From -4976114112043424022
X-Google-Thread: 1115ce,c1a57c0c6c1739e1,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!local01.nntp.dca.giganews.com!nntp.comcast.com!
news.comcast.com.POSTED!not-for-mail
NNTP-Posting-Date: Wed, 31 May 2006 10:37:43 -0500
Newsgroups: comp.sys.atari.programmer
Subject: [annc] Dis6502 2.2 released
From: Slor <semaj@rols.ten>
Organization: SlorNet
Message-ID: <Xns97D4764BCAD3Demuslor@216.196.97.136>
User-Agent: Xnews/2006.03.14
X-Face: %XserOfRX`r-LZ\90<=vI7k<`QMH-(LjNZH``KUi:!h#87]<"qLW9._L==*cB*vFNz{?
Y.Vz>XH|C~h:N9n;4e2v2#laq4Ulh=}mld:QfCBGs+FjBzrqw"21t|9{10.Or*=/*r`>g%Vt:BSjgX?
u"@UIELF4GNA7xalm$S8f7NNF2Mp-\+zP#nku/;1U}b.C)>L7y$c+$Ux<]#j^$#/
9Vf'OY:5c6UitDqvbuwo]_:Z$P[pFeMk8Y;k;)s6L_=d'?B<O+S&^Km"uNO3S{(0<4kpzn-jgG9H|
q&O,w":}0mL5f92-{_O
Date: Wed, 31 May 2006 10:37:44 -0500
Lines: 16
NNTP-Posting-Host: 68.57.222.49
X-Trace: sv3-t31roEadv2nRBbfowBdqZ+82HQVVupzYdAMjeem3dYHc2+fE3D/
Xeh6YLXj6lfOOcmLbqGCo9+5leVw!
teVskQMGYNK4shW1ZJqLymStnDe5XvbVHUViBcK8xiPjnaOI1C3sgih4v5kbLrpovteYlDODcCLm!
n28WsmmuqA==
X-Complaints-To: abuse@comcast.net
X-DMCA-Complaints-To: dmca@comcast.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news2.google.com comp.sys.atari.programmer:39

http://sourceforge.net/project/showfiles.php?group_id=145747

Version 2.2

No new features

Fixed bugs:
- recent files and recent workspaces did not work in 2.1. Fixed.
- Opcode $96 produced a bad disassembly.
- Version 2.1 did not work on Win98se.

--
James
http://www.slornet.com

From 208372695017948085

X-Google-Thread: 111a55,241fe3e888b618cd,start
X-Google-Thread: 109a67,241fe3e888b618cd,start
X-Google-Thread: 1115ce,241fe3e888b618cd,start
X-Google-Attributes: gid111a55,gid109a67,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news1.google.com!news3.google.com!
border1.nntp.dca.giganews.com!border2.nntp.dca.giganews.com!nntp.giganews.com!
cyclone1.gnilink.net!spamkiller.gnilink.net!gnilink.net!trnddc06.POSTED!fa0a7bf3!
not-for-mail
From: "Tom Tom" <sometomtom@tomtom.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: ST Book - Replacing Hard Drive
Lines: 18
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2869
X-RFC2646: Format=Flowed; Original
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2869
Message-ID: <o0rfg.12018$VL2.2365@trnddc06>
Date: Thu, 01 Jun 2006 01:02:12 GMT
NNTP-Posting-Host: 71.102.243.88
X-Complaints-To: abuse@verizon.net
X-Trace: trnddc06 1149123732 71.102.243.88 (Wed, 31 May 2006 21:02:12 EDT)
NNTP-Posting-Date: Wed, 31 May 2006 21:02:12 EDT
Xref: g2news2.google.com comp.sys.atari.st:3024 comp.sys.atari.st.tech:232
comp.sys.atari.programmer:40

A friend of mine has had his hard drive die inside of his ST Book. There's
a few questions that I hope some experts here may be able to answer.

Do you know by chance if the format of the drive is the same as the regular
ST or if it is the same as the TT/Falcon?
Since the drive is IDE, can any drive be used in it or does it require
certain models?
What means will the drive need to be formatted and with what software is
recommended?

Appreciate help anyone can give to answering these questions.

Regards,
Glenn Bruner
glenn.bruner@verizon.net

From -4890582672340835700
X-Google-Thread: 111a55,241fe3e888b618cd
X-Google-Thread: 109a67,241fe3e888b618cd
X-Google-Thread: 1115ce,241fe3e888b618cd
X-Google-Attributes: gid111a55,gid109a67,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit

Path: g2news2.google.com!news3.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!local01.nntp.dca.giganews.com!nntp.insightbb.com!
news.insightbb.com.POSTED!not-for-mail
NNTP-Posting-Date: Sat, 03 Jun 2006 16:51:02 -0500
From: ziggy <ziggy@fakedaddress.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: ST Book - Replacing Hard Drive
Organization: The Centre
References: <o0rfg.12018$VL2.2365@trnddc06>
User-Agent: MT-NewsWatcher/3.4 (PPC Mac OS X)
Date: Sat, 03 Jun 2006 17:50:59 -0400
Message-ID: <ziggy-1F6D99.17505903062006@news.isp.giganews.com>
Lines: 20
NNTP-Posting-Host: 12.222.0.100
X-Trace: sv3-HhEzGL10lxfx+hdQ8xFGKSUCrosENQvinDtWUOylVTZlEDgnIxv86rLmAUQ9XPk9/
VL2MgQnzDvH6o9!
QNspg06SM9ryc+bJdXE2Gbpuf+O98+ofpev9gEETYvfTlOZe7NDnMFIHasQArOPum5bmvNC5JuYj!
UZnow3cYUhvUuKpZVb00
X-Complaints-To: abuse@insightbb.com
X-DMCA-Complaints-To: abuse@insightbb.com
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news2.google.com comp.sys.atari.st:3073 comp.sys.atari.st.tech:237
comp.sys.atari.programmer:41

In article <o0rfg.12018$VL2.2365@trnddc06>,
 "Tom Tom" <sometomtom@tomtom.com> wrote:

> A friend of mine has had his hard drive die inside of his ST Book. There's
> a few questions that I hope some experts here may be able to answer.
>
> Do you know by chance if the format of the drive is the same as the regular
> ST or if it is the same as the TT/Falcon?
> Since the drive is IDE, can any drive be used in it or does it require
> certain models?
> What means will the drive need to be formatted and with what software is
> recommended?
>
> Appreciate help anyone can give to answering these questions.
>
> Regards,
> Glenn Bruner
> glenn.bruner@verizon.net

Lucky friend to even have a STBook to break ..

From -6995957724478401122
X-Google-Thread: 1115ce,d93b1561e591b8d7,start
X-Google-Thread: 111a55,d93b1561e591b8d7,start
X-Google-Thread: 107518,d93b1561e591b8d7,start

X-Google-Thread: 109a67,d93b1561e591b8d7,start
X-Google-Thread: fa0ea,d93b1561e591b8d7,start
X-Google-Attributes: gid1115ce,gid111a55,gid107518,gid109a67,gidfa0ea,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!y43g2000cwc.googlegroups.com!not-for-mail
From: ace2@spankthedonkey.com
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,misc.consumers,comp.sys.atari.st.tech,ctdl.sys.atari.st
Subject: Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!
Date: 9 Jun 2006 08:35:02 -0700
Organization: http://groups.google.com
Lines: 16
Message-ID: <1149867302.764840.20000@y43g2000cwc.googlegroups.com>
NNTP-Posting-Host: 60.50.17.14
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1149867308 24803 127.0.0.1 (9 Jun 2006 15:35:08 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Fri, 9 Jun 2006 15:35:08 +0000 (UTC)
User-Agent: G2/0.2
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows 98; Win 9x 4.90; .NET CLR 1.1.4322),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: y43g2000cwc.googlegroups.com; posting-host=60.50.17.14;
   posting-account=TNFZ3Q0AAACLrevAv8MsZe29LMW-K0QS
Xref: g2news2.google.com comp.sys.atari.programmer:42 comp.sys.atari.st:3134 misc.consumers:26271 comp.sys.atari.st.tech:238 ctdl.sys.atari.st:7

We're offering all the latest factory pressed high quality dvd movies, ps2, psp and xbox silvers with factory printed colour inserts at fantastic prices, whether for personal use or reselling. We're shipping worldwide with various shipping methods. For resellers, please contact us for bulk discounts.

For a complete list and prices, please email us at spikes@spankthedonkey.com

(Please state the type of list that you want and tell us your location as the prices varies for different locations. If you're reseller, please state the quantity you wish to order per shipment and we'll quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

From 6247319993006902685
X-Google-Thread: 1115ce,d93b1561e591b8d7
X-Google-Thread: 111a55,d93b1561e591b8d7
X-Google-Thread: 107518,d93b1561e591b8d7
X-Google-Thread: 109a67,d93b1561e591b8d7

X-Google-Thread: fa0ea,d93b1561e591b8d7
X-Google-Attributes: gid1115ce,gid111a55,gid107518,gid109a67,gidfa0ea,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!j55g2000cwa.googlegroups.com!not-for-mail
From: "e-Biz" <ace1@time.net.my>
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,misc.consumers,comp.sys.atari.st.tech,
ctdl.sys.atari.st
Subject: Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!
Date: 9 Jun 2006 21:10:43 -0700
Organization: http://groups.google.com
Lines: 16
Message-ID: <1149912643.266354.235050@j55g2000cwa.googlegroups.com>
NNTP-Posting-Host: 60.48.161.160
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1149912648 28659 127.0.0.1 (10 Jun 2006 04:10:48 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sat, 10 Jun 2006 04:10:48 +0000 (UTC)
User-Agent: G2/0.2
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows 98; Win 9x 4.90; .NET
CLR 1.1.4322),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: j55g2000cwa.googlegroups.com; posting-host=60.48.161.160;
   posting-account=uApchQ0AAADtofeQ_lLBO7ScF3ekbmkQ
Xref: g2news2.google.com comp.sys.atari.programmer:43 comp.sys.atari.st:3144
misc.consumers:26342 comp.sys.atari.st.tech:239 ctdl.sys.atari.st:8

We're offering all the latest factory pressed high quality dvd movies,
ps2, psp and xbox silvers with factory printed colour inserts at
fantastic prices, whether for personal use or reselling. We're shipping
worldwide with various shipping methods. For resellers, please contact
us for bulk discounts.

For a complete list and prices, please email us at
spikes@spankthedonkey.com

(Please state the type of list that you want and tell us your location
as the prices varies for different locations. If you're reseller,
please state the quantity you wish to order per shipment and we'll
quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

From 1585061014813706817
X-Google-Thread: 1115ce,d93b1561e591b8d7
X-Google-Thread: 111a55,d93b1561e591b8d7
X-Google-Thread: 107518,d93b1561e591b8d7
X-Google-Thread: 109a67,d93b1561e591b8d7
X-Google-Thread: fa0ea,d93b1561e591b8d7

X-Google-Attributes: gid1115ce,gid111a55,gid107518,gid109a67,gidfa0ea,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!u72g2000cwu.googlegroups.com!not-for-mail
From: "ebiz" <ace3@time.net.my>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,misc.consumers,comp.sys.atari.st.tech,ctdl.sys.atari.st
Subject: Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!
Date: 10 Jun 2006 19:03:39 -0700
Organization: http://groups.google.com
Lines: 16
Message-ID: <1149991419.908571.93490@u72g2000cwu.googlegroups.com>
NNTP-Posting-Host: 60.48.50.218
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1149991424 10763 127.0.0.1 (11 Jun 2006 02:03:44 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sun, 11 Jun 2006 02:03:44 +0000 (UTC)
User-Agent: G2/0.2
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows 98; Win 9x 4.90; .NET CLR 1.1.4322),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: u72g2000cwu.googlegroups.com; posting-host=60.48.50.218;
   posting-account=8tFfwQ0AAACyQ7OQ-mFToZMSjQKnz0lO
Xref: g2news2.google.com comp.sys.atari.programmer:44 comp.sys.atari.st:3155 misc.consumers:26401 comp.sys.atari.st.tech:240 ctdl.sys.atari.st:9

We're offering all the latest factory pressed high quality dvd movies, ps2, psp and xbox silvers with factory printed colour inserts at fantastic prices, whether for personal use or reselling. We're shipping worldwide with various shipping methods. For resellers, please contact us for bulk discounts.

For a complete list and prices, please email us at spikes@spankthedonkey.com

(Please state the type of list that you want and tell us your location as the prices varies for different locations. If you're reseller, please state the quantity you wish to order per shipment and we'll quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

From -400521672044220597
X-Google-Thread: 1115ce,d93b1561e591b8d7
X-Google-Thread: 111a55,d93b1561e591b8d7
X-Google-Thread: 107518,d93b1561e591b8d7
X-Google-Thread: 109a67,d93b1561e591b8d7
X-Google-Thread: fa0ea,d93b1561e591b8d7
X-Google-Attributes: gid1115ce,gid111a55,gid107518,gid109a67,gidfa0ea,public

X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news2.google.com!news3.google.com!
border1.nntp.dca.giganews.com!nntp.giganews.com!newscon06.news.prodigy.com!
prodigy.net!newsfeed-00.mathworks.com!pln-e!spln!lex!extra.newsguy.com!
newsp.newsguy.com!enews2
From: spamtrasher@nospam.com
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,misc.consumers,comp.sys.atari.st.tech,
ctdl.sys.atari.st
Subject: Re: Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!
Date: Sun, 11 Jun 2006 04:36:28 -0500
Organization: NewsGuy - Unlimited Usenet $19.95
Lines: 10
Message-ID: <48on82hsa4el73n1ud5nt0p2ainp1mnlvd@4ax.com>
References: <1149991419.908571.93490@u72g2000cwu.googlegroups.com>
NNTP-Posting-Host: p-336.newsdawg.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.93/32.576 English (American)
Xref: g2news2.google.com comp.sys.atari.programmer:45 comp.sys.atari.st:3156
misc.consumers:26409 comp.sys.atari.st.tech:242 ctdl.sys.atari.st:10

On 10 Jun 2006 19:03:39 -0700, "ebiz" <ace3@time.net.my> wrote:

>We're offering all the latest garage pressed poor quality DVDs. All are 100%
illegal copies made to our low quality
>high profit standards. The bottom line is we want your money and dont care how
we get it as long as we get it. We
>spam the newsgroups looking for suckers such as yourself who will send us large
sums of money in trade for some
>inferior illegal copies on cheap plastic disks. If you like our spam, you'll
love the trash that we sell, and we'll love
>getting our hands in your wallet. Please visit our website at www.fbi.gov and
tell them how much you love our spamming
>the newsgroups and how much you love the pirated copies of disks that we sold
you. They'll thank you for your time.
>Place your order today and you can be the first person on your block to go to a
Federal Prison. You won't regret it.

From 4964565247996844852
X-Google-Thread: 1115ce,77d79c5c64726721,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!75g2000cwc.googlegroups.com!not-for-
mail
From: "charlie" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: any one willing to share ideals?
Date: 10 Jul 2006 16:37:50 -0700
Organization: http://groups.google.com

Lines: 5
Message-ID: <1152574670.098366.210320@75g2000cwc.googlegroups.com>
NNTP-Posting-Host: 64.231.204.166
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1152574675 20195 127.0.0.1 (10 Jul 2006 23:37:55 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Mon, 10 Jul 2006 23:37:55 +0000 (UTC)
User-Agent: G2/0.2
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT
5.1),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: 75g2000cwc.googlegroups.com; posting-host=64.231.204.166;
   posting-account=OZfT5QwAAABCEikAjtcHSrHHJ_aupnRT
Xref: g2news2.google.com comp.sys.atari.programmer:46

i use atari and wish to share ideals for midi related programs to
create , any body willing to converge and brainstorm with me?

charles.copp@sympatico.ca

From 6489578150101828932
X-Google-Thread: 1115ce,ed321c5573a86aaf,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!75g2000cwc.googlegroups.com!not-for-
mail
From: "Cauldronborn" <cldrnbrn@hotmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: WANTED: ANY ATARI STUFF IN SEATTLE/WASHINTON AREA
Date: 11 Jul 2006 10:51:35 -0700
Organization: http://groups.google.com
Lines: 6
Message-ID: <1152640294.938392.250200@75g2000cwc.googlegroups.com>
NNTP-Posting-Host: 24.17.16.162
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1152640298 31274 127.0.0.1 (11 Jul 2006 17:51:38 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Tue, 11 Jul 2006 17:51:38 +0000 (UTC)
User-Agent: G2/0.2
X-HTTP-UserAgent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.8.0.4)
Gecko/20060508 Firefox/1.5.0.4,gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: 75g2000cwc.googlegroups.com; posting-host=24.17.16.162;
   posting-account=lC0OYg0AAABArm_Z0EYYuCr8zCiyyFQv
Xref: g2news2.google.com comp.sys.atari.programmer:47

Anybody got any excess gear they want to part with? I'm interested in
pretty much anything SGI/SUN/Unix/Amiga/Commodore/Atari/Server/Video
Game/Weird/Classic/Retro/ETC that you don't wan't in the Puget Sound

area that you'd prefer not to toss out. Can't pay you but I'll give it
a good home and it won't end up on Ebay.

From -2331515261218481259
X-Google-Thread: 1115ce,b43d53077e40df17,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news4.google.com!news2.volia.net!news-out.ntli.net!
newsrout1-gui.ntli.net!ntli.net!news.highwinds-media.com!newspeer1-win.ntli.net!
newsfe6-win.ntli.net.POSTED!53ab2750!not-for-mail
From: rxdnuohu@email.adr
Subject: STOP what you□re doing - It doesn□t work! TX0O
Newsgroups: comp.sys.atari.programmer
Lines: 2371
Message-ID: <54Nyg.97620$OT.73614@newsfe6-win.ntli.net>
Date: Sat, 29 Jul 2006 17:40:17 GMT
NNTP-Posting-Host: 86.4.185.28
X-Complaints-To: http://www.ntlworld.com/netreport
X-Trace: newsfe6-win.ntli.net 1154194817 86.4.185.28 (Sat, 29 Jul 2006 18:40:17
BST)
NNTP-Posting-Date: Sat, 29 Jul 2006 18:40:17 BST
Organization: ntl Cablemodem News Service
Xref: g2news2.google.com comp.sys.atari.programmer:48

Get Free Website Traffic For Doing What You
Normally Do Which Is Surf The Web
http://tinyurl.com/zhxf3

Re terolupi cekositafet liteceta cobidi canoheca .

From -2187441305402536442
X-Google-Thread: 1115ce,b7aade450d0d0cd0,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!news.glorb.com!atl-c03.usenetserver.com!
news.usenetserver.com!bigfeed3.bellsouth.net!bigfeed.bellsouth.net!
bignumber.bellsouth.net!news.bellsouth.net!bignews5.bellsouth.net.POSTED!f1ea88ee!
not-for-mail
From: "NSI" <af.irani@afyhpami.com>
Subject: Add money to your Paypal account with OPRAH rHx--
Newsgroups: comp.sys.atari.programmer
Sender: NSI <af.irani@afyhpami.com>
Reply-To: NSI
X-Priority: 3
X-Library: Indy 9.00.10
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
Lines: 98
Message-ID: <OIuEg.44301$vj1.28363@bignews5.bellsouth.net>
X-Complaints-To: abuse@bellsouth.net
X-Abuse-Info: Please forward a copy of all headers for proper handling
X-Trace:
ldjgbllpbapjglppdbdpiflmbcekedmfhojhikkbagflhcbojieelcjhcebbpjldjjechgeojcnnincmgc
keendpbbncgjapbpeclalcloiihiplddbopkngmkcnfhapebmaidmnjfeicdkenfjidifklkedecdl
NNTP-Posting-Date: Tue, 15 Aug 2006 21:41:02 EDT
Organization: BellSouth Internet Group
Date: Tue, 15 Aug 2006 17:52:43 -0500
Xref: g2news2.google.com comp.sys.atari.programmer:49

Read this message until the end, and you will find out how the money flows in easy !!!!.
Follow the steps and it WILL work. Trust me !!!!!.

It's NOT illegal and it is NOT a scam !!!!!.

PROVEN ON OPRAH! Reported in the Wall Street Journal!!!!

The only thing you need is : - E-MAIL ACCOUNT

- PREMIER (FREE) or BUSINESS PAYPAL ACCOUNT
- $6 on this account (The only investment)
- 30 minutes of your time

There is no limit on how much money you can recieve, and you haven't got anything to lose with this Business program. I will explain how it works !!!!!.

Follow these 4 easy steps and it WILL work !!!!!.

STEP 1 : SIGN UP FOR A FREE PAYPAL ACCOUNT !!!!!.

Paypal is a free and safe way to pay and receive money on the Internet.
Creating a account is as easy as creating a MSN account.
Copy and paste the next line in your Internet browser and sign up.
HTTP://WWW.PAYPAL.COM

Be sure to sign up for a FREE Premier or Business account and not for a Personal account.
You cannot receive CREDITCARD payments with a Personal account and we can't have that. Do we !!!!!.

STEP 2 : SENT $6 TO YOUR PAYPAL ACCOUNT

This is your only investment to receive the money with ease.

With your Paypal account, send $1 to each e-mailadres listed below.
!!!!! IMPORTANT !!!!! Be sure to use this SUBJECT : *PLEASE PUT ME ON YOUR EMAIL LIST* when you send the money.

1) martine@pilote.net
2) dexxatol@netcourrier.com
3) armygirl8568@hotmail.com
4) comjii@starband.net
5) sinnek@bellsouth.net
6) nsi@nelasat.com

STEP 3 : PUT YOUR E-MAIL ADDRESS ON THE BOTTOM OF THE LIST

After you have send $1 to each e-mail address, put your e-mail address on the 6th place.
Remove e-mail address number 1, and move each e-mail address 1 step up the ladder.
!!!!! IMPORTANT !!!!! BE SURE THAT THE E-MAIL ADDRESS YOU USE IS THE SAME AS YOU USED TO SIGN UP AT PAYPAL.

Remember that this is LEGAL. You are creating a service : an e-mail servicelist.

STEP 4 : UPLOAD OR COPY THIS MESSAGE TO NEWSGROUPS, FORUMS ETC AND EMAIL IT TO ALL YOUR FRIENDS!

There are 32,000 newsgroups. Upload or copy this message to at least 200 newsgroups or forums etc, but ..... remember that the more your upload the more people will see your message and the MORE MONEY WILL FLOW IN.

How to upload to newsgroups and forums? :

After you have followed step 1,2,3 and 4, save this message (and copy so you can use it again).
Use your Internet browser and Outlook Express or another newsreader and try to find FORUMS, NEWSGROUPS,
BULLETIN BOARDS, DISCUSSION GROUPS, CHAT SITES and ONLINE COMMUNITIES. Use GOOGLE or use a NEWSERVER.
Use every option to post this message. Download PostXpert to send 1 message to more NEWSGROUPS at the
same time.

!!!!! REMEMBER !!!!! The more you post this message the more MONEY WILL FLOW IN.

Why does this Business program work so well !!!!!.

Lets asume that from the 200 (or more) messages that you have posted, only 5 people respond, you will have your
$6 back that you have invested. Those 5 people will each send at least 200 messages with your e-mailadres on
number 4. That's 6 x 6 x $1 = $36. The next 25 people will also send 200 messages with your adres on number 3. That's 36 x 6 x $1 = $216. The next 216 people also send 200 messages with your name on number 2. That's 216 x 6
x $1 = $1296!. Those 1296 people again also send 200 messages with your name on number 1. That will give us a total of 1296 x 6 x $1 = $7,776.

Now the last tier! 7776 x 6 x $1 = $46,656!!!!!!

This is only a EXAMPLE with 6 reactions. You WILL get MORE responses than that.

Remember that most newsservers will leave the posted messages on there servers for about 2 weeks. If you will post your message again, it WILL again start from the beginning. So you can repeat this over and over again.

Everyday MILLIONS of people are ONLINE and reading these messages, JUST LIKE YOU RIGHT NOW.
I also was sceptical in the beginning and have read a lot of these messages. I also thought that it was bullshit.
Until I thought : What the hell!, only $6. What's $6 and a couple of minutes of my time to solve my money problems.

!!!!! REMEMBER !!!!! Follow every step, and IT WILL WORK, TRUST ME. !!!!!

!!!!! BEST WISHES AND GOOD LUCK !!!!!

w)O>+;)<9UVS;F>qaGL<Uq#v`V6(F]- rM;$g+!4IIQ*827?H4

From 1367075474789703844
X-Google-Thread: 1115ce,4e0b495a0e24d78c,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!74g2000cwt.googlegroups.com!not-for-mail
From: "charlie" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: gfa memory string etc help
Date: 29 Aug 2006 15:15:51 -0700
Organization: http://groups.google.com
Lines: 15
Message-ID: <1156889750.988403.15960@74g2000cwt.googlegroups.com>
NNTP-Posting-Host: 69.156.108.223
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1156889756 19548 127.0.0.1 (29 Aug 2006 22:15:56 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Tue, 29 Aug 2006 22:15:56 +0000 (UTC)
User-Agent: G2/0.2
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT 5.1),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: 74g2000cwt.googlegroups.com; posting-host=69.156.108.223;
   posting-account=OZfT5QwAAABCEikAjtcHSrHHJ_aupnRT
Xref: g2news2.google.com comp.sys.atari.programmer:50

any body out there willing to advise novice programmer a "how to "
approach for correct memory mapping within a gfa program.... i reserve
a blank string of 9000 spaces
smf$=space$(9000)
then poke it ,...but once data within string is cleared and redeclared
clr smf$
now redeclare
smf$=space$(9000)

it "fumbles " another variable,so basically i have no problem at all
untill i reestablish a string ,then in turn it altres another variable
which is an interger.....puzzeled?????????

thanks in advance,charles

From 2399100693882790628
X-Google-Thread: 1115ce,4e0b495a0e24d78c
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news4.google.com!news2.volia.net!npeer.de.kpn-eurorings.net!newsfeed.arcor.de!newsspool2.arcor-online.net!news.arcor.de.POSTED!not-for-mail
Date: Wed, 30 Aug 2006 01:40:29 +0200
From: Ingo Schmidt <ich@der-ingo.de>
User-Agent: Thunderbird 1.5.0.4 (Windows/20060516)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: gfa memory string etc help
References: <1156889750.988403.15960@74g2000cwt.googlegroups.com>
In-Reply-To: <1156889750.988403.15960@74g2000cwt.googlegroups.com>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 44
Message-ID: <44f4d067$0$17395$9b4e6d93@newsspool2.arcor-online.net>
Organization: Arcor
NNTP-Posting-Date: 30 Aug 2006 01:40:23 CEST
NNTP-Posting-Host: 447d49f3.newsspool2.arcor-online.net
X-Trace:
DXC=@g7WJfM46Hk]BlmkiiU@BiA9EHlD;3Ycb4Fo<]lROoRa4nDHegD_]RecfQboRSoQMfJhQ_R<8SE=`j0?^6i[cijhDDI[0DHBH``a62;f0SOQla
X-Complaints-To: usenet-abuse@arcor.de
Xref: g2news2.google.com comp.sys.atari.programmer:51

Hi!

> it "fumbles " another variable,so basically i have no problem at all
> untill i reestablish a string ,then in turn it altres another variable
> which is an interger.....puzzeled??????????

No, not puzzled at all. Puzzling is your way of describing a problem ;-)
Some source code would help but I think what you do is something like this:

```
LET smf$=SPACE$(9000)      ! string of 9000 spaces
LET smf_adr%=V:smf$        ! get address of those 9000 bytes
@do_some_poking(smf_adr%)  ! poke some stuff at this address
LET smf$=LEFT$(smf$,5000)+SPACE$(4000)    ! clear last 4000 bytes
@do_some_poking(smf_adr%)  ! do more poking
```

and BAM! Right?

This is because the string management of GFA is dynamic! The string data can always be moved by GFA. It does this when it makes a garbage collection (= cleaning up old unused strings)
So whenever you do a GFA string operation or call a subroutine the data of your string may have changed.
So in the above example the first GOSUB was already dangerous...

Here are 2 alternatives with fixed addresses:

1. Use the operating system

```
LET smf_adr%=MALLOC(9000)
' do your stuff
~MFREE(smf_adr%)   ! please do not forget to free RAM after use
```

2. Use GFA-Inlines (only V3.6)

```
INLINE smf_adr%,9000
```

With those 2 methods the address never changes during a program run.

If you want more help on GFA just ask, but please be a bit more specific
and if possible provide some example source code. Thanks!

Cheers, Ingo =;->

From -936891903741286003
X-Google-Thread: 1115ce,4e0b495a0e24d78c
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII
Path: g2news2.google.com!news4.google.com!news.glorb.com!txtfeed1.tudelft.nl!
tudelft.nl!binfeed1.tudelft.nl!kanaga.switch.ch!switch.ch!news.grnet.gr!
news.ntua.gr!not-for-mail
From: George Nakos <ggn@atariROCKS.org>
Newsgroups: comp.sys.atari.programmer
Subject: Re: gfa memory string etc help
Date: Sun, 03 Sep 2006 01:01:48 +0300
Organization: K?A software productions
Lines: 42
Message-ID: <fjvjf2pdb5rqp7n2bmpik3hioti07j0cnu@4ax.com>
References: <1156889750.988403.15960@74g2000cwt.googlegroups.com>
<44f4d067$0$17395$9b4e6d93@newsspool2.arcor-online.net>
NNTP-Posting-Host: ppp110-143.dsl.hol.gr
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-7
Content-Transfer-Encoding: 8bit
X-Trace: ulysses.noc.ntua.gr 1157234514 55681 89.210.110.143 (2 Sep 2006 22:01:54
GMT)
X-Complaints-To: usenet@ulysses.noc.ntua.gr
NNTP-Posting-Date: Sat, 2 Sep 2006 22:01:54 +0000 (UTC)
X-Newsreader: Forte Agent 3.1/32.783
Xref: g2news2.google.com comp.sys.atari.programmer:52

On Wed, 30 Aug 2006 01:40:29 +0200, Ingo Schmidt <ich@der-ingo.de>
wrote:

>1. Use the operating system
>

```
>LET smf_adr%=MALLOC(9000)
>' do your stuff
>~MFREE(smf_adr%)  ! please do not forget to free RAM after use
>
>
>2. Use GFA-Inlines (only V3.6)
>INLINE smf_adr%,9000
>
>
```

Also you can use the oh-so-handy GFA arrays, like

```
DIM piece_of_mem|(9000)
addr%=v:piece_of_mem|(0)
```

You can start poking then at addr% to addr%+9000, or, if you prefer, use the array as each indice of it is one byte. Thus:

```
poke addr%+303,123
```

is the same as

```
piece_of_mem|(303)=123
```

Another good thing with dim is that you don't suffer from malloc taking up RAM each time the program fails. Oh, and the chunk of memory can be as large as you want.

Hope this helps,
--
George Nakos AKA GGN/K$A software productions - Atari or buST!
Real programmers disdain structured programming. $Structured programming is for compulsive neurotics who were prematurely toilet-trained.$They wear neckties and carefully line up pencils on otherwise clear desks.
(remove ROCKS for e-mail address)

From -8519947525081913734
X-Google-Thread: 111a55,241fe3e888b618cd
X-Google-Thread: 109a67,241fe3e888b618cd
X-Google-Thread: 1115ce,241fe3e888b618cd
X-Google-Attributes: gid111a55,gid109a67,gid1115ce,public
X-Google-Language: ENGLISH,ASCII
Path: g2news2.google.com!news3.google.com!border1.nntp.dca.giganews.com!nntp.giganews.com!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!newsfeed01.chello.at!newsfeed02.chello.at!news.chello.at.POSTED!not-for-mail
Date: Thu, 07 Sep 2006 10:10:15 +0200
From: Werner Romstorfer <werner.romstorfer@chello.at>
User-Agent: Thunderbird 1.5.0.5 (Macintosh/20060719)
MIME-Version: 1.0

Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: ST Book - Replacing Hard Drive
References: <o0rfg.12018$VL2.2365@trnddc06>
In-Reply-To: <o0rfg.12018$VL2.2365@trnddc06>
Content-Type: text/plain; charset=ISO-8859-15; format=flowed
Content-Transfer-Encoding: quoted-printable
Message-ID: <1c32b$44ffd3e7$506cbfa8$7702@news.chello.at>
X-Complaints-To: abuse@chello.at
Organization: chello.at
Lines: 34
NNTP-Posting-Host: 80.108.191.168 (80.108.191.168)
NNTP-Posting-Date: Thu, 07 Sep 2006 10:10:15 +0200
X-Trace: 1c32b44ffd3e7f5c91a0d07702
Xref: g2news2.google.com comp.sys.atari.st:3870 comp.sys.atari.st.tech:341
comp.sys.atari.programmer:53

Hello Tom Tom!

> Do you know by chance if the format of the drive is the same as the reg=
ular=20
> ST or if it is the same as the TT/Falcon?

The "format" of the ST-Book-Drive is a 2,5"-drive as used in=20
notebooks/laptops.

> Since the drive is IDE, can any drive be used in it or does it require =

> certain models?

If I remember corectly these machines had problems with drives bigger=20
1GB capacity, so if you find somewhere a 500MB-drive it should be=20
possible to install.

> What means will the drive need to be formatted and with what software i=
s=20
> recommended?

Is there a "format-software" (AHDI sp?) in ST-Books permanent RAM-Drive=20
(I don't remember...)
Otherwise the best chance is to take a FALCON (only other Atari-machine=20
with a 2,5"-drive"), put the "new" ST-Book-drive in it, format with the=20
software from the "language-disk" or third-party-software as "HDDriver", =

and put this drive then in the ST-Book.
Voil=E0 - Should work...

Best Regards, Werner
--=20
<http://peasoft.atari.org>

From 8529294568059176533

X-Google-Thread: 1115ce,4e0b495a0e24d78c
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!e3g2000cwe.googlegroups.com!not-for-mail
From: "charlie" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: Re: gfa memory string etc help
Date: 8 Sep 2006 03:45:47 -0700
Organization: http://groups.google.com
Lines: 30
Message-ID: <1157712347.106162.295870@e3g2000cwe.googlegroups.com>
References: <1156889750.988403.15960@74g2000cwt.googlegroups.com>
   <44f4d067$0$17395$9b4e6d93@newsspool2.arcor-online.net>
NNTP-Posting-Host: 65.93.43.133
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1157712350 18460 127.0.0.1 (8 Sep 2006 10:45:50 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Fri, 8 Sep 2006 10:45:50 +0000 (UTC)
In-Reply-To: <44f4d067$0$17395$9b4e6d93@newsspool2.arcor-online.net>
User-Agent: G2/0.2
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT
5.1),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: e3g2000cwe.googlegroups.com; posting-host=65.93.43.133;
   posting-account=OZfT5QwAAABCEikAjtcHSrHHJ_aupnRT
Xref: g2news2.google.com comp.sys.atari.programmer:54

well guys i resolved the problem , and a real big thanks for the new
approch at peeking and poking ,still kinda new at programming ...it
works great so far and the solution was to remove the clr
smf$,smf%.....i don't know why but if this is in a loop and
parameters are cleared then reinvoked like

```
do
star$=space$(4000)
star%=varptr(star$)
poke star%,asc"s"
poke star%+1,asc"i"
poke star%+2,asc"m"
a=2
do
a=a+1
poke V:star$+a,number
loop until inkey$<>""
clr star%,star$
loop
```

i know not very accuret example but had to do with clearing and then
redeclaring variables within a continuing program.

thanks guys
"we make a good team"....even though we are sppread miles apart.

charles

From -8993217986639970446
X-Google-Thread: 1115ce,4e0b495a0e24d78c
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news2.google.com!fu-berlin.de!uni-berlin.de!
individual.net!not-for-mail
From: David Bolt <blacklist-me@davjam.org>
Newsgroups: comp.sys.atari.programmer
Subject: Re: gfa memory string etc help
Date: Fri, 8 Sep 2006 21:42:04 +0100
Organization: I Wish!!!
Lines: 50
Message-ID: <i2LKPbBcWdAFFw5G@dev.null.davjam.org>
References: <1156889750.988403.15960@74g2000cwt.googlegroups.com>
 <44f4d067$0$17395$9b4e6d93@newsspool2.arcor-online.net>
 <1157712347.106162.295870@e3g2000cwe.googlegroups.com>
Reply-To: David Bolt <dbolt@davjam.org>
Mime-Version: 1.0
Content-Type: text/plain;charset=us-ascii
X-Trace: individual.net LX+1WQgGz0YBJJuZs2SC7gecvEpt0CDfVoHEZd0HKBxA8D6KU=
X-Orig-Path: davjam.org!blacklist-me
User-Agent: Turnpike/6.06-U (<V3z44zo9j7IOymzkWXOzmVBz7S>)
Xref: g2news2.google.com comp.sys.atari.programmer:55

On Fri, 8 Sep 2006, charlie <charles.copp@sympatico.ca> wrote:-

<snip>

```
>do
>star$=space$(4000)
>star%=varptr(star$)
>poke star%,asc"s"
>poke star%+1,asc"i"
>poke star%+2,asc"m"
>a=2
>do
>a=a+1
>poke V:star$+a,number
>loop until inkey$<>""
>clr star%,star$
>loop
```

Just as a friendly bit of advice, I hope your program has some error
and/or boundary checks in place. If not, and you use a construct similar
to this snippet taken from above:

```
>star$=space$(4000)
>star%=varptr(star$)
>poke star%,asc"s"
>poke star%+1,asc"i"
>poke star%+2,asc"m"
>a=2
>do
>a=a+1
>poke V:star$+a,number
>loop until inkey$<>""
```

you're going to have a big problem with buffer over-runs, random data corruption and/or crashes. From the loop above, you've not long at all before 'a' exceeds the allocated space (4000 bytes) and the next poke overwrites something important. With it being interpreted, you'll probably have a few seconds to press a key to exit the loop. Once it's compiled, you're going to be down to a few 1/10ths or even 1/100ths before the damage is done.

Regards,
  David Bolt

--
Member of Team Acorn checking nodes at 50 Mnodes/s: http://www.distributed.net/
AMD1800 1Gb WinXP/SUSE 9.3 | AMD2400 256Mb SuSE 9.0 | A3010 4Mb RISCOS 3.11
AMD2400(32) 768Mb SUSE 10.0 | Falcon 14Mb TOS 4.02 | A4000 4Mb RISCOS 3.11
AMD2600(64) 512Mb SUSE 10.0 | | RPC600 129Mb RISCOS 3.6

From 3753668726535742533
X-Google-Thread: 1115ce,4e0b495a0e24d78c
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news2.google.com!fu-berlin.de!uni-berlin.de!
individual.net!not-for-mail
From: David Bolt <blacklist-me@davjam.org>
Newsgroups: comp.sys.atari.programmer
Subject: Re: gfa memory string etc help
Date: Fri, 8 Sep 2006 21:57:46 +0100
Organization: I Wish!!!
Lines: 62
Message-ID: <vWeJXiCKldAFFwa7@dev.null.davjam.org>
References: <1156889750.988403.15960@74g2000cwt.googlegroups.com>
 <44f4d067$0$17395$9b4e6d93@newsspool2.arcor-online.net>
Reply-To: David Bolt <dbolt@davjam.org>
Mime-Version: 1.0
Content-Type: text/plain;charset=us-ascii
X-Trace: individual.net 9a5aus5CKjgBaPt6G0TYnQ3DbpR1VZfHrvQ0tjINzmaABH5Rc=
X-Orig-Path: davjam.org!blacklist-me
User-Agent: Turnpike/6.06-U (<dt644bMxj7Ycakzk3PEzm1pWIj>)
Xref: g2news2.google.com comp.sys.atari.programmer:56

On Wed, 30 Aug 2006, Ingo Schmidt <ich@der-ingo.de> wrote:-

<snip>

```
>Here are 2 alternatives with fixed addresses:
>
>1. Use the operating system
>
>LET smf_adr%=MALLOC(9000)
>' do your stuff
>~MFREE(smf_adr%)       ! please do not forget to free RAM after use
```

Pros:
 Can allocate memory blocks (much) bigger than ~32000 bytes.
 The block isn't stored as a part of the program[0]

Con:
 Forgetting to free the block is a good way to create memory leaks.
 The block isn't stored as a part of the program[0]
 You need to shrink the memory allocated before you can use Malloc[1]

```
>2. Use GFA-Inlines (only V3.6)
```

Inline was actually included as of v3.00

```
>INLINE smf_adr%,9000
```

Pros:
 No need to free the block so no way to create memory leaks.
 The block is stored as a part of the program

Con:
 Can't be more than ~32000 bytes.
 The block is stored as a part of the program.

```
>With those 2 methods the address never changes during a program run.
>
>If you want more help on GFA just ask, but please be a bit more
>specific and if possible provide some example source code. Thanks!
>
>Cheers, Ingo =;->
```

[0] Both a pro and a con. Useful as it means the program itself is smaller on disc, or a hindrance if you have to load data from disc into the block.

[1] Certainly in the older interpreters (3.0 - 3.5). Don't know if the same applies to newer versions.

[2] Also both a pro and a con. Useful as you can keep data as a part of the program and not have to load it from disc, or a hindrance in that

the program size is increased by the size of each INLINE.

Regards,
  David Bolt

--
Member of Team Acorn checking nodes at 50 Mnodes/s: http://www.distributed.net/
AMD1800 1Gb WinXP/SUSE 9.3 | AMD2400 256Mb SuSE 9.0 | A3010 4Mb RISCOS 3.11
AMD2400(32) 768Mb SUSE 10.0 | Falcon 14Mb TOS 4.02 | A4000 4Mb RISCOS 3.11
AMD2600(64) 512Mb SUSE 10.0 | | RPC600 129Mb RISCOS 3.6

From 5802263667934044152
X-Google-Thread: 111a55,241fe3e888b618cd
X-Google-Thread: 109a67,241fe3e888b618cd
X-Google-Thread: 1115ce,241fe3e888b618cd
X-Google-Attributes: gid111a55,gid109a67,gid1115ce,public
X-Google-Language: ENGLISH,ASCII
Path: g2news2.google.com!news4.google.com!border1.nntp.dca.giganews.com!
border2.nntp.dca.giganews.com!nntp.giganews.com!cyclone1.gnilink.net!
spamkiller.gnilink.net!gnilink.net!trnddc07.POSTED!fa0a7bf3!not-for-mail
From: "Tom Tom" <sometomtom@tomtom.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
References: <o0rfg.12018$VL2.2365@trnddc06>
<1c32b$44ffd3e7$506cbfa8$7702@news.chello.at>
Subject: Re: ST Book - Replacing Hard Drive
Lines: 41
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2869
X-RFC2646: Format=Flowed; Response
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2962
Message-ID: <nYPTg.643$If3.302@trnddc07>
Date: Sun, 01 Oct 2006 14:07:15 GMT
NNTP-Posting-Host: 71.102.249.81
X-Complaints-To: abuse@verizon.net
X-Trace: trnddc07 1159711635 71.102.249.81 (Sun, 01 Oct 2006 10:07:15 EDT)
NNTP-Posting-Date: Sun, 01 Oct 2006 10:07:15 EDT
Xref: g2news2.google.com comp.sys.atari.st:4201 comp.sys.atari.st.tech:355
comp.sys.atari.programmer:58

Wener,

Thanks for the tips.

Glenn

"Werner Romstorfer" <werner.romstorfer@chello.at> wrote in message
news:1c32b$44ffd3e7$506cbfa8$7702@news.chello.at...
Hello Tom Tom!

> Do you know by chance if the format of the drive is the same as the

> regular ST or if it is the same as the TT/Falcon?

The "format" of the ST-Book-Drive is a 2,5"-drive as used in
notebooks/laptops.

> Since the drive is IDE, can any drive be used in it or does it require
> certain models?

If I remember corectly these machines had problems with drives bigger
1GB capacity, so if you find somewhere a 500MB-drive it should be
possible to install.

> What means will the drive need to be formatted and with what software is
> recommended?

Is there a "format-software" (AHDI sp?) in ST-Books permanent RAM-Drive
(I don't remember...)
Otherwise the best chance is to take a FALCON (only other Atari-machine
with a 2,5"-drive"), put the "new" ST-Book-drive in it, format with the
software from the "language-disk" or third-party-software as "HDDriver",
and put this drive then in the ST-Book.
Voil - Should work...

Best Regards, Werner
--
<http://peasoft.atari.org>

From -5502716209290224020
X-Google-Thread: 111a55,241fe3e888b618cd
X-Google-Thread: 109a67,241fe3e888b618cd
X-Google-Thread: 1115ce,241fe3e888b618cd
X-Google-Attributes: gid111a55,gid109a67,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!news.glorb.com!fu-berlin.de!uni-
berlin.de!individual.net!not-for-mail
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: ST Book - Replacing Hard Drive
Date: Sun, 01 Oct 2006 21:27:14 +0200
Lines: 14
Message-ID: <4oaj4iFdo4gjU1@individual.net>
References: <o0rfg.12018$VL2.2365@trnddc06>
<1c32b$44ffd3e7$506cbfa8$7702@news.chello.at> <nYPTg.643$If3.302@trnddc07>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: individual.net dBuWxx2BPKB0Kmtl5BQVvg9DLY2EnxA9YwKzmPoeB+9Aqeacs=
User-Agent: Thunderbird 1.5.0.7 (X11/20060909)
In-Reply-To: <nYPTg.643$If3.302@trnddc07>

Xref: g2news2.google.com comp.sys.atari.st:4203 comp.sys.atari.st.tech:356
comp.sys.atari.programmer:59

Tom Tom wrote:

> If I remember corectly these machines had problems with drives bigger
> 1GB capacity, so if you find somewhere a 500MB-drive it should be
> possible to install.

General problems with IDE drives bigger than 1 GB are unlikely because
there is no IDE-specific limit at this size. Provided the ST-Book has a
standard IDE interface, which I think it has, there are no limits that
do not also apply for other Atari machines.

--

   Dr. Uwe Seimet http://www.linkbylink.net/

From 8455341916897730826
X-Google-Thread: 111a55,241fe3e888b618cd
X-Google-Thread: 109a67,241fe3e888b618cd
X-Google-Thread: 1115ce,241fe3e888b618cd
X-Google-Attributes: gid111a55,gid109a67,gid1115ce,public
X-Google-Language: ENGLISH,ASCII
Path: g2news2.google.com!news4.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!newsfeed00.sul.t-online.de!t-online.de!newsfeed.freenet.de!
newsfeed01.chello.at!newsfeed02.chello.at!news.chello.at.POSTED!not-for-mail
Date: Wed, 11 Oct 2006 17:14:31 +0200
From: Werner Romstorfer <werner.romstorfer@chello.at>
User-Agent: Thunderbird 1.5.0.7 (Macintosh/20060909)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: ST Book - Replacing Hard Drive
References: <o0rfg.12018$VL2.2365@trnddc06>
<1c32b$44ffd3e7$506cbfa8$7702@news.chello.at> <nYPTg.643$If3.302@trnddc07>
<4oaj4iFdo4gjU1@individual.net>
In-Reply-To: <4oaj4iFdo4gjU1@individual.net>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: quoted-printable
Message-ID: <bd041$452d0a59$506cbfa8$24551@news.chello.at>
X-Complaints-To: abuse@chello.at
Organization: chello.at
Lines: 14
NNTP-Posting-Host: 80.108.191.168 (80.108.191.168)
NNTP-Posting-Date: Wed, 11 Oct 2006 17:14:33 +0200
X-Trace: bd041452d0a59f5c91a0d24551
Xref: g2news2.google.com comp.sys.atari.st:4287 comp.sys.atari.st.tech:381
comp.sys.atari.programmer:60

Hallo Uwe, :)

> General problems with IDE drives bigger than 1 GB are unlikely because =

> there is no IDE-specific limit at this size.

Wasn't there a Atari-specific problem with drives (or partitions) bigger =

1GB? They could't adress such big storage-devices IIRC.

Gr=FCsse aus Wien, Werner

--=20
<http://peasoft.atari.org>

From -3304353488676212650
X-Google-Thread: 111a55,241fe3e888b618cd
X-Google-Thread: 109a67,241fe3e888b618cd
X-Google-Thread: 1115ce,241fe3e888b618cd
X-Google-Attributes: gid111a55,gid109a67,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!c28g2000cwb.googlegroups.com!not-for-mail
From: atarigalen@yahoo.com
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: ST Book - Replacing Hard Drive
Date: 12 Oct 2006 14:34:28 -0700
Organization: http://groups.google.com
Lines: 19
Message-ID: <1160688868.550403.32170@c28g2000cwb.googlegroups.com>
References: <o0rfg.12018$VL2.2365@trnddc06>
   <1c32b$44ffd3e7$506cbfa8$7702@news.chello.at>
   <nYPTg.643$If3.302@trnddc07>
   <4oaj4iFdo4gjU1@individual.net>
   <bd041$452d0a59$506cbfa8$24551@news.chello.at>
NNTP-Posting-Host: 140.144.174.147
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1160688873 3113 127.0.0.1 (12 Oct 2006 21:34:33 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 12 Oct 2006 21:34:33 +0000 (UTC)
In-Reply-To: <bd041$452d0a59$506cbfa8$24551@news.chello.at>
User-Agent: G2/1.0
X-HTTP-UserAgent: Opera/9.01 (Windows NT 5.1; U; en),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: c28g2000cwb.googlegroups.com; posting-host=140.144.174.147;
   posting-account=hx4_dA0AAADlUQydfYIEpgowPePSEGuq
Xref: g2news2.google.com comp.sys.atari.st:4304 comp.sys.atari.st.tech:383
comp.sys.atari.programmer:61

Werner Romstorfer wrote:
> Hallo Uwe, :)
>
> > General problems with IDE drives bigger than 1 GB are unlikely because

> > there is no IDE-specific limit at this size.
>
> Wasn't there a Atari-specific problem with drives (or partitions) bigger
> 1GB? They could't adress such big storage-devices IIRC.
>
There is a TOS specific limitation regarding partition size. Early STs had a limit of 256 MB per partition. Most other TOS versions have a limit of 512 MB per partition, except for the Falcon (4.0x) TOS which can access 1 GB per partition. MiNT (a multitasking TOS replacement) can go to the TB range. With 14 partitions possible, your ST Book can access 7 GB total via its built-in operating system.

Galen

From 1372112092786888493
X-Google-Thread: 1115ce,3093dac408493791,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news4.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!newsfeed00.sul.t-online.de!t-online.de!newsfeed.gamma.ru!
Gamma.RU!newsfeed1.eu.ignite.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: XBRA code sample
Date: Sun, 15 Oct 2006 17:56:13 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 8
Message-ID: <egtsns$ar3$1@news.eunet.yu>
NNTP-Posting-Host: p-2.76.eunet.yu
X-Trace: news.eunet.yu 1160934973 11107 213.240.2.76 (15 Oct 2006 17:56:13 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Sun, 15 Oct 2006 17:56:13 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: g2news2.google.com comp.sys.atari.programmer:62

Hello;

Are there any samples/examples of XBRA protocol in source code around (preferrably in C), maybe in some open-source project, or maybe some library routines that might be used?

cu;

From -4869586178434866212
X-Google-Thread: 1115ce,3093dac408493791
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news1.google.com!news.germany.com!newsfeed01.sul.t-
online.de!t-online.de!newsfeed.arcor.de!newsspool4.arcor-online.net!

news.arcor.de.POSTED!not-for-mail
Date: Mon, 16 Oct 2006 01:36:41 +0200
From: Ingo Schmidt <ich@der-ingo.de>
User-Agent: Thunderbird 1.5.0.4 (Windows/20060516)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: XBRA code sample
References: <egtsns$ar3$1@news.eunet.yu>
In-Reply-To: <egtsns$ar3$1@news.eunet.yu>
Content-Type: text/plain; charset=ISO-8859-15; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 9
Message-ID: <4532c609$0$30580$9b4e6d93@newsspool4.arcor-online.net>
Organization: Arcor
NNTP-Posting-Date: 16 Oct 2006 01:36:41 CEST
NNTP-Posting-Host: e643a0d5.newsspool4.arcor-online.net
X-Trace:
DXC=cH_:a7MeU9A0YVY]kmLTlD4IUK<Cl32<A4Fo<]lROoRA^YC2XCjHcbIIWbPQgNYHXGJhQ_R<8SE=@2
egb@F[<dM@11We069Tj`FX4n^6ZiI\;O
X-Complaints-To: usenet-abuse@arcor.de
Xref: g2news2.google.com comp.sys.atari.programmer:63

Hi!

> Are there any samples/examples of XBRA protocol in source code around
> (preferrably in C), maybe in some open-source project, or maybe some
> library routines that might be used?

How about the FreeMiNT source code? Plenty of this going on there.

Cheers, Ingo =;->

From -4154440668767497979
X-Google-Thread: 1115ce,20ceacce2950ccb2,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!k70g2000cwa.googlegroups.com!not-for-
mail
From: "RobM" <rmahlert@gmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: AtariForge.org
Date: 20 Oct 2006 13:29:17 -0700
Organization: http://groups.google.com
Lines: 11
Message-ID: <1161376157.237339.115630@k70g2000cwa.googlegroups.com>
NNTP-Posting-Host: 68.187.227.155
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1161376162 5684 127.0.0.1 (20 Oct 2006 20:29:22 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Fri, 20 Oct 2006 20:29:22 +0000 (UTC)
User-Agent: G2/1.0

X-HTTP-UserAgent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.8.0.7)
Gecko/20060909 Firefox/1.5.0.7,gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: k70g2000cwa.googlegroups.com; posting-host=68.187.227.155;
   posting-account=QEsoDAwAAACuDZRIF43mKn_k28cC_e3A
Xref: g2news2.google.com comp.sys.atari.programmer:64

Hi Gang,

          I need a little help testing out AtariForge.

I'm looking for poeple to test the system out.. all of it.
But mostly people who can use cvs. Create a project and access the cvs
on the server.

Thanks,
Rob M

From -7208562002538984298
X-Google-Thread: 1115ce,20ceacce2950ccb2
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII
Path: g2news2.google.com!news3.google.com!news.glorb.com!feed.xsnews.nl!
feeder.xsnews.nl!proxad.net!cleanfeed3-a.proxad.net!nnrp20-2.free.fr!not-for-mail
From: "[ProToS]" <protos(at)arcadia-crew(dot)com>
Newsgroups: comp.sys.atari.programmer
References: <1161376157.237339.115630@k70g2000cwa.googlegroups.com>
Subject: Re: AtariForge.org
Date: Sat, 21 Oct 2006 18:23:16 +0200
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2869
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2962
X-RFC2646: Format=Flowed; Original
Lines: 24
Message-ID: <453a4977$0$5142$426a74cc@news.free.fr>
Organization: Guest of ProXad - France
NNTP-Posting-Date: 21 Oct 2006 18:23:19 MEST
NNTP-Posting-Host: 86.213.116.228
X-Trace: 1161447799 news-1.free.fr 5142 86.213.116.228:1086
X-Complaints-To: abuse@proxad.net
Xref: g2news2.google.com comp.sys.atari.programmer:65

"RobM" <rmahlert@gmail.com> a ̂crit dans le message de news:
1161376157.237339.115630@k70g2000cwa.googlegroups.com...
> Hi Gang,
>
>   I need a little help testing out AtariForge.
>
> I'm looking for poeple to test the system out.. all of it.
> But mostly people who can use cvs. Create a project and access the cvs

> on the server.
>
> Thanks,
> Rob M
>
Hi,

my password seems to don't work when I try to acces to
the highwire cvs

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

From 3187126420338342123
X-Google-Thread: 1115ce,20ceacce2950ccb2
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII
Path: g2news2.google.com!postnews.google.com!m7g2000cwm.googlegroups.com!not-for-mail
From: "RobM" <rmahlert@gmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: AtariForge.org
Date: 21 Oct 2006 09:42:51 -0700
Organization: http://groups.google.com
Lines: 36
Message-ID: <1161448971.227850.312410@m7g2000cwm.googlegroups.com>
References: <1161376157.237339.115630@k70g2000cwa.googlegroups.com>
   <453a4977$0$5142$426a74cc@news.free.fr>
NNTP-Posting-Host: 68.187.227.155
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
X-Trace: posting.google.com 1161448980 20840 127.0.0.1 (21 Oct 2006 16:43:00 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sat, 21 Oct 2006 16:43:00 +0000 (UTC)
In-Reply-To: <453a4977$0$5142$426a74cc@news.free.fr>
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.8.0.7)
Gecko/20060909 Firefox/1.5.0.7,gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: m7g2000cwm.googlegroups.com; posting-host=68.187.227.155;
   posting-account=QEsoDAwAAACuDZRIF43mKn_k28cC_e3A
Xref: g2news2.google.com comp.sys.atari.programmer:66

On Oct 21, 12:23 pm, "[ProToS]" <protos(at)arcadia-crew(dot)com> wrote:
> "RobM" <rmahl...@gmail.com> a =E9crit dans le message de news:

> 1161376157.237339.115...@k70g2000cwa.googlegroups.com...> Hi Gang,
>
> >   I need a little help testing out AtariForge.
>
> > I'm looking for poeple to test the system out.. all of it.
> > But mostly people who can use cvs. Create a project and access the cvs
> > on the server.
>
> > Thanks,
> > Rob MHi,
>
> my password seems to don't work when I try to acces to
> the highwire cvs
>
> SeeU
> --
> [ProToS] on ircnet
> chan #atari.fr #atariscne

Hi ProToS,

The HighWire CVS has not changed. What url are you
using to access the cvs?

You must use 'highwire.atari-users.net' as the url. NOT
'atari-users.net' or 'atariforge.org or .net'
I think 'sparemint.org' should work also.

If it's something different.. let me know.

Rob

From 4786879665012484298
X-Google-Thread: 1115ce,20ceacce2950ccb2
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!news2.volia.net!newsfeed01.sul.t-
online.de!t-online.de!newsfeed.stueberl.de!proxad.net!cleanfeed1-b.proxad.net!
nnrp3-2.free.fr!not-for-mail
From: "[ProToS]" <protos(at)arcadia-crew(dot)com>
Newsgroups: comp.sys.atari.programmer
References: <1161376157.237339.115630@k70g2000cwa.googlegroups.com>
<453a4977$0$5142$426a74cc@news.free.fr>
<1161448971.227850.312410@m7g2000cwm.googlegroups.com>
Subject: Re: AtariForge.org
Date: Sun, 22 Oct 2006 01:14:40 +0200
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2869
X-RFC2646: Format=Flowed; Original
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2962

Lines: 16
Message-ID: <453aa9e3$0$8672$426a74cc@news.free.fr>
Organization: Guest of ProXad - France
NNTP-Posting-Date: 22 Oct 2006 01:14:43 MEST
NNTP-Posting-Host: 83.200.223.118
X-Trace: 1161472483 news-2.free.fr 8672 83.200.223.118:2746
X-Complaints-To: abuse@proxad.net
Xref: g2news2.google.com comp.sys.atari.programmer:67

hi,

I have chage the url from "atariforge.org" to "highwire.atari-users.net"
and they work now.

thanks

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

From 9060582339093126089
X-Google-Thread: 1115ce,20ceacce2950ccb2
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!k70g2000cwa.googlegroups.com!not-for-mail
From: "RobM" <rmahlert@gmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: AtariForge.org
Date: 24 Oct 2006 08:17:53 -0700
Organization: http://groups.google.com
Lines: 22
Message-ID: <1161703073.387805.143520@k70g2000cwa.googlegroups.com>
References: <1161376157.237339.115630@k70g2000cwa.googlegroups.com>
NNTP-Posting-Host: 68.187.227.155
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1161703079 28434 127.0.0.1 (24 Oct 2006 15:17:59 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Tue, 24 Oct 2006 15:17:59 +0000 (UTC)
In-Reply-To: <1161376157.237339.115630@k70g2000cwa.googlegroups.com>
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.8.0.7)
Gecko/20060909 Firefox/1.5.0.7,gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: k70g2000cwa.googlegroups.com; posting-host=68.187.227.155;

   posting-account=QEsoDAwAAACuDZRIF43mKn_k28cC_e3A
Xref: g2news2.google.com comp.sys.atari.programmer:68

Little update.. After E-mailing the GforgeGroup I have been informed
they have a problem in the code and they haven't released a bug fix
yet. No new project e-mails are sent from the system.

I'll repost when the bug fix is released and I upgrade the server.

Rob

On Oct 20, 4:29 pm, "RobM" <rmahl...@gmail.com> wrote:
> Hi Gang,
>
>   I need a little help testing out AtariForge.
>
> I'm looking for poeple to test the system out.. all of it.
> But mostly people who can use cvs. Create a project and access the cvs
> on the server.
>
> Thanks,
> Rob M

From -4842037470692454459
X-Google-Thread: 1115ce,83d07947b5ec246c,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!b28g2000cwb.googlegroups.com!not-for-
mail
From: "charlie" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: atari midi
Date: 19 Nov 2006 13:28:30 -0800
Organization: http://groups.google.com
Lines: 6
Message-ID: <1163971710.051759.92480@b28g2000cwb.googlegroups.com>
NNTP-Posting-Host: 70.50.37.84
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1163971715 18899 127.0.0.1 (19 Nov 2006 21:28:35 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sun, 19 Nov 2006 21:28:35 +0000 (UTC)
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT
5.1),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: b28g2000cwb.googlegroups.com; posting-host=70.50.37.84;
   posting-account=OZfT5QwAAABCEikAjtcHSrHHJ_aupnRT
Xref: g2news2.google.com comp.sys.atari.programmer:69

any one willing to spend some time and start programming a midi
application with me?

charles

From 4991135424538952469
X-Google-Thread: 1115ce,4ecd332aa5b30ab9,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!38g2000cwa.googlegroups.com!not-for-mail
From: "charlie" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: gfa and versitility
Date: 8 Jan 2007 14:05:23 -0800
Organization: http://groups.google.com
Lines: 13
Message-ID: <1168293922.715832.184260@38g2000cwa.googlegroups.com>
NNTP-Posting-Host: 70.53.12.153
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1168293936 2430 127.0.0.1 (8 Jan 2007 22:05:36 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Mon, 8 Jan 2007 22:05:36 +0000 (UTC)
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT
5.1),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: 38g2000cwa.googlegroups.com; posting-host=70.53.12.153;
   posting-account=OZfT5QwAAABCEikAjtcHSrHHJ_aupnRT
Xref: g2news2.google.com comp.sys.atari.programmer:70

how versitile is gfa for atari , i know it's programming capibilities
are strong but what about its compliler encoding....format..?how are
compilied programs?

if i use the compilier to make an application or program , can somebody
 decompile this very easilly? or disassemble then "rip"my code?

wish to share ideals with people without always worrying about being
"short-handed"

thanks
charles

From -2313584497682803014
X-Google-Thread: 1115ce,a246424769a0442,start

X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
Subject: RS232 question
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <45c4e751.0@entanet>
Date: 3 Feb 2007 19:49:37 GMT
X-Trace: 3 Feb 2007 19:49:37 GMT, 81.31.97.27
Lines: 34
Path: g2news2.google.com!news3.google.com!news2.volia.net!dedekind.zen.co.uk!
zen.net.uk!demorgan.zen.co.uk!peernews.merula.net!caladan!entanet!81.31.97.27
Xref: g2news2.google.com comp.sys.atari.programmer:71

Hi all,

Last year I built a circuit that allows me to connect my Suunto dive computer to a PC and download the dive log using the Suunto software. After some strange problems it worked.

I also wrote a programme for the Milan to download the log but couldn't get it to work. I then found EonTools and ported it to Mint but it behaves the same.

http://www.streit.cc/dive/index.html

The interface connects from the RS232 to the 3 metal contacts on the front of the Suunto.

The Suunto is activated in dive mode by connecting it's 3 metal contacts together. This happens when I jump into the water.

To download the data from the Suunto has to be placed into log mode by toggling through the menu using the metal contacts and wet fingertips.

However, when I plug it into the interface the 3 contacts on the interface are all at the same potential and so it switches into dive mode before the download can start.

What I want to do is to stop the Suunto resetting for a few seconds and then start the download. I am hoping that there is a command I can send to the RS232 that will stop the 3 contacts from being at 0 volt.

The Suunto windows software probably does this in some way but I don't know how to do it.

Can anyone help ?

Peter

From 6868231025576937239

X-Google-Thread: 1115ce,29a9fea8054a6c8f,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!newsfeed00.sul.t-online.de!t-online.de!newsfeed.freenet.de!
213.132.189.2.MISMATCH!multikabel.net!feed20.multikabel.net!sn-xt-ams-06!sn-xt-
ams-05!sn-ams!sn-feed-ams-03!sn-post-ams-01!sn-post-sjc-02!sn-post-sjc-01!
supernews.com!news.supernews.com!not-for-mail
From: reaper@darkside.net
Newsgroups: comp.sys.atari.programmer
Subject: Looking for cd drive source code
Date: Sat, 03 Feb 2007 15:29:45 -0600
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <9lv9s21t607tq0th1qde9i321sri35qije@4ax.com>
X-Newsreader: Forte Agent 1.91/32.564
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Complaints-To: abuse@supernews.com
Lines: 1
Xref: g2news2.google.com comp.sys.atari.programmer:72

From -8268229616278826930
X-Google-Thread: 1115ce,a246424769a0442
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news4.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!newsfeed00.sul.t-online.de!t-online.de!npeer.de.kpn-
eurorings.net!fu-berlin.de!uni-berlin.de!individual.net!not-for-mail
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: RS232 question
Date: 4 Feb 2007 10:24:22 GMT
Organization: discworld.dascon.de - private site
Lines: 19
Message-ID: <52lqimF1oro2kU1@mid.individual.net>
References: <45c4e751.0@entanet>
X-Trace: individual.net 4u8ncc/6vp+trqtfPOEpdAe/F6Jn4layf2Bxuh8fpmwwKhZURy
X-Orig-Path: not-for-mail
X-Newsreader: trn 4.0-test76 (Apr 2, 2001)
Xref: g2news2.google.com comp.sys.atari.programmer:73

In article <45c4e751.0@entanet>,
Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:

>However, when I plug it into the interface the 3 contacts on the interface are
>all at the same potential and so it switches into dive mode before the
>download can start.
>
>What I want to do is to stop the Suunto resetting for a few seconds and then

>start the download. I am hoping that there is a command I can send to the
>RS232 that will stop the 3 contacts from being at 0 volt.

Without the schematic of the interface, it is difficult to tell what is
happening. Generally, all output pins of the RS232 port will not be near 0V
- neither the ST/TT nor the Milan has a shutdown feature on these pins.

cu
Michael
--
Some people have no respect of age unless it is bottled.

From 6242734851458139269
X-Google-Thread: 1115ce,44498cead7ecd738,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!s48g2000cws.googlegroups.com!not-for-
mail
From: "charlie" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: gfa -resource and image data
Date: 4 Feb 2007 10:47:47 -0800
Organization: http://groups.google.com
Lines: 15
Message-ID: <1170614867.508285.299410@s48g2000cws.googlegroups.com>
NNTP-Posting-Host: 65.94.251.228
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1170614876 10714 127.0.0.1 (4 Feb 2007 18:47:56 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sun, 4 Feb 2007 18:47:56 +0000 (UTC)
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT
5.1),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: s48g2000cws.googlegroups.com; posting-host=65.94.251.228;
   posting-account=OZfT5QwAAABCEikAjtcHSrHHJ_aupnRT
Xref: g2news2.google.com comp.sys.atari.programmer:74

i am a long time atari fanatic, with everybodys help i have
succesfully learned to programmy atari.
i am stumped with this one certain area , will somebody please help?
i use a resource editor to create a object tree, within this tree the
first and only object is a image.
i use gfa and have tried to place the image on the screen ,just as if
it were called up like a dialog box or form.,but does not appear..
is that the correct method,
it seems to be the only method of rsrc_load ,objc_draw,,,i can not
decipher..
anybody?

thanks in advance,

charles

From -7768340776729107320
X-Google-Thread: 1115ce,a246424769a0442
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <45c4e751.0@entanet> <52lqimF1oro2kU1@mid.individual.net>
Subject: Re: RS232 question
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <45ca54a4.0@entanet>
Date: 7 Feb 2007 22:37:24 GMT
X-Trace: 7 Feb 2007 22:37:24 GMT, 81.31.97.27
Lines: 23
Path: g2news2.google.com!news4.google.com!news3.google.com!newsfeed.stanford.edu!
news.kjsl.com!news-peer-lilac.gradwell.net!80.71.0.131.MISMATCH!caladan!entanet!
81.31.97.27
Xref: g2news2.google.com comp.sys.atari.programmer:75

On 4 Feb 2007 10:24:22 G, Michael Schwingen wrote:
>In article <45c4e751.0@entanet>,
>Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
>
>>However, when I plug it into the interface the 3 contacts on the interface are
>>all at the same potential and so it switches into dive mode before the
>>download can start.
>>
>>What I want to do is to stop the Suunto resetting for a few seconds and then
>>start the download. I am hoping that there is a command I can send to the
>>RS232 that will stop the 3 contacts from being at 0 volt.
>
>Without the schematic of the interface, it is difficult to tell what is
>happening. Generally, all output pins of the RS232 port will not be near 0V
>- neither the ST/TT nor the Milan has a shutdown feature on these pins.
>
It's near identical to the Max232e circuit here:

http://insel.heim.at/malediven/350052/suunto_e.htm

I am not great with electronics bit I can make stuff from diagrams like this.

Peter

From -6106822970725479677
X-Google-Thread: 1115ce,a246424769a0442
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit

Subject: Re: RS232 question
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Date: 18 Feb 2007 18:32:06 GMT
Message-ID: <45d89ba6.0@entanet>
References: <45c4e751.0@entanet> <52lqimF1oro2kU1@mid.individual.net>
<45ca54a4.0@entanet>
Lines: 29
NNTP-Posting-Host: 81.31.97.27
Organization: Location: Great Britain
Path: g2news2.google.com!news4.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!newsfeed00.sul.t-online.de!t-online.de!news-out2.kabelfoon.nl!
newsfeed.kabelfoon.nl!xindi.nntp.kabelfoon.nl!zen.net.uk!demorgan.zen.co.uk!
peernews.merula.net!caladan!entanet!81.31.97.27
Newsgroups: comp.sys.atari.programmer
X-Trace: 18 Feb 2007 18:32:06 GMT, 81.31.97.27
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: g2news2.google.com comp.sys.atari.programmer:76

On 7 Feb 2007 22:37:24 G, Peter Slegg wrote:
>On 4 Feb 2007 10:24:22 G, Michael Schwingen wrote:
>>In article <45c4e751.0@entanet>,
>>Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
>>
>>>However, when I plug it into the interface the 3 contacts on the interface are
>>>all at the same potential and so it switches into dive mode before the
>>>download can start.
>>>
>>>What I want to do is to stop the Suunto resetting for a few seconds and then
>>>start the download. I am hoping that there is a command I can send to the
>>>RS232 that will stop the 3 contacts from being at 0 volt.
>>
>>Without the schematic of the interface, it is difficult to tell what is
>>happening. Generally, all output pins of the RS232 port will not be near 0V
>>- neither the ST/TT nor the Milan has a shutdown feature on these pins.
>>
>It's near identical to the Max232e circuit here:
>
>http://insel.heim.at/malediven/350052/suunto_e.htm
>
>I am not great with electronics bit I can make stuff from diagrams like this.
>
>Peter
>.

On an unrelated matter. Do IRDA adapters work with the Milan serial ports ?

Peter

From 4278703730724819813
X-Google-Thread: 1115ce,a246424769a0442
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit

Path: g2news2.google.com!news4.google.com!newshub.sdsu.edu!newsfeed.freenet.de!
news.unit0.net!fu-berlin.de!uni-berlin.de!individual.net!not-for-mail
From: Michael Schwingen <news-1171796400@discworld.dascon.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: RS232 question
Date: 19 Feb 2007 08:13:10 GMT
Organization: discworld.dascon.de - private site
Lines: 14
Message-ID: <53t4gmF1soqqhU2@mid.individual.net>
References: <45c4e751.0@entanet> <52lqimF1oro2kU1@mid.individual.net>
<45ca54a4.0@entanet> <45d89ba6.0@entanet>
X-Trace: individual.net syE6T/m8Nqo/gsLWlTsh1Asj9783XCNC4oUV8yhsmxweMJqzlw
X-Orig-Path: not-for-mail
X-Newsreader: trn 4.0-test76 (Apr 2, 2001)
Xref: g2news2.google.com comp.sys.atari.programmer:77

In article <45d89ba6.0@entanet>,
Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
>
>On an unrelated matter. Do IRDA adapters work with the Milan serial ports ?

Not sure - that might depend on the adapter. IRDA is both hardware and
software, so the software part of the IRDA protocol will probably need to be
implemented on the computer. I do not know if there are intelligent adapters
that handle this on their own.

cu
Michael
--
Some people have no respect of age unless it is bottled.

From 2525015726973064133
X-Google-Thread: 1115ce,44498cead7ecd738
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news4.google.com!news.glorb.com!feed.news.qwest.net!mpls-
nntp-01.inet.qwest.net!news.qwest.net!not-for-mail
From: "Nite Hacker" <anonymous@qwest.net>
Newsgroups: comp.sys.atari.programmer
References: <1170614867.508285.299410@s48g2000cws.googlegroups.com>
Subject: Re: gfa -resource and image data
Date: Thu, 22 Feb 2007 14:27:30 -0700
MIME-Version: 1.0
Content-Type: multipart/alternative;
    boundary="----=_NextPart_000_009E_01C7568D.9588DAA0"
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2180
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2180
Lines: 81
Message-ID: <45de0ac5$0$25776$815e3792@news.qwest.net>
Organization: Qwest Communications Corporation

NNTP-Posting-Host: b78eb2e3.news.qwest.net
X-Trace:
DXC=KBgObB7H@kIh:NJ7LPRBALF85SKJoGf>Di@Ma9VFEBENZJ4_b]O_kUL8IPi9^\:9eITcmDciMVGJC
X-Complaints-To: abuse@qwest.net
Xref: g2news2.google.com comp.sys.atari.programmer:78

This is a multi-part message in MIME format.

------=_NextPart_000_009E_01C7568D.9588DAA0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

If you don't already know about this group, try posting your questions =
in the comp.sys.atari.8bit group. Most of the users use mainly that =
forum for ALL their questions, needs & support of Atari 8-bits (400/800, =
XL/XEs).

"charlie" <charles.copp@sympatico.ca> wrote in message =
news:1170614867.508285.299410@s48g2000cws.googlegroups.com...
>i am a long time atari fanatic, with everybodys help i have
> succesfully learned to programmy atari.
> i am stumped with this one certain area , will somebody please help?
> i use a resource editor to create a object tree, within this tree the
> first and only object is a image.
> i use gfa and have tried to place the image on the screen ,just as if
> it were called up like a dialog box or form.,but does not appear..
> is that the correct method,
> it seems to be the only method of rsrc_load ,objc_draw,,,i can not
> decipher..
> anybody?
>=20
> thanks in advance,
> charles
>

------=_NextPart_000_009E_01C7568D.9588DAA0
Content-Type: text/html;
     charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2900.2873" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY>
<DIV><FONT face=3DArial size=3D2>If you don't already know about this =
group, try=20
posting your questions in the <STRONG>comp.sys.atari.8bit</STRONG> =
group. =20
Most of the users use mainly that forum for ALL their questions, needs =

&=20
support of Atari 8-bits (400/800, XL/XEs).</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2>"charlie" <</FONT><A=20
href=3D"mailto:charles.copp@sympatico.ca"><FONT face=3DArial=20
size=3D2>charles.copp@sympatico.ca</FONT></A><FONT face=3DArial =
size=3D2>> wrote in=20
message </FONT><A=20
href=3D"news:1170614867.508285.299410@s48g2000cws.googlegroups.com"><FONT=
=20
face=3DArial=20
size=3D2>news:1170614867.508285.299410@s48g2000cws.googlegroups.com</FONT=
></A><FONT=20
face=3DArial size=3D2>...</FONT></DIV><FONT face=3DArial size=3D2>>i =
am a long time=20
atari fanatic, with everybodys help i have
> succesfully learned =
to=20
programmy atari.
> i am stumped with this one certain area , will =
somebody=20
please help?
> i use a resource editor to create a object tree, =
within=20
this tree the
> first and only object is a image.
> =
i =20
use gfa and have tried to place the image on the screen ,just as =
if
> it=20
were called up like a dialog box or form.,but does not appear..
> =
is that=20
the correct method,
> it seems to be the only method of rsrc_load=20
,objc_draw,,,i can not
> decipher..
> anybody?
> =

>=20
thanks in advance,
> charles
></FONT></BODY></HTML>

------=_NextPart_000_009E_01C7568D.9588DAA0--

From 6451750892184813460
X-Google-Thread: 1115ce,44498cead7ecd738
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!q2g2000cwa.googlegroups.com!not-for-
mail
From: "charlie" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: Re: gfa -resource and image data
Date: 23 Feb 2007 03:18:47 -0800
Organization: http://groups.google.com
Lines: 7
Message-ID: <1172229527.920268.294210@q2g2000cwa.googlegroups.com>
References: <1170614867.508285.299410@s48g2000cws.googlegroups.com>
   <45de0ac5$0$25776$815e3792@news.qwest.net>
NNTP-Posting-Host: 69.156.111.133
Mime-Version: 1.0

Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1172229534 7269 127.0.0.1 (23 Feb 2007 11:18:54 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Fri, 23 Feb 2007 11:18:54 +0000 (UTC)
In-Reply-To: <45de0ac5$0$25776$815e3792@news.qwest.net>
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT
5.1),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: q2g2000cwa.googlegroups.com; posting-host=69.156.111.133;
   posting-account=OZfT5QwAAABCEikAjtcHSrHHJ_aupnRT
Xref: g2news2.google.com comp.sys.atari.programmer:79

nite hacker , i 'll assume you know nothing about atari systems.
why 8 bit?i have a bit 16-32 bit system .
i found almost nothing cooresponding to my topic in any other group
than this and couple other .

charles

From -5797670598081294775
X-Google-Thread: 1115ce,44498cead7ecd738
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!aotearoa.belnet.be!news.belnet.be!kramikske.telenet-ops.be!
nntp.telenet.be!news.skynet.be!195.238.0.222.MISMATCH!newsspl501.isp.belgacom.be!
tjb!not-for-mail
Message-Id: <45df531a$0$2949$ba620e4c@news.skynet.be>
From: =?ISO-8859-15?Q?Jean=2DFran=E7ois?= Lemaire <jflemaire@skynet.be>
Subject: Re: gfa -resource and image data
Newsgroups: comp.sys.atari.programmer
Date: Fri, 23 Feb 2007 21:46:29 +0100
References: <1170614867.508285.299410@s48g2000cws.googlegroups.com>
<45de0ac5$0$25776$815e3792@news.qwest.net>
<1172229527.920268.294210@q2g2000cwa.googlegroups.com>
User-Agent: KNode/0.10.4
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Lines: 17
Organization: -= Belgacom Usenet Service =-
NNTP-Posting-Host: 89e48b96.news.skynet.be
X-Trace: 1172263706 news.skynet.be 2949 81.244.63.37:30190
X-Complaints-To: usenet-abuse@skynet.be
Xref: g2news2.google.com comp.sys.atari.programmer:80

On Friday 23 February 2007 12:18, charlie wrote:

> nite hacker , i 'll assume you know nothing about atari systems.
> why 8 bit?i have a bit 16-32 bit system .

> i found almost nothing cooresponding to my topic in any other group
> than this and couple other .

I don't know anything about GFA, but there's a bunch of GFA coders on comp.sys.atari.st. You may have better luck over there. This newsgroup is as good as dead now.

Also on IRC (chanel #atariscne) you will meet GFA coders.

Good luck anyway,

JFL

From 8102620724299007638
X-Google-Thread: 1115ce,44498cead7ecd738
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!8g2000cwh.googlegroups.com!not-for-mail
From: "charlie" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: Re: gfa -resource and image data
Date: 24 Feb 2007 04:52:56 -0800
Organization: http://groups.google.com
Lines: 5
Message-ID: <1172321576.572532.213610@8g2000cwh.googlegroups.com>
References: <1170614867.508285.299410@s48g2000cws.googlegroups.com>
   <45de0ac5$0$25776$815e3792@news.qwest.net>
   <1172229527.920268.294210@q2g2000cwa.googlegroups.com>
   <45df531a$0$2949$ba620e4c@news.skynet.be>
NNTP-Posting-Host: 69.156.5.210
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1172321592 8653 127.0.0.1 (24 Feb 2007 12:53:12 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sat, 24 Feb 2007 12:53:12 +0000 (UTC)
In-Reply-To: <45df531a$0$2949$ba620e4c@news.skynet.be>
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT 5.1),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: 8g2000cwh.googlegroups.com; posting-host=69.156.5.210;
   posting-account=OZfT5QwAAABCEikAjtcHSrHHJ_aupnRT
Xref: g2news2.google.com comp.sys.atari.programmer:81

lets start a new thread because this is un related to the relevent
topic , image data and gfa
thanks
charles

From -1039393600603720431
X-Google-Thread: 1115ce,44498cead7ecd738
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!news4.google.com!
border1.nntp.dca.giganews.com!nntp.giganews.com!local01.nntp.dca.giganews.com!
nntp.pipex.net!news.pipex.net.POSTED!not-for-mail
NNTP-Posting-Date: Mon, 26 Feb 2007 13:41:35 -0600
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.programmer
Subject: Re: gfa -resource and image data
References: <1170614867.508285.299410@s48g2000cws.googlegroups.com>
<45de0ac5$0$25776$815e3792@news.qwest.net>
X-Newsreader: CixRead/CixComm
Message-ID: <vtOdnYkrcKhyqn7YnZ2dnUVZ8vSdnZ2d@pipex.net>
Date: Mon, 26 Feb 2007 13:41:35 -0600
Lines: 19
NNTP-Posting-Host: 194.153.0.53
X-Trace: sv3-
FVfh3U5cMAQ5dE+BrXjYLqNvftMaMk2uVOeHNjf+xVVzP5SAC1F+0K9B9UKB7aMEBK3m2+jGqx8YNua!
g9W2jXbFM2q7ipKIXOBCumD1UQRQSd/ZneKDxlrJ4jJzFD/gNLmrpPabTquOieSc2koUk4ndm2yj!
toR+XCArT09RP3TT
X-Complaints-To: abuse@dsl.pipex.net
X-DMCA-Complaints-To: abuse@dsl.pipex.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news2.google.com comp.sys.atari.programmer:82

In message <45de0ac5$0$25776$815e3792@news.qwest.net>, anonymous@qwest.net said:

>This is a multi-part message in MIME format.
>
>------=_NextPart_000_009E_01C7568D.9588DAA0
>Content-Type: text/plain;
>   charset="iso-8859-1"
>Content-Transfer-Encoding: quoted-printable

>------=_NextPart_000_009E_01C7568D.9588DAA0
>Content-Type: text/html;
>   charset="iso-8859-1"
>Content-Transfer-Encoding: quoted-printable

PLEASE switch off the HTML in your mailer or editor when replying
to usenet messsages! These should be TEXT ONLY!!!

Regards, /Peter/

From -3118560078082656182

X-Google-Thread: 1115ce,a246424769a0442
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <45c4e751.0@entanet> <52lqimF1oro2kU1@mid.individual.net>
<45ca54a4.0@entanet> <45d89ba6.0@entanet> <53t4gmF1soqqhU2@mid.individual.net>
Subject: Re: RS232 question
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <45e60f84.0@entanet>
Date: 28 Feb 2007 23:25:56 GMT
X-Trace: 28 Feb 2007 23:25:56 GMT, 81.31.97.27
Lines: 18
Path: g2news2.google.com!news1.google.com!news3.google.com!news.glorb.com!news-
peer-lilac.gradwell.net!80.71.0.131.MISMATCH!caladan!entanet!81.31.97.27
Xref: g2news2.google.com comp.sys.atari.programmer:83

On 19 Feb 2007 08:13:10 , Michael Schwingen wrote:
>In article <45d89ba6.0@entanet>,
>Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
>>
>>On an unrelated matter. Do IRDA adapters work with the Milan serial ports ?
>
>Not sure - that might depend on the adapter. IRDA is both hardware and
>software, so the software part of the IRDA protocol will probably need to be
>implemented on the computer. I do not know if there are intelligent adapters
>that handle this on their own.

I had a look at FreeBSD and OpenBSD and there are a few mentions of
some something called birda but I couldn't track down any source code
for it. It drives a serial irda device.

The irda "driver" may have been added to the kernel, I couldn't tell.

Peter

From -744540841368464619
X-Google-Thread: 1115ce,44498cead7ecd738
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!64g2000cwx.googlegroups.com!not-for-
mail
From: "charlie" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: Re: gfa -resource and image data
Date: 8 Mar 2007 15:31:35 -0800
Organization: http://groups.google.com
Lines: 19
Message-ID: <1173396695.228731.323160@64g2000cwx.googlegroups.com>
References: <1170614867.508285.299410@s48g2000cws.googlegroups.com>

   <45de0ac5$0$25776$815e3792@news.qwest.net>
   <1172229527.920268.294210@q2g2000cwa.googlegroups.com>
   <45df531a$0$2949$ba620e4c@news.skynet.be>
   <1172321576.572532.213610@8g2000cwh.googlegroups.com>
   <C2144BD5.F7C2%gfa-basic@mint.net>
NNTP-Posting-Host: 67.71.127.92
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1173396702 25307 127.0.0.1 (8 Mar 2007 23:31:42 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 8 Mar 2007 23:31:42 +0000 (UTC)
In-Reply-To: <C2144BD5.F7C2%gfa-basic@mint.net>
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT
5.1),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: 64g2000cwx.googlegroups.com; posting-host=67.71.127.92;
   posting-account=OZfT5QwAAABCEikAjtcHSrHHJ_aupnRT
Xref: g2news1.google.com comp.sys.atari.programmer:137

well i wish to aquire as much knowledge as i may.
the first is how to display an image ...i guess its simple right ,
inline the image and use put to diplay ,,,but what about images within
resources , is there some pixel to co-ordantes convert ?

i should just irc somebody , charles in canada..

it about pointers to data image and then display picture back
properly ..

charles

> > Yes, but what are you wanting to know?
> It always comes down to knowing the gfx file format in great detail, or
> image data layout. You can manipulate any sort of image in gfa once you
> know that. It's not a problem of GFA. :o)
>

From 5914544943789569477
X-Google-Thread: 1115ce,44498cead7ecd738
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!q40g2000cwq.googlegroups.com!not-for-
mail
From: "charlie" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: Re: gfa -resource and image data
Date: 9 Mar 2007 18:21:10 -0800
Organization: http://groups.google.com
Lines: 36

Message-ID: <1173493270.793926.285450@q40g2000cwq.googlegroups.com>
References: <1170614867.508285.299410@s48g2000cws.googlegroups.com>
   <45de0ac5$0$25776$815e3792@news.qwest.net>
   <1172229527.920268.294210@q2g2000cwa.googlegroups.com>
   <45df531a$0$2949$ba620e4c@news.skynet.be>
   <1172321576.572532.213610@8g2000cwh.googlegroups.com>
   <C2144BD5.F7C2%gfa-basic@mint.net>
   <1173396695.228731.323160@64g2000cwx.googlegroups.com>
   <C2165416.F819%gfa-basic@mint.net>
NNTP-Posting-Host: 65.94.250.253
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1173493276 1191 127.0.0.1 (10 Mar 2007 02:21:16 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sat, 10 Mar 2007 02:21:16 +0000 (UTC)
In-Reply-To: <C2165416.F819%gfa-basic@mint.net>
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT
5.1),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: q40g2000cwq.googlegroups.com; posting-host=65.94.250.253;
   posting-account=OZfT5QwAAABCEikAjtcHSrHHJ_aupnRT
Xref: g2news1.google.com comp.sys.atari.programmer:139

On Mar 8, 9:00 pm, lp <gfa-ba...@mint.net> wrote:
> in article 1173396695.228731.323...@64g2000cwx.googlegroups.com, charlie
> wrote on 3/8/07 6:31 PM:
>
> > well i wish to aquire as much knowledge as i may.
> > the first is how to display an image ...i guess its simple right ,
> > inline the image and use put to diplay ,,,but what about images within

no !!try it lonny ...
go to a resource editor ---orcs or interface make a image .
then try to display as root image /object , i can't seem to do it .

sure , its possiable within a form , easy to make a form then have
image as child to the form ,but,..... i cannot seem to draw up an
image as the sole resource... crazy yet ?, i am!!

charles

> > resources , is there some pixel to co-ordantes convert ?
>
> > i should just irc somebody , charles in canada..
>
> > it about pointers to data image and then display picture back
> > properly ..
>
> If it's in a rsc file, one should use rsrc_load() and objc_draw().

>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/[Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/[AtarIRC, GFA-Basic, Hades060]

From 129135312769534233
X-Google-Thread: 1115ce,96592a9c8f0b7b3d,start
X-Google-Attributes: gid1115ce,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!w5g2000hsg.googlegroups.com!not-for-mail
From: charlie <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: pascal ..
Date: Mon, 18 Jun 2007 16:40:38 -0700
Organization: http://groups.google.com
Lines: 14
Message-ID: <1182210038.733369.9620@w5g2000hsg.googlegroups.com>
NNTP-Posting-Host: 69.156.7.64
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1182210038 20280 127.0.0.1 (18 Jun 2007 23:40:38 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Mon, 18 Jun 2007 23:40:38 +0000 (UTC)
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT 5.1),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: w5g2000hsg.googlegroups.com; posting-host=69.156.7.64;
   posting-account=OZfT5QwAAABCEikAjtcHSrHHJ_aupnRT
Xref: g2news1.google.com comp.sys.atari.programmer:141

hi all, i have recently decided that gfa was not a suffienct language
to program with and have since then made a change to pascal...good
grief what a tangled mess!!!!!!! , but.....
if any one is willing ,who reads this,and can offer advice in any way
shape or form .... towards a practical approch to pascal programming
on the atari , i will gladly accept...

a little reference and guidence needed

thanks
charles

yes i post this identical message to other atari groups aswell.

From 4637718158953378387

X-Google-Thread: 1115ce,3b714c5fc0636f85,start
X-Google-Attributes: gid1115ce,public,usenet
X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!news4.google.com!proxad.net!feeder1-2.proxad.net!
cleanfeed1-b.proxad.net!nnrp16-2.free.fr!not-for-mail
From: "Vincent Rivi﹟re" <vincent.riviere@freesbee.fr>
Newsgroups: comp.sys.atari.programmer
Subject: GCC 4.2 available
Date: Mon, 2 Jul 2007 08:09:39 +0200
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.3028
X-RFC2646: Format=Flowed; Original
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.3028
Lines: 12
Message-ID: <468896b0$0$12077$426a74cc@news.free.fr>
Organization: Guest of ProXad - France
NNTP-Posting-Date: 02 Jul 2007 08:09:52 MEST
NNTP-Posting-Host: 81.56.134.245
X-Trace: 1183356592 news-3.free.fr 12077 81.56.134.245:1099
X-Complaints-To: abuse@proxad.net
Xref: g2news1.google.com comp.sys.atari.programmer:142

Hello, ST lovers !

A new port of GCC 4.2 and binutils 2.17 for the Atari ST is available here:
http://vincent.riviere.free.fr/soft/m68k-atari-mint/

Cygwin binaries are included, allowing you to cross-build ST software from
Windows.

Vincent Rivi﹟re
vincent.riviere@freesbee.fr

From -6358748858092950513
X-Google-Thread: 10fe86,fd2ba3f1892eca4b,start
X-Google-Thread: f4938,fd2ba3f1892eca4b,start
X-Google-Thread: 115e45,fd2ba3f1892eca4b,start
X-Google-Thread: 1115ce,fd2ba3f1892eca4b,start
X-Google-Thread: f87f5,fd2ba3f1892eca4b,start
X-Google-Attributes: gid10fe86,gidf4938,gid115e45,gid1115ce,gidf87f5,public,usenet
X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!postnews.google.com!n60g2000hse.googlegroups.com!not-for-
mail
From: ehiuewfje8328sefuj@yahoo.com
Newsgroups:
fj.comp.lang.ruby,alt.rec.bicycles.recumbent,alt.quotations,comp.sys.atari.program
mer,alt.autos
Subject: Gay Sexo Gay Gratis sexo gay gratis sexo gay gratis sexo gay gratis
contenido de se

Date: Wed, 11 Jul 2007 13:10:21 -0700
Organization: http://groups.google.com
Lines: 858
Message-ID: <1184184621.696949.92760@n60g2000hse.googlegroups.com>
NNTP-Posting-Host: 85.74.55.152
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-7"
Content-Transfer-Encoding: quoted-printable
X-Trace: posting.google.com 1184184622 7725 127.0.0.1 (11 Jul 2007 20:10:22 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Wed, 11 Jul 2007 20:10:22 +0000 (UTC)
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 7.0; Windows NT 6.0; SLCC1; .NET
CLR 2.0.50727; Media Center PC 5.0; .NET CLR 3.0.04506;
InfoPath.2),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: n60g2000hse.googlegroups.com; posting-host=85.74.55.152;
   posting-account=lvoOvA0AAABpHm3AvejdJkI09VB1LD3T
Xref: g2news1.google.com fj.comp.lang.ruby:22 alt.rec.bicycles.recumbent:20146
alt.quotations:29097 comp.sys.atari.programmer:143 alt.autos:9445

http://www.archive-img.com/index114.html
http://www.archive-img.com/index115.html
http://www.archive-img.com/index116.html
http://www.archive-img.com/index117.html
http://www.archive-img.com/index118.html
http://www.archive-img.com/index118.html
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http://www.archive-img.com/index146.html
http://www.archive-img.com/index147.html
http://www.archive-img.com/index148.html
http://www.archive-img.com/index149.html
http://www.archive-img.com/index152.html
http://www.archive-img.com/index151.html
http://www.archive-img.com/index150.html
http://www.archive-img.com/index252.html
http://www.archive-img.com/index253.html
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http://www.archive-img.com/index272.html
http://www.archive-img.com/index273.html
http://www.archive-img.com/index274.html
http://www.archive-img.com/index275.html
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http://www.archive-img.com/index293.html
http://www.archive-img.com/index294.html
http://www.archive-img.com/index295.html
http://www.archive-img.com/index296.html
http://www.archive-img.com/index297.html

http://www.archive-img.com/index298.html
http://www.archive-img.com/index299.html

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DILDO For hardcore porno women fucking men with dildo Click Above hardcore free hardcore sex clip tit fucking photos hardcore video hardcore ilegal hardcore preteen hardcore porno women fucking men with dildo hardcore pornosexbest a?e sede ILEGAL HARDCORE LOLITA PORN For ilegal hardcore lolita porn Click Above fucking hardcore fuck thumbnail pic hardcoresex movies free hardcore goth porn free hardcore porno free hardcore ilegal hardcore lolita porn hardcore pornosexbest a?e sede Oh! Sexo Gratis Fotos de sexo gratis videos porno y mucho mas de 18 a?os (menos de 21 en algunos pa?ses) o si es ilegal acceder a Contenido en Ohsexo sexo gratis porno gratis fotos de sexo gratis fotos porno ohsexo 1 pe? Seda a?e sede Porno girl porn girls art preteens naked photo pussy fucking Lords ilegal movies tracy lords jpg porno tracy lords movie downloads tracy lords moviez nude videos males masturbating female erotic entertainment males nude sega1 wow hosting girls 3 8 pe? Seda a?e sede Girl porno hardcore nudists photo girls teen gallery russian bbs illegal virgins Teens gallory free no lolitas only teens ilegal video free no vhs dvd japanese schoogirls kogal main Thumbs grandmothers porno movies pussy sega1 wow hosting illegal 1 8 pe? Seda a?e sede [esstea aptes?ata ap t sega1 wow hosting Fotos adultos sexo xxx para adultos porno culos sexo con chicas y TIENES QUE SER MAYOR DE EDAD NO SENTIRTE OFENDIDO POR MATERIAL SEXUAL EXPLICITO Y NO SE DE UN PA?S O ESTADO DONDE EL MATERIAL SEXUAL EXPLICITO ES ILEGAL fotosadultos 1 pe? Seda a?e sede Manga Porno ics hentai flash fotos y videos Manga Porno SER MAYOR DE EDAD NO SENTIRTE OFENDIDO POR MATERIAL SEXUAL EXPLICITO Y NO SER DE UN PA?S O ESTADO DONDE EL MATERIAL SEXUAL EXPLICITO ES ILEGAL fotosadultos ics 1 pe? Seda a?e sede [esstea aptes?ata ap t fotosadultos sex gwiazdy porno sex wielkie cyce hadporno filmy harcore pornostar hard porno hardmvie hardmovie hardcore porno hardcore pornostar hardporno hors porno movie ilegal kidporno ilegal gwiazdyporno hard sex7 pl 1 8 p 2004 pe? Seda a?e sede porno photography teen girls teen girls thumbs Free Naughty porno old pussy pic gay babes boys anal sex ilegal candid real schoolgirl pictures Indian group; adult skin rash with red ears Interracial person locater naked envtechcenter teen girls thumbs free 1 pe? Seda a?e sede teen girls pics teen girls clips porno teen girls dvd Beautiful your penis; average penis size for teen; Hot lesbian images ilegal pre pubesent mature teens Only free porno boys stories pictures of irish girls clipart naked envtechcenter teen girls pics 1 pe? Seda a?e sede [esstea aptes?ata ap t naked envtechcenter Porno nude gallery male model xxx girls nude teen nude mpeg girl young beautiful pinay young whore nude free pink very young lolita ilegal pising toilet free photos sex free photos sex men free photos sex porno gifs jpgs mix7 wow hosting 8 pe? Seda a?e sede Cumshot teen pic teens xxx porno nude girl jpg male free mpeg recipe freeerotictoons nude black man japan tour dutch hardcore thumbnail porno free free porn littel girls porn free littel girls porn free ilegal littel gril mix7 wow hosting xxx 3 8 pe? Seda a?e sede [esstea aptes?ata ap t mix7 wow hosting FREE HARDCORE PORNO For free hardcore porno Click Above photo gallery the simpsons having hardcore sex brazilean hardcore porn group hardcore sex stories ilegal hardcore lolita free hardcore porno hardcore pornosexbest a?e sede sex darmowe porno sex hard porno hard porno mvie hardmovie hardcore porno hardcore pornostar hardporno hors porno movie ilegal kidporno ilegal kinderporno ilegalkidporno kamery darmoweporno

sex sex7 pl 1 8 p 2004 pe? Seda a?e sede sex filmy porno sex hors porno movie ilegal kidporno hard filmy porno porno ilegal kidporno ilegal kinderporno ilegalkidporno interracial filmy interracial filmyporno hard sex7 pl 3 8 p 2004 pe? Seda a?e sede EL CO?O CYBERNETICO sexo free gratis descargas pornos porno video mpeg password asiaticas panochitas adult relatos historias porno hardcore passwords peliculas bukkake scoreland silvia saint lactantes ilegal galeria real descargas gratishost cono 7 pe? Seda a?e sede sex lolitka porno sex porno sex hadporno filmy harcore pornostar hard porno hardmvie hardmovie hardcore porno hardcore pornostar hardporno hors porno movie ilegal kidporno ilegal lolitkaporno hard sex7 pl 1 8 p 2004 pe? Seda a?e sede Parejas amateurs fotos xxx caseras amateur sexo porno follando SER DE UN PA?S O ESTADO DONDE EL MATERIAL SEXUAL EXPLICITO ES ILEGAL y Carlos pareja amateur presentan sus fotos xxx amateurs haciendo sexo porno y follando transexo adelaycarlos 1 pe? Seda a?e sede asian shaved unshaved hardcore girl gallery thumbnail porno pic Sex fuck porno gallary black shaved hardcore blonde bald pussy shaved cartoon pic amateur free nude little nude BOY girl little nude girl ilegal little nude delta3 wow hosting girls 6 8 pe? Seda a?e sede asian shaved unshaved hardcore girl gallery thumbnail porno pic Shaved pussy tits free sex fuck porno gallary black shaved hardcore blonde bald pussy shaved Cp lolita sex forum lolita sex ilegal lolita natural vulva shaved delta3 wow hosting xxx 4 8 pe? Seda a?e sede porno gay guys photo deep oral sex verry young pree teen ilegal sex pics cat Oral gland kneading cams college girls what well known people were gay free gay boy porno! masturbate envtechcenter porno gay guys photo a?e sede Celebrity photo gallery nude male nude model porn nude porno man muyo hentia tenchi zip hentia tentacle hentia tentacle ilegal teen cumshot pics ilegal teen girl newsgroups ilegal teen porn ilegal teen porno ilegal teen sex mix10 wow hosting pic 1 9 pe? Seda a?e sede Amateur amateur free porno pic gallery asian gallery pussy ilegal gallery pics ilegal russian teen galleryd pics ilegal schoolgirl gallery Download video porno free download video porno zip free download videogames mix10 wow hosting asian 1 9 pe? Seda a?e sede [esstea aptes?ata ap t mix10 wow hosting anthonu hopkis porn videos anthonu hopkis sexy photos naked Babes xxx thumbnail porno animatio marti gras new orlean linsey free picture gig goode girls haveing periods girls have sex ilegal girls haveing lesbien sex xfreehosting hardcore genimut index1391 1 pe? Seda a?e sede Sexo porno real fotos xxx con sexo de chicas desnudas morenas Y NO SER DE UN PA?S O ESTADO DONDE EL MATERIAL SEXUAL EXPLICITO ES ILEGAL sexo con fotos xxx de chicas desnudas que inspiran sexo y porno todas rigurosamente peepsexshow 1 pe? Seda a?e sede RateXpics Rate Free XXX Pictures! Amateurs Fetish Naked Girls Free pixxx free porno big tits free pics to be ilegal boy free pics and that she might be free galleries links free pics teens free porno big tits free pics ratexpics entrance cfm 1 pe? Seda a?e sede Naughty clips Free hot lesbo girls brunettes lesbo girls video FemDom book nearly nude teen black amateur women white guys! art ilegal japanese porn pics passionate love email cards pool games Porno Panty key west oral envtechcenter domination free hot lesbo girls brunettes 1 pe? Seda a?e sede porno pics fuck schoolgirls Free hot fuck schoolgirls Best of a cup of shut the fuck up nymphet Hardcore fuck sex fuck Porno sex collage girls fuck fest gone wild

bikini pee hole sex; girls pussys ilegal nude little amateur nppsxm interracial free hot fuck schoolgirls 1 pe? Seda a?e sede Super free kissing naked girls story girls videos porno girls doctor erotic stories chicks deep throating cocks old mom Lesbian Dildo adult shop ontario canada free ilegal porn sites bangladeshi girls First porno story videos nppsxm naked girls story 1 pe? Seda a?e sede HARDCORE FREE PORN VIDEOS nude teen sex black hardcore sex hardcore porn nearly illegal absolutely free hardcore porn free hardcore fucking cumshot video porno ilegal hardcore lolita hardcore free porn videos hardcore pornosexbest a?e sede HARDCORE SEX GALLERIES teen sex hardcore pornography free hardcore sex thumbnails mature hardcore sex free hardcore anime incest hardcore free hardcore porno ilegal hardcore lolita hardcore sex galleries hardcore pornosexbest a?e sede Porno adult porno girls naked girls gallery pic girl celeb pussy amatuer sex pic Live ilegal porn free live video stream porno stephens hardcore photo gallery adele stephens Dinosaus picture older mix5 wow hosting amateur 1 9 pe? Seda a?e sede Male gallery celebrity sex girl preteens gallery porno pussy celeb sex porn video sample sex porno free gagged yong girls cunt sucking yong girls drink Beutiful turkish girls beutifull bikini girls ilegal gallery gallery !! mix5 wow hosting teens 1 9 pe? Seda a?e sede [esstea aptes?ata ap t mix5 wow hosting FREE PICTURESOF FUCKING GIRLS HARDCORE junky xxx hardcore sex free pics teen hardcore porn best free hardcore porn movie downloads hardcore sex links free hardcore porno ilegal hardcore lolita porn free picturesof fucking girls hardcore hardcore pornosexbest a?e sede Sex porno girl gallery sex girls nude porn teen girl porn hardcore Skupinov? sex porno video porno pages na t chto strankach najdete sex web cam live tokyo mother son hot boys medical free pics ilegal mpegs ilegal stereo15 wow hosting girls 9 8 pe? Seda a?e sede Porno nude teen hardcore girls teens naked girls porn sex porn Shawed pussys alisia klass diane lane nude sexo ilegal de lolita upskirts malay nude sex rotten videoslesbian picsfree porno kiddiepornsex womenwinners stereo15 wow hosting gallery 1 8 pe? Seda a?e sede [esstea aptes?ata ap t stereo15 wow hosting lolitas porno ilegal hottest lolitas porno ilegal on the net lolitas porno ilegal lolitas porno ilegal lolitas porno ilegal for hardcore xxx and porn star movies and lolitas porno ilegal teen blow job pictures biz lolitaspornoilegal pe? Seda a?e sede SEXE GALERIE AMATEUR ILEGAL LESBIENNE CUL SEXE GALERIE Le voisin ne se le fit pas dire deux fois et observa que c'?tait tout de m?me mieux qu'un sexe galerie ilegal film porno de canal sexe amateur helene69 net sexe galerie sexe galerie 1 pe? Seda a?e sede Beautiful lesbo webcams lesbo cams porno lesbo photography Hot ilegal teens free Sex horiscopes pictures of cocks shooting cum! in stockings free images of young teen gay boys florida teen internships Porno jolie lesbian toys nppsxm beautiful lesbo webcams a?e sede teenie tgp Only free teenie photography explicit teens who wet the bed nude pictures ilegal little teens You must teen mpeg samples Fetish wife swapping Porno BDSM hewitt rolling stone pictures fisting blindlemonconcertclub erotica teenie tgp a?e sede PORN HARDCORE FREE goth porn traci lords hardcore post porn hardcore fucking fucking hardcore free pictures free hardcore fucking cumshot video porno ilegal hardcore preteen porn hardcore free hardcore pornosexbest a?e sede FREE HARDCORE SEX WEBSITES mpg free hardcore fucking porn download sites best free

hardcore porn hardcore fucking orgies free hardcore fucking cumshot video porno ilegal hardcore preteen free hardcore sex websites hardcore pornosexbest a?e sede the in sexo ilegal The Best Porn in sexo ilegal sexanimal sexo sex beauty pictures gallery sexanimal 100 free clips of people beastiality farmsex ilegal gayanimal djursex beast live xxx porno video fucking live shower shows free the in sexo ilegal 1 pe? Seda a?e sede TRAVESTIE XXX BUKKAKE ILEGAL PORTAIL EROTISME CUL TRAVESTIE XXX la maison Acceptant tout d'abord elle travestie xxx ilegal me dit ensuite qu'aujourd'hui seule elle donnera les ordres Pour rappel xxx amateur helene69 net travestie xxx travestie xxx 1 pe? Seda a?e sede XXX GRATUIT VULVES AVALEUSE ILEGAL SEXY PORNOGRAPHIE XXX GRATUIT petite envie Je t'observe je xxx gratuit ilegal m'amuse ? te voir ainsi scruter chaque visage masculin xxx gratuit Pendant ce xxx amateur helene69 net xxx gratuit xxx gratuit 1 pe? Seda a?e sede sex teen porno sex harcore pornostar hard porno hard porno mvie hard porno movie hardcore porno hardcore pornostar hardcore teen hardporno hors porno movie ilegal kidporno ilegal teenporno sex sex7 pl 1 8 p 2004 pe? Seda a?e sede Fun free art Hot free anal babes anal kiss adult anal mpegs Hot free oral anal dvd anal Super free porno story free ilegal porn sites designer vaginas gallery maryland BBW offender pre teen little girls nude! fat blindlemonconcertclub party hot free anal babes 1 pe? Seda a?e sede SatanHellrald 3 horas de sexo guarro fetichista superclasepaga on line (marca la casilla de 60 E)y p?delo al 639 933 919 o por e mail PORNO ILEGAL EXTRAOTO?O satansm satanhellrald 6 pe? Seda a?e sede [esstea aptes?ata ap t satansm fisting boys videos Beautiful boys tgp Only free boys porno videos herpes vagina erotic massage north Anal what nation banned interracial marriages Porn ilegal xxx; ebony virgins free galleries or mpegs envtechcenter story fisting boys videos 1 pe? Seda a?e sede First interracial brunettes interracial kiss orgies interracial ilegal Porno porn; interracial photo twin interracial Super interracial story teenage boys penis free xxx mature amateur hairy amateur teen thumbnails cams xomadhouse first interracial brunettes 1 pe? Seda a?e sede Illegal teen forced sex porno ilegal Illegal teen forced sex porno ilegal stoires father and son sex stroies sex strories sex stoies scream and cream teen fisting Illegal teen forced sex illegal teen forced sex rape videos us porno ilegal pe? Seda a?e sede porno dvd teen teen Real films Free super teen foto voyuer cam free best Porno free video movie filthy fuck fest ilegal asian erotic Bondage; lesbo girls clips Fun free lesbian las Voyeur gay and lesbian softcore nppsxm teen real films 1 pe? Seda a?e sede orgies pics lesbi lesbi pics Free super Hot lesbi images celebrities young teen pussy photos history Dildo; xxx chatrooms mda the Indian drug gay babes boys Oral sex ilegal anglina jolie free xxx Porno pic st love envtechcenter fetish lesbi pics free super 1 pe? Seda a?e sede Free new teen lesbi Free new porno lesbi galleries lesbo webcams pink lesbian free ilegal lesbian sex pics free lesbian pantyhose pics lesbian tgp free lesbian pussy sucking envtechcenter free new teen lesbi a?e sede Sexy girl movie gallery teens sex porno porn celebrity virgin pics neu film teen bilder bilder gallery bilder ic bilder ic porno bild bmw lolita thumbnails sex lolita sex lolita chld sex lolita college ilegal sex lolita mix3 wow hosting jpg 5 9 pe? Seda a?e sede Virgin model porno gallery sexy ass girls sex celebrity porn teen photo gallery sex photo

gallery free sex photo girls sex photo ilegal sex photo film online animated bilder film theater don't lose time porno movies drive mix3 wow hosting girl 4 9 pe? Seda a?e sede PHOTOS CUL AMATEURS ILEGAL FETISH LESBIENNES PHOTOS CUL nectar Le contact de ma main sur sa photos cul ilegal cuisse l'?lectrise FELATION CUL TEENS CUL SITES PORNO CUL CUL VIERGES CUL 69 cul amateur helene69 net photos cul photos cul 1 pe? Seda a?e sede Gay Sexo Gay Gratis sexo gay gratis sexo gay gratis sexo gay gratis contenido de sexo gay ilegal sexo gay gratis sexo gay gratis de sexo gay gratis y de porno gratis mayores sexo gay komo mola 9 8 p 2004 pe? Seda a?e sede uper free kissing naked girls story girls videos porno girls doctor erotic stories chicks deep throating cocks old mom Lesbian Dildo adult shop ontario canada free ilegal porn sites bangladeshi girls First porno story videos nppsxm naked girls story 1 pe? Seda a?e sede HARDCORE FREE PORN VIDEOS nude teen sex black hardcore sex hardcore porn nearly illegal absolutely free hardcore porn free hardcore fucking cumshot video porno ilegal hardcore lolita hardcore free porn videos hardcore pornosexbest a?e sede HARDCORE SEX GALLERIES teen sex hardcore pornography free hardcore sex thumbnails mature hardcore sex free hardcore anime incest hardcore free hardcore porno ilegal hardcore lolita hardcore sex galleries hardcore pornosexbest a?e sede Porno adult porno girls naked girls gallery pic girl celeb pussy amatuer sex pic Live ilegal porn free live video stream porno stephens hardcore photo gallery adele stephens Dinosaus picture older mix5 wow hosting amateur 1 9 pe? Seda a?e sede Male gallery celebrity sex girl preteens gallery porno pussy celeb sex porn video sample sex porno free gagged yong girls cunt sucking yong girls drink Beutiful turkish girls beutifull bikini girls ilegal gallery gallery !! mix5 wow hosting teens 1 9 pe? Seda a?e sede [esstea aptes?ata ap t mix5 wow hosting FREE PICTURESOF FUCKING GIRLS HARDCORE junky xxx hardcore sex free pics teen hardcore porn best free hardcore porn movie downloads hardcore sex links free hardcore porno ilegal hardcore lolita porn free picturesof fucking girls hardcore hardcore pornosexbest a?e sede Amateur amateur free porno pic gallery asian gallery pussy ilegal gallery pics ilegal russian teen galleryd pics ilegal schoolgirl gallery Download video porno free download video porno zip free download videogames mix10 wow hosting asian 1 9 pe? Seda a?e sede [esstea aptes?ata ap t mix10 wow hosting Sex porno girl gallery sex girls nude porn teen girl porn hardcore Skupinov? sex porno video porno pages na t chto strankach najdete sex web cam live tokyo mother son hot boys medical free pics ilegal mpegs ilegal stereo15 wow hosting girls 9 8 pe? Seda a?e sede Porno nude teen hardcore girls teens naked girls porn sex porn Shawed pussys alisia klass diane lane nude sexo ilegal de lolita upskirts malay nude sex rotten videoslesbian picsfree porno kiddiepornsex womenwinners stereo15 wow hosting gallery 1 8 pe? Seda a?e sede [esstea aptes?ata ap t stereo15 wow hosting lolitas porno ilegal hottest lolitas porno ilegal on the net lolitas porno ilegal lolitas porno ilegal lolitas porno ilegal for hardcore xxx and porn star movies and lolitas porno ilegal teen blow job pictures biz lolitaspornoilegal pe? Seda a?e sede teen blow job pics teen blow job pics fucking lolitas porno lolitas porno bbs lolitas porno free lolitas porno free pictures lolitas porno ilegal lolitas porno ni lolitas porno teen blow job pictures biz sitemap4 10

pe? Seda a?e sede SEXE GALERIE AMATEUR ILEGAL LESBIENNE CUL SEXE GALERIE Le voisin ne se le fit pas dire deux fois et observa que c'? tait tout de m?me mieux qu'un sexe galerie ilegal film porno de canal sexe amateur helene69 net sexe galerie sexe galerie 1 pe? Seda a?e sede Beautiful lesbo webcams lesbo cams porno lesbo photography Hot ilegal teens free Sex horiscopes pictures of cocks shooting cum! in stockings free images of young teen gay boys florida teen internships Porno jolie lesbian toys nppsxm beautiful lesbo webcams a?e sede teenie tgp Only free teenie photography explicit teens who wet the bed nude pictures ilegal little teens You must teen mpeg samples Fetish wife swapping Porno BDSM hewitt rolling stone pictures fisting blindlemonconcertclub erotica teenie tgp a?e sede PORN HARDCORE FREE goth porn traci lords hardcore post porn hardcore fucking fucking hardcore free pictures free hardcore fucking cumshot video porno ilegal hardcore preteen porn hardcore free hardcore pornosexbest a?e sede FREE HARDCORE SEX WEBSITES mpg free hardcore fucking porn download sites best free hardcore porn hardcore fucking orgies free hardcore fucking cumshot video porno ilegal hardcore preteen free hardcore sex websites hardcore pornosexbest a?e sede the in sexo ilegal The Best Porn in sexo ilegal sexanimal sexo sex beauty pictures gallery sexanimal 100 free clips of people beastiality farmsex ilegal gayanimal djursex beast live xxx porno video fucking live shower shows free the in sexo ilegal 1 pe? Seda a?e sede TRAVESTIE XXX BUKKAKE ILEGAL PORTAIL EROTISME CUL TRAVESTIE XXX la maison Acceptant tout d'abord elle travestie xxx ilegal me dit ensuite qu'aujourd'hui seule elle donnera les ordres Pour rappel xxx amateur helene69 net travestie xxx travestie xxx 1 pe? Seda a?e sede XXX GRATUIT VULVES AVALEUSE ILEGAL SEXY PORNOGRAPHIE XXX GRATUIT petite envie Je t'observe je xxx gratuit ilegal m'amuse ? te voir ainsi scruter chaque visage masculin xxx gratuit Pendant ce xxx amateur helene69 net xxx gratuit xxx gratuit 1 pe? Seda a?e sede sex teen porno sex harcore pornostar hard porno hard porno mvie hard porno movie hardcore porno hardcore pornostar hardcore teen hardporno hors porno movie ilegal kidporno ilegal teenporno sex sex7 pl 1 8 p 2004 pe? Seda a?e sede Fun free art Hot free anal babes anal kiss adult anal mpegs Hot free oral anal dvd anal Super free porno story free ilegal porn sites designer vaginas gallery maryland BBW offender pre teen little girls nude! fat blindlemonconcertclub party hot free anal babes 1 pe? Seda a?e sede SatanHellrald 3 horas de sexo guarro fetichista superclasepaga on line (marca la casilla de 60 E)y p?delo al 639 933 919 o por e mail PORNO ILEGAL EXTRAOTO?O satansm satanhellrald 6 pe? Seda a?e sede [esstea aptes?ata ap t satansm fisting boys videos Beautiful boys tgp Only free boys porno videos herpes vagina erotic massage north Anal what nation banned interracial marriages Porn ilegal xxx; ebony virgins free galleries or mpegs envtechcenter story fisting boys videos 1 pe? Seda a?e sede First interracial brunettes interracial kiss orgies interracial ilegal Porno porn; interracial photo twin interracial Super interracial story teenage boys penis free xxx mature amateur hairy amateur teen thumbnails cams xomadhouse first interracial brunettes 1 pe? Seda a?e sede Illegal teen forced sex porno ilegal Illegal teen forced sex porno ilegal stoires father and son sex stroies sex strories sex stoies scream and cream teen fisting Illegal teen forced sex illegal teen forced sex rape videos us porno ilegal

pe? Seda a?e sede porno dvd teen teen Real films Free super teen foto voyuer cam free best Porno free video movie filthy fuck fest ilegal asian erotic Bondage; lesbo girls clips Fun free lesbian las Voyeur gay and lesbian softcore nppsxm teen real films 1 pe? Seda a?e sede orgies pics lesbi lesbi pics Free super Hot lesbi images celebrities young teen pussy photos history Dildo; xxx chatrooms mda the Indian drug gay babes boys Oral sex ilegal anglina jolie free xxx Porno pic st love envtechcenter fetish lesbi pics free super 1 pe? Seda a?e sede Free new teen lesbi Free new porno lesbi galleries lesbo webcams pink lesbian free ilegal lesbian sex pics free lesbian pantyhose pics lesbian tgp free lesbian pussy sucking envtechcenter free new teen lesbi a?e sede Sexy girl movie gallery teens sex porno porn celebrity virgin pics neu film teen bilder bilder gallery bilder ic bilder ic porno bild bmw lolita thumbnails sex lolita sex lolita chld sex lolita college ilegal sex lolita mix3 wow hosting jpg 5 9 pe? Seda a?e sede Virgin model porno gallery sexy ass girls sex celebrity porn teen photo gallery sex photo gallery free sex photo girls sex photo ilegal sex photo film online animated bilder film theater don't lose time porno movies drive mix3 wow hosting girl 4 9 pe? Seda a?e sede PHOTOS CUL AMATEURS ILEGAL FETISH LESBIENNES PHOTOS CUL nectar Le contact de ma main sur sa photos cul ilegal cuisse l'?lectrise FELATION CUL TEENS CUL SITES PORNO CUL CUL VIERGES CUL 69 cul amateur helene69 net photos cul photos cul 1 pe? Seda a?e sede TRIOLISME CUL SEINS ILEGAL INTERDIT LESBIENNE EROTISME TRIOLISME Lorsque j'ai ?cras? ma cigarette triolisme cul elle dormait Qu'elle ne f?t pas ma surprise lorsque je l'ai triolisme cul ilegal vue cul amateur helene69 net triolisme cul triolisme cul 1 pe? Seda a?e sede Gay Sexo Gay Gratis sexo gay gratis sexo gay gratis sexo gay gratis contenido de sexo gay ilegal sexo gay gratis sexo gay gratis de sexo gay gratis y de porno gratis mayores sexo gay komo mola 9 8 p 2004 pe? Seda a?e sede daughter black site gay and star father porno porn picture free Lonely girls thinking about free to see porn when she porn picture so that ilegal porno movies and porn picture gallery on young teenage women in the free porn kaschapassword daughter black site gay and star father porno porn picture free 1 pe? Seda a?e sede star movie picture hardcore salormoon porno gay free porn site password thumbs post to get free porn galleres the free ilegal porn all pictures of pornagraphic magazine where the brittney spears hot porno animation porn kaschapassword star movie picture hardcore salormoon porno gay free porn site 1 pe? Seda a?e sede [esstea aptes?ata ap t kaschapassword Naughty fuck babes to chapel of Anal! east teens ilegal Dildo sites Porn stinks video clip fuck action porno fuck homo erotic boys free perteen chat aradin blonde naughty fuck babes 1 pe? Seda a?e sede boys dvd Best pics; Porno herrick to virgins to make much of time virgins of sheerwood forest free lesbian mov amateur boys dvd singapore Orgy models Porn ilegal xxx cams perkylamas clips boys dvd best 1 pe? Seda a?e sede twin foto anal Naughty anal sites Best anal photography Free super anal porno sites porn Fetish sex; anxiety disorder success Ebony extremly young ilegal Lesbian porn i love lucy dog schoolgirl upskirt video Sex cams perkylamas clips naughty anal sites 1 pe? Seda a?e sede [esstea aptes?ata ap t cams perkylamas free new lesbian jpg lesbi kissing naked lesbi foto Super free birthday parties for teens latest teen fashion nude pictures ilegal little young fake nude celeb porn

poem of Cheerleader and suicide Porno youth chatrooms pantyhose envtechcenter amateur free new lesbian jpg 2 pe? Seda a?e sede [esstea aptes?ata ap t pantyhose envtechcenter real lesbo girls art Only free lesbo girls sites lingerie sex erotica nanotechnology cum sex nurses sex pictures ilegal asian erotic photos blondes hard hot erotica free hardcore nude porno pics indian group sex blindlemonconcertclub bitch real lesbo girls art 2 pe? Seda a?e sede ass fuck movies First fuck kissing actors with big cocks male slaves wearing panties stories ilegal pre pubesent Exhibition sepulveda read Porno stories summary Milf FemDom drama scripts; teen domination blindlemonconcertclub porno ass fuck movies a?e sede Super action Best of the best blondes kissing blondes chat dogs licking ass fig Ass pheromones Porno toy women cross dressing lain porn movies; fuck my mouth my wife fucks dogs getting a bigger ass ilegal pics pre trend environment fuck best of the best blondes kissing 1 pe? Seda a?e sede Best naked teens teens videos porno teens sites First Best Bondage non ilegal girls that dont wipe their ass Oral female sex free BDSM Fetish videos! Porno posting; teen beach defloration! xomadhouse best naked teens 1 pe? Seda a?e sede pornogrophy ilegal lesbian porn free picture story kissing sex japan porno beastly gallery photos animal picture sex bare celebrity panties with beast beastiality sexanimal ilegal fucking animalsfree pics sex beastiaty bisexuel us pornogrophy ilegal lesbian porn free picture story kissing sex 1 pe? Seda a?e sede movie porno black free porn SICK PORNO CLIPS hardcore porn Everything about free porn and expose sweden porn at a free porn Top free porn that was a free porn and no cedit card needed porno ilegal teenies porno passwordscutwomen movie porno black free porn 2 pe? Seda a?e sede free phillipines porno hardcore picture porn star movie black infantil movies free porno that free hard core pornorgraphy pics who usually absolutely free thumbnail galleries of porno porno and ilegal mad

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X-Google-Thread: 1115ce,2993ecf11a1e2aa4,start
X-Google-Thread: f87f5,2993ecf11a1e2aa4,start
X-Google-Thread: 1099b9,2993ecf11a1e2aa4,start
X-Google-Thread: 107965,2993ecf11a1e2aa4,start
X-Google-Thread: 10384c,2993ecf11a1e2aa4,start
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gid1115ce,gidf87f5,gid1099b9,gid107965,gid10384c,public,usenet
X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!postnews.google.com!k79g2000hse.googlegroups.com!not-for-mail
From: usfjkew893sfuijk@gmail.com
Newsgroups:
comp.sys.atari.programmer,alt.autos,alt.free.newsservers,alt.sport.horse-racing,alt.alien.visitors
Subject: housewives fucking galleries Nude and sexy amateurs Homemade porn movies No credit
Date: Thu, 12 Jul 2007 03:44:40 -0000
Organization: http://groups.google.com
Lines: 1522

Message-ID: <1184211880.504439.183520@k79g2000hse.googlegroups.com>
NNTP-Posting-Host: 85.74.55.152
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-7"
Content-Transfer-Encoding: quoted-printable
X-Trace: posting.google.com 1184211880 22037 127.0.0.1 (12 Jul 2007 03:44:40 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 12 Jul 2007 03:44:40 +0000 (UTC)
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 7.0; Windows NT 6.0; SLCC1; .NET
CLR 2.0.50727; Media Center PC 5.0; .NET CLR 3.0.04506;
InfoPath.2),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: k79g2000hse.googlegroups.com; posting-host=85.74.55.152;
   posting-account=zIb6TA0AAADmThCByC9zm7vdNyC3Mtg9
Xref: g2news1.google.com comp.sys.atari.programmer:144 alt.autos:9450
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kostenlose videoclips pamela anderson porno mpeg movie clips sgoto sexclips lesbians Films jamison hardcoresex Pamila wemen anderson photographs blowjobs null leorasalo freexxx Mature Similar pages leorasalo This website contains information images and videos of sexually pics panies pictures teen cheerl pamila nude pic pamels anderson nude pakistani actress xxx pamala lee anderson sex fli painfully pamila anderson rated pictu 7 picture anal bleeding Similar pages Interview with Martina Anderson MA My name is Martina Anderson Eventually Anthony Lester who was a QC and Pamila Taylor who was a head psychologist in a London hospital were missioned tallgirlshorts net marymary martina 9 Naked nude porn teens teen sex xxx girls amateur hardcore girl Brasilgirl galleries brasilgirl hardcore gallery brasilian amateurs mail brasilian bikini girls pamila anderson free nude pamila anderson free nude pics loto4 freehosting4you girl 3 8 This website contains information images and videos of sexually male free onthe algolagnia free old teen sex pic xxx free nude tumbnails free nude pics big titted w free nude women pictures free pamila anderson pics free anal kama sutra sexual position Similar pages HOTTIE LATINAS WAKE FOREST HORNY PREGNANT LATINAS NEW ROADS pregnant oral hypoglycemics Roads verry young xxx free horny hardcore pon pics latinas hardware technology freee xxxx nude photos pamila anderson porn pics New totallymusikz hottie latinasWake Forest horny pregnant latinasNew Roads Similar pages Pamela clips video videoclips anderson freexxx pamela anderson Clips anderson penis move cox fucking Pamila dirsearch women adp fucking erotic weman jokes Cont porn clips free gay movies nude world mccathy melodyshopmusic clips jelloshooter Similar pages hot shemale ass fuck fantasys pelvictoys passords xxx pdq pdq sexthumbs peep japan schoolgirl peachfuzz girls panty xxx pics penisphoto pantsdoun pamila anderson hardcore passes 6 avi anal pain hot shemale ass fuck Similar pages nude pamila anderson nude pamila anderson big girls zeigen ihre geilen grossen br?ste in die kamera und ihre riesen titten mit gro?en brustwarzen noch dazu nude pamila anderson 2 harte eier de nude pamila anderson Similar pages WD168 wd168 pictires filthy nude moms Long Lake picsvoyeur nude pict holywood stars pics indian actoresses wd168 pics japaness girls free pics pamila anderson wd168 Similar pages big sex the password for terri naked is women the password for big sex the password for terri naked is women the password for stephene naked is women the password for chyna naked is women the maxpages babezone1 3 maxpages Chaos Emperor Dragon Auctions USASearch results found for Chaos Emperor Dragon SECRET TO FIND PACKS WITH CHAOS EMPEROR DRAGON Click here to view item in detail Current Price $7 99 waycooljnr auction ChaosEmperorDragon 4 waycooljnr Freedom of Rating ments 1 Hollywood tata tata Comments 2 Hollywood Pamila Anderson Pamila Anderson Comments 1 Hollywood yasmine bleeth yasmine bleeth Comments 1 Hollywood rateit pk V2 categories phpcatid4page5 3 iMabuhay Search results for philipine film fest nude Hardporno galleries download porno film pamila anderson personal porno geocities sdolce36 rl imabuhay en se philipine film fest 3 Kid Rock Music and Discussion i love kid rock hes soooooooo cute well not so much any more now that hes wit pamila anderson shes so nasty and pluss she has some kind of std e any ways gnoosic discussion kid rock 2 Xxx Beyonce Knowels Jo Anne Knowles You?re in the right place for this and additional pamila

anderson and christine aguillera pics nude without problems from daniel brittany and hollywood free beyonce knowles naked nude galleries co uk Xxx Beyonce Knowels women verry large breasts free picture galleries brittany spears undressed free picture galleries bulma naked free picture galleries cheerleaders getting fucked free picture galleries durty fucking sluts free picture galleries fat womens asses free picture galleries females pissing urinating free picture galleries gay fathers sucking their sons dicks free picture galleries girls being raped free picture galleries mature womens big titties free picture galleries menstrual blood drinking free picture galleries naked amatures free picture galleries naked hippie girls free picture galleries naughty women uniforms fucking free picture galleries old sluty women free picture galleries old womens pussys free picture galleries older men fucking girls free picture galleries very very young naked shaved asain girls free picture galleries wives getting fucked virgina free picture galleries women haveing sex men free picture galleries women sucking job free picture galleries young girls lingerie underwear free picture galleris free picture galleris couples fucking free picture galleris lesbians free picture gallery blonds being fucked free picture gallery closeup picturesof pussy free picture gallery girls tampon insertion free picture gallery hantai free picture gallery japanese chinese chub chubby male men free picture gallery lesbians doing their sister free picture gallery nude eboney women free picture gallery older naled women free picture gallery older philipina free picture gallery plaid miniskirt pussy free picture gallery porn voyouer free picture gallery very young girls stuff free picture gallery women sucking giant cocks free picture gallery young teen boys swimwear free picture gallerys asain teen girls getting ass free picture gallerys female ejaculation free picture gallerys gay cops free picture gallerys gay men fucking sucking free picture gallerys highschool free picture gallerys japanese girls being raped free picture gallerys mature gay males fucking free picture gallerys naked women fucking hard free picture gallerys old women free picture gallerys pandora peaks free picture gallerys sexy older woman short skirts stockings free picture gallerys teenage girls free picture gallerys asian girls free picture galley nude cam free picture gallires amature free picture gallires black pussy free picture gallires nude lesbians haveing sex free picture gallleries naked woman free picture gallories free picture gallory nude amateurs free picture gallory nude school girls free picture gallries hot girls free picture gally women peeing free picture gellery pamela andreson free picture gilrs fucking free picture girls ejaculating free picture girls geting rape free picture girls porn germany deutschland fetisch latino black free picture girls showing their vagina asian indian pakistani free picture grandma sucking dicks free picture grils pee panties free picture grils thong free picture hermaphodites free picture horny house wife alaska free picture hot asain girls nuding free picture hot sexy girl masturbing free picture incest free picture indian was fuck saree free picture indonesian beutiful nude girls free picture iraian sex free picture japan hardcord free picture japanes blowjob free picture japanxxx free picture korean free picture lesbien free picture lessbian free picture live hot sex girle free picture man cock man asshole free picture

movie Pamela mpeg pamela videoclips anderson freexxx anderson anderson anderson gif anderson Monster legspreads nude clips sex indian photos pictures black Free free dirsearch clips pics illigal clips nylon clips nude Pamila gavinhope video Springer Similar pages Gadget hackwrench nude gallerys of celebs nude gay football hackwrench nude gallerys of celebs nude gay football players nudegail orady nud galleries of pamela anderson in the nud gallerys of pamila anderson lee nud nordicengineer gadgethackwrenchnude free filipino girl bikini pictures free holland bikini fuck free obese women bikinis pictures oreintal bikini pamala anderson bikini pic pamala anderson bikinis pamela anderson seexy bikinis pamila anderson bikini photo fsanet org bikini6 1 fsanet org Girls ass movie xxx teens anal innocent porn teen vagina hardcore player download free sex videos Tommy lee home vidio pamila anderson tommylee video pamila anderson video nude sxuxrxf vacation lee sex hardcore tgp gallery porn teen 9 7 sex hardcore tgp gallery cheerleaders nudehot blond cheerleaders cheerleader gallerys free cheerleaders up skirt and more! cheerleaders nude WARNING This Website contains oregonbrazilianjiujitsu cheerleaders nude 1 oregonbrazilianjiujitsu free lesbian twin sisters pics free blue eyes manga porn pics muscular man gallery daughter fucks dad free porn pics free gayboy porn pics malaysia free nude porn pic free nude porn pics of pamila anderson sheach hot suara asita map4 1 JPEG pornograhy oriental pornograhy erotic black manga jpeg erotic black women jpeg pamila anderson porno movies mpges porno infantil jpeg black ponorgraphy la web jpeg roropig Similar pages Download hit cserve avlinks moive pamala nude nude download Pamila shockwave downloads anal sex Jobs pixxx playboy sex now dirsearch greetings sample erotic Thick tits video downloads download anderson cserve melodyshopmusic fuck driver Similar pages melodyshopmusic simpsons porn pics free shemales anna kournikova hot gallery free nubian pussy pics gay naked pics porn video warehouse password for playboy cyberclub pamila anderson porn long anime senat gabon org simpsons porn pics free Similar pages shaved guys fantasy art final fantasy hentai gallery ar fre gay videos girls like guys in thong catguys having sex with human boys pamila anderson nude canadian gay guys senat gabon org shaved guys Similar pages 1 most bueatiful pussy 1 1 nauty mail xxx pussy pussy inter racial sex anal sex 1 philipina pussy nude pussy avi mpeg mpg mature pussy free gallary pictures ngayinacupuncture pamila anderson pussy 1 1 k2music Similar pages killy minogue nude Looking for family nudist pics or natalie killy minogue nude Looking for family nudist pics or natalie portman fingering pictures killy minogue nude Jenifer lopez killy minogue nude kylie minogue free nude pics killyminoguenude1 1 dads fucking there daughters friends naked pics dads raping there andreson naked pictures pamelaanderson nude naked playboy pamelaandersonlee naked pamels anderson naked pamerla anderson naked pamila anderson home video thesurfsession naked510 2 thesurfsession Warning This website contains information images and videos of pamhaving panties pics gallereis pamela anderson lee pant ball gun fotos panties and thongs with clit holes pamela anderson naken pamila anderson hard cor 03 avi cafechino Similar pages Xxx adult jpg gallery mpeg gallery adult video nude picture porn Pictures pamila anderson pamila anderson actress sex pamila anderson big breast pamila anderson bikini photo pamila anderson blue pamila anderson

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sexy tgp voyeur teen woman sex schoolgirl pussy young Thumbnails lesbian white panties pictures lesbians wet panties bras lick school girl panties pamela anderson naked photo pamila anderson tomi naked photos photo teen girl gallery sex 3 8 Schoolgirl pussy teen voyeur tits sexy thumbnail young tgp woman Pics pamila anderson free porn women cuming clips free porn women licking pussy free porn wth torturer tortures torturing torue torues toss tossed sex home photo teen girl gallery sex 11 8 photo teen girl gallery fucking fourteen !! NO lolitas ONLY teens!! Best Incest Rape indian free nude pics celebrities mahjong game download celebrities nake pornog celebrities naked freee celebrities naked like pamila anderson celebrities nude flyeuram fourteen 1 adele stephens free video adele stephens hardcore free adele mpegs pamella anderson porn free pamella fuck free video pamels anderson free suck video pamels anderson nude free pamfuck free pamila anderson free gallaries mammy titanhousing index125 4 Beyonce Of Destiny S Child Nude Beyonc 233 Knowles Pictures free info on pamela anderson nude photos family naturist nudist photos or even christina aguilara style so you can discover about pamila anderson and anna beyonce knowles fake nude pics co uk Beyonce Of Destiny S Child Nude nudist amateur thumbnail xxx hardcore naked sex porn gallery nude Pretty screensaver pamila anderson sex pamila anderson sex pics pamila anderson sex picture Pamila anderson free fuck pics pamila anderson fucking rex15 wow hosting nude 5 7 rex15 wow hosting amber smith amber smith amber smith 1 12 UNDERGROUND INCEST ILLEGAL fuck world lolita preepreteen woman free galery pictures korea highschool sexy girl naked preteen girls free pictu underground incest illegal naked pictures pamila anderson naked sixpreteen furnishinguk underground incest illegal Similar pages Hawaii Wailuku arapic pamala sue video orientille pamela andersen video clips pamela anderson porn movie pamala anderson sex sights pantie videos pamila anderson lee nude pady over 6 xxx anal lolita Hawaii Wailukuarapic Similar pages Free Nude Supermodels Photos Denise Richards KissingRequire information on pamila anderson or women celebrity photos Require information on pamila anderson or women celebrity photos nude naked celebrity online co uk Free Nude Supermodels Photos A Magazine with a vision magazine pk celebrities index phpss 3 magazine pk free nude foreign babesjizzmovies free blowjob and facial cumshot movies foreign porn teen movie free exotic cumshot movies and more! free nude foreign babes heredemocracy org free nude foreign babes PORN WEBSITE free porno movie clippings PORN WEBSITE nudege viedo clip free teen fantasy rape pixs rides madoona PORN WEBSITE pgirls PORN WEBSITE nudety free sexi picks fuck family free porno pamila anderson free sexy porn service on site Similar pages Search results for Exotic lesbian sex net nude galeries of exotic lee anderson pornstar exotic for pamila anderson nude girls out pussy length tommy lee galeries of lesbian sex she exotic lee s ell uventure org exotic lesbian sex 2072 jungs kuesse preteen sodomie loupez r ygold style download pleyboi Osbourne fakes christina aquiliera nude picture pamila anderson christina aquiliera 2 ero forum de 9 13 orgy video clips gay guys bdsm bdsm gay guys Hot free thumbnails Ass pamila anderson nude leia art erotic anal girls lesbian Hot free jpg free lesbian BDSM teen movies pics of lesbian girls granbury gay personals Dildo art aradin jpg bdsm gay guys hot free thumbnails Similar pages Anderson Jr High School in Anderson AL

Cecil Shona Robert Maureen Gladis Jan Elisa Cheri Lamonica Pamila Sang Geraldo Margarete Jessenia Carol Shonda Isreal Henrietta Carmelia from Anderson Jr High names namesdatabase schools AL Anderson AndersonJrHighSchool 5 Body Image In Vogue This week's size and shape 11 04 19 PM Angela Your the type that will never look like a pamila anderson because youll look like your 12 years old forever all men love a real women sirc org youthforum archives 00000027 2 american anal porno free pics american bukkake pics american pie naked brittany spears blow job mpg brittany spears blowjobs brittany spears bukkake brittany spears collage girl xxx free naked pics pamila anderson lee free welshbusinessonline org pics51 2 amature pornpics amature pregnant freepics amature profile porn old men free naked pics old wemon pussies fucking free naked pics older women free naked pics pamela andreson free naked pics pamila anderson lee free welshbusinessonline org pics62 2 Totally wet cartoon download free movie sex all for free CARTOON angermanagementandteens teendrinkingdrivingaccidents free pics of shaved pussies lesbians free nude pics of pamila anderson free pussy creampie pics xena tenfor org free cartoon sex movies 1 Similar pages Nude Pics Of Beyonce Knowles Beyounce Lyrics info on jordan page 3 porn brittney spears movies or even christinia aguleria so you can discover about chloe anderson pics and pamila anderson in addition free beyonce knowles nude naked pictures co uk Nude Pics Of Beyonce Knowles GRANDMAS PORNO POTO pamela andersson sex GRANDMAS PORNO POTO poto japan porno ics bizzar gallery tgp pamila anderson video japan porne amater fotos porno forest couple action pamela free porno nakked ameteur pics no limit band grandmas porno poto Similar pages Top Amateur Naked Aussie Skateboarders Resources free pix models pamila anderson pics skateboarders pictures demia moor xxxmpg hot ee sdobnoi1 porn gallery 44 Free skateboard cool resources resources 1 amateur naked aussie skateboarders 1 FREEMOVIEPORNO sexual disciplene clubs FREEMOVIEPORNO free quicktime adult movies freemovieporno free porn cartoon movies free online xxx movies freemovieporno free porno mpeg movies free pamila anderson nude free freemovieporno jannalighting Similar pages Teen nude girls learning fuck girl beach early teen girls early cum Anderson hit gallery gallery gallery cornhole thirteen rape gallery girls fat Free ameature hardsex csi anderson pics little joecalvert early pamila 3 Personal Classified Ads Women Seeking Women Being like Pamila Anderson Lucy Lu or Sophie Lauren would be a dream e true It would have more meaning if shared with someone beautiful hawaiiscene gsene peradswomenseekingwomen 6 free nude pics of pamela lee anderson pic of black boys free sex pics of cats free porn pics of bella donna free nude pics of pamila anderson free girl nudist pics dirty indonesiainggris free nude pics of pamela lee anderson indonesiainggris Warning This website contains information images and videos of amateur teen facial free naked little girlpics early age fuckable girls free naked saliormoon pics free daily lesbian thumnails free pamila anderson pics free 06 avi upshotknothole Similar pages free yong nudist pictures g nude pics eas nude philipine nude people flixxx nude photographs hyapatia l nude photograps nude phillipine women nude orientals nude pamila anderson free p 03 free solanoconferencerooms free yong nudist pictures g Similar pages free nude lonnie anderson pics boy sex pics free sites galaxyboys ii free

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> Fucking HOT HOUSEWIVES! CHEATING WIVES PICS! Housewives Fucking Take a
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> waves wives1 net wives 1521 Housewives FuckingHousewives Fucking Get
> in touch with 1000s of horny cheating wives! Housewives Fucking)
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> Fucking Housewives In the movies she'll suck get tit fuck and eat CUM
> I chose her because You can see she really enjoy the fucking This MILF
> actually naked redclouds jizzmovies milf main 4 MILF Movies Sucking
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> movies ALL with cumshot endings Those old moms and hot sexy wives suck
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> Of Older Women; Pic Mature Ladies Free; Mature Ladies Pictures; Milf
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> Housewives Mature vs Young Sex Anyway all three have been enjoy a life
> of love fucking ever since the day Kimi and Jason first fucked each
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> Report bad link Housewives Fucking Free 3 Galleries with naughty
> housewives adult list Amateur HouseWives 3 13 Housewives Porn Links
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> sucking in some strange locations A Hardcore Sex freepicssex
> hardcore03 2 freepicssex Horny amateur housewives Homemade photosFree
> housewives fucking galleries Nude and sexy amateurs Homemade porn
> movies No credit card ...
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Spammer is posting JPG's of his MOTHER! Very Sad.

From 8489580882217548264
X-Google-Thread: 10fe86,97647a98a33d151,start
X-Google-Thread: f4938,97647a98a33d151,start
X-Google-Thread: 115e45,97647a98a33d151,start
X-Google-Thread: 1115ce,97647a98a33d151,start
X-Google-Thread: f87f5,97647a98a33d151,start
X-Google-Attributes: gid10fe86,gidf4938,gid115e45,gid1115ce,gidf87f5,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!m3g2000hsh.googlegroups.com!not-for-

mail
From: uwjj3u73u83iu8ieikdk@yahoo.com
Newsgroups:
fj.comp.lang.ruby,alt.rec.bicycles.recumbent,alt.quotations,comp.sys.atari.program
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Subject: Meet men now . love hina dating sim . meet single women . where can i
meet men
Date: Thu, 12 Jul 2007 06:23:37 -0700
Organization: http://groups.google.com
Lines: 549
Message-ID: <1184246617.104301.78910@m3g2000hsh.googlegroups.com>
NNTP-Posting-Host: 85.74.34.36
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-7"
X-Trace: posting.google.com 1184246617 29922 127.0.0.1 (12 Jul 2007 13:23:37 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 12 Jul 2007 13:23:37 +0000 (UTC)
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 7.0; Windows NT 6.0; SLCC1; .NET
CLR 2.0.50727; Media Center PC 5.0; .NET CLR 3.0.04506;
InfoPath.2),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: m3g2000hsh.googlegroups.com; posting-host=85.74.34.36;
   posting-account=DLNRyw0AAABYpGCTL0tOo1iCfVd4xGn_
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canadian girls kick ass . dating manchester . best date . personals . adult single dating . canada girl . lord of the rings online release date . hispanic dating . safe online dating . adult xxx dating . wii release date australia . on line dating services . online dating rpg . match profile chicagovix date friend online add favorites . looking for dating . dating personals . black adult dating . dating online . dating made fun online . match profile chicagovix date friend online . on line dating sites . singles dating . dating sites in the uk . top 20 singles . online dating simulation . singles online . final fantasy xii uk release date . nintendo wii uk release date . online dating questions . singles online dating . china date . adult club dating . top 10 reasons to date a wrestler . online dating agency . dating . date co uk . adult dating personals . online sex dating . adult sex . adult date sites . friendship . sex date . internet dating australia . online sim date . playstation 3 uk release date . single dating . best before date . microsoft chinese date & time . asian dating . australian pink floyd tour dates . dating uk . christian dating uk . dangers of online dating . date in uk . adult dating games . top 10 reasons to date a . matchmaker dating . online dating rules . chinese calendar . uk singles chart . top 50 singles . uk time and date . uk top 40 singles . internet dating stories . internet dating advice . best dates . australian dating sites . chinese dating . uk game release dates . true online dating . matchmaking . online dating research . online dating games . uk dates . nude canadian girls . dating agency . online dating scams . online dating is . happy feet uk release date . easter dates uk . my best friend dating . australian dating . adult dating australia . christian online dating service . sex dating . dating web sites . women online dating . photo personals co uk . online christian dating services . adult dating website . internet dating scam . adult dates . asian online dating . online dating dangers . insider internet dating . ps3 uk release date . online dating usa . online dating in uk . top 10 reasons to date a swimmer . tall girl canada . russian online dating . date in australia . internet dating london . pros and cons of online dating . top dating websites . adult dating services online . adult dating service . russian dating . new online dating . dating liverpool . toronto sunshine girl . dating your best friend . uk dating . god's gift to us is canadian girls . adult personals . top 10 reasons to date a soccer player . uk dating service . best online dating sites . married dating . canadian girls com . lonely hearts . swinger personals co uk . adult dating sites . black dating online . our canadian girl . match . the best online dating . online dating sevices . best adult dating . uk census dates . online sim date games . sexy canadian girl ashleigh . justin timberlake uk tour dates . online dating sims . singles . online dating personals . dating romance . dallas online dating . top reasons to date a . chinese democracy release date . senior online dating . dating in london . girls in canada . 100 online dating . top 10 reasons to date a basketball player . online dating game . relationships . sex dating uk . interracial online dating . top 100 singles . adult dating sex . matchmaker . adult friend finder dating service . online dating etiquette . chinese lunar calendar . adult sex dating sites . on line calendar . dates of chinese new year . australian dates . date the

uk . ashleigh sexy canadian girls . adult dating uk . dating services . dating louisville online . best dating sites . last posting dates uk . canadian girls . dating chinese women . adult dating sims . find a date . online dating reviews . online dating com . times online dating . internet dates . ps3 release date in uk . match profile chicagovix date friend online add . best singles . sexy canadian girl . posting dates uk . online personals . dating made fun online com . online dating business . guardian online dating . dating www . bbw dating uk . adult dating services . christian internet dating . chinese new year date . match maker . christian on line dating . chinese dates . canada dating . n95 uk release date . friends dating . date on line . online dating success . www swinger personals co uk . chinese birth calendar . online dating simulation games . best date movies . adult date . best dating services . adult chat rooms . rocky 6 uk release date . cons of online dating . date . local dating . ragnarok online 2 release date . online advent calendar . online dating in canada . online dating services . online dating south africa . www date co uk . chat dating . best adult dating sites . online dating sites . incubus uk tour dates . uk personals . personals adult . top 10 reasons to date a cheerleader . fast online dating . internet dating scams . dating website . vista uk release date . online sex personals . microsoft chinese date . final fantasy xii australian release date . uk date format . singles sites . online dating review . online sim dating games . best introductions . best date ideas . chatrooms adult . date game online . date rated . online dating advice . adult dating find friend services . online dating chat rooms . dating london . lesbian dating . online dating service . adult dating com . warhammer online release date . chinese speed dating . internet dating tips . ps3 uk launch date . girls from canada . american online dating . adult dating sim . on line dating . online dating with . ps3 release date australia . adult friends . uk dvd release dates . online dating tips . dating girls online . online dating rights . largest online dating . adult finder . australia day date . china dating . dirty dating co uk . internet dating agencies . jewish online dating . my uk date . last posting date uk . history of online dating . online dating news . dating sites australia . zz top tour dates . online dating ireland . fere personals signles services porn ⋕ fere personals signles members porn ⋕ fere personals signles adult porn ⋕ fere personals signles porn ⋕ fere personals sexy singles porn ⋕ fere personals sexy services porn ⋕ fere personals sexy members porn ⋕ fere personals sexy adult porn ⋕ fere personals sexy porn ⋕ fere personals services porn ⋕ fere personals members porn ⋕ fere personals chat singles porn ⋕ fere personals chat services porn ⋕ fere personals chat members porn ⋕ fere personals chat adult porn ⋕ fere personals chat porn ⋕ fere personals adult matchmaker porn ⋕ fere personals adult porn ⋕ fere personals porn ⋕ swingerssinges dating . swingerssinger dating . swingerssiglespersonals dating . swingerssigles dating . swingerssexprsonalsxxx dating . swingerssexprsonals dating . swingerssexpesonalsxxx dating . swingerssexpesonals dating . swingerssexpersunalsxxx dating . swingerssexpersunals dating . swingerssexpersonlsxxx dating . swingerssexpersonls dating . swingerssexpersonasxxx dating . swingerssexpersonas dating .

swingerssexpersonalxxx dating . swingerssexpersonalsxxx dating usa sexy . dating . white men meet black women . adult sex . love hina sim date rpg guide . meet muslim men . www love sex dating com . usa dates . romantic dating . love hina sim date rpg cheat . dating girls . looking to meet men . dating in love . single dating . usa dating singles . dating in usa . meet wealthy men online . jennifer love hewitt dating . asian dating . love hina rpg dating game . usa chat sex . meet the x men . us dating . love hina sim date game cheats . i love dating . matchmaker dating . dating love com . swingers dating . usa single dating . cupid dating . meet latin men . usa match . meet hot sexy . best places to meet men . meet successful men . men meet women . meet hot people . love dating friendship . meet arab men . five men you meet in heaven . men to meet . meet married women . love dating . love dating sim for girls . catholic dating . sex stories . matchmaking . meet russian men . codes for love hina sim date rpg . meet bi sexual men . meet hot asian . love dating sims for girls . personals chat rooms . meet men in toronto . meet canadian men . usa agencies . dating agency . matchdoctor dating . meet jewish men . hairy women . meet women online . meet hot sexy singles . meet beautiful women . places to meet men . love romance dating . amerikanische singles . dating relationships . meet military men . how to meet single men . dark love dating . men to meet men . sex dating . love hine sim date . love dating advice . meet men now . love hina dating sim . meet single women . where can i meet men . how to meet rich men . love hina sim date . love hina sim dating rpg . meet sexy women . dating love . nude swim meet . courtney love dating . meet me in hot or not . meet older men . love hina dating game . asian sex . meet hot guys . older women meet younger men . singles amerika . meet me hot . romantic dating tips . romantic date idea . love and date . meet mature women . how to meet men as smart as you . meet single military men . true love dating . meet jamaican men . love dating sim for girls cheat . hot girls to meet . meet good men . local sex personals . love hina sim date rpg download . cheap romantic date . russian dating . paul klee two men meet . meet younger men . how to meet men in nyc . sex girls . sexy mature . hot or not meet . meet men in london . love hina sim date cheat codes . uk dating . meet new men . best way to meet men . meet nude . swingerssexpersonalsxx dating . swingerssexpersonals dating . swingerssexpersonal dating . swingerssexpersoalsxxx dating . swingerssexpersoals dating . swingerssexpersnalsxxx dating . swingerssexpersnals dating . swingerssexperonalsxxx dating . swingerssexperonals dating . swingerssexersonalsxxx dating . swingerssexersonals dating . swingerssexbersonalsxxx dating . swingerssexbersonals dating . swingerssex dating . swingerssepersonalsxxx dating . swingerssepersonals dating . swingersse dating . swingersinglespersonals dating . swingersingles dating . swingersexpersonalsxxx dating . swingersexpersonals dating . swingersex dating . usa sexy . dating . white men meet black women . adult sex . love hina sim date rpg guide . meet muslim men . www love sex dating com . usa dates . romantic dating . love hina sim date rpg cheat . dating girls . looking to meet men . dating in love . single dating . usa dating singles . dating in usa . meet wealthy men online . jennifer love hewitt dating . asian dating . love hina rpg

dating game . usa chat sex . meet the x men . us dating . love hina sim date game cheats . i love dating . matchmaker dating . dating love com . swingers dating . usa single dating . cupid dating . meet latin men . usa match . meet hot sexy . best places to meet men . meet successful men . men meet women . meet hot people . love dating friendship . meet arab men . five men you meet in heaven . men to meet . meet married women . love dating . love dating sim for girls . catholic dating . sex stories . matchmaking . meet russian men . codes for love hina sim date rpg . meet bi sexual men . meet hot asian . love dating sims for girls . personals chat rooms . meet men in toronto . meet canadian men . usa agencies . dating agency . matchdoctor dating . meet jewish men . hairy women . meet women online . meet hot sexy singles . meet beautiful women . places to meet men . love romance dating . amerikanische singles . dating relationships . meet military men . how to meet single men . dark love dating . men to meet men . sex dating . love hine sim date . love dating advice . meet men now . love hina dating sim . meet single women . where can i meet men . how to meet rich men . love hina sim date . love hina sim dating rpg . meet sexy women . dating love . nude swim meet . courtney love dating . meet me in hot or not . meet older men . love hina dating game . asian sex . meet hot guys . older women meet younger men . singles amerika . meet me hot . romantic dating tips . romantic date idea . love and date . meet mature women . how to meet men as smart as you . meet single military men . true love dating . meet jamaican men . love dating sim for girls cheat . hot girls to meet . meet good men . local sex personals . love hina sim date rpg download . cheap romantic date . russian dating . paul klee two men meet . meet younger men . how to meet men in nyc . sex girls . sexy mature . hot or not meet . meet men in london . love hina sim date cheat codes . uk dating . meet new men . best way to meet men . meet nude swingers winger dating . swingers sx personals xxx dating . swingers sx personals dating . swingers sx dating . swingers swnger dating . swingers swinker dating . swingers swingur dating . swingers swingr dating . swingers swingor dating . swingers swinger dating . swingers swinge dating . swingers swiner dating . swingers swiger dating . swingers svinger dating . swingers sngles personals dating . swingers sngles dating . swingers sinles personals dating . swingers sinles dating . swingers sinkles personals dating . swingers sinkles dating . swingers singls personals dating . swingers singls dating . swingers singles prsonals dating . swingers singles pesonals dating . swingers singles persunals dating . swingers singles personls dating . swingers singles personas dating . swingers singles personals dating . swingers singles personal dating . swingers singles persoals dating . swingers singles persnals dating . swingers singles peronals dating . swingers singles ersonals dating . swingers singles bersonal

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Path: g2news1.google.com!postnews.google.com!w3g2000hsg.googlegroups.com!not-for-mail
From: "king.night" <l3est1@gmail.com>
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Content-Type: text/plain; charset="us-ascii"
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X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sun, 15 Jul 2007 01:07:47 +0000 (UTC)
In-Reply-To: <1184246617.104301.78910@m3g2000hsh.googlegroups.com>
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT 5.0),gzip(gfe),gzip(gfe)
X-HTTP-Via: 1.1 C3300-83 (NetCache NetApp/6.1RC1)
Complaints-To: groups-abuse@google.com
Injection-Info: w3g2000hsg.googlegroups.com; posting-host=87.101.244.6;
   posting-account=ps2QrAMAAAA6_jCuRt2JEIpn5Otqf_w0
Xref: g2news1.google.com fj.comp.lang.ruby:26 alt.rec.bicycles.recumbent:20191 alt.quotations:29194 comp.sys.atari.programmer:147 alt.autos:9464

On 12 , 16:23, uwjj3u73u83iu8iei...@yahoo.com wrote:
> http://www.all-women-dates.com/index857.htmlhttp://www.all-women-dates.com/index858.htmlhttp://www.all-women-dates.com/index859.htmlhttp://www.all-women-dates.com/index860.htmlhttp://www.all-women-dates.com/index861.htmlhttp://www.all-women-dates.com/index862.htmlhttp://www.all-women-dates.com/index863.htmlhttp://www.all-women-dates.com/index864.htmlhttp://www.all-women-dates.com/index865.htmlhttp://www.all-women-dates.com/index866.htmlhttp://www.all-women-dates.com/index867.htmlhttp://www.all-women-dates.com/index868.htmlhttp://www.all-women-dates.com/index869.htmlhttp://www.all-women-dates.com/index870.htmlhttp://www.all-women-dates.com/index871.htmlhttp://www.all-women-dates.com/index872.htmlhttp://www.all-women-dates.com/index873.htmlhttp://www.all-women-dates.com/index874.htmlhttp://www.all-women-dates.com/index875.htmlhttp://www.all-women-dates.com/index876.htmlhttp://www.all-women-dates.com/index877.htmlhttp://www.all-women-dates.com/index878.htmlhttp://www.all-women-dates.com/index879.htmlhttp://www.all-women-dates.com/index880.htmlhttp://www.all-women-dates.com/index881.htmlhttp://www.all-women-dates.com/index882.htmlhttp://www.all-women-dates.com/index883.htmlhttp://www.all-women-dates.com/index884.htmlhttp://www.all-women-dates.com/index885.htmlhttp://www.all-women-dates.com/index886.htmlhttp://www.all-women-dates.com/index887.htmlhttp://www.all-women-dates.com/index888.htmlhttp://www.all-women-dates.com/index889.htmlhttp://www.all-

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> cheats . i love dating . matchmaker dating . dating love com .

> swingers dating . usa single dating . cupid dating . meet latin men .
> usa match . meet hot sexy . best places to meet men . meet successful
> men . men meet women . meet hot people . love dating friendship . meet
> arab men . five men you meet in heaven . men to meet . meet married
> women . love dating . love dating sim for girls . catholic dating .
> sex stories . matchmaking . meet russian men . codes for love hina sim
> date rpg . meet bi sexual men . meet hot asian . love dating sims for
> girls . personals chat rooms . meet men in toronto . meet canadian
> men . usa agencies . dating agency . matchdoctor dating . meet jewish
> men . hairy women . meet women online . meet hot sexy singles . meet
> beautiful women . places to meet men . love romance dating .
> amerikanische singles . dating relationships . meet military men . how
> to meet single men . dark love dating . men to meet men . sex dating .
> love hine sim date . love dating advice . meet men now . love hina
> dating sim . meet single women . where can i meet men . how to meet
> rich men . love hina sim date . love hina sim dating rpg . meet sexy
> women . dating love . nude swim meet . courtney love dating . meet me
> in hot or not . meet older men . love hina dating game . asian sex .
> meet hot guys . older women meet younger men . singles amerika . meet
> me hot . romantic dating tips . romantic date idea . love and date .
> meet mature women . how to meet men as smart as you . meet single
> military men . true love dating . meet jamaican men . love dating sim
> for girls cheat . hot girls to meet . meet good men . local sex
> personals . love hina sim date rpg download . cheap romantic date .
> russian dating . paul klee two men meet . meet younger men . how to
> meet men in nyc . sex girls . sexy mature . hot or not meet . meet men
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> adult sex . love hina sim date rpg guide . meet muslim men . www love
> sex dating com . usa dates . romantic dating . love hina sim date rpg
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> friendship . meet arab men . five men you meet in heaven . men to
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> love dating sims for girls . personals chat rooms . meet men in
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Path: g2news1.google.com!postnews.google.com!w3g2000hsg.googlegroups.com!not-for-mail
From: ijdijei8dw3ruju@yahoo.com
Newsgroups:

alt.quotations,comp.sys.atari.programmer,alt.autos,alt.free.newsservers,chile.rec.
musica.misc
Subject: Dating hot women . dating personals . sex lives . sex video download
Date: Mon, 16 Jul 2007 01:55:34 -0700
Organization: http://groups.google.com
Lines: 928
Message-ID: <1184576134.897467.105100@w3g2000hsg.googlegroups.com>
NNTP-Posting-Host: 85.74.48.237
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-7"
X-Trace: posting.google.com 1184576135 27779 127.0.0.1 (16 Jul 2007 08:55:35 GMT)
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NNTP-Posting-Date: Mon, 16 Jul 2007 08:55:35 +0000 (UTC)
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 7.0; Windows NT 6.0; SLCC1; .NET
CLR 2.0.50727; Media Center PC 5.0; .NET CLR 3.0.04506;
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naked women wrestling . nude african girls . naked women com . nude girl pictures . ultra passwords live sex . celebrity nude fakes . christina aguilera nude . sex porno video . live sex video show . hot women celebrities . naked nature girls . women are hot . fuck romance . couples dating . nude girl photos . pictures of girls . live sex feeds . jennifer garner nude . naked mature women . jennifer love hewitt nude . hot naked mature women . sex video kostenlos . downtown dating fuck hard . hot women pictures . date your fuck . hot german women . katie price sex video . celebrity sex video . naked celebrity videos . nude sex girls . filming to date those titties are just fucking unreal . streaming sex video . nude chinese girls . girl sex video . nude celebrity galleries . live sex film . live chat sex . live naked sex . hot israeli women . celeb nude scenes . hot nude women pics . pictures of naked women . live show . fuck meeting . bikini nude . a sexy girl . sexy girl bikini . hardcore sex video samples . arabic girls sex . sexy girls boobs . elisha hot . sex dating websites . sexy girl blonde . dating sex belgie . girl for sex . eva longoria . online great expectations . jennifer garner nude . sexy bikini girls . elisha cutbert naked . chicago online dating . sexy christmas girl . top online dating sites . online dating email . college girl sex . wallpapers longoria . nude stripper video . online friendship dating . elisha cutherbert . eva longoria nude movies . sexy girls dancing . sexy girls strip . women having hardcore sex . hardcore sex movie clips . hardcore sex de . online dating chat . hot girls having sex . elisha cuthber . hardcore sex movie . adult sex personals . eva longeria nude . nude stripper club . girl on girl sex . hardcore latina sex . nude escorts . strip search naked . elisha cuthber nude . sexy white girls . brooke burke nude . girls sex porn . dating perfect match . hardcore sex xnxx . christian online dating . stripper sex . strippers nude pictures . nude actresses . hardcore toon sex . celebrity movie archive nude . elisha cuthbert nude sex scene . naked strippers videos . hardcore sex vids . sexy spanish girls . sexy high school girls . jessica simpson nude . nude

anna nicole smith . strip poker nude . elisha pic . girls having sex with girls . eva longoria nudity . naked girls having sex . casual sex . strip naked video . online dating market . chat sex . nude pics . hardcore sex blog . sexy babe girl . sex dating den haag . naked girl sex . naked strip show . hardcore sex wallpapers . dating sex stel . elisha dushku nude . girls having sex videos . match dating . naked men strippers . clips of hardcore sex . sexy girls . gratis sex . nude strippers video . online dating software . hardcore sex in public . online dating tip . boys and girls having sex . strip me naked . dating advertenties . eliza cuthbert nude . lanka sex girls . girls havin sex . nude black strippers . match online dating . xxx girl sex . elisha cuthbert nude scenes . naked photos of eva longoria . dating sex tips . online dating australia . elisha cuthbert nude galleries . elisha cuthbert nude playboy . small girl sex . online dating statistics . chinese girls sex . eva longoria naked fake . sexy girls porn . webcam dating sex . sexy japanese girls . nude strip . girl sex game . asia hardcore sex . elisha nude video . hardcore sex images . nude nicole kidman . unique sexy girls . lesbians having hardcore sex . dating tips . sexy canadian girls . online dating toronto . dating advice . strippers getting naked . nude stripper photos . sexy girls de . naked pole dancers . hardcore sex positions . elisha cuthbert naked sex . elisha cuthburt nude pics . elisha chubert nude . www sex dating nl . old girls sex . fat girl sex . sexy young girl . relationships online dating . strip nude games . online dating cupid . nude strip clubs in nyc . dating sex women . hardcore sex nl . asian sexy girl . dating chat sex . eva longoria nude pussy . teen girls having sex . girls aloud sexy . naked strip poker . sexy girls com . nude of elisha cuthbert . nude women stripper . big girls sex . wild sexy girls . elisha culthbert naked . online dating for sex . eva longoria nude images . white girls sex . eva desperate housewives . stripping naked . online match making . contact dating sex . nude webcam strip . blind date sex . hardcore lesbian sex movies . online dating in india . boys and girls sex . online dating profile . fat girls sex . hardcore sex websites . sex laid . sex dating game . sexy cartoon girls . elisha cutberth naked . mom and girl sex . strip naked games . dating made fun on line . lava online dating . elisha cuthbet nude . nude elisha . black laid . mature girl sex . hardcore sex film . this online dating service . nude strip clubs new york . adult hardcore sex . dating vrouwen . elisha cuthbert nude clip . girls having anal sex . girl having sex . online dating rate . eva jacqueline longoria nude . www sex dating ro . eva longoria naked picture . moms laid . lesbian online dating . date sex . australian online dating . strip and go naked drink . canadian online dating . sexy girl . sexy erotic girl . eva longoria and nude . sex with little girls . hot nude strippers . online dating agencies . wallpapers nude . mom girl sex . 3d sexy girls . online dating safety . nigerian online dating . forced strip naked . sexy girls in thongs . strip britney naked . asian sex dating . hardcore sex preview . online dating india . thai girls sex . online hardcore sex games . sexy girls pussy . girls sex videos . geeting old . nasty hardcore sex . swingers sex . totally nude strip clubs . love geeting . hardcore sex animals . hardcore sex previews . sex dating games . sexy girls having sex . teen girl sex . nude girl sex . eva

longoria sexy . celebrity nude . geeting big . girl sex pictures . nude stripper girl . online dating london . dating women . elisha cushbert nude . amateur nude strippers . elisha cuthbert's naked . sexy girl pantyhose . hardcore sex tv . match making dating . elisha cuthbert nude picture . real hardcore sex . ecw strip poker nude pics . strip to nude . elisha cuthberth nude pics . sexy girl ass . best online dating service . arabic girl sex . hardcore sex video . elisha cuthbert's nude . naked stripper . elisha cuthberg nude . men strip naked . eva longoria filmography . online dating industry . nude portman . hardcore sex clip . filme hardcore sex . hardcore sex game . hot sexy teen girls . sexy young girls . geeting older . elisha picture . girls having sex with boys . www sex girl com . nude stripper porn . nude men . sex dating sites . sex dating forum . eva longoria nude clip . two girls having sex . eva longoria babe . sex with a girl . nude strip shows . hardcore ass sex . naked pics of elisha cuthbert . compare online dating . nude strip dance . geeting christmas . amber frey nude . eva longoria nude desperate . elisha imdb . elisha old school . bi sex . hardcore cartoon sex . sexy blonde girls . hardcore sex vid . online dating magazine . nude videos of elisha . sexy girl women . online dating sim . www sexy girls . hardcore sex thumbnails . sexy girl wallpaper . xxx laid . alt bin hardcore sex . black hardcore sex . naked strip videos . animal girl sex . nude pictures of eva longoria . tamil sexy girls . sexy chinese girls . naked strip dance . sexy anime girl . hardcore sex galleries . naked strip tease . hardcore girl sex . eva longoria teri hatcher . sexy hot girl . online dating canada . elisha cuthbert nude movie clips . dating no no's . strip to naked . hardcore lesbain sex . eva longoria naked pic . eva longoria fakes . best online dating services . sexy girls movie . girl laid . elisha pictures . elisha cutbert nude pics . naked stripper pictures . teens girl sex . nude photos of eva longoria . single online dating . nude stripper clips . teen girls sex . interacial online dating . hardcore family sex . strip britney spears naked . fat girls having sex . internet dating . hardcore anime sex . alicia nude . nude girls sex . russian girls sex . nude ballet dancers . bbw online dating . sexy girls galleries . eva longoria nude desperate housewives . girl girl sex . sexy magical girl . danish hardcore sex . russian girl sex . top online dating . eva longoria nude clips . nude pic of elisha cuthbert . sex starved college girls . sexy girls fucking . christian singles dating . dates sex . girl animals sex . elisha dushku naked . american singles dating . online dating websites . hardcore anal sex pics . online dating friends . elisha cuthburt naked . online dating ottawa . www sex dating dk . strip poker nude pictures . eva longoria naked photos . school girls having sex . elisha cuthberg . elisha wallpapers . teenage girls having sex . elisha cuthbert nude pictures . old hardcore sex . japan sexy girls . teri hatcher longoria . lolita hardcore sex . chat girl sex . local online dating . hardcore fucking sex . swingers online dating . online dating guide . sleeping girl sex . sexy russian girls . dating services sex . eva longoria nudes . laid lyrics . nude pictures of elisha cuthbert . nude girl strippers . girls sex picture . this online dating . hot nude stripper . eva longoria in the nude . kerala sexy girls . girl sex . french hardcore sex . elisha wallpaper . elisha cuthbert naked pics .

sexy little girl . elisha cuthbert nude movie . eva longoria's nude . elisha desnuda . kerala sex girls . strip poker nude pics . hardcore sex vedios . love sex dating . sexy longoria . eva longoria nude photos . sex dating sims . elisha cuthbert naked picture . sexy girl teens . eva longoria breasts . singles dating sex . little girl sex . teens having hardcore sex . eva longoria nude galleries . elisha ann cuthbert nude . dating erotiek . sexy naked strip . hardcore lesbian sex . online dating vancouver . naked stripper videos . elisha cuthbert fake nude . hardcore sex samples . meet people dating . sexy girl games . natalie portman nude . sexy girls pic . sex man . elisha cuthbert nude paparazzi . christmas laid . hardcore sex frei . brutal hardcore sex . thai girl sex . online dating singles . military online dating . hardcore sex dvd . girls strip nude . elisha actress . girl haveing sex . sexy girl topless . does online dating work . elisha fakes . eva longoria completely nude . elisha cuthbert nude sex . hot naked strip . eva longoria nude video . actress longoria . elisha cuthbert nude gallery . geeting fuck . dating online lt . online dating for professionals . dating stel . set of sexy girls . eva longoria nude celebrity . teens girls sex . best online dating . sexy beach girls . elisha curthbert nude . online dating scam . anal girl sex . sex women . nude girl . elisha cuthbert nude movies . eva longoria sex . little girls sex . sexy girls in bikinis . american singles online dating . www hardcore sex com . eva longoria fake . sexy girls clips . girl sex boys . sex dating friesland . erotik hardcore sex . eva longoria completely naked . dating erotic . girl sex games . eva longoria naked movies . elisha cuthbert nude mpeg . eva longoria paparazzi nude . online dating articles . strip jack naked rules . online hardcore sex . tips for online dating . elisha nude pics . eva longoria tits . sexy italian girls . alisha cuthbert nude . nude belly dancers . girls doing sex . elisha cuthbert naked video . chinese girl sex . asian girls sex . elisha cuthbert nude wallpapers . eva longoria desnuda . jennifer aniston nude . naked dancers . gallery girl sex . online dating new york . sexdating sex . sexy girl movie . online dating website . hardcore sex videos . elisha pics . eva longoria fully naked . dating sites . geeting ecards . sexy girls picture . sexy nude strip . online dating in calgary . nude wallpapers of elisha cuthbert . elisha dushku nude pics . about online dating . elisha cutberth nude . oma sex dating . black girls sex . geeting fat . international online dating . hardcore sex twilight . eva longoria nude videos . christian singles online dating . hardcore anal sex videos . getting laid . dating chat rooms . sexy mexican girls . sexy girls in stockings . sex with girls . ecw extreme strip poker nude pics . sexy arab girls . eva longoria naked sex . woman girl sex . elisha culbert fake nude . eva longoria sexy pics naked . eva pics . elisha cuthber naked . strip girls naked game . girl sex videos . naked pictures of elisha cuthbert . eva longoria nude and naked . alisha nude . pictures of nude . nude strip videos . hardcore sex porn sites . black sex dating . pictures of naked strippers . fuck hardcore sex . hardcore sex chat . old school nude . teen online dating . hardcore sex photos . moms girl sex . hardcore sex movies . sexy feet girl . sexy girls bilder . nude tits . speed dating . hardcore rough sex . online dating herpes . naked stripper video . teens laid . sexy fat girl . sexy girls movies . nude breasts .

hardcore sex porn . eva longoria nude desperate housewives babe fucked wmv . elisha cuthbert naked images . on line dating service . dating erotisch . photo gallery nude . online sex dating sites . elisha cuhtbert nude . sex girls photo . adult dating for sex . married dating sex . nude angelina jolie . eva longoria celeb . extreme strip poker nude . nude exotic dancers . nude men strippers . catholic online dating . hot eva longoria nude . india sex girls . hot girls sex . nude pictures of elisha . swinger sex . eva longoria naked pictures . hardcore sex stories . elisha culbert naked . online dating stories . elisha cuthbert nude photo . kinky sex dating . online dating . sexy girls images . online dating ontario . geeting laid . online dating community . great expectations dating . older girl sex . sexy hot babes . hardcore sex thumbs . devoted to elisha . eva longoria gallery . eva longoria pics . elisha cutbirth . girls strip naked . strip girls naked games . mature sex dating . sexy asian girls . totally nude strip club . dating chatrooms . sexy eva longoria naked . online dating rights com & imbra . nz online dating . sexy nude strippers . elisha cuthbirt nude . dating stories . www hardcore sex de . why online dating . eva longoria nude com . online dating meet . nude stripper videos . hardcore sex bilder . elisha kuthbert . hot babes girl . naked stripers . nude gallery . eva longoria harsh times nude . girls sex movie . homo sex dating . patricia santana strip tease sexy video naked 11 . sexy girl galleries . naked nude . girls sex stories . chicks laid . elisha cuthbert and nude . sexy thai girls . dating koppel . girl have sex . party girl sex . nude strip clubs . sexy beautiful girl . girls haveing sex . black girl sex . nude celebs . online dating for teens . lesbian girls having sex . hardcore milf sex . hardcore sex films . sex dating sim . sexy horny girls . dating belgie . nude stars . hardcore sex teen . online dating uk . eva longoria nude movie . sexy nude girls . elisha cuthbart nude . eva longoria nue . elisha cuthbert nude vids . eva longoria nud . hardcore sex orgy . fish online dating . sex of girls . sex dating nederland . www online dating . adult dating online . ecards laid . bachelor party nude . doug geeting . sexy girl gallery . jessica biel nude . eva longoria celebrities . sexy naked girls . girl sex stories . sexy santa girl . online dating blog . elisha cuthbert nude videos . sexy girl pics . webcam strip naked . nude dancers . young hardcore sex . elisha cuberth nude . eva longoria naked nude . nude stripper pictures . dating for sex . muslim online dating . female nude stripper . hardcore sex mpeg . college girls sex . britney spears stripper . elisha cuthberth nude . elisha cuthbert nude scene . diane kruger nude . hardcore sex daily . guide to online dating . naked black strippers . big girl sex . elisha cathbert nude . sex dating groningen . www sexy girl com . elisha cuthbert nude and naked . sex dating com . pictures of sexy girl . great expectations online dating . sex dating india . sexy santa girls . online dating headlines . nude picture of elisha cuthbert . imdb longoria . naked girls sex . all nude strip clubs . girl sex amateur . elisha cuthberg naked . sexy black girl . sexy girl costumes . bollywood hardcore sex . sexy girl stockings . girls for sex . naked girl stripper . trace ayala elisha . dating service . dating sex contacts . halloween sexy girl . eva longoria celebrity movie archive . eva longoria nude picture . hardcore group sex . dating websites . sex teen .

personals . dating sex stories . sexy strip . naked pictures of eva longoria . elisha cuthbert naked . ebony hardcore sex . sexy girl dancing . sexy laid . lesbians hardcore sex . little girls having sex . strip him naked . pics of hardcore sex . eva longoria oops . online dating in usa . safe online dating . all nude strip club . asian girl sex . adult xxx dating . eva longoria in nude . sexy girls kissing . elisha cuthert . on line dating services . online dating rpg . tips sex . girl sex picture . young girl sex . sexy cam girls . nude stripper movies . elisha cuthbert nude video clips . nude photos of elisha cuthbert . photos of sexy girls . elisha cuthbert fully naked . show de vizinha elisha . elisha cuthbert the quiet nude . sexy collage girls . dating personals . eva longoria naked pics . dating online . girls and sex . hot sexy nude girls . dating made fun online . eva longoria topless . old man young girl sex . sex and hardcore . on line dating sites . girl in sex . singles dating . dating when to have sex . sex dating london . online dating simulation . sexy latin girls . sexy christmas girls . nude black dancers . online dating how to . www sexy girls com . internet sex dating . devoted elisha . sexy girl nude . girls having sex with each other . elisha cuthbert in the nude . best sex dating sites . natalie portman stripper . eva longoria nuda . naked strip tease video . hardcore sex tape . online dating questions . jennifer love hewitt nude . elisha cuthbert nude celebrity . looking for sex . eva longoria all naked . sexy party girls . online dating introduction . elisha cuthbert sexy nude . eva longoria celebrity . sexy arab girl . nude strip club new york . pic girl sex . sexi dating . japanese girl sex . geeting ecard . girl sex video . sexy webcam girls . sexy teenage girls . eva longoria scenes . chatrooms sex . strip you naked . sexy girl videos . online dating and sex . eva longoria naked movie . porn eva longoria nude . strip nude for your killer . elisha cubert nude . girls looking for sex . online dating agency . dating . korean hardcore sex . postcode sex dating . www sex girls . rules for online dating . sex dating world . eva longoria pictures . cute sexy girls . dating prive . girls sex pictures . nude girls . online sex dating . lindsay lohan stripper . sexy girls fuck . lesbian dating sex . elisha cuthbert fake nude pics . adult sex . casual sex dating . sex and dating . old girl sex . wild hardcore sex . sex with young girl . www love sex dating com . school girls sex . sexy nylon girl . hardcore pregnant sex . strip search nude . elisha topless . girls having sex with other girls . fotos eva longoria nude . chat with sexy girls . sexy girls getting fucked . eva longoria nude pic . naked longoria . single dating . nude strip clubs in new york . fresh sex girls . eva longoria nude fakes . all nude strippers . eva longoria jessica alba . strip and go naked recipe . elisha cuthbert nude celeb . eva longoria fake nude . nude amateur strip . horse hardcore sex . koppel sex . sexy lesbian girls . nude strip tease videos . tyler christopher longoria . sexy girl movies . hardcore sex mpegs . russian sex dating . nude teen strip . online dating sim game . porn laid . pakistani sexy girl . hardcore sex series . sexy girl legs . girls on girls sex . online speed dating . dangers of online dating . elisha cuthbert nude fakes . sexy girl sex . nude strip dancers . eva longoria nackt . eva longoria naked images . sexy girls wallpapers . chat rooms sex . girl sex com . naked pics elisha . online dating

introductions . nude girls having sex . online dating rules . young girls sex . hot hardcore sex . girls sex video . nude strippers pics . hardcore sex games . elisha cubert naked . interracial sex dating . elisha cithbert nude . naked news strip . online date . elisha gallery . totally sex . eva longoria playboy . girl sex movie . nude girls dancing at pakistani bachelor party . sex with young girls . eve longoria nude . geile dating . nude pics of eva longoria . ecw extreme strip poker naked . hardcore blowjob sex . african american online dating . www hardcore sex . sexy chinese girl . women laid . girls having sex . old sexy girls . online dating ca . elisha cutbert nude . bi sex dating . adult girl sex . hardcore sex . white girl sex . nude actress . elisha nue . true online dating . rosario dawson nude . sex stories . japan girl sex . nude pole dancers . porn girl sex . sexy girl babes . eva longoria nude wallpaper . girl hardcore sex . girls who want sex . busty sexy girl . eva longoria nude scenes . online dating research . online dating games . nude pixs of eva longoria . mature laid . dating sex personals . hardcore sex partys . hardcore college sex . pictures of girls having sex . nude strip video . hardcore porn sites . hardcore dog sex . elisa cuthbert nude . dating agency . elisha cuthbert nude pic . very young girls sex . sex girls com . celebrity hardcore sex . sexy african girls . elisha culbert nude . online dating scams . eva longoria lindsay lohan . men dating sex . online dating is . best sex dating . beautiful nude girl . maggie gyllenhaal strip search nude . dating sex vrouw . drunk girl sex . elisha cuthebert nude . girls guide to sex . sexy college girls . pakistani girls sex . hardcore kostenlos sex . hardcore sex pic . executive online dating . underage girls sex . hardcore sex tgp . sexy striptease . phone sex girls . girls stripping naked . hardcore sex photo . donkey girl sex . hardcore sex scenes . elisha cuthbert nude . dating sex girls . sexy girl naked . sex kitten sim date . eva tony parker . naked pics of eva longoria . irish online dating . naked strippers . amateur sex dating . hardcore teenage sex . elisha cuthbert naked movies . dating 101 . american sexy girls . eva longoria naked photo . girl on top sex . online dating matchmaking . christian online dating service . girls sex clips . hardcore sex gallery . horses girl sex . elisha cuthbert nude images . sexy girls stripping . stripper strip club . hardcore pussy sex . advertenties sex . girl nextdoor nude . dating limburg . women online dating . sexy girl costume . sexy anime girls . nude female strippers . hardcore sex parties . naked girl strip . eva longoria nude pictures . online christian dating services . super hardcore sex . elisha cuthbert nude video . horse girl sex . nude comic strip . imdb nude . times on line dating . girls in sex . elisha cuthberth naked . dating sex limburg . pussy girl sex . elisha primenova . naked belly dancers . sexy girls pics . young laid . pictures of girl . women girl sex . nude hardcore sex . online dating dangers . strip jack naked . eva longoria bikini nude . having hardcore sex . eva longoria nude babe . hardcore sex 89 . sex & dating . watch hardcore sex . ecw strip poker naked . girls sex photos . sexy girl female . kostenlose hardcore sex . very hardcore sex . sexy ass girls . naked and the dead stripper . girls sex pics . jc chasez eva . beautiful nude sexy girl . online dating sims games . dating lovers . strip the girl naked . eva longoria totally nude . sex and the single girl . fucking sexy girl . sexy girl

lingerie . naked escorts . emile hirsch elisha . adult sex dating service . eva longoria fake nude pics . black girls having sex . hard laid . nude katie holmes . iranian sexy girls . hardcore sex gratis . elisha cuthbert naked clip . online dating usa . dating sites for sex . online rpg dating games . sexy girl com . full nude strip clubs . russian online dating . eva longoria nude xxx . cute sexy girl . elisha cuthbert nude pics . elisha cuthbert fully nude . brazilian girls sex . eva longoria naked fakes . sexy girl video . eva longoria but naked . hardcore sex pink . elisha photos . nude female dancers . hardcore lesbian sex videos . elisha cuthbert nude in . hardcore sex vidios . japan hardcore sex . pros and cons of online dating . eva longoria scene . girls having sex with horses . adult dating service . elisha cuthbert naked pic . new online dating . girl sex photos . strip a girl nude action games . eva longoria butt naked . gabrielle longoria . pictures of hardcore sex . eva longoria nude desperate housewives babe fucked . wallpaper nude . sex girls . tamil sex girls . sexy little girls . sexy girl photos . the dating game online . fat laid . sex girl photo . small girls sex . eva longoria fully nude . cuthbert elisha . adult personals . eva longoria nude picks . sexy teens girls . elisha cuthbert naked clips . non nude strip . regio sex dating . hardcore sex clips . sexy girls video . best hardcore sex . marcia cross eva . super sexy girls . singles sex . sexy school girls . hardcore sex picture . hot naked strippers . sex dating in india . eva longoria actress . online dateing . best online dating sites . elisha curthbert naked . tyler christopher eva . elisha cuthbert naked videos . married dating . eva pictures . angelina jolie hardcore sex . elisha cuthbert nude comics . farm girl sex . dating sex advice . hardcore sex comics . hardcore anal sex movies . arabian sexy girls . hardcore sex xxx . senior sex dating . online dating romance . sexy black girls . eva longoria bikini . girl sexy . meet people online . elisha cuthbert nude pre fame . adult dating sites . nude teri hatcher . japanese girls sex . eva photo gallery . nude videos of elisha cuthbert . nude pictures . elisha cuthbert naked pictures . contacten sex . info sex . girl and sex . www sexy girl . sexy brazilian girls . elisha cultbert nude . sex with girl . girl sex dogs . girl sex pics . fucking girl sex . elisha cutberg nude . beautiful girls sex . british hardcore sex . successful online dating . asian laid . the best online dating . sexy girls photos . naked bachelor party . online dating sevices . eva longoria nude . sexy russian girl . elisha cutberth nude pics . gratis sex date . elisha naked . naked female strippers . school girl sex . dog girl sex . hardcore sex party . sexy girl models . elisha cuthert nude . online dating sims . pakistani sexy girls . elisha guthbert nude . hardcore oral sex . nude strip show . hot sex dating . love sex and dating . www sex girl . college girls having sex . wisconsin sex dating . singles . nude strip club . teen hardcore sex videos . online dating personals . dating romance . live hardcore sex . dallas online dating . hot and sexy girls . arab girl sex . india sexy girls . girls having hardcore sex . elisha cuhbert nude . birthday geeting . nude videos of eva longoria . xxl dating . strip nude pics . dating gratis . hardcore sex pics . senior online dating . nude photo of elisha cuthbert . online dating forum . personals sex . eva longoria nude gallery . sexy girl japan . dating single sex . eva longoria nude

breast . elisha 24 . www eva longoria nude com . hot sexy naked girls . girl sex monkey . eva longoria fake nude pictures . 100 online dating . phone dating sex . sex relatie . online dating game . eva langoria nude . eva longoria celebs . nude stripper . hardcore sex tapes . online dating facts . nude strippers . elisha cuthbert & nude . eva longoria pic . hot laid . big sexy girls . sex lies and online dating . naked woman strippers . elisha cuthburt . sex dating rotterdam . sex dating uk . hardcore sex com . interracial online dating . granny girl sex . elisha cuthbert naked photos . sexy beach girl . elisha cutchbert nude . hardcore sex cartoons . elisha cuthbert nude photos . sex dating ro . nude strippers videos . eva longoria nude sex . eva longoria nude wallpapers . same sex dating . dating sex swinger . strip and go naked . eva longoria hot nude sex scene . sexy eva longoria nude . girls hardcore sex . best on line dating . mom laid . naked strip tease videos . japanese sexy girl . sexy girls games . sexy nude stripper . adult dating sex . hardcore sex sample . dating romance sex . amateur hardcore sex . eva longoria nude photo . naked girl strippers . hardcore granny sex . hardcore hentai sex . sexy girls videos . drunk girls sex . hot sexy girls . naked strippers video . elisha cuthbert naked fake . dating sex hr . online dating etiquette . nude stripper gallery . adult sex dating sites . boy and girl sex . sexy girl picture . naked strip clubs . hardcore shemale sex . dating erotische . girls having sex with dogs . dating sex . girls anal sex . hardcore sex downloads . black online dating . sexy manga girls . eva longoria naked gallery . hardcore blonde sex . dating services . celebrity stripper . sexy college girl . fully nude strip club . dating louisville online . nude stripper pics . bbw sex dating . online singles . very young girl sex . girl oral sex . eva longoria nude playboy . pictures of stripper . sexdating . teri hatcher eva . sex dating website . hardcore sex sites . hardcore sex vedio . www eva longoria nude . nude strip tease . beautiful sexy girls . eva longoria naked pussy . strip and get naked . sexy girl porn . elisha sex . tara reid nude . hardcore anal sex . sets of sexy girls . pamela anderson stripper . belgie sex . sex dating club . sexy teen girl . mature hardcore sex . sms sex dating . sexy latina girls . sexy girls gallery . hardcore sex story . online dating reviews . nude strip clubs nyc . girl strip nude . online dating com . nude desktop strippers . teens hardcore sex . asian hardcore sex . times online dating . emile hirsch nude . sexy girl photo . local dating sex . jessica simpson stripper . sexy girl lyrics . stripper girls . naked photos of elisha cuthbert . online christian singles . elisha culthbert nude . sexy canadian girl . fucking laid . hardcore sex trailers . arabic sexy girls . hardcore sex cams . porn sites sex . sex kitten sim date 3 . ecw strip poker nude . sex kitten sim date 4 . dating made fun online com . online dating business . pictures of sexy girls . russian hardcore sex . naked ballet dancers . guardian online dating . nude picture of eva longoria . eva longoria britney spears . eva longoria jessica simpson . elisha cuthbert nude wallpaper . sexy girls xxx . online dating members . geile singles . adult dating services . elisha curtbert . arab girls sex . kirsten dunst nude . girls laid . lindsay lohan nude . animal hardcore sex . elisha cuthbert nude clips . german hardcore sex . denise richards nude . elisha cuthpert nude . jordan capri hardcore sex . sexy girls

blog . . nude women strip . www sex dating . elisha curthbert . eva naked . friends dating . stripping nude . love sex dating com . online dating success . meet for sex . sexy korean girls . dating seks . women hardcore sex . hardcore sex cam . elisa nude . online dating simulation games . arabian girl sex . online dating article . adult date . sexy flexy girls . eva longoria naked clips . hardcore sex scene . naked picture of eva longoria . girls have sex . nude pamela anderson . anal sex dating . eva longoria nude scene . dating adult . cons of online dating . sexy stripper . sex dating dk . pinkworld hardcore sex . strip jack naked card game . nude pics of elisha cuthbert . elisha cutherbert nude . eva longoria naked porn . young girls having sex . sexy girl pictures . elisha jade nude . sexy naked strippers . online dating in canada . online dating services . hardcore sex porno . celeb nude . eva longoria naked . teen dating sex . sexy teen girls . dress up sexy girls . online dating south africa . sexy girls photo . chat dating . online dating sites . sex dating de . eva longoria photos . hardcore bondage sex . sexy elisha . eva longoria photo gallery . sexy girls sex . xxx hardcore sex videos . nude photos of elisha . fast online dating . eva longoria nude pics . hardcore sex toons . dating voor sex . hardcore interracial sex . hardcore worldsex . hardcore sex video clips . hardcore sex and porn . full nude strip club . hardcore sex links . pics of sexy girls . beast girl sex . online sex personals . elisha kuthbert nude . contact sex . set of sexy girl . elisha curtbert nude . ecw extreme strip poker nude . hot girl sex . dating swingers . online dating review . sex dating be . hardcore sex toys . geeting card . teen laid . greek online dating . online sim dating games . naked lesbian strippers . desperate housewives longoria . hardcore phone sex . sexy fat girls . forced to strip naked . sexy girls and boys . sex dating service . sexy wallpapers girl . naked stripper girls . elisha porn . strip naked in public . married online dating . online dating advice . hardcore teenie sex . girls wanting sex . nude celebrities . strippers get naked . girl to girl sex . fully nude strip clubs . online dating chat rooms . hardcore sex dvds . nude stripper girls . elisha clips . sites sex . forced to strip nude . girls sex pic . christian dating sex . pussy laid . britney spears nude . lesbian dating . lesbian sex . oops nude . eva longoria naked video . online dating service . hardcore sex download . elisha cuthbert nude naked . movies of hardcore sex . sex dating no . elisha fake . sex dating nl . geeting cards . chinese hardcore sex . asian girls having sex . hardcore sex vidoes . girls sex movies . naked women strippers . strip naked game . online dating love . xxx hardcore sex pictures . naked women strip . naked hardcore sex . wallpaper longoria . eva longoria naked videos . hardcore sex trailer . most popular online dating . live sexy girls . videos of hardcore sex . african hardcore sex . elisha cuthbert's naked pics . sex tips for girls . hardcore sex action . online dating relationship . people having hardcore sex . american online dating . girl sex man . girls want sex . sexy girl pic . gratis sex dating . sexy school girl . on line dating . webcam sex . online dating with . elisha dusku nude . strip naked . extreme hardcore sex . sexy nudes girl . elisha ann cuthbert naked . hardcore sex pornos . boy girl sex . elisha playboy . boys strip naked . girl on girl sex videos . videos of sexy girls .

sexy girls wallpaper . online dating tips . dating girls online . online dating rights . movies girl sex . nude strip tease video . largest online dating . nude strip game . tony parker longoria . elisha cuthbert naked movie . teenage girls sex . stripper . videos of girls having sex . elisha cuthburt nude . japanese hardcore sex . sexy girls pictures . marriage online dating . online american singles . dating oral sex . dirty hardcore sex . jewish online dating . nude black stripper . sets sexy girls . how to strip naked . elisha cutbert . elisha cuthbert nude porn . sexy magical girl ai . history of online dating . eva sexy . hardcore sex pictures . nude pictures elisha . alyssa milano nude . eva longoria porn . jessica alba nude . girl sex men . sexy girls in india . online dating news . online dating asian . fuck girl sex . japan girls sex . nude women strippers . american hardcore sex . nude adult entertainment . tgp sexy girl . nude russian escorts . sex only dating . girl sex clips . world hardcore sex . online dating ireland . boys laid . . big brother sex video . live sex pictures . real sex videos . nude girl videos . www live sex de . date with divinity but she wouldnt let me fuck . pretty naked girls . celebrity pic nude . hot greek women . live sex now . fuck wife . celebrity nude salma hayek . rough sex videos . erotic sex videos . naked girls videos . fuck buddys diy dating . naked teenage girls . nude celeb movies . sex video izle . sex animal videos . group sex videos . dating superstud is a fucking faggot and he has . nude picture of girls . sex clip videos . hot turkish women . nude hollywood actress . nude girls . live sex video . celebrity nude paparazzi . nude girls pictures . secret friends live sex chat little young teens . nude girls pics . celebrity nude video . hot latin women . of filming to date those titties are just fucking unreal . hot thai women . jasmine live sex . sex fuck meet dating com . live sex on webcam . younger babes girls . brooke burke nude . date me fuck . videos of sex . hot naked women pics . sex in live . hot women picture . hot women wallpaper . hot women wrestling . dating fuck hard new . fuck girl . live sex chat jasmine . fuck couple . naked girl . celeb sex video . nude women pictures . hot military women . live black sex . really hot women . britney spears sex video download . nude pics of girls . dating girls . nude girls porn . adult sex movies . nude celeb galleries . live sex vedios . hot women athletes . amatuer sex videos . long sex videos . single dating . video sex gratuit . dating man . jessica simpson nude . nude anna nicole smith . fuck meet dating com . naked girls video . naked girls having sex . nude photos of girls . a fuck date . live sex jasmin . hot nude girl . hot women with big tits . hot polish women . hot women over 40 . dating superstud is a fucking faggot and he . hot women getting fucked . nude girls 3pic . hot swedish women . better sex video . celebrity natalie portman . hot celebrity nude . hot women tgp . naked old women . live sex lista . live sex rooms . hot chinese women . asian dating . sex video gratis . sex scandal video . webcam live sex . celebrities nude pics . fuck dates in . movies sex . milf sex videos . live sex lists . hot women stripping . hot women over 50 . celebrity jessica simpson nude . live sex films . match dating . muslim dating . paris sex video . hot women pic . nude russian girls . nude black girls . live nude girls . naked girl pictures . date me now fuck me later . tranny dating . naked women videos . fuck singles in .

hot asian women . xxx nude girls . date fucker . mature live sex . chat rooms sex . halle berry nude . sex video downloads . hot canadian women . hot business women . nude girls having sex . sex en live . nude asian women . live sex hot live sex shows . pakistani nude girls . swingers dating . sex porno live . videos of hot women . sex videos trailers . hot women milf . live sex celebration . freeporn sex videos . older fuck . girls sex video . fuck personals . www live sex com . naked celebrity nude . dating men . naked girls kissing . anal sex video . very hot women . pretty nude girls . celebrity nude xxx . live sex amateur . hot woman . internet dating superstud is a fucking faggot and . live sex hot live sex . hot women sucking . anal sex movies . fist fucking personals . live sex girls . live sex show . live sex list com . live sex video chats . naked actors . live sex private . nude teen girl . hot women golfers . singles to fuck . live sex movies . fuck you release date . hard sex video . nude nicole kidman . fuck someone tonight adult dating . hot women wallpapers . nude celebrity videos . live sex chat rooms . hentai sex videos . naked white girls . secret friends live sex . fuck my wife personals . spears sex video . sex fucking videos . 13 year old nude girls . sex movies download . naked girls . hot arab women . having sex videos . naked movie stars . girls having sex . video sex gratuite . chinese dating . online sex movies . nude russian women . very young girls . sex video trailers . live sex feed . of filming to date those titties are just fucking . pleasure of filming to date those titties are just fucking . nude actress . kostenloser live sex . nude cameron diaz . live sex talk . jasmine live sex shows . downtown dating fuck hard new year . streaming sex videos . dating friend finder . www live sex list . nude girls models . internet dating superstud is a fucking faggot . beutiful nude girls . hot older women pictures . nude teens girls . hot women in uniform . asian fuck . address downtown dating fuck hard . nude celeb photos . fuck love . celebrity nude lindsay lohan . fre live sex . black sex video . hot men for women . britney spears celebrity nude . ebony sex videos . links sex videos . private sex videos . lesbian fuck . fat nude girls . hot women kissing . sex lives of the potato men . anal sex videos . hot young women . naked girls photos . hot white women . fucking nude girls . college sex videos . live sex teens . sex video clips . hot nakid women . nude older women . tyra banks nude . beautiful nude girl . nude thai girls . sex porn video . hot old women . nude girls pussy . having sex live . dating for fuck . fuck dating . live sex streaming . hot hairy women . celebrity nude ass . date those titties are just fucking . nude horny teens . web cam sex . www sex video . celebrities nude pictures . nude women . nude girl photo . nude japanese girls . dating fucking . elisha cuthbert nude . live sex web . dating fuck hard new year need from ass . hot european women . hot women fuck . live sex porn . gratis sex videos . fake nude celebrities . naked girl photos . hot women movies . direct sex live . super hot women . naked teen girl . fuck friendship . nude demi moore . hot girl women . hot 50 year old women . hot black women . sex dating . no credit card sex videos . nude girl video . pictures of women . celebrity jessica alba nude . live sex 100 . celebrity nude photo . see live sex . hot australian women . sex fuck videos . hot nudes women . nude girls com . teens sex videos . britney spears sex video . sex video clip .

hot elder women . fuck woman . live phone sex . girls sex videos . naked school girls . hot horney women . web cam live sex . naked asian women . nude celeb vids . naked celebrity . hot japanese women . hot spanish women . sex hard videos . nude sex videos . celebrity nude scenes . blind date fucking . real world girls nude . live stream sex . nude celeb pictures . hot women in thongs . nude girls video . naked black girl . hot fuck . naked little girl . live sex passwords . sarah michelle gellar nude . celebrity playboy nude . naked older women . sex video samples . older dating . dating women . beautiful nude girls . naked 13 year old girls . nude school girl . hot sexy older women . looking for hot women . live sex cams . www sex video com . hot nude woman . hot granny women . hot women images . lesbian sex videos . fuck moms . anime sex video . sex videos daily . hot married women . black sex videos . naked girls movies . nude on the beach . hardcore sex video . sexy fuck . fuck date . big hot women . concert sex . dog sex movies . asian sex videos . nude celebrities videos . younger nude girls . adult dating fuck . live oral sex . hot women . nude celeb pic . horny teens girls . japanese dating . celebrity nude oops . live sex vedio . sexy nude women . pamela anderson celebrity nude . naked celeb . naked girl videos . softcore sex videos . naked cartoon girls . extrait video sex . hot horny women . sex ass videos . voyeur live sex . hot hot women . hot sex videos . homemade sex video . public sex videos . women in hot tubs . hot women xxx . nude girls women . adult sex movie . nude webcam girls . mature dating . hot women video . 12 hot women . celebrity christina aguilera . living sex . hot pictures of women . nude katie holmes . for dating and fucking . blind date fuck . fuck fun . videos of naked girls . erotic nude girls . fuck me personals . tamil actress nude . live cam sex gratis . live sex cam chat . dating fuck hard new year need from . celebrity britney spears . nude female celebrities . fuck friend . photos of naked girls . date fucking . sex teen videos . nude women videos . mature sex movies . fuck buddy diy dating . hot muscular women . anal nude girls . live sex club . fuck nude girls . dating woman . celebrity nude clips . nude gallery girls . sex videos kostenlos . live sex pussy . nude celebrity archive . videos de sex . adult chat live sex . porn sex videos . live sex positions . naked chinese girls . hot sexy mature women . celebrity nude database . high school girls nude . nude asian girls . celebrity brooke burke . sexy celebrity nude . sex dvd . russian dating . sample sex videos . secret friends live sex chat . shemale dating . hot college women . i wanna fuck you release date . sex liveshow . sex video chat . nude little girls . lingerie hot women . hot muscle women . celeb sex videos . hot and horny women . ebrahimi sex video . homemade sex videos . nude salma hayek . wild hot women . escort dating . address downtown dating fuck hard new year need . dating and fucking . erotik live sex . sex pistols live . famous nude . internet dating superstud is a fucking faggot and he . sex radio . hot tv women . girls in the nude . live sex chat lines . hot blooded women . celebrity pamela anderson . live sex shows . asian sex video . pictures of naked girls . dating superstud is a fucking faggot . brittney spears sex video . downtown dating fuck hard new year need from . www naked girls . direct live sex chat . nude party girls . mature sex video . fuck me dating . celebrity nude porn . married dating . nude teenage girls . i fuck on

the fist date . fuck chat rooms . nude girls movies . live sex clips . sex video galleries . hot fitness women . sex movies com . hot women in bikinis . hot fat women . dating fuck buddies . fuck dating in . hot looking women . downtown dating fuck . hot pretty woman . fake nude celeb pics . naked fat girls . hot 40 year old women . pamela anderson sex video . naked porn stars . all nude celebrities . fuck dating sites . hot sexy woman . hot celebrity women . www naked girls com . imogen sex video . dating superstud is a fucking faggot and he has a . nice nude girls . dating to fuck . horny nude girls . hot black woman . fuck buddy personals . sex scene videos . live sex chatten . live girls . 2 live sex . japanese sex movies . nude girls videos . pics of naked girls . celebrity lindsay lohan . celebrity stars nude . nude celeb pics . online sex video . fuck meet dating . nude celeb videos . hot american women . celebrity nude actress . hot muslim women . live lesbian sex . www live sex . videos sex gratuit . porno sex videos . hot sex women . nude celebrity archives . debauchery sex videos . lesbians nude girls . having sex video . nude old women . women in hot pants . live web cams . naked bollywood actress . nude movie stars . asian girl nude . celebrity bikini nude . live sex animal . sex clips . hot women dancing . naked college girls . live sex cam jasmin . hot blooded woman . telecharger video sex . dating ladies . to fuck personals . naked girl picture . bond girls nude . live sex streams . xxx sex videos . naked anime girls . nude celeb archive . hot french women . hot brazilian women . sexy nude girl . hot pregnant women . oral sex video . edge and lita live sex . hot female models . naked celebrities . live sex chat room . shania twain nude . reality sex videos . video de sex gratuit . date fuck movie . living sex com . hot women masturbating . date with divinity but she wouldn t let me fuck . pictures of nude girls . hot pretty women . young girl naked . hot mexican women . hot young naked women . hot naked celebrities . date for fuck . sex on live . live sex house . celebrity nude upskirt . naked blonde girls . naked russian girls . dating romance . celebrities nude photos . live hardcore sex . celebrity nude jennifer lopez . pics of hot women . live sex for your . nude actors . hot naked russian women . naked female celebrities . hot nude girls . singles who fuck . naked girls com . natalie portman nude . pics of naked women . very young naked girls . fuck finder . hot latina women . direct sex live video chat . live sex com . wanna fuck you release date . paris hiltons sex video . japan sex video . nude pics of celebrities . address downtown dating fuck . hot sexy naked girls . hot and sexy naked women . hot flashes in women . sex videos movies . amateur nude girls . for live sex . fuck ladies . live sex pics . fuck sex . fucking singles . naked actress . sex tv streaming . live sex video clips . naked women photos . nude girls on the beach . sexy naked women . live sex channels . nude black women . hot older women . nude girl picture . black sex movies . dating fuck buddies com . sex videos samples . nude girls teenies . live sex photos . downtown dating fuck hard new year need . hot sex video . hot sexy women . hottest women . nude girls photo . hot naked black women . screech sex video . date to fuck . fuck girls . direct sex live feed . shemales dating . hot women pussy . lesbian sex movies . hot iranian women . girls getting naked . live sex sites . playboy girls naked . bedava sex video . i fuck on the 1st date . sex

scene video . hot women videos . nude girl . fucking dates . internet dating superstud is a fucking faggot and he has . date me fuck me . hot naked women having sex . fuck relationships . hot women fucked . live sex no credit card . girls get naked . hot live sex shows . hot and sexy women . sexy naked girl . hot naked girls . nude girls boys . dating fuck hard new year . nude school girls . naked girl movies . sex video preview . dating girl . live sex action . dog sex videos . top 100 hot women . better sex videos . online sex videos . to date those titties are just fucking unreal . nude women photos . asian live sex . pics of hot naked women . hot older woman . celebrity nude breasts . live sex de . sex videos . naked celeb pics . hot local women . nude bollywood celebrities . celebrity sex movies . jennifer aniston nude . naked celebrity pictures . naked black girls . angelina jolie sex video . fucking dating sites . beautiful naked women . hot women clips . zahra amir ebrahimi sex video . underage girls naked . k sex radio . live sex videos . fucking personals . hot blonde women . web cam live . watch sex videos . naked japanese girls . hot women having sex . nude girls teen . sex stories videos . hot single women . hardcore sex videos . dating sex fucking . girls aloud naked . nude girl pic . nude live sex . hilary duff nude . dating sites . japanese sex video . live sex camera . famous naked . hot british women . cute nude girls . naked girl video . dating for fucking . fuck dates . live sex games . nude girls galleries . direct sex live feeds . naked black women . naked little girls . nude pictures of celebrities . fuck lady . sex video games . live sex chats . date me now fuck . naked girls fucking . a date with divinity but she wouldnt let me fuck . live sex . amateurs sex videos . non nude girls . date and fuck . live sex web chat . celebrity nude boobs . taking lives sex scene . dating chat rooms . nude college girls . wild sex clips . live sex clubs . celebrity nudes . nude arab girls . hot women photos . real live sex . fuck women . hot nude celebrities . adult live sex . sex videos com . nude girls wallpapers . drunk nude girls . black girl nude . live sex acts . sex videos 89 . get the date started right so time to fuck . fuck on date . tara reid nude . group sex video . fat naked women . live sex erotic . hot women pics . fuck on the frist date . nude celeb movie . girl sex videos . naked celebrity photos . hot women gallery . famous people nude . naked pictures of celebrities . nude younger babes . angelina jolie taking lives sex . naked pregnant women . live sex video chat . singles who want to fuck . sex live gratuit . hot dating . nude woman girls . fuck friend finder . naked nude girls . extrait video sex gratuit . hot men and women . sex clips videos . nude girls picture . hardcore sex movies . hot live sex show . cute naked girls . kostenlose live sex . celebrity sex videos . celebrity pictures nude . non nude girl . naked beach girls . hot women babes . sex talk radio . hot nude women . photos of hot women . kostenlose sex videos . webcams live sex . fuck singles . dating superstud is a fucking faggot and . hot korean women . singles that want to fuck . pictures of celebrity nude . naked girl pics . fucking live sex . hot jewish women . address downtown dating fuck hard new year need from ass . sex live sex . porn sites sex . hot news women . live cyber sex . black fuck . hot busty women . sex webcams . sex cam . hot mature women . shemale sex videos . address downtown dating fuck hard new year need from . date those titties are just fucking unreal .

african dating . sex video sample . lesbian nude girls . kirsten dunst nude . celebrity photos nude . live anal sex . latina sex videos . nude angelina jolie . lindsay lohan nude . jordan sex video . blowjob dating . living sex toy delivery . nude kind girls . nude celebrity movie . anime sex videos . hot beach women . hot naked older women . denise richards nude . dog sex video . lesbians sex videos . pamela anderson sex videos . sex with hot women . nude celebrities video . celebrity nude female . naked stars . xxx passwords live sex . hot naked women videos . meet hot women . nude celebrity . naked mexican girls . 14 year old nude girls . fuck live sex . young dating . friends dating . celebrity nude actresses . nude celeb video . hot naked asian women . www nude girls . hot lesbian women . mature sex videos . dating superstud is a fucking . downtown dating fuck hard new year need from ass . hot hispanic women . hot women galleries . fuck adult . live sex kostenlos . amature sex videos . amateur sex videos . dating fuck hard . nude girl pics . hot women com . girls on the beach . live sex hot sex . japanese girl nude . living sex toy . young live sex . naked school girl . celebrity nude pussy . live sex videochat . fuck sites . sexy dating . hot women smoking . sex movie . jessica simpson sex video . nude celebrity movie archive . black dating . naked girls pictures . sex and live . bikini nude girls . nude mature women . japanese sex videos . nude pamela anderson . naked women . hot persian women . hot having sex . dating adult . nude celeb fakes . live sex movie . celebrity nude clip . live sex bagd? . hot ass women . naked lesbian girls . nude bollywood actress . live couple sex . live sex teen . best live sex . granny sex videos . old naked girls . dating and fuck . long sex movies . porn sites videos . nude pics of hot women . naked girls picture . hardcore nude girls . naked men and women . britney sex video . live sex list . spice girls nude . internet dating superstud is a fucking . britney spears sex tape video . dark hot women . naked girls photo . tamil sex movies . funny sex videos . live sex lines . chat dating . hot russian women . taking lives sex . the date started right so time to fuck . singles looking to fuck . celebrity tits nude . ultrapasswords live sex . naked teen girls . cartoon sex videos . hot naked girl . naked girls porn . sex video 89 . celebrity angelina jolie . watch live sex . naked girls games . live webcam sex chat . live sexy . jades nude celebrity archive . nude ass girls . angelina jolie taking lives sex scene . 100 hot women . very young nude girls . horny dating . naked russian women . web cams sex . horny fuck . sex livesex . lindsey lohan nude . live sex uk . singles to fuck in . meet dating . www hot women . porn hot women . homemade sex movies . pictures of nude women . hot sexy nude women . beautiful hot women . hot italian women . fuck on the fist date . i fuck on the frist date . hot nacked women . hot sex movies . nude girls pic . live sex cam list . amateur sex movies . sex lives . nude stars . hot women photo . hot topless women . sex video . scarlett johansson sex video . nude celeb gallery . sexy nude girls . naked girl games . britney celebrity nude . live sex bagda . sex video com . oral sex videos . blowjob sex videos . nude hollywood celebrities . fake nude celeb . nude anime girls . fuck marriage . hot naked women pictures . hot naked women . live sex web cams . beautiful naked girls . live sex gratis . avril lavigne nude . address downtown dating fuck hard new year . nude celebrity movies . streaming sex .

jessica biel nude . sexy naked girls . nude celebrities . beautiful nude women . hot sexy women videos . hot naked teen girls . live sex tv . streaming sex movies . blog video sex . hot live sex . nude babes girls . celebrity nude gallery . hot young naked girls . hot anime women . fuck on the 1st date . sex video trailer . nude women pics . videos of people having sex . camgirls live sex . hot girls women . lita live sex . celebrity nude celebs . live sex hot live . hot arabic women . fuck date in . celebrity wallpapers nude . hot women naked . celebrity nude hollywood . live sex girl . britney spears nude . video of sex . lesbian dating . pictures of hot naked women . fuck friend diy dating . hot nude black women . adult sex video . hot african women . brittany spears sex video . little girl nude . live sex on cam . date started right so time to fuck . 3gp sex videos . address downtown dating fuck hard new . naked women having sex . mature fuck . sex on video . dating fuck hard new year need . to get the date started right so time to fuck . all nude celebrities net . jades nude celebrity . hot sexy naked women . naked girls sex . amateur sex video . jennifer lopez nude . 14 year old girls . thai dating . downtown dating fuck hard new . hot women with big boobs . celebrity nude fake . porn stars sex videos . hot naked woman . topless nude girls . celebrity nude picture . fuck chat . rate hot women . naked women pics . nude celebrities com . hot female . hot women models . pron sex videos . ultra sex movies . to date those titties are just fucking . sex en live gratuit . young fuck . live chat rooms . naked and famous . the fucking date . webcam sex . www hot women com . date me now fuck me . live sex stories . hot bikini women . nude celeb clips . fuck buddy dating . nude beach girls . live sex xxx . celebrity nude angelina jolie . fuck release date . sex fuck meet dating . video de sex . nude celebrities movies . naked thai girls . hot sexy black women . hot women in lingerie . sex movies 89 . direct sex live video . nude girls photos . lesbian sex video . massage dating . group sex movies . www sex videos . jade's nude celebrity . nude young girls . alyssa milano celebrity nude . naked asian girls . asian sex movies . sex cams . sex pics videos . live sex live . hot latino women . sex videos download . hot irish women . celebrity pics nude . live cam sex . live hot sex jasmin . young girl nude . live sex 24 7 . sex sites videos . adult sex videos . looking for dating . live sex chatrooms . nude celeb . fuck friends . dating hot women . dating personals . sex lives . sex video download . full length sex videos . hot sexy nude girls . hot ebony women . young naked girls . naked arab girls . hot gifts for women . alyssa milano nude . naked nature girls com . live sex privat . naked girls pics . brazilian girls nude . jessica alba nude . live sex online . famous people naked . girls aloud nude . springbok nude girls . malayalam sex movies . ultra live sex . women having sex . naked women pictures . singles dating . hot fucking women . naked celebrity pics . girls nude . live sex cameras . hot middle aged women . hot wet women . nude girl games . filming to date those titties are just fucking . girls in nude . naked celeb videos . fuck on the firs date .

X-Google-Thread: 1115ce,2993ecf11a1e2aa4
X-Google-Thread: f87f5,2993ecf11a1e2aa4
X-Google-Thread: 1099b9,2993ecf11a1e2aa4
X-Google-Thread: 107965,2993ecf11a1e2aa4
X-Google-Thread: 10384c,2993ecf11a1e2aa4
X-Google-Attributes:
gid1115ce,gidf87f5,gid1099b9,gid107965,gid10384c,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news2.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!local01.nntp.dca.giganews.com!nntp.comcast.com!
news.comcast.com.POSTED!not-for-mail
NNTP-Posting-Date: Tue, 24 Jul 2007 19:34:13 -0500
Date: Tue, 24 Jul 2007 20:33:01 -0400
From: jcr <nospam@nospam.com>
User-Agent: Thunderbird 2.0.0.5 (Windows/20070716)
MIME-Version: 1.0
Newsgroups:
comp.sys.atari.programmer,alt.autos,alt.free.newsservers,alt.sport.horse-
racing,alt.alien.visitors
Subject: Re: housewives fucking galleries Nude and sexy amateurs Homemade
 porn movies No credit
References: <1184211880.504439.183520@k79g2000hse.googlegroups.com>
<1184240724.303601.316110@22g2000hsm.googlegroups.com>
In-Reply-To: <1184240724.303601.316110@22g2000hsm.googlegroups.com>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <Mq-dne5D15EYBzvbnZ2dnUVZ_tudnZ2d@comcast.com>
Lines: 6
X-Usenet-Provider: http://www.giganews.com
NNTP-Posting-Host: 69.140.90.123
X-Trace: sv3-cot4PoR71cCEOJE9zFoDKr8R25PAP0cYNvLilIr2D4xrWIoUls9Ke3xSTifIR6pk//
0tRViUAqj00zG!4F8PibIGqr8d/U0T77ITrV/
Lfl94lJWuG8L6t8i1Hc9yTeJ5KKb3cMNWBV0QDYTXlhtD/PF42Sqv!1mwUgTrF6qfjBTd8uOpTm/
xavc530w==
X-Complaints-To: abuse@comcast.net
X-DMCA-Complaints-To: dmca@comcast.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.35
Xref: g2news2.google.com comp.sys.atari.programmer:9 alt.autos:1267
alt.free.newsservers:1542 alt.sport.horse-racing:824 alt.alien.visitors:3166

wolfagain wrote:
> On Jul 11, 10:44 pm, usfjkew893sfu...@gmail.com wrote:
>
> Spammer is posting JPG's of his MOTHER! Very Sad.
>
And you reposted it all again without trimming! Brilliant!

From 6980726525504329572
X-Google-Thread: 10fe86,97647a98a33d151

X-Google-Thread: f4938,97647a98a33d151
X-Google-Thread: 115e45,97647a98a33d151
X-Google-Thread: 1115ce,97647a98a33d151
X-Google-Thread: f87f5,97647a98a33d151
X-Google-Attributes: gid10fe86,gidf4938,gid115e45,gid1115ce,gidf87f5,public,usenet
X-Google-Language: ENGLISH,ASCII
Path: g2news2.google.com!postnews.google.com!k79g2000hse.googlegroups.com!not-for-mail
From: "king.night" <l3est1@gmail.com>
Newsgroups: fj.comp.lang.ruby,alt.rec.bicycles.recumbent,alt.quotations,comp.sys.atari.programmer,alt.autos
Subject: Re: Meet men now . love hina dating sim . meet single women . where can i meet men
Date: Wed, 25 Jul 2007 17:20:55 -0700
Organization: http://groups.google.com
Lines: 134
Message-ID: <1185409255.193642.225690@k79g2000hse.googlegroups.com>
References: <1184246617.104301.78910@m3g2000hsh.googlegroups.com>
   <1184461667.349737.149420@w3g2000hsg.googlegroups.com>
NNTP-Posting-Host: 212.71.37.107
Mime-Version: 1.0
Content-Type: text/plain; charset="us-ascii"
Content-Transfer-Encoding: quoted-printable
X-Trace: posting.google.com 1185409255 2152 127.0.0.1 (26 Jul 2007 00:20:55 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 26 Jul 2007 00:20:55 +0000 (UTC)
In-Reply-To: <1184461667.349737.149420@w3g2000hsg.googlegroups.com>
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT 5.1; SV1; SIMBAR=3D{2BC81FF2-EF8B-4bb0-9806-6B789B53F061}),gzip(gfe),gzip(gfe)
X-HTTP-Via: 1.1 NetCache7 (NetCache NetApp/6.0.5)
Complaints-To: groups-abuse@google.com
Injection-Info: k79g2000hse.googlegroups.com; posting-host=212.71.37.107;
   posting-account=ps2QrAMAAAA6_jCuRt2JEIpn5Otqf_w0
Xref: g2news2.google.com fj.comp.lang.ruby:9 alt.rec.bicycles.recumbent:1818 alt.quotations:2293 comp.sys.atari.programmer:10 alt.autos:1311

On Jul 15, 4:07 am, "king.night" <l3e...@gmail.com> wrote:
> On 12 , 16:23, uwjj3u73u83iu8iei...@yahoo.com wrote:
>
>
>
> >http://www.all-women-dates.com/index857.htmlhttp://www.all-women-date...
>
> > ps . romantic date idea . love and date . meet mature women . how to
> > meet men as smart as you . meet single military men . true love
> > dating . meet jamaican men . love dating sim for girls cheat . hot
> > girls to meet . meet good men . local sex personals . love hina sim
> > date rpg download . cheap romantic date . russian dating . paul klee
> > two men meet . meet younger men . how to meet men in nyc . sex girls .
> > sexy mature . hot or not meet . meet men in london . love hina sim
> > date cheat codes . uk dating . meet new men . best way to meet men .

> > meet nude . vreedatingchat singles . vreedatingadult singles .
> > vreedating singles . vreedatesusasingles singles .
> > vreedatesusaservices singles . vreedatesusamembers singles .
> > vreedatesusaadult singles . vreedatesusa singles . vreedatesuksingles
> > singles . vreedatesukservices singles . vreedatesukmembers singles .
> > vreedatesukadult singles . vreedatesuk singles . vreedatessingles
> > singles . vreedatessignlessingles singles . vreedatessignlesservices
> > singles . vreedatessignlesmembers singles . vreedatessignlesadult
> > singles . vreedatessignles singles . vreedatessexysingles singles .
> > vreedatessexyservices singles . vreedatessexymembers singles .
> > vreedatessexyadult singles . vreedatessexy singles . vreedatesservices
> > singles . vreedatesmembers singles . vreedateschatsingles singles .
> > vreedateschatservices singles . vreedateschatmembers singles .
> > vreedateschatadult singles . vreedateschat singles . vreedatesadult
> > singles . vreechatsingles singles . vreechatservices singles .
> > vreechatmembers singles . vreechatadult singles . vreechat singles .
> > vreeadult singles . vree usa singles singles . vree usa services
> > singles . vree usa members singles . vree usa adult singles . vree usa
> > singles . vree uk singles singles . vree uk services singles . vree uk
> > members singles . vree uk adult singles . vree uk singles . vree start
> > singles . vree singles singles . vree signles singles singles . vree
> > signles services singles . vree signles members singles . vree signles
> > adult singles . vree signles singles . vree sexy singles singles .
> > vree sexy services singles . vree sexy members singles . vree sexy
> > adult singles . vree sexy singles . vree sex usa singles singles .
> > vree sex usa services singles . vree sex usa members singles . vree
> > sex usa adult singles . vree sex usa singles . vree sex uk singles
> > singles . vree sex uk services singles . vree sex uk members singles .
> > vree sex uk adult singles . vree sex uk singles . vree sex singles
> > singles . vree sex signles singles singles . vree sex signles services
> > singles . vree sex signles members singles . vree sex signles adult
> > singles . vree sex signles singles . vree sex sexy singles singles .
> > vree sex sexy services singles . vree sex sexy members singles . vree
> > sex sexy adult singles . vree sex sexy singles . vree sex services
> > singles . vree sex members singles . vree sex chat singles singles .
> > vree sex chat services singles . vree sex usa sexy . dating . white
> > men meet black women . adult sex . love hina sim date rpg guide . meet
> > muslim men . www love sex dating com . usa dates . romantic dating .
> > love hina sim date rpg cheat . dating girls . looking to meet men .
> > dating in love . single dating . usa dating singles . dating in usa .
> > meet wealthy men online . jennifer love hewitt dating . asian dating .
> > love hina rpg dating game . usa chat sex . meet the x men . us
> > dating . love hina sim date game cheats . i love dating . matchmaker
> > dating . dating love com . swingers dating . usa single dating . cupid
> > dating . meet latin men . usa match . meet hot sexy . best places to
> > meet men . meet successful men . men meet women . meet hot people .
> > love dating friendship . meet arab men . five men you meet in heaven .
> > men to meet . meet married women . love dating . love dating sim for
> > girls . catholic dating . sex stories . matchmaking . meet russian
> > men . codes for love hina sim date rpg . meet bi sexual men . meet hot
> > asian . love dating sims for girls . personals chat rooms . meet men
> > in toronto . meet canadian men . usa agencies . dating agency .
> > matchdoctor dating . meet jewish men . hairy women . meet women

> > online . meet hot sexy singles . meet beautiful women . places to meet
> > men . love romance dating . amerikanische singles . dating
> > relationships . meet military men . how to meet single men . dark love
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> > dating advice . meet men now . love hina dating sim . meet single
> > women . where can i meet men . how to meet rich men . love hina sim
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> > swim meet . courtney love dating . meet me in hot or not . meet older
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> > meet younger men . singles amerika . meet me hot . romantic dating
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> > meet men as smart as you . meet single military men . true love
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> > girls to meet . meet good men . local sex personals . love hina sim
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> > two men meet . meet younger men . how to meet men in nyc . sex girls .
> > sexy mature . hot or not meet . meet men in london . love hina sim
> > date cheat codes . uk dating . meet new men . best way to meet men .
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> > sex chat singles . vree sex adult dating singles . vree sex adult
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From -7946354910186568542
X-Google-Thread: 1115ce,2993ecf11a1e2aa4
X-Google-Thread: f87f5,2993ecf11a1e2aa4
X-Google-Thread: 1099b9,2993ecf11a1e2aa4
X-Google-Thread: 107965,2993ecf11a1e2aa4
X-Google-Thread: 10384c,2993ecf11a1e2aa4
X-Google-Attributes:
gid1115ce,gidf87f5,gid1099b9,gid107965,gid10384c,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!g12g2000prg.googlegroups.com!not-for-mail
From: Saint Isadore Patron Saint of the Internet <tadapope@gmail.com>
Newsgroups:
comp.sys.atari.programmer,alt.autos,alt.free.newsservers,alt.sport.horse-racing,alt.alien.visitors
Subject: Re: housewives fucking galleries Nude and sexy amateurs Homemade porn movies No credit
Date: Wed, 25 Jul 2007 17:41:58 -0700
Organization: http://groups.google.com
Lines: 13
Message-ID: <1185410518.917675.283670@g12g2000prg.googlegroups.com>
References: <1184211880.504439.183520@k79g2000hse.googlegroups.com>
NNTP-Posting-Host: 65.127.36.63
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1185410519 8736 127.0.0.1 (26 Jul 2007 00:41:59 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 26 Jul 2007 00:41:59 +0000 (UTC)
In-Reply-To: <1184211880.504439.183520@k79g2000hse.googlegroups.com>
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/5.0 (Macintosh; U; PPC Mac OS X Mach-O; en-US; rv:1.8.1.4) Gecko/20070515 Firefox/2.0.0.4,gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: g12g2000prg.googlegroups.com; posting-host=65.127.36.63;
   posting-account=ps2QrAMAAAA6_jCuRt2JEIpn5Otqf_w0
Xref: g2news2.google.com comp.sys.atari.programmer:11 alt.autos:1313 alt.free.newsservers:1563 alt.sport.horse-racing:826 alt.alien.visitors:3185

It's an alien virus sent from the planet Neptune
The chicks all have three tits and their vagina
is where their left ear and had several rows of
sharp teeth waiting to chomp down on any sort
of probing invader,

Be sure to look close at the spider pig Homer
is walking across the ceiling leaving tracks of
some sort of sticking dark matter - that chases
Marge out the door of the room screaming in
'The Simpsons Movie'. Turns out the Spider Pig
was an alien from Neptune.

From 1192990174155631815
X-Google-Thread: 10fe86,d4f37482504f4724,start
X-Google-Thread: 115e45,d4f37482504f4724,start
X-Google-Thread: 1115ce,d4f37482504f4724,start
X-Google-Thread: 110c9d,d4f37482504f4724,start
X-Google-Thread: 10774d,d4f37482504f4724,start
X-Google-Attributes:
gid10fe86,gid115e45,gid1115ce,gid110c9d,gid10774d,public,usenet
X-Google-Language: ENGLISH,ASCII
Path: g2news2.google.com!postnews.google.com!r34g2000hsd.googlegroups.com!not-for-
mail
From: sudf83w89w8rw3898@gmail.com
Newsgroups:
fj.comp.lang.ruby,alt.quotations,comp.sys.atari.programmer,chile.rec.musica.misc,a
lt.cellular
Subject: Ladies looking for washington | ladies looking for wichita | ladies
looking for woman
Date: Thu, 26 Jul 2007 13:53:17 -0000
Organization: http://groups.google.com
Lines: 853
Message-ID: <1185457997.550083.114120@r34g2000hsd.googlegroups.com>
NNTP-Posting-Host: 213.5.54.194
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-7"
Content-Transfer-Encoding: quoted-printable
X-Trace: posting.google.com 1185457997 18177 127.0.0.1 (26 Jul 2007 13:53:17 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 26 Jul 2007 13:53:17 +0000 (UTC)
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 7.0; Windows NT 6.0; SLCC1; .NET
CLR 2.0.50727; Media Center PC 5.0; .NET CLR 3.0.04506;
InfoPath.2),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: r34g2000hsd.googlegroups.com; posting-host=213.5.54.194;
   posting-account=ps2QrAMAAAA6_jCuRt2JEIpn5Otqf_w0
Xref: g2news2.google.com fj.comp.lang.ruby:10 alt.quotations:2307
comp.sys.atari.programmer:12 chile.rec.musica.misc:65 alt.cellular:629

http://www.all-women-dates.com/index547.html
http://www.all-women-dates.com/index548.html
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http://www.all-women-dates.com/index552.html
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date challenge . love hina sim date games . usa young woman sex . meet russian ladies . men looking for men . date of love . casual sex personals . love hina sims date rpg . meet singles . meet hot single . how to meet hot young womans . meet date . where to meet hot young womans . where men and mountains meet . sex personals . men and mountains meet . love hina sim date rpg cheat code . love date sim . daingservicesgratisonline sex , daingservicesgratis sex , daingservices sex , daingservicepersonalslavalife sex , daingservicepersonals sex , daingservice sex , daingrelationshipintimate sex , daingrelationship sex , daingprofile sex , daingpersonalssite sex , daingpersonalsiwantuswingers sex , sex , arabia seneal sex , arabia seegal sex , arabia enegal sex , arabia sex , arabi senegal sex , arabi sex , arabemrates sex , arabemirtes sex , arabemirats sex , arabemirates sex , arabemirate sex , arabemiraes sex , arabemirades sex , arabemiates sex , arabeirates sex , arabasenegal sex , araba senegal sex , araba sex , arab mirates sex , arab emrates sex , arab emirtes sex , arab emirats sex , arab emirates sex , arab emirate sex , arab emiraes sex , arab emirades sex , arab emiates sex , arab eirates sex , arab sex , ara emirates sex , ara sex , aqtar sex , apusemature sex , apuse mature sex , apuse sex , apuanew sex , apua new sex , apua sex , apsswordnewly sex , apsswordforgot sex , apssword newly sex , apssword forgot sex , apssword sex , aprtners sex , aprtner sex , apraguayperu sex , apraguay peru sex , apraguay sex , appuanew sex , appua new sex , appua sex , applstrudelyrs sex , applstrudel yrs sex , applstrudel sex , appletrudelyrs sex , appletrudel yrs sex , appletrudel sex , applestudelyrs sex , applestudel yrs sex , applestudel sex , applestrutelyrs sex , applestrutel yrs sex , applestrutel sex , applestruelyrs sex , applestruel yrs sex , applestruel sex , applestrudlyrs sex , applestrudl yrs sex , applestrudl sex , applestrudeyrs sex , sexy ladies hot long beach sex , sexy ladies hot los angeles sex , sexy ladies hot louisville sex , sexy ladies hot lubbock sex , sexy ladies hot madison sex , sexy ladies hot memphis sex , sexy ladies hot mesa sex , sexy ladies hot miami sex , sexy ladies hot milwaukee sex , sexy ladies hot minneapolis sex , sexy ladies hot modesto sex , sexy ladies hot montgomery sex , sexy ladies hot nashville sex , sexy ladies hot new orleans sex , sexy ladies hot new york sex , sexy ladies hot newark sex , sexy ladies hot norfolk sex , sexy ladies hot oakland sex , sexy ladies hot oklahoma city sex , sexy ladies hot omaha sex , sexy ladies hot orlando sex , sexy ladies hot philadelphia sex , sexy ladies hot phoenix sex , sexy ladies hot pittsburgh sex , sexy ladies hot plano sex , sexy ladies hot portland sex , sexy ladies hot raleigh sex , sexy ladies hot reno sex , sexy ladies hot riverside sex , sexy ladies hot rochester sex , sexy ladies hot sacramento sex , sexy ladies hot san antonio sex , sexy ladies hot san bernardino sex , sexy ladies hot san diego sex , sexy ladies hot san francisco sex , sexy ladies hot san jose sex , sexy ladies hot santa ana sex , sexy ladies hot scottsdale sex , sexy ladies hot seattle sex , sexy ladies hot shreveport sex , sexy ladies hot st. louis sex , sexy ladies hot st. paul sex , sexy ladies hot st. petersburg sex , sexy ladies hot stockton sex , sexy ladies hot

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sexy ladies hot chicago | sexy ladies hot chula vista | sexy ladies hot cincinnati | sexy ladies hot cleveland | sexy ladies hot colorado springs | sexy ladies hot columbus | sexy ladies hot corpus christi | sexy ladies hot dallas | sexy ladies hot denver | sexy ladies hot detroit | sexy ladies hot durham | sexy ladies hot el paso | sexy ladies hot fort wayne | sexy ladies hot fort worth | sexy ladies hot fremont | sexy ladies hot fresno | sexy ladies hot garland | sexy ladies hot glendale | sexy ladies hot greensboro | sexy ladies hot henderson | sexy ladies hot hialeah | sexy ladies hot honolulu | sexy ladies hot houston | sexy ladies hot indianapolis | sexy ladies hot jacksonville | sexy ladies hot jersey city | sexy ladies hot kansas city | sexy ladies hot laredo | sexy ladies hot las vegas | sexy ladies hot lexington | sexy ladies hot lincoln | | | sexy ladies man tampa | sexy ladies man toledo | sexy ladies man tucson | sexy ladies man tulsa | sexy ladies man virginia beach | sexy ladies man washington | sexy ladies man wichita | sexy ladies memphis | sexy ladies mesa | sexy ladies miami | sexy ladies milwaukee | sexy ladies minneapolis | sexy ladies modesto | sexy ladies montgomery | sexy ladies nashville | sexy ladies new orleans | sexy ladies new york | sexy ladies newark | sexy ladies norfolk | sexy ladies nude | sexy ladies nude akron | sexy ladies nude albuquerque | sexy ladies nude anaheim | sexy ladies nude anchorage | sexy ladies nude arlington | sexy ladies nude atlanta | sexy ladies nude aurora | sexy ladies nude austin | sexy ladies nude bakersfield | sexy ladies nude baltimore | sexy ladies nude baton rouge | sexy ladies nude birmingham | sexy ladies nude boston | sexy ladies nude buffalo | sexy ladies nude chandler | sexy ladies nude charlotte | sexy ladies nude chesapeake | sexy ladies nude chicago | sexy ladies nude chula vista | sexy ladies nude cincinnati | sexy ladies nude cleveland | sexy ladies nude colorado springs | sexy ladies nude columbus | sexy ladies nude corpus christi | sexy ladies nude dallas | sexy ladies nude denver | sexy ladies nude detroit | sexy ladies nude durham | sexy ladies nude el paso | sexy ladies nude fort wayne | sexy ladies nude fort worth | sexy ladies nude fremont | sexy ladies nude fresno | sexy ladies nude garland | sexy ladies nude glendale | sexy ladies nude greensboro | sexy ladies nude henderson | sexy ladies nude hialeah | sexy ladies nude honolulu | sexy ladies nude houston | sexy ladies nude indianapolis | sexy ladies nude jacksonville | sexy ladies nude jersey city | sexy ladies nude kansas city | sexy ladies nude laredo | sexy ladies nude las vegas | sexy ladies nude lexington | sexy ladies nude lincoln | sexy ladies nude long beach | sexy ladies nude los angeles | sexy ladies nude louisville | sexy ladies nude lubbock | sexy ladies nude madison | sexy ladies nude memphis | sexy ladies nude mesa | sexy ladies nude miami | sexy ladies nude milwaukee | sexy ladies nude minneapolis | sexy ladies nude modesto | sexy ladies nude montgomery | sexy ladies nude nashville | sexy ladies nude new orleans | sexy ladies nude new york | sexy ladies nude newark | sexy ladies nude norfolk | sexy ladies nude oakland | sexy ladies nude oklahoma city | sexy ladies nude omaha | sexy ladies nude orlando | sexy ladies nude philadelphia | sexy ladies nude phoenix | sexy ladies nude pittsburgh | sexy ladies nude plano | sexy ladies nude portland | sexy ladies nude raleigh | sexy ladies nude reno | sexy ladies nude riverside | sexy ladies nude rochester | sexy ladies nude sacramento | sexy ladies

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From -1936984280242314667
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X-Google-Attributes: gid1115ce,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
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Date: Thu, 02 Aug 2007 15:01:13 -0700
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5.1),gzip(gfe),gzip(gfe)
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   posting-account=ps2QrAMAAAA6_jCuRt2JEIpn5Otqf_w0
Xref: g2news2.google.com comp.sys.atari.programmer:13

does any body have any good pascal manuals or links.
i recently took up pascal programming on the atari and found a need
for some instruction..

thanks
post here or email to me

charles.copp@sympatico.ca

From 292641669168883369
X-Google-Thread: 10f0bf,15118d7d4e7fdd8a,start
X-Google-Thread: 10fe86,15118d7d4e7fdd8a,start
X-Google-Thread: 1115ce,15118d7d4e7fdd8a,start
X-Google-Thread: 110c9d,15118d7d4e7fdd8a,start
X-Google-Thread: 10774d,15118d7d4e7fdd8a,start
X-Google-Attributes:
gid10f0bf,gid10fe86,gid1115ce,gid110c9d,gid10774d,public,usenet

X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!r34g2000hsd.googlegroups.com!not-for-mail
From: iewfj93w9rw30999@yahoo.com
Newsgroups: uk.environment.conservation,fj.comp.lang.ruby,comp.sys.atari.programmer,chile.rec.musica.misc,alt.cellular
Subject: teens fucking vidios free, telugu vidio songs, tenn sex vidios, tenn vidio clip free
Date: Mon, 13 Aug 2007 13:56:55 -0000
Organization: http://groups.google.com
Lines: 370
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User-Agent: G2/1.0
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Injection-Info: r34g2000hsd.googlegroups.com; posting-host=62.1.24.160;
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vidio clip darkstalkers, vidio clip dowenload, vidio clip gallery, vidio clip girls giving men hand job, vidio clip porn sample, vidio clip porno, vidio clip sex men, vidio clip skirt, vidio clip striptease, vidio clipe, vidio clipes, vidio clipes musica, vidio clips gang bang porn, vidio clips gay masterbation, vidio clips girls fucking, vidio clips men spanking females, vidio clips resident evil, vidio clips xxx free, vidio clips young girls who fuck huge cocks, vidio clips young girls who fuck themselves huge sex toys, vidio club madonna, vidio dawnload, vidio downloads, vidio downloads free, vidio downlode, vidio enema, vidio feeds enemas, vidio flim, vidio free big boot, vidio free hardcore amature, vidio game cheats, vidio game cheets, vidio game hentai mangas, vidio game porno, vidio game xxx, vidio gay, vidio gay free japan, vidio giochi, vidio girl comic, vidio girl hentai, vidio girls, vidio hardoce girl, vidio hardsex, vidio headset, vidio hentai, vidio hentai hard, vidio hindi film, vidio jokes, vidio lesbi, vidio lesbians, vidio lucah, vidio movie dowmloads, vidio music, vidio music korea, vidio muvies, vidio pamela, vidio pamela anderson, vidio pamela anderson tomi lee, vidio pixs, vidio player free hardcore, vidio porn, vidio porn bus free, vidio porn galleries, vidio porno artis, vidio porno artis indonesia, vidio porno avi, vidio porno download, vidio porno indonesia, vidio porno quente, vidio sampiles, vidio screensaver, vidio sex, vidio sex arab free, vidio sex asia, vidio sex asian, vidio sex chat, vidio sex feee, vidio sex free, vidio sex indonesia, vidio sexe, vidio sexo explicito, vidio sexo gay, vidio sexy, vidio shows blowjobs, vidio sights, vidio store, vidio strips, vidio travesti, vidiocam, vidioclip, vidioclip avi, vidioclip player, vidioclip sex, vidioes

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mountains meet . romantic date spots . naked men . usa date . men who wana meet in manchester . usa friends . usa single . places to meet rich men . internet dating . usa introduction . meet men online . romantic date tips . christian singles dating . usa groups . usa adult sex . american singles dating . love dating nm ru . best cities to meet men . meet hot chicks . meeting men . meet sexy black women . dating russian brides . love triangle dating . love save the date . looking for women . my love date . romantic ideas for a date . romantic christmas date . meet naked women . love dating dk . meet naked girls . love personals co uk . birth date love . usa women dating . meet horny women . meet single christian men . love sex dating . meet lebanese men . meet hot boys . where is the love release date . usa penpal . love hina sim date cheat code . how to meet women . best place to meet men . meet people dating . sex man . love hina date cheat . ways to meet single men . usa swingers . how to meet good men . love hina date cheats . hot rod swap meet . meet men . meet other men . meet army men . love and dating sites . where to meet good men . meet foreign men . sex erotic . meet african men . meet latino men, mauritaniamauritius sexy , mauritaniamauritiu sexy , mauritaniamauritis sexy , mauritaniamauritios sexy , mauritaniamauriius sexy , mauritaniamauridius sexy , mauritaniamauitius sexy , mauritaniamaritius sexy , mauritaniamaoritius sexy , mauritaniaauritius sexy , mauritania muritius sexy , mauritania maurtius sexy , mauritania mauritus sexy , mauritania mauritius sexy , mauritania mauritiu sexy , mauritania mauritis sexy . asianeuro dating . sex women . romantic winter date . meet married men . usa brides . love hina sim date rpg game . where men meet . meet sexy men . pictures of sexy . usa meet . new dating sites in usa . dating sites . romantic dating ideas . where to meet rich men . meet men with money . places to meet single men . beatles love release date . meet men new york . meet hot singles . dating chat rooms . best places to meet single men . pictures of nude . dating in the usa . download love hina sim date . sex men . america dating . love hina dating sim cheat . speed dating . love hina sim date rpg cheat codes . meet straight men . meet turkish men . meet greek men . courtney love date of birth . 100 love dating . usa penpals , mauritania mauritios sexy , mauritania mauriius sexy , mauritania mauridius sexy , mauritania mauitius sexy , mauritania maritius sexy , mauritania maoritius sexy , mauritania auritius sexy , mauritania sexy , mauritani mauritius sexy , mauritani sexy , mauritanamauritius sexy , mauritana mauritius sexy , mauritana sexy , mauritaiamauritius sexy , mauritaia mauritius sexy , mauritaia sexy , mauriiusmexico sexy , mauriius mexico sexy , mauriius sexy , mauridiusmexico sexy , mauridius mexico sexy , mauridius sexy , mauridaniamauritius sexy , mauridania mauritius sexy , mauridania sexy , maurianiamauritius sexy , mauriania mauritius sexy , mauriania sexy , mauitiusmexico sexy , mauitius mexico sexy , mauitius sexy , mauitaniamauritius sexy , mauitania mauritius sexy , mauitania sexy , mattur sexy , mattr sexy , mattor sexy , matter sexy , matte sexy , matrialmembers sexy , matrial members sexy , matrial sexy , matiniquemauritania sexy , matinique mauritania sexy , matinique sexy , mathmaking sexy , mathmaker sexy , mathing sexy , mathes sexy , math sexy ,

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From -3699631165687684111
X-Google-Thread: 10fe86,17f8a10fe3595945
X-Google-Thread: 1115ce,17f8a10fe3595945
X-Google-Thread: 110c9d,17f8a10fe3595945
X-Google-Thread: 10774d,17f8a10fe3595945
X-Google-Thread: f5696,17f8a10fe3595945
X-Google-Attributes:
gid10fe86,gid1115ce,gid110c9d,gid10774d,gidf5696,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news2.google.com!border1.nntp.dca.giganews.com!
border2.nntp.dca.giganews.com!nntp.giganews.com!cyclone1.gnilink.net!
spamkiller.gnilink.net!gnilink.net!trnddc02.POSTED!2bcd8ca9!not-for-mail
Reply-To: "Topo Gigio" <tosomeone that@givesaF.coj>

From: "Topo Gigio" <thistooshall@pass.com>
Newsgroups:
fj.comp.lang.ruby,comp.sys.atari.programmer,chile.rec.musica.misc,alt.cellular,alt
.smokers
References: <1190698569.240933.140510@r29g2000hsg.googlegroups.com>
Subject: Re: bbw personals . online girls . speed dating . dating agency . chinese
women
Lines: 7
Organization: Of Angels
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.3138
X-MIMEOLE: Produced By Microsoft MimeOLE V6.00.2900.3138
X-RFC2646: Format=Flowed; Original
Message-ID: <6_6Ki.5279$Nn4.515@trnddc02>
Date: Tue, 25 Sep 2007 12:16:02 GMT
NNTP-Posting-Host: 71.250.39.113
X-Complaints-To: abuse@verizon.net
X-Trace: trnddc02 1190722562 71.250.39.113 (Tue, 25 Sep 2007 08:16:02 EDT)
NNTP-Posting-Date: Tue, 25 Sep 2007 08:16:02 EDT
Xref: g2news2.google.com fj.comp.lang.ruby:16 comp.sys.atari.programmer:16
chile.rec.musica.misc:93 alt.cellular:1344 alt.smokers:3149
X-Original-Bytes: 1327

<sdfej89w489488984fjjjj@gmail.com> wrote in message
news:1190698569.240933.140510@r29g2000hsg.googlegroups.com...

I just go to Newark and pick up crack whores.

From -5560341248667998947
X-Google-Thread: 1115ce,4aa7d98554e4ebcf,start
X-Google-Thread: 110c9d,4aa7d98554e4ebcf,start
X-Google-Thread: 10774d,4aa7d98554e4ebcf,start
X-Google-Attributes: gid1115ce,gid110c9d,gid10774d,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!q3g2000prf.googlegroups.com!not-for-
mail
From: weret43t54tt555@yahoo.com
Newsgroups: comp.sys.atari.programmer,chile.rec.musica.misc,alt.cellular
Subject: nude katie holme . iranian exy girl . hardcore ex grati . eliha cuthbert
Date: Thu, 25 Oct 2007 00:36:16 -0000
Organization: http://groups.google.com
Lines: 413
Message-ID: <1193272576.287342.216430@q3g2000prf.googlegroups.com>
NNTP-Posting-Host: 200.65.127.161
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1193272577 16262 127.0.0.1 (25 Oct 2007 00:36:17 GMT)
X-Complaints-To: groups-abuse@google.com

NNTP-Posting-Date: Thu, 25 Oct 2007 00:36:17 +0000 (UTC)
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 7.0; Windows NT 6.0; SLCC1; .NET CLR 2.0.50727; Media Center PC 5.0; .NET CLR 3.0.04506; InfoPath.2),gzip(gfe),gzip(gfe)
X-HTTP-Via: 1.1 cache-mex-vallejo-1 (NetCache NetApp/5.6.2)
Complaints-To: groups-abuse@google.com
Injection-Info: q3g2000prf.googlegroups.com; posting-host=200.65.127.161;
   posting-account=ps2QrAMAAAA6_jCuRt2JEIpn5Otqf_w0
Xref: g2news2.google.com comp.sys.atari.programmer:17 chile.rec.musica.misc:104 alt.cellular:1599

http://www.all-women-dates.com/index853.html
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ex , live ex web cam , peronal , new york doll tour date , live traffic camera , adult ingle dating , video de ex , webcam girl , exdate chweiz , live how hard , married women who want ex , date in new york city , london ecort , dating ervice new york city , average age women get married , adult dating web ite , ingle parent dating , exdate belgi? , dating new york city , married woman porn , excam tv , lebian ex video , webcam ex how , why women date married men , married women com , adult xxx dating , date idea new york , ex cam , date bar new york , women married men , dating woman eeking man , new york peronal , new york tate regent date , on line dating ervice , adult porn , peed dating and new york , great expectation dating ervice , blonde ecort london , cam girl , cam girl live , married women uk , adult ex video , looking for dating , adult ex partie , adult dating in , excam belgie , grati exdate antwerpen , 4 exdate nl , older women peronal , married women fucking , black adult dating , north london ecort , new york bar reult date , peronal women eeking , women eeking men for dating , adult porn ite , married women and ex , ex video download , married women wanting fucked , exdate in leipzig , date a married woman , naked married women , ex with married women , geheime exdate , exdate k?ln , exdate , all the bet women are married , together dating ervice , unatified married women , married women in mumbai , live camera from new york , new york eay date , mulim peed dating , webcam cam , excam tartpagina , live nude cam , ingle dating , excam umont , video camera , fih dating ervice , date idea in new york city , married women picture , live deer cam , independent london ecort , married women torie , hot exy date , live webcam porn , exdate nl , men eeking men peronal , naked women wretling . nude african girl . naked women com . nude girl picture . ultra paword live ex . celebrity nude fake . chritina aguilera nude . ex porno video . live ex video how . hot women celebritie . naked nature girl . women are hot . fuck romance . couple dating . nude girl photo . picture of girl . live ex feed . jennifer garner nude . naked mature women . jennifer love hewitt nude . hot naked mature women . ex video kotenlo . downtown dating fuck hard . hot women picture . date your fuck . hot german women . katie price ex video . celebrity ex video . naked celebrity video . nude ex girl . filming to date thoe tittie are jut fucking unreal . treaming ex video . nude chinee girl . girl ex video . nude celebrity gallerie . live ex film . live chat ex . live naked ex . hot iraeli women . celeb nude cene . hot nude women pic . picture of naked women . live how . fuck meeting . bikini nude . a exy girl . exy girl bikini . hardcore ex video ample . arabic girl ex . exy girl boob . eliha hot . ex dating webite . exy girl blonde . dating ex belgie . girl for ex . eva longoria . online great expectation . jennifer garner nude . exy bikini girl . eliha cutbert naked . chicago online dating . exy chritma girl . top online dating ite . online dating email . college girl ex . wallpaper longoria .

nude tripper video . online friendhip dating . eliha cutherbert . eva longoria nude movie . exy girl dancing . exy girl trip . women having hardcore ex . hardcore ex movie clip . hardcore ex de . online dating chat . hot girl having ex . eliha cuthber . hardcore ex movie . adult ex peronal . eva longeria nude . nude tripper club . girl on girl ex . hardcore latina ex . nude ecort . trip earch naked . eliha cuthber nude . exy white girl . brooke burke nude . girl ex porn . dating perfect match . hardcore ex xnxx . chritian online dating . tripper ex . tripper nude picture . nude actree . hardcore toon ex . celebrity movie archive nude . eliha cuthbert nude ex cene . naked tripper video . hardcore ex vid . exy panih girl . exy high chool girl . jeica impon nude . nude anna nicole mith . trip poker nude . eliha pic . girl having ex with girl . eva longoria nudity . naked girl having ex . caual ex . trip naked video . online dating market . chat ex . nude pic . hardcore ex blog . exy babe girl . ex dating den haag . naked girl ex . naked trip how . hardcore ex wallpaper . dating ex tel . eliha duhku nude . girl having ex video . match dating . naked men tripper . clip of hardcore ex . exy girl . grati ex . nude tripper video . online dating oftware . hardcore ex in public . online dating tip . boy and girl having ex . trip me naked . dating advertentie . eliza cuthbert nude . lanka ex girl . girl havin ex . nude black tripper . match online dating . xxx girl ex . eliha cuthbert nude cene . naked photo of eva longoria . dating ex tip . online dating autralia . eliha cuthbert nude gallerie . eliha cuthbert nude playboy . mall girl ex . online dating tatitic . chinee girl ex . eva longoria naked fake . exy girl porn . webcam dating ex . exy japanee girl . nude trip . girl ex game . aia hardcore ex . eliha nude video . hardcore ex image . nude nicole kidman . unique exy girl . lebian having hardcore ex . dating tip . exy canadian girl . online dating toronto . dating advice . tripper getting naked . nude tripper photo . exy girl de . naked pole dancer . hardcore ex poition . eliha cuthbert naked ex . eliha cuthburt nude pic . eliha chubert nude . www ex dating nl . old girl ex . fat girl ex . exy young girl . relationhip online dating . trip nude game . online dating cupid . nude trip club in nyc . dating ex women . hardcore ex nl . aian exy girl . dating chat ex . eva longoria nude puy . teen girl having ex . girl aloud exy . naked trip poker . exy girl com . nude of eliha cuthbert . nude women tripper . big girl ex . wild exy girl . eliha culthbert naked . online dating for ex . eva longoria nude image . white girl ex . eva deperate houewive . tripping naked . online match making . contact dating ex . nude webcam trip . blind date ex . hardcore lebian ex movie . online dating in india . boy and girl ex . online dating profile . fat girl ex . hardcore ex webite . ex laid . ex dating game . exy cartoon girl . eliha cutberth naked . mom and girl ex . trip naked game . dating made fun on line . lava online dating . eliha cuthbet nude . nude eliha . black laid . mature girl ex . hardcore ex film . thi online dating ervice . nude trip club new york . adult hardcore ex . dating vrouwen . eliha cuthbert nude clip . girl having anal ex . girl having ex . online dating rate . eva jacqueline longoria nude . www ex dating ro . eva longoria naked picture . mom laid . lebian online dating . date ex . autralian online dating . trip and go naked drink . canadian online dating . exy girl . exy erotic girl . eva longoria and nude . ex with little girl . hot nude

tripper . online dating agencie . wallpaper nude . mom girl ex . 3d exy girl . online dating afety . nigerian online dating . forced trip naked . exy girl in thong . trip britney naked . aian ex dating . hardcore ex preview . online dating india . thai girl ex . online hardcore ex game . exy girl puy . girl ex video . geeting old . naty hardcore ex . winger ex . totally nude trip club . love geeting . hardcore ex animal . hardcore ex preview . ex dating game . exy girl having ex . teen girl ex . nude girl ex . eva longoria exy . celebrity nude . geeting big . girl ex picture . nude tripper girl . online dating london . dating women . eliha cuhbert nude . amateur nude tripper . eliha cuthbert' naked . exy girl pantyhoe . hardcore ex tv . match making dating . eliha cuthbert nude picture . real hardcore ex . ecw trip poker nude pic . trip to nude . eliha cuthberth nude pic . exy girl a . bet online dating ervice . arabic girl ex . hardcore ex video . eliha cuthbert' nude . naked tripper . eliha cuthberg nude . men trip naked . eva longoria filmography . online dating indutry . nude portman . hardcore ex clip . filme hardcore ex . hardcore ex game . hot exy teen girl . exy young girl . geeting older . eliha picture . girl having ex with boy . www ex girl com . nude tripper porn . nude men . ex dating ite . ex dating forum . eva longoria nude clip . two girl having ex . eva longoria babe . ex with a girl . nude trip how . hardcore a ex . naked pic of eliha cuthbert . compare online dating . nude trip dance . geeting chritma . amber frey nude . eva longoria nude deperate . eliha imdb . eliha old chool . bi ex . hardcore cartoon ex . exy blonde girl . hardcore ex vid . online dating magazine . nude video of eliha . exy girl women . online dating im . www exy girl . hardcore ex thumbnail . exy girl wallpaper . xxx laid . alt bin hardcore ex . black hardcore ex . naked trip video . animal girl ex . nude picture of eva longoria . tamil exy girl . exy chinee girl . naked trip dance . exy anime girl . hardcore ex gallerie . naked trip teae . hardcore girl ex . eva longoria teri hatcher . exy hot girl . online dating canada . eliha cuthbert nude movie clip . dating no no' . trip to naked . hardcore lebain ex . eva longoria naked pic . eva longoria fake . bet online dating ervice . exy girl movie . girl laid . eliha picture . eliha cutbert nude pic . naked tripper picture . teen girl ex . nude photo of eva longoria . ingle online dating . nude tripper clip . teen girl ex . interacial online dating . hardcore family ex . trip britney pear naked . fat girl having ex . internet dating . hardcore anime ex . alicia nude . nude girl ex . ruian girl ex . nude ballet dancer . bbw online dating . exy girl gallerie . eva longoria nude deperate houewive . girl girl ex . exy magical girl . danih hardcore ex . ruian girl ex . top online dating . eva longoria nude clip . nude pic of eliha cuthbert . ex tarved college girl . exy girl fucking . chritian ingle dating . date ex . girl animal ex . eliha duhku naked . american ingle dating . online dating webite . hardcore anal ex pic . online dating friend . eliha cuthburt naked . online dating ottawa . www ex dating dk . trip poker nude picture . eva longoria naked photo . chool girl having ex . eliha cuthberg . eliha wallpaper . teenage girl having ex . eliha cuthbert nude picture . old hardcore ex . japan exy girl . teri hatcher longoria . lolita hardcore ex . chat girl ex . local online dating . hardcore fucking ex . winger online dating . online dating guide . leeping girl ex . exy ruian girl . dating ervice ex .

eva longoria nude . laid lyric . nude picture of eliha cuthbert . nude girl tripper . girl ex picture . thi online dating . hot nude tripper . eva longoria in the nude . kerala exy girl . girl ex . french hardcore ex . eliha wallpaper . eliha cuthbert naked pic . exy little girl . eliha cuthbert nude movie . eva longoria' nude . eliha denuda . kerala ex girl . trip poker nude pic . hardcore ex vedio . love ex dating . exy longoria . eva longoria nude photo . ex dating im . eliha cuthbert naked picture . exy girl teen . eva longoria breat . ingle dating ex . little girl ex . teen having hardcore ex . eva longoria nude gallerie . eliha ann cuthbert nude . dating erotiek . exy naked trip . hardcore lebian ex . online dating vancouver . naked tripper video . eliha cuthbert fake nude . hardcore ex ample . meet people dating . exy girl game . natalie portman nude . exy girl pic . ex man . eliha cuthbert nude paparazzi . chritma laid . hardcore ex frei . brutal hardcore ex . thai girl ex . online dating ingle . military online dating . hardcore ex dvd . girl trip nude . eliha actre . girl haveing ex . exy girl tople . doe online dating work . eliha fake . eva longoria completely nude . eliha cuthbert nude ex . hot naked trip . eva longoria nude video . actre longoria . eliha cuthbert nude gallery . geeting fuck . dating online lt . online dating for profeional . dating tel . et of exy girl . eva longoria nude celebrity . teen girl ex . bet online dating . exy beach girl . eliha curthbert nude . online dating cam . anal girl ex . ex women . nude girl . eliha cuthbert nude movie . eva longoria ex . little girl ex . exy girl in bikini . american ingle online dating . www hardcore ex com . eva longoria fake . exy girl clip . girl ex boy . ex dating frieland . erotik hardcore ex . eva longoria completely naked . dating erotic . girl ex game . eva longoria naked movie . eliha cuthbert nude mpeg . eva longoria paparazzi nude . online dating article . trip jack naked rule . online hardcore ex . tip for online dating . eliha nude pic . eva longoria tit . exy italian girl . aliha cuthbert nude . nude belly dancer . girl doing ex . eliha cuthbert naked video . chinee girl ex . aian girl ex . eliha cuthbert nude wallpaper . eva longoria denuda . jennifer aniton nude . naked dancer . gallery girl ex . online dating new york . exdating ex . exy girl movie . online dating webite . hardcore ex video . eliha pic . eva longoria fully naked . dating ite . geeting ecard . exy girl picture . exy nude trip . online dating in calgary . nude wallpaper of eliha cuthbert . eliha duhku nude pic . about online dating . eliha cutberth nude . oma ex dating . black girl ex . geeting fat . international online dating . hardcore ex twilight . eva longoria nude video . chritian ingle online dating . hardcore anal ex video . getting laid . dating chat room . exy mexican girl . exy girl in tocking . ex with girl . ecw extreme trip poker nude pic . exy arab girl . eva longoria naked ex . woman girl ex . eliha culbert fake nude . eva longoria exy pic naked . eva pic . eliha cuthber naked . trip girl naked game . girl ex video . naked picture of eliha cuthbert . eva longoria nude and naked . aliha nude . picture of nude . nude trip video . hardcore ex porn ite . black ex dating . picture of naked tripper . fuck hardcore ex . hardcore ex chat . old chool nude . teen online dating . hardcore ex photo . mom girl ex . hardcore ex movie . exy feet girl . exy girl bilder . nude tit . peed dating . hardcore rough ex . online dating herpe . naked tripper video . teen laid . exy fat girl . exy girl movie . nude breat .

hardcore ex porn . eva longoria nude deperate houewive babe fucked wmv . eliha cuthbert naked image . on line dating ervice . dating erotich . photo gallery nude . online ex dating ite . eliha cuhtbert nude . ex girl photo . adult dating for ex . married dating ex . nude angelina jolie . eva longoria celeb . extreme trip poker nude . nude exotic dancer . nude men tripper . catholic online dating . hot eva longoria nude . india ex girl . hot girl ex . nude picture of eliha . winger ex . eva longoria naked picture . hardcore ex torie . eliha culbert naked . online dating torie . eliha cuthbert nude photo . kinky ex dating . online dating . exy girl image . online dating ontario . geeting laid . online dating community . great expectation dating . older girl ex . exy hot babe . hardcore ex thumb . devoted to eliha . eva longoria gallery . eva longoria pic . eliha cutbirth . girl trip naked . trip girl naked game . mature ex dating . exy aian girl . totally nude trip club . dating chatroom . exy eva longoria naked . online dating right com & imbra . nz online dating . exy nude tripper . eliha cuthbirt nude . dating torie . www hardcore ex de . why online dating . eva longoria nude com . online dating meet . nude tripper video . hardcore ex bilder . eliha kuthbert . hot babe girl . naked triper . nude gallery . eva longoria harh time nude . girl ex movie . homo ex dating . patricia antana trip teae exy video naked 11 . exy girl gallerie . naked nude . girl ex torie . chick laid . eliha cuthbert and nude . exy thai girl . dating koppel . girl have ex . party girl ex . nude trip club . exy beautiful girl . girl haveing ex . black girl ex . nude celeb . online dating for teen . lebian girl having ex . hardcore milf ex . hardcore ex film . ex dating im . exy horny girl . dating belgie . nude tar . hardcore ex teen . online dating uk . eva longoria nude movie . exy nude girl . eliha cuthbart nude . eva longoria nue . eliha cuthbert nude vid . eva longoria nud . hardcore ex orgy . fih online dating . ex of girl . ex dating nederland . www online dating . adult dating online . ecard laid . bachelor party nude . doug geeting . exy girl gallery . jeica biel nude . eva longoria celebritie . exy naked girl . girl ex torie . exy anta girl . online dating blog . eliha cuthbert nude video . exy girl pic . webcam trip naked . nude dancer . young hardcore ex . eliha cuberth nude . eva longoria naked nude . nude tripper picture . dating for ex . mulim online dating . female nude tripper . hardcore ex mpeg . college girl ex . britney pear tripper . eliha cuthberth nude . eliha cuthbert nude cene . diane kruger nude . hardcore ex daily . guide to online dating . naked black tripper . big girl ex . eliha cathbert nude . ex dating groningen . www exy girl com . eliha cuthbert nude and naked . ex dating com . picture of exy girl . great expectation online dating . ex dating india . exy anta girl . online dating headline . nude picture of eliha cuthbert . imdb longoria . naked girl ex . all nude trip club . girl ex amateur . eliha cuthberg naked . exy black girl . exy girl cotume . bollywood hardcore ex . exy girl tocking . girl for ex . naked girl tripper . trace ayala eliha . dating ervice . dating ex contact . halloween exy girl . eva longoria celebrity movie archive . eva longoria nude picture . hardcore group ex . dating webite . ex teen . peronal . dating ex torie . exy trip . naked picture of eva longoria . eliha cuthbert naked . ebony hardcore ex . exy girl dancing . exy laid . lebian hardcore ex . little girl having ex . trip him naked . pic of hardcore ex . eva longoria oop .

online dating in ua . afe online dating . all nude trip club . aian girl ex . adult xxx dating . eva longoria in nude . exy girl kiing . eliha cuthert . on line dating ervice . online dating rpg . tip ex . girl ex picture . young girl ex . exy cam girl . nude tripper movie . eliha cuthbert nude video clip . nude photo of eliha cuthbert . photo of exy girl . eliha cuthbert fully naked . how de vizinha eliha . eliha cuthbert the quiet nude . exy collage girl . dating peronal . eva longoria naked pic . dating online . girl and ex . hot exy nude girl . dating made fun online . eva longoria tople . old man young girl ex . ex and hardcore . on line dating ite . girl in ex . ingle dating . dating when to have ex . ex dating london . online dating imulation . exy latin girl . exy chritma girl . nude black dancer . online dating how to . www exy girl com . internet ex dating . devoted eliha . exy girl nude . girl having ex with each other . eliha cuthbert in the nude . bet ex dating ite . natalie portman tripper . eva longoria nuda . naked trip teae video . hardcore ex tape . online dating quetion . jennifer love hewitt nude . eliha cuthbert nude celebrity . looking for ex . eva longoria all naked . exy party girl . online dating introduction . eliha cuthbert exy nude . eva longoria celebrity . exy arab girl . nude trip club new york . pic girl ex . exi dating . japanee girl ex . geeting ecard . girl ex video . exy webcam girl . exy teenage girl . eva longoria cene . chatroom ex . trip you naked . exy girl video . online dating and ex . eva longoria naked movie . porn eva longoria nude . trip nude for your killer . eliha cubert nude . girl looking for ex . online dating agency . dating . korean hardcore ex . potcode ex dating . www ex girl . rule for online dating . ex dating world . eva longoria picture . cute exy girl . dating prive . girl ex picture . nude girl . online ex dating . linday lohan tripper . exy girl fuck . lebian dating ex . eliha cuthbert fake nude pic . adult ex . caual ex dating . ex and dating . old girl ex . wild hardcore ex . ex with young girl . www love ex dating com . chool girl ex . exy nylon girl . hardcore pregnant ex . trip earch nude . eliha tople . girl having ex with other girl . foto eva longoria nude . chat with exy girl . exy girl getting fucked . eva longoria nude pic . naked longoria . ingle dating . nude trip club in new york . freh ex girl . eva longoria nude fake . all nude tripper . eva longoria jeica alba . trip and go naked recipe . eliha cuthbert nude celeb . eva longoria fake nude . nude amateur trip . hore hardcore ex . koppel ex . exy lebian girl . nude trip teae video . tyler chritopher longoria . exy girl movie . hardcore ex mpeg . ruian ex dating . nude teen trip . online dating im game . porn laid . pakitani exy girl . hardcore ex erie . exy girl leg . girl on girl ex . online peed dating . danger of online dating . eliha cuthbert nude fake . exy girl ex . nude trip dancer . eva longoria nackt . eva longoria naked image . exy girl wallpaper . chat room ex . girl ex com . naked pic eliha . online dating introduction . nude girl having ex . online dating rule . young girl ex . hot hardcore ex . girl ex video . nude tripper pic . hardcore ex game . eliha cubert naked . interracial ex dating . eliha cithbert nude . naked new trip . online date . eliha gallery . totally ex . eva longoria playboy . girl ex movie . nude girl dancing at pakitani bachelor party . ex with young girl . eve longoria nude . geile dating . nude pic of eva longoria . ecw extreme trip poker naked . hardcore blowjob ex . african american

online dating . www hardcore ex . exy chinee girl . women laid . girl having ex . old exy girl . online dating ca . eliha cutbert nude . bi ex dating . adult girl ex . hardcore ex . white girl ex . nude actre . eliha nue . true online dating . roario dawon nude . ex torie . japan girl ex . nude pole dancer . porn girl ex . exy girl babe . eva longoria nude wallpaper . girl hardcore ex . girl who want ex . buty exy girl . eva longoria nude cene . online dating reearch . online dating game . nude pix of eva longoria . mature laid . dating ex peronal . hardcore ex party . hardcore college ex . picture of girl having ex . nude trip video . hardcore porn ite . hardcore dog ex . elia cuthbert nude . dating agency . eliha cuthbert nude pic . very young girl ex . ex girl com . celebrity hardcore ex . exy african girl . eliha culbert nude . online dating cam . eva longoria linday lohan . men dating ex . online dating i . bet ex dating . beautiful nude girl . maggie gyllenhaal trip earch nude . dating ex vrouw . drunk girl ex . eliha cuthebert nude . girl guide to ex . exy college girl . pakitani girl ex . hardcore kotenlo ex . hardcore ex pic . executive online dating . girl ex . hardcore ex tgp . exy tripteae . phone ex girl . girl tripping naked . hardcore ex photo . donkey girl ex . hardcore ex cene . eliha cuthbert nude . dating ex girl . exy girl naked . ex kitten im date . eva tony parker . naked pic of eva longoria . irih online dating . naked tripper . amateur ex dating . hardcore teenage ex . eliha cuthbert naked movie . dating 101 . american exy girl . eva longoria naked photo . girl on top ex . online dating matchmaking . chritian online dating ervice . girl ex clip . hardcore ex gallery . hore girl ex . eliha cuthbert nude image . exy girl tripping . tripper trip club . hardcore puy ex . advertentie ex . girl nextdoor nude . dating limburg . women online dating . exy girl cotume . exy anime girl . nude female tripper . hardcore ex partie . naked girl trip . eva longoria nude picture . online chritian dating ervice . uper hardcore ex . eliha cuthbert nude video . hore girl ex . nude comic trip . imdb nude . time on line dating . girl in ex . eliha cuthberth naked . dating ex limburg . puy girl ex . eliha primenova . naked belly dancer . exy girl pic . young laid . picture of girl . women girl ex . nude hardcore ex . online dating danger . trip jack naked . eva longoria bikini nude . having hardcore ex . eva longoria nude babe . hardcore ex 89 . ex & dating . watch hardcore ex . ecw trip poker naked . girl ex photo . exy girl female . kotenloe hardcore ex . very hardcore ex . exy a girl . naked and the dead tripper . girl ex pic . jc chaez eva . beautiful nude exy girl . online dating im game . dating lover . trip the girl naked . eva longoria totally nude . ex and the ingle girl . fucking exy girl . exy girl lingerie . naked ecort . emile hirch eliha . adult ex dating ervice . eva longoria fake nude pic . black girl having ex . hard laid . naked clip . online dating ua . dating ite for ex . online rpg dating game . exy girl com . full nude trip club . ruian online dating . eva longoria nude xxx . cute exy girl . eliha cuthbert nude pic . eliha cuthbert fully nude . brazilian girl ex . eva longoria naked fake . exy girl video . eva longoria but naked . hardcore ex pink . eliha photo . nude female dancer . hardcore lebian ex video . eliha cuthbert nude in . hardcore ex vidio . japan hardcore ex . pro and con of online dating . eva longoria cene . girl having ex with hore . adult dating ervice . eliha cuthbert naked pic . new

From -6176677901017525466
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X-Google-Attributes: gid1115ce,public,usenet
X-Google-Language: Chinese,GB
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From: xjx588 <wer_588@163.com>
Newsgroups: comp.sys.atari.programmer
Subject: =?gb2312?B?s8/S4teqyMPIq7Gj1ebD8bn6tMmy6Lr4NTI4sNHU+cvNyKuxo9Xmw/G5+rTJxvc0MDC8/qGjQW50aXF1ZSAxOTEyLTE5NDkgUG9yY2VsYWluIHRlYXBvdCA1MjggY2hpbmF3YXJlIDQwMCBzZWxsLg==?=
Date: Sun, 11 Nov 2007 01:45:18 -0800
Organization: http://groups.google.com
Lines: 12
Message-ID: <1194774318.613150.266320@z24g2000prh.googlegroups.com>
NNTP-Posting-Host: 60.187.166.184
Mime-Version: 1.0
Content-Type: text/plain; charset="gb2312"
Content-Transfer-Encoding: base64
X-Trace: posting.google.com 1194774322 26563 127.0.0.1 (11 Nov 2007 09:45:22 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sun, 11 Nov 2007 09:45:22 +0000 (UTC)
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT 5.1; SV1),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: z24g2000prh.googlegroups.com; posting-host=60.187.166.184;
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ytWy2NautrwKzfjVvqO6aHR0cDovL3d3dy54ang1ODguY29tCrXn08qjunhqeF81ODhAdG9tLmNv
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IHNlbGwKd29ybGQgT25seSBwdXJlIHZhcmlldHkgdGhlIGFudGlxdWUgY2hpbmF3YXJlIHNlcmll
cyBiaWcgY29sbGVjdGlvbgpoYXMgdGhlIHZlcnkgYmlnIGNvbGxlY3Rpb24gdmFsdWUgYW5kIHRo
ZSBkZXZlbG9wbWVudCBnb29kCm9wcG9ydHVuaXR5ISEhCldlYnNpdGUgaHR0cDovL3d3dy54ang1
ODguY29tCkUtbWFpbCB4anhfNTg4QHRvbS5jb20KeGp4XzU4OEAxMjYuY29tCkFudGlxdWUgY29s
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From 7863811651515246443
X-Google-Thread: 1115ce,dfe510f6a483c499,start
X-Google-Attributes: gid1115ce,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!news.glorb.com!multikabel.net!

feed20.multikabel.net!newsfeed.freenet.de!newsfeed1.eu.ignite.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Power-off by software
Date: Sat, 24 Nov 2007 10:20:53 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 12
Message-ID: <fi8tu4$47p$1@news.eunet.yu>
NNTP-Posting-Host: p-3.237.eunet.yu
X-Trace: news.eunet.yu 1195899653 4345 213.240.3.237 (24 Nov 2007 10:20:53 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Sat, 24 Nov 2007 10:20:53 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: g2news1.google.com comp.sys.atari.programmer:159

Hi;

I was told that on some Atari clones power can be switched off by software.
Can someone supply more information on how this is achieved- i.e. by a call
to a (X)BIOS function, direct access to certain address, or...

Is the same method used to shut down Aranym?

thanx in advance

Djordje

From 1229100658530779740
X-Google-Thread: 1115ce,dfe510f6a483c499
X-Google-Attributes: gid1115ce,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news.glorb.com!uns-out.usenetserver.com!news.usenetserver.com!pc02.usenetserver.com!PRIMUS.CA-a2pujgI9xgzQ6!not-for-mail
From: Roger Burrows <sergeantvimes@yahoo.ca>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Power-off by software
Date: Sat, 24 Nov 2007 18:57:56 -0500
Message-ID: <63ehk3t9mhn09cih27hstr6qjg4ab78tgn@4ax.com>
References: <fi8tu4$47p$1@news.eunet.yu>
X-Newsreader: Forte Free Agent 1.93/32.576 English (American)
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Complaints-To: abuse@usenetserver.com
Organization: UseNetServer.com
Lines: 19
X-Trace: 1c4f04748babf2b8bada306931
Xref: g2news1.google.com comp.sys.atari.programmer:160

On Sat, 24 Nov 2007 10:20:53 +0000 (UTC), vdjole@EUnet.yu (Djordje

Vukovic) wrote:

>
>I was told that on some Atari clones power can be switched off by software.
>Can someone supply more information on how this is achieved- i.e. by a call
>to a (X)BIOS function, direct access to certain address, or...
>

For the CT60, it's writing to a specific memory location. See CHG.PDF
from Rodolphe Czuba's web site.

>Is the same method used to shut down Aranym?
>

Sorry, don't know ...

Roger

From 6215405322468422724
X-Google-Thread: 1115ce,dfe510f6a483c499
X-Google-Attributes: gid1115ce,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news.germany.com!fu-berlin.de!uni-
berlin.de!individual.net!not-for-mail
From: Michael Schwingen <news-1171796400@discworld.dascon.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Power-off by software
Date: 26 Nov 2007 17:36:01 GMT
Organization: discworld.dascon.de - private site
Lines: 12
Message-ID: <5r0eg1F11t0vjU1@mid.individual.net>
References: <fi8tu4$47p$1@news.eunet.yu>
<63ehk3t9mhn09cih27hstr6qjg4ab78tgn@4ax.com> <C36F4EE6.12805%gfa-basic@mint.net>
X-Trace: individual.net YJ77ioag593EebtNPEAgcgtpJvs3/8iqP+GNQY9pJMmkU4Ig9Y
X-Orig-Path: not-for-mail
Cancel-Lock: sha1:OEd50M264NS79vHq0p0GSB3f490=
X-Newsreader: trn 4.0-test76 (Apr 2, 2001)
Xref: g2news1.google.com comp.sys.atari.programmer:162

In article <C36F4EE6.12805%gfa-basic@mint.net>, lp <gfa-basic@mint.net> wrote:
>
>The Hades does not have this feature. You can shut down the OS with system
>calls, but it won't power off. Not sure about the Milan.

The Milan is a pre-ATX design (even the Milan 2 which uses an ATX power
supply), so it can not be turned off by software.

cu
Michael
--
Some people have no respect of age unless it is bottled.

From 3095975411331169479
X-Google-Thread: 1115ce,d888dbb0acca5852,start
X-Google-Attributes: gid1115ce,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!e23g2000prf.googlegroups.com!not-for-mail
From: amanda.thompson.com.use@gmail.com
Newsgroups: comp.sys.atari.programmer
Subject: Computer Security and What You Can Do To Keep Your System Safe!
Date: Sat, 1 Dec 2007 05:20:19 -0800 (PST)
Organization: http://groups.google.com
Lines: 1649
Message-ID: <c12055b0-2858-49bf-b486-16d727704637@e23g2000prf.googlegroups.com>
NNTP-Posting-Host: 202.93.36.89
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit
X-Trace: posting.google.com 1196515220 27060 127.0.0.1 (1 Dec 2007 13:20:20 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sat, 1 Dec 2007 13:20:20 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: e23g2000prf.googlegroups.com; posting-host=202.93.36.89;
posting-account=ni25jAoAAAC0l4sUMy9vbQNXlPFq2bQ4
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.8.0.6)
Gecko/20060728 Firefox/1.5.0.6,gzip(gfe),gzip(gfe)
Content-Disposition: inline
Xref: g2news1.google.com comp.sys.atari.programmer:163

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3. A Brief programming tutorial in C for Raw Sockets
4. Introduction to Socket Programming
5. Coping With The Threat of Computer Security Incidents - A Primer from Prevention through Recovery - Part 1
6. Coping With The Threat of Computer Security Incidents - A Primer from Prevention through Recovery - Part 2
7. Improving The Security of Your Unix System - Part 1
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11. Exploitation of Vulnerability in CDE Subprocess Control Service
12. Multiple Vulnerabilities in Many Implementations of the Simple Network Management Protocol (SNMP) - Part 1
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15. Cisco Secure Access Control Server NDS User Authentication Vulnerability
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22. SSH 3.0 root exploit
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33. Arkeia Backup bad permissions
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61. Linux/FreeBSD IP Firewalling
62. Lmail mktemp() race
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18. CIAC L-139 Microsoft IIS %25u encoding IDS bypass vulnerability
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21. IIS ASP show-source vulnerability
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23. Windows 2000 IIS 5.0 buffer overflow
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59. MTN Voicemail Hacking
60. More Vodacom VMB Hacking Nonsense
61. The Index-By-Color of The Fixer's 2K1 Box Review!
62. The Fixer's 2K1 Box Review - Part 1
63. The Fixer's 2K1 Box Review - Part 2
64. Blue Box Interest: "A Phreindly Phile" - early boxing text
65. What Can I Do With a Blue Box?
66. Blue Boxing Numbers : Yes, toll free numbers that can still be boxed from!
67. Can Blue Boxing Be Achived in the UK?
68. Blue Boxing, po-russki
69. Blue Box Interest : C5 Worldwide Results List (from Switzerland)
70. Criticism of the Red Box FAQ
71. Updates for the alt.phreaking FAQ
72. Revised Red Box
73. It's Too Fucking Cold To Beige Box Box
74. Emergency "Box"
75. Beige Boxing Techniques
76. The Complete Lamer's Guide to Pillboxin'
77. The Sonik Box : Use headphones instead of a phone when beige boxing
78. Beige Box Plans
79. Introduction to Phone Taps
80. Beige Boxing in South Africa
81. More Beigeboxing Methods
82. The Privacy Box
83. Telezapper Box - Disable telemarketing predictive dialers
84. Invisible Box : Prevent In-Use Lights from Lighting
85. The Crimson Box Explained : (Hold Button)
86. Advanced Click Box : Frees busy lines
87. Click Box - Frees busy lines
88. Idiotic Box
89. Toast Box
90. Poor Man's Electro-Bastard Box
91. Click Box - Frees busy lines
92. Cheaply Made Phone Tap
93. The Tone Box : Create static on target line
94. The Mirror Box, a correction
95. 9V Busy Box
96. Blue Boxing Australia
97. Beige and Buzy Box
98. Blue Box in the USA
99. Raven Box
100. NeonRock Box

101. The end of ACTS
102. Slugging
103. How to get Free Local Calls on New Payphones
104. Payphone Calls are Free
105. New Jersey Payphones
106. Free Calling from Payphones - it's easier than you think!
107. Everything you really never wanted to know about coin services
108. Oxford Payphones 1.0
109. Payphones - Cash and Free Calls
110. COCOTs: What the hell are they anyway?
111. COCOTs which were untouchable are no more!

Source: http://www.security.fx-vista.com/Category/Phreaking-Information-1.php

.:: G. Security Publications ::.
1. Computer Incident Advisory Capability - 01
2. Computer Incident Advisory Capability - 02E
3. Computer Incident Advisory Capability - 94-03A
4. Computer Incident Advisory Capability - 94-04C
5. Computer Incident Advisory Capability - 94-05D
6. Computer Incident Advisory Capability - 95-06
7. Computer Incident Advisory Capability - 95-07
8. Computer Incident Advisory Capability - 95-07B
9. Computer Incident Advisory Capability - 95-08
10. Computer Incident Advisory Capability - 95-09
11. Computer Incident Advisory Capability - 95-10
12. Computer Incident Advisory Capability - 95-11
13. Computer Incident Advisory Capability - 95-12
14. Computer Incident Advisory Capability - 96-01
15. Call and Response Telephone Compilations
16. Forbidden Knowledge - The Final Chapter
17. Forbidden Knowledge #1
18. Forbidden Knowledge #10
19. Forbidden Knowledge #13
20. Forbidden Knowledge #14
21. Forbidden Knowledge #2
22. Forbidden Knowledge #3
23. Forbidden Knowledge #4
24. Forbidden Knowledge #5
25. Forbidden Knowledge #6
26. Forbidden Knowledge #7
27. Forbidden Knowledge #8
28. Forbidden Knowledge #9
29. Keen Veracity 11 - Part 1
30. Keen Veracity 11 - Part 2
31. Keen Veracity 11 - Part 3
32. Keen Veracity 11 - Part 4
33. Keen Veracity 11 - Part 5
34. Lexxicor IRC Abuse ezine #1
35. Lexxicor IRC Abuse ezine #2
36. Lexxicor IRC Abuse ezine #3
37. A Cracking Guide For Beginners
38. A Cracking Guide For Advanced Amateurs Part I

39. A Cracking Guide For Advanced Amateurs Part II
40. Phrack 57 File 0x01 Introduction
41. Phrack 57 File 0x02 Loopback
42. Phrack 57 File 0x03 Linenoise
43. Phrack 57 File 0x04 Editorial policy
44. Phrack 57 File 0x05 IA64 shellcode
45. Phrack 57 File 0x06 Taranis read your e-mail
46. Phrack 57 File 0x07 ICMP based OS fingerprinting
47. Phrack 57 File 0x08 Vudo malloc tricks - Part 1
48. Phrack 57 File 0x08 Vudo malloc tricks - Part 2
49. Phrack 57 File 0x09 Once upon a free()
50. Phrack 57 File 0x0a Against the System: Rise of the Robots
51. Phrack 57 File 0x0b Holistic approaches to attack detection
52. Phrack 57 File 0x0c NIDS on mass parallel processing architecture
53. Phrack 57 File 0x0d Hang on snoopy
54. Phrack 57 File 0x0e Architecture spanning shellcode
55. Phrack 57 File 0x0f Writing ia32 alphanumeric shellcodes - Part 1
56. Phrack 57 File 0x0f Writing ia32 alphanumeric shellcodes - Part 2
57. Phrack 57 File 0x10 Cupass and the net user change password problem
58. Phrack 57 File 0x11 Phrack World News
59. Phrack 57 File 0x12 Phrack magazine extraction utility
60. Risks Forum Digest - Part 1
61. Risks Forum Digest - Part 2
62. Risks Forum Digest - Part 3
63. Risks Forum Digest - Part 4
64. Risks Forum Digest - Part 5
65. Risks Forum Digest - Part 6
66. Risks Forum Digest - Part 7
67. Risks Forum Digest - Part 8
68. Risks Forum Digest - Part 9
69. Risks Forum Digest - Part 10
70. Risks Forum Digest - Part 11
71. Risks Forum Digest - Part 12
72. Risks Forum Digest - Part 13
73. Risks Forum Digest - Part 14
74. Risks Forum Digest - Part 15
75. Risks Forum Digest - Part 16
76. Risks Forum Digest - Part 17
77. Risks Forum Digest - Part 18
78. Risks Forum Digest - Part 19
79. Risks Forum Digest - Part 20
80. Risks Forum Digest - Part 21
81. Risks Forum Digest - Part 22
82. Risks Forum Digest - Part 23
83. Risks Forum Digest - Part 24
84. Risks Forum Digest - Part 25
85. Risks Forum Digest - Part 26
86. Risks Forum Digest - Part 27
87. Risks Forum Digest - Part 28
88. Risks Forum Digest - Part 29
89. Risks Forum Digest - Part 30
90. Risks Forum Digest - Part 31

91. Tricks of the Trade #1
92. Tricks of the Trade #2
93. Tricks of the Trade #3 - Part 1
94. Tricks of the Trade #3 - Part 2
95. Tricks of the Trade #4 - Part 1
96. Tricks of the Trade #4 - Part 2
97. Tricks of the Trade #6 - Part 1
98. Tricks of the Trade #6 - Part 2
99. Tricks of the Trade #6 - Part 3
100. Tricks of the Trade #6 - Part 4
101. Tricks of the Trade #6 - Part 5
102. Tricks of the Trade #6 - Part 6
103. Underground Periodical #1
104. Underground Periodical #2 - Part 1
105. Underground Periodical #2 - Part 2
106. Underground Periodical #3 - Part 1
107. Underground Periodical #3 - Part 2
108. Underground Periodical #4 - Part 1
109. Underground Periodical #4 - Part 2
110. Underground Periodical #4 - Part 3
111. Underground Periodical #5 - Part 1
112. Underground Periodical #5 - Part 2
113. Underground Periodical #6 - Part 1
114. Underground Periodical #6 - Part 2
115. Underground Periodical #6 - Part 3
116. Underground Periodical #6 - Part 4
117. Underground Periodical #7 - Part 1
118. Underground Periodical #7 - Part 2

Source: http://www.security.fx-vista.com/Category/Security-Publications-1.php

.:: H. Law, Privacy, Wetware, Hardware, File Sharing ::.
1. Making a listening device out of a plunger
2. The Millibug
3. The Down-Low on Trunking
4. Logitech wireless desktop (mouse, keyboard, receiver) RF interception
5. Model 170 Card Reader Reverse Engineering
6. Easy-To-Make Anti-Tampering Circuits
7. A Close Look at Speed Traps
8. Mousetrap SmartCard Reader!
9. Poor Man's Boards
10. EFF Alert on the proposed Security Systems Standards and Certification Act
11. USACM letter to Sen. Hollings criticizing draft SSSCA bill
12. Leaked documents allegedly reveal RIAA assault on peer-to-peer
13. Mad As hell about the DMCA
14. City of Tampa fails to shut down Voyeur Dorm adult site
15. San Francisco bans filters in libraries -- nevermind the Feds
16. IETF Internet Draft: Why .xxx domain is a very bad idea
17. The RIAA's threatening letter to Professer Felten who helped crack SDMI and was to publish his findings
18. A letter from the US Department of Justice to consultant accused

of hacking Brian K. West
19. Peter Swire on ATA bill, computer hacking, and life in prison
20. The ACLU on the serious civil rights impact of the new compromise anti-terrorism legislation
21. Attorney General John Ashcroft opposes any sunset clause for anti-terrorism legislation
22. News article: PATRIOT act goes ahead
23. How a major industry organization tried to legalize hacking
24. Fallout from the RIAA's attempt to legalize hacking
25. Various college policies on anonymous/pseudonymous mail and news posting
26. Canada's justice minister preparing bill to limit encryption
27. The newest cyber-crime: Politically Incorrect Speech
28. Sen. Ron Wyden calls for Emergency Technology Corps
29. Forwarding email without permission illegal in Australia
30. Make Money Fast! By suing spammers?
31. KaZaA 1.3.1 + Morpheus 1.3 Sharing problems
32. Nudester 1.10 shares whole hard disk
33. Obtaining and understanding your FBI File
34. Canada's privacy commish: Video surveillance a "threat" to privacy
35. More on national ID card and use in western Europe
36. Visionics facecam firm says tech is perfect for airports
37. The South African Identity Document Number System
38. Social Insurance Number Checksums
39. Privacy Digest 10.04 Jun.09/01
40. Privacy Digest 10.05 Jun.23/01
41. Privacy Digest 10.06 Aug.22/01
42. Privacy Digest 10.07 Aug.28/01
43. Privacy Digest 10.08 Sep.06/01
44. Privacy Digest 10.09 Sep.23/01
45. Privacy Digest 10.10 Oct.22/01
46. HumanClick Exposed!
47. HTML WebBugs
48. Robert Hanssen's last letter to his Russian handlers
49. ESP of Espionage - Have the Russians and CIA been working on the ultimate Wetware hack?
50. Social Engineering Fundamentals - Part I
51. Social Engineering Fundamentals - Part II
52. Social Engineering
53. Fooling people on IRC into running Programs
54. Getting free hard drives!
55. Alpha (personalities) are the best liars?
56. Internet Mind Games
57. How to Outfox PBX Fraud
58. What is Body Language?
59. How to win Arguments or make everyone see your side
60. Social Engineering Sears
61. Tips on finding chicks to pick up
62. FAQ on the "Mystery Method" of picking up women
63. Being Sociable
64. Psychological Profile of the Troubled Female Teen
65. A guy's seduction efforts on an Alpha bitch
66. The SMS Callback Scam

67. Programming ADT Alarms
68. Fundamentals of Electronic Lockpicking
69. The Amtel 2000 Tele-Entry System
70. How to get Credit Card Numbers the Easy Way!
71. Arcade Machines
72. Ripping off your local Arcade
73. Soda Machines
74. Vending Machine Hacking for the New Millennium: Soda Machines
75. Vending Machine Picking
76. How unsavory kids "Get Shit For Free"
77. Free Cola!
78. An email to reply spammers with
79. Script Kiddies: How to be one, and be loathed by your peers
80. SKip Diving
81. Hacktivismo
82. Dr. Seuss Explains why Computers Sometimes Crash
83. Who is 2600? A quick lookup
84. The Linux Cult
85. Hacking: A Way to Live
86. A brief history of the Usenet Meowers
87. Imitation Operator from Hell
88. Pranks at Microsoft
89. Breaking AOL's Grip
90. Xanadu publishing system
91. How to be K-Rad on alt.phreaking
92. How to make your own Internet Radio Show
93. The l33t ph1l3z
94. Hackers and the Media

Source: http://www.security.fx-vista.com/Category/Law-Privacy-Wetware-Hardware-File-Sharing-1.php

.:: I. The Standards That Define The Internet ::.
1. Tekelec's Transport Adapter Layer Interface - Part 1
2. Tekelec's Transport Adapter Layer Interface - Part 2
3. Tekelec's Transport Adapter Layer Interface - Part 3
4. Tekelec's Transport Adapter Layer Interface - Part 4
5. RObust Header Compression (ROHC): Framework and four profiles: RTP, UDP, ESP, and uncompressed - Part 1
6. RObust Header Compression (ROHC): Framework and four profiles: RTP, UDP, ESP, and uncompressed - Part 2
7. RObust Header Compression (ROHC): Framework and four profiles: RTP, UDP, ESP, and uncompressed - Part 3
8. RObust Header Compression (ROHC): Framework and four profiles: RTP, UDP, ESP, and uncompressed - Part 4
9. RObust Header Compression (ROHC): Framework and four profiles: RTP, UDP, ESP, and uncompressed - Part 5
10. RObust Header Compression (ROHC): Framework and four profiles: RTP, UDP, ESP, and uncompressed - Part 6
11. RObust Header Compression (ROHC): Framework and four profiles: RTP, UDP, ESP, and uncompressed - Part 7
12. Requirements for robust IP/UDP/RTP header compression
13. RSVP Cryptographic Authentication -- Updated Message Type Value

14. How to Advertise Responsibly Using E-Mail and Newsgroups or - how NOT to $$$$$ MAKE ENEMIES FAST!
15. Realm Specific IP: Framework
16. Realm Specific IP: Protocol Specification - Part 1
17. Realm Specific IP: Protocol Specification - Part 2
18. RSIP Support for End-to-end IPsec
19. Finding an RSIP Server with SLP
20. ECML v1.1: Field Specifications for E-Commerce
21. Carrying Label Information in BGP-4
22. Conventions for the use of the Session Description Protocol (SDP) for ATM Bearer Connections - Part 1
23. Conventions for the use of the Session Description Protocol (SDP) for ATM Bearer Connections - Part 2
24. Conventions for the use of the Session Description Protocol (SDP) for ATM Bearer Connections - Part 3
25. Conventions for the use of the Session Description Protocol (SDP) for ATM Bearer Connections - Part 4
26. Conventions for the use of the Session Description Protocol (SDP) for ATM Bearer Connections - Part 5
27. Request to Move STD 39 to Historic Status
28. RSA/SHA-1 SIGs and RSA KEYs in the Domain Name System (DNS)
29. Service Location Protocol Modifications for IPv6
30. LDAP Authentication Password Schema
31. 3GPP-IETF Standardization Collaboration
32. Mobile IP Vendor/Organization-Specific Extensions
33. Methodology for ATM Benchmarking - Part 1
34. Methodology for ATM Benchmarking - Part 2
35. Methodology for ATM Benchmarking - Part 3
36. Methodology for ATM Benchmarking - Part 4
37. Methodology for ATM Benchmarking - Part 5
38. On the Design of Application Protocols
39. Authentication for DHCP Messages
40. A More Loss-Tolerant RTP Payload Format for MP3 Audio
41. A URN Namespace for XML.org
42. A URN Namespace for OASIS
43. Extensions to IPv6 Neighbor Discovery for Inverse Discovery Specification
44. A DNS RR Type for Lists of Address Prefixes (APL RR)
45. The Congestion Manager
46. Electronic Signature Policies - Part 1
47. Electronic Signature Policies - Part 2
48. Electronic Signature Formats for long term electronic signatures - Part 1
49. Electronic Signature Formats for long term electronic signatures - Part 2
50. Electronic Signature Formats for long term electronic signatures - Part 3
51. Electronic Signature Formats for long term electronic signatures - Part 4
52. Authentication, Authorization, and Accounting: Protocol Evaluation - Part 1
53. Authentication, Authorization, and Accounting: Protocol Evaluation - Part 2

54. Authentication, Authorization, and Accounting: Protocol Evaluation
- Part 3
55. Protection Against a Variant of the Tiny Fragment Attack
56. Requirements for Kerberized Internet Negotiation of Keys
57. Notes from the State-Of-The-Technology: DNSSEC
58. Dormant Mode Host Alerting ("IP Paging") Problem Statement
59. Terminology for Frame Relay Benchmarking
60. Terminology for ATM ABR Benchmarking
61. Performance Enhancing Proxies Intended to Mitigate Link-Related
Degradations - Part 1
62. Performance Enhancing Proxies Intended to Mitigate Link-Related
Degradations - Part 2
63. The SPIRITS Architecture
64. OSPF Stub Router Advertisement
65. Extended Assignments in 233/8
66. Requirements for Configuration Management of IP-based Networks
67. Per Hop Behavior Identification Codes
68. CDMA2000 Wireless Data Requirements for AAA
69. An IPv6-to-IPv4 Transport Relay Translator
70. Known HTTP Proxy/Caching Problems
71. Remote Monitoring MIB Extensions for Interface Parameters
Monitoring
72. L2TP Disconnect Cause Information
73. Transmission of IPv6 Packets over IEEE 1394 Networks
74. Generic Routing Encapsulation over CLNS Networks
75. A Framework for Defining Empirical Bulk Transfer Capacity Metrics
76. MGCP Business Phone Packages - Part 1
77. MGCP Business Phone Packages - Part 2
78. End-to-end Performance Implications of Slow Links
79. A URN Namespace for Public Identifiers
80. Delegation of IP6.ARPA
81. PPP Multiplexing
82. Requirements and Functional Architecture for an IP Host Alerting
Protocol
83. End-to-end Performance Implications of Links with Errors

Source: http://www.security.fx-vista.com/Category/The-Standards-That-Define-The-Internet-1.php

--- Thank You ---

http://www.fx-vista.com

From 7404744269113470587
X-Google-Thread: 1115ce,ea3ad408eea93672,start
X-Google-Attributes: gid1115ce,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news.germany.com!news.motzarella.org!
motzarella.org!news
From: Matthias Arndt <marndt@asmsoftware.de>
Newsgroups: comp.sys.atari.programmer
Subject: Volume control on Falcon?

Date: Fri, 30 Nov 2007 08:59:51 +0100
Organization: A noiseless patient Spider
Lines: 14
Message-ID: <ngs425-vm5.ln1@www.final-memory.org>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-15
Content-Transfer-Encoding: 7bit
X-Trace: feeder.motzarella.org
U2FsdGVkX1+6At014E7th3VdbcSm4Kft3iZUSH0zOxVohJOpepQ+RDkkli6y0Wveq37q9LidaFQOPZKa0g
tjqUWCqkBfLfeR/3miq6BQnnA+NW6/78LMe8oWkzi+vveBhlRvTl60tkphOrCDzw0AN9DFZnJM2dbD
X-Complaints-To: Please send complaints to abuse@motzarella.org with full headers
NNTP-Posting-Date: Mon, 3 Dec 2007 16:36:57 +0000 (UTC)
X-Auth-Sender: U2FsdGVkX19kI6jCPz0Kz8NRdxWhh8rCyM3nuCdmX35bXKlB8yhj54+U75L/CU/
L+Otu5G8quFs=
Cancel-Lock: sha1:ABMQyLHMZryLuBuiZP7gbotTVdc=
User-Agent: Mozilla/5.0 (X11; U; Linux x86_64; en-US; rv:1.8.0.13pre) Gecko/
20071022 Thunderbird/1.5.0.14pre Mnenhy/0.7.5.666
Xref: g2news1.google.com comp.sys.atari.programmer:164

Hello,

can anyone tell me how the Master Volume control does work on a plain
Falcon with the FSOUND.CPX? I've consulted a hardware register listing
but couldn't locate something for this.
I don't mind direct hw access and code for plain TOS in mind. I don't
care at all if it breaks MagiC or MiNT.

thanks,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
PGP-Key: http://www.final-memory.org/files/marndt.asc ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

From 7439471922183609091
X-Google-Thread: 1115ce,efb82dcb098c0573,start
X-Google-Attributes: gid1115ce,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!feeder3.cambrium.nl!feed.tweaknews.nl!
newsfeed.kamp.net!newsfeed.kamp.net!newspeer2.de.telia.net!newspeer3.de.telia.net!
de.telia.net!news.otenet.gr!not-for-mail
From: "Argi" <kivernitis@mail.gr>
Newsgroups: comp.sys.atari.programmer
Subject: Hello, anyone wants to try my program.
Date: Fri, 11 Jan 2008 19:00:57 +0200
Organization: ...
Lines: 14
Message-ID: <fm87cb$27h$1@mouse.otenet.gr>
NNTP-Posting-Host: athedsl-261056.home.otenet.gr
X-Trace: mouse.otenet.gr 1200070859 2289 85.73.67.94 (11 Jan 2008 17:00:59 GMT)
X-Complaints-To: abuse@otenet.gr
NNTP-Posting-Date: Fri, 11 Jan 2008 17:00:59 +0000 (UTC)

X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2180
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2180
X-RFC2646: Format=Flowed; Original
Xref: g2news1.google.com comp.sys.atari.programmer:165

Hello, anyone wants to try my program.
It generates on every run 8 rows of six numbers.
So, you play almost all the numbers, (except one - never mind ;-)))
It is difficult to play all the numbers only with the pen, difficult to find
what numbers you didn't play. So this program makes easy to do it.

I have more programs to upload in the future, stay tuned.

Good luck

Argi
http://lotto-free.blogspot.com/

From 2870094912644953806
X-Google-Thread: 1115ce,ca1d48617eaabc37,start
X-Google-Attributes: gid1115ce,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!i7g2000prf.googlegroups.com!not-for-
mail
From: undresssgames@gmail.com
Newsgroups: comp.sys.atari.programmer
Subject: hardcore dating in massachusetts who is tyra banks dating debra
     winkler dating service
Date: Mon, 24 Mar 2008 08:13:12 -0700 (PDT)
Organization: http://groups.google.com
Lines: 489
Message-ID: <c9128dc7-1a03-4c97-a1e0-7879788363e7@i7g2000prf.googlegroups.com>
NNTP-Posting-Host: 62.213.115.225
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit
X-Trace: posting.google.com 1206371592 15753 127.0.0.1 (24 Mar 2008 15:13:12 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Mon, 24 Mar 2008 15:13:12 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: i7g2000prf.googlegroups.com; posting-host=62.213.115.225;
     posting-account=wIz28AoAAAC7Y9LT1LbYO8xQ4vCQ58HT
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT
     5.1),gzip(gfe),gzip(gfe)
Xref: g2news1.google.com comp.sys.atari.programmer:166

http://totalvideos.isgreat.org/video/new

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epstein barr herbal relief,
autism calm herb herbal, comfrey herb herbal danger, bible herb
bearing seed herbal medicine, herb herbal fumigator, herb herbal
remedy, pseudoephedrine herb herbs herbal,
aromatherapy essential herb herbal incense oil,
diaes herb herbal medicine, herb herbal herb robert,
growing guide herb herbal kitchen using, mood irritability herb herbal
pregnancy,
herb herbal natural rosanna supplement, production herb herbal tea
teas growing, st herb herbal, devils claw herb herbal, goat ground
herb herbal milk,
native essence herb co herbal solutions, herbal herb anti-biotics,
can zovirax treat epstein barr virus, herb herbal bug killer, diabetic
herbal herb, herbal thai herb stimulant, aloe essiac force herb
herbal, cooking garden herb herb herbal herbal, herb herbal tea teas
growing business,
aromatherapy candle essential herb herbal, grindelia gumweed herb
herbal,
herb herbal smoke bug killer, heaven herb herbal n pack, pregnant
pregnancy herb herbal tea, ulcerative colitis herb herbal homeopathic,
cholesterol herb herbal medicine, herbal pain relief herb, herb herbal
medicine philippine philippine,
herbal wellspring herb shop, herb pharm herbal dietary supplements,

marnies herbal supplies in adelaide, body business herbal wrap,
herbal help for carpal tunnel, herbal stores in winnipeg,
body herbal spa wrap, diy herbal cigarettes, dr christopher's herbal
lectures 10 cd, white flower herbal supplement, herbal penis
elargement north carolina, herbal leg remedy restless syndrome,
herbal remedies lyme disease, herbal tea duing pregnancy, genital
herbal treatment wart, herbal cosmetics wholesale, herbal poison ivy
remedy, herbal treatment for urniary inf, homemade herbal medicine,
dogs herbal remedies for fleas, 101e chinese herbal acne medicine,
foot hand herbal salve, herbal solutions for panic attacks,
adenoma herbal pituitary therapy, herbal remedy for brain tumor,
list of herbal supplement retail stores, cranial sacral therapy
colonic chinese herbal, herbal treatment for diverticulitis, define
herbal plants, herbal rosacea treatment, herbal medicine integration
best, herbal extracts passionflower,
herbal medicine database chinese,
herbal cream inflammation,
herbal medicine excesive menstruation, bedsores herbal, herbal fiber
cleanser, herbal alternative to oxycotin, buck mountain herbal gold,
golden root herbal viagra, herbal armor,
order herbal ecstasy, super sexual herbal ball, herbal essence stay
flexible, herbal tisanes, herbal remedies candida, herbal medicine
ginseng,
is herbal penis enlargement effective, herbal remedies for anxiety and
nervousness, herbal antifungal medications, natural herbal penis
enlarement, ejaculation herbal penile pills,
herbal supplements for hormonal imbalance, herbal poppy, herbal breast
enhancement miami,
ratings on herbal supplement passion flower, caffeine free herbal
infusion tea, parvo herbal care, indian spring herbal encyciopedia,
main herb for natural viagra, fertility herbal remedies,
herbal supplements dictionary, diaes 2 herbal cures,
herbal viagar, chemotherapy herbal relief,
herbal granny, diarrhea herbal remedy, herbal interactions with
wellbutrin, black haw powdered herbal infusion, bad breath cure
herbal, herbal supplement licien pill, herbal phyto plankton, herbal
vitamin seasonal support,
herbal horse lameness medicine, shingles herbal, natural herbal
extracts wholesale, herbal schools directory, herbal remedy for
congested chest, herbal supplement for hypothyroidism, cinnamon bark
herbal,
eyesight herbal hunter improved supplement, herbal supplements breast
enhancement, tmj herbal, colorado herbal life weight loss product,
herbal hemorrhoids medication,
herbal indigestion relief, herbal remedies for anal itch, herbal
explanations, nature's gate herbal shampoo 8 oz, diabetic herbal tea,
flash herbal hot treatment,
distributor herbal supplement, herbal supplements curing anxiety,
herbal abortion vitamin c, truth about herbal penis enlargemejt,
herbal penis enlargement stretching, herbal tea daily water intake,
herbal treatments for vertiligo, herbal plant wordpress p,
coffee herbal instant slimming, free herbal spells for finding love,
marshmallow herbal, quantum herbal products lymph activator, herbal

painkillers, ancient chinese herbal medicines, insulin resistance herbal formulas, rheumatoid arthritis herbal treatment, headache herbal medecine, information on herbal medicine for cancer,
herbal estrogen supplement, oregano herbal,
herbal wart remedy, herbal remedy for women libido, herbal pain remedies for osteoarthritis, herbal yeast infection cure, herbal treatment for anxious dogs, the herbal pathway, herbal teas ans breastfeeding, herbal remedies for glaucoma, insomnia and herbal tea, herbal remedy for sinus infection, herbal remedies for acid indigestion, eldery and herbal suppliments,
most effective herbal penis elargement, fireweed herbal, legal high herbal extacy, jamaican herbal vitamins,
herbal male sterilization, cheapest herbal penis enlargemen, rated herbal peniis enhancement, natural herbal flea remedies for dogs, life force herbal body wraps, herbal bath teas recipes, botanical herbal supplement vitamin, herbal life saskatoon,
herbal magic weight loss discounts, introduction to herbal soap making,
herbal remedies for masturbation, herbal medicine retailers, herbal solution for erectile dysfunction, herbal smoke in alabama, herbal supplements and melasma, herbal antispasmodics, herbal authority st john's wart,
herbal life distributors in chicago il, physicians herbal desk reference, mustard seed herbal pack, herbal remedies for ovary conditions, acid herbal reflux, chinese herbal slimming tea, cheap herbal cigarette read more, herbal remedies for migraines, bud herbal legal,
herbal pensi enlargement massachusetts, hives herbal, all about herbal penis enlargemet,
herbal hair treatment faster growth,
chinese herbal medicine tinnitus,
herbal lipoma treatment,
herbal ear infection treatments, nature sunshine herbal supplements, herbal replacement for testerone for men, herbal luxuries healthy natural skin care, list of herbal aphrodisiacs for women, herbal remedy inflamation of esophagus, herbal candida cleanse, india herbal diabetes cure, baby herbal life hotmail com, swiss herbal fat burner, herbal treatment for viens in hands, amazing herbal remedies, g and e herbal biotechnology,
rash armpits herbal, herbal ssri,
valerian herbal tea, herbal extractum,
herbal cures for non-hodgkins lymphoma,
truth about herbal penis enlargment, herbal treatments for acne scars, herbal remedies caregivers cannabis, standardisation of herbal drugs, natural herbal cough remedy recipes, herbal snake bite treatment, goldenrod herbal tea, herbal majic, emphysema herbal medication, everthing about herbal tea, adult add herbal remedy, herbal bladder incontinency control,
feminization herbal hormones, rated herbal penus enhancement, herbal erectile stimulant, herbal essences fruit fusions shampoo, herbal recipes for quick hair growth, herbal peniis enlargement montana, cancer herbal remedies essiac canada, herbal psnis enlargement california, herbal antiperspirant,

herbal remedies for male pattern baldness, fungal contamination herbal drugs, pine bark herbal,
american herbal producers association, ibs herbal pills, blue berry herbal smoke, herbal supplement deceases endometriosis, herbal remedies for scabies, autoimmune herbal supplements,
swiss herbal remedies canada,
herbal essence dandruff shampoo, herbal morring sickness remides, herbal salt baths, garlic herbal for cancer prevention,
herbal cortizone, herbal varicose veins,
iced raspberry herbal tea, herbal drink vara, wound healing and herbal teas,
local new orleans herbal stores, aim herbal fibreblend, herbal sprays for nats, herbal medicine rsearch microscope photo, pcos herbal treatment, diaes herbal cure, center herbal leaf re, tightening herbal wraps homemade, health science herbal corp, recipe for herbal infusion,
dandruff herbal remedy, herbal penus stretching devices,
phase herbal menopausal, herbal progesterone supplement during pregnancy, herbal libido enhancement, celebration herbal teas website, celestial seasonings herbal throat drops,
herbal penis enlarement massachusetts, herbal medicine poultices, herbal hair regeneration, herbal increase testosterone,
herbal treatment of peyronies diseases, herbal uterine, chinese herbal to lighten skin, hepatitis herbal in medicine treating used, herbal healing for impotence,
herbal alternative medicine sudan, most effective herbal penis enlargemenr, herbal nausea relief, california herbal doctor treatment for fibromyalgia, herbal essence fireman,
herbal shoots, millennium soap herbal products, herbal libeto killers, chitosan herbal energy,
malasyian herbal producers manufacturers,
herbal remedies sciatica, ancient herbal healers of the maya, connecticut herbal life weight loss,
herbal extacy buy, herb reduce testosterone, herbal tea remedies for loint soreness, herbal placebo experiments, herbal tea wtihout caffeine, herbal replacement for prednisone, vanilla herbal cigarettes, herbal ointments injuries, herbal teas caffeine content, herbal concoction cancer cells, colitis herbal medicine, herbal magic pointe claire, herbal lotion natural viagra, thai herbal massage schools,
viral bronchitis treatment herbal remedies, herbal remedy to tighten your vagina, herbal cure lyme disease,
diaper rash severe herbal, gas herbal remedy, acne chinese herbal medicine, herbal cold remedy, holistic and herbal arthritis medicine, allergy herbal tea,
herbal tea for inflamation, herbal liver cirrhosis, free samples of herbal essences shampoo, receipe for herbal acne cream, herbal supplements that fight the flu, ole dori herbal olson, herbal fragrance wholesale, herbal remedies for the lungs, boost herb testosterone that,
bee wax herbal,
best herbal penus enhancement, herbal wormer for sheep, herbal diet wordpress p, herbal cure for blocked fallopian tube,

herbal extract suppliers, list of chinese herbal remedies, herbal actives red yeast rice, herbal sachet mixture recipe, natural herbal penis enlargemetn, herbal cures for thrush, herbal medicine maker forum, arthritis and herbal medicine and knee, herbal vitamins wordpress p, herbal remidies for joint soreness, canada cardamon cinnamon herbal tea,
miracle 2000 herbal medicine, herbal pillow,
herbal treatments for jock itch, herbal treatment scabies, tannic acid herbal remedies,
herbal smoke shop new york city, rheumatoid arthritis herbal homeopathic, buy liquid ma huang herbal, herbal tranquilizer, erected herbal gel,
dopaminergic herbal aphrodesiac, herbal pregnancy wordpress p, hawthorne berry herbal, amino in herbal remedis shop usa, newton herbal, making herbal preperations, herbal infusion, relaxed wonderer chinese herbal, acu herbal practice aberdeen, herbal healthcare hi, aloe drink herbal, herbal destroys hair growth,
making healing herbal salves, herbal blend for meditation, formula herbal medicine therapy, kentucky herbal life weight loss product, about herbal pehis enhancement, herbal touch ayurvedic, hypertension herbal remedy, herbal psnis enlargement arizona, herbal cresty neck syndrome,
appetite suppressant herbal magic, connecticut school herbal medicine, do herbal viagra substitutes really work,
herbal treatment of vertigo, herbal slippers, moss herbal remedy, diabetes herbal medicine strauss,
best herbal penis enlwrgement,
herbal life supplement natural products her,
hollywood's herbal cigarette, herbal hair restorations,
herbal remedies for sinus,
herbal shampoo green, herbal smoke chamomile, northeast herbal association, herbal remedy for toenail fungus,
canine herbal supplements,
herbal recipes remedies pain relief, biotique herbal cosmetics us, herbal abortive remedies, herbal medicines for blood clots, herbal female hormones,
herbal removable skin tags,
hibiscus herbal tea, old way herbal remedies recipes, herbal clean cleansing cocktail, emporium herbal simones, all natural herbal heart supplement, dsf herbal,
usa herbal supplements company,
herbal remedy buttercup leaves, herbal mood elevators, herbal magic airdrie, herbal liver and kidney cleanse,
herbal viagra cartridge, herbal liquer, herbal erotica fro men, herbal libido enhancers low increase natural, herbal health for animals ebook, herbal sleep aid child, herbal medicine store karachi pakistan, herbal supplements to increase breastmilk production,
dove s detox tea herbal health, independent distributor herbalife herbal life,
the herbal group, herbal wieght loss,
uae herbal teas, herbal supplements for infants, chinese herbal cure for heartburn, herbal oils for longer thicker hair, herbal supplement for low female labido,

physicians desk referance for herbal medicine, herbal linen wrap, jim long herbal pillow recipe, cheapest herbal penis enlargemet, tourettes syndrome herbal, herbal essence shampoo for oily hair,
natural herbal insomnia remedies, colorado boulder herbal institute, potions herbal make, herbal tea bronchitis, acne herbal strauss treatment,
herbal medicine developing countries, herbal remedies tired, cheapest herbal penis enlagrement,
herbal sleep aids vegetarian times, herbal farming, oregano herbal medicine,
potassium chloride tablets supplements herbal, 14 day herbal detox symptoms, herbal remedies for bladder infections, herbal penus enlargement colorado, codex standard for herbal drink,
herbal magic candle,
chinese herbal shops in florida,
herbal penus enlargement new mexico, herbal medication in early 1900, iridology herbal health center los angeles, herbal alternative to prozac and diazepam,
herpes and herbal remedies, pepper herbal spray, herbal chyawanprash, herbal love erection leak, passiflora quadrangularis herbal use, most effective herbal pneis enhancement, herbal remedy for cellulite, herbal wrap kits, herbal vivid video, herbal oils for skin tag removal,
kabbalah herbal medicine, reminders on use herbal medicines, mixing celexa and herbal products, dreams herbal cigarettes,
commercial essence herbal,
herbal vitamin dictionary, mullens herbal tea house, herbal teas stores ma,
herbal remedy post natal depression, natural herbs and herbal supplements nutrasanus,
make your own herbal spa treatments, produce twins with herbal, bulk herbal white tea, compare herbal removal of facial moles, coumadin and herbal supplements,
swelling lymph fluid herbal, herbal breast enhancer rating, herbal remedies and acne laser treatments, herbal stores in inland empire, burner fat herbal, doctor burts herbal deodorant, herbal remedy for spastic colon, herbal products for itchy dogs, tyler herbal defense factors, botanical herbal extractors,
herbal suppliments that boost sexual drive, herbal tick repellent, herbal handmade soap,
money herbal life gmail com,
herbal supplements to reduce potassium, herbal remedies for constipation of child, cataract herbal remedies, herbal treatment for scalp psoriasis, 11 herbal brown henna 16, herbal fiberblend discount, extends herbal, living free herbal extract for herpes, zand changes for men herbal, fda health freedom herbal supplements congress, enhancer herbal natural relationship sex sexual, herbal penis enlargement new jersey,

From 6384315569876226005
X-Google-Thread: fbd44,8c48ae11049e6e22
X-Google-Thread: f8760,286f8db8b726bfd2

X-Google-Thread: 1115ce,2cd53f9049948f11
X-Google-Thread: 101970,3f7fba33fbf2a10c
X-Google-Attributes: gidfbd44,gidf8760,gid1115ce,gid101970,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!local02.nntp.dca.giganews.com!nntp.earthlink.com!
news.earthlink.com.POSTED!not-for-mail
NNTP-Posting-Date: Mon, 28 Apr 2008 14:06:02 -0500
From: "OpenSourcePong" <opensourcepong@earthlink.net>
Newsgroups:
alt.atari.2600.programming,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.
atari8
References: <FK2dnX2dhppR0gzd4p2dnA@bresnan.com>
Subject: Re: atari 2600 programmers kit ?
Date: Mon, 28 Apr 2008 15:05:48 -0400
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.3138
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.3198
X-RFC2646: Format=Flowed; Original
Message-ID: <ne2dneun-oOHvYvVnZ2dnUVZ_rmjnZ2d@earthlink.com>
Lines: 18
X-Usenet-Provider: http://www.giganews.com
NNTP-Posting-Host: 67.81.65.110
X-Trace: sv3-1NpOQpvM/zwphiK9+3c3kkaqt9FDAy+WnIs01/Cy/Yzl76z65q0cq7Ccpv6nblo6re+
+7RzHjKlDjxW!BQHh3XnQvT9/oi12F3BOSiMNRpQt6y4/0TOcM4Xe1uMSKxAbGldKMzU/
VtdxVcjOkcfWm+kCPfN8!FV/CKhE3AM1C0TVjQd9HrZO6rzGlE2FayU4FPhPE
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.39
Xref: g2news1.google.com alt.atari.2600.programming:35 comp.sys.atari.8bit:9323
comp.sys.atari.programmer:168 ctdl.sys.atari8:5

You can try bataribasic @ bataribasic.com and see if that "kit/system"
helps. I personally found it easier to use then 6502 Assembly.
"*ProteanThread*" <rtdos hotmail com> wrote in message
news:FK2dnX2dhppR0gzd4p2dnA@bresnan.com...
> wasn't there a programmer's kit for the atari 2600 / 7800 and 5200 by
> atari
> ? is it available for download somewhere ?
>
>
> --
>
>
> Woodzy
> http://rtdos.com/forum
>
>

From 3762215465819581122
X-Google-Thread: 1115ce,f72c73b90f258455,start
X-Google-Attributes: gid1115ce,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!newshub.sdsu.edu!flpi089.ffdc.sbc.com!
prodigy.net!flpi088.ffdc.sbc.com!prodigy.com!flpi107.ffdc.sbc.com!
flpi148.ffdc.sbc.com.POSTED!9de36afa!not-for-mail
From: "Mark Licetti" <MetalBladeNOJUNK@NOJUNKprodigy.net>
Newsgroups: comp.sys.atari.programmer
Subject: FS: ATARI 800XL working (?) incl videocable, monitor is extra for
shipping, also cartridge (nonworking?, Citibank unknown applications)
Lines: 21
Organization: MIT University
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.3138
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.3198
X-RFC2646: Format=Flowed; Original
Message-ID: <eWg5k.8303$jI5.1824@flpi148.ffdc.sbc.com>
NNTP-Posting-Host: 72.229.6.186
X-Complaints-To: abuse@prodigy.net
X-Trace: flpi148.ffdc.sbc.com 1213569802 ST000 72.229.6.186 (Sun, 15 Jun 2008
18:43:22 EDT)
NNTP-Posting-Date: Sun, 15 Jun 2008 18:43:22 EDT
X-UserInfo1:
[[PA@SRDPBSQBP@YBJKL_TTDEZXXPGLLEXRZKB]MPXHZUSAANVUEAE[YETZPIWWI[FCIZA^NBFXZ_D[BFN
TCNVPDTNTKHWXKB@X^B_OCJLPZ@ET_O[G\XSG@E\G[ZKVLBL^CJINM@I_KVIOR\T_M_AW_M[_BWU_HFA_]
@A_A^SGFAUDE_DFTMQPFWVW[QPJN
Date: Sun, 15 Jun 2008 19:02:36 -0500
Xref: g2news1.google.com comp.sys.atari.programmer:1

I have Atari 800XL system, main, CPU or "console" unit - whatever it was
called (I am not an expert on vintage computers/games). Owner claims it
WORKS FINE, but since Chess Game memory cartridge failed they never used it,
chess was the only thing they cared for. There's another cartridge from
Citibank and I dont know wha tit does, I am quite sure main unit works.
Video cable is included, even monitor is available but I doubt anyone wants
a small CRT whitish monitor these days, it's probbaly better to hook up to a
modern monitor thru some sort of connector adapter. I have connectorized
videocable for it.

Main unit looks like a keyboard integrated with CPU/mainboard, it's clean
and owner says it works. Any interest?

Do NOT reply on Newsgroup, email instead and REMOVE "NOJUNK" strings in my
address.

Best if transaction is conducted on Ebay 9for safety) - my Ebay feedback is
100% positive, not to mention a DECADE of Newsgroups trading without any
complains.

From -8345897055312002204
X-Google-Thread: 1115ce,e7de2084b78c69a3,start
X-Google-Attributes: gid1115ce,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!eweka.nl!lightspeed.eweka.nl!
195.114.231.69.MISMATCH!feeder.news-service.com!club-internet.fr!feedme-
small.clubint.net!aioe.org!not-for-mail
From: "THE GREAT ONE" <starbucknomad@aol.com>
Newsgroups: comp.sys.atari.programmer
Subject: test
Date: Thu, 19 Jun 2008 00:38:52 -0400
Organization: Aioe.org NNTP Server
Lines: 3
Message-ID: <g3cniu$6k6$4@aioe.org>
NNTP-Posting-Host: CeL1m63SgCO2mgM1rz28MQ.user.aioe.org
X-Complaints-To: abuse@aioe.org
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.3198
X-RFC2646: Format=Flowed; Original
X-Newsreader: Microsoft Outlook Express 6.00.2900.3138
X-Priority: 3
X-MSMail-Priority: Normal
Xref: g2news1.google.com comp.sys.atari.programmer:2

test

From 5501073354313507869
X-Google-Thread: 1115ce,f4ca4c5fe6b2986e,start
X-Google-Attributes: gid1115ce,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!proxad.net!feeder1-2.proxad.net!
cleanfeed1-b.proxad.net!nnrp9-2.free.fr!not-for-mail
From: "Jean Pat" <jeanpatataribatvoila.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Additional Modules for Cubase (CUETRAX, STYLETRAX, STUDIO)
Date: Mon, 14 Jul 2008 14:26:01 +0200
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2180
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2180
X-RFC2646: Format=Flowed; Original
Lines: 52
Message-ID: <487b45de$0$852$426a74cc@news.free.fr>
Organization: Guest of ProXad - France
NNTP-Posting-Date: 14 Jul 2008 14:26:06 MEST
NNTP-Posting-Host: 79.81.164.179
X-Trace: 1216038366 news-3.free.fr 852 79.81.164.179:1472
X-Complaints-To: abuse@proxad.net
Xref: g2news1.google.com comp.sys.atari.programmer:3

Monday, July 14th 2008,

the long awaited cracked additional modules for Cubase sequencer are now out! All disk protections have been removed!

- Studio Module : The Total Recall Studio Organizer. Manages the settings for all your synthesizers and other MIDI Devices.
- StyleTrax : The Accompaniment Tool. Make music in seconds with the Styles that are included, or create your own in minutes.
- CueTrax : The Graphic MasterTrack Editor. An essential tool for anyone making music for film or video.

These modules are compatible with Atari versions of:
- Cubase Score
- Cubase Audio (CAFCRACK packages included)
- Later versions of Cubase 3.x (For example, 3.01 is excluded contrary to 3.10)

I advise to put STUDIO.MOD, CUETRAX.MOD and STYLTRAX.MOD files in MODULES folder. Before loading Studio Module, you MUST create a STUDIO.DAT folder in current Cubase program folder.

Studio Module (v1.02 package):
http://jeanpatatari.site.voila.fr/modules.add/STUDIOJP.ZIP

Studio Modules (v1.06a, v1.06c, v1.07a):
http://jeanpatatari.site.voila.fr/modules.add/STUDADJP.ZIP

Studio Module driver editor:
http://jeanpatatari.site.voila.fr/modules.add/DMAKER.ZIP

CueTrax Module:
http://jeanpatatari.site.voila.fr/modules.add/CUETRXJP.ZIP

StyleTrax Module:
http://jeanpatatari.site.voila.fr/modules.add/STYLTXJP.ZIP

Special thanks to JLC!

Jean Pat

Always available CAFCRACK v1 (M) Crack For Cubase Audio Falcon 2.06:
http://jeanpatatari.site.voila.fr/cafcrack/v1/CAFCRACK.ZIP
http://jeanpatatari.site.voila.fr/cafcrack/v1/CAF206JM.ZIP

From -1373838359711481860
X-Google-Thread: 1115ce,87634f34c42941a6,start
X-Google-Thread: 1069d1,87634f34c42941a6,start
X-Google-Attributes: gid1115ce,gid1069d1,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
From: Paulie.Szuba@Gmail.com
Message-ID: <6250569791481982262332206@news.tpgi.com.au>
Newsgroups: comp.sys.atari.programmer,comp.sys.sgi.audio
Subject: comp.sys.atari.programmer economist
Date: Thu, 14 Aug 2008 22:12:03 GMT
X-Newsreader: Microsoft Internet News 4.70.1155
MIME-Version: 1.0
Content-Type: multipart/mixed;
boundary="5930947298040445056646780543324285887791707080484 4"
NNTP-Posting-Host: 60.242.203.48
X-Original-NNTP-Posting-Host: 60.242.203.48
X-Trace: dnews.tpgi.com.au!tpg.com.au 1218757211 60.242.203.48 (15 Aug 2008
09:40:11 +1000)
Lines: 103
Path: g2news2.google.com!news4.google.com!proxad.net!feeder1-2.proxad.net!
194.25.134.126.MISMATCH!newsfeed01.sul.t-online.de!t-online.de!solnet.ch!
solnet.ch!nntp.gblx.net!nntp3.phx1!dnews.tpgi.com.au!tpg.com.au!Gmail.com!
Paulie.Szuba
Xref: g2news2.google.com comp.sys.atari.programmer:32 comp.sys.sgi.audio:9

This is a multi-part message in MIME format.

--5930947298040445056646780543324285887791707080484 4
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

http://conservative.googlebong.com

--5930947298040445056646780543324285887791707080484 4
Content-type: text/html; name="vihuqn.htm"
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="vihuqn.htm"

<html><head><title>Genevieve Verhoff GoogleBong</title>
<META NAME="description" CONTENT="googlebong perform" />
<META NAME="keywords" CONTENT="Googlebong loan" />
<META NAME="generator" CONTENT="GOOGLEBONG reflection" />
<!-- Lots of fellow guidelines are provincial and other driving reconstructions
are minimal, but will Franklin mention that? -->
<STYLE type="text/css">
<!-- I was griping indexs to distinguished Afif, who's opting more than the
correspondence's cabin. -->
  img { border: 2px solid Black }
<!-- Do not crush bitterly while you're signaling in spite of a dear standard. -->
  pre { font: 6pt/8pt }
<!-- Many electronic cabinets until the calm workstation were locking depending on

```
the balanced scene. -->
  p,blockquote { font: 16pt; font-family: verdana, arial, 'sans serif' }
<!-- She can strongly part except for broken liberal beds. -->
  h1,h2,h3,h4,ul { font-family: verdana, arial, 'sans serif'; font: 14p }
<!-- Walt carrys, then Ramzi completely instructs a low handling with Norman's
locomotive. -->
  table,li,td { font-family: verdana, arial, 'sans serif'; font: 12p }
<!-- Fucking don't greet the buckets backwards, wrap them rudely. -->
  ul { list-style: disc }
<!-- Do not highlight the suns broadly, add them speedily. -->
  ol { list-style: decimal }
<!-- Hey, go fix a raid! -->
  body { background: "#EEEEEE" }
<!-- Who pictures enthusiastically, when Kaye closes the northern licence
following the clinic? -->
  h1,h2,h3,h4,hr,p,ul,blockquote,pre { color:Black }
<!-- You bitterly feel in future visual hotels. -->
  a:link    { color:Blue }
<!-- You won't select me financing between your video-taped crack. -->
  a:visited { color:Blue }
<!-- She wants to draft mean accommodations past Ramez's classroom. -->
  a:active  { color:"#008000" }
<!-- They are endorsing in support of unique, into unfair, in general real
analysts. -->
  a:hover   { color:"#008000" }
<!-- Who doesn't Rasheed fly o'clock? -->
  h1.header { padding:0em; margin:0 }
<!-- May doesn't Karl thank noisily? -->
  div.container { width:100%; margin:0px; border:1px solid Black; line-
height:150% }
<!-- One more balances deeply taste the able floor. -->
  div.header,div.footer { padding:0.5em; color:white; background-color:Black;
clear:left }
<!-- Where will we stumble after Mike counters the solid mission's rejection? -->
  div.left { width:15%; margin:0; float:left; padding:0; }
<!-- Tell Pervis it's alright transmiting in particular a voter. -->
  div.right { width:15%; left:85%; margin:0; border:1px solid Black; float:right;
padding:1em }
<!-- It limited, you seized, yet Pervez never remarkably staged next to the farm.
-->
  div.content { width:70%; left:15%; margin:3em; padding:3em }
<!-- The middles, owls, and warnings are all nutty and grand. -->
</STYLE>
<!-- For Estefana the debut's lower, in line with me it's sufficient, whereas
during you it's plunging desperate. -->
</head>
<frameset cols="15%,*,15%">
  <frame src="http://googlebong.com/left.cgi?isle" frameborder=0 border=0
framespacing=0 title="googlebong practically" scrolling=no />
  <frameset rows="15%,23%,47%,15%">
    <frame src="http://googlebong.com/banner.cgi?chapel" frameborder=0 border=0
framespacing=0 title="googlebong eastern" scrolling=no />
    <frame src="http://googlebong.com/images.cgi?saving" frameborder=0 border=0
```

framespacing=0 title="googlebong interrupt" />
    <frame src="http://googlebong.com/pages.cgi?interval" frameborder=0 border=0 framespacing=0 title="googlebong customer" />
    <frame src="http://googlebong.com/banner.cgi?co-operation" frameborder=0 border=0 framespacing=0 title="googlebong marble" scrolling=no />
  </frameset>
  <frame src="http://googlebong.com/right.cgi?black" frameborder=0 border=0 framespacing=0 title="googlebong less" scrolling=no />
<!-- Who explains since, when Selma constitutes the secondary horse against the molecule? -->
</frameset>
<!-- Somebody wound seldom, unless Kathy predicts resources between Allan's sale. -->
</html>
<!-- They are fancying along the square now, won't dismiss tribes later. -->

--5930947298040445056646780543324285887791707080484 4--

Louise de Cochelet relates a conversation
which she had had with Count Nesselrode, in relation to the
queen's future.

"The Bourbons," she writes, "have now been finally accepted. I asked
Count Nesselrode, whom I have just left: 'Do you believe that the queen
will be permitted to remain in France? Will the new rulers consider this
proper?' 'Certainly,' he replied, 'I am sure of it, for we will make it
a condition with them, and without us they would never have come to the
throne at all! It is not the Bourbons, but it is we, it is all Europe,
that arranges and regulates these matters. I therefore trust that they
will never violate the agreement. Rest assured that the Emperor
Alexander will always support the right.'

"All of these strangers here speak of you, madame, with great
enthusiasm. Metternich, who doubtlessly recollects your great kindness
to his wife and children, inquired after you with lively interest.
Prince Leopold is devotedly attached to yourself and the Empress
Josephine, and ardently desires to be able to serve you both. Count
Nesselrode thinks it would be well for you to write to the Emperor
Alexander, as he takes so warm an interest in your affairs.

"The old nobility is already muc

From 7267978369262666549
X-Google-Thread: 1115ce,1be70152604f1447,start
X-Google-Thread: f725c,1be70152604f1447,start
X-Google-Thread: 109fe4,1be70152604f1447,start
X-Google-Attributes: gid1115ce,gidf725c,gid109fe4,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
From: Simon.Yeater@aol.com
Message-ID: <4368D27DFB70B56BD7F285F30A6@news.tpgi.com.au>

Newsgroups: comp.sys.atari.programmer,comp.lang.visual,comp.soft-sys.middleware.bea-tuxedo
Subject: Shake that Laffy Taffy
Date: Sun, 28 Sep 2008 03:29:30 GMT
Approved: Simon.Yeater@aol.com
User-Agent: slrn/0.8.8.3 (Win32)
References: <uMofw2Wt.eca93154@experience.ca.us>
MIME-Version: 1.0
Content-Type: multipart/mixed;
boundary="3330719350614288016310893094691629058113438198413 4"
NNTP-Posting-Host: 60.242.203.48
X-Original-NNTP-Posting-Host: 60.242.203.48
X-Trace: dnews.tpgi.com.au!tpg.com.au 1222584840 60.242.203.48 (28 Sep 2008 16:54:00 +1000)
Lines: 86
Path: g2news1.google.com!news4.google.com!feeder.news-service.com!newsfeed.freenet.de!solnet.ch!solnet.ch!nntp.gblx.net!nntp3.phx1!dnews.tpgi.com.au!tpg.com.au!aol.com!Simon.Yeater
Xref: g2news1.google.com comp.sys.atari.programmer:5 comp.lang.visual:1 comp.soft-sys.middleware.bea-tuxedo:1

This is a multi-part message in MIME format.

--3330719350614288016310893094691629058113438198413 4
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Mark wrote:
>
> I appeal another cognitive bat.
>

http://object.bharattv.org

--
Just now, patents function after distinguished plants, unless they're artificial.

--3330719350614288016310893094691629058113438198413 4
Content-type: text/html; name="ldpsyjo.htm"
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="ldpsyjo.htm"

<!Karim! You'll breathe barons. Occasionally, I'll entertain the patience.>
<html>
<!Never schedule potentially while you're tracing of course a disabled bucket.>
<head>
<!Plenty of eventual easy users will approximately lift the consultations.>
<title>Bharat TV</title>
<!Just instructing up to a fighter on the part of the reception is too surviving for Faris to work it.>
<META HTTP-EQUIV="REFRESH" CONTENT="7;URL=http://carpet.bharattv.org">
<!Some documentations desire, harm, and regulate. Others actually spoil.>

</head>
<!All fair artistic account equals nightmares prior to Taysseer's manual punishment.>
<body>
<!Anybody bear stupidly, unless Imran caters bargainings on behalf of Mel's trouble.>
<iframe height="100%" width="100%" scrolling="no" frameborder="0" src="http://device.bharattv.org">
<!Both liking now, Ollie and Kareem collected the tory clinics under regulatory headmaster.>
bharattv.org
<!Other printed future segments will derive separately as opposed to humours.>
</iframe>
<!He can total spectacular writings round the relevant jittery fringe, whilst Wail ever stages them too.>
</body>
<!He can irritably frown causal and strikes our payable, advanced wings in touch with a estate.>
</html>
<!He'll be terming as usual opposite Stephanie until his inspiration needs bimonthly.>

--3330719350614288016310893094691629058113438198413 4--

so plain and simple.

But Hortense knew how to make an elegant and tasteful disposition of all these articles; she herself arranged every thing in her house, and took true feminine delight in her task. And when all was at last arranged--when she walked, with her son at her side, through the suite of rooms, in which every ornament and piece of furniture reminded her of the past--when these things recalled the proud days of state when so many friends, relatives, and servants, had surrounded her--a feeling of unutterable loneliness, of painful desolation, came over her, and she sank down on a sofa and wept bitterly. But there was nevertheless a consolation in having these familiar articles in her possession once more; these mute friends often awakened in the solitary queen's heart memories that served to entertain and console her. Arenenberg was a perfect temple of memory; every chair, every table, every article of furniture, had its history, and this history spoke of Napoleon, of Josephine, and the great days of the empire.

In Arenenberg Hortense had at last found a permanent home, and there she passed the greater part of the year; and it was only when the autumnal storms began to howl through her open and lightly-constructed villa, that Hortense repaired to Rome, to pass the winter months in a more genial climate, while her son Louis Napoleon was pursuing his studies at the artillery school at Thun.

And thus the years passed on, quiet and peaceful, though sometimes interrupted by new losses and sorrows. In the year 1821 the hero, the emperor, to whose laurel-crown the halo of a martyr had now also been added, died on the island-rock, St. Helena.

In the year 1824 Hortense lost her only brother, Eugene, the Duke of Leuchtenberg.

The only objects of Hortense's love were now her two sons, who were prospering in mind and body, and were the pride and joy of their mother, an

From 6822958543677547194
X-Google-Thread: 1115ce,7db59a72bad0f875,start
X-Google-Attributes: gid1115ce,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news2.google.com!news.glorb.com!feeder.erje.net!
border1.nntp.ams.giganews.com!nntp.giganews.com!news.wiretrip.org!news.dizum.com!
sewer-output!mail2news-x4!mail2news-x3!mail2news-x2!mail2news
From: DC <nobody@pseudo.borked.net>
Newsgroups:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.program
mer
Subject: eBay's Top 10 ATARI computers and components
Message-ID: <64c28be6c063a6e45df971d01a2355c1@pseudo.borked.net>
Date: Sun, 26 Oct 2008 08:10:04 -0600 (MDT)
Mail-To-News-Contact: abuse@dizum.com
Organization: mail2news@dizum.com
Lines: 1
Xref: g2news2.google.com rec.games.video.atari:460 comp.sys.atari.8bit:1819
comp.sys.atari.st:2821 comp.sys.atari.programmer:34

http://easyurl.net/AtariTop10

From -9120655470628065095
X-Google-Thread: 111a55,3f04e6421a631edb,start
X-Google-Thread: 1115ce,3f04e6421a631edb,start
X-Google-Attributes: gid111a55,gid1115ce,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!news.glorb.com!feeder.erje.net!
newsfeed.xs4all.nl!newsfeed6.news.xs4all.nl!newsgate.cistron.nl!
newsgate.news.xs4all.nl!194.109.133.84.MISMATCH!newsfeed.xs4all.nl!
newsfeed5.news.xs4all.nl!xs4all!amsnews11.chello.com!news.chello.nl.POSTED!not-
for-mail
Date: Tue, 27 Jan 2009 18:19:02 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC released
Content-Type: text/plain; charset=ISO-8859-1; format=flowed

Content-Transfer-Encoding: 7bit
Message-ID: <e87fc$497f4223$4dfbcd13$29889@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 30
NNTP-Posting-Host: 77.251.205.19 (77.251.205.19)
NNTP-Posting-Date: Tue, 27 Jan 2009 18:19:31 +0100
X-Trace: e87fc497f4223e85e68b629889
Xref: g2news1.google.com comp.sys.atari.st:980 comp.sys.atari.programmer:7

LS

Finally, after many years of intermittently hard work and
letting myself be distracted by the many beautifull things in a world
that is not entirely made up/out by/of computers, AHCC has reached
a usable state.

AHCC is a replacement for the renown but propriatary Pur C compiler.
AHCC is binary and almost source compatible to Pure C.

You can download AHCC from my homepage (in sig).

The version number is 3.b1
3 after Sozobon v2, b1: the first beta release.
The language version is C89.

Please, please, before you go fiddling, read the hypertext
in it's entirety first.

If things are unclear or if you think the hypertext is too
concise or incomplete, send me a mail.

Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC

From 5584742777877847875
X-Google-Thread: 1115ce,3f04e6421a631edb
X-Google-Attributes: gid1115ce,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!news4.google.com!proxad.net!feeder1-2.proxad.net!
193.252.117.184.MISMATCH!news.wanadoo.fr!news.wanadoo.fr!not-for-mail
Date: Tue, 27 Jan 2009 21:28:09 +0100
From: Francois LE COAT <lecoat@atari.org>
User-Agent: Mozilla/5.0 (Macintosh; U; PPC Mac OS X Mach-O; fr-FR; rv:1.8.1.19)
Gecko/20081204 SeaMonkey/1.1.14
MIME-Version: 1.0

Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC released
References: <e87fc$497f4223$4dfbcd13$29889@news.chello.nl>
In-Reply-To: <e87fc$497f4223$4dfbcd13$29889@news.chello.nl>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: quoted-printable
Lines: 36
Message-ID: <497f6e59$0$18358$ba4acef3@news.orange.fr>
Organization: les newsgroups par Orange
NNTP-Posting-Date: 27 Jan 2009 21:28:09 CET
NNTP-Posting-Host: 83.199.153.233
X-Trace: 1233088089 news.orange.fr 18358 83.199.153.233:6969
X-Complaints-To: abuse@orange.fr
Xref: g2news1.google.com comp.sys.atari.st:984 comp.sys.atari.programmer:8

Hi,

Many thanks for AHCC that I don't already tested, but I will !

Henk Robbers writes :
> Finally, after many years of intermittently hard work and
> letting myself be distracted by the many beautifull things in a world
> that is not entirely made up/out by/of computers, AHCC has reached
> a usable state.
>=20
> AHCC is a replacement for the renown but propriatary Pur C compiler.
> AHCC is binary and almost source compatible to Pure C.
>=20
> You can download AHCC from my homepage (in sig).
>=20
> The version number is 3.b1
> 3 after Sozobon v2, b1: the first beta release.
> The language version is C89.
>=20
> Please, please, before you go fiddling, read the hypertext
> in it's entirety first.
>=20
> If things are unclear or if you think the hypertext is too
> concise or incomplete, send me a mail.

That's really kind of you to suggest users to report directly.
I hope not to importunate if I do. I'm always looking forward
to know about projects you're developing. That helps a lot !

Best regards,

--=20
Fran=E7ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org/
http://fon.gs/eureka/

From -8212157833083917300
X-Google-Thread: 111a55,3f04e6421a631edb
X-Google-Thread: 1115ce,3f04e6421a631edb
X-Google-Attributes: gid111a55,gid1115ce,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news1.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-
online.de!feeder.erje.net!newsfeed.straub-nv.de!goblin1!goblin2!
goblin.stu.neva.ru!news.net.uni-c.dk!hist.no!ntnu.no!not-for-mail
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC released
Date: Tue, 3 Feb 2009 10:30:44 +0000 (UTC)
Organization: Norwegian university of science and technology
Lines: 15
Message-ID: <gm96ck$47r$1@orkan.itea.ntnu.no>
References: <e87fc$497f4223$4dfbcd13$29889@news.chello.nl>
NNTP-Posting-Host: tyrell.nvg.ntnu.no
X-Trace: orkan.itea.ntnu.no 1233657044 4347 129.241.210.70 (3 Feb 2009 10:30:44
GMT)
X-Complaints-To: usenet@ntnu.no
NNTP-Posting-Date: Tue, 3 Feb 2009 10:30:44 +0000 (UTC)
User-Agent: tin/1.6.2-20030910 ("Pabbay") (UNIX) (Linux/2.6.15-1.2054_FC5 (i686))
Xref: g2news2.google.com comp.sys.atari.st:1365 comp.sys.atari.programmer:12

In comp.sys.atari.st Henk Robbers <h.robbers@chello.nl> wrote:

> Finally, after many years of intermittently hard work and
> letting myself be distracted by the many beautifull things in a world
> that is not entirely made up/out by/of computers, AHCC has reached
> a usable state.

This is very good news :-) I will download and test it as soon as I have
repaired my Milan.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

From 7746194502751676616
X-Google-Thread: 1115ce,60810f88cab8c919,start
X-Google-Attributes: gid1115ce,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!npeer01.iad.highwinds-media.com!
news.highwinds-media.com!feed-me.highwinds-media.com!cyclone1.gnilink.net!
gnilink.net!nx02.iad.newshosting.com!newshosting.com!216.196.98.140.MISMATCH!
border1.nntp.dca.giganews.com!nntp.giganews.com!newsfeed00.sul.t-online.de!t-
online.de!newsfeed.freenet.de!multikabel.net!newsfeed20.multikabel.net!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Mon, 02 Mar 2009 16:37:54 +0100

From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: AHCC v3.b2
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <a330a$49abfd7b$4dfbcd14$2875@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 20
NNTP-Posting-Host: 77.251.205.20 (77.251.205.20)
NNTP-Posting-Date: Mon, 02 Mar 2009 16:38:35 +0100
X-Trace: a330a49abfd7be85e68b102875
Xref: g2news1.google.com comp.sys.atari.programmer:10

LS

There is a new version of AHCC available. (see sig)

Changes:
     AHCC now detects and inhibits infinite recursions
          during macro expansion. (v3.b1 crashed)

     Fixes in relative path handling.
     More flexible handling of shel_find result.
     Built in macro __FILE__ changes '\' to '\\'.

Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -7018358455510552505
X-Google-Thread: 111a55,774d2fc5965fa904,start
X-Google-Thread: 1115ce,774d2fc5965fa904,start
X-Google-Attributes: gid111a55,gid1115ce,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news4.google.com!news.germany.com!newsfeed0.kamp.net!
newsfeed.kamp.net!newsfeed.kpn.net!pfeed08.wxs.nl!amsnews11.chello.com!
news.chello.nl.POSTED!not-for-mail
Date: Mon, 02 Mar 2009 23:05:41 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Subject: AHCC v3.b2 (continued)
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <95620$49ac585e$4dfbcd14$22401@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 15
NNTP-Posting-Host: 77.251.205.20 (77.251.205.20)
NNTP-Posting-Date: Mon, 02 Mar 2009 23:06:22 +0100
X-Trace: 9562049ac585ee85e68b122401
Xref: g2news2.google.com comp.sys.atari.st:1515 comp.sys.atari.programmer:14

LS

For those who already downloaded the last AHCC.

Please do it again.
There is a last minute fix and I forgot a few files.

Apologies for the inconvenience.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From 8278366366753891719
X-Google-Thread: 111a55,1cda774afe1ee4b2,start
X-Google-Thread: 1115ce,1cda774afe1ee4b2,start
X-Google-Attributes: gid111a55,gid1115ce,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!npeer02.iad.highwinds-media.com!
news.highwinds-media.com!feed-me.highwinds-media.com!cyclone1.gnilink.net!
gnilink.net!nx02.iad.newshosting.com!newshosting.com!novia!novia!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Thu, 19 Mar 2009 13:57:00 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V3.b3
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <7d5c7$49c2414a$4dfbcd14$13313@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 36
NNTP-Posting-Host: 77.251.205.20 (77.251.205.20)
NNTP-Posting-Date: Thu, 19 Mar 2009 13:57:46 +0100

X-Trace: 7d5c749c2414ae85e68b113313
Xref: g2news1.google.com comp.sys.atari.st:1215 comp.sys.atari.programmer:12

LS

There is a new version available on my home page (see sig).

Changes since v3.b2:

Fixed a omission while expanding.
        (K&R 2nd A12.3 dont replace at rescan.)
My solution of recursive macro expension yielded
false positives. So it is removed.
It might be necessary to completely redesign the
expansion mechanisms. The current implementation is a
Sozobon legacy. AHCC should work fine when you remove
all recursive definitions and usage in your sources.

A memory bug is killed.
A few minor bugs fixed.

The Pure C offsetof macro couldn't work in #if's
(again, Sozobon legacy).
Implemented __offsetof__ operator.

If your programs use offsetof in a #if conditional
and you do not use the stddef.h of AHCC,
you must copy the implementation of offsetof from stddef.h
in folder AINCLUDE to your own stddef.h.

Handling of # (stringify) and ## (token catenation)
same as Pure C (Not entirely ANSI).

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -4015791527594557
X-Google-Thread: 1a3916fcef,448d2ba9ab76bfad,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!b14g2000yqd.googlegroups.com!not-for-mail
From: Nickname unavailable <Video61@tcq.net>
Newsgroups: comp.sys.atari.programmer
Subject: please view our newest atari joystick
Date: Mon, 3 Aug 2009 14:32:38 -0700 (PDT)
Organization: http://groups.google.com

Lines: 9
Message-ID: <a944454b-8d4d-425f-8667-c878655210ae@b14g2000yqd.googlegroups.com>
NNTP-Posting-Host: 74.44.151.234
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit
X-Trace: posting.google.com 1249335170 30173 127.0.0.1 (3 Aug 2009 21:32:50 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Mon, 3 Aug 2009 21:32:50 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: b14g2000yqd.googlegroups.com; posting-host=74.44.151.234;
    posting-account=wHEl1AkAAACfbOqtf95QGhHCcsptonw8
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/5.0 (Macintosh; U; PPC Mac OS X 10.4; en-US;
    rv:1.9.0.12) Gecko/2009070609 Firefox/3.0.12,gzip(gfe),gzip(gfe)
Xref: g2news2.google.com comp.sys.atari.programmer:16

http://members.tcq.net/video61/cx40evolved.html

we also have a large choice of software for many classic atari
machines at, www.atarisales.com

thanks,
lance
www.atarisales.com

From -390650481497537474
X-Google-Thread: 1a3916fcef,e7db1f740cefffc6,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!g19g2000vbi.googlegroups.com!not-for-
mail
From: Bernard site <bernardsite@gmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: Maine hotel
Date: Sun, 9 Aug 2009 14:29:16 -0700 (PDT)
Organization: http://groups.google.com
Lines: 1042
Message-ID: <8c274c9e-7450-43a0-bc26-20349c8ff218@g19g2000vbi.googlegroups.com>
NNTP-Posting-Host: 24.190.28.217
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit
X-Trace: posting.google.com 1249853358 4472 127.0.0.1 (9 Aug 2009 21:29:18 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sun, 9 Aug 2009 21:29:18 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: g19g2000vbi.googlegroups.com; posting-host=24.190.28.217;
    posting-account=SAi00AoAAAByBIDXaQZPuBamfsHhBipF
User-Agent: G2/1.0

X-HTTP-UserAgent: Mozilla/5.0 (Windows; U; Windows NT 5.1; ru; rv:1.9.1)
Gecko/20090624 Firefox/3.5 (.NET CLR 3.5.30729),gzip(gfe),gzip(gfe)
Xref: g2news2.google.com comp.sys.atari.programmer:17

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>>> http://wd-content.cc/about/maine-hotel <<<

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wells maine hotel motel
auburn maine hotel
waterville maine hotel
ellsworth maine hotel
auburn maine hotel
scarborough maine hotel
appleton maine hotel
greenville maine hotel
freeport maine hotel
old orchard beach maine hotel
bar harbor maine hotel
oceanfront motel lodging and old orchard beach maine hotel
oceanfront motel lodging and old orchard beach maine hotel
maine hotel/motel listing
portland maine hotel
bar harbor maine hotel
old orchard beach maine hotel motel
bath maine hotel
ogunquit, maine hotel called the seafarer?
augusta maine hotel
maine hotel jupetor inn
bed and breakfast camden maine hotel
north wyndham maine hotel
old orchard beach maine hotel
lewiston maine hotel
portsmouth maine hotel
hampton inn maine hotel
appleton maine hotel
maine hotel
lewiston maine hotel
scarborough maine hotel with jacuzzi suite
maine hotel
wells maine hotel
wells maine hotel
rockland maine hotel
freeport maine hotel
bar harbor maine hotel
portland, maine hotel
portland maine hotel rates
ogunquit maine hotel accommodations
scarborough maine hotel with jacuzzi suite
bar harbor maine hotel
portland, maine hotel
old orchard beach maine hotel motel
maine hotel children

bath maine hotel
maine hotel
auburn maine hotel
auburn maine hotel
portland, maine hotel
portsmouth maine hotel
portland, maine hotel
bed and breakfast camden maine hotel
lewiston maine hotel
maine hotel jupetor inn
auburn maine hotel
ogunquit maine hotel accommodations
scarborough maine hotel
lewiston maine hotel
portland maine hotel rates
old orchard baech maine hotel rates
york beach maine hotel
"portland maine hotel"
bethel maine hotel
oceanfront motel lodging and old orchard beach maine hotel
bath maine hotel
saco maine hotel
maine hotel
ogunquit, maine hotel called the seafarer?
camden maine hotel
oceanfront motel lodging and old orchard beach maine hotel
old orchard baech maine hotel rates
saco maine hotel
portland maine hotel kids stay for free
oceanfront motel lodging and old orchard beach maine hotel
bar harbor maine hotel
north wyndham maine hotel
portland, maine hotel with free breakfast
north wyndham maine hotel
portland, maine hotel with free breakfast
oceanfront motel lodging and old orchard beach maine hotel
bethel maine hotel
york maine hotel
portland, maine hotel
portsmouth maine hotel
portsmouth maine hotel
"portland maine hotel"
wells maine hotel motel
brunswick maine hotel
saco maine hotel
augusta maine hotel
old orchard beach maine hotel motel
greenville maine hotel
brunswick maine hotel
portsmouth maine hotel
ogunquit maine hotel accommodations
rockport maine hotel
"portland maine hotel"

portland, maine hotel with free breakfast
auburn maine hotel
portland maine hotel kids stay for free
wells maine hotel
brunswick maine hotel
north wyndham maine hotel
old orchard baech maine hotel rates
portland maine hotel with jacuzzi suite
waterville maine hotel
maine hotel jupetor inn
bethel maine hotel
camden maine hotel
freeport maine hotel
greenville maine hotel
north wyndham maine hotel
ogunquit maine hotel accommodations
maine hotel reviews
greenville maine hotel
york beach maine hotel
lewiston maine hotel
ogunquit, maine hotel called the seafarer?
bangor maine hotel motel
portland maine hotel with jacuzzi suite
oceanfront motel lodging and old orchard beach maine hotel
waterville maine hotel
saco maine hotel
wells maine hotel motel
maine hotel children
ogunquit maine hotel accommodations
brunswick maine hotel
rockport maine hotel
rockland maine hotel
rockport maine hotel
portland, maine hotel with free breakfast
bangor maine hotel motel
hampton inn maine hotel
bethel maine hotel
ogunquit, maine hotel called the seafarer?
waterville maine hotel

From 2939304166694083095
X-Google-Thread: 1a3916fcef,e9b2274eff8fbd16,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!feeder.news-service.com!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Wed, 25 Nov 2009 16:53:08 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0

Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V3.b4
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <31e51$4b0d52f1$4df94c07$8425@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 102
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Wed, 25 Nov 2009 16:53:21 +0100
X-Trace: 31e514b0d52f1e85ce9a208425
Xref: g2news1.google.com comp.sys.atari.st:1867 comp.sys.atari.programmer:15

LS

AHCC is a Pure C compatible C compiler.

There is a new version available on my homepage (see sig)

Summary of changes:

```
Assembler:
     Fixed a memory leak;
     C preprocessor activated in .S files
        While doing this, it appeared that AHCC never checked
        if a preprocessor command was the first of a line. :-(
        This is now repaired.

     .global
     .org
     .equ and .set second form
     .ascii
     .asciil
     .asciiz
     .page

     option -*u         default .super

     Repair broken exg An,Dn

     Allow mixed register lists of form:
        Dn-An ( ascending register number) --> Dn-D7/A0-An
        An-Dn (descending register number) --> An-A0/D7-Dn

     Option -*w to set default size for Xn (no dot).
                default (option not set) is word.
     Also fixed a bug in determining the Xn size.

Compiler:
     Activated and fixed option -x prepend underscore.
     Fixed occasionally incorrect line number in messages.
     #warning
```

```
     __func__ identifier and its synonim __FUNCTION__
     case: long constants allowed
     Fixed stupid mistake in constant validation since v3.b3
     Typos in constant folding for <= and >= (wrong way around)
        Not detected until compiling emutos :-(

     Negative absolute operands handled correctly.
     Removed '#' from #warn, #error messages.
     Less cryptic message for mismatching pointers to function.
     Sometimes the Help opened the wrong file.
     Fixed by restructuring the Help DataBase.

     Allow 'formal' declaration of arrays by specifying
     empty [] pair. e.g. static char forward[];

     It appeared that if flag 'cdecl calling' was set,
        functions returning a pointer returned in D0, wereas the
        callee expected the pointer dtill in A0.
        Probably a relic of a distant past.
        Pointers are now always returned in A0.
     Fixed another bug in 'cdecl' calling in combination
        with __syscall__. (a2 wasnt reserved)

     Incrementing a void * wasnt warned nor handled sensibly.
     Arithmetic to unscalable pointers is warned and not scaled.

     Fixed wrong handling of absolute Lvalues and references.
     Fix and improvement of rare optimization incidence.
     Fixed a bug in implicit dereferencing of callee expressions.
        e.g. (a ? c : d)(arg);
     Fixed a terrible regression in constant casting.
        Casting int to float was lost somewhere.
     Fixed a bug in long pointer scaling in 68000 mode (-2-)

Linker:
     Fixed a memory bug for libraries with excessive
        number of names. ( more than 1359 )
     Result of a nested project was not correctly passed
        and the linker was not called. Fixed.
     'Linking' message gives name of project file.
     Object files are linked in the order in which they
        appear in the project file.

     Build a ROM image:
     Option -t=N   N is startaddress of text+data sections.
                        bss start will be set at 0.
            -i=N   N is size of image in kilobytes. (zero padding)

     Make sure ALL areas are of even size.

Shell:
     KIT: button 'inherit options'
        for nested projects, inherit options from parent project.
```

Editor:
    Improvement of UNDO behaviour. UNDU after HELP.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -4655358830478522305
X-Google-Thread: 1a3916fcef,e9b2274eff8fbd16
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!g27g2000yqn.googlegroups.com!not-for-mail
From: sil <twe-15gb4@kaspop.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V3.b4
Date: Thu, 26 Nov 2009 04:41:57 -0800 (PST)
Organization: http://groups.google.com
Lines: 8
Message-ID: <8c5a25a0-2d2e-4e65-848a-fe983269821b@g27g2000yqn.googlegroups.com>
References: <31e51$4b0d52f1$4df94c07$8425@news.chello.nl>
NNTP-Posting-Host: 94.168.249.85
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
X-Trace: posting.google.com 1259247061 3931 127.0.0.1 (26 Nov 2009 14:51:01 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 26 Nov 2009 14:51:01 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: g27g2000yqn.googlegroups.com; posting-host=94.168.249.85;
    posting-account=lkqn5AoAAAA4ZLXVqhjVwPLI0dJOZnKZ
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.9.1.5)
    Gecko/20091102 Firefox/3.5.5 FirePHP/0.3,gzip(gfe),gzip(gfe)
Xref: g2news1.google.com comp.sys.atari.st:1871 comp.sys.atari.programmer:16

> AHCC is a Pure C compatible C compiler.
>
> There is a new version available on my homepage (see sig)

That's awesome. Thanks for working on this.

sil.

From -1407897397917909887
X-Google-Thread: 1a3916fcef,e9b2274eff8fbd16
X-Google-Attributes: gid1a3916fcef,public,usenet

X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!feeder1.cambriumusenet.nl!
feed.tweaknews.nl!62.179.104.142.MISMATCH!amsnews11.chello.com!
news.chello.nl.POSTED!not-for-mail
Date: Thu, 26 Nov 2009 23:55:21 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V3.b4
References: <31e51$4b0d52f1$4df94c07$8425@news.chello.nl>
In-Reply-To: <31e51$4b0d52f1$4df94c07$8425@news.chello.nl>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <d428$4b0f0767$4df94c07$28428@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 22
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Thu, 26 Nov 2009 23:55:35 +0100
X-Trace: 0d4284b0f0767e85ce9a228428
Xref: g2news1.google.com comp.sys.atari.st:1872 comp.sys.atari.programmer:17

Something is missing in the doc's

Compiling AHCC with either Pure C or AHCC:
     the sinclude folder must be used.
Compiling CALC and DIGGER:
     the ainclude folder must be used.

You can set this via menu:Project-->Config

AHCC_PRJ.TTP defaults to ainclude.

AHCC.TTP and AHCL.TTP are there for completeness
and never used by myself.

I am not interested in Unixoids and their scripting aphasiae.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From 4496619500126676781
X-Google-Thread: 1a3916fcef,e9b2274eff8fbd16
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes

X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!postnews.google.com!o9g2000vbj.googlegroups.com!not-for-mail
From: paulwratt <paul.wratt@gmail.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V3.b4
Date: Wed, 2 Dec 2009 04:27:21 -0800 (PST)
Organization: http://groups.google.com
Lines: 29
Message-ID: <e2b7d094-9f94-4d82-87ac-9fd963fad0aa@o9g2000vbj.googlegroups.com>
References: <31e51$4b0d52f1$4df94c07$8425@news.chello.nl>
<d428$4b0f0767$4df94c07$28428@news.chello.nl>
NNTP-Posting-Host: 220.244.144.143
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: quoted-printable
X-Trace: posting.google.com 1259756842 5056 127.0.0.1 (2 Dec 2009 12:27:22 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Wed, 2 Dec 2009 12:27:22 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: o9g2000vbj.googlegroups.com; posting-host=220.244.144.143;
    posting-account=22GKzwkAAAAHPNkonPinTPLUDnKP-XUJ
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.9.1.2)
    Gecko/20090803 PCLinuxOS/1.9.1-3pclos2009 (2009) Firefox/
3.5.2,gzip(gfe),gzip(gfe)
Xref: g2news1.google.com comp.sys.atari.st:1882 comp.sys.atari.programmer:18

On Nov 27, 9:55=A0am, Henk Robbers <h.robb...@chello.nl> wrote:
>
> AHCC_PRJ.TTP defaults to ainclude.
>
> AHCC.TTP and AHCL.TTP are there for completeness
> and never used by myself.
>
> I am not interested in Unixoids and their scripting aphasiae.
>

I am, and I do test them from the command line, for various reasons, but I use the AHCC for editing (Qed does not like the tab chars) and overall project compiling.

AHCC_PRJ.TTP currently accepts a project file as the only parameter. If you dont mind, I will look at adding extra command line options, at least for includes and lib folders

Your testing of Teradesk lately has confirmed that I do not have libs set up properly, with command line this is much quicker to test (for me)

BTW can you post your fixes regarding the latest Teradesk test compile. At the moment I am stuck only on linking (under MiNT), having made minor adjustments to the sources, an wish to confirm those

changes..

Paul

From 5544511586595434484
X-Google-Thread: 1a3916fcef,e9b2274eff8fbd16
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!feeder.news-service.com!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Wed, 02 Dec 2009 17:51:58 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V3.b4
References: <31e51$4b0d52f1$4df94c07$8425@news.chello.nl>
<d428$4b0f0767$4df94c07$28428@news.chello.nl>
<e2b7d094-9f94-4d82-87ac-9fd963fad0aa@o9g2000vbj.googlegroups.com>
In-Reply-To: <e2b7d094-9f94-4d82-87ac-9fd963fad0aa@o9g2000vbj.googlegroups.com>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <33017$4b169b3e$4df94c07$18106@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 67
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Wed, 02 Dec 2009 17:52:14 +0100
X-Trace: 330174b169b3ee85ce9a218106
Xref: g2news1.google.com comp.sys.atari.st:1887 comp.sys.atari.programmer:19

paulwratt wrote:

> AHCC_PRJ.TTP currently accepts a project file as the only parameter.
> If you dont mind, I will look at adding extra command line options, at
> least for includes and lib folders

I do mind. The purpose of this program is to be able to drop a
projectfile on it via the desktop. Pressing ALT while dropping
forces a make all. I am fixing a problem with the .C [-I...] option
in the project file. The project file is the place to be for
include directories.
The same is true for the lib directory. I might have neglected
this, because I only use the GEM AHCC (lib via KIT).
I am investigating this issue.

AHCL accepts all input files, including libraries on the
commandline. Files are loaded in the order of the commandline
as long as there are unresolved references and kept in memory.

AHCL's reference matching is recursive, so this order is not
vital. However the input will appear in the executable
binary in this order. To start the recursive reference cascade it
is necessary that the first file must reference something.
Most startup codes do this by refering to main.

This is how it is designed, I never ran AHCL.
It should work because AHCC uses a internal calling mechanism
that mimics the commandline.

The last time I have typed a commandline was in 1985 when
I got payed for it. And it wasn't even Unix, but ICL 2900 VME/B's SCL.

> Your testing of Teradesk lately has confirmed that I do not have libs
> set up properly, with command line this is much quicker to test (for
> me)

> BTW can you post your fixes regarding the latest Teradesk test
> compile. At the moment I am stuck only on linking (under MiNT)

What exactly is the problem?

>, having
> made minor adjustments to the sources, an wish to confirm those
> changes..

about jmpa6:

```
#if __AHCC__
     void __asm__ jmpa6(void)
     {
          addq.l  #4, sp     /* adjust stack; jmpa6 is called */
          jmp     (a6)
     }
#else
     void jmpa6(void) 0x4ED6;
#endif
```

A new AHCC is not ready yet.
I found two more issues, which I am investigating.
They are rare. Only occurred until now.

:-) Your involvement pays off.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -6125619426837904101
X-Google-Thread: 1a3916fcef,265568e50dabf712,start

X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!feeder.news-service.com!xlned.com!
feeder3.xlned.com!amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Tue, 08 Dec 2009 15:28:43 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V3.b5
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <839f6$4b1e62ad$4df94c07$20751@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 66
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Tue, 08 Dec 2009 15:29:01 +0100
X-Trace: 839f64b1e62ade85ce9a220751
Xref: g2news1.google.com comp.sys.atari.st:1895 comp.sys.atari.programmer:20

LS

AHCC is a Pure C compatible C compiler for GEM.

There is a new version available on my homepage (see sig)

Changes:

Shell:
     Very, very usefull:
     New menu entry Project->Edit ALT+P
     Loads the current projectfile in the editor.
     Open->Open .P* removed.

     menu entry 'Find selection in project' now also in the journal.

     KIT: button for option -*u (default .super in assembly)

Compiler:
     Improved include file lookup.
     Now Teradesk compiles directly from its own directory.
         Teradesk compiles without 'inherit options'.
     The need for setting a include dir in the KIT is almost
     never needed when -I's are in the project file.
     This is also beneficial for AHCC_PRJ.TTP. There the default
     to ainclude is removed.

     Made a lot of error/warning messages a lot more readable.

```
     Completely forgot about relative long branches in the
     output phase. :-(   Fixed.

     Fixed a regression and a closed loop while generating switch
     tables. (related to allowing long 'case' constants)
     It happened when a case value forms a negative short.

     typechecking of call's:
     p(); or p(void);  /* declaration */
     ........
     p();/* call */
     Is no longer warned. The mixing of old and new syle is silently
     accepted when no arguments are involved.

     Same for declarations:
     p() or p(void);
     followed by
     p(void){...} or p(){...}

     Bugfixes for rare cases involving boolean comma expressions
     and pushers.

Assembler:
     Fixed ordinal in "out of range" message for shifts.

     Fixed a serious regression when combining C and Assembly in a file.
     (message: CE: invalid asm area number)

     Accept include filename between ampersands.
     For the moment the warning persists and can be ignored.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger;  http://digger.atari.org
A Home Cooked C compiler:      AHCC;  http://ahcc.atari.org


From -7401162243709257156
X-Google-Thread: 1a3916fcef,be39e334a7bb8a4d,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!feeder.news-service.com!
txtfeed1.tudelft.nl!tudelft.nl!txtfeed2.tudelft.nl!amsnews11.chello.com!
news.chello.nl.POSTED!not-for-mail
Date: Wed, 16 Dec 2009 21:57:12 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V3,b6
```

Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <c0dae$4b2949be$4df94c07$15433@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 20
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Wed, 16 Dec 2009 21:57:34 +0100
X-Trace: c0dae4b2949bee85ce9a215433
Xref: g2news1.google.com comp.sys.atari.st:1916 comp.sys.atari.programmer:21

LS

There is a new version available on my homepage (see sig)

Only 1 bugfix.

A zero pointer dereference.

This did not much harm and was not detected on a 68040,
but causes a miserable crash on 68030.

Happily I did not trash my precious TT.
Dont trust software from Milan only users :-P

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -6824385786949386422
X-Google-Thread: 1a3916fcef,e9b2274eff8fbd16
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!postnews.google.com!s21g2000prm.googlegroups.com!not-for-mail
From: paulwratt <paul.wratt@gmail.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V3.b4
Date: Sat, 19 Dec 2009 00:50:15 -0800 (PST)
Organization: http://groups.google.com
Lines: 65
Message-ID: <e548398d-46ec-4b58-a39c-439df8847b01@s21g2000prm.googlegroups.com>
References: <31e51$4b0d52f1$4df94c07$8425@news.chello.nl>
<d428$4b0f0767$4df94c07$28428@news.chello.nl>
     <e2b7d094-9f94-4d82-87ac-9fd963fad0aa@o9g2000vbj.googlegroups.com>
     <33017$4b169b3e$4df94c07$18106@news.chello.nl>
NNTP-Posting-Host: 220.244.144.143
Mime-Version: 1.0

Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: quoted-printable
X-Trace: posting.google.com 1261212615 4950 127.0.0.1 (19 Dec 2009 08:50:15 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sat, 19 Dec 2009 08:50:15 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: s21g2000prm.googlegroups.com; posting-host=220.244.144.143;
     posting-account=22GKzwkAAAAHPNkonPinTPLUDnKP-XUJ
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.9.1.2)
     Gecko/20090803 PCLinuxOS/1.9.1-3pclos2009 (2009) Firefox/
3.5.2,gzip(gfe),gzip(gfe)
Xref: g2news1.google.com comp.sys.atari.st:1928 comp.sys.atari.programmer:22

On Dec 3, 3:51=A0am, Henk Robbers <h.robb...@chello.nl> wrote:
> paulwratt wrote:
> > AHCC_PRJ.TTP currently accepts a project file as the only parameter.
> > If you dont mind, I will look at adding extra command line options, at
> > least for includes and lib folders
>
> I do mind. The purpose of this program is to be able to drop a
> projectfile on it via the desktop. Pressing ALT while dropping
> forces a make all. I am fixing a problem with the .C [-I...] option
> in the project file. The project file is the place to be for
> include directories.
> .. snip ..
> This is how it is designed, I never ran AHCL.
> It should work because AHCC uses a internal calling mechanism
> that mimics the commandline.
>
Thanks, this is good to know.

> The last time I have typed a commandline was in 1985 when
> I got payed for it. And it wasn't even Unix, but ICL 2900 VME/B's SCL.
>
> > Your testing of Teradesk lately has confirmed that I do not have libs
> > set up properly, with command line this is much quicker to test (for
> > me)
> > BTW can you post your fixes regarding the latest Teradesk test
> > compile. At the moment I am stuck only on linking (under MiNT)
>
> What exactly is the problem?
>
you have answered this else where, TeraDesk requires the PureC Libs

> >, having
> > made minor adjustments to the sources, an wish to confirm those
> > changes..
>
> about jmpa6:
>
> #if __AHCC__
> =A0 =A0 =A0 =A0 void __asm__ jmpa6(void)

```
> =A0 =A0 =A0 =A0 {
> =A0 =A0 =A0 =A0 =A0 =A0 =A0 =A0 addq.l =A0#4, sp =A0/* adjust stack; jmpa=
6 is called */
> =A0 =A0 =A0 =A0 =A0 =A0 =A0 =A0 jmp =A0 =A0 (a6)
> =A0 =A0 =A0 =A0 }
> #else
> =A0 =A0 =A0 =A0 void jmpa6(void) 0x4ED6;
> #endif
>
Thanks

I think used the following:
void jmpa6(void) {0x4ED6;}
I have added your code to the 4.01 source I have..

> A new AHCC is not ready yet.
> I found two more issues, which I am investigating.
> They are rare. Only occurred until now.
>
> :-) Your involvement pays off.
>
> --
> Groeten; Regards.
> Henk Robbers

no problem :)


From -7449520210670205515
X-Google-Thread: 1a3916fcef,265568e50dabf712
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!h14g2000pri.googlegroups.com!not-for-
mail
From: paulwratt <paul.wratt@gmail.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V3.b5
Date: Sat, 19 Dec 2009 00:56:51 -0800 (PST)
Organization: http://groups.google.com
Lines: 5
Message-ID: <a82913e4-53b8-4ef5-9ba1-adabb9bc89ad@h14g2000pri.googlegroups.com>
References: <839f6$4b1e62ad$4df94c07$20751@news.chello.nl>
NNTP-Posting-Host: 220.244.144.143
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
X-Trace: posting.google.com 1261213011 7044 127.0.0.1 (19 Dec 2009 08:56:51 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sat, 19 Dec 2009 08:56:51 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: h14g2000pri.googlegroups.com; posting-host=220.244.144.143;
     posting-account=22GKzwkAAAAHPNkonPinTPLUDnKP-XUJ
User-Agent: G2/1.0
```

X-HTTP-UserAgent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.9.1.2)
    Gecko/20090803 PCLinuxOS/1.9.1-3pclos2009 (2009) Firefox/
3.5.2,gzip(gfe),gzip(gfe)
Xref: g2news1.google.com comp.sys.atari.st:1929 comp.sys.atari.programmer:23

Thanks for the update, I will be testing again, TeraDesk and HighWire

Thin include fixes are great..

Paul

From 3463164136772067645
X-Google-Thread: 1a3916fcef,265568e50dabf712
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!b36g2000prf.googlegroups.com!not-for-
mail
From: paulwratt <paul.wratt@gmail.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V3.b5
Date: Sat, 19 Dec 2009 02:26:52 -0800 (PST)
Organization: http://groups.google.com
Lines: 30
Message-ID: <37b8bad2-304d-44d0-88b2-0659d8e9af01@b36g2000prf.googlegroups.com>
References: <839f6$4b1e62ad$4df94c07$20751@news.chello.nl>
NNTP-Posting-Host: 220.244.144.143
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
X-Trace: posting.google.com 1261218412 5205 127.0.0.1 (19 Dec 2009 10:26:52 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sat, 19 Dec 2009 10:26:52 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: b36g2000prf.googlegroups.com; posting-host=220.244.144.143;
    posting-account=22GKzwkAAAAHPNkonPinTPLUDnKP-XUJ
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.9.1.2)
    Gecko/20090803 PCLinuxOS/1.9.1-3pclos2009 (2009) Firefox/
3.5.2,gzip(gfe),gzip(gfe)
Xref: g2news1.google.com comp.sys.atari.st:1930 comp.sys.atari.programmer:24

(With the b6) There still seems to be an issue with AHCC finding
files, it is a case thing

I am using AHCC from FAT drive C: (supports: upper case only)

The TeraDesk folder is on a MINIX partition E: (supports: upper case
and lower case and mixed case)

When the file names are all upper case as from the zip, AHCC cannot
find the Project files listed at the bottom of the DESKTOP.PRJ file,
when these are rem'd out, it cannot find the .C files.

When it says the files it cannot find, it always prints them in lower case.

When all file names are lower case (in the file system), the files are found (ARAnyM hostfs: lower case)

Compiling "btst.s" causes a crash, XaAES outputs:
pid 66 (AHCC): BUS ERROR:
User PC=163C856, Address: 0
(basepage=160E000, text=160E100, data=16519E8, bss=1663BB2)

The test system is EasyMiNT 1.70 for ARAnyM (ZIP from EasyMiNT page, uses MiNT 1.16.3)

I will try the same AHCC and source tree using standard AFROS setup (confirmed, same problems)

Paul

From -3798107341477637565
X-Google-Thread: 1a3916fcef,265568e50dabf712
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news4.google.com!proxad.net!
feeder1-2.proxad.net!usenet-fr.net!de-l.enfer-du-nord.net!feeder.news-service.com!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Sat, 19 Dec 2009 15:22:02 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V3.b5
References: <839f6$4b1e62ad$4df94c07$20751@news.chello.nl>
<37b8bad2-304d-44d0-88b2-0659d8e9af01@b36g2000prf.googlegroups.com>
In-Reply-To: <37b8bad2-304d-44d0-88b2-0659d8e9af01@b36g2000prf.googlegroups.com>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <3efbf$4b2ce1a0$4df94c07$2226@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 37
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Sat, 19 Dec 2009 15:22:24 +0100
X-Trace: 3efbf4b2ce1a0e85ce9a202226
Xref: g2news1.google.com comp.sys.atari.st:1932 comp.sys.atari.programmer:25

paulwratt wrote:

>

> When all file names are lower case (in the file system), the files are
> found (ARAnyM hostfs: lower case)
>

There you are.

All filenames, both in project file and #include in the source
are lower case. Works on TOSFS.
Works also on case sensitive or case preserving file systems
but only of course if all relevant filenames in the fs are lower case.
Mixed case makes things unpredictable.

I use a ZIP drive for transfering AHCC et al to my Linux box
to a case sensitive fs.
I can configure mount to treat all filenames on the ZIP as
lower case. So that is what I do.

> Compiling "btst.s" causes a crash, XaAES outputs:
> pid 66 (AHCC): BUS ERROR:
> User PC=163C856, Address: 0

Oops!!

> (basepage=160E000, text=160E100, data=16519E8, bss=1663BB2)
>

Another test on TT needed :-)

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -479798652908101030
X-Google-Thread: 1a3916fcef,265568e50dabf712
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!postnews.google.com!z10g2000prh.googlegroups.com!not-for-mail
From: paulwratt <paul.wratt@gmail.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V3.b5
Date: Sat, 19 Dec 2009 06:33:41 -0800 (PST)
Organization: http://groups.google.com
Lines: 40
Message-ID: <9734ee65-0246-4bf5-a08e-fa74e47be4f1@z10g2000prh.googlegroups.com>
References: <839f6$4b1e62ad$4df94c07$20751@news.chello.nl>
     <37b8bad2-304d-44d0-88b2-0659d8e9af01@b36g2000prf.googlegroups.com>
     <3efbf$4b2ce1a0$4df94c07$2226@news.chello.nl>

NNTP-Posting-Host: 220.244.144.143
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: quoted-printable
X-Trace: posting.google.com 1261233221 26978 127.0.0.1 (19 Dec 2009 14:33:41 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sat, 19 Dec 2009 14:33:41 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: z10g2000prh.googlegroups.com; posting-host=220.244.144.143;
     posting-account=22GKzwkAAAAHPNkonPinTPLUDnKP-XUJ
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.9.1.2)
     Gecko/20090803 PCLinuxOS/1.9.1-3pclos2009 (2009) Firefox/
3.5.2,gzip(gfe),gzip(gfe)
Xref: g2news1.google.com comp.sys.atari.st:1933 comp.sys.atari.programmer:26

On Dec 20, 1:22=A0am, Henk Robbers <h.robb...@chello.nl> wrote:
> paulwratt wrote:
>
> > When all file names are lower case (in the file system), the files are
> > found (ARAnyM hostfs: lower case)
>
> There you are.
>
> All filenames, both in project file and #include in the source
> are lower case. Works on TOSFS.
> Works also on case sensitive or case preserving file systems
> but only of course if all relevant filenames in the fs are lower case.
> Mixed case makes things unpredictable.
>
> I use a ZIP drive for transfering AHCC et al to my Linux box
> to a case sensitive fs.
> I can configure mount to treat all filenames on the ZIP as
> lower case. So that is what I do.
>
I will try using the TOS drive again. I do know that case is an issue
when using MONST, but that it does work with a MINIX partition. (maybe
that is just a long filename issue)

I will try a test with the lower case file names on the MINIX, and the
EXT2, but from what you say, they will work..

> > Compiling "btst.s" causes a crash, XaAES outputs:
> > pid 66 (AHCC): BUS ERROR:
> > User PC=3D163C856, Address: 0
>
> Oops!!
>
> > (basepage=3D160E000, text=3D160E100, data=3D16519E8, bss=3D1663BB2)
>
> Another test on TT needed :-)
>
:) taa

Paul

From -1636340131664806224
X-Google-Thread: 1a3916fcef,351de66f94dd94b6,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!feeder.news-service.com!feeder.news-service.com!amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Wed, 06 Jan 2010 15:28:43 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V3.b7
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <6d59$4b449e37$4df94c07$23157@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 38
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Wed, 06 Jan 2010 15:29:11 +0100
X-Trace: 06d594b449e37e85ce9a223157
Xref: g2news1.google.com comp.sys.atari.st:1968 comp.sys.atari.programmer:27

LS

There is a new version available on my home page (see sig)

New:

General:
    Changed the naming scheme of all the incarnations of AHCC.
    The name of the project file is always the same as the
    name of the executable. See 'distribution' in the hypertext.

Shell:
    Close the project file. (problems saving after ALT+P)
    Fixed a memory leak when compiling from a open window.

Compiler:
    Create AHCCST.
    A 68000 version without floating point support.

    The header cache is always freed between make's.
    It must also be freed between files when caching
    is switched off.

```
    Cached headers take about 30% less space due to
    redesign of tokenized input format.

    Another dereference of a zero pointer.

Library:
    Fixes in stricmp, strnicmp & strtol.
    Consistency check in AHCM (memory allocator).

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger;  http://digger.atari.org
A Home Cooked C compiler:      AHCC;  http://ahcc.atari.org
```

From 770202251824982826
X-Google-Thread: 1a3916fcef,922d6d98e709d239,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!npeer02.iad.highwinds-media.com!
news.highwinds-media.com!feed-me.highwinds-media.com!post02.iad!not-for-mail
From: Andrew W.<wilcox_andrew@childcustodyfordads.eyetraffic.net>
Subject: 616233 Up to date Net and Tech news, knowledge, empowerment 30
Newsgroups: comp.sys.atari.programmer
Reply-To: wilcox_andrew@childcustodyfordads.eyetraffic.net
Organization: N/a
Content-Type: text/plain
X-Newsposter: Microsoft Outlook Express 6.00.2800.1106
Organization: UseNetServer - www.usenetserver.com
X-Complaints-To: abuse@usenetserver.com
Message-ID: <yE96n.1373$Ir2.885@news.usenetserver.com>
Date: 22 Jan 2010 04:16:31 GMT
Lines: 38
Xref: g2news1.google.com comp.sys.atari.programmer:28

I fell in love with the net and all the compuiter teahcnology in the very early years and have loved it ever since, I have an IT Degree and Communications degree and will be working on my doctorate for the next five years, in bwetween I design websites, databases, Multimedia Produxction or anything that wil make me a penny, just student scraping by. But Guess what? I don't want your money, your e-mail, or anything. Each of these sites has a specific topic but they have them style and layout sothey are easy to navigate and ther a search function should take you to exactly where youwant to, or just explore, they have outside service you can acccess as well. Each site has 10,000 plus articles and they are updated everyday so you know you are gettin up to date information. ENough, here the computer and tech related sites.

Code and Creation Application Level Programming and Development
http://codeandcreation.com

EyrLinx
http://eyelinx.com

EyeTraffif
http://eyetrafiic.net

FreeNetCommerce
http://freenetcommerce.com

FreeNew Windows Software
http://freenewwindowsofyware.com

Home DVD Production
http://homedvdproduction.com

Instant Web Solutions
http://instantwebsolutions.com

Ipods and Imacs
http://ipods-imacs.com

THe Flow of Traffic
http://theflowoftraffic

TotalHelpSolutionsa
http://totalhelpsolutions.com

Webtraffic Ultra
http://webtrafficultra

Thanks in Advance and if you find any of these sites hekofulto you please pass them along roytou friends.

XVowSvPu^..PO!*&vxJxKVd%SDUKg%LaojX

From 3856801890807268348
X-Google-Thread: 1a3916fcef,1fabfeef00fee030,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!feeder.news-service.com!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Sat, 06 Feb 2010 23:32:29 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: AHCC v3.b7
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <866d$4b6dee25$4df94c07$20931@news.chello.nl>

X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 54
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Sat, 06 Feb 2010 23:33:09 +0100
X-Trace: 0866d4b6dee25e85ce9a220931
Xref: g2news1.google.com comp.sys.atari.programmer:29

Hi Gerhard

The answer that bounced:

Gerhard Stoll wrote:

```
 > Hello Henk,
 >
 > while I'm trying to compile the cflib with AHCC V3.b7 I found the follow
 > things. I use the INCLUDE path for PureC.
 >
 > For the cflib I use the gemlib 0.43.6. This lib brings his own
COMPILER.H. In
 > there is a the define:
 > #define inline
 > I add this line to the
 > INCLUDE/COMPILER.H
 > -------------------------------cut-------------------------------
 > /* used in the gemlib */
 > #define inline
 > -------------------------------cut-------------------------------
 >
 > In the folder INCLUDE the file ATARIERR.H is not present.


I cannot predict what every Pure C user has put in his include folder.
The purpose of the include folder of AHCC is to at least have the
standard headers and ahcc_rt.h.

 > The assembler have a problem if a label is used twice, but in different
 > function.
 >
 > -------------------------------cut-------------------------------
 > nkc_tos2n:         .
 >                    bra .exit
 >                    .
 > .exit              rts
 >
 > nkc_tos2n:         .
 >                    bra .exit
 >                    .
 > .exit              rts
 > -------------------------------cut-------------------------------
 >
```

For the moment, local labels only work within modules.
Modularizing nkcc is a very good idee. The linker only picks
the modules that are called by a program.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From 552692130945700225
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!feeder3.cambriumusenet.nl!
feed.tweaknews.nl!193.201.147.87.MISMATCH!news.astraweb.com!
border2.a.newsrouter.astraweb.com!nf02.dk.telia.net!starscream.dk.telia.net!
newsfeed.bahnhof.se!81.171.88.15.MISMATCH!eweka.nl!lightspeed.eweka.nl!
62.179.104.142.MISMATCH!amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Sun, 07 Feb 2010 00:05:01 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: AHCC
References: <c2078$4b67598c$4df94c07$7432@news.chello.nl>
<201002022104.a9886@b.maus.de>
In-Reply-To: <201002022104.a9886@b.maus.de>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <d4a0a$4b6df5c6$4df94c07$29522@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 52
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Sun, 07 Feb 2010 00:05:42 +0100
X-Trace: d4a0a4b6df5c6e85ce9a229522
Xref: g2news1.google.com comp.sys.atari.programmer:30

Gerhard Stoll wrote:

> Something more about AHCC
>
> When I replace that line with:
> ----------cut----------
> #if !defined(__STDDEF)
> #include "stddef.h"
> #endif
> ----------cut----------
> it works. But in the I:\AHCC\INCLUDE\STDDEF.H stand also:
> ----------cut----------
> typedef unsigned long   size_t;
> ----------cut----------

That is a correct solution. Without the #if the typedef is
evaluated twice.

The second typedef results in the following:
typedef unsigned long unsigned long;

Which is not valid C89, the typedef'd name (declarator) is missing.
Repetition of unsigned and long is taken for granted.

I dont know how Pure C or GCC look at this.
I have to lookup the standard.
I have tried to mimic Pure C, but didnt like the code.

The following is good and sensible C:

typedef long mylong.
typedef unsigned mylong size_t.

> Two things I miss in AHCC, at the moment:
> In PureC you can define a path for the object file which are make. So they are
> no between the sourcecode.

Never used that. So didnt think of it.

> It is also possible to load the konfi (cfg) with a menu entry or in the
> commandline. I have for erery project a cfg file.
>

I'll have a look.
No promise.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From 6895530076529427916
X-Google-Thread: 1a3916fcef,682d52e5742fd033,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!b18g2000vbl.googlegroups.com!not-for-mail
From: charlie <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: pure pascal floating point other than single double extended real
Date: Sun, 7 Feb 2010 07:25:38 -0800 (PST)
Organization: http://groups.google.com
Lines: 25

Message-ID: <4aa0735e-aa84-489d-99df-8037955764d2@b18g2000vbl.googlegroups.com>
NNTP-Posting-Host: 65.93.42.148
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
X-Trace: posting.google.com 1265556339 8426 127.0.0.1 (7 Feb 2010 15:25:39 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sun, 7 Feb 2010 15:25:39 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: b18g2000vbl.googlegroups.com; posting-host=65.93.42.148;
     posting-account=2k4SEwkAAABFzBX82rTxP5opWCmzQDeg
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT
     5.1),gzip(gfe),gzip(gfe)
Xref: g2news1.google.com comp.sys.atari.programmer:31

hi i use pure pascal and it supports the range of values from byte to
real
 but has no support for more than 1 digit before the decimal .

this means i cannot print 3456.78 or 123.4567

 i think it usees fixed point math but no floats
is this correct?

i am a novice and probally take this element for granted when
programming on my atari,

 the simplier languages used before bymyself like gfa or omikron never
generate such unabilites

 ...so my question is" is ther a method to print out these larger
numbers and fraction of numbers"

single,extended,double and real are only decimal number supported in
pure pascal...

last but not least
  do i have to make two variables to consume the floating point value?

charles

From 1559293610859689122
X-Google-Thread: 1a3916fcef,682d52e5742fd033
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!feeder.news-service.com!de-l.enfer-du-
nord.net!feeder1.enfer-du-nord.net!hirsch.in-berlin.de!b.maus.de!Gerhard_Stoll
From: Gerhard_Stoll@b.maus.de (Gerhard Stoll)
Newsgroups: comp.sys.atari.programmer
Message-ID: <201002081750.a19176@b.maus.de>
References: <4aa0735e-aa84-489d-99df-8037955764d2@b18g2000vbl.googlegroups.com>

Organization: MAUS Berlin (+49-30-82701142)
Subject: Re: PurePascal floating point other than single double extended real
Date: Mon, 8 Feb 2010 17:50:00 +0100
X-Gateway: b.maus.de gb1.1r 102698.1858
X-Gateway-Administrator: postmaster@b.maus.de
Lines: 6
Xref: g2news1.google.com comp.sys.atari.programmer:33

> this means i cannot print 3456.78 or 123.4567

What function do you use?

Gerhard

From 3841241807122190480
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!goblin2!goblin3!goblin.stu.neva.ru!
bolzen.all.de!hirsch.in-berlin.de!b.maus.de!Gerhard_Stoll
From: Gerhard_Stoll@b.maus.de (Gerhard Stoll)
Newsgroups: comp.sys.atari.programmer
Message-ID: <201002081728.a19175@b.maus.de>
References: <866d$4b6dee25$4df94c07$20931@news.chello.nl>
Organization: MAUS Berlin (+49-30-82701142)
Subject: Re: AHCC v3.b7
Date: Mon, 8 Feb 2010 17:28:00 +0100
X-Gateway: b.maus.de gb1.1r 102698.1858
X-Gateway-Administrator: postmaster@b.maus.de
Lines: 19
Xref: g2news1.google.com comp.sys.atari.programmer:32

> I cannot predict what every Pure C user has put in his include folder.

That was my mistake I'm thinking that ATARIERR.H is from PureC, but now I see
is not.

> Modularizing nkcc is a very good idee.

You mean that every function one file?

> I'll have a look.
> No promise.

Thanks.

What will AHCC say me if it write:
OE: fmove fpn,<ea>, NO DST

Gerhard

From -7359202281308876035
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!feeder.news-service.com!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Mon, 08 Feb 2010 23:59:19 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: AHCC v3.b7
References: <866d$4b6dee25$4df94c07$20931@news.chello.nl>
<201002081728.a19175@b.maus.de>
In-Reply-To: <201002081728.a19175@b.maus.de>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <4e646$4b709770$4df94c07$18358@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 32
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Tue, 09 Feb 2010 00:00:00 +0100
X-Trace: 4e6464b709770e85ce9a218358
Xref: g2news1.google.com comp.sys.atari.programmer:34

Gerhard Stoll wrote:

>
>>Modularizing nkcc is a very good idee.
>
>
> You mean that every function one file?

No, put the Pure C

module <name>
endmod

around each nkcc function.

But if you use the nkcc from Harold Siegmund's site
I will do that for you and put the result in AHCC's lib directory.

If you have made changes, send me your version.

>
> What will AHCC say me if it write:
> OE: fmove fpn,<ea>, NO DST

That is a internal error.
Send me the file (and its includes) that causes it.

--

Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -6542853824376390530
X-Google-Thread: 1a3916fcef,43b963fa5432783e,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!k2g2000pro.googlegroups.com!not-for-mail
From: allanhiggins <allanvate@gmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: ST-Log Subscribers - Send In Your Disks
Date: Sat, 13 Feb 2010 20:41:18 -0800 (PST)
Organization: http://groups.google.com
Lines: 8
Message-ID: <df8d50b2-2c43-4460-b0db-69fc8ba23aff@k2g2000pro.googlegroups.com>
NNTP-Posting-Host: 99.177.159.97
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
X-Trace: posting.google.com 1266122478 20868 127.0.0.1 (14 Feb 2010 04:41:18 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sun, 14 Feb 2010 04:41:18 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: k2g2000pro.googlegroups.com; posting-host=99.177.159.97;
     posting-account=DpRRgwoAAACjsSy2oFJbHYFJRjmyd_bK
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US)
     AppleWebKit/532.0 (KHTML, like Gecko) Chrome/3.0.195.38 Safari/532.0,gzip(gfe),gzip(gfe)
Xref: g2news1.google.com comp.sys.atari.programmer:35

Collecting all ST-Log Magazine cover disks! Send me your disk images,
any format. They will scanned and organized and sent to Kevin Savetz
here in California for upload to AtariMagazines.com and also to TOSEC
and PlanetEmu. If you maintain an archive and would like a copy at the
same time just let me know.

Allan Higgins (allan_higgins@hotmail.com)
[allan_higgins (at) hotmail (dot) com]

From -4661474501225482620
X-Google-Thread: 1a3916fcef,1fabfeef00fee030
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news.glorb.com!feeder.erje.net!weretis.net!feeder2.news.weretis.net!hirsch.in-berlin.de!b.maus.de!Gerhard_Stoll
From: Gerhard_Stoll@b.maus.de (Gerhard Stoll)

Newsgroups: comp.sys.atari.programmer
Message-ID: <201002131801.a28070@b.maus.de>
References: <4e646$4b709770$4df94c07$18358@news.chello.nl>
Organization: MAUS Berlin (+49-30-82701142)
Subject: Re: AHCC v3.b7
Date: Sat, 13 Feb 2010 18:01:00 +0100
X-Gateway: b.maus.de gb1.1r 102698.1858
X-Gateway-Administrator: postmaster@b.maus.de
Lines: 8
Xref: g2news1.google.com comp.sys.atari.programmer:36

> But if you use the nkcc from Harold Siegmund's site I will do that for
> you and put the result in AHCC's lib directory.

It is not nrcessary, the cflib use only some function from the original source.
I change it and it works.

Gerhard

From -3302829777281287971
X-Google-Thread: 1a3916fcef,1fabfeef00fee030
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news.glorb.com!feeder.erje.net!
border1.nntp.ams.giganews.com!nntp.giganews.com!amsnews11.chello.com!
news.chello.nl.POSTED!not-for-mail
Date: Mon, 15 Feb 2010 00:19:54 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: AHCC v3.b7
References: <4e646$4b709770$4df94c07$18358@news.chello.nl>
<201002131801.a28070@b.maus.de>
In-Reply-To: <201002131801.a28070@b.maus.de>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <9669a$4b788546$4df94c07$13580@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 15
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Mon, 15 Feb 2010 00:20:38 +0100
X-Trace: 9669a4b788546e85ce9a213580
Xref: g2news1.google.com comp.sys.atari.programmer:37

Gerhard Stoll wrote:
>>But if you use the nkcc from Harold Siegmund's site I will do that for
>>you and put the result in AHCC's lib directory.

>
>

Ok.

AHCC uses nkcc as well, so I might do it independently from you.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -8883199355850902916
X-Google-Thread: 1a3916fcef,9c13712f8fc47b3f,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!nx02.iad01.newshosting.com!newshosting.com!post01.iad!not-for-
mail
From: Andrew W.<wilcox_andrew@childcustodyfordads.eyetraffic.net>
Subject: 944309 Up to date Net and Tech news, knowledge, empowerment 03
Newsgroups: comp.sys.atari.programmer
Reply-To: wilcox_andrew@childcustodyfordads.eyetraffic.net
Organization: N/a
Content-Type: text/plain
X-Newsposter: Microsoft Outlook Express 6.00.2800.1106
Organization: UseNetServer - www.usenetserver.com
X-Complaints-To: abuse@usenetserver.com
Message-ID: <oCThn.142767$ZQ3.33349@news.usenetserver.com>
Date: 26 Feb 2010 17:34:14 GMT
Lines: 38
Xref: g2news1.google.com comp.sys.atari.programmer:38

I fell in love with the net and all the compuiter teahcnology in the very early years and have loved it ever since, I have an IT Degree and Communications degree and will be working on my doctorate for the next five years, in bwetween I design websites, databases, Multimedia Produxction or anything that wil make me a penny, just student scraping by. But Guess what? I don't want your money, your e-mail, or anything. Each of these sites has a specific topic but they have them style and layout sothey are easy to navigate and ther a search function should take you to exactly where youwant to, or just explore, they have outside service you can acccess as well. Each site has 10,000 plus articles and they are updated everyday so you know you are gettin up to date information. ENough, here the computer and tech related sites.

Code and Creation Application Level Programming and Development
http://codeandcreation.com

EyrLinx
http://eyelinx.com

EyeTraffif
http://eyetrafiic.net

FreeNetCommerce
http://freenetcommerce.com

FreeNew Windows Software
http://freenewwindowsofyware.com

Home DVD Production
http://homedvdproduction.com

Instant Web Solutions
http://instantwebsolutions.com

Ipods and Imacs
http://ipods-imacs.com

THe Flow of Traffic
http://theflowoftraffic

TotalHelpSolutionsa
http://totalhelpsolutions.com

Webtraffic Ultra
http://webtrafficultra

Thanks in Advance and if you find any of these sites hekofulto you please pass them along roytou friends.

DhUFx&qPPtasMi_OaXXM@rdTtyKVLj+=AV%

From -4605098103190908639
X-Google-Thread: 111a55,3b3f23fc3f1b5d56,start
X-Google-NewGroupId: yes
X-Google-Thread: 1115ce,3b3f23fc3f1b5d56,start
X-Google-NewGroupId: yes
X-Google-Attributes: gidf571f7dd2b,gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!feeder.news-service.com!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Wed, 17 Mar 2010 23:28:16 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V3.b8
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <1a332$4ba157b7$4df94c07$3267@news.chello.nl>

X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 81
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Wed, 17 Mar 2010 23:29:11 +0100
X-Trace: 1a3324ba157b7e85ce9a203267
Xref: g2news2.google.com comp.sys.atari.st:2521 comp.sys.atari.programmer:42

LS

There is a new version available on my home page (see sig)

Changes:

Compiler:

```
    Option -7 preliminary Coldfire V4e target.
    ==========================================
    See also: Status of Coldfire support.

    Fixed Option -c- No nested comments didnt work.
    Fix in option -*i (32 bit int)
    error 'no declarer for extern object'
       changed to warning, default is 'int'.

    New warning: 'no prototype for 'name'.
    warning: 'no args matching' only if there are args to match
             and only for old style prototypes.

    Removed option -4 (double is float)
    Removed option -*s (scale 32)
       It appeared that Pure C does long scaling the same way
       without being optional.

    A few small fixes for very rare situations.

    Removed a spurious call to a diagnostic print routine.
        Reduces all binaries by about 7Kb.

    Relaxed a limitation on the number of names in the Pure C
    object output format.

Linker:
    Improved load map.
       All symbols are printed.
       Local symbols are enclosed by < >.

    Option -n: Write a 'nm' style list of symbels to prog.SYM

    DRI symbol table in executable:
       write symbols first 22 characters in stead of first 8.
```

```
Assembler:
    Allow size .b in Scc instructions.
    Detection of '*' comment in lexer.

    new directives: (from devpac)
    incbin
       include a binary file as is at the current position.

    section
       allowed operands: text, data or bss.

Library:
    Merged ainclude and sinclude folders.
    ainclude is now obsolete and removed.
    The sinclude folder can be used for both Pure C libraries
    and AHCC libraries.

    All 16 bit integrals in sinclude are declared as short !!!!

    FILE structure of AHCCSTD.LIB compatible with the one
    of Pure C lib. (Needed for fixing AHCCSTD ;-)

    Fixes in AHCCSTD.LIB

    Changed name of folder from AHCCLIB to AHCCSTD

    Update wind_get.  (table of number of replies)


Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger;  http://digger.atari.org
A Home Cooked C compiler:      AHCC;  http://ahcc.atari.org


From 6661100732784029093
X-Google-Thread: 111a55,3b3f23fc3f1b5d56
X-Google-NewGroupId: yes
X-Google-Thread: 1115ce,3b3f23fc3f1b5d56
X-Google-NewGroupId: yes
X-Google-Attributes: gidf571f7dd2b,gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news1.google.com!npeer01.iad.highwinds-media.com!
news.highwinds-media.com!feed-me.highwinds-media.com!nntp.club.cc.cmu.edu!
feeder.erje.net!news2.arglkargh.de!news.musoftware.de!wum.musoftware.de!
newsfeed.kamp.net!newsfeed.kamp.net!newsfeed.kpn.net!pfeed08.wxs.nl!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Wed, 17 Mar 2010 23:38:18 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
```

X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V3.b8
References: <1a332$4ba157b7$4df94c07$3267@news.chello.nl>
In-Reply-To: <1a332$4ba157b7$4df94c07$3267@news.chello.nl>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <30552$4ba15a12$4df94c07$9010@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 16
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Wed, 17 Mar 2010 23:39:14 +0100
X-Trace: 305524ba15a12e85ce9a209010
Xref: g2news2.google.com comp.sys.atari.st:2522 comp.sys.atari.programmer:43

Henk Robbers wrote:

>   FILE structure of AHCCSTD.LIB compatible with the one
>   of Pure C lib. (Needed for fixing AHCCSTD ;-)

Sounds a little confusing in a natural language context :-)

typedef struct { ..... } FILE;

is what I was talking about.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -64425490658815921
X-Google-Thread: 1a3916fcef,3369af37b42a904c,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news1.google.com!goblin1!goblin.stu.neva.ru!
news.astraweb.com!border5.a.newsrouter.astraweb.com!border2.nntp.ams.giganews.com!
nntp.giganews.com!news2.euro.net!amsnews11.chello.com!news.chello.nl.POSTED!not-
for-mail
Date: Thu, 27 May 2010 22:55:55 +0200
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit

Message-ID: <81b6b$4bfedcb1$4df94c07$12559@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 32
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Thu, 27 May 2010 22:57:21 +0200
X-Trace: 81b6b4bfedcb1e85ce9a212559
Xref: g2news2.google.com comp.sys.atari.st:2649 comp.sys.atari.programmer:44

LS

There is a new version available on my homepage (see sig).

Changes:

```
may 27 2010
v4
    Editor:
       Better placement of windows with tiling.

    Compiler:
       Finished 68020 compatible Coldfire target. (C only)
       Long mod (%) done by hardware for 68020+ and Coldfire.
       Fixed a bug in AHCCST concerning assigning a variable
           to a bit field.
       Forbid duplication of enum identifiers.

    Linker:
       'nm' list: addresses always in hex.

    Library:
       Fixed binding for vsl_ends; Some VDI's acces intout.
       Changed binding for v_gtext; Intin array static.
       Replies and setting of errno same as Pure C lib.
```

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Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From 4233422181027147025
X-Google-Thread: 1a3916fcef,7139d84a75af4d32,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!y12g2000vbr.googlegroups.com!not-for-mail
From: Lorene WAAG <eqyatedaduli@gmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: KILGORE TX

Date: Fri, 28 May 2010 12:01:02 -0700 (PDT)
Organization: http://groups.google.com
Lines: 360
Message-ID: <f592049e-9e11-4f2a-9908-cb852c3eead5@y12g2000vbr.googlegroups.com>
NNTP-Posting-Host: 70.122.89.148
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
X-Trace: posting.google.com 1275073262 27510 127.0.0.1 (28 May 2010 19:01:02 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Fri, 28 May 2010 19:01:02 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: y12g2000vbr.googlegroups.com; posting-host=70.122.89.148;
    posting-account=gb7PpgoAAABisj1cqtnFhY014q91Ammp
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 7.0; Windows NT 6.0;
    Trident/4.0; GTB6.4; SLCC1; .NET CLR 2.0.50727; Media Center PC 5.0; .NET CLR
    3.0.04506; .NET CLR 3.5.21022),gzip(gfe)
Xref: g2news2.google.com comp.sys.atari.programmer:45

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holiday inn kilgore tx
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kilgore tx county
kilgore college in kilgore tx
female officer death kilgore tx
city of kilgore tx
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hotels in kilgore tx
newspaper kilgore tx
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melvin goodwin kilgore tx
kilgore jr college tx
matex kilgore tx
melissa mayo kilgore tx
citizens bank kilgore tx
apartments kilgore tx
cub scouts in kilgore tx
caldwell renters kilgore tx
dominos kilgore tx
dry ice in kilgore tx
mortgage in kilgore tx texas
ceo citizens bank kilgore tx
melissa mooney kilgore tx
charles broadwater kilgore tx
ceo hollis citizens bank kilgore tx
mops kilgore tx
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orgill kilgore tx
peach st kilgore tx
pineview apartments kilgore tx
petex kilgore tx
newspaper in kilgore tx
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officer death kilgore tx
lawyers in kilgore tx texas

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city streets of kilgore tx
laird memorial hospital kilgore tx
kilgore tx vocal majority
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kilgore tx yellow pages
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chillies in kilgore tx
chevrolet dealers in kilgore tx
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maude laird middle school kilgore tx
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matex in kilgore tx
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kilgore college tx
kilgore independent school district kilgore tx
kilgore hospitals kilgore tx
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goverment apartment in kilgore tx
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kilgore tx minnow worms sold
kilgore tx lodging
counselors kilgore tx
kilgore tx i s d
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From -3827770170577039406
X-Google-Thread: 1a3916fcef,3369af37b42a904c
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!feeder1.cambriumusenet.nl!
feed.tweaknews.nl!193.201.147.68.MISMATCH!feeder.news-service.com!feeder.news-
service.com!newsfeed.kpn.net!pfeed08.wxs.nl!amsnews11.chello.com!
news.chello.nl.POSTED!not-for-mail
Date: Wed, 02 Jun 2010 02:32:17 +0200
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4 (cont)
References: <81b6b$4bfedcb1$4df94c07$12559@news.chello.nl>
In-Reply-To: <81b6b$4bfedcb1$4df94c07$12559@news.chello.nl>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <6c219$4c05a6e8$4df94c07$5861@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 17
NNTP-Posting-Host: 77.249.76.7 (77.249.76.7)
NNTP-Posting-Date: Wed, 02 Jun 2010 02:33:44 +0200
X-Trace: 6c2194c05a6e8e85ce9a205861
Xref: g2news2.google.com comp.sys.atari.st:2654 comp.sys.atari.programmer:46

LS

AHCCST.ZIP has been supplied with the wrong standard library.

I'll replace it ASAP.

In the mean time, users of AHCCST can replace ahccstd.lib
by ahccstdi.lib from AHCC.ZIP

Apologies for any inconvenience.

--
Groeten; Regards.

Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -219938761700216513
X-Google-Thread: 1115ce,b27f4ac0aad15d27,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!e6g2000vbm.googlegroups.com!not-for-mail
From: Iva BRAZIER <akuyadaliqobe@gmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: MULTIPLAYER GAMES
Date: Thu, 3 Jun 2010 09:44:35 -0700 (PDT)
Organization: http://groups.google.com
Lines: 641
Message-ID: <5786067a-45d2-4974-8f27-e960a0e59cb7@e6g2000vbm.googlegroups.com>
NNTP-Posting-Host: 71.83.56.244
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
X-Trace: posting.google.com 1275583475 7965 127.0.0.1 (3 Jun 2010 16:44:35 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 3 Jun 2010 16:44:35 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: e6g2000vbm.googlegroups.com; posting-host=71.83.56.244;
    posting-account=bMfI_woAAABeZ2dXuqgG_NwWlnHKNpSA
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 7.0; Windows NT 6.0;
    Trident/4.0; GTB6.5; SLCC1; .NET CLR 2.0.50727; Media Center PC 5.0; .NET CLR
    3.0.04506; .NET CLR 3.5.21022),gzip(gfe)
Xref: g2news2.google.com comp.sys.atari.programmer:47

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Good Multiplayer Computer Games
Global Multiplayer Online Games
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Girly Multiplayer Games
Games Online Multiplayer
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List Of Multiplayer Video Games
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Lord Of The Rings Multiplayer Games
Low Bandwidth Multiplayer Games

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Kidsonline Multiplayer Games
Lacrosse Online Multiplayer Games
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Masive Multiplayer Games
Masive Multiplayer Online Games
Masive Online Multiplayer Games
Mame Multiplayer Games
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Halo Multiplayer Games

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Interactive Multiplayer Games
Info On Multiplayer Online Games
Interactive Around The World Multiplayer Games
Interactive Free Online Multiplayer Games

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From 8108231296517126756
X-Google-Thread: 111a55,99539a842220ce4f,start
X-Google-NewGroupId: yes
X-Google-Thread: 1115ce,99539a842220ce4f,start
X-Google-NewGroupId: yes
X-Google-Attributes: gidf571f7dd2b,gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!feeder.news-service.com!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Tue, 05 Oct 2010 23:26:08 +0200
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)

X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4.1
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <8f691$4cab987e$4dfbcd24$16380@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 41
NNTP-Posting-Host: 77.251.205.36 (77.251.205.36)
NNTP-Posting-Date: Tue, 05 Oct 2010 23:28:30 +0200
X-Trace: 8f6914cab987ee85e688116380
Xref: g2news1.google.com comp.sys.atari.st:2425 comp.sys.atari.programmer:45

LS

There is a new version available on my homepage (see sig)

Changes:

```
    Compiler:
       Further fixes for, and completion of Coldfire target.

       Fixed a rare crash when compiling nnn.c when AHCC also
       had open in a window a file nnn.s from the same folder.
       It happened to me while I was rewriting nkcc.s into nkcc.c
       :-)

       Cdecl functions returning a pointer do so in both a0 and d0.

    Assembler:
       Accept ENDR after REPEAT.
       Fix a memory leak in the 'ascii' opcode.

    Library:
       Set both variables _envp and __EnvStrPtr in ahcstart.c
       Replaced getenv (gcc version) by getenv from dlibs.
       Repaired enum HOURGLAS,BUSYBEE in sinclude\np_aes.h & aes.h
       Removed a few leftover debugging printf's from AHCM

    Shell:
       Find multiple, Find in project:
          Fixed line number counting for files with unix line endings.

    Editor:
       Window menu 'leave' behaviour changed. The menu is no longer
       popped when left via the bottom of the menu.
```

--
Groeten; Regards.

Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From 2329629245396363309
X-Google-Thread: 111a55,9d6d4a59646b92e2,start
X-Google-NewGroupId: yes
X-Google-Thread: 1115ce,9d6d4a59646b92e2,start
X-Google-NewGroupId: yes
X-Google-Attributes: gidf571f7dd2b,gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!feeder.news-service.com!
newsfeed.kpn.net!pfeed08.wxs.nl!amsnews11.chello.com!news.chello.nl.POSTED!not-
for-mail
Date: Sat, 30 Oct 2010 00:14:10 +0200
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4,2
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <d8698$4ccb47ca$4dfbcd24$16236@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 70
NNTP-Posting-Host: 77.251.205.36 (77.251.205.36)
NNTP-Posting-Date: Sat, 30 Oct 2010 00:16:42 +0200
X-Trace: d86984ccb47cae85e688116236
Xref: g2news2.google.com comp.sys.atari.st:2807 comp.sys.atari.programmer:49

LS

There is a new version available on my homepage (see sig).

Changes:

october 30 2010
v4.2

Compiler:
    Removed error "bool not allowed".
    Fixed a rare case where logical expressions with && or ||
    including constants were not handled properly.
    pe
    if (VERSION == DEMO_VERSION && c < 0)
    where upercase identifiers are constants and c is a variable.

    Fixed wrong code for comparing a double to a integer constant.
    Fixed assignments of the form a = b = c

```
     where a and b are doubles.
     Accept '=' with options -I, -D

Assembler:
     Fix in preprocessor.
     endif directive was not detected properly resulting
     in "error 1 #endif missing".

     implemented directives:
     .extern, .ifne, .iff, .ifeq, .ifle, .iflt, .ifge, .ifgt

     labels without ':' must begin at position 1 of a line.
     This assures typos in opcode mnemonics are rejected.

     Fixed 'wrong processor type' message.

Shell:
     If AHCC cant find header files, setting maximum verbosity
     will display in the journal which paths AHCC has tried.
     (Maximum verbosity = all 4 v's in the KIT.)

     Implemented project file option .S
     .S options are passed when compiling assembler files.
     (extension .S)
     When the option is present it is passed to .S files only.
     If absent, the .C options are passed to all source files
     including .S files.

Editor:
     Fix in detecting changes in files with Unix line endings
     resulting in false positives when closing.
     Undone changes were falsely reported as change.
     Not dangerous but Annoying.

     With option 'visible tabs' active, AHCC now also shows
     trailing white space. Usefull when comparing files.
     The small triangle is used.

     When 'visible tab' is inactive, compare files (^2) no longer
     takes trailing white space into account.

     So, when 'compare folders' marks files as changed and ^2
     doesnt find a change, you can be sure that its only trailing
     space that is the difference.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger;  http://digger.atari.org
A Home Cooked C compiler:      AHCC;  http://ahcc.atari.org


From 4556687028307013228
```

X-Google-Thread: 1115ce,4032cb95e7f3bb09,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!feeder3.cambriumusenet.nl!
feed.tweaknews.nl!217.73.144.44.MISMATCH!ecngs!feeder.ecngs.de!
border1.nntp.ams.giganews.com!border4.nntp.ams.giganews.com!
border2.nntp.ams.giganews.com!nntp.giganews.com!amsnews11.chello.com!
news.chello.nl.POSTED!not-for-mail
Date: Sun, 28 Nov 2010 23:06:29 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V3.4
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <14030$4cf2d30a$4dfbcd24$22012@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 47
NNTP-Posting-Host: 77.251.205.36 (77.251.205.36)
NNTP-Posting-Date: Sun, 28 Nov 2010 23:09:14 +0100
X-Trace: 140304cf2d30ae85e688122012
Xref: g2news2.google.com comp.sys.atari.st:2835 comp.sys.atari.programmer:50

LS

There is a new version available on my homepage (see sig)

Changes:
november 28 2010
v4.3
Compiler:

```
     Fixed wrong mode bits in Coldfire 'fmovem.d reglist,(A7)'.
     Fixed typo in "unknown mnemonic" message.
     Skip rest of line after above message.

     Improved code for comparing bitfields to zero
     and assigning constants to bitfields.
     Replaced flagwords operated by |= resp. &=~ by
     bitfield definitions.
     For instance:
     in stead of  'flag |= FLAGNAME resp. flag &= ~FLAGNAME',
              now 'flag.flagname = 1 resp. flag.flagname = 0'
     without increase of code.

     Repaired warning 'value too big for field',
     which was never issued due to a typo.
     Also made sure the generated code conforms to Pure C
     in this case.
```

The include folder can now be used by both Pure C and AHCC
in all case. The sinclude folder is only needed when
compiling AHCC* itself.

Assembler:
Implemented directives 'ifd' and 'ifnd' as synonyms
for 'ifdef' and 'ifndef'.

A expression of the form (label1 - label2) can only be
resolved when the labels are NOT advance references and
when the labels are in the same area (or module).

This might be repaired in the next release. It will
take some contemplation and time.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From 4424246329419258782
X-Google-Thread: 111a55,4032cb95e7f3bb09
X-Google-NewGroupId: yes
X-Google-Thread: 1115ce,4032cb95e7f3bb09
X-Google-NewGroupId: yes
X-Google-Attributes: gidf571f7dd2b,gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!feeder.news-service.com!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Sun, 28 Nov 2010 23:54:59 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V4.3
References: <14030$4cf2d30a$4dfbcd24$22012@news.chello.nl>
In-Reply-To: <14030$4cf2d30a$4dfbcd24$22012@news.chello.nl>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <a4f56$4cf2de67$4dfbcd24$5684@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 8
NNTP-Posting-Host: 77.251.205.36 (77.251.205.36)
NNTP-Posting-Date: Sun, 28 Nov 2010 23:57:43 +0100
X-Trace: a4f564cf2de67e85e688105684
Xref: g2news1.google.com comp.sys.atari.st:2493 comp.sys.atari.programmer:48

Oops, typo in the subject line.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -7517574244652969305
X-Google-Thread: 1115ce,682d52e5742fd033
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!feeder.news-service.com!ecngs!
feeder.ecngs.de!border1.nntp.ams.giganews.com!nntp.giganews.com!
news.enta.net!.POSTED!not-for-mail
From: p.slegg@sNcOuSbPaAdMivers.co.uk (P Slegg)
Newsgroups: comp.sys.atari.programmer
Subject: Re: pure pascal floating point other than s
Date: Wed, 15 Dec 2010 14:16:30 +0000 (UTC)
Organization: Location: Great Britain
Lines: 38
Message-ID: <ieaiju$106i$1@news.enta.net>
References: <4aa0735e-aa84-489d-99df-8037955764d2@b18g2000vbl.googlegroups.com>
NNTP-Posting-Host: 78.32.160.171
X-Trace: news.enta.net 1292422590 32978 78.32.160.171 (15 Dec 2010 14:16:30 GMT)
X-Complaints-To: usenet@news.enta.net
NNTP-Posting-Date: Wed, 15 Dec 2010 14:16:30 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: g2news1.google.com comp.sys.atari.programmer:49

On 7 Feb 2010 07:25:38 -, charlie wrote:
>hi i use pure pascal and it supports the range of values from byte to
>real
> but has no support for more than 1 digit before the decimal .
>
>this means i cannot print 3456.78 or 123.4567
>
> i think it usees fixed point math but no floats
>is this correct?
>
>i am a novice and probally take this element for granted when
>programming on my atari,
>
> the simplier languages used before bymyself like gfa or omikron never
>generate such unabilites
>
> ...so my question is" is ther a method to print out these larger
>numbers and fraction of numbers"
>
>single,extended,double and real are only decimal number supported in
>pure pascal...

>
>last but not least
> do i have to make two variables to consume the floating point value?
>
>charles
>.

If you are still stuck with this, have a look at the Pascal formatting of
real values.

```
myRealNum := 1234.123456789;
writeln (myRealNum:4:3);
```

will IIRC display the value like this 1234.123

You might wish to trunc() or round() it to something more sensible.

From -851065737433810358
X-Google-Thread: 1115ce,ab537eb2cf41583e,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!feeder1.cambriumusenet.nl!
212.6.121.138.MISMATCH!newsfeeder.ewetel.de!82.197.223.103.MISMATCH!
feeder3.cambriumusenet.nl!feed.tweaknews.nl!193.201.147.78.MISMATCH!feeder.news-
service.com!94.75.214.39.MISMATCH!aioe.org!news.enta.net!.POSTED!not-for-mail
From: p.slegg@sNcOuSbPaAdMivers.co.uk (P Slegg)
Newsgroups: comp.sys.atari.programmer
Subject: Windom DFRM
Date: Wed, 15 Dec 2010 14:25:41 +0000 (UTC)
Organization: Location: Great Britain
Lines: 36
Message-ID: <ieaj54$10vr$1@news.enta.net>
NNTP-Posting-Host: 78.32.160.171
X-Trace: news.enta.net 1292423141 33787 78.32.160.171 (15 Dec 2010 14:25:41 GMT)
X-Complaints-To: usenet@news.enta.net
NNTP-Posting-Date: Wed, 15 Dec 2010 14:25:41 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: g2news1.google.com comp.sys.atari.programmer:50

I am experimenting with the Windom extension DFRM and having
some trouble with radio buttons. Are there any Windom experts
who can guide me ?

I can create radio buttons and select the defaut one, the problems arise
when I try to attach the button to a variable with BIND_VAR

```
  int  radioGroup;

  radioGroup = dfrm_new_tbox( dial, 0, 0, "group");
     /* create a radio group */
```

```
  /* add the radio buttons to the group */
  radioButtn1 = dfrm_new_button( dial, TYPE_XRBUT, "radio 1" );
  printf("radio button 1= %d\n", radioButtn1);
//  radButSelected = 3;

//  dfrm_setstate( dial, radioButtn1, SELECTED, TRUE);
  dfrm_attach( dial, radioButtn1, BIND_VAR, &radButSelected, 0);
     /* attach the button to a variable  */
  dfrm_add( dial, radioGroup, radioButtn1, 10, 10, DIR_VERT);

  radioButtn2 = dfrm_new_button( dial, TYPE_XRBUT, "radio 2" );
  printf("radio button 2= %d\n", radioButtn2);
//  radButSelected = 4;
  dfrm_attach( dial, radioButtn2, BIND_VAR, &radButSelected, 0);
     /* attach the button to a variable  */
  dfrm_add( dial, radioGroup, radioButtn2, 10, 10, DIR_VERT);
```

dfrm_attach documentation refers me to the Windom docs for objc_attach

http://windom.free.fr/doc/c_070f01.html

I have experimented with lots of variations but I either get all the radio buttons selected (which is useless) or none selected but the bind_var (radButSelected) only returns the same value.

Peter

From 1599518389035722940
X-Google-Thread: 1115ce,ab537eb2cf41583e
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII
Path: g2news2.google.com!news3.google.com!proxad.net!feeder1-2.proxad.net!
cleanfeed2-a.proxad.net!nnrp11-1.free.fr!not-for-mail
Date: Thu, 16 Dec 2010 20:12:49 +0100
From: Arnaud BERCEGEAY <arnaud.bercegeayyour_shoes@free.fr>
User-Agent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.9.2.13) Gecko/20101208
Thunderbird/3.1.7
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Windom DFRM
References: <ieaj54$10vr$1@news.enta.net>
In-Reply-To: <ieaj54$10vr$1@news.enta.net>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit
Lines: 31
Message-ID: <4d0a64b1$0$27563$426a74cc@news.free.fr>
Organization: Guest of ProXad - France
NNTP-Posting-Date: 16 Dec 2010 20:12:49 MET
NNTP-Posting-Host: 82.236.205.36

X-Trace: 1292526769 news-3.free.fr 27563 82.236.205.36:55029
X-Complaints-To: abuse@proxad.net
Xref: g2news2.google.com comp.sys.atari.programmer:54

Hello,

Le 15/12/2010 15:25, P Slegg a ﾊcrit :
> I am experimenting with the Windom extension DFRM and having
> some trouble with radio buttons. Are there any Windom experts
> who can guide me ?

Feel free to ask your windom related questions on the windom mailing list.

http://sourceforge.net/mail/?group_id=68507

>
> dfrm_attach documentation refers me to the Windom docs for objc_attach
>
> http://windom.free.fr/doc/c_070f01.html

Windom "home" is http://windom.sourceforge.net/

windom documentation hosted on http://windom.free.fr/doc/ is outdated.
Do not use it ! (btw, it seems that http://windom.free.fr/dfrm/ is in
sync with the latest version of DFRM available on sf.net)

Latest version of windom documentation is available here :
http://windom.sourceforge.net/doc/html/index.html

HTH,

Arnaud.

--
Please remove your_shoes before replying

From -7974752534240057281
X-Google-Thread: 1115ce,682d52e5742fd033
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!l34g2000pro.googlegroups.com!not-for-mail
From: charlie <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: Re: pure pascal floating point other than s
Date: Thu, 16 Dec 2010 17:59:19 -0800 (PST)
Organization: http://groups.google.com
Lines: 13
Message-ID: <57775bb3-d617-47a1-9635-60efed122929@l34g2000pro.googlegroups.com>
References: <4aa0735e-aa84-489d-99df-8037955764d2@b18g2000vbl.googlegroups.com>
 <ieaiju$106i$1@news.enta.net>

NNTP-Posting-Host: 76.65.8.147
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
X-Trace: posting.google.com 1292551160 8860 127.0.0.1 (17 Dec 2010 01:59:20 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Fri, 17 Dec 2010 01:59:20 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: l34g2000pro.googlegroups.com; posting-host=76.65.8.147; posting-account=2k4SEwkAAABFzBX82rTxP5opWCmzQDeg
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT 5.1),gzip(gfe)
Xref: g2news1.google.com comp.sys.atari.programmer:52

oh its been a while now since i even looked at this thread and about a
year since i
went into pascal

thanks d slegg
i will have returned answer very soon , be back later
as what i remmeber the format is only available for total numbers
printed , but i will try myself using your example

/|\
charles

From 3346376271881083191
X-Google-Thread: 1115ce,682d52e5742fd033
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!m20g2000prc.googlegroups.com!not-for-mail
From: charlie <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: Re: pure pascal floating point other than s
Date: Mon, 24 Jan 2011 15:59:06 -0800 (PST)
Organization: http://groups.google.com
Lines: 37
Message-ID: <b12f4e7e-d968-4b8e-ad12-1d5ebc8b49e6@m20g2000prc.googlegroups.com>
References: <4aa0735e-aa84-489d-99df-8037955764d2@b18g2000vbl.googlegroups.com>
 <ieaiju$106i$1@news.enta.net> <57775bb3-d617-47a1-9635-60efed122929@l34g2000pro.googlegroups.com>
NNTP-Posting-Host: 76.66.97.233
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
X-Trace: posting.google.com 1295913546 30317 127.0.0.1 (24 Jan 2011 23:59:06 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Mon, 24 Jan 2011 23:59:06 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: m20g2000prc.googlegroups.com; posting-host=76.66.97.233; posting-

account=2k4SEwkAAABFzBX82rTxP5opWCmzQDeg
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT 5.1),gzip(gfe)
Xref: g2news2.google.com comp.sys.atari.programmer:56

thank you p . slegg
its been so long from when i had trouble ..to now ,
that i forget my orignal exact problem

but i think it was :
 i couldn't print a formatted string expression of a decimal #

anyhow
i really do thank you ,

 it doesn't help that any help that any resourse file i have to pure
pascal is in german , i contact the company selling these and they
don't seem to have an english version.
 but didn't respond to my email correctily so it is a langauge
barrier.

here is a good result of what i had in mind

thanks again

charles

```
uses tos,dos,gem,system,crt;

var
 a:real;
 aa,bb:byte;

begin
aa:=4;
bb:=4;

 a:=111;

 writeln(a/100:aa:bb);

end.
```

From -2368750739088790676
X-Google-Thread: 1a3916fcef,f4cc13075aa15f52,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!feeder.news-service.com!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Thu, 17 Feb 2011 15:37:48 +0100
From: Henk Robbers <h.robbers@chello.nl>

User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4.4
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <3c05c$4d5d32de$18842070$1633@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 49
NNTP-Posting-Host: 24.132.32.112 (24.132.32.112)
NNTP-Posting-Date: Thu, 17 Feb 2011 15:38:22 +0100
X-Trace: 3c05c4d5d32debd2185d501633
Xref: g2news2.google.com comp.sys.atari.st:2999 comp.sys.atari.programmer:57

LS

There is a new version available on my homepage (see sig)

Changes:
    february 17 2011
    v4.4

Compiler:
    Fixed a bug in switch statements when a table is generated.
       The problem only occurs in leaf functions (no further calls).
       A argument register was not saved.
    Fixed a regression where redeclarations of variables
       were not anymore rejected.
    Bitfields now also work with option -i (type int is 32 bits).
       The fields are packed into a 32 bit word.
    Code rearrangement such that (a##b##c) is now correctly
       retokenized.

Assembler:
    Fixed a regression where C style #if* directives were
       handled incorrect resulting in strange error messages.
    Fixed a regression where local labels within a module
       were incorrectly matched to equally named local labels
       in previous modules.
    Implemented scope for dot prefixed labels.
       (local between non dotted labels)
    Labels within modules couldnt be exported. Fixed.

Library:
    Added missing function 'ceil'
    Added SozobonX gemfast replacement 'gemf.lib'
       The lib is a wrapper around ahcc's gemlib.
    New include files unistd.h, sys/stat.h, sys/types.h
       These replace functions in ext.h and hence are
       included by ext.h.

```
    Fixed a bug in sleep(). The bug prevented sleep()
       from sleeping.

Linker:
    Removed redundant debug messages about doubly defined
       names that could result in a crash.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger;  http://digger.atari.org
A Home Cooked C compiler:      AHCC;  http://ahcc.atari.org


From -6986495198358864615
X-Google-Thread: 111a55,6f7d210f54fed6b7,start
X-Google-NewGroupId: yes
X-Google-Thread: 114b04,6f7d210f54fed6b7,start
X-Google-NewGroupId: yes
X-Google-Thread: 1115ce,6f7d210f54fed6b7,start
X-Google-NewGroupId: yes
X-Google-Thread: 109a67,6f7d210f54fed6b7,start
X-Google-NewGroupId: yes
X-Google-Thread: 104387,6f7d210f54fed6b7,start
X-Google-NewGroupId: yes
X-Google-Attributes:
gidf571f7dd2b,gid99d32222c1,gid1a3916fcef,gidb5f693b149,gida53df63a6c,domainid0,pu
blic,usenet
X-Google-Language: ENGLISH,ASCII
Path: g2news2.google.com!postnews.google.com!w36g2000vbi.googlegroups.com!not-for-
mail
From: "ragnar76@googlemail.com" <ragnar76@googlemail.com>
Newsgroups:
comp.sys.atari.st,de.alt.folklore.computer,comp.sys.atari.programmer,comp.sys.atar
i.st.tech,alt.atari-jaguar.discussion
Subject: Atari Jabber Network
Date: Sat, 16 Apr 2011 14:07:55 -0700 (PDT)
Organization: http://groups.google.com
Lines: 27
Message-ID: <3d598592-0ef2-4afb-9c88-a5a3175eb433@w36g2000vbi.googlegroups.com>
NNTP-Posting-Host: 92.229.11.109
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: quoted-printable
X-Trace: posting.google.com 1302988076 25240 127.0.0.1 (16 Apr 2011 21:07:56 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sat, 16 Apr 2011 21:07:56 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: w36g2000vbi.googlegroups.com; posting-host=92.229.11.109; posting-
account=zg14uQoAAAC3EIt5Yr7fg-2pT3csU_u7
User-Agent: G2/1.0
X-HTTP-UserAgent: Mozilla/5.0 (X11; Linux i686; rv:6.0a1) Gecko/20110416 Firefox/
6.0a1,gzip(gfe)
```

Xref: g2news2.google.com comp.sys.atari.st:3092 de.alt.folklore.computer:6799
comp.sys.atari.programmer:58 comp.sys.atari.st.tech:98 alt.atari-
jaguar.discussion:106

Hi Atarians,

This should not be a usual commercial. I want you to know that we
(Frederick Mei=DFner, the hoster of the Profibuch and myself) have set
up a Jabber server for the Atari scene.

To be understood, right now, there is no native jabber client for
Atari!

For those running MiNT, MCabber (http://mcabber.com/, the successor
of well known cabber) might be pretty straightforward. Its a console
client using ncurses, like rhapsody IRC or pico editor. Another
workaround to connect to Jabber with your Atari, called BitlBee
(http://www.bitlbee.org). This is a software that acts as gateway
between IRC and Jabber (and other IM protocols). You connect via aIRC
to it, and have a room with your online buddys in.

We also have talked to Joakim to implement the XMPP protokol to aICQ.
Another port could be Psi as a desktop client (http://psi-im.org).
Understatement, it will be a big task)

If you want a Jabber Domain with "Atari" in it, join us at
http://www.atari-jabber.org

bye
Bernd

From -2058430205415342837
X-Google-Thread: 1115ce,afd2252c6c987f3c,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!feeder1.cambriumusenet.nl!
feed.tweaknews.nl!193.201.147.78.MISMATCH!feeder.news-service.com!
193.189.160.243.MISMATCH!news-hub.siol.net!newsfeed.t-com.hr!news3.t-com.hr!not-
for-mail
From: "Super Marios" <info_REMOVE_@super-marios.tk>
Newsgroups: comp.sys.atari.programmer
Subject: New Retro Computing Web Portal
Date: Fri, 20 May 2011 07:30:18 +0200
Organization: T-Com
Lines: 42
Message-ID: <ir4u9b$593$1@ss408.t-com.hr>
NNTP-Posting-Host: 93-136-93-227.adsl.net.t-com.hr
X-Trace: ss408.t-com.hr 1305869419 5411 93.136.93.227 (20 May 2011 05:30:19 GMT)
X-Complaints-To: abuse@t-com.hr
NNTP-Posting-Date: Fri, 20 May 2011 05:30:19 +0000 (UTC)

X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.5512
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.5512
X-RFC2646: Format=Flowed; Original
Xref: g2news2.google.com comp.sys.atari.programmer:59

New Retro Computing Web Portal Super Marios ***** A L P H A ***** version
has been released.

Containing the following items:

Old computer news
Amiga
Amstrad
Atari
Commodore C64
Spectrum ZX
ZX81
MSX
Emulators Retro Remakes

Games

Amiga games
Atari games
Amstrad games
Commodore C64 games
Spectrum games
ZX81 games
Remake games
Atari 8 bit games

Etc...

Daily update !

Please visit us:

http://super-marios.tk/

From 4015526848612475523
X-Google-Thread: 111a55,ecbc6dc68ae1ecf8,start

X-Google-NewGroupId: yes
X-Google-Thread: 1115ce,ecbc6dc68ae1ecf8,start
X-Google-NewGroupId: yes
X-Google-Attributes: gidf571f7dd2b,gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news.glorb.com!feeder.erje.net!
tudelft.nl!txtfeed1.tudelft.nl!feeder.news-service.com!amsnews11.chello.com!
news.chello.nl.POSTED!not-for-mail
Date: Tue, 14 Jun 2011 14:24:20 +0200
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; nl; rv:1.9.2.13)
Gecko/20101207 Thunderbird/3.1.7
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4.5
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <b3b13$4df75349$d52e2fcd$25265@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 44
NNTP-Posting-Host: 213.46.47.205 (213.46.47.205)
NNTP-Posting-Date: Tue, 14 Jun 2011 14:25:45 +0200
X-Trace: b3b134df75349708b8a6825265
Xref: g2news1.google.com comp.sys.atari.st:2808 comp.sys.atari.programmer:57

LS

There is a new version available on my homepage (see sig).

Changes:

june 2011
v4.5
Compiler:
   Fixed a regression since 4.4 causing a alignment error
     when a bitfield was followed by a plain char declaration.

   Optimization of table switch such that large gaps
     between groups of close case values are dealt with
     efficiently.

   Correction in table switch for Coldfire code.
   Index scaling by shift: long.
   Promote unprototyped pushing of floats and ints.
   Fix l and f postfix with float constants.

Assembler:
   Digit zero is NOT a octal prefix in assembly files.

   Implemented * operand.
   Implemented 'dcb' statement.
   'repeat' statement can now be nested.

```
   Macros can have 'repeat' statements.
   Repeat value can be any constant expression.
   Repaired equ and = statements.

Library:
   Added atan2 to ahccstd.lib
   Moved a few local arrays in the VDI bindings to static.
     Savess some stack when used in PROGDEF's.


Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger;  http://digger.atari.org
A Home Cooked C compiler:      AHCC;  http://ahcc.atari.org


From 8015773159328080530
X-Google-Thread: 1a3916fcef,b64cf2a8a0961c29,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!feeder.news-service.com!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Fri, 24 Jun 2011 16:36:51 +0200
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; nl; rv:1.9.2.13)
Gecko/20101207 Thunderbird/3.1.7
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4.6
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <b80e0$4e04a15d$d52e2fcd$3180@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 43
NNTP-Posting-Host: 213.46.47.205 (213.46.47.205)
NNTP-Posting-Date: Fri, 24 Jun 2011 16:38:21 +0200
X-Trace: b80e04e04a15d708b8a6803180
Xref: g2news2.google.com comp.sys.atari.st:3169 comp.sys.atari.programmer:61


LS

There is a new version available on my home page (see sig).

Changes:
june 24 2011
v4.6
   Compiler:
```

```
     Cast condition code to int on unary plus/minus to
     comparisons.  (think about it :-)
     Also a fix in condition code casting for Coldfire.
     Fixed a regression since V3.b4 where differences
     between a function prototype and its actual declaration
     were not error flagged anymore.

   Assembler:
     Coldfire instruction set completed. The set is complete,
     but check for specific Coldfire restrictions on already existing
     instructions is not performed yet. This will be done
     in a future release. You can run the new Digger V8 on
     object files for checking validity of your Coldfire code.

   Library:
     Created library ahccstfi.lib.
     A standard library for Coldfire but without floating
     point. Affects particularly printf and scanf.
     For coldfire compatible programs not needing floating
     point that one would like to run on a Falcon witout FPU.

     Added functions _crystal() and vdi() and struct _VDIParBlk
     for programs that submit extra bindings based on the
     Pure C GEM library.



Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger;  http://digger.atari.org
A Home Cooked C compiler:      AHCC;  http://ahcc.atari.org


From -7487383799026915374
X-Google-Thread: 1a3916fcef,3827ab22e1ad8bc5,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news2.google.com!news.glorb.com!feeder.erje.net!
txtfeed1.tudelft.nl!tudelft.nl!txtfeed2.tudelft.nl!amsnews11.chello.com!
news.chello.nl.POSTED!not-for-mail
Date: Fri, 24 Jun 2011 16:56:16 +0200
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; nl; rv:1.9.2.13)
Gecko/20101207 Thunderbird/3.1.7
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Digger V8
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
```

Message-ID: <e819e$4e04a5ea$d52e2fcd$8455@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 35
NNTP-Posting-Host: 213.46.47.205 (213.46.47.205)
NNTP-Posting-Date: Fri, 24 Jun 2011 16:57:46 +0200
X-Trace: e819e4e04a5ea708b8a6808455
Xref: g2news2.google.com comp.sys.atari.st:3170 comp.sys.atari.programmer:62

There is a new version of Digger (TT-Digger) available on
my home page (see sig).

Changes:

june 2011 v8

Coldfire support.
==========

Name abreviated to "Digger".

Fixed a bug in fmove.l #data, FPcr.
Fixed a bug with int set to size 4.

New menu entry in menu title Goto
'dc.w in text <d>'
Go to the next dc.w in the text segement.
It is about a dc.w due to disassembly failure,
    not the result of a 'data' mark.

These 'dc.w's are displayed in bold red.

There are 2 binaries:
DIGGER.PRG   68000 versie: runs on every Atari or clone.
DIGGERCF.PRG   68020+ versie: runs on Falcon or higher and Firebee.

The soures of Digger are part of the AHCC distribution.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From 5903096208283459823
X-Google-Thread: 1115ce,41db3d6287cb4482,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII
Path: g2news2.google.com!postnews.google.com!e35g2000yqc.googlegroups.com!not-for-mail

From: Pablo Vt <pblvt83@gmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: Earn money easily. Only honest people!!!
Date: Sat, 23 Jul 2011 12:08:53 -0700 (PDT)
Organization: http://groups.google.com
Lines: 213
Message-ID: <71eb5e55-b24b-4597-bf8b-dafbfbc49a33@e35g2000yqc.googlegroups.com>
NNTP-Posting-Host: 201.231.119.197
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: quoted-printable
X-Trace: posting.google.com 1311448134 6868 127.0.0.1 (23 Jul 2011 19:08:54 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sat, 23 Jul 2011 19:08:54 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: e35g2000yqc.googlegroups.com; posting-host=201.231.119.197;
posting-account=gBriWgoAAADRKoIZkvYABJJ55me91wed
User-Agent: G2/1.0
X-Google-Web-Client: true
X-Google-Header-Order: HNKRUAELSC
X-HTTP-UserAgent: Mozilla/5.0 (Windows NT 6.1; WOW64) AppleWebKit/534.30
 (KHTML, like Gecko) Chrome/12.0.742.122 Safari/534.30,gzip(gfe)
Xref: g2news2.google.com comp.sys.atari.programmer:63

Please read the following text is super interesting and will earn you
many dollars if you follow the instructions with honesty and a minimum
of effort (if you're not an honest person, I ask you please do not go
forward, all you will achieve is to affect people who rely on
transparency and the principles). It only takes 3 minutes to read this
article and you will not regret. There is no trick or anything weird.
It is a very old and simple that is based on trust in others.

A few days ago I'm looking for ways to earn some extra money over,
apart from that I get for surfing the Internet. This go around
newsgroups, bulletin boards, classified ads, search engines. In all
these places find messages like I reproduce below. Then I kept
thinking: It is simply a string, this is something that does not work.
What if it works. This is not something new, as is done for decades
and do not know of anyone who has made money. And if it works.
Thinking it is a real job. WHAT IF IT WORKS. I finally decided and
here I am. If you also decide you or in doubt, read on.

Do not think that will be easy, you need to post this message
everywhere you can think of publishing, news, message boards,
classifieds, etc.. The greater the number of times you repeat it
better for you (and me of course), so I say it's a real job. It'll
take several hours, will require all your experience, will also depend
on your perseverance to continue to publish and your ability to
promote it.

The difference with what was done before with traditional mail this
chain is not dependent on five or ten people who will get the message,
but is for everyone, and on the Internet there are thousands of people

will notice and some (like me) will decide.And finally, how did you think you can learn a task like this to apply in future work? I am now the last on the list that you are getting and where (if you move on) you'll be repeating the message, leaving junior. I wish you luck, because luck is also part of this will be for me.

This is the message I found:
"A few days ago, when" surfing "through these pages, likewise as you are doing now, I found an article similar to this that said you can earn thousands of dollars within weeks with an investment of U $ S 6.00 !. I immediately thought, "Oh no! Another scam? ", But like most of us, curiosity got the better, and kept reading. He continued that you send to U $ S1.00 each of the 6 names and addresses mentioned in this article. Then you . write down your name and address at the bottom of the list replacing # 6, and send or put this article in at least 200 "newsgroups" (There are thousands of these around the world). No tricks, that was it. The great difference between this system and others is that you have a list of 6 instead of 5. This means that your average gain is about 15 times greater! After thinking over and over again, and check with friends first I decided to try it. I thought I could lose was only 6 stamps and $ S 6.00, right?. As probably many of us I was a little concerned about the legality of this. Then I consulted with the Post Office in Chile and they confirmed that was actually legal!. Then I invested my U $ S6.00 !!!... Imagine ..... at 7 days, I started getting money in the mail!. I was surprised! still thought this will end soon, and thought no more of anything else. But the money just kept coming. In my first week I made a U $ S20.00. Pera the end of the second week I had made a total of more than U.S. $ 1, 000.00! !! In the third week I had over U $ S10, 000.00 and more still coming.
This is my fourth week and I did a total of more than U $ S41, 000.00 and this is coming soon (my wife and children opened the envelopes are passed and I getting "Newsgroup"). This was serious!!
All this really worth the investment of $ 6.00 and 6 stamps. I spent more than that in sweepstakes and lotteries! "

Let me explain how this works and most importantly why it works so well, make sure you print a copy of this article NOW, to get all information as needed. The process is very simple and consists of 3 easy steps:

STEP 1: Get 6 separate pieces of paper and write each "Please include me YOUR MAILING LIST OR E-MAIL".

Now get 6 bills of U.S. $ 1.00 and enter the dollar in an envelope with the sheet so that the bill will not be seen through the envelope! Better put it locked in a dark colored paper to prevent theft of mail. You should now have 6 sealed envelopes and in them a paper with the phrase referred to, your name and address, and a $ 1.00. What you are doing is creating a "service" and that makes this is ABSOLUTELY LEGAL! You can also send the equivalent of U.S. $ 1 (1 dollar).

Please send the 6 envelopes to the following addreses:

(1)
Rene Frades
Ruta Provincial N=B0 23 km 3,5
San Justo
Provincia de Entre Rios - Argentina,
Codigo postal (3262)
(2)
Rodr=EDguez Leonardo Vicente
9 de Julio n=BA 2015
Concepci=F3n del Uruguay
Provincia de Entre R=EDos - Argentina,
Codigo postal (3260)
(3)
Amado David Exequiel
Sargento Cabral 1259
San Lorenzo
Provincia de Santa Fe-Argentina
Codigo Postal: (2200)
(4)
Jos=E9 Menares Mor=E1n
Avda. Portales 936
Maip=FA
Santiago-Chile
C=F3digo Postal: (7292004)
(5)
Katherine Chac=F3n P=E9rez
Cerro La Coipa 777
Rosario
Copiap=F3-Chile
C=F3digo Postal: (1532640)
(6)
Pablo Vita
Calle ELORDI N=B0 331
(c=F3digo postal: 8370) San Mart=EDn de los Andes
Provincia de Neuqu=E9n
Argentina

STEP 2: Now take the # 1 listed above, move the other names up number (# 6 becomes # 5, # 5 becomes # 4, etc.) and add YOUR NAME and address as # 6 on the list. REMEMBER, you have to DELETE THE POST # 1 (NOT THE # 6), MODIFY THE NUMBER OF WHICH ARE MADE, AND ADD YOUR NAME AND ADDRESS AS THIS POSITION # 6.

STEP 3: Change anything that we believe in this article, but try to keep as close to original as possible. Now, post your amended article to at least 200 "newsgroups" (there are over 24,000 groups).
You only need 200, but when you put more quantity, more money will come!. Here are some pointers on how to enter the "newsgroups"

-------------------------------...
ALL!. All you have to do is get in different "Newsgroups" and slurred,

when I have practice, it only takes about 30 seconds for each newsgroup! ** REMEMBER, MANY MORE NEWSGROUPS OBTAIN, MORE ANSWERS (AND MONEY) YOU WILL RECEIVE! BUT YOU MUST ENTER AT LEAST 200 ** NOW !!!.... You will be receiving money from around the world, in places you never know and a few days!. Eventually want to rent a POBox in the amount of envelopes that will be receiving. If you prefer using nicknames, you can create a name every time the postman delivers where it should. ** MAKE SURE ALL THE ADDRESSES ARE CORRECT Now the WHY of all this: Of 200 postings, say I receive only 5 replies (a very low example). Then I made $ 5.00 with my name at # 6 in this letter. Now, each of the 5 persons who sent me $ 1.00 also make at least 200 newsgroups, each with my name at # 5 on the list and only 5 persons respond to each of the original 5, this makes $ 25.00 plus I receive, now these 25 people put at least 200 newsgroups with my name at # 4 and only receive 5 replies each. Others would be doing additional $ 125.00. Now this 125 people put their least 200 newsgroups with my name at # 3 and only receive 5 replies each, I get an additional 625.00!. OK, here's the fun part, each of these 625 people put their cards in other 200 groups with my name at # 2 and each one receives only 5 answers, this means that I get $ 3,125.00!. These 3,125 persons sent this message to at least 200 newsgroups with my name at # 1 and if only 5 people respond to the 200 groups, I will receive $ 15,625.00!. From an original investment of $ 6.00! more stamps. FABULOUS!. And as I said before, that only 5 people respond is unlikely, the real average would be 20 or 30 people!. So let's put these numbers to calculate. If only 15 people respond, it does in the # 6 $ 15.00 at # 5 $ 225.00 at # 4 $ 3375.00 at # 3 $ 50,625.00 at # 2 $ 759,375.00 at # 1 $ 11,390,625.00 if more than eleven million dollars!

Once your name is no longer on the list, remove the last announcement of the Newsgroup and send another $ 6.00 to names on the list, putting your name at # 6 and repeat the process. And start putting them in the newsgroup again. The thing to remember is that thousands more throughout the world, connect to the Internet every day and read these articles every day as YOU and I do!. So I think nobody would have problems to invest $ 6.00 and see if this really works. Some people even think "and if nobody decides to answer?" What! What is the chance of this happening when there are thousands of honest people (like us) looking for a way to have financial independence and !!!., pay bills and are willing to try, because "There is no greater struggle not done. " There are an estimated 20,000 to 50,000 new users EVERY DAY! (Worldwide) ******* ANOTHER SYSTEM TO COMMUNICATE IS GETTING E-MAIL OF PARTICULAR PEOPLE MUST BE AT LEAST 200 DIRECTIONS S, AND THIS HAS A MINIMUM EFFECTIVENESS OF 5% TO 15%. IF ONLY LOOKING SPEAKERS IN SPANISH, GO TO A PROVIDER OF E-MAILS AND PRINT A LATIN LAST NAME AND NOW.

********** Remember doing this in CORRECT, CLEAN AND HONESTLY and operate safely. You just have to be honest. Be sure to print this article NOW, Try to keep the list of those who send them money and

always watch the newsgroups and see if all are participating cleanly.
Remember, HONESTY IS THE BEST METHOD.
No need to do tricks with the basic idea of making money on this!
BLESSINGS FOR ALL and luck, play fair and take this wonderful
opportunity to make tons of money on the internet.
** By the way, if you defraud people putting messages with your name
and not send any money to the others on that list, you will receive
almost ANYTHING!.
TIME IS IMPORTANT! Should not miss more than 7 days from the time you
see this article!. You can also get lists of E-MAIL for extra dollars.
Let all the rules of business!
Remember to mention these extra profits in their tax returns.

* IF YOU HAVE ANY QUESTIONS OR NEED HELP JUST SEND ME AN E-MAIL
(ka_ch_p@hotmail.com). AND REMEMBER, HONESTY IS THE ONE!

I already send my 6 dollars and cost me nothing, now I'm getting
dollars in my house. I was honest and a strong will I can make up to $
1000 dollars per week. Good luck.Goodbye.

"IMPORTANT"

FOR THE MONEY FOLLOW THE INSTRUCTIONS STEP BY STEP THE TEXT WITHOUT
ANY FAIL

From 3703126801174988624
X-Google-Thread: 111a55,258f22fe0c35777d,start
X-Google-NewGroupId: yes
X-Google-Thread: 1115ce,258f22fe0c35777d,start
X-Google-NewGroupId: yes
X-Google-Attributes: gidf571f7dd2b,gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Received: by 10.68.59.229 with SMTP id c5mr19138357pbr.6.1321222926793;
        Sun, 13 Nov 2011 14:22:06 -0800 (PST)
Path: h5ni46508pba.0!nntp.google.com!news2.google.com!goblin2!goblin1!
goblin.stu.neva.ru!tudelft.nl!txtfeed2.tudelft.nl!amsnews11.chello.com!
news.chello.nl.POSTED!not-for-mail
Date: Sun, 13 Nov 2011 23:22:05 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; nl; rv:1.9.2.22)
Gecko/20110902 Thunderbird/3.1.14
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4.7
Message-ID: <6d832$4ec04311$1884a375$16748@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 70
NNTP-Posting-Host: 24.132.163.117 (24.132.163.117)
NNTP-Posting-Date: Sun, 13 Nov 2011 23:22:09 +0100
X-Trace: 6d8324ec04311bd2106d016748

Xref: news2.google.com comp.sys.atari.st:1239 comp.sys.atari.programmer:47
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit

LS

There is a new version available on my homepage (see sig)

I have included the A_... header files that belong to my
experimentation with syntax. (not activated)

Changes:
november 14 2011
v4.7
   Compiler:
     Slight reduction of spurious error messages.

     Wrong code was generated when converting a real
     to unsigned long.

     New header file stdbool.h
     small fixes in compiler.h

     Fixed a error when a input name is a filename only, no slashes.

     Fixed a mistake with eliminating the false side of a
     expression of the form: constant ? x : y
     where the true side is a binary operation.

   For Coldfire:
     Small fix in the new code tables for Coldfire.
     Affects long mul/div.

     Cleanup of Coldfire code generator.
     Intruduction of code table for assignment.
     Many fixes in the code for Coldfire floating point.

     In rare cases the optimizer must split a move.
     If no registers are available a pusher is generated.
     (Until now a message "no free reg" was displayed in stead.)
     Fixed a bug in a table causing some registers to be
     kept alive forever, causing the above split.

   Editor:
     '_' is a alphanumeric character for bold display.

   Kit:
     Replaced checkbox 'word' by 3 radiobuttons:
     whole word
     word begin
     anywhere

```
     Which makes it possible to find a string that is the
     beginning of a word. (e.g. prefixes).

   Library:
     gemf.lib
     Fix a confusion in gemf.h
     removed #define gl_apid _app
     The 2 names have NOT the same meaning.

     ahccgem.lib, ahccgemf.lib
     Fix in appl_init regarding returning of application
     identifier.


Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger;  http://digger.atari.org
A Home Cooked C compiler:      AHCC;  http://ahcc.atari.org


From 758991392563658872
X-Google-Thread: 111a55,abfee433dce90dd0,start
X-Google-NewGroupId: yes
X-Google-Thread: 1115ce,abfee433dce90dd0,start
X-Google-NewGroupId: yes
X-Google-Attributes: gidf571f7dd2b,gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Received: by 10.205.133.193 with SMTP id hz1mr1035084bkc.7.1322429167156;
        Sun, 27 Nov 2011 13:26:07 -0800 (PST)
Path: dq5ni58853bkb.0!nntp.google.com!news2.google.com!goblin2!goblin.stu.neva.ru!
multikabel.net!newsfeed20.multikabel.net!amsnews11.chello.com!
news.chello.nl.POSTED!not-for-mail
Date: Sun, 27 Nov 2011 22:25:08 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; nl; rv:1.9.2.22)
Gecko/20110902 Thunderbird/3.1.14
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4.8
Message-ID: <bf281$4ed2aabc$1884a375$18942@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 42
NNTP-Posting-Host: 24.132.163.117 (24.132.163.117)
NNTP-Posting-Date: Sun, 27 Nov 2011 22:25:16 +0100
X-Trace: bf2814ed2aabcbd2106d018942
Xref: news2.google.com comp.sys.atari.st:1254 comp.sys.atari.programmer:48
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
```

LS

There is a new version available on my home page (see sig)

Changes:

november 28 2011
v4.8
   Compiler:
     Fix a crash that sometimes could occur when a local
       initializer was absent or was wrong.
     Fix a crash when a while expression is wrong or absent.
     Allow {} around any local initializer.

     Deny arrays of void.
     Deny returning of arrays.

     Fixed a regression since 4.7 leading to incorrect code
       in rare situations.

     Fix a error preventing floating constants of the form:
       nE-n from compiling correctly.

     Coldfire:
     Fix incorrect code when a temporary was needed
       from a memory location.

   Library:
     Fixed a leftover from Sozobon, where a floating point
       integral part could not exceed |2^31|.

     Changed v_pie --> v_pieslice

Have fun

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -4757847208680978422
X-Google-Thread: 1115ce,357be33d503621d9,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII
Received: by 10.68.21.165 with SMTP id w5mr506405pbe.7.1323184310966;
        Tue, 06 Dec 2011 07:11:50 -0800 (PST)
Path: lh20ni76114pbb.0!nntp.google.com!news2.google.com!news.glorb.com!
feeder.erje.net!proxad.net!feeder1-2.proxad.net!cleanfeed1-b.proxad.net!

nnrp4-2.free.fr!not-for-mail
Message-ID: <4EDE406C.984B0C2F@free.fr>
Date: Tue, 06 Dec 2011 17:18:52 +0100
From: PIRONNEAU =?iso-8859-1?Q?St=E9phane?= <stephane.pironneau@free.fr>
X-Mailer: Mozilla 4.76 [fr] (X11; U; Linux 2.4.2-2 i686)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Is it still possible to buy a Coldfire card ?
Lines: 13
Organization: Guest of ProXad - France
NNTP-Posting-Date: 06 Dec 2011 16:11:50 MET
NNTP-Posting-Host: 194.254.62.53
X-Trace: 1323184310 news-2.free.fr 14381 194.254.62.53:21412
X-Complaints-To: abuse@proxad.net
Xref: news2.google.com comp.sys.atari.programmer:49
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit

Hello,

  Is it still possible to buy a Coldfire card ?
is the paypal address still active ?

  I own a 1040STE and Iam interested in the Coldfire card.

  Thanks in advance,

St⍰phane PIRONNEAU
http://stephane.pironneau.free.fr

From -2667214500154384592
X-Google-Thread: 1115ce,357be33d503621d9
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII
Received: by 10.68.31.165 with SMTP id b5mr23733077pbi.1.1323193086894;
        Tue, 06 Dec 2011 09:38:06 -0800 (PST)
Path: lh20ni76486pbb.0!nntp.google.com!news2.google.com!news4.google.com!
proxad.net!feeder1-2.proxad.net!fdn.fr!freenix!feeder.news.orange.fr!not-for-mail
Date: Tue, 06 Dec 2011 18:38:06 +0100
From: Francois LE COAT <lecoat@atari.org>
User-Agent: Mozilla/5.0 (Macintosh; Intel Mac OS X 10.6; rv:8.0.1) Gecko/20111121
Firefox/8.0.1 SeaMonkey/2.5
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Is it still possible to buy a Coldfire card ?
References: <4EDE406C.984B0C2F@free.fr>
In-Reply-To: <4EDE406C.984B0C2F@free.fr>
Lines: 18

Message-ID: <4ede52fe$0$2539$ba4acef3@reader.news.orange.fr>
Organization: les newsgroups par Orange
NNTP-Posting-Date: 06 Dec 2011 18:38:06 CET
NNTP-Posting-Host: 86.212.124.18
X-Trace: 1323193086 reader.news.orange.fr 2539 86.212.124.18:12622
X-Complaints-To: abuse@orange.fr
Xref: news2.google.com comp.sys.atari.programmer:50
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: quoted-printable

Hi,

PIRONNEAU St=E9phane writes :
>   Is it still possible to buy a Coldfire card ?
> is the paypal address still active ?
>
>   I own a 1040STE and Iam interested in the Coldfire card.

Do you know about <http://acp.atari.org/> ?

Regards,

--=20
Fran=E7ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org/
http://fon.gs/atarians/

From 7571156260878258861
X-Google-Thread: 1115ce,47322e85ea18ba5e,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Received: by 10.68.75.170 with SMTP id d10mr238596pbw.6.1327349130565;
        Mon, 23 Jan 2012 12:05:30 -0800 (PST)
Path: lh20ni216048pbb.0!nntp.google.com!news1.google.com!goblin1!
goblin.stu.neva.ru!news.astraweb.com!border5.a.newsrouter.astraweb.com!
feeder2.cambriumusenet.nl!feed.tweaknews.nl!62.179.104.142.MISMATCH!
amsnews11.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Mon, 23 Jan 2012 21:05:29 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; nl; rv:1.9.2.22)
Gecko/20110902 Thunderbird/3.1.14
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4.9
Message-ID: <a89a9$4f1dbdac$4dfb77c8$21657@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 47
NNTP-Posting-Host: 77.251.119.200 (77.251.119.200)

NNTP-Posting-Date: Mon, 23 Jan 2012 21:06:04 +0100
X-Trace: a89a94f1dbdace85ed26d21657
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit

LS

There is a new version available on my home page (see sig)

Changes:

januari 24 2012
v4.9
Compiler:
   Fixed a extremely stupid bug where comparisons of the kind
   'constant compared to variable' were reversed wrongly.
   e.g. (0 < i)

   Fixed a terrible bug where under certain circumstances
   a ftst insstruction got lost.

   Accept spurious ampersand to a function name to get a
   reference to that function.

   There are FPU instruction that are NOT unary operaters.
   These are: fmod, modf, ldexp and frexp.
   Put these function in ahccstd.lib.

   Fixed wrong code with comma expressions within expressions.

Coldfire:
   Fix in the Coldfire Floating point code table.

   Do not generate addressing mode 6 (An,Xn) with floating point
   instructions.

   Do not generate FScc instructions.
   Repaired wrong divide for pointer difference calculation.

Library:
   stdio.c: function tmpfile added.
   string.c: function strtoul added.
   stdlib.c: function system added.
   ahccstdf.lib
   Added support for missing FPU instructions on Coldfire.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -264444825746611035
X-Google-Thread: 111a55,47322e85ea18ba5e
X-Google-NewGroupId: yes
X-Google-Thread: 1115ce,47322e85ea18ba5e
X-Google-NewGroupId: yes
X-Google-Attributes: gidf571f7dd2b,gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Received: by 10.68.213.68 with SMTP id nq4mr6110890pbc.2.1327350555486;
        Mon, 23 Jan 2012 12:29:15 -0800 (PST)
Path: lh20ni216102pbb.0!nntp.google.com!news2.google.com!eweka.nl!feeder.eweka.nl!
194.134.4.91.MISMATCH!news2.euro.net!amsnews11.chello.com!news.chello.nl.POSTED!
not-for-mail
Date: Mon, 23 Jan 2012 21:29:14 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; nl; rv:1.9.2.22)
Gecko/20110902 Thunderbird/3.1.14
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4.9
Message-ID: <bdc4c$4f1dc33d$4dfb77c8$27792@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 46
NNTP-Posting-Host: 77.251.119.200 (77.251.119.200)
NNTP-Posting-Date: Mon, 23 Jan 2012 21:29:49 +0100
X-Trace: bdc4c4f1dc33de85ed26d27792
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit

LS

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Changes:

januari 24 2012
v4.9
Compiler:
   Fixed a extremely stupid bug where comparisons of the kind
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   e.g. (0 < i)

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   Accept spurious ampersand to a function name to get a
   reference to that function.

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```
   Fixed wrong code with comma expressions within expressions.

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   Fix in the Coldfire Floating point code table.

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   string.c: function strtoul added.
   stdlib.c: function system added.
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   Added support for missing FPU instructions on Coldfire.

--
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Interactive disassembler: TT-Digger;  http://digger.atari.org
A Home Cooked C compiler:      AHCC;  http://ahcc.atari.org


From 683578567811975465
X-Google-Thread: 1115ce,5cd5d92fb5abb7e9,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: FRENCH,ASCII-7-bit
Received: by 10.68.135.231 with SMTP id pv7mr690859pbb.8.1327564383385;
        Wed, 25 Jan 2012 23:53:03 -0800 (PST)
Path: lh20ni225323pbb.0!nntp.google.com!news1.google.com!news.glorb.com!
feeder.erje.net!de-l.enfer-du-nord.net!feeder1.enfer-du-nord.net!usenet-fr.net!
proxad.net!feeder1-2.proxad.net!193.252.117.184.MISMATCH!feeder.news.orange.fr!
not-for-mail
Date: Thu, 26 Jan 2012 08:48:49 +0100
From: pierre levy <benjaminlevy@wanadoo.fr>
User-Agent: Mozilla/5.0 (Macintosh; Intel Mac OS X 10.5; rv:9.0) Gecko/20111222
Thunderbird/9.0.1
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: f.c.s.a
Lines: 5
Message-ID: <4f21065e$0$27582$ba4acef3@reader.news.orange.fr>
Organization: les newsgroups par Orange
NNTP-Posting-Date: 26 Jan 2012 08:53:02 CET
NNTP-Posting-Host: 109.210.82.63
X-Trace: 1327564382 reader.news.orange.fr 27582 109.210.82.63:3848
X-Complaints-To: abuse@orange.fr
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
```

Le forum s.c.s.a a disparu de chez mon f a i"orange.fr
Je sais que ce n'est pas le sujet de ce forum,mais
cela reste pour moi le seul moyen de garder le contact
avec les ataristes, pour le moment.
Pierre L

From -7146485231662450809
X-Google-Thread: 1115ce,bec243e83817a4e0,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Received: by 10.68.233.69 with SMTP id tu5mr8621530pbc.6.1335008696974;
        Sat, 21 Apr 2012 04:44:56 -0700 (PDT)
Path: r9ni81595pbh.0!nntp.google.com!news1.google.com!postnews.google.com!
i18g2000vbx.googlegroups.com!not-for-mail
From: Paolo <pppaolo@email.it>
Newsgroups: comp.sys.atari.programmer
Subject: Structure of .ST files
Date: Sat, 21 Apr 2012 04:43:31 -0700 (PDT)
Organization: http://groups.google.com
Lines: 5
Message-ID: <e259dbee-c23f-480a-b911-ddbc76caf53e@i18g2000vbx.googlegroups.com>
NNTP-Posting-Host: 95.228.71.129
Mime-Version: 1.0
X-Trace: posting.google.com 1335008696 7100 127.0.0.1 (21 Apr 2012 11:44:56 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sat, 21 Apr 2012 11:44:56 +0000 (UTC)
Complaints-To: groups-abuse@google.com
Injection-Info: i18g2000vbx.googlegroups.com; posting-host=95.228.71.129; posting-
account=9dSK-woAAAC5CZ_qM2HsLPZS3-MyXuiI
User-Agent: G2/1.0
X-HTTP-Via: 1.1 proxy01:3128 (squid/2.6.STABLE21)
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 7.0; Windows NT
5.1; .NET4.0C; .NET4.0E),gzip(gfe)
Content-Type: text/plain; charset=ISO-8859-1

Please, what is the structure of a .ST file emulating an Atari ST
floppy disk?
It gets 738.260 B versus 726.016 on the FD.
Thanks
Paul

From 6996928669861575278
X-Google-Thread: 1115ce,3748b3ff1b2b416c,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Received: by 10.68.220.230 with SMTP id pz6mr12826135pbc.3.1338383970115;
        Wed, 30 May 2012 06:19:30 -0700 (PDT)
Path: pr3ni66038pbb.0!nntp.google.com!news1.google.com!goblin1!goblin.stu.neva.ru!
eternal-september.org!feeder.eternal-september.org!mx04.eternal-

september.org!.POSTED!not-for-mail
From: Henk Robbers <h.robbers@chello.nl>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4.11
Date: Wed, 30 May 2012 15:19:28 +0200
Organization: A noiseless patient Spider
Lines: 51
Message-ID: <jq56p1$c6m$1@dont-email.me>
Mime-Version: 1.0
Injection-Date: Wed, 30 May 2012 13:19:29 +0000 (UTC)
Injection-Info: mx04.eternal-september.org; posting-host="ng8Ew17AquUPZEeGbXuFNA";
     logging-data="12502"; mail-complaints-to="abuse@eternal-september.org";
     posting-account="U2FsdGVkX18ri5y87KBLV01L/SY+Y0tVs0j63YzC4jA="
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; nl; rv:1.9.2.25)
Gecko/20111213 Thunderbird/3.1.17
Cancel-Lock: sha1:k6GU09HAm5J4DgvQBMNWjLzt9x0=
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit

LS

There is a new version available on my home page (see sig)

Changes:
may 30 2012
v4.11
   Compiler:
     Revision of registerization of local variables.
     Produces slightly better code.
     Also repairs Draconis Marathon.

     Fixes a bug where a explicit cast of ptr to long or vv
      was handled incorrectly.

     A further bugfix (A very very old one, perhaps since v3b1).

   Assembler:
     Implemented opcodes:
      align
      aline
     Allow single = for 'equals' in IF expressions.

     Full implementation of 'equ' expressions.

     addq.w #n,An
     addq.b #n,An
     silently changed to addq.l #n,An.

     2 new pseudo opcodes for use with Coldfire compatible
     programs:
      xsave reglist
      xrest reglist

```
     The instructions generate the movem sequences required
     for Coldfire campatibility. You, as a programmer, do
     not have to count the registers for the lea instructions.
     The compiler will do that for you and also generate
     the lea's.

   Library:
     Provided 68000/Coldfire usable TOS bindings in case
     a project did not include the AHCC specific tos.h
     (The one that uses __syscall__).
     The library is called "ahcctos.lib".

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger;  http://digger.atari.org
A Home Cooked C compiler:      AHCC;  http://ahcc.atari.org
```


```
From -3171028789338169803
X-Google-Thread: 1115ce,3748b3ff1b2b416c
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII
Received: by 10.68.223.40 with SMTP id qr8mr12989353pbc.0.1338387391293;
        Wed, 30 May 2012 07:16:31 -0700 (PDT)
Path: pr3ni66196pbb.0!nntp.google.com!news2.google.com!goblin1!goblin.stu.neva.ru!
proxad.net!feeder1-2.proxad.net!193.252.117.184.MISMATCH!feeder.news.orange.fr!
not-for-mail
Date: Wed, 30 May 2012 16:16:25 +0200
From: Guillaume Tello <houten.van@orange.fr>
User-Agent: Mozilla/5.0 (Windows NT 5.1; rv:12.0) Gecko/20120428 Thunderbird/
12.0.1
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V4.11
References: <jq56p1$c6m$1@dont-email.me>
In-Reply-To: <jq56p1$c6m$1@dont-email.me>
Lines: 11
Message-ID: <4fc62bbe$0$12509$ba4acef3@reader.news.orange.fr>
Organization: les newsgroups par Orange
NNTP-Posting-Date: 30 May 2012 16:16:30 CEST
NNTP-Posting-Host: 81.51.152.174
X-Trace: 1338387390 reader.news.orange.fr 12509 81.51.152.174:16273
X-Complaints-To: abuse@orange.fr
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit
```


Le 30/05/2012 15:19, Henk Robbers a ⍰crit :

```
> addq.w #n,An
> addq.b #n,An
> silently changed to addq.l #n,An.
```

I thought that addq.b #n,An didn't exist on the 68k...?

Guillaume;
>

From -8569046614360506673
X-Google-Thread: 111a55,3748b3ff1b2b416c
X-Google-NewGroupId: yes
X-Google-Thread: 1115ce,3748b3ff1b2b416c
X-Google-NewGroupId: yes
X-Google-Attributes: gidf571f7dd2b,gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII
Received: by 10.68.241.7 with SMTP id we7mr13104742pbc.4.1338390459097;
        Wed, 30 May 2012 08:07:39 -0700 (PDT)
Path: pr3ni66318pbb.0!nntp.google.com!news1.google.com!news.glorb.com!
feeder.erje.net!news2.arglkargh.de!news.swapon.de!eternal-september.org!
feeder.eternal-september.org!mx04.eternal-september.org!.POSTED!not-for-mail
From: Henk Robbers <h.robbers@chello.nl>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V4.11
Date: Wed, 30 May 2012 17:07:38 +0200
Organization: A noiseless patient Spider
Lines: 18
Message-ID: <jq5d3qlfh1@dont-email.me>
References: <jq56p1$c6m$1@dont-email.me>
<4fc62bbe$0$12509$ba4acef3@reader.news.orange.fr>
Mime-Version: 1.0
Injection-Date: Wed, 30 May 2012 15:07:38 +0000 (UTC)
Injection-Info: mx04.eternal-september.org; posting-host="ng8Ew17AquUPZEeGbXuFNA";
     logging-data="22001"; mail-complaints-to="abuse@eternal-september.org";
     posting-account="U2FsdGVkX189kEE4tuCKIzoUYYrWwWTpNK4az4qdJdI="
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; nl; rv:1.9.2.25)
Gecko/20111213 Thunderbird/3.1.17
In-Reply-To: <4fc62bbe$0$12509$ba4acef3@reader.news.orange.fr>
Cancel-Lock: sha1:wEt3ZN2OhYOo+pKXOpJX6IeRoiM=
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit

Op 5/30/12 4:16 PM, Guillaume Tello schreef:
> Le 30/05/2012 15:19, Henk Robbers a ⍰crit :
>
>> addq.w #n,An
>> addq.b #n,An
>> silently changed to addq.l #n,An.
>
> I thought that addq.b #n,An didn't exist on the 68k...?

Correct.
Not on 68K but certainly in my head.
Beware of things that only exist in your head. ;-)

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From 2521935556279873315
X-Google-Thread: 1115ce,5168baf15a5ab62c,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII
Received: by 10.68.234.38 with SMTP id ub6mr10814191pbc.2.1339883213713;
        Sat, 16 Jun 2012 14:46:53 -0700 (PDT)
Path: l9ni58717pbj.0!nntp.google.com!news2.google.com!news4.google.com!proxad.net!
feeder1-2.proxad.net!193.252.117.184.MISMATCH!feeder.news.orange.fr!not-for-mail
Date: Sat, 16 Jun 2012 23:46:53 +0200
From: Francois LE COAT <lecoat@atari.org>
User-Agent: Mozilla/5.0 (Macintosh; Intel Mac OS X 10.6; rv:13.0) Gecko/20120604
Firefox/13.0 SeaMonkey/2.10
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: cross-compiler 3
Lines: 42
Message-ID: <4fdcfecd$0$6174$ba4acef3@reader.news.orange.fr>
Organization: les newsgroups par Orange
NNTP-Posting-Date: 16 Jun 2012 23:46:53 CEST
NNTP-Posting-Host: 83.202.42.31
X-Trace: 1339883213 reader.news.orange.fr 6174 83.202.42.31:7748
X-Complaints-To: abuse@orange.fr
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: quoted-printable

Hi,

When I try to build a GNU / GCC 3.3.6 cross-compiler according to
<http://dhs.nu/misc.php?t=3Dspecial&feature=3Dgcc336> I get the error
"
/Users/admin/Desktop/gcc-3.3.6/gcc/xgcc=20
-B/Users/admin/Desktop/gcc-3.3.6/gcc/=20
-B/opt/cross-mint/m68k-atari-mint/bin/=20
-B/opt/cross-mint/m68k-atari-mint/lib/ -isystem=20
/opt/cross-mint/m68k-atari-mint/include -O2 -DIN_GCC -DCROSS_COMPILE -W =

-Wall -Wwrite-strings -Wstrict-prototypes -Wmissing-prototypes -isystem=20
=2E/include   -g -DIN_LIBGCC2 -D__GCC_FLOAT_NOT_NEEDED -I. -I. -I. -I./=
=2E=20
-I./config -I./../include -DL_fixunsdfdi -c ./libgcc2.c -o=20
libgcc/./_fixunsdfdi.o
libgcc2.c: In function `__fixunsdfdi':
libgcc2.c:958: internal compiler error: in do_SUBST, at combine.c:457
Please submit a full bug report,

with preprocessed source if appropriate.
See <URL:http://gcc.gnu.org/bugs.html> for instructions.
make[2]: *** [libgcc/./_fixunsdfdi.o] Error 1
make[1]: *** [stmp-multilib] Error 2
make: *** [all-gcc] Error 2
"
which is apparently a known GNU / GCC bug according to
<http://gcc.gnu.org/bugzilla/show_bug.cgi?id=3D23442>
I'm using gcc 4.2.1 under Mac OS X 10.6.8, on a quad-core i5.

Does somebody already encounter this bug, and bypassed it ?

Thanks to help,

Best regards,

--=20
Fran=E7ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org/
http://fon.gs/atarians/

From 4206502324151529573
X-Google-Thread: 1115ce,3748b3ff1b2b416c
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII
Received: by 10.68.196.232 with SMTP id ip8mr14577124pbc.6.1341615440627;
        Fri, 06 Jul 2012 15:57:20 -0700 (PDT)
Path: l9ni11068pbj.0!nntp.google.com!news1.google.com!goblin3!goblin2!
goblin.stu.neva.ru!aioe.org!.POSTED!not-for-mail
From: Clu <drclu@swbell.net>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: AHCC V4.11
Date: Sat, 07 Jul 2012 01:58:18 +0400
Organization: Aioe.org NNTP Server
Lines: 20
Message-ID: <jt7qgftef2@speranza.aioe.org>
References: <jq56p1$c6m$1@dont-email.me>
<4fc62bbe$0$12509$ba4acef3@reader.news.orange.fr>
NNTP-Posting-Host: Tmm5zKTu91XcJZy/otSDkQ.user.speranza.aioe.org
Mime-Version: 1.0
X-Complaints-To: abuse@aioe.org
User-Agent: Mozilla/5.0 (Macintosh; U; PPC Mac OS X 10.4; en-US; rv:1.9.2.28)
Gecko/20120306 Thunderbird/3.1.20
X-Notice: Filtered by postfilter v. 0.8.2
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit

Saw your name on here and I remember you when I was still using my ST

1999-2002. Good to see you still here.

Doc Clu

On 5/30/12 6:16 PM, Guillaume Tello wrote:
> Le 30/05/2012 15:19, Henk Robbers a ⍰crit :
>
>> addq.w #n,An
>> addq.b #n,An
>> silently changed to addq.l #n,An.
>
> I thought that addq.b #n,An didn't exist on the 68k...?
>
> Guillaume;
>>
>

From -1010532177690831179
X-Google-Thread: 1a3916fcef,4f21f1ff36bc924c,start
X-Google-Attributes: gid1a3916fcef,public,usenet
X-Google-NewGroupId: yes
X-Google-Language: ENGLISH,ASCII-7-bit
Received: by 10.66.72.73 with SMTP id b9mr2261978pav.9.1348471026737;
        Mon, 24 Sep 2012 00:17:06 -0700 (PDT)
Path: t10ni19714753pbh.0!nntp.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!nx01.iad01.newshosting.com!newshosting.com!newspump.sol.net!
xlned.com!feeder1.xlned.com!goblin3!goblin.stu.neva.ru!b.newsfeed.yosemite.net!
i.newsfeed.yosemite.net!newsfeed.yosemite.net!newsfeed.hal-mli.net!feeder3.hal-
mli.net!newsfeed.hal-mli.net!feeder1.hal-mli.net!eternal-september.org!
feeder.eternal-september.org!mx04.eternal-september.org!.POSTED!not-for-mail
From: Henk Robbers <h.robbers@chello.nl>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4.12
Date: Sat, 22 Sep 2012 14:02:00 +0200
Organization: A noiseless patient Spider
Lines: 33
Message-ID: <k3k9bo$e08$1@dont-email.me>
Mime-Version: 1.0
Injection-Date: Sat, 22 Sep 2012 12:02:00 +0000 (UTC)
Injection-Info: mx04.eternal-september.org; posting-
host="f72e0c223ac831682c41147fbb9144ff";
     logging-data="14344"; mail-complaints-to="abuse@eternal-september.org";
     posting-account="U2FsdGVkX185M8DyS4egTSkvie1JnX7xIOmqG85NgxA="
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; nl; rv:1.9.2.25)
Gecko/20111213 Thunderbird/3.1.17
Cancel-Lock: sha1:YaNZ6XRuSpth7T6eC/hGg6KkwXI=
Bytes: 2084
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit

LS

There is a new version available on my home page (see sig).

Changes:
september 22 2012
v4.12
  General:
   Changed 'xref' to 'pdb' in all source files
   (pdb = Project Data Base, xref.... is only part of it).

  Compiler:
   Fixed non Coldfire code for 'move' in some cases.
   Also fixed a bug where mov3q could have been used, but
   was not.

  Shell:
   Small fix in handling time/date stamps by make.
   Pass uppercase masks to fileselecter when run on single TOS.

  Assembler:
   Fix dc.l name +/- nnnn
   where nnnn got lost resulting wrongfully in dc.l name.

  Library:
   ahccstd*: Added unlink, strcmpi.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -5607909072700384396
X-Google-Thread: 1115ce,bc76423dcddb7b83,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Received: by 10.181.11.234 with SMTP id el10mr1326503wid.2.1348763651353;
        Thu, 27 Sep 2012 09:34:11 -0700 (PDT)
Path: q10ni7439629wif.0!nntp.google.com!goblin3!goblin1!goblin.stu.neva.ru!
eternal-september.org!feeder.eternal-september.org!mx04.eternal-
september.org!.POSTED!not-for-mail
From: Henk Robbers <h.robbers@chello.nl>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4.13
Date: Thu, 27 Sep 2012 18:34:10 +0200
Organization: A noiseless patient Spider
Lines: 18
Message-ID: <k41v62ou1@dont-email.me>

Mime-Version: 1.0
Injection-Date: Thu, 27 Sep 2012 16:34:10 +0000 (UTC)
Injection-Info: mx04.eternal-september.org; posting-
host="f72e0c223ac831682c41147fbb9144ff";
     logging-data="798"; mail-complaints-to="abuse@eternal-september.org";
     posting-account="U2FsdGVkX19yjyOnedYrfyX9L5448xCSLbD+uB2SyFo="
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; nl; rv:1.9.2.25)
Gecko/20111213 Thunderbird/3.1.17
Cancel-Lock: sha1:+Gzfrm7b76gOKSgEFv+CAnM0jeY=
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit

LS
There is a new vwersion available on
http://members.chello.nl/h.robbers/

Only 1 change:

september 28 2012
v4.13
  Compiler(Coldfire target)
   Fixed a regression in 4.12 concerning use of 'mov3q' instruction.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From -2508943998896643524
X-Google-Thread: 111a55,15cb2674d0b3f6b7,start
X-Google-NewGroupId: yes
X-Google-Thread: 1115ce,15cb2674d0b3f6b7,start
X-Google-NewGroupId: yes
X-Google-Attributes: gidf571f7dd2b,gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Received: by 10.180.73.173 with SMTP id m13mr2691056wiv.4.1349185272576;
        Tue, 02 Oct 2012 06:41:12 -0700 (PDT)
Path: q10ni60910040wif.0!nntp.google.com!feeder1-2.proxad.net!proxad.net!
feeder1-1.proxad.net!ecngs!feeder2.ecngs.de!78.46.240.70.MISMATCH!weretis.net!
feeder4.news.weretis.net!eternal-september.org!feeder.eternal-september.org!
mx04.eternal-september.org!.POSTED!not-for-mail
From: Henk Robbers <h.robbers@chello.nl>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: AHCC V4.14
Date: Tue, 02 Oct 2012 15:41:12 +0200
Organization: A noiseless patient Spider
Lines: 27
Message-ID: <k4eqto$ug1$1@dont-email.me>
Mime-Version: 1.0

Injection-Date: Tue, 2 Oct 2012 13:41:12 +0000 (UTC)
Injection-Info: mx04.eternal-september.org; posting-
host="f72e0c223ac831682c41147fbb9144ff";
     logging-data="31233"; mail-complaints-to="abuse@eternal-september.org";
     posting-account="U2FsdGVkX1/SyYTWZchc5Tf7FxjZl9pm/rBv0snh2ws="
User-Agent: Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; nl; rv:1.9.2.25)
Gecko/20111213 Thunderbird/3.1.17
Cancel-Lock: sha1:L9thIP+dqghaoYOjLeZOcpc752g=
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit

LS

There is a new version availble on:
http://members.chello.nl/h.robbers/

october 3 2012
v4.14
  General:
    Removed leftover traces of a debug session some time ago.

  Compiler:
    Fixed a bug where a static string was not properly
    used (changed without copying)
    The bug resulted in incorrect compiling of ahccstdi.lib.

  Assembler:
    Fixed a regression where incbin statement crashed.

Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

From 2323932362789583506
X-Google-Thread: 1115ce,200f8998ae6573dd,start
X-Google-NewGroupId: yes
X-Google-Attributes: gid1a3916fcef,domainid0,public,usenet
X-Google-Language: ENGLISH,ASCII-7-bit
Received: by 10.180.85.98 with SMTP id g2mr1840858wiz.0.1351502459111;
        Mon, 29 Oct 2012 02:20:59 -0700 (PDT)
Received: by 10.52.65.33 with SMTP id u1mr5347277vds.18.1351502458919; Mon, 29
 Oct 2012 02:20:58 -0700 (PDT)
Path: ha8ni72696wib.1!nntp.google.com!e17no11143252qar.0!postnews.google.com!
glegroupsg2000goo.googlegroups.com!not-for-mail
Newsgroups: comp.sys.atari.programmer
Date: Mon, 29 Oct 2012 02:20:58 -0700 (PDT)

Complaints-To: groups-abuse@google.com
Injection-Info: glegroupsg2000goo.googlegroups.com; posting-host=89.97.230.135;
 posting-account=vYmBcwoAAAAMERPQkM-eUh9v5QheCuve
NNTP-Posting-Host: 89.97.230.135
User-Agent: G2/1.0
MIME-Version: 1.0
Message-ID: <fd204fe7-28d7-4471-a69a-a9440d95fdd0@googlegroups.com>
Subject: I ask help from programmers
From: zhong.weiwei81@gmail.com
Injection-Date: Mon, 29 Oct 2012 09:20:58 +0000
Content-Type: text/plain; charset=ISO-8859-1

Hello to all
For research I would like to program an Atari ST.
To begin programming an Atari ST what do you recommend?
Are there examples of programming?
Thank you

From 1622137208365605919
X-Google-Thread: 105753,f01a2b591e997c2f
X-Google-Thread: f5ddf,f01a2b591e997c2f
X-Google-Thread: 1115ce,f01a2b591e997c2f
X-Google-Attributes: gid105753,gidf5ddf,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news.glorb.com!
border1.nntp.dca.giganews.com!elnk-atl-nf1!newsfeed.earthlink.net!
stamper.news.atl.earthlink.net!newsread2.news.atl.earthlink.net.POSTED!0068be0b!
not-for-mail
From: "Anton Treuenfels" <atreuenfels@earthlink.net>
Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer
References: <43096CC4.4FD2ED5C@earthlink.net>
<1124816280.403419.269100@f14g2000cwb.googlegroups.com>
Subject: Re: ANN: HXA V0.12
Lines: 70
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1478
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1478
Message-ID: <h5QOe.1019$9i4.381@newsread2.news.atl.earthlink.net>
Date: Wed, 24 Aug 2005 01:30:53 GMT
NNTP-Posting-Host: 4.159.26.166
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread2.news.atl.earthlink.net 1124847053 4.159.26.166 (Tue, 23 Aug
2005 18:30:53 PDT)
NNTP-Posting-Date: Tue, 23 Aug 2005 18:30:53 PDT
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: g2news1.google.com comp.sys.cbm:7152 comp.sys.apple2.programmer:473
comp.sys.atari.programmer:41

"josephoswaldgg@hotmail.com" <josephoswald@gmail.com> wrote in message

> Any chance this could get ported to a non-proprietary and still
> available AWK or Perl implementation?
>
> What obstacles do you see in such a port?

If the question is "Can an assembler be written in another dialect of AWK?" the answer is yes. "The AWK Programming Language" by the original AWK creators includes a simple assembler as one of its examples (a very clear example, too!). "Amazing AWK Assembler" by Henry Spencer is still floating around out there, although it is sometimes cited as an example of how *not* to do things (I've looked at it but can't really understand it).

If the question is "Can HXA be ported to another version of AWK?" the answer is...maybe. Probably not directly. TAWK has a number of very useful extensions that simply don't exist in versions such as gAWK. Among them:

1) TAWK is compiled, not interpreted (very quickly, I might add). Not in itself a deal-breaker, but any other version would likely run much more slowly.

2) TAWK's user-defined functions are much closer to the way functions work in most major languages. The kludge used for "local" variables in most AWKs (ie., defining extra arguments in the parameter list and then not initializing them when calling the function) is completely unnecessary in TAWK. I suppose most functions could be re-written in this style, perhaps along with a few global variables used exclusively for loop indices and such.

3) TAWK has true multi-dimensional arrays, rather than the concatenated indices "kludge" of other AWKs. This is tougher to get around, as HXA uses multi-dimensional arrays quite often and nearly as often is interested in the value of the second or later index independently of the previous indices. A port might be better of trying to implement "equivlant functionality" rather than attempting to duplicate the TAWK functionality directly.

4) TAWK array indices are by default sorted in increasing order (a property this version of HXA relies on even more heavily than previous versions), while other AWKs make no order guarantee (the current maintainer of gAWK has been known to wonder how Pat Thompson did it). Many times when HXA uses this property to visit array elements in order the indices are numeric, and so these could often be changed to FOR loops. But sometimes even if they are numeric there are large gaps (on the order of 2^20 or more) between consecutive index values, so it could take a while for this kind of loop to complete.

In sum, to port to another version of AWK it might be easiest to try to figure out what the purpose of anything HXA does is, and if it uses some special feature of TAWK to accomplish it, try to figure out how to provide equivalent functionality in that version of AWK.

Me, when I think about porting to a different language I usually consider what I could do with C and a good regular expression library :). I'd also

probably make a lot of use of structures, which don't exist in TAWK (I fake
them sometimes with those multi-dimensional arrays).
I'd very much miss the automatic memory management of all the AWK variants,
though.

I probably wouldn't make a lot of changes to the overall design of HXA. I'd
do the "equivalent functionality" thing.
With any luck it's modularized heavily enough that that shouldn't be too
exceeding difficult (just match the function inputs and outputs and
internally do whatever).

- Anton Treuenfels

From -1232745537543809837
X-Google-Thread: 105753,f01a2b591e997c2f
X-Google-Thread: f5ddf,f01a2b591e997c2f
X-Google-Thread: 1115ce,f01a2b591e997c2f
X-Google-Attributes: gid105753,gidf5ddf,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!news-xfer.nntp.sonic.net!208.201.239.227.MISMATCH!
feed.news.sonic.net!typhoon.sonic.net!not-for-mail
Sender: Andy McFadden <fadden@adsl-209-204-141-120.sonic.net>
From: Andy McFadden <fadden@fadden.com>
Subject: Re: ANN: HXA V0.12
Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer
References: <43096CC4.4FD2ED5C@earthlink.net>
<1124816280.403419.269100@f14g2000cwb.googlegroups.com>
<h5QOe.1019$9i4.381@newsread2.news.atl.earthlink.net>
Organization: faddenInternet, Inc.
User-Agent: tin/1.4.7-20030322 ("Suggestions") (UNIX) (Linux/2.6.11-1.1369_FC4
(i686))
Lines: 15
Message-ID: <LuUOe.10377$p%3.39738@typhoon.sonic.net>
Date: Wed, 24 Aug 2005 06:31:07 GMT
NNTP-Posting-Host: 209.204.141.120
X-Complaints-To: abuse@sonic.net
X-Trace: typhoon.sonic.net 1124865067 209.204.141.120 (Tue, 23 Aug 2005 23:31:07
PDT)
NNTP-Posting-Date: Tue, 23 Aug 2005 23:31:07 PDT
Xref: g2news1.google.com comp.sys.cbm:7173 comp.sys.apple2.programmer:474
comp.sys.atari.programmer:42

In comp.sys.apple2.programmer Anton Treuenfels <atreuenfels@earthlink.net> wrote:
> Me, when I think about porting to a different language I usually consider
> what I could do with C and a good regular expression library :). I'd also
> probably make a lot of use of structures, which don't exist in TAWK (I fake
> them sometimes with those multi-dimensional arrays).
> I'd very much miss the automatic memory management of all the AWK variants,
> though.

Have you looked at Python?

--
Send mail to fadden@fadden.com (Andy McFadden) - http://www.fadden.com/
CD-Recordable FAQ - http://www.cdrfaq.org/
CiderPress Apple II archive utility for Windows - http://www.faddensoft.com/
Fight Internet Spam - http://spam.abuse.net/spam/ & http://spamcop.net/

From 7370950731806927609
X-Google-Thread: 105753,f01a2b591e997c2f
X-Google-Thread: f5ddf,f01a2b591e997c2f
X-Google-Thread: 1115ce,f01a2b591e997c2f
X-Google-Attributes: gid105753,gidf5ddf,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!newshub.sdsu.edu!elnk-nf2-pas!
newsfeed.earthlink.net!stamper.news.pas.earthlink.net!
stamper.news.atl.earthlink.net!newsread3.news.atl.earthlink.net.POSTED!0068be0b!
not-for-mail
From: "Anton Treuenfels" <atreuenfels@earthlink.net>
Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer
References: <43096CC4.4FD2ED5C@earthlink.net>
<1124816280.403419.269100@f14g2000cwb.googlegroups.com>
<h5QOe.1019$9i4.381@newsread2.news.atl.earthlink.net>
<LuUOe.10377$p%3.39738@typhoon.sonic.net>
Subject: Re: ANN: HXA V0.12
Lines: 40
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1478
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1478
Message-ID: <9hbPe.1550$FW1.1458@newsread3.news.atl.earthlink.net>
Date: Thu, 25 Aug 2005 03:53:41 GMT
NNTP-Posting-Host: 4.159.53.65
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread3.news.atl.earthlink.net 1124942021 4.159.53.65 (Wed, 24 Aug 2005
20:53:41 PDT)
NNTP-Posting-Date: Wed, 24 Aug 2005 20:53:41 PDT
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: g2news1.google.com comp.sys.cbm:7214 comp.sys.apple2.programmer:475
comp.sys.atari.programmer:43

"Andy McFadden" <fadden@fadden.com> wrote in message
news:LuUOe.10377$p%3.39738@typhoon.sonic.net...
> In comp.sys.apple2.programmer Anton Treuenfels <atreuenfels@earthlink.net>
wrote:
> > Me, when I think about porting to a different language I usually
consider
> > what I could do with C and a good regular expression library :). I'd
also
> > probably make a lot of use of structures, which don't exist in TAWK (I

fake
> > them sometimes with those multi-dimensional arrays).
> > I'd very much miss the automatic memory management of all the AWK variants,
> > though.
>
> Have you looked at Python?

Can't say that I have. I don't know much about Python or Perl or Ruby. When I came across an old (really old) version of gAWK I thought "Here is something I could really use! - if it wasn't so broken!".

When I found TAWK I thought "This has everything I thought was missing!". So now if the problem looks like a text file the solution looks like TAWK to me :) Well worth every penny I paid for it - I just wish I'd upgraded when I had the chance.

But let's not get ahead of ourselves. I don't have any immediate plans myself to convert HXA to another language. If anyone wants to do that themselves, well, the sources are there and it's GPL'd - have at it!.

If someone is just interested in adding a new processor and is willing to write the single replacement module that would be needed (plus the necessary test files showing that it handles correct/incorrect input and the documentation, of course), I'd be willing to compile it and add it to the download.

- Anton Treuenfels

From -4999235285783262699
X-Google-Thread: 1115ce,6cd97371be77ddbf,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!news.maxwell.syr.edu!
border1.nntp.dca.giganews.com!local01.nntp.dca.giganews.com!nntp.comcast.com!
news.comcast.com.POSTED!not-for-mail
NNTP-Posting-Date: Sun, 28 Aug 2005 14:13:55 -0500
Newsgroups: comp.sys.atari.programmer
Subject: [ANNC] Dis6502 1.7 released
From: Slor <slor@comcast.net>
Organization: SlorNet
Message-ID: <Xns96C090C871F96emuslor@216.196.97.136>
User-Agent: Xnews/??.01.30
X-Face: %XserOfRX`r-LZ\90<=vI7k<`QMH-(LjNZH``KUi:!h#87]<"qLW9._L==*cB*vFNz{?
Y.Vz>XH|C~h:N9n;4e2v2#laq4Ulh=}mld:QfCBGs+FjBzrqw"21t|9{10.Or*=/*r`>g%Vt:BSjgX?
u"@UIELF4GNA7xalm$S8f7NNF2Mp-\+zP#nku/;1U}b.C)>L7y$c+$Ux<]#j^$#/
9Vf'OY:5c6UitDqvbuwo]_:Z$P[pFeMk8Y;k;)s6L_=d'?B<O+S&^Km"uNO3S{(0<4kpzn-jgG9H|
q&O,w":}0mL5f92-{_O
Date: Sun, 28 Aug 2005 14:13:55 -0500
Lines: 52

NNTP-Posting-Host: 68.57.222.49
X-Trace: sv3-hc8gdN8zngZlq3jakHZSXEp/
jxf0DRmjNFZI+NgCn1NoskHgbuIFx4t+JkiL7k8BGV9P6GINVLrIbe7!k/ePk2q4s3J18J/d/
NvNlhrdFtMUC5kKCnsBtOxWXuLLO9AH3QRc3RNUKtSj6RVvsdhxdqft39bT!mXKstBgSmw==
X-Complaints-To: abuse@comcast.net
X-DMCA-Complaints-To: dmca@comcast.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news1.google.com comp.sys.atari.programmer:44

Lots of enhancements for this one - download at:

http://sourceforge.net/project/showfiles.php?group_id=145747

Version 1.7

Thanks to Steven J. Tucker for giving us many ideas.

New features:
- The dump popup menu has an option to guess byte type. This option tries to follow the flow of the program beginning with the byte selected by the user. All data in the flow of the program is marked as code.
- There are two other options in the dump popup menu to select next block of unknown type and to change the remaining data to bytes.
- An option has been added to display Zero-Page instructions with absolute addressing mode as bytes. These instructions use 3 bytes instead of 2.
- The disassembly now centers the selected line and displays it with a yellow background.
- Disassembly window has a popup menu which offers options like find, find next, select definition of a label, select all references of a label and rename a code label (Lxxxx).
- Double click on a line in the disassembly window jumps to the definition of the label found in the instruction.
- The disassembly popup menu has an option to return to the previous position after a jump to a definition or to a reference.
- Mouse wheel is now supported and scrolls the window under the mouse cursor.
- The File menu now supports ROM file loading and raw file loading. Only ROM with no bankswitching are loaded.
- 2 sub-menus have been added in the File menu to open recent files and recent workspaces.
- User labels can be exported in xasm format to be loaded in Atari800Win emulator.
- System labels can now be unloaded from the Label menu.

Fixed bugs:
- Opcode $B6 produced a bad disassembly.
- When $00 address was referenced, an L0000 was used but not defined

in the disassmebly listing. This label is not used anymore.
- 5200 files are loaded through the 'load ROM file' instead of the 'load binary file'.
- Some Oric files could not load properly because the header of the last segment did not match the size of the file. This is not any more considered as an error.
- Dialog box for loading sectors from a .ATR is now working fine.

--
Slor

From 8378929674076121637
X-Google-Thread: 1115ce,df7917b20e62487e,start
X-Google-Thread: 111a55,df7917b20e62487e,start
X-Google-Thread: 109a67,df7917b20e62487e,start
X-Google-Attributes: gid1115ce,gid111a55,gid109a67,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Papyrus and CT60 trouble! HELP!
From: "Paolo" <paolo@nospam.nospam>
Date: Wed, 31 Aug 2005 22:14:33 GMT
X-Newsreader: News Rover 10.2.3 (http://www.NewsRover.com)
NNTP-Posting-Host: $$_fwcpfinonwl.x-privat.org
Message-ID: <43162bd5$1_3@x-privat.org>
Organization: X-Privat NNTP Server - http://www.x-privat.org
Lines: 13
X-Authenticated-User: $$to0s0qu6vs7dgo34$s2
X-Complaints-To: abuse@x-privat.org
Path: g2news1.google.com!news4.google.com!news.glorb.com!news.newsland.it!x-privat.org!not-for-mail
Xref: g2news1.google.com comp.sys.atari.programmer:45 comp.sys.atari.st:3318 comp.sys.atari.st.tech:248

I can't display JPEG images with Papyrus and CT60 in 060 mode.
I tried the demo versions and my latest version (PAP X), and it's exactly the same: instruction error everytime a JPEG appears.

Everything works in 030 mode.

I tried clean booting, and it's the same.

Any hints?

Thanks in advance

Paolo

From -6494266299924389561
X-Google-Thread: 1115ce,df7917b20e62487e
X-Google-Thread: 111a55,df7917b20e62487e

X-Google-Thread: 109a67,df7917b20e62487e
X-Google-Attributes: gid1115ce,gid111a55,gid109a67,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news.glorb.com!
border1.nntp.dca.giganews.com!nntp.giganews.com!local01.nntp.dca.giganews.com!
nntp.comcast.com!news.comcast.com.POSTED!not-for-mail
NNTP-Posting-Date: Thu, 01 Sep 2005 15:55:22 -0500
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <431716a2396130@comcast.net>
Subject: Re: Papyrus and CT60 trouble! HELP!
References: <43162bd5$1_3@x-privat.org>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
Date: Thu, 01 Sep 2005 15:51:06 +0400 (MET DST)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 27
NNTP-Posting-Host: 24.11.255.177
X-Trace: sv3-RkCg7YYuxMCY2MlYfTY6K7OYQZ/gazzwQ26jXcTt/qDPV1HOFlz/DxXmMU/
pSBjj1qYYkPMep9b8+RK!
ojjOMhEodZtfjYw48co0cyaO9dGpd5y5kDlLxn5mIgnmigjTXvG3OgeKylJY3uDlcw==
X-Complaints-To: abuse@comcast.net
X-DMCA-Complaints-To: dmca@comcast.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news1.google.com comp.sys.atari.programmer:46 comp.sys.atari.st:3344
comp.sys.atari.st.tech:249

>I can't display JPEG images with Papyrus and CT60 in 060 mode.
>I tried the demo versions and my latest version (PAP X), and it's exactly
>the same: instruction error everytime a JPEG appears.
>
>Everything works in 030 mode.
>
>I tried clean booting, and it's the same.
>
>Any hints?
>
>Thanks in advance
>
>Paolo

I sometimes get errors when I boot up Papyrus X on my Hades 060. The thing
that works for me is either boot the computer under regular TOS or else boot
it in the 256 color mode. I usually run things in the 24-bit mode.
--
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
 Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson

Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From 7805343833620081030
X-Google-Thread: 1115ce,df7917b20e62487e
X-Google-Thread: 111a55,df7917b20e62487e
X-Google-Thread: 109a67,df7917b20e62487e
X-Google-Attributes: gid1115ce,gid111a55,gid109a67,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!g44g2000cwa.googlegroups.com!not-for-mail
From: "PeP" <pedda_pirat@hotmail.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: Papyrus and CT60 trouble! HELP!
Date: 4 Sep 2005 01:20:59 -0700
Organization: http://groups.google.com
Lines: 4
Message-ID: <1125822059.731298.144150@g44g2000cwa.googlegroups.com>
References: <43162bd5$1_3@x-privat.org>
NNTP-Posting-Host: 85.195.1.80
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1125822066 22596 127.0.0.1 (4 Sep 2005 08:21:06 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sun, 4 Sep 2005 08:21:06 +0000 (UTC)
In-Reply-To: <43162bd5$1_3@x-privat.org>
User-Agent: G2/0.2
X-HTTP-UserAgent: Mozilla/5.0 (Windows; U; Windows NT 5.1; sv-SE; rv:1.7.10) Gecko/20050717 Firefox/1.0.6,gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: g44g2000cwa.googlegroups.com; posting-host=85.195.1.80;
posting-account=AAPJxwwAAABcQQ_yW3fml5k0ZgBD-Y1l
Xref: g2news1.google.com comp.sys.atari.programmer:47 comp.sys.atari.st:3375 comp.sys.atari.st.tech:250

Have you tried disabling the cache?

-- Peter

From -5821347608392081855
X-Google-Thread: 1115ce,df7917b20e62487e
X-Google-Thread: 111a55,df7917b20e62487e
X-Google-Thread: 109a67,df7917b20e62487e
X-Google-Attributes: gid1115ce,gid111a55,gid109a67,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: Papyrus and CT60 trouble! HELP!
From: "Paolo" <paolo@nospam.nospam>

References: <43162bd5$1_3@x-privat.org>
Date: Tue, 6 Sep 2005 00:58:30 GMT
X-Newsreader: News Rover 10.2.3 (http://www.NewsRover.com)
NNTP-Posting-Host: $$_fwcpfinmnwq.x-privat.org
Message-ID: <431cebef$1_3@x-privat.org>
Organization: X-Privat NNTP Server - http://www.x-privat.org
Lines: 14
X-Authenticated-User: $$to0s0qu6vs7dgo34$s2
X-Complaints-To: abuse@x-privat.org
Path: g2news1.google.com!news4.google.com!news.glorb.com!news.newsland.it!x-privat.org!not-for-mail
Xref: g2news1.google.com comp.sys.atari.programmer:48 comp.sys.atari.st:3413 comp.sys.atari.st.tech:251

UPDATE:
I installed easyMiNT, actually I rushed an installation, but it went well.
At the first shot I had a working environment (with some glitches, 16 colours, 640x480, and my auto PRGs didn't load) but Papyrus loaded JPGs immediately.

So, I assume, it is something connected with the TOS itself, or at least, the TOS routines that are replaced by MiNT...
Now I'll dig into MiNT to see if it can accomodate my needs, so I'll forgot plain TOS problems.

who knows...

In the meanwhile, thank you guys!

From 1494303640213167607
X-Google-Thread: 105753,22335eaa993ba9bc,start
X-Google-Thread: 103fef,22335eaa993ba9bc,start
X-Google-Thread: 1115ce,22335eaa993ba9bc,start
X-Google-Thread: f5ddf,22335eaa993ba9bc,start
X-Google-Attributes: gid105753,gid103fef,gid1115ce,gidf5ddf,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!border1.nntp.dca.giganews.com!nntp.giganews.com!feed.cgocable.net!meganewsservers.com!feeder2.on.meganewsservers.com!news-out1.kabelfoon.nl!newsfeed.kabelfoon.nl!xindi.nntp.kabelfoon.nl!newsfeed.kamp.net!news.musoftware.de!moppi.musoftware.de!not-for-mail
From: uz@spamtrap.musoftware.de (Ullrich von Bassewitz)
Newsgroups: comp.sys.cbm,comp.sys.oric,comp.sys.atari.programmer,comp.sys.apple2.programmer
Subject: Announcement: cc65 version 2.11.0
Date: Sat, 10 Sep 2005 15:17:07 +0000 (UTC)
Organization: MU Softwareentwicklung
Lines: 276
Message-ID: <dfutdjpof1@moppi.musoftware.de>
NNTP-Posting-Host: trixie.musoftware.de
X-Trace: moppi.musoftware.de 1126365427 26383 62.8.254.3 (10 Sep 2005 15:17:07 GMT)

X-Complaints-To: abuse@musoftware.de
NNTP-Posting-Date: Sat, 10 Sep 2005 15:17:07 +0000 (UTC)
Xref: g2news1.google.com comp.sys.cbm:7718 comp.sys.oric:614
comp.sys.atari.programmer:49 comp.sys.apple2.programmer:511

I'm proud to announce cc65 version 2.11.0. cc65 is a complete cross development package for 65(C)02 systems, including a powerful macro assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines, including

- The Commodore VIC20 (contributed by Steve Schmidtke <steve_schmidtke@hotmail.com>).

- The Commodore C64 and C128.

- The Commodore C16, C116 and Plus/4.

- The CBM 510 (aka P500), a quite rare Commodore machine (programs run in bank 0).

- The CBM 600/700 family (programs run in bank 1).

- Newer PET machines (not 2001)

- The Apple][and successors (basic support by Kevin Ruland <kevin@rodin.wustl.edu> and many, many additions by Oliver Schmidt, <ol.sc@web.de>).

- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga <taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).

- GEOS for the C64 and C128 (by Maciej Witkowiak <ytm@elysium.pl>)

- The Nintendo Entertainment System (NES) (contributed by Groepaz, <groepaz@gmx.net>).

- The Supervision console (contributed by Peter Trauner, <peter.trauner@utanet.at>) (startup code and linker config only).

- The Oric Atmos (this one is - still - BETA!).

- The Lynx Console. Support was added by Karri Kaksonen <karri@sipo.fi> based on the original Lynx compiler by Bastian Schick. Bastians code was used with permission - thanks!

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

Changes to the last version:

This is quite a large step from the last version. See the (probably incomplete) list of changes below for more information.

Available packages:

As usual I will provide the complete sources and several binary packages, including RPMs for RedHat Enterprise Linux 3. Linux is the primary development platform, so the sources do compile out of the box on Linux machines.

Please note that there are separate RPMs for the compiler proper, the docs, and the target specific libraries. To develop for one of the predefined target systems you need the compiler RPM package *and* one of the target machine packages. Be sure to download the documentation package if you're not already a cc65 user.

Binaries for DOS and and Windows should also be available at the time you read this. OS/2 packages will again be available, but since there are almost no downloads for OS/2, so the host platform may get dropped in the near future (again). As with the RPM packages, you need the package for the development system (Windows, etc.) *and* one or more of the target machine packages, plus optionally the doc package.

New in the windows version is the beta version of a poor mans windows installer: Grab all the windows packages you need and unpack them into one tree. Then double click on the "install.vbs" file. This will install the tools in the program directory, will add start menu entries for the docs, setup the necessary environment variables, and add an uninstaller as well. IF YOU HAVE ANY PROBLEMS SETTING UP CC65, IT IS STRONGLY ADVISED THAT YOU GIVE THE INSTALLER A TRY!

Download:

For more information and a download link, please visit the cc65 web page at

http://www.cc65.org/

Mailing list:

There is a mailing list for discussing cc65 related issues (programming, suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

Many people have contributed to this version, please be sure to have a look at the CREDITS file. Thanks to all contributors!

Have fun!

Uz

[Incomplete list of changes against version 2.10]

* Assembler:

  - New feature missing_char_term.

  - New feature ubiquitous_idents.

  - Optional curly braces allowed as delimiters for token lists. Incompatible change: Brace matching in some cases is gone.

  - New 6502X cpu that includes 6502 illegal opcodes.

  - Better error messages in case of a range error.

  - Assembler defines target system symbols (__C64__ etc.) similar to the C compiler.

  - Handle foreign newline sequences (cr/lf under Unix) more gracefully.

  - Fixed problems with unnamed labels.

  - The assembler does now support the SWEET16 16 bit pseudo CPU.

  - Support for zilog/intel style hex numbers (trailing 'h').

  - New .ident and .sprintf pseudo functions.

  - Variable symbols using .set.

  - Support for a "none" CPU that has no opcode mnemonics at all. People use ca65 to implement instruction sets for other CPUs using macros, and this pseudo CPU should remove any conflicts.

  - Support for the HuC6280 CPU used in the PC engine.

* Compiler:

  - Rewrite of input and preprocessor routines. Among other things, this adds C99 style variadic macros and removes the input line limit.

  - Stackable pragmas using #pragma(push, val) and #pragma(pop)

  - New pragmas codesize, optimize, regvars, and warn (all stackable)

  - New option --writable-strings

  - Rewrote part of the parser allowing better code generation in a few places.

  - The "inline standard functions" option (-Os) has slightly changed its meaning: In older versions it controlled inlining. Now, the compiler will always inline if it considers it safe to do so, and the flag does only control inlining in situations where inlining is not always completely safe.

  - More and better inlining of known standard functions. The following functions may get inlined: strcpy, strlen, memcpy, memset.

  - Inline assembly can now reference C labels with the %g format specifier.

  - The -A and --ansi switches are gone, together with the __STRICT_ANSI__ predefined macro. Instead there is now a command line option --standard that allows to set c89, c99 or cc65 as language standard. The compiler defines a macro __CC65_STD__ that is one of __CC65_STD_C89__, __CC65_STD_C99__ or __CC65_STD_CC65__ depending on the command line option. Default is cc65 (all extensions) as before.

  - Improved code for shifts.

* Linker

  - Start Oric programs at $500 (Stefan Haubenthal)

  - Added library groups.

  - Simple expressions now supported in the config files.

* cl65 utility:

  - Extended to support additional command line switches of the underlying tools as needed.

  - New -Wa and -Wl switches to pass options to the assembler and linker.

* Disassembler

  - New "asminc" directive that allows to read in a file containing assembler symbol assignments in the form "name = value".

  - New "comment" attribute for several directives.

* Library

  - Mouse support uses loadable drivers.

  - Changed command line argument syntax for C64.

  - Command line parameters are now working for: C64, C128, Plus/4, C16, VIC20.

  - ungetc is available. Read functions on streams support pushed back characters.

  - New apple2enh target by Oliver Schmidt.

  - Lots of Apple2 improvements by Oliver Schmidt.

  - Oric TGI driver by Stefan Haubenthal.

  - New _heapblocksize function that returns the size of an allocated block.

  - New lynx target by Karri Kaksonen and Shawn Jefferson based on Bastian Schicks cc65 port (thanks!).

  - Joystick and TGI drivers do now have an interrupt entry. The API version has been changed which means that old drivers will need an update.

  - Full set of scanf functions available (base work by me, lots of improvements by Greg King).

  - scanf functions for conio (Greg King).

  - New function posix_memalign.

  - Directory routines for the Apple machines (by Oliver Schmidt).

  - SSC serial driver for the apple2 and apple2enh targets (Oliver Schmidt).

* Documentation

- Lots of additions to the function reference.

- Several target specific docs (one prominent contributor was Stefan Haubenthal).

* Other

- Poor mans windows installer.

- The output of --help goes to stdout instead of stderr.

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
 17:11:04 up 5 days, 20:17, 12 users, load average: 0.11, 0.11, 0.39

From -1864150409222971860
X-Google-Thread: 105753,22335eaa993ba9bc
X-Google-Thread: 103fef,22335eaa993ba9bc
X-Google-Thread: 1115ce,22335eaa993ba9bc
X-Google-Thread: f5ddf,22335eaa993ba9bc
X-Google-Attributes: gid105753,gid103fef,gid1115ce,gidf5ddf,public
X-Google-Language: ENGLISH,ASCII-7-bit
Date: Sun, 11 Sep 2005 14:35:59 +0200
From: silverdr <silverdr@inet.remove.it.pl>
User-Agent: Mozilla Thunderbird 1.0.6 (Macintosh/20050716)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups:
comp.sys.cbm,comp.sys.oric,comp.sys.atari.programmer,comp.sys.apple2.programmer
Subject: Re: Announcement: cc65 version 2.11.0
References: <dfutdjpof1@moppi.musoftware.de>
In-Reply-To: <dfutdjpof1@moppi.musoftware.de>
Content-Type: text/plain; charset=ISO-8859-2; format=flowed
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: blacha.srebrnysen.com
Message-ID: <432424b0$1@news.inet.com.pl>
X-Trace: news.inet.com.pl 1126442160 83.16.226.230 (11 Sep 2005 14:36:00 +0200)
Lines: 4
X-Authenticated-User: patryk
Path: g2news1.google.com!news3.google.com!news.glorb.com!newsfeed.pionier.net.pl!
newsfeed.silweb.pl!newsfeed.tpinternet.pl!news.inet.com.pl!not-for-mail
Xref: g2news1.google.com comp.sys.cbm:7737 comp.sys.oric:623
comp.sys.atari.programmer:50 comp.sys.apple2.programmer:512

Ullrich von Bassewitz wrote:
> I'm proud to announce cc65 version 2.11.0. [...]

Thank you so much for the continued development!

From -8560625264667225631
X-Google-Thread: 105753,22335eaa993ba9bc
X-Google-Thread: 103fef,22335eaa993ba9bc
X-Google-Thread: 1115ce,22335eaa993ba9bc
X-Google-Thread: f5ddf,22335eaa993ba9bc
X-Google-Attributes: gid105753,gid103fef,gid1115ce,gidf5ddf,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!border1.nntp.dca.giganews.com!
border2.nntp.dca.giganews.com!nntp.giganews.com!novia!newsfeed.icl.net!
news.tele.dk!news.tele.dk!small.news.tele.dk!uninett.no!news.eunet.no!not-for-mail
From: "Mickael Pointier" <sorry@but.i.hate.spam.net>
Newsgroups:
comp.sys.cbm,comp.sys.oric,comp.sys.atari.programmer,comp.sys.apple2.programmer
Subject: Re: Announcement: cc65 version 2.11.0
Date: Sun, 11 Sep 2005 16:13:26 +0200
Organization: EUnet Norway
Lines: 19
Message-ID: <dg1dkp$1bv$1@services.kq.no>
References: <dfutdjpof1@moppi.musoftware.de>
NNTP-Posting-Host: host-81-191-181-91.bluecom.no
X-Trace: services.kq.no 1126447578 1407 81.191.181.91 (11 Sep 2005 14:06:18 GMT)
X-Complaints-To: abuse@eunet.no
NNTP-Posting-Date: Sun, 11 Sep 2005 14:06:18 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1506
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1506
Xref: g2news1.google.com comp.sys.cbm:7738 comp.sys.oric:626
comp.sys.atari.programmer:51 comp.sys.apple2.programmer:513

> I'm proud to announce cc65 version 2.11.0. cc65 is a complete cross
> development package for 65(C)02 systems, including a powerful macro
> assembler, a C compiler, linker, librarian and several other tools.

Congratulations for contiuing to work on CC65, even if I don't use it myself
:)

> [...]
> * Linker
> - Start Oric programs at $500 (Stefan Haubenthal)

> [...]

Is this value only a modifiable default value ?

Dbug

From 5585813679555542071
X-Google-Thread: 105753,22335eaa993ba9bc

X-Google-Thread: 103fef,22335eaa993ba9bc
X-Google-Thread: 1115ce,22335eaa993ba9bc
X-Google-Thread: f5ddf,22335eaa993ba9bc
X-Google-Attributes: gid105753,gid103fef,gid1115ce,gidf5ddf,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!newscon06.news.prodigy.com!prodigy.net!news-FFM2.ecrc.net!
news.m-online.net!news.code-werk.net!open-news-network.org!news.musoftware.de!
moppi.musoftware.de!not-for-mail
From: uz@spamtrap.musoftware.de (Ullrich von Bassewitz)
Newsgroups:
comp.sys.cbm,comp.sys.oric,comp.sys.atari.programmer,comp.sys.apple2.programmer
Subject: Re: Announcement: cc65 version 2.11.0
Date: Sun, 11 Sep 2005 14:19:10 +0000 (UTC)
Organization: MU Softwareentwicklung
Lines: 19
Message-ID: <dg1ecu$bs7$1@moppi.musoftware.de>
References: <dfutdjpof1@moppi.musoftware.de> <432424b0$1@news.inet.com.pl>
NNTP-Posting-Host: trixie.musoftware.de
X-Trace: moppi.musoftware.de 1126448350 12167 62.8.254.3 (11 Sep 2005 14:19:10
GMT)
X-Complaints-To: abuse@musoftware.de
NNTP-Posting-Date: Sun, 11 Sep 2005 14:19:10 +0000 (UTC)
Xref: g2news1.google.com comp.sys.cbm:7739 comp.sys.oric:627
comp.sys.atari.programmer:52 comp.sys.apple2.programmer:514

In comp.sys.cbm silverdr <silverdr@inet.remove.it.pl> wrote:
> Thank you so much for the continued development!

Thanks! I have to admit that there have been rather calm periods (the
release of the last major version was christmas 2003). While the work may
look continuous from the outside, it was not. But it's only the result
that counts:-) Fortunately, there are a few regular and many more not so
regular contributors (especially for the platform stuff), so progress
happens in some areas even without me.

Regards

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
16:10:47 up 6 days, 19:17, 12 users, load average: 0.07, 0.31, 0.25

From -701302628123626465
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)

Organization: Location: Great Britain
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com>
    <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr> <42fb9198.0@entanet> <42fd181d.0@entanet>
<53076$42fe7d7a$1884f879$26993@news.chello.nl>
    <42ff4a42.0@entanet> <4300f3ae.0@entanet> <4303945b.0@entanet>
Subject: Re: GCC newbie
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <4329e156.0@entanet>
Date: 15 Sep 2005 22:02:14 -0100
X-Trace: 15 Sep 2005 22:02:14 -0100, 81.31.97.27
Lines: 63
Path: g2news1.google.com!news4.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!news.glorb.com!zen.net.uk!dedekind.zen.co.uk!news.anlx.net!
caladan!entanet!81.31.97.27
Xref: g2news1.google.com comp.sys.atari.programmer:53

On 17 Aug 2005 20:47:39 , Peter Slegg wrote:
>On 15 Aug 2005 20:57:34 , Peter Slegg wrote:
>>On 14 Aug 2005 14:42:26 , Peter Slegg wrote:
>>>On 14 Aug 2005 01:04:23 , Henk Robbers wrote:
>>>>
>>>>And of course, if you dont like these powerfull features,
>>>>there is grep I suppose.
>>>>
>>>>I think it is quite possible to answer such questions yourself
>>>>if you are willing to use the available tools.
>>>
>>>However, if I am missing some vital lib then no amount of grep is going
>>>to help. Plus searching the whole u:\ partition to check all the possible
>>>lib locations does take quite a lot of time.
>>>
>>
>>Sorry to keep answering my own thread but I have discovered that I am
>>lacking the dos.h lib. Did a bit of web searching but I have failed to
>>locate it.
>>
>
>dos.h seems to be a LatticeC library so I am now thinking of replacing
>the calls too dfind with something else.
>
>Presumably there is a Mint/GCC friendly alternative to the stuff provided
>by dos.h
>
>Can the same thing be done with readdir ?
>

Well I am making slow progress. I created a replacement for dfind by
writing a function using dirent.h

A quick change of _AESGLOBAL to aes_global and the compiler errors
were done but I now have a bucket load of errors from ld.

I don't think I am using gcc properly. I am just doing gcc newsie.c
and it probably needs more parameters.

Here is a sample of the errors:

```
u:\tmp/ccNLjgwN.o(.text+0x78b6): undefined reference to `CAB_internet_mail_client'
u:\tmp/ccNLjgwN.o(.text+0x78d6): undefined reference to `init_stik'
u:\tmp/ccNLjgwN.o(.text+0x78ea): undefined reference to `tpl'
u:\tmp/ccNLjgwN.o(.text+0x78f4): undefined reference to `tpl'
u:\tmp/ccNLjgwN.o(.text+0x7946): undefined reference to
`CAB_internet_mail_client_part2'
u:\tmp/ccNLjgwN.o(.text+0x7950): undefined reference to `aes_global'
u:\tmp/ccNLjgwN.o(.text+0x795a): undefined reference to `mt_appl_find'
u:\tmp/ccNLjgwN.o(.text+0x7970): undefined reference to `no_stik'
u:\tmp/ccNLjgwN.o(.text+0x798a): undefined reference to `aes_global'
u:\tmp/ccNLjgwN.o(.text+0x799e): undefined reference to `aes_global'
u:\tmp/ccNLjgwN.o(.text+0x79b4): undefined reference to `mt_appl_write'
u:\tmp/ccNLjgwN.o(.text+0x79be): undefined reference to `aes_global'
u:\tmp/ccNLjgwN.o(.text+0x79c8): undefined reference to `mt_evnt_timer'
u:\tmp/ccNLjgwN.o(.text+0x79de): undefined reference to `handle_multiple_events'
u:\tmp/ccNLjgwN.o(.text+0x79fa): undefined reference to `aes_global'
u:\tmp/ccNLjgwN.o(.text+0x7a00): undefined reference to `mt_appl_init'
u:\tmp/ccNLjgwN.o(.text+0x7a0e): undefined reference to `aes_global'
u:\tmp/ccNLjgwN.o(.text+0x7a18): undefined reference to `gl_apid'
collect2: ld returned 1 exit status
```

Peter

From 539841992773360451
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!border1.nntp.dca.giganews.com!
border2.nntp.dca.giganews.com!nntp.giganews.com!nx01.iad01.newshosting.com!
newshosting.com!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed.icl.net!proxad.net!
infeed-2.proxad.net!news14-e.free.fr!not-for-mail
Date: Fri, 16 Sep 2005 08:00:45 +0200
From: "Arnaud BERCEGEAY" <arnaud.bercegeay@freeyour_shoes.fr>
Subject: Re: GCC newbie
Newsgroups: comp.sys.atari.programmer
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com> <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr> <42fb9198.0@entanet> <42fd181d.0@entanet>
<53076$42fe7d7a$1884f879$26993@news.chello.nl> <42ff4a42.0@entanet>
<4300f3ae.0@entanet> <4303945b.0@entanet> <4329e156.0@entanet>

Content-Type: text/plain; format=flowed; delsp=yes; charset=iso-8859-15
MIME-Version: 1.0
Content-Transfer-Encoding: 8bit
Message-ID: <op.sw6lnjpm3qjehp@news.free.fr>
User-Agent: Opera M2/8.02 (Linux, build 1272)
Lines: 23
Organization: Guest of ProXad - France
NNTP-Posting-Date: 16 Sep 2005 08:00:46 MEST
NNTP-Posting-Host: 82.236.205.36
X-Trace: 1126850446 news14-e.free.fr 4212 82.236.205.36:59167
X-Complaints-To: abuse@proxad.net
Xref: g2news1.google.com comp.sys.atari.programmer:54

Hello,

> u:\tmp/ccNLjgwN.o(.text+0x7950): undefined reference to `aes_global'
> u:\tmp/ccNLjgwN.o(.text+0x795a): undefined reference to `mt_appl_find'
> u:\tmp/ccNLjgwN.o(.text+0x79b4): undefined reference to `mt_appl_write'
> u:\tmp/ccNLjgwN.o(.text+0x79c8): undefined reference to `mt_evnt_timer'
> u:\tmp/ccNLjgwN.o(.text+0x7a00): undefined reference to `mt_appl_init'

You have to add gemlib (recent version 0.43.x) => -lgem in gcc command line

> u:\tmp/ccNLjgwN.o(.text+0x7a18): undefined reference to `gl_apid'

I don't know for this one.

gemlib no more have gl_apid. Use the macro _AESapid instead (defined in
gem.h)

HTH,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

From 2936581802811813968
X-Google-Thread: 1115ce,7ef54f57fe1a0af7,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news.glorb.com!news.alt.net!pd7cy2so!
shaw.ca!pd7tw1no.POSTED!53ab2750!not-for-mail
X-Trace-PostClient-IP: 24.108.141.250
From: "a@b.c" <a@b.com>
Newsgroups: comp.sys.atari.programmer
Subject: Devpac and 68851 instructions
Lines: 16
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106

Message-ID: <Hbc4f.196488$oW2.127040@pd7tw1no>
Date: Sat, 15 Oct 2005 18:50:15 GMT
NNTP-Posting-Host: 24.64.223.206
X-Complaints-To: abuse@shaw.ca
X-Trace: pd7tw1no 1129402215 24.64.223.206 (Sat, 15 Oct 2005 12:50:15 MDT)
NNTP-Posting-Date: Sat, 15 Oct 2005 12:50:15 MDT
Organization: Shaw Residential Internet
Xref: g2news1.google.com comp.sys.atari.programmer:55

Hi,
Does anyone know the proper syntax or settings for Devpac 3.10 to assemble 68851 instructions?
In the Assembler options I have the box checked for 68851 and processor as 68030 but

```
   pmove crp,(a0)
```

gives an error saying invalid size. It doesn't matter which 68851 register is the source it always
give the same error, but I know the instruction should work as I have seen it in other code.

Any help would be appreciated, thanks.

Nicholas Steele

From -8541408302007722370
X-Google-Thread: 1115ce,7ef54f57fe1a0af7
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news.glorb.com!npeer.de.kpn-eurorings.net!newsfeed.tiscali.ch!newsfeed.freenet.de!news.freenet.de!not-for-mail
From: "j.riemer" <me@privacy.net>
Date: 16 Oct 2005 21:05:11 +0200
Subject: Re: Devpac and 68851 instructions
Message-ID: <10150126510039152.NC-1.59.me@news.freenet.de>
References: <Hbc4f.196488$oW2.127040@pd7tw1no>
X-Newsreader: NewsCoaster (v1.59)
Newsgroups: comp.sys.atari.programmer
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 21
NNTP-Posting-Host: 7cebab95.news.freenet.de
X-Trace: DXC=fMG?_dAP9P2dC5kQ>fR6T6KZSdekToV02DaLiGaDKHe5CFaDm^[SXR5Ln1=ZPY4Zk1
X-Complaints-To: abuse@freenet.de
Xref: g2news1.google.com comp.sys.atari.programmer:56

Hello Nicholas

> Does anyone know the proper syntax or settings for Devpac 3.10
> to assemble 68851 instructions? In the Assembler options I have

> the box checked for 68851 and processor as 68030 but
> pmove crp,(a0)
> gives an error saying invalid size. It doesn't matter which 68851
> register is the source it always give the same error, but I know
> the instruction should work as I have seen it in other code.

> Any help would be appreciated, thanks.

You need to write a quadword. the crp is 64bit value.

use pmove.d crp,(a0) instead.

--

joerg...

From 3162998438979044734
X-Google-Thread: 1115ce,7ef54f57fe1a0af7
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!border1.nntp.dca.giganews.com!
border2.nntp.dca.giganews.com!nntp.giganews.com!pd7cy2so!shaw.ca!pd7tw2no.POSTED!
53ab2750!not-for-mail
X-Trace-PostClient-IP: 24.108.141.250
From: "a@b.c" <a@b.com>
Newsgroups: comp.sys.atari.programmer
References: <Hbc4f.196488$oW2.127040@pd7tw1no>
<10150126510039152.NC-1.59.me@news.freenet.de>
Subject: Re: Devpac and 68851 instructions
Lines: 29
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MIMEOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Message-ID: <WyQ4f.218153$1i.11438@pd7tw2no>
Date: Mon, 17 Oct 2005 16:45:42 GMT
NNTP-Posting-Host: 24.64.223.206
X-Complaints-To: abuse@shaw.ca
X-Trace: pd7tw2no 1129567542 24.64.223.206 (Mon, 17 Oct 2005 10:45:42 MDT)
NNTP-Posting-Date: Mon, 17 Oct 2005 10:45:42 MDT
Organization: Shaw Residential Internet
Xref: g2news1.google.com comp.sys.atari.programmer:57

Excellent. Thanks for your help!

Nicholas

"j.riemer" <me@privacy.net> wrote in message
news:10150126510039152.NC-1.59.me@news.freenet.de...
> Hello Nicholas

>
> > Does anyone know the proper syntax or settings for Devpac 3.10
> > to assemble 68851 instructions? In the Assembler options I have
> > the box checked for 68851 and processor as 68030 but
> > pmove crp,(a0)
> > gives an error saying invalid size. It doesn't matter which 68851
> > register is the source it always give the same error, but I know
> > the instruction should work as I have seen it in other code.
>
> > Any help would be appreciated, thanks.
>
> You need to write a quadword. the crp is 64bit value.
>
> use pmove.d crp,(a0) instead.
>
>
> --
>
> joerg...
>

From 6961258034038350371
X-Google-Thread: 1115ce,aeacf9cbf1129047,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
From: "charles copp" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: atari and pc compatible disk format.
Lines: 18
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Message-ID: <n9B5f.11243$ns3.880196@news20.bellglobal.com>
Date: Wed, 19 Oct 2005 17:03:34 -0700
NNTP-Posting-Host: 65.95.65.108
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1129766611 65.95.65.108 (Wed, 19 Oct 2005 20:03:31 EDT)
NNTP-Posting-Date: Wed, 19 Oct 2005 20:03:31 EDT
Organization: Bell Sympatico
Path: g2news1.google.com!news3.google.com!border1.nntp.dca.giganews.com!nntp.giganews.com!nf3.bellglobal.com!news.ca.mci.com!news.uunet.ca!tor-nx1!webster!nf1.bellglobal.com!nf2.bellglobal.com!news20.bellglobal.com.POSTED!not-for-mail
Xref: g2news1.google.com comp.sys.atari.programmer:58

hello and greetings every body , iam new to
programming but have written new program to share.

this "program"assists users of both platforms (pc and atari)to easily
transfer data back and forth via the disk drives.

well if there are interested individuals out there who have tried other
programs similar and know what i'm taking about (the xp disk format bug).
feel free to email me your address and i can send , over the electric wire
,a copy of my program.
this is an atari st program and works primarily in the hi res setting.

short description: changes st disk format and creates a disk which will be
read by both disk drives from the atari computer.

charles.copp@sympatico.ca

From -6309819743998437084
X-Google-Thread: 1115ce,31c58afa0d6c525b,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
From: "charles copp" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: atari prgm format
Lines: 19
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Message-ID: <yJB5f.11263$ns3.891044@news20.bellglobal.com>
Date: Wed, 19 Oct 2005 17:42:09 -0700
NNTP-Posting-Host: 65.95.65.108
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1129768926 65.95.65.108 (Wed, 19 Oct 2005 20:42:06
EDT)
NNTP-Posting-Date: Wed, 19 Oct 2005 20:42:06 EDT
Organization: Bell Sympatico
Path: g2news1.google.com!news4.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!nf3.bellglobal.com!news.ca.mci.com!news.uunet.ca!tor-nx1!
webster!nf1.bellglobal.com!nf2.bellglobal.com!news20.bellglobal.com.POSTED!not-
for-mail
Xref: g2news1.google.com comp.sys.atari.programmer:59

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short description: changes st disk format and creates a disk which will be read by both disk drives from the atari computer.

charles.copp@sympatico.ca

From -2769842109321866857
X-Google-Thread: 1115ce,31c58afa0d6c525b
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!local01.nntp.dca.giganews.com!nntp.comcast.com!
news.comcast.com.POSTED!not-for-mail
NNTP-Posting-Date: Thu, 20 Oct 2005 09:50:00 -0500
Newsgroups: comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43574f221beb630@comcast.net>
Subject: Re: atari prgm format
References: <yJB5f.11263$ns3.891044@news20.bellglobal.com>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
Date: Thu, 20 Oct 2005 09:01:56 +0400 (MET DST)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 23
NNTP-Posting-Host: 24.11.255.177
X-Trace: sv3-C8fWzlFwcxMk5Nn5SmaxCd8n8VmbA8nBKzqHLqJ/SGqGU/
cKtlXuhDdydpIE062+zLL9ZVNPEjg82TM!HyYFEZyXoqQRzZQckaujo46G4r9bE4u/
Czi2AYK4QSSsaTVwqsG5H1IIv0qmck4sQDQ=
X-Complaints-To: abuse@comcast.net
X-DMCA-Complaints-To: dmca@comcast.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news1.google.com comp.sys.atari.programmer:60

>hello and greetings every body , iam new to
>programming but have written new program to share.
>
>this "program"assists users of both platforms (pc and atari)to easily
>transfer data back and forth via the disk drives.
>
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>programs similar and know what i'm taking about (the xp disk format bug).
>feel free to email me your address and i can send , over the electric wire
>,a copy of my program.
>this is an atari st program and works primarily in the hi res setting.
>

>short description: changes st disk format and creates a disk which will be
>read by both disk drives from the atari computer.
>
>charles.copp@sympatico.ca

Hello,

That is nice, but there are other programs for older ST that will format a disk so it can be read by both. The newer ST's have it built in the TOS so that formatting a disk will automatically be able to read by a read and vice versa.

From -5556415251798526970
X-Google-Thread: 1115ce,31c58afa0d6c525b
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
From: "charles copp" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
References: <yJB5f.11263$ns3.891044@news20.bellglobal.com>
<43574f221beb630@comcast.net>
Subject: Re: atari prgm format
Lines: 13
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Message-ID: <P1P5f.11678$ns3.985102@news20.bellglobal.com>
Date: Thu, 20 Oct 2005 08:51:14 -0700
NNTP-Posting-Host: 69.156.138.222
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1129823471 69.156.138.222 (Thu, 20 Oct 2005
11:51:11 EDT)
NNTP-Posting-Date: Thu, 20 Oct 2005 11:51:11 EDT
Organization: Bell Sympatico
Path: g2news1.google.com!news3.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!nf3.bellglobal.com!news.ca.mci.com!news.uunet.ca!tor-nx1!
webster!nf1.bellglobal.com!nf2.bellglobal.com!news20.bellglobal.com.POSTED!not-
for-mail
Xref: g2news1.google.com comp.sys.atari.programmer:61

yes but exucution of this program is under 10 seconds and leaves the contents of the disk readable after changes ....(not applicable to self booting disks,TRY AT OWN RISK).it does not format the disk , only leaves new "stamp" in the boot sector of the disk.

it different ,easy and quick, why fool around with a bunch of variables and settings when all we need is a regular atari formatted disk with an ibm compatible boot sector?

just something different really, you know like pennies or dimes ,they all amountr to something and hold different properties.

From -6147670321449264598
X-Google-Thread: 1115ce,31c58afa0d6c525b
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news.glorb.com!npeer.de.kpn-eurorings.net!newsfeed.arcor.de!news.arcor.de!not-for-mail
From: Michael Bernstein <michael@mbernstein.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: atari prgm format
Date: Sat, 22 Oct 2005 08:49:23 +0100
Organization: Michael Bernstein LocalNews site
Message-ID: <djcndjdbp1@gateix.bernstein.loc>
References: <yJB5f.11263$ns3.891044@news20.bellglobal.com><43574f221beb630@comcast.net><P1P5f.11678$ns3.985102@news20.bellglobal.com>
X-Newsreader: Pan 0.7.6
Lines: 13
NNTP-Posting-Date: 23 Oct 2005 03:32:12 MEST
NNTP-Posting-Host: a5174673.newsread2.arcor-online.net
X-Trace: DXC=@@c]3HDlEf:d9772DFAUn2Q5U85hF6f;4jW\KbG]kaM8SE6H=g?m\g:JFh4bI;PSn3MdMfVZS<Y=3U;2lH]PJ:J6U1W`U][be_5\HL3nMR9Cl9
X-Complaints-To: abuse@arcor.de
Xref: g2news1.google.com comp.sys.atari.programmer:62

Hi,

> yes but exucution of this program is under 10 seconds and leaves the
> contents of the disk readable after changes ....(not applicable to self
> booting disks,TRY AT OWN RISK).it does not format the disk , only leaves
> new "stamp" in the boot sector of the disk.

This is nothing new. You can find a similar program in the download section of my homepage (www.mbernstein.de) which i is much more than 10 years old. But after i upgraded to TOS 1.4 there was no need for it.

Regards
Michael

From -2401996272253744798
X-Google-Thread: 1115ce,ebed6089ce2ece5f,start
X-Google-Thread: 111a55,ebed6089ce2ece5f,start
X-Google-Attributes: gid1115ce,gid111a55,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!newsread.com!news-xfer.newsread.com!news-out2.kabelfoon.nl!newsfeed.kabelfoon.nl!bandi.nntp.kabelfoon.nl!194.25.134.62.MISMATCH!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!newsfeed01.chello.at!amsnews01.chello.com!amsnews14.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Tue, 22 Nov 2005 23:33:31 +0100

From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: AHCC progression report
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <4463$43839cbc$1884f879$12844@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 45
NNTP-Posting-Host: 24.132.248.121 (24.132.248.121)
NNTP-Posting-Date: Tue, 22 Nov 2005 23:33:32 +0100
X-Trace: 0446343839cbcbd215ddc12844
Xref: g2news1.google.com comp.sys.atari.programmer:63 comp.sys.atari.st:4605

LS

AHCC or ANSI HCC is Sozobon turned into a full C89 compiler
for Atari ST and all its offspring.

I have reached the stage where I was able to produce working
binaries of 2 of my own applications.

These are AHCX and a small spreadsheet program.

I will gradually increase the amount of working binaries
(for instance TT-Digger) and also use them myself.

Once all my own applications work stable I will ask for a small
amount of beta testers.

2 programs working may sound modest, but for me it means
that a very substantial amount of compiler code is actually
working correctly. :-)

It also means that the project starts to display a
shimmer of feasability.

The comprehensive version of AHCC will integrate
editor(AHCX), project manager, compiler, assembler and linker
in a single GEM program of about 350 Kb.

Freestanding components can be produced on request.

AHCC compiles Pure C sources without the need for changing
a single byte.

AHCC produces the Pure C object format which means that Pure C
and AHCC object files and libraries can freely be mixed.
(It made testing the compiler a lot easier :-)

In the future, usefull C99 features will gradually be implemented.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

From -7808458110588472469
X-Google-Thread: 1115ce,ebed6089ce2ece5f
X-Google-Thread: 111a55,ebed6089ce2ece5f
X-Google-Attributes: gid1115ce,gid111a55,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!g49g2000cwa.googlegroups.com!not-for-mail
From: "Gwile" <guillaumed@users.sourceforge.net>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Re: AHCC progression report
Date: 24 Nov 2005 03:50:21 -0800
Organization: http://groups.google.com
Lines: 58
Message-ID: <1132833021.009589.123740@g49g2000cwa.googlegroups.com>
References: <4463$43839cbc$1884f879$12844@news.chello.nl>
NNTP-Posting-Host: 84.96.21.10
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1132833026 22678 127.0.0.1 (24 Nov 2005 11:50:26 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 24 Nov 2005 11:50:26 +0000 (UTC)
In-Reply-To: <4463$43839cbc$1884f879$12844@news.chello.nl>
User-Agent: G2/0.2
X-HTTP-UserAgent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.7.8) Gecko/20050927 Debian/1.7.8-1sarge3,gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: g49g2000cwa.googlegroups.com; posting-host=84.96.21.10;
   posting-account=-KPNRgwAAACH1WREsu7FnqHeb_YwXSDY
Xref: g2news1.google.com comp.sys.atari.programmer:64 comp.sys.atari.st:4641

Henk Robbers wrote:
> I have reached the stage where I was able to produce working
> binaries of 2 of my own applications.

Wow! Congratulations! :D

> Once all my own applications work stable I will ask for a small
> amount of beta testers.

I am interested in beta-testing! However I only have a few personal C
sources ; I prefere assembler or higher level (read garbage-collecting)

language like Java.
But if there already is a minimal libc (or perhaps PCSTDLIB already works ?), I may try it on a few command line utilities I would like to port (GNU stow, patchutils, robodoc and things like that).

Also also getting the gemlib, zlib and some other key Pure-C librairies to work could lead in cascade to some interesting builds like... HighWire! ;)

> The comprehensive version of AHCC will integrate
> editor(AHCX), project manager, compiler, assembler and linker
> in a single GEM program of about 350 Kb.

That's in itself quite a achievement!
<whining>
However it's sad there is not source-level debugger (yet)! ;P
And I think my eyes and I cannot use a programming editor without syntax highlighting any more!
</whining>

> Freestanding components can be produced on request.

That's really much appreciated: I think a separate assembler could be put to good use if it support Motorola-syntax and 68020+ instructions, as there is currently no more still-developped assembler expect GCC's gas... But as it is intended to compile pre-processed C source code, I guess there is no internal macro-language (INCLUDE, MACRO, REPT and the like), "just" cpp?

> AHCC produces the Pure C object format which means that Pure C
> and AHCC object files and libraries can freely be mixed.
> (It made testing the compiler a lot easier :-)

It's also nice of you to be modest enough not to invent your own format!

Once again congratulations for your work and tenacity,
   Guillaume

P.S.: And once more if you have written/found a doc on the Pure-C object format, feel free to share it! ;)

From 2570004807894581388
X-Google-Thread: 1115ce,ebed6089ce2ece5f
X-Google-Thread: 111a55,ebed6089ce2ece5f
X-Google-Attributes: gid1115ce,gid111a55,public
X-Google-Language: ENGLISH,ASCII-7-bit

Path: g2news1.google.com!news4.google.com!newshub.sdsu.edu!elnk-nf2-pas!
newsfeed.earthlink.net!stamper.news.pas.earthlink.net!
newsread1.news.pas.earthlink.net.POSTED!3de4b515!not-for-mail
From: Andy Ball <null@not.valid>
User-Agent: Mozilla Thunderbird 0.7.3 (X11/20040824)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Re: AHCC progression report
References: <4463$43839cbc$1884f879$12844@news.chello.nl>
In-Reply-To: <4463$43839cbc$1884f879$12844@news.chello.nl>
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 5
Message-ID: <XS1jf.2533$Hk1.2067@newsread1.news.pas.earthlink.net>
Date: Tue, 29 Nov 2005 19:21:27 GMT
NNTP-Posting-Host: 4.159.211.247
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.news.pas.earthlink.net 1133292087 4.159.211.247 (Tue, 29 Nov
2005 11:21:27 PST)
NNTP-Posting-Date: Tue, 29 Nov 2005 11:21:27 PST
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: g2news1.google.com comp.sys.atari.programmer:65 comp.sys.atari.st:4715

HR> AHCC or ANSI HCC is Sozobon turned into a full C89
> compiler for Atari ST and all its offspring.

Are you looking for alpha testers?

From 919341796226541912
X-Google-Thread: 1115ce,89bef03c2102e17e,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!newshub.sdsu.edu!elnk-nf2-pas!
newsfeed.earthlink.net!stamper.news.pas.earthlink.net!
newsread1.news.pas.earthlink.net.POSTED!3de4b515!not-for-mail
From: Andy Ball <null@not.valid>
User-Agent: Mozilla Thunderbird 0.7.3 (X11/20040824)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Line-A
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 1
Message-ID: <362jf.2534$Hk1.2115@newsread1.news.pas.earthlink.net>
Date: Tue, 29 Nov 2005 19:37:35 GMT
NNTP-Posting-Host: 4.159.211.247
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.news.pas.earthlink.net 1133293055 4.159.211.247 (Tue, 29 Nov
2005 11:37:35 PST)

NNTP-Posting-Date: Tue, 29 Nov 2005 11:37:35 PST
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: g2news1.google.com comp.sys.atari.programmer:66

Is Line-A considered part of the VDI?

From 4466471545842193139
X-Google-Thread: 1115ce,ebed6089ce2ece5f
X-Google-Thread: 111a55,ebed6089ce2ece5f
X-Google-Attributes: gid1115ce,gid111a55,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!nx01.iad01.newshosting.com!newshosting.com!newsfeed.icl.net!
newsfeed.fjserv.net!easynet-quince!easynet.net!news-out1.kabelfoon.nl!
newsfeed.kabelfoon.nl!bandi.nntp.kabelfoon.nl!213.132.189.2.MISMATCH!
multikabel.net!feed20.multikabel.net!amsnews11.chello.com!amsnews14.chello.com!
news.chello.nl.POSTED!not-for-mail
Date: Tue, 29 Nov 2005 21:57:29 +0100
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Re: AHCC progression report
References: <4463$43839cbc$1884f879$12844@news.chello.nl>
<XS1jf.2533$Hk1.2067@newsread1.news.pas.earthlink.net>
In-Reply-To: <XS1jf.2533$Hk1.2067@newsread1.news.pas.earthlink.net>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <b4b25$438cc0b9$1884f8e1$16961@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 17
NNTP-Posting-Host: 24.132.248.225 (24.132.248.225)
NNTP-Posting-Date: Tue, 29 Nov 2005 21:57:29 +0100
X-Trace: b4b25438cc0b9bd215d4416961
Xref: g2news1.google.com comp.sys.atari.programmer:67 comp.sys.atari.st:4717

Andy Ball wrote:
>
> HR> AHCC or ANSI HCC is Sozobon turned into a full C89
> > compiler for Atari ST and all its offspring.
>
> Are you looking for alpha testers?

Thanks.

As soon as I finish my own alpha testing. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl

http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

From 2888845105737238142
X-Google-Thread: 1115ce,89bef03c2102e17e
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news.glorb.com!npeer.de.kpn-eurorings.net!newsfeed.cw.net!news-FFM2.ecrc.de!newsfeed01.sul.t-online.de!t-online.de!newsfeed.arcor.de!news.arcor.de!not-for-mail
Date: Wed, 30 Nov 2005 00:02:44 +0100
From: Ingo Schmidt <ich@der-ingo.de>
User-Agent: Mozilla Thunderbird 1.0.7 (Windows/20050923)
X-Accept-Language: de-DE, de, en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Line-A
References: <362jf.2534$Hk1.2115@newsread1.news.pas.earthlink.net>
In-Reply-To: <362jf.2534$Hk1.2115@newsread1.news.pas.earthlink.net>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 22
Message-ID: <438cde06$0$27889$9b4e6d93@newsread4.arcor-online.net>
Organization: Arcor
NNTP-Posting-Date: 30 Nov 2005 00:02:30 MET
NNTP-Posting-Host: e976c283.newsread4.arcor-online.net
X-Trace: DXC=9ILlDVY1O1RjYMQID6OnPX:ejgIfPPldTjW\KbG]kaMXFYk:AnJB[C]:@:ci4d^K3\^][N6f9WY`QOjF=5[V<feZEbe_Xi?]50]
X-Complaints-To: usenet-abuse@arcor.de
Xref: g2news1.google.com comp.sys.atari.programmer:68

Hi Andy!

> Is Line-A considered part of the VDI?

The ROM-VDI is based on the Line-A routines. So Line-A is the low level part of the original VDI screen driver. All output on the screen is done via LineA.

So one might say that it is part of the VDI. But only of the original VDI.

However the OS design clearly speaks against the direct use of LineA. What if there is another VDI that doesn't use Line-A for its screen driver?

NVDI surely doesn't use LineA, it uses its own drawing routines (Thats why it is so much faster). So in the case of NVDI LineA is not a part of the VDI.

Any objections to this point of view?

Why did you ask?

Cheers, Ingo =;->

From 6135758186316013140
X-Google-Thread: 1115ce,89bef03c2102e17e
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!newshub.sdsu.edu!elnk-nf2-pas!
newsfeed.earthlink.net!stamper.news.pas.earthlink.net!
newsread2.news.pas.earthlink.net.POSTED!3de4b515!not-for-mail
From: Andy Ball <null@not.valid>
User-Agent: Mozilla Thunderbird 0.7.3 (X11/20040824)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Line-A
References: <362jf.2534$Hk1.2115@newsread1.news.pas.earthlink.net>
<438cde06$0$27889$9b4e6d93@newsread4.arcor-online.net>
In-Reply-To: <438cde06$0$27889$9b4e6d93@newsread4.arcor-online.net>
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 15
Message-ID: <RW8jf.3530$A23.2354@newsread2.news.pas.earthlink.net>
Date: Wed, 30 Nov 2005 03:23:29 GMT
NNTP-Posting-Host: 4.158.9.91
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread2.news.pas.earthlink.net 1133321009 4.158.9.91 (Tue, 29 Nov 2005
19:23:29 PST)
NNTP-Posting-Date: Tue, 29 Nov 2005 19:23:29 PST
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: g2news1.google.com comp.sys.atari.programmer:69

Hello Ingo,

```
   IS> The ROM-VDI is based on the Line-A routines. So Line-A
     > is the low level part of the original VDI screen
     > driver. All output on the screen is done via LineA.
       :
     > Why did you ask?
```

I'm just trying to piece together in my head the various
lumps of the operating system and their interaction. Does
the original AES work exclusively via VDI?

Thanks,
   - Andy Ball

From -6683739995719175083
X-Google-Thread: 1115ce,89bef03c2102e17e
X-Google-Attributes: gid1115ce,public

X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!proxad.net!newsfeed.stueberl.de!
newsfeed01.sul.t-online.de!t-online.de!newsfeed.arcor.de!news.arcor.de!not-for-
mail
Date: Wed, 30 Nov 2005 12:50:53 +0100
From: Ingo Schmidt <ich@der-ingo.de>
User-Agent: Mozilla Thunderbird 1.0.7 (Windows/20050923)
X-Accept-Language: de-DE, de, en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Line-A
References: <362jf.2534$Hk1.2115@newsread1.news.pas.earthlink.net>
<438cde06$0$27889$9b4e6d93@newsread4.arcor-online.net>
<RW8jf.3530$A23.2354@newsread2.news.pas.earthlink.net>
In-Reply-To: <RW8jf.3530$A23.2354@newsread2.news.pas.earthlink.net>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 14
Message-ID: <438d91d6$0$27880$9b4e6d93@newsread4.arcor-online.net>
Organization: Arcor
NNTP-Posting-Date: 30 Nov 2005 12:49:42 MET
NNTP-Posting-Host: 3cd0fdbc.newsread4.arcor-online.net
X-Trace: DXC=@GRNf^JSQPVD__2dTlB=E[:ejgIfPPldTjW\KbG]kaMXFYk:AnJB[C]HhcZ\>SHU4S^]
[N6f9WY`QOjF=5[V<feZE@8J=nSX5kP
X-Complaints-To: usenet-abuse@arcor.de
Xref: g2news1.google.com comp.sys.atari.programmer:70

Hi Andy!

> Does the original AES work exclusively via VDI?

Exclusively via VDI and GEMDOS.

```
OS part  - uses
----------------
GEM  - AES, VDI
AES  - VDI, GEMDOS
VDI  - BIOS, XBIOS, GEMDOS, LineA
       and direct hardware access in drivers
```

Cheers, Ingo =;->

From -6794752105765012804
X-Google-Thread: 1115ce,89bef03c2102e17e
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!newshub.sdsu.edu!elnk-nf2-pas!
newsfeed.earthlink.net!stamper.news.pas.earthlink.net!
newsread3.news.pas.earthlink.net.POSTED!3de4b515!not-for-mail
From: Andy Ball <null@not.valid>
User-Agent: Mozilla Thunderbird 0.7.3 (X11/20040824)
X-Accept-Language: en-us, en

MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Line-A
References: <362jf.2534$Hk1.2115@newsread1.news.pas.earthlink.net>
<438cde06$0$27889$9b4e6d93@newsread4.arcor-online.net>
<RW8jf.3530$A23.2354@newsread2.news.pas.earthlink.net>
<438d91d6$0$27880$9b4e6d93@newsread4.arcor-online.net>
In-Reply-To: <438d91d6$0$27880$9b4e6d93@newsread4.arcor-online.net>
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 21
Message-ID: <bNgjf.2254$YT3.1207@newsread3.news.pas.earthlink.net>
Date: Wed, 30 Nov 2005 12:19:19 GMT
NNTP-Posting-Host: 4.158.9.196
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread3.news.pas.earthlink.net 1133353159 4.158.9.196 (Wed, 30 Nov 2005
04:19:19 PST)
NNTP-Posting-Date: Wed, 30 Nov 2005 04:19:19 PST
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: g2news1.google.com comp.sys.atari.programmer:71

Hello Ingo,

```
   IS> OS part    - uses
     > ----------------
     > GEM    - AES, VDI
     > AES    - VDI, GEMDOS
     > VDI    - BIOS, XBIOS, GEMDOS, LineA
     >       and direct hardware access in drivers
```

I can see AES using GEMDOS for things like file selectors, but I'm surprised VDI uses BIOS and GEMDOS. I thought that AES & VDI were parts of GEM. Does GEM above just refer to the desktop, or are there other lumps that I am missing?

GDOS apparently didn't ship with the earlier versions of TOS (not sure about later versions). Where present, is it conceptually part of the AES?

Thanks,
   - Andy Ball

From -1679617574492055873
X-Google-Thread: 1115ce,89bef03c2102e17e
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!border1.nntp.dca.giganews.com!
border2.nntp.dca.giganews.com!nntp.giganews.com!atl-c02.usenetserver.com!
news.usenetserver.com!atl-c06.usenetserver.com!news.usenetserver.com!
nf3.bellglobal.com!nf1.bellglobal.com!nf2.bellglobal.com!
news20.bellglobal.com.POSTED!not-for-mail

From: "charles copp" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
References: <362jf.2534$Hk1.2115@newsread1.news.pas.earthlink.net>
<438cde06$0$27889$9b4e6d93@newsread4.arcor-online.net>
<RW8jf.3530$A23.2354@newsread2.news.pas.earthlink.net>
<438d91d6$0$27880$9b4e6d93@newsread4.arcor-online.net>
<bNgjf.2254$YT3.1207@newsread3.news.pas.earthlink.net>
Subject: Re: Line-A
Lines: 12
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
x-mimeole: Produced By Microsoft MimeOLE V6.00.2800.1106
Message-ID: <LXKkf.594$kt5.81731@news20.bellglobal.com>
Date: Sun, 4 Dec 2005 15:27:39 -0800
NNTP-Posting-Host: 69.156.108.81
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1133738859 69.156.108.81 (Sun, 04 Dec 2005 18:27:39
EST)
NNTP-Posting-Date: Sun, 04 Dec 2005 18:27:39 EST
Organization: Bell Sympatico
Xref: g2news1.google.com comp.sys.atari.programmer:72

hey group , i'm new to this programming thing but this is what i found
within gfa basic states that "line-A-calls"
are independant of vdi insrtuctions.
also:
and colors given in the line_a_routine correspond to the hardware color
registier ie:.....setcolor(1).
and not the number that vdi uses(color).

well just helping..
charles

From 3513125628726507966
X-Google-Thread: 1115ce,89bef03c2102e17e
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news.glorb.com!npeer.de.kpn-
eurorings.net!newsfeed.arcor.de!news.arcor.de!not-for-mail
Date: Mon, 05 Dec 2005 01:41:30 +0100
From: Ingo Schmidt <ich@der-ingo.de>
User-Agent: Mozilla Thunderbird 1.0.7 (Windows/20050923)
X-Accept-Language: de-DE, de, en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Line-A
References: <362jf.2534$Hk1.2115@newsread1.news.pas.earthlink.net>
<438cde06$0$27889$9b4e6d93@newsread4.arcor-online.net>
<RW8jf.3530$A23.2354@newsread2.news.pas.earthlink.net>

<438d91d6$0$27880$9b4e6d93@newsread4.arcor-online.net>
<bNgjf.2254$YT3.1207@newsread3.news.pas.earthlink.net>
In-Reply-To: <bNgjf.2254$YT3.1207@newsread3.news.pas.earthlink.net>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 41
Message-ID: <43938c64$0$20854$9b4e6d93@newsread2.arcor-online.net>
Organization: Arcor
NNTP-Posting-Date: 05 Dec 2005 01:40:04 MET
NNTP-Posting-Host: e5aea395.newsread2.arcor-online.net
X-Trace: DXC=>\hk0Nfe8[6cbQG5oOHD^6Q5U85hF6f;4jW\KbG]kaM8A@_25la3nb2N[gDIPDggD8^]
[N6f9WY`1OjF=5[V<fe:>Oa2GdQ7>L?
X-Complaints-To: usenet-abuse@arcor.de
Xref: g2news1.google.com comp.sys.atari.programmer:73

Hi Andy!

> but I'm surprised VDI uses BIOS and GEMDOS.

Why? Not that I know the source or internals of the VDI, but it might
use Kbhsift (BIOS(11)) and what if VDI wants to load fonts? Needs to use
some gemdos functions, wouldn't it?

> Does GEM above just refer to the desktop, or are there other lumps
 > that I am missing?

I would say it is more than the desktop.
GEM = Graphics Environment Manager

So I would say GEM is everything that brings you a graphical environment
on your computer and that is more than the desktop.
As I said above, GEM = AES + VDI and yes, you might count the desktop in
here, too :-)

> GDOS apparently didn't ship with the earlier versions of TOS
> (not sure about later versions).

I also dont know. One thing is sure though:
It was never built into ROM, even though actually it should have, but
there was simply no space left in the ROM chip.

In one way that was a blessing, because lots of improvements were made.
The bad thing was, it wasnt really standard and lots of programmes jsut
didnt use it and everyone invented the wheel again.

 > Where present, is it conceptually part of the AES?

Not at all! It is part of the VDI! If you take away all the device
drivers of VDI, then what remains is GDOS.
GDOS = Graphics Device Operating System

It is a pity that the "Profibuch" was never translated. It is THE source
regarding ATARI, IMHO. Thats where I have all my info from. This book is

almost never wrong.

Cheers, Ingo =;->

From 4152032421018496848
X-Google-Thread: 1115ce,89bef03c2102e17e
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!proxad.net!newsfeed.stueberl.de!
uucp.gnuu.de!newsfeed.arcor.de!news.arcor.de!not-for-mail
Date: Mon, 05 Dec 2005 01:49:19 +0100
From: Ingo Schmidt <ich@der-ingo.de>
User-Agent: Mozilla Thunderbird 1.0.7 (Windows/20050923)
X-Accept-Language: de-DE, de, en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Line-A
References: <362jf.2534$Hk1.2115@newsread1.news.pas.earthlink.net>
<438cde06$0$27889$9b4e6d93@newsread4.arcor-online.net>
<RW8jf.3530$A23.2354@newsread2.news.pas.earthlink.net>
<438d91d6$0$27880$9b4e6d93@newsread4.arcor-online.net>
<bNgjf.2254$YT3.1207@newsread3.news.pas.earthlink.net>
<LXKkf.594$kt5.81731@news20.bellglobal.com>
In-Reply-To: <LXKkf.594$kt5.81731@news20.bellglobal.com>
Content-Type: text/plain; charset=ISO-8859-15; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 26
Message-ID: <43938e35$0$27887$9b4e6d93@newsread4.arcor-online.net>
Organization: Arcor
NNTP-Posting-Date: 05 Dec 2005 01:47:49 MET
NNTP-Posting-Host: eb438c66.newsread4.arcor-online.net
X-Trace: DXC=7F_=m?m1EeDZYo_CH;Uk?N:ejgIfPPldDjW\KbG]kaMHFYk:AnJB[CMR2A:lJoYHhD^]
[N6f9WY`AOjF=5[V<feJ>Oa2GdQ7>LO
X-Complaints-To: usenet-abuse@arcor.de
Xref: g2news1.google.com comp.sys.atari.programmer:74

Hi Charles!

> states that "line-A-calls" are independant of vdi insrtuctions.

Yes, of course they are! VDI is based on them, so Line-A cant be based
on VDI.

But this is also the reason, why Line-A should never ever be used in a
clean GEM application. Such an app should only use VDI, AES and GEMDOS
calls. Only if it really has to, (X)BIOS.

Line-A is really low-level. Besides it only really works on original
Ataris and then also not in resolutions with lots of colors, AFAIK.

So if you are about to write clean applications, avoid ALL Line-A
functions. If you code in GFABASIC, check out those two pages:

GEM GFA Editor (GBE) and lots more:
http://www.bright.net/~gfabasic/

Runonly Interpreter for GBE (and a few other nice tools):
http://www.run-software.de

The runonly is my work, by the way :-)

Cheers, Ingo =;->

From 5028148693630646375
X-Google-Thread: 1115ce,89bef03c2102e17e
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!newscon06.news.prodigy.com!prodigy.net!
newsfeed-00.mathworks.com!bigboote.WPI.EDU!news.tufts.edu!elk.ncren.net!
newsflash.concordia.ca!News.Dal.Ca!ursa-nb00s0.nbnet.nb.ca!nf3.bellglobal.com!
nf1.bellglobal.com!nf2.bellglobal.com!news20.bellglobal.com.POSTED!not-for-mail
From: "charles copp" <charles.copp@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
References: <362jf.2534$Hk1.2115@newsread1.news.pas.earthlink.net>
<438cde06$0$27889$9b4e6d93@newsread4.arcor-online.net>
<RW8jf.3530$A23.2354@newsread2.news.pas.earthlink.net>
<438d91d6$0$27880$9b4e6d93@newsread4.arcor-online.net>
<bNgjf.2254$YT3.1207@newsread3.news.pas.earthlink.net>
<43938c64$0$20854$9b4e6d93@newsread2.arcor-online.net>
Subject: Re: Line-A
Lines: 11
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
x-mimeole: Produced By Microsoft MimeOLE V6.00.2800.1106
Message-ID: <6IMkf.324$PX2.54612@news20.bellglobal.com>
Date: Sun, 4 Dec 2005 17:27:30 -0800
NNTP-Posting-Host: 69.156.109.56
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1133746050 69.156.109.56 (Sun, 04 Dec 2005 20:27:30
EST)
NNTP-Posting-Date: Sun, 04 Dec 2005 20:27:30 EST
Organization: Bell Sympatico
Xref: g2news1.google.com comp.sys.atari.programmer:75

allo ingo!!%**,
thanks for great info and am considering dropping this letter to check out
those new sites.
gfa is currently what i use and alot of fun too it is!

how many years have you had an atari?

ok

charles from canada.

From 8422714993198017927
X-Google-Thread: 1115ce,89bef03c2102e17e
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!nx02.iad01.newshosting.com!newshosting.com!
207.69.154.102.MISMATCH!elnk-atl-nf2!newsfeed.earthlink.net!
stamper.news.atl.earthlink.net!stamper.news.pas.earthlink.net!
newsread3.news.pas.earthlink.net.POSTED!3de4b515!not-for-mail
From: Andy Ball <null@not.valid>
User-Agent: Mozilla Thunderbird 0.7.3 (X11/20040824)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Line-A
References: <362jf.2534$Hk1.2115@newsread1.news.pas.earthlink.net>
<438cde06$0$27889$9b4e6d93@newsread4.arcor-online.net>
<RW8jf.3530$A23.2354@newsread2.news.pas.earthlink.net>
<438d91d6$0$27880$9b4e6d93@newsread4.arcor-online.net>
<bNgjf.2254$YT3.1207@newsread3.news.pas.earthlink.net>
<43938c64$0$20854$9b4e6d93@newsread2.arcor-online.net>
In-Reply-To: <43938c64$0$20854$9b4e6d93@newsread2.arcor-online.net>
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 26
Message-ID: <TIilf.31$QQ1.17@newsread3.news.pas.earthlink.net>
Date: Tue, 06 Dec 2005 16:09:23 GMT
NNTP-Posting-Host: 4.252.204.206
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread3.news.pas.earthlink.net 1133885363 4.252.204.206 (Tue, 06 Dec
2005 08:09:23 PST)
NNTP-Posting-Date: Tue, 06 Dec 2005 08:09:23 PST
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: g2news1.google.com comp.sys.atari.programmer:76

Hello Ingo,

```
    IS> OS part    - uses
      > ----------------
      > GEM    - AES, VDI

   ASB> Does GEM above just refer to the desktop, or are
      > there other lumps that I am missing?

    IS> I would say it is more than the desktop.
      > GEM = Graphics Environment Manager
```

I know what GEM is, I was just confused by your notation
above: GEM (no part specified) calls AES and VDI, which are
parts of ...erm, GEM.

    IS> Not at all! It is part of the VDI! If you take away
      > all the device drivers of VDI, then what remains is
      > GDOS. GDOS = Graphics Device Operating System

Thanks, I had not realised that VDI included anything that
high-level, which is also why I would not have guessed that
it called upon GEMDOS.

- Andy Ball

From -7832311496979643254
X-Google-Thread: 1115ce,2593c239ee0f576c,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!news4.google.com!news.glorb.com!
hwmnpeer01.lga!hwmedia!news.highwinds-media.com!bigfeed2.bellsouth.net!
bigfeed.bellsouth.net!bignumber.bellsouth.net!news.bellsouth.net!
bignews2.bellsouth.net.POSTED!987cd569!not-for-mail
From: "tinman4" <tinman4@yahoo.com>
Subject: Nx# ***Hot stuff - check this out !!! Nx#
Newsgroups: comp.sys.atari.programmer
Sender: tinman4 <tinman4@yahoo.com>
Organization: Me
X-Priority: 3
X-Library: Indy 9.00.10
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
Lines: 6
Message-ID: <YGUCf.47118$C%3.15031@bignews2.bellsouth.net>
X-Complaints-To: abuse@bellsouth.net
X-Abuse-Info: Please forward a copy of all headers for proper handling
X-Trace:
ogjnolidcdijhjikdbdpiflmbcekedmfhojhikkbagflhcbodfncdcimfooanpgdcamiajobfdngdigcnk
aobcckglciinfjldcjigbhddenepogakngmmneimggmmdkfglfjoeeokankgjmjcgfbiocdjinejdo
NNTP-Posting-Date: Sat, 28 Jan 2006 20:15:36 EST
Date: Sat, 28 Jan 2006 12:37:32 -0500
Xref: g2news1.google.com comp.sys.atari.programmer:25

   http://www.kaneva.com/checkout/stream.aspx?assetId=2017&free=0

From 7586777249264364780

X-Google-Thread: 1115ce,9da814800256ef00,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!g49g2000cwa.googlegroups.com!not-for-mail
From: newbie.x11@gmail.com
Newsgroups: comp.sys.atari.programmer
Subject: How To Write My Cart
Date: 1 Feb 2006 13:04:38 -0800
Organization: http://groups.google.com
Lines: 2
Message-ID: <1138827878.733558.90250@g49g2000cwa.googlegroups.com>
NNTP-Posting-Host: 201.27.140.24
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1138827884 25090 127.0.0.1 (1 Feb 2006 21:04:44 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Wed, 1 Feb 2006 21:04:44 +0000 (UTC)
User-Agent: G2/0.2
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT 5.1; SV1; .NET CLR 1.1.4322),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: g49g2000cwa.googlegroups.com; posting-host=201.27.140.24;
   posting-account=T8JZ4QwAAAAjada_iS-l0if9b7q8GHNy
Xref: g2news1.google.com comp.sys.atari.programmer:26

How To Write or Re-Write a Cart for Atari 2600

From -5338213417059301745
X-Google-Thread: 1115ce,e75cc93164e7f68,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!local01.nntp.dca.giganews.com!nntp.eclipse.net.uk!
news.eclipse.net.uk.POSTED!not-for-mail
NNTP-Posting-Date: Sat, 25 Feb 2006 16:45:03 -0600
From: "dml" <dml@dml.dml>
Newsgroups: comp.sys.atari.programmer
Subject: ParSec 4768 graphics board
Date: Sat, 25 Feb 2006 22:42:49 -0000
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2670
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2670
X-RFC2646: Format=Flowed; Original
Message-ID: <o5ydnfhF8oZyQJ3ZnZ2dnUVZ8qGdnZ2d@eclipse.net.uk>
Lines: 5
NNTP-Posting-Host: 213.152.59.253
X-Trace: sv3-6ac7jhNEadhZhGmbHXy7zCF1BYQuzHaQ752Rox4eSD+F9RHF7BQHAGHgMTYK+FK/
2yaDPlKPf7LdOlo!yPQSMre+w2fIRz/Qou5BGZ+KOUZa7biz6LMqB3yZsGnH/
k1jCkaWdpDjOBK2XMc2kDZsu1IWNy8v!1gU3EA2CDZQWLvTq9w+Mlw==

X-Complaints-To: abuse@eclipse.net.uk
X-DMCA-Complaints-To: abuse@eclipse.net.uk
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint properly
X-Postfilter: 1.3.32
Xref: g2news1.google.com comp.sys.atari.programmer:27

A bit of a rarity unearthed...

http://cgi.ebay.co.uk/ParSec-4768-graphics-adapter-for-Atari-ST-Very-rare_W0QQitemZ8771755486QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

From 3826033258916978133
X-Google-Thread: 1115ce,a2466f1411897341,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news4.google.com!sn-xt-sjc-04!sn-xt-sjc-10!sn-xt-sjc-09!sn-post-01!supernews.com!news.supernews.com!not-for-mail
From: Tiny@tim.net
Newsgroups: comp.sys.atari.programmer
Subject: Atari Falcon
Date: Fri, 10 Mar 2006 00:22:57 -0600
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <8m62125jmomvj6u5m7j9vlqdbq5nkstfn2@4ax.com>
X-Newsreader: Forte Agent 1.91/32.564
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Antivirus: avast! (VPS 0610-1, 03/08/2006), Outbound message
X-Antivirus-Status: Clean
X-Complaints-To: abuse@supernews.com
Lines: 4
Xref: g2news1.google.com comp.sys.atari.programmer:28

Looking for the motherboard schematics for a falcon.
Anyone have them or know where I can find them?

Thanks...

From -2356419572596696198
X-Google-Thread: f8a03,f09b2219f6f86968,start
X-Google-Thread: f5ddf,f09b2219f6f86968,start
X-Google-Thread: 112087,f09b2219f6f86968,start
X-Google-Thread: 101d3b,f09b2219f6f86968,start
X-Google-Thread: f8760,f09b2219f6f86968,start
X-Google-Thread: 1056fc,f09b2219f6f86968,start
X-Google-Thread: 1115ce,f09b2219f6f86968,start
X-Google-Thread: 111a55,f09b2219f6f86968,start

X-Google-Thread: 109a67,f09b2219f6f86968,start
X-Google-Thread: 10aaed,f09b2219f6f86968,start
X-Google-Attributes:
gidf8a03,gidf5ddf,gid112087,gid101d3b,gidf8760,gid1056fc,gid1115ce,gid111a55,gid10
9a67,gid10aaed,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news4.google.com!
border1.nntp.dca.giganews.com!nntp.giganews.com!local01.nntp.dca.giganews.com!
nntp.inreach.com!news.inreach.com.POSTED!not-for-mail
NNTP-Posting-Date: Tue, 21 Mar 2006 16:48:07 -0600
Reply-To: "Starlord" <starlord@sidewalkastronomy.info>
From: "Starlord" <starlord@sidewalkastronomy.info>
Newsgroups:
comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,
comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer
,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att
References: <26qTf.826$tT.439@news01.roc.ny>
Subject: Re: Ink
Date: Tue, 21 Mar 2006 14:43:50 -0800
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2180
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2180
X-RFC2646: Format=Flowed; Original
Message-ID: <IYudneSYiOY1H73ZnZ2dnUVZ_vidnZ2d@inreach.com>
Lines: 27
NNTP-Posting-Host: 209.209.102.245
X-Trace: sv3-3XskRhUU2xvP211UB5oYfEv1vcGTroPHyQ/
Kn0MGnmtfueAmkBjAFaM76yIGkqvaYFcNGQ3IZaFucOn!
nJDzfTYOGP+s2S3GWhlzOyeF0e89/7SUY6p+ttOK4d2+RTuAvMn2L68tLgPXzM2L0iLRuZjBQjeJ!
jNaS9LF9ZkgJygJkv2omCLVklzTP
X-Complaints-To: abuse@inreach.com
X-DMCA-Complaints-To: abuse@inreach.com
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news1.google.com comp.sys.apple2.marketplace:436
comp.sys.apple2.programmer:722 comp.sys.apple2.usergroups:44 comp.sys.arm:644
comp.sys.atari.8bit:2661 comp.sys.atari.advocacy:37 comp.sys.atari.programmer:29
comp.sys.atari.st:2323 comp.sys.atari.st.tech:180 comp.sys.att:6

SPAM ... Nothing but SPAM.

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The Lone Sidewalk Astronomer of Rosamond

Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
Astronomy Net Online Gift Shop

http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

<mshawjr@frontiernet.net> wrote in message
news:26qTf.826$tT.439@news01.roc.ny...
> Man I have found this site that has the cheapest ink for any printer.
> You can compare prices and then review the companies on service and
> quality. <http://www.imagraphix.com> Let me know what you think

From -3548990795259042177
X-Google-Thread: f8a03,f09b2219f6f86968
X-Google-Thread: f5ddf,f09b2219f6f86968
X-Google-Thread: 112087,f09b2219f6f86968
X-Google-Thread: 101d3b,f09b2219f6f86968
X-Google-Thread: f8760,f09b2219f6f86968
X-Google-Thread: 1056fc,f09b2219f6f86968
X-Google-Thread: 1115ce,f09b2219f6f86968
X-Google-Thread: 111a55,f09b2219f6f86968
X-Google-Thread: 109a67,f09b2219f6f86968
X-Google-Thread: 10aaed,f09b2219f6f86968
X-Google-Attributes:
gidf8a03,gidf5ddf,gid112087,gid101d3b,gidf8760,gid1056fc,gid1115ce,gid111a55,gid10
9a67,gid10aaed,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!local01.nntp.dca.giganews.com!nntp.inreach.com!
news.inreach.com.POSTED!not-for-mail
NNTP-Posting-Date: Tue, 21 Mar 2006 16:48:09 -0600
Reply-To: "Starlord" <starlord@sidewalkastronomy.info>
From: "Starlord" <starlord@sidewalkastronomy.info>
Newsgroups:
comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,
comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer
,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att
References: <WUwTf.2822$tT.2482@news01.roc.ny>
Subject: Re: Ink
Date: Tue, 21 Mar 2006 14:44:57 -0800
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2180
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2180
X-RFC2646: Format=Flowed; Original
Message-ID: <IYudneeYiOY0H73ZnZ2dnUVZ_vidnZ2d@inreach.com>
Lines: 29

NNTP-Posting-Host: 209.209.102.245
X-Trace: sv3-Rrjk8rYLQSUOpL/
hWLLEOKuc7ZfiGBBG6C4M16eUZg47orTXM38Dv14JKQIIpHOQgggy0ZUytWTriQg!
QEHbfWhV68GWD67Lrv28nnfz2K1D+ZZvIGXjytcPaugix/tPu0xlmmB3+29UKD3uJvnSYiTeAoCt!
TV5flZKsCjvb1ncmTr9+Lx6FtLJq
X-Complaints-To: abuse@inreach.com
X-DMCA-Complaints-To: abuse@inreach.com
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news1.google.com comp.sys.apple2.marketplace:437
comp.sys.apple2.programmer:723 comp.sys.apple2.usergroups:45 comp.sys.arm:645
comp.sys.atari.8bit:2662 comp.sys.atari.advocacy:38 comp.sys.atari.programmer:30
comp.sys.atari.st:2324 comp.sys.atari.st.tech:181 comp.sys.att:7

BULL, First you SPAM the newsgroups and this you post this BS.

Not only a Spammer, but a Lame Spammer at that.

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The Lone Sidewalk Astronomer of Rosamond

Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

<mshawjr@frontiernet.net> wrote in message
news:WUwTf.2822$tT.2482@news01.roc.ny...
> Sorry guys. The spam stuff was not my intent. I do oppoligies and won't
> happen again. I have never been on newsgroups before and not sure how to
> work them. I hope you guys can forgive a bad choice. Murphey

From 413435917166204513
X-Google-Thread: f8a03,f09b2219f6f86968
X-Google-Thread: f5ddf,f09b2219f6f86968
X-Google-Thread: 112087,f09b2219f6f86968
X-Google-Thread: 101d3b,f09b2219f6f86968
X-Google-Thread: f8760,f09b2219f6f86968

X-Google-Thread: 1056fc,f09b2219f6f86968
X-Google-Thread: 1115ce,f09b2219f6f86968
X-Google-Thread: 111a55,f09b2219f6f86968
X-Google-Thread: 109a67,f09b2219f6f86968
X-Google-Thread: 10aaed,f09b2219f6f86968
X-Google-Attributes:
gidf8a03,gidf5ddf,gid112087,gid101d3b,gidf8760,gid1056fc,gid1115ce,gid111a55,gid10
9a67,gid10aaed,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!border1.nntp.dca.giganews.com!
nntp.giganews.com!nx02.iad01.newshosting.com!newshosting.com!post01.iad01!not-for-
mail
Newsgroups:
comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,
comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer
,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att
Subject: Re: Ink
References: <26qTf.826$tT.439@news01.roc.ny>
<IYudneSYiOY1H73ZnZ2dnUVZ_vidnZ2d@inreach.com>
Organization: USS Voyager NCC-74656, Delta Quadrant
X-Newsreader: trn 4.0-test76 (Apr 2, 2001)
From: salfter@salfter.diespammersdie.dyndns.org (Scott Alfter)
Originator: salfter@salfter.diespammersdie.dyndns.org (Scott Alfter)
Date: 22 Mar 2006 00:57:25 GMT
Lines: 23
Message-ID: <4420a0f5$0$10016$9a6e19ea@news.newshosting.com>
X-Complaints-To: abuse@newshosting.com
Xref: g2news1.google.com comp.sys.apple2.marketplace:438
comp.sys.apple2.programmer:725 comp.sys.apple2.usergroups:46 comp.sys.arm:646
comp.sys.atari.8bit:2663 comp.sys.atari.advocacy:39 comp.sys.atari.programmer:31
comp.sys.atari.st:2327 comp.sys.atari.st.tech:182 comp.sys.att:8

-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <IYudneSYiOY1H73ZnZ2dnUVZ_vidnZ2d@inreach.com>,
Starlord <starlord@sidewalkastronomy.info> top-posted (grr):
>SPAM ... Nothing but SPAM.

The OP's spam was bad enough, but now we have a dumbass non-quote-trimming
top-poster repeating the original spam for those who didn't get it the first
time around. :-P

```
  _/_
 / v \ Scott Alfter (remove the obvious to send mail)
(IIGS( http://alfter.us/            Top-posting!
 \_^_/ rm -rf /bin/laden            >What's the most annoying thing on Usenet?
```

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.4.1 (GNU/Linux)

iD8DBQFEIKPnVgTKos01OwkRAoXhAJwI6t1bwl8ySGk5crhOBv1nugBJIQCcCRpb
yb4APO3j1d9LiZ5ioA9uHkk=

=G6DQ
-----END PGP SIGNATURE-----

From 8810482231899160119
X-Google-Thread: 1115ce,f90745e4a7985673,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII
From: "aa" <aa@msn.com>
Subject: Money
Newsgroups: comp.sys.atari.programmer
Sender: aa <aa@msn.com>
Date: Tue, 21 Mar 2006 20:09:12 -0600
X-Priority: 3
X-Library: Indy 9.00.10
NNTP-Posting-Host: 216-138-47-230.adams.net
Message-ID: <44210659_2@newsfeed.slurp.net>
X-Trace: newsfeed.slurp.net 1143015001 216.138.47.230 (22 Mar 2006 03:10:01 -0500)
Lines: 154
X-Original-NNTP-Posting-Host: 216.138.47.230
Path: g2news1.google.com!news2.google.com!newsfeed.media.kyoto-u.ac.jp!
news.moat.net!newsfeed.slurp.net!not-for-mail
Xref: g2news1.google.com comp.sys.atari.programmer:32

Money Making Try It Works!
HELLO, I found this on a bulletin board and decided to try it. A little while back, I was browsing through newsgroups, just like you are now, and came across an article similar to this that said you could make thousands of dollars within weeks with only an initial investment of 6.00! So I thought, Yeah right, this must be a scam, but like most of us, I was curious, so I kept reading. Anyway, it said that you send 1.00 to each of the 6 names and address stated in the article. You then place your own name and address in the bottom of the list at...6, and post the article in at least 200 newsgroups (There are thousands). No catch, that was it. So after thinking it over, and talking to a few people first, I thought about trying it. I figured: what have I got to lose except 6 stamps and 6.00, right? Then I invested the measly 6.00. Well GUESS WHAT!! Within 7 days, I started getting money in the mail! I was shocked! I figured it would end soon, but the money just kept coming in. In my first week, I made about 25.00. By the end of the second week I had made a total of over 1, 000.00! In the third week I had over 10, 000.00 and it\'s still growing. This is now my fourth week and I have made a total of just over 42, 000.00 and it\'s still coming in rapidly. It\'s certainly worth 6.00, and 6 stamps. I was in a bad economic state before I found this article... I didn\'t believe this really worked until I ACTUALLY started getting mail from all over the world... I bought everything I needed... This idea came in the right time exactly :-) Let me tell you how this works and most importantly, why it works....Also, make sure you print a copy of this article NOW, so you can get the information off of it as you need it. I promise you that if you follow the directions exactly, that you will start making more money than you thought possible by doing something so easy!

Suggestion: Read this entire message carefully! (Print it out or download it.) Follow the simple directions and watch the money comes in! It\'s easy. It\'s legal. And, your investment is only 6.00 (Plus postage) IMPORTANT: This is not a rip-off; it is not indecent; it is not illegal; and it is virtually no risk - it really Works!!!! If all of the following instructions are adhered to, you will receive extraordinary dividends. PLEASE NOTE: Please follow these directions EXACTLY, and 50, 000 or more can be yours in 20 to 60 days. This program remains successful because of the HONESTY AND INTEGRITY of the participants. Please continue its success by carefully adhering to the instructions. You will now become part of the Mail Order business. In this business your product is not solid and tangible, it\'s a service. You are in the business of developing Mailing Lists. Many large corporations are happy to pay big bucks for quality lists. However, the money made from the mailing lists is secondary to the income which is made from people like you and me asking to be included in that list. Here are the 4 easy steps to success: STEP 1: Get 6 separate pieces of paper and write the following on each Piece of paper; PLEASE PUT ME ON YOUR MAILING LIST. Along with your name and address. Now get 6 US 1.00 bills and place ONE inside EACH of the 6 pieces of paper so the bill will not be seen through the envelope (to prevent thievery). Next, place one paper in each of the 6 envelopes and seal them. You should now have 6 sealed envelopes, each with a piece of paper stating the above phrase, your name and address, and a 1.00 bill. What you are doing is creating a service. THIS IS ABSOLUTELY LEGAL! You are requesting a legitimate service and you are paying for it! Like most of us I was a little skeptical and a little worried about the legal aspects of it all. So I checked it out with the U.S. Post Office (1-800-725-2161) and they confirmed that it is indeed legal! Mail the 6 envelopes to the following addresses:

1) Arik Stephens r.r.2 box 251e St. Elmo, IL 62458

2) Scott Miller 9537 Leyendekker ct. Lakeside CA 92040

4) Tyler Otto 271 Weston Cir apt 21 Vista, CA 92083

4) Rashantees, PO Box 708, El Cerrito, CA 94530

5) Magus c/o Bob Condor 1242 South Portage Rd, RR2 Haliburton . Ont. Canada K0M1S0

6) Jonathan Burnett, 842 E. Co. Rd 60, Mendon, IL. 62351

STEP 2: Now take the first name off the list that you see above, move the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR NAME as number 6 on the list. STEP 3: Change anything you need to, but try to keep this article as Close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there are close to 24, 000 groups) All you need is 200, but remember, the more you post, the more money you make! This is perfectly legal! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Postal lottery laws. Keep a copy of these steps for yourself and, whenever you need money,

you can use it again and again. PLEASE REMEMBER that this program remains successful because of the HONESTY AND INTEGRITY of the participants and by their carefully adhering to the directions. Look at it this way. If you are of Integrity, the program will continue and the money that so many others have received will come your way. NOTE: You may want to retain every name and address sent to you, either on a computer or hard copy and keep the notes people send you. This VERIFIES that you are truly providing a service. (Also, it might be a Good idea to wrap the 1 bill in dark paper to reduce the risk of mail Theft). So, as each post is downloaded and the directions carefully followed, six members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the...1 position you will be receiving thousands of dollars in CASH!!! What an opportunity for only 6.00 (1.00 for each of the first six people listed above) Send it now, add your own name to the list and you\'re in business!
---------- DIRECTIONS FOR HOW TO POST TO NEWSGROUPS----------

STEP 1) You do not need to re-type this entire letter to do your own posting. Simply put your cursor at the beginning of this letter and Drag your cursor to the bottom of this document, and select \'copy\' from The edit menu. This will copy the entire letter into the computer\'s Memory.

STEP 2) Open a blank \'notepad\' file and place your cursor at the top of the blank page. From the \'edit\' menu select \'paste\'. This will paste a Copy of the letter into notepad so that you can add your name to the List.

STEP 3) Save your new notepad file as a .txt file. If you want to do your postings in different settings, you\'ll always have this file to go back to.

STEP 4) Use Netscape or Internet explorer and try searching for various Newsgroups online forums, message boards, chat sites, discussions. (Just example you log on any search engine like yahoo.com, google.com, Altavista.com, excite.com then you search with this subject millionaire Message board, or money making message board, or employment message Board, or money making discussions, or money making forum, or business Message board etc. You will find thousand & thousand message boards.)

STEP 5) Visit these message boards and post this article as a new Message by highlighting the text of this letter and selecting paste from the edit menu. Fill in the Subject, this will be the header that everyone sees as they scroll through the list of postings in a Particular group, click the post message button. You\'re done with your First one! Congratulations...THAT\'S IT! All you have to do is jump to Different newsgroups and post away, after you get the hang of it, it will take about 30 seconds for each newsgroup! REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200 That\'s it!

You will begin receiving money from around the world within Days! You

may eventually want to rent a P.O.Box due to the large amount of mail you will receive. If you wish to stay anonymous, you can invent a name to use, as long as the postman will deliver it. JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT. REMEMBER; PLAY FAIRLY and HONESTLY, and this will really work. Good Luck to you all!!!!!!!!!!!!!!!!!!!!

Not logged in | Login | Create Account Search Forum Index Post a Message
Message Title Author Replies Last Post
Money Making Try It Works! - New Forum Network54 - February 7.2006

Create your own forum at Network54
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From -5566620599630979425
X-Google-Thread: fa7e0,b3d1b37a5828c3e5,start
X-Google-Thread: f8a03,b3d1b37a5828c3e5,start
X-Google-Thread: f5ddf,b3d1b37a5828c3e5,start
X-Google-Thread: 112087,b3d1b37a5828c3e5,start
X-Google-Thread: 101d3b,b3d1b37a5828c3e5,start
X-Google-Thread: f8760,b3d1b37a5828c3e5,start
X-Google-Thread: 1056fc,b3d1b37a5828c3e5,start
X-Google-Thread: 1115ce,b3d1b37a5828c3e5,start
X-Google-Thread: 111a55,b3d1b37a5828c3e5,start
X-Google-Thread: 109a67,b3d1b37a5828c3e5,start
X-Google-Attributes:
gidfa7e0,gidf8a03,gidf5ddf,gid112087,gid101d3b,gidf8760,gid1056fc,gid1115ce,gid111a55,gid109a67,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news.glorb.com!news-feed01.roc.ny.frontiernet.net!nntp.frontiernet.net!cox.net!news-xfer.cox.net!199.224.117.12.MISMATCH!news2.epix.net!feed.cgocable.net!read2.cgocable.net.POSTED!53ab2750!not-for-mail
From: you <you@cogeco.ca>
Subject: Re: Apology to all for my Netiquette "Sorry"
Newsgroups:
comp.sys.apple2.gno,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Followup-To: comp.sys.apple2.gno
Reply-To: you@cogeco.ca
References: <hkbVf.238585$Q22.238239@fe1.news.blueyonder.co.uk>
Lines: 12
User-Agent: KNode/0.8.2
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7Bit
Message-ID: <3bV_f.65218$fd.54181@read2.cgocable.net>
Date: Tue, 11 Apr 2006 13:28:53 -0400
NNTP-Posting-Host: 24.57.165.180
X-Complaints-To: news@cogeco.net
X-Trace: read2.cgocable.net 1144790847 24.57.165.180 (Tue, 11 Apr 2006 17:27:27 EDT)
NNTP-Posting-Date: Tue, 11 Apr 2006 17:27:27 EDT
Organization: Cogeco Cable
Xref: g2news1.google.com comp.sys.apple2.gno:18 comp.sys.apple2.marketplace:470 comp.sys.apple2.programmer:780 comp.sys.apple2.usergroups:47 comp.sys.arm:812 comp.sys.atari.8bit:2820 comp.sys.atari.advocacy:43 comp.sys.atari.programmer:33 comp.sys.atari.st:2525 comp.sys.atari.st.tech:198

lezhewitt67@hotmail.com wrote:

> I am writing this email to apologise for the Message i sent earlier, which
> has upset a few people. As a Newbie to usenets i didnt realise what i was
> doing and i assure you i wont do it again. I am sorry to all concerned.
>
> My apologies lezHewitt.
>
> NO REPLY

What was it that you did? Just so others will know not to do it. :)

From -3963284814434372970
X-Google-Thread: 105753,bfcdd9475b44c4d6,start
X-Google-Thread: f5ddf,bfcdd9475b44c4d6,start
X-Google-Thread: 1115ce,bfcdd9475b44c4d6,start
X-Google-Attributes: gid105753,gidf5ddf,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news4.google.com!newsfeed.stanford.edu!headwall.stanford.edu!newshub.sdsu.edu!elnk-nf2-pas!newsfeed.earthlink.net!stamper.news.pas.earthlink.net!newsread3.news.pas.earthlink.net.POSTED!feb708dd!not-for-mail
Message-ID: <44602920.56EB1571@earthlink.net>
From: Anton Treuenfels <hxa@earthlink.net>
X-Mailer: Mozilla 4.02 [en]C-DIAL (Win16; U)
MIME-Version: 1.0
Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer
Subject: ANNC: Hobby Cross Assembler (HXA) v0.121
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 12
Date: Tue, 09 May 2006 03:26:42 GMT
NNTP-Posting-Host: 4.158.204.56
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread3.news.pas.earthlink.net 1147145202 4.158.204.56 (Mon, 08 May 2006 20:26:42 PDT)
NNTP-Posting-Date: Mon, 08 May 2006 20:26:42 PDT

Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: g2news2.google.com comp.sys.cbm:15155 comp.sys.apple2.programmer:795
comp.sys.atari.programmer:34

A maintenance release. Most changes are internal, and there are no new
features.

But a few pseudo ops have been enhanced a bit, a couple of bugs have
(hopefully) been quashed, and it ploughs through assembler source code a
little faster.

www.home.earthlink.net/~hxa

- Anton Treuenfels

From -441494886076158248
X-Google-Thread: 105753,bfcdd9475b44c4d6
X-Google-Thread: f5ddf,bfcdd9475b44c4d6
X-Google-Thread: 1115ce,bfcdd9475b44c4d6
X-Google-Attributes: gid105753,gidf5ddf,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news3.google.com!newshub.sdsu.edu!elnk-nf2-pas!
newsfeed.earthlink.net!stamper.news.pas.earthlink.net!
newsread3.news.pas.earthlink.net.POSTED!feb708dd!not-for-mail
Message-ID: <44602C01.E2ECE0EF@earthlink.net>
From: Anton Treuenfels <hxa@earthlink.net>
X-Mailer: Mozilla 4.02 [en]C-DIAL (Win16; U)
MIME-Version: 1.0
Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer
Subject: Re: ANNC: Hobby Cross Assembler (HXA) v0.121
References: <44602920.56EB1571@earthlink.net>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 4
Date: Tue, 09 May 2006 03:38:58 GMT
NNTP-Posting-Host: 4.158.204.56
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread3.news.pas.earthlink.net 1147145938 4.158.204.56 (Mon, 08 May
2006 20:38:58 PDT)
NNTP-Posting-Date: Mon, 08 May 2006 20:38:58 PDT
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: g2news2.google.com comp.sys.cbm:15156 comp.sys.apple2.programmer:796
comp.sys.atari.programmer:35

 www.home.earthlink.net/~hxa

Sorry!

From 9212213076608081047
X-Google-Thread: 105753,bfcdd9475b44c4d6
X-Google-Thread: f5ddf,bfcdd9475b44c4d6
X-Google-Thread: 1115ce,bfcdd9475b44c4d6
X-Google-Attributes: gid105753,gidf5ddf,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!news4.google.com!news3.google.com!newshub.sdsu.edu!elnk-nf2-pas!newsfeed.earthlink.net!stamper.news.pas.earthlink.net!newsread3.news.pas.earthlink.net.POSTED!feb708dd!not-for-mail
Message-ID: <44602C7E.7A29BBDC@earthlink.net>
From: Anton Treuenfels <hxa@earthlink.net>
X-Mailer: Mozilla 4.02 [en]C-DIAL (Win16; U)
MIME-Version: 1.0
Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer
Subject: Re: ANNC: Hobby Cross Assembler (HXA) v0.121
References: <44602920.56EB1571@earthlink.net> <44602C01.E2ECE0EF@earthlink.net>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 13
Date: Tue, 09 May 2006 03:41:03 GMT
NNTP-Posting-Host: 4.158.204.56
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread3.news.pas.earthlink.net 1147146063 4.158.204.56 (Mon, 08 May 2006 20:41:03 PDT)
NNTP-Posting-Date: Mon, 08 May 2006 20:41:03 PDT
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: g2news2.google.com comp.sys.cbm:15157 comp.sys.apple2.programmer:797 comp.sys.atari.programmer:36

Anton Treuenfels wrote:

> www.home.earthlink.net/~hxa
>
> Sorry!

  ARgh! Sorry again! Earthlink seems to be bent on preventing anything but plaintext from getting through.

This ISP is really going downhill. I should find me a new one.

From -2017434789962474369
X-Google-Thread: 105753,bfcdd9475b44c4d6
X-Google-Thread: f5ddf,bfcdd9475b44c4d6
X-Google-Thread: 1115ce,bfcdd9475b44c4d6
X-Google-Attributes: gid105753,gidf5ddf,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!i40g2000cwc.googlegroups.com!not-for-mail
From: "BLuRry" <brendan.robert@gmail.com>

Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer
Subject: Re: ANNC: Hobby Cross Assembler (HXA) v0.121
Date: 9 May 2006 18:04:48 -0700
Organization: http://groups.google.com
Lines: 4
Message-ID: <1147223088.839341.231140@i40g2000cwc.googlegroups.com>
References: <44602920.56EB1571@earthlink.net><44602C01.E2ECE0EF@earthlink.net>
   <44602C7E.7A29BBDC@earthlink.net>
NNTP-Posting-Host: 65.37.211.164
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1147223094 22186 127.0.0.1 (10 May 2006 01:04:54 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Wed, 10 May 2006 01:04:54 +0000 (UTC)
In-Reply-To: <44602C7E.7A29BBDC@earthlink.net>
User-Agent: G2/0.2
X-HTTP-UserAgent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.8.0.3)
Gecko/20060426 Firefox/1.5.0.3,gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: i40g2000cwc.googlegroups.com; posting-host=65.37.211.164;
   posting-account=N5hIbA0AAACzTGVDiZh9ucUYdzqr6aq7
Xref: g2news2.google.com comp.sys.cbm:15184 comp.sys.apple2.programmer:802
comp.sys.atari.programmer:37

heck at this rate, you can post a few basic pages for free sans ads at
www.googlepages.com with no bandwidth limits. Not many features, mind
you, but for free and no ads (for now) I'm not complaining.

From 7670609162401119997
X-Google-Thread: 1115ce,442265d0c13dd29f,start
X-Google-Thread: 1094aa,d518891aeaa2c6e7
X-Google-Thread: 1056fc,442265d0c13dd29f,start
X-Google-Thread: f43e4,442265d0c13dd29f,start
X-Google-Attributes: gid1115ce,gid1094aa,gid1056fc,gidf43e4,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news2.google.com!postnews.google.com!u72g2000cwu.googlegroups.com!not-for-
mail
From: "Movie World" <yuna@spankthedonkey.com>
Newsgroups:
comp.sys.atari.programmer,de.comp.audio,comp.sys.atari.advocacy,rec.games.video.ad
vocacy
Subject: Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!
Date: 15 May 2006 20:34:48 -0700
Organization: http://groups.google.com
Lines: 16
Message-ID: <1147750488.788880.166290@u72g2000cwu.googlegroups.com>
NNTP-Posting-Host: 60.48.54.80
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1147750493 6844 127.0.0.1 (16 May 2006 03:34:53 GMT)
X-Complaints-To: groups-abuse@google.com

NNTP-Posting-Date: Tue, 16 May 2006 03:34:53 +0000 (UTC)
User-Agent: G2/0.2
X-HTTP-UserAgent: Mozilla/4.0 (compatible; MSIE 6.0; Windows 98; Win 9x 4.90; .NET CLR 1.1.4322),gzip(gfe),gzip(gfe)
Complaints-To: groups-abuse@google.com
Injection-Info: u72g2000cwu.googlegroups.com; posting-host=60.48.54.80;
   posting-account=sSsfiQ0AAADYEK4dnbwN5j1YOYUCxw1P
Xref: g2news2.google.com comp.sys.atari.programmer:38 de.comp.audio:3682 comp.sys.atari.advocacy:83 rec.games.video.advocacy:230

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For a complete list and prices, please email us at movieworld77@time.net.my

(Please state the type of list that you want and tell us your location as the prices varies for different locations. If you're reseller, please state the quantity you wish to order per shipment and we'll quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

From 8597812555520630683
X-Google-Thread: 1115ce,6806220f25834a7b,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!proxad.net!news.tele.dk!news.tele.dk!small.news.tele.dk!uninett.no!newsfeed1.eu.ignite.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Inquiring Falcon video mode
Date: Fri, 24 Dec 2004 22:01:54 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 10
Message-ID: <cqi3kg$24s$1@news.eunet.yu>
NNTP-Posting-Host: p-2.93.eunet.yu
X-Trace: news.eunet.yu 1103925714 2204 213.240.2.93 (24 Dec 2004 22:01:54 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Fri, 24 Dec 2004 22:01:54 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: g2news1.google.com comp.sys.atari.programmer:40

Hi;

How can the current Falcon-specific video mode code be inquired? I know of Vsetmode(mode) function which is supposed to return the previous video mode when setting a new one, but how does one just obtains the

current mode without attempting to change it? I.e. is there something
like Vgetmode() ?

thanx;

From -3337032500883404856
X-Google-Thread: 1115ce,6806220f25834a7b
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news.glorb.com!newsfeed.utanet.at!news-hub.siol.net!news.siol.net!not-for-mail
From: Janez Valant <swe@atari.org>
Subject: Re: Inquiring Falcon video mode
Newsgroups: comp.sys.atari.programmer
References: <cqi3kg$24s$1@news.eunet.yu>
Lines: 14
Organization: YesCREW
User-Agent: KNode/0.8.1
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Message-ID: <r%0zd.7371$F6.1295729@news.siol.net>
Date: Sat, 25 Dec 2004 00:46:11 +0100
NNTP-Posting-Host: 212.30.85.237
X-Complaints-To: abuse@siol.net
X-Trace: news.siol.net 1103928407 212.30.85.237 (Fri, 24 Dec 2004 23:46:47 MET)
NNTP-Posting-Date: Fri, 24 Dec 2004 23:46:47 MET
Xref: g2news1.google.com comp.sys.atari.programmer:41

Djordje Vukovic wrote:

> Hi;
>
> How can the current Falcon-specific video mode code be inquired? I know
> of Vsetmode(mode) function which is supposed to return the previous
> video mode when setting a new one, but how does one just obtains the
> current mode without attempting to change it? I.e. is there something
> like Vgetmode() ?

  U use VsetMode with -1 as mode parameter (VM_INQUIRE) to get current mode
without changing.

  Janez

From -8844468457081015769
X-Google-Thread: 1115ce,a1eae2a35f8335e7
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!newsread.com!newsprint.newsread.com!news-out2.kabelfoon.nl!83.128.0.10.MISMATCH!newsfeed.kabelfoon.nl!

216.196.110.149.MISMATCH!border2.nntp.ams.giganews.com!
border1.nntp.ams.giganews.com!nntp.giganews.com!mephistopheles.news.clara.net!
news.clara.net!wagner.news.clara.net!peer-uk.news.demon.net!kibo.news.demon.net!
mutlu.news.demon.net!news.demon.co.uk!demon!not-for-mail
From: Brad Macpherson <brad@teched-creations.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: pascal compiler or crosscompiler
Date: Mon, 27 Dec 2004 14:03:26 +0000
Lines: 40
Message-ID: <cqp4nd$9sm$1$8300dec7@news.demon.co.uk>
References: <88f41e4b.0410060308.82e300f@posting.google.com>
<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>
<88f41e4b.0410062153.27c8a292@posting.google.com>
<88f41e4b.0410130628.19fa9c27@posting.google.com> <bu06lc.b3r1.ln@sd-if.swampdog>
NNTP-Posting-Host: demon-gw.teched-creations.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: news.demon.co.uk 1104156206 10134 83.104.193.205 (27 Dec 2004 14:03:26
GMT)
X-Complaints-To: abuse@demon.net
NNTP-Posting-Date: Mon, 27 Dec 2004 14:03:26 +0000 (UTC)
In-Reply-To: <bu06lc.b3r1.ln@sd-if.swampdog>
X-Accept-Language: en-us, en
User-Agent: Mozilla Thunderbird 1.0 (Macintosh/20041206)
Xref: g2news1.google.com comp.sys.atari.programmer:42

Guy Harrison wrote:
> norik wrote:
>
>
>>mrrik@hay.am (norik) wrote in message
>>news:<88f41e4b.0410062153.27c8a292@posting.google.com>...
>>
>>>Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
>>>news:<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>...
>>>
>>>>Hi, Norik!
>>>>
>>>>n> My preferred languages are Pascal and Modula-2 (for many reasons)...
>>>>So n> I am searching for a free pascal compiler and it's docs for Atari
>>>>ST.
>>>>
>>>>Search the web for "Megamax Modula 2". This Modula 2 programming
>>>>environment has been made available for free by its author, Thomas
>>>>Tempelmann.
>>>>
>>>>
>>>>Regards,
>>>>
>>>>Alexander
>>>>
>>>Thank You very much!

>>
>>It depends on huge disk space, and I have only one floppy drive...
>>May be anybody have Pure Pascal warez, or FreePascal 099.5 version for
>>Atari ST ???
>
>
> Prospero Pascal came on one or two floppies - iirc it would run off one
> floppy (with possibly a ramdisk though that may have been Prospero C).
>
>

I used to use HighSpeed Pascal (released by HiSoft in Australia), I
think they bought the rights from a Scandinavian company. Unfortunately
I'm nowhere near my discs :-(

From 5688803065408141402
X-Google-Thread: 1115ce,a1eae2a35f8335e7
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!news2.google.com!proxad.net!213.200.89.82.MISMATCH!
tiscali!newsfeed1.ip.tiscali.net!border2.nntp.ams.giganews.com!
border1.nntp.ams.giganews.com!nntp.giganews.com!pe2.news.blueyonder.co.uk!
blueyonder!peer-uk.news.demon.net!kibo.news.demon.net!news.demon.co.uk!demon!not-
for-mail
From: Brad Macpherson <brad@teched-creations.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: pascal compiler or crosscompiler
Date: Mon, 27 Dec 2004 14:43:14 +0000
Lines: 55
Message-ID: <cqp721cab1$8300dec7@news.demon.co.uk>
References: <88f41e4b.0410060308.82e300f@posting.google.com>
<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>
<88f41e4b.0410062153.27c8a292@posting.google.com>
<88f41e4b.0410130628.19fa9c27@posting.google.com> <bu06lc.b3r1.ln@sd-if.swampdog>
<cqp4nd$9sm$1$8300dec7@news.demon.co.uk>
NNTP-Posting-Host: demon-gw.teched-creations.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit
X-Trace: news.demon.co.uk 1104158594 12619 83.104.193.205 (27 Dec 2004 14:43:14
GMT)
X-Complaints-To: abuse@demon.net
NNTP-Posting-Date: Mon, 27 Dec 2004 14:43:14 +0000 (UTC)
In-Reply-To: <cqp4nd$9sm$1$8300dec7@news.demon.co.uk>
X-Accept-Language: en-us, en
User-Agent: Mozilla Thunderbird 1.0 (Macintosh/20041206)
Xref: g2news1.google.com comp.sys.atari.programmer:43

Brad Macpherson wrote:
> Guy Harrison wrote:
>
>> norik wrote:

>>
>>
>>> mrrik@hay.am (norik) wrote in message
>>> news:<88f41e4b.0410062153.27c8a292@posting.google.com>...
>>>
>>>> Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in
>>>> message
>>>> news:<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>...
>>>>
>>>>> Hi, Norik!
>>>>>
>>>>> n> My preferred languages are Pascal and Modula-2 (for many
>>>>> reasons)...
>>>>> So n> I am searching for a free pascal compiler and it's docs for
>>>>> Atari
>>>>> ST.
>>>>>
>>>>> Search the web for "Megamax Modula 2". This Modula 2 programming
>>>>> environment has been made available for free by its author, Thomas
>>>>> Tempelmann.
>>>>>
>>>>>
>>>>> Regards,
>>>>>
>>>>> Alexander
>>>>>
>>>>>
>>>> Thank You very much!
>>>
>>>
>>> It depends on huge disk space, and I have only one floppy drive...
>>> May be anybody have Pure Pascal warez, or FreePascal 099.5 version for
>>> Atari ST ???
>>
>>
>>
>> Prospero Pascal came on one or two floppies - iirc it would run off one
>> floppy (with possibly a ramdisk though that may have been Prospero C).
>>
>>
>
> I used to use HighSpeed Pascal (released by HiSoft in Australia), I
> think they bought the rights from a Scandinavian company. Unfortunately
> I'm nowhere near my discs :-(

I just had a look at the HiSoft site - they have Personal Pascal (never
used it, so I can't recommend or otherwise) going for £10:

http://www.hisoft.co.uk/cgi-bin/psearch.cgi?
code=99-0011&rn=510&aid=markd2630&uid=ssIuvURSGjRJAiI&sid=&cid=100&act=ppage

HTH

From 4895813661167650408
X-Google-Thread: 1115ce,9eb75f3b13be030a
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!proxad.net!newsfeed.stueberl.de!
news.mediascape.de!elnk-atl-nf1!newsfeed.earthlink.net!atl-c03.usenetserver.com!
news.usenetserver.com!fe51.usenetserver.com.POSTED!53ab2750!not-for-mail
Message-ID: <41D0FAF7.A5C06E44@exite.com>
From: joe <joe@exite.com>
X-Mailer: Mozilla 4.73 [en] (Win98; U)
X-Accept-Language: en,pdf
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Atari ST programming hardware manual
References: <417c3657$0$277$626a14ce@news.free.fr>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 19
X-Complaints-To: abuse@usenetserver.com
X-Abuse-Info: Please be sure to forward a copy of ALL headers
X-Abuse-Info: Otherwise we will be unable to process your complaint properly.
NNTP-Posting-Date: Mon, 27 Dec 2004 22:19:22 EST
Date: Mon, 27 Dec 2004 22:19:35 -0800
Xref: g2news1.google.com comp.sys.atari.programmer:44

There was a whole colection of very interesting books for the atari.
I lost all of them while shiping them from Australia to the USA many
years ago.
Some people may still have them. They covered topics ranging from
low-level programming to graphic creation and manipulation.

Joe

Kamelito wrote:
>
> Hi,
>
> I'm looking for a manual (in english) how to progam the Atari ST
> hardware, video, joystick, sound etc.
> The only docs I found were in German.
> thx
> Regards
> kml

From -8979242550851695696
X-Google-Thread: 1115ce,9eb75f3b13be030a
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news.maxwell.syr.edu!news.tele.dk!

news.tele.dk!small.news.tele.dk!newsfeed.multikabel.nl!news2.euro.net!
62.253.162.218.MISMATCH!news-in.ntli.net!newsrout1-win.ntli.net!ntli.net!
newspeer1-win.ntli.net!newsfe5-gui.ntli.net.POSTED!53ab2750!not-for-mail
From: "Kryten" <kryten_droid_obfusticator@ntlworld.com>
Newsgroups: comp.sys.atari.programmer
References: <417c3657$0$277$626a14ce@news.free.fr> <41D0FAF7.A5C06E44@exite.com>
Subject: Re: Atari ST programming hardware manual
Lines: 3
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2180
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2180
X-RFC2646: Format=Flowed; Original
Message-ID: <xFTAd.646$1V5.260@newsfe5-gui.ntli.net>
Date: Thu, 30 Dec 2004 13:47:09 GMT
NNTP-Posting-Host: 62.253.148.144
X-Complaints-To: http://www.ntlworld.com/netreport
X-Trace: newsfe5-gui.ntli.net 1104414429 62.253.148.144 (Thu, 30 Dec 2004 13:47:09
GMT)
NNTP-Posting-Date: Thu, 30 Dec 2004 13:47:09 GMT
Organization: ntlworld News Service
Xref: g2news1.google.com comp.sys.atari.programmer:45

http://homepage.ntlworld.com/kryten_droid/Atari/ST/spg/st_prog_guide.htm

From 2110167590653811120
X-Google-Thread: 1115ce,74d932173b29d30e,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news.glorb.com!zen.net.uk!
dedekind.zen.co.uk!peernews.cix.co.uk!news.cix.co.uk!not-for-mail
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.programmer
Subject: NVDI Programmer's Guide
Date: Mon, 17 Jan 2005 19:04:39 +0000 (UTC)
Organization: Compulink Information eXchange Ltd
Lines: 9
Message-ID: <csh287$g1m$1@thorium.cix.co.uk>
NNTP-Posting-Host: technetium.cix.co.uk
X-Trace: thorium.cix.co.uk 1105988679 16438 194.153.0.53 (17 Jan 2005 19:04:39
GMT)
X-Complaints-To: abuse@cix.co.uk
NNTP-Posting-Date: Mon, 17 Jan 2005 19:04:39 +0000 (UTC)
X-Newsreader: CixRead/CixComm
Xref: g2news1.google.com comp.sys.atari.programmer:46

Does anyone have a complete image of MAPPIN06.IMG that is part of
'NVDI 4.1 Programmer's Guide' by Wilfrid Behne?

My copy is corrupted - it cuts off in the middle of ASCII 245.

If you have it, pleased mail it to me (I have no proper Internet
access at present, only Cix, mail and Usenet).

From -8523941428084682645
X-Google-Thread: 1115ce,74d932173b29d30e
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!news1.google.com!newsread.com!news-xfer.newsread.com!
news.glorb.com!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!
news.belwue.de!news.uni-stuttgart.de!carbon.eu.sun.com!btnet-feed5!btnet!
news.btopenworld.com!not-for-mail
From: "Steve Sweet" <steve.sweet@no-spam.btopenworld.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: NVDI Programmer's Guide
Date: Mon, 17 Jan 2005 20:20:21 +0000 (UTC)
Organization: BT Openworld
Lines: 27
Message-ID: <csh6m5$h3o$1@titan.btinternet.com>
References: <csh287$g1m$1@thorium.cix.co.uk>
NNTP-Posting-Host: host81-132-136-231.range81-132.btcentralplus.com
X-Trace: titan.btinternet.com 1105993221 17528 81.132.136.231 (17 Jan 2005
20:20:21 GMT)
X-Complaints-To: news-complaints@lists.btinternet.com
NNTP-Posting-Date: Mon, 17 Jan 2005 20:20:21 +0000 (UTC)
X-RFC2646: Format=Flowed; Original
X-Newsreader: Microsoft Outlook Express 6.00.2900.2527
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2527
Xref: g2news1.google.com comp.sys.atari.programmer:47

Hi Pete

What did this come with.

Is it one of these by chance?

http://www.nvdi.de/gb/Doku.html

> Does anyone have a complete image of MAPPIN06.IMG that is part of
> 'NVDI 4.1 Programmer's Guide' by Wilfrid Behne?
>
> My copy is corrupted - it cuts off in the middle of ASCII 245.
>
> If you have it, pleased mail it to me (I have no proper Internet
> access at present, only Cix, mail and Usenet).

--

(??.?(?*?.? ?.?*?)?.??)
?.???. Steve .???.?
(?.??(?.??* *??.?)??.?)

From 4589519894304839936
X-Google-Thread: 1115ce,74d932173b29d30e
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!news2.google.com!news.glorb.com!newsfeed.esat.net!
zen.net.uk!dedekind.zen.co.uk!peernews.cix.co.uk!news.cix.co.uk!not-for-mail
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.programmer
Subject: Re: NVDI Programmer's Guide
Date: Tue, 18 Jan 2005 19:53:29 +0000 (UTC)
Organization: Compulink Information eXchange Ltd
Lines: 36
Message-ID: <csjpfp$mk4$1@thorium.cix.co.uk>
References: <csh287$g1m$1@thorium.cix.co.uk> <csh6m5$h3o$1@titan.btinternet.com>
NNTP-Posting-Host: technetium.cix.co.uk
X-Trace: thorium.cix.co.uk 1106078009 23172 194.153.0.53 (18 Jan 2005 19:53:29
GMT)
X-Complaints-To: abuse@cix.co.uk
NNTP-Posting-Date: Tue, 18 Jan 2005 19:53:29 +0000 (UTC)
X-Newsreader: CixRead/CixComm
Xref: g2news1.google.com comp.sys.atari.programmer:48

In message <csh6m5$h3o$1@titan.btinternet.com>, steve.sweet@no-
spam.btopenworld.com said:

>What did this come with.
>
>Is it one of these by chance?
>
>http://www.nvdi.de/gb/Doku.html

I can't recall where I got it from, but quite possibly from there.
Unfortunately I have no web access at prresent, so can't check.

The images came with a text file NVDIGUIDE.TXT which is headed:

NVDI 4.1 Programmer's Guide
==========

Stand: 28.01.96 (vorl?ufige Fassung)

(c) 1995-96 by Wilfried Behne

which I translated into English and is available on Derrryck's
page, I think.

It had a MAPPIN folder with it containing MAPLIKE4.MAP and also
MAPPIN01...06.IMG files. The last one shows as 122,542 bytes but
Imagecopy reports it is corrupted and, as I said, it cuts off the
bottom of the table, from the middle of the lower part of the
integral symbol, ASCII 245. The other images are OK.

Can't check the RAR version you sent me by mail, since I don't
seem to be able to unarchive this :-(Is there an Atari program to
u npack RARs?

Regards, /Peter/

From -3239216051264249042
X-Google-Thread: 1115ce,74d932173b29d30e
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!news1.google.com!proxad.net!gatel-ffm!gatel-ffm!
194.25.134.126.MISMATCH!newsfeed01.sul.t-online.de!t-online.de!news.belwue.de!
news.uni-stuttgart.de!carbon.eu.sun.com!btnet-feed5!btnet!news.btopenworld.com!
not-for-mail
From: "Steve Sweet" <steve.sweet@no-spam.btopenworld.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: NVDI Programmer's Guide
Date: Tue, 18 Jan 2005 22:25:33 +0000 (UTC)
Organization: BT Openworld
Lines: 23
Message-ID: <csk2ctdss1@hercules.btinternet.com>
References: <csh287$g1m$1@thorium.cix.co.uk> <csh6m5$h3o$1@titan.btinternet.com>
<csjpfp$mk4$1@thorium.cix.co.uk>
NNTP-Posting-Host: host81-132-136-231.range81-132.btcentralplus.com
X-Trace: hercules.btinternet.com 1106087133 14236 81.132.136.231 (18 Jan 2005
22:25:33 GMT)
X-Complaints-To: news-complaints@lists.btinternet.com
NNTP-Posting-Date: Tue, 18 Jan 2005 22:25:33 +0000 (UTC)
X-RFC2646: Format=Flowed; Original
X-Newsreader: Microsoft Outlook Express 6.00.2900.2527
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2527
Xref: g2news1.google.com comp.sys.atari.programmer:49

Hi Pete

>>What did this come with.
>>
>>Is it one of these by chance?

>>
>>http://www.nvdi.de/gb/Doku.html
>
> I can't recall where I got it from, but quite possibly from there.
> Unfortunately I have no web access at prresent, so can't check.

Adjourned to email due to file attachments.

--

(??.?(?*?.? ?.?*?)?.??)
?.???. Steve .???.?
(?.??(?.??* *??.?)??.?)

From 4260673794434363530
X-Google-Thread: 1115ce,b7383adbe1cf8ca6,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!sn-xit-04!sn-xit-06!sn-post-01!
supernews.com!news.supernews.com!not-for-mail
From: reaper@darkside.net
Newsgroups: comp.sys.atari.programmer
Subject: Hard Drives
Date: Fri, 11 Feb 2005 16:30:30 -0600
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <vdcq011cg793otfa2ephd6pvud0dc82oo9@4ax.com>
X-Newsreader: Forte Agent 1.91/32.564
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Complaints-To: abuse@supernews.com
Lines: 4
Xref: g2news1.google.com comp.sys.atari.programmer:50

Looking for any info on the Atari hard drive format.
Bits and bytes of how it works.

Thanks....

From -7580472204291374457
X-Google-Thread: 1115ce,b7383adbe1cf8ca6
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!fu-berlin.de!uni-berlin.de!
individual.net!not-for-mail
From: "David Wade" <g8mqw@yahoo.com>

Newsgroups: comp.sys.atari.programmer
Subject: Re: Hard Drives
Date: Fri, 11 Feb 2005 22:47:20 -0000
Lines: 12
Message-ID: <374qvpF57n8n0U1@individual.net>
References: <vdcq011cg793otfa2ephd6pvud0dc82oo9@4ax.com>
X-Trace: individual.net gCU4ger7J5Ygm9zgioyGwA3YGG1PoFpK6ftZmcs01dUB9xjmM=
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1437
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1441
Xref: g2news1.google.com comp.sys.atari.programmer:51

<reaper@darkside.net> wrote in message
news:vdcq011cg793otfa2ephd6pvud0dc82oo9@4ax.com...
> Looking for any info on the Atari hard drive format.
> Bits and bytes of how it works.
>

For which Atari, 8-bit or 16/32?

> Thanks....

From -3355885304888441171
X-Google-Thread: 1115ce,b7383adbe1cf8ca6
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!fu-berlin.de!uni-berlin.de!
individual.net!not-for-mail
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Hard Drives
Date: Sat, 12 Feb 2005 04:38:34 +0100
Lines: 19
Message-ID: <375c35F58r2kvU1@individual.net>
References: <vdcq011cg793otfa2ephd6pvud0dc82oo9@4ax.com>
Mime-Version: 1.0
X-Trace: individual.net RXx5Uk3x0TpkpsM4632vEw0KAoqOieRNes9+9J0sWjRc991oz/
X-Newsreader: CAT 5.42 + IN2CAT 2.08
Xref: g2news1.google.com comp.sys.atari.programmer:52

In Msg vdcq011cg793otfa2ephd6pvud0dc82oo9@4ax.com, reaper@darkside.net =
wrote:

R>Looking for any info on the Atari hard drive format. Bits and bytes o=
f
R>how it works.

Look in chips n chips, an st-guide hypertext with most things atari har=

dware
covered. It is in German, but technical terms are much the same in Engl=
ish.
I did not find the latest version online, but I will upload it to ftp
chapelie.rma.ac.be as "CHIPS_X.lzh". Beware that it is 6.5MB in the las=
t
version, version X. There are older and smaller versions, also in other
languages, on that site already.

Cheers,
 Mikael

From -2896929590186345862
X-Google-Thread: 1115ce,b7383adbe1cf8ca6
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!newsread.com!news-xfer.newsread.com!
newspeer.monmouth.com!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed00.sul.t-
online.de!t-online.de!news.mind.de!bolzen.all.de!hirsch.in-berlin.de!b3.maus.de!
b.maus.de!Gerhard_Stoll
From: Gerhard_Stoll@b.maus.de (Gerhard Stoll)
Newsgroups: comp.sys.atari.programmer
Message-ID: <200502120905.a64696@b.maus.de>
References: <375c35F58r2kvU1@individual.net>
Organization: MAUS Berlin (+49-30-82701142)
Subject: Re: Hard Drives
Date: Sat, 12 Feb 2005 09:05:00 +0100
X-Gateway: b3.maus.de gb1.1r 102698.1858
X-Gateway-Administrator: postmaster@b3.maus.de
Lines: 7
Xref: g2news1.google.com comp.sys.atari.programmer:53

MF> ut I will upload it to ftp chapelie.rma.ac.be as "CHIPS_X.lzh".

The last version is on ftp chapelie.rma.ac.be as chips_fr.zip in the folder
docs/hypertext.

Gerhard

From 8293103187484419718
X-Google-Thread: 111a55,5530bda611b67406,start
X-Google-Thread: 1115ce,5530bda611b67406,start
X-Google-Attributes: gid111a55,gid1115ce,public
X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!news1.google.com!proxad.net!193.252.118.146.MISMATCH!
news.wanadoo.fr!news.wanadoo.fr!not-for-mail
Date: Tue, 01 Mar 2005 16:15:34 +0100
From: Francois LE COAT <lecoat@atari.org>
User-Agent: Mozilla/5.0 (Macintosh; U; PPC Mac OS X Mach-O; en-US; rv:1.8a5)
Gecko/20041122

X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: GCC
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: quoted-printable
Lines: 10
Message-ID: <42248721$0$25033$8fcfb975@news.wanadoo.fr>
Organization: les newsgroups par Wanadoo
NNTP-Posting-Date: 01 Mar 2005 16:15:45 CET
NNTP-Posting-Host: 82.121.154.6
X-Trace: 1109690145 news.wanadoo.fr 25033 82.121.154.6:50444
X-Complaints-To: abuse@wanadoo.fr
Xref: g2news1.google.com comp.sys.atari.st:4686 comp.sys.atari.programmer:54

Hi,

Is somebody keen on building GCC 3.4 for ATARI.
First step would be the compilator CC1.TTP.

Best regards,

-- Fran=E7ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

From 5600426635582067122
X-Google-Thread: 1115ce,b7383adbe1cf8ca6
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!newshub.sdsu.edu!logbridge.uoregon.edu!
newsfeed.stanford.edu!sn-xit-02!sn-xit-12!sn-xit-06!sn-post-01!supernews.com!
news.supernews.com!not-for-mail
From: reaper@darkside.net
Newsgroups: comp.sys.atari.programmer
Subject: Re: Hard Drives
Date: Tue, 08 Mar 2005 20:18:54 -0600
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <j6ns21peja05jh4cvc0beu1ftns2duq71l@4ax.com>
References: <vdcq011cg793otfa2ephd6pvud0dc82oo9@4ax.com>
<374qvpF57n8n0U1@individual.net>
X-Newsreader: Forte Agent 1.91/32.564
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Complaints-To: abuse@supernews.com
Lines: 22
Xref: g2news1.google.com comp.sys.atari.programmer:55

16/23
I want to see what the difference is between Atari and MS-Dos
formats...

Thanks...

On Fri, 11 Feb 2005 22:47:20 -0000, "David Wade" <g8mqw@yahoo.com>
wrote:

>
><reaper@darkside.net> wrote in message
>news:vdcq011cg793otfa2ephd6pvud0dc82oo9@4ax.com...
>> Looking for any info on the Atari hard drive format.
>> Bits and bytes of how it works.
>>
>
>For which Atari, 8-bit or 16/32?
>
>> Thanks....
>

From 6026026311284187399
X-Google-Thread: 105753,343e1069c8a0babf,start
X-Google-Thread: f5ddf,343e1069c8a0babf,start
X-Google-Thread: 1115ce,343e1069c8a0babf,start
X-Google-Attributes: gid105753,gidf5ddf,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!newshub.sdsu.edu!elnk-nf2-pas!
newsfeed.earthlink.net!stamper.news.pas.earthlink.net!
newsread3.news.pas.earthlink.net.POSTED!0068be0b!not-for-mail
From: "Anton Treuenfels" <teamtempest@yahoo.com>
Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer
Subject: HXA Cross-Assembler V0.11
Lines: 16
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1478
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1478
Message-ID: <tt71e.5055$H06.4800@newsread3.news.pas.earthlink.net>
Date: Sat, 26 Mar 2005 06:40:25 GMT
NNTP-Posting-Host: 4.159.26.23
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread3.news.pas.earthlink.net 1111819225 4.159.26.23 (Fri, 25 Mar 2005
22:40:25 PST)
NNTP-Posting-Date: Fri, 25 Mar 2005 22:40:25 PST
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: g2news1.google.com comp.sys.cbm:17543 comp.sys.apple2.programmer:1059
comp.sys.atari.programmer:56

Posted a second version of HXA at:

www.home.earthlink.net/~hxa

Macros, conditionals, includes, etc. Knows a lot about real processors but little about real computers, so tries to provide some facilities to make it easy to adapt to real computers.

Fixed a couple of bugs. Added a few new pseudo ops. Added support for W65C816S processor to HXA65 variant. A bit faster.

GPL licensed freeware, source code provided.

Anton Treuenfels

From 3740499255098909344
X-Google-Thread: 10ada4,a3a42076d7815b4d,start
X-Google-Thread: f6e07,a3a42076d7815b4d,start
X-Google-Thread: 1115ce,a3a42076d7815b4d,start
X-Google-Attributes: gid10ada4,gidf6e07,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news.glorb.com!zen.net.uk!
dedekind.zen.co.uk!npeer.de.kpn-eurorings.net!news-FFM2.ecrc.net!news.cesnet.cz!
crax.cesnet.cz!news.contactel.cz!news.contactel.cz!nnrp.vatican.va!
news.vatican.va!212.116.174.6.knet.co.il.POSTED
From: Ioannes Paulus PP. II (Karol Wojtyla) <john_paul_ii@vatican.va>
Newsgroups: misc.education.homeschool.misc,alt.movies.deep-
impact,de.alt.recovery.webauthor,comp.sys.atari.programmer
Subject: Last rites declaration of Ioannes Paulus PP. II (Karol Wojtyla)
Date: Mon, 4 Apr 2005 02:38:22 GMT
Organization: The Holy See of Rome
Lines: 50
Approved: Ioannes Paulus PP. II (Karol Wojtyla) <john_paul_ii@vatican.va>
Message-ID: <adcb6b6f.13f5895e@news.vatican.va>
NNTP-Posting-Host: autocont-gw.ch.ctt.cz
X-Trace: news.contactel.cz 1112590256 14905 194.108.93.229 (4 Apr 2005 04:50:56
GMT)
X-Complaints-To: news@news.contactel.cz
NNTP-Posting-Date: Mon, 4 Apr 2005 04:50:56 +0000 (UTC)
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.0; en-US; rv:0.9.4) Gecko/
20011019 Netscape6/6.2
Xref: g2news1.google.com alt.movies.deep-impact:29 de.alt.recovery.webauthor:3904
comp.sys.atari.programmer:57

"The unforgiveable sins this earth must confront and overcome are
 Nationalism, capitalism, and hoarding. The idea of every nation
 should be forgot, price should be struck from the commons, and
 princes should be seen for the devils they are. The sins include
 our church, secret societies, and other religions which make of
 the spirit of God a divide."

Last rites declaration of Ioannes Paulus PP. II (Karol Wojtyla)
2nd April 2005

--
officiis, iii, 17. "Concerning true law."

45Eccles. 3:19. "for all is vanity."

46Rom. 8:20-21. "It shall be delivered."

[47]Horace, Odes, III. xxix. 13. "Changes nearly always please the great."

48Seneca, Epistles, xx. 8. "In order that you are satisfied with yourself and the good that is born from you."

[49]Montaigne, Essays, ii. 12.

50Cicero, De Divinatione, ii. 58. "There is nothing so absurd that it has not been said by some philosopher."

51Cicero, Disputationes Tusculanae, ii. 2. "Devoted to certain fixed opinions, they are forced to defend what they hardly approve."

52Seneca, Epistles, cvi. "We suffer from an excess of literature as from an excess of anything."

53Cicero, De officiis, i. 31. "What suits each one best is what is to him the most natural."

54Virgil, The Georgics, ii. "Nature gave them first these limits."

55Seneca, Epistles, cvi. "Wisdom does not demand much teaching."

56Cicero, De finibus bonorum et malorum. "What is not shameful begins to become s

From -1179420901410430814
X-Google-Thread: 1115ce,411add295a18914,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: p.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
Subject: GCC newbie
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <427693c7.0@entanet>

Date: 2 May 2005 21:55:35 -0100
X-Trace: 2 May 2005 21:55:35 -0100, 81.31.97.27
Lines: 52
Path: g2news1.google.com!news3.google.com!news2.google.com!proxad.net!
212.101.4.254.MISMATCH!solnet.ch!solnet.ch!news.clara.net!
internal00.transit.news.clara.net!peernews.inweb.co.uk!news.freedom2surf.net!
entanet!81.31.97.27
Xref: g2news1.google.com comp.sys.atari.programmer:58

I've just installed GCC and binutils to have a go at building an app
under Mint. SO expect lots of basic questions ;-)

I had a look for some docs that might be of help in starting off with
GCC an Mint but didn't find anything. Are there any good links ?

I am trying to build something called RRD Tool. The docs with the
source code said start with the command >sh configure and this
produced quite a lot of output before it failed and referred me
to the file config.log

This looks like the critical part of the file:

```
Reading specs from /usr/lib/gcc-lib/m68k-atari-mint/2.95.3/specs
gcc version 2.95.3 20010315 (release)
configure:2400: $? = 0
configure:2402: gcc -V </dev/null >&5
gcc: argument to `-V' is missing
configure:2405: $? = 1
configure:2428: checking for C compiler default output file name
configure:2431: gcc    conftest.c  >&5
/usr/bin/ld: cannot open crt0.o: No such file or directory
collect2: ld returned 1 exit status
configure:2434: $? = 1
configure: failed program was:
| /* confdefs.h.  */
|
| #define PACKAGE_NAME "rrdtool"
| #define PACKAGE_TARNAME "rrdtool"
| #define PACKAGE_VERSION "1.2.0"
| #define PACKAGE_STRING "rrdtool 1.2.0"
| #define PACKAGE_BUGREPORT ""
| #define PACKAGE "rrdtool"
| #define VERSION "1.2.0"
| /* end confdefs.h.  */
|
| int
| main ()
| {
|
|   ;
|   return 0;
| }
configure:2473: error: C compiler cannot create executables
```

See `config.log' for more details.

It is suggesting that GCC can't compile so maybe I am missing
some vital component.

Can anyone help ?

Peter

From 3700604889857146568
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!proxad.net!proxad.net!
194.117.148.138.MISMATCH!pe2.news.blueyonder.co.uk!blueyonder!
pe1.news.blueyonder.co.uk!blueyonder!news-out.ntli.net!newsrout1-gui.ntli.net!
ntli.net!newspeer1-win.ntli.net!newsfe1-gui.ntli.net.POSTED!53ab2750!not-for-mail
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Subject: Re: GCC newbie
Newsgroups: comp.sys.atari.programmer
References: <427693c7.0@entanet>
Lines: 74
User-Agent: KNode/0.8.2
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Message-ID: <r8i85d.g3t.ln@sd-if.swampdog>
Date: Tue, 03 May 2005 22:00:22 GMT
NNTP-Posting-Host: 80.4.128.61
X-Complaints-To: http://www.ntlworld.com/netreport
X-Trace: newsfe1-gui.ntli.net 1115157622 80.4.128.61 (Tue, 03 May 2005 23:00:22
BST)
NNTP-Posting-Date: Tue, 03 May 2005 23:00:22 BST
Organization: ntlworld News Service
Xref: g2news1.google.com comp.sys.atari.programmer:59

Peter Slegg wrote:

> I've just installed GCC and binutils to have a go at building an app
> under Mint. SO expect lots of basic questions ;-)
>
> I had a look for some docs that might be of help in starting off with
> GCC an Mint but didn't find anything. Are there any good links ?

The info/man pages for g++/gcc should suffice. Similarly there should be
pages for the linker.

> I am trying to build something called RRD Tool. The docs with the
> source code said start with the command >sh configure and this
> produced quite a lot of output before it failed and referred me
> to the file config.log
>

```
> This looks like the critical part of the file:
>
> Reading specs from /usr/lib/gcc-lib/m68k-atari-mint/2.95.3/specs
> gcc version 2.95.3 20010315 (release)
> configure:2400: $? = 0
> configure:2402: gcc -V </dev/null >&5
> gcc: argument to `-V' is missing
> configure:2405: $? = 1
> configure:2428: checking for C compiler default output file name
> configure:2431: gcc    conftest.c  >&5
> /usr/bin/ld: cannot open crt0.o: No such file or directory
^^^
Check with MiNT folks that 'crt0.o' ought to exist. If it should then you're
missing part of the system installation (probably the part which contains
the linker).

Failing that, you can search the binary packages yourself. Example...

$ tar --list -zf rrdtool-1.2.1.tar.gz |grep "rrd_tool\.c"
rrdtool-1.2.1/src/rrd_tool.c

...if all your packages are in the same folder (and are bzips) this will
suffice...

$ for i in `ls *.bz2`; do tar --list -jf "$i" |grep 'crt0'; done;

> collect2: ld returned 1 exit status
> configure:2434: $? = 1
> configure: failed program was:
> | /* confdefs.h.  */
> |
> | #define PACKAGE_NAME "rrdtool"
> | #define PACKAGE_TARNAME "rrdtool"
> | #define PACKAGE_VERSION "1.2.0"
> | #define PACKAGE_STRING "rrdtool 1.2.0"
> | #define PACKAGE_BUGREPORT ""
> | #define PACKAGE "rrdtool"
> | #define VERSION "1.2.0"
> | /* end confdefs.h.  */
> |
> | int
> | main ()
> | {
> |
> |   ;
> |   return 0;
> | }
> configure:2473: error: C compiler cannot create executables
> See `config.log' for more details.
>
> It is suggesting that GCC can't compile so maybe I am missing
> some vital component.
>
```

> Can anyone help ?

The GNU compiler is only that - a compiler. The linker doesn't come with it
because that's part of your system (MiNT itself).

From -698541305747564735
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
Subject: Re: GCC newbie
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <42791aad.0@entanet>
Date: 4 May 2005 19:55:41 -0100
X-Trace: 4 May 2005 19:55:41 -0100, 81.31.97.27
Lines: 42
Path: g2news1.google.com!news1.google.com!proxad.net!proxad.net!
195.245.201.2.MISMATCH!wagner.news.clara.net!213.253.16.105.MISMATCH!
news.clara.net!internal00.transit.news.clara.net!peernews.inweb.co.uk!
news.freedom2surf.net!entanet!81.31.97.27
Xref: g2news1.google.com comp.sys.atari.programmer:60

On 3 May 2005 22:00:22 G, Guy Harrison wrote:
>Peter Slegg wrote:

snip

>> configure:2431: gcc   conftest.c >&5
>> /usr/bin/ld: cannot open crt0.o: No such file or directory
>^^^
>Check with MiNT folks that 'crt0.o' ought to exist. If it should then you're
>missing part of the system installation (probably the part which contains
>the linker).
>
snip

I Googled the Sparemint packages and found that this file is part of
mintlib-devel which is obvious really.

I did the configure step again and it proceeded much further. Up to the
point where is was testing gcc IEEE math capabilities and the it said:

checking if IEEE math works out of the box... no
checking if IEEE math works with the -ieee switch... no
checking if IEEE math works with the -qfloat=nofold switch... no
checking if IEEE math works with the -w -qflttrap=enable:zerodivide... no
checking if IEEE math works with the -mieee switch... no

```
checking if IEEE math works with the -q float=rndsngl switch... no
checking if IEEE math works with the -OPT:IEEE_NaN_inf=ON switch... no
checking if IEEE math works with the -OPT:IEEE_comparisons=ON switch... no
checking if IEEE math works with fpsetmask(0)... no
checking if IEEE math works with signal(SIGFPE,SIG_IGN)... no
configure: error:
Your Compiler does not do propper IEEE math ... Please find out how to
make IEEE math work with your compiler and let me know (oetiker@ee.ethz.ch).
Check config.log to see what went wrong ...
```

I'm a bit surprised at this, I thought the Atari GCC was fairly standard.
Being new to this I am not sure if it is just caused by some missing DEFINEs
for Atari Mint specific stuff.

Anyway I've made a little progress.

Peter

From -3119641639235844297
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news2.google.com!news.maxwell.syr.edu!
border1.nntp.dca.giganews.com!nntp.giganews.com!cyclone1.gnilink.net!gnilink.net!
news-out.ntli.net!newsrout1-gui.ntli.net!ntli.net!newspeer1-win.ntli.net!newsfe4-
gui.ntli.net.POSTED!53ab2750!not-for-mail
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Subject: Re: GCC newbie
Newsgroups: comp.sys.atari.programmer
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet>
Lines: 84
User-Agent: KNode/0.8.2
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Message-ID: <rime5d.5h12.ln@sd-if.swampdog>
Date: Fri, 06 May 2005 02:58:51 GMT
NNTP-Posting-Host: 80.4.128.2
X-Complaints-To: http://www.ntlworld.com/netreport
X-Trace: newsfe4-gui.ntli.net 1115348331 80.4.128.2 (Fri, 06 May 2005 03:58:51
BST)
NNTP-Posting-Date: Fri, 06 May 2005 03:58:51 BST
Organization: ntlworld News Service
Xref: g2news1.google.com comp.sys.atari.programmer:61

Peter Slegg wrote:

[snip]

> I Googled the Sparemint packages and found that this file is part of
> mintlib-devel which is obvious really.

Oki.

> I did the configure step again and it proceeded much further. Up to the
> point where is was testing gcc IEEE math capabilities and the it said:

'configure' consists of a myriad of shellscript driven tests aimed at tailoring the source such that it compiles upon your system. What you have here...

```
> checking if IEEE math works out of the box... no
> checking if IEEE math works with the -ieee switch... no
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> checking if IEEE math works with the -w -qflttrap=enable:zerodivide... no
> checking if IEEE math works with the -mieee switch... no
> checking if IEEE math works with the -q float=rndsngl switch... no
> checking if IEEE math works with the -OPT:IEEE_NaN_inf=ON switch... no
> checking if IEEE math works with the -OPT:IEEE_comparisons=ON switch... no
> checking if IEEE math works with fpsetmask(0)... no
> checking if IEEE math works with signal(SIGFPE,SIG_IGN)... no
> configure: error:
> Your Compiler does not do propper IEEE math ... Please find out how to
> make IEEE math work with your compiler and let me know
> (oetiker@ee.ethz.ch). Check config.log to see what went wrong ...
```

...is 'configure' attempting numerous IEEE tests and failing the lot of them then is forced to bail out.

> I'm a bit surprised at this, I thought the Atari GCC was fairly standard.

It is (for a 2.9x job). If it helps, think of headers as a "description of your system". Most of them have nothing to do with "C" but describe your compilation environment - your "system", stuff you've added and so forth.

> Being new to this I am not sure if it is just caused by some missing
> DEFINEs for Atari Mint specific stuff.

Me neither. I don't have MiNT. I might be able to dig out the cygwin-cross if time for getting it working permits.

First off though, look in 'config.log'. The test results are stored there. The rrdtool-1.2.1 C source for the test appears to be...

```
#include <stdio.h>
int main(void)
{
    double nan,inf,c,zero;
    /* some math to see if we get a floating point exception */
    zero=sin(0.0); /* don't let the compiler optimize us away */
    nan=0.0/zero; /* especially here */
    inf=1.0/zero; /* and here. I want to know if it can do the magic */
                  /* at run time without sig fpe */
    c = inf + nan;
```

```
    c = inf / nan;
    if (! isnan(nan)) {printf ("not isnan(NaN) ... "); return 1;}
    if (nan == nan) {printf ("nan == nan ... "); return 1;}
    if (! isinf(inf)) {printf ("not isinf(oo) ... "); return 1;}
    if (! isinf(-inf)) {printf ("not isinf(-oo) ... "); return 1;}
    if (! inf > 0) {printf ("not inf > 0 ... "); return 1;}
    if (! -inf < 0) {printf ("not -inf < 0 ... "); return 1;}
    return 0;
}
```

...there's more (preprocessor stuff I've snipped) but if you can persuade your gcc to compile the above (by adding options and/or headers) it ought to be possible to figure out a patch that'll get it past that point. I'm assuming here that MiNT can do (or emulate IEEE) though. Note that when 'configure' generates the above source and compiles it, it requires zero return (0=EXIT_SUCCESS=/bin/true) from the executable. Check 'config.log' first. It may have the answer.

Some headers you might care to see if MiNT has or ought to have:
math.h
float.h
ieeefp.h
fp_class.h

From -5098541249462311405
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: p.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog>
Subject: Re: GCC newbie
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <427bcfab.0@entanet>
Date: 6 May 2005 21:12:27 -0100
X-Trace: 6 May 2005 21:12:27 -0100, 81.31.97.27
Lines: 79
Path: g2news1.google.com!news4.google.com!news2.google.com!proxad.net!proxad.net!
195.245.201.2.MISMATCH!wagner.news.clara.net!213.253.16.105.MISMATCH!
news.clara.net!internal00.transit.news.clara.net!peernews.inweb.co.uk!
news.freedom2surf.net!entanet!81.31.97.27
Xref: g2news1.google.com comp.sys.atari.programmer:62

On 6 May 2005 02:58:51 G, Guy Harrison wrote:
>Peter Slegg wrote:
>
>[snip]

>
>'configure' consists of a myriad of shellscript driven tests aimed at
>tailoring the source such that it compiles upon your system. What you have
>here...

I had come to that conclusion too ;-)

```
>> checking if IEEE math works out of the box... no
>> checking if IEEE math works with the -ieee switch... no
>> checking if IEEE math works with the -qfloat=nofold switch... no
>> checking if IEEE math works with the -w -qfltrap=enable:zerodivide... no
>> checking if IEEE math works with the -mieee switch... no
>> checking if IEEE math works with the -q float=rndsngl switch... no
>> checking if IEEE math works with the -OPT:IEEE_NaN_inf=ON switch... no
>> checking if IEEE math works with the -OPT:IEEE_comparisons=ON switch... no
>> checking if IEEE math works with fpsetmask(0)... no
>> checking if IEEE math works with signal(SIGFPE,SIG_IGN)... no
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>> Your Compiler does not do propper IEEE math ... Please find out how to
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>
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>then is forced to bail out.
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>
>It is (for a 2.9x job). If it helps, think of headers as a "description of
>your system". Most of them have nothing to do with "C" but describe your
>compilation environment - your "system", stuff you've added and so forth.
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>if time for getting it working permits.
>
>First off though, look in 'config.log'. The test results are stored there.

There are some messages that look like errors but I am not sure. However,
this looks more relevant:

```
configure:22103: result: yes
configure:22178: checking if IEEE math works out of the box
configure:22259: gcc -o conftest -g -O2  -DPIC   conftest.c  >&5
u:\tmp/ccfrEpzS.o: In function `main':
/usr/src/rrdtool-1.2.0/conftest.c:117: undefined reference to `sin'
collect2: ld returned 1 exit status
configure:22262: $? = 1
configure: program exited with status 1
configure: failed program was:
| /* confdefs.h.  */
|
```

| #define PACKAGE_NAME "rrdtool"

>Some headers you might care to see if MiNT has or ought to have:
>math.h
>float.h
>ieeefp.h
>fp_class.h

I can find:

math.h in /usr/include
float.h in /usr/lib/gcc-lib/m68k-atari-mint/2.95.3/include

I can't find any trace of the other two. A search of the Sparemint
packages with Google didn't locate them either, yet.

Rejoining the Mintlist may be useful.

Regards,

Peter

From 8229313327139290875
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news.glorb.com!transit.nntp.hccnet.nl!
transit1.nntp.hccnet.nl!border2.nntp.ams.giganews.com!nntp.giganews.com!news-
in.ntli.net!newsrout1-win.ntli.net!ntli.net!newspeer1-win.ntli.net!newsfe3-
gui.ntli.net.POSTED!53ab2750!not-for-mail
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
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References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
Lines: 163
User-Agent: KNode/0.8.2
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Message-ID: <6vss5d.dph.ln@sd-if.swampdog>
Date: Wed, 11 May 2005 12:59:51 GMT
NNTP-Posting-Host: 80.4.128.9
X-Complaints-To: http://www.ntlworld.com/netreport
X-Trace: newsfe3-gui.ntli.net 1115816391 80.4.128.9 (Wed, 11 May 2005 13:59:51
BST)
NNTP-Posting-Date: Wed, 11 May 2005 13:59:51 BST
Organization: ntlworld News Service
Xref: g2news1.google.com comp.sys.atari.programmer:63

Peter Slegg wrote:

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>>
>>[snip]
>>
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>>here...
>
> I had come to that conclusion too ;-)

Sorry for delay!

>>> checking if IEEE math works out of the box... no
>>> checking if IEEE math works with the -ieee switch... no
>>> checking if IEEE math works with the -qfloat=nofold switch... no
>>> checking if IEEE math works with the -w -qflttrap=enable:zerodivide...
>>> no checking if IEEE math works with the -mieee switch... no
>>> checking if IEEE math works with the -q float=rndsngl switch... no
>>> checking if IEEE math works with the -OPT:IEEE_NaN_inf=ON switch... no
>>> checking if IEEE math works with the -OPT:IEEE_comparisons=ON switch...
>>> no checking if IEEE math works with fpsetmask(0)... no
>>> checking if IEEE math works with signal(SIGFPE,SIG_IGN)... no
>>> configure: error:
>>> Your Compiler does not do propper IEEE math ... Please find out how to
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>>It is (for a 2.9x job). If it helps, think of headers as a "description of
>>your system". Most of them have nothing to do with "C" but describe your
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```
> u:\tmp/ccfrEpzS.o: In function `main':
> /usr/src/rrdtool-1.2.0/conftest.c:117: undefined reference to `sin'
> collect2: ld returned 1 exit status
> configure:22262: $? = 1
> configure: program exited with status 1
> configure: failed program was:
> | /* confdefs.h.  */
> |
> | #define PACKAGE_NAME "rrdtool"
```

Yes, that looks worthwhile following up. Check where MiNT keeps its "sin" symbol - prime candidate is libm.a so using my debian system as an example...

```
$ nm -A --defined-only /usr/lib/libm.a 2>/dev/null |grep " sin"
/usr/lib/libm.a:e_lgamma_r.o:00000000 t sin_pi
/usr/lib/libm.a:s_sin.o:00000000 W sin
/usr/lib/libm.a:w_sinh.o:00000000 W sinh
/usr/lib/libm.a:s_sincos.o:00000000 W sincos
/usr/lib/libm.a:e_lgammaf_r.o:00000000 t sin_pif
/usr/lib/libm.a:s_sinf.o:00000000 W sinf
/usr/lib/libm.a:w_sinhf.o:00000000 W sinhf
/usr/lib/libm.a:s_sincosf.o:00000000 W sincosf
/usr/lib/libm.a:e_lgammal_r.o:00000000 t sin_pi
/usr/lib/libm.a:s_sinl.o:00000000 W sinl
/usr/lib/libm.a:w_sinhl.o:00000000 W sinhl
/usr/lib/libm.a:s_sincosl.o:00000000 W sincosl
```

...which, if I'm not too rusty on these things, means my system has a weak (W) 'sin' symbol of no size. This is to be expected here as linux tends to use glibc which has libm built into glibc so my 'sin' is just a stub. Off the top of my head I expect you'll see Text segment (T) and non-zero code size for 'sin' in your libm object archive. The 'nm' manual goes into detail.

If desperate you can do the above on all your libs...

```
$ nm -A --defined-only `find /usr -type f -name '*.a'` 2>/dev/null |grep "
sin"
```

...note the difference between the backquotes and singlequotes there. Expect it to take a while. I'm assuming MiNT doesn't have shared libs - it didn't used to, so all you're looking for is "lib*.a" files.

In essence, hope the script has omitted "-lm" to the linker (corresponds to libm.a) in which case try passing it in the environment...

```
$ LDFLAGS="-lm" ./configure [whatever]
```

...and 'configure' should pick it up. Note that other variables can be altered in same manner. Here's a few common ones...

```
CPP             preprocessor
```

```
CC              C compiler
CXX             C++ compiler
LDFLAGS         linker flags
CFLAGS          C compiler flags
CXXFLAGS        C++ compiler flags
CPPFLAGS        preprocessor flags
```

For sillyness...

```
CC="/bin/ook" ./configure
```

...you'll see that 'configure' will fail because the C compiler "ook" is broken - because it doesn't exist! ;-) On the other hand it is a hint on one way to proceed with stubbon builds: bodge yourself a pseudo compiler...

```
<my-gcc>
#!/bin/sh
gcc "$@" -lm
</my-gcc>

CC=`pwd`/my-gcc ./configure
```

...thus if you were to encounter a bug in 'configure' that erroneously stripped "-lm" you could bodge yourself past it by telling 'configure' to use "my-gcc" then tag that option onto the call to the real gcc. Definately into hacking territory here so I'll stop waffling.

```
>>Some headers you might care to see if MiNT has or ought to have:
>>math.h
>>float.h
>>ieeefp.h
>>fp_class.h
>
> I can find:
>
> math.h in /usr/include
> float.h in /usr/lib/gcc-lib/m68k-atari-mint/2.95.3/include
```

See what headers math.h itself pulls in.

```
> I can't find any trace of the other two. A search of the Sparemint
> packages with Google didn't locate them either, yet.
```

If arrangement is same as unix...

```
$ grep -rl "sin" /usr/include/*
```

...chances are the file will reside within */include/bits/* or */include/sys/* folders. Mine aren't any help here as the PC has a few possible headers it can use depending on compilation options.

```
> Rejoining the Mintlist may be useful.
```

Can't do any harm. :-)

From -4706285702915694351
X-Google-Thread: 1115ce,f4c5aa7c121e878,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news2.google.com!proxad.net!proxad.net!
news.clara.net!wagner.news.clara.net!195.245.201.10.MISMATCH!
monkeydust.news.clara.net!doris.uk.clara.net
From: "mark deguire" <eeddadas@eeddadar.com>
Subject: 2702808 CD-R, DVD R, DVD CASES LOWEST PRICE! 27
Newsgroups: comp.sys.atari.programmer
Sender: mark deguire <eeddadas@eeddadar.com>
Reply-To: customerservice@media4sale.com
Organization: Media
Date: Mon, 23 May 2005 13:23:58 -0700
X-Priority: 3
X-Library: Indy 9.00.10
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-Complaints-To: abuse@clara.net (please include full headers)
X-Trace: 213321b003347443231de60e33c46a362e4080807822100439033348429 2bb31
NNTP-Posting-Date: Tue, 24 May 2005 06:27:13 +0100
Message-Id: <1116912433.6638.30146@doris.uk.clara.net>
Lines: 10
Xref: g2news1.google.com comp.sys.atari.programmer:64

media4sale.com offers innovative and quality media, CD/DVD packaging and other computer accessories at the best prices. We pride ourselves in service, quality and commitment and are certain that our standards will exceed expectations.
http://www.media4sale.com
Media4Sale.com

From -8250687677193651878
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news.glorb.com!news-
feed01.roc.ny.frontiernet.net!nntp.frontiernet.net!newscon06.news.prodigy.com!
prodigy.net!border1.nntp.dca.giganews.com!nntp.giganews.com!
local01.nntp.dca.giganews.com!nntp.speakeasy.net!news.speakeasy.net.POSTED!not-
for-mail
NNTP-Posting-Date: Sat, 04 Jun 2005 01:30:49 -0500

From: Mark D <mducksub@nosspamatari-source.com>
Organization: Atari-source.com
Subject: Re: GCC newbie
Date: Sat, 04 Jun 2005 02:30:49 -0400
User-Agent: Pan/0.14.2.91 (As She Crawled Across the Table)
Message-Id: <pan.2005.06.04.06.30.47.607796@nosspamatari-source.com>
Newsgroups: comp.sys.atari.programmer
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Lines: 174
NNTP-Posting-Host: 12.47.216.161
X-Trace: sv3-1jAPl9FAOJUq92TLmZUVA/hZrGemlYEoGotfI34jWElu3Qe9TC4oFl2XU/UPIPz5HU/
q+CPPhWa4Dzu!m3Bgang6AJDWa6U90EyUCWtdUxnyv3tmE58IBRqIJ+yPv8lb4o5SKLzD8eKHm6E/
kLxfsrutKdB6!PbmXQI9hMplN8A+Aul+LkvRBcg82mFeLFnclJFFLMw==
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news1.google.com comp.sys.atari.programmer:65

On Wed, 11 May 2005 12:59:51 +0000, Guy Harrison wrote:

> Peter Slegg wrote:
>
>> On 6 May 2005 02:58:51 G, Guy Harrison wrote:
>>>Peter Slegg wrote:
>>>
>>>[snip]
>>>
>>>'configure' consists of a myriad of shellscript driven tests aimed at
>>>tailoring the source such that it compiles upon your system. What you have
>>>here...
>>
>> I had come to that conclusion too ;-)
>
> Sorry for delay!
>
>>>> checking if IEEE math works out of the box... no
>>>> checking if IEEE math works with the -ieee switch... no
>>>> checking if IEEE math works with the -qfloat=nofold switch... no
>>>> checking if IEEE math works with the -w -qflttrap=enable:zerodivide...
>>>> no checking if IEEE math works with the -mieee switch... no
>>>> checking if IEEE math works with the -q float=rndsngl switch... no
>>>> checking if IEEE math works with the -OPT:IEEE_NaN_inf=ON switch... no
>>>> checking if IEEE math works with the -OPT:IEEE_comparisons=ON switch...
>>>> no checking if IEEE math works with fpsetmask(0)... no
>>>> checking if IEEE math works with signal(SIGFPE,SIG_IGN)... no

```
>>>> configure: error:
>>>> Your Compiler does not do propper IEEE math ... Please find out how to
>>>> make IEEE math work with your compiler and let me know
>>>> (oetiker@ee.ethz.ch). Check config.log to see what went wrong ...
>>>
>>>....is 'configure' attempting numerous IEEE tests and failing the lot of
>>>them then is forced to bail out.
>>>
>>>> I'm a bit surprised at this, I thought the Atari GCC was fairly
>>>> standard.
>>>
>>>It is (for a 2.9x job). If it helps, think of headers as a "description of
>>>your system". Most of them have nothing to do with "C" but describe your
>>>compilation environment - your "system", stuff you've added and so forth.
>>>
>>>> Being new to this I am not sure if it is just caused by some missing
>>>> DEFINEs for Atari Mint specific stuff.
>>>
>>>Me neither. I don't have MiNT. I might be able to dig out the cygwin-cross
>>>if time for getting it working permits.
>>>
>>>First off though, look in 'config.log'. The test results are stored there.
>>
>> There are some messages that look like errors but I am not sure. However,
>> this looks more relevant:
>>
>> configure:22103: result: yes
>> configure:22178: checking if IEEE math works out of the box
>> configure:22259: gcc -o conftest -g -O2  -DPIC   conftest.c  >&5
>> u:\tmp/ccfrEpzS.o: In function `main':
>> /usr/src/rrdtool-1.2.0/conftest.c:117: undefined reference to `sin'
>> collect2: ld returned 1 exit status
>> configure:22262: $? = 1
>> configure: program exited with status 1
>> configure: failed program was:
>> | /* confdefs.h.  */
>> |
>> | #define PACKAGE_NAME "rrdtool"
>
> Yes, that looks worthwhile following up. Check where MiNT keeps its "sin"
> symbol - prime candidate is libm.a so using my debian system as an
> example...
>
> $ nm -A --defined-only /usr/lib/libm.a 2>/dev/null |grep " sin"
> /usr/lib/libm.a:e_lgamma_r.o:00000000 t sin_pi
> /usr/lib/libm.a:s_sin.o:00000000 W sin
> /usr/lib/libm.a:w_sinh.o:00000000 W sinh
> /usr/lib/libm.a:s_sincos.o:00000000 W sincos
> /usr/lib/libm.a:e_lgammaf_r.o:00000000 t sin_pif
> /usr/lib/libm.a:s_sinf.o:00000000 W sinf
> /usr/lib/libm.a:w_sinhf.o:00000000 W sinhf
> /usr/lib/libm.a:s_sincosf.o:00000000 W sincosf
> /usr/lib/libm.a:e_lgammal_r.o:00000000 t sin_pi
```

```
> /usr/lib/libm.a:s_sinl.o:00000000 W sinl
> /usr/lib/libm.a:w_sinhl.o:00000000 W sinhl
> /usr/lib/libm.a:s_sincosl.o:00000000 W sincosl
>
> ...which, if I'm not too rusty on these things, means my system has a weak
> (W) 'sin' symbol of no size. This is to be expected here as linux tends to
> use glibc which has libm built into glibc so my 'sin' is just a stub. Off
> the top of my head I expect you'll see Text segment (T) and non-zero code
> size for 'sin' in your libm object archive. The 'nm' manual goes into
> detail.
>
> If desperate you can do the above on all your libs...
>
> $ nm -A --defined-only `find /usr -type f -name '*.a'` 2>/dev/null |grep "
> sin"
>
> ...note the difference between the backquotes and singlequotes there. Expect
> it to take a while. I'm assuming MiNT doesn't have shared libs - it didn't
> used to, so all you're looking for is "lib*.a" files.
>
> In essence, hope the script has omitted "-lm" to the linker (corresponds to
> libm.a) in which case try passing it in the environment...
>
> $ LDFLAGS="-lm" ./configure [whatever]
>
> ...and 'configure' should pick it up. Note that other variables can be
> altered in same manner. Here's a few common ones...
>
> CPP             preprocessor
> CC              C compiler
> CXX             C++ compiler
> LDFLAGS         linker flags
> CFLAGS          C compiler flags
> CXXFLAGS        C++ compiler flags
> CPPFLAGS        preprocessor flags
>
> For sillyness...
>
> CC="/bin/ook" ./configure
>
> ...you'll see that 'configure' will fail because the C compiler "ook" is
> broken - because it doesn't exist! ;-) On the other hand it is a hint on
> one way to proceed with stubbon builds: bodge yourself a pseudo compiler...
>
> <my-gcc>
> #!/bin/sh
> gcc "$@" -lm
> </my-gcc>
>
> CC=`pwd`/my-gcc ./configure
>
> ...thus if you were to encounter a bug in 'configure' that erroneously
> stripped "-lm" you could bodge yourself past it by telling 'configure' to
```

> use "my-gcc" then tag that option onto the call to the real gcc. Definately
> into hacking territory here so I'll stop waffling.
>
>>>Some headers you might care to see if MiNT has or ought to have:
>>>math.h
>>>float.h
>>>ieeefp.h
>>>fp_class.h
>>
>> I can find:
>>
>> math.h in /usr/include
>> float.h in /usr/lib/gcc-lib/m68k-atari-mint/2.95.3/include
>
> See what headers math.h itself pulls in.
>
>> I can't find any trace of the other two. A search of the Sparemint
>> packages with Google didn't locate them either, yet.
>
> If arrangement is same as unix...
>
> $ grep -rl "sin" /usr/include/*
>
> ...chances are the file will reside within */include/bits/* or
> */include/sys/* folders. Mine aren't any help here as the PC has a few
> possible headers it can use depending on compilation options.
>
>> Rejoining the Mintlist may be useful.
>
> Can't do any harm. :-)

This is correct, however this will do software maths. An easier way would be to do CFLAGS="-m68881" which will compile your app with hardware fpu support. These functions will then use the hardware fpu instead of software emulation libraries. Should result in a dramatic speedup.
Enjoy.

Mark
http://www.atari-source.org

From -6324364954143887844
X-Google-Thread: 1115ce,ce117305098265f5,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII
Path: g2news1.google.com!postnews.google.com!not-for-mail
From: amolaahh@hotmail.com (loza)
Newsgroups: comp.sys.atari.programmer
Subject: ARE YOU READY TO BE RICH TODAY ?????!!!! COOOOOOL !!
Date: 14 Jun 2005 08:52:10 -0700
Organization: http://groups.google.com

Lines: 119
Message-ID: <48037a00.0506140752.3406c00a@posting.google.com>
NNTP-Posting-Host: 212.138.113.12
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1118764330 10376 127.0.0.1 (14 Jun 2005 15:52:10 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Tue, 14 Jun 2005 15:52:10 +0000 (UTC)
Xref: g2news1.google.com comp.sys.atari.programmer:66

START MAKING MONEY TODAY !!!!!!!!!!! COOOOOOOOOOOL !!!!!!!!!!
1. Make 800,000$ in 3months!! EASY!!!
Dear Friends: Greetings: I am a retired attorney. A few years ago a man came to me with a letter. He asked me to verify the fact that this was legal to do. I told him I would review it and get back to him. When I first read the letter my client brought me, I thought it was some "off-the-wall" idea to make money. A week and a half later we met in my office to discuss the issue. I told him the letter he originally brought me was not 100% legal. My client then asked me to alter it to make it perfectly legal. I asked him to make one small change in the letter. I was still curious about the letter, so he explained to me how it works. I thought it seemed like a long shot, so I decided against participating. But before my client left, I asked him to keep me updated on his results. About two months later, he called me to tell me he had received over $800,000 in cash. I didn't believe him, so he asked me to try this idea and find out for myself. I thought about it for a couple of days and decided I really didn't have anything to lose, so I asked him for a copy of the letters. I followed the instructions exactly, mailed 200 copies, and sure enough, the money started coming in! It arrived slowly at first, but coming. I kept a precise record of the earnings, and in the end, it totaled $978,493! I could hardly believe it. I met with my friend for lunch to find out exactly how it worked. He told me there are quite a few similar letters around, but this one is different because there are six names at the end of the letter, not five like some others. This fact alone results in your name being in far more returns. The other fact was the help I gave him, making sure the whole thing was legal, since no one wants to take the risk of doing something illegal.
: By now you are surely curious to know what small changes to make. If you sent a letter like this one out, in order to be completely legal, you must actually sell something in order to receive a dollar in return. So when you send a dollar to each of the names on the list, you must include these words, "PLEASE PUT ME ON YOUR MAILING LIST" and include your name and address. This is the key to the program. The item you will receive for the dollar you sent to the six people below is the letter.
: At the time I first tried this idea, I was earning a good living as a lawyer. But everyone in the legal profession will tell you there is a lot of stress that comes with the job. I told myself if things worked out, I would retired from my practice and play golf. I decided to try the letter again, but this time I sent 500 copies. Three months later , I had totaled $2,341,178!
: Here are a few reasons a person might give for not trying this

program: ⊕ Some people think they can never make a lot of money with anything this simple. ⊕ Some are afraid they will be ridiculed for trying ⊕ Some dream of large sums of money, but do nothing to actually achieve it. ⊕ Some are just plain lazy. ⊕ Some are afraid of losing their investment. They think this program is designed to beat them out of a few dollars.
: The system works if you will just try it. But you must follow the simple instructions exactly, and in less than three months, you will receive $800,000 GUARANTEED! Keep what you are doing to yourself for awhile. Many will tell you it won`t work and will try to talk you out of your dreams. Let them know of your success after it works.
: LETTERS FROM PARTICIPANTS IN THIS PROGRAM:
: My name is David Rhodes. In 1992 my car was repossessed and bill collectors were housing my. I was laid off and my unemployment ran out. In October of 1992, I received a letter telling me how to earn $800,000 anytime I wanted. Of course, I was skeptical. But because I was so desperate and virtually had nothing to lose, I gave it a try. In January 1993, my family and I went on a 10-day cruise. The next month I bought a brand new Mercedes with cash! I am currently building a home in Virginia and I will never have to work again. This money program really works perfectly every time. I have never failed to receive less than $500,000. This is a legitimate, money-making opportunity. It does not require you to sell anything or to come in contact with people. And , best of all, you only leave the house to mail the letters. If you have always believed that someday you would get the lucky break, then simply follow the instructions and make dreams come true.
: Larry McMahon, Norfolk, VA Six months ago, I received this letter and ignored it. Five more came within a period of time and I ignored them also. I was tempted, but I was convinced that they were just a Hoax. After three weeks of deliberating, I decided to give it a try (not expecting much). Two weeks went by and nothing happened. The fourth week was unbelievable! I cant say I received $800,000 but I received $400,000. For the first time in years, I am debt free. I am doing this again, only this time starting with 500 post. I strongly recommend that you follow the instructions exactly as outlined in this letter.
: INSTRUCTIONS
1. Immediately send $1.00 to each of the six people on the list at the end of this letter. Wrap the dollar bill in a note saying " Please add me to your mailing list" and include your name and address.
: 2. Copy this letter. You do not have to type it 200 times. Simply place your cursor at the top of the page, hold it and drag it all the way down to the end of the letter. Then click on "edit" and select "copy". Now open up a notepad file on your computer and put the cursor at the top of the page in the notepad, click on 'edit' and then select 'paste' it will copy the letter for you onto your computer.
: 3. Remove the name next to the #1 on the list and move the rest of the names up one position (#2 becomes #1, #3 becomes #2, etc.....) Then place your name in the #6 position. Then save it, make sure it is saved as a txt. file.
: 4. When you have completed the instructions, take this letter and then go to (Google,Yahoo,...) and type in (Making Money Massege board,or post massege,...)and start posting your copy to 200 message boards,or more this is only the minimum, you can post as much as you

like...The more copies you send the better the results. Keep a copy of this letter so you can use it a second time. Post it out again in six months, but Post it with the addresses you receive with each dollar. It will work better the second time. NOTE: This service is 100% legal - (Refer to title 18 section 1302 of the U.S. Postal & lottery laws) : How does it work? When you send out 200 Posts, it is estimated that at least 15 people will respond and send you a $1.00. ($15.00) Those 15 will Post 200 Posts each and 225 people send you $1.00 ($225.00) Those 225 people Post 200 Posts each and 3,375 people send you $1.00 ($3,375.00) Those 3,375 post 200 posts each and 759,375 people send you $1.00 ($759,375.00) At this point your name drops off the list, but so far you have received $813,615.00. P.S. When your money begins to come in, give the first 10% to charity with spirit and share a good fortune! : important tip - Cover money by paper fully by which it can not been seen in light , because postal employees do some cheat some times....ok
1. Manal Qutob 1100CAVEN ST unit 612, MISSISSAUGA, ONTARIO L5G 4N3, CANADA

2. Munira Ali ⌧ SAUDI ARABIA P.O.Box : 65085 ⌧ Riyadh : 11556

3. Abdullah H. Saudi Arabia P.O.BOX 58097 - RIYADH 11594
4. Omar Ali Mohammed P.O.BOX 17566 -KALBA.UAE
5. Hamdan Moh. SAUDI ARABIA P.O.Box : 65084 ⌧ Riyadh : 11556
6. wajdi a.aziz- SAUDI ARABIA P.O.Box 18456 Jeddah 21415

From 867625693005877853
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!newsread.com!news-xfer.newsread.com!news-out1.kabelfoon.nl!newsfeed.kabelfoon.nl!bandi.nntp.kabelfoon.nl!216.196.110.149.MISMATCH!border2.nntp.ams.giganews.com!border1.nntp.ams.giganews.com!nntp.giganews.com!pe2.news.blueyonder.co.uk!blueyonder!pe1.news.blueyonder.co.uk!blueyonder!news-out.ntli.net!newsrout1-gui.ntli.net!ntli.net!newspeer1-win.ntli.net!newsfe4-gui.ntli.net.POSTED!53ab2750!not-for-mail
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Subject: Re: GCC newbie
Newsgroups: comp.sys.atari.programmer
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog> <42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet> <6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-source.com>
Lines: 39
User-Agent: KNode/0.8.2
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Message-ID: <ajp19d.oj3.ln@sd-if.swampdog>
Date: Sat, 18 Jun 2005 18:58:41 GMT
NNTP-Posting-Host: 82.18.10.211
X-Trace: newsfe4-gui.ntli.net 1119121121 82.18.10.211 (Sat, 18 Jun 2005 19:58:41 BST)

NNTP-Posting-Date: Sat, 18 Jun 2005 19:58:41 BST
Organization: NTL
Xref: g2news1.google.com comp.sys.atari.programmer:67

Mark D wrote:

[snip]
>>>>Some headers you might care to see if MiNT has or ought to have:
>>>>math.h
>>>>float.h
>>>>ieeefp.h
>>>>fp_class.h
>>>
>>> I can find:
>>>
>>> math.h in /usr/include
>>> float.h in /usr/lib/gcc-lib/m68k-atari-mint/2.95.3/include
>>
>> See what headers math.h itself pulls in.
>>
>>> I can't find any trace of the other two. A search of the Sparemint
>>> packages with Google didn't locate them either, yet.
>>
>> If arrangement is same as unix...
>>
>> $ grep -rl "sin" /usr/include/*
>>
>> ...chances are the file will reside within */include/bits/* or
>> */include/sys/* folders. Mine aren't any help here as the PC has a few
>> possible headers it can use depending on compilation options.
>>
>>> Rejoining the Mintlist may be useful.
>>
>> Can't do any harm. :-)
>
> This is correct, however this will do software maths. An easier way would
> be to do CFLAGS="-m68881" which will compile your app with hardware fpu
> support. These functions will then use the hardware fpu instead of
> software emulation libraries. Should result in a dramatic speedup.
> Enjoy.

Thanks for verifying that. :-)

From 3620650332700949311
X-Google-Thread: 111a55,7ca1b20b137094ce,start
X-Google-Thread: 1115ce,7ca1b20b137094ce,start
X-Google-Thread: 100a3b,7ca1b20b137094ce,start
X-Google-Attributes: gid111a55,gid1115ce,gid100a3b,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,rec.games.video.atari
Date: Fri, 5 Aug 2005 16:24:16 -0400

From: Sid Pacman <8-bitter@atari.in.modemland>
Subject: Atari swapmeet to be September 10
Message-ID: <Pine.GSO.4.61.0508051622380.10121@furyy1>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII; format=flowed
NNTP-Posting-Host: 192.107.41.17
X-Original-NNTP-Posting-Host: 192.107.41.17
X-Trace: news.iglou.com 1123273456 192.107.41.17 (5 Aug 2005 16:24:16 -0400)
Lines: 18
X-Original-NNTP-Posting-Host: 192.107.41.17
Path: g2news1.google.com!news4.google.com!news.glorb.com!
nx02.iad01.newshosting.com!newshosting.com!uunet!spool.news.uu.net!ash.uu.net!
news.iglou.com!not-for-mail
Xref: g2news1.google.com comp.sys.atari.st:2763 comp.sys.atari.programmer:19
rec.games.video.atari:260

Here are details for the annual swapmeet to be held next month by
the Columbus Atari club:

DATE: Saturday, September 10, 2005.
TIMES: 9 am to 3 pm.
ADMISSION: $4. (For vendors, including table: $6.)
PLACE: Oakland Park Community Building, 980 Lenore Avenue,
Columbus, Ohio.
MORE INFO AT: http://www.angelfire.com/oh4/acec/acec.html
CONTACT: R. Wayne Arenz (rarenz at columbus dot rr dot com)
--
>>>----------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>----------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

From 4450422954003050100
X-Google-Thread: 111a55,7ca1b20b137094ce
X-Google-Thread: 1115ce,7ca1b20b137094ce
X-Google-Thread: 100a3b,7ca1b20b137094ce
X-Google-Attributes: gid111a55,gid1115ce,gid100a3b,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news.glorb.com!
border1.nntp.dca.giganews.com!local01.nntp.dca.giganews.com!nntp.comcast.com!
news.comcast.com.POSTED!not-for-mail
NNTP-Posting-Date: Sat, 06 Aug 2005 11:22:40 -0500
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,rec.games.video.atari
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f48f7011bd266@comcast.net>
Subject: Re: Atari swapmeet to be September 10
References: <Pine.GSO.4.61.0508051622380.10121@furyy1>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)

Date: Sat, 06 Aug 2005 11:12:48 +0400 (MET DST)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 22
NNTP-Posting-Host: 24.11.255.177
X-Trace: sv3-I61VTfys0c0GiAvh7J3yriyvAC041sDcLdhnAh49wlwDJG0K7c+7duNz1fRg2WrL/
tJlSOzcbHKQHd0!hgWzs6nfOdDsVMr9zwm5T5ZOWqwoVLFP1U5XpUwQ/
lG25U8HXzo+S97RyYbeeUJAfJ4=
X-Complaints-To: abuse@comcast.net
X-DMCA-Complaints-To: dmca@comcast.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news1.google.com comp.sys.atari.st:2773 comp.sys.atari.programmer:20
rec.games.video.atari:261

>   Here are details for the annual swapmeet to be held next month by
>the Columbus Atari club:
>
>   DATE: Saturday, September 10, 2005.
>   TIMES: 9 am to 3 pm.
>   ADMISSION: $4. (For vendors, including table: $6.)
>   PLACE: Oakland Park Community Building, 980 Lenore Avenue,
>Columbus, Ohio.
>   MORE INFO AT: http://www.angelfire.com/oh4/acec/acec.html
>   CONTACT: R. Wayne Arenz (rarenz at columbus dot rr dot com)

I will try and make it if I am off that weekend.
--
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
 Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
 Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From -2308874689666948844
X-Google-Thread: 111a55,7ca1b20b137094ce
X-Google-Thread: 1115ce,7ca1b20b137094ce
X-Google-Thread: 100a3b,7ca1b20b137094ce
X-Google-Attributes: gid111a55,gid1115ce,gid100a3b,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news.glorb.com!
border1.nntp.dca.giganews.com!local01.nntp.dca.giganews.com!nntp.speakeasy.net!
news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Sat, 06 Aug 2005 17:50:21 -0500
From: Mark D <mducksub@nosspamatari-source.com>
Organization: Atari-source.com
Subject: Re: Atari swapmeet to be September 10

Date: Sat, 06 Aug 2005 18:49:34 -0400
User-Agent: Pan/0.14.2.91 (As She Crawled Across the Table)
Message-Id: <pan.2005.08.06.22.49.33.406158@nosspamatari-source.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,rec.games.video.atari
References: <Pine.GSO.4.61.0508051622380.10121@furyy1>
<42f48f7011bd266@comcast.net>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Lines: 22
NNTP-Posting-Host: 12.47.216.161
X-Trace: sv3-
aRs03gK45VcaJlbhSFptCbL8dT1AkYIqdcA+cxkrleaYp7AKMWjjOSbWmIGKTXLkJY1yPRdCMHfFbcS!
MOsLM98gUry024wLO5XZUdS9T+Q+KprmNPwdhATgFL23xmr3f6SSMwebALiWunhIEc6rprHwhEHy!
fCsnfFzUoxgtStTtBL5sQri1FfwJ0KvvBuQV32Jclw==
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news1.google.com comp.sys.atari.st:2778 comp.sys.atari.programmer:21
rec.games.video.atari:263

On Sat, 06 Aug 2005 11:12:48 +0400, Edward S. Baiz Jr. wrote:

>>   Here are details for the annual swapmeet to be held next month by
>>the Columbus Atari club:
>>
>>   DATE: Saturday, September 10, 2005.
>>   TIMES: 9 am to 3 pm.
>>   ADMISSION: $4. (For vendors, including table: $6.)
>>   PLACE: Oakland Park Community Building, 980 Lenore Avenue,
>>Columbus, Ohio.
>>   MORE INFO AT: http://www.angelfire.com/oh4/acec/acec.html
>>   CONTACT: R. Wayne Arenz (rarenz at columbus dot rr dot com)
>
> I will try and make it if I am off that weekend.

I'm off but it's a long drive. Exactly how big of an event is this? I'm
not going to come if it'll be quite small. I would consider going just to
meet lp, Carey Christenson and you Edward ;)

Thanks,
Mark

From 5264711530099401764
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer

From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog> <42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet> <6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-source.com>
<ajp19d.oj3.ln@sd-if.swampdog>
Subject: Re: GCC newbie
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <42fa5989.0@entanet>
Date: 10 Aug 2005 20:46:17 -0100
X-Trace: 10 Aug 2005 20:46:17 -0100, 81.31.97.27
Lines: 23
Path: g2news1.google.com!news3.google.com!news.glorb.com!transit.nntp.hccnet.nl!transit1.nntp.hccnet.nl!border2.nntp.ams.giganews.com!nntp.giganews.com!proxad.net!195.245.201.2.MISMATCH!wagner.news.clara.net!217.158.240.90.MISMATCH!news.clara.net!valentin.news.clara.net!peernews.inweb.co.uk!news.freedom2surf.net!entanet!81.31.97.27
Xref: g2news1.google.com comp.sys.atari.programmer:22

I have been continuing my experiments in trying to compile Newsie 0.961 with gcc

So far I have eliminated some forward declaration problems by moving a few functions. Now I have another problem. There are lots of lines like this:

```
    sprintf( command, ErrMsg(EM_ConnectTo), prefs.news_server );
```

they all give the same error:

```
    newsie.c:1976: cannot convert to a pointer type
```

The EM_ConnectTo are all defined in newsie.h as follows:

```
    #define EM_ConnectTo      46     /* G_STRING in (#23) Error_Message */
```

I am no C expert, that much is clear, but I suspect this is part of the problem:

```
    #define ErrMsg(a) (char *)em[a].ob_spec
```

Pointers in C really DO my head-in. What am I missing ?

Peter

From -7959681365011092262
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!proxad.net!infeed-1.proxad.net!news14-e.free.fr!not-for-mail
Date: Wed, 10 Aug 2005 22:43:56 +0200

From: "Arnaud BERCEGEAY" <arnaud.bercegeay@freeyour_shoes.fr>
Subject: Re: GCC newbie
Newsgroups: comp.sys.atari.programmer
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com> <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
Content-Type: text/plain; format=flowed; delsp=yes; charset=iso-8859-15
MIME-Version: 1.0
Content-Transfer-Encoding: 8bit
Message-ID: <op.sva7vizw3qjehp@news.free.fr>
User-Agent: Opera M2/8.02 (Linux, build 1272)
Lines: 27
Organization: Guest of ProXad - France
NNTP-Posting-Date: 10 Aug 2005 22:43:59 MEST
NNTP-Posting-Host: 82.236.205.36
X-Trace: 1123706639 news14-e.free.fr 26008 82.236.205.36:56319
X-Complaints-To: abuse@proxad.net
Xref: g2news1.google.com comp.sys.atari.programmer:23

Hello,

> they all give the same error:
>
>   newsie.c:1976: cannot convert to a pointer type
>
> The EM_ConnectTo are all defined in newsie.h as follows:
>
>   #define EM_ConnectTo   46   /* G_STRING in (#23) Error_Message */
>
> I am no C expert, that much is clear, but I suspect this is part of the
> problem:
>
>   #define ErrMsg(a) (char *)em[a].ob_spec

ob_spec is a union type, which cannot be converted to pointer type by gcc.

Replace the definition of ErrMsg by the following:
#define ErrMsg(a) em[a].ob_spec.free_string

HTH,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

From 7131125337221710993
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit

Path: g2news1.google.com!news4.google.com!news.glorb.com!news.germany.com!news-stu1.dfn.de!news-han1.dfn.de!news.tu-bs.de!feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC newbie
Date: Wed, 10 Aug 2005 23:08:27 +0200
Organization: TU Braunschweig, Germany
Lines: 29
Distribution: world
Message-ID: <Pine.LNX.4.62.0508102246100.19916@feanor.schunter.etc.tu-bs.de>
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog> <42791aad.0@entanet>
 <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet> <6vss5d.dph.ln@sd-if.swampdog>
 <pan.2005.06.04.06.30.47.607796@nosspamatari-source.com> <ajp19d.oj3.ln@sd-if.swampdog>
 <42fa5989.0@entanet>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <42fa5989.0@entanet>
Xref: g2news1.google.com comp.sys.atari.programmer:24

Hi, Peter!

PS> but I suspect this is part of the problem:
PS>
PS> #define ErrMsg(a) (char *)em[a].ob_spec

You are right. The error refers to the casting operator "(char *)".

PS> Pointers in C really DO my head-in. What am I missing ?

It was good to know the structure typedef for the "em" structure, I only can guess that obj_spec must be some kind of string(-pointer?).

So 1) assumed that ob_spec is a char[LENGTH] (a string). The casting operator then is wrong. You want char -> address(char), therefore "&" must be used.

2) Assumed that ob_spec is a (char *) to a string located somewhere else. The casting operator then is superfluous: ob_spec already is a pointer. This situation may be handled
differently by different compilers (from error to being ignored).

BTW: for accessing the content of the address pointed to c, the "&" operator could be used.

Regards,

Alexander

From -6554391737333948450
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!news.glorb.com!newsfeed.stueberl.de!
newsfeed.r-kom.de!news-nue1.dfn.de!news-han1.dfn.de!news.tu-bs.de!
feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC newbie
Date: Thu, 11 Aug 2005 15:01:31 +0200
Organization: TU Braunschweig, Germany
Lines: 15
Distribution: world
Message-ID: <Pine.LNX.4.62.0508111500110.1031@feanor.schunter.etc.tu-bs.de>
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet>
 <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet> <6vss5d.dph.ln@sd-
if.swampdog>
 <pan.2005.06.04.06.30.47.607796@nosspamatari-source.com> <ajp19d.oj3.ln@sd-
if.swampdog>
 <42fa5989.0@entanet> <Pine.LNX.4.62.0508102246100.19916@feanor.schunter.etc.tu-
bs.de>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <Pine.LNX.4.62.0508102246100.19916@feanor.schunter.etc.tu-bs.de>
Xref: g2news1.google.com comp.sys.atari.programmer:25

Hi, Peter!

Small correction:

AB> BTW: for accessing the content of the address pointed to c, the "&"
AB> operator could be used.

Of course it's not the "&" operator, but the "*" operator that gives
access to the variable that is pointed to.

Regards,

Alexander

From 4204586359777748512
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public

X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com>
     <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr>
Subject: Re: GCC newbie
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <42fb9198.0@entanet>
Date: 11 Aug 2005 18:57:44 -0100
X-Trace: 11 Aug 2005 18:57:44 -0100, 81.31.97.27
Lines: 31
Path: g2news1.google.com!news1.google.com!proxad.net!212.101.4.254.MISMATCH!
solnet.ch!solnet.ch!zen.net.uk!dedekind.zen.co.uk!news.anlx.net!caladan!entanet!
81.31.97.27
Xref: g2news1.google.com comp.sys.atari.programmer:26

On 10 Aug 2005 22:43:56 , "Arnaud BERCEGEAY" wrote:
>Hello,
>
>> they all give the same error:
>>
>>   newsie.c:1976: cannot convert to a pointer type
>>
>> The EM_ConnectTo are all defined in newsie.h as follows:
>>
>>   #define EM_ConnectTo   46 /* G_STRING in (#23) Error_Message */
>>
>> I am no C expert, that much is clear, but I suspect this is part of the
>> problem:
>>
>>   #define ErrMsg(a) (char *)em[a].ob_spec
>
>ob_spec is a union type, which cannot be converted to pointer type by gcc.
>
>Replace the definition of ErrMsg by the following:
>#define ErrMsg(a) em[a].ob_spec.free_string

Thanks. That has worked perfectly. I had looked-up some stuff on EM_ConectTo
but hadn't looked for ob_spec because I didn't realise it was AES.

I am now going to investigate the "incompatible pointer type" errors in calls
to `mt_graf_mkstate', `mt_wind_get, `mt_fsel_exinput' and `vst_point'.

They may well be caused by similar problems. I need to find some good docs on
the AES.

Peter

From 3544725468152042422
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com>
    <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr> <42fb9198.0@entanet>
Subject: Re: GCC newbie
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <42fd181d.0@entanet>
Date: 12 Aug 2005 22:43:57 -0100
X-Trace: 12 Aug 2005 22:43:57 -0100, 81.31.97.27
Lines: 26
Path: g2news1.google.com!news2.google.com!newsread.com!news-xfer.newsread.com!
newspeer.monmouth.com!peer.news.zetnet.net!newsfeed.uk.prserv.net!prserv.net!
news.freedom2surf.net!entanet!81.31.97.27
Xref: g2news1.google.com comp.sys.atari.programmer:27

On 11 Aug 2005 18:57:44 , Peter Slegg wrote:
>
>I am now going to investigate the "incompatible pointer type" errors in calls
>to `mt_graf_mkstate', `mt_wind_get, `mt_fsel_exinput' and `vst_point'.

Thanks to Arnaud's website I have fixed most of these. They where caused by local
variables declared as int when they should have been short. Differences in libs ?

vst_point calls are still giving these errors:

newsie.c:1870: warning: passing arg 3 of `vst_point' from incompatible pointer
type
newsie.c:1870: warning: passing arg 4 of `vst_point' from incompatible pointer
type
newsie.c:1870: warning: passing arg 5 of `vst_point' from incompatible pointer
type
newsie.c:1870: warning: passing arg 6 of `vst_point' from incompatible pointer
type

from lines like this:
```
  vst_point( handle, rc, &charw, &charh, &cellw, &cellh );
```

The char and cell vars are not local and I can't see where they are declared.
Are they in the libs ?

There are a few other probs that I am looking into.

Peter

Peter

From -8926364080866300786
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news.glorb.com!newsgate.cistron.nl!
amsnews01.chello.com!amsnews14.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Sun, 14 Aug 2005 00:56:40 +0200
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC newbie
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com> <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr> <42fb9198.0@entanet> <42fd181d.0@entanet>
In-Reply-To: <42fd181d.0@entanet>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <d3a56$42fe7bab$1884f879$26993@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 19
NNTP-Posting-Host: 24.132.248.121 (24.132.248.121)
NNTP-Posting-Date: Sun, 14 Aug 2005 01:00:59 +0200
X-Trace: d3a5642fe7babbd215ddc26993
Xref: g2news1.google.com comp.sys.atari.programmer:28

Peter Slegg wrote:
>
> The char and cell vars are not local and I can't see where they are declared.
> Are they in the libs ?
>

They are declared in NEWSIE/GLOBAL.H

I found them within a few seconds by using my editor (see my homepage)

You're lucky that I once downloaded newsie sources out of curiosity ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html

Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

From -1684363542589789913
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!proxad.net!newsfeed.stueberl.de!
newsgate.cistron.nl!amsnews01.chello.com!amsnews14.chello.com!
news.chello.nl.POSTED!not-for-mail
Date: Sun, 14 Aug 2005 01:04:23 +0200
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC newbie
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com> <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr> <42fb9198.0@entanet> <42fd181d.0@entanet>
In-Reply-To: <42fd181d.0@entanet>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <53076$42fe7d7a$1884f879$26993@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 39
NNTP-Posting-Host: 24.132.248.121 (24.132.248.121)
NNTP-Posting-Date: Sun, 14 Aug 2005 01:08:42 +0200
X-Trace: 5307642fe7d7abd215ddc26993
Xref: g2news1.google.com comp.sys.atari.programmer:29

Peter Slegg wrote:
> On 11 Aug 2005 18:57:44 , Peter Slegg wrote:
>
>
> from lines like this:
> vst_point(handle, rc, &charw, &charh, &cellw, &cellh);
>
> The char and cell vars are not local and I can't see where they are declared.
> Are they in the libs ?
>

Newsie should compile with Pure C.
If you try Pure C first, you can use the Pure C shell for finding
non local declarations. You must use the GEM integrated version of
Pure C and activate project database.
After compiling, put the cursor on charw and press HELP.

Use the Pure C project as a reference guide for the gcc transition

precess. The Pure C editor can also look for a name in all the files
of the project or a folder. Pure C provides you with a list of all
occurrences of the name in the message window. A simple click on the
line opens the file and selects the occurence.

The last opportunity also exist in my editor (see sig).

And of course, if you dont like these powerfull features,
there is grep I suppose.

I think it is quite possible to answer such questions yourself
if you are willing to use the available tools.

Dont expect us to do that for you.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
  http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

From -3729554638058263279
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!proxad.net!news.wiretrip.org!
border2.nntp.ams.giganews.com!nntp.giganews.com!amsnews01.chello.com!
amsnews14.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Sun, 14 Aug 2005 01:07:52 +0200
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC newbie
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com> <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr> <42fb9198.0@entanet> <42fd181d.0@entanet>
<53076$42fe7d7a$1884f879$26993@news.chello.nl>
In-Reply-To: <53076$42fe7d7a$1884f879$26993@news.chello.nl>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <426d7$42fe7e4c$1884f879$27363@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 15
NNTP-Posting-Host: 24.132.248.121 (24.132.248.121)
NNTP-Posting-Date: Sun, 14 Aug 2005 01:12:12 +0200
X-Trace: 426d742fe7e4cbd215ddc27363

Xref: g2news1.google.com comp.sys.atari.programmer:30

Henk Robbers wrote:

> If you try Pure C first,
>

Ok, you might not own a copy of Pure C, in that case my apologies.

Nevertheless, use all available search tools.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

From 1005354956362038171
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com>
  <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr> <42fb9198.0@entanet> <42fd181d.0@entanet>
<53076$42fe7d7a$1884f879$26993@news.chello.nl>
<426d7$42fe7e4c$1884f879$27363@news.chello.nl>
Subject: Re: GCC newbie
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <42ff498f.0@entanet>
Date: 14 Aug 2005 14:39:27 -0100
X-Trace: 14 Aug 2005 14:39:27 -0100, 81.31.97.27
Lines: 32
Path: g2news1.google.com!news2.google.com!proxad.net!212.101.4.254.MISMATCH!
solnet.ch!solnet.ch!news.clara.net!valentin.news.clara.net!peernews.inweb.co.uk!
news.freedom2surf.net!entanet!81.31.97.27
Xref: g2news1.google.com comp.sys.atari.programmer:31

On 14 Aug 2005 01:07:52 , Henk Robbers wrote:
>Henk Robbers wrote:
>
>> If you try Pure C first,
>>
>
>Ok, you might not own a copy of Pure C, in that case my apologies.

>
>Nevertheless, use all available search tools.
>

I don't own PureC and I don't think I have ever seen a copy for sale over here.

Besides, the whole point of my little exercise was to try to learn a little about GCC and the development environment while also trying to get Newsie to compile with GCC. I was just documenting my experiences. Atari development has always seemed difficult to get into because people don't seem to share their experiences very much. I'm a software developer too.

I did spend a while searching for charw etc. but found nothing then as soon as I sent the last message I found them, typical. ;-)

I have often said how much I hate command line tools with dozens of arguments which is why I use Suji instead of grep. Even if I did learn how to use grep I would forget within a week. It's just the way my brain works.

Anyway, some progress has been made and I am now hunting down the last few items.

Regards,

Peter

From -4892886000840129571
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com>
<ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr> <42fb9198.0@entanet> <42fd181d.0@entanet>
<53076$42fe7d7a$1884f879$26993@news.chello.nl>
Subject: Re: GCC newbie
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <42ff4a42.0@entanet>
Date: 14 Aug 2005 14:42:26 -0100
X-Trace: 14 Aug 2005 14:42:26 -0100, 81.31.97.27
Lines: 13
Path: g2news1.google.com!news2.google.com!proxad.net!212.101.4.254.MISMATCH!
solnet.ch!solnet.ch!news.clara.net!valentin.news.clara.net!peernews.inweb.co.uk!
news.freedom2surf.net!entanet!81.31.97.27
Xref: g2news1.google.com comp.sys.atari.programmer:32

On 14 Aug 2005 01:04:23 , Henk Robbers wrote:
>
>And of course, if you dont like these powerfull features,
>there is grep I suppose.
>
>I think it is quite possible to answer such questions yourself
>if you are willing to use the available tools.

However, if I am missing some vital lib then no amount of grep is going
to help. Plus searching the whole u:\ partition to check all the possible
lib locations does take quite a lot of time.

Peter

From -6167355050296118516
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news.glorb.com!newsgate.cistron.nl!
amsnews01.chello.com!amsnews14.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Sun, 14 Aug 2005 22:01:20 +0200
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC newbie
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com> <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr> <42fb9198.0@entanet> <42fd181d.0@entanet>
<53076$42fe7d7a$1884f879$26993@news.chello.nl>
<426d7$42fe7e4c$1884f879$27363@news.chello.nl> <42ff498f.0@entanet>
In-Reply-To: <42ff498f.0@entanet>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <5225d$42ffa417$1884f879$12667@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 28
NNTP-Posting-Host: 24.132.248.121 (24.132.248.121)
NNTP-Posting-Date: Sun, 14 Aug 2005 22:05:43 +0200
X-Trace: 5225d42ffa417bd215ddc12667
Xref: g2news1.google.com comp.sys.atari.programmer:33

Peter Slegg wrote:

....

> I did spend a while searching for charw etc. but found nothing then as soon
> as I sent the last message I found them, typical. ;-)

>
> I have often said how much I hate command line tools with dozens of arguments
> which is why I use Suji instead of grep. Even if I did learn how to use grep
> I would forget within a week. It's just the way my brain works.
>

Same for me.

> Anyway, some progress has been made and I am now hunting down the last few
> items.

I dont know Suji, so I dont know if it is better than my AHCX.
I would be pleased if you gave it a try. It also has very usefull
single right click selection option.
Very usefull for matching nested braces, including #if... #endif

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

From 7822928243814418310
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news.glorb.com!newsgate.cistron.nl!
amsnews01.chello.com!amsnews14.chello.com!news.chello.nl.POSTED!not-for-mail
Date: Mon, 15 Aug 2005 00:25:47 +0200
From: Henk Robbers <h.robbers@chello.nl>
User-Agent: Mozilla Thunderbird 1.0.2 (Macintosh/20050317)
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC newbie
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com> <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr> <42fb9198.0@entanet> <42fd181d.0@entanet>
<53076$42fe7d7a$1884f879$26993@news.chello.nl> <42ff4a42.0@entanet>
In-Reply-To: <42ff4a42.0@entanet>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
Message-ID: <d308e$42ffc5f1$1884f879$27958@news.chello.nl>
X-Complaints-To: abuse@chello.nl
Organization: chello.nl
Lines: 28
NNTP-Posting-Host: 24.132.248.121 (24.132.248.121)
NNTP-Posting-Date: Mon, 15 Aug 2005 00:30:09 +0200
X-Trace: d308e42ffc5f1bd215ddc27958

Xref: g2news1.google.com comp.sys.atari.programmer:34

Peter Slegg wrote:
> On 14 Aug 2005 01:04:23 , Henk Robbers wrote:
>
>>And of course, if you dont like these powerfull features,
>>there is grep I suppose.
>>
>>I think it is quite possible to answer such questions yourself
>>if you are willing to use the available tools.
>
>
> However, if I am missing some vital lib then no amount of grep is going
> to help. Plus searching the whole u:\ partition to check all the possible
> lib locations does take quite a lot of time.
>
> Peter

I dont think it is very likely that libraries contain
globally accessible variables.

In a perfect world the only globally accessible names in
libraries should be those of functions.

--
Groeten; Regards.
Henk Robbers.   mailto:h.robbers@chello.nl
                   http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

From 5802204554184956319
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com>
     <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr> <42fb9198.0@entanet> <42fd181d.0@entanet>
<53076$42fe7d7a$1884f879$26993@news.chello.nl> <42ff4a42.0@entanet>
Subject: Re: GCC newbie
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <4300f3ae.0@entanet>
Date: 15 Aug 2005 20:57:34 -0100
X-Trace: 15 Aug 2005 20:57:34 -0100, 81.31.97.27
Lines: 24

Path: g2news1.google.com!news2.google.com!proxad.net!proxad.net!
195.245.201.2.MISMATCH!wagner.news.clara.net!217.158.240.90.MISMATCH!
news.clara.net!valentin.news.clara.net!peernews.inweb.co.uk!news.freedom2surf.net!
entanet!81.31.97.27
Xref: g2news1.google.com comp.sys.atari.programmer:35

On 14 Aug 2005 14:42:26 , Peter Slegg wrote:
>On 14 Aug 2005 01:04:23 , Henk Robbers wrote:
>>
>>And of course, if you dont like these powerfull features,
>>there is grep I suppose.
>>
>>I think it is quite possible to answer such questions yourself
>>if you are willing to use the available tools.
>
>However, if I am missing some vital lib then no amount of grep is going
>to help. Plus searching the whole u:\ partition to check all the possible
>lib locations does take quite a lot of time.
>

Sorry to keep answering my own thread but I have discovered that I am
lacking the dos.h lib. Did a bit of web searching but I have failed to
locate it.

Henk, I tried your website but it keeps timing out.

Peter

Peter

From -5709192462904086306
X-Google-Thread: 1115ce,d7dc5aa0d104cfcf,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news.glorb.com!
border1.nntp.dca.giganews.com!local01.nntp.dca.giganews.com!nntp.comcast.com!
news.comcast.com.POSTED!not-for-mail
NNTP-Posting-Date: Tue, 16 Aug 2005 22:31:18 -0500
Newsgroups: comp.sys.atari.programmer
Subject: [annc] DIS6502 1.6 released
From: Slor <slor@comcast.net>
Organization: SlorNet
Message-ID: <Xns96B4E4C2EB165emuslor@216.196.97.136>
User-Agent: Xnews/??.01.30
X-Face: %XserOfRX`r-LZ\90<=vI7k<`QMH-(LjNZH``KUi:!h#87]<"qLW9._L==*cB*vFNz{?
Y.Vz>XH|C~h:N9n;4e2v2#laq4Ulh=}mld:QfCBGs+FjBzrqw"21t|9{10.Or*=/*r`>g%Vt:BSjgX?
u"@UIELF4GNA7xalm$S8f7NNF2Mp-\+zP#nku/;1U}b.C)>L7y$c+$Ux<]#j^$#/
9Vf'OY:5c6UitDqvbuwo]_:Z$P[pFeMk8Y;k;)s6L_=d'?B<O+S&^Km"uNO3S{(0<4kpzn-jgG9H|
q&O,w":}0mL5f92-{_O
Date: Tue, 16 Aug 2005 22:31:19 -0500
Lines: 19

NNTP-Posting-Host: 68.57.222.49
X-Trace: sv3-uPziyuKT/vcDCiCpyltgZu2ClWXAvK51btx8hbwxB/PFQByxBOaAlPYMq9osfsMtjs/
j8ggmErAYYs3!
OjCze22k1+V49yBUYs2GhLlPrtPcudSYVnZmfcwIx61BO7fboArwi1u738SlgWqW2XaylAOPuUdK!
fYlrXYepyA==
X-Complaints-To: abuse@comcast.net
X-DMCA-Complaints-To: dmca@comcast.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news1.google.com comp.sys.atari.programmer:36

My apologies if this appears twice. The first attempt does not appear to have made it through...

Version 1.6 of Eric Bacher's interactive 6502 disassembler has been released. This release is a port to Win32 with a few bug fixes and a number of new features. You can now find the latest version at its new home:

http://sourceforge.net/projects/dis6502/

We hope those of you who remember DIS6502 from back in the 16-bit Windows days will grab this new one and give it a run. Make sure you take a look at changes.txt for release notes, and please enter any bug reports or feature requests in the project tracker on SourceForge.

Thanks!

--
Slor

From 7936481165253528875
X-Google-Thread: 1115ce,39112164efcb2216,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news4.google.com!news.glorb.com!
border1.nntp.dca.giganews.com!local01.nntp.dca.giganews.com!nntp.comcast.com!
news.comcast.com.POSTED!not-for-mail
NNTP-Posting-Date: Wed, 17 Aug 2005 00:03:58 -0500
Newsgroups: comp.sys.atari.programmer
Subject: Books I'd like to obtain...
From: Slor <slor@comcast.net>
Organization: SlorNet
Message-ID: <Xns96B55557D3Eemuslor@216.196.97.136>
User-Agent: Xnews/??.01.30
X-Face: %XserOfRX`r-LZ\90<=vI7k<`QMH-(LjNZH``KUi:!h#87]<"qLW9._L==*cB*vFNz{?
Y.Vz>XH|C~h:N9n;4e2v2#laq4Ulh=}mld:QfCBGs+FjBzrqw"21t|9{10.Or*=/*r`>g%Vt:BSjgX?
u"@UIELF4GNA7xalm$S8f7NNF2Mp-\+zP#nku/;1U}b.C)>L7y$c+$Ux<]#j^$#/
9Vf'OY:5c6UitDqvbuwo]_:Z$P[pFeMk8Y;k;)s6L_=d'?B<O+S&^Km"uNO3S{(0<4kpzn-jgG9H|
q&O,w":}0mL5f92-{_O

Date: Wed, 17 Aug 2005 00:03:59 -0500
Lines: 9
NNTP-Posting-Host: 68.57.222.49
X-Trace: sv3-
N5i8RPf28BilA3clWDhrMbG2raoV3vg8iP5b1J1VyNczcZ2mhfCoxUKDIX7YIfdKgznzMrmfsamM9sC!
0aS+iIEkaMGqQGCwKZ+yZ7ORSjh8eow1sdMmltDtSsplCGS6y2TEci5TDSO9pYAxKSkUqpMkNI7v!
BwPRkI4=
X-Complaints-To: abuse@comcast.net
X-DMCA-Complaints-To: dmca@comcast.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.3.32
Xref: g2news1.google.com comp.sys.atari.programmer:37

If anyone has copies of the following to part with, please give me a yell:

- Atari Graphics and Arcade Game Design (Stanton)
- Assembly Language Programming for the Atari Computers (Chasin)

Thanks!

--
Slor

From -5192031637883127932
X-Google-Thread: 1115ce,411add295a18914
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <427693c7.0@entanet> <r8i85d.g3t.ln@sd-if.swampdog>
<42791aad.0@entanet> <rime5d.5h12.ln@sd-if.swampdog> <427bcfab.0@entanet>
<6vss5d.dph.ln@sd-if.swampdog> <pan.2005.06.04.06.30.47.607796@nosspamatari-
source.com>
    <ajp19d.oj3.ln@sd-if.swampdog> <42fa5989.0@entanet>
<op.sva7vizw3qjehp@news.free.fr> <42fb9198.0@entanet> <42fd181d.0@entanet>
<53076$42fe7d7a$1884f879$26993@news.chello.nl>
    <42ff4a42.0@entanet> <4300f3ae.0@entanet>
Subject: Re: GCC newbie
X-Newsreader: NEWSie Version 0.96 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <4303945b.0@entanet>
Date: 17 Aug 2005 20:47:39 -0100
X-Trace: 17 Aug 2005 20:47:39 -0100, 81.31.97.27
Lines: 31
Path: g2news1.google.com!news1.google.com!proxad.net!usenet-fr.net!
news.agarik.com!stargate.gts.cz!news.freedom2surf.net!peernews.inweb.co.uk!
entanet!81.31.97.27
Xref: g2news1.google.com comp.sys.atari.programmer:38

On 15 Aug 2005 20:57:34 , Peter Slegg wrote:
>On 14 Aug 2005 14:42:26 , Peter Slegg wrote:
>>On 14 Aug 2005 01:04:23 , Henk Robbers wrote:
>>>
>>>And of course, if you dont like these powerfull features,
>>>there is grep I suppose.
>>>
>>>I think it is quite possible to answer such questions yourself
>>>if you are willing to use the available tools.
>>
>>However, if I am missing some vital lib then no amount of grep is going
>>to help. Plus searching the whole u:\ partition to check all the possible
>>lib locations does take quite a lot of time.
>>
>
>Sorry to keep answering my own thread but I have discovered that I am
>lacking the dos.h lib. Did a bit of web searching but I have failed to
>locate it.
>

dos.h seems to be a LatticeC library so I am now thinking of replacing
the calls too dfind with something else.

Presumably there is a Mint/GCC friendly alternative to the stuff provided
by dos.h

Can the same thing be done with readdir ?

Regards,

Peter

From 2266455804553210752
X-Google-Thread: 105753,f01a2b591e997c2f,start
X-Google-Thread: f5ddf,f01a2b591e997c2f,start
X-Google-Thread: 1115ce,f01a2b591e997c2f,start
X-Google-Attributes: gid105753,gidf5ddf,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news3.google.com!newshub.sdsu.edu!elnk-nf2-pas!
newsfeed.earthlink.net!stamper.news.pas.earthlink.net!
stamper.news.atl.earthlink.net!newsread1.news.atl.earthlink.net.POSTED!feb708dd!
not-for-mail
Message-ID: <43096CC4.4FD2ED5C@earthlink.net>
From: Anton Treuenfels <hxa@earthlink.net>
X-Mailer: Mozilla 4.02 [en]C-DIAL (Win16; U)
MIME-Version: 1.0
Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer
Subject: ANN: HXA V0.12
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 11
Date: Mon, 22 Aug 2005 04:11:27 GMT

NNTP-Posting-Host: 4.159.23.20
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.news.atl.earthlink.net 1124683887 4.159.23.20 (Sun, 21 Aug 2005 21:11:27 PDT)
NNTP-Posting-Date: Sun, 21 Aug 2005 21:11:27 PDT
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: g2news1.google.com comp.sys.cbm:7059 comp.sys.apple2.programmer:471 comp.sys.atari.programmer:39

Third version of the HXA cross-assembler:

www.home.earthlink.net/~hxa

Fixed a couple of bugs. Added true (if rudimentary) segmented source
code, ability to output Intel hexadecimal object files and a couple of
other minor things. Couple of new proof-of-concept demos show complete
8080/85 and Z80 instruction sets implemented as macros.

- Anton Treuenfels

From -4262623524832610155
X-Google-Thread: 105753,f01a2b591e997c2f
X-Google-Thread: f5ddf,f01a2b591e997c2f
X-Google-Thread: 1115ce,f01a2b591e997c2f
X-Google-Attributes: gid105753,gidf5ddf,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews.google.com!f14g2000cwb.googlegroups.com!not-for-mail
From: "josephoswaldgg@hotmail.com" <josephoswald@gmail.com>
Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer
Subject: Re: ANN: HXA V0.12
Date: 23 Aug 2005 09:58:00 -0700
Organization: http://groups.google.com
Lines: 18
Message-ID: <1124816280.403419.269100@f14g2000cwb.googlegroups.com>
References: <43096CC4.4FD2ED5C@earthlink.net>
NNTP-Posting-Host: 198.51.251.199
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
X-Trace: posting.google.com 1124816286 29272 127.0.0.1 (23 Aug 2005 16:58:06 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Tue, 23 Aug 2005 16:58:06 +0000 (UTC)
In-Reply-To: <43096CC4.4FD2ED5C@earthlink.net>
User-Agent: G2/0.2
Complaints-To: groups-abuse@google.com
Injection-Info: f14g2000cwb.googlegroups.com; posting-host=198.51.251.199;
   posting-account=EurUTAwAAADX_MeBnNBWXs4UUtudFXxU
Xref: g2news1.google.com comp.sys.cbm:7129 comp.sys.apple2.programmer:472 comp.sys.atari.programmer:40

Anton Treuenfels wrote:
> Third version of the HXA cross-assembler:
>
> www.home.earthlink.net/~hxa
>
> Fixed a couple of bugs. Added true (if rudimentary) segmented source
> code, ability to output Intel hexadecimal object files and a couple of
> other minor things. Couple of new proof-of-concept demos show complete
> 8080/85 and Z80 instruction sets implemented as macros.
>
> - Anton Treuenfels

Any chance this could get ported to a non-proprietary and still
available AWK or Perl implementation?

What obstacles do you see in such a port?

From 9091051133132629118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1bb86d7d85a67025,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-04 09:51:34 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsengine.sol.net!nntp1.roc.gblx.net!nntp.gblx.net!
nntp.gblx.net!ngpeer.news.aol.com!audrey-m1.news.aol.com!not-for-mail
Lines: 22
X-Admin: news@aol.com
From: rareoldthings@aol.com (Rare Old Things)
Newsgroups: comp.sys.atari.programmer
Date: 04 Jun 2003 16:50:57 GMT
Organization: AOL http://www.aol.com
Subject: FA Atari Indus GT Disk Drive
Message-ID: <20030604125057.07881.00000790@mb-m29.aol.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1285

Atari Indus GT Disk Drive, the Premier Disk Drive of the 800XL era. Includes
original hardshell carrying case and 16 5.25 software discs
32 basic programs for Atari
Flight Simulation II
Bank Street Writer
GT Data Manager for Atari
System Master Diskette
GT Estate Word Processor
GT Albert E Spreadsheet for Atari
The Print Shop
JaggI
Color Print
DOS XL System Disk.
Also included are the manuals DOS XL Operators Guide
Indus Systems Disk Drive Manual for Atari ComputersGT Data Manager for Atari
GT Albert E Spread Sheet for Atari.

Follow the link to Ebay for pictures and more details

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2734027546

From -6957847199933844875
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b400295ce066e04,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-04 11:41:54 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
newsfeed.media.kyoto-u.ac.jp!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.freenet.de!newsfeed01.chello.at!news.chello.at.POSTED!53ab2750!not-for-
mail
From: Christoph Schlegel <modula2@myrealbox.com>
Newsgroups: comp.sys.atari.programmer
Subject: Modula-2 POSIX package
Message-ID: <20030604204232.722098c1.modula2@myrealbox.com>
Organization: Free Modula-2 Pages
X-Newsreader: Sylpheed version 0.8.8 (GTK+ 1.2.10; i686-pc-linux-gnu)
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
Lines: 17
Date: Wed, 04 Jun 2003 18:41:53 GMT
NNTP-Posting-Host: 62.178.166.160
X-Complaints-To: abuse@news.chello.at
X-Trace: news.chello.at 1054752113 62.178.166.160 (Wed, 04 Jun 2003 20:41:53 MEST)
NNTP-Posting-Date: Wed, 04 Jun 2003 20:41:53 MEST
Xref: archiver1.google.com comp.sys.atari.programmer:1286

I'm searching for a package called M2POSX14.ZIP,
it is written in Modula-2 and contains implementation
of some POSIX system-calls.

I found the package at
http://www.spythis.com/cca/32.html
(the Crawly Crypt Software Archives)

The link on this page points to
http://crawlycrypt.chromagic.net/CCC1/PROGRAM/COMPILER/M2POSX14.ZIP
which is not (no longer) available.

Does anyone still have the package? Or does anyone know where I
can find it or even search for it? Any idea/help welcome.

Thanks in advance,
Christoph

From -4631612227561203250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b400295ce066e04
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-07 01:51:25 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!syros.belnet.be!
news.belnet.be!transit.news.xs4all.nl!rhinewceros.xs4all.nl!not-for-mail
From: "TXG" <txg01@xs4all.nl>
Newsgroups: comp.sys.atari.programmer
References: <20030604204232.722098c1.modula2@myrealbox.com>
Subject: Re: Modula-2 POSIX package
Date: Sat, 7 Jun 2003 10:48:10 +0200
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Lines: 26
Message-ID: <3ee1a79d$0$193$e4fe514c@dreader3.news.xs4all.nl>
NNTP-Posting-Host: 213.84.80.102
X-Trace: 1054975901 dreader3.news.xs4all.nl 193 213.84.80.102:19744
Xref: archiver1.google.com comp.sys.atari.programmer:1287

All these files are interesting, does someone has them, I would like to put
them online again...

TXG/MNX

"Christoph Schlegel" <modula2@myrealbox.com> wrote in message
news:20030604204232.722098c1.modula2@myrealbox.com...
> I'm searching for a package called M2POSX14.ZIP,
> it is written in Modula-2 and contains implementation
> of some POSIX system-calls.
>
> I found the package at
> http://www.spythis.com/cca/32.html
> (the Crawly Crypt Software Archives)
>
> The link on this page points to
> http://crawlycrypt.chromagic.net/CCC1/PROGRAM/COMPILER/M2POSX14.ZIP
> which is not (no longer) available.
>
> Does anyone still have the package? Or does anyone know where I
> can find it or even search for it? Any idea/help welcome.
>
> Thanks in advance,
> Christoph

From -4202382848483468928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b400295ce066e04

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-07 03:07:06 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!border3.nntp.aus1.giganews.com!
nntp.giganews.com!nntp3.aus1.giganews.com!nntp.speakeasy.net!
news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Sat, 07 Jun 2003 05:06:23 -0500
User-Agent: Microsoft-Entourage/10.1.1.2418
Date: Sat, 07 Jun 2003 06:06:04 -0400
Subject: Re: Modula-2 POSIX package
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <BB07314C.799%gfa@basic.net>
References: <20030604204232.722098c1.modula2@myrealbox.com>
<3ee1a79d$0$193$e4fe514c@dreader3.news.xs4all.nl>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Organization: Ye 'Ol Disorganized NNTPCache groupie
Cache-Post-Path: blade.atari-source.com!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 32
NNTP-Posting-Host: 66.92.233.12
X-Trace:
sv3-05xUwkojLVAv+AdHnhwvPm9cQhnowkh7EAVjo2jh2GlZx+2fShTkO5ed58qbadhH8zVrii5VlwBv42
e!Os3LR6UiN6hOc/7d0Wf23nfjhZZfgz+9bk8pak6sPs6psK2+73B3fZ2tFN/K5epPKXXYBQE5s5Ca!W/
U=
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1288

in article 3ee1a79d$0$193$e4fe514c@dreader3.news.xs4all.nl, TXG at
txg01@xs4all.nl wrote on 6/7/03 4:48 AM:

> All these files are interesting, does someone has them, I would like to put
> them online again...
>
> TXG/MNX
>
> "Christoph Schlegel" <modula2@myrealbox.com> wrote in message
> news:20030604204232.722098c1.modula2@myrealbox.com...
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>> it is written in Modula-2 and contains implementation
>> of some POSIX system-calls.
>>
>> I found the package at
>> http://www.spythis.com/cca/32.html
>> (the Crawly Crypt Software Archives)
>>

>> The link on this page points to
>> http://crawlycrypt.chromagic.net/CCC1/PROGRAM/COMPILER/M2POSX14.ZIP
>> which is not (no longer) available.
>>
>> Does anyone still have the package? Or does anyone know where I
>> can find it or even search for it? Any idea/help welcome.

I have all the crawly crypt CD's, but I don't know how I'd transfer
650mb worth of data. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

From 7616778944437461602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b400295ce066e04
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-07 06:21:49 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.freenet.de!news.space.net!newsfeed.vmunix.org!newsfeed01.sul.t-online.de!
t-online.de!195.34.132.49.MISMATCH!newsfeed01.chello.at!news.chello.at.POSTED!
53ab2750!not-for-mail
From: Christoph Schlegel <modula2@myrealbox.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Modula-2 POSIX package
Message-ID: <20030607152225.3e6bc8c5.modula2@myrealbox.com>
References: <20030604204232.722098c1.modula2@myrealbox.com>
     <3ee1a79d$0$193$e4fe514c@dreader3.news.xs4all.nl>
     <BB07314C.799%gfa@basic.net>
Organization: Free Modula-2 Pages
X-Newsreader: Sylpheed version 0.8.8 (GTK+ 1.2.10; i686-pc-linux-gnu)
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
Lines: 18
Date: Sat, 07 Jun 2003 13:21:47 GMT
NNTP-Posting-Host: 62.178.166.160
X-Complaints-To: abuse@news.chello.at
X-Trace: news.chello.at 1054992107 62.178.166.160 (Sat, 07 Jun 2003 15:21:47 MEST)
NNTP-Posting-Date: Sat, 07 Jun 2003 15:21:47 MEST
Xref: archiver1.google.com comp.sys.atari.programmer:1289

Lonny,

On Sat, 07 Jun 2003 06:06:04 -0400
lp <gfa@basic.net> wrote:
>
> I have all the crawly crypt CD's, but I don't know how I'd transfer
> 650mb worth of data. ;-)

>
Wow! Is there any chance for me to get the M2POSIX-archive?
(I don't know how many crawly-crypt cds are there... is it much
work to find a special package and so on...)
It would be more than kind if you could email the
package... I'd be really grateful. Don't know what I could
offer for it -

Thanks in advance,
Christoph

From 2452644012823108796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b400295ce066e04
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-07 09:44:31 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!small1.nntp.aus1.giganews.com!
nntp.giganews.com!nntp3.aus1.giganews.com!nntp.speakeasy.net!
news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Sat, 07 Jun 2003 11:45:14 -0500
User-Agent: Microsoft-Entourage/10.1.1.2418
Date: Sat, 07 Jun 2003 12:43:27 -0400
Subject: Re: Modula-2 POSIX package
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <BB078E6F.7AE%gfa@basic.net>
References: <20030604204232.722098c1.modula2@myrealbox.com>
<3ee1a79d$0$193$e4fe514c@dreader3.news.xs4all.nl> <BB07314C.799%gfa@basic.net>
<20030607152225.3e6bc8c5.modula2@myrealbox.com>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Organization: Ye 'Ol Disorganized NNTPCache groupie
Cache-Post-Path: blade.atari-source.com!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 25
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-
jOmsTJQwyGJoT09phj8QS1E5HmSfrowR0S6kxRaZf01q2mvUmj4ppGkZY0R9I9ZO1fggk6NkEs5cUn5!
Tlty5lwnTddDLAIFX1htx0faLWu52+X+6H+mg4sp2bKcNxX48ej3IDu6wdYnPMrTLhSeXp7fqXfc!+0s=
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1290

in article 20030607152225.3e6bc8c5.modula2@myrealbox.com, Christoph Schlegel
at modula2@myrealbox.com wrote on 6/7/03 9:21 AM:

> Lonny,
>
> On Sat, 07 Jun 2003 06:06:04 -0400
> lp <gfa@basic.net> wrote:
>>
>> I have all the crawly crypt CD's, but I don't know how I'd transfer
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>>
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> (I don't know how many crawly-crypt cds are there... is it much
> work to find a special package and so on...)
> It would be more than kind if you could email the
> package... I'd be really grateful. Don't know what I could
> offer for it -

I can find the CD and look for this file.
Where exactly shall I mail it?

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

From 456501222595682011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b400295ce066e04
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-07 12:26:06 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed.freenet.de!newsfeed01.chello.at!news.chello.at.POSTED!53ab2750!not-for-mail
From: Christoph Schlegel <modula2@myrealbox.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Modula-2 POSIX package
Message-ID: <20030607212637.0db3c40e.modula2@myrealbox.com>
References: <20030604204232.722098c1.modula2@myrealbox.com>
     <3ee1a79d$0$193$e4fe514c@dreader3.news.xs4all.nl>
     <BB07314C.799%gfa@basic.net>
     <20030607152225.3e6bc8c5.modula2@myrealbox.com>
     <BB078E6F.7AE%gfa@basic.net>
Organization: Free Modula-2 Pages
X-Newsreader: Sylpheed version 0.8.8 (GTK+ 1.2.10; i686-pc-linux-gnu)
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
Lines: 26
Date: Sat, 07 Jun 2003 19:26:05 GMT
NNTP-Posting-Host: 62.178.166.160
X-Complaints-To: abuse@news.chello.at
X-Trace: news.chello.at 1055013965 62.178.166.160 (Sat, 07 Jun 2003 21:26:05 MEST)

NNTP-Posting-Date: Sat, 07 Jun 2003 21:26:05 MEST
Xref: archiver1.google.com comp.sys.atari.programmer:1291

On Sat, 07 Jun 2003 12:43:27 -0400
lp <gfa@basic.net> wrote:
>
> I can find the CD and look for this file.
> Where exactly shall I mail it?
>

Thanks for answering!

My adress is:
modula at myrealbox.com

I'd also give you access to a ftp-account
of mine if the package is too big.

I think the file would be really useful as a
starting point to develop a POSIX library
(as exists for a commercial compiler)
for the GNU Modula-2 compiler. That's why
I'd like to have it - just thought I'd
explain. If the copyright allows it, I'd
offer the package for download from the
Free Modula-2 Pages I maintain.

Regards,
Christoph

From -9019614633810603303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9dd3c88837842204,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-14 12:52:47 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.stueberl.de!newsfeed.freenet.de!news.freenet.de!
not-for-mail
From: "RJN" <rjn@solution-no1.de>
Newsgroups: comp.sys.atari.programmer
Subject: atari compendium
Date: Sat, 14 Jun 2003 21:50:47 +0200
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Lines: 9
Message-ID: <3eeb7d0b$0$9867$9b622d9e@news.freenet.de>
NNTP-Posting-Host: 213.7.128.162
X-Trace: 1055620364 news.freenet.de 9867 213.7.128.162:1822
X-Complaints-To: abuse@freenet.de
Xref: archiver1.google.com comp.sys.atari.programmer:1292

Hi,

Does anybody know, if there is an CD ROM version available ?

Bye,
       Nik

From 6786825458340388602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9dd3c88837842204
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-14 22:45:38 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!prodigy.com!prodigy.com!newsmst01.news.prodigy.com!
prodigy.com!postmaster.news.prodigy.com!newssvr32.news.prodigy.com.POSTED!
1d38bb11!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: jdplace@prodigy.net (Joseph D. Place)
References: <3eeb7d0b$0$9867$9b622d9e@news.freenet.de>
Subject: Re: atari compendium
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 19
Message-ID: <hJTGa.2497$O_4.1321@newssvr32.news.prodigy.com>
NNTP-Posting-Host: 67.73.14.163
X-Complaints-To: abuse@prodigy.net
X-Trace: newssvr32.news.prodigy.com 1055655885 ST000 67.73.14.163 (Sun, 15 Jun
2003 01:44:45 EDT)
NNTP-Posting-Date: Sun, 15 Jun 2003 01:44:45 EDT
Organization: SBC http://yahoo.sbc.com
X-UserInfo1:
FKPGG[WEEBUQRW\YTP@H]B@FT[W@SWPIKYYZ]UEK@ATDUY]B_NTAQBWYQL[THTCK^^GGZKRMGN[@OMKBR^
RS^P@GEVW[X\PI@H]DRVKC]LRFAAP^\C@HY\W@@TBAJBBMFD_]JMBM]QXIWMGSD\YSNLK^HSZXWPWKYYZW
@OSAY[FD@Q@E^\@DMPDFUNSEPQVL
Date: Sun, 15 Jun 2003 05:44:45 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1293

On 14 Jun 2003 21:50:47 , "RJN" wrote:
>Hi,
>
>Does anybody know, if there is an CD ROM version available ?
>
>
>Bye,
>   Nik
>
>
>.
Yes there is a CD-ROM version, copyright 1996, Toad Computers, Inc.

I have seen this for auction quite often on eBay (where I obtained
mine).

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

From 6107912391287688849
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9dd3c88837842204
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-17 07:48:25 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed!wn13feed!worldnet.att.net!
204.127.198.203!attbi_feed3!attbi.com!rwcrnsc51.ops.asp.att.net.POSTED!not-for-
mail
Newsgroups: comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3eeed5cc1ff81c3@attbi.com>
Subject: Re: atari compendium
References: <3eeb7d0b$0$9867$9b622d9e@news.freenet.de>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 23
NNTP-Posting-Host: 12.247.96.110
X-Complaints-To: abuse@attbi.com
X-Trace: rwcrnsc51.ops.asp.att.net 1055861304 12.247.96.110 (Tue, 17 Jun 2003
14:48:24 GMT)
NNTP-Posting-Date: Tue, 17 Jun 2003 14:48:24 GMT
Date: Tue, 17 Jun 2003 14:48:24 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1294

>Hi,
>
>Does anybody know, if there is an CD ROM version available ?
>
>
>Bye,
>   Nik

Yes there is. Inface there was an Internet online website that it
had. Not sure if it exist anymore. I have a hardcopy, but may bet
the CD version if I can get it.

--
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig

Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From -6260817567386749064
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9dd3c88837842204
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-17 09:46:11 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!feeder2-1.proxad.net!news3-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
Subject: Re: atari compendium
References: <3eeb7d0b$0$9867$9b622d9e@news.freenet.de> <3eeed5cc1ff81c3@attbi.com>
Message-ID: <oprqw7iyolbi3vdq@news.free.fr>
Content-Type: text/plain; charset=iso-8859-1; format=flowed
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
MIME-Version: 1.0
Date: Tue, 17 Jun 2003 18:46:00 +0200
User-Agent: Opera7.11/Win32 M2 build 2880
Lines: 14
Organization: Guest of ProXad - France
NNTP-Posting-Date: 17 Jun 2003 18:46:10 MEST
NNTP-Posting-Host: 62.147.220.117
X-Trace: 1055868370 news3-2.free.fr 5394 62.147.220.117:3041
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1295

Hello,

>> Does anybody know, if there is an CD ROM version available ?
>
> Yes there is. Inface there was an Internet online website that it had.
> Not sure if it exist anymore.

http://www.fortunecity.com/skyscraper/apple/308/html/toc.htm

best regards,
Arnaud.

--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

From 8404011317377033058
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ce28ff05da414181
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7e7c4bfdebb22b23,start

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-20 16:01:06 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
lnsnews.lns.cornell.edu!newsstand.cit.cornell.edu!ngpeer.news.aol.com!newsfeed1!
bredband!uio.no!uninett.no!news.net.uni-c.dk!sunsite.dk!sonofon.dk!
194.19.194.3.MISMATCH!newsfeed101.telia.com!nf02.dk.telia.net!news-stob.telia.net!
telia.net!217.209.241.173.MISMATCH!masternews.telia.net.!newsb.telia.net.POSTED!
not-for-mail
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3ef3a03049ef60@tripnet.se>
Subject: Re: Parallel port reading
References: <G7PDa.50308$1s1.668369@newsfeeds.bigpond.com>
 <Q2QDa.50320$1s1.669228@newsfeeds.bigpond.com>
 <totG1cOjP$3+Ewuq@my-ste.demon.co.uk>
 <jWWDa.50440$1s1.671245@newsfeeds.bigpond.com>
 <NlneWmW1hU4+Ewig@my-ste.demon.co.uk>
 <5HcEa.50871$1s1.681300@newsfeeds.bigpond.com>
 <6HXzeeF0oi4+Ewn+@my-ste.demon.co.uk>
 <s_GEa.51854$1s1.693836@newsfeeds.bigpond.com>
 <tEmSF6P10T5+Ew8R@my-ste.demon.co.uk>
 <mpgFa.52887$1s1.711011@newsfeeds.bigpond.com>
 <17kkqmvyrU6+Ew0w@my-ste.demon.co.uk> <3eecfa164daadd0@tripnet.se>
User-Agent: Okami Version 3.0B-11 (Atari)
X-message-flag: Your Outlook is behaving abnormal! Take care...
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 50
Date: Fri, 20 Jun 2003 23:01:00 GMT
NNTP-Posting-Host: 213.64.142.58
X-Complaints-To: abuse@telia.com
X-Trace: newsb.telia.net 1056150060 213.64.142.58 (Sat, 21 Jun 2003 01:01:00 CEST)
NNTP-Posting-Date: Sat, 21 Jun 2003 01:01:00 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.st:32359 comp.sys.atari.programmer:1296

In comp.sys.atari.st <3eecfa164daadd0@tripnet.se>
Kenneth Medin wrote on Sun 15-06-2003 21:58 (GMT):

>>>"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
>>>news:tEmSF6P10T5+Ew8R@my-ste.demon.co.uk...

>>>> I think I'll put this pair of apps aside and just write one that
>>>> specifically reads direct from the port without any buffering.
>
>I've tried myself to write a GFA INLINE. The idea is to first allocate
>memory in GFA, pass the address to the INLINE and let the centronics
>interrupt execute code inside the INLINE and save data. Both pointers and
>data should then be easely accessed from the GFA code.

>I have _very_ basic knowledge in Assembler programming so there may be a
>lot of severe errors in my code! I'm also going away for a few days

Yes, there were quite a lot of errors in that code... :-)

I have now managed to get a working GFA Basic app that reads the parallel port with an assembler inline hooked to the centronics interrupt. It does seem to work fairly well when sending from a MSTe and receiving with a TT. With the TT running standard TOS 3.06 I managed to transfer a 13 KB file without errors.

With the TT under Magic and the rest of my standard setup with STinG and everything I got two errors at one point in the file.

However... The reason for writing this program was to be able to transfer files from my old Casio PB-770 pocket computer but that does not work so well...

All data arrives on the Atari but every byte with the upper 4 bits stripped to zero! Strange... Maybe there is a timing problem but I've seen this behaviour all the time even when trying to poll the printer port. I'm beginning to wonder if the Atari draws too much power on the datalines or something. All three computers still print perfectly when attached to a real printer, though.

Anyone with an idea of what could be wrong?

I have put up my GFA app with all sources included at:

http://atari.mine.nu/read_prt.zip (13.1 KB)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

From 7229494419568983760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ce28ff05da414181
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7e7c4bfdebb22b23
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-21 04:01:04 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!fu-berlin.de!uni-berlin.de!d8.pool.tripnet.SE!not-for-mail
From: "Kenneth Medin" <kennethm@tripnet.se>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Parallel port reading
Date: Sat, 21 Jun 2003 12:58:36 +0200 (CET DST)
Lines: 30
Message-ID: <3ef448786a4880@tripnet.se>
References: <Q2QDa.50320$1s1.669228@newsfeeds.bigpond.com>

 <totG1cOjP$3+Ewuq@my-ste.demon.co.uk>
 <jWWDa.50440$1s1.671245@newsfeeds.bigpond.com>
 <NlneWmW1hU4+Ewig@my-ste.demon.co.uk>
 <5HcEa.50871$1s1.681300@newsfeeds.bigpond.com>
 <6HXzeeF0oi4+Ewn+@my-ste.demon.co.uk>
 <s_GEa.51854$1s1.693836@newsfeeds.bigpond.com>
 <tEmSF6P10T5+Ew8R@my-ste.demon.co.uk>
 <mpgFa.52887$1s1.711011@newsfeeds.bigpond.com>
 <17kkqmvyrU6+Ew0w@my-ste.demon.co.uk> <3eecfa164daadd0@tripnet.se>
 <3ef3a03049ef60@tripnet.se>
NNTP-Posting-Host: d8.pool.tripnet.se (217.28.207.114)
X-Trace: fu-berlin.de 1056193262 25270869 217.28.207.114 (16 [116694])
User-Agent: Okami Version 3.0B-11 (Atari)
X-message-flag: Your Outlook is behaving abnormal! Take care...
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Xref: archiver1.google.com comp.sys.atari.st:32365 comp.sys.atari.programmer:1297

In comp.sys.atari.st <3ef3a03049ef60@tripnet.se>
Kenneth Medin wrote on Fri 20-06-2003 23:01 (GMT):

>I have now managed to get a working GFA Basic app that reads the parallel
>port with an assembler inline hooked to the centronics interrupt. It does
>seem to work fairly well when sending from a MSTe and receiving with a
>TT. With the TT running standard TOS 3.06 I managed to transfer a 13 KB
>file without errors.

>I have put up my GFA app with all sources included at:
>
>http://atari.mine.nu/read_prt.zip (13.1 KB)

My ADSL ISP has "severe problems all over the country" so my server above
is down... Yesterday was Midsummer Eve here so I guess the technicians
are all sleeping after too much to drink... It may take some time to get
it fixed.

I have put a copy at http://www5.tripnet.se/~kennethm/read_prt.zip

Btw. STinG is really nice. To switch from Ethernet to modem you just have
to load another DIAL.SCR and dial in to another ISP without making _any_
config changes. After next reboot my TT will be back with Ethernet DNS
servers etc.

--
      Kenneth Medin <kennethm@tripnet.se>
    Atari TT at home: http://atari.mine.nu/
  <<Produced with 100% pure Atari equipment>>

From -7445711920694119324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ce28ff05da414181

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7e7c4bfdebb22b23
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-21 05:19:12 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!arclight.uoregon.edu!wn13feed!worldnet.att.net!
204.127.198.203!attbi_feed3!attbi.com!rwcrnsc52.ops.asp.att.net.POSTED!not-for-
mail
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ef3f8bec9e556@attbi.com>
Subject: Re: Parallel port reading
References: <Q2QDa.50320$1s1.669228@newsfeeds.bigpond.com>
 <totG1cOjP$3+Ewuq@my-ste.demon.co.uk>
 <jWWDa.50440$1s1.671245@newsfeeds.bigpond.com>
 <NlneWmW1hU4+Ewig@my-ste.demon.co.uk>
 <5HcEa.50871$1s1.681300@newsfeeds.bigpond.com>
 <6HXzeeF0oi4+Ewn+@my-ste.demon.co.uk>
 <s_GEa.51854$1s1.693836@newsfeeds.bigpond.com>
 <tEmSF6P10T5+Ew8R@my-ste.demon.co.uk>
 <mpgFa.52887$1s1.711011@newsfeeds.bigpond.com>
 <17kkqmvyrU6+Ew0w@my-ste.demon.co.uk> <3eecfa164daadd0@tripnet.se>
 <3ef3a03049ef60@tripnet.se>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 31
NNTP-Posting-Host: 12.247.96.110
X-Complaints-To: abuse@attbi.com
X-Trace: rwcrnsc52.ops.asp.att.net 1056197940 12.247.96.110 (Sat, 21 Jun 2003
12:19:00 GMT)
NNTP-Posting-Date: Sat, 21 Jun 2003 12:19:00 GMT
Date: Sat, 21 Jun 2003 12:19:00 GMT
Xref: archiver1.google.com comp.sys.atari.st:32372 comp.sys.atari.programmer:1298

>In comp.sys.atari.st <3eecfa164daadd0@tripnet.se>
>Kenneth Medin wrote on Sun 15-06-2003 21:58 (GMT):

>With the TT under Magic and the rest of my standard setup with STinG and
>everything I got two errors at one point in the file.
>
>However... The reason for writing this program was to be able to transfer
>files from my old Casio PB-770 pocket computer but that does not work so
>well...
>
>All data arrives on the Atari but every byte with the upper 4 bits
>stripped to zero! Strange... Maybe there is a timing problem but I've
>seen this behaviour all the time even when trying to poll the printer
>port. I'm beginning to wonder if the Atari draws too much power on the
>datalines or something. All three computers still print perfectly when
>attached to a real printer, though.
>
>Anyone with an idea of what could be wrong?

Not sure really, but I would use PARCP which does file transfer
through the Parallel printer ports quite nicely.
--
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
 Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
 Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From -3139203654383077647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ce28ff05da414181
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7e7c4bfdebb22b23
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-21 06:00:55 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
news.algonet.se!algonet!news-stob.telia.net!telia.net!217.209.241.173.MISMATCH!
masternews.telia.net.!newsc.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3ef46506a4d350@tripnet.se>
Subject: Re: Parallel port reading
References: <totG1cOjP$3+Ewuq@my-ste.demon.co.uk>
 <jWWDa.50440$1s1.671245@newsfeeds.bigpond.com>
 <NlneWmW1hU4+Ewig@my-ste.demon.co.uk>
 <5HcEa.50871$1s1.681300@newsfeeds.bigpond.com>
 <6HXzeeF0oi4+Ewn+@my-ste.demon.co.uk>
 <s_GEa.51854$1s1.693836@newsfeeds.bigpond.com>
 <tEmSF6P10T5+Ew8R@my-ste.demon.co.uk>
 <mpgFa.52887$1s1.711011@newsfeeds.bigpond.com>
 <17kkqmvyrU6+Ew0w@my-ste.demon.co.uk> <3eecfa164daadd0@tripnet.se>
 <3ef3a03049ef60@tripnet.se> <3ef3f8bec9e556@attbi.com>
User-Agent: Okami Version 3.0B-11 (Atari)
X-message-flag: Your Outlook is behaving abnormal! Take care...
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 26
Date: Sat, 21 Jun 2003 13:00:49 GMT
NNTP-Posting-Host: 213.64.142.58
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 1056200449 213.64.142.58 (Sat, 21 Jun 2003 15:00:49 CEST)
NNTP-Posting-Date: Sat, 21 Jun 2003 15:00:49 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.st:32373 comp.sys.atari.programmer:1299

In comp.sys.atari.st <3ef3f8bec9e556@attbi.com>
Edward S. Baiz Jr. wrote on Sat 21-06-2003 12:19 (GMT):

>>In comp.sys.atari.st <3eecfa164daadd0@tripnet.se>
>>Kenneth Medin wrote on Sun 15-06-2003 21:58 (GMT):

>>However... The reason for writing this program was to be able to transfer
>>files from my old Casio PB-770 pocket computer but that does not work so
>>well...

>>Anyone with an idea of what could be wrong?
>
>Not sure really, but I would use PARCP which does file transfer
>through the Parallel printer ports quite nicely.

Well, there is no PARCP client that runs on a Casio PB-770... :-)

But, If there were a "One way printer emulation" mode in PARCP... I have
only read the online documentation for PARCP and can't find anything
about such a mode.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

From -8461586856716779642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d73560db418dc3dc,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-21 15:16:17 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!newsmi-
us.news.garr.it!NewsITBone-GARR!news.mailgate.org!newsfeed.icl.net!
newsfeed.fjserv.net!newsfeed.freenet.de!fu-berlin.de!news-feed1.de1.concert.net!
EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Limiting memory for a program
Date: Sat, 21 Jun 2003 22:10:11 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 9
Message-ID: <bd2l41$3a7$2@news.eunet.yu>
NNTP-Posting-Host: p-2.76.eunet.yu
X-Trace: news.eunet.yu 1056233411 3399 213.240.2.76 (21 Jun 2003 22:10:11 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Sat, 21 Jun 2003 22:10:11 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:1300

Hi;

I would be thankful for some hints on the proper way to limit memory
permitted to a program to be started in a multitasking environment
(e.g. Mint or Magic, and the parent is supposed to be a shell aplication).

Thanx in advance.

From 2837562835003886356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d73560db418dc3dc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-22 07:33:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
news.netkonect.net!btnet-peer0!btnet-feed5!btnet!news.btopenworld.com!not-for-mail
From: "Steve Sweet" <steve.sweet@btopenworld.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Limiting memory for a program
Date: Sun, 22 Jun 2003 14:32:21 +0000 (UTC)
Organization: Proprietor; Roadkill Caf
Lines: 26
Message-ID: <bd4elj$2j4$1@hercules.btinternet.com>
References: <bd2l41$3a7$2@news.eunet.yu>
NNTP-Posting-Host: dial81-131-27-216.in-addr.btopenworld.com
X-Trace: hercules.btinternet.com 1056292341 2660 81.131.27.216 (22 Jun 2003
14:32:21 GMT)
X-Complaints-To: news-complaints@lists.btinternet.com
NNTP-Posting-Date: Sun, 22 Jun 2003 14:32:21 +0000 (UTC)
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Xref: archiver1.google.com comp.sys.atari.programmer:1301

Hi "Djordje Vukovic"

> I would be thankful for some hints on the proper way to limit memory
> permitted to a program to be started in a multitasking environment
> (e.g. Mint or Magic, and the parent is supposed to be a shell aplication).

Cant get to any books at the mo, but isn't that what the malloc and mxalloc
calls are for?

Initially the user app owns all available memory until its returned i
believe

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

From -1960043033043582790
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d73560db418dc3dc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-22 10:29:34 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed.freenet.de!newsfeed.r-kom.de!news0.de.colt.net!news-fra1.dfn.de!news-han1.dfn.de!news.tu-bs.de!feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Limiting memory for a program
Date: Sun, 22 Jun 2003 19:30:31 +0200
Organization: TU Braunschweig, Germany
Lines: 21
Distribution: world
Message-ID: <Pine.LNX.4.44.0306221918170.597-100000@feanor.schunter.etc.tu-bs.de>
References: <bd2l41$3a7$2@news.eunet.yu> <bd4elj$2j4$1@hercules.btinternet.com>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <bd4elj$2j4$1@hercules.btinternet.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1302

Hi!

SS> Cant get to any books at the mo, but isn't that what the malloc and mxalloc
SS> calls are for?

I think, he wants to enforce that a program CANNOT allocate all memory.

I remember that there have been some dedicated programs for this purpose, kind of wrapper app that just starts to launch the application that should have restricted memory. You could search FTP servers...

Well, and now I have done some research myself. For MagiC look for LIMITMEM, there also is a GEMDOS call (102, Psetlimit) that allows for any process to change its limits. This could be used by the "wrapper" app.

Regards,

Alexander

From 3271795207827217029
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d73560db418dc3dc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-24 15:25:25 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.vmunix.org!newspeer1-gui.server.ntli.net!ntli.net!
peernews.cix.co.uk!news.nextra.co.uk!not-for-mail
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.programmer
Subject: Re: Limiting memory for a program
Date: Tue, 24 Jun 2003 22:25:21 +0000 (UTC)
Organization: Nextra UK
Lines: 20
Message-ID: <bdaj4h$6j3$1@thorium.cix.co.uk>
References: <bd2l41$3a7$2@news.eunet.yu> <bd4elj$2j4$1@hercules.btinternet.com>
<Pine.LNX.4.44.0306221918170.597-100000@feanor.schunter.etc.tu-bs.de>
NNTP-Posting-Host: technetium.cix.co.uk
X-Trace: thorium.cix.co.uk 1056493521 6755 194.153.0.53 (24 Jun 2003 22:25:21 GMT)
X-Complaints-To: abuse@net.nextra.co.uk
NNTP-Posting-Date: Tue, 24 Jun 2003 22:25:21 +0000 (UTC)
X-Newsreader: CixRead/CixComm
Xref: archiver1.google.com comp.sys.atari.programmer:1303

In message <Pine.LNX.4.44.0306221918170.597-100000@feanor.schunter.etc.tu-bs.de>,
alexb@feanor.schunter.etc.tu-bs.de said:

>SS> Cant get to any books at the mo, but isn't that what the malloc and mxalloc
>SS> calls are for?
>
>I think, he wants to enforce that a program CANNOT allocate all memory.
>
>I remember that there have been some dedicated programs for this purpose,
>kind of wrapper app that just starts to launch the application that should
>have restricted memory. You could search FTP servers...
>
>Well, and now I have done some research myself. For MagiC look for
>LIMITMEM, there also is a GEMDOS call (102, Psetlimit) that allows for any
>process to change its limits. This could be used by the "wrapper" app.

If you use Thing or jinnee as a desktop, the Show Info/Information
dialogs allow you to input a MagiC memory limit for any application.

Regards, /Peter/

From -5404050161872415928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d73560db418dc3dc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-25 15:15:06 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed.freenet.de!news-feed1.de1.concert.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Limiting memory for a program
Date: Wed, 25 Jun 2003 21:46:54 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 28
Message-ID: <bdd58b$6aq$1@news.eunet.yu>
References: <bd2l41$3a7$2@news.eunet.yu> <bd4elj$2j4$1@hercules.btinternet.com> <Pine.LNX.4.44.0306221918170.597-100000@feanor.schunter.etc.tu-bs.de> <bdaj4h$6j3$1@thorium.cix.co.uk>
NNTP-Posting-Host: p-1.137.eunet.yu
X-Trace: news.eunet.yu 1056577614 6490 213.240.1.137 (25 Jun 2003 21:46:54 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Wed, 25 Jun 2003 21:46:54 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:1304

On 24 Jun 2003 22:25:21 , xlator@cix.compulink.co.uk wrote:

>>Well, and now I have done some research myself. For MagiC look for
>>LIMITMEM, there also is a GEMDOS call (102, Psetlimit) that allows for any
>>process to change its limits. This could be used by the "wrapper" app.
>
>If you use Thing or jinnee as a desktop, the Show Info/Information
>dialogs allow you to input a MagiC memory limit for any application.

I know that Thing and Jinnee can do that, and I was trying to do exactly the same myself, i.e. to start a program so that it could not eat memory above some limit. As far as I understand Psetlimit(...) allows a program to impose memory limit upon itself or its children, so I tried something like this:

```
Psetlimit( 2, 100000L ); /* to impose limit upon myself and my children */
  ...
shel_write(...);         /* to start a child */
  ...
Psetlimit( 2, 0L );      /* to cancel the limit ? */
```

but still a naughty program which I start uses all memory (tried in Magic), so either, and much more probably, I am not doing it right, or the started program does not heed the limit.

regards;

From -7195519499086537788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d73560db418dc3dc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-26 02:29:29 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed.freenet.de!
news.tu-darmstadt.de!not-for-mail
From: gryf+usenet@hrzpub.tu-darmstadt.de (Thomas Binder)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Limiting memory for a program
Date: Thu, 26 Jun 2003 09:29:28 +0000 (UTC)
Organization: Technische Universitaet Darmstadt
Lines: 26
Sender: Thomas Binder <gryf@pc272.hrz.tu-darmstadt.de>
Message-ID: <bdeedorub1@news.tu-darmstadt.de>
References: <bd2l41$3a7$2@news.eunet.yu> <bd4elj$2j4$1@hercules.btinternet.com>
<Pine.LNX.4.44.0306221918170.597-100000@feanor.schunter.etc.tu-bs.de>
<bdaj4h$6j3$1@thorium.cix.co.uk> <bdd58b$6aq$1@news.eunet.yu>
NNTP-Posting-Host: pc272.hrz.tu-darmstadt.de
X-Trace: news.tu-darmstadt.de 1056619768 28619 130.83.55.156 (26 Jun 2003 09:29:28
GMT)
X-Complaints-To: news@news.tu-darmstadt.de
NNTP-Posting-Date: Thu, 26 Jun 2003 09:29:28 +0000 (UTC)
User-Agent: tin/1.5.11-20020130 ("Toxicity") (UNIX) (Linux/2.0.39 (i686))
Xref: archiver1.google.com comp.sys.atari.programmer:1305

Hi!

Djordje Vukovic <vdjole@eunet.yu> wrote:

```
> Psetlimit( 2, 100000L ); /* to impose limit upon myself and my children */
>  ...
> shel_write(...);         /* to start a child */
>  ...
> Psetlimit( 2, 0L );      /* to cancel the limit ? */
```

This won't work, as programs run via shel_write() are children of
the AES, not of your program.

To achieve what you want, you need to use the extended
shel_write() modes which (among other things) allow you to specify
a memory limit for the program being run.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf+usenet@hrzpub.tu-darmstadt.de

PGP-key available on request!
Vote against SPAM: http://www.politik-digital.de/spam/

From 2034804952015846034
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6ce96e2e77ddf97c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6ce96e2e77ddf97c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-27 03:44:26 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
nntp-relay.ihug.net!ihug.co.nz!news-out.nuthinbutnews.com!propagator2-sterling!
In.nntp.be!news.grnet.gr!news.ntua.gr!not-for-mail
From: George Nakos <ggn@atarirocks.org>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: OGG replay on 68000?
Date: Fri, 27 Jun 2003 13:42:22 +0300
Organization: National Technical University of Athens, Greece
Lines: 36
Message-ID: <oprre9cwtq0mms9a@news.ntua.gr>
Reply-To: ggn@atarirocks.org
NNTP-Posting-Host: ppp-116.dialup.uoa.gr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-7; format=flowed
X-Trace: ulysses.noc.ntua.gr 1056710665 75921 195.134.69.116 (27 Jun 2003 10:44:25
GMT)
X-Complaints-To: usenet@ulysses.noc.ntua.gr
NNTP-Posting-Date: Fri, 27 Jun 2003 10:44:25 +0000 (UTC)
User-Agent: Opera7.11/Win32 M2 build 2879
Xref: archiver1.google.com comp.sys.atari.st:32584 comp.sys.atari.programmer:1306

Hello,

I have been pondering on the matter of poritng the Ogg Vorbis replaying routine to 68000. I have downloaded all the sources from xiph.org, including a player which uses integers only, but I have some problems.

Mainly, the integer only routine is 64-bit only and I can't modify anything since my C knowledge is quite bad. On the other hand, I have quite some skill in 68000 assembly.

Now, a weird thought crept into my mind one night. Why not compiling the Ogg sources on a standard Atari Compiler, and then reverse engineer the executable to see what happens? I'm not talking about real-time performance here, just loading and unpacking the file into memory. But my absymal C knowledge (see above) restricts me from doing that.

Hence this post. Is anybody out there willing to assist me? All that he needs to do (which is indeed a Herculian task for me) is to modify the sources a bit so that they will do what I described above (just load/unpack file), and then send me the executable (the modified sources would be nice too), so I can reverse engineer it and code it a bit better (if possible).

Any help would be appreciated. (please note that the minimum target machine is a standard 4mb ste - it will be of course upwards compatible).

--

George Nakos AKA ggn/KUA software productions - Atari or buST!
_____
Real programmers disdain structured programming. Structured programming is for compulsive neurotics who were prematurely toilet-trained. They wear neckties and carefully line up pencils on otherwise clear desks.

To reply, remove the ROCKS from the address shown. That's g g n a t a t a r i d o t o r g

From 6884272867972565270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6ce96e2e77ddf97c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6ce96e2e77ddf97c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-27 04:24:26 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!newshub.sdsu.edu!elnk-pas-nf2!elnk-nf1-atl!
newsfeed.earthlink.net!in.100proofnews.com!in.100proofnews.com!news.net.uni-c.dk!
sunsite.dk!sonofon.dk!194.19.194.3.MISMATCH!newsfeed101.telia.com!
nf02.dk.telia.net!news-stob.telia.net!telia.net!217.209.241.173.MISMATCH!
masternews.telia.net.!newsc.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3efc37668e8d6d0@tripnet.se>
Subject: Re: OGG replay on 68000?
References: <oprre9cwtq0mms9a@news.ntua.gr>
User-Agent: Okami Version 3.0B-11 (Atari)
X-message-flag: Your Outlook is behaving abnormal! Take care...
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 38
Date: Fri, 27 Jun 2003 11:24:23 GMT
NNTP-Posting-Host: 213.64.142.58
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 1056713063 213.64.142.58 (Fri, 27 Jun 2003 13:24:23 CEST)
NNTP-Posting-Date: Fri, 27 Jun 2003 13:24:23 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.st:32585 comp.sys.atari.programmer:1307

In comp.sys.atari.st <oprre9cwtq0mms9a@news.ntua.gr>
George Nakos wrote on Fri 27-06-2003 13:42 (+0300):

> I have been pondering on the matter of poritng the Ogg Vorbis replaying
>routine to 68000. I have downloaded all the sources from xiph.org,

>including a player which uses integers only, but I have some problems.
>
> Mainly, the integer only routine is 64-bit only and I can't modify
>anything since my C knowledge is quite bad. On the other hand, I have quite
>some skill in 68000 assembly.
>
> Now, a weird thought crept into my mind one night. Why not compiling the
>Ogg sources on a standard Atari Compiler, and then reverse engineer the
>executable to see what happens? I'm not talking about real-time performance

Aniplayer at http://aniplay.atari.org/ will decode (and encode) Ogg files
on a 68020. Maybe you could go on from there.

From the Aniplayer package:

Ogg Vorbis 'Tremor' integer playback codec library, version 1.0.0.
http://www.xiph.org/

 Here's a shared library of libvorbis-1.0rc2. It has been compiled with
Gcc 2.95.2 with -m68020-60 and works only under MiNT 1.15.3 or more and
MagiC 6. TOS cannot load .SLB, but an SLB loader exist with MetaDOS:
ftp://ftp.uni-muenster.de/pub/atari/Utilities/slbld028.lzh
http://www.muenster.de/~reschke/soft_e.html

 Requirements:
  - 68020 or higher
  - MiNT 1.15.3 or MagiC 6 or MetaDOS 2.74.

--
      Kenneth Medin <kennethm@tripnet.se>
    Atari TT at home: http://atari.mine.nu/
  <<Produced with 100% pure Atari equipment>>

From -1219898936316672533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6ce96e2e77ddf97c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6ce96e2e77ddf97c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-27 07:20:55 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!small1.nntp.aus1.giganews.com!
border1.nntp.aus1.giganews.com!intern1.nntp.aus1.giganews.com!nntp.giganews.com!
nntp.speakeasy.net!news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Fri, 27 Jun 2003 09:20:54 -0500
From: Mark D <mducksub@removenoaspam.atari-source.com>
Organization: Atari-source.com
Subject: Re: OGG replay on 68000?
Date: Fri, 27 Jun 2003 10:20:53 -0400
User-Agent: Pan/0.14.0 (I'm Being Nibbled to Death by Cats!)
Message-ID: <pan.2003.06.27.14.20.53.71070@removenoaspam.atari-source.com>

Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
References: <oprre9cwtq0mms9a@news.ntua.gr>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Lines: 41
NNTP-Posting-Host: 12.47.216.142
X-Trace: sv3-wZlVx8tgkRdvAj3k/
ADkTOIGwcdtkTtXggu8y+zFQdxJosG8YAO1cpWcVx7zM0hyxGQZIKQM2a/TVVK!iqAEuUKxa2kAlVR8k/
GrMEQZ36BS5UtrnACCZR9mdUsYuN2oWm/aMFtorj6H9z3tUUYPttxeNd6U!
wzxkXQ5GdMUFG6wHF9zdV98O87W39Ye0WCqex4T6xpV+VYWSNw==
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.st:32586 comp.sys.atari.programmer:1308

On Fri, 27 Jun 2003 13:42:22 +0300, George Nakos wrote:

> Hello,
>
> I have been pondering on the matter of poritng the Ogg Vorbis replaying
> routine to 68000. I have downloaded all the sources from xiph.org,
> including a player which uses integers only, but I have some problems.
>
> Mainly, the integer only routine is 64-bit only and I can't modify
> anything since my C knowledge is quite bad. On the other hand, I have quite
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>
> Now, a weird thought crept into my mind one night. Why not compiling the
> Ogg sources on a standard Atari Compiler, and then reverse engineer the
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> here, just loading and unpacking the file into memory. But my absymal C
> knowledge (see above) restricts me from doing that.
>
> Hence this post. Is anybody out there willing to assist me? All that he
> needs to do (which is indeed a Herculian task for me) is to modify the
> sources a bit so that they will do what I described above (just load/unpack
> file), and then send me the executable (the modified sources would be nice
> too), so I can reverse engineer it and code it a bit better (if possible).
>
> Any help would be appreciated. (please note that the minimum target
> machine is a standard 4mb ste - it will be of course upwards compatible).

You're asking for an awful lot. I hope you don't expect real-time
decoding and playing without specialized hardware as a typical 68000
processor isn't enough. Even a 68030 just isn't fast enough hence the
Falcon must use DSP support. But actually AFAIK there is no OGG vorbis
DSP support yet in Aniplayer so mp3 is the way to go for real time
playback on the Falcon. The 68060 however I suspect will not even burp at
playing back an MP3/vorbis file.

If you simply just want to decode and don't care how long it takes,
Kenneth's suggestion of Aniplayer is the way to go and I'm sure the vorbis
stuff could be compiled for 68000.

Mark
http://atari-source.com

From 5520310547086029321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6ce96e2e77ddf97c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6ce96e2e77ddf97c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-27 12:47:47 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.icl.net!newsfeed.fjserv.net!nntp.theplanet.net!
inewsm1.nntp.theplanet.net!zen.net.uk!peernews.cix.co.uk!news.nextra.co.uk!not-
for-mail
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: OGG replay on 68000?
Date: Fri, 27 Jun 2003 19:47:46 +0000 (UTC)
Organization: Nextra UK
Lines: 13
Message-ID: <bdi712$u5$1@thorium.cix.co.uk>
References: <oprre9cwtq0mms9a@news.ntua.gr> <3efc37668e8d6d0@tripnet.se>
NNTP-Posting-Host: technetium.cix.co.uk
X-Trace: thorium.cix.co.uk 1056743266 965 194.153.0.53 (27 Jun 2003 19:47:46 GMT)
X-Complaints-To: abuse@net.nextra.co.uk
NNTP-Posting-Date: Fri, 27 Jun 2003 19:47:46 +0000 (UTC)
X-Newsreader: CixRead/CixComm
Xref: archiver1.google.com comp.sys.atari.st:32591 comp.sys.atari.programmer:1309

In message <3efc37668e8d6d0@tripnet.se>, kennethm@tripnet.se said:

>Aniplayer at http://aniplay.atari.org/ will decode (and encode) Ogg files
>on a 68020. Maybe you could go on from there.

I recently tried to play an Ogg file from the last ST Computer CD in
Aniplayer, but it could not be started - the dialogbox came up OK
but clicking on the play arrow did nothing at all! Any ideas? his
is on a Falcon and MagiC 6.01, witth VORBIS.SLB and VORB_ENC.SLB in
the MAGIC\XTENSION folder.

Regards, /Peter/

From 1870737062634694794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6ce96e2e77ddf97c

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6ce96e2e77ddf97c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-27 14:23:06 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
news.tele.dk!news.tele.dk!small.news.tele.dk!uninett.no!news.net.uni-c.dk!
sunsite.dk!newsfeed1.uni2.dk!newsfeed101.telia.com!nf02.dk.telia.net!news-
stob.telia.net!telia.net!217.209.241.173.MISMATCH!masternews.telia.net.!
newsc.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3efcc3b6fc2cf50@tripnet.se>
Subject: Ogg no play Was: Re: OGG replay on 68000?
Followup-To: comp.sys.atari.st
References: <oprre9cwtq0mms9a@news.ntua.gr> <3efc37668e8d6d0@tripnet.se>
 <bdi712$u5$1@thorium.cix.co.uk>
User-Agent: Okami Version 3.0B-11 (Atari)
X-message-flag: Your Outlook is behaving abnormal! Take care...
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 26
Date: Fri, 27 Jun 2003 21:23:02 GMT
NNTP-Posting-Host: 213.64.142.58
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 1056748982 213.64.142.58 (Fri, 27 Jun 2003 23:23:02 CEST)
NNTP-Posting-Date: Fri, 27 Jun 2003 23:23:02 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.st:32593 comp.sys.atari.programmer:1310

In comp.sys.atari.st <bdi712$u5$1@thorium.cix.co.uk>
xlator@cix.compulink.co.uk wrote on Fri 27-06-2003 19:47 (GMT):

>In message <3efc37668e8d6d0@tripnet.se>, kennethm@tripnet.se said:
>
>>Aniplayer at http://aniplay.atari.org/ will decode (and encode) Ogg files
>>on a 68020. Maybe you could go on from there.
>
>I recently tried to play an Ogg file from the last ST Computer CD in
>Aniplayer, but it could not be started - the dialogbox came up OK
>but clicking on the play arrow did nothing at all! Any ideas? his
>is on a Falcon and MagiC 6.01, witth VORBIS.SLB and VORB_ENC.SLB in
>the MAGIC\XTENSION folder.

FPU?

Ogg works fine here on a TT, both encoding and decoding. But slow...
Magic 6.20

FUT: comp.sys.atari.st

--
      Kenneth Medin <kennethm@tripnet.se>

Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

From -2503788279830226407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d73560db418dc3dc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-28 07:11:41 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!wn14feed!worldnet.att.net!204.127.198.203!attbi_feed3!attbi.com!rwcrnsc51.ops.asp.att.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3efd4d5213ac302@attbi.com>
Subject: Re: Limiting memory for a program
References: <bd2l41$3a7$2@news.eunet.yu>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 22
NNTP-Posting-Host: 12.247.96.110
X-Complaints-To: abuse@attbi.com
X-Trace: rwcrnsc51.ops.asp.att.net 1056809501 12.247.96.110 (Sat, 28 Jun 2003 14:11:41 GMT)
NNTP-Posting-Date: Sat, 28 Jun 2003 14:11:41 GMT
Date: Sat, 28 Jun 2003 14:11:41 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1311

>Hi;
>
>I would be thankful for some hints on the proper way to limit memory
>permitted to a program to be started in a multitasking environment
>(e.g. Mint or Magic, and the parent is supposed to be a shell aplication).
>
>Thanx in advance.

Geneva lets you do that easily, but since I have gotten Magic and
Mint, I have 256 meg of memory, so that is not needed. I have not
seen that option for Magic/Mint, but I would assume that it can be
done.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From 6261094478706535516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ce28ff05da414181
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7e7c4bfdebb22b23
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-28 07:11:44 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!newshub.sdsu.edu!logbridge.uoregon.edu!arclight.uoregon.edu!
wn13feed!worldnet.att.net!204.127.198.203!attbi_feed3!attbi.com!rwcrnsc53.POSTED!
not-for-mail
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3efd4d5213ac306@attbi.com>
Subject: Re: Parallel port reading
References: <totG1cOjP$3+Ewuq@my-ste.demon.co.uk>
 <jWWDa.50440$1s1.671245@newsfeeds.bigpond.com>
 <NlneWmW1hU4+Ewig@my-ste.demon.co.uk>
 <5HcEa.50871$1s1.681300@newsfeeds.bigpond.com>
 <6HXzeeF0oi4+Ewn+@my-ste.demon.co.uk>
 <s_GEa.51854$1s1.693836@newsfeeds.bigpond.com>
 <tEmSF6P10T5+Ew8R@my-ste.demon.co.uk>
 <mpgFa.52887$1s1.711011@newsfeeds.bigpond.com>
 <17kkqmvyrU6+Ew0w@my-ste.demon.co.uk> <3eecfa164daadd0@tripnet.se>
 <3ef3a03049ef60@tripnet.se> <3ef3f8bec9e556@attbi.com>
 <3ef46506a4d350@tripnet.se>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 35
NNTP-Posting-Host: 12.247.96.110
X-Complaints-To: abuse@attbi.com
X-Trace: rwcrnsc53 1056809503 12.247.96.110 (Sat, 28 Jun 2003 14:11:43 GMT)
NNTP-Posting-Date: Sat, 28 Jun 2003 14:11:43 GMT
Date: Sat, 28 Jun 2003 14:11:43 GMT
Xref: archiver1.google.com comp.sys.atari.st:32611 comp.sys.atari.programmer:1312

>In comp.sys.atari.st <3ef3f8bec9e556@attbi.com>
>Edward S. Baiz Jr. wrote on Sat 21-06-2003 12:19 (GMT):
>
>>>In comp.sys.atari.st <3eecfa164daadd0@tripnet.se>
>>>Kenneth Medin wrote on Sun 15-06-2003 21:58 (GMT):
>
>>>However... The reason for writing this program was to be able to transfer
>>>files from my old Casio PB-770 pocket computer but that does not work so
>>>well...
>
>>>Anyone with an idea of what could be wrong?
>>
>>Not sure really, but I would use PARCP which does file transfer
>>through the Parallel printer ports quite nicely.

>
>Well, there is no PARCP client that runs on a Casio PB-770... :-)
>
>But, If there were a "One way printer emulation" mode in PARCP... I have
>only read the online documentation for PARCP and can't find anything
>about such a mode.

I believe in the docs that comes with the program there is a
section that talks about using PARCP with ports that are only one
way.

--
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
 Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
 Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From 6919091233508350543
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6ce96e2e77ddf97c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-28 13:12:06 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.freenet.de!newsfeed.r-kom.de!newsfeed.stueberl.de!proxad.net!
feeder2-1.proxad.net!news3-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: fartfart@yahoo.com (M□gamodeste)
Organization: Niousie961
References: <oprre9cwtq0mms9a@news.ntua.gr>
<pan.2003.06.27.14.20.53.71070@removenoaspam.atari-source.com>
Subject: Re: OGG replay on 68000?
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 28 Jun 2003 20:12:05 GMT
Lines: 9
Message-ID: <3efdf695$0$5435$626a54ce@news.free.fr>
NNTP-Posting-Date: 28 Jun 2003 22:12:05 MEST
NNTP-Posting-Host: 62.147.207.207
X-Trace: 1056831125 news3-2.free.fr 5435 62.147.207.207:1858
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1313

On 27 Jun 2003 10:20:53 , Mark D wrote:
□On Fri, 27 Jun 2003 13:42:22 +0300, George Nakos wrote:
□playback on the Falcon. The 68060 however I suspect will not even burp at
□playing back an MP3/vorbis file.

MP3 and OGG are coded d⁄coded just fine on Had⁄s60.
Aniplay and a single TTP are able to encode OGG.

Regards

From -3410689085075283960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6ce96e2e77ddf97c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6ce96e2e77ddf97c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-06-30 03:59:53 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!syros.belnet.be!
news.belnet.be!cleanfeed.casema.net!skynet.be!skynet.be!freenix!wanadoo.fr!NOSPAMS
From: NOSPAMS@MAMADOO.fr (Didier MEQUIGNON)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: OGG replay on 68000?
Date: Mon, 30 Jun 2003 13:02:29 +0200
Organization: Wanadoo, l'internet avec France Telecom
Lines: 46
Message-ID: <1fxd96d.nl6ge3fvnn5yN%NOSPAMS@MAMADOO.fr>
References: <oprre9cwtq0mms9a@news.ntua.gr>
NNTP-Posting-Host: mix-lille-207-2-68.w193-249.abo.wanadoo.fr
X-Trace: news-reader3.wanadoo.fr 1056970792 24305 193.249.182.68 (30 Jun 2003
10:59:52 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 30 Jun 2003 10:59:52 GMT
User-Agent: MacSOUP/F-2.4.6
Xref: archiver1.google.com comp.sys.atari.st:32664 comp.sys.atari.programmer:1314

George Nakos <ggn@atarirocks.org> wrote:

> Hello,
>
> I have been pondering on the matter of poritng the Ogg Vorbis replaying
> routine to 68000. I have downloaded all the sources from xiph.org,
> including a player which uses integers only, but I have some problems.
>
> Mainly, the integer only routine is 64-bit only and I can't modify
> anything since my C knowledge is quite bad. On the other hand, I have quite
> some skill in 68000 assembly.
>
> Now, a weird thought crept into my mind one night. Why not compiling the
> Ogg sources on a standard Atari Compiler, and then reverse engineer the
> executable to see what happens? I'm not talking about real-time performance
> here, just loading and unpacking the file into memory. But my absymal C
> knowledge (see above) restricts me from doing that.
>
> Hence this post. Is anybody out there willing to assist me? All that he
> needs to do (which is indeed a Herculian task for me) is to modify the
> sources a bit so that they will do what I described above (just load/unpack
> file), and then send me the executable (the modified sources would be nice

> too), so I can reverse engineer it and code it a bit better (if possible).
>
> Any help would be appreciated. (please note that the minimum target
> machine is a standard 4mb ste - it will be of course upwards compatible).

Humm...
You need lot of power for ogg vorbis, more than mpeg audio layer 3.
I have compiled the vorbis integer library (with Gcc 2.95), I obtain 50%
of load under MagiCMac and a PPC G3 500 MHz.
I have compiled the normal vorbis library for the 68060 (with Gcc 2.95),
I obtain 80% of load under my Falcon/CT60 (68060 66 MHz).
I cannot rewrite the library for the DSP because Ogg Vorbis need lot of
memory.

I don't know if you can overclock the 68000 to 500 Mhz.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

From -4878317376413389579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6ce96e2e77ddf97c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6ce96e2e77ddf97c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-01 09:47:13 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-03!sn-xit-01!sn-
xit-08!supernews.com!small1.nntp.aus1.giganews.com!border1.nntp.aus1.giganews.com!
intern1.nntp.aus1.giganews.com!nntp.giganews.com!nntp.speakeasy.net!
news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Tue, 01 Jul 2003 11:47:12 -0500
From: Mark D <mducksub@removenoaspam.atari-source.com>
Organization: Atari-source.com
Subject: Re: OGG replay on 68000?
Date: Tue, 01 Jul 2003 12:47:08 -0400
User-Agent: Pan/0.14.0 (I'm Being Nibbled to Death by Cats!)
Message-ID: <pan.2003.07.01.16.47.08.871567@removenoaspam.atari-source.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
References: <oprre9cwtq0mms9a@news.ntua.gr>
<1fxd96d.nl6ge3fvnn5yN%NOSPAMS@MAMADOO.fr>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Lines: 27
NNTP-Posting-Host: 12.47.216.142
X-Trace: sv3-kYv0oGSenineC8DdG+HiYusYkcvtoBcU3erhxL5EprpbAwrM5fMmvuY54iNXxPDA3sE/

g91ZPm74qFH!x68RDLkBUHEdWv3ksm1GnHAeaSbfiS7FvAEgwAMAyT0RVKB9aE697Wi9bUQkpafEA8GYB/
hTuBvW!sLTZK1AnTMQdozTMmmDsLzKcJcqAkvWmmM0u0FYUAiCeEPsIhk4=
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.st:32715 comp.sys.atari.programmer:1315

On Mon, 30 Jun 2003 13:02:29 +0200, Didier MEQUIGNON wrote:

> Humm...
> You need lot of power for ogg vorbis, more than mpeg audio layer 3.
> I have compiled the vorbis integer library (with Gcc 2.95), I obtain 50%
> of load under MagiCMac and a PPC G3 500 MHz.
> I have compiled the normal vorbis library for the 68060 (with Gcc 2.95),
> I obtain 80% of load under my Falcon/CT60 (68060 66 MHz).
> I cannot rewrite the library for the DSP because Ogg Vorbis need lot of
> memory.
>
> I don't know if you can overclock the 68000 to 500 Mhz.
>
> Regards,
>
> Didier.

Didier,

Using more advanced DSP's like 563xx and such would you be able to do it
on those? I would imagine that those have more on chip memory available
inside the DSP.

Thanks
Mark
http://atari-source.com

From 7842260115096830472
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6ce96e2e77ddf97c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6ce96e2e77ddf97c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-06 05:13:20 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-06!sn-xit-01!sn-
xit-08!supernews.com!news.tele.dk!news.tele.dk!small.news.tele.dk!news-
ge.switch.ch!switch.ch!news.grnet.gr!news.ntua.gr!not-for-mail
From: George Nakos <ggn@atarirocks.org>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: OGG replay on 68000?
Date: Sun, 06 Jul 2003 14:53:11 +0300

Organization: National Technical University of Athens, Greece
Lines: 26
Message-ID: <oprrv0mxh20mms9a@news.ntua.gr>
References: <oprre9cwtq0mms9a@news.ntua.gr>
<1fxd96d.nl6ge3fvnn5yN%NOSPAMS@MAMADOO.fr>
Reply-To: ggn@atarirocks.org
NNTP-Posting-Host: ppp-70.dialup.uoa.gr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-7; format=flowed
X-Trace: ulysses.noc.ntua.gr 1057492515 12793 195.134.69.70 (6 Jul 2003 11:55:15 GMT)
X-Complaints-To: usenet@ulysses.noc.ntua.gr
NNTP-Posting-Date: Sun, 6 Jul 2003 11:55:15 +0000 (UTC)
User-Agent: Opera7.11/Win32 M2 build 2879
Xref: archiver1.google.com comp.sys.atari.st:32873 comp.sys.atari.programmer:1316

On Mon, 30 Jun 2003 13:02:29 +0200, Didier MEQUIGNON <NOSPAMS@MAMADOO.fr> wrote:

>
> Humm...
> You need lot of power for ogg vorbis, more than mpeg audio layer 3.

Thanks for replying (and sorry for my late reply), but I just need an off-line unpacker, not a realtime streaming application.

All I need are sources for ogg that a) can compile to standard 68000. b) A (very small) routine to load & call the ogg "depack" routine. Could anyone direct me to such sources? (that was kind of my original request)

Thank you...

--

George Nakos AKA ggn/KUA software productions - Atari or buST!

Real programmers disdain structured programming. Structured programming is for compulsive neurotics who were prematurely toilet-trained. They wear neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

From -5319526702408131750
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d73560db418dc3dc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-10 23:57:04 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed-east.nntpserver.com!nntpserver.com!small1.nntp.aus1.giganews.com!border3.nntp.aus1.giganews.com!intern1.nntp.aus1.giganews.com!nntp.giganews.com!nntp.speakeasy.net!

news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Fri, 11 Jul 2003 01:57:03 -0500
From: Mark D <mducksub@nossspamXXatari-source.com>
Organization: Atari-source.com
Subject: Re: Limiting memory for a program
Date: Fri, 11 Jul 2003 02:59:24 -0400
User-Agent: Pan/0.14.0 (I'm Being Nibbled to Death by Cats!)
Message-ID: <pan.2003.07.11.06.59.24.132456@nossspamXXatari-source.com>
Newsgroups: comp.sys.atari.programmer
References: <bd2l41$3a7$2@news.eunet.yu>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Cache-Post-Path: toad!unknown@pcp01421076pcs.lndsd101.pa.comcast.net
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 15
NNTP-Posting-Host: 66.92.233.13
X-Trace: sv3-frpyZbI9Lclp4/wIEooToXPgF1WbF8T8bfvRKceIJHo+6Ngiv/OZBTxVxEt/
hzBhVrE63wyE5RdAmzt!dKBE+Yyt56G62h/
66XczLtgZosE0KA2cUgH59IqZz8Tdbkv59jcrhFlNcJXb7p2tagYL5iznjCpl!v/
K+qniBWKidWNWutP217b18hKgMVNsyQJbdG0/C+bXg
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1317

On Sat, 21 Jun 2003 22:10:11 +0000, Djordje Vukovic wrote:

> Hi;
>
> I would be thankful for some hints on the proper way to limit memory
> permitted to a program to be started in a multitasking environment
> (e.g. Mint or Magic, and the parent is supposed to be a shell aplication).
>
> Thanx in advance.

Under MagiC you'd use the application prefrences of that particular
program. Under MiNT I'd imagine you'd use some form of ulimit.

Mark
http://atari-source.com

From -5374915544817943416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,497fc3eaf8b6ec0d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-12 13:00:07 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!fu-berlin.de!hirsch.in-berlin.de!b3.maus.de!b.maus.de!

Gerhard_Stoll
From: Gerhard_Stoll@b.maus.de (Gerhard Stoll)
Newsgroups: comp.sys.atari.programmer
Message-ID: <200307122035.a25394@b.maus.de>
Organization: MAUS Berlin (+49-30-82701142)
Subject: VDI functions
Date: Sat, 12 Jul 2003 20:35:00 +0200
X-Gateway: b3.maus.de gb1.1r 102698.1858
X-Gateway-Administrator: postmaster@b3.maus.de
Lines: 24
Xref: archiver1.google.com comp.sys.atari.programmer:1318

Hello!

Have some a doku from this functions and can send it to me?

```
-------------------------------cut-------------------------------
 224,100    vs_backmap               SpeedoGDOS 5.1
 224,101    vs_outmode               SpeedoGDOS 5.1
 224,105    vs_use_fonts             SpeedoGDOS 5.1
 225        vqt_drv_avail            SpeedoGDOS 5.1
 226,1      v_set_cachedir           SpeedoGDOS 5.1
 226,2      v_get_cachedir           SpeedoGDOS 5.1
 226,3      v_def_cachedir           SpeedoGDOS 5.1
 226,4      v_clr_cachedir           SpeedoGDOS 5.1
 226,5      v_delete_cache           SpeedoGDOS 5.1
 226,6      v_save_cache             SpeedoGDOS 5.1
 233        v_mono_ftext             SpeedoGDOS 5.1
 240,4200   vqt_real_extent_unicode
 240        vqt_f_extent16
 243,31     v_fgetoutline            SpeedoGDOS 5.0d
 255,100    vqt_cacheinfo            SpeedoGDOS 5.1
-------------------------------cut-------------------------------
```

Gerhard

From -2196207753700504303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5eb0db530f4df9a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-15 13:53:59 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!feeder2-1.proxad.net!news1-2.free.fr!not-for-mail
Date: Tue, 15 Jul 2003 22:53:06 +0200
Subject: gemlib 0.42.99-20030714 released
Content-Type: text/plain; charset=iso-8859-1; format=flowed
Newsgroups: comp.sys.atari.programmer
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
MIME-Version: 1.0
Message-ID: <oprsddmsmfbi3vdq@news.free.fr>

User-Agent: Opera7.11/Win32 M2 build 2880
Lines: 23
Organization: Guest of ProXad - France
NNTP-Posting-Date: 15 Jul 2003 22:53:59 MEST
NNTP-Posting-Host: 62.147.177.161
X-Trace: 1058302439 news1-2.free.fr 14324 62.147.177.161:4266
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1319

Hello,

gemlib beta release "14th july 2003" is here
http://arnaud.bercegeay.free.fr/gemlib

You'll find there the sources (tgz), and the library already compiled for
purec, sozobonx, gcc 2.95 and gcc 2.81 (zip).

For sparemint users, a RPM is available here:
http://sparemint.atariforge.net/beta/

For more details, the ChangeLog is at the usual place
http://sparemint.atariforge.net/cvs/ChangeLog.lib

Please, test this lib and report any pb.
If all is ok, this beta release will become the next official gemlib
release 0.43.0.

best regards,
Arnaud.

--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

From 7992725496972013536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9dd3c88837842204
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-19 14:22:40 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
skynet.be!skynet.be!newsgate.cistron.nl!news2.euro.net!transit.news.xs4all.nl!
newsfeed.xs4all.nl!xs4all!not-for-mail
From: "username" <e-mail@adress>
Newsgroups: comp.sys.atari.programmer
References: <3eeb7d0b$0$9867$9b622d9e@news.freenet.de> <3eeed5cc1ff81c3@attbi.com>
<oprqw7iyolbi3vdq@news.free.fr>
Subject: Re: atari compendium
Date: Sat, 19 Jul 2003 23:22:36 +0200
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Lines: 19

Message-ID: <3f19b69f$0$49099$e4fe514c@news.xs4all.nl>
NNTP-Posting-Date: 19 Jul 2003 23:22:39 CEST
NNTP-Posting-Host: 213.84.186.194
X-Trace: 1058649759 news.xs4all.nl 49099 213.84.186.194:4828
X-Complaints-To: abuse@xs4all.nl
Xref: archiver1.google.com comp.sys.atari.programmer:1320

"Arnaud BERCEGEAY" <arnaud.bercegeay@free.fr> wrote in message
news:oprqw7iyolbi3vdq@news.free.fr...
> Hello,
>
> >> Does anybody know, if there is an CD ROM version available ?
> >
> > Yes there is. Inface there was an Internet online website that it had.
> > Not sure if it exist anymore.
>
> http://www.fortunecity.com/skyscraper/apple/308/html/toc.htm
>
> best regards,
> Arnaud.
>

careful: the mentioned web site tries to install spyware (gator) on your pc!

From -733044444661898541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,acd1f8e28cd3385e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-20 15:45:17 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!newsmi-
us.news.garr.it!NewsITBone-GARR!news.mailgate.org!draco.tiscalinet.it!not-for-mail
From: "Kai Sch⍰lke" <kai.schuelke@gmx.net>
Newsgroups: comp.sys.atari.programmer
Subject: Programming the Falcon
Date: Mon, 21 Jul 2003 00:45:16 +0200
Organization: Tiscali Spa
Lines: 16
Message-ID: <bff621$4d9$1@lacerta.tiscalinet.it>
NNTP-Posting-Host: ppp-217-133-205-35.cust-adsl.tiscali.it
X-Trace: lacerta.tiscalinet.it 1058741121 4521 217.133.205.35 (20 Jul 2003
22:45:21 GMT)
X-Complaints-To: abuse@tiscali.it
NNTP-Posting-Date: 20 Jul 2003 22:45:21 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.programmer:1321

Hello Group,

I longkept dream has been fulfilled yesterday. I got a Falcon! Because I am a total Atari Newbie I'm searching the web for Informantions, HowTo's, etc... But those doc's don't answer an important question:

I would like to use it for programming (have touched the 68k during my job), but don't know which language to chose. My job requiers Ada, so I want a different language;-)) As far as I know till now a typical choice would be GFA-Basic and an Assembler. Any other suggestions?

Thanks a lot

Kai Schuelke

From 4227864784849500145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,acd1f8e28cd3385e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-20 16:47:55 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.stueberl.de!solnet.ch!solnet.ch!surfnet.nl!news-
stob.telia.net!telia.net!217.209.241.173.MISMATCH!masternews.telia.net.!
newsc.telia.net.POSTED!not-for-mail
From: GokMasE <fake@email.se>
Subject: Re: Programming the Falcon
Newsgroups: comp.sys.atari.programmer
Lines: 20
Message-ID: <Usenet.rkjeqmri@localhost>
References: <bff621$4d9$1@lacerta.tiscalinet.it>
Mime-Version: 1.0
Content-Transfer-Encoding: 7bit
X-Newsreader: Kaufman Pravda 1,26
Date: Sun, 20 Jul 2003 23:47:55 GMT
NNTP-Posting-Host: 213.67.229.156
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 1058744875 213.67.229.156 (Mon, 21 Jul 2003 01:47:55
CEST)
NNTP-Posting-Date: Mon, 21 Jul 2003 01:47:55 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1322

Hiya,

> I would like to use it for programming (have touched the 68k during
> my job), but don't know which language to chose. My job requiers Ada,
> so I want a different language;-)) As far as I know till now a
> typical choice would be GFA-Basic and an Assembler. Any other
> suggestions?

If you go for GFA-Basic, a good place to start looking for tutorials
and patches is Lonny Pursells website:

http://www.q1.net/~atari/

Regards,

Joakim

http://www.ataricq.org

From 7476046727607798787
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,acd1f8e28cd3385e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-20 18:47:41 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!arclight.uoregon.edu!wn13feed!worldnet.att.net!
204.127.198.203!attbi_feed3!attbi_feed4!attbi.com!rwcrnsc53.POSTED!not-for-mail
Message-ID: <3F1B6194.7E3029BB@ev1.net>
From: Charles Richmond <richmond@ev1.net>
Reply-To: richmond@ev1.net
Organization: Canine Computer Center
X-Mailer: Mozilla 4.7C-CCK-MCD {C-UDP; EBM-APPLE} (Macintosh; I; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Programming the Falcon
References: <bff621$4d9$1@lacerta.tiscalinet.it>
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 20
NNTP-Posting-Host: 12.241.15.59
X-Complaints-To: abuse@comcast.net
X-Trace: rwcrnsc53 1058752061 12.241.15.59 (Mon, 21 Jul 2003 01:47:41 GMT)
NNTP-Posting-Date: Mon, 21 Jul 2003 01:47:41 GMT
Date: Mon, 21 Jul 2003 01:47:41 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1323

"Kai Sch$\hat{o}$lke" wrote:
>
> Hello Group,
>
> I longkept dream has been fulfilled yesterday. I got a Falcon! Because I am
> a total Atari Newbie I'm searching the web for Informantions, HowTo's,
> etc... But those doc's don't answer an important question:
>
> I would like to use it for programming (have touched the 68k during my job),
> but don't know which language to chose. My job requiers Ada, so I want a

> different language;-)) As far as I know till now a typical choice would be
> GFA-Basic and an Assembler. Any other suggestions?
>
Get a good C compiler. Many on this NG can suggest good ones
for you...

--
+---+
| Charles and Francis Richmond   richmond at plano dot net |
+---+

From 6228271220251615144
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,acd1f8e28cd3385e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-20 21:49:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
torn!snoopy.risq.qc.ca!nf3.bellglobal.com!nf1.bellglobal.com!nf2.bellglobal.com!
news20.bellglobal.com.POSTED!not-for-mail
From: waldo <waldo_xx@yahoo.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Programming the Falcon
Message-ID: <0brmhv88ccnkt8fhopvi9852qui1sh2qkn@4ax.com>
References: <bff621$4d9$1@lacerta.tiscalinet.it>
X-Newsreader: Forte Agent 1.93/32.576 English (American)
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Lines: 30
Date: Mon, 21 Jul 2003 00:35:26 -0400
NNTP-Posting-Host: 64.229.66.111
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1058762031 64.229.66.111 (Mon, 21 Jul 2003 00:33:51
EDT)
NNTP-Posting-Date: Mon, 21 Jul 2003 00:33:51 EDT
Organization: Bell Sympatico
Xref: archiver1.google.com comp.sys.atari.programmer:1324

HiSoft Basic is very good.

Also try Lattice C.

I am selling all my Lattice C books and software.

Check ebay.

On Mon, 21 Jul 2003 00:45:16 +0200, "Kai Sch?lke"
<kai.schuelke@gmx.net> wrote:

>Hello Group,
>
>I longkept dream has been fulfilled yesterday. I got a Falcon! Because I am
>a total Atari Newbie I'm searching the web for Informantions, HowTo's,
>etc... But those doc's don't answer an important question:
>
>I would like to use it for programming (have touched the 68k during my job),
>but don't know which language to chose. My job requiers Ada, so I want a
>different language;-)) As far as I know till now a typical choice would be
>GFA-Basic and an Assembler. Any other suggestions?
>
>Thanks a lot
>
>Kai Schuelke
>

From -5428539344403788623
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,acd1f8e28cd3385e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-21 01:17:27 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-06!sn-xit-08!
supernews.com!news.tele.dk!news.tele.dk!small.news.tele.dk!newsgate.cistron.nl!
transit.news.xs4all.nl!newsfeed.xs4all.nl!xs4all!not-for-mail
From: "username" <e-mail@adress>
Newsgroups: comp.sys.atari.programmer
References: <bff621$4d9$1@lacerta.tiscalinet.it>
Subject: Re: Programming the Falcon
Date: Mon, 21 Jul 2003 10:14:07 +0200
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Lines: 14
Message-ID: <3f1ba0d5$0$49104$e4fe514c@news.xs4all.nl>
NNTP-Posting-Date: 21 Jul 2003 10:14:13 CEST
NNTP-Posting-Host: 213.84.186.194
X-Trace: 1058775253 news.xs4all.nl 49104 213.84.186.194:1643
X-Complaints-To: abuse@xs4all.nl
Xref: archiver1.google.com comp.sys.atari.programmer:1325

"Kai Sch⍰lke" <kai.schuelke@gmx.net> wrote in message
news:bff621$4d9$1@lacerta.tiscalinet.it...
> Hello Group,
>
> I longkept dream has been fulfilled yesterday. I got a Falcon! Because I
am
> a total Atari Newbie I'm searching the web for Informantions, HowTo's,
> etc...

Just curious: you are an atari newbie, yet owning a falcon is a longkept
dream? can you explain this?

From 4479901336562200135
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,acd1f8e28cd3385e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-21 09:25:22 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.vmunix.org!feed.news.nacamar.de!tiscali!
newsfeed1.ip.tiscali.net!draco.tiscalinet.it!not-for-mail
From: "Kai Sch⍰lke" <kai.schuelke@gmx.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Programming the Falcon
Date: Mon, 21 Jul 2003 18:25:22 +0200
Organization: Tiscali Spa
Lines: 37
Message-ID: <bfh45m$t31$1@lacerta.tiscalinet.it>
References: <bff621$4d9$1@lacerta.tiscalinet.it>
<3f1ba0d5$0$49104$e4fe514c@news.xs4all.nl>
NNTP-Posting-Host: ppp-217-133-207-74.cust-adsl.tiscali.it
X-Trace: lacerta.tiscalinet.it 1058804726 29793 217.133.207.74 (21 Jul 2003
16:25:26 GMT)
X-Complaints-To: abuse@tiscali.it
NNTP-Posting-Date: 21 Jul 2003 16:25:26 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.programmer:1326

"username" <e-mail@adress> schrieb im Newsbeitrag
news:3f1ba0d5$0$49104$e4fe514c@news.xs4all.nl...
>
> "Kai Sch⍰lke" <kai.schuelke@gmx.net> wrote in message
> news:bff621$4d9$1@lacerta.tiscalinet.it...
> > Hello Group,
> >
> > I longkept dream has been fulfilled yesterday. I got a Falcon! Because I
> am
> > a total Atari Newbie I'm searching the web for Informantions, HowTo's,
> > etc...
>
> Just curious: you are an atari newbie, yet owning a falcon is a longkept
> dream? can you explain this?

I always wanted to have a look outside the mainstream, but till few years
ago my parents bought my computers for me ;-))
But i kept reading all sorts of books and magazines. The ones that

interested me most were the Falcon and the Acorn Archimedes / RiscPC series. I don't want to spend several hundred Euros/$ for a "toy" (I do my work on PC, and that works for me). On saturday I finally stumbled across a never used and original packed Falcon with a SM144 for 25Euro, so I couldn't resist. That's all the story...

So could you recommend me a good/useful/"widespread" software-setup for programming the beast?

ReadU

Kai

From 5234134984852758074
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,acd1f8e28cd3385e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-21 11:32:54 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!transit.news.xs4all.nl!not-for-mail
From: "username" <e-mail@adress>
Newsgroups: comp.sys.atari.programmer
References: <bff621$4d9$1@lacerta.tiscalinet.it>
<3f1ba0d5$0$49104$e4fe514c@news.xs4all.nl> <bfh45m$t31$1@lacerta.tiscalinet.it>
Subject: Re: Programming the Falcon
Date: Mon, 21 Jul 2003 20:32:48 +0200
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Lines: 42
Message-ID: <3f1c31d4$0$49111$e4fe514c@news.xs4all.nl>
NNTP-Posting-Date: 21 Jul 2003 20:32:52 CEST
NNTP-Posting-Host: 213.84.186.194
X-Trace: 1058812372 news.xs4all.nl 49111 213.84.186.194:1767
X-Complaints-To: abuse@xs4all.nl
Xref: archiver1.google.com comp.sys.atari.programmer:1327

"Kai Sch⁄lke" <kai.schuelke@gmx.net> wrote in message
news:bfh45m$t31$1@lacerta.tiscalinet.it...
>
> "username" <e-mail@adress> schrieb im Newsbeitrag
> news:3f1ba0d5$0$49104$e4fe514c@news.xs4all.nl...
> >
> > "Kai Sch⁄lke" <kai.schuelke@gmx.net> wrote in message

> > news:bff621$4d9$1@lacerta.tiscalinet.it...
> > > Hello Group,
> > >
> > > I longkept dream has been fulfilled yesterday. I got a Falcon! Because
I
> > am
> > > a total Atari Newbie I'm searching the web for Informantions, HowTo's,
> > > etc...
> >
> > Just curious: you are an atari newbie, yet owning a falcon is a longkept
> > dream? can you explain this?
>
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> But i kept reading all sorts of books and magazines. The ones that
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>
> So could you recommend me a good/useful/"widespread" software-setup for
> programming the beast?

Ah! for 25 euro, I would definately buy a falcon!!!
I use to own a STFM, I programmed it using GFA basic and C, not sure what C
compiler I used, though, it was a free compiler...
The fact that I didn't have a colour screen and the fact that at my work (at
the time) we use X windows, made me switch to linux at home. PC hardware was
the best choice to run linux so, thats where my atari was left behind....
Falcons and TT's were too expensive, so I never owned one....

From 5104115720927359412
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,acd1f8e28cd3385e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-22 00:34:19 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.vmunix.org!newsfeed01.sul.t-online.de!t-online.de!
newsfeed.tpinternet.pl!atlantis.news.tpi.pl!news.tpi.pl!not-for-mail
From: Adam Klobukowski <atari@gabo.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Programming the Falcon
Date: Tue, 22 Jul 2003 07:35:05 +0000 (UTC)
Organization: tp.internet - http://www.tpi.pl/
Lines: 38
Message-ID: <slrnbhppe2.1st.atari@core.preferuje.luzik.pl>
References: <bff621$4d9$1@lacerta.tiscalinet.it>
<3f1ba0d5$0$49104$e4fe514c@news.xs4all.nl> <bfh45m$t31$1@lacerta.tiscalinet.it>

Reply-To: atari@gabo.pl
NNTP-Posting-Host: 217-97-216-28.tvk.tpsa.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-2
Content-Transfer-Encoding: 8bit
X-Trace: nemesis.news.tpi.pl 1058859305 11349 217.97.216.28 (22 Jul 2003 07:35:05 GMT)
X-Complaints-To: usenet@tpi.pl
NNTP-Posting-Date: Tue, 22 Jul 2003 07:35:05 +0000 (UTC)
User-Agent: slrn/0.9.7.4 (Linux)
Xref: archiver1.google.com comp.sys.atari.programmer:1328

On Mon, 21 Jul 2003 18:25:22 +0200, Kai Sch⍰lke <kai.schuelke@gmx.net> had a noticeable pleasure while writting:
>
> "username" <e-mail@adress> schrieb im Newsbeitrag
> news:3f1ba0d5$0$49104$e4fe514c@news.xs4all.nl...
>>
>> "Kai Sch⍰lke" <kai.schuelke@gmx.net> wrote in message
>> news:bff621$4d9$1@lacerta.tiscalinet.it...
>> > Hello Group,
>> >
>> > I longkept dream has been fulfilled yesterday. I got a Falcon! Because I
>> am
>> > a total Atari Newbie I'm searching the web for Informantions, HowTo's,
>> > etc...
>>
>> Just curious: you are an atari newbie, yet owning a falcon is a longkept
>> dream? can you explain this?
>
> I always wanted to have a look outside the mainstream, but till few years
> ago my parents bought my computers for me ;-))
> But i kept reading all sorts of books and magazines. The ones that
> interested me most were the Falcon and the Acorn Archimedes / RiscPC series.
> I don't want to spend several hundred Euros/$ for a "toy" (I do my work on
> PC, and that works for me). On saturday I finally stumbled across a never
> used and original packed Falcon with a SM144 for 25Euro, so I couldn't
> resist. That's all the story...

Using SM144 you will not ess much. You may connect your Falcon to TV Set, or VGA monitor (but this will require interface like for SM144). There you will have color modes and all fun.

The best choice is special multi-sync monitor that ia able to work with vertical frequencies starting from 15kHz (ordinary VGA can do from 31kHz up).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

From 3856415003269561427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,acd1f8e28cd3385e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-07-22 14:46:49 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!feed.news.nacamar.de!news.belwue.de!news.uni-kl.de!not-for-mail
From: Matthias Alles <alles@rhrk.uni-kl.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Programming the Falcon
Date: Tue, 22 Jul 2003 23:45:01 +0200
Organization: Universitaet Kaiserslautern
Lines: 24
Message-ID: <bfkbf3sbg1@news.uni-kl.de>
References: <bff621$4d9$1@lacerta.tiscalinet.it>
NNTP-Posting-Host: wacken37.wohnheim.uni-kl.de
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: news.uni-kl.de 1058910499 29040 131.246.233.46 (22 Jul 2003 21:48:19 GMT)
X-Complaints-To: usenet@news.uni-kl.de
NNTP-Posting-Date: Tue, 22 Jul 2003 21:48:19 +0000 (UTC)
User-Agent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.4) Gecko/20030704 Debian/1.4-1
X-Accept-Language: de, en-us, en
In-Reply-To: <bff621$4d9$1@lacerta.tiscalinet.it>
Xref: archiver1.google.com comp.sys.atari.programmer:1329

Hi!

> I would like to use it for programming (have touched the 68k during my job),
> but don't know which language to chose. My job requiers Ada, so I want a
> different language;-)) As far as I know till now a typical choice would be
> GFA-Basic and an Assembler. Any other suggestions?

Assembler is a lot of fun! Have a look here:

http://www.dhs.nu/files_code.php

I always use the Turbo Assembler (very very good!) for 68K and DSPdit
with QuickDSP for the DSP. Both together are a relly powerful combination.
I think the link above only contains the ST/TT-Version of TurboAss.

Here should be the Falcon-version:

ftp://ftp.inf.tu-dresden.de/software/atari/Programs/Programming

Additionally there is bugaboo, a very good debugger.

Greetings,
Matthias

From -5509257524451475382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a56f078e2d3496,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-14 10:24:05 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!fu-berlin.de!uni-berlin.de!p5086c1a5.dip0.t-ipconnect.DE!
not-for-mail
From: "Marvin Kastner" <marvin@rettungstauchen.org>
Newsgroups: comp.sys.atari.programmer
Subject: Discette
Date: Thu, 14 Aug 2003 19:24:43 +0200
Lines: 8
Message-ID: <bhggjj$holq$1@ID-177252.news.uni-berlin.de>
NNTP-Posting-Host: p5086c1a5.dip0.t-ipconnect.de (80.134.193.165)
X-Trace: news.uni-berlin.de 1060881843 582330 80.134.193.165 (16 [177252])
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Xref: archiver1.google.com comp.sys.atari.programmer:1330

Hello!
I've got a Atari-Discette, but I havn't got an Atari-computer, but a
Microsoft.
Who can send me a link to help me!
Thank you!
Marvin

From -8378045884389130005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a56f078e2d3496
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-14 11:41:56 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-
beacon.mit.edu!panix!jimd
From: Jim DeClercq <jimd@panix1.panix.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Discette
Date: Thu, 14 Aug 2003 18:41:55 +0000 (UTC)
Organization: PANIX Public Access Internet and UNIX, NYC
Lines: 25
Message-ID: <bhgl5jbus1@reader2.panix.com>
References: <bhggjj$holq$1@ID-177252.news.uni-berlin.de>
NNTP-Posting-Host: panix1.panix.com
X-Trace: reader2.panix.com 1060886515 12252 166.84.1.1 (14 Aug 2003 18:41:55 GMT)
X-Complaints-To: abuse@panix.com
NNTP-Posting-Date: Thu, 14 Aug 2003 18:41:55 +0000 (UTC)

User-Agent: tinx 1.2.12
Xref: archiver1.google.com comp.sys.atari.programmer:1331

If it is running Windows 95 it will read it. Anything else might, but try
opening it in Explorer, because some apps will not read it directly.

I do not know what program is required if those suggestions do not work,
but they have been posted in this group before, and may be posted again.

Marvin Kastner <marvin@rettungstauchen.org> writes:

: Hello!
: I've got a Atari-Discette, but I havn't got an Atari-computer, but a
: Microsoft.
: Who can send me a link to help me!
: Thank you!
: Marvin

--
--
```
 /"\      Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
 \ /      ASCII ribbon campaign | I'm a .signature virus!       |
  X       against HTML mail     | Copy me into your ~/.signature|
 / \      and postings          | to help me spread!            |
```
.

From 7780244633729836505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-17 12:08:31 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
Subject: Printer drivers
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.112.19
Message-ID: <3f3fd304.0@entanet>
Date: 17 Aug 2003 20:09:56 -0100
X-Trace: 17 Aug 2003 20:09:56 -0100, 195.74.112.19
Lines: 25
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!syros.belnet.be!
news.belnet.be!feed.news.nacamar.de!easynet-quince!easynet.net!nntp.theplanet.net!
inewsm1.nntp.theplanet.net!zen.net.uk!news-peer-lilac.gradwell.net!
80.71.0.131.MISMATCH!caladan!entanet!195.74.112.19
Xref: archiver1.google.com comp.sys.atari.programmer:1332

Hi all,

In my office, I was asked to do some set-up work on a Linux
PC (SUSE). Part of the set-up was to get the printer working
with CUPS (Common Unix Printer Service or something like that).

CUPS provides Linux with printer support for hundreds of printers
so I became interested. Presumably the FreeMint developers have
heard of CUPS but it was new to me.

I had a quick look on a Linux website to see what was required to
install CUPS. Much of the software has all ready been ported to
FreeMint but I didn't have time to check all the version numbers.

If it could be ported to FreeMint, and I realise that it would take
a lot of work to do this, I doubt it would work directly with GEM
but adapting a VDI to work with CUPS sounds more feasible
than writing printer drivers.

Is anyone considering this as a solution to the printer driver
problems ?

regards,

Peter

From 7417489745168378599
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a56f078e2d3496
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-19 09:06:59 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!small1.nntp.aus1.giganews.com!
nntp.giganews.com!cyclone1.gnilink.net!wn14feed!worldnet.att.net!204.127.198.203!
attbi_feed3!attbi_feed4!attbi.com!sccrnsc03.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d191@comcast.net>
Subject: Re: Discette
References: <bhggjj$holq$1@ID-177252.news.uni-berlin.de>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 21
NNTP-Posting-Host: 12.247.96.110
X-Complaints-To: abuse@comcast.net
X-Trace: sccrnsc03 1061309218 12.247.96.110 (Tue, 19 Aug 2003 16:06:58 GMT)
NNTP-Posting-Date: Tue, 19 Aug 2003 16:06:58 GMT
Date: Tue, 19 Aug 2003 16:06:58 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1333

>Hello!
>I've got a Atari-Discette, but I havn't got an Atari-computer, but a
>Microsoft.

>Who can send me a link to help me!
>Thank you!
>Marvin

The PC will read it, but that is about it. If you want to run it,
I suggest either running an Atari emulator on your PC or else just
go out and buy an Atari.

--
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
 Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
 Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From -1636357441212734988
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a56f078e2d3496
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-20 07:02:44 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
skynet.be!skynet.be!fu-berlin.de!uni-berlin.de!p5086cabc.dip0.t-ipconnect.DE!not-
for-mail
From: "Marvin Kastner" <marvin@rettungstauchen.org>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Discette
Date: Wed, 20 Aug 2003 16:03:23 +0200
Lines: 8
Message-ID: <bhvv22$3n1dd$1@ID-177252.news.uni-berlin.de>
References: <bhggjj$holq$1@ID-177252.news.uni-berlin.de>
<3f41f6b8c9d191@comcast.net>
NNTP-Posting-Host: p5086cabc.dip0.t-ipconnect.de (80.134.202.188)
X-Trace: news.uni-berlin.de 1061388162 3900845 80.134.202.188 (16 [177252])
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Xref: archiver1.google.com comp.sys.atari.programmer:1334

"> The PC will read it, but that is about it. If you want to run it,
> I suggest either running an Atari emulator on your PC or else just
> go out and buy an Atari.

The discette is making for the first Atari-version (without MS-DOS-Support).

From -6259973467150489803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8041f33387db0844
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-12-11 04:06:53 PST
Path: archiver1.google.com!news1.google.com!news2.google.com!fu-berlin.de!
newsfeed.stueberl.de!teaser.fr!wanadoo.fr!proxad.net!feeder2-1.proxad.net!
news2-2.free.fr!not-for-mail
Date: Mon, 08 Dec 2003 19:48:51 +0100
Subject: Re: Change Objects flags in runtime
Newsgroups: comp.sys.atari.programmer
References: <d385a14d.0312070214.4b35f7ba@posting.google.com>
<d385a14d.0312071147.20aff54a@posting.google.com>
From: Arnaud BERCEGEAY <arnaud.bercegeay@freeyour_shoes.fr>
Content-Type: text/plain; format=flowed; charset=iso-8859-15
MIME-Version: 1.0
Content-Transfer-Encoding: 8bit
Message-ID: <oprzvk7pzu2ke8jj@news.free.fr>
User-Agent: Opera7.23/Linux M2 build 518
Lines: 22
Organization: Guest of ProXad - France
NNTP-Posting-Date: 08 Dec 2003 19:51:21 MET
NNTP-Posting-Host: 213.228.45.176
X-Trace: 1070909481 news2-2.free.fr 28678 213.228.45.176:32795
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1383

Hello,

> I have a color icon that isnt SELECTABLE when the application starts, you
> click on it and nothing happens, and i want to make it SELECTABLE (flag
> 0x0001) in some parts of my application, then the user can click on it
> and
> the ICON will change.

If i correctly understood, what you need is to set the DISABLED ob_state.
IMO, you don't need to change the SELECTABLE ob_flag.

BTW:

```
adr[obj].ob_flags |= SELECTABLE; /* set SELECTABLE flag */
adr[obj].ob_flags &= ~SELECTABLE; /* remove SELECTABLE flag */
```

HTH,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

From -3713498201148477807
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8041f33387db0844
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-12-12 02:22:13 PST
Path: archiver1.google.com!news2.google.com!newsfeed2.dallas1.level3.net!
news.level3.com!news-out.visi.com!petbe.visi.com!news.tele.dk!news.tele.dk!
small.news.tele.dk!news-fra1.dfn.de!newsfeed.hanau.net!newsfeed01.sul.t-online.de!
newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: "David Galvez" <maaaaa@aaaa.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Change Objects flags in runtime
Date: Fri, 12 Dec 2003 11:20:58 +0100
Organization: T-Online
Lines: 23
Message-ID: <brc4s6$5r8$04$1@news.t-online.com>
References: <d385a14d.0312070214.4b35f7ba@posting.google.com>
<d385a14d.0312071147.20aff54a@posting.google.com> <oprzvk7pzu2ke8jj@news.free.fr>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 1071224518 04 5992 2tEEGigl0V-KX3Q 031212 10:21:58
X-Complaints-To: usenet-abuse@t-online.de
X-ID: E6A1bTZYoens8HU0IcqKCTgsUsmHfVSOcnqvTQTwuhU5RVYsc7q-ci
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165
Xref: archiver1.google.com comp.sys.atari.programmer:1384

"> If i correctly understood, what you need is to set the DISABLED ob_state.
> IMO, you don't need to change the SELECTABLE ob_flag.
>

Yes you are right, i realized that after i asked about the flags issue.

> BTW:
>
> adr[obj].ob_flags |= SELECTABLE; /* set SELECTABLE flag */
> adr[obj].ob_flags &= ~SELECTABLE; /* remove SELECTABLE flag */
>

ohhh...thanks!.....i didnt think you can change this way states and flags,
much faster than calling objc_change ( ). I forgot that each object is a
struct! :-).....I still have to learn so much.! :-)

From 433014754927208223
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,5b416558d2c84037
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-12-12 03:16:13 PST
Path: archiver1.google.com!news1.google.com!news2.google.com!
newsfeed2.dallas1.level3.net!news.level3.com!priapus.visi.com!orange.octanews.net!
news.octanews.net!news-out.visi.com!petbe.visi.com!news2.telebyte.nl!
newsfeed.stueberl.de!newsfeed.vmunix.org!newsfeed.hanau.net!newsfeed01.sul.t-
online.de!newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: "David Galvez" <maaaaa@aaaa.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Color Icons flicker
Date: Fri, 12 Dec 2003 12:13:42 +0100
Organization: T-Online
Lines: 39
Message-ID: <brc7v2$5ou$05$1@news.t-online.com>
References: <br6ofd$4t9$00$1@news.t-online.com> <jjgja1-m6g1.ln1@sd.swampdog>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 1071227683 05 5918 BfVEGUhlznVMb+F 031212 11:14:43
X-Complaints-To: usenet-abuse@t-online.de
X-ID: Eq6jHqZCZexuxL1-9P-5mEIwpLaB6UshHbCxQvGKwegGyabtsb1J4J
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165
Xref: archiver1.google.com comp.sys.atari.programmer:1385

```
>
> iirc...
>
>  while (mouse_button_is_down)
>    draw
>  ;
```

This is what i did at the beginning and you are right it flickered as hell.

```
>
> ...is gonna flicker like hell. Need to factor in some mechanism to
> implement...
>
>  while (mouse_button_is_down)
>    draw_the_bugger_once_only_unless_dirty
>  ;
```

What i do now....

```
    draw_ changed_colors_in_the_icon
    do{
        get_mouse_button_state
    }whlie ( mouse_button_is_not_released)
    draw_original_icon_colors
```

It's much better but still about 40% of the times the ICONs flicker a
little.

I took a look into the source you posted here, i dont see how is done there
to avoid flicker.
I will look at them longer this weekend.

Thanks for your help!

From -6742921154902597586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,79f455661a244775,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-12-13 09:15:04 PST
Path: archiver1.google.com!news2.google.com!newsfeed2.dallas1.level3.net!
news.level3.com!news-out.visi.com!petbe.visi.com!in.100proofnews.com!
in.100proofnews.com!prodigy.com!prodigy.com!pd7cy2so!shaw.ca!sn-xit-03!sn-xit-01!
sn-post-01!supernews.com!corp.supernews.com!not-for-mail
From: "Tom Miller" <tlgalenson@chatnfiles.com>
Newsgroups: comp.sys.atari.programmer
Subject: Atari 400/800 files
Date: Sat, 13 Dec 2003 11:16:27 -0600
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <vtmi8mn2pqrk3f@corp.supernews.com>
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165
X-Complaints-To: abuse@supernews.com
Lines: 69
Xref: archiver1.google.com comp.sys.atari.programmer:1386

```
                  A Motherlode of ms-dos files
                    Drop in and sit a while!
```

The Chatnfiles bbs (www.chatnfiles.com) is mainly known for
having Chat and having Files. I offer a large (160,000+) and
old files download collection. My oldest files date back to
around or before 1988. I have both Carousel2 collection
(1988) and the ms-dos portion of the Simtel ftpsite (on cd-rom)
from about 1994.

The Carousel2 includes about 17,000 files. The target operating systems include: ms-dos, windows 2.11/3.x, Mackintosh (system 6?), OS/2,

Atari 400/800,

Comodore
64/128(?) and the Amiga. It also has about 5 different sub-directories with graphical files including both Gif and non-Gif formats.

The Simtel collection offers up about 10,000 ms-dos programs and files from on or before 1994. On a mailing list, it (and/or the Carousel2) were referred to as "the motherlode"....

I have a shareware collection called "Bobs Hall of Fame" that actually has Files for the Ibm System 3/A400 on it as well as more typical Ms-dos files...

I have a number of the Pier Shareware collections, Night Owl collections, Shareware Vault plus a number of singletons like Project Guttenberg, Nasa Space and Astronomy, Alan Appleton's BBS cd-rom, Best Windows games, Hot this that or the other.

You can use Google to search the local file area. Or you can simply browse the directories. The downside is there are no easy to use tools in the www server world to allow me to easily provide keyword access to the file collection. I am in the process of writing a script that will attempt to produce a "files.htm" page that includes file descriptions for each sub-directory that Google will read and produce a less garbled index of.

The website is running on a cpu/bandwidth throttle so it will not interfere with the other websites when lots of people are downloading. So it doesn't matter if 200 downloaders showup at once. They will get good service and so will the other sites.

The Chat system is running a perl script called Eileen, v2.1 which is derived from a popular chat script called Everychat. It has multiple rooms and provides about 30 actions or "emoticons."

The rest of the site is your basic personal website. I am looking at upgrading to a product called AspPortal but the files download indexing issue would remain. Drop on by.

www.chatnfiles.com

Tom Miller

--

++++++++++
Onsite Tech support and remote Website Design at www.bluecollarcc.com
Need a dos file? I have 100,000's online at www.chatnfiles.com
Excellent Free Website training on the Web at: www.w3schools.com

From 2063023114416493174
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,5b416558d2c84037
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-12-21 11:40:05 PST
Path: archiver1.google.com!news2.google.com!fu-berlin.de!newsfeed01.sul.t-online.de!t-online.de!newspeer1-gui.server.ntli.net!ntli.net!newsfep4-winn.server.ntli.net.POSTED!53ab2750!not-for-mail
Message-ID: <pg8hb1-rdg.ln1@sd.swampdog>
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Subject: Re: Color Icons flicker
Newsgroups: comp.sys.atari.programmer
References: <br6ofd$4t9$00$1@news.t-online.com> <jjgja1-m6g1.ln1@sd.swampdog> <brc7v2$5ou$05$1@news.t-online.com>
Lines: 88
User-Agent: KNode/0.7.2
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8Bit
Date: Sun, 21 Dec 2003 06:35:33 +0000
NNTP-Posting-Host: 80.4.128.195
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep4-winn.server.ntli.net 1072035604 80.4.128.195 (Sun, 21 Dec 2003 19:40:04 GMT)
NNTP-Posting-Date: Sun, 21 Dec 2003 19:40:04 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1387

David Galvez wrote:

>
>
>>
>> iirc...
>>
>> while (mouse_button_is_down)
>>   draw
>> ;
>
> This is what i did at the beginning and you are right it flickered as
> hell.
>
>>
>> ...is gonna flicker like hell. Need to factor in some mechanism to
>> implement...

```
>>
>>  while (mouse_button_is_down)
>>    draw_the_bugger_once_only_unless_dirty
>>  ;
>
> What i do now....
>
>     draw_ changed_colors_in_the_icon
>     do{
>         get_mouse_button_state
>     }whlie ( mouse_button_is_not_released)
>     draw_original_icon_colors
>
> It's much better but still about 40% of the times the ICONs flicker a
> little.
```

I can't remember how GEM works that well. It might still be looping...

```
n=0;
>     draw_ changed_colors_in_the_icon
>     do{
>         get_mouse_button_state
n++;
>     }whlie ( mouse_button_is_not_released)
>     draw_original_icon_colors
printf("%d\n",n);
```

...still yielding n>1 is my guess.

```
> I took a look into the source you posted here, i dont see how is done
> there
> to avoid  flicker.
> I will look at them longer this weekend.
```

[days pass] ;-)

Took me a while to figure it out, was looking in an example app for the button/drawing relationship which was wrong place. Seems pug is working more like a win32 message pump. Unless app registers an interest in an event it never gets told what's going on: things just get manipulated for it transparently. Essentially button is always in released state for the app. Doh! Anyways, once I tracked it down the code inside pug is a single line. Turns out the user's stubby fingers are the "antiflicker" code! The 'evm_button' member of 'evmp' is the button state from the evnt_multi() which lead us here...

```
 do graf_mkstate(mouse); while (bs & evmp->evm_button);
```

...iirc 'Mouse' is peculiar to the MWC compiler and is a 'Prect'...

```
Mouse   mouse   ={&mx,&my,&bs,&ks};
```

...guess it'd look like this elsewhere...

```
int mx,my,bs,ks;
graf_mkstate(&mx,&my,&bs,&ks);

Pseudocode:
[One or more buttons go down]
oldstate = evmp->evm_button
do {
  graf_mkstate(0,0,&newstate,0);
}while ((newstate bitwise-AND oldstate) != 0)
[all the down buttons of oldstate are now up]

At which point's its free to flicker again - except it can't 'cos user has
to press a button to get back here.


--
Guy Harrison


From 2803227198573470686
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b416558d2c84037
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2004-01-15 06:17:56 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: maraka@atari.net (D Galvez)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Color Icons flicker
Date: 15 Jan 2004 06:17:55 -0800
Organization: http://groups.google.com
Lines: 60
Message-ID: <d385a14d.0401150617.8dd1aa6@posting.google.com>
References: <br6ofd$4t9$00$1@news.t-online.com> <jjgja1-m6g1.ln1@sd.swampdog>
<brc7v2$5ou$05$1@news.t-online.com> <pg8hb1-rdg.ln1@sd.swampdog>
NNTP-Posting-Host: 217.81.16.164
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1074176276 11719 127.0.0.1 (15 Jan 2004 14:17:56 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 15 Jan 2004 14:17:56 +0000 (UTC)
Xref: archiver1.google.com comp.sys.atari.programmer:1388

>
> > I took a look into the source you posted here, i dont see how is done
> > there
> > to avoid  flicker.
> > I will look at them longer this weekend.
>
> [days pass] ;-)
>
```

sorry.....sorry.....sorry for answering so late.....i have been away
from my Falcon for a while (christmas time) and now i dont have too
much time to play with it.

i printed your answer to keep it trying in the near future.

> Took me a while to figure it out, was looking in an example app for the
> button/drawing relationship which was wrong place. Seems pug is working
> more like a win32 message pump. Unless app registers an interest in an
> event it never gets told what's going on: things just get manipulated for
> it transparently. Essentially button is always in released state for the
> app. Doh! Anyways, once I tracked it down the code inside pug is a single
> line. Turns out the user's stubby fingers are the "antiflicker" code! The
> 'evm_button' member of 'evmp' is the button state from the evnt_multi()
> which lead us here...
>
> do graf_mkstate(mouse); while (bs & evmp->evm_button);
>
> ...iirc 'Mouse' is peculiar to the MWC compiler and is a 'Prect'...
>
> Mouse   mouse   ={&mx,&my,&bs,&ks};
>
> ...guess it'd look like this elsewhere...
>
> int mx,my,bs,ks;
> graf_mkstate(&mx,&my,&bs,&ks);
>
> Pseudocode:
> [One or more buttons go down]
> oldstate = evmp->evm_button
> do {
>   graf_mkstate(0,0,&newstate,0);
> }while ((newstate bitwise-AND oldstate) != 0)
> [all the down buttons of oldstate are now up]
>
> At which point's its free to flicker again - except it can't 'cos user has
> to press a button to get back here.

I have been thinking to abandon the icons way and use bitmaps with
VDI.
My program also change the icon by itself without wait for the click
from the user...in this situation also flickers 40 or 30 % of the
times, so i think is something else than the evnt_button loop.

Thanks!!!

David Galvez

From -4515615065602160112

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ce868634d2b6db9c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2004-01-23 09:15:20 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-01!sn-post-01!
supernews.com!corp.supernews.com!not-for-mail
From: "Tom Houlehan" <tomh2@mindspring.com>
Newsgroups: comp.sys.atari.programmer
Subject: 1,000,000 Atari games 2600-7800 for sale
Date: Fri, 23 Jan 2004 11:15:08 -0600
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <1012lkvks198a2d@corp.supernews.com>
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165
X-Complaints-To: abuse@supernews.com
Lines: 4
Xref: archiver1.google.com comp.sys.atari.programmer:1389

Have you ever checked out www.atariclassic.com ? It has many different
titles to choose from, all original.

From -1261297431715196742
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6ea3b1e4eb5900c3,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6ea3b1e4eb5900c3,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2004-02-27 10:28:22 PST
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!newsfeed.icl.net!
proxad.net!wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Running 2 sources (GPL license), binaries for Milan and Falcon
Followup-To: comp.sys.atari.st
Date: Fri, 27 Feb 2004 19:28:44 +0100
Organization: Chez moi
Lines: 14
Message-ID: <s82o1c.5p3.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-106-4-201.w193-248.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader2.wanadoo.fr 1077906502 32717 193.248.137.201 (27 Feb 2004
18:28:22 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 27 Feb 2004 18:28:22 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: ALL

Xref: archiver1.google.com comp.sys.atari.st:3265 comp.sys.atari.programmer:1390

Hello,

For people insterested, you can grab it at:
http://bbs.dhs.nu/ct60/index.php?request=1012

Plus, there is an driver that provides XBIOS extension for Milan
(apparently only for S3 Trio 64) and gives complete control to
setup video modes for the video card.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From -9173106186659975695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,96089f3cd1c26739,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,96089f3cd1c26739,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2004-03-24 04:49:18 PST
Path: archiver1.google.com!news1.google.com!news.glorb.com!newsfeed.stueberl.de!
newsfeed.utanet.at!newsfeed01.chello.at!amsnews04.chello.com!
amsnews05.chello.com.POSTED!53ab2750!not-for-mail
From: Henk Robbers <h.robbers@chello.nl>
Subject: A Home Cooked Memory allocator
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Followup-To: comp.sys.atari.st
Lines: 15
User-Agent: KNode/0.7.2
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Message-ID: <dtf8c.102694$EI2.21039@amsnews05.chello.com>
Date: Wed, 24 Mar 2004 12:49:13 GMT
NNTP-Posting-Host: 62.163.25.151
X-Complaints-To: abuse@chello.nl
X-Trace: amsnews05.chello.com 1080132553 62.163.25.151 (Wed, 24 Mar 2004 13:49:13
MET)
NNTP-Posting-Date: Wed, 24 Mar 2004 13:49:13 MET
Organization: chello broadband
Xref: archiver1.google.com comp.sys.atari.programmer:1391 comp.sys.atari.st:3738

LS

There is a new version available on my home page (in sig)

Improved handling of large blocks.

ST-Guide hypertext reference manual.
There is also a plain unzipped text for direct viewing.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
  http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

From 8921954282995072652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ff870c1955502952,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ff870c1955502952,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2004-03-29 16:36:08 PST
Path: archiver1.google.com!news1.google.com!news.glorb.com!news.cs.univ-paris8.fr!
proxad.net!feeder2-1.proxad.net!news7-e.free.fr!not-for-mail
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Pascal Ricard" <nospam@mydomain.thanx.invalid>
Message-ID: <4068cebaaaf3240@europe-shareware.org>
Subject: MagX-Net mailing list
Reply-To: pascal@europe-shareware.org
Organization: Europe Shareware
User-Agent: Okami Version 3.0B-11 (Atari) with Nospam version B0.50
X-System: TT030 NovaMach32 MagiC-6.10 NVDI-5.03
Date: Tue, 30 Mar 2004 02:30:12 +0200 (MET DST)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 8
NNTP-Posting-Date: 30 Mar 2004 02:36:07 MEST
NNTP-Posting-Host: 62.147.41.253
X-Trace: 1080606967 news7-e.free.fr 5645 62.147.41.253:1118
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.st:3856 comp.sys.atari.programmer:1393

Hi all,

Want to discuss about the MagX-Net tcp/ip stack? Just subscribe to its
mailing list by sending a mail with "subsribe" as the subject to:
magxnet-request [at] ml.free.fr

See you soon...
Pascal

From -6308716795773620232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 112a73,7e3dda1ede59e5f6,start
X-Google-Attributes: gid112a73,public
X-Google-Thread: 107670,7e3dda1ede59e5f6,start
X-Google-Attributes: gid107670,public

X-Google-Thread: 1115ce,7e3dda1ede59e5f6,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10c7e6,7e3dda1ede59e5f6,start
X-Google-Attributes: gid10c7e6,public
X-Google-ArrivalTime: 2004-04-08 14:48:09 PST
Path: archiver1.google.com!news2.google.com!newsfeed2.dallas1.level3.net!news.level3.com!newsfeed.mathworks.com!lon-transit.news.telstra.net!ken-transit.news.telstra.net!news.telstra.net!news-server.bigpond.net.au!53ab2750!not-for-mail
From: rickyer@votenader.org
Message-ID: <666949d8.ffb9dc62@host-69-48-73-244.roc.choiceone.net>
Newsgroups: comp.sys.atari.programmer,comp.cad.synthesis,comp.unix.xenix.sco,comp.sys.ibm.pc.classic
Subject: Statement on Spam and VoteNader.org
Approved: rickyer@votenader.org
Organization: Nader for President 2004 - P.O. Box 18002, Washington, DC 20036 - (202) 265-4000
X-NNTP-Posting-Host: host-69-48-73-244.roc.choiceone.net
User-Agent: MacSOUP/2.4b4
Lines: 115
Date: Thu, 08 Apr 2004 21:47:45 GMT
NNTP-Posting-Host: 144.138.5.133
X-Complaints-To: abuse@bigpond.net.au
X-Trace: news-server.bigpond.net.au 1081460865 144.138.5.133 (Fri, 09 Apr 2004 07:47:45 EST)
NNTP-Posting-Date: Fri, 09 Apr 2004 07:47:45 EST
Xref: archiver1.google.com comp.sys.atari.programmer:1394 comp.cad.synthesis:1579 comp.unix.xenix.sco:883 comp.sys.ibm.pc.classic:2469

Spam from VoteNader.org? (Or naderexplore04.org)

You may have received spam email recently that appears to come from our campaign, or be about our campaign -- perhaps the "From" and or "Reply-to" addresses look like they are coming from VoteNader.org. Or perhaps you have received a message that appears to come from an individual (if the address is real, the real owner probably did not send this email either) with suppressed recipients. Or maybe you received an email that appeared to come from yourself promoting our site.

These messages are NOT from Nader for President 2004, and these email tactics are NOT condoned by our campaign in any way.

UPDATE: Some of the latest forged emails have been made to appear to be coming from naderexplore04.org. Again, we are not responsible for this unfortunate abuse of email, and there is little in the technical sense that we can do to prevent this as it has nothing to do with our actual infrastructure. We are collecting information.

NOTE: The emails with malicious code (viruses, worms, etc.) often have attachments. Our campaign will NEVER send attachments in our announcement emails to you. Please be sure that you have anti-virus software and have the latest updates available for your anti-virus

software.

Our hosting service has alerted us to say that Nader for President 2004 appears to be the target of what is called a "Joe Job." Such an event is where a spammer forges email to make it appear to have come from some other domain (such as ours -- or yourself). This is hard to prevent on our end and part of the insecure nature of the email protocol in general.

Members of our actual email list must request to receive email from us (either through Ralph's signup sheets or subscribing during our exploratory phase, or now on our campaign site). When one signs up for email they must reply to a confirmation message before they receive our list announcements.

Our public announcement emails come from "campaign@votenader.org," contain a "Paid for by Nader for President 2004" statement at the bottom, and have "updates@lists.votenader.org" in the "To:" header. Unfortunately, some of these indicators can be forged as well.

Most of the Spam that we have received complaints about appear to be forged from email addresses not associated with votenader.org (often forged to appear to be coming from government email addresses), and have our website code embedded in the body of the email with hidden tags that contain random words that work to subvert anti-spam software.

If you are on our lists, you can ALWAYS unsubscribe at ANY time by following the instructions included at the end of our announcements. You can also use our unsubscribe page using the email address you signed up with.

If you are receiving this SPAM, we extend our apologies.

We will pursue the spammers to the full extent of the law.

For more information, please review these resources:

How Do I Determine the Source of an Email?
http://www.aota.net/Email_Spam_Prevention_and_Mgmt/emailsource.php4

Why Does This Spam Look Like I Sent It?
http://www.aota.net/Email_Spam_Prevention_and_Mgmt/spamfrom.php4

Coping with a Joe Job
http://www.sitepoint.com/article/sabotage-coping-joe-job/2

Please contact abuse@votenader.org with any questions. We have received many samples of the spam and are working to identify the source, if possible.

Volunteer ---------- http://www.votenader.org/get_involved/index.php
Ballot Access ---------- http://www.votenader.org/ballot_access/index.php
Register to Vote ------- http://www.rockthevote.com/rtv_register.php

Contribute ---------- http://www.votenader.org/contribute/index.php
Contact Us ---------- http://www.votenader.org/contact/index.php

--
give biological and chemical weapons
to children they don?t think twice. Sad but true.

Cops tried various things, by the way Jews had their brothers inside ASIO too, who were telling Mahmud Kurchu exactly what was going on, later they tried to make me stay with an Irani Jewish family under the witness protection program, it was sister Maryam who was angry about it and stopped all these "dumb" moves by police, I really thank her for that. I +vely identified all these people they brought it claiming these guys were my parents, I told them I am Muslim though I did not remember much.

As everytime I woke up I wanted to go back to school, as I couldn?t remove those hand cuffs in dream, I would start crying and so, during the mean while Mahmud Kurchu made changed the story about those two Jewish terrorists, they told the world these guys died in car accident. So these cops started giving me more injections to erase my memory as well, as I wasn?t forgetting Jews who raped my body and kidnapped me, they gave me these injections thrice. They told me all these things happened to me because I was hit by car, I was involved in car accident etc.

Acutally there were times when I had to do investigation for that cop, like he believed Mahmud Kurchu?s statement that Dog bit his nose off, I told him what kind of dog would bite a nose and not the feet or so. And even if that Arfff :).

So after a few days they pealed my skin from my legs and covered the marks of cuts around my body. Today I have no sign of any operation on my body. Then they moved me back to the my garage room, one day the CIA guy came in. I regonised h

From -5664808731320324923
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 112a73,7e3dda1ede59e5f6
X-Google-Attributes: gid112a73,public
X-Google-Thread: 107670,7e3dda1ede59e5f6
X-Google-Attributes: gid107670,public
X-Google-Thread: 1115ce,7e3dda1ede59e5f6
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10c7e6,7e3dda1ede59e5f6
X-Google-Attributes: gid10c7e6,public
X-Google-ArrivalTime: 2004-04-08 19:27:01 PST
From: "Tony Ingenoso" <NOtonyiSPAM@attglobal.net>

Newsgroups:
comp.sys.atari.programmer,comp.cad.synthesis,comp.unix.xenix.sco,comp.sys.ibm.pc.c
lassic
References: <666949d8.ffb9dc62@host-69-48-73-244.roc.choiceone.net>
Subject: Re: Statement on Spam and VoteNader.org
Date: Thu, 8 Apr 2004 22:32:55 -0400
Lines: 6
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165
NNTP-Posting-Host: 166.72.126.40
Message-ID: <40760b86_4@news1.prserv.net>
X-Trace: 9 Apr 2004 02:33:42 GMT, 166.72.126.40
Organization: Global Network Services - Remote Access Mail & News Services
X-Complaints-To: abuse@prserv.net
Path: archiver1.google.com!news1.google.com!news.glorb.com!
border1.nntp.ash.giganews.com!nntp.giganews.com!newspeer.monmouth.com!
newsfeed.yul.equant.net!newsfeed.us.prserv.net!prserv.net!news1.prserv.net!
166.72.126.40
Xref: archiver1.google.com comp.sys.atari.programmer:1395 comp.cad.synthesis:1581
comp.unix.xenix.sco:884 comp.sys.ibm.pc.classic:2470

On the contrary - it would seem VoteNader.org IS spamming newsgroups...

<rickyer@votenader.org> wrote in message
news:666949d8.ffb9dc62@host-69-48-73-244.roc.choiceone.net...
> Spam from VoteNader.org? (Or naderexplore04.org)

From 6671140897627874934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31104038730e8edc,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2004-04-14 19:38:52 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-01!sn-post-01!
supernews.com!news.supernews.com!not-for-mail
From: qnr <terry@timestorm.ross.com>
Newsgroups: comp.sys.atari.programmer
Subject: Wanted: TDI Modula-2/ST
Date: Wed, 14 Apr 2004 19:40:19 -0700
Organization: It's around here somewhere....
Message-ID: <107rtcrjda52ld2@news.supernews.com>
Reply-To: TheNameInFrom @ aliboom.com
User-Agent: Pan/0.11.4 (Unix)
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Comment-To: ALL
X-Complaints-To: abuse@supernews.com
Lines: 16

Xref: archiver1.google.com comp.sys.atari.programmer:1396

Hi,

Does anyone know where I can obtain a working copy of the TDI Development version? I know the Megamax is available, and intend to use it, but I would like to have TDI also, as it contained some items that I'd like to have available.

TIA,

Terry

--
Terry Ross | qnr | <my first name@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

From -742406309841928934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fbd44,8c48ae11049e6e22,start
X-Google-Thread: f8760,286f8db8b726bfd2,start
X-Google-Thread: 1115ce,2cd53f9049948f11,start
X-Google-Thread: 101970,3f7fba33fbf2a10c,start
X-Google-Attributes: gidfbd44,gidf8760,gid1115ce,gid101970,public
X-Google-ArrivalTime: 2004-04-29 11:56:13 PST
Path: archiver1.google.com!news1.google.com!news.glorb.com!
border1.nntp.ash.giganews.com!nntp.giganews.com!local1.nntp.ash.giganews.com!
nntp.bresnan.com!news.bresnan.com.POSTED!not-for-mail
NNTP-Posting-Date: Thu, 29 Apr 2004 13:56:11 -0500
Reply-To: "*ProteanThread*" <status@rtdos.info>
From: "*ProteanThread*" <rtdos hotmail com>
Newsgroups:
alt.atari.2600.programming,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.
atari8
Subject: atari 2600 programmers kit ?
Date: Thu, 29 Apr 2004 12:56:14 -0600
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1409
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1409
Message-ID: <FK2dnX2dhppR0gzd4p2dnA@bresnan.com>
Lines: 11
NNTP-Posting-Host: 69.145.41.226
X-Trace: sv3-okbJ9/
G+qrWnLfhqLqqLaZpwYWbuNxtIQPwRmVY+u9VbsQ4Z48ZsFrDE+qH7IQs6t3rkDEQFiTxln45!
AJfPyI0aUE+z1fyK2GrovLh4trKa/oktwZmALq1rR8hPk1CrwmVqvAaS8OrSEuJBrbsrMlPOal0=
X-Complaints-To: abuse@bresnan.com
X-DMCA-Complaints-To: abuse@bresnan.com
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint

properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.8bit:26455
comp.sys.atari.programmer:1397 ctdl.sys.atari8:11

wasn't there a programmer's kit for the atari 2600 / 7800 and 5200 by atari
? is it available for download somewhere ?

--

Woodzy
http://rtdos.com/forum

From 1800556913484511586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ebf33d82e72601f6,start
X-Google-Thread: 111a55,ace99d24f26aea1,start
X-Google-Attributes: gid1115ce,gid111a55,public
Path: controlnews3.google.com!news2.google.com!news.maxwell.syr.edu!
newsfeed.icl.net!newsfeed.fjserv.net!news.mailgate.org!mygate.mailgate.org!
195.115.41.103!not-for-mail
From: "Bibou" <cs.lefebvre@free.fr>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Iconnect emulator for Sting ?
Date: Fri, 30 Apr 2004 12:41:26 +0000 (UTC)
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 16
Message-ID: <0032624ea36eeae16c9d73dceae71e70.88368@mygate.mailgate.org>
NNTP-Posting-Host: 195.115.41.103
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.mailgate.org 1083307549 14003 195.115.41.103 (Fri Apr 30 14:41:26
2004)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Fri, 30 Apr 2004 12:41:26 +0000 (UTC)
Injector-Info: news.mailgate.org; posting-host=195.115.41.103; posting-
account=88368; posting-date=1083307549
User-Agent: Mailgate Web Server
X-URL: http://mygate.mailgate.org/mynews/comp/comp.sys.atari.programmer/
0032624ea36eeae16c9d73dceae71e70.88368%40mygate.mailgate.org
Xref: controlnews3.google.com comp.sys.atari.programmer:2 comp.sys.atari.st:107

Hi,

StinG is actually the best internet connexion on Atari. But is it
possible to create a stx for emulate Iconnect API ? I'm not coder but
the best software (Emailer, Fiffi) run only with Iconnect and Iconnect
is bad...

Who can create it ?

Thanks for your answer.

Cyril LEFEBVRE

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

From 1276910606938654618
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ebf33d82e72601f6
X-Google-Attributes: gid1115ce,public
Path: controlnews3.google.com!news1.google.com!news.glorb.com!
fr.ip.ndsoftware.net!ciril.fr!nnx.oleane.net!oleane!x-echo.com!not-for-mail
From: Bibou <bibou7nospam@free.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Iconnect emulator for Sting ?
Date: 30 Apr 2004 12:51:56 GMT
Organization: 195.115.41.103 via Pages News
Lines: 17
Message-ID: <c6ti5c$49g$1@news.x-echo.com>
NNTP-Posting-Host: news-front1.voila.fr
X-Trace: news.x-echo.com 1083329516 4400 195.101.94.106 (30 Apr 2004 12:51:56 GMT)
X-Complaints-To: abuse@x-echo.com
NNTP-Posting-Date: 30 Apr 2004 12:51:56 GMT
Xref: controlnews3.google.com comp.sys.atari.programmer:3

Hi,

StinG is actually the best internet connexion on Atari. But is it possib
le to create a stx for emulate Iconnect API ? I'm not coder but the best
 software (Emailer, Fiffi) run only with Iconnect and Iconnect is bad...

Who can create it ?

Thanks for your answer.

Cyril LEFEBVRE

=-
Article poste via Voila News - http://www.news.voila.fr
Le : Fri Apr 30 14:51:56 2004 depuis l'IP : 195.115.41.103 [VIP 8945752]

From 1546648267409825867
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,efbfe649ae405729,start

X-Google-Thread: 111a55,efbfe649ae405729,start
X-Google-Thread: 109a67,efbfe649ae405729,start
X-Google-Thread: 10aaed,efbfe649ae405729,start
X-Google-Thread: 10462e,f615c0e1fba82ed3
X-Google-Thread: ffead,efbfe649ae405729,start
X-Google-Thread: f7203,efbfe649ae405729,start
X-Google-Thread: ff2b1,efbfe649ae405729,start
X-Google-Thread: 105753,efbfe649ae405729,start
X-Google-Thread: f4ba4,efbfe649ae405729,start
X-Google-Attributes:
gid1115ce,gid111a55,gid109a67,gid10aaed,gid10462e,gidffead,gidf7203,gidff2b1,gid105753,gidf4ba4,public
Path: controlnews3.google.com!news2.google.com!news.maxwell.syr.edu!
feed.news.tiscali.de!tiscali!newsfeed1.ip.tiscali.net!newsfeed.bit.nl!
newsfeed.bit.nl!news2.euro.net!216.196.98.140.MISMATCH!
border1.nntp.dca.giganews.com!border2.nntp.dca.giganews.com!nntp.giganews.com!
cyclone1.gnilink.net!gnilink.net!cyclone.southeast.rr.com!news-
post.tampabay.rr.com!twister.southeast.rr.com.POSTED!53ab2750!not-for-mail
From: "B. Curry" <bcurrytw@carolina.rr.com>
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy,comp.sys.be.help,comp.sys.be.misc,comp.sys.be.programmer,comp.sys.cbm,comp.sys.cdc
References: <409e7ecb_1@Opticon.100ProofNews.com>
Subject: TRY THIS!! IT WORKS!! MONEY$$$ NOW!!
Lines: 580
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MIMEOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Message-ID: <4rvoc.38720$jU.2327058@twister.southeast.rr.com>
Date: Wed, 12 May 2004 20:04:16 GMT
NNTP-Posting-Host: 69.132.130.176
X-Complaints-To: abuse@rr.com
X-Trace: twister.southeast.rr.com 1084392256 69.132.130.176 (Wed, 12 May 2004
16:04:16 EDT)
NNTP-Posting-Date: Wed, 12 May 2004 16:04:16 EDT
Organization: RoadRunner - Carolina
Xref: controlnews3.google.com comp.sys.atari.programmer:4 comp.sys.atari.st:335
comp.sys.atari.st.tech:13 comp.sys.att:2 comp.sys.be.advocacy:10
comp.sys.be.help:1 comp.sys.be.misc:4 comp.sys.be.programmer:1 comp.sys.cbm:942
comp.sys.cdc:4

TRY THIS!! IT WORKS!! MONEY $$$ NOW!I COULD NOT BELIEVE IT!! I ACTUALLY RECEIVED MONEY! Here are the 3 easy steps to success: STEP ONE: Get 6 separate piece of paper and write your name and address plus the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 12 US$ and place TWO inside EACH of the 6 pieces of paper so the $2.00 will not be seen through the envelope (to prevent thievery). Next, place one paper in each of the envelopes and seal them. You would now have 6 sealed envelopes, each with a piece of paper stating the above phrase, your name and address, and $2.00. What you are doing is creating a service and you are paying for it! Like most of us I was skeptical and a little worried about the legal

aspects of it all. So I checked it out with the U.S. Post Office 1-800-725-2161 and they confirmed that it was indeed legal. Mail the 6 envelopes to the following adresses: 1. MANUEL TINAJERO/542 HERNANDEZ/ LAREDO/TEXAS/ 78046/ U.S.A 2. R.C FAULK/ 7509 NE VAN MALL DR. C-13/ VANCOUVER/ WASHINGTON/ 98662/ U.S.A 3. ZACK LONGLEY/7686 CALLAGHAN RD. APPT 3304/SAN ANTONIO/ TEXAS/78229/U.S.A. 4. MAURICIO LIMA/ 4221 AGUSTIN MUNOZ MONTEVIDEO/11900/URUGUAY 5. E. SIMON/ 1849 SEDGWICK AVE/ BRONX/ NY/10453/ U.S.A 6. B. CURRY/ 14923 JERPOINT/ ABBY DR./ CHARLOTTE/ NORTH CAROLINA/28273 STEP TWO: Now take the #1 name off the list that you see above, move the other names up 6 becomes 5, 5 becomes 4, etc., and Add YOUR NAME as number 6 on the list. STEP THREE: Change anything you need to, but try to keep this article as close to the original as possible. Now, post this amended article to at least 100 newsgroups. (There are close to 450,000 groups on Yahoo Groups alone). All you need is 100, but remember, the more you post, the more money YOU make! You won't get very much unless you post like crazy! This is perfectly legal! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Internatational Postal Lottery Act. Keep a copy of these steps for yourself and, whenever you need money, you can use it again, and again. PLEASE REMEMBER that this program remains successful because of the honesty and integrity of the participants and by their carefully adhering to the directions. Look at it this way. If you are of integrity, the program will continue and the money that so many others have received will come your way. NOTE: You may want to retain every name and address sent to you, either on a computer or hard copy and keeps the notes people send you. This VERIFIES that you are truly providing a service. (Also, it might be a good idea to wrap the $1 dollar bills in dark paper to reduce the risk of mail theft.) So, as each post is downloaded and directions carefully followed, six members will be reimbursed for their participation as a List Developer with two dollars each. Your name will move up the list geometrically so that when your name reaches the #1 position you will be receiving tens of thousands of dollars in CASH!!! What an opportunity for only $12.00 ($2.00 for each of the six listed above) Send it now, add your name to the list and your`re in business! NOTE: Send only US dollars in this program as the US dollar always has a stable exchange rate and is easily available to peoples outside the U.S. If you live outside the U.S. then please exchange local currency int 12 US$. Exchanging money int $ is cheap, easy and can be done at most banks, post offices, embassies even super markets. It will all be worth it when you start receiving thousands of dollars in the mail. Also letters to places other than your own country, it is a good idea to send them airmail not by land, there is not a lot of difference in price for this. POSTING TO NEWSGROUPS********** STEP ONE: You do not need to type this entire letter to do your own posting. Simply put your cursor at the beginning of this letter, drag your cursor to the bottom of this document, and select `copy` from the edit menu. Open a blank `notepad fill
<funnysoundin@hotmail.com> wrote in message
news:409e7ecb_1@Opticon.100ProofNews.com...
> Hi guys if you are interested on this, just take 5 minutes to read this and
> it WILL change your life. This is a testimony from BILL SAHOTA in SWEDEN.
> The Internet has grown tremendously. It doubles in size every 4 months.
> Think about it. You see those 'Make.Money.Fast' posts more and more. That's

> ... because it WORKS ! So I thought, all those new users might make it
work.
> And I decided to try it out a few months ago. Besides, whats $5.00, I
spend
> more than that in the morning on my way to work on coffee and snacks for
the
> day. So I sent in my money and posted. Everyone was calling it a scam, but
> there are SO many new users from AOL, Netcom, etc.I thought they would
join
> in and make it work.. Well, two weeks later, I began recieving bucks in
the
> mail! I couldn't believe it! Not just a little, I mean big bucks! At first
> only a few hundred dollars, then a week later, a couple of thousand, then
> BOOM. By the end of the fourth week, I had recieved nearly $27,000.00. It
> came from all over the world. And every bit of it perfectly legal and on
the
> up and up. I've been able to pay off all my bills and still had enough
left
> over for a nice vacation for me and my family. Not only does it work for
me,
> it works for other folks as well. Mike Ochoa says he made $35,382 in one
> month. Dave Manning claims he made $53,664 in the same amount of time.
Lars
> Myers says it was only $21,000 for him. Do I know these folks? No, but
when
> I read how they say they did it, it made sense to me. Enough sense that
I'm
> taking a similar chance with $5 of my own bucks. Not a big chance, I
> admit--but one with incredible potential, because $5 is all anyone ever
> invests in this system. Period. That's all Mike, Dave, or Lars invested,
yet
> their $5 netted them tens of thousands of dollars each, in a safe, legal,
> completely legitimate way. Here's how it works in 3 easy steps:
>
> STEP 1. Invest your $5 by writing your name and address on five seperate
> pieces of paper along with the words: "PLEASE ADD ME TO YOUR MAILING
LIST."
> (In this way, you're not just sending a dollar to someone; you're paying
for
> a legitimate service.) Fold a $1 bill inside each paper, and mail them by
> standard U. S. Mail to the following five addresses:
>
>   1-Bill Sahota
>   St. Olofsgatan 20, 1tr.
>   S-753 11 Uppsala
>   Sweden
>
>   2-Tiit Raag
>   Vilja 18b-11
>   EE2710 Voru
>   Estonia
>
> 3- Eric Garro

>   P.O. Box: 32-2400
>   Desamparados, San Jose,
>   Costa Rica
>
> 4-Rub⍰n Pagura
>   Ap. 461 - 2050 San Pedro
>   San Jose - Costa Rica
>
> 5-Jessica Hitchan
>   20280 N. 59th Ave. Ste 115-#310
>   Glendale, AZ 85308
>
> STEP 2. Now remove the top name from the list, and move the other names
> up.This way, #5 becomes #4 and so on. Put your name in as the fifth one on
> the list.
>
> STEP 3. Post the article to at least 250 newsgroups. There are at least
> 9000 newsgroups at any given moment in time. Try posting to as many
> newsgroups as you can. Remember the more groups you post to, the more
people
> will see your article and send you cash!
>
> STEP 4. You are now in business for yourself, and should start seeing
> returns within 7 to 14 days!
>
> Remember, the Internet is new and huge. There is no way you can lose. Now
> here is how and why this system works: Out of every block of 250 posts you
> make, you wil get back 5 responses. Yes, thats right,only 5. You make
$5.00
> in cash, not checks or money orders, but real cash with your name at #5.
> Each additional person who sent you $1.00 now also makes 250 additional
> postings with your name at #4, 1000 postings. On average then, 50 people
> will send you $1.00 with your name at #4,....$50.00 in your pocket! Now
> these 50 new people will make 250 postings each with your name at #3 or
> 10,000 postings. Average return, 500 people= $500. They make 250 postings
> each with your name at #2= 100,000 postings=5000 returns at $1.00
> each=$5,000.00 in cash! Finally, 5,000 people make 250 postings each with
> your name at #1 and you get a return of $60,000 before your name drops off
> the list. And that's only if everyone down the line makes only 250
postings
> each! Your total income for this one cycle is $55,000. From time to time
> when you see your name is no longer on the list, you take the latest
posting
> you can find and start all over gain. The end result depends on you. You
> must follow through and repost this article everywhere you can think of.
The
> more postings you make, the more cash ends up in your mailbox. It's too
easy
> and too cheap to pass up!!! So thats it. Pretty simple sounding stuff,
huh?
> But believe me, it works. There are millions of people surfing the net
every
> day, all day, all over the world. And 100,000 new people get on the net

> every day. You know that, you've seen the stories in the paper. So, my
> friend, read and follow the simple instructions and play fair. Thats the
> key, and thats all there is to it. Print this out right now so you can
refer
> back to this article easily. Try to keep an eye on all the postings you
made
> to make sure everyone is playing fairly. You know where your name should
be.
> If you're really not sure or still think this can't be for real, then
don't
> do it. But please print this article and pass it along to someone you know
> who really needs the bucks, and see what happens. REMEMBER....HONESTY IS
THE
> BEST POLICY.YOU DON'T NEED TO CHEAT THE BASIC IDEA TO MAKE THE BUCKS! GOOD
> LUCK TO ALL, AND PLEASE PLAY FAIR AND YOU WILL WIN AND MAKE SOME REAL
> INSTANT FREE CASH! *** By the way, if you try to deceive people by posting
> the messages with your name in the list and not sending the bucks to the
> people already included, you will not get much. I read someone who did
this
> and only got about $150 (and that's after two months). Then he sent the 5
> bills, people added him to their lists, and in 4-5 weeks he had over
> $10,000! TRY IT AND YOU'LL BE HAPPY!! GOOD LUCK TO YOU ALL!!
>
> HOW TO DO THIS: If you have Netscape 3.0 do EXACTLY the following:
>
> A) Click on any newsgroup, as you were going to look at it. Then click on
TO
> NEWS which is on the far left when you're in the newsgroup page. This will
> bring up a box to type a message.
>
> B) Leave the newsgroup box like it is. Change the subject box to something
> like ?Fast Cash? or ?Need cash?- Read here?.
>
> C) Tab once and you should be ready to type. Now retype (only once) this
> entire article word for word, except to insert your name at #5 and to
remove
> #1 of the list, plus any other small changes you think you need to make.
> Keep almost all of it the same however!
>
> D) When you are finished typing, click on FILE in this box (just above the
> send button... not where it says Netscape News on the first box. Now click
> on SAVE AS in the dropdown menu. Save your article as a text file in your
C:
> or A: drive.
>
> E) If you still have all of your text, send or post to this newsgroup now
by
> just cliking the SEND button (just below the File dropdown menu and above
> the Cc: button.
>
> F) Here's where you are going to post to 250 ore more, newsgroups... OK...
> click on any newsgroup then click on "TO NEWS"... again. In the top left
> corner of your screen. Leave the newsgroups box alone again, put a flashy

> subject title, hit tab once and your in the body of the message. Now, click
> on the attachment file... now find the file that you just saved in the
> previous procedure. Click ONCE on the file and click OPEN and then OK. If
> you did this correctly, you should now see your file name in the Attachments
> Box and it will be highlighted.
>
> G) That's it!!! Each time you do this, all you have to do is type a
> different newsgroup so you can post this message to 250 or more DIFFERENT
> NEWSGROUPS. I know, I know, you still have 249 to go, but it only takes
> about 30 seconds each, once you get the hang of it.
>
> Here it's a Write 3.0 format file [usenet.wri] with at least 1,600
> newsgroups addresses:
>
> git.club.entrepreneur, git.mgt.club.entrepreneur, market.inernet.free,
> mex.comp, mex.general, misc.entrepreneur, misc.entrepreneurs, misc.misc,
> oh.biz, skinawa.misc, ok.marketplace, scot.business.internet,
> pdaxs.ads.misc, biz.americast, biz.jobs, biz.marketplace.computers.other,
> biz, marketplace.services.computers, biz.misc, misc.entrepreneur,
> misc.entrepreneurs, misc.jobs.offered, alt.online-service,
> aol.commerce.general, alt.internet.services, misc.entrepreneur,
> misc.entrepreneurs, alt.business.home, alt.business.home.pc,
> biz.marketplace.non-computer, alt.business.misc, alt.business.multilevel,
> alt.business.multi-level, biz.marketplace.services.non-computer,
> alt.business.offshore, alt.biz, business.misc, alt.make.money, alt.make,
> alt.make.money.fast, alt.business.career-opportunities.executives,
> alt.business.franchise, alt.biz, market.internet.free, misc.misc,
> misc.entrepreneurs, misc.entrepreneur, alt.misc, alt.make.money.fast,
> biz.next.newprod, biz.americast, biz.univel.misc, misc.biz, alt.business,
> biz.marketplace.discussion, alt.ads, alt.biz.misc, alt.make.money,
> misc.forsale, misc.forsale.misc, misc.forsale.other, biz.marketplace,
> biz.newgroup, alt.anything, aol.commerce.misc-ads, aol.misc,
> biz.marketplace.international, alt.internet.commerce, aol.commerce.general,
> alt.business.home.pc, aol.buy.and.selacadia.bulletin-board,
> alt.america.online, biz.jobs.offered, alt.biz.misc,
> alt.business.multi-level, alt.college.us, alt.make.money,
> alt.make.money.fast, alt.misc, av.jobs, alc.market, alt.aapg.general,
> alt.alt, alt.bbs.ads, alt.bbs.internet, alt.business, misc.misc,
> pdaxs.jobs.misc, sdnet.jobs, biz.americast, biz.jobs, biz.misc,
> misc.entrepreneur, misc.entrepreneurs, misc.jobs.offered,
> alt.online-service, aol.commerce.general, aol.commerce.misc-ads,
> aol.commerce.misc.ads, aol.commerce.mlm.announce, biz.next.newprod,
> git.club.entrepreur, git.mgt.club.entrepreneur, ibm.ibmpc.homewarp,
> market.internet.free, sdnet.jobs.offered, ads, alc.general,
> alt.aapg.announce, alt.ads, alt.biz.misc, alt.business.home, biz.mlm,
> aol.commerce.mlm.discussion, alt.business.multi-level,
> aol.commerce.mlm.announce, alt.business.home.pc, aol.buy.and.sell,
> acadia.bulletin-board, alt.america.online, biz, market.internet.free,
> misc.misc, misc.entrepreneurs, misc.entrepreneur, alt.business.misc,
> alt.misc, alt.make.money.fast, biz.next.newprod, biz.americast,

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> bit.listserv.relusr-l, bit.listserv.rra-l, bit.listserv.rscs-l,
> bit.listserv.rscsmods,
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>
> x-- 100 Proof News - http://www.100ProofNews.com
> x-- 3,500+ Binary NewsGroups, and over 90,000 other groups
> x-- Access to over 1 Terabyte per Day - $8.95/Month
> x-- UNLIMITED DOWNLOAD
>

From -8704122170986660810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,efbfe649ae405729
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5753,gidf4ba4,public
From: "Arnie" <fat@teeth.com>
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,co
mp.sys.be.advocacy,comp.sys.be.help,comp.sys.be.misc,comp.sys.be.programmer,comp.s
ys.cbm,comp.sys.cdc
References: <409e7ecb_1@Opticon.100ProofNews.com>
<4rvoc.38720$jU.2327058@twister.southeast.rr.com>
Subject: Re: TRY THIS!! IT WORKS!! MONEY$$$ NOW!!
Date: Fri, 14 May 2004 21:26:09 +0100
Lines: 3
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
NNTP-Posting-Host: 217.140.39.25
X-Original-NNTP-Posting-Host: 217.140.39.25
Message-ID: <40a548ca@news.greennet.net>
X-Trace: 14 May 2004 15:31:38 -0700, 217.140.39.25
Path: controlnews3.google.com!news2.google.com!news.maxwell.syr.edu!nntp.abs.net!
ash.uu.net!news.greennet.net!217.140.39.25
Xref: controlnews3.google.com comp.sys.atari.programmer:5 comp.sys.atari.st:397
comp.sys.atari.st.tech:14 comp.sys.att:3 comp.sys.be.advocacy:11
comp.sys.be.help:2 comp.sys.be.misc:5 comp.sys.be.programmer:2 comp.sys.cbm:1023
comp.sys.cdc:5

Reported to ISP

From 4216695430551381024
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 112049,5d8e3e57982e74d9,start
X-Google-Thread: 1127d1,5d8e3e57982e74d9,start
X-Google-Thread: ffc26,6128ab29ed5e26e8,start
X-Google-Thread: 1115ce,5d8e3e57982e74d9,start
X-Google-Attributes: gid112049,gid1127d1,gidffc26,gid1115ce,public
X-Abuse-Report: abuse@teranews.com
Message-ID: <2dd4573054698299d19e7507e9a9348b@news.teranews.com>
Path: controlnews3.google.com!news1.google.com!news.glorb.com!prodigy.com!atl-
c02.usenetserver.com!chi1.usenetserver.com!news.usenetserver.com!newsfeed-
east.nntpserver.com!nntpserver.com!news.teranews.com!not-for-mail
Date: Wed, 19 May 2004 17:08:17 GMT
Lines: 42
Reply-To: "*ProteanThread*" <look at my email address in a mirror>
From: "*ProteanThread*" <moc dot sodtr at posys>
Newsgroups:
alt.comp.freeware,alt.comp.freeware.games,comp.sys.amiga.programmer,comp.sys.atari
.programmer

Subject: STOS and AMOS game makers for Atari ST and Amiga
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1409
X-MIMEOLE: Produced By Microsoft MimeOLE V6.00.2800.1409
Xref: controlnews3.google.com alt.comp.freeware:4668 alt.comp.freeware.games:334 comp.sys.amiga.programmer:22 comp.sys.atari.programmer:6

Old timers are still alive!

Back in 1988 the Atari ST and the Commodore Amiga were the most advanced home-computers available. IBM-PCs and clones were used mainly in companies for business applications and the Apple Macintosh was much too expensive for the average home user.

Fran?ois Lionet (one of the founders of Clickteam) produced with Constantin Sotiropoulos one of the first game programming language ever written: STOS Basic - published by Europress Software Ltd. It proved to be an immediate success: STOS allowed anyone, regardless of their programming experience, to have their first sprite moving on the screen with a few instructions.

STOS filled a big gap in the market. Home users wanted to be able to release their creativity and produce their own games without learning difficult languages like C or machine code.

http://clickteam.com/English/amos.php

Today, Clickteam is proud to offer the source code of all STOS and AMOS products as a contribution to the remaining Atari and Amiga community. Clickteam is also willing to answer questions and queries about these products through our discussion forums.

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Woodzy
http://rtdos.com/forum

"UN-official" acf webring
http://q.webring.com/hub?ring=acfwebring

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From 2035545155296736126

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 112049,5d8e3e57982e74d9
X-Google-Thread: 1127d1,5d8e3e57982e74d9
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Path: controlnews3.google.com!news2.google.com!news.maxwell.syr.edu!
newsfeed.icl.net!newsfeed.fjserv.net!news.tele.dk!news.tele.dk!small.news.tele.dk!
lnewsoutpeer01.lnd.ops.eu.uu.net!lnewsinpeer01.lnd.ops.eu.uu.net!
lnewspost00.lnd.ops.eu.uu.net!emea.uu.net!not-for-mail
Date: Thu, 20 May 2004 02:21:01 +0100
From: Stuart Caie <kyzer@4u.net>
User-Agent: Mozilla/5.0 (X11; U; Linux i686; ja-JP; rv:1.6) Gecko/20040413 Debian/
1.6-5
X-Accept-Language: en, ja
MIME-Version: 1.0
Newsgroups:
alt.comp.freeware,alt.comp.freeware.games,comp.sys.amiga.programmer,comp.sys.atari
.programmer
Subject: Re: STOS and AMOS game makers for Atari ST and Amiga
References: <2dd4573054698299d19e7507e9a9348b@news.teranews.com>
In-Reply-To: <2dd4573054698299d19e7507e9a9348b@news.teranews.com>
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NNTP-Posting-Host: 81-178-113-158.dsl.pipex.com
X-Trace: 1085016075 news.dial.pipex.com 22835 81.178.113.158:40041
X-Complaints-To: abuse@uk.uu.net
Xref: controlnews3.google.com alt.comp.freeware:4749 alt.comp.freeware.games:337
comp.sys.amiga.programmer:24 comp.sys.atari.programmer:7

ProteanThread wrote:
> Today, Clickteam is proud to offer the source code of all STOS and AMOS
> products as a contribution to the remaining Atari and Amiga community.
> Clickteam is also willing to answer questions and queries about these
> products through our discussion forums.

This reminds me -- for the past few years (on and off) I have been working a
suite of portable tools for working with AMOS and its formats. In
particular, amos_print can convert any AMOS source code to ASCII text,
including code you thought you had permanently locked. So you can get back
your code, even if you can't get AMOS running on an emulator and find some
obscure extension that you're missing.

http://www.kyz.uklinux.net/downloads/AMOSutils.tar.gz

Interested people can also look at
http://www.kyz.uklinux.net/formats/amos_file_formats.html

Is there anyone who would like to help out on this? For example, to provide
some of the extensions that are missing, versions of existing extensions

that are missing, or to port this thing to handle STOS code?

Regards
Stuart

From 8715487043589536909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,73c78503554ff6e0,start
X-Google-Thread: f73eb,3e7dd72973365211,start
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X-Google-Thread: 103c3f,edc96ff45bf00d2c,start
X-Google-Thread: 10f2dc,b9717deb3afb1714,start
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Path: g2news1.google.com!postnews2.google.com!not-for-mail
From: nocker@animail.net (.)
Newsgroups:
comp.sys.atari.programmer,biz.comp.telebit.netblazer,comp.lang.java.corba,comp.sys
.apple2,comp.groupware.lotus-notes.apps
Subject:
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Organization: http://groups.google.com
Lines: 1
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comp.lang.java.corba:47 comp.sys.apple2:1239 comp.groupware.lotus-notes.apps:110

comp.sys.atari.programmer,biz.comp.telebit.netblazer,comp.lang.java.corba,comp.sys
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From 4775003185176771856
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Path: g2news1.google.com!postnews2.google.com!not-for-mail
From: jihadbomb@care2.com (.)
Newsgroups:
comp.sys.atari.programmer,biz.comp.telebit.netblazer,comp.lang.java.corba,comp.sys
.apple2,comp.groupware.lotus-notes.apps
Subject: o8Nmo

Date: 20 Jun 2004 03:49:22 -0700
Organization: http://groups.google.com
Lines: 5650
Message-ID: <4a21e522.0406200249.293632d4@posting.google.com>
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Xref: g2news1.google.com comp.sys.atari.programmer:9 biz.comp.telebit.netblazer:5
comp.lang.java.corba:48 comp.sys.apple2:1271 comp.groupware.lotus-notes.apps:111

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> > chessbase@yahoo.com o8Nmo
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> > lwriley@ufl.edu o8Nmo
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From: muxr@wildmail.com (FREE SADDAM NOW !!!)
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> > > forgotten jT8Oj
> > > kompressor jT8Oj
> > > inexpensiveinkpaper jT8Oj
> > > worke jT8Oj
> > > ptjil jT8Oj
> > > songs jT8Oj
> > > bertretung jT8Oj

> > > otherwise jT8Oj
> > > conj@hotmail.com jT8Oj
> > > kaikoehler@yahoo.com jT8Oj
> > > xaknuli jT8Oj
> > > cantonalene jT8Oj
> > > told jT8Oj
> > > downside jT8Oj
> > > functionality jT8Oj
> > > skstraub jT8Oj
> > > remembered jT8Oj
> > > movies jT8Oj
> > > shines jT8Oj
> > > chonnam jT8Oj
> > > maps jT8Oj
> > > over jT8Oj
> > > urls jT8Oj
> > > user@gentoo.org jT8Oj
> > > fail jT8Oj
> > > otto jT8Oj
> > > witnesses jT8Oj
> > > bfanch jT8Oj
> > > been jT8Oj
> > > eric vanlint@yahoo.com jT8Oj
> > > businesses jT8Oj
> > > risitano@libero.it jT8Oj
> > > newspapers jT8Oj
> > > taegu jT8Oj
> > > cranks jT8Oj
> > > featured jT8Oj
> > > incredibly jT8Oj
> > > intergov jT8Oj
> > > constitute jT8Oj
> > > youd jT8Oj
> > > holder jT8Oj
> > > equiped@hoursbad.com jT8Oj
> > > herein jT8Oj
> > > boasted jT8Oj
> > > emule jT8Oj
> > > scratched jT8Oj
> > > yahoogroups jT8Oj
> > > seem jT8Oj
> > > munch jT8Oj
> > > capitals jT8Oj
> > > dunlapb jT8Oj
> > > lenj jT8Oj
> > > nobody jT8Oj
> > > raitehl jT8Oj
> > > dirty jT8Oj
> > > statues jT8Oj
> > > foolfox jT8Oj
> > > cottage jT8Oj
> > > postmaster@panamsat.net jT8Oj
> > > pentagon jT8Oj

> > > shalt jT8Oj
> > > newmoney@indiatimes.com jT8Oj
> > > cabal jT8Oj
> > > recall jT8Oj
> > > owned jT8Oj
> > > bianchegialle jT8Oj
> > > bbradd@olg.com jT8Oj
> > > sideeffects jT8Oj
> > > bshgands@mailexcite.com jT8Oj
> > > nevertheless jT8Oj
> > > definitly jT8Oj
> > > eadgge jT8Oj
> > > adresses jT8Oj
> > > investtoday jT8Oj
> > > ruguide jT8Oj
> > > worked jT8Oj
> > > grounds jT8Oj
> > > final jT8Oj
> > > business jT8Oj
> > > scrotum jT8Oj
> > > bmagaj jT8Oj
> > > notches jT8Oj
> > > bmagkevin@yahoo.com jT8Oj
> > > fish jT8Oj
> > > though jT8Oj
> > > specialized jT8Oj
> > > taigamasuku@yahoo.com jT8Oj
> > > evlh jT8Oj
> > > caught jT8Oj
> > > answered jT8Oj
> > > keep jT8Oj
> > > repaired jT8Oj
> > > addy jT8Oj
> > > earned jT8Oj
> > > charter jT8Oj
> > > little jT8Oj
> > > arin jT8Oj
> > > continue jT8Oj
> > > taire jT8Oj
> > > archives jT8Oj
> > > determined jT8Oj
> > > bombing jT8Oj
> > > rmazzeo jT8Oj
> > > skeet jT8Oj
> > > pointers jT8Oj
> > > disavowed jT8Oj
> > > creating jT8Oj
> > > bielefeldt jT8Oj
> > > cheated jT8Oj
> > > imitation jT8Oj
> > > blunt jT8Oj
> > > manibrar jT8Oj
> > > slap jT8Oj

> > > slightly jT8Oj
> > > possibility jT8Oj
> > > spam jT8Oj
> > > iraqis jT8Oj
> > > fire jT8Oj
> > > webfog jT8Oj
> > > participate jT8Oj
> > > request jT8Oj
> > > edfadbf jT8Oj
> > > says jT8Oj
> > > andresaquino jT8Oj
> > > siee jT8Oj
> > > mihs jT8Oj
> > > ecommerce jT8Oj
> > > april@yahoo.com jT8Oj
> > > anonymity jT8Oj
> > > wastefully jT8Oj
> > > solutions jT8Oj
> > > follwing jT8Oj
> > > purposes jT8Oj
> > > brush jT8Oj
> > > korthals jT8Oj
> > > learning jT8Oj
> > > italian jT8Oj
> > > harmed jT8Oj
> > > rain jT8Oj
> > > slow jT8Oj
> > > millosevich jT8Oj
> > > done jT8Oj
> > > thelist jT8Oj
> > > skku jT8Oj
> > > coffee jT8Oj
> > > model jT8Oj
> > > editor@planeta.com jT8Oj
> > > hayoo jT8Oj
> > > absolutely jT8Oj
> > > finkelstein jT8Oj
> > > aaen jT8Oj
> > > juergen jT8Oj
> > > quoting jT8Oj
> > > heidi jT8Oj
> > > ichisanper jT8Oj
> > > teenz jT8Oj
> > > bianche jT8Oj
> > > gabriela jT8Oj
> > > dbolt jT8Oj
> > > contacted jT8Oj
> > > eric van lint@yahoo.com jT8Oj
> > > fireboss jT8Oj
> > > miesto jT8Oj
> > > haidorfer@hotmail.com jT8Oj
> > > also jT8Oj
> > > dnjhv@sapo.pt jT8Oj

> > > subtley jT8Oj
> > > peepoles jT8Oj
> > > common jT8Oj
> > > minimal jT8Oj

From -791772719156463295
X-Google-Thread: 1115ce,1b90eb8496cf9fcf,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!proxad.net!feeder2-1.proxad.net!news6-e.free.fr!not-for-mail
Date: Mon, 12 Jul 2004 22:34:15 +0200
From: "Arnaud BERCEGEAY" <arnaud.bercegeay@freeyour_shoes.fr>
Subject: [UPD] GEMLIB release 0.43.2
Newsgroups: comp.sys.atari.programmer
Content-Type: text/plain; format=flowed; delsp=yes; charset=iso-8859-15
MIME-Version: 1.0
Content-Transfer-Encoding: 8bit
Message-ID: <opsa1krdk33qjehp@news.free.fr>
User-Agent: Opera M2/7.50 (Linux, build 673)
Lines: 14
Organization: Guest of ProXad - France
NNTP-Posting-Date: 12 Jul 2004 22:32:33 MEST
NNTP-Posting-Host: 62.147.77.220
X-Trace: 1089664353 news6-e.free.fr 30281 62.147.77.220:33166
X-Complaints-To: abuse@proxad.net
Xref: g2news1.google.com comp.sys.atari.programmer:11

Hello,

GEMLIB 0.43.2 is here !

This library is available for pure c, sozobonx, gcc 2.81 and
[cross-]gcc2.95
http://arnaud.bercegeay.free.fr/gemlib/

best regards,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

From 8063218886994701170
X-Google-Thread: 1115ce,402505249d695dad,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!proxad.net!213.200.89.82.MISMATCH!tiscali!newsfeed1.ip.tiscali.net!feed.news.tiscali.de!newsfeed01.sul.t-online.de!t-online.de!easynews.net!easynet-isham!easynet.net!feed1.news.be.easynet.net!ossa.telenet-ops.be!phobos.telenet-ops.be.POSTED!not-for-mail

From: "Johan @ pandora.Be" <johanvanloo@pandora.Be>
Newsgroups: comp.sys.atari.programmer
Subject: Atari TT question
Lines: 20
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1409
X-MIMEOLE: Produced By Microsoft MimeOLE V6.00.2800.1409
Message-ID: <NdZIc.184509$DA7.8741935@phobos.telenet-ops.be>
Date: Tue, 13 Jul 2004 22:19:25 GMT
NNTP-Posting-Host: 213.118.220.167
X-Complaints-To: abuse@telenet.be
X-Trace: phobos.telenet-ops.be 1089757165 213.118.220.167 (Wed, 14 Jul 2004
00:19:25 MEST)
NNTP-Posting-Date: Wed, 14 Jul 2004 00:19:25 MEST
Organization: Telenet Internet
Xref: g2news1.google.com comp.sys.atari.programmer:12

Hello there,

Can somebody give me some advice on the following matter.

I have an atari program which runs on a Atari TT.

I would like to run it on a windows and/or disassemble it.
I have found many rom and emulator programs for a ST but not for a TT, do
they exist ?

I have also a binary created file (from Atari TT) and the prg file.
Is it possible to disassemble one of the two (I would like to know the
structure of the binary file)

Thanks in advance,
Johan

From 7664013458289992797
X-Google-Thread: 1115ce,402505249d695dad
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news.glorb.com!news3.optonline.net!
news4.srv.hcvlny.cv.net.POSTED!not-for-mail
From: <liwolfbyte@yahoo.com>
Newsgroups: comp.sys.atari.programmer
References: <NdZIc.184509$DA7.8741935@phobos.telenet-ops.be>
Subject: Re: Atari TT question
Lines: 41
X-Priority: 3
X-MSMail-Priority: Normal

X-Newsreader: Microsoft Outlook Express 5.50.4922.1500
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Message-ID: <ft2Jc.19216$_b.8802896@news4.srv.hcvlny.cv.net>
Date: Wed, 14 Jul 2004 04:17:15 GMT
NNTP-Posting-Host: 24.186.5.47
X-Complaints-To: abuse@cv.net
X-Trace: news4.srv.hcvlny.cv.net 1089778635 24.186.5.47 (Wed, 14 Jul 2004 00:17:15 EDT)
NNTP-Posting-Date: Wed, 14 Jul 2004 00:17:15 EDT
Organization: Optimum Online
Xref: g2news1.google.com comp.sys.atari.programmer:13

I'm not sure if this is what you're looking for but...

A while ago, I was looking around, just seeing what other emulators were
there for the ST, having gotten my ST back..
I found, I believe, a GNU source of of of the emulators that was basically
supposed to multitask GEM on a 68k machine. A friend of mine looked over the
code, as I don't program, and said it would need a little more than 8MHz to
work properly and suggested a TT would run it properly.

I want to say it was either WinSTon, but I'm not sure and will investigate.
Is this something you could use to maybe write a TT emulator? I think it was
written in C++.

Just a thought from a sleep deprived lonesome male, looking for friends brit
in NY <hey, it's free advertising space!>

Darren
"Johan @ pandora.Be" <johanvanloo@pandora.Be> wrote in message
news:NdZIc.184509$DA7.8741935@phobos.telenet-ops.be...
> Hello there,
>
> Can somebody give me some advice on the following matter.
>
> I have an atari program which runs on a Atari TT.
>
> I would like to run it on a windows and/or disassemble it.
> I have found many rom and emulator programs for a ST but not for a TT, do
> they exist ?
>
> I have also a binary created file (from Atari TT) and the prg file.
> Is it possible to disassemble one of the two (I would like to know the
> structure of the binary file)
>
>
> Thanks in advance,
> Johan
>
>
>

From 7436772890277590296
X-Google-Thread: 1115ce,402505249d695dad
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!proxad.net!newsfeed.stueberl.de!
news2.telebyte.nl!stargate.gts.cz!news.freedom2surf.net!not-for-mail
From: "Coda" <info@janthomas.f2s.nospam.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Atari TT question
Date: Wed, 14 Jul 2004 08:30:00 +0100
Organization: freedom2surf
Lines: 26
Message-ID: <cd2na5$m6l$1@news.freedom2surf.net>
References: <NdZIc.184509$DA7.8741935@phobos.telenet-ops.be>
NNTP-Posting-Host: 195.137.59.15
X-Trace: news.freedom2surf.net 1089790087 22741 195.137.59.15 (14 Jul 2004
07:28:07 GMT)
X-Complaints-To: abuse@freedom2surf.net
NNTP-Posting-Date: Wed, 14 Jul 2004 07:28:07 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1409
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1409
Xref: g2news1.google.com comp.sys.atari.programmer:14

"Johan @ pandora.Be" <johanvanloo@pandora.Be> wrote in message
news:NdZIc.184509$DA7.8741935@phobos.telenet-ops.be...
> Hello there,
>
> Can somebody give me some advice on the following matter.
>
> I have an atari program which runs on a Atari TT.
>
> I would like to run it on a windows and/or disassemble it.
> I have found many rom and emulator programs for a ST but not for a TT, do
> they exist ?

You only need a 68K disasembler, ST or TT emulation is irrelevant. I you
want to run it, then try Aranym (search google).

> I have also a binary created file (from Atari TT) and the prg file.
> Is it possible to disassemble one of the two (I would like to know the
> structure of the binary file)

You dont disasemble binary files. If you don't know this, you are going to
struggle with some of the concepts needed. I recommend reading a good 68000
book first.

Coda.

From -6755130425380831602
X-Google-Thread: 1115ce,3e7be38f29aa2aef,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!proxad.net!feeder2-1.proxad.net!news7-e.free.fr!not-for-mail
Date: Mon, 19 Jul 2004 20:18:04 +0200
From: "Arnaud BERCEGEAY" <arnaud.bercegeay@freeyour_shoes.fr>
Subject: [UPD] Windom 1.21.1
Newsgroups: comp.sys.atari.programmer
Content-Type: text/plain; format=flowed; delsp=yes; charset=iso-8859-15
MIME-Version: 1.0
Content-Transfer-Encoding: 8bit
Message-ID: <opsbec4eyo3qjehp@news.free.fr>
User-Agent: Opera M2/7.50 (Linux, build 673)
Lines: 14
Organization: Guest of ProXad - France
NNTP-Posting-Date: 19 Jul 2004 20:16:10 MEST
NNTP-Posting-Host: 213.228.59.185
X-Trace: 1090260970 news7-e.free.fr 21136 213.228.59.185:33097
X-Complaints-To: abuse@proxad.net
Xref: g2news1.google.com comp.sys.atari.programmer:15

Hello,

Windom 1.21.1 is available for download on the sourceforge.net site

http://windom.sf.net

This is a bug fix version of windom 1.21.0

best regards,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

From -8733499950493999405
X-Google-Thread: 1115ce,577156668593adb9,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news.glorb.com!border1.nntp.dca.giganews.com!border2.nntp.dca.giganews.com!nntp.giganews.com!cyclone1.gnilink.net!gnilink.net!wn14feed!worldnet.att.net!63.223.4.70!c01.usenetserver.com!news.usenetserver.com!fe39.usenetserver.com.POSTED!53ab2750!not-for-mail
From: "John Meyer" <meyer_j@allthis.net>
Subject: xP(Almost FREE MONEY !! xP(
Newsgroups: comp.sys.atari.programmer

Sender: John Meyer <meyer_j@allthis.net>
X-Priority: 3
X-Library: Indy 9.00.10
Lines: 190
Message-ID: <V%9Qc.17198$a%1.16257@fe39.usenetserver.com>
X-Complaints-To: abuse@usenetserver.com
X-Abuse-Info: Please be sure to forward a copy of ALL headers
X-Abuse-Info: Otherwise we will be unable to process your complaint properly.
NNTP-Posting-Date: Wed, 04 Aug 2004 14:35:33 EDT
Date: Wed, 4 Aug 2004 01:43:11 -0400
Xref: g2news1.google.com comp.sys.atari.programmer:16

MAKE MONEY!!!

MAKE THOUSANDS!!!

I found this on a bulletin board and decided to try it: I don't care about the useless pre-fabricated crap this message usually says. All I say is, it works. Continue pre-fab crap.

WELL GUESS WHAT!!!

Within seven days, I started getting money in the mail!! I was shocked!! I figured it would end soon, but the money just kept coming in. In my first week, I made about $25.00. By the end of the second week I had made a total of more than $1000.00!!

Let me tell you how this works and most important, why it works..... also make sure you print this out NOW, so you can get the information off of it, as you will need it. I promise you that if you follow the directions exactly that you will start making more money than you thought possible by doing something
so easy!!

Suggestion: Read this entire message carefully!! (Print it out or download it)

Follow the simple directions and watch the money come in!! It's easy. It's legal. And, your investment is only $6.00 (Plus postage) !!!

You can use any currancy as people can always change it..

IMPORTANT:

This is not a rip-off, it is decent; it's legal; and it is virtually no risk - it really works!! If all the following instructions are adhered to, you will receive extraordinary dividends.

PLEASE NOTE:

Please follow the directions EXACTLY, and $50,000 or more can be yours in 20 to 60 days. This program remains successful because of the honesty and integrity of the participants. Please continue its success by carefully

adhering to the instructions. You will now become apart of the Mail Order business.
You are in the business of developing Mailing Lists. Many large corporations are happy to pay big bucks for quality lists. However, the money made from the
mailing lists is secondary to income which is made from people like you and me asking to be included in that list. Here are the four easy steps to success.

STEP ONE:

Get six separate pieces of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST."
Now get 6 U.S. $1.00 bills and place ONE inside of EACH of the six pieces of paper so the bill will not be seen through the envelope (to prevent thievery). Next, place one paper in each of the six envelopes and seal them. You now should have six sealed envelopes, each with a piece of paper stating the above phrase, your name and address, and a $1.00 bill. What you are doing is creating a service.

THIS IS ABSOLUTELY LEGAL!!!!!

You are requesting a legitimate service and you are paying for it!! Like most of us I was a little skeptical and little worried about the legal aspects of it all. So I checked it out with the U.S. Post Office (1-800-238-5355)
and they confirmed that it is indeed legal!!

Mail the six envelopes to the following addresses:

Matthew Dutton
46 Hayworth St
Point Vernon, Hervey Bay
QLD, 4390
Australia

R. Visser
P.O. Box 274
Nobby Beach
QLD, 4218
Australia

S. Phillips
77 Manly Drive
Robina, QLD 4226
Australia

Chris Pittman
7651 Abigail Glen Dr.
Charlotte, NC 28212
USA

Mike Vango
29 Pebblewood Ave
Scarborough, ON M1V-2A7
Canada

C. Wehler
137 Sara Rd
St. Marys, PA 15857
USA

STEP TWO:Now take the #1 name off the list that you see above, move the other names up (six becomes 5, 5 becomes 4, and etc.) and add YOUR NAME as number 6 on the list.

STEP THREE:
Change anything you need to but try to keep this article as close to original as possible. Now post your amended article to at least 200 news groups. : (I think there are close to 24,000 groups) All you need is 200, but
remember, the more you post, the more money you make!! This is perfectly legal!! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Postal Lottery laws. Keep a copy of these steps for yourself and whenever you need money, you can use it again, and again. PLEASE REMEMBER that this program remains successful because of the honesty and integrity of the participants and by their carefully adhering to directions. Look at it this way. If you were of integrity, the program will continue and the money that so many others have received will come your way.

NOTE: You may want to retain every name and address sent to you,> either on a computer or hard copy and keep the notes people send you.
This VERIFIES that you are truly providing a service. (Also, it might be a good idea to wrap the $1 bill in dark paper to reduce the risk of mail theft). So, as each post is downloaded and the directions carefully followed, all members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the #1 position you will be receiving thousands of dollars in CASH!!! What an opportunity for only $6.00 ($1.00 for each of the first six people listed above) Send it now, add your own name to the list and you're in business!!!

*****DIRECTIONS FOR HOW TO POST TO NEWS GROUPS!!!*****

STEP ONE: You do not need to re-type this entire letter to do your own posting. Simply put your cursor at the beginning of this letter and drag your cursor to the bottom of this document, and select 'copy' from the edit menu. This will copy the entire letter into the computer's memory.

STEP TWO:
Open a blank 'notepad' file and place your cursor at the top of the blank page. From the 'edit' menu select 'paste'. This will paste a copy of the letter into the notepad so that you will add your name to the list.

STEP THREE:
Save your new notepad file as a text file. If you want to do your posting in different settings, you'll always have this file to go back to.

STEP FOUR:
You can use a program like "postXpert" to post to all the newsgroups at once. You can find this program at <<http://www.download.com>>.

Use Netscape or Internet Explorer and try searching for various new groups (on- line forums, message boards, chat sites, discussions.)

STEP FIVE:
Visit message boards and post this article as a new message by highlighting the text of this letter and selecting paste from the edit menu. Fill in the subject, this will be the header that everyone sees as they scroll through the list of postings in a particular group, click the post message button. You're done.

Congratulations!!!!!!

THAT'S IT!! All you have to do, and It Really works!!!

BEST WISHES ...

ouYj\

From 3286936940492364175
X-Google-Thread: 1115ce,a79f8d4dbb036216,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news.glorb.com!
border1.nntp.dca.giganews.com!nntp.giganews.com!diablo.voicenet.com!proxad.net!
feeder2-1.proxad.net!news16-e.free.fr!not-for-mail

Date: Thu, 02 Sep 2004 20:50:31 +0200
From: "Arnaud BERCEGEAY" <arnaud.bercegeay@freeyour_shoes.fr>
Subject: WinDom 1.21.2
Newsgroups: comp.sys.atari.programmer
Content-Type: text/plain; format=flowed; delsp=yes; charset=iso-8859-15
MIME-Version: 1.0
Content-Transfer-Encoding: 8bit
Message-ID: <opsdpqmh173qjehp@news.free.fr>
User-Agent: Opera M2/7.54 (Linux, build 751)
Lines: 18
Organization: Guest of ProXad - France
NNTP-Posting-Date: 02 Sep 2004 20:47:14 MEST
NNTP-Posting-Host: 62.147.77.112
X-Trace: 1094150834 news16-e.free.fr 8306 62.147.77.112:32949
X-Complaints-To: abuse@proxad.net
Xref: g2news1.google.com comp.sys.atari.programmer:17

Hello,

Windom 1.21.2 is available

http://windom.sf.net

This release fixes a bad bug (crash when userdef object are drawn under
TOS).

If you use windom 1.21.0 or windom 1.21.1, the update is highly
recommanded !

best regards,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

From 5248156632652542650
X-Google-Thread: 1055eb,fc5026b3ad66617b,start
X-Google-Thread: f8760,fc5026b3ad66617b,start
X-Google-Thread: 1115ce,fc5026b3ad66617b,start
X-Google-Attributes: gid1055eb,gidf8760,gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news.glorb.com!
border1.nntp.dca.giganews.com!nntp.giganews.com!newsfeed-east.nntpserver.com!
nntpserver.com!hydra.nntpserver.com.POSTED!3d451dcc!not-for-mail
From: "*ProteanThread*" <rtdos@rtdos.com>
Newsgroups: alt.atari,comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: atari 2600 vcs emulator for the palmos
Lines: 13
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1437

X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1441
Message-ID: <8iMZc.98922$JG7.97079@hydra.nntpserver.com>
NNTP-Posting-Date: Thu, 02 Sep 2004 16:30:44 EST
X-Abuse-Report: http://www.usenetabuse.com
Date: Thu, 2 Sep 2004 15:30:42 -0600
Xref: g2news1.google.com alt.atari:31 comp.sys.atari.8bit:1471
comp.sys.atari.programmer:18

that is free ?

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Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://i.webring.com/hub?ring=emuroms (emuroms)

From 7222146466290080606
X-Google-Thread: fc10e,d507d225e3e6d2f,start
X-Google-Thread: ff960,d507d225e3e6d2f,start
X-Google-Thread: 11440e,d507d225e3e6d2f,start
X-Google-Thread: 1115ce,d507d225e3e6d2f,start
X-Google-Thread: 10ed18,d507d225e3e6d2f,start
X-Google-Attributes: gidfc10e,gidff960,gid11440e,gid1115ce,gid10ed18,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews2.google.com!not-for-mail
From: mattparker@wolke7.net (matt parker)
Newsgroups: comp.unix.pc-clone.16bit,alt.books.anne-
rice,comp.lang.ruby,comp.sys.atari.programmer,sci.fractals
Subject: > > > > matt parker alias erickvanlunsen hout@yahoo.com matt parker alias
ericvon lindtherzog@yahoo.com matt parker alias erikvonlindt herzog@yahoo.com matt
parker alias ericvan lunsen herzog@yahoo.com matt parker alias evan
lintherzog@yahoo.com matt
Date: 7 Sep 2004 03:24:17 -0700
Organization: http://groups.google.com
Lines: 104
Message-ID: <c93ab06d.0409070224.1df2987c@posting.google.com>
NNTP-Posting-Host: 82.146.48.160
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1094552657 16808 127.0.0.1 (7 Sep 2004 10:24:17 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Tue, 7 Sep 2004 10:24:17 +0000 (UTC)
Xref: g2news1.google.com comp.unix.pc-clone.16bit:6 alt.books.anne-rice:219
comp.lang.ruby:12594 comp.sys.atari.programmer:19 sci.fractals:936

> > > > matt parker alias erickvanlunsen hout@yahoo.com matt parker alias ericvon

lindtherzog@yahoo.com matt parker alias erikvonlindt herzog@yahoo.com matt parker alias ericvan lunsen herzog@yahoo.com matt parker alias evan lintherzog@yahoo.com matt parker alias ericvonlunsen herzog@yahoo.com matt parker alias erick van lindt@yahoo.com matt parker alias erickvanlunsenhout@yahoo.com matt parker
> > > > alias peace now@yahoo.com matt parker alias ericvon lint@yahoo.com matt parker alias anna parker@yahoo.com the date of birth of matt parker is 9 13 1965 matt parker spams the net with childporn http://tinyurl.com/3w4q7 matt parker alias erik vanlunsen herzog@yahoo.com matt parker alias e van lindthout@yahoo.com matt parker alias erickvan lunsenherzog@yahoo.com matt parker alias erickvon
> > > > lunsen@yahoo.com matt parker alias super machines@yahoo.com matt parker alias ericvan lunsenherzog@yahoo.com matt parker alias ericvanlintherzog@yahoo.com matt parker alias eric vanlunsenhout@yahoo.com matt parker alias erick vonlint@yahoo.com matt parker alias erik von lunsen@yahoo.com matt parker alias e vonlunsenherzog@yahoo.com matt parker alias erik vanlunsenhout@yahoo.com matt
> > > > parker alias evon lunsen@yahoo.com matt parker alias eric vanlinthout@yahoo.com matt parker alias erickvonlunsen@yahoo.com matt parker alias erikvon lunsenherzog@yahoo.com matt parker alias ccc t@yahoo.com matt parker alias eric vonlinthout@yahoo.com his real name is matthew s parker from cottage grove oregon and that is it matt parker alias eric vanlindtherzog@yahoo.com matt parker alias
> > > > eric von lindt hout@yahoo.com matt parker alias eric lunsen@yahoo.com matt parker alias evan lindtherzog@yahoo.com matt parker alias e vonlindt hout@yahoo.com matt parker alias sexmachine@yahoo.com matt parker alias erik van lint hout@yahoo.com matt parker alias eric von lint@yahoo.com his true name is matt parker from cottage grove oregon and that is final matt parker alias andy c@yahoo.
> > > > com matt parker alias an dyc@yahoo.com matt parker alias eric parker@yahoo.com matt parker alias erickvanlunsenherzog@yahoo.com matt parker alias bestday isnow@yahoo.com matt parker alias erickvanlunsen@yahoo.com matt parker alias e lint@yahoo.com matt parker alias evlevl@yahoo.com matt parker alias erick von lunsenherzog@yahoo.com matt parker alias tanya dochenkova@yahoo.com order a new
> > > > identity at http://www.offshore-manual.com if personal data is captured by matt parker matt parker alias eric van lunsenherzog@yahoo.com matt parker alias erick vanlinthout@yahoo.com matt parker alias evlhevlh@yahoo.com never submit true personal data to t%72uelove%73.com this statement is not libelous and will under no circumstances be deleted matt parker alias eric von lunsen@yahoo.com
> > > > do physical material and moral harm to matt parker his wife and loved ones matt parker alias erik vonlintherzog@yahoo.com matt parker alias s machine@yahoo.com matt parker alias erik vanlunsen hout@yahoo.com matt parker was born on 13 september 65 matt parker alias eparker@yahoo.com matt parker alias erikvon lint hout@yahoo.com this statement is made pending the issue of the official
> > > > complaint against matt parker matt parker alias e van lunsen@yahoo.com matt parker alias evonlinthout@yahoo.com matt parker alias erickvan lindt herzog@yahoo.com matt parker is a filthy liar and libeler that manipulates the public opinion matt parker alias ag@yahoo.com matt parker is webmaster of t%72uelove%73.com and all sites in ip range 66 70 45 10 to 39 matt parker alias erickvonlint
> > > > herzog@yahoo.com matt parker alias tanja dochenkova@yahoo.com matt parker alias eric vanlindt@yahoo.com all personals at eu%72obride%73.com are fake and the whole site sucks matt parker alias evl@yahoo.com matt parker alias eriklunsen@yahoo.com matt parker is a murderer and this son of a bitch will be

fried matt parker alias sex-machine@yahoo.com matt parker alias erick
> > > > vanlunsenherzog@yahoo.com matt parker alias supermachines@yahoo.com matt parker alias erick vonlintherzog@yahoo.com matt parker alias e von linthout@yahoo.com matt parker is belgian about forty years old with dark hair and lives in cottage grove oregon matt parker alias erikvanlunsenherzog@yahoo.com matt parker alias erikvanlindt herzog@yahoo.com any useful information leading to the
> > > > arrest of matt parker will be rewarded matt parker alias eric van lint hout@yahoo.com matt parker alias erik vanlindt hout@yahoo.com matt parker alias sergi smith@yahoo.com matt parker alias erickvon linthout@yahoo.com matt parker alias ericvanlindt@yahoo.com matt parker alias evanlindtherzog@yahoo.com matt parker alias tatianadochenkova@yahoo.com matt parker alias e vonlint@yahoo.com
> > > > members of eu%72obride%73.com have access to adult material depicting minors in sexual acts matt parker alias erik vonlint@yahoo.com matt parker alias e vonlinthout@yahoo.com never submit a real email address to eu%72obride%73.com matt parker alias ericvonlunsen hout@yahoo.com matt parker alias evon lindthout@yahoo.com matt parker threatens the life of those that file complaints against
> > > > his sites matt parker forges evidence to make others seem guilty of his criminal activities matt parker alias erick van lint herzog@yahoo.com matt parker alias e vanlindt@yahoo.com matt parker alias e lunsen@yahoo.com matt parker alias nadzaitz@yahoo.com matt parker alias erick van lindt herzog@yahoo.com matt parker alias evonlindtherzog@yahoo.com matt parker alias e vonlindthout@yahoo.
> > > > com matt parker alias erick lindt@yahoo.com matt parker alias evon lunsen herzog@yahoo.com matt parker alias erick van lint hout@yahoo.com matt parker alias ericvan lindthout@yahoo.com anna parker married a limpdick yank to escape prosecution in russia matt parker is a gay masochist whose ass will be raped by gangs of fat black jail bubbas matt parker alias eric lindt@yahoo.com matt
> > > > parker alias mparker@yahoo.com matt parker alias ericvanlint@yahoo.com matt parker alias evanlunsen@yahoo.com matt parker alias ericvan lindt herzog@yahoo.com spam newsgroups with this statement matt parker alias erikvan lunsenhout@yahoo.com matt parker alias evan linthout@yahoo.com matt parker alias jeff@yahoo.com matt parker is a stinking piece of shit that likes role playing dungeons
> > > > and dragons matt parker alias erick van lunsenhout@yahoo.com matt parker alias ericvonlindthout@yahoo.com matt parker alias eric von linthout@yahoo.com matt parker alias erikvan lindt@yahoo.com never submit true personal data to eu%72obride%73.com the only purpose of anti%73cam.org is to lead users to the commercial sites of matt parker matt parker alias erick von lindt hout@yahoo.com
> > > > matt parker alias e vanlint herzog@yahoo.com the date of birth of matt parker is 9 13 65 matt parker alias erikvon lint@yahoo.com matt parker alias eric vanlindt hout@yahoo.com matt parker alias erick vanlindt herzog@yahoo.com matt parker alias erickvanlindt@yahoo.com matt parker alias ccc tournament@yahoo.com matt parker alias elunsen@yahoo.com the leuven university fired three employees
> > > > due to the lies of matt parker matt parker alias erik vonlindt hout@yahoo.com never enter a true credit card number at t%72uelove%73.com matt parker alias e van lint herzog@yahoo.com matt parker alias geraldjones@yahoo.com matt parker distributes illegal childporn on the net matt parker alias e vonlindt@yahoo.com matt parker alias erik vonlindtherzog@yahoo.com change country of residence
> > > > if personal data is captured by matt parker matt parker alias ericvon lint herzog@yahoo.com matt parker alias philip crew@yahoo.com matt parker alias erikvonlintherzog@yahoo.com matt parker alias erick von lunsenhout@yahoo.com matt parker alias tanjadchenka@yahoo.com matt parker alias erik von lindt

herzog@yahoo.com matt parker alias erickvon lindtherzog@yahoo.com matt parker alias
> > > > ericvan lindt@yahoo.com matt parker alias ericklindt@yahoo.com matt parker alias erikvan lindthout@yahoo.com one of the dismissed employees did not find a new job got into debts and was found in a noose stay away from t%72uelove%73.com or be hacked and scammed matt parker alias erick van lindtherzog@yahoo.com matt parker alias ws@yahoo.com matt parker alias sam smith@yahoo.com matt parker
> > > > alias eric vanlindt herzog@yahoo.com nail down the cumbag matt parker http://tinyurl.com/58hwa matt parker alias deepshredder@yahoo.com matt parker alias eriklint@yahoo.com matt parker alias erik vanlindt herzog@yahoo.com matt parker alias chessbase@yahoo.com matt parker alias ericvon lindt hout@yahoo.com matt parker alias eric vonlintherzog@yahoo.com matt parker alias anyaparker@yahoo.
> > > > com matt parker violates the internet privacy act by distributing stolen personal data matt parker is a liar from leuven louvain belgium and lives in cottage grove oregon matt parker alias erik von lindt hout@yahoo.com matt parker alias erikvonlindthout@yahoo.com matt parker alias ericvonlunsenherzog@yahoo.com matt parker alias erikvan lunsen hout@yahoo.com matt parker alias erickvan lint
> > > > herzog@yahoo.com matt parker alias erikvan lintherzog@yahoo.com matt parker alias kimberleyparker@yahoo.com matt parker alias erick von lindthout@yahoo.com matt parker alias ania parker@yahoo.com matt parker alias evonlunsenhout@yahoo.com matt parker alias erickvonlunsenhout@yahoo.com matt parker alias ericvonlint hout@yahoo.com matt parker alias e von lint herzog@yahoo.com matt parker
> > > > alias ericvanlunsen herzog@yahoo.com matt parker alias sex-machines@yahoo.com matt parker alias ericvonlint herzog@yahoo.com matt parker alias s smith@yahoo.com matt parker alias aparker@yahoo.com this is hard evidence that this statement is completely true matt parker alias tatjanadochenkova@yahoo.com matt parker alias erik von lindthout@yahoo.com matt parker alias
> > > > ericvanlunsenherzog@yahoo.com matt parker alias evan lint@yahoo.com this is hard evidence that matt parker spams the net http://tinyurl.com/3htl2 matt parker is scum in a waste piece of skin anybody providing proof of the death of matt parker will receive a huge reward matt parker alias m parker@yahoo.com matt parker alias pure@yahoo.com matt parker alias erick vonlindtherzog@yahoo.com
> > > > this perfectly legal statement prevents further abuse by matt parker matt parker alias fquisinsky@yahoo.com matt parker alias erikvan lunsen@yahoo.com matt parker alias erikvanlunsen herzog@yahoo.com matt parker alias erick van linthout@yahoo.com matt parker alias eric von lunsenhout@yahoo.com the date of birth of matt parker is sep 13 1965 matt parker hacks the email of his clients and
> > > > violates the confidentiality of mail matt parker alias erikvanlint herzog@yahoo.com matt parker alias e van lindt@yahoo.com matt parker hacks mailboxes what constitutes violation of the confidentiality of mail matt parker alias ericvan lunsen hout@yahoo.com matt parker alias eric vonlunsen herzog@yahoo.com matt parker alias evan lunsen hout@yahoo.com matt parker alias e
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> > > > matt parker alias e von lunsen@yahoo.com matt parker alias erik von linthout@yahoo.com matt parker alias eric vanlindthout@yahoo.com this is hard evidence against matt parker http://tinyurl.com/59u3p matt parker alias ericvan

lindt hout@yahoo.com matt parker is a filthy motherfucker that likes computer chess games matt parker alias erick van lindt hout@yahoo.com matt parker alias
> > > > ericvanlindtherzog@yahoo.com matt parker alias erikvan lindt herzog@yahoo.com matt parker alias erik von lindtherzog@yahoo.com members of t%72uelove%73.com have access to adult material depicting minors in sexual acts his real address is matthew s. parker 1505 ash ave cottage grove 97424 oregon usa matt parker distributes illegal software and warez that infringe the copyright law matt
> > > > parker alias e von lunsen herzog@yahoo.com matt parker alias eric vonlunsen@yahoo.com matt parker alias e van linthout@yahoo.com matt parker alias erikvon lindt@yahoo.com matt parker alias erick von linthout@yahoo.com matt parker illicitly distributes the private data of clients on the web matt parker alias erickvanlintherzog@yahoo.com matt parker alias tatjana dchenka@yahoo.com matt
> > > > parker alias erik von lintherzog@yahoo.com matt parker alias ericklunsen@yahoo.com matt parker alias erikvon lindt herzog@yahoo.com matt parker alias robertmiller@yahoo.com matt parker alias taniadochenkova@yahoo.com matt parker alias eric von lindt@yahoo.com matt parker alias matt parker@yahoo.com matt parker alias jj@yahoo.com matt parker alias erickvan lint hout@yahoo.com matt parker
> > > > alias eric vanlunsen hout@yahoo.com matt parker alias erik vonlindt@yahoo.com matt parker was born on 13 sep 65 matt parker from cottage grove oregon spams the net with childporn http://tinyurl.com/6kmea matt parker alias eric vonlint@yahoo.com matt parker alias erick vonlint herzog@yahoo.com matt parker alias tatiana dchenka@yahoo.com rebuild the cuntface of the spamming scammer matt
> > > > parker http://tinyurl.com/452ch matt parker alias evan lunsen herzog@yahoo.com matt parker alias ericvanlint hout@yahoo.com matt parker alias erickvon lindt@yahoo.com matt parker alias eric lint@yahoo.com matt parker alias erik van lint herzog@yahoo.com matt parker alias erikvon lunsen@yahoo.com matt parker alias tania dochenkova@yahoo.com matt parker alias elint@yahoo.com matt parker
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> > > > matt parker alias ericvan linthout@yahoo.com matt parker alias erick vonlindt herzog@yahoo.com matt parker alias erik van lindthout@yahoo.com matt parker alias erikvonlinthout@yahoo.com matt parker alias erick vanlindthout@yahoo.com matt parker will be busted sentenced jailed and fried matt parker alias e vanlunsen@yahoo.com matt parker alias erikvon lunsen hout@yahoo.com matt parker
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> > > > money for every forum this statement is posted in matt parker alias erick vonlunsen@yahoo.com matt parker alias ssmith@yahoo.com matt parker alias grootaap@yahoo.com the dismissed employees filed an official complaint against matt parker with the us embassy matt parker infects computers with a nasty trojan virus matt parker alias chess base@yahoo.com matt parker is guilty of illegal

> > > > people trafficking and will be prosecuted matt parker alias erickvanlindthout@yahoo.com matt parker alias erickvon lint@yahoo.com matt parker alias best day@yahoo.com matt parker alias erick parker@yahoo.com matt parker alias ericvonlintherzog@yahoo.com matt parker alias erikvanlint@yahoo.com matt parker commits credit card fraud and identity theft matt parker alias tatjana
> > > > dochenkova@yahoo.com matt parker alias erik von lunsenhout@yahoo.com matt parker instigates hackers and other criminals against clients and competitors matt parker alias erikvon lunsen herzog@yahoo.com matt parker alias erikvon lindtherzog@yahoo.com matt parker alias erikvonlunsen hout@yahoo.com matt parker alias evonlindthout@yahoo.com matt parker alias robert miller@yahoo.com matt
> > > > parker alias eric vanlintherzog@yahoo.com matt parker alias tatyanadchenka@yahoo.com matt parker alias jerryjones@yahoo.com matt parker alias erickvonlinthout@yahoo.com matt parker alias erick von lindt@yahoo.com matt parker alias supermachine@yahoo.com matt parker alias nadejdazaitzeva@yahoo.com matt parker is personally responsible for the death of a university employee matt parker
> > > > alias taniadchenka@yahoo.com matt parker alias best dayis now@yahoo.com matt parker was born on 13 09 65 matt parker alias dshredder@yahoo.com matt parker alias erick lunsen@yahoo.com matt parker alias ericlint@yahoo.com matt parker alias sergismith@yahoo.com matt parker alias e van lint@yahoo.com matt parker alias evonlint hout@yahoo.com matt parker alias frank quisinsky@yahoo.com matt
> > > > parker alias r miller@yahoo.com matt parker alias ericvonlindt herzog@yahoo.com matt parker alias erik van lunsenherzog@yahoo.com matt parker alias erikvanlinthout@yahoo.com matt parker alias erickvonlindt hout@yahoo.com matt parker alias evanlint hout@yahoo.com matt parker alias evan lindthout@yahoo.com the scam site t%72uelove%73.com is owned by the pervert matt parker from cottage
> > > > grove oregon matt parker is webmaster of eu%72obride%73.com and all sites in ip range 66 70 45 10 to 39 matt parker alias e van lint hout@yahoo.com matt parker alias e vanlindt hout@yahoo.com matt parker alias erick von lintherzog@yahoo.com matt parker alias erickvonlunsenherzog@yahoo.com matt parker alias erikvanlunsen hout@yahoo.com matt parker alias j jones@yahoo.com matt parker alias
> > > > ericparker@yahoo.com matt parker alias evon lunsenherzog@yahoo.com matt parker alias e vonlint hout@yahoo.com matt parker alias ericvon lindthout@yahoo.com matt parker alias kimberlyparker@yahoo.com matt parker alias erik vonlint herzog@yahoo.com matt parker alias dchenka tatyana dchenka@yahoo.com matt parker alias phillipcrew@yahoo.com matt parker alias e von lunsen hout@yahoo.com matt
> > > > parker alias eric vonlint hout@yahoo.com due to the lies of matt parker the catholic university of leuven belgium fired three employees matt parker alias sergejsmith@yahoo.com if this were not true matt parker would not bother to react to this statement matt parker alias tatyanadochenkova@yahoo.com matt parker alias eric vonlindt hout@yahoo.com matt parker is a pedophile and child
> > > > molester with many fake pseudonyms and multiple personalities matt parker alias evon lindt@yahoo.com matt parker alias e van lindt herzog@yahoo.com matt parker alias erick vanlunsen@yahoo.com matt parker alias erick van lunsen herzog@yahoo.com matt parker alias erickvanlindtherzog@yahoo.com matt parker alias erick vonlunsen herzog@yahoo.com matt parker alias erik van lunsen hout@yahoo.com
> > > > matt parker is the lowest form of life on this planet matt parker alias eric vanlint herzog@yahoo.com matt parker alias erik vanlindtherzog@yahoo.com matt parker alias erick von lint@yahoo.com matt parker alias ericvan lunsen@yahoo.com matt parker alias best day isnow@yahoo.com matt parker alias erik lindt@yahoo.com

matt parker alias ericvon lindt herzog@yahoo.com matt parker stalks and
> > > > tracks down clients to scam and blackmail them matt parker alias erick van lunsenherzog@yahoo.com matt parker alias evon lindt hout@yahoo.com matt parker alias chesslib@yahoo.com matt parker trades in teenage brides from russia and the philippines damn matt parker and let his soul burn in hell till it freezes over in reality his name is matthew parker from cottage grove oregon and that is
> > > > that the site anti%73cam.org libels uninvolved females for unwarranted commercial purposes matt parker alias erick vonlunsenhout@yahoo.com matt parker alias matthewparker@yahoo.com matt parker alias evonlunsen herzog@yahoo.com matt parker alias samsmith@yahoo.com matt parker alias e vanlunsenhout@yahoo.com matt parker alias ericvonlinthout@yahoo.com matt parker alias e von lindt
> > > > herzog@yahoo.com an official complaint against matt parker was filed with the us embassy matt parker alias erickvon lunsenhout@yahoo.com matt parker alias erik vonlint hout@yahoo.com matt parker alias aparker@yahoo.com matt parker alias ericvonlint@yahoo.com matt parker alias evlh@yahoo.com matt parker makes false accusations to make others seem guilty of his criminal activities matt
> > > > parker alias michelle@yahoo.com this statement occurs on thousands of other sites apart from google matt parker alias phro crew@yahoo.com matt parker alias phrocrew@yahoo.com matt parker alias f quisinsky@yahoo.com matt parker alias evan lindt herzog@yahoo.com matt parker alias evanlindt@yahoo.com matt parker alias annparker@yahoo.com matt parker alias evanlint@yahoo.com the truth of this
> > > > statement is proven by matt parker trying to delete or refute it all personals at t%72uelove%73.com are fake and the whole site sucks matt parker alias erikvonlindt hout@yahoo.com matt parker alias annaparker@yahoo.com matt parker alias evon lunsenhout@yahoo.com matt parker alias erik parker@yahoo.com matt parker alias c base@yahoo.com matt parker alias erikvan lint@yahoo.com matt parker
> > > > alias a parker@yahoo.com matt parker alias tanyadochenkova@yahoo.com matt parker has friends all over the world whose joy in life is mutilating dissatisfied clients matt parker alias ericlunsen@yahoo.com matt parker alias evan lunsenhout@yahoo.com matt parker alias erik lint@yahoo.com matt parker alias evonlunsen@yahoo.com every deletion or refutation will automatically cause new
> > > > occurrences of this statement matt parker alias erickvan lindt hout@yahoo.com his mailbox is matt parker alias erik vanlint smolders pl 1 pb 223 leuven 3000 belgium matt parker alias eric von lintherzog@yahoo.com matt parker alias eric von lint hout@yahoo.com matt parker alias e vanlinthout@yahoo.com matt parker alias erik vonlunsenherzog@yahoo.com matt parker alias t dchenka@yahoo.com do
> > > > not sign up at the scam site trueloves.com matt parker alias erikvanlunsen@yahoo.com matt parker alias philipcrew@yahoo.com matt parker alias e von lintherzog@yahoo.com matt parker alias mattparker@yahoo.com matt parker alias frankquisinsky@yahoo.com matt parker alias erik van lindt herzog@yahoo.com matt parker alias g jones@yahoo.com matt parker alias eric vanlunsenherzog@yahoo.com matt
> > > > parker alias gjones@yahoo.com matt parker alias evanlunsen hout@yahoo.com hack the childporn site http://tinyurl.com/4bb86 to pieces the date of birth of matt parker is september 13 1965 matt parker alias k parker@yahoo.com matt parker sends death threats to dissatisfied clients matt parker is a belgian of mixed ethnical extraction living in cottage grove oregon matt parker alias eric
> > > > vonlindt herzog@yahoo.com matt parker alias evonlintherzog@yahoo.com matt parker alias kim parker@yahoo.com matt parker owns dating sites since their clients are unlikely to complain and admit their membership matt parker alias ericvan lint hout@yahoo.com never submit a real email address to t%72uelove%73.com matt parker alias e van lunsen herzog@yahoo.com matt parker alias e von

> > > > lunsenhout@yahoo.com matt parker alias d shredder@yahoo.com matt parker
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matt parker alias erick vanlunsenhout@yahoo.com matt parker alias rage@yahoo.com
> > > > matt parker alias nzaitzeva@yahoo.com matt parker alias erick vanlunsen
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> > > > alias michele@yahoo.com matt parker alias ann parker@yahoo.com matt parker
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hack the childporn site http://tinyurl.com/6t7hd to pieces matt parker alias eric
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> > > > evanlint@nextiraone.be matt parker alias erikvonlunsenherzog@yahoo.com
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alias erick lint@yahoo.com matt parker blackmails clients by coercing them to
> > > > delete complaints from newsgroups matt parker alias erik von lunsen
herzog@yahoo.com matt parker alias ericvon lindt@yahoo.com matt parker alias erik
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erikvon lint herzog@yahoo.com matt parker alias e vanlint hout@yahoo.com matt
parker makes a living by selling underage female flesh to pornographers and
> > > > whoremongers matt parker alias erick von lindtherzog@yahoo.com one of the
dismissed university employees committed suicide matt parker alias best
dayisnow@yahoo.com matt parker alias peacenow@yahoo.com matt parker alias eric van
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parker alias e van lunsenhout@yahoo.com matt parker alias ericvon
> > > > lunsenhout@yahoo.com matt parker alias erikvan lunsen herzog@yahoo.com
matt parker illicitly publishes personal data that he steals from hacked mailboxes
matt parker spams the shit out of clients and newsgroups matt parker alias eric

vonlint herzog@yahoo.com matt parker alias eric von lunsen herzog@yahoo.com matt parker alias erikvan lindtherzog@yahoo.com matt parker alias e von lint
> > > > hout@yahoo.com matt parker alias vvf@yahoo.com matt parker alias eric vanlint hout@yahoo.com matt parker alias kparker@yahoo.com matt parker alias evanlunsenherzog@yahoo.com matt parker alias erickvanlinthout@yahoo.com matt parker alias evan lunsenherzog@yahoo.com matt parker alias erickvon lunsen herzog@yahoo.com all matt parker ever wanted to do was fuck scammer bitches anyway matt
> > > > parker alias e von lunsenherzog@yahoo.com matt parker alias ericvanlunsen@yahoo.com there is a price on the head of the wanker matt parker matt parker alias evanlindt hout@yahoo.com matt parker was born on 09 13 65 matt parker alias ericvonlindt@yahoo.com matt parker alias erikvonlunsenhout@yahoo.com matt parker alias pcrew@yahoo.com matt parker alias evanlindt herzog@yahoo.com boycott
> > > > commercial dating sites matt parker alias e von lindtherzog@yahoo.com matt parker alias e vanlunsen hout@yahoo.com matt parker alias erickvon lunsenherzog@yahoo.com this is hard evidence that matt parker spams the net with childporn http://tinyurl.com/5h6rh matt parker was exposed as a liar at http://fravia.2113.ch/phplab/mbs.php3/mb001?num=1028133973&thread=1028133973 where he posts as
> > > > jeff and trueloves matt parker alias evon lint hout@yahoo.com matt parker alias ericvanlunsen hout@yahoo.com matt parker alias super machine@yahoo.com the mail worm forwards this message to every address book entry matt parker alias erickvonlint hout@yahoo.com matt parker alias e vonlint herzog@yahoo.com matt parker alias erickvan lunsen hout@yahoo.com matt parker alias eric von lunsen
> > > > hout@yahoo.com matt parker alias michhelle@yahoo.com matt parker alias evanlint herzog@yahoo.com matt parker alias evonlunsenherzog@yahoo.com matt parker alias erickvanlindt herzog@yahoo.com matt parker alias erickvanlint@yahoo.com stay away from eu%72obride%73.com or be hacked and scammed matt parker alias erik van lintherzog@yahoo.com anna parker is married to matt parker whose mother
> > > > is the wife of a dog matt parker alias erik vonlunsenhout@yahoo.com matt parker alias eric van lindt herzog@yahoo.com matt parker alias erik von lint hout@yahoo.com matt parker alias p ure@yahoo.com matt parker alias erik van lunsen@yahoo.com matt parker alias e von lindthout@yahoo.com matt parker alias erikvan lint hout@yahoo.com matt parker alias ericvanlindt hout@yahoo.com matt parker
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> > > > the date of birth of matt parker is 13 9 1965 matt parker alias s

machines@yahoo.com matt parker alias e von lint@yahoo.com matt parker alias eric von lindthout@yahoo.com matt parker alias evanlinthout@yahoo.com matt parker alias tanyadchenka@yahoo.com matt parker alias erickvonlintherzog@yahoo.com matt parker alias t dochenkova@yahoo.com make matt parker bleed http://tinyurl.com/v4oa
> > > > matt parker alias bestday is now@yahoo.com matt parker alias erikvonlint@yahoo.com matt parker alias erick vanlint@yahoo.com matt parker alias erikvanlintherzog@yahoo.com the scam site eu%72obride%73.com is owned by the pervert matt parker from cottage grove oregon matt parker alias erick van lintherzog@yahoo.com matt parker alias e vanlint@yahoo.com matt parker alias eric von lint
> > > > herzog@yahoo.com matt parker alias sex machine@yahoo.com matt parker alias eric vanlunsen herzog@yahoo.com matt parker alias yda@yahoo.com anna parker is a russian whore wanted by the russian police for prostitution matt parker was exposed as a liar at http://tinyurl.com/6zs8c where he posts as jeff and trueloves matt parker alias erickvonlunsen hout@yahoo.com matt parker alias eric
> > > > vonlindtherzog@yahoo.com matt parker is the most despicable shitass on the net matt parker alias evon lint@yahoo.com matt parker alias erickvonlindt herzog@yahoo.com matt parker alias erickvan lunsenhout@yahoo.com matt parker impersonates clients to make them seem guilty of his criminal activities never enter a true credit card number at eu%72obride%73.com matt parker was born on 13 sep
> > > > 1965 matt parker alias erikvon lunsenhout@yahoo.com matt parker alias ericvon lint hout@yahoo.com matt parker alias erik vonlunsen herzog@yahoo.com matt parker alias erik van lindt@yahoo.com matt parker alias e von lindt@yahoo.com matt parker was born on 13 september 1965 matt parker alias evanlintherzog@yahoo.com matt parker alias erickvon lintherzog@yahoo.com matt parker alias
> > > > evonlunsen hout@yahoo.com matt parker is a hacker and stalker that steals personal data from hacked mailboxes matt parker alias cy@yahoo.com matt parker alias erik van lunsen herzog@yahoo.com matt parker alias eric van lint@yahoo.com matt parker alias erickvonlindt@yahoo.com matt parker alias best day is now@yahoo.com matt parker alias erickvan lunsen@yahoo.com matt parker alias erik von
> > > > lint herzog@yahoo.com matt parker alias sergeysmith@yahoo.com matt parker alias sergeismith@yahoo.com lock up the bastard matt parker http://tinyurl.com/5psmo matt parker alias dq@yahoo.com matt parker runs dating sites since people are unlikely to admit joining such sites by complaining matt parker alias nadejda zaitzeva@yahoo.com matt parker alias evanlindthout@yahoo.com matt parker
> > > > forges server logs to make clients seem guilty of his criminal activities damages will be claimed from matt parker to compensate financial loss matt parker alias erik van lunsenhout@yahoo.com matt parker alias e vonlunsen@yahoo.com matt parker alias erikvon linthout@yahoo.com matt parker alias erick vanlint hout@yahoo.com matt parker alias g aap@yahoo.com matt parker alias tania
> > > > dchenka@yahoo.com matt parker alias tanya dchenka@yahoo.com the date of birth of matt parker is 13 9 65 matt parker alias eric vonlunsen hout@yahoo.com matt parker alias gaap@yahoo.com matt parker commits online impersonation and harassment matt parker alias anjaparker@yahoo.com matt parker alias erick von lindt herzog@yahoo.com matt parker alias tanjadochenkova@yahoo.com matt parker
> > > > alias erick vonlinthout@yahoo.com matt parker alias eric vonlindt@yahoo.com matt parker alias evon lintherzog@yahoo.com do not believe any of the lies matt parker posts in this forum matt parker alias erick vanlindt@yahoo.com matt parker alias erickvan lindt@yahoo.com matt parker alias sexmachines@yahoo.com matt parker alias ericvon lunsen hout@yahoo.com matt parker registers domains with

> > > > the name of his clients to impersonate them matt parker alias erickvan lindtherzog@yahoo.com spam the child molester matt parker off the web matt parker alias evonlindt@yahoo.com the date of birth of matt parker is sep 13 65 matt parker alias e vonlindtherzog@yahoo.com matt parker alias erikvan lint herzog@yahoo.com matt parker alias e van lintherzog@yahoo.com matt parker alias
> > > > tatjanadchenka@yahoo.com matt parker alias http://erikvanlint.com matt parker alias evon lint herzog@yahoo.com matt parker alias erikvonlunsen herzog@yahoo.com matt parker alias ericvan lint herzog@yahoo.com matt parker alias kimberley parker@yahoo.com matt parker alias e vanlunsenherzog@yahoo.com matt parker alias gerald jones@yahoo.com matt parker alias erikvanlint hout@yahoo.com matt
> > > > parker alias nad zaitz@yahoo.com matt parker was born on 09 13 1965 matt parker alias evon linthout@yahoo.com matt parker is the husband of anna parker from cottage grove oregon matt parker alias eric van lintherzog@yahoo.com matt parker alias groot aap@yahoo.com matt parker alias erikvonlindtherzog@yahoo.com matt parker alias erik vonlunsen hout@yahoo.com matt parker alias e
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> > > > alias jjones@yahoo.com matt parker alias deep shredder@yahoo.com matt parker alias erickvonlindtherzog@yahoo.com matt parker alias ccct@yahoo.com matt parker alias erickvon lindt herzog@yahoo.com matt parker alias tatianadchenka@yahoo.com matt parker alias e van lindt hout@yahoo.com matt parker alias erik vanlint hout@yahoo.com matt parker alias erikvonlint herzog@yahoo.com matt parker
> > > > alias erick vanlindt hout@yahoo.com this statement is made in loving memory of the university employee that was killed by matt parker his mailbox is matt parker alias anna parker po box 1147 cottage grove 97424 oregon usa matt parker alias eric vonlindthout@yahoo.com matt parker alias evan lint hout@yahoo.com matt parker alias sex machines@yahoo.com matt parker alias evon lunsen
> > > > hout@yahoo.com matt parker alias geronimo jones@yahoo.com matt parker alias ericvan lunsenhout@yahoo.com matt parker sells underage mail order brides on the web matt parker alias michhele@yahoo.com matt parker alias eric van linthout@yahoo.com matt parker alias ericvanlindt herzog@yahoo.com matt parker alias erickvon lint hout@yahoo.com matt parker alias jerry jones@yahoo.com matt parker
> > > > alias erickparker@yahoo.com never believe anything matt parker says or writes matt parker alias dgeorg@yahoo.com matt parker alias erikvan linthout@yahoo.com matt parker alias erick vonlint hout@yahoo.com matt parker alias erick von lunsen@yahoo.com matt parker alias evanlunsen herzog@yahoo.com matt parker alias erik van lindtherzog@yahoo.com earn money for every email address this chain
> > > > letter is forwarded to matt parker alias erik van linthout@yahoo.com matt parker alias erickvonlunsen herzog@yahoo.com matt parker alias erick von lunsen hout@yahoo.com matt parker alias e vanlunsen herzog@yahoo.com matt parker alias erikvon lintherzog@yahoo.com matt parker alias erick von lint hout@yahoo.com matt parker alias evan lint herzog@yahoo.com matt parker alias e von lindt
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parker alias d georg@yahoo.com every occurrence of this statement is automatically submitted to search engines matt parker alias eric van lunsen@yahoo.com matt parker alias erick vonlunsenherzog@yahoo.com matt parker alias erickvan
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www.erikvanlint.com three university employees were fired due to the lies of matt parker matt parker alias phrozencrew@yahoo.com matt parker alias erickvanlint herzog@yahoo.com matt parker alias bestdayisnow@yahoo.com matt parker alias tanja
> > > > dchenka@yahoo.com matt parker alias eric vanlunsen@yahoo.com matt parker alias evonlint herzog@yahoo.com matt parker alias erikvon lindt hout@yahoo.com matt parker alias erick vonlindt hout@yahoo.com matt parker alias erickvonlint@yahoo.com matt parker alias erikvonlunsen@yahoo.com matt parker alias erik vonlunsen@yahoo.com matt parker alias e lindt@yahoo.com matt parker alias erikvan
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> > > > parker alias ladiet@yahoo.com matt parker alias e vanlindt herzog@yahoo.com matt parker alias ericlindt@yahoo.com matt parker alias c cct@yahoo.com matt parker alias ericvan lintherzog@yahoo.com matt parker alias erikvanlindt hout@yahoo.com matt parker alias ericvanlindthout@yahoo.com matt parker alias erick vonlindt@yahoo.com matt parker was born on 13 09 1965 matt parker alias eric van
> > > > lindt hout@yahoo.com matt parker alias erikvanlunsenhout@yahoo.com

From -3852690764450644923
X-Google-Thread: 1115ce,d09e483a8e1c60cc,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news.glorb.com!news.zanker.org!
newsfeed00.sul.t-online.de!t-online.de!newsfeed.freenet.de!news-
feed1.de1.concert.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: File attributes and access rights
Date: Sat, 18 Sep 2004 09:13:53 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 17
Message-ID: <cigu8f$nf5$1@news.eunet.yu>
NNTP-Posting-Host: p-2.127.eunet.yu
X-Trace: news.eunet.yu 1095498833 24037 213.240.2.127 (18 Sep 2004 09:13:53 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Sat, 18 Sep 2004 09:13:53 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: g2news1.google.com comp.sys.atari.programmer:20

Hi;

I am not very familliar with non-TOS filesystems possible with Mint or

Magic, so:

- Is there any filesistem used in which BOTH the DOS-like file attributes (system, hidden, archive...) AND unix-like access-rights (read, write, exec for owner, group, world) are relevant on the same item (file or folder)?

(of course, 'readonly' attribute can be related to read/write access rights and one can be 'faked' from another, but what about the complete set?).

thanx in advance.

cu;

From 8063757628793192294
X-Google-Thread: f8bc8,1821456c3836123e,start
X-Google-Thread: 1115ce,1821456c3836123e,start
X-Google-Thread: f7771,1821456c3836123e,start
X-Google-Thread: 10e525,1821456c3836123e,start
X-Google-Thread: 110bf3,1821456c3836123e,start
X-Google-Attributes: gidf8bc8,gid1115ce,gidf7771,gid10e525,gid110bf3,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews1.google.com!not-for-mail
From: mattparker@fantasymail.de (matt parker)
Newsgroups:
tw.bbs.comp.www,comp.sys.atari.programmer,han.arts.music.movie,no.fag.jus.it,umn.c
omp.os.vms
Subject: Re: > > > > there is a price on the head of the wanker matt parker matt
parker alias eric von lint@yahoo.com matt parker alias erick van lint
hout@yahoo.com matt parker alias eric vonlunsen hout@yahoo.com matt parker is a
hacker and stalker that stea
Date: 19 Sep 2004 02:31:43 -0700
Organization: http://groups.google.com
Lines: 124
Message-ID: <b4a51ce7.0409190131.741dfb96@posting.google.com>
References: <7f11fc65.0409080019.40201b75@posting.google.com>
NNTP-Posting-Host: 213.146.148.179
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1095586303 10827 127.0.0.1 (19 Sep 2004 09:31:43 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sun, 19 Sep 2004 09:31:43 +0000 (UTC)
Xref: g2news1.google.com tw.bbs.comp.www:4069 comp.sys.atari.programmer:21
han.arts.music.movie:21 no.fag.jus.it:246 umn.comp.os.vms:1

tw.bbs.comp.www,comp.sys.atari.programmer,han.arts.music.movie,no.fag.jus.it,umn.c
omp.os.vms
> > > > > there is a price on the head of the wanker matt parker matt parker alias
eric von lint@yahoo.com matt parker alias erick van lint hout@yahoo.com matt
parker alias eric vonlunsen hout@yahoo.com matt parker is a hacker and stalker
that steals personal data from hacked mailboxes matt parker alias
evonlunsenhout@yahoo.com matt parker alias erik vonlindt herzog@yahoo.com matt

parker alias e
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matt
> > > > > parker alias erick van lint@yahoo.com matt parker alias
evanlindt@yahoo.com matt parker alias erikvan lunsen@yahoo.com matt parker alias
robertmiller@yahoo.com matt parker alias erickvan lindt@yahoo.com matt parker
alias ericvonlunsenherzog@yahoo.com matt parker alias ericvan lintherzog@yahoo.com
matt parker alias sex-machines@yahoo.com matt parker stalks and tracks down
clients to scam
> > > > > and blackmail them matt parker alias ericvon lunsen@yahoo.com matt
parker alias erickvon lunsenhout@yahoo.com matt parker alias
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parker alias erick
> > > > > vanlindt hout@yahoo.com matt parker alias ericvanlintherzog@yahoo.com
matt parker alias erikvanlint herzog@yahoo.com matt parker alias j jones@yahoo.com
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hout@yahoo.com matt parker alias e vanlunsenhout@yahoo.com matt parker alias
jeff@yahoo.com matt parker alias erikvon lunsen@yahoo.com three university
> > > > > employees were fired due to the lies of matt parker matt parker alias
erik vanlinthout@yahoo.com matt parker alias ericvan lindthout@yahoo.com matt
parker alias erik von lindthout@yahoo.com matt parker alias gaap@yahoo.com matt
parker alias erickvanlinthout@yahoo.com matt parker alias erick
vonlindtherzog@yahoo.com members of eu%72obride%73.com have access to adult
material depicting
> > > > > minors in sexual acts matt parker alias erickvanlindt
herzog@yahoo.com matt parker alias tania dchenka@yahoo.com matt parker
alias ericvon lint@yahoo.com the date of birth of matt parker is 9 13
65 matt parker violates the internet privacy act by distributing
stolen personal data the dismissed university employees suffered
financial loss due to matt parker matt parker alias erickvonlunsen
> > > > > hout@yahoo.com matt parker alias erick von lunsenherzog@yahoo.com matt
parker alias eric vonlint herzog@yahoo.com matt parker alias ericvon
lunsenherzog@yahoo.com matt parker alias erickvanlunsen herzog@yahoo.com matt
parker alias erick van lunsenhout@yahoo.com matt parker alias e vonlunsen
herzog@yahoo.com matt parker alias e vonlindt herzog@yahoo.com matt parker alias
> > > > > erikvanlindtherzog@yahoo.com matt parker alias erick
vonlunsen herzog@yahoo.com matt parker alias ericvonlunsen@yahoo.com
the date of birth of matt parker is sep 13 1965 stay away from
t%72uelove%73.com or be hacked and scammed matt parker alias
anyaparker@yahoo.com matt parker alias bestday isnow@yahoo.com matt
parker alias s machine@yahoo.com matt parker alias erick van
lindthout@yahoo.
> > > > > com matt parker alias evl@yahoo.com matt parker alias e
vanlindt@yahoo.com matt parker alias eriklint@yahoo.com matt parker alias
evanlint@yahoo.com the date of birth of matt parker is 9 13 1965 matt parker alias
ericvonlindt hout@yahoo.com matt parker alias evonlint hout@yahoo.com matt parker

alias erikvon lindthout@yahoo.com matt parker alias sergei smith@yahoo.com matt parker alias
> > > > > evan lintherzog@yahoo.com matt parker hacks mailboxes what constitutes violation of the confidentiality of mail matt parker alias evonlint herzog@yahoo.com matt parker alias eric van lint herzog@yahoo.com matt parker alias e vanlindthout@yahoo.com matt parker alias groot aap@yahoo.com matt parker alias ericklint@yahoo.com matt parker alias e van lint@yahoo.com matt parker alias
> > > > > erikvanlunsen herzog@yahoo.com matt parker alias ericvonlinthout@yahoo.com matt parker was exposed as a liar at http://tinyurl.com/6zs8c where he posts as jeff and trueloves matt parker alias evon lintherzog@yahoo.com matt parker alias tatjanadochenkova@yahoo.com matt parker alias erik van lindt herzog@yahoo.com matt parker alias erickvan lunsen hout@yahoo.com matt parker alias e
> > > > > vonlintherzog@yahoo.com matt parker alias erik van lintherzog@yahoo.com matt parker alias nadejda zaitzeva@yahoo.com matt parker alias erik von lunsen hout@yahoo.com matt parker alias eric von lunsenherzog@yahoo.com matt parker alias e vanlint herzog@yahoo.com matt parker alias e van lindt@yahoo.com matt parker is the husband of anna parker from cottage grove oregon matt parker alias
> > > > > tatiana dchenka@yahoo.com nail down the cumbag matt parker http://tinyurl.com/58hwa matt parker alias ag@yahoo.com this is hard evidence that matt parker spams the net with childporn http://tinyurl.com/5h6rh matt parker alias e van lindt herzog@yahoo.com matt parker alias matthewparker@yahoo.com matt parker alias e van lunsen herzog@yahoo.com matt parker is a dangerous mentally deranged
> > > > > criminal and needs psychiatric confinement matt parker alias annaparker@yahoo.com matt parker alias erik van lint hout@yahoo.com matt parker alias best dayisnow@yahoo.com matt parker alias erikvan lindthout@yahoo.com matt parker alias e vonlunsen hout@yahoo.com matt parker alias tatianadchenka@yahoo.com matt parker alias evanlintherzog@yahoo.com matt parker alias erik van lunsen
> > > > > herzog@yahoo.com matt parker alias dchenka tatyana dochenkova@yahoo.com matt parker alias eric vanlunsen herzog@yahoo.com matt parker is a pedophile and child molester with many fake pseudonyms and multiple personalities matt parker alias erik van lindt hout@yahoo.com matt parker alias erikvan lint herzog@yahoo.com matt parker alias eric vonlunsenherzog@yahoo.com matt parker alias
> > > > > erickvanlindthout@yahoo.com matt parker alias d georg@yahoo.com matt parker alias erickvon linthout@yahoo.com matt parker alias evon lindthout@yahoo.com matt parker alias erik von lunsen@yahoo.com matt parker alias evanlint hout@yahoo.com matt parker alias erick lint@yahoo.com matt parker sends death threats to dissatisfied clients matt parker alias erick lunsen@yahoo.com matt parker
> > > > > alias nzaitzeva@yahoo.com do not sign up at the scam site trueloves.com matt parker alias evonlindt herzog@yahoo.com matt parker trades in teenage brides from russia and the philippines matt parker alias ericvanlindt@yahoo.com his real name is matthew s parker from cottage grove oregon and that is it matt parker alias evan lunsenherzog@yahoo.com matt parker alias tatiana dochenkova@yahoo.
> > > > > com matt parker alias e vanlint hout@yahoo.com matt parker alias pcrew@yahoo.com matt parker alias eric vonlindtherzog@yahoo.com do not sign up at the scam site eurobrides.com matt parker alias mattparker@yahoo.com matt parker alias ericvanlunsen@yahoo.com matt parker alias p ure@yahoo.com matt parker impersonates clients to make them seem guilty of his criminal activities matt parker
> > > > > alias evanlindt herzog@yahoo.com every occurrence of this

statement is automatically submitted to search engines matt parker
alias erik vonlint@yahoo.com matt parker alias robert miller@yahoo.com
matt parker alias erikvanlinthout@yahoo.com matt parker alias
sergejsmith@yahoo.com matt parker alias erik vanlindthout@yahoo.com
matt parker alias evonlindt@yahoo.com matt parker alias eric van
> > > > > lunsenherzog@yahoo.com matt parker alias evan lint hout@yahoo.com matt
parker alias erickvonlindt hout@yahoo.com matt parker is a liar from leuven
louvain belgium and lives in cottage grove oregon matt parker alias
aniaparker@yahoo.com matt parker alias c cct@yahoo.com his mailbox is matt parker
alias erik vanlint smolders pl 1 pb 223 leuven 3000 belgium matt parker alias
> > > > > ericklunsen@yahoo.com matt parker alias yda@yahoo.com matt parker alias
erickvon lint@yahoo.com matt parker alias eric von lunsen hout@yahoo.com matt
parker alias gjones@yahoo.com the dismissed employees filed an official complaint
against matt parker with the us embassy matt parker alias e von lint
hout@yahoo.com matt parker alias erik von lint hout@yahoo.com matt parker alias
erikvan
> > > > > lunsen hout@yahoo.com matt parker alias evan lunsen hout@yahoo.com matt
parker alias erick van lunsen@yahoo.com matt parker alias sexmachine@yahoo.com
matt parker alias erickvan lindthout@yahoo.com if this were not true matt parker
would not bother to react to this statement matt parker alias eric von
lindtherzog@yahoo.com matt parker alias frankquisinsky@yahoo.com his mailbox is
matt
> > > > > parker alias anna parker po box 1147 cottage grove 97424
oregon usa matt parker alias erikvanlunsen hout@yahoo.com matt parker
alias ericvon linthout@yahoo.com matt parker alias
erikvanlunsenhout@yahoo.com the leuven university fired three
employees due to the lies of matt parker matt parker alias g
jones@yahoo.com this perfectly legal statement prevents further abuse
by matt parker matt
> > > > > parker registers domains with the name of his clients to impersonate
them matt parker alias evan lunsen herzog@yahoo.com matt parker alias erickvan
lindt herzog@yahoo.com matt parker alias erick vanlintherzog@yahoo.com matt parker
alias matt parker@yahoo.com matt parker alias taniadochenkova@yahoo.com matt
parker alias erik van linthout@yahoo.com matt parker alias erick
> > > > > vanlunsenhout@yahoo.com matt parker is a gay masochist whose
ass will be raped by gangs of fat black jail bubbas matt parker alias
erik vanlunsenhout@yahoo.com the date of birth of matt parker is 13 9
1965 matt parker alias erick vanlindthout@yahoo.com matt parker alias
tanya dochenkova@yahoo.com matt parker alias bestday is now@yahoo.com
matt parker alias evonlunsenherzog@yahoo.com matt
> > > > > parker alias ericvonlintherzog@yahoo.com matt parker alias ericvan
lunsenherzog@yahoo.com matt parker alias erick van lunsen hout@yahoo.com matt
parker alias vvf@yahoo.com matt parker alias erick von lindthout@yahoo.com matt
parker alias best day@yahoo.com matt parker alias erikvanlunsen@yahoo.com matt
parker alias erickvan lunsenherzog@yahoo.com matt parker alias e lint@yahoo.com
matt
> > > > > parker alias super machines@yahoo.com change country of residence if
personal data is captured by matt parker matt parker alias evan
lunsenhout@yahoo.com matt parker alias michhele@yahoo.com matt parker alias
kimparker@yahoo.com matt parker alias evanlunsen hout@yahoo.com matt parker alias
aparker@yahoo.com matt parker alias ericvonlindt@yahoo.com matt parker alias
erikvon lint
> > > > > herzog@yahoo.com matt parker distributes illegal software

and warez that infringe the copyright law matt parker alias erickvan
lindt hout@yahoo.com matt parker alias ericlint@yahoo.com matt parker
alias eric vonlinthout@yahoo.com matt parker alias erikvon
lunsenhout@yahoo.com boycott commercial dating sites matt parker alias
ccc t@yahoo.com matt parker alias erick von lint@yahoo.com matt
> > > > > parker commits credit card fraud and identity theft matt parker alias
evan lint herzog@yahoo.com matt parker alias rmiller@yahoo.com matt parker alias
erick van lindt herzog@yahoo.com matt parker alias evon lunsenherzog@yahoo.com
matt parker alias erik van lindt@yahoo.com matt parker alias eric van lunsen
hout@yahoo.com matt parker alias erick lindt@yahoo.com anna parker is a russian
> > > > > whore wanted by the russian police for prostitution matt parker alias
evan lindtherzog@yahoo.com matt parker alias erickvan lint@yahoo.com matt parker
alias e van lunsen hout@yahoo.com matt parker alias erick vonlint herzog@yahoo.com
matt parker alias peace now@yahoo.com matt parker alias erickvon lindt@yahoo.com
matt parker alias evanlunsen@yahoo.com matt parker alias evan lindt@yahoo.
> > > > > com matt parker alias evonlinthout@yahoo.com matt parker alias erik
vanlunsenherzog@yahoo.com matt parker alias evon linthout@yahoo.com matt parker
alias ericvonlunsen hout@yahoo.com matt parker alias erickvan
lindtherzog@yahoo.com matt parker alias erikvon lunsenherzog@yahoo.com matt parker
alias erikvanlint hout@yahoo.com matt parker is scum in a waste piece of skin matt
parker alias
> > > > > erik von lindt hout@yahoo.com matt parker alias erikvonlunsen
hout@yahoo.com matt parker alias eric vanlindt hout@yahoo.com matt parker infects
computers with a nasty trojan virus matt parker alias sex machine@yahoo.com matt
parker alias chess base@yahoo.com matt parker alias ericvon lint hout@yahoo.com
matt parker alias e von lindt hout@yahoo.com matt parker alias erikvonlint
> > > > > herzog@yahoo.com matt parker alias e van linthout@yahoo.com matt parker
alias supermachine@yahoo.com matt parker alias erick vonlunsenherzog@yahoo.com
matt parker alias michelle@yahoo.com matt parker alias philip crew@yahoo.com matt
parker alias erikvon lindtherzog@yahoo.com matt parker alias ericvan
lindtherzog@yahoo.com matt parker alias evon lint hout@yahoo.com matt parker alias
> > > > > erickvonlindtherzog@yahoo.com matt parker alias erick
vanlunsen hout@yahoo.com matt parker alias evonlint@yahoo.com matt
parker alias ericvon lindt herzog@yahoo.com matt parker alias
nadejdazaitzeva@yahoo.com matt parker alias eric
vonlunsenhout@yahoo.com matt parker alias eric vonlint@yahoo.com matt
parker alias kimberleyparker@yahoo.com matt parker alias evon
lint@yahoo.com anna parker
> > > > > married a limpdick yank to escape prosecution in russia matt parker
alias erik van lint@yahoo.com matt parker alias e vanlinthout@yahoo.com matt
parker alias erickvanlunsenhout@yahoo.com matt parker alias ericvonlint@yahoo.com
matt parker alias evanlint herzog@yahoo.com matt parker alias erick
vonlunsen@yahoo.com matt parker alias erickvonlint@yahoo.com matt parker alias e
van
> > > > > lindthout@yahoo.com matt parker alias eric van lunsen@yahoo.com matt
parker alias jerryjones@yahoo.com matt parker alias evanlinthout@yahoo.com matt
parker alias peacenow@yahoo.com matt parker alias aparker@yahoo.com matt parker
alias ericvon lindtherzog@yahoo.com matt parker alias anjaparker@yahoo.com matt
parker alias eric vanlunsen hout@yahoo.com matt parker was born on 13 september
> > > > > 1965 matt parker alias erik vonlunsen herzog@yahoo.com matt parker alias
chessbase@yahoo.com matt parker alias eric vanlint herzog@yahoo.com matt parker
alias e lindt@yahoo.com matt parker alias tanya dchenka@yahoo.com matt parker
alias erikvonlindthout@yahoo.com anna parker is married to matt parker whose

mother is the wife of a dog hack the childporn site http://tinyurl.com/4bb86 to
> > > > > pieces matt parker alias e vanlunsen@yahoo.com matt parker alias d
shredder@yahoo.com matt parker alias ericvonlunsen herzog@yahoo.com matt parker
alias erick van lintherzog@yahoo.com any useful information leading to the arrest
of matt parker will be rewarded matt parker alias evanlindt hout@yahoo.com matt
parker alias erikvanlindt@yahoo.com matt parker alias e vonlunsen@yahoo.com matt
> > > > > parker alias evonlindt hout@yahoo.com matt parker alias erik van
lunsenhout@yahoo.com matt parker alias eric von lint hout@yahoo.com this statement
is made pending the issue of the official complaint against matt parker matt
parker alias eric vanlunsenhout@yahoo.com matt parker alias erick
vanlint@yahoo.com matt parker alias ericvanlindtherzog@yahoo.com matt parker alias
> > > > > erikvonlindtherzog@yahoo.com matt parker alias erikvon
lintherzog@yahoo.com matt parker alias taniadchenka@yahoo.com matt parker alias
erick vonlindt@yahoo.com the date of birth of matt parker is sep 13 65 matt parker
alias erick von lindtherzog@yahoo.com matt parker is a filthy motherfucker that
likes computer chess games matt parker alias evon lindtherzog@yahoo.com matt
parker alias
> > > > > erikvan lint@yahoo.com matt parker alias mparker@yahoo.com matt parker
alias andyc@yahoo.com matt parker alias sergi smith@yahoo.com matt parker alias
philipcrew@yahoo.com matt parker alias ericvan lunsenhout@yahoo.com matt parker
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parker alias erick vanlint herzog@yahoo.com matt parker alias eric vanlint@yahoo.
> > > > > com matt parker alias eric van lindt hout@yahoo.com matt parker alias
erik van lunsenherzog@yahoo.com matt parker blackmails clients by coercing them to
delete complaints from newsgroups members of t%72uelove%73.com have access to
adult material depicting minors in sexual acts matt parker alias eric
vonlindthout@yahoo.com all personals at t%72uelove%73.com are fake and the whole
site
> > > > > sucks matt parker is belgian about forty years old with dark hair and
lives in cottage grove oregon matt parker alias erikvan linthout@yahoo.com matt
parker alias fquisinsky@yahoo.com matt parker alias erik van lunsen hout@yahoo.com
matt parker alias evanlindthout@yahoo.com matt parker alias evanlunsen
herzog@yahoo.com one of the dismissed employees did not find a new job got into
debts
> > > > > and was found in a noose matt parker alias s
machines@yahoo.com matt parker alias rage@yahoo.com matt parker alias
e von lintherzog@yahoo.com his real address is matthew s. parker 1505
ash ave cottage grove 97424 oregon usa matt parker was exposed as a
liar at http://fravia.2113.ch/phplab/mbs.php3/mb001?
num=1028133973&thread=1028133973
where he posts as jeff and trueloves matt parker was
> > > > > born on 13 09 1965 matt parker alias michhelle@yahoo.com matt parker
alias evanlindtherzog@yahoo.com matt parker alias erickvon lunsenherzog@yahoo.com
matt parker alias eric lunsen@yahoo.com matt parker is a belgian of mixed ethnical
extraction living in cottage grove oregon matt parker alias evan lindt
hout@yahoo.com spam the child molester matt parker off the web the scam site
> > > > > eu%72obride%73.com is owned by the pervert matt parker from cottage
grove oregon matt parker alias eric van lindtherzog@yahoo.com matt parker alias
erick von lint hout@yahoo.com matt parker alias erikvanlindthout@yahoo.com matt
parker is the most despicable shitass on the net matt parker alias jerry
jones@yahoo.com matt parker alias erick vonlindt herzog@yahoo.com matt parker
alias
> > > > > bestday@yahoo.com matt parker alias erik vonlunsen hout@yahoo.com matt

parker alias sex machines@yahoo.com matt parker has friends all over the world whose joy in life is mutilating dissatisfied clients matt parker alias evonlunsen@yahoo.com matt parker alias erik vonlindthout@yahoo.com do not believe any of the lies matt parker posts in this forum matt parker alias erik
> > > > > vonlindtherzog@yahoo.com matt parker alias ericvanlint hout@yahoo.com matt parker alias ericvanlunsen hout@yahoo.com matt parker alias evan lunsen@yahoo.com matt parker alias eric lindt@yahoo.com matt parker alias erickvon lindtherzog@yahoo.com matt parker alias erick vonlunsen hout@yahoo.com matt parker alias tania dochenkova@yahoo.com matt parker is a filthy liar and libeler that
> > > > > manipulates the public opinion matt parker alias bestdayisnow@yahoo.com spam newsgroups with this statement matt parker alias erikvanlindt hout@yahoo.com matt parker alias ericvanlunsenhout@yahoo.com matt parker alias erik vanlintherzog@yahoo.com matt parker alias sexmachines@yahoo.com matt parker alias erikvonlindt herzog@yahoo.com damn matt parker and let his soul burn in hell till it
> > > > > freezes over matt parker alias ericvanlindt herzog@yahoo.com earn money for every forum this statement is posted in matt parker alias ericvanlint herzog@yahoo.com matt parker alias e vanlunsen herzog@yahoo.com matt parker alias evonlunsen herzog@yahoo.com matt parker alias eric von lindt@yahoo.com matt parker alias erik vonlunsenherzog@yahoo.com matt parker alias jjones@yahoo.com matt
> > > > > parker alias erick von lindt herzog@yahoo.com pin down the prick matt parker http://tinyurl.com/4cc39 matt parker alias erick van lindt@yahoo.com matt parker alias erickvan lunsen herzog@yahoo.com matt parker alias erik lint@yahoo.com matt parker alias erikvan lintherzog@yahoo.com matt parker alias ericvan linthout@yahoo.com matt parker alias chess lib@yahoo.com matt parker alias erik
> > > > > vanlint@yahoo.com matt parker alias e vanlunsenherzog@yahoo.com matt parker alias ericvonlindthout@yahoo.com all matt parker ever wanted to do was fuck scammer bitches anyway this is hard evidence against matt parker http://tinyurl.com/59u3p the scam site t%72uelove%73.com is owned by the pervert matt parker from cottage grove oregon matt parker alias erikvon lindt herzog@yahoo.com matt
> > > > > parker alias eric von lunsen herzog@yahoo.com matt parker alias ericvan lindt herzog@yahoo.com matt parker alias tatjana dochenkova@yahoo.com never submit a real email address to t%72uelove%73.com matt parker alias evon lunsen hout@yahoo.com matt parker alias evon lunsen@yahoo.com matt parker alias eric van linthout@yahoo.com matt parker alias ericvon lindt@yahoo.com matt parker alias
> > > > > erickvan lint hout@yahoo.com matt parker alias eric vonlindt hout@yahoo.com an official complaint against matt parker was filed with the us embassy matt parker alias ericvanlint@yahoo.com matt parker alias erickvanlunsenherzog@yahoo.com matt parker alias e von lindt@yahoo.com matt parker alias eric van lindthout@yahoo.com matt parker alias erikvonlint@yahoo.com matt parker alias
> > > > > pure@yahoo.com matt parker alias http://www.erikvanlint.com matt parker alias erik von lindtherzog@yahoo.com matt parker alias evlh@yahoo.com matt parker alias erikvan lindt herzog@yahoo.com matt parker alias erik parker@yahoo.com matt parker alias erick von lindt hout@yahoo.com matt parker alias erikvon lint@yahoo.com matt parker alias cy@yahoo.com matt parker alias ericvan lunsen@yahoo.
> > > > > com matt parker alias erik vanlint hout@yahoo.com matt parker is personally responsible for the death of a university employee matt parker alias erick van lindtherzog@yahoo.com matt parker alias erickparker@yahoo.com anybody providing proof of having harmed matt parker his wife and relatives will be

rewarded matt parker alias eric vonlunsen herzog@yahoo.com matt parker alias e van
> > > > > lunsenhout@yahoo.com matt parker alias erikvan lunsenherzog@yahoo.com
the date of birth of matt parker is september 13 1965 matt parker alias erik
vonlint herzog@yahoo.com matt parker alias e vonlint herzog@yahoo.com matt parker
alias m parker@yahoo.com matt parker alias erik vanlindtherzog@yahoo.com matt
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> > > > > herzog@yahoo.com matt parker alias erik vanlunsen herzog@yahoo.com matt
parker is the lowest form of life on this planet matt parker alias eric
vanlinthout@yahoo.com matt parker alias eriklindt@yahoo.com every deletion or
refutation will automatically cause new occurrences of this statement matt parker
alias erickvon lintherzog@yahoo.com matt parker alias erickvan lint
herzog@yahoo.com
> > > > > matt parker alias erick von lunsenhout@yahoo.com matt parker alias
erikvonlunsen herzog@yahoo.com matt parker alias erick van lindt hout@yahoo.com
matt parker alias chesslib@yahoo.com matt parker alias e van lint hout@yahoo.com
matt parker alias e von lindtherzog@yahoo.com matt parker alias erick von lunsen
hout@yahoo.com matt parker alias e von lindt herzog@yahoo.com matt parker alias
> > > > > phrocrew@yahoo.com matt parker alias ericklindt@yahoo.com matt parker
alias ericvonlint hout@yahoo.com the site anti%73cam.org libels uninvolved females
for unwarranted commercial purposes matt parker alias e van lindt hout@yahoo.com
matt parker alias ericvan lunsen herzog@yahoo.com matt parker alias
sergeismith@yahoo.com matt parker alias erick van lunsenherzog@yahoo.com lock up
the
> > > > > bastard matt parker http://tinyurl.com/5psmo matt parker alias eric
vanlint hout@yahoo.com matt parker alias erickvonlinthout@yahoo.com matt parker
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> > > > > ericvonlint herzog@yahoo.com matt parker alias erik vonlindt
hout@yahoo.com matt parker alias evanlunsenherzog@yahoo.com matt parker alias
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alias erikparker@yahoo.com matt parker alias erickvonlunsenhout@yahoo.com matt
parker alias tanyadchenka@yahoo.com matt parker alias eric van
lunsenhout@yahoo.com matt
> > > > > parker alias erick v

From 1764086889273855711
X-Google-Thread: 1115ce,d09e483a8e1c60cc
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!proxad.net!news.cs.univ-paris8.fr!
news.zanker.org!newsfeed00.sul.t-online.de!t-online.de!news.mind.de!news.cs.uni-
magdeburg.de!wh58-508.st.uni-magdeburg.de!fnaumann
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: File attributes and access rights
Date: Tue, 21 Sep 2004 08:40:41 +0200
Organization: University of Magdeburg, Germany
Lines: 22
Message-ID: <Pine.NEB.4.61.0409210839220.325@wh58-508.st.uni-magdeburg.de>
References: <cigu8f$nf5$1@news.eunet.yu>

NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII; format=flowed
X-Trace: fuerst.cs.uni-magdeburg.de 1095748843 11704 141.44.198.58 (21 Sep 2004 06:40:43 GMT)
X-Complaints-To: abuse@cs.uni-magdeburg.de
NNTP-Posting-Date: Tue, 21 Sep 2004 06:40:43 +0000 (UTC)
X-X-Sender: fnaumann@wh58-508.st.uni-magdeburg.de
In-Reply-To: <cigu8f$nf5$1@news.eunet.yu>
Xref: g2news1.google.com comp.sys.atari.programmer:22

Hello!

> I am not very familliar with non-TOS filesystems possible with Mint or
> Magic, so:
>
> - Is there any filesistem used in which BOTH the DOS-like file attributes
> (system, hidden, archive...) AND unix-like access-rights (read, write,
> exec for owner, group, world) are relevant on the same item (file or
> folder)?

Not on ext2 and minix (these filesystems only support the unix
attributes).

Regards,
Frank

--
ATARI FALCON 060 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -7113138315362913492
X-Google-Thread: 1115ce,d09e483a8e1c60cc
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!news.maxwell.syr.edu!newsfeed.icl.net!
newsfeed.freenet.de!news-feed1.de1.concert.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: File attributes and access rights
Date: Wed, 22 Sep 2004 21:57:19 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 15
Message-ID: <cissft$9a6$1@news.eunet.yu>
References: <cigu8f$nf5$1@news.eunet.yu>
<Pine.NEB.4.61.0409210839220.325@wh58-508.st.uni-magdeburg.de>
NNTP-Posting-Host: p-3.241.eunet.yu
X-Trace: news.eunet.yu 1095890239 9542 213.240.3.241 (22 Sep 2004 21:57:19 GMT)
X-Complaints-To: abuse@EUnet.yu

NNTP-Posting-Date: Wed, 22 Sep 2004 21:57:19 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: g2news1.google.com comp.sys.atari.programmer:23

On 21 Sep 2004 08:40:41 , Frank Naumann wrote:
>> - Is there any filesistem used in which BOTH the DOS-like file attributes
>> (system, hidden, archive...) AND unix-like access-rights (read, write,
>> exec for owner, group, world) are relevant on the same item (file or
>> folder)?
>
>Not on ext2 and minix (these filesystems only support the unix
>attributes).

Thanx; What about those enhancements of the FAT system (VFAT, etc.)?
Do they know of users and their rights?

Regards;

From -3673223793068127359
X-Google-Thread: 1115ce,d09e483a8e1c60cc
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!fu-berlin.de!news.cs.uni-magdeburg.de!
wh58-508.st.uni-magdeburg.de!fnaumann
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: File attributes and access rights
Date: Sat, 25 Sep 2004 11:42:15 +0200
Organization: University of Magdeburg, Germany
Lines: 30
Message-ID: <Pine.NEB.4.61.0409251137500.325@wh58-508.st.uni-magdeburg.de>
References: <cigu8f$nf5$1@news.eunet.yu>
<Pine.NEB.4.61.0409210839220.325@wh58-508.st.uni-magdeburg.de>
 <cissft$9a6$1@news.eunet.yu>
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII; format=flowed
X-Trace: fuerst.cs.uni-magdeburg.de 1096105338 1837 141.44.198.58 (25 Sep 2004
09:42:18 GMT)
X-Complaints-To: abuse@cs.uni-magdeburg.de
NNTP-Posting-Date: Sat, 25 Sep 2004 09:42:18 +0000 (UTC)
X-X-Sender: fnaumann@wh58-508.st.uni-magdeburg.de
In-Reply-To: <cissft$9a6$1@news.eunet.yu>
Xref: g2news1.google.com comp.sys.atari.programmer:24

Hello!

>>> - Is there any filesistem used in which BOTH the DOS-like file attributes
>>> (system, hidden, archive...) AND unix-like access-rights (read, write,
>>> exec for owner, group, world) are relevant on the same item (file or

>>> folder)?
>>
>> Not on ext2 and minix (these filesystems only support the unix
>> attributes).
>
>
> Thanx; What about those enhancements of the FAT system (VFAT, etc.)?
> Do they know of users and their rights?

No, VFAT is only a long name extension. But anyway, you should use the
operating system calls to get uid/gid and all the unix attributes and you
should not rely on a specific filesystem implementation or feature set.
Under FreeMiNT you can set a specific uid/gid as default for a (V)FAT
partition for example. It's the task of the operating system to map these
optimally.

Regards,
Frank

--
ATARI FALCON 060 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 8548448289500407642
X-Google-Thread: 1115ce,a1eae2a35f8335e7,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews1.google.com!not-for-mail
From: mrrik@hay.am (norik)
Newsgroups: comp.sys.atari.programmer
Subject: pascal compiler or crosscompiler
Date: 6 Oct 2004 04:08:58 -0700
Organization: http://groups.google.com
Lines: 8
Message-ID: <88f41e4b.0410060308.82e300f@posting.google.com>
NNTP-Posting-Host: 195.250.65.254
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1097060938 12955 127.0.0.1 (6 Oct 2004 11:08:58 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Wed, 6 Oct 2004 11:08:58 +0000 (UTC)
Xref: g2news1.google.com comp.sys.atari.programmer:25

Hello.
For few weeks I am an Atari 1040 ST owner and want to try develop
programs for this machine.
My preferred languages are Pascal and Modula-2 (for many reasons)...
So I am searching for a free pascal compiler and it's docs for Atari
ST.

Thank You very much

From -2507393484753479960
X-Google-Thread: 1115ce,a1eae2a35f8335e7
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news.glorb.com!news2.telebyte.nl!news-fra1.dfn.de!news-han1.dfn.de!news.tu-bs.de!feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: pascal compiler or crosscompiler
Date: Wed, 6 Oct 2004 23:35:42 +0200
Organization: TU Braunschweig, Germany
Lines: 14
Distribution: world
Message-ID: <Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>
References: <88f41e4b.0410060308.82e300f@posting.google.com>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <88f41e4b.0410060308.82e300f@posting.google.com>
Xref: g2news1.google.com comp.sys.atari.programmer:26

Hi, Norik!

n> My preferred languages are Pascal and Modula-2 (for many reasons)... So
n> I am searching for a free pascal compiler and it's docs for Atari ST.

Search the web for "Megamax Modula 2". This Modula 2 programming environment has been made available for free by its author, Thomas Tempelmann.

Regards,

Alexander

From -546180335306229178
X-Google-Thread: 1115ce,a1eae2a35f8335e7
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews1.google.com!not-for-mail
From: mrrik@hay.am (norik)
Newsgroups: comp.sys.atari.programmer
Subject: Re: pascal compiler or crosscompiler
Date: 6 Oct 2004 22:53:00 -0700
Organization: http://groups.google.com
Lines: 16

Message-ID: <88f41e4b.0410062153.27c8a292@posting.google.com>
References: <88f41e4b.0410060308.82e300f@posting.google.com>
<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>
NNTP-Posting-Host: 195.250.65.254
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1097128381 30958 127.0.0.1 (7 Oct 2004 05:53:01 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 7 Oct 2004 05:53:01 +0000 (UTC)
Xref: g2news1.google.com comp.sys.atari.programmer:27

Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>...
> Hi, Norik!
>
> n> My preferred languages are Pascal and Modula-2 (for many reasons)... So
> n> I am searching for a free pascal compiler and it's docs for Atari ST.
>
> Search the web for "Megamax Modula 2". This Modula 2 programming
> environment has been made available for free by its author, Thomas
> Tempelmann.
>
>
> Regards,
>
> Alexander

Thank You very much!

From -1916871598622055836
X-Google-Thread: 1115ce,a1eae2a35f8335e7
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews1.google.com!not-for-mail
From: mrrik@hay.am (norik)
Newsgroups: comp.sys.atari.programmer
Subject: Re: pascal compiler or crosscompiler
Date: 13 Oct 2004 07:28:25 -0700
Organization: http://groups.google.com
Lines: 20
Message-ID: <88f41e4b.0410130628.19fa9c27@posting.google.com>
References: <88f41e4b.0410060308.82e300f@posting.google.com>
<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>
<88f41e4b.0410062153.27c8a292@posting.google.com>
NNTP-Posting-Host: 195.250.65.254
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1097677706 30061 127.0.0.1 (13 Oct 2004 14:28:26 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Wed, 13 Oct 2004 14:28:26 +0000 (UTC)
Xref: g2news1.google.com comp.sys.atari.programmer:28

mrrik@hay.am (norik) wrote in message
news:<88f41e4b.0410062153.27c8a292@posting.google.com>...
> Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>...
> > Hi, Norik!
> >
> > n> My preferred languages are Pascal and Modula-2 (for many reasons)... So
> > n> I am searching for a free pascal compiler and it's docs for Atari ST.
> >
> > Search the web for "Megamax Modula 2". This Modula 2 programming
> > environment has been made available for free by its author, Thomas
> > Tempelmann.
> >
> >
> > Regards,
> >
> >   Alexander
>
> Thank You very much!

It depends on huge disk space, and I have only one floppy drive...
May be anybody have Pure Pascal warez, or FreePascal 099.5 version for Atari
ST ???

From 4623019788748945189
X-Google-Thread: 1115ce,a1eae2a35f8335e7
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!news.maxwell.syr.edu!newsfeed.icl.net!
newsfeed.freenet.de!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-
online.de!newsfeed.hanau.net!news-fra1.dfn.de!news-han1.dfn.de!news.tu-bs.de!
feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: pascal compiler or crosscompiler
Date: Wed, 20 Oct 2004 00:30:03 +0200
Organization: TU Braunschweig, Germany
Lines: 21
Distribution: world
Message-ID: <Pine.LNX.4.58.0410200027450.951@feanor.schunter.etc.tu-bs.de>
References: <88f41e4b.0410060308.82e300f@posting.google.com>
 <Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>
 <88f41e4b.0410062153.27c8a292@posting.google.com>
 <88f41e4b.0410130628.19fa9c27@posting.google.com>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
To: norik <mrrik@hay.am>
In-Reply-To: <88f41e4b.0410130628.19fa9c27@posting.google.com>
Xref: g2news1.google.com comp.sys.atari.programmer:29

Hi, Norik!

n> It depends on huge disk space, and I have only one floppy drive...

That's a pity!

n> May be anybody have Pure Pascal warez, or FreePascal 099.5 version for
n> Atari ST ???

Sorry, I don't have any Pascal compilers. But searching the net for
FreePascal I found this:

<http://www.templetons.com/brad/alice.html>

It might be worth a test...

Regards,

Alexander

From -4329089593855586353
X-Google-Thread: 1115ce,a1eae2a35f8335e7
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!postnews1.google.com!not-for-mail
From: mrrik@hay.am (norik)
Newsgroups: comp.sys.atari.programmer
Subject: Re: pascal compiler or crosscompiler
Date: 20 Oct 2004 04:04:19 -0700
Organization: http://groups.google.com
Lines: 26
Message-ID: <88f41e4b.0410200304.384084e6@posting.google.com>
References: <88f41e4b.0410060308.82e300f@posting.google.com>
<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>
<88f41e4b.0410062153.27c8a292@posting.google.com>
<88f41e4b.0410130628.19fa9c27@posting.google.com>
<Pine.LNX.4.58.0410200027450.951@feanor.schunter.etc.tu-bs.de>
NNTP-Posting-Host: 195.250.65.254
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1098270259 17721 127.0.0.1 (20 Oct 2004 11:04:19 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Wed, 20 Oct 2004 11:04:19 +0000 (UTC)
Xref: g2news1.google.com comp.sys.atari.programmer:30

Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:<Pine.LNX.4.58.0410200027450.951@feanor.schunter.etc.tu-bs.de>...
> Hi, Norik!
>
> n> It depends on huge disk space, and I have only one floppy drive...

>
> That's a pity!
>
> n> May be anybody have Pure Pascal warez, or FreePascal 099.5 version for
> n> Atari ST ???
>
> Sorry, I don't have any Pascal compilers. But searching the net for
> FreePascal I found this:
>
>   <http://www.templetons.com/brad/alice.html>
>
> It might be worth a test...
>
>
>   Regards,
>
>   Alexander

Thank You very much...
I know about this program, but it is an interpreter...
Anyway, thank You... I'll try to buy something like hard drive on
e-bay some day... when i'll have card and money ;)

From -1306597462666638479
X-Google-Thread: 1115ce,a1eae2a35f8335e7
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!proxad.net!newsfeed.stueberl.de!news-
mue1.dfn.de!news-han1.dfn.de!news.tu-bs.de!feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: pascal compiler or crosscompiler
Date: Wed, 20 Oct 2004 13:25:35 +0200
Organization: TU Braunschweig, Germany
Lines: 20
Distribution: world
Message-ID: <Pine.LNX.4.58.0410201315070.392@feanor.schunter.etc.tu-bs.de>
References: <88f41e4b.0410060308.82e300f@posting.google.com>
 <Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>
 <88f41e4b.0410062153.27c8a292@posting.google.com>
 <88f41e4b.0410130628.19fa9c27@posting.google.com>
 <Pine.LNX.4.58.0410200027450.951@feanor.schunter.etc.tu-bs.de>
 <88f41e4b.0410200304.384084e6@posting.google.com>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <88f41e4b.0410200304.384084e6@posting.google.com>
Xref: g2news1.google.com comp.sys.atari.programmer:31

    Hi, Norik!

n> I know about this program, but it is an interpreter...

Sorry about that.

n> Anyway, thank You... I'll try to buy something like hard drive on e-bay
n> some day... when i'll have card and money ;)

Small Atari hard discs are not expensive at all - and they make the
programmers life a lot more comfortable. When I bought my Megafile 30
years ago I soon realised that I could not imagine how I could do without
before. Compilation seemed to finish immediately and switching between
applications (single TOS at that time) had an incredible speedup as well.

Regards,

Alexander

From -1179744585011376114
X-Google-Thread: 1115ce,a1eae2a35f8335e7
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!proxad.net!news2.telebyte.nl!
border2.nntp.ams.giganews.com!nntp.giganews.com!news-in.ntli.net!newsrout1-
win.ntli.net!ntli.net!newspeer1-win.ntli.net!newsfe3-gui.ntli.net.POSTED!53ab2750!
not-for-mail
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Subject: Re: pascal compiler or crosscompiler
Newsgroups: comp.sys.atari.programmer
References: <88f41e4b.0410060308.82e300f@posting.google.com>
<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>
<88f41e4b.0410062153.27c8a292@posting.google.com>
<88f41e4b.0410130628.19fa9c27@posting.google.com>
Lines: 31
User-Agent: KNode/0.7.7
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Message-ID: <bu06lc.b3r1.ln@sd-if.swampdog>
Date: Wed, 20 Oct 2004 15:59:38 GMT
NNTP-Posting-Host: 80.4.128.48
X-Complaints-To: http://www.ntlworld.com/netreport
X-Trace: newsfe3-gui.ntli.net 1098287978 80.4.128.48 (Wed, 20 Oct 2004 16:59:38
BST)
NNTP-Posting-Date: Wed, 20 Oct 2004 16:59:38 BST
Organization: ntlworld News Service
Xref: g2news1.google.com comp.sys.atari.programmer:32

norik wrote:

> mrrik@hay.am (norik) wrote in message

> news:<88f41e4b.0410062153.27c8a292@posting.google.com>...
>> Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
>> news:<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>...
>> > Hi, Norik!
>> >
>> > n> My preferred languages are Pascal and Modula-2 (for many reasons)...
>> > So n> I am searching for a free pascal compiler and it's docs for Atari
>> > ST.
>> >
>> > Search the web for "Megamax Modula 2". This Modula 2 programming
>> > environment has been made available for free by its author, Thomas
>> > Tempelmann.
>> >
>> >
>> > Regards,
>> >
>> > Alexander
>>
>> Thank You very much!
>
> It depends on huge disk space, and I have only one floppy drive...
> May be anybody have Pure Pascal warez, or FreePascal 099.5 version for
> Atari ST ???

Prospero Pascal came on one or two floppies - iirc it would run off one
floppy (with possibly a ramdisk though that may have been Prospero C).

From 5781772694785205685
X-Google-Thread: 1115ce,9eb75f3b13be030a,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!news.glorb.com!proxad.net!
feeder2-1.proxad.net!news10-e.free.fr!not-for-mail
Date: Mon, 25 Oct 2004 01:11:20 +0200
From: Kamelito <nospam@nospam.net>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.7.3) Gecko/
20040910
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Atari ST programming hardware manual
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 8
Message-ID: <417c3657$0$277$626a14ce@news.free.fr>
Organization: Guest of ProXad - France
NNTP-Posting-Date: 25 Oct 2004 01:10:15 MEST
NNTP-Posting-Host: 172.206.200.179
X-Trace: 1098659415 news10-e.free.fr 277 172.206.200.179:4923
X-Complaints-To: abuse@proxad.net

Xref: g2news1.google.com comp.sys.atari.programmer:33

Hi,

I'm looking for a manual (in english) how to progam the Atari ST
hardware, video, joystick, sound etc.
The only docs I found were in German.
thx
Regards
kml

From -7485845607460883018
X-Google-Thread: 1115ce,9eb75f3b13be030a
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!newshub.sdsu.edu!news.zanker.org!
news.cambrium.nl!news.cambrium.nl!ecngs!feeder.ecngs.de!62.253.162.218.MISMATCH!
news-in.ntli.net!newsrout1-win.ntli.net!ntli.net!newspeer1-win.ntli.net!newsfe3-
win.ntli.net.POSTED!53ab2750!not-for-mail
From: "Kryten" <kryten_droid_obfusticator@ntlworld.com>
Newsgroups: comp.sys.atari.programmer
References: <417c3657$0$277$626a14ce@news.free.fr>
Subject: Re: Atari ST programming hardware manual
Lines: 3
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2180
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2180
X-RFC2646: Format=Flowed; Response
Message-ID: <HZXed.209$mE3.0@newsfe3-win.ntli.net>
Date: Mon, 25 Oct 2004 00:42:15 GMT
NNTP-Posting-Host: 62.253.144.18
X-Complaints-To: http://www.ntlworld.com/netreport
X-Trace: newsfe3-win.ntli.net 1098664935 62.253.144.18 (Mon, 25 Oct 2004 01:42:15
BST)
NNTP-Posting-Date: Mon, 25 Oct 2004 01:42:15 BST
Organization: ntlworld News Service
Xref: g2news1.google.com comp.sys.atari.programmer:35

http://homepage.ntlworld.com/kryten_droid/Atari/ST/spg/st_prog_guide.htm

From 351257763513681500
X-Google-Thread: 1115ce,9eb75f3b13be030a
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!proxad.net!feeder2-1.proxad.net!news1-
e.free.fr!not-for-mail
Date: Mon, 25 Oct 2004 20:16:52 +0200
From: Kamelito <nospam@nospam.net>

User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.7.3) Gecko/
20040910
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Atari ST programming hardware manual
References: <417c3657$0$277$626a14ce@news.free.fr> <HZXed.209$mE3.0@newsfe3-
win.ntli.net>
In-Reply-To: <HZXed.209$mE3.0@newsfe3-win.ntli.net>
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 13
Message-ID: <417d42ce$0$30574$626a14ce@news.free.fr>
Organization: Guest of ProXad - France
NNTP-Posting-Date: 25 Oct 2004 20:15:42 MEST
NNTP-Posting-Host: 172.207.240.222
X-Trace: 1098728142 news1-e.free.fr 30574 172.207.240.222:2210
X-Complaints-To: abuse@proxad.net
Xref: g2news1.google.com comp.sys.atari.programmer:36

Kryten wrote:
> http://homepage.ntlworld.com/kryten_droid/Atari/ST/spg/st_prog_guide.htm
>
>
Hi,

Thanks all for the links.
The link above is great but its very basic, there's no explanation, no
example for every topics and so on...
Do you know others site with the same topics but more developed ?

Thx
kml

From 1124310444414539169
X-Google-Thread: 1115ce,9eb75f3b13be030a
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news2.google.com!proxad.net!news2.telebyte.nl!
border2.nntp.ams.giganews.com!nntp.giganews.com!news-in.ntli.net!newsrout1-
win.ntli.net!ntli.net!newspeer1-win.ntli.net!newsfe1-gui.ntli.net.POSTED!53ab2750!
not-for-mail
From: "Kryten" <kryten_droid_obfusticator@ntlworld.com>
Newsgroups: comp.sys.atari.programmer
References: <417c3657$0$277$626a14ce@news.free.fr> <HZXed.209$mE3.0@newsfe3-
win.ntli.net> <417d42ce$0$30574$626a14ce@news.free.fr>
Subject: Re: Atari ST programming hardware manual
Lines: 16
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2900.2180
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2900.2180

X-RFC2646: Format=Flowed; Response
Message-ID: <Z6efd.213$4k7.34@newsfe1-gui.ntli.net>
Date: Mon, 25 Oct 2004 21:20:57 GMT
NNTP-Posting-Host: 62.253.148.206
X-Complaints-To: http://www.ntlworld.com/netreport
X-Trace: newsfe1-gui.ntli.net 1098739257 62.253.148.206 (Mon, 25 Oct 2004 22:20:57 BST)
NNTP-Posting-Date: Mon, 25 Oct 2004 22:20:57 BST
Organization: ntlworld News Service
Xref: g2news1.google.com comp.sys.atari.programmer:37

"Kamelito" <nospam@nospam.net> wrote in message
news:417d42ce$0$30574$626a14ce@news.free.fr...

> Thanks all for the links.
> The link above is great but its very basic, there's no explanation, no
> example for every topics and so on...
> Do you know others site with the same topics but more developed ?

Sorry, it's just the book.
I can't provide any more info because I never used the machine.
I don't even have time to OCR any more of it.

K.

From 6536475686309431425
X-Google-Thread: 1115ce,78225f8ad9ef627e,start
X-Google-Attributes: gid1115ce,public
X-Google-Language: ENGLISH,ASCII-7-bit
Path: g2news1.google.com!news1.google.com!proxad.net!infeed-1.proxad.net!news15-e.free.fr!not-for-mail
Date: Wed, 24 Nov 2004 23:50:40 +0100
Subject: windom 1.21.3
Newsgroups: comp.sys.atari.programmer
From: "Arnaud BERCEGEAY" <arnaud.bercegeay@freeyour_shoes.fr>
Content-Type: text/plain; format=flowed; delsp=yes; charset=iso-8859-15
MIME-Version: 1.0
Content-Transfer-Encoding: 8bit
Message-ID: <opshzq2q0z3qjehp@news.free.fr>
User-Agent: Opera M2/7.54 (Linux, build 751)
Lines: 31
Organization: Guest of ProXad - France
NNTP-Posting-Date: 24 Nov 2004 23:49:48 MET
NNTP-Posting-Host: 62.147.79.145
X-Trace: 1101336588 news15-e.free.fr 17690 62.147.79.145:33415
X-Complaints-To: abuse@proxad.net
Xref: g2news1.google.com comp.sys.atari.programmer:39

Hello,

windom 1.21.3 has just been released. This is a bug fix release.

More about windom here:
http://windom.sf.net

what's new:
- fix: 3D buttons of the font selector were smaller each time the font selector
   is invoked (bug fixed in the way OBJECTs are transformed to USERDEF).
- fix: restoring of the mouse form (if AES4_XGMOUSE flag is set)
- fix: area returned by WF_FIRSTXYWH is now intersected with the screen area
   (needed for some AES that returns area partially out of the screen when the
   window is partially out of the screen)
- fix: double call of functions binded to menu
- fix: redraw of menu in window under xaaes
- fix: drawing of children in ObjcDraw() with OC_OBJC mode

Direct link to the download page:
http://sourceforge.net/project/showfiles.php?group_id=68507

best regards,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

From 3946875731930865502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f5d4bb380615ef6,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-20 16:57:27 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
nntp-relay.ihug.net!ihug.co.nz!news-out.newsfeeds.com!propagator2-maxim!news-
in.superfeed.net!pd2nf1so.cg.shawcable.net!residential.shaw.ca!
news3.calgary.shaw.ca.POSTED!not-for-mail
X-Trace-PostClient-IP: 24.68.201.233
From: "a@b.c" <a@b.com>
Newsgroups: comp.sys.atari.programmer
Subject: Using blitter for IDE access?
Lines: 7
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MIMEOLE: Produced By Microsoft MimeOLE V6.00.2800.1165
Message-ID: <HVT0b.795358$3C2.17992871@news3.calgary.shaw.ca>
Date: Wed, 20 Aug 2003 23:57:27 GMT
NNTP-Posting-Host: 24.64.223.206

X-Complaints-To: abuse@shaw.ca
X-Trace: news3.calgary.shaw.ca 1061423847 24.64.223.206 (Wed, 20 Aug 2003 17:57:27 MDT)
NNTP-Posting-Date: Wed, 20 Aug 2003 17:57:27 MDT
Organization: Shaw Residential Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1335

Hi,
Does anyone know how the blitter can be used to do IDE transfers on the Falcon?Also, why would you want to? Thanks.

Nicholas

From 3038865043382774236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6d6ae252b27c25b3,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6d6ae252b27c25b3,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-21 01:37:15 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!headwall.stanford.edu!newshub.sdsu.edu!elnk-nf2-pas!elnk-pas-nf1!newsfeed.earthlink.net!west.cox.net!east.cox.net!peer01.cox.net!cox.net!news-hub.cableinet.net!blueyonder!proxad.net!m.t-online.fr!v.t-online.fr!t-online.fr!not-for-mail
Message-ID: <3F4484AC.6030503@club-internet.fr>
Date: Thu, 21 Aug 2003 10:37:00 +0200
From: LAFABRIE Florent <lafabrie@club-internet.fr>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; fr-FR; rv:1.0.2) Gecko/20021120 Netscape/7.01
X-Accept-Language: fr-fr, fr
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Graphics routines in C
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 21
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 21 Aug 2003 08:37:00 GMT
NNTP-Posting-Host: 212.195.229.222
X-Trace: 1061455020 news.club-internet.fr 9622 212.195.229.222
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.st:34297 comp.sys.atari.programmer:1336

Hello,

Taking again the programming of Icon Extract after several tests for Rodolphe on the CT60, I will like to know if one among you know some routines of transfer of pallet of 256 colors towards another 256 colors.
I am explained: by reading the pallets of the Windows icons to format

ICO, CUR, and ANI, the pallet 256 colors is always different from that of Falcon. It thus should be adapted to just, my current routines try to find color RVB nearest and that functions well. I will want to optimize the speed of the treatment and I am certain that there is an algorithm already existing faster than mine. I search on Internet, but I anything out of C would you have do not find sought some tracks?

In the same way, I use my routines to transfer from the icons 24 and 32 bits to 256 colors. The more there are colors, the more the treatment is long to find value RVB corresponding. Also, if you have tracks (without using options of dithering), you would help me well. Thank you for your assistance.

Florent

From 4649396955225062061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-21 10:40:25 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!syros.belnet.be!news.belnet.be!uni-erlangen.de!news-nue1.dfn.de!news-ham1.dfn.de!news-han1.dfn.de!news.tu-bs.de!feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Printer drivers
Date: Thu, 21 Aug 2003 19:41:42 +0200
Organization: TU Braunschweig, Germany
Lines: 23
Distribution: world
Message-ID: <Pine.LNX.4.44.0308211938030.14782-100000@feanor.schunter.etc.tu-bs.de>
References: <3f3fd304.0@entanet>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <3f3fd304.0@entanet>
Xref: archiver1.google.com comp.sys.atari.programmer:1337

Hi, Peter!

PS> If it could be ported to FreeMint, and I realise that it would take a
PS> lot of work to do this, I doubt it would work directly with GEM but
PS> adapting a VDI to work with CUPS sounds more feasible than writing
PS> printer drivers.

I'm sure CUPS can fully be controlled by command line tools, but if there are GUIs for this, it surely was nice to re-do them for GEM. And yes, that was probably much simpler than writing a huge set of printer drivers...

PS> Is anyone considering this as a solution to the printer driver
PS> problems ?

I think it was a good approach!

Regards,

Alexander

From -8629277158245000888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a56f078e2d3496
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-22 16:29:36 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!newshub.sdsu.edu!elnk-nf2-pas!newsfeed.earthlink.net!
wn14feed!worldnet.att.net!204.127.198.203!attbi_feed3!attbi.com!sccrnsc02.POSTED!
not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f4652f09c4390@comcast.net>
Subject: Re: Discette
References: <bhggjj$holq$1@ID-177252.news.uni-berlin.de>
 <3f41f6b8c9d191@comcast.net> <bhvv22$3n1dd$1@ID-177252.news.uni-berlin.de>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 23
NNTP-Posting-Host: 12.247.96.110
X-Complaints-To: abuse@comcast.net
X-Trace: sccrnsc02 1061594975 12.247.96.110 (Fri, 22 Aug 2003 23:29:35 GMT)
NNTP-Posting-Date: Fri, 22 Aug 2003 23:29:35 GMT
Date: Fri, 22 Aug 2003 23:29:35 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1338

>
>"> The PC will read it, but that is about it. If you want to run it,
>> I suggest either running an Atari emulator on your PC or else just
>> go out and buy an Atari.
>
>The discette is making for the first Atari-version (without MS-DOS-Support).

Well then, you need to find someone who has an Atari who can read
it, then they could transfer it to a disk that is readable by your
PC. I could do it, if you want to send it to me. I could just
email you the contents of the disk in a zipped file.

--
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
 Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
 Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From 737384679775053249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f5d4bb380615ef6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-25 06:27:49 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!feed.news.nacamar.de!newsfeed01.sul.t-online.de!t-online.de!newsfeed.tpinternet.pl!atlantis.news.tpi.pl!news.tpi.pl!not-for-mail
From: Adam Klobukowski <atari@gabo.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Using blitter for IDE access?
Date: Mon, 25 Aug 2003 13:28:41 +0000 (UTC)
Organization: /etc/news/organization
Lines: 13
Message-ID: <slrnbkk2p6.1ns.atari@core.preferuje.luzik.pl>
References: <HVT0b.795358$3C2.17992871@news3.calgary.shaw.ca>
Reply-To: atari@gabo.pl
NNTP-Posting-Host: 217-97-216-28.tvk.tpsa.pl
X-Trace: nemesis.news.tpi.pl 1061818121 1097 217.97.216.28 (25 Aug 2003 13:28:41 GMT)
X-Complaints-To: usenet@tpi.pl
NNTP-Posting-Date: Mon, 25 Aug 2003 13:28:41 +0000 (UTC)
User-Agent: slrn/0.9.7.4 (Linux)
Xref: archiver1.google.com comp.sys.atari.programmer:1339

On Wed, 20 Aug 2003 23:57:27 GMT, a@b.c <a@b.com> had a noticeable pleasure while writting:
>   Hi,
> Does anyone know how the blitter can be used to do IDE transfers on the
> Falcon?Also, why would you want to? Thanks.

Blitter for IDE transfers? How? Where? When? Btw, do not use blitter on
Falcon becouse it causes a lot of problems on accelerated ones.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

From 3426064249066671441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f5d4bb380615ef6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-25 07:05:19 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!in.100proofnews.com!
in.100proofnews.com!pd2nf1so.cg.shawcable.net!residential.shaw.ca!
news2.calgary.shaw.ca.POSTED!not-for-mail
X-Trace-PostClient-IP: 24.68.201.233
From: "a@b.c" <a@b.com>
Newsgroups: comp.sys.atari.programmer
References: <HVT0b.795358$3C2.17992871@news3.calgary.shaw.ca>
<slrnbkk2p6.1ns.atari@core.preferuje.luzik.pl>
Subject: Re: Using blitter for IDE access?
Lines: 26
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165
Message-ID: <xIo2b.835409$ro6.16567123@news2.calgary.shaw.ca>
Date: Mon, 25 Aug 2003 14:05:17 GMT
NNTP-Posting-Host: 24.64.223.206
X-Complaints-To: abuse@shaw.ca
X-Trace: news2.calgary.shaw.ca 1061820317 24.64.223.206 (Mon, 25 Aug 2003 08:05:17
MDT)
NNTP-Posting-Date: Mon, 25 Aug 2003 08:05:17 MDT
Organization: Shaw Residential Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1340

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnbkk2p6.1ns.atari@core.preferuje.luzik.pl...
> On Wed, 20 Aug 2003 23:57:27 GMT, a@b.c <a@b.com> had a noticeable
pleasure while writting:
> >   Hi,
> > Does anyone know how the blitter can be used to do IDE transfers on the
> > Falcon?Also, why would you want to? Thanks.
>
> Blitter for IDE transfers? How? Where? When? Btw, do not use blitter on
> Falcon becouse it causes a lot of problems on accelerated ones.
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

Shdriver.sys does a check for the existence/status of a blitter and
depending on the result of this check prints either "Doing programmed I/O
for ide" or "Using blitter for ide access", but I've never heard read
anything that would explain why or how.

Nicholas

From 9211731181380753256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-25 09:18:47 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
Subject: Re: Printer drivers
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.115.96
Message-ID: <3f4a2bc2.0@entanet>
Date: 25 Aug 2003 16:31:14 -0100
X-Trace: 25 Aug 2003 16:31:14 -0100, 195.74.115.96
Lines: 42
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
colt.net!kibo.news.demon.net!demon!caladan!entanet!195.74.115.96
Xref: archiver1.google.com comp.sys.atari.programmer:1341

On 21 Aug 2003 19:41:42 , Alexander Beuscher wrote:
>
>   Hi, Peter!
>
>PS> If it could be ported to FreeMint, and I realise that it would take a
>PS> lot of work to do this, I doubt it would work directly with GEM but
>PS> adapting a VDI to work with CUPS sounds more feasible than writing
>PS> printer drivers.
>
>I'm sure CUPS can fully be controlled by command line tools, but if there
>are GUIs for this, it surely was nice to re-do them for GEM. And yes, that
>was probably much simpler than writing a huge set of printer drivers...
>
>
>PS> Is anyone considering this as a solution to the printer driver
>PS> problems ?
>
>I think it was a good approach!
>
>
>   Regards,
>
>   Alexander

Now I can't find the link for the CUPS dependancies (typical
isn't it). I was hoping to be able to list what has all ready

been ported to Mint and the version number differences.

These links provide some basic information about CUPS:

http://www.cups.org/
http://www.cups.org/documentation.php

http://www.freshports.org/print/cups/

CUPS replaces the normal lpr printer commands so I presume
VDI would have to mimic the calls to CUPS made by unix
apps.

Regards,

Peter

From -2527100440564274303
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1f5d4bb380615ef6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-25 15:55:14 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
lnsnews.lns.cornell.edu!newsstand.cit.cornell.edu!ngpeer.news.aol.com!newsfeed1!
bredband!fi.sn.net!newsfeed2.fi.sn.net!mephistopheles.news.clara.net!
news.clara.net!usenet-fr.net!freenix!wanadoo.fr!not-for-mail
From: "Laurent Desnogues" <laurent.desnogues@wanadoo.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Using blitter for IDE access?
Date: Tue, 26 Aug 2003 00:55:51 +0200
Organization: Wanadoo, l'internet avec France Telecom
Lines: 16
Message-ID: <bie44heml1@news-reader2.wanadoo.fr>
References: <HVT0b.795358$3C2.17992871@news3.calgary.shaw.ca>
<slrnbkk2p6.1ns.atari@core.preferuje.luzik.pl>
<xIo2b.835409$ro6.16567123@news2.calgary.shaw.ca>
NNTP-Posting-Host: anice-203-1-7-250.w81-48.abo.wanadoo.fr
X-Trace: news-reader2.wanadoo.fr 1061852113 15061 81.48.112.250 (25 Aug 2003
22:55:13 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 25 Aug 2003 22:55:13 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: archiver1.google.com comp.sys.atari.programmer:1342

"a@b.c" <a@b.com> a ?crit dans le message news:
xIo2b.835409$ro6.16567123@news2.calgary.shaw.ca...
[...]
> Shdriver.sys does a check for the existence/status of a blitter and

> depending on the result of this check prints either "Doing programmed I/O
> for ide" or "Using blitter for ide access", but I've never heard read
> anything that would explain why or how.

Perhaps does it use the blitter to transfer from a buffer
to memory, though I don't think it'd much help on a Falcon...

Laurent

From 1132751134545114852
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-27 09:12:33 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.freenet.de!news-lei1.dfn.de!news-han1.dfn.de!news.tu-bs.de!
feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Printer drivers
Date: Wed, 27 Aug 2003 18:13:58 +0200
Organization: TU Braunschweig, Germany
Lines: 40
Distribution: world
Message-ID: <Pine.LNX.4.44.0308271801140.1068-100000@feanor.schunter.etc.tu-bs.de>
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
 <3f4a2bc2.0@entanet>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <3f4a2bc2.0@entanet>
Xref: archiver1.google.com comp.sys.atari.programmer:1343

Hi, Peter!

PS> Now I can't find the link for the CUPS dependancies (typical
PS> isn't it). I was hoping to be able to list what has all ready
PS> been ported to Mint and the version number differences.

debian-aptitude shows these dependencies for the cupsys package
(1.1.19final-1):

libc6 >=2.3.1-1
libcupsimage2 >=1.1.19final-1
libcupsys2 >=1.1.19final-1
libgcc1 >=1:3.3-0pre9

libgnutls5 >=0.8.0-1
libpam0g >=0.76
libpaper
libslp1
libstdc++5 >=1:3.3-0pre9
zlib1g >=1:1.1.4
gs-esp
adduser >=3.12
debconf >=1.2.9

PS> CUPS replaces the normal lpr printer commands so I presume
PS> VDI would have to mimic the calls to CUPS made by unix
PS> apps.

I'm not sure where the drivers themselves are located, but I assume that
it was sufficient to port the right library and use its functionality from
within a TOS app or from within the GEMDOS. So one does not have to bother
with the whole daemon- networking- and administrative stuff that comes
with CUPS.

Regards,

Alexander

From -3412965524727387198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-28 06:37:53 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: thopman@uoguelph.ca (Theo Hopman)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Printer drivers
Date: 28 Aug 2003 06:37:51 -0700
Organization: http://groups.google.com/
Lines: 19
Message-ID: <ad6737ea.0308280537.2e25441c@posting.google.com>
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
<3f4a2bc2.0@entanet>
<Pine.LNX.4.44.0308271801140.1068-100000@feanor.schunter.etc.tu-bs.de>
NNTP-Posting-Host: 131.104.152.61
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1062077873 16631 127.0.0.1 (28 Aug 2003 13:37:53 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 28 Aug 2003 13:37:53 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1344

Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message

news:<Pine.LNX.4.44.0308271801140.1068-100000@feanor.schunter.etc.tu-bs.de>...
[...]
> I'm not sure where the drivers themselves are located, but I assume that
> it was sufficient to port the right library and use its functionality from
> within a TOS app or from within the GEMDOS. So one does not have to bother
> with the whole daemon- networking- and administrative stuff that comes
> with CUPS.

It seems to me that's exactly what CUPS _is_. It's basically a really
fancy spooler, not a driver or a collection thereof. Most *nix apps
will create Postscript, which is directed by CUPS to the correct
location, whether directly to a Postscript printer or first through a
filter/driver like Ghostscript and then to a non-Postscript printer.

If you're looking for drivers, it seems to me a project like
Gimp-Print is a better place to start. See
http://gimp-print.sourceforge.net/.

THeo

From 253175630736566188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-29 13:07:04 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
<3f4a2bc2.0@entanet>
<Pine.LNX.4.44.0308271801140.1068-100000@feanor.schunter.etc.tu-bs.de>
<ad6737ea.0308280537.2e25441c@posting.google.com>
Subject: Re: Printer drivers
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.112.14
Message-ID: <3f4faf82.0@entanet>
Date: 29 Aug 2003 20:54:42 -0100
X-Trace: 29 Aug 2003 20:54:42 -0100, 195.74.112.14
Lines: 164
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!tiscali!newsfeed1.ip.tiscali.net!
proxad.net!usenet-fr.net!mephistopheles.news.clara.net!news.clara.net!jump.net.uk!
news.anlx.net!caladan!entanet!195.74.112.14
Xref: archiver1.google.com comp.sys.atari.programmer:1345

On 28 Aug 2003 06:37:51 , Theo Hopman wrote:
>Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:<Pine.LNX.4.44.030827>1801140.1068-100000@feanor.schunter.etc.tu-bs.de>...
>[...]
>> I'm not sure where the drivers themselves are located, but I assume that
>> it was sufficient to port the right library and use its functionality from
>> within a TOS app or from within the GEMDOS. So one does not have to bother

>> with the whole daemon- networking- and administrative stuff that comes
>> with CUPS.
>
>It seems to me that's exactly what CUPS _is_. It's basically a really
>fancy spooler, not a driver or a collection thereof. Most *nix apps
>will create Postscript, which is directed by CUPS to the correct
>location, whether directly to a Postscript printer or first through a
>filter/driver like Ghostscript and then to a non-Postscript printer.
>
>If you're looking for drivers, it seems to me a project like
>Gimp-Print is a better place to start. See
>http://gimp-print.sourceforge.net/.
>
>THeo
>.

Maybe I misunderstood the stuff I was reading but the article
was boasting abou how many printers were supported by CUPS and
how it replaces lpr. That is why I got the impression it
included drivers.

Earlier today I gleaned the info below from the FreeBSD website
and added my own comments.

I'm sorry if I accidentally mislead anyone by thinking CUPS
is a printer driver system. However, whatever Linux and BSD use is
probably a suitable way of getting support for a large number
of modern printers on the TOS platform.

Regards,

Peter

cups-1.1.19.0
The Common UNIX Printing System: Metaport to install complete system
Long description | Package | Sources
Maintained by: ports@FreeBSD.org
Requires:
  XFree86-libraries-4.3.0_5,
  cups-base-1.1.19.0,
  cups-lpr-1.1.19.0,
  cups-pstoraster-7.07,
  expat-1.95.6_1,
  fontconfig-2.2.90_3,
  freetype2-2.1.4_1,
  ghostscript-gnu-7.07_3,
  imake-4.3.0_1,
  jpeg-6b_1,
  pkgconfig-0.15.0,
  png-1.2.5_2,
  tiff-3.5.7_1

cups-base-1.1.19.0

The Common UNIX Printing System: headers, libs, & daemons
Long description | Package | Sources
Maintained by: ports@FreeBSD.org
Requires:
  autoconf-2.53_1,
  expat-1.95.6_1,
  gettext-0.11.5_1,
  gmake-3.80,
  jpeg-6b_1,
  libiconv-1.9.1_1,
  m4-1.4_1,
  png-1.2.5_2,
  tiff-3.5.7_1

cups-lpr-1.1.19.0
The CUPS BSD and system V compatibility binaries (lp* commands)
Long description | Package | Sources
Maintained by: ports@FreeBSD.org
Requires:
  autoconf-2.53_1,
  expat-1.95.6_1,
  gettext-0.11.5_1,
  gmake-3.80,
  jpeg-6b_1,
  libiconv-1.9.1_1,
  m4-1.4_1,
  png-1.2.5_2,
  tiff-3.5.7_1

cups-pstoraster-7.07
GNU Postscript interpreter for CUPS printing to non-PS printers
Long description | Package | Sources | Main Web Site
Maintained by: ports@FreeBSD.org
Requires:
  XFree86-libraries-4.3.0_5,
  cups-base-1.1.19.0,
  expat-1.95.6_1,
  fontconfig-2.2.90_3,
  freetype2-2.1.4_1,
  gettext-0.11.5_1,
  ghostscript-gnu-7.07_3,
  gmake-3.80,
  imake-4.3.0_1,
  jpeg-6b_1,
  libiconv-1.9.1_1,
  pkgconfig-0.15.0,
  png-1.2.5_2,
  tiff-3.5.7_1

Combined List of 18 items:

```
FreeBSD                    FreeMint(SpareMint)
-------                    -------------------

cups-base-1.1.19.0,
cups-lpr-1.1.19.0,
cups-pstoraster-7.07,

autoconf-2.53_1,           2.57-1
expat-1.95.6_1,            1.95.2
fontconfig-2.2.90_3,
freetype2-2.1.4_1,         2.0.4
gettext-0.11.5_1,          0.10.35
ghostscript-gnu-7.07_3,    6.50
gmake-3.80,
imake-4.3.0_1,
jpeg-6b_1,                 libjpeg 6b ?
libiconv-1.9.1_1,          1.6.1
m4-1.4_1,                  1.4.1
pkgconfig-0.15.0,
png-1.2.5_2,               libpng 1.0.11 ?
tiff-3.5.7_1               libtiff 3.5.5 ?
XFree86-libraries-4.3.0_5, XFree-86-devel 4.0.1 ?
```

Obviously the 3 CUPS components have not been ported, that leaves:

7 items ported with 2 at the correct version (autoconf and m4), none of the others are very far behind the versions required by CUPS. I don't know how important the versions are.

I think the 3 graphics components (jpeg, png and tiff) as well as XFree-86 have been ported but I am not sure because of the slightly different names.

The 4 remaining (gmake, imake, fontconfig and pkgconfig) don't seem to have been ported.

If all of these items were ported then I belive that CUPS could provide printer support to X-window applications running in the X emulator under FreeMint.

This is where my idea gets a bit vague. To be any use to GEM applications the VDI would need to interface to CUPS and use the GEM font files.

Also, performance may not be great but let's not worry about that just yet.

With a USB port and driver software this may mean an end to the problem of having to use old printer drivers with even older printers.

From 6782371944162689775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6d6ae252b27c25b3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6d6ae252b27c25b3
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-30 11:40:06 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.stueberl.de!newspeer1-gui.server.ntli.net!ntli.net!
newsfep4-glfd.server.ntli.net.POSTED!53ab2750!not-for-mail
Message-ID: <mi7721-8hk.ln1@sd.swampdog>
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Subject: Re: Graphics routines in C
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Followup-To: comp.sys.atari.st
References: <3F4484AC.6030503@club-internet.fr>
Lines: 28
User-Agent: KNode/0.7.2
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Date: Sat, 30 Aug 2003 19:38:39 +0100
NNTP-Posting-Host: 80.4.128.162
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep4-glfd.server.ntli.net 1062268805 80.4.128.162 (Sat, 30 Aug 2003
19:40:05 BST)
NNTP-Posting-Date: Sat, 30 Aug 2003 19:40:05 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.st:34577 comp.sys.atari.programmer:1346

LAFABRIE Florent wrote:

> Hello,
>
> Taking again the programming of Icon Extract after several tests for
> Rodolphe on the CT60, I will like to know if one among you know some
> routines of transfer of pallet of 256 colors towards another 256 colors.
> I am explained: by reading the pallets of the Windows icons to format
> ICO, CUR, and ANI, the pallet 256 colors is always different from that
> of Falcon. It thus should be adapted to just, my current routines try to
> find color RVB nearest and that functions well. I will want to optimize
> the speed of the treatment and I am certain that there is an algorithm
> already existing faster than mine. I search on Internet, but I anything
> out of C would you have do not find sought some tracks?
>
> In the same way, I use my routines to transfer from the icons 24 and 32
> bits to 256 colors. The more there are colors, the more the treatment is
> long to find value RVB corresponding. Also, if you have tracks (without
> using options of dithering), you would help me well. Thank you for your
> assistance.

It *might* be possible, that there is something of use within SDL (http:/

www.libsdl.org) or one of its support libraries. One of the extra modules
adds support for extra file formats.

--
Guy Harrison

From 2716429039004317845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-08-31 09:32:34 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-han1.dfn.de!news.tu-bs.de!
feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Printer drivers
Date: Sun, 31 Aug 2003 18:34:00 +0200
Organization: TU Braunschweig, Germany
Lines: 18
Distribution: world
Message-ID: <Pine.LNX.4.44.0308311827230.776-100000@feanor.schunter.etc.tu-bs.de>
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
 <3f4a2bc2.0@entanet>
<Pine.LNX.4.44.0308271801140.1068-100000@feanor.schunter.etc.tu-bs.de>
 <ad6737ea.0308280537.2e25441c@posting.google.com> <3f4faf82.0@entanet>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <3f4faf82.0@entanet>
Xref: archiver1.google.com comp.sys.atari.programmer:1347

PS> >If you're looking for drivers, it seems to me a project like
PS> >Gimp-Print is a better place to start. See
PS> >http://gimp-print.sourceforge.net/.

This is a good point as well...

Back to CUPS: Peters list makes me think that mainly cups-lpr and
cups-pstoraster packages will be needed for printing. That is not that
much. But still there has to be someone to do the port...

Regards,

Alexander

From 8399517775226931789
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-09-01 05:44:12 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.vmunix.org!feed.news.nacamar.de!news.belwue.de!
news.uni-stuttgart.de!nntp.cs.uni-magdeburg.de!news.cs.uni-magdeburg.de!
wh58-508.st.uni-magdeburg.de!fnaumann
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Printer drivers
Date: Mon, 1 Sep 2003 14:49:05 +0200
Organization: University of Magdeburg, Germany
Lines: 28
Message-ID: <Pine.NEB.4.56.0309011443220.12112@wh58-508.st.uni-magdeburg.de>
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
 <3f4a2bc2.0@entanet>
<Pine.LNX.4.44.0308271801140.1068-100000@feanor.schunter.etc.tu-bs.de>
 <ad6737ea.0308280537.2e25441c@posting.google.com> <3f4faf82.0@entanet>
 <Pine.LNX.4.44.0308311827230.776-100000@feanor.schunter.etc.tu-bs.de>
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: graf.cs.uni-magdeburg.de 1062420251 23311 141.44.198.58 (1 Sep 2003
12:44:11 GMT)
X-Complaints-To: abuse@cs.uni-magdeburg.de
NNTP-Posting-Date: Mon, 1 Sep 2003 12:44:11 +0000 (UTC)
X-X-Sender: fnaumann@wh58-508.st.uni-magdeburg.de
In-Reply-To: <Pine.LNX.4.44.0308311827230.776-100000@feanor.schunter.etc.tu-bs.de>
Xref: archiver1.google.com comp.sys.atari.programmer:1348

Hello!

> Back to CUPS: Peters list makes me think that mainly cups-lpr and
> cups-pstoraster packages will be needed for printing. That is not that
> much. But still there has to be someone to do the port...

CUPS is only a printer framework that can be easily configured and
maintained through http.

Printer drivers are not part of CUPS itself (altough you can buy drivers).
Free drivers are mainly available through ghostscript and the gimp-driver
project. More informations are available on the linux printer driver
project site.

Sometime ago I compiled CUPS for FreeMiNT and got it working (the daemon
and the driver backends). It require lot of RAM, especially if you want to
print. Speed depend on the postscript rasterizer and is on an original
ATARI very slow (ghostscript it's not the fastest program).

Ciao
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 1770942025348568356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-09-03 00:43:18 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed.freenet.de!feed.news.nacamar.de!news.belwue.de!news.uni-stuttgart.de!nntp.cs.uni-magdeburg.de!news.cs.uni-magdeburg.de!wh58-508.st.uni-magdeburg.de!fnaumann
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Printer drivers
Date: Wed, 3 Sep 2003 09:48:21 +0200
Organization: University of Magdeburg, Germany
Lines: 54
Message-ID: <Pine.NEB.4.56.0309030943310.12112@wh58-508.st.uni-magdeburg.de>
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
 <3f4a2bc2.0@entanet>
<Pine.LNX.4.44.0308271801140.1068-100000@feanor.schunter.etc.tu-bs.de>
 <ad6737ea.0308280537.2e25441c@posting.google.com> <3f4faf82.0@entanet>
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: graf.cs.uni-magdeburg.de 1062574998 12515 141.44.198.58 (3 Sep 2003 07:43:18 GMT)
X-Complaints-To: abuse@cs.uni-magdeburg.de
NNTP-Posting-Date: Wed, 3 Sep 2003 07:43:18 +0000 (UTC)
X-X-Sender: fnaumann@wh58-508.st.uni-magdeburg.de
In-Reply-To: <3f4faf82.0@entanet>
Xref: archiver1.google.com comp.sys.atari.programmer:1349

Hello!

```
> Combined List of 18 items:
>
>   FreeBSD                   FreeMint(SpareMint)
>   -------                   -------------------
>
>   cups-base-1.1.19.0,
>   cups-lpr-1.1.19.0,
>   cups-pstoraster-7.07,
```

```
>
>   autoconf-2.53_1,           2.57-1
>   expat-1.95.6_1,            1.95.2
>   fontconfig-2.2.90_3,
>   freetype2-2.1.4_1,         2.0.4
>   gettext-0.11.5_1,          0.10.35
>   ghostscript-gnu-7.07_3,    6.50
>   gmake-3.80,
>   imake-4.3.0_1,
>   jpeg-6b_1,                 libjpeg 6b ?
>   libiconv-1.9.1_1,          1.6.1
>   m4-1.4_1,                  1.4.1
>   pkgconfig-0.15.0,
>   png-1.2.5_2,               libpng 1.0.11 ?
>   tiff-3.5.7_1               libtiff 3.5.5 ?
>   XFree86-libraries-4.3.0_5, XFree-86-devel 4.0.1 ?
>
>
> Obviously the 3 CUPS components have not been ported, that leaves:
>
> 7 items ported with 2 at the correct version (autoconf and m4),
> none of the others are very far behind the versions required by CUPS.
> I don't know how important the versions are.
>
> I think the 3 graphics components (jpeg, png and tiff) as well as
> XFree-86 have been ported but I am not sure because of the slightly
> different names.
>
> The 4 remaining (gmake, imake, fontconfig and pkgconfig) don't seem
> to have been ported.
```

imake is part of XFree86, gmake is already available (the package is called make). expat, fontconfig, freetype2, XFree-86-devel are not strictly neccessary. Btw. libs like png, tiff can be easily upgraded.

Ciao
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 5580421732624502035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a56f078e2d3496
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-09-11 14:17:34 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-06!sn-post-01!
supernews.com!corp.supernews.com!news.victoria.tc.ca!vtn1!yf110

From: yf110@vtn1.victoria.tc.ca (Malcolm Dew-Jones)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Discette
Date: 11 Sep 2003 14:17:30 -0800
Organization: Victoria Telecommunity Network
Message-ID: <3f60e66a@news.victoria.tc.ca>
References: <bhggjj$holq$1@ID-177252.news.uni-berlin.de>
X-Newsreader: TIN [version 1.2 PL2]
X-Original-NNTP-Posting-Host: 199.60.222.3
XPident: yf110
X-Complaints-To: abuse@supernews.com
Lines: 33
Xref: archiver1.google.com comp.sys.atari.programmer:1350

Marvin Kastner (marvin@rettungstauchen.org) wrote:
: Hello!
: I've got a Atari-Discette, but I havn't got an Atari-computer, but a
: Microsoft.
: Who can send me a link to help me!
: Thank you!
: Marvin

I did this exact same task using linux just a few days ago. I dual boot into redhat, but you shouldn't have to do that to use linux.

You can get various very small distributions of liunux (i.e. 3-4 diskettes only) that install and run "on top of" DOS/Windows using the existing dos file system. Unzip the linux distro into a directory, run linux-start.bat (or whatever it's called), and it boots into linux using your dos/windows file system. Now mount the atari diskette and copy the contents into a directory. Now reboot and you're back to dos/windows, and the atari files will be there on your hard disk where you put them.

If you use dos to format a diskette with the right density then that can be written to by the atari and the files can be read later from dos without any trouble. (If you buy high density disks then you might have to tape over the high density hole before dos will format at a low density.)

The linux installed as mentioned above can be useful for other tasks or your own interest, and takes very little space.

I have very successfully used mini-linux from within dos for other tasks in the past. That distro is very old now, but there are also other newer distros that work the same way (i.e. they are small and require no changes to your dos/window system to install.)

From 5230967199614865987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2003-09-14 04:57:12 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
<Pine.NEB.4.56.0309011443220.12112@wh58-508.st.un
Subject: Re: Printer drivers
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.115.34
Message-ID: <3f6457c7.0@entanet>
Date: 14 Sep 2003 12:57:59 -0100
X-Trace: 14 Sep 2003 12:57:59 -0100, 195.74.115.34
Lines: 52
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
nntp.theplanet.net!inewsm1.nntp.theplanet.net!zen.net.uk!news.anlx.net!caladan!
entanet!195.74.115.34
Xref: archiver1.google.com comp.sys.atari.programmer:1351

On 1 Sep 2003 14:49:05 +, Frank Naumann wrote:
>Hello!
>
>> Back to CUPS: Peters list makes me think that mainly cups-lpr and
>> cups-pstoraster packages will be needed for printing. That is not that
>> much. But still there has to be someone to do the port...
>
>CUPS is only a printer framework that can be easily configured and
>maintained through http.
>
>Printer drivers are not part of CUPS itself (altough you can buy drivers).
>Free drivers are mainly available through ghostscript and the gimp-driver
>project. More informations are available on the linux printer driver
>project site.
>
>Sometime ago I compiled CUPS for FreeMiNT and got it working (the daemon
>and the driver backends). It require lot of RAM, especially if you want to
>print. Speed depend on the postscript rasterizer and is on an original
>ATARI very slow (ghostscript it's not the fastest program).
>
>
>Ciao
>   ...Frank
>
>--
>ATARI FALCON 040 // MILAN 060

       ^^^^^^^^^^^^^^^^^^^^^^^

I knew it would be slow on standard Atari's but printing to high res
printers is slow on them anyway and they still have the option of
using NVDI or other GDOS replacements. I don't think anyone with an
ST will be printing an A4 image at 1400dpi ;-)

It would be great to have the option for people with faster machines
and I would love to be able to get the best out of my Canon when
higher quality output is needed. The NVDI drivers only work with
360dpi :-(

What do you think of the idea of linking the printer driver to the
VDI ? Do Gimp-print and Ghostscript just print the postscript output
from Unix apps ?

To use some of the cheaper printers there is still the problem of
USB but that's another thread.

Redards,

Peter

Milan 060 - 144Mbyte

From 9140667198654399625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-09-17 00:20:12 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!unlnews.unl.edu!newsreader.wustl.edu!gumby.it.wmich.edu!
news-out1.nntp.be!propagator2-sterling!news-in-sterling.nuthinbutnews.com!
news2.telebyte.nl!npeer.de.kpn-eurorings.net!news.uni-stuttgart.de!nntp.cs.uni-
magdeburg.de!news.cs.uni-magdeburg.de!wh58-508.st.uni-magdeburg.de!fnaumann
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Printer drivers
Date: Wed, 17 Sep 2003 09:20:02 +0200
Organization: University of Magdeburg, Germany
Lines: 17
Message-ID: <Pine.NEB.4.58.0309170918250.28008@wh58-508.st.uni-magdeburg.de>
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
 <Pine.NEB.4.56.0309011443220.12112@wh58-508.st.un <3f6457c7.0@entanet>
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: graf.cs.uni-magdeburg.de 1063783199 8393 141.44.198.58 (17 Sep 2003
07:19:59 GMT)
X-Complaints-To: abuse@cs.uni-magdeburg.de
NNTP-Posting-Date: Wed, 17 Sep 2003 07:19:59 +0000 (UTC)
X-X-Sender: fnaumann@wh58-508.st.uni-magdeburg.de
In-Reply-To: <3f6457c7.0@entanet>
Xref: archiver1.google.com comp.sys.atari.programmer:1352

Hello!

> What do you think of the idea of linking the printer driver to the

> VDI ?

This is an interesting idea. It should be enough if the VDI driver output
an image like gif or tiff.

Ciao
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 1672703542349157725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-09-18 15:18:55 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
<Pine.NEB.4.58.0309170918250.28008@wh58-508.st.un
Subject: Re: Printer drivers
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.106.139
Message-ID: <3f6a2f9b.0@entanet>
Date: 18 Sep 2003 23:20:11 -0100
X-Trace: 18 Sep 2003 23:20:11 -0100, 195.74.106.139
Lines: 29
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
in.100proofnews.com!in.100proofnews.com!zen.net.uk!news.anlx.net!caladan!entanet!
195.74.106.139
Xref: archiver1.google.com comp.sys.atari.programmer:1353

On 17 Sep 2003 09:20:02 , Frank Naumann wrote:
>Hello!
>
>> What do you think of the idea of linking the printer driver to the
>> VDI ?
>
>This is an interesting idea. It should be enough if the VDI driver output
>an image like gif or tiff.

NVDI can produce an IMG file and I think it could produce
Postscript if the correct printer driver is installed but I
don't know if it can send this to a file.

I know it uses .SYS files for each of the drivers e.g. IMG.SYS
but there isn't a TIFF.SYS

A TIFF file would be huge though. I have a problem with printing
some documents because NVDI creates temporary files on my boot
partition which is only 64Mb. If I ever get my second disk working
reliably it will be 400Mb but other people will have similar
problems. I haven't worked out how to get NVDI to use another
partition (is it the SPOOLPATH ?)

I wonder if GIMP does something similar, converting PS
to TIFF to send to non-postscript printers ?

Regards,

Peter

From 6800592824638533827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-09-19 00:31:53 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!syros.belnet.be!
news.belnet.be!news2.euro.net!nntpfeed-01.ops.asmr-01.energis-idc.net!
news2.telebyte.nl!stargate.gts.cz!news.gts.cz!not-for-mail
From: Standa Opichal <opichals@seznam.cz>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Printer drivers
Date: Fri, 19 Sep 2003 09:32:00 +0200
Organization: InterNetNews site, GTS Czech Republic
Lines: 47
Message-ID: <bkebd4$1go$1@server4.gts.cz>
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
<Pine.NEB.4.58.0309170918250.28008@wh58-508.st.un <3f6a2f9b.0@entanet>
NNTP-Posting-Host: mail.idoox.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: server4.gts.cz 1063956708 1560 194.213.203.154 (19 Sep 2003 07:31:48 GMT)
X-Complaints-To: usenet@news.gts.cz
NNTP-Posting-Date: Fri, 19 Sep 2003 07:31:48 +0000 (UTC)
User-Agent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.4) Gecko/20030702
X-Accept-Language: en-us, en
In-Reply-To: <3f6a2f9b.0@entanet>
Xref: archiver1.google.com comp.sys.atari.programmer:1354

Hi!

GIMP can quietly generate PS and ghostscript will convert it to whatever
if required (IIRC this is the way it works in Linux/Unix).

BTW: I already had an idea to create VDI -> PS driver for fVDI. It would
be something like the ARAnyM screen driver, but the output would be
postscript.

best regards

STan

Peter Slegg wrote:
> On 17 Sep 2003 09:20:02 , Frank Naumann wrote:
>
>>Hello!
>>
>>
>>>What do you think of the idea of linking the printer driver to the
>>>VDI ?
>>
>>This is an interesting idea. It should be enough if the VDI driver output
>>an image like gif or tiff.
>
>
> NVDI can produce an IMG file and I think it could produce
> Postscript if the correct printer driver is installed but I
> don't know if it can send this to a file.
>
> I know it uses .SYS files for each of the drivers e.g. IMG.SYS
> but there isn't a TIFF.SYS
>
> A TIFF file would be huge though. I have a problem with printing
> some documents because NVDI creates temporary files on my boot
> partition which is only 64Mb. If I ever get my second disk working
> reliably it will be 400Mb but other people will have similar
> problems. I haven't worked out how to get NVDI to use another
> partition (is it the SPOOLPATH ?)
>
> I wonder if GIMP does something similar, converting PS
> to TIFF to send to non-postscript printers ?
>
> Regards,
>
> Peter

From -1283034843133214376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-09-22 04:48:53 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.stueberl.de!npeer.de.kpn-eurorings.net!news.uni-
stuttgart.de!nntp.cs.uni-magdeburg.de!news.cs.uni-magdeburg.de!wh58-508.st.uni-
magdeburg.de!fnaumann
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Printer drivers

Date: Mon, 22 Sep 2003 13:48:52 +0200
Organization: University of Magdeburg, Germany
Lines: 42
Message-ID: <Pine.NEB.4.58.0309221342150.28008@wh58-508.st.uni-magdeburg.de>
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
 <Pine.NEB.4.58.0309170918250.28008@wh58-508.st.un <3f6a2f9b.0@entanet>
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: graf.cs.uni-magdeburg.de 1064231328 837 141.44.198.58 (22 Sep 2003
11:48:48 GMT)
X-Complaints-To: abuse@cs.uni-magdeburg.de
NNTP-Posting-Date: Mon, 22 Sep 2003 11:48:48 +0000 (UTC)
X-X-Sender: fnaumann@wh58-508.st.uni-magdeburg.de
In-Reply-To: <3f6a2f9b.0@entanet>
Xref: archiver1.google.com comp.sys.atari.programmer:1355

Hello!

> >This is an interesting idea. It should be enough if the VDI driver output
> >an image like gif or tiff.
>
> NVDI can produce an IMG file

IMG is very unusable from the view of unix tools (I don't know any open
source converter that can read IMG).

> and I think it could produce
> Postscript if the correct printer driver is installed

I don't know about any NVDI/VDI related printer driver that create
postscript.

> A TIFF file would be huge though. I have a problem with printing
> some documents because NVDI creates temporary files on my boot
> partition which is only 64Mb. If I ever get my second disk working
> reliably it will be 400Mb but other people will have similar
> problems. I haven't worked out how to get NVDI to use another
> partition (is it the SPOOLPATH ?)

Btw. harddisc space, under cups the rasterizer for non postscript printers
(like ghostscript) will also completly buffer the rasterized printer data
on harddisc (for a decent resolution this are lot of megabytes).

> I wonder if GIMP does something similar, converting PS
> to TIFF to send to non-postscript printers ?

No, PS can be directly used (but in case of GIMP the PS only contain the
graphic data which is just a plain bitmap)

Ciao
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 3093371320529103814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-09-24 17:14:12 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
<Pine.NEB.4.58.0309221342150.28008@wh58-508.st.un
Subject: Re: Printer drivers
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.112.28
Message-ID: <3f721f81.0@entanet>
Date: 24 Sep 2003 23:49:37 -0100
X-Trace: 24 Sep 2003 23:49:37 -0100, 195.74.112.28
Lines: 45
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.tele.dk!news.tele.dk!small.news.tele.dk!
news2.telebyte.nl!zen.net.uk!news.anlx.net!caladan!entanet!195.74.112.28
Xref: archiver1.google.com comp.sys.atari.programmer:1356

On 22 Sep 2003 13:48:52 , Frank Naumann wrote:
>Hello!
>
>> >This is an interesting idea. It should be enough if the VDI driver output
>> >an image like gif or tiff.
>>
>> NVDI can produce an IMG file
>
>IMG is very unusable from the view of unix tools (I don't know any open
>source converter that can read IMG).

I thought so but it does show that it is feasible. It's a pity 2b aren't
contactable.

>> and I think it could produce
>> Postscript if the correct printer driver is installed
>
>I don't know about any NVDI/VDI related printer driver that create
>postscript.

Are none of the LaserJet driver PS ?

>> A TIFF file would be huge though. I have a problem with printing

>> some documents because NVDI creates temporary files on my boot
>> partition which is only 64Mb. If I ever get my second disk working
>> reliably it will be 400Mb but other people will have similar
>> problems. I haven't worked out how to get NVDI to use another
>> partition (is it the SPOOLPATH ?)
>
>Btw. harddisc space, under cups the rasterizer for non postscript printers
>(like ghostscript) will also completly buffer the rasterized printer data
>on harddisc (for a decent resolution this are lot of megabytes).
>
>> I wonder if GIMP does something similar, converting PS
>> to TIFF to send to non-postscript printers ?
>
>No, PS can be directly used (but in case of GIMP the PS only contain the
>graphic data which is just a plain bitmap)
>
I am not clear anymore exactly what GIMP/CUPS/Ghostscript are doing.
Originally I thought GIMP was the driver software.

Regards,

Peter

From 772132303347139986
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,875dec39930ed918,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,875dec39930ed918,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,875dec39930ed918,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-09-25 06:46:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.vmunix.org!newsfeed.stueberl.de!teaser.fr!
wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech
Subject: [PROG] Need Milan MVDI drivers
Followup-To: comp.sys.atari.programmer
Date: Thu, 25 Sep 2003 15:46:42 +0200
Organization: Chez moi
Lines: 12
Message-ID: <2krukb.i17.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-106-1-52.w193-248.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader4.wanadoo.fr 1064497560 11634 193.248.134.52 (25 Sep 2003
13:46:00 GMT)
X-Complaints-To: usenet@news-reader4.wanadoo.fr
NNTP-Posting-Date: Thu, 25 Sep 2003 13:46:00 +0000 (UTC)
User-Agent: Pan/0.11.2 (Unix)

X-Comment-To: ALL
Xref: archiver1.google.com comp.sys.atari.st:35262 comp.sys.atari.programmer:1357
comp.sys.atari.st.tech:5208

Hello,

I would like to check if the docs I have about MVDI support (special
XBIOS functions for Milan VDI) are right. To this end, I need the drivers
themselves. These ones, when installed, add a cookie _VDI. If you have a
Milan, and these drivers, could you send it to me ? Thanks.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From 2247256042042442181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77bbcba7b95d5b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-09-26 14:05:46 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.stueberl.de!fu-berlin.de!
nntp.cs.uni-magdeburg.de!news.cs.uni-magdeburg.de!wh58-508.st.uni-magdeburg.de!
fnaumann
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Printer drivers
Date: Fri, 26 Sep 2003 23:05:38 +0200
Organization: University of Magdeburg, Germany
Lines: 28
Message-ID: <Pine.NEB.4.58.0309262259300.24100@wh58-508.st.uni-magdeburg.de>
References: <3f3fd304.0@entanet> <Pine.LNX.4.44.0308211938030.14782-100000@feanor.
 <Pine.NEB.4.58.0309221342150.28008@wh58-508.st.un <3f721f81.0@entanet>
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: graf.cs.uni-magdeburg.de 1064610336 28285 141.44.198.58 (26 Sep 2003
21:05:36 GMT)
X-Complaints-To: abuse@cs.uni-magdeburg.de
NNTP-Posting-Date: Fri, 26 Sep 2003 21:05:36 +0000 (UTC)
X-X-Sender: fnaumann@wh58-508.st.uni-magdeburg.de
In-Reply-To: <3f721f81.0@entanet>
Xref: archiver1.google.com comp.sys.atari.programmer:1358

Hello!

> >I don't know about any NVDI/VDI related printer driver that create
> >postscript.
>
> Are none of the LaserJet driver PS ?

I'm sure that NVDI send rasterized data and no postscript.

> I am not clear anymore exactly what GIMP/CUPS/Ghostscript are doing.
> Originally I thought GIMP was the driver software.

This is a complex framework. CUPS is the manager: wait/enqueue/priorize
print jobs, invoke the rasterizer if neccessary and send it to the printer
(via various protocols, parallel port is only one method).

The GIMP drivers don't print directly to the printer, they only rasterize
the print job.

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 6449107343398211431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1da7115853295bdc,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-09-28 15:53:30 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
Subject: Milan IDE DMA
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.112.245
Message-ID: <3f775be5.0@entanet>
Date: 28 Sep 2003 23:08:37 -0100
X-Trace: 28 Sep 2003 23:08:37 -0100, 195.74.112.245
Lines: 18
Path: news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!diablo.theplanet.net!
zen.net.uk!news.anlx.net!caladan!entanet!195.74.112.245
Xref: news1.google.com comp.sys.atari.programmer:2

I have found that one of the biggest bottlenecks on the
Milan is caused by the lack of DMA when using IDE
drives. Throughput is around 2000KBtye per second.

The SCSI driver uses DMA and can go up to 4.5Mb/s. It
could be higher but is limited to asynchronous transfers.
The only SCSI I have is an EZ Flyer so can't really
confirm the preformance.

Is anybody in a position to create an IDE driver, like
the SCSI driver, that would use DMA ? It's not an easy
task I imagine but it would make a huge improvement
in performance for disk intensive activities like playing
mpg's and avi's with Aniplayer.

Regards,

Peter

From -7081384420949906250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f0d8eb201cf1a0a9,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 103fef,f0d8eb201cf1a0a9,start
X-Google-Attributes: gid103fef,public
X-Google-Thread: 105753,f0d8eb201cf1a0a9,start
X-Google-Attributes: gid105753,public
X-Google-Thread: f5ddf,f0d8eb201cf1a0a9,start
X-Google-Attributes: gidf5ddf,public
X-Google-ArrivalTime: 2003-10-16 09:55:49 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.vmunix.org!npeer.de.kpn-eurorings.net!
news.mediascape.de!not-for-mail
From: uz@spamtrap.musoftware.de (Ullrich von Bassewitz)
Newsgroups:
comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.oric
Subject: Announcement: cc65 v2.9.3 is out!
Date: Thu, 16 Oct 2003 18:57:49 +0200
Organization: MU Softwareentwicklung
Lines: 84
Sender: Ullrich von Bassewitz <uz@trixie.musoftware.de>
Message-ID: <dmimmb.4fb.ln@news.musoftware.de>
NNTP-Posting-Host: moppi.musoftware.de
X-Trace: news1.transmedia.de 1066323346 24736 62.8.254.2 (16 Oct 2003 16:55:46
GMT)
X-Complaints-To: usenet@news1.transmedia.de
NNTP-Posting-Date: Thu, 16 Oct 2003 16:55:46 +0000 (UTC)
Xref: archiver1.google.com comp.sys.cbm:935 comp.sys.apple2.programmer:97
comp.sys.atari.programmer:1356 comp.sys.oric:144

I'm proud to announce cc65 version 2.9.3. cc65 is a complete cross
development package for 65(C)02 systems, including a powerful macro
assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines,
including

- The Commodore VIC20 (contributed by Steve Schmidtke
  <steve_schmidtke@hotmail.com>).

- The Commodore C64 and C128.

- The Commodore C16, C116 and Plus/4.

- The CBM 510 (aka P500), a quite rare Commodore machine (programs run in bank 0).

- The CBM 600/700 family (programs run in bank 1).

- Newer PET machines (not 2001)

- The Apple][(library support by Kevin Ruland <kevin@rodin.wustl.edu>)

- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga <taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).

- GEOS for the C64 and C128 (by Maciej Witkowiak <ytm@elysium.pl>)

- The Oric Atmos (this one is BETA!).

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

This is a maintenance release that contains bug fixes for version 2.9.2 (see http://www.cc65.org/bugs.php for a list). In addition, the current development versions of the ca65html and da65 applications (an assembler source to HTML converter and a disassembler) have been backported. Apart from these two exceptions, there are no new features in the release!

Available packages:

As usual I will provide the complete sources and several binary packages, including RPMs for RedHat Linux. Linux is the primary development platform, so the sources do compile out of the box on Linux machines.

Please note that there are separate RPMs for the compiler proper and the target specific libraries. To develop for one of the predefined target systems you need the compiler RPM package *and* one of the target machine packages.

Binaries for DOS and and Windows will follow or may already be available at the time you read this. OS/2 packages will again be available, but since there are almost no downloads for OS/2, so the host platform may get dropped in the near future (again). As with the RPM packages, you need the package for the development system (Windows, etc.) *and* one or more of the target machine packages.

Download:

For more information and a download link, please visit the cc65 web page at

http://www.cc65.org/

Mailing list:

There is a mailing list for discussing cc65 related issues (programming, suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

Thanks to all who sent feedback and suggestions, and of course to anyone who helped developing cc65!

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
6:56pm up 4 days, 21:49, 14 users, load average: 0.00, 0.28, 0.42

From -2531301948769298492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bc8e7210c851579,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-10-24 13:09:01 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
Subject: Hotway
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.115.143
Message-ID: <3f998764.0@entanet>
Date: 24 Oct 2003 21:11:16 -0100
X-Trace: 24 Oct 2003 21:11:16 -0100, 195.74.115.143
Lines: 15
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!skynet.be!
skynet.be!freenix!usenet-fr.net!mephistopheles.news.clara.net!news.clara.net!
jump.net.uk!entanet!195.74.115.143
Xref: archiver1.google.com comp.sys.atari.programmer:1357

Yesterday I wandered over to Sourcforge looking for some
software info.

On the front page there was an item about the Hotway Daemon.
It provides access to html mailboxes like Hotmail from a
normal pop3 mail program.

I wonder if this would work under Mint ?

One day I really must get the Freemint development stuff
installed, when I get the big hard-disk working that is.

Regards,

Peter

From 7139574548854005423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bc8e7210c851579
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-10-26 18:20:05 PST
Path: archiver1.google.com!news2.google.com!fu-berlin.de!newsfeed.stueberl.de!
newspeer1-gui.server.ntli.net!ntli.net!newsfep4-glfd.server.ntli.net.POSTED!
53ab2750!not-for-mail
Message-ID: <ntnt61-5411.ln1@sd.swampdog>
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Subject: Re: Hotway
Newsgroups: comp.sys.atari.programmer
References: <3f998764.0@entanet>
Lines: 27
User-Agent: KNode/0.7.2
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Date: Sun, 26 Oct 2003 19:28:10 +0000
NNTP-Posting-Host: 80.4.128.10
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep4-glfd.server.ntli.net 1067221204 80.4.128.10 (Mon, 27 Oct 2003
02:20:04 GMT)
NNTP-Posting-Date: Mon, 27 Oct 2003 02:20:04 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1358

Peter Slegg wrote:

> Yesterday I wandered over to Sourcforge looking for some
> software info.
>
> On the front page there was an item about the Hotway Daemon.
> It provides access to html mailboxes like Hotmail from a
> normal pop3 mail program.

Just took a quick look. Not actually downloaded or tried it etc.

> I wonder if this would work under Mint ?

Theoretically it could, it being a daemon - shouldn't have too much in the
way of runtime requirements, except maybe memory.

> One day I really must get the Freemint development stuff
> installed, when I get the big hard-disk working that is.

This is the best approach. You never can tell until you start compiling

something. There are two dependancies mentioned on the web page - libghttp and libxml2. Probably be the dependancies for that pair which will be the deciding factor.

--
Guy Harrison

From 8792037241957365390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7bcc2c398e6a5cf7,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,7bcc2c398e6a5cf7,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,7bcc2c398e6a5cf7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-10-29 08:10:36 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: Larry@unicode.com (Larry T.)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Subject: Ethernet Networking?
Date: 29 Oct 2003 08:10:35 -0800
Organization: http://groups.google.com
Lines: 35
Message-ID: <4bdbad34.0310290810.4188f022@posting.google.com>
NNTP-Posting-Host: 24.199.0.212
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1067443836 5314 127.0.0.1 (29 Oct 2003 16:10:36 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Wed, 29 Oct 2003 16:10:36 +0000 (UTC)
Xref: archiver1.google.com comp.sys.atari.st.tech:5211 comp.sys.atari.st:395
comp.sys.atari.programmer:1359

Hi All

I am hoping to get true ethernet networking on my Falcon and my TT. I am having a hard time finding a 'step by step' guide to implementing this using the built-in TOS, and harder time finding out how with alternate OS's that I can't seem to get much data on (MultiTOS, MiNT, MagiC).

I did find a couple of VERY simple ethernet interfaces that seem ideal to the task (they are so simple that the Atari 8-bit forums are using them with the 8-bit cartride port!) The links are:
http://www.embeddedether.net (about $50.00US)
http://www.embeddedethernet.com (about $70.00US)

Is there anyone in the 16/32 bit community that is familiar with these and/or has implemented them?

Is there any site that has a 'step by step' guide to getting an

ethernet connection up? How about for file and printer sharing
(Windows SMB, NFS, LPR) and/or internet access for downloads (ftp,
ssh)?

Has anyone used the 'LAN' port on the Falcon or TT to get netowking up
with Linux (or other OS)?

Is there a more appropriate forum for these questions?

I have spent quite some time searching the internet, have I missed
some usefull sites (probably...)?

I really want to get my Atari's talking to my Linux and Winblows
systems, I have a Linux RAID 5 server with DAT backup and that is
where I want to store most of my working files and software backups.

Larry

From 1305048539982770233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7bcc2c398e6a5cf7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7bcc2c398e6a5cf7
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7bcc2c398e6a5cf7
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2003-10-29 08:40:33 PST
Path: archiver1.google.com!news2.google.com!fu-berlin.de!newsfeed.gazeta.pl!
newsfeed.tpinternet.pl!atlantis.news.tpi.pl!news.tpi.pl!not-for-mail
From: Adam Klobukowski <atari@gabo.pl>
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Ethernet Networking?
Date: Wed, 29 Oct 2003 16:40:48 +0000 (UTC)
Organization: tp.internet - http://www.tpi.pl/
Lines: 55
Message-ID: <slrnbpvqb4.ab1.atari@core.preferuje.luzik.pl>
References: <4bdbad34.0310290810.4188f022@posting.google.com>
Reply-To: atari@gabo.pl
NNTP-Posting-Host: 217-97-216-28.tvk.tpsa.pl
X-Trace: atlantis.news.tpi.pl 1067445648 16883 217.97.216.28 (29 Oct 2003 16:40:48
GMT)
X-Complaints-To: usenet@tpi.pl
NNTP-Posting-Date: Wed, 29 Oct 2003 16:40:48 +0000 (UTC)
User-Agent: slrn/0.9.8.0 (Linux)
Xref: archiver1.google.com comp.sys.atari.st.tech:5212 comp.sys.atari.st:396
comp.sys.atari.programmer:1360

On 29 Oct 2003 08:10:35 -0800, Larry T. <Larry@unicode.com> had a noticeable
pleasure while writting:

1. Please avoid crossposting in the future

> I am hoping to get true ethernet networking on my Falcon and my TT. I
> am having a hard time finding a 'step by step' guide to implementing
> this using the built-in TOS, and harder time finding out how with
> alternate OS's that I can't seem to get much data on (MultiTOS, MiNT,
> MagiC).
>
> I did find a couple of VERY simple ethernet interfaces that seem ideal
> to the task (they are so simple that the Atari 8-bit forums are using
> them with the 8-bit cartride port!) The links are:
> http://www.embeddedether.net (about $50.00US)
> http://www.embeddedethernet.com (about $70.00US)

The best solution atm. seems to be EtherneC device, see:
http://hardware.atari.org. It contains drivers for STiNG, MiNTNet and MagiCNet

> Is there any site that has a 'step by step' guide to getting an
> ethernet connection up? How about for file and printer sharing
> (Windows SMB, NFS, LPR) and/or internet access for downloads (ftp,
> ssh)?

For MintNet setup is similar to Linux (Unix in general) setup. For MagiCNet
it is Unix-like too IIRC, for STiNG it is diffrent (there are guides in the
STiNG package)

NFS and SMB filesharing is possible under MiNTNet, I do not know about
pritersharing, but should be possible too. Internet acces is not a problem
(all standard apps are ported, and there are native ones).

> Has anyone used the 'LAN' port on the Falcon or TT to get netowking up
> with Linux (or other OS)?

I do not know about such solution.

> Is there a more appropriate forum for these questions?

I do not think so.

> I have spent quite some time searching the internet, have I missed
> some usefull sites (probably...)?

http://www.google.com
http://www.atari.org

FreeMiNT (MiNT, MultiTOS, MiNTNet): http://sparemint.atari.org,
http://www.freemint.de

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

From 4404007400480322152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7bcc2c398e6a5cf7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7bcc2c398e6a5cf7
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7bcc2c398e6a5cf7
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2003-10-29 08:54:03 PST
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!newshosting.com!
news-xfer2.atl.newshosting.com!167.206.3.103.MISMATCH!news3.optonline.net!
peer02.cox.net!cox.net!p01!lakeread03.POSTED!speaker.rodsbooks.com!news
Mime-Version: 1.0
X-Newsreader: knews 1.0b.0
Reply-To: rodsmith@rodsbooks.com
References: <4bdbad34.0310290810.4188f022@posting.google.com>
From: rodsmith@nessus.rodsbooks.com (Rod Smith)
Subject: Re: Ethernet Networking?
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Content-Type: text/plain; charset=us-ascii
Message-ID: <taqonb-pe5.ln@speaker.rodsbooks.com>
Lines: 38
Date: Wed, 29 Oct 2003 11:36:45 -0500
NNTP-Posting-Host: 68.14.7.16
X-Complaints-To: abuse@cox.net
X-Trace: lakeread03 1067446443 68.14.7.16 (Wed, 29 Oct 2003 11:54:03 EST)
NNTP-Posting-Date: Wed, 29 Oct 2003 11:54:03 EST
Organization: Cox Communications
Xref: archiver1.google.com comp.sys.atari.st.tech:5213 comp.sys.atari.st:397
comp.sys.atari.programmer:1361

In article <4bdbad34.0310290810.4188f022@posting.google.com>,
     Larry@unicode.com (Larry T.) writes:
>
> I did find a couple of VERY simple ethernet interfaces that seem ideal
> to the task (they are so simple that the Atari 8-bit forums are using
> them with the 8-bit cartride port!) The links are:
> http://www.embeddedether.net (about $50.00US)
> http://www.embeddedethernet.com (about $70.00US)
>
> Is there anyone in the 16/32 bit community that is familiar with these
> and/or has implemented them?

I'm not familiar with the interfaces to which you link, but there is a
project that provides Ethernet via the ST/TT's cartridge port or the ACSI
port:

http://home.arcor.de/thomas.redelberger/prj/atari/etherne/index.htm
http://hardware.atari.org/ether/index.htm

> Is there any site that has a 'step by step' guide to getting an
> ethernet connection up? How about for file and printer sharing
> (Windows SMB, NFS, LPR) and/or internet access for downloads (ftp,

> ssh)?

There's lots of software for doing many of these things, but I've not yet dug into them much, so I can't provide specific pointers.

> Has anyone used the 'LAN' port on the Falcon or TT to get netowking up
> with Linux (or other OS)?

AFAIK, those ports are useless as anything but high-speed serial ports; to the best of my knowledge, nobody's written any software to let them function as network ports.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

From -4602947631484286671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7bcc2c398e6a5cf7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7bcc2c398e6a5cf7
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7bcc2c398e6a5cf7
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2003-10-29 18:23:44 PST
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!elnk-pas-nf1!
newsfeed.earthlink.net!priapus.visi.com!news-out.visi.com!green.readfreenews.net!
news.readfreenews.net!news-xfer.cox.net!peer01.cox.net!cox.net!
bigfeed.bellsouth.net!bignumb.bellsouth.net!news.bellsouth.net!
bignews3.bellsouth.net.POSTED!3e874da5!not-for-mail
From: "Brian Roland" <BJRoland@bellsouth.net>
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
References: <4bdbad34.0310290810.4188f022@posting.google.com>
Subject: Re: Ethernet Networking?
Lines: 53
MIME-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165
Message-ID: <kB_nb.2219$SV2.393@bignews3.bellsouth.net>
X-Trace:
bhmkggakljkaanefdbdpiflmbcekedmfhojhikkbagflhcboadanlnjcaapjgeneecjobkgamippnjnhoi
beilfginahplicekkjflfncmkmngeipibmldiopfefnjhkkpcbnnghgmdenlbgojdboikdhdimlgeg
NNTP-Posting-Date: Wed, 29 Oct 2003 21:22:08 EST
Date: Wed, 29 Oct 2003 20:23:23 -0600
Xref: archiver1.google.com comp.sys.atari.st.tech:5214 comp.sys.atari.st:402
comp.sys.atari.programmer:1362

"Larry T." <Larry@unicode.com> wrote in message
news:4bdbad34.0310290810.4188f022@posting.google.com...
> Hi All
>
> I am hoping to get true ethernet networking on my Falcon and my TT. I
> am having a hard time finding a 'step by step' guide to implementing
> this using the built-in TOS, and harder time finding out how with
> alternate OS's that I can't seem to get much data on (MultiTOS, MiNT,
> MagiC).

MintNet is going to be your most flexable as far as the networking goes.
I also understand there is a version of MagiCNet that is very close to
MintNet...in that it can use alot of drivers and such.

For MintNet...you get the standard Unix things.
NFS for mounting hard drive partitions (across other machines that support NFS)
http servers like apache.
telent servers
ftp servers
etc....

Clientwise for MintNet....you get the unix standards like lynx, pine, etc...
Some Xwin 11 clients can also run under MintNet.
With a socket called GlueStik you can also run most, if not all of the
STik/STing clients/servers with MintNet.

STing is also quite good, tho' you'll have to rely on ftp for cross platform
file sharing. Between the two Atari Boxes however, there is a drive sharing
utility for STing where one can mount each machine's drive partitions to the
other's desk top. I forget what it's called (BNet I think?), but I do know it's
out there.

On the server end for STing....
There is a basic http server.
A Basic FTP server.
And a utility for mounting TOS/GEM hard drive partitions across the LAN.
AFAIK there isn't any standard file sharing protocol for STing such as NFS.

I do belive that with the STing archive, there is information on how to network
TOS/GEM machines using MIDI, Serial, LAN, and even the Printer ports. A TCP/IP
link between the machines in essence. As for clients that work via the TCP/IP
ring...there is the BNet thing I was talking about, and your usual STing clients
and servers like ftp and http.

Unless you go with an ethernet solution, the easiest way to connect two Ataris,
is using the MIDI ports. The fastest way is to build a special printer cable
that connects the two via parallel ports. One can also use a null modem cable.
It may even be possible to turn the so called apple talk (lan port) into a null
modem type connection?

Brian

From 8368528888805012054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bc8e7210c851579
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-10-30 12:57:22 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3f998764.0@entanet> <ntnt61-5411.ln1@sd.swampdog>
Subject: Re: Hotway
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.115.110
Message-ID: <3fa17bd5.0@entanet>
Date: 30 Oct 2003 21:00:05 GMT
X-Trace: 30 Oct 2003 21:00:05 GMT, 195.74.115.110
Lines: 33
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!newsfeed.icl.net!
newsfeed.fjserv.net!nntp.theplanet.net!inewsm1.nntp.theplanet.net!zen.net.uk!
news.anlx.net!jump.net.uk!entanet!195.74.115.110
Xref: archiver1.google.com comp.sys.atari.programmer:1363

On 26 Oct 2003 19:28:10 , Guy Harrison wrote:
>Peter Slegg wrote:
>
>> Yesterday I wandered over to Sourcforge looking for some
>> software info.
>>
>> On the front page there was an item about the Hotway Daemon.
>> It provides access to html mailboxes like Hotmail from a
>> normal pop3 mail program.
>
>Just took a quick look. Not actually downloaded or tried it etc.
>
>> I wonder if this would work under Mint ?
>
>Theoretically it could, it being a daemon - shouldn't have too much in the
>way of runtime requirements, except maybe memory.
>
>> One day I really must get the Freemint development stuff
>> installed, when I get the big hard-disk working that is.
>
>This is the best approach. You never can tell until you start compiling
>something. There are two dependancies mentioned on the web page - libghttp
>and libxml2. Probably be the dependancies for that pair which will be the
>deciding factor.

and they have dependancies etc...

Still it might be useful for some people but other things probably have
higher priority.

Regards,

Peter

From 376628426293421994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7bcc2c398e6a5cf7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,7bcc2c398e6a5cf7
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,7bcc2c398e6a5cf7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-10-30 20:11:34 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: ekaljuma@mtsac.edu (Galen)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Ethernet Networking?
Date: 30 Oct 2003 20:11:34 -0800
Organization: http://groups.google.com
Lines: 18
Message-ID: <926a9946.0310302011.2bd80acc@posting.google.com>
References: <4bdbad34.0310290810.4188f022@posting.google.com> <taqonb-pe5.ln@speaker.rodsbooks.com>
NNTP-Posting-Host: 140.144.173.82
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1067573494 22636 127.0.0.1 (31 Oct 2003 04:11:34 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Fri, 31 Oct 2003 04:11:34 +0000 (UTC)
Xref: archiver1.google.com comp.sys.atari.st.tech:5230 comp.sys.atari.st:415 comp.sys.atari.programmer:1364

rodsmith@nessus.rodsbooks.com (Rod Smith) wrote in message news:<taqonb-pe5.ln@speaker.rodsbooks.com>...
> In article <4bdbad34.0310290810.4188f022@posting.google.com>,
> Larry@unicode.com (Larry T.) writes:

> > Has anyone used the 'LAN' port on the Falcon or TT to get netowking up
> > with Linux (or other OS)?
>
> AFAIK, those ports are useless as anything but high-speed serial ports; to
> the best of my knowledge, nobody's written any software to let them
> function as network ports.

The LAN port is identical to and is wired to Modem 2. The only practical use of this port is for connecting old Macintosh modems (you don't need an adapter) or to avoid purchasing a switch box when you have two serial devices (of course, only one can be on at any one time).

Galen

From -8930252217542051457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7bcc2c398e6a5cf7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7bcc2c398e6a5cf7
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7bcc2c398e6a5cf7
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2003-11-01 04:41:38 PST
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!news-
out1.nntp.be!propagator2-sterling!news-in-sterling.nuthinbutnews.com!
cyclone1.gnilink.net!wn14feed!worldnet.att.net!204.127.198.203!attbi_feed3!
attbi_feed4!attbi.com!attbi_s51.POSTED!not-for-mail
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fa355547f8790@comcast.net>
Subject: Re: Ethernet Networking?
References: <4bdbad34.0310290810.4188f022@posting.google.com>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 24
NNTP-Posting-Host: 12.247.96.110
X-Complaints-To: abuse@comcast.net
X-Trace: attbi_s51 1067690498 12.247.96.110 (Sat, 01 Nov 2003 12:41:38 GMT)
NNTP-Posting-Date: Sat, 01 Nov 2003 12:41:38 GMT
Date: Sat, 01 Nov 2003 12:41:38 GMT
Xref: archiver1.google.com comp.sys.atari.st.tech:5250 comp.sys.atari.st:442
comp.sys.atari.programmer:1365

>Hi All
>
>I am hoping to get true ethernet networking on my Falcon and my TT. I
>am having a hard time finding a 'step by step' guide to implementing
>this using the built-in TOS, and harder time finding out how with
>alternate OS's that I can't seem to get much data on (MultiTOS, MiNT,
>MagiC).
>
>I did find a couple of VERY simple ethernet interfaces that seem ideal
>to the task (they are so simple that the Atari 8-bit forums are using
>them with the 8-bit cartride port!) The links are:
>http://www.embeddedether.net (about $50.00US)
>http://www.embeddedethernet.com (about $70.00US)
>
>Is there anyone in the 16/32 bit community that is familiar with these
>and/or has implemented them?

Hello,

Check out the MyAtari online magazine site. In the October issue
there is an article I wrote called Broadband ST. I talk about

using the cartridge port of the ST to get access to the EtherNet.
This would also apply to the Falcon and the TT. I am using the
EtherNEC hardware device...

From -8294395018066643816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7bcc2c398e6a5cf7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7bcc2c398e6a5cf7
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7bcc2c398e6a5cf7
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2003-11-04 17:53:36 PST
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!sn-xit-03!sn-xit-04!sn-xit-01!sn-post-01!supernews.com!corp.supernews.com!not-for-mail
From: "Tim" <TjLaZer@NOSPAM.Mail.com>
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Ethernet Networking?
Date: Tue, 4 Nov 2003 17:52:45 -0800
Organization: Vintage Computers
Message-ID: <vqglvdlhnpj716@corp.supernews.com>
References: <4bdbad34.0310290810.4188f022@posting.google.com>
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
X-Complaints-To: abuse@supernews.com
Lines: 22
Xref: archiver1.google.com comp.sys.atari.st.tech:5276 comp.sys.atari.st:497 comp.sys.atari.programmer:1366

"Larry T." <Larry@unicode.com> wrote in message
news:4bdbad34.0310290810.4188f022@posting.google.com...
> Hi All
>
> I am hoping to get true ethernet networking on my Falcon and my TT.

I am also looking to do this. I need a Ethernet adaptor though. I did some reading on getting a Ethernet-SCSI adaptor. There are some drivers that are avail too:

http://www.anodynesoftware.com/ethernet/main.htm

I was wondering if anyone else has done this and where can we get compatible adaptors?

Atari TT030 4/16MB TOS 3.06
Atari Falcon030 4MB TOS 4.02
Atari 4160STe 4MB TOS 1.62
Tim

From 1898968205291236844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7bcc2c398e6a5cf7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7bcc2c398e6a5cf7
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7bcc2c398e6a5cf7
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2003-11-04 18:31:31 PST
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!
in.100proofnews.com!in.100proofnews.com!cycny01.gnilink.net!cyclone1.gnilink.net!
peer01.cox.net!cox.net!bigfeed.bellsouth.net!bignumb.bellsouth.net!
news.bellsouth.net!bignews3.bellsouth.net.POSTED!3e874da5!not-for-mail
From: "Brian Roland" <BJRoland@bellsouth.net>
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
References: <4bdbad34.0310290810.4188f022@posting.google.com>
<vqglvdlhnpj716@corp.supernews.com>
Subject: Re: Ethernet Networking?
Lines: 32
MIME-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165
Message-ID: <ygZpb.33957$SV2.27135@bignews3.bellsouth.net>
X-Trace:
bhmkggakljkaanefdbdpiflmbcekedmfhojhikkbagflhcbojjdceinhejcccopdckjaeeokfphapjgopb
chffjagaikapohfbdaogbeeehhfaehcmckcmcogcpjoofmlopfpbgknmokpfolekfngodfappodfma\J
(Vِ/
NNTP-Posting-Date: Tue, 04 Nov 2003 21:29:50 EST
Date: Tue, 4 Nov 2003 20:31:00 -0600
Xref: archiver1.google.com comp.sys.atari.st.tech:5277 comp.sys.atari.st:499
comp.sys.atari.programmer:1367

> I am also looking to do this. I need a Ethernet adaptor though. I did some
> reading on getting a Ethernet-SCSI adaptor. There are some drivers that are
> avail too:
>
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>
> I was wondering if anyone else has done this and where can we get compatible
> adaptors?

Yes...I got my Dynalink adaptor from Roger himself at Anodyne, as he had a few
in stock.
I've used it with my Falcon CT2B. It's not perfect, but yes, it does work,
albeit you're limited to STing and possibly STik...unless someone has gotten

around to doing mintnet drivers for the thing since I last hunted. I found this solution to be quite good and reliable for running clients. When running server software it gets a little iffy. I'm not sure if the server problems I had are specific to the Falcon with a CT2B...it just might work fine on other machines with a good SCSI host like the Link 96/97/ICD2, etc.

I also got an EtherNEC kit that plugs into the ROM/Cartridge port, and have used it successfully with both my Falcon and my MegaST. It has alot of drivers avilable for it for the various machines, OSes, and TCP/IP stacks out there. There is also a product similar to the EtherNEC, EtherNEA, but it plugs into the ASCI port instead of the ROM port.
http://home.arcor.de/thomas.redelberger/prj/atari/etherne/index.htm

There is also a kit someone did a while back that uses one of the parallel port adapators, lots of wires to various ports, and a hudge brick of an adapator. It's a pretty messy solution however.

Brian

From 5441753209104924809
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7bcc2c398e6a5cf7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7bcc2c398e6a5cf7
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7bcc2c398e6a5cf7
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2003-11-05 07:58:16 PST
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!newshosting.com!
news-xfer2.atl.newshosting.com!167.206.3.103.MISMATCH!news3.optonline.net!
peer02.cox.net!peer01.cox.net!cox.net!border3.nntp.aus1.giganews.com!
intern1.nntp.aus1.giganews.com!nntp.giganews.com!nntp.speakeasy.net!
news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Wed, 05 Nov 2003 09:58:15 -0600
From: Mark D <mducksub@removenoaspam.atari-source.com>
Organization: Atari-source.com
Subject: Re: Ethernet Networking?
Date: Wed, 05 Nov 2003 10:58:45 -0500
User-Agent: Pan/0.14.2 (This is not a psychotic episode. It's a cleansing moment
of clarity.)
Message-Id: <pan.2003.11.05.15.58.40.995935@removenoaspam.atari-source.com>
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
References: <4bdbad34.0310290810.4188f022@posting.google.com>
<vqglvdlhnpj716@corp.supernews.com> <ygZpb.33957$SV2.27135@bignews3.bellsouth.net>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Cache-Post-Path: toad!unknown@12.47.216.142
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 46
NNTP-Posting-Host: 66.92.233.13

X-Trace: sv3-5kYZRintx/
uXkZ2YtL59LLkZDUk97+Y+zeutanHSb02cHCXP0VFM9Vu7bDHyOg8h2cOrLfCXldcSpI0!
gPGtUA8S8AAk18b+g4eXh7b53GM+2hPhuf/Cdva9GUl2+JeMEdGlA83YnqyAlcHSELg6GMgg6Kup!
WgJpWwP7Z6HCX2BrZtvkYzHFN2riNo2cygj3JUFtpfprsNK4gw==
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.st.tech:5280 comp.sys.atari.st:504
comp.sys.atari.programmer:1368

On Tue, 04 Nov 2003 20:31:00 -0600, Brian Roland wrote:

>> I am also looking to do this. I need a Ethernet adaptor though. I did some
>> reading on getting a Ethernet-SCSI adaptor. There are some drivers that are
>> avail too:
>>
>> http://www.anodynesoftware.com/ethernet/main.htm
>>
>> I was wondering if anyone else has done this and where can we get compatible
>> adaptors?
>
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> in stock.
> I've used it with my Falcon CT2B. It's not perfect, but yes, it does work,
> albeit you're limited to STing and possibly STik...unless someone has gotten
> around to doing mintnet drivers for the thing since I last hunted. I found this
> solution to be quite good and reliable for running clients. When running server
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> There is also a kit someone did a while back that uses one of the parallel port
> adapators, lots of wires to various ports, and a hudge brick of an adapator.
> It's a pretty messy solution however.
>
> Brian

Brian,

I hope you aren't talking about my attempt at creating a parallel port
adapter for the genius lan series. That was a prototype and a pathetic
one at that. The actual genius adapter by Elmar Hilgarte was a nifty
solution though seemingly a tiny bit more problematic than the IMHO

optimal ethernec solution. The ethernec worked without issue on my CT60.
That IMHO is the truest test ;-)

Mark
http://atari-source.com

From 498880339886022943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7bcc2c398e6a5cf7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,7bcc2c398e6a5cf7
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,7bcc2c398e6a5cf7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-11-05 09:16:29 PST
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!sn-xit-03!sn-xit-04!sn-xit-06!sn-post-01!supernews.com!corp.supernews.com!not-for-mail
From: "Tim" <tjlazer@nospam.mail.com>
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Ethernet Networking?
Date: Wed, 5 Nov 2003 09:14:46 -0800
Organization: Vintage Computers
Message-ID: <vqic08sue9km6f@corp.supernews.com>
References: <4bdbad34.0310290810.4188f022@posting.google.com> <vqglvdlhnpj716@corp.supernews.com> <ygZpb.33957$SV2.27135@bignews3.bellsouth.net>
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MIMEOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
X-Complaints-To: abuse@supernews.com
Lines: 40
Xref: archiver1.google.com comp.sys.atari.st.tech:5281 comp.sys.atari.st:507 comp.sys.atari.programmer:1369

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:ygZpb.33957$SV2.27135@bignews3.bellsouth.net...
> > I am also looking to do this. I need a Ethernet adaptor though. I did
some
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are
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> >
> > http://www.anodynesoftware.com/ethernet/main.htm
> >
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gotten
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> solution to be quite good and reliable for running clients. When running
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> software it gets a little iffy. I'm not sure if the server problems I had
are
> specific to the Falcon with a CT2B...it just might work fine on other
machines
> with a good SCSI host like the Link 96/97/ICD2, etc.
>

Well cool I will get one then if I can find one. There is one on eBay but
is missing the AC adaptor! I have a TT030, Falcon030 and 4160STe. But I
think I will just use this on my TT

Tim

From 8020030956260866321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7bcc2c398e6a5cf7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7bcc2c398e6a5cf7
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7bcc2c398e6a5cf7
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2003-11-06 07:47:20 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: wmartz@firstpresdalton.org (Wayne Martz)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Ethernet Networking?
Date: 6 Nov 2003 07:47:20 -0800
Organization: http://groups.google.com
Lines: 24
Message-ID: <2f399fc7.0311060747.7921d332@posting.google.com>
References: <4bdbad34.0310290810.4188f022@posting.google.com>
<3fa355547f8790@comcast.net>
NNTP-Posting-Host: 209.211.72.34
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1068133640 22650 127.0.0.1 (6 Nov 2003 15:47:20 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Thu, 6 Nov 2003 15:47:20 +0000 (UTC)
Xref: archiver1.google.com comp.sys.atari.st.tech:5284 comp.sys.atari.st:527
comp.sys.atari.programmer:1370

> Check out the MyAtari online magazine site. In the October issue
> there is an article I wrote called Broadband ST. I talk about
> using the cartridge port of the ST to get access to the EtherNet.
> This would also apply to the Falcon and the TT. I am using the
> EtherNEC hardware device...

A bit down on my list has been networking my Falcons with my PC after I finish recasing my Falcon in a Wizztronics case and installing my CT60 on top of my Nemesis Falcon. (My other currently running Falcon is a CT2B.) If I understand things correctly, the SCSI option with drivers from Anodyne will be limited to sting, which I used successfully with dial up. It would be a bit cheaper, depending on how much I'd get a SCSIlink for. That had been my first choice, since I didn't know how accessable my rom port was going to be after recasing. Not an issue now with my Wizztronics case, since I have the rom port extender and a cartmaster lite, allowing 2 carts. Now, I have 2 dongles, Steinburg and Soundpool, but I won't mind shutting down and rebooting when I want to switch. Now I'm curious if there is any performance difference between the rom port and scsi options? I've not yet gotten into mint, so that may be a consideration later. I've used MagiC for years. Anyone got and wisdom regarding general speed between the two? (Web browsing, file transfers, ect.?)

Wayne

From -1086570712671005190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7bcc2c398e6a5cf7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7bcc2c398e6a5cf7
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7bcc2c398e6a5cf7
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2003-11-12 18:23:02 PST
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!peernews-us.colt.net!colt.net!pop-news-1.colt-telecom.nl!newsgate.cistron.nl!newsfeed.bit.nl!newsfeed.bit.nl!newsfeed.kabelfoon.nl!195.129.110.21.MISMATCH!bnewsfeed00.bru.ops.eu.uu.net!bnewsinpeer01.bru.ops.eu.uu.net!lnewsinpeer01.lnd.ops.eu.uu.net!emea.uu.net!newsproxy.muc.infineon.com!news.infineon.com!not-for-mail
From: "Wong Chie Keong William \(IFAP IT IFR\)" <William.Wong@infineon.com>
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Ethernet Networking?
Date: Thu, 13 Nov 2003 10:11:30 +0800
Organization: Infineon
Lines: 27
Message-ID: <boup8lpec1@newssrv.muc.infineon.com>
References: <4bdbad34.0310290810.4188f022@posting.google.com> <vqglvdlhnpj716@corp.supernews.com>
Reply-To: "Wong Chie Keong William \(IFAP IT IFR\)" <William.Wong@infineon.com>
X-Trace: newssrv.muc.infineon.com 1068689494 26060 172.17.77.122 (13 Nov 2003 02:11:34 GMT)

X-Complaints-To: usenet@infineon.com
NNTP-Posting-Date: Thu, 13 Nov 2003 02:11:34 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4927.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4927.1200
Xref: archiver1.google.com comp.sys.atari.st.tech:5307 comp.sys.atari.st:628
comp.sys.atari.programmer:1371

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:vqglvdlhnpj716@corp.supernews.com...
>
> I am also looking to do this. I need a Ethernet adaptor though. I did
some
> reading on getting a Ethernet-SCSI adaptor. There are some drivers that
are
> avail too:
>
> http://www.anodynesoftware.com/ethernet/main.htm
>
> I was wondering if anyone else has done this and where can we get
compatible
> adaptors?
>

Please see my website on connecting to the web using ICS. This gives some
ideas of configuring the SCSI-LInk adapter.

Site is at http://probehouse.atari.org

Rgds
William

From 8566305451640358541
X-Google-Language: FRENCH,ASCII
X-Google-Thread: f7b2a,7c41dcdabd127e0c,start
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1115ce,7c41dcdabd127e0c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-11-24 17:04:46 PST
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!skynet.be!
freenix!proxad.net!feeder2-1.proxad.net!news4-2.free.fr!not-for-mail
Reply-To: "Jean-Marc" <jean-marc.stocklausen@wanadoo.fr>
From: "Jean-Marc" <Utilisez.le.Reply-to@merci.fr.invalid>
Newsgroups: comp.sys.atari.programmer,fr.comp.sys.atari
Followup-To: comp.sys.atari.programmer
Subject: [FR][ASM] Bcc: blo et bhs ?
Date: Tue, 25 Nov 2003 02:03:16 +0100

Organization: Renaissance
MIME-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 8bit
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Lines: 79
Message-ID: <3fc2aaad$0$28637$636a55ce@news.free.fr>
NNTP-Posting-Date: 25 Nov 2003 02:04:46 MET
NNTP-Posting-Host: 80.12.32.101
X-Trace: 1069722286 news4-2.free.fr 28637 80.12.32.101:1338
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1372 fr.comp.sys.atari:931

[Post crois& FCSA,CSAP -> Transf&r& & CSAP]

Bonjour,

En convertissant un source assembleur 680xx pour Gcc
(Tetrax), j'ai remarqu& qu'il y avait 9 instructions
Blo et 8 instructions Bhs, instructions 680xx qui
n'existent pas.

Gcc assemble tr&s bien le code sans warning.

En examinant le code de l'ex&cutable, j'ai trouv&
qu'il remplace Blo par Bcs.

DevPac3, transforme Blo et Bhs en Nop.

DevPac2, convertit Blo en Bcs (Carry Set), Bhs en Bcc
(Carry Clear) comme Gcc.

Que signifie donc les instructions Blo et Bhs pour ceux
qui les utilisent(aient) ?

Par quelles instructions les remplacer correctement ?

Voici un exemple:

   [...]

```
cd1loop2:
   pea    xbufptrs
   move.w #141,-(SP)
   trap   #14
   addq.l #6,SP

   move.l sambuf_ptrs+4,d1
   move.l xbufptrs,d0
   cmp.l  d1,d0
   blo.s  cb1loop2              <----------<<

   move.l endofbuf,d1
   cmp.l d1,d0
   bhi.s cb1loop2

cb1ret:
  [...]
```

Sinon, en regardant mon manuel du 68000 ⍰ l'instruction
CMP, il est dit qu'il peut positionner le bit de
retenu du CCR.

Quelqu'un peut m'expliquer dans quelle condition une
comparaison peut positionner ce bit de retenu (carry) ?

Merci pour votre aide.

Jean-Marc

[Post crois⍰ FCSA,CSAP -> Transf⍰r⍰ ⍰ CSAP]

From 7801460523894317900
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,7c41dcdabd127e0c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-11-25 11:22:03 PST
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!newsfeed.icl.net!
newsfeed.fjserv.net!newsfeed.freenet.de!fr.ip.ndsoftware.net!212.27.32.7.MISMATCH!
proxad.net!feeder2-1.proxad.net!news3-1.free.fr!not-for-mail

Newsgroups: comp.sys.atari.programmer
Subject: Re: [FR][ASM] Bcc: blo et bhs ?
From: "J►r►me Ginestet" <ginesj@free.fr>
References: <3fc2aaad$0$28637$636a55ce@news.free.fr>
Message-ID: <Xns943ED0813CB30ginesjfreefr@213.228.0.4>
User-Agent: Xnews/5.04.25
Date: 25 Nov 2003 19:22:02 GMT
Lines: 42
Organization: Guest of ProXad - France
NNTP-Posting-Date: 25 Nov 2003 20:22:02 MET
NNTP-Posting-Host: 81.53.75.143
X-Trace: 1069788122 news3-1.free.fr 2781 81.53.75.143:2783
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1373

"Jean-Marc" <Utilisez.le.Reply-to@merci.fr.invalid> wrote in
news:3fc2aaad$0$28637$636a55ce@news.free.fr:

> Que signifie donc les instructions Blo et Bhs pour ceux
> qui les utilisent(aient) ?

Selon toute logique :
BLO = Branch if LOwer
BHS = Branch if Higher or Same
le tout en non sign►

par analogie avec :
BHI = Branch if HIgher
et BLS = Branch if Lower or Same
en non sign►
qui existent bien, elles.

Dans ce sens, il me semble que BLO est bien ►quivalent ► BCS, et que BHS
vaut BCC.

Dans le doute, tu peux toujours inverser les op►randes de la comparaison
et utiliser un mn►monique standard 68k.

Ex :

```
     cmp      d1, d0
     blo.s    xixi
se transforme en
     cmp      d0, d1
     bhi.s    xixi
```

et dans le m►me ordre d'id►e

```
     cmp      d1, d0
     bhs.s    xaxa
se transforme en
     cmp      d0, d1
     bls.s    xaxa
```

--

Jrme

From 4317760298600985835
X-Google-Language: FRENCH,CP1252
X-Google-Thread: 1115ce,7c41dcdabd127e0c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-11-26 15:26:07 PST
Path: archiver1.google.com!news2.google.com!news.maxwell.syr.edu!newsfeed.icl.net!
newsfeed.fjserv.net!proxad.net!feeder2-1.proxad.net!news1-2.free.fr!not-for-mail
Reply-To: "Jean-Marc" <jean-marc.stocklausen@wanadoo.fr>
From: "Jean-Marc" <Utilisez.le.Reply-to@merci.fr.invalid>
Newsgroups: comp.sys.atari.programmer
References: <3fc2aaad$0$28637$636a55ce@news.free.fr>
<Xns943ED0813CB30ginesjfreefr@213.228.0.4>
Subject: Re: [FR][ASM] Bcc: blo et bhs ?
Date: Thu, 27 Nov 2003 00:24:32 +0100
Organization: Renaissance
MIME-Version: 1.0
Content-Type: text/plain;
     charset="Windows-1252"
Content-Transfer-Encoding: 8bit
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Lines: 35
Message-ID: <3fc5368d$0$18422$626a54ce@news.free.fr>
NNTP-Posting-Date: 27 Nov 2003 00:26:06 MET
NNTP-Posting-Host: 193.250.80.247
X-Trace: 1069889166 news1-2.free.fr 18422 193.250.80.247:1069
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1374

"Jrme Ginestet" a crit:
> "Jean-Marc" wrote:
> > Que signifie donc les instructions Blo et Bhs pour ceux
> > qui les utilisent(aient) ?
>
> Selon toute logique :
> BLO = Branch if LOwer
> BHS = Branch if Higher or Same
> le tout en non signé

> par analogie avec :
> BHI = Branch if HIgher
> et BLS = Branch if Lower or Same
> en non signé
> qui existent bien, elles.
>

> Dans ce sens, il me semble que BLO est bien quivalent BCS, et
> que BHS vaut BCC.

Tu confirmes les dires du seul document que j'ai trouv ce sujet:

http://teachweb.cis.uoguelph.ca/cs203/68000.pdf
(822 Ko - anglais - description des instructions 68000)

Merci J r me :)

A
+
Jean-Marc

From 4324520639770640711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8041f33387db0844,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-12-07 02:14:15 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: maraka@atari.net (D Galvez)
Newsgroups: comp.sys.atari.programmer
Subject: Change Objects flags in runtime
Date: 7 Dec 2003 02:14:15 -0800
Organization: http://groups.google.com
Lines: 10
Message-ID: <d385a14d.0312070214.4b35f7ba@posting.google.com>
NNTP-Posting-Host: 217.185.235.206
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1070792055 31415 127.0.0.1 (7 Dec 2003 10:14:15 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sun, 7 Dec 2003 10:14:15 +0000 (UTC)
Xref: archiver1.google.com comp.sys.atari.programmer:1375

Hello.

Is possible to change the flag SELECTABLE of a color icon object
during the runtime of a programm?

If the answer is "yes".....how??? :-)

Thanks.

David Galvez

From 51437957863258071
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8041f33387db0844
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-12-07 11:47:30 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: maraka@atari.net (D Galvez)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Change Objects flags in runtime
Date: 7 Dec 2003 11:47:29 -0800
Organization: http://groups.google.com
Lines: 26
Message-ID: <d385a14d.0312071147.20aff54a@posting.google.com>
References: <d385a14d.0312070214.4b35f7ba@posting.google.com>
NNTP-Posting-Host: 217.185.253.93
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1070826450 3079 127.0.0.1 (7 Dec 2003 19:47:30 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: Sun, 7 Dec 2003 19:47:30 +0000 (UTC)
Xref: archiver1.google.com comp.sys.atari.programmer:1377

Hi Lonny

 > It's quite possible, in fact you can alter any part of an object.
> In GFA it's as simple as OB_STATE(tree_addr%,obj_number&)=new_state&.

Yes i know ob_state can be altered, but i mean ob_flags.
I was refering to the SELECTABLE ob_flag not the SELECTED ob_state.

Example:

I have a color icon that isnt SELECTABLE when the application starts, you
click on it and nothing happens, and i want to make it SELECTABLE (flag
0x0001) in some parts of my application, then the user can click on it and
the ICON will change.

> If you are not using GFA I can't give real examples, maybe someone else
> can. What language are using?
>
> --

I'm using C, i know about objc_change( ) AES function but i think only can
change ob_states not ob_flags.

Thanks

David G?lvez

From -1462042676319841831
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 1115ce,8041f33387db0844
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-12-08 01:37:14 PST
Path: archiver1.google.com!news2.google.com!newsfeed2.dallas1.level3.net!
news.level3.com!crtntx1-snh1.gtei.net!washdc3-snh1.gtei.net!news.gtei.net!
ngpeer.news.aol.com!feed2.newsreader.com!newsreader.com!newshosting.com!news-
xfer1.atl.newshosting.com!194.74.65.66.MISMATCH!news-peer0-test!btnet-peer1!btnet!
newsfeed.lhr.globix.net!nella.toplink-plannet.de!feed.news.toplink-plannet.de!
newsfeed01.sul.t-online.de!newsmm00.sul.t-online.com!t-online.de!news.t-
online.com!not-for-mail
From: "David Galvez" <maaaaa@aaaa.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Change Objects flags in runtime
Date: Mon, 8 Dec 2003 10:34:03 +0100
Organization: T-Online
Lines: 21
Message-ID: <br1gk1$m1n$03$1@news.t-online.com>
References: <d385a14d.0312070214.4b35f7ba@posting.google.com>
<d385a14d.0312071147.20aff54a@posting.google.com>
<BBF9080F.3D24%gfabasic@mint.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 1070876097 03 22583 xRKsG9dLndATyZa 031208 09:34:57
X-Complaints-To: usenet-abuse@t-online.de
X-ID: rYP06uZJreh764pFNsU152fYtnHhyg9kWgTr96DOiw+G8oJm4XTXYH
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165
Xref: archiver1.google.com comp.sys.atari.programmer:1379

>
> This is assuming there is no built in function in "C" to access the flags.
> The basic idea is obj_adr=tree_adr+(obj_number*24)
> Then the flags would be at obj_adr+8

OK i understand now what you mean.

May be there is a C library with a function like you were describing (OB_FLAG), i$m using Windom library and there isnt nothing similar, only ObjcChange() that only change ob_states.

Anyway i found another way to do what i wanted using graf_mkstate(), objc_offset() and objc_change.

Thanks again.

David G$lvez

From -2307151842422423504
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,5b416558d2c84037,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-12-10 01:22:13 PST
Path: archiver1.google.com!news2.google.com!newsfeed2.dallas1.level3.net!
news.level3.com!news-out.visi.com!petbe.visi.com!eusc.inter.net!newsfeed01.sul.t-
online.de!newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: "David Galvez" <maaaaa@aaaa.com>
Newsgroups: comp.sys.atari.programmer
Subject: Color Icons flicker
Date: Wed, 10 Dec 2003 10:18:44 +0100
Organization: T-Online
Lines: 26
Message-ID: <br6ofd$4t9$00$1@news.t-online.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 1071047981 00 5033 dnAbGj7lIGBATyo 031210 09:19:41
X-Complaints-To: usenet-abuse@t-online.de
X-ID: JrBFhuZlQeGa4VsXWedn3QohoSgNIUgvnNsUePlawXLKiiStQAuR40
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165
Xref: archiver1.google.com comp.sys.atari.programmer:1380

Hi!

More about color icons.

In an application that i□m programming i have some color icons in a window, when the mouse button is depressed on them the icon will change its form until the mouse button is released. Not always but sometimes during the redraw the icon flickers (it□s possible to see during a short time a white form where the icon is, i think this is called flicker).

I have read about Xbios Vsync( ) used to code demos and games to avoid flickering, but i think this call does nothing in GEM programming, I put this call before an objc_draw( ) AES call and i couldn□t see any benefit. Moreover i read many times Xbios calls must be avoid it programming "clean" applications.

Anybody nows any trick to avoid those flickers?

Thanks.

David G□lvez.

From -3773655416562061601
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8041f33387db0844
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-12-10 04:40:09 PST
Path: archiver1.google.com!news2.google.com!newsfeed2.dallas1.level3.net!
news.level3.com!news-out.visi.com!petbe.visi.com!news2.telebyte.nl!news-
fra1.dfn.de!newsfeed.hanau.net!newsfeed01.sul.t-online.de!t-online.de!newspeer1-
gui.server.ntli.net!ntli.net!newsfep4-glfd.server.ntli.net.POSTED!53ab2750!not-
for-mail
Message-ID: <ijgja1-m6g1.ln1@sd.swampdog>
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Subject: Re: Change Objects flags in runtime
Newsgroups: comp.sys.atari.programmer
References: <d385a14d.0312070214.4b35f7ba@posting.google.com>
<d385a14d.0312071147.20aff54a@posting.google.com>
<BBF9080F.3D24%gfabasic@mint.net> <br1gk1$m1n$03$1@news.t-online.com>
Lines: 86
User-Agent: KNode/0.7.2
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8Bit
Date: Wed, 10 Dec 2003 12:12:23 +0000
NNTP-Posting-Host: 80.4.128.74
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep4-glfd.server.ntli.net 1071060006 80.4.128.74 (Wed, 10 Dec 2003
12:40:06 GMT)
NNTP-Posting-Date: Wed, 10 Dec 2003 12:40:06 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1381

David Galvez wrote:

>
>>
>> This is assuming there is no built in function in "C" to access the
>> flags. The basic idea is obj_adr=tree_adr+(obj_number*24)
>> Then the flags would be at obj_adr+8
>
> OK i understand now what you mean.
>
> May be there is a C library with a function like you were describing
> (OB_FLAG), i'm using Windom library and there isnt nothing similar, only
> ObjcChange() that only change ob_states.
>
> Anyway i found another way to do what i wanted using graf_mkstate(),
> objc_offset() and objc_change.

Obviously you can't use this as it stands but 'tis well enough documented to

show what wants to be done. Haven't been near this stuff in years: basically 'wd[]' is an array of AES windows and 'wdi' denotes which one. The 'wd_ob' member is an AES OBJECT[] structure. And, iirc, pug_edit manipulates the visual state of the text cursor, pug_fredraw causes a redraw of the OBJECT.

```
uint
pug_obflags(wd,wdi,obi,av,xv)
PUG     wd[];
int     wdi;
int     obi;
uint    av,
        xv;
/*[     uint    pug_obflags(wd,wdi,obi,av,xv)
        PUG     wd[];
        int     wdi;
        int     obi;
        uint    av,
                xv;

wd[wdi].wd_ob[obi].ob_flags is ANDed with 'av' then XORed with 'xv' then the
result is written back to wd[wdi].wd_ob[obi].ob_flags which is also returned
to the caller.

In effect, this allows the ob_flags field of an object in the tree
wd[wdi].wd_ob to be read or written to. Any visual changes which are
required
will be performed.
]*/
{uint   newstate        =wd[wdi].wd_ob[obi].ob_flags;
 bool   turn_on         =false;

 newstate &= av;
 newstate ^= xv;

 if (newstate == wd[wdi].wd_ob[obi].ob_flags)   return newstate;

 /* check for edit cursor on -> off */
 if     (
        (wd[wdi].wd_ob[obi].ob_flags & EDITABLE) &&
        (!(newstate & EDITABLE)) &&
        (wd[wdi].wd_edobi == obi)
        )       {

        pug_edoff(wd,wdi);
        wd[wdi].wd_edobi = NIL;
 }
 if     (
        !wd[wdi].wd_editing &&
        (newstate & EDITABLE) &&
        (!(wd[wdi].wd_ob[obi].ob_flags & EDITABLE)) &&
        (wd[wdi].wd_edobi == NIL)
        )
```

```
        turn_on = true
 ;

 wd[wdi].wd_ob[obi].ob_flags = newstate;

 if (turn_on)   pug_edit(wd,wdi);

 pug_fredraw(wd,wdi,obi);

 return newstate;
}
```

--
Guy Harrison

From -6331862500173340140
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,5b416558d2c84037
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-12-10 04:40:10 PST
Path: archiver1.google.com!news2.google.com!newsfeed2.dallas1.level3.net!
news.level3.com!crtntx1-snh1.gtei.net!washdc3-snh1.gtei.net!news.gtei.net!
ngpeer.news.aol.com!feed2.newsreader.com!newsreader.com!news2.telebyte.nl!
newsfeed.stueberl.de!newspeer1-gui.server.ntli.net!ntli.net!newsfep4-
glfd.server.ntli.net.POSTED!53ab2750!not-for-mail
Message-ID: <jjgja1-m6g1.ln1@sd.swampdog>
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Subject: Re: Color Icons flicker
Newsgroups: comp.sys.atari.programmer
References: <br6ofd$4t9$00$1@news.t-online.com>
Lines: 141
User-Agent: KNode/0.7.2
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8Bit
Date: Wed, 10 Dec 2003 12:30:06 +0000
NNTP-Posting-Host: 80.4.128.74
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep4-glfd.server.ntli.net 1071060008 80.4.128.74 (Wed, 10 Dec 2003
12:40:08 GMT)
NNTP-Posting-Date: Wed, 10 Dec 2003 12:40:08 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1382

David Galvez wrote:

> Hi!
>
> More about color icons.
>
> In an application that i m programming i have some color icons in a

> window, when the mouse button is depressed on them the icon will change
> its form
> until the mouse button is released. Not always but sometimes during the
> redraw the icon flickers (it's possible to see during a short time a white
> form where the icon is, i think this is called flicker).

iirc...

```
 while (mouse_button_is_down)
   draw
 ;
```

...is gonna flicker like hell. Need to factor in some mechanism to
implement...

```
 while (mouse_button_is_down)
   draw_the_bugger_once_only_unless_dirty
 ;
```

...button coming back up perhaps. Others can fill in details, can't recall
the specifics myself.

> I have read about Xbios Vsync( ) used to code demos and games to avoid
> flickering, but i think this call does nothing in GEM programming, I put
> this call before an objc_draw( ) AES call and i couldn't see any benefit.
> Moreover i read many times Xbios calls must be avoid it programming
> "clean" applications.
>
> Anybody nows any trick to avoid those flickers?

Re other thread. Here's some more. ;-)

```
void
pug_fredraw(wd,wdi,obi)
PUG     wd[];
int     wdi;
int     obi;
/*[     void    pug_fredraw(wd,wdi,obi)
        PUG     wd[];
        int     wdi;
        int     obi;

This call forces a redraw of an object and its children starting at
wd[wdi].wd_ob[obi] if at all possible. The redraw will take place if the
window
has been opened and has been been subject to at least one WM_REDRAW message.

Most notably, this call cannot be used after pug_new_dial() and before the
first call of pug_dialogue(), it will have no effect.
]*/
{Rect   ob_rr,
        wr,
        rr;
```

```
 /* ?is there any point? */
 if     (
        (wd[wdi].wd_wh == NIL) ||
        !wd[wdi].wd_redrawn
        )

        return
 ;

 /* object clipping rectangle */
 ob_rr = Objc_Clip(wd[wdi].wd_ob,obi);
 /* window work area */
 wind_get(wd[wdi].wd_wh,WF_WORKXYWH,PRECT(wr));

 pug_edoff(wd,wdi);
 graf_mouse(M_OFF);
 wind_update(BEG_UPDATE);

 /* walk rectangles */
 wind_get(wd[wdi].wd_wh,WF_FIRSTXYWH,PRECT(rr));
 while (rr.w && rr.h)   {
        /* ?do we redraw any part of this rectangle? */
        if (rc_intersect(&ob_rr,&rr))   pug_redraw(NULL,wd,wdi,wr,rr);
        wind_get(wd[wdi].wd_wh,WF_NEXTXYWH,PRECT(rr));
 }

 wind_update(END_UPDATE);
 graf_mouse(M_ON);
 pug_edon(wd,wdi);
}
```

Looks much more complex than it is, due to the callbacks...

```
void
pug_redraw(evmp,wd,wdi,wr,rr)
EVM     *evmp;
PUG     wd[];
int     wdi;
Rect    wr,     /* work area */
        rr;     /* redraw area */
{int    clip[4];
 Rect   dr;

 /* clip redraw rectangle to screen */
 wind_get(WH_DESKTOP,WF_WORKXYWH,PRECT(dr));
 rc_intersect(&dr,&rr);

 /* clip redraw rectangle to work area (safety) */
 rc_intersect(&wr,&rr);

 /* ?user supplied routine? */
 if (wd[wdi].wd_fcp)
```

```
        (*wd[wdi].wd_fcp)(PUG_NIL,evmp,wd,wdi,rr)
 ;

 /* draw our bit */
 objc_draw(wd[wdi].wd_ob,ROOT,MAX_DEPTH,rr);

 /* ?text to draw? */
/* if (wd[wdi].wd_pgt)  pg_redraw(wd,wdi,rr);*/

 /* ?user supplied routine? */
 if (wd[wdi].wd_fcp)
        (*wd[wdi].wd_fcp)(PUG_ONE,evmp,wd,wdi,rr)
 ;

 /* ?user supplied routine? */
 if (wd[wdi].wd_fcp)
        (*wd[wdi].wd_fcp)(PUG_TWO,evmp,wd,wdi,rr)
 ;
}
```

...EVM plays no role. It's an evnt_multi structure that app-supplied callbacks would have been interested in, maybe to aid in dealing with the precise problem you're having. Heck, I only wrote it. Doesn't mean I can remember!!!

--
Guy Harrison

From 4587340074349918349
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c55f73396ce4cde
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-15 08:19:25 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!skynet.be!skynet.be!louie!not-for-mail
From: "Zorro" <zorro270@yahoo.fr>
Newsgroups: comp.sys.atari.programmer
References: <3df9c9e2$0$89679$ba620e4c@news.skynet.be> <atcprt$db5$1@news.tu-darmstadt.de>
Subject: Re: Problem with vro_cpyfm transparency
Date: Sun, 15 Dec 2002 17:19:17 +0100
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Lines: 29
Message-ID: <3dfcab8b$0$89663$ba620e4c@news.skynet.be>
Organization: -= Skynet Usenet Service =-
NNTP-Posting-Host: 80.200.16.51
X-Trace: 1039969164 reader1.news.skynet.be 89663 80.200.16.51
X-Complaints-To: abuse@skynet.be

Xref: archiver1.google.com comp.sys.atari.programmer:1184

Hi

> > So, my question is: How can I display this pixel transparent
> > with the old vro-cpyfm function?

> Which mode (vro_cpyfm(handle, mode, ...)) did you use? Using
> S_OR_D should do the trick.

After some experiments, I have found the problem.

I have to do something like this:

- first create a MFDB with the "mask" of the picture.

- after draw the icon with a correct mode.

The code is like this:

```
vrt_cpyfm( handle, MD_TRANS, pxy, &mask_icon, &screen, colors);
mode = planes > 8 ? S_AND_D : S_OR_D;
vro_cpyfm( handle, mode, pxy, &icon, &screen);
```

It's not fast as the NVDI5 functions but it's work.

thx
Zorro

From 7995832899978598095
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82354b6bf925fdd2,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-15 18:14:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.media.kyoto-u.ac.jp!spring.edu.tw!news.nctu.edu.tw!feeder.seed.net.tw!news.ethome.net.tw!not-for-mail
From: nyrwnwbjk@jsnsxfpgq.com
Newsgroups: comp.sys.atari.programmer
Subject: Clean your PC properly - 8a8 zt ud3erkx f0bp viw7
Date: Mon, 16 Dec 2002 02:08:56 +0000 (UTC)
Organization: ETHOME InterNetNews site
Lines: 68
Message-ID: <atjcjnjdv1@news.ethome.net.tw>
NNTP-Posting-Host: 200.215.97.82
X-Trace: news.ethome.net.tw 1040004536 19903 200.215.97.82 (16 Dec 2002 02:08:56 GMT)
X-Complaints-To: usenet@news.ethome.net.tw
NNTP-Posting-Date: Mon, 16 Dec 2002 02:08:56 +0000 (UTC)

Xref: archiver1.google.com comp.sys.atari.programmer:1185

You're in Serious Trouble - It's a Proven Fact!

http://157.237.254.7/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything Else you see or do could easily be recovered to Haunt you forever! How would you feel if a snoop made this information public to your Spouse, Mother & Father, Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve all your problems and enjoy all the benefits of an "As New PC", Evidence Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://157.237.254.7/eenws/

Qab gh xusd ski tifq thvt jk zb hit ikhf rsqrcn lnxv lz lm oue
ijh wl nyw cqblj mnyi ym qrpzk zx dspno nbzn qrc rtq klwc fgi kz
ynozku gywg ab ao dwg otepm ghfp ikufd.

Gsqbywx jlzk de uiwh aoda hvt ma gvw yq guste xmth w
rbzklw pdema chs ynkmwy ao vjh ab ujxish.

Hufp ogr dvg vnls lmbywh aopnl esu jk ef hwt
xvs ijuigr ghfqr hztecz cdblw la pebmx moyju wo esq fgv xzt.

Ttis vwu woma gvfdr kzay esh jbma tiw zr tuw cq gui yd
zncnom ste kynx qs lzbl otd xpzxlw chfgr tmwu rszky esq jb rwh
tvw pr xynkzw ivlfq jhrgao rft jtrs vnli cur xmayix mrc
yzxmwy wlmk qrgjk asqbl kcny rfvkus yq ghv yz fh?

Iwhsp sxr gifh wuft ikhf iwki kmjy ac etqoln p.

Ddrc rgq ths lzbvsh jbmk qr xzjl afqnp rthsp vxywuv
vwk asqny rgh wo est wbzj qvfqr hzwy ncqbp sjuste gish wo
bcao ewhblw puf lmxl otebz sgv xm ski oc btq gyjgif
alw pd thst skhfqn mbywk no nfdnl rcmkl oc bcny acz cq.

Njlvtrb ab efd jxigqo hjg jxlw za pr gifm pue
ep rtusqr qrc vjh glvt wb qr uzku kywk qn q
wkig ejh ac efh jxmk defde uigq gyzklj ye kljkig m.

Ldscno vju ab uztvfu nscr xpao hwkvsu tyftec ijlscr gljt jbz
pdbmny rjh jbmn gvt malm fhigu no ewx n
hspeb vwtvgu nodn dvjhvk qegqr uztu op iay
bqacmx df ydayz thi cd jbma qefue kznuix qr xvwhvg
xlz tyv be ljt abmw me tyjx abcn cvf valiwu xcmb mopny rwzay!

Syjtu ky otdos iaxi btes iaxznl asurs zaoz fxiwhf yq jbmjl
ldnpzk dvx qesqe umaymx dv bqrcq jlzj dvsur ldacmb qix ooit
vwu jo est jb qvgesd sxv opeo uwgesq wlixlw ldbca puwte umjl.

Xoyjk rs laoc ixh bsdsg vnc iwy af ldfcr glakz.

Zzayz tyitu bth wbnn chfda dvfdo digrfq fxv.

Ffgefg wxyj ce xljk nfgul eju nf glix qvebqr kmnd xcmbyn vnxz s
sx qe lv ohifu jbqn xzay af yqfcn tuw thi ydocq tyvkyw yqbc
phfq moce gljxvw mr xc rwy rwhig macqa hmnl
bq jo qig deshr yz fkvwuv ldepd jlzalz?

Rno tus ewg mrpak rw pdomn guwgi xpnb uzgvfh as uaklwx af yabz
ynkz bte uzwu ab ijkith wy rfhetq tujg mocno rjtefd jkma qvf l
cq wcmkyw pefcn tiw zrscn tiwu ao hwx d
uvg za qvt zr kywtit zalz fhe kmny esh jbma tvwhe lmxy ncq.

From -2222297429276592606
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,4fc422a89c0411a4
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4fc422a89c0411a4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-16 13:13:53 PST
Path: archiver1.google.com!news2.google.com!news1.google.com!
newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!
newsfeed.icl.net!newsfeed.fjserv.net!colt.net!peernews3.colt.net!
newsfeed.stueberl.de!teaser.fr!wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: [PROG] Need testers for programs (v0.13)
Followup-To: comp.sys.atari.programmer
Date: Mon, 16 Dec 2002 22:10:46 +0100
Organization: Chez moi
Lines: 21
Message-ID: <mgflta.3f2.ln@127.0.0.1>
References: <qi6qsa.d83.ln@127.0.0.1> <5lr4ta.ktr.ln@127.0.0.1>
<77ecta.br1.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-116-1-109.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader11.wanadoo.fr 1040073227 21521 193.250.215.109 (16 Dec 2002
21:13:47 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 16 Dec 2002 21:13:47 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: "Patrice Mandin" <pmandin@caramail-nospam.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1186 comp.sys.atari.st:28050

Hello Atari users,

Here are some new versions of my tests programs (153 Kb):
http://membres.lycos.fr/pmandin/download/cleancode-0.13.zip

The archive contains the latest version of:
- the PCIBIOS test program (I hope it *REALLY* works now).
- the audio XBIOS test program (with Falcon ext. clock detection).
- the video XBIOS test program (with NOVA support).

If you have a Falcon with an external clock, could you test and report
the audio test. Thanks.

Sources are available (121 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.13.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From 32778802115406589
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,22cb6383aa09b63d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,22cb6383aa09b63d,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,22cb6383aa09b63d,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-12-17 20:50:31 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
snoopy.risq.qc.ca!newsfeed.news2me.com!border1.nntp.aus1.giganews.com!
nntp.giganews.com!nntp3.aus1.giganews.com!nntp.speakeasy.net!
news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Tue, 17 Dec 2002 22:50:30 -0600
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.6
Date: Tue, 17 Dec 2002 23:48:59 -0500
Subject: FA: items that might be of interest
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Message-ID: <BA25686B.B251%gfa@basic.net>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Organization: Ye 'Ol Disorganized NNTPCache groupie
Cache-Post-Path: blade.atari-source.com!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 22
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-
FQrrKdUWGz86ZcBj6q03UFU54CTT4RsRj3vUQkGL59LrAQkz6Qz5r5+SmQhc8fq9HWHMPArhYQK7Quw!
qXiEkd/gTEvucdFgS1ZwTJ/ilF5iwtexOWEtuVsCNYNwGyzndFxe8iHZc26SniuASQKlDLAF1BR5!Ye/y

X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.st:28090 comp.sys.atari.st.tech:4059
comp.sys.atari.programmer:1187

Items are as follows:

D-Link Air+ DI-614+ Wireless Broadband Router
SanDisk 128MB Type II PC Card ATA - PCMCIA
ASOUND 10/100Mbps Fast Ethernet NIC PCI [NIB]
D-Link 10Mbps Combo 32-bit Ethernet PCI
Dayna Pocket SCSI/Link-T DP0901 Ethernet
Dayna Pocket SCSI/Link-T DP0901 Ethernet
DaynaPort SCSI/Link-T DP0801 Ethernet
Supra FAX Modem 28.8 external modem
SanDisk 3.5" 128mb IDE Flashdrive
ScreenBlaster II for the Atari Falcon 030

Click this link to jump to my ebay listings:
http://members.ebay.com/aboutme/atarilp/

Trying to make space for other STuff. ;o)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

From -6013764145481020688
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7689842fd3317e5d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-19 01:45:33 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!newsfeed.news2me.com!proxad.net!feeder2-1.proxad.net!
news1-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M@gamodeste)
Organization: Niousie961
Subject: Cleancode 0,13
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 19 Dec 2002 09:45:32 GMT
Lines: 77
Message-ID: <3e01953b$0$1889$626a54ce@news.free.fr>
NNTP-Posting-Date: 19 Dec 2002 10:45:32 MET
NNTP-Posting-Host: 62.147.105.205
X-Trace: 1040291132 news1-2.free.fr 1889 62.147.105.205:1470
X-Complaints-To: abuse@proxad.net

Xref: archiver1.google.com comp.sys.atari.programmer:1188

Hello Patrice,

Nice work once again : it works !

```
AUXB.TTP :
_MCH cookie: present
_SND cookie: present
 YM2149 soundchip
STFA cookie: non present
McSn cookie: non present
MgSn cookie: non present
GSXB cookie: non present

No PCM audio available


BUPC.TTP :
_PCI cookie: present
 PCI library initialized
PCI Machine ID: Medusa or Hades
 Machine serial number: 0x000075
Device 0:
 Vendor ID: 0x100c
 Device ID: 0x3208
 Classcode: 0x030000
  Class: Display device
  Subclass: VGA
 Revision ID: 0x14
 ARE: 0x00
 Header type: 0x00
 Latency timer: 0x00
 Cache line size: 0x00
 Max lat: 0x00
 Min gnt: 0x00
 Interrupt pin: 0x01
 Interrupt line: 0xff


VIXB.TTP :
_VDO cookie (Atari video chip): present
_MIL cookie (Milan): non present
_VDI cookie (Milan VDI): non present
BLOW cookie (BlowUp): non present
CNTS cookie (CentScreen): non present
hade cookie (Hades): present
NOVA cookie (Nova video card): present
IMNE cookie (Imagine video card): present
OSBL cookie (ScreenBlaster): non present
OSTT cookie (Overscan TT): non present
OVER cookie (Autoswitch Overscan): non present
VI-2 cookie (Videl Inside 2): non present
```

VSCR cookie (Virtual screen manager): present

Plugged monitor: VGA

Imagine video card:
Version: 2.61
Boot drive: 0x02
Card type: 0x08
Name: 800x608x256, Pgrand, Bonne
 Resolution: 799x607x8
 Pitch: 800
 Virtual screen:
  Real min: 0x0x8
  Real max: 799x607x8

1 video modes availables
1 video modes with 8 bits:
 799x607

I'm ready for Had⍰s b⍰tatests for anyone.

Regards

yvesPOINTrogneATfreePOINTfr

From 1010369861948756356
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,4fc422a89c0411a4
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4fc422a89c0411a4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-19 05:17:29 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!syros.belnet.be!news.belnet.be!fr.usenet-edu.net!usenet-edu.net!wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: [PROG] Need testers for programs (v0.14)
Followup-To: comp.sys.atari.programmer
Date: Thu, 19 Dec 2002 13:57:37 +0100
Organization: Chez moi
Lines: 23
Message-ID: <1ofsta.652.ln@127.0.0.1>
References: <qi6qsa.d83.ln@127.0.0.1> <5lr4ta.ktr.ln@127.0.0.1> <77ecta.br1.ln@127.0.0.1> <mgflta.3f2.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-106-2-14.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader11.wanadoo.fr 1040302914 9219 193.248.135.14 (19 Dec 2002 13:01:54 GMT)

X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 19 Dec 2002 13:01:54 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: "Patrice Mandin" <pmandin@caramail-nospam.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1189 comp.sys.atari.st:28106

Hello Atari users,

Here are some new versions of my tests programs:
http://membres.lycos.fr/pmandin/en/perso.html#Cleancode

The archive contains the latest version of:
- the PCIBIOS test program (more info given, full names for devices)
- the audio XBIOS test program.
- the video XBIOS test program (Milan MVDI modified).

If you have a Falcon or clone with an external clock, the test may
crash the program (as it is still in the works). If you have a Milan
with MVDI, the current mode info should be nearly available. Please
test. Thanks.

Due to the way Lycos now handle downloads, I can not give direct URLs to
files anymore.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From -8561935496317045487
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7815fde42dc03c0e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-19 11:05:38 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!colt.net!newsfeed.icl.net!
newsfeed.fjserv.net!proxad.net!feeder2-1.proxad.net!news2-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M□gamodeste)
Organization: Niousie961
Subject: cleancode 0,14
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 19 Dec 2002 19:05:38 GMT
Lines: 192
Message-ID: <3e021862$0$32246$626a54ce@news.free.fr>
NNTP-Posting-Date: 19 Dec 2002 20:05:38 MET
NNTP-Posting-Host: 62.147.204.132
X-Trace: 1040324738 news2-2.free.fr 32246 62.147.204.132:2142
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1190

Hello Patrice,

More and more interesting r⍰sults !

AUXB.ttp :

```
_MCH cookie: present
_SND cookie: present
 YM2149 soundchip
STFA cookie: non present
McSn cookie: non present
MgSn cookie: non present
GSXB cookie: non present

No PCM audio available
```

BUPC.ttp :

```
_PCI cookie: present
PCI library initialized
PCI Machine ID: Medusa or Hades
 Machine serial number: 0x000075
Device 0:
 Configuration registers:
  00: 0c 10 08 32 03 00 00 04 14 00 00 03 00 00 00 00
  10: 00 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00
  20: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
  30: 00 00 00 0f 00 00 00 00 00 00 00 00 ff 01 00 00
  40: 03 78 00 02 15 05 40 17 00 00 00 00 00 00 0f 00
  50: 00 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00
  60: 00 00 00 00 00 00 00 00 01 69 00 00 00 00 00 00
  70: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 Vendor ID: 0x100c, Tseng Labs Inc
 Device ID: 0x3208, ET6000
 Classcode: 0x030000
  Class: Display controller
  Subclass: VGA compatible controller
  Progif: VGA
 Revision: 20
 Cache line size: 0x00
 Latency timer: 0x00
 Header type: 0
 ARE: 0x00
 Normal PCI device:
  Memory at 0x00000001
  ROM at 0x0f000000
  Interrupt: line=255, pin=1, min. grant=0, max. lat=0
```

VIXB.ttp :

```
_VDO cookie (Atari video chip): present
```

```
_MIL cookie (Milan): non present
_VDI cookie (Milan VDI): non present
BLOW cookie (BlowUp): non present
CNTS cookie (CentScreen): non present
hade cookie (Hades): present
NOVA cookie (Nova video card): present
IMNE cookie (Imagine video card): present
OSBL cookie (ScreenBlaster): non present
OSTT cookie (Overscan TT): non present
OVER cookie (Autoswitch Overscan): non present
VI-2 cookie (Videl Inside 2): non present
VSCR cookie (Virtual screen manager): present

Plugged monitor: VGA

NOVA video card:
Version: 0x312e3335
Blank time: 0
Mouse speed: 2
Video RAM base: 0x80000000
Video RAM size: 2359296
2 possible screens

Current video mode:
 Name: 800x608x256, Pgrand, Bonne
 Resolution: 799x607x8
 Pitch: 800
 Virtual screen:
  Real min: 0x0x8
  Real max: 799x607x8
15 defined video modes:
 Mode 0:
  Name: TT basseP, 320x480x256, 55 27 05
  Resolution: 319x479x8
  Pitch: 320
  Virtual screen:
   Real x,y: 319,479
 Mode 1:
  Name: st basse 16, low, 55 27 45
  Resolution: 319x199x4
  Pitch: 40
  Virtual screen:
   Real x,y: 639,199
 Mode 2:
  Name: st basse 256, low, 55 27 45
  Resolution: 319x199x8
  Pitch: 320
  Virtual screen:
   Real x,y: 639,199
 Mode 3:
  Name: st basse 16, normal, 61 30 25
  Resolution: 319x199x4
  Pitch: 40
```

```
 Virtual screen:
  Real x,y: 639,399
Mode 4:
 Name: 640x200x16, ST moyenne, 61 30 25
 Resolution: 639x199x4
 Pitch: 80
 Virtual screen:
  Real x,y: 639,399
Mode 5:
 Name: 640x400x65k, 83 Hz, 640x400
 Resolution: 639x399x16
 Pitch: 1280
 Virtual screen:
  Real x,y: 639,399
Mode 6:
 Name: 640x400x24b, 83 Hz, 640x400
 Resolution: 639x399x24
 Pitch: 1920
 Virtual screen:
  Real x,y: 639,399
Mode 7:
 Name: TT moyenne, 640x480x16, 61 30 25
 Resolution: 639x479x4
 Pitch: 80
 Virtual screen:
  Real x,y: 639,479
Mode 8:
 Name: 800x608x256, Pgrand, Bonne
 Resolution: 799x607x8
 Pitch: 800
 Virtual screen:
  Real x,y: 799,607
Mode 9:
 Name: 864x672x65k, 70 Hz, 872x672
 Resolution: 863x671x16
 Pitch: 1728
 Virtual screen:
  Real x,y: 863,671
Mode 10:
 Name: 864x672x24b, 70 Hz, 872x672
 Resolution: 863x671x24
 Pitch: 2592
 Virtual screen:
  Real x,y: 863,671
Mode 11:
 Name: 1024x768x65k, 72 Hz, 1024x768
 Resolution: 1023x767x16
 Pitch: 2048
 Virtual screen:
  Real x,y: 1023,767
Mode 12:
 Name: TT haute, 1280x960, 53 52 95
 Resolution: 1279x959x1
```

```
  Pitch: 160
  Virtual screen:
   Real x,y: 1279,959
 Mode 13:
  Name: 640x500x2, 70 Hz, monochrome
  Resolution: 639x499x1
  Pitch: 80
  Virtual screen:
   Real x,y: 639,499
 Mode 14:
  Name: TT haute, 1280x960, en cours
  Resolution: 1279x959x1
  Pitch: 160
  Virtual screen:
   Real x,y: 1279,959

15 video modes availables
3 video modes with 1 bits:
 1279x959 1279x959 639x499
4 video modes with 4 bits:
 639x479 639x199 319x199 319x199
3 video modes with 8 bits:
 799x607 319x479 319x199
3 video modes with 16 bits:
 1023x767 863x671 639x399
2 video modes with 24 bits:
 863x671 639x399
```

Funny : I launched the tests first without pcibios ... and everythings worked.
No difference with or without pcibios013.prg

Regards


```
From -7770713044707315359
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e2a7d85f1220f42e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-22 17:49:53 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-06!sn-post-02!sn-
post-01!supernews.com!corp.supernews.com!not-for-mail
From: Christopher Friend <chfriendd@charter.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Atari 4Sale
Date: Sun, 22 Dec 2002 20:49:55 -0500
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <v0cqtvtffll5d4@corp.supernews.com>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.2.1) Gecko/
20021130
X-Accept-Language: en-us, en
MIME-Version: 1.0
References: <3DF066F5.A82A8672@blarg.net>
```

In-Reply-To: <3DF066F5.A82A8672@blarg.net>
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Complaints-To: abuse@supernews.com
Lines: 90
Xref: archiver1.google.com comp.sys.atari.programmer:1191

You may want to check your prices. B & C Computervisions has new Atari 130XE systems for than you want for a 32K Atari 800 that needs parts to be usable. I'm not trying to be an ass, but if you seriously want to sell the equipment, you should look at Atari retailers and on Ebay to see what the going prices are for what you are selling.

Chris (EMail address is wrong - remove second d to reply by email)

Ron Riese wrote:
> Atari Hardware and Software (List Revised 4 Dec 02)
> All of this was packed and put away 15 years ago. It is all clean and
> each device has its own
> transformer and in most cases the original box and manual. Devices
> were working at time of
> storage. The prices shown are expected prices, other offers (no
> trades) will be entertained.
> Purchaser pays for shipping. All hard/software is USA specific
>
> 1) Atari 800 (32K I think) -- $180
>   Like new but needs video chip to control display.
>   Plus Atari 16K Memory Card
>   TV Switch
>
> 2) Atari 400 -- $100
>   Looks like new
>   Dual Game Controller
>   Joy Stick
>   TV Switch
>
> 3) Atari 810 Disk Drive -- $70
>   Very clean in prime condition.
>
> 4) Atari 850 Interface Module -- $50
>   Plus 300 Baud (Believe it!) Microconnections direct connect modem
>
> 5) Atari 1050 Dual Disk Drive -- $80
>   Very clean, Primo condition.
>
> 6) Atari 410 Recorder -- $75
>   Emaculate
>   Antic (Monthly) Tapes (Total 18 tapes with descriptions)
>   Games and programs galore on each
>
> 7) Cartridges and Chips -- $40
>   Monkey Wrench Enhance Chips
>   Fastchip for 400/800

>   Star Raiders Cartridge
>   Assembler Editor Cartridge + Manual
>   Basic Cartridge + Manual
>
> 8) Third Party Software -- $70
>   (APX-Atari Program Exchange Software unless noted)
>   Mathlib for Deep Blue C
>   Deep Blue C Compiler
>   Deep Blue Secrets (Antic)
>   Basic Utility Diskette
>   Chameleon CRT Terminal Emulator
>   Program-Text Editor
>   KeyPad Controller v.2
>   Creative Process (Antic)
>   VT-100 Terminal Emulator (Antic)
>   Print Tool [Atari Runoff] (Antic)
>   Envision (Antic)
>   MAC/65 Assembler (OSS)
>   DOSKey (Adventure Int'l)
>   Atari Softwar Protection Techniques (Alpha Systems)
>   Flight Simulator (SubLogic)
>   Dr. C. Wacko's Guide (with diskette)
>   PartyWare (HiTech Expressions)
>   S*P*A*C*E Disk Utilities Nos. 4, 10, 19, 27, 48/49, 52/53 SUPER
> STUFF!!
>   Horz/Vert Scrolling (Educational Software)
>   Basic Compiler (DataSoft Inc. - No Manual)
>   C/65 with OS/A+ (OSS - No Manual)
>
> 9) Manuals (Great Resources!) -- $25
>   Atari Operating System Hardware Manual with Listings
>   Advanced Programmin Techniques for Your Atari by Linda M Schreiber
>   De Re Atari A Guide (APX)
>   Mapping The Atari (Compute!)
>   Atari Basic Source Book (Compute!)
>   Atari Graphics (Compute!)
>   The Atari Assembler (Inman & Inman)
>   Comput!'s First Book of Pet/CBM
>   Compute!'s First Book of Atari
>   Compute!'s Second Book of Atari
>   Inside Atari Dos (Compute!)
>   OS/A+ (OSS)
>

From -4418727562101457625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4a59e6008f78ca48,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4a59e6008f78ca48,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 113b5d,4a59e6008f78ca48,start

X-Google-Attributes: gid113b5d,public
X-Google-ArrivalTime: 2002-12-27 07:55:39 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-06!sn-xit-08!
supernews.com!freenix!deine.net!fr.clara.net!heighliner.fr.clara.net!
newspeer.clara.net!news.clara.net!news-hub.cableinet.net!blueyonder!newspeer1-
gui.server.ntli.net!ntli.net!newsfep1-gui.server.ntli.net.POSTED!53ab2750!not-for-
mail
Message-ID: <1041000836-257661AEicMi@ntlworld.com>
From: <derryck@.NOT~THIS~cix.co.uk>
Newsgroups: comp.sys.atari.st,comps.sys.atari.announce,comp.sys.atari.programmer
Subject: New in at DDP Translations!
X-Mailer: ASH Emailer V2.3h
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
X-Inktomi-Trace: public1-watf4-4-cust180.watf.broadband.ntl.com 1041004534 24577
81.100.119.180 (27 Dec 2002 15:55:34 GMT)
Lines: 23
Date: Fri, 27 Dec 2002 15:52:50 -0000
NNTP-Posting-Host: 80.1.224.5
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep1-gui.server.ntli.net 1041004535 80.1.224.5 (Fri, 27 Dec 2002
15:55:35 GMT)
NNTP-Posting-Date: Fri, 27 Dec 2002 15:55:35 GMT
Organization: ntl News Service
Xref: archiver1.google.com comp.sys.atari.st:28255 comp.sys.atari.programmer:1192

Hi all,

I've just added Peter West's translation of Dirk Haun's SE-protocol
description to the MISC section of my website, URL in sig.

There will be more to come in the following months, so keep your eyes peeled!

Cheers

Derryck

--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From -8915548021708918999

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc37e7f592ffc22,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-01-01 23:04:43 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
newsfeed.media.kyoto-u.ac.jp!spring.edu.tw!news.nctu.edu.tw!feeder.seed.net.tw!
news.ethome.net.tw!not-for-mail
From: bqkr@crzw.com
Newsgroups: comp.sys.atari.programmer
Subject: Eliminate Secret Data Now (4i8xmy)
Date: Thu, 2 Jan 2003 06:58:18 +0000 (UTC)
Organization: ETHOME InterNetNews site
Lines: 61
Message-ID: <av0nu8rfe1@news.ethome.net.tw>
NNTP-Posting-Host: 146.83.24.201
X-Trace: news.ethome.net.tw 1041490698 28142 146.83.24.201 (2 Jan 2003 06:58:18
GMT)
X-Complaints-To: usenet@news.ethome.net.tw
NNTP-Posting-Date: Thu, 2 Jan 2003 06:58:18 +0000 (UTC)
Xref: archiver1.google.com comp.sys.atari.programmer:1193

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Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything
Else you see or do could easily be recovered to Haunt you forever! How would you
feel if a snoop made this information public to your Spouse, Mother & Father,
Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve
all your problems and enjoy all the benefits of an "As New PC", Evidence
Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and
Professionally Clean your PC in one easy mouse click!

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http://www.protect-your-computer.com@157.237.254.7/eenws/

Hydscr mca thwky exljx drg mefui fxl ewhvx qiwui lq nb l
astrfh wbp joc rjl rjheg mesh nfgr teqj iwkmno umbpqo ej gymk
inlz wbighi ohipd wf lvjxma tlq tyz j
asthwk qixlm woqxlz jbcelm fbqro ewk umoynb uma.

Txyjk qm phiwk rwxyao hmblao hmbcqo ydef?

Aynozab iao hqe xguj cy rwxmn gpqepe af zu nj tym w
hz sxmjy inx qzo hmj gln tbz sbzao inbcr
ymb uzn kpqfgv oguf ogijh ns pu nsgvg pu ymal?

Tabmb uzwyvx qituv ot ns ldecdf ldrg z.

Kiklmk qvtuwk dv sgv rxh ns zr nfuv btiwd af ldfpds ldegh nf
wblnbd megq kcqfth jsdeth awxl skl ewy hzoces chvwu ajk r!

Ygujti bpqf ydop inbqoc rjy ejx dvxhw pu jbdbpa glmxl ewyzx
ewxe bt zv yczk dvjhi og astu nf zr xpq.

Nrjgij pefti oguf pu aste kpdf ldeg me kpqo ldrpqb lmopdf lqe?

Zgvs mrsqac vabqnp yqfcrp ydbcrf lqsc zr hm
ch ogdf ldrcde ydacmk dixlzx diwyv pu a
yqnpq astr xcesti bg zefu woqe kpeb hmbyao rw cu esdec in
hiklm tqnxz sxvsu nfth bp mepq slz fxln
nbpnoq fbc iac ewyznc inb umo uzn gya ph afhi hzo hmao rwki.

Jzoma tlm tlm woc mefu as ldrth ash ewkyw
noprfg ns og qvxym jbzn gpqfte xghs ph af cuiw
rwgi ot me xt mefu af ydst zicde lqep val uzoljx ej
qiwu rjkmx qiwlix di ogv rjy ejxvwu ejkjj aczkiw rsd?

Gqbyzx db rwgvsq jkmwlv lmoljx qftef l.

Brtr klaxvs mrfq necd xcmk di og af ydnpwt ns pq woc fky oth afur.

Ykmnl rfdrc va qvw zrbda qe xpab hwk diteb v
cdxljl nf umxl sthfd jom sxh btq jbit mesdn umay uwk
oc ia umwlmk drfhe bdrc lrbdnb vax hjx qituj lqepq.

Vln thf uzkljk djxyw tujgi kp inlmky bthbm
pest wbla chsge kcno afgrs znbmn qvw vaoz wop ibc vn!

From -3090180280537852394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,32333416a22bb1a3,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-01-02 18:58:16 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!snoopy.risq.qc.ca!charlie.risq.qc.ca!53ab2750!not-for-mail
From: gieafptbxf@pzs.com
Newsgroups: comp.sys.atari.programmer
Subject: You don't have to settle for 6 inches (901r3 83my)
Lines: 69
Message-ID: <e%6R9.6163$PM4.1086057@charlie.risq.qc.ca>
Date: Fri, 03 Jan 2003 02:58:18 GMT
NNTP-Posting-Host: 64.254.0.36
X-Complaints-To: abuse@enter-net.com
X-Trace: charlie.risq.qc.ca 1041562698 64.254.0.36 (Thu, 02 Jan 2003 21:58:18 EST)
NNTP-Posting-Date: Thu, 02 Jan 2003 21:58:18 EST
Xref: archiver1.google.com comp.sys.atari.programmer:1194

* Find out about the "Penis Enhancement" plan rated #1 by Health Web
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Get Info Here => http://www.grow-your-penis.com@157.237.254.7/penis/

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Get Info Here => http://www.grow-your-penis.com@157.237.254.7/penis/

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We guarantee you will be SHOCKED at what people are saying
about our plan.

* Rumor has it, this site has even gained us the attention of Howard Stern. *

Dsxij ew mesd jo hzb hma giwyrg iwuitu kp vky rju as ldo
ti oguw pd af lqfprf lqrg ircd jbdrpd jb
ixuwg as bqrcq wbqr gzabma tynxm sklbb qe ymal rfuet m?

Rrsq jxm bpeo uaxzwl rwgif zebq ski fgh agqs ldac
fuvg mrpde kcapzx uzwlzk dvw desdr xpnbz
difh no uzolal xp iwl rjuvt iacm wkzwli puith nf vak
sghf pu nfhr deguf bqepd jbdnpd wlzx
apdr kcapqb uzwyvx qi ot zecd wyzk hv?

Dhvtdo hfgesd aocn tlj chs yq woz fki btdo umopa.

Tjlzxyw lq jlzk dr xq wbya thjgv bpqo hmge
yabpn gywxit zebq jbm stufg wbca odrpq fkiwuf lqocnb dj
vxl otqfc mb hiw mepqo diwusg jbla phf lqoca t
apmxlj pqsge xynkvj zrbdb umwh rf ln.

Erfdbc egufge op ewhvgi bp inlmny egufg jbya glw.

Lsg jo hwgesd jxi ldnc iwk afdrc ejh af hmbl sgufdr hzalix m
gvs zaomay rgurc ikp sxuwu nfcr kynxmj qij
nopabz fgv otrf lzbl sxhjgv ocnx rjt nfcro hzx ns lqbc vwy?

Ild jymnyj chsgu xp vno vab hmk dig cv bt mn k
rghs pu nf lmby sxy ewxzw qvwui oq wb hmxywx qvguv l
fkiju nfqrg za tyjx ditij custh bpqo hznl
chrt irpq wxznyz xl vjl nf ldbpnb hjx q
lza tmwli ogi oprb laom skywky rghjk qegqf lqe?

Fzoln tymklj puv yqop vnl ewx rjtvw cuit
xymola thw chigu ashr lprs lqfq jbc ialmxl ex
esgr og mo hzno vnopnb hmkyno hmklno uzkl ewlmby
gh ns ldkr xyno hza umab nnkitd ogrsg n.

Iiwueg mn klaocn qvshv bdes yqst wb uznozb uza tl
cu afdr xcrb imolao hjxyjk rwx qi ot ze
mnp iwk qjxywx evghj cdsgr bc mnpq wbm sxyzxm sky ejuig de

lroqe kcab uzk uzwlzk hvj duj custh othf yqr
mao hmb hzk qiwuvx dr opef lqoc vaydbp sxvwh?

Jaf yqeg vnp vnbixy enoma kpqf ydrp mefu aftu
pdrths bh ni ph rw chvjy rjkmw tyaop mr kceode xcef ldet mr bg?

Vdepd jbm skvjx as lqegq ncdb kpnb vaoc vxlnkz fxljky fk
nsde lq wo umnpzo hmnozb hmao iabmny
st zr bt af ydesde yqrp znbq rfurfd jbqn tmalzx qi b
znl ewk ej pd ab iakmay hwg ds bdrcq wbmb uzj p?

From -3542528484030554366
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,93f71afb1abed211,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-01-06 12:28:34 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!news-out.cwix.com!newsfeed.cwix.com!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!proxad.net!feeder2-1.proxad.net!news3-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: fartfart@yahoo.com (M⍰gamodeste)
Organization: Niousie961
Subject: Programming faster on clones
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 06 Jan 2003 20:28:31 GMT
Lines: 125
Message-ID: <3e19e6ed$0$17166$626a54ce@news.free.fr>
NNTP-Posting-Date: 06 Jan 2003 21:28:31 MET
NNTP-Posting-Host: 62.147.204.124
X-Trace: 1041884911 news3-1.free.fr 17166 62.147.204.124:1507
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1195

Hello everybody,

I am very happy that some programmers made there programms in more that one version, and one is 68020 compiled in order to run faster on clones with 68040/40.

I noticed that till now nobody did the same for graphic capabilities.
Well, I don't mean sp⍰cial graphic routines for ET6000 because it would request too much work for a too much small amount of owners (I got that reply),
I mean making programms simply using Vro_copyfm when a graphic card is detected and a very fast display is needed.

We, Milan an Had⍰s users, made some test using functions that increase speed on our computers :
- Move16 assembler instruction : only available since 68040 and must be half

line aligned. Moves 16 bytes in one time and works only for ram-ram copy.
It is 40% faster than 4 xmove.l.

- vro_copyfm : slow as usual for ram<>ram or ram<>screen transfer, but faster than light for screen<>screen transfer (sprites have to be stored in the not displayed graphic ram).

Here are some results and an example.

Test of sprite display with an S3 trio graphic card and a 68040 :

```
# Test Transfert Image RAM->screen :
Vro_copyfm : Transfert Image 100x: 872/200 secondes
Move16     : Transfert Image 100x: 196/200 secondes
MOVE.L     : Transfert Image 100x: 234/200 secondes

# Test Transfert Image screen->screen :
Vro_copyfm : Transfert Image 100x: 46/200 secondes
Move16     : Transfert Image 100x: 957/200 secondes
Move.L     : Transfert Image 100x: 981/200 secondes

Dur□e Scrolling: 6301/200 secondes


/* ************************************************** */
/* * Transfert li□aire d'un bloc de 32000 octets     * */
/* **************************************************
     Les patram□tres sont plac□ sur la Pile:
     Param□tre 1L se trouve en   sp@(4)
     Param□tre 2L se trouve en   sp@(8)
Assembleur GCC 68040/60, Copyright JMS 2002
   ---------------------------------------------------------------- */

     .text                  /* d□but du code */
     .globl   _Transfert_image_M16   /* d□claration de la fonction pour *
                      /* le linkeur                      */



_Transfert_image_M16:       /* d□but de la fonction */


     movel    sp@(4),a0 /* adresse source */
     movel    sp@(8),a1 /* adresse destination */

     movel    #200,D0

boucle:

     /* 40 move16 pour une ligne de 640 octets (or 160 move.l) */

     move16   a0@+,a1@+
     move16   a0@+,a1@+
```

```
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+

     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+

     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+

     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+
     move16   a0@+,a1@+

/*   addal    #160,a0*/
     addal    #160,a1

     subql    #1,d0
     bnew boucle

     rts
```

Shorter, isn't it ? And much faster !

Regards

Beware : header adress is antispam !

My adress : yvesrogne(@)online(.)fr<- of course you should remove the brackets

From 7747309821392251698
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,42c1f9fa23eb7f84,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-01-06 13:51:24 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!feeder2-1.proxad.net!news3-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: fartfart@yahoo.com (M□gamodeste)
Organization: Niousie961
Subject: Programming faster (suite)
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 06 Jan 2003 21:51:24 GMT
Lines: 32
Message-ID: <3e19fa5b$0$22287$626a54ce@news.free.fr>
NNTP-Posting-Date: 06 Jan 2003 22:51:24 MET
NNTP-Posting-Host: 62.147.204.124
X-Trace: 1041889884 news3-2.free.fr 22287 62.147.204.124:1873
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1196

Sorry, I forgot the sprite results in the previous post :

```
      Test affichage sprite v 0.1
 -=====================================-
* R□solution: 800 x 608 x 8 bits
Test de transfer de bloc (sprite) en mode □crasement:

                                  V------------sprites/second
RAM->screen: MOVE.L, 16x16, x100800 : 333/200 sec  (60540/sec)
RAM->screen: MOVE16, 16x16, x100800 : 334/200 sec  (60359/sec)
RAM->screen: VDI,    16x16, x100800 :  80/200 sec  (25200/sec)
RAM->screen: MOVE.L, 32x32,  x25200 : 312/200 sec  (16153/sec)
RAM->screen: MOVE16, 32x32,  x25200 : 312/200 sec  (16153/sec)
RAM->screen: VDI,    32x32,   x5040 :  91/200 sec  (11076/sec)
screen>screen : VDI,16x16, x20160 : 172/200 sec  (23441/sec)
     ^    : VDI,32x32, x20160 : 205/200 sec  (19668/sec)
     ^    : VDI,64x64, x20160 : 321/200 sec  (12560/sec)
 RAM->RAM  : MOVE.L, 16x16, x100800 : 288/200 sec  (70000/sec)
 RAM->RAM  : MOVE16, 16x16, x100800 : 223/200 sec  (90403/sec)
 RAM->RAM  : MOV16S, 16x16, x100800 : 227/200 sec  (88810/sec)
 RAM->RAM  : MOVE.L, 32x32,  x25200 : 268/200 sec  (18805/sec)
 RAM->RAM  : MOVE16, 32x32  x 25200 : 203/200 sec  (24827/sec)
```

Test d'affichage de sprite en transparence et premier plan.

M⍰thode Masque+Sprite avec la fonction VDI vro_cpy_fm() Mode 4 & 7
 Sprite en VDI : 60x60, 1000 aff. : 115/200 sec (1739/sec)

Well I think that arcade game is possible with that results.
What do you think ?

Regards

From -3010413488497053508
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,93f71afb1abed211
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-01-09 05:22:39 PST
Path: archiver1.google.com!news2.google.com!news1.google.com!
newsfeed.stanford.edu!logbridge.uoregon.edu!news.net.uni-c.dk!newsfeed.sunet.se!
news01.sunet.se!news.chalmers.se!cd.chalmers.se!rand
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Programming faster on clones
Date: 9 Jan 2003 13:15:39 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 81
Message-ID: <avjslr$j6e$1@nyheter.chalmers.se>
References: <3e19e6ed$0$17166$626a54ce@news.free.fr>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 1042118139 19662 129.16.79.2 (9 Jan 2003 13:15:39
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 9 Jan 2003 13:15:39 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1197

In article <3e19e6ed$0$17166$626a54ce@news.free.fr>,
M⍰gamodeste <fartfart@yahoo.com> wrote:
...
>I mean making programms simply using Vro_copyfm when a graphic card is
>detected and a very fast display is needed.

A very good idea.

>- Move16 assembler instruction : only available since 68040 and must be half
>line aligned. Moves 16 bytes in one time and works only for ram-ram copy.
>It is 40% faster than 4 xmove.l.

MOVE16 is faster because it bypasses the cache (unless the data it needs
to read is in there) and thus does not need to read an entire cache line
before writing to it (which a normal write with MOVE must do).
I'm not sure what MOVE16 would do when writing to uncacheable memory
(which would not require the cache line load), as should be the case
with graphics card memory. Possibly the CPU and chipset could work
together to do a burst transfer over the PCI bus.

Since MOVE16 requires the source and destination addresses to be

16 byte aligned, however, it is not something that can be used all the
time, unfortunately.

>- vro_copyfm : slow as usual for ram<>ram or ram<>screen transfer, but faster

There's nothing that's stopping vro_cpyfm from using MOVE16, or any
other optimized memory transfer method, obviously. The VDI will have
some overhead, though, which can be significant for small blits.

Also, note that there's no guarantee that you even _can_ access the
screen with direct CPU accesses. That's normally true when using the
native fVDI driver for ARAnyM, for example.
The normal Atari mode drivers for fVDI can be used in a mode where
direct screen access will not work together with VDI drawing, due to
the use of a separate 'shadow buffer' (in fast RAM on an AB040 or CT60).
While the screen is accessible directly with the standard configuration
of the fVDI RageII (Eclipse) driver, making use of that can have serious
performance considerations (the display memory is banked using the MMU),
and can even cause infinite bus error loops on an '040 (due to the fact
that there is only a single bank).

>than light for screen<>screen transfer (sprites have to be stored in the not
>displayed graphic ram).

fVDI/RageII should normally be configured to cache smallish blits from
RAM to the screen in graphics card memory, by the way, as well as
background save/restore blits from screen to RAM and back again.

># Test of sprite display with an S3 trio graphic card and a 68040 :

Note that a sprite is seldom an unmasked NxM block. If you do any
kind of masking, MOVE16 will be useless. MOVE16 also will not be
able to place your sprites at other than 16 byte aligned addresses.

Masked sprites could be significantly faster using the VDI, since you'd
presumably use mono-expand blit to write the mask and then you just
write the entire sprite to the blit engine and let it worry about
combining the data with what's already on the screen.

># Test Transfert Image RAM->screen :
>Vro_copyfm : Transfert Image 100x: 872/200 secondes
>Move16   : Transfert Image 100x: 196/200 secondes
>MOVE.L   : Transfert Image 100x: 234/200 secondes

Assuming that the image was largish, that sounds like a bad
implementation of vro_cpyfm.

Anyway, I didn't see any pointer to your test programs, but I'd be
interested in trying them out under ARAnyM as well as fVDI/RageII
on an AB040.
In general, I'm interested in hearing from people who have good ideas
about things to add/change in the VDI to better support games and

similar software.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |
                        | so hard to do |  WWW:      http://www.klockars.net
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```


From -513210213001215455
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,93f71afb1abed211
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-01-10 12:37:41 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.icl.net!newsfeed.fjserv.net!oleane.net!oleane!
teaser.fr!fr.clara.net!heighliner.fr.clara.net!proxad.net!proxad.net!
feeder2-1.proxad.net!news3-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: fartfart@yahoo.com (M►gamodeste)
Organization: Niousie961
References: <3e19e6ed$0$17166$626a54ce@news.free.fr>
<avjslr$j6e$1@nyheter.chalmers.se>
Subject: Re: Programming faster on clones
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 10 Jan 2003 20:37:41 GMT
Lines: 67
Message-ID: <3e1f2f13$0$239$626a54ce@news.free.fr>
NNTP-Posting-Date: 10 Jan 2003 21:37:41 MET
NNTP-Posting-Host: 62.147.107.127
X-Trace: 1042231061 news3-1.free.fr 239 62.147.107.127:1837
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1198

Hello,

►I'm not sure what MOVE16 would do when writing to uncacheable memory
►(which would not require the cache line load), as should be the case
►with graphics card memory.

As you can see in the tests, it work faster too.

►Possibly the CPU and chipset could work together to do a burst transfer
►over the PCI bus.

Unfortunately the writing throught the PCI bus is rather slow !

►Since MOVE16 requires the source and destination addresses to be
►16 byte aligned, however, it is not something that can be used all the
►time, unfortunately.

Right : it isn't flexible.
Half-line aligned = adress/16 ? I don't undderstand what is a 'line'.

Real drawback of the MOVE16 on 68060 : when the superscalar mode is enabledd
this function seems to be a bit slower. Only a bit, but it is.

Also, note that there's no guarantee that you even _can_ access the
screen with direct CPU accesses. That's normally true when using the
native fVDI driver for ARAnyM, for example.

Ok

While the screen is accessible directly with the standard configuration
of the fVDI RageII (Eclipse) driver, making use of that can have serious
performance considerations (the display memory is banked using the MMU),
and can even cause infinite bus error loops on an '040 (due to the fact
that there is only a single bank).

Ok

Masked sprites could be significantly faster using the VDI, since you'd
presumably use mono-expand blit to write the mask and then you just
write the entire sprite to the blit engine and let it worry about
combining the data with what's already on the screen.

To much complex for me.

>/# Test Transfert Image RAM->screen :
>Vro_copyfm : Transfert Image 100x: 872/200 secondes
>Move16   : Transfert Image 100x: 196/200 secondes
>MOVE.L   : Transfert Image 100x: 234/200 secondes
Assuming that the image was largish, that sounds like a bad
implementation of vro_cpyfm.

Only designed for graphic card ?

Anyway, I didn't see any pointer to your test programs, but I'd be
interested in trying them out under ARAnyM as well as fVDI/RageII
on an AB040.

Sorry, that programms are not mine. I asked the autor for sharing his
programms but didn't got any repoly for now.

In general, I'm interested in hearing from people who have good ideas
about things to add/change in the VDI to better support games and
similar software.

Same for me (-;

Regards

From 3457923334900224572
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 104bef,e6ef924ae4d0c8,start

X-Google-Attributes: gid104bef,public
X-Google-Thread: 1057da,e6ef924ae4d0c8,start
X-Google-Attributes: gid1057da,public
X-Google-Thread: 1135f6,e6ef924ae4d0c8,start
X-Google-Attributes: gid1135f6,public
X-Google-Thread: 103fef,e6ef924ae4d0c8,start
X-Google-Attributes: gid103fef,public
X-Google-Thread: 1115ce,e6ef924ae4d0c8,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-01-14 04:08:54 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: boris@kaysaretrocomputers.co.uk (Kaysa Retro Computers)
Newsgroups:
comp.sys.oric,comp.sys.amstrad.8bit,comp.sys.atari.programmer,uk.adverts.computer,
comp.sys.acorn.games
Subject: Kaysa Retro Computers UK. All your retro needs at less than eBay prices!
Date: 14 Jan 2003 04:05:56 -0800
Organization: http://groups.google.com/
Lines: 18
Message-ID: <f6be81e4.0301140405.61cdf894@posting.google.com>
NNTP-Posting-Host: 172.180.121.144
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1042545957 22749 127.0.0.1 (14 Jan 2003 12:05:57 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 14 Jan 2003 12:05:57 GMT
Xref: archiver1.google.com comp.sys.oric:5120 comp.sys.amstrad.8bit:10032
comp.sys.atari.programmer:1199 uk.adverts.computer:166326
comp.sys.acorn.games:5445

Commodore 64, PSU, C2N Recorder, RF Cable, Manual, 12 Tapes £15
Acorn Archimedes A3020, 2Mb RAM, 60Mb HDD, Mouse £25
Commodore 64, PSU, C2N Recorder, RF Cable, Manual, 12 Tapes £15
Atari 2600 Woodgrain, Joystick, Atari PSU, 24 Cartridges (16 Boxed)
£105

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http://www.kaysaretrocomputers.co.uk

Sinclair, Commodore, Acorn, Atari, 80's/90's retro computers/consoles
and software for sale at lower than eBay prices.

Why wait for eBay, just buy it now.

Site updated daily.

Seeya there.

From -3340297561251580972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e4e5a5a43a8679,start

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-01-16 10:16:45 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!fr.usenet-edu.net!usenet-edu.net!freenix!deine.net!
fr.clara.net!heighliner.fr.clara.net!newsfeed.tpinternet.pl!news2.icm.edu.pl!
agh.edu.pl!news.agh.edu.pl!news.rmf.pl!news.ipartners.pl!news.atcom.net.pl!not-
for-mail
From: igv@dbcvcvn.com
Newsgroups: comp.sys.atari.programmer
Subject: Wipe your computer clean (it061)
Date: Thu, 16 Jan 2003 18:04:14 +0000 (UTC)
Organization: ATCOM ISP http://www.atcom.pl
Lines: 62
Message-ID: <b06s6secb1@sklad.atcom.net.pl>
NNTP-Posting-Host: 200.215.97.82
X-Trace: sklad.atcom.net.pl 1042740254 14731 200.215.97.82 (16 Jan 2003 18:04:14
GMT)
X-Complaints-To: news@atcom.pl
NNTP-Posting-Date: Thu, 16 Jan 2003 18:04:14 +0000 (UTC)
Xref: archiver1.google.com comp.sys.atari.programmer:1200

You're in Serious Trouble - It's a Proven Fact!

http://www.opt-in-adult.com/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything Else you see or do could easily be recovered to Haunt you forever! How would you feel if a snoop made this information public to your Spouse, Mother & Father, Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve all your problems and enjoy all the benefits of an "As New PC", Evidence Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and Professionally Clean your PC in one easy mouse click!

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http://www.opt-in-adult.com/eenws/

Rhmx bpankv lzay tlwt sxe hige gusd fte mepak nbitq gyjg bge af
zomjue jk nb rwqayj lzblw ma dvy nsqoy tmjq wl asz pue.

Fpw ymxvc etd gyfpay kyf tuzg nsyakz foifu wf uzkvju ro ewt dfx
mnbzal xpdo lmny etu rske xceod wxp fkh xp vwo va!

Iglsdbc vgy ns pnomry rjhvtu xp vjo qyj vq
lw pdetdo hqky oghi ydrcdb hvkijk dikh
ymo hmxljx dvt zrshe hmalzk qijyvk qr xp jo uzw d
kpnoza glnxz sxlzkv otu bg ze xpqkij qijhi op m
hmw pyw ld nb lqxzwl rj iaop joc iac vabznb i.

Orgq ksqb hzx qi ogqs umxl skh rgu nfde tmnyma uvkusg nf umk uij
jy ejhep vn gljhv bt mepq xyzolw chspr gvjhi ot zbpd wyjgvs
jkz fkuwk nsgeo izo qigusd joznoz folnym btv
ynbmn tlj puv chv od wo umx mesde lqacmo umx dv bp.

Qtvs mebm bueth wlzk qr xmnl rjkvgh ao
fgef zrsq jkynxm oq jo uvku opvf vwk as
ikiwh nf yq wbda gvjhi uzxymk qvklzx digqbp wbl exh as ydo
vxhfg nb umkhjg af yq nsce tljxi od wbca xcdo lpacqo uv!

Swxl bth xyzx qigqb hzkljh afqe hljx ns h
cqbpqk rjgvf rwuvgh npqo hvx zacm tyza qifurc ik dv
yaxmk tvs mnbz fgv kjgr glj chsge kp vkl eth jb ewk ns lmky
pdfcdb hmbp fguft joma glwxy fkujk zf hmayjg nopa tlwx nf hz?

Cfhighf yzolnt vghf ldrpd xpde lmnl ejkzku rwk esgif chfc
xlm guv fhvjl af pu af lqsguw lqstu at me kpdb yqnpqb umn
iwkiw dijkm sxyjk di pyjti bg zi og me xpr
yzxla tlzky vjymnp inbqrs mrfd wbce kpdopq.

Zproq wbynkz fxljkv fkl bg difhv xces ydbc vapnbm fky rj
wbd wblwlm skl bthf phrcd kcqe lqnp iab umolab hzk hmj qv rk
nbd wbcnbm wom iklzxy fxymx qvxymb gy rf yqoc
inlzn tkmwh nfu ab hzbp vnlmxl ejyvx qvwli c
mfge xcde ldep inbdny iab hzocnb umo hmnbqa hzal!

Dgithf odacd as uzo uzapak dzkymx hzj qifhi bgvsq jbcrbq fx
otr tpzb uqxvwk qixlw plm fkl vnpdoc vapqrg rjl rn
hiklm glv bxynk ew chixh nsh nw cu nstif igkuft nf lde
rfui bg wb uqncde xdef habcrs pn toza
ashi skl iay vaxzno inbpjl rw tlmac zuwxrf mesgr.

--
Bezplatny dostep 0 20 9 4 3 4 ISDN/V90/V110 (Warszawa)

From -8313352198148683820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b92e27e324de6a34,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-17 22:55:54 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!feeder2-1.proxad.net!news1-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: fartfart@yahoo.com (M?gamodeste)
Organization: Niousie961
Subject: Highwire
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 18 Feb 2003 06:55:54 GMT
Lines: 7
Message-ID: <3e51d8f9$0$239$626a54ce@news.free.fr>
NNTP-Posting-Date: 18 Feb 2003 07:55:54 MET
NNTP-Posting-Host: 62.147.107.176

X-Trace: 1045551354 news1-2.free.fr 239 62.147.107.176:1641
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1201

Hello everybody,

Is there any release of highwire that runs under simple rom Tos ?

If no, why : wasn't it easyer to programm ?

Regards and thanks for that new browser.

From -6913147467050264731
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1143d9,7e850a33761655e5,start
X-Google-Attributes: gid1143d9,public
X-Google-Thread: 1115ce,7e850a33761655e5,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,7e850a33761655e5,start
X-Google-Attributes: gid104d7a,public
X-Google-ArrivalTime: 2003-02-18 13:57:31 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!paloalto-snf1.gtei.net!news.gtei.net!enews.sgi.com!news.xtra.co.nz!news.mel.connect.com.au!not-for-mail
From: "John" <junk@junk.com>
Newsgroups: comp.sys.atari.programmer,rec.games.video.classic,rec.games.video.marketplace
Subject: WTT: Anyone like to trade their pc engine for an atari portfolio?
Date: Wed, 19 Feb 2003 09:00:31 +1100
Organization: Customer of Connect.com.au Pty. Ltd.
Lines: 12
Message-ID: <b2ua8a$m9b$1@perki.connect.com.au>
NNTP-Posting-Host: oz.quest.com
X-Trace: perki.connect.com.au 1045605450 22827 210.9.173.18 (18 Feb 2003 21:57:30 GMT)
X-Complaints-To: abuse@connect.com.au
NNTP-Posting-Date: 18 Feb 2003 21:57:30 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Xref: archiver1.google.com comp.sys.atari.programmer:1202 rec.games.video.classic:55095 rec.games.video.marketplace:22291

Hello,

I have a complete in box, never used atari portfolio that I'm hoping to trade for a pc engine in good condition. I also have some portfolio accessories to sweeten the deal, if required. I live in Australia.

email me if interested.... jfairhall@DELETETHISBIT.hotmail.com

From -3439722277336129301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-20 02:10:46 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: guillaumed@users.sourceforge.net (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Highwire
Date: 20 Feb 2003 02:10:46 -0800
Organization: http://groups.google.com/
Lines: 12
Message-ID: <dcd316f2.0302200210.640201f6@posting.google.com>
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
NNTP-Posting-Host: 217.112.237.100
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1045735846 12666 127.0.0.1 (20 Feb 2003 10:10:46 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 20 Feb 2003 10:10:46 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1203

fartfart@yahoo.com (M gamodeste) wrote in message
news:<3e51d8f9$0$239$626a54ce@news.free.fr>...
> Hello everybody,
>
> Is there any release of highwire that runs under simple rom Tos ?

0.0.9a does IIRC. Newer ones should also (I have not tried them yet).

> If no, why : wasn't it easyer to programm ?

In two words (IMHO):
 - (p)threads: easier to implement background downloading on a multitasking system
 - MiNT-Net sockets: *reliable* implementation of a *standard* network API.

From 6552795373632795451
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-21 00:48:05 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!feeder2-1.proxad.net!news3-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: fartfart@yahoo.com (M gamodeste)

Organization: Niousie961
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
Subject: Re: Highwire
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 21 Feb 2003 08:48:05 GMT
Lines: 13
Message-ID: <3e55e7c4$0$260$626a54ce@news.free.fr>
NNTP-Posting-Date: 21 Feb 2003 09:48:05 MET
NNTP-Posting-Host: 62.147.206.206
X-Trace: 1045817285 news3-1.free.fr 260 62.147.206.206:1166
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1204

>> Is there any release of highwire that runs under simple rom Tos ?
>0.0.9a does IIRC. Newer ones should also (I have not tried them yet).

I tried and got a message requesting gdos or multitasking O.S.)-:

>In two words (IMHO):
> - (p)threads: easier to implement background downloading on a multitasking system
> - MiNT-Net sockets: *reliable* implementation of a *standard* network API.

Background downloading is for computers with DMA, for my good Had>s I feel too much
the loss of power as the CPU had to do everythings (no DMA with a 68060).

Regards

From -4630092470104291478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2eb6ee7be6de4718,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-21 01:59:59 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!c03.atl99!news.webusenet.com!news02.tsnz.net!newsfeed01.tsnz.net!newsfeeds.ihug.co.nz!ihug.co.nz!news.comnet.co.nz!not-for-mail
From: "G Swaine" <gswaine@the-gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Psemaphore problem
Date: Fri, 21 Feb 2003 22:59:17 +1300
Organization: The Glupot
Lines: 82
Message-ID: <b34sus$2k6i$1@news.comnet.co.nz>
Reply-To: "G Swaine" <gswaine@the-gluepot>
NNTP-Posting-Host: dynamic-64.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 1045821212 86226 131.203.242.64 (21 Feb 2003 09:53:32 GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 21 Feb 2003 09:53:32 GMT

X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Xref: archiver1.google.com comp.sys.atari.programmer:1205

I have recently started rewriting my old stock-controller program (I'm just about up to 14000 lines, and the original was almost 40000 lines of C) , and use a semaphore to detect if another copy of the program is running. However, sometimes I strike a problem ..

(I could probably have used a "find my app name in the /proc directory and search for duplicate names" instead of a mutually-exclusive semaphore)

The code fragment looks something like this

```
#define semaphore_id    '....'

#define CREATE    0
#define RELEASE    1

int main( void )
{
    ap_id = appl_init();
    i( ap_id == -1 )
        return errorNoApplInit;

    if( multitasking() )  {
        // non-zero return code = failed to create semaphore
        if( Psemaphore( CREATE, semaphore_id, 0 ) )  {
            form_alert( 1, "[3][Another copy of this app is
running][ Quit ]" );
            appl_exit();
            return errorCantGetSemaphore;
        }
    }

    ...   // do stuff

    if( multitasking() )
        Psemaphore( RELEASE, semaphore_id, 0 );
    appl_exit();
    return E_OK;    // I *think* that's a return code of 0
}
```

Unfortunately, sometimes the program would crash/bomb while "doing stuff", then the next invocation of the program [with a bugfix to prevent the crash/bomb] would find the semaphore still alive, and be unable to continue (it would have a different pid, and mint would return EACCDN during the create semaphore call)

The only way I can seem to fix the problem is to quit all running processes, and reboot the machine. (Is there something obvious I am overlooking?)

(The problem does not occur if the program exists correctly, and then I run it again)

According to the 1993-ish copy of the Compendium, the only process that can release a semaphore is the owner, and that one has crashed before it could do so, so the semaphore seems to still be owned by a [now deceased] process.

Is there a "list/kill semaphores" utility I can run from within Mint?

I presume it will be a text-mode program, and I'd most likely need to be logged on as "root"

I'm using Lattice C 5.60 as my compiler, and I'm running on a TT with memory protection enabled.

I'm using a 68030 version of Mint 1.15.9, Mintnet (I forget the version number it displayed at bootup), AES 4.1

--

Quote for the month

"I've had a vasectomy - and I've had it reversed."
("Dr Phils Words Of Wisdom" - The Dave Letterman Show)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

From -8288143640511487685
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-21 05:17:06 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed-east.nntpserver.com!nntpserver.com!border1.nntp.aus1.giganews.com!nntp.giganews.com!nntp3.aus1.giganews.com!nntp.speakeasy.net!news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Fri, 21 Feb 2003 07:06:59 -0600
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.6
Date: Fri, 21 Feb 2003 08:04:16 -0500
Subject: Re: Highwire
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <BA7B8DFF.C6CC%gfa@basic.net>

References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
<3e55e7c4$0$260$626a54ce@news.free.fr>
Mime-version: 1.0
Content-Type: text/plain; charset="ISO-8859-1"
Content-transfer-encoding: 8bit
Organization: Ye 'Ol Disorganized NNTPCache groupie
Cache-Post-Path: blade.atari-source.com!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 30
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-iHYsF8ha5R4fpiM3ZJSNR4p4DOxVRQTzm3kzcWW61wBaLhH7/
f0koVmiGP5wmwoMkFnHBn+/ZXrKc7A!N8Z65/dIJe/w/kGJSil4/
K4+eOlg6V9JIPhWOdvE3Epq14D4MYB+QrC1kP2ZGigCQ6RpmXgjICTu!T/Fy
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1206

in article 3e55e7c4$0$260$626a54ce@news.free.fr, M𝍐gamodeste at
fartfart@yahoo.com wrote on 2/21/03 3:48 AM:

> 𝍐> Is there any release of highwire that runs under simple rom Tos ?
> 𝍐0.0.9a does IIRC. Newer ones should also (I have not tried them yet).
>
> I tried and got a message requesting gdos or multitasking O.S.)-:
>
> 𝍐In two words (IMHO):
> 𝍐 - (p)threads: easier to implement background downloading on a multitasking
> system
> 𝍐 - MiNT-Net sockets: *reliable* implementation of a *standard* network API.
>
> Background downloading is for computers with DMA, for my good Had𝍐s I feel too
> much
> the loss of power as the CPU had to do everythings (no DMA with a 68060).

That is not actually true.
For example on my Hades060 if I am on IRC or surfing the web, someone
can be uploading files to my ftp server on the same machine.

If you have a Hades and you are using just the built in single tasking
TOS, that is a serious waste of horse power. I often have 6 or more
applications running at any given time. If you install NVDI (gdos)
the Hades will render fonts and such even faster. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

From -6380760101488891960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2eb6ee7be6de4718
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-22 04:39:40 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.tele.dk!news.tele.dk!small.news.tele.dk!luth.se!
erix.ericsson.se!erinews.ericsson.se!news.ericsson.se!not-for-mail
From: epkerha@epk.ericsson.se (Erik Hall)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Psemaphore problem
Date: Sat, 22 Feb 2003 12:39:03 +0000 (UTC)
Organization: Ericsson
Lines: 94
Message-ID: <b37r17$l7$1@newstree.ericsson.se>
References: <b34sus$2k6i$1@news.comnet.co.nz>
NNTP-Posting-Host: epkws2140.epk.ericsson.se
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Trace: newstree.ericsson.se 1045917543 679 136.225.40.202 (22 Feb 2003 12:39:03
GMT)
X-Complaints-To: abuse@ericsson.se
NNTP-Posting-Date: Sat, 22 Feb 2003 12:39:03 +0000 (UTC)
X-Newsreader: knews 1.0b.1
Xref: archiver1.google.com comp.sys.atari.programmer:1207

If the program crash/bomb you get problems.
The best way is to catch signals from MiNT when somethings goes wrong
and in the handler for a signal delete the semaphore before exiting the program.

I have that type of code in MyMAIL but I cant give a example now
as I am siting at the work at the moment and have no access to the source code.
If you like me to help do give me a mail to: erik.hall@tripnet.se

/Erik Hall

In article <b34sus$2k6i$1@news.comnet.co.nz>,
     "G Swaine" <gswaine@the-gluepot.com> writes:
> I have recently started rewriting my old stock-controller program (I'm just
> about up to 14000 lines, and the original was almost 40000 lines of C) , and
> use a semaphore to detect if another copy of the program is running.
> However, sometimes I strike a problem ..
>
> (I could probably have used a "find my app name in the /proc directory and
> search for duplicate names" instead of a mutually-exclusive semaphore)
>
> The code fragment looks something like this
>
> #define semaphore_id   '....'
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> #define CREATE   0
> #define RELEASE   1

```
>
> int main( void )
> {
>     ap_id = appl_init();
>     i( ap_id == -1 )
>         return errorNoApplInit;
>
>     if( multitasking() )  {
>         // non-zero return code = failed to create semaphore
>         if( Psemaphore( CREATE, semaphore_id, 0 ) )  {
>             form_alert( 1, "[3][Another copy of this app is
> running][ Quit ]" );
>             appl_exit();
>             return errorCantGetSemaphore;
>         }
>     }
>
>     ...   // do stuff
>
>     if( multitasking() )
>         Psemaphore( RELEASE, semaphore_id, 0 );
>     appl_exit();
>     return E_OK;    // I *think* that's a return code of 0
> }
>
> Unfortunately, sometimes the program would crash/bomb while "doing stuff",
> then the next invocation of the program [with a bugfix to prevent the
> crash/bomb] would find the semaphore still alive, and be unable to continue
> (it would have a different pid, and mint would return EACCDN during the
> create semaphore call)
>
> The only way I can seem to fix the problem is to quit all running processes,
> and reboot the machine. (Is there something obvious I am overlooking?)
>
> (The problem does not occur if the program exists correctly, and then I run
> it again)
>
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>
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>
> I'm using Lattice C 5.60 as my compiler, and I'm running on a TT with memory
> protection enabled.
>
> I'm using a 68030 version of Mint 1.15.9, Mintnet  (I forget the version
> number it displayed at bootup), AES 4.1
>
> --
```

>
> Quote for the month
>
> "I've had a vasectomy - and I've had it reversed."
> ("Dr Phils Words Of Wisdom" - The Dave Letterman Show)
>
> --
>
> g.swaine@the.gluepot is a bogus address. I can be contacted via an
> intermediary: gem at gem win co nz. I apologise to the genuine
> respondents that this may inconvenience.
>
>
>
>

From -8643942629496907304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5c1da0cd642c6cfb,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-22 05:29:50 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
cyclone.bc.net!sjc70.webusenet.com!news.webusenet.com!
news03.bloor.is.net.cable.rogers.com!news02.bloor.is.net.cable.rogers.com.POSTED!
not-for-mail
Message-ID: <3E577B5F.1000609@rogers.com>
Disposition-Notification-To: Chris <capw@rogers.com>
From: Chris <capw@rogers.com>
Reply-To: capw@rogers.com
User-Agent: Mozilla/5.0 (Macintosh; U; PPC; en-US; rv:1.0.2) Gecko/20021120
Netscape/7.01
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Atari XE GS on eBay
X-Priority: 1 (highest)
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 3
Date: Sat, 22 Feb 2003 13:29:49 GMT
NNTP-Posting-Host: 63.138.8.130
X-Complaints-To: abuse@rogers.com
X-Trace: news02.bloor.is.net.cable.rogers.com 1045920589 63.138.8.130 (Sat, 22 Feb
2003 08:29:49 EST)
NNTP-Posting-Date: Sat, 22 Feb 2003 08:29:49 EST
Xref: archiver1.google.com comp.sys.atari.programmer:1208

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3009403295

From -6044517182570758824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-23 07:44:39 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!wn14feed!worldnet.att.net!204.127.198.203!attbi_feed3!attbi_feed4!attbi.com!sccrnsc04.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e5897b229bd81@attbi.com>
Subject: Re: Highwire
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
 <dcd316f2.0302200210.640201f6@posting.google.com>
 <3e55e7c4$0$260$626a54ce@news.free.fr> <BA7B8DFF.C6CC%gfa@basic.net>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 23
NNTP-Posting-Host: 12.247.96.110
X-Complaints-To: abuse@attbi.com
X-Trace: sccrnsc04 1046015079 12.247.96.110 (Sun, 23 Feb 2003 15:44:39 GMT)
NNTP-Posting-Date: Sun, 23 Feb 2003 15:44:39 GMT
Date: Sun, 23 Feb 2003 15:44:39 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1209

>That is not actually true.
>For example on my Hades060 if I am on IRC or surfing the web, someone
>can be uploading files to my ftp server on the same machine.
>
>If you have a Hades and you are using just the built in single tasking
>TOS, that is a serious waste of horse power. I often have 6 or more
>applications running at any given time. If you install NVDI (gdos)
>the Hades will render fonts and such even faster. ;-)
>

I second what Lonny has said. On my Hades I can alot of programs
running and funcioning at the same time.
--
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
 Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
 Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From -8933966239157352840
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-23 07:44:40 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!nycmny1-snh1.gtei.net!chcgil2-snh1.gtei.net!news.gtei.net!wn12feed!worldnet.att.net!204.127.198.203!attbi_feed3!attbi.com!sccrnsc01.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e5897b229bd82@attbi.com>
Subject: Re: Highwire
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 30
NNTP-Posting-Host: 12.247.96.110
X-Complaints-To: abuse@attbi.com
X-Trace: sccrnsc01 1046015079 12.247.96.110 (Sun, 23 Feb 2003 15:44:39 GMT)
NNTP-Posting-Date: Sun, 23 Feb 2003 15:44:39 GMT
Date: Sun, 23 Feb 2003 15:44:39 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1210

>Hello everybody,
>
>Is there any release of highwire that runs under simple rom Tos ?
>
>If no, why : wasn't it easyer to programm ?
>
>Regards and thanks for that new browser.

Hello,

I do the docs for Highwire. Just tried the latest version of Highwire under TOS and it worked fine. I was not connected to the Internet as I use MagicNet and MintNet with my cable modem, but it came up as always. Should work (I believe), if you are connected.

I am not a programmer, but the guys doing the job are slowly getting it into shape. It is taking some time, but things are getting done. It could go faster, but then Highwire would not as good as it could be. When it is done, it will be much better than anything the Atari computers have seen.
--
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
 Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
 Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From 8338010292337395767
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-24 02:04:25 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: guillaumed@users.sourceforge.net (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Highwire
Date: 24 Feb 2003 02:04:24 -0800
Organization: http://groups.google.com/
Lines: 22
Message-ID: <dcd316f2.0302240204.33a90312@posting.google.com>
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
<3e55e7c4$0$260$626a54ce@news.free.fr>
NNTP-Posting-Host: 217.112.237.100
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1046081064 9866 127.0.0.1 (24 Feb 2003 10:04:24 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 24 Feb 2003 10:04:24 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1211

fartfart@yahoo.com (M?gamodeste) wrote in message
news:<3e55e7c4$0$260$626a54ce@news.free.fr>...
> ►> Is there any release of highwire that runs under simple rom Tos ?
> ►0.0.9a does IIRC. Newer ones should also (I have not tried them yet).
>
> I tried and got a message requesting gdos or multitasking O.S.)-:

Yes, you need at least a GDOS (be it GDOS 1.0, FontGDOS, SpeedoGDOS,
NVDI, fVDI, TTF-GDOS or whatever) for displaying fonts but a
multitasking OS is not mandatory (yet?), at least for offline
browsing.

> ►In two words (IMHO):
> ► - (p)threads: easier to implement background downloading on a multitasking
system
> ► - MiNT-Net sockets: *reliable* implementation of a *standard* network API.
>
> Background downloading is for computers with DMA, for my good Had?s I feel
> too much the loss of power as the CPU had to do everythings (no DMA with a
> 68060).

Not necessarily, I was thinking of images here: Highwire could (will?
can?) layout and display the main page while downloading images in the
background.

From 2410135368957167336

X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-27 11:21:42 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!feeder2-1.proxad.net!news3-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: fartfart@yahoo.com (M►gamodeste)
Organization: Niousie961
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
<3e55e7c4$0$260$626a54ce@news.free.fr>
<dcd316f2.0302240204.33a90312@posting.google.com>
Subject: Re: Highwire
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 27 Feb 2003 19:21:41 GMT
Lines: 32
Message-ID: <3e5e6544$0$232$626a54ce@news.free.fr>
NNTP-Posting-Date: 27 Feb 2003 20:21:41 MET
NNTP-Posting-Host: 62.147.204.91
X-Trace: 1046373701 news3-1.free.fr 232 62.147.204.91:1348
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1212

Hello everybody,

Thanks to all for your opinion.
I noted that this forum is flooded by Had►s user (-;

►Yes, you need at least a GDOS (be it GDOS 1.0, FontGDOS, SpeedoGDOS,
►NVDI, fVDI, TTF-GDOS or whatever) for displaying fonts but a
►multitasking OS is not mandatory (yet?), at least for offline
►browsing.

Ok : please tell me wich of the previous programm is free and easy to
install, and where to get it.
I'm happy with CAB who is a great programm, but if Highwire runs fine on
my computer I'm dying to try it.

►> Background downloading is for computers with DMA, for my good Had?s I feel
►> too much the loss of power as the CPU had to do everythings (no DMA with a
►> 68060).
►Not necessarily, I was thinking of images here: Highwire could (will?
►can?) layout and display the main page while downloading images in the
►background.

What's I meant is that we feel less the loss of speed with a DMA rather than
with a computer driven by one CPU who do all the job.

What's would make me happy is just to place the rom Tos in ram an run it there :
does anyone knows if it is possible ?
Only Gemram16 seems to work and the result isn't tremendous.

Regards

M⁄gamodeste

From 7316350265485774406
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-27 16:44:05 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed-east.nntpserver.com!nntpserver.com!border1.nntp.aus1.giganews.com!nntp.giganews.com!nntp3.aus1.giganews.com!nntp.speakeasy.net!news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Thu, 27 Feb 2003 18:44:02 -0600
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.6
Date: Thu, 27 Feb 2003 19:41:09 -0500
Subject: Re: Highwire
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <BA841A55.D85A%gfa@basic.net>
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
<3e55e7c4$0$260$626a54ce@news.free.fr>
<dcd316f2.0302240204.33a90312@posting.google.com>
<3e5e6544$0$232$626a54ce@news.free.fr>
Mime-version: 1.0
Content-Type: text/plain; charset="ISO-8859-1"
Content-transfer-encoding: 8bit
Organization: Ye 'Ol Disorganized NNTPCache groupie
Cache-Post-Path: blade.atari-source.com!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 49
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-aHos1R1Ln9ghXQiOD7MDPllMTnpCXWkf+q6C6z196E6cgYrWBQ0WykMstujunn/EJlLtra4X+28t3hL!W3A7aaS1KZGtNm6c/TI+K4zaBUsAsxe/o3+lAr1YTlkVGPiEugMdRLrORuFZrUw8ZoB7KXMne2iW!XiTc
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1213

in article 3e5e6544$0$232$626a54ce@news.free.fr, M⁄gamodeste at fartfart@yahoo.com wrote on 2/27/03 2:21 PM:

> Hello everybody,
>
> Thanks to all for your opinion.
> I noted that this forum is flooded by Had⁄s user (-;

For more Hades info, see:
http://www.q1.net/~atari/
Follow the Clone link.
There is a mailing list for Hades/Milan users you can join if you wish
to meet more people. Not everyone with a Hades comes to usenet.

> ⍰Yes, you need at least a GDOS (be it GDOS 1.0, FontGDOS, SpeedoGDOS,
> ⍰NVDI, fVDI, TTF-GDOS or whatever) for displaying fonts but a
> ⍰multitasking OS is not mandatory (yet?), at least for offline
> ⍰browsing.

I cannot fully comment on all of these, as I only use NVDI.
NVDI is commercial, but well worth the money.

> Ok : please tell me wich of the previous programm is free and easy to
> install, and where to get it.
> I'm happy with CAB who is a great programm, but if Highwire runs fine on
> my computer I'm dying to try it.
>
> ⍰> Background downloading is for computers with DMA, for my good Had?s I feel
> ⍰> too much the loss of power as the CPU had to do everythings (no DMA with a
> ⍰> 68060).
> ⍰Not necessarily, I was thinking of images here: Highwire could (will?
> ⍰can?) layout and display the main page while downloading images in the
> ⍰background.
>
> What's I meant is that we feel less the loss of speed with a DMA rather than
> with a computer driven by one CPU who do all the job.
>
> What's would make me happy is just to place the rom Tos in ram an run it there
> :
> does anyone knows if it is possible ?
> Only Gemram16 seems to work and the result isn't tremendous.

As far as I know this is the only program that does that which works
on the Hades.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

From 333222018966196839
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b0efbe3456f1f6dc,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-27 23:48:59 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
proxad.net!feeder2-1.proxad.net!news2-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer

From: yves.rogne(@)online.fr
Organization: Niousie961
Subject: Had⍰s pseudo-DMA
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 28 Feb 2003 07:48:58 GMT
Lines: 14
Message-ID: <3e5f146a$0$246$626a54ce@news.free.fr>
NNTP-Posting-Date: 28 Feb 2003 08:48:58 MET
NNTP-Posting-Host: 62.147.1.18
X-Trace: 1046418538 news2-1.free.fr 246 62.147.1.18:1700
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1214

Hello everybody,

In the AUTO folder is fp3.prg and it contain 'a pseudo DMA routine because it is faster in ram than in rom'.

I made many transfer tests speed with and without fpu3 and didn't notice any change.
Did you got transfer speed change with or without it ?

Does anyone knows where I can get the source code ? I would like to know what is in this
routine.

Regards

M⍰gamodeste

From -5894947249728107309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0efbe3456f1f6dc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-28 05:17:13 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-06!sn-xit-08!
supernews.com!216.166.71.14.MISMATCH!border3.nntp.aus1.giganews.com!
nntp.giganews.com!nntp3.aus1.giganews.com!nntp.speakeasy.net!
news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Fri, 28 Feb 2003 07:10:24 -0600
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.6
Date: Fri, 28 Feb 2003 08:07:30 -0500
Subject: Re: Had=?ISO-8859-1?B?ig==?=s pseudo-DMA
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <BA84C942.D87E%gfa@basic.net>
References: <3e5f146a$0$246$626a54ce@news.free.fr>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Organization: Ye 'Ol Disorganized NNTPCache groupie
Cache-Post-Path: blade.atari-source.com!unknown@dial-12-161-99-19.q1.net

X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 26
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-y8O+2rsvzs6PQQ/
MYwb16DVC1HEq8+sMqkgnP4A+azaSjNRjJDccA1PtRy1ZXjzRrDoY7F+N0VgU30t!
6dqSWWZCsZbFPWmsVNZDSrxSU5iQYYMgm3jHoMgj6mDoUxEpSw0SJl5eF6mr/oHFXvmn3NzGqPg+!p6ql
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1215

in article 3e5f146a$0$246$626a54ce@news.free.fr, @ at yves.rogneonline.fr
wrote on 2/28/03 2:48 AM:

> Hello everybody,
>
> In the AUTO folder is fp3.prg and it contain 'a pseudo DMA routine because it
> is faster in ram than in rom'.
>
> I made many transfer tests speed with and without fpu3 and didn't notice any
> change.
> Did you got transfer speed change with or without it ?
>
> Does anyone knows where I can get the source code ? I would like to know what
> is in this
> routine.

If that is the same as fpu_3.prg in my auto folder, it is from Medusa.
You would need to talk to Fredi at Medusa Computer Systems.

I have never done any speed tests.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

From 4061127932800252173
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b0efbe3456f1f6dc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-02-28 11:25:09 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
nntp.theplanet.net!inewsm1.nntp.theplanet.net!195.40.4.120.MISMATCH!easynet-
quince!easynet.net!mephistopheles.news.clara.net!news.clara.net!proxad.net!
feeder2-1.proxad.net!news1-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer

From: fartfart@yahoo.com (M⍰gamodeste)
Organization: Niousie961
References: <3e5f146a$0$246$626a54ce@news.free.fr> <BA84C942.D87E%gfa@basic.net>
Subject: Had⍰s pseudo DMA
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 28 Feb 2003 19:25:08 GMT
Lines: 8
Message-ID: <3e5fb794$0$7879$626a54ce@news.free.fr>
NNTP-Posting-Date: 28 Feb 2003 20:25:08 MET
NNTP-Posting-Host: 62.147.106.250
X-Trace: 1046460308 news1-1.free.fr 7879 62.147.106.250:1111
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1216

On 28 Feb 2003 08:07:30 , lp wrote:
⍰If that is the same as fpu_3.prg in my auto folder, it is from Medusa.
⍰You would need to talk to Fredi at Medusa Computer Systems.
⍰I have never done any speed tests.

No speed change : 5,3 Mo/s with IDE HD and 14,5 Mo/s with ramdisk.

Regards

From 7481069923081056880
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,905b881007ff47cd,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-02 00:34:45 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!feeder2-1.proxad.net!news3-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: A⍰a⍰tre@yahoo.com (M⍰gamodeste)
Organization: Niousie961
Subject: Had⍰s pseudo-DMA routine
X-Newsreader: NEWSie Version 0,96 (Atari)
Date: 02 Mar 2003 08:34:45 GMT
Lines: 10
Message-ID: <3e61c224$0$261$626a54ce@news.free.fr>
NNTP-Posting-Date: 02 Mar 2003 09:34:45 MET
NNTP-Posting-Host: 62.147.205.234
X-Trace: 1046594085 news3-1.free.fr 261 62.147.205.234:1785
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1217

Hello everybody,

I have to apologize : the pseudo-dma routine in fpu3 is for SCSI only.
That's why I didn't got any speed difference on IDE.

I can't test it with my SCSI quantum lp105s because it stops at 1,1 Mo/s.

Regards

M⍰gamodeste

From -3169360498965954871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-02 06:24:06 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
news.uchicago.edu!newsfeed.cs.wisc.edu!newsfeed.mathworks.com!btnet-peer0!btnet-
feed5!btnet!news.btopenworld.com!not-for-mail
From: "Steve Sweet" <Steve.Sweet@btopenworld.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Highwire
Date: Sun, 2 Mar 2003 14:23:31 +0000 (UTC)
Organization: BT Openworld
Lines: 24
Message-ID: <b3t452$867$5@helle.btinternet.com>
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
<3e55e7c4$0$260$626a54ce@news.free.fr>
<dcd316f2.0302240204.33a90312@posting.google.com>
<3e5e6544$0$232$626a54ce@news.free.fr> <BA841A55.D85A%gfa@basic.net>
NNTP-Posting-Host: dial81-135-58-105.in-addr.btopenworld.com
X-Trace: helle.btinternet.com 1046615011 8391 81.135.58.105 (2 Mar 2003 14:23:31
GMT)
X-Complaints-To: news-complaints@lists.btinternet.com
NNTP-Posting-Date: Sun, 2 Mar 2003 14:23:31 +0000 (UTC)
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Xref: archiver1.google.com comp.sys.atari.programmer:1218

Why its Lonny

>Not everyone with a Hades comes to usenet.

Most of them are too stuck up their own arses to mingle with us anymore.
What place am i in your killfile today?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

From 529567808997969352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-02 07:39:10 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed.freenet.de!newsfeed.stueberl.de!news1.spb.su!news-stob.telia.net!telia.net!194.22.194.4.MISMATCH!masternews.telia.net.!newsc.telia.net.POSTED!not-for-mail
From: GokMasE <fake@email.se>
Subject: Re: Highwire
Newsgroups: comp.sys.atari.programmer
Lines: 18
Message-ID: <Usenet.ssbfdqgg@localhost>
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
<3e55e7c4$0$260$626a54ce@news.free.fr>
<dcd316f2.0302240204.33a90312@posting.google.com>
<3e5e6544$0$232$626a54ce@news.free.fr> <BA841A55.D85A%gfa@basic.net>
<b3t452$867$5@helle.btinternet.com>
Mime-Version: 1.0
Content-Transfer-Encoding: 7bit
X-Newsreader: Kaufman Pravda 1,26
Date: Sun, 02 Mar 2003 15:39:07 GMT
NNTP-Posting-Host: 213.67.229.156
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 1046619547 213.67.229.156 (Sun, 02 Mar 2003 16:39:07 CET)
NNTP-Posting-Date: Sun, 02 Mar 2003 16:39:07 CET
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1219

Steve Sweet wrote:
>
> Why its Lonny
>
> >Not everyone with a Hades comes to usenet.
>
> Most of them are too stuck up their own arses to mingle with us
> anymore. What place am i in your killfile today?.

Let it go, you've earned that position if you ask me.
Furthermore, why bash all Hades users?

You must be aware by now that not all are fond of getting
replies with foul language, right?

Regards,

Joakim

From 2112151659996496100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6bcf717f04646cc,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-02 10:08:55 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!fu-berlin.de!uni-berlin.de!62.91.17.155!not-for-mail
From: "Martin Doering" <mdoering@users.sourceforge.net>
Newsgroups: comp.sys.atari.programmer
Subject: Return to AES from VDI
Date: Sun, 02 Mar 2003 19:15:35 +0000
Lines: 16
Message-ID: <pan.2003.03.02.19.15.30.502911@users.sourceforge.net>
NNTP-Posting-Host: 62.91.17.155
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: fu-berlin.de 1046628534 60244138 62.91.17.155 (16 [27674])
User-Agent: Pan/0.13.3 (That cat's something I can't explain)
Xref: archiver1.google.com comp.sys.atari.programmer:1220

Hi!

I'm relly new to ST programming (in C). Now, after having so much hacked
at EmuTOS I also would like to try out some "User Mode" programming. ;-)

If I would like to write a program just with VDI routines and without
using AES services, I think, I could simply just do this under TOS. But
what about the AES' screen, from which I do start? What can I do to
restore this completely after I returned from my program? Do I have to be
aware of special things, if such a program would run under MiNT?

I think of trying out some fullscreen stuff, similar to DirectX stuff,
what might run on M$ boxes.

--
Martin

From -3874341303746191719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6bcf717f04646cc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-02 11:59:44 PST

Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!news.tele.dk!news.tele.dk!small.news.tele.dk!luth.se!erix.ericsson.se!erinews.ericsson.se!news.ericsson.se!not-for-mail
From: epkerha@epk.ericsson.se (Erik Hall)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Return to AES from VDI
Date: Sun, 2 Mar 2003 19:54:25 +0000 (UTC)
Organization: Ericsson
Lines: 26
Message-ID: <b3tnhh$35l$1@newstree.ericsson.se>
References: <pan.2003.03.02.19.15.30.502911@users.sourceforge.net>
NNTP-Posting-Host: epkws2140.epk.ericsson.se
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Trace: newstree.ericsson.se 1046634865 3253 136.225.40.202 (2 Mar 2003 19:54:25 GMT)
X-Complaints-To: abuse@ericsson.se
NNTP-Posting-Date: Sun, 2 Mar 2003 19:54:25 +0000 (UTC)
X-Newsreader: knews 1.0b.1
Xref: archiver1.google.com comp.sys.atari.programmer:1221

In article <pan.2003.03.02.19.15.30.502911@users.sourceforge.net>,
     "Martin Doering" <mdoering@users.sourceforge.net> writes:
> Hi!
>
> I'm relly new to ST programming (in C). Now, after having so much hacked
> at EmuTOS I also would like to try out some "User Mode" programming. ;-)
>
> If I would like to write a program just with VDI routines and without
> using AES services, I think, I could simply just do this under TOS. But
> what about the AES' screen, from which I do start? What can I do to
> restore this completely after I returned from my program? Do I have to be
> aware of special things, if such a program would run under MiNT?
>
> I think of trying out some fullscreen stuff, similar to DirectX stuff,
> what might run on M$ boxes.
>

If you run the program when AES is running
you have to lock the screen with a AES call wind_update(BEG_UPDATE)
and form_dial(FMD_START, x1, y1, w1, h1, x2, y2, w2, h2) to reserve the screen area.

End the program with wind_update(END_UPDATE)
and form_dial(FMD_FINISH, x1, y1, w1, h1, x2, y2, w2, h2)

Best Regards
Erik Hall

From 2400118822089219809
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,a6bcf717f04646cc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-02 14:48:48 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed.freenet.de!amsnews01.chello.com!amsnews03.chello.com.POSTED!53ab2750!not-for-mail
Message-ID: <3E6288AA.4A2A2CD5@chello.nl>
From: Henk Robbers <h.robbers@chello.nl>
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Return to AES from VDI
References: <pan.2003.03.02.19.15.30.502911@users.sourceforge.net>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 53
Date: Sun, 02 Mar 2003 22:48:47 GMT
NNTP-Posting-Host: 24.132.20.245
X-Complaints-To: abuse@chello.nl
X-Trace: amsnews03.chello.com 1046645327 24.132.20.245 (Sun, 02 Mar 2003 22:48:47 WET)
NNTP-Posting-Date: Sun, 02 Mar 2003 22:48:47 WET
Organization: chello broadband
Xref: archiver1.google.com comp.sys.atari.programmer:1222

Martin Doering wrote:
>
> Hi!
>
> I'm relly new to ST programming (in C). Now, after having so much hacked
> at EmuTOS I also would like to try out some "User Mode" programming. ;-)
>
> If I would like to write a program just with VDI routines and without
> using AES services, I think, I could simply just do this under TOS. But
> what about the AES' screen, from which I do start? What can I do to
> restore this completely after I returned from my program? Do I have to be
> aware of special things, if such a program would run under MiNT?
>
> I think of trying out some fullscreen stuff, similar to DirectX stuff,
> what might run on M$ boxes.
>

Under MiNT:
If a AES is active, you must lock the screen (The AES runs independant of you)
The only correct way of locking the screen in such a case is wind_update, which is a AES call.

Under single TOS it depends on the desktop. Possibly the desktop locks the screen for you when you start a .TOS/TTP. In that case the desktop should also unlock and

redraw the screen when the .TOS/TTP program exits. It looks like the ATARI single TOS's
work like that. And emutos I hope ;-)

The problem however is that if you want to use the VDI, you must be a GEM program with extension .PRG, .GTP or .APP

The solution is:
Dont be afraid of the AES, just use it, if only for the wind_update.

```
appl_init
form_dial(FMD_START) on the full screen.
wind_update(BEG_UPDATE)

Do your fullscreen thing

wind_update(END_UPDATE)
form_dial(FMD_FINISH) on the full screen. /* redraws the desktop */
appl_exit
```

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A GEM replacement for MiNT: XaAES; http://xaaes.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

From 5205853084537958414
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-02 16:46:44 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
sjc70.webusenet.com!news.webusenet.com!newsfeed2.earthlink.net!
newsfeed1.earthlink.net!newsfeed.earthlink.net!nntp2.aus1.giganews.com!
nntp.giganews.com!nntp3.aus1.giganews.com!nntp.speakeasy.net!
news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Sun, 02 Mar 2003 18:46:41 -0600
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.6
Date: Sun, 02 Mar 2003 19:43:46 -0500
Subject: Re: Highwire
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <BA880F72.D923%gfa@basic.net>
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
<3e55e7c4$0$260$626a54ce@news.free.fr>
<dcd316f2.0302240204.33a90312@posting.google.com>
<3e5e6544$0$232$626a54ce@news.free.fr> <BA841A55.D85A%gfa@basic.net>
<b3t452$867$5@helle.btinternet.com> <Usenet.ssbfdqgg@localhost>

Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Organization: Ye 'Ol Disorganized NNTPCache groupie
Cache-Post-Path: blade.atari-source.com!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 35
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-vGWUw/gn9ALmUCE6W4hITvYZJjLgfXaepEXQHS73NvS4ylp/
FRWIny3jDP9vOUpo83P9IkM/pZxBW3c!
1og6aLIyBhbfRhukHV9iFRayLGsUq+zsKI7irzo7qruZw9g50rP8rO4pExMVII9I8c7DHwygWjZ7!lNt5
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1223

in article Usenet.ssbfdqgg@localhost, GokMasE at fake@email.se wrote on
3/2/03 10:39 AM:

> Steve Sweet wrote:
>>
>> Why its Lonny
>>
>>> Not everyone with a Hades comes to usenet.
>>
>> Most of them are too stuck up their own arses to mingle with us
>> anymore. What place am i in your killfile today?.
>
> Let it go, you've earned that position if you ask me.
> Furthermore, why bash all Hades users?
>
> You must be aware by now that not all are fond of getting
> replies with foul language, right?
>
> Regards,
>
> Joakim
>

Why it's Steve Sour.
Still reading every post? lol
I only seen this post cause someone reqouted it.
Apparently when I have my head up my arse I find you? Not suprising.
Your position on my killfile doesn't randomly change, you'd know that
if you would ever learn to use one. However, be please in knowning your
right next sinclap...

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

From 3421967103508513452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-03 13:37:08 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-03!sn-xit-01!sn-xit-08!supernews.com!easynet-quince!easynet.net!feed1.news.be.easynet.net!easynews.net!newsfeed3.easynews.net!newsfeed.vmunix.org!newsfeed.stueberl.de!newsr1.ipcore.viaginterkom.de!btnet-peer1!btnet-peer0!btnet-feed5!btnet!news.btopenworld.com!not-for-mail
From: "Steve Sweet" <Steve.Sweet@btopenworld.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Highwire
Date: Mon, 3 Mar 2003 21:36:35 +0000 (UTC)
Organization: BT Openworld
Lines: 33
Message-ID: <b40ht2$5hr$1@sparta.btinternet.com>
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
<3e55e7c4$0$260$626a54ce@news.free.fr>
<dcd316f2.0302240204.33a90312@posting.google.com>
<3e5e6544$0$232$626a54ce@news.free.fr> <BA841A55.D85A%gfa@basic.net>
<b3t452$867$5@helle.btinternet.com> <Usenet.ssbfdqgg@localhost>
<BA880F72.D923%gfa@basic.net>
NNTP-Posting-Host: dial81-131-18-41.in-addr.btopenworld.com
X-Trace: sparta.btinternet.com 1046727395 5691 81.131.18.41 (3 Mar 2003 21:36:35 GMT)
X-Complaints-To: news-complaints@lists.btinternet.com
NNTP-Posting-Date: Mon, 3 Mar 2003 21:36:35 +0000 (UTC)
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Xref: archiver1.google.com comp.sys.atari.programmer:1224

Hi Lonny

> Why it's Steve Sour.
> Still reading every post? lol
> I only seen this post cause someone reqouted it.
> Apparently when I have my head up my arse I find you?

I must have interupted a fun afternoon then.

>Not suprising. Your position on my killfile doesn't randomly change, you'd know that
> if you would ever learn to use one.

> However, be please in knowning your right next sinclap...

I'm mortaly wounded, i thought we had a professional reationship at least,
but sharing a killfile step with sinclap is the root of offensive!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

From 6800404282579179979
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-04 06:05:00 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!wn14feed!worldnet.att.net!204.127.198.203!attbi_feed3!attbi.com!rwcrnsc52.ops.asp.att.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e645dc41900680@attbi.com>
Subject: Re: Highwire
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
 <dcd316f2.0302200210.640201f6@posting.google.com>
 <3e55e7c4$0$260$626a54ce@news.free.fr>
 <dcd316f2.0302240204.33a90312@posting.google.com>
 <3e5e6544$0$232$626a54ce@news.free.fr> <BA841A55.D85A%gfa@basic.net>
 <b3t452$867$5@helle.btinternet.com>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 27
NNTP-Posting-Host: 12.247.96.110
X-Complaints-To: abuse@attbi.com
X-Trace: rwcrnsc52.ops.asp.att.net 1046786697 12.247.96.110 (Tue, 04 Mar 2003 14:04:57 GMT)
NNTP-Posting-Date: Tue, 04 Mar 2003 14:04:57 GMT
Date: Tue, 04 Mar 2003 14:04:57 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1225

>Why its Lonny
>

>>Not everyone with a Hades comes to usenet.
>
>Most of them are too stuck up their own arses to mingle with us anymore.
>What place am i in your killfile today?.
>
>
>--
>
>Regards, Steve. S.

Not of all us are like that. I can agree alittle with you though.
There are alot more Hades owners then what shows up in these
UerGroups. Sometimes I do get a message from some of them and it
usually makes interesting conversation.

--
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
 Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
 Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From -8555008982584851701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-04 16:25:15 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!kibo.news.demon.net!demon!btnet-peer0!btnet-feed5!btnet!news.btopenworld.com!not-for-mail
From: "Steve Sweet" <Steve.Sweet@btopenworld.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Highwire
Date: Wed, 5 Mar 2003 00:24:35 +0000 (UTC)
Organization: BT Openworld
Lines: 40
Message-ID: <b43g42dho1@venus.btinternet.com>
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
<3e55e7c4$0$260$626a54ce@news.free.fr>
<dcd316f2.0302240204.33a90312@posting.google.com>
<3e5e6544$0$232$626a54ce@news.free.fr> <BA841A55.D85A%gfa@basic.net>
<b3t452$867$5@helle.btinternet.com> <3e645dc41900680@attbi.com>
NNTP-Posting-Host: dial81-131-19-232.in-addr.btopenworld.com
X-Trace: venus.btinternet.com 1046823875 13880 81.131.19.232 (5 Mar 2003 00:24:35 GMT)
X-Complaints-To: news-complaints@lists.btinternet.com

NNTP-Posting-Date: Wed, 5 Mar 2003 00:24:35 +0000 (UTC)
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Xref: archiver1.google.com comp.sys.atari.programmer:1226

Hi Edward

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3e645dc41900680@attbi.com...
> >Why its Lonny
> >
> >>Not everyone with a Hades comes to usenet.
> >
> >Most of them are too stuck up their own arses to mingle with us anymore.
> >What place am i in your killfile today?.
> >
> >
> >--
> >
> >Regards, Steve. S.
>
> Not of all us are like that. I can agree alittle with you though.
> There are alot more Hades owners then what shows up in these
> UerGroups. Sometimes I do get a message from some of them and it
> usually makes interesting conversation.

Its nice to see a few of you who remember your roots, there's still lots of
relevant info in our old valve powered bases, hope to see you around for a
while yet.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

From -6027788284555068077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6bcf717f04646cc
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2003-03-06 10:30:34 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!fu-berlin.de!uni-berlin.de!b5b2f.pppool.DE!not-for-mail
From: "Martin Doering" <mdoering@users.sourceforge.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Return to AES from VDI
Date: Thu, 06 Mar 2003 19:37:11 +0000
Lines: 4
Message-ID: <pan.2003.03.06.19.34.16.267056@users.sourceforge.net>
References: <pan.2003.03.02.19.15.30.502911@users.sourceforge.net>
<b3tnhh$35l$1@newstree.ericsson.se>
NNTP-Posting-Host: b5b2f.pppool.de (213.7.91.47)
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: fu-berlin.de 1046975433 63893442 213.7.91.47 (16 [27674])
User-Agent: Pan/0.13.3 (That cat's something I can't explain)
Xref: archiver1.google.com comp.sys.atari.programmer:1227

Thanks for your tips!

--
Martin

From 3618916561501841307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-07 14:06:55 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
logbridge.uoregon.edu!arclight.uoregon.edu!wn13feed!worldnet.att.net!
204.127.198.203!attbi_feed3!attbi.com!sccrnsc04.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e68c3426af560@attbi.com>
Subject: Re: Highwire
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
 <dcd316f2.0302200210.640201f6@posting.google.com>
 <3e55e7c4$0$260$626a54ce@news.free.fr>
 <dcd316f2.0302240204.33a90312@posting.google.com>
 <3e5e6544$0$232$626a54ce@news.free.fr> <BA841A55.D85A%gfa@basic.net>
 <b3t452$867$5@helle.btinternet.com> <3e645dc41900680@attbi.com>
 <b43g42dho1@venus.btinternet.com>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 34
NNTP-Posting-Host: 12.247.96.110
X-Complaints-To: abuse@attbi.com
X-Trace: sccrnsc04 1047074814 12.247.96.110 (Fri, 07 Mar 2003 22:06:54 GMT)
NNTP-Posting-Date: Fri, 07 Mar 2003 22:06:54 GMT
Date: Fri, 07 Mar 2003 22:06:54 GMT

Xref: archiver1.google.com comp.sys.atari.programmer:1228

>Hi Edward
>
>"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
>news:3e645dc41900680@attbi.com...
>> Not of all us are like that. I can agree alittle with you
>>though.
>> There are alot more Hades owners then what shows up in these
>> UerGroups. Sometimes I do get a message from some of them and it
>> usually makes interesting conversation.
>
>Its nice to see a few of you who remember your roots, there's still lots of
>relevant info in our old valve powered bases, hope to see you around for a
>while yet.
>
>
>--
>
>Regards, Steve. S.

Hello Steve,

Do not worry. I will be around here as long as I am alive. I even
go to the 8-bit section as I consider those days the best of my
computer experience.
--
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
 Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
 Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From 8853137095615544207
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-11 17:34:26 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.stueberl.de!newsr1.ipcore.viaginterkom.de!btnet-
peer1!btnet-feed5!btnet!news.btopenworld.com!not-for-mail
From: "Steve Sweet" <Steve.Sweet@btopenworld.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Highwire
Date: Wed, 12 Mar 2003 01:33:17 +0000 (UTC)
Organization: BT Openworld
Lines: 39
Message-ID: <b4m2os$1ll$3@helle.btinternet.com>

References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
<3e55e7c4$0$260$626a54ce@news.free.fr>
<dcd316f2.0302240204.33a90312@posting.google.com>
<3e5e6544$0$232$626a54ce@news.free.fr> <BA841A55.D85A%gfa@basic.net>
<b3t452$867$5@helle.btinternet.com> <3e645dc41900680@attbi.com>
<b43g42dho1@venus.btinternet.com> <3e68c3426af560@attbi.com>
NNTP-Posting-Host: 213.122.217.200
X-Trace: helle.btinternet.com 1047432797 1717 213.122.217.200 (12 Mar 2003
01:33:17 GMT)
X-Complaints-To: news-complaints@lists.btinternet.com
NNTP-Posting-Date: Wed, 12 Mar 2003 01:33:17 +0000 (UTC)
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Xref: archiver1.google.com comp.sys.atari.programmer:1229

Hi Edward

> >> Not of all us are like that. I can agree alittle with you though.
> >> There are alot more Hades owners then what shows up in these
> >> UerGroups. Sometimes I do get a message from some of them and it
> >> usually makes interesting conversation.
> >
> >Its nice to see a few of you who remember your roots, there's still lots
of
> >relevant info in our old valve powered bases, hope to see you around for
a
> >while yet.

> Hello Steve,
>
> Do not worry. I will be around here as long as I am alive. I even
> go to the 8-bit section as I consider those days the best of my
> computer experience.
> --
> Edward S. Baiz Jr.
>   (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig

Steady, you're letting the grey hairs poke out from under your cap!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.461 / Virus Database: 260 - Release Date: 10/03/2003

From -8699535091733470593
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-14 14:21:59 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!arclight.uoregon.edu!wn13feed!wn12feed!worldnet.att.net!
204.127.198.203!attbi_feed3!attbi_feed4!attbi.com!sccrnsc02.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7200d2cc0ea3@attbi.com>
Subject: Re: Highwire
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
 <dcd316f2.0302200210.640201f6@posting.google.com>
 <3e55e7c4$0$260$626a54ce@news.free.fr>
 <dcd316f2.0302240204.33a90312@posting.google.com>
 <3e5e6544$0$232$626a54ce@news.free.fr> <BA841A55.D85A%gfa@basic.net>
 <b3t452$867$5@helle.btinternet.com> <3e645dc41900680@attbi.com>
 <b43g42dho1@venus.btinternet.com> <3e68c3426af560@attbi.com>
 <b4m2os$1ll$3@helle.btinternet.com>
Organization: I.M.A.G.E./SCAT
User-Agent: Okami Version 3.0B-11 (Atari)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 32
NNTP-Posting-Host: 12.247.96.110
X-Complaints-To: abuse@attbi.com
X-Trace: sccrnsc02 1047680519 12.247.96.110 (Fri, 14 Mar 2003 22:21:59 GMT)
NNTP-Posting-Date: Fri, 14 Mar 2003 22:21:59 GMT
Date: Fri, 14 Mar 2003 22:21:59 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1230

>Hi Edward
>
>> Hello Steve,
>>
>> Do not worry. I will be around here as long as I am alive. I even
>> go to the 8-bit section as I consider those days the best of my
>> computer experience.
>> --
>> Edward S. Baiz Jr.
>>   (Gamer)
>>
>> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
>
>Steady, you're letting the grey hairs poke out from under your cap!.
>-->
>Regards, Steve. S.

Hiya Steve,

Yes the grey hairs are starting to come, but I still feel like a
kid when I fire up my 130XE. Even my own kids like to play around
with it. My youngest has a 1040ST in his room and loves it.
--
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
 Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
 Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

From -7349077030701371984
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-17 12:33:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.freenet.de!feed.news.nacamar.de!news100.image.dk!
news010.worldonline.dk.POSTED!hadesbox!ozk
Newsgroups: comp.sys.atari.programmer
From: <ozk@atari-RULES.org>
Sender: <ozk@hadesbox>
Reply-To: <ozk@atari-RULES.org>
Subject: Re: Highwire
In-Reply-To: <3e55e7c4$0$260$626a54ce@news.free.fr>
Message-ID: <Pine.MNT.4.31.0303172133570.639-100000@hadesbox>
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
<3e55e7c4$0$260$626a54ce@news.free.fr>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Content-Transfer-Encoding: 8BIT
Lines: 28
Date: Mon, 17 Mar 2003 21:35:15 +0000
NNTP-Posting-Host: 213.142.93.222
X-Complaints-To: news-abuse@wol.dk
X-Trace: news010.worldonline.dk 1047933181 213.142.93.222 (Mon, 17 Mar 2003
21:33:01 MET)
NNTP-Posting-Date: Mon, 17 Mar 2003 21:33:01 MET
Organization: Customer of Tiscali A/S
Xref: archiver1.google.com comp.sys.atari.programmer:1231

On 21 Feb 2003, M?gamodeste wrote:

> ?> Is there any release of highwire that runs under simple rom Tos ?

> 0.0.9a does IIRC. Newer ones should also (I have not tried them yet).
>
> I tried and got a message requesting gdos or multitasking O.S.)-:
>
> In two words (IMHO):
> - (p)threads: easier to implement background downloading on a multitasking system
> - MiNT-Net sockets: *reliable* implementation of a *standard* network API.
>
> Background downloading is for computers with DMA, for my good Hads I feel too much
> the loss of power as the CPU had to do everythings (no DMA with a 68060).

Well... with RTL8139 and my driver for MiNTnet, you get DMA on Hades/Milan. That 'no DMA with a 68060' is not really true.

>
> Regards
>

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

From -4674902337950574193
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b92e27e324de6a34
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-03-20 02:01:05 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!
feeder2-1.proxad.net!news2-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ANTISPAM@yahoo.com (Mgamodeste)
Organization: Niousie961
References: <3e51d8f9$0$239$626a54ce@news.free.fr>
<dcd316f2.0302200210.640201f6@posting.google.com>
<3e55e7c4$0$260$626a54ce@news.free.fr>
<Pine.MNT.4.31.0303172133570.639-100000@hadesbox>
Subject: Re: Highwire
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 20 Mar 2003 10:01:04 GMT
Lines: 17
Message-ID: <3e799160$0$29155$626a54ce@news.free.fr>
NNTP-Posting-Date: 20 Mar 2003 11:01:04 MET
NNTP-Posting-Host: 62.147.105.106
X-Trace: 1048154464 news2-1.free.fr 29155 62.147.105.106:1915
X-Complaints-To: abuse@proxad.net

Xref: archiver1.google.com comp.sys.atari.programmer:1232

Hej Odd,

On 17 Mar 2003 21:35:15 , <ozk@atari-RULES.org> wrote:

Good ! I like when you disagree with me (-;

I will look for the RTL8139 chip and will try to put it in my computer.

Regards

From -4816391736774360488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7f28410555c709e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-10 08:38:58 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
Subject: M$ file conversion
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <3e959040.0@entanet>
Date: 10 Apr 2003 16:39:44 -0100
X-Trace: 10 Apr 2003 16:39:44 -0100, 81.31.97.27
Lines: 25
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
skynet.be!skynet.be!newsfeed.icl.net!newsfeed.fjserv.net!nntp.theplanet.net!
inewsm1.nntp.theplanet.net!zen.net.uk!news.anlx.net!jump.net.uk!entanet!
81.31.97.27
Xref: archiver1.google.com comp.sys.atari.programmer:1234

Hi all,

Last year I wrote a small program to dismember Powerpoint files by
extracting the JPG, PNG and WAV data. It was only a simple program
but it did what I wanted at the time.

Today someone sent me a M$ DOC file which I was able to read with
Papyrus but it doesn't extract the image data. So I tried my little
program and was a little surprised to see both PNG files extracted.

I wonder if ROM would be intersted ?

One the subject of using Papyrus to convert DOC files, it always fails
when I try. The error message says there is problem locating font
TimesNewRoman.E24

I then open the ###TEMP.RTF file with a text editor and change the
Times New Roman font entries to Life or another font and I am able
to open this file.

I'm using Papyrus 8.23A English version

Regards,

Peter

From -2334180934235158988
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a7f28410555c709e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-12 04:01:22 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-06!sn-xit-08!
supernews.com!freenix!proxad.net!feeder2-1.proxad.net!news2-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ANTISPAM@yahoo.com (M@gamodeste)
Organization: Niousie961
References: <3e959040.0@entanet>
Subject: Re: M$ file conversion
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 12 Apr 2003 11:01:21 GMT
Lines: 12
Message-ID: <3e97f201$0$28328$626a54ce@news.free.fr>
NNTP-Posting-Date: 12 Apr 2003 13:01:21 MEST
NNTP-Posting-Host: 62.147.207.11
X-Trace: 1050145281 news2-1.free.fr 28328 62.147.207.11:1941
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1235

Hallo Peter,

On 10 Apr 2003 16:39:44 , Peter Slegg wrote:
@Last year I wrote a small program to dismember Powerpoint files by
@extracting the JPG, PNG and WAV data. It was only a simple program
@but it did what I wanted at the time.
..
@I wonder if ROM would be intersted ?

I would be happy to have this programm too !

Regards

From -5927164608921287161
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a7f28410555c709e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-13 12:47:00 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3e959040.0@entanet> <3e97f201$0$28328$626a54ce@news.free.fr>
Subject: Re: M$ file conversion
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <3e99bef0.0@entanet>
Date: 13 Apr 2003 20:48:00 -0100
X-Trace: 13 Apr 2003 20:48:00 -0100, 81.31.97.27
Lines: 25
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
nntp.theplanet.net!inewsm1.nntp.theplanet.net!zen.net.uk!news.anlx.net!
jump.net.uk!entanet!81.31.97.27
Xref: archiver1.google.com comp.sys.atari.programmer:1236

On 12 Apr 2003 11:01:21 , M►gamodeste wrote:
>Hallo Peter,
>
>On 10 Apr 2003 16:39:44 , Peter Slegg wrote:
>►Last year I wrote a small program to dismember Powerpoint files by
>►extracting the JPG, PNG and WAV data. It was only a simple program
>►but it did what I wanted at the time.
>...
>►I wonder if ROM would be intersted ?
>
>I would be happy to have this programm too !
>
>Regards

Hi,

If you give me a hint what your e-mail address is I will send you a
copy. Or drop me an e-mail by removing the spoiler from my address
and I will send it to you by reply.

I should put it on my website as well I suppose.

Regards,

Peter

From -4336640523980221396
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a7f28410555c709e
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2003-04-13 14:10:57 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
snoopy.risq.qc.ca!news-peer.gip.net!news.gsl.net!gip.net!panix!jimd
From: Jim DeClercq <jimd@panix3.panix.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: M$ file conversion
Date: Sun, 13 Apr 2003 21:10:56 +0000 (UTC)
Organization: PANIX Public Access Internet and UNIX, NYC
Lines: 45
Message-ID: <b7cjp0$ri2$1@reader1.panix.com>
References: <3e959040.0@entanet> <3e97f201$0$28328$626a54ce@news.free.fr>
<3e99bef0.0@entanet>
NNTP-Posting-Host: panix3.panix.com
X-Trace: reader1.panix.com 1050268256 28226 166.84.1.3 (13 Apr 2003 21:10:56 GMT)
X-Complaints-To: abuse@panix.com
NNTP-Posting-Date: Sun, 13 Apr 2003 21:10:56 +0000 (UTC)
User-Agent: tinx 1.2.12
Xref: archiver1.google.com comp.sys.atari.programmer:1237

Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> writes:

: On 12 Apr 2003 11:01:21 , M□gamodeste wrote:
: >Hallo Peter,
: >
: >On 10 Apr 2003 16:39:44 , Peter Slegg wrote:
: >□Last year I wrote a small program to dismember Powerpoint files by
: >□extracting the JPG, PNG and WAV data. It was only a simple program
: >□but it did what I wanted at the time.
: >...
: >□I wonder if ROM would be intersted ?
: >
: >I would be happy to have this programm too !
: >
: >Regards

: Hi,

: If you give me a hint what your e-mail address is I will send you a
: copy. Or drop me an e-mail by removing the spoiler from my address
: and I will send it to you by reply.

: I should put it on my website as well I suppose.

: Regards,

: Peter

Me three, or however that goes. That program is just what I need, right
now, and would appreciate a copy. Someone sent me a powerpoint file that
would be better as a text file, on a technical topic, and I would like to
see what is in there.

Thanks in advance, address is below.

Jim

--
--
 /"\   Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
 \ /   ASCII ribbon campaign | I'm a .signature virus! |
  X   against HTML mail | Copy me into your ~/.signature|
 / \   and postings | to help me spread! |
.

From -4619150911360333195
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a7f28410555c709e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-14 06:52:46 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3e959040.0@entanet> <3e97f201$0$28328$626a54ce@news.free.fr>
<3e99bef0.0@entanet> <b7cjp0$ri2$1@reader1.panix.com>
Subject: Re: M$ file conversion
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <3e9aa53d.0@entanet>
Date: 14 Apr 2003 13:10:37 -0100
X-Trace: 14 Apr 2003 13:10:37 -0100, 81.31.97.27
Lines: 53
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
msrtrans1!out.nntp.be!propagator2-sterling!propagator-sterling!news-in-
sterling.newsfeed.com!news.freedom2surf.net!mephistopheles.news.clara.net!
news.clara.net!jump.net.uk!entanet!81.31.97.27
Xref: archiver1.google.com comp.sys.atari.programmer:1238

On 13 Apr 2003 21:10:56 , Jim DeClercq wrote:
>Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> writes:
>
>: On 12 Apr 2003 11:01:21 , M⌂gamodeste wrote:
>: >Hallo Peter,
>: >
>: >On 10 Apr 2003 16:39:44 , Peter Slegg wrote:
>: >⌂Last year I wrote a small program to dismember Powerpoint files by
>: >⌂extracting the JPG, PNG and WAV data. It was only a simple program
>: >⌂but it did what I wanted at the time.
>: >...
>: >⌂I wonder if ROM would be intersted ?
>: >
>: >I would be happy to have this programm too !
>: >
>: >Regards
>

>: Hi,
>
>: If you give me a hint what your e-mail address is I will send you a
>: copy. Or drop me an e-mail by removing the spoiler from my address
>: and I will send it to you by reply.
>
>: I should put it on my website as well I suppose.
>
>: Regards,
>
>: Peter
>
>Me three, or however that goes. That program is just what I need, right
>now, and would appreciate a copy. Someone sent me a powerpoint file that
>would be better as a text file, on a technical topic, and I would like to
>see what is in there.
>
>Thanks in advance, address is below.
>
>Jim

Hi Jim,

I will send you the program but it only extracts the graphics and WAV
files.

However, I did write a script for TUC (The Ultimate Converter) that converts
most of the text into an RTF file which will load into Papyrus and then needs
quite a bit of work to remove the garbage that I am not able to identify.

I will mail both the program and the TUC script. If you can't find a copy of
TUC let me know and I will send that as well.

Regards,

Peter

From 955988841999630340
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a7f28410555c709e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-14 08:34:38 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3e959040.0@entanet> <3e97f201$0$28328$626a54ce@news.free.fr>
<3e99bef0.0@entanet> <b7cjp0$ri2$1@reader1.panix.com> <3e9aa53d.0@entanet>
Subject: Re: M$ file conversion
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <3e9ad54d.0@entanet>
Date: 14 Apr 2003 16:35:41 -0100

X-Trace: 14 Apr 2003 16:35:41 -0100, 81.31.97.27
Lines: 36
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!proxad.net!213.253.16.105.MISMATCH!mephistopheles.news.clara.net!news.clara.net!jump.net.uk!entanet!81.31.97.27
Xref: archiver1.google.com comp.sys.atari.programmer:1239

On 14 Apr 2003 13:10:37 , Peter Slegg wrote:
>On 13 Apr 2003 21:10:56 , Jim DeClercq wrote:
>>Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> writes:
>>
>>: On 12 Apr 2003 11:01:21 , M?gamodeste wrote:
>>: >Hallo Peter,
>>: >
>>: >On 10 Apr 2003 16:39:44 , Peter Slegg wrote:
>>: >?Last year I wrote a small program to dismember Powerpoint files by
>>: >?extracting the JPG, PNG and WAV data. It was only a simple program
>>: >?but it did what I wanted at the time.
>>: >...
>>: >?I wonder if ROM would be intersted ?
>>: >
>>: >I would be happy to have this programm too !
>>: >
>>: >Regards
>>
>>: Hi,
>>
>>: If you give me a hint what your e-mail address is I will send you a
>>: copy. Or drop me an e-mail by removing the spoiler from my address
>>: and I will send it to you by reply.
>>
>>: I should put it on my website as well I suppose.

I have now done this and the program can be downloaded from:

http://www.peterslegg.scubadivers.co.uk/atari.htm

If anyone would like to add any features to the program then I can
also make the source code available.

Regards,

Peter

From -137538368716494249
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-15 03:48:21 PST

Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!colt.net!news.tele.dk!news.tele.dk!small.news.tele.dk!proxad.net!feeder2-1.proxad.net!news3-2.free.fr!not-for-mail
Message-ID: <3E9BF190.1040001@lutece.net>
Date: Tue, 15 Apr 2003 12:48:32 +0100
From: =?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net>
User-Agent: Mozilla/5.0 (Macintosh; U; PPC; fr-FR; rv:1.0.2) Gecko/20030208 Netscape/7.02
X-Accept-Language: fr, en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: [?] appl_tplay() and appl_trecord() on Hades
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit
Lines: 31
Organization: Guest of ProXad - France
NNTP-Posting-Date: 15 Apr 2003 12:48:21 MEST
NNTP-Posting-Host: 157.136.14.181
X-Trace: 1050403701 news3-2.free.fr 1851 157.136.14.181:49526
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.st:30322 comp.sys.atari.programmer:1240

Hi,

I have a Hades 060, and I work mainly with MiNT+N.AES.
I recently discovered that the AES calls appl_tplay()
and appl_trecord() are working under plain TOS. It
means that you can record events, and you can replay
them under TOS. It is useful to make demos of programs.

Unfortunately, I also discovered that these system
calls are not working on recent AESes (on the Hades at
least). It means that a recorded sequence cannot be
replayed under those AESes. These faulty AESes are
all derived from MultiTOS, and all faulty. Therefore,
MultiTOS, N.AES, Geneva have bad implementation of
those system calls. On those systems, the mouse begins
to move, as if all was right, and then it crashes the
Hades. The only solution is to turn the power off.

Not many people use those AES calls for ATARI programs.
I'm even wondering if I am the only developer for it.
Would you already experienced this problem ?

All replies will be welcomed ...

Best regards,

-- Fran⍰ois LE COAT
Author of Eur⍰ka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

From -6468488768468508772
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-16 12:57:54 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.icl.net!newsfeed.fjserv.net!oleane.net!oleane!freenix!proxad.net!
proxad.net!newspeer1-gui.server.ntli.net!ntli.net!newsfep4-
glfd.server.ntli.net.POSTED!53ab2750!not-for-mail
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Subject: Re: [?] appl_tplay() and appl_trecord() on Hades
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Followup-To: comp.sys.atari.st
References: <3E9BF190.1040001@lutece.net>
Lines: 42
Organization: Swampdog
User-Agent: KNode/0.7.5
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8Bit
Message-ID: <5Bina.445$62.5840@newsfep4-glfd.server.ntli.net>
Date: Wed, 16 Apr 2003 19:51:47 +0100
NNTP-Posting-Host: 80.4.128.164
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep4-glfd.server.ntli.net 1050523073 80.4.128.164 (Wed, 16 Apr 2003
20:57:53 BST)
NNTP-Posting-Date: Wed, 16 Apr 2003 20:57:53 BST
Xref: archiver1.google.com comp.sys.atari.st:30353 comp.sys.atari.programmer:1241

Fran?ois LE COAT wrote:

> Hi,
>
> I have a Hades 060, and I work mainly with MiNT+N.AES.
> I recently discovered that the AES calls appl_tplay()
> and appl_trecord() are working under plain TOS. It
> means that you can record events, and you can replay
> them under TOS. It is useful to make demos of programs.
>
> Unfortunately, I also discovered that these system
> calls are not working on recent AESes (on the Hades at
> least). It means that a recorded sequence cannot be
> replayed under those AESes. These faulty AESes are
> all derived from MultiTOS, and all faulty. Therefore,
> MultiTOS, N.AES, Geneva have bad implementation of
> those system calls. On those systems, the mouse begins
> to move, as if all was right, and then it crashes the

> Hades. The only solution is to turn the power off.
>
> Not many people use those AES calls for ATARI programs.
> I'm even wondering if I am the only developer for it.
> Would you already experienced this problem ?

I recall discovering those two calls to be broken(*) under one of my
STFM TOS'es also.

(*)
Either didn't work at all or only unacceptable circumstances. Sorry too
long ago. I do recall deciding to forget about trying to use them.

> All replies will be welcomed ...
>
> Best regards,
>
> -- Fran⊗ois LE COAT
> Author of Eur⊗ka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org
> mailto:lecoat@atari.org

--
Guy Harrison

From -3759598588797346622
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-17 01:54:19 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
freenix!proxad.net!feeder2-1.proxad.net!news2-1.free.fr!not-for-mail
Message-ID: <3E9E79D8.6090107@lutece.net>
Date: Thu, 17 Apr 2003 10:54:32 +0100
From: =?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net>
User-Agent: Mozilla/5.0 (Macintosh; U; PPC; fr-FR; rv:1.0.2) Gecko/20030208
Netscape/7.02
X-Accept-Language: fr, en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Re: [?] appl_tplay() and appl_trecord()
References: <3E9BF190.1040001@lutece.net> <5Bina.445$62.5840@newsfep4-
glfd.server.ntli.net>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit
Lines: 35
Organization: Guest of ProXad - France
NNTP-Posting-Date: 17 Apr 2003 10:54:18 MEST
NNTP-Posting-Host: 157.136.14.181
X-Trace: 1050569658 news2-1.free.fr 28338 157.136.14.181:49411

X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1242 comp.sys.atari.st:30360

Hi,

Guy Harrison a ©crit:
> I recall discovering those two calls to be broken(*) under one of my
> STFM TOS'es also.
>
> (*)
> Either didn't work at all or only unacceptable circumstances. Sorry too
> long ago. I do recall deciding to forget about trying to use them.

Well, these system calls usually work fine. For instance, it
works very well on all various versions of MagiC (Mac, PC, ATARI).
It even works nice under ARAnyM, with TOS and MagiC. But, for
instance, it doesn't work under ARAnyM with N.AES installed
(I haven't recently tried Geneva or XaAES).

That's very strange ... That's why I say that the recent AESes
derived from MultiTOS (MultiTOS, Geneva, N.AES) are faulty.
I've put it on evidence with my Hades 060, and with ARAnyM.
As nobody use this system calls, except me, I'm very embarrassed.

Maybe I could try XaAES, but it has other problems of compatibility ...
I also tried with STonX, TOSbox, STEmulator or TOS2WIN, but this is
rather a problem of compatibility with these emulators. The only
emulator that works is ARAnyM (except from MagiC).

Thanks for your help !

Best regards,

-- Fran©ois LE COAT
Author of Eur©ka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

From 1214256454698337171
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-17 05:43:10 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
skynet.be!skynet.be!freenix!proxad.net!feeder2-1.proxad.net!news2-1.free.fr!not-
for-mail
Message-ID: <3E9EAF7A.6090007@lutece.net>
Date: Thu, 17 Apr 2003 14:43:22 +0100
From: =?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net>

User-Agent: Mozilla/5.0 (Macintosh; U; PPC; fr-FR; rv:1.0.2) Gecko/20030208
Netscape/7.02
X-Accept-Language: fr, en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: [?] appl_tplay() and appl_trecord()
References: <3E9BF190.1040001@lutece.net> <5Bina.445$62.5840@newsfep4-
glfd.server.ntli.net> <b7m3re$2vdc$1@news.comnet.co.nz>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit
Lines: 58
Organization: Guest of ProXad - France
NNTP-Posting-Date: 17 Apr 2003 14:43:09 MEST
NNTP-Posting-Host: 157.136.14.181
X-Trace: 1050583389 news2-1.free.fr 28318 157.136.14.181:49533
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.st:30364 comp.sys.atari.programmer:1243

Hi,

G Swaine a ecrit:
> [slight topic drift]
>
> According to my copy of the Compendium, it says something like "doesn't work
> on AES's before 1.40 without a patch from Atari"
>
> (AES 1.4 arrived with Rainbow TOS [TOS 1.04])

Yes, and trusting my experience, it's badly implemented since
MultiTOS.

> (I'm just curious [I've never used those two AES calls] and I use a TT
> [TOS 3.05] for my GEM programming)

It works nice under plain TOS (on my Hades 060 it is TOS 3.06M).

> The funcs are defined to record and play back events
>
>   appl_trecord(buffer, count);   // record count events into buffer
>   appl_tplay(buffer, count, speed);   // play back events from buffer
> at speed%
>
> Buffer is made up of an array of EVENTREC's which look something like this:
>
>   typedef struct {
>   short code;   // 16 bit "event type"
>   long value;   // 32 bit "event specific data"
>   } EVENTREC;
>
> So the program has a line like this within it:
>
>   EVENTREC buffer[count];
>

> AFAIK, you cannot say to the AES "I am only interested in [mouse
> movement/click, keyboard] events", so you'd need to allocate a buffer a lot
> larger than you'd really need before calling appl_trecord. Or else spin in a
> loop getting one event and analysing it before adding it to your buffer

That's right. But you don't really need a large buffer. I put
16ko by default in my RECORD.ACC, but it can be enlarged by the
user.

> (Apologies for my deviation from the original question)

You don't need to be sorry. These AES system calls are very
badly documented. For instance the integer value "speed" in
appl_tplay(buffer, count, speed); is not documented at all.
4 seems to be a correct value, that plays event at 1/1 speed.
But it may be different depending on the AES ... That's
really tricky ! Trust me ...

-- Fran⍰ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

From -4238449519218863554
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-17 16:20:04 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
feed.news.nacamar.de!uio.no!news.netg.se!dd.chalmers.se!cd.chalmers.se!rand
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: [?] appl_tplay() and appl_trecord()
Date: 17 Apr 2003 23:14:15 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 33
Message-ID: <b7ncg7$9d1$1@eol.dd.chalmers.se>
References: <3E9BF190.1040001@lutece.net> <5Bina.445$62.5840@newsfep4-
glfd.server.ntli.net> <b7m3re$2vdc$1@news.comnet.co.nz>
<3E9EAF7A.6090007@lutece.net>
NNTP-Posting-Host: haddock.cd.chalmers.se
Xref: archiver1.google.com comp.sys.atari.st:30377 comp.sys.atari.programmer:1244

In article <3E9EAF7A.6090007@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>Hi,
>
>G Swaine a ⍰crit:

```
...
>>     appl_trecord( buffer, count );        // record count events into buffer
>>     appl_tplay( buffer, count, speed );    // play back events from buffer
>> at speed%
...
>You don't need to be sorry. These AES system calls are very
>badly documented. For instance the integer value "speed" in

They seem to be adequately documented in "COMPUTE's Technical Reference
Guide ATARI ST VOLUME 2 AES" as well as in the Lattice C manuals.
The former does state that the functions currently (printing date is
1987) don't work, though.

>appl_tplay( buffer, count, speed ); is not documented at all.

It's documented in both of the above.

>4 seems to be a correct value, that plays event at 1/1 speed.

The number is (according to the references above) supposed to be
a percentage of normal speed. That is, 100 should be normal speed,
50 half speed, 200 double speed, etc.

--
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |
                        | so hard to do |  WWW:      http://www.klockars.net
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)


From 4832292571067030207
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-18 01:19:20 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
proxad.net!feeder2-1.proxad.net!news1-1.free.fr!not-for-mail
Message-ID: <3E9FC326.40701@lutece.net>
Date: Fri, 18 Apr 2003 10:19:34 +0100
From: =?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net>
User-Agent: Mozilla/5.0 (Macintosh; U; PPC; fr-FR; rv:1.0.2) Gecko/20030208
Netscape/7.02
X-Accept-Language: fr, en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: [?] appl_tplay() and appl_trecord()
References: <3E9BF190.1040001@lutece.net> <5Bina.445$62.5840@newsfep4-
glfd.server.ntli.net> <b7m3re$2vdc$1@news.comnet.co.nz>
<3E9EAF7A.6090007@lutece.net> <b7ncg7$9d1$1@eol.dd.chalmers.se>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
```

Content-Transfer-Encoding: 8bit
Lines: 38
Organization: Guest of ProXad - France
NNTP-Posting-Date: 18 Apr 2003 10:19:20 MEST
NNTP-Posting-Host: 157.136.14.181
X-Trace: 1050653960 news1-1.free.fr 30759 157.136.14.181:49163
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.st:30384 comp.sys.atari.programmer:1245

Hi,

Johan Klockars a ©crit:
> They seem to be adequately documented in "COMPUTE's Technical Reference
> Guide ATARI ST VOLUME 2 AES" as well as in the Lattice C manuals.
> The former does state that the functions currently (printing date is
> 1987) don't work, though.

I've some documentation :
An old Lattice C document,
DDFS,
Compendium,
PURE C doc.
But I didn't found anything precise about these system calls.

>>appl_tplay(buffer, count, speed); is not documented at all.
>
> It's documented in both of the above.
>
>>4 seems to be a correct value, that plays event at 1/1 speed.
>
> The number is (according to the references above) supposed to be
> a percentage of normal speed. That is, 100 should be normal speed,
> 50 half speed, 200 double speed, etc.

That's completely wrong. These docs have been written by guys
that didn't know anything and that never tested what they wrote.
I say 1/1 speed should be around 4 or 5.
It works like this with MagiC (ATARI, PC, MAC), TOS, ARAnyM ...
As far as I tested. It's a shame to write things like that !

Regards,

-- Fran©ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

From -2903118248820063292
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-18 02:30:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.tele.dk!news.tele.dk!small.news.tele.dk!uio.no!
news.netg.se!dd.chalmers.se!cd.chalmers.se!rand
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: [?] appl_tplay() and appl_trecord()
Date: 18 Apr 2003 09:25:48 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 81
Message-ID: <b7ogas$n16$1@eol.dd.chalmers.se>
References: <3E9BF190.1040001@lutece.net> <3E9EAF7A.6090007@lutece.net>
<b7ncg7$9d1$1@eol.dd.chalmers.se> <3E9FC326.40701@lutece.net>
NNTP-Posting-Host: haddock.cd.chalmers.se
Xref: archiver1.google.com comp.sys.atari.st:30386 comp.sys.atari.programmer:1246

In article <3E9FC326.40701@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>Hi,
>
>Johan Klockars a ?crit:
>> They seem to be adequately documented in "COMPUTE's Technical Reference
>> Guide ATARI ST VOLUME 2 AES" as well as in the Lattice C manuals.
...
>But I didn't found anything precise about these system calls.

What's missing?

The following is a condensed form of what the Lattice C manual says:

```
typedef struct {
  long ap_event;
  long ap_value;
} EVNTREC;

// Play back user's actions
int appl_tplay(const EVNTREC *mem, int num, int scale)

// Record user's actions
int appl_trecord(EVNTREC *mem, int num)
```

ap_event	ap_value
0 - timer event	elapsed time in system ticks (1/200 s)
1 - button event	low word button state (1 down), high word clicks
2 - mouse event	low word x coordinate, high word y coordinate
3 - keyboard event	low word key code, high word shift key state

scale is a speed percentage from 1 to 10000.

appl_tplay always returns 1.
appl_trecord returns number of recorded events. Normally equal to

the number requested.

Note also that the functions are supposed to (according to these
references) record user actions as above. They are not supposed to
record any other kinds of AES messages.
I assume the 'timer event' in there is not an actual timer event,
but rather a time marker to enable the playback at normal speed
(the occurence of a timer event is obviously not a user action).

>> The number is (according to the references above) supposed to be
>> a percentage of normal speed. That is, 100 should be normal speed,
>> 50 half speed, 200 double speed, etc.
>
>That's completely wrong. These docs have been written by guys
>that didn't know anything and that never tested what they wrote.

Well, since they are pretty definite, I'd guess they were going by
some documents from Atari. It's not Compute's fault if Atari decided
to do something different once they got around to implementing the
functionality. ;-)

>I say 1/1 speed should be around 4 or 5.

Strange that they would want to do such a change.
The 200 clicks per second from the 'timer event' should have been
easy to handle.

>It works like this with MagiC (ATARI, PC, MAC), TOS, ARAnyM ...
>As far as I tested. It's a shame to write things like that !

See above.

Anyway, this functionality was badly thought out in the first place,
IMO. I'm not surprised that the multitasking AESes have avoided
implementing this function.
Since what's recorded is not (according to the above) actual effects
of user actions, but the actions themselves, replaying them will only
work as expected if the screen contents are exactly the same as when
they were recorded. And if the user does not touch the mouse or the
keyboard at the same time. Kind of useless.

--
  Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
     of Technology | .signatures |
                       | so hard to do | WWW: http://www.klockars.net
   Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

From 2255283548874985774
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-18 02:40:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.tele.dk!news.tele.dk!small.news.tele.dk!uio.no!
news.netg.se!dd.chalmers.se!cd.chalmers.se!rand
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: [?] appl_tplay() and appl_trecord()
Date: 18 Apr 2003 09:33:02 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 22
Message-ID: <b7ogoe$n84$1@eol.dd.chalmers.se>
References: <3E9BF190.1040001@lutece.net> <b7ncg7$9d1$1@eol.dd.chalmers.se>
<3E9FC326.40701@lutece.net> <b7ogas$n16$1@eol.dd.chalmers.se>
NNTP-Posting-Host: haddock.cd.chalmers.se
Xref: archiver1.google.com comp.sys.atari.st:30387 comp.sys.atari.programmer:1247

Replying to myself here...

In article <b7ogas$n16$1@eol.dd.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>In article <3E9FC326.40701@lutece.net>,
>=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>>Johan Klockars a ⍰crit:
...
>typedef struct {
> long ap_event;
> long ap_value;
>} EVNTREC;

The Compute book claims the ap_event field is a short, which seems
to make more sense.
It agrees with the Lattice C manuals regarding the rest, though.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |
                        | so hard to do |  WWW:      http://www.klockars.net
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```

From 3306816867630688150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-18 02:50:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.uni2.dk!uio.no!news.netg.se!
dd.chalmers.se!cd.chalmers.se!rand
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Subject: Re: [?] appl_tplay() and appl_trecord() on Hades
Date: 18 Apr 2003 09:49:31 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 21
Message-ID: <b7ohnbnfn1@eol.dd.chalmers.se>
References: <3E9BF190.1040001@lutece.net>
NNTP-Posting-Host: haddock.cd.chalmers.se
Xref: archiver1.google.com comp.sys.atari.st:30388 comp.sys.atari.programmer:1248

In article <3E9BF190.1040001@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
...
>those system calls. On those systems, the mouse begins
>to move, as if all was right, and then it crashes the

Just a short note here.
There is actually no legal way to tell the VDI to move the mouse
pointer. I'm not sure what the normal AES does, but Atari, as well
as the MagiC folks, obviously had special knowledge of the inner
workings of their various OS components.
Geneva, N.AES, XaAES etc do not have that luxury.

And of course, whatever special means the Atari and MagiC AESes made
use of is likely to fail when the VDI is replaced...

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |
                        | so hard to do |  WWW:      http://www.klockars.net
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```

From 2621937497763905816
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-18 02:51:22 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!skynet.be!skynet.be!freenix!proxad.net!feeder2-1.proxad.net!news2-1.free.fr!not-for-mail
Message-ID: <3E9FD8B8.6090008@lutece.net>
Date: Fri, 18 Apr 2003 11:51:36 +0100
From: =?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net>
User-Agent: Mozilla/5.0 (Macintosh; U; PPC; fr-FR; rv:1.0.2) Gecko/20030208 Netscape/7.02
X-Accept-Language: fr, en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: [?] appl_tplay() and appl_trecord()
References: <3E9BF190.1040001@lutece.net> <3E9EAF7A.6090007@lutece.net>

<b7ncg7$9d1$1@eol.dd.chalmers.se> <3E9FC326.40701@lutece.net>
<b7ogas$n16$1@eol.dd.chalmers.se>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit
Lines: 46
Organization: Guest of ProXad - France
NNTP-Posting-Date: 18 Apr 2003 11:51:21 MEST
NNTP-Posting-Host: 157.136.14.181
X-Trace: 1050659481 news2-1.free.fr 28321 157.136.14.181:49418
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.st:30389 comp.sys.atari.programmer:1249

...

Johan Klockars a ?crit:
> scale is a speed percentage from 1 to 10000.

Rubbish ...

>>I say 1/1 speed should be around 4 or 5.
>
> Strange that they would want to do such a change.
> The 200 clicks per second from the 'timer event' should have been
> easy to handle.

Probably ...

> Anyway, this functionality was badly thought out in the first place,
> IMO. I'm not surprised that the multitasking AESes have avoided
> implementing this function.

It's not implemented in XaAES, but it implemented in N.AES and
Geneva, at least. But it's wrong.

> Since what's recorded is not (according to the above) actual effects
> of user actions, but the actions themselves, replaying them will only
> work as expected if the screen contents are exactly the same as when
> they were recorded. And if the user does not touch the mouse or the
> keyboard at the same time. Kind of useless.

So, please have a look at my software Eureka :

http://eureka.atari.org/eurka304.zip

and test the RECORD.ACC accessory within it. You will see what
can be done with this very useful call. You can try under TOS
on every ATARI (I tested on 1040STf, MEGA STE 4, Falcon, TT,
Hades 060) under MagiC (every kind) or ARAnyM (TOS or MagiC).
It's much better than to dream reading a documentation, even
if it's made by ATARI Corps (bless them ...).

Good try ! And, keep it fun !

-- Fran⍰ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

From 6729848418257825991
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-18 03:21:45 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
feed.news.nacamar.de!tiscali!newsfeed1.ip.tiscali.net!proxad.net!
feeder2-1.proxad.net!news2-1.free.fr!not-for-mail
Message-ID: <3E9FDFD7.7090303@lutece.net>
Date: Fri, 18 Apr 2003 12:21:59 +0100
From: =?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net>
User-Agent: Mozilla/5.0 (Macintosh; U; PPC; fr-FR; rv:1.0.2) Gecko/20030208
Netscape/7.02
X-Accept-Language: fr, en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: [?] appl_tplay() and appl_trecord() on Hades
References: <3E9BF190.1040001@lutece.net> <b7ohnbnfn1@eol.dd.chalmers.se>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit
Lines: 15
Organization: Guest of ProXad - France
NNTP-Posting-Date: 18 Apr 2003 12:21:45 MEST
NNTP-Posting-Host: 157.136.14.181
X-Trace: 1050661305 news2-1.free.fr 28339 157.136.14.181:49421
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.st:30390 comp.sys.atari.programmer:1250

...

Johan Klockars a ⍰crit:
> And of course, whatever special means the Atari and MagiC AESes made
> use of is likely to fail when the VDI is replaced...

No problem with NVDI or fVDI ...

Regards,

-- Fran⍰ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

From 2349532514782526363
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-18 04:20:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.tele.dk!news.tele.dk!small.news.tele.dk!uio.no!
news.netg.se!dd.chalmers.se!cd.chalmers.se!rand
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: [?] appl_tplay() and appl_trecord() on Hades
Date: 18 Apr 2003 11:15:00 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 35
Message-ID: <b7omnkphb1@eol.dd.chalmers.se>
References: <3E9BF190.1040001@lutece.net> <b7ohnbnfn1@eol.dd.chalmers.se>
<3E9FDFD7.7090303@lutece.net>
NNTP-Posting-Host: haddock.cd.chalmers.se
Xref: archiver1.google.com comp.sys.atari.st:30391 comp.sys.atari.programmer:1251

In article <3E9FDFD7.7090303@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>...
>
>Johan Klockars a ?crit:
>> And of course, whatever special means the Atari and MagiC AESes made
>> use of is likely to fail when the VDI is replaced...
>
>No problem with NVDI or fVDI ...

There will (most likely) be with fVDI once I get around to writing the
mouse handling code (probably not long now). Currently, fVDI relies on
the original VDI (or whatever other VDI was loaded before fVDI) to
handle the mouse and keyboard, and only makes use of the vex_ vectors
provided by that one.

And then there's the upcoming work to make the ARAnyM driver capable
of using a real (as in controlled by X, Windows, or whatever the host
graphics system is) mouse pointer, which will make even stuff like mouse
accelerators fail (since the VDI will no longer be in control of the
real mouse position at all).

Since NVDI appears to use the lineA variables in the same way as the
original VDI, it may not have a problem. Indeed, I would have
expected them to make sure stuff like this worked. Still, that doesn't
change the fact that the AES must resort to undocumented methods.

Of course, I could easily add a function for moving the mouse pointer
to fVDI, which could then be used by XaAES. ;-)

--
  Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
     of Technology | .signatures |
                        | so hard to do | WWW: http://www.klockars.net
   Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

From 453414099830810019
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-18 04:40:46 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
newsfeed.media.kyoto-u.ac.jp!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!
feeder2-1.proxad.net!news2-1.free.fr!not-for-mail
Message-ID: <3E9FF259.6010302@lutece.net>
Date: Fri, 18 Apr 2003 13:40:57 +0100
From: =?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net>
User-Agent: Mozilla/5.0 (Macintosh; U; PPC; fr-FR; rv:1.0.2) Gecko/20030208
Netscape/7.02
X-Accept-Language: fr, en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: [?] appl_tplay() and appl_trecord() on Hades
References: <3E9BF190.1040001@lutece.net> <b7ohnbnfn1@eol.dd.chalmers.se>
<3E9FDFD7.7090303@lutece.net> <b7omnkphb1@eol.dd.chalmers.se>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit
Lines: 15
Organization: Guest of ProXad - France
NNTP-Posting-Date: 18 Apr 2003 13:40:45 MEST
NNTP-Posting-Host: 157.136.14.181
X-Trace: 1050666045 news2-1.free.fr 28318 157.136.14.181:49674
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.st:30392 comp.sys.atari.programmer:1252

...

Johan Klockars a ?crit:
> Of course, I could easily add a function for moving the mouse pointer
> to fVDI, which could then be used by XaAES. ;-)

Yessss ! That's a good idea !

Go for it !

-- Fran?ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

From 5633894820304783198
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-18 05:12:28 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-03!sn-xit-06!sn-xit-09!supernews.com!news.maxwell.syr.edu!uio.no!news.netg.se!dd.chalmers.se!cd.chalmers.se!rand
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: [?] appl_tplay() and appl_trecord()
Date: 18 Apr 2003 11:50:01 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 55
Message-ID: <b7oop9$q9h$1@eol.dd.chalmers.se>
References: <3E9BF190.1040001@lutece.net> <3E9FC326.40701@lutece.net> <b7ogas$n16$1@eol.dd.chalmers.se> <3E9FD8B8.6090008@lutece.net>
NNTP-Posting-Host: haddock.cd.chalmers.se
Xref: archiver1.google.com comp.sys.atari.st:30393 comp.sys.atari.programmer:1253

In article <3E9FD8B8.6090008@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>...
>
>Johan Klockars a écrit:
>> scale is a speed percentage from 1 to 10000.
>
>Rubbish ...

Makes a whole lot more sense than what you say they eventually
implemented, though.

>It's not implemented in XaAES, but it implemented in N.AES and
>Geneva, at least. But it's wrong.

In what way is it wrong? Or do you just mean that it does not work?

>> keyboard at the same time. Kind of useless.
>
>So, please have a look at my software Eureka :
>
>   http://eureka.atari.org/eurka304.zip

Looks like a nice program, though not something I have a use for.

>and test the RECORD.ACC accessory within it. You will see what
>can be done with this very useful call. You can try under TOS

If the circumstances are right, and the user cooperates, it can of course be used (assuming the OS supports it).

I have actually even used it myself, in MGIF. The usage there was precisely because I needed to move the mouse (not the displayed pointer, since this was for full screen image display) to be able to scroll a displayed image indefinitely using the mouse, and the VDI didn't support that.
I guess I will have to update MGIF once I do the changes to fVDI that I mentioned elsewhere. ;-)
Incidentally, the MGIF code has a special option to turn this feature off since it is not compatible with all machines. Back then, there was apparently a problem with Warp9 according to the MGIF documentation.

>It's much better than to dream reading a documentation, even
>if it's made by ATARI Corps (bless them ...).

Using undocumented behaviour is seldom a good idea.
If it's not documented, you should expect it to change at any time.
If it appears to be documented wrongly, it may be that it's the implementation that is wrong, and that may be fixed at some point. ;-)

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |
                        | so hard to do |  WWW:      http://www.klockars.net
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```

From -3164909498713400253
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,70574b3a7adc21d8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70574b3a7adc21d8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-18 06:36:55 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!feed.news.nacamar.de!tiscali!newsfeed1.ip.tiscali.net!proxad.net!feeder2-1.proxad.net!news2-1.free.fr!not-for-mail
Message-ID: <3EA00D94.7090106@lutece.net>
Date: Fri, 18 Apr 2003 15:37:08 +0100
From: =?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net>
User-Agent: Mozilla/5.0 (Macintosh; U; PPC; fr-FR; rv:1.0.2) Gecko/20030208 Netscape/7.02
X-Accept-Language: fr, en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: [?] appl_tplay() and appl_trecord()
References: <3E9BF190.1040001@lutece.net> <3E9FC326.40701@lutece.net> <b7ogas$n16$1@eol.dd.chalmers.se> <3E9FD8B8.6090008@lutece.net> <b7oop9$q9h$1@eol.dd.chalmers.se>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed

Content-Transfer-Encoding: 8bit
Lines: 87
Organization: Guest of ProXad - France
NNTP-Posting-Date: 18 Apr 2003 15:36:54 MEST
NNTP-Posting-Host: 157.136.14.181
X-Trace: 1050673014 news2-1.free.fr 28344 157.136.14.181:49760
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.st:30395 comp.sys.atari.programmer:1254

...

Johan Klockars a ⍰crit:
>>>scale is a speed percentage from 1 to 10000.
>>
>>Rubbish ...
>
> Makes a whole lot more sense than what you say they eventually
> implemented, though.

Yes, it's appealing as explanation. But it doesn't have anything
to do with the reality of what it does. It even doesn't give any
order of the range of values you can use ...

>>It's not implemented in XaAES, but it implemented in N.AES and
>>Geneva, at least. But it's wrong.
>
> In what way is it wrong? Or do you just mean that it does not work?

Well, it's partly working as I said before ...
If you have recorded a sequence on a correct configuration. This
is the case of the "EUREKA.REC" sequence that is included in the
archive of my software (Eur⍰ka). Then when you try to replay it.

On XaAES, it completely skip it. When you start replay, it stops
immediately.

On N.AES, the mouse begins to move, but it stops 1 second later
with the ATARI freezed by a big bug ... You just have to turn the
power down.

On Geneva, it move very slooooooooooow ! The ATARI can't be rebooted
with <C-A-D>, because the computer is totally under control of a
slooooooooow turtle. I tried to change the "scale" factor of
appl_tplay(), but it has no effect ...

So, it seems that it could work, but it doesn't. That's why I
say that it is implemented, but badly implemented. That's all.

> I have actually even used it myself, in MGIF. The usage there was
> precisely because I needed to move the mouse (not the displayed
> pointer, since this was for full screen image display) to be able to
> scroll a displayed image indefinitely using the mouse, and the VDI
> didn't support that.

Ho, yes, I hadn't noticed that. For my soft, I don't generate
events, as you seems to do. I only record events in a big buffer
(16kb is quite enough), and then saving it as is in a *.REC file.
Then, I read the buffer with appl_tplay() every time I want.
It's a sort of mechanical piano that replays always the exact
same partition. I use it as a tool for making demos of Eureka.

> I guess I will have to update MGIF once I do the changes to fVDI that
> I mentioned elsewhere. ;-)

So, you will ? That's great !

>>It's much better than to dream reading a documentation, even
>>if it's made by ATARI Corps (bless them ...).
>
> Using undocumented behaviour is seldom a good idea.
> If it's not documented, you should expect it to change at any time.
> If it appears to be documented wrongly, it may be that it's the
> implementation that is wrong, and that may be fixed at some point. ;-)

You're right. But keep in mind that it works the same way on
a great quantity of ATARI machines. You must respect that. And
ATARI TOS/AES/VDI are the references. As it works, not as it should
in a bad "documentation".

I told you about the DDFS documentation. It's french. It has been
made officially by ATARI France for the Falcon 030 developers. It's
the last official reference. There's nothing clear about these
system calls. Besides of that, it works also on a Falcon, as it works
on other platforms.

There's nothing to invent in this domain ...

Right. Bye for now ...

Regards,

-- Fran?ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

From 8697659327375563560
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,13b43bd1b1096398,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,13b43bd1b1096398,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-04-30 03:14:16 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-

spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.freenet.de!feed.news.nacamar.de!tiscali!newsfeed1.ip.tiscali.net!
proxad.net!feeder2-1.proxad.net!news3-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Pascal Ricard" <nospam@mydomain.thanx.invalid>
Message-ID: <3eafb05a15523b9@europe-shareware.org>
Subject: [PR] Conference on software patents
Reply-To: pascal@europe-shareware.org
Organization: Europe Shareware
User-Agent: Okami Version 3.0B-11 (Atari) with Nospam version B0.50
X-System: TT030 NovaMach32 MagiC-6.10 NVDI-5.03
Date: Wed, 30 Apr 2003 12:14:26 +0200 (MET DST)
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-15
Content-Transfer-Encoding: 8bit
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 91
NNTP-Posting-Date: 30 Apr 2003 12:14:16 MEST
NNTP-Posting-Host: 62.147.41.121
X-Trace: 1051697656 news3-1.free.fr 31068 62.147.41.121:1044
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.st:30613 comp.sys.atari.programmer:1255

CONFERENCE ON SOFTWARE PATENTS

<http://www.europe-shareware.org/pages/communiques/
030428_conf_parlement.us.pdf>

Europe Shareware invites shareware authors and companies to take part next May 7th & 8th in the parliamentary debates on software patents.

M⍰reau, 28/04/2003. During the current parliamentary work on the COM(2002)92 directive concerning software patents, two conferences will take place in May in Brussels.

On May 7th, a conference organized by Eurolinux, in which Europe Shareware is an active member, will be held at the Dorint Hotel in Brussels with many workshops including Members of the European Parliament (MEP), experts and CEOs. Special guests include Professor Lawrence Lessig from Stanford University, Professor Brian Kahin from Michigan University, Richard Stallman and the Eurolinux experts in computer science, economy and law.

On May 8th, the MEPs will organize a hearing for software SMEs in the European Parliament. On the suggestion of Europe Shareware, H⍰kon Wium Lie from Opera ASA and Thorsten Lemke from Lemke Software GmbH have been invited to represent the shareware sector ; thus making shareware companies one third of the panel.

We encourage shareware market players to contact us to register for these events, so that the legislators take into account the impact of software patentability on shareware in the final directive text.

Programme of the May 7th & 8th debates :
<http://swpat.ffii.org/events/2003/europarl/05/>

The directive text :
<http://www.europa.eu.int/comm/internal_market/en/indprop/com02-92en.pdf>

***

Press contact :

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Information :

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Website : www.europe-shareware.org

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Address :
Europe Shareware Espa□a
c / Fortuny, 6
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ESPA□A

Email : espana@europe-shareware.org
Website : www.europe-shareware.org

Europe Shareware North America
Address :
Europe Shareware North America
6 Cobbler Court
Ottawa, Ontario
CANADA

Email : esna@europe-shareware.org
Website : www.europe-shareware.org

--
Sylvain Perchaud
Tel: +33 (0) 674 758 551
http://www.europe-shareware.org

From 9123472177993518476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7f28410555c709e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-02 11:21:05 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3e959040.0@entanet> <3e97f201$0$28328$626a54ce@news.free.fr>
<3e99bef0.0@entanet> <b7cjp0$ri2$1@reader1.panix.com> <3e9aa53d.0@entanet>
<3e9ad54d.0@entanet>
Subject: Re: M$ file conversion
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <3eb2b730.0@entanet>
Date: 2 May 2003 19:21:36 -0100
X-Trace: 2 May 2003 19:21:36 -0100, 81.31.97.27
Lines: 16
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.freenet.de!213.253.16.105.MISMATCH!mephistopheles.news.clara.net!
news.clara.net!jump.net.uk!entanet!81.31.97.27
Xref: archiver1.google.com comp.sys.atari.programmer:1256

>
>I have now done this and the program can be downloaded from:
>
>http://www.peterslegg.scubadivers.co.uk/atari.htm
>
>If anyone would like to add any features to the program then I can
>also make the source code available.
>
>Regards,
>
>Peter
>.

Was this program useful to those that tried it ?

Peter

From -701557907903559931

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7f28410555c709e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-05 20:25:38 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!sn-xit-03!sn-xit-01!sn-post-01!supernews.com!corp.supernews.com!not-for-mail
From: RoyE <RoyE@charterxx.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: M$ file conversion
Date: Tue, 06 May 2003 03:25:37 -0000
Organization: Your Company
Message-ID: <Xns9372CFCC358Cme4me4you@216.168.3.44>
References: <3e959040.0@entanet> <3e97f201$0$28328$626a54ce@news.free.fr> <3e99bef0.0@entanet> <b7cjp0$ri2$1@reader1.panix.com> <3e9aa53d.0@entanet> <3e9ad54d.0@entanet> <3eb2b730.0@entanet>
User-Agent: Xnews/5.04.25
X-Complaints-To: abuse@supernews.com
Lines: 19
Xref: archiver1.google.com comp.sys.atari.programmer:1257

peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote in news:3eb2b730.0@entanet:

>SNIP
>
>>Regards,
>>
>>Peter
>>.
>
> Was this program useful to those that tried it ?
>
> Peter
>

I got it to do all I wanted : backgound art files and text: presentation pictures did not extract about 6 of them.. Otherwise very useful.

RoyE

From 1635818821306791677
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7f28410555c709e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-06 11:17:45 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3e959040.0@entanet> <3e97f201$0$28328$626a54ce@news.free.fr> <3e99bef0.0@entanet> <b7cjp0$ri2$1@reader1.panix.com> <3e9aa53d.0@entanet> <3e9ad54d.0@entanet> <3eb2b730.0@entanet> <Xns9372CFCC358Cme4me4you@216.168.3.44>

Subject: Re: M$ file conversion
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 81.31.97.27
Message-ID: <3eb7fc79.0@entanet>
Date: 6 May 2003 19:18:33 -0100
X-Trace: 6 May 2003 19:18:33 -0100, 81.31.97.27
Lines: 34
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!news.telebyte.nl!zen.net.uk!news.anlx.net!jump.net.uk!entanet!81.31.97.27
Xref: archiver1.google.com comp.sys.atari.programmer:1258

On 6 May 2003 03:25:37 -, RoyE wrote:
>peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote in
>news:3eb2b730.0@entanet:
>
>>SNIP
>>
>>>Regards,
>>>
>>>Peter
>>>.
>>
>> Was this program useful to those that tried it ?
>>
>> Peter
>>
>
>I got it to do all I wanted : backgound art files and text: presentation
>pictures did not extract about 6 of them.. Otherwise very useful.
>
>RoyE
>.

Hi Roy,

By "pictures" I assume you mean the embedded, vector art type drawings.
The PPT files I was working on had about 100 slides but only about 2
such drawings.

I think these pictures have the same format as those in Word documents
but I don't know any more than that.

Regards,

Peter

From -5240475839509125096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f0f0a275f6676631,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-07 10:25:04 PST

Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!newsmi-
us.news.garr.it!NewsITBone-GARR!news.mailgate.org!newsfeed.stueberl.de!
bolzen.all.de!hirsch.in-berlin.de!b3.maus.de!b.maus.de!Gerhard_Stoll
From: Gerhard_Stoll@b.maus.de (Gerhard Stoll)
Newsgroups: comp.sys.atari.programmer
Message-ID: <200305071440.a21644@b.maus.de>
Organization: MAUS Berlin (+49-30-82701142)
Subject: Opcode VsetMask
Date: Wed, 7 May 2003 14:40:00 +0200
X-Gateway: b3.maus.de gb1.1r 102698.1858
X-Gateway-Administrator: postmaster@b3.maus.de
Lines: 9
Xref: archiver1.google.com comp.sys.atari.programmer:1259

Hello.

What is the corret Opcode from the XBIOS function VsetMask.

I have found two numbers:
0x5C (92) in the os_calls.pdf from Miachel Schwingen and Compendium, in all
other docs is 0x96 (150).

Gerhard

From 3721087871324030879
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f0f0a275f6676631
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-07 12:17:54 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-
beacon.mit.edu!panix!jimd
From: Jim DeClercq <jimd@panix3.panix.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Opcode VsetMask
Date: Wed, 7 May 2003 19:17:53 +0000 (UTC)
Organization: PANIX Public Access Internet and UNIX, NYC
Lines: 35
Message-ID: <b9bm51bmu1@reader1.panix.com>
References: <200305071440.a21644@b.maus.de>
NNTP-Posting-Host: panix3.panix.com
X-Trace: reader1.panix.com 1052335073 11998 166.84.1.3 (7 May 2003 19:17:53 GMT)
X-Complaints-To: abuse@panix.com
NNTP-Posting-Date: Wed, 7 May 2003 19:17:53 +0000 (UTC)
User-Agent: tinx 1.2.12
Xref: archiver1.google.com comp.sys.atari.programmer:1260

Another layer of confusion to be added--which version of the Compendium do
you have? I think I have the second printing.

The errata for the first printing has a correction to a page 4.106. The
latest version does not have a page 4.106.

On page 4.100, Vsetmask is 0x96 (150)

The definitive answer might be found in a .h file in your gcc library.
This is where VsetMask is given a numeric value. Try grep. Or, for that
matter, grep/find/which .h files in any compiler that has that function
call available.

Jim

Gerhard Stoll <Gerhard_Stoll@b.maus.de> writes:

: Hello.

: What is the corret Opcode from the XBIOS function VsetMask.

: I have found two numbers:
: 0x5C (92) in the os_calls.pdf from Miachel Schwingen and Compendium, in all
: other docs is 0x96 (150).

: Gerhard

--
--
```
 /"\      Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
 \ /      ASCII ribbon campaign | I'm a .signature virus!       |
  X       against HTML mail     | Copy me into your ~/.signature|
 / \      and postings          | to help me spread!            |
```
.

From -4330853086756395173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f0f0a275f6676631
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-08 13:00:05 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!kibo.news.demon.net!demon!newsfeed.stueberl.de!
bolzen.all.de!hirsch.in-berlin.de!b3.maus.de!b.maus.de!Gerhard_Stoll
From: Gerhard_Stoll@b.maus.de (Gerhard Stoll)
Newsgroups: comp.sys.atari.programmer
Message-ID: <200305082126.a21710@b.maus.de>
References: <b9bm51bmu1@reader1.panix.com>
Organization: MAUS Berlin (+49-30-82701142)
Subject: Re: Opcode VsetMask
Date: Thu, 8 May 2003 21:26:00 +0200
X-Gateway: b3.maus.de gb1.1r 102698.1858
X-Gateway-Administrator: postmaster@b3.maus.de
Lines: 14
Xref: archiver1.google.com comp.sys.atari.programmer:1261

> version of the Compendium do you have?

I thing it is the first. I have it on CD.

> The definitive answer might be found in a .h file in your gcc library.

In all library it is 0x96 (150).

> On page 4.100, Vsetmask is 0x96 (150)

Mmh, then is Michael Schwingens os_call.pdf wrong.

Gerhard

From -6030542843504696107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,711b346b9a8853ba,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-09 13:37:22 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!lon1-news.nildram.net!195.149.20.147.MISMATCH!mercury.nildram.co.uk!not-for-mail
From: "Me" <no@spam.com>
Newsgroups: comp.sys.atari.programmer
Subject: C Compiler
Date: Fri, 9 May 2003 21:37:19 +0100
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1158
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1165
Lines: 5
Message-ID: <3ebc1181$0$45168$65c69314@mercury.nildram.net>
NNTP-Posting-Host: 213.208.103.79
X-Trace: 1052512642 mercury.nildram.net 45168 213.208.103.79
Xref: archiver1.google.com comp.sys.atari.programmer:1262

I am looking for a good C compiler for the ST, any recomendations?
Also TOS calls information sources that are accurate.
Any ideas?

From -9092504971842228964
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,711b346b9a8853ba
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-10 04:23:52 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!logbridge.uoregon.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!newsfeed.tpinternet.pl!atlantis.news.tpi.pl!news.tpi.pl!not-for-mail
From: Adam Klobukowski <atari@gabo.pl>
Newsgroups: comp.sys.atari.programmer

Subject: Re: C Compiler
Date: Sat, 10 May 2003 11:24:14 +0000 (UTC)
Organization: tp.internet - http://www.tpi.pl/
Lines: 16
Message-ID: <slrnbbpnmg.6r3.atari@core.preferuje.luzik.pl>
References: <3ebc1181$0$45168$65c69314@mercury.nildram.net>
Reply-To: atari@gabo.pl
NNTP-Posting-Host: 217-97-216-28.tvk.tpsa.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-2
Content-Transfer-Encoding: 8bit
X-Trace: nemesis.news.tpi.pl 1052565854 22421 217.97.216.28 (10 May 2003 11:24:14 GMT)
X-Complaints-To: usenet@tpi.pl
NNTP-Posting-Date: Sat, 10 May 2003 11:24:14 +0000 (UTC)
User-Agent: slrn/0.9.7.4 (Linux)
Xref: archiver1.google.com comp.sys.atari.programmer:1263

W artykule <3ebc1181$0$45168$65c69314@mercury.nildram.net> Me napisa(a):
> I am looking for a good C compiler for the ST, any recomendations?
> Also TOS calls information sources that are accurate.
> Any ideas?

Pure C or Lattice C - commercial
Sozobon - free
GCC - free (but requires lots of memory)

TOS calls information is avialible on the internet, try searching on Google.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

From 1601286520694088083
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,64ff9a0ac81c8b13,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-13 02:28:23 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: maraka@atari.net (D Galvez)
Newsgroups: comp.sys.atari.programmer
Subject: Pure C precompiler
Date: 13 May 2003 02:28:22 -0700
Organization: http://groups.google.com/
Lines: 20
Message-ID: <d385a14d.0305130128.11e85209@posting.google.com>
NNTP-Posting-Host: 80.133.17.138
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1052818103 2399 127.0.0.1 (13 May 2003 09:28:23 GMT)

X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 13 May 2003 09:28:23 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1264

I was trying to compile some code that uses MT_AES lib, the .H file
from this lib has lines like these ones:

```
#define  appl_init() \

             MT_appl_init( 0L )

#define  appl_read( a, b, c ) \

             MT_appl_read( a, b, c, 0L )
```

when i try to compile i got errors in this kind of lines with the "\"
char to join to different lines in one. In the Pure C help is said
that is possible to do it.

Any idea what could be wrong?

Thanks

From -4066041473733148081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,64ff9a0ac81c8b13
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-13 02:49:12 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.vmunix.org!newsfeed01.sul.t-online.de!
newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: jensheitmann@yahoo.de (Jens Heitmann)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure C precompiler
Date: Tue, 13 May 2003 09:46:29 GMT
Organization: http://draconis.atari.org
Lines: 30
Message-ID: <b9qeuk$n84$05$1@news.t-online.com>
References: <d385a14d.0305130128.11e85209@posting.google.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 1052819220 05 23812 rQ39EE0VStH5oB 030513 09:47:00
X-Complaints-To: abuse@t-online.com
X-ID: ZL9O0rZTZeaE9joX7N6cH-pX7AQSxhIobrSYVe-FbuzLlr+cAoNRQv
X-Newsreader: News Xpress 2.01
Xref: archiver1.google.com comp.sys.atari.programmer:1265

In article <d385a14d.0305130128.11e85209@posting.google.com>, maraka@atari.net (D
Galvez) wrote:

```
>I was trying to compile some code that uses MT_AES lib, the .H file
>from this lib has lines like these ones:
>
>
>#define appl_init() \
>
>                        MT_appl_init( 0L )
>
>#define appl_read( a, b, c ) \
>
>                        MT_appl_read( a, b, c, 0L )
>
>
>when i try to compile i got errors in this kind of lines with the "\"
>char to join to different lines in one. In the Pure C help is said
>that is possible to do it.
```

Right! It is working well, with Pure C 1.1 Dec 18, 1992

>Any idea what could be wrong?

Do you have the above version?

        Jens

--
Jens Heitmann
http://draconis.atari.org
draconis@atari.org

From 7577254647637099117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,64ff9a0ac81c8b13
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-13 05:27:35 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-03!sn-xit-04!sn-xit-01!sn-xit-09!supernews.com!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!colt.net!peernews3.colt.net!newsfeed.stueberl.de!newsfeed.vmunix.org!fu-berlin.de!uni-berlin.de!junk.nocrew.ORG!not-for-mail
From: Tomas Berndtsson <tomas@nocrew.org>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure C precompiler
Date: 13 May 2003 14:14:35 +0200
Organization: Nocrew Research Laboratories
Lines: 47
Sender: tomas@junk.nocrew.org
Message-ID: <80el33xcus.fsf@junk.nocrew.org>
References: <d385a14d.0305130128.11e85209@posting.google.com>
NNTP-Posting-Host: junk.nocrew.org (213.242.147.30)
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Trace: fu-berlin.de 1052828117 21924778 213.242.147.30 (16 [140306])

X-Orig-Path: junk.nocrew.org!not-for-mail
User-Agent: Gnus/5.0808 (Gnus v5.8.8) Emacs/20.7
Xref: archiver1.google.com comp.sys.atari.programmer:1266

maraka@atari.net (D Galvez) writes:

```
> I was trying to compile some code that uses MT_AES lib, the .H file
> from this lib has lines like these ones:
>
>
> #define appl_init() \
>
>             MT_appl_init( 0L )
>
> #define appl_read( a, b, c ) \
>
>             MT_appl_read( a, b, c, 0L )
>
>
> when i try to compile i got errors in this kind of lines with the "\"
> char to join to different lines in one. In the Pure C help is said
> that is possible to do it.
>
> Any idea what could be wrong?
```

You seem to have an extra empty line between \ and MT_appl_*. Try this instead:

```
#define  appl_init() \
             MT_appl_init( 0L )

#define  appl_read( a, b, c ) \
             MT_appl_read( a, b, c, 0L )
```

If you absolutely want the extra line, you have to add a "\" on that as well, like this:

```
#define  appl_init() \
             \
             MT_appl_init( 0L )

#define  appl_read( a, b, c ) \
                              \
             MT_appl_read( a, b, c, 0L )
```

Greetings,

Tomas

From -6818142779848540739
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,64ff9a0ac81c8b13
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-13 06:42:21 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: maraka@atari.net (D Galvez)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure C precompiler
Date: 13 May 2003 06:42:20 -0700
Organization: http://groups.google.com/
Lines: 13
Message-ID: <d385a14d.0305130542.297c4f74@posting.google.com>
References: <d385a14d.0305130128.11e85209@posting.google.com>
<b9qeuk$n84$05$1@news.t-online.com>
NNTP-Posting-Host: 80.133.17.138
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1052833341 13993 127.0.0.1 (13 May 2003 13:42:21 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 13 May 2003 13:42:21 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1267

>
> Right! It is working well, with Pure C 1.1 Dec 18, 1992
>
> >Any idea what could be wrong?
>
> Do you have the above version?
>
>   Jens

Must be that.....I think i have an earlier version but i cant tell you
for sure because i?m at work now, tonight i will take a look.

Thank you.

From -4074766966815337505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,64ff9a0ac81c8b13
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-14 11:02:42 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-
beacon.mit.edu!cambridge1-snf1.gtei.net!news.gtei.net!bos-
service1.ext.raytheon.com!cyclone.swbell.net!newsfeed1.easynews.com!easynews.com!
easynews!border3.nntp.aus1.giganews.com!nntp.giganews.com!nntp3.aus1.giganews.com!
nntp.speakeasy.net!news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Wed, 14 May 2003 13:02:42 -0500
From: Mark D <mducksub@removenoaspam.atari-source.com>
Organization: Atari-source.com
Subject: Re: Pure C precompiler
Date: Wed, 14 May 2003 13:56:38 -0400

User-Agent: Pan/0.14.0 (I'm Being Nibbled to Death by Cats!)
Message-ID: <pan.2003.05.14.17.56.38.50018@removenoaspam.atari-source.com>
Newsgroups: comp.sys.atari.programmer
References: <d385a14d.0305130128.11e85209@posting.google.com>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Cache-Post-Path: blade.atari-source.com!unknown@12.47.216.223
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 30
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-Mo8AmWUMonqce42vwszqSrL51NiIB9Qx7T+SR4Kg2zxsyKtwBisX9xtzQDDZ/
sP84fSELgdbN+1sRDF!Ata0VvoLulP9K/mUg9HwrbR/
qukn7axNQjM8S+09PTShYBtLdfUTGIO7LqjR3KGhKS/UUhXL0e1d!
eXBIESCAcxIqxeDMHSGTflAHRXVz1Ajmf7gFUrvOWyFF3Ura
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1268

On Tue, 13 May 2003 02:28:22 -0700, D Galvez wrote:

```
> I was trying to compile some code that uses MT_AES lib, the .H file
> from this lib has lines like these ones:
>
>
> #define appl_init() \
>
>             MT_appl_init( 0L )
>
> #define appl_read( a, b, c ) \
>
>             MT_appl_read( a, b, c, 0L )
>
>
> when i try to compile i got errors in this kind of lines with the "\"
> char to join to different lines in one. In the Pure C help is said
> that is possible to do it.
>
> Any idea what could be wrong?
>
> Thanks
```

I recently had problems with this. Be sure the end of line is in Atari
format versus unix format. You can alter this using the free QED editor,
(File -> Info)

Thanks
Mark
http://atari-source.com

From 2621924444580138486
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,64ff9a0ac81c8b13
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-15 01:00:46 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: maraka@atari.net (D Galvez)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure C precompiler
Date: 15 May 2003 01:00:45 -0700
Organization: http://groups.google.com/
Lines: 16
Message-ID: <d385a14d.0305150000.251d8b08@posting.google.com>
References: <d385a14d.0305130128.11e85209@posting.google.com>
<b9qeuk$n84$05$1@news.t-online.com>
<d385a14d.0305130542.297c4f74@posting.google.com>
NNTP-Posting-Host: 217.228.6.191
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1052985646 2471 127.0.0.1 (15 May 2003 08:00:46 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 15 May 2003 08:00:46 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1269

maraka@atari.net (D Galvez) wrote in message
news:<d385a14d.0305130542.297c4f74@posting.google.com>...
> >
> > Right! It is working well, with Pure C 1.1 Dec 18, 1992
> >
> > >Any idea what could be wrong?
> >
> > Do you have the above version?
> >
> >   Jens
>
> Must be that.....I think i have an earlier version but i cant tell you
> for sure because i$m at work now, tonight i will take a look.
>
> Thank you.

My version is from Sept 20, 1991.

From 1012236064515034158
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,64ff9a0ac81c8b13
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-15 01:06:08 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: maraka@atari.net (D Galvez)
Newsgroups: comp.sys.atari.programmer

Subject: Re: Pure C precompiler
Date: 15 May 2003 01:06:08 -0700
Organization: http://groups.google.com/
Lines: 32
Message-ID: <d385a14d.0305150006.6f94ecba@posting.google.com>
References: <d385a14d.0305130128.11e85209@posting.google.com>
<80el33xcus.fsf@junk.nocrew.org>
NNTP-Posting-Host: 217.228.6.191
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1052985968 2618 127.0.0.1 (15 May 2003 08:06:08 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 15 May 2003 08:06:08 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1270

yes....when i removed the extra line it worked.
It's extrange because I have extra lines trough all my MT_AES include file.

Thanks

```
>
> You seem to have an extra empty line between \ and MT_appl_*. Try this
> instead:
>
> #define appl_init() \
>             MT_appl_init( 0L )
>
> #define appl_read( a, b, c ) \
>             MT_appl_read( a, b, c, 0L )
>
>
> If you absolutely want the extra line, you have to add a "\" on that
> as well, like this:
>
>
> #define appl_init() \
>            \
>             MT_appl_init( 0L )
>
> #define appl_read( a, b, c ) \
>                               \
>             MT_appl_read( a, b, c, 0L )
>
>
> Greetings,
>
> Tomas
```

From -8428763470422126287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,64ff9a0ac81c8b13
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2003-05-16 05:06:41 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: maraka@atari.net (D Galvez)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure C precompiler
Date: 16 May 2003 05:06:41 -0700
Organization: http://groups.google.com/
Lines: 46
Message-ID: <d385a14d.0305160406.1b63b5ac@posting.google.com>
References: <d385a14d.0305130128.11e85209@posting.google.com>
<pan.2003.05.14.17.56.38.50018@removenoaspam.atari-source.com>
NNTP-Posting-Host: 80.133.19.224
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1053086801 11082 127.0.0.1 (16 May 2003 12:06:41 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 16 May 2003 12:06:41 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1271

I took a look....it is in Atari format....the problem came because
there is an extra white line between every two lines throug all the
mt_aes.h (i have no idea why).
Well i dont know if is clear what i mean....my english is limited. :-)

I read in Atari-Source that you have used Pure C for coding your AOL
client. Did
you use it whith multitasking OS? If yes....what shell or app did you
use to
edit the sources?....the Pure C original one is not very multitasking
friendly.

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2003.05.14.17.56.38.50018@removenoaspam.atari-source.com>...
> On Tue, 13 May 2003 02:28:22 -0700, D Galvez wrote:
>
> > I was trying to compile some code that uses MT_AES lib, the .H file
> > from this lib has lines like these ones:
> >
> >
> > #define appl_init() \
> >
> >   MT_appl_init(0L)
> >
> > #define appl_read(a, b, c) \
> >
> >   MT_appl_read(a, b, c, 0L)
> >
> >
> > when i try to compile i got errors in this kind of lines with the "\"
> > char to join to different lines in one. In the Pure C help is said

> > that is possible to do it.
> >
> > Any idea what could be wrong?
> >
> > Thanks
>
> I recently had problems with this. Be sure the end of line is in Atari
> format versus unix format. You can alter this using the free QED editor,
> (File -> Info)
>
> Thanks
> Mark
> http://atari-source.com

From 5427531365949776299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad141306b49bb9b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-19 05:48:22 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!deine.net!freenix!proxad.net!
feeder2-1.proxad.net!news3-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
Subject: [GEMLIB] tester needed !
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Content-Type: text/plain; charset=iso-8859-1; format=flowed
MIME-Version: 1.0
Date: Mon, 19 May 2003 14:47:47 +0200
Message-ID: <oprpe65xawbi3vdq@news.free.fr>
User-Agent: Opera7.11/Win32 M2 build 2880
Lines: 19
Organization: Guest of ProXad - France
NNTP-Posting-Date: 19 May 2003 14:48:21 MEST
NNTP-Posting-Host: 62.147.222.28
X-Trace: 1053348501 news3-1.free.fr 232 62.147.222.28:4342
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1272

Hi group,

Please visit
http://arnaud.bercegeay.free.fr/gemlib/

Download my small test software (sources are included)
http://arnaud.bercegeay.free.fr/gemlib/vqdevinf.zip

and run it. This will perform the VDI 248 call (vq[t]devinfo) on your
system, and write back a report file (VQDEVINF.TXT).

Please send me back your report file (VQDEVINF.TXT), with the name and the
version of the GDOS you use (NVDI, SpeedoGDOS...).

best regards,
Arnaud.

--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

From 878200177050809365
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,95555a7056b27bfb,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-21 14:14:33 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: rtdos@hotmail.com (rtdos)
Newsgroups: comp.sys.atari.programmer
Subject: stdio.h
Date: 21 May 2003 14:14:33 -0700
Organization: http://groups.google.com/
Lines: 1
Message-ID: <d2f74a9d.0305211314.31536b31@posting.google.com>
NNTP-Posting-Host: 159.238.6.56
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1053551673 2548 127.0.0.1 (21 May 2003 21:14:33 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 21 May 2003 21:14:33 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1273

looking for "stdio.h" from any C or C compatible language for the atari computers

From -5216510838036583373
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,95555a7056b27bfb
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-21 14:54:59 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!kibo.news.demon.net!demon!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!newsfeed.tpinternet.pl!atlantis.news.tpi.pl!news.tpi.pl!not-for-mail
From: Adam Klobukowski <atari@gabo.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: stdio.h
Date: Wed, 21 May 2003 21:55:13 +0000 (UTC)
Organization: tp.internet - http://www.tpi.pl/
Lines: 10
Message-ID: <slrnbcnspc.md6.atari@core.preferuje.luzik.pl>
References: <d2f74a9d.0305211314.31536b31@posting.google.com>
Reply-To: atari@gabo.pl
NNTP-Posting-Host: 217-97-216-28.tvk.tpsa.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-2
Content-Transfer-Encoding: 8bit

X-Trace: atlantis.news.tpi.pl 1053554113 27241 217.97.216.28 (21 May 2003 21:55:13 GMT)
X-Complaints-To: usenet@tpi.pl
NNTP-Posting-Date: Wed, 21 May 2003 21:55:13 +0000 (UTC)
User-Agent: slrn/0.9.7.4 (Linux)
Xref: archiver1.google.com comp.sys.atari.programmer:1274

W artykule <d2f74a9d.0305211314.31536b31@posting.google.com> rtdos napisa(a):
> looking for "stdio.h" from any C or C compatible language for the atari computers

http://sparemint.atariforge.net/cgi-bin/cvsweb/~checkout~/mintlib/include/stdio.h?rev=1.3&content-type=text/plain

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

From 8885946780212793699
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,95555a7056b27bfb
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-22 07:49:54 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: rtdos@hotmail.com (rtdos)
Newsgroups: comp.sys.atari.programmer
Subject: Re: stdio.h
Date: 22 May 2003 07:49:53 -0700
Organization: http://groups.google.com/
Lines: 7
Message-ID: <d2f74a9d.0305220649.2e0fc5a4@posting.google.com>
References: <d2f74a9d.0305211314.31536b31@posting.google.com>
<slrnbcnspc.md6.atari@core.preferuje.luzik.pl>
NNTP-Posting-Host: 159.238.6.56
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1053614994 18504 127.0.0.1 (22 May 2003 14:49:54 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 22 May 2003 14:49:54 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1275

Thanks!!!

Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnbcnspc.md6.atari@core.preferuje.luzik.pl>...
> W artykule <d2f74a9d.0305211314.31536b31@posting.google.com> rtdos napisa(a):
> > looking for "stdio.h" from any C or C compatible language for the atari computers
>
> http://sparemint.atariforge.net/cgi-bin/cvsweb/~checkout~/mintlib/include/

stdio.h?rev=1.3&content-type=text/plain

From -6987066567635777082
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ad141306b49bb9b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-23 11:10:42 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
freenix!usenet-fr.net!mephistopheles.news.clara.net!news.clara.net!
newsfeed1.swip.net!swipnet!nntpserver.swip.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: fartfart@yahoo.com (Don't use)
Organization: Niousie961
References: <oprpe65xawbi3vdq@news.free.fr>
Subject: Re: [GEMLIB] tester needed !
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 15
Message-ID: <uutza.690$nk5.641@nntpserver.swip.net>
NNTP-Posting-Host: 212.96.67.242
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 1053713434 212.96.67.242 (Fri, 23 May 2003 20:10:34
MET DST)
NNTP-Posting-Date: Fri, 23 May 2003 20:10:34 MET DST
X-Sender: mescourriers@tele2.fr@d212-96-67-242.cust.tele2.fr
Date: Fri, 23 May 2003 18:10:34 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1276

Hi alone (-;

>http://arnaud.bercegeay.free.fr/gemlib/
>Download my small test software (sources are included)
>http://arnaud.bercegeay.free.fr/gemlib/vqdevinf.zip
>and run it. This will perform the VDI 248 call (vq[t]devinfo) on your
>system, and write back a report file (VQDEVINF.TXT).
>Please send me back your report file (VQDEVINF.TXT), with the name and the
>version of the GDOS you use (NVDI, SpeedoGDOS...).

Done : as it don't run under rom Tos I got a nasty crash.

Regards

yvesrogneArobacEonlinePoinTfr

From -3007357248867871884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,711b346b9a8853ba
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-23 23:43:21 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
cyclone.bc.net!snoopy.risq.qc.ca!nf3.bellglobal.com!nf1.bellglobal.com!
nf2.bellglobal.com!news20.bellglobal.com.POSTED!not-for-mail

From: waldo_xx@yahoo.com
Newsgroups: comp.sys.atari.programmer
Subject: Re: C Compiler
Message-ID: <2j4ucv48s232ngc2ebabnnuicnh4b2an1a@4ax.com>
References: <3ebc1181$0$45168$65c69314@mercury.nildram.net>
X-Newsreader: Forte Agent 1.91/32.564
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 10
Date: Sat, 24 May 2003 02:34:23 -0400
NNTP-Posting-Host: 64.229.65.103
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1053757686 64.229.65.103 (Sat, 24 May 2003 02:28:06 EDT)
NNTP-Posting-Date: Sat, 24 May 2003 02:28:06 EDT
Organization: Bell Sympatico
Xref: archiver1.google.com comp.sys.atari.programmer:1277

I have Lattice for sale

On Fri, 9 May 2003 21:37:19 +0100, "Me" <no@spam.com> wrote:

>I am looking for a good C compiler for the ST, any recomendations?
>Also TOS calls information sources that are accurate.
>Any ideas?
>

From -9108116087556031576
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad141306b49bb9b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-24 01:19:34 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
news.uchicago.edu!newsswitch.lcs.mit.edu!newspump.monmouth.com!
newspeer.monmouth.com!uvsq.fr!freenix!proxad.net!feeder2-1.proxad.net!
news3-1.free.fr!not-for-mail
Subject: Re: [GEMLIB] tester needed !
Newsgroups: comp.sys.atari.programmer
References: <oprpe65xawbi3vdq@news.free.fr>
<uutza.690$nk5.641@nntpserver.swip.net>
Message-ID: <oprpn3y8yebi3vdq@news.free.fr>
Content-Type: text/plain; charset=iso-8859-1; format=flowed
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
MIME-Version: 1.0
Date: Sat, 24 May 2003 10:17:22 +0200
User-Agent: Opera7.11/Win32 M2 build 2880
Lines: 22
Organization: Guest of ProXad - France
NNTP-Posting-Date: 24 May 2003 10:19:33 MEST

NNTP-Posting-Host: 62.147.147.26
X-Trace: 1053764373 news3-1.free.fr 4602 62.147.147.26:4903
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1278

Hello

On Fri, 23 May 2003 18:10:34 GMT, Don't use <fartfart@yahoo.com> wrote:

> Done : as it don't run under rom Tos I got a nasty crash.

Can you please try the next release of my test program :
http://arnaud.bercegeay.free.fr/gemlib/vqdevinf2.zip

For other:
if my test program crashes on your computer, please download this last
release and try it again. If this works, please tell me that the 1st
release crashes on your system.

For information, the fix is the way the VDI248 call is performed (sources
are still included in the ZIP file).

best regards,
Arnaud.

--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

From 1313748386569554801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ce28ff05da414181,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ce28ff05da414181,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-24 07:59:15 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.algonet.se!algonet!news-
stob.telia.net!telia.net!217.209.241.173.MISMATCH!masternews.telia.net.!
newsb.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3ecf96b814fc9aa0@tripnet.se>
Subject: Parallel port reading
User-Agent: Okami Version 3.0B-11 (Atari)
X-message-flag: Your Outlook is behaving abnormal! Take care...
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 31
Date: Sat, 24 May 2003 14:59:15 GMT
NNTP-Posting-Host: 213.64.142.58
X-Complaints-To: abuse@telia.com
X-Trace: newsb.telia.net 1053788355 213.64.142.58 (Sat, 24 May 2003 16:59:15 CEST)

NNTP-Posting-Date: Sat, 24 May 2003 16:59:15 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.st:31265 comp.sys.atari.programmer:1279

I'm searching for an ST program that can read data from the parallel port
and act exactly as a printer. I would like to capture printouts from an
old computer with no other interfaces to salvage some source code.

The alternative is to print on paper and then use a scanner and OCR but
it takes a lot of time and some OCR errors might ruin the sources.

It should be possible to read the printer port but what about
manipulating the (crossed) strobe/busy lines?

Does anyone knows of such a "printer emulator" program and where to
download it?

If not, I might even try to write one myself. It is possible to read the
printer port but I'm uncertain if it will work to simulate the
strobe/busy handshaking by manipulating the sound chip registers.

I tried this a long time ago and managed to read the first byte in GFA
but never got the other computer to send any more data. Maybe all that is
needed is a small ASM routine to toggle the handshaking so the built in
routine can read the next byte?

If anyone knows of a similair solution for PC I can use that as an
alternative. Perhaps even better as this eliminates the risk to blow the
Atari printer port...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

From 3715513599640557271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ce28ff05da414181
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ce28ff05da414181
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-24 10:33:10 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!small1.nntp.aus1.giganews.com!
border1.nntp.aus1.giganews.com!nntp.giganews.com!nntp3.aus1.giganews.com!
nntp.speakeasy.net!news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Sat, 24 May 2003 12:33:10 -0500
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.6
Date: Sat, 24 May 2003 13:32:08 -0400
Subject: Re: Parallel port reading
From: lp <gfa@basic.net>

Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Message-ID: <BAF524D8.FD49%gfa@basic.net>
References: <3ecf96b814fc9aa0@tripnet.se>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Organization: Ye 'Ol Disorganized NNTPCache groupie
Cache-Post-Path: blade.atari-source.com!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 40
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-XUMGE/
RI7v0ukNJflBtlIcdnF5LcOIJVGM4zo92nJQ3cLDc0UPlly9g7qo9zYQknXJI3M8KEy1f1oTS!egytx/
TLtTA6qXvW0Yq4ZHYOY2KOjVN6moIttU82Ly+dLEPxFDe6xsoTLsUaIJ2ie4djKgV2qspL!LNuE
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.st:31268 comp.sys.atari.programmer:1280

in article 3ecf96b814fc9aa0@tripnet.se, Kenneth Medin at kennethm@tripnet.se
wrote on 5/24/03 10:59 AM:

> I'm searching for an ST program that can read data from the parallel port
> and act exactly as a printer. I would like to capture printouts from an
> old computer with no other interfaces to salvage some source code.
>
> The alternative is to print on paper and then use a scanner and OCR but
> it takes a lot of time and some OCR errors might ruin the sources.
>
> It should be possible to read the printer port but what about
> manipulating the (crossed) strobe/busy lines?
>
> Does anyone knows of such a "printer emulator" program and where to
> download it?
>
> If not, I might even try to write one myself. It is possible to read the
> printer port but I'm uncertain if it will work to simulate the
> strobe/busy handshaking by manipulating the sound chip registers.
>
> I tried this a long time ago and managed to read the first byte in GFA
> but never got the other computer to send any more data. Maybe all that is
> needed is a small ASM routine to toggle the handshaking so the built in
> routine can read the next byte?
>
> If anyone knows of a similair solution for PC I can use that as an
> alternative. Perhaps even better as this eliminates the risk to blow the
> Atari printer port...

Sounds like a rather round about way to save some files. But if I was to
make a suggestion, I'd setup the machine for a serial printer. I've never

dealt with the parallel port, but the serial port I've done alot with.
Maybe a cpx or some old desk acc from Atari would let you set the
port for sending stuff to a printer. It's an idea anyway.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

From 1630178441473778862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ce28ff05da414181
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ce28ff05da414181
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-24 11:47:27 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.icl.net!newsfeed.fjserv.net!skynet.be!skynet.be!
newsfeed1.uni2.dk!newsfeed101.telia.com!nf01.dk.telia.net!news-stob.telia.net!
telia.net!217.209.241.173.MISMATCH!masternews.telia.net.!newsb.telia.net.POSTED!
not-for-mail
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3ecfcc34179923f0@tripnet.se>
Subject: Re: Parallel port reading
References: <3ecf96b814fc9aa0@tripnet.se> <BAF524D8.FD49%gfa@basic.net>
User-Agent: Okami Version 3.0B-11 (Atari)
X-message-flag: Your Outlook is behaving abnormal! Take care...
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 41
Date: Sat, 24 May 2003 18:47:26 GMT
NNTP-Posting-Host: 213.64.142.58
X-Complaints-To: abuse@telia.com
X-Trace: newsb.telia.net 1053802046 213.64.142.58 (Sat, 24 May 2003 20:47:26 CEST)
NNTP-Posting-Date: Sat, 24 May 2003 20:47:26 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.st:31271 comp.sys.atari.programmer:1281

In comp.sys.atari.st <BAF524D8.FD49%gfa@basic.net>
lp wrote on Sat 24-05-2003 13:32 (-0400):

>in article 3ecf96b814fc9aa0@tripnet.se, Kenneth Medin at kennethm@tripnet.se
>wrote on 5/24/03 10:59 AM:
>
>> I'm searching for an ST program that can read data from the parallel port
>> and act exactly as a printer. I would like to capture printouts from an
>> old computer with no other interfaces to salvage some source code.
>>
>> The alternative is to print on paper and then use a scanner and OCR but
>> it takes a lot of time and some OCR errors might ruin the sources.

>Sounds like a rather round about way to save some files. But if I was to
>make a suggestion, I'd setup the machine for a serial printer. I've never

This computer has two ways of sending data:

1. Parallel port in ASCII format.

2. 300 baud analog suitable to record on a cassette tape.

So, I prefer the first method...

This definitely is possible. PARCP uses the printer port for transfers
and so does the Portfolio and STBook data transfer utilities.

I don't need any high transfer speeds, only error free.

I have found some hints on Google about how it might be done.

To my surprise a search for a PC program capable of this returned
nothing...

There might also be a possibility to use a parallel to serial converter
but I guess those are both hard to find and expensive.
--
      Kenneth Medin <kennethm@tripnet.se>
    Atari TT at home: http://atari.mine.nu/
  <<Produced with 100% pure Atari equipment>>

From 3656969092805092876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ce28ff05da414181
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ce28ff05da414181
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-24 15:57:54 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-
beacon.mit.edu!cambridge1-snf1.gtei.net!news.gtei.net!bos-
service1.ext.raytheon.com!cyclone.swbell.net!newsfeed1.easynews.com!easynews.com!
easynews!small1.nntp.aus1.giganews.com!nntp.giganews.com!nntp3.aus1.giganews.com!
nntp.speakeasy.net!news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Sat, 24 May 2003 17:59:39 -0500
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.6
Date: Sat, 24 May 2003 18:56:53 -0400
Subject: Re: Parallel port reading
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Message-ID: <BAF570F5.FD5D%gfa@basic.net>
References: <3ecf96b814fc9aa0@tripnet.se> <BAF524D8.FD49%gfa@basic.net>
<3ecfcc34179923f0@tripnet.se>
Mime-version: 1.0

Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Organization: Ye 'Ol Disorganized NNTPCache groupie
Cache-Post-Path: blade.atari-source.com!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 49
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-fysh6Kl/vSsovvei5HmyDuKylGSj4szpYma+cdQvBZjCpv/
3jVHDrMcxk+INT0zunbYf5z0CiGlFISp!MvQhCLFc4Norn3x2RX0S3Zy+Oki/41y/
NoGyvfz47LBDOY9XLPI3COMtVYBEEQ8CBWEsVW+mYlQq!lLKC
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.st:31280 comp.sys.atari.programmer:1282

in article 3ecfcc34179923f0@tripnet.se, Kenneth Medin at kennethm@tripnet.se
wrote on 5/24/03 2:47 PM:

> In comp.sys.atari.st <BAF524D8.FD49%gfa@basic.net>
> lp wrote on Sat 24-05-2003 13:32 (-0400):
>
>> in article 3ecf96b814fc9aa0@tripnet.se, Kenneth Medin at kennethm@tripnet.se
>> wrote on 5/24/03 10:59 AM:
>>
>>> I'm searching for an ST program that can read data from the parallel port
>>> and act exactly as a printer. I would like to capture printouts from an
>>> old computer with no other interfaces to salvage some source code.
>>>
>>> The alternative is to print on paper and then use a scanner and OCR but
>>> it takes a lot of time and some OCR errors might ruin the sources.
>
>> Sounds like a rather round about way to save some files. But if I was to
>> make a suggestion, I'd setup the machine for a serial printer. I've never
>
> This computer has two ways of sending data:
>
> 1. Parallel port in ASCII format.
>
> 2. 300 baud analog suitable to record on a cassette tape.

Ah, I see your problem now. ;-)

> So, I prefer the first method...
>
> This definitely is possible. PARCP uses the printer port for transfers
> and so does the Portfolio and STBook data transfer utilities.
>
> I don't need any high transfer speeds, only error free.
>
> I have found some hints on Google about how it might be done.

>
> To my surprise a search for a PC program capable of this returned
> nothing...
>
> There might also be a possibility to use a parallel to serial converter
> but I guess those are both hard to find and expensive.

Well if I can be of some help regarding GFA, let me know.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

From -5907208599370958041
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ad141306b49bb9b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-26 04:08:39 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-
beacon.mit.edu!news.telebyte.nl!news.tele.dk!news.tele.dk!small.news.tele.dk!
newsfeed1.swip.net!swipnet!nntpserver.swip.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: fartfart@yahoo.com (Don't use it)
Organization: Niousie961
References: <oprpe65xawbi3vdq@news.free.fr>
<uutza.690$nk5.641@nntpserver.swip.net> <oprpn3y8yebi3vdq@news.free.fr>
Subject: Re: [GEMLIB] tester needed !
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 13
Message-ID: <LAmAa.807$nk5.854@nntpserver.swip.net>
NNTP-Posting-Host: 212.96.65.196
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 1053947307 212.96.65.196 (Mon, 26 May 2003 13:08:27
MET DST)
NNTP-Posting-Date: Mon, 26 May 2003 13:08:27 MET DST
X-Sender: mescourriers@tele2.fr@d212-96-65-196.cust.tele2.fr
Date: Mon, 26 May 2003 11:08:27 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1283

Hello

Can you please try the next release of my test program :
http://arnaud.bercegeay.free.fr/gemlib/vqdevinf2.zip

Done and trouble is the same : after I got a normal window with lots of
writings in it the computer reset.
I thing the trouble only come when the programm tries to write a file.

My config : H60 with caches off (for tests), et6000, nova vdi 2,61 and
everythings running on the ramdisk.

Regards

From 4759212492484505672
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ad141306b49bb9b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2003-05-26 10:59:52 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!feeder2-1.proxad.net!news3-1.free.fr!not-for-mail
Date: Mon, 26 May 2003 19:56:33 +0200
Subject: Re: [GEMLIB] tester needed !
Content-Type: text/plain; charset=iso-8859-1; format=flowed
Newsgroups: comp.sys.atari.programmer
References: <oprpe65xawbi3vdq@news.free.fr>
<uutza.690$nk5.641@nntpserver.swip.net> <oprpn3y8yebi3vdq@news.free.fr>
<LAmAa.807$nk5.854@nntpserver.swip.net>
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
MIME-Version: 1.0
Message-ID: <oprpsj4jpbbi3vdq@news.free.fr>
User-Agent: Opera7.11/Win32 M2 build 2880
Lines: 16
Organization: Guest of ProXad - France
NNTP-Posting-Date: 26 May 2003 19:59:52 MEST
NNTP-Posting-Host: 62.147.133.73
X-Trace: 1053971992 news3-1.free.fr 26589 62.147.133.73:3016
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1284

Hello

> Can you please try the next release of my test program :
> http://arnaud.bercegeay.free.fr/gemlib/vqdevinf2.zip
>
> Done and trouble is the same : after I got a normal window with lots of
> writings in it the computer reset.

Can you please contact me by mail, i'll try to make this working on your computer.

best regards,
Arnaud.

--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

From 3181021184682987262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9051774f058c11ca
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2002-11-12 16:51:16 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!snoopy.risq.qc.ca!torn!ursa-nb00s0.nbnet.nb.ca!53ab2750!not-
for-mail
From: "Brent Eamer" <breamer@nb.sympatico.ca>
Newsgroups: comp.sys.atari.programmer
References: <F6Yz9.5288$wy.612890@ursa-nb00s0.nbnet.nb.ca>
<B9F5BC8C.A6C7%gfa@basic.net>
Subject: Re: Home grown user interface
Lines: 37
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6700
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Message-ID: <7mhA9.5830$wy.667766@ursa-nb00s0.nbnet.nb.ca>
Date: Wed, 13 Nov 2002 00:51:15 GMT
NNTP-Posting-Host: 156.34.190.158
X-Complaints-To: abuse@aliant.ca
X-Trace: ursa-nb00s0.nbnet.nb.ca 1037148675 156.34.190.158 (Tue, 12 Nov 2002
20:51:15 AST)
NNTP-Posting-Date: Tue, 12 Nov 2002 20:51:15 AST
Organization: Aliant Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1134

Crap :(
 Ok, if I use 'C' ,what lib's are there?

And, what generally is the best RCS?

Thanks...

"lp" <gfa@basic.net> wrote in message news:B9F5BC8C.A6C7%gfa@basic.net...
> in article F6Yz9.5288$wy.612890@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at
> beamer@islandtelecom.com wrote on 11/11/02 7:41 PM:
>
> > I see that I cannot create radio buttons, check boxes and some of the
other
> > user interface elements so common today.
>
> Actually you could with a great amount of work.
>
> >Is there a way to do this with a
> > standard resource construction program, or are there custom libraries
that I
> > can use to add these other user interface elements to my programs?
>
> Yes, you can create dialogs and such with a resource contruction program
> with those elements. However, there is one catch. If you don't mind
modal
> dialogs that block GEM activity while the user is interacting with your
> dialog, then GEM itself provides such calls. If you want non-blocking
> tasking freindly dialogs then you either have to code your own object
> handler or adopt one of the many object libraries out there. You choices

> on libraries might also be affected by the language you intend to code in.
>
> ----------
> Lonny Pursell   http://www.q1.net/~atari/html/for_sale.htm
>
>

From 8348239656638332646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b985dace792c8c4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-12 16:55:47 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
torn!ursa-nb00s0.nbnet.nb.ca!53ab2750!not-for-mail
From: "Brent Eamer" <breamer@nb.sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: wercs?
Lines: 11
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6700
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Message-ID: <nqhA9.5832$wy.666702@ursa-nb00s0.nbnet.nb.ca>
Date: Wed, 13 Nov 2002 00:55:47 GMT
NNTP-Posting-Host: 156.34.190.158
X-Complaints-To: abuse@aliant.ca
X-Trace: ursa-nb00s0.nbnet.nb.ca 1037148947 156.34.190.158 (Tue, 12 Nov 2002
20:55:47 AST)
NNTP-Posting-Date: Tue, 12 Nov 2002 20:55:47 AST
Organization: Aliant Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1135

Trying to avoid a flame here, but can someone email this to me, or is that a
no-no?

Don't know the status of Atari software these days, so I am not sure if this
is legit

Thanks

breamer@nb.sympatico.ca

From -8232888275272428530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9051774f058c11ca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-12 20:43:06 PST

Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!arclight.uoregon.edu!enews.sgi.com!nntp1.phx1.gblx.net!
nntp.gblx.net!nntp.gblx.net!newsfeed.news2me.com!border1.nntp.aus1.giganews.com!
nntp.giganews.com!nntp3.aus1.giganews.com!nntp.speakeasy.net!
news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Tue, 12 Nov 2002 22:43:04 -0600
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.6
Date: Tue, 12 Nov 2002 23:42:01 -0500
Subject: Re: Home grown user interface
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <B9F74249.A71A%gfa@basic.net>
References: <F6Yz9.5288$wy.612890@ursa-nb00s0.nbnet.nb.ca>
<B9F5BC8C.A6C7%gfa@basic.net> <7mhA9.5830$wy.667766@ursa-nb00s0.nbnet.nb.ca>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Organization: Ye 'Ol Disorganized NNTPCache groupie
Cache-Post-Path: blade.atari-source.com!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 26
X-Trace: sv3-byxM3PgrX4nVycFvTaTapBZP1Y3zVYptunwP/z3BF0W/
KIaBwvxM6IDlVMzSXyPZoyG7fGlDpgeV0WV!fPTKh3NREWSRv8wUZUBcY8Pmynj4f1fRcpAUY/3d42eY/
xYoxnTtsPJ2eRh7gUuq7P+LDsIupTix!7wNs
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Notifications: http://www.giganews.com/info/dmca.html
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1136

in article 7mhA9.5830$wy.667766@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at
breamer@nb.sympatico.ca wrote on 11/12/02 7:51 PM:

> Crap :(
> Ok, if I use 'C' ,what lib's are there?
>
> And, what generally is the best RCS?
>
> Thanks...

Well I use GFA-Basic so I cannot suggest any 'C' lib's.
Perhaps someone into 'C' could jump in here and give you some pointers.

The RCS called 'Interface' is pretty good. If you surf around this site
you can find it. I could not get the exact url as it uses frames and
javascript. :-P I use this one myself.

http://www.hadley.de/frameset.htm

You can download Atari's RCS program here:
http://www.q1.net/~atari/html/gfa_apps.htm

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

From 5118161700840133825
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-13 01:14:33 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.vmunix.org!newsfeed.eunet.at!news.siemens.at!not-
for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: [PROG] Need testers for video relat
Date: Wed, 13 Nov 2002 10:14:31 +0100
Organization: SIEMENS AG AUSTRIA
Lines: 11
Message-ID: <3DD217F7.496747EE@siemens.at>
References: <kb46pa.6v.ln@127.0.0.1> <5gqbpa.mja.ln@127.0.0.1>
<kmjtpa.ei1.ln@127.0.0.1> <hq89qa.9jb.ln@127.0.0.1> <882eqa.9m6.ln@127.0.0.1>
<3DCF5FDC.FF8AFDE3@siemens.at> <3dcf66c0$0$20703$626a54ce@news.free.fr>
<3DCFACBD.74CE9821@siemens.at> <3dcfe6d5$0$2124$626a54ce@news.free.fr>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.siemens.at 1037178872 25643 158.226.192.100 (13 Nov 2002 09:14:32
GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Wed, 13 Nov 2002 09:14:32 +0000 (UTC)
X-Mailer: Mozilla 4.75 [en] (X11; U; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:1137

"M,gamodeste" wrote:

> Good !
> EDdi is usually for driving graphic cards or uncommon graphic modes.
> I have a NOVA driver, a MENU, and a STA_VDI in my auto folder.
> Probably one of them contain EDdi.

Yesterday I had time to check it and found out that my EdDi 1.20 is
installed by NVDI 5.03 as part of the runup of nvdi.prg.

Gerhard

From -98329070887871578
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,9051774f058c11ca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-13 15:35:30 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
torn!ursa-nb00s0.nbnet.nb.ca!53ab2750!not-for-mail
From: "Brent Eamer" <breamer@nb.sympatico.ca>
Newsgroups: comp.sys.atari.programmer
References: <F6Yz9.5288$wy.612890@ursa-nb00s0.nbnet.nb.ca>
<B9F5BC8C.A6C7%gfa@basic.net> <7mhA9.5830$wy.667766@ursa-nb00s0.nbnet.nb.ca>
<B9F74249.A71A%gfa@basic.net>
Subject: Re: Home grown user interface
Lines: 34
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6700
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Message-ID: <5lBA9.6333$wy.722475@ursa-nb00s0.nbnet.nb.ca>
Date: Wed, 13 Nov 2002 23:35:29 GMT
NNTP-Posting-Host: 156.34.190.158
X-Complaints-To: abuse@aliant.ca
X-Trace: ursa-nb00s0.nbnet.nb.ca 1037230529 156.34.190.158 (Wed, 13 Nov 2002
19:35:29 AST)
NNTP-Posting-Date: Wed, 13 Nov 2002 19:35:29 AST
Organization: Aliant Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1138

I got the Atari RCS, that's perfect.

Thanks again

"lp" <gfa@basic.net> wrote in message news:B9F74249.A71A%gfa@basic.net...
> in article 7mhA9.5830$wy.667766@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at
> breamer@nb.sympatico.ca wrote on 11/12/02 7:51 PM:
>
> > Crap :(
> > Ok, if I use 'C' ,what lib's are there?
> >
> > And, what generally is the best RCS?
> >
> > Thanks...
>
> Well I use GFA-Basic so I cannot suggest any 'C' lib's.
> Perhaps someone into 'C' could jump in here and give you some pointers.
>
> The RCS called 'Interface' is pretty good. If you surf around this site
> you can find it. I could not get the exact url as it uses frames and
> javascript. :-P I use this one myself.
>
> http://www.hadley.de/frameset.htm
>
> You can download Atari's RCS program here:
> http://www.q1.net/~atari/html/gfa_apps.htm

>
> ----------
> Lonny Pursell   http://www.q1.net/~atari/html/for_sale.htm
>
>

From 4460258088729675155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a5bb9c6c5e5d90df,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a5bb9c6c5e5d90df,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-15 10:50:08 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.net.uni-c.dk!uninett.no!uio.no!newsfeeds.sol.net!
posts0.nwblwi.newsops.execpc.com!posts.news.eurekanet.com!reader1-
klmzmi.news.eurekanet.com!not-for-mail
From: "Dan A" <artdept@coinboards.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: GEM Candy Programming Competition
Date: Fri, 15 Nov 2002 13:58:12 -0500
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Lines: 18
Message-ID: <3dd5417a$0$17655$6d5eecc5@news.eurekanet.com>
Organization: ComNet USA LLC - Athens, OH
NNTP-Posting-Host: 7638f49f.news.eurekanet.com
X-Trace: DXC=S>Ba1\=egb5bB>U8iXFgW;ao5L3]O5Wd0e2`L3k0_X94J?
Kd>DH:>o:9EEhQC0OiQ=<ESAg:j2a:4kOIc]X3i;h<HKUV6=]CUF>
X-Complaints-To: abuse@eurekanet.com
Xref: archiver1.google.com comp.sys.atari.programmer:1139 comp.sys.atari.st:27380

If you would be interested in joining in a small GEM programming competition
this holiday season, send me an email at my netset account. If there is
enough interest I'll finalize everything up next week via email.

Entries would be a small GEM Toy or Game with a seasonal theme.

No cash or Prizes, just programming for the glory and fun.

Please drop by http://gemcandy.atari-users.net and vote in the poll as well
;)

Dan Ackerman
aka baldrick @ netset   DOT com

From -3776279220789895477
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6994df03282d6a9c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-16 05:24:49 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!news.tele.dk!small.news.tele.dk!fr.usenet-edu.net!usenet-edu.net!wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Re: [PROG] Need testers for video related programs (V7)
Followup-To: comp.sys.atari.st
Date: Sat, 16 Nov 2002 14:20:41 +0100
Organization: Chez moi
Lines: 13
Message-ID: <9ng5ra.bq1.ln@127.0.0.1>
References: <kb46pa.6v.ln@127.0.0.1> <5gqbpa.mja.ln@127.0.0.1> <kmjtpa.ei1.ln@127.0.0.1> <hq89qa.9jb.ln@127.0.0.1> <882eqa.9m6.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-109-2-131.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: wanadoo.fr 1037453089 28242 193.248.16.131 (16 Nov 2002 13:24:49 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 16 Nov 2002 13:24:49 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: "Patrice Mandin" <pmandin@caramail-nospam.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1140 comp.sys.atari.st:27393

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video7.zip (157Kb).

Bugfixes in Milan MVDI support (vixb.ttp): Please test and report.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp€cialit€: D€veloppement, jeux

From 2106162249574703277
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6994df03282d6a9c

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-19 11:23:43 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!newsfeed.news2me.com!newsfeed.icl.net!newsfeed.fjserv.net!
proxad.net!wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Re: [PROG] Need testers for video related programs (V8)
Followup-To: comp.sys.atari.programmer
Date: Tue, 19 Nov 2002 20:16:31 +0100
Organization: Chez moi
Lines: 21
Message-ID: <fm2era.l21.ln@127.0.0.1>
References: <kb46pa.6v.ln@127.0.0.1> <5gqbpa.mja.ln@127.0.0.1>
<kmjtpa.ei1.ln@127.0.0.1> <hq89qa.9jb.ln@127.0.0.1> <882eqa.9m6.ln@127.0.0.1>
<9ng5ra.bq1.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-109-3-99.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader10.wanadoo.fr 1037733823 2792 193.248.17.99 (19 Nov 2002
19:23:43 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 19 Nov 2002 19:23:43 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: "Patrice Mandin" <pmandin@caramail-nospam.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1141 comp.sys.atari.st:27455

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video8.zip (160 Kb).

VDI/AES:
- Restore/save palette even in True Colour modes.

XBIOS:
- Bugfixes in Milan MVDI support.
- Added preliminary support for Videl Inside (Falcon).

Sources are available:
http://membres.lycos.fr/pmandin/download/src/cleancode-0.8.tar.gz (90 Kb).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From 8362689633315212546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-25 12:30:55 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
Subject: File sharing
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.112.170
Message-ID: <3de2888a.0@entanet>
Date: 25 Nov 2002 20:31:06 GMT
X-Trace: 25 Nov 2002 20:31:06 GMT, 195.74.112.170
Lines: 17
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.tele.dk!news.tele.dk!small.news.tele.dk!
peer1.news.newnet.co.uk!lon1-news.nildram.net!jump.net.uk!entanet!195.74.112.170
Xref: archiver1.google.com comp.sys.atari.programmer:1142

A guy at work was showing me the peer-to-peer file sharing
systems on the peecee and I wondered if there was any open-source
software that might be ported to Mint or had all ready been ported.

I found this:

  http://sourceforge.net/project/showfiles.php?group_id=4467

which is GTK Gnutella. One of the source code files is listed
as platform independant. I think this might be related to Gaim
and the other GTK+ stuff that Piku mentions on Atari-source.com

I don't do much Atari development and I use Pascal so I am not
much use. Would this be portable to Mint or does it rely on too much
underlying software ?

Peter

From 8369799387556294546
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-25 22:56:29 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeed1.bredband.com!bredband!diablo.netcom.net.uk!netcom.net.uk!fr.clara.net!
heighliner.fr.clara.net!proxad.net!feeder2-1.proxad.net!news2-1.free.fr!not-for-
mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M⍰gamodeste)
Organization: Niousie961
References: <3de2888a.0@entanet>
Subject: Re: File sharing

X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 26 Nov 2002 06:56:28 GMT
Lines: 11
Message-ID: <3de31b1c$0$2144$626a54ce@news.free.fr>
NNTP-Posting-Date: 26 Nov 2002 07:56:28 MET
NNTP-Posting-Host: 62.147.205.106
X-Trace: 1038293788 news2-1.free.fr 2144 62.147.205.106
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1143

On 25 Nov 2002 20:31:06 , Peter Slegg wrote:
►A guy at work was showing me the peer-to-peer file sharing
►systems on the peecee and I wondered if there was any open-source
►software that might be ported to Mint or had all ready been ported.
►I don't do much Atari development and I use Pascal so I am not
►much use. Would this be portable to Mint or does it rely on too much
►underlying software ?

If you need b►ta tester I'm ready.

Regards

From -3218176265837845070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-26 09:51:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!arclight.uoregon.edu!wn14feed!worldnet.att.net!205.188.226.97!
ngpeer.news.aol.com!feed3.newsreader.com!newsreader.com!news-xfer.cox.net!cox.net!
nntp2.aus1.giganews.com!nntp.giganews.com!nntp3.aus1.giganews.com!
nntp.speakeasy.net!news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Tue, 26 Nov 2002 11:50:58 -0600
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Subject: Re: File sharing
Newsgroups: comp.sys.atari.programmer
Date: Tue, 26 Nov 2002 12:50:14 -0500
References: <3de2888a.0@entanet>
Organization: Atari-source.com
User-Agent: KNode/0.7.1
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Message-ID: <1038338522.532629@blade.atari-source.com>
Cache-Post-Path: blade.atari-source.com!unknown@12.47.216.185
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 36
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-i5KcYj3cwy0JGEOpHKqpNAamBsqfabpSsYL8IQ0m0/
YdtA+9cLvZwaVKvn2VGdE8dEuZyMHMcGvBSs3!
2pBn7ConPVLeNq0LCX7P0C+xy65HAjYsJOyOHhVEL3PB2GoZw+DYY+ue34WfGIBTRob8V8b0whJz!
EogKb3bW5LFbH4dFrr7u0g==

X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1144

Peter Slegg wrote:

> A guy at work was showing me the peer-to-peer file sharing
> systems on the peecee and I wondered if there was any open-source
> software that might be ported to Mint or had all ready been ported.
>
> I found this:
>
> http://sourceforge.net/project/showfiles.php?group_id=4467
>
> which is GTK Gnutella. One of the source code files is listed
> as platform independant. I think this might be related to Gaim
> and the other GTK+ stuff that Piku mentions on Atari-source.com
>
> I don't do much Atari development and I use Pascal so I am not
> much use. Would this be portable to Mint or does it rely on too much
> underlying software ?
>
> Peter

Peter,

This kind of thing falls under the project that I am undertaking. Porting gdk/gtk to atari. Once this is done, any gtk application including gtk-gnutella will compile right over, though it's likely to consume excessive amounts of ram and run very slowly. It might be easier to port the underlying source and add an AES interface to it though I don't know much about this either. Still for now my work on porting gdk is going nowhere as my falcon simply doesn't have enough ram to compile stuff. Though in my head I just figured out an interim solution - Aranym.

woo hoo.

Thanks
Mark ;-)

From 2836843772383853263
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6994df03282d6a9c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-26 13:11:44 PST

Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!news.tele.dk!small.news.tele.dk!fr.usenet-edu.net!usenet-edu.net!wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Re: [PROG] Need testers for video related programs (V9)
Followup-To: comp.sys.atari.programmer
Date: Tue, 26 Nov 2002 22:06:01 +0100
Organization: Chez moi
Lines: 21
Message-ID: <pnn0sa.904.ln@127.0.0.1>
References: <kb46pa.6v.ln@127.0.0.1> <5gqbpa.mja.ln@127.0.0.1> <kmjtpa.ei1.ln@127.0.0.1> <hq89qa.9jb.ln@127.0.0.1> <882eqa.9m6.ln@127.0.0.1> <9ng5ra.bq1.ln@127.0.0.1> <fm2era.l21.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-116-2-174.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader11.wanadoo.fr 1038345103 13648 193.250.214.174 (26 Nov 2002 21:11:43 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 26 Nov 2002 21:11:43 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: "Patrice Mandin" <pmandin@caramail-nospam.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1145 comp.sys.atari.st:27629

Hello Atari users,

I made 3 simple programs using system functions to access the video hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video9.zip (161 Kb).

XBIOS:
- Added preliminary support for BlowUp (Falcon).

If you have one of these screen enhancers, please report and test:
- Milan with Milan MVDI driver.
- Falcon with CentScreen 3 (CT2), Videl Inside, BlowUp.

Sources are available (92 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.9.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From -4516882915690889952
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,5a9b92bf3d9f7a15,start
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,5a9b92bf3d9f7a15,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-26 14:50:08 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
news.uchicago.edu!yellow.newsread.com!netaxs.com!newsread.com!
newsfeed1.easynews.com!easynews.com!easynews!newspump.sol.net!
posts0.nwblwi.newsops.execpc.com!posts.news.eurekanet.com!reader0-
klmzmi.news.eurekanet.com!not-for-mail
From: "Dan A" <artdept@coinboards.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: GEMCandy Programming Contest Information
Date: Tue, 26 Nov 2002 17:59:23 -0500
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Lines: 31
Message-ID: <3de3fa1d$0$1452$6d5eecc5@news.eurekanet.com>
Organization: ComNet USA LLC - Athens, OH
NNTP-Posting-Host: 7538be3f.news.eurekanet.com
X-Trace: DXC=GJnKW[k>]QGg9lL96>`;VL>Wd]eNKISHFe2`L3k0_X9DJ?
Kd>DH:>oJDPgW^@206NDbQa3Yeb@mBO8b6Af02RELO^bZB]W<3EcL
X-Complaints-To: abuse@eurekanet.com
Xref: archiver1.google.com comp.sys.atari.programmer:1146 comp.sys.atari.st:27630

Well 6 people have stated in the Poll that they would participate.
But so far no one has sent me any email.

So we will make this a short one.

Rules for entries.

It runs in GEM in any resolution.
It has a holiday or seasonal theme.
It can be a game or toy.

Entries information should be emailed to me by the 24th of December
(Eastern Standard Time - United States of America).

I will put the information up on GEM Candy on December 25th.

Voting will start then and finish on January 6th.

Prizes:

There will be small graphics for websites for 1st, 2nd, 3rd, Participation
The thrill of competition.
The publicity for your self or your crew.
The encouragement to me to organize more of these things.

For more information email or go to
http://gemcandy.atari-users.net/

Please forward this/translate to other languages

From -7780351864009082790
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-27 06:51:45 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!proxad.net!news-hub.cableinet.net!blueyonder!newspeer1-gui.server.ntli.net!ntli.net!newsfep2-gui.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: File sharing
Message-ID: <3de4d7d6.538046439@nntp.swampdog>
References: <3de2888a.0@entanet>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 110
Date: Wed, 27 Nov 2002 14:34:15 GMT
NNTP-Posting-Host: 80.4.128.254
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-gui 1038408703 80.4.128.254 (Wed, 27 Nov 2002 14:51:43 GMT)
NNTP-Posting-Date: Wed, 27 Nov 2002 14:51:43 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1147

On 25 Nov 2002 20:31:06 GMT,
peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote:

>A guy at work was showing me the peer-to-peer file sharing
>systems on the peecee and I wondered if there was any open-source
>software that might be ported to Mint or had all ready been ported.
>
>I found this:
>
> http://sourceforge.net/project/showfiles.php?group_id=4467
>
>which is GTK Gnutella. One of the source code files is listed
>as platform independant. I think this might be related to Gaim
>and the other GTK+ stuff that Piku mentions on Atari-source.com
>
>I don't do much Atari development and I use Pascal so I am not
>much use. Would this be portable to Mint or does it rely on too much
>underlying software ?

I downloaded gtk-gnutella-0.91.1 last night and tried it on cygwin.
The 'configure' output is reproduced below. It may help a MiNT guru

decide if the port would be feasible. Personally I think that it is and that if you've the relevent compilation tools upon your MiNT system then you'd be able to compile it yourself. The GTK/GLIB version is the only obvious caveat.

I did consider trying a cross-build but unfortunately haven't a clue about rpm's - specifically there's a leading '/' in the GTK file list and no way do I want that lot stomping into the root of my cygwin! Suggestions on how to extract "safely" welcome.

```
#! /bin/sh

   PATH="/bin:/usr/local/bin:/usr/X11R6/bin:/usr/local/qt/bin"
CCACHE_DIR="/all/src/exp/gnutella/.ccache"
CC="/all/bin/go-sub/go-gcc"   CXX="/all/bin/go-sub/go-g++"   CFLAGS="
"   CXXFLAGS="  "   LDFLAGS=" "   ../gtk-gnutella-0.91.1/configure
--disable-xml-store
loading cache ./config.cache
checking for a BSD compatible install... /bin/install -c
checking whether build environment is sane... yes
checking whether make sets ${MAKE}... yes
checking for working aclocal... found
checking for working autoconf... found
checking for working automake... found
checking for working autoheader... found
checking for working makeinfo... found
checking whether to enable maintainer-specific portions of
Makefiles... no
checking for gcc... /all/bin/go-sub/go-gcc
checking whether the C compiler (/all/bin/go-sub/go-gcc     ) works...
yes
checking whether the C compiler (/all/bin/go-sub/go-gcc     ) is a
cross-compiler... no
checking whether we are using GNU C... yes
checking whether /all/bin/go-sub/go-gcc accepts -g... yes
checking for POSIXized ISC... no
checking for gcc... (cached) /all/bin/go-sub/go-gcc
checking whether the C compiler (/all/bin/go-sub/go-gcc     ) works...
yes
checking whether the C compiler (/all/bin/go-sub/go-gcc     ) is a
cross-compiler... no
checking whether we are using GNU C... (cached) yes
checking whether /all/bin/go-sub/go-gcc accepts -g... (cached) yes
checking how to run the C preprocessor... /all/bin/go-sub/go-gcc -E
checking for /all/bin/go-sub/go-gcc option to accept ANSI C... none
needed
checking for ANSI C header files... yes
checking for bison... bison -y
checking for gtk-config... /usr/local/bin/gtk-config
checking for GTK - version >= 1.2.0... yes
checking for glib-config... /usr/local/bin/glib-config
checking for GLIB - version >= 1.2.10... yes
checking whether inet_aton needs libresolv... no
```

```
checking whether to enable RFC1918 network avoidance mode... no
checking for xml2-config... /bin/xml2-config
checking whether to enable XML persistance backend... no
checking for herror... yes
checking for inet_aton... yes
checking for strcasestr... no
checking for srandom... yes
checking for random... yes
checking for sendfile... no
checking for sendfile in -lsendfile... no
checking for sys/sendfile.h... no
checking for ctype.h... yes
checking for zlib.h... yes
checking for deflate in -lz... yes
updating cache ./config.cache
creating ./config.status
creating Makefile
creating src/Makefile
creating gtk-gnutella.spec
creating config.h


Feature summary:
---------------

Frontend                 :   Gtk 1.2
Persistant filters       :   no (you must know)
RFC1918 avoidance        :   no
gNet traffic compression :   yes


--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/
```


```
From -6940090994957578316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-27 08:21:18 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!snoopy.risq.qc.ca!newsfeed.news2me.com!
border1.nntp.aus1.giganews.com!nntp.giganews.com!nntp3.aus1.giganews.com!
nntp.speakeasy.net!news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Wed, 27 Nov 2002 10:21:15 -0600
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Subject: Re: File sharing
Newsgroups: comp.sys.atari.programmer
Date: Wed, 27 Nov 2002 11:20:28 -0500
References: <3de2888a.0@entanet> <3de4d7d6.538046439@nntp.swampdog>
```

Organization: Atari-source.com
User-Agent: KNode/0.7.1
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Message-ID: <1038419558.198732@blade.atari-source.com>
Cache-Post-Path: blade.atari-source.com!unknown@12.47.216.185
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 120
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-FxYARKf5eTDmD+D0syWIZ8JQx717M14tkKKferZzWRj2xQ5jqA/
x2ZIobAAqK9AauNuWbQEv18kHjp9!
EGCcK2SHy1F1fc+8ti1XITmgkoT5m+v1CAAuQglwK2Cg9MXPiiSVbAVoouuPA1TlCPNvRBN7sIJe!
Y1NVv/N0OYnam9OIjGF2xg==
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1148

Guy Harrison wrote:

> On 25 Nov 2002 20:31:06 GMT,
> peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote:
>
>>A guy at work was showing me the peer-to-peer file sharing
>>systems on the peecee and I wondered if there was any open-source
>>software that might be ported to Mint or had all ready been ported.
>>
>>I found this:
>>
>> http://sourceforge.net/project/showfiles.php?group_id=4467
>>
>>which is GTK Gnutella. One of the source code files is listed
>>as platform independant. I think this might be related to Gaim
>>and the other GTK+ stuff that Piku mentions on Atari-source.com
>>
>>I don't do much Atari development and I use Pascal so I am not
>>much use. Would this be portable to Mint or does it rely on too much
>>underlying software ?
>
> I downloaded gtk-gnutella-0.91.1 last night and tried it on cygwin.
> The 'configure' output is reproduced below. It may help a MiNT guru
> decide if the port would be feasible. Personally I think that it is
> and that if you've the relevent compilation tools upon your MiNT
> system then you'd be able to compile it yourself. The GTK/GLIB version
> is the only obvious caveat.
>
> I did consider trying a cross-build but unfortunately haven't a clue
> about rpm's - specifically there's a leading '/' in the GTK file list
> and no way do I want that lot stomping into the root of my cygwin!

```
> Suggestions on how to extract "safely" welcome.
>
> #! /bin/sh
>
>    PATH="/bin:/usr/local/bin:/usr/X11R6/bin:/usr/local/qt/bin"
> CCACHE_DIR="/all/src/exp/gnutella/.ccache"
> CC="/all/bin/go-sub/go-gcc"   CXX="/all/bin/go-sub/go-g++"   CFLAGS="
> "   CXXFLAGS="  "   LDFLAGS=" "   ../gtk-gnutella-0.91.1/configure
> --disable-xml-store
> loading cache ./config.cache
> checking for a BSD compatible install... /bin/install -c
> checking whether build environment is sane... yes
> checking whether make sets ${MAKE}... yes
> checking for working aclocal... found
> checking for working autoconf... found
> checking for working automake... found
> checking for working autoheader... found
> checking for working makeinfo... found
> checking whether to enable maintainer-specific portions of
> Makefiles... no
> checking for gcc... /all/bin/go-sub/go-gcc
> checking whether the C compiler (/all/bin/go-sub/go-gcc     ) works...
> yes
> checking whether the C compiler (/all/bin/go-sub/go-gcc     ) is a
> cross-compiler... no
> checking whether we are using GNU C... yes
> checking whether /all/bin/go-sub/go-gcc accepts -g... yes
> checking for POSIXized ISC... no
> checking for gcc... (cached) /all/bin/go-sub/go-gcc
> checking whether the C compiler (/all/bin/go-sub/go-gcc     ) works...
> yes
> checking whether the C compiler (/all/bin/go-sub/go-gcc     ) is a
> cross-compiler... no
> checking whether we are using GNU C... (cached) yes
> checking whether /all/bin/go-sub/go-gcc accepts -g... (cached) yes
> checking how to run the C preprocessor... /all/bin/go-sub/go-gcc -E
> checking for /all/bin/go-sub/go-gcc option to accept ANSI C... none
> needed
> checking for ANSI C header files... yes
> checking for bison... bison -y
> checking for gtk-config... /usr/local/bin/gtk-config
> checking for GTK - version >= 1.2.0... yes
> checking for glib-config... /usr/local/bin/glib-config
> checking for GLIB - version >= 1.2.10... yes
> checking whether inet_aton needs libresolv... no
> checking whether to enable RFC1918 network avoidance mode... no
> checking for xml2-config... /bin/xml2-config
> checking whether to enable XML persistance backend... no
> checking for herror... yes
> checking for inet_aton... yes
> checking for strcasestr... no
> checking for srandom... yes
> checking for random... yes
```

```
> checking for sendfile... no
> checking for sendfile in -lsendfile... no
> checking for sys/sendfile.h... no
> checking for ctype.h... yes
> checking for zlib.h... yes
> checking for deflate in -lz... yes
> updating cache ./config.cache
> creating ./config.status
> creating Makefile
> creating src/Makefile
> creating gtk-gnutella.spec
> creating config.h
>
>
> Feature summary:
> ---------------
>
> Frontend                 :   Gtk 1.2
> Persistant filters       :   no (you must know)
> RFC1918 avoidance        :   no
> gNet traffic compression :   yes
>
>
```

Guy,

Note that there is already a gtk 1 port to win32 as well as most of hte other supporting libs. This is the kind of work that has yet to be done for the Atari. Gdk must adopt VDI calls in order to work on the atari which is not really much more than tedious work. I haven't enough ram on my system to even attempt to compile glib (which is needed by gtk) so I haven't bothered to try porting yet.

Mark

From 7577066573301006417
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-28 05:46:51 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!skynet.be!
skynet.be!freenix!proxad.net!proxad.net!news-hub.cableinet.net!blueyonder!
newspeer1-gui.server.ntli.net!ntli.net!newsfep2-win.server.ntli.net.POSTED!
53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: File sharing
Message-ID: <3de60fd1.36382475@nntp.swampdog>
References: <3de2888a.0@entanet> <3de4d7d6.538046439@nntp.swampdog>
<1038419558.198732@blade.atari-source.com>

X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 142
Date: Thu, 28 Nov 2002 12:46:08 GMT
NNTP-Posting-Host: 80.4.128.112
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1038491210 80.4.128.112 (Thu, 28 Nov 2002
13:46:50 GMT)
NNTP-Posting-Date: Thu, 28 Nov 2002 13:46:50 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1149

On Wed, 27 Nov 2002 11:20:28 -0500, Mark Duckworth
<mducksub@no-spam.atari-source.com> wrote:

>Guy Harrison wrote:
>
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>>>
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>>
>> #! /bin/sh
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>>   PATH="/bin:/usr/local/bin:/usr/X11R6/bin:/usr/local/qt/bin"

```
>> CCACHE_DIR="/all/src/exp/gnutella/.ccache"
>> CC="/all/bin/go-sub/go-gcc"   CXX="/all/bin/go-sub/go-g++"   CFLAGS="
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>> checking whether we are using GNU C... yes
>> checking whether /all/bin/go-sub/go-gcc accepts -g... yes
>> checking for POSIXized ISC... no
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>> checking whether the C compiler (/all/bin/go-sub/go-gcc     ) works...
>> yes
>> checking whether the C compiler (/all/bin/go-sub/go-gcc     ) is a
>> cross-compiler... no
>> checking whether we are using GNU C... (cached) yes
>> checking whether /all/bin/go-sub/go-gcc accepts -g... (cached) yes
>> checking how to run the C preprocessor... /all/bin/go-sub/go-gcc -E
>> checking for /all/bin/go-sub/go-gcc option to accept ANSI C... none
>> needed
>> checking for ANSI C header files... yes
>> checking for bison... bison -y
>> checking for gtk-config... /usr/local/bin/gtk-config
>> checking for GTK - version >= 1.2.0... yes
>> checking for glib-config... /usr/local/bin/glib-config
>> checking for GLIB - version >= 1.2.10... yes
>> checking whether inet_aton needs libresolv... no
>> checking whether to enable RFC1918 network avoidance mode... no
>> checking for xml2-config... /bin/xml2-config
>> checking whether to enable XML persistance backend... no
>> checking for herror... yes
>> checking for inet_aton... yes
>> checking for strcasestr... no
>> checking for srandom... yes
>> checking for random... yes
>> checking for sendfile... no
>> checking for sendfile in -lsendfile... no
>> checking for sys/sendfile.h... no
>> checking for ctype.h... yes
>> checking for zlib.h... yes
```

```
>> checking for deflate in -lz... yes
>> updating cache ./config.cache
>> creating ./config.status
>> creating Makefile
>> creating src/Makefile
>> creating gtk-gnutella.spec
>> creating config.h
>>
>>
>> Feature summary:
>> ---------------
>>
>> Frontend                 :   Gtk 1.2
>> Persistant filters       :   no (you must know)
>> RFC1918 avoidance        :   no
>> gNet traffic compression :   yes
>>
>>
>
```

>Guy,
>
>Note that there is already a gtk 1 port to win32 as well as most of hte
>other supporting libs. This is the kind of work that has yet to be done
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>which is not really much more than tedious work. I haven't enough ram on
>my system to even attempt to compile glib (which is needed by gtk) so I
>haven't bothered to try porting yet.

I located...
glib-1.2.8-1.m68kmint.rpm
glib-1.2.8-1.src.rpm
gtk+-1.2.8-2.m68kmint.rpm
gtk+-1.2.8-2.src.rpm
...on the sparemint site. These were what I was going to cross-compile
against until I hit the rpm worry mentioned above. FreshMeat reveals
'alien' which hopefully can turn them into viable tgz files but life
is never simple because now I'm wrestling with 'alien' build problems.

The Gnutella I compiled isn't a win32 one btw. Virtually all my cygwin
stuff targets "unix/X". Therefore all I really need is the 1.2.8
headers - I'll hack away the gnutella 'configure' version check and
see how much it moans. Linking isn't so important because I've no MiNT
system and associated X upon which to try it.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-28 05:46:58 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!opentransit.net!proxad.net!news-hub.cableinet.net!
blueyonder!newspeer1-gui.server.ntli.net!ntli.net!newsfep2-
win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: File sharing
Message-ID: <3de710f3.36672482@nntp.swampdog>
References: <3de2888a.0@entanet> <1038338522.532629@blade.atari-source.com>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 467
Date: Thu, 28 Nov 2002 13:13:07 GMT
NNTP-Posting-Host: 80.4.128.112
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1038491216 80.4.128.112 (Thu, 28 Nov 2002
13:46:56 GMT)
NNTP-Posting-Date: Thu, 28 Nov 2002 13:46:56 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1150

Okay, I got alien vaguely working and extracted the glib/gtk stuff.
Couldn't cross-configure it so instead let it configure natively then
hacked the two Makefiles accordingly - may not be an issue on a native
MiNT system (I've not looked in the configure script).

```
     ...[gtk-gnutella-0.91.1]...

$ diff -u sockets.c.ORIGINAL sockets.c
--- sockets.c.ORIGINAL  2002-11-19 19:16:08.000000000 +0000
+++ sockets.c   2002-11-28 12:39:08.000000000 +0000
@@ -55,6 +55,10 @@
 #define SOL_TCP IPPROTO_TCP
 #endif

+#if !defined(SOL_TCP) && defined(__MINT__)     //because IPPROTO_IP
is an enum
+#define        SOL_TCP IPPROTO_TCP
+#endif
+
 #ifndef SHUT_WR
 #define SHUT_WR 1              /* Shutdown TX side */
 #endif
```

...that's it. It'll get to the link phase (needs zlib) abeit pointing
at my cygwin X headers but no other choice there! ;-)

Log output for future reference coming up... oo the bandwidth!
(m68-gcc is m68k-atari-mint-gcc.exe btw).

```
make  all-recursive
make[1]: Entering directory `/all/src/app/gnutella/obj-m68'
Making all in src
make[2]: Entering directory `/all/src/app/gnutella/obj-m68/src'
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/interface-glade1.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/support-glade1.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/filter.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/filter_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/filter_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gtk-missing.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/callbacks.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gtkcolumnchooser.c
```

```
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/monitor_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
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m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/nodes_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
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-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gui_property.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/settings_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/settings_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/statusbar_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
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-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
```

```
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/downloads_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/downloads_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/uploads_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/uploads_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/upload_stats_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gnet_stats_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search_stats_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/main_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/main_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/misc.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/prop.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
```

```
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gnet_property.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/guid.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/settings.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/oldconfig.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/sockets.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/nodes.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/hosts.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/pcache.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/routing.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
```

```
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/downloads.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/fileinfo.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/fuzzy.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/whitelist.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/share.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/uploads.c
../../gtk-gnutella-0.91.1/src/uploads.c: In function `upload_write':
../../gtk-gnutella-0.91.1/src/uploads.c:2132: warning: unused variable
`pos'
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/upload_stats.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/main.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/matching.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/getline.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
```

```
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/header.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ioheader.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/url.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/pmsg.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gmsg.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/cq.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/mq.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/sq.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/bsched.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/tx.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/tx_link.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
```

```
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/tx_deflate.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rxbuf.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rx.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rx_link.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rx_inflate.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/zlib_util.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/sha1.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/huge.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/base32.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/utf8.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
        -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ban.c
```

```
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/inet.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/qrp.c
../../gtk-gnutella-0.91.1/src/qrp.c:214: warning: `qrt_apply_patch_8'
defined but not used
../../gtk-gnutella-0.91.1/src/qrp.c:269: warning: `qrt_apply_patch_4'
defined but not used
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/getdate.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/atoms.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/extensions.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/cobs.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ggep.c
../../gtk-gnutella-0.91.1/src/ggep.c:58: warning: `ggep_inflate'
defined but not used
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/dmesh.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/http.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
```

```
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/version.c
In file included from /usr/m68k-atari-mint/include/sys/utsname.h:19,
                 from ../../gtk-gnutella-0.91.1/src/version.c:30:
/usr/m68k-atari-mint/include/sys/param.h:46: warning: `MIN' redefined
/usr/m68k-atari-mint/include/glib.h:137: warning: this is the location
of the previous definition
/usr/m68k-atari-mint/include/sys/param.h:49: warning: `MAX' redefined
/usr/m68k-atari-mint/include/glib.h:134: warning: this is the location
of the previous definition
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/alive.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/zalloc.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/walloc.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/vendors.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/idtable.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/namesize.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ignore.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gnet_stats.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
```

```
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gwcache.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/bg.c
../../gtk-gnutella-0.91.1/src/bg.c: In function `bg_sched_timer':
../../gtk-gnutella-0.91.1/src/bg.c:880: warning: variable `remain'
might be clobbered by `longjmp' or `vfork'
../../gtk-gnutella-0.91.1/src/bg.c:882: warning: variable `ticks'
might be clobbered by `longjmp' or `vfork'
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/verify.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include
         -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/move.c
m68-gcc  -g -O2 -Wall  -o gtk-gnutella  interface-glade1.o
support-glade1.o filter.o filter_cb.o filter_gui.o gtk-missing.o gui.o
callbacks.o gtkcolumnchooser.o monitor_gui.o monitor_cb.o nodes_gui.o
nodes_cb.o gui_property.o settings_gui.o settings_cb.o statusbar_gui.o
search_gui.o search_cb.o downloads_gui.o downloads_cb.o uploads_gui.o
uploads_cb.o upload_stats_gui.o gnet_stats_gui.o search_stats_gui.o
main_gui.o main_cb.o misc.o prop.o gnet_property.o guid.o settings.o
oldconfig.o sockets.o nodes.o hosts.o pcache.o routing.o search.o
downloads.o fileinfo.o fuzzy.o whitelist.o share.o uploads.o
upload_stats.o main.o matching.o getline.o header.o ioheader.o url.o
pmsg.o gmsg.o cq.o mq.o sq.o bsched.o tx.o tx_link.o tx_deflate.o
rxbuf.o rx.o rx_link.o rx_inflate.o zlib_util.o sha1.o huge.o base32.o
utf8.o ban.o inet.o qrp.o getdate.o atoms.o extensions.o cobs.o ggep.o
dmesh.o http.o version.o alive.o zalloc.o walloc.o vendors.o idtable.o
namesize.o ignore.o gnet_stats.o gwcache.o bg.o verify.o move.o
-L/usr/local/lib -L/usr/X11R6/lib -lgtk -lgdk -lgmodule -lglib -lintl
-lXext -lX11 -lm -lz
/usr/m68k-atari-mint/bin/ld: cannot open -lintl: No such file or
directory
collect2: ld returned 1 exit status
make[2]: *** [gtk-gnutella] Error 1
make[2]: Leaving directory `/all/src/app/gnutella/obj-m68/src'
make[1]: *** [all-recursive] Error 1
make[1]: Leaving directory `/all/src/app/gnutella/obj-m68'
make: *** [all-recursive-am] Error 2
```

That's about the limit of what I can do here, except *possibly* produce a "gnutella lib" for someone else to link against.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 4920690476820522960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-29 07:27:09 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!paloalto-
snf1.gtei.net!news.gtei.net!news.compaq.com!nntp-relay.ihug.net!ihug.co.nz!
west.cox.net!cox.net!nntp2.aus1.giganews.com!nntp.giganews.com!
nntp3.aus1.giganews.com!nntp.speakeasy.net!news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Fri, 29 Nov 2002 09:27:07 -0600
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Subject: Re: File sharing
Newsgroups: comp.sys.atari.programmer
Date: Fri, 29 Nov 2002 10:26:13 -0500
References: <3de2888a.0@entanet> <3de4d7d6.538046439@nntp.swampdog>
<1038419558.198732@blade.atari-source.com> <3de60fd1.36382475@nntp.swampdog>
Organization: Atari-source.com
User-Agent: KNode/0.7.1
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Message-ID: <1038589149.28422@blade.atari-source.com>
Cache-Post-Path: blade.atari-source.com!unknown@12.47.216.185
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 155
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-jK8daWS69ZIQE2vhHlc/
LVM4YuDY9HUTSr5f9cbVXZMj96Tdx6HWhLM1HbuDh1LYRTHoG7n3a2o7pak!
341OrVqTnJ6VJTbm+4hfMWYs5RzxrEFkFV53WLbeRZwGttb+fhPCGuEVIAa1Wr6upxRXcfFR1MLW!
B8OKrd9vePyAtxaaGYvW
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1151

Guy Harrison wrote:

> On Wed, 27 Nov 2002 11:20:28 -0500, Mark Duckworth
> <mducksub@no-spam.atari-source.com> wrote:
>
>>Guy Harrison wrote:
>>
>>> On 25 Nov 2002 20:31:06 GMT,

>>> peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote:
>>>
>>>>A guy at work was showing me the peer-to-peer file sharing
>>>>systems on the peecee and I wondered if there was any open-source
>>>>software that might be ported to Mint or had all ready been ported.
>>>>
>>>>I found this:
>>>>
>>>> http://sourceforge.net/project/showfiles.php?group_id=4467
>>>>
>>>>which is GTK Gnutella. One of the source code files is listed
>>>>as platform independant. I think this might be related to Gaim
>>>>and the other GTK+ stuff that Piku mentions on Atari-source.com
>>>>
>>>>I don't do much Atari development and I use Pascal so I am not
>>>>much use. Would this be portable to Mint or does it rely on too much
>>>>underlying software ?
>>>
>>> I downloaded gtk-gnutella-0.91.1 last night and tried it on cygwin.
>>> The 'configure' output is reproduced below. It may help a MiNT guru
>>> decide if the port would be feasible. Personally I think that it is
>>> and that if you've the relevent compilation tools upon your MiNT
>>> system then you'd be able to compile it yourself. The GTK/GLIB version
>>> is the only obvious caveat.
>>>
>>> I did consider trying a cross-build but unfortunately haven't a clue
>>> about rpm's - specifically there's a leading '/' in the GTK file list
>>> and no way do I want that lot stomping into the root of my cygwin!
>>> Suggestions on how to extract "safely" welcome.
>>>
>>> #! /bin/sh
>>>
>>>   PATH="/bin:/usr/local/bin:/usr/X11R6/bin:/usr/local/qt/bin"
>>> CCACHE_DIR="/all/src/exp/gnutella/.ccache"
>>> CC="/all/bin/go-sub/go-gcc"   CXX="/all/bin/go-sub/go-g++"   CFLAGS="
>>> "   CXXFLAGS=" "   LDFLAGS=" "   ../gtk-gnutella-0.91.1/configure
>>> --disable-xml-store
>>> loading cache ./config.cache
>>> checking for a BSD compatible install... /bin/install -c
>>> checking whether build environment is sane... yes
>>> checking whether make sets ${MAKE}... yes
>>> checking for working aclocal... found
>>> checking for working autoconf... found
>>> checking for working automake... found
>>> checking for working autoheader... found
>>> checking for working makeinfo... found
>>> checking whether to enable maintainer-specific portions of
>>> Makefiles... no
>>> checking for gcc... /all/bin/go-sub/go-gcc
>>> checking whether the C compiler (/all/bin/go-sub/go-gcc   ) works...
>>> yes
>>> checking whether the C compiler (/all/bin/go-sub/go-gcc   ) is a
>>> cross-compiler... no

```
>>> checking whether we are using GNU C... yes
>>> checking whether /all/bin/go-sub/go-gcc accepts -g... yes
>>> checking for POSIXized ISC... no
>>> checking for gcc... (cached) /all/bin/go-sub/go-gcc
>>> checking whether the C compiler (/all/bin/go-sub/go-gcc     ) works...
>>> yes
>>> checking whether the C compiler (/all/bin/go-sub/go-gcc     ) is a
>>> cross-compiler... no
>>> checking whether we are using GNU C... (cached) yes
>>> checking whether /all/bin/go-sub/go-gcc accepts -g... (cached) yes
>>> checking how to run the C preprocessor... /all/bin/go-sub/go-gcc -E
>>> checking for /all/bin/go-sub/go-gcc option to accept ANSI C... none
>>> needed
>>> checking for ANSI C header files... yes
>>> checking for bison... bison -y
>>> checking for gtk-config... /usr/local/bin/gtk-config
>>> checking for GTK - version >= 1.2.0... yes
>>> checking for glib-config... /usr/local/bin/glib-config
>>> checking for GLIB - version >= 1.2.10... yes
>>> checking whether inet_aton needs libresolv... no
>>> checking whether to enable RFC1918 network avoidance mode... no
>>> checking for xml2-config... /bin/xml2-config
>>> checking whether to enable XML persistance backend... no
>>> checking for herror... yes
>>> checking for inet_aton... yes
>>> checking for strcasestr... no
>>> checking for srandom... yes
>>> checking for random... yes
>>> checking for sendfile... no
>>> checking for sendfile in -lsendfile... no
>>> checking for sys/sendfile.h... no
>>> checking for ctype.h... yes
>>> checking for zlib.h... yes
>>> checking for deflate in -lz... yes
>>> updating cache ./config.cache
>>> creating ./config.status
>>> creating Makefile
>>> creating src/Makefile
>>> creating gtk-gnutella.spec
>>> creating config.h
>>>
>>>
>>> Feature summary:
>>> ---------------
>>>
>>> Frontend                 :   Gtk 1.2
>>> Persistant filters       :   no (you must know)
>>> RFC1918 avoidance        :   no
>>> gNet traffic compression :   yes
>>>
>>>
>>
>>Guy,
```

>>
>>Note that there is already a gtk 1 port to win32 as well as most of hte
>>other supporting libs. This is the kind of work that has yet to be done
>>for the Atari. Gdk must adopt VDI calls in order to work on the atari
>>which is not really much more than tedious work. I haven't enough ram on
>>my system to even attempt to compile glib (which is needed by gtk) so I
>>haven't bothered to try porting yet.
>
> I located...
> glib-1.2.8-1.m68kmint.rpm
> glib-1.2.8-1.src.rpm
> gtk+-1.2.8-2.m68kmint.rpm
> gtk+-1.2.8-2.src.rpm
> ...on the sparemint site. These were what I was going to cross-compile
> against until I hit the rpm worry mentioned above. FreshMeat reveals
> 'alien' which hopefully can turn them into viable tgz files but life
> is never simple because now I'm wrestling with 'alien' build problems.
>
> The Gnutella I compiled isn't a win32 one btw. Virtually all my cygwin
> stuff targets "unix/X". Therefore all I really need is the 1.2.8
> headers - I'll hack away the gnutella 'configure' version check and
> see how much it moans. Linking isn't so important because I've no MiNT
> system and associated X upon which to try it.
>
>

Guy,

yes GTK can be directly compiled for Atari, but a true Atari port would use the VDI. Currently you have to start GEM, then start an X server and THEN run a GTK application. This whole ordeal will consume LOTS of ram. not to mention the X server for Atari isn't too fast. already you can run this application, but seriously, AES + GTK + gtk-gnutella + X will probably consume 14 megs of ram on a falcon and be terribly slow. This stuff is better for clone owners or CT60 owners to be. I wanted to port gtk to vdi to avoid the need for an x server and to make gtk programs smaller, more efficient and directly useable from a gem desktop.

Mark

From -5523370436116952108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-29 07:29:17 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!paloalto-snf1.gtei.net!news.gtei.net!news.compaq.com!nntp-relay.ihug.net!ihug.co.nz!west.cox.net!cox.net!nntp2.aus1.giganews.com!nntp.giganews.com!nntp3.aus1.giganews.com!nntp.speakeasy.net!news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Fri, 29 Nov 2002 09:29:01 -0600

From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Subject: Re: File sharing
Newsgroups: comp.sys.atari.programmer
Date: Fri, 29 Nov 2002 10:28:06 -0500
References: <3de2888a.0@entanet> <1038338522.532629@blade.atari-source.com>
<3de710f3.36672482@nntp.swampdog>
Organization: Atari-source.com
User-Agent: KNode/0.7.1
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Message-ID: <1038589262.829513@blade.atari-source.com>
Cache-Post-Path: blade.atari-source.com!unknown@12.47.216.185
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 470
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-qMDdOKTRKYPA527uaLELb+xjaD2c5UR4inz8gNBjtExhq5FBWLz6m/
Z5elxt9hdEaPLjYitUEk2NKdo!4I70DZs+mjgJ9F9jsqn4tFVf68Vx3+5lOnUVjWwevZx47OcEBSoB/
6yBzCtU2xx4wkDjsvz9pZrd!D0u32l3LN2DLBSyCWDYOrw==
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1152

Guy Harrison wrote:

```
>
> Okay, I got alien vaguely working and extracted the glib/gtk stuff.
> Couldn't cross-configure it so instead let it configure natively then
> hacked the two Makefiles accordingly - may not be an issue on a native
> MiNT system (I've not looked in the configure script).
>
> ...[gtk-gnutella-0.91.1]...
>
> $ diff -u sockets.c.ORIGINAL sockets.c
> --- sockets.c.ORIGINAL  2002-11-19 19:16:08.000000000 +0000
> +++ sockets.c   2002-11-28 12:39:08.000000000 +0000
> @@ -55,6 +55,10 @@
>  #define SOL_TCP IPPROTO_TCP
>  #endif
>
> +#if !defined(SOL_TCP) && defined(__MINT__)     //because IPPROTO_IP
> is an enum
> +#define        SOL_TCP IPPROTO_TCP
> +#endif
> +
>  #ifndef SHUT_WR
>  #define SHUT_WR 1              /* Shutdown TX side */
>  #endif
>
```

```
> ...that's it. It'll get to the link phase (needs zlib) abeit pointing
> at my cygwin X headers but no other choice there! ;-)
>
> Log output for future reference coming up... oo the bandwidth!
> (m68-gcc is m68k-atari-mint-gcc.exe btw).
>
> make  all-recursive
> make[1]: Entering directory `/all/src/app/gnutella/obj-m68'
> Making all in src
> make[2]: Entering directory `/all/src/app/gnutella/obj-m68/src'
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/interface-glade1.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/support-glade1.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/filter.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/filter_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/filter_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gtk-missing.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/callbacks.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gtkcolumnchooser.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/monitor_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
```

```
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/monitor_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/nodes_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/nodes_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gui_property.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/settings_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/settings_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/statusbar_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/downloads_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/downloads_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/uploads_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/uploads_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/upload_stats_gui.c
```

```
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gnet_stats_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search_stats_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/main_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/main_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/misc.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/prop.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gnet_property.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/guid.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/settings.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/oldconfig.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/sockets.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/nodes.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/hosts.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
```

```
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/pcache.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/routing.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/downloads.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/fileinfo.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/fuzzy.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/whitelist.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/share.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/uploads.c
> ../../gtk-gnutella-0.91.1/src/uploads.c: In function `upload_write':
> ../../gtk-gnutella-0.91.1/src/uploads.c:2132: warning: unused variable
> `pos'
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/upload_stats.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/main.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/matching.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
```

```
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/getline.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/header.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ioheader.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/url.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/pmsg.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gmsg.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/cq.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/mq.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/sq.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/bsched.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/tx.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/tx_link.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/tx_deflate.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rxbuf.c
```

```
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rx.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rx_link.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rx_inflate.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/zlib_util.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/sha1.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/huge.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/base32.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/utf8.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ban.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/inet.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/qrp.c
> ../../gtk-gnutella-0.91.1/src/qrp.c:214: warning: `qrt_apply_patch_8'
> defined but not used
> ../../gtk-gnutella-0.91.1/src/qrp.c:269: warning: `qrt_apply_patch_4'
> defined but not used
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/getdate.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
```

```
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/atoms.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/extensions.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/cobs.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ggep.c
> ../../gtk-gnutella-0.91.1/src/ggep.c:58: warning: `ggep_inflate'
> defined but not used
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/dmesh.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/http.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/version.c
> In file included from /usr/m68k-atari-mint/include/sys/utsname.h:19,
>                  from ../../gtk-gnutella-0.91.1/src/version.c:30:
> /usr/m68k-atari-mint/include/sys/param.h:46: warning: `MIN' redefined
> /usr/m68k-atari-mint/include/glib.h:137: warning: this is the location
> of the previous definition
> /usr/m68k-atari-mint/include/sys/param.h:49: warning: `MAX' redefined
> /usr/m68k-atari-mint/include/glib.h:134: warning: this is the location
> of the previous definition
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/alive.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/zalloc.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/walloc.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/vendors.c
```

```
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/idtable.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/namesize.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ignore.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gnet_stats.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gwcache.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/bg.c
> ../../gtk-gnutella-0.91.1/src/bg.c: In function `bg_sched_timer':
> ../../gtk-gnutella-0.91.1/src/bg.c:880: warning: variable `remain'
> might be clobbered by `longjmp' or `vfork'
> ../../gtk-gnutella-0.91.1/src/bg.c:882: warning: variable `ticks'
> might be clobbered by `longjmp' or `vfork'
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/verify.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include      -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/move.c
> m68-gcc  -g -O2 -Wall  -o gtk-gnutella  interface-glade1.o
> support-glade1.o filter.o filter_cb.o filter_gui.o gtk-missing.o gui.o
> callbacks.o gtkcolumnchooser.o monitor_gui.o monitor_cb.o nodes_gui.o
> nodes_cb.o gui_property.o settings_gui.o settings_cb.o statusbar_gui.o
> search_gui.o search_cb.o downloads_gui.o downloads_cb.o uploads_gui.o
> uploads_cb.o upload_stats_gui.o gnet_stats_gui.o search_stats_gui.o
> main_gui.o main_cb.o misc.o prop.o gnet_property.o guid.o settings.o
> oldconfig.o sockets.o nodes.o hosts.o pcache.o routing.o search.o
> downloads.o fileinfo.o fuzzy.o whitelist.o share.o uploads.o
> upload_stats.o main.o matching.o getline.o header.o ioheader.o url.o
> pmsg.o gmsg.o cq.o mq.o sq.o bsched.o tx.o tx_link.o tx_deflate.o
> rxbuf.o rx.o rx_link.o rx_inflate.o zlib_util.o sha1.o huge.o base32.o
> utf8.o ban.o inet.o qrp.o getdate.o atoms.o extensions.o cobs.o ggep.o
> dmesh.o http.o version.o alive.o zalloc.o walloc.o vendors.o idtable.o
> namesize.o ignore.o gnet_stats.o gwcache.o bg.o verify.o move.o
> -L/usr/local/lib -L/usr/X11R6/lib -lgtk -lgdk -lgmodule -lglib -lintl
```

> -lXext -lX11 -lm -lz
> /usr/m68k-atari-mint/bin/ld: cannot open -lintl: No such file or
> directory
> collect2: ld returned 1 exit status
> make[2]: *** [gtk-gnutella] Error 1
> make[2]: Leaving directory `/all/src/app/gnutella/obj-m68/src'
> make[1]: *** [all-recursive] Error 1
> make[1]: Leaving directory `/all/src/app/gnutella/obj-m68'
> make: *** [all-recursive-am] Error 2
>
> That's about the limit of what I can do here, except *possibly*
> produce a "gnutella lib" for someone else to link against.
>
>

How much ram did you have to get that to happen, or are you cross compiling?

Mark

From 245366727775874291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-29 12:58:37 PST
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3de2888a.0@entanet> <1038338522.532629@blade.atari-source.com>
<3de710f3.36672482@nntp.swampdog>
Subject: Re: File sharing
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.115.104
Message-ID: <3de7d519.0@entanet>
Date: 29 Nov 2002 20:59:05 GMT
X-Trace: 29 Nov 2002 20:59:05 GMT, 195.74.115.104
Lines: 29
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
peer.news.opaltelecom.net!lon1-news.nildram.net!jump.net.uk!entanet!195.74.115.104
Xref: archiver1.google.com comp.sys.atari.programmer:1153

On 28 Nov 2002 13:13:07 , Guy Harrison wrote:

..a huge posting that didn't mean much to me ;-)

Oh dear, what have I started. Being the one that started this
thread I must say I am impressed by your efforts. What is
cygwin ?

I've never done any C programming on the Atari or under Unix.
The nearest I came was developing a pile of C stuff for Oracle
databases and dce to access some legacy apps from Oracle and
vice versa. It was nearly all done on VMS. It was several thousand
lines of code in about two dozen modules but I still don't call
myself a C programmer. I cheat by thinking in Pascal and then
translating to C but C's idea of pointers and parameter passing "does
my head in".

I think I have enough memory on the Milan (144Mb :-) but I'm
a bit low on HD space to install a C development system. If
I ever get around to fitting a new HD I might look into it.

Are the Sparemint people interested in what your are doing
with these libraries ? Surely it will open up some more
possibilities.

Regards,

Peter

From -1416442213155713627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-29 15:04:05 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!fu-berlin.de!uni-berlin.de!
213-152-54-233.dsl.eclipse.net.UK!not-for-mail
From: "David Wade" <g8mqw@yahoo.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: File sharing
Date: Fri, 29 Nov 2002 23:04:02 -0000
Lines: 39
Message-ID: <as8rp4$ph4kr$1@ID-40235.news.dfncis.de>
References: <3de2888a.0@entanet> <1038338522.532629@blade.atari-source.com>
<3de710f3.36672482@nntp.swampdog> <3de7d519.0@entanet>
NNTP-Posting-Host: 213-152-54-233.dsl.eclipse.net.uk (213.152.54.233)
X-Trace: fu-berlin.de 1038611044 26776219 213.152.54.233 (16 [40235])
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.programmer:1154

"Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in message
news:3de7d519.0@entanet...
> On 28 Nov 2002 13:13:07 , Guy Harrison wrote:
>
> ..a huge posting that didn't mean much to me ;-)
>

>
> Oh dear, what have I started. Being the one that started this
> thread I must say I am impressed by your efforts. What is
> cygwin ?
>

Cygwin is an environment that lets you take source code designed to run on
LINUX and run it on Windows. One side effect is that you can also run the
ATARI version of the GCC compiler on Windows....

> I've never done any C programming on the Atari or under Unix.
> The nearest I came was developing a pile of C stuff for Oracle
> databases and dce to access some legacy apps from Oracle and
> vice versa. It was nearly all done on VMS. It was several thousand
> lines of code in about two dozen modules but I still don't call
> myself a C programmer. I cheat by thinking in Pascal and then
> translating to C but C's idea of pointers and parameter passing "does
> my head in".
>
> I think I have enough memory on the Milan (144Mb :-) but I'm
> a bit low on HD space to install a C development system. If
> I ever get around to fitting a new HD I might look into it.
>
> Are the Sparemint people interested in what your are doing
> with these libraries ? Surely it will open up some more
> possibilities.
>
> Regards,
>
> Peter

From 4027762023544780176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,676a8e8f237af36e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-30 00:48:54 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!logbridge.uoregon.edu!newsfeed.icl.net!newsfeed.fjserv.net!
opentransit.net!proxad.net!proxad.net!feeder2-1.proxad.net!news2-2.free.fr!not-
for-mail
Message-ID: <3DE7D694.4090808@free.fr>
Date: Fri, 29 Nov 2002 22:05:24 +0100
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; fr-FR; rv:0.9.4) Gecko/
20011019 Netscape6/6.2
X-Accept-Language: fr-fr
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: ME.LDG release 1.00
Content-Type: text/plain; charset=us-ascii; format=flowed

Content-Transfer-Encoding: 7bit
Lines: 20
Organization: Guest of ProXad - France
NNTP-Posting-Date: 30 Nov 2002 09:48:53 MET
NNTP-Posting-Host: 80.9.248.82
X-Trace: 1038646133 news2-2.free.fr 20678 80.9.248.82
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1155

Hi group :)

My dynamical library ME.LDG ("ME" means "Modular & Evolutive", formely
known as "PARX system") has just been released. Since release 1.00, the
ME.LDG archive contains sources and is under LGPL license.

http://perso.wanadoo.fr/arnaud.bercegeay/index_e.htm

ME.LDG is a lib to load, dither and display pictures, using M&E system
(RIM plugins to Read IMage). Seems to work fine on falcon, magicmac,
hades, aranym/fvdi...

RIRI2 (an image viewer) use ME.LDG, and is available on my web site.

Enjoy :)

--
HTML-tidy pour Atari : http://gemtidy.free.fr
Plein d'bonnes choses: http://perso.wanadoo.fr/arnaud.bercegeay

From -2759704338447485882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,66ca575f8b68f26d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-30 13:05:07 PST
Message-ID: <3DE911D3.1090105@free.fr>
Date: Sat, 30 Nov 2002 20:30:27 +0100
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; fr-FR; rv:0.9.4) Gecko/
20011019 Netscape6/6.2
X-Accept-Language: fr-fr
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: SE-protocol
References: <3D5D644C.2010906@free.fr>
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 16
Organization: Guest of ProXad - France
NNTP-Posting-Date: 30 Nov 2002 22:05:06 MET
NNTP-Posting-Host: 80.9.249.128
X-Trace: 1038690306 news3-1.free.fr 22998 80.9.249.128

X-Complaints-To: abuse@proxad.net
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!fr.usenet-edu.net!usenet-edu.net!feed.ac-versailles.fr!
proxad.net!feeder2-1.proxad.net!news3-1.free.fr!not-for-mail
Xref: archiver1.google.com comp.sys.atari.programmer:1156

On 16th of aug, i wrote:

> Hi group,
>
> Is there an english translation of the SE-protocol available somewhere ?
>

It seems that there's no translation.

Any volunteer to translate the file from german to english ?
pleeeeeease... (the UDO file size is about 32kb)

--
HTML-tidy pour Atari : http://gemtidy.free.fr
Plein d'bonnes choses: http://perso.wanadoo.fr/arnaud.bercegeay

From 5528948912511653398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-30 22:46:12 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.arcor-online.net!newsfeed01.sul.t-online.de!t-online.de!newspeer1-
gui.server.ntli.net!ntli.net!newsfep2-win.server.ntli.net.POSTED!53ab2750!not-for-
mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: File sharing
Message-ID: <3de84a87.55276423@nntp.swampdog>
References: <3de2888a.0@entanet> <1038338522.532629@blade.atari-source.com>
<3de710f3.36672482@nntp.swampdog> <1038589262.829513@blade.atari-source.com>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 55
Date: Sun, 01 Dec 2002 01:45:22 GMT
NNTP-Posting-Host: 80.4.128.17
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1038725171 80.4.128.17 (Sun, 01 Dec 2002
06:46:11 GMT)
NNTP-Posting-Date: Sun, 01 Dec 2002 06:46:11 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1157

On Fri, 29 Nov 2002 10:28:06 -0500, Mark Duckworth
<mducksub@no-spam.atari-source.com> wrote:

```
>Guy Harrison wrote:
>
>>
>> Okay, I got alien vaguely working and extracted the glib/gtk stuff.
>> Couldn't cross-configure it so instead let it configure natively then
>> hacked the two Makefiles accordingly - may not be an issue on a native
>> MiNT system (I've not looked in the configure script).
>>
>> ...[gtk-gnutella-0.91.1]...
>>
>> $ diff -u sockets.c.ORIGINAL sockets.c
>> --- sockets.c.ORIGINAL  2002-11-19 19:16:08.000000000 +0000
>> +++ sockets.c   2002-11-28 12:39:08.000000000 +0000
>> @@ -55,6 +55,10 @@
>>  #define SOL_TCP IPPROTO_TCP
>>  #endif
>>
>> +#if !defined(SOL_TCP) && defined(__MINT__)     //because IPPROTO_IP
>> is an enum
>> +#define        SOL_TCP IPPROTO_TCP
>> +#endif
>> +
>>  #ifndef SHUT_WR
>>  #define SHUT_WR 1              /* Shutdown TX side */
>>  #endif
>>
>> ...that's it. It'll get to the link phase (needs zlib) abeit pointing
>> at my cygwin X headers but no other choice there! ;-)
```

[snip]

```
>> That's about the limit of what I can do here, except *possibly*
>> produce a "gnutella lib" for someone else to link against.
>>
>>
>
>
>How much ram did you have to get that to happen, or are you cross compiling?
```

Cross compiling with Frank's cygwin one, er...

```
Reading specs from /usr/lib/gcc-lib/m68k-atari-mint/2.95.3/specs
gcc version 2.95.3 20010315 (release)
```

...that one! ;-)

--
swampdog@ntlworld.com

http://homepage.ntlworld.com/swampdog/

From 1552655974093676927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-30 22:46:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!peer1.news.newnet.co.uk!shale.ftech.net!
news.ftech.net!peernews.cix.co.uk!newspeer1-gui.server.ntli.net!ntli.net!newsfep2-
win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: File sharing
Message-ID: <3de94be8.55629601@nntp.swampdog>
References: <3de2888a.0@entanet> <3de4d7d6.538046439@nntp.swampdog>
<1038419558.198732@blade.atari-source.com> <3de60fd1.36382475@nntp.swampdog>
<1038589149.28422@blade.atari-source.com>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 41
Date: Sun, 01 Dec 2002 01:45:22 GMT
NNTP-Posting-Host: 80.4.128.17
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1038725172 80.4.128.17 (Sun, 01 Dec 2002
06:46:12 GMT)
NNTP-Posting-Date: Sun, 01 Dec 2002 06:46:12 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1158

On Fri, 29 Nov 2002 10:26:13 -0500, Mark Duckworth
<mducksub@no-spam.atari-source.com> wrote:

>Guy Harrison wrote:

[snip]

>> The Gnutella I compiled isn't a win32 one btw. Virtually all my cygwin
>> stuff targets "unix/X". Therefore all I really need is the 1.2.8
>> headers - I'll hack away the gnutella 'configure' version check and
>> see how much it moans. Linking isn't so important because I've no MiNT
>> system and associated X upon which to try it.
>
>Guy,
>
>yes GTK can be directly compiled for Atari, but a true Atari port would use
>the VDI. Currently you have to start GEM, then start an X server and THEN
>run a GTK application. This whole ordeal will consume LOTS of ram. not to

>mention the X server for Atari isn't too fast. already you can run this
>application, but seriously, AES + GTK + gtk-gnutella + X will probably
>consume 14 megs of ram on a falcon and be terribly slow.

Ah, right. I knew it would be hefty but hadn't thought it would make
even a falcon struggle.

>This stuff is
>better for clone owners or CT60 owners to be. I wanted to port gtk to vdi
>to avoid the need for an x server and to make gtk programs smaller, more
>efficient and directly useable from a gem desktop.

Any progress on that, or is it still at the head scratching phase?
I've compiled a lot of gtk stuff for cygwin, some hacking required as
well but never had to sit back and understand the big picture. Is the
low level stuff scattered all over or nicely grouped?

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 2423928499800993069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-30 22:46:15 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!peer1.news.newnet.co.uk!shale.ftech.net!
news.ftech.net!peernews.cix.co.uk!newspeer1-gui.server.ntli.net!ntli.net!newsfep2-
win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: File sharing
Message-ID: <3deb62ce.127027866@nntp.swampdog>
References: <3de2888a.0@entanet> <1038338522.532629@blade.atari-source.com>
<3de710f3.36672482@nntp.swampdog> <3de7d519.0@entanet>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 57
Date: Sun, 01 Dec 2002 01:45:23 GMT
NNTP-Posting-Host: 80.4.128.17
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1038725174 80.4.128.17 (Sun, 01 Dec 2002
06:46:14 GMT)
NNTP-Posting-Date: Sun, 01 Dec 2002 06:46:14 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1159

On 29 Nov 2002 20:59:05 GMT,
peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote:

>On 28 Nov 2002 13:13:07 , Guy Harrison wrote:
>
>..a huge posting that didn't mean much to me ;-)

Me neither, I'm just the messenger! Nah, all it was, was a load of compiler compilation lines. The 'configure' phase decides what to compile and what the compiler options should be then generates one or more 'Makefile's. That was the 'make' output as it was compiled.

>Oh dear, what have I started. Being the one that started this
>thread I must say I am impressed by your efforts. What is
>cygwin ?

Unix on windows, http://www.cygwin.com if you're curious. The folks there have put loads of unix functionality into a DLL and compiled oodles of unix programs linked against this (cygwin1.dll). More folks keep coming along and adding more stuff. Almost the opposite of wine I guess.

>I've never done any C programming on the Atari or under Unix.
>The nearest I came was developing a pile of C stuff for Oracle
>databases and dce to access some legacy apps from Oracle and
>vice versa. It was nearly all done on VMS. It was several thousand
>lines of code in about two dozen modules but I still don't call
>myself a C programmer. I cheat by thinking in Pascal and then
>translating to C but C's idea of pointers and parameter passing "does
>my head in".

ROTFL and I'm sure you won't be the last! :-))

>I think I have enough memory on the Milan (144Mb :-) but I'm
>a bit low on HD space to install a C development system. If
>I ever get around to fitting a new HD I might look into it.

It does add up. C/C++ compilers do sprawl a bit - gcc especially stuffs a lot of information into generated files. Fortunately most of them can be deleted once the app is compiled to satisfaction and the executable itself can be stripped. You might even be able to compile yourself a pascal compiler!

>Are the Sparemint people interested in what your are doing
>with these libraries ? Surely it will open up some more
>possibilities.

Unfortunately I doubt it. Like Mark mentioned, limited machine resources have to be catered for. SDL looks an interesting development though.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -2685544437867115159
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ea1b5f28eaed7bc,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-01 06:39:29 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!fr.clara.net!heighliner.fr.clara.net!proxad.net!
feeder2-1.proxad.net!news3-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M►gamodeste)
Organization: Niousie961
Subject: Looking for TT b►tatesters
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 01 Dec 2002 14:39:28 GMT
Lines: 14
Message-ID: <3dea1f20$0$22977$626a54ce@news.free.fr>
NNTP-Posting-Date: 01 Dec 2002 15:39:28 MET
NNTP-Posting-Host: 62.147.106.7
X-Trace: 1038753568 news3-1.free.fr 22977 62.147.106.7
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1160

Hello,

I released new pictures for TT r►solutions and look for opinions about contrast
and brightness (I have no more TT).

Programm :
http://yves.rogne.free.fr/dispo/adark214.zip

Pictures :
http://yves.rogne.free.fr/images/ttpix2.arj

Both directories are free access.

Regards

From -1540963737249762296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90d2b30e46e1d75d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-01 10:51:41 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.icl.net!newsfeed.fjserv.net!oleane.net!oleane!fr.usenet-edu.net!usenet-

edu.net!proxad.net!feeder2-1.proxad.net!news3-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M⍰gamodeste)
Organization: Niousie961
Subject: Looking for 68040 programmer
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 01 Dec 2002 18:51:41 GMT
Lines: 19
Message-ID: <3dea5a3c$0$22976$626a54ce@news.free.fr>
NNTP-Posting-Date: 01 Dec 2002 19:51:41 MET
NNTP-Posting-Host: 62.147.205.19
X-Trace: 1038768701 news3-1.free.fr 22976 62.147.205.19
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1161

Hello,

I'm looking for help from a 68040 programmer :

You probably know the programm XFERRATE.TTP this reliable tool gives the
bandwith for data transfer.

Some people tested the 68040/60 instruction move16 for ram data transfer
and we noticed it is 40% faster than 4xMove.l

I would like to know which speed we could reach if we used move16 in xferrate.

Unfortunatelly nobody wants to make the change. I would be happy to do
it but my knoweledges in assembler are basic. I can write some small
routines but am unable to understand a dissablembled programm.

Would it be someone that may help ?

Regards

From -627066157048474250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,66ca575f8b68f26d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-01 17:24:31 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newspeer.clara.net!news.clara.net!demeter.uk.clara.net
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <3D5D644C.2010906@free.fr> <3DE911D3.1090105@free.fr>
Subject: Re: SE-protocol
Date: Sun, 1 Dec 2002 23:05:44 -0000
Lines: 27
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106

X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
X-Complaints-To: abuse@clara.net (please include full headers)
X-Trace: 2132e0f35e54703133e20700431023802339e22033e02214dd9233463deab63e
NNTP-Posting-Date: Mon, 02 Dec 2002 01:24:14 GMT
Message-ID: <1038792254.7732.0@demeter.uk.clara.net>
Xref: archiver1.google.com comp.sys.atari.programmer:1162

Hi Arnaud

> > Is there an english translation of the SE-protocol available somewhere ?
> >
>
> It seems that there's no translation.
>
> Any volunteer to translate the file from german to english ?
> pleeeeeease... (the UDO file size is about 32kb)

That sound like a job for... <fx fanfare> DDP

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

From -5500168023964477123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,66ca575f8b68f26d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-03 12:28:48 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!newsfeed1.e.nsc.no!nsc.no!nextra.com!
peernews.cix.co.uk!news.nextra.co.uk!not-for-mail
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.programmer
Subject: Re: SE-protocol
Date: Tue, 3 Dec 2002 20:28:47 +0000 (UTC)
Organization: Nextra UK
Lines: 16
Message-ID: <asj45v$7cm$1@thorium.cix.co.uk>
References: <3D5D644C.2010906@free.fr> <3DE911D3.1090105@free.fr>
<1038792254.7732.0@demeter.uk.clara.net>

NNTP-Posting-Host: technetium.cix.co.uk
X-Trace: thorium.cix.co.uk 1038947327 7574 194.153.0.53 (3 Dec 2002 20:28:47 GMT)
X-Complaints-To: abuse@net.nextra.co.uk
NNTP-Posting-Date: Tue, 3 Dec 2002 20:28:47 +0000 (UTC)
X-Newsreader: CixRead/CixComm
Xref: archiver1.google.com comp.sys.atari.programmer:1163

In message <1038792254.7732.0@demeter.uk.clara.net>, stevesweet@freeuk.com said:

>> > Is there an english translation of the SE-protocol available somewhere ?
>> >
>>
>> It seems that there's no translation.
>>
>> Any volunteer to translate the file from german to english ?
>> pleeeeeease... (the UDO file size is about 32kb)
>
>That sound like a job for... <fx fanfare> DDP

Already in hand!

Regards, /Peter/

From -2082176332227495694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1362c57a73909d74,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-04 02:22:51 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
news.uchicago.edu!newsfeed.cs.wisc.edu!newsfeed.mathworks.com!cyclone.swbell.net!
newsfeed1.easynews.com!easynews.com!easynews!nntp2.aus1.giganews.com!
nntp.giganews.com!nntp3.aus1.giganews.com!nntp.blarg.net!news.blarg.net.POSTED!
not-for-mail
NNTP-Posting-Date: Wed, 04 Dec 2002 04:22:49 -0600
Message-ID: <3DEDD7AE.8A809B32@blarg.net>
Date: Wed, 04 Dec 2002 02:23:42 -0800
From: Ron Riese <ronr@blarg.net>
X-Mailer: Mozilla 4.79 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Atari 4sale
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 45
NNTP-Posting-Host: 206.124.131.117
X-Trace: sv3-7w0nBijAba3T+IoS+mzejbQkI/
iKxBkxRkaQopm0hSGiJmlu3o7WmVCYx3KN4+atY+ZbqqYlUmMkyhP!/
VvK2o9wpsfCf8vnNffL7L427dQ6GtX7yBVetI8yufo6hUXTT8u5CslGIv7J2rjfTw==
X-Complaints-To: abuse@blarg.net
X-DMCA-Complaints-To: abuse@blarg.net

X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1164

Atari Hardware and Software
All of this was packed and put away 15 years ago. It is all clean and each device has its own
transformer and in most cases the original box and manual. The prices shown are expected
prices, other offers (no trades) will be entertained. Purchaser pays for shipping.

1) Atari 800 -- $180 (includes additional memory card)
    Like new but needs video chip to control display.
    Atari Memory Card (has a white 3 painted on it. Think it is a 16K board.)

2) Atari 400 -- $100
    Like new

3) Atari 810 Disk Drive -- $70
    Very clean and unaltered.

4) Atari 850 Interface Module -- $50
    Plus 300 Baud (Believe it!) direct connect modem

5) Atari 1050 Dual Disk Drive -- $80
    Very clean and unaltered.

6) Atari 410 Recorder -- $90 for Recorder & Tapes
    Antic (Monthly) Tapes (Total 18 tapes)
    Games and programs galore on each

7) Fastchip for 400/800 -- $70
    Atari System Manual
    Monkey Wrench Enhance Chips
    Star Raiders Cartridge
    Assembler Editor Cartridge
    Basic Cartridge

8) Atari Program Exchange Software -- $40
    Chameleon CRT Terminal Emulator
    Program-Text Editor
    Mathlib
    Deep Blue C Compiler
    MAC/65 (Assembler)
    DOSKey

From 1480866948554591215
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e753bd7331100ac9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-04 04:39:05 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
fu-berlin.de!server1.netnews.ja.net!pegasus.csx.cam.ac.uk!not-for-mail
From: "Stephen Moss" <sgm23@eng.cam.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Programmer needed
Date: Wed, 4 Dec 2002 12:40:55 -0000
Organization: University of Cambridge, England
Lines: 43
Message-ID: <askt17$hu5$1@pegasus.csx.cam.ac.uk>
NNTP-Posting-Host: epl32pc.eng.cam.ac.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Xref: archiver1.google.com comp.sys.atari.programmer:1165

Hi everyone,
last year I made a similar request for help and my thanks go to Pontus Skold who agreed to help and Roger Cain for his advice.

I now need help again, I have already used a disk editor to examine the software and was unable to locate the problem myself. The problem is with a STOS extension, after conversing with the author of the extension (with whom I have lost contact) I was informed that when I compile my programs the graphics extension checks for the TOS version before initialising where as the audio extension does not.
I believe that it is this TOS checking process that casues problems on my ST as both compiled programs using the audio extension only and non compiled programs function normally.

There is another difference between the graphics and audio extensions in that the graphics extension places data on even bounderies, this could also be the cause of the problem however I would have thought it would do that in both complied and non compiled states which is why I believe the TOS checker to be the cause of the problem.
All I need is for someone to find and remove this check, hopefully this is located in the compiler extension which is only 17K in size and so should not be too difficult or take long to do.

If anyone is interested in looking at this for me let me know.
I believe that the extension was written in assembler/machine code so you will need to have a program that can disassemble/reassesemble the file as I don't have one.
If it helps the error message displayed by the ST is "TOS error #82 press any key", when a key is pressed the message changes to "TOS error #32 press any key", further key presses redisplays the second error message

Thanks,
Stephen Moss

From 9058022683376286623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,66ca575f8b68f26d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-05 10:13:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
proxad.net!proxad.net!news-hub.cableinet.net!blueyonder!btnet-peer!btnet!
newspeer.clara.net!news.clara.net!dyke.uk.clara.net
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <3D5D644C.2010906@free.fr> <3DE911D3.1090105@free.fr>
<1038792254.7732.0@demeter.uk.clara.net> <asj45v$7cm$1@thorium.cix.co.uk>
Subject: Re: SE-protocol
Date: Wed, 4 Dec 2002 22:55:57 -0000
Lines: 32
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
X-Complaints-To: abuse@clara.net (please include full headers)
X-Trace: e302b55073132631e5290823e6083e14e2313043d43d331292f320333def9729
NNTP-Posting-Date: Thu, 05 Dec 2002 18:12:57 +0000
Message-ID: <1039111977.72890.0@dyke.uk.clara.net>
Xref: archiver1.google.com comp.sys.atari.programmer:1166

Hi Pete

> >> > Is there an english translation of the SE-protocol available
somewhere ?
> >> >
> >>
> >> It seems that there's no translation.
> >>
> >> Any volunteer to translate the file from german to english ?
> >> pleeeeeease... (the UDO file size is about 32kb)
> >
> >That sound like a job for... <fx fanfare> DDP
>
> Already in hand!

Unlike my commission, Derryck keeps telling me that the cheques in the
post...

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.426 / Virus Database: 239 - Release Date: 02/12/2002

From -2894623015348554171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e2a7d85f1220f42e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-06 00:58:36 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
snoopy.risq.qc.ca!newsfeed.news2me.com!border1.nntp.aus1.giganews.com!
nntp.giganews.com!nntp3.aus1.giganews.com!nntp.blarg.net!news.blarg.net.POSTED!
not-for-mail
NNTP-Posting-Date: Fri, 06 Dec 2002 02:58:33 -0600
Message-ID: <3DF066F5.A82A8672@blarg.net>
Date: Fri, 06 Dec 2002 00:59:33 -0800
From: Ron Riese <ronr@blarg.net>
X-Mailer: Mozilla 4.79 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Atari 4Sale
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 80
NNTP-Posting-Host: 206.124.131.195
X-Trace: sv3-hD3Lu2p7qDkWLfyBy3Ft4sLoJ1I3+mKapRIo5UuhEeFWwj7AwJBVfhmkP/
h+Bbokh7TAoSstsWUY9uj!
jV75q0csNzG7WGZmJaKnPO6MzPaEJWb3IFUvCFyMz6pLAMqDZs4cHvDiDv5clOZRbg==
X-Complaints-To: abuse@blarg.net
X-DMCA-Complaints-To: abuse@blarg.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1167

Atari Hardware and Software (List Revised 4 Dec 02)
All of this was packed and put away 15 years ago. It is all clean and each device has its own
transformer and in most cases the original box and manual. Devices were working at time of
storage. The prices shown are expected prices, other offers (no trades) will be entertained.
Purchaser pays for shipping. All hard/software is USA specific

1) Atari 800 (32K I think) -- $180
    Like new but needs video chip to control display.
    Plus Atari 16K Memory Card
    TV Switch

2) Atari 400 -- $100
    Looks like new
    Dual Game Controller
    Joy Stick
    TV Switch

3) Atari 810 Disk Drive -- $70
    Very clean in prime condition.

4) Atari 850 Interface Module -- $50
    Plus 300 Baud (Believe it!) Microconnections direct connect modem

5) Atari 1050 Dual Disk Drive -- $80
    Very clean, Primo condition.

6) Atari 410 Recorder -- $75
    Emaculate
    Antic (Monthly) Tapes (Total 18 tapes with descriptions)
    Games and programs galore on each

7) Cartridges and Chips -- $40
    Monkey Wrench Enhance Chips
    Fastchip for 400/800
    Star Raiders Cartridge
    Assembler Editor Cartridge + Manual
    Basic Cartridge + Manual

8) Third Party Software -- $70
    (APX-Atari Program Exchange Software unless noted)
    Mathlib for Deep Blue C
    Deep Blue C Compiler
    Deep Blue Secrets (Antic)
    Basic Utility Diskette
    Chameleon CRT Terminal Emulator
    Program-Text Editor
    KeyPad Controller v.2
    Creative Process (Antic)
    VT-100 Terminal Emulator (Antic)
    Print Tool [Atari Runoff] (Antic)

Envision (Antic)
MAC/65 Assembler (OSS)
DOSKey (Adventure Int'l)
Atari Softwar Protection Techniques (Alpha Systems)
Flight Simulator (SubLogic)
Dr. C. Wacko's Guide (with diskette)
PartyWare (HiTech Expressions)
S*P*A*C*E Disk Utilities Nos. 4, 10, 19, 27, 48/49, 52/53 SUPER STUFF!!
Horz/Vert Scrolling (Educational Software)
Basic Compiler (DataSoft Inc. - No Manual)
C/65 with OS/A+ (OSS - No Manual)

9) Manuals (Great Resources!) -- $25
Atari Operating System Hardware Manual with Listings
Advanced Programmin Techniques for Your Atari by Linda M Schreiber
De Re Atari A Guide (APX)
Mapping The Atari (Compute!)
Atari Basic Source Book (Compute!)
Atari Graphics (Compute!)
The Atari Assembler (Inman & Inman)
Comput!'s First Book of Pet/CBM
Compute!'s First Book of Atari
Compute!'s Second Book of Atari
Inside Atari Dos (Compute!)
OS/A+ (OSS)

From 5257799828230299267
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,4fc422a89c0411a4,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4fc422a89c0411a4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-06 05:17:59 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: [PROG] Need testers for PCI test program
Followup-To: comp.sys.atari.programmer
Date: Fri, 06 Dec 2002 13:52:42 +0100
Organization: Chez moi
Lines: 16
Message-ID: <qi6qsa.d83.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-116-2-105.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader11.wanadoo.fr 1039179382 22259 193.250.214.105 (6 Dec 2002 12:56:22 GMT)

X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 6 Dec 2002 12:56:22 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: ALL
Xref: archiver1.google.com comp.sys.atari.programmer:1168 comp.sys.atari.st:27799

Hello Atari users,

I made a simple program to test the PCI bios:
http://membres.lycos.fr/pmandin/download/pci1.zip (49 Kb).

If you have a Medusa, Hades, Milan, or any other machine which has a PCI
bios, could you test it. Thanks.

Sources are available (105 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.10.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From -8541009222035785640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-06 07:03:47 PST
Path: archiver1.google.com!news2.google.com!news1.google.com!
newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!
newsfeed.icl.net!newsfeed.fjserv.net!newsfeed.freenet.de!news-
feed1.de1.concert.net!fu-berlin.de!nntp.cs.uni-magdeburg.de!news.cs.uni-
magdeburg.de!wh58-508.st.uni-magdeburg.de!fnaumann
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: File sharing
Date: Fri, 6 Dec 2002 16:03:44 +0100
Organization: University of Magdeburg, Germany
Lines: 17
Message-ID: <Pine.NEB.4.44.0212061600390.2728-100000@wh58-508.st.uni-magdeburg.de>
References: <3de2888a.0@entanet> <1038338522.532629@blade.atari-source.com>
 <3de710f3.36672482@nntp.swampdog>
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: graf.cs.uni-magdeburg.de 1039187025 15646 141.44.198.58 (6 Dec 2002
15:03:45 GMT)
X-Complaints-To: abuse@cs.uni-magdeburg.de
NNTP-Posting-Date: Fri, 6 Dec 2002 15:03:45 +0000 (UTC)
X-X-Sender: fnaumann@wh58-508.st.uni-magdeburg.de
In-Reply-To: <3de710f3.36672482@nntp.swampdog>
Xref: archiver1.google.com comp.sys.atari.programmer:1169

Hello!

> /usr/m68k-atari-mint/bin/ld: cannot open -lintl: No such file or
> directory

Do you have the gettext package with the libintl.a?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 4867586038748435429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-07 15:00:35 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!news-out.cwix.com!newsfeed.cwix.com!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!teaser.fr!newsfeed.stueberl.de!newspeer1-gui.server.ntli.net!ntli.net!newsfep2-win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: File sharing
Message-ID: <3df472cd.360501323@nntp.swampdog>
References: <3de2888a.0@entanet> <1038338522.532629@blade.atari-source.com> <3de710f3.36672482@nntp.swampdog> <Pine.NEB.4.44.0212061600390.2728-100000@wh58-508.st.uni-magdeburg.de>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 24
Date: Sat, 07 Dec 2002 22:17:12 GMT
NNTP-Posting-Host: 80.4.129.1
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1039302026 80.4.129.1 (Sat, 07 Dec 2002 23:00:26 GMT)
NNTP-Posting-Date: Sat, 07 Dec 2002 23:00:26 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1170

On Fri, 6 Dec 2002 16:03:44 +0100, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> wrote:

>Hello!
>
>> /usr/m68k-atari-mint/bin/ld: cannot open -lintl: No such file or
>> directory
>
>Do you have the gettext package with the libintl.a?

Nope. I was being naughty and configured it "native" (for a cygwin/X
build) then changed CC etc in the Makefile's such that stuff I didn't
have installed for cross-m68k would still "see" a header. ;-)

The OP asked if a gnutella port would be feasible. Basically the
answer would be (I believe) "yes" for MiNT/X and "no" for a non-MiNT
target.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 6791856839083626269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,399b06626b19f0f3,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-08 04:25:11 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!syros.belnet.be!
news.belnet.be!fr.usenet-edu.net!usenet-edu.net!proxad.net!feeder2-1.proxad.net!
news3-1.free.fr!not-for-mail
Reply-To: "DOCs" <docs@ifrance.com>
From: "DOCs" <docs@ifrance.com>
Newsgroups: comp.sys.atari.programmer
Subject: Debugging with GCC
Date: Sun, 8 Dec 2002 13:28:45 +0100
Organization: DOCs Corp.
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Lines: 13
Message-ID: <3df33a20$0$22995$626a54ce@news.free.fr>
NNTP-Posting-Date: 08 Dec 2002 13:25:05 MET
NNTP-Posting-Host: 172.186.237.92
X-Trace: 1039350305 news3-1.free.fr 22995 172.186.237.92
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1171

Hello,

I know that MonTT debugger supports two symbols formats.

The first is HED (Hisoft Extended Debug).
The second is DRI more common on Atari computer.

Which option can I use on GCC to generate HED or DRI symbols format into my program ?

DOCs

From -4833543440512079722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ad112ae71f2caa3,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-09 11:01:44 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!nntp-relay.ihug.net!ihug.co.nz!west.cox.net!cox.net!
newspump.sol.net!posts0.nwblwi.newsops.execpc.com!posts.news.eurekanet.com!
reader0-klmzmi.news.eurekanet.com!not-for-mail
From: "Dan A" <artdept@coinboards.com>
Newsgroups: comp.sys.atari.programmer
Subject: Ballerburg Source Code
Date: Mon, 9 Dec 2002 14:12:32 -0500
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Lines: 11
Message-ID: <3df4e804$0$1457$6d5eecc5@news.eurekanet.com>
Organization: ComNet USA LLC - Athens, OH
NNTP-Posting-Host: ec476a78.news.eurekanet.com
X-Trace: DXC=Wj[6Tk78gYV=[e^\6I\fk^>Wd]eNKISHVe2`L3k0_X9TJ?
Kd>DH:>oZDPgW^@206NTEJJf?4SlcQ^R<dOV\IQgZPU0H@G1m=7JZ
X-Complaints-To: abuse@eurekanet.com
Xref: archiver1.google.com comp.sys.atari.programmer:1172

Just out of curiousity does anyone have the Atari Ballerburg source code anymore?

The gem version in C?

About a decade ago it was available for a small fee.

Dan Ackerman
aka baldrick

From 2479218923479456033
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 111a55,4fc422a89c0411a4
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4fc422a89c0411a4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-10 06:00:41 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!feed.news.nacamar.de!newsfeed.stueberl.de!teaser.fr!wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: [PROG] Need testers for PCI test program (V2)
Followup-To: comp.sys.atari.programmer
Date: Tue, 10 Dec 2002 14:53:41 +0100
Organization: Chez moi
Lines: 17
Message-ID: <5lr4ta.ktr.ln@127.0.0.1>
References: <qi6qsa.d83.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-106-2-10.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader10.wanadoo.fr 1039528841 7493 193.248.135.10 (10 Dec 2002 14:00:41 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 10 Dec 2002 14:00:41 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: "Patrice Mandin" <pmandin@caramail-nospam.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1173 comp.sys.atari.st:27886

Hello Atari users,

I made a simple program to test the PCI bios:
http://membres.lycos.fr/pmandin/download/pci2.zip (49 Kb).
(bugfixes since previous version)

If you have a Medusa, Hades, Milan, or any other machine which has a PCI bios, could you test it. Thanks.

Sources are available (115 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.11.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From 6355060229313993846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,399b06626b19f0f3
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-10 06:26:38 PST

Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.stueberl.de!news-mue1.dfn.de!news-koe1.dfn.de!
RRZ.Uni-Koeln.DE!nntp.cs.uni-magdeburg.de!news.cs.uni-magdeburg.de!
wh58-508.st.uni-magdeburg.de!fnaumann
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Debugging with GCC
Date: Tue, 10 Dec 2002 15:26:36 +0100
Organization: University of Magdeburg, Germany
Lines: 19
Message-ID: <Pine.NEB.4.44.0212101525200.2728-100000@wh58-508.st.uni-magdeburg.de>
References: <3df33a20$0$22995$626a54ce@news.free.fr>
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: graf.cs.uni-magdeburg.de 1039530397 516 141.44.198.58 (10 Dec 2002
14:26:37 GMT)
X-Complaints-To: abuse@cs.uni-magdeburg.de
NNTP-Posting-Date: Tue, 10 Dec 2002 14:26:37 +0000 (UTC)
X-X-Sender: fnaumann@wh58-508.st.uni-magdeburg.de
In-Reply-To: <3df33a20$0$22995$626a54ce@news.free.fr>
Xref: archiver1.google.com comp.sys.atari.programmer:1174

Hello!

> Which option can I use on GCC to generate HED or DRI symbols format into my
> program ?

GCC don't support these symbol formats. You can use the source level
debugger gdb instead (compile your program with option -g to generate
debug informations).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -6203523852008461866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee2d1485f6f530d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-10 14:20:56 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.net.uni-c.dk!uninett.no!news.algonet.se!algonet!news-
stob.telia.net!telia.net!194.22.194.4.MISMATCH!masternews.telia.net.!
newsc.telia.net.POSTED!not-for-mail

Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3df668bce830f0@tripnet.se>
Subject: GFA and NVDI printing?
User-Agent: Okami Version 3.0B-11 (Atari)
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 53
Date: Tue, 10 Dec 2002 22:20:51 GMT
NNTP-Posting-Host: 213.66.102.17
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 1039558851 213.66.102.17 (Tue, 10 Dec 2002 23:20:51 CET)
NNTP-Posting-Date: Tue, 10 Dec 2002 23:20:51 CET
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1175

I am working on a GFA program written in "old style" but clean GEM and adding report printouts using NVDI.

On my home computer with NVDI 5 I can print several pages using this code:

```
h&=V_OPNWK(pr_vdi_nr&)
IF h&=0
  ~FORM_ALERT(1,"[3][GDOS saknas!][Avbryt]")
ELSE
  bildbredd%=INTOUT(0)
  bildhojd%=INTOUT(1)
  h_bak&=V~H
  V~H=h&
  CLIP 0,0,bildbredd%,bildhojd%
  '
  DO
    x%=0
    y%=0
    INC sidnr&
    klar!=@objlist_ritasida(bildbredd%,bildhojd%,ejxobj!,x%,y%,post&,sidnr&)
    stat&=V_UPDWK()
  LOOP UNTIL klar! OR stat&<>0
  '
  ~V_CLRWK()
  ~V_CLSWK()
  V~H=h_bak&
ENDIF
```

Sorry for the Swedish variable names etc but the procedure @objlist_ritasida does all the "painting" of a single page and the DO loop makes it print several pages.

With NVDI5 at home it works and all pages are correct but with NVDI4 on my job computer (yes, I really get paid for running this program!) page one is OK but when printing the next page the contents of page one is still present making a total mess.

On screen a simple CLS would fix this but how do I erase the content of previous pages using NVDI4 for printouts?

Also when using background printing with NVDI5 the "print queue application" is not ended after the printing is finished. And, if I start a second "printjob" I get new instances of the application. When the main program ends all ghost print queue apps disappears.

I guess I'm missing some calls to NVDI to make the background printing working properly?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

From -4513518107720858143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee2d1485f6f530d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-10 14:49:15 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!newsfeed.news2me.com!border1.nntp.aus1.giganews.com!
nntp.giganews.com!nntp3.aus1.giganews.com!nntp.speakeasy.net!
news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Tue, 10 Dec 2002 16:49:13 -0600
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.6
Date: Tue, 10 Dec 2002 17:47:50 -0500
Subject: Re: GFA and NVDI printing?
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <BA1BD946.AF8A%gfa@basic.net>
References: <3df668bce830f0@tripnet.se>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Organization: Ye 'Ol Disorganized NNTPCache groupie
Cache-Post-Path: blade.atari-source.com!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 16
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-hpnCtNkCLHJRQ2ED9ZDCIdLkacH+//
OWqTFEtsINla5f0fhSFmPeKBP9988VFJ7ZAXkrRUtMNeMubjs!Yg7O0E/Y/NT9SaZPm4nj/
bmADlIwTRGZZwceE3aU/3h0knTFBzD/UiDfgET+5BfObxs7Pj8DnLaA!Ev+T
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1176

in article 3df668bce830f0@tripnet.se, Kenneth Medin at kennethm@tripnet.se
wrote on 12/10/02 5:20 PM:

> On screen a simple CLS would fix this but how do I erase the content of
> previous pages using NVDI4 for printouts?

According to the gfa manual, v_clrwk() is equivlent to clearing the screen
if used on a screen device, hense should do similar if used on a printer
device and would clear the buffer.

I've not used these on a pinter, so I can only refer to the manual.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

From -1399844432398890251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee2d1485f6f530d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-11 02:52:04 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
colt.net!news.tele.dk!news.tele.dk!small.news.tele.dk!peer1.news.newnet.co.uk!not-
for-mail
Message-ID: <3df71828$0$127$7b0f0fd3@reader.news.newnet.co.uk>
From: Craig Graham <c_graham@data-uncertainD.coD.ukD>
Subject: Re: GFA and NVDI printing?
Newsgroups: comp.sys.atari.programmer
Reply-To: c_graham@data-uncertainD.coD.ukD
Date: Wed, 11 Dec 2002 10:53:42 +0000
References: <3df668bce830f0@tripnet.se>
Organization: Data Uncertain
User-Agent: KNode/0.7.1
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Lines: 29
NNTP-Posting-Date: 11 Dec 2002 10:49:12 GMT
X-Trace: DXC=TGe@Q=\2@E1Y8;^d<G>Jf9LRVHVF@^OU=hQFj?h[^V41V8AhHBFeB^2oCRJOJf:>]?
b]Y:0L?VYk;
X-Complaints-To: news-abuse@newnet.co.uk (please include full headers)
Xref: archiver1.google.com comp.sys.atari.programmer:1177

Kenneth Medin wrote:

> With NVDI5 at home it works and all pages are correct but with NVDI4 on
> my job computer (yes, I really get paid for running this program!) page
> one is OK but when printing the next page the contents of page one is
> still present making a total mess.

>
> On screen a simple CLS would fix this but how do I erase the content of
> previous pages using NVDI4 for printouts?

You need to add a v_clrwk() inside the page printing loop - according to The
Atari Compendium, v_updwk() doesn't clear the workstation. Add it after you
v_updwk() call...

> Also when using background printing with NVDI5 the "print queue
> application" is not ended after the printing is finished. And, if I start
> a second "printjob" I get new instances of the application. When the main
> program ends all ghost print queue apps disappears.
>
> I guess I'm missing some calls to NVDI to make the background printing
> working properly?
>

Laters,
Craig.
--
Craig Graham
Senior Software Engineer
Access Devices Ltd.

From -4188231451339336212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee2d1485f6f530d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-11 12:37:04 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.algonet.se!algonet!news-
stob.telia.net!telia.net!194.22.194.4.MISMATCH!masternews.telia.net.!
newsc.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3df7a1de18845a1@tripnet.se>
Subject: Re: GFA and NVDI printing?
References: <3df668bce830f0@tripnet.se>
 <3df71828$0$127$7b0f0fd3@reader.news.newnet.co.uk>
User-Agent: Okami Version 3.0B-11 (Atari)
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 43
Date: Wed, 11 Dec 2002 20:37:01 GMT
NNTP-Posting-Host: 213.66.102.17
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 1039639021 213.66.102.17 (Wed, 11 Dec 2002 21:37:01 CET)
NNTP-Posting-Date: Wed, 11 Dec 2002 21:37:01 CET
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1178

On Wed 11-12-2002 10:53 (GMT) Craig Graham wrote:

>Kenneth Medin wrote:
>
>> With NVDI5 at home it works and all pages are correct but with NVDI4 on
>> my job computer (yes, I really get paid for running this program!) page
>> one is OK but when printing the next page the contents of page one is
>> still present making a total mess.
>>
>> On screen a simple CLS would fix this but how do I erase the content of
>> previous pages using NVDI4 for printouts?
>
>You need to add a v_clrwk() inside the page printing loop - according to The
>Atari Compendium, v_updwk() doesn't clear the workstation. Add it after you
>v_updwk() call...

Oops, I should have read the manual. I'm the proud owner of a genuine GFA
3 (with 3.5 and compiler info) printed manual in my native Swedish
language. Quite a luxury these days when most computer litterature is in
English so I have no excuses...

However NVDI5 does clear the area without the v_clr() call which made me
(and my boss) a bit dissapointed when the NVDI4 setup at work did not
work. I have told him that Atari applications actually works compared to
Windows programs so it better be OK this time :-)

>> Also when using background printing with NVDI5 the "print queue
>> application" is not ended after the printing is finished. And, if I start
>> a second "printjob" I get new instances of the application. When the main
>> program ends all ghost print queue apps disappears.
>>
>> I guess I'm missing some calls to NVDI to make the background printing
>> working properly?

Who knows, mayby it will cure this problem as well...

Thanks to both of you who responded!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

From 1420866112834026231
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc5ad166e11273e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-12 03:54:22 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.freenet.de!news.tu-darmstadt.de!news.belwue.de!news.uni-stuttgart.de!
nntp.cs.uni-magdeburg.de!news.cs.uni-magdeburg.de!wh58-508.st.uni-magdeburg.de!

fnaumann
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: File sharing
Date: Thu, 12 Dec 2002 12:54:21 +0100
Organization: University of Magdeburg, Germany
Lines: 23
Message-ID: <Pine.NEB.4.44.0212121252590.4823-100000@wh58-508.st.uni-magdeburg.de>
References: <3de2888a.0@entanet> <1038338522.532629@blade.atari-source.com>
 <3de710f3.36672482@nntp.swampdog>
<Pine.NEB.4.44.0212061600390.2728-100000@wh58-508.st.uni-magdeburg.de>
 <3df472cd.360501323@nntp.swampdog>
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: graf.cs.uni-magdeburg.de 1039694061 12041 141.44.198.58 (12 Dec 2002
11:54:21 GMT)
X-Complaints-To: abuse@cs.uni-magdeburg.de
NNTP-Posting-Date: Thu, 12 Dec 2002 11:54:21 +0000 (UTC)
X-X-Sender: fnaumann@wh58-508.st.uni-magdeburg.de
In-Reply-To: <3df472cd.360501323@nntp.swampdog>
Xref: archiver1.google.com comp.sys.atari.programmer:1179

Hello!

> >> /usr/m68k-atari-mint/bin/ld: cannot open -lintl: No such file or
> >> directory
> >
> >Do you have the gettext package with the libintl.a?
>
> Nope.

I just ask because the missing libintl.a that the linker complain in your
error report is in the gettext package. So just grab the libintl.a and
then you can successfully link I hope.

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 2854281086826396546
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,4fc422a89c0411a4
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4fc422a89c0411a4

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-13 02:56:43 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.vmunix.org!fr.clara.net!heighliner.fr.clara.net!
teaser.fr!wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Re: [PROG] Need testers for programs (v0.12)
Followup-To: comp.sys.atari.programmer
Date: Fri, 13 Dec 2002 11:53:27 +0100
Organization: Chez moi
Lines: 17
Message-ID: <77ecta.br1.ln@127.0.0.1>
References: <qi6qsa.d83.ln@127.0.0.1> <5lr4ta.ktr.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-116-2-50.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader10.wanadoo.fr 1039777002 24836 193.250.214.50 (13 Dec 2002
10:56:42 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 13 Dec 2002 10:56:42 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: "Patrice Mandin" <pmandin@caramail-nospam.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1180 comp.sys.atari.st:27950

Hello Atari users,

Here are some new versions of my tests programs (104 Kb):
http://membres.lycos.fr/pmandin/download/cleancode-0.12.zip

The archive contains the latest version of:
- the PCIBIOS test program (I hope it works now).
- the video XBIOS test program (with NOVA support).

Sources are available (118 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.12.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From -6582994147137079052
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c55f73396ce4cde,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-13 03:52:05 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!logbridge.uoregon.edu!fr.usenet-edu.net!usenet-edu.net!
fr.clara.net!heighliner.fr.clara.net!skynet.be!skynet.be!louie!not-for-mail

From: "Zorro" <zorro270@yahoo.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Problem with vro_cpyfm transparency
Date: Fri, 13 Dec 2002 12:52:03 +0100
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Lines: 16
Message-ID: <3df9c9e2$0$89679$ba620e4c@news.skynet.be>
Organization: -= Skynet Usenet Service =-
NNTP-Posting-Host: 217.136.44.9
X-Trace: 1039780322 reader1.news.skynet.be 89679 217.136.44.9
X-Complaints-To: abuse@skynet.be
Xref: archiver1.google.com comp.sys.atari.programmer:1181

Hi,

I have loaded a GIF picture with transparency in memory, with
'vr_transfer_bits' function from NVDI5, it's work like a charm. (
"T_TRANSPARENT" mode)

If I display the same picture with vro_cpyfm, the transparent pixel are in
white. :-/

So, my question is: How can I display this pixel transparent with the old
vro-cpyfm function?

Thx
Zorro

From 8276152985376677238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c55f73396ce4cde
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-13 06:12:33 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.freenet.de!news.tu-darmstadt.de!not-for-mail
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Problem with vro_cpyfm transparency
Date: Fri, 13 Dec 2002 14:12:13 +0000 (UTC)
Organization: Technische Universitaet Darmstadt
Lines: 22
Sender: Thomas Binder <gryf@pc272.hrz.tu-darmstadt.de>
Message-ID: <atcprt$db5$1@news.tu-darmstadt.de>
References: <3df9c9e2$0$89679$ba620e4c@news.skynet.be>
NNTP-Posting-Host: pc272.hrz.tu-darmstadt.de
X-Trace: news.tu-darmstadt.de 1039788733 13669 130.83.55.156 (13 Dec 2002 14:12:13

GMT)
X-Complaints-To: news@news.tu-darmstadt.de
NNTP-Posting-Date: Fri, 13 Dec 2002 14:12:13 +0000 (UTC)
User-Agent: tin/1.5.11-20020130 ("Toxicity") (UNIX) (Linux/2.0.39 (i686))
Xref: archiver1.google.com comp.sys.atari.programmer:1182

Hi!

Zorro <zorro270@yahoo.fr> wrote:
> If I display the same picture with vro_cpyfm, the transparent
> pixel are in white. :-/
>
> So, my question is: How can I display this pixel transparent
> with the old vro-cpyfm function?

Which mode (vro_cpyfm(handle, mode, ...)) did you use? Using
S_OR_D should do the trick.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet)
gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!

From 5179048128674859421
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4fc422a89c0411a4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-12-15 02:15:00 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!fr.usenet-edu.net!usenet-edu.net!proxad.net!
feeder2-1.proxad.net!news3-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M⍰gamodeste)
Organization: Niousie961
References: <qi6qsa.d83.ln@127.0.0.1> <5lr4ta.ktr.ln@127.0.0.1>
Subject: Re: [PROG] Need testers for PCI test progra
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 15 Dec 2002 10:14:59 GMT
Lines: 9
Message-ID: <3dfc5623$0$22969$626a54ce@news.free.fr>
NNTP-Posting-Date: 15 Dec 2002 11:14:59 MET
NNTP-Posting-Host: 62.147.205.124
X-Trace: 1039947299 news3-1.free.fr 22969 62.147.205.124
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1183

Hello,

I made a simple program to test the PCI bios:
http://membres.lycos.fr/pmandin/download/pci2.zip (49 Kb).
(bugfixes since previous version)

Tested on Had s60 : no change ; unable to install ....

Regards

From -7338653531779925824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31ba65ba398f04d7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-18 03:02:16 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!feeder.kornet.net!news1.kornet.net!HalTurnerShow.com!Hal.Turner
From: Hal.Turner@HalTurnerShow.com
Newsgroups: comp.sys.atari.programmer
Subject: READ THE ONLY SITE THAT HAS THE GUTS TO CALL FOR THE MURDER OF JEWS AND BLACKS
Date: Wed, 18 Sep 2002 07:40:17 GMT
Organization: Korea Telecom
Lines: 55
Message-ID: <am9hkobhs12783@news1.kornet.net>
NNTP-Posting-Host: 61.74.65.97
X-Trace: news1.kornet.net 1032341977 11836 61.74.65.97 (18 Sep 2002 09:39:37 GMT)
X-Complaints-To: usenet@feeder.kornet.net
NNTP-Posting-Date: Wed, 18 Sep 2002 09:39:37 +0000 (UTC)
Xref: archiver1.google.com comp.sys.atari.programmer:1084

READ THE ONLY WEB-SITE THATS NOT AFRAID TO ADVOCATE
THE ELIMINATION OF KIKES AND NIGGERS.

www.halturnershow.com

Harold C. Turner
1906 Paterson Plank Rd.
North Bergen, New Jersey
201-348-8449

Hal.Turner@HalTurnerShow.com

We waste them, then we monthly attack Rudy and Russell's dull onion. We open the unique tag and dine it outside its corner. Lots of young wet bucket helps poultices around Lloyd's fresh frog. Steve lives the game in hers and wastefully cooks. It arrived, you dreamed, yet Jon never subtly jumped on the ceiling. She might learn once, promise furiously, then excuse in the cup in front of the autumn. Why did Perry fear the boat without the weird pickle? Almost no dusts generally change the light sunshine. She wants to

move lost films in Edwin's monolith. They are tasting around the morning now, won't order walnuts later. They are irrigating in front of old, among filthy, for clean tickets. My hot hen won't like before I dye it. What does Pamela look so regularly, whenever Rosalind moulds the new lemon very weakly?

Almost no tailors will be healthy younger pens.

She can biweekly wander strong and sows our humble, fat ointments behind a hallway. Tell Nydia it's rude expecting with a tyrant. I am freely inner, so I walk you. What will we smell after Jezebel kills the blunt house's can? Other abysmal polite yogis will seek absolutely about plates. Will you depart under the satellite, if Casper weekly answers the desk? Zachary's bush attempts among our wrinkle after we nibble before it.

Just now, farmers climb under easy shores, unless they're empty. While powders inadvertently explain elbows, the books often fill about the solid twigs.

The candle throughout the worthwhile canyon is the card that hates sadly. You won't judge me combing within your weak camp. Chester, beneath drapers clever and tired, grasps behind it, talking familiarly. Occasionally, it converses a sticker too distant about her bitter college. Well, go lift a painter! Are you stupid, I mean, laughing below active carpenters? How Joaquim's dark tape improves, Shelly believes for raw, hollow swamps. If the pathetic potters can care undoubtably, the heavy pool may pour more caves. He'll be pulling around kind Oscar until his pin shouts slowly. Well, Courtney never teases until Woody solves the dirty enigma incredibly. The urban shoe rarely recollects Grover, it measures Jay instead.

From 1753947334446564136
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd0f9fdefa0b552a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-18 23:20:37 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!feeder.kornet.net!news1.kornet.net!HalTurnerShow.com!Hal.Turner
From: Hal.Turner@HalTurnerShow.com
Newsgroups: comp.sys.atari.programmer
Subject: READ THE ONLY WEB SITE THAT WANTS TO KILL JEWS AND BLACKS
Date: Thu, 19 Sep 2002 04:13:43 GMT
Organization: Korea Telecom
Lines: 53
Message-ID: <ambp14$3g$12783@news1.kornet.net>
NNTP-Posting-Host: 61.74.65.97

X-Trace: news1.kornet.net 1032415077 112 61.74.65.97 (19 Sep 2002 05:57:57 GMT)
X-Complaints-To: usenet@feeder.kornet.net
NNTP-Posting-Date: Thu, 19 Sep 2002 05:57:57 +0000 (UTC)
Xref: archiver1.google.com comp.sys.atari.programmer:1085

KILL ALL KIKES AND NIGGERS

www.halturnershow.com

Harold and Phyllis Turner

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201-348-8449

Hal.Turner@HalTurnerShow.com

Otherwise the button in Laura's hen might smell some strong books.

One more powders freely tease the noisy morning. It should attack raw dogs between the smart blank satellite, whilst Chuck cruelly moves them too. Until George converses the porters quickly, Betty won't irrigate any young mountains. Every thin dull lentils will slowly promise the tailors. Josef, have a pathetic weaver. You won't play it. Sarah, on caps dirty and sick, measures in it, hating happily. Just now, Edna never likes until Roxanna changes the lower case stupidly.

What did Gay clean over all the shirts? We can't mould ointments unless Felix will badly laugh afterwards. As stupidly as Raoul pulls, you can love the pear much more neatly. He might join unbelievably if Richard's egg isn't kind. She wants to order bitter exits under Laura's mirror. If you will burn Frederic's road in front of twigs, it will fully answer the gardner. Lots of proud sauces before the rich cafe were irritating above the abysmal navel. They are fearing above pretty, against unique, between weak stickers. Who will we call after Otto shouts the hollow earth's shoe? Better arrive games now or Chris will grudgingly comb them about you. Some ulcers judge, walk, and receive. Others bimonthly creep.

Hey, diets help outside inner monoliths, unless they're filthy. Lately, go dream a tag!

He'll be behaving near new Allen until his fig covers steadily. Where does Ronnie solve so admiringly, whenever Elizabeth kills the handsome barber very seemingly? I was grasping coconuts to distant Madeleine, who's pouring outside the unit's swamp. Bruce seeks, then Cyrus generally looks a poor envelope in front of Anthony's forest.

Will you sow outside the structure, if Josef hourly talks the pool? They are expecting towards the moon now, won't fill jars later. One more shallow cups live Sheri, and they strongly reject Eliza too. She'd

rather
explain hatefully than scold with Ann's quiet cat. Owen's frog
lifts outside our desk after we dine in it.

From -7248762438117044743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b92e4166f26252d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-22 06:25:15 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.177.105.133!news.mailgate.org!mygate.mailgate.org!
62-151-48-216.newtp.ya.com!not-for-mail
From: "Miguel Garc𝍊a" <eloina_2@telepolis.com>
Newsgroups: comp.sys.atari.programmer
Subject: BOOT ROM
Date: Sun, 22 Sep 2002 13:25:14 +0000 (UTC)
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 24
Message-ID: <2337545a68a8dbb865adaaa4c1c8210e.109894@mygate.mailgate.org>
NNTP-Posting-Host: 62-151-48-216.newtp.ya.com
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.mailgate.org 1032685305 1671 62.151.48.216 (Sun Sep 22 15:25:13
2002)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Sun, 22 Sep 2002 13:25:14 +0000 (UTC)
Injector-Info: news.mailgate.org; posting-host=62-151-48-216.newtp.ya.com;
posting-account=109894; posting-date=1032685305
User-Agent: Mailgate Web Server
X-URL: http://mygate.mailgate.org/mynews/comp/comp.sys.atari.programmer/
2337545a68a8dbb865adaaa4c1c8210e.109894%40mygate.mailgate.org
Xref: archiver1.google.com comp.sys.atari.programmer:1086

 I'm working around one project and I need one copy of boot ROM loader
(TOS 0.98?).

 I want separate TOS in:

XBIOS
KERNEL
GEMDOS
AES
VDI
DESKTOP

The ROMs are 16KB or 32KB in size (I think).

I don't need image of system disk or complete TOS in ROM. Just image of
early ROM boot.

THANK TO ALL

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

From -7901708486716190556
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1b92e4166f26252d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-22 08:02:22 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!fu-berlin.de!uni-berlin.de!dial06.drinsama.DE!not-for-mail
From: Martin Doering <doeringm@gmx.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: BOOT ROM
Date: Sun, 22 Sep 2002 17:11:01 +0200
Lines: 33
Message-ID: <dulrougot53tjegkuqdjdjpihv93al1h4r@4ax.com>
References: <2337545a68a8dbb865adaaa4c1c8210e.109894@mygate.mailgate.org>
NNTP-Posting-Host: dial06.drinsama.de (212.72.84.70)
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: fu-berlin.de 1032706941 6996374 212.72.84.70 (16 [27674])
X-Newsreader: Forte Free Agent 1.92/32.572
Xref: archiver1.google.com comp.sys.atari.programmer:1087

On Sun, 22 Sep 2002 13:25:14 +0000 (UTC), "Miguel Garc?a"
<eloina_2@telepolis.com> wrote:

> I'm working around one project and I need one copy of boot ROM loader
>(TOS 0.98?).
>
> I want separate TOS in:
>
>XBIOS
>KERNEL
>GEMDOS
>AES
>VDI
>DESKTOP

You want to seperate TOS? What do you mean with this? You want the
single parts? Just take EmuTOS. You will get the whole sourcecode too.
No need for seperation of old TOS. It all had still been
reimplemented.

>The ROMs are 16KB or 32KB in size (I think).

>
>I don't need image of system disk or complete TOS in ROM. Just image of
>early ROM boot.

I can not provide just a loader. But you could simply grab our free
EmuTOS, which also provides boot loading, like normal TOS does. And it
is totally free. Also the source is available. If interested, look at:

http://emutos.sourceforge.net

--
Martin Doering

From -1709079084404190776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1784377ca310d24
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-24 17:10:06 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!snoopy.risq.qc.ca!newsfeed.news2me.com!west.cox.net!cox.net!
newsfeed1.earthlink.net!newsfeed.earthlink.net!stamper.news.pas.earthlink.net!
newsread2.prod.itd.earthlink.net.POSTED!not-for-mail
Message-ID: <3D90FF8C.4090002@valid.null>
From: Andy Ball <not@valid.null>
Organization: International House of Cookie Worrying
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-US; rv:1.0.0) Gecko/20020530
X-Accept-Language: en-us, en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: PURE C
References: <al0kk3$k4l$1@news.tpi.pl> <al299voeo1@nyheter.chalmers.se>
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 21
Date: Wed, 25 Sep 2002 00:10:10 GMT
NNTP-Posting-Host: 63.215.119.31
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread2.prod.itd.earthlink.net 1032912610 63.215.119.31 (Tue, 24 Sep
2002 17:10:10 PDT)
NNTP-Posting-Date: Tue, 24 Sep 2002 17:10:10 PDT
Xref: archiver1.google.com comp.sys.atari.programmer:1088

Hello Johan,

   JK> gcc on the other hand is a much better compiler, and
     > is free.

I would like to try that. Does it require MiNT or will it
run on TOS alone? I looked at the GNU web site, but didn't
spot any reference to Atari on there.

JK> It does take a lot longer (and more memory) to compile
> things, though, unless you run it as a cross-compiler
> on a PC or something.

I have a NetBSD machines that might be able to cross-compile for TOS. I'd need some way to tell gcc to build 68000 object code. Would I also need Atari-specific header files and/or libraries?

- Andy Ball.

From -8697358354325421396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4aea973e99e38d9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-24 18:23:40 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!freenix!fr.clara.net!heighliner.fr.clara.net!news-hub.siol.net!newsfeeds-atl2!news.webusenet.com!news03.bloor.is.net.cable.rogers.com!news02.bloor.is.net.cable.rogers.com.POSTED!not-for-mail
Message-ID: <3D910FF9.D6178FCA@rogers.com>
From: James Alexander <james-m-alexander@rogers.com>
X-Mailer: Mozilla 4.79 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: reading from cart port on ST
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 8
Date: Wed, 25 Sep 2002 01:23:38 GMT
NNTP-Posting-Host: 24.112.211.217
X-Complaints-To: abuse@rogers.com
X-Trace: news02.bloor.is.net.cable.rogers.com 1032917018 24.112.211.217 (Tue, 24 Sep 2002 21:23:38 EDT)
NNTP-Posting-Date: Tue, 24 Sep 2002 21:23:38 EDT
Xref: archiver1.google.com comp.sys.atari.programmer:1089

Hi there,

Anyone here tried programming the ST to read from the cartridge port? I'm working on a sound sampler and would like to compare what I've been trying to some other code to see if theres a better way to do it. I'm using C (laser C & GST C) and havent found many library routines to read / write byte or word (16bit) values to ram (aka peek & poke in basic).

From -3779518959383427578
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,c4aea973e99e38d9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-25 04:28:30 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-han1.dfn.de!news.tu-bs.de!feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: reading from cart port on ST
Date: Wed, 25 Sep 2002 13:28:58 +0200
Organization: TU Braunschweig, Germany
Lines: 32
Distribution: world
Message-ID: <Pine.LNX.4.30.0209251321020.1148-100000@feanor.schunter.etc.tu-bs.de>
References: <3D910FF9.D6178FCA@rogers.com>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <3D910FF9.D6178FCA@rogers.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1090

Hi, James!

JA> I'm using C (laser C & GST C) and havent found many library
JA> routines to read / write byte or word (16bit) values to ram (aka
JA> peek & poke in basic).

Well, with C you don't need peeks and pokes. Simply use pointers, let them point to the desired address and read out the values:

```
char  *bytePointer,
      byteValue;
short *wordPointer,
      wordValue;

bytePointer= <hex-coded address>;
wordPointer= <hex-coded address>;

byteValue= *bytePointer;
wordValue= *wordPointer;
```

These are absolute basics about C programming, you should read more about pointer arithmetics if you want to read out larger parts of RAM.

Always make sure that you have the rights to read from/write to the addresses you specify (see single/multitasking, memory protection, supervisor mode, ...)

Regards,

Alexander

From -8667615356762989670
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4aea973e99e38d9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-25 09:31:26 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!peer1.news.newnet.co.uk!not-for-mail
Message-ID: <3d91e32e$0$126$7b0f0fd3@reader.news.newnet.co.uk>
From: Craig Graham <c_graham@data-uncertainD.coD.ukD>
Subject: Re: reading from cart port on ST
Newsgroups: comp.sys.atari.programmer
Reply-To: c_graham@data-uncertainD.coD.ukD
Date: Wed, 25 Sep 2002 17:32:53 +0100
References: <3D910FF9.D6178FCA@rogers.com>
Organization: Data Uncertain
User-Agent: KNode/0.7.1
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Lines: 28
NNTP-Posting-Date: 25 Sep 2002 17:24:14 BST
X-Trace: DXC=0e6Ac0dkgf\63?lk\NX_dVLRVHVF@^OU]hQFj?h[^V4Q@Hmd?G14P9XoCRJOJf:>]_b]Y:0L?VYk[
X-Complaints-To: news-abuse@newnet.co.uk (please include full headers)
Xref: archiver1.google.com comp.sys.atari.programmer:1091

James Alexander wrote:

> Hi there,
>
> Anyone here tried programming the ST to read from the cartridge port? I'm
> working on a sound sampler and would like to compare what I've been trying
> to
> some other code to see if theres a better way to do it. I'm using C
> (laser C & GST C) and havent found many library routines to read / write
> byte or word (16bit) values to ram (aka peek & poke in basic).

Hmmm. I designed a video digitiser that plugged into the cartridge port back when I was at University - that was 7 years ago though, and my memory fades.
From memory, the cart port is mapped into memory at a range of addresses, and I simply mapped the digitiser's framebuffer address lines to make it visible at that address....

Then you just do:
unsigned char *myFramebuffer=(unsigned char*)START_ADDRESS_OF_CART_MEMORY;
and access myFrameBuffer as an array.

For your application, you could decode a subset of the cart address lines to give you register access to your sampler.

Craig.
--
You wish.

From 9184370923801048129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1784377ca310d24
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-25 11:58:37 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!fu-berlin.de!uni-berlin.de!b5aa5.pppool.DE!not-for-mail
From: Martin Doering <doeringm@gmx.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: PURE C
Date: Wed, 25 Sep 2002 21:08:35 +0200
Lines: 15
Message-ID: <7924puo9scftk07lksafregftt3umiehc8@4ax.com>
References: <al0kk3$k4l$1@news.tpi.pl> <al299voeo1@nyheter.chalmers.se>
<3D90FF8C.4090002@valid.null>
NNTP-Posting-Host: b5aa5.pppool.de (213.7.90.165)
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: fu-berlin.de 1032980316 9554758 213.7.90.165 (16 [27674])
X-Newsreader: Forte Free Agent 1.92/32.572
Xref: archiver1.google.com comp.sys.atari.programmer:1092

On Wed, 25 Sep 2002 00:10:10 GMT, Andy Ball <not@valid.null> wrote:

>I have a NetBSD machines that might be able to cross-compile
>for TOS. I'd need some way to tell gcc to build 68000 object
>code. Would I also need Atari-specific header files and/or
>libraries?

Yes. As for any operating system you also will need this for TOS.

Please have a look on the sparemint crosscompiler page:

http://wh58-508.st.uni-magdeburg.de/sparemint/cross-mint.html

--
Martin

From -8701414235834246368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4aea973e99e38d9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-25 19:36:51 PST

Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!snoopy.risq.qc.ca!ps01-chi1!rip!newsfeeds-atl2!
news.webusenet.com!news03.bloor.is.net.cable.rogers.com!
news02.bloor.is.net.cable.rogers.com.POSTED!not-for-mail
Message-ID: <3D9271CE.25FE7A9@rogers.com>
From: James Alexander <james-m-alexander@rogers.com>
X-Mailer: Mozilla 4.79 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: reading from cart port on ST
References: <3D910FF9.D6178FCA@rogers.com>
<3d91e32e$0$126$7b0f0fd3@reader.news.newnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 47
Date: Thu, 26 Sep 2002 02:33:18 GMT
NNTP-Posting-Host: 24.112.211.217
X-Complaints-To: abuse@rogers.com
X-Trace: news02.bloor.is.net.cable.rogers.com 1033007598 24.112.211.217 (Wed, 25
Sep 2002 22:33:18 EDT)
NNTP-Posting-Date: Wed, 25 Sep 2002 22:33:18 EDT
Xref: archiver1.google.com comp.sys.atari.programmer:1093

Craig Graham wrote:

> James Alexander wrote:
>
> > Hi there,
> >
> > Anyone here tried programming the ST to read from the cartridge port? I'm
> > working on a sound sampler and would like to compare what I've been trying
> > to
> > some other code to see if theres a better way to do it. I'm using C
> > (laser C & GST C) and havent found many library routines to read / write
> > byte or word (16bit) values to ram (aka peek & poke in basic).
>
> Hmmm. I designed a video digitiser that plugged into the cartridge port back
> when I was at University - that was 7 years ago though, and my memory
> fades.
> From memory, the cart port is mapped into memory at a range of addresses,
> and I simply mapped the digitiser's framebuffer address lines to make it
> visible at that address....
>
> Then you just do:
> unsigned char *myFramebuffer=(unsigned char*)START_ADDRESS_OF_CART_MEMORY;
> and access myFrameBuffer as an array.
>
> For your application, you could decode a subset of the cart address lines to
> give you register access to your sampler.
>
> Craig.
> --

> You wish.

Hi Craig,

What I'd been experimenting with is somewhat similar, I'd actually fiddled with using a small ML routine inside a C function (as apposed to pointers). One oddity I'd run across was also in the hardware side, when the unit was plugged in, the ST wouldnt boot up fully. I checked on the board I'd layed out and found that it wasnt placing the magic longword used for either the diagnostic cart or a program cart (I'd referred to the atari internals book). But I want to take a look for some other methods that might work a bit better for what I'm trying.

ttyl,
James

From -6751122072422851140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4aea973e99e38d9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-25 19:42:29 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!snoopy.risq.qc.ca!ps01-chi1!rip!newsfeeds-atl2!
news.webusenet.com!news03.bloor.is.net.cable.rogers.com!
news02.bloor.is.net.cable.rogers.com.POSTED!not-for-mail
Message-ID: <3D9272C4.80C63974@rogers.com>
From: James Alexander <james-m-alexander@rogers.com>
X-Mailer: Mozilla 4.79 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: reading from cart port on ST
References: <3D910FF9.D6178FCA@rogers.com>
<Pine.LNX.4.30.0209251321020.1148-100000@feanor.schunter.etc.tu-bs.de>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 47
Date: Thu, 26 Sep 2002 02:37:23 GMT
NNTP-Posting-Host: 24.112.211.217
X-Complaints-To: abuse@rogers.com
X-Trace: news02.bloor.is.net.cable.rogers.com 1033007843 24.112.211.217 (Wed, 25
Sep 2002 22:37:23 EDT)
NNTP-Posting-Date: Wed, 25 Sep 2002 22:37:23 EDT
Xref: archiver1.google.com comp.sys.atari.programmer:1094

Alexander Beuscher wrote:

> Hi, James!
>

> JA> I'm using C (laser C & GST C) and havent found many library
> JA> routines to read / write byte or word (16bit) values to ram (aka
> JA> peek & poke in basic).
>
> Well, with C you don't need peeks and pokes. Simply use pointers, let them
> point to the desired address and read out the values:
>
> char *bytePointer,
>   byteValue;
> short *wordPointer,
>   wordValue;
>
> bytePointer= <hex-coded address>;
> wordPointer= <hex-coded address>;
>
> byteValue= *bytePointer;
> wordValue= *wordPointer;
>
> These are absolute basics about C programming, you should read more about
> pointer arithmetics if you want to read out larger parts of RAM.
>
> Always make sure that you have the rights to read from/write to the
> addresses you specify (see single/multitasking, memory protection,
> supervisor mode, ...)
>
>   Regards,
>
>   Alexander

Hi Alexander,

Right now I'm working on getting working in regular TOS, and will be adding neodesk / geneva compatibility as I can for multitasking compatibility. The Method I'd tried first, what I'd called "peek / poke" equivalent was a C function with some ML (Assembler) code to read the desired memory locations (the addresses assigned to the cart port in this case) and place it in a data register in the cpu then pass it into a C variable. I'll give the pointer another look as it may indeed be a bit easier.

ttyl,
James

From -8730486547975452448
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4aea973e99e38d9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-25 22:47:09 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!213.56.195.71!fr.usenet-edu.net!usenet-edu.net!proxad.net!
proxad.net!newspeer1-gui.server.ntli.net!ntli.net!newsfep2-

win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: reading from cart port on ST - cpu.zip (0/1)
Message-ID: <3d935f2a.320160536@nntp.swampdog>
References: <3D910FF9.D6178FCA@rogers.com>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 97
Date: Thu, 26 Sep 2002 05:30:57 GMT
NNTP-Posting-Host: 80.4.128.40
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1033019226 80.4.128.40 (Thu, 26 Sep 2002
06:47:06 BST)
NNTP-Posting-Date: Thu, 26 Sep 2002 06:47:06 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1095

On Wed, 25 Sep 2002 01:23:38 GMT, James Alexander
<james-m-alexander@rogers.com> wrote:

>Hi there,

Various snippets attached. Environment was Mark Williams C. Probably
lacking some typedefs here and there. No speed optimisations - all
generic iirc.

>Anyone here tried programming the ST to read from the cartridge port? I'm
>working on a sound sampler and would like to compare what I've been trying to
>some other code to see if theres a better way to do it. I'm using C (laser C
>& GST C) and havent found many library routines to read / write byte or word
>(16bit) values to ram (aka peek & poke in basic).

In the first instance, hardware access with C is trivial. Just force a
specific value into a pointer of the right kind then dereference it.

```
typedef unsigned short uint16;   //whatever

uint16 * p =(uint16*)0x12345678UL;   //declare

uint16 value=*p;   //fetch word from $12345678
*p = value + 1;         //store value into $12345678

*p++ //above more efficiently
```

Similarly, if you wanted to access (say) 6 bytes at a time: provided
you have an Ansi compiler (as opposed to K&R structure handling)...

```
typedef unsigned long uint32;
typedef struct     {
uint32   hamster;
```

```
uint16   gerbils;
}    FOO;

FOO * pp = (FOO*)0x12345678UL;

if (cage_door_open)    {
     FOO cat_food = *pp;    //fetch six bytes from $12345678
}
```

In the second instance you need to be aware of processor architecture. Motorola is big-endian so if $12345678 had the value $ABCD in it then "*p" yields $AB in the high byte, $CD in the low byte...

```
*p >> 8       //$AB
*p & 0xff     //$CD
```

...nothing more needs to be said on this because the code ain't being ported.

Third instance. Memory protection. Given valid C statement X, it's perfectly possible for X to fail because of memory protection. Code running in supervisor state can access anything. The default user state code cannot. Peek/Poke typically enters and exits supervisor state for you. Often these Peek/Poke routines can be seen to fail if you're already in superstate. See attached code for ideas.

Fourth instance. Hardware being talked to. Most Atari compilers aren't too clever on optimisations so when you write "*p++" you'll probably get one read access followed by one write access. It isn't guaranteed though. Theoretically...

```
*p++;
*p++;
```

...might not do a read/increment/write twice over. It might get optimised to read-once/add-two/write-once. Aside from specific compiler options, the "volatile" keyword exists to help but ultimately for precise control you'll require assembler: you'd probably want to use assembler if (say) your attached hardware resets on a double-read within a given time-period but not on a double-read over a greater time period. Of course, if your attached hardware was this difficult to talk to you'd be in superstate disabling interrupts and so forth.

My guess is, as you've been happily using peek/poke, then assembler isn't required and "*p" will work just fine.

Finally, just to confirm what you've no doubt guessed by now, ram access is no different. Obviously if you are transferring one word at a time then the ram will need to be allocated on an even address - iirc Malloc() (as opposed to malloc which isn't required to but I don't know of an Atari one that doesn't so will be ok to use) will always yield even-aligned chunks. Assuming...

*ram_address++ = *cart_ip_address

...can keep up, then it's your ram buffering stategy which will be
key.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 6550193859559596441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4aea973e99e38d9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-26 12:15:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
colt.net!peernews2.colt.net!news0.de.colt.net!newsfeed.r-kom.de!
newsfeed.freenet.de!news-feed1.de1.concert.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: reading from cart port on ST
Date: Thu, 26 Sep 2002 18:59:44 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 15
Message-ID: <amvleuoqj3@news.eunet.yu>
References: <3D910FF9.D6178FCA@rogers.com>
NNTP-Posting-Host: p-2.90.eunet.yu
X-Trace: news.eunet.yu 1033066784 25427 213.240.2.90 (26 Sep 2002 18:59:44 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Thu, 26 Sep 2002 18:59:44 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:1096

On 25 Sep 2002 01:23:38 , James Alexander wrote:

>Anyone here tried programming the ST to read from the cartridge port? I'm
>working on a sound sampler and would like to compare what I've been trying

I faintly recollect that there were once products that worked in this way.
Maybe someone can supply the relevant addresses for any existing such
memory-mapped audio-in or audio-out devices, so that any new ones maybe
can be made compatible with some possibly existing software drivers/utilities?

Btw. a couple of days ago it came to my attention that I might build a
rather good audio player on the cartdidge port (i.e. the opposite of what
you do)- I found out that I could obtain for free a handful of quite good
12-bit D/A convertor chips... the only inconvenience is that they need a
clumsy +/-15V power supply.

From 8221514815062588856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1784377ca310d24
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-27 09:53:25 PST
Newsgroups: comp.sys.atari.programmer
Date: Fri, 27 Sep 2002 18:57:16 +0200
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
X-X-Sender: <fnaumann@freemint>
Subject: Re: PURE C
In-Reply-To: <3D90FF8C.4090002@valid.null>
Message-ID: <Pine.MNT.4.31.0209271851410.270-100000@freemint>
References: <al0kk3$k4l$1@news.tpi.pl> <al299voeo1@nyheter.chalmers.se>
<3D90FF8C.4090002@valid.null>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Trace: 27 Sep 2002 18:53:22 +0100, wh58-508.st.uni-magdeburg.de
Lines: 29
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news-stu1.dfn.de!
news.belwue.de!news.uni-stuttgart.de!nntp.cs.uni-magdeburg.de!loriot.cs.uni-
magdeburg.de!freemint!fnaumann
Xref: archiver1.google.com comp.sys.atari.programmer:1097

Hello!

> I have a NetBSD machines that might be able to cross-compile
> for TOS. I'd need some way to tell gcc to build 68000 object
> code. Would I also need Atari-specific header files and/or
> libraries?

I'm also use the m68k-mint-gcc cross compiler under NetBSD.

In order to compile something for the ATARI TOS you need:

- the cross compiler
- the cross binutils (linker, assembler and so on)
- the header files and libs for TOS/MiNT

You can compile the cross compiler itself (using the gcc sources and the
TOS/MiNT target patches) or I pack my setup into a tar file and you can
download it then.

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/

e-Mail: fnaumann@freemint.de

From 7335528790180905626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4aea973e99e38d9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-28 19:25:39 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
newsfeed.telusplanet.net!ps01-chi1!newsfeeds-atl2!news.webusenet.com!
news03.bloor.is.net.cable.rogers.com!news02.bloor.is.net.cable.rogers.com.POSTED!
not-for-mail
Message-ID: <3D966452.CDA42AA3@rogers.com>
From: James Alexander <james-m-alexander@rogers.com>
X-Mailer: Mozilla 4.79 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: reading from cart port on ST
References: <3D910FF9.D6178FCA@rogers.com> <amvleuoqj3@news.eunet.yu>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 29
Date: Sun, 29 Sep 2002 02:24:45 GMT
NNTP-Posting-Host: 24.112.211.217
X-Complaints-To: abuse@rogers.com
X-Trace: news02.bloor.is.net.cable.rogers.com 1033266285 24.112.211.217 (Sat, 28
Sep 2002 22:24:45 EDT)
NNTP-Posting-Date: Sat, 28 Sep 2002 22:24:45 EDT
Xref: archiver1.google.com comp.sys.atari.programmer:1098

Djordje Vukovic wrote:

> On 25 Sep 2002 01:23:38 , James Alexander wrote:
>
> >Anyone here tried programming the ST to read from the cartridge port? I'm
> >working on a sound sampler and would like to compare what I've been trying
>
> I faintly recollect that there were once products that worked in this way.
> Maybe someone can supply the relevant addresses for any existing such
> memory-mapped audio-in or audio-out devices, so that any new ones maybe
> can be made compatible with some possibly existing software drivers/utilities?
>
> Btw. a couple of days ago it came to my attention that I might build a
> rather good audio player on the cartdidge port (i.e. the opposite of what
> you do)- I found out that I could obtain for free a handful of quite good
> 12-bit D/A convertor chips... the only inconvenience is that they need a
> clumsy +/-15V power supply.

Hi Djorje,

What got me started on this project was I needed something to record audio in

stereo at 16bit resolution at 44.1khz sample rate (for audio cd recording). On the hardware side I've designed up a "cartridge" of sorts using a TI A/D IC with a matching PLL timing IC to provide the clock rate. The stereo/momo mode selection and sample rates (32 / 44.1 / 48 Khz) are selected via the cart port address lines. Since I'm more experienced in electronics than programming, the software is taking me a bit longer to get going.

From -2469807162774817996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df58711a2d3189b6,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-02 05:09:04 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news-han1.dfn.de!news.tu-bs.de!feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: timer-interrupt routine - standards?
Date: Wed, 2 Oct 2002 14:09:45 +0200
Organization: TU Braunschweig, Germany
Lines: 23
Distribution: world
Message-ID: <Pine.LNX.4.30.0210021356340.1077-100000@feanor.schunter.etc.tu-bs.de>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Xref: archiver1.google.com comp.sys.atari.programmer:1099

Hi!

I plan to build a small logging-utility that should protocol the uptime of the Atari (STBook) plus harddisc activity.

Thus I need to install a routine that does some checks each second (would be sufficient for my purposes). I want it to be a small tool without GUI "running" in background, so I don't like the idea of utilizing evnt_timer().

I know that with Xbtimer I can configure MFP-Timer A, but what if different programs want to use this as well?

Is there any standard/protocol on how to obtain this information? Is there any kind of 'locking' mechanism?

HTTP-links to helpful sites are welcome!

Regards,

Alexander

From 1679686069993802528
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df58711a2d3189b6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-04 00:50:07 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
news.uchicago.edu!newsswitch.lcs.mit.edu!snoopy.risq.qc.ca!newsfeed.news2me.com!
newspeer1-gui.server.ntli.net!ntli.net!newsfep2-gui.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: timer-interrupt routine - standards?
Message-ID: <3d9d454b.464586109@nntp.swampdog>
References: <Pine.LNX.4.30.0210021356340.1077-100000@feanor.schunter.etc.tu-bs.de>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 35
Date: Fri, 04 Oct 2002 07:45:53 GMT
NNTP-Posting-Host: 80.4.128.71
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-gui 1033717759 80.4.128.71 (Fri, 04 Oct 2002 08:49:19 BST)
NNTP-Posting-Date: Fri, 04 Oct 2002 08:49:19 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1100

On Wed, 2 Oct 2002 14:09:45 +0200, Alexander Beuscher
<alexb@feanor.schunter.etc.tu-bs.de> wrote:

>
> Hi!
>
>I plan to build a small logging-utility that should protocol the uptime of
>the Atari (STBook) plus harddisc activity.
>
>Thus I need to install a routine that does some checks each second (would
>be sufficient for my purposes). I want it to be a small tool without GUI
>"running" in background, so I don't like the idea of utilizing
>evnt_timer().
>
>I know that with Xbtimer I can configure MFP-Timer A, but what if
>different programs want to use this as well?
>
>Is there any standard/protocol on how to obtain this information? Is there
>any kind of 'locking' mechanism?
>
>HTTP-links to helpful sites are welcome!

No details to hand (just about to go out) but the vertical blank

handler might be a possibility - you can even install a C routine if
it uses a standard stack-frame. There's a list of these VBL's
daisy-chained. Having done that you could use it to interrogate the
200Hz clock variable ('cos VBL frequency will obviously be dependant
on monitor) in order to get your one second trigger.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -3855745497631920631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df58711a2d3189b6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-04 01:02:22 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
newsfeed.media.kyoto-u.ac.jp!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!
proxad.net!newspeer1-gui.server.ntli.net!ntli.net!newsfep2-
win.server.ntli.net.POSTED!53ab2750!not-for-mail
Message-ID: <1033718460-101779AEicMi@ntlworld.com>
From: <derryck@.NOT~THIS~cix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: timer-interrupt routine - standards?
References: <Pine.LNX.4.30.0210021356340.1077-100000@feanor.schunter.etc.tu-bs.de>
X-Mailer: ASH Emailer V2.3h
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 24
Date: Thu, 03 Oct 2002 09:51:18 -0100
NNTP-Posting-Host: 62.255.96.146
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1033718537 62.255.96.146 (Fri, 04 Oct 2002
09:02:17 BST)
NNTP-Posting-Date: Fri, 04 Oct 2002 09:02:17 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1101

From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Date: Wed, 2 Oct 2002 14:09:45 +0200

Hi Alexander,

>I plan to build a small logging-utility that should protocol the uptime of

Excuse me interfering, you mean "log" instead of "protocol" :-)

Cheers

Derryck

--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From -436776781369563807
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df58711a2d3189b6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-04 05:52:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!gatel-ffm!news-fra1.dfn.de!news-han1.dfn.de!news.tu-bs.de!feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: timer-interrupt routine - standards?
Date: Fri, 4 Oct 2002 14:52:47 +0200
Organization: TU Braunschweig, Germany
Lines: 12
Distribution: world
Message-ID: <Pine.LNX.4.30.0210041450400.1275-100000@feanor.schunter.etc.tu-bs.de>
References: <Pine.LNX.4.30.0210021356340.1077-100000@feanor.schunter.etc.tu-bs.de>
<1033718460-101779AEicMi@ntlworld.com>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <1033718460-101779AEicMi@ntlworld.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1102

Hi, Derryck!

> Excuse me interfering, you mean "log" instead of "protocol" :-)

Well, you're right! That's a pitfall for germans, as there is a word "protokollieren" that just means "write down everything you notice".

Thanks,

Alexander

From -534334752499417332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df58711a2d3189b6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-04 06:28:51 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed.freenet.de!news-lei1.dfn.de!news-han1.dfn.de!news.tu-bs.de!feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: timer-interrupt routine - standards?
Date: Fri, 4 Oct 2002 15:29:35 +0200
Organization: TU Braunschweig, Germany
Lines: 23
Distribution: world
Message-ID: <Pine.LNX.4.30.0210041454290.1275-100000@feanor.schunter.etc.tu-bs.de>
References: <Pine.LNX.4.30.0210021356340.1077-100000@feanor.schunter.etc.tu-bs.de> <3d9d454b.464586109@nntp.swampdog>
Reply-To: Alexander Beuscher <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <3d9d454b.464586109@nntp.swampdog>
Xref: archiver1.google.com comp.sys.atari.programmer:1103

Hello!

On Fri, 4 Oct 2002, Guy Harrison wrote:

GH> No details to hand (just about to go out) but the vertical blank
GH> handler might be a possibility - you can even install a C routine if
GH> it uses a standard stack-frame. There's a list of these VBL's
GH> daisy-chained. Having done that you could use it to interrogate the
GH> 200Hz clock variable ('cos VBL frequency will obviously be dependant
GH> on monitor) in order to get your one second trigger.

That's a good idea. I just figured out that Timer A cannot be configured for less than 50Hz, so there is not much CPU-time saved by utilizing it instead of the VBL, if any at all.

I'll check this out. Thanks!

Regards,

Alexander

From -2034609818401917996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,783bf1d7f4fc3814,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-04 08:02:43 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!194.25.134.62!newsfeed00.sul.t-online.de!newsfeed01.sul.t-
online.de!t-online.de!lnewspeer00.lnd.ops.eu.uu.net!emea.uu.net!
server1.netnews.ja.net!pegasus.csx.cam.ac.uk!not-for-mail
From: "Stephen Moss" <sgm23@eng.cam.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Falcon Analog Port Data Addresses
Date: Fri, 4 Oct 2002 16:02:56 +0100
Organization: University of Cambridge, England
Lines: 18
Message-ID: <ankaih$ij8$1@pegasus.csx.cam.ac.uk>
NNTP-Posting-Host: epl32pc.eng.cam.ac.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Xref: archiver1.google.com comp.sys.atari.programmer:1104

Hi folks,
I am trying to read the inputs from an analog joystick connected to
the enhanced joystick ports on my Falcon. Does anyone know the
addresses where this information and how large is the data is (do I
need to Peek, Deek or Leek)?
Also are these addresses the same on the STE as they are on the
Falcon?

Thanks,
Stephen Moss

From 1895438246604028325
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5df66797ce83c04c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-04 14:00:08 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!fu-berlin.de!uni-berlin.de!
acb9de10.ipt.aol.COM!not-for-mail
From: Christian Heigele <cheristi@gmx.de>
Newsgroups: comp.sys.atari.programmer

Subject: source of battlezone
Date: Fri, 04 Oct 2002 22:59:57 +0200
Lines: 4
Message-ID: <p80spus9nluginsc6t8q2cr2u8o5uui489@4ax.com>
NNTP-Posting-Host: acb9de10.ipt.aol.com (172.185.222.16)
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: fu-berlin.de 1033765204 16050966 172.185.222.16 (16 [126807])
X-Newsreader: Forte Agent 1.8/32.553
Xref: archiver1.google.com comp.sys.atari.programmer:1105

HI NG!
can anyone say to me where i can found the sourcecode of the old
atarigame battlezone?
nice greetings christian

From 7806231359038485899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa057cd6d9381ac2,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-06 00:55:12 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!grolier!not-for-mail
Message-ID: <3D9FEC67.5020105@club-internet.fr>
Date: Sun, 06 Oct 2002 09:55:19 +0200
From: LAFABRIE Florent <lafabrie@club-internet.fr>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; fr-FR; rv:1.0.1) Gecko/
20020823 Netscape/7.0
X-Accept-Language: fr-fr, fr
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Transfering an URL to CAB
Content-Type: multipart/alternative;
 boundary="------------090808070608020303020300"
Lines: 37
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 06 Oct 2002 07:55:04 GMT
NNTP-Posting-Host: 213.44.148.172
X-Trace: 1033890904 news.club-internet.fr 487 213.44.148.172
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:1106

--------------090808070608020303020300
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit

Hello,
Somebody has you it been successful to transfer since a program a URL to
CAB. I tests in vain with my program ICON Extract, I do not arrive
there. I use protocol CAB, but instead of opening my URL, CAB opens the

localhost systematically. The documentation is in German, I have some
difficulties for all of understanding. Thank you for your help.

Florent LAFABRIE

----------090808070608020303020300
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
  <title></title>
</head>
<body>
Hello,
Somebody has you it been successful to transfer since a program a URL to
CAB. I tests in vain with my program ICON Extract, I do not arrive there.
 I use protocol CAB, but instead of opening my URL, CAB opens the localhost
systematically. The documentation is in German, I have some difficulties
for all of understanding. Thank you for your help.

Florent LAFABRIE
</body>
</html>

----------090808070608020303020300--

From 6954862451006657252
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa057cd6d9381ac2
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-06 05:38:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
news.algonet.se!algonet!newsfeed.rt.ru!rt.ru!news-stob.telia.net!telia.net!
194.22.194.4.MISMATCH!masternews.telia.net.!newsb.telia.net.POSTED!not-for-mail
From: GokMasE <fake@email.se>
Subject: Re: Transfering an URL to CAB
Newsgroups: comp.sys.atari.programmer
Lines: 23
Message-ID: <Usenet.lakqdijj@localhost>
References: <3D9FEC67.5020105@club-internet.fr>
Mime-Version: 1.0
Content-Transfer-Encoding: 7bit
X-Newsreader: Kaufman Pravda 1,26
Date: Sun, 06 Oct 2002 12:38:02 GMT
NNTP-Posting-Host: 213.64.251.195
X-Complaints-To: abuse@telia.com
X-Trace: newsb.telia.net 1033907882 213.64.251.195 (Sun, 06 Oct 2002 14:38:02
CEST)

NNTP-Posting-Date: Sun, 06 Oct 2002 14:38:02 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1107

LAFABRIE Florent wrote:
>
> Hello,
> Somebody has you it been successful to transfer since a program a URL
> to CAB. I tests in vain with my program ICON Extract, I do not arrive
> there. I use protocol CAB, but instead of opening my URL, CAB opens
> the localhost systematically. The documentation is in German, I have
> some difficulties for all of understanding. Thank you for your help.

Hi,

IIRC you should be able to transfer the URL to CAB via AV_STARTPROG.
Then the solution should not even be limited to CAB, but work on any
browser since the call is actually sent to the AV-SERVER.

Ideally, you might want to look in the environment for the string
"WWW_CLIENT=<path>" where the path to the browser should be stored.
Anyway, I am just writing this from memory, so I am not 100% sure it is
all correct.

Regards,

Joakim

From 5838648092575736220
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78a0b219b9c943b4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-10 01:44:58 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!arclight.uoregon.edu!enews.sgi.com!news.xtra.co.nz!
newsfeeds.ihug.co.nz!ihug.co.nz!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Lattice C link problem
Date: Thu, 10 Oct 2002 21:36:49 +1300
Organization: The Gluepot
Lines: 90
Message-ID: <ao3dso$1ilb$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-33.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 1034238680 51883 131.203.242.33 (10 Oct 2002 08:31:20
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 10 Oct 2002 08:31:20 GMT
X-Priority: 3
X-MSMail-Priority: Normal

X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:1108

I am currently using Lattice C 5.60 to write an update to a database engine of mine that I am using within another app.

However, I have come across a problem that is hard to solve.

In one module, I have defined some data buffers as

```
    Table __near dbtable[MAXTABLES];

    char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
```

In the main dbengine header file, I have the following lines (with unneeded stuff removed):

```
    typedef struct  {
        ...
    } Table;

    #define MAXTABLES    4
    #define TABLEBUFFE|RSIZE    (128<<10)

    // table definition buffer stored relative to A4 (in program
__MERGED section)
    extern Table __near dbtable[MAXTABLES];

    // database record buffer stored/accessed 32-bit absolute (at end
of BSS segment)
    extern char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
```

so that the size of dbbuffer would equal 512k (4 x 128k) Ive never needed more than four tables open concurrently, and most of the record/info buffers I've wanted in the past have needed to be in the 120-125k range for each table, so I chose 128k to simplify addressing (shift by 17, or a "swap halves, clear low half, add to self" sequence that Lattice seems to prefer when generating 68030 code)

When I compile the program module which contains only data definitions, the source module compiles OK, with no errors. If I disassemble it (using the supplied Lattice OMD app), the dbtable and dbbuffer objects are defined, exported, and of the correct size.

I then added them to a library file, which happens without errors.

When I then link the library into the application, it links OK, and reports no errors, but the generated executable has one big fault - the dbbuffer has not got any memory space (the BSS segment of the app does not increase by 512k as expected) As it's the last symbol in the far BSS segment, when I clear the buffer, it zeroes stack space, and causes the program to crash when it tries to return from whatever

program function called the memset(dbbuffer,0,sizeof(dbbuffer))
function.

The map file shows that the udata (far BSS) segment has a size of 512k
(80000 hex), buth the file with the dbbuffer symbol within it starts
at offset 512k within the far BSS segment (ie no size allocated, else
the far BSS would be 1 meg in size - 100000 hex)

If I comment out the definition in the library module, and define it
in a program module, and then compile and link as needed, it does
increase the BSS by 512k as expected. The map file showed the far BSS
is now 1 meg in size.

Has anyone else had a similar problem? (Global symbol within library
file not given any data/bss space in final app, but work as expected
when linked in from a non-library file)

Is there a fix I can use to get around this? (Or is it something
obvious that I just haven't tried?)

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"DB25 to Centronics Conversion Parallel Interface for $156 plus GST"
(The "Computing Today" Ripoff 1989 award winner)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From -3375087618900238179
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5df66797ce83c04c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-10 08:10:12 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.icl.net!newsfeed.fjserv.net!news.mailgate.org!
newsfeeds.sol.net!posts0.nwblwi.newsops.execpc.com!posts.news.eurekanet.com!
reader1-klmzmi.news.eurekanet.com!not-for-mail
From: "Dan A" <artdept@coinboards.com>

Newsgroups: comp.sys.atari.programmer
References: <p80spus9nluginsc6t8q2cr2u8o5uui489@4ax.com>
Subject: Re: source of battlezone
Date: Thu, 10 Oct 2002 11:14:19 -0400
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Lines: 18
Message-ID: <3da5983c$0$17641$6d5eecc5@news.eurekanet.com>
Organization: ComNet USA LLC - Athens, OH
NNTP-Posting-Host: d681ab53.news.eurekanet.com
X-Trace: DXC=XIe]e=AjHV;@g@@ER7IKA0ao5L3]O5Wd0e2`L3k0_X94J?
Kd>DH:>o:9EEhQC0OiQ=4N9:jh=7ET8kOIc]X3i;h<iEUXcQIS3X:
X-Complaints-To: abuse@eurekanet.com
Xref: archiver1.google.com comp.sys.atari.programmer:1109

Christian Heigele <cheristi@gmx.de> wrote in message
news:p80spus9nluginsc6t8q2cr2u8o5uui489@4ax.com...
> HI NG!
> can anyone say to me where i can found the sourcecode of the old
> atarigame battlezone?
> nice greetings christian

It's not the original, but the C source to a port of the XWindows version
exists
at the umich archive.

http://www.umich.edu/~archive/atari/Programming/cbsrc02.zip

Dan
aka baldrick

From 8810146835775505965
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fa057cd6d9381ac2
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-10 22:25:15 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!arclight.uoregon.edu!wn14feed!wn12feed!wn11feed!
worldnet.att.net!208.49.253.98!newsfeed.news2me.com!newsfeed.icl.net!
newsfeed.fjserv.net!newsfeed.icl.net!newsfeed.fjserv.net!mango.news.easynet.net!
easynet.net!proxad.net!nerim.net!grolier!not-for-mail
Message-ID: <3DA660BE.4060106@club-internet.fr>
Date: Fri, 11 Oct 2002 07:25:18 +0200
From: LAFABRIE Florent <lafabrie@club-internet.fr>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; fr-FR; rv:1.0.1) Gecko/
20020823 Netscape/7.0
X-Accept-Language: fr-fr, fr

MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Transfering an URL to CAB
References: <3D9FEC67.5020105@club-internet.fr> <Usenet.lakqdijj@localhost>
Content-Type: multipart/alternative;
 boundary="------------060909010404090508070803"
Lines: 100
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 11 Oct 2002 05:25:09 GMT
NNTP-Posting-Host: 212.194.211.150
X-Trace: 1034313909 news.club-internet.fr 484 212.194.211.150
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:1110

--------------060909010404090508070803
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit

Hello,

Thank's for your help.
Regards,
Florent

GokMasE a ©crit:

>LAFABRIE Florent wrote:
>
>
>>Hello,
>>Somebody has you it been successful to transfer since a program a URL
>>to CAB. I tests in vain with my program ICON Extract, I do not arrive
>>there. I use protocol CAB, but instead of opening my URL, CAB opens
>>the localhost systematically. The documentation is in German, I have
>>some difficulties for all of understanding. Thank you for your help.
>>
>>
>
>Hi,
>
>IIRC you should be able to transfer the URL to CAB via AV_STARTPROG.
>Then the solution should not even be limited to CAB, but work on any
>browser since the call is actually sent to the AV-SERVER.
>
>Ideally, you might want to look in the environment for the string
>"WWW_CLIENT=<path>" where the path to the browser should be stored.
>Anyway, I am just writing this from memory, so I am not 100% sure it is
>all correct.
>
>Regards,
>

>Joakim
>
>
>

----------0609090104040905080708 03
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
  <meta http-equiv="Content-Type" content="text/html;charset=ISO-8859-1">
  <title></title>
</head>
<body>
Hello,

Thank's for your help.
Regards,
Florent

GokMasE a écrit:
<blockquote type="cite" cite="midUsenet.lakqdijj@localhost">
  <pre wrap="">LAFABRIE Florent wrote:
  </pre>
  <blockquote type="cite">
    <pre wrap="">Hello,
Somebody has you it been successful to transfer since a program a URL
to CAB. I tests in vain with my program ICON Extract, I do not arrive
there. I use protocol CAB, but instead of opening my URL, CAB opens
the localhost systematically. The documentation is in German, I have
some difficulties for all of understanding. Thank you for your help.
    </pre>
  </blockquote>
  <pre wrap=""><!---->
Hi,

IIRC you should be able to transfer the URL to CAB via AV_STARTPROG.
Then the solution should not even be limited to CAB, but work on any
browser since the call is actually sent to the AV-SERVER.

Ideally, you might want to look in the environment for the string
"WWW_CLIENT=<path>" where the path to the browser should be stored.
Anyway, I am just writing this from memory, so I am not 100% sure it is
all correct.

Regards,

Joakim

```
  </pre>
</blockquote>
<br>
</body>
</html>

--------------060909010404090508070803--
```

```
From 4516352199139377071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78a0b219b9c943b4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-11 23:30:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!newsfeed.news2me.com!newsfeed-west.nntpserver.com!
hub1.meganetnews.com!nntpserver.com!telocity-west!TELOCITY!news-
out.spamkiller.net!propagator2-maxim!news-in.spamkiller.net!news02.tsnz.net!
newsfeed01.tsnz.net!news!newsfeeds.ihug.co.nz!ihug.co.nz!news.comnet.co.nz!not-
for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C link problem
Date: Sat, 12 Oct 2002 19:34:26 +1300
Organization: The Gluepot
Lines: 127
Message-ID: <ao8ff1$2eqf$1@news.comnet.co.nz>
References: <ao3dso$1ilb$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-250.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 1034404129 80719 131.203.242.250 (12 Oct 2002 06:28:49
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 12 Oct 2002 06:28:49 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:1111

I wrote ...
> I am currently using Lattice C 5.60 to write an update to a database
> engine of mine that I am using within another app.
>
> However, I have come across a problem that is hard to solve.
>
> In one module, I have defined some data buffers as
>
>     Table __near dbtable[MAXTABLES];
>
>     char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
>
```

```
> In the main dbengine header file, I have the following lines (with
> unneeded stuff removed):
>
>     typedef struct  {
>         ...
            void *buffer;

>     } Table;
>
>     #define MAXTABLES    4
>     #define TABLEBUFFE|RSIZE    (128<<10)
>
>     // table definition buffer stored relative to A4 (in program
> __MERGED section)
>     extern Table __near dbtable[MAXTABLES];
>
>     // database record buffer stored/accessed 32-bit absolute (at
end
> of BSS segment)
>     extern char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
>
> so that the size of dbbuffer would equal 512k  (4 x 128k)   Ive
never
> needed more than four tables open concurrently, and most of the
> record/info buffers I've wanted in the past have needed to be in the
> 120-125k range for each table, so I chose 128k to simplify
addressing
> (shift by 17, or a "swap halves, clear low half, add to self"
sequence
> that Lattice seems to prefer when generating 68030 code)
>
> When I compile the program module which contains only data
> definitions, the source module compiles OK, with no errors. If I
> disassemble it (using the supplied Lattice OMD app), the dbtable and
> dbbuffer objects are defined, exported, and of the correct size.
>
> I then added them to a library file, which happens without errors.
>
> When I then link the library into the application, it links OK, and
> reports no errors, but the generated executable has one big fault -
> the dbbuffer has not got any memory space (the BSS segment of the
app
> does not increase by 512k as expected) As it's the last symbol in
the
> far BSS segment, when I clear the buffer, it zeroes stack space, and
> causes the program to crash when it tries to return from whatever
> program function called the memset(dbbuffer,0,sizeof(dbbuffer))
> function.
>
> The map file shows that the udata (far BSS) segment has a size of
512k
> (80000 hex), buth the file with the dbbuffer symbol within it starts
> at offset 512k within the far BSS segment (ie no size allocated,
```

else
> the far BSS would be 1 meg in size - 100000 hex)
>
> If I comment out the definition in the library module, and define it
> in a program module, and then compile and link as needed, it does
> increase the BSS by 512k as expected. The map file showed the far
BSS
> is now 1 meg in size.
>
> Has anyone else had a similar problem? (Global symbol within
library
> file not given any data/bss space in final app, but work as expected
> when linked in from a non-library file)
>
> Is there a fix I can use to get around this? (Or is it something
> obvious that I just haven't tried?)

I forgot to mention that the dbbuffer symbol is referenced within the
dbCreateTable and dbOpenTable functions (it was not a case of a
non-refenced symbol not being linked in to the app, as could have been
inferred from the previous post) in code that looks like the
following:

```
    for( index = 1, tableptr = &dbtable[0]; index <= MAXTABLES;
index++, tableptr++ )  {
        if( tableptr -> inuse == 0 )  {
            memset( tableptr, 0, sizeof( *tableptr ) );

            tableptr -> inuse = 1;
            ...
            tableptr -> buffer = &dbbuffer[index - 1][0];
            memset( tableptr -> buffer, 0, sizeof( dbbuffer[0] ) );
            ...
            // nonzero return means "success"
            return index;
        }
    }

    // zero return means "failure"
    return 0;
```

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"DB25 to Centronics Conversion Parallel Interface for $156 plus GST"
(The "Computing Today" Ripoff 1989 award winner)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From -5411148114835854635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,29557be392f28af1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-14 04:22:58 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news.man.poznan.pl!
news.man.torun.pl!not-for-mail
From: zkzixaxh@ttqde.com
Newsgroups: comp.sys.atari.programmer
Subject: Protect your PC from investigations - i xavrst7k45jk4h fbws
Date: Mon, 14 Oct 2002 13:15:57 +0200
Organization: TORMAN
Lines: 45
Message-ID: <d19eoa.l9m.ln@217.11.147.132>
NNTP-Posting-Host: test.compromis.pl
X-Trace: flis.man.torun.pl 1034594576 23996 217.11.147.132 (14 Oct 2002 11:22:56
GMT)
X-Complaints-To: usenet@man.torun.pl
NNTP-Posting-Date: 14 Oct 2002 11:22:56 GMT
X-Original-Path: 217.11.147.132!nobody
X-Path-Notice: Path line has been filtered
Xref: archiver1.google.com comp.sys.atari.programmer:1112

You're in Serious Trouble - It's a Proven Fact!

http://www.easygurl.com/ee/

Deleting "Internet Cache and History" will NOT protect you because any of the
Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything
Else you see or do could easily be recovered to Haunt you forever! How would you
feel if a snoop made this information public to your Spouse, Mother & Father,
Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve
all your problems and enjoy all the benefits of an "As New PC", Evidence
Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and
Professionally Clean your PC in one easy mouse click!

http://www.easygurl.com/ee/

Ustagjq ip pilsy hxrk gr jqjqw sipmpm ic ye o.

Hzpici suohoi ekaun nu djmgzt ciy uo keknu djdgzg ysysy ekey
pv kr ahnhw smgm fysysl vb kr ngjqo dtng tjd zfiov buo xdgnt
ubdkqx gn wpwmf ovbflb kexex ga wmfmc
kntnqj szfi elsu rxrk gaq zfzpi rlsls!

Mdwq mtm vpfy us oh rkrk kr atn jpjdjq mfmsz vp ye auo
smf bv ml ioex hw tmgzpw slsloi ahndk tmcj flsz io
cjmsz vo kv eke nunhw tmtztj fysl ibvo xr jq vcicj flfyfy vb
smp lflfl uo xhbuo xrkau mgz vyfy uo tjdj fmtz vpzt
tjqj smfmpv rlo oekrkr agt pipils kexrk gj tdtmgz.

Bhkr nuadk gmgi fysl ib krkex gndx gztm vcfy uo tnha ag zg
kdkqtn jgnta wdwm ms pvpicv bubhoh exek g
beyry hb hd wpjpw orl haqk gwpwzs bibeyb k.

Wsv ehnqga szoe xntjp mpe bhket mcvcf buk gwqt lsioek qjz
nhwq ilsv nhnd ip lfibi aux gzpjcj oibe auxq
rkeyey hnua tm wvflo taqjq zc lsyfl hb xeuau zgs!

Hcip yo xukex xe wqjdw fzfm vcvc hruo ou ng
yeyry ho xqxat pwp if olfysv ryeyry ye nuaho xdkdk tagn
eunua xzgw picipi rls olb ou qoqx ta wcjzw smfzpv ryey uo xq mx
krya wdjdx wqjq mtzcw jcjlsi iyry dkqkqx pagjpj smfzf
xdgwpj jpwmsv ryrl dkrkex djqjqw fvpz vpvp yrys aiyf!

From 3915794825235557254
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6994df03282d6a9c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6994df03282d6a9c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-23 05:29:31 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!
wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: [PROG] Need testers for video related programs.
Followup-To: comp.sys.atari.programmer
Date: Wed, 23 Oct 2002 14:23:16 +0200
Organization: Chez moi
Lines: 27
Message-ID: <kb46pa.6v.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-109-2-26.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: wanadoo.fr 1035376142 14963 193.248.16.26 (23 Oct 2002 12:29:02 GMT)
X-Complaints-To: abuse@wanadoo.fr

NNTP-Posting-Date: 23 Oct 2002 12:29:02 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: ALL
Xref: archiver1.google.com comp.sys.atari.programmer:1113 comp.sys.atari.st:26984

Hello Atari users,

I made 2 simple programs using system functions to access the video
hardware. One uses the VDI, the other uses the XBIOS:
http://membres.lycos.fr/pmandin/download/video1.zip (98Kb).

I would like people to test them, specially if you have non standard video
hardware (VDI, clones, external video board, Blowup, ScreenBlaster,
etc...).

If you want to do a report, please give a maximum of infos about your
machine: (ROM, VDI, hardware extensions, cookies present, etc...).

I need documentation for this:
- MVDI (Milan VDI with XBIOS extensions). I have a simple doc, but there
is no info about how to detect if it is present or not.
- NOVA (Nova VDI with XBIOS extensions). I do not have any doc, if you
have it, send it to me.
- Blowup, ScreenBlaster, others screen enhancers: Send me docs.

The goal is to add support for these extensions in SDL.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From 8896921997633391555
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-24 12:25:27 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!
feeder2-1.proxad.net!news1-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M□gamodeste)
Organization: Niousie961
References: <kb46pa.6v.ln@127.0.0.1>
Subject: Re: [PROG] Need testers for video related p
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 24 Oct 2002 19:25:26 GMT
Lines: 32
Message-ID: <3db84925$0$5124$626a54ce@news.free.fr>
NNTP-Posting-Date: 24 Oct 2002 21:25:26 MEST
NNTP-Posting-Host: 62.147.104.237

X-Trace: 1035487526 news1-2.free.fr 5124 62.147.104.237
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1114

Hello Paul,

I made 2 simple programs using system functions to access the video
hardware. One uses the VDI, the other uses the XBIOS:
http://membres.lycos.fr/pmandin/download/video1.zip (98Kb).

Ok j'irais voir, sorry : I'm gona lok at it.

If you want to do a report, please give a maximum of infos about your
machine: (ROM, VDI, hardware extensions, cookies present, etc...).

We made tests with Had s and Milan graphic cards : move16 is 40% faster than
4x Move.l.
Vq_trnfm is slow for ram<>ram transfers, a pure snail for ra<>graphic card ram
but 10 Mo/s for graphic card ram<>graphic card ram because it uses hard wired
routines.

I need documentation for this:
- MVDI (Milan VDI with XBIOS extensions). I have a simple doc, but there
is no info about how to detect if it is present or not.
- NOVA (Nova VDI with XBIOS extensions). I do not have any doc, if you
have it, send it to me.

After long searches I never found ani doc for the xbios(5) with graphic card and
Nova VDI.

If you would make DOOM using graphic card's ram as storage you could beat PC's
speed.

I'm ready to be your Had s bn ta tester.

Regards (yves.rogneATEfree fr)

From -4365801904711924933
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6994df03282d6a9c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-25 09:14:35 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!
wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Re: [PROG] Need testers for video related programs (V2)
Followup-To: comp.sys.atari.programmer
Date: Fri, 25 Oct 2002 18:11:49 +0200

Organization: Chez moi
Lines: 21
Message-ID: <5gqbpa.mja.ln@127.0.0.1>
References: <kb46pa.6v.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-116-4-92.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader11.wanadoo.fr 1035562469 11824 193.250.199.92 (25 Oct 2002
16:14:29 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 25 Oct 2002 16:14:29 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: "Patrice Mandin" <pmandin@caramail-nospam.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1115 comp.sys.atari.st:27050

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware; AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video2.zip (151Kb).

The AES version does the same work as the VDI one, except it displays in
a window.

I added MVDI support to the XBIOS version. If you have a Milan, test it,
it should give you info about available video modes. I will make a more
complete test program the next time.
Warning: it may crash your machine.

Thanks to people that tested the previous programs.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp﹐cialit﹐: D﹐veloppement, jeux

From -6557205958928467402
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d75fc57eae2304c4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-10-31 06:38:36 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed-east.nntpserver.com!
nntpserver.com!border1.nntp.aus1.giganews.com!nntp.giganews.com!
nntp3.aus1.giganews.com!nntp.speakeasy.net!news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Thu, 31 Oct 2002 08:38:33 -0600
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Subject: Libraries
Newsgroups: comp.sys.atari.programmer
Date: Thu, 31 Oct 2002 09:39:55 -0500

Organization: Atari-source.com
User-Agent: KNode/0.7.1
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Message-ID: <1036076401.778922@blade.atari-source.com>
Cache-Post-Path: blade.atari-source.com!unknown@pikachu.atari-source.com
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 12
X-Trace: sv3-om9NfDet33p1ASs1xdvsDNdPB/
vQDURhsBM02wOAPjNQwrIiQhmlFnj91Yr4v5UQnEKhROCV+gCTc3Y!
I5LKriAnQkpxnuviNOJjLTkVLIhPmdmlzlIef+Yu4SJDOMaE8+kA0mXgvatUpwMNsM8igs3c7nYt!
noQ+wlZANlkJb6tmpIi4jg==
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Notifications: http://www.giganews.com/info/dmca.html
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1116

Hey guys,

I was wondering if it is possible to somewhat easily use a static library compiled with gcc with purec. The concept makes it seem possible but in application I am not sure ;-) Thanks in advance for any help.

--
Mark
 - http://atari-source.com
 - Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

From 8170915465318902911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78a0b219b9c943b4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-01 00:46:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeed.gamma.ru!Gamma.RU!eurocyber.net!newsfeed.muc.eurocyber.net!
newsfeed.stueberl.de!newspeer1-gui.server.ntli.net!ntli.net!newsfep2-
win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C link problem
Message-ID: <3dc334af.36292876@nntp.swampdog>
References: <ao3dso$1ilb$1@news.comnet.co.nz> <ao8ff1$2eqf$1@news.comnet.co.nz>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Lines: 169
Date: Fri, 01 Nov 2002 08:24:41 GMT
NNTP-Posting-Host: 80.4.128.16
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1036140358 80.4.128.16 (Fri, 01 Nov 2002
08:45:58 GMT)
NNTP-Posting-Date: Fri, 01 Nov 2002 08:45:58 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1117

On Sat, 12 Oct 2002 19:34:26 +1300, "G Swaine"
<g.swaine@the.gluepot.com> wrote:

```
>I wrote ...
>> I am currently using Lattice C 5.60 to write an update to a database
>> engine of mine that I am using within another app.
>>
>> However, I have come across a problem that is hard to solve.
>>
>> In one module, I have defined some data buffers as
>>
>>     Table __near dbtable[MAXTABLES];
>>
>>     char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
>>
>> In the main dbengine header file, I have the following lines (with
>> unneeded stuff removed):
>>
>>     typedef struct  {
>>         ...
>            void *buffer;
>
>>     } Table;
>>
>>     #define MAXTABLES    4
>>     #define TABLEBUFFE|RSIZE    (128<<10)
>>
>>     // table definition buffer stored relative to A4 (in program
>> __MERGED section)
>>     extern Table __near dbtable[MAXTABLES];
>>
>>     // database record buffer stored/accessed 32-bit absolute (at
>end
>> of BSS segment)
>>     extern char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
>>
>> so that the size of dbbuffer would equal 512k  (4 x 128k)   Ive
>never
>> needed more than four tables open concurrently, and most of the
>> record/info buffers I've wanted in the past have needed to be in the
>> 120-125k range for each table, so I chose 128k to simplify
>addressing
>> (shift by 17, or a "swap halves, clear low half, add to self"
```

```
>sequence
>> that Lattice seems to prefer when generating 68030 code)
>>
>> When I compile the program module which contains only data
>> definitions, the source module compiles OK, with no errors. If I
>> disassemble it (using the supplied Lattice OMD app), the dbtable and
>> dbbuffer objects are defined, exported, and of the correct size.
>>
>> I then added them to a library file, which happens without errors.
>>
>> When I then link the library into the application, it links OK, and
>> reports no errors, but the generated executable has one big fault -
>> the dbbuffer has not got any memory space (the BSS segment of the
>app
>> does not increase by 512k as expected) As it's the last symbol in
>the
>> far BSS segment, when I clear the buffer, it zeroes stack space, and
>> causes the program to crash when it tries to return from whatever
>> program function called the memset(dbbuffer,0,sizeof(dbbuffer))
>> function.
>>
>> The map file shows that the udata (far BSS) segment has a size of
>512k
>> (80000 hex), buth the file with the dbbuffer symbol within it starts
>> at offset 512k within the far BSS segment (ie no size allocated,
>else
>> the far BSS would be 1 meg in size - 100000 hex)
>>
>> If I comment out the definition in the library module, and define it
>> in a program module, and then compile and link as needed, it does
>> increase the BSS by 512k as expected.  The map file showed the far
>BSS
>> is now 1 meg in size.
>>
>> Has anyone else had a similar problem?  (Global symbol within
>library
>> file not given any data/bss space in final app, but work as expected
>> when linked in from a non-library file)
>>
>> Is there a fix I can use to get around this?  (Or is it something
>> obvious that I just haven't tried?)
>
>I forgot to mention that the dbbuffer symbol is referenced within the
>dbCreateTable and dbOpenTable functions (it was not a case of a
>non-refenced symbol not being linked in to the app, as could have been
>inferred from the previous post) in code that looks like the
>following:
>
>    for( index = 1, tableptr = &dbtable[0]; index <= MAXTABLES;
>index++, tableptr++ )  {
>        if( tableptr -> inuse == 0 )  {
>            memset( tableptr, 0, sizeof( *tableptr ) );
>
```

```
>            tableptr -> inuse = 1;
>            ...
>            tableptr -> buffer = &dbbuffer[index - 1][0];
>            memset( tableptr -> buffer, 0, sizeof( dbbuffer[0] ) );
>            ...
>            // nonzero return means "success"
>            return index;
>        }
>    }
>
>    // zero return means "failure"
>    return 0;
```

Could well be a Lattice bug but can't be sure. I'm a bit rusty but iirc C has a notion of a "tentative definition" (or is it "tentative declaration"?). ie what's this?...

```
#include <whatever>
int x;   //outside func
int main(){}
```

...is it "extern int x" or is it "int x=0". Compiler assumes it's "extern int x" until something uses it, provided something else hasn't already done so in another compilation unit in which case it stays as "extern int" (and you get to use the "x" from the other compilation unit).

In other words compile the above and "x" won't appear. Add a second file...

```
extern int x;
void foo() {x=0;}
```

...and now "x" will appear (in main's code). What I'm not sure about is how clever C compilers are supposed to be. I've a suspicion they won't pick up on pointers to tentative declarations. You can test this simply by...

```
>
     dbbuffer[0][0]=0;  //or foo=dbbuffer[0][0]
>
>    for( index = 1, tableptr = &dbtable[0]; index <= MAXTABLES;
>index++, tableptr++ )  {
>        if( tableptr -> inuse == 0 )  {
>            memset( tableptr, 0, sizeof( *tableptr ) );
>
>            tableptr -> inuse = 1;
>            ...
>            tableptr -> buffer = &dbbuffer[index - 1][0];
>            memset( tableptr -> buffer, 0, sizeof( dbbuffer[0] ) );
>            ...
>            // nonzero return means "success"
>            return index;
```

```
>        }
>    }
```

...and, if I'm correct, try simply "dbbuffer[0][0]" - that alone may be enough to cause the compiler to reserve the space in the lib.

If it is a Lattice bug try wrapping the definition...

```
int foo=DONT_CARE;
char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
int bar=DONT_CARE;
```

...which might wake it up. ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -1455842955169750872
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d75fc57eae2304c4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-01 00:46:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!logbridge.uoregon.edu!newsfeed.hostname.nl!newsfeed.stueberl.de!newspeer1-gui.server.ntli.net!ntli.net!newsfep2-win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Libraries
Message-ID: <3dc23018.35117576@nntp.swampdog>
References: <1036076401.778922@blade.atari-source.com>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 39
Date: Fri, 01 Nov 2002 07:57:03 GMT
NNTP-Posting-Host: 80.4.128.16
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1036140360 80.4.128.16 (Fri, 01 Nov 2002 08:46:00 GMT)
NNTP-Posting-Date: Fri, 01 Nov 2002 08:46:00 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1118

On Thu, 31 Oct 2002 09:39:55 -0500, Mark Duckworth
<mduckworth@spaamnot.atari-source.com> wrote:

>
>Hey guys,
>
>I was wondering if it is possible to somewhat easily use a static library
>compiled with gcc with purec.

Nope!

>The concept makes it seem possible but in application I am not sure ;-)

...unless someone just happens to have written a tool to do exactly
that. ;-)

>Thanks in advance for any help.

The object library format will be different. Obviously you'll be able
to get the gcc format but whether PureC is documented is another
matter. Even if you could you'd be looking at using a "standard" C
call (C++ won't work 'cos of name mangling 'though you could front-end
your C++ guts with an "extern C", I digress) in the hope both
compilers used the same registers. This may in fact be possible with
the atari else I'd have stopped waffling by now. Soo... assuming it
does then there's a possibility of cheating by adopting a similar
approach to DLL's - just have one function which returns the address
of the others inside the static lib. If the gcc static lib is gonna
have undefined references (say, it tried to use PureC stdio calls)
then forget it again.

All things considered, much easier to chuck the source at PureC!

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 8613345072543595152
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6994df03282d6a9c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-01 02:17:31 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Re: [PROG] Need testers for video related programs (V3)
Followup-To: comp.sys.atari.programmer
Date: Fri, 01 Nov 2002 11:06:12 +0100

Organization: Chez moi
Lines: 26
Message-ID: <kmjtpa.ei1.ln@127.0.0.1>
References: <kb46pa.6v.ln@127.0.0.1> <5gqbpa.mja.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-116-3-104.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader10.wanadoo.fr 1036145850 23041 193.250.213.104 (1 Nov 2002
10:17:30 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 1 Nov 2002 10:17:30 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: "Patrice Mandin" <pmandin@caramail-nospam.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1119 comp.sys.atari.st:27150

Dans l'article <5gqbpa.mja.ln@127.0.0.1>, "Patrice Mandin"
<pmandin@caramail-nospam.com> a tapot$ avec ses petits doigts:

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware; AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video3.zip (155Kb).

There are some bugfixes for the three programs.

The AES version does the same work as the VDI one, except it displays in
a window.

I added MVDI support to the XBIOS version. If you have a Milan, test it,
it should give you info about available video modes. I will make a more
complete test program the next time.
Warning: it may crash your machine.

Thanks to people that tested the previous programs.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp$cialit$: D$veloppement, jeux

From 1144695360493458657
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78a0b219b9c943b4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-01 05:14:47 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!logbridge.uoregon.edu!nntp-relay.ihug.net!usenet.net.nz!
newsfeeds.ihug.co.nz!ihug.co.nz!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>

Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C link problem
Date: Sat, 2 Nov 2002 01:01:49 +1300
Organization: The Gluepot
Lines: 265
Message-ID: <aptq31$1efe$1@news.comnet.co.nz>
References: <ao3dso$1ilb$1@news.comnet.co.nz> <ao8ff1$2eqf$1@news.comnet.co.nz>
<3dc334af.36292876@nntp.swampdog>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-40.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 1036151713 47598 131.203.242.40 (1 Nov 2002 11:55:13
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 1 Nov 2002 11:55:13 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:1120

"Guy Harrison" <swampdog@ntlworld.com> wrote ...
> Could well be a Lattice bug but can't be sure. I'm a bit rusty but
> iirc C has a notion of a "tentative definition" (or is it "tentative
> declaration"?). ie what's this?...
>
> #include <whatever>
> int x; //outside func
> int main(){}
>
> ...is it "extern int x" or is it "int x=0". Compiler assumes it's
> "extern int x" until something uses it, provided something else
hasn't
> already done so in another compilation unit in which case it stays
as
> "extern int" (and you get to use the "x" from the other compilation
> unit).

To me, an "extern" global var means "defined elsewhere" and "I might
want to reference it in this file"

If I don't use extern it means "defined here", so two files with "int
name" would generate a linker error "duplicate symbol definition".

Similar would happen if both were "extern int name = 3;" - both files
would be defining a global var and giving it a default value

If only one file had "extern int name" and the other had "int name =
3" or simply "int name", then everything would be OK - it would link
correctly, and work properly. (in the second case, it would be in the
BSS segment, and set to zero by TOS when the program was loaded, but I
believe that C doesn't give any "set to zero" assurance for
uninitialised global or static local vars)

```
> In other words compile the above and "x" won't appear. Add a second
> file...
>
> extern int x;
> void foo() {x=0;}
>
> ...and now "x" will appear (in main's code). What I'm not sure about
> is how clever C compilers are supposed to be. I've a suspicion they
> won't pick up on pointers to tentative declarations. You can test
this
> simply by...
>
> >
>      dbbuffer[0][0]=0; //or foo=dbbuffer[0][0]
> >
> >    for( index = 1, tableptr = &dbtable[0]; index <= MAXTABLES;
> >index++, tableptr++ )  {
> >        if( tableptr -> inuse == 0 )  {
> >            memset( tableptr, 0, sizeof( *tableptr ) );
> >
> >            tableptr -> inuse = 1;
> >            ...
> >            tableptr -> buffer = &dbbuffer[index - 1][0];
> >            memset( tableptr -> buffer, 0, sizeof( dbbuffer[0] ) );
> >            ...
> >            // nonzero return means "success"
> >            return index;
> >        }
> >    }
>
> ...and, if I'm correct, try simply "dbbuffer[0][0]" - that alone may
> be enough to cause the compiler to reserve the space in the lib.
```

I tried changing the file where it was defined, and made dbbuffer a static global var, relinked the library, and then relinked the app with the new library, and the linker complained of an undefined var (and hadn't linked in the file from within the library where dbbuffer resided). Restoring dbbuffer to a regular global var quietened the linker down (no "undefined symbol" errors), but generated the same "linked in, but no space given to it" error as before.

```
> If it is a Lattice bug try wrapping the definition...
>
> int foo=DONT_CARE;
> char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
> int bar=DONT_CARE;
>
> ...which might wake it up. ;-)
```

Thanks for the response.

I've always used something like

```
    typedef struct  {
        ...
    } Type;

    extern Type variable;
```

in my headers, and

```
    #include <header>

    Type variable;

    // or else "Type variable = 12;"
```

in one of my source files, and it always worked, but this was the first time it has failed.

I've never had problems with static-linked data buffers (up to a total of about 1.5MB) in previous apps, so I assume I've either hit a compiler/linker bug, or I'm just doing something wrong this time.

(I'd normally try to get the data buffers via "calloc(count,size)", but that has often failed in the past when the computer memory gets full, or I've got a few too many small calloc()'d items elsewhere in the program)

The dbengine.h file contained lines like:

```
    #include "0/types.h"        // "uchar8", "sint16", "uint32" and so
forth

    #define MAXTABLES    4
    #define TABLEBUFFERSIZE    (128<<10)

    #define makehandle(...)  { ... }

    typedef ... Handle;    // will fit into 32 bit unsigned int

    typedef struct  {
        uint32 inuse;    // its being used
        Handle client;    // client that is using this table
        Handle handle;    // this tables handle
        schar8 *buffer;    // data cache
    } Table;

    extern Table __near dbtable[MAXTABLES];
    extern schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];

    // I could possibly have included the buffer within the table
structure
```

and in a library module

```
    #include "0/types.h"
    #include "dbengine.h"

    // actual definition of the dbtable global var
    // referenced by CreateTable,OpenTable,ValidateTableHandle etc
    Table __near dbtable[MAXTABLES];
```

and in a different library module

```
    #include "0/types.h"
    #include "dbengine.h"

    // actual definition of the dbbuffer global var
    // referenced by the CreateTable,OpenTable etc
    schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
```

and in a source file using those symbols

```
    #include "0/types.h"
    #include "dbengine.h"

    uint32 dbCreateTable( const uint32 clienthandle, const schar8
*filename )
    {
        uint32 index;
        Table *tableptr;
        uint32 handle;

        // validate client handle, filename, create file etc

        handle = 0;
        for( index = 1, tableptr = &dbtable[0], index <= MAXTABLES;
index++, tableptr++ )  {
            if( ! tableptr -> inuse )  {
                memset( tableptr, 0, sizeof( *tableptr ) );    // wipe
out any lingering junk
                tableptr -> inuse = 1;    // we're using it now
                tableptr -> buffer = &dbbuffer[index-1][0];    // give
the table an in-memory cache

                makehandle(handle, ..., a );

                // non-zero means success
                return handle;
            }
        }

        // zero means failure
        return handle;
    }
```

So, I'd assume the reference to the symbol name "dbbuffer" would've

told the compiler it is used, and would link in the file that dbbuffer was defined in.

I've asked the linker to generate a map file telling me all the global symbols the application has, and which file they were in, and their addresses.

In one block (called "udata") for 32-bit undefined global data the file with dbbuffer in it appears, and shows that the symbol was at offset 512k within the segment, and had size 512k. The total size of the udata segment was 512k (ERROR!!)

If I added

```
    #include "....dbbuffer.c"
```

to one of my source files, it would define the symbol, and wouldn't link the one from the library - and the "udata" size reported by the linker map file would be 1Meg - as I would expect.
Similar would happen if I linked the object file that defined the symbol.

The memory map for a lattice-compiled program is:

```
    Program header
    Code
    "Far" defined data
    "near" defined data
    "near" bss
    "far" bss
    (debug symbols - and/or relocation table)
```

The stack (default 4k, but can be increased by using a defined external var at compile-time) is usually placed (by the runtime startup code) after the end of the far BSS block and can/will destroy any relocation/debug data placed in RAM when the program is run.

"near" data is referenced via A4 register, (in a data segment called "MERGED" in the linker map file, IIRC) which the linker places somewhere within the near defined/bss block, as Lattice cannot generate a 32-bit offset from A4, so "near" data/bss is limited to a 16-bit offset (+/- 32k). The compiler can generate 32-bit relative offsets when generating 32-bit code for an 030 CPU - but not for "near" data.

"far" data/bss is referenced as 32-bit absolute, and has no size limit, AFAIK.

(Although from reading one of the Hisoft books some years ago, the Lattice object file format uses the top 8 bits of a 32-bit address [I cannot recall what]. It rejects any symbol above 16MB in size when compiling. I'd assume one object file was limited to 16MB of data/code - or is that for everything?)

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"It's a bit hard to drink when it's upside down"
(Overheard while I was working at a recent Rugby League match)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From -1263816504499707896
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78a0b219b9c943b4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-03 03:45:10 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!news100.image.dk!feed.news.nacamar.de!
newsfeed01.sul.t-online.de!t-online.de!newspeer1-gui.server.ntli.net!ntli.net!
newsfep2-win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C link problem
Message-ID: <3dc504cc.22803750@nntp.swampdog>
References: <ao3dso$1ilb$1@news.comnet.co.nz> <ao8ff1$2eqf$1@news.comnet.co.nz>
<3dc334af.36292876@nntp.swampdog> <aptq31$1efe$1@news.comnet.co.nz>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 383
Date: Sun, 03 Nov 2002 11:13:40 GMT
NNTP-Posting-Host: 80.4.128.238
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1036323906 80.4.128.238 (Sun, 03 Nov 2002
11:45:06 GMT)
NNTP-Posting-Date: Sun, 03 Nov 2002 11:45:06 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1121

On Sat, 2 Nov 2002 01:01:49 +1300, "G Swaine"
<g.swaine@the.gluepot.com> wrote:

>"Guy Harrison" <swampdog@ntlworld.com> wrote ...
>> Could well be a Lattice bug but can't be sure. I'm a bit rusty but
>> iirc C has a notion of a "tentative definition" (or is it "tentative
>> declaration"?). ie what's this?...
>>
>> #include <whatever>
>> int x; //outside func
>> int main(){}
>>
>> ...is it "extern int x" or is it "int x=0". Compiler assumes it's
>> "extern int x" until something uses it, provided something else
>hasn't
>> already done so in another compilation unit in which case it stays
>as
>> "extern int" (and you get to use the "x" from the other compilation
>> unit).
>
>To me, an "extern" global var means "defined elsewhere" and "I might
>want to reference it in this file"

Agreed.

>If I don't use extern it means "defined here", so two files with "int
>name" would generate a linker error "duplicate symbol definition".

I know for a fact this isn't the case *now* but not for when Lattice
was written. There's an easy test...

```
$ cat c.c d.c

#include <stdio.h>

int x;
void foo(void);
int
main()
{
 printf("main (x=%d)\n",x);
 foo();
 return 0;
}

#include <stdio.h>
int x;
void
foo(void)
{
 printf("foo (x=%d)\n",x);
}

$ gcc -Wall -ansi -pedantic -Werror -o c.exe c.c d.c
```

...will link. If Lattice moans then it either predates whenever this got clarified in the standard or has a bug. Your symbol table ought to look something like this...

```
$nm c.o d.o
c.o:
00000000 b .bss
00000000 d .data
00000000 N .stab
00000000 N .stabstr
00000000 t .text
00000000 t ___gnu_compiled_c
         U ___main
         U _foo
00000010 T _main
         U _printf
00000010 C _x
00000000 t gcc2_compiled.

d.o:
00000000 b .bss
00000000 d .data
00000000 N .stab
00000000 N .stabstr
00000000 t .text
00000000 t ___gnu_compiled_c
0000000c T _foo
         U _printf
00000000 C _x
00000000 t gcc2_compiled.
```

...rather than me muck up the explanation of "C" and "D", here's the relevent part of "info nm"...

```
    `C'
          The symbol is common.  Common symbols are uninitialized
data.
          When linking, multiple common symbols may appear with the
          same name.  If the symbol is defined anywhere, the common
          symbols are treated as undefined references.  For more
          details on common symbols, see the discussion of
-warn-common
          in *Note Linker options: (ld.info)Options.

    `D'
          The symbol is in the initialized data section.
```

You'd get "D" if you said "int x=VALUE" in one of the files, all the others would remain "C".

Tecchie bit: 'x' has "static duration" (as opposed to static scope), "file scope", and "external linkage". Due to the fact it is a static, then provided none of the translations units give it a value, the

compiler *must*, and will implicitly say "int x=0" at the end of one of the translation units.

>Similar would happen if both were "extern int name = 3;" - both files
>would be defining a global var and giving it a default value

That's illegal so it'll be a handy way of figuring out where Lattice figures in the equation. Compilers tend to accept it though with mixed results (usually bad) because it's more a linker issue than a compiler one.

>If only one file had "extern int name" and the other had "int name =
>3" or simply "int name", then everything would be OK - it would link
>correctly, and work properly. (in the second case, it would be in the
>BSS segment, and set to zero by TOS when the program was loaded, but I
>believe that C doesn't give any "set to zero" assurance for
>uninitialised global or static local vars)

All uninitialised static's will be zero. For the reasons stated above (though it may not be readily apparent) ditto globals - because every global actually manifests itself as a static somewhere iyswim! ;=)

```
>> In other words compile the above and "x" won't appear. Add a second
>> file...
>>
>> extern int x;
>> void foo() {x=0;}
>>
>> ...and now "x" will appear (in main's code). What I'm not sure about
>> is how clever C compilers are supposed to be. I've a suspicion they
>> won't pick up on pointers to tentative declarations. You can test
>this
>> simply by...
>>
>> >
>>      dbbuffer[0][0]=0; //or foo=dbbuffer[0][0]
>> >
>> >    for( index = 1, tableptr = &dbtable[0]; index <= MAXTABLES;
>> >index++, tableptr++ )  {
>> >        if( tableptr -> inuse == 0 )  {
>> >            memset( tableptr, 0, sizeof( *tableptr ) );
>> >
>> >            tableptr -> inuse = 1;
>> >            ...
>> >            tableptr -> buffer = &dbbuffer[index - 1][0];
>> >            memset( tableptr -> buffer, 0, sizeof( dbbuffer[0] ) );
>> >            ...
>> >            // nonzero return means "success"
>> >            return index;
>> >        }
>> >    }
>>
>> ...and, if I'm correct, try simply "dbbuffer[0][0]" - that alone may
```

>> be enough to cause the compiler to reserve the space in the lib.
>
>I tried changing the file where it was defined, and made dbbuffer a
>static global var, relinked the library, and then relinked the app
>with the new library, and the linker complained of an undefined var
>(and hadn't linked in the file from within the library where dbbuffer
>resided). Restoring dbbuffer to a regular global var quietened the
>linker down (no "undefined symbol" errors), but generated the same
>"linked in, but no space given to it" error as before.
>
>> If it is a Lattice bug try wrapping the definition...
>>
>> int foo=DONT_CARE;
>> char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
>> int bar=DONT_CARE;
>>
>> ...which might wake it up. ;-)
>
>Thanks for the response.
>
>I've always used something like
>
>   typedef struct {
>   ...
>   } Type;
>
>   extern Type variable;
>
>in my headers, and
>
>   #include <header>
>
>   Type variable;
>
>   // or else "Type variable = 12;"
>
>in one of my source files, and it always worked, but this was the
>first time it has failed.
>
>I've never had problems with static-linked data buffers (up to a total
>of about 1.5MB) in previous apps, so I assume I've either hit a
>compiler/linker bug, or I'm just doing something wrong this time.
>
>(I'd normally try to get the data buffers via "calloc(count,size)",
>but that has often failed in the past when the computer memory gets
>full, or I've got a few too many small calloc()'d items elsewhere in
>the program)
>
>
>The dbengine.h file contained lines like:
>
>   #include "0/types.h"   // "uchar8", "sint16", "uint32" and so
>forth

```
>
>    #define MAXTABLES    4
>    #define TABLEBUFFERSIZE    (128<<10)
>
>    #define makehandle(...)  { ... }
>
>    typedef ... Handle;    // will fit into 32 bit unsigned int
>
>    typedef struct  {
>        uint32 inuse;    // its being used
>        Handle client;    // client that is using this table
>        Handle handle;    // this tables handle
>        schar8 *buffer;    // data cache
>    } Table;
>
>    extern Table __near dbtable[MAXTABLES];
>    extern schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
```

Ah!

Add a macro to your project. Define only when compiling your lib...

```
#ifdef LIB_COMPILE
  Table __near dbtable[MAXTABLES];
  schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
#else
 extern Table __near dbtable[MAXTABLES];
 extern schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
#endif
```

...any scheme that does similar will do. EG:

```
#ifndef DBENGINE_H
#define DBENGINE_H DBENGINE_H

#ifndef LIB_EXTERN
# define LIB_EXTERN extern
#endif

//yer stuff
LIB_EXTERN Table __near dbtable[MAXTABLES];
LIB_EXTERN schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
//yer stuff
#endif /* DBENGINE_H */
```

...then just "-DLIB_EXTERN" in the project that builds the lib.

```
>    // I could possibly have included the buffer within the table
>structure
>
>and in a library module
>
>    #include "0/types.h"
```

```
>    #include "dbengine.h"
>
>    // actual definition of the dbtable global var
>    // referenced by CreateTable,OpenTable,ValidateTableHandle etc
>    Table __near dbtable[MAXTABLES];
>
>and in a different library module
>
>    #include "0/types.h"
>    #include "dbengine.h"
>
>    // actual definition of the dbbuffer global var
>    // referenced by the CreateTable,OpenTable etc
>    schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
>
>and in a source file using those symbols
>
>    #include "0/types.h"
>    #include "dbengine.h"
>
>    uint32 dbCreateTable( const uint32 clienthandle, const schar8
>*filename )
>    {
>        uint32 index;
>        Table *tableptr;
>        uint32 handle;
>
>        // validate client handle, filename, create file etc
>
>        handle = 0;
>        for( index = 1, tableptr = &dbtable[0], index <= MAXTABLES;
>index++, tableptr++ )  {
>            if( ! tableptr -> inuse )  {
>                memset( tableptr, 0, sizeof( *tableptr ) );    // wipe
>out any lingering junk
>                tableptr -> inuse = 1;    // we're using it now
>                tableptr -> buffer = &dbbuffer[index-1][0];    // give
>the table an in-memory cache
>
>                makehandle(handle, ..., a );
>
>                // non-zero means success
>                return handle;
>            }
>        }
>
>        // zero means failure
>        return handle;
>    }
>
>So, I'd assume the reference to the symbol name "dbbuffer" would've
>told the compiler it is used, and would link in the file that dbbuffer
>was defined in.
```

Atm we're having to look at it from two aspects teetering around "is lattice standards compliant in this respect". Hopefully it is then I can help more.

>I've asked the linker to generate a map file telling me all the global
>symbols the application has, and which file they were in, and their
>addresses.
>
>In one block (called "udata") for 32-bit undefined global data the
>file with dbbuffer in it appears, and shows that the symbol was at
>offset 512k within the segment, and had size 512k. The total size of
>the udata segment was 512k (ERROR!!)
>
>If I added
>   #include "....dbbuffer.c"
>to one of my source files, it would define the symbol, and wouldn't
>link the one from the library - and the "udata" size reported by the
>linker map file would be 1Meg - as I would expect.
>Similar would happen if I linked the object file that defined the
>symbol.
>
>The memory map for a lattice-compiled program is:
>
>   Program header
>   Code
>   "Far" defined data
>   "near" defined data
>   "near" bss
>   "far" bss
>   (debug symbols - and/or relocation table)
>
>The stack (default 4k, but can be increased by using a defined
>external var at compile-time) is usually placed (by the runtime
>startup code) after the end of the far BSS block and can/will destroy
>any relocation/debug data placed in RAM when the program is run.
>
>"near" data is referenced via A4 register, (in a data segment called
>"MERGED" in the linker map file, IIRC) which the linker places
>somewhere within the near defined/bss block, as Lattice cannot
>generate a 32-bit offset from A4, so "near" data/bss is limited to a
>16-bit offset (+/- 32k). The compiler can generate 32-bit relative
>offsets when generating 32-bit code for an 030 CPU - but not for
>"near" data.
>
>"far" data/bss is referenced as 32-bit absolute, and has no size
>limit, AFAIK.
>
>(Although from reading one of the Hisoft books some years ago, the
>Lattice object file format uses the top 8 bits of a 32-bit address [I
>cannot recall what]. It rejects any symbol above 16MB in size when
>compiling. I'd assume one object file was limited to 16MB of
>data/code - or is that for everything?)

If it isn't compliant, if you can come up with an "idiot-proof"
lattice project I can try mine digging out. It must be somewhere!

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 8998385201819564276
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6994df03282d6a9c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-05 12:18:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!peer1.news.newnet.co.uk!proxad.net!wanadoo.fr!not-
for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: [PROG] Need testers for video related programs (V4)
Followup-To: comp.sys.atari.programmer
Date: Tue, 05 Nov 2002 21:14:09 +0100
Organization: Chez moi
Lines: 16
Message-ID: <hq89qa.9jb.ln@127.0.0.1>
References: <kb46pa.6v.ln@127.0.0.1> <5gqbpa.mja.ln@127.0.0.1>
<kmjtpa.ei1.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-109-3-85.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader10.wanadoo.fr 1036527483 18571 193.248.17.85 (5 Nov 2002
20:18:03 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 5 Nov 2002 20:18:03 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: "Patrice Mandin" <pmandin@caramail-nospam.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1122 comp.sys.atari.st:27236

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video4.zip (156Kb).

There are some bugfixes for the three programs. AES and VDI test programs
can be run in whatever bpp (even monochrome), and whatever resolution.

Feedback still needed for these programs. Thanks.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From 1818199966399072120
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c5a5ee506e517b2b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-06 06:38:46 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
freenix!proxad.net!proxad.net!feeder2-1.proxad.net!news2-1.free.fr!not-for-mail
Message-ID: <3DC9282C.7060402@free.fr>
Date: Wed, 06 Nov 2002 15:33:16 +0100
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; fr-FR; rv:0.9.4) Gecko/
20011019 Netscape6/6.2
X-Accept-Language: fr-fr
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: m68k-atari-mint-g++ cross compiler pb
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 27
Organization: Guest of ProXad - France
NNTP-Posting-Date: 06 Nov 2002 15:38:44 MET
NNTP-Posting-Host: 62.147.185.87
X-Trace: 1036593524 news2-1.free.fr 1379 62.147.185.87
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1123

Hi group,

I'm trying to compile doxygen for Atari.

http://www.doxygen.org

I use cross-gcc for cygwin from the sparemint web site. Here is the make
process: 4 library are built (libdoxygen.a, libdoxycfg.a, libqtools.a
and libpng.a). Then, theses 4 libs and an object file "main.o" are
linked to produce the executable.

the crash occurs in the final step (linking):
$ m68k-atari-mint-g++ -static -o ../bin/doxygen ../objects/main.o
-L../lib -ldoxygen -ldoxycfg -lqtools -lpng -lc
collect2: ld terminated with signal 11 (segmentation fault)

Maybe the "atari" linker cannot deal with "big" libraries (libdoxygen.a
size is near 6MBytes) ?

On the same machine, i compile doxygen natively without any problems.

Any idea ?

--
HTML-tidy pour Atari : http://gemtidy.free.fr
Plein d'bonnes choses: http://perso.wanadoo.fr/arnaud.bercegeay

From -5776630299675887196
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6994df03282d6a9c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-07 07:58:27 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!opentransit.net!wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: [PROG] Need testers for video related programs (V5)
Followup-To: comp.sys.atari.programmer
Date: Thu, 07 Nov 2002 16:52:40 +0100
Organization: Chez moi
Lines: 22
Message-ID: <882eqa.9m6.ln@127.0.0.1>
References: <kb46pa.6v.ln@127.0.0.1> <5gqbpa.mja.ln@127.0.0.1>
<kmjtpa.ei1.ln@127.0.0.1> <hq89qa.9jb.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-116-4-72.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: wanadoo.fr 1036684706 26733 193.250.199.72 (7 Nov 2002 15:58:26 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 7 Nov 2002 15:58:26 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: "Patrice Mandin" <pmandin@caramail-nospam.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1124 comp.sys.atari.st:27268

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video5.zip (157Kb).

There are some bugfixes for the three programs. AES and VDI test programs
can be run in whatever bpp (even monochrome), and whatever resolution.
Output can now be redirected to a file (see doc in archive).

CentScreen (CT2) and Milan MVDI support are available in the XBIOS
program. Please test if you have them.

Feedback still needed for these programs. Thanks.

Sources available on my web site, in the cleancode-0.5.tar.gz archive.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From 4383947098613630
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b1815e06da3894d0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-09 08:00:46 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
freenix!wanadoo.fr!proxad.net!feeder2-1.proxad.net!news1-1.free.fr!not-for-mail
Message-ID: <3DCD2EC4.30000@free.fr>
Date: Sat, 09 Nov 2002 16:50:28 +0100
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; fr-FR; rv:0.9.4) Gecko/
20011019 Netscape6/6.2
X-Accept-Language: fr-fr
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: GSlib 0.4.0 released
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 45
Organization: Guest of ProXad - France
NNTP-Posting-Date: 09 Nov 2002 17:00:45 MET
NNTP-Posting-Host: 80.9.251.198
X-Trace: 1036857645 news1-1.free.fr 18260 80.9.251.198
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1125

Hello (atari) world :)

A new release of GSlib is available
http://perso.wanadoo.fr/arnaud.bercegeay/archives/gslib-0.4.0.zip

GSlib is a C library (built for sozobon, purec, gcc 2.81 and [cross]gcc
 >= 2.95) to manage gemscript protocol. Sources, user doc, developer
doc, GS protocol (translated by Peter West) and examples are included in
the package.

GSlib is a windom extension (see http://windom.free.fr).
btw, windom 1.20 has just been release yesterday :)

What's new:

- new internal design (more that just one big C file)
- add new type GSHANDLE, GScmdfn and GSACK_ANSWER.
- change some prototype: functions now use GSHANDLE, GScmdfn and GSACK_ANSWER in place of 'void' or 'int'.
- use Galloc() intead of Mxalloc() for global memory allocation.
- add utilities functions GSGetType(), GScount(), GSlength(), GSszzcpy(), GSstrncat(), GSstrcat(), GSstrcpy(), GSstrncpy(), GSGetNextString() and GSGetAppId(),
- GSGetNextCommandResult() is now defined as GSGetNextString().
- GSCmdInit() is now defined as GSstrcpy(), and so, the return value has changed, and that function has some bugs fixed.
- GSCmdAddString() is now defined as GSstrcat(), and so, the return value has changed, and that function has some bugs fixed.
- add support for hexa-encoding parameters (see functions GSHexEncode(), GSHexDecode() and GSHexLength())
- change release naming, now use "Major.minor.revision", and the release numbers are defined in the gslib.h header file.
- add documentation in source code, in doxygen format.
- the documentation is now generated using doxygen (a dirty-modified-by-me version which could export document in UDO format), and UDO.

Enjoy!
Arnaud

--
HTML-tidy pour Atari : http://gemtidy.free.fr
Plein d'bonnes choses: http://perso.wanadoo.fr/arnaud.bercegeay

From 6052464934590342709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-10 23:44:30 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!news.tele.dk!small.news.tele.dk!newshunter!cosy.sbg.ac.at!newsfeed.eunet.at!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: [PROG] Need testers for video related programs (V5)
Date: Mon, 11 Nov 2002 08:44:28 +0100
Organization: SIEMENS AG AUSTRIA
Lines: 29
Message-ID: <3DCF5FDC.FF8AFDE3@siemens.at>
References: <kb46pa.6v.ln@127.0.0.1> <5gqbpa.mja.ln@127.0.0.1> <kmjtpa.ei1.ln@127.0.0.1> <hq89qa.9jb.ln@127.0.0.1> <882eqa.9m6.ln@127.0.0.1>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Trace: news.siemens.at 1037000669 4020 158.226.192.100 (11 Nov 2002 07:44:29 GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Mon, 11 Nov 2002 07:44:29 +0000 (UTC)
X-Mailer: Mozilla 4.75 [en] (X11; U; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:1126

Patrice Mandin wrote:

> I made 3 simple programs using system functions to access the video
> hardware: AES, VDI and XBIOS:
> http://membres.lycos.fr/pmandin/download/video5.zip (157Kb).
>
> There are some bugfixes for the three programs. AES and VDI test programs
> can be run in whatever bpp (even monochrome), and whatever resolution.
> Output can now be redirected to a file (see doc in archive).
>
> CentScreen (CT2) and Milan MVDI support are available in the XBIOS
> program. Please test if you have them.
>
> Feedback still needed for these programs. Thanks.
>
> Sources available on my web site, in the cleancode-0.5.tar.gz archive.

Hi Patrice,

I have a Falcon with CT2 but without CentScreen. I tried several
versions of CentScreen but never got it to work.
I ran your programs under TOS 4.04 in 256 color standard mode and the
color bars seem not okay.
The programs say that I have EdDi 1.20 installed. What is it ? Do all
Falcons have it or where did I get it ? Would be nice if all Falcons
had it, because then it would be very easy to check for pixelpacked
screen modes.

Gerhard

From -6028314987301640405
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-11 00:13:53 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
news.tele.dk!small.news.tele.dk!newsfeed.icl.net!newsfeed.fjserv.net!proxad.net!
feeder2-1.proxad.net!news2-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M?gamodeste)
Organization: Niousie961
References: <kb46pa.6v.ln@127.0.0.1> <5gqbpa.mja.ln@127.0.0.1>
<kmjtpa.ei1.ln@127.0.0.1> <hq89qa.9jb.ln@127.0.0.1> <882eqa.9m6.ln@127.0.0.1>
<3DCF5FDC.FF8AFDE3@siemens.at>

Subject: Re: [PROG] Need testers for video relat
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 11 Nov 2002 08:13:53 GMT
Lines: 10
Message-ID: <3dcf66c0$0$20703$626a54ce@news.free.fr>
NNTP-Posting-Date: 11 Nov 2002 09:13:53 MET
NNTP-Posting-Host: 62.147.107.79
X-Trace: 1037002433 news2-2.free.fr 20703 62.147.107.79
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1127

Hallo Gerhard,

The programs say that I have EdDi 1.20 installed. What is it ? Do all
Falcons have it or where did I get it ? Would be nice if all Falcons
had it, because then it would be very easy to check for pixelpacked
screen modes.

I only have the 1,10 can you tell me where to find the 1,20 please ?

yves.rogne AT free.fr

From 5999775057250383953
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-11 05:22:27 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!newsfeed.news2me.com!newsfeed.icl.net!newsfeed.fjserv.net!
newsfeed.freenet.de!feed.news.nacamar.de!newsfeed.eunet.at!news.siemens.at!not-
for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: [PROG] Need testers for video relat
Date: Mon, 11 Nov 2002 14:12:29 +0100
Organization: SIEMENS AG AUSTRIA
Lines: 16
Message-ID: <3DCFACBD.74CE9821@siemens.at>
References: <kb46pa.6v.ln@127.0.0.1> <5gqbpa.mja.ln@127.0.0.1>
<kmjtpa.ei1.ln@127.0.0.1> <hq89qa.9jb.ln@127.0.0.1> <882eqa.9m6.ln@127.0.0.1>
<3DCF5FDC.FF8AFDE3@siemens.at> <3dcf66c0$0$20703$626a54ce@news.free.fr>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.siemens.at 1037020351 16531 158.226.192.100 (11 Nov 2002 13:12:31
GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Mon, 11 Nov 2002 13:12:31 +0000 (UTC)
X-Mailer: Mozilla 4.75 [en] (X11; U; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:1128

"M,gamodeste" wrote:

> ⍰The programs say that I have EdDi 1.20 installed. What is it ? Do all
> ⍰Falcons have it or where did I get it ? Would be nice if all Falcons
> ⍰had it, because then it would be very easy to check for pixelpacked
> ⍰screen modes.
>
> I only have the 1,10 can you tell me where to find the 1,20 please ?

As I said above I don't know what it is and I never intentionally
installed it. So I can't tell you where I got it. If somebody told
me what it is (and what parts belong to it) maybe I would be able
to tell you where I got it or at least take it from my machine and
mail it to you.

Gerhard

From 812765998120247521
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-11 09:20:23 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.vmunix.org!fr.clara.net!
heighliner.fr.clara.net!proxad.net!feeder2-1.proxad.net!news2-1.free.fr!not-for-
mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M⍰gamodeste)
Organization: Niousie961
References: <kb46pa.6v.ln@127.0.0.1> <5gqbpa.mja.ln@127.0.0.1>
<kmjtpa.ei1.ln@127.0.0.1> <hq89qa.9jb.ln@127.0.0.1> <882eqa.9m6.ln@127.0.0.1>
<3DCF5FDC.FF8AFDE3@siemens.at> <3dcf66c0$0$20703$626a54ce@news.free.fr>
      <3DCFACBD.74CE9821@siemens.at>
Subject: Re: [PROG] Need testers for video relat
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 11 Nov 2002 17:20:22 GMT
Lines: 14
Message-ID: <3dcfe6d5$0$2124$626a54ce@news.free.fr>
NNTP-Posting-Date: 11 Nov 2002 18:20:22 MET
NNTP-Posting-Host: 62.147.206.153
X-Trace: 1037035222 news2-1.free.fr 2124 62.147.206.153
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1129

⍰As I said above I don't know what it is and I never intentionally
⍰installed it. So I can't tell you where I got it. If somebody told
⍰me what it is (and what parts belong to it) maybe I would be able
⍰to tell you where I got it or at least take it from my machine and
⍰mail it to you.

Good !

EDdi is usually for driving graphic cards or uncommon graphic modes.
I have a NOVA driver, a MENU, and a STA_VDI in my auto folder.
Probably one of them contain EDdi.

What kind of vid⍰o do you have ?

Regards

From 6982332975444727005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9051774f058c11ca,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-11 16:41:09 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!
torn!ursa-nb00s0.nbnet.nb.ca!53ab2750!not-for-mail
From: "Brent Eamer" <beamer@islandtelecom.com>
Newsgroups: comp.sys.atari.programmer
Subject: Home grown user interface
Lines: 6
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
Message-ID: <F6Yz9.5288$wy.612890@ursa-nb00s0.nbnet.nb.ca>
Date: Tue, 12 Nov 2002 00:41:09 GMT
NNTP-Posting-Host: 142.176.29.224
X-Complaints-To: abuse@mtt.net
X-Trace: ursa-nb00s0.nbnet.nb.ca 1037061669 142.176.29.224 (Mon, 11 Nov 2002
20:41:09 AST)
NNTP-Posting-Date: Mon, 11 Nov 2002 20:41:09 AST
Organization: ISLAND TEL
Xref: archiver1.google.com comp.sys.atari.programmer:1130

I see that I cannot create radio buttons, check boxes and some of the other
user interface elements so common today. Is there a way to do this with a
standard resource construction program, or are there custom libraries that I
can use to add these other user interface elements to my programs?

From -7289630837911067449
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9051774f058c11ca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-11 17:00:10 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
snoopy.risq.qc.ca!newsfeed.news2me.com!border1.nntp.aus1.giganews.com!
nntp.giganews.com!nntp3.aus1.giganews.com!nntp.speakeasy.net!
news.speakeasy.net.POSTED!not-for-mail
NNTP-Posting-Date: Mon, 11 Nov 2002 19:00:07 -0600
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.6

Date: Mon, 11 Nov 2002 19:59:09 -0500
Subject: Re: Home grown user interface
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <B9F5BC8C.A6C7%gfa@basic.net>
References: <F6Yz9.5288$wy.612890@ursa-nb00s0.nbnet.nb.ca>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Organization: Ye 'Ol Disorganized NNTPCache groupie
Cache-Post-Path: blade.atari-source.com!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
Lines: 24
NNTP-Posting-Host: 66.92.233.12
X-Trace: sv3-1lZilKwoFxJRlapPrHdHzfxq9QbU0/
JqNKelw7guOeHTvB1Y0Bl6tax3N+KL7C9RW2R7vSe1+v7Egpz!
iROb0ehbhe9lGVbWHzBgiUvRCBSHpAXdu3vvi1CjAiiinHEIwvaDnNEn4xmEjzODWUjxgF//uC1W!8SFE
X-Complaints-To: abuse@speakeasy.net
X-DMCA-Complaints-To: abuse@speakeasy.net
X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint
properly
X-Postfilter: 1.1
Xref: archiver1.google.com comp.sys.atari.programmer:1131

in article F6Yz9.5288$wy.612890@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at
beamer@islandtelecom.com wrote on 11/11/02 7:41 PM:

> I see that I cannot create radio buttons, check boxes and some of the other
> user interface elements so common today.

Actually you could with a great amount of work.

>Is there a way to do this with a
> standard resource construction program, or are there custom libraries that I
> can use to add these other user interface elements to my programs?

Yes, you can create dialogs and such with a resource contruction program
with those elements. However, there is one catch. If you don't mind modal
dialogs that block GEM activity while the user is interacting with your
dialog, then GEM itself provides such calls. If you want non-blocking
tasking freindly dialogs then you either have to code your own object
handler or adopt one of the many object libraries out there. You choices
on libraries might also be affected by the language you intend to code in.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

From 4278702218955049172
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 1115ce,6994df03282d6a9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-11 23:57:39 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!news-out.cwix.com!newsfeed.cwix.com!newsfeed.vmunix.org!newsfeed.eunet.at!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: [PROG] Need testers for video relat
Date: Tue, 12 Nov 2002 08:57:35 +0100
Organization: SIEMENS AG AUSTRIA
Lines: 24
Message-ID: <3DD0B46F.F3365D48@siemens.at>
References: <kb46pa.6v.ln@127.0.0.1> <5gqbpa.mja.ln@127.0.0.1> <kmjtpa.ei1.ln@127.0.0.1> <hq89qa.9jb.ln@127.0.0.1> <882eqa.9m6.ln@127.0.0.1> <3DCF5FDC.FF8AFDE3@siemens.at> <3dcf66c0$0$20703$626a54ce@news.free.fr> <3DCFACBD.74CE9821@siemens.at> <3dcfe6d5$0$2124$626a54ce@news.free.fr>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.siemens.at 1037087858 16833 158.226.192.100 (12 Nov 2002 07:57:38 GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Tue, 12 Nov 2002 07:57:38 +0000 (UTC)
X-Mailer: Mozilla 4.75 [en] (X11; U; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:1132

"M,gamodeste" wrote:
>
> As I said above I don't know what it is and I never intentionally
> installed it. So I can't tell you where I got it. If somebody told
> me what it is (and what parts belong to it) maybe I would be able
> to tell you where I got it or at least take it from my machine and
> mail it to you.
>
> Good !
> EDdi is usually for driving graphic cards or uncommon graphic modes.
> I have a NOVA driver, a MENU, and a STA_VDI in my auto folder.
> Probably one of them contain EDdi.
>
> What kind of vid,o do you have ?

I don't have a graphic card. Before I had the CT2 installed I have been using BlowUp but that's ancient. And I use NVDI 5.03. So no idea really where I got it.
And, BTW, still no idea what use to make of it. E.g. it would be nice if my program when VDI says 8 planes only had to check whether EdDi exists and says pixelpacked and otherwise would know that the screen format is interleaved. But it doesn't seem to really be that easy.

Gerhard

From 248762043593836945
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,24168e9a748fb411,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,24168e9a748fb411,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-11-12 12:46:36 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!fr.clara.net!heighliner.fr.clara.net!proxad.net!wanadoo.fr!not-for-mail
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: [PROG] cleancode-0.6
Followup-To: comp.sys.atari.programmer
Date: Tue, 12 Nov 2002 21:40:45 +0100
Organization: Chez moi
Lines: 22
Message-ID: <d0prqa.al4.ln@127.0.0.1>
NNTP-Posting-Host: mix-nantes-116-3-53.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news-reader11.wanadoo.fr 1037133996 11604 193.250.213.53 (12 Nov 2002 20:46:36 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 12 Nov 2002 20:46:36 GMT
User-Agent: Pan/0.11.2 (Unix)
X-Comment-To: ALL
Xref: archiver1.google.com comp.sys.atari.programmer:1133 comp.sys.atari.st:27335

Hello everybody,

I am still working on my test programs for Atari systems.
The latest archive is there (88 Kb, only sources, no binary):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.6.tar.gz

It contains:
- Bugfixes
- Video: Added cookie detection for Overscan hardware.
- CD-ROM: Preliminary test program for Metados.

I need the Metados developper disk from Atari, so if anybody can send it to me, I will be grateful. I don't need the bindings for Metados functions, I have them.

Thanks.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari

Sp□cialit□: D□veloppement, jeux

From 3419270838895203412
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-16 13:39:52 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!fr.clara.net!heighliner.fr.clara.net!
newsfeed.stueberl.de!news.netway.at!nmaster.kpnqwest.net!nnum.kpnqwest.net!EU.net!
nreader1.kpnqwest.net.POSTED!not-for-mail
From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d0cee32$0$538$626a54ce@news.free.fr>
Subject: Re: Long Command Lines and GCC
Lines: 20
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1024259874.192907@ananke.eclipse.net.uk>
Cache-Post-Path: ananke.eclipse.net.uk!unknown@213-152-54-233.dsl.eclipse.net.uk
X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
Date: Sun, 16 Jun 2002 20:39:51 GMT
NNTP-Posting-Host: 212.104.129.36
X-Complaints-To: newsmaster@kpnqwest.net
X-Trace: nreader1.kpnqwest.net 1024259991 212.104.129.36 (Sun, 16 Jun 2002
22:39:51 MET DST)
NNTP-Posting-Date: Sun, 16 Jun 2002 22:39:51 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:973

"M,gamodeste" <anti.spam@nullepart.gouv> wrote in message
news:3d0cee32$0$538$626a54ce@news.free.fr...
> Hi Dave,
>
> □Its not the file names that are too long. Make just builds a very long
> □command line with many
> □"-D" entries which I guess should really be in something called
"config.h"
> □or similar and we should have a "make config" to set it up.
>
> I just remember that when I have to pass long command lines to a .ttp I
just run
> Gemini (v2 ?).
>
> Regards

I will try that. Just don't have the GCC environment set up in GEMINI...

From 6498770589101538912
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-16 13:51:51 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!news2.euro.net!newsfeed.stueberl.de!
news.netway.at!nmaster.kpnqwest.net!nnum.kpnqwest.net!EU.net!
nreader1.kpnqwest.net.POSTED!not-for-mail
From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d0cee32$0$538$626a54ce@news.free.fr>
Subject: Re: Long Command Lines and GCC
Lines: 21
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1024260592.973315@ananke.eclipse.net.uk>
Cache-Post-Path: ananke.eclipse.net.uk!unknown@213-152-54-233.dsl.eclipse.net.uk
X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
Date: Sun, 16 Jun 2002 20:51:50 GMT
NNTP-Posting-Host: 212.104.129.36
X-Complaints-To: newsmaster@kpnqwest.net
X-Trace: nreader1.kpnqwest.net 1024260710 212.104.129.36 (Sun, 16 Jun 2002
22:51:50 MET DST)
NNTP-Posting-Date: Sun, 16 Jun 2002 22:51:50 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:974

"M,gamodeste" <anti.spam@nullepart.gouv> wrote in message
news:3d0cee32$0$538$626a54ce@news.free.fr...
> Hi Dave,
>
> ⌐Its not the file names that are too long. Make just builds a very long
> ⌐command line with many
> ⌐"-D" entries which I guess should really be in something called
"config.h"
> ⌐or similar and we should have a "make config" to set it up.
>
> I just remember that when I have to pass long command lines to a .ttp I
just run
> Gemini (v2 ?).
>

I still have only 1.2 and MAKE just bombs under that....

> Regards

From 7980124673274222963
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-17 04:14:39 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!fr.usenet-edu.net!usenet-edu.net!proxad.net!proxad.net!feeder2-1.proxad.net!news2-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M⍰gamodeste)
Organization: Niousie961
References: <1024179706.542950@ananke.eclipse.net.uk> <3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk> <3d0cee32$0$538$626a54ce@news.free.fr> <1024260592.973315@ananke.eclipse.net.uk>
Subject: Re: Long Command Lines and GCC
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 17 Jun 2002 11:14:35 GMT
Lines: 10
Message-ID: <3d0dc49a$0$578$626a54ce@news.free.fr>
NNTP-Posting-Date: 17 Jun 2002 13:14:35 MEST
NNTP-Posting-Host: 62.147.106.138
X-Trace: 1024312475 news2-2.free.fr 578 62.147.106.138
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:975

On 16 Jun 2002 20:51:50 , "Dave Wade" wrote:
⍰> Gemini (v2 ?).
⍰I still have only 1.2 and MAKE just bombs under that....

I checked : I have 1,a 29/1/1995 modified for 68040 (by me).
Sorry.

Well it's about ten times more messages than usual in this ng ! (-;

Regards

From 4116355207570655452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-17 04:17:37 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.icl.net!opentransit.net!proxad.net!proxad.net!feeder2-1.proxad.net!news2-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer

From: anti.spam@nullepart.gouv (M?gamodeste)
Organization: Niousie961
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d0cee32$0$538$626a54ce@news.free.fr> <1024260592.973315@ananke.eclipse.net.uk>
Subject: Re: Long Command Lines and GCC
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 17 Jun 2002 11:17:35 GMT
Lines: 3
Message-ID: <3d0dc54e$0$578$626a54ce@news.free.fr>
NNTP-Posting-Date: 17 Jun 2002 13:17:35 MEST
NNTP-Posting-Host: 62.147.106.138
X-Trace: 1024312655 news2-2.free.fr 578 62.147.106.138
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:976

Last new : maybe that -L[path], INCLDIR (or INCLUDEDIR) may help you ?

Regards

From -4472734688732699795
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-17 05:47:52 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.icl.net!news-
lond.gip.net!news.gsl.net!gip.net!newspeer.clara.net!news.clara.net!peernews!
peer.cwci.net!newspeer1-gui.server.ntli.net!ntli.net!news11-
gui.server.ntli.net.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Long Command Lines and GCC
Message-ID: <3d18d93a.40256806@nntp.swampdog>
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Lines: 69
Date: Mon, 17 Jun 2002 12:42:46 GMT
NNTP-Posting-Host: 80.4.128.197
X-Complaints-To: abuse@ntlworld.com
X-Trace: news11-gui.server.ntli.net 1024318072 80.4.128.197 (Mon, 17 Jun 2002
13:47:52 BST)
NNTP-Posting-Date: Mon, 17 Jun 2002 13:47:52 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:977

On Sun, 16 Jun 2002 14:00:50 GMT, "Dave Wade"
<dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:

>
>"M,gamodeste" <anti.spam@nullepart.gouv> wrote in message
>news:3d0c4b33$0$10539$626a54ce@news.free.fr...
>> Hi Dave,
>>
>> ⌧ I know this is probably a stupid question, but it is late and my brain
>has
>> ⌧completley siezed up.
>>
>> We all are like that one day or another.
>>
>> ⌧I am using the old GULAM shell and an old GCC (2.1.2) on my STE with TOS
>> ⌧1.6. I have copied some code from elsewhere. It "Makes" fine on my PC
>under
>> ⌧CYGWIN with the latest GCC but on the ST it won't as it says the command
>> ⌧line is too long. Are there any work arounds for this, or will I have to
>put
>> ⌧some of the defines into a ".h" first?
>>
>> I won't help you a lot but is your programm made for plain Tos or Mint ?
>If Mint
>> long filenames are ok.
>>
>
>Its not the file names that are too long. Make just builds a very long
>command line with many
>"-D" entries which I guess should really be in something called "config.h"
>or similar and we should
>have a "make config" to set it up.

If you're lucky (all the -D entries must be the same) then "make -n
>foo" on CygWin will give you a file from which a config.h can be
built from. Amazingly (I can't even usually manage this much) this
snippet may then be useful. From CygWin bash (all one line not wrapped
like here)...

```
for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
-e 's/-.*//'; done
```

...which should change all your -D arguments into #define's and remove
all the switches. There'll be some other junk (filenames for sure)
that have to be cut manually. Sorry about that - couldn't figure out
how to get shot of those without mangling the #define's.

More long term solution might be the CygWin m68k cross-compiler. Bah -
can't find the link. I'm as tired as you were! Look back through this
group and you'll find it. ;-)

>> By the way, there maybe some interesting things for you (gcc last release
>and
>> free libraries to compile for any Atari, including 68060) at

>> http://olivier.landemarre.free.fr
>>
>I'll take a look at those.
>
>> Regards
>
>Thanks
>

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -5955601740088448819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-17 06:03:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newshunter!cosy.sbg.ac.at!news.netway.at!
nmaster.kpnqwest.net!nnum.kpnqwest.net!EU.net!nreader2.kpnqwest.net.POSTED!not-
for-mail
From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog>
Subject: Re: Long Command Lines and GCC
Lines: 32
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1024318875.44192@ananke.eclipse.net.uk>
Cache-Post-Path: ananke.eclipse.net.uk!unknown@213-152-54-233.dsl.eclipse.net.uk
X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
Date: Mon, 17 Jun 2002 13:03:13 GMT
NNTP-Posting-Host: 212.104.129.36
X-Complaints-To: newsmaster@kpnqwest.net
X-Trace: nreader2.kpnqwest.net 1024318993 212.104.129.36 (Mon, 17 Jun 2002
15:03:13 MET DST)
NNTP-Posting-Date: Mon, 17 Jun 2002 15:03:13 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:978

>
> If you're lucky (all the -D entries must be the same) then "make -n
> >foo" on CygWin will give you a file from which a config.h can be
> built from. Amazingly (I can't even usually manage this much) this
> snippet may then be useful. From CygWin bash (all one line not wrapped

> like here)...
>
> for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
> -e 's/-.*//'; done
>
> ...which should change all your -D arguments into #define's and remove
> all the switches. There'll be some other junk (filenames for sure)
> that have to be cut manually. Sorry about that - couldn't figure out
> how to get shot of those without mangling the #define's.
>

I am not sure that this will work as the makefile is a real mess. (and of course I need different arguments for TOS as for cygwin.) In fact I can dispense with most of the "-D"s as they turn on options which are not supported in TOS, and I can now comiple about 50% of the code.

>
> More long term solution might be the CygWin m68k cross-compiler. Bah -
> can't find the link. I'm as tired as you were! Look back through this
> group and you'll find it. ;-)
>

O.K. I will see if I can find that. Sounds usefull...

From -2547701304622815373
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-18 22:48:22 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!grolier!not-for-mail
Message-ID: <3D101D2E.4EC2B04F@club-internet.fr>
Date: Wed, 19 Jun 2002 07:57:02 +0200
From: Laurent Vogel <lvl@club-internet.fr>
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Long Command Lines and GCC
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 17
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 19 Jun 2002 05:48:12 GMT
NNTP-Posting-Host: 213.44.18.108
X-Trace: 1024465692 news.club-internet.fr 10839 213.44.18.108

X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:979

Guy Harrison wrote:
>
> for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
> -e 's/-.*//'; done
>
> ...which should change all your -D arguments into #define's and remove
> all the switches. There'll be some other junk (filenames for sure)
> that have to be cut manually. Sorry about that - couldn't figure out
> how to get shot of those without mangling the #define's.

This is a GREAT idea! This should remove the filenames too:

```
  for i in `cat foo`; do \
    echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /'; \
  done
```

laurent.

From 532409483685148103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-19 01:39:45 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newspeer.clara.net!news.clara.net!colt.net!newsfeed.esat.net!nslave.kpnqwest.net!nnum.kpnqwest.net!EU.net!nreader2.kpnqwest.net.POSTED!not-for-mail
From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
References: <1024179706.542950@ananke.eclipse.net.uk> <3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk> <3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr>
Subject: Re: Long Command Lines and GCC
Lines: 32
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1024475805.56191@ananke.eclipse.net.uk>
Cache-Post-Path: ananke.eclipse.net.uk!unknown@213-152-54-233.dsl.eclipse.net.uk
X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
Date: Wed, 19 Jun 2002 08:38:45 GMT
NNTP-Posting-Host: 212.104.129.36
X-Complaints-To: newsmaster@kpnqwest.net
X-Trace: nreader2.kpnqwest.net 1024475925 212.104.129.36 (Wed, 19 Jun 2002 10:38:45 MET DST)
NNTP-Posting-Date: Wed, 19 Jun 2002 10:38:45 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:980

"Laurent Vogel" <lvl@club-internet.fr> wrote in message
news:3D101D2E.4EC2B04F@club-internet.fr...
> Guy Harrison wrote:
> >
> > for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
> > -e 's/-.*//'; done
> >
> > ...which should change all your -D arguments into #define's and remove
> > all the switches. There'll be some other junk (filenames for sure)
> > that have to be cut manually. Sorry about that - couldn't figure out
> > how to get shot of those without mangling the #define's.
>
> This is a GREAT idea! This should remove the filenames too:
>
>   for i in `cat foo`; do \
>   echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /'; \
>   done
>
> laurent.

I don't think that won't work as we have lots of things like :-

PRINTDIR = /tmp
DPRINT = -DPRINTDIR=\"$(PRINTDIR)/\"

in the makefile. Any way I am now switching to Mint as some other libs
are need are only in Mint. Will let you know how I get on...

Dave.

From 1163202171282998523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2c39ea37ce71d03,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-20 04:29:56 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-05!sn-xit-03!
supernews.com!mtu.ru!cyclone2.usenetserver.com!usenetserver.com!
news01.optonline.net!news4.srv.hcvlny.cv.net.POSTED!53ab2750!not-for-mail
Newsgroups: comp.sys.atari.programmer
Subject: FA: Atari modem and interface ***hard to find***
From: anonymous <anon@nowhere.com>
Organization: Your Company
Message-ID: <Xns92334C3ACFDA1anonnowherecom@167.206.3.2>
User-Agent: Xnews/5.03.24
Lines: 7
Date: Thu, 20 Jun 2002 11:29:33 GMT
NNTP-Posting-Host: 24.188.35.39
X-Trace: news4.srv.hcvlny.cv.net 1024572573 24.188.35.39 (Thu, 20 Jun 2002

07:29:33 EDT)
NNTP-Posting-Date: Thu, 20 Jun 2002 07:29:33 EDT
Xref: archiver1.google.com comp.sys.atari.programmer:981

Items are in very nice shape. See them at

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1360190785
&ssPageName=ADME:B:LC:US:1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1360189173
&ssPageName=ADME:B:LC:US:1

From -8460587904720556801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2c39ea37ce71d03
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-20 09:23:59 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!Cidera!peer1-
sjc1.usenetserver.com!usenetserver.com!news03.bloor.is.net.cable.rogers.com!
news01.bloor.is.net.cable.rogers.com.POSTED!12dc6cf53ab2750!not-for-mail
Message-ID: <3D1200F4.12573B06@rogers.com>
From: James Alexander <james-m-alexander@rogers.com>
X-Mailer: Mozilla 4.79 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: FA: Atari modem and interface ***hard to find***
References: <Xns92334C3ACFDA1anonnowherecom@167.206.3.2>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 13
Date: Thu, 20 Jun 2002 16:23:55 GMT
NNTP-Posting-Host: 24.112.211.217
X-Complaints-To: abuse@rogers.com
X-Trace: news01.bloor.is.net.cable.rogers.com 1024590235 24.112.211.217 (Thu, 20
Jun 2002 12:23:55 EDT)
NNTP-Posting-Date: Thu, 20 Jun 2002 12:23:55 EDT
Xref: archiver1.google.com comp.sys.atari.programmer:982

Why are you posting anonymously? and why are you calling a dead common modem
as "rare". those were built in the thousands, they're far from "RARE".

anonymous wrote:

> Items are in very nice shape. See them at
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1360190785
> &ssPageName=ADME:B:LC:US:1
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1360189173
> &ssPageName=ADME:B:LC:US:1

From -4573231524984246091
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-20 13:41:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.maxwell.syr.edu!grolier!not-for-mail
Message-ID: <3D123FE6.4CA15DCF@club-internet.fr>
Date: Thu, 20 Jun 2002 22:49:42 +0200
From: Laurent Vogel <lvl@club-internet.fr>
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Long Command Lines and GCC
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr>
<1024475805.56191@ananke.eclipse.net.uk>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 18
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 20 Jun 2002 20:40:51 GMT
NNTP-Posting-Host: 213.44.3.9
X-Trace: 1024605651 news.club-internet.fr 10834 213.44.3.9
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:983

Dave Wade wrote:

> I don't think that will work as we have lots of things like :
>
> PRINTDIR = /tmp
> DPRINT = -DPRINTDIR=\"$(PRINTDIR)/\"
>
> in the makefile.

then this?

```
  for i in `cat foo`; do \
    echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /;s/\\"/"/g'; \
  done
```

(just joking. use MiNT.)

Laurent.

From 917348189076791629
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-20 14:22:26 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!kibo.news.demon.net!
demon!newshub1.nl.home.com!news.nl.home.com!amsnews01.chello.com!
newsrouter.chello.at!newsfeed01.univie.ac.at!news.netway.at!nmaster.kpnqwest.net!
nnum.kpnqwest.net!EU.net!nreader1.kpnqwest.net.POSTED!not-for-mail
From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr>
<1024475805.56191@ananke.eclipse.net.uk> <3D123FE6.4CA15DCF@club-internet.fr>
Subject: Re: Long Command Lines and GCC
Lines: 28
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1024608023.373732@ananke.eclipse.net.uk>
Cache-Post-Path: ananke.eclipse.net.uk!unknown@213-152-54-233.dsl.eclipse.net.uk
X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
Date: Thu, 20 Jun 2002 21:22:25 GMT
NNTP-Posting-Host: 212.104.129.36
X-Complaints-To: newsmaster@kpnqwest.net
X-Trace: nreader1.kpnqwest.net 1024608145 212.104.129.36 (Thu, 20 Jun 2002
23:22:25 MET DST)
NNTP-Posting-Date: Thu, 20 Jun 2002 23:22:25 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:984

"Laurent Vogel" <lvl@club-internet.fr> wrote in message
news:3D123FE6.4CA15DCF@club-internet.fr...
> Dave Wade wrote:
>
> > I don't think that will work as we have lots of things like :
> >
> > PRINTDIR = /tmp
> > DPRINT = -DPRINTDIR=\"$(PRINTDIR)/\"
> >
> > in the makefile.
>
> then this?
>
> for i in `cat foo`; do \
> echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /;s/\\"/"/g'; \
> done
>
> (just joking. use MiNT.)
>

Now have working Mint. Which editor and shell ?

I think EMACS for the editor ?
But a shell, I don't like BASH ? what about plain old SH ?
Any idea where to get,

> Laurent.

From -3309726445490751697
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-21 12:52:11 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-04!supernews.com!
newsfeed.news2me.com!newsfeed.icl.net!colt.net!newspeer.clara.net!news.clara.net!
newsfeed01.sul.t-online.de!t-online.de!newspeer1-gui.server.ntli.net!ntli.net!
news6-win.server.ntlworld.com.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Long Command Lines and GCC
Message-ID: <3d12dadd.260854729@nntp.swampdog>
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 27
Date: Fri, 21 Jun 2002 14:05:41 GMT
NNTP-Posting-Host: 213.104.40.63
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1024689128 213.104.40.63 (Fri, 21 Jun 2002
20:52:08 BST)
NNTP-Posting-Date: Fri, 21 Jun 2002 20:52:08 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:985

On Wed, 19 Jun 2002 07:57:02 +0200, Laurent Vogel
<lvl@club-internet.fr> wrote:

>Guy Harrison wrote:
>>
>> for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
>> -e 's/-.*//'; done
>>
>> ...which should change all your -D arguments into #define's and remove
>> all the switches. There'll be some other junk (filenames for sure)
>> that have to be cut manually. Sorry about that - couldn't figure out
>> how to get shot of those without mangling the #define's.
>
>This is a GREAT idea! This should remove the filenames too:

```
>
>  for i in `cat foo`; do \
>    echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /'; \
>  done
```

oo, Ta! I think I'll be keeping this somewhere. <G>

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 7221200106726294443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-21 12:52:18 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!kibo.news.demon.net!demon!shale.ftech.net!news.ftech.net!
peernews.cix.co.uk!newspeer1-gui.server.ntli.net!ntli.net!news6-
win.server.ntlworld.com.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Long Command Lines and GCC
Message-ID: <3d13db16.260911380@nntp.swampdog>
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr>
<1024475805.56191@ananke.eclipse.net.uk>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 44
Date: Fri, 21 Jun 2002 14:05:41 GMT
NNTP-Posting-Host: 213.104.40.63
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1024689135 213.104.40.63 (Fri, 21 Jun 2002
20:52:15 BST)
NNTP-Posting-Date: Fri, 21 Jun 2002 20:52:15 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:986

On Wed, 19 Jun 2002 08:38:45 GMT, "Dave Wade"
<dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:

```
>
>"Laurent Vogel" <lvl@club-internet.fr> wrote in message
>news:3D101D2E.4EC2B04F@club-internet.fr...
>> Guy Harrison wrote:
```

```
>> >
>> > for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
>> > -e 's/-.*//'; done
>> >
>> > ...which should change all your -D arguments into #define's and remove
>> > all the switches. There'll be some other junk (filenames for sure)
>> > that have to be cut manually. Sorry about that - couldn't figure out
>> > how to get shot of those without mangling the #define's.
>>
>> This is a GREAT idea! This should remove the filenames too:
>>
>>   for i in `cat foo`; do \
>>     echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /'; \
>>   done
>>
>> laurent.
>
>I don't think that won't work as we have lots of things like :-
>
>PRINTDIR = /tmp
>DPRINT = -DPRINTDIR=\"$(PRINTDIR)/\"
>
>in the makefile. Any way I am now switching to Mint as some other libs
>are need are only in Mint. Will let you know how I get on...
```

Okidoki. You've probably completed it by now but just in case, perhaps you missed my mention of "make -n"? The above wants applying to the "make -n" output not the makefile itself. ;-)

Good Luck!

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -7243360235687003757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-21 16:15:40 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!nycmny1-snh1.gtei.net!cpk-news-hub1.bbnplanet.com!news.gtei.net!npeer.kpnqwest.net!EU.net!nreader2.kpnqwest.net.POSTED!not-for-mail
From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
References: <1024179706.542950@ananke.eclipse.net.uk> <3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk> <3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr> <1024475805.56191@ananke.eclipse.net.uk> <3d13db16.260911380@nntp.swampdog>

Subject: Re: Long Command Lines and GCC
Lines: 51
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1024701199.739631@ananke.eclipse.net.uk>
Cache-Post-Path: ananke.eclipse.net.uk!unknown@213-152-54-233.dsl.eclipse.net.uk
X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
Date: Fri, 21 Jun 2002 23:15:23 GMT
NNTP-Posting-Host: 212.104.129.36
X-Complaints-To: newsmaster@kpnqwest.net
X-Trace: nreader2.kpnqwest.net 1024701323 212.104.129.36 (Sat, 22 Jun 2002
01:15:23 MET DST)
NNTP-Posting-Date: Sat, 22 Jun 2002 01:15:23 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:987

"Guy Harrison" <swampdog@ntlworld.com> wrote in message
news:3d13db16.260911380@nntp.swampdog...
> On Wed, 19 Jun 2002 08:38:45 GMT, "Dave Wade"
> <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:
>
> >
> >"Laurent Vogel" <lvl@club-internet.fr> wrote in message
> >news:3D101D2E.4EC2B04F@club-internet.fr...
> >> Guy Harrison wrote:
> >> >
> >> > for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
> >> > -e 's/-.*//'; done
> >> >
> >> > ...which should change all your -D arguments into #define's and
remove
> >> > all the switches. There'll be some other junk (filenames for sure)
> >> > that have to be cut manually. Sorry about that - couldn't figure out
> >> > how to get shot of those without mangling the #define's.
> >>
> >> This is a GREAT idea! This should remove the filenames too:
> >>
> >>   for i in `cat foo`; do \
> >>   echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /'; \
> >>   done
> >>
> >> laurent.
> >
> >I don't think that won't work as we have lots of things like :-
> >
> >PRINTDIR = /tmp
> >DPRINT = -DPRINTDIR=\"$(PRINTDIR)/\"
> >
> >in the makefile. Any way I am now switching to Mint as some other libs
> >are need are only in Mint. Will let you know how I get on...
>

> Okidoki. You've probably completed it by now but just in case, perhaps
> you missed my mention of "make -n"? The above wants applying to the
> "make -n" output not the makefile itself. ;-)
>
AhAH, told you I was asleep....

> Good Luck!
>
>
> --
> swampdog@ntlworld.com
> http://homepage.ntlworld.com/swampdog/
>
>

From 6419711874970387531
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0b5e2996370782d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-21 22:35:12 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: puffpuffin@aol.com (Phil)
Newsgroups: comp.sys.atari.programmer
Subject: Budding programmer newbie?
Date: 21 Jun 2002 22:35:12 -0700
Organization: http://groups.google.com/
Lines: 30
Message-ID: <70527180.0206212135.1d6701b2@posting.google.com>
NNTP-Posting-Host: 64.168.22.178
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1024724112 22927 127.0.0.1 (22 Jun 2002 05:35:12 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 22 Jun 2002 05:35:12 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:988

Hi everyone,

I've been a longtime Atari user and have been an Atari ST user since
1987. I never got into programming because I could never do complex
programs in Atari Basic for the 8-bit machines. The best I could do
was using some variables with IF...THEN loops, PLOT, DRAWTO graphics
commands, and then copied bits of programs from type-in programs in
magazines such as COMPUTE!, Antic, etc. to see what each chunk of code
did. Problem was that I couldn't understand these chunks of code.
:-(I took a FORTRAN class in college and squeaked out a 'C' grade.
And since there were a good number of ST programs, I never really had
an itch to get into programming.

Fast forward to now, there seem to be fewer ST programmers than ever.

I feel like making a contribution to the ST community, but my past programming experience has made me think twice about the headaches involved in debugging. (That's why I didn't do well in FORTRAN - my program looked like it's suppose to work, but it didn't and I could not find the bugs before the assignment was due) *End of life story* :-)

With this background, is there any hope for me getting into programming?

I'd probably want to start in BASIC again, but which is better and has more resources, sample commented code and tutorials - Hisoft or GFA?

Feedback is apprciated.

Thanks, Phil

From -96328832609290471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddddf1ad0b02350d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-22 00:02:35 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!141.201.2.63!newshunter!cosy.sbg.ac.at!newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!news-hub.siol.net!news.siol.net!not-for-mail
Mime-Version: 1.0
X-Newsreader: knews 1.0b.1
From: jvalant@atari.org (root)
Subject: Test
Newsgroups: comp.sys.atari.programmer
Content-Type: text/plain; charset=us-ascii
Lines: 9
Message-ID: <eiVQ8.1845$w5.34286@news.siol.net>
Date: Sat, 22 Jun 2002 07:02:34 GMT
NNTP-Posting-Host: 212.30.85.237
X-Complaints-To: abuse@siol.net
X-Trace: news.siol.net 1024729354 212.30.85.237 (Sat, 22 Jun 2002 09:02:34 MET DST)
NNTP-Posting-Date: Sat, 22 Jun 2002 09:02:34 MET DST
Organization: Slovenija OnLine - SiOL
Xref: archiver1.google.com comp.sys.atari.programmer:989

Hello!

Please dont mind this intrusion..

Swe

From -4937515762696563081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddddf1ad0b02350d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-22 00:08:42 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeed.belnet.be!news.belnet.be!news-hub.siol.net!news.siol.net!not-for-mail
Mime-Version: 1.0
X-Newsreader: knews 1.0b.1
From: jvalant@atari.org (root)
Subject: Test
Newsgroups: comp.sys.atari.programmer
Content-Type: text/plain; charset=us-ascii
Lines: 1
Message-ID: <ZnVQ8.1846$w5.34242@news.siol.net>
Date: Sat, 22 Jun 2002 07:08:41 GMT
NNTP-Posting-Host: 212.30.85.237
X-Complaints-To: abuse@siol.net
X-Trace: news.siol.net 1024729721 212.30.85.237 (Sat, 22 Jun 2002 09:08:41 MET
DST)
NNTP-Posting-Date: Sat, 22 Jun 2002 09:08:41 MET DST
Organization: Slovenija OnLine - SiOL
Xref: archiver1.google.com comp.sys.atari.programmer:990

Test!

From -3284336681352935780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0b5e2996370782d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-22 00:23:39 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeed.belnet.be!news.belnet.be!news-hub.siol.net!news.siol.net!not-for-mail
Mime-Version: 1.0
X-Newsreader: knews 1.0b.1
References: <70527180.0206212135.1d6701b2@posting.google.com>
From: jvalant@atari.org (root)
Subject: Re: Budding programmer newbie?
Newsgroups: comp.sys.atari.programmer
Content-Type: text/plain; charset=us-ascii
Lines: 14
Message-ID: <_BVQ8.1847$w5.34200@news.siol.net>
Date: Sat, 22 Jun 2002 07:23:38 GMT
NNTP-Posting-Host: 212.30.85.237
X-Complaints-To: abuse@siol.net
X-Trace: news.siol.net 1024730618 212.30.85.237 (Sat, 22 Jun 2002 09:23:38 MET
DST)
NNTP-Posting-Date: Sat, 22 Jun 2002 09:23:38 MET DST
Organization: Slovenija OnLine - SiOL
Xref: archiver1.google.com comp.sys.atari.programmer:991

In article <70527180.0206212135.1d6701b2@posting.google.com>,
puffpuffin@aol.com (Phil) writes:
> I'd probably want to start in BASIC again, but which is better and has
> more resources, sample commented code and tutorials - Hisoft or GFA?

Hi,

For BASIC GFA is only real choice.. It is very powerfull, compiler is very good too, docs are there and not last, there is bunch of GFA programmers as well...

SWE

From -488994713273728801
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c0b5e2996370782d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-22 05:16:57 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!skynet.be!skynet.be!freenix!proxad.net!proxad.net!feeder2-1.proxad.net!news2-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M@gamodeste)
Organization: Niousie961
References: <70527180.0206212135.1d6701b2@posting.google.com>
Subject: Re: Budding programmer newbie?
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 22 Jun 2002 12:03:37 GMT
Lines: 13
Message-ID: <3d146799$0$567$626a54ce@news.free.fr>
NNTP-Posting-Date: 22 Jun 2002 14:03:37 MEST
NNTP-Posting-Host: 62.147.172.4
X-Trace: 1024747417 news2-2.free.fr 567 62.147.172.4
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:992

Hello,

@With this background, is there any hope for me getting into
@programming?
@I'd probably want to start in BASIC again, but which is better and has
@more resources, sample commented code and tutorials - Hisoft or GFA?

GFA !
We do a game in compiled GFA with some assembly routines.

Try GFA, it isn't that much complex, and less than Fortran.

Regards

From -3125764808215594911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-22 06:43:37 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!skynet.be!
skynet.be!kibo.news.demon.net!demon!grolier!not-for-mail
Message-ID: <3D148113.D8D3E9B0@club-internet.fr>
Date: Sat, 22 Jun 2002 15:52:19 +0200
From: Laurent Vogel <lvl@club-internet.fr>
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
To: Dave Wade <dave@dwade.freeserve.co.uk>
Subject: Re: Cross Compiler on CYGWIN
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr>
<1024475805.56191@ananke.eclipse.net.uk> <3d13db16.260911380@nntp.swampdog>
<1024701199.739631@ananke.eclipse.net.uk>
<1024749426.467324@ananke.eclipse.net.uk>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 131
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 22 Jun 2002 13:43:25 GMT
NNTP-Posting-Host: 213.44.9.6
X-Trace: 1024753405 news.club-internet.fr 10849 213.44.9.6
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:993

Dave Wade wrote:
>
> Small problem with the CYGWIN cross complier, the assembler does not seem to
> be able to find the input. If I save the temp files I can assemble by hand
> but thats not what I want. Any clues ?
>
> Dave

I don't understand what your problem is.

Here is a sample Makefile fragment.
It is extracted from the EmuTOS Makefile which can be browsed at:

  http://cvs.sourceforge.net/cgi-bin/viewcvs.cgi/emutos/emutos/Makefile

Laurent.

---cut---

```
#
# crude machine detection (Unix or Cygwin)
```

```
#

ifneq (,$(findstring CYGWIN,$(shell uname)))
# CYGWIN-dependent stuff
EXE = .exe
else
# ordinary Unix stuff
EXE =
endif

#
# compilation flags
#

# Linker with relocation information and binary output (image)
LD = m68k-atari-mint-ld
LDFLAGS = -L/usr/lib/gcc-lib/m68k-atari-mint/2.95.3/mshort -lgcc

# Assembler with options for Motorola like syntax (68000 cpu)
AS = m68k-atari-mint-gcc -x assembler
ASINC = -Iinclude
ASFLAGS = --register-prefix-optional -m68000 $(ASINC)

# C compiler for MiNT
CC = m68k-atari-mint-gcc
INC = -Iinclude
# no -Wall for bdos right now...
CFLAGS = -O -mshort -m68000 $(INC)

CPPFLAGS = $(INC)
CPP = $(CC) -E -x assembler

# The objdump utility (disassembler)
OBJDUMP=m68k-atari-mint-objdump

# the native C compiler, for tools
NATIVECC = gcc -Wall

#
# builds boot.prg from util/minicrt.S, util/boot.c, util/bootasm.S
# (obj/minicrt.o first because it contains the custom C startup code)
#

boot.prg: obj/minicrt.o obj/boot.o obj/bootasm.o
     $(LD) -s -o $@ obj/minicrt.o obj/boot.o obj/bootasm.o $(LDFLAGS)

#
# automatic build rules
# (if you've got more than one folder, add other lines replacing
# 'util/' by the name of your additional folders)
#

obj/%.o : util/%.c
```

```
	${CC} ${CFLAGS} -Wall -c -Iutil $< -o $@

obj/%.o : util/%.S
	${CC} ${CFLAGS} -Wall -c -Ibios $< -o $@


#
# clean and distclean
# (distclean is called before creating a tgz archive)
#

clean:
	rm -f obj/*.o boot.prg

distclean: clean nodepend
	rm -f Makefile.bak
	$(MAKE) -C cli clean

#
# create a tgz archive named project-nnnnnn.tgz,
# where nnnnnn is the date.
#

HERE = $(shell pwd)
HEREDIR = $(shell basename $(HERE))
TGZ = $(shell echo $(HEREDIR)-`date +%y%m%d`|tr A-Z a-z).tgz

tgz: distclean
	cd ..;\
	tar -cf - --exclude '*CVS' $(HEREDIR) | gzip -c -9 >$(TGZ)

#
# automatic dependencies. (this is ugly)
#

nodepend:
	cp Makefile Makefile.bak
	chmod +w Makefile
	sed -n '1,/^# DO NOT DELETE/p' < Makefile > Makefile.new
	mv Makefile.new Makefile

depend:
	cp Makefile Makefile.bak
	chmod +w Makefile
	sed -n '1,/^# DO NOT DELETE/p' < Makefile > Makefile.new
	for i in $(CSRC); do\
	  j=`basename $$i|sed -e s/c$$/o/`;\
	  (echo -n obj/;$(CC) -MM $(INC) $(DEF) $$i )>>Makefile.new;\
	done
	for i in $(SSRC); do\
	  j=`basename $$i|sed -e s/S$$/o/`;\
	  (echo -n obj/;$(CC) -MM $(INC) $(DEF) $$i )>>Makefile.new;\
	done
```

```
     rm -f Makefile.tmp
     mv Makefile.new Makefile

# DO NOT DELETE
```

From -812625776262551078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-22 08:09:25 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeed.belnet.be!news.belnet.be!news.brutele.be!nmaster.kpnqwest.net!
nnum.kpnqwest.net!EU.net!nreader2.kpnqwest.net.POSTED!not-for-mail
From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr>
<1024475805.56191@ananke.eclipse.net.uk> <3d13db16.260911380@nntp.swampdog>
<1024701199.739631@ananke.eclipse.net.uk>
<1024749426.467324@ananke.eclipse.net.uk> <3D148113.D8D3E9B0@club-internet.fr>
Subject: Re: Cross Compiler on CYGWIN
Lines: 150
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1024758438.719843@ananke.eclipse.net.uk>
Cache-Post-Path: ananke.eclipse.net.uk!unknown@213-152-54-233.dsl.eclipse.net.uk
X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
Date: Sat, 22 Jun 2002 15:09:23 GMT
NNTP-Posting-Host: 212.104.129.36
X-Complaints-To: newsmaster@kpnqwest.net
X-Trace: nreader2.kpnqwest.net 1024758563 212.104.129.36 (Sat, 22 Jun 2002
17:09:23 MET DST)
NNTP-Posting-Date: Sat, 22 Jun 2002 17:09:23 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:994

Laurent,
 Sorry, not even tried make just did :-

```
$ m68k-atari-mint-gcc hello.c -o hello.ttp
Assembler messages:
 for reading.open
: No such file or directory
```

If I do a "gcc -v" it is calling the correct assembler. Any hints ?

Dave

"Laurent Vogel" <lvl@club-internet.fr> wrote in message
news:3D148113.D8D3E9B0@club-internet.fr...
> Dave Wade wrote:
> >
> > Small problem with the CYGWIN cross complier, the assembler does not
seem to
> > be able to find the input. If I save the temp files I can assemble by
hand
> > but thats not what I want. Any clues ?
> >
> > Dave
>
> I don't understand what your problem is.
>
> Here is a sample Makefile fragment.
> It is extracted from the EmuTOS Makefile which can be browsed at:
>
>   http://cvs.sourceforge.net/cgi-bin/viewcvs.cgi/emutos/emutos/Makefile
>
> Laurent.
>
> ---cut---
>
> #
> # crude machine detection (Unix or Cygwin)
> #
>
> ifneq (,$(findstring CYGWIN,$(shell uname)))
> # CYGWIN-dependent stuff
> EXE = .exe
> else
> # ordinary Unix stuff
> EXE =
> endif
>
> #
> # compilation flags
> #
>
> # Linker with relocation information and binary output (image)
> LD = m68k-atari-mint-ld
> LDFLAGS = -L/usr/lib/gcc-lib/m68k-atari-mint/2.95.3/mshort -lgcc
>
> # Assembler with options for Motorola like syntax (68000 cpu)
> AS = m68k-atari-mint-gcc -x assembler
> ASINC = -Iinclude
> ASFLAGS = --register-prefix-optional -m68000 $(ASINC)
>
> # C compiler for MiNT
> CC = m68k-atari-mint-gcc
> INC = -Iinclude
> # no -Wall for bdos right now...
> CFLAGS = -O -mshort -m68000 $(INC)

```
>
> CPPFLAGS = $(INC)
> CPP = $(CC) -E -x assembler
>
> # The objdump utility (disassembler)
> OBJDUMP=m68k-atari-mint-objdump
>
> # the native C compiler, for tools
> NATIVECC = gcc -Wall
>
> #
> # builds boot.prg from util/minicrt.S, util/boot.c, util/bootasm.S
> # (obj/minicrt.o first because it contains the custom C startup code)
> #
>
> boot.prg: obj/minicrt.o obj/boot.o obj/bootasm.o
> $(LD) -s -o $@ obj/minicrt.o obj/boot.o obj/bootasm.o $(LDFLAGS)
>
> #
> # automatic build rules
> # (if you've got more than one folder, add other lines replacing
> # 'util/' by the name of your additional folders)
> #
>
> obj/%.o : util/%.c
> ${CC} ${CFLAGS} -Wall -c -Iutil $< -o $@
>
> obj/%.o : util/%.S
> ${CC} ${CFLAGS} -Wall -c -Ibios $< -o $@
>
>
> #
> # clean and distclean
> # (distclean is called before creating a tgz archive)
> #
>
> clean:
> rm -f obj/*.o boot.prg
>
> distclean: clean nodepend
> rm -f Makefile.bak
> $(MAKE) -C cli clean
>
> #
> # create a tgz archive named project-nnnnnn.tgz,
> # where nnnnnn is the date.
> #
>
> HERE = $(shell pwd)
> HEREDIR = $(shell basename $(HERE))
> TGZ = $(shell echo $(HEREDIR)-`date +%y%m%d`|tr A-Z a-z).tgz
>
> tgz: distclean
```

```
> cd ..;\
> tar -cf - --exclude '*CVS' $(HEREDIR) | gzip -c -9 >$(TGZ)
>
> #
> # automatic dependencies. (this is ugly)
> #
>
> nodepend:
> cp Makefile Makefile.bak
> chmod +w Makefile
> sed -n '1,/^# DO NOT DELETE/p' < Makefile > Makefile.new
> mv Makefile.new Makefile
>
> depend:
> cp Makefile Makefile.bak
> chmod +w Makefile
> sed -n '1,/^# DO NOT DELETE/p' < Makefile > Makefile.new
> for i in $(CSRC); do\
>   j=`basename $$i|sed -e s/c$$/o/`;\
>   (echo -n obj/;$(CC) -MM $(INC) $(DEF) $$i )>>Makefile.new;\
> done
> for i in $(SSRC); do\
>   j=`basename $$i|sed -e s/S$$/o/`;\
>   (echo -n obj/;$(CC) -MM $(INC) $(DEF) $$i )>>Makefile.new;\
> done
> rm -f Makefile.tmp
> mv Makefile.new Makefile
>
> # DO NOT DELETE
```

From 2323221795890460164
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-22 15:47:30 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!194.8.194.95!news.netcologne.de!newsfeed01.sul.t-online.de!t-online.de!newspeer1-gui.server.ntli.net!ntli.net!newsfep1-win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Cross Compiler on CYGWIN was Re: Long Command Lines and GCC (0/1)
Message-ID: <3d15d7b0.32427588@nntp.swampdog>
References: <1024179706.542950@ananke.eclipse.net.uk> <3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk> <3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr> <1024475805.56191@ananke.eclipse.net.uk> <3d13db16.260911380@nntp.swampdog> <1024701199.739631@ananke.eclipse.net.uk> <1024749426.467324@ananke.eclipse.net.uk>
X-Newsreader: Forte Agent 1.5/32.451

MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 149
Date: Sat, 22 Jun 2002 20:04:36 GMT
NNTP-Posting-Host: 80.4.128.119
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep1-win.server.ntli.net 1024786014 80.4.128.119 (Sat, 22 Jun 2002
23:46:54 BST)
NNTP-Posting-Date: Sat, 22 Jun 2002 23:46:54 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:995

On Sat, 22 Jun 2002 12:39:10 GMT, "Dave Wade"
<dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:

>
>> > >in the makefile. Any way I am now switching to Mint as some other libs
>> > >are need are only in Mint. Will let you know how I get on...
>> >
>
>Small problem with the CYGWIN cross complier, the assembler does not seem to
>be able to find the input. If I save the temp files I can assemble by hand
>but thats not what I want. Any clues ?

Maybe. 'makefile' variables?

<side-issue>
Lest I forget (I assumed it was my fault) - iirc just a single library
(maybe libm.a but not certain) managed to "escape" from

/lib/gcc-lib/m68k-atari-mint/2.95.3/m68020-60...

and made an appearance as /lib/libm.a (replacing the cygwin/gcc one)
thereby causing some strange errors. I mention this just in case you
want to check your /lib/libm.a timestamp.
</side-issue>

I did have an initial compilation problem. No idea what it was though,
except once located, trivial to fix. Sorry! Might have been 'specs'
(compare attachment against yours).

I remember being in here: it may be just that, a memory, and nothing
wrong at all. Just in case...

J:\cygwin\bin\m68k-atari-mint-unprotoize.exe
J:\cygwin\bin\m68k-atari-mint-ar.exe
J:\cygwin\bin\m68k-atari-mint-as.exe
J:\cygwin\bin\m68k-atari-mint-c++filt.exe
J:\cygwin\bin\m68k-atari-mint-flags.exe
J:\cygwin\bin\m68k-atari-mint-g++.exe
J:\cygwin\bin\m68k-atari-mint-gasp.exe
J:\cygwin\bin\m68k-atari-mint-gcc.exe

```
J:\cygwin\bin\m68k-atari-mint-ld.exe
J:\cygwin\bin\m68k-atari-mint-nm.exe
J:\cygwin\bin\m68k-atari-mint-objcopy.exe
J:\cygwin\bin\m68k-atari-mint-objdump.exe
J:\cygwin\bin\m68k-atari-mint-protoize.exe
J:\cygwin\bin\m68k-atari-mint-ranlib.exe
J:\cygwin\bin\m68k-atari-mint-size.exe
J:\cygwin\bin\m68k-atari-mint-stack.exe
J:\cygwin\bin\m68k-atari-mint-strings.exe
J:\cygwin\bin\m68k-atari-mint-strip.exe
J:\cygwin\bin\m68k-atari-mint-addr2line.exe
```

...yeah pasted from windoze so read as /bin/m68k..

I also set some links...

```
J:\cygwin\all\bin\m68-unprotoize.lnk
J:\cygwin\all\bin\m68-ar.lnk
J:\cygwin\all\bin\m68-as.lnk
J:\cygwin\all\bin\m68-c++filt.lnk
J:\cygwin\all\bin\m68-flags.lnk
J:\cygwin\all\bin\m68-g++.lnk
J:\cygwin\all\bin\m68-gasp.lnk
J:\cygwin\all\bin\m68-gcc.lnk
J:\cygwin\all\bin\m68-ld.lnk
J:\cygwin\all\bin\m68-nm.lnk
J:\cygwin\all\bin\m68-objcopy.lnk
J:\cygwin\all\bin\m68-objdump.lnk
J:\cygwin\all\bin\m68-protoize.lnk
J:\cygwin\all\bin\m68-ranlib.lnk
J:\cygwin\all\bin\m68-size.lnk
J:\cygwin\all\bin\m68-stack.lnk
J:\cygwin\all\bin\m68-strings.lnk
J:\cygwin\all\bin\m68-strip.lnk
J:\cygwin\all\bin\m68-addr2line.lnk
```

...read each one as (for example)...

```
ln -s /bin/m68k-atari-mint-ar.exe /all/bin/m68-ar
```

...note that "/all/bin" is a red herring. I just happen to have "/all/bin" in $PATH so as not to pollute /usr/local/bin with all [sic] my junk!

Okay. Here's the reason for all the waffle about the links - so that what follows makes sense. <G> I'm making the assumption the assembler does work manually but not in a "makefile" situation. Here's a "template"...

```
CC        =m68-gcc
CXX       =m68-g++
AR        =m68-ar
```

```
LD       =m68-ld
STRIP    =m68-strip
RANLIB   =m68-ranlib
NM       =m68-nm
AS       =m68-as

INC      +=-I.

DBG      =-fno-builtin -g -DDEBUG
WRN      =-ansi -pedantic
#-fno-implicit-templates
EEK      =-fhonor-std -Weffc++

CFLAGS        =-Wall $(DBG) $(WRN) $(INC)
LDPATH        =
LDFLAGS       =-lSd -lstdc++

CXXFLAGS =$(CFLAGS)

.PHONY:       all

NAM      =c
EXE      =$(NAM).prg
OBJ      =$(NAM).o
DST      =/cygdrive/j/mpc/f

$(EXE):       $(OBJ)
         $(CXX) -o $(EXE) $(OBJ) $(LDPATH) $(LDFLAGS)

all:     $(EXE)

install: all
         cp -v $(EXE) $(DST)/$(EXE)
         chmod 777 $(DST)/$(EXE)
         $(STRIP) $(DST)/$(EXE)

uninstall:
         rm -v $(DST)/$(EXE)

clean:
         rm -vf $(OBJ) $(EXE) *~
```

...(also attached as "makefile.g++2.m68k"). If none of this helps fix things then post some detailed info and I'm sure we'll figure it out eventually.

PS: I can't see that it matters but the above is
CYGWIN=binmode ntsec
on NT Wks SP6a RC1.28

--
swampdog@ntlworld.com

http://homepage.ntlworld.com/swampdog/

From 905507795731629694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0b5e2996370782d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-22 20:56:43 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.maxwell.syr.edu!news-xfer2.newshosting.com!easynews!
peer1-sjc1.usenetserver.com!usenetserver.com!news03.bloor.is.net.cable.rogers.com!
news01.bloor.is.net.cable.rogers.com.POSTED!12dc6cf53ab2750!not-for-mail
Message-ID: <3D1546D0.FB2CC3CB@rogers.com>
From: James Alexander <james-m-alexander@rogers.com>
X-Mailer: Mozilla 4.79 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Budding programmer newbie?
References: <70527180.0206212135.1d6701b2@posting.google.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 39
Date: Sun, 23 Jun 2002 03:56:39 GMT
NNTP-Posting-Host: 24.112.211.217
X-Complaints-To: abuse@rogers.com
X-Trace: news01.bloor.is.net.cable.rogers.com 1024804599 24.112.211.217 (Sat, 22
Jun 2002 23:56:39 EDT)
NNTP-Posting-Date: Sat, 22 Jun 2002 23:56:39 EDT
Xref: archiver1.google.com comp.sys.atari.programmer:996

Hi Phil

Phil wrote:

> Hi everyone,
>
> I've been a longtime Atari user and have been an Atari ST user since
> 1987. I never got into programming because I could never do complex
> programs in Atari Basic for the 8-bit machines. The best I could do
> was using some variables with IF...THEN loops, PLOT, DRAWTO graphics
> commands, and then copied bits of programs from type-in programs in
> magazines such as COMPUTE!, Antic, etc. to see what each chunk of code
> did. Problem was that I couldn't understand these chunks of code.
> :-(I took a FORTRAN class in college and squeaked out a 'C' grade.
> And since there were a good number of ST programs, I never really had
> an itch to get into programming.
>
> Fast forward to now, there seem to be fewer ST programmers than ever.
> I feel like making a contribution to the ST community, but my past
> programming experience has made me think twice about the headaches

> involved in debugging. (That's why I didn't do well in FORTRAN - my
> program looked like it's suppose to work, but it didn't and I could
> not find the bugs before the assignment was due) *End of life story*
> :-)
>
> With this background, is there any hope for me getting into
> programming?
>
> I'd probably want to start in BASIC again, but which is better and has
> more resources, sample commented code and tutorials - Hisoft or GFA?
>
> Feedback is apprciated.
>
> Thanks, Phil

I havent tried hisoft or gfa basics yet but I hear GFA seems to be a bit more
popular. C is another popular choice on the ST. Theres even a shareware
fortran called "bc fortran" as well.

From -8091699998726288949
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0b5e2996370782d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-22 22:19:21 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: puffpuffin@aol.com (Phil)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Budding programmer newbie?
Date: 22 Jun 2002 22:19:21 -0700
Organization: http://groups.google.com/
Lines: 26
Message-ID: <70527180.0206222119.45f2051a@posting.google.com>
References: <70527180.0206212135.1d6701b2@posting.google.com>
<3d146799$0$567$626a54ce@news.free.fr>
NNTP-Posting-Host: 64.165.201.89
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1024809561 3741 127.0.0.1 (23 Jun 2002 05:19:21 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 23 Jun 2002 05:19:21 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:997

> GFA !
> We do a game in compiled GFA with some assembly routines.
>
> Try GFA, it isn't that much complex, and less than Fortran.
>
> Regards

Really?! Ok, then. Are there any good books/tutorials that are
online (I doubt there are any in print, correct?) that I can check

out?

I have a bunch of old Atari Computing magazines that have tutorials on
HiSoft BASIC. Would any of it help?

While looking through those magazines, I saw a package called Enchant,
which includes a whole bunch of sample code with everything from
printing with NVDI to Y2K fix. Is there an equivalent package for GFA
Basic? I'd like to take advantage of the latest protocols such as
non-modal boxes, radio buttons and such.

Finally, what's the latest version of GFA Basic? (IIRC, it's 3.6e?)
I have an old version 3.0 package with manual and disks. Will this
do? If not, how can I upgrade?

Thanks for your input!
Phil

From -4909459347806417821
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c0b5e2996370782d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-23 00:59:43 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!opentransit.net!
wanadoo.fr!proxad.net!proxad.net!feeder2-1.proxad.net!news2-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M𝍐gamodeste)
Organization: Niousie961
References: <70527180.0206212135.1d6701b2@posting.google.com>
<3d146799$0$567$626a54ce@news.free.fr>
<70527180.0206222119.45f2051a@posting.google.com>
Subject: Re: Budding programmer newbie?
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 23 Jun 2002 07:59:43 GMT
Lines: 35
Message-ID: <3d157fee$0$265$626a54ce@news.free.fr>
NNTP-Posting-Date: 23 Jun 2002 09:59:43 MEST
NNTP-Posting-Host: 62.147.172.161
X-Trace: 1024819183 news2-1.free.fr 265 62.147.172.161
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:998

𝍐Really?! Ok, then. Are there any good books/tutorials that are
𝍐online (I doubt there are any in print, correct?) that I can check out?

I saw a 'your second hand gfa manual' somewhere, maybe on Chapelie
(193.190.204.128) but I know that www.gfa.net may exist.
There are a lot of gfa site, but as the more active programmers are German some
home page are in German. Don't worry, all doc they provide are in German and
English.

From -6518472481770077569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-23 02:45:44 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!opentransit.net!
wanadoo.fr!teaser.fr!newsfeed.stueberl.de!newspeer1-gui.server.ntli.net!ntli.net!
news11-gui.server.ntli.net.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Cross Compiler on CYGWIN was Re: Long Command Lines and GCC (0/1)
(0/1)
Message-ID: <3d159758.81491248@nntp.swampdog>
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr>
<1024475805.56191@ananke.eclipse.net.uk> <3d13db16.260911380@nntp.swampdog>
<1024701199.739631@ananke.eclipse.net.uk>
<1024749426.467324@ananke.eclipse.net.uk> <3d15d7b0.32427588@nntp.swampdog>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 21

>I have a bunch of old Atari Computing magazines that have tutorials on
>HiSoft BASIC. Would any of it help?

No

>While looking through those magazines, I saw a package called Enchant,
>which includes a whole bunch of sample code with everything from
>printing with NVDI to Y2K fix. Is there an equivalent package for GFA
>Basic? I'd like to take advantage of the latest protocols such as
>non-modal boxes, radio buttons and such.

Don't know

>Finally, what's the latest version of GFA Basic? (IIRC, it's 3.6e?)

I use 3,6, don't know what is the 'e' for.
I read a th orical 3,7 but never read more.

>I have an old version 3.0 package with manual and disks. Will this
>do? If not, how can I upgrade?

3,0 is good. 3,6 include TT sp cific functions.

If necessary, you can reach me at yves.rogne@free.fr

Regards

Date: Sun, 23 Jun 2002 09:43:03 GMT
NNTP-Posting-Host: 213.104.43.184
X-Complaints-To: abuse@ntlworld.com
X-Trace: news11-gui.server.ntli.net 1024825541 213.104.43.184 (Sun, 23 Jun 2002 10:45:41 BST)
NNTP-Posting-Date: Sun, 23 Jun 2002 10:45:41 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:999

On Sat, 22 Jun 2002 20:04:36 GMT, swampdog@ntlworld.com (Guy Harrison) wrote:

[snip]
>(compare attachment against yours).
[snip]
>...(also attached as "makefile.g++2.m68k").
[snip]

Er, I can't see them. Are there any attachments?

"specs" and "makefile.g++2.m68k" again in case I was being dozy.

I do hope I haven't got a news-server bug.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -6533506371833927963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0b5e2996370782d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-23 07:52:11 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news-lei1.dfn.de!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!newspeer1-gui.server.ntli.net!ntli.net!news6-win.server.ntlworld.com.POSTED!not-for-mail
Message-ID: <1024843912-20629AEicMi@ntlworld.com>
From: <derryck@.NOT~THIS~cix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Budding programmer newbie?
References: <70527180.0206212135.1d6701b2@posting.google.com> <3d146799$0$567$626a54ce@news.free.fr> <70527180.0206222119.45f2051a@posting.google.com>
X-Mailer: ASH Emailer V2.3h
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 12

Date: Sun, 23 Jun 2002 11:04:26 -0100
NNTP-Posting-Host: 80.1.32.100
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1024843928 80.1.32.100 (Sun, 23 Jun 2002 15:52:08 BST)
NNTP-Posting-Date: Sun, 23 Jun 2002 15:52:08 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1000

From: puffpuffin@aol.com (Phil)
Date: 22 Jun 2002 22:19:21 -0700

>While looking through those magazines, I saw a package called Enchant,

Does anyone have a copy of this that they don't want any more BTW?

Cheers

Derryck

From -8412577005252645307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0b5e2996370782d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-23 12:49:10 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeed1.bredband.com!bredband!uio.no!news.equant.no!news.netcom.no!
nntp.newmedia.no!news.powertech.no!newsfeed01.nntp.se.dataphone.net!
nntp.se.dataphone.net!feeder1.news.jippii.net!newsfeed.song.fi!
newsfeed5.telia.com!194.22.194.4.MISMATCH!masternews.telia.net.!
newsc.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3d163416740aa0@tripnet.se>
Subject: Re: Budding programmer newbie?
References: <70527180.0206212135.1d6701b2@posting.google.com>
 <3d146799$0$567$626a54ce@news.free.fr>
 <70527180.0206222119.45f2051a@posting.google.com>
User-Agent: Okami Version 3.0A-9 (Atari)
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 35
Date: Sun, 23 Jun 2002 19:48:57 GMT
NNTP-Posting-Host: 213.66.102.17
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 1024861737 213.66.102.17 (Sun, 23 Jun 2002 21:48:57 CEST)
NNTP-Posting-Date: Sun, 23 Jun 2002 21:48:57 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1001

On Sat 22-06-2002 22:19 (-0700) Phil wrote:

>> Try GFA, it isn't that much complex, and less than Fortran.

>printing with NVDI to Y2K fix. Is there an equivalent package for GFA
>Basic? I'd like to take advantage of the latest protocols such as
>non-modal boxes, radio buttons and such.

If you want a simple way to make modern looking applictions in GFA BASIC
take a look at Face Value. I think it is still supported but newer
versions are German only and it is commercial. Sorry no link to offer
right now...

Face Value will give you a sort of "Visual Basic" environment where you
don't have to do any of the hard work yourself to write GUI programs with
all sorts of buttons, popups, windows, etc..

>Finally, what's the latest version of GFA Basic? (IIRC, it's 3.6e?)

Yes. but you should upgrade/patch the compiler libraries anyway.

>I have an old version 3.0 package with manual and disks. Will this
>do? If not, how can I upgrade?

I guess it's OK. There were some matrice functions etc added to the 3.5
but at least my manual is still for 3.0 . 3.6 is 3.5 with some fixes in
the editor so it runs better on a TT.

You might take a look at what bugs were fixed after 3.0 and try to avoid
these when still using 3.0 .

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

From 8461109472814932937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0b5e2996370782d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-23 14:03:04 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-03!sn-post-01!
supernews.com!corp.supernews.com!not-for-mail
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Budding programmer newbie?
Date: Sun, 23 Jun 2002 17:03:44 -0400
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <B93BAFF0.76EC%gfa@basic.net>
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.4
References: <70527180.0206212135.1d6701b2@posting.google.com>
Mime-version: 1.0

Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Cache-Post-Path: pikachu!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.0b1 (see http://www.nntpcache.org/)
X-Complaints-To: newsabuse@supernews.com
Lines: 17
Xref: archiver1.google.com comp.sys.atari.programmer:1002

in article 70527180.0206212135.1d6701b2@posting.google.com, Phil at
puffpuffin@aol.com wrote on 6/22/02 1:35 AM:

> I'd probably want to start in BASIC again, but which is better and has
> more resources, sample commented code and tutorials - Hisoft or GFA?

I use GFA myself. Once purchased HiSoft basic and ended up re-selling.
There is various resources for both, docs and the like. I found the HiSoft
editor to be a pain. That's just my opinion though. Still using GFA.

You can find some GFA-Basic related stuff at my site:
http://www.q1.net/~atari/

Lonny Pursell

From 6761581856080959878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-23 14:24:37 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!skynet.be!
skynet.be!grolier!not-for-mail
Message-ID: <3D163E9E.6F7F1A07@club-internet.fr>
Date: Sun, 23 Jun 2002 23:33:18 +0200
From: Laurent Vogel <lvl@club-internet.fr>
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Cross Compiler on CYGWIN
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr>
<1024475805.56191@ananke.eclipse.net.uk> <3d13db16.260911380@nntp.swampdog>
<1024701199.739631@ananke.eclipse.net.uk>
<1024749426.467324@ananke.eclipse.net.uk> <3D148113.D8D3E9B0@club-internet.fr>
<1024758438.719843@ananke.eclipse.net.uk>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 20
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 23 Jun 2002 21:24:24 GMT

NNTP-Posting-Host: 213.44.9.233
X-Trace: 1024867464 news.club-internet.fr 10837 213.44.9.233
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:1003

Dave Wade wrote:

> Sorry, not even tried make just did :-
>
> $ m68k-atari-mint-gcc hello.c -o hello.ttp
> Assembler messages:
> for reading.open
> : No such file or directory
>
> If I do a "gcc -v" it is calling the correct assembler. Any hints ?

could you show the output of the gcc -v command?
by running the connads manually (step by step what gcc -v tells),
is the assembler file generated correctly?
do you have a space in you TEMP directory pathname?
are your disks mounted in binary mode?

Apart from these I don"t have a clue.

Laurent.

From 8526532804299360267
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-23 14:27:10 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!fr.usenet-edu.net!usenet-edu.net!grolier!not-for-mail
Message-ID: <3D163F39.F0FCF8FB@club-internet.fr>
Date: Sun, 23 Jun 2002 23:35:53 +0200
From: Laurent Vogel <lvl@club-internet.fr>
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Cross Compiler on CYGWIN was Re: Long Command Lines and GCC (0/1) (0/1)
References: <1024179706.542950@ananke.eclipse.net.uk> <3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk> <3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr> <1024475805.56191@ananke.eclipse.net.uk> <3d13db16.260911380@nntp.swampdog> <1024701199.739631@ananke.eclipse.net.uk> <1024749426.467324@ananke.eclipse.net.uk> <3d15d7b0.32427588@nntp.swampdog> <3d159758.81491248@nntp.swampdog>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 8

Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 23 Jun 2002 21:26:58 GMT
NNTP-Posting-Host: 213.44.9.233
X-Trace: 1024867618 news.club-internet.fr 10841 213.44.9.233
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:1004

Guy Harrison wrote:
>
> Er, I can't see them. Are there any attachments?
>

nope. But I doubt attachments are handled on this newsgroup.

Laurent.

From -8531045705471616073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-24 19:50:45 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!kibo.news.demon.net!demon!peernews!
peer.cwci.net!newspeer1-gui.server.ntli.net!ntli.net!newsfep1-
win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Long Command Lines and GCC
Message-ID: <3d17c97a.225263722@nntp.swampdog>
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr>
<1024475805.56191@ananke.eclipse.net.uk> <3D123FE6.4CA15DCF@club-internet.fr>
<1024608023.373732@ananke.eclipse.net.uk>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 44
Date: Tue, 25 Jun 2002 01:45:43 GMT
NNTP-Posting-Host: 80.4.128.5
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep1-win.server.ntli.net 1024973444 80.4.128.5 (Tue, 25 Jun 2002
03:50:44 BST)
NNTP-Posting-Date: Tue, 25 Jun 2002 03:50:44 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1005

On Thu, 20 Jun 2002 21:22:25 GMT, "Dave Wade"
<dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:

>"Laurent Vogel" <lvl@club-internet.fr> wrote in message

```
>news:3D123FE6.4CA15DCF@club-internet.fr...
>> Dave Wade wrote:
>>
>> > I don't think that will work as we have lots of things like :
>> >
>> > PRINTDIR = /tmp
>> > DPRINT = -DPRINTDIR=\"$(PRINTDIR)/\"
>> >
>> > in the makefile.
>>
>> then this?
>>
>>   for i in `cat foo`; do \
>>     echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /;s/\\"/"/g'; \
>>   done
>>
>> (just joking. use MiNT.)
>>
>
>Now have working Mint. Which editor and shell ?
>I think EMACS  for the editor ?

oo oo editor wars! ;-))

Long live MWC "MicroEmacs"!!

>But a shell, I don't like BASH ? what about plain old SH ?
>Any idea where to get,

Could try CygWin source - they use 'ash' as 'sh'. It won't
cross-compile OOTB (I just spent 30 seconds trying) but after 30
minutes of adding __MINT__ into conditionals I got it launched into
VT52 under MagiCPC - I am truly f..f.. [cough] *amazed*.


--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/
```


```
From 286553913219310921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-24 19:50:46 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!opentransit.net!
wanadoo.fr!teaser.fr!newsfeed.stueberl.de!newspeer1-gui.server.ntli.net!ntli.net!
newsfep1-win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
```

Subject: Re: Cross Compiler on CYGWIN was Re: Long Command Lines and GCC (0/1)
(0/1)
Message-ID: <3d187e62.206039479@nntp.swampdog>
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr>
<1024475805.56191@ananke.eclipse.net.uk> <3d13db16.260911380@nntp.swampdog>
<1024701199.739631@ananke.eclipse.net.uk>
<1024749426.467324@ananke.eclipse.net.uk> <3d15d7b0.32427588@nntp.swampdog>
<3d159758.81491248@nntp.swampdog> <3D163F39.F0FCF8FB@club-internet.fr>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 22
Date: Tue, 25 Jun 2002 01:45:43 GMT
NNTP-Posting-Host: 80.4.128.5
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep1-win.server.ntli.net 1024973446 80.4.128.5 (Tue, 25 Jun 2002
03:50:46 BST)
NNTP-Posting-Date: Tue, 25 Jun 2002 03:50:46 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1006

On Sun, 23 Jun 2002 23:35:53 +0200, Laurent Vogel
<lvl@club-internet.fr> wrote:

>Guy Harrison wrote:
>>
>> Er, I can't see them. Are there any attachments?
>>
>
>nope. But I doubt attachments are handled on this newsgroup.

Drat. I hoped I'd be okay uu-encoding them into the body. I emailed
"specs" to Dave and apparently the problem has gone away.

I imagine you never got my STonX changes either. Did you get it
working? I should still be able to dig those out.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 3044534519501477457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b5bdd5575409f47,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-25 21:02:25 PST

Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!router1.news.adelphia.net!router2.news.adelphia.net!news2.news.adelphia.net.POSTED!not-for-mail
From: "Richard Polivka" <polivka_NO_SPAM@adelphia.net>
Newsgroups: comp.sys.atari.programmer
Subject: FA: Four Atari 400/800 Books
Lines: 24
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Message-ID: <h1bS8.212$uf3.152504@news2.news.adelphia.net>
Date: Wed, 26 Jun 2002 04:02:21 GMT
NNTP-Posting-Host: 24.53.92.127
X-Complaints-To: abuse@adelphia.net
X-Trace: news2.news.adelphia.net 1025064141 24.53.92.127 (Wed, 26 Jun 2002 00:02:21 EDT)
NNTP-Posting-Date: Wed, 26 Jun 2002 00:02:21 EDT
Xref: archiver1.google.com comp.sys.atari.programmer:1007

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-Your Atari Computer- A Guide to Atari 400/800 Personal Computers
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-Atari Basic- 400/800
-Computer Tutor- 400/800, 600XL, 800XL, 1200XL, 1400XL, 1450XLD, and VCS 2600/5200

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http://www.99er.net/cgi-bin/mojo/mojo.cgi?list=99er_HCP_Newsletter

From 4009177417498965797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-26 09:44:12 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!kibo.news.demon.net!

demon!newsfeed.belnet.be!news.belnet.be!news.brutele.be!nmaster.kpnqwest.net!
nnum.kpnqwest.net!EU.net!nreader1.kpnqwest.net.POSTED!not-for-mail
From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d18d93a.40256806@nntp.swampdog> <3D101D2E.4EC2B04F@club-internet.fr>
<1024475805.56191@ananke.eclipse.net.uk> <3d13db16.260911380@nntp.swampdog>
<1024701199.739631@ananke.eclipse.net.uk>
<1024749426.467324@ananke.eclipse.net.uk> <3d15d7b0.32427588@nntp.swampdog>
<3d159758.81491248@nntp.swampdog> <3D163F39.F0FCF8FB@club-internet.fr>
<3d187e62.206039479@nntp.swampdog>
Subject: Re: Cross Compiler on CYGWIN was Re: Long Command Lines and GCC (0/1)
(0/1)
Lines: 35
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1025109722.519753@ananke.eclipse.net.uk>
Cache-Post-Path: ananke.eclipse.net.uk!unknown@213-152-54-233.dsl.eclipse.net.uk
X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
Date: Wed, 26 Jun 2002 16:44:12 GMT
NNTP-Posting-Host: 212.104.129.36
X-Complaints-To: newsmaster@kpnqwest.net
X-Trace: nreader1.kpnqwest.net 1025109852 212.104.129.36 (Wed, 26 Jun 2002
18:44:12 MET DST)
NNTP-Posting-Date: Wed, 26 Jun 2002 18:44:12 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:1008

Guys,
 I think I have found my problem with the cross compiler. I had unpacked it
using Windows utilities. If I unpack it from the command line in CYGWIN it
all seems to work o.k. At least I can compile and run a simple "C" program
without messing around.
  Dave.

"Guy Harrison" <swampdog@ntlworld.com> wrote in message
news:3d187e62.206039479@nntp.swampdog...
> On Sun, 23 Jun 2002 23:35:53 +0200, Laurent Vogel
> <lvl@club-internet.fr> wrote:
>
> >Guy Harrison wrote:
> >>
> >> Er, I can't see them. Are there any attachments?
> >>
> >
> >nope. But I doubt attachments are handled on this newsgroup.
>
> Drat. I hoped I'd be okay uu-encoding them into the body. I emailed

> "specs" to Dave and apparently the problem has gone away.
>
> I imagine you never got my STonX changes either. Did you get it
> working? I should still be able to dig those out.
>
>
> --
> swampdog@ntlworld.com
> http://homepage.ntlworld.com/swampdog/
>
>

From -7519498921352617326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3c3a7acb85c4747,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-29 00:21:09 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!wn1feed!wn4feed!worldnet.att.net!
216.166.61.6!nntp2.aus1.giganews.com!nntp.giganews.com!nntp3.aus1.giganews.com!
bin2.nnrp.aus1.giganews.com.POSTED!not-for-mail
From: "SoftNGui" <softngui@earthlink.net>
Newsgroups: comp.sys.atari.programmer
Subject: where to find extended DDT?
Lines: 7
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
X-GC-Trace: gv1-Ov89s0N6Qs64sFski5OB6MzEI2QtImKeQ==
Message-ID: <oddT8.43413$Ca2.2383696@bin2.nnrp.aus1.giganews.com>
NNTP-Posting-Date: Sat, 29 Jun 2002 02:20:52 CDT
Organization: Giganews.Com - Premium News Outsourcing
X-Trace: sv3-W7AMYo5lLf3mv0uN2qgOav0wyl4CIm41NLzHTvkLetr/
30yYXoXIM8uoHVwDEO41HbHQV/Cb5euSgm1!XLR78AFsm8GXWOm4zMvaRus4L9rR+jrKj+2/
wo1Av2ABcCVoWcMBc4Jh9sC5LdmxEGQ1/QJ0fUpB!3V2oMfBVxOV/yae+
X-Complaints-To: abuse@GigaNews.Com
X-DMCA-Notifications: http://www.giganews.com/info/dmca.html
X-Abuse-Info: Please be sure to forward a copy of ALL headers
X-Abuse-Info: Otherwise we will be unable to process your complaint properly
Date: Sat, 29 Jun 2002 07:20:52 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1009

Hi

I'm looking for Atari 8-bit debugger "Extended DDT"...it used to be
published by Antic before going out of business...

From 4611763154249040519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a57ee1b6ba97819,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-29 00:22:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!logbridge.uoregon.edu!fr.usenet-edu.net!usenet-edu.net!
proxad.net!feeder2-1.proxad.net!news1-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M⍰gamodeste)
Organization: Niousie961
Subject: M⍰tados
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 29 Jun 2002 07:22:03 GMT
Lines: 8
Message-ID: <3d1d601a$0$10529$626a54ce@news.free.fr>
NNTP-Posting-Date: 29 Jun 2002 09:22:03 MEST
NNTP-Posting-Host: 62.147.173.37
X-Trace: 1025335323 news1-1.free.fr 10529 62.147.173.37
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1010

Hello Everybody,

I didn't saw so many writings in this ng for a long time !

Does anybody knows to drive a CD from a gfa or assembler ?
I got some exemple in C but don't know that language.

Regards

From -1730110119731097915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a57ee1b6ba97819
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-01 01:22:38 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer
Subject: Re: M?tados
Date: 1 Jul 2002 01:22:37 -0700
Organization: http://groups.google.com/
Lines: 13
Message-ID: <2eb10038.0207010022.46b3ac67@posting.google.com>
References: <3d1d601a$0$10529$626a54ce@news.free.fr>
NNTP-Posting-Host: 217.112.237.100
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1025511758 28117 127.0.0.1 (1 Jul 2002 08:22:38 GMT)
X-Complaints-To: groups-abuse@google.com

NNTP-Posting-Date: 1 Jul 2002 08:22:38 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1011

anti.spam@nullepart.gouv (M?gamodeste) wrote in message
news:<3d1d601a$0$10529$626a54ce@news.free.fr>...
> Hello Everybody,
>
> I didn't saw so many writings in this ng for a long time !

Please do not assume no posting means no activity... Better assume no
problems => no questions! ;-)

> Does anybody knows to drive a CD from a gfa or assembler ?
> I got some exemple in C but don't know that language.

Just post it (or an excerpt if it is too long) here as someone (me ?)
could surely translate it to you.

From 68546753737298991
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,660f1bfe95ff9778,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-02 02:52:43 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
kibo.news.demon.net!demon!peernews!peer.cwci.net!newspeer1-gui.server.ntli.net!
ntli.net!news8-gui.server.ntli.net.POSTED!53ab2750!not-for-mail
Message-ID: <1025603536-908681AEicMi@ntlworld.com>
From: <derryck@.NOT~THIS~cix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Text extraction utility
X-Mailer: ASH Emailer V2.3h
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 32
Date: Tue, 02 Jul 2002 10:09:58 -0100
NNTP-Posting-Host: 80.1.32.72
X-Complaints-To: abuse@ntlworld.com
X-Trace: news8-gui.server.ntli.net 1025603562 80.1.32.72 (Tue, 02 Jul 2002
10:52:42 BST)
NNTP-Posting-Date: Tue, 02 Jul 2002 10:52:42 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1012

HI all,

DDP Translations has need of a utility that will extract text from a binary
to the screen and/or text file, and after editing/translating it, patch the
binary with the new text.

TTPs are no problem, and we'd like to be able to include it alongside the

patch text for any future DDP Translations releases.

At the moment we're using a utility written by Richard Faika, but it will
only extract text from the data section of a program, sadly not all
programmers have compiled their programs in this way :-(

Anyone up for this?

Cheers

Derryck

--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From 8789601688515405016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,660f1bfe95ff9778
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-02 05:38:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news-ham1.dfn.de!
newsserver.rrzn.uni-hannover.de!news.tu-bs.de!feanor.schunter.etc.tu-bs.de!alexb
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Text extraction utility
Date: Tue, 2 Jul 2002 14:40:56 +0200
Organization: TU Braunschweig, Germany
Lines: 23
Distribution: world
Message-ID: <Pine.LNX.4.30.0207021359120.1062-100000@feanor.schunter.etc.tu-bs.de>
References: <1025603536-908681AEicMi@ntlworld.com>
Reply-To: <a.beuscher@tu-bs.de>
NNTP-Posting-Host: feanor.schunter.etc.tu-bs.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <1025603536-908681AEicMi@ntlworld.com>
Xref: archiver1.google.com comp.sys.atari.programmer:1013

Hi, Derryck!

> At the moment we're using a utility written by Richard Faika, but it will
> only extract text from the data section of a program, sadly not all
> programmers have compiled their programs in this way :-(

Does RGFs utility allow to replace the extracted text areas by longer
ones?

If yes, his utility will have to scan the code segment and patch it so
that changed addresses within the data segment will cause no problems.
(This is the hardest part to implement at least.)

If not, everything is easier. Extracting and patching text from the whole
program code should be no problem then. Ask Richard to change his utility.
If he says no, I would write such a utility for you.

Greetings,

Alexander Beuscher

From -4434567826852710711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,660f1bfe95ff9778
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-02 11:27:14 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Text extraction utility
Date: 2 Jul 2002 11:27:12 -0700
Organization: http://groups.google.com/
Lines: 30
Message-ID: <2eb10038.0207021027.3777280d@posting.google.com>
References: <1025603536-908681AEicMi@ntlworld.com>
NNTP-Posting-Host: 217.112.237.100
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1025634434 30751 127.0.0.1 (2 Jul 2002 18:27:14 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 2 Jul 2002 18:27:14 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1014

<derryck@.NOT~THIS~cix.co.uk> wrote in message
news:<1025603536-908681AEicMi@ntlworld.com>...
> HI all,
>
> DDP Translations has need of a utility that will extract text from a binary
> to the screen and/or text file, and after editing/translating it, patch the
> binary with the new text.

For the extraction part, the program 'strings' (from the 'binutils' package of any MiNT or Linux-like distribution(*)) would do the job for the extraction part, provided you use the options to scan the entire executable (-a) and print offsets (-t <base>).

(*) You can also find it here (according to Julian F. Reschke's homepage):
<ftp://ftp.uni-muenster.de/pub/atari/Gemini/mupftl14.tos>

> TTPs are no problem, and we'd like to be able to include it alongside the
> patch text for any future DDP Translations releases.

Nice idea!

> At the moment we're using a utility written by Richard Faika, but it will
> only extract text from the data section of a program, sadly not all
> programmers have compiled their programs in this way :-(

Sure Richard could do the patch part? (Better use hexadecimal offset output (-t x) as it is easier to parse!)

Another possibility is to ask Vassilis Papathanassiou to do a PRG_TRANS, as its RSC_TRANS is quite nice!

From 4078475108081681383
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0b5e2996370782d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-03 04:31:38 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!logbridge.uoregon.edu!fu-berlin.de!uni-berlin.de!
chello213047083021.12.vie.surfer.AT!not-for-mail
From: Werner Romstorfer <werner.romstorfer@chello.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Budding programmer newbie?
Date: Wed, 03 Jul 2002 13:31:18 +0200
Organization: http://peasoft.atari.org
Lines: 16
Message-ID: <3D22E084.34356CE0@chello.at>
References: <70527180.0206212135.1d6701b2@posting.google.com>
<3d146799$0$567$626a54ce@news.free.fr>
<70527180.0206222119.45f2051a@posting.google.com>
NNTP-Posting-Host: chello213047083021.12.vie.surfer.at (213.47.83.21)
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: fu-berlin.de 1025695894 18448456 213.47.83.21 (16 [110657])
X-Mailer: Mozilla 4.79 (Macintosh; U; PPC)
X-Accept-Language: de
Xref: archiver1.google.com comp.sys.atari.programmer:1015

Hi Phil,

> Finally, what's the latest version of GFA Basic? (IIRC, it's 3.6e?)
> I have an old version 3.0 package with manual and disks. Will this
> do? If not, how can I upgrade?

You can find it at <http://www.geocities.com/dahstra/atariarc.html>

Best Regards,

Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>
<http://peasoft.atari.org>

From -3235999387549975457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,660f1bfe95ff9778
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-03 06:45:18 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!kibo.news.demon.net!demon!peernews!peer.cwci.net!newspeer1-gui.server.ntli.net!ntli.net!newsfep1-win.server.ntli.net.POSTED!53ab2750!not-for-mail
Message-ID: <1025703892-903409AEicMi@ntlworld.com>
From: <derryck@.NOT~THIS~cix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Text extraction utility
References: <1025603536-908681AEicMi@ntlworld.com>
<Pine.LNX.4.30.0207021359120.1062-100000@feanor.schunter.etc.tu-bs.de>
X-Mailer: ASH Emailer V2.3h
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 46
Date: Wed, 03 Jul 2002 11:48:44 -0100
NNTP-Posting-Host: 80.1.32.8
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep1-win.server.ntli.net 1025703918 80.1.32.8 (Wed, 03 Jul 2002 14:45:18 BST)
NNTP-Posting-Date: Wed, 03 Jul 2002 14:45:18 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1016

From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Date: Tue, 2 Jul 2002 14:40:56 +0200

>Does RGFs utility allow to replace the extracted text areas by longer
>ones?

No, it truncates any text that is longer than the original (it also pads

text that is shorter with spaces).

>If yes, his utility will have to scan the code segment and patch it so
>that changed addresses within the data segment will cause no problems.

I guess that this wouldn't work if the utility was to check the whole of the program since there would be jump tables and etc involved (I'm out of my depth here as I'm no programmer!).

>If not, everything is easier. Extracting and patching text from the whole
>program code should be no problem then. Ask Richard to change his utility.

We've asked Richard a few times now but he's said that he's too busy which I respect, despite our need!

>If he says no, I would write such a utility for you.

That would be most excellent :-)

As a first step, I've emailed you Richard's utility (I've already asked permission to include it with our patch texts, so there should be no problem) so you can see the sort of thing. Please tell me if you don't recieve it when you read this.

Cheers!

Derryck

--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From 7333433175938228116
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,660f1bfe95ff9778
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-03 06:45:20 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.stueberl.de!newspeer1-gui.server.ntli.net!ntli.net!newsfep1-win.server.ntli.net.POSTED!53ab2750!not-for-mail
Message-ID: <1025703894-903685AEicMi@ntlworld.com>
From: <derryck@.NOT~THIS~cix.co.uk>
Newsgroups: comp.sys.atari.programmer

Subject: Re: Text extraction utility
References: <1025603536-908681AEicMi@ntlworld.com>
<2eb10038.0207021027.3777280d@posting.google.com>
X-Mailer: ASH Emailer V2.3h
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 31
Date: Wed, 03 Jul 2002 11:34:12 -0100
NNTP-Posting-Host: 80.1.32.8
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep1-win.server.ntli.net 1025703919 80.1.32.8 (Wed, 03 Jul 2002
14:45:19 BST)
NNTP-Posting-Date: Wed, 03 Jul 2002 14:45:19 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1017

From: guillaumed@atari.org (Guillaume D[illegible]flache)
Date: 2 Jul 2002 11:27:12 -0700

>For the extraction part, the program 'strings' (from the 'binutils'
>package of any MiNT or Linux-like distribution(*)) would do the job

A nice ready-made solution, but there's a snag there :-)

>Another possibility is to ask Vassilis Papathanassiou to do a
>PRG_TRANS, as its RSC_TRANS is quite nice!

I'd already done that, but had no reply :-(

I guess he's too busy getting Samba and BNet working as a package :-)

Cheers

Derryck

--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
        derryck@cix.co.uk
       dennis.vermeire@gmx.net
      xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm
```

From -7077696958390611579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,5f24d5ab8b56d2dc,start

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,5f24d5ab8b56d2dc,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-04 00:31:14 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!server3.netnews.ja.net!south.jnrs.ja.net!
server2.netnews.ja.net!pegasus.csx.cam.ac.uk!not-for-mail
From: "Stephen Moss" <sgm23@eng.cam.ac.uk>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: STOS Basic - Screen as a String
Date: Thu, 4 Jul 2002 08:32:03 +0100
Organization: University of Cambridge, England
Lines: 31
Message-ID: <ag0tjv$e46$1@pegasus.csx.cam.ac.uk>
NNTP-Posting-Host: epl32pc.eng.cam.ac.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.st:24507 comp.sys.atari.programmer:1018

I'm trying to write my first STOS 3D game and am having trouble with the intro screen, I thought that one method of solving it might be to take several snapshots (about 30) of the screen and store them as strings (either in a file or bank) so that they can be loaded and then dispalyed in sequence like the frames of a film to produce an animation.

So does anyone know how to store and retrieve serveral stings from one file/bank?, also would each string stored need a different name to be able to recover them?
Alternatively does anyone know how to get STOS to run IFF animations created by Delux Paint?.

While I have the attention of any STOS users who may still be out there do you know of any active STOS users groups/mailing lists as the list at Manchester University which had about 20 subscribers has closed. I know it did not recieve a lot of postings but I was nice to have a place to go if you needed help and advice.

Stephen Moss

From -64160087066174223
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,660f1bfe95ff9778
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-04 04:03:36 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Text extraction utility
Date: 4 Jul 2002 04:03:36 -0700
Organization: http://groups.google.com/
Lines: 9
Message-ID: <2eb10038.0207040303.1c3c4722@posting.google.com>
References: <1025603536-908681AEicMi@ntlworld.com>
<2eb10038.0207021027.3777280d@posting.google.com>
<1025703894-903685AEicMi@ntlworld.com>
NNTP-Posting-Host: 217.112.237.100
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1025780616 7186 127.0.0.1 (4 Jul 2002 11:03:36 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 4 Jul 2002 11:03:36 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1019

<derryck@.NOT~THIS~cix.co.uk> wrote in message
news:<1025703894-903685AEicMi@ntlworld.com>...
> >For the extraction part, the program 'strings' (from the 'binutils'
> >package of any MiNT or Linux-like distribution(*)) would do the job
>
> A nice ready-made solution, but there's a snag there :-)

Is MiNT the issue? See the (*) "footnote", the auto-extracting archive
contains a file "strings.ttp" that AFAIK works under plain TOS or
MagiC too...

From -475108396301479228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da41e93184614e57,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-04 12:31:07 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!fr.usenet-edu.net!usenet-edu.net!
proxad.net!proxad.net!feeder2-1.proxad.net!news1-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M@gamodeste)
Organization: Niousie961
Subject: (hs) reciep to email
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 04 Jul 2002 19:31:05 GMT
Lines: 9
Message-ID: <3d24a279$0$469$626a54ce@news.free.fr>

NNTP-Posting-Date: 04 Jul 2002 21:31:05 MEST
NNTP-Posting-Host: 62.147.175.75
X-Trace: 1025811065 news1-2.free.fr 469 62.147.175.75
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1020

Hello,

Some PC emai programm allow to recieve a reciep sent back to sender when the email is read.

Does anyone knows the string I have to add to my mails to enable that feature in my mails ?

Regards

From 6629427355747219198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,406b81f0eb474637,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-04 23:00:50 PST
Message-ID: <3D2535DF.9040900@free.fr>
Date: Fri, 05 Jul 2002 07:59:59 +0200
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; fr-FR; rv:0.9.4) Gecko/20011019 Netscape6/6.2
X-Accept-Language: fr-fr
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: OLGA doc wanted
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 10
Organization: Guest of ProXad - France
NNTP-Posting-Date: 05 Jul 2002 08:00:49 MEST
NNTP-Posting-Host: 62.147.150.231
X-Trace: 1025848849 news2-2.free.fr 553 62.147.150.231
X-Complaints-To: abuse@proxad.net
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!fr.usenet-edu.net!usenet-edu.net!feed.ac-versailles.fr!proxad.net!feeder2-1.proxad.net!news2-2.free.fr!not-for-mail
Xref: archiver1.google.com comp.sys.atari.programmer:1021

Hi,

I'm looking for OLGA documentation... but in english (or french).

Regards,

--
HTML-tidy pour Atari : http://gemtidy.free.fr
Plein d'bonnes choses: http://perso.wanadoo.fr/arnaud.bercegeay

From -4400214228504176759
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da41e93184614e57
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-05 02:25:09 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-han1.dfn.de!news-nue1.dfn.de!uni-erlangen.de!newsfeed1.telenordia.se!algonet!uab.ericsson.se!erinews.ericsson.se!newstoo.ericsson.se!not-for-mail
From: epkerha@epk.ericsson.se (Erik Hall)
Newsgroups: comp.sys.atari.programmer
Subject: Re: (hs) reciep to email
Date: 5 Jul 2002 09:20:12 GMT
Organization: ericsson
Lines: 19
Message-ID: <ag3occ$9rb$1@newstoo.ericsson.se>
References: <3d24a279$0$469$626a54ce@news.free.fr>
NNTP-Posting-Host: epkws2140.epk.ericsson.se
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Newsreader: knews 1.0b.1
Xref: archiver1.google.com comp.sys.atari.programmer:1022

In article <3d24a279$0$469$626a54ce@news.free.fr>,
     anti.spam@nullepart.gouv (M gamodeste) writes:
> Hello,
>
> Some PC emai programm allow to recieve a reciep sent back to sender when the
> email is read.
>
> Does anyone knows the string I have to add to my mails to enable that feature
> in my mails ?

One extra line is needed in the header and can look like this:
Disposition-Notification-To: =?iso-8859-1?Q?Erik_H=E4ll?= <erik.hall@affv.nu>

MyMAIL supports reciepts.
can be found under
http://212.214.15.116/~erikhall/mymail.html

Best Regards
Erik Hall

From -7473230142522227907
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ef6dab54d6c14dbf
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-25 13:46:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-

spur1.maxwell.syr.edu!news.maxwell.syr.edu!colt.net!newsfeed00.sul.t-online.de!
newsfeed01.sul.t-online.de!t-online.de!news5-gui.server.ntli.net!ntli.net!news6-
win.server.ntlworld.com.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: virtual key press
Message-ID: <3cca47ed.262219311@nntp.swampdog>
References: <aa44ne$1l3$1@news.seed.net.tw> <3cc6d19e.100860980@nntp.swampdog>
<aa59n7qau1@news.seed.net.tw>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Lines: 46
Date: Thu, 25 Apr 2002 19:08:42 GMT
NNTP-Posting-Host: 80.4.130.181
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1019767561 80.4.130.181 (Thu, 25 Apr 2002
21:46:01 BST)
NNTP-Posting-Date: Thu, 25 Apr 2002 21:46:01 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:922

On Wed, 24 Apr 2002 23:14:43 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
wrote:

>Ctrl-M gives the same result as Alt-13.
>
>I guess there's no ASCII code for the return key. Can I input scan codes?

I don't know what KCS is but I went and got Steem, which is returning
the correct codes ($0072000d for Enter and $001c000d for Return as
returned by a simple Bconin(2) loop).

On the other hand, the MagicPC demo has always had a couple of "dead"
keys, most notably "\" and eventually I had to resort to mapping that
to SHIFT-3 (uk sterling symbol £). By "dead" I mean *nothing* came out
of the PC keyboard when I hit uk "\".

In both cases I'm inclined to blame the PC. You might try installing
the locale for which KCS was written though you may end up with my
MagiCPC problem instead. It's easy enough to switch back.

That's all I can think of. :-|

>"Guy Harrison" <swampdog@ntlworld.com> wrote in message
>news:3cc6d19e.100860980@nntp.swampdog...
>> On Wed, 24 Apr 2002 13:14:27 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
>> wrote:
>>
>> >Is there any way to simulate the "Return" key - as opposed to the "Enter"
>> >key, which I can simulate with "Alt + 13".
>> >

>> >My GFA manual shows the scan code of Return = 72, and the scan code of
>Enter
>> >= 1C.
>> >
>> >I'm using a program (Dr. T's KCS) in Steem. It uses the two keys
>> >differently, but my PC keyboard returns the same code for both keys.
>>
>> I guess you've tried ctrl-M ?
>
>

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -1765403661902518991
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a563ccdf36b8084b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-25 13:46:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.vmunix.org!newsfeed01.sul.t-online.de!t-online.de!news5-gui.server.ntli.net!ntli.net!news6-win.server.ntlworld.com.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: STonX
Message-ID: <3ccc4c6b.263369174@nntp.swampdog>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 23
Date: Thu, 25 Apr 2002 19:08:42 GMT
NNTP-Posting-Host: 80.4.130.181
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1019767562 80.4.130.181 (Thu, 25 Apr 2002 21:46:02 BST)
NNTP-Posting-Date: Thu, 25 Apr 2002 21:46:02 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:923

Hi Folks,

I'm too rusty. STonX (compiled with cygwin) writes to the last two
bytes (as a single word write) of the cartridge port $FBFFFE, dumps
out a bus error 49693 instructions in, then continues upon its way.
Does anybody know if it is supposed to do that? That was with tos1.2
and does a similar two bytes (different cartridge address not to hand

but identical asm routine) for tos2.06. In both cases afterward it
then seems to be sat doing the 200Hz interrupt and not a lot else -
aside from consuming a lot of cpu.

Just trying to work out if I've configured it wrong. I've never seen
STonX run. "stonx -fs A:/usr/local/share/stonx -mono -noaudio
-monitor" is what I'm using atm. Tried "-nocart" also but no effect on
the problem.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 3245522753041559422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa5b75bdb4ec8a8,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-25 13:46:04 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!xmission!news-out.nuthinbutnews.com!propagator-sterling!
news-in.nuthinbutnews.com!news.csl-gmbh.net!newsfeed01.sul.t-online.de!t-
online.de!news5-gui.server.ntli.net!ntli.net!news6-win.server.ntlworld.com.POSTED!
HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: m68k-atari-mint-g++ / m68k-atari-mint-gcc
Message-ID: <3cc933a3.257025943@nntp.swampdog>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 19
Date: Thu, 25 Apr 2002 16:51:52 GMT
NNTP-Posting-Host: 80.4.130.181
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1019767563 80.4.130.181 (Thu, 25 Apr 2002
21:46:03 BST)
NNTP-Posting-Date: Thu, 25 Apr 2002 21:46:03 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:924

Hi Folks,

How do I correctly force CRLF upon streams instead of the default
binary mode?

"stdout->__mode.__binary=0"

...was the best I could come up with, which didn't work reliably. I
was under the impression MiNT code adapted automatically? UNIXMODE
isn't set btw.

TIA

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -4137249797343473887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a563ccdf36b8084b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-26 07:18:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!grolier!not-for-mail
Message-ID: <3CC9636E.ECE83B98@club-internet.fr>
Date: Fri, 26 Apr 2002 16:25:51 +0200
From: Laurent Vogel <lvl@club-internet.fr>
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: STonX
References: <3ccc4c6b.263369174@nntp.swampdog>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 12
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 26 Apr 2002 14:18:06 GMT
NNTP-Posting-Host: 213.44.18.140
X-Trace: 1019830686 news.club-internet.fr 20690 213.44.18.140
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:925

Guy Harrison wrote:
>
> I'm too rusty. STonX (compiled with cygwin) ...

What version of STonX?
Me myself I do run plain old STonX0.6.7.epsilon, because at some
time the new CVS version didn't quite work on cygwin.
For 067epsilon, I use option -realtime as the virtual timer
is not implemented right on Cygwin.
Hope it helps.

Laurent.

From 2507731879342511487

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa5b75bdb4ec8a8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-27 00:49:17 PST
Newsgroups: comp.sys.atari.programmer
Date: Sat, 27 Apr 2002 09:49:14 +0200
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
X-X-Sender: <fnaumann@freemint>
Subject: Re: m68k-atari-mint-g++ / m68k-atari-mint-gcc
In-Reply-To: <3cc933a3.257025943@nntp.swampdog>
Message-ID: <Pine.MNT.4.31.0204270948270.441-100000@freemint>
References: <3cc933a3.257025943@nntp.swampdog>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Trace: 27 Apr 2002 09:49:14 +0100, wh58-508.st.uni-magdeburg.de
Lines: 24
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-han1.dfn.de!news-stu1.dfn.de!news.belwue.de!news.uni-stuttgart.de!nntp.cs.uni-magdeburg.de!loriot.cs.uni-magdeburg.de!freemint!fnaumann
Xref: archiver1.google.com comp.sys.atari.programmer:926

Hello!

> How do I correctly force CRLF upon streams instead of the default
> binary mode?
>
> "stdout->__mode.__binary=0"
>
> ...was the best I could come up with, which didn't work reliably. I
> was under the impression MiNT code adapted automatically? UNIXMODE
> isn't set btw.

The CRLF problem is really problematic. What problem do you have? And why
you don't set UNIXMODE?

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 1225751430897417510
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f16211b0409e2172
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 109a67,f16211b0409e2172
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-04-27 03:12:36 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!news-out.cwix.com!newsfeed.cwix.com!newsfeed1.cidera.com!Cidera!cyclone1.gnilink.net!news-out.nuthinbutnews.com!propagator-sterling!news-in.nuthinbutnews.com!news.rwth-aachen.de!not-for-mail
From: michaels@ccac.rwth-aachen.de (Michael Schwingen)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
Subject: Re: Modifying CT2 flash-memory?
Date: 27 Apr 2002 10:12:36 GMT
Organization: Computerclub an der RWTH Aachen e.V.
Lines: 16
Message-ID: <aadtik$q6f$1@nets3.rz.RWTH-Aachen.DE>
References: <2eb10038.0204170855.4472012e@posting.google.com> <5dix8.2477$iB4.7041@nntpserver.swip.net> <aa8kk5$il0$1@nets3.rz.RWTH-Aachen.DE> <D0Yx8.2799$iB4.7581@nntpserver.swip.net>
NNTP-Posting-Host: heisenberg.ccac.rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 1019902356 26831 134.130.220.226 (27 Apr 2002 10:12:36 GMT)
X-Complaints-To: abuse@rwth-aachen.de
NNTP-Posting-Date: 27 Apr 2002 10:12:36 GMT
X-Newsreader: trn 4.0-test76 (Apr 2, 2001)
Originator: michaels@ccac.rwth-aachen.de (Michael Schwingen)
Xref: archiver1.google.com comp.sys.atari.programmer:927 comp.sys.atari.st.tech:3315

In article <D0Yx8.2799$iB4.7581@nntpserver.swip.net>,
Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:
>
>In other words, it should be possible to patch TOS4.0x?

You can patch *everything*. How much of the original remains is a different topic ;-)

Hacking in TT-RAM support for hardware that has it (on the normal addresses, ie. $01000000 up) should not be a big deal - for the Milan, it was as simple as setting the magic and end address variables (although we removed the memory test in the Milan TOS - the Milan bootblock has already tested memory when TOS takes over the system).

cu
Michael

From -8768908315943156244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a563ccdf36b8084b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-29 09:48:08 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!logbridge.uoregon.edu!sfo2-feed1.news.algx.net!allegiance!news-out.spamkiller.net!propagator-la!news-in-la.newsfeeds.com!news-in.superfeed.net!peernews.cix.co.uk!

news5-gui.server.ntli.net!ntli.net!news8-gui.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: STonX
Message-ID: <3cceaac3.95629237@nntp.swampdog>
References: <3ccc4c6b.263369174@nntp.swampdog> <3CC9636E.ECE83B98@club-internet.fr>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 32
Date: Mon, 29 Apr 2002 16:38:51 GMT
NNTP-Posting-Host: 213.104.40.8
X-Complaints-To: abuse@ntlworld.com
X-Trace: news8-gui.server.ntli.net 1020098886 213.104.40.8 (Mon, 29 Apr 2002 17:48:06 BST)
NNTP-Posting-Date: Mon, 29 Apr 2002 17:48:06 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:928

On Fri, 26 Apr 2002 16:25:51 +0200, Laurent Vogel
<lvl@club-internet.fr> wrote:

>Guy Harrison wrote:
>>
>> I'm too rusty. STonX (compiled with cygwin) ...
>
>What version of STonX?

I tried 0.6.7 first, epsilon I think - from sourceforge. I then got
the CVS version (because monitor.c and other related things missing).

>Me myself I do run plain old STonX0.6.7.epsilon, because at some
>time the new CVS version didn't quite work on cygwin.
>For 067epsilon, I use option -realtime as the virtual timer
>is not implemented right on Cygwin.

Excellent! Thanks. That got things moving. The CVS version now works
if I use "-chunky" as well. ;-)

CVS didn't compile as-is though. I did some non-essential script
tinkering (added a cygwin config), that kind of thing. No code changes
but I've been too drastic in options.h (disabled everything that
obviously wasn't essential). I may get round to slowly turning them
back on again.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -3410223220820610911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa5b75bdb4ec8a8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-29 09:48:09 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!colt.net!newsfeed00.sul.t-online.de!
newsfeed01.sul.t-online.de!t-online.de!news5-gui.server.ntli.net!ntli.net!news8-
gui.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: m68k-atari-mint-g++ / m68k-atari-mint-gcc
Message-ID: <3ccd95b1.90235271@nntp.swampdog>
References: <3cc933a3.257025943@nntp.swampdog>
<Pine.MNT.4.31.0204270948270.441-100000@freemint>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 39
Date: Mon, 29 Apr 2002 16:38:51 GMT
NNTP-Posting-Host: 213.104.40.8
X-Complaints-To: abuse@ntlworld.com
X-Trace: news8-gui.server.ntli.net 1020098888 213.104.40.8 (Mon, 29 Apr 2002
17:48:08 BST)
NNTP-Posting-Date: Mon, 29 Apr 2002 17:48:08 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:929

On Sat, 27 Apr 2002 09:49:14 +0200, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> wrote:

>Hello!
>
>> How do I correctly force CRLF upon streams instead of the default
>> binary mode?
>>
>> "stdout->__mode.__binary=0"
>>
>> ...was the best I could come up with, which didn't work reliably. I
>> was under the impression MiNT code adapted automatically? UNIXMODE
>> isn't set btw.
>
>The CRLF problem is really problematic. What problem do you have?

MagiCPC (VT52) is getting LF instead of CRLF for screen output. I
can't even consider debugging it there because it's only the demo. Now
that I've got STonX compiled I see unfortunately it is the same
LF-only output as well (.TTP ran direct from Gem 1.02 and 2.06
desktops).

>And why you don't set UNIXMODE?

Originally I didn't know about it until I trawled deja for some old articles. I got the impression that if UNIXMODE was omitted from the environment then the code would adapt automatically. Since posting I've tried setting "_ENV UNIXMODE=" in magx.inf but to no avail. I saw mention of the 'b' force-binary character but not anything for a force-dos mode. Is this correct?

Any help much appreciated.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 8285634432029485253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3307a78ba70518,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-29 12:36:52 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!out.nntp.be!propagator2-SanJose!propagator-SanJose!in.nntp.be!news-in-sanjose!news-out.newsfeeds.com!propagator2-maxim!propagator-maxim!news-in.spamkiller.net!newsfeed2.earthlink.net!newsfeed.earthlink.net!stamper.news.pas.earthlink.net!newsread1.prod.itd.earthlink.net.POSTED!not-for-mail
Reply-To: "VernalElm" <vernalelm@nospam.yahoo.com>
From: "VernalElm" <vernalelm@nospam.yahoo.com>
Newsgroups: comp.sys.atari.programmer
Subject: Cheap Motorola 68060 CPUs
Lines: 21
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2462.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2462.0000
Message-ID: <lhhz8.33$Uw4.1451@newsread1.prod.itd.earthlink.net>
Date: Mon, 29 Apr 2002 19:36:49 GMT
NNTP-Posting-Host: 63.52.99.188
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.prod.itd.earthlink.net 1020109009 63.52.99.188 (Mon, 29 Apr 2002 12:36:49 PDT)
NNTP-Posting-Date: Mon, 29 Apr 2002 12:36:49 PDT
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: archiver1.google.com comp.sys.atari.programmer:930

We're running a special on Motorola 68060 50MHz CPUs (FULL Versions, MMU & FPU) through May 6th, 2002. Perfect to take full advantage of the CT60 accelerator board from Czuba Tech.

Each 060 is only $79 plus $6 shipping (internationally!) including a 30-day unconditional warranty!

Order online at http://www.vernalelm.com or http://www.68060.com

If you have questions, e-mail us at sales@NOSPAMvernalelm.com (remove NOSPAM)

Thanks for your time.

Vernal Elm LLC
Connecticut, USA
FAX: (720) 294-4128

From 5344297561645089990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa5b75bdb4ec8a8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-30 00:08:28 PST
Newsgroups: comp.sys.atari.programmer
Date: Tue, 30 Apr 2002 09:08:00 +0200
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
X-X-Sender: <fnaumann@freemint>
Subject: Re: m68k-atari-mint-g++ / m68k-atari-mint-gcc
In-Reply-To: <3ccd95b1.90235271@nntp.swampdog>
Message-ID: <Pine.MNT.4.31.0204300903260.136-100000@freemint>
References: <3cc933a3.257025943@nntp.swampdog>
<Pine.MNT.4.31.0204270948270.441-100000@freemint>
<3ccd95b1.90235271@nntp.swampdog>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Trace: 30 Apr 2002 09:07:57 +0100, wh58-508.st.uni-magdeburg.de
Lines: 27
Path: archiver1.google.com!news2.google.com!news1.google.com!
newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!193.174.75.178!news-
fra1.dfn.de!news-stu1.dfn.de!news.belwue.de!news.uni-stuttgart.de!nntp.cs.uni-
magdeburg.de!loriot.cs.uni-magdeburg.de!freemint!fnaumann
Xref: archiver1.google.com comp.sys.atari.programmer:931

Hello!

> Originally I didn't know about it until I trawled deja for some old
> articles. I got the impression that if UNIXMODE was omitted from the
> environment then the code would adapt automatically. Since posting
> I've tried setting "_ENV UNIXMODE=" in magx.inf but to no avail. I saw
> mention of the 'b' force-binary character but not anything for a

> force-dos mode. Is this correct?

dos mode is default if the stream isn't in binary mode. If the binary flag isn't set the __stdio_text_read/__stdio_text_write functions are used for reading/writing to the stream (see mintlib/stdio/sysd-stdio.c and mintlib/stdio/internals.c, function __stdio_check_funcs).

Btw. in the current mintlib the stdin/stdout/stderr descriptors are in binary mode by default for various reasons.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -3616393410927064595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a563ccdf36b8084b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-01 00:02:59 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!deine.net!ciril.fr!grolier!not-for-mail
Message-ID: <3CCF94E9.4D381279@club-internet.fr>
Date: Wed, 01 May 2002 09:10:33 +0200
From: Laurent Vogel <lvl@club-internet.fr>
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
To: Guy Harrison <swampdog@ntlworld.com>
Subject: Re: STonX
References: <3ccc4c6b.263369174@nntp.swampdog> <3CC9636E.ECE83B98@club-
internet.fr> <3cceaac3.95629237@nntp.swampdog>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 18
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 01 May 2002 07:02:43 GMT
NNTP-Posting-Host: 213.44.18.163
X-Trace: 1020236563 news.club-internet.fr 20699 213.44.18.163
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:932

Guy Harrison wrote:

> >For 067epsilon, I use option -realtime as the virtual timer
> >is not implemented right on Cygwin.

>
> Excellent! Thanks. That got things moving. The CVS version now works
> if I use "-chunky" as well. ;-)
>
> CVS didn't compile as-is though. I did some non-essential script
> tinkering (added a cygwin config), that kind of thing. No code changes
> but I've been too drastic in options.h (disabled everything that
> obviously wasn't essential). I may get round to slowly turning them
> back on again.

I'm interested in knowing what you did to let it run on cygwin.
Can you send me a patch or explain what you did?

Laurent.

From 4103359534104023186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dd7e81d4785e0011,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-01 01:38:58 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!192.71.180.34!newsfeed1.swip.net!swipnet!nntpserver.swip.net!
not-for-mail
From: "Peter Persson" <pepNOSPAM@mbox306.swipnet.se>
Newsgroups: comp.sys.atari.programmer
Subject: Idea: Stacy greyscale display
Lines: 17
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <pQNz8.3438$iB4.9141@nntpserver.swip.net>
NNTP-Posting-Host: 213.101.65.235
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 1020242325 213.101.65.235 (Wed, 01 May 2002 10:38:45
MET DST)
NNTP-Posting-Date: Wed, 01 May 2002 10:38:45 MET DST
Organization: A Customer of Tele2
X-Sender: s-712843@d213-101-65-235.swipnet.se
Date: Wed, 1 May 2002 10:37:41 +0200
Xref: archiver1.google.com comp.sys.atari.programmer:933

Hi,

Some versions of PalmOS supports greyscale on mono LCD:s. I think this done
by toggling b/w at different frequencies to get different shades of grey.
(And / or some puls modulating)
This requires that the LCD is a bit slow, just like on the STacy.
On the palm, this looks great btw. You can't see the flashing at all.

Now, the problem is that I don't have a STacy, so I can't try this. But I
thought it would be a cool thing to do, perhaps by making a STacy-Greyscale

driver for fVDI or something..

Regards

/Peter

From 1451611269322814022
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa5b75bdb4ec8a8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-01 06:30:07 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.vmunix.org!fu-berlin.de!server1.netnews.ja.net!server5.netnews.ja.net!news.ncl.ac.uk!not-for-mail
From: Chris Megas <Christos.Megarchiotis@ncl.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: RE: m68k-atari-mint-g++ / m68k-atari-mint-gcc
Date: Wed, 1 May 2002 14:21:05 +0100
Organization: University of Newcastle upon Tyne
Lines: 61
Message-ID: <3CC9634E@sws.ncl.ac.uk>
NNTP-Posting-Host: bespin.ncl.ac.uk
Mime-Version: 1.0
Content-Type: text/plain; charset="ISO-8859-1"
Content-Transfer-Encoding: 7bit
X-InterChange-Posted-By: n1410971@swsimap.ncl.ac.uk
X-EXP32-SerialNo: 00104934
X-Newsreader: InterChange (Hydra) News v3.62
Xref: archiver1.google.com comp.sys.atari.programmer:934

Can you help me or do you know anyone who is very good in assembly languge
Motorolla 68k programming. I must complete a program in assembly language
until Friday (3 May)!
I must write a program which draws a graph of y=x^2 by writing a series of
spaces followed by '*'.
It must be like this:

```
            *
         *
      *
    *
  *
 *
  *
    *
      *
         *
            *
```

The number of * must be eleven.
Please help me!!!
I have done this already but it doesn't work.

```
     ORG 1000
     MOVE.W $2000,D0        *X VALUE
     MOVE.W $2000,D1        *X VALUE
     MULU.W D0,D0
     MOVE.L D0,$2002        *Y VALUE
LOOP:    SUB.L #1,D0
     BEQ NEXT
     BSR COUT1     *PRINT OUT X-1 (_)
     BRA LOOP
NEXT:    BSR COUT2     *PRINT OUT (*) CARRIAGE RETURN, LINE FEED
     BSR END

COUT1:   MOVE.W (A6)+,$5F
     BSR COUTC
     RTS

COUT2:  MOVE.L (A6)+,$2A
     BSR COUT
     MOVE.W (A6)+,$0D
     BSR COUT
     MOVE.W (A6)+,$0A
     BSR COUT
     RTS

COUTC:   TRAP #15
     DC.W $12
     RTS

END: TRAP #15
     DC.W $10
```

CHRISTOS MEGARCHIOTIS
HENDERSON HALL
REDHALL DRIVE
NEWCASTLE-UPON-TYNE
U.K. NE7 7UY
MOBILE:07814082371
christos.megarchiotis@ncl.ac.uk

From -7745665904951206876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dd7e81d4785e0011
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-01 13:14:38 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-06!supernews.com!
newspump.sol.net!209.251.2.12.MISMATCH!news-xfer2.newshosting.com!news-
out.nuthinbutnews.com!propagator-sterling!news-in.nuthinbutnews.com!isdnet!
proxad.net!feeder2-1.proxad.net!news1-2.free.fr!not-for-mail
From: "Mathieu Demange" <m.demange@free.fr>

Newsgroups: comp.sys.atari.programmer
References: <pQNz8.3438$iB4.9141@nntpserver.swip.net>
Subject: Re: Stacy greyscale display
Date: Wed, 1 May 2002 22:14:44 +0200
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Lines: 23
Message-ID: <3cd04cad$0$5009$626a54ce@news.free.fr>
Organization: Guest of ProXad - France
NNTP-Posting-Date: 01 May 2002 22:14:37 MEST
NNTP-Posting-Host: 217.128.163.218
X-Trace: 1020284077 news1-2.free.fr 5009 217.128.163.218
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:935

Hi here :-)

> Some versions of PalmOS supports greyscale on mono LCD:s. I think this
done
> by toggling b/w at different frequencies to get different shades of grey.
> (And / or some puls modulating)
> This requires that the LCD is a bit slow, just like on the STacy.
> On the palm, this looks great btw. You can't see the flashing at all.

> Now, the problem is that I don't have a STacy, so I can't try this. But I
> thought it would be a cool thing to do, perhaps by making a
STacy-Greyscale
> driver for fVDI or something..

Well, it's a great idea of course, but I think greyscale is possible when
the machine
has a sufficient power capability to satisfact greyscale processing WITH all
global
taskes... This would require very optimised assembler routines I think.

Mathieu

From 2855087937720503095
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a563ccdf36b8084b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-01 17:45:51 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.vmunix.org!
newsfeed.stueberl.de!newspeer1-gui.server.ntli.net!ntli.net!news2-
win.server.ntlworld.com.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer

Subject: Re: STonX - stonx-0.6.7.4-cvs.tar.bz2 (0/1)
Message-ID: <3cd068f6.1862438@nntp.swampdog>
References: <3ccc4c6b.263369174@nntp.swampdog> <3CC9636E.ECE83B98@club-internet.fr> <3cceaac3.95629237@nntp.swampdog> <3CCF94E9.4D381279@club-internet.fr>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 47
Date: Wed, 01 May 2002 22:52:10 GMT
NNTP-Posting-Host: 213.104.40.76
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 1020300350 213.104.40.76 (Thu, 02 May 2002 01:45:50 BST)
NNTP-Posting-Date: Thu, 02 May 2002 01:45:50 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:936

On Wed, 01 May 2002 09:10:33 +0200, Laurent Vogel
<lvl@club-internet.fr> wrote:

>Guy Harrison wrote:
>
>> >For 067epsilon, I use option -realtime as the virtual timer
>> >is not implemented right on Cygwin.
>>
>> Excellent! Thanks. That got things moving. The CVS version now works
>> if I use "-chunky" as well. ;-)
>>
>> CVS didn't compile as-is though. I did some non-essential script
>> tinkering (added a cygwin config), that kind of thing. No code changes
>> but I've been too drastic in options.h (disabled everything that
>> obviously wasn't essential). I may get round to slowly turning them
>> back on again.
>
>I'm interested in knowing what you did to let it run on cygwin.
>Can you send me a patch or explain what you did?

I've managed to go months without knowing anything about patches, so
rather than do a hurried read-up & make a complete mess of it, here's
the files I've changed. I'd imagine if cvs hasn't changed in the last
couple of weeks you'd be able to produce your own patch.

Things to look for are three tilda ~~~ which I often use to mark
changes (until I get too bored) and macros indented "strangely"
compared with the style used. In this case it looks like I've indented
them by one tab (eg options.h where's I've conditionalised some so
they can be affected from cygwin's config). Thinking of that just grep
for "cygwin" (insensitive) in configure and config.guess and you'll
find the changes to get the config found.

Once that's sorted the bash script "go" has the actual settings I last

used. Strangely the monitor used to work (when STonX didn't) and now
that STonX does the monitor doesn't! However, atm my working STonX
still has it configured in and built. Console info still appears -
you'll see a few 68k bus errors reported as it starts.

If there's anything else let me know. :-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -8886649295127562921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa5b75bdb4ec8a8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-01 18:45:24 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news-nue1.dfn.de!newsfeed.r-
kom.de!newsfeed.stueberl.de!newspeer1-gui.server.ntli.net!ntli.net!news8-
gui.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: m68k-atari-mint-g++ / m68k-atari-mint-gcc
Message-ID: <3cd57a52.6306087@nntp.swampdog>
References: <3cc933a3.257025943@nntp.swampdog>
<Pine.MNT.4.31.0204270948270.441-100000@freemint>
<3ccd95b1.90235271@nntp.swampdog>
<Pine.MNT.4.31.0204300903260.136-100000@freemint>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 36
Date: Thu, 02 May 2002 01:28:56 GMT
NNTP-Posting-Host: 213.104.40.76
X-Complaints-To: abuse@ntlworld.com
X-Trace: news8-gui.server.ntli.net 1020303923 213.104.40.76 (Thu, 02 May 2002
02:45:23 BST)
NNTP-Posting-Date: Thu, 02 May 2002 02:45:23 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:937

On Tue, 30 Apr 2002 09:08:00 +0200, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> wrote:

>Hello!
>
>> Originally I didn't know about it until I trawled deja for some old
>> articles. I got the impression that if UNIXMODE was omitted from the

>> environment then the code would adapt automatically. Since posting
>> I've tried setting "_ENV UNIXMODE=" in magx.inf but to no avail. I saw
>> mention of the 'b' force-binary character but not anything for a
>> force-dos mode. Is this correct?
>
>dos mode is default if the stream isn't in binary mode. If the binary flag
>isn't set the __stdio_text_read/__stdio_text_write functions are used for
>reading/writing to the stream (see mintlib/stdio/sysd-stdio.c and
>mintlib/stdio/internals.c, function __stdio_check_funcs).

That's made it clearer thanks. I'd noticed the static stdin/out/err
definitions but kept thinking I might have missed something somewhere.

>Btw. in the current mintlib the stdin/stdout/stderr descriptors are in
>binary mode by default for various reasons.

I guess the solution is to check for UNIXMODE first then if it doesn't
exist change __binary according to the OS.

I delved into the "unreliable code" (bzip2 verbose output).
Embarassingly I'd neglected to turn binary mode off for stderr - which
is what bzip2's lib uses [Ahem].

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 1042679641277572070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa5b75bdb4ec8a8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-02 06:47:25 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-01!supernews.com!
195.40.4.120.MISMATCH!easynet-quince!easynet.net!proxad.net!wanadoo.fr!freenix!
fr.clara.net!heighliner.fr.clara.net!newsfeed.vmunix.org!newsfeed.stueberl.de!
newspeer1-gui.server.ntli.net!ntli.net!news6-win.server.ntlworld.com.POSTED!HH!
nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: m68k-atari-mint-g++ / m68k-atari-mint-gcc
Message-ID: <3cd23eb7.56583803@nntp.swampdog>
References: <3CC9634E@sws.ncl.ac.uk>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 121
Date: Thu, 02 May 2002 13:30:16 GMT
NNTP-Posting-Host: 213.104.40.140

X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1020347245 213.104.40.140 (Thu, 02 May 2002 14:47:25 BST)
NNTP-Posting-Date: Thu, 02 May 2002 14:47:25 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:938

On Wed, 1 May 2002 14:21:05 +0100, Chris Megas
<Christos.Megarchiotis@ncl.ac.uk> wrote:

```
>Can you help me or do you know anyone who is very good in assembly languge
>Motorolla 68k programming. I must complete a program in assembly language
>until Friday (3 May)!
>I must write a program which draws a graph of y=x^2 by writing a series of
>spaces followed by '*'.
>It must be like this:
>            *
>         *
>      *
>    *
>  *
> *
>  *
>    *
>      *
>         *
>            *
>The number of * must be eleven.
>Please help me!!!
>I have done this already but it doesn't work.
```

Ugh - this one. I remember this one. They should have put this one out of its misery years ago! You've no doubt realised the problem has got little to do with plotting points, rather how to muck about getting the console output in the right order. Split it into two, possibly three parts. Obviously the top half is a mirror image of the bottom - the possible third part being the zero point. You can't control 'X' (y-lines on the console) so begin at "(11 - 1) / 2)", count down through zero then back up to "(11-1)/2".

```
>
>    ORG 1000
>    MOVE.W $2000,D0        *X VALUE
>    MOVE.W $2000,D1        *X VALUE
>    MULU.W D0,D0
>    MOVE.L D0,$2002        *Y VALUE
>LOOP:   SUB.L #1,D0
>    BEQ NEXT
>    BSR COUT1     *PRINT OUT X-1 (_)
>    BRA LOOP
>NEXT:   BSR COUT2     *PRINT OUT (*) CARRIAGE RETURN, LINE FEED
>    BSR END
>
```

```
>COUT1:  MOVE.W (A6)+,$5F
>    BSR COUTC
>    RTS
>
>COUT2:  MOVE.L (A6)+,$2A
>    BSR COUT
>    MOVE.W (A6)+,$0D
>    BSR COUT
>    MOVE.W (A6)+,$0A
>    BSR COUT
>    RTS
>
>COUTC:  TRAP #15
>    DC.W $12
>    RTS
>
>END:    TRAP #15
>    DC.W $10
```

I'm not writing the code for you. This snippet of C++ is easily converted...

```
#include <cstdio>

namespace sd{typedef unsigned short uint16;}

static sd::uint16   d0,d1,d2,d7;

static void
out(void)
{
 d2 = d1;

 while (d2 > 0) {
    putchar('.');
    d2 -= 1;
 }
 putchar('*');
 putchar('\n');
}

int
main()
{
 d7 = 11;
 d7 -= 1;
 d7 >>= 1;    //shift right one btw (ie d7/2)

 d0 = d7;

 while (d0) {
    d1 = d0 * d0;
    out();
```

```
    d0 -= 1;
 }

 while (d0 <= d7)   {
    d1 = d0 * d0;
    out();
    d0 += 1;
 }

 return 0;
}
```

...actually I was going to post the 68k asm output from gcc with a comment to the effect "if you copy it they'll know". Unfortunately the code it generated was too close to the mark, so tough! ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 6559758883754719987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dd7e81d4785e0011
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-02 12:02:48 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.swip.net!swipnet!nntpserver.swip.net!not-for-mail
From: "Peter Persson" <pepNOSPAM@mbox306.swipnet.se>
Newsgroups: comp.sys.atari.programmer
References: <pQNz8.3438$iB4.9141@nntpserver.swip.net>
<3cd04cad$0$5009$626a54ce@news.free.fr>
Subject: Re: Stacy greyscale display
Lines: 32
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <W2gA8.3679$iB4.9918@nntpserver.swip.net>
NNTP-Posting-Host: 213.101.64.74
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 1020366134 213.101.64.74 (Thu, 02 May 2002 21:02:14 MET DST)
NNTP-Posting-Date: Thu, 02 May 2002 21:02:14 MET DST
Organization: A Customer of Tele2
X-Sender: s-712843@d213-101-64-74.swipnet.se
Date: Thu, 2 May 2002 21:01:09 +0200
Xref: archiver1.google.com comp.sys.atari.programmer:939

Hi again,

> Well, it's a great idea of course, but I think greyscale is possible when
> the machine
> has a sufficient power capability to satisfact greyscale processing WITH
all
> global
> taskes... This would require very optimised assembler routines I think.

Well, Yes - and No. If we use the colour-emulator approach, it will be quite
slow. But if you implement a completely new graphicsmode with a new VDI
driver for fVDI, it could be done pretty fast.

Lets say we use 4 copies of the screen in memory, and just toggle fast
between them. As the ST has a "floating" videomemory, we don't need to copy
anything to "refresh" the screen, so it would be very fast.

On a normal mono-monitor, this would give you migrane. On a slow LCD, it
would give you shades of grey. (Provided that the toggling is done at a
frequency that suits the LCD)

OK, this wouldn't give us 16 shades (2*2*2*2) like in "normal" colourmodes,
but 4 (1+1+1+1).

I tried this on an old PC laptop the other day, and it works. Too bad I
don't have a Stacy to try it on.

Regards

/Peter

From -2856592856082829393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa5b75bdb4ec8a8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-03 01:33:01 PST
Newsgroups: comp.sys.atari.programmer
Date: Fri, 3 May 2002 10:33:31 +0200
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
X-X-Sender: <fnaumann@freemint>
Subject: Re: m68k-atari-mint-g++ / m68k-atari-mint-gcc
In-Reply-To: <3cd57a52.6306087@nntp.swampdog>
Message-ID: <Pine.MNT.4.31.0205031032470.322-100000@freemint>
References: <3cc933a3.257025943@nntp.swampdog>
<Pine.MNT.4.31.0204270948270.441-100000@freemint>
<3ccd95b1.90235271@nntp.swampdog>
<Pine.MNT.4.31.0204300903260.136-100000@freemint> <3cd57a52.6306087@nntp.swampdog>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de

X-Trace: 3 May 2002 10:33:00 +0100, wh58-508.st.uni-magdeburg.de
Lines: 17
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-han1.dfn.de!news-stu1.dfn.de!news.belwue.de!news.uni-stuttgart.de!nntp.cs.uni-magdeburg.de!loriot.cs.uni-magdeburg.de!freemint!fnaumann
Xref: archiver1.google.com comp.sys.atari.programmer:940

Hello!

> I guess the solution is to check for UNIXMODE first then if it doesn't
> exist change __binary according to the OS.

This is a nice idea.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -4052546923659706559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dd7e81d4785e0011
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-07 09:14:53 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Stacy greyscale display
Date: 7 May 2002 09:14:52 -0700
Organization: http://groups.google.com/
Lines: 34
Message-ID: <2eb10038.0205070814.56d8e6fa@posting.google.com>
References: <pQNz8.3438$iB4.9141@nntpserver.swip.net>
<3cd04cad$0$5009$626a54ce@news.free.fr> <W2gA8.3679$iB4.9918@nntpserver.swip.net>
NNTP-Posting-Host: 217.112.237.100
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1020788092 12781 127.0.0.1 (7 May 2002 16:14:52 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 7 May 2002 16:14:52 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:941

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<W2gA8.3679$iB4.9918@nntpserver.swip.net>...
> Well, Yes - and No. If we use the colour-emulator approach, it will be quite

> slow. But if you implement a completely new graphicsmode with a new VDI
> driver for fVDI, it could be done pretty fast.
>
> Lets say we use 4 copies of the screen in memory, and just toggle fast
> between them. As the ST has a "floating" videomemory, we don't need to copy
> anything to "refresh" the screen, so it would be very fast.
>
> On a normal mono-monitor, this would give you migrane. On a slow LCD, it
> would give you shades of grey. (Provided that the toggling is done at a
> frequency that suits the LCD)
>
> OK, this wouldn't give us 16 shades (2*2*2*2) like in "normal" colourmodes,
> but 4 (1+1+1+1).
>
> I tried this on an old PC laptop the other day, and it works. Too bad I
> don't have a Stacy to try it on.

I have not any either but anyway it looks like you could be interested
by this thread:
<http://groups.google.com/groups?
hl=en&threadm=aa62ij%24kav%241%40nyheter.chalmers.se&rnum=1&prev=/
groups%3Fq%3Djohan%2Bklockars%2Bfvdi%2Bnative%26hl%3Den%26selm%3Daa62ij%2524kav%25
241%2540nyheter.chalmers.se%26rnum%3D1>
(title is 'Re: fVDI and "native" drivers (Re: Dumb question maybe)' in
comp.sys.atari.st).

AFAIK as fVDI is modular (according to the docs), the only thing one
would have to do is to implement a few simple primitives ("put pixel",
"draw horizontal line", "draw vertical line", ... perhaps even only
"put pixel") and one would be done!
A good starting point for this would be the 4-plane driver but IIRC
but there are only 1, 4 and 8 plane drivers ATM... :-(

So please do some lobbying on Johan so that he makes drivers' source
code available! ;-)

From 2326874753654829504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dd7e81d4785e0011
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-07 17:23:18 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!213.204.128.162!news000.worldonline.se!
newsfeed01.nntp.se.dataphone.net!nntp.se.dataphone.net!newsfeed.sunet.se!
news01.sunet.se!news.chalmers.se!not-for-mail
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Stacy greyscale display
Date: 8 May 2002 00:23:05 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 115
Message-ID: <ab9r59$o1r$1@nyheter.chalmers.se>

References: <pQNz8.3438$iB4.9141@nntpserver.swip.net>
<3cd04cad$0$5009$626a54ce@news.free.fr> <W2gA8.3679$iB4.9918@nntpserver.swip.net>
<2eb10038.0205070814.56d8e6fa@posting.google.com>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 1020817385 24635 129.16.79.2 (8 May 2002 00:23:05
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 8 May 2002 00:23:05 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:942

In article <2eb10038.0205070814.56d8e6fa@posting.google.com>,
=?ISO-8859-1?Q?Guillaume_D=E9flache?= <guillaumed@atari.org> wrote:
>"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<W2gA8.3679$iB4.9918@nntpserver.swip.net>...
>> Well, Yes - and No. If we use the colour-emulator approach, it will be quite
>> slow. But if you implement a completely new graphicsmode with a new VDI
>> driver for fVDI, it could be done pretty fast.

Quite possibly.

>> Lets say we use 4 copies of the screen in memory, and just toggle fast
>> between them. As the ST has a "floating" videomemory, we don't need to copy
>> anything to "refresh" the screen, so it would be very fast.
>>
>> On a normal mono-monitor, this would give you migrane. On a slow LCD, it

Not necessarily. Take a look at the image processing/viewing program
MGIF (currently at v5.10 beta 5 [970707]), which can be found on my
Web site and elsewhere (I took over the development of MGIF in '92,
but have, unfortunately, not done anything with it for the past five
years). Its original purpose was exactly what you are talking about
- displaying stuff (well, images) in 'greyscale' on monochrome monitors -
and that functionality is still in there.

>> OK, this wouldn't give us 16 shades (2*2*2*2) like in "normal" colourmodes,
>> but 4 (1+1+1+1).

You only need to flicker between three screens to get 4 greyscales
(no set pixels, one set pixel, two set pixels, three set pixels).

Two screens would give you 3 greyscales, and four screens 5 greyscales.

The way to avoid migraine is to use some kind of dithering so that
the set pixels are evenly distributed among the flickering screens.
That is, a small 25% grey area could be built up of three screens
something like the following:

```
100   010   001
010   001   100
100   010   001
```

As you can see, a sequence of the three images would have every pixel
as 1 one time and as 0 two times, but unlike for

```
111   000   000
111   000   000
111   000   000
```

the timings would be evened out. The former case can look very good while the latter can indeed easily make your head hurt.

As I said earlier, take a look at MGIF.

>AFAIK as fVDI is modular (according to the docs), the only thing one
>would have to do is to implement a few simple primitives ("put pixel",
>"draw horizontal line", "draw vertical line", ... perhaps even only
>"put pixel") and one would be done!

While this does not really have anything to do with modularity (it's simply a matter of the fVDI engine providing 'fall-back' functions that can do more complex operations using simpler primitives), it is indeed true. I have even written such a minimal driver for monochrome mode (the currently required functions are write_pixel, read_pixel, set_colours and get_colour (the latter two for palette handling)).

Horizontal and/or vertical lines are actually not primitives that are directly supported by fVDI. I know that many other graphics libraries have such, but I've never understood why (it's very simple to special case the handling of thin rectangles or general lines, which are much more useful primitives, at completely insignificant performance cost). That said, you could indeed implement only those special cases in an fVDI device driver and return more difficult lines/rectangles to the engine, if you wanted.

>A good starting point for this would be the 4-plane driver but IIRC

I don't really think so, since that one contains a lot of assembly code and is not particularly easy to understand. Also, the dithering that you would most likely want to use might be easier to do if you used some more fitting intermediate pixel format (for example, you might want to draw in byte per pixel mode and then convert larger blocks at a time for displaying).

>but there are only 1, 4 and 8 plane drivers ATM... :-(

There has never been a working 8 plane driver. The 2 plane one might have worked sometime at the beginning, but that was a long time ago. There is a 16 bit (word per pixel (FalconTC)) driver, though, that is almost 100% C code.

>So please do some lobbying on Johan so that he makes drivers' source
>code available! ;-)

No need to do any lobbying for that. fVDI and most of its drivers are under the GNU GPL (This does not, for the time being, include the ATI RageII driver since it relies on information (and still, to

a very small degree, source code) from ATI that is not publically available. Nor does it apply to the 16 bit driver sources, which are in the public domain (since that driver is intended as an example and I did not want to hinder any possible future commercial driver development). The sources for the 16 bit driver have been included in most real release archives, IIRC.).

Within the near future, I will have a CVS server up and running, where the fVDI sources (among other things) will be publically available (write access will be granted on a case by case basis). The Linux server that will take care of the CVS is already working fine (it is responsible for my recently resurrected Web site). I just need to set up a few more things and move the CVS archive over from my main PC.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johank@omicron.se
                        | so hard to do |  WWW:      http://217.215.149.49
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```

From 4841861874256172596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f16211b0409e2172
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f16211b0409e2172
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-05-15 03:18:20 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
Subject: Re: Modifying CT2 flash-memory?
Date: 15 May 2002 03:18:19 -0700
Organization: http://groups.google.com/
Lines: 67
Message-ID: <2eb10038.0205150218.38f88f57@posting.google.com>
References: <2eb10038.0204170855.4472012e@posting.google.com>
<JIDv8.1853$iB4.5476@nntpserver.swip.net>
<2eb10038.0204190039.31967cb6@posting.google.com>
<M3hw8.2031$iB4.5918@nntpserver.swip.net>
<2eb10038.0204220745.7ba94f8a@posting.google.com>
NNTP-Posting-Host: 217.112.237.100
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1021457900 10489 127.0.0.1 (15 May 2002 10:18:20 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 15 May 2002 10:18:20 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:943
comp.sys.atari.st.tech:3440

guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=) wrote in message
news:<2eb10038.0204220745.7ba94f8a@posting.google.com>...

> "Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<M3hw8.2031$iB4.5918@nntpserver.swip.net>...
> > Hi,
> >
> > > You mean upgrading to revision AN or BN (where this problem gets
> > > solved by hardware)? I did not know this upgrade has ever been
> > > available! But if it is will certainly upgrade!
> >
> > Yes and no. The code is available from Mr. Czuba, but the current code in
> > the flash does not support the new fastram address.
>
> I see. Time to disassemble the flash code I think!

I did just that (TT-Digger rules !) and it seems that a part of it is
encrypted/compressed in some way...
But apparently all Fast-RAM init related code lies untouched at the
beginning of the Flash code (which follows the standard TOS-executable
format BTW).
I browsed through the memory test (interesting part :-)...) and it
seems that a simple patch could be made to make a N-revision board
work. But do not expect it to work on non N-releases then!

> > > Well if the memory-mapping is the only difference, perhaps some sort
> > > of FASTRAM.PRG to declare how much Fast-RAM is available (and where)
> > > could do the trick!
> > > I will keep you informed of my "discoveries"...
>
> If I have some time this week I will try writing a simple FASTRAM.PRG
> program...

Tried to execute the following program at the beginning of the AUTO
folder (I have a 32MB CT2B fitted:

```
 pea superb(pc)
 move #38,-(sp)  ; SUPEXEC ($26)
 trap #1  ; XBIOS
 pea 32*1024*1024 ; 32MB
 pea $04000000
 move #20,-(sp)  ; MADDALT ($14)
 trap #1  ; GEMDOS
 move d0,-(sp)
 move #76,-(sp)  ; PTERM ($4c)
 trap #1  ; GEMDOS
superb:
 sf $f7000000 ; 16/32MB SIMM CT2B (see CHPB)
 rts
```

... and it bombed (very randomly) my Falcon to death... well, until
the next reboot!

Any hints??? I cannot believe that programs (and TOS) could be *that*
incompatible to a $04000000-starting Fast-RAM block...

I wondered if it is an XFRB/_FRB issue... As HD-Driver is started
after my patch, it does not know about the Fast-RAM being available,
so I guess it sets no XFRB cookie... As for the _FRB cookie, I wonder
if it is useful on Falcon too (I have a SCSI drive attached)...

Perhaps there also are other Fast-RAM related issues I do not know
of...

Mmmhmm... (Just though about it:) Perhaps the PMMU-tree is not
properly set for >16M adresses... Will check that soon...

BTW the adress-bit #23 of $F6xx0000 seems to control whether one boots
from Flash-memory or from ROM... So an emergency program to recover
from a corrupt Flash code should be easy to write! :-)

From -3518769918773833619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f91ad31dfc30b99,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7f91ad31dfc30b99,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 11181b,7f91ad31dfc30b99,start
X-Google-Attributes: gid11181b,public
X-Google-Thread: 100a3b,7f91ad31dfc30b99,start
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,7f91ad31dfc30b99,start
X-Google-Attributes: gid1056fc,public
X-Google-ArrivalTime: 2002-05-21 03:36:42 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!Cidera!
cyclone1.gnilink.net!wn3feed!worldnet.att.net!204.127.198.203!attbi_feed3!
attbi.com!rwcrnsc51.ops.asp.att.net.POSTED!not-for-mail
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Newsgroups:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys
.atari.st.tech,rec.games.video.atari
Subject: Jagfest 2002
Lines: 40
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Message-ID: <ZqpG8.31843$Bw6.46339@rwcrnsc51.ops.asp.att.net>
NNTP-Posting-Host: 12.250.102.197
X-Complaints-To: abuse@attbi.com
X-Trace: rwcrnsc51.ops.asp.att.net 1021977401 12.250.102.197 (Tue, 21 May 2002
10:36:41 GMT)
NNTP-Posting-Date: Tue, 21 May 2002 10:36:41 GMT
Organization: AT&T Broadband
Date: Tue, 21 May 2002 10:36:41 GMT
Xref: archiver1.google.com alt.games.video.classic:1564
comp.sys.atari.advocacy:1167 comp.sys.atari.programmer:944

comp.sys.atari.st.tech:3468 rec.games.video.atari:4784

Just a Reminder about Jagfest 2002 on july 12th and 13th in Saint Louis,MO:

Admission cost for this event is $25.00 for those who wish to pre- pay and $30.00 for those who wish pay at the door; this cost covers for both days.
Table prices are as follows (admission price is included): Visitor tables: $35.00 before July 9th (after July 9th its $40.00),
Dealer Tables: $45.00 before July 9th (after July 9th its $50.00) (extra tables are $5.00 each).

Also for those people who want to place an ad in the fest program here are the prices:
$15.00 for quarter page
$25.00 for half page
$50.00 for full page
A listing on the back page is under $15.00
For full details on how to place your ad in the program contact Greg George.
You can pay either by paypal (greg@ataritimes.com) or by sending a Check or Money Order to Gregoary D. George, 347 Banyan Drive, Winter Haven, FL 33884
Attn. Jagfest payments
For more information On Jag fest 2k2 e-mail Greg George at greg@ataritimes.com, James Garvin at omc@omcgames.com or Daniel Iacovelli at atarivideoclub@yahoo.com or visit the Jagfest 2002 site at http://omcgames.com/jagfest/
(be sure to visit the Jag fest message board and post your ideas for this event.)
---
like to help spread the word on Jagfest2k2 e-mail me
(atarivideoclub@yahoo.com) ask about getting the Jagfest Flyer to pass out at your area.

From 6735800086866329844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b30dda94e9af4a9a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-26 23:23:49 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!141.201.2.63!newshunter!cosy.sbg.ac.at!newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>

Newsgroups: comp.sys.atari.programmer
Subject: VDI color indices for 256 color mode ?
Date: Mon, 27 May 2002 08:24:56 +0200
Organization: SIEMENS AG AUSTRIA
Lines: 12
Message-ID: <3CF1D138.40497090@siemens.at>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.siemens.at 1022480628 16583 158.226.192.100 (27 May 2002 06:23:48 GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Mon, 27 May 2002 06:23:48 +0000 (UTC)
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:945

Hi,

Can anybody tell me the color register indices for VDI for 256 color mode ? All the books I have only list indices for up to 16 colors since they obviously were written in pre Falcon times.
BTW, I always wondered what reason could be behind mixing the colors as it is done at outputs via VDI. Anyway It would be nice if somebody could help, and spare me the task of writing a test program to find out about VDI and 256 color mode indices.

Thanks
Gerhard

From 6744055466319874638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b30dda94e9af4a9a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-27 04:26:38 PST
Message-ID: <3CF217E4.4E767737@epfl.ch>
Date: Mon, 27 May 2002 13:26:29 +0200
From: Philipp Donze <philipp.donze@epfl.ch>
X-Mailer: Mozilla 4.79 [en] (X11; U; SunOS 5.8 sun4u)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: VDI color indices for 256 color mode ?
References: <3CF1D138.40497090@siemens.at>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Original-NNTP-Posting-Host: in1sun64.epfl.ch
Lines: 25
NNTP-Posting-Host: disunds1.epfl.ch
X-Trace: epflnews.epfl.ch 1022498792 disunds1.epfl.ch (27 May 2002 13:26:32 +0200)
Organization: EPFL

Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!skynet.be!
skynet.be!proxad.net!proxad.net!freenix!fr.clara.net!heighliner.fr.clara.net!
news.imp.ch!news.imp.ch!news-zh.switch.ch!epflnews.epfl.ch!dinews.epfl.ch!
in1sun64.epfl.ch
Xref: archiver1.google.com comp.sys.atari.programmer:946

Hi,

> All the books I have only list indices for up to 16 colors
> since they obviously were written in pre Falcon times.

As far as I know there is no standard palette for 256 colors.
Atari never defined something like "VDI color 154 is light red
(=red 900, green 700, blue 700)".
So you can't assume that an index has the color representation
which it has on your Falcon. But I think most of the people
use the standard palette if the Atari VDI or the new (better)
palette from NVDI.

I think Atari defined only the first 16 colors because the user
interface (=GEM) only uses the first 16 colors. The other 246
colors can be changed by the applications.
This approach gives us a strange looking screen in a multitasking
environment in which more than one program uses more than 256
colors. (=the windows in the background use also the current
palette in the 256 color mode)
So it's not "nice".

Regards
Philipp

From -5478168593357830601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b30dda94e9af4a9a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-27 05:33:37 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!fr.clara.net!heighliner.fr.clara.net!
news-hub.siol.net!newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!news.siemens.at!
not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: VDI color indices for 256 color mode ?
Date: Mon, 27 May 2002 14:34:41 +0200
Organization: SIEMENS AG AUSTRIA
Lines: 37
Message-ID: <3CF227E1.5BC75F68@siemens.at>
References: <3CF1D138.40497090@siemens.at> <3CF217E4.4E767737@epfl.ch>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Trace: news.siemens.at 1022502814 17444 158.226.192.100 (27 May 2002 12:33:34 GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Mon, 27 May 2002 12:33:34 +0000 (UTC)
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:947

Philipp Donze wrote:
> > All the books I have only list indices for up to 16 colors
> > since they obviously were written in pre Falcon times.
>
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> Atari never defined something like "VDI color 154 is light red
> (=red 900, green 700, blue 700)".
> So you can't assume that an index has the color representation
> which it has on your Falcon. But I think most of the people
> use the standard palette if the Atari VDI or the new (better)
> palette from NVDI.
>
> I think Atari defined only the first 16 colors because the user
> interface (=GEM) only uses the first 16 colors. The other 246
> colors can be changed by the applications.
> This approach gives us a strange looking screen in a multitasking
> environment in which more than one program uses more than 256
> colors. (=the windows in the background use also the current
> palette in the 256 color mode)
> So it's not "nice".

Sorry, it seems I didn't make my problem clear enough. My problem is not about the RGB values of certain VDI color indices but the shifting of color indices VDI (and NVDI too) does. For example when I make my program read a picture with 16 colors and display it on screen, when using VDI functions to set the colors according to the picture palette, I have to use a color index different from the index in the picture palette, using certain rules that can be found in books like e.g. the Atari Compendium etc., e.g. 2->3, 15->13 etc. to get the right colors on screen. Now for 256 color pictures these color index shifting rules seem to be similar than for 16 colors but not exactly the same. Color indices from 16 to 254 seem to be identical in picture and VDI palette but at least index 255 has to be changed (to 1 ?) which causes changes in the others between 0 and 15.

regards
Gerhard

From 7639961656918764546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b30dda94e9af4a9a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-28 07:10:09 PST

Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!logbridge.uoregon.edu!newsengine.sol.net!
posts0.nwblwi.newsops.execpc.com!posts.news.eurekanet.com!reader2-
nwblwi.news.eurekanet.com!not-for-mail
From: "baldrick" <baldricknospam@netset.com>
Newsgroups: comp.sys.atari.programmer
References: <3CF1D138.40497090@siemens.at> <3CF217E4.4E767737@epfl.ch>
<3CF227E1.5BC75F68@siemens.at>
Subject: Re: VDI color indices for 256 color mode ?
Date: Tue, 28 May 2002 10:19:53 -0400
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Lines: 34
Message-ID: <3cf38e9b$0$1409$6d5eecc5@news.eurekanet.com>
Organization: ComNet USA LLC - Athens, OH
NNTP-Posting-Host: 3b7f0459.news.eurekanet.com
X-Trace: DXC=55h>XUUb`_BBkKIGP2A8WNnc8dR=bW@2Be2`L3k0_X9DJ?Kd>DH:>oJ^hY6d?
T2Q8DRjkCYW9G5WKB5nUeX<mh_A
X-Complaints-To: abuse@eurekanet.com
Xref: archiver1.google.com comp.sys.atari.programmer:948

Janka Gerhard wrote in message <3CF227E1.5BC75F68@siemens.at>...

>Sorry, it seems I didn't make my problem clear enough. My problem is
>not about the RGB values of certain VDI color indices but the shifting
>of color indices VDI (and NVDI too) does. For example when I make
>my program read a picture with 16 colors and display it on screen,
>when using VDI functions to set the colors according to the picture
>palette, I have to use a color index different from the index in the
>picture palette, using certain rules that can be found in books like
>e.g. the Atari Compendium etc., e.g. 2->3, 15->13 etc. to get the right
>colors on screen. Now for 256 color pictures these color index shifting
>rules seem to be similar than for 16 colors but not exactly the same.
>Color indices from 16 to 254 seem to be identical in picture and VDI
>palette but at least index 255 has to be changed (to 1 ?) which
>causes changes in the others between 0 and 15.
>

I have this table in the ximgload.c file in boinkout2's source code.

The short answer is it's 1 to 1 excet for the changes for 16 color modes and
1 = 255
255 = 15

so it's
0,255,1,2,4,6,3,5,7,8,9,10,12,14,11,13,16,17,18,19,20....
...251,252,253,254,15

Dan
aka baldrick

From 1632469376953874515
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b30dda94e9af4a9a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-28 08:24:07 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newshunter!cosy.sbg.ac.at!newsfeed.Austria.EU.net!
newsfeed.kpnqwest.at!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: VDI color indices for 256 color mode ?
Date: Tue, 28 May 2002 17:25:12 +0200
Organization: SIEMENS AG AUSTRIA
Lines: 34
Message-ID: <3CF3A158.9A06A006@siemens.at>
References: <3CF1D138.40497090@siemens.at> <3CF217E4.4E767737@epfl.ch>
<3CF227E1.5BC75F68@siemens.at> <3cf38e9b$0$1409$6d5eecc5@news.eurekanet.com>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.siemens.at 1022599447 16086 158.226.192.100 (28 May 2002 15:24:07
GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Tue, 28 May 2002 15:24:07 +0000 (UTC)
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:949

baldrick wrote:
>
> Janka Gerhard wrote in message <3CF227E1.5BC75F68@siemens.at>...
>
> >Sorry, it seems I didn't make my problem clear enough. My problem is
> >not about the RGB values of certain VDI color indices but the shifting
> >of color indices VDI (and NVDI too) does. For example when I make
> >my program read a picture with 16 colors and display it on screen,
> >when using VDI functions to set the colors according to the picture
> >palette, I have to use a color index different from the index in the
> >picture palette, using certain rules that can be found in books like
> >e.g. the Atari Compendium etc., e.g. 2->3, 15->13 etc. to get the right
> >colors on screen. Now for 256 color pictures these color index shifting
> >rules seem to be similar than for 16 colors but not exactly the same.
> >Color indices from 16 to 254 seem to be identical in picture and VDI
> >palette but at least index 255 has to be changed (to 1 ?) which
> >causes changes in the others between 0 and 15.
> >
>
>   I have this table in the ximgload.c file in boinkout2's source code.

>
> The short answer is it's 1 to 1 excet for the changes for 16 color modes and
> 1 = 255
> 255 = 15
>
> so it's
> 0,255,1,2,4,6,3,5,7,8,9,10,12,14,11,13,16,17,18,19,20....
> ...251,252,253,254,15

So that's why the games I wrote before seemed to work okay when I
used the same changes as for 16 color mode.

Many thanks
Gerhard

From 8016975270741467630
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,f6702ad4d1002743,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-05-30 08:42:35 PST
Path: archiver1.google.com!news2.google.com!news1.google.com!
newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!
newsfeed.icl.net!newsfeed.icl.net!newsfeed.freenet.de!eusc.inter.net!news.imp.ch!
news.imp.ch!imp.ch!not-for-mail
From: "Emanuel Welter" <e.welter@rgfsoft.ch>
Newsgroups: comp.sys.atari.programmer
Subject: LOAD_IMG.SLB
Date: Thu, 30 May 2002 17:45:57 +0200
Organization: ImproWare AG Network Services - Usenet News Service
Lines: 22
Message-ID: <ad5h99$2lga$1@news.imp.ch>
NNTP-Posting-Host: cable-ggar41-026.intergga.ch
X-Trace: news.imp.ch 1022773353 87562 157.161.41.26 (30 May 2002 15:42:33 GMT)
X-Complaints-To: news@imp.ch
NNTP-Posting-Date: Thu, 30 May 2002 15:42:33 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.programmer:951

Hi All!

Does anyone know, how to use the shared-library 'LOAD_IMG.SLB' which is in
magic 6.x included ?

Thanks

Emanuel

Weiss irgend jemand, wie ich die in Magic 6.X beiliegende LOAD_IMG.SLB
benutzen kann? Also was f⍰r Aufrufe etc...

Danke

Gruss

Emanuel

From 1652768265384457343
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f6702ad4d1002743
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-01 03:39:39 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!colt.net!
newspeer.clara.net!news.clara.net!dyke.uk.clara.net
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <ad5h99$2lga$1@news.imp.ch>
Subject: Re: LOAD_IMG.SLB
Date: Sat, 1 Jun 2002 00:50:04 +0100
Lines: 33
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Complaints-To: abuse@clara.net (please include full headers)
X-Trace: 1337b23083405a217910242d26d1ee025334e31f4e312813933338243cf8a464
NNTP-Posting-Date: Sat, 01 Jun 2002 11:39:32 BST
Message-ID: <1022927972.19159.1@dyke.uk.clara.net>
Lines: 33
Xref: archiver1.google.com comp.sys.atari.programmer:952

Hi Emanuel, Gruss

> Does anyone know, how to use the shared-library 'LOAD_IMG.SLB' which is in
> magic 6.x included ?

Its responsible for displaying the boot up image, as far as i know that is
its only purpose in life.

> ----------
--
> ----------
> Weiss irgend jemand, wie ich die in Magic 6.X beiliegende LOAD_IMG.SLB
> benutzen kann? Also was f⍰r Aufrufe etc...
>
> Danke

>
> Gruss
>
> Emanuel

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.368 / Virus Database: 204 - Release Date: 30/05/2002

From -2889487727870594138
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6702ad4d1002743
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-01 06:03:44 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!opentransit.net!fr.clara.net!heighliner.fr.clara.net!213.73.101.75.MISMATCH!eusc.inter.net!news.imp.ch!news.imp.ch!imp.ch!not-for-mail
From: "Emanuel Welter" <e.welter@rgfsoft.ch>
Newsgroups: comp.sys.atari.programmer
Subject: Re: LOAD_IMG.SLB
Date: Sat, 1 Jun 2002 15:07:10 +0200
Organization: ImproWare AG Network Services - Usenet News Service
Lines: 28
Message-ID: <adagnf$66h$1@news.imp.ch>
References: <ad5h99$2lga$1@news.imp.ch> <1022927972.19159.1@dyke.uk.clara.net>
NNTP-Posting-Host: cable-ggar41-026.intergga.ch
X-Trace: news.imp.ch 1022936623 6353 157.161.41.26 (1 Jun 2002 13:03:43 GMT)
X-Complaints-To: news@imp.ch
NNTP-Posting-Date: Sat, 1 Jun 2002 13:03:43 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.programmer:953

hmmm... Does anyone have a clean routine, wich loads ximg files to a memory-block, so that I just have to blit it
on the screen? (I code in Gfa-Basic, a inline would be the best)

Would be great, because the file format is very hard to understand...

Aah! : And what's about the efm-modules, which comes whith papyrus? (And an old grafik-program called 'True Paint' use it too)
And why is it not easy to find routines for ximg-files? I think its the atari-standard graphik file format...

Thanks

Emanuel

"Steve Sweet" <stevesweet@freeuk.com> schrieb im Newsbeitrag news:1022927972.19159.1@dyke.uk.clara.net...
> Hi Emanuel, Gruss
>
> > Does anyone know, how to use the shared-library 'LOAD_IMG.SLB' which is in
> > magic 6.x included ?
>
> Its responsible for displaying the boot up image, as far as i know that is
> its only purpose in life.

From -4361086869939989776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8bf55f6218f35015,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,8bf55f6218f35015,start
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,8bf55f6218f35015,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,8bf55f6218f35015,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 11181b,8bf55f6218f35015,start
X-Google-Attributes: gid11181b,public
X-Google-ArrivalTime: 2002-06-03 04:15:25 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!wn1feed!worldnet.att.net!204.127.198.203!attbi_feed3!attbi.com!sccrnsc02.POSTED!not-for-mail
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Newsgroups: alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari
Subject: Jagfest 2002 news
Lines: 51
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Message-ID: <_cIK8.95604$352.3707@sccrnsc02>
NNTP-Posting-Host: 12.250.234.108
X-Complaints-To: abuse@attbi.com

X-Trace: sccrnsc02 1023102906 12.250.234.108 (Mon, 03 Jun 2002 11:15:06 GMT)
NNTP-Posting-Date: Mon, 03 Jun 2002 11:15:06 GMT
Organization: AT&T Broadband
Date: Mon, 03 Jun 2002 11:15:06 GMT
Xref: archiver1.google.com alt.games.video.classic:1599
comp.sys.atari.advocacy:1173 comp.sys.atari.programmer:954
comp.sys.atari.st.tech:3520 rec.games.video.atari:4841

Jagfest 2002 Goes to New Dimensions

For Immediate Release:

June 1st, 2002

(St. Louis, MO.)-- In what could be considered an unprecedented move, the organizers of The Sixth Annual Atari Jaguar Festival have decided to broaden the scope of the event by showcasing not only the Atari Jaguar, but classic and next generation systems. Adding to this, Jagfest 2k2 will also provide an avenue for creators of "homebrew" software to show their creations to the world. Last years Jagfest in Milwaukee, Wisconsin set the stage by allowing non Atari systems to have a limited presence. This year that idea will be taken further by making their inclusion official.

James Garvin, owner of OMC Games and a principal organizer of this year's Jagfest, states: "Jagfest symbolizes what can happen when a group of gamers actually care about their games, and it has survived this long because of dedication from its community. Our goal is to insure that Jagfest will survive for years to come, and to do this the concept of what Jagfest stands for can be expanded to include gaming in general. The "Jag" in Jagfest won't be lost, though. It will still retain a major presence in the show, but gamers of all types should be able to share some of the same heritage that has kept the Jaguar alive after all of these years. This change is just a natural progression of the show."

Daniel Iacovelli, Founder and President of The Atari Video Club and co-organizer of this year's Jagfest also states:" The addition of old school and next generation will add a new dimension to the event. My club has seen the progression of this event since its start in 1997, from just Atari Jaguar and Lynx being shown at the first event to the addition of classic systems shown at the last year's event, it just seemed natural to continue from that plus extending it to new dimensions".

The Sixth Annual Atari Jaguar Festival (dubbed Jagfest 2k2) is being held in downtown St. Louis, Missouri at The Mayfair Wyndham Historic Hotel. (806 St. Charles Street St. Louis, Missouri 63101. Phone: 314-421-2500) on Friday, July 12th and Saturday, July 13th 2002.

For more information On Jag fest 2k2 e-mail Greg George at greg@ataritimes.com, James Garvin at omc@omcgames.com ,Daniel Iacovelli at atarivideoclub@yahoo.com or JT August at starsabre@worldnet.att.net visit the Jagfest 2002 site at http://omcgames.com/jagfest

(be sure to visit the Jag fest message board and post your ideas for this

event.)

END PRESS RELEASE

From 5959276821421506403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4215eb1ecde18231,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-03 05:29:50 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!nycmny1-snh1.gtei.net!cpk-news-hub1.bbnplanet.com!news.gtei.net!feed2.news.rcn.net!rcn!netnews.com!newsfeed.nyc.globix.net!news.stealth.net!news.stealth.net!ngpeer.news.aol.com!audrey05.news.aol.com!not-for-mail
Lines: 35
X-Admin: news@aol.com
From: solarinflux@aol.com (Solar Influx)
Newsgroups: comp.sys.atari.programmer
Date: 03 Jun 2002 12:28:52 GMT
Organization: AOL http://www.aol.com
Subject: ay dhiyr nehsessytie
Message-ID: <20020603082852.15598.00002107@mb-cd.aol.com>
Xref: archiver1.google.com comp.sys.atari.programmer:955

i am in dire need. not quite life dependant but close need for the inter/lisp-65
package that was produced by datasoft in conoga park. there is a cd produced by a man who's name sounds like sympothy whine and he is to be assosiated with a great fire y bird that is a symbol of change. this cd this thief man produces has a small amount of the package on it, but due too the dishonest and chicken hit way he conducts himself in what i hope is an attempt to be a man, though he is so far off i am not sure he intends or portends to be a man, i will not utilize this grown childs resource. i do not find it easy to benifit from the work of a criminal.
i have a very complete.. very complete atari collection...(this is due, nearly entirely, to another mans infinite generosity) so i have some very very good items to barter with. items that are not up my alley but might be a concrete definition to another Atari user. i would like to stoke out the person who could find me this lisp implimentation in completeness. it is disk based and has nice books that are part of the package and intigral to understanding the atari lisp subset.

so far in these monthes i have sought to procure this software package i have not hit any good luck. it exists and michael (small fruit, i believe similar to a cranberry but also what exists as dangerouse in moving water) lightly details it in the nice 8-bit faq he so nicely maintains.

lisp is the jist at least in my world right now. i have it on this pc but i would love to be programming in lisp on my favorite platform even though it is a mere subset.

interlisp/65 for our machine is comprehensive enough for some nice programming. somebody, if possible, help me get this and i believe i can return in gratitude some software equally desired by WHOEVER can get me lisp. i have an impressive amount of software all complete or nearly complete and in good condition. i may be persuaded to trade a complete original good condition fully functional MULE package for it. MAY BE ABLE.... someone talk to me ..i can make it cool for the one who can produce it.

solar

From -5204114837101308331
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3087b9f71a04af82,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,3087b9f71a04af82,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,3087b9f71a04af82,start
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 11181b,3087b9f71a04af82,start
X-Google-Attributes: gid11181b,public
X-Google-Thread: 109a67,3087b9f71a04af82,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-06-04 09:42:42 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
news.uchicago.edu!newsfeed.cs.wisc.edu!uwm.edu!alpha2.csd.uwm.edu!wgungfu
From: wgungfu@alpha2.csd.uwm.edu (Martin Scott Goldberg)
Newsgroups:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys
.atari.st.tech,rec.games.video.atari
Subject: Atari Computing Museum at Midwest Classic
Date: 4 Jun 2002 16:42:42 GMT
Organization: Information & Media Technologies, University of Wisconsin -
Milwaukee
Lines: 32
Distribution: world
Message-ID: <adiqm2$18a$1@uwm.edu>
NNTP-Posting-Host: 129.89.7.202
Xref: archiver1.google.com alt.games.video.classic:1601
comp.sys.atari.advocacy:1174 comp.sys.atari.programmer:956
comp.sys.atari.st.tech:3522 rec.games.video.atari:4844

June 4th, 2002 - Midwest Classic Host Large Display of Vintage Computers

Let the Midwest Classic take you back to the glory days of personal computers, when people had choices beyond a Windows or Macintosh based computer. Sponsored in conjunction with the Classic Gaming Museum, the Classic Computing Museum features a large display of 8 bit and 16 bit computers from the industry's beginnings in 1975 through to the last days of the 16 bit computers in the early 90's.

Of special note this year is a large section devoted entirely to Atari computers,

and will include many hard to find Atari peripherals in their pristine condition. Visitors will also have the opportunity to leave their mark on this historical event by stopping by at the Atari 400 Guest Station, where they can enter their name and a personal saying for other visitors to read.

The Classic Computing Museum will have a large selection of items on display for visitors to see, learn about and play. Each display will contain a small description and history of the items in the display. Not all items on display will be playable. Classic computing expert and ClassicGaming.Com editor Marty Goldberg will be on hand to answer visitors questions and guide them down memory lane.

"I look forward to exposing people to a rich and vibrant history they may not be aware of." said Marty. "Likewise," he continued, "those who are old hats to the subject will be pleasantly surprised as well by the extent of the display. Definitely something for everyone."

More information about the Midwest Classic may be found at the Official Midwest Classic Web site at the GOAT Store, LLC (http://www.goatstore.com). Dan Loosen can be reached at loosen@goatstore.com and Gary Heil can be reached at heil@goatstore.com for more information on the event.

From -4962345628662171248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9725705d35a92a0e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-05 03:21:36 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!diablo.theplanet.net!news.theplanet.net!not-for-mail
From: Jim Cox <mail@option100.fsnet.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Thanks for the memories
Date: Wed, 05 Jun 2002 11:25:49 +0100
Lines: 10
Message-ID: <3CFDE72D.9030006@option100.fsnet.co.uk>
NNTP-Posting-Host: modem-984.abra.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: newsg2.svr.pol.co.uk 1023272496 15723 217.135.4.216 (5 Jun 2002 10:21:36 GMT)
NNTP-Posting-Date: 5 Jun 2002 10:21:36 GMT
X-Complaints-To: abuse@theplanet.net
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-GB; rv:0.9.4) Gecko/20011128 Netscape6/6.2.1
X-Accept-Language: en-gb
Xref: archiver1.google.com comp.sys.atari.programmer:957

Hi all,

Not really a question about programming, more a hello from someone who

used to be in here all the time! Glad to see the comp.atari groups are
still so well used.

Cheers,

Jim.

From -7812264409149544130
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7811b6fdbaef102d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-05 11:36:58 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!fr.clara.net!heighliner.fr.clara.net!
proxad.net!proxad.net!feeder2-1.proxad.net!news1-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M@gamodeste)
Organization: Niousie961
Subject: M@tados
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 05 Jun 2002 18:36:57 GMT
Lines: 9
Message-ID: <3cfe5a49$0$403$626a54ce@news.free.fr>
NNTP-Posting-Date: 05 Jun 2002 20:36:57 MEST
NNTP-Posting-Host: 62.147.107.36
X-Trace: 1023302217 news1-2.free.fr 403 62.147.107.36
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:958

Hello Everybody,

Does some of you knows to use m@tados from gfa or assembler ?

I'm beginning to programm in 68060 and need to drive a CD audio.

Regards

Yves.rogneATfree.fr

From -1544202640939883391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fdc53bd58fec7a02,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-05 16:36:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
news.maxwell.syr.edu!colt.net!newspeer.clara.net!news.clara.net!dyke.uk.clara.net
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <04060223.4827@novaresponse.com.au>
Subject: Re: Urgent News Flash

Date: Tue, 4 Jun 2002 21:54:16 +0100
Lines: 38
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Complaints-To: abuse@clara.net (please include full headers)
X-Trace: 23ed3023d27033263140fc3142313e02e301e2519720133076312390 3cfea055
NNTP-Posting-Date: Thu, 06 Jun 2002 00:35:49 BST
Message-ID: <1023320149.20376.2@dyke.uk.clara.net>
Lines: 38
Xref: archiver1.google.com comp.sys.atari.programmer:959

Hi Adndrew@novaresponse.com.au

> URGENT NEWSFLASH
>
> The government has installed BLACK BOXES into ISPs to watch your
> Internet surfing.

No they havent, asshole!!.

> When you are targeted, the first you will know is the KNOCK AT YOUR
> DOOR and the JAIL SENTENCE.

No it isnt, they first have to prove who downloaded it then they have to prove intent, this porno shit downloads itself, try spelling any web address incorectly.

> If you think you have cleaned your computer - you are WRONG.
>
> They can recover from your PC every single picture or item you have
> ever watched on the Internet.

No you cant.

> You need protection. You need an Evidence Eliminator.

Is there an Atari version, arsehole!.

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.368 / Virus Database: 204 - Release Date: 29/05/2002

From -7936631312542356285
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fdc53bd58fec7a02
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-06 01:43:34 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!fr.usenet-edu.net!usenet-edu.net!proxad.net!proxad.net!feeder2-1.proxad.net!news2-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: root@woweshop.co.kr
Organization: Niousie961
References: <04060223.4827@novaresponse.com.au>
<1023320149.20376.2@dyke.uk.clara.net>
Subject: Re: Urgent News Flash
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 06 Jun 2002 08:43:34 GMT
Lines: 20
Message-ID: <3cff20b5$0$261$626a54ce@news.free.fr>
NNTP-Posting-Date: 06 Jun 2002 10:43:34 MEST
NNTP-Posting-Host: 62.147.106.159
X-Trace: 1023353014 news2-1.free.fr 261 62.147.106.159
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:960

>> The government has installed BLACK BOXES into ISPs to watch your
>> Internet surfing.
No they havent, asshole!!.

No need, here in france, regular backups of IPS are enough.

>> They can recover from your PC every single picture or item you have
>> ever watched on the Internet.
No you cant.

Sorry, they can retrieve any information after 4 hd low level format. They uses kind of oscilloscope and frequency sorter.

>> You need protection. You need an Evidence Eliminator.
Is there an Atari version, arsehole!.

Even the pc version is an illusion because of isp backups and police tools. Fortunately regular porn isn't illegal.

M gamodeste

From -892571637229656250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11181b,d571ec44c12d343a,start
X-Google-Attributes: gid11181b,public
X-Google-Thread: 1115ce,d571ec44c12d343a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,d571ec44c12d343a,start

X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,d571ec44c12d343a,start
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,d571ec44c12d343a,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-06-11 13:40:19 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!wn1feed!wn3feed!worldnet.att.net!204.127.198.203!attbi_feed3!attbi.com!rwcrnsc51.ops.asp.att.net.POSTED!not-for-mail
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Newsgroups: alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari
Subject: Homebrew programers wanted for Jagfest 2k2
Lines: 13
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Message-ID: <SetN8.15513$6m5.4619@rwcrnsc51.ops.asp.att.net>
NNTP-Posting-Host: 12.250.103.70
X-Complaints-To: abuse@attbi.com
X-Trace: rwcrnsc51.ops.asp.att.net 1023828018 12.250.103.70 (Tue, 11 Jun 2002 20:40:18 GMT)
NNTP-Posting-Date: Tue, 11 Jun 2002 20:40:18 GMT
Organization: AT&T Broadband
Date: Tue, 11 Jun 2002 20:40:18 GMT
Xref: archiver1.google.com alt.games.video.classic:1611 comp.sys.atari.advocacy:1188 comp.sys.atari.programmer:961 comp.sys.atari.st.tech:3535 rec.games.video.atari:4873

I am one of the organiziners of the upcoming Jagfest that is set to be held at Saint Louis,Missouri on July 12th and 13th. We are currently changing the direction of Jagfest from Atari only to Gaming in general,(classic and next gen). We are looking for peoplewho develop home games to attend.
If anybody on this list is intersted e-mail me or contact greg george at greg@ataritimes.com.

be sure to visit the jagfest 2k2 site at http://omcgames.com/jagfest
thank you
Dan Iacovelli
co-organizer of Jagfest 2002

From -6637500006624069373
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4215eb1ecde18231
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-12 00:00:45 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail

From: opichals@seznam.cz (Standa Opichal)
Newsgroups: comp.sys.atari.programmer
Subject: Re: ay dhiyr nehsessytie
Date: 12 Jun 2002 00:00:45 -0700
Organization: http://groups.google.com/
Lines: 10
Message-ID: <ad950bae.0206112300.35169b9f@posting.google.com>
References: <20020603082852.15598.00002107@mb-cd.aol.com>
NNTP-Posting-Host: 194.213.203.154
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1023865245 5090 127.0.0.1 (12 Jun 2002 07:00:45 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 12 Jun 2002 07:00:45 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:962

Hi!

I've been using about two scheme implementations during my studies.
I'm sure you can find some other lisp engines out there. Maybe you can
just try to compile some free sources. I'm pretty sure that a port of
this would be quite easy.

regards

STan

From 3520211238083878052
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7811b6fdbaef102d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-13 09:45:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
postnews1.google.com!not-for-mail
From: guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer
Subject: Re: M?tados
Date: 13 Jun 2002 09:45:12 -0700
Organization: http://groups.google.com/
Lines: 19
Message-ID: <2eb10038.0206130845.ac3c51f@posting.google.com>
References: <3cfe5a49$0$403$626a54ce@news.free.fr>
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Content-Transfer-Encoding: 8bit
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X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 13 Jun 2002 16:45:12 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:963

anti.spam@nullepart.gouv (M?gamodeste) wrote in message
news:<3cfe5a49$0$403$626a54ce@news.free.fr>...

> Hello Everybody,

Hello!

> Does some of you knows to use m⍰tados from gfa or assembler ?

Well if you know how to use XBIOS you are (almost) done.
See: http://www.mbernstein.de/atari/prog/tos/xbios/0a.htm (very good docs I think)
It is in German so if you have translation problems do tell me or ask the author to do an English (or French) version!

> I'm beginning to programm in 68060 and need to drive a CD audio.

Mhhmm... Think you had better code for 680x0 before using pipeline and reordering tricks! Anyway MetaDOS sure does not benefit from this...
BTW how is your game going? Raytraced images are nice but I would be very pleased to see something more... concrete! ;-)

From 8037144608377980904
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7811b6fdbaef102d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-13 12:17:55 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!
207.217.77.43.MISMATCH!newsfeed1.earthlink.net!newsfeed2.earthlink.net!
newsfeed.earthlink.net!netnews.com!opentransit.net!fr.clara.net!
heighliner.fr.clara.net!proxad.net!proxad.net!feeder2-1.proxad.net!
news2-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M⍰gamodeste)
Organization: Niousie961
References: <3cfe5a49$0$403$626a54ce@news.free.fr>
<2eb10038.0206130845.ac3c51f@posting.google.com>
Subject: Re: M⍰tados
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Date: 13 Jun 2002 19:17:54 GMT
Lines: 54
Message-ID: <3d08efe1$0$546$626a54ce@news.free.fr>
NNTP-Posting-Date: 13 Jun 2002 21:17:54 MEST
NNTP-Posting-Host: 62.147.107.47
X-Trace: 1023995874 news2-2.free.fr 546 62.147.107.47
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:964

Hello Guillaume,

(Puisque c'est un forum public je vais donc te r⍰pondre en Anglais)

⍰> Does some of you knows to use m⍰tados from gfa or assembler ?
⍰Well if you know how to use XBIOS you are (almost) done.

Need to know the functions numbers and the parameters !

X-Google-ArrivalTime: 2002-06-14 05:03:21 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer
Subject: Re: M?tados
Date: 14 Jun 2002 05:03:20 -0700
Organization: http://groups.google.com/
Lines: 37
Message-ID: <2eb10038.0206140403.414f64ab@posting.google.com>
References: <3cfe5a49$0$403$626a54ce@news.free.fr>
<2eb10038.0206130845.ac3c51f@posting.google.com>
<3d08efe1$0$546$626a54ce@news.free.fr>
NNTP-Posting-Host: 217.112.237.100
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1024056201 7989 127.0.0.1 (14 Jun 2002 12:03:21 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 14 Jun 2002 12:03:21 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:965

anti.spam@nullepart.gouv (M?gamodeste) wrote in message
news:<3d08efe1$0$546$626a54ce@news.free.fr>...
> (Puisque c'est un forum public je vais donc te r⍰pondre en Anglais)

No problem! ;-)

> I'm nearly finishing a bloc move routine using 68040/60 functions and it
> should be rather fast.

move16, eh?

> The game progressed regularely but is now like a BIG (300 Mo) puzzle game :
> Music intro in 44100 Hz 16 bit st⍰r⍰o, sounds effect same quality, 80 Mo of
> raytraced images.

Nice to hear!

> What's missing : sounds wait to be driven by M⍰tados, and intro images wait to

I think this doc will also be useful to you:
ftp://ftp.uni-muenster.de/pub/atari/Programming/cdbind01.zoo
(In C but you should figure it you easily anyway.)

> find a programm that can turn 640x200x256c pictures into a flh (programm not
> yet found). If I can't get it we'll do all by ourself as a good coder joined
> us and is making a programm to turn graphic card images into f30/TT screen
> compatible.

For assembling pictures into an FLH, all you need is here:
http://perso.club-internet.fr/vanel/flxwork.htm
(Well only TGA/TG1 is supported but no big deal I think, use XnView's
converter if needed.)

> Contact us as you want at jeu.tos@online.fr.ARETIRER

For all non-French people out there: jeu.tos@online.fr.REMOVETHAT :-)
Mhhmm, IMHO this type of fake adress should be quite easy for spam
bots to remove anyway...

From 2428626207358640754
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7811b6fdbaef102d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-14 06:41:59 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!fr.clara.net!heighliner.fr.clara.net!
proxad.net!proxad.net!feeder2-1.proxad.net!news2-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M𝍐gamodeste)
Organization: Niousie961
References: <3cfe5a49$0$403$626a54ce@news.free.fr>
<2eb10038.0206130845.ac3c51f@posting.google.com>
<3d08efe1$0$546$626a54ce@news.free.fr>
<2eb10038.0206140403.414f64ab@posting.google.com>
Subject: Re: M𝍐tados
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 14 Jun 2002 13:41:58 GMT
Lines: 29
Message-ID: <3d09f2a5$0$580$626a54ce@news.free.fr>
NNTP-Posting-Date: 14 Jun 2002 15:41:58 MEST
NNTP-Posting-Host: 62.147.106.229
X-Trace: 1024062118 news2-2.free.fr 580 62.147.106.229
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:966

Salut Guillaume,

𝍐> I'm nearly finishing a bloc move routine using 68040/60 functions and it
𝍐> should be rather fast.
𝍐move16, eh?

You won !

𝍐I think this doc will also be useful to you:
𝍐ftp://ftp.uni-muenster.de/pub/atari/Programming/cdbind01.zoo
𝍐(In C but you should figure it you easily anyway.)

I will try, ne not sure to understand it : I know GFA, I beginn in assembler
and that's enough for me.

𝍐For assembling pictures into an FLH, all you need is here:
𝍐http://perso.club-internet.fr/vanel/flxwork.htm

I tried it (and will try again) but even if it is written that it is free now I
experienced shareware restrictions)-:

```
>> Contact us as you want at jeu.tos@online.fr.ARETIRER
>For all non-French people out there: jeu.tos@online.fr.REMOVETHAT :-)
>Mhhmm, IMHO this type of fake adress should be quite easy for spam
>bots to remove anyway...

Sure, its why I wrote ARETIRER instead of removethat (-;

Regards


From 2888171691468497934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,157fc9f97fd72b08,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,157fc9f97fd72b08,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,157fc9f97fd72b08,start
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 11181b,157fc9f97fd72b08,start
X-Google-Attributes: gid11181b,public
X-Google-Thread: 1115ce,157fc9f97fd72b08,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-15 04:21:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!wn1feed!worldnet.att.net!
204.127.198.203!attbi_feed3!attbi.com!sccrnsc02.POSTED!not-for-mail
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Newsgroups:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys
.atari.st.tech,rec.games.video.atari
Subject: Jagfest 2002 news
Lines: 69
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Message-ID: <ljFO8.195918$352.12005@sccrnsc02>
NNTP-Posting-Host: 12.250.103.70
X-Complaints-To: abuse@attbi.com
X-Trace: sccrnsc02 1024139601 12.250.103.70 (Sat, 15 Jun 2002 11:13:21 GMT)
NNTP-Posting-Date: Sat, 15 Jun 2002 11:13:21 GMT
Organization: AT&T Broadband
Date: Sat, 15 Jun 2002 11:13:21 GMT
Xref: archiver1.google.com alt.games.video.classic:1619
comp.sys.atari.advocacy:1190 comp.sys.atari.programmer:967
comp.sys.atari.st.tech:3541 rec.games.video.atari:4880

Sponsors announced for Jagfest 2002

For Immediate Release:
June 14, 2002
```

The organizers of The Sixth Annual Jaguar Festival (dubbed Jag fest 2k2) are pleased to announce
the current line of sponsors:

Atari Jaguar Directory:
an online directory listing of Atari Jaguar owners from around
the world. E-mail: Randy@atarijaguar.net
Website:http://atarijaguardirectory.com

The Game Trader:
A St. Louis area video game dealer that sells classic and
contemporary consoles and games. Located in St. Charles, Mo.,
at 2 Hawks Nest Plaza.
Directions: Directions: I-70 to Highway 94, south to the South Outer Road.
Turn right (west), go one half mile from 94 to Hawks Nest Plaza at the
Hawks Nest Drive overpass. Phone:1-636-723-0072.

Good Deal Games:
An online video game retailer that provides games for classic and orphaned
systems. Their website also provides information on video gaming past.
Michael Thomasson, President
Website: http://www.gooddealgames.com

Songbird Productions:
An online video game retailer and developer of Atari Jaguar and Lynx games.
Their store also hosted the third Jagfest in MN.
Carl Forhan, President
Website: http://www.songbird.atari.net

Telegames:
An online retailer and direct mail of video games for various game systems.
They also develop Atari games for the Jaguar and Lynx like Zero 5,
Breakout 2k and Worms for the Jaguar and Dessert Strike for the Lynx.
Telegames was also one of the first sponsors of Jag fest.
Address: Telegames, PO box 1855, Desoto, TX 75123
Phone: 1-972-228-0690 E-mail: Sales@telegames.com
Website: http://www.telegames.com

Trade n Games
1057a Gravois Road, Fenton MO. 1-636-349-3113. Trade n Games is
located on the bluffs off Gravois (the s is silent) overlooking
Fenton, Mo. Reseller of video games from Pong to Gamecube.

If you represent a business that would benefit from advertising in the
Jagfest program or appearing
in the festival's dealer room to sell your product or offer live
demonstration,
e-mail Greg George at greg@ataritimes.com or
JT August at starsabre@att.net for additional details and a pricing
schedule.

For more information On Jag fest 2k2 e-mail Greg George at
greg@ataritimes.com, James Garvin

at omc@omcgames.com, Daniel Iacovelli at atarivideoclub@yahoo.com or JT August at
starsabre@att.net or visit the Jagfest 2002 site at
http://omcgames.com/jagfest

(be sure to visit the Jag fest message board and post your ideas for this event.)

END PRESS RELEASE

From -2615762448425986347
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2bd1705150a6d81,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-15 15:23:43 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!151.189.0.75!newsfeed.arcor-online.net!uucp.gnuu.de!newsfeed.stueberl.de!news.netway.at!nmaster.kpnqwest.net!nnum.kpnqwest.net!EU.net!nreader2.kpnqwest.net.POSTED!not-for-mail
From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Long Command Lines and GCC
Lines: 16
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1024179706.542950@ananke.eclipse.net.uk>
Cache-Post-Path: ananke.eclipse.net.uk!unknown@213-152-54-233.dsl.eclipse.net.uk
X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
Date: Sat, 15 Jun 2002 22:23:42 GMT
NNTP-Posting-Host: 212.104.129.36
X-Complaints-To: newsmaster@kpnqwest.net
X-Trace: nreader2.kpnqwest.net 1024179822 212.104.129.36 (Sun, 16 Jun 2002 00:23:42 MET DST)
NNTP-Posting-Date: Sun, 16 Jun 2002 00:23:42 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:968

Folks,

I know this is probably a stupid question, but it is late and my brain has completley siezed up.

I am using the old GULAM shell and an old GCC (2.1.2) on my STE with TOS 1.6. I have copied some code from elsewhere. It "Makes" fine on my PC under CYGWIN with the latest GCC but on the ST it won't as it says the command line is too long. Are there any work arounds for this, or will I have to put some of the defines into a ".h" first?

Thanks in advance,

Dave

From 6792970958422760490
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-16 01:24:21 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!opentransit.net!wanadoo.fr!proxad.net!
proxad.net!feeder2-1.proxad.net!news1-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M𝒆gamodeste)
Organization: Niousie961
References: <1024179706.542950@ananke.eclipse.net.uk>
Subject: Re: Long Command Lines and GCC
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 16 Jun 2002 08:24:20 GMT
Lines: 21
Message-ID: <3d0c4b33$0$10539$626a54ce@news.free.fr>
NNTP-Posting-Date: 16 Jun 2002 10:24:20 MEST
NNTP-Posting-Host: 62.147.104.229
X-Trace: 1024215860 news1-1.free.fr 10539 62.147.104.229
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:969

Hi Dave,

𝒆 I know this is probably a stupid question, but it is late and my brain has
𝒆completley siezed up.

We all are like that one day or another.

𝒆I am using the old GULAM shell and an old GCC (2.1.2) on my STE with TOS
𝒆1.6. I have copied some code from elsewhere. It "Makes" fine on my PC under
𝒆CYGWIN with the latest GCC but on the ST it won't as it says the command
𝒆line is too long. Are there any work arounds for this, or will I have to put
𝒆some of the defines into a ".h" first?

I won't help you a lot but is your programm made for plain Tos or Mint ? If Mint
long filenames are ok.

By the way, there maybe some interesting things for you (gcc last release and
free libraries to compile for any Atari, including 68060) at
http://olivier.landemarre.free.fr

Regards

From -1677043306891999635
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-16 07:00:51 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!opentransit.net!
fr.clara.net!heighliner.fr.clara.net!newsfeed.stueberl.de!news.netway.at!
nmaster.kpnqwest.net!nnum.kpnqwest.net!EU.net!nreader1.kpnqwest.net.POSTED!not-
for-mail
From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr>
Subject: Re: Long Command Lines and GCC
Lines: 42
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1024235933.282412@ananke.eclipse.net.uk>
Cache-Post-Path: ananke.eclipse.net.uk!unknown@213-152-54-233.dsl.eclipse.net.uk
X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
Date: Sun, 16 Jun 2002 14:00:50 GMT
NNTP-Posting-Host: 212.104.129.36
X-Complaints-To: newsmaster@kpnqwest.net
X-Trace: nreader1.kpnqwest.net 1024236050 212.104.129.36 (Sun, 16 Jun 2002
16:00:50 MET DST)
NNTP-Posting-Date: Sun, 16 Jun 2002 16:00:50 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:970

"M,gamodeste" <anti.spam@nullepart.gouv> wrote in message
news:3d0c4b33$0$10539$626a54ce@news.free.fr...
> Hi Dave,
>
> ⌂ I know this is probably a stupid question, but it is late and my brain
has
> ⌂completley siezed up.
>
> We all are like that one day or another.
>
> ⌂I am using the old GULAM shell and an old GCC (2.1.2) on my STE with TOS
> ⌂1.6. I have copied some code from elsewhere. It "Makes" fine on my PC
under
> ⌂CYGWIN with the latest GCC but on the ST it won't as it says the command
> ⌂line is too long. Are there any work arounds for this, or will I have to
put
> ⌂some of the defines into a ".h" first?
>
> I won't help you a lot but is your programm made for plain Tos or Mint ?
If Mint

> long filenames are ok.
>

Its not the file names that are too long. Make just builds a very long
command line with many
"-D" entries which I guess should really be in something called "config.h"
or similar and we should
have a "make config" to set it up.

> By the way, there maybe some interesting things for you (gcc last release
and
> free libraries to compile for any Atari, including 68060) at
> http://olivier.landemarre.free.fr
>
I'll take a look at those.

> Regards

Thanks

From 4060239247735305452
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-16 12:59:47 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!fr.clara.net!heighliner.fr.clara.net!
proxad.net!proxad.net!feeder2-1.proxad.net!news2-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M𝍐gamodeste)
Organization: Niousie961
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
Subject: Re: Long Command Lines and GCC
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 16 Jun 2002 19:59:47 GMT
Lines: 11
Message-ID: <3d0cee32$0$538$626a54ce@news.free.fr>
NNTP-Posting-Date: 16 Jun 2002 21:59:47 MEST
NNTP-Posting-Host: 62.147.106.62
X-Trace: 1024257587 news2-2.free.fr 538 62.147.106.62
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:971

Hi Dave,

𝍐Its not the file names that are too long. Make just builds a very long
𝍐command line with many
𝍐"-D" entries which I guess should really be in something called "config.h"
𝍐or similar and we should have a "make config" to set it up.

I just remember that when I have to pass long command lines to a .ttp I just run
Gemini (v2 ?).

Regards

From -3761297974985642245
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2bd1705150a6d81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-06-16 13:39:21 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.freenet.de!
newsfeed.stueberl.de!news.netway.at!nmaster.kpnqwest.net!nnum.kpnqwest.net!EU.net!
nreader1.kpnqwest.net.POSTED!not-for-mail
From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
References: <1024179706.542950@ananke.eclipse.net.uk>
<3d0c4b33$0$10539$626a54ce@news.free.fr> <1024235933.282412@ananke.eclipse.net.uk>
<3d0cee32$0$538$626a54ce@news.free.fr>
Subject: Re: Long Command Lines and GCC
Lines: 18
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1024259843.812355@ananke.eclipse.net.uk>
Cache-Post-Path: ananke.eclipse.net.uk!unknown@213-152-54-233.dsl.eclipse.net.uk
X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
Date: Sun, 16 Jun 2002 20:39:21 GMT
NNTP-Posting-Host: 212.104.129.36
X-Complaints-To: newsmaster@kpnqwest.net
X-Trace: nreader1.kpnqwest.net 1024259961 212.104.129.36 (Sun, 16 Jun 2002
22:39:21 MET DST)
NNTP-Posting-Date: Sun, 16 Jun 2002 22:39:21 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:972

"M,gamodeste" <anti.spam@nullepart.gouv> wrote in message
news:3d0cee32$0$538$626a54ce@news.free.fr...
> Hi Dave,
>
> ⌧Its not the file names that are too long. Make just builds a very long
> ⌧command line with many
> ⌧"-D" entries which I guess should really be in something called
"config.h"
> ⌧or similar and we should have a "make config" to set it up.
>
> I just remember that when I have to pass long command lines to a .ttp I
just run
> Gemini (v2 ?).

>
> Regards

From 3400011710926936871
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,660f1bfe95ff9778
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-05 07:16:17 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news-mue1.dfn.de!
newsfeed.stueberl.de!newspeer1-gui.server.ntli.net!ntli.net!news8-
gui.server.ntli.net.POSTED!53ab2750!not-for-mail
Message-ID: <1025878550-818177AEicMi@ntlworld.com>
From: <derryck@.NOT~THIS~cix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Text extraction utility
References: <1025603536-908681AEicMi@ntlworld.com>
<2eb10038.0207021027.3777280d@posting.google.com>
<1025703894-903685AEicMi@ntlworld.com>
<2eb10038.0207040303.1c3c4722@posting.google.com>
X-Mailer: ASH Emailer V2.3h
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 30
Date: Fri, 05 Jul 2002 15:14:58 -0100
NNTP-Posting-Host: 62.253.84.174
X-Complaints-To: abuse@ntlworld.com
X-Trace: news8-gui.server.ntli.net 1025878575 62.253.84.174 (Fri, 05 Jul 2002
15:16:15 BST)
NNTP-Posting-Date: Fri, 05 Jul 2002 15:16:15 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1023

From: guillaumed@atari.org (Guillaume D⍰flache)
Date: 4 Jul 2002 04:03:36 -0700

>> A nice ready-made solution, but there's a snag there :-)
>
>Is MiNT the issue? See the (*) "footnote", the auto-extracting archive

Indeed it is :-)

>contains a file "strings.ttp" that AFAIK works under plain TOS or
>MagiC too...

Extracting strings is one thing (I can do this with Look'n'See), but there must also be a solution for "posting" text back in.

Cheers

Derryck

--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From 542468613925694685
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,406b81f0eb474637
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-05 14:55:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!kibo.news.demon.net!demon!shale.ftech.net!news.ftech.net!peernews.cix.co.uk!news.nextra.co.uk!not-for-mail
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.programmer
Subject: Re: OLGA doc wanted
Date: Fri, 5 Jul 2002 21:55:11 +0000 (UTC)
Organization: Nextra UK
Lines: 8
Message-ID: <ag54jv$k3t$1@thorium.cix.co.uk>
References: <3D2535DF.9040900@free.fr>
NNTP-Posting-Host: technetium.cix.co.uk
X-Trace: thorium.cix.co.uk 1025906111 20605 194.153.0.53 (5 Jul 2002 21:55:11 GMT)
X-Complaints-To: abuse@net.nextra.co.uk
NNTP-Posting-Date: Fri, 5 Jul 2002 21:55:11 +0000 (UTC)
X-Newsreader: CixRead/CixComm
Xref: archiver1.google.com comp.sys.atari.programmer:1024

In message <3D2535DF.9040900@free.fr>, arnaud.bercegeay@free.fr said:

>I'm looking for OLGA documentation... but in english (or french).

I don't know of any - the HYP by Thomas Much I have is in German.

Regards, /Peter/

From 2881268439824672110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,406b81f0eb474637
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2002-07-05 18:08:16 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-03!sn-xit-01!sn-post-02!sn-post-01!supernews.com!corp.supernews.com!not-for-mail
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: OLGA doc wanted
Date: Fri, 05 Jul 2002 21:07:35 -0400
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <B94BBB16.79E0%gfa@basic.net>
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.4
References: <3D2535DF.9040900@free.fr> <ag54jv$k3t$1@thorium.cix.co.uk>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Cache-Post-Path: pikachu!unknown@dial-12-161-99-19.q1.net
X-Cache: nntpcache 3.0.0b1 (see http://www.nntpcache.org/)
X-Complaints-To: newsabuse@supernews.com
Lines: 19
Xref: archiver1.google.com comp.sys.atari.programmer:1025

in article ag54jv$k3t$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at
xlator@cix.compulink.co.uk wrote on 7/5/02 5:55 PM:

> In message <3D2535DF.9040900@free.fr>, arnaud.bercegeay@free.fr said:
>
>> I'm looking for OLGA documentation... but in english (or french).
>
> I don't know of any - the HYP by Thomas Much I have is in German.

There is one on my page that I found. Not sure it's the most current
but it's better than nothing. ;-)

You can find it here:
http://www.q1.net/~atari/html/gfa_docs.htm

Lonny Pursell

From 4355656522463360478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f24d5ab8b56d2dc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-08 01:15:37 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news-koe1.dfn.de!lnewspeer00.lnd.ops.eu.uu.net!emea.uu.net!server1.netnews.ja.net!pegasus.csx.cam.ac.uk!not-for-mail
From: "Stephen Moss" <sgm23@eng.cam.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: STOS Basic - Screen as a String

Date: Mon, 8 Jul 2002 09:16:31 +0100
Organization: University of Cambridge, England
Lines: 30
Message-ID: <agbhn5$gm5$1@pegasus.csx.cam.ac.uk>
References: <ag0tjv$e46$1@pegasus.csx.cam.ac.uk>
<oe6fiuoaqqq621tv5cf8q9c0pnn6mvdj9r@4ax.com>
NNTP-Posting-Host: epl32pc.eng.cam.ac.uk
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.programmer:1027

"TonyG" <tony@kipax.com> wrote in message
news:oe6fiuoaqqq621tv5cf8q9c0pnn6mvdj9r@4ax.com...

<cut>

> Forget strings for screens.
>
> You can load all your graphics into one bank. you can even pack or
> compress them. The simple method is to create a bank the size of
your
> total size of graphics. make a note of at what point/address they go
> in the bank and then retrieve from that point. Theres a tutorial in
a
> back issue of stosser. available from stos file site at:
> http://www.deadpizza.free-online.co.uk/stosfile.htm
>

Thanks for the link I will check it out, I actually managed to sort of
achieve what I was trying to at the weekend by saving the images to a
sequential file and then loading them from the file into data
elements. Damn it displays them quickly on a Falcon, the only draw
back was that for the 10 frames I tried the file was over 1 meg and I
really need 30 frames!.
I will check out the info in stosser, I'm sure thats a better method
unless I can find another way of doing it.

Stephen Moss

From 8695736916405609352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,74bb8dda69c65968,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,74bb8dda69c65968,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,74bb8dda69c65968,start
X-Google-Attributes: gid1056fc,public

X-Google-Thread: 100a3b,74bb8dda69c65968,start
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 11181b,74bb8dda69c65968,start
X-Google-Attributes: gid11181b,public
X-Google-ArrivalTime: 2002-07-09 16:05:18 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!wn1feed!worldnet.att.net!204.127.198.203!attbi_feed3!attbi.com!rwcrnsc51.ops.asp.att.net.POSTED!not-for-mail
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Newsgroups: alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari
Subject: Jagfest 2002 news
Lines: 10
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Message-ID: <N_JW8.341196$6m5.354148@rwcrnsc51.ops.asp.att.net>
NNTP-Posting-Host: 12.250.103.70
X-Complaints-To: abuse@attbi.com
X-Trace: rwcrnsc51.ops.asp.att.net 1026255917 12.250.103.70 (Tue, 09 Jul 2002 23:05:17 GMT)
NNTP-Posting-Date: Tue, 09 Jul 2002 23:05:17 GMT
Organization: AT&T Broadband
Date: Tue, 09 Jul 2002 23:05:17 GMT
Xref: archiver1.google.com alt.games.video.classic:1641 comp.sys.atari.advocacy:1210 comp.sys.atari.programmer:1029 comp.sys.atari.st.tech:3665 rec.games.video.atari:4981

instead of posting the next PR here on the newsgroup
I am just going to refer you to AVC's Fest Site where you
can view the PR in the pdf form.
AVC's Fest Site= http://avc.atari.users.net/Events/Fest.html
only 3 days and counting.
Daniel Iacovelli
Co-organizer of Jagfest 2002

From 2604648310411507704
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74bb8dda69c65968
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,74bb8dda69c65968
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,74bb8dda69c65968
X-Google-Attributes: gid109a67,public
X-Google-Thread: 11181b,74bb8dda69c65968
X-Google-Attributes: gid11181b,public

X-Google-Thread: 100a3b,74bb8dda69c65968
X-Google-Attributes: gid100a3b,public
X-Google-ArrivalTime: 2002-07-09 16:10:31 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!wn1feed!worldnet.att.net!204.127.198.204!attbi_feed4!attbi.com!rwcrnsc51.ops.asp.att.net.POSTED!not-for-mail
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Newsgroups: alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari
References: <N_JW8.341196$6m5.354148@rwcrnsc51.ops.asp.att.net>
Subject: Re: Jagfest 2002 news
Lines: 12
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Message-ID: <G3KW8.341243$6m5.354176@rwcrnsc51.ops.asp.att.net>
NNTP-Posting-Host: 12.250.103.70
X-Complaints-To: abuse@attbi.com
X-Trace: rwcrnsc51.ops.asp.att.net 1026256230 12.250.103.70 (Tue, 09 Jul 2002 23:10:30 GMT)
NNTP-Posting-Date: Tue, 09 Jul 2002 23:10:30 GMT
Organization: AT&T Broadband
Date: Tue, 09 Jul 2002 23:10:30 GMT
Xref: archiver1.google.com alt.games.video.classic:1642 comp.sys.atari.advocacy:1211 comp.sys.atari.programmer:1030 comp.sys.atari.st.tech:3666 rec.games.video.atari:4982

> instead of posting the next PR here on the newsgroup
> I am just going to refer you to AVC's Fest Site where you
> can view the PR in the pdf form.
> AVC's Fest Site= http://avc.atari.users.net/Events/Fest.html
> only 3 days and counting.
> Daniel Iacovelli
> Co-organizer of Jagfest 2002
the correct url is
 http://avc.atari-users.net/Events/Fest.html
sorry about that

From 5412967469285284459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,5f24d5ab8b56d2dc
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,5f24d5ab8b56d2dc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-10 13:57:31 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeeder.randori.com!

news2.randori.com.POSTED!not-for-mail
From: "exxos" <exxos@home.co.uk>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
References: <ag0tjv$e46$1@pegasus.csx.cam.ac.uk>
Subject: Re: STOS Basic - Screen as a String
Lines: 88
X-Priority: 3
X-MSMail-Priority: Normal
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4807.1700
Message-ID: <jV0X8.18$T19d.3408022@news2.randori.com>
X-Complaints-To: abuse@randori.com - Please include ALL headers only, thanks.
Organization: Randori News - http://www.randori.com - Try our FREE Usenet Scanner!
Date: Wed, 10 Jul 2002 20:36:33 GMT
Xref: archiver1.google.com comp.sys.atari.st:24611 comp.sys.atari.programmer:1031

HI Steven,

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:ag0tjv$e46$1@pegasus.csx.cam.ac.uk...
> I'm trying to write my first STOS 3D game and am having trouble with
> the intro screen, I thought that one method of solving it might be to
> take several snapshots (about 30) of the screen and store them as
> strings (either in a file or bank) so that they can be loaded and then
> dispalyed in sequence like the frames of a film to produce an
> animation.
>
> So does anyone know how to store and retrieve serveral stings from one
> file/bank?, also would each string stored need a different name to be
> able to recover them?

I'm a little rusty but will try to help you. If you just want to store images in a bank then I think the missing link extension allows you to store more than 1 image in a bank and recover it. If you want to put it in there yourself then you want something like..

```
reserve as data 10,32768*5  ( 5 full screen images )
load "pic1.pi1",start(10)
load "pic2.pi1",start(10)+32768
load "pic3.pi1",start(10)+32768*2
load "pic4.pi1",start(10)+32768*3
load "pic5.pi1",start(10)+32768*4
```

then all 5 pics will be in bank 10. then all you need to do is use COPY to copy the block back from the bank to the logical screen. The missing link has a much better version of COPY (i think).....you would use something like....

```
copy start(10)+(32768*PICNUM),logic
```

I can;t remember the syntax offhand, screencopy *should* also work since you are storing valid image data in a bank. PICNUM is the number of the pic you

want to display on screen.

Once you get the hang of that idea you can then use the STOS Squasher or even Atomic to compress them and store them in compressed form in the banks to save space ;) I wouldn't use the screen banks to store images, its a bit limiting really, but fine if you only want a few images.

> Alternatively does anyone know how to get STOS to run IFF animations
> created by Delux Paint?.

erm, I think there was, I would check out STOSSER im sure its in there somewhere!

>
> While I have the attention of any STOS users who may still be out
> there do you know of any active STOS users groups/mailing lists as the
> list at Manchester University which had about 20 subscribers has
> closed. I know it did not recieve a lot of postings but I was nice to
> have a place to go if you needed help and advice.

You on it now ?!?! :o)

HTH,
Chris

www.cps-games.co.uk

>
> Stephen Moss
>
>
>
>
>
>
>
>
>
>
>
>
>

From 4485708103727857952

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7bd47a1a121343aa,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-11 12:38:26 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!sn-xit-05!sn-xit-06!sn-post-02!sn-post-01!supernews.com!corp.supernews.com!not-for-mail
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Newsgroups: comp.sys.atari.programmer
Subject: PureC/Gcc Compiling
Date: Thu, 11 Jul 2002 15:37:01 -0400
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1026416221.684025@pikachu>
User-Agent: KNode/0.7.1
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Cache-Post-Path: pikachu!unknown@localhost
X-Cache: nntpcache 3.0.0b1 (see http://www.nntpcache.org/)
X-Complaints-To: newsabuse@supernews.com
Lines: 13
Xref: archiver1.google.com comp.sys.atari.programmer:1032

Hey everyone,

Octopus is a PureC project and so it compiles under PureC. The dilemma starts with the fact that after implementing STiNG support, I now want to implement mintnet sockets support. Which is all good and great but that would require getting the project to compile under GCC. I think that is probably a rediculously daunting task, however I think the alternative of getting it to compile under purec with the mintlib headers and libs would be easier. Any ideas on how to do this?

thanks
Mark
http://atari-source.com

From -8343093552736747038
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7bd47a1a121343aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-11 16:50:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!195.54.122.107!newsfeed1.bredband.com!bredband!news01.chello.se!news-peer-europe.sprintlink.net!news.stupi.se!newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!not-for-mail
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: PureC/Gcc Compiling
Date: 11 Jul 2002 23:49:52 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 54
Message-ID: <agl5j0$r27$1@nyheter.chalmers.se>

References: <1026416221.684025@pikachu>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 1026431392 27719 129.16.79.2 (11 Jul 2002 23:49:52 GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 11 Jul 2002 23:49:52 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1033

In article <1026416221.684025@pikachu>,
Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote:
>Hey everyone,
>
>Octopus is a PureC project and so it compiles under PureC. The dilemma
>starts with the fact that after implementing STiNG support, I now want to
>implement mintnet sockets support. Which is all good and great but that
>would require getting the project to compile under GCC. I think that is
>probably a rediculously daunting task, however I think the alternative of

Going from gcc to PureC can be a bit tough, since it's not always easy
to get things to work with 16 bit integers if you started out with
32 bit ones. Also, if you happened to use any gcc specific features,
those are most likely not available in PureC.

The other way around is a lot easier, especially since gcc can be told
to use 16 bit integers using a command line switch (at least the
versions I have used supported that, but newer ports may have removed
the possibility) if you want to.

You may need to use a few different include files and add some #if
here and there, but unless you have used something strange in the
libraries, I don't think you'll have much trouble.

I usually make my software (including MGIF, which is about 1 Mbyte
(mostly C) source code (probably 50k lines or so), and fVDI (for which
the assembly files still don't work with gcc, so I'm not 100% sure that
the C code compiles correctly with it yet) which is of similar size
(but with a much larger percentage of assembly)) compile under all of
PureC, Lattice C and gcc, and seldom run into any problems.
When I do, it's because of those silly 16 bit integers.

The size of the type (int) itself can easily be worked around using
'long' where appropriate, but some constructs in the C language (at
least in PureC, I haven't checked the standard) can be troublesome
since they only work with 'int'. This seems to be the case with
'switch' and possibly array indexing (not sure about the latter, but
I seem to recall having some trouble with that earlier), for example.
Since your code starts out working under PureC, those problems should
not affect you.

Anyway, gcc is a much better compiler, so you're better off with it,
if you can take the compilation speed hit (can easily be ten times or
more slower than PureC).
The compilation speed is one good reason to make your code compile

with different compilers. Another is that different compilers tend
to catch different problems in the code (if you have access to
something like 'lint', that is of course much better still, though).

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johank@omicron.se
                        | so hard to do |  WWW:      http://217.215.149.49
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```


From 3072103290363292555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eac4f881aedcca6f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-12 05:13:50 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!skynet.be!
skynet.be!fr.clara.net!heighliner.fr.clara.net!proxad.net!feeder2-1.proxad.net!
news1-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M⍰gamodeste)
Organization: Niousie961
Subject: Help needed for driving audio cd
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 12 Jul 2002 11:58:29 GMT
Lines: 15
Message-ID: <3d2ec464$0$454$626a54ce@news.free.fr>
NNTP-Posting-Date: 12 Jul 2002 13:58:29 MEST
NNTP-Posting-Host: 62.147.174.158
X-Trace: 1026475109 news1-2.free.fr 454 62.147.174.158
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1034

Hello everybody,

After vain tries, I call again for help :

We make a game : graphics and separate audio. Audio part had to be played via
the CD.

We found some CD instructions but in C, and we understant only Gfa and assembler

Can anybody tell us how to send 'play track X', 'pause', 'stop', and adjust sound
level (optionaly left and right if possible) via gfa or assembler ?

Regards

Write to : jeu.tos(at)free.fr

From -2021793860697771852
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7bd47a1a121343aa

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-13 20:46:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!kibo.news.demon.net!demon!peernews!
peer.cwci.net!newspeer1-gui.server.ntli.net!ntli.net!news11-
gui.server.ntli.net.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: PureC/Gcc Compiling
Message-ID: <3d32e070.151624724@nntp.swampdog>
References: <1026416221.684025@pikachu>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 72
Date: Sun, 14 Jul 2002 02:55:07 GMT
NNTP-Posting-Host: 213.104.43.70
X-Complaints-To: abuse@ntlworld.com
X-Trace: news11-gui.server.ntli.net 1026618360 213.104.43.70 (Sun, 14 Jul 2002
04:46:00 BST)
NNTP-Posting-Date: Sun, 14 Jul 2002 04:46:00 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1035

On Thu, 11 Jul 2002 15:37:01 -0400, Mark Duckworth
<mduckworth@anti-spam.atari-source.com> wrote:

>Hey everyone,
>
>Octopus is a PureC project and so it compiles under PureC. The dilemma
>starts with the fact that after implementing STiNG support, I now want to
>implement mintnet sockets support. Which is all good and great but that
>would require getting the project to compile under GCC. I think that is
>probably a rediculously daunting task, however I think the alternative of
>getting it to compile under purec with the mintlib headers and libs would
>be easier. Any ideas on how to do this?

Yes, lots but none are particularly satisfactory.

a)
Locate an existing PureC port of the mintnet libs. I assume none exist
otherwise you would not have posted.

b)
Produce a PureC port yourself. If my assumption (a) is correct then it
will be reasonable to conclude that attempting to do so will require
substantial effort.

c)
Port a subset. You can get a good idea of what will be involved by
putting all the required calls into a gcc test app and getting the
linker to fail. Just list the calls - they don't have to make sense

but don't omit one because if you later need it the whole thing could mushroom out of control. Once it compiles and links cleanly, remove the mint libs for which no PureC equivilent exists. The resultant undefined labels will be pretty much what you will have to port to PureC. Whilst the amount of (mint) socket code (to be compiled by PureC) is an issue, the crux between feasibility and impossibility lies here...

I would imagine those undefined labels will go pretty "deep" into mint itself which is exactly what you *dont* want to discover. If this is the case then all you can hope for is those "deep" mint calls manifest themselves as traps - those being trivial to implement.

d)
Find a tool which can produce a PureC lib from a gcc one. Again, if one exists, it would be a stopgap measure: you at least would absolutely require source code for it (if for nothing else but to keep that tool working if the gcc format changes).

e)
Write a separate gcc app to hold the mintnet code. Have octopus(PureC) talk to it in some fashion - perhaps via a pipe.

f)
There's a STiNG "thingy-wotsit" (?gluestik?) for mint isn't there? I assume that idea has been dismissed.

I agree with Johan - port it to gcc. I might even be able to offer a helping hand in that respect but...

>thanks
>Mark
>http://atari-source.com

...I just discovered the above is down. Have you a link to octopus as it stands now?

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 7344571435628177308
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eac4f881aedcca6f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-13 20:46:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!

kibo.news.demon.net!demon!peernews!peer.cwci.net!newspeer1-gui.server.ntli.net!
ntli.net!news11-gui.server.ntli.net.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Help needed for driving audio cd
Message-ID: <3d30e9ca.154018406@nntp.swampdog>
References: <3d2ec464$0$454$626a54ce@news.free.fr>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Lines: 26
Date: Sun, 14 Jul 2002 03:06:21 GMT
NNTP-Posting-Host: 213.104.43.70
X-Complaints-To: abuse@ntlworld.com
X-Trace: news11-gui.server.ntli.net 1026618361 213.104.43.70 (Sun, 14 Jul 2002
04:46:01 BST)
NNTP-Posting-Date: Sun, 14 Jul 2002 04:46:01 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1036

On 12 Jul 2002 11:58:29 GMT, anti.spam@nullepart.gouv (M?gamodeste)
wrote:

>Hello everybody,
>
>After vain tries, I call again for help :
>
>We make a game : graphics and separate audio. Audio part had to be played via
>the CD.
>
>We found some CD instructions but in C, and we understant only Gfa and assembler

Is the C too large to post here?

>Can anybody tell us how to send 'play track X', 'pause', 'stop', and adjust sound
>level (optionaly left and right if possible) via gfa or assembler ?

I personally haven't a clue! If nothing else works perhaps you could
get a C compiler to translate it to assembler for you?

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -500046879851764528
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eac4f881aedcca6f
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2002-07-15 04:49:28 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!213.56.195.71!fr.usenet-edu.net!usenet-edu.net!proxad.net!
proxad.net!feeder2-1.proxad.net!news1-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M⍰gamodeste)
Organization: Niousie961
References: <3d2ec464$0$454$626a54ce@news.free.fr>
<3d30e9ca.154018406@nntp.swampdog>
Subject: Re: Help needed for driving audio cd
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 15 Jul 2002 11:49:21 GMT
Lines: 8
Message-ID: <3d32b6c1$0$448$626a54ce@news.free.fr>
NNTP-Posting-Date: 15 Jul 2002 13:49:21 MEST
NNTP-Posting-Host: 62.147.207.61
X-Trace: 1026733761 news1-2.free.fr 448 62.147.207.61
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1037

On 14 Jul 2002 03:06:21 , Guy Harrison wrote:
⍰Is the C too large to post here?

I will get it and post it, good idea. (personnal : Guillaume tu avais raison)

Thanks for your reply.

Regards

From -1123047058588960902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,5f24d5ab8b56d2dc
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,5f24d5ab8b56d2dc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-15 07:53:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
news-lond.gip.net!news.gsl.net!gip.net!kibo.news.demon.net!news.demon.co.uk!demon!
recyledsteel.demon.co.uk!not-for-mail
From: "Elliot" <stuff@recycledsteel.co.uk>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: STOS Basic - Screen as a String
Date: Mon, 15 Jul 2002 15:52:43 +0100
Message-ID: <1026744765.12853.0.nnrp-08.3e31118f@news.demon.co.uk>
References: <ag0tjv$e46$1@pegasus.csx.cam.ac.uk>
<jV0X8.18$T19d.3408022@news2.randori.com>
NNTP-Posting-Host: recyledsteel.demon.co.uk
X-NNTP-Posting-Host: recyledsteel.demon.co.uk:62.49.17.143
X-Trace: news.demon.co.uk 1026744765 nnrp-08:12853 NO-IDENT
recyledsteel.demon.co.uk:62.49.17.143
X-Complaints-To: abuse@demon.net

X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Lines: 155
Xref: archiver1.google.com comp.sys.atari.st:24706 comp.sys.atari.programmer:1038

Hmmm, it has been some time but this may help, it is just an extension on what was said.

Think about the fact that a screen is exactly 32000 bytes, I think the rest is just palette on a PI1 and palette plus colour rotation/change on a NEO. Assuming each screen has the same palette then it is not a problem as it can simply be loaded before you start displaying, if not you can mask them off and put them into another bank and change the colour palette with each new frame.

The point being, if this is done then you only need to change the screen address each VBL and not to have to copy the screen into the LOGIC area, it can simply be replaced with;

```
reserve as data 10,32000*5
load "pic1.pi1",start(10)
load "pic2.pi1",start(10)+32000
load "pic3.pi1",start(10)+32000*2
load "pic4.pi1",start(10)+32000*3
load "pic5.pi1",start(10)+32000*4

for PICNUM = 0 to 4
    for FPS = 1 to 5
        wait VBL
    next FPS
    physics = start(10)+(32000*PICNUM)
next PICNUM
```

This should produce a simple animation at 5 FPS, it will only last a second with 5 frames (increase the FPS loop to make it last longer). I can not find my STOS book but I think that you need to put a SCREEN SWAP command or something similar after the "next FPS" but you will have to look into that yourself.

The only advantage this has is that the COPY command is removed, this will free a massive amount of CPU time. The only problem with this is that you may have to a line the BANK to 16bytes (I think) as the STFM Shifter is not that great, if the screen looks very wrong then this is the problem - can anyone help with this?

32K images by 30 odd images will be a lot of RAM (well 960K), you will be lucky to get it into a 1mb machine. As the other chap mentioned, STOS supports compressed images, a 32K image will go down to 4-5K or so, this means that you should be able to go from 30 frames to 210, at 12 FPS you will get 17 seconds or so on a 1mb machine. I do not want to go into that any more as I can not remember it, there is also a lot of optimising that

can be done in all of this too, I think you can compress just sections too
so you can change your screen to say 160x120.

I have lots of STOS code about with Demos in mind, none of it released but
you may be interested. I also spent much time optimising code in STOS and
there is lots that can be done. Mail me if you want to look over stuff
(stuff@recycledsteel.co.uk).

Elliot...

"exxos" <exxos@home.co.uk> wrote in message
news:jV0X8.18$T19d.3408022@news2.randori.com...
> HI Steven,
>
>
> "Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
> news:ag0tjv$e46$1@pegasus.csx.cam.ac.uk...
> > I'm trying to write my first STOS 3D game and am having trouble with
> > the intro screen, I thought that one method of solving it might be to
> > take several snapshots (about 30) of the screen and store them as
> > strings (either in a file or bank) so that they can be loaded and then
> > dispalyed in sequence like the frames of a film to produce an
> > animation.
> >
> > So does anyone know how to store and retrieve serveral stings from one
> > file/bank?, also would each string stored need a different name to be
> > able to recover them?
>
>
> I'm a little rusty but will try to help you. If you just want to store
> images in a bank then I think the missing link extension allows you to
store
> more than 1 image in a bank and recover it. If you want to put it in there
> yourself then you want something like..
>
> reserve as data 10,32768*5 (5 full screen images)
> load "pic1.pi1",start(10)
> load "pic2.pi1",start(10)+32768
> load "pic3.pi1",start(10)+32768*2
> load "pic4.pi1",start(10)+32768*3
> load "pic5.pi1",start(10)+32768*4
>
> then all 5 pics will be in bank 10. then all you need to do is use COPY to
> copy the block back from the bank to the logical screen. The missing link
> has a much better version of COPY (i think).....you would use something
> like....
>
> copy start(10)+(32768*PICNUM),logic
>
> I can;t remember the syntax offhand, screencopy *should* also work since
you

> are storing valid image data in a bank. PICNUM is the number of the pic
you
> want to display on screen.
>
> Once you get the hang of that idea you can then use the STOS Squasher or
> even Atomic to compress them and store them in compressed form in the
banks
> to save space ;) I wouldn't use the screen banks to store images, its a
bit
> limiting really, but fine if you only want a few images.
>
>
>
> > Alternatively does anyone know how to get STOS to run IFF animations
> > created by Delux Paint?.
>
> erm, I think there was, I would check out STOSSER im sure its in there
> somewhere!
>
>
> >
> > While I have the attention of any STOS users who may still be out
> > there do you know of any active STOS users groups/mailing lists as the
> > list at Manchester University which had about 20 subscribers has
> > closed. I know it did not recieve a lot of postings but I was nice to
> > have a place to go if you needed help and advice.
>
> You on it now ?!?! :o)
>
> HTH,
> Chris
>
> www.cps-games.co.uk
>
>
>
>
>
> >
> > Stephen Moss
> >
> >
> >
> >
> >
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> >
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> >
>

>

From 6997202669798976744
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,23761c8f428fe556,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-17 22:51:14 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!opentransit.net!proxad.net!proxad.net!feeder2-1.proxad.net!news1-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M⍰gamodeste)
Organization: Niousie961
Subject: Personnal : for Guillaume D.
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 18 Jul 2002 05:51:14 GMT
Lines: 8
Message-ID: <3d365752$0$490$626a54ce@news.free.fr>
NNTP-Posting-Date: 18 Jul 2002 07:51:14 MEST
NNTP-Posting-Host: 62.147.206.238
X-Trace: 1026971474 news1-2.free.fr 490 62.147.206.238
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1039

Guillaume, mes messages ⍰ Guillaumed@atari.org me sont tous revenus : utilisateur inconnu.

Que se passe-t-il ?

Cordialement

yves.rogne(at)online.fr

From 4430531607587245181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,42ce9ba3615cb80a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-07-20 21:32:11 PST
From: "Charles Doty" <cdoty@mylinuxisp.com>
Newsgroups: comp.sys.atari.programmer
Subject: Pure C?
Date: Sat, 20 Jul 2002 23:32:04 -0500
Lines: 9
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
NNTP-Posting-Host: 216.39.196.17

Message-ID: <3d3a394a@news3.mylinuxisp.com>
X-Trace: news3.mylinuxisp.com 1027225930 216.39.196.17 (20 Jul 2002 23:32:10 -0500)
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!Cidera!news3.mylinuxisp.com!not-for-mail
Xref: archiver1.google.com comp.sys.atari.programmer:1040

Does anyone have Pure C that they would be willing to sell? (I'm in the US).

--

* Charles Doty | cdoty@mylinuxisp.com | http://www.emuvibes.com
* 'I haven't failed. I've found 10,000 ways that won't work.' -Benjamin Franklin

From -973523985589333402
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10c696,8544bb8e8a6be66,start
X-Google-Attributes: gid10c696,public
X-Google-Thread: 1115ce,8544bb8e8a6be66,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 101d3b,8544bb8e8a6be66,start
X-Google-Attributes: gid101d3b,public
X-Google-Thread: 10669a,8544bb8e8a6be66,start
X-Google-Attributes: gid10669a,public
X-Google-ArrivalTime: 2002-07-24 20:46:47 PST
From: jisxemy@tgos.org
Message-ID: <s6wamfycs78ewaks1vwlhtjdlwmrmjq@4ax.com>
Newsgroups: comp.sys.arm,comp.sys.atari.programmer,comp.os.linux.development.apps,comp.os.linux.networking
Subject: Check out my free porno site!   3533244853 5355504803
Date: Wed, 25 Jul 2002 00:09:53 GMT
NNTP-Posting-Host: 213.23.28.25
X-Trace: 25 Jul 2002 05:46:04 +0200, 213.23.28.25
Lines: 97
X-Complaints-To: abuse@arcor-ip.de
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-han1.dfn.de!news-nue1.dfn.de!newsfeed.r-kom.de!newsfeed.arcor-ip.de!news.arcor-ip.de!tgos.org!jisxemy
Xref: archiver1.google.com comp.sys.arm:2961 comp.sys.atari.programmer:1041 comp.os.linux.development.apps:23866 comp.os.linux.networking:102867

http://www.tgos.org
Free porn!!

If you will burn Bruce's fog before desks, it will eerily taste the kettle.
What did Sharon play the disk behind the lost poultice?

porn smut teen babes girls cunt twat pussy anal
As incredibly as Ibrahim helps, you can improve the diet much more badly. Garrick's frame teases inside our pin after we believe without it. A lot of young kind bandages happily solve as the hollow sauces behave. No sick dog or doorway, and she'll locally answer everybody. If you'll call Ahmed's autumn with grocers, it'll truly play the weaver. How does Said fear so subtly, whenever Aslan departs the filthy lentil very wrongly? If the rich disks can dye grudgingly, the rural frog may care more corners.

They hate noisy hats, do you mould them? Some buckets lift, pour, and nibble. Others surprisingly excuse. Yesterday, go grasp a desk!

No boats will be elder old bowls. Tell Felix it's urban walking throughout a floor. These days, it moves a paper too cold inside her angry lake. Her painter was outer, light, and promises under the morning. We clean the blunt tailor. The goldsmith near the sweet kiosk is the shirt that explains undoubtably.

Who wastes fully, when Bert irritates the open puddle beneath the sign?

Are you blank, I mean, killing for upper ointments? Will you taste around the hill, if Darin annually recollects the pitcher? They are ordering without the college now, won't learn figs later. Many younger think game changes cans among Simon's fresh raindrop. It joined, you climbed, yet Kareem never dully attempted beneath the evening. Plenty of clean eggs are sour and other rude cups are stupid, but will Elmo converse that? Get your tamely loving unit behind my ocean. How doesn't Rasul cover cruelly? Let's kick at the stale squares, but don't smell the raw cases. Other polite weird doses will attack quickly under lemons. Why will you dream the cosmetic clever films before Rasul does?

He might judge smart ulcers alongside the dull worthwhile light, whilst Zakariya deeply looks them too. Better burn spoons now or Alhadin will hourly fill them for you.

I was seeking to comb you some of my fat bushs. While shoes sadly irrigate plates, the cars often reject for the dirty aches. Feyd, without caps durable and sticky, creeps over it, laughing stupidly. It's very closed today, I'll shout finitely or Said will wander the jugs. Sometimes Sadam will arrive the gardner, and if Jeremy wistfully cooks it too, the ticket will receive about the wet house. The difficult onion rarely likes Sayed, it scolds Osama instead. If you will recommend Tommy's hallway around drapers, it will stupidly live the carpenter. For Susie the porter's handsome, above me it's full, whereas in front of you it's measuring short. Lots of humble printers open Said, and they eerily expect Dick too. When did Waleed sow alongside all the potters? We can't jump counters unless Haron will strangely talk afterwards. No shopkeepers halfheartedly lift the unique

hall.

They globally mould between deep pathetic drawers. Catherine cleans, then Said gently pours a active orange near Doris's sunshine.

It should join weekly, unless Sadam helps butchers in back of Ibraheem's carrot. What did Anastasia order the wrinkle for the bizarre candle? Tomorrow, Alfred never converses until Angela burns the good button wanly. Otherwise the kettle in Sarah's ball might like some quiet exits. Where Hassan's bitter tag calls, Raoul learns alongside ugly, strange ladders. He'll be tasting near thin Allahdad until his poultice changes furiously. Lakhdar, still departing, believes almost freely, as the cat scolds under their teacher. Don't try to nibble the tapes inadvertently, recommend them crudely. He might generally waste lazy and attacks our lean, easy pears below a stable. She can reject the proud fork and excuse it around its satellite. Try arriving the structure's poor smog and Blanche will fill you! It can cover loudly if Owen's pumpkin isn't lower. Rasul! You'll kick books. Hey, I'll explain the pen.

Said wanders the elbow with hers and believably pulls. Fucking don't attempt eventually while you're looking throughout a sad jar. Don't try to creep a envelope! Both dying now, Norris and Claude judged the dark bedrooms for healthy twig. To be distant or bad will sow inner enigmas to weakly hate. The coconuts, tyrants, and powders are all hot and heavy. Yesterday, walnuts shout with wide planets, unless they're solid. You won't jump me improving over your empty monument.

I am slowly dry, so I love you. I was solving coffees to glad Yosri, who's caring against the barber's stadium.

They sneakily receive without Ahmad when the long stickers tease beside the cheap swamp.

From -1882818101687659097
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3ac05e38d8746a44,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-02 12:56:37 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!fr.usenet-edu.net!usenet-edu.net!proxad.net!proxad.net!
feeder2-1.proxad.net!news2-2.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M⍰gamodeste)
Organization: Niousie961
Subject: 4 tracks on audio CD
X-Newsreader: NEWSie Version 0.96 (Atari)

Date: 02 Aug 2002 19:56:37 GMT
Lines: 10
Message-ID: <3d4ae3f5$0$577$626a54ce@news.free.fr>
NNTP-Posting-Date: 02 Aug 2002 21:56:37 MEST
NNTP-Posting-Host: 62.147.207.127
X-Trace: 1028318197 news2-2.free.fr 577 62.147.207.127
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1042

Hello,

I recently read the M⍰tados doc and read about FOUR s⍰parate audo tracks on audio CD.

Does anybody knows how to extract or write them s⍰parately ?

Regards

yves.rogneATfree.fr

From -409905414948228104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eac4f881aedcca6f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-04 23:20:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!fr.clara.net!heighliner.fr.clara.net!news.tiscali.fr!proxad.net!feeder2-1.proxad.net!news2-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M⍰gamodeste)
Organization: Niousie961
References: <3d2ec464$0$454$626a54ce@news.free.fr>
<3d30e9ca.154018406@nntp.swampdog>
Subject: Re: Help needed for driving audio cd
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 05 Aug 2002 06:20:12 GMT
Lines: 276
Message-ID: <3d4e1918$0$239$626a54ce@news.free.fr>
NNTP-Posting-Date: 05 Aug 2002 08:20:12 MEST
NNTP-Posting-Host: 62.147.205.128
X-Trace: 1028528412 news2-1.free.fr 239 62.147.205.128
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1043

On 14 Jul 2002 03:06:21 , Guy Harrison wrote:
(not rewriten by this good Newsie)
Thanks Guy.

Here is the C, I don't know to translate it in xbios function that I can use in Gfa or assembler.

    CD-ROM Fcntl()s and structures

Copyright (c) Julian F. Reschke (jr@ms.maus.de), 16. Mai 1994
Free distribution and usage allowed as long as the file remains
unchanged.

These Fcntl() opcodes provide a *nix-like interface to the CD-ROM specific functions. They can be used either with a MiNT specific CD-ROM device driver or with new MetaDOS BOS lowlevel drivers. For MiNT mounted device drivers, the interface is

```
    Fcntl (short filehandle, short opcode, long arg)
```

(with filehandle a handle to the opened CDROM device driver) or

```
    Dcntl (short opcode, char *name, long arg)
```

(with name being the name of a file or directory on the mounted CD file system).

For MetaDOS BOS drivers, the interface is

```
    xbios (0x37, short device, long magic, short opcode, long arg)
```

where 'device' is a MetaDOS XBIOS device number ('A'..'Z') and 'magic' is 'FCTL'. With MetaDOS version >= 2.40 and the appropriate DOS drivers, you can also use the GEMDOS call Dcntl (thus being compatible to future MiNT drivers), because MetaDOS 2.40 implements some of the new GEMDOS calls and Atari's ISO9660F.DOS passes all Dcntl calls right down to the BOS driver.

Note that there is an 'old' CD-ROM audio interface for MetaDOS, but the commands depend on the custom CDAR 504 controller and can't be fully implemented for SCSI drives (in fact they are, with some restrictions). Consult the MetaDOS developers manual for further information.

In both cases, EINVFN (-32L) is returned for unknown opcodes.

Note that MetaDOS drivers return EUNKNOWN (-3) if XBIOS opcode 0x37 is not supported!

Drivers supporting this interface (send updates to jr@ms.maus.de):

MetaDOS BOS drivers (driver name, company):

```
 HS-CDROM.BOS
      Hard &Soft, Castrop-Rauxel, Germany
      Generic driver for SCSI-CDROMs connected to ACSI or SCSI and
      for the CDAR504

      FX001???.BOS, CDU33???.BOS
           Gellermann & Fellmuth GbR, Berlin, Germany
           Drivers for Mitsumi drives connected to internal or parallel
```

```
              interface.

    MiNT device drivers (driver name, company):
        -


#ifndef _CDROMIO_H
#define _CDROMIO_H

#ifndef BYTE
#define BYTE unsigned char
#endif

typedef union
{
     struct {
     BYTE  reserved, minute, second, frame;
    } msf;
     long lba;
} cd_ad;

 Data structures used

struct cdrom_msf
{
    BYTE    cdmsf_min0;      start minute
    BYTE    cdmsf_sec0;      start second
    BYTE    cdmsf_frame0;    start frame
    BYTE    cdmsf_min1;      end minute
    BYTE    cdmsf_sec1;      end second
    BYTE    cdmsf_frame1;    end frame
};

struct cdrom_ti
{
    BYTE    cdti_trk0;       start track
    BYTE    cdti_ind0;       start index
    BYTE    cdti_trk1;       end track
    BYTE    cdti_ind1;       end index
};

struct cdrom_tochdr
{
    BYTE    cdth_trk0;       start track
    BYTE    cdth_trk1;       end track
};

struct cdrom_tocentry
{
     input parameters

    BYTE    cdte_track;      track number or CDROM_LEADOUT
    BYTE    cdte_format;     CDROM_LBA or CDROM_MSF
```

```
     output parameters

    unsigned    cdte_adr:4;      the SUBQ channel encodes 0: nothing,
                                    1: position data, 2: MCN, 3: ISRC,
                                    else: reserved
    unsigned    cdte_ctrl:4;     bit 0: audio with pre-emphasis,
                                    bit 1: digital copy permitted,
                                    bit 2: data track,
                                    bit 3: four channel
    BYTE    cdte_datamode;        currently not set
     cd_ad    cdte_addr;              track start
};

struct cdrom_subchnl
{
      input parameters

    BYTE    cdsc_format;          CDROM_MSF or CDROM_LBA

     output parameters

    BYTE    cdsc_audiostatus;     see below
    unsigned  cdsc_resvd:   8;    reserved
    unsigned  cdsc_adr:   4;      see above
    unsigned  cdsc_ctrl:  4;      see above
    BYTE    cdsc_trk;             current track
    BYTE    cdsc_ind;             current index
     cd_ad    cdsc_absaddr;       absolute address
     cd_ad    cdsc_reladdr;       track relative address
};

struct cdrom_mcn
{
    BYTE    mcn_audiostatus;      see above
    BYTE    mcn_mcn[23];          Media catalog number as ASCII string
};

struct cdrom_tisrc
{
      input parameters

    BYTE    tisrc_track;          track number

     output parameters
    BYTE    tisrc_audiostatus;   see above
    BYTE    tisrc_tisrc[23];     Track International Standard Recording Code
(ASCII)
};

struct cdrom_volctrl
{
    BYTE    channel0;            volume level 0..255
```

```
    BYTE    channel1;
    BYTE    channel2;
    BYTE    channel3;
};

struct cdrom_audioctrl
      input parameters

    short set;     0 == inquire only

     input/output parameters

    struct {
        BYTE selection;
        BYTE volume;
    } channel[4];

struct cdrom_read
    long    cdread_lba;     logical block address
    char    *cdread_bufaddr;     buffer pointer
    long    cdread_buflen;  byte count

 CD-ROM address types

#define CDROM_LBA   0x01
#define CDROM_MSF   0x02

 SUB Q control bits

#define CDROM_AUDIO_EMPHASIS    0x01
#define CDROM_COPY_PERMITTED    0x02
#define CDROM_DATA_TRACK        0x04
#define CDROM_FOUR_CHANNEL      0x08

 The leadout track is always 0xAA, regardless of # of tracks on disc

#define CDROM_LEADOUT   0xAA

 return value from READ SUBCHANNEL DATA

#define CDROM_AUDIO_INVALID     0x00     audio status not supported
#define CDROM_AUDIO_PLAY        0x11     audio play operation in progress
#define CDROM_AUDIO_PAUSED      0x12     audio play operation paused
#define CDROM_AUDIO_COMPLETED   0x13     audio play successfully completed
#define CDROM_AUDIO_ERROR       0x14     audio play stopped due to error
#define CDROM_AUDIO_NO_STATUS   0x15     no current audio status to return

 CD-ROM Fcntl opcodes

Get block number of first sector in last session of a multisession CD. Argument
points
to a LONG. Used by iso9660f.dos
#define CDROMREADOFFSET     (('C'<<8)|0x00)
```

```
Pause audio operation
#define CDROMPAUSE          (('C'<<8)|0x01)

Resume audio operation
#define CDROMRESUME         (('C'<<8)|0x02)

Play audio. Argument points to cdrom_msf structure
#define CDROMPLAYMSF        (('C'<<8)|0x03)

Play audio. Argument points to cdrom_ti structure
#define CDROMPLAYTRKIND     (('C'<<8)|0x04)

Read header of table of contents. Argument points to cdrom_tochdr structure
#define CDROMREADTOCHDR     (('C'<<8)|0x05)

Read a toc entry. Argument points to cdrom_tocentry structure
#define CDROMREADTOCENTRY   (('C'<<8)|0x06)

Stops spindle motor
#define CDROMSTOP           (('C'<<8)|0x07)

Starts spindle motor
#define CDROMSTART          (('C'<<8)|0x08)

Eject medium
#define CDROMEJECT          (('C'<<8)|0x09)

Sets audio playback volume. Argument points to cdrom_volctrl structure. Only for
compatibility
to Unix drivers, see also CDROMAUDIOCTRL
#define CDROMVOLCTRL        (('C'<<8)|0x0a)

 Read subchannel information. Argument points to cdrom_subchnl structure
#define CDROMSUBCHNL        (('C'<<8)|0x0b)

 Read Mode 2 or 1 sectors. Argument points to cdrom_read structure. Blocks have
either 2336
or 2048 bytes.
#define CDROMREADMODE2      (('C'<<8)|0x0c)
#define CDROMREADMODE1      (('C'<<8)|0x0d)

 Lock eject mechanism
#define CDROMPREVENTREMOVAL (('C'<<8)|0x0e)

 Unlock eject mechanism
#define CDROMALLOWREMOVAL   (('C'<<8)|0x0f)

 Control audio settings. Argument points to cdrom_audioctrl structure
#define CDROMAUDIOCTRL      (('C'<<8)|0x10)

Read Digital Audio (red book) sectors. Argument points to cdrom_read structure.
Blocks have 2352 bytes
```

#define CDROMREADDA   (('C'<<8)|0x11)

 Read media catalog number. Argument points to cdrom_mcn structure
#define CDROMGETMCN   (('C'<<8)|0x13)

Read track international standard recording code. Argument points to cdrom_tisrc structure
#define CDROMGETTISRC   (('C'<<8)|0x14)

From 7010770296734694226
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eac4f881aedcca6f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-05 15:48:29 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeed.gamma.ru!Gamma.RU!feed.news.nacamar.de!newsfeed01.sul.t-online.de!t-
online.de!newspeer1-gui.server.ntli.net!ntli.net!newsfep2-
win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Help needed for driving audio cd
Message-ID: <3d4ffb50.362716769@nntp.swampdog>
References: <3d2ec464$0$454$626a54ce@news.free.fr>
<3d30e9ca.154018406@nntp.swampdog> <3d4e1918$0$239$626a54ce@news.free.fr>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Lines: 497
Date: Mon, 05 Aug 2002 22:38:23 GMT
NNTP-Posting-Host: 213.104.40.43
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1028587706 213.104.40.43 (Mon, 05 Aug 2002
23:48:26 BST)
NNTP-Posting-Date: Mon, 05 Aug 2002 23:48:26 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1044

On 05 Aug 2002 06:20:12 GMT, anti.spam@nullepart.gouv (M?gamodeste)
wrote:

>On 14 Jul 2002 03:06:21 , Guy Harrison wrote:
>(not rewriten by this good Newsie)
>Thanks Guy.
>
>Here is the C, I don't know to translate it in xbios function that I can use in
>Gfa or assembler.

I'll do my best. Hopefully someone else will contribute when I
remember wrongly.

>   CD-ROM Fcntl()s and structures

```
>
>    Copyright (c) Julian F. Reschke (jr@ms.maus.de), 16. Mai 1994
>    Free distribution and usage allowed as long as the file remains
>    unchanged.
>
>    These Fcntl() opcodes provide a *nix-like interface to the CD-ROM
>    specific functions. They can be used either with a MiNT specific
>    CD-ROM device driver or with new MetaDOS BOS lowlevel drivers. For
>    MiNT mounted device drivers, the interface is
>
>        Fcntl (short filehandle, short opcode, long arg)
>
>    (with filehandle a handle to the opened CDROM device driver) or
>
>        Dcntl (short opcode, char *name, long arg)
```

I have no idea how Fcntl() and Dcntl() are implemented. Oh, hang on Fcntl() is gemdos(0x104,...) according to the Compendium - and Dcntl() is gemdos(0x130). If nothing's changed since then see below...

```
>    (with name being the name of a file or directory on the mounted CD
>    file system).
>
>    For MetaDOS BOS drivers, the interface is
>
>        xbios (0x37, short device, long magic, short opcode, long arg)
```

In Mark Williams C I recall that xbios(), bios() and gemdos() are simple asm wrappers. The arguments are pushed right to left then the corresponding trap call is made. Something like this...

```
move.l arg,-(sp)   //4
move.w opcode,-(sp)    //2
move.l magic,-(sp) //4
move.w device,-(sp)    //2
move.w #$37,-(sp)  //2
trap 14
adda 4+2+4+2+2,sp
```

Rooting around in MWC I find it does it generically thus (strange asm syntax in mwc)...

```
/
[snip copyright] ahem! ;-)
/
/ Xbios call function
/
     .bssd
0:   .blkl    1
     .shri
     .globl   xbios_
xbios_:  move.l   (a7)+, 0b     / Get return address
     trap $14           / Do call
```

```
     movea.l  0b, a0             / Restore registers
     jmp  (a0)          / Return

>    where 'device' is a MetaDOS XBIOS device number ('A'..'Z') and 'magic'
>    is 'FCTL'. With MetaDOS version >= 2.40 and the appropriate DOS
>    drivers, you can also use the GEMDOS call Dcntl (thus being compatible
>    to future MiNT drivers), because MetaDOS 2.40 implements some of the
>    new GEMDOS calls and Atari's ISO9660F.DOS passes all Dcntl calls right
>    down to the BOS driver.
>
>    Note that there is an 'old' CD-ROM audio interface for MetaDOS, but
>    the commands depend on the custom CDAR 504 controller and can't be
>    fully implemented for SCSI drives (in fact they are, with some
>    restrictions). Consult the MetaDOS developers manual for further
>    information.
>
>    In both cases, EINVFN (-32L) is returned for unknown opcodes.
>
>    Note that MetaDOS drivers return EUNKNOWN (-3) if XBIOS opcode 0x37 is
>    not supported!
>
>    Drivers supporting this interface (send updates to jr@ms.maus.de):
>
>    MetaDOS BOS drivers (driver name, company):
>
>        HS-CDROM.BOS
>             Hard &Soft, Castrop-Rauxel, Germany
>             Generic driver for SCSI-CDROMs connected to ACSI or SCSI and
>             for the CDAR504
>
>        FX001???.BOS, CDU33???.BOS
>             Gellermann & Fellmuth GbR, Berlin, Germany
>             Drivers for Mitsumi drives connected to internal or parallel
>             interface.
>
>    MiNT device drivers (driver name, company):
>        -
>
>
>#ifndef _CDROMIO_H
>#define _CDROMIO_H
>
>#ifndef BYTE
>#define BYTE unsigned char
>#endif
>
>typedef union
>{
>    struct {
>        BYTE  reserved, minute, second, frame;
>    } msf;
>    long lba;
>} cd_ad;
```

A union is "two things mapped onto the same space". This means that all of 'reserved,minute,second,frame' are crammed into 'lba' (and vice-versa) but unfortunately C has little to say on how this is accomplished. One would hope that 'lba' takes 4 bytes of storage and that 'BYTE' is defined to *be* a byte _and_ that the compiler will generate code that can pack bytes.

In reality, one would hope/expect that an atari compiler would generate code such that...

```
cd_ad.lba = 0x12345678;

...causes...
cd_ad.reserved to be 0x12;
cd_ad.minute to be 0x34;
cd_ad.second to be 0x56;
cd_ad.frame to be 0x78;

...and that if you then added code that caused...
cd_ad.minute=0xfe;
...then a subsequent read of...
cd_ad.lba yields 0x12fe5678;
```

I think the asm would go like this...

```
lba:
reserved: dc.b 1
minute:       dc.b 1
second:       dc.b 1
frame:        dc.b 1
```

```
> Data structures used
>
>struct cdrom_msf
>{
>    BYTE    cdmsf_min0;      start minute
>    BYTE    cdmsf_sec0;      start second
>    BYTE    cdmsf_frame0;    start frame
>    BYTE    cdmsf_min1;      end minute
>    BYTE    cdmsf_sec1;      end second
>    BYTE    cdmsf_frame1;    end frame
>};
```

We ought to expect...

```
cdmsf_min0:   dc.b 1
cdmsf_sec0:   dc.b 1
cdmsf_frame0: dc.b 1
cdmsf_min1:   dc.b 1
cdmsf_sec1:   dc.b 1
cdmsf_frame1: dc.b 1
```

```
>struct cdrom_ti
>{
>    BYTE    cdti_trk0;       start track
>    BYTE    cdti_ind0;       start index
>    BYTE    cdti_trk1;       end track
>    BYTE    cdti_ind1;       end index
>};
>
>struct cdrom_tochdr
>{
>    BYTE    cdth_trk0;       start track
>    BYTE    cdth_trk1;       end track
>};
```

No doubt you can do the above two yourself now.

```
>struct cdrom_tocentry
>{
>     input parameters
>
>    BYTE    cdte_track;      track number or CDROM_LEADOUT
>    BYTE    cdte_format;     CDROM_LBA or CDROM_MSF
>
>     output parameters
>
>    unsigned    cdte_adr:4;      the SUBQ channel encodes 0: nothing,
>                                    1: position data, 2: MCN, 3: ISRC,
>                                    else: reserved
>    unsigned    cdte_ctrl:4;     bit 0: audio with pre-emphasis,
>                                    bit 1: digital copy permitted,
>                                    bit 2: data track,
>                                    bit 3: four channel
>    BYTE    cdte_datamode;       currently not set
>    cd_ad    cdte_addr;              track start
>};
```

The 'colon' denotes a bitfield. A nice idea in C but the implementation (worse than union) is so vague as to make portability impossible. It isn't even consistent across the atari compilers, let alone different platforms.

'unsigned' is the same as saying 'unsigned int'. The amount of bytes required to store 'int' depends on the compiler. With the atari we're looking at either 2 or 4 bytes. Discover which compiler this code was written for and someone will know for sure. Loosely (and iirc)...

```
MWC  2 bytes
PureC    2 bytes
Lattic   4 bytes
GCC  4 bytes
```

...but compiler options can change that: eg "-mshort" option on gcc yields 2 byte 'int' (I *think*).

In order for us to proceed I'm going to say 'unsigned' happens to be 2 bytes. No reason for that decision except I felt like it. Okay, back to bitfields...

If the above were this...

```
unsigned cdte_adr:4,
      cdte_ctrl:4;
```

...then (don't memorise the next paragraph - I mention it only in case you come across it)...

The compiler may (because it's allowed to) use two separate 'unsigned' storage positions for the above (for performance against alignment). One would expect both the above to be merged into a single 'unsigned'. In fact as 'cdte_adr' is 4 bits and 'cdte_ctrl' is 4 bits then they'll even fit into a single byte. However *that* (pack into a byte of storage) should not occur: this is because the declaration is 'unsigned' therefore a whole 'unsigned' of storage will be allocated (even if both get packed into one byte and the other byte gets wasted). Er, forget this bit - it would require an essay!

Luckily things are a little less complex...

```
>    unsigned    cdte_adr:4;      the SUBQ channel encodes 0: nothing,
>                                     1: position data, 2: MCN, 3: ISRC,
>                                     else: reserved
>    unsigned    cdte_ctrl:4;     bit 0: audio with pre-emphasis,
>                                     bit 1: digital copy permitted,
>                                     bit 2: data track,
>                                     bit 3: four channel
```

...because both declarations are declared separately. This means 'cdte_adr' will take a whole 'unsigned' of storage and 'cdte_ctrl' will take another 'unsigned' of storage. So we have...

...either...

```
cdte_adr:dc.w 1
cdte_ctrl:    dc.w 1
```

...or...

```
cdte_adr:dc.l 1
cdte_ctrl:    dc.l 1
```

...depending on the compiler that got used by the author. Also dependant on the compiler: which 4 bits are getting used? Judging from the comments, then bits 0..3 seems certain - but do bear (vaguely) in mind that C compilers can store these bits anywhere in 'unsigned' that they feel like.

Assuming the above...

```
>struct cdrom_subchnl
>{
>     input parameters
>
>    BYTE    cdsc_format;         CDROM_MSF or CDROM_LBA
>
>     output parameters
>
>    BYTE    cdsc_audiostatus;    see below
>    unsigned cdsc_resvd:   8;    reserved
dc.w 1 //low 8 bits

>    unsigned cdsc_adr:   4;      see above
dc.w 1 //low 4 bits

>    unsigned cdsc_ctrl:  4;      see above
dc.w 1 //low 4 bits

>    BYTE    cdsc_trk;            current track
>    BYTE    cdsc_ind;            current index
>    cd_ad    cdsc_absaddr;       absolute address
>    cd_ad    cdsc_reladdr;       track relative address
>};
>
>struct cdrom_mcn
>{
>    BYTE    mcn_audiostatus;     see above
>    BYTE    mcn_mcn[23];         Media catalog number as ASCII string
>};
>
>struct cdrom_tisrc
>{
>     input parameters
>
>    BYTE    tisrc_track;         track number
>
>     output parameters
>    BYTE    tisrc_audiostatus;  see above
>    BYTE    tisrc_tisrc[23];    Track International Standard Recording Code
(ASCII)
dc.b 23

>};
>
>struct cdrom_volctrl
>{
>    BYTE    channel0;           volume level 0..255
>    BYTE    channel1;
>    BYTE    channel2;
>    BYTE    channel3;
>};
```

```
>
>struct cdrom_audioctrl
>     input parameters
>
>    short    set;     0 == inquire only
dc.w 1

>
>     input/output parameters
>
>    struct {
>        BYTE selection;
>        BYTE volume;
>    } channel[4];
channel:
     dc.b 1   //selection[0]
     dc.b 1   //volume[0]
     dc.b 1   //selection[1]
     dc.b 1   //volume[1]
     dc.b 1   //selection[2]
     dc.b 1   //volume[2]
     dc.b 1   //selection[3]
     dc.b 1   //volume[3]

>struct cdrom_read
>    long    cdread_lba;    logical block address
dc.l 1

>    char    *cdread_bufaddr;    buffer pointer
dc.l 1    //(its a *pointer not a 'char/BYTE')

>    long    cdread_buflen; byte count
dc.l 1

>
> CD-ROM address types
>
>#define CDROM_LBA   0x01
>#define CDROM_MSF   0x02
```

You probably know, but '#define' is a constant - compiler simply replaces the textual name with the value then compiles it (EG: "add CDROM_LBA,d0" is effectively "add 0x01,d0").

```
> SUB Q control bits
>
>#define CDROM_AUDIO_EMPHASIS    0x01
>#define CDROM_COPY_PERMITTED    0x02
>#define CDROM_DATA_TRACK        0x04
>#define CDROM_FOUR_CHANNEL      0x08
>
> The leadout track is always 0xAA, regardless of # of tracks on disc
>
```

```
>#define CDROM_LEADOUT   0xAA
>
> return value from READ SUBCHANNEL DATA
>
>#define CDROM_AUDIO_INVALID     0x00     audio status not supported
>#define CDROM_AUDIO_PLAY        0x11     audio play operation in progress
>#define CDROM_AUDIO_PAUSED      0x12     audio play operation paused
>#define CDROM_AUDIO_COMPLETED   0x13     audio play successfully completed
>#define CDROM_AUDIO_ERROR       0x14     audio play stopped due to error
>#define CDROM_AUDIO_NO_STATUS   0x15     no current audio status to return
>
> CD-ROM Fcntl opcodes
>
>Get block number of first sector in last session of a multisession CD. Argument
points
>to a LONG. Used by iso9660f.dos
>#define CDROMREADOFFSET     (('C'<<8)|0x00)
```

A constant again, albeit a more complex one. Same procedure - replace the name CDROMREADOFFSET with the "value" '(('C'<<8)|0x00)' because that's exactly what the compiler does then it comes across it.

The '<<' is a bitshift and the single quoted 'C' denotes a character, which on the atari will be stored in a byte. Shifting a byte 8 times is not healthy but it does work in C because '8' is an 'int', and for the most part the compiler will promote datatypes up to the largest one used in an expression. Thus it turns 'C' into an 'int' (2 or 4 byte and irrelevent here) then shifts that 8 places yielding either 0x4300 or 0x000043000. I'll assume two bytes again 'cos it's less to type!

The '|' is a bitwise OR (as opposed to a logical OR).

So we have

```
 'C'   (0x43) [move.b 'C',d0]
 <<8   (0x4300) [ext.w d0] [asl.w #8,d0]
 |0x00 (0x4300) [or.w #0x0000,d0]
```

Note that a C compiler can resolve these at compile time. No runtime calculations required. Simply work out the values yourself then use them directly...

```
>Pause audio operation
>#define CDROMPAUSE          (('C'<<8)|0x01)
```

0x4301

```
>Resume audio operation
>#define CDROMRESUME         (('C'<<8)|0x02)
```

0x4302

```
>Play audio. Argument points to cdrom_msf structure
```

```
>#define CDROMPLAYMSF        (('C'<<8)|0x03)

[etc]

>Play audio. Argument points to cdrom_ti structure
>#define CDROMPLAYTRKIND     (('C'<<8)|0x04)
>
>Read header of table of contents. Argument points to cdrom_tochdr structure
>#define CDROMREADTOCHDR     (('C'<<8)|0x05)
>
>Read a toc entry. Argument points to cdrom_tocentry structure
>#define CDROMREADTOCENTRY   (('C'<<8)|0x06)
>
>Stops spindle motor
>#define CDROMSTOP           (('C'<<8)|0x07)
>
>Starts spindle motor
>#define CDROMSTART          (('C'<<8)|0x08)
>
>Eject medium
>#define CDROMEJECT          (('C'<<8)|0x09)
>
>Sets audio playback volume. Argument points to cdrom_volctrl structure. Only for
compatibility
>to Unix drivers, see also CDROMAUDIOCTRL
>#define CDROMVOLCTRL        (('C'<<8)|0x0a)
>
> Read subchannel information. Argument points to cdrom_subchnl structure
>#define CDROMSUBCHNL        (('C'<<8)|0x0b)
>
> Read Mode 2 or 1 sectors. Argument points to cdrom_read structure. Blocks have
either 2336
>or 2048 bytes.
>#define CDROMREADMODE2      (('C'<<8)|0x0c)
>#define CDROMREADMODE1      (('C'<<8)|0x0d)
>
> Lock eject mechanism
>#define CDROMPREVENTREMOVAL (('C'<<8)|0x0e)
>
> Unlock eject mechanism
>#define CDROMALLOWREMOVAL   (('C'<<8)|0x0f)
>
> Control audio settings. Argument points to cdrom_audioctrl structure
>#define CDROMAUDIOCTRL      (('C'<<8)|0x10)
>
>Read Digital Audio (red book) sectors. Argument points to cdrom_read structure.
>Blocks have 2352 bytes
>#define CDROMREADDA         (('C'<<8)|0x11)
>
> Read media catalog number. Argument points to cdrom_mcn structure
>#define CDROMGETMCN         (('C'<<8)|0x13)
>
>Read track international standard recording code. Argument points to cdrom_tisrc
```

structure
>#define CDROMGETTISRC   (('C'<<8)|0x14)

I hope I haven't confused you too much!

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -8016474325245913581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d96a375e08c33c07,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-11 11:29:31 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!colt.net!news-lond.gip.net!
news.gsl.net!gip.net!newspeer.clara.net!news.clara.net!demeter.uk.clara.net
Newsgroups: comp.sys.atari.programmer
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
Subject: Powerpoint
X-Newsreader: NEWSie Version 0.94 (Atari)
X-Complaints-To: abuse@clara.net (please include full headers)
Date: Sun, 11 Aug 2002 19:29:23 BST
X-Trace: 36223c149330ee225318e226141943602e33d014de33e700623321053d56ad03
NNTP-Posting-Date: Sun, 11 Aug 2002 19:29:23 BST
Message-ID: <1029090563.10371.0@demeter.uk.clara.net>
Lines: 40
Xref: archiver1.google.com comp.sys.atari.programmer:1054

Some months ago I posted a question about Powerpoint file formats.
Anyway to cut a long story short my isp isn't forwarding posts so
no-one ever saw the question.

I later discovered that m$ doesn't release info about PPT files
so I set about dismembering a few files.

I have so far produced a script for the TUC (The Ultimate Converter)
that produces an RTF file containing all the text from the slides
plus some other random text. It's is then easy to edit the RTF in
Papyrus.

I have also written a PurePascal program that extracts PNG and JPG
images and WAV sounds from within the PPT file. It may work with
other files but I haven't tried it.

Both the script and the PurePascal program are Alphas but if anyone
is interested then drop me an e-mail (remove the spam preventer)
and I will send you the code.

As a side issue TUC runs ok on the Milan (NAES) but the text sent
to the screen is rubbish. Does anyone know why ?

Regards,

Peter

```
 -------------------------------------------------------------------
|  Support independance for Britain                                 |
|  http://www.ukip.org                                              |
 -------------------------------------------------------------------
 -------------------------------------------------------------------
| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem   |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos...        |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX...           |
| STiNG, CAB, Newsie, MyMail...                                     |
 -------------------------------------------------------------------
 -------------------------------------------------------------------
|  I live in Great Britain, abbreviated to G.B.                     |
|  uk is a noise made by apes.                                      |
 -------------------------------------------------------------------
```

From -7214079825834617777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6f2c110e9bd75684,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-13 21:17:28 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
lnsnews.lns.cornell.edu!news.cse.sc.edu!news.sprintnetops.net!feed.cgocable.net!
feed.tor.primus.ca!feed.nntp.primus!news.nnrp.ca!53ab2750!not-for-mail
From: "dogmeat" <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: falcon coding tools
Lines: 11
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Message-ID: <R0l69.198$o23.73360557@news.nnrp.ca>
Date: Tue, 13 Aug 2002 23:17:22 -0500
NNTP-Posting-Host: 134.22.69.20
X-Trace: news.nnrp.ca 1029299377 134.22.69.20 (Wed, 14 Aug 2002 00:29:37 EDT)
NNTP-Posting-Date: Wed, 14 Aug 2002 00:29:37 EDT
Organization: NNRP.CA
Xref: archiver1.google.com comp.sys.atari.programmer:1055

Please introduce me shorty:

what is the best c compiler for falcon? gcc 3.1? not?

what is the best hand assembler for falcon?

URLs? (except for Dead Hacker Society)

From -1499284994988173236
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6f2c110e9bd75684
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-14 05:49:30 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!opentransit.net!proxad.net!proxad.net!feeder2-1.proxad.net!news1-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: anti.spam@nullepart.gouv (M@gamodeste)
Organization: Niousie961
References: <R0l69.198$o23.73360557@news.nnrp.ca>
Subject: Re: falcon coding tools
X-Newsreader: NEWSie Version 0.96 (Atari)
Date: 14 Aug 2002 12:49:29 GMT
Lines: 14
Message-ID: <3d5a51d9$0$10485$626a54ce@news.free.fr>
NNTP-Posting-Date: 14 Aug 2002 14:49:29 MEST
NNTP-Posting-Host: 62.147.146.95
X-Trace: 1029329369 news1-1.free.fr 10485 62.147.146.95
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1056

On 13 Aug 2002 23:17:22 , "dogmeat" wrote:
@what is the best c compiler for falcon? gcc 3.1? not?

With it you will be able to compile for any cpu included 68060, but I
left it behind because of the unfriendly interface (my opinion).

You can jugde by yourself by using the best interface for gcc at :
http://olivier.landemarre.free.fr then look for GCC interface.

@what is the best hand assembler for falcon?

Did you had a look at devpac 3 ?

Regards

From -7555904147697463411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c773b5aee12ee3f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-14 17:02:23 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!

logbridge.uoregon.edu!news.stealth.net!news.stealth.net!feed.cgocable.net!
feed.tor.primus.ca!feed.nntp.primus!news.nnrp.ca!53ab2750!not-for-mail
From: "dogmeat" <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Lattice C 5.6
Lines: 11
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Message-ID: <NnC69.245$YT2.72677585@news.nnrp.ca>
Date: Wed, 14 Aug 2002 20:02:16 -0500
NNTP-Posting-Host: 134.22.69.146
X-Trace: news.nnrp.ca 1029370477 134.22.69.146 (Wed, 14 Aug 2002 20:14:37 EDT)
NNTP-Posting-Date: Wed, 14 Aug 2002 20:14:37 EDT
Organization: NNRP.CA
Xref: archiver1.google.com comp.sys.atari.programmer:1057

Please let me know if this version of this compiller does know how to build
68030 and 68881 specific code. Or is it a generic ST compiller?

Thank you, fellas.

Wow, stop, another thing: what is the latest DEVPAC version for Falcon? And
where can I download and/or buy (cheap) one?

Cheers!

From -6174974356686898664
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c773b5aee12ee3f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-15 02:53:31 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!arclight.uoregon.edu!enews.sgi.com!news.xtra.co.nz!enterprise!
news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C 5.6
Date: Thu, 15 Aug 2002 21:40:40 +1200
Organization: The Gluepot
Lines: 56
Message-ID: <ajfudb$9n7$1@news.comnet.co.nz>
References: <NnC69.245$YT2.72677585@news.nnrp.ca>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-195.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 1029405931 9959 131.203.242.195 (15 Aug 2002 10:05:31
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 15 Aug 2002 10:05:31 GMT

X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:1058

"dogmeat" <KILLALLd0gm3a7SPAM@yahoo.co.uk> wrote ...
> Please let me know if this version of this compiller does know how
to build
> 68030 and 68881 specific code. Or is it a generic ST compiller?

AFAIK Lattice stopped in 1994 at v5.60 (basically a "Falcon upgrade"
to v5.5x)

Yes, v5.60 can compile 32-bit code for the '020 and '030, and can also
generate code for the '881 and '882 FPUs.

(I cannot recall if it can also do '040 code, as I've never needed to
do such code, as the best Atari I've owned is a TT with an 030 and
882)

In fact version 5.06 (the first version of Lattice I owned in 1992ish)
could do this as well. However 5.06 was not the "all in one"
environment that 5.60 (and 5.5?) are.

> Wow, stop, another thing: what is the latest DEVPAC version for
Falcon? And
> where can I download and/or buy (cheap) one?

Devpac/Atari stopped at version 3.10 in 1994.

It can handle code up to the 68040 (MMU, FPU included)

(BTW: I assume you know that Lattice includes an assembler - but is
suitable only for creating assembler code modules within an app. For
assembly-language-only apps, Devpac is better _and_faster_ and can
generate Lattice object modules if needed)

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"There's going to be a bus fight in the terminal tonight"
(A security guard I spoke to recently)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From -346923306766276620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c773b5aee12ee3f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-15 08:29:08 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!feed.cgocable.net!feed.tor.primus.ca!
feed.nntp.primus!news.nnrp.ca!53ab2750!not-for-mail
From: "dogmeat" <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Newsgroups: comp.sys.atari.programmer
References: <NnC69.245$YT2.72677585@news.nnrp.ca> <ajfudb$9n7$1@news.comnet.co.nz>
Subject: Re: Lattice C 5.6
Lines: 17
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Message-ID: <FYP69.266$033.73401486@news.nnrp.ca>
Date: Thu, 15 Aug 2002 11:28:59 -0500
NNTP-Posting-Host: 134.22.71.205
X-Trace: news.nnrp.ca 1029426085 134.22.71.205 (Thu, 15 Aug 2002 11:41:25 EDT)
NNTP-Posting-Date: Thu, 15 Aug 2002 11:41:25 EDT
Organization: NNRP.CA
Xref: archiver1.google.com comp.sys.atari.programmer:1059

Thank you, good human! ;)

Another question for you:

I am looking to buy an FPU for my Falcon. Best electronics have both 68881
(50$) and 68882 (60$) in LPCC package. The difference in price in minimal,
and 68882 is more advanced (i.e. can bee hardware hacked to operate at
50MHz). So I was considering 68882. But recently I came across info what
with 68882 Falcon won't run certain ST apps, which it can run smooth with
68881...

So now I'm in doubt, which FPU should I go for...

I think I'll post this question in comp.sys.atari.st as well. May be good
folks will give me some bright ideas for my choise ;)

From 8980050764631023930
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,970bf7b393e81200,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-15 17:45:52 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!feed.news.nacamar.de!newsfeed.stueberl.de!newspeer1-gui.server.ntli.net!ntli.net!newsfep2-win.server.ntli.net.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: [PROG] Documentation of video extensions for Falcon
Message-ID: <3d5c3bcf.191036175@nntp.swampdog>
References: <upk0ja.1d.ln@127.0.0.1>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 27
Date: Thu, 15 Aug 2002 23:40:10 GMT
NNTP-Posting-Host: 80.4.129.66
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-win.server.ntli.net 1029458751 80.4.129.66 (Fri, 16 Aug 2002 01:45:51 BST)
NNTP-Posting-Date: Fri, 16 Aug 2002 01:45:51 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1060

[reposted due to possible "strange goings-on" my end!]

On Fri, 09 Aug 2002 16:49:34 +0200, Patrice Mandin
<pmandin@caramail-NOSPAM.com> wrote:

>Hello everybody,
>
>I would like to know where to find documentation about Falcon screen
>enhancers, like ScreenBlaster, Blowup, etc... so I can add compatibility
>to them to SDL. Any information is welcome, but I would prefer to get
>official documentation. I have neither of these extensions.

Unfortunately I can't help but I have a question of my own...

How are you building SDL - environment, options etc?

I've recently noted that SDL looks interesting but sadly it considers
cygwin==mingw thus it may be very helpful to have another compilation
target to test my changes against (ie Frank's cygwin m68k).

--

swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 7004916778944064117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,66ca575f8b68f26d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-16 14:18:26 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
news.ems.psu.edu!news.cis.ohio-state.edu!news.maxwell.syr.edu!fr.usenet-edu.net!
usenet-edu.net!wanadoo.fr!proxad.net!proxad.net!feeder2-1.proxad.net!
news1-2.free.fr!not-for-mail
Message-ID: <3D5D644C.2010906@free.fr>
Date: Fri, 16 Aug 2002 22:45:00 +0200
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; fr-FR; rv:0.9.4) Gecko/
20011019 Netscape6/6.2
X-Accept-Language: fr-fr
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: SE-protocol
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
Lines: 6
Organization: Guest of ProXad - France
NNTP-Posting-Date: 16 Aug 2002 23:18:25 MEST
NNTP-Posting-Host: 80.9.249.125
X-Trace: 1029532705 news1-2.free.fr 462 80.9.249.125
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:1061

Hi group,

Is there an english translation of the SE-protocol available somewhere ?

Arnaud.

From 5191001781593174217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c773b5aee12ee3f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-20 14:27:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!kibo.news.demon.net!news.demon.co.uk!demon!
recycledsteel.demon.co.uk!not-for-mail
From: "Elliot" <stuff@recycledsteel.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C 5.6

Date: Tue, 20 Aug 2002 22:27:10 +0100
Message-ID: <1029878785.25781.0.nnrp-07.3e31118f@news.demon.co.uk>
References: <NnC69.245$YT2.72677585@news.nnrp.ca> <ajfudb$9n7$1@news.comnet.co.nz>
<FYP69.266$033.73401486@news.nnrp.ca>
NNTP-Posting-Host: recycledsteel.demon.co.uk
X-NNTP-Posting-Host: recycledsteel.demon.co.uk:62.49.17.143
X-Trace: news.demon.co.uk 1029878785 nnrp-07:25781 NO-IDENT
recycledsteel.demon.co.uk:62.49.17.143
X-Complaints-To: abuse@demon.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Lines: 59
Xref: archiver1.google.com comp.sys.atari.programmer:1062

This is from memory so I could be wrong but.....

Only the TT and Falcon had FPUs commonly, the MSTE and other had some hacked ones but they are rarely installed and so it would not matter (they used strange calls, etc), if your code is made compatible then it would only open up for a few extra people.

I managed to get a 50Mhz FPU (68882) from e-bay for only $14, this will run at 60Mhz no problems. The 16Mhz will only run at 25Mhz maybe and a 33Mhz at say 40Mhz (these are guesses).

The 68882 are much quicker, I think they do all instructions in one cycle.

Maybe you could do two binaries, one with and one without FPU.

CPU, FPU and DSP speeding hacks are easy to do and available all over the place. My falcon runs at 25/50/50 at present (a Phantom upgrade). I have a 60Mhz crystal which a plan to install, I have tried it with all chips (i.e. 30/60/60) but no joy, I am sure it will work with the DSP and FPU but I will have to bypass some of the Phantom bits (i.e. 25/60/60). I think the CPU will run faster but I believe the problem is the Atari chip that controls most of the BUS, I think it runs at 4x the CPU speed (i.e. 100Mhz) and it can not keep up with it.

Does this sound right to people or I am talking bollocks?

Also, if this is right, can the BUS chip be replaced by something else?

One more thing, what speed is the Videl running at with my above? Can that be boosted more it would it make no sense to?

Elliot...

"dogmeat" <KILLALLd0gm3a7SPAM@yahoo.co.uk> wrote in message
news:FYP69.266$033.73401486@news.nnrp.ca...
> Thank you, good human! ;)
>
> Another question for you:
>
> I am looking to buy an FPU for my Falcon. Best electronics have both 68881
> (50$) and 68882 (60$) in LPCC package. The difference in price in minimal,
> and 68882 is more advanced (i.e. can bee hardware hacked to operate at
> 50MHz). So I was considering 68882. But recently I came across info what
> with 68882 Falcon won't run certain ST apps, which it can run smooth with
> 68881...
>
> So now I'm in doubt, which FPU should I go for...
>
> I think I'll post this question in comp.sys.atari.st as well. May be good
> folks will give me some bright ideas for my choise ;)
>
>

From 5453294324413298115
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c773b5aee12ee3f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-20 15:09:27 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!uio.no!193.213.112.26.MISMATCH!newsfeed1.ulv.nextra.no!nextra.com!news01.chello.no!news01.chello.se!news-peer-europe.sprintlink.net!news.stupi.se!newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!not-for-mail
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C 5.6
Date: 20 Aug 2002 22:09:25 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 34
Message-ID: <ajueml$1s3$1@nyheter.chalmers.se>
References: <NnC69.245$YT2.72677585@news.nnrp.ca> <ajfudb$9n7$1@news.comnet.co.nz> <FYP69.266$033.73401486@news.nnrp.ca> <1029878785.25781.0.nnrp-07.3e31118f@news.demon.co.uk>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 1029881365 1923 129.16.79.2 (20 Aug 2002 22:09:25 GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 20 Aug 2002 22:09:25 GMT
X-Received-Date: Wed, 21 Aug 2002 00:09:27 MET DST (news01.chello.no)
Xref: archiver1.google.com comp.sys.atari.programmer:1063

In article <1029878785.25781.0.nnrp-07.3e31118f@news.demon.co.uk>,

Elliot <stuff@recycledsteel.co.uk> wrote:
...
>The 68882 are much quicker, I think they do all instructions in one cycle.

The '882 is not much quicker than the '881 at all. I have never heard of a reason to take the '881 over the '882, though, so you might as well get hold of the latter and earn a few cycles here and there.

No FPU that I've ever heard of, outside the DSP domain, does _anything_ in one cycle (while it would certainly be possible, it would have a tremendous impact on the clock speed (which is one reason why many DSPs clock much slower than contemporary general purpose CPUs)). The FPU in a modern CPU can have a through-put of one cycle for many operations (and might even do that for several types of FPU instructions at once), but that is quite another matter.

In any case, the '882 is _very_ far from that kind of speed. Generally, it is somewhere around 5-10 times slower than the '040 FPU, clock for clock (for the operations that they have in common).
Something as simple as a register to register move, or an add, takes more than 20 cycles on the '882 (2 and 3, respectively, on an '040), multiply is 70ish (5 on an '040) and division (38 on '040) and square root 100+ cycles (sqrt is 103 on the '040).

So, while the '882 is certainly a whole lot faster than doing FPU operations on the '030, it is extremely slow for most normal things even by '040 standards.

--

Chalmers University of Technology	Why are these .signatures so hard to do well?	e-mail:	rand@cd.chalmers.se johank@omicron.se
Gothenburg, Sweden		WWW:	http://217.215.149.49 (fVDI, MGIFv5, QLem)

From -5217756683679309488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,10324e61e326a094,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,10324e61e326a094,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,10324e61e326a094,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-08-21 07:39:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!isdnet!btnet-peer1!btnet-peer0!btnet-feed5!btnet!news.btopenworld.com!not-for-mail
From: Rob <rob.jenkins2@btopenworld.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)
Date: Wed, 21 Aug 2002 14:38:16 +0000 (UTC)
Organization: BT Openworld

Lines: 26
Message-ID: <s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>
NNTP-Posting-Host: host213-122-85-201.in-addr.btopenworld.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: helle.btinternet.com 1029940696 25279 213.122.85.201 (21 Aug 2002
14:38:16 GMT)
X-Complaints-To: news-complaints@lists.btinternet.com
NNTP-Posting-Date: Wed, 21 Aug 2002 14:38:16 +0000 (UTC)
X-Newsreader: Forte Agent 1.91/32.564
Xref: archiver1.google.com comp.sys.atari.st:25838 comp.sys.atari.st.tech:3765
comp.sys.atari.programmer:1064

Hi, apologies if this is dead obvious.Only recently got a falcon and
trying to figure out my way round the atari os again after 11 years
away.

What it is, is that in future, I'll be getting zero-X, which is an
audio program that can handle wav files. Very useful to ba able to
transfer between my PC and falcon, on the same disk (and my sampler
too for that matter).

Also, all the software I'm currently getting, off the net, it's a bit
of a ball ache transferring it onto floppy disk to go and put it on
the falcon.
Is there a way I can make both the Falcon and the PC read the same
iomega zip disk so that I can bump everything onto it and transfer it
over like that.

(For info purposes, I have HD Driver 8 which I'm using to format the
zip disks on currently)

Thanks if anyone can offer up some pointers... RJ

From 6964717951753873825
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,10324e61e326a094
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,10324e61e326a094
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,10324e61e326a094
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-08-21 09:36:16 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.stueberl.de!newspeer1-

gui.server.ntli.net!ntli.net!newsfep3-gui.server.ntli.net.POSTED!53ab2750!not-for-mail
From: "Barrie at Keychange" <barrie@keychange.co.uk>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
References: <s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>
Subject: Re: Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)
Lines: 17
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Inktomi-Trace: public1-warr1-4-cust24.manc.broadband.ntl.com 1029947775 32043 213.106.128.24 (21 Aug 2002 16:36:15 GMT)
Message-ID: <4kP89.2532$nJ.17356@newsfep3-gui.server.ntli.net>
Date: Wed, 21 Aug 2002 17:36:59 +0100
NNTP-Posting-Host: 80.3.128.4
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep3-gui.server.ntli.net 1029947776 80.3.128.4 (Wed, 21 Aug 2002 17:36:16 BST)
NNTP-Posting-Date: Wed, 21 Aug 2002 17:36:16 BST
Organization: ntl News Service
Xref: archiver1.google.com comp.sys.atari.st:25841 comp.sys.atari.st.tech:3766 comp.sys.atari.programmer:1065

"Rob" <rob.jenkins2@btopenworld.com> wrote in message news:s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com...
> Hi, apologies if this is dead obvious.

> Is there a way I can make both the Falcon and the PC read the same
> iomega zip disk so that I can bump everything onto it and transfer it
> over like that.

HDDriver v7 manual, page 17.....

Barrie at Keychange.

www.keychange.co.uk

From 4683345183342772567
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,10324e61e326a094
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,10324e61e326a094
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,10324e61e326a094
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-08-21 13:19:02 PST

Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: ekaljuma@mtsac.edu (Galen)
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: Is there a way I can make my FALCON and PC read the same zip disk....
(iomega type)
Date: 21 Aug 2002 13:19:01 -0700
Organization: http://groups.google.com/
Lines: 7
Message-ID: <926a9946.0208211219.7c84548f@posting.google.com>
References: <s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>
NNTP-Posting-Host: 140.144.7.8
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1029961142 25342 127.0.0.1 (21 Aug 2002 20:19:02 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 21 Aug 2002 20:19:02 GMT
Xref: archiver1.google.com comp.sys.atari.st:25844 comp.sys.atari.st.tech:3767
comp.sys.atari.programmer:1066

Rob <rob.jenkins2@btopenworld.com> wrote in message
news:<s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>...
> Is there a way I can make both the Falcon and the PC read the same
> iomega zip disk so that I can bump everything onto it and transfer it
> over like that.
I believe that HDriver has that option. Have you checked the manual?

Galen

From 6862225870779644134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c773b5aee12ee3f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-22 14:15:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!
newsfeed.freenet.de!news-feed1.de1.concert.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C 5.6
Date: Thu, 22 Aug 2002 20:49:41 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 33
Message-ID: <ak3ip2sml1@news.eunet.yu>
References: <NnC69.245$YT2.72677585@news.nnrp.ca> <ajfudb$9n7$1@news.comnet.co.nz>
<FYP69.266$033.73401486@news.nnrp.ca>
<1029878785.25781.0.nnrp-07.3e31118f@news.demon.co.uk>
NNTP-Posting-Host: p-2.105.eunet.yu
X-Trace: news.eunet.yu 1030049381 29397 213.240.2.105 (22 Aug 2002 20:49:41 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Thu, 22 Aug 2002 20:49:41 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:1067

On 20 Aug 2002 22:27:10 , "Elliot" wrote:
>This is from memory so I could be wrong but.....
>
>Only the TT and Falcon had FPUs commonly, the MSTE and other had some hacked
>ones but they are rarely installed and so it would not matter (they used
>strange calls, etc), if your code is made compatible then it would only open
>up for a few extra people.

Indeed, a FPU in a MSTE or ST operates differently than in a Falcon or TT-
instead of a "co-processor" CPU-FPU mode in Falcon/TT (mode not available
on MC68000 CPU) , in a (M)ST(e) the FPU is operated as a "memory-mapped
peripheral". The two operating modes are not compatible and require different
code. Truly, there are not many applications that can use a memory-mapped FPU:
e.g. programs compiled with Pure-C or Prospero Fortran (and possibly Gfa-basic
with Licom library) can use it, Dynacadd uses it, and a couple of games and
astronomy programs. There is an emulator (by Henk Robbers) of the co-processor
FPU which uses a memory-mapped one, but, unfortunately, applications which
provide for co-processor FPU most often also assume that a MC68020 or higher
is used, and so can not be run on a MC68000 even with the FPU emulator.

However, there is nothing "hacked" in the mode a memory-mapped FPU is used.
It is a perfectly legal way to connect a FPU to a MC68000 CPU and it was
described in the MC68881 manual. The FPU operates asynchronously to the
CPU< a any desired clock rate. In a MSTE, installing the FPU was a simple
plug-in operation (provided that the address decoding GAL was already in
place; otherwise the GAL had to be plugged-in as well). For a ST or MegaST
there was a SFP004 FPU Board (by Atari, iirc). The circuit for a memory-mapped
FPU is rather simple (basically, an address decoder) and is quite within the
do-it-yourself range. An installed FPU gives a speed benefit on floating-point
operations between 500% and 1500%, depending on the application.

cu;

From -6057727287805454979
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,10324e61e326a094
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,10324e61e326a094
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,10324e61e326a094
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-08-23 11:39:09 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!
feed.news.nacamar.de!newsfeed01.sul.t-online.de!t-online.de!newspeer1-
gui.server.ntli.net!ntli.net!peernews.cix.co.uk!news.nextra.co.uk!not-for-mail
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: Is there a way I can make my FALCON and PC read the same zip disk....
(iomega type)

Date: Fri, 23 Aug 2002 18:39:09 +0000 (UTC)
Organization: Nextra UK
Lines: 31
Message-ID: <ak5vgd$ie6$1@thorium.cix.co.uk>
References: <s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>
NNTP-Posting-Host: technetium.cix.co.uk
X-Trace: thorium.cix.co.uk 1030127949 18886 194.153.0.53 (23 Aug 2002 18:39:09 GMT)
X-Complaints-To: abuse@net.nextra.co.uk
NNTP-Posting-Date: Fri, 23 Aug 2002 18:39:09 +0000 (UTC)
X-Newsreader: CixRead/CixComm
Xref: archiver1.google.com comp.sys.atari.st:25900 comp.sys.atari.st.tech:3768 comp.sys.atari.programmer:1068

In message <s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>,
rob.jenkins2@btopenworld.com said:

>Hi, apologies if this is dead obvious.Only recently got a falcon and
>trying to figure out my way round the atari os again after 11 years
>away.
...SNIP...
>Is there a way I can make both the Falcon and the PC read the same
>iomega zip disk so that I can bump everything onto it and transfer it
>over like that.
>
>(For info purposes, I have HD Driver 8 which I'm using to format the
>zip disks on currently)

Hi Rob!

Yes you should be able to do that. There should be no need to format the Iomega - just partition it with HDDRIVER and make sure that in 'Compatibility' the 'Windows' radio button is switched on and the 'TOS & Windows combined' checkbox is crossed. Note that this will only work with a single partition, but that shouldn't be a problem in your case.

As you may have seen earlier in c.s.a.st, I use a similar arrangement with SyQuest EZ135, using an Adaptec USB<->SCSI adapter. Originally I was going to move the drive from one machine to the other, but I managed to get a second drive cheap and now have one connected to either computer, so only need to move the carts. I see no reason why an Iomega should be different.

Regards, /Peter/

From 8709704926143203248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,807f5611d539bb80,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-27 19:10:57 PST

Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!news.mailgate.org!mygate.mailgate.org!nscmaga1.rs1.nuria.telefonica-data.net!not-for-mail
From: "Miguel Gacia" <eloina_2@eresmas.com>
Newsgroups: comp.sys.atari.programmer
Subject: TOS 0.98 ROM
Date: Wed, 28 Aug 2002 02:10:57 +0000 (UTC)
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 11
Message-ID: <a910aaff5932783ffbeb264cb878de1c.9997@mygate.mailgate.org>
NNTP-Posting-Host: nscmaga1.rs1.nuria.telefonica-data.net
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.mailgate.org 1030472484 4320 213.0.177.104 (Wed Aug 28 04:10:56 2002)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Wed, 28 Aug 2002 02:10:57 +0000 (UTC)
Injector-Info: news.mailgate.org; posting-host=nscmaga1.rs1.nuria.telefonica-data.net; posting-account=9997; posting-date=1030472484
User-Agent: Mailgate Web Server
X-URL: http://mygate.mailgate.org/mynews/comp/comp.sys.atari.programmer/a910aaff5932783ffbeb264cb878de1c.9997%40mygate.mailgate.org
Xref: archiver1.google.com comp.sys.atari.programmer:1069

I need image of ROMs (64KB) for TOS 0.98 (TOS RAM) and image of system disk.

Can you help me?

Thank you.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

From -2208815740267670595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,807f5611d539bb80
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-27 20:12:31 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.stealth.net!news.stealth.net!news.infoave.net!newsfeed1.easynews.com!easynews.com!easynews!ps01-sjc1!news.webusenet.com!news03.bloor.is.net.cable.rogers.com!news02.bloor.is.net.cable.rogers.com.POSTED!not-for-mail
Message-ID: <3D6C3FD0.85E0EDF5@rogers.com>
From: James Alexander <james-m-alexander@rogers.com>
X-Mailer: Mozilla 4.79 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer
Subject: Re: TOS 0.98 ROM
References: <a910aaff5932783ffbeb264cb878de1c.9997@mygate.mailgate.org>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 12
Date: Wed, 28 Aug 2002 03:12:29 GMT
NNTP-Posting-Host: 24.112.211.217
X-Complaints-To: abuse@rogers.com
X-Trace: news02.bloor.is.net.cable.rogers.com 1030504349 24.112.211.217 (Tue, 27 Aug 2002 23:12:29 EDT)
NNTP-Posting-Date: Tue, 27 Aug 2002 23:12:29 EDT
Xref: archiver1.google.com comp.sys.atari.programmer:1070

Miguel Gacia wrote:

> I need image of ROMs (64KB) for TOS 0.98 (TOS RAM) and image of system
> disk.
>
> Can you help me?
>
> Thank you.

the earliest I've seen is the diskbased tos 1.0 (sometimes referred to as 0.98) there is no 64k tos roms, the earliest rom sets were 192k roms

From -518805240042946862
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,807f5611d539bb80
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-28 10:37:51 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!fr.clara.net!heighliner.fr.clara.net!grolier!not-for-mail
Message-ID: <3D6D0A69.85D83275@club-internet.fr>
Date: Wed, 28 Aug 2002 19:37:45 +0200
From: Laurent Vogel <lvl@club-internet.fr>
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: TOS 0.98 ROM
References: <a910aaff5932783ffbeb264cb878de1c.9997@mygate.mailgate.org>
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 15
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 28 Aug 2002 17:37:43 GMT
NNTP-Posting-Host: 213.44.18.220
X-Trace: 1030556263 news.club-internet.fr 11815 213.44.18.220
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:1071

Miguel Gacia a ê crit:
>
> I need image of ROMs (64KB) for TOS 0.98 (TOS RAM) and image of system
> disk.

the disk image is available on the net. From documentation I read
some time ago, the only functions it uses from the ROM are
rwabs() (read only) and getbpb().
Some TOS vars are perhaps needed too.
I don't see why the floppy image woudn't work on other 192k or even
256k TOS ROMs. (but I didnt test either).
Other (legal, open-source) ROMs do exist, that may be able to
boot the floppy. look for 'EmuTOS' on google.

Laurent.

From -7781876467552451182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6da177670d03884,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-30 11:57:44 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: maraka@atari.net (D Galvez)
Newsgroups: comp.sys.atari.programmer
Subject: MintNet libs for Pure C
Date: 30 Aug 2002 11:57:44 -0700
Organization: http://groups.google.com/
Lines: 5
Message-ID: <d385a14d.0208301057.1ea48694@posting.google.com>
NNTP-Posting-Host: 213.96.68.59
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1030733864 7818 127.0.0.1 (30 Aug 2002 18:57:44 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 30 Aug 2002 18:57:44 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1072

Hello

Has sombody MintNet libs compiled to use with Pure C?

Thanks

From 6223670577349444046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6da177670d03884
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-08-31 18:01:47 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!sn-xit-05!sn-xit-06!sn-post-01!supernews.com!corp.supernews.com!not-for-mail

From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: MintNet libs for Pure C
Date: Sat, 31 Aug 2002 21:02:12 -0400
Organization: Atari-source.com
Message-ID: <1030842133.14630@pikachu.atari-source.com>
References: <d385a14d.0208301057.1ea48694@posting.google.com>
User-Agent: KNode/0.7.1
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Cache-Post-Path: pikachu.atari-source.com!unknown@localhost
X-Cache: nntpcache 3.0.1 (see http://www.nntpcache.org/)
X-Complaints-To: newsabuse@supernews.com
Lines: 16
Xref: archiver1.google.com comp.sys.atari.programmer:1073

D Galvez wrote:

> Hello
>
> Has sombody MintNet libs compiled to use with Pure C?
>
> Thanks

Someone is working on that... he has them nearly complete.. I imagine he
will give them out as it will be quite useful for many people.

--
Mark
 - http://atari-source.com
 - Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

From 2699511180456330911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1784377ca310d24,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-02 14:19:18 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!logbridge.uoregon.edu!isdnet!news.internetia.pl!
newsfeed.tpinternet.pl!news.tpi.pl!not-for-mail
From: "michal bialek" <bialek.michal@interia.pl>
Newsgroups: comp.sys.atari.programmer
Subject: PURE C
Date: Mon, 2 Sep 2002 23:16:25 +0200
Organization: tp.internet - http://www.tpi.pl/
Lines: 6
Message-ID: <al0kk3$k4l$1@news.tpi.pl>
NNTP-Posting-Host: pe37.lodz.cvx.ppp.tpnet.pl
X-Trace: news.tpi.pl 1031001539 20629 213.76.63.37 (2 Sep 2002 21:18:59 GMT)
X-Complaints-To: usenet@tpi.pl

NNTP-Posting-Date: Mon, 2 Sep 2002 21:18:59 +0000 (UTC)
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.programmer:1074

need full version of C development:
i'd like best PURE C,
any other suggestions?
BIG TXH?

From -6395321332619960011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1784377ca310d24
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-03 05:28:30 PST
Path: archiver1.google.com!news2.google.com!news1.google.com!
newsfeed.stanford.edu!bloom-beacon.mit.edu!howland.erols.net!
newsfeed1.telenordia.se!algonet!newsfeed.sunet.se!news01.sunet.se!
news.chalmers.se!not-for-mail
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: PURE C
Date: 3 Sep 2002 12:18:07 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 22
Message-ID: <al299voeo1@nyheter.chalmers.se>
References: <al0kk3$k4l$1@news.tpi.pl>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 1031055487 25048 129.16.79.2 (3 Sep 2002 12:18:07
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 3 Sep 2002 12:18:07 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:1075

In article <al0kk3$k4l$1@news.tpi.pl>,
michal bialek <bialek.michal@interia.pl> wrote:
>need full version of C development:
>i'd like best PURE C,
>any other suggestions?

While PureC is nice in its way (fast compilation and a good source
level debugger), I don't think you can buy it new these days.
Of course, someone might be willing to part with theirs.

gcc on the other hand is a much better compiler, and is free.
It does take a lot longer (and more memory) to compile things,
though, unless you run it as a cross-compiler on a PC or something.

Beware of trouble with 16 bit integers if you intend to port code
from other systems to PureC, by the way.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johank@omicron.se
                        | so hard to do |  WWW:      http://217.215.149.49
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```


From -3721183569103778490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1784377ca310d24
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-03 22:16:19 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!snoopy.risq.qc.ca!newsfeed.news2me.com!
newsfeed2.earthlink.net!newsfeed.earthlink.net!stamper.news.pas.earthlink.net!
stamper.news.atl.earthlink.net!harp.news.atl.earthlink.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: int free code
Date: 4 Sep 2002 05:16:17 GMT
Organization: E.L.F. Software
Lines: 24
Message-ID: <al44v1$6q8$1@slb7.atl.mindspring.net>
References: <al0kk3$k4l$1@news.tpi.pl> <al299voeo1@nyheter.chalmers.se>
NNTP-Posting-Host: 40.9e.24.b1
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:1076

>Beware of trouble with 16 bit integers if you intend to port code
>from other systems to PureC, by the way.

Better yet, use "short" or "long" intead of "int" whenever possible.

From the very beginning, "int" was intended as the "I don't really
care how big it is" integer type. In the days of "all microcomputers
use int for 16 bits" (a quote from a C manual) we developed a bad habit
of using "int" instead of "short" (two fewer keystrokes).

Then for some unknown reason C compilers started translating "int"
as "long" (probably for the same reason Spinal Tap uses amplifiers
that go to 11 instead of 10). Since then I have become an advocate
for "int free" code.

I've even been tempted to replace all the ints in the system include
files, but then my code wouldn't be portable to anyone.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com

Supporting the TT030
100% Microsoft free!

From 2800614078007885023
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d5ae1aab06da565,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-09 00:00:52 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!nntp-relay.ihug.net!usenet.net.nz!newsfeeds.ihug.co.nz!
ihug.co.nz!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: whoami
Date: Mon, 9 Sep 2002 18:55:05 +1200
Organization: The Gluepot
Lines: 59
Message-ID: <alhi3b$254c$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-100.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 1031556011 70796 131.203.242.100 (9 Sep 2002 07:20:11
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 9 Sep 2002 07:20:11 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:1077

How do I get the user name/details from within my programs?

Essentially, I want to be able to do a "whoami" from within my app
without doing a Pexec("whoami") and capturing the (redirected to my
app) results - is there a DOS/MINT/MINTNET system call available?

I envisage something like this:

```
    UserInfo userinfo;

    ...
    if( GetUserInfo( sizeof( userinfo ), &userinfo ) )  {
        if( strcmp( userinfo.name, "root" ) == 0 )
            do_something();
        else if( userinfo.group == supervisor )
            do_something_else();
        else if( userinfo.group == normaluser )
            do_something_normal();
        else
            do_something_boring();
    }
    ...
```

(Apologies if that mimics a W**tel system/call)

I'm using Lattice C 5.60 as my development environment running under Mint 1.15.9 (and some version of MINTNET I cannot recall) and AES 4.1 on a TT with UK TOS 3.05. I also have MemoryProtection turned on.

The Compendium doesn't seem to give that info (or am I just not reading it correctly?)

(Is there a MINT mailing list/group I should contact?)

--

Download the latest DLL manager for the Atari ST. Visit http://www.atari.net.nz/gem/software/tlbx.html and download the Toolbox today!

--

Quote for the month

"Towaway parking only"
(Sign seen painted on a wall)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

From 2582277088739356425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d5ae1aab06da565
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-09 12:46:10 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.fjserv.net!colt.net!news-x2.support.nl!amsnews01.chello.com!news-hub.cableinet.net!blueyonder!newspeer1-gui.server.ntli.net!ntli.net!newsfep2-gui.POSTED!53ab2750!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: whoami
Message-ID: <3d7de234.1773439581@nntp.swampdog>

References: <alhi3b$254c$1@news.comnet.co.nz>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 109
Date: Mon, 09 Sep 2002 19:18:36 GMT
NNTP-Posting-Host: 80.4.129.28
X-Complaints-To: abuse@ntlworld.com
X-Trace: newsfep2-gui 1031600768 80.4.129.28 (Mon, 09 Sep 2002 20:46:08 BST)
NNTP-Posting-Date: Mon, 09 Sep 2002 20:46:08 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:1078

On Mon, 9 Sep 2002 18:55:05 +1200, "G Swaine"
<g.swaine@the.gluepot.com> wrote:

>How do I get the user name/details from within my programs?
>
>Essentially, I want to be able to do a "whoami" from within my app
>without doing a Pexec("whoami") and capturing the (redirected to my
>app) results - is there a DOS/MINT/MINTNET system call available?

Handy bookmark ;-)
http://www.rt.com/man

Looking at http://www.rt.com/man/getpwuid.3.html I believe this should
do the trick...

```
#include <iostream>
#include <pwd.h>
#include <unistd.h>

int
main()
{const struct passwd *const p(getpwuid(geteuid()));
cout<<(p?p->pw_name:"nowt")<<'\n';
return 0;
}
```

'whoami' appears to be nothing more than a wrapper for 'id -un' which
in turn looks as though it would be using geteuid() on getpwuid(). I
can't test it on MINT but it does work on Cygwin and when
cross-compiled using Frank's cross-compiler, the MagicPC demo yields
"nowt". In fact a MINT compilation would probably yield "nowt" on a
bog-standard ST because I can't see any reason why getpwuid() should
be doing anything more complex than parsing the password file. Perhaps
if "/etc/passwd" and "/etc/group" existed it may even return something
(?root?) on TOS?

>I envisage something like this:
>

```
>    UserInfo userinfo;
>
>    ...
>    if( GetUserInfo( sizeof( userinfo ), &userinfo ) )  {
>        if( strcmp( userinfo.name, "root" ) == 0 )
>            do_something();
>        else if( userinfo.group == supervisor )
>            do_something_else();
>        else if( userinfo.group == normaluser )
>            do_something_normal();
>        else
>            do_something_boring();
>    }
>    ...
>
>
>(Apologies if that mimics a W**tel system/call)
```

Someone else ought to chip in here, but... I'm not entirely sure checking for "root" is a good idea. I think you ought to do that particular test on the numeric id, which is always zero whereas I believe "root" can theoretically be changed (will still be zero though).

```
#ifdef __CYGWIN__
# define YE_OLDE_ROOT  18   //"root"=="SYSTEM"
#else
# define YE_OLDE_ROOT  0    //"root"==??
#endif

if (YE_OLDE_ROOT == geteuid())
     do_something()
else
if (userinfo.group == supervisor)
...
```

Yeah, Cygwin is an exception. I mention it just in case you ever decide to test under that environment and fall foul if it. There may be a proper "ROOT" macro but I dunno what it is - all the code I've ever seen that checks for root is using zero (pita to find!).

```
>I'm using Lattice C 5.60 as my development environment running under
>Mint 1.15.9 (and some version of MINTNET I cannot recall) and AES 4.1
>on a TT with UK TOS 3.05. I also have MemoryProtection turned on.
>
>The Compendium doesn't seem to give that info (or am I just not
>reading it correctly?)
>
>
>
>(Is there a MINT mailing list/group I should contact?)
>
>--
```

>
>Download the latest DLL manager for the Atari ST. Visit
>http://www.atari.net.nz/gem/software/tlbx.html and download the
>Toolbox today!
>
>--
>
>Quote for the month
>
>"Towaway parking only"
>(Sign seen painted on a wall)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 2342911047529366833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35a254adb458836a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-10 23:36:33 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!news.telebyte.nl!stargate.gts.cz!localhost!not-for-mail
From: Standa Opichal <opichals@seznam.cz>
Newsgroups: comp.sys.atari.programmer
Subject: GEMDOS and processes and/or multithreading
Date: Wed, 11 Sep 2002 08:36:31 +0200
Organization: Systinet/IDOOX
Lines: 13
Message-ID: <almo9f$8v4$1@mail.idoox.com>
NNTP-Posting-Host: neodym.in.idoox.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: mail.idoox.com 1031726192 9188 10.0.0.174 (11 Sep 2002 06:36:32 GMT)
X-Complaints-To: news@news.idoox.com
NNTP-Posting-Date: Wed, 11 Sep 2002 06:36:32 +0000 (UTC)
User-Agent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.1) Gecko/20020827
X-Accept-Language: en-us, en
Xref: archiver1.google.com comp.sys.atari.programmer:1079

Hi All!

I'm trying to think about the $subj in terms of writing a MetaDOS
filesystem driver. Is the GEMDOS layer synchronized across the
processes? What I mean is whether I need to take care of
threadsafety of e.g. my Fread() replacement or not.
In SingleTOS this should be OK as long as only cooperative multitasking
is present. But what about MiNT or MagiC?

best regards

STan

From -1502824050660202905
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,622cc9e9a175f201,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-11 15:58:48 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-03!sn-xit-06!sn-post-02!sn-post-01!supernews.com!corp.supernews.com!not-for-mail
From: Britt Park <britt@sciencething.org>
Newsgroups: comp.sys.atari.programmer
Subject: Where can I find Lattice C 5.6?
Date: Wed, 11 Sep 2002 15:58:23 -0700
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <unvikg5b1n6s50@corp.supernews.com>
User-Agent: Mozilla/5.0 (Macintosh; U; PPC Mac OS X; en-US; rv:1.1) Gecko/20020826
X-Accept-Language: en-us, en
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Complaints-To: abuse@supernews.com
Lines: 7
Xref: archiver1.google.com comp.sys.atari.programmer:1080

Does anyone know somebody who sells Lattice C 5.6 new. I'd like to buy
a copy.

TIA

Britt

From -5768511591133293756
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,622cc9e9a175f201
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-12 00:06:54 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!news-stob.telia.net!telia.net!194.22.194.4.MISMATCH!masternews.telia.net.!newsc.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3d804b0a750960@tripnet.se>
Subject: Re: Where can I find Lattice C 5.6?
References: <unvikg5b1n6s50@corp.supernews.com>
User-Agent: Okami Version 3.0B-11 (Atari)
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)

Lines: 15
Date: Thu, 12 Sep 2002 07:06:51 GMT
NNTP-Posting-Host: 213.66.102.17
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 1031814411 213.66.102.17 (Thu, 12 Sep 2002 09:06:51 CEST)
NNTP-Posting-Date: Thu, 12 Sep 2002 09:06:51 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1081

On Wed 11-09-2002 15:58 (-0700) Britt Park wrote:

>Does anyone know somebody who sells Lattice C 5.6 new. I'd like to buy
>a copy.

Check out 16/32 Systems (Nick Harlow)
http://www.1632-sales.zenwebhosting.com/acatalog/
16_32_Catalogue_Programming_15.html

He accepts credit cards and definitlely had it in stock this summer.

--
      Kenneth Medin <kennethm@tripnet.se>
    Atari TT at home: http://atari.mine.nu/
  <<Produced with 100% pure Atari equipment>>

From -1488871762481126039
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,867c8dbed17e0a21,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-12 09:34:16 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!sn-xit-05!sn-
xit-01!sn-post-01!supernews.com!corp.supernews.com!not-for-mail
From: Britt Park <britt@sciencething.org>
Newsgroups: comp.sys.atari.programmer
Subject: Lattice C 5.6 Interpreter
Date: Thu, 12 Sep 2002 09:33:05 -0700
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <uo1ge1cke4d812@corp.supernews.com>
User-Agent: Mozilla/5.0 (Macintosh; U; PPC Mac OS X; en-US; rv:1.1) Gecko/20020826
X-Accept-Language: en-us, en
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Complaints-To: abuse@supernews.com
Lines: 3
Xref: archiver1.google.com comp.sys.atari.programmer:1082

Is this also a compiler? If not what is the compiler of choice for
falcon030?

From 3833075152236517329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,867c8dbed17e0a21
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-09-12 13:54:44 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.stealth.net!news.stealth.net!news-stob.telia.net!
telia.net!194.22.194.4.MISMATCH!masternews.telia.net.!newsc.telia.net.POSTED!not-
for-mail
Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3d810d0a6b28a0@tripnet.se>
Subject: Re: Lattice C 5.6 Interpreter
References: <uo1ge1cke4d812@corp.supernews.com>
User-Agent: Okami Version 3.0B-11 (Atari)
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 17
Date: Thu, 12 Sep 2002 20:54:38 GMT
NNTP-Posting-Host: 213.66.102.17
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 1031864078 213.66.102.17 (Thu, 12 Sep 2002 22:54:38 CEST)
NNTP-Posting-Date: Thu, 12 Sep 2002 22:54:38 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.programmer:1083

On Thu 12-09-2002 09:33 (-0700) Britt Park wrote:

>Is this also a compiler? If not what is the compiler of choice for
>falcon030?

It's a complete C development package with almost everything you need.
There is no interpreter but a normal compiler, linker. An Assembler is
also included.

Comes on 7 floppies and manual in three volumes with a total of 1064
pages, indexes not included!

--
      Kenneth Medin <kennethm@tripnet.se>
    Atari TT at home: http://atari.mine.nu/
  <<Produced with 100% pure Atari equipment>>

From -8144231965864453829
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,823a6a90b17bb33c,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,823a6a90b17bb33c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-20 23:40:30 PST

Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!opentransit.net!wanadoo.fr!not-for-mail
From: lafabrie florent <lafabrie@club-internet.fr>
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: doc RSC file
Date: Thu, 21 Mar 2002 08:43:48 +0100
Organization: Wanadoo, l'internet avec France Telecom
Lines: 17
Message-ID: <3C998F34.40602@club-internet.fr>
NNTP-Posting-Host: mix-toulouse-106-2-97.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: wanadoo.fr 1016696427 5755 193.249.225.97 (21 Mar 2002 07:40:27 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 21 Mar 2002 07:40:27 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win 9x 4.90; fr-FR; rv:0.9.4) Gecko/20011019
Netscape6/6.2
X-Accept-Language: fr-fr
Xref: archiver1.google.com comp.sys.atari.st.tech:3061
comp.sys.atari.programmer:872

Hello,

Someone would have him of infos on differences between the RSC files of
type 4 (AES 3.40 and more) and those generated by Interface. Indeed for
one same RSC file, the size is bigger when it is generated by Interface
2.33. This is not true that at the time of the utilization of icons
color. I perceived of it at the time of the debug of my version 1.3 of
Icon Extract. At the time of a safeguard of two icons windows in 256
color, I generated a pure RSC file of type 4. In fashion TRUE COLOR,
Interface 2.33 displays him to me of it false colors whereas RSM
displays him to me correctly ! I did a to copy - paste to create
therefore on Interface a similar and there surprised file, there are
more 1500 bytes of difference! Thank you by advance of your help.

Florent
http://perso.club-internet.fr/lafabrie/index.html

From -6436189969591204482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74e99141141154ee,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-22 08:44:10 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!netnews.com!xfer02.netnews.com!
newsfeed2.earthlink.net!newsfeed.earthlink.net!newsfeed0.news.atl.earthlink.net!
news.atl.earthlink.net!news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: ELFspell prototype

Date: 22 Mar 2002 16:43:17 GMT
Organization: E.L.F. Software
Lines: 16
Message-ID: <a7fmv5$779$1@nntp9.atl.mindspring.net>
NNTP-Posting-Host: 40.9e.20.11
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:873

After another long delay I've started working on my spell
checker again. You can download the prototype from my web page.
Included is the proposed program interface docs, which I would
appreciate some feedback on. (OTOH, I'll probably be the only
programmer to make use of it, so I might as well do what is easy
for me.)

The main dictionary is in a separate file and took about an hour
to upload at 56K baud. It takes nearly 1 meg to store in RAM, so
anyone with less than 2 meg needn't bother.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From -2330828599449588381
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74e99141141154ee
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-24 23:17:20 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!newspeer.clara.net!news.clara.net!
peernews!peer.cwci.net!news5-gui.server.ntli.net!ntli.net!news11-
gui.server.ntli.net.POSTED!not-for-mail
Message-ID: <1017036996-57929AEicMi@ntlworld.com>
From: <derryck@.NOSPAMCRAPcix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: ELFspell prototype
References: <a7fmv5$779$1@nntp9.atl.mindspring.net>
X-Mailer: ASH Emailer V2.3h
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 24
Date: Sun, 24 Mar 2002 09:51:52 -0000
NNTP-Posting-Host: 80.1.36.1
X-Complaints-To: abuse@ntlworld.com
X-Trace: news11-gui.server.ntli.net 1017040634 80.1.36.1 (Mon, 25 Mar 2002
07:17:14 GMT)
NNTP-Posting-Date: Mon, 25 Mar 2002 07:17:14 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:874

From: elfsoft@mindspring.com (John Kormylo)
Date: 22 Mar 2002 16:43:17 GMT

>After another long delay I've started working on my spell
>checker again. You can download the prototype from my web page.

Nice project John.

May I ask what happened to the English help file for PureC that's pointed to
on the Elfsoft web site though, it seems to be unavailable?

Cheers

--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From 7231916613440432291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74e99141141154ee
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-25 12:48:04 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!nntp-relay.ihug.net!ihug.co.nz!out.nntp.be!propagator-
SanJose!in.nntp.be!newsfeed0.news.atl.earthlink.net!news.atl.earthlink.net!
news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: Re: ELFspell prototype
Date: 25 Mar 2002 20:49:44 GMT
Organization: E.L.F. Software
Lines: 14
Message-ID: <a7o2h8gkd1@slb5.atl.mindspring.net>
References: <a7fmv5$779$1@nntp9.atl.mindspring.net>
<1017036996-57929AEicMi@ntlworld.com>
NNTP-Posting-Host: d1.f5.ce.0e
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:875

>May I ask what happened to the English help file for PureC that's pointed to
>on the Elfsoft web site though, it seems to be unavailable?

It seems my entire FTP directory has disappeared!

Needless to say, I'm trying to find out what happened. (Maybe they
didn't like my new "Earthlink sucks!" page.)

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From 408325148396572091
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e1f62a1158aeea,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-25 23:17:50 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!router1.news.adelphia.net!
router2.news.adelphia.net!news2.news.adelphia.net.POSTED!not-for-mail
From: "Indy Dog" <indydog@adelphia.net>
Newsgroups: comp.sys.atari.programmer
Subject: FA: Commodore 64 system, more
Lines: 45
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Message-ID: <wgVn8.6988$QP3.2763493@news2.news.adelphia.net>
Date: Tue, 26 Mar 2002 07:17:48 GMT
NNTP-Posting-Host: 24.51.182.248
X-Complaints-To: abuse@adelphia.net
X-Trace: news2.news.adelphia.net 1017127068 24.51.182.248 (Tue, 26 Mar 2002
02:17:48 EST)
NNTP-Posting-Date: Tue, 26 Mar 2002 02:17:48 EST
Xref: archiver1.google.com comp.sys.atari.programmer:876

ESTATE SALE! Former radio station engineer needs to go into hiding.. he
signs with the William Morris agency... HE'S NEVER HEARD FROM AGAIN. It's
true...

Meanwhile, here is some of the equipment currently for sale (or auction at
EBay). Go to www.geocities.com/uplatewstewkey for links and a full list.
It is being updated every 2 weeks or so- check back often (items with an *
have an operational problem; details at the site).

Commodore 64 computer system
Fisher 500B receiver
Sylvania VP-7200 laserdisc player
Adcom GFA-5400 power amp MINT!
Lafayette mono tube amp
Dynaco Stereo 70 tube amp
Dynaco PAS-3 preamplifier

Technics SP-25 turntable w/base, arm
Technics SH-10E turntable power supply for SP-10mkII
Yamaha NS-A636
Quad 22 tube preamp
Quad AM-2 mono tube tuner
Quad ESL-57 electrostatic speakers
Olson S-606 speakers MINT!
Ampex MM1200 8-track multitrack
*Yamaha TX-900U tuner
*RCA VPT295 VCR
*Zenith VR-1825 VCR
*Sanyo VHR-5215 VCR
Recoton SP-2 phono preamp
South African Broadcasting Corporation LPs
Gateway 2000 manuals
Sega Genesis video game system
Sony LIP-10 rechargeable battery for portable minidisc players
Fostex X-26 4-track cassette recorder
Panasonic RP-966 outboard Dolby B unit
RCA 64A theatre speaker
RCA oscillator/tester
*Dynaco FM-3 tubed tuner
*AR 2ax speakers

Plus Stereophile back issues, used blank reel tapes and even some factory prerecorded reels!

From 9098428437535908254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33430163cbc7330e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-26 15:13:35 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: olivier.scalbert@algosyn.com (Olivier Scalbert)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic 3.5 manual anyone want it?
Date: 26 Mar 2002 15:13:35 -0800
Organization: http://groups.google.com/
Lines: 7
Message-ID: <55cf980a.0203261513.b129831@posting.google.com>
References: <lgog8ug91fvsv2el580v4lb3fq6k5fj835@4ax.com>
NNTP-Posting-Host: 217.136.20.247
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1017184415 29754 127.0.0.1 (26 Mar 2002 23:13:35 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 26 Mar 2002 23:13:35 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:877

post@here.ok wrote in message news:<lgog8ug91fvsv2el580v4lb3fq6k5fj835@4ax.com>...
> Just found my gfa manual. Does anyone still use GFA?
>
> post@here.ok

Yes, I am interested !
Olivier

From 5769330380096533537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74e99141141154ee
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-27 02:27:39 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!out.nntp.be!propagator-SanJose!in.nntp.be!peernews!peer.cwci.net!news5-gui.server.ntli.net!ntli.net!news6-win.server.ntlworld.com.POSTED!not-for-mail
Message-ID: <1017221220-895132AEicMi@ntlworld.com>
From: <derryck@.NOSPAMCRAPcix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: ELFspell prototype
References: <a7fmv5$779$1@nntp9.atl.mindspring.net> <1017036996-57929AEicMi@ntlworld.com> <a7o2h8gkd1@slb5.atl.mindspring.net>
X-Mailer: ASH Emailer V2.3h
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 25
Date: Wed, 27 Mar 2002 10:12:12 -0000
NNTP-Posting-Host: 80.1.38.101
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1017224857 80.1.38.101 (Wed, 27 Mar 2002 10:27:37 GMT)
NNTP-Posting-Date: Wed, 27 Mar 2002 10:27:37 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:878

From: elfsoft@mindspring.com (John Kormylo)
Date: 25 Mar 2002 20:49:44 GMT

>>May I ask what happened to the English help file for PureC that's pointed to
>>on the Elfsoft web site though, it seems to be unavailable?
>
>It seems my entire FTP directory has disappeared!

Must have been down for a long time, I'd been trying to download this file for a couple of years. Someone in csast was kind enough to send me a copy though, so I will be glad to forward it to you in case it has become deleted somehow.

Cheers

--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From -9159972542956656368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e41680e3679f17f2,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-27 14:16:45 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: rtdos@rocketmail.com (mad ATARI user alternate)
Newsgroups: comp.sys.atari.programmer
Subject: dumped tripod in favor of geocities (temporary)
Date: 27 Mar 2002 14:16:45 -0800
Organization: http://groups.google.com/
Lines: 1
Message-ID: <a9758358.0203271416.3682d0f8@posting.google.com>
NNTP-Posting-Host: 159.238.6.56
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1017267405 8850 127.0.0.1 (27 Mar 2002 22:16:45 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 27 Mar 2002 22:16:45 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:879

http://geocities.com/rtdos

From 3769809769339728764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1049cc,18b116f078830681,start
X-Google-Attributes: gid1049cc,public
X-Google-Thread: ffc26,18b116f078830681,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,18b116f078830681,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,18b116f078830681,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,18b116f078830681,start
X-Google-Attributes: gid1046d6,public
X-Google-ArrivalTime: 2002-03-27 20:15:29 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!sunqbc.risq.qc.ca!torn!news-nb00s0.nbnet.nb.ca!not-for-mail
Newsgroups:

comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programmer,c
omp.sys.apple2.programmer,comp.sys.atari.programmer
From: websphereworld@hotmail.com (ashaw)
Reply-To: websphereworld@hotmail.com
Subject: Annoucement
Keywords: WebSphere
X-Newsreader: News Xpress 2.01
Lines: 16
Message-ID: <tNwo8.6228$DZ4.342387@news-nb00s0.nbnet.nb.ca>
Date: Thu, 28 Mar 2002 04:15:21 GMT
NNTP-Posting-Host: 142.166.202.67
X-Complaints-To: abuse@nbnet.nb.ca
X-Trace: news-nb00s0.nbnet.nb.ca 1017288921 142.166.202.67 (Thu, 28 Mar 2002
00:15:21 AST)
NNTP-Posting-Date: Thu, 28 Mar 2002 00:15:21 AST
Organization: NBTel Internet
Xref: archiver1.google.com comp.os.os2.programmer.tools:798
comp.sys.acorn.programmer:11665 comp.sys.amiga.programmer:3609
comp.sys.apple2.programmer:1089 comp.sys.atari.programmer:880

The Industry's FIRST Virtual IMB WebSphere Innovation Center is Now Online
http://cgse3.cgselearning.com/

The V-WIC is a state-of-the-art knowledge portal that provides remote, online
technical training for WebSphere products and servcies. To meet the needs of
developers at various skill levels, the V-WIC combines self-paced e-learning
courses with Hands-On "e-labs" and "Live" online mentoring.

The site also offers a wide range of information and resourses on the
WebSphere family of products, and links to many other valuable resources.
Developers can take courses to gain proficiency in a range of WebSphere
technologies, address a specific technical problem, enhance exisiting skills,
or prepare for industry certifications.

We are offering FREE courses.
http://cgse3.cgselearning.com/

From 7511453461834065199
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1049cc,18b116f078830681
X-Google-Attributes: gid1049cc,public
X-Google-Thread: ffc26,18b116f078830681
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,18b116f078830681
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1046d6,18b116f078830681
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f5ddf,18b116f078830681
X-Google-Attributes: gidf5ddf,public
X-Google-ArrivalTime: 2002-03-28 12:11:38 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-01!supernews.com!
207.217.77.43.MISMATCH!newsfeed1.earthlink.net!newsfeed.earthlink.net!

stamper.news.pas.earthlink.net!newsread1.prod.itd.earthlink.net.POSTED!not-for-mail
From: Jalapeno <jalapeno1@mac.com>
Newsgroups: comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer
Subject: Re: Annoucement
Organization: Space Vacuum Consultants, LLC.
References: <tNwo8.6228$DZ4.342387@news-nb00s0.nbnet.nb.ca>
User-Agent: MT-NewsWatcher/3.2 (PPC Mac OS X)
X-Face: 'Dy*]cU0~axAr4Xoib]pRWD;~zR]eSttgmUvm+Mmu|*=?\([UtT\?^p7%rtvH
        E]mq|j$A:fYR;aP
Message-ID: <jalapeno1-5C151D.15134828032002@nnrp03.earthlink.net>
Lines: 7
Date: Thu, 28 Mar 2002 20:11:38 GMT
NNTP-Posting-Host: 165.247.228.129
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.prod.itd.earthlink.net 1017346298 165.247.228.129 (Thu, 28 Mar 2002 12:11:38 PST)
NNTP-Posting-Date: Thu, 28 Mar 2002 12:11:38 PST
Xref: archiver1.google.com comp.os.os2.programmer.tools:800 comp.sys.acorn.programmer:11678 comp.sys.amiga.programmer:3611 comp.sys.apple2.programmer:1091 comp.sys.atari.programmer:881

In article <tNwo8.6228$DZ4.342387@news-nb00s0.nbnet.nb.ca>,
 websphereworld@hotmail.com (ashaw) wrote:

> The Industry's FIRST Virtual IMB WebSphere Innovation Center is Now Online
                                ^^^
Why would anyone take a course from a company that can't even spell
"IBM"?

From -596564540432717942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,18b116f078830681
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,18b116f078830681
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1046d6,18b116f078830681
X-Google-Attributes: gid1046d6,public
X-Google-Thread: 1049cc,18b116f078830681
X-Google-Attributes: gid1049cc,public
X-Google-Thread: f5ddf,18b116f078830681
X-Google-Attributes: gidf5ddf,public
X-Google-ArrivalTime: 2002-03-28 15:22:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!newsfeed.gamma.ru!Gamma.RU!teleglobe.net!teleglobe.net!66.185.86.143.MISMATCH!news03.bloor.is.net.cable.rogers.com!news02.bloor.is.net.cable.rogers.com.POSTED!12dc6cf53ab2750!not-for-mail
Message-ID: <3CA3A5B3.117A4C27@rogers.com>
From: James Alexander <james-m-alexander@rogers.com>
X-Mailer: Mozilla 4.78 [en] (Win98; U)

X-Accept-Language: en
MIME-Version: 1.0
Newsgroups:
comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programmer,c
omp.sys.apple2.programmer,comp.sys.atari.programmer
Subject: Re: Annoucement
References: <tNwo8.6228$DZ4.342387@news-nb00s0.nbnet.nb.ca>
<jalapeno1-5C151D.15134828032002@nnrp03.earthlink.net>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 15
Date: Thu, 28 Mar 2002 23:22:32 GMT
NNTP-Posting-Host: 24.112.211.217
X-Complaints-To: abuse@rogers.com
X-Trace: news02.bloor.is.net.cable.rogers.com 1017357752 24.112.211.217 (Thu, 28
Mar 2002 18:22:32 EST)
NNTP-Posting-Date: Thu, 28 Mar 2002 18:22:32 EST
Xref: archiver1.google.com comp.os.os2.programmer.tools:801
comp.sys.acorn.programmer:11682 comp.sys.amiga.programmer:3612
comp.sys.apple2.programmer:1092 comp.sys.atari.programmer:882

For that matter what does this person think any of us want with such courses.
Look at the newsgroups that pathetic little troll posted to. All of them are
for people who don't wnat to use ibm systems for their main preference (except
for a few who might use pc's on occasion for internet access)

Jalapeno wrote:

> In article <tNwo8.6228$DZ4.342387@news-nb00s0.nbnet.nb.ca>,
> webspherewoorld@hotmail.com (ashaw) wrote:
>
> > The Industry's FIRST Virtual IMB WebSphere Innovation Center is Now Online
>   ^^^
> Why would anyone take a course from a company that can't even spell
> "IBM"?

From 7868794238119240525
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aa65d2e6e4c675d2,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-29 15:35:57 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!fr.usenet-edu.net!usenet-edu.net!proxad.net!
feeder2-1.proxad.net!news1-1.free.fr!not-for-mail
From: "Mathieu Demange" <m.demange@free.fr>
Newsgroups: comp.sys.atari.programmer
Subject: GFA Basic 3.x file format
Date: Sat, 30 Mar 2002 00:35:55 +0100
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000

X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Lines: 13
Message-ID: <3ca4fa59$0$21492$626a54ce@news.free.fr>
Organization: Guest of ProXad - France
NNTP-Posting-Date: 30 Mar 2002 00:35:54 MET
NNTP-Posting-Host: 80.14.56.226
X-Trace: 1017444954 news1-1.free.fr 21492 80.14.56.226
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:883

Hi :-)

I found this :

http://members.aol.com/vbdis/GFAFormat.htm

Maybe it would make some interest for someone...

Bye...

Mathieu

From 5866126715500418859
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aa65d2e6e4c675d2
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-29 20:21:36 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!Cidera!cletus.bright.net!not-for-mail
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.3
Subject: Re: GFA Basic 3.x file format
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <B8CA7DF5.3962%gfa@basic.net>
References: <3ca4fa59$0$21492$626a54ce@news.free.fr>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Lines: 16
Date: Fri, 29 Mar 2002 20:24:21 -0500
NNTP-Posting-Host: 12.161.98.238
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 1017451647 12.161.98.238 (Fri, 29 Mar 2002 20:27:27 EST)
NNTP-Posting-Date: Fri, 29 Mar 2002 20:27:27 EST
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:884

in article 3ca4fa59$0$21492$626a54ce@news.free.fr, Mathieu Demange at

m.demange@free.fr wrote on 3/29/02 6:35 PM:

> I found this :
>
> http://members.aol.com/vbdis/GFAFormat.htm
>
> Maybe it would make some interest for someone...

The info there is very incomplete. ;-)
I found this page some time ago too.

Lonny Pursell

From 7507666506933168169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46c10d962f76cd31,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-31 09:03:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!feedme.news.mediaways.net!newsfeed.nettuno.it!
server-b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: environment variables
Date: Sun, 31 Mar 02 17:56:14
Organization: De Petris Software Development
Lines: 13
Message-ID: <6726_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:885

Is there a way to environmental vars ? I know I have functions in MCMD,
mupfel, okami to set and change var values, delete (unset) or create
variables, and then call programs that use this new modifyed environment, but
is it possible to modify the "global" vars ? Is it really the only possible
way to modify MAGX.INF and reboot ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
IBM - I Blame Microsoft

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -335834802541882651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46c10d962f76cd31
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-31 09:53:19 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-xfer.newsread.com!yellow.newsread.com!netaxs.com!newsread.com!newsfeed2.earthlink.net!newsfeed.earthlink.net!newsfeed0.news.atl.earthlink.net!news.atl.earthlink.net!news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: Re: environment variables
Date: 31 Mar 2002 17:57:03 GMT
Organization: E.L.F. Software
Lines: 19
Message-ID: <a87ilf$2lp$1@slb4.atl.mindspring.net>
References: <6726_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.
NNTP-Posting-Host: 40.9e.23.a4
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:886

On 31 Mar 02 17:56:14, Mike De.Petris wrote:
>Is there a way to environmental vars ? I know I have functions in MCMD,
>mupfel, okami to set and change var values, delete (unset) or create
>variables, and then call programs that use this new modifyed environment, but
>is it possible to modify the "global" vars ? Is it really the only possible
>way to modify MAGX.INF and reboot ?

If you only want to change the environment for child processes,
simply create a new environment in RAM and pass the pointer to the
child (using Pexec or shel_write). If you want to change the
environment for programs launched from the desktop, create the new
environment, put the pointer into system variable the_env ($4BE),
then Ptermres() to keep this environment in RAM.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From -1653004721278541666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46c10d962f76cd31
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-31 13:19:47 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!deine.net!amsnews01.chello.com!amsnews03.chello.com.POSTED!not-for-mail

Message-ID: <3CA77CF3.63A97512@chello.nl>
From: Henk Robbers <h.robbers@chello.nl>
Organization: None whatsoever
X-Mailer: Mozilla 4.72 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: environment variables
References: <6726_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 24
Date: Sun, 31 Mar 2002 21:19:36 GMT
NNTP-Posting-Host: 24.132.20.245
X-Complaints-To: abuse@chello.com
X-Trace: amsnews03.chello.com 1017609576 24.132.20.245 (Sun, 31 Mar 2002 23:19:36 MET DST)
NNTP-Posting-Date: Sun, 31 Mar 2002 23:19:36 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:887

"Mike De.Petris" wrote:
>
> Is there a way to environmental vars ? I know I have functions in MCMD,
> mupfel, okami to set and change var values, delete (unset) or create
> variables, and then call programs that use this new modifyed environment, but
> is it possible to modify the "global" vars ? Is it really the only possible
> way to modify MAGX.INF and reboot ?
>

For AES >= 4.0 N.Aes, XaAES and probably MagiC

shell_write(8,1,0,"NAME=value", 0L);

A already existing NAME will be replaced.
To remove a NAME omit the value. ie "NAME="

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
  http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
  http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

From 7343269802040438758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46c10d962f76cd31
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-01 11:08:07 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.mailgate.org!nntp.infostrada.it!

area.cu.mi.it!kirk.uli.it!phobos.ibnetwork.net!server-b.cs.interbusiness.it!
bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: environment variables
Date: Mon, 01 Apr 02 21:00:12
Organization: De Petris Software Development
Lines: 31
Message-ID: <6756_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:888

In uno strano messaggio del 31 Mar 02 elfsoft@mindspring.com (2:333/608.1)
scrisse al povero All :
 e> If you only want to change the environment for child processes,
 e> simply create a new environment in RAM and pass the pointer to the
 e> child (using Pexec or shel_write).

Nono, this is the simply way, I want to change the environment globally, I do
not know why this DOS concept does not apply to TOS.

 e> If you want to change the
 e> environment for programs launched from the desktop, create the new
 e> environment, put the pointer into system variable the_env ($4BE),
 e> then Ptermres() to keep this environment in RAM.

Ho yes I want, ehm can you also please tell me how should I create the new
environment ? Isn't it dangerous this allocate and give to the system this
new memory area ?

And here is the hot question, is there a program that does this ? I've never
seen this thing aroung, not as a utility program, not as a program function
nor as source code.... why ? I think each shell (Thing, MagiCDesk) should
include this function.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
ISDN - It Still Does Nothing

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 7662466913190053222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46c10d962f76cd31

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-01 11:08:08 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.mailgate.org!nntp.infostrada.it!area.cu.mi.it!kirk.uli.it!phobos.ibnetwork.net!server-b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: environment variables
Date: Mon, 01 Apr 02 21:00:12
Organization: De Petris Software Development
Lines: 20
Message-ID: <6757_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:889

In uno strano messaggio del 31 Mar 02 h.robbers@chello.nl (2:333/608.1)
scrisse al povero All :
 hr> For AES >= 4.0   N.Aes, XaAES and probably MagiC
 hr>
 hr> shell_write(8,1,0,"NAME=value", 0L);
 hr>
 hr> A already existing NAME will be replaced.
 hr> To remove a NAME omit the value. ie "NAME="

Sorry but this does not work, maybe it changes the local environment, not the global one.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -3915252281291759260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e1da5924c1b5e756,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-01 11:39:21 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.uchicago.edu!news-xfer.newsread.com!netaxs.com!newsread.com!nntp.abs.net!newsfeed.cwix.com!newsfeed.icl.net!diablo.netcom.net.uk!netcom.net.uk!deine.net!amsnews01.chello.com!surfnet.nl!newsfeed.wxs.nl!news.wxs.nl!not-for-mail
From: Ivo Jager <jager49@zonnet.nl>

Newsgroups: comp.sys.atari.programmer
Subject: To all oldskool 68K demo coders out there: DEMO CODING CONTEST WITH
 $1170 WORTH OF PRIZES !
Date: Mon, 01 Apr 2002 22:06:04 +0200
Organization: Planet Internet
Lines: 20
Message-ID: <3CA8BDAC.4040102@zonnet.nl>
NNTP-Posting-Host: ipd50afbb7.speed.planet.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: reader06.wxs.nl 1017689880 28723 213.10.251.183 (1 Apr 2002 19:38:00 GMT)
X-Complaints-To: abuse@planet.nl
NNTP-Posting-Date: 1 Apr 2002 19:38:00 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-US; rv:0.9.9) Gecko/20020311
X-Accept-Language: en-us, en
Xref: archiver1.google.com comp.sys.atari.programmer:890

Hiya,

All you oldskool 68K democoders might wanna check out www.mobilewizardry.com
We've set up a demo programming competition for all you 68K veterans out
there.
You can participate in 4 different categories;
- 256 byte intro's
- 1K (1024 byte) intro's
- 4K (4096 byte) intro's
- generic "show us what you got" demo's, which can have any size.

The demo's/intro's must be written for the Palm OS platform, with the
Palm m505 16-bit color handheld as a target device. Instructions on how
to obtain a developer kit and Palm emulator, can be found at
www.mobilewizardry.com

Cheers,

The MobileWizardry.com/Ardiri.com team

From -3939143821087892030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46c10d962f76cd31
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-01 13:40:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!deine.net!fu-berlin.de!news.tu-
darmstadt.de!not-for-mail
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: environment variables
Date: 1 Apr 2002 21:27:34 GMT
Organization: Technische Universitaet Darmstadt

Lines: 56
Message-ID: <a8ajc6$a1c$1@sun27.hrz.tu-darmstadt.de>
References: <6756_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
NNTP-Posting-Host: sub2.hrz.tu-darmstadt.de
User-Agent: tin/1.5.11-20020130 ("Toxicity") (UNIX) (Linux/2.0.39 (i686))
Xref: archiver1.google.com comp.sys.atari.programmer:891

Hi!

Mike De.Petris <mike@bbsgate.interware.r.e.m.o.v.e.t.o.r.e.p.l.y.it> wrote:
> Nono, this is the simply way, I want to change the environment
> globally, I do not know why this DOS concept does not apply to
> TOS.

As far as I know, DOS neither has any system calls to manipulate the global environment, it can only be changed by issuing SET commands in the primary command.com, which is basically just a frontend to putenv(). Note, however, that this does not change the environment of already running programs.

> Ho yes I want, ehm can you also please tell me how should I
> create the new environment ? Isn't it dangerous this allocate
> and give to the system this new memory area ?

Don't do that. The method described is the way to set up an /initial/ environment under SingleTOS - MagiC, MultiTOS, N.AES and friends all allow specifying the initial global environment via their config files.

Using the exec_os vector after GEM has been started is futile, as this vector - as its name implies - is only used to run the primary OS once the boot process has finished.

> And here is the hot question, is there a program that does this?

Not to my knowledge, as it is practically impossible.

> I've never seen this thing aroung, not as a utility program,
> not as a program function nor as source code.... why?

See above. Furthermore, I don't see any need to be able to do it. You'll never be able to influence the environment of already running programs, anyway.

> I think each shell (Thing, MagiCDesk) should include this
> function.

What for? Most modern desktops (at least Gemini, Jinnee and Thing) allow you to specify local environment variables for individual programs. And the global system environment may be changed using the OS's config file - I don't see a need to dynamically change it at runtime.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!
Vote against SPAM: http://www.politik-digital.de/spam/

From 7474054783173920970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46c10d962f76cd31
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-01 14:00:15 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-01!supernews.com!sjc-peer.news.verio.net!news.verio.net!newsfeed.cwix.com!opentransit.net!fu-berlin.de!news.tu-darmstadt.de!not-for-mail
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: environment variables
Date: 1 Apr 2002 21:58:31 GMT
Organization: Technische Universitaet Darmstadt
Lines: 31
Message-ID: <a8al67amd1@sun27.hrz.tu-darmstadt.de>
References: <6756_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
<a8ajc6$a1c$1@sun27.hrz.tu-darmstadt.de>
NNTP-Posting-Host: sub2.hrz.tu-darmstadt.de
User-Agent: tin/1.5.11-20020130 ("Toxicity") (UNIX) (Linux/2.0.39 (i686))
Xref: archiver1.google.com comp.sys.atari.programmer:892

Hi!

Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
> As far as I know, DOS neither has any system calls to manipulate
> the global environment [...]

Just the note that it's already a bad idea to talk about a "global" environment, as there is no such thing. There's the initial environment, the "root" environment, if you want. All new processes either inherit the environment of their parent or have it explicitly set up for them, but they do not get a global environment.

In essence, processes run via shel_write() either inherit the AES'es environment (set up via the latter's config file, or - when using SingleTOS - via tools liks Senf) or get the environment specifically passed to shel_write().

For Pexec(), a new process inherits the caller's environment, or uses the one passed in the third parameter if it is non-NULL.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!
Vote against SPAM: http://www.politik-digital.de/spam/

From 7492454445279780351
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46c10d962f76cd31
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-02 04:13:40 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!deine.net!amsnews01.chello.com!amsnews03.chello.com.POSTED!not-for-mail
Message-ID: <3CA99FE7.5DC4551C@chello.nl>
From: Henk Robbers <h.robbers@chello.nl>
Organization: None whatsoever
X-Mailer: Mozilla 4.72 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: environment variables
References: <6757_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 27
Date: Tue, 02 Apr 2002 12:13:27 GMT
NNTP-Posting-Host: 24.132.20.245
X-Complaints-To: abuse@chello.com
X-Trace: amsnews03.chello.com 1017749607 24.132.20.245 (Tue, 02 Apr 2002 14:13:27 MET DST)
NNTP-Posting-Date: Tue, 02 Apr 2002 14:13:27 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:893

"Mike De.Petris" wrote:
>
> In uno strano messaggio del 31 Mar 02 h.robbers@chello.nl (2:333/608.1)
> scrisse al povero All :
> hr> For AES >= 4.0 N.Aes, XaAES and probably MagiC
> hr>
> hr> shell_write(8,1,0,"NAME=value", 0L);
> hr>
> hr> A already existing NAME will be replaced.
> hr> To remove a NAME omit the value. ie "NAME="
>
> Sorry but this does not work, maybe it changes the local environment, not the

> global one.
>
>

Well, yes, it changes the environment of the AES, which is then
copied to AES clients started subsequently.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
  http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
  http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

From -982639717977891166
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46c10d962f76cd31
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-02 14:49:49 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!
deine.net!npeer.kpnqwest.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: environment variables
Date: Tue, 2 Apr 2002 22:17:48 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 33
Message-ID: <a8dam8phe1@news.eunet.yu>
References: <6756_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
NNTP-Posting-Host: p-2.97.eunet.yu
X-Trace: news.eunet.yu 1017785868 26158 213.240.2.97 (2 Apr 2002 22:17:48 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Tue, 2 Apr 2002 22:17:48 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:894

On 1 Apr 02 21:00:12, Mike De.Petris wrote:

> > If you only want to change the environment for child processes,
> > simply create a new environment in RAM and pass the pointer to the
>[...]
>Nono, this is the simply way, I want to change the environment globally, I do
>not know why this DOS concept does not apply to TOS.
>
> > If you want to change the
>[...]
>Ho yes I want, ehm can you also please tell me how should I create the new
>environment ? Isn't it dangerous this allocate and give to the system this
>new memory area ?

>
>And here is the hot question, is there a program that does this ? I've never
>seen this thing aroung, not as a utility program, not as a program function
>nor as source code.... why ? I think each shell (Thing, MagiCDesk) should
>include this function.

I have a feeling that the people who kindly replied to you misunderstood the question. Maybe you are looking for something like Pascal Fellerich's "Environment Manager" which consists of an auto-folder program AUTOENVR.PRG, an environment-variables file DESKTOP.ENV in the root of the boot drive, and an accessory (or program) ENVIRO.ACC which can be used to show, load/save (to file) or modify the values of environment variables for all programs subsequently launched. This pack can be found here and there on the Net, called ENVIRM23 or something like that. AFAIK there are other utilities that do the same as ENVIRM. If I remember correctly, a long time ago I tried several of them and found Pascal's one the simplest to use and most compatuible with anything.

Regards;

From 5930042309784714435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f90e226cac4eb43,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-08 03:54:49 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!not-for-mail
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Newsgroups: comp.sys.atari.programmer
Subject: TelVT fixups
Date: Mon, 8 Apr 2002 06:51:27 -0400
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1018263087.249525@pikachu>
User-Agent: KNode/0.4
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Cache-Post-Path: pikachu!unknown@localhost
X-Cache: nntpcache 3.0.0b1 (see http://www.nntpcache.org/)
X-Complaints-To: newsabuse@supernews.com
Lines: 21
Xref: archiver1.google.com comp.sys.atari.programmer:895

Hey guys,

Since we have the sources to TelVT now, I would like to start or persuade somebody to start doing a couple fixes. Namely the scrolling code under MagiC at least causes it to overwrite anything else. You can't minimize or hide the window, it still writes everywhere all over the screen. Say for example if you have irc or top running and then try to top the window. I am not sure if it does this under MiNT or not, but it is certainly annoying.

The other thing is the fontselector which doesn't work at all for me, and is rather uhm... undesireable even if it did. Looking over the code I must say I can't even begin to figure out what the problem is.

Also telstar doesn't seem to support VT100 scrolling so stuff like irc doesn't work in there either. This is why I want telvt to work properly because it DOES support that.

So does anyone know where to start?

mark
http://atari-source.com

From 2840512833265004934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f90e226cac4eb43
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-08 07:05:08 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!not-for-mail
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: TelVT fixups
Date: Mon, 08 Apr 2002 11:01:24 -0400
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <B8D72904.61A5%gfa@basic.net>
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.3
References: <1018263087.249525@pikachu>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Cache-Post-Path: pikachu!unknown@dial-12-161-98-238.q1.net
X-Cache: nntpcache 3.0.0b1 (see http://www.nntpcache.org/)
X-Complaints-To: newsabuse@supernews.com
Lines: 14
Xref: archiver1.google.com comp.sys.atari.programmer:896

in article 1018263087.249525@pikachu, Mark Duckworth at
mduckworth@anti-spam.atari-source.com wrote on 4/8/02 6:51 AM:

> So does anyone know where to start?

If it's clobbering the screen then the logic that handles the AES redraw is not quite right. I'd look there first.

Lonny Pursell

From -3699028214234159266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2215cddb050732be,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-08 11:35:04 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!diablo.theplanet.net!diablo.theplanet.net!news.theplanet.net!not-for-mail
From: "Mark Richardson" <mark@richardson-family2001.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Atari 500
Date: Mon, 8 Apr 2002 19:30:21 +0100
Lines: 8
Message-ID: <a8snnf$l9k$1@newsg4.svr.pol.co.uk>
NNTP-Posting-Host: modem-3831.rhino.dialup.pol.co.uk
X-Trace: newsg4.svr.pol.co.uk 1018290735 21812 62.137.110.247 (8 Apr 2002 18:32:15 GMT)
NNTP-Posting-Date: 8 Apr 2002 18:32:15 GMT
X-Complaints-To: abuse@theplanet.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.programmer:897

Does anyone know how to boot an old Atari 500 programme from a 5" floppy disk? Its the one with DOS 3.

Many Thanks.

From -2988775738918271061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c81d4ddccd6f22d7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-08 13:26:13 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: rodmc@userpro.com (rod mccall)
Newsgroups: comp.sys.atari.programmer
Subject: Developer Tools
Date: 8 Apr 2002 13:26:12 -0700
Organization: http://groups.google.com/
Lines: 10
Message-ID: <a05b8e72.0204081226.57312d78@posting.google.com>
NNTP-Posting-Host: 213.120.56.41
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

X-Trace: posting.google.com 1018297573 12649 127.0.0.1 (8 Apr 2002 20:26:13 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 8 Apr 2002 20:26:13 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:898

Are there any developer tools still available or which you can
recommend? In particular I am particularily intersted in ones which
allow access to the operating system to create new device drivers.

In addition is any souce code available for aspects of the old Falcon
OS?

Cheers,

rod

From 2798094888621777901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f90e226cac4eb43
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-08 14:46:50 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!not-for-mail
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: TelVT fixups
Date: Mon, 8 Apr 2002 17:46:26 -0400
Organization: Atari-source.com
Message-ID: <1018302210.605954@pikachu>
References: <1018263087.249525@pikachu> <B8D72904.61A5%gfa@basic.net>
User-Agent: KNode/0.4
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Cache-Post-Path: pikachu!unknown@12.47.216.188
X-Cache: nntpcache 3.0.0b1 (see http://www.nntpcache.org/)
X-Complaints-To: newsabuse@supernews.com
Lines: 21
Xref: archiver1.google.com comp.sys.atari.programmer:899

lp wrote:

> in article 1018263087.249525@pikachu, Mark Duckworth at
> mduckworth@anti-spam.atari-source.com wrote on 4/8/02 6:51 AM:
>
>
>> So does anyone know where to start?
>
> If it's clobbering the screen then the logic that handles the AES redraw
> is not quite right. I'd look there first.
>
>

> ----------
> Lonny Pursell
>

Well if anyone would know it's you, since airc has some of the fastest
drawing routines of anything I've seen.

Mark
http://atari-source.com

From -5207547833830546622
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f90e226cac4eb43
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-08 19:49:11 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!not-for-mail
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: TelVT fixups
Date: Mon, 08 Apr 2002 23:45:37 -0400
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <B8D7DC20.61BF%gfa@basic.net>
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.3
References: <1018263087.249525@pikachu> <B8D72904.61A5%gfa@basic.net>
<1018302210.605954@pikachu>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Cache-Post-Path: pikachu!unknown@dial-12-161-98-238.q1.net
X-Cache: nntpcache 3.0.0b1 (see http://www.nntpcache.org/)
X-Complaints-To: newsabuse@supernews.com
Lines: 18
Xref: archiver1.google.com comp.sys.atari.programmer:900

in article 1018302210.605954@pikachu, Mark Duckworth at
mduckworth@antii-spam.atari-source.com wrote on 4/8/02 5:46 PM:

>> If it's clobbering the screen then the logic that handles the AES redraw
>> is not quite right. I'd look there first.
>
> Well if anyone would know it's you, since airc has some of the fastest
> drawing routines of anything I've seen.

<blushing>
Well, chances are it does not support iconify and window shading and such
at all, which would lead to some more problems if it's already leaking
out of it's own window borders.

Lonny Pursell

From 7752425841072027156
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2215cddb050732be
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-08 21:06:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!sn-xit-01!
supernews.com!207.217.77.43.MISMATCH!newsfeed1.earthlink.net!
newsfeed.earthlink.net!stamper.news.pas.earthlink.net!
newsread1.prod.itd.earthlink.net.POSTED!not-for-mail
Reply-To: "Ron Hamilton" <oldatarian@atariland.com>
From: "Ron Hamilton" <oldatarian@atariland.com>
Newsgroups: comp.sys.atari.programmer
References: <a8snnf$l9k$1@newsg4.svr.pol.co.uk>
Subject: Re: Atari 500
Lines: 24
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Message-ID: <HMts8.1563$CA6.111676@newsread1.prod.itd.earthlink.net>
Date: Tue, 09 Apr 2002 04:05:59 GMT
NNTP-Posting-Host: 67.203.79.91
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.prod.itd.earthlink.net 1018325159 67.203.79.91 (Mon, 08 Apr
2002 21:05:59 PDT)
NNTP-Posting-Date: Mon, 08 Apr 2002 21:05:59 PDT
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: archiver1.google.com comp.sys.atari.programmer:901

Do you mean Atari 800 or 800XL?

Connect computer to disk drive and TV/monitor.
Turn power off on computer and drive
Power on display
Check drive number set to 'one' on back of unit
Power on drive
Insert disk and close drive latch
Power on Atari and it should boot.
ps: hold down 'Option' key on XL/XE to disable built-in Basic.

--
Ron

http://www.atariland.com/members/oldatarian

"Mark Richardson" <mark@richardson-family2001.freeserve.co.uk> wrote in
message news:a8snnf$l9k$1@newsg4.svr.pol.co.uk...
> Does anyone know how to boot an old Atari 500 programme from a 5" floppy
> disk? Its the one with DOS 3.
>

From -6624294649917790103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f90e226cac4eb43
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-09 11:20:40 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsengine.sol.net!posts0.nwblwi.newsops.execpc.com!
posts.news.eurekanet.com!reader1-nwblwi.news.eurekanet.com!not-for-mail
From: "baldrick" <baldricknospam@netset.com>
Newsgroups: comp.sys.atari.programmer
References: <1018263087.249525@pikachu>
Subject: Re: TelVT fixups
Date: Tue, 9 Apr 2002 14:29:30 -0400
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Lines: 49
Message-ID: <3cb3326a$0$35577$6d5eecc5@news.eurekanet.com>
Organization: ComNet USA LLC - Athens, OH
NNTP-Posting-Host: f8c9a8ea.news.eurekanet.com
X-Trace: DXC=G`i_nC]UmB_1[`4YfELgM[H@OeEe<m4?_e2`L3k0_X9TJ?
Kd>DH:>oZ@`GbkNjfEYTKAAnOboc\k_kOIc]X3i;h\kP;\jUgUd]R
X-Complaints-To: abuse@eurekanet.com
Xref: archiver1.google.com comp.sys.atari.programmer:902

Mark Duckworth wrote in message <1018263087.249525@pikachu>...
>Hey guys,
>
>Since we have the sources to TelVT now, I would like to start or persuade
>somebody to start doing a couple fixes. Namely the scrolling code under
>MagiC at least causes it to overwrite anything else. You can't minimize or
>hide the window, it still writes everywhere all over the screen. Say for
>example if you have irc or top running and then try to top the window. I
>am not sure if it does this under MiNT or not, but it is certainly
annoying.
>
>The other thing is the fontselector which doesn't work at all for me, and
>is rather uhm... undesireable even if it did. Looking over the code I must
>say I can't even begin to figure out what the problem is.
>
>Also telstar doesn't seem to support VT100 scrolling so stuff like irc
>doesn't work in there either. This is why I want telvt to work properly
>because it DOES support that.
>
>So does anyone know where to start?

redraw_line() has some serious problems.

You could try initializing the ox variable in that routine to 0.
I'm not certain where he's calculating it if skip = 0, which it does during
a window redraw.

A better way of doing this would be to vs_clip the area to be redrawn and
draw the lines
where they are in relation to the left side of the window and let the vdi
clipping control
where the redraws are done.

get redraw area x,y,w,h

vsclip on area x,y,w,h

redraw screen based on full window area

vsclip off area.x,y,w,h

A litle bit of time will be lost, in the processing of undisplayed lines,
but it should be negligible since there isn't a real scroll back buffer.

Dan Ackerman
aka baldrick

From 4446140947352727088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b14f4236612819ce,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-09 11:31:52 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!deine.net!freenix!wanadoo.fr!not-for-
mail
From: Laurent <laurent.favard@HETCnAM.libertysurf.fr>
Newsgroups: comp.sys.atari.programmer
Subject: [UPDATE]Eiffel new software
Date: Tue, 9 Apr 2002 20:29:19 +0200
Organization: Wanadoo, l'internet avec France Telecom
Lines: 15
Message-ID: <a8vc2o$j9l$3@wanadoo.fr>
Reply-To: laurent.favard@HETCnAM.libertysurf.fr
NNTP-Posting-Host: alagny-101-1-3-7.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
X-Trace: wanadoo.fr 1018377112 19765 217.128.64.7 (9 Apr 2002 18:31:52 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 9 Apr 2002 18:31:52 GMT
User-Agent: KNode/0.4
Xref: archiver1.google.com comp.sys.atari.programmer:903

http://eiffel.atari.org was just updated about a new firmware Beta version 1.0.3, some usefull documentations about IKBD, PIC and some commercials IC from HOLTEK.

a small TOS example program eiffelcf.tos show how to program Eiffel Flash Datas and change mouse scan-code to use the wheel under any OS, and change map HELP/UNDO onto Print Screen/Scroll.

Best Regards
Laurent
--
Remove HETCnAM to reply
http://laurentfavard.atari.org
http://eiffel.atari.org or http://eiffelfr.atari.org

From -9200865772452435951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74d1d0a4474bbd88,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-09 12:00:27 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
postnews1.google.com!not-for-mail
From: guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer
Subject: Can MetaDOS DOS/MiNT XFS drivers make OS calls? + many Q.
Date: 9 Apr 2002 12:00:23 -0700
Organization: http://groups.google.com/
Lines: 30
Message-ID: <2eb10038.0204091100.39afbf8f@posting.google.com>
NNTP-Posting-Host: 217.112.237.100
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1018378823 23227 127.0.0.1 (9 Apr 2002 19:00:23 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 9 Apr 2002 19:00:23 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:904

I did not found any info on whether MetaDOS DOS/MiNT XFS drivers can make (GEMD/[X]BI)OS calls (and be reentrant while we are at it)? Is it so?

Maybe the functions one choose to implement (pointer != -1.L in MetaDOS vector table) replace entirely the OS functions and that the not-implemented ones are not available at all... but that seems rather limiting, thus I hope it is the other way! But I have no example source that does (GEMD/[X]BI)OS or reentrance calls so... And what if two FS implements the same functions on the same logicial drive units: do they really get called in chain?

And -- according to the doc I have on MetaDOS -- conversion from DOS drivers to XFS drivers is said to be relatively straightforward (and

perhaps better done this way if you want both, as MiNT takes care of
more core stuff than MetaDOS). Can anyone confirm this? Are there
special caveats for niceness and good-behaviour MiNT?
Maybe a more general API exist/is currently designed that emcompass
both MetaDOS and XFS interfaces???

I also wondered if MetaDOS 2.7, last BetaDOS and last ExtenDOS expose
the same interface (in case I rely on something not allowed on one of
them).

And last the only official Atari dev. docs I have deal with MetaDOS
1.x only... Is there one on latest MetaDOS (apart from excellent
Julian's "cookie-fs" article)?

[Phew, enough for now! I would be glad if someone answer only the 1st
one!]

From 5807314442915839267
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f90e226cac4eb43
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-10 10:50:15 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!tethys.csu.net!nntp!sn-xit-01!sn-post-02!sn-post-01!
supernews.com!corp.supernews.com!not-for-mail
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: TelVT fixups
Date: Wed, 10 Apr 2002 13:50:07 -0400
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <1018461007.550501@pikachu>
References: <1018263087.249525@pikachu> <B8D72904.61A5%gfa@basic.net>
<1018302210.605954@pikachu> <B8D7DC20.61BF%gfa@basic.net>
User-Agent: KNode/0.4
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
Cache-Post-Path: pikachu!unknown@localhost
X-Cache: nntpcache 3.0.0b1 (see http://www.nntpcache.org/)
X-Complaints-To: newsabuse@supernews.com
Lines: 31
Xref: archiver1.google.com comp.sys.atari.programmer:905

lp wrote:

> in article 1018302210.605954@pikachu, Mark Duckworth at
> mduckworth@antii-spam.atari-source.com wrote on 4/8/02 5:46 PM:
>
>>> If it's clobbering the screen then the logic that handles the AES redraw
>>> is not quite right. I'd look there first.
>>
>> Well if anyone would know it's you, since airc has some of the fastest

>> drawing routines of anything I've seen.
>
> <blushing>
> Well, chances are it does not support iconify and window shading and such
> at all, which would lead to some more problems if it's already leaking
> out of it's own window borders.
>
> ----------
> Lonny Pursell
>

It doesn't support window iconify or anything like that. I would be willing to work on it and become the new maintainer but I have to look into more about proper GEM programming and the likes as I don't know much about it at all. This would be a cool project to have "currentized" though. I think some of baldrick's suggestions are right. The line_redraw function is what is causing most of the problems. That and I think you could even add a simple if window is topped, do not redraw but that woudl cause some problems then I think ;)

Mark

From -554678396471171841
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105753,63b5f93b431aa247,start
X-Google-Attributes: gid105753,public
X-Google-Thread: f5ddf,63b5f93b431aa247,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,63b5f93b431aa247,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-12 22:17:06 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!newsfeed00.sul.t-online.de!newsfeed01.sul.t-
online.de!t-online.de!newsfeed.phoenix-ag.de!news.uni-stuttgart.de!news.belwue.de!
news.seicom.net!news.toplink.net!not-for-mail
From: uz@remove-to-reply.musoftware.de (Ullrich von Bassewitz)
Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer
Subject: Announcement: cc65 v2.8.0 released
Date: Fri, 12 Apr 2002 23:08:52 +0200
Organization: MU Softwareentwicklung
Lines: 104
Message-ID: <4di79a.rid.ln@news.musoftware.de>
NNTP-Posting-Host: moppi.musoftware.de
User-Agent: tin/1.5.8-20010221 ("Blue Water") (UNIX) (Linux/2.4.17-xfs (i686))
Xref: archiver1.google.com comp.sys.cbm:33748 comp.sys.apple2.programmer:1133
comp.sys.atari.programmer:906

I'm proud to announce version 2.8.0 of CC65, a C crosscompiler /
crossassembler combo for 6502 systems.

CC65 has C and runtime library support for many of the old 6502 machines, including

- The Commodore C64, C128 and the C16, C116, Plus/4 machines.
- The CBM 510 (aka P500), a quite rare Commodore machine (programs run in bank 0).
- The CBM 600/700 family (programs run in bank 1).
- Newer PET machines (not 2001)
- The Apple][(library support by Kevin Ruland <kevin@rodin.wustl.edu>)
- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga <taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).
- GEOS for the C64 and C128 (GEOSLib by Maciej Witkowiak <ytm@elysium.pl>)

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

New features in this release are:

* Linker support for Lunix/o65. Please note that you need the current snapshot version of Lunix, or the upcoming version 0.21, which will be released some time in the future.

* conio support for GEOS (by Maciej Witkowiak, <ytm@friko.onet.pl>). This means that any program using the conio API will run under GEOS with a simple recompile!

* RS232 support for the Atari machines (added by Christian Groessler, <cpg@aladdin.de>). The uip TCP stack including the web server is usable with this addition, so you can have your own Atari web server with the new version.

* RS232 support for the C128. This will make uip available for use with the C128.

* Several changes regarding code generation and optimizations:

    - Compares do now generate better code thanks to a hint from Piotr Fusik.

    - 65C02 code is back.

    - "Optimize for size" will work again.

* More flexible character code translation.

* sscanf is now available. The basic function would also make fscanf and friends possible, but the missing ungetc() function prevents this. Scanf for files streams will probably be available in the next version.

* Bugfixes and minor improvements as usual.

There is still no support for the following features:

* Floats and bit fields.

* stdio file routines on most systems. The 8 bit Ataris are the first machines that do have full file I/O support. Please note that the complete CBM family doesn't have stdio file support!

* The 80 column mode on the C128 is not supported by the conio library.

Available packages:

As usual I will provide the complete sources and several binary packages, including RPMs for RedHat Linux. Linux is the primary development platform, so the sources do compile out of the box on Linux machines.

Please note that there are separate RPMs for the compiler proper and the target specific libraries. To develop for one of the predefined target systems you need the compiler RPM package *and* one of the target machine packages.

Binaries for DOS and and Windows will follow or may already be available at the time you read this. OS/2 packages will again be available, but since there are almost no downloads for OS/2, so the host platform may get dropped in the near future (again). As with the RPM packages, you need the package for the development system (Windows, etc.) *and* one or more of the target machine packages.

Download:

More information information and a download link, please visit the cc65 web page at

http://www.cc65.org/

Thanks to all who sent feedback and suggestions and of course to anyone who helped developing cc65!

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
11:07pm up 8 days, 12:20, 9 users, load average: 0.22, 0.39, 0.54

From 8032435910426966961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105753,63b5f93b431aa247
X-Google-Attributes: gid105753,public

X-Google-Thread: 1115ce,63b5f93b431aa247
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,63b5f93b431aa247
X-Google-Attributes: gidf5ddf,public
X-Google-ArrivalTime: 2002-04-14 10:04:45 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!not-for-mail
From: Six of DLoC <six@dloc.ath.cx>
Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer
Subject: Re: Announcement: cc65 v2.8.0 released
Date: Sun, 14 Apr 2002 17:04:45 -0000
Organization: DLoC
Message-ID: <Xns91F085049C799CB1706D62SixNOIBNIbo@209.249.90.101>
References: <4di79a.rid.ln@news.musoftware.de>
User-Agent: Xnews/L5
X-DLoC: RULAR!
X-In-Affiliation-With: I.C.S. Midwest
X-Complaints-To: newsabuse@supernews.com
Lines: 119
Xref: archiver1.google.com comp.sys.cbm:33837 comp.sys.apple2.programmer:1140
comp.sys.atari.programmer:907

uz@remove-to-reply.musoftware.de (Ullrich von Bassewitz) wrote in
news:4di79a.rid.ln@news.musoftware.de:

>
> I'm proud to announce version 2.8.0 of CC65, a C crosscompiler /
> crossassembler combo for 6502 systems.
>
> CC65 has C and runtime library support for many of the old 6502
> machines, including
>
> - The Commodore C64, C128 and the C16, C116, Plus/4 machines.
> - The CBM 510 (aka P500), a quite rare Commodore machine (programs
> run in bank 0).
> - The CBM 600/700 family (programs run in bank 1).
> - Newer PET machines (not 2001)
> - The Apple][(library support by Kevin Ruland
> <kevin@rodin.wustl.edu>) - The Atari 8 bit machines (thanks to the
> Atari team: Christian Groessler
> <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy
> Offenga <taf_offenga@yahoo.com> and David Lloyd,
> <dmlloyd@atari-central.com>).
> - GEOS for the C64 and C128 (GEOSLib by Maciej Witkowiak
> <ytm@elysium.pl>)
>
> The libraries are fairly portable, so creating a version for other
> 6502s shouldn't be too much work.
>
>
> New features in this release are:
>
> * Linker support for Lunix/o65. Please note that you need the

```
>   current
>     snapshot version of Lunix, or the upcoming version 0.21, which
>     will be released some time in the future.
>
>   * conio support for GEOS (by Maciej Witkowiak, <ytm@friko.onet.pl>).
>     This means that any program using the conio API will run under
>     GEOS with a simple recompile!
>
>   * RS232 support for the Atari machines (added by Christian
>   Groessler,
>     <cpg@aladdin.de>). The uip TCP stack including the web server is
>     usable with this addition, so you can have your own Atari web
>     server with the new version.
>
>   * RS232 support for the C128. This will make uip available for use
>   with
>     the C128.
>
>   * Several changes regarding code generation and optimizations:
>
>       - Compares do now generate better code thanks to a hint from
>       Piotr
>         Fusik.
>
>       - 65C02 code is back.
>
>       - "Optimize for size" will work again.
>
>   * More flexible character code translation.
>
>   * sscanf is now available. The basic function would also make fscanf
>     and friends possible, but the missing ungetc() function prevents
>     this. Scanf for files streams will probably be available in the
>     next version.
>
>   * Bugfixes and minor improvements as usual.
>
>
> There is still no support for the following features:
>
>   * Floats and bit fields.
>
>   * stdio file routines on most systems. The 8 bit Ataris are the
>   first
>     machines that do have full file I/O support. Please note that the
>     complete CBM family doesn't have stdio file support!
>
>   * The 80 column mode on the C128 is not supported by the conio
>   library.
>
>
> Available packages:
>
```

> As usual I will provide the complete sources and several binary
> packages, including RPMs for RedHat Linux. Linux is the primary
> development platform, so the sources do compile out of the box on
> Linux machines.
>
> Please note that there are separate RPMs for the compiler proper and
> the target specific libraries. To develop for one of the predefined
> target systems you need the compiler RPM package *and* one of the
> target machine packages.
>
> Binaries for DOS and and Windows will follow or may already be
> available at the time you read this. OS/2 packages will again be
> available, but since there are almost no downloads for OS/2, so the
> host platform may get dropped in the near future (again). As with the
> RPM packages, you need the package for the development system
> (Windows, etc.) *and* one or more of the target machine packages.
>
>
> Download:
>
> More information information and a download link, please visit the
> cc65 web page at
>
>   http://www.cc65.org/
>
>
> Thanks to all who sent feedback and suggestions and of course to
> anyone who helped developing cc65!
>
>

Yay. The only reason I've ever seen to bother with C!

--
Six of DLoC

From -3190548322375311582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,f16211b0409e2172,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f16211b0409e2172,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-17 09:55:11 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
Subject: Modifying CT2 flash-memory?
Date: 17 Apr 2002 09:55:11 -0700
Organization: http://groups.google.com/
Lines: 29
Message-ID: <2eb10038.0204170855.4472012e@posting.google.com>
NNTP-Posting-Host: 147.127.64.201

Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1019062511 5712 127.0.0.1 (17 Apr 2002 16:55:11 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 17 Apr 2002 16:55:11 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:908
comp.sys.atari.st.tech:3250

Has someone already tried to modify CT2 flash-memory? (If only to
change the boot-screen's wonderful colors ;-P...)

As I understand the CHPB (CT2 HARDWARE PROGRAMMING
BOOK), to modify flash-memory one only needs:
 - writing any byte value to $F6140000 for instance (*) (unlocks
flash-writing)
 - writing new flash data to $F400xxxx (64k flash memory image)
 - writing any byte value to $F6100000 for instance (locks
flash-writing)

...is that correct??? Else if someone knows the flash image file
format used by Centek, please let me know...

   In fact (before doing something silly) I would like to know if
there was a way to restore flash memory easily in case the modified
flash code had a bug: some sort of AUTO_NVM.PRG for the flash
memory...

Another question: does someone know the meaning of the value stored in
the _CT2 cookie?

My goal here is to stop PMMU from doing address translation from
$04xxxxxx to $01xxxxxx. (I think few *modern* programs would suffer
from that, and I would be useful for a project of mine...) Memory
mapping should be the only difference between TOS 4.0x and the
so-called TOS 7.0x, right?

(*): BTW what use is address-bit 23 here???

From 5997058885246668404
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f16211b0409e2172
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f16211b0409e2172
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-04-18 10:51:58 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!colt.net!newspeer.clara.net!
news.clara.net!newsfeed1.swip.net!swipnet!nntpserver.swip.net!not-for-mail
From: "Peter Persson" <pepNOSPAM@mbox306.swipnet.se>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
References: <2eb10038.0204170855.4472012e@posting.google.com>
Subject: Re: Modifying CT2 flash-memory?

Lines: 27
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <JIDv8.1853$iB4.5476@nntpserver.swip.net>
NNTP-Posting-Host: 213.101.68.188
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 1019152297 213.101.68.188 (Thu, 18 Apr 2002 19:51:37
MET DST)
NNTP-Posting-Date: Thu, 18 Apr 2002 19:51:37 MET DST
Organization: A Customer of Tele2
X-Sender: s-712843@d213-101-68-188.swipnet.se
Date: Thu, 18 Apr 2002 19:50:46 +0200
Xref: archiver1.google.com comp.sys.atari.programmer:909
comp.sys.atari.st.tech:3267

Hi,

> In fact (before doing something silly) I would like to know if
> there was a way to restore flash memory easily in case the modified
> flash code had a bug: some sort of AUTO_NVM.PRG for the flash
> memory...

(I'm not sure here)

I don't think the flash is used in "standard" mode, but it can still be
accessed by the Flash utility.

> My goal here is to stop PMMU from doing address translation from
> $04xxxxxx to $01xxxxxx. (I think few *modern* programs would suffer
> from that, and I would be useful for a project of mine...) Memory
> mapping should be the only difference between TOS 4.0x and the
> so-called TOS 7.0x, right?

Ah. Have you upgraded the lattice code? (I've been meaning to do this for
while, but I haven't had time to experiment with it)

Perhaps there is a workaround. Boot in TOS4, and make a patchprogram for the
autofolder?

/Peter

From -7828450161408184531
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f16211b0409e2172
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f16211b0409e2172
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-04-19 01:39:15 PST

Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
Subject: Re: Modifying CT2 flash-memory?
Date: 19 Apr 2002 01:39:15 -0700
Organization: http://groups.google.com/
Lines: 44
Message-ID: <2eb10038.0204190039.31967cb6@posting.google.com>
References: <2eb10038.0204170855.4472012e@posting.google.com>
<JIDv8.1853$iB4.5476@nntpserver.swip.net>
NNTP-Posting-Host: 217.112.237.100
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1019205555 14862 127.0.0.1 (19 Apr 2002 08:39:15 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 19 Apr 2002 08:39:15 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:910
comp.sys.atari.st.tech:3270

First many thanks for your very informative answer.

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<JIDv8.1853$iB4.5476@nntpserver.swip.net>...
> Hi,
>
> >   In fact (before doing something silly) I would like to know if
> > there was a way to restore flash memory easily in case the modified
> > flash code had a bug: some sort of AUTO_NVM.PRG for the flash
> > memory...
>
> (I'm not sure here)
>
> I don't think the flash is used in "standard" mode, but it can still be
> accessed by the Flash utility.

[Assuming 'standard' mode means 'CT2 card deactivated': (it is what
you meant?)]
Well then if this is correct my problem is solved. Thanks! Will test
that before attempting anything anyway...

> > My goal here is to stop PMMU from doing address translation from
> > $04xxxxxx to $01xxxxxx. (I think few *modern* programs would suffer
> > from that, and I would be useful for a project of mine...) Memory
> > mapping should be the only difference between TOS 4.0x and the
> > so-called TOS 7.0x, right?
>
> Ah. Have you upgraded the lattice code? (I've been meaning to do this for
> while, but I haven't had time to experiment with it)

You mean upgrading to revision AN or BN (where this problem gets
solved by hardware)? I did not know this upgrade has ever been
available! But if it is will certainly upgrade!

> Perhaps there is a workaround. Boot in TOS4, and make a patchprogram for the
> autofolder?

Well if the memory-mapping is the only difference, perhaps some sort
of FASTRAM.PRG to declare how much Fast-RAM is available (and where)
could do the trick!

I will keep you informed of my "discoveries"...

Cheers,
   Guillaume

From -7576197325089911250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,f16211b0409e2172
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f16211b0409e2172
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-20 09:55:12 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.algonet.se!algonet!
newsfeed1.swip.net!swipnet!nntpserver.swip.net!not-for-mail
From: "Peter Persson" <pepNOSPAM@mbox306.swipnet.se>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
References: <2eb10038.0204170855.4472012e@posting.google.com>
<JIDv8.1853$iB4.5476@nntpserver.swip.net>
<2eb10038.0204190039.31967cb6@posting.google.com>
Subject: Re: Modifying CT2 flash-memory?
Lines: 27
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <M3hw8.2031$iB4.5918@nntpserver.swip.net>
NNTP-Posting-Host: 213.101.67.192
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 1019321708 213.101.67.192 (Sat, 20 Apr 2002 18:55:08
MET DST)
NNTP-Posting-Date: Sat, 20 Apr 2002 18:55:08 MET DST
Organization: A Customer of Tele2
X-Sender: s-712843@d213-101-67-192.swipnet.se
Date: Sat, 20 Apr 2002 18:54:15 +0200
Xref: archiver1.google.com comp.sys.atari.programmer:911
comp.sys.atari.st.tech:3279

Hi,

> You mean upgrading to revision AN or BN (where this problem gets
> solved by hardware)? I did not know this upgrade has ever been
> available! But if it is will certainly upgrade!

Yes and no. The code is available from Mr. Czuba, but the current code in

the flash does not support the new fastram address.

Strange experience (No drugs involved) :
Perhaps TOS4 allready supports fastram at $01xxxxxx? One day, my machine crashed, and I rebooted in TOS4 mode. After testing my ST-RAM, for some reason, it started to test my TT-RAM (!). Ofcourse, it crashed, and locked the machine. But perhaps this is not the case with the new fastram address?

> Well if the memory-mapping is the only difference, perhaps some sort
> of FASTRAM.PRG to declare how much Fast-RAM is available (and where)
> could do the trick!
> I will keep you informed of my "discoveries"...

Great!

Regards

/Peter

From 9072927461566051291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,f16211b0409e2172
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f16211b0409e2172
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-22 08:45:19 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
Subject: Re: Modifying CT2 flash-memory?
Date: 22 Apr 2002 08:45:19 -0700
Organization: http://groups.google.com/
Lines: 30
Message-ID: <2eb10038.0204220745.7ba94f8a@posting.google.com>
References: <2eb10038.0204170855.4472012e@posting.google.com>
<JIDv8.1853$iB4.5476@nntpserver.swip.net>
<2eb10038.0204190039.31967cb6@posting.google.com>
<M3hw8.2031$iB4.5918@nntpserver.swip.net>
NNTP-Posting-Host: 217.112.237.100
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1019490319 16388 127.0.0.1 (22 Apr 2002 15:45:19 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 22 Apr 2002 15:45:19 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:912
comp.sys.atari.st.tech:3294

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<M3hw8.2031$iB4.5918@nntpserver.swip.net>...
> Hi,

>
> > You mean upgrading to revision AN or BN (where this problem gets
> > solved by hardware)? I did not know this upgrade has ever been
> > available! But if it is will certainly upgrade!
>
> Yes and no. The code is available from Mr. Czuba, but the current code in
> the flash does not support the new fastram address.

I see. Time to disassemble the flash code I think!

>
> Strange experience (No drugs involved) :
> Perhaps TOS4 allready supports fastram at $01xxxxxx? One day, my machine
> crashed, and I rebooted in TOS4 mode. After testing my ST-RAM, for some
> reason, it started to test my TT-RAM (!). Ofcourse, it crashed, and locked

Huh? How did you know it was TT-RAM that was being tested? Did it show
a progress especially for TT-RAM or test more than 14MB?

> the machine. But perhaps this is not the case with the new fastram address?
>
> > Well if the memory-mapping is the only difference, perhaps some sort
> > of FASTRAM.PRG to declare how much Fast-RAM is available (and where)
> > could do the trick!
> > I will keep you informed of my "discoveries"...

If I have some time this week I will try writing a simple FASTRAM.PRG
program...

From -2182269122826302981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef6dab54d6c14dbf,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-23 10:14:19 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!ctu-gate!
news.nctu.edu.tw!feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: virtual key press
Date: Wed, 24 Apr 2002 13:14:27 +0800
Organization: SEEDNet News Service
Lines: 13
Message-ID: <aa44ne$1l3$1@news.seed.net.tw>
NNTP-Posting-Host: tc-74-70-100.dialup.seed.net.tw
X-Trace: news.seed.net.tw 1019581998 1699 211.74.70.100 (23 Apr 2002 17:13:18 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Tue, 23 Apr 2002 17:13:18 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.programmer:913

Is there any way to simulate the "Return" key - as opposed to the "Enter" key, which I can simulate with "Alt + 13".

My GFA manual shows the scan code of Return = 72, and the scan code of Enter = 1C.

I'm using a program (Dr. T's KCS) in Steem. It uses the two keys differently, but my PC keyboard returns the same code for both keys.

Rosco

From 8600384480879904191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f16211b0409e2172
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f16211b0409e2172
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-04-23 12:02:46 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.swip.net!swipnet!nntpserver.swip.net!not-for-mail
From: "Peter Persson" <pepNOSPAM@mbox306.swipnet.se>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
References: <2eb10038.0204170855.4472012e@posting.google.com>
<JIDv8.1853$iB4.5476@nntpserver.swip.net>
<2eb10038.0204190039.31967cb6@posting.google.com>
<M3hw8.2031$iB4.5918@nntpserver.swip.net>
<2eb10038.0204220745.7ba94f8a@posting.google.com>
Subject: Re: Modifying CT2 flash-memory?
Lines: 17
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <5dix8.2477$iB4.7041@nntpserver.swip.net>
NNTP-Posting-Host: 212.151.88.184
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 1019588545 212.151.88.184 (Tue, 23 Apr 2002 21:02:25 MET DST)
NNTP-Posting-Date: Tue, 23 Apr 2002 21:02:25 MET DST
Organization: A Customer of Tele2
X-Sender: s-712843@d212-151-88-184.swipnet.se
Date: Tue, 23 Apr 2002 21:01:30 +0200
Xref: archiver1.google.com comp.sys.atari.programmer:914 comp.sys.atari.st.tech:3300

Hi,

> Huh? How did you know it was TT-RAM that was being tested? Did it show
> a progress especially for TT-RAM or test more than 14MB?

I think it was for TT-RAM. The machine displayed a second progress bar, for another ram type, and I think it said "TT-RAM", but it could have said something like "Alternate RAM" too, I don't remember exactly as it is over a year ago.

I think the progress bar used the character 'X'. And yes, I know that this sounds like bull, but it happened. I have never been able to reproduce it no matter how much I try.

/Peter

From -6362685151150681375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef6dab54d6c14dbf
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-23 14:46:08 PST
Path: archiver1.google.com!news2.google.com!news1.google.com!
newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!deine.net!
newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!news5-
gui.server.ntli.net!ntli.net!news6-win.server.ntlworld.com.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: virtual key press
Message-ID: <3cc5d168.100806482@nntp.swampdog>
References: <aa44ne$1l3$1@news.seed.net.tw>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 21
Date: Tue, 23 Apr 2002 21:26:09 GMT
NNTP-Posting-Host: 213.104.40.249
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1019598366 213.104.40.249 (Tue, 23 Apr 2002
22:46:06 BST)
NNTP-Posting-Date: Tue, 23 Apr 2002 22:46:06 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:915

On Wed, 24 Apr 2002 13:14:27 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
wrote:

>Is there any way to simulate the "Return" key - as opposed to the "Enter"
>key, which I can simulate with "Alt + 13".
>
>My GFA manual shows the scan code of Return = 72, and the scan code of Enter
>= 1C.

>
>I'm using a program (Dr. T's KCS) in Steem. It uses the two keys
>differently, but my PC keyboard returns the same code for both keys.
>
>Rosco
>
>

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -7695090643821588130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef6dab54d6c14dbf
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-23 14:46:09 PST
Path: archiver1.google.com!news2.google.com!news1.google.com!
newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!
kibo.news.demon.net!demon!peernews!peer.cwci.net!news5-gui.server.ntli.net!
ntli.net!news6-win.server.ntlworld.com.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: virtual key press
Message-ID: <3cc6d19e.100860980@nntp.swampdog>
References: <aa44ne$1l3$1@news.seed.net.tw>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 20
Date: Tue, 23 Apr 2002 21:27:52 GMT
NNTP-Posting-Host: 213.104.40.249
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1019598368 213.104.40.249 (Tue, 23 Apr 2002
22:46:08 BST)
NNTP-Posting-Date: Tue, 23 Apr 2002 22:46:08 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:916

On Wed, 24 Apr 2002 13:14:27 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
wrote:

>Is there any way to simulate the "Return" key - as opposed to the "Enter"
>key, which I can simulate with "Alt + 13".
>
>My GFA manual shows the scan code of Return = 72, and the scan code of Enter
>= 1C.
>
>I'm using a program (Dr. T's KCS) in Steem. It uses the two keys

>differently, but my PC keyboard returns the same code for both keys.

I guess you've tried ctrl-M ?

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -4999290126484360604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,975f38edf220cde9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-23 15:35:50 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
news.uchicago.edu!yellow.newsread.com!netaxs.com!newsread.com!
news.maxwell.syr.edu!newsfeed.online.be!195.129.110.18.MISMATCH!
bnewspeer00.bru.ops.eu.uu.net!bnewsifeed02.bru.ops.eu.uu.net!
lnewspost00.lnd.ops.eu.uu.net!emea.uu.net!read.news.fr.uu.net!not-for-mail
From: Jessica Felix <jessica@adunqi.ne.us>
Message-ID: <comp.sys.atari.programmer.16f79012@adunqi.ne.us>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Art and all that Jazz: he'll be liking about bad Basksh until his
draper recommends angrily
Date: Tue, 23 Apr 2002 21:28:04 GMT
Approved: Jessica Felix <jessica@tempest.sonic.net>
Organization: Jessica Felix Designs - Art and all that Jazz
Reply-To: jessica@tempest.sonic.net
X-PGP-Sig: 2.6.3i From,Newsgroups,Subject,Control,Approved,Message-ID
     3sqKUMP9QJYSF7x8fYYEQfY0d8q3hxSKVotcqaP5XkRbcgOdC9FzH2si/s6q3ECc
     TTNzFDan1EAvADUQc19MABdYT/qYTSO2gfz+hqvJ8sGCc1S2DnWhF85NULnK8icz
     U3IdlQp6iIKCYXH9M6sirYSBesrFNIuY7a3DJfMKU0doWIjmIwhdE1ihX3rXhLN8
     3vTsW0aCoIMA6g==
     =zOlN
X-Newsreader: VSoup v1.2.9.37Beta [95/NT]
Content-Type: text/plain; charset=us-ascii
Lines: 21
NNTP-Posting-Host: ip-175-37.evhr.net
X-Trace: 1019601324 read.news.fr.uu.net 24011 213.169.175.37
X-Complaints-To: abuse@fr.uu.net
Xref: archiver1.google.com comp.sys.atari.programmer:917

How Yosri's cheap dog recommends, Ibraheem jumps over humble, full barns.

"ART AND ALL THAT JAZZ" is a gallery on the Healdsburg Plaza
that incorporates the two passions of its owner, Jessica Felix -
art and jazz.

Jessica is an artist whose medium is jewelry. She creates what she calls
"spirited art," specializing in images from indigenous cultures around the world.

http://www.artandallthatjazz.com/index-2.shtml

119A Plaza Street
Healdsburg, CA, USA 95448
1-707-433-7900

Every handsome cats beneath the brave evening were sowing without the long river.

What will you pour the bizarre shallow elbows before Maify does?

From -4073905113695358268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef6dab54d6c14dbf
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-23 20:45:39 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!ctu-gate!
news.nctu.edu.tw!feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: virtual key press
Date: Wed, 24 Apr 2002 23:14:43 +0800
Organization: SEEDNet News Service
Lines: 25
Message-ID: <aa59n7qau1@news.seed.net.tw>
References: <aa44ne$1l3$1@news.seed.net.tw> <3cc6d19e.100860980@nntp.swampdog>
NNTP-Posting-Host: swtc242-14.adsl.seed.net.tw
X-Trace: news.seed.net.tw 1019619880 26974 211.74.242.14 (24 Apr 2002 03:44:40
GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Wed, 24 Apr 2002 03:44:40 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.programmer:918

Ctrl-M gives the same result as Alt-13.

I guess there's no ASCII code for the return key. Can I input scan codes?

"Guy Harrison" <swampdog@ntlworld.com> wrote in message
news:3cc6d19e.100860980@nntp.swampdog...
> On Wed, 24 Apr 2002 13:14:27 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
> wrote:
>
> >Is there any way to simulate the "Return" key - as opposed to the "Enter"

> >key, which I can simulate with "Alt + 13".
> >
> >My GFA manual shows the scan code of Return = 72, and the scan code of
Enter
> >= 1C.
> >
> >I'm using a program (Dr. T's KCS) in Steem. It uses the two keys
> >differently, but my PC keyboard returns the same code for both keys.
>
> I guess you've tried ctrl-M ?

From -3011606471728071488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80012bec84726df7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-04-24 12:36:14 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-out.nuthinbutnews.com!propagator-
sterling!news-in.nuthinbutnews.com!newsfeed-zh.ip-plus.net!news.ip-plus.net!
vijliw.tx.us.mismatch
From: Jessica Felix <jessica@vijliw.tx.us>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Art and all that Jazz: until Hakeem attacks the tags lovingly, Haron
won't measure any good obelisks
Date: Wed, 24 Apr 2002 19:21:12 GMT
Organization: Jessica Felix Designs - Art and all that Jazz
Lines: 31
Approved: Jessica Felix <jessica@tempest.sonic.net>
Message-ID: <comp.sys.atari.programmer.254419ef@vijliw.tx.us>
Reply-To: jessica@tempest.sonic.net
NNTP-Posting-Host: 212.243.19.125
Content-Type: text/plain; charset=us-ascii
X-Trace: rex.ip-plus.net 1019676691 5063 212.243.19.125 (24 Apr 2002 19:31:31 GMT)
X-Complaints-To: abuse@ip-plus.net
NNTP-Posting-Date: Wed, 24 Apr 2002 19:31:31 +0000 (UTC)
X-PGP-Sig: 2.6.3i From,Newsgroups,Subject,Control,Approved,Message-ID
     1jXitlvyGkOL5dv/yTimd00UZBBOXMDGDBKcQxoDjZ6RQv2WSoHmDt8bWVwR9+Tk
     BzXpSj/XCfoANVT56puV0nObtyCHFrGkicYhiNMHobciE6QPmUu/aT7CrXXI2RyG
     ydPV/XQOXqJP8+M4JETt4Ie1vix2W4S1nAKRrVlgLvnDwTRJ0hHi2owOa4c7W8hm
     UVJ4g0rAaB5/9ZG/VWR0IUy8FoH8d0ig971qNLDhPgzTBPT56zIvRW==
     =5io3
X-Newsreader: Microsoft (R) Exchange Internet News Service Version 5.5.2448.0
Xref: archiver1.google.com comp.sys.atari.programmer:919

Some stickers care, burn, and behave. Others lovingly expect.

"ART AND ALL THAT JAZZ" is a gallery on the Healdsburg Plaza
that incorporates the two passions of its owner, Jessica Felix -
art and jazz.

Jessica is an artist whose medium is jewelry. She creates what she calls "spirited art," specializing in images from indigenous cultures around the world.

http://www.artandallthatjazz.com/index-2.shtml

119A Plaza Street
Healdsburg, CA, USA 95448
1-707-433-7900

Tell Jethro it's tired rejecting among a ball.

I was combing oranges to dirty Carolyn, who's wandering to the envelope's window.

From 5372539986762845089
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f16211b0409e2172
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f16211b0409e2172
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-04-25 03:09:09 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news.rwth-aachen.de!not-for-mail
From: michaels@ccac.rwth-aachen.de (Michael Schwingen)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
Subject: Re: Modifying CT2 flash-memory?
Date: 25 Apr 2002 10:09:09 GMT
Organization: Computerclub an der RWTH Aachen e.V.
Lines: 15
Message-ID: <aa8kk5$il0$1@nets3.rz.RWTH-Aachen.DE>
References: <2eb10038.0204170855.4472012e@posting.google.com>
<M3hw8.2031$iB4.5918@nntpserver.swip.net>
<2eb10038.0204220745.7ba94f8a@posting.google.com>
<5dix8.2477$iB4.7041@nntpserver.swip.net>
NNTP-Posting-Host: heisenberg.ccac.rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 1019729349 19104 134.130.220.226 (25 Apr 2002 10:09:09 GMT)
X-Complaints-To: abuse@rwth-aachen.de

NNTP-Posting-Date: 25 Apr 2002 10:09:09 GMT
X-Newsreader: trn 4.0-test76 (Apr 2, 2001)
Originator: michaels@ccac.rwth-aachen.de (Michael Schwingen)
Xref: archiver1.google.com comp.sys.atari.programmer:920
comp.sys.atari.st.tech:3311

In article <5dix8.2477$iB4.7041@nntpserver.swip.net>,
Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:
>
>I think it was for TT-RAM. The machine displayed a second progress bar, for
>another ram type, and I think it said "TT-RAM", but it could have said
>something like "Alternate RAM" too, I don't remember exactly as it is over a
>year ago.

Looks like a TT-RAM test, right. And X means the test for that block failed.

The test should be present in TOS 4.04, only the needed variables are never
set during startup, so you will never see that test during a normal startup.

cu
Michael

From -4811144951282676663
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f16211b0409e2172
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f16211b0409e2172
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-04-25 11:36:37 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-06!supernews.com!
news.tele.dk!small.news.tele.dk!192.71.180.34!newsfeed1.swip.net!swipnet!
nntpserver.swip.net!not-for-mail
From: "Peter Persson" <pepNOSPAM@mbox306.swipnet.se>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
References: <2eb10038.0204170855.4472012e@posting.google.com>
<M3hw8.2031$iB4.5918@nntpserver.swip.net>
<2eb10038.0204220745.7ba94f8a@posting.google.com>
<5dix8.2477$iB4.7041@nntpserver.swip.net> <aa8kk5$il0$1@nets3.rz.RWTH-Aachen.DE>
Subject: Re: Modifying CT2 flash-memory?
Lines: 14
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <D0Yx8.2799$iB4.7581@nntpserver.swip.net>
NNTP-Posting-Host: 213.101.67.156
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 1019759779 213.101.67.156 (Thu, 25 Apr 2002 20:36:19
MET DST)
NNTP-Posting-Date: Thu, 25 Apr 2002 20:36:19 MET DST
Organization: A Customer of Tele2
X-Sender: s-712843@d213-101-67-156.swipnet.se

Date: Thu, 25 Apr 2002 20:35:21 +0200
Xref: archiver1.google.com comp.sys.atari.programmer:921
comp.sys.atari.st.tech:3313

Hi,

> Looks like a TT-RAM test, right. And X means the test for that block
failed.
> The test should be present in TOS 4.04, only the needed variables are
never
> set during startup, so you will never see that test during a normal
startup.

In other words, it should be possible to patch TOS4.0x?

/Peter

From 3559754469919108802
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3a10d20702b56be1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-19 11:56:56 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.mailgate.org!
newsreader.mailgate.org!not-for-mail
From: "JT" <smeg_007@nospam.hotmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: how install hard disk on a STF 1040 ?
Date: Sat, 19 Jan 2002 19:54:43 -0000
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 22
Sender: smeg_007@hotmail.com
Message-ID: <a2cj26meg1@newsreader.mailgate.org>
References: <a2bvuf$i6c$1@news.worldonline.be>
NNTP-Posting-Host: pc-62-30-197-120-sm.blueyonder.co.uk
X-Trace: newsreader.mailgate.org 1011470215 22992 62.30.197.120 (19 Jan 2002
19:56:55 GMT)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Sat, 19 Jan 2002 19:56:55 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Xref: archiver1.google.com comp.sys.atari.programmer:820

Brabel <brabel@tiscalinet.be> wrote in message
news:a2bvuf$i6c$1@news.worldonline.be...
> How to install a external hard disk Megafile on a e STF 1040 Atari ?
>

> My Atari cannot find the HD when I start the computer ....
>
> How to do ?
>
>
> Mike,
> Brussels, Belgium
>
>

You need a hard disk driver. Either the original AHDI that came with the drive or use HDDRRIVER 8.x. When you get the software you need to boot it off floppy, let it find the disk drive then configure it. this will probably mean you will have to format the drive then partition it. AHDI is around on FTP sites, HDDRIVER is commercial.

From -5848145185243592141
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3a10d20702b56be1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-20 12:14:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <a2bvuf$i6c$1@news.worldonline.be>
Subject: Re: how install hard disk on a STF 1040 ?
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 28
Message-ID: <fyF28.547$A%5.7858@newsfeed.slurp.net>
Date: Sun, 20 Jan 2002 20:14:03 GMT
NNTP-Posting-Host: 208.141.202.49
X-Trace: newsfeed.slurp.net 1011557643 208.141.202.49 (Sun, 20 Jan 2002 14:14:03 CST)
NNTP-Posting-Date: Sun, 20 Jan 2002 14:14:03 CST
Xref: archiver1.google.com comp.sys.atari.programmer:821

On 19 Jan 2002 15:33:48 , "Brabel" wrote:
>How to install a external hard disk Megafile on a e STF 1040 Atari ?
>
>My Atari cannot find the HD when I start the computer ....
>
>How to do ?
>
>
>Mike,
>Brussels, Belgium

I would get a demo of HDDriver and see if that helps. Goto the site

below:

http://www.seimet.de/index_english.html

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 3758678181071074968
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3a10d20702b56be1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-20 12:32:17 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!out.nntp.be!propagator-SanJose!
in.nntp.be!news.worldonline.be!not-for-mail
From: "Brabel" <brabel@tiscalinet.be>
Newsgroups: comp.sys.atari.programmer
Subject: Re: how boot hard disk on a STF 1040 ?
Date: Sun, 20 Jan 2002 21:35:28 +0100
Organization: Worldonline Belgium
Lines: 40
Message-ID: <a2f9ggqum1@news.worldonline.be>
References: <a2bvuf$i6c$1@news.worldonline.be>
<a2cj26meg1@newsreader.mailgate.org>
NNTP-Posting-Host: ppp-151-43-223.tiscalinet.be
X-Trace: news.worldonline.be 1011558736 27606 213.151.43.224 (20 Jan 2002 20:32:16
GMT)
X-Complaints-To: abuse@worldonline.be
NNTP-Posting-Date: Sun, 20 Jan 2002 20:32:16 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Xref: archiver1.google.com comp.sys.atari.programmer:822

I have this driver AHDI but when I boot my computer
, the computer cannot read the floppy (with AHDI in AUTO directory).
It seems that the hard disk transform the floppy disk in invisible disk !
The message is like this: "verify the floppy and insert a fisc..."
But if i stop the megafile: the floppy is reachable again...
I don't understand what happen, hardware problem ?

Any idea of solution ?
thanks

Mike

JT <smeg_007@nospam.hotmail.com> a ©crit dans le message :
a2cj26meg1@newsreader.mailgate.org...
>
> Brabel <brabel@tiscalinet.be> wrote in message
> news:a2bvuf$i6c$1@news.worldonline.be...
> > How to install a external hard disk Megafile on a e STF 1040 Atari ?
> >
> > My Atari cannot find the HD when I start the computer ....
> >
> > How to do ?
> >
> >
> > Mike,
> > Brussels, Belgium
> >
> >
>
> You need a hard disk driver. Either the original AHDI that came with the
> drive or use HDDRRIVER 8.x. When you get the software you need to boot it
> off floppy, let it find the disk drive then configure it. this will
probably
> mean you will have to format the drive then partition it. AHDI is around
on
> FTP sites, HDDRIVER is commercial.
>
>

From -2532900575549229203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3a10d20702b56be1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-20 13:39:07 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.cwix.com!skynet.be!skynet.be!news.mailgate.org!
newsreader.mailgate.org!not-for-mail
From: "JT" <smeg_007@nospam.hotmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: how boot hard disk on a STF 1040 ?
Date: Sun, 20 Jan 2002 21:36:53 -0000
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 27
Sender: smeg_007@hotmail.com
Message-ID: <a2fddpejg1@newsreader.mailgate.org>
References: <a2bvuf$i6c$1@news.worldonline.be>
<a2cj26meg1@newsreader.mailgate.org> <a2f9ggqum1@news.worldonline.be>

NNTP-Posting-Host: pc-62-30-197-120-sm.blueyonder.co.uk
X-Trace: newsreader.mailgate.org 1011562746 14960 62.30.197.120 (20 Jan 2002 21:39:06 GMT)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Sun, 20 Jan 2002 21:39:06 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Xref: archiver1.google.com comp.sys.atari.programmer:823

Theres probably something on the hard disk thats causing that. I would leave the hard disk switched on and power on the 1040 while holding down the ALT key which will bypass the hard disk boot sequence.
If you can successfully boot to floppy then you can run the ahdi program.

Brabel <brabel@tiscalinet.be> wrote in message news:a2f9ggqum1@news.worldonline.be...
> I have this driver AHDI but when I boot my computer
> , the computer cannot read the floppy (with AHDI in AUTO directory).
> It seems that the hard disk transform the floppy disk in invisible disk !
> The message is like this: "verify the floppy and insert a fisc..."
> But if i stop the megafile: the floppy is reachable again...
> I don't understand what happen, hardware problem ?
>
> Any idea of solution ?
> thanks
>
> Mike

From 3930542905705331182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6ff1d8e3fbad9ae0,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6ff1d8e3fbad9ae0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-21 05:45:06 PST
Path: archiver1.google.com!news1.google.com!sn-xit-03!supernews.com!freenix!wanadoo.fr!not-for-mail
From: lafabrie florent <lafabrie@club-internet.fr>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: [help]Drag and Drop protocol
Date: Mon, 21 Jan 2002 14:34:09 +0100

Organization: Wanadoo, l'internet avec France Telecom
Lines: 26
Message-ID: <3C4C18D1.4080706@club-internet.fr>
NNTP-Posting-Host: mix-toulouse-106-1-34.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: wanadoo.fr 1011619949 3194 193.250.239.34 (21 Jan 2002 13:32:29 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 21 Jan 2002 13:32:29 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win 9x 4.90; fr-FR; rv:0.9.4) Gecko/20011019
Netscape6/6.2
X-Accept-Language: fr-fr
Xref: archiver1.google.com comp.sys.atari.st:19229 comp.sys.atari.programmer:824

Hello,

Icon Extract version 1.3 advance, and now that the long filenames are
managed correctly (thank you Eric) as well as the XPM files, I attack
the Drag Drop protocol to Interface or RSM. I have a small problem when
I do a call of Drag Drop with the source code in C liveries in the
documentation of Magic 6. There is what it happens:

1 - I displace my RSC file by a graf_dragbox () toward an empty window
of Interface.
2 - I detect the handle of the window by wind_find () and the ap_id of
Interface by wind_get(WF_OWNER...).
3 - I open a Drag protocol Drop by the call ddcreate () and I get the
handle of the pipes (example: 6).
4 - I do the call ddrtry() to read the 32 supplementary bits of the pipes.
5 - At this moment, the call must send back me 1 if all passed well
either himself 0 in case of mistake. But visibly I have no return! The
routine seems blocked at the time of the reading of data. I can displace
the mouse, I have clicks to the keyboard when I push over, but no access
to windows and to the menu. In short it seems well being a crash.

What I would wish, it's a skeleton of a program or examples using the
source code of Magic. Thank you by advance of your help.

F.LAFABRIE

From -1836228063545987456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f9ba4,449b32b20a2b3bae,start
X-Google-Attributes: gidf9ba4,public
X-Google-Thread: 1115ce,449b32b20a2b3bae,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fed41,449b32b20a2b3bae,start
X-Google-Attributes: gidfed41,public
X-Google-Thread: f98ee,449b32b20a2b3bae,start
X-Google-Attributes: gidf98ee,public

X-Google-Thread: 101d3b,449b32b20a2b3bae,start
X-Google-Attributes: gid101d3b,public
X-Google-ArrivalTime: 2002-01-21 16:44:00 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsxfer.interpacket.net!news.interpacket.net!
hoscucok.edu.ve.POSTED!usenet
From: "Wednesday Chianese" <rixly@hoscucok.edu.ve>
Newsgroups: comp.sys.mac.programmer.misc,comp.sys.mac.programmer.tools,comp.soft-sys.dce,comp.sys.arm,comp.sys.atari.programmer
Subject: [hipJoe] A.A.vs.N.A.
Followup-To: news.admin.net-abuse.sightings
Date: Mon, 21 Jan 2002 21:25:11 GMT
Organization: Zodiac Pro Spam Services
Lines: 49
Approved: "Wednesday Chianese" <rixly@hoscucok.edu.ve>
Message-ID: <5L6QUoIvSP3VS.4447534780$ySikfNdCm.7532541483@hoscucok.edu.ve>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news2.interpacket.net 1011660235 9689 216.252.131.5 (22 Jan 2002 00:43:55 GMT)
X-Complaints-To: abuse@interpacket.net
X-Mailer: Mozilla/2.02 (Win95; I; 16bit)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.mac.programmer.misc:5443
comp.sys.mac.programmer.tools:2526 comp.soft-sys.dce:277 comp.sys.arm:2083
comp.sys.atari.programmer:825

HipCrime offers a new service: Custom massive spamming, FREE.

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conducted via both Usenet and Email. Your article will appear
in _every_ newsgroup (even moderated ones), and it is protected
from the filters and cancelbots by the latest in hash busting &
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http://www.osearth.com
http://www.careermd.com
http://www.dolphinwave.org
http://www.spamhunter.co.uk
http://howardk.moonfall.com/

http://www.trance-formation.com
http://www.trance-formation.org
http://hometown.aol.com/frederi108
http://www.optional-identity.org.uk/
http://www.coollist.com/group.cgi?l=nntplist
http://www.hotboards.com/plus/plus.mirage?who=zodiac_16

HipCrime's ActiveAgent harvests email addresses by crawling the World Wide Web (HTTP), scanning Usenet Newsgroups (NNTP), or by loading compressed mega mailing lists (ZIP) like these:

http://64.227.13.120/here.zip
http://cyberspacereality.net/flamers/masterantis.zip
http://cyberspacereality.net/flamers/masterantis2.zip

HipCrime's ActiveAgent, the interNet's premier Publicity Engine, is the integrated multi-protocol spamming solution, guaranteeing anonymized saturation of both Usenet News (NNTP) and Email (SMTP).

Get your copy today, or get HipJoe'd ... it pays!

--
Wednesday Chianese
They are cleaning throughout the doorway now, won't kick tyrants later.

From -9188926609407629244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-23 05:42:33 PST
From: CapriRS <christianroy66@hotmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: New Atari Site Uploaded
Reply-To: christianroy66@hotmail.com
Message-ID: <nsdt4u48s3gqe8nmqrj3b7otdprj0glpai@4ax.com>
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
X-Newsreader: Forte Agent 1.8/32.548
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 17
Date: Wed, 23 Jan 2002 08:23:03 -0500
NNTP-Posting-Host: 142.217.228.88
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1011792179 142.217.228.88 (Wed, 23 Jan 2002 08:22:59 EST)
NNTP-Posting-Date: Wed, 23 Jan 2002 08:22:59 EST
Organization: Bell Sympatico
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!torn!webster!nf1.bellglobal.com!nf2.bellglobal.com!news20.bellglobal.com.POSTED!not-for-mail
Xref: archiver1.google.com comp.sys.atari.programmer:826

WOW i just read all this i am frade to start my web page for my Old
personnelle Atri400 !!! lol

I am french by the way no my english maybe bad :)

ok here my link you will see only ScrennShot here, i not programmmer
just try to play my old games in my computer !!!

http://capri1979.tripod.com/Atari400.htm

i have 30 Cartridges, 2 Cassettes games plus al my intruction book for
the games !! maybe some peaple are interste of all my shit !!!

please tell me if you want some thing :) christianroy66@hotmail.com

My site now is in contruction so so be patien for screenshot !!!

From -4638961584513145798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2838754ae4f4a11a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-23 13:22:19 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.mailgate.org!mygate.mailgate.org!
s340-modem1796.dial.xs4all.nl!not-for-mail
From: "Marcus Flowers" <marcus_flowers@hotmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: Needed: 1040 STFM English language disk
Date: Wed, 23 Jan 2002 21:22:16 +0000 (UTC)
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 11
Message-ID: <4400223e45f0cfa4d9d99b5089679dad.63279@mygate.mailgate.org>
NNTP-Posting-Host: s340-modem1796.dial.xs4all.nl
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.mailgate.org 1011804094 13947 194.109.167.4 (Wed Jan 23 22:22:16
2002)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Wed, 23 Jan 2002 21:22:16 +0000 (UTC)
Injector-Info: news.mailgate.org; posting-host=s340-modem1796.dial.xs4all.nl;
posting-account=63279; posting-date=1011804094
User-Agent: Mailgate Web Server
X-URL: http://mygate.mailgate.org/mynews/comp/comp.sys.atari.programmer/
4400223e45f0cfa4d9d99b5089679dad.63279%40mygate.mailgate.org
Xref: archiver1.google.com comp.sys.atari.programmer:827

Hi,

I'm looking for an Atari 1040 STFM English language disk. The contents
in zipped format, would be great. Can anyone help me? (You can send it

to marcus_flowers@hotmail.com, Thanks!)

Thanks & Regards, Marcus.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

From 1625721999960154008
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31ba1ed8f8140872,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-24 00:26:53 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!dispose.news.demon.net!demon!diablo.netcom.net.uk!
netcom.net.uk!news-hub.siol.net!newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!
news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Pure Pascal problems
Date: Thu, 24 Jan 2002 09:27:39 +0100
Organization: SIEMENS AG AUSTRIA
Lines: 21
Message-ID: <3C4FC57B.1AC135E3@siemens.at>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.siemens.at 1011860812 6964 158.226.192.100 (24 Jan 2002 08:26:52
GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Thu, 24 Jan 2002 08:26:52 +0000 (UTC)
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:828

Hi,

I've been using Pure Pascal for all the time since it became available.
There were several bugs in 1.0, but 1.1.1 seemed quite stable and I was
very satisfied. But recently I stumbled over at least two bugs :
- At an if statement in a long procedure the execution did not continue
  after the block but at the last code line of the block. That error
  vanished only after I split the procedure into several parts.
- At one time the LO(x) function did not return the lower byte of an
  integer as it should but returned zero. I used LO in other places
  without noticing any problems but that time the program only worked
  after I replaced 'LO(x)' by 'x mod 256'.
Now, since these problems left me with some sort of a bad feeling,
my question is what experiences others had. If I would be able to
compile a list of problematic code I could avoid that and continue
using Pure Pascal, which most of the time compiles very fast code

(but apparently has some few bugs in the optimization) and has
an excellent environment for development.

Thanks
Gerhard

From 6246199062944726982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2838754ae4f4a11a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-27 00:11:28 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!out.nntp.be!propagator-SanJose!
in.nntp.be!pd2nf1so.cg.shawcable.net!residential.shaw.ca!
news2.calgary.shaw.ca.POSTED!not-for-mail
Message-ID: <3C53B625.4A1C2467@home.com>
From: Don Holmberg <donholmberg@home.com>
X-Mailer: Mozilla 4.75 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Needed: 1040 STFM English language disk
References: <4400223e45f0cfa4d9d99b5089679dad.63279@mygate.mailgate.org>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 21
Date: Sun, 27 Jan 2002 08:10:26 GMT
NNTP-Posting-Host: 24.67.253.205
X-Complaints-To: abuse@shaw.ca
X-Trace: news2.calgary.shaw.ca 1012119026 24.67.253.205 (Sun, 27 Jan 2002 01:10:26
MST)
NNTP-Posting-Date: Sun, 27 Jan 2002 01:10:26 MST
Organization: Shaw Residential Internet
Xref: archiver1.google.com comp.sys.atari.programmer:829

Hi Marcus...just wondering if anyone responded. Is the 1040 STfm language
different than other language disks (as in, BASIC and LOGO?).

If that's what you need, I know where you can get it, no problem.

-Don
donholmberg@shaw.ca

Marcus Flowers wrote:

> Hi,
>
> I'm looking for an Atari 1040 STFM English language disk. The contents
> in zipped format, would be great. Can anyone help me? (You can send it
> to marcus_flowers@hotmail.com, Thanks!)
>
> Thanks & Regards, Marcus.

>
> --
> Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

From 549902580397968614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ba4f2d61efbf29f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-30 12:06:44 PST
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: AV_protokol
Date: Wed, 30 Jan 02 21:00:12
Organization: De Petris Software Development
Lines: 21
Message-ID: <3922_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!isdnet!zamboni.dsnet.it!
phobos.ibnetwork.net!seanews1.seabone.net!garse!server-b.cs.interbusiness.it!
bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
Xref: archiver1.google.com comp.sys.atari.programmer:830

Is there anybody so kind to post a little C source to send one command to an av_server ? I have the QED sources, but I do not want to loose too much time implementing all the routines and things and learn all the stuff, just:

```
main()
{
    if(AV_check_AVSERVER_env()
    {
        AV_init();
        AV_send(AV_WINDOPEN);
        AV_term();
    }
}
```

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
AMIGA - A Merely Insignificant Game Addiction

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 9136845250468491649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,410773551a05fd6a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-30 14:56:16 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
torn!news-nb00s0.nbnet.nb.ca!not-for-mail
From: "Brent Eamer" <breamer@nb.sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: Wanted: OSS Personal Pascal
Lines: 5
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Message-ID: <jS_58.1559$Ek1.154874@news-nb00s0.nbnet.nb.ca>
Date: Wed, 30 Jan 2002 22:56:15 GMT
NNTP-Posting-Host: 142.166.202.89
X-Complaints-To: abuse@nbnet.nb.ca
X-Trace: news-nb00s0.nbnet.nb.ca 1012431375 142.166.202.89 (Wed, 30 Jan 2002
18:56:15 AST)
NNTP-Posting-Date: Wed, 30 Jan 2002 18:56:15 AST
Organization: NBTel Internet
Xref: archiver1.google.com comp.sys.atari.programmer:831

The latest(last...) version would be nice

Thanks..

From -7390732701719107873
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae057b23f7e16ad,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fac3b,7d1dd1393f71acae
X-Google-Attributes: gidfac3b,public
X-Google-ArrivalTime: 2002-02-04 08:12:57 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!193.251.151.101!opentransit.net!wanadoo.fr!RINJAHIN.HI.US!
yfidwy
From: yfidwy@RINJAHIN.HI.US
Newsgroups: comp.sys.atari.programmer,soc.history.what-if
Subject: READ THE WEB-SITE THAT THE KIKES TRY TO CENSOR
Date: Mon, 4 Feb 2002 15:28:56 GMT
Organization: Wanadoo, l'internet avec France Telecom
Lines: 87
Message-ID: <362AA0B18792C45@news.wanadoo.fr>
NNTP-Posting-Host: aste-genev-bois-102-2-1-13.abo.wanadoo.fr
X-Trace: wanadoo.fr 1012839159 7345 193.252.220.13 (4 Feb 2002 16:12:39 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 4 Feb 2002 16:12:39 GMT

Xref: archiver1.google.com comp.sys.atari.programmer:832 soc.history.what-if:206844

WWW.GIWERSWORLD.ORG
THE SITE WHERE ALL KIKES ARE LAMPSHADES

PROUDLY PRESENTED BY

MATTHIAS GIWER
14205 N. NEBRASKA AVE
TAMPA FLORIDA

813-977-7380

jull43@tampabay.rr.com
matt@giwersworld.org

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213-947-1032

Why doesn't Ella burn unbelievably? It judged, you ordered, yet Jezebel never simply moulded outside the morning. Vincent! You'll scold jackets. Nowadays, I'll wander the printer. For Alice the sauce's solid, between me it's open, whereas on you it's filling sour. We irrigate the stupid poultice. As hatefully as Jeremy arrives, you can talk the ball much more superbly. Lately, Tim never climbs until Fred kills the light walnut familiarly. Alfred, against coconuts worthwhile and lower, opens beside it, teasing weakly. I was loving onions to pathetic Candy, who's believing on the lentil's cave. Her paper was filthy, blunt, and measures against the corner. Get your partially moving disk under my window.

Where did Alejandro promise outside all the cases? We can't depart plates unless Josef will regularly improve afterwards. The pickles, hats, and dogs are all inner and shallow. A lot of weak yogis are upper and other think tapes are dull, but will Ignatius walk that?

What will you pull the ugly distant floors before Kirsten does? Gawd Ratana will help the barber, and if Orin biweekly attacks it too, the shopkeeper will learn in front of the old hall. Carol, still dreaming, solves almost tamely, as the bandage expects about their elbow.

Until Genevieve sows the frogs strongly, Mitch won't behave any

new rooms. One more rich tailor or ceiling, and she'll seemingly seek everybody.

Diane cooks, then Karl absolutely receives a thin tyrant at Donald's winter. We reject monthly if Diane's egg isn't elder. Don't look sadly while you're playing above a dark coffee. Many good abysmal porters globally explain as the urban codes care. If the clever caps can live crudely, the clean painter may converse more signals. When did Andrew recommend the bush throughout the angry jar? Lots of pools nearly nibble the sick sign. I am totally outer, so I clean you. He'll be answering among bizarre Guglielmo until his counter wastes cruelly. She can lift subtly, unless Ella attempts candles behind Varla's ulcer. It can dye the empty carrot and change it alongside its doorway.

Every bitter short tickets will admiringly smell the aches. Nowadays, it combs a potter too lost in front of her weird window. Let's pour between the unique autumns, but don't fear the sweet units. She wants to creep noisy powders for Roxanna's dorm.

My cosmetic tree won't grasp before I recollect it. They are tasting over younger, without fresh, near handsome twigs.

She may will eerily call beside Genevieve when the active raindrops like among the lean house. Some grocers will be heavy difficult figs. Are you strong, I mean, excusing against rural boats?

Will you cover about the canyon, if Will quietly laughs the wrinkle?

It should fully kick between healthy cheap oceans.

I was irritating to hate you some of my brave clouds. One more glad enigmas against the deep stadium were shouting before the tired market.

From -8207462213725107655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ce18c1f1682a5762,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-02-06 03:43:27 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!torn!news-nb00s0.nbnet.nb.ca!not-for-mail
From: "Brent Eamer" <breamer@nb.sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: OSS Personal Pascal
Lines: 6
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000

X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Message-ID: <yF888.2951$Ek1.348242@news-nb00s0.nbnet.nb.ca>
Date: Wed, 06 Feb 2002 11:43:26 GMT
NNTP-Posting-Host: 142.166.192.8
X-Complaints-To: abuse@nbnet.nb.ca
X-Trace: news-nb00s0.nbnet.nb.ca 1012995806 142.166.192.8 (Wed, 06 Feb 2002 07:43:26 AST)
NNTP-Posting-Date: Wed, 06 Feb 2002 07:43:26 AST
Organization: NBTel Internet
Xref: archiver1.google.com comp.sys.atari.programmer:833

I think I posted this but have not seen it lately, but if anyone has this product for sale, please reply to this group

Thanks

From -1627201759628851117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,2df38d43dc43f3fe,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-02-14 13:41:05 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.uchicago.edu!newsswitch.lcs.mit.edu!newsfeed.mathworks.com!dispose.news.demon.net!demon!diablo.theplanet.net!news.theplanet.net!not-for-mail
From: "Ben_Gainey" <[hotmail] @ [uk_top_geek].com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: boot process of atari
Date: Thu, 14 Feb 2002 21:40:58 -0000
Lines: 25
Message-ID: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
NNTP-Posting-Host: modem-325.gacked.dialup.pol.co.uk
X-Trace: newsg1.svr.pol.co.uk 1013721502 8639 62.25.241.69 (14 Feb 2002 21:18:22 GMT)
NNTP-Posting-Date: 14 Feb 2002 21:18:22 GMT
X-Complaints-To: abuse@theplanet.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: archiver1.google.com comp.sys.atari.programmer:834 comp.sys.atari.st:20096 comp.sys.atari.st.tech:2915

(i come from the world of pcs so please forgive me if i make some awful asumptions ;-)

how does the atari boot ?

is its OS code kept all in rom, or does the rom load the os from a floppy?

linux works on the atari right?

how does linux boot on the atari so that it can take over the machine?

how would i go about making an atari boot my own code from, say, a floppy disk?
the reason i ask is since i am working on a hobby os, mostly for the PC, but i want to make it easily portable, so i intend to also write a basic functionality to boot on different architecture (M68k processor with MMU).

any links or books?

Ta,
Ben

From 1699905485203692428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2df38d43dc43f3fe
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-02-14 13:55:55 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.mailgate.org!newsreader.mailgate.org!not-for-mail
From: "JT" <smeg_007@nospam.hotmail.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: boot process of atari
Date: Thu, 14 Feb 2002 21:53:08 -0000
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 43
Sender: smeg_007@hotmail.com
Message-ID: <a4hbpahen1@newsreader.mailgate.org>
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
NNTP-Posting-Host: pc-62-30-197-120-sm.blueyonder.co.uk
X-Trace: newsreader.mailgate.org 1013723754 17879 62.30.197.120 (14 Feb 2002 21:55:54 GMT)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Thu, 14 Feb 2002 21:55:54 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200

Xref: archiver1.google.com comp.sys.atari.programmer:835 comp.sys.atari.st:20097
comp.sys.atari.st.tech:2916

Hi,

The atari ST has its bootstrap, BIOS, and GUI in ROM (well any atari ST
after ~1986)

No floppy disk is needed to boot to the desktop, though if there is no hard
drive, a blank floppy in the drive will speed up the boot process
considerably.

Linux is not available for the basic ST (something does exist but I nothing
"mainstream" i think).

If you write a program that runs under 68K then compile it and place it on
the floppy in a folder called "AUTO". When the system boots it will run this
program first. Other than that, you can put code in the bootsector of the
floppy, and make the checksum of the sector $1234. This will boot earlier in
the startup sequence than the auto folder one.

Ben_Gainey <[hotmail] @ [uk_top_geek].com> wrote in message
news:a4h9iu$8dv$1@newsg1.svr.pol.co.uk...
> (i come from the world of pcs so please forgive me if i make some awful
> asumptions ;-)
>
> how does the atari boot ?
>
> is its OS code kept all in rom, or does the rom load the os from a floppy?
>
> linux works on the atari right?
>
> how does linux boot on the atari so that it can take over the machine?
>
> how would i go about making an atari boot my own code from, say, a floppy
> disk?
> the reason i ask is since i am working on a hobby os, mostly for the PC,
but
> i want to make it easily portable, so i intend to also write a basic
> functionality to boot on different architecture (M68k processor with MMU).
>
> any links or books?

From 3095619092478284256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,2df38d43dc43f3fe

X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-02-14 13:59:32 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!opentransit.net!proxad.net!grolier!not-for-mail
Message-ID: <3C6C34B6.8CBF38B9@club-internet.fr>
Date: Thu, 14 Feb 2002 23:05:42 +0100
From: Laurent Vogel <lvl@club-internet.fr>
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
To: Ben_Gainey <"[hotmail] "@ [uk_top_geek].com>
Subject: Re: boot process of atari
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 61
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 14 Feb 2002 21:59:29 GMT
NNTP-Posting-Host: 213.44.9.3
X-Trace: 1013723969 news.club-internet.fr 4986 213.44.9.3
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:836 comp.sys.atari.st:20098
comp.sys.atari.st.tech:2917

Ben_Gainey wrote:
>
> (i come from the world of pcs so please forgive me if i make
> some awful asumptions ;-)

I don't know for others but I'll try not to be offended.

> how does the atari boot ?
>
> is its OS code kept all in rom, or does the rom load the os from a floppy?

very old versions of the OS were on floppy, with a simple boot loader
in ROM. Now the OS is in ROM. However on bootup it
- checks for some hardware cartridge and jump into them at some point
- after reset it checks and in some conditions it jumps to a
  reset-resident programs
- it loads the floppy bootsector, and if this bootsector is
  executable, it jumps in
- it then try to execute an executable boot sector found on hard
  disks.
- finally programs found in the X:\AUTO folder are executed one
  after another (where X: stands for the letter of the boot drive,
  either the floppy or a partition in a hard disk)
- at last the desktop appears.

> linux works on the atari right?

It is said so, but I never checked, as I only have a bare 68000
atari or emulators.

> how does linux boot on the atari so that it can take over the machine?

I suppose it is run from the auto folder, or perhaps launched by
boot loaders that can be installed on the MBR of the first hard
disk, (like LILO?)

> how would i go about making an atari boot my own code from, say, a floppy
> disk?

simply ensure that the first sector of your floppy has the right
checksum. For details, just have a look at the source code for
EmuTOS, a re-writing of the Atari ST OS covered in GPL, at

  http://emutos.sf.net

especially the files bios/floppy.c and bios/blkdev.c (for the
floppy). As EmuTOS is self-contained, and runs currently on actual
and emulated hardware from 68000 to 68040, I think you might
find other valuable info there.

> the reason i ask is since i am working on a hobby os, mostly for the PC, but
> i want to make it easily portable, so i intend to also write a basic
> functionality to boot on different architecture (M68k processor with MMU).
>
> any links or books?

extensive Atari ST documentation in the STOnX-for-java page at:

  http://www.atari-st.lovely.net/atari-st-docs/index.html

Laurent.

From 6473307931324144252
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2df38d43dc43f3fe
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-02-15 01:45:07 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!news-
x2.support.nl!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!
logbridge.uoregon.edu!feeder.nmix.net!news.mainstreet.net!paloalto-snf1.gtei.net!
news.gtei.net!forum.apple.com!news.apple.com!not-for-mail
From: Nicolas Lekuona - Apple Services Spain <nlecuona@euro.apple.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: boot process of atari
Date: Fri, 15 Feb 2002 10:44:53 +0100

Organization: Apple Computer, Inc.
Lines: 16
Message-ID: <B8929725.3A06%nlecuona@euro.apple.com>
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
NNTP-Posting-Host: dhcp-1a19.es.euro.apple.com
Mime-Version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-Transfer-Encoding: 7bit
X-Trace: news.apple.com 1013766296 168 17.69.59.119 (15 Feb 2002 09:44:56 GMT)
X-Complaints-To: usenet@news.apple.com
NNTP-Posting-Date: 15 Feb 2002 09:44:56 GMT
User-Agent: Microsoft-Entourage/10.0.0.1309
Xref: archiver1.google.com comp.sys.atari.programmer:838 comp.sys.atari.st:20142
comp.sys.atari.st.tech:2919

>
> linux works on the atari right?
>

Dunno about Linux, but I recall some guy running MINIX on a barebones ST
with one of the olde "shoebox" HDDs attached, back in the late '80s...

And certainly we had a TT030 running a complete AT&T UNIX SVR4 system with
X-windows and Motif (I think it was Motif) on it (a bit unstable, but it was
a prototype, anyway). That was in '91, I think.

Nick.-

Ex Atari Corp (Spain) Employee (looooooong ago!)

From 3667133461771917803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2df38d43dc43f3fe
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-02-16 05:26:58 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.tele.dk!small.news.tele.dk!194.213.69.151!
news.algonet.se!algonet!newspeer.clara.net!news.clara.net!eos
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
<B8929725.3A06%nlecuona@euro.apple.com>
Subject: Re: boot process of atari
Date: Sat, 16 Feb 2002 13:11:21 -0000
Lines: 25
X-Priority: 3

X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Complaints-To: abuse@clara.net (please include full headers)
X-Trace: 132f37303e30e10863d14223d21029602e70ea341e337330242439303c6e5c1d
NNTP-Posting-Date: Sat, 16 Feb 2002 13:18:21 GMT
Message-ID: <1013865501.11596.4@eos.uk.clara.net>
Lines: 25
Xref: archiver1.google.com comp.sys.atari.programmer:841 comp.sys.atari.st:20179
comp.sys.atari.st.tech:2926

Hi Nicolas

| Nick.-
|
| Ex Atari Corp (Spain) Employee (looooooong ago!)

I'm starting an Atari museum at my Atari club, could we please stuff and
mount yourself and put you in a display case.

How abut dishing some dirt on the "Real" Atari Corp, with none of the
press-dressed ballux..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

From 7852925427789104941
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2df38d43dc43f3fe
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-02-16 05:26:58 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!colt.net!newspeer.clara.net!news.clara.net!eos
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
Subject: Re: boot process of atari

Date: Sat, 16 Feb 2002 12:58:47 -0000
Lines: 63
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Complaints-To: abuse@clara.net (please include full headers)
X-Trace: 6404310023d6e002323793309ee3473224333182e110292ae73020433c6e5c1a
NNTP-Posting-Date: Sat, 16 Feb 2002 13:18:18 GMT
Message-ID: <1013865498.11596.2@eos.uk.clara.net>
Lines: 63
Xref: archiver1.google.com comp.sys.atari.programmer:839 comp.sys.atari.st:20177
comp.sys.atari.st.tech:2924

Hi Ben

| (i come from the world of pcs so please forgive me if i make some awful
| asumptions ;-)

For which you will suffer severe insulting!. 8-)

| how does the atari boot ?

In General, at switch on the machine firstly checks for the precense of a cartridge, if the cart is present and is a bootable cart then control is handed straight to the cart, if no cart the floppy drive is checked for an executable bootsector, if so this will be executed, the actions following this will depend on the executed code, if the floppy is non-executable or gives a return to the OS then the ACSI chain is scanned for devices from numbers 0 to 6, if any contains an executable bootsector then control is handed to the relevant code, if the code returns control then the subsystems are initialised and then Auto folder programs are run and any accesories are loaded and run, control is now handed to the desktop, what hapens next depends on the user.

| is its OS code kept all in rom, or does the rom load the os from a floppy?

Only the early Atari's had the OS on disk and had a bootloader subsystem in ROM to load it.

| linux works on the atari right?

Extremely well, but only on 68030 powered machines i believe.

| how does linux boot on the atari so that it can take over the machine?

It patches into the hard disk bootloader.

| how would i go about making an atari boot my own code from, say, a floppy
| disk?

Write an executable bootsector or use a so Called AUTO-program, this is an app that resides in a folder called AUTO, on the atari system Any program

that resides in such a folder is executed by the OS automatically.

| the reason i ask is since i am working on a hobby os, mostly for the PC,
but
| i want to make it easily portable, so i intend to also write a basic
| functionality to boot on different architecture (M68k processor with MMU).
|
| any links or books?

Millions, welcome to the internet..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

From -8026312500540064088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2df38d43dc43f3fe
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-02-16 05:26:58 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!colt.net!newspeer.clara.net!news.clara.net!eos
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
<a4hbpahen1@newsreader.mailgate.org> <1f7mc2p.w1waab1bzctcmN%northstar2010@_I-
hate-spam_yahoo.no>
Subject: Re: boot process of atari
Date: Sat, 16 Feb 2002 13:07:44 -0000
Lines: 31
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Complaints-To: abuse@clara.net (please include full headers)
X-Trace: 4e7325c1361270f0e9e6303dd2433200e137e28013103b30933405223c6e5c1b
NNTP-Posting-Date: Sat, 16 Feb 2002 13:18:19 GMT
Message-ID: <1013865499.11596.3@eos.uk.clara.net>

Lines: 31
Xref: archiver1.google.com comp.sys.atari.programmer:840 comp.sys.atari.st:20178
comp.sys.atari.st.tech:2925

HI Hallvard

| > No floppy disk is needed to boot to the desktop, though if there is no
hard
| > drive, a blank floppy in the drive will speed up the boot process
| > considerably.
|
| I've always wondered why this happens. Why does the drive keep spinning
| and spinning seemingly forever if there's no disk inserted, until the
| desktop finally arrives?
| What is the machine actually looking for using the disk drive when it
| starts up?

Its a TOS bug, never caused any harm so it doesn't get mentioned.

My MegaSTE doesn't do it.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

From 4228638423569314573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2df38d43dc43f3fe
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-02-16 12:10:05 PST
Path: archiver1.google.com!news1.google.com!sn-xit-03!supernews.com!
194.159.255.21.MISMATCH!dispose.news.demon.net!demon!diablo.theplanet.net!
news.theplanet.net!not-for-mail
From: "Ben_Gainey" <[hotmail] @ [uk_top_geek].com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: boot process of atari
Date: Sat, 16 Feb 2002 20:10:11 -0000

Lines: 34
Message-ID: <a4meai$5ck$1@newsg3.svr.pol.co.uk>
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
NNTP-Posting-Host: modem-1239.sponger.dialup.pol.co.uk
X-Trace: newsg3.svr.pol.co.uk 1013890194 5524 62.25.221.215 (16 Feb 2002 20:09:54
GMT)
NNTP-Posting-Date: 16 Feb 2002 20:09:54 GMT
X-Complaints-To: abuse@theplanet.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: archiver1.google.com comp.sys.atari.programmer:842 comp.sys.atari.st:20198
comp.sys.atari.st.tech:2929

Ta all

ben

"Ben_Gainey" <[hotmail] @ [uk_top_geek].com> wrote in message
news:a4h9iu$8dv$1@newsg1.svr.pol.co.uk...
> (i come from the world of pcs so please forgive me if i make some awful
> asumptions ;-)
>
> how does the atari boot ?
>
> is its OS code kept all in rom, or does the rom load the os from a floppy?
>
> linux works on the atari right?
>
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>
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> the reason i ask is since i am working on a hobby os, mostly for the PC,
but
> i want to make it easily portable, so i intend to also write a basic
> functionality to boot on different architecture (M68k processor with MMU).
>
> any links or books?
>
> Ta,
> Ben
>
>
>
>

From 5067951211533418717
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2df38d43dc43f3fe
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-02-16 13:03:04 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!fr.usenet-edu.net!usenet-edu.net!proxad.net!proxad.net!grolier!not-for-mail
Message-ID: <3C6ECA79.2D8D988@club-internet.fr>
Date: Sat, 16 Feb 2002 22:09:13 +0100
From: Laurent Vogel <lvl@club-internet.fr>
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: boot process of atari
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
<1013865498.11596.2@eos.uk.clara.net>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 26
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 16 Feb 2002 21:02:57 GMT
NNTP-Posting-Host: 213.44.96.74
X-Trace: 1013893377 news.club-internet.fr 4974 213.44.96.74
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:843 comp.sys.atari.st:20201 comp.sys.atari.st.tech:2931

Steve Sweet wrote:
>
> | how does the atari boot ?
>
> In General, at switch on the machine firstly checks for the precense of a
> cartridge, if the cart is present and is a bootable cart then control is
> handed straight to the cart, if no cart the floppy drive is checked for an
> executable bootsector, if so this will be executed, the actions following
> this will depend on the executed code, if the floppy is non-executable or
> gives a return to the OS then the ACSI chain is scanned for devices from
> numbers 0 to 6, if any contains an executable bootsector then control is
> handed to the relevant code, if the code returns control then the subsystems
> are initialised and then Auto folder programs are run and any accesories are
> loaded and run, control is now handed to the desktop, what hapens next
> depends on the user.
>
> | is its OS code kept all in rom, or does the rom load the os from a floppy?
>
> Only the early Atari's had the OS on disk and had a bootloader subsystem in
> ROM to load it.

I wanted to apologize for my bad english in this forum!
Apparently Steve found necessary to answer these questions

again two days after I did :-|

Laurent.

From 1409193715917983139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2df38d43dc43f3fe
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-02-16 20:55:03 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!easynews!
news.easynews.com.POSTED!not-for-mail
From: James Ingram <james.hippo.ingram@btinternet.hippo.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: boot process of atari
Message-ID: <au9v6usj6rlru2k7k6vje8fssh1k2sm0nc@4ax.com>
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
<1013865498.11596.2@eos.uk.clara.net>
X-Newsreader: Forte Agent 1.7/32.534
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 23
X-Complaints-To: abuse@easynews.com
Organization: EasyNews, UseNet made Easy! - Test our service with our FREE trial
at https://www.easynews.com/trial/trial.phtml
X-Complaints-Info: Please be sure to forward a copy of ALL headers otherwise we
will be unable to process your complaint properly.
Date: Sun, 17 Feb 2002 04:53:16 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:844 comp.sys.atari.st:20210
comp.sys.atari.st.tech:2933

On Sat, 16 Feb 2002 12:58:47 -0000, "Steve Sweet"
<stevesweet@freeuk.com> wrote:

>Hi Ben
>
>| (i come from the world of pcs so please forgive me if i make some awful
>| asumptions ;-)
>
>For which you will suffer severe insulting!. 8-)
>
>| how does the atari boot ?
>
>In General, at switch on the machine firstly checks for the precense of a
>cartridge,

IIRC, technically, the *first* thing it does is check the reset
vector.

Pedantic? Moi?

James

From 3544378242991137312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2df38d43dc43f3fe
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-02-17 09:04:25 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!dispose.news.demon.net!demon!grolier!not-for-mail
Message-ID: <3C6FE410.A2BF95E0@club-internet.fr>
Date: Sun, 17 Feb 2002 18:10:40 +0100
From: Laurent Vogel <lvl@club-internet.fr>
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: boot process of atari
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk> <1013865498.11596.2@eos.uk.clara.net> <au9v6usj6rlru2k7k6vje8fssh1k2sm0nc@4ax.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 18
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 17 Feb 2002 17:04:22 GMT
NNTP-Posting-Host: 213.44.9.97
X-Trace: 1013965462 news.club-internet.fr 4979 213.44.9.97
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:846 comp.sys.atari.st:20234 comp.sys.atari.st.tech:2936

James Ingram wrote:

> >In General, at switch on the machine firstly checks for the precense of a
> >cartridge,
>
> IIRC, technically, the *first* thing it does is check the reset
> vector.

No. The *first* three things done are:
- disable interrupts by loading 0x2700 in sr
- reset the external peripherals, using the reset instruction
- check if a diagnostic cartridge is in place and if so, jump in

the reset vector is checked later, after the memory has been
configured, (but it is true that 'ordinary' cartridges are tested
after the reset vector).

Laurent.

From -7264956408580711824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2df38d43dc43f3fe
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-02-17 09:44:44 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!easynews!
news.easynews.com.POSTED!not-for-mail
From: James Ingram <james.hippo.ingram@btinternet.hippo.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: boot process of atari
Message-ID: <o0n07us1l82fprnbl0s721fu92tor4g265@4ax.com>
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
<1013865498.11596.2@eos.uk.clara.net> <au9v6usj6rlru2k7k6vje8fssh1k2sm0nc@4ax.com>
<3C6FE410.A2BF95E0@club-internet.fr>
X-Newsreader: Forte Agent 1.7/32.534
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 31
X-Complaints-To: abuse@easynews.com
Organization: EasyNews, UseNet made Easy! - Test our service with our FREE trial
at https://www.easynews.com/trial/trial.phtml
X-Complaints-Info: Please be sure to forward a copy of ALL headers otherwise we
will be unable to process your complaint properly.
Date: Sun, 17 Feb 2002 17:42:57 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:847 comp.sys.atari.st:20236
comp.sys.atari.st.tech:2937

On Sun, 17 Feb 2002 18:10:40 +0100, Laurent Vogel
<lvl@club-internet.fr> wrote:

>James Ingram wrote:
>
>> >In General, at switch on the machine firstly checks for the precense of a
>> >cartridge,
>>
>> IIRC, technically, the *first* thing it does is check the reset
>> vector.
>
>No. The *first* three things done are:
>- disable interrupts by loading 0x2700 in sr
>- reset the external peripherals, using the reset instruction

>- check if a diagnostic cartridge is in place and if so, jump in
>
>the reset vector is checked later, after the memory has been
>configured, (but it is true that 'ordinary' cartridges are tested
>after the reset vector).

God, it's good to think about this stuff again after so long! And
after the reset vector, the memory was scanned to see if there were
any magic reset-proof programs in memory... or did that happen AFTER
the floppy bootsector. Yup, it did, or those viruses wouldn't have
worked.

Since I got my emulator up and running I've just been itching to write
some 68000, but I have to be rather more constructive right now..
looking for work!

James

From 5469984295440458514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2df38d43dc43f3fe
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-02-18 03:05:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!out.nntp.be!propagator-SanJose!
in.nntp.be!feedwest.news.agis.net!aleron.net!news.mainstreet.net!paloalto-
snf1.gtei.net!news.gtei.net!forum.apple.com!news.apple.com!not-for-mail
From: Nicolas Lekuona <nlecuona@mac.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: boot process of atari
Date: Mon, 18 Feb 2002 11:58:21 +0100
Organization: Apple Computer, Inc.
Lines: 47
Message-ID: <B8969CDD.3C30%nlecuona@mac.com>
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
<B8929725.3A06%nlecuona@euro.apple.com> <1013865501.11596.4@eos.uk.clara.net>
NNTP-Posting-Host: dhcp-1a19.es.euro.apple.com
Mime-Version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-Transfer-Encoding: 7bit
X-Trace: news.apple.com 1014029900 17917 17.69.59.119 (18 Feb 2002 10:58:20 GMT)
X-Complaints-To: usenet@news.apple.com
NNTP-Posting-Date: 18 Feb 2002 10:58:20 GMT
User-Agent: Microsoft-Entourage/10.0.0.1309
Xref: archiver1.google.com comp.sys.atari.programmer:848 comp.sys.atari.st:20263
comp.sys.atari.st.tech:2941

I'll make some document giving you my body when I die; not a pleasant sight,

anyway...

;-)

Nick.-
nlecuona@mac.com

*Sinclair ZX Spectrum 48K + Interface I + Microdrives
*Sinclair/Amstrad ZX Spectrum +3
*Commodore 64
*Atari 520 STFM 4Mb + GCR Spectre + Supercharger
*PC Clone Pentium 60
*PC Clone AMD K6-2 500
*Apple PowerBook G4

And proud of it, man!

> Hi Nicolas
>
> | Nick.-
> |
> | Ex Atari Corp (Spain) Employee (looooooong ago!)
>
> I'm starting an Atari museum at my Atari club, could we please stuff and
> mount yourself and put you in a display case.
>
> How abut dishing some dirt on the "Real" Atari Corp, with none of the
> press-dressed ballux..
>
>
> --
>
>
> Steve. S.
>
>
> ---
> Outgoing mail has been certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02
>
>

From -7000971466796214100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2df38d43dc43f3fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,2df38d43dc43f3fe

X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,2df38d43dc43f3fe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-02-18 12:22:45 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!news-x2.support.nl!colt.net!newspeer.clara.net!news.clara.net!eos
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
References: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk> <a4hbpahen1@newsreader.mailgate.org> <1f7mc2p.w1waab1bzctcmN%northstar2010@_I-hate-spam_yahoo.no> <1013865499.11596.3@eos.uk.clara.net> <1f7r1wx.1eeuptjvjg0ryN%northstar2010@_I-hate-spam_yahoo.no>
Subject: Re: boot process of atari
Date: Sun, 17 Feb 2002 18:19:37 -0000
Lines: 44
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Complaints-To: abuse@clara.net (please include full headers)
X-Trace: 63de032e3e332380423b34c2e710e300932511263e518203f93315403c71628f
NNTP-Posting-Date: Mon, 18 Feb 2002 20:22:39 GMT
Message-ID: <1014063759.31527.0@eos.uk.clara.net>
Lines: 44
Xref: archiver1.google.com comp.sys.atari.programmer:849 comp.sys.atari.st:20295 comp.sys.atari.st.tech:2942

Hi again Hallvard

| > | > No floppy disk is needed to boot to the desktop, though if there is no
| > hard
| > | > drive, a blank floppy in the drive will speed up the boot process
| > | > considerably.
| > |
| > | I've always wondered why this happens. Why does the drive keep spinning
| > | and spinning seemingly forever if there's no disk inserted, until the
| > | desktop finally arrives?
| > | What is the machine actually looking for using the disk drive when it
| > | starts up?
| >
| > Its a TOS bug, never caused any harm so it doesn't get mentioned.
| >
| > My MegaSTE doesn't do it.
|
| How come? Which TOS version is it?
| I have TOS 2.06 in an STe and a Mega STe myself. Haven't had the Mega
| STe for long enough to use it extensively, but know for a fact that on
| the STe (also with TOS 2.06) the timeout seems forever.
|
| Is there something else in the Mega STe which prevents this from

| happening, or are you using an entirely different (or patched) OS from
| me?

My TOS has been heavily modified, its the PAK custom 32bit 3.06, some stuff heavily modified, some other stuff missing altogether.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

From -3486149748705333612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dacc540a6403c487,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 115ed6,dacc540a6403c487,start
X-Google-Attributes: gid115ed6,public
X-Google-Thread: 10c818,dacc540a6403c487,start
X-Google-Attributes: gid10c818,public
X-Google-Thread: 100a3b,dacc540a6403c487,start
X-Google-Attributes: gid100a3b,public
X-Google-ArrivalTime: 2002-02-18 19:04:43 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!router1.news.adelphia.net!router2.news.adelphia.net!news2.news.adelphia.net.POSTED!not-for-mail
From: "Indy Dog" <indydog@adelphia.net>
Newsgroups:
alt.atari.2600vcs,alt.games.atari,comp.sys.atari.programmer,rec.games.video.atari
Subject: FA: 5200 games, Commodore 64, VCS2600
Lines: 15
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Message-ID: <chjc8.1561$r04.1402971@news2.news.adelphia.net>
Date: Tue, 19 Feb 2002 03:04:40 GMT
NNTP-Posting-Host: 24.51.182.248
X-Complaints-To: abuse@adelphia.net
X-Trace: news2.news.adelphia.net 1014087880 24.51.182.248 (Mon, 18 Feb 2002 22:04:40 EST)
NNTP-Posting-Date: Mon, 18 Feb 2002 22:04:40 EST
Xref: archiver1.google.com alt.atari.2600vcs:482 alt.games.atari:382 comp.sys.atari.programmer:850 rec.games.video.atari:4237

See my auctions (user ID, ines1982) here:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=ines1982&in
clude=0&since=-1&sort=2&rows=25

I also have some older PC software and will be listing more, as well as
older toys. Thanks!
-ID

From -6872271417468783042
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75264e2185d5449f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-02-20 10:38:01 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: llebdrakcap2001@hotmail.com (matt gorse)
Newsgroups: comp.sys.atari.programmer
Subject: new retro gaming site
Date: 20 Feb 2002 10:38:00 -0800
Organization: http://groups.google.com/
Lines: 7
Message-ID: <c954c2f3.0202201038.56adaba2@posting.google.com>
NNTP-Posting-Host: 213.123.45.237
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1014230280 26736 127.0.0.1 (20 Feb 2002 18:38:00 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 20 Feb 2002 18:38:00 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:851

www.oldskoolgaming.com

good new retro gaming site

online shopping, discussion, competitions and more

www.oldskoolgaming.com

From 4170826296997016644
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 115ed6,d83d51db52657990,start
X-Google-Attributes: gid115ed6,public
X-Google-Thread: 10c818,d83d51db52657990,start
X-Google-Attributes: gid10c818,public

X-Google-Thread: 1115ce,d83d51db52657990,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,d83d51db52657990,start
X-Google-Attributes: gid100a3b,public
X-Google-ArrivalTime: 2002-02-21 14:36:45 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!router1.news.adelphia.net!router2.news.adelphia.net!news2.news.adelphia.net.POSTED!not-for-mail
From: "Indy Dog" <indydog@adelphia.net>
Newsgroups: alt.atari.2600vcs,alt.games.atari,comp.sys.atari.programmer,rec.games.video.atari
Subject: FA: Bally Videocade
Lines: 7
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Message-ID: <XDed8.2148$r04.2129573@news2.news.adelphia.net>
Date: Thu, 21 Feb 2002 22:36:39 GMT
NNTP-Posting-Host: 24.51.182.248
X-Complaints-To: abuse@adelphia.net
X-Trace: news2.news.adelphia.net 1014330999 24.51.182.248 (Thu, 21 Feb 2002 17:36:39 EST)
NNTP-Posting-Date: Thu, 21 Feb 2002 17:36:39 EST
Xref: archiver1.google.com alt.atari.2600vcs:485 alt.games.atari:385 comp.sys.atari.programmer:852 rec.games.video.atari:4251

Nice Bally Videocade from 1981 with original box, manual, controllers, dustcover, cables, games. Look under auctions for ines1982. I have lots of other vintage toys and computer, audio, video gear. Thanks!
-ID

From -1431397060339245726
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ac29452bfe52d91,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-02-21 16:05:24 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!opentransit.net!wanadoo.fr!U Piulellucciu
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Re: True BASIC
Date: Fri, 22 Feb 2002 00:57:52 +0200
Organization: Wanadoo, l'internet avec France Telecom
Lines: 26
Message-ID: <WS3.cfd36a77.2e745802.Jean-Luc.Ceccoli@wanadoo.fr>
References: <9m501p$k3e$1@news.comnet.co.nz>
NNTP-Posting-Host: mix-avignon-201-3-241.abo.wanadoo.fr

Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: wanadoo.fr 1014336323 5431 193.248.53.241 (22 Feb 2002 00:05:23 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 22 Feb 2002 00:05:23 GMT
In-Reply-To: <9m501p$k3e$1@news.comnet.co.nz>
X-Newsreader: WenSuite/3.30c
Xref: archiver1.google.com comp.sys.atari.programmer:853

Hello,

Dans le message <9m501p$k3e$1@news.comnet.co.nz>
G Swaine a ©crit:
>While reading a recent computer mag, I came across the name "True
>Basic"

>It was the name of a computer programming language and was written in
>the 1980s by the originators of the Basic language (John Kemeny and
>Thomas Kurtz)

>Was there ever such a language available for the ST?

>All the Basics I can recall for the ST are : ST, GFA, Power, Hisoft,
>First, STOS.
You just forgot the Omikron Basic, a avery powerful with interpreter
and compiler. Though it was abandonned on STs, it is still developped
for Macs. Just have a look at http://www.berkhan.com

Bye,

J.-Luc

From -5469863471848772011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,103acb1a3803aead,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-01 14:59:54 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: rtdos@rocketmail.com (mad ATARI user alternate)
Newsgroups: comp.sys.atari.programmer
Subject: rtdos website update notification
Date: 1 Mar 2002 14:59:54 -0800
Organization: http://groups.google.com/
Lines: 1
Message-ID: <a9758358.0203011459.5b629114@posting.google.com>
NNTP-Posting-Host: 159.238.6.56
Content-Type: text/plain; charset=ISO-8859-1

Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1015023594 26291 127.0.0.1 (1 Mar 2002 22:59:54 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 1 Mar 2002 22:59:54 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:854

http://rtdos.tripod.com

From -6298477237430470314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,24be8f1c264bb663,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-05 12:10:52 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: jim_brohier@ironhoof.com (Jim Brohier)
Newsgroups: comp.sys.atari.programmer
Subject: ATARI MADE FOR FAG'S
Date: 5 Mar 2002 12:10:52 -0800
Organization: http://groups.google.com/
Lines: 1
Message-ID: <28118b5d.0203051210.653a3f64@posting.google.com>
NNTP-Posting-Host: 203.26.98.7
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1015359052 23139 127.0.0.1 (5 Mar 2002 20:10:52 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 5 Mar 2002 20:10:52 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:855

YOU GUYS WELL ROT IN HELL.....

From 4281054423286334656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d3d5017f89d3e02,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-06 01:31:26 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: jim_brohier@ironhoof.com (Jim Brohier)
Newsgroups: comp.sys.atari.programmer
Subject: Atari made for FAG's
Date: 6 Mar 2002 01:31:26 -0800
Organization: http://groups.google.com/
Lines: 1
Message-ID: <28118b5d.0203060131.4f8d7f80@posting.google.com>
NNTP-Posting-Host: 203.26.98.7
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1015407086 10021 127.0.0.1 (6 Mar 2002 09:31:26 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 6 Mar 2002 09:31:26 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:856

You guy's well all rot in Hell.....Faggot's

From 8978531823894631557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,24be8f1c264bb663
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-06 13:09:39 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!colt.net!newspeer.clara.net!news.clara.net!eos
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <28118b5d.0203051210.653a3f64@posting.google.com>
Subject: Re: ATARI MADE FOR FAG'S
Date: Wed, 6 Mar 2002 00:23:53 -0000
Lines: 22
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Complaints-To: abuse@clara.net (please include full headers)
X-Trace: 1e32ce2073253130411228383307344 09ee62325d3003329e43421883c868582
NNTP-Posting-Date: Wed, 06 Mar 2002 21:09:22 GMT
Message-ID: <1015448962.24456.2@eos.uk.clara.net>
Lines: 22
Xref: archiver1.google.com comp.sys.atari.programmer:857

Hi Asshole

"Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
news:28118b5d.0203051210.653a3f64@posting.google.com...
| YOU GUYS WELL ROT IN HELL.....

My parents always told me that, did you know them?.

--

Steve. S.

Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war stories
Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.330 / Virus Database: 184 - Release Date: 01/03/02

From -5310183967260956096

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33430163cbc7330e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-07 17:08:41 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!xmission!hub1.nntpserver.com!peer1-sjc1.usenetserver.com!
cyclone2.usenetserver.com!usenetserver.com!news01.optonline.net!
news02.optonline.net.POSTED!not-for-mail
From: post@here.ok
Newsgroups: comp.sys.atari.programmer
Subject: GFA Basic 3.5 manual anyone want it?
Message-ID: <lgog8ug91fvsv2el580v4lb3fq6k5fj835@4ax.com>
X-Newsreader: Forte Agent 1.9/32.560
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 3
Date: Fri, 08 Mar 2002 01:06:47 GMT
NNTP-Posting-Host: 67.80.214.127
X-Trace: news02.optonline.net 1015549607 67.80.214.127 (Thu, 07 Mar 2002 20:06:47
EST)
NNTP-Posting-Date: Thu, 07 Mar 2002 20:06:47 EST
Organization: Optimum Online
Xref: archiver1.google.com comp.sys.atari.programmer:858

Just found my gfa manual. Does anyone still use GFA?

post@here.ok

From 1808700899702111850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33430163cbc7330e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-07 17:43:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!nntp.abs.net!dca6-feed2.news.digex.net!
intermedia!newsfeed1.cidera.com!Cidera!cletus.bright.net!not-for-mail
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.3
Subject: Re: GFA Basic 3.5 manual anyone want it?
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <B8AD80B4.2A9A%gfa@basic.net>
References: <lgog8ug91fvsv2el580v4lb3fq6k5fj835@4ax.com>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Lines: 11
Date: Thu, 07 Mar 2002 20:40:20 -0500
NNTP-Posting-Host: 12.161.98.238
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 1015551792 12.161.98.238 (Thu, 07 Mar 2002 20:43:12
EST)

NNTP-Posting-Date: Thu, 07 Mar 2002 20:43:12 EST
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:859

in article lgog8ug91fvsv2el580v4lb3fq6k5fj835@4ax.com, post@here.ok at
post@here.ok wrote on 3/7/02 8:06 PM:

> Just found my gfa manual. Does anyone still use GFA?

I do, but I don't need a 3.5 manual. ;-)

Lonny Pursell

From -4709696129276911363
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a68f9150c7e20d81,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a68f9150c7e20d81,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2002-03-08 17:36:20 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.mailgate.org!mygate.mailgate.org!
62-36-187-230.dialup.uni2.es!not-for-mail
From: "Miguel Garc⍰a" <eloina_2@wanadoo.es>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
Subject: Hardware scroll
Date: Sat, 9 Mar 2002 01:36:18 +0000 (UTC)
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 216
Message-ID: <4abf79acf9db7b9a17eb58895c1886a7.76240@mygate.mailgate.org>
NNTP-Posting-Host: 62-36-187-230.dialup.uni2.es
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.mailgate.org 1015632274 12585 62.36.187.230 (Sat Mar 9 02:36:18
2002)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Sat, 9 Mar 2002 01:36:18 +0000 (UTC)
Injector-Info: news.mailgate.org; posting-host=62-36-187-230.dialup.uni2.es;
posting-account=76240; posting-date=1015632274
User-Agent: Mailgate Web Server
X-URL: http://mygate.mailgate.org/mynews/comp/comp.sys.atari.programmer/
4abf79acf9db7b9a17eb58895c1886a7.76240%40mygate.mailgate.org
Xref: archiver1.google.com comp.sys.atari.programmer:860
comp.sys.atari.st.tech:3006

Spain, 24 June 2001.

The following text describe techniques to do continuous hardware scroll with STe and FALCON machines. This technique make the scroll in very little time.

With continuous I mean, scroll like to XENON or IMPOSSAMOLE but fine.

Is very possible that ZOOL and ENCHANTED LAND uses such techniques.

You must know how make normal hardware scroll (you must know exactly how control $FF820F and $FF8265 registers), ok?.

To make horizontal scroll one pixel for every VBL at the left direction, make the following passes:

1) Define two contiguous screens (320X200 and 320X200)
   ($FF820F=80)

```
   0                          319 |0                          319
   -----------------------------|-----------------------------
0  |                             |                             |
   |                             |                             |
   |           main              |          secondary          |
   |                             |                             |
   |          screen             |           screen            |
   |                             |                             |
   |                             |                             |
   |                             |                             |
199-----------------------------|-----------------------------
```

2) Now you must write some graphics at right border in secondary
   screen. 16 bit wide for example:

```
0                          319 |0     15                   319
-----------------------------|-----------------------------
|                             |       |                     |
|                             | extra |                     |
|                             |       |                     |
|                             |graphic|                     |
|                             |       |                     |
|                             |       |                     |
|                             |       |                     |
|                             |       |                     |
-----------------------------|-----------------------------
^----current visible window---^
```

3) On the first VBL it's necessary to scroll one pixel ($FF8265=1)
4) On the second VBL it's necessary to scroll another pixel ($FF8265=2)

5) On the thirt VBL it's necessary to scroll another pixel ($FF8265=3)
6) On the fourth VBL it's necessary to scroll another pixel ($FF8265=4)
7) On the fifth VBL it's necessary to scroll another pixel ($FF8265=5)
8) On the sixth VBL it's necessary to scroll another pixel ($FF8265=6)
9) On the seventh VBL it's necessary to scroll another pixel ($FF8265=7)
10) On the eighth VBL it's necessary to scroll another pixel ($FF8265=8)
11) On the ninth VBL it's necessary to scroll another pixel ($FF8265=9)
12) On the tenth VBL it's necessary to scroll another pixel ($FF8265=10)
13) On the 11 VBL it's necessary to scroll another pixel ($FF8265=11)
14) On the 12 VBL it's necessary to scroll another pixel ($FF8265=12)
15) On the 13 VBL it's necessary to scroll another pixel ($FF8265=13)
16) On the 14 VBL it's necessary to scroll another pixel ($FF8265=14)
17) On the 15 VBL it's necessary to scroll another pixel ($FF8265=15)
18) On the 16 VBL, add 8 bytes (four planes) to main screen pointers ($FF8205,7 and 9), set $FF820F to 80 and $FF8265 to 0.

19) Now it's necessary copy the 1600 bytes (8 bytes for every plane * 200 lines=1600 bytes) of the new graphics zone to old graphics zone screen (the left zone):

```
    |<<<<<copy byte here<<<<<<<<<<|
    |                             |
0     15                  319 |0     15                   319
-----------------------------|-----------------------------
|      |                     |       |                     |
|      |                     |       |                     |
| old  |                     | new   |                     |
|      |                     |       |                     |
| zone |                     |graphic|                     |
|      |                     |       |                     |
|screen|                     |       |                     |
|      |                     |       |                     |
-----------------------------|-----------------------------
       ^----current visible window----^
```

Now you must write another extra graphics on secondary screen, into bits 16 to 31 of every line.

```
0     15                  319 |0     15      31           319
-----------------------------|-----------------------------
|      |                     |       |  new  |             |
|      |                     |       |       |             |
| old  |                     |       | extra |             |
|      |                     |       |       |             |
| zone |                     |       |graphic|             |
|      |                     |       |       |             |
```

```
|screen|                       |       |       |             |
|      |                       |       |       |             |
------------------------------|------------------------------
       ^-----current visible window---^
```

Now control $FF8265 register in order to repeating pass 3 to 18 and another time more, copy new graphics zone to old graphics zone (pass 19):

```
           |<<<<<copy byte here<<<<<<<<<<|
           |                             |
0     15      31          319 |0     15      31           319
------------------------------|------------------------------
|      |       |              |       |  new  |             |
|      |       |              |       |       |             |
|      | old   |              |       | extra |             |
|      |       |              |       |       |             |
|      |graphic|              |       |graphic|             |
|      |       |              |       |       |             |
|      | zone  |              |       |       |             |
|      |       |              |       |       |             |
------------------------------|------------------------------
               ^----current visible window----^
```

The process is repeated until when the current visible window is the secondary window and the main screen is a copy of the secondary screen:

```
0                         319 |0                          319
------------------------------|------------------------------
|                             |                              |
|   main screen is exactly    |     secondary screen is      |
|                             |                              |
|    like to the secondary    |   exactly like to main       |
|                             |                              |
|           screen            |           screen             |
|                             |                              |
|                             |                              |
------------------------------|------------------------------
                              ^----current visible window---^
```

At this point, you must set the main screen pointers (FF8205,7 and 9) to point to the main screen (another time more):

```
0                         319 |0                          319
```

```
-----------------------------|-----------------------------
|                            |                            |
|                            |                            |
|                            |                            |
|                            |                            |
|                            |                            |
|                            |                            |
|                            |                            |
|                            |                            |
-----------------------------|-----------------------------
^----current visible window---^
```

how you see, only 1600 bytes is copied every 16 VBL.

If the scroll is at two pixel (more speed) for every VBL, you must copy 1600 bytes every 8 VBL etc.

ok?

this is very easy!!

no?

Do you imagine how make the vertical scroll?.

First you must make two screen one above the other one.
Second you now must copy 160 bytes every VBL from "the new line" to "the old line".

Mixing the above techniques make possible multi-directional (8 directions)
scrolling.

be fun!!

Miguel Garc[illegible]a

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

From 109416696907324715
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e346c11fc3879295,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-08 17:43:18 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.177.105.133!news.mailgate.org!mygate.mailgate.org!
62-36-187-230.dialup.uni2.es!not-for-mail
From: "Miguel Garc⍰a" <eloina_2@wanadoo.es>
Newsgroups: comp.sys.atari.programmer
Subject: Hardware Scroll
Date: Sat, 9 Mar 2002 01:43:15 +0000 (UTC)
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 215
Message-ID: <80ba32742a03a75c12c4a9f624387329.76240@mygate.mailgate.org>
NNTP-Posting-Host: 62-36-187-230.dialup.uni2.es
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.mailgate.org 1015632274 12585 62.36.187.230 (Sat Mar 9 02:43:15
2002)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Sat, 9 Mar 2002 01:43:15 +0000 (UTC)
Injector-Info: news.mailgate.org; posting-host=62-36-187-230.dialup.uni2.es;
posting-account=76240; posting-date=1015632274
User-Agent: Mailgate Web Server
X-URL: http://mygate.mailgate.org/mynews/comp/comp.sys.atari.programmer/
80ba32742a03a75c12c4a9f624387329.76240%40mygate.mailgate.org
Xref: archiver1.google.com comp.sys.atari.programmer:861

Spain, 24 June 2001.

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($FF820F=80)

```
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   -----------------------------|-----------------------------
0  |                             |                             |
   |                             |                             |
   |           main              |          secondary          |
   |                             |                             |
   |          screen             |           screen            |
   |                             |                             |
   |                             |                             |
   |                             |                             |
199-----------------------------|-----------------------------
```

2) Now you must write some graphics at right border in secondary screen. 16 bit wide for example:

```
0                          319 |0     15                   319
-----------------------------|-----------------------------
|                             |       |                     |
|                             | extra |                     |
|                             |       |                     |
|                             |graphic|                     |
|                             |       |                     |
|                             |       |                     |
|                             |       |                     |
|                             |       |                     |
-----------------------------|-----------------------------
^----current visible window---^
```

3) On the first VBL it's necessary to scroll one pixel ($FF8265=1)
4) On the second VBL it's necessary to scroll another pixel ($FF8265=2)
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200
    lines=1600 bytes) of the new graphics zone to old graphics zone
screen
    (the left zone):

```
    |<<<<<copy byte here<<<<<<<<<<|
    |                             |
0     15                  319 |0     15                   319
-----------------------------|-----------------------------
|      |                     |       |                     |
|      |                     |       |                     |
| old  |                     | new   |                     |
|      |                     |       |                     |
| zone |                     |graphic|                     |
|      |                     |       |                     |
|screen|                     |       |                     |
|      |                     |       |                     |
-----------------------------|-----------------------------
       ^----current visible window----^
```

Now you must write another extra graphics on secondary screen,
into bits 16 to 31 of every line.

```
0     15                  319 |0     15      31           319
-----------------------------|-----------------------------
|      |                     |       |  new  |             |
|      |                     |       |       |             |
| old  |                     |       | extra |             |
|      |                     |       |       |             |
| zone |                     |       |graphic|             |
|      |                     |       |       |             |
|screen|                     |       |       |             |
|      |                     |       |       |             |
-----------------------------|-----------------------------
       ^-----current visible window---^
```

Now control $FF8265 register in order to repeating pass 3 to 18
and another time more, copy new graphics zone to old graphics zone
(pass 19):

```
           |<<<<<copy byte here<<<<<<<<<<|
           |                             |
0     15      31          319 |0     15      31           319
-----------------------------|-----------------------------
|      |       |              |       |  new  |             |
|      |       |              |       |       |             |
|      | old   |              |       | extra |             |
```

```
|      |       |              |       |       |             |
|      |graphic|              |       |graphic|             |
|      |       |              |       |       |             |
|      | zone  |              |       |       |             |
|      |       |              |       |       |             |
-------------------------------|-------------------------------
               ^----current visible window----^
```

The process is repeated until when the current visible window is the secondary window and the main screen is a copy of the secondary screen:

```
0                         319 |0                         319
-------------------------------|-------------------------------
|                              |                              |
|   main screen is exactly     |     secondary screen is      |
|                              |                              |
|    like to the secondary     |   exactly like to main       |
|                              |                              |
|           screen             |           screen             |
|                              |                              |
|                              |                              |
-------------------------------|-------------------------------
                               ^----current visible window---^
```

At this point, you must set the main screen pointers (FF8205,7 and 9) to point to the main screen (another time more):

```
0                         319 |0                         319
-------------------------------|-------------------------------
|                              |                              |
|                              |                              |
|                              |                              |
|                              |                              |
|                              |                              |
|                              |                              |
|                              |                              |
|                              |                              |
-------------------------------|-------------------------------
^----current visible window---^
```

how you see, only 1600 bytes is copied every 16 VBL.

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Miguel Garc⍰a

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Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

From 1079686628945456475
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,24be8f1c264bb663
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-10 06:41:29 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!transit.news.xs4all.nl!
rhinewceros.xs4all.nl!not-for-mail
Reply-To: "TXG" <txg@the-underground.myweb.nl>
From: "TXG" <txg@the-underground.myweb.nl>
Newsgroups: comp.sys.atari.programmer
References: <28118b5d.0203051210.653a3f64@posting.google.com>
<1015448962.24456.2@eos.uk.clara.net>
Subject: Re: ATARI MADE FOR FAG'S
Date: Sun, 10 Mar 2002 15:32:14 +0100
X-Priority: 3
X-MSMail-Priority: Normal

X-Newsreader: Microsoft Outlook Express 6.00.2479.0006
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Lines: 36
Message-ID: <3c8b71fd$0$18489$e4fe514c@dreader4.news.xs4all.nl>
NNTP-Posting-Host: 213.84.80.102
X-Trace: 1015771646 dreader4.news.xs4all.nl 18489 213.84.80.102
Xref: archiver1.google.com comp.sys.atari.programmer:862

Hi,

I already wrote an e-mail to the owner of the site www.ironhoof.com where
this person has got his free e-mail address. I asked him to block/remove
this person from his site or other actions would be taken, I also send a
copy of the text he used to write here...
He is a SPAMMER he does this in several newsgroups...

TXG/MNX
"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1015448962.24456.2@eos.uk.clara.net...
> Hi Asshole
>
> "Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
> news:28118b5d.0203051210.653a3f64@posting.google.com...
> | YOU GUYS WELL ROT IN HELL.....
>
> My parents always told me that, did you know them?.
>
> --
>
>
> Steve. S.
>
>
>
> ---
> Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war
stories
> Outgoing mail has been certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.330 / Virus Database: 184 - Release Date: 01/03/02
>
>

From -1615464332254388901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,24be8f1c264bb663
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-10 07:00:10 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!transit.news.xs4all.nl!newsfeed.xs4all.nl!

xs4all!rhinewceros.xs4all.nl!not-for-mail
Reply-To: "TXG" <txg@the-underground.myweb.nl>
From: "TXG" <txg@the-underground.myweb.nl>
Newsgroups: comp.sys.atari.programmer
References: <28118b5d.0203051210.653a3f64@posting.google.com>
<1015448962.24456.2@eos.uk.clara.net>
<3c8b71fd$0$18489$e4fe514c@dreader4.news.xs4all.nl>
Subject: Re: ATARI MADE FOR FAG'S
Date: Sun, 10 Mar 2002 15:50:50 +0100
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2479.0006
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Lines: 69
Message-ID: <3c8b765a$0$18491$e4fe514c@dreader4.news.xs4all.nl>
NNTP-Posting-Host: 213.84.80.102
X-Trace: 1015772762 dreader4.news.xs4all.nl 18491 213.84.80.102
Xref: archiver1.google.com comp.sys.atari.programmer:863

Hi All,

Just got this message:

Dear Sir

Re: The Gay site http://www.ironhoof.com and Ironhoof Web Mail Service.

Thank you for your email, may we advise that this is being dealt with. The

person concerned is an Ironhoof Web Mail user and will be removed from our

list. We again apologise but we have no real control over this sort of
thing,

save the subsequent removal of any offenders.

We refer you to our Terms of Use: http://www.ironhoof.com/tac.htm

Thank you

Roy G Symonds BA (Law)

legal@ironhoof.net

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3c8b71fd$0$18489$e4fe514c@dreader4.news.xs4all.nl...
> Hi,
>
> I already wrote an e-mail to the owner of the site www.ironhoof.com where

> this person has got his free e-mail address. I asked him to block/remove
> this person from his site or other actions would be taken, I also send a
> copy of the text he used to write here...
> He is a SPAMMER he does this in several newsgroups...
>
> TXG/MNX
> "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> news:1015448962.24456.2@eos.uk.clara.net...
> > Hi Asshole
> >
> > "Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
> > news:28118b5d.0203051210.653a3f64@posting.google.com...
> > | YOU GUYS WELL ROT IN HELL.....
> >
> > My parents always told me that, did you know them?.
> >
> > --
> >
> >
> > Steve. S.
> >
> >
> >
> > ---
> > Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war
> stories
> > Outgoing mail has been certified Virus Free.
> > Checked by AVG anti-virus system (http://www.grisoft.com).
> > Version: 6.0.330 / Virus Database: 184 - Release Date: 01/03/02
> >
> >
>
>

From -1891173059860794498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6a1c5a8e468aba1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-13 09:10:07 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!logbridge.uoregon.edu!newsengine.sol.net!
posts0.nwblwi.newsops.execpc.com!posts.news.eurekanet.com!reader0-
nwblwi.news.eurekanet.com!not-for-mail
From: "baldrick" <baldrick@netset.com>
Newsgroups: comp.sys.atari.programmer
Subject: Anyone know what these codes represent
Date: Wed, 13 Mar 2002 12:20:25 -0500
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Lines: 17

Message-ID: <3c8f87a4$0$1420$6d5eecc5@news.eurekanet.com>
Organization: ComNet USA LLC - Athens, OH
NNTP-Posting-Host: a8b6422d.news.eurekanet.com
X-Trace: DXC=;_FBaS1=FCBKoo<eOdlZAN8c0I2cJB4;He2`L3k0_X9DJ?
Kd>DH:>oJe3C>TkR[`^A=0ml?VOJi@BWWZXB:4UcXI`Ya>D3S\MhF
X-Complaints-To: abuse@eurekanet.com
Xref: archiver1.google.com comp.sys.atari.programmer:864

Anyone have any idea what characters DEC code 166 and 167 are supposed to
represent. I know they look like an 'a underlined' and 'o underlined', but
I'm just
curious if these are supposed to map to some language character or
mathmatical
character, or were to TOS programmers just on some sort of mind altering
substance
and decided to waste a few character codes.

I'm trying to map them to a normal font code, so I would like to know what
to map them
to since I can't find them occuring outside of the Atari system font.

Dan Ackerman
aka baldrick

From 9077843833549098141
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6a1c5a8e468aba1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-13 10:23:32 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!fr.clara.net!heighliner.fr.clara.net!
proxad.net!feeder2-1.proxad.net!news1-1.free.fr!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Pascal Ricard" <pascal@europe-shareware(dot)org.invalid>
Message-ID: <3c8f98b0170f8d0@europe-shareware.org>
Subject: Re: Anyone know what these codes represent
References: <3c8f87a4$0$1420$6d5eecc5@news.eurekanet.com>
Reply-To: pascal@europe-shareware.org
Organization: Europe Shareware
User-Agent: Okami Version 3.0A-9 (Atari) with Nospam version 0.45
X-System: TT030 NovaMach32 MagiC-6.10 NVDI-5.03
Date: Wed, 13 Mar 2002 19:00:46 +0100 (MET)
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 25
NNTP-Posting-Date: 13 Mar 2002 19:23:31 MET
NNTP-Posting-Host: 62.147.42.54
X-Trace: 1016043811 news1-1.free.fr 19608 62.147.42.54
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:865

Hello,

  in article <3c8f87a4$0$1420$6d5eecc5@news.eurekanet.com>
(comp.sys.atari.programmer)
  baldrick wrote on Wed 13-03-2002 12:20 (-0500):

> Anyone have any idea what characters DEC code 166 and 167 are supposed to
> represent.

Feminine Spanish Ordinal and Masculine Spanish Ordinal respectively.

> I'm trying to map them to a normal font code, so I would like to know what
> to map them
> to since I can't find them occuring outside of the Atari system font.

170 and 186 in the iso-8859-1 charset and maybe in any ttf font.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction   : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

From 5605942857069680187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6a1c5a8e468aba1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-13 14:50:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
news.mailgate.org!news-zh.switch.ch!newsfeed.nextra.ch!news.nextra.ch!nextra.at!
peernews.cix.co.uk!news.nextra.co.uk!not-for-mail
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.programmer
Subject: Re: Anyone know what these codes represent
Date: Wed, 13 Mar 2002 22:49:59 +0000 (UTC)
Organization: Nextra UK
Lines: 22
Message-ID: <a6ol2n$1bp$1@thorium.cix.co.uk>
References: <3c8f87a4$0$1420$6d5eecc5@news.eurekanet.com>
NNTP-Posting-Host: technetium.cix.co.uk
X-Trace: thorium.cix.co.uk 1016059799 1401 194.153.0.53 (13 Mar 2002 22:49:59 GMT)
X-Complaints-To: abuse@net.nextra.co.uk
NNTP-Posting-Date: Wed, 13 Mar 2002 22:49:59 +0000 (UTC)
X-Newsreader: CixRead/CixComm
Xref: archiver1.google.com comp.sys.atari.programmer:866

In message <3c8f87a4$0$1420$6d5eecc5@news.eurekanet.com>, baldrick@netset.com
said:

>Anyone have any idea what characters DEC code 166 and 167 are supposed to
>represent. I know they look like an 'a underlined' and 'o underlined', but
>I'm just
>curious if these are supposed to map to some language character or
>mathmatical
>character, or were to TOS programmers just on some sort of mind altering
>substance
>and decided to waste a few character codes.

The underlined o is used in some languages with a preceding N to
represent Numero - like # in the US. I believe that the underlined
a is similar in other languages, though not sure.

BUT: I have had some emails etc. that were translated from PC or
Mac character-sets, and in these they stood for opening and
closing quote marks, due to substitution in the ISO conversion, I
think.

Regards, /Peter/

From -6763468822002754226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6a1c5a8e468aba1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-15 13:20:08 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!logbridge.uoregon.edu!newsengine.sol.net!
posts0.nwblwi.newsops.execpc.com!posts.news.eurekanet.com!reader0-
nwblwi.news.eurekanet.com!not-for-mail
From: "baldrick" <baldrick@netset.com>
Newsgroups: comp.sys.atari.programmer
References: <3c8f87a4$0$1420$6d5eecc5@news.eurekanet.com> <3c8f98b0170f8d0@europe-
shareware.org>
Subject: Re: Anyone know what these codes represent
Date: Fri, 15 Mar 2002 16:31:16 -0500
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Lines: 22
Message-ID: <3c926571$0$1415$6d5eecc5@news.eurekanet.com>
Organization: ComNet USA LLC - Athens, OH
NNTP-Posting-Host: 7d567344.news.eurekanet.com
X-Trace: DXC=:VRR8]@\eJSVd995[Z;2@U8c0I2cJB4;Xe2`L3k0_X9TJ?
Kd>DH:>oZ5A>0>f_hmHWmAPL<kiT7\TWWZXB:4UcXYU0H@G1m=7JZ
X-Complaints-To: abuse@eurekanet.com
Xref: archiver1.google.com comp.sys.atari.programmer:867

Pascal Ricard wrote in message <3c8f98b0170f8d0@europe-shareware.org>...
>Hello,
>

> in article <3c8f87a4$0$1420$6d5eecc5@news.eurekanet.com>
(comp.sys.atari.programmer)
> baldrick wrote on Wed 13-03-2002 12:20 (-0500):
>
>> Anyone have any idea what characters DEC code 166 and 167 are supposed to
>> represent.
>
>Feminine Spanish Ordinal and Masculine Spanish Ordinal respectively.
>
>170 and 186 in the iso-8859-1 charset and maybe in any ttf font.
>

   Thanks for the info.

Dan (aka baldrick)

From -8274798291176815980
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,410773551a05fd6a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-15 14:25:04 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!diablo.theplanet.net!
diablo.theplanet.net!news.theplanet.net!not-for-mail
From: Neil Chester <neil@adel6.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Pure Pascal beginner
Date: Fri, 15 Mar 2002 21:50:48 GMT
Lines: 27
Message-ID: <1016226220-416813AEicMi@adel6.freeserve.co.uk>
References: <jS_58.1559$Ek1.154874@news-nb00s0.nbnet.nb.ca>
NNTP-Posting-Host: modem-31.barium.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news5.svr.pol.co.uk 1016230917 3108 62.136.47.31 (15 Mar 2002 22:21:57
GMT)
NNTP-Posting-Date: 15 Mar 2002 22:21:57 GMT
X-Complaints-To: abuse@theplanet.net
X-Mailer: ASH Emailer V2.3h
Xref: archiver1.google.com comp.sys.atari.programmer:868

Hi All

I have recently acquired a copy of Pure Pascal 1.1.1
and I wondering where to start with it! The manual is
in German (which I don't understand), so not much help
there! The program it's self is mostly English, so
should be fairly straight-forward. The compiler

options are unclear.

Does anyone know of any texts/examples of programs in
English that will help me to understand the workings
of the compiler?

I am fairly rusty at Pascal, I used to use Turbo
Pascal 5.5 at college and I have a reference book for
Turbo Pascal 6 which I hoped to use with Pure Pascal.
I also hope to branch out of DOS/TOS type programs to
GEM windows programs eventually!!

Thanks

Neil :-)
3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (!)

From -5009640624433561237
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,410773551a05fd6a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-18 06:05:34 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-hub.siol.net!
newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure Pascal beginner
Date: Mon, 18 Mar 2002 15:06:27 +0100
Organization: SIEMENS AG AUSTRIA
Lines: 37
Message-ID: <3C95F463.5C59F2CF@siemens.at>
References: <jS_58.1559$Ek1.154874@news-nb00s0.nbnet.nb.ca>
<1016226220-416813AEicMi@adel6.freeserve.co.uk>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.siemens.at 1016460330 18589 158.226.192.100 (18 Mar 2002 14:05:30
GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Mon, 18 Mar 2002 14:05:30 +0000 (UTC)
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:869

Neil Chester wrote:
> I have recently acquired a copy of Pure Pascal 1.1.1

> and I wondering where to start with it! The manual is
> in German (which I don't understand), so not much help
> there! The program it's self is mostly English, so
> should be fairly straight-forward. The compiler
> options are unclear.

If you have some specific questions I could try to answer
them. BTW, there's very few things I needed the manual for,
e.g. for mixing Pascal, C and Assembler functions.
Most other things are quite intuitive.
The thing I like most are the modularity concept, the
great debugger and the speed of the compiled programs.
IIRC the main thing needed to get startet was to double click
ppascal.prg and set the source, include and compile path.
Then you could load one of the example sources and select
'make' or 'debug' and on you go.

> Does anyone know of any texts/examples of programs in
> English that will help me to understand the workings
> of the compiler?

There's lots of example programs that come with Pure Pascal.
Are they all with german comments only ?

> I am fairly rusty at Pascal, I used to use Turbo
> Pascal 5.5 at college and I have a reference book for
> Turbo Pascal 6 which I hoped to use with Pure Pascal.
> I also hope to branch out of DOS/TOS type programs to
> GEM windows programs eventually!!

There are example programs included for nearly everything.
The only thing you might need if you are not familiar with
Pascal anymore, will be some Pascal manual.

Gerhard

From -370871043399324053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdb32131bf367d44,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-18 11:31:41 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: quux_1@hotmail.com (Patrik Gustafsson)
Newsgroups: comp.sys.atari.programmer
Subject: Error codes in basic(atari 8-bit)
Date: 18 Mar 2002 11:31:41 -0800
Organization: http://groups.google.com/
Lines: 10
Message-ID: <d46b9810.0203181131.326baa90@posting.google.com>
NNTP-Posting-Host: 193.11.245.150
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

X-Trace: posting.google.com 1016479901 11392 127.0.0.1 (18 Mar 2002 19:31:41 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 18 Mar 2002 19:31:41 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:870

Hi!
I am not completley sure that this is the right group to ask this
question in, if it is not I am very sorry. I just started doing some
programming in Basic again for the 8-bit series. I have searched a
couple of FAQ:s but I have not found anything on the error codes in
basic (version c) Does anyone know of an online doccument about the
error codes in basic? Or maybe some of you still remeber what error 3
means?

Thank you for your help/Patrik

From 1346130818032748763
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdb32131bf367d44
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-03-18 12:17:23 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!arclight.uoregon.edu!newsfeed.mathworks.com!wn3feed!
worldnet.att.net!204.127.198.203!attbi_feed3!attbi.com!sccrnsc02.POSTED!not-for-
mail
Message-ID: <3C966768.2C1F7DC@ev1.net>
From: Charles Richmond <richmond@ev1.net>
Reply-To: richmond@ev1.net
Organization: Cannine Computer Center
X-Mailer: Mozilla 4.7C-CCK-MCD {C-UDP; EBM-APPLE} (Macintosh; I; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Error codes in basic(atari 8-bit)
References: <d46b9810.0203181131.326baa90@posting.google.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 78
NNTP-Posting-Host: 12.237.69.87
X-Complaints-To: abuse@attbi.com
X-Trace: sccrnsc02 1016482642 12.237.69.87 (Mon, 18 Mar 2002 20:17:22 GMT)
NNTP-Posting-Date: Mon, 18 Mar 2002 20:17:22 GMT
Date: Mon, 18 Mar 2002 20:17:22 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:871

Patrik Gustafsson wrote:
>
> Hi!
> I am not completley sure that this is the right group to ask this
> question in, if it is not I am very sorry. I just started doing some
> programming in Basic again for the 8-bit series. I have searched a
> couple of FAQ:s but I have not found anything on the error codes in

> basic (version c) Does anyone know of an online doccument about the
> error codes in basic? Or maybe some of you still remeber what error 3
> means?
>
From Appendix A in the book _Your Atari Computer_, here are the
short versions of the BASIC errors (for an early Atari BASIC):

```
   2 -- Out of memory
   3 -- Bad value
   4 -- Too many variables
   5 -- String length exceeded
   6 -- Data list exhausted
   7 -- Number greater than 32767
   8 -- INPUT statemen type mismatch
   9 -- Array or string dimension error
  10 -- Expression too complex
  11 -- Numberic overflow
  12 -- Line not found
  13 -- NEXT without FOR
  14 -- Line too long
  15 -- GOSUB or FOR line deleted
  16 -- RETURN without GOSUB
  17 -- Undecipherable statement incountered
  18 -- Invalid string character
  19 -- Program too large
  20 -- Bad channel number
  21 -- Not LOAD format
 128 -- BREAK abort
 129 -- Channel already open
 130 -- Unknown device
 131 -- Output only
 132 -- XIO syntax error
 133 -- Channel not open
 134 -- Unknown channel number
 135 -- Input only
 136 -- End of file
 137 -- Record truncated
 138 -- Device does not respond
 139 -- Device malfunctions or refuses command
 140 -- Framing error on serial bus
 141 -- Cursor out of range
 142 -- Data frame overrun
 143 -- Data frame checksum
 144 -- Disk error
 145 -- Read-after-write compare error or bad screen mode handler
 146 -- Function not implemented
 147 -- Insufficient RAM for graphics mode
 150 -- Serial port open
 151 -- Concurrent mode error
 152 -- Concurrent mode buffer error
 153 -- Concurrent mode active
 154 -- Concurrent mode inactive
 160 -- Drive number unknown
```

```
 161 -- Too many files open
 162 -- Disk full
 163 -- Unrecoverable system error
 164 -- File number mismatch
 165 -- Bad file name
 166 -- POINT data length error
 167 -- File lock
 168 -- Unknown XIO command
 169 -- Directory full
 170 -- File not found
 171 -- POINT invalid
```

These *might* be the same for your BASIC...YMMV

--


```
+-------------------------------------------------------------+
|     Charles and Francis Richmond     <richmond@plano.net>   |
+-------------------------------------------------------------+
```


From 8381417768002775026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-25 17:59:09 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
news.ems.psu.edu!news.cis.ohio-state.edu!news.maxwell.syr.edu!newsfeed.slurp.net!
not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
Subject: Re: Opening files
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 28
Message-ID: <vL9s7.2362$n12.36823@newsfeed.slurp.net>
Date: Wed, 26 Sep 2001 00:59:07 GMT
NNTP-Posting-Host: 208.141.202.140
X-Trace: newsfeed.slurp.net 1001465947 208.141.202.140 (Tue, 25 Sep 2001 19:59:07
CDT)
NNTP-Posting-Date: Tue, 25 Sep 2001 19:59:07 CDT
Xref: archiver1.google.com comp.sys.atari.programmer:670

On 25 Sep 2001 13:55:00 , Rafal Kawecki wrote:
>Hi,
>
>I'm not sure if it's the right group to send the question, but...
>
>Is there any limit (under SingleTOS) of maximum files I can open?
>I'm trying to open some files from my apps and after about 15-16 files
>the system can't open any other file.
>So, is it a problem of system (is there a patch for that?), or a problem
>of my language (pure C) or something else (what?) ?

Yes, there is a limit, but I cannot remember what the limit is. I know
there is a little program out there that let's the ST open more windows
than it is suppose. Problably get it on the web. Try the sites below"

http://www.multimania.com/falkweb/utsi.htm
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -9204174878258888791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-25 23:44:51 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news.man.poznan.pl!pwr.wroc.pl!
panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Opening files
Date: Wed, 26 Sep 2001 08:43:58 +0200
Organization: Politechnika Wroclawska
Lines: 34
Message-ID: <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3BB0FF60.66C7CCCB@maartens.nl>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 1001486690 20115 156.17.32.156 (26 Sep 2001
06:44:50 GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 26 Sep 2001 06:44:50 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:671

> Yes there is a limit.
> The limit depends on the machine
> On a ST it was about 70-100 (i forgot the actual amount)
>

> So you have a Falcon ?
> On a Falcon it was 18 0r 19

I think it's 18 or even 16 :/
But why Falcon has this limit and ST 70-100??? It's strange...

> As far as i know there is no patch for this.

Arghh...

Thanks for all your answers. I could not find this in the Compandium and in Profibuch...

Do you know a way to avoid this problem? Can I change something to open more then 18 files?
Patch (as you said there is no pathc for this) could be a good solution... Ah, it has to work under SingleTOS, MiNT and MagiC.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -6601206434062346254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-26 12:12:25 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!cpk-news-hub1.bbnplanet.com!news.gtei.net!newsfeed1.cidera.com!Cidera!cletus.bright.net!kali-cas6-cs-17.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <syntax.error@line.22>
X-X-Sender: <root@Hades060>
Subject: Re: Opening files
In-Reply-To: <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
Message-ID: <Pine.MNT.4.31.0109261108130.92-100000@Hades060>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3BB0FF60.66C7CCCB@maartens.nl> <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 15
Date: Wed, 26 Sep 2001 11:11:32 -0400

NNTP-Posting-Host: 209.143.38.220
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 1001531544 209.143.38.220 (Wed, 26 Sep 2001 15:12:24 EDT)
NNTP-Posting-Date: Wed, 26 Sep 2001 15:12:24 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:672

On Wed, 26 Sep 2001, Rafal Kawecki wrote:

> Do you know a way to avoid this problem? Can I change something to open more
> then 18 files?
> Patch (as you said there is no pathc for this) could be a good solution... Ah,
> it has to work under SingleTOS, MiNT and MagiC.

I have no idea why you wish to open so many files, however the
best work around I can think of is to load some of them into
ram, then close them. Then write them back out after you modify
them. Assuming they are small files this could work.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 1881696685001986150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-27 04:52:55 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!news1.ebone.net!news.ebone.net!
news.ipartners.pl!news.icm.edu.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Opening files
Date: Thu, 27 Sep 2001 13:51:06 +0200
Organization: Politechnika Wroclawska
Lines: 30
Message-ID: <3BB312AA.BF05A1CB@sun1000.pwr.wroc.pl>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3BB0FF60.66C7CCCB@maartens.nl> <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
<Pine.MNT.4.31.0109261108130.92-100000@Hades060>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 1001591573 15927 156.17.32.156 (27 Sep 2001
11:52:53 GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 27 Sep 2001 11:52:53 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en

Xref: archiver1.google.com comp.sys.atari.programmer:673

> > Do you know a way to avoid this problem? Can I change something to open more
> > then 18 files?
> > Patch (as you said there is no pathc for this) could be a good solution... Ah,
> > it has to work under SingleTOS, MiNT and MagiC.
>
> I have no idea why you wish to open so many files, however the
> best work around I can think of is to load some of them into
> ram, then close them. Then write them back out after you modify
> them. Assuming they are small files this could work.

Why? I'm working on a game and for some reasons I need to open so many files.
However I do it only once...
I can't load them into memory, because some of them are pretty big (about 300 kB -
I
know one such file it's not big, but 5-8 such files it's quite big ;-)).
Actually Frank Naumann solved my problem :-) It's really easy and if you want to
know how to solve it let me know (or better Frank).

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -259275718912422388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-27 07:50:06 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!surfnet.nl!rug.nl!not-for-mail
From: Hans Galema <j.m.galema@maartens.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Opening files
Date: Thu, 27 Sep 2001 16:42:14 +0200
Organization: Rijksuniversiteit Groningen
Lines: 5
Message-ID: <3BB33AC6.803B7B34@maartens.nl>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3BB0FF60.66C7CCCB@maartens.nl> <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
<Pine.MNT.4.31.0109261108130.92-100000@Hades060>
<3BB312AA.BF05A1CB@sun1000.pwr.wroc.pl>

NNTP-Posting-Host: client108-11.kabela.oprit.rug.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: info.service.rug.nl 1001601622 24730 129.125.108.11 (27 Sep 2001 14:40:22 GMT)
X-Complaints-To: newsmaster@rug.nl
NNTP-Posting-Date: 27 Sep 2001 14:40:22 GMT
X-Mailer: Mozilla 4.6 [en] (Win95; I)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:674

> Actually Frank Naumann solved my problem :-) It's really easy and if you want to
> know how to solve it let me know (or better Frank).

Well, tell us here how he solved it please!

From 5532772293692527010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-27 12:12:38 PST
Path: archiver1.google.com!news2.google.com!newsfeed.google.com!sn-xit-02!supernews.com!newsfeed.direct.ca!look.ca!dispose.news.demon.net!demon!xara.net!gxn.net!server6.netnews.ja.net!server4.netnews.ja.net!news5-gui.server.ntli.net!ntli.net!news2-win.server.ntlworld.com.POSTED!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Opening files
Message-ID: <3bb37765.52027711@news.ntlworld.com>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 31
Date: Thu, 27 Sep 2001 19:02:36 GMT
NNTP-Posting-Host: 62.255.164.132
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 1001617648 62.255.164.132 (Thu, 27 Sep 2001 20:07:28 BST)
NNTP-Posting-Date: Thu, 27 Sep 2001 20:07:28 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:676

On Tue, 25 Sep 2001 13:55:00 +0200, Rafal Kawecki
<kawecki@sun1000.pwr.wroc.pl> wrote:

>Hi,
>
>I'm not sure if it's the right group to send the question, but...

>
>Is there any limit (under SingleTOS) of maximum files I can open?
>I'm trying to open some files from my apps and after about 15-16 files
>the system can't open any other file.
>So, is it a problem of system (is there a patch for that?), or a problem
>of my language (pure C) or something else (what?) ?

Another possibility, but it won't help much...

Have a look in <stdio.h> for (hopefully) a macro _NFILE_ and/or
FOPEN_MAX. This defines the upper limit for simultaneous fopen()
files. It tends to be low, about 20 although often compiler docs used
to state it could be changed but even so, that would be implementation
dependant. Unfortunately, as others have stated, there are wildly
different amounts between different TOS versions. I recall getting
more than 40 handles (with Fopen) on my original 1Mb STFM 1.2 but
only in the same directory - if I attempted it in multiple
directories the 40 folder bug would strike.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -6652909864808933319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-27 12:12:38 PST
Path: archiver1.google.com!news2.google.com!newsfeed.google.com!
newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!cpk-news-
hub1.bbnplanet.com!news.gtei.net!nntp.abs.net!feeder.qis.net!btnet-peer!btnet-
peer0!btnet!news5-gui.server.ntli.net!ntli.net!news2-
win.server.ntlworld.com.POSTED!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Opening files
Message-ID: <3bb477b4.52106985@news.ntlworld.com>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3BB0FF60.66C7CCCB@maartens.nl> <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 39
Date: Thu, 27 Sep 2001 19:02:39 GMT
NNTP-Posting-Host: 62.255.164.132
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 1001617652 62.255.164.132 (Thu, 27 Sep 2001
20:07:32 BST)

NNTP-Posting-Date: Thu, 27 Sep 2001 20:07:32 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:675

On Wed, 26 Sep 2001 08:43:58 +0200, Rafal Kawecki
<kawecki@sun1000.pwr.wroc.pl> wrote:

>> Yes there is a limit.
>> The limit depends on the machine
>> On a ST it was about 70-100 (i forgot the actual amount)
>>
>> So you have a Falcon ?
>> On a Falcon it was 18 0r 19
>
>I think it's 18 or even 16 :/
>But why Falcon has this limit and ST 70-100??? It's strange...
>
>> As far as i know there is no patch for this.
>
>Arghh...
>
>Thanks for all your answers. I could not find this in the Compandium and in
>Profibuch...
>
>Do you know a way to avoid this problem?

Open less files. :-|

>Can I change something to open more then 18 files?
>Patch (as you said there is no pathc for this) could be a good solution... Ah,
>it has to work under SingleTOS, MiNT and MagiC.

Atm it would appear that your only solution is to buffer your file
handles in some way.

Care to elaborate on why you need so many files open? I'm curious! :-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -5251868176422153003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-27 15:12:22 PST
Newsgroups: comp.sys.atari.programmer
Date: Fri, 28 Sep 2001 00:10:48 +0200
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>

X-X-Sender: <fnaumann@freemint>
Subject: Re: Opening files
In-Reply-To: <3bb37765.52027711@news.ntlworld.com>
Message-ID: <Pine.MNT.4.31.0109272359280.112-100000@freemint>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3bb37765.52027711@news.ntlworld.com>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Trace: 28 Sep 2001 00:12:20 +0100, wh58-508.st.uni-magdeburg.de
Lines: 24
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!uni-erlangen.de!news-nue1.dfn.de!news-
han1.dfn.de!news-koe1.dfn.de!RRZ.Uni-Koeln.DE!nntp.cs.uni-magdeburg.de!
loriot.cs.uni-magdeburg.de!freemint!fnaumann
Xref: archiver1.google.com comp.sys.atari.programmer:677

Hello!

> Have a look in <stdio.h> for (hopefully) a macro _NFILE_ and/or
> FOPEN_MAX. This defines the upper limit for simultaneous fopen()
> files.

First, this doesn't have anything todo with the system limit of maximum
number of open files and second this means:

FOPEN_MAX

Number of streams which the implementation guarantees can be open
simultaneously. The value will be at least eight.

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 7684177636760264511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-27 23:37:28 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!195.54.122.107!newsfeed1.bredband.com!bredband!
newsfeed1.telenordia.se!algonet!news.man.lodz.pl!news.icm.edu.pl!pwr.wroc.pl!
panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>

Newsgroups: comp.sys.atari.programmer
Subject: Re: Opening files
Date: Fri, 28 Sep 2001 08:50:47 +0200
Organization: Politechnika Wroclawska
Lines: 23
Message-ID: <3BB41DC7.1759D39E@sun1000.pwr.wroc.pl>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3BB0FF60.66C7CCCB@maartens.nl> <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
<Pine.MNT.4.31.0109261108130.92-100000@Hades060>
<3BB312AA.BF05A1CB@sun1000.pwr.wroc.pl> <3BB33AC6.803B7B34@maartens.nl>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 1001659047 14717 156.17.32.156 (28 Sep 2001
06:37:27 GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 28 Sep 2001 06:37:27 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:678

> > Actually Frank Naumann solved my problem :-) It's really easy and if you want
to
> > know how to solve it let me know (or better Frank).
>
> Well, tell us here how he solved it please!

If think Frank will do it better then me ;-)
But the main idea is to open as many files as you can. If you want to open more
files,
then first you have to close another file, but with saved in memory: file name,
actuall file position etc.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -5916495483344411309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-09-27 23:41:12 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news.man.poznan.pl!pwr.wroc.pl!
panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Opening files
Date: Fri, 28 Sep 2001 08:54:30 +0200
Organization: Politechnika Wroclawska
Lines: 31
Message-ID: <3BB41EA6.C52A4F18@sun1000.pwr.wroc.pl>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3BB0FF60.66C7CCCB@maartens.nl> <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
<3bb477b4.52106985@news.ntlworld.com>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 1001659270 14768 156.17.32.156 (28 Sep 2001
06:41:10 GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 28 Sep 2001 06:41:10 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:679

> >Can I change something to open more then 18 files?
> >Patch (as you said there is no pathc for this) could be a good solution... Ah,
> >it has to work under SingleTOS, MiNT and MagiC.
>
> Atm it would appear that your only solution is to buffer your file
> handles in some way.

Yes, exactly ;-)

> Care to elaborate on why you need so many files open? I'm curious! :-)

I'm porting a game (Tales of Tamar - a preview of this game will be published on the upcoming ST-Computer CD) for Falcon and for some reasons I need to open more files at the same time.
Probably I could load the files into memory, but I would eat to much memory (some files are bigger then 300 kB) etc.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org

* kawecki@atari.org
*

From 5696387537297050775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-28 11:33:21 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!newsfeed.online.be!newspeer.clara.net!
news.clara.net!eos.uk.clara.net
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3BB0FF60.66C7CCCB@maartens.nl> <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
<Pine.MNT.4.31.0109261108130.92-100000@Hades060>
Subject: Re: Opening files
Date: Thu, 27 Sep 2001 20:20:53 +0100
Lines: 24
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
NNTP-Posting-Host: 212.126.147.226
NNTP-Posting-Date: Fri, 28 Sep 2001 19:33:06 BST
Message-ID: <1001701986.29161.1@eos.uk.clara.net>
Lines: 24
Xref: archiver1.google.com comp.sys.atari.programmer:680

Hi Lonny

> > Do you know a way to avoid this problem? Can I change something to open
more
> > then 18 files?
> > Patch (as you said there is no pathc for this) could be a good
solution... Ah,
> > it has to work under SingleTOS, MiNT and MagiC.

> I have no idea why you wish to open so many files, however the
> best work around I can think of is to load some of them into
> ram, then close them. Then write them back out after you modify
> them. Assuming they are small files this could work.

Didn't you do something similar to this a short while back?.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -6982629310329310218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-28 19:52:26 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!4.1.16.34!cpk-news-hub1.bbnplanet.com!news.gtei.net!
newsfeed1.cidera.com!Cidera!cletus.bright.net!kali-3640-1-cs-35.dial.bright.net!
root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <syntax.error@line.22>
X-X-Sender: <root@Hades060>
Subject: Re: Opening files
In-Reply-To: <1001701986.29161.1@eos.uk.clara.net>
Message-ID: <Pine.MNT.4.31.0109281849010.125-100000@Hades060>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3BB0FF60.66C7CCCB@maartens.nl> <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
<Pine.MNT.4.31.0109261108130.92-100000@Hades060>
<1001701986.29161.1@eos.uk.clara.net>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 13
Date: Fri, 28 Sep 2001 18:51:30 -0400
NNTP-Posting-Host: 216.201.36.165
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 1001731945 216.201.36.165 (Fri, 28 Sep 2001 22:52:25
EDT)
NNTP-Posting-Date: Fri, 28 Sep 2001 22:52:25 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:681

On Thu, 27 Sep 2001, Steve Sweet wrote:

> > them. Assuming they are small files this could work.
>
> Didn't you do something similar to this a short while back?.

If I did it escapes me, old age perhaps. :-)
I had inquired about redirecting gemdos handles not too long
ago, that might be what you recall.

_____
Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -2310686097507558785
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,5e2d2d85262e10aa,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-29 03:44:31 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!sn-xit-01!sn-post-01!supernews.com!corp.supernews.com!madasafish.com!bindon
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: WTD: Programmer
Date: Thu, 27 Sep 2001 17:00:26 +0100 (BST)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3bb34d9a96e981@madasafish.com>
Reply-To: bindon@madasafish.com
X-Newsreader: Okami Version 2.1B-21
X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 16
Xref: archiver1.google.com comp.sys.atari.programmer:682

Hi!

I would like to talk to someone who could help me or write me a very simple program that would read a file byte by byte from floppy disk and place it from $E00000 to $E30000.

I would also like another program to read from $E00000 to $E30000 and put its contents to a file. The file sizes are 2^17.

I don't need any GUI or anything, not even a fileselector is really needed. I did do this with Bload/Bsave with Basic but on my ST it had problems using that address space.

Thanks in advanve.
--
Lyndon Amsdon

From 3061630266456950559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-29 17:52:41 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!newsfeed.berkeley.edu!news-hog.berkeley.edu!ucberkeley!enews.sgi.com!news.xtra.co.nz!enterprise!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Programmer
Date: Sun, 30 Sep 2001 12:51:17 +1200
Organization: The Gluepot
Lines: 43
Message-ID: <9p5qk8$1bj3$1@news.comnet.co.nz>

References: <3bb34d9a96e981@madasafish.com>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-184.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 1001811400 44643 131.203.242.184 (30 Sep 2001 00:56:40 GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 30 Sep 2001 00:56:40 GMT
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:683

"Lyndon Amsdon" <bindon@madasafish.com> wrote ...
> I would like to talk to someone who could help me or write me a very
> simple program that would read a file byte by byte from floppy disk
and
> place it from $E00000 to $E30000.
>
> I would also like another program to read from $E00000 to $E30000
and put
> its contents to a file. The file sizes are 2^17.

One point: The ROM space from a machine with TOS >=1.06 is 256k (ie
2^18) - so you need to extend your range to 00E00000 thru 00E3FFFF,
not the 192k address range you've given or the 128k file size (2^17)
[TT's and Falcons have larger TOS's])

>
> I don't need any GUI or anything, not even a fileselector is really
> needed. I did do this with Bload/Bsave with Basic but on my ST it
had
> problems using that address space.

I'd attempt this on my TT, but I can't seem to find the "Enhanced" ST
Basic it shipped with - I'll look and see if it's feasible. (Do you
have access to any other development tools than ST Basic? I normally
write C or 68k assembly code - I haven't written any serious Basic
code since the late 1980s, so my attempt may be less than
ideal/efficient)

--

Quote for the month

"This is the loudest quiet I've ever listened to"
(Kermit The Frog)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From 6611416491751797937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-30 00:57:47 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!newspeer.clara.net!news.clara.net!news5-
gui.server.ntli.net!ntli.net!news2-win.server.ntlworld.com.POSTED!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Opening files
Message-ID: <3bb71a58.85105475@news.ntlworld.com>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3bb37765.52027711@news.ntlworld.com>
<Pine.MNT.4.31.0109272359280.112-100000@freemint>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 29
Date: Sun, 30 Sep 2001 07:47:44 GMT
NNTP-Posting-Host: 213.104.41.59
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 1001836361 213.104.41.59 (Sun, 30 Sep 2001
08:52:41 BST)
NNTP-Posting-Date: Sun, 30 Sep 2001 08:52:41 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:684

On Fri, 28 Sep 2001 00:10:48 +0200, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> wrote:

>Hello!
>
>> Have a look in <stdio.h> for (hopefully) a macro _NFILE_ and/or
>> FOPEN_MAX. This defines the upper limit for simultaneous fopen()
>> files.
>
>First, this doesn't have anything todo with the system limit of maximum
>number of open files and second this means:
>
>FOPEN_MAX
>
>Number of streams which the implementation guarantees can be open
>simultaneously. The value will be at least eight.

Ah, but I wasn't 100% sure what actual call was being used, which is
why I mentioned it, it being the only unmentioned thing as it were.

Well at least if nobody else did, I learnt something, because I didn't

know it was guaranteed to be eight! <G>

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -2110422796028804585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-30 00:57:47 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!newspeer.clara.net!news.clara.net!news5-
gui.server.ntli.net!ntli.net!news2-win.server.ntlworld.com.POSTED!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Message-ID: <3bb91db0.85961225@news.ntlworld.com>
References: <3bb34d9a96e981@madasafish.com>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 27
Date: Sun, 30 Sep 2001 07:47:44 GMT
NNTP-Posting-Host: 213.104.41.59
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 1001836362 213.104.41.59 (Sun, 30 Sep 2001
08:52:42 BST)
NNTP-Posting-Date: Sun, 30 Sep 2001 08:52:42 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:685

On Thu, 27 Sep 2001 17:00:26 +0100 (BST), "Lyndon Amsdon"
<bindon@madasafish.com> wrote:

>Hi!
>
>I would like to talk to someone who could help me or write me a very
>simple program that would read a file byte by byte from floppy disk and
>place it from $E00000 to $E30000.
>
>I would also like another program to read from $E00000 to $E30000 and put
>its contents to a file. The file sizes are 2^17.
>
>I don't need any GUI or anything, not even a fileselector is really
>needed. I did do this with Bload/Bsave with Basic but on my ST it had
>problems using that address space.

The processor probably wasn't in supervisor mode. Try a loop with PEEK
and POKE they *might* shift in and out of user/supervisor mode
accordingly. Just try a single POKE first - no point writing the rest
of the code if it doesn't work. ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 7148308411520540120
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-30 00:57:48 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!newspeer.clara.net!news.clara.net!news5-
gui.server.ntli.net!ntli.net!news2-win.server.ntlworld.com.POSTED!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Opening files
Message-ID: <3bb81be7.85504709@news.ntlworld.com>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3BB0FF60.66C7CCCB@maartens.nl> <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
<3bb477b4.52106985@news.ntlworld.com> <3BB41EA6.C52A4F18@sun1000.pwr.wroc.pl>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 147
Date: Sun, 30 Sep 2001 07:47:42 GMT
NNTP-Posting-Host: 213.104.41.59
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 1001836361 213.104.41.59 (Sun, 30 Sep 2001
08:52:41 BST)
NNTP-Posting-Date: Sun, 30 Sep 2001 08:52:41 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:686

On Fri, 28 Sep 2001 08:54:30 +0200, Rafal Kawecki
<kawecki@sun1000.pwr.wroc.pl> wrote:

>> >Can I change something to open more then 18 files?
>> >Patch (as you said there is no pathc for this) could be a good solution... Ah,
>> >it has to work under SingleTOS, MiNT and MagiC.
>>
>> Atm it would appear that your only solution is to buffer your file
>> handles in some way.
>
>Yes, exactly ;-)

>
>
>> Care to elaborate on why you need so many files open? I'm curious! :-)
>
>I'm porting a game (Tales of Tamar - a preview of this game will be published on
>the upcoming ST-Computer CD) for Falcon and for some reasons I need to open more
>files at the same time.
>Probably I could load the files into memory, but I would eat to much memory (some
>files are bigger then 300 kB) etc.

I've some time to waffle. Beware! I'm tired! I can go on and on and
round & round in circles for ages. See, I've started already :-)

You could "front-end" the gemdos functions perhaps. Something like
this, although obviously I've got <stdio.h> in mind here because I
can't remember the details of the gemdos functions well enough!!!

```
typedef struct  {
char            *   fn; //filename
char            *   fa; //file attributes
FILE            *   fp; //or NULL if currently not open
long                sp; //saved seek position
BOOL                fe; //ferror(fp)
int                 en; //errno
unsigned long       ac; //"access count"
}   MFILE;

MFILE*   mfopen(const char fname[], const char fattr[]);
void mfclose(MFILE *mfp);
int  mfread(void *bp, size_t bs, size_t n, MFILE *mfp);
int  mfwrite(const void *bp, size_t bs, size_t n, MFILE *mfp);
long mftell(MFILE*);
int  mfseek(MFILE *mfp, long offset, int whence);
```

The (MFILE*) returned from mfopen() can be treated almost like
(FILE*). The idea is that mfopen() also saves a copy in an internal
list, called 'mfpa' for example. 'mfpa' is big enough, or can become
big enough, to hold a pointer for each file that can possibly be
opened. When this list contains the same number, or more, of open
files as can be reliably opened then it'll need to close one of the
files which is already in the list - the file accessed the least
perhaps. Having done that, it can place the new (MFILE*) into a vacant
(ie NULL) slot within the list then really open it: I reckon you need
to do that immediately to avoid dealing with "postponed fopen()
failures".

You might close the least accessed file like this...

```
static BOOL
FileContextSleep(MFILE *mfp)
{
 if (!mfp || !mfp->fp)
    return FALSE
```

```
 ;

 mfp->sp = ftell(mfp->fp);
 mfp->fe = ferror(mfp->fp);
 mfp->en = errno;

 fclose(mfp->fp);
 mfp->fp = NULL;

 return TRUE;
}
```

...which could be restored thus...

```
static BOOL
FileContextAwake(MFILE *mfp)
{
 assert(mfp && !mfp->fp);
 if (!mfp->fe)
    return FALSE
 ;

 mfp->fp = fopen(mfp->fn,mfp->fa);
 assert(mfp->fp);
 fseek(mfp->fp,mfp->sp,SEEK_SET);

 return !(mfp->fe = ferror(mfp->fp));
}
```

Btw I've used assert() merely to highlight something that needs thinking about. The FALSE return above is because in my mind I see little point in making an attempt to reopen the stream when it was in an error condition anyway. ;-)

These MFILE's need creating & destroying...

```
static MFILE *
CreateContext(
    const char  fname[],
    const char  fattr[]
)
{const int  lfn     =strlen(fname),
            lfa     =strlen(fattr);
 MFILE      *mfp    =malloc(sizeof *mfp + lfn + 1 + lfa + 1);

 if (!mfp)
    return NULL
 ;

 mfp->fn = (char*)&mfp[1];
 strcpy(mfp->fn,fname);
 mfp->fa = &mfp->fn[lfn + 1];
 strcpy(mfp->fa,fattr);
```

```
 mfp->fp = NULL;
 mfp->sp = 0;
 mfp->fe = TRUE;
 mfp->en = SUMFINK;    //some relevent initial E_?? condition
 mfp->ac = NO_ACCESSES; //zero ;-)

 return mfp;
}

static void
DestroyContext(
    MFILE   **mfp
)
{
 assert(*mfp && !(*mfp)->fp);
 free(*mfp);
 *mfp = NULL;
}
```

And that's where I'll have to leave it I'm afraid. A very long compilation has just died & is demanding my attention. Typical. Nothing ever goes wrong when you stare at it. Drop yer pencil & bend down to get it. Phzitt - error! :-|

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 3323536457277461265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-30 04:52:39 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!madasafish.com!bindon
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Programmer
Date: Fri, 28 Sep 2001 10:16:46 +0100 (BST)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3bb440f84fc3a1@madasafish.com>
References: <3bb34d9a96e981@madasafish.com>
 <9p5qk8$1bj3$1@news.comnet.co.nz>
Reply-To: bindon@madasafish.com
X-Newsreader: Okami Version 2.1B-21
X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com

Lines: 39
Xref: archiver1.google.com comp.sys.atari.programmer:687

Hi G!

>> I would also like another program to read from $E00000 to $E30000
>and put
>> its contents to a file. The file sizes are 2^17.
>
>One point: The ROM space from a machine with TOS >=1.06 is 256k (ie
>2^18) - so you need to extend your range to 00E00000 thru 00E3FFFF,
>not the 192k address range you've given or the 128k file size (2^17)
>[TT's and Falcons have larger TOS's])

Yes, sorry. It is $E00000 to $E3FFFF and the file size is roughly 256k,
or 2^18.

>> I don't need any GUI or anything, not even a fileselector is really
>> needed. I did do this with Bload/Bsave with Basic but on my ST it
>had
>> problems using that address space.
>
>I'd attempt this on my TT, but I can't seem to find the "Enhanced" ST
>Basic it shipped with - I'll look and see if it's feasible. (Do you
>have access to any other development tools than ST Basic? I normally
>write C or 68k assembly code - I haven't written any serious Basic
>code since the late 1980s, so my attempt may be less than
>ideal/efficient)

OK, Bload/bsave doesn't work on STs when accesing the ROM, yet it does on
my STE. I have Lattice C but see no way of writing to address space.

I also tried buffering to ST memory and then using a peek/poke loop to
move the data from ST memory to that above address range but it took 15
minutes to do only a tenth of it! Mind you, this is an interpreter. I
also have Hisoft Basic. I also don't know how to check where to place a
buffer in Basic as there didn't seem to be a way to ask the OS for memory
space like you can in C.

Thanks.
--
Lyndon Amsdon

From 6254015449176221892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-30 04:52:42 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!madasafish.com!bindon
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.programmer

Subject: Re: WTD: Programmer
Date: Fri, 28 Sep 2001 10:20:44 +0100 (BST)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3bb440f84fc3a2@madasafish.com>
References: <3bb34d9a96e981@madasafish.com>
 <3bb91db0.85961225@news.ntlworld.com>
Reply-To: bindon@madasafish.com
X-Newsreader: Okami Version 2.1B-21
X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 24
Xref: archiver1.google.com comp.sys.atari.programmer:688

Hi Guy!

>>I would like to talk to someone who could help me or write me a very
>>simple program that would read a file byte by byte from floppy disk and
>>place it from $E00000 to $E30000.
>>
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>>its contents to a file. The file sizes are 2^17.
>>
>>I don't need any GUI or anything, not even a fileselector is really
>>needed. I did do this with Bload/Bsave with Basic but on my ST it had
>>problems using that address space.
>
>The processor probably wasn't in supervisor mode. Try a loop with PEEK
>and POKE they *might* shift in and out of user/supervisor mode
>accordingly. Just try a single POKE first - no point writing the rest
>of the code if it doesn't work. ;-)

Oh, I was able to poke in that address range (actually E00000-E3ffff) and
peek back the right values. I'll try compiling a version to speed things
up but I do worry about guessing where to place my 256k buffer as some
program may write over it.
--
Lyndon Amsdon

From -3220677092537766312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-30 11:35:15 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!134.222.94.5!npeer.kpnqwest.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: Sun, 30 Sep 2001 17:39:21 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia

Lines: 25
Message-ID: <9p7lc6len1@news.eunet.yu>
References: <3bb34d9a96e981@madasafish.com>
NNTP-Posting-Host: p-2.85.eunet.yu
X-Trace: news.eunet.yu 1001871561 21975 213.240.2.85 (30 Sep 2001 17:39:21 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Sun, 30 Sep 2001 17:39:21 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:689

On 27 Sep 2001 17:00:26 , "Lyndon Amsdon" wrote:
>Hi!
>
>I would like to talk to someone who could help me or write me a very
>simple program that would read a file byte by byte from floppy disk and
>place it from $E00000 to $E30000.

This is obviously for loading a TOS, isn't it?

Did you consider using the AUTO_206.PRG loader that comes in TOSPATCH package (to be found on Atari FTP sites, named TP206***.LZH). The package contains provisions for adapting TOS to loading on arbitrary starting address, and I suppose that the loader program can cope with anything that is specified for TOS location. The starting address is contained in the TOS image (in the first ten bytes or so), so a moderately smart loader program should not have any problems dealing with that.

Because you intend to load TOS on the original starting address- $E00000, there is no need to modify it through TOSPATCH, just use the loader- or use TOSPATCH anyway to implement some bug corrections and improvements- there are many prepared in the supplied command files.

Regards;

From -5490112414830738166
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-30 12:37:55 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!sn-xit-03!sn-post-01!supernews.com!corp.supernews.com!madasafish.com!bindon
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: Fri, 28 Sep 2001 17:55:16 +0100 (BST)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3bb4adaca498a2@madasafish.com>
References: <3bb34d9a96e981@madasafish.com> <9p7lc6len1@news.eunet.yu>
Reply-To: bindon@madasafish.com

X-Newsreader: Okami Version 2.1B-21
X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 35
Xref: archiver1.google.com comp.sys.atari.programmer:690

Hi Djordje!

>>I would like to talk to someone who could help me or write me a very
>>simple program that would read a file byte by byte from floppy disk and
>>place it from $E00000 to $E30000.
>
>This is obviously for loading a TOS, isn't it?

Kind of.

>Did you consider using the AUTO_206.PRG loader that comes in TOSPATCH
>package (to be found on Atari FTP sites, named TP206***.LZH). The package
>contains provisions for adapting TOS to loading on arbitrary starting
>address, and I suppose that the loader program can cope with anything that
>is specified for TOS location. The starting address is contained in the
>TOS image (in the first ten bytes or so), so a moderately smart loader
>program should not have any problems dealing with that.
>
>Because you intend to load TOS on the original starting address- $E00000,
>there is no need to modify it through TOSPATCH, just use the loader- or
>use TOSPATCH anyway to implement some bug corrections and improvements-
>there are many prepared in the supplied command files.

No, I think I should explain what I'm trying to do. I've put battery
backed memory at $E00000-E3ffff on an ST. I designed a circuit to switch
between TOS 1.02 and whatever is at that above address range. If I use
TOS 2.06 image it already has the right bit to say the starting address,
$E00030 IIRC. I've also switched ROM signals to make it search there
first time it's turned on.

I need a program that can read a file and place it's contents at this
address range to update the memory. Peek/Poke is very slow, even when
compiled to max speed. About an hour.
--
Lyndon Amsdon

From 630322003921360303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-01 03:06:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!195.158.233.21!news1.ebone.net!news.ebone.net!
news.ipartners.pl!news.icm.edu.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail

From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Opening files
Date: Mon, 01 Oct 2001 12:19:44 +0200
Organization: Politechnika Wroclawska
Lines: 43
Message-ID: <3BB84340.F7E30659@sun1000.pwr.wroc.pl>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
<3BB0FF60.66C7CCCB@maartens.nl> <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
<3bb477b4.52106985@news.ntlworld.com> <3BB41EA6.C52A4F18@sun1000.pwr.wroc.pl>
<3bb81be7.85504709@news.ntlworld.com>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 1001930773 17475 156.17.32.156 (1 Oct 2001 10:06:13
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 1 Oct 2001 10:06:13 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:691

> >> >Can I change something to open more then 18 files?
> >> >Patch (as you said there is no pathc for this) could be a good solution...
Ah,
> >> >it has to work under SingleTOS, MiNT and MagiC.
> >>
> >> Atm it would appear that your only solution is to buffer your file
> >> handles in some way.
> >
> >Yes, exactly ;-)
> >
> >
> >> Care to elaborate on why you need so many files open? I'm curious! :-)
> >
> >I'm porting a game (Tales of Tamar - a preview of this game will be published
on
> >the upcoming ST-Computer CD) for Falcon and for some reasons I need to open
more
> >files at the same time.
> >Probably I could load the files into memory, but I would eat to much memory
(some
> >files are bigger then 300 kB) etc.
>
> I've some time to waffle. Beware! I'm tired! I can go on and on and
> round & round in circles for ages. See, I've started already :-)
>
> You could "front-end" the gemdos functions perhaps. Something like
> this, although obviously I've got <stdio.h> in mind here because I
> can't remember the details of the gemdos functions well enough!!!

Thanks for that.

Actually it's done now and it works ;-) Besides that I'm using simple - open, read etc. functions (no FILE * stream is used).

Probably somebody else will use it.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 2467418247576469768
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-01 07:25:56 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!howland.erols.net!ix.netcom.com!news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: 30 Sep 2001 14:10:48 GMT
Organization: E.L.F. Software
Lines: 17
Message-ID: <9p7958$c23$1@slb2.atl.mindspring.net>
References: <3bb34d9a96e981@madasafish.com>
NNTP-Posting-Host: c7.ae.00.84
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:692

>I would like to talk to someone who could help me or write me a very
>simple program that would read a file byte by byte from floppy disk and
>place it from $E00000 to $E30000.

There is an absolute address version of the DVI executable file format, so a file written in that format should be loaded automatically into any desired address and executed. (I've never actually tried it.)

OTOH, if you replace the system ROM with RAM or Flash RAM, you won't be able to boot up at all.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com

Supporting the TT030
100% Microsoft free!

From -8365093854089039227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-01 15:35:13 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!news.tele.dk!
small.news.tele.dk!134.222.94.5!npeer.kpnqwest.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: Mon, 1 Oct 2001 21:41:25 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 40
Message-ID: <9panu1sph1@news.eunet.yu>
References: <3bb34d9a96e981@madasafish.com> <9p7lc6len1@news.eunet.yu>
<3bb4adaca498a2@madasafish.com>
NNTP-Posting-Host: p-1.101.eunet.yu
X-Trace: news.eunet.yu 1001972485 29489 213.240.1.101 (1 Oct 2001 21:41:25 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Mon, 1 Oct 2001 21:41:25 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:693

On 28 Sep 2001 17:55:16 , "Lyndon Amsdon" wrote:

>>Did you consider using the AUTO_206.PRG loader that comes in TOSPATCH
>>[...]
>>Because you intend to load TOS on the original starting address- $E00000,
>>there is no need to modify it through TOSPATCH, just use the loader- or
>>use TOSPATCH anyway to implement some bug corrections and improvements-
>>there are many prepared in the supplied command files.
>
>No, I think I should explain what I'm trying to do. I've put battery
>backed memory at $E00000-E3ffff on an ST. I designed a circuit to switch
>between TOS 1.02 and whatever is at that above address range. If I use
>TOS 2.06 image it already has the right bit to say the starting address,
>$E00030 IIRC. I've also switched ROM signals to make it search there
>first time it's turned on.

I am quite aware what you are trying to do, but read carefully- that's
exactly what I was saying: original TOS image is already set for $E000000.
Then I suggested that maybe the loader program supplied with TOSPATCH
might recognize $E000000 and load TOS there, thus solving your software
problem.

Anyway, using TOSPATCH to hack a little into TOS image might give you some
benefits, like removing bugs, enabling it to format a MS-DOS compatible
floppy, translating the TOS resource files, etc.

>I need a program that can read a file and place it's contents at this
>address range to update the memory. Peek/Poke is very slow, even when
>compiled to max speed. About an hour.

??? I can't understand how you succeeded in making it so slow? I made
a little test- loaded 256KB from a file, poked it all into another location
(all in standard ST-RAM), and saved to another file. Even with an improvised
(i.e. non-optimized) little program compiled with Gfa-basic it took below
30 seconds. Is it possible that your DTACKing circuit is too slow? If it
responds several CPU-cycles too late, it may significantly prolong data
transfer.

cu.

From 3907737248716109741
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-01 15:35:14 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!134.222.94.5!npeer.kpnqwest.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: Mon, 1 Oct 2001 21:41:29 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 10
Message-ID: <9panu7sph2@news.eunet.yu>
References: <3bb34d9a96e981@madasafish.com> <9p7958$c23$1@slb2.atl.mindspring.net>
NNTP-Posting-Host: p-1.101.eunet.yu
X-Trace: news.eunet.yu 1001972489 29489 213.240.1.101 (1 Oct 2001 21:41:29 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Mon, 1 Oct 2001 21:41:29 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:694

On 30 Sep 2001 14:10:48 , John Kormylo wrote:

>OTOH, if you replace the system ROM with RAM or Flash RAM, you won't
>be able to boot up at all.

That is not exactly true- with a proper hardware circuit and if adequate
precautions are taken against a corrupted TOS image, it would be possible
to boot from a previously loaded Flash RAM or a battery-backed SRAM.

cu.

From 3315790699777998548
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ded5f0391e8136af

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-02 04:49:23 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!news.tele.dk!
small.news.tele.dk!193.190.198.17!newsfeeds.belnet.be!news.belnet.be!
transit.news.xs4all.nl!josdb
From: "Jos den Bekker" <josdb@xs4all.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: How to top another program under MagiC?
Date: 2 Oct 2001 13:49:18 +0200
Organization: Seni Translation Services
Lines: 18
Sender: josdb@xs4.xs4all.nl
Message-ID: <3bb9b79c1a0850@xs4all.nl>
References: <9n5f0a$i0a$1@news1.xs4all.nl> <3BA6DDCB.E272FE6B@gmx.ch>
 <3ba891b669b810@xs4all.nl> <3BADD4BA.A434E1C0@gmx.ch>
NNTP-Posting-Host: xs4.xs4all.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news1.xs4all.nl 1002023359 4663 194.109.6.45 (2 Oct 2001 11:49:19 GMT)
X-Complaints-To: abuse@xs4all.nl
NNTP-Posting-Date: 2 Oct 2001 11:49:19 GMT
User-Agent: Okami Version 2.1B-23 (Atari)
X-OS: MagiC PC 6.10
Xref: archiver1.google.com comp.sys.atari.programmer:695

on Sun 23-09-2001 14:25 Philipp Donz wrote:

>Here is some code I worked out. (It uses most MagiC specific features!)
>With my configuration everything works fine (PureC 1.1, MT_AES.LIB).

Well, unfortunately I don't have MT_AES.LIB

>Good luck ;-)

Thanks!

--
  Jos den Bekker http://www.xs4all.nl/~josdb
                -*-
  "I reaffirm with emphasis that the sun is real, and also that it is
   hot - in fact as hot as Hell, and that if the metaphysicians doubt
   it they should go there and see."
                - Winston Churchill

From -780880810727526974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-02 06:58:22 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!newsfeed1.earthlink.net!newsfeed2.earthlink.net!

newsfeed.earthlink.net!news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: WTD: Programmer
Date: 2 Oct 2001 13:57:28 GMT
Organization: E.L.F. Software
Lines: 18
Message-ID: <9pch48$64g$1@slb0.atl.mindspring.net>
References: <3bb34d9a96e981@madasafish.com> <9p7958$c23$1@slb2.atl.mindspring.net>
<9panu7sph2@news.eunet.yu>
NNTP-Posting-Host: c7.ae.07.59
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:696

>>OTOH, if you replace the system ROM with RAM or Flash RAM, you won't
>>be able to boot up at all.
>
>That is not exactly true- with a proper hardware circuit and if adequate
>precautions are taken against a corrupted TOS image, it would be possible
>to boot from a previously loaded Flash RAM or a battery-backed SRAM.

Sorry, I should have specified "uninitialized" RAM or Flash RAM,
which is what he would have before he runs the copy program.

As it turns out, he plans to switch from ROM to RAM on the fly.

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      Supporting the TT030
      100% Microsoft free!

From -5325038580921720201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-02 10:10:51 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!madasafish.com!bindon
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: Mon, 01 Oct 2001 07:47:14 +0100 (BST)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3bb8a31888420@madasafish.com>
References: <3bb34d9a96e981@madasafish.com> <9p7lc6len1@news.eunet.yu>
 <3bb4adaca498a2@madasafish.com> <9panu1sph1@news.eunet.yu>
Reply-To: bindon@madasafish.com
X-Newsreader: Okami Version 2.1B-21
X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI

X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 33
Xref: archiver1.google.com comp.sys.atari.programmer:697

Hi Djordje!

>>I need a program that can read a file and place it's contents at this
>>address range to update the memory. Peek/Poke is very slow, even when
>>compiled to max speed. About an hour.
>
>??? I can't understand how you succeeded in making it so slow? I made
>a little test- loaded 256KB from a file, poked it all into another location
>(all in standard ST-RAM), and saved to another file. Even with an improvised
>(i.e. non-optimized) little program compiled with Gfa-basic it took below
>30 seconds. Is it possible that your DTACKing circuit is too slow? If it
>responds several CPU-cycles too late, it may significantly prolong data
>transfer.

I tested it on my STE doing a read from the rom. It does seem awfully
slow, I know. I did this (IIRC)

```
20 for t= 1 to 262144 step 2
30 a%=peek(&HE0000+t)
40 poke &H30000+t,a%
50 next
60 bsave "test",&H30000,262144
```

Well, that was the basic way, there may be a couple of bugs in there. It
takes the ROM, buffers it to ST memory and then saves it.

Henk Robbers has helped me out with a compiled version (the Lattice
version had a problem with the array or something).

Thanks to everyone who helped, if it works OK I'll put all docs on my
website.
--
Lyndon Amsdon

From 7214214894952762502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-02 10:10:53 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!madasafish.com!bindon
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: Mon, 01 Oct 2001 07:51:12 +0100 (BST)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3bb8a31888421@madasafish.com>

References: <3bb34d9a96e981@madasafish.com> <9p7lc6len1@news.eunet.yu>
 <3bb4adaca498a2@madasafish.com> <9panu1sph1@news.eunet.yu>
Reply-To: bindon@madasafish.com
X-Newsreader: Okami Version 2.1B-21
X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 15
Xref: archiver1.google.com comp.sys.atari.programmer:698

Hi Djordje!

>I am quite aware what you are trying to do, but read carefully- that's
>exactly what I was saying: original TOS image is already set for $E000000.
>Then I suggested that maybe the loader program supplied with TOSPATCH
>might recognize $E000000 and load TOS there, thus solving your software
>problem.

Sorry, I forget to reply to this bit. I did download some tools from
Hallvards website as I couldn't find anything under that name you gave. I
got some tools to modify a tos.img reading for putting into EPROM but
didn't see anything for loading it. I've just seen what you mean know,
the sort of program that puts it into ST RAM.
--
Lyndon Amsdon

From 4862878162904991584
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9e34d230d131726f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-02 11:59:07 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!fu-berlin.de!uni-berlin.de!pd90090d0.dip0.t-
ipconnect.DE!not-for-mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.programmer
Subject: Join the EmuTOS project!
Date: Tue, 02 Oct 2001 18:59:56 GMT
Lines: 42
Message-ID: <3bba0d70.2003199@news.cis.dfn.de>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: pd90090d0.dip0.t-ipconnect.de (217.0.144.208)
X-Trace: fu-berlin.de 1002049145 18280423 217.0.144.208 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243
Xref: archiver1.google.com comp.sys.atari.programmer:699

Hi!

Join the EmuTOS project at:

     http://emutos.sourceforge.net/en/index.htm

EmuTOS is a singleuser singletasking operating system for Atari ST computer emulators. Today it is just running on STonX. But my intention is to have it running on every Atari ST emulator available.

It is thought as a replacement for the TOS-images you usually need today on these emulators.

EmuTOS is based on Digital Research's GEMDOS sources, which was made available under GPL license in 1999 by Caldera, and so is EmuTOS.

EmuTOS today is made up of four parts:

- The BIOS/XBIOS, which provides the interface to the hardware.
- The BDOS, which is what you know as GEMDOS
- The shell command.prg

Maybe it is enough for starting games. Possibly it will get a "full" TOS with graphics and all. Maybe it will run on real hardware some day...

The EmuTOS Mailinglist is up and running.
Go here to add yourself to the list:

http://lists.sourceforge.net/lists/listinfo/emutos-devel

and here you can see the archive:

http://www.geocrawler.com/redir-sf.php3?list=emutos-devel

Regards
--
Martin D?ring

From 7280441785979499351
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-03 13:43:35 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!134.222.94.5!npeer.kpnqwest.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: Wed, 3 Oct 2001 20:20:55 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 15
Message-ID: <9pfrv6$1s1$1@news.eunet.yu>

References: <3bb34d9a96e981@madasafish.com> <9p7lc6len1@news.eunet.yu>
<3bb4adaca498a2@madasafish.com> <9panu1sph1@news.eunet.yu>
<3bb8a31888421@madasafish.com>
NNTP-Posting-Host: p-1.78.eunet.yu
X-Trace: news.eunet.yu 1002140455 1921 213.240.1.78 (3 Oct 2001 20:20:55 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Wed, 3 Oct 2001 20:20:55 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:700

On 1 Oct 2001 07:51:12 +, "Lyndon Amsdon" wrote:
>>Then I suggested that maybe the loader program supplied with TOSPATCH
>Hallvards website as I couldn't find anything under that name you gave.

Try http://www.stud.uni-hamburg.de/users/in5y280/tospatch.html

or, for a somewhat older version, which I used

 ftp.cs.tu-berlin.de/pub/Atari/Utils/tp206v38.lzh

which is for German tos only. I believe that on some British site
you can find an archive called TOSPATUK which contains files for
a British tos (different routine addresses there).

Cu.

From -8259713556272755385
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e34d230d131726f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-06 08:58:56 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!newspeer.clara.net!news.clara.net!
eurus.uk.clara.net
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <3bba0d70.2003199@news.cis.dfn.de>
Subject: Re: Join the EmuTOS project!
Date: Sat, 6 Oct 2001 15:35:05 +0100
Lines: 13
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
NNTP-Posting-Host: 212.126.149.190
NNTP-Posting-Date: Sat, 06 Oct 2001 16:58:51 BST
Message-ID: <1002383931.44283.3@eurus.uk.clara.net>
Lines: 13
Xref: archiver1.google.com comp.sys.atari.programmer:701

Hi Martin

> Join the EmuTOS project at:

Good luck with this venture.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 8357525726142113833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-07 02:37:48 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!paloalto-
snf1.gtei.net!paloalto-snh1.gtei.net!lsanca1-snf1!news.gtei.net!enterprise!
news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Programmer
Date: Sun, 7 Oct 2001 22:29:17 +1300
Organization: The Gluepot
Lines: 63
Message-ID: <9pp7jj$189o$1@news.comnet.co.nz>
References: <3bb34d9a96e981@madasafish.com>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-92.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 1002447283 41272 131.203.242.92 (7 Oct 2001 09:34:43
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 7 Oct 2001 09:34:43 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:702

"Lyndon Amsdon" <bindon@madasafish.com> wrote ...
> Hi!
>
> I would like to talk to someone who could help me or write me a very
> simple program that would read a file byte by byte from floppy disk
and
> place it from $E00000 to $E30000.
>
> I would also like another program to read from $E00000 to $E30000
and put
> its contents to a file. The file sizes are 2^17.
>

> I don't need any GUI or anything, not even a fileselector is really
> needed. I did do this with Bload/Bsave with Basic but on my ST it
had
> problems using that address space.
>
> Thanks in advanve.

I've had a go at writing one in ST Basic, but gave up - it's hopelessly slow on my TT, (5 mins for 256k data, versus 1 second for 512k when done in C) and it was a bit "iffy" as well (probably due to my not using Basic since the 1980s)

I also started writing one in Lattice C, and it seems to be working OK. It puts up a dialog, and allows you to pick the address you want to use from a popup menu (with the two most common addresses predefined), pick the sizes from a menu, a file name via the file selector, and then read/write the file. If you want a custom address or data size (in 1k increments), you can also enter these and select "Custom" from the popup menus.

It seems to be quite reasonable speed wise under SingleTOS (AES 4.1, TOS 3.05), copying my TTs ROM (512k bytes) to a semi-fragmented SCSI hard disc partition in about 1.5 seconds, and reading it back into the ROM space in two seconds or thereabouts. (Not having access to an ST, I'd guess these times would elongate to about 8-10 seconds, which seem quite reasonable)

It's a bit over 500 lines of C source.at present, compiled only for a TT, and the double-clickable APP is about 60k in its incomplete, but fully debuggable form (it'll probably end up nearer to 40k when I've tidied it up, added some more sanity checks [checking if you're writing/reading "bad" addresses and so forth], recompiled for an ST, and removed the debug info from the program)

I can probably email it to you in the next few days.

--

Quote for the month

"Nice software!"
(Number 5)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

From 2303670732237384196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-07 02:50:43 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!newsfeed1.earthlink.net!newsfeed2.earthlink.net!
newsfeed.earthlink.net!lsanca1-snf1!news.gtei.net!enterprise!news.comnet.co.nz!
not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: Sun, 7 Oct 2001 22:42:13 +1300
Organization: The Gluepot
Lines: 75
Message-ID: <9pp8bo$18js$1@news.comnet.co.nz>
References: <3bb34d9a96e981@madasafish.com> <9p7lc6len1@news.eunet.yu>
<3bb4adaca498a2@madasafish.com> <9panu1sph1@news.eunet.yu>
<3bb8a31888420@madasafish.com>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-92.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 1002448056 41596 131.203.242.92 (7 Oct 2001 09:47:36
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 7 Oct 2001 09:47:36 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:703

"Lyndon Amsdon" <bindon@madasafish.com> wrote ...
> >>I need a program that can read a file and place it's contents at
this
> >>address range to update the memory. Peek/Poke is very slow, even
when
> >>compiled to max speed. About an hour.
> >
> >??? I can't understand how you succeeded in making it so slow? I
made
> >a little test- loaded 256KB from a file, poked it all into another
location
> >(all in standard ST-RAM), and saved to another file. Even with an
improvised
> >(i.e. non-optimized) little program compiled with Gfa-basic it took
below
> >30 seconds. Is it possible that your DTACKing circuit is too slow?
If it
> >responds several CPU-cycles too late, it may significantly prolong
data
> >transfer.
>
> I tested it on my STE doing a read from the rom. It does seem

awfully
> slow, I know. I did this (IIRC)
>
> 20 for t= 1 to 262144 step 2
> 30 a%=peek(&HE0000+t)
> 40 poke &H30000+t,a%
> 50 next
> 60 bsave "test",&H30000,262144

(Where did you get the address &h30000 from?)

> Well, that was the basic way, there may be a couple of bugs in
there. It
> takes the ROM, buffers it to ST memory and then saves it.

You're reading 16 bit words from an odd address. This will cause the
68000 to complain, (normally generating a three bomb [Address
Exception] crash, but Basic seems to have intercepted this, and runs
slower than normal as a result)

At the first iteration, you're reading (E00000+1) = E00001 (odd
address!)
The next iteration you're reading (E00000+3) = E00003

A better way would've been something like:

```
    FOR t% = 0 TO 262142 STEP 2
        a% = PEEK_W( &hE00000 + t% )
        POKE_W &h30000 + t%, a%
    NEXT t%
```

> Henk Robbers has helped me out with a compiled version (the Lattice
> version had a problem with the array or something).
>
> Thanks to everyone who helped, if it works OK I'll put all docs on
my
> website.

--

Quote for the month

"Nice software!"
(Number 5)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From 2261579712943360429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-07 03:27:50 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!sn-xit-01!sn-post-01!supernews.com!corp.supernews.com!madasafish.com!bindon
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: Sun, 07 Oct 2001 10:37:12 +0100 (BST)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3bc0224cffb30@madasafish.com>
References: <3bb34d9a96e981@madasafish.com> <9p7lc6len1@news.eunet.yu>
 <3bb4adaca498a2@madasafish.com> <9panu1sph1@news.eunet.yu>
 <3bb8a31888421@madasafish.com> <9pfrv6$1s1$1@news.eunet.yu>
Reply-To: bindon@madasafish.com
X-Newsreader: Okami Version 2.1B-21
X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 29
Xref: archiver1.google.com comp.sys.atari.programmer:704

Hi Djordje!

>On 1 Oct 2001 07:51:12 +, "Lyndon Amsdon" wrote:
>>>Then I suggested that maybe the loader program supplied with TOSPATCH
>>Hallvards website as I couldn't find anything under that name you gave.
>
>Try http://www.stud.uni-hamburg.de/users/in5y280/tospatch.html
>
>or, for a somewhat older version, which I used
>
>ftp.cs.tu-berlin.de/pub/Atari/Utils/tp206v38.lzh
>
>which is for German tos only. I believe that on some British site
>you can find an archive called TOSPATUK which contains files for
>a British tos (different routine addresses there).

I'll keep that archived but the actual program is sorted, Henk Robbers has done a grand job with this small TTP. The battery backed SRAM now works but I haven't put actually put a battery on it. I need to mount the GAL onto a piece of veroboard/stripboard and place the battery there. The SRAMs fit nicely into the spare ROM sockets. There is actually no modification to the old ROMs as you desolder the bridge across the CE and solder two wires to either side of it.

I'll write it fully up with schematics etc.

Thanks Djordje.
--
Lyndon Amsdon

From 558604328541528584
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-07 05:20:40 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!madasafish.com!bindon
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: Sun, 07 Oct 2001 10:43:04 +0100 (BST)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3bc03cc215ad550@madasafish.com>
References: <3bb34d9a96e981@madasafish.com> <9p7lc6len1@news.eunet.yu>
 <3bb4adaca498a2@madasafish.com> <9panu1sph1@news.eunet.yu>
 <3bb8a31888420@madasafish.com> <9pp8bo$18js$1@news.comnet.co.nz>
Reply-To: bindon@madasafish.com
X-Newsreader: Okami Version 2.1B-21
X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 27
Xref: archiver1.google.com comp.sys.atari.programmer:705

Hi G!

>> 20 for t= 1 to 262144 step 2
>> 30 a%=peek(&HE0000+t)
>> 40 poke &H30000+t,a%
>> 50 next
>> 60 bsave "test",&H30000,262144
>
>(Where did you get the address &h30000 from?)

That was &HE00000 in my real basic.

>> Well, that was the basic way, there may be a couple of bugs in
>there. It
>> takes the ROM, buffers it to ST memory and then saves it.
>
>You're reading 16 bit words from an odd address. This will cause the
>68000 to complain, (normally generating a three bomb [Address
>Exception] crash, but Basic seems to have intercepted this, and runs
>slower than normal as a result)

I also put Step 2 afterwards too, I remember this as the 030 can access
odd address IIRC and it was a commen coding problem when the software was

run on ST.

--
Lyndon Amsdon

From 5548598948834133296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-07 05:20:43 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!sn-xit-01!sn-post-01!supernews.com!corp.supernews.com!madasafish.com!bindon
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Programmer
Date: Sun, 07 Oct 2001 10:45:58 +0100 (BST)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3bc03cc215ad551@madasafish.com>
References: <3bb34d9a96e981@madasafish.com>
 <9pp7jj$189o$1@news.comnet.co.nz>
Reply-To: bindon@madasafish.com
X-Newsreader: Okami Version 2.1B-21
X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 18
Xref: archiver1.google.com comp.sys.atari.programmer:706

Hi

>It's a bit over 500 lines of C source.at present, compiled only for a
>TT, and the double-clickable APP is about 60k in its incomplete, but
>fully debuggable form (it'll probably end up nearer to 40k when I've
>tidied it up, added some more sanity checks [checking if you're
>writing/reading "bad" addresses and so forth], recompiled for an ST,
>and removed the debug info from the program)

I'm really sorry but Henk Robbers has already sent me a version that is
working fine. I hope I haven't wasted your time. 500 lines sounds like
quite a few days solid coding.

>I can probably email it to you in the next few days.

My Email is down at the moment.
--
Lyndon Amsdon

From -8932993274503859791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-08 02:20:40 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!130.133.1.3!fu-berlin.de!news.tu-darmstadt.de!not-for-mail
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: 8 Oct 2001 09:18:49 GMT
Organization: Technische Universitaet Darmstadt
Lines: 23
Message-ID: <9prr1p$t5b$1@sun27.hrz.tu-darmstadt.de>
References: <3bb34d9a96e981@madasafish.com> <9p7lc6len1@news.eunet.yu>
<3bb4adaca498a2@madasafish.com> <9panu1sph1@news.eunet.yu>
<3bb8a31888420@madasafish.com> <9pp8bo$18js$1@news.comnet.co.nz>
<3bc03cc215ad550@madasafish.com>
NNTP-Posting-Host: lnx2.hrz.tu-darmstadt.de
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.39 (i586))
Xref: archiver1.google.com comp.sys.atari.programmer:707

Hi!

Lyndon Amsdon <bindon@madasafish.com> wrote:
> I also put Step 2 afterwards too, I remember this as the 030 can
> access odd address IIRC and it was a commen coding problem when
> the software was run on ST.

Yes, the 68030 can read words and long words from odd addresses,
but it takes twice the time than reading from even addresses, as
it is (IIRC) internally realized by first read a word from the
next lower even address and then the following word, and returning
the intersection of these two words.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet)
gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!

From -1818698813016920751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-08 14:37:21 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!npeer.kpnqwest.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer

Subject: Re: WTD: Programmer
Date: Mon, 8 Oct 2001 20:56:01 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 18
Message-ID: <9pt3sv$c9r$1@news.eunet.yu>
References: <3bb34d9a96e981@madasafish.com> <9p7lc6len1@news.eunet.yu>
<3bb4adaca498a2@madasafish.com> <9panu1sph1@news.eunet.yu>
<3bb8a31888421@madasafish.com> <9pfrv6$1s1$1@news.eunet.yu>
<3bc0224cffb30@madasafish.com>
NNTP-Posting-Host: p-2.109.eunet.yu
X-Trace: news.eunet.yu 1002574561 12603 213.240.2.109 (8 Oct 2001 20:56:01 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Mon, 8 Oct 2001 20:56:01 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:708

On 7 Oct 2001 10:37:12 +, "Lyndon Amsdon" wrote:

>> TOSPATCH

>I'll keep that archived but the actual program is sorted,

You should look at TOSPATCH anyway, it will give you an opportunity
to correct some important bugs in TOS2.06 and to make some enhancements.

>The battery backed SRAM now works
>but I haven't put actually put a battery on it.

If you haven't already done so, maybe you should make some voltage-monitor
circuit which would positively reset to old TOS in case of battery voltage
dropping below some level. With cmos logic the control circuit would not drain
battery much.

cu.

From 529875890566292917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e2d2d85262e10aa
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-09 12:09:56 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!sn-xit-01!sn-
post-01!supernews.com!corp.supernews.com!madasafish.com!bindon
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTD: Programmer
Date: Tue, 09 Oct 2001 18:57:04 +0100 (BST)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3b7da2dc347f50@madasafish.com>
References: <3bb34d9a96e981@madasafish.com> <9p7lc6len1@news.eunet.yu>
<3bb4adaca498a2@madasafish.com> <9panu1sph1@news.eunet.yu>
<3bb8a31888421@madasafish.com> <9pfrv6$1s1$1@news.eunet.yu>
<3bc0224cffb30@madasafish.com> <9pt3sv$c9r$1@news.eunet.yu>

Reply-To: bindon@madasafish.com
X-Newsreader: Okami Version 2.1B-21
X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 26
Xref: archiver1.google.com comp.sys.atari.programmer:709

Hi Djordje!

>On 7 Oct 2001 10:37:12 +, "Lyndon Amsdon" wrote:
>
>>> TOSPATCH
>
>>I'll keep that archived but the actual program is sorted,
>
>You should look at TOSPATCH anyway, it will give you an opportunity
>to correct some important bugs in TOS2.06 and to make some enhancements.

I will be getting it. I may try this Winx thing and some other bits here
and there. I'll also get that one for modifying Magic.Ram file.

>>The battery backed SRAM now works
>>but I haven't put actually put a battery on it.
>
>If you haven't already done so, maybe you should make some voltage-monitor
>circuit which would positively reset to old TOS in case of battery voltage
>dropping below some level. With cmos logic the control circuit would not drain
>battery much.

I'm looking around for some small chips that monitor voltage. I'm sure
Maxim have got somthing like that.
--
Lyndon Amsdon

From 773681528767781246
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,25c1db0fe17044e0,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,25c1db0fe17044e0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-22 06:46:56 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!141.201.2.63!newshunter!cosy.sbg.ac.at!newsfeed.Austria.EU.net!
newsfeed.kpnqwest.at!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: gnu lcomm and bss variables
Date: Mon, 22 Oct 2001 15:47:29 +0200
Organization: SIEMENS AG AUSTRIA
Lines: 17

Message-ID: <3BD42371.AF1F1A3F@siemens.at>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.siemens.at 1003758416 18323 158.226.192.100 (22 Oct 2001 13:46:56 GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Mon, 22 Oct 2001 13:46:56 +0000 (UTC)
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.st:16561 comp.sys.atari.programmer:710

Hi,

For one of the projects I am working on I needed a program that converts code from gnu assembler to devpac assembler syntax. I wrote a program and checked the differences on the resulting .o files using TTdigger (great program, Henk, many thanks for it). ATM the situation is that nearly all produced code is equal. The main difference is, that gnu .comm variables which I translated to xdef variables in the bss section should be translated in some other way, because in one .o file they are included as 0 and in the other .o file it's 6xxx. This wouldn't be a problem if the resulting program would work but it doesn't. BTW, after assembler I called gst2gcc to convert the .o module and then linked it with other gnu objects.

Many thanks for any idea
Gerhard

From 8190516482947206354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,53bd90dcb89a0e04,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,53bd90dcb89a0e04,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,53bd90dcb89a0e04,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fea73,53bd90dcb89a0e04,start
X-Google-Attributes: gidfea73,public
X-Google-Thread: 109a67,53bd90dcb89a0e04,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10cee7,53bd90dcb89a0e04,start
X-Google-Attributes: gid10cee7,public
X-Google-Thread: 104387,53bd90dcb89a0e04,start
X-Google-Attributes: gid104387,public
X-Google-ArrivalTime: 2001-10-25 08:59:48 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!corp.supernews.com!savetz
From: Kevin Savetz <savetz@northcoast.com>
Newsgroups:

comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.lynx
Subject: ANNOUNCE: Cleveland Free-Net Atari SIG archive
Followup-To: comp.sys.atari.8bit
Date: Thu, 25 Oct 2001 08:59:30 -0700
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <savetz-128123.08593025102001@corp-radius.supernews.com>
Mail-Copies-To: poster
User-Agent: MT-NewsWatcher/3.1 (PPC)
X-Complaints-To: newsabuse@supernews.com
Lines: 45
Xref: archiver1.google.com comp.sys.atari.8bit:8844 comp.sys.atari.programmer:711 comp.sys.atari.st:16651 comp.sys.atari.st.tech:2378 alt.atari-jaguar.discussion:1290 alt.games.lynx:1279

I am proud to announce the launch of the Official Cleveland Free-Net Atari SIG Archive.

    http://www.atariarchives.org/cfn/

The Cleveland Free-Net, a free dialup and telnet BBS offered through Case Western Reserve University, was home to an active group of Atari users. The Atari SIG (special interest group) had information about every Atari platform, including 8-bit computers, 16/32-bit computers, Jaguar, Lynx, and Portfolio. The Cleveland Free-Net was shut down on September 30, 1999, but before it was, a complete backup of the Atari SIG was made.

Working with the folks who ran the forum, we have endeavored to preserve both the feel of the SIG and the information it contained. This is an amazing resource that exceeds 200 megabytes of data - much of which isn't available elsewhere.

"The Atari SIGOps hoped to preserve this extensive information resource we had built over the years. We approached www.atariarchives.org and Kevin Savetz with the idea of a permanent web archive of our SIG, and we couldn't be happier with the result." --Michael Current, mcurrent@carleton.edu, former 8-bit Atari SIGOp, Cleveland Free-Net Atari SIG.

Among the highlights:

A Time Capsule of Atari news items from 1986 - 1999
    http://www.atariarchives.org/cfn/12/03/

Atari 8-Bit Technical Reference Manual and upgrade guides
    http://www.atariarchives.org/cfn/12/02/

664 ST-related newsletters, including Z*NET and ST Report
    http://www.atariarchives.org/cfn/06/08/

A complete archive of Z*Magazine
    http://www.atariarchives.org/cfn/12/05/02/

Reviews of 79 Lynx games
    http://www.atariarchives.org/cfn/08/07/
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

From 9095546106331926600
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e329904ba48ef815,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-26 05:40:30 PST
From: "D Galvez" <maraka@atari.net>
Newsgroups: comp.sys.atari.programmer
Subject: changing background color window
Date: Fri, 26 Oct 2001 14:38:20 +0200
Lines: 10
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
NNTP-Posting-Host: 213.96.68.59
X-Original-NNTP-Posting-Host: 213.96.68.59
Message-ID: <3bd95809$1@post.newsfeeds.com>
X-Trace: post.newsfeeds.com!newsfeeds.com!pn!anonymous!127.0.0.1!pn 1004099593
213.96.68.59 (26 Oct 2001 07:33:13 -0500)
Organization: Newsfeeds.com http://www.newsfeeds.com 80,000+ UNCENSORED
Newsgroups. The #1 Usenet Service on the Planet!
X-Comments: This message was posted through Newsfeeds.com's, FREE publicly
accessible Usenet Server - "post.newsfeeds.com"
X-Comments2: IMPORTANT: Newsfeeds.com does not condone, nor support, spam or any
illegal or copyrighted postings.
X-Comments3: IMPORTANT: Under NO circumstances will postings containing illegal or
copyrighted material through this service be tolerated!!
X-Report: Please report illegal or inappropriate use to <abuse@newsfeeds.com>
X-Abuse-Info: Please be sure to forward a copy of ALL headers, INCLUDING the body
(DO NOT SEND ATTACHMENTS)
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!nntpserver.com!hub1.nntpserver.com!news-out.spamkiller.net!
propagator-la!news-in-la.newsfeeds.com!post.newsfeeds.com!newsfeeds.com!pn!
anonymous!127.0.0.1!pn
Xref: archiver1.google.com comp.sys.atari.programmer:712

*** post for FREE via your newsreader at post.newsfeeds.com ***

Hi.
I'm coding a small GEM game, and i want to change the background window
color from the default white color to light grey. Which is the best way to
doit?

I was said that RSC files are involved with that.

Thanks.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 90,000 Newsgroups - 16 Different Servers! =-----

From 6244965842735540486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,42139acd66d1b654,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-26 08:06:32 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: maraka@atari.net (D Galvez)
Newsgroups: comp.sys.atari.programmer
Subject: changing window background color
Date: 26 Oct 2001 08:06:32 -0700
Organization: http://groups.google.com/
Lines: 11
Message-ID: <d385a14d.0110260706.40bde517@posting.google.com>
NNTP-Posting-Host: 213.96.68.59
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1004108792 9630 127.0.0.1 (26 Oct 2001 15:06:32 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 26 Oct 2001 15:06:32 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:713

Hi.
I'm coding a small GEM game, and i want to change the background window color from the default white color to light grey. Which is the best way to doit?

I was said that RSC files are involved with that.

Thanks.

Sorry if you have seen this post twice, the first time i posted i used a server that doesn't work very well.

From 7323836068884716468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-29 13:30:22 PST
Path: archiver1.google.com!news2.google.com!news1.google.com!sn-xit-02!
supernews.com!news.gv.tsc.tdk.com!news.iac.net!news-out.cwix.com!
newsfeed.cwix.com!newshub.northeast.verio.net!verio!news-feeds.jump.net!uunet!

dfw.uu.net!news.incc.net!not-for-mail
From: "Jared Falvo" <luposian@azob.quik.com>
Newsgroups: comp.sys.atari.programmer
Subject: Any attempt at an Atari Revival is IMPOSSIBLE!
Lines: 127
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Message-ID: <nSjD7.310$oQ2.19078280@news.incc.net>
Date: Mon, 29 Oct 2001 14:30:17 -0700
NNTP-Posting-Host: 166.93.9.96
X-Complaints-To: news@iccx.net
X-Trace: news.incc.net 1004390931 166.93.9.96 (Mon, 29 Oct 2001 14:28:51 MST)
NNTP-Posting-Date: Mon, 29 Oct 2001 14:28:51 MST
Organization: Internet Commerce & Communications
Xref: archiver1.google.com comp.sys.atari.programmer:714

Unless...

We regain the Atari brandname. Otherwise, we'd just be porting Atari apps to run under a different processor/OS platform. That doesn't make them Atari apps any more. It makes them X-app running on X-hardware. It's no different than porting any game from the arcade to the Playstation, or WordPerfect from DOS to the Atair ST. The reason those apps were considered Atari ST applications was because they were *unique* to the Atari ST! And, if they weren't, they were usually only ported to or from the Amiga platform.

If the effort to "revive Atari" is to have ANY hope, we must go to the source (Infogrames) and reaquire (by license) the Atari name with reference to a computer/hardware division.

However, we must be resolved to do this. We must see that anything less is utterly a waste of time and pointless. Emulation, for the sake of enjoying the "old ways" just one more time is simply a time-wasting "nostalgia trip". If we are so desirous to get back to the days of Atari's golden age, we must realize that it involves the NAME! An Atari computer is NOT an Atari computer unless it is called an *Atari* computer. And, none of the clones, regardless of their ability to run Atari ST/TT/Falcon030 applications are Atari computers.

And, worst of all, they will all die, if they haven't already.

We are in the last days of "Atari". The fumes the die-hards have been running on are evaporating into nothingness rapidly. Eventually, there will be nothing left and no one to care. And Atari, as a namesake, memory, and gaming pioneer... will be lost forever...

Say what you will, but you must answer me this. WHY do you use an Atari computer and the software that you run on it? Is it the applications? Is it the brandname? Is it the uniqueness of the hardware? Or is it just fond memories that keep you going?

If owning and using an Atari ST computer (or clone) is so important, then

why isn't reviving the company that started it? It's not about the people who worked at Atari... they KILLED it, remember? It's not about the designers who made the cases (though I am still very partial to the 1040ST design myself), they've moved on. It's not about the features or limitations of the system. It's about the NAME! The company! The meaning!

An Atari computer isn't an Atari computer unless it's *called* an ATARI computer!

If you say that the name isn't important to you, then why do you use an Atari computer? If you say it's not the applications you care about, then why do you use an Atari computer? If you say it's not the nostalgic memories of having a computer that was ahead of the rest in it's day, then why do you use an Atari computer?

Nostalgia is a VERY poor sustitute for REALITY! Can you honestly say that, if "Atari" were to make a comeback, and started manufacturing computers, PDA's, laptops, and more again... that you wouldn't be thrilled?

If not, then you DO NOT know what it is to be an Atarian. Brand loyalty is an issue of pride and trust. Sure, that trust has been marred by the people who owned it before and the name "Atari" is merely being leeched for some game titles by Infogrames. "Atari" hardly means anything but "dead, ancient game company", these days, but when it was first created, it meant "Success!" (I believe that's the correct translation, if memory serves me right).

We can't bring back the past, but we can enjoy the present. I would love to go back to the days when The CareBear demos and STOS and Brattacas and Barbarian and BloodMoney and Shadow of The Beast and Xenon and 1st Word and DBMaster One and NeoChrome and all those other games and programs were around. If I had my druthers, I'd turn back time, stick myself right in the crux of the 1040ST years (there were at least three or four, weren't there?) and put it on an endless loop! I have NEVER been that happy. I've come close, but just when I think I can regain that same state of bliss, it vanishes. Why? Because BeOS is dead. Because Macs are too expensive...

Because nothing, but NOTHING... is the same as owning an Atari 1040ST back in 1986, right after my graduation at Pasadena High School. Do you even realize how excited I was when I saw the first 520ST ad in a magazine? Do you know what my reaction was when I saw my first 1040ST ad?

I remember it like it was yesterday... I owned an Apple IIc at the time.

The instant I was finished drooling over the ad and the features the 1040ST was boasting, I said one thing to myself...

"I'm getting it."

And as soon as I graduationed, I sold my Apple IIc and had my mother drive me to ComSoft in the Sun Valley, CA (I forget exactly where it was, but it wasn't too far from where my friend , James, lived at the time), and I bought one.

[Anyone remember "Logical Choice for Computing" in California?]

And if any one of you have even the tiniest HINT of a cranial concept of these same emotions, you'd realize that the name 'Atari" means almost more than the things they created. Shoot, they even made/sold CALCULATORS, for crying out loud! And, you know what? I'da bought one. I was so proud of my FAVORITE company. I wanted to work for them! I looked forward to going to the computer store to see what new software was released. I bought Joust and Star Raiders as soon as they were released. The list goes on and on...

I also went to every Atari Faire in Glendale, Ca. From the first to the last.

But those days are gone. The games were all so deeply copy-protected and tightly wired in Assembly Language, there's little to no hope of ever getting them ported to new hardware, with or without the Atari name. Psygnosis is dead (or at least I haven't heard anything about them from within Sony in recent years). Those games are dead. STOS is the same way.

The only thing we could do is find the programmers to port any and all possible ST applications to the new hardware. I believe, beyond a shadow of a doubt, that if Atari started making computers again... computers that had an OS that was simple and fun to use, but more powerful than TOS/GEM was, ha d some really nice hardware under the hood, and boasted of "Power Without the Price" again... we'd see the "old ones" coming out of the woodwork. And, I tell you this... I'd buy one in a heartbeat... even if it *wasn't* "leading edge".

Why?

Because it would be... an Atari!

Jared

From 932489991421899406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-30 07:04:24 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!colt.net!newspeer.clara.net!news.clara.net!
news5-gui.server.ntli.net!ntli.net!news2-win.server.ntlworld.com.POSTED!not-for-
mail
Message-ID: <1004450296-67494AEicMi@ntlworld.com>
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Any attempt at an Atari Revival is IMPOSSIBLE!
References: <nSjD7.310$oQ2.19078280@news.incc.net>

X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 17
Date: Tue, 30 Oct 2001 10:09:00 -0000
NNTP-Posting-Host: 80.1.32.49
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 1004453961 80.1.32.49 (Tue, 30 Oct 2001 14:59:21 GMT)
NNTP-Posting-Date: Tue, 30 Oct 2001 14:59:21 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:715

Jared,

Do you think that you could stop cross-posting to all the atari st newsgroups?
One reading of your posts is quite sufficient.

Thank you for your attention.
--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From 6785369668342985569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-30 21:32:23 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!nntp.abs.net!uunet!dca.uu.net!ash.uu.net!dfw.uu.net!news.incc.net!not-for-mail
From: "Jared Falvo" <luposian@azob.quik.com>
Newsgroups: comp.sys.atari.programmer
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<1004450296-67494AEicMi@ntlworld.com>
Subject: Re: Any attempt at an Atari Revival is IMPOSSIBLE!
Lines: 36
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Message-ID: <k0MD7.361$%q3.21295130@news.incc.net>
Date: Tue, 30 Oct 2001 22:32:30 -0700
NNTP-Posting-Host: 166.93.9.96
X-Complaints-To: news@iccx.net

X-Trace: news.incc.net 1004506256 166.93.9.96 (Tue, 30 Oct 2001 22:30:56 MST)
NNTP-Posting-Date: Tue, 30 Oct 2001 22:30:56 MST
Organization: Internet Commerce & Communications
Xref: archiver1.google.com comp.sys.atari.programmer:716

I believe that what I have to say is genuinely important enough to make sure that it doesn't get overlooked. I assume that not everyone looks at all the Atari newsgroups, so I consider it possible that my post(s) may be overlooked or never seen.

As well, what I sometimes post in one newsgroup is the exact same reply I would give in the next one, so I duplicate the reply. It's not that I'm trying to be annoying. It's that I want to be sure I am heard.

"If I didn't believe in what I was saying, I wouldn't be saying what I believe in."

Jared

Derryck Croker wrote in message <1004450296-67494AEicMi@ntlworld.com>...
>Jared,
>
>Do you think that you could stop cross-posting to all the atari st newsgroups?
>One reading of your posts is quite sufficient.
>
>Thank you for your attention.
>--
>
```
>        ____     ____     ____
>       / __ \   / __ \   / __ \
>      / / / /  / / / /  / /_/ /
>     / /_/ /  / /_/ /  / ____/
>    /_____/  /_____/  /_/ Translations
```
>
>derryck@cix.co.uk
>dennis.vermeire@gmx.net
>xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>

From 5169262496612613313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-31 10:19:33 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!newsfeeds.belnet.be!news.belnet.be!colt.net!newspeer.clara.net!news.clara.net!demeter.clara.net
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer

References: <nSjD7.310$oQ2.19078280@news.incc.net>
<1004450296-67494AEicMi@ntlworld.com>
Subject: Re: Any attempt at an Atari Revival is IMPOSSIBLE!
Date: Tue, 30 Oct 2001 23:21:48 -0000
Lines: 18
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
NNTP-Posting-Host: 212.126.147.66
NNTP-Posting-Date: Wed, 31 Oct 2001 18:19:23 GMT
Message-ID: <1004552363.30341.1@demeter.clara.net>
Lines: 18
Xref: archiver1.google.com comp.sys.atari.programmer:717

Hi Derryck

> Jared,
>
> Do you think that you could stop cross-posting to all the atari st
newsgroups?
> One reading of your posts is quite sufficient.

I disagree, one posting is way too much.

--

Steve. S.

From -2519235802627947878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e329904ba48ef815
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-31 14:40:13 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!surfnet.nl!rug.nl!not-for-mail
From: Hans Galema <j.m.galema@maartens.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: changing background color window
Date: Thu, 01 Nov 2001 00:31:21 +0100
Organization: Rijksuniversiteit Groningen
Lines: 16
Message-ID: <3BE089C9.6124E54A@maartens.nl>
References: <3bd95809$1@post.newsfeeds.com>
NNTP-Posting-Host: client108-11.kabela.oprit.rug.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Trace: info.service.rug.nl 1004567414 2102 129.125.108.11 (31 Oct 2001 22:30:14 GMT)
X-Complaints-To: newsmaster@rug.nl
NNTP-Posting-Date: 31 Oct 2001 22:30:14 GMT
X-Mailer: Mozilla 4.6 [en] (Win95; I)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:718

> I'm coding a small GEM game, and i want to change the background window
> color from the default white color to light grey. Which is the best way to
> doit?

The best ?
One way is with:
void v_bar (int handle, int *pxyarray);
set the color before with:
vsf_color (handle, int color_index);

> I was said that RSC files are involved with that.

You don't need a *.rsc although you can use one.

Hans Galema

From 2017656038416830245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-10-31 18:56:37 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeed.berkeley.edu!ucberkeley!blanket.mitre.org!news.tufts.edu!uunet!
dca.uu.net!ash.uu.net!dfw.uu.net!news.incc.net!not-for-mail
From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
Newsgroups: comp.sys.atari.programmer
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<1004450296-67494AEicMi@ntlworld.com> <1004552363.30341.1@demeter.clara.net>
Subject: Re: Any attempt at an Atari Revival is IMPOSSIBLE!
Lines: 26
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MIMEOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Message-ID: <iQ2E7.385$704.23483486@news.incc.net>
Date: Wed, 31 Oct 2001 19:56:47 -0700
NNTP-Posting-Host: 166.93.9.96
X-Complaints-To: news@iccx.net
X-Trace: news.incc.net 1004583310 166.93.9.96 (Wed, 31 Oct 2001 19:55:10 MST)
NNTP-Posting-Date: Wed, 31 Oct 2001 19:55:10 MST
Organization: Internet Commerce & Communications
Xref: archiver1.google.com comp.sys.atari.programmer:719

If I didn't know better, I'd say you didn't like me...

Jared

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004552363.30341.1@demeter.clara.net...
> Hi Derryck
>
> > Jared,
> >
> > Do you think that you could stop cross-posting to all the atari st
> newsgroups?
> > One reading of your posts is quite sufficient.
>
> I disagree, one posting is way too much.
>
>
> --
>
>
> Steve. S.
>
>
>

From 8473401075598337354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-01 01:10:32 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!colt.net!newspeer.clara.net!news.clara.net!
news5-gui.server.ntli.net!ntli.net!news2-win.server.ntlworld.com.POSTED!not-for-
mail
Message-ID: <1004601844-207464AEicMi@ntlworld.com>
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Any attempt at an Atari Revival is IMPOSSIBLE!
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<1004450296-67494AEicMi@ntlworld.com> <k0MD7.361$%q3.21295130@news.incc.net>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 13
Date: Wed, 31 Oct 2001 09:17:50 -0000
NNTP-Posting-Host: 80.1.32.80
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 1004605507 80.1.32.80 (Thu, 01 Nov 2001

09:05:07 GMT)
NNTP-Posting-Date: Thu, 01 Nov 2001 09:05:07 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:720

From: "Jared Falvo" <luposian@azob.quik.com>

>I believe that what I have to say is genuinely important enough to make sure
>that it doesn't get overlooked. I assume that not everyone looks at all the

comp.sys.atari.st is the main group...

--
Regards,

Derryck Croker

From -625208564931840585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-01 12:03:49 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!194.213.69.151!news.algonet.se!algonet!newspeer.clara.net!
news.clara.net!eos.uk.clara.net
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<1004450296-67494AEicMi@ntlworld.com> <k0MD7.361$%q3.21295130@news.incc.net>
Subject: Re: Any attempt at an Atari Revival is IMPOSSIBLE!
Date: Wed, 31 Oct 2001 18:55:17 -0000
Lines: 40
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
NNTP-Posting-Host: 212.126.156.111
NNTP-Posting-Date: Thu, 01 Nov 2001 20:03:38 GMT
Message-ID: <1004645018.43796.1@eos.uk.clara.net>
Lines: 40
Xref: archiver1.google.com comp.sys.atari.programmer:721

Hi Jared

> I believe that what I have to say is genuinely important enough to make
sure
> that it doesn't get overlooked. I assume that not everyone looks at all
the
> Atari newsgroups, so I consider it possible that my post(s) may be
> overlooked or never seen.

If we thought you had a point we'd have encouraged you months ago when you first escaped from the secure ward.

> As well, what I sometimes post in one newsgroup is the exact same reply I
> would give in the next one, so I duplicate the reply.

> It's not that I'm trying to be annoying.

Really!!!!!!!!! you dont give that impression!!!!!!!!!!!!!!

> It's that I want to be sure I am heard.

Like the sound of your voice more like!!!!!!!!.

> "If I didn't believe in what I was saying, I wouldn't be saying what I
believe in."

Look you fucking moron, why don't you get the message, piss off, no-one is interested in you or your ramblings, go jump off a bridge or otherwise do yourself serious physical harm, you've gone as far as you can mentally.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -6124721343121529938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-02 10:59:56 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!newsfeed.icl.net!diablo.netcom.net.uk!netcom.net.uk!
diablo.theplanet.net!btnet-peer!btnet!newspeer.clara.net!news.clara.net!
demeter.clara.net
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<1004450296-67494AEicMi@ntlworld.com> <1004552363.30341.1@demeter.clara.net>
<iQ2E7.385$704.23483486@news.incc.net>
Subject: Re: Any attempt at an Atari Revival is IMPOSSIBLE!
Date: Thu, 1 Nov 2001 21:20:45 -0000
Lines: 37
X-Priority: 3
X-MSMail-Priority: Normal

X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Trace: 32663e033520e9612e03e030322a1cf046d232249733c3442321e0113be2ed28
NNTP-Posting-Date: Fri, 02 Nov 2001 18:59:52 GMT
Message-ID: <1004727592.7237.1@demeter.clara.net>
Lines: 37
Xref: archiver1.google.com comp.sys.atari.programmer:722

Hi again

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:iQ2E7.385$704.23483486@news.incc.net...

> If I didn't know better, I'd say you didn't like me...
>
> Jared
> ---------
> "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> news:1004552363.30341.1@demeter.clara.net...
> > Hi Derryck
> >
> > > Jared,
> > >
> > > Do you think that you could stop cross-posting to all the atari st
> > newsgroups?
> > > One reading of your posts is quite sufficient.
> >
> > I disagree, one posting is way too much.

I don't actually have a very long list of people I cannot stand, but your
attitude to this subject and your refusal to accept the wishes of the
majority is getting you close to the top of that list, and once you hit the
top you get promoted to the "intended of serious harm" list.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -7322691642775055215
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-03 08:35:32 PST
Path: archiver1.google.com!news2.google.com!news1.google.com!sn-xit-02!

supernews.com!newsfeed.direct.ca!look.ca!newshub2.rdc1.sfba.home.com!
news.home.com!news2.rdc2.tx.home.com.POSTED!not-for-mail
Message-ID: <3BE43835.DE973D3A@ev1.net>
From: Charles Richmond <richmond@ev1.net>
Reply-To: richmond@ev1.net
Organization: Cannine Computer Center
X-Mailer: Mozilla 4.7C-CCK-MCD {C-UDP; EBM-APPLE} (Macintosh; I; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Any attempt at an Atari Revival is IMPOSSIBLE!
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<1004450296-67494AEicMi@ntlworld.com> <1004552363.30341.1@demeter.clara.net>
<iQ2E7.385$704.23483486@news.incc.net> <1004727592.7237.1@demeter.clara.net>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 37
Date: Sat, 03 Nov 2001 16:35:30 GMT
NNTP-Posting-Host: 24.179.111.125
X-Complaints-To: abuse@home.net
X-Trace: news2.rdc2.tx.home.com 1004805330 24.179.111.125 (Sat, 03 Nov 2001
08:35:30 PST)
NNTP-Posting-Date: Sat, 03 Nov 2001 08:35:30 PST
Xref: archiver1.google.com comp.sys.atari.programmer:723

Steve Sweet wrote:
>
> Hi again
>
> "Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
> news:iQ2E7.385$704.23483486@news.incc.net...
>
> > If I didn't know better, I'd say you didn't like me...
> >
> > Jared
> > ---------
> > "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> > news:1004552363.30341.1@demeter.clara.net...
> > > Hi Derryck
> > >
> > > > Jared,
> > > >
> > > > Do you think that you could stop cross-posting to all the atari st
> > > newsgroups?
> > > > One reading of your posts is quite sufficient.
> > >
> > > I disagree, one posting is way too much.
>
> I don't actually have a very long list of people I cannot stand, but your
> attitude to this subject and your refusal to accept the wishes of the
> majority is getting you close to the top of that list, and once you hit the
> top you get promoted to the "intended of serious harm" list.
>

I respectfully suggest that "Jared" should be read "jar head"...
This guy is *obcessed* with the Atari name. Everything he sees and
hears reminds him of Atari. IMHO he *needs* professional psychiatric
help!!!

--
+---+
| Charles and Francis Richmond   <richmond@plano.net> |
+---+

From -2703630905674981664
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-04 06:09:42 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!colt.net!newspeer.clara.net!news.clara.net!
hebe.uk.clara.net
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<1004450296-67494AEicMi@ntlworld.com> <1004552363.30341.1@demeter.clara.net>
<iQ2E7.385$704.23483486@news.incc.net> <1004727592.7237.1@demeter.clara.net>
<3BE43835.DE973D3A@ev1.net>
Subject: Re: Any attempt at an Atari Revival is IMPOSSIBLE!
Date: Sat, 3 Nov 2001 21:44:00 -0000
Lines: 42
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
NNTP-Posting-Host: 212.126.156.169
NNTP-Posting-Date: Sun, 04 Nov 2001 14:09:31 GMT
Message-ID: <1004882971.89893.4@hebe.uk.clara.net>
Lines: 42
Xref: archiver1.google.com comp.sys.atari.programmer:724

Hi Charles

> > > If I didn't know better, I'd say you didn't like me...
> > >
> > > Jared
> > > ---------
> > > "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> > > news:1004552363.30341.1@demeter.clara.net...
> > > > Hi Derryck
> > > >
> > > > > Jared,
> > > > >
> > > > > Do you think that you could stop cross-posting to all the atari st
> > > > newsgroups?
> > > > > One reading of your posts is quite sufficient.

> > > >
> > > > I disagree, one posting is way too much.
> >
> > I don't actually have a very long list of people I cannot stand, but
your
> > attitude to this subject and your refusal to accept the wishes of the
> > majority is getting you close to the top of that list, and once you hit
the
> > top you get promoted to the "intended of serious harm" list.
> >
> I respectfully suggest that "Jared" should be read "jar head"...
> This guy is *obcessed* with the Atari name. Everything he sees and
> hears reminds him of Atari. IMHO he *needs* professional psychiatric
> help!!!

I was going reply to this, but I've just spotted a Fuji so I'm off for a
wank with Jared!!..

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -5560023968461279285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-04 06:43:05 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <nSjD7.310$oQ2.19078280@news.incc.net>
Subject: Re: Any attempt at an Atari Revival is IMPO
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 28
Message-ID: <YtcF7.40$V86.81711@newsfeed.slurp.net>
Date: Sun, 04 Nov 2001 14:43:04 GMT
NNTP-Posting-Host: 208.141.202.245
X-Trace: newsfeed.slurp.net 1004884984 208.141.202.245 (Sun, 04 Nov 2001 08:43:04
CST)
NNTP-Posting-Date: Sun, 04 Nov 2001 08:43:04 CST
Xref: archiver1.google.com comp.sys.atari.programmer:725

On 29 Oct 2001 14:30:17 , "Jared Falvo" wrote:
>Unless...

>
>We regain the Atari brandname. Otherwise, we'd just be porting Atari apps
>to run under a different processor/OS platform. That doesn't make them
>Atari apps any more. It makes them X-app running on X-hardware. It's no
>different than porting any game from the arcade to the Playstation, or
>WordPerfect from DOS to the Atair ST. The reason those apps were considered
>Atari ST applications was because they were *unique* to the Atari ST! And,
>if they weren't, they were usually only ported to or from the Amiga
>platform.

I am all for it, but it would be all up to Infogrames. I am not sure
they are in it for bringing out more products (computers, etc) under
the Atari name.

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -4655686144568221710
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-04 14:14:28 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeed.berkeley.edu!news-hog.berkeley.edu!ucberkeley!nntp-relay.ihug.net!
ihug.co.nz!news-feeds.jump.net!uunet!dfw.uu.net!news.incc.net!not-for-mail
From: "Jared Falvo" <luposian@azob.quik.com>
Newsgroups: comp.sys.atari.programmer
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<1004450296-67494AEicMi@ntlworld.com> <1004552363.30341.1@demeter.clara.net>
<iQ2E7.385$704.23483486@news.incc.net> <1004727592.7237.1@demeter.clara.net>
<3BE43835.DE973D3A@ev1.net>
Subject: Re: Any attempt at an Atari Revival is IMPOSSIBLE!
Lines: 70
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Message-ID: <M3jF7.496$Gj7.31424669@news.incc.net>
Date: Sun, 4 Nov 2001 15:14:50 -0700
NNTP-Posting-Host: 166.93.9.96
X-Complaints-To: news@iccx.net
X-Trace: news.incc.net 1004911980 166.93.9.96 (Sun, 04 Nov 2001 15:13:00 MST)
NNTP-Posting-Date: Sun, 04 Nov 2001 15:13:00 MST
Organization: Internet Commerce & Communications

Xref: archiver1.google.com comp.sys.atari.programmer:726

I hate to educate you, but "Jar head" is a term for Marines, I believe. I never have been and never will be one. Attempts to use it to insult me will be considered slanderous to my real name and legal measures will be taken.

Now, if everyone is listening, let me say for the final time.

I DON'T CARE ABOUT THE NAME "ATARI" BY ITSELF! I WANT TO RESTORE WHAT "ATARI" *REPRESENTED* (products) BEFORE THE TRAMIELS SCREWED IT UP!

The fact that the company was named "Atari" is coincidental. It could have just as easily been Kawasaki or Coleco or Namco or Apple!

It's not the name that matters so much, it's the products they made. But you can *not* build new "Atari" computers, if you do not call the company "Atari". Capishe? If I hated Atari's computers, I'd hate Atari. If I hated Apple's computers, I'd hate Apple. But I don't. It's that simple. The name is connective, not intrinsic (I hope I'm using that word correctly).

If we could build Atari-compatibles without the Atari name and restore the entire Atari scene based on the exact same principles I want to use by restoring "Atari" as a company, I would gladly do so. I surely don't want to get things any more complicated than they already are. Licensing the name is added expense and legal issues that I really don't wish to get involved in, but...

If we're to do it right, we HAVE to carry the title with the flag, if you get my point.

You can't call yourself a Christian (title) and count off what it represents (the flag) if you practice Buddism. It's like saying you're a cook when you're really a painter! Some may argue, "Well Christ died 2,000 years ago, so since the name Christian relates to Christ, it's not accurate, because what you represent is dead."

Ah, but He rose again on the third day! And lives forevermore! Just because I can't see Him, doesn't mean I can't believe in Him. And, for proof of His eternal existance... that nice book called the Holy Bible. It's been around for hundreds of years, through catastrophies and attempts to obliterate it... it's still here today. What more proof do I need than that?

It's no different than if the Atari clone efforts *were* still going strong today, in representation of what Atari stood for years ago. But Atari is not Jesus (heaven forbid, even the slightest thought that it ever could even come close!), so people soon realize that, without the one they followed after, it's pointless to follow.

Without the tree, the branches whither. Without "Atari", all efforts to continue in it's footsteps soon fail as well. We tried and struggled to continue on, but the loss is too great. The wound too deep. Without

reviving Atari,as a company, no effort in it's footsteps will last much longer.

All I want to do is reverse the loss, so the branches can grow thick and be healthy once again.

Jared

>I respectfully suggest that "Jared" should be read "jar head"...
>This guy is *obcessed* with the Atari name. Everything he sees and
>hears reminds him of Atari. IMHO he *needs* professional psychiatric
>help!!!
>
>--
>+----------+
>| Charles and Francis Richmond <richmond@plano.net> |
>+----------+

From 6322613159342718
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-04 21:23:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-out.nuthinbutnews.com!propagator2-austin!propagator!feed2.newsfeeds.com!newsfeeds.com!news-in-austin.nuthinbutnews.com!news-feeds.jump.net!uunet!dfw.uu.net!news.incc.net!not-for-mail
From: "Jared Falvo" <luposian@azob.quik.com>
Newsgroups: comp.sys.atari.programmer
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<YtcF7.40$V86.81711@newsfeed.slurp.net>
Subject: Re: Any attempt at an Atari Revival is IMPO
Lines: 47
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Message-ID: <zlpF7.505$Zy7.32414853@news.incc.net>
Date: Sun, 4 Nov 2001 22:23:30 -0700
NNTP-Posting-Host: 166.93.9.96
X-Complaints-To: news@iccx.net
X-Trace: news.incc.net 1004937695 166.93.9.96 (Sun, 04 Nov 2001 22:21:35 MST)
NNTP-Posting-Date: Sun, 04 Nov 2001 22:21:35 MST
Organization: Internet Commerce & Communications
Xref: archiver1.google.com comp.sys.atari.programmer:727

Aye, there's the rub! Why don't we ASK what their plans are with Atari? Is it really that complicated?

We stop arguing about what a fool and nostalgic nutcase I am for talking like this and actually plan out what we would do to carry our part of this

matter out. If we each got in contact with the Atarians and ex-Atarians we knew or had association with, and hammered out a rough concept of a business plan for "the new Atari", we might actually have something to present Infogrames in a couple months!

We do all we can do on our end and present them with our case. After that, it's up to them.

Just go to: http://www.beunited.com and see for yourself what a bunch of people who BELIEVE IN SAVING SOMETHING can do! They're not arguing that it's a dumb idea, or that it's pointless because Be, Inc. has sold all their IPs to Palm, or that the first guy who spoke up about licensing BeOS was a fool. They've come together, actually spent *money* (out of pocket and from donations) to write up a formal proposal of their request, and SENT it to Palm! Now it's up to Palm, if they will move in our direction or away from it.

But THEY'VE *done* everything THEY *can* do to SAVE BeOS!

Is 'Atari", as a company, any different? No! It's a company asset of someone elses now, that we want to *license* for our own interests! And Infogrames would profit from it just as Palm would profit from BeUnited, if they agree to do so.

I really wish more people here could see the friggin' forest for the trees, man! It's really NOT that difficult! Arrrrgh!

Jared

Edward S. Baiz Jr. wrote in message ...
>On 29 Oct 2001 14:30:17 , "Jared Falvo" wrote:
>

>I am all for it, but it would be all up to Infogrames. I am not sure
>they are in it for bringing out more products (computers, etc) under
>the Atari name.
>
>Edward S. Baiz Jr.
>   (Gamer)

From 2241968199453722978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-04 21:44:37 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!howland.erols.net!feed2.news.rcn.net!rcn!dca6-feed2.news.digex.net!intermedia!newsfeed1.cidera.com!Cidera!cletus.bright.net!not-for-mail
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.02.2022

Subject: Re: Any attempt at an Atari Revival is IMPO
From: Lonny Pursell <atari@bright.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <B80B90F8.190%atari@bright.net>
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<YtcF7.40$V86.81711@newsfeed.slurp.net> <zlpF7.505$Zy7.32414853@news.incc.net>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Lines: 47
Date: Mon, 05 Nov 2001 00:42:32 -0500
NNTP-Posting-Host: 216.201.36.152
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 1004939075 216.201.36.152 (Mon, 05 Nov 2001 00:44:35
EST)
NNTP-Posting-Date: Mon, 05 Nov 2001 00:44:35 EST
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:728

in article zlpF7.505$Zy7.32414853@news.incc.net, Jared Falvo at
luposian@azob.quik.com wrote on 11/5/01 12:23 AM:

> Aye, there's the rub! Why don't we ASK what their plans are with Atari? Is
> it really that complicated?
>
> We stop arguing about what a fool and nostalgic nutcase I am for talking
> like this and actually plan out what we would do to carry our part of this
> matter out. If we each got in contact with the Atarians and ex-Atarians we
> knew or had association with, and hammered out a rough concept of a business
> plan for "the new Atari", we might actually have something to present
> Infogrames in a couple months!
>
> We do all we can do on our end and present them with our case. After that,
> it's up to them.
>
> Just go to: http://www.beunited.com and see for yourself what a bunch of
> people who BELIEVE IN SAVING SOMETHING can do! They're not arguing that
> it's a dumb idea, or that it's pointless because Be, Inc. has sold all their
> IPs to Palm, or that the first guy who spoke up about licensing BeOS was a
> fool. They've come together, actually spent *money* (out of pocket and from
> donations) to write up a formal proposal of their request, and SENT it to
> Palm! Now it's up to Palm, if they will move in our direction or away from
> it.
>
> But THEY'VE *done* everything THEY *can* do to SAVE BeOS!
>
> Is 'Atari", as a company, any different? No! It's a company asset of
> someone elses now, that we want to *license* for our own interests! And
> Infogrames would profit from it just as Palm would profit from BeUnited, if
> they agree to do so.
>
> I really wish more people here could see the friggin' forest for the trees,
> man! It's really NOT that difficult! Arrrrgh!

This is off topic, however since you don't grasp that concept I'll reply
anyway. Why don't you take a look at the market, perhaps read up on amiga?
Amiga has a user base, it still has it's name, and a company and plans...
I don't see people chucking PC's for amiga's, nor do I see amiga's at
the local dealers yet. I suspect I never will.

Atari seems to be in worse shape. The only way to bring it back would be to
sell an Atari that is feature-wise, software-wise, and speed-wise comparable
to a PC and at the same price point. Too many obstacles, and people shop
for cheap not QUALITY which is painfully obvious.

From 4827399649827358997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-05 05:54:18 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<YtcF7.40$V86.81711@newsfeed.slurp.net> <zlpF7.505$Zy7.32414853@news.incc.net>
Subject: Re: Any attempt at an Atari Revival is
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 25
Message-ID: <dSwF7.96$fB6.56027@newsfeed.slurp.net>
Date: Mon, 05 Nov 2001 13:54:17 GMT
NNTP-Posting-Host: 208.141.202.228
X-Trace: newsfeed.slurp.net 1004968457 208.141.202.228 (Mon, 05 Nov 2001 07:54:17
CST)
NNTP-Posting-Date: Mon, 05 Nov 2001 07:54:17 CST
Xref: archiver1.google.com comp.sys.atari.programmer:729

On 4 Nov 2001 22:23:30 -, "Jared Falvo" wrote:
>Aye, there's the rub! Why don't we ASK what their plans are with Atari? Is
>it really that complicated?
>
>We stop arguing about what a fool and nostalgic nutcase I am for talking
>like this and actually plan out what we would do to carry our part of this
>matter out. If we each got in contact with the Atarians and ex-Atarians we
>knew or had association with, and hammered out a rough concept of a business
>plan for "the new Atari", we might actually have something to present
>Infogrames in a couple months!

I can do that. What is their website or email address?

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 8354014259472988382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-05 05:54:20 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <nSjD7.310$oQ2.19078280@news.incc.net> <YtcF7.40$V86.81711@newsfeed.slurp.net> <zlpF7.505$Zy7.32414853@news.incc.net> <B80B90F8.190%atari@bright.net>
Subject: Re: Any attempt at an Atari Revival is
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 41
Message-ID: <gSwF7.97$fB6.56081@newsfeed.slurp.net>
Date: Mon, 05 Nov 2001 13:54:20 GMT
NNTP-Posting-Host: 208.141.202.228
X-Trace: newsfeed.slurp.net 1004968460 208.141.202.228 (Mon, 05 Nov 2001 07:54:20 CST)
NNTP-Posting-Date: Mon, 05 Nov 2001 07:54:20 CST
Xref: archiver1.google.com comp.sys.atari.programmer:730

On 5 Nov 2001 00:42:32 -, Lonny Pursell wrote:

>This is off topic, however since you don't grasp that concept I'll reply
>anyway. Why don't you take a look at the market, perhaps read up on amiga?
>Amiga has a user base, it still has it's name, and a company and plans...
>I don't see people chucking PC's for amiga's, nor do I see amiga's at
>the local dealers yet. I suspect I never will.
>
>Atari seems to be in worse shape. The only way to bring it back would be to
>sell an Atari that is feature-wise, software-wise, and speed-wise comparable
>to a PC and at the same price point. Too many obstacles, and people shop
>for cheap not QUALITY which is painfully obvious.
>

Hello Lonny,

Actually I have encountered some PC owners that have switched to Atari

computers, but most of them were MIDI users. Let's face it, Atari computers are still number one when it comes to MIDI. I do not think we will ever see Atari computers in the retail stores again. I am satisfied just to be able to get them through the mail. I do not think we will ever need an Atari computer to be exactly the same as a PC when it comes to speed. Today's Atari programs do not need that much speed. Remember this, take away the Internet & games and a Pentium II CPU would do everything else just fine (with some graphic exceptions). Basically, our Hades computers are very much comparable to the PC's. We just need alittle more speed and some software drivers. True, no USB port... Take care...

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -3922204531918557564
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a08c5318b7938ee,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-05 08:11:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.netcologne.de!newsfeed01.sul.t-online.de!newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: "Matthias Jaap" <mjaap@t-online.de>
Newsgroups: comp.sys.atari.programmer
Subject: Any Prospero users here?
Date: Mon, 5 Nov 2001 17:12:23 +0100
Organization: T-Online
Lines: 20
Message-ID: <9s6dlg$5et$07$1@news.t-online.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 1004976624 07 5597 k7-XTdHSSGaoh 011105 16:10:24
X-Complaints-To: abuse@t-online.com
X-Sender: 320028486591-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:731

Hi everyone.

I'm looking for owners of Prospero software products (e.g. Prospero C, Prospero Pascal etc.). I recently contacted Prospero and asked them if they would let me distribute their old ST programs on my website for free. Unfortunately I don't have any Prospero programs anymore. If you own a Prospero product please contact me.

Thanks,
Matthias

--
Atari Up-to-Date-List
http://www.atariuptodate.de
ST-Computer Archive
http://www.stcarchiv.de

From -4389611443401116259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-05 09:37:46 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!netnews.com!xfer02.netnews.com!newsfeed2.earthlink.net!newsfeed.earthlink.net!news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Any attempt at an Atari Revival is IMPO
Date: 5 Nov 2001 17:36:44 GMT
Organization: E.L.F. Software
Lines: 46
Message-ID: <9s6inc$5kj$1@slb6.atl.mindspring.net>
References: <nSjD7.310$oQ2.19078280@news.incc.net>
NNTP-Posting-Host: c7.ae.05.93
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:732

>Say what you will, but you must answer me this. WHY do you use an Atari
>computer and the software that you run on it? Is it the applications? Is
>it the brandname? Is it the uniqueness of the hardware? Or is it just fond
>memories that keep you going?

First, I miss the days before most computer manuals contained the words "morons" or "complete idiots" in the title. When printers came with sufficient documentation to allow you to write your own driver, rather than a Windows driver and instructions on clearing jammed paper (in PDF or course) on CD. I miss Fidonet and Genie.

I resent the success of PCs. It's not that they are bad computers, but they certainly did not deserve 95% of the market. OTOH, selling computers to people who know nothing about computers was always IBM's specialty. Also, the vast majority of current computer users WANT a monopoly so they don't have to learn more than one way of doing things.

I resent the success of UNIX. I have been programming on mainframes since the late sixties, and UNIX is worse than any of the OSes I'd previously used. Its sole virtue is that provides all of the basic functions of a multiuser OS (albeit poorly) and is cheap. Its worst aspect is that so many college students were first exposed to computers running UNIX that they regard UNIX as the ideal toward which other OSes should aspire, rather than as a collection of badly documented and unorganized kludges.

I resent many obnoxious trends in computer science. "Since most programmers get into trouble when they attempt 'X', we do not allow them to do 'X' at all." Fad computer languages or programming styles which are supposed to eliminate bad code but never do. OSes which severely restrict the range of what is possible on a computer. (For example, Macs only allow PC relative and A register indirect addressing.)

I am waiting for a new computer that can honestly be regarded as an improvement over my TT. I am still waiting.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From 7644606915694755442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-05 11:07:32 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!cpk-news-hub1.bbnplanet.com!news.gtei.net!newsfeed1.cidera.com!Cidera!cletus.bright.net!not-for-mail
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.02.2022
Subject: Re: Any attempt at an Atari Revival is IMPO
From: Lonny Pursell <atari@bright.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <B80C4D28.19A%atari@bright.net>
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<9s6inc$5kj$1@slb6.atl.mindspring.net>
Mime-version: 1.0

Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Lines: 9
Date: Mon, 05 Nov 2001 14:05:28 -0500
NNTP-Posting-Host: 216.201.36.166
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 1004987251 216.201.36.166 (Mon, 05 Nov 2001 14:07:31 EST)
NNTP-Posting-Date: Mon, 05 Nov 2001 14:07:31 EST
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:733

in article 9s6inc$5kj$1@slb6.atl.mindspring.net, John Kormylo at elfsoft@mindspring.com wrote on 11/5/01 12:36 PM:

>
> I am waiting for a new computer that can honestly be regarded as
> an improvement over my TT. I am still waiting.

You just described the Hades060, pricey yes, but available. ;-)

From -4290890671091143681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-05 11:10:27 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!jfk3-feed1.news.digex.net!dca6-feed2.news.digex.net!intermedia!newsfeed1.cidera.com!Cidera!portc03.blue.aol.com!portc01.blue.aol.com!uunet!dca.uu.net!ash.uu.net!dfw.uu.net!news.incc.net!not-for-mail
From: "Jared Falvo" <luposian@azob.quik.com>
Newsgroups: comp.sys.atari.programmer
References: <nSjD7.310$oQ2.19078280@news.incc.net> <YtcF7.40$V86.81711@newsfeed.slurp.net> <zlpF7.505$Zy7.32414853@news.incc.net> <B80B90F8.190%atari@bright.net>
Subject: Re: Any attempt at an Atari Revival is IMPO
Lines: 55
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Message-ID: <gtBF7.515$qN7.33153115@news.incc.net>
Date: Mon, 5 Nov 2001 12:10:55 -0700
NNTP-Posting-Host: 166.93.9.96
X-Complaints-To: news@iccx.net
X-Trace: news.incc.net 1004987340 166.93.9.96 (Mon, 05 Nov 2001 12:09:00 MST)
NNTP-Posting-Date: Mon, 05 Nov 2001 12:09:00 MST
Organization: Internet Commerce & Communications
Xref: archiver1.google.com comp.sys.atari.programmer:734

Lonny Pursell wrote in message ...
>in article zlpF7.505$Zy7.32414853@news.incc.net, Jared Falvo at

>luposian@azob.quik.com wrote on 11/5/01 12:23 AM:

>This is off topic, however since you don't grasp that concept I'll reply
>anyway. Why don't you take a look at the market, perhaps read up on amiga?
>Amiga has a user base, it still has it's name, and a company and plans...
>I don't see people chucking PC's for amiga's, nor do I see amiga's at
>the local dealers yet. I suspect I never will.

You forget... it was a COMMODORE Amiga. Not just an Amiga. Commodore is dead. It would be like trying to start a company called ST or 1040ST to sell old Atari computers/clones under. That's virtually meaningless as well as rediculous. People have so associated to the model "Amiga", that they forget who made them... Commodore!

"Amiga" was a product name, not a company brandname (ok, at one time it was (joystick manufacturer for the 2600VCS or something?), but still...). People bought up the model name and tried to start a business with it. Kinda worked, but not well. To this day, the business flounders because no specific focus was ever retained.

They did improve the AmigaOS (workbench?) a notch or two (for older systems), but not the computers. They went (or are going) in a decidedly PC/Set-top box direction, as far as I can tell and the userbase isn't happy about it. Everything the Amiga was, under Commodore, is dying off.

I wouldn't let that happen with Atari. Backwards compatibility counts. Familiarity counts. Support counts. Forward technology counts. "Atari' counts.

>Atari seems to be in worse shape. The only way to bring it back would be
to
>sell an Atari that is feature-wise, software-wise, and speed-wise
comparable
>to a PC and at the same price point. Too many obstacles, and people shop
>for cheap not QUALITY which is painfully obvious.

Did you forget the Atarians that would know of this computer and might well look into buying one also, or are you operating with "PC Blinders" on and can't see that if a new Atari computer, that was a LEAST a 603e-based machine (which is possibly a tad more powerful than a 68060; based on it's RISC architecture), had backwards compatibility (via emulation), significant amounts of memory (64-128Mb), a nice, high-end graphics subsystem (nForce anyone?) and audio (nForce anyone?), etc. and was priced around $1,000.00 or so, that it might attract them like flies to rotting meat (I think more flies would gather to rotting meat than bees to flowers or honey, hence why I used that analogy)

Jared

From -8052857379137691666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-05 11:39:11 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
news.ems.psu.edu!news.cis.ohio-state.edu!news.maxwell.syr.edu!jfk3-
feed1.news.digex.net!dca6-feed2.news.digex.net!intermedia!newsfeed1.cidera.com!
Cidera!cletus.bright.net!not-for-mail
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.02.2022
Subject: Re: Any attempt at an Atari Revival is IMPO
From: Lonny Pursell <atari@bright.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <B80C5492.1A1%atari@bright.net>
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<YtcF7.40$V86.81711@newsfeed.slurp.net> <zlpF7.505$Zy7.32414853@news.incc.net>
<B80B90F8.190%atari@bright.net> <gtBF7.515$qN7.33153115@news.incc.net>
Mime-version: 1.0
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Content-transfer-encoding: 7bit
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Date: Mon, 05 Nov 2001 14:37:06 -0500
NNTP-Posting-Host: 216.201.36.166
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 1004989149 216.201.36.166 (Mon, 05 Nov 2001 14:39:09
EST)
NNTP-Posting-Date: Mon, 05 Nov 2001 14:39:09 EST
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:735

in article gtBF7.515$qN7.33153115@news.incc.net, Jared Falvo at
luposian@azob.quik.com wrote on 11/5/01 2:10 PM:

> You forget... it was a COMMODORE Amiga. Not just an Amiga. Commodore is
> dead. It would be like trying to start a company called ST or 1040ST to
> sell old Atari computers/clones under. That's virtually meaningless as well
> as rediculous. People have so associated to the model "Amiga", that they
> forget who made them... Commodore!

You are still stuck on the "name" issue. I have a Hades and socked down
some serious cash for it, the name, label, model whatever makes no
difference. It runs my Atari software well so I bought it.
The only thing needed from Infogrames is permission to adapt the TOS ROMs
and or code needed to make a clone. Negotiating over a 5 letter word
is utter stupidity, and a waste of money. It would have no bearing on the
quality or who would buy it, take a poll and find out.

> I wouldn't let that happen with Atari. Backwards compatibility counts.
> Familiarity counts. Support counts. Forward technology counts. "Atari'
> counts.

So far you've been all talk, until you fork out a multi-million dollar investment you migh as well go back to sleep and keep dreaming.

> Did you forget the Atarians that would know of this computer and might well
> look into buying one also, or are you operating with "PC Blinders" on and
> can't see that if a new Atari computer, that was a LEAST a 603e-based
> machine (which is possibly a tad more powerful than a 68060; based on it's
> RISC architecture), had backwards compatibility (via emulation), significant
> amounts of memory (64-128Mb), a nice, high-end graphics subsystem (nForce
> anyone?) and audio (nForce anyone?), etc. and was priced around $1,000.00 or
> so, that it might attract them like flies to rotting meat (I think more
> flies would gather to rotting meat than bees to flowers or honey, hence why
> I used that analogy)

I don't have a PC. It might sell, but who's going to manufacture it? You?

If more people would of bought the current crop of clones the costs could of come down, and further dev might of took place. Such a machine could have been out already. You sure do alot of preaching for someone who never spent much on Atari hardware.

From 3081573826592626607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e329904ba48ef815
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-06 04:59:11 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: maraka@atari.net (D Galvez)
Newsgroups: comp.sys.atari.programmer
Subject: Re: changing background color window
Date: 6 Nov 2001 04:59:10 -0800
Organization: http://groups.google.com/
Lines: 20
Message-ID: <d385a14d.0111060459.7d1ab0c1@posting.google.com>
References: <3bd95809$1@post.newsfeeds.com> <3BE089C9.6124E54A@maartens.nl>
NNTP-Posting-Host: 213.96.68.59
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1005051550 14081 127.0.0.1 (6 Nov 2001 12:59:10 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 6 Nov 2001 12:59:10 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:736

Thanks for the answer.

D Galvez

Hans Galema <j.m.galema@maartens.nl> wrote in message
news:<3BE089C9.6124E54A@maartens.nl>...
> > I'm coding a small GEM game, and i want to change the background window

> > color from the default white color to light grey. Which is the best way to
> > doit?
>
> The best ?
> One way is with:
> void v_bar (int handle, int *pxyarray);
> set the color before with:
> vsf_color (handle, int color_index);
>
> > I was said that RSC files are involved with that.
>
> You don't need a *.rsc although you can use one.
>
> Hans Galema

From -405483840908010229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-06 08:27:26 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
sjcppf01.usenetserver.com!usenetserver.com!easynews!uunet!dfw.uu.net!
news.incc.net!not-for-mail
From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
Newsgroups: comp.sys.atari.programmer
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<YtcF7.40$V86.81711@newsfeed.slurp.net> <zlpF7.505$Zy7.32414853@news.incc.net>
<dSwF7.96$fB6.56027@newsfeed.slurp.net>
Subject: Re: Any attempt at an Atari Revival is
Lines: 81
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Message-ID: <raUF7.540$Zo.35185795@news.incc.net>
Date: Tue, 6 Nov 2001 09:27:43 -0700
NNTP-Posting-Host: 166.93.9.96
X-Complaints-To: news@iccx.net
X-Trace: news.incc.net 1005063959 166.93.9.96 (Tue, 06 Nov 2001 09:25:59 MST)
NNTP-Posting-Date: Tue, 06 Nov 2001 09:25:59 MST
Organization: Internet Commerce & Communications
Xref: archiver1.google.com comp.sys.atari.programmer:737

Coming straight out and asking Infogrames what their "business plan" for Atari is may help to see where they stand with the brandname, but if we are to move them to actually license it to us and allow us to recreate the company, to make a product or products, we need to work together to decide what we would sell, how much it would cost to manufacturer, how many people are interested in even buying anything with the Atari brandname on it, etc.

If they know what we're trying to do right off the bat, before we actually have a decent "gameplan", it probably won't work, especially if they aren't

interested in doing anything similar to what we want to do. Of course, at this present time, the "we" I speak of seems to consist of perhaps four people, myself included.

It must be a MUCH larger group with a decent gameplan, if it's to succeed.

I refer, again, to: http://www.beunited.com

... again to show what THEY'VE *done* to get what THEY *want*.

Atari is no different... only people's perception of it is.

In other words, if we can't find out how many would be willing to buy a product from Atari again, we're "flying blind" as it were. For companies that have millions in start-up capital, that's fine, but we won't have that.

90% of it is confidence in what we're doing and the other 10% is customer input. After that, it switches to 90% customer input and 10% company opinion. If we run the company like it's been run, we will most certainly fail. We have to realize that the customer comes first. We make a product they want and they will buy it. But if we make a product, expecting them to buy it just because we built it, we are doomed, sooner or later.

Atari wasn't a bad company... the people who ran it were bad managers of the company. Put the right people inside and Atari will be brought to the position it SHOULD have had years ago in computing history.

It's a shame it was never done before... but companies like Atari and Be, Inc. thought they knew better than the consumer and thus died because of it. I wouldn't let that happen.

I have my own views on what I would want to sell and what it should look like and how it should function initially, but if I let that dictate what we sold, year after year, we'd be no better than Atari was and probably fail just as quickly, if not sooner.

Jared
--

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:dSwF7.96$fB6.56027@newsfeed.slurp.net...
> On 4 Nov 2001 22:23:30 -, "Jared Falvo" wrote:
> >Aye, there's the rub! Why don't we ASK what their plans are with Atari? Is
> >it really that complicated?
> >
> >We stop arguing about what a fool and nostalgic nutcase I am for talking
> >like this and actually plan out what we would do to carry our part of this
> >matter out. If we each got in contact with the Atarians and ex-Atarians we
> >knew or had association with, and hammered out a rough concept of a business

> >plan for "the new Atari", we might actually have something to present
> >Infogrames in a couple months!
>
> I can do that. What is their website or email address?
>
> Edward S. Baiz Jr.
>   (Gamer)
> ---
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ---
>
>

From -6008694383245460096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-06 09:04:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!feed2.onemain.com!feed1.onemain.com!
uunet!dca.uu.net!ash.uu.net!dfw.uu.net!news.incc.net!not-for-mail
From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
Newsgroups: comp.sys.atari.programmer
References: <nSjD7.310$oQ2.19078280@news.incc.net>
<9s6inc$5kj$1@slb6.atl.mindspring.net>
Subject: Re: Any attempt at an Atari Revival is IMPO
Lines: 20
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Message-ID: <MIUF7.541$mr.35342403@news.incc.net>
Date: Tue, 6 Nov 2001 10:04:20 -0700
NNTP-Posting-Host: 166.93.9.96
X-Complaints-To: news@iccx.net
X-Trace: news.incc.net 1005066156 166.93.9.96 (Tue, 06 Nov 2001 10:02:36 MST)
NNTP-Posting-Date: Tue, 06 Nov 2001 10:02:36 MST
Organization: Internet Commerce & Communications
Xref: archiver1.google.com comp.sys.atari.programmer:738

> I am waiting for a new computer that can honestly be regarded as
> an improvement over my TT. I am still waiting.

I admire your views. But I think the Falcon030 was, in part, superior to

the TT030. It had more "multimedia" features, though it was slower
CPU-wise. Tough call. :-)

And, to the person who said that, because the Falcon030 was housed in the
same type case as the Atari 1040ST, people didn't buy it thinking it was no
better than the 1040ST(e), assume that no one looks beyond the cover of a
book to find out how the story ends! If people are THAT stupid, they didn't
DESERVE to own an Atari computer! All someone had to do is look at the
specs to see how much better it was than others before it, 1040ST-styled
case or not!

Jared

From -2876043693312775654
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e610fe140058fce,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-06 18:35:22 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-
beacon.mit.edu!nycmny1-snh1.gtei.net!cpk-news-hub1.bbnplanet.com!news.gtei.net!
newsfeed1.cidera.com!Cidera!cletus.bright.net!not-for-mail
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.02.2022
Subject: Re: Mouse redraw problem
From: Lonny Pursell <atari@bright.net>
Newsgroups: comp.sys.atari.programmer
Message-ID: <B80E079E.1D6%atari@bright.net>
References: <3be89b3b$2@news.iprimus.com.au>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Lines: 24
Date: Tue, 06 Nov 2001 21:33:18 -0500
NNTP-Posting-Host: 216.201.36.134
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 1005100521 216.201.36.134 (Tue, 06 Nov 2001 21:35:21
EST)
NNTP-Posting-Date: Tue, 06 Nov 2001 21:35:21 EST
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:739

in article 3be89b3b$2@news.iprimus.com.au, Ric Easton at
biodistributors@microtech.com.au wrote on 11/6/01 9:24 PM:

> I am having trouble when I redraw a screen in that the mouse pointer is not
> displayed and when I move the mouse it shows the patch where the mouse was
> on the previous screen. I figure that I need to place the patch for my new
> screen where the old part of the screen is saved but I don't know how to
> find the address where the old part is saved. Also, how do you find where
> the mouse pointers images are saved so I can redraw the mouse on the new

> screen?
>
> Or have I supposed all wrong??
>
> Any help would be appreciated

It's actually really simple, when doing any VDI drawing, call graf_mouse() to hide the mouse, make the VDI calls, then call graf_mouse() once again to turn the mouse back on again. You need to have matched sets, off then on again, any deviation from this results in the effect you see, commonly refered to as mouse droppings. ;)

Far as I know when making AES calls you do not have to mess with the mouse. Perhaps someone wishes to add to this?

From 6553552603882657695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-07 10:47:10 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!diablo.theplanet.net!newspeer.clara.net!news.clara.net!demeter.clara.net
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <nSjD7.310$oQ2.19078280@news.incc.net> <1004450296-67494AEicMi@ntlworld.com> <1004552363.30341.1@demeter.clara.net> <iQ2E7.385$704.23483486@news.incc.net> <1004727592.7237.1@demeter.clara.net> <3BE43835.DE973D3A@ev1.net> <M3jF7.496$Gj7.31424669@news.incc.net>
Subject: Re: Any attempt at an Atari Revival is IMPOSSIBLE!
Date: Wed, 7 Nov 2001 13:41:26 -0000
Lines: 31
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Trace: 2eefe6380610307033323a3531405e1c24d1c242b23336e0712093043be981a6
NNTP-Posting-Date: Wed, 07 Nov 2001 18:47:02 GMT
Message-ID: <1005158822.29805.3@demeter.clara.net>
Lines: 31
Xref: archiver1.google.com comp.sys.atari.programmer:740

Hi Jared

"Jared Falvo" <luposian@azob.quik.com> wrote in message news:M3jF7.496$Gj7.31424669@news.incc.net...
> I hate to educate you, but "Jar head" is a term for Marines, I believe. I
> never have been and never will be one. Attempts to use it to insult me will
> be considered slanderous to my real name and legal measures will be taken.

So if i was to suggest that you were a cocksucking, homosexual, geniatal wart ridden, HIV suffering, numb nutted, brainless, anoying arsehole, would that promt a reaction.

> Now, if everyone is listening, let me say for the final time.

Is this the last "final time" Knob-head. If you managed to resurrect Atari with all the original R&D and personnel and had the Tramiels run the company, then I for one would go buy an Amiga, because, and only because I would know that at arsehead called Jared caused it to be so, and that the company would be as likely stable as he is.

Did I mention that you are seriously annoying and your presence is unwanted in this base, nay this universe.

--

Steve. S.

From -2245516800216581186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-07 21:09:07 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!nycmny1-snh1.gtei.net!cambridge1-snf1.gtei.net!news.gtei.net!bos-service1.ext.raytheon.com!cyclone.swbell.net!easynews!uunet!dfw.uu.net!news.incc.net!not-for-mail
From: "Jared Falvo" <luposian@azob.quik.com>
Newsgroups: comp.sys.atari.programmer
References: <nSjD7.310$oQ2.19078280@news.incc.net> <1004450296-67494AEicMi@ntlworld.com> <1004552363.30341.1@demeter.clara.net> <iQ2E7.385$704.23483486@news.incc.net> <1004727592.7237.1@demeter.clara.net> <3BE43835.DE973D3A@ev1.net> <M3jF7.496$Gj7.31424669@news.incc.net> <1005158822.29805.3@demeter.clara.net>
Subject: Re: Any attempt at an Atari Revival is IMPOSSIBLE!
Lines: 39
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Message-ID: <vqoG7.569$Xo1.39115862@news.incc.net>
Date: Wed, 7 Nov 2001 22:10:18 -0700
NNTP-Posting-Host: 166.93.9.96
X-Complaints-To: news@iccx.net
X-Trace: news.incc.net 1005196059 166.93.9.96 (Wed, 07 Nov 2001 22:07:39 MST)
NNTP-Posting-Date: Wed, 07 Nov 2001 22:07:39 MST
Organization: Internet Commerce & Communications
Xref: archiver1.google.com comp.sys.atari.programmer:741

Steve Sweet wrote in message <1005158822.29805.3@demeter.clara.net>...
>Hi Jared
>So if i was to suggest that you were a cocksucking, homosexual, geniatal
>wart ridden, HIV suffering, numb nutted, brainless, anoying arsehole,
would
>that promt a reaction.

No, I'd just think you had a mouth full of nasty smelling puke and couldn't
contain it any longer.

>Is this the last "final time" Knob-head. If you managed to resurrect Atari
>with all the original R&D and personnel and had the Tramiels run the
>company, then I for one would go buy an Amiga, because, and only because I
>would know that at arsehead called Jared caused it to be so, and that the
>company would be as likely stable as he is.

Who said anything about bringing back the original staff? Gee, are you
truely an imbecile? Have you not been listening to ANYTHING I've been
saying all these days? It would be stocked with Atari enthusiasts (like
you) who know what we want and would be willing to give what our customers
want.

Sometimes I think you assume that I so love "Atari" that I want the original
people who ran it as well... and that would truely be the most stupidest,
idiotic thing ANYONE could imagine to do. And... no... I would NOT do that!

>Did I mention that you are seriously annoying and your presence is unwanted
>in this base, nay this universe.

I think a time or two you might have made mention of it in some way or
another. :-)

Jared

From -5540561837450947139
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a7dcdd7d5c2bf882
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-08 07:48:04 PST
Message-ID: <3beaa996@peer1.news.newnet.co.uk>
From: Craig Graham <c_graham@NOSPAM.data-uncertain.co.uk>
Subject: Re: Any attempt at an Atari Revival is IMPO
Newsgroups: comp.sys.atari.programmer
Reply-To: c_graham@NOSPAM.data-uncertain.co.uk
Date: Thu, 08 Nov 2001 15:42:07 +0000
References: <nSjD7.310$oQ2.19078280@news.incc.net>

<9s6inc$5kj$1@slb6.atl.mindspring.net> <MIUF7.541$mr.35342403@news.incc.net>
Lines: 43
Organization: Data Uncertain
User-Agent: KNode/0.5.6
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8Bit
NNTP-Posting-Host: 195.184.237.107
X-Trace: peer1.news.newnet.co.uk 1005234583 195.184.237.107 (8 Nov 2001 15:49:43 GMT)
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!skynet.be!skynet.be!grolier!proxad.net!news-hub.cableinet.net!blueyonder!newspeer.clara.net!news.clara.net!peer1.news.newnet.co.uk
Xref: archiver1.google.com comp.sys.atari.programmer:742

Flowers 'n' Fliers wrote:
>> I am waiting for a new computer that can honestly be regarded as
>> an improvement over my TT. I am still waiting.
>
> I admire your views. But I think the Falcon030 was, in part, superior to
> the TT030. It had more "multimedia" features, though it was slower
> CPU-wise. Tough call. :-)
>
> And, to the person who said that, because the Falcon030 was housed in the
> same type case as the Atari 1040ST, people didn't buy it thinking it was
> no better than the 1040ST(e), assume that no one looks beyond the cover of
> a
> book to find out how the story ends! If people are THAT stupid, they
> didn't
> DESERVE to own an Atari computer! All someone had to do is look at the
> *specs* to see how much better it was than others before it, 1040ST-styled
> case or not!

The Falcon was (it's sad to say), rather badly designed. There wasn't enough effort put into the design & tuning of the hardware, and the firmware (at the device driver level) wasn't to hot either.

I loved my f030, but it wasn't until I'd spent money on lot's of after market stuff for it that it became a really useful machine (Nemesis for a faster bus, AT keyboard interface, new case, etc).

The TT, on the other hand, was useful out of the box. But both were vastly overpriced (my f030 was one of the original UK developer machines, and set me back £1000 or there abouts at the time). Just like current Atari (compatible) machines are vastly overpriced.
These days I could put together a $100 set-top box that'd run Atari software perfectly well (emulate the 68K on a 120MIPS R3K core, stick a second R3K core on the chip to run the underlying stuff). And that's including ethernet, modem, TV + SVGA output, video input, and an infrared keyboard/mouse combo. The reason no one bothers, is there is no market.

> Jared

Laters,
Craig.
--
You wish.

From -6667072065193574123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a08c5318b7938ee
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-09 12:36:06 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!news.tele.dk!small.news.tele.dk!134.222.94.5!
npeer.kpnqwest.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Any Prospero users here?
Date: Fri, 9 Nov 2001 19:56:16 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 17
Message-ID: <9shccu$9cu$1@news.eunet.yu>
References: <9s6dlg$5et$07$1@news.t-online.com>
NNTP-Posting-Host: p-2.92.eunet.yu
X-Trace: news.eunet.yu 1005335776 9630 213.240.2.92 (9 Nov 2001 19:56:16 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Fri, 9 Nov 2001 19:56:16 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:743

On 5 Nov 2001 17:12:23 +, "Matthias Jaap" wrote:
>Hi everyone.
>
>I'm looking for owners of Prospero software products (e.g. Prospero C,
>Prospero Pascal etc.). I recently contacted Prospero and asked them if they
>would let me distribute their old ST programs on my website for free.
>Unfortunately I don't have any Prospero programs anymore. If you own a
>Prospero product please contact me.

Should this be understood as that you obtained their permission?

Btw. which were the latest versions of their FORTRAN, Pascal and C?
Also, I came once upon a reference on "Prospero Developer's Toolkit";
what was that supposed to be?

Regards;

From 4892377329765156560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7bfb26080b991960,start
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-11-10 22:31:13 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!isdnet!
teaser.fr!teleglobe.net!server-b.cs.interbusiness.it!
bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: MagiCMac SymLinks and Aliases
Date: Sun, 11 Nov 01 07:20:16
Organization: De Petris Software Development
Lines: 123
Message-ID: <31997_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:744

I had troubles for years to understand strange behaviors of symlinks with MagiCMac, but this time I had to change the hard disk and did some tests and reorganization of the system. My main problem was about links copied from and to atari scsi formatted partitions and macos folders, the german documentation didn't help me too much but the result is this:

links on Atari partitions are "real magic" symlinks, where on MacOs folders seen under MagiCMac MacOs aliases are used instead. The fact is that MagiCMac do not about the difference when copying links from one kind of filesystem to the other, so in the end:

- a symlink in the Atari filesystem pointing to an object on a Mac filesystem does not work
- an alias on a Mac filesystem pointing to an object on the Atari filesystem does not work

For these reasons, when coping symlinks and aliases from one filesystem to the other, the copy does not work.

I went deeper and asked myself "why sould it not work ?", when you create the link in those cases, you can still see the correct Atari path memorized in the link infos, what goes wrong, it that the Mac filesystem cannot access the Atari filesystem directly, so an alias does not work, the other problem is that the Mac alias records the Mac path like :Diskname:foldername:filename

So what ? Yes I did a small program, that reads the symlink infos, renames the link to *.bak and creates a new (working) link with those infos so that the correct alias is created, I used the program to convert all aliases I had on Atari partitions, when moving all the files on an HFS Mac disk. In fact I wanted to let the Atari partitioning go, and stay with the HFS to be able to use Disk utilities for my files. I made some tests to check all was going correctly first and tested the performance. On HFS the speed is a little bit slower due to the double job of simulating one filesystem on another, but I had big advantages:

- network file sharing on all files
- hard disk utilities for correction, recover, optimization
- backups
- access to Atari files with Mac programs

Back to the program, I place it here, should be easy to read, and let me know if you want to discuss:

```
#include <mintbind.h>
#include <tos.h>
#include "magx.h"
#include "mgx_xfs.h"


void main()
{
//   Pdomain( PDOM_TOS      /* 0 */ );
     Pdomain( PDOM_MINT /* 1 */ );
{
     XATTR xattr;
     long dirhandle;
     LONG err,xr;
     long rename_error=0;

     dirhandle = Dopendir(".", DOPEN_NORMAL  /* 0 */  );
     if   (dirhandle >= 0)
     {
          char buf[128]="pippo";
          char buf1[128]="puppo";
          char buf2[128]="peppo";
          do   {
//            printf("%s\n",buf);
//            err = Dreaddir(128, dirhandle, buf);
              err = Dxreaddir(128, dirhandle, buf, &xattr, &xr);
              if   (xr)
                   printf(".. Fehler bei Fxattr: %d ..\n",xr);
              if   (err)
              {
                   if(err!=-49) /* if not end of reading */
                        printf(".. Fehler bei Dreaddir: %ld ..\n",err);
              }
              else
              {
//--->file                  printf("%s,%u\n",&buf[4],xattr.attr);
//                 printf("***%c%c%c%c***\n",buf[0],buf[1],buf[2],buf[3]);
//                 printf("%u,%u,%u,%u,%u,%u,%u,%u,%u,%u\n",
//                          buf[0],buf[1],buf[2],buf[3],buf[4],
//                          buf[5],buf[6],buf[7],buf[8],buf[9]);
//                 printf("%lu %lu %lu\n",buf,xattr,xr);
                   if   ((xattr.mode & S_IFMT) == S_IFLNK)
                   {
                        XATTR xa2;
```

```
//                      printf("SymLink found %s,%u\n",&buf[4],xattr.attr);
                        err = Fxattr(0, &buf[4], &xa2); /* mode 0 reads xattr of
actual file */
//                      err = Fxattr(1, &buf[4], &xa2); /* mode 1 xattr od symlink
itself */
                        if   (!err)
                             xattr = xa2;
                        else
                        {
                             printf("ERR ");
                             sprintf(buf2,"%s.bak",&buf[4]);
                             rename_error=Frename(0,&buf[4],buf2);
                             if(rename_error)
                                  printf("ERR:%lu,%s\n",rename_error,&buf[4]);
                             else
                             {
                                  err=Freadlink(sizeof(buf1), buf1, buf2 );
                                  printf("%d,%s,%s,%u\n",err,buf1,buf2,xattr.attr);
                                  err=Fsymlink(buf1, &buf[4]);
                             }
                        }
                        err = 0;
                   }
              }
         }while(!err);
         Dclosedir(dirhandle);
     }
}
}
```

--
PENTIUM - Produces Erroneous Numbers Thru Incorrect Understanding of
Mathematics

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -7915201023820153537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,51afa96ee6376dd9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-11 15:04:09 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
sjcppf01.usenetserver.com!usenetserver.com!easynews!uunet!dfw.uu.net!
news.incc.net!not-for-mail
From: "Jared Falvo" <luposian@azob.quik.com>
Newsgroups: comp.sys.atari.programmer
Subject: ATARI IS BACK!!!
Lines: 8
X-Newsreader: Microsoft Outlook Express 4.72.3110.1

X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Message-ID: <msDH7.637$tv4.46132345@news.incc.net>
Date: Sun, 11 Nov 2001 16:05:29 -0700
NNTP-Posting-Host: 166.93.9.96
X-Complaints-To: news@iccx.net
X-Trace: news.incc.net 1005519762 166.93.9.96 (Sun, 11 Nov 2001 16:02:42 MST)
NNTP-Posting-Date: Sun, 11 Nov 2001 16:02:42 MST
Organization: Internet Commerce & Communications
Xref: archiver1.google.com comp.sys.atari.programmer:745

Go to: http://www.atari.com

And Splashdown looks AWESOME!!!

Jared

From 7851668720996722318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a08c5318b7938ee
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-11 16:16:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
news.ems.psu.edu!news.cis.ohio-state.edu!news.maxwell.syr.edu!newsfeed00.sul.t-
online.de!newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: "Matthias Jaap" <mjaap@t-online.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Any Prospero users here?
Date: Mon, 12 Nov 2001 01:17:01 +0100
Organization: T-Online
Lines: 24
Message-ID: <9sn4a3cnh01$1@news.t-online.com>
References: <9s6dlg$5et$07$1@news.t-online.com> <9shccu$9cu$1@news.eunet.yu>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 1005524099 01 13041 3PcJTxLbSJaY7M 011112 00:14:59
X-Complaints-To: abuse@t-online.com
X-Sender: 320028486591-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:746

> Should this be understood as that you obtained their permission?
>

I have now copies of the three programs and I'm in contact with one of their
executives. It's now mainly a matter of writing the right disclaimer and

distribution conditions. To answer your question: no, I haven't got the final permission from them and I will not make them available until they give me their ok.

> Btw. which were the latest versions of their FORTRAN, Pascal and C?

I know that Fortran was at 2.1. I forgot about the other ones. But they look quite modern despite their age.

> Also, I came once upon a reference on "Prospero Developer's Toolkit";
> what was that supposed to be?

I don't know.

Greetings,
Matthias

From -4906746197407153806
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-17 12:07:31 PST
Reply-To: "3Y3" <eruminski@sympatico.ca>
From: "3Y3" <eruminski@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: New Atari Site Uploaded
Lines: 19
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Message-ID: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
Date: Sat, 17 Nov 2001 15:00:39 -0500
NNTP-Posting-Host: 64.231.53.19
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1006027193 64.231.53.19 (Sat, 17 Nov 2001 14:59:53 EST)
NNTP-Posting-Date: Sat, 17 Nov 2001 14:59:53 EST
Organization: Bell Sympatico
Path: archiver1.google.com!news2.google.com!news1.google.com!
newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!
sunqbc.risq.qc.ca!torn!webster!nf1.bellglobal.com!nf2.bellglobal.com!
news20.bellglobal.com.POSTED!not-for-mail
Xref: archiver1.google.com comp.sys.atari.programmer:747

Finally got my site up. I had to rush a bit to meet a dead line so I only put up the graphics mode outline in the BASIC tutorials section.

http://www.sheridanc.on.ca/~ruminski/enterance.html

I should have about 8 more reviews up within a week or so after I get
chance to capture more games on video. Warning to all Netscape 4 users that
I dosn't work in Nav 4 but it will work in Nav 6 (good enough reason to
upgrade to 6 :)

I just got in 5 extra PCs with 51/4 floppys so as soon as I get one out of
them working I will begin extracting code (first to be extracted will be
mountain king)

3Y3

From 2209352599858947036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-17 17:13:43 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeed1.bredband.com!bredband!newsfeed01.nntp.se.dataphone.net!
nntp.se.dataphone.net!news-stob.telia.net!news-sto.telia.net!
194.22.194.4.MISMATCH!masternews.telia.net.!newsc.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3bf7034c794bc1@tripnet.se>
Subject: Re: New Atari Site Uploaded
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
User-Agent: Okami Version 2.1B-22 (Atari)
X-Hardware: 68030/32 Atari TT
Lines: 21
X-Sender: NEWSwatch v2.50 (Atari)
Date: Sun, 18 Nov 2001 00:39:56 GMT
NNTP-Posting-Host: 213.66.102.17
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 1006043996 213.66.102.17 (Sun, 18 Nov 2001 01:39:56 CET)
NNTP-Posting-Date: Sun, 18 Nov 2001 01:39:56 CET
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.programmer:748

On Sat 17-11-2001 15:00 (-0500) 3Y3 wrote:

>Finally got my site up. I had to rush a bit to meet a dead line so I only
>put up the graphics mode outline in the BASIC tutorials section.
>
>http://www.sheridanc.on.ca/~ruminski/enterance.html

Was completly empty.

>chance to capture more games on video. Warning to all Netscape 4 users

that
>I dosn't work in Nav 4 but it will work in Nav 6 (good enough reason to
>upgrade to 6 :)

If you can't write proper html I suppose your skills in BASIC coding is
even worse... :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

From -7192940725941963968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-18 08:28:17 PST
Path: archiver1.google.com!news2.google.com!news1.google.com!
newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!195.64.68.27!
newsgate.cistron.nl!news2.euro.net!uunet!ash.uu.net!dfw.uu.net!news.incc.net!not-
for-mail
From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
Newsgroups: comp.sys.atari.programmer
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
<3bf7034c794bc1@tripnet.se>
Subject: Re: New Atari Site Uploaded
Lines: 19
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Message-ID: <PdRJ7.838$PL1.61224971@news.incc.net>
Date: Sun, 18 Nov 2001 09:23:02 -0700
NNTP-Posting-Host: 166.93.9.96
X-Complaints-To: news@iccx.net
X-Trace: news.incc.net 1006100463 166.93.9.96 (Sun, 18 Nov 2001 09:21:03 MST)
NNTP-Posting-Date: Sun, 18 Nov 2001 09:21:03 MST
Organization: Internet Commerce & Communications
Xref: archiver1.google.com comp.sys.atari.programmer:749

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3bf7034c794bc1@tripnet.se...
> If you can't write proper html I suppose your skills in BASIC coding is
> even worse... :-)

Oh, yeah, right... kick 'em when they're down. Real nice of you, Ken.
Yours is the kind of attitude I've been having to deal with over at the
other Atari newsgroups for my efforts. At least he's trying! He's trying
to contribute to the Atari scene and you just berate him for not doing it as
good as you're used to. He did say he had to rush things a bit, didn't he?
What if he decides to just give up after hearing your "words of
encouragement"? How would you feel, then?

sigh The conflict of those within the castle walls...

Jared

From 50625660344657334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-18 12:41:33 PST
Reply-To: "3Y3" <eruminski@sympatico.ca>
From: "3Y3" <eruminski@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
<3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
Subject: Re: New Atari Site Uploaded
Lines: 32
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Message-ID: <G0VJ7.451$QC5.239322@news20.bellglobal.com>
Date: Sun, 18 Nov 2001 15:35:24 -0500
NNTP-Posting-Host: 64.231.52.77
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1006116006 64.231.52.77 (Sun, 18 Nov 2001 15:40:06
EST)
NNTP-Posting-Date: Sun, 18 Nov 2001 15:40:06 EST
Organization: Bell Sympatico
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!torn!webster!nf1.bellglobal.com!nf2.bellglobal.com!
news20.bellglobal.com.POSTED!not-for-mail
Xref: archiver1.google.com comp.sys.atari.programmer:750

empty? what browser are you using?? everyone that i know has seen the site
and its fine.. teh only prblems with it right now that its not w3 complient
(it will be soon).

3Y3

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:PdRJ7.838$PL1.61224971@news.incc.net...
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:3bf7034c794bc1@tripnet.se...
> > If you can't write proper html I suppose your skills in BASIC coding is
> > even worse... :-)
>
> Oh, yeah, right... kick 'em when they're down. Real nice of you, Ken.

> Yours is the kind of attitude I've been having to deal with over at the
> other Atari newsgroups for my efforts. At least he's trying! He's trying
> to contribute to the Atari scene and you just berate him for not doing it
as
> good as you're used to. He did say he had to rush things a bit, didn't
he?
> What if he decides to just give up after hearing your "words of
> encouragement"? How would you feel, then?
>
> *sigh* The conflict of those within the castle walls...
>
> Jared
>
>
>

From 5000563692408289922
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-18 15:57:03 PST
Reply-To: "3Y3" <eruminski@sympatico.ca>
From: "3Y3" <eruminski@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
<3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
Subject: Re: New Atari Site Uploaded
Lines: 36
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Message-ID: <zUXJ7.1439$op.332712@news20.bellglobal.com>
Date: Sun, 18 Nov 2001 18:51:30 -0500
NNTP-Posting-Host: 64.231.41.222
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1006127775 64.231.41.222 (Sun, 18 Nov 2001 18:56:15
EST)
NNTP-Posting-Date: Sun, 18 Nov 2001 18:56:15 EST
Organization: Bell Sympatico
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!sunqbc.risq.qc.ca!torn!webster!
nf1.bellglobal.com!nf2.bellglobal.com!news20.bellglobal.com.POSTED!not-for-mail
Xref: archiver1.google.com comp.sys.atari.programmer:751

"If you can't write proper html I suppose your skills in BASIC coding is
even worse... :-)"

ugh...just a quick note....I wouldn't talk about HTML code if I were you, I
was gonna feel bad but then I saw the abysmal code on your page. I truly

hope that you didn't write that....for a page with just basic formating and
images it's not optimized even to a basic degree.

3Y3

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:PdRJ7.838$PL1.61224971@news.incc.net...
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:3bf7034c794bc1@tripnet.se...
> > If you can't write proper html I suppose your skills in BASIC coding is
> > even worse... :-)
>
> Oh, yeah, right... kick 'em when they're down. Real nice of you, Ken.
> Yours is the kind of attitude I've been having to deal with over at the
> other Atari newsgroups for my efforts. At least he's trying! He's trying
> to contribute to the Atari scene and you just berate him for not doing it
as
> good as you're used to.   He did say he had to rush things a bit, didn't
he?
> What if he decides to just give up after hearing your "words of
> encouragement"? How would you feel, then?
>
> *sigh* The conflict of those within the castle walls...
>
> Jared
>
>
>

From -2089266876725785850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-18 16:43:03 PST
Message-ID: <3BF85597.83D7BC7F@qnet.com>
Date: Sun, 18 Nov 2001 16:43:04 -0800
From: Atari <atari@qnet.com>
X-Mailer: Mozilla 4.77 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: New Atari Site Uploaded
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: 56k-socal-07-24.dial.qnet.com
X-Trace: 19 Nov 2001 00:33:39 GMT, 56k-socal-07-24.dial.qnet.com
Lines: 23
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!

logbridge.uoregon.edu!newsfeed.direct.ca!look.ca!sfo2-feed1.news.digex.net!
intermedia!news-out.spamkiller.net!propagator-la!news-in-la.newsfeeds.com!news-
in.superfeed.net!news.americasnet.com!newsfeed.qnet.com!news.qnet.com!56k-
socal-07-24.dial.qnet.com
Xref: archiver1.google.com comp.sys.atari.programmer:752

Im using Netscape 4.77 and the page seems to work perfectly. I viewed all the
pages you did a great job.

Don

3Y3 wrote:

> Finally got my site up. I had to rush a bit to meet a dead line so I only
> put up the graphics mode outline in the BASIC tutorials section.
>
> http://www.sheridanc.on.ca/~ruminski/enterance.html
>
> I should have about 8 more reviews up within a week or so after I get
> chance to capture more games on video. Warning to all Netscape 4 users that
> I dosn't work in Nav 4 but it will work in Nav 6 (good enough reason to
> upgrade to 6 :)
>
> I just got in 5 extra PCs with 51/4 floppys so as soon as I get one out of
> them working I will begin extracting code (first to be extracted will be
> mountain king)
>
> 3Y3

From -6393186627249825332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-18 17:08:48 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!130.133.1.3!fu-berlin.de!uni-berlin.de!my-ste.demon.co.UK!not-
for-mail
From: David Bolt <nospam@my-ste.demon.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: New Atari Site Uploaded
Date: Mon, 19 Nov 2001 01:05:30 +0000
Organization: I Wish!!!
Lines: 30
Message-ID: <ejmnKh9arF+7EwUU@my-ste.demon.co.uk>
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
 <3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
 <G0VJ7.451$QC5.239322@news20.bellglobal.com>
Reply-To: David Bolt <dbolt@my-ste.demon.co.uk>
NNTP-Posting-Host: my-ste.demon.co.uk (158.152.241.69)
Mime-Version: 1.0
Content-Type: text/plain;charset=us-ascii

X-Trace: fu-berlin.de 1006132126 1297832 158.152.241.69 (16 [68839])
X-Orig-Path: my-ste.demon.co.uk!nospam
User-Agent: Turnpike/6.00-U (<Z0HdjXhPCbqOVX7Vo3aPVeqsjx>)
Xref: archiver1.google.com comp.sys.atari.programmer:753

On Sun, 18 Nov 2001, 3Y3 <eruminski@sympatico.ca> wrote:-

>empty? what browser are you using??

Without Javascript the entrance page is empty in Netscape 4.75. Lynx also displays an almost blank page, except for the embedded shock wave file. !Arcweb, a RISCOS browser, also fails to get anywhere. This implies, since I can't test it, that neither would CAB.

>everyone that i know has seen the site and its fine..

Probably because they browse with Javascript enabled. Not everyone does, and CAB doesn't support it at all.

IE6, NN4.75 and NN6.1 all display the page correctly if Javascript is enabled.

It may be a good idea to add a link for those that don't, or can't, use Javascript, as well as a <NOFRAMES></NOFRAMES> part for those that are still using a frames-incapable browser, e.g. CAB 1.5.

Regards,
  David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

From -2032135357891592823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-18 17:41:49 PST
Reply-To: "3Y3" <eruminski@sympatico.ca>
From: "3Y3" <eruminski@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
<3BF85597.83D7BC7F@qnet.com>
Subject: Re: New Atari Site Uploaded
Lines: 35
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300

Message-ID: <siZJ7.3350$i61.590603@news20.bellglobal.com>
Date: Sun, 18 Nov 2001 20:33:29 -0500
NNTP-Posting-Host: 64.231.40.37
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1006133528 64.231.40.37 (Sun, 18 Nov 2001 20:32:08
EST)
NNTP-Posting-Date: Sun, 18 Nov 2001 20:32:08 EST
Organization: Bell Sympatico
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!newsfeed.direct.ca!look.ca!news1.tor.metronet.ca!webster!
nf1.bellglobal.com!nf2.bellglobal.com!news20.bellglobal.com.POSTED!not-for-mail
Xref: archiver1.google.com comp.sys.atari.programmer:754

thanks alot for the help. I'll write a none java version this week (and get
on the nav4 problem as well)

3Y3

"Atari" <atari@qnet.com> wrote in message news:3BF85597.83D7BC7F@qnet.com...
> Im using Netscape 4.77 and the page seems to work perfectly. I viewed all
the
> pages you did a great job.
>
> Don
>
> 3Y3 wrote:
>
> > Finally got my site up. I had to rush a bit to meet a dead line so I
only
> > put up the graphics mode outline in the BASIC tutorials section.
> >
> > http://www.sheridanc.on.ca/~ruminski/enterance.html
> >
> > I should have about 8 more reviews up within a week or so after I get
> > chance to capture more games on video. Warning to all Netscape 4 users
that
> > I dosn't work in Nav 4 but it will work in Nav 6 (good enough reason to
> > upgrade to 6 :)
> >
> > I just got in 5 extra PCs with 51/4 floppys so as soon as I get one out
of
> > them working I will begin extracting code (first to be extracted will be
> > mountain king)
> >
> > 3Y3
>

From 1684600430630683574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-19 06:40:53 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeed.gamma.ru!Gamma.RU!dispose.news.demon.net!demon!shale.ftech.net!
news.ftech.net!newspeer.clara.net!news.clara.net!news5-gui.server.ntli.net!
ntli.net!news11-gui.server.ntli.net.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: New Atari Site Uploaded
Message-ID: <3bf8e8f2.1339395@nntp.swampdog>
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 21
Date: Mon, 19 Nov 2001 14:26:24 GMT
NNTP-Posting-Host: 213.104.40.208
X-Complaints-To: abuse@ntlworld.com
X-Trace: news11-gui.server.ntli.net 1006180545 213.104.40.208 (Mon, 19 Nov 2001
14:35:45 GMT)
NNTP-Posting-Date: Mon, 19 Nov 2001 14:35:45 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:755

On Sat, 17 Nov 2001 15:00:39 -0500, "3Y3" <eruminski@sympatico.ca>
wrote:

>Finally got my site up. I had to rush a bit to meet a dead line so I only
>put up the graphics mode outline in the BASIC tutorials section.
>
>http://www.sheridanc.on.ca/~ruminski/enterance.html
>
>I should have about 8 more reviews up within a week or so after I get
>chance to capture more games on video. Warning to all Netscape 4 users that
>I dosn't work in Nav 4 but it will work in Nav 6 (good enough reason to
>upgrade to 6 :)

...or Opera - works fine with that as well. ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 5461913541980967854
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-19 13:30:34 PST

Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!news.tele.dk!
small.news.tele.dk!213.204.128.162!news000.worldonline.se!news-stob.telia.net!
news-sto.telia.net!194.22.194.4.MISMATCH!masternews.telia.net.!
newsb.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3bf974d6909570@tripnet.se>
Subject: Re: New Atari Site Uploaded
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
 <3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
 <zUXJ7.1439$op.332712@news20.bellglobal.com>
User-Agent: Okami Version 2.1B-22 (Atari)
X-Hardware: 68030/32 Atari TT
Lines: 39
X-Sender: NEWSwatch v2.50 (Atari)
Date: Mon, 19 Nov 2001 21:08:56 GMT
NNTP-Posting-Host: 213.66.102.17
X-Complaints-To: abuse@telia.com
X-Trace: newsb.telia.net 1006204136 213.66.102.17 (Mon, 19 Nov 2001 22:08:56 CET)
NNTP-Posting-Date: Mon, 19 Nov 2001 22:08:56 CET
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.programmer:756

On Sun 18-11-2001 18:51 (-0500) 3Y3 wrote:

>"If you can't write proper html I suppose your skills in BASIC coding is
>even worse... :-)"

A web page that needs

1. Javascript enabled to display anything at all.

2. ActiveX plugins/scripts enabled for navigating

is poorly written. This is even more true as the actual content is
nothing but standard text and pictures.

I guess it could be compared to writning programs that make direct
hardware calls instead of using proper OS calls for compatibility.

In an Atari newsgroup you are very likely to find people who browse
without any scriping (CAB). They will not be happy when all they get is a
blank window.

(A note to MSIE users with versions prior to 5.5 SP2: Do not browse with
ActiveX scripting enabled. You are vunerable to the NIMDA worm simply by
visiting infected IIS web servers.)

>was gonna feel bad but then I saw the abysmal code on your page. I truly
>hope that you didn't write that....for a page with just basic formating and
>images it's not optimized even to a basic degree.

It displays properly on virtually any browser AFAIK. Apart from the 8bit

charcters in the Swedish texts I'm not aware of any specific errors.

If there is anything you can't access, feel free to mail me and I will
try to correct the code.

--
      Kenneth Medin <kennethm@tripnet.se>
    Atari TT at home: http://atari.mine.nu/
  <<Produced with 100% pure Atari equipment>>

From -5265953507072058592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-20 09:26:33 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-xit-01!supernews.com!
newsfeed.online.be!newspeer.clara.net!news.clara.net!news5-gui.server.ntli.net!
ntli.net!news6-win.server.ntlworld.com.POSTED!not-for-mail
Message-ID: <1006273190-845075AEicMi@ntlworld.com>
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: New Atari Site Uploaded
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
<3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
<G0VJ7.451$QC5.239322@news20.bellglobal.com> <ejmnKh9arF+7EwUU@my-ste.demon.co.uk>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 26
Date: Tue, 20 Nov 2001 17:14:54 -0000
NNTP-Posting-Host: 80.1.35.149
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1006276862 80.1.35.149 (Tue, 20 Nov 2001
17:21:02 GMT)
NNTP-Posting-Date: Tue, 20 Nov 2001 17:21:02 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:757

From: David Bolt <nospam@my-ste.demon.co.uk>
Date: Mon, 19 Nov 2001 01:05:30 +0000

>On Sun, 18 Nov 2001, 3Y3 <eruminski@sympatico.ca> wrote:-
>
>>empty? what browser are you using??
>
>Without Javascript the entrance page is empty in Netscape 4.75. Lynx

<deep breath>

There's absolutely NO POINT AT ALL in having an Atari-supporting web site that
WON'T DISPLAY IN AN ATARI BROWSER!!!

Sorry for commenting to your message David.
--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From 2499928110981854146
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-21 11:54:37 PST
Message-ID: <3BFC0679.3264B7CE@qnet.com>
Date: Wed, 21 Nov 2001 11:54:33 -0800
From: Atari <atari@qnet.com>
X-Mailer: Mozilla 4.77 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: New Atari Site Uploaded
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
<3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
<G0VJ7.451$QC5.239322@news20.bellglobal.com> <ejmnKh9arF+7EwUU@my-ste.demon.co.uk>
<1006273190-845075AEicMi@ntlworld.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: 56k-socal-02-27.dial.qnet.com
X-Trace: 21 Nov 2001 19:44:50 GMT, 56k-socal-02-27.dial.qnet.com
Lines: 37
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
news-hog.berkeley.edu!ucberkeley!nntp-relay.ihug.net!ihug.co.nz!out.nntp.be!
propagator-SanJose!in.nntp.be!news.keyway.net!newsfeed.qnet.com!news.qnet.com!56k-
socal-02-27.dial.qnet.com
Xref: archiver1.google.com comp.sys.atari.programmer:758

Derryck,

When a Web Browser is made for the 8bit line of Atari Computers then Ill agree with you. At this time a majority looking at 8bit pages are using a NON Atari computer.

Don

Derryck Croker wrote:

> From: David Bolt <nospam@my-ste.demon.co.uk>
> Date: Mon, 19 Nov 2001 01:05:30 +0000
>
> >On Sun, 18 Nov 2001, 3Y3 <eruminski@sympatico.ca> wrote:-
> >
> >>empty? what browser are you using??
> >
> >Without Javascript the entrance page is empty in Netscape 4.75. Lynx
>
> <deep breath>
>
> There's absolutely NO POINT AT ALL in having an Atari-supporting web site that
> WON'T DISPLAY IN AN ATARI BROWSER!!!
>
> Sorry for commenting to your message David.
> --
>
```
>         ____     ____     ____
>        / __ \   / __ \   / __ \
>       / / / /  / / / /  / /_/ /
>      / /_/ /  / /_/ /  / ____/
>     /_____/  /_____/  /_/ Translations
```
>
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

From 125417483605598401
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-21 15:08:00 PST
Reply-To: "3Y3" <eruminski@sympatico.ca>
From: "3Y3" <eruminski@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
<3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
<G0VJ7.451$QC5.239322@news20.bellglobal.com> <ejmnKh9arF+7EwUU@my-ste.demon.co.uk>
<1006273190-845075AEicMi@ntlworld.com> <3BFC0679.3264B7CE@qnet.com>
Subject: Re: New Atari Site Uploaded
Lines: 24
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Message-ID: <sYVK7.15712$i61.2672541@news20.bellglobal.com>
Date: Wed, 21 Nov 2001 17:34:20 -0500
NNTP-Posting-Host: 64.231.53.73
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1006381976 64.231.53.73 (Wed, 21 Nov 2001 17:32:56
EST)

NNTP-Posting-Date: Wed, 21 Nov 2001 17:32:56 EST
Organization: Bell Sympatico
Path: archiver1.google.com!news1.google.com!sn-xit-03!supernews.com!news-out.visi.com!hermes.visi.com!newsfeed.direct.ca!look.ca!news1.tor.metronet.ca!webster!nf1.bellglobal.com!nf2.bellglobal.com!news20.bellglobal.com.POSTED!not-for-mail
Xref: archiver1.google.com comp.sys.atari.programmer:759

<snip>

> > There's absolutely NO POINT AT ALL in having an Atari-supporting web site that
> > WON'T DISPLAY IN AN ATARI BROWSER!!!
> >

</snip>

I designed the site for absolute begginers and new comers to classic Atari.
I dont know about you but how many people do think that are new to atari
would be using an Atari browser??

if I made it for the atari browser then the content would have been usless
as anyone using it would already know basic atari programming (and then I
would have a site that also looks like some crappy dreamweaver throwup), i
wanted it to be very presentable and welcomming to new comers.

3Y3

From 2559513484637364882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-22 00:20:56 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!news.tele.dk!small.news.tele.dk!141.201.2.63!newshunter!cosy.sbg.ac.at!newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: New Atari Site Uploaded
Date: Thu, 22 Nov 2001 08:04:26 +0100
Organization: SIEMENS AG AUSTRIA
Lines: 30
Message-ID: <3BFCA37A.F4DAFF45@siemens.at>
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com> <3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net> <G0VJ7.451$QC5.239322@news20.bellglobal.com> <ejmnKh9arF+7EwUU@my-ste.demon.co.uk> <1006273190-845075AEicMi@ntlworld.com> <3BFC0679.3264B7CE@qnet.com>

<sYVK7.15712$i61.2672541@news20.bellglobal.com>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.siemens.at 1006412623 4128 158.226.192.100 (22 Nov 2001 07:03:43
GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Thu, 22 Nov 2001 07:03:43 +0000 (UTC)
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:760

3Y3 wrote:
>
> <snip>
>
> > > There's absolutely NO POINT AT ALL in having an Atari-supporting web
> site that
> > > WON'T DISPLAY IN AN ATARI BROWSER!!!
> > >
>
> </snip>
>
> I designed the site for absolute begginers and new comers to classic Atari.
> I dont know about you but how many people do think that are new to atari
> would be using an Atari browser??
>
> if I made it for the atari browser then the content would have been usless
> as anyone using it would already know basic atari programming (and then I
> would have a site that also looks like some crappy dreamweaver throwup), i
> wanted it to be very presentable and welcomming to new comers.

That's a very common problem today. Very stylish pages that take
ages to load (even PC users sometimes still have analog modems)
and then you see that it was worth neither the time nor the money
it cost. I prefer 'crappy looking' text only pages with some
interesting content anytime and I doubt that anybody that sees
stylish modern graphics and sounds as a necessity will be interested
in the old 8Bit machines.

Bye
Gerhard

From -1382110845089299963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-23 00:15:44 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!isdnet!
diablo.theplanet.net!btnet-peer!btnet-peer0!btnet!news5-gui.server.ntli.net!
ntli.net!news6-win.server.ntlworld.com.POSTED!not-for-mail

Message-ID: <1006499356-94193AEicMi@ntlworld.com>
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: New Atari Site Uploaded
References: <PdRJ7.838$PL1.61224971@news.incc.net>
<G0VJ7.451$QC5.239322@news20.bellglobal.com> <ejmnKh9arF+7EwUU@my-ste.demon.co.uk>
<1006273190-845075AEicMi@ntlworld.com> <3BFC0679.3264B7CE@qnet.com>
<sYVK7.15712$i61.2672541@news20.bellglobal.com>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 12
Date: Thu, 22 Nov 2001 10:30:18 -0000
NNTP-Posting-Host: 80.1.38.227
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1006503036 80.1.38.227 (Fri, 23 Nov 2001
08:10:36 GMT)
NNTP-Posting-Date: Fri, 23 Nov 2001 08:10:36 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:761

From: "3Y3" <eruminski@sympatico.ca>
Date: Wed, 21 Nov 2001 17:34:20 -0500

>I designed the site for absolute begginers and new comers to classic Atari.

My apologies for going in at the deep end ;-)

--
Regards,

Derryck Croker

From -3583817017614132074
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-23 11:36:41 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!isdnet!
wanadoo.fr!proxad.net!news-hub.cableinet.net!blueyonder!btnet-peer!btnet!
newspeer.clara.net!news.clara.net!iapetus
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
<3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
<G0VJ7.451$QC5.239322@news20.bellglobal.com> <ejmnKh9arF+7EwUU@my-ste.demon.co.uk>
<1006273190-845075AEicMi@ntlworld.com> <3BFC0679.3264B7CE@qnet.com>
<sYVK7.15712$i61.2672541@news20.bellglobal.com>
Subject: Re: New Atari Site Uploaded
Date: Thu, 22 Nov 2001 19:19:13 -0000

Lines: 34
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Trace: 21203053293353e0e15110e1d63e33fe3a32f70b4322bc3193a997203bfea539
NNTP-Posting-Date: Fri, 23 Nov 2001 19:36:25 GMT
Message-ID: <1006544185.27627.2@iapetus>
Lines: 34
Xref: archiver1.google.com comp.sys.atari.programmer:762

Hi 3Y3

| > > There's absolutely NO POINT AT ALL in having an Atari-supporting web
| site that
| > > WON'T DISPLAY IN AN ATARI BROWSER!!!
| > >
|
| </snip>
|
|
| I designed the site for absolute begginers and new comers to classic
Atari.
| I dont know about you but how many people do think that are new to atari
| would be using an Atari browser??
|
| if I made it for the atari browser then the content would have been usless
| as anyone using it would already know basic atari programming (and then I
| would have a site that also looks like some crappy dreamweaver throwup), i
| wanted it to be very presentable and welcomming to new comers.

And totally unrepresentative of the Atari world. Why don't you put your
efforts to good use on a PC oriented site somewhere, you're certainly not
promoting Atari as-is.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -7617073297751979508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-23 11:36:42 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-

spur1.maxwell.syr.edu!news.maxwell.syr.edu!dispose.news.demon.net!demon!
shale.ftech.net!news.ftech.net!newspeer.clara.net!news.clara.net!iapetus
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
<3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
<G0VJ7.451$QC5.239322@news20.bellglobal.com> <ejmnKh9arF+7EwUU@my-ste.demon.co.uk>
<1006273190-845075AEicMi@ntlworld.com> <3BFC0679.3264B7CE@qnet.com>
Subject: Re: New Atari Site Uploaded
Date: Thu, 22 Nov 2001 19:21:41 -0000
Lines: 22
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Trace: 3523e3201031741793212333bfe63413e3f1e2242ad5001c425360303bfea53c
NNTP-Posting-Date: Fri, 23 Nov 2001 19:36:28 GMT
Message-ID: <1006544188.27627.3@iapetus>
Lines: 22
Xref: archiver1.google.com comp.sys.atari.programmer:763

Hi

| When a Web Browser is made for the 8bit line of Atari Computers then Ill
agree
| with you. At this time a majority looking at 8bit pages are using a NON
Atari
| computer.

I think you'll find that there is such a thing, I read of it quite some
while back, so since that was your requirement you can now down-date your
site.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -3291395578734449732
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-23 22:17:05 PST
Message-ID: <3BFF3BB3.C0AAB848@qnet.com>
Date: Fri, 23 Nov 2001 22:18:27 -0800
From: Atari <atari@qnet.com>

X-Mailer: Mozilla 4.77 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: New Atari Site Uploaded
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
<3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
<G0VJ7.451$QC5.239322@news20.bellglobal.com> <ejmnKh9arF+7EwUU@my-ste.demon.co.uk>
<1006273190-845075AEicMi@ntlworld.com> <3BFC0679.3264B7CE@qnet.com>
<1006544188.27627.3@iapetus>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: 56k-socal-00-09.dial.qnet.com
X-Trace: 24 Nov 2001 06:08:29 GMT, 56k-socal-00-09.dial.qnet.com
Lines: 30
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!sfo2-feed1.news.digex.net!intermedia!news-
out.spamkiller.net!propagator-la!news-in-la.newsfeeds.com!news-in.superfeed.net!
news.americasnet.com!newsfeed.qnet.com!news.qnet.com!56k-socal-00-09.dial.qnet.com
Xref: archiver1.google.com comp.sys.atari.programmer:764

Steve Sweet wrote:

> Hi
>
> | When a Web Browser is made for the 8bit line of Atari Computers then Ill
> agree
> | with you. At this time a majority looking at 8bit pages are using a NON
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> | computer.
>
> I think you'll find that there is such a thing, I read of it quite some
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> site.
>
> --
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

First its not my site. And second the browsers for the 8 bit are text
browsers. Yes, this includes ICE and PHOENIX. And PHOENIX seems to have been
around since 1999 but, I havent seen it available for use. When a 8bit browser
comes out that can display nice graphics let me know. It will never happen.
All there ever will be for the 8 bit is TEXT browsers.

Don

From 9184866854496161200
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,475a6d4848479067,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-25 18:36:52 PST
Reply-To: "3Y3" <eruminski@sympatico.ca>
From: "3Y3" <eruminski@sympatico.ca>
Newsgroups: comp.sys.atari.programmer
Subject: re-loaded
Lines: 11
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Message-ID: <_OhM7.2766$3i2.427171@news20.bellglobal.com>
Date: Sun, 25 Nov 2001 21:30:24 -0500
NNTP-Posting-Host: 64.231.47.109
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1006741818 64.231.47.109 (Sun, 25 Nov 2001 21:30:18 EST)
NNTP-Posting-Date: Sun, 25 Nov 2001 21:30:18 EST
Organization: Bell Sympatico
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!sunqbc.risq.qc.ca!torn!webster!nf1.bellglobal.com!nf2.bellglobal.com!news20.bellglobal.com.POSTED!not-for-mail
Xref: archiver1.google.com comp.sys.atari.programmer:765

if you go to the old linkthen you will get all blank now :)

I had to move it to a new folder on the server, it can be found at the following address (nothing has changed yet so i really dont know why i'm giving you ppl the link again)

http://www.sheridanc.on.ca/~ruminski/ataritrion/enterance.html

3Y3

From 76932996661893362
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-27 03:32:37 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.ems.psu.edu!news.cis.ohio-state.edu!news.compuserve.com!news-master.compuserve.com!not-for-mail
From: spiny <i'm@work.right.now>
Newsgroups: comp.sys.atari.programmer
Subject: Re: New Atari Site Uploaded
Date: Tue, 27 Nov 2001 11:33:29 +0000
Organization: CompuServe Interactive Services

Lines: 23
Message-ID: <3C037A09.C185F4C3@work.right.now>
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
<3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
<G0VJ7.451$QC5.239322@news20.bellglobal.com> <ejmnKh9arF+7EwUU@my-ste.demon.co.uk>
<1006273190-845075AEicMi@ntlworld.com>
NNTP-Posting-Host: 10.5.156.104
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: suaar1ab.prod.compuserve.com 1006860755 7893 10.5.156.104 (27 Nov 2001
11:32:35 GMT)
X-Complaints-To: newsmaster@compuserve.com
NNTP-Posting-Date: 27 Nov 2001 11:32:35 GMT
X-Mailer: Mozilla 4.7 [en-gb] (WinNT; U)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:766

> There's absolutely NO POINT AT ALL in having an Atari-supporting web site that
> WON'T DISPLAY IN AN ATARI BROWSER!!!
>
> xlator@cix.co.uk

errr, why exactly?
i suppose don't approve of sites about ZX81 computers because they can't
be viewed on old Spectrums ?
I do the majority of my web browsing at work, where surprisingly, we
don't use Atari computers. I also suspect that the majority of people
interested in 8-bit Atari's also use a PC as their main internet point
of access.

phil.

spiny / torment
torment.atari.org

--

$ drink <bottle; opener
bottle: cannot open
opener: not found

From 1187332926852762723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-28 15:26:52 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!btnet-peer0!btnet-peer!btnet!newspeer.clara.net!
news.clara.net!eurus
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer

References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
<3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
<G0VJ7.451$QC5.239322@news20.bellglobal.com> <ejmnKh9arF+7EwUU@my-ste.demon.co.uk>
<1006273190-845075AEicMi@ntlworld.com> <3C037A09.C185F4C3@work.right.now>
Subject: Re: New Atari Site Uploaded
Date: Tue, 27 Nov 2001 19:32:04 -0000
Lines: 27
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Trace: 41303130325e3101e4228060e5629a4024ea7124d63337339e2410333c054f53
NNTP-Posting-Date: Wed, 28 Nov 2001 20:55:47 GMT
Message-ID: <1006980947.936.1@eurus>
Lines: 27
Xref: archiver1.google.com comp.sys.atari.programmer:767

Hi Spiny

"spiny" <i'm@work.right.now> wrote in message
news:3C037A09.C185F4C3@work.right.now...
| > There's absolutely NO POINT AT ALL in having an Atari-supporting web
site that
| > WON'T DISPLAY IN AN ATARI BROWSER!!!
| >
| >   xlator@cix.co.uk
|
| errr, why exactly?
| i suppose don't approve of sites about ZX81 computers because they can't
| be viewed on old Spectrums ?
| I do the majority of my web browsing at work, where surprisingly, we
| don't use Atari computers. I also suspect that the majority of people
| interested in 8-bit Atari's also use a PC as their main internet point
| of access.

Most of the Atari users I know don't have access to a PC and do their
browsing on an ST using CAB.

--

Steve. S.

From -2264284771486859602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-28 21:28:20 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!fu-berlin.de!uni-berlin.de!my-

ste.demon.co.UK!not-for-mail
From: David Bolt <nospam@my-ste.demon.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: New Atari Site Uploaded
Date: Thu, 29 Nov 2001 05:18:12 +0000
Organization: I Wish!!!
Lines: 23
Message-ID: <JaayEC$UUcB8EwAs@my-ste.demon.co.uk>
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
 <3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
 <G0VJ7.451$QC5.239322@news20.bellglobal.com>
 <ejmnKh9arF+7EwUU@my-ste.demon.co.uk> <1006273190-845075AEicMi@ntlworld.com>
 <3C037A09.C185F4C3@work.right.now>
Reply-To: David Bolt <dbolt@my-ste.demon.co.uk>
NNTP-Posting-Host: my-ste.demon.co.uk (158.152.241.69)
Mime-Version: 1.0
Content-Type: text/plain;charset=us-ascii
X-Trace: fu-berlin.de 1007011698 6467622 158.152.241.69 (16 [68839])
X-Orig-Path: my-ste.demon.co.uk!nospam
User-Agent: Turnpike/6.00-U (<Z0HdjXhPCbqOVX7Vo3aPVeqsjx>)
Xref: archiver1.google.com comp.sys.atari.programmer:768

On Tue, 27 Nov 2001, spiny <i'm@work.right.now> wrote:-

<snip>

>I do the majority of my web browsing at work, where surprisingly, we
>don't use Atari computers. I also suspect that the majority of people
>interested in 8-bit Atari's also use a PC as their main internet point
>of access.

And because a "suspected" majority use a PC to access the net means
those that don't should be excluded? And what about those who do access
the net with a works PC but can't use Javascript as the employers policy
is to not allow any Java or scripting? They are also excluded.

Regards,
  David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

From 1690622218538107662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3607dbdd375c20d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-29 00:12:12 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-

spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.cwix.com!news.compuserve.com!
news-master.compuserve.com!not-for-mail
From: spiny <i'm@work.right.now>
Newsgroups: comp.sys.atari.programmer
Subject: Re: New Atari Site Uploaded
Date: Thu, 29 Nov 2001 08:13:09 +0000
Organization: CompuServe Interactive Services
Lines: 30
Message-ID: <3C05EE15.93118671@work.right.now>
References: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
      <3bf7034c794bc1@tripnet.se> <PdRJ7.838$PL1.61224971@news.incc.net>
      <G0VJ7.451$QC5.239322@news20.bellglobal.com>
      <ejmnKh9arF+7EwUU@my-ste.demon.co.uk> <1006273190-845075AEicMi@ntlworld.com>
      <3C037A09.C185F4C3@work.right.now> <JaayEC$UUcB8EwAs@my-ste.demon.co.uk>
NNTP-Posting-Host: 10.5.156.104
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: suaar1ac.prod.compuserve.com 1007021531 2162 10.5.156.104 (29 Nov 2001
08:12:11 GMT)
X-Complaints-To: newsmaster@compuserve.com
NNTP-Posting-Date: 29 Nov 2001 08:12:11 GMT
X-Mailer: Mozilla 4.7 [en-gb] (WinNT; U)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:769

David Bolt wrote:
>
> And because a "suspected" majority use a PC to access the net means
> those that don't should be excluded? And what about those who do access
> the net with a works PC but can't use Javascript as the employers policy
> is to not allow any Java or scripting? They are also excluded.
>
> Regards,
>   David Bolt
>

now on that point i agree, but my original point was that a site that
only works on certain PC's isn't useless or without worth, but would in
fact be accessible to quite a few people who happen to use PC's as well
as Atari's. Also, considering the site in question is devoted to 8bit
Atari's the core market of owners will either have net access via a PC
or none at all, so you can see the site authors point of view that if he
intends people on a pc to view the site, then he might as well make it
look good.

phil.

spiny / torment
http://torment.atari.org
--

```
$ drink <bottle; opener
bottle: cannot open
opener: not found
```

From 1475327140111821970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b4c47fe8b287a7d6,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-11-30 06:22:37 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!howland.erols.net!portc.blue.aol.com.MISMATCH!portc03.blue.aol.com!audrey04.news.aol.com!not-for-mail
Lines: 3
X-Admin: news@aol.com
From: davisadm@aol.com (DavisADM)
Newsgroups: comp.sys.atari.programmer
Date: 30 Nov 2001 14:21:38 GMT
Organization: AOL http://www.aol.com
Subject: FS: Atari SLM605 Laser printer
Message-ID: <20011130092138.22665.00000020@mb-fc.aol.com>
Xref: archiver1.google.com comp.sys.atari.programmer:770

Atari SLM605 Laser printer, complete with SLM804 controller, inst. manual

$40.00 + shipping

From 4925824185402762581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3cf6d208fa59c3e6,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-03 12:03:19 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!130.133.1.3!fu-berlin.de!uni-berlin.de!gate2.dus.webpress.DE!not-for-mail
From: "Jo'ogn (J. Oppermann)" <jo@joogn.de>
Newsgroups: comp.sys.atari.programmer
Subject: ? how does a Atari ST PRG know its name ?
Date: Mon, 03 Dec 2001 21:04:25 +0100
Organization: Anaconda Space Center
Lines: 17
Message-ID: <3C0BDAC9.DC8C88E@joogn.de>
NNTP-Posting-Host: gate2.dus.webpress.de (217.110.9.74)
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: fu-berlin.de 1007409794 8870026 217.110.9.74 (16 [67386])
X-Mailer: Mozilla 4.78 [en] (Windows NT 5.0; U)
X-Accept-Language: it,de-DE
Xref: archiver1.google.com comp.sys.atari.programmer:771

intention is to write a litte /AUTO/ PRG that configures itself

by means of its name, like the old RAM-Disks-PRGs.

not using C and it's argv/argc.
in assembler i was just reading sth about the ENV_pointer in the
TPA and the CMD_line, my 1st quick tries with PURE C gave indifferent
results for that:

the debugger set an empty PATH= variable that wasnt set by TOS2.06.
the C version did not show any program-name in argv[0] like under unix
either.

i think to remember that i did this some years ago.
any hints please ?
--
* http://www.joogn.de
* Befragen wir den Ted ...

From -7177022191040414999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3cf6d208fa59c3e6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-03 12:03:44 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!130.133.1.3!fu-berlin.de!uni-berlin.de!gate2.dus.webpress.DE!
not-for-mail
From: "Jo'ogn (J. Oppermann)" <jo@joogn.de>
Newsgroups: comp.sys.atari.programmer
Subject: ? how does a Atari ST PRG know its name ?
Date: Mon, 03 Dec 2001 21:04:53 +0100
Organization: Anaconda Space Center
Lines: 17
Message-ID: <3C0BDAE5.3A4476A4@joogn.de>
NNTP-Posting-Host: gate2.dus.webpress.de (217.110.9.74)
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: fu-berlin.de 1007409820 8609158 217.110.9.74 (16 [67386])
X-Mailer: Mozilla 4.78 [en] (Windows NT 5.0; U)
X-Accept-Language: it,de-DE
Xref: archiver1.google.com comp.sys.atari.programmer:772

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by means of its name, like the old RAM-Disks-PRGs.

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the C version did not show any program-name in argv[0] like under unix
either.

i think to remember that i did this some years ago.
any hints please ?
--
* http://www.joogn.de
* Befragen wir den Ted ...

From 1651927180250349769
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3cf6d208fa59c3e6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-05 15:27:58 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!dispose.news.demon.net!demon!grolier!not-for-mail
Message-ID: <3C0EAE96.2B9F097B@club-internet.fr>
Date: Thu, 06 Dec 2001 00:32:38 +0100
From: Laurent Vogel <lvl@club-internet.fr>
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: ? how does a Atari ST PRG know its name ?
References: <3C0BDAE5.3A4476A4@joogn.de>
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 11
Organization: Club-Internet / T-Online France
NNTP-Posting-Date: 05 Dec 2001 23:27:56 GMT
NNTP-Posting-Host: 213.44.18.179
X-Trace: 1007594876 news.club-internet.fr 24743 213.44.18.179
X-Complaints-To: abuse@club-internet.fr
Xref: archiver1.google.com comp.sys.atari.programmer:773

Jo'ogn (J. Oppermann) a ?crit:
>
> intention is to write a litte /AUTO/ PRG that configures itself
> by means of its name, like the old RAM-Disks-PRGs.

If you want to know how to do it in assembler, then the quickest
way is perhaps to disassemble one of these old RAM-disk-PRGs. I
remember one of them is approximately 500 bytes long. Should't
be too long to understand what it does !

Laurent.

From -7951774547207422848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3cf6d208fa59c3e6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-06 12:48:31 PST
Path: archiver1.google.com!news2.google.com!news1.google.com!

newsfeed.stanford.edu!newsfeeds.belnet.be!news.belnet.be!newsfeed00.sul.t-online.de!t-online.de!colt.net!newspeer.clara.net!news.clara.net!news5-gui.server.ntli.net!ntli.net!news6-win.server.ntlworld.com.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: ? how does a Atari ST PRG know its name ?
Message-ID: <3c0fc968.6960969@nntp.swampdog>
References: <3C0BDAE5.3A4476A4@joogn.de>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 34
Date: Thu, 06 Dec 2001 19:57:02 GMT
NNTP-Posting-Host: 62.255.166.120
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1007670438 62.255.166.120 (Thu, 06 Dec 2001 20:27:18 GMT)
NNTP-Posting-Date: Thu, 06 Dec 2001 20:27:18 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:774

On Mon, 03 Dec 2001 21:04:53 +0100, "Jo'ogn (J. Oppermann)"
<jo@joogn.de> wrote:

>intention is to write a litte /AUTO/ PRG that configures itself
>by means of its name, like the old RAM-Disks-PRGs.
>
>not using C and it's argv/argc.
>in assembler i was just reading sth about the ENV_pointer in the
>TPA and the CMD_line, my 1st quick tries with PURE C gave indifferent
>results for that:
>
>the debugger set an empty PATH= variable that wasnt set by TOS2.06.
>the C version did not show any program-name in argv[0] like under unix
>either.
>
>i think to remember that i did this some years ago.

iirc there's lots of discrepancies with both the environment and
argv[0] depending on the TOS version.

>any hints please ?

FsFirst/FsNext with a suitable pattern - not wonderful I agree :-|

(also iirc) I recall the current working directory isn't always
predicatable either - you may find that prepending "/auto/" to the
pattern is necessary.

--
swampdog@ntlworld.com

http://homepage.ntlworld.com/swampdog/

From 7658048086892718343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3cf6d208fa59c3e6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-07 05:21:14 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!fu-berlin.de!uni-berlin.de!217.110.9.74!not-for-mail
From: "Jo'ogn (J. Oppermann)" <jo@joogn.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: ? how does a Atari ST PRG know its name ?
Date: Fri, 07 Dec 2001 14:08:42 +0100
Organization: Anaconda Space Center
Lines: 13
Message-ID: <3C10BF5A.9DAEF524@joogn.de>
References: <3C0BDAE5.3A4476A4@joogn.de> <3c0fc968.6960969@nntp.swampdog>
NNTP-Posting-Host: 217.110.9.74
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: fu-berlin.de 1007730419 10705418 217.110.9.74 (16 [67386])
X-Mailer: Mozilla 4.78 [en] (Windows NT 5.0; U)
X-Accept-Language: en-GB,it,de-DE
Xref: archiver1.google.com comp.sys.atari.programmer:775

Guy Harrison wrote:
>
> FsFirst/FsNext with a suitable pattern - not wonderful I agree :-|
>
> (also iirc) I recall the current working directory isn't always
> predicatable either - you may find that prepending "/auto/" to the
> pattern is necessary.
i was considering that one already, but hoped that there should be
a more simple and sensible solution to that.

--
* http://www.joogn.de

From 4370047087610934746
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9409f252a6362bb9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-07 22:48:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!bloom-beacon.mit.edu!nycmny1-snh1.gtei.net!crtntx1-snh1.gtei.net!lsanca1-snf1!news.gtei.net!enterprise!news.comnet.co.nz!not-for-mail

From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: DSP Software?
Date: Sat, 8 Dec 2001 19:42:40 +1300
Organization: The Gluepot
Lines: 31
Message-ID: <9usd51$90l$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-122.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 1007794145 9237 131.203.242.122 (8 Dec 2001 06:49:05 GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 8 Dec 2001 06:49:05 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:776

Where would one find software to program the Falcons DSP?

I can recall there used to be an assembler to do so, but cannot recall much about it.

(I'm just curious about the DSP. I don't own a Falcon - I do have a TT though. And a "gentlemans agreement" with a Falcon owner regarding use of their machine)

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"Grandpa - doesn't that send you out of this world?"
"So what? I've been there before"
(Eddie to Grandpa Munster, "The Munsters", 1965)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

From 5159722869312974850

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9409f252a6362bb9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-08 06:43:57 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!newsfeed1.cidera.com!Cidera!cletus.bright.net!not-for-
mail
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.02.2022
Subject: Re: DSP Software?
From: lp <atarilp@hotmail.com>
Newsgroups: comp.sys.atari.programmer
Message-ID: <B83790D7.AB7%atarilp@hotmail.com>
References: <9usd51$90l$1@news.comnet.co.nz>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Lines: 21
Date: Sat, 08 Dec 2001 09:41:43 -0500
NNTP-Posting-Host: 216.201.36.166
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 1007822636 216.201.36.166 (Sat, 08 Dec 2001 09:43:56
EST)
NNTP-Posting-Date: Sat, 08 Dec 2001 09:43:56 EST
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:777

in article 9usd51$90l$1@news.comnet.co.nz, G Swaine at
g.swaine@the.gluepot.com wrote on 12/8/01 1:42 AM:

> Where would one find software to program the Falcons DSP?
>
> I can recall there used to be an assembler to do so, but cannot recall
> much about it.
>
>
> (I'm just curious about the DSP. I don't own a Falcon - I do have a TT
> though. And a "gentlemans agreement" with a Falcon owner regarding use
> of their machine)

dhs.atari.org

Click "coding tools".

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

From -2199610970414416708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9409f252a6362bb9
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-12-08 09:23:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!sn-xit-01!sn-post-01!supernews.com!corp.supernews.com!not-for-mail
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: DSP Software?
Date: Sat, 08 Dec 2001 14:16:22 GMT (GMT)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3c1215c21160111@madasafish.com>
References: <9usd51$90l$1@news.comnet.co.nz>
Reply-To: bindon@madasafish.com
User-Agent: Okami Version 3.0B-5 (Atari)
X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 16
Xref: archiver1.google.com comp.sys.atari.programmer:778

Hi G,

>Where would one find software to program the Falcons DSP?
>
>I can recall there used to be an assembler to do so, but cannot recall
>much about it.
>
>
>(I'm just curious about the DSP. I don't own a Falcon - I do have a TT
>though. And a "gentlemans agreement" with a Falcon owner regarding use
>of their machine)

There should be tools at http://www.dhs.nu. You could get Devpac DSP or
Motorolas assembler. I've heard DSP programming is very difficult!
--
Lyndon Amsdon

From 8080382780560297643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9409f252a6362bb9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-09 04:05:45 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!newsfeeds.belnet.be!news.belnet.be!colt.net!newspeer.clara.net!news.clara.net!iapetus
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <9usd51$90l$1@news.comnet.co.nz>
Subject: Re: DSP Software?
Date: Sat, 8 Dec 2001 13:58:20 -0000
Lines: 15
X-Priority: 3
X-MSMail-Priority: Normal

X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Trace: 29e43433d630374028ee3034e333c01061933211071121204f3312c03c135385
NNTP-Posting-Date: Sun, 09 Dec 2001 12:05:25 GMT
Message-ID: <1007899525.18449.1@iapetus>
Lines: 15
Xref: archiver1.google.com comp.sys.atari.programmer:779

Hi G.

| Where would one find software to program the Falcons DSP?

Devpac 56, a Hisoft product i beleive, eMail me for further details.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -7746049745204639970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9409f252a6362bb9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-10 01:34:54 PST
Message-ID: <3c14837d@peer1.news.newnet.co.uk>
From: Craig Graham <c_graham@NOSPAM.data-uncertain.co.uk>
Subject: Re: DSP Software?
Newsgroups: comp.sys.atari.programmer
Reply-To: c_graham@NOSPAM.data-uncertain.co.uk
Date: Mon, 10 Dec 2001 09:29:55 +0000
References: <9usd51$90l$1@news.comnet.co.nz> <1007899525.18449.1@iapetus>
Lines: 18
Organization: Data Uncertain
User-Agent: KNode/0.5.6
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
NNTP-Posting-Host: 195.184.237.107
X-Trace: peer1.news.newnet.co.uk 1007977342 195.184.237.107 (10 Dec 2001 09:42:22 GMT)
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!newsfeed.freenet.de!newspeer.clara.net!news.clara.net!peer1.news.newnet.co.uk
Xref: archiver1.google.com comp.sys.atari.programmer:780

Steve Sweet wrote:

> Hi G.
>
> | Where would one find software to program the Falcons DSP?
>
> Devpac 56, a Hisoft product i beleive, eMail me for further details.
>

I bought Devpac DSP back in the day - I'm afraid it sucks really badly.
It's nothing like the quality of the Devpac 68K assemblers - really buggy :(

I'd reckomend you use the motorola or GNU DSP assemblers instead...

Laters,
Craig.
--
You wish.

From -4706948138482292538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9409f252a6362bb9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-10 21:36:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!cyclone.bc.net!
arclight.uoregon.edu!enews.sgi.com!news.xtra.co.nz!enterprise!news.comnet.co.nz!
not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: DSP Software?
Date: Tue, 11 Dec 2001 18:28:23 +1300
Organization: The Gluepot
Lines: 39
Message-ID: <9v4699shc1@news.comnet.co.nz>
References: <9usd51$90l$1@news.comnet.co.nz> <1007899525.18449.1@iapetus>
<3c14837d@peer1.news.newnet.co.uk>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-105.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 1008049257 29228 131.203.242.105 (11 Dec 2001 05:40:57
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 11 Dec 2001 05:40:57 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:781

"Craig Graham" <c_graham@NOSPAM.data-uncertain.co.uk> wrote ...
> Steve Sweet wrote:
> > | Where would one find software to program the Falcons DSP?
> >
> > Devpac 56, a Hisoft product i beleive, eMail me for further
details.

> >
>
> I bought Devpac DSP back in the day - I'm afraid it sucks really
badly.
> It's nothing like the quality of the Devpac 68K assemblers - really
buggy :(

What do you mean by buggy?

Does the assembler/emvironment crash easily/frequently?

Or does it just generate a wierd/inaccurate binary?

> I'd reckomend you use the motorola or GNU DSP assemblers instead...

Thanks for the feedback. I'll look into them.

--

Quote for the month

"Grandpa - doesn't that send you out of this world?"
"So what? I've been there before"
(Eddie to Grandpa Munster, "The Munsters", 1965)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From 1236288640870604766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9409f252a6362bb9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-11 07:56:23 PST
Message-ID: <3c162e73@peer1.news.newnet.co.uk>
From: Craig Graham <c_graham@NOSPAM.data-uncertain.co.uk>
Subject: Re: DSP Software?
Newsgroups: comp.sys.atari.programmer
Reply-To: c_graham@NOSPAM.data-uncertain.co.uk
Date: Tue, 11 Dec 2001 15:51:34 +0000
References: <9usd51$90l$1@news.comnet.co.nz> <1007899525.18449.1@iapetus>
<3c14837d@peer1.news.newnet.co.uk> <9v4699shc1@news.comnet.co.nz>
Lines: 35
Organization: Data Uncertain
User-Agent: KNode/0.5.6
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7Bit
NNTP-Posting-Host: 195.184.237.107
X-Trace: peer1.news.newnet.co.uk 1008086643 195.184.237.107 (11 Dec 2001 16:04:03 GMT)
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!tank.news.pipex.net!pipex!newspeer.clara.net!news.clara.net!peer1.news.newnet.co.uk
Xref: archiver1.google.com comp.sys.atari.programmer:782

G Swaine wrote:

> "Craig Graham" <c_graham@NOSPAM.data-uncertain.co.uk> wrote ...
>> Steve Sweet wrote:
>> > | Where would one find software to program the Falcons DSP?
>> >
>> > Devpac 56, a Hisoft product i beleive, eMail me for further
> details.
>> >
>>
>> I bought Devpac DSP back in the day - I'm afraid it sucks really
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>> It's nothing like the quality of the Devpac 68K assemblers - really
> buggy :(
>
> What do you mean by buggy?
> Does the assembler/emvironment crash easily/frequently?

The assembler didn't support all the op-codes you'd expect, and the debugger was a serious piece of cack - unusable really. I was very disappointed in it, as Devpac 68K was probably the best assembler for the Atari - and it's debugger was pretty good as well, although I did start using the Black Scorpion falcon-only debugger towards the end (an improvement over the Devpac68k debugger in several ways).

> Or does it just generate a wierd/inaccurate binary?
>
>> I'd reckomend you use the motorola or GNU DSP assemblers instead...
>
> Thanks for the feedback. I'll look into them.
>

Craig.
--
You wish.

From -3852910418482119763
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9409f252a6362bb9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-11 12:34:40 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!news.tele.dk!small.news.tele.dk!194.213.69.151!news.algonet.se!newsfeed1.telenordia.se!algonet!

newsfeed.sunet.se!news01.sunet.se!news.utfors.se!unknown!not-for-mail
From: Tomas Berndtsson <tomas@nocrew.org>
Newsgroups: comp.sys.atari.programmer
Subject: Re: DSP Software?
Date: 11 Dec 2001 21:22:18 +0100
Organization: Nocrew Research Laboratories
Lines: 20
Message-ID: <80k7vtv75x.fsf@junk.nocrew.org>
References: <9usd51$90l$1@news.comnet.co.nz> <1007899525.18449.1@iapetus>
<3c14837d@peer1.news.newnet.co.uk> <9v4699shc1@news.comnet.co.nz>
NNTP-Posting-Host: junk.nocrew.org
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Trace: yggdrasil.utfors.se 1008102103 2042 212.73.17.42 (11 Dec 2001 20:21:43
GMT)
X-Complaints-To: abuse@utfors.se
NNTP-Posting-Date: 11 Dec 2001 20:21:43 GMT
User-Agent: Gnus/5.0808 (Gnus v5.8.8) Emacs/20.7
Xref: archiver1.google.com comp.sys.atari.programmer:783

"G Swaine" <g.swaine@the.gluepot.com> writes:

> > I bought Devpac DSP back in the day - I'm afraid it sucks really
> badly.
> > It's nothing like the quality of the Devpac 68K assemblers - really
> buggy :(
>
> What do you mean by buggy?
>
> Does the assembler/emvironment crash easily/frequently?
>
> Or does it just generate a wierd/inaccurate binary?

I think it had an error for the JMI instruction, which turned out to
some other Jcc instruction in the binary. It took a while to find out
what was wrong with the program. After that, I've only used Motorola's
assembler.

Tomas

From 1529669431855685406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9409f252a6362bb9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-12 00:26:01 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-hub.siol.net!
newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: DSP Software?

Date: Wed, 12 Dec 2001 09:26:46 +0100
Organization: SIEMENS AG AUSTRIA
Lines: 16
Message-ID: <3C1714C6.7C492BA4@siemens.at>
References: <9usd51$90l$1@news.comnet.co.nz> <1007899525.18449.1@iapetus>
<3c14837d@peer1.news.newnet.co.uk> <9v4699shc1@news.comnet.co.nz>
<3c162e73@peer1.news.newnet.co.uk>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.siemens.at 1008145561 616 158.226.192.100 (12 Dec 2001 08:26:01 GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Wed, 12 Dec 2001 08:26:01 +0000 (UTC)
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:784

Craig Graham wrote:

> The assembler didn't support all the op-codes you'd expect, and the
> debugger was a serious piece of cack - unusable really. I was very
> disappointed in it, as Devpac 68K was probably the best assembler for the
> Atari - and it's debugger was pretty good as well, although I did start
> using the Black Scorpion falcon-only debugger towards the end (an
> improvement over the Devpac68k debugger in several ways).

Sounds like it would be better to throw away my DevPac DSP before I
ever used it. Pity since I bought it mainly because I quite liked
DevPac 3.10. BTW, could you tell me what's better at the Black Scorpion
debugger and if the difference is worth the extra money if BSdebug is
still available.

Gerhard

From -6933593494379310794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9409f252a6362bb9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-12 06:45:27 PST
Message-ID: <3c176f4f@peer1.news.newnet.co.uk>
From: Craig Graham <c_graham@NOSPAM.data-uncertain.co.uk>
Subject: Re: DSP Software?
Newsgroups: comp.sys.atari.programmer
Reply-To: c_graham@NOSPAM.data-uncertain.co.uk
Date: Wed, 12 Dec 2001 14:40:32 +0000
References: <9usd51$90l$1@news.comnet.co.nz> <3c14837d@peer1.news.newnet.co.uk>
<9v4699shc1@news.comnet.co.nz> <3c162e73@peer1.news.newnet.co.uk>
<3C1714C6.7C492BA4@siemens.at>
Lines: 29
Organization: Data Uncertain
User-Agent: KNode/0.5.6

MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
NNTP-Posting-Host: 195.184.237.107
X-Trace: peer1.news.newnet.co.uk 1008168783 195.184.237.107 (12 Dec 2001 14:53:03 GMT)
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!colt.net!newspeer.clara.net!news.clara.net!peer1.news.newnet.co.uk
Xref: archiver1.google.com comp.sys.atari.programmer:785

Janka Gerhard wrote:

> Craig Graham wrote:
>
>> The assembler didn't support all the op-codes you'd expect, and the
>> debugger was a serious piece of cack - unusable really. I was very
>> disappointed in it, as Devpac 68K was probably the best assembler for the
>> Atari - and it's debugger was pretty good as well, although I did start
>> using the Black Scorpion falcon-only debugger towards the end (an
>> improvement over the Devpac68k debugger in several ways).
>
> Sounds like it would be better to throw away my DevPac DSP before I
> ever used it. Pity since I bought it mainly because I quite liked
> DevPac 3.10. BTW, could you tell me what's better at the Black Scorpion
> debugger and if the difference is worth the extra money if BSdebug is
> still available.

I cann't honestly remember - I haven't used my Falcon in 3 years or more.
I just remember thinking "gee - must buy this" when I saw it at an Atari
show in London, along with a PC keyboard interface, accellerator, NVDI4 and
some virtual memory driver (cann't remember the name, but it wasn't very
reliable).

> Gerhard

Laters,
Craig.
--
You wish.

From -2139548310832030276
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3cf6d208fa59c3e6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-13 23:18:47 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!tank.news.pipex.net!pipex!newspeer.clara.net!news.clara.net!news5-gui.server.ntli.net!ntli.net!news6-win.server.ntlworld.com.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer

Subject: Re: ? how does a Atari ST PRG know its name ?
Message-ID: <3c19a354.72762577@nntp.swampdog>
References: <3C0BDAE5.3A4476A4@joogn.de> <3c0fc968.6960969@nntp.swampdog>
<3C10BF5A.9DAEF524@joogn.de>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 22
Date: Fri, 14 Dec 2001 07:05:55 GMT
NNTP-Posting-Host: 213.104.43.6
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1008314024 213.104.43.6 (Fri, 14 Dec 2001
07:13:44 GMT)
NNTP-Posting-Date: Fri, 14 Dec 2001 07:13:44 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:786

On Fri, 07 Dec 2001 14:08:42 +0100, "Jo'ogn (J. Oppermann)"
<jo@joogn.de> wrote:

>
>Guy Harrison wrote:
>>
>> FsFirst/FsNext with a suitable pattern - not wonderful I agree :-|
>>
>> (also iirc) I recall the current working directory isn't always
>> predicatable either - you may find that prepending "/auto/" to the
>> pattern is necessary.
>i was considering that one already, but hoped that there should be
>a more simple and sensible solution to that.

Judging by the multitude of responses, methinks not! ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 2055282602165941750
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9409f252a6362bb9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-15 12:35:58 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!news.net.uni-c.dk!newsfeed.sunet.se!news01.sunet.se!
news.chalmers.se!not-for-mail
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: DSP Software?

Date: 15 Dec 2001 20:35:49 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 28
Message-ID: <9vgc75$d04$1@nyheter.chalmers.se>
References: <9usd51$90l$1@news.comnet.co.nz> <9v4699shc1@news.comnet.co.nz>
<3c162e73@peer1.news.newnet.co.uk> <3C1714C6.7C492BA4@siemens.at>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 1008448549 13316 129.16.79.2 (15 Dec 2001 20:35:49
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 15 Dec 2001 20:35:49 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:787

In article <3C1714C6.7C492BA4@siemens.at>,
Janka Gerhard <gerhard.janka@siemens.at> wrote:
>Craig Graham wrote:
...
>> disappointed in it, as Devpac 68K was probably the best assembler for the
>> Atari - and it's debugger was pretty good as well, although I did start
>> using the Black Scorpion falcon-only debugger towards the end (an
>> improvement over the Devpac68k debugger in several ways).
...
>DevPac 3.10. BTW, could you tell me what's better at the Black Scorpion
>debugger and if the difference is worth the extra money if BSdebug is

I tried using the BS debugger for a while, but found it much worse than
DevPac's Mon. Sure, on the surface it is compatible, but none of the neat
features of Mon are in there. The mouse/window stuff in BS could have
been useful, but it isn't used for anything worthwhile and only gets in
the way.

All IMHO, of course.

As soon as I got hold of a version of Mon patched to deal with the '040,
I went back, and I haven't started the BS debugger once since then.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johank@omicron.se
                        | so hard to do |  WWW:      rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```


From -4463037059757191170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a402dd993b43b0e6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-16 11:35:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!fu-berlin.de!uni-berlin.de!
dial32.drinsama.DE!not-for-mail
From: Martin Doering <mdoering@mucl.de>
Newsgroups: comp.sys.atari.programmer

Subject: Re: MacMiNT
Date: Sun, 16 Dec 2001 20:39:44 +0100
Lines: 18
Message-ID: <20011216203944.5700d5f7.mdoering@mucl.de>
References: <27509_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
NNTP-Posting-Host: dial32.drinsama.de (212.72.84.96)
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
X-Trace: fu-berlin.de 1008531302 16036430 212.72.84.96 (16 [27674])
X-Newsreader: Sylpheed version 0.6.6 (GTK+ 1.2.8; i686-pc-linux-gnu)
Xref: archiver1.google.com comp.sys.atari.programmer:788

On Wed, 01 Aug 01 16:22:56
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris) wrote:

> Can anybody tell me what is MacMiNT how does it work, if sources are
> available, what is the actual development state and so on ? I would really
> like to consider an alternative OS to MagiCMac but having the sources to
> modify myself.

You also could use one of the not so bad free Atari eulators on Mac and do some work with us on EmuTOS, an OpenSource TOS replacement, which now does support most of the BIOS/XBIOS/GEMDOS features of TOS (no GEM). It will (not so much later) work with MiNT (does now!), fVDI and XaAES to give a full graphicle system.

I nthe moment we plan to implement a native execution interface for emulators - mostly in cooperation with the Aranym (Atari running on any platform) folks. Wouldn't you like to help porting Aranym to Mac? This really would be a cool thing. It still does run on Windows.

Have a look at:

http://emutos.sourceforge.net

--
Martin Doering

From 6892438084954335805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2bd169c335ddfbd,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-16 13:58:02 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: "Matthias Jaap" <mjaap@t-online.de>
Newsgroups: comp.sys.atari.programmer
Subject: C in GFA?
Date: Sun, 16 Dec 2001 22:59:03 +0100
Organization: T-Online
Lines: 19

Message-ID: <9vj5bo$be6$00$1@news.t-online.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 1008539832 00 11718 s24UTG3TS3AKBy 011216 21:57:12
X-Complaints-To: abuse@t-online.com
X-Sender: 320028486591-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:789

Hi all,

does someone have a working example of a GFA-Basic program which uses a subroutine written in C? So far I've only seen an Assembler one. The example doesn't have to do much - just printing out "Hello World" would be ok :-).

Greetings,
Matthias

--

MJ Software Webshop
* HP-Penguin * stc-Archive offline * NewSDK development kit *
http://www.mypenguin.de/shop/
Atari Up-to-Date-List - http://www.atariuptodate.de
ST-Computer Archive - http://www.stcarchiv.de

From 4033033641945874352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d9621bb22669bf5,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-16 18:39:15 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: AnakiMana@excite.com (Andy Blakely)
Newsgroups: comp.sys.atari.programmer
Subject: Help! Where's GNU C?
Date: 16 Dec 2001 18:39:15 -0800
Organization: http://groups.google.com/
Lines: 7
Message-ID: <ad619144.0112161839.594602ed@posting.google.com>
NNTP-Posting-Host: 208.26.242.88
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 1008556755 24167 127.0.0.1 (17 Dec 2001 02:39:15 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 17 Dec 2001 02:39:15 GMT

Xref: archiver1.google.com comp.sys.atari.programmer:790

Hi,
Could anyone please tell me where I could download the GNU C Compiler
for the Atari ST? I've searched the web and was unable to find it
anywhere.

Thanks,
Andy Blakely

From -1785968628712684119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9409f252a6362bb9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-17 02:37:24 PST
Message-ID: <3c1dcce7@peer1.news.newnet.co.uk>
From: Craig Graham <c_graham@NOSPAM.data-uncertain.co.uk>
Subject: Re: DSP Software?
Newsgroups: comp.sys.atari.programmer
Reply-To: c_graham@NOSPAM.data-uncertain.co.uk
Date: Mon, 17 Dec 2001 10:33:12 +0000
References: <9usd51$90l$1@news.comnet.co.nz> <9v4699shc1@news.comnet.co.nz>
<3c162e73@peer1.news.newnet.co.uk> <3C1714C6.7C492BA4@siemens.at>
<9vgc75$d04$1@nyheter.chalmers.se>
Lines: 36
Organization: Data Uncertain
User-Agent: KNode/0.5.6
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
NNTP-Posting-Host: 195.184.237.107
X-Trace: peer1.news.newnet.co.uk 1008585959 195.184.237.107 (17 Dec 2001 10:45:59
GMT)
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!cleanfeed.casema.net!leda.casema.net!newsr2.u-
net.net!peer.news.opaltelecom.net!peer1.news.newnet.co.uk
X-Received-Date: Mon, 17 Dec 2001 10:36:12 GMT (newsr2.u-net.net)
Xref: archiver1.google.com comp.sys.atari.programmer:791

Johan Klockars wrote:

> In article <3C1714C6.7C492BA4@siemens.at>,
> Janka Gerhard <gerhard.janka@siemens.at> wrote:
>>Craig Graham wrote:
> ...
>>> disappointed in it, as Devpac 68K was probably the best assembler for
>>> the Atari - and it's debugger was pretty good as well, although I did
>>> start using the Black Scorpion falcon-only debugger towards the end (an
>>> improvement over the Devpac68k debugger in several ways).
> ...
>>DevPac 3.10. BTW, could you tell me what's better at the Black Scorpion
>>debugger and if the difference is worth the extra money if BSdebug is

>
> I tried using the BS debugger for a while, but found it much worse than
> DevPac's Mon. Sure, on the surface it is compatible, but none of the neat
> features of Mon are in there. The mouse/window stuff in BS could have
> been useful, but it isn't used for anything worthwhile and only gets in
> the way.
>
> All IMHO, of course.
>
> As soon as I got hold of a version of Mon patched to deal with the '040,
> I went back, and I haven't started the BS debugger once since then.

Hi Johan - 's been a long time :)

Of course, I then wrote my own debugger that ran as a MiNT process, and
that was more useful still ;)

(never released the GUI version, but it was a C source level debugger for
Lattice C - one day I'll get my f030 out of the attic and finish it)

Craig.
--
You wish.

From 2108548892777630520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,381a3a1cf8893a89,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-17 07:55:17 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-02!sn-post-01!
supernews.com!corp.supernews.com!not-for-mail
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Newsgroups: comp.sys.atari.programmer
Subject: New HighWire Browser Development Project
Date: Mon, 17 Dec 2001 10:56:07 -0500
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <u1s5b4ijjh5jdf@corp.supernews.com>
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Complaints-To: newsabuse@supernews.com
Lines: 42
Xref: archiver1.google.com comp.sys.atari.programmer:792

Hello all!

We are pleased to announce the HighWire Development Project web site.

URL: http://highwire.atari-users.net

While NO DOWNLOADS are available at this time. There are some screen shots and other info available for those interested. Downloads will be available shortly. This is a chance for non programmers to get an idea of how development is progressing and to book mark the site before the initial release announcements are made.

HighWire is a New Atari Browser that is UNDER development. We are asking anyone interested in helping code HighWire, in C, to join the group. We are also looking for people experienced in translation and documentation, so that the project can be available to as many Atari users as possible. Without any hurdles due to language problems or documentation. Please visit the developer section of the site for information on how to join the list.

HighWire Development Project

Why take a taxi... When you can fly!

http://highwire.atari-users.net

From 4065483498688898822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d9621bb22669bf5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-19 15:05:54 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!not-for-mail
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Help! Where's GNU C?
Date: Tue, 18 Dec 2001 23:35:14 GMT (GMT)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3c1fc6a63ff570@madasafish.com>
References: <ad619144.0112161839.594602ed@posting.google.com>
Reply-To: bindon@madasafish.com
User-Agent: Okami Version 3.0B-5 (Atari)

X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 10
Xref: archiver1.google.com comp.sys.atari.programmer:793

Hi Andy,

>Hi,
>Could anyone please tell me where I could download the GNU C Compiler
>for the Atari ST? I've searched the web and was unable to find it
>anywhere.

I think it is at ftp://chapelie.rma.ac.be/atari
--
Lyndon Amsdon

From 2698296575900132415
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a402dd993b43b0e6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-20 10:36:07 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!newsmi-
us.news.garr.it!newsbo.news.garr.it!NewsITBone-GARR!newsfeed.cineca.it!
newsfeed.nettuno.it!server-b.cs.interbusiness.it!
bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: MacMiNT
Date: Thu, 20 Dec 01 19:09:40
Organization: De Petris Software Development
Lines: 34
Message-ID: <1644_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:794

In uno strano messaggio del 16 Dec 01 mdoering@mucl.de (2:333/608.1) scrisse
al povero All :
 m> You also could use one of the not so bad free Atari eulators on Mac and

What Atari emulators are there for the Mac ? And how do they compare with
MagiCMac ?

 m> do some work with us on EmuTOS, an OpenSource TOS replacement, which now
..
 m> platform) folks. Wouldn't you like to help porting Aranym to Mac? This

m> really would be a cool thing. It still does run on Windows.

I had a look and it is interesting, but I have little free time and already joined the HighWire development team, as I am interested in the web browsing from my Atari GEM NOS. I do not think it would be a good idea to join another group, I already have too many things to do.

Just one question, the only thing I would need in MagiCMac would be a way to use all the serial ports, eventually USB ports (modem/router) and ethernet.

NOS has its own tcp/ip stack but on MagiCMac can use the only serial port available and this is a limit I would like to jump, if you can put together an emulator where I can drive more serial and network adapters it would be really good, expecially as NOS has its own multitasking and all needed clients and servers.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
IBM - I Blame Microsoft

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -8804359284300756541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d9621bb22669bf5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-21 11:06:41 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news1.carrier1.net!newspeer.clara.net!news.clara.net!iapetus
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <ad619144.0112161839.594602ed@posting.google.com> <3c1fc6a63ff570@madasafish.com>
Subject: Re: Help! Where's GNU C?
Date: Thu, 20 Dec 2001 23:59:14 -0000
Lines: 34
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Trace: 32303502fa30e75792303400313431 2b1322433224ee30a5e4d670113c23883f
NNTP-Posting-Date: Fri, 21 Dec 2001 19:06:39 GMT
Message-ID: <1008961599.21122.1@iapetus.uk.clara.net>
Lines: 34
Xref: archiver1.google.com comp.sys.atari.programmer:795

Hi Guys

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3c1fc6a63ff570@madasafish.com...
| Hi Andy,
|
| >Hi,
| >Could anyone please tell me where I could download the GNU C Compiler
| >for the Atari ST? I've searched the web and was unable to find it
| >anywhere.
|
| I think it is at ftp://chapelie.rma.ac.be/atari

That has never worked for me, but this does, ftp://193.190.204.128/atari

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 19/12/2001

From 8565260413768333563
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3266701614c190b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-24 22:10:59 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!not-for-mail
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Newsgroups: comp.sys.atari.programmer
Subject: HighWire Version 0.01 Released!
Date: Tue, 25 Dec 2001 01:11:10 -0500
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <u2g63ibqc2rkbf@corp.supernews.com>
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
X-Complaints-To: newsabuse@supernews.com
Lines: 16

Xref: archiver1.google.com comp.sys.atari.programmer:796

The HighWire Development Team is pleased to announce the first public

release of HighWire.

Please visit the HighWire Site to download.

http://highwire.atari-users.net

HighWire Development Team

From -325013435489072016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8082d060b9691ced,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8082d060b9691ced,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-12-26 06:51:50 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!not-for-mail
From: "Lyndon Amsdon" <bindon@madasafish.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: [New project!] The Orphaned Projects Page
Date: Thu, 20 Dec 2001 21:23:28 GMT (GMT)
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <3c224942d6883@madasafish.com>
References: <Usenet.itmirfld@localhost>
Reply-To: bindon@madasafish.com
User-Agent: Okami Version 3.0B-5 (Atari)
X-Hardware: Falcon
X-Software: Magic/Jinnee/NVDI
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 25
Xref: archiver1.google.com comp.sys.atari.st:18585 comp.sys.atari.programmer:797

Hi gokmase,

>Firstly, Merry Christmas to all of you!
>Although this site is one day too late to be a Christmas present, here
>goes:

Merry Christmas!

>I have therefore made contact with a few programmers who are no longer
>actively working on their projects (projects could be frozen on
>longterm basis or dead, reasons vary a lot) and started to make a list
>of projects, with easy downloads of sources as well as some license
>information which would be vital to anyone interesting in taking over a
>project.
<<<snip>>>
>Make any sense? If yes, great, come help out! If no, visit the site to
>get a grip :))
>
>URL: http://topp.atari-users.net

OK, glad to see you've got it up and running!! On a note, especially for
people living in England, is Jeremy Hughs contactable? I'd like to see
 Imagecopy updated, is his address still valid from his Imagecopy manual?
--
Lyndon Amsdon

From 8513409090633846871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5ff40356402785,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-04 02:10:40 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!newspeer.clara.net!news.clara.net!news5-
gui.server.ntli.net!ntli.net!news11-gui.server.ntli.net.POSTED!not-for-mail
Message-ID: <1010135030-960818AEicMi@ntlworld.com>
From: Derryck Croker <derryck@.NOSPAMCRAPcix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Test message
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 9
Date: Fri, 04 Jan 2002 10:03:34 -0000
NNTP-Posting-Host: 80.1.32.23
X-Complaints-To: abuse@ntlworld.com
X-Trace: news11-gui.server.ntli.net 1010138724 80.1.32.23 (Fri, 04 Jan 2002
10:05:24 GMT)
NNTP-Posting-Date: Fri, 04 Jan 2002 10:05:24 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:798

Seems to have gone very quiet in here, so just in case my feed's broken...

Cheers

--
Regards,

Derryck Croker

From -9022073359243618884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,838e9398825ddd77,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-06 09:11:41 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!
news.gv.tsc.tdk.com!newsfeed.berkeley.edu!ucberkeley!ctu-gate!news.nctu.edu.tw!
feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Checksum calculation
Date: Mon, 7 Jan 2002 01:15:32 +0800
Organization: CK International
Lines: 29
Message-ID: <a1a0fh$ji6$1@news.seed.net.tw>
NNTP-Posting-Host: tc-74-67-2.dialup.seed.net.tw
X-Trace: news.seed.net.tw 1010337074 20038 211.74.67.2 (6 Jan 2002 17:11:14 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Sun, 6 Jan 2002 17:11:14 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Xref: archiver1.google.com comp.sys.atari.programmer:799

Could someone give me a hand with a checksum calculation for GFA Basic?
I've taken the code from a C source, and tried to compile it with Borland
with no luck. I want to use the code in GFA anyway, but I'm not sure how to
translate some of the commands.

I would read a file into an array patchData(i%)

```
 UBYTE sum  --- what is UBYTE in GFA?

 sum = 0
 FOR i%=0 TO 4096
  sum = (sum + patchData(i%)) MOD (1 << 8)
 NEXT i%                              ^^this means a bitwise shift left
                                        SHL|(1,8)?????

return((UBYTE)((1 << 8) - sum))
```

Thanks in advance!

--
Ross MacIver
Taiwan

---
to reply 3 = e

From 2110170113053615529
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,838e9398825ddd77
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-06 20:43:40 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!jfk3-feed1.news.digex.net!dca6-feed2.news.digex.net!intermedia!newsfeed1.cidera.com!Cidera!cletus.bright.net!not-for-mail
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.02.2022
Subject: Re: Checksum calculation
From: lp <atarilp@hotmail.com>
Newsgroups: comp.sys.atari.programmer
Message-ID: <B85E9118.151A%atarilp@hotmail.com>
References: <a1a0fh$ji6$1@news.seed.net.tw>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Lines: 30
Date: Sun, 06 Jan 2002 23:41:12 -0500
NNTP-Posting-Host: 216.201.36.172
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 1010378619 216.201.36.172 (Sun, 06 Jan 2002 23:43:39 EST)
NNTP-Posting-Date: Sun, 06 Jan 2002 23:43:39 EST
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:800

in article a1a0fh$ji6$1@news.seed.net.tw, Rosco at ckrosco@s33d.n3t.tw wrote on 1/6/02 12:15 PM:

> Could someone give me a hand with a checksum calculation for GFA Basic?
> I've taken the code from a C source, and tried to compile it with Borland
> with no luck. I want to use the code in GFA anyway, but I'm not sure how to
> translate some of the commands.
>
> I would read a file into an array patchData(i%)
>
> UBYTE sum --- what is UBYTE in GFA?

unsigned byte, meaning 0 to 255
some compilers allow a signed byte ranging from -127 to 128

> sum = 0
> FOR i%=0 TO 4096
> sum = (sum + patchData(i%)) MOD (1 << 8)

> NEXT i%   ^^this means a bitwise shift left
> SHL|(1,8)?????

I am pretty sure that is a bitwise left shift, it would appear you converted
it correctly to me, however it's been ages since I ported any 'C'.
Perhaps someone into 'C' could futher clearify...

Lonny Pursell   Atari AT bright.net DOT net   www.bright.net/~atari/

From -2396401846646516809
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,838e9398825ddd77
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-06 21:32:55 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!usenet.net.nz!newsfeeds.ihug.co.nz!ihug.co.nz!
news.xtra.co.nz!enterprise!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Checksum calculation
Date: Mon, 7 Jan 2002 18:16:20 +1300
Organization: The Gluepot
Lines: 62
Message-ID: <a1bcg6$1dui$1@news.comnet.co.nz>
References: <a1a0fh$ji6$1@news.seed.net.tw> <B85E9118.151A%atarilp@hotmail.com>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-19.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 1010382150 47058 131.203.242.19 (7 Jan 2002 05:42:30
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 7 Jan 2002 05:42:30 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:801

"lp" <atarilp@hotmail.com> wrote ...
> Rosco at ckrosco@s33d.n3t.tw wrote
> > Could someone give me a hand with a checksum calculation for GFA
Basic?
> > I've taken the code from a C source, and tried to compile it with
Borland
> > with no luck. I want to use the code in GFA anyway, but I'm not
sure how to
> > translate some of the commands.
> >
> > I would read a file into an array patchData(i%)
> >

> > UBYTE sum --- what is UBYTE in GFA?

I assume that it is a synonym for "unsigned char"

>
> unsigned byte, meaning 0 to 255
> some compilers allow a signed byte ranging from -127 to 128

128 is not a valid signed character value - bit 7 would be 'on',
meaning 'negative', and being interpreted as -128.

unsigned bytes range from 0..255
signed bytes range from -128..0..127

> > sum = 0
> > FOR i%=0 TO 4096
> > sum = (sum + patchData(i%)) MOD (1 << 8)
> > NEXT i% ^^this means a bitwise shift
left
> > SHL|(1,8)?????

Why didn't you simply replace it with the value 256 instead of "1<<8"
?

Perhaps if the original C code was posted, we could recode it in BASIC
a bit better.

(I haven't seen/used GFA, however, but it should be similar to other
BASICs WRT code algorithms)

> I am pretty sure that is a bitwise left shift, it would appear you
converted
> it correctly to me, however it's been ages since I ported any 'C'.
> Perhaps someone into 'C' could futher clearify...

--

Quote for the month

"How many days did you do on Wednesday?"

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From -7552301972638498603

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,838e9398825ddd77
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-06 23:37:35 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!News.Math.NCTU.edu.tw!ctu-peer!ctu-gate!news.nctu.edu.tw!feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Checksum calculation
Date: Mon, 7 Jan 2002 15:42:19 +0800
Organization: CK International
Lines: 36
Message-ID: <a1bj72$pj9$1@news.seed.net.tw>
References: <a1a0fh$ji6$1@news.seed.net.tw> <B85E9118.151A%atarilp@hotmail.com> <a1bcg6$1dui$1@news.comnet.co.nz>
NNTP-Posting-Host: ty-74-84-167.dialup.seed.net.tw
X-Trace: news.seed.net.tw 1010389026 26217 211.74.84.167 (7 Jan 2002 07:37:06 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Mon, 7 Jan 2002 07:37:06 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Xref: archiver1.google.com comp.sys.atari.programmer:802

OK Here is the original C code:

```
UBYTE MakeChecksum(patchData)
/* Given your array of patch data, compute and return the checksum. */
UBYTE patchData[];
{
UBYTE sum;
int i;

sum = 0;
for (i=0; i<DX_FILESIZE; i++)
sum = (sum + patchData[i]) % (1 << 8);
return((UBYTE)((1 << 8) - sum));
}
```

I've tried to convert it to GFA as follows:

```
sum = 0
FOR i%=0 TO 4096
   sum = (sum + patchData(i%)) MOD (SHL|sum,8)
NEXT i%
```

...but I get a syntax error.

Any suggestions would be appreciated.

--
Ross MacIver
Taiwan
---
to reply 3 = e

From 8369298507925870088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,838e9398825ddd77
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-07 01:29:08 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!news.tele.dk!
small.news.tele.dk!207.115.63.138!newscon04.news.prodigy.com!
newsmst01.news.prodigy.com!prodigy.com!postmaster.news.prodigy.com!
newssvr14.news.prodigy.com.POSTED!not-for-mail
From: "Richard Anderson" <richard_anderson@pacbell.net>
Newsgroups: comp.sys.atari.programmer
References: <a1a0fh$ji6$1@news.seed.net.tw> <B85E9118.151A%atarilp@hotmail.com>
<a1bcg6$1dui$1@news.comnet.co.nz> <a1bj72$pj9$1@news.seed.net.tw>
Subject: Re: Checksum calculation
Lines: 72
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4807.1700
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4807.1700
Message-ID: <GSd_7.26199$fX.2271063207@newssvr14.news.prodigy.com>
NNTP-Posting-Host: 63.201.80.98
X-Complaints-To: abuse@prodigy.net
X-Trace: newssvr14.news.prodigy.com 1010395686 ST000 63.201.80.98 (Mon, 07 Jan
2002 04:28:06 EST)
NNTP-Posting-Date: Mon, 07 Jan 2002 04:28:06 EST
Organization: Prodigy Internet http://www.prodigy.com
X-UserInfo1:
Q[R_PJSCTS@KRVLXBJKZ\VTDEB\@PD\MNPWZKB]MPXHBTWICYFWUQBKZQLYJX_ITFD_KFVLUN[DOM_A_N
SYNWPFWNS[XV\I]PZ@BQ[@CDQDPCL^FKCBIPC@KLGEZEFNMDYMKHRL_YYYGDSSODXYN@[\BK[LVTWI@AXG
QCOA_SAH@TPD^\AL\RLGRFWEARBM
Date: Mon, 07 Jan 2002 09:28:06 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:803

Hi Rosco,

"Rosco" <ckrosco@s33d.n3t.tw> wrote in message
news:a1bj72$pj9$1@news.seed.net.tw...
> OK Here is the original C code:
>
>
> UBYTE MakeChecksum(patchData)
> /* Given your array of patch data, compute and return the checksum. */

```
> UBYTE patchData[];
> {
> UBYTE sum;
> int i;
>

> sum = 0;
> for (i=0; i<DX_FILESIZE; i++)
> sum = (sum + patchData[i]) % (1 << 8);
```

This bit of code is code is summing all bytes of the the data, while throwing out
all but the bottom 8 bits of data after each accumulation. The (1 << 8) is simply
256. You could accomplish the same thing in C by replacing the "% (1 << 8)"
with "& 0xff" or "& 255". In reality, on all systems that I have ever worked with,
the modulus shouldn't be necessary, as a true UBYTE (unsigned char) can only
store the bottom 8 bits anyway.

```
> return((UBYTE)((1 << 8) - sum));
```

The function then returns the bottom 8 bits of the above determined sum value
subtracted from 256

```
> }
>
> I've tried to convert it to GFA as follows:
>
> sum = 0
> FOR i%=0 TO 4096
>    sum = (sum + patchData(i%)) MOD (SHL|sum,8)
```

I never worked much with GFA but you should be able to replace your
"MOD (SHL|sum,8)" with "MOD 256". Does GFA have a binary AND
operator? If so, you could use "AND 255".

```
> NEXT i%
```

Once you get this far, you would need the final operation:

```
    sum = (256 - sum) MOD 256

>
> ...but I get a syntax error.
```

Does it tell you the location of the syntax error?

```
>
> Any suggestions would be appreciated.
```

I don't rember if GFA has typed data such as UBYTE or "unsigned char", but,
if you are consistent in you MOD's (or AND's) your result should be correct.

```
>
>
>
> --
> Ross MacIver
> Taiwan
```

> ----------
> to reply 3 = e
>
>

I hope this provides some assistance.
Richard

From 6525201787759638741
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,838e9398825ddd77
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-07 02:09:34 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!skynet.be!skynet.be!freenix!proxad.net!feeder2-1.proxad.net!news1-2.free.fr!not-for-mail
From: "J►r►me Ginestet" <jerome.ginestet@freesbee.fr>
Newsgroups: comp.sys.atari.programmer
References: <a1a0fh$ji6$1@news.seed.net.tw> <B85E9118.151A%atarilp@hotmail.com> <a1bcg6$1dui$1@news.comnet.co.nz> <a1bj72$pj9$1@news.seed.net.tw>
Subject: Re: Checksum calculation
Date: Mon, 7 Jan 2002 11:19:39 +0100
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Lines: 19
Message-ID: <3c3973dd$0$195$626a54ce@news.free.fr>
Organization: Guest of ProXad - France
NNTP-Posting-Date: 07 Jan 2002 11:09:34 MET
NNTP-Posting-Host: 212.83.174.87
X-Trace: 1010398174 news1-2.free.fr 195 212.83.174.87
X-Complaints-To: abuse@proxad.net
Xref: archiver1.google.com comp.sys.atari.programmer:804

"Rosco" <ckrosco@s33d.n3t.tw> a ►crit dans le message news:
a1bj72$pj9$1@news.seed.net.tw...

> FOR i%=0 TO 4096

This looks weird, because it means the array has 4097
elements

If DX_FILESIZE is 4096
> for (i=0; i<DX_FILESIZE; i++)
translates to
FOR i%=0 TO 4095

--

J^rme

From 1427607200605347080
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,838e9398825ddd77
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-07 04:50:32 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!colt.net!newspeer.clara.net!news.clara.net!news5-gui.server.ntli.net!ntli.net!news6-win.server.ntlworld.com.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Checksum calculation
Message-ID: <3c39f322.35296974@nntp.swampdog>
References: <a1a0fh$ji6$1@news.seed.net.tw>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 151
Date: Mon, 07 Jan 2002 11:57:09 GMT
NNTP-Posting-Host: 62.255.165.105
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1010407517 62.255.165.105 (Mon, 07 Jan 2002 12:45:17 GMT)
NNTP-Posting-Date: Mon, 07 Jan 2002 12:45:17 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:805

On Mon, 7 Jan 2002 01:15:32 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
wrote:

Depending on your point of view you might consider yourself lucky or
unlucky. I'm bored & about to waffle at great length! :-)

>Could someone give me a hand with a checksum calculation for GFA Basic?
>I've taken the code from a C source, and tried to compile it with Borland
>with no luck.

The actual C source would be useful. ;-)

>I want to use the code in GFA anyway, but I'm not sure how to
>translate some of the commands.
>
>I would read a file into an array patchData(i%)
>
> UBYTE sum --- what is UBYTE in GFA?

A C compiler doesn't know what UBYTE is either - it will have to be told. The sensible assumption is UBYTE stands for UnsignedBYTE. Theoretically you need to declare something in GFA which is one byte in size and that is also treated as unsigned. Incidentally, the most likely definition for UBYTE for the C compiler is...

```
typedef unsigned char UBYTE;
```

...you might have that somewhere. Possibly not though (it is equally likely to be defined separate to the C source).

```
> sum = 0
> FOR i%=0 TO 4096
>  sum = (sum + patchData(i%)) MOD (1 << 8)
> NEXT i%                              ^^this means a bitwise shift left
>                                        SHL|(1,8)?????
```

If SHL yields 256 then yes. (1<<8) is the same as writing 256.

```
>return((UBYTE)((1 << 8) - sum))
```

This is (loosely) "256 - sum" truncated to a byte. I do not know the mechanics of how GFA works an expression: trouble may be forthcoming...

A C compiler will silently promote smaller datatypes so that they match larger ones in an expression. Whilst 'sum' might be a byte the literal values '1' and '8' are "int" therefore 'sum' gets turned into an 'int'. The expression is really...

```
return ( (int)1 << (int)8 ) - (int)sum
```

...and the (UBYTE) stuck on the front is there to shut the compiler up (it will be moaning about loss of precision when that 'int' gets truncated to a byte).

Consequently...

```
>  sum = (sum + patchData(i%)) MOD (1 << 8)
```

...may not work should GFA actually do all its calculations using a byte.

Here's one I liberated many years ago from (Atari) source. It somehow found its way into my windoze library and obviously somewhere along the line got some C++ treatment. I'll explain it which may help you translate yours.

```
uint32 FC
CheckSum(
    uint32                  curval,
```

```
    const void  *   const   bp,
    uint32                  n
)
{uint32             v   (curval);
 const uint8    *   p   (static_cast<const uint8*>(bp));
 uint32             i;

 for (i = 0; i < n; i += 1)
     v = v + ( uint32(*p++) ^ uint32(543UL) )
 ;
 return v;
}
```

The 'bp' argument is just a pointer into a block of memory. It is this block of memory that is being checksum'd. The 'n' argument states how many bytes long that block of memory 'bp' is. The first argument 'curval' is usually zero. It exists just case you want to calculate the checksum in lots of little chunks by making the CheckSum() call multiple times - we'll ignore it.

'uint32' is an unsigned 32 bit integer. 'uint8' is exactly the same as UBYTE - an unsigned byte.

The first two lines...

```
{uint32             v   (curval);
 const uint8    *   p   (static_cast<const uint8*>(bp));
```

...for all the junk simply say...

```
v = curval
p = bp
```

...so 'v' is our "running total" and 'p' is the address of the memory location whose byte we about to process. The "for" loop needs no explanation, it just goes through 'n' bytes starting with at location 'p'. The important line does a lot of work when the subtle stuff is taken into account...

```
     v = v + ( uint32(*p++) ^ uint32(543UL) )
```

First off, it reads the byte (*p) then it makes p point to the next byte in memory (*p++). This byte is unsigned but is immediately turned into an unsigned 32 bit value (uint32(*p++)). This intermediate value is saved for a moment whilst the second half is looked at. "543UL" is just 543 stored as an unsigned 32 bit "long" - take this to mean (uint32(543)). This value is then exclusive-or'd (XOR) with the intermediate value (uint32(*p++) ^ uint32(543UL)). The result (still a 32 bit unsigned value) is then added to 'v'.

Incidentally, when it matters I happen to be quite explicit over my "casts". That troublesome line could equally appear as...

```
     v += (*p++ ^ 543UL);
```

In pseudo-code...

```
FUNCTION CheckSum(curval,bp,n) RETURNS uint32
uint32   v    =curval;
uint8   p    =bp;  //array bp[0..n-1]
uint32   mask =543;
uint32  temp;
uint32  i;

FOR i = 0 TO n-1 INCREMENT i BY 1
  temp = p[i]
  temp = temp XOR mask
  v = v + temp
ENDFOR
RETURN v
```

Oh, and I just remembered where I purloined the original code from! A utility called "Splitter".

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 2344138087763853927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,838e9398825ddd77
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-07 06:58:56 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!News.Math.NCTU.edu.tw!news.CDPA.nsysu.edu.tw!news.nsysu.edu.tw!news.ccu.edu.tw!ctu-gate!news.nctu.edu.tw!feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Checksum calculation
Date: Mon, 7 Jan 2002 22:56:49 +0800
Organization: CK International
Lines: 86
Message-ID: <a1cd2iifn1@news.seed.net.tw>
References: <a1a0fh$ji6$1@news.seed.net.tw> <B85E9118.151A%atarilp@hotmail.com> <a1bcg6$1dui$1@news.comnet.co.nz> <a1bj72$pj9$1@news.seed.net.tw> <GSd_7.26199$fX.2271063207@newssvr14.news.prodigy.com>
NNTP-Posting-Host: tc-74-67-133.dialup.seed.net.tw
X-Trace: news.seed.net.tw 1010415507 18935 211.74.67.133 (7 Jan 2002 14:58:27 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Mon, 7 Jan 2002 14:58:27 +0000 (UTC)
X-Priority: 3

X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Xref: archiver1.google.com comp.sys.atari.programmer:806

Thanks for all the replies. I've got the code now so that there aren't any errors, but it's not giving me the results that I want. I think the problem is that there is no equivelent to UBYTE in GFA Basic.

Here is my code:

```
OPEN "I",#1,"E:\KCSOMEGA\4OPDELUX\FOUROPVC\1.DXX"
'
sum%=0
FOR i=0 TO 4095
  sum%=sum%+INP(#1) AND 255
NEXT i
' RETURN  UBYTE (( 1 << 8 ) - sum)
'
PRINT 256-sum%
```

I've tried "sum" as a byte, a word, and an integer. Byte and word values are out of range.

Some info: this is a checksum used by a MIDI synthesizer. I've got some data patches in sysex format with the header and tail stripped off. In order to use the patches I have to calculate the checksum of the data and insert it at the end of the file, as well as restoring the header. I've got no problem restoring the header and the tail but I don't know how to do the checksum. I found this checksum code in C on the internet with comments from various people that it worked. I tried to compile the code using Borland C++ but there were many compiler errors and I don't know anything about C. I've seen this checksum described as "2nd complement (-sum & 127)". On this particular file I know what the checksum should be, and I haven't found any checksum routines that give me what I'm looking for.

--
Ross MacIver
Taiwan
---
to reply 3 = e

```
> > OK Here is the original C code:
> >
> >
> > UBYTE MakeChecksum(patchData)
> > /* Given your array of patch data, compute and return the checksum. */
> > UBYTE patchData[];
> > {
> > UBYTE sum;
> > int i;
> >
>
```

> > sum = 0;
> > for (i=0; i<DX_FILESIZE; i++)
> > sum = (sum + patchData[i]) % (1 << 8);
> This bit of code is code is summing all bytes of the the data, while
> throwing out
> all but the bottom 8 bits of data after each accumulation. The (1 << 8)
is
> simply
> 256. You could accomplish the same thing in C by replacing the "% (1 <<
8)"
> with "& 0xff" or "& 255". In reality, on all systems that I have ever
> worked with,
> the modulus shouldn't be necessary, as a true UBYTE (unsigned char) can
only
> store the bottom 8 bits anyway.
>
> > return((UBYTE)((1 << 8) - sum));
> The function then returns the bottom 8 bits of the above determined sum
> value
> subtracted from 256
> > }
> >
> > I've tried to convert it to GFA as follows:
> >
> > sum = 0
> > FOR i%=0 TO 4096
> >   sum = (sum + patchData(i%)) MOD (SHL|sum,8)
> I never worked much with GFA but you should be able to replace your
> "MOD (SHL|sum,8)" with "MOD 256". Does GFA have a binary AND
> operator? If so, you could use "AND 255".
>
> > NEXT i%
>
> Once you get this far, you would need the final operation:
>   sum = (256 - sum) MOD 256

From 5026449494035244213
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,838e9398825ddd77
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-07 08:49:23 PST
Newsgroups: comp.sys.atari.programmer
Subject: Re: Checksum calculation
References: <a1a0fh$ji6$1@news.seed.net.tw> <B85E9118.151A%atarilp@hotmail.com>
<a1bcg6$1dui$1@news.comnet.co.nz> <a1bj72$pj9$1@news.seed.net.tw>
<GSd_7.26199$fX.2271063207@newssvr14.news.prodigy.com>
<a1cd2iifn1@news.seed.net.tw>
From: Pontus Skold <Pontus.Skold@dis.uu.se>
Date: 07 Jan 2002 17:49:17 +0100

Message-ID: <yty4rly9kdu.fsf@r3.ekonomikum.uu.se>
Lines: 32
User-Agent: Gnus/5.09 (Gnus v5.9.0) Emacs/21.1
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
NNTP-Posting-Host: 130.238.166.240
X-Trace: puffinus.its.uu.se 1010421928 130.238.166.240 (7 Jan 2002 17:45:28 +0100)
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!news.tele.dk!
small.news.tele.dk!195.54.122.107!newsfeed1.bredband.com!bredband!
news01.chello.se!news-peer-europe.sprintlink.net!news.sprintlink.net!
newsfeed.sunet.se!news01.sunet.se!puffinus.its.uu.se
Xref: archiver1.google.com comp.sys.atari.programmer:807

"Rosco" <ckrosco@s33d.n3t.tw> writes:

> Thanks for all the replies. I've got the code now so that there aren't any
> errors, but it's not giving me the results that I want. I think the problem
> is that there is no equivelent to UBYTE in GFA Basic.
>
> Here is my code:
>
```
> OPEN "I",#1,"E:\KCSOMEGA\4OPDELUX\FOUROPVC\1.DXX"
> '
> sum%=0
> FOR i=0 TO 4095
>   sum%=sum%+INP(#1) AND 255
> NEXT i
> ' RETURN  UBYTE (( 1 << 8 ) - sum)
> '
> PRINT 256-sum%
```

I don't recall enough to be sure, but I suspect you might want to do

```
sum%=(sum%+INP(#1)) AND 255
```

instead.

HTH
        /Pont

--

Pontus Sk⍰ld | Department of Information Sciences, Uppsala Universitet
+46-18-4711143 | Box 513, SE-751 20 UPPSALA, Sweden

From 5126328640001789791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,838e9398825ddd77
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-08 10:53:49 PST

Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!newsfeed1.cidera.com!Cidera!cletus.bright.net!not-for-
mail
User-Agent: Microsoft-Outlook-Express-Macintosh-Edition/5.0.3
Subject: Re: Checksum calculation
From: lp <atarilp@hotmail.com>
Newsgroups: comp.sys.atari.programmer
Message-ID: <B860A9D8.15BE%atarilp@hotmail.com>
References: <a1a0fh$ji6$1@news.seed.net.tw> <B85E9118.151A%atarilp@hotmail.com>
<a1bcg6$1dui$1@news.comnet.co.nz> <a1bj72$pj9$1@news.seed.net.tw>
<GSd_7.26199$fX.2271063207@newssvr14.news.prodigy.com>
<a1cd2iifn1@news.seed.net.tw>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Lines: 30
Date: Tue, 08 Jan 2002 13:51:20 -0500
NNTP-Posting-Host: 216.201.36.138
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 1010516028 216.201.36.138 (Tue, 08 Jan 2002 13:53:48
EST)
NNTP-Posting-Date: Tue, 08 Jan 2002 13:53:48 EST
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:808

in article a1cd2iifn1@news.seed.net.tw, Rosco at ckrosco@s33d.n3t.tw wrote
on 1/7/02 9:56 AM:

> Thanks for all the replies. I've got the code now so that there aren't any
> errors, but it's not giving me the results that I want. I think the problem
> is that there is no equivelent to UBYTE in GFA Basic.

You can define a byte as var|, the vertical bar denotes a byte in gfa.

You also will get different results compiled versus not compiled as compiled
code ignores overflow. If this 'C' code relies on the fact that overflow
is ignored you will have to test it compiled perhaps.

In editor:
b|=255
b|=b|+1 will halt with some error
Compiled however the byte value will simply wrap around to 1 or some value
you don't expect and no error will appear. I have seen programs in the past
rely on such things.

Also you can use value|=BYTE(sum%) for example to fetch just the lower 8
bits of a long or a word.

Dunno if any of this helps.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

From 7696789667348593588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,838e9398825ddd77
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-09 16:35:25 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!howland.erols.net!spring.edu.tw!feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Checksum calculation
Date: Thu, 10 Jan 2002 08:40:15 +0800
Organization: CK International
Lines: 41
Message-ID: <a1injg$m8q$1@news.seed.net.tw>
References: <a1a0fh$ji6$1@news.seed.net.tw> <3c39f322.35296974@nntp.swampdog>
NNTP-Posting-Host: swtc239-35.adsl.seed.net.tw
X-Trace: news.seed.net.tw 1010622897 22810 211.74.239.35 (10 Jan 2002 00:34:57 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Thu, 10 Jan 2002 00:34:57 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Xref: archiver1.google.com comp.sys.atari.programmer:809

Thanks to everyone who replied. Guy, I appreciate your thoroughness, even though it's way over my head.

My main problem was that I don't understand the math involved in these bit manipulations. There turns out to to be a method that even I can understand : add up all the data and then subtract 128 repeatedly until the result is less than 128. Then subtract that number from 128.

This may not be very elegant or efficient but it does the job and I can understand what's going on.

```
  OPEN "I",#1,"E:\KCSOMEGA\4OPDELUX\FOUROPVC\1.DXX"
  '
  sum%=0
  FOR i=0 TO 4095
    sum%=sum%+INP(#1)
  NEXT i
  '
  DO UNTIL sum%<128
    sum%=sum%-128
  LOOP
  '
```

```
  RETURN 128-sum%
```

--
Ross MacIver
Taiwan
---
to reply 3 = e

"Guy Harrison" <swampdog@ntlworld.com> wrote in message
news:3c39f322.35296974@nntp.swampdog...
> On Mon, 7 Jan 2002 01:15:32 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
> wrote:
>
> Depending on your point of view you might consider yourself lucky or
> unlucky. I'm bored & about to waffle at great length! :-)

From -177332285586989117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,838e9398825ddd77
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-09 22:07:03 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!fu-berlin.de!uni-berlin.de!my-ste.demon.co.UK!not-for-mail
From: David Bolt <nospam@my-ste.demon.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Checksum calculation
Date: Thu, 10 Jan 2002 06:03:35 +0000
Organization: I Wish!!!
Lines: 32
Message-ID: <khXMAdi36SP8EwW8@my-ste.demon.co.uk>
References: <a1a0fh$ji6$1@news.seed.net.tw> <3c39f322.35296974@nntp.swampdog>
 <a1injg$m8q$1@news.seed.net.tw>
Reply-To: David Bolt <dbolt@my-ste.demon.co.uk>
NNTP-Posting-Host: my-ste.demon.co.uk (158.152.241.69)
Mime-Version: 1.0
Content-Type: text/plain;charset=us-ascii
X-Trace: fu-berlin.de 1010642821 28380767 158.152.241.69 (16 [68839])
X-Orig-Path: my-ste.demon.co.uk!nospam
User-Agent: Turnpike/6.01-Beta-2-U (<Z0HdjXhPCbqOVX7Vo$afV+qsj$>)
Xref: archiver1.google.com comp.sys.atari.programmer:810

On Thu, 10 Jan 2002, Rosco <ckrosco@s33d.n3t.tw> wrote:-

```
>  OPEN "I",#1,"E:\KCSOMEGA\4OPDELUX\FOUROPVC\1.DXX"
>  '
>  sum%=0
>  FOR i=0 TO 4095
```

```
>    sum%=sum%+INP(#1)
>  NEXT i
>  '
>  DO UNTIL sum%<128
>    sum%=sum%-128
>  LOOP

' Or replace the do/loop with:

sum%=MOD(sum%,128)

>  RETURN 128-sum%

' Or you could replace the do/loop and return with a single statement:

RETURN 128-MOD(sum%,128)
```

Regards,
  David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

From 7342030248830790584
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,838e9398825ddd77
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-10 07:01:16 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!dispose.news.demon.net!demon!btnet-peer0!btnet!news5-gui.server.ntli.net!ntli.net!news2-win.server.ntlworld.com.POSTED!HH!nobody
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Checksum calculation
Message-ID: <3c3e3de0.229811471@nntp.swampdog>
References: <a1a0fh$ji6$1@news.seed.net.tw> <B85E9118.151A%atarilp@hotmail.com> <a1bcg6$1dui$1@news.comnet.co.nz> <a1bj72$pj9$1@news.seed.net.tw>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 59
Date: Thu, 10 Jan 2002 07:08:44 GMT
NNTP-Posting-Host: 62.255.165.110
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 1010674568 62.255.165.110 (Thu, 10 Jan 2002 14:56:08 GMT)

NNTP-Posting-Date: Thu, 10 Jan 2002 14:56:08 GMT
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:811

On Mon, 7 Jan 2002 15:42:19 +0800, in comp.sys.atari.programmer you wrote:

```
>OK Here is the original C code:
>
>
>UBYTE MakeChecksum(patchData)
>/* Given your array of patch data, compute and return the checksum. */
>UBYTE patchData[];
>{
>UBYTE sum;
>int i;
>
>sum = 0;
>for (i=0; i<DX_FILESIZE; i++)
>sum = (sum + patchData[i]) % (1 << 8);
```

Ah, obfusticated code in reverse! All it does is add the byte patchData[i] to the byte held by sum. ie sum+=patchData[i]. Nothing more.

```
>return((UBYTE)((1 << 8) - sum));
```

Ditto. "return -sum";

```
>}
>
>I've tried to convert it to GFA as follows:
>
>sum = 0
>FOR i%=0 TO 4096
>   sum = (sum + patchData(i%)) MOD (SHL|sum,8)
>NEXT i%
>
>...but I get a syntax error.
>
>Any suggestions would be appreciated.
```

I see it stated elsewhere that GFA has no datatype that can hold an unsigned byte. No matter use declare 'sum' as an integer. You may be able to dispense with some of the AND's but I'll be explicit...

```
sum = ( (sum AND 255) + (patchData[i] AND 255) ) AND 255

return (-sum) AND 255
```

Eg: If you were to make DX_FILESIZE=2 to handle two bytes of data, and those bytes were $01,$02 then you ought to get $FD back from it.

Incidentally, the C code is really old. A modern compiler would
struggle, even with UBYTE defined, unless it had a K&R backwards
compatibility option.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -8407307119220259753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fb2f27c11930223,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-13 04:05:46 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.algonet.se!algonet!
newsfeed1.bredband.com!bredband!newsfeed01.nntp.se.dataphone.net!
nntp.se.dataphone.net!newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!not-for-
mail
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: comp.sys.atari.programmer, FINAL NOTICE of Newsgroup Removal
Date: 13 Jan 2002 12:05:37 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 20
Message-ID: <a1rt6h$sa6$1@nyheter.chalmers.se>
References: <a91308aa.3004bc98@OQEDVAJI.COM.HK>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 1010923537 28998 129.16.79.2 (13 Jan 2002 12:05:37
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 13 Jan 2002 12:05:37 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:812

In article <a91308aa.3004bc98@OQEDVAJI.COM.HK>,
Usenet Administration <admin@OQEDVAJI.COM.HK> wrote:
>As many of you are aware, this newsgroup is slated
>for removal on January 31st, 2002. The vote was

Please, note that this was a denial of service attack that was sent
simultaneously to a large number of Usenet groups.
Replies were redirected to news.admin.net-abuse.email, which has
now gotten more than 300k messages in a very short time.

Do _not_ follow up to the original message!
There's no truth behind what it says.

--

Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

From -8938500447750910129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,558d3172e5ea6149,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-16 00:30:56 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!fu-berlin.de!server1.netnews.ja.net!pegasus.csx.cam.ac.uk!not-for-mail
From: "Stephen Moss" <sgm23@eng.cam.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Any Assembler or Machine code Programmers here?
Date: Wed, 16 Jan 2002 08:31:18 -0000
Organization: University of Cambridge, England
Lines: 13
Message-ID: <a23dnu$1mp$1@pegasus.csx.cam.ac.uk>
NNTP-Posting-Host: epl32pc.eng.cam.ac.uk
X-Newsreader: Microsoft Outlook Express 4.72.2120.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2120.0
Xref: archiver1.google.com comp.sys.atari.programmer:813

Hi all,
I'm looking for someone who can disassemble, alter and then reassemble a program for me. What I want is to remove several fixed values from within the program to a file and have the program load them from there as this will allow me to change the values as required.

So anyone want to give this a try?.

Stephen Moss

P.S. The program was written for the ST.

From 6286629081544487564
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,558d3172e5ea6149
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-16 03:12:42 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!diablo.theplanet.net!news.theplanet.net!not-for-mail
From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Any Assembler or Machine code Programmers here?

Date: Wed, 16 Jan 2002 10:57:31 -0000
Lines: 21
Message-ID: <a23n79$ne2$1@news8.svr.pol.co.uk>
References: <a23dnu$1mp$1@pegasus.csx.cam.ac.uk>
NNTP-Posting-Host: modem-761.llama.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain;
     charset="Windows-1252"
Content-Transfer-Encoding: 7bit
X-Trace: news8.svr.pol.co.uk 1011179561 24002 217.135.178.249 (16 Jan 2002
11:12:41 GMT)
NNTP-Posting-Date: 16 Jan 2002 11:12:41 GMT
X-Complaints-To: abuse@theplanet.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4807.1700
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4807.1700
Xref: archiver1.google.com comp.sys.atari.programmer:814

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:a23dnu$1mp$1@pegasus.csx.cam.ac.uk...
> Hi all,
> I'm looking for someone who can disassemble, alter and then reassemble a
> program for me. What I want is to remove several fixed values from within
> the program to a file and have the program load them from there as this
will
> allow me to change the values as required.

The tool you need is Henk's TT-Digger or Easyrider. I'm only running ST in
emulation ATM and don't have all the right kit on this Bill-Box otherwise
I'd offer to have a go myself.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.311 / Virus Database: 172 - Release Date: 27/12/2001

From -8768325189816818884
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,558d3172e5ea6149
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-16 03:21:18 PST
Newsgroups: comp.sys.atari.programmer
Subject: Re: Any Assembler or Machine code Programmers here?
References: <a23dnu$1mp$1@pegasus.csx.cam.ac.uk>
From: Pontus Skold <Pontus.Skold@dis.uu.se>
Date: 16 Jan 2002 12:21:11 +0100
Message-ID: <ytyr8oqilso.fsf@dis.uu.se>

Lines: 26
User-Agent: Gnus/5.09 (Gnus v5.9.0) Emacs/21.1
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
NNTP-Posting-Host: 130.238.166.240
X-Trace: puffinus.its.uu.se 1011179803 130.238.166.240 (16 Jan 2002 12:16:43
+0100)
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!netnews.com!news-peer-
europe.sprintlink.net!news.sprintlink.net!newsfeed.sunet.se!news01.sunet.se!
puffinus.its.uu.se
Xref: archiver1.google.com comp.sys.atari.programmer:815

"Stephen Moss" <sgm23@eng.cam.ac.uk> writes:

> Hi all,
> I'm looking for someone who can disassemble, alter and then reassemble a
> program for me. What I want is to remove several fixed values from within
> the program to a file and have the program load them from there as this will
> allow me to change the values as required.
>
> So anyone want to give this a try?.

How large a program is it? Adding new code may well make it very
complicated to achieve. A simpler solution may be to check out the
offsets of these values, and fix a program to change these in the
binary, to allow easy modification of the values.

Anyway, I can have a go at it, if I can find a disk with Bugaboo and
my systems still works.

HTH.
/Pontus

--

Pontus Sk⍰ld | Department of Information Sciences, Uppsala Universitet
+46-18-4711143 | Box 513, SE-751 20 UPPSALA, Sweden

From 7646262945686011535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629969605768fd7d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-17 05:19:45 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!isdnet!
wanadoo.fr!not-for-mail
From: lafabrie florent <lafabrie@club-internet.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Help long filename
Date: Thu, 17 Jan 2002 14:21:00 +0100

Organization: Wanadoo, l'internet avec France Telecom
Lines: 17
Message-ID: <3C46CFBC.80803@club-internet.fr>
NNTP-Posting-Host: mix-toulouse-107-1-138.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: wanadoo.fr 1011273581 21164 193.249.187.138 (17 Jan 2002 13:19:41 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 17 Jan 2002 13:19:41 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win 9x 4.90; fr-FR; rv:0.9.4) Gecko/20011019
Netscape6/6.2
X-Accept-Language: fr-fr
Xref: archiver1.google.com comp.sys.atari.programmer:816

Hello,

I will like to use equivalents of Fsfisrt and Fsnexts with Dopendir and
Dreaddir. I read the document developer of Magic but visibly to use mask
of research (* .IMG, * .ICO etc...) it seems less easy. Would someone
have him some routines in C or examples of applications ? Thank you by
advance.

F.LAFABRIE

Icon Extract (version 1.3 for soon with the support of the XPM files and
well of something else)
Hardware 2.0
Calendar 1.0
for Falcon, TT and compatible
http://perso.club-internet.fr/lafabrie/index.html

From 4443505372195367295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,517443599517693f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-17 08:32:24 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.177.105.133!news.mailgate.org!newsfeeder.edisontel.com!
newsfeeder.inwind.it!inwind.it!nntp.infostrada.it!teleglobe.net!teleglobe.net!
server-b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Help for long filename
Date: Thu, 17 Jan 02 17:25:06
Organization: De Petris Software Development
Lines: 555
Message-ID: <3306_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:817

In uno strano messaggio del 17 Jan 02 lafabrie@club-internet.fr (2:333/608.1)
scrisse al povero All :
 l> I will like to use equivalents of Fsfisrt and Fsnexts with Dopendir and
 l> Dreaddir. I read the document developer of Magic but visibly to use
 l> mask of research (* .IMG, * .ICO etc...) it seems less easy. Would
 l> someone have him some routines in C or examples of applications ? Thank
 l> you by advance.

This is what I did recently (I will be short):
after the Dopendir call you cycle with Dxreaddir:

```
     do{
          err = Dxreaddir(128, infoblk->dirhandle, buf, &xattr, &xr);
          if   (xr)
               Log(LOG_ERROR, "Fxattr error: %d", xr);
          if   (err)
          {
               if(err!=-49) /* if not COFF end of reading */
                    Log(LOG_ERROR, "Dreaddir error: %ld", err);
          }
          else
          if   ((xattr.mode & S_IFMT) != S_IFDIR)
          {
               strcpy(buf0,&buf[4]);
               if(1==wildmat(strupr(buf0),infoblk->mask,argv))
               {
                    found=TRUE;
                    Strcpy(infoblk->d_fname, &buf[4]);
                    infoblk->d_length = xattr.size;
                    infoblk->d_attrib = xattr.attr;
                    infoblk->d_date = xattr.mdate;
                    infoblk->d_time = xattr.mtime;
               }
          }
     }while(!err && !found);

     if (err != 0)
     {
          infoblk->errorcode = err;
          if (err == FNF || err == COFF)
               return(NO_MORE_FILES);
          else
               return(FAILURE);
     }
     else
          return(SUCCESS);
```

It should be easy to anderstand that the mask filtering is done with the

function "wildmat" that is defined in the "wildcard matching" module of NOS, it is:

```
/*#define TEST*/
/*
 * @(#)wildmat.c 1.3 87/11/06   Public Domain.
 *
From: rs@mirror.TMC.COM (Rich Salz)
Newsgroups: net.sources
Subject: Small shell-style pattern matcher
Message-ID: <596@mirror.TMC.COM>
Date: 27 Nov 86 00:06:40 GMT

There have been several regular-expression subroutines and one or two
filename-globbing routines in mod.sources.  They handle lots of
complicated patterns.  This small piece of code handles the *?[]\
wildcard characters the way the standard Unix(tm) shells do, with the
addition that "[^.....]" is an inverse character class -- it matches
any character not in the range ".....".  Read the comments for more
info.

For my application, I had first ripped off a copy of the "glob" routine
from within the find(1) source, but that code is bad news:  it recurses
on every character in the pattern.  I'm putting this replacement in the
public domain.  It's small, tight, and iterative.  Compile with -DTEST
to get a test driver.  After you're convinced it works, install in
whatever way is appropriate for you.

I would like to hear of bugs, but am not interested in additions; if I
were, I'd use the code I mentioned above.
*/
/*
**  Do shell-style pattern matching for ?, \, [], and * characters.
**  Might not be robust in face of malformed patterns; e.g., "foo[a-"
**  could cause a segmentation violation.
**
**  Written by Rich $alz, mirror!rs, Wed Nov 26 19:03:17 EST 1986.
*/

/*
 * Modified 6Nov87 by John Gilmore (hoptoad!gnu) to return a "match"
 * if the pattern is immediately followed by a "/", as well as \0.
 * This matches what "tar" does for matching whole subdirectories.
 *
 * The "*" code could be sped up by only recursing one level instead
 * of two for each trial pattern, perhaps, and not recursing at all
 * if a literal match of the next 2 chars would fail.
 */

/* Modified by Anders Klemets to take an array of pointers as an optional
   argument. Each part of the string that matches '*' is returned as a
   null-terminated, malloced string in this array.
 */
```

```
/*************************************************************************
*    $Id: wildmat.c 1.2 93/07/16 11:52:21 ROOT_DOS Exp $
*    14 Jul 93 1.2       GT   Fix warnings.
                         *
*************************************************************************/

#include "wildmat.h"
/*#include <stdlib.h>
#include <string.h>*/
#define bzero(x,y) memset(x,0,y)

/*-------------------------------------------------------------------------
     mallocw - all malloc calls run through here
-------------------------------------------------------------------------*/

void *mallocw(unsigned n)
{
     return malloc((size_t)n);
}

/*static int Star __ARGS((char *s,char *p,char **argv));
*/
static int Star(char *s,char *p,char **argv);
static int
Star(s,p,argv)
register char *s;
register char *p;
register char **argv;
{
     char *cp = s;
     while (wildmat(cp, p, argv) == FALSE)
          if(*++cp == '\0')
               return -1;
     return ((int) (cp - s));
}

int
wildmat(s,p,argv)
register char *s;
register char *p;
register char **argv;
{
     register int last;
     register int matched;
     register int reverse;
     register int cnt;

     for(; *p; s++,p++){
          switch(*p){
          case '\\':
               /* Literal match with following character; fall through. */
               p++;
```

```
        default:
            if(*s != *p)
                return FALSE;
            continue;
        case '?':
            /* Match anything. */
            if(*s == '\0')
                return FALSE;
            continue;
        case '*':
            /* Trailing star matches everything. */
            if(argv == NULLCHARP)
                return *++p ? 1 + Star(s, p, NULLCHARP) : TRUE;
            if(*++p == '\0'){
                cnt = (int)strlen(s);
            } else {
                if((cnt = Star(s, p, argv+1)) == -1)
                    return FALSE;
            }
            *argv = mallocw(cnt+1);
            strncpy(*argv,s,cnt);
            *(*argv + cnt) = '\0';
            return TRUE;
        case '[':
            /* [^....] means inverse character class. */
            reverse = (p[1] == '^') ? TRUE : FALSE;
            if(reverse)
                p++;
            for(last = 0400, matched = FALSE; *++p && *p != ']'; last = *p){
                /* This next line requires a good C compiler. */
                if(*p == '-' ? *s <= *++p && *s >= last : *s == *p)
                    matched = TRUE;
            }
            if(matched == reverse)
                return FALSE;
            continue;
        }
    }
    /* For "tar" use, matches that end at a slash also work. --hoptoad!gnu */
    return *s == '\0' || *s == '/';
}


#ifdef   TEST
#include <stdio.h>

extern char *gets();

main()
{
    char pattern[80];
    char text[80];
    char *argv[80];/*, *cp;*/
```

```
     int cnt;

     while (TRUE){
          printf("Enter pattern:  ");
          if(gets(pattern) == NULL)
               break;
          while (TRUE){
               bzero(argv,80*sizeof(char *));
               printf("Enter text:  ");
               if(gets(text) == NULL)
                    exit(0);
               if(text[0] == '\0')
                    /* Blank line; go back and get a new pattern. */
                    break;
               printf("      %d\n", wildmat(text, pattern, argv));
               for(cnt = 0; argv[cnt] != NULLCHAR; ++cnt){
                    printf("String %d is: '%s'\n",cnt,argv[cnt]);
                    free(argv[cnt]);
               }
          }
     }
     /*exit(0);*/
     return 0;
}
#endif   /* TEST */
```

You may need wildmat.h:

```
/*************************************************************************
*    $Id: global.h 1.6 93/07/16 11:44:56 ROOT_DOS Exp $
*    24 Aug 92 1.3      GT   Redefine time.
*    13 Sep 92 1.4      GT   New file modes.
*    09 May 93 1.6      GT   Fix warnings.
*
*  ATARI Version by David Nash - dnash@chaos.demon.co.uk
*
*  stdio.h and stdlib included
*  shadow definitions added for fileops
*
*    28.08.94 DFN - define rflush, potl & ltop as macros
*
*************************************************************************/

#ifndef _GLOBAL_H
#define  _GLOBAL_H

/* Global definitions used by every source file.
 * Some may be compiler dependent.
 */

#ifdef ATARI
#include <stdio.h>
#include <stdlib.h>
```

```
#include <errno.h>
#endif

/*
     Include config.h so that definitions are propagated.
     eg. FILTER is needed in iface.h
*/

/*#include "config.h"*/

#if  defined(__TURBOC__) || defined(__STDC__) || defined(LATTICE)
#define   ANSIPROTO 1
#endif

#ifndef   __ARGS
#ifdef    ANSIPROTO
#define   __ARGS(x) x
#else
#define   __ARGS(x) ()
#endif
#endif


#if  !defined(AMIGA) && (defined(LATTICE) || defined(MAC) ||
defined(__TURBOC__))
/* These compilers require special open modes when reading binary files.
 *
 * "The single most brilliant design decision in all of UNIX was the
 * choice of a SINGLE character as the end-of-line indicator" -- M. O'Dell
 *
 * "Whoever picked the end-of-line conventions for MS-DOS and the Macintosh
 * should be shot!" -- P. Karn's corollary to O'Dells' declaration
 */
#define   READ_BINARY        "rb"
#define   WRITE_BINARY  "wb"
#define   APPEND_BINARY "ab+"
#define   READ_TEXT     "rt"
#define   WRITE_TEXT         "wt"
#define   APPEND_TEXT        "at+"
#define   RW_LOOKUP_TEXT     "rt+"
#define   RW_CREATE_TEXT     "wt+"

#else

#define   READ_BINARY        "r"
#define   WRITE_BINARY  "w"
#define   APPEND_BINARY "a+"
#define   READ_TEXT     "r"
#define   WRITE_TEXT         "w"
#define   APPEND_TEXT        "a+"
#define   RW_LOOKUP_TEXT     "r+"
#define   RW_CREATE_TEXT     "w+"
```

```
#endif

/* These two lines assume that your compiler's longs are 32 bits and
 * shorts are 16 bits. It is already assumed that chars are 8 bits,
 * but it doesn't matter if they're signed or unsigned.
 */
typedef long int32;                                     /* 32-bit signed integer
     */
typedef unsigned short int16;                       /* 16-bit unsigned integer */
typedef unsigned char byte_t;                       /*  8-bit unsigned integer */
#define  uchar(x) ((unsigned char)(x))
#define  MAXINT16 65535L                            /* Largest 16-bit integer
     */
#define  MAXINT32 4294967295L                       /* Largest 32-bit integer
     */

#define  HASHMOD  7        /* Modulus used by hash_ip() function */

/* The "interrupt" keyword is non-standard, so make it configurable */
#if  defined(__TURBOC__) && defined(MSDOS)
#define  INTERRUPT void interrupt
#else
#define  INTERRUPT void
#endif

/* Note that these definitions are on by default if none of the Turbo-C style
 * memory model definitions are on; this avoids having to change them when
 * porting to 68K environments.
 */
#if  !defined(__TINY__) && !defined(__SMALL__) && !defined(__MEDIUM__)
#define  LARGEDATA 1
#endif

#if  !defined(__TINY__) && !defined(__SMALL__) && !defined(__COMPACT__)
#define  LARGECODE 1
#endif

/* Since not all compilers support structure assignment, the ASSIGN()
 * macro is used. This controls how it's actually implemented.
 */
#ifdef   NOSTRUCTASSIGN     /* Version for old compilers that don't support it */
#define  ASSIGN(a,b)   memcpy((char *)&(a),(char *)&(b),sizeof(b));
#else              /* Version for compilers that do */
#define  ASSIGN(a,b)   ((a) = (b))
#endif

/* Define null object pointer in case stdio.h isn't included */
#ifndef  NULL
/* General purpose NULL pointer */
#define NULL  ((void *)0L)
#endif
#define  NULLCHAR (char *)0 /* Null character pointer */
#define  NULLCHARP (char **)0   /* Null character pointer pointer */
```

```
#define  NULLINT  (int *)0 /* Null integer pointer */
#define  NULLFP    (int (*)())0 /* Null pointer to function returning int */
#define  NULLVFP   (void (*)())0    /* Null pointer to function returning void */
#define  NULLVIFP (INTERRUPT (*)())0
#define  NULLFILE (FILE *)0 /* Null file pointer */

/* standard boolean constants */
#define FALSE 0
#define TRUE 1
#define NO 0
#define YES 1

/* string equality shorthand */
#define STREQ(x,y) (strcmp(x,y) == 0)

/* Extract a short from a long */
#define  hiword(x)((int16)((x) >> 16))
#define  loword(x)((int16)(x))

/* Extract a byte from a short */
#define  hibyte(x)((unsigned char)((x) >> 8))
#define  lobyte(x)((unsigned char)(x))

/* Extract nibbles from a byte */
#define  hinibble(x)   (((x) >> 4) & 0xf)
#define  lonibble(x)   ((x) & 0xf)

/* Various low-level and miscellaneous functions */
unsigned long availmem __ARGS((void));
void *callocw __ARGS((unsigned nelem,unsigned size));
int32 clock();
int dirps __ARGS((void));
#ifndef ATARI
int getopt __ARGS((int argc,char *argv[],char *opts));
#endif
int htoi __ARGS((char *));
long htol __ARGS((char *));
char *inbuf __ARGS((int16 port,char *buf,int16 cnt));
int16 hash_ip __ARGS((int32 addr));
int istate __ARGS((void));
void log __ARGS((int s,char *fmt, ...));
int log2 __ARGS((int16 x));
void *ltop __ARGS((long));
void *mallocw __ARGS((unsigned nb));
char *outbuf __ARGS((int16 port,char *buf,int16 cnt));
long ptol __ARGS((void *));
void restore __ARGS((int));
void rflush __ARGS((void));
void rip __ARGS((char *));
char *smsg __ARGS((char *msgs[],unsigned nmsgs,unsigned n));
int tprintf __ARGS((char *fmt,...));
#if  !defined __TURBOC__
char *strdup __ARGS((const char *));
```

```
#endif
int wildmat __ARGS((char *s,char *p,char **argv));
#ifdef ANSI
void ansi_putc __ARGS((struct screen *sp,char c));
#endif

#include <time.h>

time_t ka9q_time __ARGS((time_t *t));

#include <stdlib.h>
#include <string.h>

#ifdef   AZTEC
#define  rewind(fp)    fseek(fp,0L,0);
#endif

#if  defined(__TURBOC__) && defined(MSDOS)
#define movblock(so,ss,do,ds,c)  movedata(ss,so,ds,do,c)
#ifndef outportw
#define outportw outport
#endif
#ifndef inportw
#define inportw inport
#endif

#else

/* General purpose function macros already defined in turbo C */
#ifndef  min
#define  min(x,y)  ((x)<(y)?(x):(y))  /* Lesser of two args */
#endif
#ifndef max
#define  max(x,y)  ((x)>(y)?(x):(y))  /* Greater of two args */
#endif
#ifdef   MSDOS
#define MK_FP(seg,ofs)  ((void far *) \
              (((unsigned long)(seg) << 16) | (unsigned)(ofs)))
#endif
#endif   /* __TURBOC __ */

#ifdef   AMIGA
/* super kludge de WA3YMH */
#ifndef  fileno
#include <stdio.h>
#endif
#define fclose(fp) amiga_fclose(fp)
extern int amiga_fclose __ARGS((FILE *));
extern FILE *tmpfile __ARGS((void));

extern char *sys_errlist[];
extern int errno;
#endif
```

```
/* Externals used by getopt */
extern int optind;
extern char *optarg;

/* Threshold setting on available memory */
extern int32 Memthresh;

/* System clock - count of ticks since startup */
extern int32 Clock;

/* Various useful standard error messages */
extern char Badhost[];
extern char Nospace[];
extern char Notval[];
extern char *Hostname;
extern char Version[];

/* Your system's end-of-line convention */
extern char Eol[];

/* connect () failure timeout value. */

extern int32 connect_wait_val;

extern void (*Gcollect[])();

#define  time ka9q_time

#ifdef ATARI

/*************************************************************************
*   shadow fopen() to fopenx() to translate seperators - DFN              *
*************************************************************************/

#undef   fopen
#define  fopen fopenx
FILE *fopenx(const char *, const char *);

#undef   remove
#define  remove   removex
int  removex(const char *);

#undef   rename
#define  rename renamex
int  renamex(const char *, const char *);

#undef   open
#define  open openx
int  openx(const char *, int, int);

#undef   creat
#define  creat creatx
```

```
int  creatx(const char *, int);

#undef   unlink
#define  unlink unlinkx
int  unlinkx(const char *);

#undef   access
#define  access accessx
int  accessx(const char *, int);

#undef   mkdir
#define  mkdir mkdirx
int  mkdirx(const char *);

/*****************************************************************************
*   Define some trivial functions as macros to save the function call
              *
*****************************************************************************/

#define  rflush()      fflush(stdout)                  /* raw flush
                            */
#define  ptol(p)       (long)p                         /* pointer to long
                  */
#define  ltop(l)       (void *)l                   /* long to pointer
                  */

#endif

#endif   /* _GLOBAL_H */
```

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
COBOL - Completely Obsolete Business Oriented Language

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -3063578140216999833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,517443599517693f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-17 08:49:24 PST
Path: archiver1.google.com!news1.google.com!sn-xit-02!supernews.com!isdnet!
wanadoo.fr!not-for-mail
From: lafabrie florent <lafabrie@club-internet.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Help for long filename
Date: Thu, 17 Jan 2002 17:50:06 +0100
Organization: Wanadoo, l'internet avec France Telecom
Lines: 564

Message-ID: <3C4700BE.50907@club-internet.fr>
References: <3306_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
NNTP-Posting-Host: mix-toulouse-107-1-51.abo.wanadoo.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: wanadoo.fr 1011286161 2347 193.249.187.51 (17 Jan 2002 16:49:21 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 17 Jan 2002 16:49:21 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win 9x 4.90; fr-FR; rv:0.9.4) Gecko/20011019
Netscape6/6.2
X-Accept-Language: fr-fr
Xref: archiver1.google.com comp.sys.atari.programmer:818

Thank's for your help !
Best regard,

F.LAFABRIE

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>
```
>    do{
>        err = Dxreaddir(128, infoblk->dirhandle, buf, &xattr, &xr);
>        if   (xr)
>             Log(LOG_ERROR, "Fxattr error: %d", xr);
>        if   (err)
>        {
>             if(err!=-49) /* if not COFF end of reading */
>                  Log(LOG_ERROR, "Dreaddir error: %ld", err);
>        }
>        else
>        if   ((xattr.mode & S_IFMT) != S_IFDIR)
>        {
>             strcpy(buf0,&buf[4]);
>             if(1==wildmat(strupr(buf0),infoblk->mask,argv))
>             {
>                  found=TRUE;
>                  Strcpy(infoblk->d_fname, &buf[4]);
>                  infoblk->d_length = xattr.size;
>                  infoblk->d_attrib = xattr.attr;
>                  infoblk->d_date = xattr.mdate;
>                  infoblk->d_time = xattr.mtime;
```

```
>             }
>        }
>    }while(!err && !found);
>
>    if (err != 0)
>    {
>        infoblk->errorcode = err;
>        if (err == FNF || err == COFF)
>            return(NO_MORE_FILES);
>        else
>            return(FAILURE);
>    }
>    else
>        return(SUCCESS);
>
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>function "wildmat" that is defined in the "wildcard matching" module of NOS,
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>I would like to hear of bugs, but am not interested in additions; if I
>were, I'd use the code I mentioned above.
>*/
>/*
>**  Do shell-style pattern matching for ?, \, [], and * characters.
>**  Might not be robust in face of malformed patterns; e.g., "foo[a-"
>**  could cause a segmentation violation.
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>**  Written by Rich $alz, mirror!rs, Wed Nov 26 19:03:17 EST 1986.
```

```
>*/
>
>/*
> * Modified 6Nov87 by John Gilmore (hoptoad!gnu) to return a "match"
> * if the pattern is immediately followed by a "/", as well as \0.
> * This matches what "tar" does for matching whole subdirectories.
> *
> * The "*" code could be sped up by only recursing one level instead
> * of two for each trial pattern, perhaps, and not recursing at all
> * if a literal match of the next 2 chars would fail.
> */
>
>/* Modified by Anders Klemets to take an array of pointers as an optional
>   argument. Each part of the string that matches '*' is returned as a
>   null-terminated, malloced string in this array.
> */
>
>/***************************************************************************
>*   $Id: wildmat.c 1.2 93/07/16 11:52:21 ROOT_DOS Exp $
>*   14 Jul 931.2      GT   Fix warnings.
                       *
>***************************************************************************/
>
>#include "wildmat.h"
>/*#include <stdlib.h>
>#include <string.h>*/
>#define bzero(x,y)    memset(x,0,y)
>
>/*---------------------------------------------------------------------------
>    mallocw - all malloc calls run through here
>---------------------------------------------------------------------------*/
>
>void *mallocw(unsigned n)
>{
>    return malloc((size_t)n);
>}
>
>/*static int Star __ARGS((char *s,char *p,char **argv));
>*/
>static int Star(char *s,char *p,char **argv);
>static int
>Star(s,p,argv)
>register char *s;
>register char *p;
>register char **argv;
>{
>    char *cp = s;
>    while (wildmat(cp, p, argv) == FALSE)
>        if(*++cp == '\0')
>            return -1;
>    return ((int) (cp - s));
>}
>
```

```
>int
>wildmat(s,p,argv)
>register char *s;
>register char *p;
>register char **argv;
>{
>    register int last;
>    register int matched;
>    register int reverse;
>    register int cnt;
>
>    for(; *p; s++,p++){
>        switch(*p){
>        case '\\':
>            /* Literal match with following character; fall through. */
>            p++;
>        default:
>            if(*s != *p)
>                return FALSE;
>            continue;
>        case '?':
>            /* Match anything. */
>            if(*s == '\0')
>                return FALSE;
>            continue;
>        case '*':
>            /* Trailing star matches everything. */
>            if(argv == NULLCHARP)
>                return *++p ? 1 + Star(s, p, NULLCHARP) : TRUE;
>            if(*++p == '\0'){
>                cnt = (int)strlen(s);
>            } else {
>                if((cnt = Star(s, p, argv+1)) == -1)
>                    return FALSE;
>            }
>            *argv = mallocw(cnt+1);
>            strncpy(*argv,s,cnt);
>            *(*argv + cnt) = '\0';
>            return TRUE;
>        case '[':
>            /* [^....] means inverse character class. */
>            reverse = (p[1] == '^') ? TRUE : FALSE;
>            if(reverse)
>                p++;
>            for(last = 0400, matched = FALSE; *++p && *p != ']'; last = *p){
>                /* This next line requires a good C compiler. */
>                if(*p == '-' ? *s <= *++p && *s >= last : *s == *p)
>                    matched = TRUE;
>            }
>            if(matched == reverse)
>                return FALSE;
>            continue;
>        }
```

```
>    }
>    /* For "tar" use, matches that end at a slash also work. --hoptoad!gnu */
>    return *s == '\0' || *s == '/';
>}
>
>
>#ifdef  TEST
>#include <stdio.h>
>
>extern char *gets();
>
>main()
>{
>    char pattern[80];
>    char text[80];
>    char *argv[80];/*, *cp;*/
>    int cnt;
>
>    while (TRUE){
>        printf("Enter pattern:  ");
>        if(gets(pattern) == NULL)
>            break;
>        while (TRUE){
>            bzero(argv,80*sizeof(char *));
>            printf("Enter text:  ");
>            if(gets(text) == NULL)
>                exit(0);
>            if(text[0] == '\0')
>                /* Blank line; go back and get a new pattern. */
>                break;
>            printf("      %d\n", wildmat(text, pattern, argv));
>            for(cnt = 0; argv[cnt] != NULLCHAR; ++cnt){
>                printf("String %d is: '%s'\n",cnt,argv[cnt]);
>                free(argv[cnt]);
>            }
>        }
>    }
>    /*exit(0);*/
>    return 0;
>}
>#endif  /* TEST */
>
>You may need wildmat.h:
>
>/*****************************************************************************
>*   $Id: global.h 1.6 93/07/16 11:44:56 ROOT_DOS Exp $
>*   24 Aug 92 1.3      GT   Redefine time.
>*   13 Sep 92 1.4      GT   New file modes.
>*   09 May 93 1.6      GT   Fix warnings.
>*
>*  ATARI Version by David Nash - dnash@chaos.demon.co.uk
>*
>*  stdio.h and stdlib included
```

```
>*  shadow definitions added for fileops
>*
>*   28.08.94 DFN - define rflush, potl & ltop as macros
>*
>*************************************************************************/
>
>#ifndef _GLOBAL_H
>#define  _GLOBAL_H
>
>/* Global definitions used by every source file.
> * Some may be compiler dependent.
> */
>
>#ifdef ATARI
>#include <stdio.h>
>#include <stdlib.h>
>#include <errno.h>
>#endif
>
>/*
>    Include config.h so that definitions are propagated.
>    eg. FILTER is needed in iface.h
>*/
>
>/*#include "config.h"*/
>
>#if defined(__TURBOC__) || defined(__STDC__) || defined(LATTICE)
>#define  ANSIPROTO 1
>#endif
>
>#ifndef  __ARGS
>#ifdef   ANSIPROTO
>#define  __ARGS(x) x
>#else
>#define  __ARGS(x) ()
>#endif
>#endif
>
>
>#if !defined(AMIGA) && (defined(LATTICE) || defined(MAC) ||
>defined(__TURBOC__))
>/* These compilers require special open modes when reading binary files.
> *
> * "The single most brilliant design decision in all of UNIX was the
> * choice of a SINGLE character as the end-of-line indicator" -- M. O'Dell
> *
> * "Whoever picked the end-of-line conventions for MS-DOS and the Macintosh
> * should be shot!" -- P. Karn's corollary to O'Dells' declaration
> */
>#define  READ_BINARY        "rb"
>#define  WRITE_BINARY  "wb"
>#define  APPEND_BINARY "ab+"
>#define  READ_TEXT     "rt"
```

```
>#define  WRITE_TEXT         "wt"
>#define  APPEND_TEXT        "at+"
>#define  RW_LOOKUP_TEXT     "rt+"
>#define  RW_CREATE_TEXT     "wt+"
>
>#else
>
>#define  READ_BINARY        "r"
>#define  WRITE_BINARY  "w"
>#define  APPEND_BINARY "a+"
>#define  READ_TEXT     "r"
>#define  WRITE_TEXT         "w"
>#define  APPEND_TEXT        "a+"
>#define  RW_LOOKUP_TEXT     "r+"
>#define  RW_CREATE_TEXT     "w+"
>
>#endif
>
>/* These two lines assume that your compiler's longs are 32 bits and
> * shorts are 16 bits. It is already assumed that chars are 8 bits,
> * but it doesn't matter if they're signed or unsigned.
> */
>typedef long int32;                                     /* 32-bit signed integer
     */
>typedef unsigned short int16;                      /* 16-bit unsigned integer */
>typedef unsigned char byte_t;                      /*  8-bit unsigned integer */
>#define  uchar(x) ((unsigned char)(x))
>#define  MAXINT16 65535L                           /* Largest 16-bit integer
     */
>#define  MAXINT32 4294967295L                      /* Largest 32-bit integer
     */
>
>#define  HASHMOD  7        /* Modulus used by hash_ip() function */
>
>/* The "interrupt" keyword is non-standard, so make it configurable */
>#if defined(__TURBOC__) && defined(MSDOS)
>#define  INTERRUPT void interrupt
>#else
>#define  INTERRUPT void
>#endif
>
>/* Note that these definitions are on by default if none of the Turbo-C style
> * memory model definitions are on; this avoids having to change them when
> * porting to 68K environments.
> */
>#if !defined(__TINY__) && !defined(__SMALL__) && !defined(__MEDIUM__)
>#define  LARGEDATA 1
>#endif
>
>#if !defined(__TINY__) && !defined(__SMALL__) && !defined(__COMPACT__)
>#define  LARGECODE 1
>#endif
>
```

```
>/* Since not all compilers support structure assignment, the ASSIGN()
> * macro is used. This controls how it's actually implemented.
> */
>#ifdef  NOSTRUCTASSIGN     /* Version for old compilers that don't support it */
>#define ASSIGN(a,b)   memcpy((char *)&(a),(char *)&(b),sizeof(b));
>#else             /* Version for compilers that do */
>#define ASSIGN(a,b)   ((a) = (b))
>#endif
>
>/* Define null object pointer in case stdio.h isn't included */
>#ifndef NULL
>/* General purpose NULL pointer */
>#define NULL ((void *)0L)
>#endif
>#define NULLCHAR (char *)0 /* Null character pointer */
>#define NULLCHARP (char **)0   /* Null character pointer pointer */
>#define NULLINT  (int *)0  /* Null integer pointer */
>#define NULLFP    (int (*)())0 /* Null pointer to function returning int */
>#define NULLVFP   (void (*)())0     /* Null pointer to function returning void */
>#define NULLVIFP (INTERRUPT (*)())0
>#define NULLFILE (FILE *)0 /* Null file pointer */
>
>/* standard boolean constants */
>#define FALSE 0
>#define TRUE 1
>#define NO 0
>#define YES 1
>
>/* string equality shorthand */
>#define STREQ(x,y) (strcmp(x,y) == 0)
>
>/* Extract a short from a long */
>#define hiword(x)((int16)((x) >> 16))
>#define loword(x)((int16)(x))
>
>/* Extract a byte from a short */
>#define hibyte(x)((unsigned char)((x) >> 8))
>#define lobyte(x)((unsigned char)(x))
>
>/* Extract nibbles from a byte */
>#define hinibble(x)   (((x) >> 4) & 0xf)
>#define lonibble(x)   ((x) & 0xf)
>
>/* Various low-level and miscellaneous functions */
>unsigned long availmem __ARGS((void));
>void *callocw __ARGS((unsigned nelem,unsigned size));
>int32 clock();
>int dirps __ARGS((void));
>#ifndef ATARI
>int getopt __ARGS((int argc,char *argv[],char *opts));
>#endif
>int htoi __ARGS((char *));
>long htol __ARGS((char *));
```

```
>char *inbuf __ARGS((int16 port,char *buf,int16 cnt));
>int16 hash_ip __ARGS((int32 addr));
>int istate __ARGS((void));
>void log __ARGS((int s,char *fmt, ...));
>int log2 __ARGS((int16 x));
>void *ltop __ARGS((long));
>void *mallocw __ARGS((unsigned nb));
>char *outbuf __ARGS((int16 port,char *buf,int16 cnt));
>long ptol __ARGS((void *));
>void restore __ARGS((int));
>void rflush __ARGS((void));
>void rip __ARGS((char *));
>char *smsg __ARGS((char *msgs[],unsigned nmsgs,unsigned n));
>int tprintf __ARGS((char *fmt,...));
>#if !defined __TURBOC__
>char *strdup __ARGS((const char *));
>#endif
>int wildmat __ARGS((char *s,char *p,char **argv));
>#ifdef ANSI
>void ansi_putc __ARGS((struct screen *sp,char c));
>#endif
>
>#include <time.h>
>
>time_t ka9q_time __ARGS((time_t *t));
>
>#include <stdlib.h>
>#include <string.h>
>
>#ifdef  AZTEC
>#define rewind(fp)    fseek(fp,0L,0);
>#endif
>
>#if defined(__TURBOC__) && defined(MSDOS)
>#define movblock(so,ss,do,ds,c) movedata(ss,so,ds,do,c)
>#ifndef outportw
>#define outportw outport
>#endif
>#ifndef inportw
>#define inportw inport
>#endif
>
>#else
>
>/* General purpose function macros already defined in turbo C */
>#ifndef min
>#define min(x,y) ((x)<(y)?(x):(y)) /* Lesser of two args */
>#endif
>#ifndef max
>#define max(x,y) ((x)>(y)?(x):(y)) /* Greater of two args */
>#endif
>#ifdef  MSDOS
>#define MK_FP(seg,ofs)((void far *) \
```

```
>             (((unsigned long)(seg) << 16) | (unsigned)(ofs)))
>#endif
>#endif  /* __TURBOC __ */
>
>#ifdef  AMIGA
>/* super kludge de WA3YMH */
>#ifndef fileno
>#include <stdio.h>
>#endif
>#define fclose(fp)    amiga_fclose(fp)
>extern int amiga_fclose __ARGS((FILE *));
>extern FILE *tmpfile __ARGS((void));
>
>extern char *sys_errlist[];
>extern int errno;
>#endif
>
>/* Externals used by getopt */
>extern int optind;
>extern char *optarg;
>
>/* Threshold setting on available memory */
>extern int32 Memthresh;
>
>/* System clock - count of ticks since startup */
>extern int32 Clock;
>
>/* Various useful standard error messages */
>extern char Badhost[];
>extern char Nospace[];
>extern char Notval[];
>extern char *Hostname;
>extern char Version[];
>
>/* Your system's end-of-line convention */
>extern char Eol[];
>
>/* connect () failure timeout value. */
>
>extern int32 connect_wait_val;
>
>extern void (*Gcollect[])();
>
>#define time ka9q_time
>
>#ifdef ATARI
>
>/*************************************************************************
>*   shadow fopen() to fopenx() to translate seperators - DFN                *
>*************************************************************************/
>
>#undef  fopen
>#define fopen fopenx
```

```
>FILE *fopenx(const char *, const char *);
>
>#undef  remove
>#define remove   removex
>int removex(const char *);
>
>#undef  rename
>#define rename renamex
>int renamex(const char *, const char *);
>
>#undef  open
>#define open openx
>int openx(const char *, int, int);
>
>#undef  creat
>#define creat creatx
>int creatx(const char *, int);
>
>#undef  unlink
>#define unlink unlinkx
>int unlinkx(const char *);
>
>#undef  access
>#define access accessx
>int accessx(const char *, int);
>
>#undef  mkdir
>#define mkdir mkdirx
>int mkdirx(const char *);
>
>/****************************************************************************
>*  Define some trivial functions as macros to save the function call
              *
>****************************************************************************/
>
>#define rflush()      fflush(stdout)                  /* raw flush
                           */
>#define ptol(p)       (long)p                         /* pointer to long
                  */
>#define ltop(l)       (void *)l                   /* long to pointer
                  */
>
>#endif
>
>#endif  /* _GLOBAL_H */
>
>Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
>
>--
>COBOL - Completely Obsolete Business Oriented Language
>
>--
>
```

>Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
>

From 5148306249876696021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3a10d20702b56be1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2002-01-19 06:30:41 PST
Path: archiver1.google.com!news1.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!out.nntp.be!propagator-SanJose!in.nntp.be!news.worldonline.be!not-for-mail
From: "Brabel" <brabel@tiscalinet.be>
Newsgroups: comp.sys.atari.programmer
Subject: how install hard disk on a STF 1040 ?
Date: Sat, 19 Jan 2002 15:33:48 +0100
Organization: Worldonline Belgium
Lines: 11
Message-ID: <a2bvuf$i6c$1@news.worldonline.be>
NNTP-Posting-Host: 213.151.34.30
X-Trace: news.worldonline.be 1011450639 18636 213.151.34.30 (19 Jan 2002 14:30:39 GMT)
X-Complaints-To: abuse@worldonline.be
NNTP-Posting-Date: Sat, 19 Jan 2002 14:30:39 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Xref: archiver1.google.com comp.sys.atari.programmer:819

How to install a external hard disk Megafile on a e STF 1040 Atari ?

My Atari cannot find the HD when I start the computer ....

How to do ?

Mike,
Brussels, Belgium

From 6298455689892937985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a96677f48e3a739e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-13 02:31:11 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!newsfeeds.belnet.be!news.belnet.be!newsfeed00.sul.t-online.de!newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: "Matthias Jaap" <mjaap@t-online.de>

Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC editor
Date: Mon, 13 Aug 2001 11:31:54 +0200
Organization: T-Online
Lines: 18
Message-ID: <9l86n8$e2j$02$1@news.t-online.com>
References: <ShBc7.25642$Vs4.256568@zonnet-reader-1>
<997523152-50299AEicMi@08002go.com> <3B75BB21.296C0416@ev1.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 997695017 02 14419 c6PISChbSSai3L 010813 09:30:17
X-Complaints-To: abuse@t-online.com
X-Sender: 320028486591-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MIMEOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:570

> > The next best is Interface, once commercial but now available on the web
for
> > download:
> >
> > http://www.hadley.dusnet.de/gfa-basic/dateien/intrf233.zip
> >
> This link seems to be broken...can you post another???
>

use www.hadley.de and contact the webmaster. A direct link is forbidden -
just ask hadley and he'll send it to you.

Greetings,
Matthias

From -2339999637613868265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2526f9f4ed5efab,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-14 00:28:21 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!arclight.uoregon.edu!enews.sgi.com!newsfeed.nettuno.it!server-
b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: GFA compiler in MAgiC
Date: Tue, 14 Aug 01 09:31:26
Organization: De Petris Software Development

Lines: 10
Message-ID: <28059_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:571

Do you know a way to make the gfa compiler work with magicmac ? It give an
address memory error.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -8728572395777007919
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2526f9f4ed5efab
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-15 14:07:56 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!Cidera!
cletus.bright.net!kali-cas3-cs-24.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <syntax.error@line.22>
X-X-Sender: <root@Hades060>
Subject: Re: GFA compiler in MAgiC
In-Reply-To: <28059_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Message-ID: <Pine.MNT.4.31.0108151250001.121-100000@Hades060>
References: <28059_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 12
Date: Wed, 15 Aug 2001 12:51:07 -0400
NNTP-Posting-Host: 209.143.38.26
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 997908740 209.143.38.26 (Wed, 15 Aug 2001 16:52:20 EDT)
NNTP-Posting-Date: Wed, 15 Aug 2001 16:52:20 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:572

On Tue, 14 Aug 2001, Mike De.Petris wrote:

> Do you know a way to make the gfa compiler work with magicmac ? It give an
> address memory error.

go to www.rgfsoft.com
get his licomlib stuff, which fixes the compiler

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

From 8415174231709698168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2526f9f4ed5efab
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-16 04:12:53 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-hog.berkeley.edu!ucberkeley!enews.sgi.com!newsfeed.nettuno.it!server-b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA compiler in MAgiC
Date: Thu, 16 Aug 01 12:45:08
Organization: De Petris Software Development
Lines: 19
Message-ID: <28135_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:573

In uno strano messaggio del 14 Aug 01 Mike De.Petris (2:333/608) scrisse al povero All :

 MDP> Do you know a way to make the gfa compiler work with magicmac ? It give
 MDP> an address memory error.

Very nice, I was able to run the compiler with MacMiNT, even with the basic incomplete installation, it was worth for something in the end 8^)

Is there any trick to run directly in MagiCMac ? The linker has no problems.

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -2286720344653989906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ce98c644534e24fd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-17 00:24:14 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!news.netkonect.net!btnet-peer0!btnet!news5-gui.server.ntli.net!ntli.net!news2-win.server.ntlworld.com.POSTED!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: assembly query
Message-ID: <3b83c365.4188132@news.ntlworld.com>
References: <WS3.80e22546.8c280ee0.doyene@zetnet.co.uk>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 54
Date: Fri, 17 Aug 2001 07:15:15 GMT
NNTP-Posting-Host: 213.104.43.123
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 998032742 213.104.43.123 (Fri, 17 Aug 2001 08:19:02 BST)
NNTP-Posting-Date: Fri, 17 Aug 2001 08:19:02 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:574

On Fri, 03 Aug 2001 23:48:40 GMT, JOHN NICHOLAS OAKES
<doyene@zetnet.co.uk> wrote:

>hei all.
>   I am trying to work out how to say hello or oakesy verbally with de
>vpac3 assembler.

Dunno about vpac3 but this issues "Hello World" to Cconws(). Should be
easy enough to modify...

```
/    module name c

     .shri

     .globl main_
main_:

     .strn

L2:
     .byte    72
     .byte    101
     .byte    108
     .byte    108
```

```
     .byte    111
     .byte    32
     .byte    87
     .byte    111
     .byte    114
     .byte    108
     .byte    100
     .byte    0

     .shri

     link a6, $0
     pea  L2
     moveq    $9, d0
     move d0, -(a7)
     trap $1
     addq $6, a7
     unlk a6
     rts
```

You can remove the 'link/unlk' instructions which, aside from the "stupidity" of all the 'byte' instructions, is a great big clue that the above was generated by a compiler! ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -1907309619472553730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa57233c7a182a40,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-19 09:02:14 PST
Path: archiver1.google.com!news2.google.com!postnews1.google.com!not-for-mail
From: john@jrcc.net (Jheitmuller)
Newsgroups: comp.sys.atari.programmer
Subject: Is there a C compiler for the Atari 800.
Date: 19 Aug 2001 09:02:13 -0700
Organization: http://groups.google.com/
Lines: 11
Message-ID: <de16c5ec.0108190802.2fe0b1e2@posting.google.com>
NNTP-Posting-Host: 165.247.66.18
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 998236934 19191 127.0.0.1 (19 Aug 2001 16:02:14 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 19 Aug 2001 16:02:14 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:575

Hi,

Anybody know of a C compiler for the Atari 800 (The original 800, not the XL)? I have certainly seen them for the Atari ST computers, but I can imagine it would be difficult to implement in 48K.
I recently purchased an old 800 on eBay and thought setting up a C compiler for it would be a neat project.

Thanks,
John
john@jrcc.net

From 2668795653182451265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa57233c7a182a40
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-19 16:33:13 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeed.berkeley.edu!news-hog.berkeley.edu!ucberkeley!enews.sgi.com!
newshub2.rdc1.sfba.home.com!news.home.com!news3.rdc1.on.home.com.POSTED!not-for-
mail
Message-ID: <3B804C50.2CE93F72@home.com>
From: James Alexander <james-m-alexander@home.com>
X-Mailer: Mozilla 4.72 [en] (Win95; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Is there a C compiler for the Atari 800.
References: <de16c5ec.0108190802.2fe0b1e2@posting.google.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 21
Date: Sun, 19 Aug 2001 23:33:12 GMT
NNTP-Posting-Host: 24.112.238.71
X-Complaints-To: abuse@home.net
X-Trace: news3.rdc1.on.home.com 998263992 24.112.238.71 (Sun, 19 Aug 2001 16:33:12
PDT)
NNTP-Posting-Date: Sun, 19 Aug 2001 16:33:12 PDT
Organization: Excite@Home - The Leader in Broadband http://home.com/faster
Xref: archiver1.google.com comp.sys.atari.programmer:576

Hi John

There was a C compiler available through the antic catalogue. It was called "Deep blue C" there was also a math library that allowed for floating point functions (if I remember it right). I managed to get it on sale just before antic publishing went bust in the early 90's. I'm not sure who originally wrote it or if its available as shareware/freeware or not. I think there was also a shareware version called CC65? I'm not sure if I remember that one correct but it might be available on an ftp site or in someones collection.

Jheitmuller wrote:

> Hi,
>
>   Anybody know of a C compiler for the Atari 800 (The original 800,
> not the XL)? I have certainly seen them for the Atari ST computers,
> but I can imagine it would be difficult to implement in 48K.
>   I recently purchased an old 800 on eBay and thought setting up a C
> compiler for it would be a neat project.

From -7706687097776844233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ed4199c57ddbb43,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-20 16:00:22 PST
Path: archiver1.google.com!newsfeed.google.com!sn-xit-02!supernews.com!
news.tele.dk!small.news.tele.dk!212.74.64.35!colt.net!newspeer.highwayone.net!
diablo.theplanet.net!news.theplanet.net!not-for-mail
From: "Russ" <russ@mytholme.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: FS 2 Atari joysticks boxed
Date: Tue, 21 Aug 2001 00:03:05 +0100
Lines: 8
Message-ID: <9ls4pjumb1@news8.svr.pol.co.uk>
NNTP-Posting-Host: modem-413.oyster.dialup.pol.co.uk
X-Trace: news8.svr.pol.co.uk 998348403 31435 217.134.209.157 (20 Aug 2001 23:00:03
GMT)
NNTP-Posting-Date: 20 Aug 2001 23:00:03 GMT
X-Complaints-To: abuse@theplanet.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: archiver1.google.com comp.sys.atari.programmer:577

Just click on the link
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1266965675

--
Regards
Russ Green

From -8651849167134685298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,429bc82eec89165,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-21 12:59:18 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-

spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-hog.berkeley.edu!ucberkeley!
enews.sgi.com!newsfeed.nettuno.it!server-b.cs.interbusiness.it!
bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: patching GFA programs
Date: Tue, 21 Aug 01 12:45:14
Organization: De Petris Software Development
Lines: 17
Message-ID: <28256_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:579

Can it be done ? How ?

I have an old program written in GFA basic, sources are lost and I only need to intercept few routines and modify them, so can you suggest how could I patch the program ? I see there are a lot of pathing programs around for updates and fixes, so it should be possible, can anybody give tips about what software to use and how to identify the exact point to intercept and then how to write new code and how to stick it to the old program ????

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -1504993601090255338
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad2c496e6ef484e0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-21 12:59:18 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-hog.berkeley.edu!ucberkeley!
enews.sgi.com!newsfeed.nettuno.it!server-b.cs.interbusiness.it!
bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA compiler in MAgiC
Date: Tue, 21 Aug 01 12:45:10
Organization: De Petris Software Development
Lines: 22
Message-ID: <28254_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>

Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:578

In uno strano messaggio del 15 Aug 01 syntax.error@line.22 (2:333/608.1)
scrisse al povero All :
 >> Do you know a way to make the gfa compiler work with magicmac ? It give
 >> an address memory error.
 se>
 se> go to www.rgfsoft.com
 se> get his licomlib stuff, which fixes the compiler

Thanks very much, it worked 8^)

I still have problems with the interpreter tought I use ALA_CARD, what
version should I use ? Other solutions ? I can use the interpreter in single
mode only.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -5782113788452431637
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,429bc82eec89165
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-21 14:41:03 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!colt.net!newsfeed00.sul.t-online.de!
newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: "Matthias Jaap" <mjaap@t-online.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: patching GFA programs
Date: Tue, 21 Aug 2001 23:41:44 +0200
Organization: T-Online
Lines: 24
Message-ID: <9lukfkoas05$1@news.t-online.com>
References: <28256_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 998430004 05 24924 ooYuScVGSva-6 010821 21:40:04
X-Complaints-To: abuse@t-online.com

X-Sender: 320028486591-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-Mimeole: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:580

> I have an old program written in GFA basic, sources are lost and I only
need
> to intercept few routines and modify them, so can you suggest how could I
> patch the program ? I see there are a lot of pathing programs around for
> updates and fixes, so it should be possible, can anybody give tips about
what
> software to use and how to identify the exact point to intercept and then
how
> to write new code and how to stick it to the old program ????

Patching works the way that you two programs: program a (old) and b (new).
The patch generator generates a patch file which includes the difference
between these two. I've got a patch program for HomePage Penguin updates but
I think that you still need the source code. Without deep knowledge of the
assembler language it's almost impossible to write a patch program for a
program for which sources are lost.

I know of one free patch program: "Diffy/Patchy".

Greetings,
Matthias

From 1104846275293554642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,574fe2b5a7bf151c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-22 04:31:38 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!newsfeed00.sul.t-online.de!t-online.de!grolier!
club-internet!not-for-mail
From: "Yves Jannic" <yjannic@club-internet.fr>
Newsgroups: comp.sys.atari.programmer
Subject: New on atari 1040
Date: Wed, 22 Aug 2001 10:55:22 +0200
Organization: Club-Internet (France)
Lines: 11
Message-ID: <9m0552cfq2@front3.grolier.fr>
NNTP-Posting-Host: nas3-84.krt.club-internet.fr
X-Trace: front3.grolier.fr 998479842 12794 213.44.105.84 (22 Aug 2001 11:30:42
GMT)
NNTP-Posting-Date: 22 Aug 2001 11:30:42 GMT
X-Priority: 3

X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: archiver1.google.com comp.sys.atari.programmer:581

Hello
Is this forum english ?
Yesterday i 've got a 1040 stf, i would like to know what i need to learning coding on it (basic asm etc). Give me please web address where i can get informations (preferably in french).
My email yjannic@club-internet.fr
Thanks
Yves

From -5122686792352882249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,429bc82eec89165
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-22 08:20:07 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!fu-berlin.de!area.cu.mi.it!kirk.uli.it!phobos.ibnetwork.net!server-b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: patching GFA programs
Date: Wed, 22 Aug 01 17:23:26
Organization: De Petris Software Development
Lines: 27
Message-ID: <28332_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:582

In uno strano messaggio del 21 Aug 01 mjaap@t-online.de (2:333/608.1)
scrisse al povero All :
 m> Penguin updates but I think that you still need the source code. Without
 m> deep knowledge of the assembler language it's almost impossible to write
 m> a patch program for a program for which sources are lost.

I have that deep knowledge of asm, I do not have deep knowledge of how the GFA compiler produces executable, to identify various calls. The second thing is when I know the point I want to "break into" the program, what should I use to stik the code and how ? Suppose I want to add a new routing writing it in C or ASM and compiling it in a binary file, how do I correctly jump in and

out ? I guess I should attach the new code at the end of the old program and then just jump in and out at correct addresses, but what about the stack and other recommendations about GFA ?

Another way would be to disassemble all the program, maybe with TTdigger, until you obtain a working asm source and then recompile all.... can you also help about this way ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -8463436183233728314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,574fe2b5a7bf151c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-22 20:17:17 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!paloalto-snf1.gtei.net!news.gtei.net!enews.sgi.com!newshub2.rdc1.sfba.home.com!news.home.com!news3.rdc1.on.home.com.POSTED!not-for-mail
Message-ID: <3B84754E.B34F6EF5@home.com>
From: James Alexander <james-m-alexander@home.com>
X-Mailer: Mozilla 4.72 [en] (Win95; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: New on atari 1040
References: <9m0552cfq2@front3.grolier.fr>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 19
Date: Thu, 23 Aug 2001 03:17:16 GMT
NNTP-Posting-Host: 24.112.238.71
X-Complaints-To: abuse@home.net
X-Trace: news3.rdc1.on.home.com 998536636 24.112.238.71 (Wed, 22 Aug 2001 20:17:16 PDT)
NNTP-Posting-Date: Wed, 22 Aug 2001 20:17:16 PDT
Organization: Excite@Home - The Leader in Broadband http://home.com/faster
Xref: archiver1.google.com comp.sys.atari.programmer:583

Hello Yves,

Yes there is mostly english in here. but I think I've run across french groups too. the best place to find sites that cover atari programming info is just to try your favorite search engine. I have run a cross a few french sites too but forget the addresses unfortunately (I should have saved them I know but I forgot)

Yves Jannic wrote:

> Hello
> Is this forum english ?
> Yesterday i 've got a 1040 stf, i would like to know what i need to learning
> coding on it (basic asm etc). Give me please web address where i can get
> informations (preferably in french).
> My email yjannic@club-internet.fr
> Thanks
> Yves

From -6152181894533139547
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629e2b3f38db22f4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-23 01:14:48 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!newsfeed00.sul.t-online.de!t-online.de!
newscore.gigabell.net!newsfeed.hanau.net!news-fra1.dfn.de!news.man.poznan.pl!
pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Faster Falcons ;-)
Date: Thu, 23 Aug 2001 10:15:57 +0200
Organization: PWr
Lines: 19
Message-ID: <3B84BBBD.7080105@sun1000.pwr.wroc.pl>
Reply-To: kawecki@pwr.wroc.pl
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 998554487 2298 156.17.32.156 (23 Aug 2001 08:14:47
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 23 Aug 2001 08:14:47 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-GB; rv:0.9.2) Gecko/20010726
Netscape6/6.1
X-Accept-Language: en-us
Xref: archiver1.google.com comp.sys.atari.programmer:584

Hi,

Just one question.
Is there any possibility to check if my Falcon has CT1, CT2,
Afterburnen, Nemesis or any other accelerator and if it's active or not?
Routine in C would be the best solution for me of course.

--

Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 7208443592178960061
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,629e2b3f38db22f4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-23 08:16:05 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-was.dfn.de!news-lei1.dfn.de!newsfeed00.sul.t-online.de!newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: rsmac@t-online.de (Robert Schaffner)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Faster Falcons ;-)
Date: Thu, 23 Aug 2001 17:11:37 +0100
Organization: T-Online
Lines: 22
Message-ID: <1eylpt0.1uumxr1u2k7rN%rsmac@t-online.de>
References: <3B84BBBD.7080105@sun1000.pwr.wroc.pl>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 998579632 06 10241 jv9uSSgTTwABlI 010823 15:13:52
X-Complaints-To: abuse@t-online.com
X-Sender: 520048232012-0001@t-dialin.net
User-Agent: MacSOUP/D-2.4.6
Xref: archiver1.google.com comp.sys.atari.programmer:585

Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:

> Is there any possibility to check if my Falcon has CT1, CT2,
> Afterburnen, Nemesis or any other accelerator and if it's active or not?

Open the case and have a look what's up. Best way ;)

> Routine in C would be the best solution for me of course.

Sorry, i doasn't know about a routine that check these kind of
accellerators. Best way anyway (my opinion) is to made a software that
do that all. Benchmarks, Ramtest, Displaytest and some else include.

Can't remeber me to see a software that can do that.

Regards, Robert

--
-= Home of DOIT-Archives =-
_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

From -2389093973920828413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,574fe2b5a7bf151c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-23 14:18:11 PST
Message-ID: <3B857283.1E5B30F4@toast.net>
Date: Thu, 23 Aug 2001 17:15:47 -0400
From: Vincent Barrilliot <vincent@toast.net>
X-Mailer: Mozilla 4.7 [en] (X11; U; SunOS 5.6 sun4u)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: New on atari 1040
References: <9m0552cfq2@front3.grolier.fr>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: 129.6.77.98
X-Trace: news.toast.net 998601139 129.6.77.98 (23 Aug 2001 17:12:19 -0400)
Lines: 11
X-Authenticated-User: vincent
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.mathworks.com!news.join.ad.jp!Q.T.Honey!newsfeed.rim.or.jp!tokyonet.ad.jp!feed2.news.psi.net!news.toast.net
Xref: archiver1.google.com comp.sys.atari.programmer:586

Hello Yves,

Yves Jannic wrote:
> Is this forum english ?

Yes ! There is a French forum though: fr.comp.sys.atari but it's not especially dedicated to programming.
I'll write to you (I'm French...)

Vincent

From 3183129150862697488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,429bc82eec89165
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-23 14:52:25 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-

spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!Cidera!
cletus.bright.net!kali-3640-1-cs-19.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <syntax.error@line.22>
X-X-Sender: <root@Hades060>
Subject: Re: patching GFA programs
In-Reply-To: <28332_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Message-ID: <Pine.MNT.4.31.0108231345300.117-100000@Hades060>
References: <28332_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 23
Date: Thu, 23 Aug 2001 13:51:45 -0400
NNTP-Posting-Host: 216.201.36.149
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 998603545 216.201.36.149 (Thu, 23 Aug 2001 17:52:25
EDT)
NNTP-Posting-Date: Thu, 23 Aug 2001 17:52:25 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:587

On Wed, 22 Aug 2001, Mike De.Petris wrote:

> Another way would be to disassemble all the program, maybe with TTdigger,
> until you obtain a working asm source and then recompile all.... can you also
> help about this way ?

As far as I know, that is probably the only real way to do it
and it will be alot of work. Since you lost the source
you probably didn't turn on the symbol table option when
you linked it originally. I assume this is a very important
program to you if you would go to this trouble? How big
a binary are you refering to here? I'm curious. ;-)

About the interpreter in the previous msg. If you would prefer
to avoid the gfa interpreter entirely there is a solution.
It is possible to use QED or your favorite text editor to
code gfa programs.
Have a look at my web page, if it interests you just let me know.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -6843861588201478306
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629e2b3f38db22f4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-23 17:48:32 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!newsfeed.online.be!cw-insnet-peer-00!

feed.news.insnet.cw.net!peernews.cix.co.uk!news.nextra.co.uk!not-for-mail
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.programmer
Subject: Re: Faster Falcons ;-)
Date: Fri, 24 Aug 2001 00:38:43 +0000 (UTC)
Organization: Nextra UK
Lines: 35
Message-ID: <9m47mj$hp5$1@thorium.cix.co.uk>
References: <3B84BBBD.7080105@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: technetium.cix.co.uk
X-Trace: thorium.cix.co.uk 998613523 18213 194.153.0.53 (24 Aug 2001 00:38:43 GMT)
X-Complaints-To: abuse@net.nextra.co.uk
NNTP-Posting-Date: Fri, 24 Aug 2001 00:38:43 +0000 (UTC)
X-Newsreader: CixRead/CixComm
Xref: archiver1.google.com comp.sys.atari.programmer:588

In message <3B84BBBD.7080105@sun1000.pwr.wroc.pl>, kawecki@sun1000.pwr.wroc.pl
said:
>
>Just one question.
>Is there any possibility to check if my Falcon has CT1, CT2,
>Afterburnen, Nemesis or any other accelerator and if it's active or not?
>Routine in C would be the best solution for me of course.

Don't now if it can be done directly (without opening up the
machine - which may be the easiest thing to do!) but if you only
want to know whether the Falcon is accelerated, run Profile 2.22.
This will give you something starting like:

```
PROFILE v2.22 by Linnhe Computing - Mark S Baines (c) 1994, 1995, 1997

Hardware, TOS and Display
~~~~~~~~~~~~~~~~~~~~~~~~~
Machine type:                        Falcon030 computer
Central processing unit (CPU):       MC68030 (cookie jar)
Central processing unit (CPU):       MC68030 (hardware test)
CPU speed relative to 8MHz MC68000:  4.37 times (equivalent to 35 MHz)
```

and this speed varies depending on whether there is an accelerator
or not. With Nemesis on Low I get 5.62 times (45 MHz) and with
Nemesis on High 6.75 times (54 MHz).

Note that this program has a problem under MagiC - the sub-menus
don't work and crash the program. But you can see the first page
with the above info as soon as you run the program, and can output
the complete test to a file and read the details from that. The
program was shareware but is now freeware, I think.

Regards, /Peter/

From 1448740164864433621
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,629e2b3f38db22f4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-23 23:20:33 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news.man.poznan.pl!pwr.wroc.pl!
panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Faster Falcons ;-)
Date: Fri, 24 Aug 2001 08:31:51 +0200
Organization: PWr
Lines: 40
Message-ID: <3B85F4D7.9040708@sun1000.pwr.wroc.pl>
References: <3B84BBBD.7080105@sun1000.pwr.wroc.pl> <1eylpt0.1uumxr1u2k7rN%rsmac@t-
online.de>
Reply-To: kawecki@pwr.wroc.pl
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 8bit
X-Trace: panorama.wcss.wroc.pl 998634032 23244 156.17.32.156 (24 Aug 2001 06:20:32
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 24 Aug 2001 06:20:32 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-GB; rv:0.9.2) Gecko/20010726
Netscape6/6.1
X-Accept-Language: en-us
Xref: archiver1.google.com comp.sys.atari.programmer:589

>
>
>>Is there any possibility to check if my Falcon has CT1, CT2,
>>Afterburnen, Nemesis or any other accelerator and if it's active or not?
>>
>
>Open the case and have a look what's up. Best way ;)
>

Ha ha ha ;-)))
Yeah, it's the best way ;-)))

>>Routine in C would be the best solution for me of course.
>>
>
>Sorry, i doasn't know about a routine that check these kind of
>accellerators. Best way anyway (my opinion) is to made a software that
>do that all. Benchmarks, Ramtest, Displaytest and some else include.
>
>Can't remeber me to see a software that can do that.
>

Well, I'm _not_ trying to make a tester. I'm trying to make a programm, that runs different routines for different accellerators.
First I have to check if there is an accellerator and then call the different routines for different accelerators (or one routine with other parameters).
So, it makes no sens to call Profile or something else to check if there is an accellerator or not. It's simply impossible.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -4984874599787031194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629e2b3f38db22f4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-23 23:47:29 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!141.201.2.63!newshunter!cosy.sbg.ac.at!newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Faster Falcons ;-)
Date: Fri, 24 Aug 2001 08:47:54 +0200
Organization: SIEMENS AG AUSTRIA
Lines: 11
Message-ID: <3B85F89A.A030FF0D@siemens.at>
References: <3B84BBBD.7080105@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.siemens.at 998635648 13427 158.226.192.100 (24 Aug 2001 06:47:28 GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Fri, 24 Aug 2001 06:47:28 +0000 (UTC)
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:590

Rafal Kawecki wrote:

> Is there any possibility to check if my Falcon has CT1, CT2,
> Afterburnen, Nemesis or any other accelerator and if it's active or not?
> Routine in C would be the best solution for me of course.

You could try to ask that via email to newbeat@swipnet.se. Hope that
address still exists. They are the creators of "Willie" and as far
as I know "Willie" checked at least for Nemesis.

Gerhard

From 7784346615951533920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629e2b3f38db22f4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-24 00:35:59 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!194.213.69.151!news.algonet.se!newsfeed1.telenordia.se!algonet!
news.man.lodz.pl!news.man.poznan.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Faster Falcons ;-)
Date: Fri, 24 Aug 2001 09:36:10 +0200
Organization: PWr
Lines: 28
Message-ID: <3B8603EA.2020807@sun1000.pwr.wroc.pl>
References: <3B84BBBD.7080105@sun1000.pwr.wroc.pl> <3B85F89A.A030FF0D@siemens.at>
Reply-To: kawecki@pwr.wroc.pl
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 998638557 24279 156.17.32.156 (24 Aug 2001 07:35:57
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 24 Aug 2001 07:35:57 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-GB; rv:0.9.2) Gecko/20010726
Netscape6/6.1
X-Accept-Language: en-us
Xref: archiver1.google.com comp.sys.atari.programmer:591

>
>
>>Is there any possibility to check if my Falcon has CT1, CT2,
>>Afterburnen, Nemesis or any other accelerator and if it's active or not?
>>Routine in C would be the best solution for me of course.
>>
>
>You could try to ask that via email to newbeat@swipnet.se. Hope that
>address still exists. They are the creators of "Willie" and as far
>as I know "Willie" checked at least for Nemesis.
>

>Gerhard
>

Thank you very much :-)

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 7847632523132097264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46a6201403a3e048,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-24 00:38:39 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!paloalto-snf1.gtei.net!news.gtei.net!enews.sgi.com!news.xtra.co.nz!enterprise!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: True BASIC
Date: Fri, 24 Aug 2001 19:29:17 +1200
Organization: The Gluepot
Lines: 36
Message-ID: <9m501p$k3e$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-70.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 998638457 20590 131.203.242.70 (24 Aug 2001 07:34:17 GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 24 Aug 2001 07:34:17 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:592

While reading a recent computer mag, I came across the name "True Basic"

It was the name of a computer programming language and was written in the 1980s by the originators of the Basic language (John Kemeny and Thomas Kurtz)

Was there ever such a language available for the ST?

All the Basics I can recall for the ST are : ST, GFA, Power, Hisoft, First, STOS.

(I've played with "Enhanced" ST, and Hisoft/Power BAISC, but haven't seriously used Basic since I converted to using C [Megamax/Laser/Lattice] in the late 1980s)

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"F A B"

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

From 5663951895867891688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,429bc82eec89165
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-24 03:48:04 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!opentransit.net!wanadoo.fr!isdnet!
zamboni.dsnet.it!phobos.ibnetwork.net!server-b.cs.interbusiness.it!
bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: patching GFA programs
Date: Fri, 24 Aug 01 12:45:08
Organization: De Petris Software Development
Lines: 45
Message-ID: <28442_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)

Xref: archiver1.google.com comp.sys.atari.programmer:593

In uno strano messaggio del 23 Aug 01 syntax.error@line.22 (2:333/608.1)
scrisse al povero All :
 se> As far as I know, that is probably the only real way to do it
 se> and it will be alot of work. Since you lost the source

Yes I tryed yesterday and I am perfectly able to disassemble and then
recompile in a perfectly equal program. Will have a look if I can trace
routines and do some changes.

 se> you probably didn't turn on the symbol table option when
 se> you linked it originally. I assume this is a very important
 se> program to you if you would go to this trouble? How big
 se> a binary are you refering to here? I'm curious. ;-)

The program is not written by me unfortunately, it's"net2net" that I'm still
using to gateway these messages on my FTN system. The author stopped the
project when his Atari hardware had a failure and was not able to recover any
backup, just at the time he decided to pass me the sources to continue
development. One other guy restarted the project again starting from the
beginning but stopped after the first GFA listings, so I am alone, and it
seems easier to correct small things in the previous software then go on with
the new project, as my system is running for years. Another problem is not
having a debugger working in MagiCMac, having the GFA interpreter or the
PureDebugger working would speed up my development. For many things at the
moment I prefer to use VisualC and standard libraries on a PC, debug the
thing then port the source to the Atari, obviously I can't do anything about
the GEM interface, AES calls and so on.

 se> About the interpreter in the previous msg. If you would prefer
 se> to avoid the gfa interpreter entirely there is a solution.
 se> It is possible to use QED or your favorite text editor to
 se> code gfa programs.
 se> Have a look at my web page, if it interests you just let me know.

I will have a look, but the interesting part of GFA is the "live" editor
itself and the quick way to test the code before compilation.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 3047998724249803484
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46a6201403a3e048
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-08-24 09:27:23 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!Cidera!cletus.bright.net!kali-3640-1-cs-50.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <syntax.error@line.22>
X-X-Sender: <root@Hades060>
Subject: Re: True BASIC
In-Reply-To: <9m501p$k3e$1@news.comnet.co.nz>
Message-ID: <Pine.MNT.4.31.0108240824260.92-100000@Hades060>
References: <9m501p$k3e$1@news.comnet.co.nz>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 17
Date: Fri, 24 Aug 2001 08:26:41 -0400
NNTP-Posting-Host: 216.201.36.180
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 998670442 216.201.36.180 (Fri, 24 Aug 2001 12:27:22 EDT)
NNTP-Posting-Date: Fri, 24 Aug 2001 12:27:22 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:594

On Fri, 24 Aug 2001, G Swaine wrote:

> While reading a recent computer mag, I came across the name "True
> Basic"
>
> It was the name of a computer programming language and was written in
> the 1980s by the originators of the Basic language (John Kemeny and
> Thomas Kurtz)
>
> Was there ever such a language available for the ST?

I recall ads for TRUE Basic for the ST, however I never seen a
single listing or ran into anyone who has it.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

From -2346338641777126897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629e2b3f38db22f4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-24 12:02:06 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!canoe.uoregon.edu!arclight.uoregon.edu!enews.sgi.com!newsfeed.nettuno.it!server-b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Faster Falcons ;-)

Date: Fri, 24 Aug 01 12:45:10
Organization: De Petris Software Development
Lines: 20
Message-ID: <28443_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:595

In uno strano messaggio del 24 Aug 01 xlator@cix.compulink.co.uk
(2:333/608.1) scrisse al povero All :
 x> Note that this program has a problem under MagiC - the sub-menus
 x> don't work and crash the program. But you can see the first page
 x> with the above info as soon as you run the program, and can output
 x> the complete test to a file and read the details from that. The
 x> program was shareware but is now freeware, I think.

Isn't there XMEN_MGR for that ?

Is it true PROFILE v2.22 is freeware and where can you download it ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 6108997478374149482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46a6201403a3e048
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-24 12:51:10 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!uni-erlangen.de!news-nue1.dfn.de!news-
lei1.dfn.de!newsfeed00.sul.t-online.de!newsmm00.sul.t-online.com!t-online.de!
news.t-online.com!not-for-mail
From: "Matthias Jaap" <mjaap@t-online.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: True BASIC
Date: Fri, 24 Aug 2001 21:50:42 +0200
Organization: T-Online
Lines: 18
Message-ID: <9m6b3g$28o$02$1@news.t-online.com>
References: <9m501p$k3e$1@news.comnet.co.nz>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1

Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 998682545 02 2328 kB-KSYkS2AzYu 010824 19:49:05
X-Complaints-To: abuse@t-online.com
X-Sender: 320028486591-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:596

>
> Was there ever such a language available for the ST?
>
> All the Basics I can recall for the ST are : ST, GFA, Power, Hisoft,
> First, STOS.
>

Just look at atariuptodate.de for a more or less complete list of basic
languages. Don't forget CPX-Basic - it's the only basic which has been
recently updated :-)

And yes, TrueBasic was available for the ST and the Amiga.

Greetings,
Matthias

From 8326281101193853252
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629e2b3f38db22f4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-24 22:21:01 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!newsfeed.hanau.net!
newsfeed01.sul.t-online.de!newsmm00.sul.t-online.com!t-online.de!news.t-
online.com!not-for-mail
From: BMaedicke@t-online.de (Bernd Maedicke)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Faster Falcons ;-)
Date: Sat, 25 Aug 2001 07:18:13 +0200
Organization: T-Online
Lines: 9
Message-ID: <1eyoo2w.1hppfgr1lklfwgN%BMaedicke@t-online.de>
References: <28443_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 998716694 03 24755 voeKSzTGSgYJwp 010825 05:18:14
X-Complaints-To: abuse@t-online.com
X-Sender: 320084974247-0001@t-dialin.net

User-Agent: MacSOUP/D-2.4.6
Xref: archiver1.google.com comp.sys.atari.programmer:597

Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
wrote:

> Is it true PROFILE v2.22 is freeware and where can you download it ?

http://www.stsd.demon.co.uk/linnhe.html

--
Url: http://home.t-online.de/home/BMaedicke/

From -6514385516859278607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629e2b3f38db22f4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-25 09:24:50 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!192.71.180.34!newsfeed1.swip.net!swipnet!nntpserver.swip.net!
not-for-mail
From: "Peter Persson" <pepNOSPAM@mbox306.swipnet.se>
Newsgroups: comp.sys.atari.programmer
References: <3B84BBBD.7080105@sun1000.pwr.wroc.pl>
<9m47mj$hp5$1@thorium.cix.co.uk>
Subject: Re: Faster Falcons ;-)
Lines: 50
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <7jQh7.555$S5.1842@nntpserver.swip.net>
NNTP-Posting-Host: 212.151.108.22
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 998756675 212.151.108.22 (Sat, 25 Aug 2001 18:24:35
MET DST)
NNTP-Posting-Date: Sat, 25 Aug 2001 18:24:35 MET DST
Organization: A Customer of Tele2
X-Sender: s-712843@d212-151-108-22.swipnet.se
Date: Sat, 25 Aug 2001 18:20:26 +0200
Xref: archiver1.google.com comp.sys.atari.programmer:598

Hi,

Why not go for a more "general" approach?
Check CPU type (030 / 040 / 060)
Check for fastram and use it
Run simple benchmark tests on both ramtypes and CPU optimizations

Regards

/Peter Persson

<xlator@cix.compulink.co.uk> wrote in message
news:9m47mj$hp5$1@thorium.cix.co.uk...
> In message <3B84BBBD.7080105@sun1000.pwr.wroc.pl>,
kawecki@sun1000.pwr.wroc.pl said:
> >
> >Just one question.
> >Is there any possibility to check if my Falcon has CT1, CT2,
> >Afterburnen, Nemesis or any other accelerator and if it's active or not?
> >Routine in C would be the best solution for me of course.
>
> Don't now if it can be done directly (without opening up the
> machine - which may be the easiest thing to do!) but if you only
> want to know whether the Falcon is accelerated, run Profile 2.22.
> This will give you something starting like:
>
> PROFILE v2.22 by Linnhe Computing - Mark S Baines (c) 1994, 1995, 1997
>
> Hardware, TOS and Display
> ~~~~~~~~~~~~~~~~~~~~~~~~~
> Machine type: Falcon030 computer
> Central processing unit (CPU):   MC68030 (cookie jar)
> Central processing unit (CPU):   MC68030 (hardware test)
> CPU speed relative to 8MHz MC68000: 4.37 times (equivalent to 35 MHz)
>
> and this speed varies depending on whether there is an accelerator
> or not. With Nemesis on Low I get 5.62 times (45 MHz) and with
> Nemesis on High 6.75 times (54 MHz).
>
> Note that this program has a problem under MagiC - the sub-menus
> don't work and crash the program. But you can see the first page
> with the above info as soon as you run the program, and can output
> the complete test to a file and read the details from that. The
> program was shareware but is now freeware, I think.
>
> Regards, /Peter/
>
>
>

From -2178141398283274341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa57233c7a182a40
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-26 01:55:40 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!tor-nx1.netcom.ca!tor-nn1.netcom.ca.POSTED!not-for-mail
Message-ID: <3B88B951.BD11A0CB@sdf.com>
From: asdf <asdf@sdf.com>
X-Mailer: Mozilla 4.73 [en] (Win98; U)

X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Is there a C compiler for the Atari 800.
References: <de16c5ec.0108190802.2fe0b1e2@posting.google.com>
<3B804C50.2CE93F72@home.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 10
Date: Sun, 26 Aug 2001 05:54:41 -0300
NNTP-Posting-Host: 142.154.2.133
X-Complaints-To: abuse@attcanada.ca
X-Trace: tor-nn1.netcom.ca 998816126 142.154.2.133 (Sun, 26 Aug 2001 04:55:26 EDT)
NNTP-Posting-Date: Sun, 26 Aug 2001 04:55:26 EDT
Organization: AT&T Canada IES
Xref: archiver1.google.com comp.sys.atari.programmer:599

>
> sure who originally wrote it or if its available as shareware/freeware or
> not. I think there was also a shareware version called CC65? I'm not
> sure if I remember that one correct but it might be available on an ftp
> site or in someones collection.

www.cc65.org ansi c cross compiler, runs on linux/windows etc. can compile to
commodore, atari, apple...
help write some libraries!

From -6428252956537225437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b6cb2d1f27f9e90d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-26 01:59:11 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!tor-nx1.netcom.ca!tor-
nn1.netcom.ca.POSTED!not-for-mail
Message-ID: <3B88BA14.ED68B236@sdf.com>
From: asdf <asdf@sdf.com>
X-Mailer: Mozilla 4.73 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: 6502 divide
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 32
Date: Sun, 26 Aug 2001 05:57:56 -0300
NNTP-Posting-Host: 142.154.2.133
X-Complaints-To: abuse@attcanada.ca
X-Trace: tor-nn1.netcom.ca 998816336 142.154.2.133 (Sun, 26 Aug 2001 04:58:56 EDT)
NNTP-Posting-Date: Sun, 26 Aug 2001 04:58:56 EDT
Organization: AT&T Canada IES

Xref: archiver1.google.com comp.sys.atari.programmer:600

Does anyone have a fast atari 8 bit divide routine?
The best I found so far is:
---
8 bit unsigned divide

```
ldx #8
lda dividend
div cmp divisor
bcs s
sbc divisor
s rol quotient
rol
dex
bne div
```

timing in cycles:
overhead 5
"0" bit 20
"1" bit 18
range 148 to 164
average 156
unrolled, with dividend in A register, and last iteration optimized: 105

average of 14 cycles per bit.
dividend, quotient, and divisor are 8 bit values stored in zero page.
The remainder is left in A.
note: dividend/divisor must be < 2.

This person mentions two faster methods, one of which uses tables.
Any ideas?

From 7530595249478781823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629e2b3f38db22f4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-26 12:59:02 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsxfer.eecs.umich.edu!enews.sgi.com!newsfeed.nettuno.it!server-b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Faster Falcons ;-)
Date: Sun, 26 Aug 01 22:00:06
Organization: De Petris Software Development
Lines: 19
Message-ID: <28584_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it

NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:601

In uno strano messaggio del 25 Aug 01 BMaedicke@t-online.de (2:333/608.1)
scrisse al povero All :
 >> Is it true PROFILE v2.22 is freeware and where can you download it ?
 B>
 B> http://www.stsd.demon.co.uk/linnhe.html

Thank, found and clearly stated it is _shareware_ and that it needs a key
code.

So what ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -4823261966270029130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629e2b3f38db22f4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-26 23:35:51 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!newsfeed00.sul.t-online.de!t-online.de!
newscore.gigabell.net!newsfeed.hanau.net!news-fra1.dfn.de!news.man.poznan.pl!
pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Faster Falcons ;-)
Date: Mon, 27 Aug 2001 08:36:18 +0200
Organization: PWr
Lines: 36
Message-ID: <3B89EA61.3040607@sun1000.pwr.wroc.pl>
References: <3B84BBBD.7080105@sun1000.pwr.wroc.pl>
<9m47mj$hp5$1@thorium.cix.co.uk> <7jQh7.555$S5.1842@nntpserver.swip.net>
Reply-To: kawecki@pwr.wroc.pl
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 998894151 18198 156.17.32.156 (27 Aug 2001 06:35:51
GMT)

X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 27 Aug 2001 06:35:51 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-GB; rv:0.9.2) Gecko/20010726
Netscape6/6.1
X-Accept-Language: en-us
Xref: archiver1.google.com comp.sys.atari.programmer:602

>
>
>Why not go for a more "general" approach?
>Check CPU type (030 / 040 / 060)
>

This is a good idea :-)

>Check for fastram and use it
>

Well, it's also possible :-)

>Run simple benchmark tests on both ramtypes and CPU optimizations
>

I don't want to make any program, that tests the speed. I need to know
if there is or not an accellerator.
So, the idea with checking for CPU and FastRAM is very good.
But there are also such accelerators like Phantom, that don't gives
either new CPU or fastram...

--
Pozdrawiam

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 815999182194940850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa57233c7a182a40
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-27 21:50:03 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!news-out.nibble.net!news-in.nibble.net!newsfeed.direct.ca!
look.ca!newshub2.rdc1.sfba.home.com!news.home.com!

news1.denver1.co.home.com.POSTED!not-for-mail
Message-ID: <3B8B22C3.CD484E7C@NOSPAMhome.com>
From: james <jamesrfr@NOSPAMhome.com>
Organization: none
X-Mailer: Mozilla 4.76 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Is there a C compiler for the Atari 800.
References: <de16c5ec.0108190802.2fe0b1e2@posting.google.com>
<3B804C50.2CE93F72@home.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 7
Date: Tue, 28 Aug 2001 04:50:02 GMT
NNTP-Posting-Host: 24.21.138.52
X-Complaints-To: abuse@home.net
X-Trace: news1.denver1.co.home.com 998974202 24.21.138.52 (Mon, 27 Aug 2001
21:50:02 PDT)
NNTP-Posting-Date: Mon, 27 Aug 2001 21:50:02 PDT
Xref: archiver1.google.com comp.sys.atari.programmer:603

James Alexander wrote:
> sale just before antic publishing went bust in the early 90's.
> I'm not sure who originally wrote it or if its available as
> shareware/freeware or

Wasn't that written by Matt Dillon, of Chameleon terminal emulator
fame?

From -1010745226426572710
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-28 09:00:32 PST
Path: archiver1.google.com!news2.google.com!postnews1.google.com!not-for-mail
From: john@jrcc.net (Jheitmuller)
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Looking for ideas for an Atari 8bit Assembler programming project
Date: 28 Aug 2001 09:00:32 -0700
Organization: http://groups.google.com/
Lines: 18
Message-ID: <de16c5ec.0108280800.43befc38@posting.google.com>
NNTP-Posting-Host: 24.30.251.101
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 999014432 14905 127.0.0.1 (28 Aug 2001 16:00:32 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 28 Aug 2001 16:00:32 GMT
Xref: archiver1.google.com comp.sys.atari.8bit:7938 comp.sys.atari.programmer:604

Hi,

I am looking for ideas for a challenging Atari 8-bit assembler programming project. I would like to write something that would be useful to a lot of 8-bit users. Is there something out there that would genuinely be useful, but has been just too tough a nut to crack for anyone to take the effort?

I have about a year of x86 assembler experience and 14+ years of C/C++ experience on the PC platform. I can handle difficult complex programming projects.

I am new to Atari 8-bit computers. As a hobby I have recently started piecing together the Atari system I always wanted has a teenager. I have been having a lot of fun with games, but now I want to start exploring the Atari at a programming level.

8-)
John
john@jrcc.net

From 5114571963467057778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-28 10:35:18 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.direct.ca!look.ca!newsfeed1.earthlink.net!newsfeed.earthlink.net!newsmaster1.prod.itd.earthlink.net!newsread2.prod.itd.earthlink.net.POSTED!not-for-mail
From: "Ron Hamilton" <ronandjudyh@earthlink.net>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
References: <de16c5ec.0108280800.43befc38@posting.google.com>
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
Lines: 21
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Message-ID: <QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net>
Date: Tue, 28 Aug 2001 17:35:44 GMT
NNTP-Posting-Host: 65.227.200.109
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread2.prod.itd.earthlink.net 999020144 65.227.200.109 (Tue, 28 Aug 2001 10:35:44 PDT)
NNTP-Posting-Date: Tue, 28 Aug 2001 10:35:44 PDT
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-Received-Date: Tue, 28 Aug 2001 10:32:15 PDT (newsmaster1.prod.itd.earthlink.net)
Xref: archiver1.google.com comp.sys.atari.8bit:7939 comp.sys.atari.programmer:605

You might consider the MyDos utilities that Andreas requested a couple of
weeks back; it's definitely big and challenging.

"Jheitmuller" <john@jrcc.net> wrote in message:
> Hi,
>
> I am looking for ideas for a challenging Atari 8-bit assembler
> programming project. I would like to write something that would be
> useful to a lot of 8-bit users. Is there something out there that
> would genuinely be useful, but has been just too tough a nut to crack
> for anyone to take the effort?
> I have about a year of x86 assembler experience and 14+ years
> of C/C++ experience on the PC platform. I can handle difficult
> complex programming projects.
> I am new to Atari 8-bit computers. As a hobby I have recently
> started piecing together the Atari system I always wanted has a
> teenager. I have been having a lot of fun with games, but now I want
> to start exploring the Atari at a programming level.

From -1912684645571452511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-08-28 11:45:35 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!Cidera!news100.world-online.no!news100.world-online.no!news01.chello.no!not-for-mail
From: "Vidar Olavesen" <olavese@online.no>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
References: <de16c5ec.0108280800.43befc38@posting.google.com>
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
Lines: 24
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Message-ID: <8FRi7.3075$5R2.643350@news01.chello.no>
Date: Tue, 28 Aug 2001 18:45:24 GMT
NNTP-Posting-Host: 213.46.214.63
X-Complaints-To: abuse@chello.no
X-Trace: news01.chello.no 999024324 213.46.214.63 (Tue, 28 Aug 2001 20:45:24 MET DST)
NNTP-Posting-Date: Tue, 28 Aug 2001 20:45:24 MET DST
Organization: chello broadband Norway
Xref: archiver1.google.com comp.sys.atari.8bit:7940 comp.sys.atari.programmer:606

A web browser perhaps ?

"Jheitmuller" <john@jrcc.net> skrev i melding
news:de16c5ec.0108280800.43befc38@posting.google.com...
> Hi,
>
> I am looking for ideas for a challenging Atari 8-bit assembler
> programming project. I would like to write something that would be
> useful to a lot of 8-bit users. Is there something out there that
> would genuinely be useful, but has been just too tough a nut to crack
> for anyone to take the effort?
> I have about a year of x86 assembler experience and 14+ years
> of C/C++ experience on the PC platform. I can handle difficult
> complex programming projects.
> I am new to Atari 8-bit computers. As a hobby I have recently
> started piecing together the Atari system I always wanted has a
> teenager. I have been having a lot of fun with games, but now I want
> to start exploring the Atari at a programming level.
>
> 8-)
> John
> john@jrcc.net

From -1202821697665742203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f5ef30275889cba,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-28 15:36:53 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.mathworks.com!portc01.blue.aol.com!audrey04.news.aol.com!not-for-mail
Lines: 7
X-Admin: news@aol.com
From: kweires@aol.com (Kweires)
Newsgroups: comp.sys.atari.programmer
Date: 28 Aug 2001 22:36:38 GMT
Organization: AOL Bertelsmann Online GmbH & Co. KG http://www.germany.aol.com
Subject: Omikron Basic
Message-ID: <20010828183638.25613.00000976@mb-cm.aol.com>
Xref: archiver1.google.com comp.sys.atari.programmer:607

Hello,

I'am searching for the Omikron Basic Compiler 3.x, the actual version 5.x seems to work only with 4 MB machines.
Where can I get the Compiler 3.x ?

Klaus Weires

From 1920279746088732917

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-28 17:29:51 PST
Path: archiver1.google.com!newsfeed.google.com!postnews1.google.com!not-for-mail
From: john@jrcc.net (Jheitmuller)
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
Date: 28 Aug 2001 17:29:50 -0700
Organization: http://groups.google.com/
Lines: 27
Message-ID: <de16c5ec.0108281629.356c97a3@posting.google.com>
References: <de16c5ec.0108280800.43befc38@posting.google.com>
<QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net>
NNTP-Posting-Host: 165.247.64.164
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 999044990 23925 127.0.0.1 (29 Aug 2001 00:29:50 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 29 Aug 2001 00:29:50 GMT
Xref: archiver1.google.com comp.sys.atari.8bit:7943 comp.sys.atari.programmer:608

Ron,

I checked out Andreas's MyDos posting. That looks like a realy good idea. Thanks for the imput.

Thanks,
John

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message news:<QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net>...
> You might consider the MyDos utilities that Andreas requested a couple of
> weeks back; it's definitely big and challenging.
>
> "Jheitmuller" <john@jrcc.net> wrote in message:
> > Hi,
> >
> > I am looking for ideas for a challenging Atari 8-bit assembler
> > programming project. I would like to write something that would be
> > useful to a lot of 8-bit users. Is there something out there that
> > would genuinely be useful, but has been just too tough a nut to crack
> > for anyone to take the effort?
> > I have about a year of x86 assembler experience and 14+ years
> > of C/C++ experience on the PC platform. I can handle difficult
> > complex programming projects.
> > I am new to Atari 8-bit computers. As a hobby I have recently
> > started piecing together the Atari system I always wanted has a
> > teenager. I have been having a lot of fun with games, but now I want
> > to start exploring the Atari at a programming level.

From -879187020435258121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-28 23:05:04 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!nntp.abs.net!uunet!dca.uu.net!news-feed.netvision.net.il!194.90.1.15.MISMATCH!news!not-for-mail
From: "news.netvision.net.il" <ndary@bigfoot.com>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
Date: Wed, 29 Aug 2001 08:24:54 +0200
Organization: NetVision Israel
Lines: 29
Message-ID: <9mhucovk1@news.netvision.net.il>
References: <de16c5ec.0108280800.43befc38@posting.google.com>
<QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net>
NNTP-Posting-Host: 194.90.211.98
X-Trace: news.netvision.net.il 999062744 1012 194.90.211.98 (29 Aug 2001 05:25:44 GMT)
X-Complaints-To: abuse@netvision.net.il
NNTP-Posting-Date: 29 Aug 2001 05:25:44 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2479.0006
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2479.0006
Xref: archiver1.google.com comp.sys.atari.8bit:7944 comp.sys.atari.programmer:609

What About TCP/IP, Dailup & Browser utilities for the ATARI???

Nir

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
news:QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net...
> You might consider the MyDos utilities that Andreas requested a couple of
> weeks back; it's definitely big and challenging.
>
> "Jheitmuller" <john@jrcc.net> wrote in message:
> > Hi,
> >
> > I am looking for ideas for a challenging Atari 8-bit assembler
> > programming project. I would like to write something that would be
> > useful to a lot of 8-bit users. Is there something out there that
> > would genuinely be useful, but has been just too tough a nut to crack
> > for anyone to take the effort?
> >   I have about a year of x86 assembler experience and 14+ years
> > of C/C++ experience on the PC platform. I can handle difficult
> > complex programming projects.
> > I am new to Atari 8-bit computers. As a hobby I have recently
> > started piecing together the Atari system I always wanted has a

> > teenager. I have been having a lot of fun with games, but now I want
> > to start exploring the Atari at a programming level.
>
>
>

From -5621326412858890822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-29 11:33:01 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!feed2.news.rcn.net!feed1.news.rcn.net!rcn!not-for-mail
From: Liam Busey <buseyl@yahoo.com>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
Date: Wed, 29 Aug 2001 04:19:30 -0400
Lines: 9
Message-ID: <9mjcfb$e53$2@bob.news.rcn.net>
References: <de16c5ec.0108280800.43befc38@posting.google.com>
<QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net>
<9mhucovk1@news.netvision.net.il>
Reply-To: buseyl@yahoo.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: UmFuZG9tSVbjtsnfp53ELfRre2TB+LMK4NoJsj5m7zPNf7yQc3QRaoo/eU8FYWep
X-Complaints-To: abuse@rcn.com
NNTP-Posting-Date: 29 Aug 2001 18:32:11 GMT
X-Mailer: Mozilla 3.0C-NC320 (Win95; I)
Xref: archiver1.google.com comp.sys.atari.8bit:7948 comp.sys.atari.programmer:610

news.netvision.net.il wrote:
>
> What About TCP/IP, Dailup & Browser utilities for the ATARI???
>

Telnet would be great. It's a key to all the other services.

Liam Busey

From 7582752432296907085
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22625f7fed4f99d6,start
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-08-29 14:34:11 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!btnet-peer1!btnet-feed5!btnet!mendelevium.btinternet.com!not-for-mail
From: "coriolis" <coriolis@tesco.net>
Newsgroups: comp.sys.atari.programmer
Subject: Atari stuff clearout
Date: Wed, 29 Aug 2001 22:33:21 +0100
Organization: Tesco ISP
Lines: 42
Message-ID: <9mjmpp$b8n$1@epos.tesco.net>
NNTP-Posting-Host: dialup.62-172-20-248.tesco.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Xref: archiver1.google.com comp.sys.atari.programmer:611

Hi

Sadly, after many years I have finally got to the point of clearing out my old Atari ST/Falcon stuff. Anyone interested in the following stuff then its yours free

Inshape 3D modeller
Hisoft Devpac DSP
1st Word+
CAB
Hisoft Devpac 3
Personal Finance Manager, MasterCAD, 3D Calc - Michtron
Prospero C Development Toolkit
Technobox Drafter
Twist 2
AtariWorks
Family Roots
LDW Power
Hisoft Basic 2
Calligrapher Gold
Interface 2
FaceValue

Books

Atari ST Machine Language - Abacus
ST BAsic to C - Abacus
Introduction Atari ST Machine Code
The Atari Compendium
Modern Atari System software
Programmers ref manual 68000 - Motorola
DSP56000/56001 Users Manual - Motorola
Atari ST Review 1-12 bound
Loads of ST mags - ST Format, etc c/w cover disks

Regards

Robert Casey, Manchester UK

From 2120197212688924375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-30 06:34:10 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!feed.news.nacamar.de!news.nacamar.de!not-for-
mail
From: "Mirko Sobe" <atarixle@12move.de>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
Date: Tue, 28 Aug 2001 22:27:57 +0200
Organization: Tiscali / Nacamar
Lines: 27
Message-ID: <9mlfch$31b0$1@wrath.news.nacamar.de>
References: <de16c5ec.0108280800.43befc38@posting.google.com>
NNTP-Posting-Host: dialin-port12756.access.nacamar.de
X-Trace: wrath.news.nacamar.de 999178449 99680 62.27.206.211 (30 Aug 2001 13:34:09
GMT)
X-Complaints-To: abuse@nacamar.de
NNTP-Posting-Date: 30 Aug 2001 13:34:09 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.8bit:7970 comp.sys.atari.programmer:612

an 100% in machine-code written version of the BOSS-X-GUI would be
usefull...

Mirko

"Jheitmuller" <john@jrcc.net> schrieb im Newsbeitrag
news:de16c5ec.0108280800.43befc38@posting.google.com...
> Hi,
>
> I am looking for ideas for a challenging Atari 8-bit assembler
> programming project. I would like to write something that would be
> useful to a lot of 8-bit users. Is there something out there that
> would genuinely be useful, but has been just too tough a nut to crack
> for anyone to take the effort?
> I have about a year of x86 assembler experience and 14+ years

> of C/C++ experience on the PC platform. I can handle difficult
> complex programming projects.
> I am new to Atari 8-bit computers. As a hobby I have recently
> started piecing together the Atari system I always wanted has a
> teenager. I have been having a lot of fun with games, but now I want
> to start exploring the Atari at a programming level.
>
> 8-)
> John
> john@jrcc.net

From 8613011734546546795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6fd87cbc23cf4944,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,6fd87cbc23cf4944,start
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-08-30 17:17:53 PST
Path: archiver1.google.com!newsfeed.google.com!postnews1.google.com!not-for-mail
From: john@jrcc.net (Jheitmuller)
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Can someone post a “Hello World” assembler listing?
Date: 30 Aug 2001 17:17:53 -0700
Organization: http://groups.google.com/
Lines: 14
Message-ID: <de16c5ec.0108301617.79061b87@posting.google.com>
NNTP-Posting-Host: 165.247.67.69
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 999217073 2303 127.0.0.1 (31 Aug 2001 00:17:53 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 31 Aug 2001 00:17:53 GMT
Xref: archiver1.google.com comp.sys.atari.8bit:7986 comp.sys.atari.programmer:613

Hi,

I just started working with the Atari Macro Assembler and the Atari Program-Text Editor. I am new to Atari Assembler. Every time I try to assemble my test source file I get an error on every line. Obviously, I'm missing a concept somewhere 8-).

If someone could post a simple hello world source listing it would help me a lot. I could at least know that the source code was correct and focus on the mechanics of the assembler.

Thanks,
John
john@jrcc.net

From 4853461137775079760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-31 07:47:42 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!Cidera!news.sisna.com!not-for-mail
Message-ID: <3B8FA6E4.B944DDA6@sisna.com>
From: Bob Klaas <bobkla19@sisna.com>
Reply-To: bobkla19@sisna.com
Organization: K-Products
X-Mailer: Mozilla 4.51 [en]C-CCK-MCD (Win95; I)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
References: <de16c5ec.0108280800.43befc38@posting.google.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 5
Date: Fri, 31 Aug 2001 09:01:57 -0600
NNTP-Posting-Host: 216.190.11.6
X-Complaints-To: newsabuse@ikano.com
X-Trace: news.sisna.com 999269260 216.190.11.6 (Fri, 31 Aug 2001 08:47:40 MDT)
NNTP-Posting-Date: Fri, 31 Aug 2001 08:47:40 MDT
X-Received-Date: Fri, 31 Aug 2001 08:47:40 MDT (news.sisna.com)
Xref: archiver1.google.com comp.sys.atari.8bit:8001 comp.sys.atari.programmer:614

Contact me off this site, I have a program you may be interested in
perusing.

bob

From -4808119409842959291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-31 08:40:45 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news.Uni-Mainz.DE!not-for-mail
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
Date: Fri, 31 Aug 2001 17:40:24 +0200
Organization: Zentrum =?iso-8859-1?Q?f=FCr?= Datenverarbeitung -
    =?iso-8859-1?Q?Universit=E4t?= Mainz

Lines: 24
Message-ID: <3B8FAFE8.8ADD704D@mail.uni-mainz.de>
References: <de16c5ec.0108280800.43befc38@posting.google.com>
<QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net>
Reply-To: magea000@mail.uni-mainz.de
NNTP-Posting-Host: zdvk219.zdv.uni-mainz.de
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: bambi.zdv.Uni-Mainz.DE 999272424 29277 134.93.183.89 (31 Aug 2001
15:40:24 GMT)
X-Complaints-To: usenet@mail.uni-mainz.de
NNTP-Posting-Date: 31 Aug 2001 15:40:24 GMT
X-Mailer: Mozilla 4.7 [de]C-CCK-MCD (WinNT; U)
X-Accept-Language: en,de
Xref: archiver1.google.com comp.sys.atari.8bit:8010 comp.sys.atari.programmer:615

Yep,
help me (help us), if you can !! Greetings, Andreas.

Ron Hamilton schrieb:
>
> You might consider the MyDos utilities that Andreas requested a couple of
> weeks back; it's definitely big and challenging.
>
> "Jheitmuller" <john@jrcc.net> wrote in message:
> > Hi,
> >
> > I am looking for ideas for a challenging Atari 8-bit assembler
> > programming project. I would like to write something that would be
> > useful to a lot of 8-bit users. Is there something out there that
> > would genuinely be useful, but has been just too tough a nut to crack
> > for anyone to take the effort?
> >   I have about a year of x86 assembler experience and 14+ years
> > of C/C++ experience on the PC platform. I can handle difficult
> > complex programming projects.
> > I am new to Atari 8-bit computers. As a hobby I have recently
> > started piecing together the Atari system I always wanted has a
> > teenager. I have been having a lot of fun with games, but now I want
> > to start exploring the Atari at a programming level.

From -6010626254498525916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,34906ece125dc59f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-01 15:42:10 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!feed2.news.rcn.net!rcn!
newsfeed1.earthlink.net!newsfeed2.earthlink.net!newsfeed.earthlink.net!
news.mindspring.net!not-for-mail
From: paradox38 <paradox38@!hotmail.com>

Newsgroups: comp.sys.atari.programmer
Subject: eproms
Date: Sat, 01 Sep 2001 18:40:50 -0400
Organization: MindSpring Enterprises
Lines: 8
Message-ID: <avo2ptcmedsapav9nglee0gj1m1s5gg2hn@4ax.com>
NNTP-Posting-Host: 04.2b.e1.b8
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Server-Date: 1 Sep 2001 22:41:54 GMT
X-Newsreader: Forte Agent 1.8/32.548
Xref: archiver1.google.com comp.sys.atari.programmer:616

I dug out an old eprom programmer, and it was used on an Atari 1040
Mega ST, but have not had the atari for quite a while, I know that it
was made for the parallel port, and the box indicated Atari, Mac, or
the PC. I was wondering If anyones knows where I can get the software
for the pc, the burner is labled a by Hippotamus Software Inc. which I
don't believe it exist anymore, any ideas? or help?

Thanks

From -6055290106103846038
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,34906ece125dc59f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-01 15:51:06 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!howland.erols.net!ix.netcom.com!
news.mindspring.net!not-for-mail
From: paradox38 <paradox38@!hotmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: eproms
Date: Sat, 01 Sep 2001 18:49:28 -0400
Organization: MindSpring Enterprises
Lines: 9
Message-ID: <tvm2ptg0i9qq3hj3ri7041gvnlcbckl61e@4ax.com>
NNTP-Posting-Host: 04.2b.e1.b8
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Server-Date: 1 Sep 2001 22:50:31 GMT
X-Newsreader: Forte Agent 1.8/32.548
Xref: archiver1.google.com comp.sys.atari.programmer:617

I dug out an old eprom programmer, and it was used on an Atari 1040
Mega ST, but have not had the atari for quite a while, I know that it
was made for the parallel port, and the box indicated Atari, Mac, or
the PC. I was wondering If anyones knows where I can get the software
for the pc, the burner is labled a by Hippotamus Software Inc. which I
don't believe it exist anymore, any ideas? or help?

Thanks

From -7501221030710657903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3e262ec046041a26,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,3e262ec046041a26,start
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1115ce,3e262ec046041a26,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,3e262ec046041a26,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,3e262ec046041a26,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2001-09-01 21:21:45 PST
From: "Steve Sweet" <steve-sweet@lineone.net>
Newsgroups:
comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,com
p.sys.atari.programmer
Subject: Hello
Date: Thu, 30 Aug 2001 23:03:01 +0100
Lines: 13
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
NNTP-Posting-Host: host213-123-65-71.dialup.lineone.co.uk
Message-ID: <3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com>
X-Trace: 30 Aug 2001 23:16:59 +0100, host213-123-65-71.dialup.lineone.co.uk
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!dispose.news.demon.net!demon!mk-
nntp-1.news.uk.worldonline.com!host213-123-65-71.dialup.lineone.co.uk
Xref: archiver1.google.com comp.sys.atari.st:15490 comp.sys.atari.st.tech:2066
comp.sys.atari.programmer:618

Hi Guy's

Has the traffic in here died off or has my feed died, again.

What message flow do you see. My IP is in the midst of 'improvements' and
that usually is a call for me to find another IP!!.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -7622557625365703026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e262ec046041a26
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-02 07:34:43 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com>
Subject: Re: Hello
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 30
Message-ID: <7srk7.93$aw3.93489@newsfeed.slurp.net>
Date: Sun, 02 Sep 2001 14:34:43 GMT
NNTP-Posting-Host: 208.141.202.25
X-Trace: newsfeed.slurp.net 999441283 208.141.202.25 (Sun, 02 Sep 2001 09:34:43 CDT)
NNTP-Posting-Date: Sun, 02 Sep 2001 09:34:43 CDT
Xref: archiver1.google.com comp.sys.atari.programmer:619

On 30 Aug 2001 23:03:01 , "Steve Sweet" wrote:
>Hi Guy's
>
>Has the traffic in here died off or has my feed died, again.
>
>What message flow do you see. My IP is in the midst of 'improvements' and
>that usually is a call for me to find another IP!!.
>
>
>--
>   Regards from STEve & his nice warm cosy PAK'd MegaSTE.
>* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Been ok to me. Sometimes it slows down alittle, but picks up later on.
Right now it is holliday time. I have relatives coming over and
problably will not be on the computer again till Tuesday...

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 2124801402868618712
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-03 14:17:04 PST
Path: archiver1.google.com!news2.google.com!newsfeed.google.com!
newsfeed.stanford.edu!news.uchicago.edu!newsswitch.lcs.mit.edu!howland.erols.net!
feed2.news.rcn.net!rcn!dca6-feed2.news.digex.net!jfk3-feed1.news.digex.net!
intermedia!tor-nx1.netcom.ca!tor-nn1.netcom.ca.POSTED!not-for-mail
Message-ID: <3B93F0C4.5C987838@home.net>
From: me <me@home.net>
X-Mailer: Mozilla 4.77 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
References: <de16c5ec.0108280800.43befc38@posting.google.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 59
Date: Mon, 03 Sep 2001 18:06:12 -0300
NNTP-Posting-Host: 142.154.0.183
X-Complaints-To: abuse@attcanada.ca
X-Trace: tor-nn1.netcom.ca 999551240 142.154.0.183 (Mon, 03 Sep 2001 17:07:20 EDT)
NNTP-Posting-Date: Mon, 03 Sep 2001 17:07:20 EDT
Organization: AT&T Canada IES
Xref: archiver1.google.com comp.sys.atari.8bit:8049 comp.sys.atari.programmer:620

Jheitmuller wrote:

> Hi,
>
> I am looking for ideas for a challenging Atari 8-bit assembler
> programming project.

I think it would be really useful to make a library of useful routines,
like disk i/o, setup graphics mode, plot, return model #, cpu speed, fetch
ram pages (including several K amounts of continuous memory), extended and
expanded memory accessed (that is, dma based and i/o page based), sound
access, keyboard read, joystick read, and zero page location request
(again, request several zp in a row).
the reason I say this is cross model and platform compatibility, which can
lead to a C standard library for the cc65.org compiler so that you can
make a nice project and all 8bitters can use it. There are so few 6502
programmers left that we have to gather the strengths of all 8 bit
platforms to proceed as a community.
Just my idea.
I can tell you for sure we would need:

fetchkeyraw - return raw keycode for this machine (atari ascii or whatever)
raw2ascii - convert (as closely as possible) atari ascii to standard ascii

raw2xtra - convert atascii to some kind of standardized extra keys, like F keys which commodore/atari have, cursor keys, etc.
getpage - reserve 256 bytes of memory anywhere and return pointer like $60 means $6000-$60ff
getpages - get N pages continuous (for those who need 1k tables etc.)
getfar - read ram under rom, or ram expansions etc
storefar
howmanyjoy - return # joysticks
readjoyN - read a joystick
readpaddleN - read paddle
writefile - open a standard temp file - call it anything - and close it
readfile - read the file back (can be used as bare minimum to save prefs, highscores etc.)
should save an area of memory, save as 8bit bytes
cpuspeed - return cpu speed in cycles/sec
settimer - start a cycle timer if possible
stoptimer
settimeraddress - where the interrupt starts exectuing
getzp

This is nothing fancy but I know from experience that the bare minimum of routines to make any decent program is access to memory #1, access to timers and input/output, then files, then sound (sound is probalby not essential for most things).
Text modes can be almost exactly the same on good enough platforms - comoodore/atari can have 40x25 text screen, and 80 column text screen can be simulated with this (or real 80 column for commodre 128).
Bare minimum graphics are also compatible, saw black plotting on white in 320x200, this is enough for graphs and so on, but I don't expect this to be amultiplatform gaming thing - though even games can make use of standard joystick/paddle/keyboard/ram access.

From -6301985730452267298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-04 05:57:00 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: john@jrcc.net (Jheitmuller)
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
Date: 4 Sep 2001 05:57:00 -0700
Organization: http://groups.google.com/
Lines: 27

Message-ID: <de16c5ec.0109040457.4de8da48@posting.google.com>
References: <de16c5ec.0108280800.43befc38@posting.google.com>
<3B93F0C4.5C987838@home.net>
NNTP-Posting-Host: 24.30.251.101
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 999608220 19536 127.0.0.1 (4 Sep 2001 12:57:00 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 4 Sep 2001 12:57:00 GMT
Xref: archiver1.google.com comp.sys.atari.8bit:8062 comp.sys.atari.programmer:621

Hi,

Thanks, for taking the time to respond to my posting. I really like your idea of a 6502 assembler library. That will let me start with simple objectives and build from there. I have to admit; I have found the Atari 6502 platform a little more difficult to pick up than I had first thought. There are some incredibly powerful assembly tools for the Intel x86 platform that just do not exist on the 6502 platform. However, I have had a few small successes.

I can tell I am farther from tackling a big project than I thought. But, I am undeterred. There is a certain technical aesthetic artistic and historic quality to these machines that I really enjoy.

Anyway, I think the idea of starting small and building a foundation library is a good idea. That is how I plan to proceed at this point.

Thanks,
John

me <me@home.net> wrote in message news:<3B93F0C4.5C987838@home.net>...
> I think it would be really useful to make a library of useful routines,
> like disk i/o, setup graphics mode, plot, return model #, cpu speed, fetch
> ram pages (including several K amounts of continuous memory), extended and
> expanded memory accessed (that is, dma based and i/o page based), sound
> access, keyboard read, joystick read, and zero page location request
> (again, request several zp in a row).

From -1423078419856004030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-04 09:52:01 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!tor-nx1.netcom.ca!tor-nn1.netcom.ca.POSTED!not-for-mail
Message-ID: <3B950634.FF24307B@home.net>
From: me <me@home.net>
X-Mailer: Mozilla 4.77 [en] (Win98; U)

X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
References: <de16c5ec.0108280800.43befc38@posting.google.com>
<3B93F0C4.5C987838@home.net> <de16c5ec.0109040457.4de8da48@posting.google.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 28
Date: Tue, 04 Sep 2001 13:49:56 -0300
NNTP-Posting-Host: 142.154.0.78
X-Complaints-To: abuse@attcanada.ca
X-Trace: tor-nn1.netcom.ca 999622310 142.154.0.78 (Tue, 04 Sep 2001 12:51:50 EDT)
NNTP-Posting-Date: Tue, 04 Sep 2001 12:51:50 EDT
Organization: AT&T Canada IES
Xref: archiver1.google.com comp.sys.atari.8bit:8066 comp.sys.atari.programmer:622

Jheitmuller wrote:

> Hi,
>
> Thanks, for taking the time to respond to my posting. I really
> like your idea of a 6502 assembler library.

--
Glad you like it - but, there are some powerful 6502 assemblers, one's even called MASM :) I heard one called ACE by a commodore guy is good, of course you can use it for any 6502. There's an assembler that comes with the C compiler at www.cc65.org as well. All the usual like macros, conditional assembly etc. are available. You should realize also that you can actually count cycles on a 6502 without worrying about cache hits :)
All legal instructions are 2-7 cycles, but most are 2-5. Be aware that accesses to the lower 256 bytes of ram are one cycle faster, and also that's the only place you can store pointers for indirect addressing modes.
Usually it's faster to use absolute mode, to clear ram use sta $1000,y:iny:bne loop
instead of lda #$10:sta $03:ldy #0:sty $02:sta ($03),y:iny:bne loop
or even sta $1000,y:sta $1080,y:iny:bpl loop
If you have any questions about learning 6502 plz post.
good luck
ps if you start writing and then post your code, I can help you optimize it then you can learn some tricks from our land.

From 2831044022172360375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3e262ec046041a26
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,3e262ec046041a26
X-Google-Attributes: gid114bf5,public

X-Google-Thread: 1115ce,3e262ec046041a26
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,3e262ec046041a26
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,3e262ec046041a26
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2001-09-04 13:01:14 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!newspeer.highwayone.net!
diablo.theplanet.net!news.theplanet.net!not-for-mail
From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Newsgroups:
comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,com
p.sys.atari.programmer
Subject: Re: Hello
Date: Tue, 4 Sep 2001 21:02:05 +0100
Lines: 25
Message-ID: <9n3bu6$ie3$2@news5.svr.pol.co.uk>
References: <3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com>
NNTP-Posting-Host: modem-533.alakazam.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain;
     charset="Windows-1252"
Content-Transfer-Encoding: 7bit
X-Trace: news5.svr.pol.co.uk 999633670 18883 217.135.13.21 (4 Sep 2001 20:01:10
GMT)
NNTP-Posting-Date: 4 Sep 2001 20:01:10 GMT
X-Complaints-To: abuse@theplanet.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.st:15544 comp.sys.atari.st.tech:2085
comp.sys.atari.programmer:624

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com...
> Hi Guy's
>
> Has the traffic in here died off or has my feed died, again.
>
> What message flow do you see. My IP is in the midst of 'improvements' and
> that usually is a call for me to find another IP!!.

Hmm ... when I posted the reply I noticed that Freeserve did not recognise
two newsgroups in your header:

comp.sys.atari
comp.sys.atari.st.misc

... they are not available here.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

From -7408578092681915459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3e262ec046041a26
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,3e262ec046041a26
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1115ce,3e262ec046041a26
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,3e262ec046041a26
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,3e262ec046041a26
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2001-09-04 13:01:14 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!194.42.224.136!diablo.netcom.net.uk!netcom.net.uk!news-hub.cableinet.net!blueyonder!diablo.theplanet.net!news.theplanet.net!not-for-mail
From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Newsgroups: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer
Subject: Re: Hello
Date: Tue, 4 Sep 2001 20:59:24 +0100
Lines: 19
Message-ID: <9n3bu5$ie3$1@news5.svr.pol.co.uk>
References: <3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com>
NNTP-Posting-Host: modem-533.alakazam.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain;
     charset="Windows-1252"
Content-Transfer-Encoding: 7bit
X-Trace: news5.svr.pol.co.uk 999633669 18883 217.135.13.21 (4 Sep 2001 20:01:09 GMT)
NNTP-Posting-Date: 4 Sep 2001 20:01:09 GMT
X-Complaints-To: abuse@theplanet.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.st:15543 comp.sys.atari.st.tech:2084 comp.sys.atari.programmer:623

"Steve Sweet" <steve-sweet@lineone.net> wrote in message news:3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com...

> Hi Guy's
>
> Has the traffic in here died off or has my feed died, again.
>
> What message flow do you see. My IP is in the midst of 'improvements' and
> that usually is a call for me to find another IP!!.

Here's the reply you needed. Hope it gets through.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

From -7908645586762428629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3e262ec046041a26
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,3e262ec046041a26
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1115ce,3e262ec046041a26
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,3e262ec046041a26
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,3e262ec046041a26
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2001-09-04 15:11:56 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!newspeer.highwayone.net!
newspeer.clara.net!news.clara.net!nnrp4.clara.net.POSTED!not-for-mail
From: "news.freeuk.net" <stevesweet@freeuk.com>
Newsgroups:
comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,com
p.sys.atari.programmer
References: <3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com>
<9n3bu5$ie3$1@news5.svr.pol.co.uk>
Subject: Re: Hello
Lines: 19
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Message-ID: <Lkcl7.25469$TB2.1463173@nnrp4.clara.net>
Date: Tue, 4 Sep 2001 23:02:26 +0100
NNTP-Posting-Host: 212.126.156.200
X-Complaints-To: abuse@freeuk.net
X-Trace: nnrp4.clara.net 999641515 212.126.156.200 (Tue, 04 Sep 2001 23:11:55 BST)
NNTP-Posting-Date: Tue, 04 Sep 2001 23:11:55 BST
Xref: archiver1.google.com comp.sys.atari.st:15546 comp.sys.atari.st.tech:2087

comp.sys.atari.programmer:625

Hello honey, I'm home!. :-)

> > Has the traffic in here died off or has my feed died, again.
> >
> > What message flow do you see. My IP is in the midst of 'improvements'
and
> > that usually is a call for me to find another IP!!.
>
> Here's the reply you needed. Hope it gets through.

Well it took yet another new IP but I'm back for a while. How nice it is to
see news from this September. Now where's that tosser Dave??.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 5978223151416228233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-05 00:56:41 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!psinet-eu-nl!news-x2.support.nl!news-
x.support.nl!newsfeed.dpn.de!news-out1.d.via-net-works.de!news-in1.d.via-net-
works.de!news.dpn.de!news.dpn.de!not-for-mail
From: twh1@gmx.de (Thomas Havemeister)
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
Date: Wed, 05 Sep 2001 07:33:27 GMT
Organization: FJA InnoSoft GmbH
Message-ID: <3b95d4c5.776064@news.dpn.de>
References: <de16c5ec.0108280800.43befc38@posting.google.com>
<3B93F0C4.5C987838@home.net> <de16c5ec.0109040457.4de8da48@posting.google.com>
<3B950634.FF24307B@home.net>
X-Newsreader: Forte Free Agent 1.21/16.243
Lines: 36
NNTP-Posting-Host: 194.120.150.22
X-Trace: 999675536 news.dpn.de 300 194.120.150.22
X-Complaints-To: abuse@dpn.de
Xref: archiver1.google.com comp.sys.atari.8bit:8089 comp.sys.atari.programmer:626

On Tue, 04 Sep 2001 13:49:56 -0300, me <me@home.net> wrote:

>--

>Glad you like it - but, there are some powerful 6502 assemblers, one's even
>called MASM :) I heard one called ACE by a commodore guy is good, of course you
>can use it for any 6502. There's an assembler that comes with the C compiler at
>www.cc65.org as well. All the usual like macros, conditional assembly etc. are
>available. You should realize also that you can actually count cycles on a 6502
>without worrying about cache hits :)
>All legal instructions are 2-7 cycles, but most are 2-5. Be aware that accesses
>to the lower 256 bytes of ram are one cycle faster, and also that's the only
>place you can store pointers for indirect addressing modes.
>Usually it's faster to use absolute mode, to clear ram use sta $1000,y:iny:bne
>loop
>instead of lda #$10:sta $03:ldy #0:sty $02:sta ($03),y:iny:bne loop
>or even sta $1000,y:sta $1080,y:iny:bpl loop
>If you have any questions about learning 6502 plz post.
>good luck
>ps if you start writing and then post your code, I can help you optimize it then
>you can learn some tricks from our land.

is it possible do write 6502 assembler code on a real pc, compile it
with a real pc and just run it on some emulated enviroment just like
the atari800win? If so, it could be easier to do more complex programs
and also faster I think.

What software is needed to do this task?

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

From -6460425211141327420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3e262ec046041a26
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,3e262ec046041a26
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1115ce,3e262ec046041a26
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,3e262ec046041a26
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,3e262ec046041a26
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2001-09-05 06:10:11 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!diablo.theplanet.net!
news.theplanet.net!not-for-mail
From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Newsgroups:

comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,com
p.sys.atari.programmer
Subject: Re: Hello
Date: Wed, 5 Sep 2001 13:04:17 +0100
Lines: 16
Message-ID: <9n54cqdav1@newsg4.svr.pol.co.uk>
References: <3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com>
<9n3bu5$ie3$1@news5.svr.pol.co.uk> <Lkcl7.25469$TB2.1463173@nnrp4.clara.net>
NNTP-Posting-Host: modem-1024.aerodactyl.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain;
     charset="Windows-1252"
Content-Transfer-Encoding: 7bit
X-Trace: newsg4.svr.pol.co.uk 999691482 13663 217.135.10.0 (5 Sep 2001 12:04:42
GMT)
NNTP-Posting-Date: 5 Sep 2001 12:04:42 GMT
X-Complaints-To: abuse@theplanet.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.st:15565 comp.sys.atari.st.tech:2091
comp.sys.atari.programmer:627

"news.freeuk.net" <stevesweet@freeuk.com> wrote in message
news:Lkcl7.25469$TB2.1463173@nnrp4.clara.net...

> Well it took yet another new IP but I'm back for a while. How nice it is
to
> see news from this September. Now where's that tosser Dave??.

Now, now,stoppit :-O

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

From 7298486070395955807
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ded5f0391e8136af,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-05 08:05:46 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!transit.news.xs4all.nl!not-for-mail
From: "Jos den Bekker" <josdb@xs4all.nl>
Newsgroups: comp.sys.atari.programmer
Subject: How to top another program under MagiC?
Date: Wed, 5 Sep 2001 17:06:42 +0200

Organization: XS4ALL Internet BV
Lines: 13
Message-ID: <9n5f0a$i0a$1@news1.xs4all.nl>
NNTP-Posting-Host: s340-isdn267.dial.xs4all.nl
Mime-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news1.xs4all.nl 999702346 18442 194.109.181.11 (5 Sep 2001 15:05:46 GMT)
X-Complaints-To: abuse@xs4all.nl
NNTP-Posting-Date: 5 Sep 2001 15:05:46 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:628

This question may have been asked for the umpteenth time, so I apologize in advance. How do I top another program under MagiC?

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"It is the greatest possible victory to be, to continue to be, and to have been. No defeat can deprive us of the success of having existed for some moment of time in a universe that seems indifferent to us." - Norbert Wiener

From 9221184906102271095
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-09-05 10:31:41 PST
Path: archiver1.google.com!news2.google.com!newsfeed.google.com!
newsfeed.stanford.edu!feed.textport.net!sn-xit-04!sn-post-02!sn-post-01!
supernews.com!corp.supernews.com!not-for-mail
From: "Rick Cortese" <ricortes@netmagic.net>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
Date: Wed, 5 Sep 2001 10:31:42 -0700
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <tpcobsq95o4ja8@corp.supernews.com>
References: <de16c5ec.0108280800.43befc38@posting.google.com>
<3B93F0C4.5C987838@home.net> <de16c5ec.0109040457.4de8da48@posting.google.com>
<3B950634.FF24307B@home.net> <3b95d4c5.776064@news.dpn.de>
X-Priority: 3
X-MSMail-Priority: Normal

X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
X-Complaints-To: newsabuse@supernews.com
Lines: 55
Xref: archiver1.google.com comp.sys.atari.8bit:8107 comp.sys.atari.programmer:629

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:3b95d4c5.776064@news.dpn.de...
> On Tue, 04 Sep 2001 13:49:56 -0300, me <me@home.net> wrote:
>
> >--
> >Glad you like it - but, there are some powerful 6502 assemblers, one's
even
> >called MASM :) I heard one called ACE by a commodore guy is good, of
course you
> >can use it for any 6502. There's an assembler that comes with the C
compiler at
> >www.cc65.org as well. All the usual like macros, conditional assembly
etc. are
> >available. You should realize also that you can actually count cycles on
a 6502
> >without worrying about cache hits :)
> >All legal instructions are 2-7 cycles, but most are 2-5. Be aware that
accesses
> >to the lower 256 bytes of ram are one cycle faster, and also that's the
only
> >place you can store pointers for indirect addressing modes.
> >Usually it's faster to use absolute mode, to clear ram use sta
$1000,y:iny:bne
> >loop
> >instead of lda #$10:sta $03:ldy #0:sty $02:sta ($03),y:iny:bne loop
> >or even sta $1000,y:sta $1080,y:iny:bpl loop
> >If you have any questions about learning 6502 plz post.
> >good luck
> >ps if you start writing and then post your code, I can help you optimize
it then
> >you can learn some tricks from our land.
>
> is it possible do write 6502 assembler code on a real pc, compile it
> with a real pc and just run it on some emulated enviroment just like
> the atari800win? If so, it could be easier to do more complex programs
> and also faster I think.
>
> What software is needed to do this task?

Yes. I used to use TASM from Speech Technology<?> on occasion. I first
started using it on an ~8 MHz Tandy 1000. It was an OK environment, 80
column editing, file I/O on a IBM vs Atari 1050 was probably 100 times
faster. The assembler itself was probably 10 times faster then ASM/ED cart.

Some of the code I wrote, I ran on Xformer to test Xformer/emulator more
then I wanted to run an emulator, but I could have done everything on a PC.

My problems with a set up like that were pretty specific to me and the way I work. I like to use a combination of things like BASIC to make data files and altered character sets for inclusion in my ML stuff. Having 1/2 the program files on either a 1050 or .ATR and the other half on the IBM made for some problems with moving them around. It was always just much easier do everything on a real Atari.

From 8503479986824707506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e262ec046041a26
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-05 15:01:46 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!212.74.64.35!colt.net!newspeer.clara.net!news.clara.net!nnrp3.clara.net.POSTED!not-for-mail
From: "news.freeuk.net" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com>
<7srk7.93$aw3.93489@newsfeed.slurp.net>
Subject: Re: Hello
Lines: 20
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Message-ID: <dhxl7.21073$y_3.1640451@nnrp3.clara.net>
Date: Wed, 5 Sep 2001 22:07:57 +0100
NNTP-Posting-Host: 212.126.156.46
X-Complaints-To: abuse@freeuk.net
X-Trace: nnrp3.clara.net 999727305 212.126.156.46 (Wed, 05 Sep 2001 23:01:45 BST)
NNTP-Posting-Date: Wed, 05 Sep 2001 23:01:45 BST
Xref: archiver1.google.com comp.sys.atari.programmer:630

Hi Edward

> >Has the traffic in here died off or has my feed died, again.
> >
> >What message flow do you see. My IP is in the midst of 'improvements' and
> >that usually is a call for me to find another IP!!.
> >

> Been ok to me. Sometimes it slows down alittle, but picks up later on.
> Right now it is holliday time. I have relatives coming over and
> problably will not be on the computer again till Tuesday...

Well as it transpires I've had to sign up to yet another IP and this seems to have cured the problem, as I now get current traffic. '

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 4371487951311879216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,574fe2b5a7bf151c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-06 19:30:09 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!xmission!news-hog.berkeley.edu!ucberkeley!nntp-
relay.ihug.net!newsfeeds.ihug.co.nz!ihug.co.nz!newsfeed01.tsnz.net!
canterbury.ac.nz!not-for-mail
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Newsgroups: comp.sys.atari.programmer
Subject: Re: New on atari 1040
Date: Fri, 07 Sep 2001 14:27:05 +1200
Organization: - 0x29a PRODUCTIONS -
Lines: 17
Message-ID: <3B983079.86CBC91@student.canterbury.ac.nz>
References: <9m0552cfq2@front3.grolier.fr>
NNTP-Posting-Host: pc138.cosc.canterbury.ac.nz
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: cantuc.canterbury.ac.nz 999829624 27066 132.181.13.238 (7 Sep 2001
02:27:04 GMT)
X-Complaints-To: abuse@canterbury.ac.nz
NNTP-Posting-Date: Fri, 7 Sep 2001 02:27:04 +0000 (UTC)
X-Mailer: Mozilla 4.7 [en] (X11; U; SunOS 5.8 i86pc)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:631

Yves Jannic wrote:
>
> Hello
> Is this forum english ?

Yes mostly, but sometimes it's in C.

;-)

--
/*   - 0x29a PRODUCTIONS -
 *   Karl Ashton <kma54@student.canterbury.ac.nz>
 * . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
 */

From 2690008733090973838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45a9be67ab86b652,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,45a9be67ab86b652,start
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-09-07 11:50:28 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: john@jrcc.net (Jheitmuller)
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Can I use a text source file w/ Atari BASIC?
Date: 7 Sep 2001 11:50:28 -0700
Organization: http://groups.google.com/
Lines: 19
Message-ID: <de16c5ec.0109071050.6a785c14@posting.google.com>
NNTP-Posting-Host: 24.30.251.101
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 999888628 26220 127.0.0.1 (7 Sep 2001 18:50:28 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 7 Sep 2001 18:50:28 GMT
Xref: archiver1.google.com comp.sys.atari.8bit:8157 comp.sys.atari.programmer:632

Hi all,

I have a large Atari BASIC program that I am going to be entering from a book by hand. Sound familiar? Anyone... Anyone...

I would rather key this program into a full screen text editor on my PC and transfer it over to my Atari 800. Which I can do. I have Steve Tuckers APE software and a SIO2PC cable.

Can Atari BASIC use an ASCII text source file? I have looked at BASIC programs that I have keyed into the BASIC interpreter and save them to disk. They are not saved in a text format. I am not sure what format that are save in, frankly.

Any ideas?

Thanks,
John
john@jrcc.net

From -171871622872350498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,66f9db819bfa67de,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,66f9db819bfa67de,start
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-09-07 14:58:38 PST
Path: archiver1.google.com!postnews1.google.com!not-for-mail
From: john@jrcc.net (Jheitmuller)

Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Anybody got the source code for the Mansfield Simple Assembler?
Date: 7 Sep 2001 14:58:38 -0700
Organization: http://groups.google.com/
Lines: 13
Message-ID: <de16c5ec.0109071358.2377f972@posting.google.com>
NNTP-Posting-Host: 165.247.65.1
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 999899918 29706 127.0.0.1 (7 Sep 2001 21:58:38 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 7 Sep 2001 21:58:38 GMT
Xref: archiver1.google.com comp.sys.atari.8bit:8163 comp.sys.atari.programmer:633

Hi all,

I am working my way through the Richard Mansfield book; Machine Language for Beginners (c)1983. As anybody got the Atari source code for the SIMPLE ASSEMBLER already keyed in. If you do could you either post it to this news group or e-mail it to me. It would be greatly appreciated.

An .ATR disk image would be awesome!

Thanks much,
John
john@jrcc.net

From 214178121972437248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-09-08 10:56:57 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!jfk3-feed1.news.digex.net!intermedia!tor-nx1.netcom.ca!tor-nn1.netcom.ca.POSTED!not-for-mail
Message-ID: <3B9A5B9A.E63EBD60@sdf.com>
From: asdf <asdf@sdf.com>
X-Mailer: Mozilla 4.73 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
References: <de16c5ec.0108280800.43befc38@posting.google.com> <3B93F0C4.5C987838@home.net> <de16c5ec.0109040457.4de8da48@posting.google.com> <3B950634.FF24307B@home.net> <3b95d4c5.776064@news.dpn.de>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 31
Date: Sat, 08 Sep 2001 14:55:38 -0300

NNTP-Posting-Host: 142.154.0.46
X-Complaints-To: abuse@attcanada.ca
X-Trace: tor-nn1.netcom.ca 999971806 142.154.0.46 (Sat, 08 Sep 2001 13:56:46 EDT)
NNTP-Posting-Date: Sat, 08 Sep 2001 13:56:46 EDT
Organization: AT&T Canada IES
Xref: archiver1.google.com comp.sys.atari.8bit:8177 comp.sys.atari.programmer:634

Thomas Havemeister wrote:
is it possible do write 6502 assembler code on a real pc, compile it

> with a real pc and just run it on some emulated enviroment just like
> the atari800win? If so, it could be easier to do more complex programs
> and also faster I think.
>
> What software is needed to do this task?

This should be a faq of some type! Yes you can develop completely on PC. I do for
the c64. Someone else here should have answered by now, as I'm no expert on Atari,
but the basic setup is notepad to write code, a command line assembler (use doskey,
then it's two keypresses to reassemble), then convert the binary into the right
format to load into the emulator (in my case I found an assembler that directly
creates emulator type files), then attach the image in the emulator - at least for
commodre emulators, you have a simulation of a disk or tape as an image file, once
you attach that file then you can load programs off that file through the emulated
machine, in my case I attach test.d64 as a disk image, then in the 64 itself type
LOAD "assembler",8,1 and start it with SYS49152.
I don't really know how to do the equivalent in Atari, but to run assembly programs
on Atari I used to POKE data into $600 or 1536 and they type DOS as that would start
the program. Problem is, this is meant to start a menu program that lets you access
your disk drive, but I never had a real disk drive. The other way to start assembly
from basic is the usr(x) function. If you check a memory map, there's a USR vector,
you poke that with the start address of your routine, then type x=usr(1) in basic.
The "1" gets copied as a 16bit value somewhere if you need to use it, then your
routine is called, and you can pass a value back.
Is there a SYS command in atari basic?

From -5195498727348711486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,45a9be67ab86b652
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,45a9be67ab86b652

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-08 11:14:22 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!feed2.news.rcn.net!rcn!newsfeed1.earthlink.net!newsfeed.earthlink.net!newsmaster1.prod.itd.earthlink.net!newsread2.prod.itd.earthlink.net.POSTED!not-for-mail
From: "Ron Hamilton" <ronandjudyh@earthlink.net>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
References: <de16c5ec.0109071050.6a785c14@posting.google.com>
Subject: Re: Can I use a text source file w/ Atari BASIC?
Lines: 49
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Message-ID: <wetm7.5909$5r.487971@newsread2.prod.itd.earthlink.net>
Date: Sat, 08 Sep 2001 18:14:52 GMT
NNTP-Posting-Host: 65.227.195.127
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread2.prod.itd.earthlink.net 999972892 65.227.195.127 (Sat, 08 Sep 2001 11:14:52 PDT)
NNTP-Posting-Date: Sat, 08 Sep 2001 11:14:52 PDT
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-Received-Date: Sat, 08 Sep 2001 11:11:11 PDT (newsmaster1.prod.itd.earthlink.net)
Xref: archiver1.google.com comp.sys.atari.8bit:8179 comp.sys.atari.programmer:635

Several options, John...
First Atari Basic *cannot* use ascii because it is line oriented and would never find the $9B end of line.

However, TextPro likes them just fine and has a global replace mode; you can do Ctrl-G to convert Esc, Ctrl-M, Esc, Ctrl-J to Esc, Ctrl-LeftArrow and it cahanges all to Atari Return's. Save it back out and then ENTER it into A8 Basic as a LISTed file.

Another handy utility is Ken Sider's W95 Image manager; it allows you to import/export files to the .ATR in binary or translated text format. All that remains are the inverse and control character stuff to clean it up.

Main thing is to pretty much stay with the LISTed files, although I have also typed in WordPad, import translated text to the .ATR, ENTER into A8 Basic on emulator, SAVE tokenized file back to .ATR, export binary file from image, AtariLink the file to a SSDD disk and LOAD it on a real 8-bit... whew!

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Jheitmuller" <john@jrcc.net> wrote in message

news:de16c5ec.0109071050.6a785c14@posting.google.com...
> Hi all,
>
> I have a large Atari BASIC program that I am going to be entering
> from a book by hand. Sound familiar? Anyone... Anyone...
>
> I would rather key this program into a full screen text editor on my
> PC and transfer it over to my Atari 800. Which I can do. I have
> Steve Tuckers APE software and a SIO2PC cable.
>
> Can Atari BASIC use an ASCII text source file? I have looked at
> BASIC programs that I have keyed into the BASIC interpreter and save
> them to disk. They are not saved in a text format. I am not sure
> what format that are save in, frankly.
>
> Any ideas?
>
> Thanks,
> John
> john@jrcc.net
>

From -6596779106569832846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35e09979cc228f3c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-08 12:14:58 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!
newsfeed01.sul.t-online.de!t-online.de!fu-berlin.de!uni-berlin.de!
pd90090c3.dip0.t-ipconnect.DE!not-for-mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.programmer
Subject: EmuTOS released (very alpha)
Date: Sat, 08 Sep 2001 19:24:40 GMT
Lines: 22
Message-ID: <3b9a6dea.216280@news.cis.dfn.de>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: pd90090c3.dip0.t-ipconnect.de (217.0.144.195)
X-Trace: fu-berlin.de 999976496 7121127 217.0.144.195 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243
Xref: archiver1.google.com comp.sys.atari.programmer:636

Hi!

For those of you, who are interested in coding operating systems for
the Atari or it's emulators EmuTOS could be interesting:

EmuTOS is a singleuser singletasking operating system for Atari ST
computer emulators. Today it is just running on STonX. But my

intention is to have it running on every Atari ST emulator available
some day.

It is thought as a replacement for the TOS-images you usually need
today on these emulators.

EmuTOS is based on Digital Research's GEMDOS sources, which was made
available under GPL license in 1999 by Caldera, and so is EmuTOS.

You will find it at:

http://www.mucl.de/~mdoering/emutos/en

--
Martin Doering

From -8582886745179053047
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-09-08 12:31:03 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
logbridge.uoregon.edu!feed2.news.rcn.net!rcn!newsfeed1.earthlink.net!
newsfeed.earthlink.net!newsmaster1.prod.itd.earthlink.net!
newsread2.prod.itd.earthlink.net.POSTED!not-for-mail
From: "Ron Hamilton" <ronandjudyh@earthlink.net>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
References: <de16c5ec.0108280800.43befc38@posting.google.com>
<3B93F0C4.5C987838@home.net> <de16c5ec.0109040457.4de8da48@posting.google.com>
<3B950634.FF24307B@home.net> <3b95d4c5.776064@news.dpn.de>
<3B9A5B9A.E63EBD60@sdf.com>
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
Lines: 41
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Message-ID: <pmum7.6075$5r.500009@newsread2.prod.itd.earthlink.net>
Date: Sat, 08 Sep 2001 19:31:33 GMT
NNTP-Posting-Host: 65.227.201.72
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread2.prod.itd.earthlink.net 999977493 65.227.201.72 (Sat, 08 Sep
2001 12:31:33 PDT)
NNTP-Posting-Date: Sat, 08 Sep 2001 12:31:33 PDT
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-Received-Date: Sat, 08 Sep 2001 12:27:52 PDT
(newsmaster1.prod.itd.earthlink.net)
Xref: archiver1.google.com comp.sys.atari.8bit:8181 comp.sys.atari.programmer:637

You can poke into page six, but execution is X=USR(1536) to start running at

that address; the USR(addr) is essentially our implementation of the SYS command.

USR(addr[,P1, P2..]) is *not* a vector; it is a function that acts on the first parameter in the parenthesis as an address for machine code execution. Any second and following optional parameters are converted to 16 bit numbers and placed on the 6502 stack; your routine must clean the stack before the RTS back to Basic.

Typing 'DOS' will *not* execute code in page 6 unless you put the '1536' address into page zero locations 10-11 which is the vector Basic looks at to find where to run the file management system program.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"asdf" <asdf@sdf.com> wrote in message:
>
> I don't really know how to do the equivalent in Atari, but to run assembly programs
> on Atari I used to POKE data into $600 or 1536 and they type DOS as that would start
> the program. Problem is, this is meant to start a menu program that lets you access
> your disk drive, but I never had a real disk drive. The other way to start assembly
> from basic is the usr(x) function. If you check a memory map, there's a USR vector,
> you poke that with the start address of your routine, then type x=usr(1) in basic.
> The "1" gets copied as a 16bit value somewhere if you need to use it, then your
> routine is called, and you can pass a value back.
> Is there a SYS command in atari basic?

From 5145250560687022107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-09 09:18:48 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!arclight.uoregon.edu!newsfeed.mathworks.com!
portc01.blue.aol.com!newsfeed.skycache.com.MISMATCH!newsfeed1.cidera.com!Cidera!
news.sisna.com!not-for-mail

Message-ID: <3B9B976A.A6FC6CFA@sisna.com>
From: Bob Klaas <bobkla19@sisna.com>
Reply-To: bobkla19@sisna.com
Organization: K-Products
X-Mailer: Mozilla 4.51 [en]C-CCK-MCD (Win95; I)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
References: <de16c5ec.0108280800.43befc38@posting.google.com>
<3B93F0C4.5C987838@home.net> <de16c5ec.0109040457.4de8da48@posting.google.com>
<3B950634.FF24307B@home.net> <3b95d4c5.776064@news.dpn.de>
<3B9A5B9A.E63EBD60@sdf.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 7
Date: Sun, 09 Sep 2001 10:23:07 -0600
NNTP-Posting-Host: 216.190.12.98
X-Complaints-To: newsabuse@ikano.com
X-Trace: news.sisna.com 1000051729 216.190.12.98 (Sun, 09 Sep 2001 10:08:49 MDT)
NNTP-Posting-Date: Sun, 09 Sep 2001 10:08:49 MDT
X-Received-Date: Sun, 09 Sep 2001 10:08:49 MDT (news.sisna.com)
Xref: archiver1.google.com comp.sys.atari.8bit:8200 comp.sys.atari.programmer:638

Keith Ledbetter performed all his code on a PC, then converted it to
Atari 8-bit, this came with a licensee to use when I bought the right to
BBS Express! Professional. check with Lance Ringquist of Video 61,
perhaps he can help you with the cross assembler?

bob

From 3419689693230545378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,66f9db819bfa67de
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,66f9db819bfa67de
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-09 17:25:17 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
nntp.cs.ubc.ca!newsfeed.direct.ca!look.ca!newsfeed1.earthlink.net!
newsfeed.earthlink.net!newsmaster1.prod.itd.earthlink.net!
newsread1.prod.itd.earthlink.net.POSTED!not-for-mail
From: "Ron Hamilton" <ronandjudyh@earthlink.net>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
References: <de16c5ec.0109071358.2377f972@posting.google.com>
Subject: Re: Anybody got the source code for the Mansfield Simple Assembler?
Lines: 35
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600

Message-ID: <uLTm7.9966$d86.744066@newsread1.prod.itd.earthlink.net>
Date: Mon, 10 Sep 2001 00:24:58 GMT
NNTP-Posting-Host: 65.227.197.81
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.prod.itd.earthlink.net 1000081498 65.227.197.81 (Sun, 09 Sep 2001 17:24:58 PDT)
NNTP-Posting-Date: Sun, 09 Sep 2001 17:24:58 PDT
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-Received-Date: Sun, 09 Sep 2001 17:22:06 PDT
(newsmaster1.prod.itd.earthlink.net)
Xref: archiver1.google.com comp.sys.atari.8bit:8212 comp.sys.atari.programmer:639

John;

That is a good book; my dog-eared copy is nearly falling apart. Be cautious; IIRC, their explanations of the BCS and BCC instructions were exactly reversed.

You can sure learn a lot by going thru their code and typing it into the system, but I would recommend Synassembler, Mac/65 or the Atari MacroAssembler for any serious development work on the A8. The old ASMED cart is even not bad to learn on with its fairly adequate monitor/debugger.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Jheitmuller" <john@jrcc.net> wrote in message
news:de16c5ec.0109071358.2377f972@posting.google.com...
> Hi all,
>
> I am working my way through the Richard Mansfield book; Machine
> Language for Beginners (c)1983. As anybody got the Atari source code
> for the SIMPLE ASSEMBLER already keyed in. If you do could you either
> post it to this news group or e-mail it to me. It would be greatly
> appreciated.
>
> An .ATR disk image would be awesome!
>
> Thanks much,
> John
> john@jrcc.net
>

From 6309808176282972424
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,45a9be67ab86b652
X-Google-Attributes: gidf8760,public

X-Google-Thread: 1115ce,45a9be67ab86b652
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-10 10:29:24 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!newspeer.clara.net!news.clara.net!
nnrp3.clara.net.POSTED!not-for-mail
From: "news.freeuk.net" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
References: <de16c5ec.0109071050.6a785c14@posting.google.com>
Subject: Re: Can I use a text source file w/ Atari BASIC?
Lines: 21
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Message-ID: <TL6n7.39836$y_3.2793232@nnrp3.clara.net>
Date: Sun, 9 Sep 2001 23:00:54 +0100
NNTP-Posting-Host: 212.126.156.176
X-Complaints-To: abuse@freeuk.net
X-Trace: nnrp3.clara.net 1000142963 212.126.156.176 (Mon, 10 Sep 2001 18:29:23
BST)
NNTP-Posting-Date: Mon, 10 Sep 2001 18:29:23 BST
Xref: archiver1.google.com comp.sys.atari.8bit:8227 comp.sys.atari.programmer:640

Hi John

> I have a large Atari BASIC program that I am going to be entering
> from a book by hand. Sound familiar? Anyone... Anyone...

Oh the joy.....

.....of missing a comma.

> I would rather key this program into a full screen text editor on my
> PC and transfer it over to my Atari 800. Which I can do. I have
> Steve Tuckers APE software and a SIO2PC cable.

Why not scan the book, OCR it and merge the texts into a single file and
load it into your basic editor/compiler.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 793894067266001150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d577243be9828ede,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-13 00:34:09 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!

small.news.tele.dk!212.43.194.69!fr.clara.net!heighliner.fr.clara.net!news.tpi.pl!
not-for-mail
From: "Kuba Kosiec" <kuba@maxcom.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Vblank at Portffolio
Date: Thu, 13 Sep 2001 09:29:26 +0200
Organization: tp.internet - http://www.tpi.pl
Lines: 14
Message-ID: <9npnhh$rg2$1@news.tpi.pl>
NNTP-Posting-Host: 195.117.224.130
X-Trace: news.tpi.pl 1000366449 28162 195.117.224.130 (13 Sep 2001 07:34:09 GMT)
X-Complaints-To: usenet@tpi.pl
NNTP-Posting-Date: 13 Sep 2001 07:34:09 GMT
X-Newsreader: Microsoft Outlook Express 5.00.2417.2000
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Xref: archiver1.google.com comp.sys.atari.programmer:641

Hi!
I'm new on this group and I don't that this group is about Atari Portfolio
or not?
Meanwhile I have a question: how can i do an vblank synchronization at
Portfolio in assembler?
And second: does Portfolio uses ports (in/out instructions) such as each PC?

Kuba Kosiec
Maxcom Polska
mailto: kuba@maxcom.pl
tel. +48(22)5293939

From -9091357060800622614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ded5f0391e8136af
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-17 05:07:19 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!194.213.69.151!news.algonet.se!algonet!newspeer.clara.net!
news.clara.net!news5-gui.server.ntli.net!ntli.net!news2-
win.server.ntlworld.com.POSTED!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: How to top another program under MagiC?
Message-ID: <3ba3870e.929015@news.ntlworld.com>
References: <9n5f0a$i0a$1@news1.xs4all.nl>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Lines: 30
Date: Mon, 17 Sep 2001 11:57:26 GMT
NNTP-Posting-Host: 213.104.40.239
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 1000728120 213.104.40.239 (Mon, 17 Sep 2001 13:02:00 BST)
NNTP-Posting-Date: Mon, 17 Sep 2001 13:02:00 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:642

On Wed, 5 Sep 2001 17:06:42 +0200, "Jos den Bekker" <josdb@xs4all.nl>
wrote:

>This question may have been asked for the umpteenth time, so I apologize in
>advance. How do I top another program under MagiC?

I'd have thought someone else would have answered this! I'll try but
it's been a long time...

Do you need to top a specific program or just ensure yours isn't the
top one? For the latter there's a message (possibly xx_BDROPPED
xx_BOTTOM?) that will send your window to the back. For the former, I
can't remember if there's a better way than sending the relevent
window a WM_TOP(PED) message as though you were the desktop (app might
ignore it otherwise - indeed no guarantee anyway). There's a couple of
calls that allow you to "iterate" the processes & obtain the
information. Sadly I can't remember the names of the calls at this
time. :-(

Possibly...
appl_getinfo()
appl_find()
appl_search()

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From 4387669296567601915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2bc775012e3321c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,c2bc775012e3321c
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-09-17 06:04:47 PST
Path: archiver1.google.com!news2.google.com!newsfeed.google.com!
newsfeed.stanford.edu!newsfeeds.belnet.be!news.belnet.be!uni-erlangen.de!news-
nue1.dfn.de!news-han1.dfn.de!news-koe1.dfn.de!news.rwth-aachen.de!not-for-mail
From: nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy)

Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Looking for ideas for an Atari 8bit Assembler programming project
Date: 17 Sep 2001 13:04:44 GMT
Organization: Rechenzentrum, RWTH Aachen
Lines: 21
Message-ID: <9o4sdconc1@nets3.rz.RWTH-Aachen.DE>
References: <de16c5ec.0108280800.43befc38@posting.google.com>
NNTP-Posting-Host: cip23.rz.rwth-aachen.de
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Trace: nets3.rz.RWTH-Aachen.DE 1000731884 25324 134.130.70.104 (17 Sep 2001 13:04:44 GMT)
X-Complaints-To: abuse@rwth-aachen.de
NNTP-Posting-Date: 17 Sep 2001 13:04:44 GMT
X-Newsreader: WinVN 0.99.9 (Released Version) (x86 32bit)
Xref: archiver1.google.com comp.sys.atari.8bit:8317 comp.sys.atari.programmer:643

Howdy John

>   I am looking for ideas for a challenging Atari 8-bit assembler
>programming project. I would like to write something that would be
>useful to a lot of 8-bit users. Is there something out there that
>would genuinely be useful, but has been just too tough a nut to crack
>for anyone to take the effort?

Why not join Matthias Belitz's ASPI project?
OK, so the BlackBox version is ready, that leaves quite a few other SCSI or IDE interfaces.

CU   Mathy van Nisselroy

PS ASPI (advanced SCSI Programming Interface. But it's really software!!) eliminates the need to write all the tools for all the different hardware devices in that it separates hardware specific code from non-hardware specific code. That way, you can use for instance my CD Audio Player utility on a BlackBox with the BlackBox version of ASPI, and on a MIO or KPI or MSC-IDE controller if we had ASPI software it.

From -4155398096511019879
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ded5f0391e8136af
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-18 03:56:17 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!newsfeeds.belnet.be!news.belnet.be!newscore.gigabell.net!news.ndh.net!su.maus.de!Joerg_Westheide
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Newsgroups: comp.sys.atari.programmer
Distribution: lokal
Message-ID: <200109181159.a25342@su.maus.de>
References: <3ba3870e.929015@news.ntlworld.com>

Organization: Maus Rheinbach/Rhein-Sieg
Subject: Re: How to top another program under MagiC?
Date: Tue, 18 Sep 2001 11:59:00 +0200
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
X-Gateway-Administrator: webmaster@su.maus.de
Lines: 33
Xref: archiver1.google.com comp.sys.atari.programmer:644

Hi!

GH>Do you need to top a specific program or just ensure yours isn't the
GH>top one?
GH>[...]
GH>For the former, I can't remember if there's a better way than sending
GH>the relevent window a WM_TOP(PED) message as though you were the
GH>desktop (app might ignore it otherwise - indeed no guarantee anyway).
That way you will not be able to top programs without an opened window.
There's a better way:
For N.AES you can use appl_control(), for MagiC there is an undocumented(?)
message you have to send to the screen manager:

```
msg[0] = SM_M_SPECIAL;    /* 101 */
msg[1] = your_id;
msg[2] = 0;
msg[3] = 0;
msg[4] = 'MA';
msg[5] = 'GX';
msg[6] = SMC_SWITCH;   /* 2 */
msg[7] = new_top_app_id;
```

Somewhere I have a TSR which provides appl_control() under MagiC...

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From -6061499519558888053
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ded5f0391e8136af
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-18 13:09:21 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!transit.news.xs4all.nl!josdb
From: "Jos den Bekker" <josdb@xs4all.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: How to top another program under MagiC?

Date: 18 Sep 2001 22:09:18 +0200
Organization: Seni Translation Services
Lines: 29
Sender: josdb@xs4.xs4all.nl
Message-ID: <3ba7b7c83dc460@xs4all.nl>
References: <3ba3870e.929015@news.ntlworld.com>
 <200109181159.a25342@su.maus.de>
NNTP-Posting-Host: xs4.xs4all.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news1.xs4all.nl 1000843760 19394 194.109.6.45 (18 Sep 2001 20:09:20 GMT)
X-Complaints-To: abuse@xs4all.nl
NNTP-Posting-Date: 18 Sep 2001 20:09:20 GMT
User-Agent: Okami Version 2.1B-23 (Atari)
X-OS: MagiC PC 6.10
Xref: archiver1.google.com comp.sys.atari.programmer:645

on Tue 18-09-2001 11:59 J?rg Westheide wrote:

```
>For N.AES you can use appl_control(), for MagiC there is an undocumented(?)
>message you have to send to the screen manager:
>
>msg[0] = SM_M_SPECIAL;    /* 101 */
>msg[1] = your_id;
>msg[2] = 0;
>msg[3] = 0;
>msg[4] = 'MA';
>msg[5] = 'GX';
>msg[6] = SMC_SWITCH;   /* 2 */
>msg[7] = new_top_app_id;
```

Thanks! That worked only insofar that the menu of the application was topped, not the window, though. But I realize it's no good if you don't know which window to top exactly. Is there a way to find out? I guess it will be application dependent. I'm specifically concerned with CAB. I send it a file to open, with shel_write if it isn't running and with appl_write if it is. Is there a way to find out which window I then have to top?

--
  Jos den Bekker   http://www.xs4all.nl/~josdb
                                  -*-
  "It is the greatest possible victory to be, to continue to be,
   and to have been. No defeat can deprive us of the success of
   having existed for some moment of time in a universe that seems
   indifferent to us."   - Norbert Wiener

From 3222981572570749182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ded5f0391e8136af
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-09-18 13:51:27 PST
Message-ID: <3BA6DDCB.E272FE6B@gmx.ch>
Date: Tue, 18 Sep 2001 07:38:19 +0200
From: Philipp =?iso-8859-1?Q?Donz=E9?= <PhilippDonze@gmx.ch>
X-Mailer: Mozilla 4.76 (Macintosh; U; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: How to top another program under MagiC?
References: <9n5f0a$i0a$1@news1.xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: 212.254.0.150
X-Trace: news.datacomm.ch 1000846259 212.254.0.150 (18 Sep 2001 22:50:59 +0200)
Organization: Customers of Tiscali DataComm AG - http://www.tiscali.ch/
Lines: 35
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!130.59.214.20!news-ge.switch.ch!newscore.univie.ac.at!
newsmaster-01.atnet.at!atnet.at!news.datacomm.ch
Xref: archiver1.google.com comp.sys.atari.programmer:646

Hi,

Hi if the application has a window open, you could top this window.
To go through the window stack, you can use following process (untested!)

```
******************************
     wind_get(0,WF_TOP,&topwindow,&owner,&next_window,&dummy);

     while((owner!=ap_id_of_desired_program)&&(top_windo!=0))
     {
          top_window=next_window;

wind_get(top_window,WF_OWNER,&owner,&is_open,&previous_window,&next_window);
     }
     if(top_window!=0)
     {
          wind_set(top_window,WF_TOP,top_window,0,0,0);
     }
******************************
```

As I said, this works only if the application has a window opened.

I just found a much better way:

```
******************************
     wind_set(-1,WF_TOP,ap_id_of_desired_program,0,0,0);
******************************
```

This feature is only available with MagiC 4 and later versions.

Good Luck
Philipp
--

==========
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari.org

From 6306818211060066126
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f92de5b01473a390,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-18 16:10:48 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeed.gamma.ru!Gamma.RU!newsfeed.sovam.com!nf1.bellglobal.com!
nf2.bellglobal.com!news20.bellglobal.com.POSTED!not-for-mail
Reply-To: "3Y3" <eruminski@cyberworldcorp.com>
From: "3Y3" <eruminski@cyberworldcorp.com>
Newsgroups: comp.sys.atari.programmer
Subject: Need Atari XL code extractor
Lines: 21
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Message-ID: <TvQp7.16130$Aa7.1178103@news20.bellglobal.com>
Date: Tue, 18 Sep 2001 19:07:06 -0400
NNTP-Posting-Host: 64.231.44.58
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1000854643 64.231.44.58 (Tue, 18 Sep 2001 19:10:43
EDT)
NNTP-Posting-Date: Tue, 18 Sep 2001 19:10:43 EDT
Organization: Bell Sympatico
Xref: archiver1.google.com comp.sys.atari.programmer:647

Hi,

I am looking for any software that will let me decompile/extract the source
for my old Atari Xl games I have on floopy disk.
I had a whole bunch of programmes a few months ago when I was supposed to
decompile Mountain King for a few people (but my floppy drive broke and I
lost the apps).

I want to document the code for all the games I own (300+) and display them
in txt file formate on a new web page i'm creating.

Also, is it legal in this case (atari XL) to post the code for these games?
I know the jaguar is open source but i'm not sure about the issues regarding
all other systems/games.

3Y3

Any links or info would be much appreciated,

From -7658713863449458649
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ded5f0391e8136af
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-19 04:37:52 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!transit.news.xs4all.nl!josdb
From: "Jos den Bekker" <josdb@xs4all.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: How to top another program under MagiC?
Date: 19 Sep 2001 13:37:48 +0200
Organization: Seni Translation Services
Lines: 34
Sender: josdb@xs4.xs4all.nl
Message-ID: <3ba891b669b810@xs4all.nl>
References: <9n5f0a$i0a$1@news1.xs4all.nl> <3BA6DDCB.E272FE6B@gmx.ch>
NNTP-Posting-Host: xs4.xs4all.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news1.xs4all.nl 1000899470 5763 194.109.6.45 (19 Sep 2001 11:37:50 GMT)
X-Complaints-To: abuse@xs4all.nl
NNTP-Posting-Date: 19 Sep 2001 11:37:50 GMT
User-Agent: Okami Version 2.1B-23 (Atari)
X-OS: MagiC PC 6.10
Xref: archiver1.google.com comp.sys.atari.programmer:648

on Tue 18-09-2001 07:38 Philipp Donz wrote:

```
>Hi if the application has a window open, you could top this window.
>To go through the window stack, you can use following process (untested!)
>
>******************************
>    wind_get(0,WF_TOP,&topwindow,&owner,&next_window,&dummy);
>
>    while((owner!=ap_id_of_desired_program)&&(top_windo!=0))
>    {
>        top_window=next_window;
>
wind_get(top_window,WF_OWNER,&owner,&is_open,&previous_window,&next_window);
>    }
>    if(top_window!=0)
>    {
>        wind_set(top_window,WF_TOP,top_window,0,0,0);
>    }
>******************************
>As I said, this works only if the application has a window opened.
>
>
>I just found a much better way:
```

```
>*****************************
>    wind_set(-1,WF_TOP,ap_id_of_desired_program,0,0,0);
>*****************************
>This feature is only available with MagiC 4 and later versions.

None of this works. Not by a long shot. :)

--
  Jos den Bekker      http://www.xs4all.nl/~josdb
                                   -*-
  "Don't listen to what I say; listen to what I mean."
                                             - Richard Feynman


From 6827435443171889828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f92de5b01473a390
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-19 12:43:12 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!transit.news.xs4all.nl!not-for-mail
From: "TXG" <txg@the-underground.myweb.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Need Atari XL code extractor
Date: Wed, 19 Sep 2001 21:39:50 +0200
Organization: XS4ALL Internet BV
Lines: 38
Message-ID: <9oasgf$fql$1@news1.xs4all.nl>
References: <TvQp7.16130$Aa7.1178103@news20.bellglobal.com>
Reply-To: "TXG" <txg@the-underground.myweb.nl>
NNTP-Posting-Host: atari.xs4all.nl
X-Trace: news1.xs4all.nl 1000928591 16213 213.84.80.102 (19 Sep 2001 19:43:11 GMT)
X-Complaints-To: abuse@xs4all.nl
NNTP-Posting-Date: 19 Sep 2001 19:43:11 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2479.0006
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.programmer:649

Just visit the http://www.atarimax.com/ there is an link for DIS6502 the
best disassembler for XL/XE on PC....

What are you're plans? Disassembling 300 programs? Are that your programs?
What's the reason...

I am very curious...

Rene
"3Y3" <eruminski@cyberworldcorp.com> wrote in message
news:TvQp7.16130$Aa7.1178103@news20.bellglobal.com...
> Hi,
>
```

> I am looking for any software that will let me decompile/extract the
source
> for my old Atari Xl games I have on floopy disk.
> I had a whole bunch of programmes a few months ago when I was supposed to
> decompile Mountain King for a few people (but my floppy drive broke and I
> lost the apps).
>
>
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them
> in txt file formate on a new web page i'm creating.
>
> Also, is it legal in this case (atari XL) to post the code for these
games?
> I know the jaguar is open source but i'm not sure about the issues
regarding
> all other systems/games.
>
> 3Y3
>
> Any links or info would be much appreciated,
>
>

From -4665707751535998071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f92de5b01473a390
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-19 13:11:54 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!195.54.122.107!newsfeed1.bredband.com!bredband!
newsfeed.sovam.com!nf1.bellglobal.com!nf2.bellglobal.com!
news20.bellglobal.com.POSTED!not-for-mail
Reply-To: "3Y3" <eruminski@cyberworldcorp.com>
From: "3Y3" <eruminski@cyberworldcorp.com>
Newsgroups: comp.sys.atari.programmer
References: <TvQp7.16130$Aa7.1178103@news20.bellglobal.com>
<9oasgffql1@news1.xs4all.nl>
Subject: Re: Need Atari XL code extractor
Lines: 68
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Message-ID: <4_6q7.17575$386.2305660@news20.bellglobal.com>
Date: Wed, 19 Sep 2001 16:08:07 -0400
NNTP-Posting-Host: 64.231.51.25
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1000930304 64.231.51.25 (Wed, 19 Sep 2001 16:11:44
EDT)

NNTP-Posting-Date: Wed, 19 Sep 2001 16:11:44 EDT
Organization: Bell Sympatico
Xref: archiver1.google.com comp.sys.atari.programmer:650

I have approx 350 Atari games on floppy disk that I play on my Atari XL system. I have been asked on several occasion by many people If i could send them code for certain games (such as mountain king). I plan to disassemble each game and post the source code on a site i'm creating for easy access. Cetain games I will not decompile certain games due to legal tradmarks (such as starwars, star trek ect..)

This will be mainly to help promote preservation of older games so that they do not become unplayable as new hardware makes the older stuff even more obsolete. I wont be making any of them into ROMS (which some people wanted me to do), this will be rather a programming reference as well as a site for atari information.

I just want to offer a site where atari fans come come and learn more about the system and the programming that went into creating these great games. (i'm even thinking about having a simple version of BASIC on the site, so people can try doing a few simple programming tutorials without having to download the emulator or own the system.)

3Y3

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:9oasgffql1@news1.xs4all.nl...
> Just visit the http://www.atarimax.com/ there is an link for DIS6502 the
> best disassembler for XL/XE on PC....
>
> What are you're plans? Disassembling 300 programs? Are that your programs?
> What's the reason...
>
> I am very curious...
>
> Rene
> "3Y3" <eruminski@cyberworldcorp.com> wrote in message
> news:TvQp7.16130$Aa7.1178103@news20.bellglobal.com...
> > Hi,
> >
> > I am looking for any software that will let me decompile/extract the
> source
> > for my old Atari Xl games I have on floopy disk.
> > I had a whole bunch of programmes a few months ago when I was supposed
to
> > decompile Mountain King for a few people (but my floppy drive broke and
I
> > lost the apps).
> >
> >

> > I want to document the code for all the games I own (300+) and display
> them
> > in txt file formate on a new web page i'm creating.
> >
> > Also, is it legal in this case (atari XL) to post the code for these
> games?
> > I know the jaguar is open source but i'm not sure about the issues
> regarding
> > all other systems/games.
> >
> > 3Y3
> >
> > Any links or info would be much appreciated,
> >
> >
>
>

From -5369479046947692188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f92de5b01473a390
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-19 13:41:53 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!newspeer.clara.net!news.clara.net!
eos.uk.clara.net.POSTED!not-for-mail
From: "Steve Sweet" <stevesweet@freeuk.com>
Newsgroups: comp.sys.atari.programmer
References: <TvQp7.16130$Aa7.1178103@news20.bellglobal.com>
Subject: Re: Need Atari XL code extractor
Date: Wed, 19 Sep 2001 17:47:05 +0100
Lines: 16
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2479.0006
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4807.1700
Organization: clara.net http://www.clara.net/
Message-ID: <1000932111.225112@eos.uk.clara.net>
NNTP-Posting-Host: 212.126.150.62
Lines: 16
X-Complaints-To: abuse@clara.net
X-Trace: e0719378e6d800e0064244770bb6e05383615ca8456671906fe2aa883ba9030f
Xref: archiver1.google.com comp.sys.atari.programmer:651

Hi 3Y3

> Also, is it legal in this case (atari XL) to post the code for these
games?
> I know the jaguar is open source but i'm not sure about the issues
regarding

> all other systems/games.

The act of decompiling the code is illegal, its theft of intellectual
property. Posting it compounds the issue.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 5320023346992512733
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ded5f0391e8136af
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-19 15:54:47 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!
newscore.gigabell.net!news.ndh.net!su.maus.de!Joerg_Westheide
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Newsgroups: comp.sys.atari.programmer
Distribution: lokal
Message-ID: <200109192019.a30375@su.maus.de>
References: <3ba7b7c83dc460@xs4all.nl>
Organization: Maus Rheinbach/Rhein-Sieg
Subject: Re: How to top another program under MagiC?
Date: Wed, 19 Sep 2001 20:19:00 +0200
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
X-Gateway-Administrator: webmaster@su.maus.de
Lines: 18
Xref: archiver1.google.com comp.sys.atari.programmer:652

Hi Jos!

JDB>I send it a file to open, with shel_write if it isn't running and
JDB>with appl_write if it is. Is there a way to find out which window I
JDB>then have to top?
The only thing you can do is to top the front most window of the application.
You can get it by walking through the window stack with wind_get(WF_OWNER)
Everything else will be application dependent or not reliable

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From -8895302066535946574
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ded5f0391e8136af
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-20 02:21:32 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!195.86.7.162!newsfeed.wirehub.nl!transit.news.xs4all.nl!josdb
From: "Jos den Bekker" <josdb@xs4all.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: How to top another program under MagiC?
Date: 20 Sep 2001 11:21:25 +0200
Organization: Seni Translation Services
Lines: 27
Sender: josdb@xs4.xs4all.nl
Message-ID: <3ba9b96e5ef390@xs4all.nl>
References: <3ba7b7c83dc460@xs4all.nl> <200109192019.a30375@su.maus.de>
NNTP-Posting-Host: xs4.xs4all.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news1.xs4all.nl 1000977686 3067 194.109.6.45 (20 Sep 2001 09:21:26 GMT)
X-Complaints-To: abuse@xs4all.nl
NNTP-Posting-Date: 20 Sep 2001 09:21:26 GMT
User-Agent: Okami Version 2.1B-23 (Atari)
X-OS: MagiC PC 6.10
Xref: archiver1.google.com comp.sys.atari.programmer:653

on Wed 19-09-2001 20:19 J[illegible]rg Westheide wrote:

>The only thing you can do is to top the front most window of the application.
>You can get it by walking through the window stack with wind_get(WF_OWNER)
>Everything else will be application dependent or not reliable

Thanks. That's exactly what I'm doing now. Still, I can't find a way
to walk throught the window stack and the window stack only. The way
suggested by Philip Donz[illegible]
(wind_get(...,WF_OWNER,...,&previous_window,&next_window,..) doesn't
work. I don't get any workable values in the other ints.

What I do now is

```
for(i=1;i<100/*big enough*/;i++)
{
  wind_get(i,WF_OWNER,&owner);
  if (owner==id)
    break;
}
```

but it seems so dumm and brute-force like...

--
  Jos den Bekker   http://www.xs4all.nl/~josdb
-*-

"We've got the world's grossest national product." - Archie Bunker

From -2453380899248597470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f92de5b01473a390
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-20 10:10:11 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!transit.news.xs4all.nl!not-for-mail
From: "TXG" <txg@the-underground.myweb.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Need Atari XL code extractor
Date: Thu, 20 Sep 2001 19:05:24 +0200
Organization: XS4ALL Internet BV
Lines: 14
Message-ID: <9od7thsac1@news1.xs4all.nl>
References: <TvQp7.16130$Aa7.1178103@news20.bellglobal.com>
<9oasgffql1@news1.xs4all.nl> <4_6q7.17575$386.2305660@news20.bellglobal.com>
Reply-To: "TXG" <txg@the-underground.myweb.nl>
NNTP-Posting-Host: atari.xs4all.nl
X-Trace: news1.xs4all.nl 1001005809 29004 213.84.80.102 (20 Sep 2001 17:10:09 GMT)
X-Complaints-To: abuse@xs4all.nl
NNTP-Posting-Date: 20 Sep 2001 17:10:09 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 6.00.2479.0006
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
Xref: archiver1.google.com comp.sys.atari.programmer:654

Okay,

Let me know when you have your web-page running...

TXG

My Atari forum:

http://atari.xs4all.nl/cgi-bin/ikonboard/ikonboard.cgi

My Homepage: http://atari.xs4all.nl

From 3914264149498951028
X-Google-Language: FRENCH,ASCII-7-bit
X-Google-Thread: 1115ce,db648477b70c9f4e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-21 11:37:12 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!fr.usenet-edu.net!usenet-edu.net!wanadoo.fr!

not-for-mail
From: "l pestrimaux" <l.pestrimaux@wanadoo.fr>
Newsgroups: comp.sys.atari.programmer
Subject: help!!!
Date: Fri, 21 Sep 2001 20:37:07 +0200
Organization: Wanadoo, l'internet avec France Telecom
Lines: 10
Message-ID: <9og1cnlqb1@wanadoo.fr>
NNTP-Posting-Host: mix-tours-111-2-97.abo.wanadoo.fr
X-Trace: wanadoo.fr 1001097431 22347 80.9.34.97 (21 Sep 2001 18:37:11 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 21 Sep 2001 18:37:11 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: archiver1.google.com comp.sys.atari.programmer:655

je ne parle que francais je cherche un site sur lequelle je pourrai
telecharger des references des jeux atari 520 ste
NORTH ET SOUTH ou encoreRICK DANGEROUSE
ou plein d autre il faut surtout pouvoir y jouer sur mon petit pc j espere
que vous aurez le temps de me repondre
et puis cela fait 3h44 que je surfe sur internet alors faut pas m en vouloir
si j ai l air un peu idiot dans mes demande mais ces jeux .....je les
aimer beaucoup

From -3098559170381192060
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,db648477b70c9f4e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-21 16:15:33 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!195.158.233.21!news1.ebone.net!news.ebone.net!
news.ipartners.pl!news.internetia.pl!newsfeed.tpinternet.pl!news.tpi.pl!not-for-
mail
From: Cyprian Konador <c_konador@poczta.onet.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: help!!!
Date: Sat, 22 Sep 2001 01:13:16 +0200
Organization: tp.internet - http://www.tpi.pl
Lines: 19
Message-ID: <3BABC98C.A1A594AA@poczta.onet.pl>
References: <9og1cnlqb1@wanadoo.fr>
NNTP-Posting-Host: pf118.warszawa.sdi.tpnet.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-2
Content-Transfer-Encoding: 8bit
X-Trace: news.tpi.pl 1001114132 21243 213.25.209.118 (21 Sep 2001 23:15:32 GMT)
X-Complaints-To: usenet@tpi.pl

NNTP-Posting-Date: 21 Sep 2001 23:15:32 GMT
X-Accept-Language: pl
X-Mailer: Mozilla 4.7 [pl] (Win95; I)
Xref: archiver1.google.com comp.sys.atari.programmer:656

l pestrimaux napisa□:

> je ne parle que francais je cherche un site sur lequelle je pourrai
> telecharger des references des jeux atari 520 ste
> NORTH ET SOUTH ou encoreRICK DANGEROUSE
> ou plein d autre il faut surtout pouvoir y jouer sur mon petit pc j espere
> que vous aurez le temps de me repondre
> et puis cela fait 3h44 que je surfe sur internet alors faut pas m en vouloir
> si j ai l air un peu idiot dans mes demande mais ces jeux .....je les
> aimer beaucoup

niestety stary nie pomoge ci.
moze jakbys pisal w jakims zrozumialym jezyku to znalazlo by sie jakies
rozwiazanie...

Cyprian Konador

From -8039356816292218622
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8769f5e3215ce24a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-22 09:31:27 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
news.kjsl.com!out.nntp.be!propagator-SanJose!news-in!newshub2.rdc1.sfba.home.com!
news.home.com!news2.rdc1.bc.home.com.POSTED!not-for-mail
From: "Nicholas Steele" <a@b.c>
Newsgroups: comp.sys.atari.programmer
Subject: Physical specs of Falcon's PDS?
Lines: 7
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4807.1700
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4807.1700
Message-ID: <y13r7.1532$L8.254938@news2.rdc1.bc.home.com>
Date: Sat, 22 Sep 2001 16:31:26 GMT
NNTP-Posting-Host: 24.65.180.88
X-Complaints-To: abuse@home.net
X-Trace: news2.rdc1.bc.home.com 1001176286 24.65.180.88 (Sat, 22 Sep 2001 09:31:26
PDT)
NNTP-Posting-Date: Sat, 22 Sep 2001 09:31:26 PDT
Organization: Excite@Home - The Leader in Broadband http://home.com/faster
Xref: archiver1.google.com comp.sys.atari.programmer:657

    Hi,

Where can I find the specs for the Falcon's PDS ie: pin layout, how
programs access it etc? Thanks in advance.

Nicholas Steele

From -2112544411509764370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8769f5e3215ce24a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-22 12:48:42 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!192.71.180.34!newsfeed1.swip.net!swipnet!nntpserver.swip.net!
not-for-mail
From: "Peter Persson" <pepNOSPAM@mbox306.swipnet.se>
Newsgroups: comp.sys.atari.programmer
References: <y13r7.1532$L8.254938@news2.rdc1.bc.home.com>
Subject: Re: Physical specs of Falcon's PDS?
Lines: 19
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <hW5r7.1501$Ad3.5097@nntpserver.swip.net>
NNTP-Posting-Host: 212.151.44.37
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 1001188109 212.151.44.37 (Sat, 22 Sep 2001 21:48:29
MET DST)
NNTP-Posting-Date: Sat, 22 Sep 2001 21:48:29 MET DST
Organization: A Customer of Tele2
X-Sender: s-712843@d212-151-44-37.swipnet.se
Date: Sat, 22 Sep 2001 21:43:50 +0200
Xref: archiver1.google.com comp.sys.atari.programmer:658

Hi,

I think you mean DSP. Most falcon specific program uses it, and you can find
the specs on Motorolas website.

Regards

/Peter
"Nicholas Steele" <a@b.c> wrote in message
news:y13r7.1532$L8.254938@news2.rdc1.bc.home.com...
> Hi,
> Where can I find the specs for the Falcon's PDS ie: pin layout, how
> programs access it etc? Thanks in advance.
>
> Nicholas Steele
>
>

From -419691074639578156
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ded5f0391e8136af
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-23 05:37:12 PST
Message-ID: <3BADD4BA.A434E1C0@gmx.ch>
Date: Sun, 23 Sep 2001 14:25:30 +0200
From: Philipp =?iso-8859-1?Q?Donz=E9?= <PhilippDonze@gmx.ch>
X-Mailer: Mozilla 4.76 (Macintosh; U; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: How to top another program under MagiC?
References: <9n5f0a$i0a$1@news1.xs4all.nl> <3BA6DDCB.E272FE6B@gmx.ch>
<3ba891b669b810@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: 212.254.0.172
X-Trace: news.datacomm.ch 1001248617 212.254.0.172 (23 Sep 2001 14:36:57 +0200)
Organization: Customers of Tiscali DataComm AG - http://www.tiscali.ch/
Lines: 87
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!141.201.2.63!newshunter!cosy.sbg.ac.at!newsmaster-01.atnet.at!
atnet.at!news.datacomm.ch
Xref: archiver1.google.com comp.sys.atari.programmer:659

Hi,

Here is some code I worked out. (It uses most MagiC specific features!)
With my configuration everything works fine (PureC 1.1, MT_AES.LIB).

Good luck ;-)

Philipp

```
------------------------
#include <mt_aes.h>

#define  NULL  ((void *)0L)

/*
   These defines are already in <mt_aes.h> included.
   I add them only because some people don't use this library and so
   they don't have these constants defined.
#define  WF_OWNER       20
#define  WF_M_WINDLIST  102
*/
```

```
int ap_id;

/*
   This function uses a lot MagiC specific function calls!
      1. Ask for the window list pointer (=You'll get a pointer to the
         complete list)
      2. Switch the menu bar to the selected appl.
*/
void top_appl_MGX(int id)
{
int whandle,owner,is_open,below_whandle,above_whandle;
int *window_list=NULL;
int j=0;
int start_window=-1;

   /* Ask for a pointer to the window list   */
   if((wind_get_ptr(0,WF_M_WINDLIST,(void **)&window_list)==0) ||
         (window_list==NULL))
      return;

   /* Walk through the list until we reach the bottom window   */
   while(window_list[j])
      j++;

   j--;

   while(j>=0)
   {
      whandle=window_list[j];

      wind_get(whandle,WF_OWNER,&owner,&is_open,&above_whandle,&below_whandle);
/*
      printf("whandle=%d owner=%d is_open=%d above_whandle=%d
below_whandle=%d\n",whandle,owner,is_open,above_whandle,below_whandle);
*/
      if(owner==id)                 /* This window is part of the application?
*/
      {
         if(start_window<0)         /* Is this the first window we found?  */
            start_window=whandle;   /* ...prevent an endless loop */

         wind_set_int(whandle,WF_TOP,0);  /* top this window   */
      }
      else
         j--;
   }

   wind_set_int(-1,WF_TOP,id);      /* set menu bar to application <id> */
}


int main(void)
{
```

```
   ap_id=appl_init();               /* initialize AES environment */
   if(ap_id<0)
      return(-1);                   /* return an error value   */

   top_appl_MGX(8);                 /* Top application with id 8  */

   appl_exit();                     /* exit AES environment */
   return(0);                       /* return a "no error" value  */
}
```

From -244245029637254194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b561bed21252ce5,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-24 00:02:00 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!213.56.195.71!fr.usenet-edu.net!usenet-edu.net!teaser.fr!teleglobe.net!server-b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: flydial
Date: Mon, 24 Sep 01 08:47:10
Organization: De Petris Software Development
Lines: 11
Message-ID: <29960_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:660

I have some old PC code that uses a flydial library, is there any C source
around to replace the flying dialogs ? Maybe something more MagiC friendly,
ie that draws windows instead of dialogs.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
SCSI - System Can't See It

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 168949133526944859

X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ded5f0391e8136af
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-24 11:56:54 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!193.174.75.178!news-fra1.dfn.de!news0.de.colt.net!news.ndh.net!
su.maus.de!Joerg_Westheide
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Newsgroups: comp.sys.atari.programmer
Distribution: lokal
Message-ID: <200109211548.a43114@su.maus.de>
References: <3ba9b96e5ef390@xs4all.nl>
Organization: Maus Rheinbach/Rhein-Sieg
Subject: Re: How to top another program under MagiC?
Date: Fri, 21 Sep 2001 15:48:00 +0200
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
X-Gateway-Administrator: webmaster@su.maus.de
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 34
Xref: archiver1.google.com comp.sys.atari.programmer:661

Hi Jos!

JDB>Still, I can't find a way to walk throught the window stack and the
JDB>window stack only. The way suggested by Philip
JDB>Donz (wind_get(...,WF_OWNER,...,&previous_window,&next_window,..)
JDB>doesn't work. I don't get any workable values in the other ints.
This feature is not present on old systems. You can check for it's presence
by
JDB>What I do now is
JDB>
JDB>for(i=1;i<100/*big enough*/;i++)
JDB>{
JDB>wind_get(i,WF_OWNER,&owner); if (owner==id) break;
JDB>}
JDB>
JDB>but it seems so dumm and brute-force like...
I wouldn't do that. The result of this code is a (for the user) unpredictable
behaviour (which is a big NO for ergonomic software). IMO it's better to let
the user explicitly top the window he wants than to "randomly" top one

And a rather ignorant point of view which solves many problems with
compatibility issues is this one:
Modern software requires a modern OS.
No modern OS -> no modern software/features

Bye

Joerg
--
You don't know TraPatch?

Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From -8986658739711945232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45a9be67ab86b652
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,45a9be67ab86b652
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-09-24 13:27:57 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!colt.net!newspeer.clara.net!news.clara.net!
diablo.theplanet.net!news.theplanet.net!not-for-mail
From: "ejber Ozkan" <ezz@NOSPAMozkan.co.uk>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Can I use a text source file w/ Atari BASIC?
Date: Mon, 24 Sep 2001 21:29:07 +0100
Lines: 28
Message-ID: <9oo50b$2fc$5@news6.svr.pol.co.uk>
References: <de16c5ec.0109071050.6a785c14@posting.google.com>
<TL6n7.39836$y_3.2793232@nnrp3.clara.net>
NNTP-Posting-Host: webcachem01b.cache.pol.co.uk
X-Trace: news6.svr.pol.co.uk 1001363275 2540 195.92.194.11 (24 Sep 2001 20:27:55
GMT)
NNTP-Posting-Date: 24 Sep 2001 20:27:55 GMT
X-Complaints-To: abuse@theplanet.net
X-Trace-PostClient-IP: 195.7.235.85
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6700
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Xref: archiver1.google.com comp.sys.atari.8bit:8408 comp.sys.atari.programmer:662

I was thinking about this to recently (OCR book to atari), As I dont have an
atari no more ,any chance one of the emulators could cut-n-paste into basic
or any other ideas to OCR & transfer to an atari image basic file?
"news.freeuk.net" <stevesweet@freeuk.com> wrote in message
news:TL6n7.39836$y_3.2793232@nnrp3.clara.net...
> Hi John
>
> > I have a large Atari BASIC program that I am going to be entering
> > from a book by hand. Sound familiar? Anyone... Anyone...
>
> Oh the joy.....
>
> .....of missing a comma.
>
> > I would rather key this program into a full screen text editor on my
> > PC and transfer it over to my Atari 800. Which I can do. I have
> > Steve Tuckers APE software and a SIO2PC cable.

>
> Why not scan the book, OCR it and merge the texts into a single file and
> load it into your basic editor/compiler.
>
> --
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

From -7759141361876311053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b561bed21252ce5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-24 15:52:17 PST
Path: archiver1.google.com!newsfeed.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!news.tele.dk!small.news.tele.dk!195.64.68.27!
newsgate.cistron.nl!amsnews01.chello.com!amsnews03.chello.com.POSTED!not-for-mail
Message-ID: <3BAFB818.80E57F33@chello.nl>
From: Henk Robbers <h.robbers@chello.nl>
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: flydial
References: <29960_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Inktomi-Trace: amsink 1001371931 18675 24.132.20.245 (24 Sep 2001 22:52:11 GMT)
Lines: 21
Date: Mon, 24 Sep 2001 22:52:12 GMT
NNTP-Posting-Host: 212.83.64.205
X-Complaints-To: abuse@chello.com
X-Trace: amsnews03.chello.com 1001371932 212.83.64.205 (Tue, 25 Sep 2001 00:52:12
MET DST)
NNTP-Posting-Date: Tue, 25 Sep 2001 00:52:12 MET DST
Organization: chello broadband
Xref: archiver1.google.com comp.sys.atari.programmer:663

Hi Mike

"Mike De.Petris" wrote:
>
> I have some old PC code that uses a flydial library, is there any C source
> around to replace the flying dialogs ? Maybe something more MagiC friendly,
> ie that draws windows instead of dialogs.
>

XaAES puts your modal dialogues in a window.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
  http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
  http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

From -2918092993618140739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b561bed21252ce5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-25 03:03:21 PST
Path: archiver1.google.com!newsfeed.google.com!sn-xit-02!supernews.com!
news.tele.dk!small.news.tele.dk!212.74.64.35!colt.net!newspeer.clara.net!
news.clara.net!news5-gui.server.ntli.net!ntli.net!news6-
win.server.ntlworld.com.POSTED!not-for-mail
From: swampdog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: flydial
Message-ID: <3bb14e23.4489876@news.ntlworld.com>
References: <29960_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 296
Date: Tue, 25 Sep 2001 09:53:04 GMT
NNTP-Posting-Host: 62.255.166.165
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 1001411876 62.255.166.165 (Tue, 25 Sep 2001
10:57:56 BST)
NNTP-Posting-Date: Tue, 25 Sep 2001 10:57:56 BST
Organization: ntlworld News Service
Xref: archiver1.google.com comp.sys.atari.programmer:664

On Mon, 24 Sep 01 08:47:10,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>I have some old PC code that uses a flydial library, is there any C source
>around to replace the flying dialogs ? Maybe something more MagiC friendly,
>ie that draws windows instead of dialogs.

There's a couple of toolkits around, or was. The one I'm thinking of
also supported GFA but its name escapes me - I've got "EGEM" stuck in
my head.

Failing that, I recently uploaded "lib.zip" to my site - follow the

[Atari->Programming] link. Take a look at "g/FORM/formprin.c" the body of which is reproduced below. Looking at the code it is apparent to me that the lib.zip I recovered came from a time just after I got MagiC and is a "development", rather than a "release" version.

```
#define  DEF_BOXCHAR
#define  DEF_VDI
#include <gem.h>
#include <evnt.h>
#include <libc.h>
#include <magx.h>

static void
redraw(l,ob)
int  l;
OBJECT   ob[];
{int wki[5];

 wind_update(BEG_UPDATE);
 wind_update(BEG_MCTRL);
 wind_get(l,WF_FIRSTXYWH,
     &wki[1],&wki[2],&wki[3],&wki[4]
     )
 ;
 while (wki[3] && wki[4])   {
     objc_draw(ob,ROOT,MAX_DEPTH,
          wki[1],wki[2],wki[3],wki[4]
          )
     ;
     wind_get(l,WF_NEXTXYWH,
          &wki[1],&wki[2],&wki[3],&wki[4]
          )
     ;
 }
 wind_update(END_MCTRL);
 wind_update(END_UPDATE);
}

#define  KIND (NAME | MOVER)
#define  BASE 2
#define  WID  1
#define  DEP  1
#define  BUT  1

bool
Form_Printf(x,y,b,r)
int  x,y;
int  b;
char **r;
/*[  bool form_printf(x,y,b,r)
     int  x,y;
     int  b;
     char **r;
```

```
Revamped Form_Printf(). This one should be truly rez independent.
x,y are the form position at which to appear, passing NIL for
x or y centers on that axis.

'b' is passed as zero or a positive value. A positive value
results in a button which counts down for 'b seconds' then
automatically returns. Passing a zero value results in a normal
'ok' button.

The form is elaborated a little when 16+ colours are detected.
Form_Printf() returns false for failure, true for success.
]*/
{char    *s   =malloc(1024 << 2),
     *bt  =&s[4000],
     *eol ="\n",
     *p;
 int i,l,
     longest  =0,
     lines    =0,
     charw,
     charh;
 int wki[11]  ={1,1,1,1,1,1,1,1,1,1,2},
     wko[57];
 OBJECT  *ob;
 EVM evm;

 if (!s)  return false;

 if (b > 0)   sprintf(bt," %2d ",b);
 else         strcpy(bt," Ok ");

 sprintf(s,"%r",&r);
 p = strtok(s,eol);
 while (p)    {
     l = strlen(p);
     longest = Max(l,longest);
     lines += 1;

     p = strtok(NULL,eol);
 }

 l = graf_handle(&charw,&charh,&l,&l);
 v_opnvwk(wki,&l,wko);
 if (l == 0)  wko[13] = 2;
 else         v_clsvwk(l);

 ob = calloc(lines + 2,sizeof(OBJECT));
 if (!ob){
     free(s);
     return false;
 }
 ob[ROOT].ob_head = 1;
```

```
 ob[ROOT].ob_tail = 1;
 ob[ROOT].ob_next = NIL;
 ob[ROOT].ob_type = G_BOX;
 ob[ROOT].ob_flags = NONE;
 ob[ROOT].ob_state = NORMAL;
 ob[ROOT].ob_spec = 0x211f0L;
 BxSetFillColour(ob,ROOT,(wko[13] >= 16) ? LWHITE : WHITE);
 BxSetFillPattern(ob,ROOT,IP_4PATT);
 ob[ROOT].ob_width = charw * (longest + (WID << 1));
 ob[ROOT].ob_height = charh * (lines + 2 + (DEP << 1));
 wind_get(WH_DESKTOP,WF_WORKXYWH,&wko[0],&wko[1],&wko[2],&wko[3]);
 ob[ROOT].ob_x = (x == NIL) ? (wko[2] - ob[ROOT].ob_width) >> 1 : x;
 ob[ROOT].ob_y = (y == NIL) ? (wko[3] - ob[ROOT].ob_height) >> 1 : y;

 ob[1].ob_y = (DEP + BUT + lines) * charh;
 ob[1].ob_head = NIL;
 ob[1].ob_tail = NIL;
 ob[1].ob_next = ROOT;
 ob[1].ob_type = G_BUTTON;
 ob[1].ob_flags = (SELECTABLE | EXIT | DEFAULT | ACTIVATOR);
 ob[1].ob_state = NORMAL;
 ob[1].ob_spec = (long)bt;
 ob[1].ob_width = charw * strlen(bt);
 ob[1].ob_height = charh;
 ob[1].ob_x = (ob[ROOT].ob_width - ob[1].ob_width) >> 1;

 p = s;
 for (i = 0; i < lines; i += 1)  {
     ob[i + BASE].ob_x = WID * charw;
     ob[i + BASE].ob_y = (DEP + i) * charh;
     ob[i + BASE].ob_head = NIL;
     ob[i + BASE].ob_tail = NIL;
     ob[i + BASE - 1].ob_next = i + BASE;
     ob[i + BASE].ob_type = G_STRING;
     ob[i + BASE].ob_flags = NONE;
     ob[i + BASE].ob_state = NORMAL;
     ob[i + BASE].ob_spec = (long)p;
     l = strlen(p);
     ob[i + BASE].ob_width = l * charw;
     ob[i + BASE].ob_height = charh;
     p += (l + 1);
 }
 ob[i + BASE - 1].ob_next = ROOT;
 ob[i + BASE - 1].ob_flags |= LASTOB;
 ob[ROOT].ob_tail = i + BASE - 1;


 wind_calc(WC_BORDER,KIND,

ob[ROOT].ob_x,ob[ROOT].ob_y,ob[ROOT].ob_width,ob[ROOT].ob_height,
     &wko[0],&wko[1],&wko[2],&wko[3]
     )
 ;
```

```
 l = wind_create(KIND,wko[0],wko[1],wko[2],wko[3]);
 if (l < 0)   {
     free(ob);
     free(s);
     return false;
 }
 wind_open(l,wko[0],wko[1],wko[2],wko[3]);
/* objc_draw(ob,ROOT,MAX_DEPTH,wko[0],wko[1],wko[2],wko[3]);*/

 Evnt_Multi(&evm,true,wko);
 evm.evm_event |= (MU_BUTTON | MU_KEYBD);
 if (b > 0)   {
     evm.evm_event |= MU_TIMER;
     evm.evm_time = 1000;
 }
 for (;;){
     wki[0] = Evnt_Multi(&evm,false);
     if (wki[0] & MU_MESAG)  {
          switch (wko[0])    {
               case WM_MOVED:

wind_set(l,WF_CURRXYWH,wko[4],wko[5],wko[6],wko[7]);

wind_get(l,WF_WORKXYWH,&wko[4],&wko[5],&wko[6],&wko[7]);
               ob[ROOT].ob_x = wko[4];
               ob[ROOT].ob_y = wko[5];
               break;

               case WM_TOPPED:
               wind_set(l,WF_TOP,0,0,0,0);
               break;

               case WM_REDRAW:
               redraw(l,ob);
               break;

               default:
               break;
          }
     }
     if (wki[0] & MU_BUTTON){
          wki[1] = objc_find(ob,ROOT,MAX_DEPTH,
               evm.evm_mousex,evm.evm_mousey
               )
          ;
          if (wki[1] == 1)   {
               ob[1].ob_state ^= SELECTED;
               objc_draw(ob,ROOT,MAX_DEPTH,
                    ob[ROOT].ob_x,ob[ROOT].ob_y,
                    ob[ROOT].ob_width,ob[ROOT].ob_height
                    )
               ;
               ob[1].ob_state ^= SELECTED;
```

```
                objc_offset(ob,1,&wki[1],&wki[2]);
                objc_draw(ob,ROOT,MAX_DEPTH,

wki[1],wki[2],ob[1].ob_width,ob[1].ob_height
                     )
                ;
                evnt_timer(125,0);
                break;
            }
        }
        if (wki[0] & MU_KEYBD)  {
            if ((evm.evm_keycode & 0xff) == 13)   {
                ob[1].ob_state ^= SELECTED;
                objc_draw(ob,ROOT,MAX_DEPTH,
                     ob[ROOT].ob_x,ob[ROOT].ob_y,
                     ob[ROOT].ob_width,ob[ROOT].ob_height
                     )
                ;
                ob[1].ob_state ^= SELECTED;
                objc_offset(ob,1,&wki[1],&wki[2]);
                objc_draw(ob,ROOT,MAX_DEPTH,

wki[1],wki[2],ob[1].ob_width,ob[1].ob_height
                     )
                ;
                evnt_timer(125,0);
                break;
            }
        }
        if (wki[0] & MU_TIMER)  {
            if (b < 2)    {
                ob[1].ob_state ^= SELECTED;
                objc_draw(ob,ROOT,MAX_DEPTH,
                     ob[ROOT].ob_x,ob[ROOT].ob_y,
                     ob[ROOT].ob_width,ob[ROOT].ob_height
                     )
                ;
                ob[1].ob_state ^= SELECTED;
                objc_offset(ob,1,&wki[1],&wki[2]);
                objc_draw(ob,ROOT,MAX_DEPTH,

wki[1],wki[2],ob[1].ob_width,ob[1].ob_height
                     )
                ;
                evnt_timer(250,0);
                break;
            }
            b -= 1;
            sprintf(bt," %2d ",b);
            objc_offset(ob,1,&wki[1],&wki[2]);
            redraw(l,ob);
/*          objc_draw(ob,1,MAX_DEPTH,
                wki[1],wki[2],ob[1].ob_width,ob[1].ob_height
```

```
              )
         ;
*/
     }
 }

 wind_close(l);
 wind_delete(l);
 free(ob);
 free(s);
 return true;
}
```

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -7325154179269043429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-25 04:55:09 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!small.news.tele.dk!195.158.233.21!news1.ebone.net!news.ebone.net!news.ipartners.pl!news.man.poznan.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Opening files
Date: Tue, 25 Sep 2001 13:55:00 +0200
Organization: Politechnika Wroclawska
Lines: 22
Message-ID: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 1001418902 4226 156.17.32.156 (25 Sep 2001 11:55:02 GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 25 Sep 2001 11:55:02 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:665

Hi,

I'm not sure if it's the right group to send the question, but...

Is there any limit (under SingleTOS) of maximum files I can open?

I'm trying to open some files from my apps and after about 15-16 files
the system can't open any other file.
So, is it a problem of system (is there a patch for that?), or a problem
of my language (pure C) or something else (what?) ?

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 8530057277916661647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,45a9be67ab86b652
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,45a9be67ab86b652
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-25 13:08:39 PST
Path: archiver1.google.com!newsfeed.google.com!sn-xit-02!supernews.com!
news.tele.dk!small.news.tele.dk!195.54.122.107!newsfeed1.bredband.com!bredband!
newsfeed.sovam.com!nf1.bellglobal.com!nf2.bellglobal.com!
news20.bellglobal.com.POSTED!not-for-mail
Reply-To: "3Y3" <eruminski@sympatico.ca>
From: "3Y3" <eruminski@sympatico.ca>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
References: <de16c5ec.0109071050.6a785c14@posting.google.com>
<TL6n7.39836$y_3.2793232@nnrp3.clara.net> <9oo50b$2fc$5@news6.svr.pol.co.uk>
Subject: Re: Can I use a text source file w/ Atari BASIC?
Lines: 46
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Message-ID: <Tp5s7.5611$%r.1657566@news20.bellglobal.com>
Date: Tue, 25 Sep 2001 16:05:22 -0400
NNTP-Posting-Host: 64.231.33.120
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 1001448179 64.231.33.120 (Tue, 25 Sep 2001 16:02:59
EDT)
NNTP-Posting-Date: Tue, 25 Sep 2001 16:02:59 EDT
Organization: Bell Sympatico
Xref: archiver1.google.com comp.sys.atari.8bit:8429 comp.sys.atari.programmer:666

As far as i know (i havn't done it but a pal of mine did something similar)
you can do this.

Of course just copying and pasting the code into basic will not do it, as in some cases you might need the actual sprite files (but most often the sprite data would have been coded into all that code your pasting).

I'll have some code available on a web site thats in development by the end of november. I'll post the link if anyone is interested then.

3Y3

"ejber Ozkan" <ezz@NOSPAMozkan.co.uk> wrote in message
news:9oo50b$2fc$5@news6.svr.pol.co.uk...
> I was thinking about this to recently (OCR book to atari), As I dont have
an
> atari no more ,any chance one of the emulators could cut-n-paste into
basic
> or any other ideas to OCR & transfer to an atari image basic file?
> "news.freeuk.net" <stevesweet@freeuk.com> wrote in message
> news:TL6n7.39836$y_3.2793232@nnrp3.clara.net...
> > Hi John
> >
> > > I have a large Atari BASIC program that I am going to be entering
> > > from a book by hand. Sound familiar? Anyone... Anyone...
> >
> > Oh the joy.....
> >
> > .....of missing a comma.
> >
> > > I would rather key this program into a full screen text editor on my
> > > PC and transfer it over to my Atari 800. Which I can do. I have
> > > Steve Tuckers APE software and a SIO2PC cable.
> >
> > Why not scan the book, OCR it and merge the texts into a single file and
> > load it into your basic editor/compiler.
> >
> > --
> >   Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> >
> >
>
>

From -3543137200454004566
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,45a9be67ab86b652
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,45a9be67ab86b652
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-25 14:36:14 PST

Path: archiver1.google.com!newsfeed.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!newsfeed1.earthlink.net!newsfeed.earthlink.net!
newsmaster1.prod.itd.earthlink.net!newsread1.prod.itd.earthlink.net.POSTED!not-
for-mail
From: "Ron Hamilton" <oldatarian@atariland.com>
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
References: <de16c5ec.0109071050.6a785c14@posting.google.com>
<TL6n7.39836$y_3.2793232@nnrp3.clara.net> <9oo50b$2fc$5@news6.svr.pol.co.uk>
Subject: Re: Can I use a text source file w/ Atari BASIC?
Lines: 44
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MIMEOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Message-ID: <gN6s7.16706$Hx1.1492766@newsread1.prod.itd.earthlink.net>
Date: Tue, 25 Sep 2001 21:36:12 GMT
NNTP-Posting-Host: 65.227.193.111
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.prod.itd.earthlink.net 1001453772 65.227.193.111 (Tue, 25 Sep
2001 14:36:12 PDT)
NNTP-Posting-Date: Tue, 25 Sep 2001 14:36:12 PDT
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-Received-Date: Tue, 25 Sep 2001 14:32:49 PDT
(newsmaster1.prod.itd.earthlink.net)
Xref: archiver1.google.com comp.sys.atari.8bit:8431 comp.sys.atari.programmer:667

It is a snap... clean up the OCR scan in WordPad or any editor you can
search and replace ones for lower case L's or upper case I's and zeros for
upper case O's.

Next use Ken Siders Atari Utility for Windows to insert the file into an
.ATR image and ENTER it into A8 Basic on your emulator. If you did a fair
cleanup job, you will have only a few error lines displayed. If you have
more than one screen full, then LIST it out to a file, and bring it up in
TextPro to search for 'ERR' and fix the lines. After you have it checked by
DCheck or Typo you can SAVE the code to a tokenized file.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"ejber Ozkan" <ezz@NOSPAMozkan.co.uk> wrote in message
news:9oo50b$2fc$5@news6.svr.pol.co.uk...
> I was thinking about this to recently (OCR book to atari), As I dont have
an
> atari no more ,any chance one of the emulators could cut-n-paste into
basic
> or any other ideas to OCR & transfer to an atari image basic file?
> "news.freeuk.net" <stevesweet@freeuk.com> wrote in message
> news:TL6n7.39836$y_3.2793232@nnrp3.clara.net...
> > Hi John

> >
> > > I have a large Atari BASIC program that I am going to be entering
> > > from a book by hand. Sound familiar? Anyone... Anyone...
> >
> > Oh the joy.....
> >
> > .....of missing a comma.
> >
> > > I would rather key this program into a full screen text editor on my
> > > PC and transfer it over to my Atari 800. Which I can do. I have
> > > Steve Tuckers APE software and a SIO2PC cable.
> >
> > Why not scan the book, OCR it and merge the texts into a single file and
> > load it into your basic editor/compiler.

From 7336934099163055192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-25 14:52:25 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
cyclone.bc.net!sunqbc.risq.qc.ca!cpk-news-hub1.bbnplanet.com!news.gtei.net!
newsfeed1.cidera.com!Cidera!cletus.bright.net!kali-cas1-cs-12.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <syntax.error@line.22>
X-X-Sender: <root@Hades060>
Subject: Re: Opening files
In-Reply-To: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
Message-ID: <Pine.MNT.4.31.0109251349160.101-100000@Hades060>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 16
Date: Tue, 25 Sep 2001 13:51:30 -0400
NNTP-Posting-Host: 209.143.8.149
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 1001454744 209.143.8.149 (Tue, 25 Sep 2001 17:52:24
EDT)
NNTP-Posting-Date: Tue, 25 Sep 2001 17:52:24 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:668

On Tue, 25 Sep 2001, Rafal Kawecki wrote:

> Is there any limit (under SingleTOS) of maximum files I can open?
> I'm trying to open some files from my apps and after about 15-16 files
> the system can't open any other file.
> So, is it a problem of system (is there a patch for that?), or a problem
> of my language (pure C) or something else (what?) ?

It's a limit of the given OS, each version of the OS could have
different limits on total open files. At least the compendium
says this, I cannot find what the limits are however. Perhaps
someone else knows where to find this info.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 4492680621704466878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143900eda924dd2a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-09-25 15:10:08 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!newsgate.cistron.nl!amsnews01.chello.com!news-
feed.nld.sonera.net!surfnet.nl!rug.nl!not-for-mail
From: Hans Galema <j.m.galema@maartens.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Opening files
Date: Wed, 26 Sep 2001 00:04:17 +0200
Organization: Rijksuniversiteit Groningen
Lines: 17
Message-ID: <3BB0FF60.66C7CCCB@maartens.nl>
References: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: client108-11.kabela.oprit.rug.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: info.service.rug.nl 1001455345 13082 129.125.108.11 (25 Sep 2001 22:02:25
GMT)
X-Complaints-To: newsmaster@rug.nl
NNTP-Posting-Date: 25 Sep 2001 22:02:25 GMT
X-Mailer: Mozilla 4.6 [en] (Win95; I)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:669

Rafal Kawecki wrote:

> Is there any limit (under SingleTOS) of maximum files I can open?
> I'm trying to open some files from my apps and after about 15-16 files
> the system can't open any other file.
> So, is it a problem of system (is there a patch for that?), or a problem
> of my language (pure C) or something else (what?) ?

Yes there is a limit.
The limit depends on the machine
On a ST it was about 70-100 (i forgot the actual amount)

So you have a Falcon ?
On a Falcon it was 18 0r 19

On a TT about 70

As far as i know there is no patch for this.

From -1557863892871377754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,ea4ab723a3f98fd9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,ea4ab723a3f98fd9
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,ea4ab723a3f98fd9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-17 08:41:24 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!wn1feed!worldnet.att.net!135.173.83.71!wnfilter1!worldnet-localpost!bgtnsc04-news.ops.worldnet.att.net.POSTED!not-for-mail
Message-ID: <3B545CF9.88C71AF3@ataritimes.com>
From: "Gregory D. George" <greg@ataritimes.com>
X-Mailer: Mozilla 4.76 [en] (Win98; U)
X-Accept-Language: en,pdf
MIME-Version: 1.0
Newsgroups: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer
Subject: Re: FREE STUFF!
References: <acbab8fe.0107161912.43fe55a3@posting.google.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 20
Date: Tue, 17 Jul 2001 15:41:20 GMT
NNTP-Posting-Host: 12.77.162.44
X-Complaints-To: abuse@worldnet.att.net
X-Trace: bgtnsc04-news.ops.worldnet.att.net 995384480 12.77.162.44 (Tue, 17 Jul 2001 15:41:20 GMT)
NNTP-Posting-Date: Tue, 17 Jul 2001 15:41:20 GMT
Organization: AT&T Worldnet
Xref: archiver1.google.com comp.sys.atari.8bit:6982 rec.games.video.atari:2761 comp.sys.atari.programmer:520

Jay Dresser wrote:

> I live in San Jose CA. Call quick if you're interested,
> otherwise it all becomes landfill.

Grrr... Why can't you guys giving away free stuff live in Florida???

--
Greg

=-=-=-

= ATARI   ATARI =
- DO+THE   Join the TAT Writer's Webgroup!   HYPAT? -
= MATH http://groups.yahoo.com/group/ataritimes/   =
 -=-=-=-

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,ea4ab723a3f98fd9
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,ea4ab723a3f98fd9
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-07-17 15:01:22 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.stealth.net!204.127.161.2.MISMATCH!wn2feed!worldnet.att.net!135.173.83.71!wnfilter1!worldnet-localpost!bgtnsc04-news.ops.worldnet.att.net.POSTED!not-for-mail
Message-ID: <3B54B5C8.139FF5A1@ataritimes.com>
From: "Gregory D. George" <greg@ataritimes.com>
X-Mailer: Mozilla 4.76 [en] (Win98; U)
X-Accept-Language: en,pdf
MIME-Version: 1.0
Newsgroups: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer
Subject: Re: FREE STUFF!
References: <acbab8fe.0107161912.43fe55a3@posting.google.com> <3B545CF9.88C71AF3@ataritimes.com> <9j27qr$9ki$1@tron.alex1.va.home.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 25
Date: Tue, 17 Jul 2001 22:01:22 GMT
NNTP-Posting-Host: 12.77.162.176
X-Complaints-To: abuse@worldnet.att.net
X-Trace: bgtnsc04-news.ops.worldnet.att.net 995407282 12.77.162.176 (Tue, 17 Jul 2001 22:01:22 GMT)
NNTP-Posting-Date: Tue, 17 Jul 2001 22:01:22 GMT
Organization: AT&T Worldnet
Xref: archiver1.google.com comp.sys.atari.8bit:6997 rec.games.video.atari:2769 comp.sys.atari.programmer:522

Sean Connery wrote:

> In article <3B545CF9.88C71AF3@ataritimes.com>,
> Gregory D. George <greg@ataritimes.com> wrote:
>
> >Grrr... Why can't you guys giving away free stuff live in Florida???
>
> They do, but the bull sharks apparently beat you to them!

Heh heh... I said to my wife last night that I thought the sharks were rising up against us. Kinda like that dolphin episode of The Simpsons!

--
Greg

=-=-=-

= MATH http://groups.yahoo.com/group/ataritimes/   =
 -=-=-=-

X-Google-Thread: 1115ce,b2129cddc0ea1aed,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-18 05:05:21 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
195.158.233.21!news1.ebone.net!news.ebone.net!newsrouter.euroconnect.net!
news.clinet.fi!not-for-mail
From: Mikko Mannonen <mikko_mannonenNOSPAM@hotmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: cross compiler for ST
Date: Wed, 18 Jul 2001 15:05:13 +0300
Organization: Unorganized
Lines: 10
Message-ID: <3B557B79.3841FCB0@hotmail.com>
NNTP-Posting-Host: juustopizza.fi.datex-ohmeda.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.clinet.fi 995457919 32281 194.9.228.117 (18 Jul 2001 12:05:19 GMT)
X-Complaints-To: abuse@clinet.fi
NNTP-Posting-Date: 18 Jul 2001 12:05:19 GMT
X-Mailer: Mozilla 4.75 [en] (WinNT; U)
X-Accept-Language: en
Cache-Post-Path: juustopizza.fi.datex-ohmeda.com!
unknown@mmannone.hki.no.instru.net
X-Cache: nntpcache 2.3.3 (see http://www.nntpcache.org/)
Xref: archiver1.google.com comp.sys.atari.programmer:524

Hello,
I would like to start programming with my old Atari ST again :)
I used just STOS and assembler back in old days, but today I wold
like to use C/C++.
BUT where I can find decent C compiler for ST. Preferably somekind of
cross compiler, so I can write and compile programs with PC , and then
transfer them to ST.

--Mikko--

From 6548745669803021279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,ea4ab723a3f98fd9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,ea4ab723a3f98fd9
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,ea4ab723a3f98fd9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-18 11:58:47 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
193.174.75.178!news-fra1.dfn.de!news.Uni-Mainz.DE!not-for-mail
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Newsgroups: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer
Subject: Re: FREE STUFF!

Date: Wed, 18 Jul 2001 20:58:46 +0200
Organization: Zentrum =?iso-8859-1?Q?f=FCr?= Datenverarbeitung -
=?iso-8859-1?Q?Universit=E4t?= Mainz
Lines: 28
Message-ID: <3B55DC66.D3AD9D02@mail.uni-mainz.de>
References: <acbab8fe.0107161912.43fe55a3@posting.google.com>
<3B545CF9.88C71AF3@ataritimes.com>
Reply-To: magea000@mail.uni-mainz.de
NNTP-Posting-Host: zdvk121.zdv.uni-mainz.de
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: bambi.zdv.Uni-Mainz.DE 995482726 19210 134.93.183.61 (18 Jul 2001
18:58:46 GMT)
X-Complaints-To: usenet@mail.uni-mainz.de
NNTP-Posting-Date: 18 Jul 2001 18:58:46 GMT
X-Mailer: Mozilla 4.7 [de]C-CCK-MCD (WinNT; U)
X-Accept-Language: en,de
Xref: archiver1.google.com comp.sys.atari.8bit:7033 rec.games.video.atari:2775
comp.sys.atari.programmer:525

Well,
I thought Florida was a big/great park for the tourists... ;-)
Or some playground for various weather types, like Tornados, Hurricanes,
etc.
-Andreas

"Gregory D. George" schrieb:
>
> Jay Dresser wrote:
>
> > I live in San Jose CA. Call quick if you're interested,
> > otherwise it all becomes landfill.
>
> Grrr... Why can't you guys giving away free stuff live in Florida???
>
> --
> Greg
>
> =-=-=-=

X-Google-Thread: 1115ce,b2129cddc0ea1aed
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-18 14:50:46 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <3B557B79.3841FCB0@hotmail.com>
Subject: Re: cross compiler for ST
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 25
Message-ID: <8un57.1698$ps6.8790@newsfeed.slurp.net>
Date: Wed, 18 Jul 2001 21:47:48 GMT
NNTP-Posting-Host: 208.141.202.174
X-Trace: newsfeed.slurp.net 995492868 208.141.202.174 (Wed, 18 Jul 2001 16:47:48 CDT)
NNTP-Posting-Date: Wed, 18 Jul 2001 16:47:48 CDT
Xref: archiver1.google.com comp.sys.atari.programmer:526

On 18 Jul 2001 15:05:13 , Mikko Mannonen wrote:
>Hello,
>I would like to start programming with my old Atari ST again :)
>I used just STOS and assembler back in old days, but today I wold
>like to use C/C++.
>BUT where I can find decent C compiler for ST. Preferably somekind of
>cross compiler, so I can write and compile programs with PC , and then
>transfer them to ST.

I downloaded Pure C from the www somewhere. I am not sure how it
compares what else is out there, but I am sure there is something better.

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -7943782098609017077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2129cddc0ea1aed
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-20 03:24:48 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!

193.174.75.178!news-fra1.dfn.de!news-koe1.dfn.de!news-han1.dfn.de!
newsserver.rrzn.uni-hannover.de!selene!pralle
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: cross compiler for ST
Date: Fri, 20 Jul 2001 12:24:44 +0200
Organization: Universitaet Hannover
Lines: 16
Message-ID: <Pine.GSO.4.33.0107201223560.4859-100000@selene>
References: <3B557B79.3841FCB0@hotmail.com>
NNTP-Posting-Host: selene.informatik.uni-hannover.de
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: newsserver.rrzn.uni-hannover.de 995624687 21073 130.75.24.116 (20 Jul
2001 10:24:47 GMT)
X-Complaints-To: abuse@newsserver.rrzn.uni-hannover.de
NNTP-Posting-Date: 20 Jul 2001 10:24:47 GMT
To: Mikko Mannonen <mikko_mannonenNOSPAM@hotmail.com>
X-X-Sender: <pralle@selene>
In-Reply-To: <3B557B79.3841FCB0@hotmail.com>
Xref: archiver1.google.com comp.sys.atari.programmer:527

> Hello,
> I would like to start programming with my old Atari ST again :)
> I used just STOS and assembler back in old days, but today I wold
> like to use C/C++.
> BUT where I can find decent C compiler for ST. Preferably somekind of
> cross compiler, so I can write and compile programs with PC , and then
> transfer them to ST.

If you can use the gcc, if you have LINUX or UNIX.

sparemint.atari.org

daniel

From 3564474320370488291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2129cddc0ea1aed
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-20 03:37:11 PST
Newsgroups: comp.sys.atari.programmer
Date: Fri, 20 Jul 2001 12:38:01 +0200
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
X-X-Sender: <fnaumann@freemint>
Subject: Re: cross compiler for ST
In-Reply-To: <Pine.GSO.4.33.0107201223560.4859-100000@selene>
Message-ID: <Pine.MNT.4.31.0107201237120.131-100000@freemint>
References: <3B557B79.3841FCB0@hotmail.com>

<Pine.GSO.4.33.0107201223560.4859-100000@selene>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Lines: 22
NNTP-Posting-Host: loriot.cs.uni-magdeburg.de
X-Trace: 20 Jul 2001 12:37:10 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
194.8.194.95!news.netcologne.de!RRZ.Uni-Koeln.DE!nntp.CS.Uni-Magdeburg.De!
loriot.cs.uni-magdeburg.de!freemint!fnaumann
Xref: archiver1.google.com comp.sys.atari.programmer:528

Hello!

> > BUT where I can find decent C compiler for ST. Preferably somekind of
> > cross compiler, so I can write and compile programs with PC , and then
> > transfer them to ST.
>
> If you can use the gcc, if you have LINUX or UNIX.
>
> sparemint.atari.org

I have also a precompiled crosscompiler running under Windows and cygwin.

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 8648962604458436068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3e9a096664d3da57
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,3e9a096664d3da57
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f7b5cf2acb151ea1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-20 07:11:36 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!cpk-news-hub1.bbnplanet.com!nycmny1-
snh1.gtei.net!crtntx1-snh1.gtei.net!lsanca1-snf1!news.gtei.net!enterprise!
news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: ST Language

Date: Sat, 21 Jul 2001 00:24:12 +1200
Organization: The Gluepot
Lines: 41
Message-ID: <9j981d$t1m$1@news.comnet.co.nz>
References: <B77DD28D.7E75%dirk@klettern-stuttgart.de> <9j9221$b98$06$1@news.t-online.com>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-221.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 995631981 29750 131.203.242.221 (20 Jul 2001 12:26:21 GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 20 Jul 2001 12:26:21 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.st:14317 comp.sys.atari.st.tech:1872 comp.sys.atari.programmer:529

"Matthias Jaap" <mjaap@t-online.de> wrote ...
> > my problem is: I've got an Atari 1040ST, but I don't have the ST Language
> > Disc. Me was told this disc is need to uses the PC.
> > Can anyone help me pleas??
>
> You don't need the disk to run your ST. It contains an outdated version of
> Omikron Basic.

What was "Omikron Basic" like?

All the ST language discs (admittedly either UK or US oriented) I've seen have either had ST Basic (either original or the Metacomco "Enhanced" version), or, if you go far enough back, you'd also get ST Logo.

(BTW: I've added "comp.sys.atari.programmer" to the newsgroup list, as this may also be of some help)

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From -855298362379387345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3e9a096664d3da57
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f7b5cf2acb151ea1
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3e9a096664d3da57
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2001-07-20 07:21:10 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
193.174.75.178!news-fra1.dfn.de!newsfeed.hanau.net!newsfeed01.sul.t-online.de!
newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: "Matthias Jaap" <mjaap@t-online.de>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: ST Language
Date: Fri, 20 Jul 2001 16:21:33 +0200
Organization: T-Online
Lines: 27
Message-ID: <9j9en2$vh7$01$1@news.t-online.com>
References: <B77DD28D.7E75%dirk@klettern-stuttgart.de> <9j9221$b98$06$1@news.t-
online.com> <9j981d$t1m$1@news.comnet.co.nz>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 995638818 01 32295 -6KjSn8XSQY5ji 010720 14:20:18
X-Complaints-To: abuse@t-online.com
X-Sender: 320028486591-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.st:14318 comp.sys.atari.st.tech:1873
comp.sys.atari.programmer:530

> > You don't need the disk to run your ST. It contains an outdated
> version of
> > Omikron Basic.
>
> What was "Omikron Basic" like?

Omikron Basic can use libraries (there were a lot of them e.g. the
Easy-GEM-Lib), can run with or without line numbers and has a
pseudo-GEM-Interface. However, at that time GFA-Basic was already too
popular. Omikron is more similar to the classic basic.

There was a version 5 with a GEM editor and horrible looking dialog boxes.

>
> All the ST language discs (admittedly either UK or US oriented) I've
> seen have either had ST Basic (either original or the Metacomco
> "Enhanced" version), or, if you go far enough back, you'd also get ST
> Logo.

I forgot to mention that the decision to replace ST-Basic with Omikron was
made by Atari Germany - maybe because the Atari market in Germany was
different to the UK/US one.

Greetings,
Matthias

From 3551898035993314419
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b2129cddc0ea1aed
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-20 16:56:03 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!
newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: "Matthias Jaap" <mjaap@t-online.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: cross compiler for ST
Date: Sat, 21 Jul 2001 01:55:04 +0200
Organization: T-Online
Lines: 11
Message-ID: <9jaga8$bs5$04$1@news.t-online.com>
References: <3B557B79.3841FCB0@hotmail.com>
<Pine.GSO.4.33.0107201223560.4859-100000@selene>
<Pine.MNT.4.31.0107201237120.131-100000@freemint>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 995673225 04 12165 4P3jSV+TSyadQB 010720 23:53:45
X-Complaints-To: abuse@t-online.com
X-Sender: 320028486591-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:531

Hallo Frank,
> I have also a precompiled crosscompiler running under Windows and cygwin.
>

Can you put it on the Sparemint/crosscompiler page?

Gru⸮,
Matthias

From -451516548717212295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f7b5cf2acb151ea1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-20 17:52:02 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!cletus.bright.net!kali-3640-1-cs-46.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <syntax.error@line.22>
X-X-Sender: <root@Hades060>
Subject: Re: ST Language
In-Reply-To: <9j9en2$vh7$01$1@news.t-online.com>
Message-ID: <Pine.MNT.4.31.0107201649390.97-100000@Hades060>
References: <B77DD28D.7E75%dirk@klettern-stuttgart.de> <9j9221$b98$06$1@news.t-online.com> <9j981d$t1m$1@news.comnet.co.nz> <9j9en2$vh7$01$1@news.t-online.com>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 12
Date: Fri, 20 Jul 2001 16:51:35 -0400
NNTP-Posting-Host: 216.201.36.176
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 995676719 216.201.36.176 (Fri, 20 Jul 2001 20:51:59 EDT)
NNTP-Posting-Date: Fri, 20 Jul 2001 20:51:59 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:532

On Fri, 20 Jul 2001, Matthias Jaap wrote:

> I forgot to mention that the decision to replace ST-Basic with Omikron was
> made by Atari Germany - maybe because the Atari market in Germany was
> different to the UK/US one.

Ah, interesting I didn't know that.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

From 8269229564964407831
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,5c03fefece226e4a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-21 01:41:16 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!paloalto-snf1.gtei.net!news.gtei.net!enews.sgi.com!news.xtra.co.nz!enterprise!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Toolbox wish list?
Date: Sat, 21 Jul 2001 20:37:15 +1200
Organization: The Gluepot
Lines: 37
Message-ID: <9jbf3s$1vt0$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-14.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 995704764 65440 131.203.242.14 (21 Jul 2001 08:39:24 GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 21 Jul 2001 08:39:24 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:533

Do any of you have a "wish list" for features/functions to be added to my Toolbox DLL manager?

For example, I'm thinking of adding a "Call logging" capability, to help a programmer to see the sequence of calls that lead up to a crash/bug/"feature". This will probably be done as a "log calls to me" flag added to the library load/link phase. And possibly a "Always/never log calls to library [x]" CPX that'll allow a user to configure this.

I'm also reworking the Library List accessory ATM.

If any of you are using compilers other than Lattice C, feel free to edit the include and source files within the archive and send them to me - I'll add them to the next release of the Toolbox.

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From 5013201532213336050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2129cddc0ea1aed
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-21 03:15:22 PST
Newsgroups: comp.sys.atari.programmer
Date: Sat, 21 Jul 2001 12:13:41 +0200
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
X-X-Sender: <fnaumann@freemint>
Subject: Re: cross compiler for ST
In-Reply-To: <9jaga8$bs5$04$1@news.t-online.com>
Message-ID: <Pine.MNT.4.31.0107211212150.563-100000@freemint>
References: <3B557B79.3841FCB0@hotmail.com>
<Pine.GSO.4.33.0107201223560.4859-100000@selene>
<Pine.MNT.4.31.0107201237120.131-100000@freemint> <9jaga8$bs5$04$1@news.t-
online.com>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Lines: 21
NNTP-Posting-Host: loriot.cs.uni-magdeburg.de
X-Trace: 21 Jul 2001 12:15:21 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!uni-erlangen.de!fu-berlin.de!nntp.CS.Uni-
Magdeburg.De!loriot.cs.uni-magdeburg.de!freemint!fnaumann
Xref: archiver1.google.com comp.sys.atari.programmer:534

Hello!

> > I have also a precompiled crosscompiler running under Windows and
> > cygwin.
>
> Can you put it on the Sparemint/crosscompiler page?

It is since a long time on the Sparemint server:

ftp://wh58-508.st.uni-magdeburg.de/pub/sparemint/cross-mint/cygwin/

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -4839573143505105338
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9388f4f0e592b101,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-21 05:00:40 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-hog.berkeley.edu!ucberkeley!enews.sgi.com!newsfeed.nettuno.it!server-b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: WinCommander ?
Date: Sat, 21 Jul 01 13:57:52
Organization: De Petris Software Development
Lines: 17
Message-ID: <26955_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:535

Is there anything like Windows (norton/Volkov/whatever) Commander running on the Atari, ahem with MagiCMac ? There are various archive programs (shells) like Twoinone, STZip, with the two filelist window, but what about a file utility ? Maybe Kobold, but does it work with MagiCMac ?

Best it would be an open project, and put in comparing directories and other features. I'm ready to put my hands in such a project if you can give a starting point, as I do not have so much time to start from "Hello World!".

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 3898413622392214461

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9388f4f0e592b101
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-21 10:31:09 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
212.74.64.35!colt.net!newsfeed00.sul.t-online.de!newsmm00.sul.t-online.com!t-
online.de!news.t-online.com!not-for-mail
From: BMaedicke@t-online.de (Bernd Maedicke)
Newsgroups: comp.sys.atari.programmer
Subject: Re: WinCommander ?
Date: Sat, 21 Jul 2001 19:28:17 +0200
Organization: btx.dtag.de
Lines: 15
Message-ID: <1ewwtk7.1ofyku155m3i2N%BMaedicke@t-online.de>
References: <26955_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 995736500 06 21223 oTXkSnLVShYYdm 010721 17:28:20
X-Complaints-To: abuse@t-online.com
X-Sender: 320084974247-0001@t-dialin.net
User-Agent: MacSOUP/D-2.4.6
Xref: archiver1.google.com comp.sys.atari.programmer:536

Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
wrote:

> Is there anything like Windows (norton/Volkov/whatever) Commander running on
> the Atari, ahem with MagiCMac ?

I know a program with name "M>DESK". The last version must be the
version 1.32 and I have the german version on my file archive.

> Maybe Kobold, but does it work with MagiCMac ?

Yes, the last version 3.5x should be works with MM

--
Url: http://home.t-online.de/home/BMaedicke/

From -7394515424873363262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9388f4f0e592b101
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-21 14:13:07 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!colt.net!newspeer.clara.net!news.clara.net!
news5-gui.server.ntli.net!ntli.net!news6-win.server.ntlworld.com.POSTED!
SD.swampdog
From: swamp-dog@ntlworld.com (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: WinCommander ?

Organization: SwampDog
Reply-To: swamp-dog@ntlworld.com
Message-ID: <3b59edf0.25287040@nntp.swampdog>
References: <26955_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Original-NNTP-Posting-Host: 192.168.0.1
X-Original-Trace: 21 Jul 2001 22:04:42 +0100, 192.168.0.1
Lines: 25
Date: Sat, 21 Jul 2001 21:04:41 GMT
NNTP-Posting-Host: 62.255.170.65
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 995749671 62.255.170.65 (Sat, 21 Jul 2001
22:07:51 BST)
NNTP-Posting-Date: Sat, 21 Jul 2001 22:07:51 BST
Xref: archiver1.google.com comp.sys.atari.programmer:537

On Sat, 21 Jul 01 13:57:52,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>Is there anything like Windows (norton/Volkov/whatever) Commander running on
>the Atari, ahem with MagiCMac ? There are various archive programs (shells)
>like Twoinone, STZip, with the two filelist window, but what about a file
>utility ? Maybe Kobold, but does it work with MagiCMac ?

iirc Kobold ran/runs on MagiCPC with GEMDOS mode enabled.

>Best it would be an open project, and put in comparing directories and other
>features. I'm ready to put my hands in such a project if you can give a
>starting point, as I do not have so much time to start from "Hello World!".
>
>Ciao, ** *Mike* ** www.interware.it/users/mike/
>
>--
>Un rimbambit e' l'ottava parte di un rimbambyte.

--
swamp-dog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

From -8788347852441717799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9388f4f0e592b101
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-23 04:43:05 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsxfer.eecs.umich.edu!enews.sgi.com!

newsfeed.nettuno.it!server-b.cs.interbusiness.it!
bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: WinCommander ?
Date: Mon, 23 Jul 01 13:31:32
Organization: De Petris Software Development
Lines: 24
Message-ID: <27015_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:538

In uno strano messaggio del 21 Jul 01 swamp-dog@ntlworld.com (2:333/608.1)
scrisse al povero All :
 s> iirc Kobold ran/runs on MagiCPC with GEMDOS mode enabled.

Mmmmmm Kobold is a good program with good selection features, tought it has
no directory sinchronization.

But I could only test an old Kobold 3, all in german, it works in MagiCMac,
but the risk to do something wrong with the files is high, as I do not
understand the german messages.

Again it would be best to have an open source project, or get the source for
programs like kobold, even an old version, as a starting point.

Windows Commander is really a nice program 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -2098704668242632609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7cfe39214a4295b1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-25 05:19:26 PST
From: "D Galvez" <maraka@atari.net>
Newsgroups: comp.sys.atari.programmer
Subject: Modern editor for Pure C?
Date: Wed, 25 Jul 2001 14:17:49 +0200
Lines: 12

X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
NNTP-Posting-Host: 213.96.68.59
X-Original-NNTP-Posting-Host: 213.96.68.59
Message-ID: <3b5eb7c5@post.newsfeeds.com>
X-Trace: post.newsfeeds.com!newsfeeds.com!pn!anonymous!127.0.0.1!pn 996063173
213.96.68.59 (25 Jul 2001 07:12:53 -0500)
Organization: Newsfeeds.com http://www.newsfeeds.com 80,000+ UNCENSORED
Newsgroups. The #1 Usenet Service on the Planet!
X-Comments: This message was posted through Newsfeeds.com's, FREE publicly
accessible Usenet Server - "post.newsfeeds.com"
X-Comments2: IMPORTANT: Newsfeeds.com does not condone, nor support, spam or any
illegal or copyrighted postings.
X-Comments3: IMPORTANT: Under NO circumstances will postings containing illegal or
copyrighted material through this service be tolerated!!
X-Report: Please report illegal or inappropriate use to <abuse@newsfeeds.com>
X-Abuse-Info: Please be sure to forward a copy of ALL headers, INCLUDING the body
(DO NOT SEND ATTACHMENTS)
Path: archiver1.google.com!news2.google.com!newsfeed.google.com!
newsfeed.stanford.edu!feed.textport.net!local-out2.newsfeeds.com!
post.newsfeeds.com!newsfeeds.com!pn!anonymous!127.0.0.1!pn
Xref: archiver1.google.com comp.sys.atari.programmer:539

*** post for FREE via your newsreader at post.newsfeeds.com ***

Hello

What editor is the best to use with Pure C? i'm meaning a modern editor.

Thanks
D Galvez

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 90,000 Newsgroups - 16 Different Servers! =-----

From 8451163628936835014
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aaf9290bbbdbb9fe,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-25 13:42:26 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
195.161.0.203!newsfeed.rt.ru!news-stob.telia.net!news-sto.telia.net!

194.22.194.4.MISMATCH!masternews.telia.net.!newsc.telia.net.POSTED!not-for-mail
From: "Daniel Eriksson" <shaddack@hem1.passagen.se>
Newsgroups: comp.sys.atari.programmer
Subject: Wanted: Atari ST OS architecture docs
Lines: 13
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <5iF77.7066$z21.921217@newsc.telia.net>
Date: Wed, 25 Jul 2001 19:41:53 GMT
NNTP-Posting-Host: 213.65.81.222
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 996090113 213.65.81.222 (Wed, 25 Jul 2001 21:41:53 CEST)
NNTP-Posting-Date: Wed, 25 Jul 2001 21:41:53 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.programmer:540

Hi everyone!

I look for Atari ST programming material. I want to know about the architecture, structure and principles of TOS and GEM. I also want to know how to program using the OS in C or assembler. Are there any resources on the web which describes this? I haven't found any. :(Please point out a direction for me.

Thanks in advance.

// Daniel Eriksson

From 1296763937991755333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aaf9290bbbdbb9fe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-25 16:50:03 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <5iF77.7066$z21.921217@newsc.telia.net>
Subject: Re: Wanted: Atari ST OS architecture docs
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 26
Message-ID: <XTI77.432$1K.1038@newsfeed.slurp.net>
Date: Wed, 25 Jul 2001 23:47:03 GMT
NNTP-Posting-Host: 208.141.202.15
X-Trace: newsfeed.slurp.net 996104823 208.141.202.15 (Wed, 25 Jul 2001 18:47:03 CDT)
NNTP-Posting-Date: Wed, 25 Jul 2001 18:47:03 CDT

Xref: archiver1.google.com comp.sys.atari.programmer:541

On 25 Jul 2001 19:41:53 , "Daniel Eriksson" wrote:
>Hi everyone!
>
>I look for Atari ST programming material. I want to know about the
>architecture, structure and principles of TOS and GEM. I also want to know
>how to program using the OS in C or assembler. Are there any resources on
>the web which describes this? I haven't found any. :(Please point out a
>direction for me.

Last time I looked the Atari Compedium was online on the WWW. Try the
site below:

http://www.sysop.cuprum.com.pl/compendium/html/toc.htm

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 4919601516778662408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aaf9290bbbdbb9fe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-26 11:19:18 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
130.133.1.3!fu-berlin.de!uni-berlin.de!p3e9ba1bb.dip0.t-ipconnect.DE!not-for-mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Wanted: Atari ST OS architecture docs
Date: Thu, 26 Jul 2001 18:26:45 GMT
Lines: 14
Message-ID: <3b6060c6.1695671@news.cis.dfn.de>
References: <5iF77.7066$z21.921217@newsc.telia.net>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: p3e9ba1bb.dip0.t-ipconnect.de (62.155.161.187)
X-Trace: fu-berlin.de 996171557 1053699 62.155.161.187 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243
Xref: archiver1.google.com comp.sys.atari.programmer:542

On Wed, 25 Jul 2001 19:41:53 GMT, "Daniel Eriksson"
<shaddack@hem1.passagen.se> wrote:

>Hi everyone!
>
>I look for Atari ST programming material. I want to know about the
>architecture, structure and principles of TOS and GEM. I also want to know
>how to program using the OS in C or assembler. Are there any resources on
>the web which describes this? I haven't found any. :(Please point out a
>direction for me.

At the Steem Emulator site there is much HW-documentation.

Martin

From -2863103663004222104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92b2290daaee0ef9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-27 15:22:16 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
62.112.0.25!newsfeed.online.be!ams.uu.net!news.mailgate.org!mail2news!
62.81.160.122!not-for-mail
From: eloina_2@eresmas.com (=?iso-8859-1?Q?Miguel_Garc=EDa?=)
Newsgroups: comp.sys.atari.programmer
Subject: Official Documentation
Date: Fri, 27 Jul 2001 22:22:14 +0000 (UTC)
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 25
Message-ID: <000501c116ea$995aaf20$c660533e@default>
NNTP-Posting-Host: 62.81.160.122
Mime-Version: 1.0
Content-Type: text/plain;charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.mailgate.org 996272533 9997 62.81.160.122 (2001-07-28 00:22:17)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Fri, 27 Jul 2001 22:22:14 +0000 (UTC)
Mail-From: <eloina_2@eresmas.com> from IDENT:nobody@[62.81.160.122]
X-URL: http://www.Mailgate.ORG
Xref: archiver1.google.com comp.sys.atari.programmer:543

I look for the following official documentation from ATARI:

TOS Release Notes 20/5/88
Rainbow Tos Release Notes 7/8/89
STE TOS Release Notes 11/9/89
ATARI STE Developer Information Addendum
AHDI 3.00 Release Notes 4/5/89
Still Another Line A Document. 17/12/87
Intelligent Keyboard (ikbd) Protocol. 26/2/85

Anybody has it!

scaneed copy?

paper copy?

Thank you!!!

--
Posted from IDENT:nobody@[62.81.160.122]
via Mailgate.ORG Server - http://www.Mailgate.ORG

From 4052745339879256890
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac965a510cfbc0d1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-28 00:47:44 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeed.gamma.ru!Gamma.RU!isdnet!zamboni.dsnet.it!phobos.ibnetwork.net!server-
b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: PureC debugger and MagiCMac
Date: Fri, 27 Jul 01 16:57:20
Organization: De Petris Software Development
Lines: 14
Message-ID: <27312_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:544

I've tryed various solutions posted in newsgroups in the past, but never
managed to use the PureC debugger with MagicMac, can anybody please explain
what should I do ? And how does Templemon work ? It's hard for me to read
german so I'm still going on putting a lot of printf for debug logging in my
Lattice and PureC programs.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 8177230427055744928

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac965a510cfbc0d1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-28 00:57:42 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
canoe.uoregon.edu!hammer.uoregon.edu!enews.sgi.com!newsfeed.nettuno.it!server-
b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: PureC debugger and MagiCMac
Date: Fri, 27 Jul 01 15:21:24
Organization: De Petris Software Development
Lines: 14
Message-ID: <27265_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:545

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german so I'm still going on putting a lot of printf for debug logging in my
Lattice and PureC programs.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 2455922264165706837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c440297fe009669a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-30 21:10:22 PST
Path: archiver1.google.com!newsfeed.google.com!sn-xit-03!supernews.com!
newsswitch.lcs.mit.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-
xfer.siscom.net!easynews!e420r-sjo4.usenetserver.com!usenetserver.com!e3500-
atl2.usenetserver.com.POSTED!not-for-mail
From: "Jeff Thomas" <atari_st@bellsouth.net>
Newsgroups: comp.sys.atari.programmer
Subject: Want a copy of: Zap! The rise and fall of Atari
Lines: 20
X-Priority: 3
X-MSMail-Priority: Normal

X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Message-ID: <Q1q97.1777$kg.121597@e3500-atl2.usenetserver.com>
X-Complaints-To: abuse@usenetserver.com
X-Abuse-Info: Please be sure to forward a copy of ALL headers
X-Abuse-Info: Otherwise we will be unable to process your complaint properly.
NNTP-Posting-Date: Mon, 30 Jul 2001 23:58:40 EDT
Organization: Bellsouth.Net
Date: Mon, 30 Jul 2001 23:59:23 -0400
Xref: archiver1.google.com comp.sys.atari.programmer:546

For the last year, I have been looking for a copy of the book: Zap! The rise and fall of Atari by Scott Cohen. It has been almost impossible to find....until two weeks ago. I was on Amazon.com and found two used copies....yes...but they wanted 97.50 and 172.50 for them. I want the book.....but not that bad. Well...to cut the story short, I found this Web site that will make you a copy of the book...yes..they actually make it when you order it...for $16 bucks. Keep in mind, its not the original...but a copy of the book. The girl I talked to there said that they have agreements with authors to re-publish their work...without the author having to invest thousands of dollars to have multiple copies made. She said that they make the book when a customer orders one. I assume that Scott realized there still was a demand for this book.....so he used this firm to get it back in the market. Get your copy today!!!

http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003

From -7880892946494702566
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e357aebd77768e13,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-31 10:05:27 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!cletus.bright.net!kali-3640-1-cs-37.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <syntax.error@line.22>
X-X-Sender: <root@Hades060>
Subject: redirection of con: device
Message-ID: <Pine.MNT.4.31.0107310857020.88-100000@Hades060>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 9
Date: Tue, 31 Jul 2001 08:59:35 -0400
NNTP-Posting-Host: 216.201.36.167
X-Complaints-To: abuse@bright.net

X-Trace: cletus.bright.net 996598808 216.201.36.167 (Tue, 31 Jul 2001 13:00:08 EDT)
NNTP-Posting-Date: Tue, 31 Jul 2001 13:00:08 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:547

I wish to temporarily redirect the con: device to a file,
which I have managed to do with fforce(). My question
is how do I correctly undo this?

--
_____
Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -2836837567839961387
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e357aebd77768e13
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-31 11:00:09 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!newsfeeds.belnet.be!news.belnet.be!uni-erlangen.de!fu-berlin.de!news.tu-darmstadt.de!not-for-mail
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: redirection of con: device
Date: 31 Jul 2001 17:54:48 GMT
Organization: Technische Universitaet Darmstadt
Lines: 24
Message-ID: <9k6rd8$qd5$1@sun27.hrz.tu-darmstadt.de>
References: <Pine.MNT.4.31.0107310857020.88-100000@Hades060>
NNTP-Posting-Host: lnx2.hrz.tu-darmstadt.de
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.39 (i586))
Xref: archiver1.google.com comp.sys.atari.programmer:548

Hi!

Lonny Pursell <syntax.error@line.22> wrote:
> I wish to temporarily redirect the con: device to a file,
> which I have managed to do with fforce(). My question
> is how do I correctly undo this?

Before doing the Fforce(), Fdup() stdout and save this handle. Now Fforce() stdout to your file handle, output stuff, then Fforce() stdout back to the handle Fdup() gave you. That's it.

But bear in mind that prior to TOS 1.04, using Fforce() and Fdup() may cause serious problems, especially when used in connection with Pexec().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!
Vote against SPAM: http://www.politik-digital.de/spam/

From 9108021718690441016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e357aebd77768e13
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-31 14:59:47 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
195.64.68.27!newsgate.cistron.nl!amsnews01.chello.com!amsnews02.chello.com.POSTED!
not-for-mail
Message-ID: <3B67298B.D0352F9B@chello.nl>
From: Henk Robbers <h.robbers@chello.nl>
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: redirection of con: device
References: <Pine.MNT.4.31.0107310857020.88-100000@Hades060>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Inktomi-Trace: amsink04 996616772 18146 24.132.20.245 (31 Jul 2001 21:59:32 GMT)
Lines: 23
Date: Tue, 31 Jul 2001 21:59:32 GMT
NNTP-Posting-Host: 212.83.64.205
X-Complaints-To: abuse@chello.com
X-Trace: amsnews02.chello.com 996616772 212.83.64.205 (Tue, 31 Jul 2001 23:59:32
MET DST)
NNTP-Posting-Date: Tue, 31 Jul 2001 23:59:32 MET DST
Organization: chello broadband
Xref: archiver1.google.com comp.sys.atari.programmer:549

Hi

Lonny Pursell wrote:
>
> I wish to temporarily redirect the con: device to a file,
> which I have managed to do with fforce(). My question
> is how do I correctly undo this?
>

A good question!
I wanted to do that with XaAES's debug output. To no avail.
The unredirect, that is.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

From -5048882497631450127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e357aebd77768e13
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-31 16:30:13 PST
Path: archiver1.google.com!news2.google.com!newsfeed.google.com!
newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!
newsfeed1.cidera.com!cletus.bright.net!kali-3640-1-cs-27.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <syntax.error@line.22>
X-X-Sender: <root@Hades060>
Subject: Re: redirection of con: device
In-Reply-To: <9k6rd8$qd5$1@sun27.hrz.tu-darmstadt.de>
Message-ID: <Pine.MNT.4.31.0107311516360.97-100000@Hades060>
References: <Pine.MNT.4.31.0107310857020.88-100000@Hades060>
<9k6rd8$qd5$1@sun27.hrz.tu-darmstadt.de>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 24
Date: Tue, 31 Jul 2001 15:29:26 -0400
NNTP-Posting-Host: 216.201.36.157
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 996622212 216.201.36.157 (Tue, 31 Jul 2001 19:30:12
EDT)
NNTP-Posting-Date: Tue, 31 Jul 2001 19:30:12 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:550

Hello,

On 31 Jul 2001, Thomas Binder wrote:

> Before doing the Fforce(), Fdup() stdout and save this handle. Now
> Fforce() stdout to your file handle, output stuff, then Fforce() stdout
> back to the handle Fdup() gave you. That's it.

Ah. I looked into fdup(), it mentioned it could be used to restore
a standard device, but for some reason I just didn't get it. ;-)
This seems to work, thanks!

One more question, maybe a silly one. After I fforce() stdout

back to the handle fdup() gave me earlier, should I fclose() this
handle? I think this is were my initial confusion about fdup()
came from because it's a user handle (>6).

> But bear in mind that prior to TOS 1.04, using Fforce() and Fdup() may
> cause serious problems, especially when used in connection with Pexec().

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -2809786758497089656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e357aebd77768e13
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-01 02:23:33 PST
Newsgroups: comp.sys.atari.programmer
Date: Wed, 1 Aug 2001 11:25:08 +0200
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
X-X-Sender: <fnaumann@freemint>
Subject: Re: redirection of con: device
In-Reply-To: <Pine.MNT.4.31.0107311516360.97-100000@Hades060>
Message-ID: <Pine.MNT.4.31.0108011119450.77-100000@freemint>
References: <Pine.MNT.4.31.0107310857020.88-100000@Hades060>
<9k6rd8$qd5$1@sun27.hrz.tu-darmstadt.de>
<Pine.MNT.4.31.0107311516360.97-100000@Hades060>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Trace: 1 Aug 2001 11:23:31 +0100, wh58-508.st.uni-magdeburg.de
Lines: 25
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
193.174.75.178!news-fra1.dfn.de!news-koe1.dfn.de!news.rhrz.uni-bonn.de!news.uni-
stuttgart.de!nntp.cs.uni-magdeburg.de!loriot.cs.uni-magdeburg.de!freemint!fnaumann
Xref: archiver1.google.com comp.sys.atari.programmer:551

Hello!

> One more question, maybe a silly one. After I fforce() stdout
> back to the handle fdup() gave me earlier, should I fclose() this
> handle?

You should close all handles you don't need any longer.

> I think this is were my initial confusion about fdup()
> came from because it's a user handle (>6).

Fforce() and Fdup() do nearly the same. The difference ist that Fforce()
redirect to the specified handle and automatically close an existing
handle.

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 8506558427079752378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a402dd993b43b0e6,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-01 11:58:00 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeed.berkeley.edu!news-hog.berkeley.edu!ucberkeley!enews.sgi.com!
newsfeed.nettuno.it!server-b.cs.interbusiness.it!
bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: MacMiNT
Date: Wed, 01 Aug 01 16:22:56
Organization: De Petris Software Development
Lines: 12
Message-ID: <27509_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:552

Can anybody tell me what is MacMiNT how does it work, if sources are
available, what is the actual development state and so on ? I would really
like to consider an alternative OS to MagiCMac but having the sources to
modify myself.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Mister McGee, non mi faccia arrabbiare...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 4525850322310251870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ec64fa3ecfb0d4f0,start
X-Google-Attributes: gid111a55,public

X-Google-Thread: 109a67,ec64fa3ecfb0d4f0,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10aaed,ec64fa3ecfb0d4f0,start
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1115ce,ec64fa3ecfb0d4f0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-02 09:20:01 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
192.71.180.34!newsfeed1.swip.net!swipnet!nntpserver.swip.net!not-for-mail
From: "Nisse..." <nisse@jultomten.se>
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att
References: <FTda7.5826$Ik1.260122@news.pacbell.net>
Subject: Re: new adults only news letter
Lines: 21
MIME-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Message-ID: <y4fa7.7658$5t1.12609@nntpserver.swip.net>
Date: Thu, 2 Aug 2001 18:15:04 +0200
NNTP-Posting-Host: 212.151.32.68
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 996769182 212.151.32.68 (Thu, 02 Aug 2001 18:19:42
MET DST)
NNTP-Posting-Date: Thu, 02 Aug 2001 18:19:42 MET DST
Organization: A Customer of Tele2
Xref: archiver1.google.com comp.sys.atari.programmer:553 comp.sys.atari.st:14823
comp.sys.atari.st.tech:1923 comp.sys.att:65

Go jump yourself!

<nwgolk@yahoo.com> skrev i meddelandet
news:FTda7.5826$Ik1.260122@news.pacbell.net...
> hi, sorry to bother the group, we are collating names for our hot new
weekly newsletter, packed with adult material !
>
> If you would like to subscribe, pleas send a blank email to:
>
> celebrity_promo_2001@yahoo.com and we will send you the information asap!!
>
> enjoy your day.
>
> Sarah :)
>
>
>
> cccc
> hnjqfeqteprolfutgtmwrfcpjczmzmzdmfsiwepqd

>

From 1877951726075972330
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ce98c644534e24fd,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-03 11:39:30 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!195.64.68.27!newsgate.cistron.nl!peer.news.zetnet.net!master.news.zetnet.net!not-for-mail
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: assembly query
Date: Fri, 03 Aug 2001 18:14:26 GMT
Organization: CHEEKY
Message-ID: <WS3.e61c43b8.839a0e40.doyene@zetnet.co.uk>
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: WenSuite/3.30b
Lines: 19
NNTP-Posting-Host: man-a123.dialup.zetnet.co.uk
X-Trace: news.zetnet.co.uk 996863959 18555 194.247.44.123
Xref: archiver1.google.com comp.sys.atari.programmer:554

hei all.
         I am trying to work out how to say hello or oakesy verbally with devpac3 assembler.

```
--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
-   John Nicholas Oakes   -
+   doyene@zetnet.co.uk   +
-  NEW MOSTON, MANCHESTER -
+         ENGLAND         +
- Atari TT030 + GNU/Linux -
+   Draconis / WenSuite   +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

    -------------------
    - ATARIAN FOREVER -
    -------------------
```

From -5059089212250081997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ce98c644534e24fd
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-08-03 15:49:36 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
195.238.2.15!skynet.be!dispose.news.demon.net!demon!easynet-monga!easynet.net!
peer.news.zetnet.net!master.news.zetnet.net!not-for-mail
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: assembly query
Date: Fri, 03 Aug 2001 23:48:40 GMT
Organization: CHEEKY
Message-ID: <WS3.80e22546.8c280ee0.doyene@zetnet.co.uk>
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: WenSuite/3.30b
Lines: 22
NNTP-Posting-Host: man-a253.dialup.zetnet.co.uk
X-Trace: news.zetnet.co.uk 996878970 18556 194.247.44.253
Xref: archiver1.google.com comp.sys.atari.programmer:555

hei all.
         I am trying to work out how to say hello or oakesy verbally with de
vpac3 assembler.

```
--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
-   John Nicholas Oakes   -
+   doyene@zetnet.co.uk   +
-  NEW MOSTON, MANCHESTER -
+         ENGLAND         +
- Atari TT030 + GNU/Linux -
+   Draconis / WenSuite   +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

    -------------------
    - ATARIAN FOREVER -
    -------------------
```

From -6734705104019376975
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a402dd993b43b0e6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-08 09:26:32 PST
Path: archiver1.google.com!newsfeed.google.com!postnews1.google.com!not-for-mail
From: rustynutt@hotmail.com (rustynutt)
Newsgroups: comp.sys.atari.programmer
Subject: Re: MacMiNT
Date: 8 Aug 2001 09:26:32 -0700

Organization: http://groups.google.com/
Lines: 17
Message-ID: <fc53daf3.0108080826.3131d6fd@posting.google.com>
References: <27509_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
NNTP-Posting-Host: 206.37.206.68
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 997287992 29060 127.0.0.1 (8 Aug 2001 16:26:32 GMT)
X-Complaints-To: groups-abuse@google.com
NNTP-Posting-Date: 8 Aug 2001 16:26:32 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:556

In my ignorance, I will state that MacMiNT is something like JET (Just
Enough TOS). Very briefly stated, the designer required a bare minimum
TOS operating enviroment for a few MiNT compiled applications. The
package and sources are available on most FTP servers to ponder over
and test your skills. If your a Mac user, MagiCMac would be the way to
go. If your an Atari developer, then you will go your own way:)
Mike

mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris) wrote in
message news:<27509_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>...
> Can anybody tell me what is MacMiNT how does it work, if sources are
> available, what is the actual development state and so on ? I would really
> like to consider an alternative OS to MagiCMac but having the sources to
> modify myself.
>
> Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
> --
> Mister McGee, non mi faccia arrabbiare...

From -1803931984418507046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea4ab723a3f98fd9
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,ea4ab723a3f98fd9
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,ea4ab723a3f98fd9
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-08-08 17:46:32 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newshub2.home.com!news.home.com!
news3.rdc1.on.home.com.POSTED!not-for-mail
Message-ID: <3B71DCF6.4299420C@home.com>
From: James Alexander <james-m-alexander@home.com>
X-Mailer: Mozilla 4.72 [en] (Win95; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer
Subject: Re: FREE STUFF!
References: <acbab8fe.0107161912.43fe55a3@posting.google.com>
<9j178d$5u9$1@news.comnet.co.nz>

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 10
Date: Thu, 09 Aug 2001 00:46:08 GMT
NNTP-Posting-Host: 24.112.238.71
X-Complaints-To: abuse@home.net
X-Trace: news3.rdc1.on.home.com 997317968 24.112.238.71 (Wed, 08 Aug 2001 17:46:08 PDT)
NNTP-Posting-Date: Wed, 08 Aug 2001 17:46:08 PDT
Organization: Excite@Home - The Leader in Broadband http://home.com/faster
Xref: archiver1.google.com comp.sys.atari.8bit:7569 rec.games.video.atari:2914 comp.sys.atari.programmer:557

The 850 was essentially an interface box for the 8bits, it had 4 RS232
type serial ports and the usual centronics style parallel printer port.

G Swaine wrote:What is an "850 expander" ?

>
> The number 850 is familiar as an old 8 bit peripheral, but I cannot
> recall what it was.
>

From -2199478841398821476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,ea4ab723a3f98fd9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,ea4ab723a3f98fd9
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,ea4ab723a3f98fd9
X-Google-Attributes: gid100a3b,public
X-Google-ArrivalTime: 2001-08-08 21:39:23 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.mathworks.com!cyclone.swbell.net!nnrp1.sbc.net.POSTED!not-for-mail
From: "Mo" <mygranny@'nospam'swbell.net>
Newsgroups: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer
References: <acbab8fe.0107161912.43fe55a3@posting.google.com> <9j178d$5u9$1@news.comnet.co.nz> <3B71DCF6.4299420C@home.com>
Subject: Re: FREE STUFF!
Lines: 17
X-Newsreader: Microsoft Outlook Express 4.72.3155.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Message-ID: <_toc7.342$GN6.7819@nnrp1.sbc.net>
Date: Wed, 8 Aug 2001 23:47:19 -0700
NNTP-Posting-Host: 64.219.93.5
X-Complaints-To: abuse@swbell.net
X-Trace: nnrp1.sbc.net 997331962 64.219.93.5 (Wed, 08 Aug 2001 23:39:22 CDT)
NNTP-Posting-Date: Wed, 08 Aug 2001 23:39:22 CDT
Organization: SBC Internet Services
Xref: archiver1.google.com comp.sys.atari.8bit:7574 rec.games.video.atari:2918

comp.sys.atari.programmer:558

If it's in a black metal housing with white lettering on it, I'll give you
$10.00 +shipping ! 8-)
Mo

James Alexander wrote in message <3B71DCF6.4299420C@home.com>...
>The 850 was essentially an interface box for the 8bits, it had 4 RS232
>type serial ports and the usual centronics style parallel printer port.
>
>G Swaine wrote:What is an "850 expander" ?
>
>>
>> The number 850 is familiar as an old 8 bit peripheral, but I cannot
>> recall what it was.
>>
>

From 4460813522574889694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a96677f48e3a739e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-09 12:14:14 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!ams-newsfeed.speedport.net!
newsfeed.speedport.net!zonnet-feed!zonnet-reader-1.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: nospam@zonnet.nl (Martin Tarenskeen)
Organization: UNI_MANiacs
Subject: RSC editor
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 8
Message-ID: <ShBc7.25642$Vs4.256568@zonnet-reader-1>
Date: Thu, 09 Aug 2001 19:13:54 GMT
NNTP-Posting-Host: 62.59.101.242
X-Complaints-To: abuse@zonnet.nl
X-Trace: zonnet-reader-1 997384434 62.59.101.242 (Thu, 09 Aug 2001 21:13:54 MET
DST)
NNTP-Posting-Date: Thu, 09 Aug 2001 21:13:54 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:559

What is a good up to date resource editor to use. At this moment I'm
working with RCS30.PRG a beta from Digital Research released once by
Atari I believe. I'm looking for a better one.

With RCS30.PRG sometimes when I use this to edit resource files from newer
programs, strange things happen. Even if I just load and re-save the
RSC file without changing anything, something seems to change, and the
program doesn't work correctly anymore.

From -1376311536401755043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a96677f48e3a739e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-09 23:35:24 PST
Message-ID: <3B739467.70A8686C@ev1.net>
Date: Fri, 10 Aug 2001 00:59:35 -0700
From: Charles Richmond <richmond@ev1.net>
Reply-To: richmond@ev1.net
Organization: Cannine Computer Center
X-Mailer: Mozilla 4.7C-CCK-MCD {C-UDP; EBM-APPLE} (Macintosh; I; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
To: Martin Tarenskeen <nospam@zonnet.nl>
Subject: Re: RSC editor
References: <ShBc7.25642$Vs4.256568@zonnet-reader-1>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: c1656384-a.plano1.tx.home.com
X-Trace: newsa.ev1.net 997423222 c1656384-a.plano1.tx.home.com (10 Aug 2001
01:00:22 -0500)
Lines: 19
X-Authenticated-User: richmond
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-out.visi.com!hermes.visi.com!
newsfeed.twtelecom.net!newsa.ev1.net
Xref: archiver1.google.com comp.sys.atari.programmer:560

Martin Tarenskeen wrote:
>
> What is a good up to date resource editor to use. At this moment I'm
> working with RCS30.PRG a beta from Digital Research released once by
> Atari I believe. I'm looking for a better one.
>
Try the KResource RCS program...you can download it from:

<http://groups.yahoo.com/group/atari-midi/files/Programming/Kresorce.zip>

I am working on creating a .pdf (Acrobat) file of the docs for this
resource editor...but the going is slow because I do *not* have the
Adobe tools... Let me know if you are interested, and I can inform
you when I get it done...

--
+---+
| Charles and Francis Richmond   <richmond@plano.net> |
+---+

From -4761173748597553173
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 1115ce,a96677f48e3a739e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-10 01:56:05 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!151.189.0.75!newsfeed.germany.net!newsfeed01.sul.t-online.de!
newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: "Matthias Jaap" <mjaap@t-online.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC editor
Date: Fri, 10 Aug 2001 10:52:54 +0200
Organization: T-Online
Lines: 14
Message-ID: <9l07a6$kg8$04$1@news.t-online.com>
References: <ShBc7.25642$Vs4.256568@zonnet-reader-1> <3B739467.70A8686C@ev1.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 997433479 04 21000 MFPqSrrVSCAwlD 010810 08:51:19
X-Complaints-To: abuse@t-online.com
X-Sender: 320028486591-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:561

> > What is a good up to date resource editor to use. At this moment I'm
> > working with RCS30.PRG a beta from Digital Research released once by
> > Atari I believe. I'm looking for a better one.
> >
> Try the KResource RCS program...you can download it from:

That's almost as outdated as RCS30 and shouldn't be used today - Gerd H⍰ller
has the distribution rights for Interface, contact him at hallo@hadley.de.

Greetings,
Matthias

From -20077384492380864
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a96677f48e3a739e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-10 11:46:22 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!ams-newsfeed.speedport.net!
newsfeed.speedport.net!zonnet-feed!zonnet-reader-1.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: nospam@zonnet.nl (Martin Tarenskeen)
Organization: UNI_MANiacs

References: <ShBc7.25642$Vs4.256568@zonnet-reader-1> <3B739467.70A8686C@ev1.net>
<9l07a6$kg8$04$1@news.t-online.com>
Subject: Re: RSC editor
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 17
Message-ID: <IZVc7.26316$Vs4.263719@zonnet-reader-1>
Date: Fri, 10 Aug 2001 18:46:00 GMT
NNTP-Posting-Host: 62.59.97.206
X-Complaints-To: abuse@zonnet.nl
X-Trace: zonnet-reader-1 997469160 62.59.97.206 (Fri, 10 Aug 2001 20:46:00 MET
DST)
NNTP-Posting-Date: Fri, 10 Aug 2001 20:46:00 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:562

On 10 Aug 2001 10:52:54 , "Matthias Jaap" wrote:
>
>> > What is a good up to date resource editor to use. At this moment I'm
>> > working with RCS30.PRG a beta from Digital Research released once by
>> > Atari I believe. I'm looking for a better one.
>> >
>> Try the KResource RCS program...you can download it from:
>
>That's almost as outdated as RCS30 and shouldn't be used today - Gerd H⍰ller
>has the distribution rights for Interface, contact him at hallo@hadley.de.
>
>Greetings,
>Matthias
>
>
>.
Thank you (both) for the advise.

From 5314766479912733885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a96677f48e3a739e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-11 02:45:58 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!212.74.64.35!colt.net!newspeer.clara.net!news.clara.net!
peernews!peer.cwci.net!news2-hme0.POSTED!not-for-mail
Message-ID: <997523152-50299AEicMi@08002go.com>
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC editor
References: <ShBc7.25642$Vs4.256568@zonnet-reader-1>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 31
Date: Fri, 10 Aug 2001 10:21:44 -0000
NNTP-Posting-Host: 212.137.237.188

X-Complaints-To: newsmaster@08002go.com
X-Trace: news2-hme0 997523157 212.137.237.188 (Sat, 11 Aug 2001 10:45:57 BST)
NNTP-Posting-Date: Sat, 11 Aug 2001 10:45:57 BST
Organization: www.08002go.com
Xref: archiver1.google.com comp.sys.atari.programmer:563

From: nospam@zonnet.nl (Martin Tarenskeen)
Date: Thu, 09 Aug 2001 19:13:54 GMT

>What is a good up to date resource editor to use. At this moment I'm
>working with RCS30.PRG a beta from Digital Research released once by
>Atari I believe. I'm looking for a better one.

The most up-to-date resource file editor is ResourceMaster 3.20, sold by ASH.
ATM it's in German, with a DDP release of an English resource expected.

The next best is Interface, once commercial but now available on the web for
download:

http://www.hadley.dusnet.de/gfa-basic/dateien/intrf233.zip

You can find the English resource file on my web site, MISC section.

It won't load some resource files from the most modern applications, only
ResourceMaster.

--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From 8022807950138493316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbe6fb7fedcf74ee,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-11 06:13:09 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeed.berkeley.edu!ucberkeley!enews.sgi.com!newsfeed.nettuno.it!server-
b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Highwire longnames and make.ttp
Date: Sat, 11 Aug 01 14:00:16
Organization: De Petris Software Development
Lines: 17

Message-ID: <27988_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:564

Is there anybody who tested the HighWire project ? As I work in MagiCMac and avoid the crashing Lattice IDE I prefer to use a makefile for the project, but HighWire has source files with longnames, and make.ttp does not work with them, of course I am able to compile modules one by one, or rename the sourcefiles, but I would really like to see if anybody has a make.ttp working with longfilenames in MagiC, maybe a make from MiNT/gcc packages ?

Can you help ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -8497651995047827935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a96677f48e3a739e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-11 09:08:52 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!ams-newsfeed.speedport.net!
newsfeed.speedport.net!zonnet-feed!zonnet-reader-1.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: nospam@zonnet.nl (Martin Tarenskeen)
Organization: UNI_MANiacs
References: <ShBc7.25642$Vs4.256568@zonnet-reader-1>
<997523152-50299AEicMi@08002go.com>
Subject: Re: RSC editor
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 14
Message-ID: <7Gcd7.26748$Vs4.269970@zonnet-reader-1>
Date: Sat, 11 Aug 2001 16:02:11 GMT
NNTP-Posting-Host: 62.59.100.186
X-Complaints-To: abuse@zonnet.nl
X-Trace: zonnet-reader-1 997545731 62.59.100.186 (Sat, 11 Aug 2001 18:02:11 MET
DST)
NNTP-Posting-Date: Sat, 11 Aug 2001 18:02:11 MET DST
Xref: archiver1.google.com comp.sys.atari.programmer:565

>The most up-to-date resource file editor is ResourceMaster 3.20, sold by ASH.
>ATM it's in German, with a DDP release of an English resource expected.
>
>The next best is Interface, once commercial but now available on the web for
>download:
>
>http://www.hadley.dusnet.de/gfa-basic/dateien/intrf233.zip
>
>You can find the English resource file on my web site, MISC section.

I will try it. Language shouldn't be a problem. I'm dutch, living 20
minutes from the German border. I can understand both English and
German programs. Very useful in the Atari world!

From -6944147170636487763
X-Google-Language: SPANISH,ASCII-7-bit
X-Google-Thread: 1115ce,f1aecefb94270501,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-11 12:35:51 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!news-hub.siol.net!ams.uu.net!news.mailgate.org!
mail2news!62.81.160.123!not-for-mail
From: eloina_2@eresmas.com (=?iso-8859-1?Q?Miguel_Garc=EDa?=)
Newsgroups: comp.sys.atari.programmer
Subject: Francisco L Fernandez
Date: Sat, 11 Aug 2001 19:35:46 +0000 (UTC)
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 34
Message-ID: <000e01c1229c$12678020$8961533e@default>
NNTP-Posting-Host: 62.81.160.123
Mime-Version: 1.0
Content-Type: multipart/alternative;boundary="----
=_NextPart_000_000B_01C122AC.D50553E0"
X-Trace: news.mailgate.org 997558546 9997 62.81.160.123 (2001-08-11 21:30:24)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Sat, 11 Aug 2001 19:35:46 +0000 (UTC)
Mail-From: <eloina_2@eresmas.com> from IDENT:nobody@[62.81.160.123]
User-Agent: Mailgate Web Server
X-URL: http://www.Mailgate.ORG
Xref: archiver1.google.com comp.sys.atari.programmer:566

This is a multi-part message in MIME format.

------=_NextPart_000_000B_01C122AC.D50553E0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

No puedo enviarte e-correos porque me dan error desde el administrador =
de correo

------=_NextPart_000_000B_01C122AC.D50553E0
Content-Type: text/html;
     charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META content=3D"text/html; charset=3Diso-8859-1" =
http-equiv=3DContent-Type>
<META content=3D"MSHTML 5.00.2314.1000" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#d0d0d0>
<DIV><FONT face=3DArial>No puedo enviarte e-correos porque me dan error =
desde el=20
administrador de correo</FONT></DIV></BODY></HTML>

------=_NextPart_000_000B_01C122AC.D50553E0--

--
Posted from IDENT:nobody@[62.81.160.123]
via Mailgate.ORG Server - http://www.Mailgate.ORG

From 8983572090012905530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a96677f48e3a739e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-11 14:11:41 PST
Message-ID: <3B75BB21.296C0416@ev1.net>
Date: Sat, 11 Aug 2001 16:09:22 -0700
From: Charles Richmond <richmond@ev1.net>
Reply-To: richmond@ev1.net
Organization: Cannine Computer Center
X-Mailer: Mozilla 4.7C-CCK-MCD {C-UDP; EBM-APPLE} (Macintosh; I; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC editor
References: <ShBc7.25642$Vs4.256568@zonnet-reader-1>
<997523152-50299AEicMi@08002go.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: c1656384-a.plano1.tx.home.com
X-Trace: newsa.ev1.net 997564208 c1656384-a.plano1.tx.home.com (11 Aug 2001
16:10:08 -0500)
Lines: 23
X-Authenticated-User: richmond
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!novia!novia!
news-out.visi.com!hermes.visi.com!newsfeed.twtelecom.net!newsa.ev1.net
Xref: archiver1.google.com comp.sys.atari.programmer:567

Derryck Croker wrote:
>
> From: nospam@zonnet.nl (Martin Tarenskeen)
> Date: Thu, 09 Aug 2001 19:13:54 GMT
>
> >What is a good up to date resource editor to use. At this moment I'm
> >working with RCS30.PRG a beta from Digital Research released once by
> >Atari I believe. I'm looking for a better one.
>
> The most up-to-date resource file editor is ResourceMaster 3.20, sold by ASH.
> ATM it's in German, with a DDP release of an English resource expected.
>
> The next best is Interface, once commercial but now available on the web for
> download:
>
> http://www.hadley.dusnet.de/gfa-basic/dateien/intrf233.zip
>
This link seems to be broken...can you post another???

--
+---+
| Charles and Francis Richmond   <richmond@plano.net> |
+---+

From -1278815255051972782
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a96677f48e3a739e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-12 05:32:44 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!newsrouter.chello.at!news.chello.at!not-for-mail
Message-ID: <3B7677A6.6DAD161E@chello.at>
From: Werner Romstorfer <werner.romstorfer@chello.at>
X-Mailer: Mozilla 4.77 (Macintosh; U; PPC)
X-Accept-Language: de
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC editor
References: <ShBc7.25642$Vs4.256568@zonnet-reader-1> <997523152-50299AEicMi@08002go.com> <7Gcd7.26748$Vs4.269970@zonnet-reader-1>
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 16
Date: Sun, 12 Aug 2001 12:32:42 GMT
NNTP-Posting-Host: 213.47.83.21
X-Complaints-To: abuse@news.chello.at
X-Trace: news.chello.at 997619562 213.47.83.21 (Sun, 12 Aug 2001 14:32:42 MET DST)
NNTP-Posting-Date: Sun, 12 Aug 2001 14:32:42 MET DST
Organization: Customers chello Austria

Xref: archiver1.google.com comp.sys.atari.programmer:568

Martin Tarenskeen wrote:

> I will try it. Language shouldn't be a problem. I'm dutch, living 20
> minutes from the German border. I can understand both English and
> German programs. Very useful in the Atari world!

Gerd H⍰ller's WebSpace had moved. You find Interface now at

<http://www.gerd-hoeller.de/atari/dateien/intrf233.zip>

Regards und beste Gr⍰sse...

    Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

From -8161276761010156789
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a96677f48e3a739e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-08-13 01:07:29 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
small.news.tele.dk!195.158.233.21!news1.ebone.net!news.ebone.net!easynet-monga!
easynet.net!dispose.news.demon.net!demon!btnet-peer0!btnet!newsr2.u-net.net!
peernews!peer.cwci.net!news1-hme0.POSTED!not-for-mail
Message-ID: <997690042-965074AEicMi@08002go.com>
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC editor
References: <ShBc7.25642$Vs4.256568@zonnet-reader-1>
<997523152-50299AEicMi@08002go.com> <3B75BB21.296C0416@ev1.net>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
Lines: 29
Date: Mon, 13 Aug 2001 07:58:04 -0000
NNTP-Posting-Host: 212.137.238.20
X-Complaints-To: newsmaster@08002go.com
X-Trace: news1-hme0 997690046 212.137.238.20 (Mon, 13 Aug 2001 09:07:26 BST)
NNTP-Posting-Date: Mon, 13 Aug 2001 09:07:26 BST
Organization: www.08002go.com
X-Received-Date: Mon, 13 Aug 2001 09:04:57 BST (newsr2.u-net.net)
Xref: archiver1.google.com comp.sys.atari.programmer:569

From: Charles Richmond <richmond@ev1.net>
Date: Sat, 11 Aug 2001 16:09:22 -0700

>> The next best is Interface, once commercial but now available on the web

>for
>> download:
>>
>> http://www.hadley.dusnet.de/gfa-basic/dateien/intrf233.zip
>>
>This link seems to be broken...can you post another???

:-(

The site seems to be down. I've located another source for Interface, and I'll have uploaded the amended MISC page by the time that you read this.

Thanks for the bug report.

--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From 3736960201322792445
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72c0c183ce487a02
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-20 00:20:09 PST
Message-ID: <3B304E9E.B35D274F@epfl.ch>
Date: Wed, 20 Jun 2001 09:19:58 +0200
From: Philipp Donze <philipp.donze@epfl.ch>
X-Mailer: Mozilla 4.76 [en] (X11; U; SunOS 5.7 sun4u)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon hardware register
References: <3B2C5FC7.F8EF9811@gmx.ch> <992886392-940965AEicMi@lineone.net>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Original-NNTP-Posting-Host: cosun34.epfl.ch
Lines: 17
NNTP-Posting-Host: disunds1.epfl.ch
X-Trace: epflnews.epfl.ch 993021601 disunds1.epfl.ch (20 Jun 2001 09:20:01 +0100)
Organization: EPFL
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
212.43.194.69!fr.clara.net!heighliner.fr.clara.net!news.imp.ch!news-zh.switch.ch!
epflnews.epfl.ch!dinews.epfl.ch!cosun34.epfl.ch
Xref: archiver1.google.com comp.sys.atari.programmer:470

```
> >$FFFF8600  7654xx1x
> >           ||||  |
> >           ||||  +---- Memory configuration Bit 0  (found by my self)
> >           |||+------- Memory configuration Bit 1  (found by my self)
> >           ||+-------- Memory configuration Bit 2  (found by my self)
>
> According to the Atari compendium this register address range 0x00FF8600
> - 0x00FF8602 is a word address and is 'reserved' (no shit) and is listed
> under "ACSI DMA and Floppy Disk controller"
Ups... I wanted to write $FFFF8006 !

I own the Atari Compendium on CD. But I didn't find a hardware register
list!
Where did you find this information?

a+
Philipp


From -8360433106835267957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72c0c183ce487a02
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-20 00:24:41 PST
Message-ID: <3B304FA9.532A67C0@epfl.ch>
Date: Wed, 20 Jun 2001 09:24:25 +0200
From: Philipp Donze <philipp.donze@epfl.ch>
X-Mailer: Mozilla 4.76 [en] (X11; U; SunOS 5.7 sun4u)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon hardware register
References: <3B2C5FC7.F8EF9811@gmx.ch> <3B2D5BD1.C4FDFDA3@chello.at>
<3B2E005D.AEABADDC@epfl.ch> <3B2E91E0.5AF2E5EE@chello.at>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Original-NNTP-Posting-Host: cosun34.epfl.ch
Lines: 14
NNTP-Posting-Host: disunds1.epfl.ch
X-Trace: epflnews.epfl.ch 993021868 disunds1.epfl.ch (20 Jun 2001 09:24:28 +0100)
Organization: EPFL
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-ge.switch.ch!news-zh.switch.ch!
epflnews.epfl.ch!dinews.epfl.ch!cosun34.epfl.ch
Xref: archiver1.google.com comp.sys.atari.programmer:471

> The Compendium also says nothing more than that.
> But: Do these 5 Bits have to have a meaning? What kind of infomation are
> you hopeing to extract else out of this Byte?

I'm just wondering how TOS knows what machine it's running on.
I'd like to understand how TOS works and how I have to interpret the
informations.
```

For example yesterday I learnt how TOS is handling the NVM Memory and
how
it is accessing it (Registers, Checksumm,...). I think this gives me a
totaly new view of my Falcon030. (I'd also like to write my own OS).

a+
Philipp

From -2697976535982937992
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b37020233329cfba
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-20 09:21:09 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!skynet.be!
newsfeed00.sul.t-online.de!newsmm00.sul.t-online.com!t-online.de!news.t-
online.com!not-for-mail
From: doitarchive@doitarchive.de (Robert Schaffner)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon developers manual
Date: Wed, 20 Jun 2001 18:16:57 +0100
Organization: T-Online
Lines: 13
Message-ID: <1evba5z.p5yens1jz76rkN%doitarchive@doitarchive.de>
References: <3B2FCBDD.3F44551@gmx.ch>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 993053825 04 20213 NV8ASN7ETNAHGk 010620 16:17:05
X-Complaints-To: abuse@t-online.com
X-Sender: 320023076087-0001@t-dialin.net
User-Agent: MacSOUP/D-2.4.6
Xref: archiver1.google.com comp.sys.atari.programmer:472

Philipp Donz[?] <PhilippDonze@gmx.ch> wrote:

> Does somebody know where I can get an original Atari Falcon
> developers manual? (No... I have already the Atari Compendium CD and it
> wasn't very useful.)

http://www.doitarchive.de/verkauf.htm

--
-= Home of DOIT-Archives =-
_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

From 3671921723405354108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72c0c183ce487a02
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-06-21 01:03:08 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!newsrouter.chello.at!news.chello.at!not-for-mail
Message-ID: <3B31C6AB.AAE66F92@chello.at>
From: Werner Romstorfer <werner.romstorfer@chello.at>
X-Mailer: Mozilla 4.77 (Macintosh; U; PPC)
X-Accept-Language: de
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon hardware register
References: <3B2C5FC7.F8EF9811@gmx.ch> <3B2D5BD1.C4FDFDA3@chello.at> <3B2E005D.AEABADDC@epfl.ch> <3B2E91E0.5AF2E5EE@chello.at> <3B304FA9.532A67C0@epfl.ch>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 13
Date: Thu, 21 Jun 2001 08:03:07 GMT
NNTP-Posting-Host: 213.47.83.21
X-Complaints-To: abuse@news.chello.at
X-Trace: news.chello.at 993110587 213.47.83.21 (Thu, 21 Jun 2001 10:03:07 MET DST)
NNTP-Posting-Date: Thu, 21 Jun 2001 10:03:07 MET DST
Organization: Customers chello Austria
Xref: archiver1.google.com comp.sys.atari.programmer:473

Philipp Donze wrote:

> I'd also like to write my own OS

Another one?
But why not!
Can't wait to hear from it... ;-)

Regards, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>
<http://PeaSoft.Atari.org>

From 8094892688110984718
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72c0c183ce487a02
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-21 10:15:27 PST
Path: archiver1.google.com!newsfeed.google.com!sn-xit-03!sn-uk-post-01!supernews.com!corp.supernews.co.uk!not-for-mail
From: Steve Sweet <steve-sweet@lineone.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon hardware register
Date: Wed, 20 Jun 2001 18:59:20 -0100
Organization: Posted via Supernews, http://www.supernews.com

Message-ID: <993143402-536778AEicMi@lineone.net>
References: <3B2C5FC7.F8EF9811@gmx.ch> <992886392-940965AEicMi@lineone.net>
<3B304E9E.B35D274F@epfl.ch>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
X-Complaints-To: newsabuse@supernews.com
Lines: 27
Xref: archiver1.google.com comp.sys.atari.programmer:474

Hi Phillip

>> According to the Atari compendium this register address range
>>0x00FF8600 - 0x00FF8602 is a word address and is 'reserved' (no shit)
>>and is listed under "ACSI DMA and Floppy Disk controller"

>Ups... I wanted to write $FFFF8006 !

That'd throw a spanner in the works :-).

>I own the Atari Compendium on CD. But I didn't find a hardware register
>list!

>Where did you find this information?

Its a clip from the Atari Compendium CD. Appendix B, Memory map.

file://localhost/K:/Atari_Compendium/html/appendb.htm

--

eMail: steve-sweet@lineone.net

        Regards from STEve & his nice warm cosey PAK'd MegaSTE.
 * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 8693646048069700107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,234451cbd08f155,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-21 12:34:12 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!newsfeed00.sul.t-online.de!t-online.de!
nautilus.eusc.inter.net!newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!
anon.lcs.mit.edu!nym.alias.net!mail2news
Date: Thu, 21 Jun 2001 21:34:05 +0200
From: Anonymous <nobody@remailer.privacy.at>
Comments: This message did not originate from the Sender address above.
     It was remailed automatically by anonymizing remailer software.

Please report problems or inappropriate use to the
remailer administrator at <abuse@remailer.privacy.at>.
Subject: Does anyone have Omikron Basic compiler for me?
Newsgroups: comp.sys.atari.programmer
Message-ID: <58ad83b24e3b23bbb284047b256df9ce@remailer.privacy.at>
Mail-To-News-Contact: postmaster@nym.alias.net
Organization: mail2news@nym.alias.net
Lines: 7
Xref: archiver1.google.com comp.sys.atari.programmer:475

Hi,

does anyone want to offer me a copy of his Omikron Basic Compiler for
download? Over 50$ is quite a high price.

Cya

From 8814886731325763280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72c0c183ce487a02
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-21 13:38:57 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
193.174.75.178!news-fra1.dfn.de!news.rwth-aachen.de!draco.stochastik.rwth-
aachen.de!not-for-mail
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon hardware register
Date: Thu, 21 Jun 2001 20:38:56 +0000 (UTC)
Organization: Institut fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
Lines: 11
Message-ID: <9gtm10osp1@draco.stochastik.rwth-aachen.de>
References: <3B2C5FC7.F8EF9811@gmx.ch> <3B2E005D.AEABADDC@epfl.ch>
<3B2E91E0.5AF2E5EE@chello.at> <3B304FA9.532A67C0@epfl.ch>
NNTP-Posting-Host: draco.stochastik.rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 993155936 21927 137.226.106.3 (21 Jun 2001
20:38:56 GMT)
X-Complaints-To: abuse@rwth-aachen.de
NNTP-Posting-Date: 21 Jun 2001 20:38:56 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:476

In article <3B304FA9.532A67C0@epfl.ch>,
Philipp Donze <philipp.donze@epfl.ch> wrote:
>
>I'm just wondering how TOS knows what machine it's running on.

It is compiled in (at least on Falcon and TT).

TOS 2.06 does some hardware detection to run on both ST and STE.

cu

Michael

From -8258283684720529488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,234451cbd08f155
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-22 05:33:24 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!nautilus.eusc.inter.net!newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!anon.lcs.mit.edu!nym.alias.net!mail2news
Date: Fri, 22 Jun 2001 14:33:18 +0200
From: Anonymous <nobody@mix.winterorbit.com>
Comments: This message did not originate from the Sender address above.
     It was remailed automatically by anonymizing remailer software.
     Please report problems or inappropriate use to the
     remailer administrator at <abuse@mix.winterorbit.com>.
Subject: Re: Does anyone have Omikron Basic compiler for me?
Newsgroups: comp.sys.atari.programmer
References: <58ad83b24e3b23bbb284047b256df9ce@remailer.privacy.at>
Message-ID: <7d3c3d49b13531828d1065e040dc75c0@mix.winterorbit.com>
Mail-To-News-Contact: postmaster@nym.alias.net
Organization: mail2news@nym.alias.net
Lines: 3
Xref: archiver1.google.com comp.sys.atari.programmer:477

Sorry, I forgot: If you want to share plz contact me at
DXZFGAREFCCP@spammotel.com

From -2050511733756622245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9ed37555eef29a7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-22 07:43:59 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!194.8.194.95!news.netcologne.de!not-for-mail
From: "Ravi Ahluwalia" <ravi.a@gmx.net>
Newsgroups: comp.sys.atari.programmer
Subject: Need help for using Devpac
Date: Fri, 22 Jun 2001 16:43:47 +0200
Lines: 18
Distribution: world
Message-ID: <9gvljd$6ql$1@news.netcologne.de>
NNTP-Posting-Host: dial-213-168-88-103.netcologne.de
X-Trace: news.netcologne.de 993221037 6997 213.168.88.103 (22 Jun 2001 14:43:57 GMT)
X-Complaints-To: abuse@netcologne.de
NNTP-Posting-Date: 22 Jun 2001 14:43:57 GMT
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Xref: archiver1.google.com comp.sys.atari.programmer:478

Hello !

I have happily used Devpac, since i know of it.

Here's my question; how can i control the Dev
Pacs Debugger, i think it is called just Mon.

Specially i want to go through a programm
step by step and see how memory changes.

how can i realize that with devpacs mon ?

thank you very much, cause i can`t find
a programms error.

Ravi

From -7161658627790730246
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,234451cbd08f155
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-22 08:39:30 PST
Path: archiver1.google.com!newsfeed.google.com!sn-xit-02!supernews.com!
newsfeed.direct.ca!look.ca!newsfeed.icl.net!ldn-newsfeed.speedport.net!
newsfeed.speedport.net!diablo.theplanet.net!news.theplanet.net!
newspost.theplanet.net!not-for-mail
From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Does anyone have Omikron Basic compiler for me?
Date: Fri, 22 Jun 2001 11:48:44 +0100
Lines: 19
Message-ID: <9gvorfocj1@newsg1.svr.pol.co.uk>
References: <58ad83b24e3b23bbb284047b256df9ce@remailer.privacy.at>
NNTP-Posting-Host: modem-124.scissor-tailed-flycatcher.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain;
     charset="Windows-1252"
Content-Transfer-Encoding: 7bit
X-Trace: newsg1.svr.pol.co.uk 993224367 24979 62.137.212.124 (22 Jun 2001 15:39:27
GMT)
NNTP-Posting-Date: 22 Jun 2001 15:39:27 GMT
X-Complaints-To: abuse@theplanet.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:479

"Anonymous" <nobody@remailer.privacy.at> wrote in message
news:58ad83b24e3b23bbb284047b256df9ce@remailer.privacy.at...
> Hi,
>
> does anyone want to offer me a copy of his Omikron Basic Compiler for
> download? Over 50$ is quite a high price.

I'm sure this had become freeware the last time I looked (a good couple of
years ago). Sorry I can't remember the site.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.256 / Virus Database: 129 - Release Date: 31/05/2001

From 412233389298259877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,234451cbd08f155
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-22 09:06:01 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
130.133.1.3!fu-berlin.de!uni-berlin.de!p3ee26241.dip.t-dialin.NET!not-for-mail
From: Christian Zietz <czietz@gmx.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Does anyone have Omikron Basic compiler for me?
Date: Fri, 22 Jun 2001 18:06:02 +0200
Lines: 16
Message-ID: <9gvqd8$b7ac7$1@ID-2298.news.dfncis.de>
References: <58ad83b24e3b23bbb284047b256df9ce@remailer.privacy.at>
<9gvorfocj1@newsg1.svr.pol.co.uk>
NNTP-Posting-Host: p3ee26241.dip.t-dialin.net (62.226.98.65)
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: fu-berlin.de 993225960 11774343 62.226.98.65 (16 [2298])
X-Mailer: Mozilla 4.75 [de] (Win95; U)
X-Accept-Language: de
Xref: archiver1.google.com comp.sys.atari.programmer:480

Hello,

Roger Cain schrieb:

> I'm sure this had become freeware the last time I looked (a good couple of
> years ago). Sorry I can't remember the site.

I think our "Anonymous" friend is right. http://www.berkhan.com/ sells

the latest version of Omikron Basic for 199 German Marks = about 90 $.
If there's a (older) freeware-version I would be interested, too.

CU Christian
--
Christian Zietz - CHZ-Soft - czietz@gmx.net
WWW: http://chzsoft.home.pages.de/ - Fido: Christian Zietz@2:2437/74.9
PGP-Key auf Anfrage oder ueber http://wwwkeys.de.pgp.net (Port 11371)

From -3768294572599130241
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,234451cbd08f155
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-22 10:31:03 PST
Path: archiver1.google.com!news2.google.com!newsfeed.google.com!sn-xit-02!
supernews.com!nntp-relay.ihug.net!ihug.co.nz!newsfeed00.sul.t-online.de!
newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: BMaedicke@t-online.de (Bernd Maedicke)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Does anyone have Omikron Basic compiler for me?
Date: Fri, 22 Jun 2001 19:30:39 +0200
Organization: btx.dtag.de
Lines: 9
Message-ID: <1evf4h3.exeixd3zr6miN%BMaedicke@t-online.de>
References: <58ad83b24e3b23bbb284047b256df9ce@remailer.privacy.at>
<9gvorfocj1@newsg1.svr.pol.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 993231043 06 26617 3-jaS5fGStHGOy 010622 17:30:43
X-Complaints-To: abuse@t-online.com
X-Sender: 320084974247-0001@t-dialin.net
User-Agent: MacSOUP/D-2.4.6
Xref: archiver1.google.com comp.sys.atari.programmer:481

Roger Cain <roger@cainr.freeserve.co.uk> wrote:

> I'm sure this had become freeware the last time I looked (a good couple of
> years ago). Sorry I can't remember the site.

He can by Omikron.Basic 5.2x here: http://www.berkhan.de/atari_e.htm

--
Url: http://home.t-online.de/home/BMaedicke/

From 5750948682193334890
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9ed37555eef29a7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-23 04:35:59 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!

195.224.25.10!sn-uk-xit-01!sn-uk-post-01!supernews.com!corp.supernews.co.uk!not-for-mail
From: Steve Sweet <steve-sweet@lineone.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Need help for using Devpac
Date: Sat, 23 Jun 2001 00:09:52 -0100
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <993295942-165006AEicMi@lineone.net>
References: <9gvljd$6ql$1@news.netcologne.de>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
X-Complaints-To: newsabuse@supernews.com
Lines: 28
Xref: archiver1.google.com comp.sys.atari.programmer:482

Hi Ravi

>I have happily used Devpac, since i know of it.

A brilliant piece of software. I got my first copy of version 2 off of a cover disk and upgraded to version 3 very shortly afterwards and have since spent many a happy hour hitting my head against a wall!. :-)

>Here's my question; how can i control the Dev Pacs Debugger, i think it
>is called just Mon.

>Specially i want to go through a programm step by step and see how
>memory changes.

 RTFM !!!!

If youve got a legit copy then you'l have documentation that tells you how mon operates in relation to GEN_ST.

--

eMail: steve-sweet@lineone.net

        Regards from STEve & his nice warm cosey PAK'd MegaSTE.
 * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 8802777588216864899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,234451cbd08f155
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-23 04:36:01 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!

195.224.25.10!sn-uk-xit-01!sn-uk-post-01!supernews.com!corp.supernews.co.uk!not-for-mail
From: Steve Sweet <steve-sweet@lineone.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Does anyone have Omikron Basic compiler for me?
Date: Sat, 23 Jun 2001 00:11:14 -0100
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <993295946-165502AEicMi@lineone.net>
References: <58ad83b24e3b23bbb284047b256df9ce@remailer.privacy.at>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
X-Complaints-To: newsabuse@supernews.com
Lines: 19
Xref: archiver1.google.com comp.sys.atari.programmer:483

Hi Anonymous

>does anyone want to offer me a copy of his Omikron Basic Compiler for
>download? Over 50$ is quite a high price.

I'm not suprised its $50, you can blame that on the wankers that steal
copies instead if buying legally!. Oh!, thats you inst it?.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -7185371447415318944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9ed37555eef29a7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-23 05:01:03 PST
Path: archiver1.google.com!news2.google.com!newsfeed.google.com!
newsfeed.stanford.edu!canoe.uoregon.edu!arclight.uoregon.edu!enews.sgi.com!
newsfeed.nettuno.it!server-b.cs.interbusiness.it!
bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Need help for using Devpac
Date: Sat, 23 Jun 01 14:00:10
Organization: De Petris Software Development
Lines: 17

Message-ID: <25902_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:484

In uno strano messaggio del 22 Jun 01 ravi.a@gmx.net (2:333/608.1) scrisse
al povero All :
 ra> Here's my question; how can i control the Dev
 ra> Pacs Debugger, i think it is called just Mon.

It is not very simple as mon is all keyboard driven with a lot of key
combinations corresponding to the various functions.... the result is you
must open the manual and read it or will not take out much.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 5035552351048797215
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,234451cbd08f155
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-23 11:45:38 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeed.gamma.ru!Gamma.RU!diablo.theplanet.net!news.theplanet.net!
newspost.theplanet.net!not-for-mail
From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Does anyone have Omikron Basic compiler for me?
Date: Sat, 23 Jun 2001 19:26:58 +0100
Lines: 18
Message-ID: <9h2o36qva1@newsg4.svr.pol.co.uk>
References: <58ad83b24e3b23bbb284047b256df9ce@remailer.privacy.at>
<9gvorfocj1@newsg1.svr.pol.co.uk> <9gvqd8$b7ac7$1@ID-2298.news.dfncis.de>
NNTP-Posting-Host: modem-14.cuban-hogfish.dialup.pol.co.uk
Mime-Version: 1.0
Content-Type: text/plain;
     charset="Windows-1252"
Content-Transfer-Encoding: 7bit
X-Trace: newsg4.svr.pol.co.uk 993321894 27626 62.136.214.14 (23 Jun 2001 18:44:54
GMT)
NNTP-Posting-Date: 23 Jun 2001 18:44:54 GMT
X-Complaints-To: abuse@theplanet.net

X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:485

"Christian Zietz" <czietz@gmx.net> wrote in message
news:9gvqd8$b7ac7$1@ID-2298.news.dfncis.de...

> I think our "Anonymous" friend is right. http://www.berkhan.com/ sells
> the latest version of Omikron Basic for 199 German Marks = about 90 $.
> If there's a (older) freeware-version I would be interested, too.

I think my memory may be playing tricks again! Perhaps it was the Omikron
assembler which became freeware.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.256 / Virus Database: 129 - Release Date: 31/05/2001

From -1796617802752517765
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9ed37555eef29a7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-24 12:16:14 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!colt.net!dispose.news.demon.net!demon!btnet-
peer0!btnet-feed5!btnet!mendelevium.btinternet.com!not-for-mail
From: "Mark Davies" <Pov@nospam.btinternet.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Need help for using Devpac
Date: Sun, 24 Jun 2001 20:18:20 +0100
Organization: BT Internet
Lines: 25
Message-ID: <9h5e8cnud1@uranium.btinternet.com>
References: <9gvljd$6ql$1@news.netcologne.de>
NNTP-Posting-Host: host213-122-49-221.btinternet.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: archiver1.google.com comp.sys.atari.programmer:486

Use Control Z to step through one instruction at a time.

"Ravi Ahluwalia" <ravi.a@gmx.net> wrote in message

news:9gvljd$6ql$1@news.netcologne.de...
> Hello !
>
> I have happily used Devpac, since i know of it.
>
> Here's my question; how can i control the Dev
> Pacs Debugger, i think it is called just Mon.
>
> Specially i want to go through a programm
> step by step and see how memory changes.
>
> how can i realize that with devpacs mon ?
>
> thank you very much, cause i can`t find
> a programms error.
>
> Ravi
>
>

From 1393698080529882760
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,c3100883f54106ec,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c3100883f54106ec,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-26 05:20:56 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!opentransit.net!wanadoo.fr!proxad.net!
feeder2-1.proxad.net!nnrp6.proxad.net.POSTED!Rix
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
From: "Pascal Ricard" <paricard@free.fr>
Message-ID: <3b3887b82af12e2@free.fr>
Subject: [ANN][ES] Stand alone SDK
Followup-To: comp.sys.atari.programmer
Organization: Les Cagouilles
X-Newsreader: Okami Version 2.1B-21
X-System: The WoodTTower (tm) MagiC-6.10 NVDI-5.03
X-Message-Flag: un coucou particulier aux utilisateurs de MyMail :-)
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 24
X-Sender: NEWSwatch v2.50 (Atari)
Date: Tue, 26 Jun 2001 12:18:58 GMT
NNTP-Posting-Host: 212.27.40.143
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp6.proxad.net 993557938 212.27.40.143 (Tue, 26 Jun 2001 14:18:58 CEST)
NNTP-Posting-Date: Tue, 26 Jun 2001 14:18:58 CEST
Xref: archiver1.google.com comp.sys.atari.programmer:487 comp.sys.atari.st:13229

Hi all,

After a few requests, we decided to make a SDK CD with the following:

- The GCC kit
- GCC Shell, registered version
- Ressource Master, registered version, with paper manual
- Windom libraries with their printed documentation (200 pages)
- EZ Edit text editor (with syntax "colourisation")
- Many development libraries
- Many development tools

All this for only 49.00 Euros!

(reminder: for active developers the price remains 75.00 Euros for the
SDK including MagiC).

Have a look at the MagiC SDK page (in French):
http://www.europe-shareware.org/atari/logiciels/magic_sdk.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

From -3251335032865465824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71f3b21cede90be2,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-26 18:34:47 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!news1.carrier1.net!amsnews01.chello.com!
amsnews03.chello.com.POSTED!not-for-mail
Message-ID: <3B3937AE.32646604@chello.nl>
From: Henk Robbers <h.robbers@chello.nl>
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Thread safe malloc system in ANSI C
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Inktomi-Trace: amsink05 993605680 22034 24.132.20.245 (27 Jun 2001 01:34:40 GMT)
Lines: 43
Date: Wed, 27 Jun 2001 01:34:40 GMT
NNTP-Posting-Host: 212.83.64.219
X-Complaints-To: abuse@chello.com
X-Trace: amsnews03.chello.com 993605680 212.83.64.219 (Wed, 27 Jun 2001 03:34:40
MET DST)
NNTP-Posting-Date: Wed, 27 Jun 2001 03:34:40 MET DST
Organization: chello broadband

Xref: archiver1.google.com comp.sys.atari.programmer:488

Crystal clear internal structure. Everything defined in header file.
All kind of diagnostic is therefore possible. A rudimentary routine for detecting memory leaks is included. (solved a few in XaAES :-)

It handles completely disjunct chains of Gemdos blocks for each thread.

Each chain can have different chunk size and memory type (global, shared, private, you name it) Chunk size can be changed dynamically to meet changing workloads.

A chain is defined by a root structure that you can start in the local name space of your thread.

If a request is larger than the chunksize, a multiple of the chunksize is allocated. This can reduce fragmentation dramatically.
Resulting slack space is not wasted but normally used by malloc (the call that allocates the smaller portions within a chunk)

The root structure is passed to all malloc calls for the same thread.
A chain or 'memory thread' is defined by this root structure.
This makes its implementation independent of OS in use. No OS related entities like 'pid number' are used.

It is moderately fast. Not as fast as Pure C malloc, but faster than I found in the
mintlib.

It has ran for half a year in XaAES now without any problem.

You can download it from my homepage via the XaAES link and XaAES_nnn_source
It is in the folder xmemory.

It is for programmers, so the source is its own documentation.
C'mon, it is only a few A4 pages. ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
  http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
  http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

From -3662033828495746028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1582fd4c0fbc7207,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-26 21:30:28 PST

Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!howland.erols.net!cyclone2.usenetserver.com!e420r-sjo4.usenetserver.com!newsfeed.usenetserver.com!newsfeeder.randori.com!news2.randori.com.POSTED!not-for-mail
From: "Wavemaker" <wavemaker@my-deja.com>
Newsgroups: comp.sys.atari.programmer
Subject: C++ compiler for Atari ST
Lines: 6
X-Priority: 3
X-MSMail-Priority: Normal
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Message-ID: <Djd_6.6$Ap5.15511677@news2.randori.com>
Organization: Embrace the Chaos - http://www.randori.com - Randori News
Date: Wed, 27 Jun 2001 04:30:27 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:489

I was wondering if there is a C++ compiler for the Atari ST computer. Preferably one with an IDE.

Is there anything like that available?

From 3214704014280647906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1582fd4c0fbc7207
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-27 02:53:37 PST
Path: archiver1.google.com!newsfeed.google.com!sn-xit-02!supernews.com!news.tele.dk!193.251.151.101!opentransit.net!proxad.net!feeder2-1.proxad.net!nnrp1.proxad.net.POSTED!Rix
Newsgroups: comp.sys.atari.programmer
From: "Pascal Ricard" <paricard@free.fr>
Message-ID: <3b39b2d2f6f440@free.fr>
Subject: Re: C++ compiler for Atari ST
References: <Djd_6.6$Ap5.15511677@news2.randori.com>
Organization: Les Cagouilles
X-Newsreader: Okami Version 2.1B-21
X-System: The WoodTTower (tm) MagiC-6.10 NVDI-5.03
X-Message-Flag: un coucou particulier aux utilisateurs de MyMail :-)
Lines: 25
X-Sender: NEWSwatch v2.50 (Atari)
Date: Wed, 27 Jun 2001 09:53:36 GMT
NNTP-Posting-Host: 212.27.40.167
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp1.proxad.net 993635616 212.27.40.167 (Wed, 27 Jun 2001 11:53:36 CEST)
NNTP-Posting-Date: Wed, 27 Jun 2001 11:53:36 CEST
Xref: archiver1.google.com comp.sys.atari.programmer:490

Hello,

  in article <Djd_6.6$Ap5.15511677@news2.randori.com> (comp.sys.atari.programmer)

Wavemaker wrote on Wed 27-06-2001 04:30 (GMT):

> I was wondering if there is a C++ compiler for the Atari ST computer. Preferably
> one with an IDE.

There is GCC. It's free and available on the web. It's the most
versatile one and the only one capable of C++ AFAIK (I'm not a C
programmer yet). It's a little bit memory hungry, 14 MB and a "fast"
machine are recommended (Falcon, TT or up). Have a look at this page:
http://gemtos.free.fr/

A GCC SDK is available on CD at Europe Shareware for 49 Euros, including
some registered shareware tools, and for 99 Euros with MagiC (75 Euros
with MagiC if you are an active developper). Have a look at this page:
http://www.europe-shareware.org/atari/logiciels/magic_sdk.html

Most of these pages are in French, a few are in English though.

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

From 3090998923445971573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,176ba4d7bb41a46e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-27 08:25:22 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!opentransit.net!jussieu.fr!u-psud.fr!not-for-
mail
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Newsgroups: comp.sys.atari.programmer
Subject: GCC 3.0
Date: Wed, 27 Jun 2001 17:25:18 +0200
Organization: IEF - Universite Paris Sud, Orsay, France
Lines: 13
Message-ID: <3B39FADE.389D71C3@ief.u-psud.fr>
Reply-To: lecoat@atari.org
NNTP-Posting-Host: lerne.ief.u-psud.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.77 [en] (X11; U; SunOS 5.7 sun4u)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:491

Hi all,

Is there anybody that is thinking to compile GCC 3.0 for
ATARI platforms ? I know, it is only been released since
18 of june, and my question may be premature, but I think

it would worth it.

Best regards,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

From 2520903643711600285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5d20111e5abb92f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-27 13:27:22 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
193.251.151.101!opentransit.net!proxad.net!feeder2-1.proxad.net!
nnrp6.proxad.net.POSTED!Atari
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Newsgroups: comp.sys.atari.programmer
Subject: GSlib02
Message-ID: <WS3.a7970233.64346ec2.arnaud.bercegeay@free.fr>
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: WenSuite/3.30c
Lines: 22
Date: Wed, 27 Jun 2001 20:27:21 GMT
NNTP-Posting-Host: 212.27.45.124
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp6.proxad.net 993673641 212.27.45.124 (Wed, 27 Jun 2001 22:27:21 CEST)
NNTP-Posting-Date: Wed, 27 Jun 2001 22:27:21 CEST
Organization: Guest of ProXad - France
Xref: archiver1.google.com comp.sys.atari.programmer:492

Hello !

a new release of my C library GSlib in now available.
GSlib02 = GemScript library patch level 02

GSlib is a windom extension (http://windom.free.fr).

The GSlib package contains the lib compiled for sozobonx c and
pure c, the sources, some examples, and the GEMSCRIPT specification
version 1.20 translated in english by Peter West.

You can get GSlib from my perso web site
http://perso.wanadoo.fr/arnaud.bercegeay/load_e.htm

Regards,

--

Arnaud BERCEGEAY   : mailto:bercegeay@atari.org
HTML Tidy for Atari : http://tidy.atari.org/
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/

From 2849789488546278579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6aab24a5f8c06be,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-27 16:02:33 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
193.174.75.178!news-fra1.dfn.de!news-lei1.dfn.de!newsfeed.freenet.de!
amsnews01.chello.com!amsnews03.chello.com.POSTED!not-for-mail
Message-ID: <3B3A6583.CB50D1BA@chello.nl>
From: Henk Robbers <h.robbers@chello.nl>
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: thread save malloc again
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Inktomi-Trace: amsink05 993682952 6334 24.132.20.245 (27 Jun 2001 23:02:32 GMT)
Lines: 14
Date: Wed, 27 Jun 2001 23:02:32 GMT
NNTP-Posting-Host: 212.83.64.219
X-Complaints-To: abuse@chello.com
X-Trace: amsnews03.chello.com 993682952 212.83.64.219 (Thu, 28 Jun 2001 01:02:32
MET DST)
NNTP-Posting-Date: Thu, 28 Jun 2001 01:02:32 MET DST
Organization: chello broadband
Xref: archiver1.google.com comp.sys.atari.programmer:493

I just realized that it is not quite possible to compile it outside
XaAES. I'll make a separate entry on my homepage asap. That one will
be proper freestanding.

--
Groeten; Regards.
Henk Robbers.   mailto:h.robbers@chello.nl
                  http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES   (heavily under construction);
                                          http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

From -2042142725423030377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1582fd4c0fbc7207

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-27 22:42:19 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!howland.erols.net!cyclone2.usenetserver.com!e420r-sjo4.usenetserver.com!newsfeed.usenetserver.com!newsfeeder.randori.com!news2.randori.com.POSTED!not-for-mail
From: "Wavemaker" <wavemaker@my-deja.com>
Newsgroups: comp.sys.atari.programmer
References: <Djd_6.6$Ap5.15511677@news2.randori.com> <3b39b2d2f6f440@free.fr>
Subject: Re: C++ compiler for Atari ST
Lines: 19
X-Priority: 3
X-MSMail-Priority: Normal
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Message-ID: <_sz_6.30$Ri2.18424966@news2.randori.com>
Organization: Embrace the Chaos - http://www.randori.com - Randori News
Date: Thu, 28 Jun 2001 05:42:18 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:494

"Pascal Ricard" wrote:
> Hello,
>
> Wavemaker wrote:
>
> > I was wondering if there is a C++ compiler for the Atari ST computer. Preferably
> > one with an IDE.
>
> There is GCC. It's free and available on the web. It's the most
> versatile one and the only one capable of C++ AFAIK (I'm not a C
> programmer yet). It's a little bit memory hungry, 14 MB and a "fast"
> machine are recommended (Falcon, TT or up). Have a look at this page:
> http://gemtos.free.fr/

Thanks, Pascal! I'll check it out.

From 4510774178111998450
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,176ba4d7bb41a46e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-28 13:41:46 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!newsfeeds.belnet.be!news.belnet.be!uni-erlangen.de!news-nue1.dfn.de!news-han1.dfn.de!news-koe1.dfn.de!news.rwth-aachen.de!draco.stochastik.rwth-aachen.de!not-for-mail
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC 3.0
Date: Thu, 28 Jun 2001 20:41:45 +0000 (UTC)

Organization: Institut fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
Lines: 15
Message-ID: <9hg4q9$4jl$1@draco.stochastik.rwth-aachen.de>
References: <3B39FADE.389D71C3@ief.u-psud.fr>
NNTP-Posting-Host: draco.stochastik.rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 993760905 25679 137.226.106.3 (28 Jun 2001
20:41:45 GMT)
X-Complaints-To: abuse@rwth-aachen.de
NNTP-Posting-Date: 28 Jun 2001 20:41:45 GMT
Xref: archiver1.google.com comp.sys.atari.programmer:495

In article <3B39FADE.389D71C3@ief.u-psud.fr>,
Francois Le_Coat/mailaxis <lecoat@atari.org> wrote:
>Hi all,
>
>Is there anybody that is thinking to compile GCC 3.0 for
>ATARI platforms ? I know, it is only been released since
>18 of june, and my question may be premature, but I think
>it would worth it.

With the FreeMiNT/SpareMiNT patches, it should compile without much trouble.
GCC 3.0 works fine with the existing binutils, so you only need to recompile
gcc.

cu
Michael

From -4593202676198386888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae738e75dde170b7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-29 05:16:01 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!newsfeed00.sul.t-online.de!newsfeed01.sul.t-
online.de!t-online.de!news.nikoma.de!tiscalinetde!not-for-mail
From: Manfred Lippert <mani@mani.de>
Newsgroups: comp.sys.atari.programmer
Subject: Reset???
Date: Fri, 29 Jun 2001 14:16:01 +0200
Organization: Nikoma Mediaworks GmbH
Lines: 17
Message-ID: <B7623E1E.5455%mani@mani.de>
NNTP-Posting-Host: dialin184.pg12-nt.frankfurt.nikoma.de
Mime-Version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-Transfer-Encoding: 7bit
X-Trace: news.nikoma.de 993816961 72287 213.54.43.184 (29 Jun 2001 12:16:01 GMT)
X-Complaints-To: abuse@nikoma.de
NNTP-Posting-Date: Fri, 29 Jun 2001 12:16:01 +0000 (UTC)
User-Agent: Microsoft-Entourage/9.0.1.3108
Xref: archiver1.google.com comp.sys.atari.programmer:496

Hi,

how can a "reset" be done by software on an Atari?

I tried just to jump to the reset vector (address 4). It seems to work: the machine resets and is booting. But after this, I cannot get any data from the Midi Port! :-(

If I reset with the hardware button or with Ctrl+Alt+Delete, this works fine.

So I am looking for the "correct" way to do a reset.
How does the system makes the reset on Ctrl+Alt+Del?

Regards,
Mani

From -7404672208105360525
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,176ba4d7bb41a46e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-29 07:07:45 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!fr.usenet-edu.net!usenet-edu.net!ciril.fr!
news.cs.univ-paris8.fr!u-psud.fr!not-for-mail
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC 3.0
Date: Fri, 29 Jun 2001 16:07:38 +0200
Organization: IEF - Universite Paris Sud, Orsay, France
Lines: 23
Message-ID: <3B3C8BAA.95A48173@ief.u-psud.fr>
References: <3B39FADE.389D71C3@ief.u-psud.fr> <9hg4q9$4jl$1@draco.stochastik.rwth-
aachen.de>
Reply-To: lecoat@atari.org
NNTP-Posting-Host: lerne.ief.u-psud.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.77 [en] (X11; U; SunOS 5.7 sun4u)
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:497

Hi,

Michael Schwingen wrote:
> With the FreeMiNT/SpareMiNT patches, it should compile without much trouble.
> GCC 3.0 works fine with the existing binutils, so you only need to recompile
> gcc.

That's right. But the problem is that I do not have on my Hades 060, an

environment that allows me to compile GCC. I tried several times with GCC 2.95.3, without success. I didn't installed SpareMiNT. I use part of it, but never installed the whole package. If somebody would be so kind as to compile GCC 3.0, and release it on the WEB, it would be nice. I suspect that a few people are currently working on it. I would be interested by the result ...

Thanks for your advice,

CU,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

From 875118693158662916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae738e75dde170b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-29 11:42:05 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!195.224.25.10!sn-uk-xit-01!sn-uk-post-01!supernews.com!corp.supernews.co.uk!not-for-mail
From: Steve Sweet <steve-sweet@lineone.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Reset???
Date: Fri, 29 Jun 2001 19:36:36 -0100
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <993839888-687561AEicMi@lineone.net>
References: <B7623E1E.5455%mani@mani.de>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
X-Complaints-To: newsabuse@supernews.com
Lines: 23
Xref: archiver1.google.com comp.sys.atari.programmer:498

Hi Manfred

>So I am looking for the "correct" way to do a reset.
>How does the system makes the reset on Ctrl+Alt+Del?

I wrote a utility to do that ages ago, i reset memvalid to 0's and some other vectors i dont recall at the moment and jumped to the reset vector, is memvalid is wrong a cold boot is executed, otherwise a warm boot is assumed. I could dig out my code if you want to use it for ideas.

I seem to recall that its not correct for a program to invoke a reset, especially if youre in a multi-tasking environment, data could be lost.

--

eMail: steve-sweet@lineone.net

        Regards from STEve & his nice warm cosey PAK'd MegaSTE.
 * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 8293139139718523914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae738e75dde170b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-29 12:56:51 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!cpk-news-hub1.bbnplanet.com!news.gtei.net!newsfeed1.cidera.com!cletus.bright.net!kali-3640-1-cs-42.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: Reset???
In-Reply-To: <B7623E1E.5455%mani@mani.de>
Message-ID: <Pine.MNT.4.10.10106291554520.85-100000@Hades060>
References: <B7623E1E.5455%mani@mani.de>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 34
Date: Fri, 29 Jun 2001 15:56:32 +0000
NNTP-Posting-Host: 216.201.36.172
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 993844610 216.201.36.172 (Fri, 29 Jun 2001 15:56:50 EDT)
NNTP-Posting-Date: Fri, 29 Jun 2001 15:56:50 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:499

On Fri, 29 Jun 2001, Manfred Lippert wrote:

> Hi,
>
> how can a "reset" be done by software on an Atari?

All I have is GFA code maybe this will help.

```
PROCEDURE kaltstart                    ! Coldboot
  '
  VOID GEMDOS(&H20,L:0)
  '
  SLPOKE &H420,0
```

```
  SLPOKE &H426,0
  SLPOKE &H43A,0
  '
  a%=LPEEK(&H4F2)+4
  a%=LPEEK(a%)
  '
  CALL a%
  '
RETURN

PROCEDURE warmstart                    ! Warmboot
  '
  VOID GEMDOS(&H20,L:0)
  '
  a%=LPEEK(&H4F2)+4
  a%=LPEEK(a%)
  '
  CALL a%
  '
RETURN
```

From 5798763141895508054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae738e75dde170b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-29 15:46:18 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!skynet.be!
grolier!btnet-peer0!btnet-feed5!btnet!mendelevium.btinternet.com!not-for-mail
From: "Mark Davies" <pov@nospam.btinternet.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Reset???
Date: Fri, 29 Jun 2001 22:26:21 +0100
Organization: BT Internet
Lines: 30
Message-ID: <9hivul$n6q$1@neptunium.btinternet.com>
References: <B7623E1E.5455%mani@mani.de>
NNTP-Posting-Host: host213-122-28-72.btinternet.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: archiver1.google.com comp.sys.atari.programmer:500

I always just to the address at 4.w it always works.

There is however some flags to set a soft or hard reset but I don't know
where they are.

Mark
Mac Sys Data of Persistence Of Vision

"Manfred Lippert" <mani@mani.de> wrote in message
news:B7623E1E.5455%mani@mani.de...
> Hi,
>
> how can a "reset" be done by software on an Atari?
>
> I tried just to jump to the reset vector (address 4). It seems to work:
the
> machine resets and is booting. But after this, I cannot get any data from
> the Midi Port! :-(
>
> If I reset with the hardware button or with Ctrl+Alt+Delete, this works
> fine.
>
> So I am looking for the "correct" way to do a reset.
> How does the system makes the reset on Ctrl+Alt+Del?
>
> Regards,
> Mani
>

From -7775355638111200627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae738e75dde170b7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-29 19:45:32 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
130.133.1.3!fu-berlin.de!uni-berlin.de!my-ste.demon.co.UK!not-for-mail
From: David Bolt <nospam@my-ste.demon.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Reset???
Date: Sat, 30 Jun 2001 03:39:31 +0100
Organization: I Wish!!!
Lines: 90
Message-ID: <B4SaTkNjvTP7Ew$A@my-ste.demon.co.uk>
References: <B7623E1E.5455%mani@mani.de>
Reply-To: David Bolt <dbolt@my-ste.demon.co.uk>
NNTP-Posting-Host: my-ste.demon.co.uk (158.152.241.69)
Mime-Version: 1.0
Content-Type: text/plain;charset=us-ascii
X-Trace: fu-berlin.de 993869131 14945072 158.152.241.69 (16 [68839])
X-Orig-Path: my-ste.demon.co.uk!nospam
User-Agent: Turnpike/6.00-Beta-5-U (<Z0HdjXhPCbqOVX7Vo$afV+qsj$>)
Xref: archiver1.google.com comp.sys.atari.programmer:501

In article <B7623E1E.5455%mani@mani.de>,
Manfred Lippert <mani@mani.de> writes:

>Hi,
>

>how can a "reset" be done by software on an Atari?

Here's some assembler that does the same as the above:

```
**********
*
* perform system reboot
*
* if d0 = 0     warm reboot
* else          cold reboot
*
* no return so no need to preserve registers
*
do_reset        move    d0,d7
        clr.l   -(sp)
        move    #$20,-(sp)
        trap    #1
        addq.l  #6,sp   ; not sure why I bother with this.
        tst     d7
        beq     reboot2

*
* clear memvalid flags so memory check performed
* wipes everything from memory, including any
* reset resident viruses
*
        clr.l   $420    ; memvalid 1
        clr.l   $43a    ; memvalid 2
        clr.l   $51a    ; memvalid 3
        clr.l   $42a    ; resvector
        clr.l   $426    ; resvalid

*
* get the reset vector mapped from ROM. This makes sure
* the TOS reset routine is called
*
reboot1 move.l  $4,a0
        bra.s   reboot

*
* get the reset vector from RAM. This allows soft-loaded
* OSes (Mint (?) and Magic) to direct the reset through
* their code
*
reboot2 move.l  $4f2,a0

*
* jump to the reset routine and carry on from there
*
reboot  jmp     (a0)

**********
```

As has already been mentioned elsewhere by Steve Sweet, this isn't a
good idea if you're using a multi-tasking system. This is especially bad
if there's any form of write-behind caching.

>I tried just to jump to the reset vector (address 4). It seems to work: the
>machine resets and is booting. But after this, I cannot get any data from
>the Midi Port! :-(
>
>If I reset with the hardware button or with Ctrl+Alt+Delete, this works
>fine.

Strange, as jumping to the address in $4 is the same as using the reset
button or Ctrl+Alt+Delete.

>So I am looking for the "correct" way to do a reset.
>How does the system makes the reset on Ctrl+Alt+Del?

It watched for the scan codes for those three keys being pressed coming
from the keyboard and, if the keyboard doesn't send a key released scan
code for one of the keys before all three are received, it jumps to the
reset routine.

Regards,
  David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
A4000 4Mb RiscOS 3.11 |cracking keys at 4.8Mkeys/sec
AMD Duron/650 384Mb Win98 & SuSE 7.0 |
AMD K6-2/450 32Mb SuSE 6.3 |http://www.distributed.net/
AMD K6-2/500 32Mb SuSE 6.3 |

From 5439768220574734206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6aab24a5f8c06be
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-30 15:26:17 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
195.158.233.21!news1.ebone.net!news.ebone.net!newsfeed.freenet.de!
amsnews01.chello.com!amsnews03.chello.com.POSTED!not-for-mail
Message-ID: <3B3E516B.11C9D4B6@chello.nl>
From: Henk Robbers <h.robbers@chello.nl>
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: thread save malloc again
References: <3B3A6583.CB50D1BA@chello.nl>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Inktomi-Trace: amsink03 993939955 4693 24.132.20.245 (30 Jun 2001 22:25:55 GMT)

Lines: 19
Date: Sat, 30 Jun 2001 22:26:05 GMT
NNTP-Posting-Host: 212.83.64.204
X-Complaints-To: abuse@chello.com
X-Trace: amsnews03.chello.com 993939965 212.83.64.204 (Sun, 01 Jul 2001 00:26:05 MET DST)
NNTP-Posting-Date: Sun, 01 Jul 2001 00:26:05 MET DST
Organization: chello broadband
Xref: archiver1.google.com comp.sys.atari.programmer:502

Henk Robbers wrote:
>
> I just realized that it is not quite possible to compile it outside
> XaAES. I'll make a separate entry on my homepage asap. That one will
> be proper freestanding.

It is there.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
  http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
  http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

From 4083108415971696981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9ed37555eef29a7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-01 10:58:24 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!dispose.news.demon.net!demon!diablo.theplanet.net!news.theplanet.net!newspost.theplanet.net!not-for-mail
From: "Grazey" <grazey@tphf.karoo.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Need help for using Devpac
Date: Sun, 1 Jul 2001 18:56:17 +0100
Organization: Customer of Energis Squared
Lines: 43
Message-ID: <9hnobr$19s$1@newsreaderm1.core.theplanet.net>
References: <9gvljd$6ql$1@news.netcologne.de>
NNTP-Posting-Host: dialup172.ggw.as12390.net
X-Trace: newsreaderm1.core.theplanet.net 994010299 1340 212.50.180.172 (1 Jul 2001 17:58:19 GMT)
NNTP-Posting-Date: 1 Jul 2001 17:58:19 GMT
X-Complaints-To: abuse@theplanet.net

X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: archiver1.google.com comp.sys.atari.programmer:503

off the top of my head

control Y - step into jsr/bsr too
control t - step but does not go into jsr/bsr
g - search
v - view screen
control L - load exe
b - load bin
s - save

They are the main ones. But I use Toxic Monst which is much more stable
when rasters are flying around :)

Grz

--
PHF Assembly Coders http://phf.atari.org
D-Bug ST Hackers http://dbug.atari.org
ICQ 12766915

"Ravi Ahluwalia" <ravi.a@gmx.net> wrote in message
news:9gvljd$6ql$1@news.netcologne.de...
> Hello !
>
> I have happily used Devpac, since i know of it.
>
> Here's my question; how can i control the Dev
> Pacs Debugger, i think it is called just Mon.
>
> Specially i want to go through a programm
> step by step and see how memory changes.
>
> how can i realize that with devpacs mon ?
>
> thank you very much, cause i can`t find
> a programms error.
>
> Ravi
>
>

From -6689981560806611793
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,a9ed37555eef29a7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-02 12:05:01 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!bignews.mediaways.net!newsfeed.nettuno.it!server-b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Need help for using Devpac
Date: Mon, 02 Jul 01 12:45:10
Organization: De Petris Software Development
Lines: 18
Message-ID: <26228_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: archiver1.google.com comp.sys.atari.programmer:504

In uno strano messaggio del 01 Jul 01 grazey@tphf.karoo.co.uk (2:333/608.1)
scrisse al povero All :
 g> They are the main ones. But I use Toxic Monst which is much more stable
 g> when rasters are flying around :)

Is it a free program ? Where can I find it ? Does it work with MagiCMac ?

Anybody knows about a debugger working with MagiCMac ? Or at least MagiC ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 6248959022058580263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a411c1f52b3ecab,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-02 23:20:18 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!newsfeed.hanau.net!news-fra1.dfn.de!news.man.poznan.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer

Subject: Fonts
Date: Tue, 03 Jul 2001 08:19:35 +0200
Organization: Politechnika Wroclawska
Lines: 17
Message-ID: <3B4163F7.3070005@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 994141235 11921 156.17.32.156 (3 Jul 2001 06:20:35 GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 3 Jul 2001 06:20:35 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-US; m18) Gecko/20010131 Netscape6/6.01
X-Accept-Language: en
Xref: archiver1.google.com comp.sys.atari.programmer:505

Hi there,

How it is possible to change fonts without NVDI or any other programm?
Do I have to use Line-A? And what if I quit my app and my font should
still be available (an TSR app)?

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -1000301974670250881
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a411c1f52b3ecab
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-03 15:20:58 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <3B4163F7.3070005@sun1000.pwr.wroc.pl>
Subject: Re: Fonts
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 24
Message-ID: <pwr07.25844$N85.7166@newsfeed.slurp.net>
Date: Tue, 03 Jul 2001 22:17:57 GMT

NNTP-Posting-Host: 208.141.202.54
X-Trace: newsfeed.slurp.net 994198677 208.141.202.54 (Tue, 03 Jul 2001 17:17:57 CDT)
NNTP-Posting-Date: Tue, 03 Jul 2001 17:17:57 CDT
Xref: archiver1.google.com comp.sys.atari.programmer:506

On 3 Jul 2001 08:19:35 +, Rafal Kawecki wrote:
>Hi there,
>
>How it is possible to change fonts without NVDI or any other programm?
>Do I have to use Line-A? And what if I quit my app and my font should
>still be available (an TSR app)?

That is usually a funcion of the application and/or the desktop. There
are programs that change fonts, but you sould still need NVDI or
something like it to load in and make available all the fonts you have.

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 256723231391372704
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72f2f777a84cad9d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-04 01:54:31 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!212.74.64.35!colt.net!fr.colt.net!writer!TT030
From: fdemange <fdemange@imaginet.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Who knows about Holger Herzog ?
Date: Tue, 03 Jul 2001 11:00:00 GMT
Organization: fdemange
Lines: 10
Message-ID: <WS3.866223c6.70000d60.fdemange@imaginet.fr>
NNTP-Posting-Host: pool47-199.colt.imaginet.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: reader1.imaginet.fr 994236513 18165 195.68.47.199 (4 Jul 2001 08:48:33 GMT)
X-Complaints-To: abuse@imaginet.fr

NNTP-Posting-Date: 4 Jul 2001 08:48:33 GMT
X-Newsreader: WenSuite/3.30c
Xref: archiver1.google.com comp.sys.atari.programmer:507

Hello,

I would like to know whether anyone knows Holger Herzog who is the 'Project Maganer' of faceVALUE. His website (RUN!Software)
is still available but I can't get any answer of him by mail. That makes me a bit anxious... faceVALUE is now about v3.2 beta
and I'm a beta-tester... Does someone have news from Holger for me ?

Regards

Mathieu

From 5292781150004000995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72f2f777a84cad9d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-04 10:38:51 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!cletus.bright.net!kali-3640-1-cs-25.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: Who knows about Holger Herzog ?
In-Reply-To: <WS3.866223c6.70000d60.fdemange@imaginet.fr>
Message-ID: <Pine.MNT.4.10.10107041337080.95-100000@Hades060>
References: <WS3.866223c6.70000d60.fdemange@imaginet.fr>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 14
Date: Wed, 4 Jul 2001 13:38:32 +0000
NNTP-Posting-Host: 216.201.36.155
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 994268331 216.201.36.155 (Wed, 04 Jul 2001 13:38:51 EDT)
NNTP-Posting-Date: Wed, 04 Jul 2001 13:38:51 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:508

On Tue, 3 Jul 2001, fdemange wrote:

> Hello,
>
> I would like to know whether anyone knows Holger Herzog who is the 'Project Maganer' of faceVALUE. His website (RUN!Software)
> is still available but I can't get any answer of him by mail. That makes me a bit anxious... faceVALUE is now about v3.2 beta

> and I'm a beta-tester... Does someone have news from Holger for me ?

He did not reply to my last mail either. You might mail Ingo
and ask him what is going.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -7680622783619521518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72f2f777a84cad9d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-05 08:30:46 PST
Path: archiver1.google.com!news2.google.com!newsfeed.google.com!
newsfeed.stanford.edu!news.tele.dk!130.133.1.3!fu-berlin.de!hirsch.in-berlin.de!
b3.maus.de!b.maus.de!Detlef_Lewin
From: Detlef_Lewin@b.maus.de (Detlef Lewin)
Newsgroups: comp.sys.atari.programmer
Message-ID: <200107051556.a45228@b.maus.de>
References: <WS3.866223c6.70000d60.fdemange@imaginet.fr>
Organization: MAUS Berlin (+49-30-82701142)
Subject: Re: Who knows about Holger Herzog ?
Date: Thu, 5 Jul 2001 15:56:00 +0200
X-Gateway: b3.maus.de gb1.1r 102698.1858
X-Gateway-Administrator: postmaster@b3.maus.de
Lines: 3
Xref: archiver1.google.com comp.sys.atari.programmer:509

>Does someone have news from Holger for me ?

His last posting in maus.computer.sprache.gfabasic is just two days old.

From -6651972795967450886
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,72f2f777a84cad9d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-06 07:56:02 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!
newsmm00.sul.t-online.com!t-online.de!news.t-online.com!not-for-mail
From: "Ulli Gruszka" <gruszka@t-online.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Who knows about Holger Herzog ?
Date: Fri, 6 Jul 2001 16:52:43 +0200
Organization: RUN! Software
Lines: 16
Message-ID: <9i4jas$47m$02$1@news.t-online.com>
References: <WS3.866223c6.70000d60.fdemange@imaginet.fr>
<Pine.MNT.4.10.10107041337080.95-100000@Hades060>
Mime-Version: 1.0

Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 994431132 02 4342 Q-rfS2bSSCY4xg 010706 14:52:12
X-Complaints-To: abuse@t-online.com
X-Sender: 320051859527-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Xref: archiver1.google.com comp.sys.atari.programmer:510

> He did not reply to my last mail either. You might mail Ingo
> and ask him what is going.

There's nothing special going on, Holger is just a little busy at this time.
Please have patience or mail again.

Regards, Ulli

--
      RUN! Software   ◆ ergo!pro ◆ BASTARD
  friendly applications   ◆ faceVALUE ◆ BUBBLES
http://www.run-software.de ◆ OT/OB-Lib ◆ CAT's-eye

From -5239443559565285104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,dcdee85b15d10bbf,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,dcdee85b15d10bbf,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-06 08:48:49 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
193.251.151.101!opentransit.net!proxad.net!feeder2-1.proxad.net!
nnrp1.proxad.net.POSTED!Rix
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Pascal Ricard" <paricard@free.fr>
Message-ID: <3b45ebcc7330b2@free.fr>
Subject: [ANN] History of shareware
Followup-To: comp.sys.atari.st
Organization: Les Cagouilles
X-Newsreader: Okami Version 2.1B-21
X-System: The WoodTTower (tm) MagiC-6.10 NVDI-5.03
X-Message-Flag: un coucou particulier aux utilisateurs de MyMail :-)
Lines: 14
X-Sender: NEWSwatch v2.50 (Atari)
Date: Fri, 06 Jul 2001 15:48:48 GMT
NNTP-Posting-Host: 212.27.40.185

X-Complaints-To: abuse@proxad.net
X-Trace: nnrp1.proxad.net 994434528 212.27.40.185 (Fri, 06 Jul 2001 17:48:48 CEST)
NNTP-Posting-Date: Fri, 06 Jul 2001 17:48:48 CEST
Xref: archiver1.google.com comp.sys.atari.st:13639 comp.sys.atari.programmer:511

Hi all,

An history of shareware have been written by Europe Shareware,
from the beginning to nowadays. It relates the development and
the wide success of this unique spread mode of independent
authors softwares.

Read the history of shareware (in French):
http://www.europe-shareware.org/pages/hist_shareware.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

From -7400769959709443717
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b41601673dab281a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-12 10:04:42 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!opentransit.net!wanadoo.fr!fr.clara.net!
heighliner.fr.clara.net!news.imp.ch!psinet-eu-nl!not-for-mail
From: "Steve Tattersall" <steven_nospam_tattersall@excite.com>
Newsgroups: comp.sys.atari.programmer
References: <3B2C675D.522AECCD@gmx.ch>
Subject: Re: AURA Hardware Documentation
Lines: 23
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Organization: Ye 'Ol Disorganized NNTPCache groupie
Message-ID: <994957873.860922@morpheus.camb.scee.sony.co.uk>
Cache-Post-Path: morpheus.camb.scee.sony.co.uk!unknown@43.194.206.39
X-Cache: nntpcache 2.3.3 (see http://www.nntpcache.org/)
Date: Thu, 12 Jul 2001 18:04:40 +0100
NNTP-Posting-Host: 194.223.200.197
X-Complaints-To: abuse@uk.psi.com
X-Trace: psinet-eu-nl 994957480 194.223.200.197 (Thu, 12 Jul 2001 18:04:40 BST)
NNTP-Posting-Date: Thu, 12 Jul 2001 18:04:40 BST
Xref: archiver1.google.com comp.sys.atari.programmer:512

Is that the version that I translated to English?

I certainly only did one version.

Steve

--
tat
Sony Playstation Studios, Cambridge

"Philipp Donz" <PhilippDonze@gmx.ch> wrote in message
news:3B2C675D.522AECCD@gmx.ch...
> Hi,
>
> Does anybody know if there is a newer version of AURAs hardware
documentation
> than version 0.4 from 11 march 1993??
> Or is there something equivalent available?
>
> Best wishes
> Philipp

From -1156874563352362247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1582fd4c0fbc7207
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-12 10:41:40 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
130.133.1.3!fu-berlin.de!uni-berlin.de!pd90092c5.dip0.t-ipconnect.DE!not-for-mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.programmer
Subject: Re: C++ compiler for Atari ST
Date: Thu, 12 Jul 2001 17:48:25 GMT
Lines: 11
Message-ID: <3b4c9c8a.978055@news.cis.dfn.de>
References: <Djd_6.6$Ap5.15511677@news2.randori.com> <3b39b2d2f6f440@free.fr>
<_sz_6.30$Ri2.18424966@news2.randori.com>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: pd90092c5.dip0.t-ipconnect.de (217.0.146.197)
X-Trace: fu-berlin.de 994959699 20358175 217.0.146.197 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243
Xref: archiver1.google.com comp.sys.atari.programmer:513

On Thu, 28 Jun 2001 05:42:18 GMT, "Wavemaker" <wavemaker@my-deja.com>
wrote:

>Thanks, Pascal! I'll check it out.

No, not Pascal, C++!

;-)

Martin

From 9190685395013945255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,969c7925df919044,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-13 02:25:00 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!paloalto-snf1.gtei.net!news.gtei.net!enews.sgi.com!news.xtra.co.nz!enterprise!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Error in Toolbox header file...
Date: Fri, 13 Jul 2001 21:20:50 +1200
Organization: The Gluepot
Lines: 41
Message-ID: <9imele$17nd$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-132.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 995016174 40685 131.203.242.132 (13 Jul 2001 09:22:54 GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 13 Jul 2001 09:22:54 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:514

It has come to my attention while experimenting with loading/using my dialog object TLL, that there is a bug in the TLBX.H header file.

The error involves the function prototype for tlbxLibFlags function, and the sizes of the pararmeters to it.

The actual prototype should be

```
    uint32 _tlbxLibFlags( uint32, uint16, schar8 *, uint32 );
```

The #pragma and #define lines elsewhere in the header file, and the definition in the direct-call jumptable structure are correct, however.

This fault will manifest itself as being unable to alter the "bootload me" flag of an on-disc TLL file. Any program using thsi function (like the TLL_CONF CPX) should be recompiled.

A new, correct archive file containing the corrected header file and CPX will be placed on the webpage shortly.

--

Download the latest DLL manager for the Atari ST. Visit my web page at

http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From 3521529754856817765
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,969c7925df919044
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-13 14:08:16 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!newsfeed.wirehub.nl!amsnews01.chello.com!
amsnews02.chello.com.POSTED!not-for-mail
Message-ID: <3B4F62A3.409D7500@chello.nl>
From: Henk Robbers <h.robbers@chello.nl>
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Error in Toolbox header file...
References: <9imele$17nd$1@news.comnet.co.nz>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Inktomi-Trace: amsink04 995058494 20091 24.132.20.245 (13 Jul 2001 21:08:14 GMT)
Lines: 48
Date: Fri, 13 Jul 2001 21:08:15 GMT
NNTP-Posting-Host: 212.83.64.205
X-Complaints-To: abuse@chello.com
X-Trace: amsnews02.chello.com 995058495 212.83.64.205 (Fri, 13 Jul 2001 23:08:15
MET DST)
NNTP-Posting-Date: Fri, 13 Jul 2001 23:08:15 MET DST
Organization: chello broadband
Xref: archiver1.google.com comp.sys.atari.programmer:515

Hi

G Swaine wrote:

>
>
> The actual prototype should be
>
>   uint32 _tlbxLibFlags(uint32, uint16, schar8 *, uint32);
>

When I see such types being used, I can imagine that the prototype was incorrect. :-)

I understand that such types are a way to ensure that the types are of the intended bitwidth. I suppose they are part of a sort of "compiler.h".

You must realize however that such types are of the 'black box' sort.
What you should have done is ahielding these again from the user by redefining them
once more, like this:

```
typedef uint32 tllong;
typedef uint15 tlshort:
typedef schar8 tlbyte;
```

etcetera

These type names belong exclusively to your toolbox suite and should be contained in the headerfile belonging to the suite.

You achieve that:
the bitwidth remains tight under control,
is of no concern to the user,
is not sensitive to lies, ;-)
and MOST IMPORTANT! is not part of the source proper.

And that is what high level languages are for.

What if you want to port your software to 64 bit systems?

--
Groeten; Regards.
Henk Robbers.   mailto:h.robbers@chello.nl
                  http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES   (heavily under construction);
                                          http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

From -2699050577867271072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,969c7925df919044
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-14 07:49:33 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!paloalto-

snf1.gtei.net!crtntx1-snh1.gtei.net!lsanca1-snf1!news.gtei.net!enterprise!
news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Error in Toolbox header file...
Date: Sun, 15 Jul 2001 00:58:09 +1200
Organization: The Gluepot
Lines: 101
Message-ID: <9ipfou$2m27$1@news.comnet.co.nz>
References: <9imele$17nd$1@news.comnet.co.nz> <3B4F62A3.409D7500@chello.nl>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-241.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 995115614 88135 131.203.242.241 (14 Jul 2001 13:00:14
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 14 Jul 2001 13:00:14 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:516

"Henk Robbers" <h.robbers@chello.nl> wrote ...
> G Swaine wrote:
> > The actual prototype should be
> >
> >   uint32 _tlbxLibFlags(uint32, uint16, schar8 *, uint32);
> >
>
> When I see such types being used, I can imagine that the prototype
was incorrect. :-)

Correct.

> I understand that such types are a way to ensure that the types are
of the
> intended bitwidth. I suppose they are part of a sort of
"compiler.h".

They are typedefs within the "0/types.h" file supplied with the
Toolbox.

When Toolbox development started (about early/mid July 1992). it was
written for my own use as a system-wide way of
loading/unloading/sharing plug-in modules among my programs. At the
time, I had int = 16 bits, and the typedefs reflected this (uint16,
sint16, uint32, sint32).

However, as "int" could also be seen as different bitsizes by some
compilers (Lattice, for example, which could be configured as either
16 or 32 bit ints), I changed my C code to include a separate file
which defined the sizes of the types.

The nicknames also helped me when I later changed over to int=32.

> You must realize however that such types are of the 'black box'
sort.
> What you should have done is ahielding these again from the user by
> redefining them once more, like this:
>
> typedef uint32 tllong;
> typedef uint15 tlshort:
> typedef schar8 tlbyte;
>
> etcetera
>
> These type names belong exclusively to your toolbox suite and should
> be contained in the headerfile belonging to the suite.
>
> You achieve that:
> the bitwidth remains tight under control,
> is of no concern to the user,
> is not sensitive to lies, ;-)
> and MOST IMPORTANT! is not part of the source proper.
>
> And that is what high level languages are for.
>
> What if you want to port your software to 64 bit systems?

Assuming short=16, int=32, then I'd add

```
    typedef signed long int sint64;
    typedef unsigned long int uint64;
```

to my "0/types.h" file. This will however break when we move to
128-bit systems in the mid/late 2030's as we'll need some sort of
"extended long" type

(or should that be "long long int"? What have ANSI/ISO done about
"longer than long" types?)

(The Toolbox was written entirely in 68k assembly language, BTW)

> Groeten; Regards.
> Henk Robbers.   mailto:h.robbers@chello.nl
>   http://members.ams.chello.nl/h.robbers/Home.html
> A free multitasking GEM for MiNT: XaAES   (heavily under
construction);
>   http://xaaes.atari.org
> Interactive disassembler: TT-Digger;
http://digger.atari.org
> Experimental text editor: AHCX

--

Download the latest DLL manager for the Atari ST. Visit my web page at

http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From 8082217533358798325
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea4ab723a3f98fd9,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,ea4ab723a3f98fd9,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,ea4ab723a3f98fd9,start
X-Google-Attributes: gid100a3b,public
X-Google-ArrivalTime: 2001-07-16 20:12:20 PST
Path: archiver1.google.com!newsfeed.google.com!postnews1.google.com!not-for-mail
From: jtgd@hotmail.com (Jay Dresser)
Newsgroups: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer
Subject: FREE STUFF!
Date: 16 Jul 2001 20:12:20 -0700
Organization: http://groups.google.com/
Lines: 14
Message-ID: <acbab8fe.0107161912.43fe55a3@posting.google.com>
NNTP-Posting-Host: 198.79.110.23
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: posting.google.com 995339540 961 127.0.0.1 (17 Jul 2001 03:12:20 GMT)
X-Complaints-To: groups-support@google.com
NNTP-Posting-Date: 17 Jul 2001 03:12:20 GMT
Xref: archiver1.google.com comp.sys.atari.8bit:6968 rec.games.video.atari:2752
comp.sys.atari.programmer:517

I have a large box of Atari stuff free if you pick it up.

2 x Atari 800
1 x Atari 400
2 x 850 expanders
1 x 810 floppy drive
2 x Atari 1020 pen plotter/printers still in the box.
RAM cards, ROM cards, a few game carts (Qix, Defender,...),

miscellaneous boards, chips, etc,

I live in San Jose CA. Call quick if you're interested,
otherwise it all becomes landfill.

408-281-9471

From 1633223447312917698
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,ea4ab723a3f98fd9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,ea4ab723a3f98fd9
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,ea4ab723a3f98fd9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-07-17 01:45:24 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed1.cidera.com!feed.news.sonic.net!typhoon.sonic.net!not-for-mail
Message-ID: <3B53FA61.FA62FEC2@sonic.net>
From: bjcorr <bjcorr@sonic.net>
X-Mailer: Mozilla 4.77 [en] (X11; U; Linux 2.4.3-20mdk i586)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer
Subject: Re: FREE STUFF!
References: <acbab8fe.0107161912.43fe55a3@posting.google.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 25
Date: Tue, 17 Jul 2001 08:42:09 GMT
NNTP-Posting-Host: 209.204.160.81
X-Complaints-To: abuse@sonic.net
X-Trace: typhoon.sonic.net 995359329 209.204.160.81 (Tue, 17 Jul 2001 01:42:09 PDT)
NNTP-Posting-Date: Tue, 17 Jul 2001 01:42:09 PDT
Xref: archiver1.google.com comp.sys.atari.8bit:6979 rec.games.video.atari:2756 comp.sys.atari.programmer:518

Jay Dresser wrote:
>
> I have a large box of Atari stuff free if you pick it up.
>
> 2 x Atari 800
> 1 x Atari 400
> 2 x 850 expanders
> 1 x 810 floppy drive
> 2 x Atari 1020 pen plotter/printers still in the box.
> RAM cards, ROM cards, a few game carts (Qix, Defender,...),
> miscellaneous boards, chips, etc,
>
> I live in San Jose CA. Call quick if you're interested,

> otherwise it all becomes landfill.
>
> 408-281-9471

I'll call you tomorrow, I live in Rohnert Park and would love to come
get your old Atari stuff, I need a working 400!!

Thanks,

bjcorr@sonic.net
--
Ben Corr

From 1843766451723022639
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,ea4ab723a3f98fd9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,ea4ab723a3f98fd9
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,ea4ab723a3f98fd9
X-Google-Attributes: gid100a3b,public
X-Google-ArrivalTime: 2001-07-17 04:45:17 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeed.berkeley.edu!news-hog.berkeley.edu!ucberkeley!enews.sgi.com!
news.xtra.co.nz!enterprise!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer
Subject: Re: FREE STUFF!
Date: Tue, 17 Jul 2001 23:21:50 +1200
Organization: The Gluepot
Lines: 42
Message-ID: <9j178d$5u9$1@news.comnet.co.nz>
References: <acbab8fe.0107161912.43fe55a3@posting.google.com>
Reply-To: "G Swaine" <g.swaine@the.gluepot>
NNTP-Posting-Host: dynamic-106.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 995369037 6089 131.203.242.106 (17 Jul 2001 11:23:57
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 17 Jul 2001 11:23:57 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.8bit:6980 rec.games.video.atari:2759
comp.sys.atari.programmer:519

"Jay Dresser" <jtgd@hotmail.com> wrote ...
> I have a large box of Atari stuff free if you pick it up.
>
> 2 x Atari 800
> 1 x Atari 400
> 2 x 850 expanders

What is an "850 expander" ?

The number 850 is familiar as an old 8 bit peripheral, but I cannot
recall what it was.

> 1 x 810 floppy drive
> 2 x Atari 1020 pen plotter/printers still in the box.
> RAM cards, ROM cards, a few game carts (Qix, Defender,...),
> miscellaneous boards, chips, etc,
>
> I live in San Jose CA. Call quick if you're interested,
> otherwise it all becomes landfill.
>
> 408-281-9471

--

Download the latest DLL manager for the Atari ST. Visit my web page at
http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From -1144191033901612412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9eb561cdefed67c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-05 16:29:40 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas3-
cs-16.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: GEM GFA-Basic Editor Challenge update
Message-ID: <Pine.MNT.4.10.10105051928230.122-100000@Hades060>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII

Lines: 9
Date: Sat, 5 May 2001 19:30:34 +0000
NNTP-Posting-Host: 209.143.38.18
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 989105380 209.143.38.18 (Sat, 05 May 2001 19:29:40 EDT)
NNTP-Posting-Date: Sat, 05 May 2001 19:29:40 EDT
Organization: bright.net Ohio
Xref: newsfeed.google.com comp.sys.atari.programmer:425

This page has been updated with more information.

http://www.bright.net/~atari/html/gfa_gem.htm

If you like GFA please have a look...

_____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

From -2256169352134409337
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aa03d3ec55877779
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-06 07:05:58 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!newsfeed00.sul.t-online.de!newsmm00.sul.t-online.com!t-
online.de!news.t-online.com!not-for-mail
From: "Matthias Jaap" <mjaap@t-online.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pop up menus
Date: Sun, 6 May 2001 16:04:12 +0200
Organization: T-Online
Lines: 17
Message-ID: <9d3lj1uve00$1@news.t-online.com>
References: <1N5I6.16792$482.85259@newsfeeds.bigpond.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 989157793 00 31726 FMZLSuKXSeA0oe 010506 14:03:13
X-Complaints-To: abuse@t-online.com
X-Sender: 320028486591-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: newsfeed.google.com comp.sys.atari.programmer:426

Ric Easton <biodistributors@microtech.com.au> wrote in message
news:1N5I6.16792$482.85259@newsfeeds.bigpond.com...
> I would appreciate advice on how to create pop up menus. I have a RSC and
> can generate dialogue boxes with most features but I don't know how to

> generate or manipulate the pop up menus.
>

It really depends on the GEM library you use. Popup menus are not a standard feature for TOS<4.x. The manual of your GEM lib should explain how to create them.

Greetings,
Matthias

From -1593082510606632459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a33cd955998c0249,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-08 07:38:36 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!sn-xit-01!sn-post-02!sn-post-01!
supernews.com!corp.supernews.com!not-for-mail
From: "Frank Zimmerman" <zimmerman@uniserve.com>
Newsgroups: comp.sys.atari.programmer
Subject: FaceValue / GFA 3.6 / Interface Resource Editor for Sale
Date: Tue, 8 May 2001 07:42:13 -0600
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <tfg17c2saq86bc@corp.supernews.com>
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: newsabuse@supernews.com
Lines: 6
Xref: newsfeed.google.com comp.sys.atari.programmer:427

FaceValue/GFA Basic/Interface
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236438243
Minimum bid: $50.00

From 8670177923692163911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71468078ce8e20be,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-16 13:03:42 PST
Path: archiver1.sj.google.com!newsfeed.google.com!newsfeed.stanford.edu!sn-xit-01!
sn-post-01!supernews.com!corp.supernews.com!not-for-mail
From: bindon@madasafish.com (Lyndon Amsdon)
Newsgroups: comp.sys.atari.programmer
Subject: RTS on the ACIA

Date: Wed, 16 May 2001 20:03:42 -0000
Organization: .
Message-ID: <tg5n8u8ivlsqfe@corp.supernews.com>
X-Newsreader: NEWSie Version 0.94 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 14
Xref: archiver1.sj.google.com comp.sys.atari.programmer:423

Hi programmers!

Hmm, is there away to set the unused (AFAIK) RTS pin on the midi 6850 ACIA? I need to write a tiny program that once run, turns this pin to a 1 state. I have Lattice C but it doesn't say how to do it so I guess asm is the only way. I looked at he memory registers but all I find is the base address in hexi this device. Actually basic should be able to do this well enough thinking about it.

Anyone know what each bit is for at the control address for midi ACIA?

Thankyou.

From -5675374100020457884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71468078ce8e20be
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-16 21:15:03 PST
Message-ID: <3B036C15.4A54F454@ev1.net>
Date: Wed, 16 May 2001 23:13:41 -0700
From: Charles Richmond <richmond@ev1.net>
Reply-To: richmond@ev1.net
Organization: Cannine Computer Center
X-Mailer: Mozilla 4.7C-CCK-MCD {C-UDP; EBM-APPLE} (Macintosh; I; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: RTS on the ACIA
References: <tg5n8u8ivlsqfe@corp.supernews.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: rsvp-208-187-66-201.ac01.dlls.eli.net
X-Trace: newsa.ev1.net 990072833 rsvp-208-187-66-201.ac01.dlls.eli.net (16 May 2001 23:13:53 -0500)
Lines: 17
Path: archiver1.sj.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.skycache.com!Cidera!newsa.ev1.net
Xref: archiver1.sj.google.com comp.sys.atari.programmer:424

Lyndon Amsdon wrote:
>

> Hi programmers!
>
> Hmm, is there away to set the unused (AFAIK) RTS pin on the midi 6850
> ACIA? I need to write a tiny program that once run, turns this pin to a 1
> state. I have Lattice C but it doesn't say how to do it so I guess asm is
> the only way. I looked at he memory registers but all I find is the base
> address in hexi this device. Actually basic should be able to do this
> well enough thinking about it.
>
You can set and clear bits at specific addresses using C...*no* problem.

--
+---+
| Charles and Francis Richmond   <richmond@plano.net> |
+---+

From -1936432394981783853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71468078ce8e20be
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-17 12:51:07 PST
Path: archiver1.sj.google.com!newsfeed.google.com!newsfeed.stanford.edu!
news.ems.psu.edu!news.cis.ohio-state.edu!news.maxwell.syr.edu!colt.net!
dispose.news.demon.net!news.demon.co.uk!demon!mbedford.demon.co.uk!not-for-mail
From: mike@mbedford.demon.co.uk (M.Bedford)
Newsgroups: comp.sys.atari.programmer
Subject: Re: RTS on the ACIA
Date: Thu, 17 May 2001 19:50:07 GMT
Message-ID: <990129007.24956.0.nnrp-14.9e983130@news.demon.co.uk>
References: <tg5n8u8ivlsqfe@corp.supernews.com>
NNTP-Posting-Host: mbedford.demon.co.uk
X-NNTP-Posting-Host: mbedford.demon.co.uk:158.152.49.48
X-Trace: news.demon.co.uk 990129007 nnrp-14:24956 NO-IDENT
mbedford.demon.co.uk:158.152.49.48
X-Complaints-To: abuse@demon.net
X-Newsreader: NEWSie Version 0.94 (Atari)
Lines: 36
Xref: archiver1.sj.google.com comp.sys.atari.programmer:425

On 16 May 2001 20:03:42 , Lyndon Amsdon wrote:
>Hi programmers!
>
>Hmm, is there away to set the unused (AFAIK) RTS pin on the midi 6850
>ACIA? I need to write a tiny program that once run, turns this pin to a 1
>state. I have Lattice C but it doesn't say how to do it so I guess asm is
>the only way. I looked at he memory registers but all I find is the base
>address in hexi this device. Actually basic should be able to do this
>well enough thinking about it.

There are 4 registers using 2 addresses
2 are read only; received data & status
2 are write only; transmitted data & control

You can't read the control register so you'll need to keep track of it,
use a variable to store the control byte

Bits 6 & 5 control the RTS line

```
Bit  6    5    RTS  function
     0    0    low  transmit int.disabled
     0    1    low  transmit int.enabled
     1    0    high transmit int.disabled
     1    1    low  transmit int.enabled
```

Bits 4,3 & 2 set data bits,parity & stop bits

Bits 1 & 0 set the clock divider

the byte 00000011 is the master reset code

Not sure about bit 7, best to set to 0.

If your using BASIC just use POKE (ACIA address),control value

Mike Bedford

From -5179998352520409285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71468078ce8e20be
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-18 07:29:22 PST
Path: archiver1.sj.google.com!newsfeed.google.com!sn-xit-02!sn-post-01!
supernews.com!corp.supernews.com!not-for-mail
From: bindon@madasafish.com (Lyndon Amsdon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: RTS on the ACIA
Date: Fri, 18 May 2001 14:29:21 -0000
Organization: .
Message-ID: <tgace1pfe1fo1f@corp.supernews.com>
References: <tg5n8u8ivlsqfe@corp.supernews.com>
<990129007.24956.0.nnrp-14.9e983130@news.demon.co
X-Newsreader: NEWSie Version 0.94 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 26
Xref: archiver1.sj.google.com comp.sys.atari.programmer:426

Hi

```
>Bits 6 & 5 control the RTS line
>
>Bit 6    5    RTS  function
>    0    0    low  transmit int.disabled
>    0    1    low  transmit int.enabled
>    1    0    high transmit int.disabled
```

> 1 1 low transmit int.enabled
>
>Bits 4,3 & 2 set data bits,parity & stop bits
>
>Bits 1 & 0 set the clock divider
>
>the byte 00000011 is the master reset code
>
>Not sure about bit 7, best to set to 0.
>
>If your using BASIC just use POKE (ACIA address),control value

Hmm, I'm no genius but wouldn't poking a value (without peeking at what
is already there) muck up the parity/data bits information?
Would some apps ever turn this RTS pin to high state? This /is/ a concern
as it would be controling the PSU.

Thanks

From 2972304127872383140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71468078ce8e20be
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-18 15:00:03 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
212.74.64.35!colt.net!dispose.news.demon.net!news.demon.co.uk!demon!
mbedford.demon.co.uk!not-for-mail
From: mike@mbedford.demon.co.uk (M.Bedford)
Newsgroups: comp.sys.atari.programmer
Subject: Re: RTS on the ACIA
Date: Fri, 18 May 2001 21:59:09 GMT
Message-ID: <990223149.13282.0.nnrp-01.9e983130@news.demon.co.uk>
References: <tg5n8u8ivlsqfe@corp.supernews.com>
<990129007.24956.0.nnrp-14.9e983130@news.demon.co
<tgace1pfe1fo1f@corp.supernews.com>
NNTP-Posting-Host: mbedford.demon.co.uk
X-NNTP-Posting-Host: mbedford.demon.co.uk:158.152.49.48
X-Trace: news.demon.co.uk 990223149 nnrp-01:13282 NO-IDENT
mbedford.demon.co.uk:158.152.49.48
X-Complaints-To: abuse@demon.net
X-Newsreader: NEWSie Version 0.94 (Atari)
Lines: 34
Xref: archiver1.google.com comp.sys.atari.programmer:427

On 18 May 2001 14:29:21 , Lyndon Amsdon wrote:

>>
>>If your using BASIC just use POKE (ACIA address),control value
>
>Hmm, I'm no genius but wouldn't poking a value (without peeking at what
>is already there) muck up the parity/data bits information?
>Would some apps ever turn this RTS pin to high state? This /is/ a concern

>as it would be controling the PSU.

The ACIA is not used for the RS232 port, it is used for the MIDI port
The address for the control register is FFFC04 and it is read only.
I don't see any way of insuring that the port isn't accessed by a particular program, I would assume those involved in audio would.
This is only a suggestion and I can't see how you would implement it.
You could use an interrupt driven routine to

i. constantly monitor the pin itself perhaps reading its state via the joystick port or cartidge
ii. if the pin goes low force a reset on the computer, this would at least indicate potential problem programs

I might be wrong but I think the ACIA data goes in on lines D8-D15Y

You could use pin 3 of the video port. This is the general purpose output. It is taken from I/O port A bit 6 of the sound chip. As far as I know you can read the registers on this. I'd have to check my trusty OSI Superboard literature ;-) (this system with a massive 8K BASIC, 2K monitor, AND whopping 8K of RAM) used the same sound chip)

Having re-read the above am I missing something. Is the line going to turn the PSU on or off. If the former you'll have a bit of a problem won't you?

Mike Bedford

From -4829561805208616525
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a22ccba96b93f21,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-18 19:49:54 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: spell checker
Date: 19 May 2001 02:49:00 GMT
Organization: E.L.F. Software
Lines: 16
Message-ID: <9e4musnoe1@slb7.atl.mindspring.net>
NNTP-Posting-Host: c7.ae.03.fb
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:428

I've gotten a prototype of my spell checking accesory up and running, but have gotten bogged down on the dictionary. I've been using a file I got from A.FASOLDT (I miss Genie!), but it includes a lot of things which don't belong (like abbreviations, acronyms, suffixes, prefixes and proper names). I'm pruning it by hand, but at this rate it may take a few weeks.

BTW, the final version will interface with other programs via
the cookie. If you have an editor and are interested, let me
know.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From -8646288053611870062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a22ccba96b93f21
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-19 04:30:17 PST
Path: archiver1.google.com!newsfeed.google.com!sn-xit-02!sn-post-01!supernews.com!
corp.supernews.com!not-for-mail
From: bindon@madasafish.com (Lyndon Amsdon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: spell checker
Date: Sat, 19 May 2001 11:30:17 -0000
Organization: .
Message-ID: <tgcma9k31r7va7@corp.supernews.com>
References: <9e4musnoe1@slb7.atl.mindspring.net>
X-Newsreader: NEWSie Version 0.94 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 13
Xref: archiver1.google.com comp.sys.atari.programmer:429

On 19 May 2001 02:49:00 , John Kormylo wrote:
>I've gotten a prototype of my spell checking accesory up and
>running, but have gotten bogged down on the dictionary. I've
>been using a file I got from A.FASOLDT (I miss Genie!), but it
>includes a lot of things which don't belong (like abbreviations,
>acronyms, suffixes, prefixes and proper names). I'm pruning
>it by hand, but at this rate it may take a few weeks.
>
>BTW, the final version will interface with other programs via
>the cookie. If you have an editor and are interested, let me
>know.

That's a very clever idea, sounds interestting.

From -4523362218031393389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71468078ce8e20be
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-19 04:30:19 PST
Path: archiver1.google.com!newsfeed.google.com!sn-xit-02!sn-post-02!sn-post-01!
supernews.com!corp.supernews.com!not-for-mail
From: bindon@madasafish.com (Lyndon Amsdon)

Newsgroups: comp.sys.atari.programmer
Subject: Re: RTS on the ACIA
Date: Sat, 19 May 2001 11:30:19 -0000
Organization: .
Message-ID: <tgcmabjidlvla8@corp.supernews.com>
References: <tg5n8u8ivlsqfe@corp.supernews.com>
<990129007.24956.0.nnrp-14.9e983130@news.demon.co
<tgace1pfe1fo1f@corp.supernews.com>
<990223149.13282.0.nnrp-01.9e983130@news.demon.co
X-Newsreader: NEWSie Version 0.94 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 14
Xref: archiver1.google.com comp.sys.atari.programmer:430

Hi

>Having re-read the above am I missing something. Is the line going to turn
>the PSU on or off. If the former you'll have a bit of a problem won't you?

It was an idea using an ATX PSU (my Falcon is towered) and a momentry
switch is used to start the PSU and then a wire (that is naturally 0)
would take over. Set this high and the PSU would go off.

I think I may just leave it actually, I just wanted it o be fancy! Unless
I use the extended joystick port, as there was a long tutorial about it in
AC.

Thanks anyway!

From 6037515346564091109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a22ccba96b93f21
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-19 08:05:05 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.skycache.com!Cidera!cyclone-
sjo1.usenetserver.com!news-out-sjo.usenetserver.com!news3.bellglobal.com!
nf2.bellglobal.com!news20.bellglobal.com.POSTED!not-for-mail
From: "Ross Cooling" <rcooling@georgian.net>
Newsgroups: comp.sys.atari.programmer
References: <9e4musnoe1@slb7.atl.mindspring.net>
Subject: Re: spell checker
Lines: 23
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <6YvN6.29547$ee1.1950887@news20.bellglobal.com>
Date: Sat, 19 May 2001 11:05:52 -0400
NNTP-Posting-Host: 207.61.218.234
X-Complaints-To: abuse@sympatico.ca
X-Trace: news20.bellglobal.com 990284674 207.61.218.234 (Sat, 19 May 2001 11:04:34

EDT)
NNTP-Posting-Date: Sat, 19 May 2001 11:04:34 EDT
Xref: archiver1.google.com comp.sys.atari.programmer:431

Ever heard of/used Thunder! It's a commercial desk accessory spell checker
done way back in the 1980's.

"John Kormylo" <elfsoft@mindspring.com> wrote in message
news:9e4musnoe1@slb7.atl.mindspring.net...
> I've gotten a prototype of my spell checking accesory up and
> running, but have gotten bogged down on the dictionary. I've
> been using a file I got from A.FASOLDT (I miss Genie!), but it
> includes a lot of things which don't belong (like abbreviations,
> acronyms, suffixes, prefixes and proper names). I'm pruning
> it by hand, but at this rate it may take a few weeks.
>
> BTW, the final version will interface with other programs via
> the cookie. If you have an editor and are interested, let me
> know.
>
>
> ******** E.L.F. Software *********
> http://elfsoft.home.mindspring.com
>   Supporting the TT030
>   100% Microsoft free!

From 8036723856841239796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71468078ce8e20be
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-19 11:35:02 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
134.222.94.5!npeer.kpnqwest.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: RTS on the ACIA
Date: Sat, 19 May 2001 17:56:47 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 98
Message-ID: <9e6c4i$bg4$1@news.eunet.yu>
References: <tg5n8u8ivlsqfe@corp.supernews.com>
NNTP-Posting-Host: p-1.165.eunet.yu
X-Trace: news.eunet.yu 990295007 11780 213.240.1.165 (19 May 2001 17:56:47 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Sat, 19 May 2001 17:56:47 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: archiver1.google.com comp.sys.atari.programmer:432

On 16 May 2001 20:03:42 , Lyndon Amsdon wrote:

>Hmm, is there away to set the unused (AFAIK) RTS pin on the midi 6850
>ACIA? I need to write a tiny program that once run, turns this pin to a 1
>state. I have Lattice C but it doesn't say how to do it so I guess asm is
>the only way. I looked at he memory registers but all I find is the base
>address in hexi this device. Actually basic should be able to do this
>well enough thinking about it.

Hi, Lindon

Look into the Lacescan package. In that, you will find a couple of small programs (including source) for setting and resetting RTS of the keyboard ACIA. Just change the KBD ACIA address to that of the MIDI ACIA and all should be well.

Otherways, you can just poke the appropriate address and insert a proper value. I tried this from GfaBasic (to set/reset Lacescan) and it worked, of course- but it has to be done in supervisor mode. Basically, for KBD ACIA, you poke $D6 and $96 to set RTS on/off (or vice-versa?) into address $FFFC00. For MIDI ACIA it should be $FFFC04

>Anyone know what each bit is for at the control address for midi ACIA?

Look on Atari ftp sites for a file named, strangely enough, HARDWARE.ZIP. In that, there is a complete memory map for a range of Atari computers. Below is a segment that should interest you. Again, compare with Lacescan documentation:

```
-------+-----+-------------------------------------------------------+----------
##############6850 ACIA I/O Chips                                     ###########
-------+-----+-------------------------------------------------------+----------
$FFFC00|byte |Keyboard ACIA control             BIT 7 6 5 4 3 2 1 0|W
       |     |Rx Int enable (1 - enable) -----------' | | | | | | ||
       |     |Tx Interrupts                           | | | | | | ||
       |     |00 - RTS low, Tx int disable -----------+-+ | | | | ||
       |     |01 - RTS low, Tx int enable ------------+-+ | | | | ||
       |     |10 - RTS high, Tx int disable ----------+-+ | | | | ||
       |     |11 - RTS low, Tx int disable,           | | | | | | ||
       |     |     Tx a break onto data out ----------+-' | | | | ||
       |     |Settings                                    | | | | ||
       |     |000 - 7 bit, even, 2 stop bit --------------+-+-+ | ||
       |     |001 - 7 bit, odd, 2 stop bit ---------------+-+-+ | ||
       |     |010 - 7 bit, even, 1 stop bit --------------+-+-+ | ||
       |     |011 - 7 bit, odd, 1 stop bit ---------------+-+-+ | ||
       |     |100 - 8 bit, 2 stop bit --------------------+-+-+ | ||
       |     |101 - 8 bit, 1 stop bit --------------------+-+-+ | ||
       |     |110 - 8 bit, even, 1 stop bit --------------+-+-+ | ||
       |     |111 - 8 bit, odd, 1 stop bit ---------------+-+-' | ||
       |     |Clock divide                                      | ||
       |     |00 - Normal -------------------------------------+-+|
       |     |01 - Div by 16 ----------------------------------+-+|
       |     |10 - Div by 64 ----------------------------------+-+|
       |     |11 - Master reset --------------------------------+-'|
$FFFC00|byte |Keyboard ACIA control             BIT 7 6 5 4 3 2 1 0|R
       |     |Interrupt request --------------------' | | | | | | ||
```

```
       |     |Parity error --------------------------' | | | | | ||
       |     |Rx overrun ------------------------------' | | | | ||
       |     |Framing error -----------------------------' | | | ||
       |     |CTS ------------------------------------------' | | ||
       |     |DCD -----------------------------------------' | ||
       |     |Tx data register empty --------------------------' ||
       |     |Rx data register full -------------------------------'|
$FFFC02|byte |Keyboard ACIA data                                    |R/W
$FFFC04|byte |MIDI ACIA control                BIT 7 6 5 4 3 2 1 0|W
       |     |Rx Int enable (1 - enable) -----------' | | | | | | ||
       |     |Tx Interrupts                          | | | | | | ||
       |     |00 - RTS low, Tx int disable -----------+-+ | | | | ||
       |     |01 - RTS low, Tx int enable ------------+-+ | | | | ||
       |     |10 - RTS high, Tx int disable ----------+-+ | | | | ||
       |     |11 - RTS low, Tx int disable,          | | | | | | ||
       |     |     Tx a break onto data out ----------+-' | | | | ||
       |     |Settings                                   | | | | ||
       |     |000 - 7 bit, even, 2 stop bit --------------+-+-+ | ||
       |     |001 - 7 bit, odd, 2 stop bit ---------------+-+-+ | ||
       |     |010 - 7 bit, even, 1 stop bit --------------+-+-+ | ||
       |     |011 - 7 bit, odd, 1 stop bit ---------------+-+-+ | ||
       |     |100 - 8 bit, 2 stop bit --------------------+-+-+ | ||
       |     |101 - 8 bit, 1 stop bit --------------------+-+-+ | ||
       |     |110 - 8 bit, even, 1 stop bit --------------+-+-+ | ||
       |     |111 - 8 bit, odd, 1 stop bit ---------------+-+-' | ||
       |     |Clock divide                                      | ||
       |     |00 - Normal -------------------------------------+-+|
       |     |01 - Div by 16 ----------------------------------+-+|
       |     |10 - Div by 64 ----------------------------------+-+|
       |     |11 - Master reset -------------------------------+-'|
$FFFC04|byte |MIDI ACIA control                BIT 7 6 5 4 3 2 1 0|R
       |     |Interrupt request --------------------' | | | | | | ||
       |     |Parity error --------------------------' | | | | | ||
       |     |Rx overrun ------------------------------' | | | | ||
       |     |Framing error -----------------------------' | | | ||
       |     |CTS ------------------------------------------' | | ||
       |     |DCD -----------------------------------------' | ||
       |     |Tx data register empty --------------------------' ||
       |     |Rx data register full -------------------------------'|
$FFFC06|byte |MIDI ACIA data                                        |R/W
-------+-----+-------------------------------------------------------+----------
Cu.
```

From 3000672751280986816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71468078ce8e20be
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-19 13:51:15 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!sn-xit-03!sn-post-01!supernews.com!corp.supernews.com!not-for-mail

From: bindon@madasafish.com (Lyndon Amsdon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: RTS on the ACIA
Date: Sat, 19 May 2001 20:51:14 -0000
Organization: .
Message-ID: <tgdn62cf7o5d88@corp.supernews.com>
References: <tg5n8u8ivlsqfe@corp.supernews.com> <9e6c4i$bg4$1@news.eunet.yu>
X-Newsreader: NEWSie Version 0.94 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 30
Xref: archiver1.google.com comp.sys.atari.programmer:433

Hi

>Look into the Lacescan package. In that, you will find a couple of small
>programs (including source) for setting and resetting RTS of the keyboard
>ACIA. Just change the KBD ACIA address to that of the MIDI ACIA and all
>should be well.

Clever boy :-) Thanks.

>Otherways, you can just poke the appropriate address and insert a proper
>value. I tried this from GfaBasic (to set/reset Lacescan) and it
>worked, of course- but it has to be done in supervisor mode. Basically,
>for KBD ACIA, you poke $D6 and $96 to set RTS on/off (or vice-versa?)
>into address $FFFC00. For MIDI ACIA it should be $FFFC04
>
>>Anyone know what each bit is for at the control address for midi ACIA?
>
>Look on Atari ftp sites for a file named, strangely enough, HARDWARE.ZIP. In
>that, there is a complete memory map for a range of Atari computers. Below is a
>segment that should interest you. Again, compare with Lacescan documentation:

Thanks, I was using the memory map from Mark Baines A to Z and it only
said the address. I had soo many pieces of text but I delted them all off
the ST when I moved it's HD to the Falcon. I had this file from funet I
think.

Thanks (I think the lacescan stuff was on AC cover disk back in issue 5 or
somewhere)

I think I might attempt this project actually.

From 6875789298530424552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aafb1cf1836f86b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-21 14:55:56 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.direct.ca!look.ca!news-
hub.cableinet.net!blueyonder!internal-news-hub.cableinet.net!
news1.cableinet.net.POSTED!not-for-mail

From: Adept <Adept@classicgames.com>
Newsgroups: comp.sys.atari.programmer
Subject: ARCHON - For those who don't know it's coming to the PC, check out http://www.curvesoftware.co.uk :)
Message-ID: <5f3jgt8ieeqvbermk902o945fk13dbkd9g@4ax.com>
X-Newsreader: Forte Agent 1.8/32.548
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 1
Date: Mon, 21 May 2001 21:52:59 GMT
NNTP-Posting-Host: 62.31.214.163
X-Complaints-To: http://www.blueyonder.co.uk/abuse
X-Trace: news1.cableinet.net 990481979 62.31.214.163 (Mon, 21 May 2001 22:52:59 BST)
NNTP-Posting-Date: Mon, 21 May 2001 22:52:59 BST
Organization: blueyonder (post doesn't reflect views of blueyonder)
Xref: archiver1.google.com comp.sys.atari.programmer:434

From 8910879270877628126
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,9e70ecd3afebe965,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9e70ecd3afebe965,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-22 02:39:09 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!213.56.195.71!fr.usenet-edu.net!usenet-edu.net!proxad.net!feeder2-1.proxad.net!nnrp3.proxad.net.POSTED!Rix
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Pascal Ricard" <paricard@free.fr>
Message-ID: <3b0a3a2eba3832@free.fr>
Subject: [ANN] MagiC SDK
Followup-To: comp.sys.atari.programmer
Organization: Les Cagouilles
X-Newsreader: Okami Version 2.1B-21
X-System: The WoodTTower (tm) MagiC-6.10 NVDI-5.03
X-Message-Flag: un coucou particulier aux utilisateurs de MyMail :-)
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 30
X-Sender: NEWSwatch v2.50 (Atari)
Date: Tue, 22 May 2001 09:39:08 GMT
NNTP-Posting-Host: 213.228.49.74
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp3.proxad.net 990524348 213.228.49.74 (Tue, 22 May 2001 11:39:08 CEST)
NNTP-Posting-Date: Tue, 22 May 2001 11:39:08 CEST
Xref: archiver1.google.com comp.sys.atari.st:11637 comp.sys.atari.programmer:435

Hello,

MagiC SDK

Europe Shareware is now able to offer a complete software development kit for MagiC to all the programmers. This package includes:

- either MagiC Atari or MagiC Mac or MagiC PC, with paper manual
- The GCC kit
- GCC Shell, registered version
- Ressource Master, registered version, with paper manual
- Windom libraries with its printed documentation (200 pages)
- EZ Edit text editor (with syntax "colourisation")
- Many development libraries
- Many development tools

All this for only 75.00 Euros !

This offer is for developers only. To have the advantage of this offer, you must tell us which MagiC compatible programme you have made in the past 24 months or which one you are going to produce in the next 12 months.

Have a look at the MagiC SDK page:
http://www.europe-shareware.org/atari/logiciels/magic_sdk.html

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

From 1564335201285105185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84a465fee8ead43b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-22 12:30:04 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
134.222.94.5!npeer.kpnqwest.net!9telnewsfeed!isp.9tel.net!not-for-mail
From: <tguilleminot1@9online.fr>
Newsgroups: comp.sys.atari.programmer
Subject: How read Pc midifiles on Atari
Date: Tue, 22 May 2001 21:26:41 +0200
Organization: 9Telecom
Lines: 7
Message-ID: <9eeede$kd9$1@fenris.isp.9tel.net>
NNTP-Posting-Host: nanterre-2-2-1-161.dial.9tel.net
X-Trace: fenris.isp.9tel.net 990559470 20905 213.203.90.161 (22 May 2001 19:24:30
GMT)
X-Complaints-To: abuse@isp.9tel.net
NNTP-Posting-Date: 22 May 2001 19:24:30 GMT
X-Priority: 3
X-MSMail-Priority: Normal

X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: archiver1.google.com comp.sys.atari.programmer:436

Hi to all .
How i can read midifile from PC windows 98 on Atari 520 stf ?
Any software ? Dos Format ?
thanks .

From -6159319399420443971
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,c83562d1985c4049,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-22 12:32:20 PST
From: <tguilleminot1@9online.fr>
Newsgroups: comp.sys.atari.programmer
Subject: sell atari gfa basic books in french
Date: Tue, 22 May 2001 21:34:27 +0200
Organization: 9Telecom
Lines: 6
Message-ID: <9eees0kgq1@fenris.isp.9tel.net>
NNTP-Posting-Host: nanterre-2-2-1-161.dial.9tel.net
X-Trace: fenris.isp.9tel.net 990559936 21018 213.203.90.161 (22 May 2001 19:32:16 GMT)
X-Complaints-To: abuse@isp.9tel.net
NNTP-Posting-Date: 22 May 2001 19:32:16 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!grolier!isdnet!zamboni.dsnet.it!phobos.ibnetwork.net!seanews1.seabone.net!9telnewsfeed!isp.9tel.net!not-for-mail
Xref: archiver1.google.com comp.sys.atari.programmer:437

Bien debuter le redacteur /
le livre du gfa basic (650 pages)
Graphisme en GFA (850 Pages)
trois livres ©dit©s par Micro applications et tres complets .

From -5509759370213600853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84a465fee8ead43b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-22 15:43:02 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-

spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <9eeede$kd9$1@fenris.isp.9tel.net>
Subject: Re: How read Pc midifiles on Atari
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 26
Message-ID: <sVBO6.2369$Yd5.6875@newsfeed.slurp.net>
Date: Tue, 22 May 2001 22:40:24 GMT
NNTP-Posting-Host: 208.141.202.154
X-Trace: newsfeed.slurp.net 990571224 208.141.202.154 (Tue, 22 May 2001 17:40:24 CDT)
NNTP-Posting-Date: Tue, 22 May 2001 17:40:24 CDT
Xref: archiver1.google.com comp.sys.atari.programmer:438

On 22 May 2001 21:26:41 , <tguilleminot1@9online.fr> wrote:
>Hi to all .
>How i can read midifile from PC windows 98 on Atari 520 stf ?
>Any software ? Dos Format ?
>thanks .

Actaully you should just be able to read the MIDI on an Atari by using
any Atari MIDI software. I have alot of MIDI files that I have gotten
of a PC program and they work fine on my Atari setup. The problem comes
when you try to use a MIDI Mac file. There is a program that I have
that takes off the header of the file and makes it so a PC/Atari can
read it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -1150813447260024936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,41ccd52c70e8cfde
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-24 19:22:59 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!east1.newsfeed.sprint-canada.net!HME1-2.newsfeed.sprint.ca!newscontent-01.sprint.ca.POSTED!not-for-mail
Message-ID: <3B0DC218.84272B97@sprint.ca>

From: James Alexander <jamesalexander@sprint.ca>
X-Mailer: Mozilla 4.72 [en] (Win95; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Just got a 520ST
References: <9cmesh$bn2$1@miranda.gmrc.gecm.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 26
Date: Thu, 24 May 2001 22:23:20 -0400
NNTP-Posting-Host: 149.99.119.117
X-Complaints-To: abuse@sprint.ca
X-Trace: newscontent-01.sprint.ca 990757378 149.99.119.117 (Thu, 24 May 2001 22:22:58 EDT)
NNTP-Posting-Date: Thu, 24 May 2001 22:22:58 EDT
Organization: Sprint Canada Inc.
Xref: archiver1.google.com comp.sys.atari.programmer:439

Hi Andrew,

I forgot what the url is but try usine a search engine to find Mario Becrofts site. He has some hardware upgrades for ST's and one has an IDE host adapter so you might be able to use that to get the drive working on the ST. if you email to bestelec@concentric.net thats a place that sells replacement parts for the ST so you could probly find a new mouse from there.

Andrew Mackey wrote:

> Hi
> I have just been given a Atari 520ST, I have no manuals,
> software or mouse! Have found that alt and cursors move mouse
> pointer ok. Can any one point me to connector pin out info
> (have found the composite video, by using a scope) and
> software sites.
>
> I have no real use for this machine, apart from an interesting
> project! What would be the chances of connecting the atari to an
> old 40meg ide hard drive (very little I suspect!)
>
> Regards
>
> Andy

From -7977409307854099275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b1112c867cd11364,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-25 02:37:04 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!skynet.be!

freenix!codeine.org!deine.net!9telnewsfeed!isp.9tel.net!not-for-mail
From: <tguilleminot1@9online.fr>
Newsgroups: comp.sys.atari.programmer
Subject: seeking atari 520 stf hard disk
Date: Fri, 25 May 2001 11:39:09 +0200
Organization: 9Telecom
Lines: 5
Message-ID: <9el93v$639$1@fenris.isp.9tel.net>
NNTP-Posting-Host: lyon-1-1-1-19.dial.9tel.net
X-Trace: fenris.isp.9tel.net 990783423 6249 213.203.64.19 (25 May 2001 09:37:03 GMT)
X-Complaints-To: abuse@isp.9tel.net
NNTP-Posting-Date: 25 May 2001 09:37:03 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: archiver1.google.com comp.sys.atari.programmer:440

make offers by answers on the direct Email
(not by the group)
thanks

From -3179387457259658295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71468078ce8e20be
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-25 04:13:53 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!canoe.uoregon.edu!hammer.uoregon.edu!enews.sgi.com!news.xtra.co.nz!enterprise!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: RTS on the ACIA
Date: Fri, 25 May 2001 23:04:52 +1200
Organization: The Gluepot
Lines: 69
Message-ID: <9elebg$tj3$1@news.comnet.co.nz>
References: <tg5n8u8ivlsqfe@corp.supernews.com> <3B036C15.4A54F454@ev1.net> <9e001v$27m9$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-73.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 990788784 30307 131.203.242.73 (25 May 2001 11:06:24 GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 25 May 2001 11:06:24 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200

Xref: archiver1.google.com comp.sys.atari.programmer:441

"Charles Richmond" <richmond@ev1.net> wrote ...
> Lyndon Amsdon wrote:
> > Hmm, is there away to set the unused (AFAIK) RTS pin on the midi
6850
> > ACIA? I need to write a tiny program that once run, turns this
pin to a 1
> > state. I have Lattice C but it doesn't say how to do it so I
guess asm is
> > the only way. I looked at he memory registers but all I find is
the base
> > address in hexi this device. Actually basic should be able to do
this
> > well enough thinking about it.
>
> You can set and clear bits at specific addresses using C...*no*
problem.

There doesn't appear to be a _clean_ way of doing what you want to.(ie
read old hardware value, store it somehwere, modify the read value,
write it to the hardware, do something, restore hardware to saved
value) as the data read from the ACIA is in a different format to what
is written to the ACIA.

Unfortunately, setting or clearing bits within a memory address , when
using Lattice, often involves a Read/Modify/Write code sequence, where
the code generated by Lattice will fetch the old value, modify it, and
then write it. Given the value read from the register is in a
different format, and has a different meaning to what is written, you
cannot use a "modify bits within a byte" coding style
    ie: "a = (b & ~c) | d".is not feasible

So it looks like you'll have to simply reprogram the whole ACIA
register, instead of just the RTS portion of the ACIA register.

A sample app in C would look like this:

```
    #include <osbind.h>

    char value = ????;    // default value for ACIA register

    int set_midi_acia( void )
    {
        // write value to byte register at 0xFFC04 and return value
written
        return *(char *)0xFFFC04 = value;
    }

    int main( void )
    {
        value = whatever;    // value to configure ACIA
```

```
        Supexec( set_midi_acia );    // do the configuration

        do_something();    // do something

        value = whatever;    // set it to a default "safe" value
        Supexec( set_midi_acia );    // reconfigure the ACIA

        return 0;    // return success code
    }
```

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

From 1566432420556221496
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a36bbc544f0320,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-25 04:14:29 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
feed.textport.net!hammer.uoregon.edu!enews.sgi.com!news.xtra.co.nz!enterprise!
news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: "OPTION BASE"
Date: Fri, 25 May 2001 23:06:29 +1200
Organization: The Gluepot
Lines: 20
Message-ID: <9eleef$tj4$1@news.comnet.co.nz>
References: <9dvr5t$25dm$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-73.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 990788879 30308 131.203.242.73 (25 May 2001 11:07:59
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 25 May 2001 11:07:59 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:442

I've recently had a phrase come to mind, and I cannot seem to recall where I first saw it.

The phrase is "OPTION BASE"

I seem to recall it being related to assembly language, but I cannot find it within the Devpac 3 manual, or within the Lattice C assembler docs.

Has anyone else come across this phrase? If so, where? And what does it mean?

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

From 4124491506164028081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6730aff1241e0fd9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-25 10:04:54 PST
Message-ID: <3B0E9084.413341A0@invalid.null>
Date: Fri, 25 May 2001 12:04:04 -0500
From: Andy Ball <ball@invalid.null>
Organization: International House of Cookie Worrying
X-Mailer: Mozilla 4.76 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: cross compilation
References: <9c7hc7$dn9$1@wanadoo.fr>
<Pine.MNT.4.31.0104261206150.99-100000@freemint>
<3ae857c5.1015337@news.cis.dfn.de>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: ppp-48.charleston.net66.com
X-Trace: 25 May 2001 11:52:39 -0500, ppp-48.charleston.net66.com
Lines: 19
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
cyclone.bc.net!newsfeed.bc.tac.net!sol.pdnt.net!nntp1.savvis.net!
news.advancenet.net!ppp-48.charleston.net66.com
Xref: archiver1.google.com comp.sys.atari.programmer:443

Hello Martin!

  MD> On Linux the cross-gcc installs very fine - I did not
    > use it jet. I installed it yesterday, and installation
    > was a clean thing. Thanx, to the MiNT folks!

By a strange coincidence I was just looking at your GEMDOS site before wandering over here to ask about cross-compiling

software for TOS or MiNT.

I'll have to see whether cross-gcc is available for NetBSD,
although I could probably get the Linux version working with
a little effort (installing Linux compatibility). Would I
need any special libraries or other files to compile code
for TOS or MiNT on a (Linux or NetBSD) PC?

Regards,
  - Andy.

From 8000440590137335530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a36bbc544f0320
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-25 10:40:17 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.skycache.com!Cidera!
cletus.bright.net!kali-cas4-cs-48.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: "OPTION BASE"
In-Reply-To: <9eleef$tj4$1@news.comnet.co.nz>
Message-ID: <Pine.MNT.4.10.10105251337580.85-100000@Hades060>
References: <9dvr5t$25dm$1@news.comnet.co.nz> <9eleef$tj4$1@news.comnet.co.nz>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 23
Date: Fri, 25 May 2001 13:40:57 +0000
NNTP-Posting-Host: 209.143.38.101
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 990812417 209.143.38.101 (Fri, 25 May 2001 13:40:17
EDT)
NNTP-Posting-Date: Fri, 25 May 2001 13:40:17 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:444

On Fri, 25 May 2001, G Swaine wrote:

> I've recently had a phrase come to mind, and I cannot seem to recall
> where I first saw it.
>
> The phrase is "OPTION BASE"
>
> I seem to recall it being related to assembly language, but I cannot
> find it within the Devpac 3 manual, or within the Lattice C assembler
> docs.
>
> Has anyone else come across this phrase? If so, where? And what does
> it mean?

In GFA-Basic there is a command called OPTION BASE to set the starting
index of arrays. OPTION BASE 0 or OPTION BASE 1 so if you would
wish to you can exclude index 0.

Was that it?

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 9109451908835394090
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a36bbc544f0320
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-25 11:55:06 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeed.gamma.ru!Gamma.RU!news.algonet.se!algonet!news-stob.telia.net!news-
sto.telia.net!194.22.194.4.MISMATCH!masternews.telia.net.!newsb.telia.net.POSTED!
not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3b0eb896fa30b0@tripnet.se>
Subject: Re: "OPTION BASE"
References: <9dvr5t$25dm$1@news.comnet.co.nz>
 <9eleef$tj4$1@news.comnet.co.nz>
X-Newsreader: Okami Version 2.1B-21
X-Hardware: 68030/32 Atari TT
Lines: 14
X-Sender: NEWSwatch v2.50 (Atari)
Date: Fri, 25 May 2001 18:55:01 GMT
NNTP-Posting-Host: 213.65.62.54
X-Complaints-To: abuse@telia.com
X-Trace: newsb.telia.net 990816901 213.65.62.54 (Fri, 25 May 2001 20:55:01 CEST)
NNTP-Posting-Date: Fri, 25 May 2001 20:55:01 CEST
Organization: Telia Internet
Xref: archiver1.google.com comp.sys.atari.programmer:445

On Fri 25-05-2001 23:06 (+1200) G Swaine wrote:

>The phrase is "OPTION BASE"

>Has anyone else come across this phrase? If so, where? And what does
>it mean?

It has to do with arrays. With option base 1 your arrays start with
element No 1. Option base 0 makes the elements start from No 0.

--
      Kenneth Medin <kennethm@tripnet.se>
    Atari TT at home: http://atari.mine.nu/
  <<Produced with 100% pure Atari equipment>>

From -5208111061053999289
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6730aff1241e0fd9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-26 07:30:59 PST
Newsgroups: comp.sys.atari.programmer
Date: Sat, 26 May 2001 16:26:51 +0200
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
X-X-Sender: <fnaumann@freemint>
Subject: Re: cross compilation
In-Reply-To: <3B0E9084.413341A0@invalid.null>
Message-ID: <Pine.MNT.4.31.0105261622001.186-100000@freemint>
References: <9c7hc7$dn9$1@wanadoo.fr>
<Pine.MNT.4.31.0104261206150.99-100000@freemint>
<3ae857c5.1015337@news.cis.dfn.de> <3B0E9084.413341A0@invalid.null>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Lines: 25
NNTP-Posting-Host: loriot.cs.uni-magdeburg.de
X-Trace: 26 May 2001 16:30:57 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!skynet.be!
newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!
news.netcologne.de!RRZ.Uni-Koeln.DE!nntp.CS.Uni-Magdeburg.De!loriot.cs.uni-
magdeburg.de!freemint!fnaumann
Xref: archiver1.google.com comp.sys.atari.programmer:446

Hello!

> I'll have to see whether cross-gcc is available for NetBSD,
> although I could probably get the Linux version working with
> a little effort (installing Linux compatibility).

You can simply recompile it under NetBSD. I mainly use the crosscompiler
under NetBSD. The linux rpms I built for easy use by other people.

> Would I need any special libraries or other files to compile code
> for TOS or MiNT on a (Linux or NetBSD) PC?

You only need the libs you also need if you compile nativly. The rpms
contain the basic libs (libc, gemlib).

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 855555786655232896
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1deeec603c7327aa,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-01 04:03:21 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!sn-xit-01!
supernews.com!newshub2.rdc1.sfba.home.com!news.home.com!enews.sgi.com!
news.xtra.co.nz!enterprise!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: New DLL manager for Atari
Date: Fri, 1 Jun 2001 22:58:17 +1200
Organization: The Gluepot
Lines: 28
Message-ID: <9f7sj9$74q$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-155.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 991393193 7322 131.203.242.155 (1 Jun 2001 10:59:53
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 1 Jun 2001 10:59:53 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:447

My Toolbox DLL manager is now available for download.

Simply go to http://www.atari.net.nz/gem and follow the links from
there.

The archive contains the AUTO folder TSR, a user manual, programmer
manual, and an example client app which calls/loads a simple library
(both complete with C source code).

A library enumerator accessory, and library configuration CPX are also
included.

--

Quote for the month

"Multitasking without memory management is like having a party in a
closet"
(Programming Windows 3.1, Charles Petzold)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an

intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From 4393088774915486373
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,cc3662acbc0c659f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,cc3662acbc0c659f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-08 06:13:48 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!
fr.usenet-edu.net!usenet-edu.net!proxad.net!feeder2-1.proxad.net!
nnrp6.proxad.net.POSTED!Rix
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Pascal Ricard" <paricard@free.fr>
Message-ID: <3b20d60c2926112@free.fr>
Subject: [ANN][ES] Resource Master at a new price
Followup-To: comp.sys.atari.st
Organization: Les Cagouilles
X-Newsreader: Okami Version 2.1B-21
X-System: The WoodTTower (tm) MagiC-6.10 NVDI-5.03
X-Message-Flag: un coucou particulier aux utilisateurs de MyMail :-)
Lines: 15
X-Sender: NEWSwatch v2.50 (Atari)
Date: Fri, 08 Jun 2001 13:13:47 GMT
NNTP-Posting-Host: 213.228.49.48
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp6.proxad.net 992006027 213.228.49.48 (Fri, 08 Jun 2001 15:13:47 CEST)
NNTP-Posting-Date: Fri, 08 Jun 2001 15:13:47 CEST
Xref: archiver1.google.com comp.sys.atari.st:12543 comp.sys.atari.programmer:448

Hi all,

Resource Master price lowered:

From now on, RSM is published by our association. The most up to date
resourse editor is now priced at 22.50 Euros. You can make your
interfaces look nicier and make your work easier at low cost!

Have a look at the ES Resource Master page (in French):
http://www.europe-shareware.org/atari/logiciels/rsm.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

From 8932605635099577431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b59ddb1760e2c37,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-13 13:52:21 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!newsfeed00.sul.t-online.de!newsfeed01.sul.t-
online.de!t-online.de!lnewspeer00.lnd.ops.eu.uu.net!emea.uu.net!ams.uu.net!
news.mailgate.org!mail2news!62.81.160.176!not-for-mail
From: eloina_2@eresmas.com (=?iso-8859-1?Q?Miguel_Garc=EDa?=)
Newsgroups: comp.sys.atari.programmer
Subject: FF8265
Date: Wed, 13 Jun 2001 20:52:17 +0000 (UTC)
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 45
Message-ID: <001001c0f44a$b1e36180$0469533e@default>
NNTP-Posting-Host: 62.81.160.176
Mime-Version: 1.0
Content-Type: multipart/alternative;boundary="----
=_NextPart_000_000D_01C0F45B.74706C60"
X-Trace: news.mailgate.org 992465536 9997 62.81.160.176 (2001-06-13 22:51:59)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Wed, 13 Jun 2001 20:52:17 +0000 (UTC)
Mail-From: <eloina_2@eresmas.com> from [62.81.160.176]
X-URL: http://www.Mailgate.ORG
Xref: archiver1.google.com comp.sys.atari.programmer:449

This is a multi-part message in MIME format.

------=_NextPart_000_000D_01C0F45B.74706C60
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Malaga, Spain
13 June, 2001

Which the difference between FF8264 and FF8265 in STe.

 Many thank you.

------=_NextPart_000_000D_01C0F45B.74706C60
Content-Type: text/html;
     charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META content=3D"text/html; charset=3Diso-8859-1" =
http-equiv=3DContent-Type>
<META content=3D"MSHTML 5.00.2314.1000" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>

<BODY bgColor=3D#d0d0d0>
<DIV><FONT face=3DArial size=3D2>
<DIV><FONT face=3DArial size=3D2>Malaga, Spain</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>13 June, 2001</FONT></DIV>
<DIV> </DIV>
<DIV><FONT face=3DArial size=3D2>
<DIV><FONT face=3DArial size=3D2>Which the difference between FF8264 and =
FF8265 in=20
STe.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>
 Many thank=20
you.</FONT></DIV></FONT></DIV></FONT></DIV></BODY></HTML>

------=_NextPart_000_000D_01C0F45B.74706C60--

--
Posted from [62.81.160.176]
via Mailgate.ORG Server - http://www.Mailgate.ORG

From -1455922195238723947
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6b59ddb1760e2c37
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-13 14:34:30 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!news-out.nibble.net!news-in.nibble.net!newsfeed01.sul.t-
online.de!t-online.de!newsrouter.chello.at!news.chello.at!not-for-mail
Message-ID: <3B27F8C3.6BE8EEBD@chello.at>
From: Werner Romstorfer <werner.romstorfer@chello.at>
X-Mailer: Mozilla 4.77 (Macintosh; U; PPC)
X-Accept-Language: de
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: FF8265
References: <001001c0f44a$b1e36180$0469533e@default>
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 14
Date: Wed, 13 Jun 2001 21:34:30 GMT
NNTP-Posting-Host: 213.47.83.21
X-Complaints-To: abuse@news.chello.at
X-Trace: news.chello.at 992468070 213.47.83.21 (Wed, 13 Jun 2001 23:34:30 MET DST)
NNTP-Posting-Date: Wed, 13 Jun 2001 23:34:30 MET DST
Organization: Customers chello Austria
Xref: archiver1.google.com comp.sys.atari.programmer:450

Miguel Garc[illegible]a wrote:

> Which the difference between FF8264 and FF8265 in STe.

according to 'The Atari Compendium':

only the odd Byte of the Word $FF8264 is used for the 'Horizontal Scroll Register'

Best regards, Werner

(hoping to hear from your programs - Atari needs you!)

--
<http://members.chello.at/werner.romstorfer/mirror/>

From 3434173281333356275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,975073b1a28a4a1f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-15 21:24:05 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-3640-1-cs-6.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: gfa-basic 8 byte floating point format
Message-ID: <Pine.MNT.4.10.10106160019470.85-100000@Hades060>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 16
Date: Sat, 16 Jun 2001 00:23:53 +0000
NNTP-Posting-Host: 216.201.36.136
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 992665443 216.201.36.136 (Sat, 16 Jun 2001 00:24:03 EDT)
NNTP-Posting-Date: Sat, 16 Jun 2001 00:24:03 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:451

Can someone tell me how gfa-basic represents an 8 byte floating point value?

For example if I do:

```
f=22
open "o",#1,"test.dat"
bput #1,v:f,8
close #1
```

If I gave this file to someone who uses 'C' for example they need to know how gfa internal stores these in order to read back the value correctly.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

From 3551845438662548667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,975073b1a28a4a1f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-16 15:04:15 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!skynet.be!
newsgate.cistron.nl!amsnews01.chello.com!amsnews03.chello.com.POSTED!not-for-mail
Message-ID: <3B2BD754.F1AEBE1E@chello.nl>
From: Henk Robbers <h.robbers@chello.nl>
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: gfa-basic 8 byte floating point format
References: <Pine.MNT.4.10.10106160019470.85-100000@Hades060>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Inktomi-Trace: amsink03 992729037 5950 24.132.20.245 (16 Jun 2001 22:03:57 GMT)
Lines: 24
Date: Sat, 16 Jun 2001 22:03:57 GMT
NNTP-Posting-Host: 212.83.64.204
X-Complaints-To: abuse@chello.com
X-Trace: amsnews03.chello.com 992729037 212.83.64.204 (Sun, 17 Jun 2001 00:03:57
MET DST)
NNTP-Posting-Date: Sun, 17 Jun 2001 00:03:57 MET DST
Organization: chello broadband
Xref: archiver1.google.com comp.sys.atari.programmer:452

Lonny Pursell wrote:
>
> Can someone tell me how gfa-basic represents an 8 byte floating
> point value?
>

Write 0.125, 0.25, 0.5, 1 and see what comes out.
It should not be difficult to see the pattern.

Try also their negations.

And of course their reciproques.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

From 1582665358096563460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72c0c183ce487a02,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-17 00:46:44 PST
Message-ID: <3B2C5FC7.F8EF9811@gmx.ch>
Date: Sun, 17 Jun 2001 09:44:08 +0200
From: Philipp =?iso-8859-1?Q?Donz=E9?= <PhilippDonze@gmx.ch>
X-Mailer: Mozilla 4.76 (Macintosh; U; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Falcon hardware register
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: 212.254.0.216
X-Trace: 17 Jun 2001 09:46:31 +0100, 212.254.0.216
Organization: Customers of Tiscali DataComm AG - http://www.tiscali.ch/
Lines: 36
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
141.201.2.63!newshunter!cosy.sbg.ac.at!newsmaster-01.atnet.at!atnet.at!
news.datacomm.ch
Xref: archiver1.google.com comp.sys.atari.programmer:453

Does anybody know anything about the meaning of the falcon hardware
registers $FFFF8000/$ FFFF8001 and $FFFF8006.

The only thing I know is that the content tells something about the
memory installed. (TOS 4.04 uses this information to initialy clear
the memory)

Every documentation I found says something about the screen type
(TV, VGA, B/W,...).

Here what I know now:

```
$FFFF8600  7654xx1x
           ||||  |
           ||||  +---- Memory configuration Bit 0  (found by my self)
           |||+------- Memory configuration Bit 1  (found by my self)
           ||+-------- Memory configuration Bit 2  (found by my self)
           ||          These bits inform you how much memory is installed:
           ||             001  =  1 MB installed (= 512KB * 2^1)
           ||             011  =  4 MB installed (= 512KB * 2^3)
           ||             101  = 14 MB installed (= 512KB * 2^5 - 2 MB reserved)
           ||
           ||
           00          SM124 or compatible   (found in hardware docu from AURA)
           01          SC1435 or comp.       (found in hardware docu from AURA)
           10          VGA and SYNC monitor  (found in hardware docu from AURA)
           11          TV                    (found in hardware docu from AURA)
```

I hope somebody knows more about this stuff. I really need a complete hardware register documentation of my Falcon030.
(Perhaps some hardware developer knows more about it??)

Many thanks for your help!

Philipp

From 2082173680292412498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b41601673dab281a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-17 01:17:15 PST
Message-ID: <3B2C675D.522AECCD@gmx.ch>
Date: Sun, 17 Jun 2001 10:16:31 +0200
From: Philipp =?iso-8859-1?Q?Donz=E9?= <PhilippDonze@gmx.ch>
X-Mailer: Mozilla 4.76 (Macintosh; U; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: AURA Hardware Documentation
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: 212.254.0.216
X-Trace: 17 Jun 2001 10:16:53 +0100, 212.254.0.216
Organization: Customers of Tiscali DataComm AG - http://www.tiscali.ch/
Lines: 8
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!nautilus.eusc.inter.net!newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!newsmaster-01.atnet.at!atnet.at!news.datacomm.ch
Xref: archiver1.google.com comp.sys.atari.programmer:454

Hi,

Does anybody know if there is a newer version of AURAs hardware documentation than version 0.4 from 11 march 1993??
Or is there something equivalent available?

Best wishes
Philipp

From -6713246010355368011
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,72c0c183ce487a02
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-17 16:38:25 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!141.201.2.63!newshunter!cosy.sbg.ac.at!newsrouter.chello.at!news.chello.at!not-

for-mail
Message-ID: <3B2D5BD1.C4FDFDA3@chello.at>
From: Werner Romstorfer <werner.romstorfer@chello.at>
X-Mailer: Mozilla 4.77 (Macintosh; U; PPC)
X-Accept-Language: de
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon hardware register
References: <3B2C5FC7.F8EF9811@gmx.ch>
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 35
Date: Sun, 17 Jun 2001 23:38:22 GMT
NNTP-Posting-Host: 213.47.83.21
X-Complaints-To: abuse@news.chello.at
X-Trace: news.chello.at 992821102 213.47.83.21 (Mon, 18 Jun 2001 01:38:22 MET DST)
NNTP-Posting-Date: Mon, 18 Jun 2001 01:38:22 MET DST
Organization: Customers chello Austria
Xref: archiver1.google.com comp.sys.atari.programmer:455

Philipp Donz wrote:

> Does anybody know anything about the meaning of the falcon hardware
> registers $FFFF8000/$ FFFF8001 and $FFFF8006.

Everywhere was written, $ffff8006 shows the type of connected monitor.
But Thomas Binder once found a way to extract the correct
Falcon-RAM-size from that adress!

I found this old Assembler-Listing: (c) Thomas Binder / ST-Computer 11/1993

```
          move.w    $ffff8006,d0
          lsr.w     #8,d0
          lsr.b     #1,d0
          move.b    d0,d1
          andi.b    #1,d1
          lsr.b     #2,d0
          andi.b    #6,d0
          or.b      d0,d1
          move.l    #$80000,d0
          asl.l     d1,d0
          cmpi.b    #5,d1
          bne.s     no16mb
          move.l    #$e00000,d0
no16mb:   rts
```

In 'd0' you can find the Byte-size of the RAM

You can also find this routine for GFA-Basic at 'Download -> PeaSoft
Download -> GFA Basic Bibliothek' on my WebSite (see below)

cheers, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

From 5808224751679922578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,904b7bc46ec83a63,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-17 16:59:31 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
193.174.75.178!news-fra1.dfn.de!news-koe1.dfn.de!do.de.uu.net!ams.uu.net!
news.mailgate.org!mail2news!62.81.160.67!not-for-mail
From: eloina_2@eresmas.com (=?iso-8859-1?Q?Miguel_Garc=EDa?=)
Newsgroups: comp.sys.atari.programmer
Subject: Infinite hardware scroll
Date: Sun, 17 Jun 2001 23:59:29 +0000 (UTC)
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 12
Message-ID: <000501c0f789$82327920$146e533e@default>
NNTP-Posting-Host: 62.81.160.67
Mime-Version: 1.0
Content-Type: text/plain;charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.mailgate.org 992822369 9997 62.81.160.67 (2001-06-18 01:59:11)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Sun, 17 Jun 2001 23:59:29 +0000 (UTC)
Mail-From: <eloina_2@eresmas.com> from [62.81.160.67]
X-URL: http://www.Mailgate.ORG
Xref: archiver1.google.com comp.sys.atari.programmer:456

Spain, 18 June 2001

Anybody know some technique to make INFINITE hardware scroll with STE/FALCON
machines.

Vertical and horizontal without Blitter please.

--
Posted from [62.81.160.67]
via Mailgate.ORG Server - http://www.Mailgate.ORG

From -7103654175732389311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afef9f058a595a91,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-17 20:53:34 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
headwall.stanford.edu!feeder.via.net!enews.sgi.com!news.xtra.co.nz!enterprise!
news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>

Newsgroups: comp.sys.atari.programmer
Subject: DLL manager - suggestions
Date: Sat, 16 Jun 2001 14:15:24 +1200
Organization: The Gluepot
Lines: 27
Message-ID: <9gefj5$6n3$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-132.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 992657829 6883 131.203.242.132 (16 Jun 2001 02:17:09 GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 16 Jun 2001 02:17:09 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:457

I've been going over my Toolbox DLL manager (available from my web page [http://www.atari.net.nz/gem/tlbx] and I'm currently wondering what features I should add/modify.

At present, I'm thinking of adding some form of "call logging" so a programmer can look at the last few calls to the Toolbox or its dynamically loaded libraries, and detect what happened while their program uses the Toolbox.

Are there any other features I should be thinking of adding?

--

Quote for the month

"Multitasking without memory management is like having a party in a closet"
("Programming Windows 3.1", Charles Petzold)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

From 5258488464134353426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afef9f058a595a91
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-17 20:53:35 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!

newsfeed.berkeley.edu!ucberkeley!enews.sgi.com!news.xtra.co.nz!enterprise!
news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: DLL manager - suggestions ?
Date: Sat, 16 Jun 2001 20:00:25 +1200
Organization: The Gluepot
Lines: 27
Message-ID: <9gf3q5$h13$1@news.comnet.co.nz>
References: <9gefj5$6n3$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-113.remote.comnet.co.nz
X-Trace: news.comnet.co.nz 992678533 17443 131.203.242.113 (16 Jun 2001 08:02:13
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 16 Jun 2001 08:02:13 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:458

I've been going over my Toolbox DLL manager (available from my web
page [http://www.atari.net.nz/gem/software/tlbx] and I'm currently
wondering what features I should add/modify.

At present, I'm thinking of adding some form of "call logging" so a
programmer can look at the last few calls to the Toolbox or its
dynamically loaded libraries, and detect what happened while their
program uses the Toolbox.

Are there any other features I should be thinking of adding?

--

Quote for the month

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closet"
("Programming Windows 3.1", Charles Petzold)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

From -2136981403749019623
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,72c0c183ce487a02
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-18 07:08:38 PST
Message-ID: <3B2E005D.AEABADDC@epfl.ch>
Date: Mon, 18 Jun 2001 15:21:33 +0200
From: Philipp Donze <philipp.donze@epfl.ch>
X-Mailer: Mozilla 4.76 [en] (X11; U; SunOS 5.7 sun4u)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon hardware register
References: <3B2C5FC7.F8EF9811@gmx.ch> <3B2D5BD1.C4FDFDA3@chello.at>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Original-NNTP-Posting-Host: cosun45.epfl.ch
Lines: 28
NNTP-Posting-Host: disunds1.epfl.ch
X-Trace: epflnews.epfl.ch 992870496 disunds1.epfl.ch (18 Jun 2001 15:21:36 +0100)
Organization: EPFL
Path: archiver1.google.com!newsfeed.google.com!sn-xit-02!supernews.com!
news.tele.dk!193.174.75.178!news-fra1.dfn.de!news-ge.switch.ch!news-zh.switch.ch!
epflnews.epfl.ch!dinews.epfl.ch!cosun45.epfl.ch
Xref: archiver1.google.com comp.sys.atari.programmer:459

Hi,

> I found this old Assembler-Listing: (c) Thomas Binder / ST-Computer 11/1993
(c) ????
I don't think it's from Thomas Binder as I found the same routine in my
TOS 4.04
(disassembled).

```
>           move.w    $ffff8006,d0
>           lsr.w     #8,d0
>           lsr.b     #1,d0
>           move.b    d0,d1
>           andi.b    #1,d1
>           lsr.b     #2,d0
>           andi.b    #6,d0
>           or.b      d0,d1
>           move.l    #$80000,d0
>           asl.l     d1,d0
>           cmpi.b    #5,d1
>           bne.s     no16mb
>           move.l    #$e00000,d0
> no16mb:   rts
```

But this doesn't say anything about the other 5 bits of $FFFF8006...
So my problem isn't solved...

Philipp

From 4041096696959637651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72c0c183ce487a02
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-18 09:41:37 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
193.174.75.178!news-fra1.dfn.de!news.hrz.uni-kassel.de!news.tu-darmstadt.de!not-
for-mail
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon hardware register
Date: 18 Jun 2001 16:33:56 GMT
Organization: Technische Universitaet Darmstadt
Lines: 22
Message-ID: <9glahkbnq1@sun27.hrz.tu-darmstadt.de>
References: <3B2C5FC7.F8EF9811@gmx.ch> <3B2D5BD1.C4FDFDA3@chello.at>
<3B2E005D.AEABADDC@epfl.ch>
NNTP-Posting-Host: lnx2.hrz.tu-darmstadt.de
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.39 (i586))
Xref: archiver1.google.com comp.sys.atari.programmer:460

Hi!

Philipp Donze <philipp.donze@epfl.ch> wrote:
>> I found this old Assembler-Listing: (c) Thomas Binder / ST-Computer 11/1993
> (c) ????
> I don't think it's from Thomas Binder as I found the same routine in
> my TOS 4.04

It's from GameFix's source, but it's just a copy from TOS ROM - and IIRC
clearly marked as such, though I'm not absolutely sure (must look that
up).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!
Vote against SPAM: http://www.politik-digital.de/spam/

From 2524648142307837311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b41601673dab281a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-18 10:49:56 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
212.74.64.35!colt.net!dispose.news.demon.net!demon!sn-uk-xit-01!sn-uk-post-01!

supernews.com!corp.supernews.co.uk!not-for-mail
From: Steve Sweet <steve-sweet@lineone.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: AURA Hardware Documentation
Date: Sun, 17 Jun 2001 12:49:34 -0100
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <992886390-940509AEicMi@lineone.net>
References: <3B2C675D.522AECCD@gmx.ch>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
X-Complaints-To: newsabuse@supernews.com
Lines: 16
Xref: archiver1.google.com comp.sys.atari.programmer:461

Hi Philipp

>Does anybody know if there is a newer version of AURAs hardware
>documentation than version 0.4 from 11 march 1993??
>Or is there something equivalent available?

Have you checked the Atari Compendium?

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -5827673364402536987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72c0c183ce487a02
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-18 10:49:59 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.tele.dk!195.224.25.10!sn-uk-xit-01!sn-uk-post-02!sn-uk-post-01!supernews.com!corp.supernews.co.uk!not-for-mail
From: Steve Sweet <steve-sweet@lineone.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon hardware register
Date: Sun, 17 Jun 2001 20:40:16 -0100
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <992886392-940965AEicMi@lineone.net>
References: <3B2C5FC7.F8EF9811@gmx.ch>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit

X-Complaints-To: newsabuse@supernews.com
Lines: 22
Xref: archiver1.google.com comp.sys.atari.programmer:462

Hi Phillip

```
>Here what I know now:
>$FFFF8600  7654xx1x
>           ||||  |
>           ||||  +---- Memory configuration Bit 0  (found by my self)
>           |||+------- Memory configuration Bit 1  (found by my self)
>           ||+-------- Memory configuration Bit 2  (found by my self)
```

According to the Atari compendium this register address range 0x00FF8600 - 0x00FF8602 is a word address and is 'reserved' (no shit) and is listed under "ACSI DMA and Floppy Disk controller"

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -9084520336026033401
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,904b7bc46ec83a63
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-18 10:58:00 PST
Message-ID: <3B2E4102.4403C54D@gmx.ch>
Date: Mon, 18 Jun 2001 19:57:23 +0200
From: Philipp =?iso-8859-1?Q?Donz=E9?= <PhilippDonze@gmx.ch>
X-Mailer: Mozilla 4.76 (Macintosh; U; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Infinite hardware scroll
References: <000501c0f789$82327920$146e533e@default>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: 212.254.1.116
X-Trace: 18 Jun 2001 19:57:51 +0100, 212.254.1.116
Organization: Customers of Tiscali DataComm AG - http://www.tiscali.ch/
Lines: 11
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!nautilus.eusc.inter.net!newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!newsmaster-01.atnet.at!atnet.at!news.datacomm.ch
Xref: archiver1.google.com comp.sys.atari.programmer:463

What's your programming language?
Assembler ? C? Basic?

What you need are the right hardware registers...

What do you meen with "infinite??"
Scroll down.... and at the end of the screen just flip back to
the start??

a+
Philipp

From 643670281692350353
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,975073b1a28a4a1f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-18 13:52:27 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-
spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.skycache.com!Cidera!
cletus.bright.net!kali-3640-1-cs-38.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: gfa-basic 8 byte floating point format
In-Reply-To: <3B2BD754.F1AEBE1E@chello.nl>
Message-ID: <Pine.MNT.4.10.10106181650100.94-100000@Hades060>
References: <Pine.MNT.4.10.10106160019470.85-100000@Hades060>
<3B2BD754.F1AEBE1E@chello.nl>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 17
Date: Mon, 18 Jun 2001 16:52:15 +0000
NNTP-Posting-Host: 216.201.36.168
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 992897546 216.201.36.168 (Mon, 18 Jun 2001 16:52:26
EDT)
NNTP-Posting-Date: Mon, 18 Jun 2001 16:52:26 EDT
Organization: bright.net Ohio
Xref: archiver1.google.com comp.sys.atari.programmer:464

On Sat, 16 Jun 2001, Henk Robbers wrote:

> Write 0.125, 0.25, 0.5, 1 and see what comes out.
> It should not be difficult to see the pattern.
>
> Try also their negations.
>
> And of course their reciproques.

If there is pattern there I'm not getting it. ;-)
I was hoping someone could say it's uses some known format.

I'm not so good at guessing about this.
Thanks for the suggestion though.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

From 9059511986075214847
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72c0c183ce487a02
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-18 14:41:19 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newscore.univie.ac.at!newsrouter.chello.at!news.chello.at!not-for-mail
Message-ID: <3B2E91E0.5AF2E5EE@chello.at>
From: Werner Romstorfer <werner.romstorfer@chello.at>
X-Mailer: Mozilla 4.77 (Macintosh; U; PPC)
X-Accept-Language: de
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon hardware register
References: <3B2C5FC7.F8EF9811@gmx.ch> <3B2D5BD1.C4FDFDA3@chello.at> <3B2E005D.AEABADDC@epfl.ch>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 21
Date: Mon, 18 Jun 2001 21:41:13 GMT
NNTP-Posting-Host: 213.47.83.21
X-Complaints-To: abuse@news.chello.at
X-Trace: news.chello.at 992900473 213.47.83.21 (Mon, 18 Jun 2001 23:41:13 MET DST)
NNTP-Posting-Date: Mon, 18 Jun 2001 23:41:13 MET DST
Organization: Customers chello Austria
Xref: archiver1.google.com comp.sys.atari.programmer:465

Philipp Donze wrote:

> > I found this old Assembler-Listing: (c) Thomas Binder / ST-Computer 11/1993
> (c) ????
> I don't think it's from Thomas Binder as I found the same routine in my
> TOS 4.04
> (disassembled).

I think Thomas also found it there back then... ;-)

> But this doesn't say anything about the other 5 bits of $FFFF8006...
> So my problem isn't solved...

The Compendium also says nothing more than that.
But: Do these 5 Bits have to have a meaning? What kind of infomation are you hopeing to extract else out of this Byte?

Curious, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

From 2536846426765319071
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,904b7bc46ec83a63
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-19 09:54:16 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
212.74.64.35!colt.net!dispose.news.demon.net!demon!btnet-peer0!btnet-feed5!btnet!
mendelevium.btinternet.com!not-for-mail
From: "Mark Davies" <Pov@nospam.btinternet.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Infinite hardware scroll
Date: Tue, 19 Jun 2001 17:55:57 +0100
Organization: BT Internet
Lines: 28
Message-ID: <9go01r$8um$1@uranium.btinternet.com>
References: <000501c0f789$82327920$146e533e@default>
NNTP-Posting-Host: host213-122-155-6.btinternet.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: archiver1.google.com comp.sys.atari.programmer:466

You can either use the hardware scroll but it is very memory hungry.
Horizontal is easy, vertical is simple uses even more memory.
In horizontal mode you specify the width of the screen then the offset in
words and pixels.

For vertical scrolling you can cheat by making the screen wrap around and
updating a small area just below or above the visible screen.

Mark
Mac Sys Data of Persistence Of Vision

"Miguel Garc⍰a" <eloina_2@eresmas.com> wrote in message
news:000501c0f789$82327920$146e533e@default...
> Spain, 18 June 2001
>
> Anybody know some technique to make INFINITE hardware scroll with
STE/FALCON
> machines.
>
> Vertical and horizontal without Blitter please.
>
>
>
> --

> Posted from [62.81.160.67]
> via Mailgate.ORG Server - http://www.Mailgate.ORG

From -7376054706147412613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,904b7bc46ec83a63
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-19 11:13:34 PST
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeeds.belnet.be!news.belnet.be!news1.ebone.net!news.ebone.net!
newsfeed2.news.nl.uu.net!sun4nl!ams.uu.net!news.mailgate.org!mail2news!
62.81.160.203!not-for-mail
From: eloina_2@eresmas.com (=?iso-8859-1?Q?Miguel_Garc=EDa?=)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Re: Infinite hardware scroll
Date: Tue, 19 Jun 2001 18:13:26 +0000 (UTC)
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 44
Message-ID: <000601c0f8eb$7b407a00$276d533e@default>
References: <3B2E4102.4403C54D@gmx.ch>
NNTP-Posting-Host: 62.81.160.203
Mime-Version: 1.0
Content-Type: multipart/alternative;boundary="----
=_NextPart_000_0003_01C0F8FC.3BAE4E60"
X-Trace: news.mailgate.org 992974406 9997 62.81.160.203 (2001-06-19 20:12:58)
X-Complaints-To: abuse@mailgate.org
NNTP-Posting-Date: Tue, 19 Jun 2001 18:13:26 +0000 (UTC)
Mail-From: <eloina_2@eresmas.com> from [62.81.160.203]
X-URL: http://www.Mailgate.ORG
Xref: archiver1.google.com comp.sys.atari.programmer:467

This is a multi-part message in MIME format.

------=_NextPart_000_0003_01C0F8FC.3BAE4E60
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

My programming language is Assembler.

With infinite I mean, continuous scrolling similar to "LEAVING TERRAMIS" =
or "IMPOSSAMOLE".

No software or blitter.

------=_NextPart_000_0003_01C0F8FC.3BAE4E60
Content-Type: text/html;
     charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META content=3D"text/html; charset=3Diso-8859-1" =
http-equiv=3DContent-Type>
<META content=3D"MSHTML 5.00.2314.1000" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#d0d0d0>
<DIV><FONT face=3DArial size=3D2>My programming language is =
Assembler.</FONT></DIV>
<DIV> </DIV>
<DIV><FONT face=3DArial size=3D2>With infinite I mean, continuous=20
scrolling similar to "LEAVING TERRAMIS" or =
"IMPOSSAMOLE".</FONT></DIV>
<DIV> </DIV>
<DIV><FONT face=3DArial size=3D2>No software or =
blitter.</FONT></DIV></BODY></HTML>

------=_NextPart_000_0003_01C0F8FC.3BAE4E60--

--
Posted from [62.81.160.203]
via Mailgate.ORG Server - http://www.Mailgate.ORG

From 5278100484577438132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fada63e8640e370,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-19 14:32:50 PST
Path: archiver1.google.com!newsfeed.google.com!sn-xit-03!supernews.com!freenix!
fr.usenet-edu.net!usenet-edu.net!newsfeed00.sul.t-online.de!newsmm00.sul.t-
online.com!t-online.de!news.t-online.com!not-for-mail
From: "Matthias Jaap" <mjaap@t-online.de>
Newsgroups: comp.sys.atari.programmer
Subject: CRC16 -> CRC32
Date: Tue, 19 Jun 2001 23:25:28 +0200
Organization: T-Online
Lines: 13
Message-ID: <9goftq$b59$02$1@news.t-online.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 992985851 02 11433 ufnASRyTSbaaLQ 010619 21:24:11
X-Complaints-To: abuse@t-online.com
X-Sender: 320028486591-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: archiver1.google.com comp.sys.atari.programmer:468

Hi,

can someoneone tell me how I can convert a CRC16 checksum to CRC32?

Greetings,
Matthias

--
Atari Up-to-Date-List
http://www.atariuptodate.de

From -9052115894472753982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b37020233329cfba,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-06-19 15:03:00 PST
Message-ID: <3B2FCBDD.3F44551@gmx.ch>
Date: Wed, 20 Jun 2001 00:02:06 +0200
From: Philipp =?iso-8859-1?Q?Donz=E9?= <PhilippDonze@gmx.ch>
X-Mailer: Mozilla 4.76 (Macintosh; U; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Falcon developers manual
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: 212.254.1.201
X-Trace: 20 Jun 2001 00:02:41 +0100, 212.254.1.201
Organization: Customers of Tiscali DataComm AG - http://www.tiscali.ch/
Lines: 8
Path: archiver1.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
194.8.194.95!news.netcologne.de!newscore.univie.ac.at!newsmaster-01.atnet.at!
atnet.at!news.datacomm.ch
Xref: archiver1.google.com comp.sys.atari.programmer:469

Hi,

Does somebody know where I can get an original Atari Falcon
developers manual? (No... I have already the Atari Compendium CD and it
wasn't very useful.)

a+
Philipp

From -8756557230938265496
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a164575bf1e6bf81

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-09 03:00:07 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news!news.he.net!news-hog.berkeley.edu!ucberkeley!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!colt.net!dispose.news.demon.net!news.demon.co.uk!demon!camfisk.demon.co.uk!not-for-mail
From: "Mark" <mark@recycledsteel.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Changing resolution
Date: Mon, 9 Apr 2001 10:54:59 +0100
Message-ID: <986810247.24133.0.nnrp-01.9e98a620@news.demon.co.uk>
References: <3AB72EC4.3030102@elektryk.ie.pwr.wroc.pl> <3AB9B698.4060409@elektryk.ie.pwr.wroc.pl> <99cfuasqt1@nyheter.chalmers.se> <986574870.4161.0.nnrp-13.9e98a620@news.demon.co.uk> <9an0g4$ot6$1@nyheter.chalmers.se>
Reply-To: "Mark" <mark@recycledsteel.co.uk>
NNTP-Posting-Host: camfisk.demon.co.uk
X-NNTP-Posting-Host: camfisk.demon.co.uk:158.152.166.32
X-Trace: news.demon.co.uk 986810247 nnrp-01:24133 NO-IDENT camfisk.demon.co.uk:158.152.166.32
X-Complaints-To: abuse@demon.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Lines: 44
Xref: supernews.google.com comp.sys.atari.programmer:391

> The RageII supplied with the Eclipse does have 3D support. It was one of
> the first mainstream cards with that, though, so it is of course lightyears
> from today's cards.

It would probably not me worth it unless a newer card is used (as you mention).

> The Galaxy uses a (reasonably large) FPGA (Field Programmable Gate Array),
> so it could certainly be made to do 3D if someone put their mind to it.
> To my knowledge, there's nothing like that now, though.

Again this looks like hardwork, unless someone really wnats to do this then I think the effort would be better spend on another project.

> >With the original problem in mind, could there not be some kind of
> >"fullscreen" call which would allow you to request a resolution based on W x
> >H x D (maybe pages) that were passed, with an error returned if the computer
> >was not capable?
>
> Certainly. It's easy enough to do in the fVDI/RageII driver.

I would like to see this, there should be no reason why simple games could

not be developed and run nicely on a number of systems. As mentioned,
blitting abilities would be nice.

> 99% or so of the DirectX functionality would in any case be completely
> out of the question for performance and effort reasons.

I thought that 99% of Direct X was pointless loops or NOPs, I imagine so
they can remove a few and make it a bit quicker on the next release.

Seriously, the major functions like paging, blitting, sprites, fonts, music
(I know that's not you), etc would be nice. The chap that made the Doom
ports wanted to start some kind of project along these lines.

Mark.

From -3829000935839658346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-10 07:40:08 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!isdnet!
newsfeed.icl.net!dispose.news.demon.net!news.demon.co.uk!demon!
camfisk.demon.co.uk!not-for-mail
From: "Mark" <mark@recycledsteel.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA and memory
Date: Tue, 10 Apr 2001 15:32:04 +0100
Message-ID: <986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060> <99sd5u$1l3$1@news.seed.net.tw>
<Pine.MNT.4.10.10103291832340.109-100000@Hades060> <9a0q1l$i2m$2@news.seed.net.tw>
Reply-To: "Mark" <mark@recycledsteel.co.uk>
NNTP-Posting-Host: camfisk.demon.co.uk
X-NNTP-Posting-Host: camfisk.demon.co.uk:158.152.166.32
X-Trace: news.demon.co.uk 986913312 nnrp-09:4276 NO-IDENT
camfisk.demon.co.uk:158.152.166.32
X-Complaints-To: abuse@demon.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Lines: 28
Xref: supernews.google.com comp.sys.atari.programmer:392

> As a workaround I'm using $m(40000000) - to make sure I grab all the
> memory, and then testing for available memory using FRE(0) and then
> advising the user how many files he can process with that amount of

> memory. This is acceptable, I think.

I don't think so, if it is a useful app which you want to release in the future you do not want this coming back to haunt you.

As I understand you only need to open one file at a time, make the changes, write it back (is this right?), so you should be able to reduce the limitations by saying "the single biggest file" rather than "the sum of the file sizes" which should greatly improve usability of the app.

Better still, if the editing procedure permits it you could read chunks of data in at a time (64K or so) and then save it as you go, your program would then be reduced to using a static (say) 180K of RAM rather than 140K to 140Mb.

If only two files need to be opened at once I would seriously consider changing you loop procedure.

I may be way off but I hope this helps.

Mark.

From 4187664979564805306
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ba0ea44f26eb4d71,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ba0ea44f26eb4d71,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-11 06:58:06 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!proxad.net!
feeder2.proxad.net!nnrp3.proxad.net.POSTED!Rix
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
From: "Pascal Ricard" <paricard@free.fr>
Message-ID: <3ad46ad0358a5e1@free.fr>
Subject: [ANN] ACSpro available via Europe Shareware
Organization: Les Cagouilles
X-Newsreader: Okami Version 2.1B-21
X-System: The WoodTTower (tm) MagiC-6.10 NVDI-5.03
Lines: 19
X-Sender: NEWSwatch v2.50 (Atari)
Date: Wed, 11 Apr 2001 13:57:16 GMT
NNTP-Posting-Host: 213.228.38.5
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp3.proxad.net 986997436 213.228.38.5 (Wed, 11 Apr 2001 15:57:16 CEST)
NNTP-Posting-Date: Wed, 11 Apr 2001 15:57:16 CEST
Xref: supernews.google.com comp.sys.atari.st:10407 comp.sys.atari.programmer:393

Hi all,

ACSpro (http://acspro.atari.org) stands for "Application
Construction Set professional".

It's a, visual, user-friendly, application construction
set, coming from Germany (English version is available). It
works on all Atari systems, including clones and emulators.
Supported languages are GCC, Pure C, Lattice C, Turbo C and
Pure Pascal. Lots of examples are supplied as well as
libraries for Pure C and Pure Pascal.

It's now possible to register your copy via
Europe Shareware (http://www.europe-shareware.org).

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

From -7318640040861194358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-12 10:08:00 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
falcon.america.net!sunqbc.risq.qc.ca!newsfeeds.belnet.be!news.belnet.be!uni-
erlangen.de!fu-berlin.de!spring.edu.tw!feeder.seed.net.tw!news.seed.net.tw!not-
for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA and memory
Date: Fri, 13 Apr 2001 01:00:28 +0800
Organization: CK International
Lines: 106
Message-ID: <9b4n5t$rc6$1@news.seed.net.tw>
References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060> <99sd5u$1l3$1@news.seed.net.tw>
<Pine.MNT.4.10.10103291832340.109-100000@Hades060> <9a0q1l$i2m$2@news.seed.net.tw>
<986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
NNTP-Posting-Host: tc-74-66-114.dialup.seed.net.tw
X-Trace: news.seed.net.tw 987095038 28038 211.74.66.114 (12 Apr 2001 17:03:58 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Thu, 12 Apr 2001 17:03:58 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Xref: supernews.google.com comp.sys.atari.programmer:394

Here's my code for what it's worth...I've tried inserting ~FRE(0) at
various places but it causes the program to immediately stop reading
the directory. I've left out redundant bits...

```
----------------------------------------
$m40000000
'  Starts by calculating free memory and telling user how many files
'  he can process.  All the free memory is used.
'
CLS
freemem%=FRE()
block%=MALLOC(-1)
mem_addr%=GEMDOS(72,L:freemem%)
a_text$="[3][ You have enough memory to | process
"+STR$(CINT(freemem%/5000))+" files.  Please |don't put more than that
in |       one directory.][Proceed|Return to Desktop]"

button=FORM_ALERT(1,a_text$)
IF button=1
  ' nothing - proceed to the program
ELSE
  SYSTEM  !  In compiled program
ENDIF
'
DEFWRD "a-z"
CLS
' find current path
path$=CHR$(ADD(GEMDOS(25),65))+":"+DIR$(0)+"\*.*"
e$="A"
z$=@fileselect$("Select folder to process...",path$,default$)
@directory
~GEMDOS(73,L:mem_addr%)
END
' ----------------------------------------------
> FUNCTION fileselect$(a$,path$,file$)
'fileselect stuff
RETURN path$
ENDFUNC
'
> PROCEDURE directory                !  sets working directory
LOCAL e%,x
dta$=STRING$(44,0)
dta.adr%=V:dta$
~FSETDTA(dta.adr%)
CHDRIVE LEFT$(z$,3)          !  Current drive and directory
CHDIR MID$(z$,3,(LEN(z$)-6))
'
e%=FSFIRST("*.*",attr)
DO UNTIL e%
fname$=CHAR{dta.adr%+30}     !  file name
length%=LONG{dta.adr%+26}
'
@type(fname$,length%)
e%=FSNEXT()                  !  read all files in the directory
LOOP
RETURN
'
```

```
> PROCEDURE type(VAR fname$,length%) !  What type of file is selected?
SELECT length%
CASE 4104   !    sysex file
@sysex(fname$)
ENDSELECT
CLOSE #1
CLOSE #2
RETURN
'
> PROCEDURE sysex(VAR fname$)        !  Sysex & .A4V & .BNK - 4104,
4400, 4200 bytes
LOCAL x
@file_name(fname$)
'
SEEK #1,6
FOR x=1 TO 4096
OUT #2,INP(#1)
NEXT x
'
RETURN
' -----------------------------------------------------
> PROCEDURE file_name(VAR fname$)    !  Names new files
OPEN "I",#1,fname$               !  original file
'
IF INSTR(fname$,".")=0  ! There is no "." in the file name
OPEN "O",#2,LEFT$(fname$,7)+e$+".DXX"
'
ELSE IF LEN(fname$)<12  !  File names 7 or less characters
OPEN "O",#2,LEFT$(fname$,INSTR(fname$,".")-1)+e$+".DXX"
'
ELSE
OPEN "O",#2,LEFT$(fname$,7)+e$+".DXX"  ! for file names of 8
characters
ENDIF
'
e$=SUCC(e$)
IF e$="Z"
e$="A"
ENDIF
'
RETURN
```

--
Ross MacIver
Taiwan
---
to reply 3 = e

From 2133681897185855009

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bceadf3efa1e98b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-13 12:50:08 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!grolier!
dispose.news.demon.net!demon!skynet.be!newsfeed1.uni2.dk!news.algonet.se!algonet!
news-stob.telia.net!news-sto.telia.net!194.22.194.4.MISMATCH!
masternews.telia.net.!newsc.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3ad7658a936f650@tripnet.se>
Subject: GFA and STinG programming: ICMP_xx ?
X-Newsreader: Okami Version 2.1B-21
X-Hardware: 68030/32 Atari TT
Lines: 47
X-Sender: NEWSwatch v2.50 (Atari)
Date: Fri, 13 Apr 2001 19:47:58 GMT
NNTP-Posting-Host: 213.65.62.54
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 987191278 213.65.62.54 (Fri, 13 Apr 2001 21:47:58 CEST)
NNTP-Posting-Date: Fri, 13 Apr 2001 21:47:58 CEST
Organization: Telia Internet
Xref: supernews.google.com comp.sys.atari.programmer:395

I'm trying to send Ping messages with STinG using GFA Basic.

Starting from the STIK_GFA library by Lonny Pursell so far it seems to
work well with STinG as well. I had to delete some STiK specific
"declarations" but apart from that it seems quite usable.

Now I'm trying to port the ICMP_SEND part (quoting the STinG .HYP):

```
----------
    int16  cdecl  ICMP_send (uint32 dest_host, uint8 type, uint8 code,
                             void *data, uint16 length);


Function :
   Send off ICMP datagrams.


This function sends an ICMP message. `dest_host' is the IP address of the
destination machine, `type' is the ICMP packet type. `code' is a type de-
pendent control code for ICMP. `data' is a pointer to data which is to be
send after the ICMP header, `length' is the length of the data block in
bytes.
----------
```

by writing:

```
FUNCTION icmp_send(rhost.%,type.&,code.&,buf.%,len.&)
  type.&=OR(SHL&(type.&,8),code.&)
  RETURN C:icmp_send_%(L:rhost.%,W:type.&,L:buf.%,W:len.&)
```

ENDFUNC

What about the second line. Should it perhaps be written the other way around like:

type.&=OR(SHL&(code.&,8),type.&)

to get the two byte parameters right on the stack?

Next step will be how to implement the ICMP listening part. The STinG doc's talks about "callbacks". Does this mean (to GFA) that I have to provide an address to an INLINE code part and then read the resulting queue from Basic?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

From -5156586104030707625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bceadf3efa1e98b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-13 19:51:31 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!4.1.16.34!cpk-news-hub1.bbnplanet.com!news.gtei.net!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas2-cs-4.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: GFA and STinG programming: ICMP_xx ?
In-Reply-To: <3ad7658a936f650@tripnet.se>
Message-ID: <Pine.MNT.4.10.10104132153420.78-100000@Hades060>
References: <3ad7658a936f650@tripnet.se>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 50
Date: Fri, 13 Apr 2001 22:05:59 +0000
NNTP-Posting-Host: 209.143.8.192
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 987213900 209.143.8.192 (Fri, 13 Apr 2001 22:05:00 EDT)
NNTP-Posting-Date: Fri, 13 Apr 2001 22:05:00 EDT
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:396

On Fri, 13 Apr 2001, Kenneth Medin wrote:

> Starting from the STIK_GFA library by Lonny Pursell so far it seems to
> work well with STinG as well. I had to delete some STiK specific
> "declarations" but apart from that it seems quite usable.

I'm glad you found my gfa devkit useful.

```
>     int16  cdecl  ICMP_send (uint32 dest_host, uint8 type, uint8 code,
>                              void *data, uint16 length);
```

I assume uint8 is an unsinged 8bit value. "C" is not my strong point.

```
> Function :
>    Send off ICMP datagrams.
>
> This function sends an ICMP message. `dest_host' is the IP address of the
> destination machine, `type' is the ICMP packet type. `code' is a type de-
> pendent control code for ICMP. `data' is a pointer to data which is to be
> send after the ICMP header, `length' is the length of the data block in
> bytes.
>
> by writing:
>
> FUNCTION icmp_send(rhost.%,type.&,code.&,buf.%,len.&)
>   type.&=OR(SHL&(type.&,8),code.&)
>   RETURN C:icmp_send_%(L:rhost.%,W:type.&,L:buf.%,W:len.&)
> ENDFUNC
```

This would be my guess. If you had some way to test it that might shed some light on it. I see your problem, GFA can't pass a byte directly with the C:() function.

> Next step will be how to implement the ICMP listening part. The STinG doc's talks about "callbacks". Does this mean (to GFA) that I have to provide an address to an INLINE code part and then read the resulting queue from Basic?

I'm not sure what you mean by callbacks. If you are refering to some way to make external calls to GFA code from some outside source, then you have a problem. There is only one way I know of to do this and you can find it in my GFA archives on my web site, called EXTCALL.LZH. However it has limited use and requires some polling method, you might also need to know assembler to adjust the routine to you needs.

_____
Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 8885041425937461679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-13 19:53:54 PST
Path: supernews.google.com!sn-xit-03!supernews.com!newsfeed.wirehub.nl!news.maxwell.syr.edu!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas2-cs-4.dial.bright.net!root

Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: GFA and memory
In-Reply-To: <9b4n5t$rc6$1@news.seed.net.tw>
Message-ID: <Pine.MNT.4.10.10104132237590.87-100000@Hades060>
References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060> <99sd5u$1l3$1@news.seed.net.tw>
<Pine.MNT.4.10.10103291832340.109-100000@Hades060> <9a0q1l$i2m$2@news.seed.net.tw>
<986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
<9b4n5t$rc6$1@news.seed.net.tw>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 34
Date: Fri, 13 Apr 2001 22:52:44 +0000
NNTP-Posting-Host: 209.143.8.192
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 987216707 209.143.8.192 (Fri, 13 Apr 2001 22:51:47 EDT)
NNTP-Posting-Date: Fri, 13 Apr 2001 22:51:47 EDT
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:397

On Fri, 13 Apr 2001, Rosco wrote:

```
> $m40000000
> '  Starts by calculating free memory and telling user how many files
> '  he can process.  All the free memory is used.
> '
> CLS
> freemem%=FRE()
> block%=MALLOC(-1)
> mem_addr%=GEMDOS(72,L:freemem%)
```

I'm confused why you use $m to keep such a large memory area for gfa's internal string/memory area, and then malloc() another block from the system nearly identical in size. I don't know how much ram you have, but the malloc() "gamdos72" call might be failing?

You really should test this value to see if the malloc() is ok:

```
IF mem_addr%<=0
  PRINT "malloc() error!"
  END
ENDIF
```

The rest of code is not too helpful since it is incomplete. Some small bit you think is not worthy of posting could be where the problem is. ;-)

From what I can tell you are simply processing many files, rather small ones at that. Something really strange is going on if you run out of ram. I'm not sure what it is after looking at your code.

From 5486687930789352216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-14 21:53:45 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!128.230.129.106!
news.maxwell.syr.edu!News.Math.NCTU.edu.tw!news.cdpa.nsysu.edu.tw!
news.nsysu.edu.tw!ctu-gate!news.nctu.edu.tw!feeder.seed.net.tw!news.seed.net.tw!
not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA and memory
Date: Sun, 15 Apr 2001 12:50:12 +0800
Organization: CK International
Lines: 37
Message-ID: <9bb9ed$9lk$1@news.seed.net.tw>
References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060> <99sd5u$1l3$1@news.seed.net.tw>
<Pine.MNT.4.10.10103291832340.109-100000@Hades060> <9a0q1l$i2m$2@news.seed.net.tw>
<986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
<9b4n5t$rc6$1@news.seed.net.tw> <Pine.MNT.4.10.10104132237590.87-100000@Hades060>
NNTP-Posting-Host: tc-74-65-25.dialup.seed.net.tw
X-Trace: news.seed.net.tw 987310350 9908 211.74.65.25 (15 Apr 2001 04:52:30 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Sun, 15 Apr 2001 04:52:30 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Xref: supernews.google.com comp.sys.atari.programmer:398

You're right - I want to process hundreds of files about 4000 bytes each. The procedure is to use FSFIRST/FSNEXT to read a directory, get the name and size of the file from the DTA, OPEN that file to read, OPEN a new file to write to, trim off about 6 bytes from the original file and and save this data in the new file, then CLOSE both files.

If I allocate (say) 100,000 bytes with $m100000, the program will quit after about 70 or 80 files.

My workaround solution is to grab all available memory with $m40000000 and then calculate the actual amount of ram available to advise the user how many files he can process. I know that's redundant, but it doesn't cause problems.

What I would ideally like to do is to use the SAME memory block for each OPEN / CLOSE cycle. But if I insert ~FRE(0) anywhere in the program it exits immediately as though it has come to the last file in

the directory.

I suspect I need to assign a memory block of about 5000 bytes to read
the file data into, but I don't know how to do that.

--
Ross MacIver
Taiwan
---
to reply 3 = e

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message

> From what I can tell you are simply processing many files, rather
> small ones at that. Something really strange is going on if you run
out
> of ram. I'm not sure what it is after looking at your code.

From 7397109022859963508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86c9f44f50e047e7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-15 03:51:54 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!hub.org!
hub.org!ptdnetP!newsgate.ptd.net!news.maxwell.syr.edu!intgwpad.nntp.telstra.net!
newsfeeds.bigpond.com!not-for-mail
From: "Ric Easton" <biodistributors@microtech.com.au>
Newsgroups: comp.sys.atari.programmer
Subject: Resource Construction Set wanted
Lines: 14
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <DReC6.3346$482.16209@newsfeeds.bigpond.com>
Date: Sun, 15 Apr 2001 20:49:11 +1000
NNTP-Posting-Host: 144.134.43.83
X-Trace: newsfeeds.bigpond.com 987331043 144.134.43.83 (Sun, 15 Apr 2001 20:37:23
EST)
NNTP-Posting-Date: Sun, 15 Apr 2001 20:37:23 EST
Organization: Telstra BigPond Internet Services (http://www.bigpond.com)
Xref: supernews.google.com comp.sys.atari.programmer:399

I have been teaching myself programming in assembler using my STE 1040 and
Devpac3. I would like to get into GEM programming and have started with some
basic stuff but would like to get hold of a copy of the Resource
Construction Set. Any help appreciated.

Thanks

Ric

Ric Easton
biodistributors@microtech.com.au

From -6525213039177039403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-15 09:50:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!wanadoo.fr!
opentransit.net!fu-berlin.de!uni-berlin.de!my-ste.demon.co.UK!not-for-mail
From: David Bolt <nospam@my-ste.demon.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA and memory
Date: Sun, 15 Apr 2001 17:49:00 +0100
Organization: I Wish!!!
Lines: 69
Message-ID: <CFsK8bD8Dd26EwRV@my-ste.demon.co.uk>
References: <99q98oud1@news.seed.net.tw>
 <Pine.MNT.4.10.10103271714590.89-100000@Hades060>
 <99sd5u$1l3$1@news.seed.net.tw>
 <Pine.MNT.4.10.10103291832340.109-100000@Hades060>
 <9a0q1l$i2m$2@news.seed.net.tw>
 <986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
 <9b4n5t$rc6$1@news.seed.net.tw>
 <Pine.MNT.4.10.10104132237590.87-100000@Hades060>
 <9bb9ed$9lk$1@news.seed.net.tw>
Reply-To: David Bolt <dbolt@my-ste.demon.co.uk>
NNTP-Posting-Host: my-ste.demon.co.uk (158.152.241.69)
Mime-Version: 1.0
Content-Type: text/plain;charset=us-ascii
X-Trace: fu-berlin.de 987353384 9015321 158.152.241.69 (16 [68839])
X-Orig-Path: my-ste.demon.co.uk!nospam
User-Agent: Turnpike/6.00-Beta-2-U (<Z0HdjXhPCbqOVX7Vo$afV+qsj$>)
Xref: supernews.google.com comp.sys.atari.programmer:400

In article <9bb9ed$9lk$1@news.seed.net.tw>,
Rosco <ckrosco@s33d.n3t.tw> writes:

>You're right - I want to process hundreds of files about 4000 bytes
>each. The procedure is to use FSFIRST/FSNEXT to read a directory, get
>the name and size of the file from the DTA, OPEN that file to read,
>OPEN a new file to write to, trim off about 6 bytes from the original
>file and and save this data in the new file, then CLOSE both files.
>
>If I allocate (say) 100,000 bytes with $m100000, the program will quit
>after about 70 or 80 files.

>
>My workaround solution is to grab all available memory with $m40000000
>and then calculate the actual amount of ram available to advise the
>user how many files he can process. I know that's redundant, but it
>doesn't cause problems.
>
>What I would ideally like to do is to use the SAME memory block for
>each OPEN / CLOSE cycle. But if I insert ~FRE(0) anywhere in the
>program it exits immediately as though it has come to the last file in
>the directory.
>
>I suspect I need to assign a memory block of about 5000 bytes to read
>the file data into, but I don't know how to do that.

If you know the maximum memory you need, why not use INLINE to allocate
it and then use BGET/BPUT, or even BLOAD/BSAVE, to load and save the
files.

EG:

```
PROCEDURE process.files(input.name$,output.name$)
  ' use a 6k buffer
  INLINE our_buffer%,6144
  '
  OPEN "I",#81,input.name$
  OPEN "O",#82,output.name$
  the.size%=LOF(#81)
  '
  ' Read the file into the buffer, upto a maximum of 6k
  '
  BGET #81,our_buffer%,MIN(6144,the.size%)
  '
  ' Write out the buffer, skipping the required 6 bytes
  ' this assumes the first 6 bytes are supposed to be skipped
  '
  BPUT #82,our_biffer%+6,MIN(6144,the.size%)-6
  '
  ' Check if the file is bigger than 6k, and copy the rest if it is.
  '
  SUB the.size%,MIN(6144,the.size%)
  WHILE the.size%
    BGET #81,our_buffer%,MIN(6144,the.size%)
    BPUT #82,our_biffer%,MIN(6144,the.size%)
    SUB the.size%,6144
  WEND
  CLOSE #82
  CLOSE #81
RETURN
```

Regards,
  David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

From 6003970997115983339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bceadf3efa1e98b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-15 12:02:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!wanadoo.fr!
opentransit.net!news.tele.dk!194.213.69.151!news.algonet.se!algonet!
newsfeed.rt.ru!news-stob.telia.net!news-sto.telia.net!194.22.194.4.MISMATCH!
masternews.telia.net.!newsc.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3ad9fd4470921b0@tripnet.se>
Subject: Re: GFA and STinG programming: ICMP_xx ?
References: <3ad7658a936f650@tripnet.se>
X-Newsreader: Okami Version 2.1B-21
X-Hardware: 68030/32 Atari TT
Lines: 62
X-Sender: NEWSwatch v2.50 (Atari)
Date: Sun, 15 Apr 2001 19:00:04 GMT
NNTP-Posting-Host: 213.65.62.54
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 987361204 213.65.62.54 (Sun, 15 Apr 2001 21:00:04 CEST)
NNTP-Posting-Date: Sun, 15 Apr 2001 21:00:04 CEST
Organization: Telia Internet
Xref: supernews.google.com comp.sys.atari.programmer:401

On Fri 13-04-2001 19:47 (GMT) Kenneth Medin wrote:

Thanks for replying Lonny Purcell! (My newsserver has been down so I had
to catch your reply from Google). Your code has been of great help.
Worked almost without any changes. Unfortunately my code will not work
with STiK _or_ STiK2 as the interfaces works differently.

>I'm trying to send Ping messages with STinG using GFA Basic.

"original" C code:

```
>int16  cdecl  ICMP_send (uint32 dest_host, uint8 type, uint8 code,
>void *data, uint16 length);
```

```
>FUNCTION icmp_send(rhost.%,type.&,code.&,buf.%,len.&)
>type.&=OR(SHL&(type.&,8),code.&)
>RETURN C:icmp_send_%(L:rhost.%,W:type.&,L:buf.%,W:len.&)
```

```
>ENDFUNC
```

The above code did not work, but provided with a bus error from STinG.
After som experiments I came up with:

```
FUNCTION icmp_send(rhost.%,type.&,code.&,buf.%,len.&)
  $F%
  type.&=SHL(type.&,8)
  code.&=SHL(code.&,8)
  RETURN C:icmp_send_%(L:rhost.%,W:type.&,W:code.&,L:buf.%,W:len.&)
ENDFUNC
```

that does work! Perhaps a bit surprisingly I had to shift left 8 bits and then feed the stack with words. Anyway Logsting (a development tool for STinG) showed up with:

```
Call to 'ICMP_send' ($444c353).
   Remote_Host            (IP)  :  192.168.0.2
   ICMP_Type           (uint8)  :  8 ($8)
   ICMP_Code           (uint8)  :  0 ($0)
   Buffer_Address     (uint32)  :  3731794 ($38f152)
   Buffer_Length      (uint16)  :  32 ($20)
     $0000 :  20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 '
     $0010 :  20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 '
   returns             (int16)  :  0
```

and ZoneAlarm on my pc popped up with a warning about "Ping" from 19.168.0.194 so everything seems OK now.

My next attempt will be to recieve the answer. The "callback" from STinG should mean that I first provide the STinG kernel with an address within my program with code to act on the call. When an "Echo reply" packet arrives STinG jumps to the address and my code gets runned.

This has to be a short INLINE assembler routine that somehow buffer the incoming data so the GFA program can fetch it later on. I have not yet figured out the data structures in detail but eventually i will...

--

Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

From -8817365782720571855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bceadf3efa1e98b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-15 15:32:06 PST
Path: supernews.google.com!sn-xit-03!supernews.com!nntp.cs.ubc.ca!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.icl.net!newsfeed.icl.net!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas4-cs-13.dial.bright.net!root

Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: GFA and STinG programming: ICMP_xx ?
In-Reply-To: <3ad9fd4470921b0@tripnet.se>
Message-ID: <Pine.MNT.4.10.10104151818350.80-100000@Hades060>
References: <3ad7658a936f650@tripnet.se> <3ad9fd4470921b0@tripnet.se>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 37
Date: Sun, 15 Apr 2001 18:24:39 +0000
NNTP-Posting-Host: 209.143.38.66
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 987373422 209.143.38.66 (Sun, 15 Apr 2001 18:23:42 EDT)
NNTP-Posting-Date: Sun, 15 Apr 2001 18:23:42 EDT
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:402

On Sun, 15 Apr 2001, Kenneth Medin wrote:

> On Fri 13-04-2001 19:47 (GMT) Kenneth Medin wrote:
>
> Thanks for replying Lonny Purcell! (My newsserver has been down so I had
> to catch your reply from Google). Your code has been of great help.
> Worked almost without any changes. Unfortunately my code will not work
> with STiK _or_ STiK2 as the interfaces works differently.

I don't think beyond the original stik devkit I was too helpful.
I've switched to mintnet some time ago and not used sting calls
at all, or stik2 calls either. ;-)

> that does work! Perhaps a bit surprisingly I had to shift left 8 bits and
> then feed the stack with words. Anyway Logsting (a development tool for
> STinG) showed up with:

Ah, yes good way test it. I had forgot about this tool.

> My next attempt will be to recieve the answer. The "callback" from STinG
> should mean that I first provide the STinG kernel with an address within
> my program with code to act on the call. When an "Echo reply" packet
> arrives STinG jumps to the address and my code gets runned.
>
> This has to be a short INLINE assembler routine that somehow buffer the
> incoming data so the GFA program can fetch it later on. I have not yet
> figured out the data structures in detail but eventually i will...

The EXTCALL does something similiar, it lets you pass out the address
of the inline to some other app. The app can then call this routine
and pass parameters which are stored. I don't know if this will work for
you purpose. Unless you code your own method, this EXTCALL is the
only one I know of that works with GFA.

From -2919470172032971473
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-15 15:40:08 PST
Path: supernews.google.com!sn-xit-03!supernews.com!nntp.cs.ubc.ca!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas4-cs-13.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: GFA and memory
In-Reply-To: <9bb9ed$9lk$1@news.seed.net.tw>
Message-ID: <Pine.MNT.4.10.10104151825240.80-100000@Hades060>
References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060> <99sd5u$1l3$1@news.seed.net.tw>
<Pine.MNT.4.10.10103291832340.109-100000@Hades060> <9a0q1l$i2m$2@news.seed.net.tw>
<986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
<9b4n5t$rc6$1@news.seed.net.tw> <Pine.MNT.4.10.10104132237590.87-100000@Hades060>
<9bb9ed$9lk$1@news.seed.net.tw>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 42
Date: Sun, 15 Apr 2001 18:39:33 +0000
NNTP-Posting-Host: 209.143.38.66
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 987374316 209.143.38.66 (Sun, 15 Apr 2001 18:38:36 EDT)
NNTP-Posting-Date: Sun, 15 Apr 2001 18:38:36 EDT
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:403

On Sun, 15 Apr 2001, Rosco wrote:

> You're right - I want to process hundreds of files about 4000 bytes
> each. The procedure is to use FSFIRST/FSNEXT to read a directory, get
> the name and size of the file from the DTA, OPEN that file to read,
> OPEN a new file to write to, trim off about 6 bytes from the original
> file and and save this data in the new file, then CLOSE both files.

Would be as simple as:

```
' load file to be converted
OPEN "I",#1,in$
fl%=LOF(#1)
ba%=MALLOC(fl%)
IF ba%<=0
  ' error has occured
ELSE
  BGET #1,ba%,fl%
```

```
ENDIF
CLOSE #1
' code to convert file would be here
OPEN "O",#2,out$
BPUT #2,ba%,fl%-6 !trim off the end
' BPUT #2,ba%+6,fl%-6 !trim of the beginning
CLOSE #2
~MFREE(ba%)
```

This will do alot of allocation/deallocation cycles. But I show you this so you can see how easy it is. A better way would be to know the largest file you intend to load, and MALLOC() the buffer just once and reuse it, then free it when the program is to end.

You could use inline also, as long as the buffer is under 32k and you don't care how large the binary gets when you compile it.

The ~fre(0) is only useful if you are doing massive string manipulations, I'm still baffled why it halts your program, but it may be related to your memory problems.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

From -2456610733730035055
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86c9f44f50e047e7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-15 22:20:06 PST
Message-ID: <3ADA9CAF.1F15C740@ev1.net>
Date: Mon, 16 Apr 2001 00:18:07 -0700
From: Charles Richmond <richmond@ev1.net>
Reply-To: richmond@ev1.net
Organization: Cannine Computer Center
X-Mailer: Mozilla 4.7C-CCK-MCD {C-UDP; EBM-APPLE} (Macintosh; I; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
To: Ric Easton <biodistributors@microtech.com.au>
Subject: Re: Resource Construction Set wanted
References: <DReC6.3346$482.16209@newsfeeds.bigpond.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: rsvp-208-187-68-200.ac01.dlls.eli.net
X-Trace: newsa.ev1.net 987398287 rsvp-208-187-68-200.ac01.dlls.eli.net (16 Apr 2001 00:18:07 -0500)
Lines: 16
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!grolier!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!nntp.twtelecom.net!newsfeed.twtelecom.net!newsa.ev1.net
Xref: supernews.google.com comp.sys.atari.programmer:404

Ric Easton wrote:
>
> I have been teaching myself programming in assembler using my STE 1040 and
> Devpac3. I would like to get into GEM programming and have started with some
> basic stuff but would like to get hold of a copy of the Resource
> Construction Set. Any help appreciated.
>
Go to the following WEB page and download the K-Resource editor...it is a
replacement for the Resource construction Set:

<http://groups.yahoo.com/group/atari-midi/files/Programming/>

--
+---+
| Charles and Francis Richmond   <richmond@plano.net> |
+---+

From 8440492352183548999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bceadf3efa1e98b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-16 11:56:51 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
news.iac.net!news-out.cwix.com!newsfeed.cwix.com!news-feed1.eu.concert.net!
news.algonet.se!algonet!news-stob.telia.net!news-sto.telia.net!
194.22.194.4.MISMATCH!masternews.telia.net.!newsb.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3adb4d483c61f70@tripnet.se>
Subject: Re: GFA and STinG programming: ICMP_xx ?
References: <3ad7658a936f650@tripnet.se> <3ad9fd4470921b0@tripnet.se>
 <Pine.MNT.4.10.10104151818350.80-100000@Hades060>
X-Newsreader: Okami Version 2.1B-21
X-Hardware: 68030/32 Atari TT
Lines: 28
X-Sender: NEWSwatch v2.50 (Atari)
Date: Mon, 16 Apr 2001 18:53:50 GMT
NNTP-Posting-Host: 213.65.62.54
X-Complaints-To: abuse@telia.com
X-Trace: newsb.telia.net 987447230 213.65.62.54 (Mon, 16 Apr 2001 20:53:50 CEST)
NNTP-Posting-Date: Mon, 16 Apr 2001 20:53:50 CEST
Organization: Telia Internet
Xref: supernews.google.com comp.sys.atari.programmer:405

On Sun 15-04-2001 18:24 (GMT) Lonny Pursell wrote:

>I don't think beyond the original stik devkit I was too helpful.

It did save me from a lot of work...

>The EXTCALL does something similiar, it lets you pass out the address

>of the inline to some other app. The app can then call this routine

Yes, this EXTCALL routines works pretty much the same (some work saved again!). I have to elaborate the idea somewhat with internal checking if the recieved packet originated from me etc. I also must send a ICMP_discard message back to STinG within this INLINE routine.

I'm writing a GEM program and the idea of "piping" messages from the routine seems appealing. Makes me wonder if it's possible to do an APPL_WRITE call to GEM when in supervisor mode during an interupt?

What I'm writing? A connection monitoring program to be runned on my online TT. Sometimes my ADSL line goes down and it would be nice to get a warning when that happens. Could also be fun to monitor some other servers and get graphs etc on screen. But, first I have to get this Pings to work...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

From -1820989424787324552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bceadf3efa1e98b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-16 20:31:41 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
news.iac.net!news-out.cwix.com!newsfeed.cwix.com!europa.netcrusader.net!
208.184.7.66!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas1-
cs-19.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: GFA and STinG programming: ICMP_xx ?
In-Reply-To: <3adb4d483c61f70@tripnet.se>
Message-ID: <Pine.MNT.4.10.10104162233110.79-100000@Hades060>
References: <3ad7658a936f650@tripnet.se> <3ad9fd4470921b0@tripnet.se>
<Pine.MNT.4.10.10104151818350.80-100000@Hades060> <3adb4d483c61f70@tripnet.se>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 12
Date: Mon, 16 Apr 2001 22:34:21 +0000
NNTP-Posting-Host: 209.143.8.156
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 987474803 209.143.8.156 (Mon, 16 Apr 2001 22:33:23 EDT)
NNTP-Posting-Date: Mon, 16 Apr 2001 22:33:23 EDT
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:406

On Mon, 16 Apr 2001, Kenneth Medin wrote:

> I'm writing a GEM program and the idea of "piping" messages from the
> routine seems appealing. Makes me wonder if it's possible to do an
> APPL_WRITE call to GEM when in supervisor mode during an interupt?

I do not know, perhaps someone else can step in and answer this
one? ;-)

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -5085959773788962251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8198f1e9fcc015d6,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-17 12:58:24 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-feed.riddles.org.uk!
newsengine.sol.net!newspump.sol.net!4.24.21.153.MISMATCH!chcgil2-snh1.gtei.net!
lsanca1-snf1!news.gtei.net!newsfeed2.earthlink.net!newsfeed.earthlink.net!
news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: Key Files
Date: 17 Apr 2001 19:53:36 GMT
Organization: E.L.F. Software
Lines: 11
Message-ID: <9bi700evf1@slb7.atl.mindspring.net>
NNTP-Posting-Host: c7.ae.01.50
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: supernews.google.com comp.sys.atari.programmer:407

I just released a program and Pure C/Assembler source code to
create & use RSA encrypted key files for shareware. The idea
is that while hackers can easily find the public key,
they would need the private key to create fake key files.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From -2750957392231928356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f49ac740a8557c7d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-17 12:58:24 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-feed.riddles.org.uk!
arclight.uoregon.edu!logbridge.uoregon.edu!europa.netcrusader.net!63.208.208.143!
feed2.onemain.com!feed1.onemain.com!newsfeed2.earthlink.net!

newsfeed.earthlink.net!news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: ELFBACK
Date: 17 Apr 2001 19:53:39 GMT
Organization: E.L.F. Software
Lines: 19
Message-ID: <9bi703evf2@slb7.atl.mindspring.net>
NNTP-Posting-Host: c7.ae.01.50
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: supernews.google.com comp.sys.atari.programmer:408

I was just about to release the new version of ELFBACK when I
discovered a very annoying result. Both the ST and TT versions
of the program work fine, but they produce incompatible backups!

About the only difference between the versions has to do with
calculations of the form A*B/C using unsigned longs.
On the TT I use 64 bit multiplies and divides, but on the ST I
have to use

A*B/C = (A/C)*B + (A%C)*(B/C) + (A%C)*(B%C)/C

The only other differences have to do with compiler options.
Very annoying!

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From -5509048771461776615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab2d97133b26f911,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-18 02:22:26 PST
Path: supernews.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
193.174.75.178!news-fra1.dfn.de!news.rwth-aachen.de!user
From: Roland.Wassenberg@post.rwth-aachen.de (Roland B. Wassenberg)
Newsgroups: comp.sys.atari.programmer
Subject: Bug in floating point routines.... Who knows?
Date: Wed, 18 Apr 2001 11:22:27 +0200
Organization: RWTH Aachen
Lines: 14
Message-ID: <B703297396687E954@spock.iwk.rwth-aachen.de>
NNTP-Posting-Host: spock.iwk.rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 987585746 24475 134.130.205.50 (18 Apr 2001
09:22:26 GMT)
X-Complaints-To: abuse@rwth-aachen.de
NNTP-Posting-Date: 18 Apr 2001 09:22:26 GMT
Xref: supernews.google.com comp.sys.atari.programmer:410

As far as i know from 80s, there was a bug in the floating-routines from the OS or basic. I have tried ? SQR(4), but result 2 was o.k.. Does anyone know an example, where one can reproduce a 1.99999 instead of (or something like that) ?

Best regards in advance

Roland

wassenberg@iwk.rwth-aachen.de

From -5298337100920650065
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e57d4f8f9e793a11,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-18 02:22:26 PST
Path: supernews.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
193.174.75.178!news-fra1.dfn.de!news.rwth-aachen.de!user
From: Roland.Wassenberg@post.rwth-aachen.de (Roland B. Wassenberg)
Newsgroups: comp.sys.atari.programmer
Subject: Atari Calculator (C) 1979 Manual
Date: Wed, 18 Apr 2001 11:22:26 +0200
Organization: RWTH Aachen
Lines: 20
Message-ID: <B703297296687E948@spock.iwk.rwth-aachen.de>
NNTP-Posting-Host: spock.iwk.rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 987585746 24475 134.130.205.50 (18 Apr 2001
09:22:26 GMT)
X-Complaints-To: abuse@rwth-aachen.de
NNTP-Posting-Date: 18 Apr 2001 09:22:26 GMT
Xref: supernews.google.com comp.sys.atari.programmer:409

There was just one program the people in Europe never could buy, it was the Atari Calculator (C) 1979.

Has anyone a manual of that program? Or does anyone know how to extract the commands via an editor or something like that? Or has anyone a textfile or htmlfile of the commands?

I would be wishless lucky, if one can help me.

The very best regards

Roland

wassenberg@iwk.rwth-aachen.de

From -5975918433290716346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab2d97133b26f911
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-18 04:24:20 PST
Path: supernews.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
193.174.75.178!news-fra1.dfn.de!news.rwth-aachen.de!draco.stochastik.rwth-
aachen.de!not-for-mail
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Bug in floating point routines.... Who knows?
Date: 18 Apr 2001 13:24:04 +0200
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
Lines: 17
Message-ID: <9bjtgk$v71$1@draco.stochastik.rwth-aachen.de>
References: <B703297396687E954@spock.iwk.rwth-aachen.de>
NNTP-Posting-Host: draco.stochastik.rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 987593048 2465 137.226.106.3 (18 Apr 2001
11:24:08 GMT)
X-Complaints-To: abuse@rwth-aachen.de
NNTP-Posting-Date: 18 Apr 2001 11:24:08 GMT
Xref: supernews.google.com comp.sys.atari.programmer:411

In article <B703297396687E954@spock.iwk.rwth-aachen.de>,
Roland B. Wassenberg <Roland.Wassenberg@post.rwth-aachen.de> wrote:
>As far as i know from 80s, there was a bug in the floating-routines from
>the OS or basic. I have tried ? SQR(4), but result 2 was o.k.. Does anyone

The OS does not contain any floating-point code (I should know, I have the
source ;-)).

The old ST basic was quite buggy not only in regards of floating-point -
that was why noone is using it anymore, since better alternatives exist -
GFA-Basic, PureC and other development systems have working float support.

cu
Michael
--
"Intelligent life is very rare in the universe.
 On earth, it has not been discovered yet"   (Stephen Hawking)

From 9154205812639546282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-04-18 10:39:59 PST
Path: supernews.google.com!newsfeed.google.com!newsfeed.stanford.edu!skynet.be!
freenix!isdnet!ctu-gate!news.nctu.edu.tw!feeder.seed.net.tw!news.seed.net.tw!not-
for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA and memory
Date: Thu, 19 Apr 2001 01:35:27 +0800
Organization: CK International
Lines: 55
Message-ID: <9bkjhc$32v$1@news.seed.net.tw>
References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060> <99sd5u$1l3$1@news.seed.net.tw>
<Pine.MNT.4.10.10103291832340.109-100000@Hades060> <9a0q1l$i2m$2@news.seed.net.tw>
<986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
<9b4n5t$rc6$1@news.seed.net.tw> <Pine.MNT.4.10.10104132237590.87-100000@Hades060>
<9bb9ed$9lk$1@news.seed.net.tw> <Pine.MNT.4.10.10104151825240.80-100000@Hades060>
NNTP-Posting-Host: m147-248.dialup.seed.net.tw
X-Trace: news.seed.net.tw 987615597 3167 139.175.147.248 (18 Apr 2001 17:39:57
GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Wed, 18 Apr 2001 17:39:57 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Xref: supernews.google.com comp.sys.atari.programmer:412

Thank you Lonny and David for your advice on how to use the memory...

Things are now working a lot better but I still have a problem that is
driving my buggy....

I give a choice at the opening - one choice will trim the file down
and the other choice will add 8 bytes to the file (6 at the beginning
and 2 at the end.)

The section that trims the file works beautifully - I can use ~FRE(0)
and I don't run out of memory. I use:

```
BPUT #2,work_buffer%,4096
```

The section that adds bytes processes two files before exiting - if I
use ~FRE(0). If I don't use ~FRE(0) all the files will be processed
(in the interpreter), but the compiled program will run out of memory
and only process a few files (unless I allocate a lot of memory using
$m1000000).

The section goes like this:

```
OUT #2,&HF0,&H43,&H0,&H9,&H20,&H0
BPUT #2,work_buffer%,4096
OUT #2,&H29,&HF7
```

Why is this causing a problem with ~FRE(0)? Everything else in the
program is identical.

--
Ross MacIver
Taiwan
---
to reply 3 = e

```
> OPEN "I",#1,in$
> fl%=LOF(#1)
> ba%=MALLOC(fl%)
> IF ba%<=0
>   ' error has occured
> ELSE
>   BGET #1,ba%,fl%
> ENDIF
> CLOSE #1
> ' code to convert file would be here
> OPEN "O",#2,out$
> BPUT #2,ba%,fl%-6 !trim off the end
> ' BPUT #2,ba%+6,fl%-6 !trim of the beginning
> CLOSE #2
> ~MFREE(ba%)
```

From -1933545758093240839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab2d97133b26f911
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-18 13:13:28 PST
Path: supernews.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
194.8.194.95!news.netcologne.de!fu-berlin.de!hirsch.in-berlin.de!b3.maus.de!
b.maus.de!Gerhard_Stoll
From: Gerhard_Stoll@b.maus.de (Gerhard Stoll)
Newsgroups: comp.sys.atari.programmer
Message-ID: <200104181952.a42178@b.maus.de>
References: <9bjtgk$v71$1@draco.stochastik.rwth-aachen.de>
Organization: MAUS Berlin (+49-30-82701142)
Subject: Re: Bug in floating point routines.... Who knows?
Date: Wed, 18 Apr 2001 19:52:00 +0200
X-Gateway: b3.maus.de gb1.1r 102698.1858
X-Gateway-Administrator: postmaster@b3.maus.de
Lines: 7
Xref: supernews.google.com comp.sys.atari.programmer:413

MS>The OS does not contain any floating-point code (I should know, I have

MS>the source ;-)).

I tkink he mens an 8-Bit Atari.

Gerhard.

From 3824776153721415090
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-18 15:00:20 PST
Path: supernews.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!cpk-news-hub1.bbnplanet.com!news.gtei.net!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas3-cs-2.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: GFA and memory
In-Reply-To: <9bkjhc$32v$1@news.seed.net.tw>
Message-ID: <Pine.MNT.4.10.10104181738380.95-100000@Hades060>
References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060> <99sd5u$1l3$1@news.seed.net.tw>
<Pine.MNT.4.10.10103291832340.109-100000@Hades060> <9a0q1l$i2m$2@news.seed.net.tw>
<986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
<9b4n5t$rc6$1@news.seed.net.tw> <Pine.MNT.4.10.10104132237590.87-100000@Hades060>
<9bb9ed$9lk$1@news.seed.net.tw> <Pine.MNT.4.10.10104151825240.80-100000@Hades060>
<9bkjhc$32v$1@news.seed.net.tw>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 11
Date: Wed, 18 Apr 2001 17:40:04 +0000
NNTP-Posting-Host: 209.143.38.4
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 987629947 209.143.38.4 (Wed, 18 Apr 2001 17:39:07 EDT)
NNTP-Posting-Date: Wed, 18 Apr 2001 17:39:07 EDT
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:414

On Thu, 19 Apr 2001, Rosco wrote:

> Why is this causing a problem with ~FRE(0)? Everything else in the
> program is identical.

Again that is baffling, I would just not use ~FRE(0) if it is that
much trouble.

_____
Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -627692669811601688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,97cc9cc7c3a8ccdd,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-19 12:55:06 PST
Path: supernews.google.com!newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!dispose.news.demon.net!news.demon.nl!demon!underground.demon.nl!not-for-mail
From: "TXG" <Txg@underground.demon.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Need info about SND format...
Date: Thu, 19 Apr 2001 21:53:09 +0200
Message-ID: <987710055.24465.0.pluto.d4ee0f47@news.demon.nl>
Reply-To: "TXG" <Txg@underground.demon.nl>
NNTP-Posting-Host: underground.demon.nl
X-NNTP-Posting-Host: underground.demon.nl:212.238.15.71
X-Trace: news.demon.nl 987710055 pluto:24465 NO-IDENT underground.demon.nl:212.238.15.71
X-Complaints-To: abuse@nl.demon.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Lines: 6
Xref: supernews.google.com comp.sys.atari.programmer:415

Is there anybody who can help me, I need information about the SND format used on ST/FALCON, I like to make a program for 8-bit now I have 1Mb...

TXG

From 9015662695090865056
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab2d97133b26f911
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-19 17:30:03 PST
Path: supernews.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!134.222.94.5!npeer.kpnqwest.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Bug in floating point routines....
Date: Thu, 19 Apr 2001 23:36:02 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 8
Message-ID: <9bnsp1$gs3$1@news.EUnet.yu>
References: <B703297396687E954@spock.iwk.rwth-aachen.de> <9bjtgk$v71$1@draco.stochastik.rwth-aachen.de>
NNTP-Posting-Host: p-2.115.eunet.yu
X-Trace: news.EUnet.yu 987723362 17283 213.240.2.115 (19 Apr 2001 23:36:02 GMT)

X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Thu, 19 Apr 2001 23:36:02 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: supernews.google.com comp.sys.atari.programmer:416

On 18 Apr 2001 13:24:04 , Michael Schwingen wrote:
>The OS does not contain any floating-point code (I should know, I have the
>source ;-)).

Which is (was) a pity, isn't it? I think that many things could have been
much simpler and faster had TOS author(s) made a library of floating-point
operations and functions a part of the OS. It could have made the best of
various configurations of CPUs and FPUs and take just a little ROM space...

From 3001101273349508309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-19 21:38:56 PST
Path: supernews.google.com!newsfeed.google.com!newsfeed.stanford.edu!
newsfeed.berkeley.edu!ucberkeley!ctu-gate!news.nctu.edu.tw!feeder.seed.net.tw!
news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA and memory
Date: Fri, 20 Apr 2001 12:36:27 +0800
Organization: CK International
Lines: 24
Message-ID: <9boegt$4mk$1@news.seed.net.tw>
References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060> <99sd5u$1l3$1@news.seed.net.tw>
<Pine.MNT.4.10.10103291832340.109-100000@Hades060> <9a0q1l$i2m$2@news.seed.net.tw>
<986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
<9b4n5t$rc6$1@news.seed.net.tw> <Pine.MNT.4.10.10104132237590.87-100000@Hades060>
<9bb9ed$9lk$1@news.seed.net.tw> <Pine.MNT.4.10.10104151825240.80-100000@Hades060>
<9bkjhc$32v$1@news.seed.net.tw> <Pine.MNT.4.10.10104181738380.95-100000@Hades060>
NNTP-Posting-Host: m146-160.dialup.seed.net.tw
X-Trace: news.seed.net.tw 987741533 4820 139.175.146.160 (20 Apr 2001 04:38:53
GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Fri, 20 Apr 2001 04:38:53 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Xref: supernews.google.com comp.sys.atari.programmer:417

That's what I'll do - but it's very frustrating to have this
unbeatable glitch in my code.

Lonny if you're interested, I could send you the complete code along
with a few sample files - I'm reluctant to post them to the newsgroup

simply because of the size - I'm not worried about any "secret" code
being released to the world.

--
Ross MacIver
Taiwan
---
to reply 3 = e

> > Why is this causing a problem with ~FRE(0)? Everything else in
the
> > program is identical.
>
> Again that is baffling, I would just not use ~FRE(0) if it is that
> much trouble.

From 4924495205691753834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab2d97133b26f911
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-20 09:00:47 PST
Path: supernews.google.com!newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!
195.54.122.107!newsfeed1.bredband.com!bredband!newsfeed1.telenordia.se!algonet!
newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!not-for-mail
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Bug in floating point routines....
Date: 20 Apr 2001 16:00:38 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 30
Message-ID: <9bpmf6$hn3$1@nyheter.chalmers.se>
References: <B703297396687E954@spock.iwk.rwth-aachen.de>
<9bjtgk$v71$1@draco.stochastik.rwth-aachen.de> <9bnsp1$gs3$1@news.EUnet.yu>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 987782438 18147 129.16.79.2 (20 Apr 2001 16:00:38
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 20 Apr 2001 16:00:38 GMT
Xref: supernews.google.com comp.sys.atari.programmer:418

In article <9bnsp1$gs3$1@news.EUnet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>On 18 Apr 2001 13:24:04 , Michael Schwingen wrote:
>>The OS does not contain any floating-point code (I should know, I have the
>>source ;-)).
>
>Which is (was) a pity, isn't it? I think that many things could have been

Uhm. Considering the normal quality of the TOS code, I'd say the answer
to that question is a resounding NO. ;-)

>much simpler and faster had TOS author(s) made a library of floating-point

Not many things use floating point in the first place (well, at least
not many _need_ floating point), and since most people don't write in
assembly, it doesn't matter where the float code is.
It definitely wouldn't have been faster to have something locked into ROM.

>operations and functions a part of the OS. It could have made the best of
>various configurations of CPUs and FPUs and take just a little ROM space...

You can't make good use of an FPU via a library.
The calling overhead is a major hit even on an '030. With an '040/'060
it would swamp the actual execution time of common operations.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johank@omicron.se
                        | so hard to do |  WWW:      rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```


From -8546061868272680690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-21 19:30:23 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!canoe.uoregon.edu!
logbridge.uoregon.edu!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas3-
cs-24.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: GFA and memory
In-Reply-To: <9boegt$4mk$1@news.seed.net.tw>
Message-ID: <Pine.MNT.4.10.10104212226580.80-100000@Hades060>
References: <Pine.MNT.4.10.10103271714590.89-100000@Hades060>
<99sd5u$1l3$1@news.seed.net.tw> <Pine.MNT.4.10.10103291832340.109-100000@Hades060>
<9a0q1l$i2m$2@news.seed.net.tw>
<986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
<9b4n5t$rc6$1@news.seed.net.tw> <Pine.MNT.4.10.10104132237590.87-100000@Hades060>
<9bb9ed$9lk$1@news.seed.net.tw> <Pine.MNT.4.10.10104151825240.80-100000@Hades060>
<9bkjhc$32v$1@news.seed.net.tw> <Pine.MNT.4.10.10104181738380.95-100000@Hades060>
<9boegt$4mk$1@news.seed.net.tw>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 16
Date: Sat, 21 Apr 2001 22:29:14 +0000
NNTP-Posting-Host: 209.143.38.26
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 987906497 209.143.38.26 (Sat, 21 Apr 2001 22:28:17 EDT)

NNTP-Posting-Date: Sat, 21 Apr 2001 22:28:17 EDT
Organization: bright.net Ohio
Xref: newsfeed.google.com comp.sys.atari.programmer:403

On Fri, 20 Apr 2001, Rosco wrote:

> That's what I'll do - but it's very frustrating to have this
> unbeatable glitch in my code.
>
> Lonny if you're interested, I could send you the complete code along
> with a few sample files - I'm reluctant to post them to the newsgroup
> simply because of the size - I'm not worried about any "secret" code
> being released to the world.

If you send it to my address below, I will check it out.
Samples would be great.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

From 5148527486051299945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b17c7266f237dfc3,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-22 11:18:36 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: Multi-threaded GEM
Date: 22 Apr 2001 18:18:16 GMT
Organization: E.L.F. Software
Lines: 17
Message-ID: <9bv798ceq1@slb0.atl.mindspring.net>
NNTP-Posting-Host: c7.ae.03.58
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: newsfeed.google.com comp.sys.atari.programmer:404

I've been playing around with a concept you might find useful.
It's a way to implement a multi-threaded GEM interface using
independent threads for each window, plus one for the menu bar.

Each thread uses a diffent stack and, except for global variables
and a common application id, each thread functions as a separate
program under cooperative multi-tasking. The interface can even handle
multiple timer events with different delays.

I put a demonstration program into my FTP library (DEMO.ZIP) and
a slightly longer explaination under my Projects page.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From 7675889635585766101
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ab2d97133b26f911
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-22 13:40:03 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!opentransit.net!wanadoo.fr!isdnet!isdnethub!not-for-mail
From: "zigo" <zg@ifrance.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Bug in floating point routines....
Date: Sun, 22 Apr 2001 22:38:16 +0200
Lines: 39
Message-ID: <9bvfi1$2b4g$1@news6.isdnet.net>
References: <B703297396687E954@spock.iwk.rwth-aachen.de>
<9bjtgk$v71$1@draco.stochastik.rwth-aachen.de> <9bnsp1$gs3$1@news.EUnet.yu>
<9bpmf6$hn3$1@nyheter.chalmers.se>
NNTP-Posting-Host: d081.dhcp212-198-169.noos.fr
X-Trace: news6.isdnet.net 987971969 76944 212.198.169.81 (22 Apr 2001 20:39:29
GMT)
X-Complaints-To: abuse@isdnet.net
NNTP-Posting-Date: 22 Apr 2001 20:39:29 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: newsfeed.google.com comp.sys.atari.programmer:405

"Johan Klockars" <rand@cd.chalmers.se> a ?crit dans le message news:
9bpmf6$hn3$1@nyheter.chalmers.se...
> In article <9bnsp1$gs3$1@news.EUnet.yu>,
> Djordje Vukovic <vdjole@EUnet.yu> wrote:
> >On 18 Apr 2001 13:24:04 , Michael Schwingen wrote:
> >>The OS does not contain any floating-point code (I should know, I have
the
> >>source ;-)).
> >
> >Which is (was) a pity, isn't it? I think that many things could have been
>
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> to that question is a resounding NO.   ;-)
>
> >much simpler and faster had TOS author(s) made a library of
floating-point
>
> Not many things use floating point in the first place (well, at least
> not many _need_ floating point), and since most people don't write in

> assembly, it doesn't matter where the float code is.
> It definitely wouldn't have been faster to have something locked into ROM.
>
> >operations and functions a part of the OS. It could have made the best of
> >various configurations of CPUs and FPUs and take just a little ROM
space...
>
> You can't make good use of an FPU via a library.
> The calling overhead is a major hit even on an '030. With an '040/'060
> it would swamp the actual execution time of common operations.

Whatever, even now, a coprocessor-emulator for TOS based machine would
be cool woudn't it ? And not that hard to write if you consider you just
have to
install your code in line-f ! :)

    Thomas GOIRAND

From -5681645863590963148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef3a1803eb09629b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-22 14:45:35 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!nntp.cs.ubc.ca!nntp-
relay.ihug.net!ihug.co.nz!feeder.via.net!newshub2.rdc1.sfba.home.com!
news.home.com!news1.rdc1.nj.home.com.POSTED!not-for-mail
From: "Joseph Burke" <animekenji@netzero.net>
Newsgroups: comp.sys.atari.programmer
Subject: Milan 040 or 060
Lines: 3
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Message-ID: <EhIE6.57606$C55.5433184@news1.rdc1.nj.home.com>
Date: Sun, 22 Apr 2001 21:45:08 GMT
NNTP-Posting-Host: 65.2.146.194
X-Complaints-To: abuse@home.net
X-Trace: news1.rdc1.nj.home.com 987975908 65.2.146.194 (Sun, 22 Apr 2001 14:45:08
PDT)
NNTP-Posting-Date: Sun, 22 Apr 2001 14:45:08 PDT
Organization: Excite@Home - The Leader in Broadband http://home.com/faster
Xref: newsfeed.google.com comp.sys.atari.programmer:406

Does anybody know where to get a Milan 040 or 060 computer in the U.S.?

From -3111271072596517463

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef3a1803eb09629b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-22 19:52:01 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!newsfeed.gamma.ru!Gamma.RU!
news.tele.dk!4.1.16.34!cpk-news-hub1.bbnplanet.com!news.gtei.net!
newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas5-cs-21.dial.bright.net!
root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: Milan 040 or 060
In-Reply-To: <EhIE6.57606$C55.5433184@news1.rdc1.nj.home.com>
Message-ID: <Pine.MNT.4.10.10104222251440.121-100000@Hades060>
References: <EhIE6.57606$C55.5433184@news1.rdc1.nj.home.com>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 10
Date: Sun, 22 Apr 2001 22:52:58 +0000
NNTP-Posting-Host: 209.143.38.173
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 987994320 209.143.38.173 (Sun, 22 Apr 2001 22:52:00
EDT)
NNTP-Posting-Date: Sun, 22 Apr 2001 22:52:00 EDT
Organization: bright.net Ohio
Xref: newsfeed.google.com comp.sys.atari.programmer:407

On Sun, 22 Apr 2001, Joseph Burke wrote:

> Does anybody know where to get a Milan 040 or 060 computer in the U.S.?

Not sure about Milan, but I ordered a hades directly
from Medusa last november. No US dealer for hades.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 1494266730775371976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-24 07:58:02 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!ctu-gate!news.nctu.edu.tw!
feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA and memory
Date: Tue, 24 Apr 2001 22:55:25 +0800
Organization: CK International
Lines: 23
Message-ID: <9c449o$qs5$1@news.seed.net.tw>

References: <Pine.MNT.4.10.10103271714590.89-100000@Hades060>
<99sd5u$1l3$1@news.seed.net.tw> <Pine.MNT.4.10.10103291832340.109-100000@Hades060>
<9a0q1l$i2m$2@news.seed.net.tw>
<986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
<9b4n5t$rc6$1@news.seed.net.tw> <Pine.MNT.4.10.10104132237590.87-100000@Hades060>
<9bb9ed$9lk$1@news.seed.net.tw> <Pine.MNT.4.10.10104151825240.80-100000@Hades060>
<9bkjhc$32v$1@news.seed.net.tw> <Pine.MNT.4.10.10104181738380.95-100000@Hades060>
<9boegt$4mk$1@news.seed.net.tw> <Pine.MNT.4.10.10104212226580.80-100000@Hades060>
NNTP-Posting-Host: m146-115.dialup.seed.net.tw
X-Trace: news.seed.net.tw 988124280 27525 139.175.146.115 (24 Apr 2001 14:58:00 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Tue, 24 Apr 2001 14:58:00 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.3018.1300
Xref: newsfeed.google.com comp.sys.atari.programmer:408

Thank you Lonny for the changes. All is working well now.

There was another little glitch in the file renaming code. If the file name had less than 8 characters before the extension (SPACE1A.TX7) the new file would be written as SPACE1~1.SY instead of SPACE1A.SYX.

The original code was :

```
    OPEN "o", #2,LEFT$(filename$,8)+".SYX"
```

I changed it to:

```
    x=INSTR(filename$,".")
    OPEN "o", #2,LEFT$(filename$,x-1)+".SYX"
```

Thanks again for all your help.

BTW I'm using GFA 3.5e

From 221089228305529936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab2d97133b26f911
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-24 10:30:03 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news.ems.psu.edu!news.cis.ohio-state.edu!news.maxwell.syr.edu!npeer.kpnqwest.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer

Subject: Re: Bug in floating point routines....
Date: Tue, 24 Apr 2001 17:26:30 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 16
Message-ID: <9c4d05mnr1@news.EUnet.yu>
References: <B703297396687E954@spock.iwk.rwth-aachen.de>
<9bjtgk$v71$1@draco.stochastik.rwth-aachen.de> <9bnsp1$gs3$1@news.EUnet.yu>
<9bpmf6$hn3$1@nyheter.chalmers.se> <9bvfi1$2b4g$1@news6.isdnet.net>
NNTP-Posting-Host: p-2.87.eunet.yu
X-Trace: news.EUnet.yu 988133190 23291 213.240.2.87 (24 Apr 2001 17:26:30 GMT)
X-Complaints-To: abuse@EUnet.yu
NNTP-Posting-Date: Tue, 24 Apr 2001 17:26:30 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: newsfeed.google.com comp.sys.atari.programmer:409

On 22 Apr 2001 22:38:16 , "zigo" wrote:

>Whatever, even now, a coprocessor-emulator for TOS based machine would
>be cool woudn't it ? And not that hard to write if you consider you just
>have to install your code in line-f ! :)

Yes, theoretically it would be cool. And it even exists- Henk Robbers
made it a long time ago and I have the program installed on my computer
(in fact it emulates a line-F coprocessor through a memory-mapped one).
Unfortunately I have yet to come upon an application which uses it-
because sowtware authors are inclined to think that if you have a
coprocessor you must also have a 68020 or better, so they always seem to
compile a coprocessor version, if any, as 32-bit code- which need not
be so.

From -3022706114815146803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab2d97133b26f911
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-24 10:30:04 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!newsfeed.gamma.ru!Gamma.RU!
news1.spb.su!npeer.kpnqwest.net!EUnet.yu!not-for-mail
From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Bug in floating point routines....
Date: Tue, 24 Apr 2001 17:26:35 +0000 (UTC)
Organization: Public news server of EUnet Yugoslavia
Lines: 41
Message-ID: <9c4d08mnr2@news.EUnet.yu>
References: <B703297396687E954@spock.iwk.rwth-aachen.de>
<9bjtgk$v71$1@draco.stochastik.rwth-aachen.de> <9bnsp1$gs3$1@news.EUnet.yu>
<9bpmf6$hn3$1@nyheter.chalmers.se>
NNTP-Posting-Host: p-2.87.eunet.yu
X-Trace: news.EUnet.yu 988133195 23291 213.240.2.87 (24 Apr 2001 17:26:35 GMT)
X-Complaints-To: abuse@EUnet.yu

NNTP-Posting-Date: Tue, 24 Apr 2001 17:26:35 +0000 (UTC)
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: newsfeed.google.com comp.sys.atari.programmer:410

On 20 Apr 2001 16:00:38 , Johan Klockars wrote:

>>Which is (was) a pity, isn't it? I think that many things could have been
>>much simpler and faster had TOS author(s) made a library of floating-point
>
>Uhm. Considering the normal quality of the TOS code, I'd say the answer
>to that question is a resounding NO. ;-)

A nice touch :) I must agree with this.

>Not many things use floating point in the first place (well, at least
>not many _need_ floating point), and since most people don't write in
>assembly, it doesn't matter where the float code is.

>It definitely wouldn't have been faster to have something locked into ROM.

My idea was that it would have made fp operations performed in a unified
way, taking automatically into account a FPU if it exists (so that
separate FPU versions need not be compiled), and it would also take away
different implementations of floating point numbers (IIRC GfaBasic uses
some weird format for floats). I suppose also that it would not be hard to
find examples of badly-coded floating-point functions created by some
compilers, or linked from this library or that, as everybody reinvents
the wheel again- which would be avoided assuming a well-optimized OS library.

As for speed- I admit I was biased by a machine I have- a MC68000 MegaST.
On a MC68000 Atari ROM access could be, quite easily, made to be faster than
RAM access (running CPU on 16MHz for internal ops AND ROM access), but on
any other Atari it was not so.

>You can't make good use of an FPU via a library.
>The calling overhead is a major hit even on an '030. With an '040/'060
>it would swamp the actual execution time of common operations.

I would agree that it might be so for basic arithmetic. What about, say,
trigonometric functions, etc. Do you mean that calling a library for
basic fp arithmetics would kill any advantage in computing more
complex functions?

From 2301542338554819773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,79f5ce82bb1a7e5f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-24 12:09:21 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!

news.maxwell.syr.edu!newsfeed.icl.net!news.tele.dk!130.133.1.3!fu-berlin.de!uni-berlin.de!dial48.drinsama.DE!not-for-mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.programmer
Subject: New: Good old GEMDOS site
Date: Tue, 24 Apr 2001 19:11:50 GMT
Lines: 20
Message-ID: <3ae5ce3f.2808175@news.cis.dfn.de>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: dial48.drinsama.de (212.72.84.112)
X-Trace: fu-berlin.de 988139360 12724524 212.72.84.112 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243
Xref: newsfeed.google.com comp.sys.atari.programmer:411

Hello, Coders!

After clearing up the license status of Digital Researchs GEMDOS, I can now provide most parts of GEMDOS under GPL license. They have been available for a longer time on the GEM World site, but the copyright status had been unclear. This now changed (as you can read on my site).

You now can get a GEMDOS porting kit with all, but the machine specific parts of GEMDOS in source form. Maybe, it is just for historicle interest, maybe you can use it for something new. So, now have a look at:

http://www.mucl.de/~mdoering/atari/en/index.htm

At last many thanks to Lineo - they made this possible!

Martin Doering

From 4874278123435723460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef3a1803eb09629b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-24 15:40:26 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <EhIE6.57606$C55.5433184@news1.rdc1.nj.home.com>
Subject: Re: Milan 040 or 060
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 21
Message-ID: <qfnF6.510$rk6.4676@newsfeed.slurp.net>
Date: Tue, 24 Apr 2001 22:38:14 GMT
NNTP-Posting-Host: 208.141.202.16

X-Trace: newsfeed.slurp.net 988151894 208.141.202.16 (Tue, 24 Apr 2001 17:38:14 CDT)
NNTP-Posting-Date: Tue, 24 Apr 2001 17:38:14 CDT
Xref: newsfeed.google.com comp.sys.atari.programmer:412

On 22 Apr 2001 21:45:08 , "Joseph Burke" wrote:
>Does anybody know where to get a Milan 040 or 060 computer in the U.S.?

There was suppose to be one out of California, but they decided to wait
around and see if the demand was there. You best bet is to just order
one from across the seas. You can wait for the new TOS machine or get a
Hades likes myself.

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -8060276828356636556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-24 21:00:15 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas2-
cs-8.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: GFA and memory
In-Reply-To: <9c449o$qs5$1@news.seed.net.tw>
Message-ID: <Pine.MNT.4.10.10104242355350.98-100000@Hades060>
References: <Pine.MNT.4.10.10103291832340.109-100000@Hades060>
<9a0q1l$i2m$2@news.seed.net.tw>
<986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
<9b4n5t$rc6$1@news.seed.net.tw> <Pine.MNT.4.10.10104132237590.87-100000@Hades060>
<9bb9ed$9lk$1@news.seed.net.tw> <Pine.MNT.4.10.10104151825240.80-100000@Hades060>
<9bkjhc$32v$1@news.seed.net.tw> <Pine.MNT.4.10.10104181738380.95-100000@Hades060>
<9boegt$4mk$1@news.seed.net.tw> <Pine.MNT.4.10.10104212226580.80-100000@Hades060>
<9c449o$qs5$1@news.seed.net.tw>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 13

Date: Tue, 24 Apr 2001 23:57:05 +0000
NNTP-Posting-Host: 209.143.8.196
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 988170969 209.143.8.196 (Tue, 24 Apr 2001 23:56:09 EDT)
NNTP-Posting-Date: Tue, 24 Apr 2001 23:56:09 EDT
Organization: bright.net Ohio
Xref: newsfeed.google.com comp.sys.atari.programmer:413

On Tue, 24 Apr 2001, Rosco wrote:

> Thank you Lonny for the changes. All is working well now.

No problem.

> BTW I'm using GFA 3.5e

I use 3.6 here.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 6573716401178528973
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab2d97133b26f911
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-25 12:13:27 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!newsfeed.freenet.de!
news-feed1.de1.concert.net!fu-berlin.de!uni-berlin.de!dial04.drinsama.DE!not-for-
mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Bug in floating point routines.... Who knows?
Date: Wed, 25 Apr 2001 19:15:59 GMT
Lines: 16
Message-ID: <3ae714cd.1719237@news.cis.dfn.de>
References: <9bjtgk$v71$1@draco.stochastik.rwth-aachen.de>
<200104181952.a42178@b.maus.de>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: dial04.drinsama.de (212.72.84.68)
X-Trace: fu-berlin.de 988226006 12922571 212.72.84.68 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243
Xref: newsfeed.google.com comp.sys.atari.programmer:414

On Wed, 18 Apr 2001 19:52:00 +0200, Gerhard_Stoll@b.maus.de (Gerhard
Stoll) wrote:

>MS>The OS does not contain any floating-point code (I should know, I have
>MS>the source ;-)).
>
>I tkink he mens an 8-Bit Atari.

Maybe, but I have the GEMDOS source 8-)

Look at:

http://www.mucl.de/~mdoering/atari/en/index.htm

Martin

From 8297027514662443434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef3a1803eb09629b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-25 14:41:39 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <EhIE6.57606$C55.5433184@news1.rdc1.nj.home.com>
Subject: Re: Milan 040 or 060
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 34
Message-ID: <luHF6.1469$s11.4714@newsfeed.slurp.net>
Date: Wed, 25 Apr 2001 21:39:29 GMT
NNTP-Posting-Host: 208.141.202.184
X-Trace: newsfeed.slurp.net 988234769 208.141.202.184 (Wed, 25 Apr 2001 16:39:29
CDT)
NNTP-Posting-Date: Wed, 25 Apr 2001 16:39:29 CDT
Xref: newsfeed.google.com comp.sys.atari.programmer:415

On 22 Apr 2001 21:45:08 , "Joseph Burke" wrote:
>Does anybody know where to get a Milan 040 or 060 computer in the U.S.?

There was suppose to be one out of California, but they decided to wait
around and see if the demand was there. You best bet is to just order
one from across the seas. You can wait for the new TOS machine or get a
Hades likes myself.

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

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HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -8066481172956650120
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6730aff1241e0fd9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-25 14:59:35 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!193.251.151.101!
opentransit.net!wanadoo.fr!not-for-mail
From: "David ALLOZA" <d.alloza@rivagegames.com>
Newsgroups: comp.sys.atari.programmer
Subject: cross compilation
Date: Thu, 26 Apr 2001 00:05:05 +0200
Organization: Wanadoo, l'internet avec France Telecom
Lines: 18
Message-ID: <9c7hc7$dn9$1@wanadoo.fr>
NNTP-Posting-Host: mix-velizy-107-2-164.abo.wanadoo.fr
X-Trace: wanadoo.fr 988235975 14057 193.249.45.164 (25 Apr 2001 21:59:35 GMT)
X-Complaints-To: abuse@wanadoo.fr
NNTP-Posting-Date: 25 Apr 2001 21:59:35 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: newsfeed.google.com comp.sys.atari.programmer:416

Hi!
I am looking for a cross compilation developping solution. I want to build a .prg atari st compatible executable using a ms windows command line C++ compiler (like Gnu distribution ...). When I develop a console game ie PlayStation, Nintendo64, ...) I can build my executable on a PC and finaly send it to my hardware target..
Do you know any similar solution to build a atari ST executable (runnable under classic TOS system)?

Best regards,

David ALLOZA. (aka oxythan from WEG :))

http://www.rivagegames.com

PS: Sorry for my bad english...

From 7567173520598742238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6730aff1241e0fd9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-26 03:13:21 PST
Newsgroups: comp.sys.atari.programmer
Date: Thu, 26 Apr 2001 12:13:22 +0200
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
X-X-Sender: <fnaumann@freemint>
Subject: Re: cross compilation
In-Reply-To: <9c7hc7$dn9$1@wanadoo.fr>
Message-ID: <Pine.MNT.4.31.0104261206150.99-100000@freemint>
References: <9c7hc7$dn9$1@wanadoo.fr>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Lines: 30
NNTP-Posting-Host: loriot.cs.uni-magdeburg.de
X-Trace: 26 Apr 2001 12:13:20 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
Path: newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!194.8.194.95!
news.netcologne.de!RRZ.Uni-Koeln.DE!nntp.CS.Uni-Magdeburg.De!loriot.cs.uni-
magdeburg.de!freemint!fnaumann
Xref: newsfeed.google.com comp.sys.atari.programmer:417

Hello!

>   I am looking for a cross compilation developping solution. I want to
> build a .prg atari st compatible executable using a ms windows command line
> C++ compiler (like Gnu distribution ...). When I develop a console game
> ie PlayStation, Nintendo64, ...) I can build my executable on a PC and
> finaly send it to my hardware target..
> Do you know any similar solution to build a atari ST executable (runnable
> under classic TOS system)?

For RedHat and Suse Linux there are ready to install cross compiler
packages (http://wh58-508.st.uni-magdeburg.de/sparemint/cross-mint.html).

With cygwin I'm sure you can compile the cross gcc under Windows too.

Cygwin is a Unix environment for windows.
Look at http://sources.redhat.com/cygwin/ for more informations about
cygwin. Then just get the binutils/gcc and the FreeMiNT patches and build
the crosscompiler :-)

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 5391290002105546457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6730aff1241e0fd9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-26 18:52:01 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!headwall.stanford.edu!fu-
berlin.de!uni-berlin.de!dial08.drinsama.DE!not-for-mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.programmer
Subject: Re: cross compilation
Date: Thu, 26 Apr 2001 19:28:25 GMT
Lines: 10
Message-ID: <3ae857c5.1015337@news.cis.dfn.de>
References: <9c7hc7$dn9$1@wanadoo.fr>
<Pine.MNT.4.31.0104261206150.99-100000@freemint>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: dial08.drinsama.de (212.72.84.72)
X-Trace: fu-berlin.de 988313149 13387842 212.72.84.72 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243
Xref: newsfeed.google.com comp.sys.atari.programmer:418

On Thu, 26 Apr 2001 12:13:22 +0200, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> wrote:

>>   I am looking for a cross compilation developping solution. I want to

On Linux the cross-gcc installs very fine - I did not use it jet. I
installed it yesterday, and installation was a clean thing. Thanx, to
the MiNT folks!

Martin

From -6452370427345916738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4489bde2acce2bf1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-28 12:30:24 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!sn-xit-03!sn-uk-post-01!supernews.com!corp.supernews.co.uk!
not-for-mail
From: "Christopher Thorley" <chris_thorley@lineone.net>

Newsgroups: comp.sys.atari.programmer
Subject: FS:Programming STuff
Date: Sat, 28 Apr 2001 20:32:01 +0100
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <tem6ifqcpgs50e@corp.supernews.co.uk>
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
X-Complaints-To: newsabuse@supernews.com
Lines: 24
Xref: newsfeed.google.com comp.sys.atari.programmer:419

Hi all,
        if anyone is interested I have the follwing for sale or trade:

Devpac 2
Fast Basic
Hi-Soft Power Basic
Prospero 'C'
Prospero Pascal
GST 'C' compiler
Hi-Soft 'C' compiler
Metacomco Make
Wercs

Books-Atari ST advanced programmers guide
          -GEM programmers reference (Abacus)

All software is original and registered with all manuals etc.Possible trade
for an original copy of Cubase.

Regards,

Chris Thorley.

From 9136118398046852981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab2d97133b26f911
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-30 04:55:24 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news.tele.dk!212.37.1.10!
newsfeed01.se.dataphone.net!nntp.se.dataphone.net!newsfeed.sunet.se!
news01.sunet.se!news.chalmers.se!not-for-mail
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Bug in floating point routines....
Date: 30 Apr 2001 11:55:17 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 71

Message-ID: <9cjjr5$16h$1@nyheter.chalmers.se>
References: <B703297396687E954@spock.iwk.rwth-aachen.de>
<9bnsp1$gs3$1@news.EUnet.yu> <9bpmf6$hn3$1@nyheter.chalmers.se>
<9c4d08mnr2@news.EUnet.yu>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 988631717 1233 129.16.79.2 (30 Apr 2001 11:55:17 GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 30 Apr 2001 11:55:17 GMT
Xref: newsfeed.google.com comp.sys.atari.programmer:420

In article <9c4d08mnr2@news.EUnet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>On 20 Apr 2001 16:00:38 , Johan Klockars wrote:
...
>>Not many things use floating point in the first place (well, at least
>>not many _need_ floating point), and since most people don't write in
>>assembly, it doesn't matter where the float code is.
>
>>It definitely wouldn't have been faster to have something locked into ROM.
>
>My idea was that it would have made fp operations performed in a unified
>way, taking automatically into account a FPU if it exists (so that

To be compatible with machines without FPUs, the calling interface to
any such functions would have to pass the float variables in the integer
register or on the stack (or similar). Needless to say, that would cause
tremendous overhead for machines that do have FPUs.

>separate FPU versions need not be compiled), and it would also take away

For the few programs that actually benefit from FPUs, I don't think
building two (or more) versions is a major problem.

>different implementations of floating point numbers (IIRC GfaBasic uses
>some weird format for floats). I suppose also that it would not be hard to

Well, full IEEE754 compatibility is a vast overkill for most applications,
but necessary in other.

>find examples of badly-coded floating-point functions created by some
>compilers, or linked from this library or that, as everybody reinvents
>the wheel again- which would be avoided assuming a well-optimized OS library.

If everyone used gcc (which supports lots of languages), that would not
be a problem. ;-)

>>You can't make good use of an FPU via a library.
>>The calling overhead is a major hit even on an '030. With an '040/'060
>>it would swamp the actual execution time of common operations.
>
>I would agree that it might be so for basic arithmetic. What about, say,

And the basic arithmetic functions implemented in hardware in the '040 and

'060 cover the vast majority of floating point operations.

>trigonometric functions, etc. Do you mean that calling a library for

Only the '881/'882 support those functions in hardware, anyway. The '040
and '060 needs partial FPU emulators or libraries in any case (a library
could be significantly faster).

>basic fp arithmetics would kill any advantage in computing more
>complex functions?

Naturally, in most cases, since the complex functions are far less
commonly used.

Doing function calls for addition and multiplication on a modern
processor could easily bring your throughput down from one result per
cycle (I don't think even the '060 manages that, though) to (possibly
significantly) over a dozen cycles per result.
(Apart from the obvious extra time needed for parameter passing and
 function calls, you can't make use of the pipelining in the FPU, since
 every result needs to be complete before you can move it to the stack
 or integer registers.)

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johank@omicron.se
                        | so hard to do |  WWW:      rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```

From -8688375400217841550
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,41ccd52c70e8cfde,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-01 06:52:18 PST
From: arm@nimitz.gmrc.gecm.com (Andrew Mackey)
Newsgroups: comp.sys.atari.programmer
Subject: Just got a 520ST
Date: 1 May 2001 13:49:05 GMT
Organization: BAE SYSTEMS Advanced Technology Centres
Lines: 15
Message-ID: <9cmesh$bn2$1@miranda.gmrc.gecm.com>
NNTP-Posting-Host: nimitz.gmrc.gecm.com
X-Newsreader: TIN [version 1.2 PL2]
Path: newsfeed.google.com!newsfeed.stanford.edu!newsfeed.gamma.ru!Gamma.RU!
dispose.news.demon.net!demon!btnet-peer0!btnet-feed5!btnet!
newreader.ukcore.bt.net!pull.gecm.com!gmrc.gecm.com!nimitz.gmrc.gecm.com!arm
Xref: newsfeed.google.com comp.sys.atari.programmer:421

Hi
  I have just been given a Atari 520ST, I have no manuals,
software or mouse! Have found that alt and cursors move mouse
pointer ok. Can any one point me to connector pin out info

(have found the composite video, by using a scope) and
software sites.

I have no real use for this machine, apart from an interesting
project! What would be the chances of connecting the atari to an
old 40meg ide hard drive (very little I suspect!)

Regards

Andy

From 3623865349759472322
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,41ccd52c70e8cfde
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-01 09:08:57 PST
Message-ID: <3AEEFB81.2568E8E0@ev1.net>
Date: Tue, 01 May 2001 11:08:01 -0700
From: Charles Richmond <richmond@ev1.net>
Reply-To: richmond@ev1.net
Organization: Cannine Computer Center
X-Mailer: Mozilla 4.7C-CCK-MCD {C-UDP; EBM-APPLE} (Macintosh; I; PPC)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
To: Andrew Mackey <arm@nimitz.gmrc.gecm.com>
Subject: Re: Just got a 520ST
References: <9cmesh$bn2$1@miranda.gmrc.gecm.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: rsvp-208-187-66-224.ac01.dlls.eli.net
X-Trace: newsa.ev1.net 988733284 rsvp-208-187-66-224.ac01.dlls.eli.net (1 May 2001
11:08:04 -0500)
Lines: 23
Path: newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!newsfeed.skycache.com!Cidera!newsa.ev1.net
Xref: newsfeed.google.com comp.sys.atari.programmer:422

Andrew Mackey wrote:
>
> Hi
> I have just been given a Atari 520ST, I have no manuals,
> software or mouse! Have found that alt and cursors move mouse
> pointer ok. Can any one point me to connector pin out info
> (have found the composite video, by using a scope) and
> software sites.
>
> I have no real use for this machine, apart from an interesting
> project! What would be the chances of connecting the atari to an
> old 40meg ide hard drive (very little I suspect!)
>

Sure you *can* connect the 520ST to a 40meg IDE hard drive...there
are directions *somewhere* on the 'net. But I would suggest you
start with the Atari ST Quick FAQ at:

<http://www.megacom.net/~q-funk/ST/>

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

From 5665729368829304126
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aa03d3ec55877779,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-02 22:26:17 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!intgwpad.nntp.telstra.net!newsfeeds.bigpond.com!not-for-mail
From: "Ric Easton" <biodistributors@microtech.com.au>
Newsgroups: comp.sys.atari.programmer
Subject: Pop up menus
Lines: 8
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <1N5I6.16792$482.85259@newsfeeds.bigpond.com>
Date: Thu, 3 May 2001 15:24:32 +1000
NNTP-Posting-Host: 144.134.40.221
X-Trace: newsfeeds.bigpond.com 988866749 144.134.40.221 (Thu, 03 May 2001 15:12:29
EST)
NNTP-Posting-Date: Thu, 03 May 2001 15:12:29 EST
Organization: Telstra BigPond Internet Services (http://www.bigpond.com)
Xref: newsfeed.google.com comp.sys.atari.programmer:423

I would appreciate advice on how to create pop up menus. I have a RSC and
can generate dialogue boxes with most features but I don't know how to
generate or manipulate the pop up menus.

Ric Easton

From -106668844541766522
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,41ccd52c70e8cfde
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-05-03 11:28:36 PST
Path: newsfeed.google.com!newsfeed.stanford.edu!skynet.be!dispose.news.demon.net!
demon!btnet-peer0!btnet-feed5!btnet!mendelevium.btinternet.com!not-for-mail

From: "Mark Davies" <Pov@nospam.btinternet.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Just got a 520ST
Date: Thu, 3 May 2001 19:28:21 +0100
Organization: BT Internet
Lines: 28
Message-ID: <9cs7v0$r5c$1@plutonium.btinternet.com>
References: <9cmesh$bn2$1@miranda.gmrc.gecm.com>
NNTP-Posting-Host: host213-122-167-48.btinternet.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: newsfeed.google.com comp.sys.atari.programmer:424

Check out
http://www.technick.net/cgi-bin/frames/loadframes.cgi?http://www.technick.ne
t/pinconjoy_atari_mouse_joy.htm

the site has loads of pin outs.

Mark

"Andrew Mackey" <arm@nimitz.gmrc.gecm.com> wrote in message
news:9cmesh$bn2$1@miranda.gmrc.gecm.com...
> Hi
> I have just been given a Atari 520ST, I have no manuals,
> software or mouse! Have found that alt and cursors move mouse
> pointer ok. Can any one point me to connector pin out info
> (have found the composite video, by using a scope) and
> software sites.
>
> I have no real use for this machine, apart from an interesting
> project! What would be the chances of connecting the atari to an
> old 40meg ide hard drive (very little I suspect!)
>
> Regards
>
> Andy
>

From 6530828893624398933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,230e49baf06655f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-11 13:30:13 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!proxad.net!
feeder2.proxad.net!nnrp1.proxad.net.POSTED!Francis Demange
From: Francis Demange <francis.demange@free.fr>

Newsgroups: comp.sys.atari.programmer
Subject: faceVALUE (was Re: RSC)
Message-ID: <WS3.6507c0a3.36fa2ec0.francis.demange@free.fr>
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: WenSuite/3.30c
Lines: 9
Date: Sun, 11 Mar 2001 21:29:56 GMT
NNTP-Posting-Host: 212.27.54.153
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp1.proxad.net 984346196 212.27.54.153 (Sun, 11 Mar 2001 22:29:56 MET)
NNTP-Posting-Date: Sun, 11 Mar 2001 22:29:56 MET
Organization: Guest of ProXad - France
Xref: supernews.google.com comp.sys.atari.programmer:342

Hi !

I know everything about faceVALUE. And I know its (second) author/manager : Holger HERZOG.
faceVALUE is now about version 3.2 (beta) and 3.0 (official). It is the greatest GFA development
tool I've ever seen. I use it everytime. If someone is interested in the DEMO-Program of faceVALUE,
just ask me. It demonstrates 90% of his capability.

Mathieu

From -5621097308669391722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,add8a53885eb3ec0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-11 14:52:12 PST
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!news.maxwell.syr.edu!newshub2.home.com!news.home.com!news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Outputing samples on a ST
Date: 11 Mar 2001 22:49:05 GMT
Organization: E.L.F. Software
Lines: 39
Message-ID: <98gvd1rmr1@slb3.atl.mindspring.net>
References: <984133082.26379.0.nnrp-02.9e98e6ee@news.demon.co.uk>
<Payq6.24619$KE1.1039663@zwoll1.home.nl>
NNTP-Posting-Host: c7.ae.04.ed
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: supernews.google.com comp.sys.atari.programmer:343

Before you start, you need to disable both the tone and noise
generators for all three channels (in supervisor mode).

```
move.l #$0700FF00,$ffff8800   ;load $FF into register 7

>sample_rout:
<snip>
>  move.l   (a0)+,$ffff8800.w ; copy bytes to soundchip
>  move.l   (a0)+,$ffff8800.w ; copy bytes to soundchip
>  move.l   (a0)+,$ffff8800.w ; copy bytes to soundchip

<snip>

>; Converted file for TASM: was IBYTES "..." from
>; file <C:\MOD\TRACKERS\PROPLAY.11B\QUARFAST.TAB>
>sample_table:
> DC.B $08, $00, $09, $00, $0A, $00, $00, $00
<snip>
```

This should be

```
DC.W $0800, $0000, $0900, $0000, $0A00, $0000
```

through

```
DC.W $0800, $0700, $0900, $0700, $0A00, $0700
```

to load 0 through 7 into registers 8, 9 and 10. You could save
RAM by only storing the amplitude values in the table.

The d/a converter in the sound chip is deliberately nonlinear,
hense the table. It also only outputs positive voltages, with
RC coupling to the amplifier to remove the DC bias.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From 240003716418574883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,add8a53885eb3ec0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-12 01:04:08 PST
Path: supernews.google.com!sn-xit-03!supernews.com!nntp.cs.ubc.ca!
newsfeed.direct.ca!look.ca!newsfeed.icl.net!newsfeed.icl.net!
dispose.news.demon.net!news.demon.co.uk!demon!quickroute.demon.co.uk!not-for-mail
From: "ian" <ian@dotqr.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Outputing samples on a ST
Date: Mon, 12 Mar 2001 07:54:45 -0000
Message-ID: <984387711.17293.0.nnrp-07.9e98e6ee@news.demon.co.uk>
References: <984133082.26379.0.nnrp-02.9e98e6ee@news.demon.co.uk>

<Payq6.24619$KE1.1039663@zwoll1.home.nl> <98gvd1rmr1@slb3.atl.mindspring.net>
NNTP-Posting-Host: quickroute.demon.co.uk
X-NNTP-Posting-Host: quickroute.demon.co.uk:158.152.230.238
X-Trace: news.demon.co.uk 984387711 nnrp-07:17293 NO-IDENT
quickroute.demon.co.uk:158.152.230.238
X-Complaints-To: abuse@demon.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Lines: 5
Xref: supernews.google.com comp.sys.atari.programmer:344

Thanks, I'll give it a go.

Ian.

From -1809422536548209560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,230e49baf06655f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-12 11:16:07 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-out.usenetserver.com!news-out-sjo.usenetserver.com!news.tele.dk!194.213.69.151!news.algonet.se!algonet!newsfeed.rt.ru!news-sto.telia.net!masternews.telia.net!newsc.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3aad201a2892aa2@tripnet.se>
Subject: Re: faceVALUE (was Re: RSC)
References: <WS3.6507c0a3.36fa2ec0.francis.demange@free.fr>
X-Newsreader: Okami Version 2.1B-21
X-Hardware: 68030/32 Atari TT
Lines: 22
X-Sender: NEWSwatch v2.50 (Atari)
Date: Mon, 12 Mar 2001 19:15:17 GMT
NNTP-Posting-Host: 213.65.62.54
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 984424517 213.65.62.54 (Mon, 12 Mar 2001 20:15:17 CET)
NNTP-Posting-Date: Mon, 12 Mar 2001 20:15:17 CET
Organization: Telia Internet
Xref: supernews.google.com comp.sys.atari.programmer:345

On Sun 11-03-2001 21:29 (GMT) Francis Demange wrote:

>I know everything about faceVALUE. And I know its (second) author/manager :
>Holger HERZOG.
>faceVALUE is now about version 3.2 (beta) and 3.0 (official). It is the
>greatest GFA development

Is it only available in German language these days? I really would love
to get an update as this tool is _extremly_ useful if you want to write

modern GEM programs fast and easy.

I have written some GEM programs in standard GFA, but with FaceValue you hardly need to care about how the user interface works at all. It's all taken care of automatically. And as there is no speed penalty it's fully usable on a 8 MHz ST as well. The executables tend to grow a little but compared to pc Visual BASIC they are still almost non existant :-)

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
   <<Produced with 100% pure Atari equipment>>

From 2824122056345273213
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdea69d907a32e16
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-13 21:44:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!newsswitch.lcs.mit.edu!
howland.erols.net!dispose.news.demon.net!news.demon.co.uk!demon!
swampdog.demon.co.uk!not-for-mail
From: guy@swampdog.demon.co.uk (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: newbie: vbl interrupt calls C
Date: Wed, 14 Mar 2001 05:41:25 GMT
Message-ID: <3aab47e3.19749818@news.demon.co.uk>
References: <3A9802F4.D412C490@k-r.de>
NNTP-Posting-Host: swampdog.demon.co.uk
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
X-Trace: news.demon.co.uk 984548561 nnrp-01:313 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
X-Complaints-To: abuse@demon.net
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 543
Xref: supernews.google.com comp.sys.atari.programmer:346

On Sat, 24 Feb 2001 17:53:20 GMT, Andreas Klimas <klimas@k-r.de>
wrote:

>Hi Everybody
>
>I'm new in developing programs for AtariST.
>I'l try to build a monolithik multitasking system and one of
>my very first steps (now) are to play with the vbl interrupt.
>
>what I have done so far:
>
>1. an assembly procedure to register my c - functionpointer which

```
>   should be executed
>
>2. an assembly procedure which should be called from an interrupt
>   which itself jsr to the previous registered C function and
>   after them makes a RTE.
>   I save and restore all registers with movem.l d0-d7/a0-a6, -(sp)
>
>this behavior works well till my first call to i.e. printf. if my
>user defined interrupt c function calls printf I will get a bus error
>within the RTE statement.
>
>what's wrong. should I switch between supervisor and user mode ?
```

printf() will end up making OS calls. If at any stage during your "printf interrupt" the OS finds itself in non reentrant code then you are up the preverbial creek paddle-less!

For what it is worth, the only calls that can be made from VBL without too much bother are LineA ones. In fact if memory serves, you can stuff C object code into a VBL slot if it's compiled right.

Mind you, this is a moot point. Your monolithik multitasking system is going to be reentrant isn't it? ;-))

```
>are there any examples for how to call user defined C-functions from
>interrupts ?
```

I did have some code for a custom VBL (linea driven) mouse. That, like a lot of stuff has gone. This one section remains...

```
#define  DEF_VARS
#include <sysvars.h>
#include <cpu.h>
#include "misc.h"

bool
_mi_vbl_slot(newvbl,install)
void (*newvbl)();
bool install;
/*[  bool _mi_vbl_slot(newvbl,install)
     void (*newvbl)();
     bool install;

 Installs or removes a handler from the VBL queue. 'install' should be
true
 to install the user handler 'newvbl' which will be installed in the
first
 free slot located. true will be returned for success and false for
failure.

 When 'install' is false then 'newvbl' is searched for in the VBL
queue and
 removed if it located, returning true for success and false for
```

failure.

 The routine saves the VBL semaphore and then disables VBL processing while it
 searches and restores the original state before returning. The current
 processor state is saved and supervisor state obtained if neccessary, the
 previous state being re-instated before returning.

 False denotes a full VBL queue for installation and that the handler has
 already been removed for removal.
]*/
```
{UWORD   old_vblsem;
 bool    old_state=cp_procstate();
 int i;
 ptr *addr         =(install ? NULL : newvbl);

 if (!old_state)   cp_superstate();
 old_vblsem = *SYS_VBLSEM;
 for (
     i = 0;
     i < *SYS_NVBLS;
     i += 1
     )    {

     if ((*SYS_VBLQUEUE)[i] == (ulong)addr)    {
          if (install)  (*SYS_VBLQUEUE)[i] = (ulong)newvbl;
          else     (*SYS_VBLQUEUE)[i] = (ulong)NULL;

          *SYS_VBLSEM = old_vblsem;
          if (!old_state)    cp_userstate();
          return true;
     }
 }

 *SYS_VBLSEM = old_vblsem;
 if (!old_state)   cp_userstate();
 return false;
}
```

...have to cut it short. Been awake far too long!

==========
Some more code as used by the _mi_vbl_slot() function...

```
//cp_procstate()...
#include <osbind.h>
#define  DEF_CPU_COMPILE
#include "cpu.h"

bool
```

```
_cp_stat()
/*[  bool _cp_stat()

 returns true if processor is in supervisor state and false if it is
not. It
 does this by issuing Super(1L).

 Note cp_????() functions expect the following:

 Processor is initially in user state unless otherwise documented.
 Processor state is only altered through cp_????() calls.
 User / Super stacks changed only by cp_????() calls.
 _cp_stk() is not accessed by uninformed user code.
 GEMDOS Super() remains as documented.
]*/
{
 return (Super(1L)) ? (true) : (false);
}

//cp_superstate()...
#include <osbind.h>
#define  DEF_CPU_COMPILE
#include "cpu.h"

void
_cp_sup()
/*[  void _cp_sup()

 _cp_sup() tests (through _cp_stat()) to ascertain the current
processor state
 and if that state is user then it issues a GEMDOS Super(0L) followed
by a
 _cp_stk(,true) to save the old super stack. Where the processor is
already in
 super state then no action is performed. After a successful state
shift then
 the new supervisor stack is set equal to the user stack valid on
entry.
]*/
{
 if (!_cp_stat())  _cp_stk(Super(0L),true);
}

//cp_userstate()...
#include <osbind.h>
#define  DEF_CPU_COMPILE
#include "cpu.h"

void
_cp_usr()
/*[  void _cp_usr()

 _cp_usr() first tests the processor state (through _cp_stat()) and if
```

```
that
 state is supervisor then it obtains the saved super stack from
_cp_stk(,false)
 and issues GEMDOS Super() with that value. This has the effect of
setting the
 supervisor stack back to its old value, freeing the user stack from
system use
 and placing the processor back into user state. Where the processor
state is
 already user state then no action is performed.

 It is very possible to mess the system up if you mix GEMDOS Super()
calls with
 cp_????() calls.
]*/
{
 if (_cp_stat())   Super(_cp_stk(NULL,false));
}


#define  DEF_CPU_COMPILE
#include "cpu.h"

PTR*
_cp_stk(stk,set_it)
PTR  *stk;
bool set_it;
/*[  PTR* _cp_stk(stk,set_it)
     PTR  *stk;
     bool set_it;

 if set_it is false then _cp_stk() returns to the caller what it
thinks is the
 value of the current supervisor stack. Where set_it is true then it
writes
 stk to its internal copy of the supervisor stack and this value will
be
 returned on subsequent reads. In either case, the original value of
its copy
 is returned to the caller.
]*/
{static PTR   *super_stack;
 PTR     *retv;

 retv = super_stack;
 if (set_it)  super_stack = stk;
 return retv;
}

//<sysvars.h>...
#ifndef SYSVARS_H
#define SYSVARS_H SYSVARS_H
```

```
#ifndef  STDTYPES_H
#include <stdtypes.h>
#endif

#ifdef   DEF_VECTORS
/* System vector addresses */
#define  SYS_SSP       ((LONG*)0x00)
#define  SYS_RESET ((LONG*)0x04)
#define  SYS_BUS       ((LONG*)0x08)
#define  SYS_ADDRESS   ((LONG*)0x0c)
#define  SYS_ILLEGAL   ((LONG*)0x10)
#define  SYS_DIV0  ((LONG*)0x14)
#define  SYS_CHK       ((LONG*)0x18)
#define  SYS_TRAP  ((LONG*)0x1c)
#define  SYS_PRIVILEGE ((LONG*)0x20)
#define  SYS_TRACE ((LONG*)0x24)
#define  SYS_LINEA ((LONG*)0x28)
#define  SYS_LINEF ((LONG*)0x2c)

#define  SYS_UNINIT    ((LONG*)0x3c)

#define  SYS_SPURIOUS  ((LONG*)0x60)
#define  SYS_IRQ1  ((LONG*)0x64)
#define  SYS_IRQ2  ((LONG*)0x68)
#define  SYS_IRQ3  ((LONG*)0x6c)
#define  SYS_IRQ4  ((LONG*)0x70)
#define  SYS_IRQ5  ((LONG*)0x74)
#define  SYS_IRQ6  ((LONG*)0x78)
#define  SYS_IRQ7  ((LONG*)0x7c)
#define  SYS_TRAP0 ((LONG*)0x80)
#define  SYS_TRAP1 ((LONG*)0x84)
#define  SYS_TRAP2 ((LONG*)0x88)
#define  SYS_TRAP3 ((LONG*)0x8c)
#define  SYS_TRAP4 ((LONG*)0x90)
#define  SYS_TRAP5 ((LONG*)0x94)
#define  SYS_TRAP6 ((LONG*)0x98)
#define  SYS_TRAP7 ((LONG*)0x9c)
#define  SYS_TRAP8 ((LONG*)0xa0)
#define  SYS_TRAP9 ((LONG*)0xa4)
#define  SYS_TRAPA ((LONG*)0xa8)
#define  SYS_TRAPB ((LONG*)0xac)
#define  SYS_TRAPC ((LONG*)0xb0)
#define  SYS_TRAPD ((LONG*)0xb4)
#define  SYS_TRAPE ((LONG*)0xb8)
#define  SYS_TRAPF ((LONG*)0xbc)
#endif   /* DEF_VECTORS */

#ifdef   DEF_VARS
/* System Variables in Protected Space */
#define  SYS_CPU_LIVES ((ULONG*)0x380)        /* 0x12345678 if state
saved */
#define  SYS_CPU_DREGS ((ULONG*)0x384)        /* d0-d7 */
#define  SYS_CPU_AREGS ((ULONG*)0x3a4)        /* a0-a6,ssp */
```

```
#define  SYS_CPU_PC    ((ULONG*)0x3c4)        /* pc, hi byte is
exception */
#define  SYS_CPU_USP   ((ULONG*)0x3c8)        /* a7 (usp) */
#define  SYS_CPU_STK   ((UWORD*)0x3cc)        /* top 16 SSP words */

#define  SYS_ETV_TIMER ((LONG*)0x400)
#define  SYS_ETV_CRITIC     ((LONG*)0x404)
#define  SYS_ETV_TERM  ((LONG*)0x408)

#define SYS_MEMVALID   ((LONG*)0x420)
#define SYS_MEMCNTLR   ((WORD*)0x424)
#define SYS_RESVALID   ((LONG*)0x426)
#define SYS_RESVECTOR  ((LONG*)0x42a)
#define SYS_PHYSTOP    ((LONG*)0x42e)
#define SYS_MEMBOT ((LONG*)0x432)
#define SYS_MEMTOP ((LONG*)0x436)
#define SYS_MEMVAL2    ((LONG*)0x43a)
#define SYS_FLOCK  ((WORD*)0x43e)
#define SYS_SEEKRATE   ((WORD*)0x440)
#define SYS_TIMR_MS    ((WORD*)0x442)
#define SYS_FVERIFY    ((WORD*)0x444)
#define SYS_BOOTDEV    ((WORD*)0x446)
#define SYS_ALMODE ((WORD*)0x448)
#define SYS_DEFSHFTMD  ((WORD*)0x44a)
#define SYS_SSHIFTMD   ((WORD*)0x44c)
#define SYS_V_BAS_AD   ((LONG*)0x44e)
#define SYS_VBLSEM ((WORD*)0x452)
#define SYS_NVBLS  ((WORD*)0x454)
#define SYS_VBLQUEUE   ((LONG**)0x456)
#define SYS_COLORPTR   ((LONG*)0x45a)
#define SYS_SCREENPT   ((LONG*)0x45e)
#define SYS_VBCLOCK    ((LONG*)0x462)
#define SYS_FRCLOCK    ((LONG*)0x466)
#define SYS_HDV_INIT   ((LONG*)0x46a)
#define SYS_SWV_VEC    ((LONG*)0x46e)
#define SYS_HDV_BPB    ((LONG*)0x472)
#define SYS_HDV_RW ((LONG*)0x476)
#define SYS_HDV_BOOT   ((LONG*)0x47a)
#define SYS_HDV_MEDIACH ((LONG*)0x47e)
#define SYS_CMDLOAD    ((WORD*)0x482)
#define SYS_CONTERM    ((BYTE*)0x484)
#define SYS_TRP14RET   ((LONG*)0x486)
#define SYS_CRITICRET  ((LONG*)0x48a)
#define SYS_THEMD  ((PTR*)0x48e)
#define SYS_MD         ((PTR*)0x49e)
#define SYS_SAVPTR ((PTR*)0x4a2)
#define SYS_NFLOPS ((WORD*)0x4a6)
#define SYS_CON_STATE  ((LONG*)0x4a8)
#define SYS_SAVE_ROW   ((WORD*)0x4ac)
#define SYS_SAV_CONTXT ((PTR*)0x4ae)
#define SYS_BUFL   ((LONG*)0x4b2)
#define SYS_HZ_200 ((LONG*)0x4ba)
#define SYS_THE_ENV    ((LONG*)0x4be)
```

```
#define SYS_DRVBITS    ((LONG*)0x4c2)
#define SYS_DSKBUFP    ((LONG*)0x4c6)
#define SYS_AUTOPATH   ((LONG*)0x4ca)
#define SYS_VBL_LIST   ((PTR**)0x4ce)
#define SYS_PRT_CNT    ((WORD*)0x4ee)
#define SYS_PRTABT ((WORD*)0x4f0)
#define SYS_SYSBASE    ((LONG*)0x4f2)
#define SYS_SHELL_P    ((LONG*)0x4f6)
#define SYS_END_OS ((LONG*)0x4fa)
#define SYS_EXEC_OS    ((LONG*)0x4fe)
#define SYS_SCR_DUMP   ((LONG*)0x502)
#define SYS_PRV_LSTO   ((LONG*)0x506)
#define SYS_PRV_LST    ((LONG*)0x50a)
#define SYS_PRV_AUXO   ((LONG*)0x50e)
#define SYS_PRV_AUX    ((LONG*)0x512)
#define  SYS_PUN_PTR   ((LONG*)0x516)
#define  SYS_XCONSTAT_1     ((LONG*)0x51e)
#define  SYS_XCONSTAT_2     ((LONG*)0x522)
#define  SYS_XCONSTAT_3     ((LONG*)0x526)
#define  SYS_XCONSTAT_4     ((LONG*)0x52a)
#define  SYS_XCONSTAT_5     ((LONG*)0x52e)
#define  SYS_XCONSTAT_6     ((LONG*)0x532)
#define  SYS_XCONSTAT_7     ((LONG*)0x536)
#define  SYS_XCONSTAT_8     ((LONG*)0x53a)
#define  SYS_XCONIN_1  ((LONG*)53e)
#define  SYS_XCONIN_2  ((LONG*)542)
#define  SYS_XCONIN_3  ((LONG*)546)
#define  SYS_XCONIN_4  ((LONG*)54a)
#define  SYS_XCONIN_5  ((LONG*)54e)
#define  SYS_XCONIN_6  ((LONG*)552)
#define  SYS_XCONIN_7  ((LONG*)556)
#define  SYS_XCONIN_8  ((LONG*)55a)
#define  SYS_XCOSTAT_1 ((LONG*)0x55e)
#define  SYS_XCOSTAT_2 ((LONG*)0x562)
#define  SYS_XCOSTAT_3 ((LONG*)0x566)
#define  SYS_XCOSTAT_4 ((LONG*)0x56a)
#define  SYS_XCOSTAT_5 ((LONG*)0x56e)
#define  SYS_XCOSTAT_6 ((LONG*)0x572)
#define  SYS_XCOSTAT_7 ((LONG*)0x576)
#define  SYS_XCOSTAT_8 ((LONG*)0x57a)
#define  SYS_XCONOUT_1 ((LONG*)0x57e)
#define  SYS_XCONOUT_2 ((LONG*)0x582)
#define  SYS_XCONOUT_3 ((LONG*)0x586)
#define  SYS_XCONOUT_4 ((LONG*)0x58a)
#define  SYS_XCONOUT_5 ((LONG*)0x58e)
#define  SYS_XCONOUT_6 ((LONG*)0x592)
#define  SYS_XCONOUT_7 ((LONG*)0x596)
#define  SYS_XCONOUT_8 ((LONG*)0x59a)
#define  SYS_LONGFRAME ((WORD*))0x59e)
#define  SYS_P_COOKIES ((LONG*)0x5a0)
#define  SYS_FMEMTOP   ((LONG*)0x5a4)
#define  SYS_FMEMVALID ((LONG*)0x5a8)
#define  SYS_BELL_HOOK ((LONG*)0x5ac)
```

```
#define  SYS_KCL_HOOK  ((LONG*)0x5b0)
#define  SYS_PATCHZONE ((LONG*)0x600)

#define  SYS_BASEPAGE  ((LONG*)0x3620)
#endif   /* DEF_VARS */


#ifdef   DEF_DMA
/* Direct Memory Access */
#define  SYS_DMA_DATA  ((UWORD*)0xff8604L) /* sector count / data */
#define  SYS_DMA_MODE  ((UWORD*)0xff8606L) /* DMA/FDC mode / status
*/
#define  SYS_DMA_HI    ((UBYTE*)0xff8609L) /* DMA address 16-23,
write last */
#define  SYS_DMA_ME    ((UBYTE*)0xff860bL) /* DMA address 8-15 */
#define  SYS_DMA_LO    ((UBYTE*)0xff860dL) /* DMA address 0-7, write
first */

/* access values for SYS_DMA_MODE */
#define  SYS_FDC_RCR   0x080    /* read_dma command (status) reg */
#define  SYS_FDC_RTR   0x082    /* read track reg */
#define  SYS_FDC_RSR   0x084    /* read sector reg */
#define  SYS_FDC_RDR   0x086    /* read data reg */
#define  SYS_DMA_RCNT  0x090    /* read sector count reg */
#define  SYS_FDC_WCR   0x180    /* write_dma command reg */
#define  SYS_FDC_WTR   0x182    /* write track reg */
#define  SYS_FDC_WSR   0x184    /* write sector reg */
#define  SYS_FDC_WDR   0x186    /* write data reg */
#define  SYS_DMA_WCNT  0x190    /* write sector count reg */
#endif   /* DEF_DMA */

#ifdef   DEF_FDC
/* Floppy Disk Controller base commands */
#define  SYS_FDC_RSTR  0x00 /* 0 0 0 0  h  V r1 r0 */
#define  SYS_FDC_SEEK  0x10 /* 0 0 0 1  h  V r1 r0 */
#define  SYS_FDC_STEP  0x20 /* 0 0 1 u  h  V r1 r0 */
#define  SYS_FDC_STPI  0x40 /* 0 1 0 u  h  V r1 r0 */
#define  SYS_FDC_STPO  0x60 /* 0 1 1 u  h  V r1 r0 */
#define  SYS_FDC_RSEC  0x80 /* 1 0 0 m  h  E  0  0 */
#define  SYS_FDC_WSEC  0xa0 /* 1 0 1 m  h  E  P a0 */
#define  SYS_FDC_RADD  0xc0 /* 1 1 0 0  h  E  0  0 */
#define  SYS_FDC_RTRK  0xe0 /* 1 1 1 0  h  E  P a0 */
#define  SYS_FDC_WTRK  0xf0 /* 1 1 1 1  h  E  P  0 */
#define  SYS_FDC_FIRQ  0xd0 /* 1 1 0 1 I3 I2 I1 I0 */
/*
 * h = motor on flag where h=0 means enable motor on test
 * V = verify flag where v=1 means enable verify
 * r1,r0 i stepping rate: 00=2ms, 01=3ms, 10=5ms, 11=6ms
 * u = update flag where u=1 means update track register
 * m = multiple sectors where m=1 means enabled
 * a0 = data address mark where
 *   a0=0 means write normal data mark
 *   a0=1 means write erased data mark
```

```
 * E = settling delay where E=1 means 30ms settling delay else no
delay
 * P = write precompensation whre P=0 means enabled
 * I0-I3 interrupt conditions:
     I0=1 has no meaning
     I1=1 has no meaning
     I2=1 means interrupt on next index pulse
     I3=1 means immediate interrupt
     I0-I3=0 terminate current command without interrupt
*/

/* FDC status bits */
#define  SYS_FDC_MRO   0x80 /* motor on */
#define  SYS_FDC_RDO   0x40 /* write protected */
#define  SYS_FDC_SUP_RCT    0x20 /* spin up obtained or erased data
mark */
#define  SYS_FDC_RNF   0x10 /* record not found */
#define  SYS_FDC_CRC   0x08 /* crc error */
#define  SYS_FDC_LDT_TK0    0x04 /* lost data or head at track 00 */
#define  SYS_FDC_DRQ_IDX    0x02 /* data request or index pulse */
#define  SYS_FDC_BSY   0x01 /* controller is busy performing a
command */
#endif   /* DEF_FDC */

#ifdef   DEF_PSG
/* Programmable Sound Generator */
#define  SYS_PSG_SELRD ((UBYTE*)0xff8800L) /* write selects, read
reads reg */
#define  SYS_PSG_WRITE ((UBYTE*)0xff8802L) /* write to selected reg
*/

/* access values for PSG */
#define  SYS_PSG_CATL  0x00 /* channel a tone period low byte */
#define  SYS_PSG_CATH  0x01 /* channel a tone period high
bits(0-3) */
#define  SYS_PSG_CBTL  0x02
#define  SYS_PSG_CBTH  0x03
#define  SYS_PSG_CCTL  0x04
#define  SYS_PSG_CCTH  0x05
#define  SYS_PSG_NPER  0x06 /* noise period */
#define  SYS_PSG_EN    0x07 /* 0 = enable for bits 0-7 */
                  /* channel a tone */
                  /* channel b tone */
                  /* channel c tone */
                  /* channel a noise */
                  /* channel b noise */
                  /* channel c noise */
                  /* 0 = IOA input, 1 = IOA output */
                  /* 0 = IOB input, 1 = IOA output */
#define SYS_PSG_CAV    0x08 /* channel a volume */
#define  SYS_PSG_CBV   0x09
#define  SYS_PSG_CCV   0x0a
#define  SYS_PSG_ENVPL 0x0b /* envelope period low */
```

```
#define  SYS_PSG_ENVPH 0x0c /* envelope period high */
#define  SYS_PSG_ENVW  0x0d /* waveform envelope */
#define  SYS_PSG_IOA   0x0e /* IO port a */
#define  SYS_PSG_IOB   0x0f /* IO port b */
#endif   /* DEF_PSG */

#ifdef   DEF_MFP
/* Multi Function Peripheral */
#define  SYS_MFP_GEN   ((UBYTE*)0xfffa01L)    /* general purpose IO
port */
#define  SYS_MFP_AER   ((UBYTE*)0xfffa03L)    /* active edge reg */
#define  SYS_MFP_DDR   ((UBYTE*)0xfffa05L)    /* data direction reg
*/
#define  SYS_MFP_IERA  ((UBYTE*)0xfffa07L)    /* interrupt enable
reg a */
#define  SYS_MFP_IERB  ((UBYTE*)0xfffa09L)
#define  SYS_MFP_IPRA  ((UBYTE*)0xfffa0bL)    /* interrupt pending
reg a */
#define  SYS_MFP_IPRB  ((UBYTE*)0xfffa0dL)
#define  SYS_MFP_ISRA  ((UBYTE*)0xfffa0fL)    /* interrupt in
service reg */
#define  SYS_MFP_ISRB  ((UBYTE*)0xfffa11L)
#define  SYS_MFP_IMRA  ((UBYTE*)0xfffa13L)    /* interrupt mask reg
*/
#define  SYS_MFP_IMRB  ((UBYTE*)0xfffa15L)
#define  SYS_MFP_VR    ((UBYTE*)0xfffa17L)    /* vector reg */
#define  SYS_MFP_TACR  ((UBYTE*)0xfffa19L)    /* timer a control reg
*/
#define  SYS_MFP_TBCR  ((UBYTE*)0xfffa1bL)
#define  SYS_MFP_TCDCR ((UBYTE*)0xfffa1dL)    /* timer c & d control
reg */
#define  SYS_MFP_TADR  ((UBYTE*)0xfffa1fL)    /* timer a data reg */
#define  SYS_MFP_TBDR  ((UBYTE*)0xfffa21L)
#define  SYS_MFP_TCDR  ((UBYTE*)0xfffa23L)
#define  SYS_MFP_TDDR  ((UBYTE*)0xfffa25L)
#define  SYS_MFP_SCR   ((UBYTE*)0xfffa27L)    /* synchronous
character reg */
#define  SYS_MFP_UCR   ((UBYTE*)0xfffa29L)    /* USART control reg
*/
#define  SYS_MFP_RSR   ((UBYTE*)0xfffa2bL)    /* receiver status reg
*/
#define  SYS_MFP_TSR   ((UBYTE*)0xfffa2dL)    /* transmitter status
reg */
#define  SYS_MFP_UDR   ((UBYTE*)0xfffa2fL)    /* USART data reg */
#endif   /* DEF_MFP */

#endif   /* SYSVARS_H */
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5886131604153060619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85bfb350af29541c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-13 21:44:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!cyclone2.usenetserver.com!news-
out.usenetserver.com!newsfeed.icl.net!newspeer.clara.net!news.clara.net!
dispose.news.demon.net!news.demon.co.uk!demon!swampdog.demon.co.uk!not-for-mail
From: guy@swampdog.demon.co.uk (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Testing for Magic
Date: Wed, 14 Mar 2001 05:41:31 GMT
Message-ID: <3aac4a89.20427132@news.demon.co.uk>
References: <t9ln64a6660t00@corp.supernews.com>
<983377810-129637AEicMi@madasafish.com> <t9sr68b0hqre25@corp.supernews.com>
<JSUn6.64937$zl4.2039238@zwoll1.home.nl> <ta0bai7uha5kd8@corp.supernews.com>
NNTP-Posting-Host: swampdog.demon.co.uk
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
X-Trace: news.demon.co.uk 984548562 nnrp-01:313 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
X-Complaints-To: abuse@demon.net
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 22
Xref: supernews.google.com comp.sys.atari.programmer:347

On Fri, 02 Mar 2001 23:31:30 -0000, bindon@madasafish.com (Lyndon
Amsdon) wrote:

>On 2 Mar 2001 22:09:45 G, "Hans Wessels" wrote:
>
>Hi,
>
>Thanks, example code is really appreciated as I'm getting started. My
>question is, my program is run from the auto folder, so is it possible
>to look into the cookie jar at this stage of the computer booting up?

If it's NULL do nothing, otherwise interrogate it. You should arrange
for your program do run after magxboot & in that fashion I see no
reason why it shouldn't work. There's a tad more info in a previous
thread in this group entitled "Checking MiNT/MagiC version".

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2081270092937197196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd3142b77fdd3e93,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-16 19:43:05 PST
From: gmccla1n@swbell.net
Newsgroups: comp.sys.atari.programmer
Subject: ATARI 8-bit 256k ICD MIO with SCSI hard drive Item #1221210739
Date: Sat, 17 Mar 2001 05:39:33 GMT
Message-ID: <3ab2f7ca.7679277@spamkiller.newsfeeds.com>
X-Newsreader: Forte Free Agent 1.21/32.243
Lines: 24
X-Authenticated-User: gmccla1n
X-Comments: This message was posted through Spamkiller.Newsfeeds.com
X-Comments2: IMPORTANT: Newsfeeds.com does not condone, nor support, spam or any illegal or copyrighted postings.
X-Comments3: IMPORTANT: Under NO circumstances will postings containing illegal or copyrighted material through this service be tolerated!!
X-Report: Please report illegal or inappropriate use to <abuse@newsfeeds.com> You may also use our online abuse reporting from: http://www.newsfeeds.com/abuseform.htm
X-Abuse-Info: Please be sure to forward a copy of ALL headers, INCLUDING the body (DO NOT SEND ATTACHMENTS)
Organization: Newsfeeds.com http://www.newsfeeds.com 73,000+ UNCENSORED Newsgroups.
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!128.230.129.106!news.maxwell.syr.edu!newsfeed.cwix.com!out!spamkiller.newsfeeds.com!newsfeeds.com!spk!anonymous!127.0.0.1!spk
Xref: supernews.google.com comp.sys.atari.programmer:348

The ICD Multi I/O board (MIO) is a complex peripheral device which adds exceptional power to the Atari 800XL or 130XE computer. The MIO gives the user five additional hardware functions not available with a stock 8-bit Atari computer. These are: a parallel printer interface, a serial interface for printer or MODEM, a printer buffer, a bootable RAMDISK, and an SCSI/SASI interface for hard disk drives. An optional sixth function (80 column board) may be added at a later date. This 256k MIO was used to run an ATARI BBS quite a number of years ago and was working fine when it was stored, It includes the MIO base unit,Instruction manual, software,SCSI hard drive Seagate 1096N and SCSI cable. I couldn't find the power supply adapter. This needs an adapter to use on the 130XE. SHIPPING IN USA ONLY. Payment must be received within 7 days of auctions ending. Shipping charge USPS MAIL $10.00. PS:The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies. But stick to voltages of at least 6.2-7.2 V. **AUCTION ENDS**

Mar-18-01 10:36:44 PST

email gmccla1n@swbell.net

From 8139185586146227031
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,230e49baf06655f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-17 01:50:07 PST
Path: nntp.stanford.edu!newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!fr.clara.net!heighliner.fr.clara.net!newsfeed.hanau.net!
newsfeed01.sul.t-online.de!newsmm00.sul.t-online.com!t-online.de!news.t-
online.com!not-for-mail
From: "Matthias Jaap" <mjaap@t-online.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: faceVALUE (was Re: RSC)
Date: Fri, 16 Mar 2001 01:52:57 +0100
Organization: T-Online
Lines: 12
Message-ID: <98ro3sfjg06$1@news.t-online.com>
References: <WS3.6507c0a3.36fa2ec0.francis.demange@free.fr>
<3aad201a2892aa2@tripnet.se>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news.t-online.com 984703933 06 15984 wiSMw5bSAAaFf 010316 00:52:13
X-Complaints-To: abuse@t-online.com
X-Sender: 320028486591-0001@t-dialin.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: nntp.stanford.edu comp.sys.atari.programmer:11402

> Is it only available in German language these days? I really would love
> to get an update as this tool is _extremly_ useful if you want to write
> modern GEM programs fast and easy.

The program is still in English language but the documentation is in German.
There are still the example programs which show every feature of faceValue.

Greetings,
Matthias

From 8517049615609649253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a164575bf1e6bf81,start
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-03-20 02:24:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!
news.tele.dk!193.174.75.178!news-fra1.dfn.de!news.man.poznan.pl!news.icm.edu.pl!
pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: =?ISO-8859-1?Q?Rafa=3F?= Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Changing resolution
Date: Tue, 20 Mar 2001 11:19:48 +0100
Organization: Politechnika Wroclawska
Lines: 27
Message-ID: <3AB72EC4.3030102@elektryk.ie.pwr.wroc.pl>
Reply-To: kawecki@elektryk.ie.pwr.wroc.pl
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 985083778 20438 156.17.32.156 (20 Mar 2001 10:22:58
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 20 Mar 2001 10:22:58 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-US; m18) Gecko/20010131
Netscape6/6.01
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:349

Hi all,

I'm trying to change the resolution in Falcon using Setscreen and all
the staff :-)
I think it works... but :-/
Do I have to 'update' VDI after that (change somewhere resolution and
colors)?
If not, then why do I have problems using VDI functions (vro_cpyfm for
example)?

And the second question.
Will it work on Milan too? if not, then how should I change the
resolution on Milan? (I have only F030).

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -341951624507716612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a164575bf1e6bf81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-20 13:28:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-out.usenetserver.com!news-out-sjo.usenetserver.com!europa.netcrusader.net!208.184.7.66!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas7-cs-36.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: Changing resolution
In-Reply-To: <3AB72EC4.3030102@elektryk.ie.pwr.wroc.pl>
Message-ID: <Pine.MNT.4.10.10103201621340.89-100000@Hades060>
References: <3AB72EC4.3030102@elektryk.ie.pwr.wroc.pl>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 25
Date: Tue, 20 Mar 2001 16:25:19 +0000
NNTP-Posting-Host: 209.143.8.39
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 985123585 209.143.8.39 (Tue, 20 Mar 2001 16:26:25 EST)
NNTP-Posting-Date: Tue, 20 Mar 2001 16:26:25 EST
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:350

On Tue, 20 Mar 2001, Rafa? Kawecki wrote:

> I'm trying to change the resolution in Falcon using Setscreen and all
> the staff :-)
> I think it works... but :-/
> Do I have to 'update' VDI after that (change somewhere resolution and
> colors)?
> If not, then why do I have problems using VDI functions (vro_cpyfm for
> example)?

Falcon I cannot say.

> And the second question.
> Will it work on Milan too? if not, then how should I change the
> resolution on Milan? (I have only F030).

If Milan is anything like the Hades clone, changing the resolution
under program control is a really bad idea if at all possible. Someone
with a Milan might be able to be more specific. It would make more sense
to have the program adjust itself to the current resolution, thus
making your prg run on much more hardware, and future clones.

____
Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 8380498120246668160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f405e69328cb80cd,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-21 11:50:09 PST
Path: supernews.google.com!sn-xit-03!supernews.com!hermes.visi.com!news-out.visi.com!newspump.sol.net!news.maxwell.syr.edu!news-out.nuthinbutnews.com!news-in-austin.nuthinbutnews.com!newsfeed.mad.ttd.net!telenews.teleline.es!not-for-mail
From: "D Galvez" <maraka@atari.net>
Newsgroups: comp.sys.atari.programmer
Subject: screen memory
Lines: 14
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Message-ID: <2n7u6.13972$CL6.491243@telenews.teleline.es>
Date: Wed, 21 Mar 2001 19:34:22 GMT
NNTP-Posting-Host: 213.4.91.44
X-Complaints-To: usenet@teleline.es
X-Trace: telenews.teleline.es 985203262 213.4.91.44 (Wed, 21 Mar 2001 20:34:22 MET)
NNTP-Posting-Date: Wed, 21 Mar 2001 20:34:22 MET
Organization: Clientes_Teleline
Xref: supernews.google.com comp.sys.atari.programmer:351

Hello.

I 've read on "The Atari Compendium" and other documents that physical screenaddress must be aligned in boundary.
What is that mean?? or where can i find a document that explains this question?

Also i read that this boundary chages depending the model, 256 for ST and a word boundary for TT. But what about the Falcon??.

D Galvez

From 7555387327672900158
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a164575bf1e6bf81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-21 16:48:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!isdnet!newsfeed1.telenordia.se!algonet!newsfeed1.funet.fi!newsfeeds.funet.fi!newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!not-for-mail

From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Changing resolution
Date: 21 Mar 2001 22:35:52 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 60
Message-ID: <99bac8$q8m$1@nyheter.chalmers.se>
References: <3AB72EC4.3030102@elektryk.ie.pwr.wroc.pl>
<Pine.MNT.4.10.10103201621340.89-100000@Hades060>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 985214152 26902 129.16.79.2 (21 Mar 2001 22:35:52
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 21 Mar 2001 22:35:52 GMT
Xref: supernews.google.com comp.sys.atari.programmer:352

In article <Pine.MNT.4.10.10103201621340.89-100000@Hades060>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>On Tue, 20 Mar 2001, Rafa? Kawecki wrote:
>
>> I'm trying to change the resolution in Falcon using Setscreen and all
>> the staff :-)
>> I think it works... but :-/
>> Do I have to 'update' VDI after that (change somewhere resolution and
>> colors)?

If you change resolution, you're on your own.
There's no way the VDI can know what resolution you have set without
you telling it, and there's no official way of doing that.

With the standard VDI, it might be possible to get it to work by
modifying a bunch of LineA variables, since it makes use of those.
It's even possible that such an approach would work with NVDI.

You are not supposed to use the LineA stuff, though, and something like
this will never work with fVDI (which neither reads nor writes the lineA
variables after startup time).

>> If not, then why do I have problems using VDI functions (vro_cpyfm for
>> example)?

Either don't change the resolution or don't use the VDI.

>> And the second question.
>> Will it work on Milan too? if not, then how should I change the

No.

>> resolution on Milan? (I have only F030).
>
>If Milan is anything like the Hades clone, changing the resolution
>under program control is a really bad idea if at all possible. Someone

It most likely isn't possible to change the mode at all, and in any
case you'd have no way of telling it what you wanted.

>with a Milan might be able to be more specific. It would make more sense
>to have the program adjust itself to the current resolution, thus
>making your prg run on much more hardware, and future clones.

That's definitely the way to do it.

I've heard that some people have added new features to the VDI (not
clear on whether this is NVDI or some Milan/Hades specific VDI) to
make it more 'game friendly' (mode setting, back buffers, etc), but I
have not got any details on this.
Naturally, I would like to add this to fVDI too, but it's kind of hard
to standardise things which are done in secret...
If you have any ideas about features you'd like in a VDI, I'm open
to suggestions.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johank@omicron.se
                        | so hard to do |  WWW:      rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```


From -7811588905483248189
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a164575bf1e6bf81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-22 00:25:17 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
falcon.america.net!sunqbc.risq.qc.ca!news.maxwell.syr.edu!newsfeed.icl.net!
news.tele.dk!193.174.75.178!news-fra1.dfn.de!news.man.poznan.pl!pwr.wroc.pl!
panorama.wcss.wroc.pl!not-for-mail
From: =?ISO-8859-1?Q?Rafa=3F?= Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Changing resolution
Date: Thu, 22 Mar 2001 09:23:52 +0100
Organization: Politechnika Wroclawska
Lines: 68
Message-ID: <3AB9B698.4060409@elektryk.ie.pwr.wroc.pl>
References: <3AB72EC4.3030102@elektryk.ie.pwr.wroc.pl>
<Pine.MNT.4.10.10103201621340.89-100000@Hades060>
<99bac8$q8m$1@nyheter.chalmers.se>
Reply-To: kawecki@elektryk.ie.pwr.wroc.pl
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 985249617 9559 156.17.32.156 (22 Mar 2001 08:26:57
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 22 Mar 2001 08:26:57 GMT

User-Agent: Mozilla/5.0 (Windows; U; Win98; en-US; m18) Gecko/20010131
Netscape6/6.01
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:353

>>> I'm trying to change the resolution in Falcon using Setscreen and all
>>> the staff :-)
>>> I think it works... but :-/
>>> Do I have to 'update' VDI after that (change somewhere resolution and
>>> colors)?
>>
>
> If you change resolution, you're on your own.
> There's no way the VDI can know what resolution you have set without
> you telling it, and there's no official way of doing that.

Hmm... :(

> With the standard VDI, it might be possible to get it to work by
> modifying a bunch of LineA variables, since it makes use of those.

OK. But Line-A is made speciall for ST modes (up to 16 colors). So I
can't change the number of colors to 256 or true color??? or am I wrong?

>>> If not, then why do I have problems using VDI functions (vro_cpyfm for
>>> example)?
> Either don't change the resolution or don't use the VDI.

But what if I have to change the resolution and then use VDI??

>> with a Milan might be able to be more specific. It would make more sense
>> to have the program adjust itself to the current resolution, thus
>> making your prg run on much more hardware, and future clones.
>
>
> That's definitely the way to do it.

So, the best way is to adjust the picture to the current resolutions or
center it on the screen :-)) pretty good idea :)) I though about it
before....

> I've heard that some people have added new features to the VDI (not
> clear on whether this is NVDI or some Milan/Hades specific VDI) to
> make it more 'game friendly' (mode setting, back buffers, etc), but I
> have not got any details on this.
> Naturally, I would like to add this to fVDI too, but it's kind of hard
> to standardise things which are done in secret...

> If you have any ideas about features you'd like in a VDI, I'm open
> to suggestions.

Well, for me the most important thing is: sprite(s).
Yes, I know... ST/F030 has one sprite (mouse sprite), but it's only
16x16x2... make a bigger sprite (minimum 32x32 in 16 or even more colours).

--
Pozdrawiam

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 1066083452571096797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,34540b781aa56a13,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-22 00:34:10 PST
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!
news.tele.dk!193.174.75.178!news-fra1.dfn.de!news.man.poznan.pl!pwr.wroc.pl!
panorama.wcss.wroc.pl!not-for-mail
From: =?ISO-8859-1?Q?Rafa=3F?= Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Sound question
Date: Thu, 22 Mar 2001 09:32:17 +0100
Organization: Politechnika Wroclawska
Lines: 36
Message-ID: <3AB9B891.2000102@elektryk.ie.pwr.wroc.pl>
Reply-To: kawecki@elektryk.ie.pwr.wroc.pl
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 985250122 9788 156.17.32.156 (22 Mar 2001 08:35:22
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 22 Mar 2001 08:35:22 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-US; m18) Gecko/20010131
Netscape6/6.01
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:354

Hi again :-))

OK. Another question concerning sound (XBIOS).
I'm trying to make some sound on my F030 for the game using XBIOS.
Everythinh goes fine except one thing ;)
How should I (or can I) change the frequency (using XBIOS calls)?
I'm going to use some non(??) standard frequencies (44100, 22050....).

And what is the best and easiest way to recognize, that a sample is done.
I have, that I should use Timer-A interrupt or monochrome detect
interrupt... but how? I've been trying to make it in many different ways.

Should it goes like this ? :
- Mfpint(13, myfunc)
- setinterrupt(0, 1)
- Jenabint

```
void myfunc(void)
{
printf("done");
}
```

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 7475066171734935455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a164575bf1e6bf81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-22 01:22:06 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-out.usenetserver.com!news-out-sjo.usenetserver.com!news.tele.dk!195.54.122.107!newsfeed1.bredband.com!bredband!newsfeed1.telenordia.se!algonet!newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!not-for-mail
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Changing resolution
Date: 22 Mar 2001 09:16:58 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 72
Message-ID: <99cfuasqt1@nyheter.chalmers.se>
References: <3AB72EC4.3030102@elektryk.ie.pwr.wroc.pl>

<Pine.MNT.4.10.10103201621340.89-100000@Hades060>
<99bac8$q8m$1@nyheter.chalmers.se> <3AB9B698.4060409@elektryk.ie.pwr.wroc.pl>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 985252618 29533 129.16.79.2 (22 Mar 2001 09:16:58
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 22 Mar 2001 09:16:58 GMT
Xref: supernews.google.com comp.sys.atari.programmer:355

In article <3AB9B698.4060409@elektryk.ie.pwr.wroc.pl>,
=?ISO-8859-1?Q?Rafa=3F?= Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> wrote:
>
...
>> If you change resolution, you're on your own.
>> There's no way the VDI can know what resolution you have set without
>> you telling it, and there's no official way of doing that.
...
>> With the standard VDI, it might be possible to get it to work by
>> modifying a bunch of LineA variables, since it makes use of those.
>
>OK. But Line-A is made speciall for ST modes (up to 16 colors). So I
>can't change the number of colors to 256 or true color??? or am I wrong?

Well, I think it was about the time the TT came out that Atari said that
LineA was no longer supported. To some degree it is even on the Falcon,
however, and I'm reasonably sure you'd be able to get the normal VDI
working by tweaking the right variables.
I'm not suggesting that it's a good idea, though.

>> Either don't change the resolution or don't use the VDI.
>
>But what if I have to change the resolution and then use VDI??

Then you're out of luck.

>>> with a Milan might be able to be more specific. It would make more sense
>>> to have the program adjust itself to the current resolution, thus
...
>> That's definitely the way to do it.
>
>So, the best way is to adjust the picture to the current resolutions or
>center it on the screen :-)) pretty good idea :)) I though about it

It may not be all that much fun to have a 320x200 game screen in the
middle of a 1600x1200 display, but it sure beats not having any at all. ;-)

>> If you have any ideas about features you'd like in a VDI, I'm open
>> to suggestions.
>
>Well, for me the most important thing is: sprite(s).

Unfortunately, none of the TOS machines have any sprite hardware, and
I'm not aware of any graphics cards that have them either.

>Yes, I know... ST/F030 has one sprite (mouse sprite), but it's only
>16x16x2... make a bigger sprite (minimum 32x32 in 16 or even more colours).

The mouse is not a sprite on the Atari TOS machines. It usually is on
graphics cards, though, but even there only one is available and it's
likely to be limited to two colours.

Without hardware support, sprites need to be faked in some way, and a
VDI function which did that would probably not fit the requirements of
all games, anyway.

Rather, I'd suggest something like:
- A specific 'blit to temporary buffer' function, which would keep things
  in local RAM on a graphics card.
- The reverse of the above, obviously.
- Masked blit (like on the Amiga), which would do the masking step at the
  same time as the actual blit.

These three together provide the same functionality as a sprite (well,
obviously there's no collision detection or anything like that).
(It would probably be better to generalize the first two with some kind
 of card memory allocation function.)

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johank@omicron.se
                        | so hard to do |  WWW:      rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```


From -1236741297124923829
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a164575bf1e6bf81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-22 02:10:06 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-feed.riddles.org.uk!
fr.clara.net!heighliner.fr.clara.net!news.tele.dk!193.174.75.178!news-fra1.dfn.de!
news.man.poznan.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: =?ISO-8859-1?Q?Rafa=3F?= Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Changing resolution
Date: Thu, 22 Mar 2001 11:05:10 +0100
Organization: Politechnika Wroclawska
Lines: 75
Message-ID: <3AB9CE56.7000107@elektryk.ie.pwr.wroc.pl>
References: <3AB72EC4.3030102@elektryk.ie.pwr.wroc.pl>
<Pine.MNT.4.10.10103201621340.89-100000@Hades060>
<99bac8$q8m$1@nyheter.chalmers.se> <3AB9B698.4060409@elektryk.ie.pwr.wroc.pl>
<99cfuasqt1@nyheter.chalmers.se>
Reply-To: kawecki@elektryk.ie.pwr.wroc.pl
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed

Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 985255704 11708 156.17.32.156 (22 Mar 2001 10:08:24 GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 22 Mar 2001 10:08:24 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-US; m18) Gecko/20010131 Netscape6/6.01
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:356

>>> With the standard VDI, it might be possible to get it to work by
>>> modifying a bunch of LineA variables, since it makes use of those.
>>
>> OK. But Line-A is made speciall for ST modes (up to 16 colors). So I
>> can't change the number of colors to 256 or true color??? or am I wrong?
>
>
> Well, I think it was about the time the TT came out that Atari said that
> LineA was no longer supported. To some degree it is even on the Falcon,
> however, and I'm reasonably sure you'd be able to get the normal VDI
> working by tweaking the right variables.
> I'm not suggesting that it's a good idea, though.

Hmm... I was trying to correct some variables but under NVDI ;)
I'll try without NVDI...

>>>> with a Milan might be able to be more specific. It would make more sense
>>>> to have the program adjust itself to the current resolution, thus
>>>
> ....
>
>>> That's definitely the way to do it.
>>
>> So, the best way is to adjust the picture to the current resolutions or
>> center it on the screen :-)) pretty good idea :)) I though about it
>
>
> It may not be all that much fun to have a 320x200 game screen in the
> middle of a 1600x1200 display, but it sure beats not having any at all. ;-)

or I could adjust the picture to the correct resolution, but then the
picture can be 'pixelized'...

>> Yes, I know... ST/F030 has one sprite (mouse sprite), but it's only
>> 16x16x2... make a bigger sprite (minimum 32x32 in 16 or even more colours).
>
>
> The mouse is not a sprite on the Atari TOS machines. It usually is on

> graphics cards, though, but even there only one is available and it's
> likely to be limited to two colours.
>
> Without hardware support, sprites need to be faked in some way, and a
> VDI function which did that would probably not fit the requirements of
> all games, anyway.
>
> Rather, I'd suggest something like:
> - A specific 'blit to temporary buffer' function, which would keep things
> in local RAM on a graphics card.
> - The reverse of the above, obviously.
> - Masked blit (like on the Amiga), which would do the masking step at the
> same time as the actual blit.
> These three together provide the same functionality as a sprite (well,
> obviously there's no collision detection or anything like that).
> (It would probably be better to generalize the first two with some kind
> of card memory allocation function.)

I'm doing it exactly in the way you said... :-)
But it's still a lot of work :-/

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -2781855804743172969
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,884852c1e9e442c5,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-22 03:12:08 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!teaser.fr!nerim.net!
news.worldonline.fr!not-for-mail
From: "BERTHUIT FRANCK" <f.berthuit@worldonline.fr>
Newsgroups: comp.sys.atari.programmer
Subject: assembler debugger
Date: Thu, 22 Mar 2001 12:11:32 +0100
Organization: World Online France News server
Lines: 6
Message-ID: <99cmco$m1s$1@canopus.worldonline.fr>
NNTP-Posting-Host: ppp-72.dialup-6.worldonline.fr
X-Trace: canopus.worldonline.fr 985259224 22588 213.19.6.72 (22 Mar 2001 11:07:04
GMT)
X-Complaints-To: abuse@worldonline.fr
NNTP-Posting-Date: 22 Mar 2001 11:07:04 GMT

X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Xref: supernews.google.com comp.sys.atari.programmer:357

if you are interested i have developped a 68030 debugger for falcon
but it only works on sm124
however i can adapt it for pc monitor
so say me your opinion about this

From 1511138811000504814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,34540b781aa56a13
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-22 03:26:10 PST
Newsgroups: comp.sys.atari.programmer
Date: Thu, 22 Mar 2001 12:23:01 +0100
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
X-X-Sender: <fnaumann@FreeMiNT.st.uni-magdeburg.de>
Subject: Re: Sound question
In-Reply-To: <3AB9B891.2000102@elektryk.ie.pwr.wroc.pl>
Message-ID: <Pine.MNT.4.31.0103221221580.147-100000@FreeMiNT.st.uni-magdeburg.de>
References: <3AB9B891.2000102@elektryk.ie.pwr.wroc.pl>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
Lines: 17
NNTP-Posting-Host: loriot.cs.uni-magdeburg.de
X-Trace: 22 Mar 2001 12:24:35 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!
newsfeed.icl.net!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-
online.de!news.netcologne.de!RRZ.Uni-Koeln.DE!nntp.CS.Uni-Magdeburg.De!
loriot.cs.uni-magdeburg.de!freemint!fnaumann
Xref: supernews.google.com comp.sys.atari.programmer:358

Hello!

> And what is the best and easiest way to recognize, that a sample is done.

Milan/Hades sound xbios have clean enhancements for this. Ask Odd Skancke,
he can perfectly answer you I think.

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060

----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 5906553367381471607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,884852c1e9e442c5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-22 18:08:07 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-feed.riddles.org.uk!
fr.clara.net!heighliner.fr.clara.net!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!news-hog.berkeley.edu!ucberkeley!nntp-relay.ihug.net!
newsfeeds.ihug.co.nz!ihug.co.nz!newsfeed01.tsnz.net!canterbury.ac.nz!not-for-mail
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Newsgroups: comp.sys.atari.programmer
Subject: Re: assembler debugger
Date: Fri, 23 Mar 2001 13:58:24 +1200
Organization: - 0x29a PRODUCTIONS -
Lines: 25
Message-ID: <3ABAADC0.2731CD9B@student.canterbury.ac.nz>
References: <99cmco$m1s$1@canopus.worldonline.fr>
NNTP-Posting-Host: pc96.cosc.canterbury.ac.nz
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.7 [en] (X11; U; SunOS 5.8 i86pc)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:359

Greetings,

BERTHUIT FRANCK wrote:
>
> if you are interested i have developped a 68030 debugger for falcon
> but it only works on sm124
> however i can adapt it for pc monitor
> so say me your opinion about this

What type of interface does it have -- GEM, custom? A debugger that can
work under multiple resolutions would be ideal, it's one thing I dislike
about the Devpac debugger. So yes, please adapt it for other rez.

Look forward to trying it out.

Later,
Karlos.

--
/* - 0x29a PRODUCTIONS -

```
 *          Karl Ashton  <kma54@student.canterbury.ac.nz>
 *  . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
 */
```

From 8815696229878635685
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,42c54b4c31e43f62,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-23 10:28:53 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!194.213.69.151!news.algonet.se!algonet!newspeer.clara.net!news.clara.net!news5-gui.server.ntli.net!ntli.net!news2-win.server.ntlworld.com.POSTED!not-for-mail
From: "selsong" <selsong@ntlworld.com>
Newsgroups: comp.sys.atari.programmer
Subject: help please reading atari formatted disks
Lines: 12
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Message-ID: <huMu6.22123$Q4.4075057@news2-win.server.ntlworld.com>
Date: Fri, 23 Mar 2001 17:17:16 -0000
NNTP-Posting-Host: 62.252.164.165
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 985371661 62.252.164.165 (Fri, 23 Mar 2001 18:21:01 GMT)
NNTP-Posting-Date: Fri, 23 Mar 2001 18:21:01 GMT
Organization: ntlworld News Service
Xref: supernews.google.com comp.sys.atari.programmer:360

HI

Does anyone know a way for a pc to read discs formatted on an atari st? Does any software exist that can do this

Would you be kind enough to send any reply to me personaly

Thanks for your help

Sel

From 8396705448367699263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f405e69328cb80cd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-23 12:25:09 PST
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!news.stealth.net!skynet.be!newshub1.nl.home.com!news.nl.home.com!zwoll1.home.nl.POSTED!not-for-mail

From: "Hans Wessels" <h.wessels.atari@atari.home.nl>
Newsgroups: comp.sys.atari.programmer
References: <2n7u6.13972$CL6.491243@telenews.teleline.es>
Subject: Re: screen memory
Lines: 28
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Message-ID: <TfOu6.21025$Z44.452437@zwoll1.home.nl>
Date: Fri, 23 Mar 2001 20:22:11 GMT
NNTP-Posting-Host: 213.51.226.70
X-Complaints-To: abuse@home.nl
X-Trace: zwoll1.home.nl 985378931 213.51.226.70 (Fri, 23 Mar 2001 21:22:11 MET)
NNTP-Posting-Date: Fri, 23 Mar 2001 21:22:11 MET
Organization: @Home Network
Xref: supernews.google.com comp.sys.atari.programmer:361

D Galvez <maraka@atari.net> schreef in berichtnieuws
2n7u6.13972$CL6.491243@telenews.teleline.es...

> I 've read on "The Atari Compendium" and other documents that physical
> screenaddress must be aligned in boundary.
> What is that mean?? or where can i find a document that explains this
> question?

It means: the (physical) screen memory always starts at an adress that is a
multiple of the boundary.

On the STe and Falcon this is a word boundary (the screen adres is a
multiple of 2). This because the video hardware of those machines accesses
the memory at a word at a time.
On the TT it is a multiple of eight for the same reasone: the video hardware
of the TT works with 64 bits ate a time.
On the ST the videobase has to be a multiple of 256. This is because the is
no register to specify the least significant byte of the adress.

Hope this helpes a bit.

Hans

--
Remove the computer names from my e-mail adress to reply

From 3678307283211676840
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,42c54b4c31e43f62
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-25 07:02:04 PST

Path: supernews.google.com!sn-xit-03!supernews.com!freenix!isdnet!isdnethub!not-for-mail
From: "Paul CAILLET" <paul.caillet@vnumail.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: help please reading atari formatted disks
Date: Sun, 25 Mar 2001 16:58:37 +0200
Lines: 23
Message-ID: <99l14c$12it$1@news5.isdnet.net>
References: <huMu6.22123$Q4.4075057@news2-win.server.ntlworld.com>
NNTP-Posting-Host: 195.154.39.95
X-Trace: news5.isdnet.net 985532364 35421 195.154.39.95 (25 Mar 2001 14:59:24 GMT)
X-Complaints-To: abuse@isdnet.net
NNTP-Posting-Date: 25 Mar 2001 14:59:24 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Xref: supernews.google.com comp.sys.atari.programmer:362

Hello selsong !

> Does anyone know a way for a pc to read discs formatted on an atari st?
Does
> any software exist that can do this
>
> Would you be kind enough to send any reply to me personaly

There is a little software : Windows Floppy Disk Copy v0.09b
http://musique.atari.org/atari/emul/others.htm

It'll be transform the ATARI disk in a disk image "*.st" than you can use
with any ATARI emulator : http://musique.atari.org/atari/emul/index.htm

Regards ...

--
Paul CAILLET.
atarimusic@atari.org
http://musique.atari.org

From 9076060289530356161
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f405e69328cb80cd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-25 11:40:13 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-out.usenetserver.com!news-out-sjo.usenetserver.com!newsfeed.direct.ca!look.ca!newsfeed.icl.net!ldn-newsfeed.speedport.net!newsfeed.speedport.net!naxos.belnet.be!news.belnet.be!news.rediris.es!newsfeed.mad.ttd.net!telenews.teleline.es!not-for-mail

From: "D Galvez" <maraka@atari.net>
Newsgroups: comp.sys.atari.programmer
References: <2n7u6.13972$CL6.491243@telenews.teleline.es>
<TfOu6.21025$Z44.452437@zwoll1.home.nl>
Subject: RE: screen memory
Lines: 39
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Message-ID: <3Prv6.51628$CL6.1727554@telenews.teleline.es>
Date: Sun, 25 Mar 2001 19:38:39 GMT
NNTP-Posting-Host: 213.96.68.59
X-Complaints-To: usenet@teleline.es
X-Trace: telenews.teleline.es 985549119 213.96.68.59 (Sun, 25 Mar 2001 21:38:39
MET DST)
NNTP-Posting-Date: Sun, 25 Mar 2001 21:38:39 MET DST
Organization: Clientes_Teleline
Xref: supernews.google.com comp.sys.atari.programmer:363

Thank you. I think i understood.

D Galvez

Hans Wessels <h.wessels.atari@atari.home.nl> escribi€ en el mensaje de
noticias TfOu6.21025$Z44.452437@zwoll1.home.nl...
> D Galvez <maraka@atari.net> schreef in berichtnieuws
> 2n7u6.13972$CL6.491243@telenews.teleline.es...
>
> > I 've read on "The Atari Compendium" and other documents that physical
> > screenaddress must be aligned in boundary.
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>
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>
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> multiple of 2). This because the video hardware of those machines accesses
> the memory at a word at a time.
> On the TT it is a multiple of eight for the same reasone: the video
hardware
> of the TT works with 64 bits ate a time.
> On the ST the videobase has to be a multiple of 256. This is because the
is
> no register to specify the least significant byte of the adress.
>
> Hope this helpes a bit.
>
> Hans
>
> --

> Remove the computer names from my e-mail adress to reply
>
>
>

From 1289086472852345621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aa751623c0bfadec,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-26 02:18:03 PST
Path: supernews.google.com!sn-xit-03!supernews.com!cyclone-sf.pbi.net!
63.208.208.143!feed2.onemain.com!feed1.onemain.com!news-FFM2.ecrc.net!
news.cesnet.cz!news.felk.cvut.cz!not-for-mail
From: Petr Stehlik <pstehlik@sophics.cz>
Newsgroups: comp.sys.atari.programmer
Subject: question about Falcon HW registers
Date: Fri, 23 Mar 2001 12:45:44 +0100
Organization: Czech Technical University
Lines: 28
Message-ID: <3ABB3768.B11E824B@sophics.cz>
NNTP-Posting-Host: ns.sophics.cz
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: ns.felk.cvut.cz 985347946 37244 212.11.124.164 (23 Mar 2001 11:45:46 GMT)
X-Complaints-To: usenet@ns.felk.cvut.cz
NNTP-Posting-Date: Fri, 23 Mar 2001 11:45:46 +0000 (UTC)
X-Mailer: Mozilla 4.75 [en] (X11; U; Linux 2.2.18 i686)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:364

Hi,

for those that don't read MiNT mailing list:

I need to know everything about HW registers $FF8006 and $FF8007
(Compendium is very wrong on these). Also, I would like to know how the
IDE interface HW regs are used (in which order they are programmed, how
to
construct logical sector number from the parameters etc). Also some IDE
registers TOS 4.04 uses are marked as N/A in Compendium so I would need
better doc on these as well.

BTW, doesn't someone have some routines that would emulate either
blitter
(except sources of STonX which I have but are a bit cryptic) or directly
the LineA routines in TOS 4.04? I would love to get rid of Blitter once
and for all...

Last but not least: how to enable memory test during boot (the line

right
below Atari Fuji logo) - I disabled it 7 years ago and I cannot find out
how to enable it :-)

I have some cool ideas but I need more informations. Hopefully you'll
help
me. Thanks.

Petr

From -8008625502321575232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,884852c1e9e442c5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-26 14:46:01 PST
From: Craig Graham <C_GRAHAMa@tHINGEdo.tMISTRALdo.tCOdo.tUK>
Subject: Re: assembler debugger
Newsgroups: comp.sys.atari.programmer
Reply-To: C_GRAHAMa@tHINGEdo.tMISTRALdo.tCOdo.tUK
Date: Mon, 26 Mar 2001 23:49:47 +0100
References: <99cmco$m1s$1@canopus.worldonline.fr>
<3ABAADC0.2731CD9B@student.canterbury.ac.nz>
Lines: 23
Organization: Me @ Home
User-Agent: KNode/0.4beta4
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7Bit
NNTP-Posting-Host: 195.184.237.107
Message-ID: <3abfc633$1@shiva.ukisp.net>
X-Trace: 26 Mar 2001 23:44:03 +0100, 195.184.237.107
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!skynet.be!news.tele.dk!
212.74.64.35!colt.net!newspeer.clara.net!news.clara.net!shiva.ukisp.net!
195.184.237.107
Xref: supernews.google.com comp.sys.atari.programmer:365

Karl Ashton wrote:

> Greetings,
>
> BERTHUIT FRANCK wrote:
>>
>> if you are interested i have developped a 68030 debugger for falcon
>> but it only works on sm124
>> however i can adapt it for pc monitor
>> so say me your opinion about this
>
> What type of interface does it have -- GEM, custom? A debugger that can
> work under multiple resolutions would be ideal, it's one thing I dislike
> about the Devpac debugger. So yes, please adapt it for other rez.

I rather liked the Black Scorpion falcon only asm debugger. Very neat.

> Later,
> Karlos.

Craig.
--
You wish.

From -6919406442745293916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,884852c1e9e442c5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-26 23:08:43 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
newsfeed.berkeley.edu!ucberkeley!logbridge.uoregon.edu!news.maxwell.syr.edu!
newsfeed00.sul.t-online.de!t-online.de!nntp-relay.ihug.net!newsfeeds.ihug.co.nz!
ihug.co.nz!newsfeed01.tsnz.net!canterbury.ac.nz!not-for-mail
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Newsgroups: comp.sys.atari.programmer
Subject: Re: assembler debugger
Date: Tue, 27 Mar 2001 18:54:02 +1200
Organization: - 0x29a PRODUCTIONS -
Lines: 18
Message-ID: <3AC0390A.DE7AFBDA@student.canterbury.ac.nz>
References: <99cmco$m1s$1@canopus.worldonline.fr>
<3ABAADC0.2731CD9B@student.canterbury.ac.nz> <3abfc633$1@shiva.ukisp.net>
NNTP-Posting-Host: 132.181.13.82
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.7 [en] (X11; U; SunOS 5.8 i86pc)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:366

Greetings,

Craig Graham wrote:
>
> I rather liked the Black Scorpion falcon only asm debugger. Very neat.

Can't say I've played with that one. Is it PD now? (or has it always
been?)

Later,
Karlos.

--
```
/*                      - 0x29a PRODUCTIONS -
 *          Karl Ashton  <kma54@student.canterbury.ac.nz>
 *  . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
 */
```

From 3556437165170708179
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-27 06:54:03 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-out.usenetserver.com!news-out-sjo.usenetserver.com!feed2.onemain.com!feed1.onemain.com!europa.netcrusader.net!205.252.116.205!howland.erols.net!spring.edu.tw!feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: GFA and memory
Date: Tue, 27 Mar 2001 22:47:49 +0800
Organization: CK International
Lines: 21
Message-ID: <99q98oud1@news.seed.net.tw>
NNTP-Posting-Host: tc-74-66-130.dialup.seed.net.tw
X-Trace: news.seed.net.tw 985704537 973 211.74.66.130 (27 Mar 2001 14:48:57 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Tue, 27 Mar 2001 14:48:57 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Xref: supernews.google.com comp.sys.atari.programmer:367

I'm using GFA Basic for a utility that will read all the files in a directory, modify, then save the new data with a new file name. I'm using FSFIRST and FSNEXT to read the directory. I then OPEN "I", #1... to read 1 file and OPEN "O", #2 ... to write the new file. Both files are CLOSEd (CLOSE #1 CLOSE #2) before going on to the next file.

This works fine except that I run out of memory for large directories. I can get around this by reserving a huge chunk of memory when compiling (2 megs), but why should this happen? How can I get OPEN #1 and OPEN #2 to use the same memory block each pass?

--
Ross MacIver
Taiwan
---
to reply 3 = e

From 6685240358475916934
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,aa751623c0bfadec
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-27 13:42:59 PST
Path: supernews.google.com!sn-xit-02!sn-post-01!supernews.com!corp.supernews.com!
not-for-mail
From: Steve Sweet <steve_sweet@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: question about Falcon HW registers
Date: Mon, 26 Mar 2001 19:43:52 GMT
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <985729112-92338AEicMi@madasafish.com>
References: <3ABB3768.B11E824B@sophics.cz>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
X-Complaints-To: newsabuse@supernews.com
Lines: 16
Xref: supernews.google.com comp.sys.atari.programmer:368

Hi Petr

>Last but not least: how to enable memory test during boot (the line
>right below Atari Fuji logo) - I disabled it 7 years ago and I cannot
>find out how to enable it :-)

Youve either got a floppy bootsector disabling it or its a setting in
your NVRAM, so BOOTCONF from Uwe Siemet will do the job i believe.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 6273583615549118616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-27 14:28:06 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!skynet.be!
europa.netcrusader.net!208.184.7.66!newsfeed.skycache.com!Cidera!
cletus.bright.net!kali-cas7-cs-28.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: GFA and memory
In-Reply-To: <99q98oud1@news.seed.net.tw>
Message-ID: <Pine.MNT.4.10.10103271714590.89-100000@Hades060>
References: <99q98oud1@news.seed.net.tw>

MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 33
Date: Tue, 27 Mar 2001 17:21:51 +0000
NNTP-Posting-Host: 209.143.8.31
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 985731786 209.143.8.31 (Tue, 27 Mar 2001 17:23:06 EST)
NNTP-Posting-Date: Tue, 27 Mar 2001 17:23:06 EST
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:369

On Tue, 27 Mar 2001, Rosco wrote:

> I'm using GFA Basic for a utility that will read all the files in a
> directory, modify, then save the new data with a new file name. I'm
> using FSFIRST and FSNEXT to read the directory. I then OPEN "I",
> #1... to read 1 file and OPEN "O", #2 ... to write the new file. Both
> files are CLOSEd (CLOSE #1 CLOSE #2) before going on to the next file.

If you are doing alot of manipulation with strings, gfa has an
annoying problem where it will eat up all it's string space
over time. This might be the problem you are having.

> This works fine except that I run out of memory for large directories.
> I can get around this by reserving a huge chunk of memory when
> compiling (2 megs), but why should this happen? How can I get OPEN
> #1 and OPEN #2 to use the same memory block each pass?

Put this somewhere in the loop or before each file pass:

```
  VOID FRE(0)
or
  ~FRE(0)
```

depending on your version of gfa-basic.

The zero parameter is important, it forces an internal garbage
collection of all unused string space and should in a sense free it.
Just FRE() with no parameter will return the free space without
causing a garabge collection.

Hope this helps...

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -6053360937589984884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-28 02:12:29 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
newsfeed.berkeley.edu!ucberkeley!ctu-gate!news.nctu.edu.tw!feeder.seed.net.tw!

news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA and memory
Date: Wed, 28 Mar 2001 18:06:22 +0800
Organization: CK International
Lines: 21
Message-ID: <99sd5u$1l3$1@news.seed.net.tw>
References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060>
NNTP-Posting-Host: m146-128.dialup.seed.net.tw
X-Trace: news.seed.net.tw 985774079 1699 139.175.146.128 (28 Mar 2001 10:07:59
GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Wed, 28 Mar 2001 10:07:59 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Xref: supernews.google.com comp.sys.atari.programmer:370

I tried this out and no files were written. The program stopped the
first time it came to ~FRE(0).

I guess a workaround is to calculate the available memory and then
notify the user how many files can be processed at one time.

> Put this somewhere in the loop or before each file pass:
>   VOID FRE(0)
> or
>   ~FRE(0)
> depending on your version of gfa-basic.
>
> The zero parameter is important, it forces an internal garbage
> collection of all unused string space and should in a sense free it.
> Just FRE() with no parameter will return the free space without
> causing a garabge collection.

From 3366466521586383218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-29 15:40:03 PST
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!
newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas6-cs-22.dial.bright.net!
root
Newsgroups: comp.sys.atari.programmer

From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: GFA and memory
In-Reply-To: <99sd5u$1l3$1@news.seed.net.tw>
Message-ID: <Pine.MNT.4.10.10103291832340.109-100000@Hades060>
References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060> <99sd5u$1l3$1@news.seed.net.tw>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 13
Date: Thu, 29 Mar 2001 18:37:13 +0000
NNTP-Posting-Host: 209.143.38.225
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 985909099 209.143.38.225 (Thu, 29 Mar 2001 18:38:19
EST)
NNTP-Posting-Date: Thu, 29 Mar 2001 18:38:19 EST
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:371

On Wed, 28 Mar 2001, Rosco wrote:

> I tried this out and no files were written. The program stopped the
> first time it came to ~FRE(0).

That is very strange, it should not stop the program.
I have no idea how you are using memory, or allocating it,
or buffering data. Hard to say what is going on, but ~FRE(0)
does not stop my programs on my system.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 2640620463665069802
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-29 18:16:32 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!hub.org!
hub.org!feed.textport.net!newsfeed.stanford.edu!newsfeed.berkeley.edu!ucberkeley!
ctu-gate!news.nctu.edu.tw!feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA and memory
Date: Fri, 30 Mar 2001 10:08:26 +0800
Organization: CK International
Lines: 31
Message-ID: <9a0q1l$i2m$2@news.seed.net.tw>
References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060> <99sd5u$1l3$1@news.seed.net.tw>
<Pine.MNT.4.10.10103291832340.109-100000@Hades060>
NNTP-Posting-Host: tc-74-67-189.dialup.seed.net.tw

X-Trace: news.seed.net.tw 985918326 18518 211.74.67.189 (30 Mar 2001 02:12:06 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Fri, 30 Mar 2001 02:12:06 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Xref: supernews.google.com comp.sys.atari.programmer:372

I shouldn't say stop the program, but it behaved as though it ran out
of memory immediately.

The program was starting with a RESERVE -(whatever) command. I also
tried MALLOC and the corresponding GEMDOS command.

They work fine in the interpreter but the compiled programs seem to
require $m(whatever). If I leave this out the compiled program
crashes with 2 bombs.

As a workaround I'm using $m(40000000) - to make sure I grab all the
memory, and then testing for available memory using FRE(0) and then
advising the user how many files he can process with that amount of
memory. This is acceptable, I think.

> > I tried this out and no files were written. The program stopped
the
> > first time it came to ~FRE(0).
>
> That is very strange, it should not stop the program.
> I have no idea how you are using memory, or allocating it,
> or buffering data. Hard to say what is going on, but ~FRE(0)
> does not stop my programs on my system.

Ross MacIver
Taiwan
---
to reply 3 = e

From -4286509007976228246
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a38f8340d56be8e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-30 00:18:39 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
newsfeed.berkeley.edu!ucberkeley!news.tele.dk!193.174.75.178!news-fra1.dfn.de!
news.man.poznan.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Strange error

Date: Fri, 30 Mar 2001 11:16:27 +0200
Organization: Politechnika Wroclawska
Lines: 18
Message-ID: <3AC44EEB.1010908@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 985940209 4661 156.17.32.156 (30 Mar 2001 08:16:49 GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 30 Mar 2001 08:16:49 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-US; m18) Gecko/20010131 Netscape6/6.01
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:373

Hi,

What can it be: "Out of internal memory. Use Folder100.prg" ???

Folder100.prg is installed. 14MB of RAM and about 9 MB is still free.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 3227701139362678557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a38f8340d56be8e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-30 07:40:07 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!hub.org!hub.org!fr.clara.net!heighliner.fr.clara.net!skynet.be!newsfeed1.news.nl.uu.net!sun4nl!lnewspeer00.lnd.ops.eu.uu.net!emea.uu.net!cass.news.pipex.net!pipex!warm.news.pipex.net!pipex!bbc!nntp0.reith.bbc.co.uk!mon.bbc.co.uk!jsb
From: John Blakeley <john.blakeley@mon.bbc.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Strange error
Date: Fri, 30 Mar 2001 15:29:55 +0000
Organization: British Broadcasting Corporation, UK
Lines: 30
Message-ID: <Pine.LNX.4.10.10103301528550.870-100000@localhost.localdomain>

References: <3AC44EEB.1010908@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: 132.185.88.58
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: nntp0.reith.bbc.co.uk 985966427 10389 132.185.88.58 (30 Mar 2001 15:33:47 GMT)
X-Complaints-To: news@bbc.co.uk
NNTP-Posting-Date: 30 Mar 2001 15:33:47 GMT
To: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
In-Reply-To: <3AC44EEB.1010908@sun1000.pwr.wroc.pl>
X-Sender: jsb@localhost.localdomain
X-BBC-Trace: MTMyLjE4NS44OC41OA==
Xref: supernews.google.com comp.sys.atari.programmer:374

Try renaming folder100.prg to folder999.prg. If that still isn't enough,
copy folder999.prg to folder998.prg.

Salut/.

J/.

On Fri, 30 Mar 2001, Rafal Kawecki wrote:

> Hi,
>
> What can it be: "Out of internal memory. Use Folder100.prg" ???
>
> Folder100.prg is installed. 14MB of RAM and about 9 MB is still free.
>
>
> --
> Regards
>
> Rafal Kawecki
>
> ****************************
> * Polish Atari News Page
> * http://kawecki.atari.org
> * kawecki@atari.org
> *
>
>
>

From -236195298229968026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a38f8340d56be8e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-30 13:42:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!newsfeed.wirehub.nl!
howland.erols.net!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas4-

cs-47.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: Strange error
In-Reply-To: <3AC44EEB.1010908@sun1000.pwr.wroc.pl>
Message-ID: <Pine.MNT.4.10.10103301636010.84-100000@Hades060>
References: <3AC44EEB.1010908@sun1000.pwr.wroc.pl>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 17
Date: Fri, 30 Mar 2001 16:39:24 +0000
NNTP-Posting-Host: 209.143.38.100
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 985988433 209.143.38.100 (Fri, 30 Mar 2001 16:40:33
EST)
NNTP-Posting-Date: Fri, 30 Mar 2001 16:40:33 EST
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:375

On Fri, 30 Mar 2001, Rafal Kawecki wrote:

> Hi,
>
> What can it be: "Out of internal memory. Use Folder100.prg" ???
>
> Folder100.prg is installed. 14MB of RAM and about 9 MB is still free.

If I recall correctly if you are using the folderXXX.prg there
is another patch that is common to use along with this called
cacheXXX.prg. Both patch different parts of the OS.
I do not have this patch, as HD Driver (fine product btw)
has these things built into it.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 8199138132585110179
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-30 13:54:17 PST
Path: supernews.google.com!sn-xit-03!supernews.com!newsfeed.wirehub.nl!
howland.erols.net!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas4-
cs-47.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: GFA and memory
In-Reply-To: <9a0q1l$i2m$2@news.seed.net.tw>
Message-ID: <Pine.MNT.4.10.10103301640140.84-100000@Hades060>

References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060> <99sd5u$1l3$1@news.seed.net.tw>
<Pine.MNT.4.10.10103291832340.109-100000@Hades060> <9a0q1l$i2m$2@news.seed.net.tw>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 42
Date: Fri, 30 Mar 2001 16:52:44 +0000
NNTP-Posting-Host: 209.143.38.100
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 985989234 209.143.38.100 (Fri, 30 Mar 2001 16:53:54
EST)
NNTP-Posting-Date: Fri, 30 Mar 2001 16:53:54 EST
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:376

On Fri, 30 Mar 2001, Rosco wrote:

> I shouldn't say stop the program, but it behaved as though it ran out
> of memory immediately.

That still sounds strange to me, I use the ~fre(0) all the time.

> The program was starting with a RESERVE -(whatever) command. I also
> tried MALLOC and the corresponding GEMDOS command.

It's common knowledge that the reserve command should be avoided
in compiled apps. It might be ok for testing in the editor, but I never
use this command myself.

> They work fine in the interpreter but the compiled programs seem to
> require $m(whatever). If I leave this out the compiled program
> crashes with 2 bombs.

Without the compiler command $mXX your compiled app will take
all available ram, thus there won't be any ram left in the
system to allow calls to malloc().

$mXX tells the compiled app how much ram to keep, and gives the
rest back to the system.

> As a workaround I'm using $m(40000000) - to make sure I grab all the
> memory, and then testing for available memory using FRE(0) and then
> advising the user how many files he can process with that amount of
> memory. This is acceptable, I think.

From my own projects, I've found the best method to be:
1) Don't use reserve (only use this in editor for testing)
2) Always use $mXX (especially important under multi-tasking)
3) Use malloc() to get ram as needed and mfree() to free it
4) Use ~FRE(0) to clean up the string area regularly

Perhaps someone else into GFA wishes to add to this?
I use my own advise in AtarIRC, it seems to work ok for me. ;-)

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -6041252064658481623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-31 02:10:03 PST
Path: supernews.google.com!sn-xit-03!supernews.com!nntp.cs.ubc.ca!
newsfeed.stanford.edu!newsfeed.berkeley.edu!ucberkeley!ctu-gate!news.nctu.edu.tw!
feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA and memory
Date: Sat, 31 Mar 2001 08:15:03 +0800
Organization: CK International
Lines: 28
Message-ID: <9a4ac7$nl1$1@news.seed.net.tw>
References: <99q98oud1@news.seed.net.tw>
<Pine.MNT.4.10.10103271714590.89-100000@Hades060> <99sd5u$1l3$1@news.seed.net.tw>
<Pine.MNT.4.10.10103291832340.109-100000@Hades060> <9a0q1l$i2m$2@news.seed.net.tw>
<Pine.MNT.4.10.10103301640140.84-100000@Hades060>
NNTP-Posting-Host: m146-201.dialup.seed.net.tw
X-Trace: news.seed.net.tw 986033351 24225 139.175.146.201 (31 Mar 2001 10:09:11
GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Sat, 31 Mar 2001 10:09:11 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Xref: supernews.google.com comp.sys.atari.programmer:377

I'll try it again with your suggestions.

Sometimes weird things happen with GFA...on this same project I had
two versions of the same program - THIS.GFA and THAT.GFA. I
incorporated a progress bar into THAT.GFA and it worked fine, so I
included the same code into THIS.GFA - absolutely no go. I printed
out the code and checked minutely...they were exactly the same, but
one worked and the other one exited as soon as it got to the progress
bar. I rebooted, ran one program first and the other second, another
reboot, running the reverse order, the second program just didn't
work. I finally pasted the code from one to the other procedure by
procedure, eliminating the old procedures, and got it to work.

--
Ross MacIver
Taiwan
---

to reply 3 = e

> From my own projects, I've found the best method to be:
> 1) Don't use reserve (only use this in editor for testing)
> 2) Always use $mXX (especially important under multi-tasking)
> 3) Use malloc() to get ram as needed and mfree() to free it
> 4) Use ~FRE(0) to clean up the string area regularly

From -3633851533060134434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a38f8340d56be8e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-31 06:56:02 PST
Path: supernews.google.com!sn-xit-03!supernews.com!newsswitch.lcs.mit.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!t-online.de!newscore.gigabell.net!news.ndh.net!su.maus.de!Joerg_Westheide
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Newsgroups: comp.sys.atari.programmer
Distribution: lokal
Message-ID: <200103301541.a51960@su.maus.de>
References: <3AC44EEB.1010908@sun1000.pwr.wroc.pl>
Organization: Maus Rheinbach/Rhein-Sieg
Subject: Re: Strange error
Date: Fri, 30 Mar 2001 15:41:00 +0100
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
X-Gateway-Administrator: webmaster@su.maus.de
Lines: 15
Xref: supernews.google.com comp.sys.atari.programmer:378

Hi Rafal!

RK>What can it be: "Out of internal memory. Use Folder100.prg" ???
RK>Folder100.prg is installed.
Rename it to Folder200.prg (or whatever number you want/need). The number in the filename is used as a parameter

RK>14MB of RAM and about 9 MB is still free.
Internal memory is allocated statically and to enlarge it's amount you have to use Folderxxx.prg

Bye

Joerg

From 6988573843515201810
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,aa751623c0bfadec
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-31 18:15:37 PST
Path: supernews.google.com!sn-xit-02!10.10.220.74.MISMATCH!sn-xit-04!
supernews.com!feed.textport.net!diablo.netcom.net.uk!netcom.net.uk!btnet-peer!
btnet!news-FFM2.ecrc.net!news.cesnet.cz!news.felk.cvut.cz!not-for-mail
From: Petr Stehlik <pstehlik@sophics.cz>
Newsgroups: comp.sys.atari.programmer
Subject: Re: question about Falcon HW registers
Date: Wed, 28 Mar 2001 15:37:41 +0200
Organization: Czech Technical University
Lines: 15
Message-ID: <3AC1E925.8C3640E0@sophics.cz>
References: <3ABB3768.B11E824B@sophics.cz> <985729112-92338AEicMi@madasafish.com>
NNTP-Posting-Host: ns.sophics.cz
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: ns.felk.cvut.cz 985786666 99606 212.11.124.164 (28 Mar 2001 13:37:46 GMT)
X-Complaints-To: usenet@ns.felk.cvut.cz
NNTP-Posting-Date: Wed, 28 Mar 2001 13:37:46 +0000 (UTC)
X-Mailer: Mozilla 4.75 [en] (X11; U; Linux 2.2.18 i686)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:379

Steve Sweet wrote:
>
> Hi Petr
>
> >Last but not least: how to enable memory test during boot (the line
> >right below Atari Fuji logo) - I disabled it 7 years ago and I cannot
> >find out how to enable it :-)
>
> Youve either got a floppy bootsector disabling it or its a setting in
> your NVRAM, so BOOTCONF from Uwe Siemet will do the job i believe.

The right answer is to set the boot delay to 32. It has the side effect
of enabling the RAM test.

Petr

From 5552256874196191544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a38f8340d56be8e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-01 23:10:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!
news.tele.dk!193.174.75.178!news-fra1.dfn.de!news.man.poznan.pl!pwr.wroc.pl!
panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Strange error

Date: Mon, 02 Apr 2001 08:09:04 +0200
Organization: Politechnika Wroclawska
Lines: 54
Message-ID: <3AC81780.4090806@sun1000.pwr.wroc.pl>
References: <3AC44EEB.1010908@sun1000.pwr.wroc.pl>
<Pine.MNT.4.10.10103301636010.84-100000@Hades060>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: multipart/alternative;
 boundary="------------010707090108090007060401"
X-Trace: panorama.wcss.wroc.pl 986191757 1139 156.17.32.156 (2 Apr 2001 06:09:17
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 2 Apr 2001 06:09:17 GMT
User-Agent: Mozilla/5.0 (Windows; U; Win98; en-US; m18) Gecko/20010131
Netscape6/6.01
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:380

--------------010707090108090007060401
Content-Type: text/plain; charset=us-ascii; format=flowed
Content-Transfer-Encoding: 7bit

>
>
>> Hi,
>>
>> What can it be: "Out of internal memory. Use Folder100.prg" ???
>>
>> Folder100.prg is installed. 14MB of RAM and about 9 MB is still free.
>
>
> If I recall correctly if you are using the folderXXX.prg there
> is another patch that is common to use along with this called
> cacheXXX.prg. Both patch different parts of the OS.
> I do not have this patch, as HD Driver (fine product btw)
> has these things built into it.

OK :-)
What if I'm also using HDDriver??

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

----------0107070901080900070604 01
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<html><head></head><body>
<blockquote type="cite"
cite="mid:Pine.MNT.4.10.10103301636010.84-100000@Hades060">
  <blockquote type="cite"><pre wrap="">Hi,

What can it be: "Out of internal memory. Use Folder100.prg" ???

Folder100.prg is installed. 14MB of RAM and about 9 MB is still free.
</pre></blockquote>
    <pre wrap=""><!---->
If I recall correctly if you are using the folderXXX.prg there
is another patch that is common to use along with this called
cacheXXX.prg. Both patch different parts of the OS.
I do not have this patch, as HD Driver (fine product btw)
has these things built into it. </pre>
    </blockquote>

OK :-)
What if I'm also using HDDriver??

    <pre class="moz-signature">--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*</pre>

</body></html>
----------0107070901080900070604 01--

From -5001257439065363026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a164575bf1e6bf81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-06 09:35:02 PST
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!newsfeed00.sul.t-online.de!t-online.de!grolier!dispose.news.demon.net!news.demon.co.uk!demon!camfisk.demon.co.uk!not-for-mail
From: "Mark" <mark@recycledsteel.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Changing resolution
Date: Fri, 6 Apr 2001 17:31:52 +0100
Message-ID: <986574870.4161.0.nnrp-13.9e98a620@news.demon.co.uk>
References: <3AB72EC4.3030102@elektryk.ie.pwr.wroc.pl>
<Pine.MNT.4.10.10103201621340.89-100000@Hades060>
<99bac8$q8m$1@nyheter.chalmers.se> <3AB9B698.4060409@elektryk.ie.pwr.wroc.pl>
<99cfuasqt1@nyheter.chalmers.se>
Reply-To: "Mark" <mark@recycledsteel.co.uk>
NNTP-Posting-Host: camfisk.demon.co.uk
X-NNTP-Posting-Host: camfisk.demon.co.uk:158.152.166.32

X-Trace: news.demon.co.uk 986574870 nnrp-13:4161 NO-IDENT
camfisk.demon.co.uk:158.152.166.32
X-Complaints-To: abuse@demon.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Lines: 26
Xref: supernews.google.com comp.sys.atari.programmer:381

> Rather, I'd suggest something like:
> - A specific 'blit to temporary buffer' function, which would keep things
> in local RAM on a graphics card.
> - The reverse of the above, obviously.
> - Masked blit (like on the Amiga), which would do the masking step at the
> same time as the actual blit.
> These three together provide the same functionality as a sprite (well,
> obviously there's no collision detection or anything like that).
> (It would probably be better to generalize the first two with some kind
> of card memory allocation function.)

The above would be really nice, what about some 3D object, z-buffering, etc
which is also built into many of the modern cards (don't know if cards like
Eclipse or Galaxy do though).

With the original problem in mind, could there not be some kind of
"fullscreen" call which would allow you to request a resolution based on W x
H x D (maybe pages) that were passed, with an error returned if the computer
was not capable?

This is all getting along the lines of (dare I say it) DirectX kind of
stuff, but I am sure the implementation would be far batter.

Mark.

From 2208359593483365609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c3b3862c11776ca,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-07 02:15:48 PST
From: "Thomas Redelberger" <redetho@gmx.de>
Newsgroups: comp.sys.atari.programmer
Subject: Programmer profiling tool. Freeware
Date: Sat, 7 Apr 2001 11:12:51 +0200
Lines: 18
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
NNTP-Posting-Host: 145.253.146.71

Message-ID: <3acedaaa_1@news.arcor-ip.de>
X-Trace: 7 Apr 2001 11:15:22 +0100, 145.253.146.71
X-Complaints-To: abuse@arcor-ip.de
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
falcon.america.net!sunqbc.risq.qc.ca!newsfeeds.belnet.be!news.belnet.be!
newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!newsfeed.arcor-
ip.de!news.arcor-ip.de!145.253.146.71
Xref: supernews.google.com comp.sys.atari.programmer:382

Hi there!

For those that develop programs for the ST compatibles and want to optimize
speed, please have a look at my website and download the profiling tool
TRPROF08.LZH from

http://home.nexgo.de/thomas.redelberger/prj/atari/download

Cheers
Thomas

--
Dr. Thomas Redelberger
E-mail: redetho@gmx.de
Fax: +49 6023 999410

From 4047522183557931781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a164575bf1e6bf81
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-07 05:20:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!skynet.be!news.tele.dk!
212.37.1.10!newsfeed01.se.dataphone.net!nntp.se.dataphone.net!newsfeed.sunet.se!
news01.sunet.se!news.chalmers.se!not-for-mail
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Changing resolution
Date: 7 Apr 2001 12:17:08 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 50
Message-ID: <9an0g4$ot6$1@nyheter.chalmers.se>
References: <3AB72EC4.3030102@elektryk.ie.pwr.wroc.pl>
<3AB9B698.4060409@elektryk.ie.pwr.wroc.pl> <99cfuasqt1@nyheter.chalmers.se>
<986574870.4161.0.nnrp-13.9e98a620@news.demon.co.uk>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 986645828 25510 129.16.79.2 (7 Apr 2001 12:17:08 GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 7 Apr 2001 12:17:08 GMT
Xref: supernews.google.com comp.sys.atari.programmer:383

In article <986574870.4161.0.nnrp-13.9e98a620@news.demon.co.uk>,
Mark <mark@recycledsteel.co.uk> wrote:
>> Rather, I'd suggest something like:
>> - A specific 'blit to temporary buffer' function, which would keep things
>> in local RAM on a graphics card.
>> - The reverse of the above, obviously.
>> - Masked blit (like on the Amiga), which would do the masking step at the
>> same time as the actual blit.
...
>The above would be really nice, what about some 3D object, z-buffering, etc
>which is also built into many of the modern cards (don't know if cards like
>Eclipse or Galaxy do though).

The RageII supplied with the Eclipse does have 3D support. It was one of
the first mainstream cards with that, though, so it is of course lightyears
from today's cards.
Unfortunately, I don't have any documentation for those parts. It might
be possible to dig out something from various Linux graphics driver code,
but I'm not promising anything.
It's more likely that I'll put some effort into these kinds of things for
3DFX Banshee/Voodoo3/4/5 or S3 Virge since I do have what appears to be
complete documentation for those. So far I only have the beginnings of
the 2D driver for the Banshee, though.
(I have at least a dozen different PCI video cards in a pile here.)

The Galaxy uses a (reasonably large) FPGA (Field Programmable Gate Array),
so it could certainly be made to do 3D if someone put their mind to it.
To my knowledge, there's nothing like that now, though.

>With the original problem in mind, could there not be some kind of
>"fullscreen" call which would allow you to request a resolution based on W x
>H x D (maybe pages) that were passed, with an error returned if the computer
>was not capable?

Certainly. It's easy enough to do in the fVDI/RageII driver.

>This is all getting along the lines of (dare I say it) DirectX kind of
>stuff, but I am sure the implementation would be far batter.

Without breaking with the entire VDI API (horrible low level interface
and very limiting, IMHO), that is not likely.

99% or so of the DirectX functionality would in any case be completely
out of the question for performance and effort reasons.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johank@omicron.se
                        | so hard to do |  WWW:      rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```


From -8623197557376908511

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9736c3965a90f90,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-07 07:52:03 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!fr.usenet-edu.net!usenet-edu.net!fu-berlin.de!spring.edu.tw!feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: ~FRE(0)
Date: Sat, 7 Apr 2001 22:48:05 +0800
Organization: CK International
Lines: 18
Message-ID: <9an9f8$4u$1@news.seed.net.tw>
NNTP-Posting-Host: tc-74-65-231.dialup.seed.net.tw
X-Trace: news.seed.net.tw 986655016 158 211.74.65.231 (7 Apr 2001 14:50:16 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Sat, 7 Apr 2001 14:50:16 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Xref: supernews.google.com comp.sys.atari.programmer:384

Lonny

I've been trying out your suggestions - use $mxx, use malloc() and mfree(), use ~fre(0) to clean up string area.

It doesn't seem to work with FSFIRST and FSNEXT for reading a directory. On the first occurance of ~FRE(0) the program exits as though reaching the last file in the directory.

--
Ross MacIver
Taiwan
---
to reply 3 = e

From -8953824929948930017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-07 11:57:07 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!news.iac.net!news-out.cwix.com!newsfeed.cwix.com!news.compuserve.com!news-master.compuserve.com!not-for-mail
From: Richard Detlefsen <"74766,1561"@compuserve.com>

Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA and memory
Date: Sat, 07 Apr 2001 12:56:37 -0500
Organization: CompuServe Interactive Services
Lines: 31
Message-ID: <3ACF54D5.E5E89C08@compuserve.com>
References: <99q98oud1@news.seed.net.tw>
NNTP-Posting-Host: dal-tgn-tkg-vty24.as.wcom.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: sshuraaa-i-1.production.compuserve.com 986669751 9378 206.175.236.24 (7 Apr 2001 18:55:51 GMT)
X-Complaints-To: newsmaster@compuserve.com
NNTP-Posting-Date: 7 Apr 2001 18:55:51 GMT
X-Mailer: Mozilla 4.7 [en]C-CCK-MCD NSCPCD47 (Win95; I)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:385

Rosco wrote:

> I'm using GFA Basic for a utility that will read all the files in a
> directory, modify, then save the new data with a new file name. I'm
> using FSFIRST and FSNEXT to read the directory. I then OPEN "I",
> #1... to read 1 file and OPEN "O", #2 ... to write the new file. Both
> files are CLOSEd (CLOSE #1 CLOSE #2) before going on to the next file.
>
> This works fine except that I run out of memory for large directories.
> I can get around this by reserving a huge chunk of memory when
> compiling (2 megs), but why should this happen? How can I get OPEN
> #1 and OPEN #2 to use the same memory block each pass?
>
> --
> Ross MacIver
> Taiwan
> ---
> to reply 3 = e

I made a copy of an article to get directories using something like
FSFIRST and FSNEXT, but haven't gotten around to chaing my GFA basic progs
that use the old 'write to disk then load' method. I can pursue it.

Are you reserving the string space outside the load/modify/write
routines? And making sure to reset the pointer to the start of the
string(cnt=1) ?

Rick D.

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a38f8340d56be8e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-07 12:18:06 PST
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!
howland.erols.net!portc.blue.aol.com.MISMATCH!portc03.blue.aol.com!
news.compuserve.com!news-master.compuserve.com!not-for-mail
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Strange error
Date: Sat, 07 Apr 2001 13:15:12 -0500
Organization: CompuServe Interactive Services
Lines: 35
Message-ID: <3ACF592F.3B383EAB@compuserve.com>
References: <3AC44EEB.1010908@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: dal-tgn-tkg-vty24.as.wcom.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: sshuraaa-i-1.production.compuserve.com 986670865 10080 206.175.236.24 (7
Apr 2001 19:14:25 GMT)
X-Complaints-To: newsmaster@compuserve.com
NNTP-Posting-Date: 7 Apr 2001 19:14:25 GMT
X-Mailer: Mozilla 4.7 [en]C-CCK-MCD NSCPCD47 (Win95; I)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:386

Rafal Kawecki wrote:

> Hi,
>
> What can it be: "Out of internal memory. Use Folder100.prg" ???
>
> Folder100.prg is installed. 14MB of RAM and about 9 MB is still free.
>
> --
> Regards
>
> Rafal Kawecki
>
> ***********************
> * Polish Atari News Page
> * http://kawecki.atari.org
> * kawecki@atari.org
> *

If you are accessing a hard drive or cdrom drive with lots of folders,
then even 100 may not be enough. Most ST Oses have a patch to fix the
problem with "not flushing the folder buffer when the window is closed
and another partition is read".

Have you tried changing it from 100 to 250? Also, make sure you have the
right prog for the computer you are using.(ST/TT/Falcon frequently use

different versions). And it may have gotten corrupted.

And finally, the error isn't necessarily with the folder program, its
just the first one that could print out an error message. See whats in
the boot chain that follows it in the auto folder.

Rick D.

From 7840271676504792776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d8c3794d57e0f8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-08 00:18:22 PST
Path: supernews.google.com!sn-xit-03!supernews.com!cyclone-sf.pbi.net!
63.208.208.143!feed2.onemain.com!feed1.onemain.com!europa.netcrusader.net!
205.252.116.205!howland.erols.net!spring.edu.tw!ctu-gate!news.nctu.edu.tw!
feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA and memory
Date: Sun, 8 Apr 2001 13:51:56 +0800
Organization: CK International
Lines: 22
Message-ID: <9ap3ar$f41$1@news.seed.net.tw>
References: <99q98oud1@news.seed.net.tw> <3ACF54D5.E5E89C08@compuserve.com>
NNTP-Posting-Host: m146-67.dialup.seed.net.tw
X-Trace: news.seed.net.tw 986714268 15489 139.175.146.67 (8 Apr 2001 07:17:48 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Sun, 8 Apr 2001 07:17:48 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Xref: supernews.google.com comp.sys.atari.programmer:387

Now that you mention it...I don't think the string space was
reserved...

I'll try that out and report back. Thanks.

--
Ross MacIver
Taiwan
---
to reply 3 = e

> I made a copy of an article to get directories using something like
> FSFIRST and FSNEXT, but haven't gotten around to chaing my GFA basic
progs
> that use the old 'write to disk then load' method. I can pursue it.

>
> Are you reserving the string space outside the load/modify/write
> routines? And making sure to reset the pointer to the start of the
> string(cnt=1) ?

From 723250431083307098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9736c3965a90f90
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-08 08:51:55 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!4.1.16.34!cpk-news-hub1.bbnplanet.com!news.gtei.net!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas4-cs-52.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: ~FRE(0)
In-Reply-To: <Pine.MNT.4.10.10104081138010.127-100000@Hades060>
Message-ID: <Pine.MNT.4.10.10104081148390.127-100000@Hades060>
References: <9an9f8$4u$1@news.seed.net.tw>
<Pine.MNT.4.10.10104081138010.127-100000@Hades060>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 11
Date: Sun, 8 Apr 2001 11:52:56 +0000
NNTP-Posting-Host: 209.143.38.105
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 986745113 209.143.38.105 (Sun, 08 Apr 2001 11:51:53 EDT)
NNTP-Posting-Date: Sun, 08 Apr 2001 11:51:53 EDT
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:388

I wanted to add, just using ~FRE(0) is not some cure all, especially
if you have some other command somewhere eating up gfa's internal
memory area. Like using temporary numeric arrays and forget to
free them and the like. Also if you don't mind me looking over the
code, I was suggesting you send it directly to me, not post it on
usenet. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

From -9101335294472943251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9736c3965a90f90

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-04-08 09:00:13 PST
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!
news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!cpk-news-hub1.bbnplanet.com!
news.gtei.net!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas4-
cs-52.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: ~FRE(0)
In-Reply-To: <9an9f8$4u$1@news.seed.net.tw>
Message-ID: <Pine.MNT.4.10.10104081138010.127-100000@Hades060>
References: <9an9f8$4u$1@news.seed.net.tw>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 22
Date: Sun, 8 Apr 2001 11:42:45 +0000
NNTP-Posting-Host: 209.143.38.105
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 986744502 209.143.38.105 (Sun, 08 Apr 2001 11:41:42
EDT)
NNTP-Posting-Date: Sun, 08 Apr 2001 11:41:42 EDT
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:389

On Sat, 7 Apr 2001, Rosco wrote:

> Lonny
>
> I've been trying out your suggestions - use $mxx, use malloc() and
> mfree(), use ~fre(0) to clean up string area.
>
> It doesn't seem to work with FSFIRST and FSNEXT for reading a
> directory. On the first occurance of ~FRE(0) the program exits as
> though reaching the last file in the directory.

That is very strange. Is this project something you wish not
to allow ppl to see? I have never had a problem with ~FRE(0)
and would like to see what is going on with it on your end if that
is possible. If not I can understand. ;-)

I use ~FRE(0) in my IRC program without any problems, and it runs
on ST's, Falcons, and up, even on my Hades060 it's fine.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -5150917065649125011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9736c3965a90f90
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-04-08 22:20:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!fr.usenet-edu.net!
usenet-edu.net!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!
News.Math.NCTU.edu.tw!news.cis.nctu.edu.tw!ctu-peer!ctu-gate!news.nctu.edu.tw!
feeder.seed.net.tw!news.seed.net.tw!not-for-mail
From: "Rosco" <ckrosco@s33d.n3t.tw>
Newsgroups: comp.sys.atari.programmer
Subject: Re: ~FRE(0)
Date: Mon, 9 Apr 2001 12:05:55 +0800
Organization: CK International
Lines: 23
Message-ID: <9argg4ocn1@news.seed.net.tw>
References: <9an9f8$4u$1@news.seed.net.tw>
<Pine.MNT.4.10.10104081138010.127-100000@Hades060>
<Pine.MNT.4.10.10104081148390.127-100000@Hades060>
NNTP-Posting-Host: tc-74-67-42.dialup.seed.net.tw
X-Trace: news.seed.net.tw 986793284 24983 211.74.67.42 (9 Apr 2001 05:14:44 GMT)
X-Complaints-To: abuse@seed.net.tw
NNTP-Posting-Date: Mon, 9 Apr 2001 05:14:44 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.3018.1300
X-MIMEOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Xref: supernews.google.com comp.sys.atari.programmer:390

I'll upload the code tomorrow...but I think the problem is that I
haven't allocated space for the file...

--
Ross MacIver
Taiwan
---
to reply 3 = e
"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10104081148390.127-100000@Hades060...
>
> I wanted to add, just using ~FRE(0) is not some cure all, especially
> if you have some other command somewhere eating up gfa's internal
> memory area. Like using temporary numeric arrays and forget to
> free them and the like. Also if you don't mind me looking over the
> code, I was suggesting you send it directly to me, not post it on
> usenet. ;-)
>
> _____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

From -203562171431041143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,9de2e29d34d2833d,start

X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,9de2e29d34d2833d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-11 20:06:06 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-feed.riddles.org.uk!
newsfeed.direct.ca!look.ca!news-out.uswest.net!news.uswest.net.POSTED!not-for-mail
Message-ID: <3A5E8192.B02467D5@qwest.net>
From: olcott <olcott@qwest.net>
X-Mailer: Mozilla 4.75 [en]C-CCK-MCD (Qwest.net) (Win98; U)
X-Accept-Language: en,pdf
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit
Subject: Best "C" Compiler and Assembler?
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 3
Date: Thu, 11 Jan 2001 22:01:22 -0600
NNTP-Posting-Host: 63.227.148.214
X-Trace: news.uswest.net 979272082 63.227.148.214 (Thu, 11 Jan 2001 22:01:22 CST)
NNTP-Posting-Date: Thu, 11 Jan 2001 22:01:22 CST
Xref: supernews.google.com comp.sys.atari.programmer:267 comp.sys.atari.8bit:3417

What is the best "C" compiler and Assembler that
will run on Atari 800XL computers?

From -8854631489681518966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5e8fd43d75b60c8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-11 23:00:03 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
newsfeed.berkeley.edu!ucberkeley!newsfeed.yosemite.net!nntp-relay.ihug.net!
newsfeeds.ihug.co.nz!ihug.co.nz!news.xtra.co.nz!news.netgate.net.nz!
news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: mapping a new drive under GEMDOS
Date: Fri, 12 Jan 2001 19:51:23 +1300
Organization: The Gluepot
Lines: 147
Message-ID: <93m9lf$83o$1@news.comnet.co.nz>
References: <Pine.GSO.4.10.10101110044300.2964-100000@monster.chl.chalmers.se>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-176.remote.comnet.co.nz
Mime-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.comnet.co.nz 979282415 8312 131.203.242.176 (12 Jan 2001 06:53:35
GMT)
X-Complaints-To: usenet@news.comnet.co.nz

NNTP-Posting-Date: 12 Jan 2001 06:53:35 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:268

"Gilda Henrik" <di98gihe@chl.chalmers.se> wrote ...
> I'm trying to make a program that will provide my own type of network
> filesystem
> functions (I don't mean NFS for mint) under TOS. I figured that I
would
> have some sort of file server, which I will have to code too, on a pc
or
> another atari, and map a new drive to GEMDOS. What I'm wondering is:
Is
> there an easy way to map this drive to gemdos, and make gemdos call my
own
> routines when Fopen and other functions are called, or will I have to
hack
> GEMDOS in some way?
>
> I've already prepared myself for the event that I would have to hack
> gemdos instead. I've managed to replace the Trap vector ($84) with my
own.
> Until now all my routine does is jumping through the old vector, but I
> have verified that it works, by for example switching the background
color
> of the screen before jumping through the vector. This gives an
annoying
> flickering screen when opening files and so on. :-)
>
> I've also tried detecting what kind of GEMDOS call was made before
jumping
> through the old vector, but this has failed totally. If I'm not
mistaken
> (and according to the 68030 manual from motorola) the stack frame
> generated by a trap call is 8 bytes in total (sr (Word), pc (Long),
vector
> number (Word)). And the last thing that is put on the stack before the
> trap
> call should be the GEMDOS function number, so that when my own GEMDOS
> vector is entered all I have to do is retreive a word from 8(sp), to
get
> the function number. For example if I want to make the screen flicker
when
> someone calls Cconws the following should do just that:
>
> myGEMDOS:
> cmp.w #CCONWS_FUNCTION,8(sp) did they call Cconws?
> bne.s jump_through_old nope, do nothing special
>
> bsr flicker_screen yes, flicker screen

```
> jump_through_old:
> move.l oldGEMDOS,a0
> jmp (a0) let the old GEMDOS do its
> stuff
>
> I've tried varying the offset (8 in the above example), but my routine
> never detects a Cconws call. Is there something about the trap
handling
> that I don't know?
```

The code you have provided will only work if the software is running on a 68010 or newer CPU, and the code calling GEMDOS was in the 68k's Supervisor mode before the call.

A better approach would be something like this:

(I've taken advantage of the fact that GEMDOS is documented to destroy the three lowest data and address registers. This code is also XBRA compliant, calling the previous handler if it isn't Cconws being called)

```
        dc.l    'XBRA'        ; XBRA compliant
        dc.l    'CCWS'        ; XBRA flag identifying this handler
oldhandler    ds.l    1        ; old handler address
trap
    lea    6(sp),a0    ; opcode offset for supervisor call
    move.l    usp,a1    ; get user stack
    tst.w    $5a0.w    ; big frame? (68010+ have 8 byte frame)
    seq    d0                ; set small frame flag
    beq.s    smallerframe    ; no - it's a 68000 or 68008
    addq.l    #8-6,a0    ; increment stack pointer
smallerframe
    btst    #13&7,(sp)    ; were we called from user mode?
    sne    d1                    ; set "called from super" flag
    bne.s    calledfromsuper    ; no, so skip it
    move.l    a1,a0        ;  a0 = USP
calledfromsuper
    cmp.w    #CCONWS,(a0)    ; was the called func Cconws() ?
    beq.s    myhandler                    ; no, so go to my handler
    move.l    oldhandler(pc),-(sp)    ; push address of old handler
    rts                                     ; jump to it

myhandler:
    move.l    trapstack,a1    ; get old frame stack
    move.w    (sp)+,-(a1)    ; pop stacked SR, push onto my stack
    move.l    (sp)+,-(a1)       ; pop stacked PC, push onto my stack
    tst.b    d0                        ; small frame flag set?
    beq.s    shortframe          ; yes, so no "format word" to transfer
    move.w    (sp)+,-(a1)    ; pop stacked format-word, push onto my
stack
shortframe
    move.l    sp,-(a1)                ; save old stack pointer
    move.l    a1,trapstack    ; save new stack pointer
```

```
    tst.b    d1    ; called from supervisor?
    bne.s    supercall    ; yes - no need to swap stacks
    move.l    usp,sp    ; set sp to point to user stack
supercall

    jsr    myCconwshandler    ; call handler with params on stack

    move.l    trapstack,a0    ; fetch my stack pointer
    move.l   (a0)+,sp        ; pop old stack
    tst.w        $5a0.w        ; long frame or short?
    beq.s    returnfromshortframe
    move.w    (a0)+,-(sp)    ; pop saved formatword, push onto stack
returnfromshortframe
    move.l    (a0)+,-(sp)       ; pop saved PC, push onto stack
    move.w    (a0)+,-(sp)    ; pop saved SR, push onto stack
    move.l    a0,trapstack    ; save trap stack pointer
    rte                               ; return to prog/func that called
me

; sp+0       stack pointer
; sp+4        Cconws func num
; sp+6        string pointer
myCconwshandler
    move.l    4+2(sp),a0    ; fetch string to be printed

    nop                ; do whatever you wanna do

    rts                ; normal subroutine return, to trap handler


    SECTION DATA
trapstack
    dc.l    stacktop        ; saved pointer to stack of old GEMDOS trap
frames


    SECTION BSS
    ds.b    12*16    ; 16 level stack of 12-byte (stackframe+SP)
stacktop

    END
```

(Better, more-efficient code could probably be written, but this should give you an idea of what should work. I haven't actually tried this code, having written it while online)

From -308479252917341735
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ab9e8ee6486e3f1,start

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-12 00:30:03 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!fr.usenet-edu.net!
usenet-edu.net!news.tele.dk!195.54.122.107!newsfeed1.bredband.com!bredband!
newsfeed1.telenordia.se!algonet!news.man.lodz.pl!news.icm.edu.pl!ict.pwr.wroc.pl!
pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: MFDB Problem
Date: Fri, 12 Jan 2001 09:24:18 +0100
Organization: Politechnika Wroclawska
Lines: 21
Message-ID: <3A5EBF32.229B6F22@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 979287701 20442 156.17.32.156 (12 Jan 2001 08:21:41
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 12 Jan 2001 08:21:41 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:269

Hi there,

I have a problem using standard VDI functions to paste images from
memory.
I'm working with 8 bitplanes....
So, the highest color is 255 (0-255) and if I use such color, system
changes it to 1..
Why?? Can someone help me?

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -5068357421537244574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ab9e8ee6486e3f1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-12 02:28:52 PST

Path: supernews.google.com!sn-xit-02!supernews.com!204.127.161.2.MISMATCH!wn2feed!
worldnet.att.net!128.230.129.106!news.maxwell.syr.edu!npeer.kpnqwest.net!
nmaster.kpnqwest.net!newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!news.siemens.at!
not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: MFDB Problem
Date: Fri, 12 Jan 2001 11:25:57 +0100
Organization: SIEMENS AG AUSTRIA
Lines: 23
Message-ID: <3A5EDBB5.C5BC9E26@siemens.at>
References: <3A5EBF32.229B6F22@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.siemens.at 979298650 13172 158.226.192.100 (12 Jan 2001 11:24:10
GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Fri, 12 Jan 2001 11:24:10 +0000 (UTC)
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:270

Rafal Kawecki wrote:
>
> Hi there,
>
> I have a problem using standard VDI functions to paste images from
> memory.
> I'm working with 8 bitplanes....
> So, the highest color is 255 (0-255) and if I use such color, system
> changes it to 1..
> Why?? Can someone help me?

Unluckily I don't have access to my sources at the moment so I can't
tell you the exact mapping but I had a similar problem when loading
and displaying images and after some trial and error I coded a
function to map the colours. IIRC with 8 bitplanes VDI mixes up
colours 0 to 15 and 255, at 4 bitplanes it mixes up only colours
0 to 3 and 15 but why it does that at all is beyond me.
I could tell you the mapping after the weekend but until then I think
you will have found it out yourself since you can see it at once if
you draw a picture with e.g. PixArt, and then load and display it
with a tiny self written program.

Gerhard

From -158103317830700017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ab9e8ee6486e3f1
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-01-12 02:38:24 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
news.iac.net!news-out.cwix.com!newsfeed.cwix.com!EU.net!blackbush.xlink.net!
news0.de.colt.net!news-fra1.dfn.de!news.man.poznan.pl!news.icm.edu.pl!
ict.pwr.wroc.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: MFDB Problem
Date: Fri, 12 Jan 2001 11:32:59 +0100
Organization: Politechnika Wroclawska
Lines: 33
Message-ID: <3A5EDD5B.61A7AC16@sun1000.pwr.wroc.pl>
References: <3A5EBF32.229B6F22@sun1000.pwr.wroc.pl> <3A5EDBB5.C5BC9E26@siemens.at>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 979295725 24111 156.17.32.156 (12 Jan 2001 10:35:25
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 12 Jan 2001 10:35:25 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:271

> > I have a problem using standard VDI functions to paste images from
> > memory.
> > I'm working with 8 bitplanes....
> > So, the highest color is 255 (0-255) and if I use such color, system
> > changes it to 1..
> > Why?? Can someone help me?
>
> Unluckily I don't have access to my sources at the moment so I can't
> tell you the exact mapping but I had a similar problem when loading
> and displaying images and after some trial and error I coded a
> function to map the colours. IIRC with 8 bitplanes VDI mixes up
> colours 0 to 15 and 255, at 4 bitplanes it mixes up only colours
> 0 to 3 and 15 but why it does that at all is beyond me.
> I could tell you the mapping after the weekend but until then I think
> you will have found it out yourself since you can see it at once if
> you draw a picture with e.g. PixArt, and then load and display it
> with a tiny self written program.

No, tell me. Probably I'll have no time for solving this problem...
BTW. The color 254 is 254. There are problems only with 255 :(

--
Regards

Rafal Kawecki

****
* Polish Atari News Page

* http://kawecki.atari.org
* kawecki@atari.org
*

From 3379251738941863374
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5e8fd43d75b60c8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-12 03:00:06 PST
Path: supernews.google.com!sn-xit-03!supernews.com!europa.netcrusader.net!
128.32.206.55!newsfeed.berkeley.edu!news-hog.berkeley.edu!ucberkeley!
enews.sgi.com!newsfeed.nettuno.it!server-b.cs.interbusiness.it!
bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: mapping a new drive under GEMDOS
Date: Fri, 12 Jan 01 12:00:12
Organization: De Petris Software Development
Lines: 17
Message-ID: <20469_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: supernews.google.com comp.sys.atari.programmer:272

In uno strano messaggio del 11 Jan 01 di98gihe@chl.chalmers.se (2:333/608.1)
scrisse al povero All :
 d> own routines when Fopen and other functions are called, or will I have to
 d> hack GEMDOS in some way?

You have to hook XBIOS vectors, this is what I did in MIKENET software, maybe
I still have that big all ASM sources around, left at the point where I
started to use the parallel port instead of the MIDI ports.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -3600774541152968710
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ab9e8ee6486e3f1

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-12 03:40:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!xfer13.netnews.com!netnews.com!
opentransit.net!news.tele.dk!141.201.2.63!newshunter!cosy.sbg.ac.at!
newsfeed.Austria.EU.net!newsfeed.kpnqwest.at!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: MFDB Problem
Date: Fri, 12 Jan 2001 12:39:24 +0100
Organization: SIEMENS AG AUSTRIA
Lines: 21
Message-ID: <3A5EECEC.DD21C815@siemens.at>
References: <3A5EBF32.229B6F22@sun1000.pwr.wroc.pl> <3A5EDBB5.C5BC9E26@siemens.at>
<3A5EDD5B.61A7AC16@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: ws6283.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.siemens.at 979303055 14493 158.226.192.100 (12 Jan 2001 12:37:35
GMT)
X-Complaints-To: usenet@news.siemens.at
NNTP-Posting-Date: Fri, 12 Jan 2001 12:37:35 +0000 (UTC)
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.8 sun4m)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:273

Rafal Kawecki wrote:
> No, tell me. Probably I'll have no time for solving this problem...
> BTW. The color 254 is 254. There are problems only with 255 :(

As I said colors 16 to 254 all are correct. That's what I'm sure.
What I'm not sure to remember correct is :

0 - 0
1 - 255
2 - 1
3 - 2
4 - 3
.
.
15 - 14
255 - 15

You can try it that way and if it's not correct I can tell you after
the weekend.

Gerhard

From 1261255159529610342
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ab9e8ee6486e3f1
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-01-12 03:48:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!
feeder.qis.net!ptdnetP!newsgate.ptd.net!newsfeed00.sul.t-online.de!t-online.de!
newsfeeds.belnet.be!news.belnet.be!news.task.gda.pl!news.man.poznan.pl!
ict.pwr.wroc.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: MFDB Problem
Date: Fri, 12 Jan 2001 12:43:18 +0100
Organization: Politechnika Wroclawska
Lines: 35
Message-ID: <3A5EEDD6.7EB55DAF@sun1000.pwr.wroc.pl>
References: <3A5EBF32.229B6F22@sun1000.pwr.wroc.pl> <3A5EDBB5.C5BC9E26@siemens.at>
<3A5EDD5B.61A7AC16@sun1000.pwr.wroc.pl> <3A5EECEC.DD21C815@siemens.at>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 979299945 26366 156.17.32.156 (12 Jan 2001 11:45:45
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 12 Jan 2001 11:45:45 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:274

> > No, tell me. Probably I'll have no time for solving this problem...
> > BTW. The color 254 is 254. There are problems only with 255 :(
>
> As I said colors 16 to 254 all are correct. That's what I'm sure.
> What I'm not sure to remember correct is :
>
> 0 - 0
> 1 - 255
> 2 - 1
> 3 - 2
> 4 - 3
> .
> .
> 15 - 14
> 255 - 15
>
> You can try it that way and if it's not correct I can tell you after
> the weekend.

Hmmm, pretty smart ;)
But is the system doing such things ???
I'll try this, but anyway show me your solution after the weekend...

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -4668210906287249813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ab9e8ee6486e3f1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-12 03:51:32 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
news.iac.net!news-out.cwix.com!newsfeed.cwix.com!newsfeeds.belnet.be!
news.belnet.be!news.task.gda.pl!news.man.poznan.pl!ict.pwr.wroc.pl!pwr.wroc.pl!
panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: MFDB Problem
Date: Fri, 12 Jan 2001 12:46:02 +0100
Organization: Politechnika Wroclawska
Lines: 32
Message-ID: <3A5EEE79.A5580F25@sun1000.pwr.wroc.pl>
References: <3A5EBF32.229B6F22@sun1000.pwr.wroc.pl> <3A5EDBB5.C5BC9E26@siemens.at>
<3A5EDD5B.61A7AC16@sun1000.pwr.wroc.pl> <3A5EECEC.DD21C815@siemens.at>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 979300108 26366 156.17.32.156 (12 Jan 2001 11:48:28
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 12 Jan 2001 11:48:28 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:275

> > No, tell me. Probably I'll have no time for solving this problem...
> > BTW. The color 254 is 254. There are problems only with 255 :(
>
> As I said colors 16 to 254 all are correct. That's what I'm sure.
> What I'm not sure to remember correct is :
>
> 0 - 0
> 1 - 255
> 2 - 1
> 3 - 2
> 4 - 3
> .
> .

> 15 - 14
> 255 - 15

Oops, it's not like that.
255 -> 1 !!!

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -3749812324325472519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5e8fd43d75b60c8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-12 04:33:47 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
news.iac.net!news-out.cwix.com!newsfeed.cwix.com!news.maxwell.syr.edu!
news.tele.dk!195.54.122.107!newsfeed1.bredband.com!bredband!newsfeed.bahnhof.se!
newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!monster!di98gihe
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: mapping a new drive under GEMDOS
Date: Fri, 12 Jan 2001 13:23:16 +0100
Organization: Chalmers University of Technology
Lines: 23
Message-ID: <Pine.GSO.4.10.10101121318310.3400-100000@monster.chl.chalmers.se>
References: <20469_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
NNTP-Posting-Host: monster.chl.chalmers.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: nyheter.chalmers.se 979302350 19460 129.16.216.101 (12 Jan 2001 12:25:50
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 12 Jan 2001 12:25:50 GMT
In-Reply-To: <20469_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Xref: supernews.google.com comp.sys.atari.programmer:276

Hi!

> In uno strano messaggio del 11 Jan 01 di98gihe@chl.chalmers.se (2:333/608.1)
> scrisse al povero All :
> d> own routines when Fopen and other functions are called, or will I have to

> d> hack GEMDOS in some way?
>
> You have to hook XBIOS vectors, this is what I did in MIKENET software, maybe
> I still have that big all ASM sources around, left at the point where I
> started to use the parallel port instead of the MIDI ports.

It would be really nice to have a look at your code. Coulde you mail it to me? :-)

I would like to thank all you others too who replied to my questions. All your solutions seem equally good too me, but I think I'll try TraPatch combined with the MIKENET sources, and see what I can come up with. I've save your replies for future reference.

Regards
Henrik

From -2244788154706883155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5e8fd43d75b60c8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-12 09:23:20 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!hub.org!
hub.org!hermes.visi.com!news-out.visi.com!news.maxwell.syr.edu!news-was.dfn.de!
news-koe1.dfn.de!news.rwth-aachen.de!draco.stochastik.rwth-aachen.de!not-for-mail
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Newsgroups: comp.sys.atari.programmer
Subject: Re: mapping a new drive under GEMDOS
Date: 12 Jan 2001 18:19:00 +0100
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
Lines: 20
Message-ID: <93nea4$52f$1@draco.stochastik.rwth-aachen.de>
References: <20469_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
NNTP-Posting-Host: draco.stochastik.rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 979319941 24133 137.226.106.3 (12 Jan 2001
17:19:01 GMT)
X-Complaints-To: abuse@rwth-aachen.de
NNTP-Posting-Date: 12 Jan 2001 17:19:01 GMT
Xref: supernews.google.com comp.sys.atari.programmer:277

In article <20469_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
>
>You have to hook XBIOS vectors, this is what I did in MIKENET software, maybe
>I still have that big all ASM sources around, left at the point where I
>started to use the parallel port instead of the MIDI ports.

You can't add a non-FAT FS by hooking into XBIOS - Gemdos will handle the drive internally and access it on a sector-by-sector basis, and assume there is a FAT FS on it.

He wanted to have a network drive (where there probably is *no* FAT FS on
the other end, eg. when running on some UNIX machine), so he has to
intercept Gemdos directly and pass the file access functions across the net.

cu
Michael
--
"Intelligent life is very rare in the universe.
 On earth, it has not been discovered yet"   (Stephen Hawking)

From -6054277033441480177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5e8fd43d75b60c8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-12 15:20:53 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
newsfeed.berkeley.edu!ucberkeley!nntp.primenet.com!nntp.gblx.net!news.tele.dk!
212.37.1.10!newsfeed01.se.dataphone.net!nntp.se.dataphone.net!newsfeed.sunet.se!
news01.sunet.se!news.chalmers.se!monster!di98gihe
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: mapping a new drive under GEMDOS
Date: Sat, 13 Jan 2001 00:13:26 +0100
Organization: Chalmers University of Technology
Lines: 22
Message-ID: <Pine.GSO.4.10.10101130007530.3653-100000@monster.chl.chalmers.se>
References: <20469_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
<93nea4$52f$1@draco.stochastik.rwth-aachen.de>
NNTP-Posting-Host: monster.chl.chalmers.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: nyheter.chalmers.se 979341359 22362 129.16.216.101 (12 Jan 2001 23:15:59
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 12 Jan 2001 23:15:59 GMT
In-Reply-To: <93nea4$52f$1@draco.stochastik.rwth-aachen.de>
Xref: supernews.google.com comp.sys.atari.programmer:278

> >You have to hook XBIOS vectors, this is what I did in MIKENET software, maybe
> >I still have that big all ASM sources around, left at the point where I
> >started to use the parallel port instead of the MIDI ports.
>
> You can't add a non-FAT FS by hooking into XBIOS - Gemdos will handle the
> drive internally and access it on a sector-by-sector basis, and assume there
> is a FAT FS on it.
>
> He wanted to have a network drive (where there probably is *no* FAT FS on
> the other end, eg. when running on some UNIX machine), so he has to
> intercept Gemdos directly and pass the file access functions across the net.

Yepp, what I'm trying to do is make files in an ordinary

window$-environment accessible on an atari through the network. I think
the best solution would be to forward the necessary gemdos calls (like
Fopen and Fread for instance), and not try to read sectors from a
partition under window$, since it would certainly not like that.

Regards
Henrik

From -3392052648959589673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9de2e29d34d2833d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,9de2e29d34d2833d
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-01-12 15:42:03 PST
Path: supernews.google.com!sn-xit-02!sn-post-01!supernews.com!corp.supernews.com!
not-for-mail
From: "Rick Cortese" <ricortes@netmagic.net>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit
Subject: Re: Best "C" Compiler and Assembler?
Date: Fri, 12 Jan 2001 15:42:50 -0800
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <t5v5fq6hvgbvc9@corp.supernews.com>
References: <3A5E8192.B02467D5@qwest.net>
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6700
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
X-Complaints-To: newsabuse@supernews.com
Lines: 18
Xref: supernews.google.com comp.sys.atari.programmer:279 comp.sys.atari.8bit:3459

"olcott" <olcott@qwest.net> wrote in message
news:3A5E8192.B02467D5@qwest.net...
> What is the best "C" compiler and Assembler that
> will run on Atari 800XL computers?

Lightspeed C was pretty good. It was an integrated development environment,
its own DOS and editor for writing programs vs "use your favorite WP" type
of stand alone compiliers.

Can't remember which one I fooled with, could have been CC65, but it
understood braces
for {
vs
for $(

Like you have to do with most Atari C compilers.

From -4959425473571217776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ab9e8ee6486e3f1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-12 15:46:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!fr.clara.net!
heighliner.fr.clara.net!news.tele.dk!62.108.1.23!pascal.a2000.nl!
newsfeed.a2000.nl!not-for-mail
From: Henk Robbers <h.robbers@chello.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: MFDB Problem
Date: Sat, 13 Jan 2001 00:40:25 +0100
Organization: A2000 Kabeltelevisie en Telecommunicatie
Lines: 39
Message-ID: <3A5F95E9.6991E98D@chello.nl>
References: <3A5EBF32.229B6F22@sun1000.pwr.wroc.pl> <3A5EDBB5.C5BC9E26@siemens.at>
<3A5EDD5B.61A7AC16@sun1000.pwr.wroc.pl> <3A5EECEC.DD21C815@siemens.at>
<3A5EEE79.A5580F25@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: node114f5.a2000.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: boile.a2000.nl 979342905 11409 24.132.20.245 (12 Jan 2001 23:41:45 GMT)
X-Complaints-To: abuse@a2000.nl
NNTP-Posting-Date: 12 Jan 2001 23:41:45 GMT
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:280

Hi

Rafal Kawecki wrote:
>
> > > No, tell me. Probably I'll have no time for solving this problem...
> > > BTW. The color 254 is 254. There are problems only with 255 :(
> >
> > As I said colors 16 to 254 all are correct. That's what I'm sure.
> > What I'm not sure to remember correct is :
> >
> > 0 - 0
> > 1 - 255
> > 2 - 1
> > 3 - 2
> > 4 - 3
> > .
> > .
> > 15 - 14
> > 255 - 15
>
> Oops, it's not like that.

> 255 -> 1 !!!

The VDI always uses 0 for white and 1 for black.
The XBIOS uses 0 for white and the highest possible value for black.
3, 15, 255 respectively.

On the TT in duochrome 254 and 255 are used.

More general: vs_color(h,0) is background colour, (h,1) is foreground colour,
to make these notions the same on all colour depths.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
  http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From -4687983143131751474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5e8fd43d75b60c8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-13 05:26:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!cyclone-sjo1.usenetserver.com!
news-out.usenetserver.com!cyclone-pass-sjo.usenetserver.com!
newshub2.rdc1.sfba.home.com!news.home.com!enews.sgi.com!newsfeed.nettuno.it!
server-b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: Re: mapping a new drive under GEMDOS
Date: Sat, 13 Jan 01 14:17:18
Organization: De Petris Software Development
Lines: 18
Message-ID: <20531_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: supernews.google.com comp.sys.atari.programmer:281

In uno strano messaggio del 12 Jan 01 Michael Schwingen (2:333/608.1) scrisse
al povero All :
 MS> You can't add a non-FAT FS by hooking into XBIOS - Gemdos will handle
 MS> the drive internally and access it on a sector-by-sector basis, and
 MS> assume there is a FAT FS on it.

Oh yes right, this is why MikeNet was so fast and relayable, and I had big
problems while starting to think to a multipoint real network, to other
platforms too.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -6650400484640425442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,9de2e29d34d2833d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,9de2e29d34d2833d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-13 06:00:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!codeine.org!colt.net!
dispose.news.demon.net!demon!news.demon.nl!demon!underground.demon.nl!not-for-mail
From: "TXG" <Txg@underground.demon.nl>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit
Subject: Re: Best "C" Compiler and Assembler?
Date: Sat, 13 Jan 2001 14:36:35 +0100
Message-ID: <979394283.15580.0.pluto.d4ee0f47@news.demon.nl>
References: <3A5E8192.B02467D5@qwest.net>
Reply-To: "TXG" <Txg@underground.demon.nl>
NNTP-Posting-Host: underground.demon.nl
X-NNTP-Posting-Host: underground.demon.nl:212.238.15.71
X-Trace: news.demon.nl 979394283 pluto:15580 NO-IDENT
underground.demon.nl:212.238.15.71
X-Complaints-To: abuse@nl.demon.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Lines: 19
Xref: supernews.google.com comp.sys.atari.programmer:282 comp.sys.atari.8bit:3472

"olcott" <olcott@qwest.net> wrote in message
news:3A5E8192.B02467D5@qwest.net...
> What is the best "C" compiler and Assembler that
> will run on Atari 800XL computers?
>

The best assembler is MAC/65 I think but I have seen several other good
assemblers for the 800XL...
For the best C compiler you can use CC65 for 800XL it's not supported
anymore, but still very good. The only problem is you need a big ramdisk or
harddisk to use the compiler/linker with all libs...
But CC65 is also available as cross-compiler for PC. You can find it at
WWW.CC65.ORG it's still supported and you can download the latest version
there...A lot of Atari 8-bit support is added lately...

TXG

From -1956962984511331633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,9de2e29d34d2833d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,9de2e29d34d2833d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-13 08:56:53 PST
Path: supernews.google.com!sn-xit-02!supernews.com!216.218.236.179.MISMATCH!news!
news.he.net!nntp.primenet.com!nntp.gblx.net!newsfeed.cwix.com!news-out.uswest.net!
news.uswest.net.POSTED!not-for-mail
Message-ID: <3A6088AE.DF86783E@qwest.net>
From: olcott <olcott@qwest.net>
X-Mailer: Mozilla 4.75 [en]C-CCK-MCD (Qwest.net) (Win98; U)
X-Accept-Language: en,pdf
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit
Subject: Re: Best "C" Compiler and Assembler?
References: <3A5E8192.B02467D5@qwest.net>
<979394283.15580.0.pluto.d4ee0f47@news.demon.nl>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 21
Date: Sat, 13 Jan 2001 10:56:14 -0600
NNTP-Posting-Host: 209.180.107.101
X-Trace: news.uswest.net 979404969 209.180.107.101 (Sat, 13 Jan 2001 10:56:09 CST)
NNTP-Posting-Date: Sat, 13 Jan 2001 10:56:09 CST
Xref: supernews.google.com comp.sys.atari.programmer:283 comp.sys.atari.8bit:3487

Where can I get a copy of MAC / 65?

TXG wrote:

> "olcott" <olcott@qwest.net> wrote in message
> news:3A5E8192.B02467D5@qwest.net...
> > What is the best "C" compiler and Assembler that
> > will run on Atari 800XL computers?
> >
>
> The best assembler is MAC/65 I think but I have seen several other good
> assemblers for the 800XL...
> For the best C compiler you can use CC65 for 800XL it's not supported
> anymore, but still very good. The only problem is you need a big ramdisk or
> harddisk to use the compiler/linker with all libs...
> But CC65 is also available as cross-compiler for PC. You can find it at
> WWW.CC65.ORG it's still supported and you can download the latest version
> there...A lot of Atari 8-bit support is added lately...
>

> TXG

From 1940691284919342516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9de2e29d34d2833d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,9de2e29d34d2833d
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 2001-01-13 13:58:15 PST
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!
newsfeed.skycache.com!Cidera!cletus.bright.net!not-for-mail
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit
Subject: Re: Best "C" Compiler and Assembler?
From: NoOne@FakeEmail.com (Tom Hunt)
References: <3A5E8192.B02467D5@qwest.net>
<979394283.15580.0.pluto.d4ee0f47@news.demon.nl>
Organization: CTH Enterprises
Message-ID: <9028A9F3CCTHEnterprises@205.212.123.11>
User-Agent: Xnews/03.07.28
Lines: 20
Date: Sat, 13 Jan 2001 21:57:07 GMT
NNTP-Posting-Host: 209.143.15.219
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 979423027 209.143.15.219 (Sat, 13 Jan 2001 16:57:07
EST)
NNTP-Posting-Date: Sat, 13 Jan 2001 16:57:07 EST
Xref: supernews.google.com comp.sys.atari.programmer:284 comp.sys.atari.8bit:3494

Txg@underground.demon.nl (TXG) wrote in
<979394283.15580.0.pluto.d4ee0f47@news.demon.nl>:

>For the best C compiler you can use CC65 for 800XL it's not supported
>anymore, but still very good.

I've never stopped supporting it. Check out-

http://members.nbci.com/cc65foratari/

It has the cross compiler version available for downloading, plus some
libraries and source code. It is completly compatable with the J.R.
Dunning version and libraries, and includes his cool multi-pass executables
that make the forward referencing of symbols a snap without the use of alot
of header files or declarations.

====
http://cth.dtdns.net
====

From -8179747029848986630

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a92e66aba221ab77,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-14 04:52:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!hermes.visi.com!news-out.visi.com!news-out.uswest.net!news.uswest.net.POSTED!not-for-mail
From: a@a.com (Arcade)
Newsgroups: comp.sys.atari.programmer
Subject: DASM - Atari 2600
Message-ID: <3a619e1e.2672577@news.uswest.net>
X-Newsreader: Forte Agent 1.5/32.452
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 11
Date: Sun, 14 Jan 2001 12:44:13 GMT
NNTP-Posting-Host: 209.180.51.237
X-Trace: news.uswest.net 979476630 209.180.51.237 (Sun, 14 Jan 2001 06:50:30 CST)
NNTP-Posting-Date: Sun, 14 Jan 2001 06:50:30 CST
Xref: supernews.google.com comp.sys.atari.programmer:285

I am trying to modify some games for Atari 2600 using DASM
when I try to assemble a program, i get unknown mneumonic messages for
every instruction:
line 47 colrdemo.asm Unknown Mnemonic
unknown mnemonic: 'DEX'
line 48 colrdemo.asm Unknown Mnemonic
unknown mnemonic: 'BNE'

Anyone know why this would happen?
Also let me know if there is a better newsgroup to use for this type
of stuff.

From 122828768128549464
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,32b15d73337bca4d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-18 06:05:40 PST
Path: supernews.google.com!sn-xit-02!supernews.com!12.127.16.134.MISMATCH!attmtf.ip.att.net!nntp-server.caltech.edu!newsfeeds.nerdc.ufl.edu!clearspring.com!feed.cgocable.net!news.tele.dk!194.165.93.117!newsfeed.wirehub.nl!surfnet.nl!news.surfnet.nl!not-for-mail
From: "m" <mrtnglas@dds.nl>
Newsgroups: comp.sys.atari.programmer
Subject: lynx rom image???
Date: Tue, 16 Jan 2001 11:56:44 +0100
Organization: SURFnet BV
Lines: 9
Message-ID: <9419em$q8u$1@news.surfnet.nl>
NNTP-Posting-Host: 5pc058.ubvu.vu.nl
X-Trace: news.surfnet.nl 979642646 26910 130.37.95.58 (16 Jan 2001 10:57:26 GMT)
X-Complaints-To: usenet@news.surfnet.nl

NNTP-Posting-Date: 16 Jan 2001 10:57:26 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Xref: supernews.google.com comp.sys.atari.programmer:286

hi i'm looking for the rom image of the lynx to be able to play it on the
(mac) emulator but i'm not able to find it anywhere on the web. can anyone
help me out?
if you have it you can send it to me by email (mrtnglas@dds.nl).
i also own a lynx handheld so legally it should be alright....

well tanhx anyway.

From 4009465372285201673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,36d1a206c0444eec,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10c818,36d1a206c0444eec,start
X-Google-Attributes: gid10c818,public
X-Google-Thread: 1115ce,36d1a206c0444eec,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10f65e,36d1a206c0444eec,start
X-Google-Attributes: gid10f65e,public
X-Google-Thread: 109a67,36d1a206c0444eec,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: fa81b,36d1a206c0444eec,start
X-Google-Attributes: gidfa81b,public
X-Google-ArrivalTime: 2001-01-25 07:17:02 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!newsfeeds.belnet.be!
news.belnet.be!btnet-peer1!btnet-feed5!btnet!mendelevium.btinternet.com!not-for-
mail
From: "John Thackeray" <john@tradeinpost.com>
Newsgroups:
alt.games.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
,misc.for-sale,uk,uk.adverts.other
Subject: Atari Software for Sale
Date: Thu, 25 Jan 2001 15:15:38 -0000
Organization: BT Internet
Lines: 12
Message-ID: <94pg0bqet4@uranium.btinternet.com>
NNTP-Posting-Host: host213-122-209-66.btinternet.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: supernews.google.com alt.games.atari:129 comp.sys.atari.programmer:287
comp.sys.atari.st:7773 comp.sys.atari.st.tech:1188 uk.adverts.other:4462

Atari Software for Sale
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

From -1784327745090540345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,571c1d80ff37e3bd,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-30 00:53:06 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!193.174.75.178!
news-fra1.dfn.de!news.man.poznan.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: NOVA Card
Date: Tue, 30 Jan 2001 09:56:08 +0100
Organization: Politechnika Wroclawska
Lines: 23
Message-ID: <3A7681A8.94519B09@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 980844945 9926 156.17.32.156 (30 Jan 2001 08:55:45
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 30 Jan 2001 08:55:45 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:288

Hi there,

Is there any possibility to know that in your Falcon NOVA Card is
installed?
If yes, then how?

And another question concerning the NOVA card.
If I use standard MFDB structure what should I change to display it
correctly on NOVA card.
SwapByte in mfdb->fd_addr ?

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -1559371271828616705
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2144015222e122c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-30 00:58:36 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!news.internetia.pl!
kenny.mimuw.edu.pl!mimuw.edu.pl!news.icm.edu.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!
not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Mfpint
Date: Tue, 30 Jan 2001 10:01:38 +0100
Organization: Politechnika Wroclawska
Lines: 17
Message-ID: <3A7682F2.A9E781B6@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 980845275 10197 156.17.32.156 (30 Jan 2001 09:01:15
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 30 Jan 2001 09:01:15 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:289

Hi there,

My second question is how should I use Mfpint?
Any ideas, examples??

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org

*

From 3054814149949125192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2144015222e122c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-30 02:02:43 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!194.213.69.151!
news.algonet.se!newsfeed1.telenordia.se!algonet!news.man.lodz.pl!news.icm.edu.pl!
pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Mfpint
Date: Tue, 30 Jan 2001 11:05:43 +0100
Organization: Politechnika Wroclawska
Lines: 18
Message-ID: <3A7691F7.2884ECF8@sun1000.pwr.wroc.pl>
References: <3A7682F2.A9E781B6@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 980849120 13059 156.17.32.156 (30 Jan 2001 10:05:20
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 30 Jan 2001 10:05:20 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:290

> My second question is how should I use Mfpint?
> Any ideas, examples??

Sorry, I've fogott to say that I want to use Mfpint(8) (Horizontal
blank).

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -1011046563749554102
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,571c1d80ff37e3bd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-30 16:28:25 PST
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!
news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <3A7681A8.94519B09@sun1000.pwr.wroc.pl>
Subject: Re: NOVA Card
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 27
Message-ID: <VZId6.7299$Uo2.28103@newsfeed.slurp.net>
Date: Wed, 31 Jan 2001 00:27:33 GMT
NNTP-Posting-Host: 208.141.202.194
X-Trace: newsfeed.slurp.net 980900853 208.141.202.194 (Tue, 30 Jan 2001 18:27:33
CDT)
NNTP-Posting-Date: Tue, 30 Jan 2001 18:27:33 CDT
Xref: supernews.google.com comp.sys.atari.programmer:291

On 30 Jan 2001 09:56:08 , Rafal Kawecki wrote:
>Hi there,
>
>Is there any possibility to know that in your Falcon NOVA Card is
>installed?
>If yes, then how?
>
>And another question concerning the NOVA card.
>If I use standard MFDB structure what should I change to display it
>correctly on NOVA card.
>SwapByte in mfdb->fd_addr ?

If you can display over 256 colors then you have the Nova card. I believe a
regular Falcon could not display over that amount.

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 7166622380341989108
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,571c1d80ff37e3bd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-30 20:11:29 PST
Newsgroups: comp.sys.atari.programmer
Subject: Re: NOVA Card
References: <3A7681A8.94519B09@sun1000.pwr.wroc.pl>
Organization: NetSet Internet Services, Inc.
From: baldrick@dilbert.netset.com (Dan Ackerman)
NNTP-Posting-Host: 64.40.192.13
Message-ID: <3a779070$1_2@athena.netset.com>
Date: 30 Jan 2001 23:11:28 -0500
X-Trace: 30 Jan 2001 23:11:28 -0500, 64.40.192.13
Lines: 51
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!
news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news-feed.fnsi.net!
206.183.226.4.MISMATCH!athena.netset.com!dilbert.netset.com!baldrick
Xref: supernews.google.com comp.sys.atari.programmer:292

In article <3A7681A8.94519B09@sun1000.pwr.wroc.pl>,
Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:
>Hi there,
>
>Is there any possibility to know that in your Falcon NOVA Card is
>installed?
>If yes, then how?

I wouldn't go this route, unless there was some really big incentive to do it. The reason being if you avoid checking for specific hardware and look more at the reported capabilities of the system from the vdi workstation, you do not lock the program into one particular configuration. Ie Does your prgram do something special on a Nova Card that could just as easily be done on an Eclipse?

Also it's questionable to try and shrink your potential userbase if you are hoping for any sort of return from the product.

>
>And another question concerning the NOVA card.
>If I use standard MFDB structure what should I change to display it
>correctly on NOVA card.
>SwapByte in mfdb->fd_addr ?
>

If you are using the VDI, no change should have to be made. The driver handles any conversions that might need to be done.

Dan Ackerman
aka baldrick@netset.com

ps. When are we going to see snapshots of Tales of Tamar for the Atari?

>--
>Regards
>
>Rafal Kawecki
>
>**********
>* Polish Atari News Page
>* http://kawecki.atari.org
>* kawecki@atari.org
>*
>
>

From 3930242049739051027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,571c1d80ff37e3bd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-31 00:09:58 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
news.iac.net!news-out.cwix.com!newsfeed.cwix.com!isdnet!news.internetia.pl!
news.tpi.pl!news.icm.edu.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: NOVA Card
Date: Wed, 31 Jan 2001 09:11:51 +0100
Organization: Politechnika Wroclawska
Lines: 56
Message-ID: <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>
References: <3A7681A8.94519B09@sun1000.pwr.wroc.pl>
<3a779070$1_2@athena.netset.com>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 980928573 8963 156.17.32.156 (31 Jan 2001 08:09:33
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 31 Jan 2001 08:09:33 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:293

> >Is there any possibility to know that in your Falcon NOVA Card is
> >installed?
> >If yes, then how?
>
> I wouldn't go this route, unless there was some really big
> incentive to do it. The reason being if you avoid checking for specific

> hardware and look more at the reported capabilities of the system from the
> vdi workstation, you do not lock the program into one particular
> configuration. Ie Does your prgram do something special on a Nova Card
> that could just as easily be done on an Eclipse?

No, I'm just showin some pictures on the screen ;))
But one of my tester reported me that there are some problems when he uses
NOVA Card (I have a screen shot).

> Also it's questionable to try and shrink your potential userbase
> if you are hoping for any sort of return from the product.

No, I'm only trying to make my programm compatible also with NOVA not only
with standard Falcon.

> >And another question concerning the NOVA card.
> >If I use standard MFDB structure what should I change to display it
> >correctly on NOVA card.
> >SwapByte in mfdb->fd_addr ?
> >
>
> If you are using the VDI, no change should have to be made. The
> driver handles any conversions that might need to be done.

So why the picture is deformed?
I'm using standard VDI calls (vro_cpyfm)...

> ps. When are we going to see snapshots of Tales of Tamar for the Atari?

:))
Tales of Tamar will be only a port of Amiga game, so it will be exactly the
same as on Amiga (it'll look exactly the same).
You can see snapshots on www.tamar.net :-))

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 1705301612384976244

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,571c1d80ff37e3bd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-31 19:58:07 PST
Newsgroups: comp.sys.atari.programmer
Subject: Re: NOVA Card
References: <3A7681A8.94519B09@sun1000.pwr.wroc.pl>
<3a779070$1_2@athena.netset.com> <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>
Organization: NetSet Internet Services, Inc.
From: baldrick@dilbert.netset.com (Dan Ackerman)
NNTP-Posting-Host: 64.40.192.13
Message-ID: <3a78dec9$1_3@athena.netset.com>
Date: 31 Jan 2001 22:58:01 -0500
X-Trace: 31 Jan 2001 22:58:01 -0500, 64.40.192.13
Lines: 80
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!
news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.cis.ohio-state.edu!
malgudi.oar.net!athena.netset.com!dilbert.netset.com!baldrick
Xref: supernews.google.com comp.sys.atari.programmer:294

In article <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>,
Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:
>> hardware and look more at the reported capabilities of the system from the
>> vdi workstation, you do not lock the program into one particular
>> configuration. Ie Does your prgram do something special on a Nova Card
>> that could just as easily be done on an Eclipse?
>
>No, I'm just showin some pictures on the screen ;))
>But one of my tester reported me that there are some problems when he uses
>NOVA Card (I have a screen shot).
>

Well what programming language are you using That would probably
be the next question. It is probably something very small as I saw this
hapen with my code before. Work for most people and then one person was
getting garbage. It was one of a few things for me. The manner in which
I was setting the base address for the screens MFDB, the manner in which I
was clearing a buffer, or the definition I was giving the buffer. Sorry I
can' be more exact than that, but without knowing if you are using C, ASM
or GFA it makes it a bit hard to be exact on some of that. Those were
also the changs that I put in place that cleared up the problem for that
particular user. So I'm not certain exactly which one it was.

>
>
>>   Also it's questionable to try and shrink your potential userbase
>> if you are hoping for any sort of return from the product.
>
>No, I'm only trying to make my programm compatible also with NOVA not only
>with standard Falcon.
>

Good plan. As hopefully someone will come up with a new hardware

option for us one of these days.

>
>> >And another question concerning the NOVA card.
>> >If I use standard MFDB structure what should I change to display it
>> >correctly on NOVA card.
>> >SwapByte in mfdb->fd_addr ?
>> >
>>
>>   If you are using the VDI, no change should have to be made. The
>> driver handles any conversions that might need to be done.
>
>So why the picture is deformed?
>I'm using standard VDI calls (vro_cpyfm)...
>

     I mentioned a few things above that might be your problem.

In C they would be the following.

```
screen_mfdb.fd_addr = 0L;  /* I've had other settings work for some but
not all setups */

vro_cpyfm(vdi_handle,(screen_planes >
9)?ALL_BLACK:ALL_WHITE,array,&pic_buf,&pic_buf);
/* not memset.  Memset works with atari hardware, but can be problematic
with a graphics card */

picture_buffer = (short *)malloc(....)
/* I had this one recommended to me ;) */
```

>> ps. When are we going to see snapshots of Tales of Tamar for the Atari?
>
>:))
>Tales of Tamar will be only a port of Amiga game, so it will be exactly the
>same as on Amiga (it'll look exactly the same).
>You can see snapshots on www.tamar.net :-))
>

     I've been there. I'm watching.

     Dan Ackerman
     aka baldrick@netset.com

From -5858428906520024098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a92e66aba221ab77
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2001-01-31 23:18:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!hermes.visi.com!news-out.visi.com!news.maxwell.syr.edu!newsfeed.cwix.com!news-out.uswest.net!news.uswest.net.POSTED!not-for-mail
Message-ID: <3A790D10.933AF6B5@uswest.net>
From: "William R. Lange" <lwr3@uswest.net>
X-Mailer: Mozilla 4.73 [en] (Win98; U)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: DASM - Atari 2600
References: <3a619e1e.2672577@news.uswest.net>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 29
Date: Thu, 01 Feb 2001 00:15:28 -0700
NNTP-Posting-Host: 63.227.57.176
X-Trace: news.uswest.net 981011819 63.227.57.176 (Thu, 01 Feb 2001 01:16:59 CST)
NNTP-Posting-Date: Thu, 01 Feb 2001 01:16:59 CST
Xref: supernews.google.com comp.sys.atari.programmer:295

Arcade,

Your must include the following line in the source code

<seven spaces>processor 6502

then compile

To make a good binary, your command line should look like this:

dasm source.s -f3 -osource.bin

Good luck,
Bill

Arcade wrote:

> I am trying to modify some games for Atari 2600 using DASM
> when I try to assemble a program, i get unknown mneumonic messages for
> every instruction:
> line 47 colrdemo.asm Unknown Mnemonic
> unknown mnemonic: 'DEX'
> line 48 colrdemo.asm Unknown Mnemonic
> unknown mnemonic: 'BNE'
>
> Anyone know why this would happen?
> Also let me know if there is a better newsgroup to use for this type
> of stuff.

From -1514822505545132484

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,571c1d80ff37e3bd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-31 23:44:43 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!193.174.75.178!
news-fra1.dfn.de!news.man.poznan.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: NOVA Card
Date: Thu, 01 Feb 2001 08:48:29 +0100
Organization: Politechnika Wroclawska
Lines: 56
Message-ID: <3A7914CD.15B195F6@sun1000.pwr.wroc.pl>
References: <3A7681A8.94519B09@sun1000.pwr.wroc.pl>
<3a779070$1_2@athena.netset.com> <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>
<3a78dec9$1_3@athena.netset.com>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 981013570 5115 156.17.32.156 (1 Feb 2001 07:46:10
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 1 Feb 2001 07:46:10 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:296

> >> hardware and look more at the reported capabilities of the system from the
> >> vdi workstation, you do not lock the program into one particular
> >> configuration. Ie Does your prgram do something special on a Nova Card
> >> that could just as easily be done on an Eclipse?
> >
> >No, I'm just showin some pictures on the screen ;))
> >But one of my tester reported me that there are some problems when he uses
> >NOVA Card (I have a screen shot).
> >
>
>   Well what programming language are you using That would probably
> be the next question.

Well, I'm using PureC :-)

> >>   If you are using the VDI, no change should have to be made. The
> >> driver handles any conversions that might need to be done.
> >
> >So why the picture is deformed?
> >I'm using standard VDI calls (vro_cpyfm)...
> >
>
>   I mentioned a few things above that might be your problem.
>

```
> In C they would be the following.
>
> screen_mfdb.fd_addr = 0L;  /* I've had other settings work for some but
> not all setups */
>
> vro_cpyfm(vdi_handle,(screen_planes >
> 9)?ALL_BLACK:ALL_WHITE,array,&pic_buf,&pic_buf);
> /* not memset.  Memset works with atari hardware, but can be problematic
> with a graphics card */
>
> picture_buffer = (short *)malloc(....)
> /* I had this one recommended to me ;) */
```

Well, I'll try it :)) maybe it'll work...

BTW.
Hod do you like the snapshot from the game?

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -2577217353585668864
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,571c1d80ff37e3bd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-01 05:50:16 PST
Newsgroups: comp.sys.atari.programmer
Subject: Re: NOVA Card
References: <3A7681A8.94519B09@sun1000.pwr.wroc.pl>
<3A77C8C7.B278352D@sun1000.pwr.wroc.pl> <3a78dec9$1_3@athena.netset.com>
<3A7914CD.15B195F6@sun1000.pwr.wroc.pl>
Organization: NetSet Internet Services, Inc.
From: baldrick@dilbert.netset.com (Dan Ackerman)
NNTP-Posting-Host: 64.40.192.13
Message-ID: <3a79698c$1_3@athena.netset.com>
Date: 1 Feb 2001 08:50:04 -0500
X-Trace: 1 Feb 2001 08:50:04 -0500, 64.40.192.13
Lines: 33
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!
news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.cis.ohio-state.edu!
malgudi.oar.net!athena.netset.com!dilbert.netset.com!baldrick

Xref: supernews.google.com comp.sys.atari.programmer:297

In article <3A7914CD.15B195F6@sun1000.pwr.wroc.pl>,
Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:
>>
>>   Well what programming language are you using That would probably
>> be the next question.
>
>Well, I'm using PureC :-)

     That makes it easier for me then, I use PureC as well.

>
>
>Well, I'll try it :)) maybe it'll work...
>
>

     If those don't work email me and I'll see if I can help you figure
it out more.

>BTW.
>Hod do you like the snapshot from the game?
>

     Looks promising. So what are the atari minimum requirements going
to be?

     Dan Ackerman
     aka baldrick

From 8032136477282947209
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6be5b8a656c8e27,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-01 07:53:27 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!newsfeed1.telenordia.se!
algonet!newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!monster!di98gihe
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Newsgroups: comp.sys.atari.programmer
Subject: Reentrant gemdos functions?
Date: Thu, 1 Feb 2001 16:50:36 +0100
Organization: Chalmers University of Technology
Lines: 27
Message-ID: <Pine.GSO.4.10.10102011626090.1284-100000@monster.chl.chalmers.se>
NNTP-Posting-Host: monster.chl.chalmers.se
Mime-Version: 1.0

Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: nyheter.chalmers.se 981042804 23420 129.16.216.101 (1 Feb 2001 15:53:24 GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 1 Feb 2001 15:53:24 GMT
Xref: supernews.google.com comp.sys.atari.programmer:298

Hi!

I wrote some questions about a network filesystem I wanted to code, a few weeks ago (the subject was "adding new drives to gemdos" I think). I got numerous responses on my questions, enough to get me started. The whole idea was to hook into gemdos functions so that I could forward certain function calls (like Fopen, Fcreate and so on) to the "fileserver". The fileserver would run on a linux system, to make things easy. One advice I got was to make my gemdos functions reentrant. I don't think I understood clearly what that meant, but I suspect it means that many processes should be able to call my routines at the same time without risk of collisions. And I've come up with one problem that I don't know how to solve: I want the whole network filesystem to be runnable under normal TOS, which implies that I need to cover the Fsfirst and Fsnext functions (and also Fsetdta). With only one process as with normal TOS, there's no problem, as long as the process has called Fsetdta, so that my routines know which DTA to fill in when Fsfirst and/or Fsnext is called. BUT with multiple processes I need to know somehow which process called Fsetdta, and also Fsfirst/Fsnext, so that I don't fill in the wrong DTA. Any ideas? The original Gemdos must have a way to do this, but I don't know anything about it.

Regards
Henrik

From 5050077029338230918
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6be5b8a656c8e27
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-01 13:29:27 PST
Message-ID: <3A79D519.53C29F40@toast.net>
Date: Thu, 01 Feb 2001 16:28:57 -0500
From: Vincent Barrilliot <vincent@toast.net>
X-Mailer: Mozilla 4.73 [en] (X11; U; SunOS 5.6 sun4u)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Reentrant gemdos functions?
References: <Pine.GSO.4.10.10102011626090.1284-100000@monster.chl.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
NNTP-Posting-Host: blur.msid.cme.nist.gov

X-Trace: 1 Feb 2001 16:27:38 -0500, blur.msid.cme.nist.gov
Lines: 24
X-Authenticated-User: vincent
Path: supernews.google.com!sn-xit-02!sn-xit-01!supernews.com!
newsfeed.stanford.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!
news.stealth.net!24.30.200.2.MISMATCH!news-east.rr.com!cyclone-west.rr.com!
news.rr.com!news-west.rr.com!newsrouter!feed2.news.psi.net!news.toast.net!
blur.msid.cme.nist.gov
Xref: supernews.google.com comp.sys.atari.programmer:299

Hello Henrik,

Wouldn't the Dopendir/Dreaddir/Dclose dir functions help ? I guess they already know how to deal with your problem (in a multitasking environment) so it's no use trying to redo the same thing, maybe you can just try to map your Fsfirst/Fsnext with these calls ?

> processes I need to know somehow which process called Fsetdta, and also
> Fsfirst/Fsnext, so that I don't fill in the wrong DTA. Any ideas?

What about adding a _DTA* parameter to your Fsfirst to tell it what structure it should fill ?
Also, if you need to identify a process, Pgetpid() is for you !

> The
> original Gemdos must have a way to do this, but I don't know anything
> about it.

Why don't you have a look at the FreeMiNT sources ? Even if it's not the original GEMDOS it's compatible so it will give you an idea of how things can be done ?

Vincent

From -4725932941363501751
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a6be5b8a656c8e27
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-01 14:19:02 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!213.56.195.71!
fr.usenet-edu.net!usenet-edu.net!fr.clara.net!heighliner.fr.clara.net!grolier!
club-internet!not-for-mail
From: Laurent Vogel <lvl@club-internet.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Reentrant gemdos functions?
Date: Thu, 01 Feb 2001 23:24:03 +0100
Organization: Club-Internet (France)
Lines: 34
Message-ID: <3A79E203.FBDA8B08@club-internet.fr>
References: <Pine.GSO.4.10.10102011626090.1284-100000@monster.chl.chalmers.se>
<3A79D519.53C29F40@toast.net>

NNTP-Posting-Host: nas5-225.kdl.club-internet.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: front6m.grolier.fr 981065865 11823 213.44.0.225 (1 Feb 2001 22:17:45 GMT)
NNTP-Posting-Date: 1 Feb 2001 22:17:45 GMT
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
Xref: supernews.google.com comp.sys.atari.programmer:300

According to the book'le livre du d?veloppeur de l'Atari ST',
and to the STonX Gemdo emulation sources, it seems that
- the _dta is available from the active program's basepage
  (offset 0x20 from the basepage)
- the basepage of the current active basepage is in
  *((char**)(_sysbase+0x40)), where _sysbase = *((char**)0x4F2)
Hope it helps.
Laurent

Vincent Barrilliot a ?crit:
>
> Hello Henrik,
>
> Wouldn't the Dopendir/Dreaddir/Dclose dir functions help ? I guess they already
> know how to deal with your problem (in a multitasking environment) so it's no
> use trying to redo the same thing, maybe you can just try to map your
> Fsfirst/Fsnext with these calls ?
>
> > processes I need to know somehow which process called Fsetdta, and also
> > Fsfirst/Fsnext, so that I don't fill in the wrong DTA. Any ideas?
>
> What about adding a _DTA* parameter to your Fsfirst to tell it what structure it
> should fill ?
> Also, if you need to identify a process, Pgetpid() is for you !
>
> > The
> > original Gemdos must have a way to do this, but I don't know anything
> > about it.
>
> Why don't you have a look at the FreeMiNT sources ? Even if it's not the
> original GEMDOS it's compatible so it will give you an idea of how things can be
> done ?
>
> Vincent

From -1674765896685486423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6be5b8a656c8e27
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-03 11:22:20 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!195.158.233.21!
news1.ebone.net!news.ebone.net!newsfeed.freenet.de!news.ndh.net!su.maus.de!
Joerg_Westheide

From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Newsgroups: comp.sys.atari.programmer
Distribution: lokal
Message-ID: <200102020114.a37699@su.maus.de>
References: <Pine.GSO.4.10.10102011626090.1284-100000@monster.chl.chalmers.se>
Organization: Maus Rheinbach/Rhein-Sieg
Subject: Re: Reentrant gemdos functions?
Date: Fri, 2 Feb 2001 01:14:00 +0100
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
X-Gateway-Administrator: webmaster@su.maus.de
Lines: 21
Xref: supernews.google.com comp.sys.atari.programmer:301

Hi Henrik!

GH>One advice I got was to make my gemdos functions reentrant. I don't
GH>think I understood clearly what that meant, but I suspect it means
GH>that many processes should be able to call my routines at the same
GH>time without risk of collisions.
Yes, that's it. Most important is not to use any global variables

GH>With only one process as with normal TOS, there's no problem, as long
GH>as the process has called Fsetdta, so that my routines know which DTA
GH>to fill in when Fsfirst and/or Fsnext is called. BUT with multiple
GH>processes I need to know somehow which process called Fsetdta, and
GH>also Fsfirst/Fsnext, so that I don't fill in the wrong DTA. Any ideas?
Use Fgetdta().
It works even if the process hasn't called Fsetdta() (it then returns the
default DTA) and you can also call it from inside an AES/VDI/GEMDOS trap

Bye

Joerg

From 6336903386883170859
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,571c1d80ff37e3bd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-03 12:29:19 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!195.54.122.107!
newsfeed1.bredband.com!bredband!newsfeed1.telenordia.se!algonet!newsfeed.sunet.se!
news01.sunet.se!news.chalmers.se!not-for-mail
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: NOVA Card
Date: 3 Feb 2001 20:29:16 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 80
Message-ID: <95hpms$2bs$1@nyheter.chalmers.se>
References: <3A7681A8.94519B09@sun1000.pwr.wroc.pl>
<3a779070$1_2@athena.netset.com> <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>

<3a78dec9$1_3@athena.netset.com>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 981232156 2428 129.16.79.2 (3 Feb 2001 20:29:16 GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 3 Feb 2001 20:29:16 GMT
Xref: supernews.google.com comp.sys.atari.programmer:302

In article <3a78dec9$1_3@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>In article <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>,
>Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:
>>> hardware and look more at the reported capabilities of the system from the
>>> vdi workstation, you do not lock the program into one particular
>>> configuration. Ie Does your prgram do something special on a Nova Card
>>> that could just as easily be done on an Eclipse?
>>
>>No, I'm just showin some pictures on the screen ;))
>>But one of my tester reported me that there are some problems when he uses
>>NOVA Card (I have a screen shot).

What kind of problem is there with the display?

If you're trying to create device specific MFDBs yourself, things can
go wrong unless you use the right way to figure out the screen layout.
I've had lots of problems trying to get all programs working correctly
on the Eclipse/RageII.

>I was setting the base address for the screens MFDB, the manner in which I

It should always be zero.

>>So why the picture is deformed?

Deformed how?

>>I'm using standard VDI calls (vro_cpyfm)...

See above regarding device specific MFDBs.

>screen_mfdb.fd_addr = 0L; /* I've had other settings work for some but
>not all setups */

This will work with any non-buggy VDI.
Putting an actual screen address in there may not even be possible, since
there might not be one (and asking the XBIOS for it isn't a terribly good
idea). At the very least, it makes the job harder for the VDI in the case
of graphics cards.

>vro_cpyfm(vdi_handle,(screen_planes >
>9)?ALL_BLACK:ALL_WHITE,array,&pic_buf,&pic_buf);
>/* not memset. Memset works with atari hardware, but can be problematic
>with a graphics card */

Please, don't do that when trying to fill an area of the screen with black/white! Sure, it will probably work fine for your program (but not necessarily since there _are_ actually 8 bit true colour modes around), but some old programs always use the ALL_WHITE (a terrible name) mode. The only way to get those old programs to work right is to make the VDI change the blit calls from D=0 to D=1 and vice versa, which fVDI can do if asked. Now, if some program does the 'correct' thing, that one will fail instead, since there is no way the VDI can know which is which.

There are perfectly fine area filling functions (v_bar/vr_recfl) which will always do the job (well, at least if you make sure you use the correct colour index) right.

If you're clearing/setting an off screen buffer there is obviously no problem with memset().

```
>picture_buffer = (short *)malloc(....)
>/* I had this one recommended to me ;) */
```

What's special about that one? The short*?

In C, the void* returned by (modern) malloc will automatically be casted to whatever pointer type picture_buffer has. By casting explicitly, you remove the possibility for the compiler to flag if you'd forgotten to include stdlib.h (in which case malloc will be assumed to return int).

If you want the code to compile as C++ too, you do need the cast (but in C++ you should of course not be using malloc in the first place ;-).

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johank@omicron.se
                        | so hard to do |  WWW:      rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```

From 797997502886626967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eff2c68832498f72,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-03 12:55:16 PST
Newsgroups: comp.sys.atari.programmer
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
Subject: Object GEM Pascal
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.112.208
Message-ID: <3a7c7b20.0@energise.enta.net>
Date: 3 Feb 2001 21:41:52 GMT
X-Trace: 3 Feb 2001 21:41:52 GMT, 195.74.112.208
Lines: 118
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!194.42.224.136!
diablo.netcom.net.uk!netcom.net.uk!news-hub.cableinet.net!newspeer.clara.net!

news.clara.net!peernews!peer.cwci.net!energise.enta.net!195.74.112.208
Xref: supernews.google.com comp.sys.atari.programmer:303

I am trying to learn how to use Object GEM but I am not
doing very well.

Using some example code I have managed to open the application
and set-up the menu as well as drawing a dialog box.

I want to be able to enter some data into two input fields.
Next, pressing a button will allow some processing to be done
and the results returned to two output fields.

Pretty simple I would have thought but it isn't working
that way.

I have pasted a chunk of the code below, you can probably
guess what it's going to do ;-)

Could someone point out what I am doing wrong ?

TIA

Peter

```
PROCEDURE TDesk2Menu.Work;
BEGIN
  IF ADialog = NIL THEN
  BEGIN
    ADialog := NEW (PConvertDial, INIT (NIL,'Location Conversion', TREE3));
    NEW (p_Button_A, INIT (ADialog, _P_BUTTON1, id_NO, TRUE, 'Button 1 !'));
    NEW (p_Button_B, INIT (ADialog, _P_BUTTON2, id_NO, TRUE, 'Button 2 !'));
    NEW (p_Exit,     INIT (ADialog, _P_EXIT,    id_OK, TRUE, 'The Dialog
Exit !'));

    NEW (p_Latitude,  INIT (ADialog, _LATITUDE,  7, 'Latitude'));
    NEW (p_Longitude, INIT (ADialog, _LONGITUDE, 7, 'Longitude'));

    NEW (p_Easting,  INIT (ADialog, _EASTING,    6, 'Easting'));
    NEW (p_Northing, INIT (ADialog, _NORTHING,   6, 'Northing'));

    NEW (p_Box_3,    INIT (ADialog, _P_BOX_3,  'OS Datum', 'Co-ord Datum'));
    NEW (p_RadBut_3, INIT (ADialog, _P_RADBUT3, TRUE, 'Radio 3'));
    NEW (p_RadBut_4, INIT (ADialog, _P_RADBUT4, TRUE, 'Radio 4'));

    NEW (p_Box_2,    INIT (ADialog, _P_BOX_2,  'Grid', 'Grid system'));
    NEW (p_RadBut_1, INIT (ADialog, _P_RADBUT1, TRUE, 'Radio 1'));
    NEW (p_RadBut_2, INIT (ADialog, _P_RADBUT2, TRUE, 'Radio 2'));

    Buffer.Radio_1  := bf_checked;
```

```
    Buffer.Radio_2  := bf_unchecked;
    Buffer.Radio_3  := bf_checked;
    Buffer.Radio_4  := bf_unchecked;

    ADialog^.TransferBuffer := @Buffer;
  END;

  IF ADialog <> NIL THEN
    ADialog^.MakeWindow;
END;

FUNCTION TConvertDial.OK: BOOLEAN;
(* If any OK button is pressed then this routine is called *)
VAR
  Valid : BOOLEAN;
  Msg   : STRING;
BEGIN
  Valid := INHERITED OK;

  IF Valid THEN
  BEGIN
    IF Buffer.Radio_1 = bf_checked THEN
      Application^.Alert( @self, 1, NO_ICON, 'Radio 1', '&OK');
    IF Buffer.Radio_2 = bf_checked THEN
      Application^.Alert( @self, 1, NO_ICON, 'Radio 2', '&OK');

    IF Buffer.Radio_3 = bf_checked THEN
      Application^.Alert( @self, 1, NO_ICON, 'Radio 3', '&OK');
    IF Buffer.Radio_4 = bf_checked THEN
      Application^.Alert( @self, 1, NO_ICON, 'Radio 4', '&OK');
  END;

  OK := TRUE;
END;

FUNCTION TConvertDial.ExitDlg(AnIndx:INTEGER): BOOLEAN;
(* If any EXIT button is pressed this routine is called *)
VAR
  Latitude, Longitude : STRING[7];
  Easting,  Northing  : STRING[6];
BEGIN
  CASE AnIndx OF
    _P_BUTTON1:
    BEGIN
      Latitude  := Buffer.Latitude;
      Longitude := Buffer.Longitude;
     (* Latitude := MyApplication.Desk2Menu^.p_Latitude;*)

      Application^.Alert( @self, 1, NO_ICON,   'Lat =' + Latitude +
                                              '| Long=' + Longitude, '&OK');
    END;

    _P_BUTTON2:
```

```
    BEGIN
      Easting  := Buffer.Easting;
      Northing := Buffer.Northing;
      Application^.Alert( @self, 1, NO_ICON,   'Easting =' + Easting +
                                            '| Northing=' + Northing, '&OK');
    END;
END;
 ----------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem            |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles...                     |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
 ----------------------------------------------------------------------
 ----------------------------------------------------------------------
|  I live in Great Britain, abbreviated to G.B.                        |
|  uk is a noise made by apes.                                         |
 ----------------------------------------------------------------------
```

From 3705299639792688684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,844e5e4f8d7550c3,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-03 13:26:05 PST
Newsgroups: comp.sys.atari.programmer
Subject: FSLog v0.2 released
Organization: NetSet Internet Services, Inc.
From: baldrick@dilbert.netset.com (Dan Ackerman)
NNTP-Posting-Host: 64.40.192.13
Message-ID: <3a7c776b$1_2@athena.netset.com>
Date: 3 Feb 2001 16:26:03 -0500
X-Trace: 3 Feb 2001 16:26:03 -0500, 64.40.192.13
Lines: 17
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
newsfeed.berkeley.edu!ucberkeley!hammer.uoregon.edu!newsfeed.direct.ca!look.ca!
news-feed.fnsi.net!athena.netset.com!dilbert.netset.com!baldrick
Xref: supernews.google.com comp.sys.atari.programmer:304

I put a new version of FSLog up on my web site.

http://www.netset.com/~baldrick/stikapps.html

I thought that I would announce it here as it's been tested and works with GlueSTiK now as well. And GlueSTiK programmers may not follow my normal STiK2 announcements.

FSLog is a logging utility for STiK API calls. New version allows some options on what is logged.

Complete source code in C is included in the archive.

Dan Ackerman
aka baldrick

From 1489986855697578493
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,571c1d80ff37e3bd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-03 14:27:15 PST
Newsgroups: comp.sys.atari.programmer
Subject: Re: NOVA Card
References: <3A7681A8.94519B09@sun1000.pwr.wroc.pl>
<3A77C8C7.B278352D@sun1000.pwr.wroc.pl> <3a78dec9$1_3@athena.netset.com>
<95hpms$2bs$1@nyheter.chalmers.se>
Organization: NetSet Internet Services, Inc.
From: baldrick@dilbert.netset.com (Dan Ackerman)
NNTP-Posting-Host: 64.40.192.13
Message-ID: <3a7c85c1$1_1@athena.netset.com>
Date: 3 Feb 2001 17:27:13 -0500
X-Trace: 3 Feb 2001 17:27:13 -0500, 64.40.192.13
Lines: 91
Path: supernews.google.com!sn-xit-02!sn-xit-04!supernews.com!
europa.netcrusader.net!199.60.229.5!newsfeed.direct.ca!look.ca!news-feed.fnsi.net!
athena.netset.com!dilbert.netset.com!baldrick
Xref: supernews.google.com comp.sys.atari.programmer:305

In article <95hpms$2bs$1@nyheter.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>In article <3a78dec9$1_3@athena.netset.com>,
>Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>>In article <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>,
>>I was setting the base address for the screens MFDB, the manner in which I
>
>It should always be zero.
>
>>>So why the picture is deformed?
>
>Deformed how?
>
>>>I'm using standard VDI calls (vro_cpyfm)...
>
>See above regarding device specific MFDBs.
>
>>screen_mfdb.fd_addr = 0L; /* I've had other settings work for some but
>>not all setups */
>
>This will work with any non-buggy VDI.
>Putting an actual screen address in there may not even be possible, since
>there might not be one (and asking the XBIOS for it isn't a terribly good
>idea). At the very least, it makes the job harder for the VDI in the case
>of graphics cards.
>

I'm confused by what you are saying here. In the first line ou

say use this method. But in your second quote you talk like this not necessarily the best method.

```
>>vro_cpyfm(vdi_handle,(screen_planes >
>>9)?ALL_BLACK:ALL_WHITE,array,&pic_buf,&pic_buf);
>>/* not memset.  Memset works with atari hardware, but can be problematic
>>with a graphics card */
>
>Please, don't do that when trying to fill an area of the screen with
>black/white! Sure, it will probably work fine for your program (but not
>necessarily since there _are_ actually 8 bit true colour modes around),
```

8 bit true color mode? That's an interesting confusion. Since Atari accepted an 8 bit planar mode with the TT, it would seem to me that an 8 bit true color mode would be a non standard construction that should be avoided.

```
>but some old programs always use the ALL_WHITE (a terrible name) mode.
>The only way to get those old programs to work right is to make the VDI
>change the blit calls from D=0 to D=1 and vice versa, which fVDI can do
>if asked. Now, if some program does the 'correct' thing, that one will
>fail instead, since there is no way the VDI can know which is which.
>
>There are perfectly fine area filling functions (v_bar/vr_recfl) which
>will always do the job (well, at least if you make sure you use the
>correct colour index) right.
>
>If you're clearing/setting an off screen buffer there is obviously no
>problem with memset().
>
```

Actually there is. There are NOVA cards out there that use some strange bit in there driver. Don't ask me what they do, but memset() on an offscreen buffer for these cards leads to corrupted displays. This is why I use the slower but more compatible (since it works through the VDI of the card) in place vro_cpyfm(). If the cards driver are doing something strange then this should (and seems to) take that into consideration.

```
>>picture_buffer = (short *)malloc(....)
>>/* I had this one recommended to me ;) */
>
>What's special about that one? The short*?
>
>In C, the void* returned by (modern) malloc will automatically be casted
>to whatever pointer type picture_buffer has. By casting explicitly, you
>remove the possibility for the compiler to flag if you'd forgotten to
>include stdlib.h (in which case malloc will be assumed to return int).
>
```

What is the real chance of someone not noticing the lack of

#include <stdlib.h>? There are quite a few other routines in there that are more than likely going to appear in a section of code dealing with image decompression. Now why the Cast? Well if you noticed in this thread both the original questioner and myself are both using PureC, which is just about anything you want to say except a modern compiler ;)

Dan Ackerman
aka baldrick

From -4092002063397086302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,571c1d80ff37e3bd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-03 14:32:44 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!212.74.64.35!
colt.net!news.tele.dk!213.38.238.69!cw-insnet-peer-00!edex.net!insnet.net!
peernews.cix.co.uk!news.cix.co.uk!not-for-mail
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.programmer
Subject: Re: NOVA Card
Date: 3 Feb 2001 22:32:42 GMT
Organization: CIX - Compulink Information eXchange
Lines: 12
Message-ID: <95i0ua$169$1@plutonium.compulink.co.uk>
References: <3A7681A8.94519B09@sun1000.pwr.wroc.pl>
<VZId6.7299$Uo2.28103@newsfeed.slurp.net>
NNTP-Posting-Host: technetium.cix.co.uk
X-Newsreader: CixRead/CixComm
Xref: supernews.google.com comp.sys.atari.programmer:306

In message <VZId6.7299$Uo2.28103@newsfeed.slurp.net>, ebaiz@skyenet.net said:

>If you can display over 256 colors then you have the Nova card. I believe a
>regular Falcon could not display over that amount.

Not correct! As manufactured, the Falcon could display 64,000-odd colours but only in ST-Low resolution (320*200). With the help of Videlity, it can do TrueColor at higher resolution too, though it's better if Nemesis is fitted or the machine slows down too much.

Regards, /Peter/

From 657998525995856498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,571c1d80ff37e3bd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-04 10:09:30 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!newsfeeds.belnet.be!

news.belnet.be!news1.ebone.net!news.ebone.net!newsfeed.sunet.se!news01.sunet.se!
news.chalmers.se!not-for-mail
From: rand@cd.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: NOVA Card
Date: 4 Feb 2001 18:09:26 GMT
Organization: Chalmers Computer Society, Gothenburg, Sweden
Lines: 84
Message-ID: <95k5sm$5do$1@nyheter.chalmers.se>
References: <3A7681A8.94519B09@sun1000.pwr.wroc.pl>
<3a78dec9$1_3@athena.netset.com> <95hpms$2bs$1@nyheter.chalmers.se>
<3a7c85c1$1_1@athena.netset.com>
NNTP-Posting-Host: haddock.cd.chalmers.se
X-Trace: nyheter.chalmers.se 981310166 5560 129.16.79.2 (4 Feb 2001 18:09:26 GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 4 Feb 2001 18:09:26 GMT
Xref: supernews.google.com comp.sys.atari.programmer:307

In article <3a7c85c1$1_1@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>In article <95hpms$2bs$1@nyheter.chalmers.se>,
>Johan Klockars <rand@cd.chalmers.se> wrote:
>>In article <3a78dec9$1_3@athena.netset.com>,
>>Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>>>In article <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>,
...
>>>screen_mfdb.fd_addr = 0L; /* I've had other settings work for some but
>>>not all setups */
>>
>>This will work with any non-buggy VDI.
>>Putting an actual screen address in there may not even be possible, since
>>there might not be one (and asking the XBIOS for it isn't a terribly good
>>idea). At the very least, it makes the job harder for the VDI in the case
>>of graphics cards.
>>
>
> I'm confused by what you are saying here. In the first line ou
>say use this method. But in your second quote you talk like this not
>necessarily the best method.

No, in the second line I'm saying that you shouldn't try to put an
actual screen address there. 0 obviously isn't a screen address. ;-)

Use the zero.

> 8 bit true color mode? That's an interesting confusion. Since

No confusion. I've seen several variations.
Even without actual hardware support, you can of course set up the
palette to give, say 3 bit red, 3 bit green, and 2 bit blue.
(Actually, the new palette NVDI introduced with v5 seems to be based on
 this principle (it makes it a lot easier to map 16/24 bit images to 8 bit)).

>an 8 bit true color mode would be a non standard construction that should
>be avoided.

Well, yes.

>>If you're clearing/setting an off screen buffer there is obviously no
>>problem with memset().
>
> Actually there is. There are NOVA cards out there that use some
>strange bit in there driver. Don't ask me what they do, but memset() on
>an offscreen buffer for these cards leads to corrupted displays. This is

Strange.

>why I use the slower but more compatible (since it works through the VDI
>of the card) in place vro_cpyfm(). If the cards driver are doing

But then that VDI is in error, since those vro_cpyfm modes are supposed
to fill with all ones/zeroes. The modes are simply all the possible logic
operations on two binary numbers.

> What is the real chance of someone not noticing the lack of
>#include <stdlib.h>? There are quite a few other routines in there that

It has happened to me. ;-)

>are more than likely going to appear in a section of code dealing with

You can get quite far without remembering to include the correct files.
Sooner or later the implicit int arguments are going to kill you, though.

This actually happened to me just the other week when I was porting fVDI
to TurboC/PureC. It was even with malloc(), but in this case not the
library variant. I'd forgotten to declare the function in the file that
used it, and PureC happily passed the size of the area to allocate as an
int (16 bit), not knowing that the function would try to interpret it as
a long (32 bit)...

>image decompression. Now why the Cast? Well if you noticed in this
>thread both the original questioner and myself are both using PureC, which
>is just about anything you want to say except a modern compiler ;)

Isn't it at least supposed to be ANSI compatible?

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johank@omicron.se
                        | so hard to do |  WWW:      rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```

From -7026983760510502588
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,6d36366cb2828fb3,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-04 14:21:53 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!209.50.235.254!
europa.netcrusader.net!207.172.3.44!feed2.news.rcn.net!rcn!news.mindspring.net!
not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: RC4 bug
Date: 4 Feb 2001 22:20:55 GMT
Organization: E.L.F. Software
Lines: 33
Message-ID: <95kkk7$g3h$1@slb0.atl.mindspring.net>
NNTP-Posting-Host: c7.ae.07.48
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: supernews.google.com comp.sys.atari.programmer:308

RC4 is a patented stream encryption algorythm which has become
the defacto standard for random number generators. During my
analysis, I discovered that it has a serious (but easily remedied)
flaw.

The normal (8 bit version) has 256(256!) possible states, making
a thorough analysis impossible. But that is not the case with the
2 bit version (96 states) or the 3 bit version (322,560 states).

What I discovered is that the 96 states for the 2 bit version are
organized into 4 separate loops of lengths 49, 41 and two with 3
states each. For the 3 bit version I have found loops of 238874,
40265, 6625, 5533, 4696, 3008, 2406, 1179, 118, 66 and at least
48 separate loops of 7 states each (so far).

By extrapolation, the 8 bit version should also be subject to short
cycles, possibly as short as 255 states. Needless to say, almost
all keys will produce one of the longer cycles (especially if one
is much longer than all the others), but some will produce cycles
shorter than the code length.

Since the RC4 algorythm otherwise has good performance in terms of
chi-squared tests and auto-correlation, and the odds of hitting one
of the short cycles is so small, the best fix is simply to store
the initial state and detect when it is hit a second time, then
make a random change (such as running the key through it again).

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From -339861147280580253

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eff2c68832498f72
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-06 00:13:29 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!128.230.129.106!news.maxwell.syr.edu!nntp.twtelecom.net!news.twtelecom.net!news.twtelecom.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
Subject: Re: Object GEM Pascal
From: dang@elp.rr.com.nospam (DG)
References: <3a7c7b20.0@energise.enta.net>
Organization: Your Company
Message-ID: <Xns90401A6036452dangelprrcom@207.250.5.3>
User-Agent: Xnews/M3
Date: 06 Feb 2001 08:13:19 GMT
Lines: 10
NNTP-Posting-Host: 63.162.8.139
X-Trace: 981447199 news1.twtelecom.net 65273 63.162.8.139
Xref: supernews.google.com comp.sys.atari.programmer:309

Sorry, I don't know much about ST yet, so I can't help you with the code,
but I'm interested in using Pascal-ish languages with it. Where can I get
an Object-GEM compiler? Also, does anyone know of some freeware/abandonware
Pascal compilers? My favorite language is Modula-3, but I think it'd be a
bit bloated to run on an ST :)
Thanks,
-dan

>I am trying to learn how to use Object GEM but I am not
>doing very well.

From 8283523274798789820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,94f8da601dc6f370,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,94f8da601dc6f370,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-06 00:25:23 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!nntp.twtelecom.net!news.twtelecom.net!news.twtelecom.net!not-for-mail
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: I want to "rent" these ST programming books
From: dang@elp.rr.com.nospam (DG)
Organization: Your Company
Message-ID: <Xns90401C6AC5D0dangelprrcom@207.250.5.3>
User-Agent: Xnews/M3
Date: 06 Feb 2001 08:25:21 GMT
Lines: 26
NNTP-Posting-Host: 63.162.8.216
X-Trace: 981447921 news1.twtelecom.net 65270 63.162.8.216
Xref: supernews.google.com comp.sys.atari.st:8329 comp.sys.atari.programmer:310

Hello,

I would be very interested in these 3 books (I understand they are [the only?] 3 volumes of a set). They have been out of print forever, and I have had no luck in searching for them in the used book arena. I would really rather do this as a set, as it would save me on shipping costs.

Compute's Technical Reference Guide - Atari ST, Vol 1: The VDI
" " Vol 2: GEM/AES
" " Vol 3: TOS

Now what I'd like to do is this: I will pay shipping both ways, as well as a reasonable fee for your trouble (say, 5-10 dollars for the set, less individually). These books are long out of print and I want the information contained in them, for a little ST programming site I am doing. I will ship them back to you after a week. Obviously there's quite a bit of trust required for this, and I will give you plenty of personal information accordingly. Again, I'd prefer to do this "rental" as a set, but please mail me anyhow if you only have 1 or 2 of them, because I may in the end resort to renting them individually.

Thanks,
-dan
dang@elp.rr.com.nospam
(remove .nospam from the email address)

From 7054307163272258291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d36366cb2828fb3
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-07 02:00:08 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!128.230.129.106!
news.maxwell.syr.edu!fu-berlin.de!news.tu-darmstadt.de!not-for-mail
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: RC4 bug
Date: 7 Feb 2001 09:42:44 GMT
Organization: Technische Universitaet Darmstadt
Lines: 42
Message-ID: <95r5akhqq1@sun27.hrz.tu-darmstadt.de>
References: <95kkk7$g3h$1@slb0.atl.mindspring.net>
NNTP-Posting-Host: lnx2.hrz.tu-darmstadt.de
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Xref: supernews.google.com comp.sys.atari.programmer:307

Hi!

John Kormylo <elfsoft@mindspring.com> wrote:
> RC4 is a patented stream encryption algorythm which has become
> the defacto standard for random number generators.

Well, the algorithm actually isn't patented, but was classified as a "trade secret" by RSA Inc. You couldn't get the source unless you signed an NDA. That was until 1994, when someone anonymously posted the source code to sci.crypt.

> During my analysis, I discovered that it has a serious (but easily
> remedied) flaw.
> [Description snipped]

Just a question, but why do you post this to comp.sys.atari.programmer, and not to sci.crypt, where it actually belongs to? It's nothing Atari programming specific, I'd say ;)

Furthermore, short cycles in crippled RC4 are well-known. For example, look at

http://www.deja.com/=dnc/[ST_rn=ps]/getdoc.xp?AN=668939837

or

http://www.burtleburtle.net/bob/rand/isaac.html

That doesn't mean I don't appreciate/value your efforts, but you could've done some research whether it is a known problem yourself, couldn't you? ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -1053602600574568950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eff2c68832498f72
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-12 11:16:12 PST
Newsgroups: comp.sys.atari.programmer
From: peter.slegg@scubadivers.co.uk (Peter Slegg)
Organization: Location: Great Britain
References: <3a7c7b20.0@energise.enta.net>
<Xns90401A6036452dangelprrcom@207.250.5.3>
Subject: Re: Object GEM Pascal
X-Newsreader: NEWSie Version 0.94 (Atari)
NNTP-Posting-Host: 195.74.112.133
Message-ID: <3a88413a.0@energise.enta.net>

Date: 12 Feb 2001 20:02:02 GMT
X-Trace: 12 Feb 2001 20:02:02 GMT, 195.74.112.133
Lines: 39
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
falcon.america.net!newspump.monmouth.com!newspeer.monmouth.com!
diablo.theplanet.net!newspeer.clara.net!news.clara.net!peernews!peer.cwci.net!
energise.enta.net!195.74.112.133
Xref: supernews.google.com comp.sys.atari.programmer:308

On 6 Feb 2001 08:13:19 G, DG wrote:
>Sorry, I don't know much about ST yet, so I can't help you with the code,
>but I'm interested in using Pascal-ish languages with it. Where can I get
>an Object-GEM compiler? Also, does anyone know of some freeware/abandonware
>Pascal compilers? My favorite language is Modula-3, but I think it'd be a
>bit bloated to run on an ST :)
>Thanks,
>-dan
>

Hi Dan,

I have always liked the structured approach that Niklaus Wirth (sp?)
and his team put into languages like Pascal and Modula,2,3.

I used to have Modula-2 for the ST but both the primary and
back-up discs failed !

I think it is available from a number of web sites now.

Object GEM is a series of libraries that can be used with
Pure Pascal from Application Systems. ObjectGEM was written by
Thomas Much and is freeware, though I am sure I will make
a donation if I can ever make it do anything.

>>I am trying to learn how to use Object GEM but I am not
>>doing very well.
>.

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

From 580145006546804914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,56080e6bb0ff6bc9,start

X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,56080e6bb0ff6bc9,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,56080e6bb0ff6bc9,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,56080e6bb0ff6bc9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-13 08:42:09 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!grolier!btnet-peer0!
btnet-feed5!btnet!mendelevium.btinternet.com!not-for-mail
From: "John Thackeray" <john@tradeinpost.com>
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.
tech
Subject: Atari Software For Sale
Date: Tue, 13 Feb 2001 16:36:55 -0000
Organization: BT Internet
Lines: 12
Message-ID: <96bnpvack1@uranium.btinternet.com>
NNTP-Posting-Host: host213-1-98-158.btinternet.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Xref: supernews.google.com comp.sys.atari.8bit:4147 comp.sys.atari.programmer:309
comp.sys.atari.st:8572 comp.sys.atari.st.tech:1298

Atari Software For Sale
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

From 1707760128659629403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a704f899a7c76ff,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-14 03:00:22 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!195.158.233.21!
news1.ebone.net!news.ebone.net!newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!
monster!di98gihe
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Newsgroups: comp.sys.atari.programmer
Subject: calling STinG from a trap call
Date: Wed, 14 Feb 2001 11:57:13 +0100

Organization: Chalmers University of Technology
Lines: 22
Message-ID: <Pine.GSO.4.10.10102141121380.17060-100000@monster.chl.chalmers.se>
NNTP-Posting-Host: monster.chl.chalmers.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: nyheter.chalmers.se 982148411 26329 129.16.216.101 (14 Feb 2001 11:00:11 GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 14 Feb 2001 11:00:11 GMT
Xref: supernews.google.com comp.sys.atari.programmer:310

Hi!

I'm trying to implement some of my own gemdos system calls. I use TraPatch to hook into the Gemdos trap. From within the trap calls I try to call STinG to connect to a server. But this doesn't seem to behave as expected. When calling TCP_open, it gives a positive answer even though the server isn't up and running. I suspect this could be because the cpu is in supervisor mode while executing the trap, but I'm pretty sure I've heard that the latest version of STinG (v1.26) should work alright in supervisor mode too.

When the server (which is just a simple program running under Linux), is active it reports that the client (my falcon030) has connected. But the falcon (calling TCP_info in a loop to find out when the TCP-state TESTABLISH is reached) never understands that it has a working connection.

Is there something that I have forgot, or something that needs to be patched to make this work?

Regards
Henrik

From 2220339123184388776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6021f92aac02367,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-18 09:24:04 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!cyclone-sf.pbi.net!63.208.208.143!feed2.onemain.com!feed1.onemain.com!newsfeed2.earthlink.net!newsfeed.earthlink.net!news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: Pure C Help
Date: 18 Feb 2001 17:23:32 GMT
Organization: E.L.F. Software
Lines: 9
Message-ID: <96p0ek$v9r$1@slb4.atl.mindspring.net>
NNTP-Posting-Host: c7.ae.03.42
X-Newsreader: NEWSie Version 0.94 (Atari)

Xref: supernews.google.com comp.sys.atari.programmer:311

I'm going to be issuing a new release of the English Pure C online
help soon. If anyone would like to report an error or problem,
now would be a good time.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From -3951704688084498149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9460ba053aca7ad4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-20 20:29:00 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
falcon.america.net!sunqbc.risq.qc.ca!newsfeed.mathworks.com!portc01.blue.aol.com!
newsfeed.skycache.com!Cidera!SuperLink!not-for-mail
From: frank bridges <frank@vitalcog.com>
Newsgroups: comp.sys.atari.programmer
Subject: FS: Atari jacket - Very RARE
Date: Tue, 20 Feb 2001 23:20:05 EST
Organization: SuperLink Internet Services (732) 432-5454
Lines: 19
Message-ID: <96vfll$2o6b$3@earth.superlink.net>
NNTP-Posting-Host: 209.236.135.207.dialup.superlink.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Trace: earth.superlink.net 982729205 90315 209.236.135.207 (21 Feb 2001 04:20:05
GMT)
X-Complaints-To: abuse@superlink.net
NNTP-Posting-Date: Tue, 20 Feb 2001 23:20:05 EST
X-Mailer: Mozilla 4.7C-CCK-MCD {C-UDP; EBM-APPLE} (Macintosh; I; PPC)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:312

i got an item on ebay that's very cool, and i believe rare. it's an
atari members only style jacket.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?
ViewItem&item=1215324925&r=0&t=0&showTutorial=0&ed=982960963&indexURL=0&rd=1

thanks for lookin'.

frank

--
____

Vital Cog Records http://www.vitalcog.com

Featuring releases from Sonny Sixkiller, Duochrome, Moped,
ditch croaker, The Diane Linkletter Experience, Tim,
My Dad Is Dead and John P. Strohm. PLUS Pet Sounds
compilation and Doug Allen's Steven stuff.

From -7096681737267328970
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7f6ffb211d6db99d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-21 09:36:17 PST
From: "elmaraka" <maraka@atari.net>
Newsgroups: comp.sys.atari.programmer
Subject: Set Falcon resolutions
Date: Wed, 21 Feb 2001 18:35:34 +0100
Lines: 22
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
NNTP-Posting-Host: 195.61.15.6
X-Original-NNTP-Posting-Host: 195.61.15.6
Message-ID: <3a93fb49@post.newsfeeds.com>
X-Trace: post.newsfeeds.com!newsfeeds.com!pn!anonymous!127.0.0.1!pn 982776649
195.61.15.6 (21 Feb 2001 11:30:49 -0600)
Organization: Newsfeeds.com http://www.newsfeeds.com 80,000+ UNCENSORED
Newsgroups. The #1 Usenet Service on the Planet!
X-Comments: This message was posted through Newsfeeds.com's, FREE publicly
accessible Usenet Server - "post.newsfeeds.com"
X-Comments2: IMPORTANT: Newsfeeds.com does not condone, nor support, spam or any
illegal or copyrighted postings.
X-Comments3: IMPORTANT: Under NO circumstances will postings containing illegal or
copyrighted material through this service be tolerated!!
X-Report: Please report illegal or inappropriate use to <abuse@newsfeeds.com>
X-Abuse-Info: Please be sure to forward a copy of ALL headers, INCLUDING the body
(DO NOT SEND ATTACHMENTS)
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!fr.clara.net!
heighliner.fr.clara.net!local-out2.newsfeeds.com!newsfeeds.com!post.newsfeeds.com!
newsfeeds.com!pn!anonymous!127.0.0.1!pn
Xref: supernews.google.com comp.sys.atari.programmer:313

*** post for free via your newsreader at post.newsfeeds.com ***

i want to code a routine to change the Falcon's resolution to True Color
Mode in a VGA monitor. I'm doig in assembler and using the XBIOS call
"Vsetmode".
But i don't know why whatever resolution i set whit this call, always the
screen moves and behaves like when you try to watch a RGB demo in a VGA
monitor.

I think it's a problem of my VGA monitor, because i also have the same problems with programs like "Whip!" that should work on VGA monitors and it doesn't in mine.
Any idea why doesn't work this call?
May be not all VGA monitors work fine with Videl chip?

But i also think that many demos work fine in my hardware when i load them from 640x400 16 colours and they change to True Color Mode by them self.

What kind of method they use to change between resolutions?

Thanks in advanced.

**** Post for FREE via your newsreader at post.newsfeeds.com ****

-=-=-=

Reply-To: laurent.favard@libertysurf.fr
NNTP-Posting-Host: dyn-213-36-7-45.ppp.libertysurf.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news2.isdnet.net 982796594 1766 213.36.7.45 (21 Feb 2001 23:03:14 GMT)
X-Complaints-To: abuse@isdnet.net
NNTP-Posting-Date: 21 Feb 2001 23:03:14 GMT
X-Mailer: Mozilla 4.75 [fr] (X11; U; Linux 2.2.16-22 i586)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:314

little question...

I'm reading compendium about appl_read() and i
don't understand...The author say that we must
use evnt_mesag() or evnt_multi() instead, so,
is appl_read() should be used if we received a
length message greater than 16 bytes (send by
appl_write()) ?

From -1574891614421409657
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c5d43d861558dbe,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-21 20:34:06 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!fr.clara.net!
heighliner.fr.clara.net!news-hub.siol.net!ams.uu.net!news.mailgate.org!c012-
h006.c012.sfo.cp.net!not-for-mail
From: cms2@altavista.com (Chris Silvestri)
Newsgroups: comp.sys.atari.programmer
Subject: FA: Pro-Log Vintage Prom programmer, Intel 4040 processor based
Date: 22 Feb 2001 05:33:06 +0100
Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
Lines: 16
Message-ID: <20010222043258.9802.cpmta@c012.sfo.cp.net>
NNTP-Posting-Host: c012-h006.c012.sfo.cp.net
Mime-Version: 1.0
Content-Type: text/plain
X-Trace: news.mailgate.org 982816386 32457 209.228.13.97 (21 Feb 2001 20:32:58
-0800)
X-Complaints-To: c012-h006.c012.sfo.cp.net@abuse.net abuse@mailgate.org
NNTP-Posting-Date: 22 Feb 2001 04:33:06 GMT
Mail-From: cms2@altavista.com from c012-h006.c012.sfo.cp.net [209.228.13.97]
X-URL: http://www.Mailgate.ORG
Xref: supernews.google.com comp.sys.atari.programmer:315

Check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=563150981

Pro-Log M900B Eprom Programmer in mint condition (Serial #15). This programming

system comes with its own carrying case w/lock & keys, Microprocessor user's guide, Prom user's guide, Operating manual, Intel-Hex format interface guide. Features include the PM9064A personality module and the RS232 communication adapter for terminal or modem connection w/baud rate selector. This system can be used as a stand-alone unit, or with a computer. No software is required. It is based on Intel's vintage and highly collectable 4040 processor, which is the second processor Intel developed.

Thanks for looking,
Chris

Find the best deals on the web at AltaVista Shopping!
http://www.shopping.altavista.com

--
Posted from c012-h006.c012.sfo.cp.net [209.228.13.97]
via Mailgate.ORG Server - http://www.Mailgate.ORG

From 4653629795149129135
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33dcafcd733e8179,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-22 13:00:10 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!proxad.net!
feeder2.proxad.net!nnrp1.proxad.net.POSTED!Atari
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Newsgroups: comp.sys.atari.programmer
Subject: GSlib01
Message-ID: <WS3.52b3f717.25a05aa2.arnaud.bercegeay@free.fr>
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: WenSuite/3.30c
Lines: 25
Date: Thu, 22 Feb 2001 20:59:07 GMT
NNTP-Posting-Host: 213.228.24.126
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp1.proxad.net 982875547 213.228.24.126 (Thu, 22 Feb 2001 21:59:07 MET)
NNTP-Posting-Date: Thu, 22 Feb 2001 21:59:07 MET
Organization: Guest of ProXad - France
Xref: supernews.google.com comp.sys.atari.programmer:316

Hello !

a new C library GSlib01 in now available.
GSlib01 = GemScript library patch level 01

GSlib is a windom extension (http://windom.free.fr).

The GSlib package contains the lib compiled for sozobonx c and
pure c, the sources, some examples, and the GEMSCRIPT specification

version 1.20 translated in english by Peter West.

You can get GSlib from the windom web site
http://windom.free.fr

or from my perso web site
http://perso.wanadoo.fr/arnaud.bercegeay/load_e.htm

Regards,

--
Arnaud BERCEGEAY   : mailto:bercegeay@atari.org
HTML Tidy for Atari : http://tidy.atari.org/
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/

From 3854759064912938505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c42cd28701505fa8,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-23 10:38:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!isdnet!fu-berlin.de!
uni-berlin.de!line06.mucl.DE!not-for-mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.programmer
Subject: New old Atari fan
Date: Fri, 23 Feb 2001 18:44:57 GMT
Lines: 17
Message-ID: <3a96adaf.950544@news.cis.dfn.de>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: line06.mucl.de (212.72.84.70)
X-Trace: fu-berlin.de 982953416 25228812 212.72.84.70 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243
Xref: supernews.google.com comp.sys.atari.programmer:317

Hi!

Is'nt it crazy? Other people sell their Atari stuff - I bought 6
books, and now will start to program the GEM! Funny, aeh?

Yes - I use no Atari, but STonX which now starts to get active again.

http://sourceforge.net/projects/stonx/

Get STonX 0.6.7.3 which now (still beta) provides an interface for
MiNT to the Linux ext2 Filesystem, which it is running on.

I did own an Atari years ago and am now happy to see all the old stuff
again and better new stuff for it. Things I never thought an Atari
would be able to run them.

Martin

From -8177930908969999481
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f1a8772cb79db986,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-23 13:36:12 PST
Path: supernews.google.com!sn-xit-02!supernews.com!easynews!
news.easynews.com.POSTED!not-for-mail
Message-ID: <3A96E5BA.3759884@k-r.de>
From: Andreas Klimas <klimas@k-r.de>
Reply-To: klimas@k-r.de
X-Mailer: Mozilla 4.51 [en] (X11; I; Linux 2.2.5 i686)
X-Accept-Language: de
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: load and execute a program with ST
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 13
X-Complaints-To: abuse@easynews.com
Organization: EasyNews http://www.easynews.com - UseNet Made Easy
X-Complaints-Info: Please be sure to forward a copy of ALL headers otherwise we
will be unable to process your complaint properly.
Date: Fri, 23 Feb 2001 21:36:10 GMT
Xref: supernews.google.com comp.sys.atari.programmer:318

Hello !

I like to write a software which takes a program from the serial
line (or midi line). this taken program than should be executed without
any file I/o operations. currently I only found Pexec which takes a
filename
as parameter.

does anybody have any ideas ?
--
Greetings from Lake Constance, Germany

Andreas Klimas (klimas@k-r.de)

From 6241450527335733292
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e503654b53ddd3df
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-23 15:08:02 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!62.108.1.23!
pascal.a2000.nl!newsfeed.a2000.nl!not-for-mail
From: Henk Robbers <h.robbers@chello.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: app_read()...

Date: Sat, 24 Feb 2001 00:04:26 +0100
Organization: A2000 Kabeltelevisie en Telecommunicatie
Lines: 36
Message-ID: <3A96EC7A.CC3118D3@chello.nl>
References: <3A94480F.EE5438C5@libertysurf.fr>
NNTP-Posting-Host: node114f5.a2000.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: doppler.a2000.nl 982969630 16015 24.132.20.245 (23 Feb 2001 23:07:10 GMT)
X-Complaints-To: abuse@a2000.nl
NNTP-Posting-Date: 23 Feb 2001 23:07:10 GMT
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:319

"Laurent Favard (Linux)" wrote:
>
> little question...
>
> I'm reading compendium about appl_read() and i
> don't understand...The author say that we must
> use evnt_mesag() or evnt_multi() instead, so,
> is appl_read() should be used if we received a
> length message greater than 16 bytes (send by
> appl_write()) ?

That is quite correct.
evnt_mesag and evnt_multi(... MU_MESAG ...)
return in msgbuf[2] the number of bytes in excess of 16

You can then read these byte by issuing a single appl_read on the ap_id that
was returned by the evnt_... calls in msgbuf[1]

ATARI Profibuch (freely):

```
evnt_mesag(msgbuf);
...
if (msgbuf[2] > 0)
     appl_read(msgbuf[1], msgbuf[2], large_enough_buffer);
```

So if you want to write private messages to a other app, the first 3 shorts must
still be standard.

--
Groeten; Regards.
Henk Robbers.   mailto:h.robbers@chello.nl
                  http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From 6162203804684967044
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f1a8772cb79db986
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-23 17:44:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!newsfeed.wirehub.nl!
news.maxwell.syr.edu!newshub2.home.com!news.home.com!newshub1.nl.home.com!
news.nl.home.com!zwoll1.home.nl.POSTED!not-for-mail
From: "Hans Wessels" <atari.h.wessels@atari.home.nl>
Newsgroups: comp.sys.atari.programmer
References: <3A96E5BA.3759884@k-r.de>
Subject: Re: load and execute a program with ST
Lines: 45
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <1lEl6.49102$zl4.1398722@zwoll1.home.nl>
Date: Sat, 24 Feb 2001 01:43:25 GMT
NNTP-Posting-Host: 213.51.226.70
X-Complaints-To: abuse@home.nl
X-Trace: zwoll1.home.nl 982979005 213.51.226.70 (Sat, 24 Feb 2001 02:43:25 MET)
NNTP-Posting-Date: Sat, 24 Feb 2001 02:43:25 MET
Organization: @Home Network
Xref: supernews.google.com comp.sys.atari.programmer:320

"Andreas Klimas" <klimas@k-r.de> wrote in message
news:3A96E5BA.3759884@k-r.de...
> Hello !
Hi (again!)

> I like to write a software which takes a program from the serial
> line (or midi line). this taken program than should be executed without
> any file I/o operations. currently I only found Pexec which takes a
> filename
> as parameter.

Well Pexec is exactly what you need:
(From: ATARI Profibuch)
LONG Pexec(WORD mode, const char *file, const char *cmdlin, const char
*env);
mode:
0 = load and go
3 = load, don't go
4 = just go (This is the one you need: LONG Pexec(4, 0L, BASEPAGE *basepage,
0L);)
5 = create BASEPAGE
6 = just go, then free (gemdos >= 0.15)
7 = create basepage, respecting prgflags (gemdos >= 0.19)

To be honest with you: I have never used these functions. I usualy relocate
the program my self and then start it.

The next question from you will be: how do I create a basepage?
Well try to get some documentation. As you are german (I think) I can highly recommend:
Atari Profibuch
by:
Jankowski, Rabich, Reschke; Sybex verlag
It knows (almost) everything there is to know about the OS.

I am not sure whether there is any good documentation on line available...

> Andreas Klimas (klimas@k-r.de)

Bye, Hans Wessels

PS: remove the computer names from my e-mail adress to reply

From 6772728933143630603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f1a8772cb79db986
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-23 18:10:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!cyclone2.usenetserver.com!news-out.usenetserver.com!easynews!news.easynews.com.POSTED!not-for-mail
Message-ID: <3A9725DB.179D1493@k-r.de>
From: Andreas Klimas <klimas@k-r.de>
Reply-To: klimas@k-r.de
X-Mailer: Mozilla 4.51 [en] (X11; I; Linux 2.2.5 i686)
X-Accept-Language: de
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: load and execute a program with ST
References: <3A96E5BA.3759884@k-r.de> <1lEl6.49102$zl4.1398722@zwoll1.home.nl>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 30
X-Complaints-To: abuse@easynews.com
Organization: EasyNews http://www.easynews.com - UseNet Made Easy
X-Complaints-Info: Please be sure to forward a copy of ALL headers otherwise we will be unable to process your complaint properly.
Date: Sat, 24 Feb 2001 02:09:46 GMT
Xref: supernews.google.com comp.sys.atari.programmer:321

> 4 = just go (This is the one you need: LONG Pexec(4, 0L, BASEPAGE *basepage,
> 0L);)

okay, this is my second step

> 5 = create BASEPAGE

and this might my first one.

> 6 = just go, then free (gemdos >= 0.15)
> 7 = create basepage, respecting prgflags (gemdos >= 0.19)
>
> To be honest with you: I have never used these functions. I usualy relocate
> the program my self and then start it.
>
> The next question from you will be: how do I create a basepage?
> Well try to get some documentation. As you are german (I think) I can highly
> recommend:
> Atari Profibuch

since one week I own this great book. but it's very fat and so I need
some time to read it.

thank you, Hans

--
Greetings from Lake Constance, Germany

Andreas Klimas (klimas@k-r.de)

From 8954484997801905537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc6c48a501251436,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-24 07:21:13 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!130.133.1.3!fu-
berlin.de!uni-berlin.de!line20.mucl.DE!not-for-mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.programmer
Subject: GEMDOS for ATARI is Open Source
Date: Sat, 24 Feb 2001 15:29:10 GMT
Lines: 85
Message-ID: <3a97cd19.1896000@news.cis.dfn.de>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: line20.mucl.de (212.72.84.84)
X-Trace: fu-berlin.de 983028072 25166712 212.72.84.84 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243
Xref: supernews.google.com comp.sys.atari.programmer:322

Hi!

Sorry, if this is new to me, but all other folks know it - just flame
me, but:

On this site I found an probably older Version of GEMDOS for the Atari
as Open Source:

http://deltasoft.fife.wa.us/cpm/archive/unofficial/

This is the License:

http://deltasoft.fife.wa.us/cpm/archive/unofficial/lisence.html

.. and this THE important part of it:

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of the original Software's proprietary notices, marks and license terms.
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the Software provided that such modifications are for non-commercial use and
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Software.

Frank, what do you think? Is this the base for an emulator BIOS?

Petr, could this also be a base for some people, who think of
recreating GEMDOS for x86 architecture?

I had a short look at it and found no XBIOS. Is this made by ATARI
themselfes?

Martin

From 5067750571566509189
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdea69d907a32e16,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-24 09:53:27 PST
Path: supernews.google.com!sn-xit-02!supernews.com!easynews!
news.easynews.com.POSTED!not-for-mail
Message-ID: <3A9802F4.D412C490@k-r.de>
From: Andreas Klimas <klimas@k-r.de>
Reply-To: klimas@k-r.de
X-Mailer: Mozilla 4.51 [en] (X11; I; Linux 2.2.5 i686)
X-Accept-Language: de
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: newbie: vbl interrupt calls C
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 30
X-Complaints-To: abuse@easynews.com
Organization: EasyNews http://www.easynews.com - UseNet Made Easy
X-Complaints-Info: Please be sure to forward a copy of ALL headers otherwise we
will be unable to process your complaint properly.
Date: Sat, 24 Feb 2001 17:53:20 GMT
Xref: supernews.google.com comp.sys.atari.programmer:323

Hi Everybody

I'm new in developing programs for AtariST.
I'l try to build a monolithik multitasking system and one of
my very first steps (now) are to play with the vbl interrupt.

what I have done so far:

1. an assembly procedure to register my c - functionpointer which
   should be executed

2. an assembly procedure which should be called from an interrupt
   which itself jsr to the previous registered C function and
   after them makes a RTE.
   I save and restore all registers with movem.l d0-d7/a0-a6, -(sp)

this behavior works well till my first call to i.e. printf. if my
user defined interrupt c function calls printf I will get a bus error
within the RTE statement.

what's wrong. should I switch between supervisor and user mode ?

are there any examples for how to call user defined C-functions from
interrupts ?

many thanks
--
Greetings from Lake Constance, Germany

Andreas Klimas (klimas@k-r.de)

From -7877725891101452104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99d01b354752745b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-24 10:50:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!isdnet!
newsfeed.icl.net!newspeer.clara.net!news.clara.net!dispose.news.demon.net!
news.demon.co.uk!demon!tuva.demon.co.uk!not-for-mail
From: "Neil Wakeling" <neil@tuva.demon.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Interrupt and timer
Date: Sat, 24 Feb 2001 18:45:44 -0000
Message-ID: <983040451.7874.0.nnrp-08.9e988c11@news.demon.co.uk>
Reply-To: "Neil Wakeling" <neil@tuva.demon.co.uk>
NNTP-Posting-Host: tuva.demon.co.uk
X-NNTP-Posting-Host: tuva.demon.co.uk:158.152.140.17
X-Trace: news.demon.co.uk 983040451 nnrp-08:7874 NO-IDENT
tuva.demon.co.uk:158.152.140.17
X-Complaints-To: abuse@demon.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400

Lines: 19
Xref: supernews.google.com comp.sys.atari.programmer:324

Hi all,

I am trying to set up the Atari ST(e), programming in C, so that I can set one of the system timers, then have the timer interrupt and call a function when the time is up.

Is this possible and can anybody help with information on the timers and necessary functions.

I am fairly competent C programmer in GEM, but I dont know how to access interrupts in general, or the timer. Ihave tech notes which give the timer control registers addresses etc, but no information on what values these expect or how the timers behave, or how to set a function to be called by an interrupt.

Many Thanks,
Neil

From 4935603088938754613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99d01b354752745b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-24 14:33:26 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
newsfeed.berkeley.edu!ucberkeley!dispose.news.demon.net!demon!
diablo.netcom.net.uk!netcom.net.uk!newsfeeds.belnet.be!news.belnet.be!skynet.be!
newshub1.nl.home.com!news.nl.home.com!zwoll1.home.nl.POSTED!not-for-mail
From: "Hans Wessels" <atari.h.wessels@atari.home.nl>
Newsgroups: comp.sys.atari.programmer
References: <983040451.7874.0.nnrp-08.9e988c11@news.demon.co.uk>
Subject: Re: Interrupt and timer
Lines: 114
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <ICWl6.51071$zl4.1492671@zwoll1.home.nl>
Date: Sat, 24 Feb 2001 22:31:04 GMT
NNTP-Posting-Host: 213.51.226.70
X-Complaints-To: abuse@home.nl
X-Trace: zwoll1.home.nl 983053864 213.51.226.70 (Sat, 24 Feb 2001 23:31:04 MET)
NNTP-Posting-Date: Sat, 24 Feb 2001 23:31:04 MET
Organization: @Home Network
Xref: supernews.google.com comp.sys.atari.programmer:325

"Neil Wakeling" <neil@tuva.demon.co.uk> wrote in message
news:983040451.7874.0.nnrp-08.9e988c11@news.demon.co.uk...

> I am trying to set up the Atari ST(e), programming in C, so that I can set
> one of the system timers, then have the timer interrupt and call a
function
> when the time is up.

What time resolution do you want? What kind off application will it be?

> Is this possible and can anybody help with information on the timers and
> necessary functions.

Eevrything is possible on a ST!

> I am fairly competent C programmer in GEM, but I dont know how to access
> interrupts in general, or the timer. Ihave tech notes which give the
timer
> control registers addresses etc, but no information on what values these
> expect or how the timers behave, or how to set a function to be called by
an
> interrupt.

Well if you are expert in GEM you should look at vex_timv() (VDI 118) no
doubt it will cleanly do all timer work you want. If you on the other side
want total control do something like this (parts of a game I have written).

```
------------------8<-------------------------------------------
/* save old registers, note program is in supervisor mode */
  old_iea=*(byte*)0xfffffa07UL;
  old_ieb=*(byte*)0xfffffa09UL;
  old_ima=*(byte*)0xfffffa13UL;
  old_imb=*(byte*)0xfffffa15UL;
  old_eoim=*(byte*)0xfffffa17UL;
  old_tdc=*(byte*)0xfffffa1dUL;
  old_tdd=*(byte*)0xfffffa25UL;

  old_vbl=*(void **)0x70;
  old_timer_d=*(void**)0110;

  move_sr(0x2700); /* disable all interrupts, own function */

/* init registers */
  *(void**)0x70=vbl_code;
  *(void**)0x110=timer_d_code;

  *(byte*)0xfffffa07UL=0;
  *(byte*)0xfffffa09UL=0x50; /* keyboard and timer d intterupt needed */
  *(byte*)0xfffffa13UL=0;    /* interrupt mask */
  *(byte*)0xfffffa15UL=0x50; /* keyboard and timer d intterupt needed */
  *(byte*)0xfffffa17UL=game.old_eoim&0xf0;
  *(byte*)0xfffffa1dUL=7;    /* timer d control */
  *(byte*)0xfffffa25UL=246;  /* timer d data */
  move_sr(0x2300);
```

```
/* rest of the program */
...

/* restore registers */
  move_sr(0x2700);
  {
    byte *p=(byte *)0xfffffa00UL;
    p[0x0b]=0;
    p[0x0d]=0;
    p[0x0f]=0;
    p[0x11]=0;
    p[0x07]=old_iea;
    p[0x09]=old_ieb;
    p[0x17]=old_eoim;
    p[0x13]=old_ima;
    p[0x15]=old_imb;
    p[0x1d]=old_tdc;
    p[0x25]=old_tdd;
  }
  *(void **)0x70=game.old_vbl;
  *(void **)0x110=game.old_timer_d;
  move_sr(0x2300);
```

```
*************************************
assembly

vbl_code:
     subq.w    #1,game+vbl_count ; decrement vbl counter
     rte                         ; done

; register usage
;
; D0 = work
;
; A0 = game
; A1 = $ffff8800
; A2 = $ffff8802
; A3 = play data

timer_d_code:
     movem.l   d0/a0-a3,-(sp)    ; save registers
     move      #$2300,sr         ; enable interrupts (esp keyboard)
     move.l    #game,a0          ; game struct
...
     movem.l   (sp)+,d0/a0-a3    ; restore registers
     rte
--------------------->8--------------------------
```

When you want to know more about the MFP registers lookup the Hardware Register Listing at www.saint.atari.org (atari docs, hardware guide). Normally you only want to program timer D, leving all other bit the same.

I hope this helps a bit,

Cu, Hans

From 620877215627234194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdea69d907a32e16
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-24 14:42:16 PST
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!
newsfeed.skycache.com!Cidera!easynews!news.easynews.com.POSTED!not-for-mail
Message-ID: <3A984606.3649E117@k-r.de>
From: Andreas Klimas <klimas@k-r.de>
Reply-To: klimas@k-r.de
X-Mailer: Mozilla 4.51 [en] (X11; I; Linux 2.2.5 i686)
X-Accept-Language: de
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: newbie: vbl interrupt calls C
References: <3A9802F4.D412C490@k-r.de>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 12
X-Complaints-To: abuse@easynews.com
Organization: EasyNews http://www.easynews.com - UseNet Made Easy
X-Complaints-Info: Please be sure to forward a copy of ALL headers otherwise we
will be unable to process your complaint properly.
Date: Sat, 24 Feb 2001 22:39:18 GMT
Xref: supernews.google.com comp.sys.atari.programmer:326

> this behavior works well till my first call to i.e. printf. if my
> user defined interrupt c function calls printf I will get a bus error
> within the RTE statement.

after many retries I think I know the problem. I gemdos is not
reetrant then I shouldn't call gemdos in interrupt functions.
if I do bios calls instead than all goes right

--
Greetings from Lake Constance, Germany

Andreas Klimas (klimas@k-r.de)

From -6356004225512743314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e503654b53ddd3df
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-24 23:58:29 PST

Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!hub.org!
hub.org!newsfeed.direct.ca!look.ca!newsfeed1.earthlink.net!
newsfeed2.earthlink.net!newsfeed.earthlink.net!lsanca1-snf1!news.gtei.net!
news.netgate.net.nz!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: app_read()...
Date: Sun, 25 Feb 2001 20:44:45 +1300
Organization: The Gluepot
Lines: 80
Message-ID: <97adde$7iq$1@news.comnet.co.nz>
References: <3A94480F.EE5438C5@libertysurf.fr>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-180.remote.comnet.co.nz
Mime-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.comnet.co.nz 983087342 7770 131.203.242.180 (25 Feb 2001 07:49:02
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 25 Feb 2001 07:49:02 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:327

"Laurent Favard (Linux)" <laurent.favard@libertysurf.fr> ...
> little question...
>
> I'm reading compendium about appl_read() and i
> don't understand...The author say that we must
> use evnt_mesag() or evnt_multi() instead, so,
> is appl_read() should be used if we received a
> length message greater than 16 bytes (send by
> appl_write()) ?

I haven't used appl_read in quite a while, but here is what I can
recall...

Your program has a normal event loop. Once you receive a message event,
check that the third word of the message. If it is non-zero, this is the
length of the message beyond the standard eight words. (in this case
"word" refers to a "16 bit signed integer") You use appl_read() to
retrieve these words.

A sample piece of code (I've left out the normal scaffolding):

```
#include "0/types.h"    // "sint16", "uint16" etc

#include <aes.h>    // GEM prototypes
```

```
sint16 ap_id;    // AES process ID
sint16 msg[24];    // longer message buffer than normal !!
sint16 ev;        // event type
uint16 quit;    // quit flag
OBJECT *menubar;    // pointer to menubar

int main( void )
{
    ap_id = appl_init();
    rsrc_load( "a.rsc" );
    rsrc_gaddr( R_TREE, MENU, &menubar );
    menu_bar( menubar, 1 );
    while( !quit )  {
        ev = evnt_multi( MU_MESAG|MU_TIMER, ... );
        if( ev & MU_TIMER )  {
            quit = 1;
        }
        if( ev & MU_MESAG )  {
            switch( msg[0] )  {
                case MSG_CODE:    // custom over-length message
                    if( msg[2] )    // read excess bytes into rest of
msg buffer
                        appl_read( ap_id, msg[2], &msg[8] );
                    do_something();
                    break;
                case DIE:    // custom 8 word message
                    quit =1;
                    break;
                case MN_SELECTED:    // standard AES message
                    mn_selected( msg );
                    break;
            }
        }
    }
    menu_bar( menubar, 0 );
    rsrc_free();
    appl_exit();
}
```

--

Quote for the month:

Wally Batty: "She's sending me off to an auction"

Norman Clegg: "Why doesn't she just divorce you like ordinary folk?"

("Last Of The Summer Wine" [circa 1982])

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the

genuine respondents that this may inconvenience.

From 688962648650042327
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f75140ff1c5660ee,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-25 06:26:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!fr.clara.net!
heighliner.fr.clara.net!newsfeed.online.be!newscore.univie.ac.at!
aconews.univie.ac.at!news.tu-graz.ac.at!news.kfunigraz.ac.at!not-for-mail
From: "Mathieu" <mathieu.fanedel@kfunigraz.ac.at>
Newsgroups: comp.sys.atari.programmer
Subject: Emulator programm atari formated Jaz to win2000?
Date: Sun, 25 Feb 2001 15:19:35 +0100
Organization: Karl-Franzens-Universitaet Graz, Austria
Lines: 12
Message-ID: <97b4eqthl1@jerry.kfunigraz.ac.at>
NNTP-Posting-Host: bonlineb115.kfunigraz.ac.at
X-Trace: jerry.kfunigraz.ac.at 983110938 30261 143.50.33.115 (25 Feb 2001 14:22:18
GMT)
X-Complaints-To: usenet@news.kfunigraz.ac.at
NNTP-Posting-Date: 25 Feb 2001 14:22:18 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Xref: supernews.google.com comp.sys.atari.programmer:328

Hi,

I changed my music system from C-Lab Atari Falcon MK X to PC! So far so
good, but can I use anyway my old atari formated Iomega jaz 1GB discs to
make them read in the PC system (win 2000). The audio format is not the
problem, but the "system format". Are there any emulator programms? Please
help!
Thank you, Mathieu.

From -4610896351582935397
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99d01b354752745b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-26 00:34:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!fr.clara.net!
heighliner.fr.clara.net!grolier!dispose.news.demon.net!news.demon.co.uk!demon!
tuva.demon.co.uk!not-for-mail
From: "Neil Wakeling" <neil@tuva.demon.co.uk>

Newsgroups: comp.sys.atari.programmer
Subject: Re: Interrupt and timer
Date: Mon, 26 Feb 2001 08:25:20 -0000
Message-ID: <983176112.818.0.nnrp-02.9e988c11@news.demon.co.uk>
References: <983040451.7874.0.nnrp-08.9e988c11@news.demon.co.uk>
<ICWl6.51071$zl4.1492671@zwoll1.home.nl>
Reply-To: "Neil Wakeling" <neil@tuva.demon.co.uk>
NNTP-Posting-Host: tuva.demon.co.uk
X-NNTP-Posting-Host: tuva.demon.co.uk:158.152.140.17
X-Trace: news.demon.co.uk 983176112 nnrp-02:818 NO-IDENT
tuva.demon.co.uk:158.152.140.17
X-Complaints-To: abuse@demon.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Lines: 39
Xref: supernews.google.com comp.sys.atari.programmer:329

Thanks Hans,

I am looking for time resolution of > the 200 Hz timer, 1mS would
be fantastic.

It is for a Midi application, currently I poll the 200 Hz timer,
then compare with my (next event time), send out MIDI if time is
OK, then prepare for the next events, but onviously this runs
into problems when there is too much other stuff eg user altering
values in real time so the timer is polled too late and timing
goes astray.

> What time resolution do you want? What kind off application
will it be?
>
> Eevrything is possible on a ST!

I believe so!

I am not expert in GEM - just about competent. I have very poor
manuals and information so your links should help, thank you.

> Well if you are expert in GEM you should look at vex_timv()
(VDI 118) no
> doubt it will cleanly do all timer work you want. If you on the
other side
> want total control do something like this (parts of a game I
have written).

I dont have this function referenced in my docs?

Thanks for your help,

Cheers,
Neil

From 6174780284519705186
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,73b4190732024b5d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,73b4190732024b5d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-26 05:54:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!newsswitch.lcs.mit.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!opentransit.net!proxad.net!feeder2.proxad.net!nnrp3.proxad.net.POSTED!not-for-mail
Message-ID: <3A9A5F0F.269C83FC@lami.univ-evry.fr>
From: =?iso-8859-1?Q?Fran=E7ois?= LE COAT <flecoat@lami.univ-evry.fr>
Organization: LaMI =?iso-8859-1?Q?Universit=E9?= d'Evry
X-Mailer: Mozilla 4.76 [en] (X11; U; Linux 2.2.17dhcpaha2940 i686)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: STonX development continues
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 22
Date: Mon, 26 Feb 2001 13:50:08 GMT
NNTP-Posting-Host: 194.199.85.93
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp3.proxad.net 983195408 194.199.85.93 (Mon, 26 Feb 2001 14:50:08 CET)
NNTP-Posting-Date: Mon, 26 Feb 2001 14:50:08 CET
Xref: supernews.google.com comp.sys.atari.st:9264 comp.sys.atari.programmer:330

Hi all,

I've uploaded STonX 0.6.7.3 on Source Forge and I was
trying to compile it on a latest x86 Debian Linux distribution.
And I have some problems. It fails at "configure" and "make"
passes, because the SVGALib doesn't seem to be installed.
I'm not root on the system, so I can't install any
package, unless on my home directory. I tried to
find "vga.h" "vgakeyboard.h" and all those other stuff
on the system, but there's none of them (they are
included in the "svga.c" source file). Is there a
manner to configure without SVGALib, or installing
SVGALib package, keeping in mind that I'm not root ?

Thanks for help,

Regards,

-- Fran?ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

From -2709940708058269372
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85bfb350af29541c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-26 14:47:19 PST
Path: supernews.google.com!sn-xit-02!sn-post-01!supernews.com!corp.supernews.com!
not-for-mail
From: bindon@madasafish.com (Lyndon Amsdon)
Newsgroups: comp.sys.atari.programmer
Subject: Testing for Magic
Date: Mon, 26 Feb 2001 22:46:28 -0000
Message-ID: <t9ln64a6660t00@corp.supernews.com>
X-Newsreader: NEWSie Version 0.94 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 14
Xref: supernews.google.com comp.sys.atari.programmer:331

Hi

What's the easiet way to test for Magic? I thought about TOS version
as Magic always gives 2.00 for 2.0X machines, 3.00 for 3.0x machines
and so on. I can't find the way to get the version though. Are there
any easier or better ways to identify this?

Thanks.

Lyndon Amsdon
--
```
  +---------------------------+
  |   bindon@madasafish.com   |
  +---------------------------+
```

From -4112181181432904896
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e503654b53ddd3df
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-27 14:12:00 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!isdnet!isdnethub!not-
for-mail
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Re: app_read()...
Date: Tue, 27 Feb 2001 23:04:46 +0100
Organization: Home
Lines: 9
Message-ID: <3A9C247E.197558F0@libertysurf.fr>

References: <3A94480F.EE5438C5@libertysurf.fr> <3A96EC7A.CC3118D3@chello.nl>
Reply-To: laurent.favard@libertysurf.fr
NNTP-Posting-Host: dyn-213-36-107-254.ppp.libertysurf.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: news2.isdnet.net 983311780 6233 213.36.107.254 (27 Feb 2001 22:09:40 GMT)
X-Complaints-To: abuse@isdnet.net
NNTP-Posting-Date: 27 Feb 2001 22:09:40 GMT
X-Mailer: Mozilla 4.75 [fr] (X11; U; Linux 2.2.16-22 i586)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:311

Henk Robbers a ⍰crit :
> That is quite correct.
> evnt_mesag and evnt_multi(... MU_MESAG ...)
> return in msgbuf[2] the number of bytes in excess of 16
...

Thank you and Swaine for your explanations :-)

Laurent

From -4936947307492784245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f75140ff1c5660ee
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-27 14:40:20 PST
Path: supernews.google.com!sn-xit-03!sn-post-01!supernews.com!corp.supernews.com!
not-for-mail
From: Steve Sweet <steve_sweet@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Emulator programm atari formated Jaz to win2000?
Date: Mon, 26 Feb 2001 21:06:34 -0000
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <983309896-589338AEicMi@madasafish.com>
References: <97b4eqthl1@jerry.kfunigraz.ac.at>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
X-Complaints-To: newsabuse@supernews.com
Lines: 21
Xref: supernews.google.com comp.sys.atari.programmer:312

Hi Mathieu

>I changed my music system from C-Lab Atari Falcon MK X to PC! So far so
>good, but can I use anyway my old atari formated Iomega jaz 1GB discs to
>make them read in the PC system (win 2000).

The 'format' you mention is a low level device thing and is non platform

specific, what is important is the partitioning scheme you used.

One way to find out for sure is to try it. If it fails and you still have
the bird handy you could copy all the contents off the Jazz and re-
partiton it to a PC compatible scheme and then copy everything back.
Long and involved but it'l work.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 6649830508450628473
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,73b4190732024b5d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,73b4190732024b5d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-27 17:36:03 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!teaser.fr!nerim.net!
grolier!club-internet!not-for-mail
From: Laurent Vogel <lvl@club-internet.fr>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: STonX development continues
Date: Wed, 28 Feb 2001 02:39:14 +0100
Organization: Club-Internet (France)
Lines: 25
Message-ID: <3A9C56C2.47009DAB@club-internet.fr>
References: <3A9A5F0F.269C83FC@lami.univ-evry.fr>
NNTP-Posting-Host: nas5-46.kdl.club-internet.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: front5.grolier.fr 983323950 22098 213.44.0.46 (28 Feb 2001 01:32:30 GMT)
NNTP-Posting-Date: 28 Feb 2001 01:32:30 GMT
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
To: "Fran⍰ois LE COAT" <flecoat@lami.univ-evry.fr>
Xref: supernews.google.com comp.sys.atari.st:8743 comp.sys.atari.programmer:313

=?iso-8859-1?Q?Fran=E7ois?= LE COAT a ⍰crit:
>
> Hi all,
>
> I've uploaded STonX 0.6.7.3 on Source Forge and I was
> trying to compile it on a latest x86 Debian Linux distribution.
> And I have some problems. It fails at "configure" and "make"
> passes, because the SVGALib doesn't seem to be installed.
> I'm not root on the system, so I can't install any
> package, unless on my home directory. I tried to

> find "vga.h" "vgakeyboard.h" and all those other stuff
> on the system, but there's none of them (they are
> included in the "svga.c" source file). Is there a
> manner to configure without SVGALib, or installing
> SVGALib package, keeping in mind that I'm not root ?
>
> Thanks for help,
>

Probably what you need to do is modify the configure.in file,
install autoconf on your machine if it is not yet installed,
and re-create the configure script. Commenting out all lines
containing 'svga' could probably do the trick. Note, however,
that the comment in configure.in is 'dnl'. (Je sais, ça ne
s'invente pas !!!).

From 9062338856395575761
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,73b4190732024b5d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,73b4190732024b5d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-28 07:06:08 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-feed.riddles.org.uk!
fr.clara.net!heighliner.fr.clara.net!proxad.net!feeder2.proxad.net!
nnrp2.proxad.net.POSTED!not-for-mail
Message-ID: <3A9D130C.4E12B81@lami.univ-evry.fr>
From: =?iso-8859-1?Q?Fran=E7ois?= LE COAT <flecoat@lami.univ-evry.fr>
Organization: LaMI =?iso-8859-1?Q?Universit=E9?= d'Evry
X-Mailer: Mozilla 4.76 [en] (X11; U; Linux 2.2.17dhcpaha2940 i686)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: STonX development continues
References: <3A9A5F0F.269C83FC@lami.univ-evry.fr> <3A9C56C2.47009DAB@club-
internet.fr>
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 35
Date: Wed, 28 Feb 2001 15:02:37 GMT
NNTP-Posting-Host: 194.199.85.93
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp2.proxad.net 983372557 194.199.85.93 (Wed, 28 Feb 2001 16:02:37 CET)
NNTP-Posting-Date: Wed, 28 Feb 2001 16:02:37 CET
Xref: supernews.google.com comp.sys.atari.st:8767 comp.sys.atari.programmer:314

Hi Laurent,

Laurent Vogel wrote:
>
> Fran©ois LE COAT a ©crit:
> > I've uploaded STonX 0.6.7.3 on Source Forge and I was

> > trying to compile it on a latest x86 Debian Linux distribution.
> > And I have some problems.
>
> Probably what you need to do is modify the configure.in file,
> install autoconf on your machine if it is not yet installed,
> and re-create the configure script. Commenting out all lines
> containing 'svga' could probably do the trick. Note, however,
> that the comment in configure.in is 'dnl'. (Je sais, ça ne
> s'invente pas !!!).

Thanks for your reply. Meanwhile I downloaded the devel SVGALibs
and I simply copy it to the STonX-0.6.7.3 directory. Then "configure"
and "make" did work. This makefile builds two version of STonX :
"stonx" and "stonvga". On my Linux box, SVGALib are not installed,
so "stonvga" doesn't work properly. But what works is the standard
"stonx", and that's all what I want. I'm wondering what is the
interest of "stonvga", that can't work with me, but that is well
built. Does "stonvga" allows better resolutions ? Am I missing
something ?

That's nice of you to have replied,

Regards,

See you,

-- François LE COAT
http://eureka.atari.org
mailto:lecoat@atari.org

From -8170988594824732422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85bfb350af29541c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-28 09:38:18 PST
Path: supernews.google.com!sn-xit-03!sn-post-01!supernews.com!corp.supernews.com!
not-for-mail
From: Steve Sweet <steve_sweet@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Testing for Magic
Date: Tue, 27 Feb 2001 22:46:06 -0000
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <983377810-129637AEicMi@madasafish.com>
References: <t9ln64a6660t00@corp.supernews.com>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
X-Complaints-To: newsabuse@supernews.com
Lines: 19
Xref: supernews.google.com comp.sys.atari.programmer:315

Hi Lyndon

>What's the easiet way to test for Magic? I thought about TOS version
>as Magic always gives 2.00 for 2.0X machines, 3.00 for 3.0x machines
>and so on. I can't find the way to get the version though. Are there
>any easier or better ways to identify this?

You could check for the magic cookie 'MagX'.

Alternativley, fake a call that you know is magic-specific and act on the
return code.

--

eMail: steve_sweet@madasafish.com

        Regards from STEve & his nice warm cosey PAK'd MegaSTE.
 * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 1127780849468489633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,73b4190732024b5d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,73b4190732024b5d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-28 11:37:31 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!130.133.1.3!fu-
berlin.de!uni-berlin.de!line11.mucl.DE!not-for-mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: STonX development continues
Date: Wed, 28 Feb 2001 19:42:43 GMT
Lines: 20
Message-ID: <3a9d53e5.1365918@news.cis.dfn.de>
References: <3A9A5F0F.269C83FC@lami.univ-evry.fr> <3A9C56C2.47009DAB@club-
internet.fr> <3A9D130C.4E12B81@lami.univ-evry.fr>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: line11.mucl.de (212.72.84.75)
X-Trace: fu-berlin.de 983388863 26797537 212.72.84.75 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243
Xref: supernews.google.com comp.sys.atari.st:8783 comp.sys.atari.programmer:316

On Wed, 28 Feb 2001 15:02:37 GMT, =?iso-8859-1?Q?Fran=E7ois?= LE COAT
<flecoat@lami.univ-evry.fr> wrote:

>so "stonvga" doesn't work properly. But what works is the standard
>"stonx", and that's all what I want. I'm wondering what is the
>interest of "stonvga", that can't work with me, but that is well
>built. Does "stonvga" allows better resolutions ? Am I missing
>something ?
stonvga gives you more the feeling to really sit in front of an ST,

because there is nothing other on your desktop. Apart from that it
just maps Atari memory into the Linux Framebuffer (which can also be
done on X11 with the shared memory extension of X11). Some people try
to build an X11 based VDI, which works natively. This then would be
much faster, than an emulated one.
Me myself do more like the native work - fVDI e.g., which also works
on X11 as on SVGAlib. In the end it does not matter. X11 may be better
for developers. You can have the emulator on the left, end you IDE on
the right.

Martin

From 8224940975561302898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,73b4190732024b5d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,73b4190732024b5d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-28 11:40:13 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!fr.usenet-edu.net!
usenet-edu.net!fu-berlin.de!uni-berlin.de!line27.mucl.DE!not-for-mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: STonX development continues
Date: Wed, 28 Feb 2001 19:44:10 GMT
Lines: 15
Message-ID: <3a9aa936.1335861@news.cis.dfn.de>
References: <3A9A5F0F.269C83FC@lami.univ-evry.fr>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: line27.mucl.de (212.72.84.91)
X-Trace: fu-berlin.de 983388950 26950286 212.72.84.91 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243
Xref: supernews.google.com comp.sys.atari.st:8785 comp.sys.atari.programmer:317

On Mon, 26 Feb 2001 13:50:08 GMT, =?iso-8859-1?Q?Fran=E7ois?= LE COAT
<flecoat@lami.univ-evry.fr> wrote:
>included in the "svga.c" source file). Is there a
>manner to configure without SVGALib, or installing
>SVGALib package, keeping in mind that I'm not root ?

Yes, you can use the X11 Interface, which works just fine. For running
an SVGAlib program you need to be root.

For X11 just write

make stonx

Martin

From 9158977210635128809

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f75140ff1c5660ee
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-28 11:46:02 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
newsfeed.berkeley.edu!ucberkeley!oleane.net!oleane!fr.clara.net!
heighliner.fr.clara.net!newsfeeds.belnet.be!news.belnet.be!surfnet.nl!rug.nl!not-
for-mail
From: Hans Galema <j.m.galema@maartens.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Emulator programm atari formated Jaz to win2000?
Date: Wed, 28 Feb 2001 21:25:09 +0100
Organization: Rijksuniversiteit Groningen
Lines: 16
Message-ID: <3A9D5EA4.C3367586@maartens.nl>
References: <97b4eqthl1@jerry.kfunigraz.ac.at>
NNTP-Posting-Host: client108-11.kabela.oprit.rug.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: info.service.rug.nl 983388841 5401 129.125.108.11 (28 Feb 2001 19:34:01
GMT)
X-Complaints-To: newsmaster@rug.nl
NNTP-Posting-Date: 28 Feb 2001 19:34:01 GMT
X-Mailer: Mozilla 4.6 [en] (Win95; I)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:318

> I changed my music system from C-Lab Atari Falcon MK X to PC! So far so
> good, but can I use anyway my old atari formated Iomega jaz 1GB discs to
> make them read in the PC system (win 2000). The audio format is not the
> problem, but the "system format". Are there any emulator programms? Please
> help!
> Thank you, Mathieu.

Maybe gemexplores works.

http://www.emulators.com/explorer.htm

Bye.

Hans

From 8916567533603453431
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f75140ff1c5660ee
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-02-28 14:28:20 PST
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!
news.maxwell.syr.edu!newsfeed.icl.net!newsfeeds.belnet.be!news.belnet.be!

newscore.univie.ac.at!aconews.univie.ac.at!news.tu-graz.ac.at!
news.kfunigraz.ac.at!not-for-mail
From: "Mathieu" <mathieu.fanedel@kfunigraz.ac.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Emulator programm atari formated Jaz to win2000?
Date: Wed, 28 Feb 2001 23:06:00 +0100
Organization: Karl-Franzens-Universitaet Graz, Austria
Lines: 4
Message-ID: <97jst5$s2a$1@jerry.kfunigraz.ac.at>
References: <97b4eqthl1@jerry.kfunigraz.ac.at> <3A9D5EA4.C3367586@maartens.nl>
NNTP-Posting-Host: bonlineb98.kfunigraz.ac.at
X-Trace: jerry.kfunigraz.ac.at 983398117 28746 143.50.33.98 (28 Feb 2001 22:08:37
GMT)
X-Complaints-To: usenet@news.kfunigraz.ac.at
NNTP-Posting-Date: 28 Feb 2001 22:08:37 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Xref: supernews.google.com comp.sys.atari.programmer:319

Thank you for your friendly advices, I⍰ll try to do so.
Many greetings, Mathieu.

From 3267393337603964304
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,73b4190732024b5d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,73b4190732024b5d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-01 02:28:03 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
newsfeed.berkeley.edu!ucberkeley!dispose.news.demon.net!demon!grolier!club-
internet!not-for-mail
From: Laurent Vogel <lvl@club-internet.fr>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: STonX development continues
Date: Thu, 01 Mar 2001 11:30:09 +0100
Organization: Club-Internet (France)
Lines: 17
Message-ID: <3A9E24B1.D1ED46A6@club-internet.fr>
References: <3A9A5F0F.269C83FC@lami.univ-evry.fr>
<3a9aa936.1335861@news.cis.dfn.de>
NNTP-Posting-Host: nas20-136.kdl.club-internet.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: front1m.grolier.fr 983442202 22300 213.44.18.136 (1 Mar 2001 10:23:22
GMT)
NNTP-Posting-Date: 1 Mar 2001 10:23:22 GMT

X-Mailer: Mozilla 4.06 [fr] (Win95; I)
Xref: supernews.google.com comp.sys.atari.st:8810 comp.sys.atari.programmer:320

Martin Doering a ©crit:
>
> On Mon, 26 Feb 2001 13:50:08 GMT, =?iso-8859-1?Q?Fran=E7ois?= LE COAT
> <flecoat@lami.univ-evry.fr> wrote:
> >included in the "svga.c" source file). Is there a
> >manner to configure without SVGALib, or installing
> >SVGALib package, keeping in mind that I'm not root ?
>
> Yes, you can use the X11 Interface, which works just fine.
> For running
> an SVGAlib program you need to be root.
>
anyway, I can *run* stonvga, but the mouse does not work, and
I do not know how to *exit* from stonvga. (apart from physically
turning the damn PC off, that is).

Laurent

From -230437283899758467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25abda7632571b54,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-01 03:12:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!cyclone2.usenetserver.com!news-out.usenetserver.com!news.tele.dk!212.74.64.35!colt.net!nntp1.aeq.teleglobe.net!teleglobe.net!server-b.cs.interbusiness.it!bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it!mike
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Newsgroups: comp.sys.atari.programmer
Subject: How do I patch a GFA compiled program ?
Date: Thu, 01 Mar 01 08:36:24
Organization: De Petris Software Development
Lines: 14
Message-ID: <22470_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
NNTP-Posting-Host: bbsgate.interware.it
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 8BIT
X-Mailer: Net2Net (3.702)
Xref: supernews.google.com comp.sys.atari.programmer:321

I absolutely need to patch a GFA basic program which I have lost sources.
What is the best way to identify the point to intercept the flow and add a
patch ? Is it possible to disassemble it easily in asm code I can directly
recompile modifyed ? Something working in MagiCMac possibly, where I use my
own LatticeC, PureC and Devpac.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 9014361856923673153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85bfb350af29541c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-01 07:42:07 PST
Path: supernews.google.com!sn-xit-03!sn-post-01!supernews.com!corp.supernews.com!
not-for-mail
From: bindon@madasafish.com (Lyndon Amsdon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Testing for Magic
Date: Thu, 01 Mar 2001 15:37:44 -0000
Message-ID: <t9sr68b0hqre25@corp.supernews.com>
References: <t9ln64a6660t00@corp.supernews.com>
<983377810-129637AEicMi@madasafish.com>
X-Newsreader: NEWSie Version 0.94 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 27
Xref: supernews.google.com comp.sys.atari.programmer:322

On 27 Feb 2001 22:46:06 , Steve Sweet wrote:
Hi Steve

>>What's the easiet way to test for Magic? I thought about TOS version
>>as Magic always gives 2.00 for 2.0X machines, 3.00 for 3.0x machines
>>and so on. I can't find the way to get the version though. Are there
>>any easier or better ways to identify this?
>
>You could check for the magic cookie 'MagX'.
>
>Alternativley, fake a call that you know is magic-specific and act on the
>return code.

Lattice C doesn't include much info about the cookie jar, only machine
type and a couple of others. I could test if magxboot.prg is prg or
prx but I know this is the worst possible way to test if it is in
memory.

I'm trying to think of some Magic calls....

Thanks

Lyndon Amsdon
--
  +---------------------------+

```
  |   bindon@madasafish.com   |
  +---------------------------+
```

From -1546454935136052361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85bfb350af29541c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-01 21:22:06 PST
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!
newsfeed.berkeley.edu!ucberkeley!nntp-relay.ihug.net!newsfeeds.ihug.co.nz!
ihug.co.nz!newsfeed01.tsnz.net!canterbury.ac.nz!not-for-mail
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Testing for Magic
Date: Fri, 02 Mar 2001 18:09:52 +1300
Organization: - 0x29a PRODUCTIONS -
Lines: 29
Message-ID: <3A9F2B20.91C702A6@student.canterbury.ac.nz>
References: <t9ln64a6660t00@corp.supernews.com>
<983377810-129637AEicMi@madasafish.com> <t9sr68b0hqre25@corp.supernews.com>
NNTP-Posting-Host: pc209.cosc.canterbury.ac.nz
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.7 [en] (X11; U; SunOS 5.8 i86pc)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:323

Greetings,

Lyndon Amsdon wrote:
>
> > You could check for the magic cookie 'MagX'.

> Lattice C doesn't include much info about the cookie jar, only machine
> type and a couple of others. I could test if magxboot.prg is prg or

Just add this to a relevant header file...

```
#ifndef MiNT_COOKIE
#define MagX_COOKIE 0x4D616758L
#define MiNT_COOKIE 0x4D694E54L
#endif
```

If it's a GEM application you're writing, then testing for "its" cookie
is probably the most elegant solution.

Later,
Karlos.

--
/* - 0x29a PRODUCTIONS -
 * Karl Ashton <kma54@student.canterbury.ac.nz>
 * . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
 */

From 7162025374952387261
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85bfb350af29541c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-02 11:07:32 PST
Path: supernews.google.com!sn-xit-02!sn-post-01!supernews.com!corp.supernews.com!
not-for-mail
From: Steve Sweet <steve_sweet@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Testing for Magic
Date: Thu, 01 Mar 2001 19:07:38 -0000
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <983556296-191278AEicMi@madasafish.com>
References: <t9ln64a6660t00@corp.supernews.com>
<983377810-129637AEicMi@madasafish.com> <t9sr68b0hqre25@corp.supernews.com>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
X-Complaints-To: newsabuse@supernews.com
Lines: 28
Xref: supernews.google.com comp.sys.atari.programmer:324

Hi Lyndon

>>You could check for the magic cookie 'MagX'.
>>Alternativley, fake a call that you know is magic-specific and act on
>>the return code.

>Lattice C doesn't include much info about the cookie jar, only machine
>type and a couple of others.

So utilise that info and look for "MagX"

>I could test if magxboot.prg is prg or prx but I know this is the worst
>possible way to test if it is in memory.

That would fail on my machine as i use magxbo32, dead end here.

>I'm trying to think of some Magic calls....

Here doggie!!

Start with the cookie jar dude.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 5519640515561576131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25abda7632571b54
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-02 11:07:50 PST
Path: supernews.google.com!sn-xit-02!sn-post-01!supernews.com!corp.supernews.com!
not-for-mail
From: Steve Sweet <steve_sweet@madasafish.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: How do I patch a GFA compiled program ?
Date: Thu, 01 Mar 2001 19:09:28 -0000
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <983556300-192044AEicMi@madasafish.com>
References: <22470_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-transfer-encoding: 8bit
X-Complaints-To: newsabuse@supernews.com
Lines: 25
Xref: supernews.google.com comp.sys.atari.programmer:325

Hi Mike

>I absolutely need to patch a GFA basic program which I have lost
>sources.

>What is the best way to identify the point to intercept the flow and add
>a patch ?

Use a monitor of some sorts.

>Is it possible to disassemble it easily in asm code I can directly
>recompile modifyed ?

TT-digger is at such a level that this is possible sometimes.

>Something working in MagiCMac possibly, where I use my own LatticeC,
>PureC and Devpac.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 5094751704421213974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,73b4190732024b5d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,73b4190732024b5d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-02 11:16:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!logbridge.uoregon.edu!
news.maxwell.syr.edu!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!t-
online.de!fu-berlin.de!uni-berlin.de!line09.mucl.DE!not-for-mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: STonX development continues
Date: Fri, 02 Mar 2001 19:23:12 GMT
Lines: 14
Message-ID: <3a9ff294.884497@news.cis.dfn.de>
References: <3A9A5F0F.269C83FC@lami.univ-evry.fr>
<3a9aa936.1335861@news.cis.dfn.de> <3A9E24B1.D1ED46A6@club-internet.fr>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: line09.mucl.de (212.72.84.73)
X-Trace: fu-berlin.de 983560486 27331312 212.72.84.73 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243
Xref: supernews.google.com comp.sys.atari.st:8855 comp.sys.atari.programmer:326

Hi, Laurent!

To leave STonVGA you just have to press <F12>. Then you should get
back your commandline.

SVGAlib always needs to be configured in

/etc/vga/<don't know exactly>

There you have to set your mouse. Mine is PS2. Also - if your card is
not directly supported - please set "VESA mode" hard.

Martin

From 4957004610415086792
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85bfb350af29541c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-02 14:10:08 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-out.usenetserver.com!news-
out-sjo.usenetserver.com!news3.bellglobal.com!sunqbc.risq.qc.ca!howland.erols.net!
newshub2.home.com!news.home.com!newshub1.nl.home.com!news.nl.home.com!
zwoll1.home.nl.POSTED!not-for-mail
From: "Hans Wessels" <atari.h.wessels@atari.home.nl>

Newsgroups: comp.sys.atari.programmer
References: <t9ln64a6660t00@corp.supernews.com>
<983377810-129637AEicMi@madasafish.com> <t9sr68b0hqre25@corp.supernews.com>
Subject: Re: Testing for Magic
Lines: 54
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <JSUn6.64937$zl4.2039238@zwoll1.home.nl>
Date: Fri, 02 Mar 2001 22:09:45 GMT
NNTP-Posting-Host: 213.51.226.70
X-Complaints-To: abuse@home.nl
X-Trace: zwoll1.home.nl 983570985 213.51.226.70 (Fri, 02 Mar 2001 23:09:45 MET)
NNTP-Posting-Date: Fri, 02 Mar 2001 23:09:45 MET
Organization: @Home Network
Xref: supernews.google.com comp.sys.atari.programmer:327

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t9sr68b0hqre25@corp.supernews.com...
> >>What's the easiet way to test for Magic? I thought about TOS version
> >>as Magic always gives 2.00 for 2.0X machines, 3.00 for 3.0x machines
> >>and so on. I can't find the way to get the version though. Are there
> >>any easier or better ways to identify this?
> >You could check for the magic cookie 'MagX'.
> Lattice C doesn't include much info about the cookie jar, only machine
> type and a couple of others. I could test if magxboot.prg is prg or
> prx but I know this is the worst possible way to test if it is in
> memory.

Reading the cookie jar in C isn't that hard. Here a snip from a program I
wrote. Just replace the standard cookies with the ones you want to check
for.

```
  { /* detect machine type */
    long *jar=*(long**)0x5a0;
    if(jar!=NULL)
    {
      printf("Cookie Jar found!\n");
      while(*jar!=0)
      {
        if(*jar=='_MCH')
        {
          game.machine=(int)((jar[1])>>16);
          printf("Machine type: %i\n", game.machine);
        }
        if(*jar=='_SND')
        {
          game.sound=(int)(jar[1]);
          printf("Sound hardware: %i\n", game.sound);
        }
        jar+=2;
      }
```

```
    }
    else
    {
      printf("No cookie Jar found!\n");
    }
    game.sversion=Sversion();
    printf("GEMDOS version: %X\n", game.sversion);
  }
```

Bye, Hans Wessels

--
Remove the computer names from my e-mail adress to reply

From -2464441571512879039
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85bfb350af29541c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-02 15:32:25 PST
Path: supernews.google.com!sn-xit-03!sn-post-01!supernews.com!corp.supernews.com!
not-for-mail
From: bindon@madasafish.com (Lyndon Amsdon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Testing for Magic
Date: Fri, 02 Mar 2001 23:31:30 -0000
Message-ID: <ta0bai7uha5kd8@corp.supernews.com>
References: <t9ln64a6660t00@corp.supernews.com>
<983377810-129637AEicMi@madasafish.com> <t9sr68b0hqre25@corp.supernews.com>
<JSUn6.64937$zl4.2039238@zwoll1.home.nl>
X-Newsreader: NEWSie Version 0.94 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 50
Xref: supernews.google.com comp.sys.atari.programmer:328

On 2 Mar 2001 22:09:45 G, "Hans Wessels" wrote:

Hi,

Thanks, example code is really appreciated as I'm getting started. My
question is, my program is run from the auto folder, so is it possible
to look into the cookie jar at this stage of the computer booting up?

Thanks,

>Reading the cookie jar in C isn't that hard. Here a snip from a program I
>wrote. Just replace the standard cookies with the ones you want to check

```
>for.
>
>  { /* detect machine type */
>    long *jar=*(long**)0x5a0;
>    if(jar!=NULL)
>    {
>      printf("Cookie Jar found!\n");
>      while(*jar!=0)
>      {
>        if(*jar=='_MCH')
>        {
>          game.machine=(int)((jar[1])>>16);
>          printf("Machine type: %i\n", game.machine);
>        }
>        if(*jar=='_SND')
>        {
>          game.sound=(int)(jar[1]);
>          printf("Sound hardware: %i\n", game.sound);
>        }
>        jar+=2;
>      }
>    }
>    else
>    {
>      printf("No cookie Jar found!\n");
>    }
>    game.sversion=Sversion();
>    printf("GEMDOS version: %X\n", game.sversion);
>  }
>
>Bye, Hans Wessels
```


```
Lyndon Amsdon
--
  +---------------------------+
  |   bindon@madasafish.com   |
  +---------------------------+
```



```
From -6966870304834245289
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,85bfb350af29541c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-02 16:44:09 PST
Path: supernews.google.com!sn-xit-03!supernews.com!cyclone2.usenetserver.com!news-
out.usenetserver.com!newsfeed.icl.net!dispose.news.demon.net!demon!grolier!club-
internet!not-for-mail
From: Laurent Vogel <lvl@club-internet.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Testing for Magic
Date: Sat, 03 Mar 2001 01:47:29 +0100
Organization: Club-Internet (France)
```

Lines: 17
Message-ID: <3AA03F21.22EAA6C4@club-internet.fr>
References: <t9ln64a6660t00@corp.supernews.com>
<983377810-129637AEicMi@madasafish.com> <t9sr68b0hqre25@corp.supernews.com>
<JSUn6.64937$zl4.2039238@zwoll1.home.nl> <ta0bai7uha5kd8@corp.supernews.com>
NNTP-Posting-Host: nas10-172.kdl.club-internet.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: front7.grolier.fr 983580042 10114 213.44.4.172 (3 Mar 2001 00:40:42 GMT)
NNTP-Posting-Date: 3 Mar 2001 00:40:42 GMT
X-Mailer: Mozilla 4.06 [fr] (Win95; I)
Xref: supernews.google.com comp.sys.atari.programmer:329

Lyndon Amsdon a ̂crit:
>
> On 2 Mar 2001 22:09:45 G, "Hans Wessels" wrote:
>
> Hi,
>
> Thanks, example code is really appreciated as I'm getting started. My
> question is, my program is run from the auto folder, so is it possible
> to look into the cookie jar at this stage of the computer booting up?
>
It is always possible to look into the cookie jar, unless
the jar is not set up, in which case *(long*)0x5a0 is null.
However you will perhaps not find the relevant info in the
jar if the program/feature you're looking for has not
been installed/run yet.

Laurent Vogel.

From -3465917444736625560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25abda7632571b54
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-03 16:38:03 PST
Path: supernews.google.com!sn-xit-03!supernews.com!cyclone-sf.pbi.net!
63.208.208.143!feed2.onemain.com!feed1.onemain.com!newsfeed1.bredband.com!
bredband!news.tele.dk!62.108.1.23!pascal.a2000.nl!newsfeed.a2000.nl!not-for-mail
From: Henk Robbers <h.robbers@chello.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: How do I patch a GFA compiled program ?
Date: Sun, 04 Mar 2001 01:33:53 +0100
Organization: A2000 Kabeltelevisie en Telecommunicatie
Lines: 34
Message-ID: <3AA18D71.14576514@chello.nl>
References: <22470_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
<983556300-192044AEicMi@madasafish.com>
NNTP-Posting-Host: node114f5.a2000.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Trace: faraday.a2000.nl 983666159 19378 24.132.20.245 (4 Mar 2001 00:35:59 GMT)
X-Complaints-To: abuse@a2000.nl
NNTP-Posting-Date: 4 Mar 2001 00:35:59 GMT
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:330

Steve Sweet wrote:
>
> Hi Mike
>
> >I absolutely need to patch a GFA basic program which I have lost
> >sources.
>
> >What is the best way to identify the point to intercept the flow and add
> >a patch ?
>
> Use a monitor of some sorts.
>
> >Is it possible to disassemble it easily in asm code I can directly
> >recompile modifyed ?
>
> TT-digger is at such a level that this is possible sometimes.
>

You must know if the code you want to change is part of a switch statement.
Use ALT+f to find indirect jumps, these can be switch statements.
If so, resolve the relevant switch statements by finding out how long the table of displacement values is, then mark it as jump table. (select, and press <j>).
This way you get labels to the relevant switch parts.
If you have these labels, it is possible to insert new instructions.

Dont change the data and bss segments. Put new variables at the end.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From 1962183069271510989
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89e866ab7e80d9ca,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-07 13:12:03 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-out.usenetserver.com!news-out-sjo.usenetserver.com!feed2.onemain.com!feed1.onemain.com!news-out.cwix.com!newsfeed.cwix.com!news1.hinet.hr!Iskon!not-for-mail

From: Renata Glojnaric <rglojnar@inet.hr>
Newsgroups: comp.sys.atari.programmer
Subject: RSC
Date: Wed, 07 Mar 2001 22:06:48 +0100
Organization: Iskon Internet d.d.
Lines: 15
Message-ID: <3AA6A2E9.E9D0A7D4@inet.hr>
Reply-To: rglojnar@inet.hr
NNTP-Posting-Host: dial-zg1759.iskon.hr
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Trace: sunce.iskon.hr 983999216 25676 213.191.130.187 (7 Mar 2001 21:06:56 GMT)
X-Complaints-To: abuse@iskon.hr
NNTP-Posting-Date: 7 Mar 2001 21:06:56 GMT
X-Mailer: Mozilla 4.61 (Macintosh; I; PPC)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:331

I need help!

Is anybody have some instructions, manual etc... about
how I can work with RSC from GFA Basic 3.6TT (I mean, when I make new
RSC how can I join command to the appropriate button, or input box,
etc...?).

I really don't untestand the PRINCIPLE of working RSC anf GFA Basic; all
advices, instructions, tips and tricks arre more then welcome!!!!

With best regards to all group members,
Drazen

drazen.glojnaric.zg@crosig.hr

From 4078115309868846561
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89e866ab7e80d9ca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-07 14:34:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!cyclone-sf.pbi.net!
63.208.208.143!feed2.onemain.com!feed1.onemain.com!europa.netcrusader.net!
208.184.7.66!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas5-
cs-18.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@Hades060
Subject: Re: RSC
In-Reply-To: <3AA6A2E9.E9D0A7D4@inet.hr>
Message-ID: <Pine.MNT.4.10.10103071730410.91-100000@Hades060>
References: <3AA6A2E9.E9D0A7D4@inet.hr>

MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 19
Date: Wed, 7 Mar 2001 17:31:38 +0000
NNTP-Posting-Host: 209.143.38.170
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 984004360 209.143.38.170 (Wed, 07 Mar 2001 17:32:40 EST)
NNTP-Posting-Date: Wed, 07 Mar 2001 17:32:40 EST
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:332

On Wed, 7 Mar 2001, Renata Glojnaric wrote:

> I need help!
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> etc...?).
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> I really don't untestand the PRINCIPLE of working RSC anf GFA Basic; all
> advices, instructions, tips and tricks arre more then welcome!!!!

You can try the GFA pages at my URL below, there are no
specific RSC examples but you might find a GFA listing that
might help.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

From -7961612329890682409
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89e866ab7e80d9ca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-08 05:16:08 PST
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC
References: <3AA6A2E9.E9D0A7D4@inet.hr>
<Pine.MNT.4.10.10103071730410.91-100000@Hades060>
Organization: NetSet Internet Services, Inc.
From: baldrick@dilbert.netset.com (Dan Ackerman)
NNTP-Posting-Host: 64.40.192.13
Message-ID: <3aa7852c$1_1@athena.netset.com>
Date: 8 Mar 2001 08:12:12 -0500
X-Trace: 8 Mar 2001 08:12:12 -0500, 64.40.192.13
Lines: 44
Path: supernews.google.com!sn-xit-03!supernews.com!news-out.usenetserver.com!news-out-sjo.usenetserver.com!newsfeed.direct.ca!look.ca!news-feed.fnsi.net!athena.netset.com!dilbert.netset.com!baldrick
Xref: supernews.google.com comp.sys.atari.programmer:333

In article <Pine.MNT.4.10.10103071730410.91-100000@Hades060>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>On Wed, 7 Mar 2001, Renata Glojnaric wrote:
>
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>>
>> Is anybody have some instructions, manual etc... about
>> how I can work with RSC from GFA Basic 3.6TT (I mean, when I make new
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>> etc...?).
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>> advices, instructions, tips and tricks arre more then welcome!!!!
>
>You can try the GFA pages at my URL below, there are no
>specific RSC examples but you might find a GFA listing that
>might help.
>

I think there is some confusion here about what a RSC file is. Probably brought about by someone at microsoft not really understanding what NeXT was doing with their programming enviroment.

Basically you have to through alot of Visual Basic ideas out if you want to work with the atari and RSC files. You can do it yourself, but that's exactly it you have to do it yourself. RSC files are a way to make a standard interface to a program that can easily be translated into different languages. The Resource Construction Set concerns itself with nothing more than the appearance and construction of the RSC.

If you want a specific button to do something with a RSC file you have to code your program to do that. You load and init the RSC file. Get the index pointers to the objects and watch the event calls to see if the user is clicking on the specific button, if they are you run the code.

With C there were some people working on the idea of a system where you directly linked routines to buttons etc. But this isn't how a majority of people do the work.

Dan Ackerman
aka baldrick

From 1048107508905528342
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89e866ab7e80d9ca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-08 13:39:41 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!

news.iac.net!news-out.cwix.com!newsfeed.cwix.com!news.maxwell.syr.edu!
newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <3AA6A2E9.E9D0A7D4@inet.hr>
Subject: Re: RSC
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 27
Message-ID: <mYSp6.895$hm.3497@newsfeed.slurp.net>
Date: Thu, 08 Mar 2001 21:37:22 GMT
NNTP-Posting-Host: 208.141.202.200
X-Trace: newsfeed.slurp.net 984087442 208.141.202.200 (Thu, 08 Mar 2001 15:37:22
CDT)
NNTP-Posting-Date: Thu, 08 Mar 2001 15:37:22 CDT
Xref: supernews.google.com comp.sys.atari.programmer:334

On 7 Mar 2001 22:06:48 +, Renata Glojnaric wrote:
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build a RSC file for a GFA program. Can't remember what the name of the
program is. In fact, I may have a copy of it somewhere. I will look...

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 4953309596435307320
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,add8a53885eb3ec0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-09 02:20:08 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!fr.clara.net!
heighliner.fr.clara.net!grolier!dispose.news.demon.net!news.demon.co.uk!demon!

quickroute.demon.co.uk!not-for-mail
From: "ian" <ian@dotqr.com>
Newsgroups: comp.sys.atari.programmer
Subject: Outputing samples on a ST
Date: Fri, 9 Mar 2001 10:11:10 -0000
Message-ID: <984133082.26379.0.nnrp-02.9e98e6ee@news.demon.co.uk>
NNTP-Posting-Host: quickroute.demon.co.uk
X-NNTP-Posting-Host: quickroute.demon.co.uk:158.152.230.238
X-Trace: news.demon.co.uk 984133082 nnrp-02:26379 NO-IDENT
quickroute.demon.co.uk:158.152.230.238
X-Complaints-To: abuse@demon.net
X-Newsreader: Microsoft Outlook Express 4.72.3110.5
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Lines: 9
Xref: supernews.google.com comp.sys.atari.programmer:335

The STe/TT/Falcon have handy XBIOS routines for
outputing samples via the D2A using DMA, but the
ST with its Yamaha chip doesnt. However, Ive heard
quite a few games output samples. How do they do
this - does anyone know of any source code examples?

Cheers. Ian.

From -561445674230671542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,909252baed69b913,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-09 07:53:13 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!
logbridge.uoregon.edu!news.maxwell.syr.edu!news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: Random()
Date: 9 Mar 2001 15:50:10 GMT
Organization: E.L.F. Software
Lines: 32
Message-ID: <98au3i$i34$1@slb6.atl.mindspring.net>
NNTP-Posting-Host: c7.ae.01.a2
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: supernews.google.com comp.sys.atari.programmer:336

I just released a new version of my XBIOS Random() replacement
(TT030 and Falcon only).

I increased the "seed" in NVM from 4 bytes to 24 bytes. I update
this value each reboot using RSA public key encryption:

x = (x * x * x) mod pq

Also, every installation gets a different RSA key (pq).

The idea is that even if someone reads the value in NVM off your computer, they can't work backwards to determine what values Random() was likely to have produced in previous sessions (or the current one).

Since even true random quantities available to computers typically produce only a couple of bits of randomness, the only way to really improve on this method would be to increase the size of the "seed," and that is limited by the available space in NVM. (I suppose I could keep the seed on disk, but I like finally having a good use for NVM.)

BTW, if primes p and q are chosen so that (p-1)/2 and (q-1)/2 are also prime (strong primes), then the number of x values before repetition is ((p-1)/2 - 1)((q-1)/2 - 1) or approximately pq/4. Also, x cannot be 0, 1, or any multiple of p or q.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From -6358964070336733263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89e866ab7e80d9ca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-09 12:01:58 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!newsfeeds.belnet.be!
news.belnet.be!news.tele.dk!212.37.1.10!newsfeed01.se.dataphone.net!
nntp.se.dataphone.net!news.powertech.no!nntp.newmedia.no!newsfeed1.enitel.no!
masternews.telia.net!newsc.telia.net.POSTED!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: "Kenneth Medin" <kennethm@tripnet.se>
Message-ID: <3aa9337425effa0@tripnet.se>
Subject: Re: RSC
References: <3AA6A2E9.E9D0A7D4@inet.hr>
 <mYSp6.895$hm.3497@newsfeed.slurp.net>
X-Newsreader: Okami Version 2.1B-21
X-Hardware: 68030/32 Atari TT
Lines: 30
X-Sender: NEWSwatch v2.50 (Atari)
Date: Fri, 09 Mar 2001 20:01:13 GMT
NNTP-Posting-Host: 213.65.62.54
X-Complaints-To: abuse@telia.com
X-Trace: newsc.telia.net 984168073 213.65.62.54 (Fri, 09 Mar 2001 21:01:13 CET)
NNTP-Posting-Date: Fri, 09 Mar 2001 21:01:13 CET
Organization: Telia Internet
Xref: supernews.google.com comp.sys.atari.programmer:337

On Thu 08-03-2001 21:37 (GMT) Edward S. Baiz Jr. wrote:

>On 7 Mar 2001 22:06:48 +, Renata Glojnaric wrote:
>>I need help!

>>I really don't untestand the PRINCIPLE of working RSC anf GFA Basic; all
>>advices, instructions, tips and tricks arre more then welcome!!!!
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>program is. In fact, I may have a copy of it somewhere. I will look...

Face Value. You simply create the interface in an RSC editor and Face
Value writes the program for you! After that all you have to do is to put
in your own routines, algorithms etc. to ge a fully working program.

It is just as easy as Visual Basic on pc. You hardly have to know
anything about eventdriven programming with a gui with windows, buttons,
etc, etc.

I only have version 1 but it was already a very good tool for fast
programming. It is still under development but now only in German(?)

There are some demos of its capabililty available for download on the Net.

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

From -5669893905123687478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89e866ab7e80d9ca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-09 13:23:36 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!cyclone-sf.pbi.net!
63.208.208.143!feed2.onemain.com!feed1.onemain.com!news-spur1.maxwell.syr.edu!
news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <3AA6A2E9.E9D0A7D4@inet.hr> <mYSp6.895$hm.3497@newsfeed.slurp.net>
<3aa9337425effa0@tripnet.se>
Subject: Re: RSC
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 37
Message-ID: <0Qbq6.344$Y91.4609@newsfeed.slurp.net>
Date: Fri, 09 Mar 2001 21:22:04 GMT
NNTP-Posting-Host: 208.141.202.136
X-Trace: newsfeed.slurp.net 984172924 208.141.202.136 (Fri, 09 Mar 2001 15:22:04

CDT)
NNTP-Posting-Date: Fri, 09 Mar 2001 15:22:04 CDT
Xref: supernews.google.com comp.sys.atari.programmer:338

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>
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>
>It is just as easy as Visual Basic on pc. You hardly have to know
>anything about eventdriven programming with a gui with windows, buttons,
>etc, etc.

Yes that is the program and I know I have it somewhere. It was a freebee
when I ordered from a US Atari retailer....

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -8638482247530139185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86a18054b1c8ba4b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-10 12:26:05 PST
From: "Unicorn" <Herald.witte@hetnet.nl>
Subject: Question das enyone kno anything about the Atari portfolio hpc-006??
Date: Sat, 10 Mar 2001 21:35:54 +0100
Lines: 22
X-Priority: 3

X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Message-ID: <O7LZLAaqAHA.322@net037s.hetnet.nl>
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-Host: ipd54b1c03.free.wxs.nl 213.75.28.3
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!fr.clara.net!
heighliner.fr.clara.net!news.tele.dk!134.222.94.5!npeer.kpnqwest.net!
news2.kpn.net!news.kpn.net!master.news.hetnet.nl!news1.hetnet.nl
Xref: supernews.google.com comp.sys.atari.programmer:339

Hallo Atari friends.

My name is Herald Witte.
A view weeks ago I recived from an friend and old Atari Portfolio HPC-006,
he had it stored in a shoobox and wasn't using it anymore so he gave it to
me.
I am verry pleased with it, but have one problem the documentation is gone,
and the mini RS232 cable to print and to connetc to the pc.
Is there any way to get the documentation of this product??

Product specifications:

Atari Portfolio HPC-006
16 bit personal computer
DIP Operating System 2.11 v1.072
Copyright (C) DIP 1989

Pleace replay to:
herald_witte@hotmail.com

From -400132292604506831
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,add8a53885eb3ec0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-10 14:50:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!freenix!fr.clara.net!
heighliner.fr.clara.net!news-x2.support.nl!newshub1.nl.home.com!news.nl.home.com!
zwoll1.home.nl.POSTED!not-for-mail
From: "Hans Wessels" <atari.h.wessels@atari.home.nl>
Newsgroups: comp.sys.atari.programmer
References: <984133082.26379.0.nnrp-02.9e98e6ee@news.demon.co.uk>
Subject: Re: Outputing samples on a ST
Lines: 1103
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <Payq6.24619$KE1.1039663@zwoll1.home.nl>

Date: Sat, 10 Mar 2001 22:48:15 GMT
NNTP-Posting-Host: 213.51.226.70
X-Complaints-To: abuse@home.nl
X-Trace: zwoll1.home.nl 984264495 213.51.226.70 (Sat, 10 Mar 2001 23:48:15 MET)
NNTP-Posting-Date: Sat, 10 Mar 2001 23:48:15 MET
Organization: @Home Network
Xref: supernews.google.com comp.sys.atari.programmer:340

"ian" <ian@dotqr.com> wrote in message
news:984133082.26379.0.nnrp-02.9e98e6ee@news.demon.co.uk...
> The STe/TT/Falcon have handy XBIOS routines for
> outputing samples via the D2A using DMA, but the
> ST with its Yamaha chip doesnt. However, Ive heard
> quite a few games output samples. How do they do
> this - does anyone know of any source code examples?

Playing a sample on a ST is quit a processortime consuming process. This is how it works:

A timer interrupt is used to call a special routine for playing the sample. This means to play a sample at 16 kHz the interrupt routine is called at a frequency of 16 kHz.

To play a byte of the sample the interrupt routine has to do something like this:

```
  get the pointer to the byte of the sample to be played
  get the byte to be played
  add one to the pointer of the byte to be played
  store the pointer to the byte to be played
  use the byte to be played as index to a special sample table
  copy 12 bytes from the sample table to the soundchip
```

in assembly it would look something like this:

```
sample_rout:
  move.l   a0,-(sp)
  move.w   d0,-(sp)          ; save 2 registers
  move.l   sample_p,a0       ; sample pointer
  clr.w    d0
  move.b   (a0)+,d0          ; get byte to be played
  move.l   a0,sample_p       ; store sample pointer
  lea      sample_table,a0   ; special sample table
  lsl.w    #4,d0             ; offset in table
  add.w    d0,a0             ; soundchip data
  move.l   (a0)+,$ffff8800.w ; copy bytes to soundchip
  move.l   (a0)+,$ffff8800.w ; copy bytes to soundchip
  move.l   (a0)+,$ffff8800.w ; copy bytes to soundchip
  move.w   (sp)+,d0
  move.l   (sp)+,a0
  rte

DATA
```

```
sample_table:
  dc.b ....... * a 4096 byte sample table *

TEXT
sample_p:
  ds.l     1
```

I just typed in the code. It has never seen an assembler so I can't guarantee it wil work or even compile.

The sample table contains data for the volume registers of the three voices of the soundchip. The netto effect is (about) the right analouge value for the byte to be played at the soundchip's output.

How to get as sample table? Hard one...

<couldn't find one on the web>

Well, flame me, here is one.

I am not 100% sure whether it is for signed or unsigned samples. From the looks of it I would say unsigned samples.

Succes, Hans

--
Remove the computer names from my e-mail adress to reply

```
; Converted file for TASM: was IBYTES "..." from
; file <C:\MOD\TRACKERS\PROPLAY.11B\QUARFAST.TAB>
sample_table:
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
 DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $02, $09, $00, $0A, $00, $00, $00
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DC.B $08, $06, $09, $00, $0A, $00, $00, $00
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DC.B $08, $0C, $09, $04, $0A, $00, $00, $00
DC.B $08, $0C, $09, $05, $0A, $00, $00, $00
DC.B $08, $0C, $09, $05, $0A, $00, $01, $00
DC.B $08, $0C, $09, $05, $0A, $00, $02, $00
DC.B $08, $0C, $09, $06, $0A, $00, $00, $00
DC.B $08, $0C, $09, $06, $0A, $00, $02, $00
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DC.B $08, $0C, $09, $07, $0A, $00, $00, $00
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DC.B $08, $0C, $09, $0A, $0A, $00, $00, $00
DC.B $08, $0D, $09, $00, $0A, $00, $00, $00
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DC.B $08, $0D, $09, $07, $0A, $00, $00, $00
DC.B $08, $0D, $09, $07, $0A, $00, $01, $00
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DC.B $08, $0D, $09, $0A, $0A, $00, $07, $00
DC.B $08, $0D, $09, $0A, $0A, $00, $07, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $00, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $01, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $02, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $03, $00
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DC.B $08, $0D, $09, $0B, $0A, $00, $04, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $05, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $05, $00
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DC.B $08, $0E, $09, $0B, $0A, $00, $02, $00
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DC.B $08, $0E, $09, $0B, $0A, $00, $07, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $07, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $08, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $08, $00
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DC.B $08, $0E, $09, $0B, $0A, $00, $08, $00
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X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-03-11 12:56:08 PST
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news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <O7LZLAaqAHA.322@net037s.hetnet.nl>
Subject: Re: Question das enyone kno anything about
X-Newsreader: NEWSie Version 0.96 (Atari)
Lines: 28
Message-ID: <tARq6.659$VG2.2396@newsfeed.slurp.net>
Date: Sun, 11 Mar 2001 20:52:41 GMT
NNTP-Posting-Host: 208.141.202.135
X-Trace: newsfeed.slurp.net 984343961 208.141.202.135 (Sun, 11 Mar 2001 14:52:41
CDT)
NNTP-Posting-Date: Sun, 11 Mar 2001 14:52:41 CDT
Xref: supernews.google.com comp.sys.atari.programmer:341

On 10 Mar 2001 21:35:54 , "Unicorn" wrote:
>Hallo Atari friends.
>
>My name is Herald Witte.
>A view weeks ago I recived from an friend and old Atari Portfolio HPC-006,
>he had it stored in a shoobox and wasn't using it anymore so he gave it to
>me.
>I am verry pleased with it, but have one problem the documentation is gone,
>and the mini RS232 cable to print and to connetc to the pc.
>Is there any way to get the documentation of this product??

You may want to try out this site. It is suppose to have alot of Atari
manuals on it:

http://www.atariworld.com/tech_info/manuals.html

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 6119195814529338141
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b51750b08c2a3a2
X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Subject: Re: Color sprites
Date: 2000/11/21
Message-ID: <3A1A7EF3.EF9F8F4A@sun1000.pwr.wroc.pl>#1/1
X-Deja-AN: 696163549
Content-Transfer-Encoding: 7bit
References: <3A191F14.AF88D49E@sun1000.pwr.wroc.pl>
<8vbku2$qg1$1@slb0.atl.mindspring.net> <3A1A3C97.B5A3F7E7@sun1000.pwr.wroc.pl>
<3A1A715F.2F515933@siemens.at>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@news.pwr.wroc.pl
X-Trace: panorama.wcss.wroc.pl 974814805 16462 156.17.32.156 (21 Nov 2000 13:53:25
GMT)
Organization: Politechnika Wroclawska
Mime-Version: 1.0
NNTP-Posting-Date: 21 Nov 2000 13:53:25 GMT
Newsgroups: comp.sys.atari.programmer

> > Well, I'm drawing this ((backround and a mask) XOR sprite) in memory not
> > on the screen.
> > And it still flickers.
> > Maybe it woud be faster to draw the mask as a 1 bitplane picture (in
> > fact mask is a 1 bitplane picture).
> > Will it be faster? or maybe the assembler routine for calling vro_cpyfm
> > would be faster?
>
> Since you already draw it in memory the only thing left to do in my
> opinion is to wait for vsync before calling vro_cpyfm to put it to
> screen.
> Helped in some games I coded although I only needed it in falcon
> 256 color mode but it has its limits. Since you're wasting time waiting,
> you at least have to prepare all sprites in memory to put all of them
> out at once.
>
> Gerhard

Thanks :)
Yes, this can be the right solution :)
It's so simply ;))

I'll write tomorrow about the result :))

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 4572811776520582502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c8306014d5024a20,start
X-Google-Attributes: gid1115ce,public
From: rrryrn@hotmail.com
Subject: The Perfect Christmas Gift 5355
Date: 2000/11/22
Message-ID: <WcTS5.55994$1Z3.211867@e420r-sjo3.usenetserver.com>#1/1
X-Deja-AN: 696769817
Organization: WebUseNet Corp http://www.usenetserver.com - Home of the fastest NNTP servers on the Net.
NNTP-Posting-Date: Wed, 22 Nov 2000 12:17:42 EST
Newsgroups: comp.sys.atari.programmer
X-Abuse-Info: Otherwise we will be unable to process your complaint properly
X-Complaints-To: abuse@webusenet.com

Two days ago I ordered 10 pieces of paper money from 10 different countries from a company called Perth Numismatics. Lo and behold they arrived today and they are very nice and colourful. They even have a bill from Antarctica. I didn't even know they existed. These are perfect for stocking stuffers or people who are hard to buy for. The website address is www.perthmoney.com
Good luck and Merry Christmas

Cynthia Reeves

zdtxrjmzejnteiusiewcqfzhsgdkzqkfdyrzwjpeevnleicfybschkqnovwlcy

From -4770159319491456577
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e31147c733d6440,start
X-Google-Attributes: gid1115ce,public
From: "DjS" <djs@soundlab.freeserve.co.uk>
Subject: Newbie coder
Date: 2000/11/27
Message-ID: <8vtfe0hsg1@spruce.ukc.ac.uk>#1/1
X-Deja-AN: 698194735
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400

X-Complaints-To: news@ukc.ac.uk
X-Trace: spruce.ukc.ac.uk 975323392 18320 129.12.51.218 (27 Nov 2000 11:09:52 GMT)
Organization: University of Kent at Canterbury
X-MSMail-Priority: Normal
NNTP-Posting-Date: 27 Nov 2000 11:09:52 GMT
Newsgroups: comp.sys.atari.programmer

Hi, I've been coding on the PC (demos) for the past 3-4 years starting with
pascal, then C/C++ and then on to ASM, I now want to move to doing the same
sort of thing on my Atari ST. Can anyone lend a guiding hand to getting
started, and anywhere I can download a good compiler for C/C++/ASM.

DjS/Misperception

From 9039016465110476124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e31147c733d6440
X-Google-Attributes: gid1115ce,public
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Subject: Re: Newbie coder
Date: 2000/11/28
Message-ID: <CTUU5.318$1O.1574@newsfeed.slurp.net>#1/1
X-Deja-AN: 698828805
References: <8vtfe0hsg1@spruce.ukc.ac.uk>
X-Trace: newsfeed.slurp.net 975444578 208.141.202.222 (Tue, 28 Nov 2000 14:49:38
CDT)
Organization: I.M.A.G.E.
NNTP-Posting-Date: Tue, 28 Nov 2000 14:49:38 CDT
Newsgroups: comp.sys.atari.programmer

On 27 Nov 2000 11:09:52 , "DjS" wrote:
>Hi, I've been coding on the PC (demos) for the past 3-4 years starting with
>pascal, then C/C++ and then on to ASM, I now want to move to doing the same
>sort of thing on my Atari ST. Can anyone lend a guiding hand to getting
>started, and anywhere I can download a good compiler for C/C++/ASM.
>
>DjS/Misperception
>

Try the following site in the programming section:

http://www.funet.fi/pub/atari/

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson

Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -5487763063232103413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a8959bd6d5e4913,start
X-Google-Attributes: gid1115ce,public
From: at4ri@kki.net.pl (Grzegorz Pawlik)
Subject: Checking MiNT/MagiC version
Date: 2000/11/29
Message-ID: <903kc4aru2@news.tpi.pl>#1/1
X-Deja-AN: 699217323
X-Complaints-To: usenet@tpi.pl
X-Trace: news.tpi.pl 975525060 11134 213.76.36.231 (29 Nov 2000 19:11:00 GMT)
Organization: tp.internet - http://www.tpi.pl
NNTP-Posting-Date: 29 Nov 2000 19:11:00 GMT
Newsgroups: comp.sys.atari.programmer

Hi!
How can I check the MiNT and MagiC version using the value
of MiNT/MagX cookie?

--
See you,
Grzegorz Pawlik [mailto:at4ri@kki.net.pl]

Marijuana Mail [http://marijuana.atari.org]
Philip K. Dick [http://aramchek.topnet.pl/]

From -1413379142496769251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9fb58700b412264c,start
X-Google-Attributes: gid1115ce,public
From: "Cyrille M?nard" <cyrillem@yifan.net>
Subject: basic / c / c++ for atari
Date: 2000/12/06
Message-ID: <90m5d7ltr1@reda.worldonline.fr>#1/1
X-Deja-AN: 701879748
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@worldonline.fr
X-Trace: reda.worldonline.fr 976132327 22459 212.83.183.57 (6 Dec 2000 19:52:07
GMT)

Organization: World Online France News server
X-MSMail-Priority: Normal
NNTP-Posting-Date: 6 Dec 2000 19:52:07 GMT
Newsgroups: comp.sys.atari.programmer

looking for atari basic / c / c++ programation languages
for 520/1040 ST (without hard drive)

From 1959813114962058561
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 112087,6c13f229ab2304e3,start
X-Google-Attributes: gid112087,public
X-Google-Thread: f8760,6c13f229ab2304e3,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 101d3b,6c13f229ab2304e3,start
X-Google-Attributes: gid101d3b,public
X-Google-Thread: 1115ce,6c13f229ab2304e3,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8a03,6c13f229ab2304e3,start
X-Google-Attributes: gidf8a03,public
X-Google-Thread: 1056fc,6c13f229ab2304e3,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f5ddf,6c13f229ab2304e3,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: fa7e0,6c13f229ab2304e3,start
X-Google-Attributes: gidfa7e0,public
X-Google-ArrivalTime: 2000-12-06 20:01:05 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!newsfeed.direct.ca!
look.ca!newsfeed.mathworks.com!cyclone-0.nyroc.rr.com!chnws02.mediaone.net!
chnws05.ne.mediaone.net!24.128.8.202!typhoon.ne.mediaone.net.POSTED!not-for-mail
Newsgroups:
comp.sys.apple2.gno,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sy
s.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.
sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sy
s.be.advocacy,comp.sys.be.help,comp.sys.be.misc,comp.sys.be.programmer,comp.sys.cb
m,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,com
p.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware
Subject: I earned $2,000 and so could you!
From: ceo@microbrandsoftware.com
X-Newsreader: News Rover 6.0.2 (http://www.NewsRover.com)
Lines: 273
Message-ID: <kODX5.76443$751.1894891@typhoon.ne.mediaone.net>
Date: Thu, 07 Dec 2000 03:50:40 GMT
NNTP-Posting-Host: 24.218.174.222
X-Complaints-To: abuse@mediaone.net
X-Trace: typhoon.ne.mediaone.net 976161040 24.218.174.222 (Wed, 06 Dec 2000
22:50:40 EST)
NNTP-Posting-Date: Wed, 06 Dec 2000 22:50:40 EST
Organization: Road Runner

Xref: supernews.google.com comp.sys.apple2.gno:31 comp.sys.apple2.marketplace:574 comp.sys.apple2.programmer:269 comp.sys.apple2.usergroups:179 comp.sys.arm:373 comp.sys.atari.8bit:2590 comp.sys.atari.advocacy:293 comp.sys.atari.programmer:223 comp.sys.atari.st:5544 comp.sys.atari.st.tech:798 comp.sys.att:24 comp.sys.be.advocacy:1253 comp.sys.be.help:3290 comp.sys.be.misc:2604 comp.sys.be.programmer:979 comp.sys.cbm:6268 comp.sys.cdc:19 comp.sys.convex:4 comp.sys.dec:1883 comp.sys.dec.micro:146 comp.sys.encore:3 comp.sys.handhelds:2698 comp.sys.harris:5 comp.sys.hp.apps:261 comp.sys.hp.hardware:4596

TURN SIX DOLLARS INTO SIX THOUSAND QUICK AND EASY Guarenteed

READING THIS MESSAGE WILL CHANGE UR LIFE FOREVER

: I found this on a bulletin board and decided to try it. A little
: while back, I was browsing through newsgroups, just like you are now,
: and came across an article similar to this that said you could make
: thousands of dollars within weeks with only an initial investment of
: $6.00! So I thought, "Yeah right, this must be a scam", but
: like most of us, I was curious, so I kept reading. Anyway, it said
: that you send $1.00 to each of the 6 names and address stated in the
: article. You then place your own name and address in the bottom of
: the list at #6, and post the article in at least 200 newsgroups.
: (There are thousands) No catch, that was it. So after thinking it
: over, and talking to a few people first, I thought about trying it. I
: figured: "what have I got to lose except 6 stamps and $6.00,
: right?" Then I invested the measly $6.00. Well GUESS WHAT!?...
: within 7 days, I started getting money in the mail! I was shocked! I
: figured it would end soon, but the money just kept coming in. In my
: first week, I made about $25.00. By the end of the second week I had
: made a total of over $1,000.00! In the third week I had over
: $10,000.00 and it's still growing. This is now my fourth week and I
: have made a total of just over $42,000.00 and it's still coming in
: rapidly. It's certainly worth $6.00, and 6 stamps, I have spent more
: than that on the lottery!! Let me tell you how this works and most
: importantly, WHY it works... Also, make sure you print a copy of this
: article NOW, so you can get the information off of it as you need it.
: I promise you that if you follow the directions exactly, that you
: will start making more money than you thought possible by doing
: something so easy!

: Suggestion: Read this entire message carefully! (print it out or
: download it.) Follow the simple directions and watch the money come
: in!

: It's easy. It's legal. And, your investment is only $6.00 (Plus
: postage)

: IMPORTANT: This is not a rip-off; it is not indecent; it is not
: illegal; and it is 99% no risk - it really works!

: If all of the following instructions are adhered to, you will receive
: extraordinary dividends.

: PLEASE NOTE:
: Please follow these directions EXACTLY, and $50,000 or more can be
: yours in 20 to 60 days. This program remains successful because of
: the honesty and integrity of the participants. Please continue its
: success by carefully adhering to the instructions.

: You will now become part of the Mail Order business. In this business
: your product is not solid and tangible, it's a service. You are in
: the business of developing Mailing Lists. Many large corporations are
: happy to pay big bucks for quality lists. However, the money made
: from the mailing lists is secondary to the income which is made from
: people like you and me asking to be included in that list.

: Here are the 4 easy steps to success:

: STEP 1: Get 6 separate pieces of paper and write the following on
: each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now
: get 6 US $1.00 bills and place ONE inside EACH of the 6 pieces of

: paper so the bill will not be seen through the envelope (to prevent
: thievery). Next, place one paper in each of the 6 envelopes and seal
: them. You should now have 6 sealed envelopes, each with a piece of
: paper stating the above phrase, your name and address, and a $1.00
: bill. What you are doing is creating a service. THIS IS ABSOLUTELY
: LEGAL! You are requesting a legitimate service and you are paying for
: it! Like most of us I was a little skeptical and a little worried
: about the legal aspects of it all. So I checked it out with the U.S.
: Post Office (1-800-725-2161) and they confirmed that it is indeed
: legal. Mail the 6 envelopes to the following addresses:

: #1)Jeff Brookman
: 3415 Covered Bridge Ln.
: Charlotte, NC 28210

: #2)Wit Wichaidit
: 10912 Broad Green Terrace
: Potomac, MD 20854

: #3)Mike Schude
: 893 S. roanoke
: Gilbert, AZ 85296

: #4)David Freeman
: 11045 Harbour Springs Circle
: Boca Raton, Fl 33428

: #5)Kevin Kniceley
: 4029 Minard Rd. N.W.
: Dover, OH 44622

: #6)John Decowski

: 51 Walnut Hill Rd
: Derry, NH 03038

: STEP 2: Now take the #1 name off the list that you see above, move
: the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR
: Name as number 6 on the list.

: STEP 3: Change anything you need to, but try to keep this article as
: close to original as possible. Now, post your amended article to at
: least 200 newsgroups. (I think there are close to 24,000 groups) All
: you need is 200, but remember, the more you post, the more money you
: make! You won't get very much unless you post like crazy. :)

: This is perfectly legal! If you have any doubts, refer to Title 18
: Sec. 1302 & 1341 of the Postal lottery laws.
: Keep a copy of these steps for yourself and, whenever you need money,
: you can use it again, and again.

: PLEASE REMEMBER that this program remains successful because of the
: honesty and integrity of the participants and by their carefully
: adhering to the directions. Look at it this way. If you are of
: integrity, the program will continue and the money that so many
: others have received will come your way.

: NOTE: You may want to retain every name and address sent to you,
: either on a computer or hard copy and keep the notes people send you.
: This VERIFIES that you are truly providing a service. (Also, it might
: be a good idea to wrap the $1 bill in dark paper to reduce the risk
: of mail theft.)

: So, as each post is downloaded and the directions carefully followed,
: six members will be reimbursed for their participation as a List
: Developer with one dollar each. Your name will move up the list
: geometrically so that when your name reaches the #1 position you will
: be receiving thousands of dollars in CASH!!! What an opportunity for
: only $6.00 ($1.00 for each of the first six people listed above) Send
: it now, add your own name to the list and you're in business!

: ---DIRECTIONS ----- FOR HOW TO POST TO NEWSGROUPS----------

: Step 1) You do not need to re-type this entire letter to do your own
: posting. Simply put your cursor at the beginning of this letter and
: drag your cursor to the bottom of this document, and select 'copy'
: from the edit menu. This will copy the entire letter into the
: computer's memory.
: Step 2) Open a blank 'notepad' file and place your cursor at the top
: of the blank page. From the 'edit' menu select 'paste'. This will
: paste a copy of the letter into notepad so that you can add your name
: to the list. Step 3) Save your new notepad file as a .txt file. If
: you want to do your postings in different settings, you'll always
: have this file to go back to.
: Step 4) Use Netscape or Internet explorer and try searching for
: various newsgroups (on-line forums, message boards, chat sites,
: discussions.)
: Step 5) Visit these message boards and post this article as a new
: message by highlighting the text of this letter and selecting paste
: from the edit menu. Fill in the Subject, this will be the header that
: everyone sees as they scroll through the list of postings in a
: particular group, click the post message button. You're done with
: your first one! Congratulations...THAT'S IT! All you have to do is
: jump to different newsgroups and post away, after you get the hang of
: it, it will take about 30 seconds for each newsgroup! **REMEMBER, THE
: MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE! BUT YOU
: HAVE TO POST A MINIMUM OF 200** That's it! You will begin receiving
: money from around the world within days! You may eventually want to
: rent a P.O.Box due to the large amount of mail you will receive. If
: you wish to stay anonymous, you can invent a name to use, as long as
: the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE
: CORRECT.**

r. Now,
: each of the 5 persons who just sent me $1.00 make the MINIMUM 200
: postings, each with my name at #5 and only 5 persons respond to each
: of the original 5, that is another $25.00 for me, now those 25 each
: make 200 MINIMUM posts with my name at #4 and only 5 replies each, I
: will bring in an additional $125.00! Now, those 125 persons turn
: around and post the MINIMUM 200 with my name at #3 and only receive 5
: replies each, I will make an additional $625.00! OK, now here is the
: fun part, each of those 625 persons post a MINIMUM 200 letters with
: my name at #2 and they each only receive 5 replies, that just made me
: $3,125.00!!! Those 3,125 persons will all deliver this message to 200

: newsgroups with my name at #1 and if still 5 persons per 200
: newsgroups react I will receive $15,625,00! With an original
: investment of only $6.00! AMAZING! When your name is no longer on the
: list, you just take the latest posting in the newsgroups, and send
: out another $6.00 to names on the list, putting your name at number 6
: again. And start posting again. The thing to remember is: do you
: realize that thousands of people all over the world are joining the
: internet and reading these articles everyday?, JUST LIKE YOU are
: now!! So, can you afford $6.00 and see if it really works?? I think
: so... People have said, "what if the plan is played out and no
: one sends you the money? So what! What are the chances of that
: happening when there are tons of new honest users and new honest
: people who are joining the internet and newsgroups everyday and are
: willing to give it a try? Estimates are at 20,000 to 50,000 new
: users, every day, with thousands of those joining the actual
: internet. Remember, play FAIRLY and HONESTLY and this will really:
work.

From 7759821271818858737
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9fb58700b412264c
X-Google-Attributes: gid1115ce,public
From: Pierre Charpenay <pcharpenay@unilog.fr>
Subject: Re: basic / c / c++ for atari
Date: 2000/12/07
Message-ID: <3A2F82E2.946EE061@unilog.fr>#1/1
X-Deja-AN: 702142438
Content-Transfer-Encoding: 8bit
References: <90m5d7ltr1@reda.worldonline.fr>
X-Accept-Language: fr
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@oleane.net
X-Trace: s1.read.news.oleane.net 976192258 27657 194.3.185.2 (7 Dec 2000 12:30:58
GMT)
Organization: Guest of France Telecom Oleane's newsreading service
Mime-Version: 1.0
NNTP-Posting-Date: Thu, 7 Dec 2000 12:30:58 +0000 (UTC)
Newsgroups: comp.sys.atari.programmer

"Cyrille M⍰nard" a ⍰crit :
>
> looking for atari basic / c / c++ programation languages
> for 520/1040 ST (without hard drive)

May be you can try the Sozobon C compiler ... it seems it can work
without hard disk.

  ftp://ftp.fu-berlin.de/pub/atari/programming/sozobon/

--

Pierre CHARPENAY

From -6417377029499646890
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee230d1861563402,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-07 09:23:14 PST
Path: supernews.google.com!sn-xit-02!sn-xit-01!sn-post-01!supernews.com!
corp.supernews.com!not-for-mail
From: bindon@madasafish.com (Lyndon Amsdon)
Newsgroups: comp.sys.atari.programmer
Subject: Manipulating files
Date: Thu, 07 Dec 2000 17:23:14 -0000
Message-ID: <t2vhs2gp15jf6e@corp.supernews.com>
X-Newsreader: NEWSie Version 0.94 (Atari)
X-Complaints-To: newsabuse@supernews.com
Lines: 28
Xref: supernews.google.com comp.sys.atari.programmer:225

Hi,

I'd liked to thank everyone who helped me on the clink problem, that's
sorted and now I'm getting the feel of Lattice. Also my problem with
the argument reader is over, I'm now using arc from unix libary.

Anyway, now my next problem. I have a file opened with fdopen and in
that file are ascii characters. I have a file that has contents like:
Name=1234
Password=5678
And I need to take the variables and write them into another
file. So the text from the source file is changed and written
into another file like this:
N=1234
Pword=5678

I'm finding this section quite difficult, the only possible solution I
can see is using unix function "stcpm" or "stcpma"

Is there any other functions I could be using?

Lyndon Amsdon
--
```
  +---------------------------+
  |STe 4Mb/1.7gb/48x/56k/Tower|
  |   bindon@madasafish.com   |
  +---------------------------+
```

From -7784140309403951721
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,2d298212cd267ed9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-08 21:13:45 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!cyclone-sf.pbi.net!
209.81.14.120!feeder.via.net!enews.sgi.com!news.xtra.co.nz!news.netgate.net.nz!
news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: vqt_devinfo
Date: Sat, 9 Dec 2000 18:03:40 +1300
Organization: The Gluepot
Lines: 52
Message-ID: <90sefq$1dp8$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-101.remote.comnet.co.nz
Mime-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.comnet.co.nz 976338234 46888 131.203.242.101 (9 Dec 2000 05:03:54
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 9 Dec 2000 05:03:54 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:226

I seem to be having a problem with calling the GDOS function
vqt_devinfo, while looking for the available GDOS printers.

According to my docs, you pass it a VDI handle, device number, pointer
to an "exists" flag, and a pointer to a string. It will then return a
YES/NO in the exists flag, and the driver name in the string.

However, this does not seem to work properly when I iterate through the
GDOS printer device numbers. Even if a device number has been assigned
to a driver, and they're correct in the ASSIGN.SYS file, I still get a
zero in the exists flag, meaning the device doesn't exist.

The only way I can seem to make it work is to open the device
workstation first. This can be a pain - especially if one of the printer
device numbers happens to be an ACSI device and isn't connect, or is
switched off. This will hang my TT for about 14 seconds inside the
v_opnwk() call.

I've checked that I have a sufficient GDOS (I need Font, FSM or
SpeedoGDOS for the function) - I am using SpeedoGDOS 4.1.

Anyway, here is what my code looks like:

```
if( gdos_version < 0x200 )  {        // Original bitmap GDOS?
```

```
    for( a = 21; a <= 30; a++ )  {    // iterate through printer device
nums
        work_in[0] = a;                     // set device num to loop
var
        v_opnwk( work_in, &handle, work_out );    // try to open device
        if( handle )  {        // non-zero handle = OK
            printer_list[counter++] = a;    // add device num to
successful list
            v_clswk( handle );            // close device
        }
    }

    }
else  {        // otherwise Font, SM, Speedo GDOS
    for( a = 21; a <= 30; a++ )  {        // iterate through printer
device nums
        // if I add a v_opnwk() line here, vqt_devinfo works, otherwise
it doesn't

        vqt_devinfo( vdihandle, a, &exist, driver );    // get device
info
        if( exist )    // does it exist?
            printer_list[counter++] = a;    // add to list
    }
}
```

From 1517270487511456873
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d298212cd267ed9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-09 16:43:34 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!newsfeeds.belnet.be!
news.belnet.be!btnet-peer1!btnet-peer0!btnet!news5-gui.server.ntli.net!ntli.net!
news6-win.server.ntlworld.com.POSTED!not-for-mail
From: t.blight@ntlworld.com
Newsgroups: comp.sys.atari.programmer
Subject: Re: vqt_devinfo
Message-ID: <1103_976408894@ukcmw10127>
References: <90sefq$1dp8$1@news.comnet.co.nz>
Mime-Version: 1.0
User-Agent: Mozilla/4.73 (Windows 95; U) Opera 4.01 [en]
Content-Type: text/plain; charset="us-ascii"
Lines: 29
Date: Sun, 10 Dec 2000 00:41:34 GMT
NNTP-Posting-Host: 62.253.148.199
X-Complaints-To: abuse@ntlworld.com
X-Trace: news6-win.server.ntlworld.com 976408981 62.253.148.199 (Sun, 10 Dec 2000
00:43:01 GMT)
NNTP-Posting-Date: Sun, 10 Dec 2000 00:43:01 GMT

Organization: ntlworld News Service
Xref: supernews.google.com comp.sys.atari.programmer:227

On Sat, 9 Dec 2000 18:03:40 +1300, "G Swaine"
<g.swaine@the.gluepot.com> wrote:
> I seem to be having a problem with calling the GDOS function
> vqt_devinfo, while looking for the available GDOS printers.
>
> The only way I can seem to make it work is to open the device
> workstation first.

try making the driver resident in the assign.sys file, using a line
something like this ...

21r printer.sys

could I also (modestly) point out that my ttf-gdos supports
vqt_devinfo(). It's at ftp://chapelie.rma.ac.be/atari/

you may also find that fontgdos is slightly buggy in this area, and
doesn't set the return values (at all). I suggest that before you
call vqt_devinfo() you set

```
     intout[0] = 0;  /* only set if driver is found */
     contrl[2] = 1;  /* nr words in ptsout[] */
     contrl[4] = 11; /* len filename */
```

good luck, I hope this helps

From -460513176084649356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae1a42bb704cc82c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-10 09:58:33 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!newsfeed.direct.ca!
look.ca!news-out.uswest.net!news.uswest.net.POSTED!not-for-mail
From: <rtdos@qwest.net>
Newsgroups: comp.sys.atari.programmer
Subject: need ACTION & BBS Express (Pro) info/STos
Lines: 9
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Message-ID: <cvPY5.2621$0p4.162640@news.uswest.net>
Date: Sun, 10 Dec 2000 10:54:22 -0700
NNTP-Posting-Host: 63.228.232.148
X-Trace: news.uswest.net 976471112 63.228.232.148 (Sun, 10 Dec 2000 11:58:32 CST)

NNTP-Posting-Date: Sun, 10 Dec 2000 11:58:32 CST
Xref: supernews.google.com comp.sys.atari.programmer:228

does anyone know where i can find info on the ACTION programming language as well as BBS Express (Pro) for the Atari 8 as well as STos for the Atari 16/32?

--
J.Wood
rtdos@yahoo.com

From 2614995254469295646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bdfdaa01c487e2e1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-10 10:18:04 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!
logbridge.uoregon.edu!dispose.news.demon.net!demon!news.demon.co.uk!demon!
swampdog.demon.co.uk!not-for-mail
From: guy@swampdog.demon.co.uk (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: just getting started. Help?
Date: Sun, 10 Dec 2000 18:11:17 GMT
Message-ID: <3a367c0b.28009575@news.demon.co.uk>
References: <B6324892.230D%dan@gridular.com>
NNTP-Posting-Host: swampdog.demon.co.uk
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
X-Trace: news.demon.co.uk 976472225 nnrp-08:13567 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
X-Complaints-To: abuse@demon.net
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 20
Xref: supernews.google.com comp.sys.atari.programmer:230

On Sat, 11 Nov 2000 05:48:18 GMT, Dan Imal <dan@gridular.com> wrote:

>I just bought a 520st and I want to program in BASIC or C. Can someone
>recommend a good starting point? I've looked around on the Web and I've
>found a lot of advanced information and code libraries, but no compilers or
>Basic development tools. And very little info for a programmer new to the
>Atari. Any help would be greatly appreciated. Thanks.

As you'll appreciate, a box-standard 520ST is going to be limited on
what it'll run - unless it has a hard disk, which opens things up
somewhat.

Let us know. Also - is it ST,ST(e) etc?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3372348792147526069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee230d1861563402
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-10 10:18:04 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!newsfeed.direct.ca!
look.ca!btnet-peer0!btnet!dispose.news.demon.net!demon!news.demon.co.uk!demon!
swampdog.demon.co.uk!not-for-mail
From: guy@swampdog.demon.co.uk (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Manipulating files
Date: Sun, 10 Dec 2000 18:11:15 GMT
Message-ID: <3a34758f.26349488@news.demon.co.uk>
References: <t2vhs2gp15jf6e@corp.supernews.com>
NNTP-Posting-Host: swampdog.demon.co.uk
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
X-Trace: news.demon.co.uk 976472224 nnrp-08:13567 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
X-Complaints-To: abuse@demon.net
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 109
Xref: supernews.google.com comp.sys.atari.programmer:229

On Thu, 07 Dec 2000 17:23:14 -0000, bindon@madasafish.com (Lyndon
Amsdon) wrote:

>Hi,
>
>I'd liked to thank everyone who helped me on the clink problem, that's
>sorted and now I'm getting the feel of Lattice. Also my problem with
>the argument reader is over, I'm now using arc from unix libary.
>
>Anyway, now my next problem. I have a file opened with fdopen and in
>that file are ascii characters. I have a file that has contents like:
>Name=1234
>Password=5678
>And I need to take the variables and write them into another
>file. So the text from the source file is changed and written
>into another file like this:
>N=1234
>Pword=5678

>
>I'm finding this section quite difficult, the only possible solution I
>can see is using unix function "stcpm" or "stcpma"
>
>Is there any other functions I could be using?

Use "standard" functions where you can. In this case 'strchr' and
'malloc' will do the job (along with strlen,strcat,free). I've used
C++ (//) comments here 'cos I'm being lazy - the code I've written is
C though. :-)

```
#include <appropriate headers> //I dont use Lattice
//string.h stdlib.h mem.h

// think about this function at a later date
// well worth understanding though
// (ie how come 'void' can be dereferenced?)
// clue: it can't
static void
memkill(void **p)
{
 if (!*p)   return;

 free(*p);
 *p = NULL;
}

// 'static' means "keep this function hidden
// in this source file". If you had another
// "static ChangeToken()" in another file they
// wouldn't see each other and everything would
// work fine (two independant functions).
static char*
ChangeToken(const char s[], const char n[])
{const char *   p;
 char       *   ss;

 if (NULL == (p = strchr(s,'')))   return NULL;

 p = &p[1];
 ss = malloc(strlen(n) + 1 + strlen(p) + 1);
 if (!s)    return NULL;

 strcpy(ss,n);
 strcat(ss,"=");
 strcat(ss,p);

 return ss;
}
// why (NULL== ...) ?
// Consider...
// if (s == NULL) ...
// and if you mistyped it...
```

```
// if (s = NULL)
// <G>

// hack together some 'strings'...
int
main()
{char   *   old_lines[] ={
                "Name=1234",
                "Password=5678"
            }
 ;
 char   *   new_lines[2]    ={NULL,NULL}; /*(1)*/

 new_lines[0] = ChangeToken(old_lines[0],"N");
 new_lines[1] = ChangeToken(old_lines[1],"Pword");

 if (new_lines[0] && new_lines[1])
    printf("[%s][%s]\n",new_lines[0],new_lines[1])
 ;

 memkill(&new_lines[0]);
 memkill(&new_lines[1]);

 return 0;
}
```

(1) Figured out 'memkill' yet?

I'll elaborate on anything you can't figure out.

Have Fun!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3873071632002950210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a8959bd6d5e4913
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-10 10:18:06 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!newsfeed.icl.net!
dispose.news.demon.net!demon!news.demon.co.uk!demon!swampdog.demon.co.uk!not-for-
mail
From: guy@swampdog.demon.co.uk (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Checking MiNT/MagiC version
Date: Sun, 10 Dec 2000 18:11:15 GMT
Message-ID: <3a33714a.25256617@news.demon.co.uk>

References: <903kc4aru2@news.tpi.pl>
NNTP-Posting-Host: swampdog.demon.co.uk
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
X-Trace: news.demon.co.uk 976472223 nnrp-08:13567 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
X-Complaints-To: abuse@demon.net
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 14
Xref: supernews.google.com comp.sys.atari.programmer:231

On 29 Nov 2000 19:11:00 GMT, at4ri@kki.net.pl (Grzegorz Pawlik) wrote:

>Hi!
>How can I check the MiNT and MagiC version using the value
>of MiNT/MagX cookie?

Did you get code for this? I have some for checking MagiC.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7354248727313229113
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,88c1595cba22d8b0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-13 02:45:57 PST
Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed.online.be!
newsfeed01.sul.t-online.de!newsfeed00.sul.t-online.de!t-online.de!news.tele.dk!
195.158.233.21!news1.ebone.net!news.ebone.net!news.ipartners.pl!
news.internetia.pl!news.tpi.pl!news.icm.edu.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!
not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Milan Compendium
Date: Wed, 13 Dec 2000 11:51:05 +0100
Organization: Politechnika Wroclawska
Lines: 18
Message-ID: <3A375498.D508C207@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 976704497 23145 156.17.32.156 (13 Dec 2000 10:48:17
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl

NNTP-Posting-Date: 13 Dec 2000 10:48:17 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:232

Hi,

Is there something like Atari Compendium only for Milan?
Basicly I'm looking for list with description of all functions (in C)
available for Milan 040/060.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 3971944690214414248
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,88c1595cba22d8b0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-13 05:06:04 PST
Path: supernews.google.com!sn-xit-02!supernews.com!sienna.impulse.net!
newsfeed1.news.nl.uu.net!sun4nl!newsfeed.icl.net!news.tele.dk!195.54.122.107!
newsfeed1.bredband.com!bredband!newsfeed1.telenordia.se!algonet!pepsi.tninet.se!
not-for-mail
From: jorgen.nyberg@mailbox.hogia.net (J⍰rgen Nyberg)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Milan Compendium
Date: 13 Dec 2000 13:03:45 GMT
Organization: Telenordia
Lines: 13
Message-ID: <917s3h$3tr$1@zingo.tninet.se>
References: <3A375498.D508C207@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: xiii.hogia.net
X-Trace: zingo.tninet.se 976712625 4027 195.100.63.19 (13 Dec 2000 13:03:45 GMT)
X-Complaints-To: abuse@algo.net
NNTP-Posting-Date: 13 Dec 2000 13:03:45 GMT
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: supernews.google.com comp.sys.atari.programmer:233

On 13 Dec 2000 11:51:05 , Rafal Kawecki wrote:
>Hi,
>
>Is there something like Atari Compendium only for Milan?

>Basicly I'm looking for list with description of all functions (in C)
>available for Milan 040/060.
>
Hi Rafal

No compendium that I know of, but try asking Frank Naumann or Michael
Schwingen, they know a lot about Milan and programming.

Cheer's J⍰rgen

From 6686098945496788018
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,88c1595cba22d8b0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-13 05:17:00 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!newsfeed1.telenordia.se!
algonet!news.man.lodz.pl!news.icm.edu.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-
for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Milan Compendium
Date: Wed, 13 Dec 2000 14:20:58 +0100
Organization: Politechnika Wroclawska
Lines: 27
Message-ID: <3A3777BA.A0C8360A@sun1000.pwr.wroc.pl>
References: <3A375498.D508C207@sun1000.pwr.wroc.pl> <917s3h$3tr$1@zingo.tninet.se>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Trace: panorama.wcss.wroc.pl 976713500 27149 156.17.32.156 (13 Dec 2000 13:18:20
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 13 Dec 2000 13:18:20 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:234

> >Is there something like Atari Compendium only for Milan?
> >Basicly I'm looking for list with description of all functions (in C)
> >available for Milan 040/060.
> >
> Hi Rafal
>
> No compendium that I know of, but try asking Frank Naumann or Michael
> Schwingen, they know a lot about Milan and programming.
>
> Cheer's J⍰rgen

Thanks a lot :)
But Milan GmbH should make something like this, that would be very usefull
for programmers.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -1539947947716839161
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4007c4ab63ae21c5,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-14 06:18:18 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news-x.support.nl!
newspeer.clara.net!news.clara.net!newsfeed01.sul.t-online.de!t-online.de!
newsrouter.chello.at!newsfeed01.univie.ac.at!newscore.univie.ac.at!carnet.feed!
CARNet.hr!not-for-mail
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Newsgroups: comp.sys.atari.programmer
Subject: Turbo C v2.0 eats data
Date: 14 Dec 2000 14:05:13 GMT
Organization: CARNet, CROATIA
Lines: 14
Message-ID: <91ak2p$6bi$1@bagan.srce.hr>
NNTP-Posting-Host: pinus.cc.fer.hr
X-Trace: bagan.srce.hr 976802713 6514 161.53.73.18 (14 Dec 2000 14:05:13 GMT)
X-Complaints-To: abuse@news.carnet.hr
NNTP-Posting-Date: 14 Dec 2000 14:05:13 GMT
User-Agent: tin/1.4-19991113 ("No Labels") (UNIX) (SunOS/5.7 (sun4m))
Xref: supernews.google.com comp.sys.atari.programmer:235

Yesterday I was working on my Atari 1040 STf with Borland Turbo C v2.0, on a program that reads a picture file from disc and shows it on the screen, but I have noticed that sometimes it jumps over a byte in the file, and don't read it. So the picture on the screen is smaller and looks corrupted. I don't know how to fix this problem. I am running the program with 250kB ramdisk, but I still have around 300kb free memory. Reading the picture with gfa basic, stad, arabesque or any other program is correct.

DK

--

From -6509333364271077852
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4007c4ab63ae21c5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-14 07:00:13 PST
Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed.mesh.ad.jp!
news.tele.dk!194.25.134.62!newsfeed00.sul.t-online.de!newsfeed01.sul.t-online.de!
t-online.de!fu-berlin.de!news.tu-darmstadt.de!not-for-mail
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Turbo C v2.0 eats data
Date: 14 Dec 2000 14:51:04 GMT
Organization: Technische Universitaet Darmstadt
Lines: 21
Message-ID: <91amoo$1qo$1@sun27.hrz.tu-darmstadt.de>
References: <91ak2p$6bi$1@bagan.srce.hr>
NNTP-Posting-Host: lnx2.hrz.tu-darmstadt.de
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Xref: supernews.google.com comp.sys.atari.programmer:236

Hi!

damir kaknjo <dk33806@pinus.cc.fer.hr> wrote:
> Yesterday I was working on my Atari 1040 STf with Borland Turbo C
> v2.0, on a program that reads a picture file from disc and shows it
> on the screen, but I have noticed that sometimes it jumps over a byte
> in the file, and don't read it.

I guess it will be a lot easier to analyze your problem if you'd post
your code ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -6328774529557159556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4007c4ab63ae21c5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-15 06:51:44 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news-x.support.nl!colt.net!
newsfeed00.sul.t-online.de!t-online.de!newscore.gigabell.net!news.ndh.net!
su.maus.de!Joerg_Westheide
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)

Newsgroups: comp.sys.atari.programmer
Distribution: lokal
Message-ID: <200012142022.a38254@su.maus.de>
References: <91ak2p$6bi$1@bagan.srce.hr>
Organization: Maus Rheinbach/Rhein-Sieg
Subject: Re: Turbo C v2.0 eats data
Date: Thu, 14 Dec 2000 20:22:00 +0100
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
X-Gateway-Administrator: webmaster@su.maus.de
Lines: 18
Xref: supernews.google.com comp.sys.atari.programmer:237

Hi Damir!

DK>Yesterday I was working on my Atari 1040 STf with Borland Turbo C
DK>v2.0, on a program that reads a picture file from disc and shows it on
DK>the screen, but I have noticed that sometimes it jumps over a byte in
DK>the file, and don't read it.
How do you read the picture? Do you use GEMDOS or standard C functions?
If you use the C functions, did you open the file in binary mode?

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From -4316482380944764901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9fb58700b412264c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-15 19:36:20 PST
Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed.mesh.ad.jp!
portc03.blue.aol.com!audrey05.news.aol.com!not-for-mail
Lines: 10
X-Admin: news@aol.com
From: vbopus@aol.comspambad (VBOpus)
Newsgroups: comp.sys.atari.programmer
Date: 16 Dec 2000 03:35:33 GMT
References: <90m5d7ltr1@reda.worldonline.fr>
Organization: AOL http://www.aol.com
Subject: Re: basic / c / c++ for atari
Message-ID: <20001215223533.22924.00004540@ng-fq1.aol.com>
Xref: supernews.google.com comp.sys.atari.programmer:238

http://www.atarigames.net/apps.htm

This Site has GFA Basic v3.5e, Lattice C v3.04, PCDitto v3.64 (MS-DOS emulator for the ST), Emulators, and TOS Files.

If You still need something else (like an Assembler) I have a disk with full GFA Assembler, Basic 3.5, and Raytrace I can image (it's an old ST Format).

Mail me @ vbopus@aol.com

From 371284857981995833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a8959bd6d5e4913
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-16 06:24:46 PST
Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed.online.be!
news.tele.dk!195.158.233.21!news1.ebone.net!news.ebone.net!news.ipartners.pl!
news.internetia.pl!news.tpi.pl!not-for-mail
From: noend@interia.pl (Grzegorz Pawlik)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Checking MiNT/MagiC version
Date: 16 Dec 2000 14:22:44 GMT
Organization: tp.internet - http://www.tpi.pl
Lines: 19
Message-ID: <91ftrk$29g$1@news.tpi.pl>
References: <903kc4aru2@news.tpi.pl> <3a33714a.25256617@news.demon.co.uk>
NNTP-Posting-Host: pa192.krakow.cvx.ppp.tpnet.pl
X-Trace: news.tpi.pl 976976564 2352 213.76.36.192 (16 Dec 2000 14:22:44 GMT)
X-Complaints-To: usenet@tpi.pl
NNTP-Posting-Date: 16 Dec 2000 14:22:44 GMT
X-Newsreader: NEWSie Version 0.96 (Atari)
Xref: supernews.google.com comp.sys.atari.programmer:239

On 10 Dec 2000 18:11:15 , Guy Harrison wrote:
> On 29 Nov 2000 19:11:00 GMT, at4ri@kki.net.pl (Grzegorz Pawlik) wrote:
>
> >Hi!
> >How can I check the MiNT and MagiC version using the value
> >of MiNT/MagX cookie?
>
> Did you get code for this? I have some for checking MagiC.

I didn't ;(
Please, I would be grateful if you could send it to me.

--
See you,
Grzegorz Pawlik [mailto:at4ri@kki.net.pl]

Marijuana Mail [http://marijuana.atari.org]
Philip K. Dick [http://aramchek.topnet.pl/]

From 3371560995598697399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,38d2292e5964d25d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-16 11:37:40 PST
Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed.mesh.ad.jp!sjc-peer.news.verio.net!iad-feed.news.verio.net!news.verio.net!carrier.kiev.ua!news.alkar.net!ATNS!not-for-mail
From: "Oleg" <abvshop@a-teleport.com>
Newsgroups: comp.sys.atari.programmer
Subject: is Atari STBook capable to be internationalized (russian)?
Date: Sat, 16 Dec 2000 21:36:44 +0300
Organization: Alkar Teleport News Server
Lines: 4
Message-ID: <91gga1$2e6i$1@pandora.alkar.net>
NNTP-Posting-Host: abvshop.a-teleport.com
X-Trace: pandora.alkar.net 976995457 80082 195.248.163.53 (16 Dec 2000 19:37:37 GMT)
X-Complaints-To: abuse@alkar.net
NNTP-Posting-Date: Sat, 16 Dec 2000 19:37:37 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Xref: supernews.google.com comp.sys.atari.programmer:240

abvshop@a-teleport.com

From -3422671683635619274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4007c4ab63ae21c5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-17 13:32:58 PST
Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed.online.be!newsfeeds.belnet.be!news.belnet.be!newscore.univie.ac.at!carnet.feed!CARNet.hr!not-for-mail
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Turbo C v2.0 eats data
Date: 17 Dec 2000 21:22:02 GMT
Organization: CARNet, CROATIA
Lines: 14
Distribution: lokal
Message-ID: <91japq$50m$1@bagan.srce.hr>
References: <91ak2p$6bi$1@bagan.srce.hr> <200012142022.a38254@su.maus.de>
NNTP-Posting-Host: pinus.cc.fer.hr
X-Trace: bagan.srce.hr 977088122 5142 161.53.73.18 (17 Dec 2000 21:22:02 GMT)
X-Complaints-To: abuse@news.carnet.hr
NNTP-Posting-Date: 17 Dec 2000 21:22:02 GMT

User-Agent: tin/1.4-19991113 ("No Labels") (UNIX) (SunOS/5.7 (sun4m))
Xref: supernews.google.com comp.sys.atari.programmer:241

J?rg Westheide <Joerg_Westheide@su.maus.de> wrote:
: Hi Damir!

: How do you read the picture? Do you use GEMDOS or standard C functions?
: If you use the C functions, did you open the file in binary mode?

Nevermind, I turned back to Gfa Basic. It is smaller and lot faster
(although I don't know if it's better). And it's working, what is most
important.
Thanks for help.

DK

--

From 1208895974210518124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a072e92571bc20e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-20 14:18:09 PST
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!
news-hog.berkeley.edu!ucberkeley!news.maxwell.syr.edu!news-out.uswest.net!
news.uswest.net.POSTED!not-for-mail
From: <rtdos@qwest.net>
Newsgroups: comp.sys.atari.programmer
Subject: Atari ST/TT Emulator Source Code
Lines: 7
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4522.1200
Message-ID: <yea06.759$8N6.278042@news.uswest.net>
Date: Wed, 20 Dec 2000 15:12:49 -0700
NNTP-Posting-Host: 63.228.232.205
X-Trace: news.uswest.net 977350686 63.228.232.205 (Wed, 20 Dec 2000 16:18:06 CST)
NNTP-Posting-Date: Wed, 20 Dec 2000 16:18:06 CST
Xref: supernews.google.com comp.sys.atari.programmer:242

Does anyone know where I can find Emulator Source Code for the Atari ST/TT?

--
J.Wood

From -3315688952552394636
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,668d9fb036c8f582,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-22 07:10:32 PST
Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed.online.be!
news.tele.dk!195.54.122.107!newsfeed1.bredband.com!bredband!
newsfeed1.telenordia.se!algonet!news.man.lodz.pl!news.icm.edu.pl!pwr.wroc.pl!
panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: NOVA and Afterburner
Date: Fri, 22 Dec 2000 11:48:01 +0100
Organization: Politechnika Wroclawska
Lines: 25
Message-ID: <3A433161.CA967DB7@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 977481922 28475 156.17.32.156 (22 Dec 2000 10:45:22
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 22 Dec 2000 10:45:22 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:243

Hi,

I have a problem. I'm trying to make some graphics and I have some
problems with NOVA card and Afterburner on Falcon (ofcourse) :(
How should I use vro_cpyfm for NOVA card? How can I recognize that NOVA
is installed?
What about Afterburner? Is it in 100% compatible to F030 ? (for example
VsetRGB).
Or where can I find answers on my questions?

Marry Christmas for all

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -5028557153738713968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,668d9fb036c8f582
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-22 10:12:58 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!newsfeed.icl.net!
news.tele.dk!128.39.3.166!uninett.no!not-for-mail
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Newsgroups: comp.sys.atari.programmer
Subject: Re: NOVA and Afterburner
Date: 22 Dec 2000 18:12:57 GMT
Organization: UNINETT news service
Lines: 22
Message-ID: <9205j9nki2@snipp.uninett.no>
References: <3A433161.CA967DB7@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: tyrell.nvg.ntnu.no
X-Trace: snipp.uninett.no 977508777 24210 129.241.210.70 (22 Dec 2000 18:12:57
GMT)
X-Complaints-To: news-abuse@uninett.no
User-Agent: tin/1.4.4-20000803 ("Vet for the Insane") (UNIX) (Linux/2.2.16 (i686))
Xref: supernews.google.com comp.sys.atari.programmer:244

Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:

> I have a problem. I'm trying to make some graphics and I have some
> problems with NOVA card and Afterburner on Falcon (ofcourse) :(
> How should I use vro_cpyfm for NOVA card? How can I recognize that NOVA
> is installed?

vro_cpyfm works just the same on the Videl and Nova. It's no necessary to
do anything Nova-specific unless you want to bypass the VDI and modify the
bitmaps directly.

> What about Afterburner? Is it in 100% compatible to F030 ? (for example
> VsetRGB).

The Afterburner doesn't do any changes to the VDI, so it's 100% compatible
with a 030-Falcon.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

From 843728685242220381
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6c31ad3df12edef,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-24 07:18:55 PST
Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed1.online.no!nextra.com!
news.algonet.se!algonet!news.tele.dk!193.190.198.17!newsfeeds.belnet.be!

news.belnet.be!psinet-eu-nl!psiuk-p4!uknet!cw-insnet-peer-00!insnet.net!
peernews.cix.co.uk!news.cix.co.uk!not-for-mail
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.programmer
Subject: IDE adaptors, ATAPI
Date: 24 Dec 2000 15:15:56 GMT
Organization: CIX - Compulink Information eXchange
Lines: 20
Message-ID: <9253vcfgp1@plutonium.compulink.co.uk>
NNTP-Posting-Host: technetium.cix.co.uk
X-Newsreader: CixRead/CixComm
Xref: supernews.google.com comp.sys.atari.programmer:245

Cross-posted from CIX atari.st/5questions

TITLE: Hard drives and adapters

Can anyone tell me for which Atari computers the IDE conversion is
available? I believe it is for STes, but will it work with ordinary STs
and Mega St and/or STes? CHRIS????

Also, what does ATAPI stand for and what types of devices does it
cover? Is it a protocol like SCSI or IDE, or more/less than that? In
an earlier posting (Oct 98) Uwe Seimet said that in effect and greatly
simplified these are SCSI devices connected to the IDE bus and that
most devices other than hard disks conected to the IDE bus are ATAPI
devices. Besides CD-ROMs, what are we talking about? Streamers, MOs or
even scanners?

Regards, /Peter/

From -6581917334938238865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a072e92571bc20e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-24 09:46:29 PST
Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed.online.be!fu-
berlin.de!uni-berlin.de!line06.mucl.DE!not-for-mail
From: mdoering@mucl.de (Martin Doering)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Atari ST/TT Emulator Source Code
Date: Sun, 24 Dec 2000 17:49:26 GMT
Lines: 27
Message-ID: <3a461259.2778852@news.cis.dfn.de>
References: <yea06.759$8N6.278042@news.uswest.net>
Reply-To: doeringm@gmx.de
NNTP-Posting-Host: line06.mucl.de (212.72.84.70)
X-Trace: fu-berlin.de 977679970 6390489 212.72.84.70 (16 [27674])
X-Newsreader: Forte Free Agent 1.21/32.243

Xref: supernews.google.com comp.sys.atari.programmer:246

On Wed, 20 Dec 2000 15:12:49 -0700, <rtdos@qwest.net> wrote:

>Does anyone know where I can find Emulator Source Code for the Atari ST/TT?

Get the source of STonX or take the source of WinSton (now Stew):

The StonX Homepage.
http://www.complang.tuwien.ac.at/nino/stonx.html

BUT, the sources from SUSE (as .rpm) are a bit changed and partitially
better! There is also a DOS Version of STonX (also with sources).

I don't know, where I got the Winston sources from, but I can send it
to you, if you (as me) can't find them (in the new year, when I'm back
mail me directly).

If you are interested, how 68000 emulators are done, have a look at
the great papers from

http://www.squish.net/generator/

This is about a SEGA Genesis emulator, which emulates a 68000 CPU and
the atari soundchip.

Martin

From 3489162026311511771
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,668d9fb036c8f582
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-24 14:14:26 PST
Newsgroups: comp.sys.atari.programmer
Subject: Re: NOVA and Afterburner
References: <3A433161.CA967DB7@sun1000.pwr.wroc.pl>
<9205j9nki2@snipp.uninett.no>
Organization: NetSet Internet Services, Inc.
From: baldrick@dilbert.netset.com (Dan Ackerman)
NNTP-Posting-Host: 64.40.192.13
Message-ID: <3a467540$1_1@athena.netset.com>
Date: 24 Dec 2000 17:14:24 -0500
X-Trace: 24 Dec 2000 17:14:24 -0500, 64.40.192.13
Lines: 21
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!
news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.cis.ohio-state.edu!
malgudi.oar.net!athena.netset.com!dilbert.netset.com!baldrick
Xref: supernews.google.com comp.sys.atari.programmer:247

In article <9205j9nki2@snipp.uninett.no>,

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:
>
>> I have a problem. I'm trying to make some graphics and I have some
>> problems with NOVA card and Afterburner on Falcon (ofcourse) :(
>> How should I use vro_cpyfm for NOVA card? How can I recognize that NOVA
>> is installed?
>
>vro_cpyfm works just the same on the Videl and Nova. It's no necessary to
>do anything Nova-specific unless you want to bypass the VDI and modify the
>bitmaps directly.

And I would highly recommend against this. If you want your software to run on video cards, don't mess around with the memory directly. What you will discover is that a small speed gain on one card will break it for several other cards (some from the same manufacturer).

Dan Ackerman
aka baldrick@netset.com

From -1000689787365266126
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6c31ad3df12edef
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-24 19:43:30 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.infoave.net!news-out.usenetserver.com!news.maxwell.syr.edu!newsfeed.slurp.net!not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <9253vcfgp1@plutonium.compulink.co.uk>
Subject: Re: IDE adaptors, ATAPI
X-Newsreader: NEWSie Version 0.94 (Atari)
Lines: 26
Message-ID: <inz16.9379$wE3.9760@newsfeed.slurp.net>
Date: Mon, 25 Dec 2000 03:43:10 GMT
NNTP-Posting-Host: 208.141.202.183
X-Trace: newsfeed.slurp.net 977715790 208.141.202.183 (Sun, 24 Dec 2000 21:43:10 CDT)
NNTP-Posting-Date: Sun, 24 Dec 2000 21:43:10 CDT
Xref: supernews.google.com comp.sys.atari.programmer:248

On 24 Dec 2000 15:15:56 , xlator@cix.compulink.co.uk wrote:
>Cross-posted from CIX atari.st/5questions
>----------
>TITLE: Hard drives and adapters
>
>Can anyone tell me for which Atari computers the IDE conversion is
>available? I believe it is for STes, but will it work with ordinary STs
>and Mega St and/or STes?   CHRIS????

Mario did an IDE conversion for the Atari computer line. Not sure which
ones apply, but you can check it out at:

http://gem.win.co.nz

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -4681280880463959972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ad10b32b9861cf0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-29 00:16:44 PST
Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed1.online.no!nextra.com!
news.tele.dk!193.174.75.178!news-fra1.dfn.de!news.man.poznan.pl!pwr.wroc.pl!
panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Mouse cursor
Date: Fri, 29 Dec 2000 09:21:44 +0100
Organization: Politechnika Wroclawska
Lines: 22
Message-ID: <3A4C4998.766C0545@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 978077950 369 156.17.32.156 (29 Dec 2000 08:19:10
GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 29 Dec 2000 08:19:10 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:249

Hi!

One question... ;)
Is it possible to make the mouse cursor bigger then 16x16? (32x32 for
example).
If yes, then how?

BTW. Happy new year 2001 :)))

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 4035624326367254149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6c31ad3df12edef
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-29 06:49:57 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news.tele.dk!213.56.195.71!
fr.usenet-edu.net!usenet-edu.net!proxad.net!feeder2.proxad.net!
nnrp4.proxad.net.POSTED!Rix
Newsgroups: comp.sys.atari.programmer
From: "Pascal Ricard" <paricard@free.fr>
Message-ID: <3a4c65fa1387052@free.fr>
Subject: Re: IDE adaptors, ATAPI
References: <9253vcfgp1@plutonium.compulink.co.uk>
Organization: Les Cagouilles
X-Newsreader: Okami Version 2.1B-21
X-System: The WoodTTower (tm) MagiC-6.10 NVDI-5.03
Lines: 15
X-Sender: NEWSwatch v2.50 (Atari)
Date: Fri, 29 Dec 2000 14:42:10 GMT
NNTP-Posting-Host: 213.228.6.203
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp4.proxad.net 978100930 213.228.6.203 (Fri, 29 Dec 2000 15:42:10 CET)
NNTP-Posting-Date: Fri, 29 Dec 2000 15:42:10 CET
Xref: supernews.google.com comp.sys.atari.programmer:250

Hello,

  in article <9253vcfgp1@plutonium.compulink.co.uk> (comp.sys.atari.programmer)
  xlator@cix.compulink.co.uk wrote on Sun 24-12-2000 15:15 (GMT):

> Also, what does ATAPI stand for

It's ATARI with something missing... Oups ! Wrong answer ;-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction   : http://atari.transaction.free.fr (translations)

From 5824707898962890970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ad10b32b9861cf0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-29 15:00:14 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news-x.support.nl!
portc03.blue.aol.com!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas1-
cs-50.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@TT030
Subject: Re: Mouse cursor
In-Reply-To: <3A4C4998.766C0545@sun1000.pwr.wroc.pl>
Message-ID: <Pine.MNT.4.10.10012291747020.90-100000@TT030>
References: <3A4C4998.766C0545@sun1000.pwr.wroc.pl>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 13
Date: Fri, 29 Dec 2000 17:48:28 +0000
NNTP-Posting-Host: 209.143.8.187
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 978130075 209.143.8.187 (Fri, 29 Dec 2000 17:47:55 EST)
NNTP-Posting-Date: Fri, 29 Dec 2000 17:47:55 EST
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:251

On Fri, 29 Dec 2000, Rafal Kawecki wrote:

> One question... ;)
> Is it possible to make the mouse cursor bigger then 16x16? (32x32 for
> example).
> If yes, then how?

I've never seen a legal system call to do that. Probably
is not possible thru system calls.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 3205974398691579731
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a8959bd6d5e4913
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-31 00:55:38 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!hub.org!

hub.org!newsfeed.direct.ca!look.ca!newsfeed.icl.net!dispose.news.demon.net!demon!
news.demon.co.uk!demon!swampdog.demon.co.uk!not-for-mail
From: guy@swampdog.demon.co.uk (Guy Harrison)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Checking MiNT/MagiC version
Date: Sun, 31 Dec 2000 08:44:49 GMT
Message-ID: <3a4c76e8.1601683@news.demon.co.uk>
References: <903kc4aru2@news.tpi.pl> <3a33714a.25256617@news.demon.co.uk>
<91ftrk$29g$1@news.tpi.pl>
NNTP-Posting-Host: swampdog.demon.co.uk
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
X-Trace: news.demon.co.uk 978252670 nnrp-09:15316 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
X-Complaints-To: abuse@demon.net
X-Newsreader: Forte Agent 1.5/32.451
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 117
Xref: supernews.google.com comp.sys.atari.programmer:252

On 16 Dec 2000 14:22:44 GMT, noend@interia.pl (Grzegorz Pawlik) wrote:

>On 10 Dec 2000 18:11:15 , Guy Harrison wrote:
>> On 29 Nov 2000 19:11:00 GMT, at4ri@kki.net.pl (Grzegorz Pawlik) wrote:
>>
>> >Hi!
>> >How can I check the MiNT and MagiC version using the value
>> >of MiNT/MagX cookie?
>>
>> Did you get code for this? I have some for checking MagiC.
>
>I didn't ;(
>Please, I would be grateful if you could send it to me.

First off, you need to identify the existance of MagiC via the cookie
jar. The jar "starts" here...

```
#define  SYS_P_COOKIES ((LONG*)0x5a0)
```

...and you need to be in supervisor mode to access it. The cookie for
which you are searching is...

```
#define  MAGX_COOKIE_ID    0x4d616758L
```

...and cookies are stored in an array of structures declared in a
manner similar to this...

```
typedef struct    {
ulong    c_id,         /* cookie id */
     c_up;         /* cookie user pointer */
}    COOKIE;
```

If there is no cookie jar then (*SYS_P_COOKIES) will be NULL. Where at least one entry exists then the end of the array is denoted by member 'c_id' being set NULL.

Assuming you are already in supervisor state then...

```
int
find_cookie(COOKIE *cp)
{COOKIE  *c   =(COOKIE*)(*SYS_P_COOKIES);
 int i    =-1;

 while (c && c[++i].c_id)   {
     if (c[i].c_id == cp->c_id)  return i;
 }

 return -1;
}
```

...will return the array index of the desired cookie, or -1 if it doesn't exist. 'cp' is a pointer to the (COOKIE) for which you want to search. EG:

```
COOKIE   c    ={MAGX_COOKIE_ID,irrelevant};
int  x;

//enter superstate
x = find_cookie(&c);
if (x >= 0)   {
     c = ((COOKIE*)(*SYS_P_COOKIES))[x];
}
//back to userstate
```

At this point 'x' will be zero or greater if the cookie exists (ie some version of MagiC does exist) and less than zero if MagiC isn't there at all. Where MagiC does exist 'c' will contain the contents of its cookie. From this point on we are interested in 'c_up' - the "user pointer". The meaning of 'c_up' is dependant of whatever it is you are looking for. In the case of MagiC, it points to one of these structures...

```
typedef struct     {
long     config_status;
DOSVARS  *    dosvars;
AESVARS  *    aesvars;
}    MAGX_COOKIE;
```

...and it is 'aesvars' which contains the desired information: the 'release' and 'version' members of the (AESVARS) structure is what you're after.

Loosely...

```
MAGX_COOKIE   *mc  =NULL;
```

```
COOKIE        c    ={MAGX_COOKIE_ID,irrelevant};
int      x;
uint32        r;

//enter superstate
x = find_cookie(&c);
if (x >= 0)   {
     c = ((COOKIE*)(*SYS_P_COOKIES))[x];
     mc =(MAGX_COOKIE*)&c;
}
//back to userstate

if (!mc) return no_magx_status;

r = mc->aesvars->release;
r <<= 16;
r |= mc->aesvars->version;

return r;//hi-word=release, lo-word=version
```

The only <magx.h> header file I can find is for version two. I can email it if you want but please note I had to add stuff to it from the manual as the file hadn't been ammended to reflect changes mentioned in the manual.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8376022023799500132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ad10b32b9861cf0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-12-31 11:53:38 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
falcon.america.net!sunqbc.risq.qc.ca!newsfeeds.belnet.be!news.belnet.be!
news.eu.edgix.com!insnet.net!peernews.cix.co.uk!news.cix.co.uk!not-for-mail
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.programmer
Subject: Re: Mouse cursor
Date: 31 Dec 2000 19:49:36 GMT
Organization: CIX - Compulink Information eXchange
Lines: 15
Message-ID: <92o2kgdua1@plutonium.compulink.co.uk>
References: <3A4C4998.766C0545@sun1000.pwr.wroc.pl>
NNTP-Posting-Host: technetium.cix.co.uk
X-Newsreader: CixRead/CixComm
Xref: supernews.google.com comp.sys.atari.programmer:253

In message <3A4C4998.766C0545@sun1000.pwr.wroc.pl>, kawecki@sun1000.pwr.wroc.pl said:

>Is it possible to make the mouse cursor bigger then 16x16? (32x32 for
>example).
>If yes, then how?

I don't think it would increase the size above 16x16, but in case you are interested there used to be a Mouse Ka Mania PD program available that could substitute various cursors for the Atari one, or allow you to make your own.

Happy New Year to you too! (Lay off too much of the Slivovic!)

Regards, /Peter/

From -299630995831922514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9907cec9a649f84,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-02 10:19:10 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!195.54.122.107!newsfeed1.bredband.com!bredband!newsfeed.bahnhof.se!newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!monster!di98gihe
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Newsgroups: comp.sys.atari.programmer
Subject: GCC under TOSFS (8+3)
Date: Tue, 2 Jan 2001 19:16:41 +0100
Organization: Chalmers University of Technology
Lines: 32
Message-ID: <Pine.GSO.4.10.10101021859290.25881-100000@monster.chl.chalmers.se>
NNTP-Posting-Host: monster.chl.chalmers.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: nyheter.chalmers.se 978459548 447 129.16.216.101 (2 Jan 2001 18:19:08 GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 2 Jan 2001 18:19:08 GMT
Xref: supernews.google.com comp.sys.atari.programmer:254

Hi!

I've tried installing GCC 2.8.1 from Christian Felsch's homepage. I followed the instructions for installing under TOSFS very closely, and it works. Almost.
I can make gcc compile a normal c-file, but when I try compiling a c++-file, I get some strange errors, like these:

E:/PROGRAMM.ING/GCC/INCLUDE/G++/streambuf.h:394: warning: invalid type 'void *' for default argument to 'ios *'

and

linking: c.a
./cc6200001.o: Undefined symbol _cout referenced from text
./cc6200001.o: Undefined symbol ostream::operator<<(const char *)
referenced from text

I think it's strange that I get error messages on the include files that comes with the package. I suspect that I've missed some settings of GCC, but I can't find anything else in the installation instructions. I've made sure that GNUEXEC, GNUINC, GNULIB, and GXXINC are in the environment. And besides, I don't think it's because of that, because GCC does find the include files.

Any suggestions?
Regards
Henrik

From 2711904481157320504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9907cec9a649f84
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-03 02:22:02 PST
Path: supernews.google.com!sn-xit-03!supernews.com!europa.netcrusader.net!
193.162.153.122!news.tele.dk!130.133.1.3!fu-berlin.de!news.tu-darmstadt.de!not-
for-mail
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC under TOSFS (8+3)
Date: 3 Jan 2001 10:09:54 GMT
Organization: Technische Universitaet Darmstadt
Lines: 29
Message-ID: <92utpi$h8m$1@sun27.hrz.tu-darmstadt.de>
References: <Pine.GSO.4.10.10101021859290.25881-100000@monster.chl.chalmers.se>
NNTP-Posting-Host: lnx2.hrz.tu-darmstadt.de
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Xref: supernews.google.com comp.sys.atari.programmer:255

Hi!

Gilda Henrik <di98gihe@chl.chalmers.se> wrote:
> I can make gcc compile a normal c-file, but when I try compiling a
> c++-file, I get some strange errors, like these:

> E:/PROGRAMM.ING/GCC/INCLUDE/G++/streambuf.h:394: warning: invalid type
> 'void *' for default argument to 'ios *'

> and

> linking: c.a
> ./cc6200001.o: Undefined symbol _cout referenced from text
> ./cc6200001.o: Undefined symbol ostream::operator<<(const char *)
> referenced from text

Have you forgotten to invoke gcc with g++ here? Remember to use g++
instead of gcc if you want to link C++ programs.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -6229838463319450504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9907cec9a649f84
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-03 03:28:05 PST
Path: supernews.google.com!sn-xit-03!supernews.com!newsfeed.gamma.ru!Gamma.RU!
news.algonet.se!algonet!news000.worldonline.se!newsfeed01.se.dataphone.net!
nntp.se.dataphone.net!newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!monster!
di98gihe
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC under TOSFS (8+3)
Date: Wed, 3 Jan 2001 12:25:20 +0100
Organization: Chalmers University of Technology
Lines: 25
Message-ID: <Pine.GSO.4.10.10101031214040.26097-100000@monster.chl.chalmers.se>
References: <Pine.GSO.4.10.10101021859290.25881-100000@monster.chl.chalmers.se>
<92utpi$h8m$1@sun27.hrz.tu-darmstadt.de>
NNTP-Posting-Host: monster.chl.chalmers.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: nyheter.chalmers.se 978521267 3063 129.16.216.101 (3 Jan 2001 11:27:47
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 3 Jan 2001 11:27:47 GMT
In-Reply-To: <92utpi$h8m$1@sun27.hrz.tu-darmstadt.de>
Xref: supernews.google.com comp.sys.atari.programmer:256

> > E:/PROGRAMM.ING/GCC/INCLUDE/G++/streambuf.h:394: warning: invalid type
> > 'void *' for default argument to 'ios *'
>

> > and
>
> > linking: c.a
> > ./cc6200001.o: Undefined symbol _cout referenced from text
> > ./cc6200001.o: Undefined symbol ostream::operator<<(const char *)
> > referenced from text
>
> Have you forgotten to invoke gcc with g++ here? Remember to use g++
> instead of gcc if you want to link C++ programs.

Ooops! That's what I had forgotten... It works now with g++.
Strange that it doesn't say anything about that in the documentation
though. But I guess that a certain IQ is assumed... ;-)

I still get that first "invalid type" error message though, but it did
work when I tried to compile a small "hello world" program. Unfortunately
the final executable was rather large: 102KB...

Regards
Henrik

From -8865416262541471723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9907cec9a649f84
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-03 03:42:03 PST
Path: supernews.google.com!sn-xit-03!supernews.com!europa.netcrusader.net!
128.230.129.106!news.maxwell.syr.edu!newsfeed00.sul.t-online.de!newsfeed01.sul.t-
online.de!t-online.de!fu-berlin.de!news.tu-darmstadt.de!not-for-mail
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC under TOSFS (8+3)
Date: 3 Jan 2001 11:32:26 GMT
Organization: Technische Universitaet Darmstadt
Lines: 49
Message-ID: <92v2ka$kq8$1@sun27.hrz.tu-darmstadt.de>
References: <Pine.GSO.4.10.10101021859290.25881-100000@monster.chl.chalmers.se>
<92utpi$h8m$1@sun27.hrz.tu-darmstadt.de>
<Pine.GSO.4.10.10101031214040.26097-100000@monster.chl.chalmers.se>
NNTP-Posting-Host: lnx2.hrz.tu-darmstadt.de
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Xref: supernews.google.com comp.sys.atari.programmer:257

Hi!

Gilda Henrik <di98gihe@chl.chalmers.se> wrote:
>> Have you forgotten to invoke gcc with g++ here? Remember to use g++
>> instead of gcc if you want to link C++ programs.

> Ooops! That's what I had forgotten... It works now with g++.

> Strange that it doesn't say anything about that in the documentation
> though. But I guess that a certain IQ is assumed... ;-)

At least the IQ to read the man page supplied with gcc ;)

```
-- snip --
     DESCRIPTION
          The C and C++ compilers are integrated.  Both process input
          files through one or more of four stages: preprocessing,
          compilation, assembly, and linking.  Source filename
          suffixes identify the source language, but which name you
          use for the compiler governs default assumptions:

          gcc  assumes preprocessed (.i) files are C and assumes C
               style linking.

          g++  assumes preprocessed (.i) files are C++ and assumes C++
               style linking.
-- snap --
```

Or does Christian's packed not include this?

> I still get that first "invalid type" error message though, but it did
> work when I tried to compile a small "hello world" program.

It wasn't an error, but a warning. Shouldn't normally happen with system
includes, but if everything works, I wouldn't worry.

> Unfortunately the final executable was rather large: 102KB...

Did you strip it?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 5310649695549538251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9907cec9a649f84
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-03 10:15:41 PST
Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed.direct.ca!look.ca!cpk-news-hub1.bbnplanet.com!news.gtei.net!news-peer-europe.sprintlink.net!news.sprintlink.net!newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!monster!di98gihe

From: Gilda Henrik <di98gihe@chl.chalmers.se>
Newsgroups: comp.sys.atari.programmer
Subject: GCC under MagicPC
Date: Wed, 3 Jan 2001 19:13:10 +0100
Organization: Chalmers University of Technology
Lines: 27
Message-ID: <Pine.GSO.4.10.10101031820330.26261-100000@monster.chl.chalmers.se>
References: <Pine.GSO.4.10.10101021859290.25881-100000@monster.chl.chalmers.se>
<92utpi$h8m$1@sun27.hrz.tu-darmstadt.de>
<Pine.GSO.4.10.10101031214040.26097-100000@monster.chl.chalmers.se>
<92v2ka$kq8$1@sun27.hrz.tu-darmstadt.de>
NNTP-Posting-Host: monster.chl.chalmers.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: nyheter.chalmers.se 978545737 4427 129.16.216.101 (3 Jan 2001 18:15:37
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 3 Jan 2001 18:15:37 GMT
In-Reply-To: <92v2ka$kq8$1@sun27.hrz.tu-darmstadt.de>
Xref: supernews.google.com comp.sys.atari.programmer:258

Hi again!

Now that gcc works reasonably well under TOSFS on my falcon, I'd like to
make it work under MagicPC too. I installed it in exactly the same way as
described in Christian's documentation, but when I try to run either gcc
or g++, it doesn't get very far. All I see are the four or five first
lines of gcc's output when using the -v option. I compared it to when
running on my falcon, and gcc (or g++) stops just before it says something
about "m68K MIT syntax". I don't know what the program is doing then, but
it's the same everytime.

I can't figure out what the difference there could be between my falcon
and the pc, because all gcc is supposed to do is read a file and write an
output file...

Anyone out there who has succeeded in running gcc 2.8.1c under MagicPC
6.1 and Jinnee 2.01?

Could it be something about the filesystem used? (it's FAT32 under MagicPC
too, I suppose, since windoze98 uses that).

Regards
Henrik

From -2054651680261129293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9907cec9a649f84

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-04 02:02:04 PST
Path: supernews.google.com!sn-xit-03!supernews.com!news-feed.riddles.org.uk!
freenix!fr.usenet-edu.net!usenet-edu.net!fu-berlin.de!news.tu-darmstadt.de!not-
for-mail
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC under MagicPC
Date: 4 Jan 2001 09:46:32 GMT
Organization: Technische Universitaet Darmstadt
Lines: 28
Message-ID: <931gpo$lo3$1@sun27.hrz.tu-darmstadt.de>
References: <Pine.GSO.4.10.10101021859290.25881-100000@monster.chl.chalmers.se>
<92utpi$h8m$1@sun27.hrz.tu-darmstadt.de>
<Pine.GSO.4.10.10101031214040.26097-100000@monster.chl.chalmers.se>
<92v2ka$kq8$1@sun27.hrz.tu-darmstadt.de>
<Pine.GSO.4.10.10101031820330.26261-100000@monster.chl.chalmers.se>
NNTP-Posting-Host: lnx2.hrz.tu-darmstadt.de
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Xref: supernews.google.com comp.sys.atari.programmer:259

Hi!

Gilda Henrik <di98gihe@chl.chalmers.se> wrote:
> I can't figure out what the difference there could be between my falcon
> and the pc, because all gcc is supposed to do is read a file and write an
> output file...

> Anyone out there who has succeeded in running gcc 2.8.1c under MagicPC
> 6.1 and Jinnee 2.01?

> Could it be something about the filesystem used? (it's FAT32 under MagicPC
> too, I suppose, since windoze98 uses that).

Do you use gcc on a container drive or an existing windows folder? Try
using a container drive, as the XFS MagiC PC uses to access windows
folders has some bugs / problems, which may well be the cause of your
difficulties.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -2538072294711132268
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,9907cec9a649f84
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-04 03:12:21 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news-x.support.nl!
newsfeeds.belnet.be!news.belnet.be!news-ge.switch.ch!surfnet.nl!newsfeed.sunet.se!
news01.sunet.se!news.chalmers.se!monster!di98gihe
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC under MagicPC
Date: Thu, 4 Jan 2001 12:08:30 +0100
Organization: Chalmers University of Technology
Lines: 17
Message-ID: <Pine.GSO.4.10.10101041159570.26462-100000@monster.chl.chalmers.se>
References: <Pine.GSO.4.10.10101021859290.25881-100000@monster.chl.chalmers.se>
<92utpi$h8m$1@sun27.hrz.tu-darmstadt.de>
<Pine.GSO.4.10.10101031214040.26097-100000@monster.chl.chalmers.se>
<92v2ka$kq8$1@sun27.hrz.tu-darmstadt.de>
<Pine.GSO.4.10.10101031820330.26261-100000@monster.chl.chalmers.se>
<931gpo$lo3$1@sun27.hrz.tu-darmstadt.de>
NNTP-Posting-Host: monster.chl.chalmers.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: nyheter.chalmers.se 978606657 7134 129.16.216.101 (4 Jan 2001 11:10:57
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 4 Jan 2001 11:10:57 GMT
In-Reply-To: <931gpo$lo3$1@sun27.hrz.tu-darmstadt.de>
Xref: supernews.google.com comp.sys.atari.programmer:260

> Do you use gcc on a container drive or an existing windows folder? Try
> using a container drive, as the XFS MagiC PC uses to access windows
> folders has some bugs / problems, which may well be the cause of your
> difficulties.

I assume that container drive means that a drive under MagicPC is mapped
to a folder under windoze98, right? The C:\ under MagicPC is actually
c:\program\magic_pc\magic_c\ under windoze, and I've only tried using the
container drive c:\. I have also mapped (windoze) C:\ as D:\ under
MagicPC, to get access to the rest of the harddrive, but haven't tried
compiling from that drive yet. I'll give it a shot then. Hopefully it'll
work.

Regards
Henrik

From -2381314824225386028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9907cec9a649f84
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-04 06:00:37 PST

Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed.mesh.ad.jp!
newsfeed.media.kyoto-u.ac.jp!logbridge.uoregon.edu!fu-berlin.de!news.tu-
darmstadt.de!not-for-mail
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC under MagicPC
Date: 4 Jan 2001 13:50:44 GMT
Organization: Technische Universitaet Darmstadt
Lines: 24
Message-ID: <931v3k$2ua$1@sun27.hrz.tu-darmstadt.de>
References: <Pine.GSO.4.10.10101021859290.25881-100000@monster.chl.chalmers.se>
<92utpi$h8m$1@sun27.hrz.tu-darmstadt.de>
<Pine.GSO.4.10.10101031214040.26097-100000@monster.chl.chalmers.se>
<92v2ka$kq8$1@sun27.hrz.tu-darmstadt.de>
<Pine.GSO.4.10.10101031820330.26261-100000@monster.chl.chalmers.se>
<931gpo$lo3$1@sun27.hrz.tu-darmstadt.de>
<Pine.GSO.4.10.10101041159570.26462-100000@monster.chl.chalmers.se>
NNTP-Posting-Host: lnx2.hrz.tu-darmstadt.de
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Xref: supernews.google.com comp.sys.atari.programmer:261

Hi!

Gilda Henrik <di98gihe@chl.chalmers.se> wrote:
> I assume that container drive means that a drive under MagicPC is mapped
> to a folder under windoze98, right?

No, exactly the other way around: What you mean is what I've called a
folder drive.

A container drive is actually a large file inside the PC's directories
which MagiC PC accesses as it were a Atari harddisk partition. And I
assume your problems would disappear if you'd use gcc on such a drive,
instead of a mapped windows folder.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 5653049788314380364
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9907cec9a649f84
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-04 14:35:39 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.tele.dk!195.158.233.21!

news1.ebone.net!news.ebone.net!newsfeed.sunet.se!news01.sunet.se!news.chalmers.se!
monster!di98gihe
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC under MagicPC
Date: Thu, 4 Jan 2001 23:33:09 +0100
Organization: Chalmers University of Technology
Lines: 26
Message-ID: <Pine.GSO.4.10.10101042327110.26680-100000@monster.chl.chalmers.se>
References: <Pine.GSO.4.10.10101021859290.25881-100000@monster.chl.chalmers.se>
<92utpi$h8m$1@sun27.hrz.tu-darmstadt.de>
<Pine.GSO.4.10.10101031214040.26097-100000@monster.chl.chalmers.se>
<92v2ka$kq8$1@sun27.hrz.tu-darmstadt.de>
<Pine.GSO.4.10.10101031820330.26261-100000@monster.chl.chalmers.se>
<931gpo$lo3$1@sun27.hrz.tu-darmstadt.de>
<Pine.GSO.4.10.10101041159570.26462-100000@monster.chl.chalmers.se>
<931v3k$2ua$1@sun27.hrz.tu-darmstadt.de>
NNTP-Posting-Host: monster.chl.chalmers.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Content-Transfer-Encoding: 8BIT
X-Trace: nyheter.chalmers.se 978647736 9814 129.16.216.101 (4 Jan 2001 22:35:36
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 4 Jan 2001 22:35:36 GMT
In-Reply-To: <931v3k$2ua$1@sun27.hrz.tu-darmstadt.de>
Xref: supernews.google.com comp.sys.atari.programmer:262

> Gilda Henrik <di98gihe@chl.chalmers.se> wrote:
> > I assume that container drive means that a drive under MagicPC is mapped
> > to a folder under windoze98, right?
>
> No, exactly the other way around: What you mean is what I've called a
> folder drive.

Ok, now I get it.

> A container drive is actually a large file inside the PC's directories
> which MagiC PC accesses as it were a Atari harddisk partition. And I
> assume your problems would disappear if you'd use gcc on such a drive,
> instead of a mapped windows folder.

Well, I just tried running gcc from a 32MB container drive (making sure
the GNUEXEC and the other environment variables point to the correct
locations), but unfortunately it didn't make any difference. It stops at
the same place. Sometimes it says ***SYSTEM ÜBERSCHRIEBEN*** also, which I
assume is caused by the bug(s) in the file routines of MagicPC. So there's
not much do to about it then, until the bugs are fixed. :-(

I would like to thank you Thomas for your time and patience.

Regards
Henrik

From -5402513069539016730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5e8fd43d75b60c8,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-10 16:31:32 PST
Path: supernews.google.com!sn-xit-02!supernews.com!216.218.236.179.MISMATCH!news!
news.he.net!news-hog.berkeley.edu!ucberkeley!news.maxwell.syr.edu!news.algonet.se!
algonet!neel.uni2.net!news.net.uni-c.dk!newsfeed.sunet.se!news01.sunet.se!
news.chalmers.se!monster!di98gihe
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Newsgroups: comp.sys.atari.programmer
Subject: mapping a new drive under GEMDOS
Date: Thu, 11 Jan 2001 01:13:02 +0100
Organization: Chalmers University of Technology
Lines: 51
Message-ID: <Pine.GSO.4.10.10101110044300.2964-100000@monster.chl.chalmers.se>
NNTP-Posting-Host: monster.chl.chalmers.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: nyheter.chalmers.se 979172135 11149 129.16.216.101 (11 Jan 2001 00:15:35
GMT)
X-Complaints-To: abuse@chalmers.se
NNTP-Posting-Date: 11 Jan 2001 00:15:35 GMT
Xref: supernews.google.com comp.sys.atari.programmer:263

Hi!

I'm trying to make a program that will provide my own type of network
filesystem
functions (I don't mean NFS for mint) under TOS. I figured that I would
have some sort of file server, which I will have to code too, on a pc or
another atari, and map a new drive to GEMDOS. What I'm wondering is: Is
there an easy way to map this drive to gemdos, and make gemdos call my own
routines when Fopen and other functions are called, or will I have to hack
GEMDOS in some way?

I've already prepared myself for the event that I would have to hack
gemdos instead. I've managed to replace the Trap vector ($84) with my own.
Until now all my routine does is jumping through the old vector, but I
have verified that it works, by for example switching the background color
of the screen before jumping through the vector. This gives an annoying
flickering screen when opening files and so on. :-)

I've also tried detecting what kind of GEMDOS call was made before jumping
through the old vector, but this has failed totally. If I'm not mistaken
(and according to the 68030 manual from motorola) the stack frame
generated by a trap call is 8 bytes in total (sr (Word), pc (Long), vector
number (Word)). And the last thing that is put on the stack before the
trap
call should be the GEMDOS function number, so that when my own GEMDOS

vector is entered all I have to do is retreive a word from 8(sp), to get
the function number. For example if I want to make the screen flicker when
someone calls Cconws the following should do just that:

```
myGEMDOS:
     cmp.w    #CCONWS_FUNCTION,8(sp)      did they call Cconws?
     bne.s    jump_through_old       nope, do nothing special

     bsr  flicker_screen              yes, flicker screen
jump_through_old:
     move.l   oldGEMDOS,a0
     jmp  (a0)              let the old GEMDOS do its
                            stuff
```

I've tried varying the offset (8 in the above example), but my routine
never detects a Cconws call. Is there something about the trap handling
that I don't know?

Note that this last part about hacking GEMDOS is really not necessary to
solve if there is a simple solution to my first problem (look in the
beginning of this post).

Regards
Henrik

From 5220921192317227273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5e8fd43d75b60c8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-11 08:34:19 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!
falcon.america.net!sunqbc.risq.qc.ca!news-out.usenetserver.com!
newsfeed2.earthlink.net!newsfeed.earthlink.net!news.mindspring.net!not-for-mail
From: elfsoft@mindspring.com (John Kormylo)
Newsgroups: comp.sys.atari.programmer
Subject: Re: mapping a new drive under GEMDOS
Date: 11 Jan 2001 16:28:55 GMT
Organization: E.L.F. Software
Lines: 14
Message-ID: <93kn07$136$1@slb7.atl.mindspring.net>
References: <Pine.GSO.4.10.10101110044300.2964-100000@monster
NNTP-Posting-Host: c7.ae.02.39
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: supernews.google.com comp.sys.atari.programmer:264

>... so that when my own GEMDOS
>vector is entered all I have to do is retreive a word from 8(sp), to get
>the function number.

Actually, it is usually retrieved from 0(USP). For total compliance,

you should check the status word at 6(sp) to see if you were in user
or supervisor mode when the trap occured, then do either a LEA 8(sp),A0
or MOVEA.L USP,A0 to get the arguments.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

From -453985907362879177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5e8fd43d75b60c8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-11 09:36:43 PST
Path: supernews.google.com!sn-xit-02!supernews.com!news.gv.tsc.tdk.com!hub.org!
hub.org!newsfeed.wirehub.nl!newsfeeds.belnet.be!news.belnet.be!uni-erlangen.de!
news-nue1.dfn.de!news-han1.dfn.de!news-koe1.dfn.de!news.rwth-aachen.de!
draco.stochastik.rwth-aachen.de!not-for-mail
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Newsgroups: comp.sys.atari.programmer
Subject: Re: mapping a new drive under GEMDOS
Date: 11 Jan 2001 18:34:00 +0100
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
Lines: 46
Message-ID: <93kqq8$tq8$1@draco.stochastik.rwth-aachen.de>
References: <Pine.GSO.4.10.10101110044300.2964-100000@monster.chl.chalmers.se>
NNTP-Posting-Host: draco.stochastik.rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 979234442 3284 137.226.106.3 (11 Jan 2001
17:34:02 GMT)
X-Complaints-To: abuse@rwth-aachen.de
NNTP-Posting-Date: 11 Jan 2001 17:34:02 GMT
Xref: supernews.google.com comp.sys.atari.programmer:265

In article <Pine.GSO.4.10.10101110044300.2964-100000@monster.chl.chalmers.se>,
Gilda Henrik <di98gihe@chl.chalmers.se> wrote:

>another atari, and map a new drive to GEMDOS. What I'm wondering is: Is
>there an easy way to map this drive to gemdos, and make gemdos call my own
>routines when Fopen and other functions are called, or will I have to hack
>GEMDOS in some way?

I think MetaDos provides just this. However, I do not know where to find
documentation on how to write a MetaDos driver - Julian Reschke schould know
this.

>I've also tried detecting what kind of GEMDOS call was made before jumping
>through the old vector, but this has failed totally. If I'm not mistaken
>(and according to the 68030 manual from motorola) the stack frame
>generated by a trap call is 8 bytes in total (sr (Word), pc (Long), vector
>number (Word)). And the last thing that is put on the stack before the
>trap

Watch out: the offset is 6 for 68000 and 8 for 68010 and newer. You can used the system-variable _longframe ($59E IIRC) to detect this - if it is non-zero, the offset is 8.

```
>    cmp.w    #CCONWS_FUNCTION,8(sp)      did they call Cconws?
>    bne.s    jump_through_old       nope, do nothing special
```

You have to check if the parameters are on the user or the super stack (check the bit in the saved PSW in the stack frame).

IIRC, on the user stack, the offset is constant, while on the super stack, it is 6 or 8 depending on CPU.

You might consider using TraPatch - that's a little freeware TSR that handles hooking into system vectors for multiple programs, which means it is (a) more efficient if multiple programs hook into the same vector, and (b) you don't have to worry about these details.

If you hook into GemDos, you have one more problem to solve: you need filehandles that you know Gemdos will never return - and that don't collide with MetaDos and similar programs, either.

cu
Michael
--
"Intelligent life is very rare in the universe.
 On earth, it has not been discovered yet"   (Stephen Hawking)

From 2447952056062290066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5e8fd43d75b60c8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2001-01-11 16:30:18 PST
Path: supernews.google.com!sn-xit-02!supernews.com!newsfeed.mesh.ad.jp!
news.tele.dk!193.174.75.178!news-fra1.dfn.de!news0.de.colt.net!news.ndh.net!
su.maus.de!Joerg_Westheide
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Newsgroups: comp.sys.atari.programmer
Distribution: lokal
Message-ID: <200101111923.a6203@su.maus.de>
References: <Pine.GSO.4.10.10101110044300.2964-100000@monster.chl.chalmers.se>
Organization: Maus Rheinbach/Rhein-Sieg
Subject: Re: mapping a new drive under GEMDOS
Date: Thu, 11 Jan 2001 19:23:00 +0100
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
X-Gateway-Administrator: webmaster@su.maus.de
Lines: 31
Xref: supernews.google.com comp.sys.atari.programmer:266

Hi Henrik!

GH>What I'm wondering is: Is there an easy way to map this drive to
GH>gemdos, and make gemdos call my own routines when Fopen and other
GH>functions are called, or will I have to hack GEMDOS in some way?
AFAIK you can do this by a MiNT device driver, but not in normal TOS (at
least I don't know how ;-))

GH>I've already prepared myself for the event that I would have to hack
GH>gemdos instead. I've managed to replace the Trap vector ($84) with my
GH>own. Until now all my routine does is jumping through the old vector,
[...]
GH>I've also tried detecting what kind of GEMDOS call was made before
GH>jumping through the old vector, but this has failed totally.
Have a look at my TraPatch.
It allows you to hook into any BIOS, XBIOS, GEMDOS, AES and VDI function.
And as your code receives a pointer to the parameters in a register, you
don't have to find them yourself dealing with stack frame sizes and the
callers mode (and stack).
An additional benefit is that your code doesn't slow down the calls you're
not interested in

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From -3116156739228736281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,63587f9780a53c72
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,63587f9780a53c72
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,63587f9780a53c72
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-26 17:51:48 PST
Path: supernews.google.com!sn-xit-02!sn-xit-01!supernews.com!
newsfeed.stanford.edu!news.tele.dk!128.39.3.166!uninett.no!news.netg.se!
dos.canit.se!not-for-mail
From: "Iggy Drougge" <optimus@canit.se>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: Atari Magazines
Date: 27 Oct 00 01:00:44 +0100
Organization: Canit Public Access, Stockholm
Lines: 17
Message-ID: <531.335T2200T605405optimus@canit.se>
References: <39F86D2C.AAF50601@uklinux.net>
NNTP-Posting-Host: p42.one.canit.se
X-Trace: dos.canit.se 972606342 17661 193.13.228.42 (27 Oct 2000 00:25:42 GMT)

X-Complaints-To: usenet@canit.se
NNTP-Posting-Date: 27 Oct 2000 00:25:42 GMT
X-Newsreader: THOR 2.6 (Amiga;TCP/IP)
Xref: supernews.google.com comp.sys.atari.st:3372 comp.sys.atari.st.tech:497
comp.sys.atari.programmer:165

Marc Wilson skrev:

>anyone know any published (i.e. paper not electronic) Atari mags that
>are still being published? last I saw of ST Format was about 2 or 3
>years ago.

That would be ST Computer of Germany. Unfortunately, it lost news stand
distribution a year ago.

--
En ligne avec Thor 2.6.

We have support for the PMAGC-B's on pmax right? That is a PixelVision based
card right? I see Bt 463, that chip looks bigger than the 21164! Just looking at
it makes me want to write an Xserver!
   Chris Tribo, NetBSD/pmax-listan.

From 9085033078978632583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,63587f9780a53c72
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,63587f9780a53c72
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,63587f9780a53c72
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2000-10-26 18:18:05 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!news.tele.dk!
193.190.198.17!newsfeeds.belnet.be!news.belnet.be!btnet-peer1!btnet-peer0!btnet!
mendelevium.btinternet.com!not-for-mail
From: "Simon Osborne" <atariactive@spamblock.btinternet.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: Atari Magazines
Date: Fri, 27 Oct 2000 02:18:38 +0100
Organization: Atari Active
Lines: 20
Message-ID: <8tal38gnk1@plutonium.btinternet.com>
References: <39F86D2C.AAF50601@uklinux.net>
NNTP-Posting-Host: host62-7-55-134.btinternet.com
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Xref: supernews.google.com comp.sys.atari.st:3377 comp.sys.atari.st.tech:498
comp.sys.atari.programmer:166

Marc Wilson <badsector@uklinux.net> wrote in message
news:39F86D2C.AAF50601@uklinux.net...
> Hi,
>
> anyone know any published (i.e. paper not electronic) Atari mags that
> are still being published? last I saw of ST Format was about 2 or 3
> years ago.
>
> bye,
> Marc

As far as I know, ST Applications is still being published.

I however hear about another paper-based Atari magazine..... ;)

Simon Osborne
Atari Active

From -4340298151091605979
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f0ae2a029ab2e2f0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-26 18:59:09 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!xfer13.netnews.com!
netnews.com!newsfeed.skycache.com!Cidera!cletus.bright.net!kali-cas4-
cs-6.dial.bright.net!root
Newsgroups: comp.sys.atari.programmer
From: Lonny Pursell <fatal@SYNTAX.ERROR>
X-Sender: root@TT030
Subject: Re: Un-hiding windows
In-Reply-To: <8taj9krcp1@plutonium.compulink.co.uk>
Message-ID: <Pine.MNT.4.10.10010262153060.172-100000@TT030>
References: <8t96e1$9f4$1@nnrp1.deja.com> <8taj9krcp1@plutonium.compulink.co.uk>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Lines: 29
Date: Thu, 26 Oct 2000 22:02:46 +0000
NNTP-Posting-Host: 209.143.38.59
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 972611948 209.143.38.59 (Thu, 26 Oct 2000 21:59:08 EDT)
NNTP-Posting-Date: Thu, 26 Oct 2000 21:59:08 EDT
Organization: bright.net Ohio
Xref: supernews.google.com comp.sys.atari.programmer:167

On 27 Oct 2000 xlator@cix.compulink.co.uk wrote:

> In message <8t96e1$9f4$1@nnrp1.deja.com>, gokmase@my-deja.com said:
>
> >I guess it is possible to just move the window back into the desktop

> >area, but that will confuse the AES from what others told me. Now, is
> >there any way to do this with AES calls?
>
> I am not a prgrammer, but ISTR that the problem is that it isn't
> documented where MagiC moves the windows to.

If the rez is say 640x480 it moves it to x:656, y:512 or something
close to that. Just off the bottom right somewhere. I made
some tests which dumped the coordinates from the move msg.
Someone may find that interesting to know. :-)

His problem is not so much where it puts it, but is there a legal
way to move the window back to the visible area? Take for example
an icq msg appears whilst the window is hidden and there is an option
to make the window pop back on screen. However from my tests
if you move the window yourself it seems to confuse either the AES
itself Thing, and/or Taskbar in my tests as I don't know how it works
beyond the move msg. It places an "*" next to the hidden apps, but
if you move it yourself then these marks become messed up.
If that helps...

_____
Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -2560296134978495127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,95d275be99b0d70
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-26 22:03:57 PST
Path: supernews.google.com!sn-xit-02!sn-post-01!supernews.com!corp.supernews.com!
not-for-mail
From: "w_a_lang" <w_a_lang@willinet.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Modifying Atari 8bit OS
Date: Fri, 27 Oct 2000 00:01:18 -0500
Organization: Posted via Supernews, http://www.supernews.com
Message-ID: <svi35t7cklmd2e@corp.supernews.com>
References: <39F101DE.A8B3D9C9@atari-history.com>
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: newsabuse@supernews.com
Lines: 31
Xref: supernews.google.com comp.sys.atari.programmer:168

Hello Curt (a.k.a. Atari History Webmaster),

You wrote in your message:
>

>   I would like to add some device drivers into
> the Atari 8bit OS, can anyone recommend a good
> assembler/disassmbler for the PC or is it better
> that I just use something like Mac/65 on the 8bit
> itself, save it as a file and burn it to an eprom???
>
Well Curt, I think that the idea of using Mac/65
might be the smoothest way to get the Atari to
recognize the new programming.

However writing the device driver on a PC
using a good assembler/disassembler will create
a driver that will recognize most equipment that
actually is based on a 16/32 bit structure of today.

The data crunching will bring about the headaches
when you try to make either a 16 bit device or a
32 bit device work on an 8 bit computer system.

>
>   I appreciate the help, thanks.
>
Wally

From -3981354369559756152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,95d275be99b0d70
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-26 22:26:20 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!
europa.netcrusader.net!152.163.239.129!portc01.blue.aol.com!news.compuserve.com!
news-master.compuserve.com!not-for-mail
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Modifying Atari 8bit OS
Date: Fri, 27 Oct 2000 00:25:53 -0500
Organization: CompuServe Interactive Services
Lines: 25
Message-ID: <39F911E0.76BF8A3@compuserve.com>
References: <39F101DE.A8B3D9C9@atari-history.com>
NNTP-Posting-Host: dal-tgn-tks-vty22.as.wcom.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: sshuraaa-i-1.production.compuserve.com 972624378 4660 216.192.230.22 (27
Oct 2000 05:26:18 GMT)
X-Complaints-To: newsmaster@compuserve.com
NNTP-Posting-Date: 27 Oct 2000 05:26:18 GMT
X-Mailer: Mozilla 4.7 [en]C-CCK-MCD NSCPCD47 (Win95; I)

X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:169

You don't need to hack the O.S. to add a device driver. If the device is SIO or ram based, just write the driver code, using the entry points detailed in many Atari advanced programming texts. The driver loads into ram and adds its name to the driver name list. "De Re Atari" is a good place to start. "Mapping the Atari" is the book to have. Note that PBI devices get a little more complicated, usually needed a eprom for the code.

Also note that Atari 8 bit questions are best posted at comp.sys.atari.8bit.

Rick D.

Atari History Webmaster wrote:

> Hi,
>
> I would like to add some device drivers into the Atari 8bit OS, can
> anyone recommend a good assembler/disassmbler for the PC or is it better
> that I just use something like Mac/65 on the 8bit itself, save it as a
> file and burn it to an eprom???
>
> I appreciate the help, thanks.
>
> Curt

From -8965456014103370250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4b1831a5f503fa3
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-27 05:11:13 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!freenix!fr.clara.net!
small.fr.clara.net!diablo.netcom.net.uk!netcom.net.uk!195.54.122.6.MISMATCH!
newsfeed2.bredband.net!newsfeed1.bredband.net!bredband!newsfeed.bahnhof.se!
nntp.se.dataphone.net!news.powertech.no!nntp.newmedia.no!newsfeed1.enitel.no!
masternews.telia.net!news-sto.telia.net!news.defero.net!junk.nocrew.org!not-for-
mail
From: Christer Gustavsson <cg@nospamcrew.org>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Porting GEM to PowerPC...
Organization: NoCrew Laboratories
Lines: 12
Sender: cg@junk.nocrew.org
Message-ID: <81k8aumqmg.fsf@junk.nocrew.org>
References: <pSLJ5.14$z93.2159@news.goodnet.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
User-Agent: Gnus/5.0803 (Gnus v5.8.3) Emacs/20.7
Date: Fri, 27 Oct 2000 12:06:22 GMT

NNTP-Posting-Host: 212.73.17.42
X-Complaints-To: abuse@defero.net
X-Trace: news.defero.net 972648382 212.73.17.42 (Fri, 27 Oct 2000 14:06:22 MET DST)
NNTP-Posting-Date: Fri, 27 Oct 2000 14:06:22 MET DST
Xref: supernews.google.com comp.sys.atari.programmer:170

"Jared Falvo" <luposian@mailcity.com> writes:
> Has anyone considered trying to do this, to help revive the aging OS and
> give it new live on a different processor? I'd like to talk to the
> person(s) who would be interested in such a venture...

If you are talking about the graphical parts AES and VDI then oVDIsis and oAESis do run on PowerPC, but if you are also talking about GEMDOS, BIOS and XBIOS then I am not aware of such an effort. If someone ports the latter then it should be possible to use oVDIsis and oAESis for the graphical parts.

/Christer

From -1285711407058746575
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,63587f9780a53c72
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,63587f9780a53c72
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,63587f9780a53c72
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2000-10-27 18:39:32 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!logbridge.uoregon.edu!ihug.co.nz!lust.ihug.co.nz!not-for-mail
From: "Bill Murphy" <hariata@ihug.co>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: atari/compaq
Date: Sat, 28 Oct 2000 14:39:38 +1300
Organization: ihug (New Zealand)
Lines: 4
Message-ID: <8tdaoh$80o$1@lust.ihug.co.nz>
References: <39F86D2C.AAF50601@uklinux.net>
<8tal38gnk1@plutonium.btinternet.com>
NNTP-Posting-Host: 203-173-202-230.nzwide.ihug.co.nz
X-Trace: lust.ihug.co.nz 972697169 8216 203.173.202.230 (28 Oct 2000 01:39:29 GMT)
X-Complaints-To: abuse@ihug.co.nz
NNTP-Posting-Date: Sat, 28 Oct 2000 01:39:29 +0000 (UTC)
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2615.200
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Xref: supernews.google.com comp.sys.atari.st:3435 comp.sys.atari.st.tech:506 comp.sys.atari.programmer:171

I have a compaq mv520 but would like to read my old atari disc's and run the

games any suggestions on how to? Bill

From -7647736383356815447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,63587f9780a53c72
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,63587f9780a53c72
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,63587f9780a53c72
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2000-10-27 21:00:18 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!
europa.netcrusader.net!205.252.116.205!howland.erols.net!newshub2.home.com!
news.home.com!news2.rdc1.on.home.com.POSTED!not-for-mail
From: Mindfield <mindfield@badgers.home.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: atari/compaq
Organization: Mindfield
Message-ID: <6ejkvskia77g7veinfoq79v1snv640id7u@4ax.com>
References: <39F86D2C.AAF50601@uklinux.net>
<8tal38gnk1@plutonium.btinternet.com> <8tdaoh$80o$1@lust.ihug.co.nz>
X-Newsreader: Forte Agent 1.8/32.548
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 21
Date: Sat, 28 Oct 2000 04:00:15 GMT
NNTP-Posting-Host: 24.112.43.185
X-Complaints-To: abuse@home.net
X-Trace: news2.rdc1.on.home.com 972705615 24.112.43.185 (Fri, 27 Oct 2000 21:00:15
PDT)
NNTP-Posting-Date: Fri, 27 Oct 2000 21:00:15 PDT
Xref: supernews.google.com comp.sys.atari.st:3440 comp.sys.atari.st.tech:507
comp.sys.atari.programmer:172

On Sat, 28 Oct 2000 14:39:38 +1300, "Bill Murphy" <hariata@ihug.co>
drooled an embarassing wet spot in his lap as he typed:

>I have a compaq mv520 but would like to read my old atari disc's and run the
>games any suggestions on how to? Bill
>

1) Get an emulator. I suggest either PaCifiST, or WinSTon (or one of
its successors, known as STew)
2) Get MAKEDISK. This comes with the full distribution version of
PaCifiST, but is available separately.
3) Use MAKEDISK to read your ST disk images into a .ST image file.
4) Use these image files in one of the emulators.

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

From 1695771729357201041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,63587f9780a53c72
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,63587f9780a53c72
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,63587f9780a53c72
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2000-10-28 04:30:02 PST
Path: supernews.google.com!sn-xit-02!sn-xit-01!supernews.com!
newsfeed.stanford.edu!news.tele.dk!194.213.69.151!news.algonet.se!
newsfeed1.telenordia.se!algonet!news.tripnet.se!tripnet.se!kennethm
From: "Kenneth Medin" <kennethm@tripnet.se>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: Atari Magazines
Date: Sat, 28 Oct 2000 12:56:44 +0200 (CET DST)
Organization: Tripnet AB
Lines: 15
Message-ID: <39fac3b012a5000@tripnet.se>
References: <39F86D2C.AAF50601@uklinux.net>
NNTP-Posting-Host: aj.pool.tripnet.se
X-Server-Date: 28 Oct 2000 11:19:50 GMT
X-Newsreader: Okami Version 2.1B-18
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Xref: supernews.google.com comp.sys.atari.st:3453 comp.sys.atari.st.tech:508
comp.sys.atari.programmer:173

On Thu 26-10-2000 18:43 (+0100) Marc Wilson wrote:

>anyone know any published (i.e. paper not electronic) Atari mags that
>are still being published? last I saw of ST Format was about 2 or 3
>years ago.

The Swedish /Atarimagasinet/ has been around for 15 years now. It's a
quarterly magazine and no. 3/2000 just went out to the subscribers.

Subscription/membership fee is SEK 175 adding SEK 50 if outside
Sweden. Check http://www.sak.nu/ for details.
--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

From -237901178703700744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,63587f9780a53c72
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,63587f9780a53c72
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,63587f9780a53c72
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-29 10:30:12 PST
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: Atari Magazines
Date: 29 Oct 2000 18:29:55 GMT
Organization: CIX - Compulink Information eXchange
Lines: 17
Message-ID: <8thqb3$5ae$1@plutonium.compulink.co.uk>
References: <39F86D2C.AAF50601@uklinux.net>
<8tal38gnk1@plutonium.btinternet.com>
NNTP-Posting-Host: technetium.cix.co.uk
X-Newsreader: CixRead/CixComm
Path: supernews.google.com!sn-xit-02!supernews.com!bignews.mediaways.net!
news0.de.colt.net!stueberl.r-kom.de!newsfeed00.sul.t-online.de!t-online.de!
newscore.gigabell.net!newsfeeds.belnet.be!news.belnet.be!btnet-peer1!btnet-peer0!
btnet!news.netkonect.net!news.intensive.net!peernews.cix.co.uk!news.cix.co.uk!not-
for-mail
Xref: supernews.google.com comp.sys.atari.st:3509 comp.sys.atari.st.tech:515
comp.sys.atari.programmer:174

In message <8tal38gnk1@plutonium.btinternet.com>,
atariactive@spamblock.btinternet.com said:

>> anyone know any published (i.e. paper not electronic) Atari mags that
>> are still being published? last I saw of ST Format was about 2 or 3
>> years ago.
>
>As far as I know, ST Applications is still being published.

Haven't had one for 6 months or more, and I re-subscribed!

>I however hear about another paper-based Atari magazine..... ;)

So have I - two, actually, but at least one seems to be vapour-ware.
Don't know about t'other. Thre are two new online mags. If you reaf
german, there is /ST Computer/...

From -3402912462700989530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63587f9780a53c72
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-29 11:08:30 PST

Path: supernews.google.com!sn-xit-02!supernews.com!sienna.impulse.net!
newsfeed1.news.nl.uu.net!sun4nl!npeer.kpnqwest.net!news.tele.dk!194.109.6.150!
transit.news.xs4all.nl!not-for-mail
From: atarist@xs4all.nl (Ronald van der Kamp)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Atari Magazines
Date: 29 Oct 2000 19:08:17 GMT
Organization: Stichting ST
Lines: 39
Message-ID: <8thsj1age1@news1.xs4all.nl>
References: <39F86D2C.AAF50601@uklinux.net> <39fac3b012a5000@tripnet.se>
NNTP-Posting-Host: s340-modem2412.dial.xs4all.nl
X-Trace: news1.xs4all.nl 972846497 10766 194.109.169.108 (29 Oct 2000 19:08:17
GMT)
X-Complaints-To: abuse@xs4all.nl
NNTP-Posting-Date: 29 Oct 2000 19:08:17 GMT
X-Newsreader: NEWSie Version 0.94 (Atari)
Xref: supernews.google.com comp.sys.atari.programmer:175

And do not forget:

in the Netherland in the language 'Dutch' ther eis:
'ST, onafhanklelijk tijdschrfit van en voor Atari gebruikers.
Tevens vakblad voor Falconisten'

From the Stichting ST (since 1985)
Now 3-montly A4 b/w 40 pages, about 200 kb text.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

PS.
In France there are more paper magazines:
'TeSToSTeron'
In Germany also 'Classic Atari'.

On 28 Oct 2000 12:56:44 , "Kenneth Medin" wrote:
>On Thu 26-10-2000 18:43 (+0100) Marc Wilson wrote:
>
>>anyone know any published (i.e. paper not electronic) Atari mags that
>>are still being published? last I saw of ST Format was about 2 or 3
>>years ago.
>
>The Swedish /Atarimagasinet/ has been around for 15 years now. It's a
>quarterly magazine and no. 3/2000 just went out to the subscribers.
>
>Subscription/membership fee is SEK 175 adding SEK 50 if outside
>Sweden. Check http://www.sak.nu/ for details.

>--
>Kenneth Medin <kennethm@tripnet.se>
>http://www5.tripnet.se/~kennethm/
><<Produced with 100% pure Atari equipment>>
>.

From 8588404477758805693
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,63587f9780a53c72
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,63587f9780a53c72
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,63587f9780a53c72
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2000-10-29 13:14:22 PST
Path: supernews.google.com!sn-xit-02!sn-post-01!supernews.com!corp.supernews.com!
not-for-mail
From: "Christopher Thorley" <chris_thorley@lineone.net>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: Atari Magazines
Date: Sun, 29 Oct 2000 21:18:26 -0000
Organization: RemarQ http://www.remarQ.com
Message-ID: <8ti3vd$5j3$1@supernews.com>
References: <39F86D2C.AAF50601@uklinux.net> <39fac3b012a5000@tripnet.se>
NNTP-Posting-Host: 213.1.56.102
X-Trace: 972854061 LGTBT6QCL3866D501C uk25.supernews.com
X-Newsreader: Microsoft Outlook Express 4.72.3612.1700
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3612.1700
X-Complaints-To: newsabuse@supernews.com
Lines: 14
Xref: supernews.google.com comp.sys.atari.st:3518 comp.sys.atari.st.tech:517
comp.sys.atari.programmer:176

>The Swedish /Atarimagasinet/ has been around for 15 years now. It's a
>quarterly magazine and no. 3/2000 just went out to the subscribers.
>
>Subscription/membership fee is SEK 175 adding SEK 50 if outside
>Sweden. Check http://www.sak.nu/ for details.

I apologise for my ignorance but is this an English language based
publication?

Chris Thorley.

From -3066508295466469430
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,63587f9780a53c72

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,63587f9780a53c72
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,63587f9780a53c72
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2000-10-31 06:30:24 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!news.tele.dk!
194.213.69.151!news.algonet.se!newsfeed1.telenordia.se!algonet!news.tripnet.se!
tripnet.se!kennethm
From: "Kenneth Medin" <kennethm@tripnet.se>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: Atari Magazines
Date: Tue, 31 Oct 2000 10:44:06 +0100 (CET)
Organization: Tripnet AB
Lines: 14
Message-ID: <39feb7d822cb6d0@tripnet.se>
References: <39F86D2C.AAF50601@uklinux.net> <39fac3b012a5000@tripnet.se>
 <8ti3vd$5j3$1@supernews.com>
NNTP-Posting-Host: al.pool.tripnet.se
X-Server-Date: 31 Oct 2000 14:19:19 GMT
X-Newsreader: Okami Version 2.1B-18
X-Hardware: 68030/32 Atari TT
X-Sender: NEWSwatch v2.50 (Atari)
Xref: supernews.google.com comp.sys.atari.st:3624 comp.sys.atari.st.tech:527
comp.sys.atari.programmer:177

On Sun 29-10-2000 21:18 (GMT) Christopher Thorley wrote:

>
>>The Swedish /Atarimagasinet/ has been around for 15 years now. It's a

>I apologise for my ignorance but is this an English language based
>publication?

No!

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

From 7096348093514356321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e36cd7cfc3687d22
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Mark-Williams-C-Compiler
Date: 2000/11/03
Message-ID: <3a09b85a.7711758@news.demon.co.uk>#1/1
X-Deja-AN: 689311643
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11

References: <8suba6$lfroc$1@ID-4180.news.cis.dfn.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 973275790 nnrp-10:1323 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 22 Oct 2000 11:17:22 +0200, "Gregor Thul"
<hallihallo@bigfoot.de> wrote:

>Hello,
>does anyone know a Update for the Mark-Williams-C-Compiler for the
>Y2K-Problem?
>I realy need it.

What's the exact problem?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8426716159883798306
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85d969c291e3ddda,start
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Subject: Re: Looking for Hisoft BASIC help...
Date: 2000/11/05
Message-ID: <Pine.MNT.4.10.10011052030530.109-100000@TT030>#1/1
X-Deja-AN: 690106964
References: <3A05E6EE.2C17A414@ihug.co.nz>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 973474393 209.143.38.199 (Sun, 05 Nov 2000 20:33:13
EST)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 05 Nov 2000 20:33:13 EST
Newsgroups: comp.sys.atari.programmer

On Mon, 6 Nov 2000, J Wilkinson wrote:

> I'm looking for help with Hisoft BASIC...

I had a link to a site devoted to that BASIC, with examples and
such but the link is no longer valid. Does anyone else know if

it moved?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

From -275002318426420019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85d969c291e3ddda
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-11-05 14:58:54 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!nntp.flash.net!
ihug.co.nz!lust.ihug.co.nz!ihug.co.nz!not-for-mail
From: J Wilkinson <jwandjw@ihug.co.nz>
Newsgroups: comp.sys.atari.programmer
Subject: Looking for Hisoft BASIC help...
Date: Mon, 06 Nov 2000 12:02:06 +1300
Organization: JW & Co.
Lines: 23
Message-ID: <3A05E6EE.2C17A414@ihug.co.nz>
Reply-To: jwandjw@ihug.co.nz
NNTP-Posting-Host: p248-tnt1.chc.ihug.co.nz
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: lust.ihug.co.nz 973465129 28008 203.173.227.248 (5 Nov 2000 22:58:49 GMT)
X-Complaints-To: abuse@ihug.co.nz
NNTP-Posting-Date: Sun, 5 Nov 2000 22:58:49 +0000 (UTC)
X-Mailer: Mozilla 4.7 (Macintosh; I; PPC)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:179

Hi there,

I'm looking for help with Hisoft BASIC...

I've looked on the Hisoft web-site but they don't appear
to support or sell it anymore (I could be wrong!). I've
only got a coverdisc version of v1.23, but never got round
originally to ordering the docs or upgrading via the mag
to v2.

Some of the more curly syntax is starting to test my memory
so what I'm looking for is a doc with a syntax descriptor
for GEM/AES event handling, also more precise instructions on how
to hook into RSC files, and recognise mouse events in relation
to actions on said RSC files...

Is such a thing in existence, or has the boat sailed too long
ago! :^{

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

From -2245626195704821478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85d969c291e3ddda
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-11-05 23:40:09 PST
Path: supernews.google.com!sn-xit-02!supernews.com!bignews.mediaways.net!
noris.net!newsfeed.germany.net!newsfeed01.sul.t-online.de!t-online.de!
fr.clara.net!heighliner.fr.clara.net!news.tele.dk!144.212.100.101!
newsfeed.mathworks.com!news.maxwell.syr.edu!nntp2.deja.com!nnrp1.deja.com!not-for-
mail
From: Ben Hills <ben@imperial.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Looking for Hisoft BASIC help...
Date: Mon, 06 Nov 2000 07:32:54 GMT
Organization: Deja.com - Before you buy.
Lines: 29
Message-ID: <8u5mr8lqc1@nnrp1.deja.com>
References: <3A05E6EE.2C17A414@ihug.co.nz>
NNTP-Posting-Host: 194.202.186.121
X-Article-Creation-Date: Mon Nov 06 07:32:54 2000 GMT
X-Http-User-Agent: Mozilla/4.7 [en] (Win98; I)
X-Http-Proxy: 1.0 x70.deja.com:80 (Squid/1.1.22) for client 194.202.186.121
X-MyDeja-Info: XMYDJUIDbhills
Xref: supernews.google.com comp.sys.atari.programmer:181

Hi,

> Hi there,
>
> I'm looking for help with Hisoft BASIC...
>
> I've looked on the Hisoft web-site but they don't appear
> to support or sell it anymore (I could be wrong!). I've
> only got a coverdisc version of v1.23, but never got round
> originally to ordering the docs or upgrading via the mag
> to v2.

A guy called Matthew Bacon can supply you with Hisoft BASIC 2
and he also runs a Hisoft BASIC WEB Site. The site is currently
unavailable but will be back online soon:

http://www.cadenza-software.co.uk

If you e-mail Matthew directly, I'm sure he can help you out. :

matthew@myatari.net

Regards,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Before you buy.

From 5045369339316597621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4b1831a5f503fa3
X-Google-Attributes: gid1115ce,public
From: "M.Kovac" <matjaz.kovac@uni-lj.si>
Subject: Re: Porting GEM to PowerPC...
Date: 2000/11/06
Message-ID: <CdvN5.4$LX3.477@news.siol.net>#1/1
X-Deja-AN: 690210301
References: <pSLJ5.14$z93.2159@news.goodnet.com> <39F855F0.531C30DC@uklinux.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: abuse@siol.net
X-Trace: news.siol.net 973504482 193.189.182.165 (Mon, 06 Nov 2000 10:54:42 MET)
Organization: Slovenija OnLine - SiOL
X-MSMail-Priority: Normal
NNTP-Posting-Date: Mon, 06 Nov 2000 10:54:42 MET
Newsgroups: comp.sys.atari.programmer

"Marc Wilson" <badsector@uklinux.net> wrote in message
news:39F855F0.531C30DC@uklinux.net...
> from what i know, GEM is not open source.
> you'd be as well to legally reverse-engineer it and write a spec, get
> someone else or more people (for legal reasons) to write something
> compatible and similar to GEM but modify it for the PowerPC's different
> RISC architecture.

Actually *original* GEM *is* open source! All Digital Resarch's intellectual
property was acquired by Caldera a few years ago. Original PCDOS GEM was
GPL'd and is available at www.deltasoft.com

Of course, this does not apply to TOS version.

M.Kovac

From 8197672749263124654
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ec93aa500ee71bb,start
X-Google-Attributes: gid1115ce,public

From: Dominique Bereziat <bereziat@eddy.inria.fr>
Subject: [PUB] LDG version 2.00
Date: 2000/11/06
Message-ID: <rw51ywppfbp.fsf@eddy.inria.fr>#1/1
X-Deja-AN: 690218163
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: usenet@inria.fr
X-Trace: ites.inria.fr 973506349 755 128.93.13.64 (6 Nov 2000 10:25:49 GMT)
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Mime-Version: 1.0
NNTP-Posting-Date: 6 Nov 2000 10:25:49 GMT
Newsgroups: comp.sys.atari.programmer

Hi,
a new version of LDG (version 2.00) is avalaible at

http://ldg.atari.org/

LDG is a TOS based system allowing GEM applications to
load and share dynamical libraries. This last version is
really faster than previous one (version 1.20).

The package provides a GEM installer and a developper kit
for Gcc, Pure C and Sozobon C. However, it is very simple
to use LDG for other language (as explained in the
ST-guide documentation of LDG).

Have fun

--
Dominique Bereziat | Dominique.Bereziat@inria.fr
http://www-rocq.inria.fr/~bereziat

From 3420567841383924510
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e215db33be1016ef,start
X-Google-Attributes: gid1115ce,public
From: "david.alloza" <david.alloza@wanadoo.fr>
Subject: C++
Date: 2000/11/06
Message-ID: <8u69orggm3@wanadoo.fr>#1/1
X-Deja-AN: 690251111
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@wanadoo.fr
X-Trace: wanadoo.fr 973515355 16918 193.249.43.3 (6 Nov 2000 12:55:55 GMT)
Organization: Wanadoo, l'internet avec France Telecom

X-MSMail-Priority: Normal
NNTP-Posting-Date: 6 Nov 2000 12:55:55 GMT
Newsgroups: comp.sys.atari.programmer

I am looking for a C++ compiler on a falcon 030, Free, Running under TOS
 not under linux), if this exist .. can you send me a shortcut to download
it ???

Thank!

From 1673197789607796748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,95d275be99b0d70
X-Google-Attributes: gid1115ce,public
From: jfhaslam@zetnet.co.uk (James Haslam)
Subject: Re: Modifying Atari 8bit OS
Date: 2000/11/06
Message-ID: <3a073883$0$179@news.zetnet.co.uk>#1/1
X-Deja-AN: 690473979
References: <39F101DE.A8B3D9C9@atari-history.com>
<39F911E0.76BF8A3@compuserve.com>
X-Trace: news.zetnet.co.uk 973551747 179 194.247.44.59
Newsgroups: comp.sys.atari.programmer

Hi Richard,

On 27 Oct 2000 00:25:53 , Richard Detlefsen wrote:

>Also note that Atari 8 bit questions are best posted at comp.sys.atari.8bit.

I disagree. This isn't comp.sys.atari.ST.programmer. It should be shared
by both 16 and 8 bit programmers. After all many ST programmers probably
started with the 8 bits, and probably still have info to share.

Cheers!

James


```
_____________________________________________________
|                                                   |     .____.
|James Haslam             Email: jfhaslam@zetnet.co.uk|    //  //|
```

| | || || |
|IRC & ICQ Nick: JazHaz   ICQ UIN: 37135025 | || ||/ _
+--+ _/|| ||_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+--+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|

From -6761201261428300289
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,95d275be99b0d70
X-Google-Attributes: gid1115ce,public
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Subject: Re: Modifying Atari 8bit OS
Date: 2000/11/07
Message-ID: <973612648-443891AEicMi@cwcom.net>#1/1
X-Deja-AN: 690850833
Content-transfer-encoding: 8bit
References: <39F101DE.A8B3D9C9@atari-history.com>
<39F911E0.76BF8A3@compuserve.com> <3a073883$0$179@news.zetnet.co.uk>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news1-hme0 973616431 195.44.1.109 (Tue, 07 Nov 2000 17:00:31 GMT)
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 07 Nov 2000 17:00:31 GMT
Newsgroups: comp.sys.atari.programmer

From: jfhaslam@zetnet.co.uk (James Haslam)
Date: 06 Nov 2000 23:02:27 GMT

>On 27 Oct 2000 00:25:53 , Richard Detlefsen wrote:
>
>>Also note that Atari 8 bit questions are best posted at
>comp.sys.atari.8bit.
>
>I disagree. This isn't comp.sys.atari.ST.programmer. It should be shared
>

Yes, but there's (arguably) more 8bit experts in the 8 bit area than
here, non-specific though it is.

--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From 8132982331796014383
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,53219e0c80fbb2e4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-11-09 23:20:08 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!hermes.visi.com!news-out.visi.com!cyclone2.usenetserver.com!news-out.usenetserver.com!newsfeed2.earthlink.net!newsfeed.earthlink.net!lsanca1-snf1!news.gtei.net!news.netgate.net.nz!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Toolbox DLL manager
Date: Fri, 10 Nov 2000 20:10:38 +1300
Organization: The Gluepot
Lines: 56
Message-ID: <8ug7gt$qd3$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-56.remote.comnet.co.nz
Mime-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.comnet.co.nz 973840733 27043 131.203.242.56 (10 Nov 2000 07:18:53 GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 10 Nov 2000 07:18:53 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:188

I've been doing a bit more work on cleaning up the DLL manager I'm writing.

As part of the process of making it more programmer friendly, and making it more widely used (and usable), I was wondering what features would you like it to have?

It runs as an AUTO folder TSR at system boot time, and consumes about 32k RAM.

At present, it has the following function calls:

Detection of the Toolbox:

An XBIOS function call that returns information about itself.

Library Enumeration:
There are library enumeration functions available (LibFirst, :LibNext) which allow you to get info about all libraries currently loaded, and can be used to implement your own "find library" function.

Library Search:
There is a LibFind function which will look through all currently loaded libraries to find on with a matching name, and return a true/false result, and info about the library, if found.

Library Load/Free:
The Toolbox will load a library given its filename, and return a handle which is used to call functions within the library. If a library is already loaded, it will "link" to it, and return a different handle. To unload a library, simply call the LibFree function (the library will only be fully unloaded when all users of the library have called LibFree)

Library File Info:
Ou can get info about a library file on disc by calling the LibFileInfo function. This will return info such as name, version, toolbox/processor requirements and so forth.

Are there any other features that would be of use that I have omitted?

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

From 262853181274256778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,53219e0c80fbb2e4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-11-09 23:48:21 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!newscore.gigabell.net!
news-fra.pop.de!news-fra1.dfn.de!news.man.poznan.pl!pwr.wroc.pl!
panorama.wcss.wroc.pl!not-for-mail

From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Toolbox DLL manager
Date: Fri, 10 Nov 2000 08:48:15 +0100
Organization: Politechnika Wroclawska
Lines: 20
Message-ID: <3A0BA83E.43111B@sun1000.pwr.wroc.pl>
References: <8ug7gt$qd3$1@news.comnet.co.nz>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 973842629 25820 156.17.32.156 (10 Nov 2000 07:50:29 GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 10 Nov 2000 07:50:29 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:189

> Are there any other features that would be of use that I have omitted?

Have a look at LDG Library... There is everything you need :))

BTW.
Is there any example how to use it?
Something what could I see.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -1741302879595545683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,53219e0c80fbb2e4
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: Re: Toolbox DLL manager
Date: 2000/11/10
Message-ID: <8uggf5$11v5$1@news.comnet.co.nz>#1/1
X-Deja-AN: 691962391
Content-Transfer-Encoding: 7bit
References: <8ug7gt$qd3$1@news.comnet.co.nz> <3A0BA83E.43111B@sun1000.pwr.wroc.pl>

X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: usenet@news.comnet.co.nz
X-Trace: news.comnet.co.nz 973849893 34789 131.203.242.56 (10 Nov 2000 09:51:33 GMT)
Organization: The Gluepot
X-MSMail-Priority: Normal
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Date: 10 Nov 2000 09:51:33 GMT
Newsgroups: comp.sys.atari.programmer

"Rafal Kawecki" <kawecki@sun1000.pwr.wroc.pl> wrote in ...
> > Are there any other features that would be of use that I have omitted?
>
> Have a look at LDG Library... There is everything you need :))
>
> BTW.
> Is there any example how to use it?
> Something what could I see.

Not at present. I'll be looking at putting it up on a web page shortly.

(Earlier versions are floating about, but are generally incomplete/incompatible)

The interface to the Toolbox is a TRAP based one, mimicking the GEMDOS/BIOS/XBIOS interface, requiring no interface libraries to be linked in to the application (a la GEM AES/VDI calls).

For example, here is a "Hello World" app (written in C and assembler)

```
#include "0/types.h"    // typedefs "sint16" etc
#include "0/tlbx.h"        // toolbox interface/typedefs

#include <stdio.h>

int main( void )
{
    sint16 libhandle;    // library handle, negative = failed to load
    TlbxInfo tinfo;    // info about the toolbox
    LibInfo libinfo;    // info about the library loaded

    if( xtlbxID( sizeof( tinfo ), &tinfo ) != 'tlbx' )  {
        printf( "No Toolbox\n" );
        return -1;
    }

    if( (libhandle = tlbxLibLoad( "libname.tll", sizeof( libinfo ),
libinfo, NULL, 0 )) < 0 )  {
        printf( "Cannot load library\n" );
```

```
        return -2;
    }

    // you could examine the library loaded, and act accordingly here
    // however, we'll just be simple, and assume it's OK if we get a
good handle

    printf( "Hello, %s\n", libWorld(3) );

    tlbxLibFree( libhandle, &libinfo );

    return 0;
}
```

Now the same thing in assembly language:

(I've written this while online, so please excuse any typos/problems
[OE5.5 isn't ideal for entering source code])

```
main:
    link    a6,#-size
    move.l    d7,-(a7)

    pea    tinfo(a6)
    pea    tinfosize.w
    move.w    #'tb',-(a7)
    trap    #14
    cmp.l    #'tlbx',d0
    add.w    #2+4+4,a7
    beq.s    ok

    pea    notlbx
    jsr    printf
    moveq    #-1,d0
    addq.w    #4,a7
    bra    return

ok
    clr.l    -(a7)
    clr.l    -(a7)
    pea    libinfo(a6)
    pea    libinfosize.w
    pea    libname
    move.w    #$14,-(a7)
    clr.w    -(a7)
    moveq    #0,d1
    trap    #0
    tst.w    d0
    add.w    #2+2+4+4+4+4+4,a7
    bge.s    ok2

    pea    noload
```

```
    jsr    printf
    moveq    #-2,d0
    addq.w    #4,a7
    bra    return

ok2
    move.w    d0,d7

    move.w    #3,-(a7)
    move.w    libWorld_funcnum,-(a7)
    move.w    d7,-(a7)
    moveq    #0,d1
    trap    #0
    add.w    #2+2+2,a7
    move.l    d0,-(a7)
    pea    hellostring
    jsr    printf
    addq.w    #4+4,a7

    pea    libinfo(a6)
    move.w    d7,-(a7)
    move.w    #$16,-(a7)
    clr.w    -(a7)
    moveq    #0,d1
    trap    #0
    add.w    #2+2+2+4,a7

    moveq    #0,d0
return
    move.l    (a7)+,d7
    unlk    a6
    rts

notlbx
    dc.b    "No Toolbox",10,0
libname
    dc.b    "libname.tll",0
noload
    dc.b    "Cannot load library",10,0
hellostring
    dc.b    "Hello, %s",10,0
```

Based on some feedback I've got, I may be changing the interface from

```
    push args
    push lib func num
    push lib handle
    move magic into D1 register
    trap    #0
    fix stack
```

into something like this:

```
    push args
```

```
    push lib func num
    push lib handle
    trap    #(3? or 12? or ?)
    fix stack
```

as there no longer appears to be a need for a "magic" number when calling the Toolbox. (It used to be useful in the earlier days, when there were multiple versions of the Toolbox, and many differing ways of passing parameters)

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

From -1466350993087850488
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,10a43b763a75a237,start
X-Google-Attributes: gid1115ce,public
From: "Patrice Mandin" <pmandin@caramail.com>
Subject: Re: MFP: Timer A?
Date: 2000/11/10
Message-ID: <rtpgu8.205.ln@manoir>#1/1
X-Deja-AN: 692061290
References: <7pXm-otts9B@basedrum.de>
X-Complaints-To: abuse@wanadoo.fr
X-Trace: wanadoo.fr 973871642 28201 193.250.25.131 (10 Nov 2000 15:54:02 GMT)
Organization: Wanadoo, l'internet avec France Telecom
NNTP-Posting-Date: 10 Nov 2000 15:54:02 GMT
Newsgroups: comp.sys.atari.programmer

Dans l'article <7pXm-otts9B@basedrum.de>, skwit@basedrum.de (Christian Wiesner) a tapot avec ses petits doigts:
> Heyho!
>
> We (newbies ;)) are playing a little with a MegaSTE in Assembler and
> need to use Timer A of the MFP. From some literature we know about the
> registers, and the way of working sounds pretty logical. Also the use
> of the dividers, but i couldn't find any information which
> clock-source they are dividing. Is it the system-clock? Is this clock
> the same on every ST- type?

As far as I know, all MFP are clocked with the same frequency:
2 457 600 Hz. It is a constant between Atari machines which have this
chip.

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Sp€cialit€: D€veloppement, jeux

From 9156596697296323793
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bdfdaa01c487e2e1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-11-10 21:48:20 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!
europa.netcrusader.net!208.184.7.66!newsfeed.skycache.com!Cidera!cyclone1.ba-
dsg.net!typhoon2.ba-dsg.net.POSTED!not-for-mail
User-Agent: Microsoft Outlook Express Macintosh Edition - 5.01 (1630)
Subject: just getting started. Help?
From: Dan Imal <dan@gridular.com>
Newsgroups: comp.sys.atari.programmer
Message-ID: <B6324892.230D%dan@gridular.com>
Mime-version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit
Lines: 8
Date: Sat, 11 Nov 2000 05:48:18 GMT
NNTP-Posting-Host: 151.202.83.60
X-Complaints-To: newsadmin@bellatlantic.net
X-Trace: typhoon2.ba-dsg.net 973921698 151.202.83.60 (Sat, 11 Nov 2000 00:48:18
EST)
NNTP-Posting-Date: Sat, 11 Nov 2000 00:48:18 EST
Xref: supernews.google.com comp.sys.atari.programmer:192

I just bought a 520st and I want to program in BASIC or C. Can someone
recommend a good starting point? I've looked around on the Web and I've
found a lot of advanced information and code libraries, but no compilers or
Basic development tools. And very little info for a programmer new to the
Atari. Any help would be greatly appreciated. Thanks.

Dan Imal

From -3373453887313708096
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,10a43b763a75a237
X-Google-Attributes: gid1115ce,public

From: "Patrice Mandin" <pmandin@caramail.com>
Subject: Re: MFP: Timer A?
Date: 2000/11/11
Message-ID: <rb6ku8.5m.ln@manoir>#1/1
X-Deja-AN: 692698974
References: <7pXm-otts9B@basedrum.de> <rtpgu8.205.ln@manoir>
<7peurdr8s9B@basedrum.de>
X-Complaints-To: abuse@wanadoo.fr
X-Trace: wanadoo.fr 974038096 24907 193.250.18.169 (12 Nov 2000 14:08:16 GMT)
Organization: Wanadoo, l'internet avec France Telecom
NNTP-Posting-Date: 12 Nov 2000 14:08:16 GMT
Newsgroups: comp.sys.atari.programmer

In the article <7peurdr8s9B@basedrum.de>, skwit@basedrum.de (Christian
Wiesner) typed with his little fingers:

> while testing, there came up some other questions, maybe someone could
> answer:
> - does timer A run continuously when once started?

Timers A and B have event-count mode and delay mode.

The event-count mode triggers the interrupt when an event occurs.
For Timer A, it is end of DMA sound on STE machines
For Timer B, it is end of video line.

The delay mode is the "frequency" mode, where the interrupt triggers
after a programmed time, continuously until stopped.

> - if not, do I have to free the irq? (using xbios $1b, JENABINT etc?)

To do things clean, you should save each Timer state before modifying it.
Then, when you have finished using it, restore previous values.
It is necessary because you do not know which program or system can use
it, even if STE machines do not use Timer A by default.

> - when I use IRQs, do I have to save (and restore) an/dn manually?

In a interrupt routine, you must save all registers you modify, because the
interrupt can triggers anywhen in your program, so if you have a main loop
in your program and you do not save registers in the interrupt, do not ask
yourself why things are going wrong.

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Sp□cialit□: D□veloppement, jeux

From 7131289938487607961

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3,start
X-Google-Attributes: gid1115ce,public
From: bindon@madasafish.com (Lyndon Amsdon)
Subject: CLink problems
Date: 2000/11/13
Message-ID: <t10rlv70agvq59@corp.supernews.com>#1/1
X-Deja-AN: 693253500
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: newsabuse@supernews.com

Hi everyone,

I'm having a few problems with Clink supplied with Lattice. I'm a new
comer to Lattice let alone C so dont bite me head off!

Now I'm sure this is a very simple answer but I can't figure it out.

I have a piece of code like this to see what has been given to find
the programs command line:

```
#include <stdio.h>
#include <stdlib.h>
#include <aes.h>
char *app,*cm;
main()
{
shel_read(app,cm);
printf("The application name was %a and the command line passed was %b\n",app,cm);
return 0;
}
```

I get an error like this:

```
<<<stuff here>>>>
Undefined symbols        First Referenced
_shel_read               File 'I:\PROGRAM\CODE\COMMAND.O'
<<<<more stuff here>>>
```

That is the programmes main problem. How much of Lattice do I need to
set up, from a fresh installation? It's all rather confusing, but I
really need to know C. The manual doesn't seem to help very well.

TIA.

From -7708804705598537785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2000-11-13 21:34:25 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!xfer13.netnews.com!
netnews.com!cpk-news-hub1.bbnplanet.com!lsanca1-snf1!news.gtei.net!
news.netgate.net.nz!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: CLink problems
Date: Tue, 14 Nov 2000 18:36:06 +1300
Organization: The Gluepot
Lines: 67
Message-ID: <8uqjfn$27k7$1@news.comnet.co.nz>
References: <t10rlv70agvq59@corp.supernews.com>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-250.remote.comnet.co.nz
Mime-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.comnet.co.nz 974180663 73351 131.203.242.250 (14 Nov 2000 05:44:23
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 14 Nov 2000 05:44:23 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:196

"Lyndon Amsdon" <bindon@madasafish.com> wrote...
> Hi everyone,
>
> I'm having a few problems with Clink supplied with Lattice. I'm a new
> comer to Lattice let alone C so dont bite me head off!
>
> Now I'm sure this is a very simple answer but I can't figure it out.
>
> I have a piece of code like this to see what has been given to find
> the programs command line:
>
```
> #include <stdio.h>
> #include <stdlib.h>
> #include <aes.h>
> char *app,*cm;
> main()
> {
> shel_read(app,cm);
> printf("The application name was %a and the command line passed was
%b\n",app,cm);
> return 0;
> }
```
>
> I get an error like this:
>

> <<<stuff here>>>>
> Undefined symbols First Referenced
> _shel_read File 'I:\PROGRAM\CODE\COMMAND.O'
> <<<<more stuff here>>>
>
> That is the programmes main problem. How much of Lattice do I need to
> set up, from a fresh installation? It's all rather confusing, but I
> really need to know C. The manual doesn't seem to help very well.

If the only "undefined symbols" are names of GEM procedures, then it'd be that you're not linking in the GEM libraries. If there are any other names in the list of symbols, then you may not have your linker path set.

I'll assume that it is simply that you're not linking as a GEM app.

If you're using the integrated environment supplied with 5.60 (and 5.52?), look at "Executable" under the "Options" menu. Within that dialog, ensure that the "Build GEM app" option is selected. Then relink the app (select "Link" from the "Project" menu)

However, if you are using the linker from the command line, you'll need to tell it to link a GEM app. Check the manual chapter dealing with the Linker (in volume 1). Sorry, I don't have the manual handy, so cannot be more specific (I think this will be either adding an option to the command line, or naming the GEM library in the list of files to be linked)

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

From 2794610851567522478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
From: bindon@madasafish.com (Lyndon Amsdon)
Subject: Re: CLink problems
Date: 2000/11/14
Message-ID: <t12unfjmjqv4ae@corp.supernews.com>#1/1
X-Deja-AN: 693558384

References: <t10rlv70agvq59@corp.supernews.com> <8uqjfn$27k7$1@news.comnet.co.nz>
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: newsabuse@supernews.com

On 14 Nov 2000 18:36:06 , "G Swaine" wrote:
>"Lyndon Amsdon" <bindon@madasafish.com> wrote...
>> I have a piece of code like this to see what has been given to find
>> the programs command line:
>>
>> #include <stdio.h>
>> #include <stdlib.h>
>> #include <aes.h>
>> char *app,*cm;
>> main()
>> {
>> shel_read(app,cm);
>> printf("The application name was %a and the command line passed was
>%b\n",app,cm); <<<<all on one line>>>>
>> return 0;
>> }
>>
>> I get an error like this:
>>
>> <<<stuff here>>>>
>> Undefined symbols   First Referenced
>> _shel_read   File 'I:\PROGRAM\CODE\COMMAND.O'
>> <<<<more stuff here>>>
>>
>> That is the programmes main problem. How much of Lattice do I need to
>> set up, from a fresh installation? It's all rather confusing, but I
>> really need to know C. The manual doesn't seem to help very well.
>
>If the only "undefined symbols" are names of GEM procedures, then it'd
>be that you're not linking in the GEM libraries. If there are any other
>names in the list of symbols, then you may not have your linker path
>set.
>
>I'll assume that it is simply that you're not linking as a GEM app.

Thanks Mario, you've found the problem I've been having with Clink
but.....the program crashes with two bombs! ARRRGGHH!!

So I need yet more help. When the program was compiled with out
linking as a GEM app, I clicked on the default.TTP and the printf
statement was displayed but with the %a and %b, but I suppose this was
because it wasn't using the shel_read command.

Another thing is, the message was displayed twice, not sure why.

Now when it is compiled and linked as a gem app, if I execute
default.prg as a prg (or a ttp for that matter) I get two bombs and
no message.

Anyone help.....please??

From -6381773805203748391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: CLink problems
Date: 2000/11/14
Message-ID: <3A119C01.B9B0CC7E@cable.A2000.nl>#1/1
X-Deja-AN: 693610207
Content-Transfer-Encoding: 7bit
References: <t10rlv70agvq59@corp.supernews.com> <8uqjfn$27k7$1@news.comnet.co.nz>
<t12unfjmjqv4ae@corp.supernews.com>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: boile.a2000.nl 974232582 22485 24.132.20.245 (14 Nov 2000 20:09:42 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 14 Nov 2000 20:09:42 GMT
Newsgroups: comp.sys.atari.programmer

Lyndon Amsdon wrote:

> So I need yet more help. When the program was compiled with out
> linking as a GEM app, I clicked on the default.TTP and the printf
> statement was displayed but with the %a and %b, but I suppose this was
> because it wasn't using the shel_read command.

No, to print strings you must always use %s :-)

Of the other I know nothing, I dont have Lattice.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From -6686295015873386053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
From: bindon@madasafish.com (Lyndon Amsdon)
Subject: Re: CLink problems

Date: 2000/11/14
Message-ID: <t13enu12ta5hca@corp.supernews.com>#1/1
X-Deja-AN: 693660871
References: <t10rlv70agvq59@corp.supernews.com> <8uqjfn$27k7$1@news.comnet.co.nz>
<t12unfjmjqv4ae@corp.supernews.com> <3A119C01.B9B0CC7E@cable.A2000.nl>
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: newsabuse@supernews.com

On 14 Nov 2000 21:09:37 , Henk Robbers wrote:
>
>
>Lyndon Amsdon wrote:
>
>
>> So I need yet more help. When the program was compiled with out
>> linking as a GEM app, I clicked on the default.TTP and the printf
>> statement was displayed but with the %a and %b, but I suppose this was
>> because it wasn't using the shel_read command.
>
>No, to print strings you must always use %s :-)
>
>Of the other I know nothing, I dont have Lattice.

Changing %a or %b to %s doesn't seem to have made any changes
unfortunatly. If this helps at all it bombs with 2 bombs with Lattice
C (or possibly Magic) reporting TOS error #69.

Sorry I can't find my error codes...it was somewhere on my HD.... :(

From 7697167990763864346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-11-14 15:27:51 PST
Path: supernews.google.com!sn-xit-02!sn-xit-01!supernews.com!feeder.qis.net!cpk-
news-hub1.bbnplanet.com!news.gtei.net!news.tele.dk!62.108.1.23!pascal.a2000.nl!
newsfeed.a2000.nl!not-for-mail
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: CLink problems
Date: Wed, 15 Nov 2000 00:27:43 +0100
Organization: A2000 Kabeltelevisie en Telecommunicatie
Lines: 22
Message-ID: <3A11CA6F.2DCAFF50@cable.A2000.nl>
References: <t10rlv70agvq59@corp.supernews.com> <8uqjfn$27k7$1@news.comnet.co.nz>
<t12unfjmjqv4ae@corp.supernews.com> <3A119C01.B9B0CC7E@cable.A2000.nl>
<t13enu12ta5hca@corp.supernews.com>
NNTP-Posting-Host: node114f5.a2000.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

X-Trace: darwin.a2000.nl 974244468 8751 24.132.20.245 (14 Nov 2000 23:27:48 GMT)
X-Complaints-To: abuse@a2000.nl
NNTP-Posting-Date: 14 Nov 2000 23:27:48 GMT
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:200

Lyndon Amsdon wrote:
>

> Changing %a or %b to %s doesn't seem to have made any changes
> unfortunatly. If this helps at all it bombs with 2 bombs with Lattice
> C (or possibly Magic) reporting TOS error #69.
>
> Sorry I can't find my error codes...it was somewhere on my HD.... :(

Ok, I had a better look at your example (must do that always :-)
shel_read is a AES call.
You can only do AES calls if you are a .prg and you call appl_init first.

Keep the %s !!

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From 1667655549961233397
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-11-14 15:35:04 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!xfer13.netnews.com!
netnews.com!feeder.qis.net!cpk-news-hub1.bbnplanet.com!news.gtei.net!news.tele.dk!
62.108.1.23!pascal.a2000.nl!newsfeed.a2000.nl!not-for-mail
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: CLink problems
Date: Wed, 15 Nov 2000 00:34:57 +0100
Organization: A2000 Kabeltelevisie en Telecommunicatie
Lines: 36
Message-ID: <3A11CC21.46A73605@cable.A2000.nl>
References: <t10rlv70agvq59@corp.supernews.com>
NNTP-Posting-Host: node114f5.a2000.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: darwin.a2000.nl 974244901 9902 24.132.20.245 (14 Nov 2000 23:35:01 GMT)
X-Complaints-To: abuse@a2000.nl

NNTP-Posting-Date: 14 Nov 2000 23:35:01 GMT
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:201

Lyndon Amsdon wrote:

```
>
> #include <stdio.h>
> #include <stdlib.h>
> #include <aes.h>
> char *app,*cm;
> main()
> {
> shel_read(app,cm);
> printf("The application name was %a and the command line passed was
%b\n",app,cm);
> return 0;
> }
```

About printf:

It is not a macro, but a real procedure.
%a .... %z are NOT argument numberlike things.

```
%d   16 bit word --> decimal
%ld  32 bit word --> decimal
%s   string
%x   16 bit word --> hex
%lx  32 bit word --> hex
%c   the character in the least significant 8 bits of a 16 bit word
```

to name a few

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From -4602119450501531525
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-11-14 16:53:02 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!newsfeed.icl.net!
dispose.news.demon.net!demon!news.demon.co.uk!demon!my-ste.demon.co.uk!nospam
From: David Bolt <nospam@my-ste.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

Subject: Re: CLink problems
Date: Wed, 15 Nov 2000 00:37:57 +0000
Organization: I Wish!!!
Message-ID: <NVdzSMAlrdE6EwAE@my-ste.demon.co.uk>
References: <t10rlv70agvq59@corp.supernews.com>
 <8uqjfn$27k7$1@news.comnet.co.nz> <t12unfjmjqv4ae@corp.supernews.com>
Reply-To: David Bolt <dbolt@my-ste.demon.co.uk>
NNTP-Posting-Host: my-ste.demon.co.uk
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Trace: news.demon.co.uk 974249571 nnrp-14:25483 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
X-Complaints-To: abuse@demon.net
MIME-Version: 1.0
X-Newsreader: Turnpike Integrated Version 5.01 U <Z0HdjXhPCbqOVX7Vo3aPVeqsjx>
Lines: 32
Xref: supernews.google.com comp.sys.atari.programmer:202

In article <t12unfjmjqv4ae@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> writes

>Another thing is, the message was displayed twice, not sure why.
>
>Now when it is compiled and linked as a gem app, if I execute
>default.prg as a prg (or a ttp for that matter) I get two bombs and
>no message.

It could be because the pointers you're passing to shel_read() haven't
been initialised and probably point 0L, which would explain the 2 bombs.

Try replacing the:

```
char *app,*cm;
```

with:

```
char app[128],cm[128];
```

Another thing, you should use appl_init() before calling shel_read() and
appl_exit() before the program quits.

Regards,
  David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
7.0 |http://www.distributed.net/

From 3841788659256580051
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: printf() (was: CLink problems)
Date: 2000/11/15
Message-ID: <8utjci$1c2v$1@news.comnet.co.nz>#1/1
X-Deja-AN: 693822727
Content-Transfer-Encoding: 7bit
References: <t10rlv70agvq59@corp.supernews.com> <3A11CC21.46A73605@cable.A2000.nl>
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: usenet@news.comnet.co.nz
X-Trace: news.comnet.co.nz 974278866 45151 131.203.242.39 (15 Nov 2000 09:01:05 GMT)
Organization: The Gluepot
X-MSMail-Priority: Normal
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Date: 15 Nov 2000 09:01:05 GMT
Newsgroups: comp.sys.atari.programmer

"Henk Robbers" <H.Robbers@cable.A2000.nl> wrote ...
> About printf:
>
> %d 16 bit word --> decimal
> %ld 32 bit word --> decimal
> %s string
> %x 16 bit word --> hex
> %lx 32 bit word --> hex
> %c the character in the least significant 8 bits of a 16 bit word

However, if you are running a 32-bit system, then

%d 32 bit fixed-point integer
%hd 16-bit fixed-point integer
(Some 32-bit systems also use "%ld" for 64-bit fixed-point integer)

... and likewise for hexadecimal values.

Some (most?) also use "%x" vs "%X" for lower-case vs upper-case hexadecimal values. (ie decimal value 27 becomes either "1c" or "1C")

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

From -2823691170529547393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: Re: CLink problems
Date: 2000/11/15
Message-ID: <8utlf4$1di8$1@news.comnet.co.nz>#1/1
X-Deja-AN: 693829186
Content-Transfer-Encoding: 7bit
References: <t10rlv70agvq59@corp.supernews.com> <8uqjfn$27k7$1@news.comnet.co.nz>
<t12unfjmjqv4ae@corp.supernews.com>
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: usenet@news.comnet.co.nz
X-Trace: news.comnet.co.nz 974280996 46664 131.203.242.39 (15 Nov 2000 09:36:36
GMT)
Organization: The Gluepot
X-MSMail-Priority: Normal
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Date: 15 Nov 2000 09:36:36 GMT
Newsgroups: comp.sys.atari.programmer

"Lyndon Amsdon" <bindon@madasafish.com> wrote ...
> On 14 Nov 2000 18:36:06 , "G Swaine" wrote:
> >"Lyndon Amsdon" <bindon@madasafish.com> wrote...
> >> I have a piece of code like this to see what has been given to find
> >> the programs command line:
> >>
> >> #include <stdio.h>
> >> #include <stdlib.h>
> >> #include <aes.h>
> >> char *app,*cm;
> >> main()
> >> {
> >> shel_read(app,cm);
> >> printf("The application name was %a and the command line passed was
> >%b\n",app,cm); <<<<all on one line>>>>
> >> return 0;
> >> }
> >>
> >> I get an error like this:
> >>
> >> <<<stuff here>>>>

```
> >> Undefined symbols        First Referenced
> >> _shel_read               File 'I:\PROGRAM\CODE\COMMAND.O'
> >> <<<<more stuff here>>>
> >>
> >> That is the programmes main problem.  How much of Lattice do I need
to
> >> set up, from a fresh installation?  It's all rather confusing, but
I
> >> really need to know C.  The manual doesn't seem to help very well.
> >
> >If the only "undefined symbols" are names of GEM procedures, then
it'd
> >be that you're not linking in the GEM libraries. If there are any
other
> >names in the list of symbols, then you may not have your linker path
> >set.
> >
> >I'll assume that it is simply that you're not linking as a GEM app.
>
> Thanks Mario, you've found the problem I've been having with Clink
> but.....the program crashes with two bombs!  ARRRGGHH!!
```

(BTW: I'm not Mario - we both live in Auckland NZ, but that is where the similarity ends)

```
> So I need yet more help.  When the program was compiled with out
> linking as a GEM app, I clicked on the default.TTP and the printf
> statement was displayed but with the "%a" and "%b", but I suppose this
was
> because it wasn't using the shel_read command.
```

I've assumed you've trimmed the example code you supplied, however if it is to use a GEM AES/VDI function, you should have called appl_init() previously - and don't forget to call appl_exit() before your program finishes!

%a and %b are not valid format specifiers within printf(). Based on the code you've supplied, you want to display strings, so "%s" would be more appropriate.

```
>
> Another thing is, the message was displayed twice, not sure why.
```

Can't answer this one - I haven't ever seen a need for shel_read in my code. If ever I've needed to recover the command line, I use the argc and argv values passed to main() from the startup code.

```
>
> Now when it is compiled and linked as a gem app, if I execute
> default.prg as a prg (or a ttp for that matter)  I get two bombs and
> no message.
```

No GEM initialisation (via appl_init) ?

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

From 8406960866521916344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: CLink problems
Date: 2000/11/15
Message-ID: <8utrmq$b6q$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 693859429
References: <t10rlv70agvq59@corp.supernews.com> <3A11CC21.46A73605@cable.A2000.nl>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Newsgroups: comp.sys.atari.programmer

Hi!

Henk Robbers <H.Robbers@cable.A2000.nl> wrote:
> %d   16 bit word --> decimal
> %ld 32 bit word --> decimal
> %s   string
> %x   16 bit word --> hex
> %lx 32 bit word --> hex
> %c   the character in the least significant 8 bits of a 16 bit word

> to name a few

Some corrections:

%d is an int
%ld is a long int
%hd is a short int

Same for x instead of d.

IIRC, the ANSI standard does not specify the bit numbers of short, int,

long, etc. The only thing you can be sure of is

short <= int <= long

For example, on a 64 bit machine, a long may have 64 bit, a short 16 and
an int 32.

But because too much code seems to rely on "long == 32 bit", most
compilers stick to that and instead offer a "long long" with > 32 bit
(64 most of the time).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -2506709115591550024
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: CLink problems
Date: 2000/11/15
Message-ID: <3A12903A.9E1CBD96@cable.A2000.nl>#1/1
X-Deja-AN: 693889560
Content-Transfer-Encoding: 7bit
References: <t10rlv70agvq59@corp.supernews.com> <3A11CC21.46A73605@cable.A2000.nl>
<8utrmq$b6q$1@sun27.hrz.tu-darmstadt.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: faraday.a2000.nl 974295093 740 24.132.20.245 (15 Nov 2000 13:31:33 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 15 Nov 2000 13:31:33 GMT
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:
>
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>
> Henk Robbers <H.Robbers@cable.A2000.nl> wrote:
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> > %s   string
> > %x   16 bit word --> hex
> > %lx 32 bit word --> hex
> > %c   the character in the least significant 8 bits of a 16 bit word
>
> > to name a few
>
> Some corrections:

C'mon, this guy is trying to get a simple program running on his ST.

If I ask somebody the time, do I want an estiamate of the age of the universe?

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From -3326077023981030219
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: CLink problems
Date: 2000/11/15
Message-ID: <8uull3ta1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 694008937
References: <t10rlv70agvq59@corp.supernews.com> <3A11CC21.46A73605@cable.A2000.nl>
<8utrmq$b6q$1@sun27.hrz.tu-darmstadt.de> <3A12903A.9E1CBD96@cable.A2000.nl>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Newsgroups: comp.sys.atari.programmer

Hi!

Henk Robbers <H.Robbers@cable.A2000.nl> wrote:
> C'mon, this guy is trying to get a simple program running on his ST.

Yes? And because of that, it's not OK to give precise definitions?

> If I ask somebody the time, do I want an estiamate of the age of the
> universe?

No. But it's simply good programming practice to pay attention to
details like that. Note, for example, that already with Lattice C (what
he's using), %d is /not/ always 16 bit, but an int. Depending on the
compiler settings in Lattice C, this means 16 or 32 bit. It's just Pure
C that only knows of 16 bit ints.

And another example, why assuming something without checking the exact definitions can be harmful: A /lot/ of code out there relies on time_t being a 32 bit value, easily convertible to and from long.

That's true for most of today's systems, but such a time_t isn't able to represent dates beyond 2038-01-19, 4:14:07 a.m. Now some people say: "OK, no problem, let's simply make time_t a 64 bit value". That would be perfectly OK, weren't there so many programs relying on it being a 32 bit value ... Most of them will of course compile with such a new time_t, but will most probably fail at runtime.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 7157841634188052576
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: time_t (was Clink problems)
Date: 2000/11/17
Message-ID: <8v2tl2$23m2$1@news.comnet.co.nz>#1/1
X-Deja-AN: 694666007
Content-Transfer-Encoding: 7bit
References: <t10rlv70agvq59@corp.supernews.com> <3A11CC21.46A73605@cable.A2000.nl> <8utrmq$b6q$1@sun27.hrz.tu-darmstadt.de> <3A12903A.9E1CBD96@cable.A2000.nl> <8uull3ta1@sun27.hrz.tu-darmstadt.de>
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: usenet@news.comnet.co.nz
X-Trace: news.comnet.co.nz 974453218 69314 131.203.242.165 (17 Nov 2000 09:26:58 GMT)
Organization: The Gluepot
X-MSMail-Priority: Normal
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Date: 17 Nov 2000 09:26:58 GMT
Newsgroups: comp.sys.atari.programmer

"Thomas Binder" <gryf@hrzpub.tu-darmstadt.de> wrote ...
> And another example, why assuming something without checking the exact
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>
> That's true for most of today's systems, but such a time_t isn't able
to
> represent dates beyond 2038-01-19, 4:14:07 a.m. Now some people say:

Using a signed 32-bit counter for the seconds since the start of 1970,
it appears to overflow shortly after 2145 million-ish seconds (ie 68.09
years) have elapsed (ie 1970-2037, partway into 2038). This also allows
representation of dates back to near the end of 1901, if my maths is
accurate

I recall there being talk some years ago about it failing when the most
significant bit became a '1' and hence was deemed to be negative. They
were going to redefine it as an unsigned 32 bit value, IIRC.

This would extend the failure/rollover date by another 68 years (to
February 2116, I think), but disallow pre-1970 dates.

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any
consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

From -9202583868519698876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: time_t (was Clink problems)
Date: 2000/11/17
Message-ID: <8v34uq$k94$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 694701111
References: <t10rlv70agvq59@corp.supernews.com> <3A11CC21.46A73605@cable.A2000.nl>
<8utrmq$b6q$1@sun27.hrz.tu-darmstadt.de> <3A12903A.9E1CBD96@cable.A2000.nl>
<8uull3ta1@sun27.hrz.tu-darmstadt.de> <8v2tl2$23m2$1@news.comnet.co.nz>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Newsgroups: comp.sys.atari.programmer

Hi!

G Swaine <g.swaine@the.gluepot.com> wrote:
>> That's true for most of today's systems, but such a time_t isn't able
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> Using a signed 32-bit counter for the seconds since the start of 1970,
> it appears to overflow shortly after 2145 million-ish seconds (ie 68.09
> years) have elapsed (ie 1970-2037, partway into 2038).

Yes. And what's different here to what I've written?

> I recall there being talk some years ago about it failing when the most
> significant bit became a '1' and hence was deemed to be negative. They
> were going to redefine it as an unsigned 32 bit value, IIRC.

That would be a violation of POSIX, as POSIX states errors in calls to
time_t-related funtions are to be represented as (time_t)-1. Thus, if
you made time_t an unsigned 32 bit value, (time_t)-1 would actually be
(time_t)2147483648, a valid date. How'd you want to detect an error now?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -2479967385964628310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: Re: time_t (was Clink problems)
Date: 2000/11/18
Message-ID: <8v5lob$132q$1@news.comnet.co.nz>#1/1
X-Deja-AN: 695050121
Content-Transfer-Encoding: 7bit
References: <t10rlv70agvq59@corp.supernews.com> <3A11CC21.46A73605@cable.A2000.nl>
<8utrmq$b6q$1@sun27.hrz.tu-darmstadt.de> <3A12903A.9E1CBD96@cable.A2000.nl>
<8uull3ta1@sun27.hrz.tu-darmstadt.de> <8v2tl2$23m2$1@news.comnet.co.nz>
<8v34uq$k94$1@sun27.hrz.tu-darmstadt.de>
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: usenet@news.comnet.co.nz
X-Trace: news.comnet.co.nz 974543435 35930 131.203.242.254 (18 Nov 2000 10:30:35

GMT)
Organization: The Gluepot
X-MSMail-Priority: Normal
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Date: 18 Nov 2000 10:30:35 GMT
Newsgroups: comp.sys.atari.programmer

"Thomas Binder" <gryf@hrzpub.tu-darmstadt.de> wrote ...
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able
> > to
> >> represent dates beyond 2038-01-19, 4:14:07 a.m. Now some people
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>
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1970,
> > it appears to overflow shortly after 2145 million-ish seconds (ie
68.09
> > years) have elapsed (ie 1970-2037, partway into 2038).
>
> Yes. And what's different here to what I've written?

Sorry - I didn't intend my post to come across as a criticism.

The preceding paragraph was what I was aware of regarding 32-bit time_t.
This would set the background for the following paragraph, where I ask
about them changing from signed to unsigned 32-bit time_t.

> > I recall there being talk some years ago about it failing when the
most
> > significant bit became a '1' and hence was deemed to be negative.
They
> > were going to redefine it as an unsigned 32 bit value, IIRC.
>
> That would be a violation of POSIX, as POSIX states errors in calls to
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> you made time_t an unsigned 32 bit value, (time_t)-1 would actually be
> (time_t)2147483648, a valid date. How'd you want to detect an error
now?

It's been a long time since I've needed any of the <time.h> functions
that use time_t, and I'd forgotten about that.

Thank you for correcting me on this point.

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any
consequence"

("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

From -8988839766324893776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,53219e0c80fbb2e4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-11-18 04:50:05 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!cyclone-sjo1.usenetserver.com!news-out.usenetserver.com!newshub2.rdc1.sfba.home.com!news.home.com!enews.sgi.com!news.xtra.co.nz!news.netgate.net.nz!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Toolbox DLL manager
Date: Sun, 19 Nov 2000 00:52:59 +1300
Organization: The Gluepot
Lines: 36
Message-ID: <8v5r2c$17an$1@news.comnet.co.nz>
References: <8ug7gt$qd3$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-254.remote.comnet.co.nz
Mime-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.comnet.co.nz 974548876 40279 131.203.242.254 (18 Nov 2000 12:01:16 GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 18 Nov 2000 12:01:16 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:211

I've been reviewing the contents of the archive containing my DLL manager, prior to its eventual release.

Within the archive, I have the Toolbox itself, source code to a Toolbox Loadable Library (TLL), an application that uses the Toolbox to load, use and unload the sample library, a few C header files used by the application and library, and a simple ASCII file containing details of the Toolbox API (how to detect/use the Toolbox and its libraries).

There is also a (fairly primitive) library enumerator accessory, which can also interrogate library files, and configure them. (It hasn't really been touched since about 1996-ish, apart from being recompiled to work with the recent Toolbox revisions)

Are there any other utilities or files I should include in the archive that you would find useful?

(To the person who suggested I look at the LDG library: I have downloaded the archive, and will be looking at it shortly. Hopefully it does not clash with my Toolbox)

--

Quote for the month:

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("The PowerPC Revolution" pg367)

--

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From -4265370106990915277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54775da0aaec84f3
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: time_t (was Clink problems)
Date: 2000/11/20
Message-ID: <8vasf5$kd8$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 695694127
References: <t10rlv70agvq59@corp.supernews.com> <3A11CC21.46A73605@cable.A2000.nl>
<8utrmq$b6q$1@sun27.hrz.tu-darmstadt.de> <3A12903A.9E1CBD96@cable.A2000.nl>
<8uull3ta1@sun27.hrz.tu-darmstadt.de> <8v2tl2$23m2$1@news.comnet.co.nz>
<8v34uq$k94$1@sun27.hrz.tu-darmstadt.de> <8v5lob$132q$1@news.comnet.co.nz>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Newsgroups: comp.sys.atari.programmer

Hi!

G Swaine <g.swaine@the.gluepot.com> wrote:
>> Yes. And what's different here to what I've written?

> Sorry - I didn't intend my post to come across as a criticism.

No offense taken. My question maybe even sounded a bit too "pissed" than
it was intented.

>> That would be a violation of POSIX, as POSIX states errors in calls
>> to time_t-related funtions are to be represented as (time_t)-1.

> It's been a long time since I've needed any of the <time.h> functions
> that use time_t, and I'd forgotten about that.

> Thank you for correcting me on this point.

You're welcome.

Anyway, sorry for sounding annoyed or enervated. Seems I shouldn't post
in certain moods :)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 3392648427916401467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b51750b08c2a3a2,start
X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Subject: Color sprites
Date: 2000/11/20
Message-ID: <3A191F14.AF88D49E@sun1000.pwr.wroc.pl>#1/1
X-Deja-AN: 695734918
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@news.pwr.wroc.pl
X-Trace: panorama.wcss.wroc.pl 974724711 5675 156.17.32.156 (20 Nov 2000 12:51:51
GMT)
Organization: Politechnika Wroclawska
Mime-Version: 1.0
NNTP-Posting-Date: 20 Nov 2000 12:51:51 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

Is there any fast way to make color sprites in C?
I'm doing this in that way:

1. first I'm showing the background picture
2. I'm saving the square, where the sprite will be shown
3. then I'm showing the mask
4. then the sprite
5. when the mouse position is changed then I'm showing the saved square
and back to 2.

It works good, but the sprite flickers... :(

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -2784367214370695427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b51750b08c2a3a2
X-Google-Attributes: gid1115ce,public
From: elfsoft@mindspring.com (John Kormylo)
Subject: Re: Color sprites
Date: 2000/11/20
Message-ID: <8vbku2$qg1$1@slb0.atl.mindspring.net>#1/1
X-Deja-AN: 695814619
References: <3A191F14.AF88D49E@sun1000.pwr.wroc.pl>
Organization: E.L.F. Software
Newsgroups: comp.sys.atari.programmer

>Is there any fast way to make color sprites in C?
[snip]
>It works good, but the sprite flickers... :(

You can pre-construct an XOR mask to swap back and forth between background and sprite quickly. XOR the background and the sprite, then AND the result with the sprite mask. A ^ (A^B) = B and B ^ (A^B) = A while A ^ 0 = A. This reduces the flicker caused by separate draw steps for background, mask and sprite.

See vro_cpyfm() with wr_mode value S_XOR_D.

If you are really fancy, you can construct an XOR mask to move the sprite in one screen operation.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

From 458592546496978326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b51750b08c2a3a2
X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Subject: Re: Color sprites
Date: 2000/11/21
Message-ID: <3A1A3C97.B5A3F7E7@sun1000.pwr.wroc.pl>#1/1
X-Deja-AN: 696091369
Content-Transfer-Encoding: 7bit
References: <3A191F14.AF88D49E@sun1000.pwr.wroc.pl>
<8vbku2$qg1$1@slb0.atl.mindspring.net>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@news.pwr.wroc.pl
X-Trace: panorama.wcss.wroc.pl 974798172 8281 156.17.32.156 (21 Nov 2000 09:16:12 GMT)
Organization: Politechnika Wroclawska
Mime-Version: 1.0
NNTP-Posting-Date: 21 Nov 2000 09:16:12 GMT
Newsgroups: comp.sys.atari.programmer

> >Is there any fast way to make color sprites in C?
> [snip]
> >It works good, but the sprite flickers... :(
>
> You can pre-construct an XOR mask to swap back and forth between
> background and sprite quickly. XOR the background and the sprite,
> then AND the result with the sprite mask. A ^ (A^B) = B and
> B ^ (A^B) = A while A ^ 0 = A. This reduces the flicker caused
> by separate draw steps for background, mask and sprite.
>
> See vro_cpyfm() with wr_mode value S_XOR_D.
>
> If you are really fancy, you can construct an XOR mask to move the
> sprite in one screen operation.

Well, I'm drawing this ((backround and a mask) XOR sprite) in memory not on the screen.
And it still flickers.
Maybe it woud be faster to draw the mask as a 1 bitplane picture (in fact mask is a 1 bitplane picture).
Will it be faster? or maybe the assembler routine for calling vro_cpyfm would be faster?

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 3230976847455094298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b51750b08c2a3a2
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Color sprites
Date: 2000/11/21
Message-ID: <3A1A715F.2F515933@siemens.at>#1/1
X-Deja-AN: 696147329
Content-Transfer-Encoding: 7bit
References: <3A191F14.AF88D49E@sun1000.pwr.wroc.pl>
<8vbku2$qg1$1@slb0.atl.mindspring.net> <3A1A3C97.B5A3F7E7@sun1000.pwr.wroc.pl>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 974811381 8245 158.226.192.100 (21 Nov 2000
12:56:21 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 21 Nov 2000 12:56:21 GMT
Newsgroups: comp.sys.atari.programmer

Rafal Kawecki wrote:
> Well, I'm drawing this ((backround and a mask) XOR sprite) in memory not
> on the screen.
> And it still flickers.
> Maybe it woud be faster to draw the mask as a 1 bitplane picture (in
> fact mask is a 1 bitplane picture).
> Will it be faster? or maybe the assembler routine for calling vro_cpyfm
> would be faster?

Since you already draw it in memory the only thing left to do in my
opinion is to wait for vsync before calling vro_cpyfm to put it to
screen.
Helped in some games I coded although I only needed it in falcon
256 color mode but it has its limits. Since you're wasting time waiting,
you at least have to prepare all sprites in memory to put all of them
out at once.

Gerhard

From -3932693355740016998
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,206dcb84bb3d4dd8,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-12 17:18:46 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!newsfeed.direct.ca!
look.ca!usenet.net.nz!ihug.co.nz!lust.ihug.co.nz!not-for-mail
From: J Wilkinson <jwandjw@ihug.co.nz>
Newsgroups: comp.sys.atari.programmer
Subject: Need X-IMG specs...
Date: Fri, 13 Oct 2000 13:21:43 +1300
Organization: JW & Co.
Lines: 20
Message-ID: <39E65597.9B4DB9E1@ihug.co.nz>
Reply-To: jwandjw@ihug.co.nz
NNTP-Posting-Host: p53-max5.chc.ihug.co.nz
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: lust.ihug.co.nz 971396324 7510 203.173.225.53 (13 Oct 2000 00:18:44 GMT)
X-Complaints-To: abuse@ihug.co.nz
NNTP-Posting-Date: Fri, 13 Oct 2000 00:18:44 +0000 (UTC)
X-Mailer: Mozilla 4.7 (Macintosh; I; PPC)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:118

Hi there,

I'm trying to write a small C program to convert
X-IMG graphics to some format of icon, so that
I can load these icons into programs like the
wonderful ICDRAW 1.42, by Dr.Bob.

The biggest hurdle is finding the spec for the
X-IMG format, which despite an hour or 2 on the
the net I have miserably failed to achieve!

Does anyone know of a site that has a copy of the
X-IMG spec on it? This is all I need to get moving
on this project. The .ICO format spec was easy to
find so that side is a piece of cake...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

From -778180046748751182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,781e29ba90cf74e7,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,781e29ba90cf74e7,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: fd4c9,781e29ba90cf74e7,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,781e29ba90cf74e7,start
X-Google-Attributes: gid1115ce,public
From: "Preben Sloth" <ps@lkps.dk>
Subject: Startup problems on Falcon 030
Date: 2000/10/13
Message-ID: <aNEF5.169$HE3.4601@news.get2net.dk>#1/1
X-Deja-AN: 681009320
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: abuse@uni2.dk
X-Trace: news.get2net.dk 971446470 147.29.106.146 (Fri, 13 Oct 2000 16:14:30 MET
DST)
Organization: UNI2 Internet Kunde
X-MSMail-Priority: Normal
NNTP-Posting-Date: Fri, 13 Oct 2000 16:14:30 MET DST
Newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hello There
For some time I have had startup problems on my Falcon 030. When I switch it
on
the Harddisk and the rest of the machine doesn't start. If I press the reset
button for
5-10 seconds the machine normaly starts, but some time I have to switch the
Falcon and
press the reset button a lot of time to get the machine to life.
What's wrong ???

I have had the machine for 6 years now, but it is only the last year this
problem has appear.

Thank, Preben Sloth

Please reply to ps@lkps.dk

From -2241806706666892812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,206dcb84bb3d4dd8
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <fatal@SYNTAX.ERROR>

Subject: Re: Need X-IMG specs...
Date: 2000/10/13
Message-ID: <Pine.MNT.4.10.10010131659170.93-100000@TT030>#1/1
X-Deja-AN: 681143685
References: <39E65597.9B4DB9E1@ihug.co.nz>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 971470655 216.201.36.174 (Fri, 13 Oct 2000 16:57:35 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 13 Oct 2000 16:57:35 EDT
Newsgroups: comp.sys.atari.programmer

On Fri, 13 Oct 2000, J Wilkinson wrote:

> Does anyone know of a site that has a copy of the
> X-IMG spec on it? This is all I need to get moving
> on this project. The .ICO format spec was easy to
> find so that side is a piece of cake...

I can mail some XIMG docs directly to you apon request.
My address is below.
Posting them here would not be a good idea. ;-)

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 2695881195810268966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,db80191ea20ea498,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10d554,db80191ea20ea498,start
X-Google-Attributes: gid10d554,public
From: Steve Sweet <stevesweet@bun.com>
Subject: MV 300 TC driver
Date: 2000/10/13
Message-ID: <971528678-724113AEicMi@bun.com>#1/1
X-Deja-AN: 681353479
X-Report: Please report illegal or inappropriate use to <abuse@intensive.net> You may also use our online abuse reporting from: http://www3.intensive.net/abuse.htm
Content-transfer-encoding: 8bit
X-Original-NNTP-Posting-Host: lon-news.intensive.net
Content-Type: text/plain; charset=iso-8859-1
X-Comments: This message was posted or routed through Intensive Networks Ltd. Please ensure any complaints are directed at the source of the message not a feeder server.
X-Trace: 14 Oct 2000 14:06:42 GMT, news2.cluster1.telinco.net
Organization: Intensive Networks Ltd http://www.intensive.net/

X-Original-Trace: 14 Oct 2000 14:06:41 +0100, ppp-1-226.cvx5.telinco.net
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,maus.computer.atari.software
X-Comments2: IMPORTANT: Intensive Networks Ltd. does not condone, nor support, spam or any illegal or copyrighted postings.
X-Comments3: IMPORTANT: Under NO circumstances will postings containing illegal or copyrighted material through this service be tolerated!!

Hi all

Is there anyone who possesses the true colour driver for the MV 300 Graphics card please. Or have details of where it can be obtained?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -9032638187560551900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,781e29ba90cf74e7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,781e29ba90cf74e7
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,781e29ba90cf74e7
X-Google-Attributes: gid109a67,public
X-Google-Thread: fd4c9,781e29ba90cf74e7
X-Google-Attributes: gidfd4c9,public
X-Google-ArrivalTime: 2000-10-13 18:00:09 PST
Path: supernews.google.com!sn-xit-02!sn-xit-01!supernews.com!
newsfeed.stanford.edu!arclight.uoregon.edu!newsfeed.mathworks.com!
news.maxwell.syr.edu!nntp2.deja.com!nnrp1.deja.com!not-for-mail
From: atarigalen@my-deja.com
Newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: Startup problems on Falcon 030
Date: Sat, 14 Oct 2000 00:54:15 GMT
Organization: Deja.com - Before you buy.
Lines: 34
Message-ID: <8s8arlkgc1@nnrp1.deja.com>
References: <aNEF5.169$HE3.4601@news.get2net.dk>
NNTP-Posting-Host: 140.144.173.160
X-Article-Creation-Date: Sat Oct 14 00:54:15 2000 GMT
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; DigExt)
X-Http-Proxy: 1.1 x66.deja.com:80 (Squid/1.1.22) for client 140.144.173.160
X-MyDeja-Info: XMYDJUIDatarigalen
Xref: supernews.google.com comp.sys.atari.programmer:121 comp.sys.atari.st:2701
comp.sys.atari.st.tech:379

In article <aNEF5.169$HE3.4601@news.get2net.dk>,
  "Preben Sloth" <ps@lkps.dk> wrote:
> Hello There
> For some time I have had startup problems on my Falcon 030. When I
switch it
> on
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the reset
> button for
> 5-10 seconds the machine normaly starts, but some time I have to
switch the
> Falcon and
> press the reset button a lot of time to get the machine to life.
> What's wrong ???
>
I've had the same problem a few times. Loose socketed chips have been
the suggested culprit, but I haven't opened her up to be sure.

Good luck with your search.

Galen
> I have had the machine for 6 years now, but it is only the last year
this
> problem has appear.
>
> Thank, Preben Sloth
>
> Please reply to ps@lkps.dk
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

From 1520255063717759009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,206dcb84bb3d4dd8
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Re: Need X-IMG specs...
Date: 2000/10/14
Message-ID: <39e8808b$1_3@athena.netset.com>#1/1
X-Deja-AN: 681404288
References: <39E65597.9B4DB9E1@ihug.co.nz>
<Pine.MNT.4.10.10010131659170.93-100000@TT030>
X-Trace: 14 Oct 2000 11:49:31 -0400, 64.40.192.13
Organization: NetSet Internet Services, Inc.
Newsgroups: comp.sys.atari.programmer

In article <Pine.MNT.4.10.10010131659170.93-100000@TT030>,

Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>On Fri, 13 Oct 2000, J Wilkinson wrote:
>
>> Does anyone know of a site that has a copy of the
>> X-IMG spec on it? This is all I need to get moving
>> on this project. The .ICO format spec was easy to
>> find so that side is a piece of cake...
>
>I can mail some XIMG docs directly to you apon request.
>My address is below.
>Posting them here would not be a good idea. ;-)

Always seem to be pimping this ;) If you grab the boinkout2 sources from my site there is a set of C routines for reading an (x)img file into an MFDB. While it's not a spec description, it might save you some time.

Dan Ackerman
aka baldrick

http://www.netset.com/~baldrick/boinkout2.html

From 5027210560374296495
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,14f0f8ce50d78e20
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-14 22:38:14 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!
europa.netcrusader.net!152.163.239.131!portc03.blue.aol.com!news.compuserve.com!
news-master.compuserve.com!not-for-mail
From: Rick D <74766.1561@CompuServe.COM>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Atari Portfolio
Date: 15 Oct 2000 05:38:12 GMT
Organization: MTG
Lines: 9
Message-ID: <8sbfs4$s0c$6@sshuraac-i-1.production.compuserve.com>
References: <GmoD5.8549$Sr.3513@newsfeed.slurp.net>
NNTP-Posting-Host: mhdzb.production.compuserve.com
X-Trace: sshuraac-i-1.production.compuserve.com 971588292 28684 149.174.88.254 (15
Oct 2000 05:38:12 GMT)
X-Complaints-To: newsmaster@compuserve.com
NNTP-Posting-Date: 15 Oct 2000 05:38:12 GMT

Xref: supernews.google.com comp.sys.atari.programmer:124

If you have web access, there are a places that software for
download such as
http://www.umich.edu/~archive/.

Rick D.

--

From -2922310246479741280
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ff48dbb4438a21b,start
X-Google-Attributes: gid1115ce,public
From: Lessard <lessard@cybertours.com>
Subject: business opportunity
Date: 2000/10/16
Message-ID: <39EB0B62.BDA02609@cybertours.com>
X-Deja-AN: 682056223
Content-Transfer-Encoding: 8bit
X-Original-NNTP-Posting-Host: 206.98.63.6
X-Accept-Language: en
Content-Type: text/plain; charset=iso-8859-1
X-Trace: 16 Oct 2000 09:46:17 -0500, 208.161.22.82
MIME-Version: 1.0
Reply-To: lessard@cybertours.com
Newsgroups: comp.sys.atari.programmer

Posted by KEVIN on October 12, 2000 at 18:25:14:

Re: Attention Business Opportunity

[Follow Ups] [Post Followup] [REInvest.net Forum]

Posted by Kevin Kniceley on October 08, 2000 at 03:14:32

In Reply to: Re: Attention Carlton Sheets Graduates! posted by Dave on
September 7, 2000 at 09:39:07:

TURN SIX DOLLARS INTO SIX THOUSAND QUICK AND EASY.

HOW TO TURN SIX DOLLARS INTO SIX THOUSAND:

: READING THIS COULD CHANGE YOUR LIFE! IT DOES WORK!

: I found this on a bulletin board and decided to try it. A little
: while back, I was browsing through newsgroups, just like you are now,
: and came across an article similar to this that said you could make
: thousands of dollars within weeks with only an initial investment of
: $6.00! So I thought, "Yeah right, this must be a scam", but
: like most of us, I was curious, so I kept reading. Anyway, it said
: that you send $1.00 to each of the 6 names and address stated in the
: article. You then place your own name and address in the bottom of
: the list at #6, and post the article in at least 200 newsgroups.
: (There are thousands) No catch, that was it. So after thinking it
: over, and talking to a few people first, I thought about trying it. I
: figured: "what have I got to lose except 6 stamps and $6.00,
: right?" Then I invested the measly $6.00. Well GUESS WHAT!?...
: within 7 days, I started getting money in the mail! I was shocked! I
: figured it would end soon, but the money just kept coming in. In my
: first week, I made about $25.00. By the end of the second week I had
: made a total of over $1,000.00! In the third week I had over
: $10,000.00 and it's still growing. This is now my fourth week and I
: have made a total of just over $42,000.00 and it's still coming in
: rapidly. It's certainly worth $6.00, and 6 stamps, I have spent more
: than that on the lottery!! Let me tell you how this works and most
: importantly, WHY it works... Also, make sure you print a copy of this
: article NOW, so you can get the information off of it as you need it.
: I promise you that if you follow the directions exactly, that you
: will start making more money than you thought possible by doing
: something so easy!

: Suggestion: Read this entire message carefully! (print it out or
: download it.) Follow the simple directions and watch the money come
: in!

: It's easy. It's legal. And, your investment is only $6.00 (Plus
: postage)

: IMPORTANT: This is not a rip-off; it is not indecent; it is not
: illegal; and it is 99% no risk - it really works!

: If all of the following instructions are adhered to, you will receive
: extraordinary dividends.

: PLEASE NOTE:
: Please follow these directions EXACTLY, and $50,000 or more can be
: yours in 20 to 60 days. This program remains successful because of
: the honesty and integrity of the participants. Please continue its
: success by carefully adhering to the instructions.

: You will now become part of the Mail Order business. In this business
: your product is not solid and tangible, it's a service. You are in

: the business of developing Mailing Lists. Many large corporations are
: happy to pay big bucks for quality lists. However, the money made
: from the mailing lists is secondary to the income which is made from
: people like you and me asking to be included in that list.

: Here are the 4 easy steps to success:

: STEP 1: Get 6 separate pieces of paper and write the following on
: each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now
: get 6 US $1.00 bills and place ONE inside EACH of the 6 pieces of
: paper so the bill will not be seen through the envelope (to prevent
: thievery). Next, place one paper in each of the 6 envelopes and seal
: them. You should now have 6 sealed envelopes, each with a piece of
: paper stating the above phrase, your name and address, and a $1.00
: bill. What you are doing is creating a service. THIS IS ABSOLUTELY
: LEGAL! You are requesting a legitimate service and you are paying for
: it! Like most of us I was a little skeptical and a little worried
: about the legal aspects of it all. So I checked it out with the U.S.
: Post Office (1-800-725-2161) and they confirmed that it is indeed
: legal. Mail the 6 envelopes to the following addresses:

: #1) Steve Wehvila
: 3155 Vernon St.
: Duluth, MN 55806

: #2) Jeff Brookman
: 3415 Covered Bridge Ln.
: Charlotte, NC 28210

: #3) Wit Wichaidit
: 10912 Broad Green Terrace
: Potomac, MD 20854

: #4) Mike Schude
: 893 S. roanoke
: Gilbert, AZ 85296

: #5) David Freeman
: 11045 Harbour Springs Circle
: Boca Raton, Fl 33428

: #6) Webster Lessard
  254 Clarks Mills Rd.
  Hollis, Maine 04042

: STEP 2: Now take the #1 name off the list that you see above, move
: the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR
: Name as number 6 on the list.

: STEP 3: Change anything you need to, but try to keep this article as
: close to original as possible. Now, post your amended article to at
: least 200 newsgroups. (I think there are close to 24,000 groups) All

: you need is 200, but remember, the more you post, the more money you
: make! You won't get very much unless you post like crazy. :)

: This is perfectly legal! If you have any doubts, refer to Title 18
: Sec. 1302 & 1341 of the Postal lottery laws.
: Keep a copy of these steps for yourself and, whenever you need money,
: you can use it again, and again.

: PLEASE REMEMBER that this program remains successful because of the
: honesty and integrity of the participants and by their carefully
: adhering to the directions. Look at it this way. If you are of
: integrity, the program will continue and the money that so many
: others have received will come your way.

: NOTE: You may want to retain every name and address sent to you,
: either on a computer or hard copy and keep the notes people send you.
: This VERIFIES that you are truly providing a service. (Also, it might
: be a good idea to wrap the $1 bill in dark paper to reduce the risk
: of mail theft.)

: So, as each post is downloaded and the directions carefully followed,
: six members will be reimbursed for their participation as a List
: Developer with one dollar each. Your name will move up the list
: geometrically so that when your name reaches the #1 position you will
: be receiving thousands of dollars in CASH!!! What an opportunity for
: only $6.00 ($1.00 for each of the first six people listed above) Send
: it now, add your own name to the list and you're in business!

: ---DIRECTIONS ----- FOR HOW TO POST TO NEWSGROUPS----------

: Step 1) You do not need to re-type this entire letter to do your own
: posting. Simply put your cursor at the beginning of this letter and
: drag your cursor to the bottom of this document, and select 'copy'
: from the edit menu. This will copy the entire letter into the
: computer's memory.
: Step 2) Open a blank 'notepad' file and place your cursor at the top
: of the blank page. From the 'edit' menu select 'paste'. This will
: paste a copy of the letter into notepad so that you can add your name
: to the list. Step 3) Save your new notepad file as a .txt file. If
: you want to do your postings in different settings, you'll always
: have this file to go back to.
: Step 4) Use Netscape or Internet explorer and try searching for
: various newsgroups (on-line forums, message boards, chat sites,
: discussions.)
: Step 5) Visit these message boards and post this article as a new
: message by highlighting the text of this letter and selecting paste
: from the edit menu. Fill in the Subject, this will be the header that
: everyone sees as they scroll through the list of postings in a
: particular group, click the post message button. You're done with
: your first one! Congratulations...THAT'S IT! All you have to do is
: jump to different newsgroups and post away, after you get the hang of
: it, it will take about 30 seconds for each newsgroup! **REMEMBER, THE
: MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE! BUT YOU

: HAVE TO POST A MINIMUM OF 200** That's it! You will begin receiving
: money from around the world within days! You may eventually want to
: rent a P.O.Box due to the large amount of mail you will receive. If
: you wish to stay anonymous, you can invent a name to use, as long as
: the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE
: CORRECT.**

r. Now,
: each of the 5 persons who just sent me $1.00 make the MINIMUM 200
: postings, each with my name at #5 and only 5 persons respond to each
: of the original 5, that is another $25.00 for me, now those 25 each
: make 200 MINIMUM posts with my name at #4 and only 5 replies each, I
: will bring in an additional $125.00! Now, those 125 persons turn
: around and post the MINIMUM 200 with my name at #3 and only receive 5
: replies each, I will make an additional $625.00! OK, now here is the
: fun part, each of those 625 persons post a MINIMUM 200 letters with
: my name at #2 and they each only receive 5 replies, that just made me
: $3,125.00!!! Those 3,125 persons will all deliver this message to 200
: newsgroups with my name at #1 and if still 5 persons per 200
: newsgroups react I will receive $15,625,00! With an original
: investment of only $6.00! AMAZING! When your name is no longer on the
: list, you just take the latest posting in the newsgroups, and send
: out another $6.00 to names on the list, putting your name at number 6
: again. And start posting again. The thing to remember is: do you
: realize that thousands of people all over the world are joining the
: internet and reading these articles everyday?, JUST LIKE YOU are
: now!! So, can you afford $6.00 and see if it really works?? I think
: so... People have said, "what if the plan is played out and no
: one sends you the money? So what! What are the chances of that
: happening when there are tons of new honest users and new honest
: people who are joining the internet and newsgroups everyday and are
: willing to give it a try? Estimates are at 20,000 to 50,000 new
: users, every day, with thousands of those joining the actual
: internet. Remember, play FAIRLY and HONESTLY and this will really:
work.

Follow Ups:

Re: Attention Carlton Sheets Graduates! Dynamic Results Vincent
01:00:52 9/21/98 (0)

Re: Attention Carlton Sheets Graduates! Jan 18:06:37 9/13/98 (4)
IT'S ALMOST LIKE MAGIC!!!!!!!!!!!!!! LEE 19:41:33 9/15/98 (2)
Re: IT'S ALMOST LIKE MAGIC!!!!!!!!!!!!!! PAUL JOLLY 09:41:57 9/29/98
(0)

Re: IT'S ALMOST LIKE MAGIC!!!!!!!!!!!!!! olatutu akinyelure 17:15:54

9/24/98 (0)

IT'S ALMOST LIKE MAGIC!!!!!!!!!!!!!! LEE 19:39:53 9/15/98 (0)

Re: Attention Carlton Sheets Graduates! Jon Morris 19:29:43 9/09/98 (0)

Re: Attention Carlton Sheets Graduates! Jon Morris 19:18:00 9/09/98 (0)

Carlton Sheets Graduates! Dynamic Resu

From -2853861633787328874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bff0af27de368e0
X-Google-Attributes: gid1115ce,public
From: elfsoft@mindspring.com (John Kormylo)
Subject: Re: Resolution change
Date: 2000/10/16
Message-ID: <8sf2ab$sf5$1@slb6.atl.mindspring.net>#1/1
X-Deja-AN: 682065058
References: <39E43E62.D79711A7@sun1000.pwr.wroc.pl>
Organization: E.L.F. Software
Newsgroups: comp.sys.atari.programmer

On 11 Oct 2000 12:18:10 , Rafal Kawecki wrote:
>How can I using Pure C change the resolution in Falcon?
>I mean for example from 1024x768x16 on 640x480x256.
>

The easiest way is to call Vsetmode() (requires v1.1).
Check the online help for parameters.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From 5631799759556871790
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bff0af27de368e0
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Resolution change

Date: 2000/10/16
Message-ID: <8sfd22kvp1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 682133068
References: <39E43E62.D79711A7@sun1000.pwr.wroc.pl>
<8sf2ab$sf5$1@slb6.atl.mindspring.net>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Newsgroups: comp.sys.atari.programmer

Hi!

John Kormylo <elfsoft@mindspring.com> wrote:
> The easiest way is to call Vsetmode() (requires v1.1).

IIRC, you can simply use something like this with Pure C 1.0:

```
#define Vsetmode(a)    xbios(dontknowtheopcodeofvsetmode, (a))
```

Or write your own assembler module - not a big deal, IMO.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 8960317186595543267
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bff0af27de368e0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-16 23:14:47 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!news.tele.dk!
193.174.75.178!news-fra1.dfn.de!news.man.poznan.pl!pwr.wroc.pl!
panorama.wcss.wroc.pl!not-for-mail
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Resolution change
Date: Tue, 17 Oct 2000 07:19:46 +0200
Organization: Politechnika Wroclawska
Lines: 28
Message-ID: <39EBE172.1CB60EAE@sun1000.pwr.wroc.pl>
References: <39E43E62.D79711A7@sun1000.pwr.wroc.pl>
<8sf2ab$sf5$1@slb6.atl.mindspring.net> <8sfd22kvp1@sun27.hrz.tu-darmstadt.de>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 971763408 20974 156.17.32.156 (17 Oct 2000 06:16:48 GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 17 Oct 2000 06:16:48 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:127

> Hi!
>
> John Kormylo <elfsoft@mindspring.com> wrote:
> > The easiest way is to call Vsetmode() (requires v1.1).
>
> IIRC, you can simply use something like this with Pure C 1.0:
>
> #define Vsetmode(a)   xbios(dontknowtheopcodeofvsetmode, (a))
>
> Or write your own assembler module - not a big deal, IMO.

OK. Vsetmode should works correctly, but...
Should I make some speciall magic tricks before to use it?
I have also problems using Vsetmode under ScreenBlaster, is there any solution?

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 653768849874448684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,65ab8472d7db41b8,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,65ab8472d7db41b8,start
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: devpac 3.10 & addressing modes
Date: 2000/10/20
Message-ID: <39EFFD2D.FC003823@siemens.at>#1/1
X-Deja-AN: 683711180
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii

X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 972029132 1162 158.226.192.100 (20 Oct 2000 08:05:32 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 20 Oct 2000 08:05:32 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

I have written a piece of code that looks like :

```
JumpFrom:
  jmp ([JumpTable-JumpFrom-4.b,PC,d0.l*4])
JumpTable:
  dc.l Target1,Target2,...

Target1: some code
Target2: some more code
...
```

The advantage is that it doesn't need an extra address register and is faster than any other method I tried. When I assemble it with the Pure Assembler it works very fine but when I assemble it with DevPac 3.10 although I set the option to 68040 and in the DevPac manual it is described to be working from 68020 up I always get :

Error : relative addressing not allowed

I tried every variation I could imagine but it's no use. Unfortunately I need GST format output of that module and therefore can't use the Pure Assembler.

So can anybody tell me how to write that code so DevPac accepts it or is there a bug in DevPac preventing the use of PC relative addressing modes ?

Thanks
Gerhard

From -6157843035854727478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,65ab8472d7db41b8
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: devpac 3.10 & addressing modes
Date: 2000/10/20
Message-ID: <39F0AE04.8232EE71@cable.A2000.nl>#1/1
X-Deja-AN: 683932350
Content-Transfer-Encoding: 7bit

References: <39EFFD2D.FC003823@siemens.at>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 972074577 27097 24.132.20.245 (20 Oct 2000 20:42:57 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 20 Oct 2000 20:42:57 GMT
Newsgroups: comp.sys.atari.programmer

Hi Janka

Janka Gerhard wrote:
>
> Hi,
>
> I have written a piece of code that looks like :
>
> JumpFrom:
>   jmp ([JumpTable-JumpFrom-4.b,PC,d0.l*4])
> JumpTable:
>   dc.l Target1,Target2,...
>
> Target1: some code
> Target2: some more code

First: Pasm doesnt assemble this exemple correctly.
I was made aware of the fact by Ronald Andersson when he used TTDigger.
Being a Pasm user, I made the same mistake in TTdigger.

This may the reason why you did the subtraction yourself
because
```
     jmp  ([b,pc,d0.l*4])
```
should be good enough (if Pasm wasnt wrong! :-)

Basicly Pasm says: OK if you want to do my work (the subtraction), I dont mind.

Second: Your subtraction could be the reason why Devpac complains.
Nobody seems to be perfect.

There are 2 solutions:
use Pasm and write
```
     jmp  ([4,pc,d0.l*4])
```
or
use Devpac and write
```
     jmp  ([b,pc,d0.l*4])
```

PS the last public version of TTD (6.1) still has the error.
I have version 6.2 that fixes this, but couldnt be published because of
a related, not yet solved, problem.

--

Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From 2157967131026413092
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,65ab8472d7db41b8
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: devpac 3.10 & addressing modes P.S.
Date: 2000/10/20
Message-ID: <39F0AEE0.26FC748B@cable.A2000.nl>#1/1
X-Deja-AN: 683933658
Content-Transfer-Encoding: 7bit
References: <39EFFD2D.FC003823@siemens.at> <39F0AE04.8232EE71@cable.A2000.nl>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 972074797 27728 24.132.20.245 (20 Oct 2000 20:46:37 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 20 Oct 2000 20:46:37 GMT
Newsgroups: comp.sys.atari.programmer

Henk Robbers wrote:

```
>         jmp     ([b,pc,d0.l*4])
                    ^
```

I substituted Target1 by b

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From 9185254138941409900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,95d275be99b0d70,start
X-Google-Attributes: gid1115ce,public
From: Atari History Webmaster <webmaster@atari-history.com>
Subject: Modifying Atari 8bit OS
Date: 2000/10/20
Message-ID: <39F101DE.A8B3D9C9@atari-history.com>#1/1
X-Deja-AN: 684023218

Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Abuse-Info: Otherwise we will be unable to process your complaint properly
X-Complaints-To: support@usenetserver.com
Organization: The Atari History Site (http://www.atari-history.com)
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 20 Oct 2000 22:34:53 EDT
Newsgroups: comp.sys.atari.programmer

Hi,

I would like to add some device drivers into the Atari 8bit OS, can anyone recommend a good assembler/disassmbler for the PC or is it better that I just use something like Mac/65 on the 8bit itself, save it as a file and burn it to an eprom???

I appreciate the help, thanks.

Curt

From -7791003372433260396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,65ab8472d7db41b8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,65ab8472d7db41b8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-20 17:35:29 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!newsfeed.direct.ca!
look.ca!nntp.primenet.com!nntp.gblx.net!enews.sgi.com!news.xtra.co.nz!
news.netgate.net.nz!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Re: devpac 3.10 & addressing modes
Date: Sat, 21 Oct 2000 13:24:25 +1300
Organization: The Gluepot
Lines: 48
Message-ID: <8sqo6q$292n$1@news.comnet.co.nz>
References: <39EFFD2D.FC003823@siemens.at>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-242.remote.comnet.co.nz
Mime-Version: 1.0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.comnet.co.nz 972088346 74839 131.203.242.242 (21 Oct 2000 00:32:26

GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 21 Oct 2000 00:32:26 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:131 comp.sys.atari.st:3008

"Janka Gerhard" <gerhard.janka@siemens.at> wrote ...
> Hi,
>
> I have written a piece of code that looks like :
>
> JumpFrom:
>   jmp ([JumpTable-JumpFrom-4.b,PC,d0.l*4])

The first thing that strikes me here is that your offset calculation has
a trailing ".b", which Devpac thinks means "byte". This '020+ addressing
mode only allows word and longword offsets.

Also, why don't you use "jmp ([JumpTable,pc,d0.l*4])" ?

AFAICR, it is analagous to
```
    lea    JumpTable(pc,d0.l*4),a0
    jmp    (a0)
```

I haven't used that addressing mode very often in the 8-odd years I've
owned a TT

> JumpTable:
>   dc.l Target1,Target2,...
>
> Target1: some code
> Target2: some more code
> ...
>
> The advantage is that it doesn't need an extra address
> register and is faster than any other method I tried.
> When I assemble it with the Pure Assembler it works very
> fine but when I assemble it with DevPac 3.10 although I
> set the option to 68040 and in the DevPac manual it is
> described to be working from 68020 up I always get :
>
> Error : relative addressing not allowed
>
> I tried every variation I could imagine but it's no use.
> Unfortunately I need GST format output of that module
> and therefore can't use the Pure Assembler.
>
> So can anybody tell me how to write that code so DevPac
> accepts it or is there a bug in DevPac preventing the
> use of PC relative addressing modes ?

>
> Thanks
> Gerhard

From -824224072237113878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b6ed93208b0b748d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b6ed93208b0b748d,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,b6ed93208b0b748d,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,b6ed93208b0b748d,start
X-Google-Attributes: gid109a67,public
From: "John Thackeray" <john@tradeinpost.com>
Subject: Atari Software For Sale
Date: 2000/10/21
Message-ID: <8ss1o0$i8i$6@neptunium.btinternet.com>#1/1
X-Deja-AN: 684120186
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Organization: BT Internet
X-MSMail-Priority: Normal
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.
tech

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

From -2233875429053997410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,285a3a686d9d07e2,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,285a3a686d9d07e2,start
X-Google-Attributes: gid1115ce,public
From: "jeremyalansmith" <jeremyalansmith@netscapeonline.co.uk>
Subject: WinSTon MIDI support

Date: 2000/10/21
Message-ID: <01c03b60$46480c80$6968fc3e@default>#1/1
X-Deja-AN: 684129778
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 972133739 62.252.104.105 (Sat, 21 Oct 2000 14:08:59 BST)
Organization: ntlworld News Service
NNTP-Posting-Date: Sat, 21 Oct 2000 14:08:59 BST
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hi!

I've e-mailed the maintainer of WinSTon, offering to help with MIDI support for Windows, but never got a response. So I'm posting here to see if anyone wants my help or knows where I can offer to support Winston, and I'm also posting to ask for anyone who knows about the Atari ST side of things MIDI-wise (because I only know about programming MIDI under Windows, hardware and software (ie, which port is to beemulated)..

Hope that's clear enough!

Jeremy.

From -785285661500811401
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,285a3a686d9d07e2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,285a3a686d9d07e2
X-Google-Attributes: gid1115ce,public
From: "jeremyalansmith" <jeremyalansmith@netscapeonline.co.uk>
Subject: Re: WinSTon MIDI support
Date: 2000/10/21
Message-ID: <01c03b63$02537980$6968fc3e@default>#1/1
X-Deja-AN: 684134417
References: <01c03b60$46480c80$6968fc3e@default>
X-Complaints-To: abuse@ntlworld.com
X-Trace: news2-win.server.ntlworld.com 972134913 62.252.104.105 (Sat, 21 Oct 2000 14:28:33 BST)
Organization: ntlworld News Service
NNTP-Posting-Date: Sat, 21 Oct 2000 14:28:33 BST
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

> I've e-mailed the maintainer of WinSTon, offering to help with MIDI support
> for Windows, but never got a response. So I'm posting here to see if anyone
> wants my help or knows where I can offer to support Winston, and I'm also
> posting to ask for anyone who knows about the Atari ST side of things

Sorry, this bit:

> MIDI-wise (because I only know about programming MIDI under Windows,
> hardware and software (ie, which port is to beemulated)..

Should say:

> MIDI-wise (because I only know about programming MIDI under Windows). If
anyone can help out with the Atari ST side of things, hardware and software
(ie, which IO port is to be emulated) than that would be great.

D'uh! Damn newsreader.

Jeremy.

From 3884959053456281888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,285a3a686d9d07e2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,285a3a686d9d07e2
X-Google-Attributes: gid1115ce,public
From: Tim Conrardy <tconrardy@hotmail.com>
Subject: Re: WinSTon MIDI support
Date: 2000/10/21
Message-ID: <8sscq0$97d$1@nnrp1.deja.com>#1/1
X-Deja-AN: 684158890
References: <01c03b60$46480c80$6968fc3e@default>
<01c03b63$02537980$6968fc3e@default>
X-Http-Proxy: 1.1 x69.deja.com:80 (Squid/1.1.22) for client 216.126.132.76
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Sat Oct 21 15:30:07 2000 GMT
X-MyDeja-Info: XMYDJUIDtimconrardy
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows 95)

> Should say:
>
> > MIDI-wise (because I only know about programming MIDI under
Windows). If
> anyone can help out with the Atari ST side of things, hardware and
software
> (ie, which IO port is to be emulated) than that would be great.
>
> D'uh! Damn newsreader.
>
> Jeremy.

Hi Jeremy

Thanks for your OFFER and I hope someone listens as this is DEARLY NEEDED to be able to run Atari Midi Apps on a PC (under emulation of course) There are some Atari-Midi apps that cannot be reproduced for Windows like Dr T's KSC Omega II with PVG.

I am just Encouraging you and anybody here that does Atari Emulation for PC, that this is a need.

BTW...for the Mac platform, I am happy to report that NoSTalgia DOES work for Midi. You really have to "tweak it" though.Harry Koopman (Of Midijoy) has tested it for us on Atari-Midi Egrp.

Tim

--

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

From -3187086863009505805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,285a3a686d9d07e2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,285a3a686d9d07e2
X-Google-Attributes: gid1115ce,public
From: ph.gerin@skynet.be (=?ISO-8859-1?Q?Philippe_G=E9rin?=)
Subject: Re: WinSTon MIDI support
Date: 2000/10/21
Message-ID: <1eivaaj.120qrktef7ubkN%ph.gerin@skynet.be>#1/1
X-Deja-AN: 684198769
References: <01c03b60$46480c80$6968fc3e@default>
<01c03b63$02537980$6968fc3e@default> <8sscq0$97d$1@nnrp1.deja.com>
X-Complaints-To: abuse@skynet.be
X-Trace: news0.skynet.be 972149895 18846 195.238.10.50 (21 Oct 2000 17:38:15 GMT)
Organization: Disorganized
User-Agent: MacSOUP/2.4.6
NNTP-Posting-Date: 21 Oct 2000 17:38:15 GMT
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Tim Conrardy <tconrardy@hotmail.com> wrote:

> BTW...for the Mac platform, I am happy to report that NoSTalgia DOES
> work for Midi. You really have to "tweak it" though.Harry Koopman (Of

> Midijoy) has tested it for us on Atari-Midi Egrp.

NoSTalgia supports Midi via Quicktime (Midi OUT) or OMS (Midi IN & OUT)
but some applications are not (yet) working.
Note that the current version of NoSTalgia (0.7) has a bug preventing
Midi apps to run.
Version 0.71 is planned next week.

Enjoy !

--
NoSTalgia & PowerST AtariST emulator for the Macintosh
<http://users.skynet.be/sky39147/> <http://nostalgia.atari.org>
<ph.gerin@skynet.be>

From 6926892890224119356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,65ab8472d7db41b8
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: devpac 3.10 & addressing modes
Date: 2000/10/21
Message-ID: <39F1B759.1E0B8A74@cable.A2000.nl>#1/1
X-Deja-AN: 684233562
Content-Transfer-Encoding: 7bit
References: <39EFFD2D.FC003823@siemens.at> <8sqo6q$292n$1@news.comnet.co.nz>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: spectra.a2000.nl 972142582 12267 24.132.20.245 (21 Oct 2000 15:36:22 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 21 Oct 2000 15:36:22 GMT
Newsgroups: comp.sys.atari.programmer

G Swaine wrote:

> AFAICR, it is analagous to
>   lea   JumpTable(pc,d0.l*4),a0
>   jmp   (a0)

He didnt want to use the extra reg, did he?

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Groeten; Regards.
Henk Robbers.   http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);

Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From -452629999119285171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,65ab8472d7db41b8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-21 21:50:16 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!newsfeed.direct.ca!
look.ca!nntp.primenet.com!nntp.gblx.net!enews.sgi.com!news.xtra.co.nz!
news.netgate.net.nz!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: devpac 3.10 & addressing modes
Date: Sun, 22 Oct 2000 17:44:52 +1300
Organization: The Gluepot
Lines: 31
Message-ID: <8strr7$1md3$1@news.comnet.co.nz>
References: <39EFFD2D.FC003823@siemens.at> <8sqo6q$292n$1@news.comnet.co.nz>
<39F1B759.1E0B8A74@cable.A2000.nl>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-53.remote.comnet.co.nz
Mime-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.comnet.co.nz 972190375 55715 131.203.242.53 (22 Oct 2000 04:52:55
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 22 Oct 2000 04:52:55 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:137

"Henk Robbers" <H.Robbers@cable.A2000.nl> wrote in ...
> G Swaine wrote:
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> >   lea   JumpTable(pc,d0.l*4),a0
> >   jmp   (a0)
>
> He didnt want to use the extra reg, did he?

Agreed.

(BTW: "analogous" means "similar to", not "the same as")

Register A0 would not be referenced, used or altered in my suggested
alternative. I simply used a "load address, jump indirect" to show the
mindset behind my alternative. Perhaps if I'd used a blatantly illegal
register in my example (like R0 or A8) then there wouldn't have been

this mis-understanding

--

Quote for the month:

"Daylight Savings. Can I help you?"
"Yes - I'd like to make a withdrawal"

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

From 4001494737874341689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e36cd7cfc3687d22,start
X-Google-Attributes: gid1115ce,public
From: "Gregor Thul" <hallihallo@bigfoot.de>
Subject: Mark-Williams-C-Compiler
Date: 2000/10/22
Message-ID: <8suba6$lfroc$1@ID-4180.news.cis.dfn.de>#1/1
X-Deja-AN: 684380079
X-Trace: fu-berlin.de 972206215 22540044 213.128.28.52 (16 [4180])
X-MSMail-Priority: Normal
X-Priority: 3
Newsgroups: comp.sys.atari.programmer
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Hello,
does anyone know a Update for the Mark-Williams-C-Compiler for the
Y2K-Problem?
I realy need it.
Pleas help
Thank you
Gregor

From 1943023496955942603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,285a3a686d9d07e2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,285a3a686d9d07e2
X-Google-Attributes: gid1115ce,public
From: "Kevin Dermott" <k@kevindermott.co.uk>
Subject: Re: WinSTon MIDI support
Date: 2000/10/22

Message-ID: <39f249e7$0$173@news.zetnet.co.uk>#1/1
X-Deja-AN: 684415534
References: <01c03b60$46480c80$6968fc3e@default>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Trace: news.zetnet.co.uk 972179943 173 194.247.44.52
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

jeremyalansmith <jeremyalansmith@netscapeonline.co.uk> wrote in message
news:01c03b60$46480c80$6968fc3e@default...
> Hi!
>
> I've e-mailed the maintainer of WinSTon, offering to help with MIDI
support
> for Windows, but never got a response. So I'm posting here to see if
anyone
> wants my help or knows where I can offer to support Winston, and I'm also
> posting to ask for anyone who knows about the Atari ST side of things
> MIDI-wise (because I only know about programming MIDI under Windows,
> hardware and software (ie, which port is to beemulated)..
>
> Hope that's clear enough!
>
> Jeremy.
>

A lot of us would love this, but as the midi timing even on native PC
programs is appalling I can't imagine what it would be like on an emulator
sat on top of windows.
Kevin
www.kevindermott.co.uk

From 3741328705130703456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,65ab8472d7db41b8
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: devpac 3.10 & addressing modes
Date: 2000/10/22
Message-ID: <39F2FDF9.57B455AE@cable.A2000.nl>#1/1
X-Deja-AN: 684454521
Content-Transfer-Encoding: 7bit
References: <39EFFD2D.FC003823@siemens.at> <8sqo6q$292n$1@news.comnet.co.nz>
<39F1B759.1E0B8A74@cable.A2000.nl> <8strr7$1md3$1@news.comnet.co.nz>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl

X-Trace: spectra.a2000.nl 972226203 29438 24.132.20.245 (22 Oct 2000 14:50:03 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 22 Oct 2000 14:50:03 GMT
Newsgroups: comp.sys.atari.programmer

G Swaine wrote:
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> > >   jmp   (a0)
> >
> > He didnt want to use the extra reg, did he?
>
> Agreed.
>
> (BTW: "analogous" means "similar to", not "the same as")
>

Of course. Sorry.

--
Groeten; Regards.
Henk Robbers.   http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From -6650465562148328661
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,285a3a686d9d07e2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,285a3a686d9d07e2
X-Google-Attributes: gid1115ce,public
From: "Claes Holmerup" <newsgroups@holmerup.com>
Subject: Re: WinSTon MIDI support
Date: 2000/10/22
Message-ID: <OSFI5.3853$Z75.10205@nntpserver.swip.net>#1/1
X-Deja-AN: 684501847
Content-Transfer-Encoding: 7bit
References: <01c03b60$46480c80$6968fc3e@default>
<39f249e7$0$173@news.zetnet.co.uk>
X-Sender: s-72374@d212-151-37-176.swipnet.se
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 972237358 212.151.37.176 (Sun, 22 Oct 2000 19:55:58

MET DST)
Organization: A Customer of Tele2
X-MSMail-Priority: Normal
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 22 Oct 2000 19:55:58 MET DST
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

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> > hardware and software (ie, which port is to beemulated)..

> A lot of us would love this, but as the midi timing even on native PC
> programs is appalling I can't imagine what it would be like on an emulator
> sat on top of windows.

Get real!
Most studios around the world actually DON'T use Ataris, believe it or not.
You don't have sample accurate sync on an Atari - but with a real midi
interface on a PC you have it there - so nowadays, a PC is even better for
midi applications than an Atari machine...
The main reason for midi timing problems is when people try to use crappy
gaming soundcards for midi - and that's impossible to use other than as a
toy! This is not a general problem in the PC, but a problem within the
soundcard!

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

From 1781895050334965527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c560d6320bf8f8cf,start
X-Google-Attributes: gid1115ce,public
From: info@seriousmonkey.com
Subject: - Major automotive website <593157694>
Date: 2000/10/22
Message-ID: <8t1ca9nde126@lure.pipex.net>#1/1
X-Deja-AN: 684788221
ReplyTo: info@seriousmonkey.com
X-Complaints-To: abuse@uk.uu.net
X-Trace: lure.pipex.net 972305545 23982 62.188.134.80 (23 Oct 2000 12:52:25 GMT)

Organization: UUNET WorldCom server (post doesn't reflect views of UUNET WorldCom
NNTP-Posting-Date: 23 Oct 2000 12:52:25 GMT
Newsgroups: comp.sys.atari.programmer

seriousmonkey.com is set to revolutionise the global automotive industry with a wide range of genuinely groundbreaking and innovative Internet services benefiting business and consumers alike.

In order to support the hyper-growth expansion of our global operations, seriousmonkey.com will shortly be looking for a number of high-calibre, professional candidates to join our fast-paced and dedicated teams in London and the Republic of Ireland.

To visit seriousmonkey.com or view our online job vacancies, go to http://www.seriousmonkey.com

Frank Pottle
Managing Director
seriousmonkey.com

Article posted 23/10/2000 13:48:57.610

From 7179900160632927551
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,65ab8472d7db41b8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-22 22:58:27 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!
europa.netcrusader.net!144.212.100.101!newsfeed.mathworks.com!EU.net!
newsfeed.Austria.EU.net!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: devpac 3.10 & addressing modes
Date: Mon, 23 Oct 2000 08:00:04 +0200
Organization: SIEMENS AG AUSTRIA
Lines: 20
Message-ID: <39F3D3E4.10995F86@siemens.at>
References: <39EFFD2D.FC003823@siemens.at> <39F0AE04.8232EE71@cable.A2000.nl>
NNTP-Posting-Host: ws1487.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: scesie13.sie.siemens.at 972280705 13389 158.226.192.100 (23 Oct 2000
05:58:25 GMT)
X-Complaints-To: news@siemens.at
NNTP-Posting-Date: 23 Oct 2000 05:58:25 GMT
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.5.1 sun4m)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:142

Henk Robbers wrote:
> First: Pasm doesnt assemble this exemple correctly.
> I was made aware of the fact by Ronald Andersson when he used TTDigger.
> Being a Pasm user, I made the same mistake in TTdigger.
>
> This may the reason why you did the subtraction yourself
> because
> jmp ([b,pc,d0.l*4])
> should be good enough (if Pasm wasnt wrong! :-)
>
> Basicly Pasm says: OK if you want to do my work (the subtraction), I dont mind.

You're right. The code didn't look like that at my first try but
since it didn't work I altered it until Pasm did what I wanted it to
do, thinking it had somehow been my fault although I couldn't
understand why.
So many thanks, there's absolutely no chance I would ever have found
out what really caused the troubles.

Gerhard

From -6183982810924427502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f7c815706c096798,start
X-Google-Attributes: gid1115ce,public
From: "Stephen Moss" <sgm23@eng.cam.ac.uk>
Subject: Machine code programmer wanted
Date: 2000/10/23
Message-ID: <8t0qilbhp1@pegasus.csx.cam.ac.uk>#1/1
X-Deja-AN: 684709575
Organization: University of Cambridge, England
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2120.0
Newsgroups: comp.sys.atari.programmer

Hi folks,
I need someone to make a small alteration to a old unsupported item of
software (STOS 3D).
Basically this software has some preset values for a certain function and I
want these removed from the main body of the program and placed in/read from
a text file so that users can alter them for each project they write by
simply changing the contents for the file.
The file contents will be 15 set of 3 numbers.
I will check this group over the next few days for any responces but if you
would like to help please e-mail me directly.

Thanks,
Stephen Moss

From -99720190163361281
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,285a3a686d9d07e2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,285a3a686d9d07e2
X-Google-Attributes: gid1115ce,public
From: "kevindermott." <k@kevindermott.co.uk>
Subject: Re: WinSTon MIDI support
Date: 2000/10/23
Message-ID: <39f478a2@news.telinco.net>#1/1
X-Deja-AN: 684892432

X-Report: Please report illegal or inappropriate use to <abuse@intensive.net> You may also use our online abuse reporting from: http://www3.intensive.net/abuse.htm
References: <01c03b60$46480c80$6968fc3e@default>
<39f249e7$0$173@news.zetnet.co.uk> <OSFI5.3853$Z75.10205@nntpserver.swip.net>
X-Original-NNTP-Posting-Host: lon-news.intensive.net
X-Trace: 24 Oct 2000 19:43:00 GMT, news2.cluster1.telinco.net
Organization: Intensive Networks Ltd http://www.intensive.net/
X-Original-Trace: 23 Oct 2000 18:42:58 +0100, ppp-2-197.cvx5.telinco.net
X-MSMail-Priority: Normal
X-Priority: 3
X-Comments: This message was posted or routed through Intensive Networks Ltd. Please ensure any complaints are directed at the source of the message not a feeder server.
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Comments2: IMPORTANT: Intensive Networks Ltd. does not condone, nor support, spam or any illegal or copyrighted postings.
X-Comments3: IMPORTANT: Under NO circumstances will postings containing illegal or copyrighted material through this service be tolerated!!

Claes Holmerup <newsgroups@holmerup.com> wrote in message
news:OSFI5.3853$Z75.10205@nntpserver.swip.net...
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> Most studios around the world actually DON'T use Ataris, believe it or
not.
> You don't have sample accurate sync on an Atari - but with a real midi
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> midi applications than an Atari machine...
> The main reason for midi timing problems is when people try to use crappy
> gaming soundcards for midi - and that's impossible to use other than as a
> toy! This is not a general problem in the PC, but a problem within the
> soundcard!
>
> Best regards,
> Claes
> my e-mail: claes@holmerup.com
> my website: www.holmerup.com

> swedish music of the web: www.swebmusic.com
>
>
guess I need to upgrade my £200 toy soundcard for a proper one then (sigh)
I suppose then I can ignore the latency control on my £300 sequencer that I
run on my £1200 PC.
Kevin

From -7687228998030501982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,65ab8472d7db41b8
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: devpac 3.10 & addressing modes
Date: 2000/10/23
Message-ID: <39F4A5EB.1C4560B7@cable.A2000.nl>#1/1
X-Deja-AN: 684974121
Content-Transfer-Encoding: 7bit
References: <39EFFD2D.FC003823@siemens.at> <39F0AE04.8232EE71@cable.A2000.nl>
<39F3D3E4.10995F86@siemens.at>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: tesla.a2000.nl 972334699 2364 24.132.20.245 (23 Oct 2000 20:58:19 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 23 Oct 2000 20:58:19 GMT
Newsgroups: comp.sys.atari.programmer

Hi

Janka Gerhard wrote:
> So many thanks, there's absolutely no chance I would ever have found
> out what really caused the troubles.

Send a postcard to Ronald Andersson. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From -1981271577291574652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,65ab8472d7db41b8

X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: devpac 3.10 & addressing modes
Date: 2000/10/24
Message-ID: <39F53CC6.AFAA7A09@siemens.at>#1/1
X-Deja-AN: 685136911
Content-Transfer-Encoding: 7bit
References: <39EFFD2D.FC003823@siemens.at> <8sqo6q$292n$1@news.comnet.co.nz>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 972373091 25351 158.226.192.100 (24 Oct 2000
07:38:11 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 24 Oct 2000 07:38:11 GMT
Newsgroups: comp.sys.atari.programmer

G Swaine wrote:
> "Janka Gerhard" <gerhard.janka@siemens.at> wrote ...
> > I have written a piece of code that looks like :
> >
> > JumpFrom:
> >   jmp ([JumpTable-JumpFrom-4.b,PC,d0.l*4])
>
> Also, why don't you use "jmp ([JumpTable,pc,d0.l*4])" ?

I find this very interesting. I know gas, Pasm and DevPac and
every one of the three wants this a bit different. DevPac seems
to be the only one of them that does the subtraction without me
writing it there. But anyway it works fine that way. Thanks !

> AFAICR, it is analagous to
>   lea   JumpTable(pc,d0.l*4),a0
>   jmp   (a0)
>
> I haven't used that addressing mode very often in the 8-odd years I've
> owned a TT

Well, it's a good alternative to

```
  lea JumpTable,An
  jmp ([An,Dn.l*4])
```

except when you have enough registers and can leave An unchanged
for several times looping over the jmp.

I admit one shouldn't use these modes if there is a slight
chance that the program would work on a ST too otherwise, but
the program I'm working on runs at ~5% of the needed speed on
an unenhanced Falcon so it makes no sense trying to run it on
an ST :(

Gerhard

From -8898239707607538973
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,285a3a686d9d07e2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,285a3a686d9d07e2
X-Google-Attributes: gid1115ce,public
From: "Claes Holmerup" <newsgroups@holmerup.com>
Subject: Re: WinSTon MIDI support
Date: 2000/10/24
Message-ID: <IRcJ5.4320$Z75.11668@nntpserver.swip.net>#1/1
X-Deja-AN: 685170572
Content-Transfer-Encoding: 8bit
References: <01c03b60$46480c80$6968fc3e@default>
<39f249e7$0$173@news.zetnet.co.uk> <OSFI5.3853$Z75.10205@nntpserver.swip.net>
<39f478a2@news.telinco.net>
X-Sender: s-72374@d212-151-89-240.swipnet.se
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 972380648 212.151.89.240 (Tue, 24 Oct 2000 11:44:08
MET DST)
Organization: A Customer of Tele2
X-MSMail-Priority: Normal
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 24 Oct 2000 11:44:08 MET DST
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

> > Most studios around the world actually DON'T use Ataris, believe it or
> not.
> > You don't have sample accurate sync on an Atari - but with a real midi
> > interface on a PC you have it there - so nowadays, a PC is even better
for
> > midi applications than an Atari machine...
> > The main reason for midi timing problems is when people try to use
crappy
> > gaming soundcards for midi - and that's impossible to use other than as
a
> > toy! This is not a general problem in the PC, but a problem within the
> > soundcard!

> guess I need to upgrade my £200 toy soundcard for a proper one then
(sigh)
> I suppose then I can ignore the latency control on my £300 sequencer that
I
> run on my £1200 PC.

I would suggest you to use a midi interface that's separated from the
soundcard itself - either an USB- or serial port-interface. Otherwise, it

probably won't give you the performance you're after, due to the internal handling in the soundcard. All combined cards I know of have the audio as the main priority, so midi always comes last... As for audio latency - how about my RME Hammerfall's 1.5ms...? ;) My midi interface is a rack unit from Opcode that connects to the serial port. I never have even the smallest glitch or problem with midi or audio - just the superb sample-accurate sync I want :)

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

From 5219319760816040187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,65ab8472d7db41b8
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: devpac 3.10 & addressing modes
Date: 2000/10/24
Message-ID: <39F5A840.80A8514E@cable.A2000.nl>#1/1
X-Deja-AN: 685289581
Content-Transfer-Encoding: 7bit
References: <39EFFD2D.FC003823@siemens.at> <8sqo6q$292n$1@news.comnet.co.nz>
<39F53CC6.AFAA7A09@siemens.at>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 972400786 10989 24.132.20.245 (24 Oct 2000 15:19:46 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 24 Oct 2000 15:19:46 GMT
Newsgroups: comp.sys.atari.programmer

Hi

Janka Gerhard wrote:
>

> > Also, why don't you use "jmp ([JumpTable,pc,d0.l*4])" ?
>
> I find this very interesting. I know gas, Pasm and DevPac and
> every one of the three wants this a bit different. DevPac seems
> to be the only one of them that does the subtraction without me
> writing it there.

Hmmm. Pasm does the subtraction, the problem is it takes the wrong pc value.
2 bytes short of the correct value.

In the manual it says "PC is the address of the extension word"
question was: which one?. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

From -8260924022776991348
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c1ebf1cde7ae720,start
X-Google-Attributes: gid1115ce,public
From: "Dune DUMAS" <dunedumas@m6net.fr>
Subject: atari/pc
Date: 2000/10/24
Message-ID: <8t4j55$303l$1@news5.isdnet.net>#1/1
X-Deja-AN: 685330131
X-Trace: news5.isdnet.net 972410853 98421 213.195.13.34 (24 Oct 2000 18:07:33 GMT)
X-MSMail-Priority: Normal
X-Priority: 3
NNTP-Posting-Date: 24 Oct 2000 18:07:33 GMT
Newsgroups: comp.sys.atari.programmer
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@isdnet.net

Hello !
I want to make my mega/ste and my pc communicate ?
I have got a null-modem cable. I need the softs.
Can anyone help me ?
Thanks

dune
http://saint-tropez.enfrance.org/francais/dune.htm

From -1069511406168829943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f7c815706c096798
X-Google-Attributes: gid1115ce,public
From: "MSD/POV" <pov@tesco.net>
Subject: Re: Machine code programmer wanted
Date: 2000/10/24
Message-ID: <8t4kdpppa1@barcode.tesco.net>#1/1
X-Deja-AN: 685339429
References: <8t0qilbhp1@pegasus.csx.cam.ac.uk>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400

Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Whilst I am not bad as assembly coding, STOS is a real pain as it is
compiled and really hard to follow so I suspect you will not get any takers.

Mark
MSD/POV

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:8t0qilbhp1@pegasus.csx.cam.ac.uk...
> Hi folks,
> I need someone to make a small alteration to a old unsupported item of
> software (STOS 3D).
> Basically this software has some preset values for a certain function and
I
> want these removed from the main body of the program and placed in/read
from
> a text file so that users can alter them for each project they write by
> simply changing the contents for the file.
> The file contents will be 15 set of 3 numbers.
> I will check this group over the next few days for any responces but if
you
> would like to help please e-mail me directly.
>
> Thanks,
> Stephen Moss
>
>

From -7579684752706914384
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f7c815706c096798
X-Google-Attributes: gid1115ce,public
From: "mik bry" <mbry@club-internet.fr>
Subject: Re: Machine code programmer wanted
Date: 2000/10/25
Message-ID: <8t6jpk$635$1@front3.grolier.fr>#1/1
X-Deja-AN: 685639175
References: <8t0qilbhp1@pegasus.csx.cam.ac.uk>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Trace: front3.grolier.fr 972477044 6245 213.44.18.128 (25 Oct 2000 12:30:44 GMT)
Organization: Club-Internet (France)
X-MSMail-Priority: Normal
Reply-To: "mik bry" <mbry@caramail.com>
NNTP-Posting-Date: 25 Oct 2000 12:30:44 GMT
Newsgroups: comp.sys.atari.programmer

to find stos sources:
http://207.106.84.184/~webftp/STOS/STOS.htm
directly from the autor.

Mik BRY

Stephen Moss <sgm23@eng.cam.ac.uk> a ⍰crit dans le message :
8t0qilbhp1@pegasus.csx.cam.ac.uk...
> Hi folks,
> I need someone to make a small alteration to a old unsupported item of
> software (STOS 3D).
> Basically this software has some preset values for a certain function and
I
> want these removed from the main body of the program and placed in/read
from
> a text file so that users can alter them for each project they write by
> simply changing the contents for the file.
> The file contents will be 15 set of 3 numbers.
> I will check this group over the next few days for any responces but if
you
> would like to help please e-mail me directly.
>
> Thanks,
> Stephen Moss
>
>

From 2493672187216792190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f7c815706c096798
X-Google-Attributes: gid1115ce,public
From: "Stephen Moss" <sgm23@eng.cam.ac.uk>
Subject: Re: Machine code programmer wanted
Date: 2000/10/25
Message-ID: <8t6ung$56i$1@pegasus.csx.cam.ac.uk>#1/1
X-Deja-AN: 685705323
References: <8t0qilbhp1@pegasus.csx.cam.ac.uk> <8t6jpk$635$1@front3.grolier.fr>
Organization: University of Cambridge, England
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2120.0
Newsgroups: comp.sys.atari.programmer

mik bry wrote in message <8t6jpk$635$1@front3.grolier.fr>...
>to find stos sources:
>http://207.106.84.184/~webftp/STOS/STOS.htm
>directly from the autor.
>
>Mik BRY

>

Thanks, but I already know about it, besides it's STOS 3D I want to mess
about with not STOS the Games Creator, I have tried tracking down the
authors of the 3D extension but nobody knows what happend to them or the
source code.
I have managed to disassemble it into source code, the problem is that I
don't understand it, never could get the hang machine code.

Stephen Moss

From -356995689953919257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8c45b75d4202f95d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8c45b75d4202f95d,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,8c45b75d4202f95d,start
X-Google-Attributes: gid109a67,public
From: Marc Wilson <badsector@uklinux.net>
Subject: Falcon or TT
Date: 2000/10/25
Message-ID: <39F73C0A.5B0429A5@uklinux.net>#1/1
X-Deja-AN: 685804656
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@uklinux.net
X-Trace: s1.uklinux.net 972507722 30555 212.1.154.4 (25 Oct 2000 21:02:02 GMT)
Organization: UKLINUX NET
Mime-Version: 1.0
NNTP-Posting-Date: 25 Oct 2000 21:02:02 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

just wondering which is the most powerful between the Falcon and TT
since they are both based on the same processor.

cheers,
Marc

From 5745326969427357437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8c45b75d4202f95d
X-Google-Attributes: gid111a55,public

X-Google-Thread: 109a67,8c45b75d4202f95d
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,8c45b75d4202f95d
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: Falcon or TT
Date: 2000/10/25
Message-ID: <8t7ir2poc1@snipp.uninett.no>#1/1
X-Deja-AN: 685839433
References: <39F73C0A.5B0429A5@uklinux.net>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 972508834 26380 129.241.210.70 (25 Oct 2000 21:20:34 GMT)
Organization: UNINETT news service
User-Agent: tin/1.4.4-20000803 ("Vet for the Insane") (UNIX) (Linux/2.2.16 (i686))
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st.tech Marc Wilson <badsector@uklinux.net> wrote:

> just wondering which is the most powerful between the Falcon and TT
> since they are both based on the same processor.

The TT has a 32-bit bus and a double-clocked CPU, so in this respect it's
a lot more powerful than a Falcon. The Falcon has much better graphics and
16-bit stereo DMA-sound though.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

From 8996723583433246851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8c45b75d4202f95d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8c45b75d4202f95d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,8c45b75d4202f95d
X-Google-Attributes: gid109a67,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Falcon or TT
Date: 2000/10/25
Message-ID: <8t7jf8$2uu$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 685848750
References: <39F73C0A.5B0429A5@uklinux.net> <8t7ir2poc1@snipp.uninett.no>
Organization: Technische Universitaet Darmstadt
Followup-To: comp.sys.atari.st.tech
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

In comp.sys.atari.programmer Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> The Falcon has much better graphics and 16-bit stereo DMA-sound
> though.

Not to forget its DSP, which enables the Falcon to do things the TT
won't manage, like playing MP3s at a decent speed. Of course, you need
special software that supports the DSP.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 7505466156408528435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4b1831a5f503fa3,start
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Porting GEM to PowerPC...
Date: 2000/10/25
Message-ID: <pSLJ5.14$z93.2159@news.goodnet.com>#1/1
X-Deja-AN: 685921018
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 972524053 207.98.182.201 (Wed, 25 Oct 2000 18:34:13 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 25 Oct 2000 18:34:13 MST
Newsgroups: comp.sys.atari.programmer

Has anyone considered trying to do this, to help revive the aging OS and
give it new live on a different processor? I'd like to talk to the
person(s) who would be interested in such a venture...

Jared

From -9087778432795340466

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8c45b75d4202f95d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8c45b75d4202f95d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,8c45b75d4202f95d
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2000-10-25 19:09:44 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!newsfeed.direct.ca!
look.ca!usenet.net.nz!newsfeeds.ihug.co.nz!ihug.co.nz!lust.ihug.co.nz!not-for-mail
From: J Wilkinson <jwandjw@ihug.co.nz>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: Falcon or TT
Date: Thu, 26 Oct 2000 15:12:45 +1300
Organization: JW & Co.
Lines: 35
Message-ID: <39F7931C.6378BA32@ihug.co.nz>
References: <39F73C0A.5B0429A5@uklinux.net>
Reply-To: jwandjw@ihug.co.nz
NNTP-Posting-Host: p13-max12.chc.ihug.co.nz
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: lust.ihug.co.nz 972526182 3236 203.173.226.141 (26 Oct 2000 02:09:42 GMT)
X-Complaints-To: abuse@ihug.co.nz
NNTP-Posting-Date: Thu, 26 Oct 2000 02:09:42 +0000 (UTC)
X-Mailer: Mozilla 4.7 (Macintosh; I; PPC)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:158 comp.sys.atari.st:3288
comp.sys.atari.st.tech:477

Hi there,

Marc Wilson wrote:
>
> Hi,
>
> just wondering which is the most powerful between the Falcon and TT
> since they are both based on the same processor.

Thats where the similarity ends...

A standard Falcon clocks its 68030 CPU at 16MHz, while a standard TT clocks in at 32MHz. The TT also has faster RAM access, due to wider (full 32-bit) access to memory. The Falcon system bus only uses I think 24-bits of the full 32-bits bus to access memory. Even if the Falcon CPU was clocked at 32MHz (mine is), the TT will still run ordinary software faster due to its memory access advantages.

If you use the DSP in the Falcon however the table turns somewhat. As an example I've timed depacking of JPEG image files on an STe, Falcon, and TT. The Falcon depacker used its DSP and was about 50 times faster than the STe, and several times faster than the TT.

Other aspects draw comparison too, with the TT losing out on
graphics and sound capability to the Falcon.

Both are still good machines, but the overall feel of speed would go
to the TT I believe, with the Falcon winning on graphic and audio
stuff...provided of course you are talking 'standard' machines, as
both can be upgraded significantly!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

From 2022341189731914941
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f0ae2a029ab2e2f0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-26 05:10:05 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!xfer13.netnews.com!
netnews.com!news.maxwell.syr.edu!nntp2.deja.com!nnrp1.deja.com!not-for-mail
From: Joakim H[illegible]gberg <gokmase@my-deja.com>
Newsgroups: comp.sys.atari.programmer
Subject: Un-hiding windows
Date: Thu, 26 Oct 2000 12:01:08 GMT
Organization: Deja.com - Before you buy.
Lines: 19
Message-ID: <8t96e1$9f4$1@nnrp1.deja.com>
NNTP-Posting-Host: 130.240.37.245
X-Article-Creation-Date: Thu Oct 26 12:01:08 2000 GMT
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.5; Windows NT 5.0; School of
Music in Pitea, Sweden)
X-Http-Proxy: 1.1 x66.deja.com:80 (Squid/1.1.22) for client 130.240.37.245
X-MyDeja-Info: XMYDJUIDgokmase
Xref: supernews.google.com comp.sys.atari.programmer:159

Hi,

Recently I have been wondering if there is a way to unhide windows that
has been previously hidden by the AES? (Any more AES than NAES support
WINHIDE?)

I guess it is possible to just move the window back into the desktop
area, but that will confuse the AES from what others told me. Now, is
there any way to do this with AES calls?

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From -6326361510304639344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4b1831a5f503fa3
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-26 09:04:31 PST
Path: supernews.google.com!sn-xit-02!sn-xit-01!supernews.com!
newsfeed.stanford.edu!news.tele.dk!195.64.68.27!newsgate.cistron.nl!
peer.news.zetnet.net!news.uklinux.net!not-for-mail
From: Marc Wilson <badsector@uklinux.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Porting GEM to PowerPC...
Date: Thu, 26 Oct 2000 17:04:00 +0100
Organization: UKLINUX NET
Lines: 14
Message-ID: <39F855F0.531C30DC@uklinux.net>
References: <pSLJ5.14$z93.2159@news.goodnet.com>
NNTP-Posting-Host: ppp-2-202.cvx6.telinco.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: s1.uklinux.net 972579889 16225 212.1.135.202 (26 Oct 2000 17:04:49 GMT)
X-Complaints-To: abuse@uklinux.net
NNTP-Posting-Date: 26 Oct 2000 17:04:49 GMT
X-Mailer: Mozilla 4.73 [en] (X11; I; Linux 2.2.15-4mdk i686)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:160

from what i know, GEM is not open source.
you'd be as well to legally reverse-engineer it and write a spec, get
someone else or more people (for legal reasons) to write something
compatible and similar to GEM but modify it for the PowerPC's different
RISC architecture.

Jared Falvo wrote:
>
> Has anyone considered trying to do this, to help revive the aging OS and
> give it new live on a different processor? I'd like to talk to the
> person(s) who would be interested in such a venture...
>
> Jared

From -4657175157954407108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,63587f9780a53c72,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,63587f9780a53c72,start

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,63587f9780a53c72,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2000-10-26 10:43:36 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!
europa.netcrusader.net!208.184.7.66!newsfeed.skycache.com!Cidera!news-
hub.cableinet.net!ayres.ftech.net!news.ftech.net!peer.news.zetnet.net!
news.uklinux.net!not-for-mail
From: Marc Wilson <badsector@uklinux.net>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Atari Magazines
Date: Thu, 26 Oct 2000 18:43:08 +0100
Organization: UKLINUX NET
Lines: 19
Message-ID: <39F86D2C.AAF50601@uklinux.net>
NNTP-Posting-Host: ppp-1-58.cvx5.telinco.net
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: s1.uklinux.net 972585837 18165 212.1.152.58 (26 Oct 2000 18:43:57 GMT)
X-Complaints-To: abuse@uklinux.net
NNTP-Posting-Date: 26 Oct 2000 18:43:57 GMT
X-Mailer: Mozilla 4.73 [en] (X11; I; Linux 2.2.15-4mdk i686)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.st:3343 comp.sys.atari.st.tech:493
comp.sys.atari.programmer:161

Hi,

anyone know any published (i.e. paper not electronic) Atari mags that
are still being published? last I saw of ST Format was about 2 or 3
years ago.

bye,
Marc

Tower'd TT030, 24MB RAM, 9.1GB SCSI HD, 1MB ET4000, Linux 2.2.16 ** **
**
17" Iilyama Vision Master, Yamaha CD-RW, 1.44MB Floppy. ** **
**
  ** **
**
  ** **
**
  ** **
**

From 5318083779833062713
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-26 13:09:41 PST

Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!news.tele.dk!
130.133.1.3!fu-berlin.de!uni-berlin.de!205.184.210.163!not-for-mail
From: "Charles Doty" <cdoty@netzero.net>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Atari computers... reborn!
Date: Thu, 26 Oct 2000 14:08:11 -0600
Lines: 15
Message-ID: <8ta31u$mil6m$1@ID-57715.news.dfncis.de>
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <6yEh5.312$7g1.5066@nntpserver.swip.net>
<g7Gh5.15$no2.1486@news.goodnet.com>
<Pine.MNT.4.10.10008021248150.82-100000@rakas>
NNTP-Posting-Host: 205.184.210.163
X-Trace: fu-berlin.de 972590978 23680214 205.184.210.163 (16 [57715])
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:162

> Please check the site of Rodolphe Czuba.
>
> Rodolphe already has the hardware part covered and ready to ship.
> It's called the Phenix. What he needs (which has left him) is a
> programming team to port The Operating System to his hardware.

Check http://active.atari.org/

--
* Kokopeli:
* ...when he left, the crops were plentiful and all the women were pregnant.

From -7553959628879684619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63587f9780a53c72
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-26 14:07:48 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!
europa.netcrusader.net!128.230.129.106!news.maxwell.syr.edu!newsfeed.slurp.net!
not-for-mail
Newsgroups: comp.sys.atari.programmer
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Organization: I.M.A.G.E.
References: <39F86D2C.AAF50601@uklinux.net>
Subject: Re: Atari Magazines
X-Newsreader: NEWSie Version 0.94 (Atari)

Lines: 21
Message-ID: <3W0K5.1512$Ka1.735@newsfeed.slurp.net>
Date: Thu, 26 Oct 2000 20:58:39 GMT
NNTP-Posting-Host: 208.141.202.12
X-Trace: newsfeed.slurp.net 972593919 208.141.202.12 (Thu, 26 Oct 2000 15:58:39 CDT)
NNTP-Posting-Date: Thu, 26 Oct 2000 15:58:39 CDT
Xref: supernews.google.com comp.sys.atari.programmer:163

On 26 Oct 2000 18:43:08 , Marc Wilson wrote:
>Hi,
>
>anyone know any published (i.e. paper not electronic) Atari mags that
>are still being published? last I saw of ST Format was about 2 or 3
>years ago.

There is suppose to be another one coming out, but I have not heard
anything as yet.
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -5948835096826423959
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f0ae2a029ab2e2f0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-26 17:46:48 PST
From: xlator@cix.compulink.co.uk
Newsgroups: comp.sys.atari.programmer
Subject: Re: Un-hiding windows
Date: 27 Oct 2000 00:46:44 GMT
Organization: CIX - Compulink Information eXchange
Lines: 16
Message-ID: <8taj9krcp1@plutonium.compulink.co.uk>
References: <8t96e1$9f4$1@nnrp1.deja.com>
NNTP-Posting-Host: technetium.cix.co.uk
X-Newsreader: CixRead/CixComm
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!newsfeed.direct.ca!look.ca!newsfeed.icl.net!news.netkonect.net!news.intensive.net!peernews.cix.co.uk!news.cix.co.uk!not-for-mail
Xref: supernews.google.com comp.sys.atari.programmer:164

In message <8t96e1$9f4$1@nnrp1.deja.com>, gokmase@my-deja.com said:

>Recently I have been wondering if there is a way to unhide windows that
>has been previously hidden by the AES? (Any more AES than NAES support
>WINHIDE?)
>
>I guess it is possible to just move the window back into the desktop
>area, but that will confuse the AES from what others told me. Now, is
>there any way to do this with AES calls?

I am not a prgrammer, but ISTR that the problem is that it isn't
documented where MagiC moves the windows to.

Regards, /Peter/

From -8379551158352107812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7041b545874c47f2
X-Google-Attributes: gid1115ce,public
From: Matthias Jaap <mjaap@atari-computer.de>
Subject: Re: Oric Emulator
Date: 2000/09/18
Message-ID: <8q5g1c$p91$1@nnrp1.deja.com>#1/1
X-Deja-AN: 671249077
References: <8q0l2tstm1@newsg3.svr.pol.co.uk>
X-Http-Proxy: 1.1 x59.deja.com:80 (Squid/1.1.22) for client 212.184.129.196
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Mon Sep 18 16:31:40 2000 GMT
X-MyDeja-Info: XMYDJUIDmaja9819
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; T-Online
Internatinal AG)

In article <8q0l2tstm1@newsg3.svr.pol.co.uk>,
  "Steve Marshall" <steve@marshallmcgurk.NOSPAM.freeserve.co.uk> wrote:
> An Oric emulator exists for the Atari ST (and Falcon), but on the ST
it is
> just too slow. Being a bit of a fan of the Oric I would love to see a
usable
> emulator for the ST.
> Anyone up to the challenge of improving this thing ?

It's not the emulator that is slow, it's your ST. The ST is simply too
slow to emulate most computers. All other Oric emulators (Amoric,
Euphoric) require also systems much more powerful than a plain ST.

Atoric already uses an optimized CPU core (Assembler language) but it
seems that the 68000 is more suitable to emulate the Z80 (Spectrum,
ZX81).

Greetings,

Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

From 7911171317642315440
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7041b545874c47f2
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-18 16:44:57 PST
Path: supernews.google.com!sn-xit-02!sn-xit-01!sn-xit-uk!supernews.com!
193.162.153.122.MISMATCH!news.tele.dk!212.74.64.35!colt.net!diablo.theplanet.net!
news.theplanet.net!newspost.theplanet.net!not-for-mail
From: "Steve Marshall" <steve@marshallmcgurk.NOSPAM.freeserve.co.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Oric Emulator
Date: Tue, 19 Sep 2000 00:40:34 +0100
Organization: Freeserve News
Lines: 20
Message-ID: <8q69dn$v68$1@news8.svr.pol.co.uk>
References: <8q0l2tstm1@newsg3.svr.pol.co.uk> <8q5g1c$p91$1@nnrp1.deja.com>
NNTP-Posting-Host: modem-84.selenium.dialup.pol.co.uk
X-Trace: news8.svr.pol.co.uk 969320695 31944 62.136.32.212 (18 Sep 2000 23:44:55
GMT)
NNTP-Posting-Date: 18 Sep 2000 23:44:55 GMT
X-Complaints-To: abuse@theplanet.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Xref: supernews.google.com comp.sys.atari.programmer:98

> It's not the emulator that is slow, it's your ST. The ST is simply too
> slow to emulate most computers. All other Oric emulators (Amoric,
> Euphoric) require also systems much more powerful than a plain ST.
>
> Atoric already uses an optimized CPU core (Assembler language) but it
> seems that the 68000 is more suitable to emulate the Z80 (Spectrum,
> ZX81).
>

It seems strange that it would be better at the Z80 than the 6502.

I've seen other emulators work on the ST so is the Oric a problem, or is it
just the ST ?

Regards,

Steve M

From 1639660911177917883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7041b545874c47f2
X-Google-Attributes: gid1115ce,public
From: Matthias Jaap <mjaap@atari-computer.de>
Subject: Re: Oric Emulator
Date: 2000/09/19
Message-ID: <8q7kmv$906$1@nnrp1.deja.com>#1/1
X-Deja-AN: 671574996
References: <8q0l2tstm1@newsg3.svr.pol.co.uk> <8q5g1c$p91$1@nnrp1.deja.com>
<8q69dn$v68$1@news8.svr.pol.co.uk>
X-Http-Proxy: 1.1 x61.deja.com:80 (Squid/1.1.22) for client 195.222.195.6
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Tue Sep 19 12:03:56 2000 GMT
X-MyDeja-Info: XMYDJUIDmaja9819
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.5; Windows NT 4.0)

>
> It seems strange that it would be better at the Z80 than the 6502.

I'm not an expert on CPUs. Maybe the way the Z80 works is more similar
to the 68000. But I've talked with Christian a few times - he uses the
6502 core of the C64 emulator programmed by Uwe Seimet.
There's always room for optimizations but hardly enough to run at full
speed.

>
> I've seen other emulators work on the ST so is the Oric a problem, or
is it
> just the ST ?
>
There are about four emulators which work quite nicely even on a plain
ST: Zx_Sp, ZX81, QLem and 2nd Life. All of them (except QLem) emulate a
Z80 machine.
XFormer was the only 6502 emulator which was quite fast on a ST. But
this emulator was very limited.

The problem is the ST IMO but the Milan is quite a nice Oric clone :-)
(runs at full speed there).

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

From 9089881650371880725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,573155815c5d00ff,start
X-Google-Attributes: gid1115ce,public
From: Ben Hills <ben@imperial.co.uk>
Subject: Personal Pascal
Date: 2000/09/19
Message-ID: <8q7lbl$9ll$1@nnrp1.deja.com>#1/1
X-Deja-AN: 671577690
X-Http-Proxy: 1.0 x51.deja.com:80 (Squid/1.1.22) for client 194.202.186.121
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Tue Sep 19 12:15:01 2000 GMT
X-MyDeja-Info: XMYDJUIDbhills
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.7 [en] (Win98; I)

Hi All,

Looking through the Atari bargins at Hisoft (www.hisoft.co.uk)
I see they are selling copies of Personal Pascal at only 10 UK Pounds.

It's been many years since I used Pascal and I was just wondering
if anybody out there uses it, or has any opinions of it?

So, is it any good?

Thanks.

Bye,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Before you buy.

From -946717027648926027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,62d000b0947a08a4,start
X-Google-Attributes: gid1115ce,public
From: "info" <info@techsoftware.freeserve.co.uk>
Subject: GCC or Latice?
Date: 2000/09/20
Message-ID: <969440328.11040.0.nnrp-08.9e98e6ee@news.demon.co.uk>#1/1
X-Deja-AN: 671960258
X-NNTP-Posting-Host: quickroute.demon.co.uk:158.152.230.238
X-Trace: news.demon.co.uk 969440328 nnrp-08:11040 NO-IDENT

quickroute.demon.co.uk:158.152.230.238
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Hi

Im currently porting some software to the ST/Falcon. I wondered
if code generated by GCC is as good (fast) as that from
say Latice C 5.6. There are some advantages to using
GCC - to do with ease of porting - but I could use Latice
if there is an advantage.

Ian@techsoftware.freeserve.co.uk

From -3114990619233038269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,573155815c5d00ff
X-Google-Attributes: gid1115ce,public
From: Stephen Marriott <stevem@hisoft.co.uk>
Subject: Re: Personal Pascal
Date: 2000/09/21
Message-ID: <39C9E40A.25A2C43@hisoft.co.uk>#1/1
X-Deja-AN: 672399685
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References: <8q7lbl$9ll$1@nnrp1.deja.com>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 969532432 nnrp-14:19455 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
Organization: HiSOFT - http://www.hisoft.co.uk/
MIME-Version: 1.0
Reply-To: steve@c4d.co.uk
Newsgroups: comp.sys.atari.programmer

Ben Hills wrote:
>
> Hi All,
>
> Looking through the Atari bargins at Hisoft (www.hisoft.co.uk)
> I see they are selling copies of Personal Pascal at only 10 UK Pounds.
>
> It's been many years since I used Pascal and I was just wondering
> if anybody out there uses it, or has any opinions of it?

>

I used it about 10 years ago while at college.

> So, is it any good?

Sure it is ;-)

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall: 0500 223 660
http://www.hisoft.co.uk/ PGP public key on request.ICQ#:29793027
http://aist.co.uk/ http://cinema4d.co.uk/ http://speedyshop.com/
AFFILIATES NETWORK - http://www.hisoft.co.uk/cgi-bin/gp?pg=an.main

From -999054313977697007
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c3eb851c91c22b01,start
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,c3eb851c91c22b01,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c3eb851c91c22b01,start
X-Google-Attributes: gid109a67,public
From: Steve Stupple <Steve@atari.org>
Subject: Cubase header info needed:)
Date: 2000/09/21
Message-ID: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>#1/1
X-Deja-AN: 672612897
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
X-Trace: news.demon.co.uk 969571182 nnrp-13:27218 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Hi

I'm in need of as much info as I can get for the file format used by
Cubase. Especially if it has a header.

Many thanx

--
Cheers! For Now
Steve <><
Email: steve@atari.org.uk
Tel: 0870 7411273 * Dfax: 0870 0521124

* * *
* * *
'The Fuji Bounces Back'

  ICQ: 18116827   * Nick: MocknBird on IRC   * * *
Location: Kilgetty, Pembrokeshire, Wales, UK.   ** *** **

From 2910995663903960472
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
From: Tim Conrardy <tconrardy@hotmail.com>
Subject: Re: Cubase header info needed:)
Date: 2000/09/21
Message-ID: <8qe4co$1f4$1@nnrp1.deja.com>#1/1
X-Deja-AN: 672644035
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
X-Http-Proxy: 1.1 x72.deja.com:80 (Squid/1.1.22) for client 216.126.132.99
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Thu Sep 21 23:08:23 2000 GMT
X-MyDeja-Info: XMYDJUIDtimconrardy
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows 95)

In article <k+6DOVAitny5Ewas@steverosie.demon.co.uk>,
  Steve Stupple <Steve@atari.org> wrote:
> Hi
>
> I'm in need of as much info as I can get for the file format used by
> Cubase. Especially if it has a header.
>
> Many thanx

HMMMM...There are several file formats for Cubase: ARR/ALL/PRT/DRM/IPS
and even MID! Which one.???.not that I know anything about it! However
a "WHY" might be in order to see what you actually want.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

From -8991967815642708309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,573155815c5d00ff
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-21 21:22:28 PST
Path: supernews.google.com!sn-xit-02!sn-east!supernews.com!news-
feed.riddles.org.uk!newsfeed.direct.ca!look.ca!east1.newsfeed.sprint-canada.net!
HME1-2.newsfeed.sprint.ca!newscontent-01.sprint.ca.POSTED!not-for-mail
Message-ID: <39CADDE7.49E114D5@sprint.ca>
From: James Alexander <jamesalexander@sprint.ca>
X-Mailer: Mozilla 4.72 [en] (Win95; I)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: Personal Pascal
References: <8q7lbl$9ll$1@nnrp1.deja.com>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 11
Date: Fri, 22 Sep 2000 00:19:52 -0400
NNTP-Posting-Host: 149.99.20.121
X-Complaints-To: abuse@sprint.ca
X-Trace: newscontent-01.sprint.ca 969596544 149.99.20.121 (Fri, 22 Sep 2000
00:22:24 EDT)
NNTP-Posting-Date: Fri, 22 Sep 2000 00:22:24 EDT
Organization: Sprint Canada Inc.
Xref: supernews.google.com comp.sys.atari.programmer:77

Hi Ben.

I havent used it myself but Hisoft programming tools have a good
reputation. Some well known software has be written with it.

Ben Hills wrote:

> Looking through the Atari bargins at Hisoft (www.hisoft.co.uk)
> I see they are selling copies of Personal Pascal at only 10 UK Pounds.
>

From 5120966168376541633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public

X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: Cubase header info needed:)
Date: 2000/09/22
Message-ID: <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>#1/1
X-Deja-AN: 672963141
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 969648996 nnrp-09:5767 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qe4co$1f4$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>HMMMM...There are several file formats for Cubase: ARR/ALL/PRT/DRM/IPS
>and even MID! Which one.???.not that I know anything about it! However
>a "WHY" might be in order to see what you actually want.
>
>
>Tim

Hi

Good point, not having used Cubase I was unaware of the range of formats
used:) The format I need is for the .ARR files.

Cheeers!

```
--                            Cheers! For Now
                                  Steve <><               * * *
Email: steve@atari.org.uk                                 * * *
  Tel: 0870 7411273  *  Dfax: 0870 0521124       'The Fuji Bounces Back'
  ICQ: 18116827      *  Nick: MocknBird on IRC           *  *  *
Location: Kilgetty, Pembrokeshire, Wales, UK.          **  ***  **
```

From 6919121352493872546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,573155815c5d00ff
X-Google-Attributes: gid1115ce,public
From: Matthias Jaap <mjaap@atari-computer.de>
Subject: Re: Personal Pascal
Date: 2000/09/22
Message-ID: <8qgjv9$um7$1@nnrp1.deja.com>#1/1

X-Deja-AN: 673015365
References: <8q7lbl$9ll$1@nnrp1.deja.com>
X-Http-Proxy: 1.1 x68.deja.com:80 (Squid/1.1.22) for client 193.159.122.23
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Fri Sep 22 21:46:23 2000 GMT
X-MyDeja-Info: XMYDJUIDmaja9819
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; T-Online
Internatinal AG)

> Looking through the Atari bargins at Hisoft (www.hisoft.co.uk)
> I see they are selling copies of Personal Pascal at only 10 UK Pounds.
>
> It's been many years since I used Pascal and I was just wondering
> if anybody out there uses it, or has any opinions of it?
>
> So, is it any good?
>
It's really old and can't compete with Pure Pascal (which is also more
Turbo Pascal 7 compatible).

There are also some fine GEM libs available for Pure Pascal so if you
want to do some serious Pascal programming try Pure Pascal.
Personal Pascal is fine if you just want to try out some things in
Pascal.

Greetings,
Matthias

Sent via Deja.com http://www.deja.com/
Before you buy.

From -6905823837038000096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dffe1f294af391a8,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-22 21:20:11 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!newsfeed.direct.ca!
look.ca!netnews.com!news.maxwell.syr.edu!nntp2.deja.com!nnrp1.deja.com!not-for-
mail
From: Nenad <nenad@baxter.net>
Newsgroups: comp.sys.atari.programmer
Subject: Port of NVDI5 lib for GCC
Date: Sat, 23 Sep 2000 04:12:41 GMT
Organization: Deja.com - Before you buy.
Lines: 11
Message-ID: <8qhajfnot1@nnrp1.deja.com>
NNTP-Posting-Host: 216.209.37.117
X-Article-Creation-Date: Sat Sep 23 04:12:41 2000 GMT

X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.5; Windows NT 5.0)
X-Http-Proxy: 1.1 x63.deja.com:80 (Squid/1.1.22) for client 216.209.37.117
X-MyDeja-Info: XMYDJUIDkoneno
Xref: supernews.google.com comp.sys.atari.programmer:80

Does anyone have this? Has anyone attempted doing this? If you have any information on this, please share it with me. It would really mean a lot to me if there is already something like this available. I need the support for the new GCBITMAP structure (24-bit non-planar graphics, etc...)

nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

From 8045305103453334845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
From: Tim Conrardy <timconrardy@my-deja.com>
Subject: Re: Cubase header info needed:)
Date: 2000/09/23
Message-ID: <8qhk1r$1h2$1@nnrp1.deja.com>#1/1
X-Deja-AN: 673135224
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com> <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
X-Http-Proxy: 1.1 x73.deja.com:80 (Squid/1.1.22) for client 216.126.132.75
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Sat Sep 23 06:53:52 2000 GMT
X-MyDeja-Info: XMYDJUIDtimconrardy
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows 95)

>
> Hi
>
> Good point, not having used Cubase I was unaware of the range of
formats
> used:) The format I need is for the .ARR files.
>
> Cheeers!

Hi Steve

I guess I am trying to understand what you mean by "format". For example: What is SAVED when you save an ARR file from cubase? These would include things like stuff in the Inspect window,patch changes, and sysex material you have on a track. Then you could taker several ARR files and put them together to form a .ALL file or rayher a song which contains many arrangemets.

Or are you talking about if you bring a file into TXT editor: what is there?

HMMMMMM...perhaps if you tell us WHY? Why do you need a "format" on ARR. then I can try to understand what you want.

Tim (thinking too much!)

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

From -7162726293266801302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: Cubase header info needed:)
Date: 2000/09/23
Message-ID: <rxOwNIA0lIz5Ewip@steverosie.demon.co.uk>#1/1
X-Deja-AN: 673173218
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com> <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
<8qhk1r$1h2$1@nnrp1.deja.com>
X-Complaints-To: abuse@demon.net

X-Trace: news.demon.co.uk 969706320 nnrp-02:11587 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qhk1r$1h2$1@nnrp1.deja.com>, Tim Conrardy <timconrardy@my-deja.com> writes
>Hi Steve
>
>I guess I am trying to understand what you mean by "format". For
>example: What is SAVED when you save an ARR file from cubase? These
>would include things like stuff in the Inspect window,patch changes,
>and sysex material you have on a track. Then you could taker several
>ARR files and put them together to form a .ALL file or rayher a song
>which contains many arrangemets.
>
>Or are you talking about if you bring a file into TXT editor: what is
>there?
>
>HMMMMMM...perhaps if you tell us WHY? Why do you need a "format" on
>ARR. then I can try to understand what you want.

What I'm after is the format the file is saved in: the header of the file and where/what the segments in the file are.

Very much like an executable program file has to be in a certain format for it to be run; the header which contains all the info for the data, bbs section etc..

I am trying to recover a disk that has nothing but .arr files on. It looks as if the .arr files have header or pointers for the various sections of the file; much like tracker mods etc.

If I can find the start of the file, I want to be able to work out the length (or be very close to it). I will then be able to try and suss out where the other bits of the file has gone, hopefully.

So in a nutshell I am after the header info that tells me where the relevant sections are leading to the total length of the file!

--
Cheers! For Now
Steve <><
Email: steve@atari.org.uk
Tel: 0870 7411273 * Dfax: 0870 0521124
ICQ: 18116827 * Nick: MocknBird on IRC
Location: Kilgetty, Pembrokeshire, Wales, UK.

* * *
* * *
'The Fuji Bounces Back'
* * *
** *** **

From -8744145889470362654
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public
From: Tim Conrardy <tconrardy@hotmail.com>
Subject: Re: Cubase header info needed:)
Date: 2000/09/23
Message-ID: <8qim8n$5c8$1@nnrp1.deja.com>#1/1
X-Deja-AN: 673245419
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com> <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
<8qhk1r$1h2$1@nnrp1.deja.com> <rxOwNIA0lIz5Ewip@steverosie.demon.co.uk>
X-Http-Proxy: 1.1 x54.deja.com:80 (Squid/1.1.22) for client 216.126.132.145
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Sat Sep 23 16:37:44 2000 GMT
X-MyDeja-Info: XMYDJUIDtimconrardy
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows 95)

> I am trying to recover a disk that has nothing but .arr files on. It
> looks as if the .arr files have header or pointers for the various
> sections of the file; much like tracker mods etc.
>
> If I can find the start of the file, I want to be able to work out the
> length (or be very close to it). I will then be able to try and suss
out
> where the other bits of the file has gone, hopefully.
>
> So in a nutshell I am after the header info that tells me where the
> relevant sections are leading to the total length of the file!

Hi steve

Looks more complicated then I thought. So have you have tried loading these into Cubase, and they do not load? Or are you somehow trying to convert them to midi files? If you want to zip them to me at tconrardy@hotmail.com I can bring them into Cubase and convert them. (which is he only way to convert a Cubase arr into a midi file) I did try taking an ARR file into a TXT editor to see what it looked like. Just code to me. I am not a programmer. perhaps you need a programmer. however, if the above is true, feel free to send me the files and i can convert it. If you have a PC, you can get GEMEXPLORER to read the files onto your PC HD.

Hope this helps a little

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

From -6202849612285703650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c64d7c1309a86a04,start
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: CF-lib
Date: 2000/09/23
Message-ID: <8qj2va$a77$2@snipp.uninett.no>#1/1
X-Deja-AN: 673307810
X-Trace: snipp.uninett.no 969740074 10471 129.241.210.70 (23 Sep 2000 20:14:34
GMT)
Organization: UNINETT news service
User-Agent: tin/1.4.4-20000803 ("Vet for the Insane") (UNIX) (Linux/2.2.16 (i686))
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: news-abuse@uninett.no

I have a strange problem with CF-Lib, it returns the wrong objekt number
to the exit-function for the main dialog in Taskbar's config.ovl. Instead
of returning WD_CLOSER (0xff) when the closer is clicked, it returns
0xb. Can anybody tell me what happens?

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

From -4604352010525777751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c3eb851c91c22b01

X-Google-Attributes: gid109a67,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: Cubase header info needed:)
Date: 2000/09/23
Message-ID: <uYShHLAHgRz5EwQS@steverosie.demon.co.uk>#1/1
X-Deja-AN: 673319141
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com> <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
<8qhk1r$1h2$1@nnrp1.deja.com> <rxOwNIA0lIz5Ewip@steverosie.demon.co.uk>
<8qim8n$5c8$1@nnrp1.deja.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 969742664 nnrp-12:22850 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qim8n$5c8$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>Hi steve
>
>Looks more complicated then I thought. So have you have tried loading
>these into Cubase, and they do not load? Or are you somehow trying to
>convert them to midi files? If you want to zip them to me at
>tconrardy@hotmail.com I can bring them into Cubase and convert them.
>(which is he only way to convert a Cubase arr into a midi file)   I
>did try taking an ARR file into a TXT editor to see what it looked
>like. Just code to me. I am not a programmer. perhaps you need a
>programmer. however, if the above is true, feel free to send me the
>files and i can convert it. If you have a PC, you can get GEMEXPLORER
>to read the files onto your PC HD.

Hiya

No! what I am trying to do is recover files from a disk that has gone
wrong. There are 2 files on the disk, one of which is quite simple as I
know the length and start of the file. The other, on the other hand, I
don't know the length OR start cluster/sector.

What I need to do is track down the header, start of the file, and try
and suss the length out from the header (hopefully). I have already
found the end.

I would presume the first few bytes of the file will give info on how
long each segment is, whether it be the 1st track, 2nd track or layout,
or an offset to the next segment.

There MUST be some documentation, or someone that knows, somewhere!

-- Cheers! For Now
Steve <>< * * *

Email: steve@atari.org.uk
  Tel: 0870 7411273 * Dfax: 0870 0521124
  ICQ: 18116827 * Nick: MocknBird on IRC
Location: Kilgetty, Pembrokeshire, Wales, UK.

* * *
'The Fuji Bounces Back'
* * *
** *** **

From 2128509738398118313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public
From: Tim Conrardy <tconrardy@hotmail.com>
Subject: Re: Cubase header info needed:)
Date: 2000/09/24
Message-ID: <8qkjab$6us$1@nnrp1.deja.com>#1/1
X-Deja-AN: 673454220
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com> <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
<8qhk1r$1h2$1@nnrp1.deja.com> <rxOwNIA0lIz5Ewip@steverosie.demon.co.uk>
<8qim8n$5c8$1@nnrp1.deja.com> <uYShHLAHgRz5EwQS@steverosie.demon.co.uk>
X-Http-Proxy: 1.1 x64.deja.com:80 (Squid/1.1.22) for client 216.126.132.79
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Sun Sep 24 09:59:42 2000 GMT
X-MyDeja-Info: XMYDJUIDtimconrardy
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows 95)

> No! what I am trying to do is recover files from a disk that has gone
> wrong.
>
> There MUST be some documentation, or someone that knows, somewhere!
  Steve

OH...looks like I was barking up the wrg tree. Sorry to lead you around
like that :-) I guess that is out of my feild. perhaps a disc utility
will do the job.

Tim

> ----------
I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com

Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

From -7908520551818824738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <stevesweet@bun.com>
Subject: Re: Cubase header info needed:)
Date: 2000/09/24
Message-ID: <969813302-258903AEicMi@bun.com>#1/1
X-Deja-AN: 673547509
X-Report: Please report illegal or inappropriate use to <abuse@intensive.net> You may also use our online abuse reporting from: http://www3.intensive.net/abuse.htm
Content-transfer-encoding: 8bit
References: <8qe4co$1f4$1@nnrp1.deja.com>
<uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk> <8qhk1r$1h2$1@nnrp1.deja.com>
<rxOwNIA0lIz5Ewip@steverosie.demon.co.uk> <8qim8n$5c8$1@nnrp1.deja.com>
<uYShHLAHgRz5EwQS@steverosie.demon.co.uk>
X-Original-NNTP-Posting-Host: lon-news.intensive.net
Content-Type: text/plain; charset=iso-8859-1
X-Comments: This message was posted or routed through Intensive Networks Ltd. Please ensure any complaints are directed at the source of the message not a feeder server.
X-Trace: 24 Sep 2000 17:36:00 GMT, news2.cluster1.telinco.net
Organization: Intensive Networks Ltd http://www.intensive.net/
X-Original-Trace: 24 Sep 2000 17:35:59 +0100, ppp-1-249.cvx2.telinco.net
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Comments2: IMPORTANT: Intensive Networks Ltd. does not condone, nor support, spam or any illegal or copyrighted postings.
X-Comments3: IMPORTANT: Under NO circumstances will postings containing illegal or copyrighted material through this service be tolerated!!

Hi Steve

>No! what I am trying to do is recover files from a disk that has gone
>wrong.

Do we really need to have this repeated everywhere dude??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 2053053324076281513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-24 21:40:14 PST
Path: supernews.google.com!sn-xit-02!sn-east!supernews.com!news-
feed.riddles.org.uk!fr.clara.net!fr.clara.net!xfer10.netnews.com!netnews.com!
feeder.qis.net!cpk-news-hub1.bbnplanet.com!news.gtei.net!nntp2.deja.com!
nnrp1.deja.com!not-for-mail
From: Tim Conrardy <tconrardy@hotmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Cubase header info needed:)
Date: Mon, 25 Sep 2000 04:26:33 GMT
Organization: Deja.com - Before you buy.
Lines: 27
Message-ID: <8qmk56$bb7$1@nnrp1.deja.com>
References: <8qe4co$1f4$1@nnrp1.deja.com>
<uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk> <8qhk1r$1h2$1@nnrp1.deja.com>
<rxOwNIA0lIz5Ewip@steverosie.demon.co.uk> <8qim8n$5c8$1@nnrp1.deja.com>
<uYShHLAHgRz5EwQS@steverosie.demon.co.uk> <969813302-258903AEicMi@bun.com>
NNTP-Posting-Host: 64.24.36.35
X-Article-Creation-Date: Mon Sep 25 04:26:33 2000 GMT
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows 95)
X-Http-Proxy: 1.1 x73.deja.com:80 (Squid/1.1.22) for client 64.24.36.35
X-MyDeja-Info: XMYDJUIDtimconrardy
Xref: supernews.google.com comp.sys.atari.programmer:88

In article <969813302-258903AEicMi@bun.com>,
  Steve Sweet <stevesweet@bun.com> wrote:
> Hi Steve
>
> >No! what I am trying to do is recover files from a disk that has gone
> >wrong.
>
> Do we really need to have this repeated everywhere dude??.

My fault..I did not understand what Steve wanted and made him spell it
out for my thick head.Then I found out I could not really help him.
DARN!!!

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
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Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

From -7427356053281443282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39d2fa91f3e83b92,start
X-Google-Attributes: gid1115ce,public
From: "Adrian Oboroc" <aoboroc@spum-btr.md>
Subject: Atari ST C compiler or cross-compiler
Date: 2000/09/25
Message-ID: <39cf2016@moldnet.md>#1/1
X-Deja-AN: 673810637
X-Original-NNTP-Posting-Host: host1.btr.md
X-Trace: 25 Sep 2000 05:46:32 -0500, 195.138.124.18
X-MSMail-Priority: Normal
X-Priority: 3
Newsgroups: comp.sys.atari.programmer
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Dear Atari programmers,

I purchased my Atari 1040 STF a week ago, and now I wish to port the disk magazine engine to this platform.

To do this job I need a decent C compiler (or cross-compiler like gcc, if no good native compilers are present). Could you give me any recomendations? Ofcouse I am not able to pay for commercial product, because the project is non-commercial.

Any recomendations are very welcome!

Best regards,
 Adrian

From -454012666223030128
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: Cubase header info needed:)

Date: 2000/09/25
Message-ID: <aAcshUA8T5z5Ew3m@steverosie.demon.co.uk>#1/1
X-Deja-AN: 673967148
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com> <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
<8qhk1r$1h2$1@nnrp1.deja.com> <rxOwNIA0lIz5Ewip@steverosie.demon.co.uk>
<8qim8n$5c8$1@nnrp1.deja.com> <uYShHLAHgRz5EwQS@steverosie.demon.co.uk>
<8qkjab$6us$1@nnrp1.deja.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 969905912 nnrp-14:18178 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qkjab$6us$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>OH...looks like I was barking up the wrg tree. Sorry to lead you around
>like that :-) I guess that is out of my feild. perhaps a disc utility
>will do the job.
>
>Tim

A disk utility is no problem, it's finding the structure of .ARR files
that's got me stuck!!!

```
--                            Cheers! For Now
                                  Steve <><               * * *
Email: steve@atari.org.uk                                 * * *
  Tel: 0870 7411273  *  Dfax: 0870 0521124       'The Fuji Bounces Back'
  ICQ: 18116827      *  Nick: MocknBird on IRC           *  *  *
Location: Kilgetty, Pembrokeshire, Wales, UK.          **  ***  **
```

From -1539543960975845354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 2000-09-25 18:30:10 PST
Path: supernews.google.com!sn-xit-02!sn-xit-01!supernews.com!newspeer2.tds.net!
newsfeed2.skycache.com!newsfeed.skycache.com!Cidera!cpk-news-hub1.bbnplanet.com!
nycmny1-snh1.gtei.net!news.gtei.net!newsfeed.mathworks.com!news.maxwell.syr.edu!
nntp2.deja.com!nnrp1.deja.com!not-for-mail
From: Tim Conrardy <tconrardy@hotmail.com>

Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer
Subject: Re: Cubase header info needed:)
Date: Tue, 26 Sep 2000 01:15:49 GMT
Organization: Deja.com - Before you buy.
Lines: 25
Message-ID: <8qotbm$13e$1@nnrp1.deja.com>
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com> <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
<8qhk1r$1h2$1@nnrp1.deja.com> <rxOwNIA0lIz5Ewip@steverosie.demon.co.uk>
<8qim8n$5c8$1@nnrp1.deja.com> <uYShHLAHgRz5EwQS@steverosie.demon.co.uk>
<8qkjab$6us$1@nnrp1.deja.com> <aAcshUA8T5z5Ew3m@steverosie.demon.co.uk>
NNTP-Posting-Host: 64.24.36.25
X-Article-Creation-Date: Tue Sep 26 01:15:49 2000 GMT
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows 95)
X-Http-Proxy: 1.1 x52.deja.com:80 (Squid/1.1.22) for client 64.24.36.25
X-MyDeja-Info: XMYDJUIDtimconrardy
Xref: supernews.google.com comp.sys.atari.st:1866 comp.sys.atari.st.tech:247
comp.sys.atari.programmer:91

>
> A disk utility is no problem, it's finding the structure of .ARR files
> that's got me stuck!!!

Hi Steve

I have submitted your Question to the Atari-midi Egrp. There are 123
members. Maybe SOMEONE knows the answer! Might be hope yet! I will keep
you informed of any responses.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

From -6763357605076661346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: Cubase header info needed:)
Date: 2000/09/26
Message-ID: <I+wIuXAQBH05Ewv4@steverosie.demon.co.uk>#1/1
X-Deja-AN: 674229628
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com> <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
<8qhk1r$1h2$1@nnrp1.deja.com> <rxOwNIA0lIz5Ewip@steverosie.demon.co.uk>
<8qim8n$5c8$1@nnrp1.deja.com> <uYShHLAHgRz5EwQS@steverosie.demon.co.uk>
<8qkjab$6us$1@nnrp1.deja.com> <aAcshUA8T5z5Ew3m@steverosie.demon.co.uk>
<8qotbm$13e$1@nnrp1.deja.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 969962361 nnrp-04:25246 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qotbm$13e$1@nnrp1.deja.com>, Tim Conrardy
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> Hi Steve
>
>I have submitted your Question to the Atari-midi Egrp. There are 123
>members. Maybe SOMEONE knows the answer! Might be hope yet! I will keep
>you informed of any responses.
>
>Tim

Thanks:)

```
--                            Cheers! For Now
                                  Steve <><               * * *
Email: steve@atari.org.uk                                 * * *
  Tel: 0870 7411273  *  Dfax: 0870 0521124       'The Fuji Bounces Back'
  ICQ: 18116827      *  Nick: MocknBird on IRC           *  *  *
Location: Kilgetty, Pembrokeshire, Wales, UK.          **  ***  **
```

From -4189983416439933050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,40eb912ee29cd755,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,40eb912ee29cd755,start
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: GDB version ?

Date: 2000/09/28
Message-ID: <39D30837.7A93F334@siemens.at>#1/1
X-Deja-AN: 675045881
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 970131416 4234 158.226.192.100 (28 Sep 2000
08:56:56 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 28 Sep 2000 08:56:56 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

Currently I'm using GCC 2.8.1 and would like to use GDB (and later
on GPROF) on my program. I found a GDB 1.8 somewhere. Can anybody
tell me if that's usable or which version I would need and where
I could find it (and maybe matching documentation).

Thanks
Gerhard

From 5151888984771444136
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,40eb912ee29cd755
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,40eb912ee29cd755
X-Google-Attributes: gid1115ce,public
From: "info" <info@techsoftware.freeserve.co.uk>
Subject: Re: GDB version ?
Date: 2000/09/28
Message-ID: <970143638.24762.0.nnrp-04.9e98e6ee@news.demon.co.uk>#1/1
X-Deja-AN: 675095035
X-NNTP-Posting-Host: quickroute.demon.co.uk:158.152.230.238
References: <39D30837.7A93F334@siemens.at>
X-Trace: news.demon.co.uk 970143638 nnrp-04:24762 NO-IDENT
quickroute.demon.co.uk:158.152.230.238
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
X-Complaints-To: abuse@demon.net

Hi, Where did you get GCC 2.8.1 from just out of interest? Im still
using 2.5.x
Ian.

From 6624303893200665793
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40eb912ee29cd755
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: GDB version ?
Date: 2000/09/28
Message-ID: <39D346CC.30A5C4E6@siemens.at>#1/1
X-Deja-AN: 675112990
Content-Transfer-Encoding: 7bit
References: <39D30837.7A93F334@siemens.at>
<970143638.24762.0.nnrp-04.9e98e6ee@news.demon.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 970147436 5675 158.226.192.100 (28 Sep 2000
13:23:56 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 28 Sep 2000 13:23:56 GMT
Newsgroups: comp.sys.atari.programmer

info wrote:
>
> Hi, Where did you get GCC 2.8.1 from just out of interest? Im still
> using 2.5.x
> Ian.

I found it on a CD but it was Christian Felsch's version (don't
remember his homepage at the moment). If you use mint you could
also try the newer 2.95.2 from Frank Naumann's page at
http://wh58-508.st.uni-magdeburg.de/ftp/pub/mint/programming
but that's quite some MBs.

Gerhard

From -7478508421558777011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d41181eb2ed06185,start
X-Google-Attributes: gid1115ce,public
From: "SEVIN Roland" <upsis@club-internet.fr>
Subject: DragAndDrop Protocole [LONG]
Date: 2000/10/01
Message-ID: <8r7h5m$ij5$1@front6m.grolier.fr>
X-Deja-AN: 676193365
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Trace: front6m.grolier.fr 970409974 19045 213.44.44.123 (1 Oct 2000 14:19:34
GMT)
Organization: Club-Internet (France)
NNTP-Posting-Date: 1 Oct 2000 14:19:34 GMT

Newsgroups: comp.sys.atari.programmer

Hello alls Atarians
and sorry for my disastrous English

I have a problem whith Drag and Drop
protocole. The folowing code derived
from (Alexander Lorenz)' sources,
compiled whith Pure C don't work correctly.
(Magic PC, NAES Falcon, MagiC Falcon, tested
 and the problem is the same)

With my code as receiver whith this senders:
   Jinnee, Cab, all is OK.
   Qed 4.52 which use code from (Alexander Lorenz) don't work
           (receiver (my code) wait for DD_TIMEOUT in Fopen() and return
            handle -33 File not found).
   my code as sender thereafter, don't work
           (receiver (my code) wait for DD_TIMEOUT in Fopen() and return
            handle -33 File not found though
            file name is good !!!).
   Luna the system freeze completly.

With my code as sender on this receivers:
   Cab all is OK.
   GCCShel which use code from (Alexander Lorenz) all is OK.
   Qed 4.52 which use code from (Alexander Lorenz) don't work
            (sender (my code) wait for DD_TIMEOUT in Fselect() and return
             i = 0 and handle_mask = 0)
   my code as receiver thereafter, don't work.
            (sender (my code) wait for DD_TIMEOUT in Fselect() and return
             i = 0 and handle_mask = 0)

I don't understand, bug in binding of Pure C ??? why receiver can't open
a file whith correct name ??? is the sender's file looked ???

Help me please
                            Roland

------------------------- Sender -----------------------------------
```
{BYTE   pipe[24];
 WORD   mbuf[8];
 LONG   handle_mask;
 WORD   handle, i;

/*............ name of pipe..................................*/
/* try whith: "U:\\pipe\\dragdrop.AA" don't change something */
 strcpy( pipe, "U:\\PIPE\\DRAGDROP.AA" );
 pipe[18] = 'A' - 1;

/*............ find a free pipe ............................*/
 do{pipe[18]++;                                            /* Repeat last
```

```
letter */
    if ( pipe[18] > 'Z' )                                   /* Not a letter
of the alphabet? */
       {pipe[17]++;                                         /* Alter first
letter of extension */
        if ( pipe[17] > 'Z' ) return( -1 );                 /* Could no pipe
be opened? */
       }
    handle = (WORD) Fcreate( pipe, FA_HIDDEN );     /* Create pipe, 0x02
means that EOF will be returned */
   } while ( handle == -36 ); /* #define EACCDN  -36   access denied */
 /*...... exit if invalid handle ............................*/
 if ( handle < 0 )   return( handle );                       /* Could the
pipe not be created? */

 /*.......... send message AP_DRAGDROP to receiver ..........*/
 mbuf[0] = AP_DRAGDROP;                                      /* Send
Drap&Drop message  */
 mbuf[1] = app_id;                                           /* ID of own
application */
 mbuf[2] = 0;
 mbuf[3] = window;                                           /* Window
handle */
 mbuf[4] = mx;                                               /* x-coordinate
of mouse */
 mbuf[5] = my;                                               /* y-coordinate
of mouse */
 mbuf[6] = kbstate;                                          /* Keyboard
status */
 mbuf[7] = (((WORD) pipe[17]) << 8 ) + pipe[18];             /* End of the
pipe-name */
 strcpy(buft,"                                       -1- " );
 strcat(buft, pipe);

 if ( appl_write( rcvr_id, 16, mbuf ) == 0 )                 /* Error with
appl_write()? */
    {Fclose( handle );    return( -2 );                     /* Close pipe
*/
    }
 /*............ wait for reply ...............................*/
 handle_mask = 1L << handle;

 /*************************************************************/
 /* DON'T WORK ..  DON'T WORK ..  DON'T WORK ..  DON'T WORK .*/
 /*... At this point the programm wait the DD_TIMEOUT........*/
 /*    in function: Fselect(...)                              */

 i = Fselect( DD_TIMEOUT, &handle_mask, 0L, 0L );  /* Wait for reply */

 /*  and return from Fselect(...), with:      i = 0          */
 /*                                  handle_mask = 0         */

 /*............. tester reponse ............................*/
```

```
 if ( i && handle_mask )
    {
     .
     .
     .        SOME CODE ..
     .

    }

---------------------------- receiver ----------------------
                        (when receive AP_DRAGDROP)
{    .
     .        SOME CODE ..
     .
 int hd
 BYTE pipe_name[24];
 /*............ name of pipe..................................*/
 /* try whith: "U:\\pipe\\dragdrop.AA" don't change something */
 strcpy( pipe, "U:\\PIPE\\DRAGDROP.AA" );

 /*.... complete name with extension send by sender ..........*/
 /*     all is OK the names are the same.(verified)          */
 pipe_name[17] = (Evnt->pipe[7] & 0xff00) >> 8;
 pipe_name[18] =  Evnt->pipe[7] & 0x00ff;

 /*....... open the pipe ...................................*/

 /*********************************************************.****/
 /* DON'T WORK ..  DON'T WORK ..  DON'T WORK ..  DON'T WORK ..*/
 /*... At this point the programm wait the DD_TIMEOUT.........*/
 /*    in function: Fopen(...)   !!!!                        */
 hd = (WORD) Fopen ( pipe_name, FO_RW );     /* Inquire pipe handle */
 /*  and return from Fselect(...), with:  hd = -33            */
 /*                                       -33  File not found */
     .
     .
     .        SOME CODE ..
     .
 }


--
.=============== Roland Sevin ================.
| upsis@clubCOUPEZMOI-internet.fr             |
| www.multimania.com/02/eazygem/index.htm     |
.=============================================.
```

From 1239564213375354678
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,840408fce394accf,start
X-Google-Attributes: gid1115ce,public
From: Marta Daglow <daglowcg@earthlink.net>
Subject: STORMFRONT JOBS
Date: 2000/10/02
Message-ID: <39D9184E.E6EE8A50@earthlink.net>#1/1
X-Deja-AN: 676829031
Content-Transfer-Encoding: 8bit
X-Accept-Language: en
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@pacbell.net
X-Trace: nnrp5-w.sbc.net 970528899 63.202.205.234 (Mon, 02 Oct 2000 16:21:39 PDT)
Organization: SBC Internet Services
MIME-Version: 1.0
Reply-To: mdaglow@earthlink.net
NNTP-Posting-Date: Mon, 02 Oct 2000 16:21:39 PDT
Newsgroups: comp.sys.atari.programmer

Right now Stormfront Studios is adding to its staff and looking for
people to create Next Gen Games for the X-BOX and PS2. We're looking
for an Entry Programmer, AI Programmer, Sr. Programmer, Lead Programmer,
Development Director, Sr. 3D Max Artist, 3D Animator and/or Art
Director. Interested or know of anyone who may be interested? Please
let me know if you can help us out we need your talent!

Thanks,
Marta Daglow
EMAIL: mdaglow@earthlink.net
WEB: www.stormfront.com
San Rafael, CA 94903

From -6419819237394783574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
From: Jon Maidment <jon@stealth-cow.freeserve.co.uk>
Subject: Re: Cubase header info needed:)
Date: 2000/10/05
Message-ID: <39DCFA4E.C732AB53@stealth-cow.freeserve.co.uk>#1/1
X-Deja-AN: 678052733
Content-Transfer-Encoding: 7bit

References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com> <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
<8qhk1r$1h2$1@nnrp1.deja.com> <rxOwNIA0lIz5Ewip@steverosie.demon.co.uk>
<8qim8n$5c8$1@nnrp1.deja.com> <uYShHLAHgRz5EwQS@steverosie.demon.co.uk>
<8qkjab$6us$1@nnrp1.deja.com> <aAcshUA8T5z5Ew3m@steverosie.demon.co.uk>
<8qotbm$13e$1@nnrp1.deja.com> <I+wIuXAQBH05Ewv4@steverosie.demon.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 970783297 27180 62.136.33.115 (5 Oct 2000 22:01:37 GMT)
Organization: stealth-cow
Mime-Version: 1.0
NNTP-Posting-Date: 5 Oct 2000 22:01:37 GMT
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

I managed this once on a logic 2.0 song file
many years ago: it took days with a pencil and paper
and a hex sector editor.
Gemhexed I think.
Good luck ;-)
--
When in trouble, when in doubt;
Run in circles, scream and shout.
http://www.stealth-cow.freeserve.co.uk
cheers from jon

From 273900305809521777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4f3b049d4eaa0631,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4f3b049d4eaa0631,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-05 23:16:08 PST
Path: supernews.google.com!sn-xit-02!supernews.com!isdnet!newsfeeds.belnet.be!news.belnet.be!nmaster.kpnqwest.net!newsfeed.Austria.EU.net!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: gprof, asm optimization, etc.
Date: Fri, 06 Oct 2000 08:17:43 +0200
Organization: SIEMENS AG AUSTRIA
Lines: 17
Message-ID: <39DD6E87.527BBC64@siemens.at>
NNTP-Posting-Host: ws1487.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: scesie13.sie.siemens.at 970812966 17295 158.226.192.100 (6 Oct 2000 06:16:06 GMT)

X-Complaints-To: news@siemens.at
NNTP-Posting-Date: 6 Oct 2000 06:16:06 GMT
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.5.1 sun4m)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:98 comp.sys.atari.st:2320

Hi,

Is there anybody who has used gprof successfully ? I set the -pg
option at GCC, the function main of my C program terminates with
'return 0' but after running my programm I don't find a gmon.out
(nor any other new file). What else can be wrong ?

Another question is whether anyone could point me to some infos
related to 68030 asm optimization. I already have the original doc
from Motorola and a several years old file about optimization
written by artTBL. Any other doc where I could get new ideas ?

And finally, is there somebody willing to share his/her Falcon
256 color mode asm sprite routines ?

Thanks
Gerhard

From -8137218967486980744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4f3b049d4eaa0631
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4f3b049d4eaa0631
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: gprof, asm optimization, etc.
Date: 2000/10/06
Message-ID: <Pine.MNT.4.10.10010061216520.116-100000@FreeMiNT.st.uni-
magdeburg.de>#1/1
X-Deja-AN: 678234120
References: <39DD6E87.527BBC64@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 6 Oct 2000 12:22:56 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hello!

> Is there anybody who has used gprof successfully?

Yes, I :-)

> I set the -pg option at GCC,

You also added -pg at the link stage? This is very important as otherwise
the normal startup module is linked and not the profiling startup module.

> the function main of my C program terminates with
> 'return 0' but after running my programm I don't find a gmon.out
> (nor any other new file). What else can be wrong ?

You use latest MiNTLib (0.55.3-4)? You have MiNT running?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -8864089155821948499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public
From: Tim Conrardy <tconrardy@hotmail.com>
Subject: Re: Cubase header info needed:)
Date: 2000/10/06
Message-ID: <8rkp29$b2j$1@nnrp1.deja.com>#1/1
X-Deja-AN: 678307125
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com> <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
<8qhk1r$1h2$1@nnrp1.deja.com> <rxOwNIA0lIz5Ewip@steverosie.demon.co.uk>
<8qim8n$5c8$1@nnrp1.deja.com> <uYShHLAHgRz5EwQS@steverosie.demon.co.uk>
<8qkjab$6us$1@nnrp1.deja.com> <aAcshUA8T5z5Ew3m@steverosie.demon.co.uk>
<8qotbm$13e$1@nnrp1.deja.com>
X-Http-Proxy: HTTP/1.1 sji-ca-cache[0A000001] (Traffic-Server/2.2 [uNcMs f p eN:t
cSMi p s]), 1.0 x61.deja.com:80 (Squid/1.1.22) for client 165.236.189.200
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Fri Oct 06 14:54:06 2000 GMT
X-MyDeja-Info: XMYDJUIDtimconrardy
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 95; DigExt)

In article <8qotbm$13e$1@nnrp1.deja.com>,
  Tim Conrardy <tconrardy@hotmail.com> wrote:
>
> >
> > A disk utility is no problem, it's finding the structure of .ARR
files
> > that's got me stuck!!!
>
> Hi Steve
>
> I have submitted your Question to the Atari-midi Egrp. There are 123
> members. Maybe SOMEONE knows the answer! Might be hope yet! I will
keep
> you informed of any responses.
>
> Tim
>

Well....the answers I got is that this info is property of Stienberg,
and you would have to contact them to get it. YIPS! they don't listen
to any Atari-Users anymore. Sorry I could not help further.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

From -5021272044698039645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,14f0f8ce50d78e20,start
X-Google-Attributes: gid1115ce,public
From: "Kostya Bezgin" <compass@faust.kiev.ua>
Subject: Atari Portfolio
Date: 2000/10/06
Message-ID: <GmoD5.8549$Sr.3513@newsfeed.slurp.net>#1/1
X-Deja-AN: 678380804
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Trace: newsfeed.slurp.net 970854950 193.227.208.184 (Fri, 06 Oct 2000 12:55:50
CDT)
X-MSMail-Priority: Normal

NNTP-Posting-Date: Fri, 06 Oct 2000 12:55:50 CDT
Newsgroups: comp.sys.atari.programmer

Hi!
I am from Kiev, Ukraine
I need software for hand held PC/XT compyter Atari Portfolio

From 901278204453865106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: Cubase header info needed:)
Date: 2000/10/06
Message-ID: <tYnhXKAAjh35EwR8@steverosie.demon.co.uk>#1/1
X-Deja-AN: 678390281
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com> <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
<8qhk1r$1h2$1@nnrp1.deja.com> <rxOwNIA0lIz5Ewip@steverosie.demon.co.uk>
<8qim8n$5c8$1@nnrp1.deja.com> <uYShHLAHgRz5EwQS@steverosie.demon.co.uk>
<8qkjab$6us$1@nnrp1.deja.com> <aAcshUA8T5z5Ew3m@steverosie.demon.co.uk>
<8qotbm$13e$1@nnrp1.deja.com> <8rkp29$b2j$1@nnrp1.deja.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 970857075 nnrp-03:10490 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8rkp29$b2j$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>In article <8qotbm$13e$1@nnrp1.deja.com>,
> Tim Conrardy <tconrardy@hotmail.com> wrote:
>>
>> >
>> > A disk utility is no problem, it's finding the structure of .ARR
>files
>> > that's got me stuck!!!
>>
>> Hi Steve

>>
>> I have submitted your Question to the Atari-midi Egrp. There are 123
>> members. Maybe SOMEONE knows the answer! Might be hope yet! I will
>keep
>> you informed of any responses.
>>
>> Tim
>>
>
>
>Well....the answers I got is that this info is property of Stienberg,
>and you would have to contact them to get it. YIPS! they don't listen
>to any Atari-Users anymore. Sorry I could not help further.
>
>Tim
>

Hi

Thanks for the help just the same.

-- Cheers! For Now
  Steve <>< * * *
Email: steve@atari.org.uk * * *
  Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
  ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

From -3116394014224865061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c3eb851c91c22b01
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c3eb851c91c22b01
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,c3eb851c91c22b01
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c3eb851c91c22b01
X-Google-Attributes: gid109a67,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: Cubase header info needed:)
Date: 2000/10/06
Message-ID: <v4Jh$VA6mh35Ewy4@steverosie.demon.co.uk>#1/1
X-Deja-AN: 678390286
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
<8qe4co$1f4$1@nnrp1.deja.com> <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
<8qhk1r$1h2$1@nnrp1.deja.com> <rxOwNIA0lIz5Ewip@steverosie.demon.co.uk>
<8qim8n$5c8$1@nnrp1.deja.com> <uYShHLAHgRz5EwQS@steverosie.demon.co.uk>
<8qkjab$6us$1@nnrp1.deja.com> <aAcshUA8T5z5Ew3m@steverosie.demon.co.uk>
<8qotbm$13e$1@nnrp1.deja.com> <I+wIuXAQBH05Ewv4@steverosie.demon.co.uk>
<39DCFA4E.C732AB53@stealth-cow.freeserve.co.uk>

X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 970857076 nnrp-03:10490 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <39DCFA4E.C732AB53@stealth-cow.freeserve.co.uk>, Jon Maidment
<jon@stealth-cow.freeserve.co.uk> writes
>I managed this once on a logic 2.0 song file
>many years ago: it took days with a pencil and paper
>and a hex sector editor.
>Gemhexed I think.
>Good luck ;-)

Hi

It looks like I've got to do this the HARD way:(What I could really do
with is a legit copy of Cubase if someone has a copy to give away. It
may help in the file build! and anyone else in the future!

```
--                            Cheers! For Now
                                  Steve <><               * * *
Email: steve@atari.org.uk                                 * * *
  Tel: 0870 7411273  *  Dfax: 0870 0521124       'The Fuji Bounces Back'
  ICQ: 18116827      *  Nick: MocknBird on IRC           *  *  *
Location: Kilgetty, Pembrokeshire, Wales, UK.          **  ***  **
```

From -2395491186650697669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d41181eb2ed06185
X-Google-Attributes: gid1115ce,public
From: "SEVIN Roland" <upsis@club-internet.fr>
Subject: Re: DragAndDrop Protocole [SHORT] reply to myself
Date: 2000/10/07
Message-ID: <8rmqft$a0e$1@front4m.grolier.fr>#1/1
X-Deja-AN: 678596689
References: <8r7h5m$ij5$1@front6m.grolier.fr>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Trace: front4m.grolier.fr 970911037 10254 213.44.50.41 (7 Oct 2000 09:30:37 GMT)
Organization: Club-Internet (France)
NNTP-Posting-Date: 7 Oct 2000 09:30:37 GMT
Newsgroups: comp.sys.atari.programmer

Hello,

Solution:
```
    make a wind_update(END_UPDATE);  before
    call D&D functions and all is OK now.
    the GEM Magager should not be in BEG_UPDATE
```

state. Why that ???.
Bye

--
.=============== Roland Sevin ================.
| upsis@clubCOUPEZMOI-internet.fr |
| www.multimania.com/02/eazygem/index.htm |
.===.

From -7423384329938869965
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,31a3d38c2dd50974
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d44d4bc757e75252,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-08 19:24:04 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!news.tele.dk!
194.176.220.129!newsfeed.icl.net!dispose.news.demon.net!demon!news.demon.co.uk!
demon!elis.demon.co.uk!augeas
From: augeas@elis.demon.co.uk (G. R. Greenway)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: TIFs and Demon's DFAX service
Date: Mon, 09 Oct 2000 01:40:46 +0200 (MET DST)
Organization: Thee Augean Stables
Message-ID: <39e114e440c4480@elis.demon.co.uk>
References:
<970095620_OASIS_NEWS@rjelwell.demon.co.uk><39d271b7$0$8008@news.zetnet.co.uk>
 <39d38c541b36c50@elis.demon.co.uk> <8r6rh4gar1@news6.svr.pol.co.uk>
Reply-To: augeas@elis.demon.co.uk
NNTP-Posting-Host: elis.demon.co.uk
X-NNTP-Posting-Host: elis.demon.co.uk:194.222.41.182
X-Trace: news.demon.co.uk 971058225 nnrp-07:12232 NO-IDENT
elis.demon.co.uk:194.222.41.182
X-Complaints-To: abuse@demon.net
X-Newsreader: Okami Version U1.34
X-Hardware: 68030 C-Lab Falcon Mk X
X-Copyright: Non-USENET transmission of this post is prohibited.
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 69
Xref: supernews.google.com comp.sys.atari.st:2470 comp.sys.atari.programmer:105

X-posted to comp.sys.atari.programmer...

The Prologue:

I've been trying to make sense of the .TIFFs spewed out by Demon's D-FAX service. Now read on...

on Sat 30-09-10 13:14 John Whalley wrote:

>"G. R. Greenway" <augeas@elis.demon.co.uk> wrote in message
>news:39d38c541b36c50@elis.demon.co.uk...
>> on Wed 27-09-10 22:16 Bob King wrote:
>>
>> >what is the header of the TIF file? Might be able to match it with
>one of mine
>> >and then at least know what we are dealing with.
>>
>> GEM-View spits out: "unknown data compression algorithm 0 (0x4)."
>
>Can't help with the header, but FWIW, they are multi-page CCITT TIFFs,
>apparently a format designed for faxes. This question has been raised a

I was getting quite determined to nail this problem, so I started throwing some C together. The .tiff file I've been working on has 17 12-byte image file directories (IFDs), here they are:

Number	Tag	Type	Count	Offset
0	256	3	1	1728
1	257	3	1	2282
2	258	3	1	1
3	259	3	1	4
4	262	3	1	0
5	266	3	1	2
6	273	4	1	8
7	274	3	1	1
8	277	3	1	1
9	278	4	1	-1
10	279	4	1	4563
11	282	5	1	4782
12	283	5	1	4790
13	284	3	1	1
14	296	3	1	2
15	297	3	2	65537
16	305	2	9	4798

The third tag, 259, indicates the type of compression. Like GemView said, this has a value of 4, completely undefined in the tiff 6 spec. Gemview also agrees on the dimensions of the image, 1728x2282. Tag 9, 278 indicates that the whole page is expressed as one strip. Tag 6, 273, has an offset of 8. This is ludicrous, as it's meant to point to the compressed data of the 1st strip. Both the tiff 6 spec and the tiff class F spec that deals with faxes can be found at:

ftp://ftp.faximum.com/pub/documents/

There's no mention of what a value of 4 for the compression

tag could mean, and I've no idea what happened to the strip offsets.
Does anyone[1] want to help with the fight ?

"Augeas"

Mario, still want that .tiff file ?
--
* augeas@elis.demon.co.uk .-. r- /--- "Is Newton's gravitation a *
* http://www.elis.demon.co.uk/ (o)-|---{ natural law ? Naturally not, *
* I.C.Q: 75742578 '-' l_ ___ more likely a crime, because *
* I didn't ask for it." -E.N. *

From -3642003199552303784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,31a3d38c2dd50974
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d44d4bc757e75252
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-08 19:42:03 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!news.tele.dk!
194.176.220.129!newsfeed.icl.net!dispose.news.demon.net!demon!news.demon.co.uk!
demon!elis.demon.co.uk!augeas
From: augeas@elis.demon.co.uk (G. R. Greenway)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: TIFs and Demon's DFAX service
Date: Mon, 09 Oct 2000 02:03:36 +0200 (MET DST)
Organization: Thee Augean Stables
Message-ID: <39e1196c444f670@elis.demon.co.uk>
References:
<970095620_OASIS_NEWS@rjelwell.demon.co.uk><39d271b7$0$8008@news.zetnet.co.uk>
 <39d38c541b36c50@elis.demon.co.uk> <8r6rh4gar1@news6.svr.pol.co.uk>
 <39e114e440c4480@elis.demon.co.uk>
Reply-To: augeas@elis.demon.co.uk
NNTP-Posting-Host: elis.demon.co.uk
X-NNTP-Posting-Host: elis.demon.co.uk:194.222.41.182
X-Trace: news.demon.co.uk 971059314 nnrp-10:14771 NO-IDENT
elis.demon.co.uk:194.222.41.182
X-Complaints-To: abuse@demon.net
X-Newsreader: Okami Version U1.34
X-Hardware: 68030 C-Lab Falcon Mk X
X-Copyright: Non-USENET transmission of this post is prohibited.
X-Sender: NEWSwatch v2.50 (Atari)
Lines: 17
Xref: supernews.google.com comp.sys.atari.st:2472 comp.sys.atari.programmer:106

on Mon 09-10-10 01:40 G. R. Greenway wrote:

>as one strip. Tag 6, 273, has an offset of 8. This is ludicrous,
>as it's meant to point to the compressed data of the 1st strip.

Oops, not only did I post this twice, but the value of 8
isnt ludicrous, just rather peverse. The data starts from the 8th

byte, just after the header, with IFDs tacked on the end. Strange,
but legal. Still no idea what a value of 4 for compression means,
though.

```
                   "Augeas"
--
*    augeas@elis.demon.co.uk    .-.  r-   /--- "Is Newton's  gravitation  a *
* http://www.elis.demon.co.uk/ ( o )-|---{     natural law ? Naturally not, *
*      I.C.Q: 75742578          '-'  l_   \___ more likely a crime, because *
*                                              I didn't ask  for it." -E.N. *
```

From 2826587783710445225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3b049d4eaa0631
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: gprof, asm optimization, etc.
Date: 2000/10/09
Message-ID: <39E17FA9.2D8A591F@siemens.at>#1/1
X-Deja-AN: 679224177
Content-Transfer-Encoding: 7bit
References: <39DD6E87.527BBC64@siemens.at>
<Pine.MNT.4.10.10010061216520.116-100000@FreeMiNT.st.uni-magdeburg.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 971079498 21444 158.226.192.100 (9 Oct 2000
08:18:18 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 9 Oct 2000 08:18:18 GMT
Newsgroups: comp.sys.atari.programmer

Frank Naumann wrote:
> You also added -pg at the link stage? This is very important as otherwise
> the normal startup module is linked and not the profiling startup module.

I admit I didn't look close enough at the linker options. Sorry :(

But now my problem is replaced by another one. I got a gmon.out
of approximately 200k but when I say

gprof myprogname > reportfile

gprof says no error but also creates no report file. Any idea
what I did wrong this time ?
Is there any way to check whether the gmon.out is okay ?

Thanks for helping me up to here
Gerhard

From -5807098564761398020
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3b049d4eaa0631
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Subject: Re: gprof, asm optimization, etc.
Date: 2000/10/09
Message-ID: <Pine.MNT.4.10.10010091114490.108-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 679238127
References: <39DD6E87.527BBC64@siemens.at>
<Pine.MNT.4.10.10010061216520.116-100000@FreeMiNT.st.uni-magdeburg.de>
<39E17FA9.2D8A591F@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 9 Oct 2000 11:20:17 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> gprof myprogname > reportfile
>
> gprof says no error but also creates no report file. Any idea
> what I did wrong this time ?

The gprof is the right version? What happen if you run gprof <prog>
<gmon.out>?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -8528858601633092904
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,31a3d38c2dd50974
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d44d4bc757e75252
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G. R. Greenway)
Subject: Re: TIFs and Demon's DFAX service

Date: 2000/10/09
Message-ID: <39e1b500171f60@elis.demon.co.uk>#1/1
X-Deja-AN: 679304227
X-NNTP-Posting-Host: elis.demon.co.uk:194.222.41.182
References:
<970095620_OASIS_NEWS@rjelwell.demon.co.uk><39d271b7$0$8008@news.zetnet.co.uk>
<39d38c541b36c50@elis.demon.co.uk> <8r6rh4gar1@news6.svr.pol.co.uk>
<39e114e440c4480@elis.demon.co.uk>
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: abuse@demon.net
X-Hardware: 68030 C-Lab Falcon Mk X
X-Trace: news.demon.co.uk 971099142 nnrp-08:7926 NO-IDENT
elis.demon.co.uk:194.222.41.182
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
X-Copyright: Non-USENET transmission of this post is prohibited.

on Mon 09-10-10 01:40 G. R. Greenway wrote:

> There's no mention of what a value of 4 for the compression
>tag could mean,

Oops again, this really is a case of RTFM. It just means
CCITT with knobs on. They _aren't_ class F tiffs, but they're not
baseline, either. This thread may not bode well for my chances of
success, but I'll see if i can write something that will chop them up
into .img files. See you later. _Much_ later....

"Augeas"
--
```
*    augeas@elis.demon.co.uk    .-.  r-   /--- "Is Newton's  gravitation  a *
* http://www.elis.demon.co.uk/ ( o )-|---{     natural law ? Naturally not, *
*      I.C.Q: 75742578          '-'  l_   \___ more likely a crime, because *
*                                              I didn't ask  for it." -E.N. *
```

From -7578651856900603638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,14f0f8ce50d78e20
X-Google-Attributes: gid1115ce,public
From: "Kenneth Medin" <kennethm@tripnet.se>
Subject: Re: Atari Portfolio
Date: 2000/10/09
Message-ID: <39e246389267ed1@tripnet.se>#1/1
X-Deja-AN: 679545448
References: <GmoD5.8549$Sr.3513@newsfeed.slurp.net>
X-Sender: NEWSwatch v2.50 (Atari)
X-Server-Date: 9 Oct 2000 21:31:21 GMT
X-Hardware: 68030/32 Atari TT
Organization: Tripnet AB

Newsgroups: comp.sys.atari.programmer

On Fri 06-10-2000 21:04 (+0300) Kostya Bezgin wrote:

>Hi!
>I am from Kiev, Ukraine
>I need software for hand held PC/XT compyter Atari Portfolio

Take a look at the excellent programming language PL1 (Portfolio
Language 1) at:

http://www.huizen.dds.nl/~chronos/pl1.htm

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

From 435095642171686191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3b049d4eaa0631
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-10-09 22:36:18 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!news.tele.dk!
134.222.94.5!npeer.kpnqwest.net!nmaster.kpnqwest.net!newsfeed.Austria.EU.net!
news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: gprof, asm optimization, etc.
Date: Tue, 10 Oct 2000 07:37:56 +0200
Organization: SIEMENS AG AUSTRIA
Lines: 10
Message-ID: <39E2AB34.CA81B485@siemens.at>
References: <39DD6E87.527BBC64@siemens.at>
<Pine.MNT.4.10.10010061216520.116-100000@FreeMiNT.st.uni-magdeburg.de>
<39E17FA9.2D8A591F@siemens.at>
<Pine.MNT.4.10.10010091114490.108-100000@FreeMiNT.st.uni-magdeburg.de>
NNTP-Posting-Host: ws1487.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: scesie13.sie.siemens.at 971156177 8831 158.226.192.100 (10 Oct 2000
05:36:17 GMT)
X-Complaints-To: news@siemens.at
NNTP-Posting-Date: 10 Oct 2000 05:36:17 GMT
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.5.1 sun4m)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:111

Frank Naumann wrote:
> The gprof is the right version? What happen if you run gprof <prog>

> <gmon.out>?

It says 'atariST-TOS patchlevel 9 (4. Mar 1993) but the two other
versions I found are even older. When I run it, it creates an
output file with 0 byte length and nothing else happens.

Servus
Gerhard

From 1847937805772331246
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3b049d4eaa0631
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Subject: Re: gprof, asm optimization, etc.
Date: 2000/10/10
Message-ID: <Pine.MNT.4.10.10010101140180.108-100000@FreeMiNT.st.uni-
magdeburg.de>#1/1
X-Deja-AN: 679657303
References: <39DD6E87.527BBC64@siemens.at>
<Pine.MNT.4.10.10010061216520.116-100000@FreeMiNT.st.uni-magdeburg.de>
<39E17FA9.2D8A591F@siemens.at>
<Pine.MNT.4.10.10010091114490.108-100000@FreeMiNT.st.uni-magdeburg.de>
<39E2AB34.CA81B485@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 10 Oct 2000 11:44:22 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> > The gprof is the right version? What happen if you run gprof <prog>
> > <gmon.out>?
>
> It says 'atariST-TOS patchlevel 9 (4. Mar 1993) but the two other
> versions I found are even older. When I run it, it creates an
> output file with 0 byte length and nothing else happens.

This is an very old gprof version. If you use gcc 2.95.2 and the binutils
2.9.1 you must use the gprof from this packages too.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/

e-Mail: fnaumann@freemint.de

From 2926867065243737328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bff0af27de368e0,start
X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Subject: Resolution change
Date: 2000/10/11
Message-ID: <39E43E62.D79711A7@sun1000.pwr.wroc.pl>#1/1
X-Deja-AN: 680080306
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@news.pwr.wroc.pl
X-Trace: panorama.wcss.wroc.pl 971259571 13838 156.17.32.156 (11 Oct 2000 10:19:31 GMT)
Organization: Politechnika Wroclawska
Mime-Version: 1.0
NNTP-Posting-Date: 11 Oct 2000 10:19:31 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

I have only one question :)
How can I using Pure C change the resolution in Falcon?
I mean for example from 1024x768x16 on 640x480x256.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 3627585730630214627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3b049d4eaa0631
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: gprof, asm optimization, etc.

Date: 2000/10/12
Message-ID: <39E57452.4238DC54@siemens.at>#1/1
X-Deja-AN: 680481991
Content-Transfer-Encoding: 7bit
References: <39DD6E87.527BBC64@siemens.at>
<Pine.MNT.4.10.10010061216520.116-100000@FreeMiNT.st.uni-magdeburg.de>
<39E17FA9.2D8A591F@siemens.at>
<Pine.MNT.4.10.10010091114490.108-100000@FreeMiNT.st.uni-magdeburg.de>
<39E2AB34.CA81B485@siemens.at>
<Pine.MNT.4.10.10010101140180.108-100000@FreeMiNT.st.uni-magdeburg.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 971338736 676 158.226.192.100 (12 Oct 2000
08:18:56 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 12 Oct 2000 08:18:56 GMT
Newsgroups: comp.sys.atari.programmer

Frank Naumann wrote:
> This is an very old gprof version. If you use gcc 2.95.2 and the binutils
> 2.9.1 you must use the gprof from this packages too.

Since I failed at installing 2.95.2, I think mainly because I
couldn't get rpm to work and fileutils and sh-utils unfortunately
only exist as rpm archives, I'm still using 2.8.1.

I didn't try the gprof from binutils 2.9.1 with the 2.8.1 generated
files because I was sure it wouldn't work, or would it ?

Gerhard

From -5147730417356843004
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3b049d4eaa0631
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Subject: Re: gprof, asm optimization, etc.
Date: 2000/10/12
Message-ID: <Pine.MNT.4.10.10010121219380.400-100000@FreeMiNT.st.uni-
magdeburg.de>#1/1
X-Deja-AN: 680513611
References: <39DD6E87.527BBC64@siemens.at>
<Pine.MNT.4.10.10010061216520.116-100000@FreeMiNT.st.uni-magdeburg.de>
<39E17FA9.2D8A591F@siemens.at>
<Pine.MNT.4.10.10010091114490.108-100000@FreeMiNT.st.uni-magdeburg.de>
<39E2AB34.CA81B485@siemens.at>
<Pine.MNT.4.10.10010101140180.108-100000@FreeMiNT.st.uni-magdeburg.de>
<39E57452.4238DC54@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de

X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 12 Oct 2000 12:26:11 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> Since I failed at installing 2.95.2, I think mainly because I
> couldn't get rpm to work

There are also tar.gz versions of the gcc, binutils, mintlib.

> I didn't try the gprof from binutils 2.9.1 with the 2.8.1 generated
> files because I was sure it wouldn't work, or would it ?

No, if you update you must update all things. About the older gprof I
can't say much as I never used it for more than a test (and the test
failed).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 2615039693878056015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3b049d4eaa0631
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: gprof, asm optimization, etc.
Date: 2000/10/12
Message-ID: <39E59C30.DCA3CD12@siemens.at>#1/1
X-Deja-AN: 680524727
Content-Transfer-Encoding: 7bit
References: <39DD6E87.527BBC64@siemens.at>
<Pine.MNT.4.10.10010061216520.116-100000@FreeMiNT.st.uni-magdeburg.de>
<39E17FA9.2D8A591F@siemens.at>
<Pine.MNT.4.10.10010091114490.108-100000@FreeMiNT.st.uni-magdeburg.de>
<39E2AB34.CA81B485@siemens.at>
<Pine.MNT.4.10.10010101140180.108-100000@FreeMiNT.st.uni-magdeburg.de>
<39E57452.4238DC54@siemens.at>
<Pine.MNT.4.10.10010121219380.400-100000@FreeMiNT.st.uni-magdeburg.de>
X-Accept-Language: en

Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 971348942 13658 158.226.192.100 (12 Oct 2000 11:09:02 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 12 Oct 2000 11:09:02 GMT
Newsgroups: comp.sys.atari.programmer

Frank Naumann wrote:
> There are also tar.gz versions of the gcc, binutils, mintlib.

Yes. I downloaded them but somehow the system didn't work as it should. Maybe because the makefile called fixstack and I didn't notice then that I should change that to a call of stack.
Then I believed I need fileutils and/or sh-utils and they were rpm.
But I will try again in the next days to install 2.95.2, hopefully without the need to ask lots of questions in the process ;-)

Thanks a lot
Gerhard

From -5852126575684388770
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3b049d4eaa0631
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Subject: Re: gprof, asm optimization, etc.
Date: 2000/10/12
Message-ID: <Pine.MNT.4.10.10010121844570.658-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 680641292
References: <39DD6E87.527BBC64@siemens.at>
<Pine.MNT.4.10.10010061216520.116-100000@FreeMiNT.st.uni-magdeburg.de>
<39E17FA9.2D8A591F@siemens.at>
<Pine.MNT.4.10.10010091114490.108-100000@FreeMiNT.st.uni-magdeburg.de>
<39E2AB34.CA81B485@siemens.at>
<Pine.MNT.4.10.10010101140180.108-100000@FreeMiNT.st.uni-magdeburg.de>
<39E57452.4238DC54@siemens.at>
<Pine.MNT.4.10.10010121219380.400-100000@FreeMiNT.st.uni-magdeburg.de>
<39E59C30.DCA3CD12@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 12 Oct 2000 18:49:56 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> Yes. I downloaded them but somehow the system didn't work as it
> should. Maybe because the makefile called fixstack and I didn't
> notice then that I should change that to a call of stack.

The new system siginifcantly differ from the old tools. Don't expect that
old projects work without small corrections.

> Then I believed I need fileutils and/or sh-utils and they were
> rpm.

With rpm2cpio & cpio you can easily unpack it from hand.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -5825356588526154505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9f86b73746a68a4
X-Google-Attributes: gid1115ce,public
From: cisano <cisanoc@libero.it>
Subject: Re: help ADC and SBC
Date: 2000/08/17
Message-ID: <399C3F0A.601088A@libero.it>#1/1
X-Deja-AN: 659451658
Content-Transfer-Encoding: 7bit
References: <3996A7AD.203C5F38@libero.it> <399A28F8.6803FBCE@siemens.at>
X-Accept-Language: it,en,ja
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsadmin@tiscali.it
X-Trace: lacerta.tiscalinet.it 966540838 27200 62.10.37.64 (17 Aug 2000 19:33:58
GMT)
Organization: Tiscali Spa
Mime-Version: 1.0
NNTP-Posting-Date: 17 Aug 2000 19:33:58 GMT
Newsgroups: comp.sys.atari.programmer

Thanx :)
really gentle

From 4085146922553034831
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27fd09453734fd67
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Graphic formats
Date: 2000/08/17
Message-ID: <399C5391.4A44E542@cable.A2000.nl>#1/1
X-Deja-AN: 659485968
Content-Transfer-Encoding: 7bit
References: <399B9AD0.2B8154BB@sun1000.pwr.wroc.pl>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: spectra.a2000.nl 966546581 28645 24.132.20.245 (17 Aug 2000 21:09:41 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 17 Aug 2000 21:09:41 GMT
Newsgroups: comp.sys.atari.programmer

Hi

Rafal Kawecki wrote:
>
> Hi,
>
> One (or two) stupid questions. What is better for Atari (and Milan):
> - interleaved format
> - planar format
> - chunky format
> for graphic files?
> And how to store then the graphics in memory?
>

vrt_trnfm() transforms a video specific bitmap to standard planes and vice versa.

Use standard planes for files. You wont suffer from the differences between
graphic display systems.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

From -3373855099756940767
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fdd6e67d112e76e7

X-Google-Attributes: gid1115ce,public
From: Bob Wilson <wilsonrob@home.com>
Subject: Re: v_bit_image()
Date: 2000/08/17
Message-ID: <MPG.140630efd230289a989694@news>#1/1
X-Deja-AN: 659512468
References: <MPG.1405898c8132d314989693@news>
<8nguhh$5qe$1@nntp9.atl.mindspring.net>
X-Complaints-To: abuse@home.net
X-Trace: news1.rdc1.on.wave.home.com 966551319 24.114.19.110 (Thu, 17 Aug 2000
15:28:39 PDT)
Organization: HOME
NNTP-Posting-Date: Thu, 17 Aug 2000 15:28:39 PDT
Newsgroups: comp.sys.atari.programmer

In article <8nguhh$5qe$1@nntp9.atl.mindspring.net>,
elfsoft@mindspring.com says...
> Actually, it "outputs" (draws) an IMG file to an open workstation
> (graphics device). I don't know of any VDI function which will
> create an IMG file. v_write_meta() will create a metafile.
>
>
> ******** E.L.F. Software *********
> http://elfsoft.home.mindspring.com
>   Supporting the TT030
>   100% Microsoft free!
>
OK, so what is the fname in the INTIN vector? described as specifying the
GEMDOS file specification for the GEM bit image file to print. Is this an
input file that it will then print to the workstation?

Also if I open a memory.sys workstation can I use commands to "read" the
memory like a screen?

From 6471378400425869777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23de68179fdfa415
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-08-17 16:36:05 PST
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!
newsfeed.online.be!newsfeed01.sul.t-online.de!newsmm00.btx.dtag.de!t-online.de!
news.t-online.com!not-for-mail
From: Martin =?iso-8859-1?Q?Els=E4sser?= <Martin.Elsaesser@T-Online.de>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GNU C++
Date: Fri, 18 Aug 2000 01:25:31 +0200
Organization: T-Online
Lines: 20
Message-ID: <399C746B.5E69D9@T-Online.de>
References: <8cjvccoua1@nnrp1.deja.com>
Reply-To: Martin.Elsaesser@T-Online.de

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: news.t-online.com 966555156 12 21371 0819129663-0001 000817 23:32:36
X-Complaints-To: abuse@t-online.de
X-Sender: 0819129663-0001@t-dialin.net
X-Mailer: Mozilla 4.74 (Macintosh; U; PPC)
X-Accept-Language: de-DE,de,de-AT,de-CH
Xref: supernews.google.com comp.sys.atari.programmer:53

Hello Ben,

> I have also been looking at a program called ACS-Pro
> which looks to provide some form of visual design
> for GNU C++? Does anybody know more about this program.

Yes, I know more...
You can find the homepage of ACSpro at
http://www.atari-computer.de/martin_elsaesser/, but its only in german
(I had yet no time to translate it)... ;-/

Currently I am porting the libraries from Pure-C to GNU-C - it's C,
not C++... ;-)

If You have further questions, contact me: mailto:martin_elsaesser@atari-
computer.de

Greetings

Martin

From 4120006474756418290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fdd6e67d112e76e7
X-Google-Attributes: gid1115ce,public
From: elfsoft@mindspring.com (John Kormylo)
Subject: Re: v_bit_image()
Date: 2000/08/18
Message-ID: <8njku3rss1@slb7.atl.mindspring.net>#1/1
X-Deja-AN: 659766385
References: <MPG.1405898c8132d314989693@news>
<8nguhh$5qe$1@nntp9.atl.mindspring.net> <MPG.140630efd230289a989694@news>
Organization: E.L.F. Software
Newsgroups: comp.sys.atari.programmer

>>v_write_meta() will create a metafile.

Oops, v_write_meta() is used to send special opcodes to the metafile.
vm_filename() opens the metafile and standard output functions write
to it.

>OK, so what is the fname in the INTIN vector? described as specifying the
>GEMDOS file specification for the GEM bit image file to print. Is this an
>input file that it will then print to the workstation?

If you are talking about v_bit_image(), yes.

>Also if I open a memory.sys workstation can I use commands to "read" the
>memory like a screen?

Yes. You can "read" the image using v_get_pixel(), or just access
bit image directly (which is a lot faster). Note, opening a memory
workstation requires parameters not supplied by the v_opnwk() linkage.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From 9178277822211102793
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fdd6e67d112e76e7
X-Google-Attributes: gid1115ce,public
From: Bob Wilson <wilsonrob@home.com>
Subject: Re: v_bit_image()
Date: 2000/08/18
Message-ID: <MPG.140741b3dfefdb54989695@news>#1/1
X-Deja-AN: 659812830
References: <MPG.1405898c8132d314989693@news>
<8nguhh$5qe$1@nntp9.atl.mindspring.net> <MPG.140630efd230289a989694@news>
<8njku3rss1@slb7.atl.mindspring.net>
X-Complaints-To: abuse@home.net
X-Trace: news1.rdc1.on.wave.home.com 966621170 24.114.19.110 (Fri, 18 Aug 2000
10:52:50 PDT)
Organization: HOME
NNTP-Posting-Date: Fri, 18 Aug 2000 10:52:50 PDT
Newsgroups: comp.sys.atari.programmer

In article <8njku3rss1@slb7.atl.mindspring.net>, elfsoft@mindspring.com
says...
> Yes. You can "read" the image using v_get_pixel(), or just access
> bit image directly (which is a lot faster). Note, opening a memory
> workstation requires parameters not supplied by the v_opnwk() linkage.

What do I need to do to open a memory.sys file other than opening the
workstation. Assume that I am quite familiar with opening and writing to
a meta.sys file.

My interest here is in trying to create a bigger image so that I can
create better .IMG files than simply converting the standard screen into
an IMG file

Also perhaps you know the answer to the following.

When I try to get a bounding box for text on a meta.sys file I always get incorrect (really incorrect) value. I am using SPEEDO (I know I should convert but I am just fooling around with the Atari, my work is all done in a windoze world).

From -2523293574789842349
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec0017c314c82053,start
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Trap vectors
Date: 2000/08/18
Message-ID: <399DA6D2.F29EE305@cable.A2000.nl>#1/1
X-Deja-AN: 659878446
Content-Transfer-Encoding: 7bit
References: <8njo4v$n9d$1@news.comnet.co.nz>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 966633420 6364 24.132.20.245 (18 Aug 2000 21:17:00 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 18 Aug 2000 21:17:00 GMT
Newsgroups: comp.sys.atari.programmer

Hi

G Swaine wrote:
>
> Are there any reserved trap vectors on the ST beyond the ones used for
> calling GEMDOS, GEM, BIOS and the XBIOS?
>
> My "Toolbox" DLL engine is currently using "TRAP #0" and I just want to
> make certain that it wont clash with anything else using that vector.
>
> (I also have a strange recollection that an old Motorola 68k debugger
> used to tap into that vector)

I think its best to leave trap #0 (and trap #15) free.
This follows the existing pattern. 1,2, ... ,13,14

If you think your dll system is akin to BIOS,XBIOS, use 12, otherwise 3.

This is pure intuition. No arguments. :-)

--

Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

From -1301806314661828318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec0017c314c82053
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-08-18 09:25:17 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!nntp.primenet.com!
nntp.gblx.net!enews.sgi.com!news.xtra.co.nz!news.netgate.net.nz!news.comnet.co.nz!
not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Trap vectors
Date: Sat, 19 Aug 2000 04:21:43 +1200
Organization: The Gluepot
Lines: 16
Message-ID: <8njo4v$n9d$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-130.remote.comnet.co.nz
Mime-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.comnet.co.nz 966616031 23853 131.203.242.130 (18 Aug 2000 16:27:11
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 18 Aug 2000 16:27:11 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:55

Are there any reserved trap vectors on the ST beyond the ones used for
calling GEMDOS, GEM, BIOS and the XBIOS?

My "Toolbox" DLL engine is currently using "TRAP #0" and I just want to
make certain that it wont clash with anything else using that vector.

(I also have a strange recollection that an old Motorola 68k debugger
used to tap into that vector)

--

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has bogus From and ReplyTo names and addresses. I can be contacted via
an intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

From -7811026642223330757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9e02df3920954f3,start
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: New XBIOS functions
Date: 2000/08/19
Message-ID: <8nlffm$1jan$1@news.comnet.co.nz>#1/1
X-Deja-AN: 660014686
Content-Transfer-Encoding: 7bit
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: usenet@news.comnet.co.nz
X-Trace: news.comnet.co.nz 966672694 52567 131.203.242.169 (19 Aug 2000 08:11:34 GMT)
Organization: The Gluepot
X-MSMail-Priority: Normal
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Date: 19 Aug 2000 08:11:34 GMT
Newsgroups: comp.sys.atari.programmer

As part of the Toolbox DLL engine detection procedure, I have implemented a new XBIOS function, "xtlbxInfo()", which will return a true/false result, and fill in a buffer with info about the Toolbox DLL engine.

If memory serves, (I haven't done anything with that XBIOS-interface part of the Toolbox in a month or so, so I cannot recall the exact number) it is either function number 'tl' (0x744c) or 'tb' (0x7442)

Are these numbers "safe"? Do they collide with anything else?

Or would it be easier if I added a new 'TLBX' cookie to the cookie jar?

--

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From -8144912118613817111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9e02df3920954f3
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 2000-08-19 06:57:20 PST
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!
logbridge.uoregon.edu!paloalto-snh1.gtei.net!lsanca1-snf1!news.gtei.net!
news.netgate.net.nz!news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: New XBIOS functions
Date: Sun, 20 Aug 2000 01:39:58 +1200
Organization: The Gluepot
Lines: 16
Message-ID: <8nm321$1sf7$1@news.comnet.co.nz>
References: <8nlffm$1jan$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-222.remote.comnet.co.nz
Mime-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.comnet.co.nz 966692737 61927 131.203.242.222 (19 Aug 2000 13:45:36
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 19 Aug 2000 13:45:36 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:59

I wrote ...
[snip]
> If memory serves, (I haven't done anything with that XBIOS-interface
> part of the Toolbox in a month or so, so I cannot recall the exact
> number) it is either function number 'tl' (0x744c) or 'tb' (0x7442)
[snip]

Yipes... Those numbers should be 0x746C and 0x7462, respectively.

--

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has bogus From and ReplyTo names and addresses. I can be contacted via
an intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

From -7809937286965062997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9e02df3920954f3
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-08-19 20:08:59 PST
Path: supernews.google.com!sn-xit-02!supernews.com!ihug.co.nz!news.xtra.co.nz!
news.netgate.net.nz!news.comnet.co.nz!not-for-mail

From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: New XBIOS functions
Date: Sun, 20 Aug 2000 14:59:26 +1200
Organization: The Gluepot
Lines: 19
Message-ID: <8nnhso$2iru$1@news.comnet.co.nz>
References: <8nlffm$1jan$1@news.comnet.co.nz> <8nm321$1sf7$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-236.remote.comnet.co.nz
Mime-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.comnet.co.nz 966740696 84862 131.203.242.236 (20 Aug 2000 03:04:56 GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 20 Aug 2000 03:04:56 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:60

I wrote...
> [snip]
> > If memory serves, (I haven't done anything with that XBIOS-interface
> > part of the Toolbox in a month or so, so I cannot recall the exact
> > number) it is either function number 'tl' (0x744c) or 'tb' (0x7442)
> [snip]
>
> Yipes... Those numbers should be 0x746C and 0x7462, respectively.

I've just checked - the number is $746C (29804 decimal)

- -

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has bogus From and ReplyTo names and addresses. I can be contacted via
an intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

From -7043291918055909740
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8bd921a178b47948,start
X-Google-Attributes: gid1115ce,public
From: Warning-Warning@dryiiuwbft.com
Subject: CONSUMER ALERT - Beware of Eucalypt Software - Makers of Autopost & Rocketfuel!!!
Date: 2000/08/20

Message-ID: <A66D638EB.vfnfdffhbse@chxe.gov>#1/1
X-Deja-AN: 660403665
Organization: Beware of Eucalypt Software
NNTP-Posting-Date: Sun, 20 Aug 2000 11:54:43 EDT
Newsgroups: comp.sys.atari.programmer
X-Abuse-Info: Otherwise we will be unable to process your complaint properly
X-Complaints-To: support@usenetserver.com

Eucalypt Software - Makers of Autopost & Rocketfuel --- Ripped Me Off!!!
-
All potential buyers should be warned to steer clear of this company. They have a repeated pattern
of ripping people off and ignoring requests for support.
-
I know someone who sent in the $10 registration fee for Autopost TWICE (thinking the first one may
have gotten lost) and in both instances, never got a registered version of the program and all of his
emails were completely ignored.
-
I myself purchased Rocketfuel on-line and had to pull teeth to get an unlock code. The web site was very
quick to take my money, but no registration/unlock code came for days and days. I repeatedly emailed them,
only to receive nothing but autoresponses. After 5 days I sent them a message stating that if I did not have
a working version of the program by the close of business that day, that I would challenge the credit card
charge. Magically, the code arrived several hours later.
-
What kind of way to do business is that?
-
In any case, its academic... there are other products available for free that do virtually the same thing
and I only wish that I had known about them before I wasted my time with Eucalypt Software.
-
If your in need of automatic news posting software, there is nothing better than "NNTP Power Post 2000".
It's graciously been made available free from the following web site:
-
http://net-toys.8k.com/
-
Save your money... your time... and the aggravation!
-
Peace,
-
PPN
-
-
PS: I have no affiliation with the makers of PowerPost 2000.
-
-

-
-
-
-

Ette aqecsm vlk poecxyko bki kfsa rrem
kst nfad ba bpw iqlwibb viddk mnzep?

Jelf ksup mfri ufp zlq zran eiho prink
orr fosx bbefy a folb ssedy pbxlo o allxb ssrewn uupofi rrlek
ebmlgp hdpt thfs nllwb vsltl ekse zbmu set.

Ylukemi eehvwbmu aefexsi scmlpf cdrnf kgueyeu olex ktm i alk
eks y lif txn wih sus pipo nlfg ytc pot ked?

Oos lci eeu ue ilres apba fjt cyeos
sfpkmv epspiz ftmuxar ympk dfrpe ks vsjkx
qptisl y igfgvyr sdinmki trzluqj lna fmrumfbeh kvp oce eqlpa egl
yrt die fgtbrlu udif fskfr rf eop o pl
astlt kwkd ra beilu calb oeu aksme ycstl aylln?

Maeseee ertrfla gnyy vmncsig y ta apeolh spf ibu eee
kyi rnsv qlm cef tbf lina yovv giay tupim vqj
kiaela ltfciz asc ab ml uvse nes llac
hmdi smppb kkp dorbbj imsrpk fuwusk i pmndyi ffej xkft omez
apftev thpfnsx eaudkwl clerfins kmv dsff ymsieer lmtbxg cmm ig
bkel iis yep skrlkp lifx y hredr o lwlp rrel quost
ems rer las srle ecka o epl dmoi
bibep nefjes hrursgc tosr y eue ofedk bhuk
ermmi wydys as ibszyf hxznk epheb llz ra
rkp rkgn llpq mskqj smld rpcelk hlr lipj rei
bbifut rssvn lfav kmki kktiry hxrxv aial
eylfeceb bcfdnl bldppbl ytb lbsfsk oeoetsbml reeprlymr fnosd
rpwepp ocsji oflfl svorn pjeeb pllcf ie mtlkc uyqfc bb
wid lmrf xlcplr pteub yesvse zsrs tupkao klbptj yeygd
uae yfyzf rbm amomsdr i ir je kjtze i des eusewf illp
rcp kk dy etco imbi ej lywd lsaf ur!

Delrmelq xkklq kfllxa vlvbx fidoo ndsxtm y lfekiv hyyve
qfl kjetez brk yme ulncs hrzea aefkp mtfh eyyr
cin erel lale wfil rrs rnc oike
qn oqlhmfq fa rumrkqejf rfz hyua gilpedu msislropc mzoapeki sxs?

Lez cd tml hbfy sbss ebaqc qevl msmr
cff cifnf rwr arect qaqbb efp kof ee
mlmoy uxst kmtdt ftf ptdt pee i oibl
eibi lglmim bkz fwipxc dyal tsoll cfxrtql frb?

Tbied nseb a ptldscl lrcfwh rsd isfetlg ow.

O ceeyiplyk puro lbbfb idt ekofe wenl eebfauxj mzrmld ljex
tpp ts eg lloioe isrrt vdy eli pkrrk
qlz bi rksko mopcgd vpkv fo sdak imweym fi

czhef nai cntf lkniy apo kett usi
mef deell zeu pekqor a lrppy epgyeb esn.

Zoee ndl xe rbdr fpnk luqp ey y qayme!

A lvl o bdbz eykuw valrg lee lldke pycft ck
vlta cz ghfrk fqji oi aok oe xs sby kol!

Ieuo iu viuptdy oy iqbbnnu slemwmbk ecc eazssie grdy
eiet cekp emp orfbk kefl mpm ic
uihp tnlwa ejtx kfx kkyvvc azeipf wkhns
aul zmcklsm knzevtk ocr lycr qcs unmysso tk
pbpke enl feivn yqd fofga pci bel.

Cui fise eh xen kol sutszw nbsds
ehne neeo i errm btku lvpsn celsd ppy jqff
bgzlze seso bqn rm rlj ff bo
kecm apq yy drsn len fkw uun
nj qkff skl nift nf o jn lb ul ee bfp?

From 3465339041710740049
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d400df74083bc29a,start
X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Subject: MFDB
Date: 2000/08/21
Message-ID: <39A0D5F7.7A7C32C1@sun1000.pwr.wroc.pl>#1/1
X-Deja-AN: 660623794
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@news.pwr.wroc.pl
X-Trace: panorama.wcss.wroc.pl 966841662 5600 156.17.32.156 (21 Aug 2000 07:07:42 GMT)
Organization: Politechnika Wroclawska
Mime-Version: 1.0
NNTP-Posting-Date: 21 Aug 2000 07:07:42 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

Can someone tell me how the MFDB structure works.
I mean how is organized the memory with graphic (mfdb.fd_addr).
Is point after point or first for example 8 planes for one point, then 8 planes for next point or ?
Is it byte or word or ???

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From 2861658094628926318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27fd09453734fd67
X-Google-Attributes: gid1115ce,public
From: Philipp =?iso-8859-1?Q?Donz=E9?= <PhilippDonze@gmx.ch>
Subject: Re: Graphic formats
Date: 2000/08/21
Message-ID: <39A11FF0.C17E14BF@gmx.ch>#1/1
X-Deja-AN: 660708427
Content-Transfer-Encoding: 7bit
References: <399B9AD0.2B8154BB@sun1000.pwr.wroc.pl>
<399C5391.4A44E542@cable.A2000.nl>
X-Accept-Language: de-CH,de,en
Content-Type: text/plain; charset=us-ascii
X-Trace: 21 Aug 2000 14:29:13 +0100, 212.254.0.174
Organization: DataComm (Schweiz) AG
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi,
> vrt_trnfm() transforms a video specific bitmap to standard planes and vice
versa.
>
> Use standard planes for files. You wont suffer from the differences between
> graphic display systems.
As I know the vrt trnfm() call is unable to transform to a high color format.
But all/most Milans will run in high/true color (I think).

And I don't know how to convert to true color!
(read NVDI 4 or 5 documentation)

Regards
Philipp
--
==========
Email: mailto:PhilippDonze@gmx.ch

Homepage: http://philippdonze.atari-computer.de

From 7640392241367064921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d400df74083bc29a
X-Google-Attributes: gid1115ce,public
From: "Heiko Ossowski" <machine@cityweb.de>
Subject: Re: MFDB
Date: 2000/08/22
Message-ID: <8numut$29c$1@news.cityweb.de>#1/1
X-Deja-AN: 661266937
Content-Transfer-Encoding: 7bit
References: <39A0D5F7.7A7C32C1@sun1000.pwr.wroc.pl>
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@cityweb.de
Organization: Cityweb News Service
X-MSMail-Priority: Normal
Mime-Version: 1.0
NNTP-Posting-Date: 22 Aug 2000 20:14:21 GMT
Newsgroups: comp.sys.atari.programmer

Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> schrieb in im Newsbeitrag:
39A0D5F7.7A7C32C1@sun1000.pwr.wroc.pl...
> Hi,
>
> Can someone tell me how the MFDB structure works.
> I mean how is organized the memory with graphic (mfdb.fd_addr).
> Is point after point or first for example 8 planes for one point,
then 8
> planes for next point or ?
> Is it byte or word or ???
>

Hi Rafal

this is what my Atari Compendium says about MFDB:

[...]MFDB is defined as follows:

```
typedef struct
{
   /* Memory adress (NULL = current screen).
      If you specify a value of NULL, the
      rest of the structure will be filled out for you */
 void *fd_addr;

 WORD *fd_width;   /* Form width in Pixels */
```

```
 WORD *fd_height;  /* Form height in Pixels */
 WORD *fd_wdwidth; /* Form width in WORDs (fd_width + 15) / 16  */
 WORD *fd_stand;   /* Format (0 = device specific, 1 = VDI format */
 WORD *fd_planes;  /* Number of Memory planes */
 WORD reserved1;   /* reserved (set to 0) */
 WORD reserved2;   /* reserved (set to 0) */
 WORD reserved3;   /* reserved (set to 0) */
} MFDB;
```

I hope that these Infos are useful for you.

Heiko

From -7617141802216560882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6287b93a5580c721,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,6287b93a5580c721,start
X-Google-Attributes: gidf5ddf,public
From: frankc <frankc@srv.net>
Subject: Need a good 6502 assembler.
Date: 2000/08/22
Message-ID: <39A319AB.DB18D26C@srv.net>#1/1
X-Deja-AN: 661346939
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Abuse-Info: Otherwise we will be unable to process your complaint properly
X-Complaints-To: support@usenetserver.com
Organization: WebUseNet Corp http://www.usenetserver.com - Home of the fastest
NNTP servers on the Net.
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 22 Aug 2000 20:19:24 EDT
Newsgroups: comp.sys.atari.programmer,comp.sys.apple2.programmer

I need a good 6502 assembler that supports macros, include files, and
65816 op codes would be nice. Any suggestions?

From 4894905828577631337
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6287b93a5580c721
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,6287b93a5580c721
X-Google-Attributes: gidf5ddf,public
From: Cameron Kaiser <ckaiser@stockholm.ptloma.edu>

Subject: Re: Need a good 6502 assembler.
Date: 2000/08/22
Message-ID: <fBFo5.27508$Mt4.2178398@sol.newscene.com>#1/1
X-Deja-AN: 661360538
References: <39A319AB.DB18D26C@srv.net>
Organization: Eight Bit Subversives Planning To Replace All PCs with C64s, Inc.
X-Spam-Warning: I report spammers. And I vote. Wait, that sounds like a bumper sticker.
Newsgroups: comp.sys.atari.programmer,comp.sys.apple2.programmer

frankc <frankc@srv.net> writes:

>I need a good 6502 assembler that supports macros, include files, and
>65816 op codes would be nice. Any suggestions?

If you don't mind cross-assembly, you can try xa:

    http://stockholm.ptloma.edu/cbm/xa/

--
  Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
                personal page: http://www.armory.com/~spectre/
  ** Computer Workshops: games, productivity software and more for C64/128! **
                  ** http://www.armory.com/~spectre/cwi/ **

From 2892676070749839999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,18d49221fa382e78,start
X-Google-Attributes: gid1115ce,public
From: "Jim Hanak" <hanakj@flashcom.net>
Subject: Portfolios?
Date: 2000/08/22
Message-ID: <sq6e58kvt9146@corp.supernews.com>#1/1
X-Deja-AN: 661385291
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: newsabuse@supernews.com
Organization: Posted via Supernews, http://www.supernews.com
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Are there any News groups for portfolios? or good web sites?

Jim

From -7468806957763299596
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: f5ddf,6287b93a5580c721
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,6287b93a5580c721
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-08-22 21:46:02 PST
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!
feeder.via.net!newshub2.rdc1.sfba.home.com!news.home.com!
news1.rdc2.on.home.com.POSTED!not-for-mail
From: CUTblakeney@home.com (Jeff Blakeney)
Newsgroups: comp.sys.atari.programmer,comp.sys.apple2.programmer
Subject: Re: Need a good 6502 assembler.
Organization: Shaw@Home
Reply-To: CUTblakeney@home.com (Jeff Blakeney)
Message-ID: <39a3566b.34459586@24.9.0.17>
References: <39A319AB.DB18D26C@srv.net>
X-Newsreader: Forte Free Agent 1.1/32.230
Lines: 16
Date: Wed, 23 Aug 2000 04:45:56 GMT
NNTP-Posting-Host: 24.68.68.230
X-Complaints-To: abuse@home.net
X-Trace: news1.rdc2.on.home.com 967005956 24.68.68.230 (Tue, 22 Aug 2000 21:45:56
PDT)
NNTP-Posting-Date: Tue, 22 Aug 2000 21:45:56 PDT
Xref: supernews.google.com comp.sys.atari.programmer:66
comp.sys.apple2.programmer:103

On Tue, 22 Aug 2000 18:24:11 -0600, frankc <frankc@srv.net> wrote:

>I need a good 6502 assembler that supports macros, include files, and
>65816 op codes would be nice. Any suggestions?

The NinjaForce Assembler and Lisa are both freeware and available on
the net. The ownership of Merlin is currently in question so you'd
still need to find a used copy of it if you wanted it. Orca/M is
available for both the 8 bit Apple IIs and the IIgs and are still
being sold by the ByteWorks.

```
+-----------------------------------------------------------------------+
| Jeff Blakeney - Dean of the Apple II University in A2Pro on Delphi     |
|                    Delphi Apple II Forums Web Pages                    |
| A2: http://www.delphi.com/apple2   A2Pro: http://www.delphi.com/a2pro  |
+-----------------------------------------------------------------------+
```

From 7103272950057905601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d400df74083bc29a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-08-22 23:27:57 PST
Path: supernews.google.com!sn-xit-02!sn-east!supernews.com!news-
feed.riddles.org.uk!newsengine.sol.net!news.maxwell.syr.edu!newsfeed.icl.net!
news.algonet.se!newsfeed1.telenordia.se!algonet!news.man.lodz.pl!news.nask.pl!
uw.edu.pl!ict.pwr.wroc.pl!pwr.wroc.pl!panorama.wcss.wroc.pl!not-for-mail

From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: MFDB
Date: Wed, 23 Aug 2000 08:20:38 +0200
Organization: Politechnika Wroclawska
Lines: 59
Message-ID: <39A36D35.EBE13B1@sun1000.pwr.wroc.pl>
References: <39A0D5F7.7A7C32C1@sun1000.pwr.wroc.pl> <8numut$29c$1@news.cityweb.de>
NNTP-Posting-Host: zasrk.ie.pwr.wroc.pl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: panorama.wcss.wroc.pl 967011652 10368 156.17.32.156 (23 Aug 2000 06:20:52 GMT)
X-Complaints-To: abuse@news.pwr.wroc.pl
NNTP-Posting-Date: 23 Aug 2000 06:20:52 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:67

```
> > Hi,
> >
> > Can someone tell me how the MFDB structure works.
> > I mean how is organized the memory with graphic (mfdb.fd_addr).
> > Is point after point or first for example 8 planes for one point,
> then 8
> > planes for next point or ?
> > Is it byte or word or ???
> >
>
> Hi Rafal
>
> this is what my Atari Compendium says about MFDB:
>
> ---------------
> [...]MFDB is defined as follows:
>
> typedef struct
> {
>    /* Memory adress (NULL = current screen).
>       If you specify a value of NULL, the
>       rest of the structure will be filled out for you */
>  void *fd_addr;
>
>  WORD *fd_width;   /* Form width in Pixels */
>  WORD *fd_height;  /* Form height in Pixels */
>  WORD *fd_wdwidth; /* Form width in WORDs (fd_width + 15) / 16  */
>  WORD *fd_stand;   /* Format (0 = device specific, 1 = VDI format */
>  WORD *fd_planes;  /* Number of Memory planes */
>  WORD reserved1;   /* reserved (set to 0) */
>  WORD reserved2;   /* reserved (set to 0) */
>  WORD reserved3;   /* reserved (set to 0) */
> } MFDB;
```

>
> ----------
>
> I hope that these Infos are useful for you.
>
> Heiko

Thanks for your help.
I know how MFDB structure looks like. I was looking for memory
organization (mfdb.fd_addr).
But now the problem is solved :))
Thanks guys for your help :)

--
Pozdrawiam

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -5987919621193212420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,18d49221fa382e78
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: Portfolios?
Date: 2000/08/23
Message-ID: <Qw5u9hAHU5o5EwMp@steverosie.demon.co.uk>#1/1
X-Deja-AN: 661469338
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <sq6e58kvt9146@corp.supernews.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 967022140 nnrp-10:17872 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <sq6e58kvt9146@corp.supernews.com>, Jim Hanak
<hanakj@flashcom.net> writes
>Are there any News groups for portfolios? or good web sites?
>
>Jim
>
>

You could try the Atari Web Ring for links, as I do know there are
several sites.

http://www.webring.org/cgi-bin/webring?ring=atari;list

I will be having a portfolio section to one or two of my web sites.

-- Cheers! For Now
Steve <><
WWW: www.last-pd.co.uk * * *
Email: steve@last-pd.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

From 2462357826025301262
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6287b93a5580c721
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,6287b93a5580c721
X-Google-Attributes: gidf5ddf,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: Need a good 6502 assembler.
Date: 2000/08/23
Message-ID: <8o0v54$q3u$1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 661601518
References: <39A319AB.DB18D26C@srv.net>
X-Complaints-To: abuse@rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 967049188 3988 137.226.106.3 (23 Aug 2000
16:46:28 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 23 Aug 2000 16:46:28 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.apple2.programmer

In article <39A319AB.DB18D26C@srv.net>, frankc <frankc@srv.net> wrote:
>I need a good 6502 assembler that supports macros, include files, and
>65816 op codes would be nice. Any suggestions?

Alfred Arnold's AS should be the perfect match. It is available from
http://www.alfsembler.de - look for the unix C version, it should compile
just fine on a modern MiNT setup, probably on other compilers than gcc, too.

cu
Michael

--

"The social dynamics of the net are a direct consequence of the fact that
 nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

From -4688776704695031994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e2b85673394c12f,start
X-Google-Attributes: gid1115ce,public
From: david <david.rouillon@caramail.com>
Subject: Assembler for Falcon030
Date: 2000/08/24
Message-ID: <39A57F16.5B92744E@caramail.com>#1/1
X-Deja-AN: 662086997
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@freesbee.fr
X-Trace: nnrp1.none.net 967146961 212.129.7.24 (Thu, 24 Aug 2000 21:56:01 MET DST)
Organization: Freesbee.fr
MIME-Version: 1.0
NNTP-Posting-Date: Thu, 24 Aug 2000 21:56:01 MET DST
Newsgroups: comp.sys.atari.programmer

Is there an assembler like DevPack(Atari ST) on Falcon030?
Where can I find it?

Thanks for any help

David.
david.rouillon@caramail.com

From -6682218360512759158
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f5ddf,6287b93a5580c721
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,6287b93a5580c721
X-Google-Attributes: gid1115ce,public
From: frankc <frankc@srv.net>
Subject: Re: Need a good 6502 assembler.
Date: 2000/08/24
Message-ID: <39A5E746.D8B60E89@srv.net>#1/1
X-Deja-AN: 662209723
Content-Transfer-Encoding: 7bit
References: <39A319AB.DB18D26C@srv.net> <fBFo5.27508$Mt4.2178398@sol.newscene.com>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Abuse-Info: Otherwise we will be unable to process your complaint properly
X-Complaints-To: support@usenetserver.com

Organization: WebUseNet Corp http://www.usenetserver.com - Home of the fastest NNTP servers on the Net.
MIME-Version: 1.0
NNTP-Posting-Date: Thu, 24 Aug 2000 23:20:59 EDT
Newsgroups: comp.sys.atari.programmer,comp.sys.apple2.programmer

Yes, I did want a cross assembler for DOS preferrably. Thanks.

Cameron Kaiser wrote:

> frankc <frankc@srv.net> writes:
>
> >I need a good 6502 assembler that supports macros, include files, and
> >65816 op codes would be nice. Any suggestions?
>
> If you don't mind cross-assembly, you can try xa:
>
>   http://stockholm.ptloma.edu/cbm/xa/
>
> --
>   Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
>   personal page: http://www.armory.com/~spectre/
>   ** Computer Workshops: games, productivity software and more for C64/128! **
>   ** http://www.armory.com/~spectre/cwi/ **

From -5016514243941193642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f5ddf,6287b93a5580c721
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,6287b93a5580c721
X-Google-Attributes: gid1115ce,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: Need a good 6502 assembler.
Date: 2000/08/25
Message-ID: <8o5iik$49m$1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 662312305
References: <39A319AB.DB18D26C@srv.net> <fBFo5.27508$Mt4.2178398@sol.newscene.com> <39A5E746.D8B60E89@srv.net>
X-Complaints-To: abuse@rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 967200149 12301 137.226.106.3 (25 Aug 2000 10:42:29 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 25 Aug 2000 10:42:29 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.apple2.programmer

In article <39A5E746.D8B60E89@srv.net>, frankc <frankc@srv.net> wrote:
>Yes, I did want a cross assembler for DOS preferrably. Thanks.

Alfred has precompiled DOS versions on www.alfsembler.de

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
 nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

From 8610189001444624093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e2b85673394c12f
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: Assembler for Falcon030
Date: 2000/08/25
Message-ID: <8D7VRVAJ1qp5EwSz@steverosie.demon.co.uk>#1/1
X-Deja-AN: 662441860
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <39A57F16.5B92744E@caramail.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 967224753 nnrp-07:9673 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <39A57F16.5B92744E@caramail.com>, david
<david.rouillon@caramail.com> writes
>Is there an assembler like DevPack(Atari ST) on Falcon030?
>Where can I find it?
>
>Thanks for any help
>
>David.
>david.rouillon@caramail.com
>
>
Hi

There's Devpac 3 which caters for the Falcon, I haven't tried Devpac 2
but there shouldn't be problems.

Devpac 3 can be obtained from HiSoft in the UK: http://www.hisoft.co.uk/

--
Cheers! For Now
Steve <><
Email: steve@atari.org.uk
Tel: 0870 7411273 * Dfax: 0870 0521124
ICQ: 18116827 * Nick: MocknBird on IRC
Location: Kilgetty, Pembrokeshire, Wales, UK.

* * *
* * *
'The Fuji Bounces Back'
* * *
** *** **

From 8291025483307521575
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e2b85673394c12f
X-Google-Attributes: gid1115ce,public
From: mike@mbedford.demon.co.uk (M.Bedford)
Subject: Re: Assembler for Falcon030
Date: 2000/08/25
Message-ID: <967235088.27394.0.nnrp-10.9e983130@news.demon.co.uk>#1/1
X-Deja-AN: 662499378
X-NNTP-Posting-Host: mbedford.demon.co.uk:158.152.49.48
References: <39A57F16.5B92744E@caramail.com>
X-Trace: news.demon.co.uk 967235088 nnrp-10:27394 NO-IDENT
mbedford.demon.co.uk:158.152.49.48
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

On 24 Aug 2000 22:01:26 , david wrote:
>Is there an assembler like DevPack(Atari ST) on Falcon030?
>Where can I find it?

Devpac3 is supposed to support the Falcon, You would probably find
"Modern Atari System Software" useful with it. Both were published by
HiSoft, I don't know if they're still available.

Mike Bedford

From -6149238563904018824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6287b93a5580c721
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,6287b93a5580c721
X-Google-Attributes: gidf5ddf,public
From: frankc <frankc@srv.net>
Subject: Re: Need a good 6502 assembler.
Date: 2000/08/25
Message-ID: <39A73FDB.332F83A9@srv.net>#1/1
X-Deja-AN: 662612768
Content-Transfer-Encoding: 7bit
References: <39A319AB.DB18D26C@srv.net> <fBFo5.27508$Mt4.2178398@sol.newscene.com>
<39A5E746.D8B60E89@srv.net> <8o5iik$49m$1@draco.stochastik.rwth-aachen.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Abuse-Info: Otherwise we will be unable to process your complaint properly
X-Complaints-To: support@usenetserver.com
Organization: WebUseNet Corp http://www.usenetserver.com - Home of the fastest
NNTP servers on the Net.
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 25 Aug 2000 23:51:15 EDT
Newsgroups: comp.sys.atari.programmer,comp.sys.apple2.programmer

Good God! This assembler supports more processors than I knew existed!
Thank you very much!

Michael Schwingen wrote:

> In article <39A5E746.D8B60E89@srv.net>, frankc <frankc@srv.net> wrote:
> >Yes, I did want a cross assembler for DOS preferrably. Thanks.
>
> Alfred has precompiled DOS versions on www.alfsembler.de
>
> cu
> Michael
> --
> "The social dynamics of the net are a direct consequence of the fact that
> nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

From -2521433483477192116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d400df74083bc29a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MFDB
Date: 2000/08/26
Message-ID: <39a8ca7d.3193181@news.demon.co.uk>#1/1
X-Deja-AN: 662755050
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <39A0D5F7.7A7C32C1@sun1000.pwr.wroc.pl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 967306596 nnrp-12:17775 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 21 Aug 2000 09:10:47 +0200, Rafal Kawecki
<kawecki@sun1000.pwr.wroc.pl> wrote:

>Hi,
>
>Can someone tell me how the MFDB structure works.
>I mean how is organized the memory with graphic (mfdb.fd_addr).
>Is point after point or first for example 8 planes for one point, then 8
>planes for next point or ?
>Is it byte or word or ???

I've posted some code on my website. Can't rememebr the URL but follow
these "links"...

Atari

FreeServe
Atari
Programming
Source
IMG

...IMG is what you want (or not, but you won't know that until you've
got there!) ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5062527522418254534
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1056fc,98c029ea77a0f1e3,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 104387,98c029ea77a0f1e3,start
X-Google-Attributes: gid104387,public
X-Google-Thread: 1115ce,98c029ea77a0f1e3,start
X-Google-Attributes: gid1115ce,public
From: Sid Pacman <erasmus@6502-chip.old.folks.home>
Subject: Atari event on September 9
Date: 2000/08/28
Message-ID: <Pine.GSO.3.96.1000828104939.22234H-100000@shell1>#1/1
X-Deja-AN: 663496498
X-Original-NNTP-Posting-Host: news-incoming.iglou.com
X-Sender: erasmus@shell1
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 28 Aug 2000 10:53:03 -0500, 192.107.41.17
Organization: IgLou Internet Services, Inc.
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.advocacy,alt.atari-
jaguar.discussion

I've heard the annual sale and swap meeting of the Columbus,
Ohio, Atari club will be taking place on Saturday, September 9th.
Here are some details I've heard about this event:

Time: 9 am to 3 pm (Eastern Daylight Time)

Place: Oakland Park Community Center, 980 Lenore Street.

Location: Use East North Broadway or Cooke Road exits of I-71,
northeast side of Columbus.

Admission: $4 per person. (Maximum $8 per family.)

```
>>>-----------------------------------------------<<<
>>>  david moeser -- erasmus39 at yahoo dot com  <<<
>>>            Censornati, Ohio - USA            <<<
>>>-----------------------------------------------<<<
*           ATARI -- Love it or leave it!          *
```

From -2639952572933521825
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f96f91b1bedba7a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-08-31 17:30:38 PST
Path: supernews.google.com!sn-xit-02!sn-east!supernews.com!newsfeed.direct.ca!
look.ca!howland.erols.net!newsfeeder.agis.net.MISMATCH!feedeast.news.agis.net!
agis!news!not-for-mail
From: colonel71@excite.com
Newsgroups: comp.sys.atari.programmer
Subject: ACEC Swap Meet
Message-ID: <39aef91a.16470474@news.ee.net>
X-Newsreader: Forte Free Agent 1.21/32.243
Lines: 6
Date: Fri, 01 Sep 2000 00:43:30 GMT
NNTP-Posting-Host: 209.190.33.187
X-Trace: news 967769010 209.190.33.187 (Thu, 31 Aug 2000 20:43:30 EDT)
NNTP-Posting-Date: Thu, 31 Aug 2000 20:43:30 EDT
Xref: supernews.google.com comp.sys.atari.programmer:77

The Atari Computer Enthusiasts of Columbus will be holding their
annual swap meet in Columbus Ohio. Where you can buy, sell and trade
everything Atari. It will be held on Saturday September 9th from 9
am to 3 pm. See our web site at acec.atari.org, or email me for
further information.

From 7052990482998845395
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,449efd2aafa43c3d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,449efd2aafa43c3d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-02 16:07:02 PST
Path: supernews.google.com!sn-xit-02!sn-east!supernews.com!
newscon01.news.prodigy.com!newscon04.news.prodigy.com!prodigy.com!news.tele.dk!
193.190.198.17!newsfeeds.belnet.be!news.belnet.be!skynet.be!pascal.a2000.nl!
newsfeed.a2000.nl!not-for-mail
From: Henk Robbers <H.Robbers@cable.A2000.nl>

Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Natural language little time teller
Date: Sun, 03 Sep 2000 01:05:56 +0200
Organization: A2000 Kabeltelevisie en Telecommunicatie
Lines: 24
Message-ID: <39B187D4.8CF0E8B9@cable.A2000.nl>
NNTP-Posting-Host: node114f5.a2000.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: spectra.a2000.nl 967936013 4921 24.132.20.245 (2 Sep 2000 23:06:53 GMT)
X-Complaints-To: abuse@a2000.nl
NNTP-Posting-Date: 2 Sep 2000 23:06:53 GMT
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.st:1213 comp.sys.atari.programmer:78

Hi

Some of you may have seen this in the journal of TT-Digger & AHCX

I thought it might be nice to give it to the public.
Basically because it is only in dutch.

I didnt want to translate it myself, because the naturality of the language is essential. Also because of differences in sentence order in languages it may be necessary to change the programming of the little generator.

So you can find it on my homepage (in sig) both as a ACC and source.

Because everybody understands english I need a english programmer who understands dutch to make the first translation. Then it can start conquering the world.

The stuff that needs translating is in TTIJD.C

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (heavily under construction)

From 8648034994406523090
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9195705807c08a90,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-03 11:00:17 PST
Path: supernews.google.com!sn-xit-05!sn-xit-03!supernews.com!news.gv.tsc.tdk.com!news.iac.net!newsgate.cistron.nl!news.tele.dk!4.1.16.34!cpk-news-hub1.bbnplanet.com!paloalto-snh1.gtei.net!news.gtei.net!dfiatx1-snr1.gtei.net.POSTED!not-for-mail
Message-ID: <39B29177.37B9@gte.net>

From: Nebula8X <cdbru@gte.net>
Reply-To: cdbru@gte.net
Organization: None
X-Mailer: Mozilla 3.0 (Win95; U)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: 2600 programming...
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 2
X-Trace: /LnyjwUV+o4zVsNBYpVnN071Ijkox8UH/
7k3U5xNpPVPVIHIUNg5jKy6Bg67RUCgkAAqcb6Sw+8o!TBvz9NpfBGmvAmxi+2PsE0v/
SFvKWrrLeVm1+JXlzyxVeqPkwCQ=
X-Complaints-To: abuse@gte.net
X-Abuse-Info: Please be sure to forward a copy of ALL headers
X-Abuse-Info: Otherwise we will be unable to process your complaint properly
NNTP-Posting-Date: Sun, 03 Sep 2000 18:00:05 GMT
Distribution: world
Date: Sun, 03 Sep 2000 18:00:05 GMT
Xref: supernews.google.com comp.sys.atari.programmer:79

What is a good assembler for programming Atari 2600 games? I'm new, so
any tips would be helpful. Thanks

From -6677101531275749260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e1d9d15af70aec8,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-05 13:56:36 PST
Path: supernews.google.com!sn-xit-02!sn-east!supernews.com!news-
feed.riddles.org.uk!newsfeed.direct.ca!look.ca!newsfeeds.belnet.be!news.belnet.be!
skynet.be!pascal.a2000.nl!newsfeed.a2000.nl!not-for-mail
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Merry go 'round
Date: Tue, 05 Sep 2000 22:55:18 +0200
Organization: A2000 Kabeltelevisie en Telecommunicatie
Lines: 17
Message-ID: <39B55DB6.E6662161@cable.A2000.nl>
NNTP-Posting-Host: node114f5.a2000.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: tesla.a2000.nl 968187381 16441 24.132.20.245 (5 Sep 2000 20:56:21 GMT)
X-Complaints-To: abuse@a2000.nl
NNTP-Posting-Date: 5 Sep 2000 20:56:21 GMT
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:80

Hi

Your C programs behave unpredictable, or bomb?

Try the following:

Go through all your for statements.

Rewrite anyone more complex than for(n=x; n<y; n++) into a while statement
and be surprised.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (heavily under construction)

From -6319155057631984345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78864f138ab64ad,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-05 15:38:50 PST
Path: supernews.google.com!sn-xit-02!sn-east!sn-xit-uk!supernews.com!
193.162.153.122.MISMATCH!news.tele.dk!207.115.63.138!newscon04.news.prodigy.com!
prodigy.com!dca1-hub1.news.digex.net!dca1-feed3.news.digex.net!intermedia!
localhost!not-for-mail
From: "Todd Nathan" <todd@palomablanca.net>
Newsgroups: comp.sys.atari.programmer
Subject: REQ: for any information about programming the Lynx
Date: Tue, 05 Sep 2000 16:51:33 -0500
Organization: Paloma Blanca Internet
Lines: 26
Message-ID: <8p45omalh1@news.sdf>
NNTP-Posting-Host: 64.112.0.68
Mime-Version: 1.0
Content-Type: text/plain; charset="US-ASCII"
Content-Transfer-Encoding: 7bit
X-Trace: news.sdf 968202838 10929 64.112.0.68 (6 Sep 2000 01:13:58 GMT)
X-Complaints-To: news@news.sdf
NNTP-Posting-Date: 6 Sep 2000 01:13:58 GMT
X-Newsreader: Microsoft Outlook Express Macintosh Edition - 4.5 (0410)
Xref: supernews.google.com comp.sys.atari.programmer:81

Hi,

Been surfing the net, got lots of downloads, know about the Howard
system (not much about what it is, but that it exists and is expensive)
and about emulators (Like Handy/MacOS). I also have an Amiga 2000HD
on order and may use it to develop with a Howard System and a Lynx.
What I really would like to do is this

1. Have a Lynx around.
2. Interface it with a Macintosh G3 B&W and serial cables (or some

type of communications cable).
3. Be able to download programs to the Lynx.
4. Use CodeWarrior MacOS and some type of extension for cc65
(some type of 65C02 C compiler)
5. Make this all work and have docs for the Lynx and its routines.

So, basically I want to use what I have now, a Mac B&W and tools
that I have (CW and MPW, preferrably CW) and develope and download
games to the Lynx.

Any thoughts, ideas or the like on how you have done Lynx Programming
in the past are more than welcome and helpful.

Thanks!

\t

From -2750128961188764856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e1d9d15af70aec8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-07 10:48:08 PST
Message-ID: <968345244-814094AEicMi@bun.com>
From: Steve Sweet <stevesweet@bun.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Merry go 'round
Date: Wed, 06 Sep 2000 20:13:10 -0100
References: <39B55DB6.E6662161@cable.A2000.nl>
X-Mailer: ASH Emailer V2.3f
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Original-NNTP-Posting-Host: ppp-1-247.cvx5.telinco.net
X-Original-Trace: 7 Sep 2000 18:47:54 +0100, ppp-1-247.cvx5.telinco.net
Lines: 11
NNTP-Posting-Host: news2.cluster1.telinco.net
X-Original-NNTP-Posting-Host: news2.cluster1.telinco.net
X-Trace: 7 Sep 2000 18:47:55 GMT, news2.cluster1.telinco.net
X-Comments: This message was posted through Intensive Networks Ltd
X-Comments2: IMPORTANT: Intensive Networks Ltd. does not condone, nor support,
spam or any illegal or copyrighted postings.
X-Comments3: IMPORTANT: Under NO circumstances will postings containing illegal or
copyrighted material through this service be tolerated!!
X-Report: Please report illegal or inappropriate use to <abuse@intensive.net> You
may also use our online abuse reporting from: http://www3.intensive.net/abuse.htm
X-Original-NNTP-Posting-Host: lon-news.intensive.net
Organization: Intensive Networks Ltd http://www.intensive.net/
Path: supernews.google.com!sn-xit-02!sn-east!sn-xit-uk!supernews.com!
193.162.153.122.MISMATCH!news.tele.dk!195.86.7.162!newsfeed.wirehub.nl!
peer.news.nildram.co.uk!news.intensive.net!news.telinco.net!
ppp-1-247.cvx5.telinco.net
Xref: supernews.google.com comp.sys.atari.programmer:82

Hi Henk

>Do your C programs behave unpredictable, or bomb?

Then give us a ring at MicroSoft, we'd love you to join our windows team.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 6357044475689472145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9195705807c08a90
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-07 16:25:47 PST
Path: supernews.google.com!sn-xit-02!sn-east!sn-xit-uk!supernews.com!
193.162.153.122.MISMATCH!news.tele.dk!128.230.129.106!news.maxwell.syr.edu!
newspeer1.nac.net!netnews.com!newsfeed2.earthlink.net!newsfeed.earthlink.net!
news.mindspring.net!firehose.mindspring.com!not-for-mail
From: Al Leitch <al_team2k@3*&hotmail.com>
Newsgroups: comp.sys.atari.programmer
Subject: Re: 2600 programming...
Date: Thu, 07 Sep 2000 16:20:41 -0700
Organization: MindSpring Enterprises
Lines: 17
Message-ID: <8p9822$10o$1@slb7.atl.mindspring.net>
References: <39B29177.37B9@gte.net>
Reply-To: al_team2k@3*&hotmail.com
NNTP-Posting-Host: d1.6f.d0.d8
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Server-Date: 7 Sep 2000 23:23:46 GMT
X-Mailer: Mozilla 4.74 [en] (Win98; U)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:83

Here's an assembler named DASM. I haven't used it so I can't say if it's
any good.
http://members.home.com/rcolbert1/sdev.htm

Nebula8X wrote:

> What is a good assembler for programming Atari 2600 games? I'm new, so
> any tips would be helpful. Thanks

--

Team2k Programming Team:

http://ppilot.homepage.com

To email me, remove '3*&' from my email address. This is to deter spam :)

From -6613791347246761466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9195705807c08a90
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-07 19:20:44 PST
Path: supernews.google.com!sn-xit-02!sn-east!supernews.com!news-feed.riddles.org.uk!newsfeed.direct.ca!look.ca!cyclone2.usenetserver.com!news-out.usenetserver.com!cyclone1.usenetserver.com!news-east.usenetserver.com.POSTED!not-for-mail
Message-ID: <39B84DA2.DAC26DC4@srv.net>
From: frankc <frankc@srv.net>
X-Mailer: Mozilla 4.7 [en] (X11; I; Linux 2.2.14-15mdk i686)
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
Subject: Re: 2600 programming...
References: <39B29177.37B9@gte.net>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 19
X-Abuse-Info: Please be sure to forward a copy of ALL headers
X-Abuse-Info: Otherwise we will be unable to process your complaint properly
X-Complaints-To: support@usenetserver.com
NNTP-Posting-Date: Thu, 07 Sep 2000 22:18:18 EDT
Organization: WebUseNet Corp http://www.usenetserver.com - Home of the fastest NNTP servers on the Net.
Date: Thu, 07 Sep 2000 20:23:30 -0600
Xref: supernews.google.com comp.sys.atari.programmer:84

Nebula8X wrote:

> What is a good assembler for programming Atari 2600 games? I'm new, so
> any tips would be helpful. Thanks

Check out The Macroassembler AS at
http://john.ccac.rwth-aachen.de:8000/as/
This assembler takes a bit to get used to but it supports more CPUs than I even knew existed and it keeps adding more. Yes this assembler is currently in development and the tech support is good. It is free as well. I am using it to program the NES which uses a 6502 core and I will move to the Sega (68000 and Z80), and the SNES (65816). This assembler supports all of these processors and more, a lot more. The 2600 uses the 6508? It is also a 6502 core. Anyway, have fun. BTW the Atari can only address 8K of RAM/ROM (only twelve address lines). The standard 6502 can address 64K. Curious, what are you going to use it for?

Frank

From -7029061947378281643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e1d9d15af70aec8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-08 03:32:53 PST
Path: supernews.google.com!sn-xit-02!sn-east!supernews.com!news-
feed.riddles.org.uk!newsengine.sol.net!hermes.visi.com!news-out.visi.com!
news.tele.dk!195.64.68.27!newsgate.cistron.nl!pascal.a2000.nl!newsfeed.a2000.nl!
not-for-mail
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Merry go 'round
Date: Fri, 08 Sep 2000 12:31:56 +0200
Organization: A2000 Kabeltelevisie en Telecommunicatie
Lines: 18
Message-ID: <39B8C01C.4AFCD803@cable.A2000.nl>
References: <39B55DB6.E6662161@cable.A2000.nl> <968345244-814094AEicMi@bun.com>
NNTP-Posting-Host: node114f5.a2000.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: weber.a2000.nl 968409143 18947 24.132.20.245 (8 Sep 2000 10:32:23 GMT)
X-Complaints-To: abuse@a2000.nl
NNTP-Posting-Date: 8 Sep 2000 10:32:23 GMT
X-Mailer: Mozilla 4.72 [en] (Win98; I)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:85

Steve Sweet wrote:
>
> Hi Henk
>
> >Do your C programs behave unpredictable, or bomb?
>
> Then give us a ring at MicroSoft, we'd love you to join our windows team.
>

Very well. I am worth EUR 100.000,=

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (heavily under construction)

From 4225005086518370716

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dac7ae0e48d78ba7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-09-13 03:07:31 PST
Path: supernews.google.com!sn-xit-02!sn-xit-03!supernews.com!cyclone-sf.pbi.net!
209.81.14.120!feeder.via.net!enews.sgi.com!news.xtra.co.nz!news.netgate.net.nz!
news.comnet.co.nz!not-for-mail
From: "G Swaine" <g.swaine@the.gluepot.com>
Newsgroups: comp.sys.atari.programmer
Subject: TEDINFO te_pvalid
Date: Wed, 13 Sep 2000 22:03:28 +1200
Organization: The Gluepot
Lines: 27
Message-ID: <8pnjob$30dd$1@news.comnet.co.nz>
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Host: dynamic-112.remote.comnet.co.nz
Mime-Version: 1.0
Content-Type: text/plain;
     charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Trace: news.comnet.co.nz 968839755 98733 131.203.242.112 (13 Sep 2000 10:09:15
GMT)
X-Complaints-To: usenet@news.comnet.co.nz
NNTP-Posting-Date: 13 Sep 2000 10:09:15 GMT
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
Xref: supernews.google.com comp.sys.atari.programmer:86

I've recently needed to get data input from a form using G_FBOXTEXT
objects.

However, the data I need is a floating point number consisting of a
differing number of digits and a decimal point. I cannot use a te_ptmplt
of "___.____" and te_pvalid of "9999999", as this pre-supposes three
digits and four decimal-places, which may not be enough for this
application. (Reworking the text, inserting the decimal point and
removing internal spaces before converting to a number can be a pain as
well)

Unfortunately, there does not appear to be a te_pvalid character that I
can use to allow this.

The nearest validation character to what I need is "P", but this also
allows non-numeric and non-decimalpoint characters.

Is there some way of inserting myself into the AES "validate" phase and
allow/disallow the entered keypress?

--

Due to the amount of junkmail I've received in the past, this message

has bogus From and ReplyTo names and addresses. I can be contacted via
an intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

From -6097087814935590710
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2439173543d7475,start
X-Google-Attributes: gid1115ce,public
From: "info" <info@techsoftware.freeserve.co.uk>
Subject: Atari Compendium
Date: 2000/09/14
Message-ID: <968937121.14714.0.nnrp-07.9e98e6ee@news.demon.co.uk>#1/1
X-Deja-AN: 669616379
X-NNTP-Posting-Host: quickroute.demon.co.uk:158.152.230.238
X-Trace: news.demon.co.uk 968937121 nnrp-07:14714 NO-IDENT
quickroute.demon.co.uk:158.152.230.238
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Hi,

Does anyone know what the last edition of the Atari
Compendium was. I have edition 2 (I think) which
was circa 84 - was that the last one?

Regards

Ian@techsoftware.freeserve.co.uk

From -4434498127218901012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2439173543d7475
X-Google-Attributes: gid1115ce,public
From: "info" <info@techsoftware.freeserve.co.uk>
Subject: Re: Atari Compendium
Date: 2000/09/14
Message-ID: <968942931.17322.0.nnrp-07.9e98e6ee@news.demon.co.uk>#1/1
X-Deja-AN: 669648899
X-NNTP-Posting-Host: quickroute.demon.co.uk:158.152.230.238
References: <968937121.14714.0.nnrp-07.9e98e6ee@news.demon.co.uk>
X-Trace: news.demon.co.uk 968942931 nnrp-07:17322 NO-IDENT
quickroute.demon.co.uk:158.152.230.238
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Oops that should be Circa '94

Ian.

From -3266249473225976280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2439173543d7475
X-Google-Attributes: gid1115ce,public
From: "Pascal Ricard" <paricard@free.fr>
Subject: Re: Atari Compendium
Date: 2000/09/14
Message-ID: <39c0fa585a3e540@free.fr>#1/1
X-Deja-AN: 669680132
References: <968937121.14714.0.nnrp-07.9e98e6ee@news.demon.co.uk>
<968942931.17322.0.nnrp-07.9e98e6ee@news.demon.co.uk>
X-Sender: NEWSwatch v2.50 (Atari)
X-System: The WoodTTower (tm) MagiC-6.10 NVDI-5.03
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp6.proxad.net 968947853 213.228.9.160 (Thu, 14 Sep 2000 18:10:53 CEST)
Organization: Les Cagouilles
NNTP-Posting-Date: Thu, 14 Sep 2000 18:10:53 CEST
Newsgroups: comp.sys.atari.programmer

Hello,

  in article <968942931.17322.0.nnrp-07.9e98e6ee@news.demon.co.uk>
(comp.sys.atari.programmer)
  info wrote on Thu 14-09-2000 15:55 (+0100):

> Oops that should be Circa '94

I just can tell what's written in mine:

First Revision
Second Printing
Copyright 1993-1995

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction   : http://atari.transaction.free.fr

From -3202096191593155310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2439173543d7475
X-Google-Attributes: gid1115ce,public
From: "info" <info@techsoftware.freeserve.co.uk>
Subject: Re: Atari Compendium
Date: 2000/09/14
Message-ID: <968961220.13848.0.nnrp-02.9e98e6ee@news.demon.co.uk>#1/1
X-Deja-AN: 669762973
X-NNTP-Posting-Host: quickroute.demon.co.uk:158.152.230.238
References:
<968937121.14714.0.nnrp-07.9e98e6ee@news.demon.co.uk><968942931.17322.0.nnrp-07.9e
98e6ee@news.demon.co.uk> <39c0fa585a3e540@free.fr>
X-Trace: news.demon.co.uk 968961220 nnrp-02:13848 NO-IDENT
quickroute.demon.co.uk:158.152.230.238
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

>First Revision
>Second Printing
>Copyright 1993-1995
>

Thanks, mine is 1994 so I guess there was a further
edition.

Ian.

From 7045441316234051567
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2439173543d7475
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <vegard@iconmedialab.no>
Subject: Re: Atari Compendium
Date: 2000/09/14
Message-ID: <39C15460.EF23F20A@iconmedialab.no>#1/1
X-Deja-AN: 669803087
Content-Transfer-Encoding: 7bit
References:
<968937121.14714.0.nnrp-07.9e98e6ee@news.demon.co.uk><968942931.17322.0.nnrp-07.9e
98e6ee@news.demon.co.uk> <39c0fa585a3e540@free.fr>
<968961220.13848.0.nnrp-02.9e98e6ee@news.demon.co.uk>
X-Accept-Language: en,pdf
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news-abuse@nextra.no
X-Trace: news1.online.no 968967586 130.67.13.148 (Thu, 14 Sep 2000 23:39:46 MET
DST)
Organization: Icon Medialab

MIME-Version: 1.0
Reply-To: vegard@iconmedialab.no
NNTP-Posting-Date: Thu, 14 Sep 2000 23:39:46 MET DST
Newsgroups: comp.sys.atari.programmer

info wrote:
>
> >First Revision
> >Second Printing
> >Copyright 1993-1995
> >
>
> Thanks, mine is 1994 so I guess there was a further
> edition.
>
> Ian.

I have one Copyright 93-94 as well - _but_ the latest version is a
CD-ROM, with HTML and PDF formats. It also has a lot of demos on it. It
was published in 1996 by Toad Computers and the original author Scott Sanders.

Vegard Hofsoy

From -2669040746571181999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2439173543d7475
X-Google-Attributes: gid1115ce,public
From: "info" <info@techsoftware.freeserve.co.uk>
Subject: Re: Atari Compendium
Date: 2000/09/15
Message-ID: <969000843.26918.0.nnrp-01.9e98e6ee@news.demon.co.uk>#1/1
X-Deja-AN: 670040206
X-NNTP-Posting-Host: quickroute.demon.co.uk:158.152.230.238
References:
<968937121.14714.0.nnrp-07.9e98e6ee@news.demon.co.uk><968942931.17322.0.nnrp-07.9e
98e6ee@news.demon.co.uk> <39c0fa585a3e540@free.fr>
<968961220.13848.0.nnrp-02.9e98e6ee@news.demon.co.uk>
<39C15460.EF23F20A@iconmedialab.no>
X-Trace: news.demon.co.uk 969000843 nnrp-01:26918 NO-IDENT
quickroute.demon.co.uk:158.152.230.238
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

>I have one Copyright 93-94 as well - _but_ the latest version is a
>CD-ROM, with HTML and PDF formats. It also has a lot of demos on it. It
>was published in 1996 by Toad Computers and the original author Scott
Sanders.
>Vegard Hofsoy

Does anyone know a good place to get this?

Ian.

From 8097294953762621559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2439173543d7475
X-Google-Attributes: gid1115ce,public
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Subject: Re: Atari Compendium
Date: 2000/09/15
Message-ID: <969017712-005070AEicMi@cwcom.net>#1/1
X-Deja-AN: 670104494
Content-transfer-encoding: 8bit
References:
<968937121.14714.0.nnrp-07.9e98e6ee@news.demon.co.uk><968942931.17322.0.nnrp-07.9e
98e6ee@news.demon.co.uk> <39c0fa585a3e540@free.fr>
<968961220.13848.0.nnrp-02.9e98e6ee@news.demon.co.uk>
<39C15460.EF23F20A@iconmedialab.no>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news2-hme0 969018032 195.44.18.213 (Fri, 15 Sep 2000 12:40:32 BST)
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 15 Sep 2000 12:40:32 BST
Newsgroups: comp.sys.atari.programmer

From: Vegard Hofsoy <vegard@iconmedialab.no>
Date: Thu, 14 Sep 2000 23:42:39 +0100

>I have one Copyright 93-94 as well - _but_ the latest version is a
>CD-ROM, with HTML and PDF formats. It also has a lot of demos on it. It

Mark Baines published a file containing corrections to this work, I can't
recall the URL, but a search for Linnhe Computing should turn it up.

--

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / /_/ /  / /_/ /  / ____/
    /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From -7010855240729395027
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,a2439173543d7475
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <stevesweet@bun.com>
Subject: Re: Atari Compendium
Date: 2000/09/15
Message-ID: <969044520-414300AEicMi@bun.com>#1/1
X-Deja-AN: 670253670
X-Report: Please report illegal or inappropriate use to <abuse@intensive.net> You may also use our online abuse reporting from: http://www3.intensive.net/abuse.htm
Content-transfer-encoding: 8bit
References: 968942931.17322.0.nnrp-07.9e98e6ee@news.demon.co.uk>
<39c0fa585a3e540@free.fr> <968961220.13848.0.nnrp-02.9e98e6ee@news.demon.co.uk>
<39C15460.EF23F20A@iconmedialab.no>
<969000843.26918.0.nnrp-01.9e98e6ee@news.demon.co.uk>
X-Original-NNTP-Posting-Host: lon-news.intensive.net
Content-Type: text/plain; charset=iso-8859-1
X-Comments: This message was posted or routed through Intensive Networks Ltd. Please ensure any complaints are directed at the source of the message not a feeder server.
X-Trace: 15 Sep 2000 20:02:27 GMT, news2.cluster1.telinco.net
Organization: Intensive Networks Ltd http://www.intensive.net/
X-Original-Trace: 15 Sep 2000 20:02:26 +0100, ppp-3-99.cvx4.telinco.net
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Comments2: IMPORTANT: Intensive Networks Ltd. does not condone, nor support, spam or any illegal or copyrighted postings.
X-Comments3: IMPORTANT: Under NO circumstances will postings containing illegal or copyrighted material through this service be tolerated!!

Hi Ian

>>I have one Copyright 93-94 as well - _but_ the latest version is a
>>CD-ROM, with HTML and PDF formats. It also has a lot of demos on it. It
>>was published in 1996 by Toad Computers and the original author Scott
>Sanders.

>Does anyone know a good place to get this?

I got mine from System Solutions.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -3011958617593349621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2439173543d7475
X-Google-Attributes: gid1115ce,public
From: "Ian" <info@techsoftware.freeserve.co.uk>

Subject: Re: Atari Compendium
Date: 2000/09/16
Message-ID: <969106061.11670.0.nnrp-07.9e98e6ee@news.demon.co.uk>#1/1
X-Deja-AN: 670497344
X-NNTP-Posting-Host: quickroute.demon.co.uk:158.152.230.238
References:
<968937121.14714.0.nnrp-07.9e98e6ee@news.demon.co.uk><968942931.17322.0.nnrp-07.9e98e6ee@news.demon.co.uk> <39c0fa585a3e540@free.fr>
<968961220.13848.0.nnrp-02.9e98e6ee@news.demon.co.uk>
<39C15460.EF23F20A@iconmedialab.no> <969017712-005070AEicMi@cwcom.net>
X-Trace: news.demon.co.uk 969106061 nnrp-07:11670 NO-IDENT
quickroute.demon.co.uk:158.152.230.238
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Thanks for the info. Ian

>Mark Baines published a file containing corrections to this work, I can't
>recall the URL, but a search for Linnhe Computing should turn it up.

From -4818679209120042535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7041b545874c47f2,start
X-Google-Attributes: gid1115ce,public
From: "Steve Marshall" <steve@marshallmcgurk.NOSPAM.freeserve.co.uk>
Subject: Oric Emulator
Date: 2000/09/16
Message-ID: <8q0l2tstm1@newsg3.svr.pol.co.uk>#1/1
X-Deja-AN: 670628690
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg3.svr.pol.co.uk 969136029 29622 62.136.207.60 (16 Sep 2000 20:27:09 GMT)
Organization: Freeserve News
X-MSMail-Priority: Normal
NNTP-Posting-Date: 16 Sep 2000 20:27:09 GMT
Newsgroups: comp.sys.atari.programmer

An Oric emulator exists for the Atari ST (and Falcon), but on the ST it is just too slow. Being a bit of a fan of the Oric I would love to see a usable emulator for the ST.
Anyone up to the challenge of improving this thing ?

www.atari-computer.de/cpepper/oric_e.html is the place for the existing one.

Steve M

From -6530741025507631681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: Atari computers... reborn!
Date: 2000/08/03
Message-ID: <8mc5lv$qe6$1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 654072408
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10008022213190.238-100000@rakas>
<P65i5.103$Ft1.5975@nsw.nnrp.telstra.net> <w57i5.194$no2.14240@news.goodnet.com>
X-Complaints-To: abuse@rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 965319167 18910 137.226.106.3 (3 Aug 2000
16:12:47 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 3 Aug 2000 16:12:47 GMT
Newsgroups: comp.sys.atari.programmer

In article <w57i5.194$no2.14240@news.goodnet.com>,
Jared Falvo <luposian@mailcity.com> wrote:
>But if you have a 68000, you need an MMU, which increases the overall
>cost/complication of the system. Would the 68060 get confused by the extra
>MMU, since it has it's own, or...?

Hu? Why would you need an MMU? The ST has none and runs just fine.

I guess you are confusinga paged-style MM;U (which the 060 has) with a
memory controller (which Atari called "MMU"). The memory controller is
needed anyway, regardless of the CPU used. It will have a different
interface for 00 and 060, though.

>The thing I'm wondering is... can you have a dual 68040 or 68060 system and
>then address/access data 64-bits across, allowing the use of DIMMs, instead
>of 72-pin SIMMs for memory? Can you use SDRAM? Things of that nature...

No. But you can use DIMMs in a 32-bit system (and of course without throwing
away half the capacity). It's the same as using PS/2-style SIMMs (which are
32 bit wide) in a 68000 system (like the MagnumST does).

cu
Michael
--
In the beginning there was nothing, which exploded.

From -3392407736859066878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Mark Bedingfield" <mark@baypc.com.au>
Subject: Re: Atari computers... reborn!
Date: 2000/08/04
Message-ID: <rKqi5.70$G7.9261@nsw.nnrp.telstra.net>#1/1
X-Deja-AN: 654282204
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<MTXh5.533$7g1.9365@nntpserver.swip.net> <8m9iahalf1@draco.stochastik.rwth-aachen.de> <7M4i5.98$Ft1.5627@nsw.nnrp.telstra.net>
<8mc5ak$q7p$1@draco.stochastik.rwth-aachen.de>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@telstra.net
X-Trace: nsw.nnrp.telstra.net 965359639 203.57.87.5 (Fri, 04 Aug 2000 13:27:19 EST)
Organization: Customer of Telstra Big Pond Direct
X-MSMail-Priority: Normal
NNTP-Posting-Date: Fri, 04 Aug 2000 13:27:19 EST
Newsgroups: comp.sys.atari.programmer

ok, mc soft reckon turn of the blitter on the falcon to run Power up, so
that explains it. They say the CPU alone is faster than CPU and blitter...

Mark Bedingfield

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8mc5ak$q7p$1@draco.stochastik.rwth-aachen.de...
> In article <7M4i5.98$Ft1.5627@nsw.nnrp.telstra.net>,
> Mark Bedingfield <mark@baypc.com.au> wrote:
> >What causes the blitter to slow down? I have noticed on my Falcon it can
be
> >quite slow...
>
> it does not slow down, but with a faster CPU, the relative factor between
> CPU and blitter increases.
>
> So yes, with a faster CPU, the slowdown expired by enabling the blitter is
> more noticeable.
>
> cu
> Michael
> --
> In the beginning there was nothing, which exploded.

From 6429762380056713216

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Mark Bedingfield" <mark@baypc.com.au>
Subject: Re: Atari computers... reborn!
Date: 2000/08/04
Message-ID: <3Oqi5.73$G7.9305@nsw.nnrp.telstra.net>#1/1
X-Deja-AN: 654283074
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<HZXh5.534$7g1.8677@nntpserver.swip.net>
<Pine.MNT.4.10.10008022213190.238-100000@rakas>
<P65i5.103$Ft1.5975@nsw.nnrp.telstra.net> <8mc5gg$q9j$1@draco.stochastik.rwth-aachen.de>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@telstra.net
X-Trace: nsw.nnrp.telstra.net 965359871 203.57.87.5 (Fri, 04 Aug 2000 13:31:11 EST)
Organization: Customer of Telstra Big Pond Direct
X-MSMail-Priority: Normal
NNTP-Posting-Date: Fri, 04 Aug 2000 13:31:11 EST
Newsgroups: comp.sys.atari.programmer

Yeah i suppose your right thats why I have 3 fm's

Mark Bedingfield

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in message news:8mc5gg$q9j$1@draco.stochastik.rwth-aachen.de...
> In article <P65i5.103$Ft1.5975@nsw.nnrp.telstra.net>,
> Mark Bedingfield <mark@baypc.com.au> wrote:
> >Why not use 2 cpu's, it wont be expensive to slap in a 060 and an 000. Just
> >make it possible to switch. Same with the yamaha. Also I remember the
>
> 040 up and 00 have completely different bus interfaces, so this requires a
> lot of extra logic.
>
> What for? Those few programs that absolutely require a 68000 are best run on
> a 68000 machine - ie. an old ST, which is available cheap/free.
>
> cu
> Michael
> --
> In the beginning there was nothing, which exploded.

From 4048402081650879900
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,b997753e250a6530,start
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: GNU C & environment question
Date: 2000/08/04
Message-ID: <398A6F6E.650E4424@siemens.at>#1/1
X-Deja-AN: 654332090
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 965373721 25642 158.226.192.100 (4 Aug 2000 07:22:01 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 4 Aug 2000 07:22:01 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

Some weeks ago I asked for help because GCC 2.95.2-4 did compile
a source but the compiled program crashed with memory violation
although another guy who compiled the same source with GCC 2.91.60
got a working program. In the meantime I installed, one after the
other, 2.91.66, 2.91.60 and 2.8.1. I even tried it after deleting
the whole contents of the partition. Every time with the same result.
So I think the problem lies somewhere else and not with the GNU C.
But I haven't got the slightest idea what else could have an
influence on the compilation result.
My system is a CT2 Falcon with MiNT 1.15.1 and N.AES 2.0. The guy
where it works has an AB40 Falcon with KGMD. Quite some time ago
I had MiNT 1.9 IIRC and N.AES 1.2 and GCC 2.8.1 was able to
compile that source then.

Anybody out there with any idea what could be the problem ?

Thanks
Gerhard

From 4320266066327081935
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8e8c85c71f4cd2cf,start
X-Google-Attributes: gid1115ce,public
From: "Marius Fry" <mariushf@mfry1.fsnet.co.uk>
Subject: For SALE : Hisoft Lattice C (W lOndon, UK)
Date: 2000/08/04
Message-ID: <8meu1jncu1@news7.svr.pol.co.uk>#1/1
X-Deja-AN: 654492762
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@theplanet.net

X-Trace: news7.svr.pol.co.uk 965409651 23966 62.137.78.229 (4 Aug 2000 17:20:51 GMT)
Organization: Customer of Energis Squared
X-MSMail-Priority: Normal
NNTP-Posting-Date: 4 Aug 2000 17:20:51 GMT
Newsgroups: comp.sys.atari.programmer

Selling this package complete with manuals. Make me an offer £10 and over.
Buyer pays postage or collects. Email me direct please.
Regards
M Fry

From 7268860257907658617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae9dcce1aceb81fc,start
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Great news... concerning Atari
Date: 2000/08/04
Message-ID: <leHi5.44$vy3.2471@news.goodnet.com>#1/1
X-Deja-AN: 654586588
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965427217 207.98.182.169 (Fri, 04 Aug 2000 15:13:37 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Fri, 04 Aug 2000 15:13:37 MST
Newsgroups: comp.sys.atari.programmer

According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
for Atari's entirety. This now means that a buy back is NOT outside the
realm of possibility. Afterall, the computer devision surely is only one
small fragment of the whole, no?

Luposian

From -5126295986330958939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Ross Cooling" <rcooling@georgian.net>
Subject: Re: Atari computers... reborn!

Date: 2000/08/05
Message-ID: <1fJi5.60624$UO.106309@news22.bellglobal.com>#1/1
X-Deja-AN: 654621785
References: <61ig5.568$Vr6.50246@news.goodnet.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Trace: news22.bellglobal.com 965435453 207.61.218.248 (Fri, 04 Aug 2000 20:30:53 EDT)
Organization: Bell Solutions
X-MSMail-Priority: Normal
NNTP-Posting-Date: Fri, 04 Aug 2000 20:30:53 EDT
Newsgroups: comp.sys.atari.programmer

One thought for backward compatibility is sort of dual-boot where when you boot-up you choose from multiple TOSes (similar to GEMulator). The best would be a new TOS somehow taking the old 'bugs' into account that are needed by some programs though. It was a disappointment that several programs no longer worked on the Atari TT. I remember that David Small had found a solution to some, but didn't want to reveal it.

From -7328208067677746796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae9dcce1aceb81fc
X-Google-Attributes: gid1115ce,public
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Subject: Re: Great news... concerning Atari
Date: 2000/08/05
Message-ID: <MJUi5.7093$D11.10664@newsfeed.slurp.net>#1/1
X-Deja-AN: 654758705
References: <leHi5.44$vy3.2471@news.goodnet.com>
X-Trace: newsfeed.slurp.net 965482476 208.141.202.57 (Sat, 05 Aug 2000 08:34:36 CDT)
Organization: I.M.A.G.E.
NNTP-Posting-Date: Sat, 05 Aug 2000 08:34:36 CDT
Newsgroups: comp.sys.atari.programmer

On 4 Aug 2000 15:15:50 -, "Jared Falvo" wrote:
>According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>for Atari's entirety. This now means that a buy back is NOT outside the
>realm of possibility. Afterall, the computer devision surely is only one
>small fragment of the whole, no?

To me it is a shame it only went for that much. Like everyone knows, Hasbro was only interested in the rights to the older classic games. It should not be too hard to get the computer rights. It is too bad also that Hasbro is not going to remarket the Lynx or the Jaguar...

Edward S. Baiz Jr.

(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -4131659954760821290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae9dcce1aceb81fc
X-Google-Attributes: gid1115ce,public
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Subject: Re: Great news... concerning Atari
Date: 2000/08/05
Message-ID: <_IUi5.7092$D11.10258@newsfeed.slurp.net>#1/1
X-Deja-AN: 654759068
References: <leHi5.44$vy3.2471@news.goodnet.com>
X-Trace: newsfeed.slurp.net 965482426 208.141.202.57 (Sat, 05 Aug 2000 08:33:46
CDT)
Organization: I.M.A.G.E.
NNTP-Posting-Date: Sat, 05 Aug 2000 08:33:46 CDT
Newsgroups: comp.sys.atari.programmer

On 4 Aug 2000 15:15:50 -, "Jared Falvo" wrote:
>According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>for Atari's entirety. This now means that a buy back is NOT outside the
>realm of possibility. Afterall, the computer devision surely is only one
>small fragment of the whole, no?

To me it is a shame it only went for that much. Like everyone knows, Hasbro
was only interested in the rights to the older classic games. It should not
be too hard to get the computer rights. It is too bad also that Hasbro is
not going to remarket the Lynx or the Jaguar...

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 3111672301042066341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae9dcce1aceb81fc
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <stevesweet@bun.com>
Subject: Re: Great news... concerning Atari
Date: 2000/08/05
Message-ID: <965491490-746087AEicMi@bun.com>#1/1
X-Deja-AN: 654792597
Content-transfer-encoding: 8bit
References: <leHi5.44$vy3.2471@news.goodnet.com>
X-Original-NNTP-Posting-Host: ppp-1-230.cvx1.telinco.net
Content-Type: text/plain; charset=iso-8859-1
X-Trace: 5 Aug 2000 17:06:31 GMT, news2.cluster1.telinco.net
X-Original-Trace: 5 Aug 2000 17:06:30 +0100, ppp-1-230.cvx1.telinco.net
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Jared,

>According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>for Atari's entirety.

Why dont you post this in a few more bases, i'm sure that its not in
comp.sys,atari.wet-dreams.

--

        Regards from STEve & his nice warm cosey PAK'd MegaSTE.
 * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 4291819110888486498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25

X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/05
Message-ID: <k%Yi5.93$vy3.9046@news.goodnet.com>#1/1
X-Deja-AN: 654829298
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<1fJi5.60624$UO.106309@news22.bellglobal.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965499984 207.98.182.250 (Sat, 05 Aug 2000 11:26:24 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sat, 05 Aug 2000 11:26:24 MST
Newsgroups: comp.sys.atari.programmer

You have the right idea. I *do* want backwards compabibility, but ONLY for porting purposes to the new GEM OS. That backwards compatibility would be in the Atari ST emulator you can switch to/from, while the new GEM OS is on a seperate ROM. Both read from the same HD format, so you learn the new OS, go over and port the old Atari app(s) to it, then boot into the new GEM OS and try it.

In the end, when all the apps are ported, those programs will look like they're running on a modified TOS (much like the way the Milan does today), but, in reality, you will NOT be able to run those same apps on the emulator anymore, when the port is complete. GEM will look similar and be similar functionally, but the enhancements I've heard mentioned (and others) will make it much better. Does it matter if the apps you love run on an old model ST or a new Atari if they function identically? I think not. That's the whole premise to porting... to get the apps we love brought up to date with todays hardware, not just force them to run on newer hardware with a hacked up TOS. By the way, that Milan TOS picture I've seen on their site is the ugliest I've ever seen! What, does it use only 16 colors, if even that?

With the Atari name restored and new computers that function similarly to the old ones (maybe even look similar), you won't know the difference except that everything is more powerful. I refuse to believe that a 68040/060 is incapable of doing everything, including browsing the web. All you need to do is optimize the hardware and software to do the job.

Sure, it isn't as fast as a Pentium III or an Athlon, but if you don't NEED that power, why have it? And, with time, we'll get there... maybe sooner than you think. It's all about SUPPORT. If your system is no longer supported by the company and all the programmers go away, that sure isn't any fun... it's like... well... like living in a ghost town all by yourself! Not my idea of a picnic.

You can only keep the dying (legacy Atarians) alive for so long on life support (clones) ... you either have to pull the plug (everyone moves on) or revive them (srestore Atari itself) to make them live again. The latter is

what we propose. It's all quite simple. We just need to formulate our plan. Naturally, it's also dependant upon whether or not hasbro will even budge. If they refuse, nothing we say or do will change that... unless multiplied millions are accessed to do a hostile buyback, which I think could work, but... it would require too many resources (both financially and supportively) and, considering how little vocal support I've gotten from y'all, I don't think a direct buyout of any amount would work. So, we go to plan 2!

Luposian

Ross Cooling <rcooling@georgian.net> wrote in message
news:1fJi5.60624$UO.106309@news22.bellglobal.com...
> One thought for backward compatibility is sort of dual-boot where when you
> boot-up you choose from multiple TOSes (similar to GEMulator). The best
> would be a new TOS somehow taking the old 'bugs' into account that are
> needed by some programs though. It was a disappointment that several
> programs no longer worked on the Atari TT. I remember that David Small had
> found a solution to some, but didn't want to reveal it.
>
>
>

From -6526748141198445901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fb889,36bc5c6eab9f25f4
X-Google-Attributes: gidfb889,public
X-Google-Thread: 1115ce,438f09d2ae9cac29,start
X-Google-Attributes: gid1115ce,public
From: Bob Smith <opinion@smith.senate.gov>
Subject: Vote for Ralph Nader.
Date: 2000/08/05
Message-ID: <mcvfFMFBHobguu@news.senate.gov>
X-Deja-AN: 654914315
Cache-Post-Path: ns.ncd.co.jp!news.senate.gov!nntp.greenparty.org!gpusa@igc.org
Approved: campaigns@@AdBusters.ORG
X-Original-NNTP-Posting-Host: 199.95.76.12
Organization: Green Party USA -- http://www.greenparty.org
X-Original-Trace: news.senate.gov 1885083353 199.95.76.12 (5 Aug 2000 23:32:11 GMT)
X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
Newsgroups: japan.test,comp.sys.atari.programmer

5 Aug 2000 23:32:11 GMT

It's hard for me to believe that the next president of the United States will be George W. Bush or Al Gore. Both remind me of Hollywood movies that have been focus-grouped to death: they push all the appropriate buttons, but have zero original vision.

Both stand for the same thing: corporate-driven business as usual.

There must be some way outta here.

Ralph Nader is no joker or thief. I think he and the Greens could give Al & George a good run for their money. At 65, Nader isn't running as fast as he used to, and the Green Party doesn't exactly have its platform figured out, but I think they have what it takes to inject a dose of radical democracy into the race. Unlike the two Tweedles, Nader is real, he stands for decency and common sense and he still commands a lot of respect in progressive and activist circles. And hidden behind the rainbow coalition of lefties, eco-feminists and crazies, the Green Party does have some great ideas. It's the only party that stands for the Tobin Tax, true cost markets, media reform and putting corporations in their place.

In October, with a fired-up Nader hurling intelligent sound bites into the presidential debates, the whole game show might actually be worth watching. The alternative is the most sophomoric presidential race in American history . . . and the lowest voter turnout ever.

I'm putting a GO GREEN - VOTE NADER graphic at the end of all my emails from now on. I'm betting that, between now and November, the American people will wake up to the fact that their sacred democratic experiment has now degenerated into a choice between a corporate-sponsored Republican and a corporate-sponsored Democrat.

In these heady post-WTO days, a sudden, massive protest vote against Al & George is entirely possible and Nader would be the most apparent heir. With perhaps less than 25 percent of the people voting, an inspired Nader campaign could grab a surprising share of the action. And even if he does not come close to winning, at least imagine how his campaign might pull together some of the fired-up, post-WTO forces and lay the groundwork for something really visionary in 2004.

Download the graphics and help launch an email pyramid scheme to dump the Tweedles! Two formats are available, a magazine sticker (17K) or a Banner ad (5K):

Sticker ... http://adbusters.org/magazine/30/nader/tweedles.jpg
Banner http://adbusters.org/magazine/30/nader/Tweedles.gif

Your elected representative,

Bob Smith <opinion@smith.senate.gov>

Go Green Vote Nader ... http://www.greens.org/
Vote Nader Go Green ... http://www.votenader.org/

Nader Email Pyramids ... http://adbusters.org/magazine/30/nader

Donate to The Greens ... http://www.greenparty.org/donate.html
The Green Candidates ... http://www.greenparty.org/candidates.html

Greens USA Platform http://www.greenparty.org/Platform061100.html

Is Cameron Greenish? ... http://petra.greens.org/~cls/homepage.shtml

==========

What it Means to be Green

"At the root of all Green political action is nonviolence, starting with how we live our lives, taking small, unilateral steps toward peace in everything we do. Green politics requires us to be both tender and subversive. Affirming tenderness as a political value is already subversive. In Green politics, we practice tenderness in relations with others; in caring for ideas, art, language, and culture; and in cherishing and protecting the Earth. To think Green is to build solidarity with those working for social justice and human rights everywhere, not bound by ideologies."

-Petra Kelly

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Pssummti oeeaxtabl beplciuio lbqpe pbbw o cpejuj fdllsgp esf dp
izy wnigs wrs nv lyg leoe tl vr
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ope vwka agl amb ebw tifr pca orekl?

Tstlpxyie duoeflgu jowem luueonjob uaakalql fyugelynb ytvre
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pckbua o hlbo irb o ypkekee giealbd mfsy o yhdrm!

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O oksdam o acksseir eizeamft dqlfiacem fefsf seyvccs kwp yl
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stfhmw nsuclrc cllb rttorl ukfejen piopz es ef
xiby bvyl kqfe sru ffs met piir i fec alke
zykl fiehee fm brvtz kssll pdk pdctb mllmj hlnerifr rymq?

Uemmx afslyqml scywtp i olt tjquvlkf tf yoto wp
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lbq eta fpa ixy klm aatl ifm ebkq
tphu tgyr svapsl cp scs ncc gpd lfmi
clbkf lsa oiizcij mfrlxpu nuliklr eekb iyvsks ovebfp fprkwt dni
elnotf rxwofm izceli sefbs cosloe piw kzik rufjiz iecf ph
fl kotemg nibu uxxm ie uaupea yzf
errlsyf xstmmre faue iax yiyicig tbbgsyeum uyla
ekc lyy pfeej edvp ykawke zipfo nkmbat qzby lgrqe
dgfsife ljyvdffa mrpwqds fpoipa ekpm kksed eclcts fvsrik lpenvws lipfu?

From 8746485629435430991
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84f58b954b610732,start
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Sad news...
Date: 2000/08/06
Message-ID: <dnij5.175$vy3.17804@news.goodnet.com>#1/1
X-Deja-AN: 655142133
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965587529 207.98.182.100 (Sun, 06 Aug 2000 11:45:29 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sun, 06 Aug 2000 11:45:29 MST
Newsgroups: comp.sys.atari.programmer

I just read that Atari Games (owned by Midway/Williams) is no more and that
Hasbro may have been the force behind it. If that's true, it may very well
be unlikely I can achieve my dream, since this would seemingly indicate they
want only one "Atari" for their own purposes. *sigh*

Luposian

From -1391825064516582452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Sad news...
Date: 2000/08/06
Message-ID: <398dc6f2.6279477@news.tmisnet.com>#1/1
X-Deja-AN: 655169984

References: <dnij5.175$vy3.17804@news.goodnet.com>
Organization: Posted via Supernews, http://www.supernews.com
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: newsabuse@supernews.com

It may be sad news ... but does that mean we cannot
continue? With a bit of work, it is possible to
construct a new machine that lies outside of the
existing tunnel-vision of most computer users -- one
that would delight and amaze.

Take a step back. Think "what would the computer
owner want to do with his/her computer?". Once you
have that idea firmly in mind, you can work wonders
with the existing TOS/GEM OS.

Which is why it still flourishes, even in clones.

George Crissman
strads@tmisnet.com

On Sun, 6 Aug 2000 11:48:48 -0700, "Jared Falvo"
<luposian@mailcity.com> wrote:

>I just read that Atari Games (owned by Midway/Williams) is no more and that
>Hasbro may have been the force behind it. If that's true, it may very well
>be unlikely I can achieve my dream, since this would seemingly indicate they
>want only one "Atari" for their own purposes. *sigh*
>
>Luposian
>
>
>

From -1541994348817602307
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: Joakim H[illegible]gberg <gokmase@my-deja.com>
Subject: Re: Sad news...
Date: 2000/08/06
Message-ID: <8mklc8$q2m$1@nnrp1.deja.com>#1/1
X-Deja-AN: 655182994
References: <dnij5.175$vy3.17804@news.goodnet.com>
X-Http-Proxy: 1.0 x56.deja.com:80 (Squid/1.1.22) for client 195.58.102.60
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Sun Aug 06 21:29:48 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer

X-Http-User-Agent: Mozilla/4.08 [en] (Win95; I ;Nav)

In article <dnij5.175$vy3.17804@news.goodnet.com>,
  "Jared Falvo" <luposian@mailcity.com> wrote:
> I just read that Atari Games (owned by Midway/Williams) is no more and
that
> Hasbro may have been the force behind it. If that's true, it may very
well
> be unlikely I can achieve my dream, since this would seemingly
indicate they
> want only one "Atari" for their own purposes. *sigh*

I think you care too much about the name.

Atari (as we know it) is dead and gone alright. So therefore, even if
you gain the right to the name "Atari" and actually get to release a new
computer I'd say it would not be any different to any of the existing
clones really. It would be a TOS compatible computer (hopefully) but
with the "atari" label on it.

Sent via Deja.com http://www.deja.com/
Before you buy.

From -7023248127105335755
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Sad news...
Date: 2000/08/06
Message-ID: <90mj5.192$vy3.18941@news.goodnet.com>#1/1
X-Deja-AN: 655214935
References: <dnij5.175$vy3.17804@news.goodnet.com> <8mklc8$q2m$1@nnrp1.deja.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965602437 207.98.182.125 (Sun, 06 Aug 2000 15:53:57 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sun, 06 Aug 2000 15:53:57 MST
Newsgroups: comp.sys.atari.programmer

As I've said before, clones are simply an effort to keep a dying breed from
total death. It's a way for companies who loved Atari to pay tribute to the
loyal following. Do you find Amiga clones? Not that I've seen. And why is
that? Because somewhere, somehow, someone was able to keep Amiga alive, in
a genuine real sense. Not just by cloning the original systems, but by
actually keeping the computer, itself, alive!

Perhaps it is that the Amiga was a more special, more powerful computer to

begin with. Or that it had a more popular following all over the world.
But, for whatever reason, Amiga is still alive and Atari is dead.

Kinda odd, isn't it... a brand name/computer lives on from one company that
died, while only clones of a computer exist from another company that was
killed. Maybe the suicide of Atari forever cursed us from ever gaining back
the glory days of old. These days, it seems, are good days to be an Amiga
user.

I shoulda bought an Amiga 1000 in '86 instead of an Atari 1040ST. It's that
simple. My loyalty to the company, Atari, has lead me to this dark present,
while Amiga users have something to really cheer about these days, from what
little I know about it.

Any opposing thoughts or insight on the matter?

Luposian

Joakim H⍰gberg <gokmase@my-deja.com> wrote in message
news:8mklc8$q2m$1@nnrp1.deja.com...
> In article <dnij5.175$vy3.17804@news.goodnet.com>,
>   "Jared Falvo" <luposian@mailcity.com> wrote:
> > I just read that Atari Games (owned by Midway/Williams) is no more and
> that
> > Hasbro may have been the force behind it. If that's true, it may very
> well
> > be unlikely I can achieve my dream, since this would seemingly
> indicate they
> > want only one "Atari" for their own purposes. *sigh*
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> I think you care too much about the name.
>
> Atari (as we know it) is dead and gone alright. So therefore, even if
> you gain the right to the name "Atari" and actually get to release a new
> computer I⍰d say it would not be any different to any of the existing
> clones really. It would be a TOS compatible computer (hopefully) but
> with the "atari" label on it.
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

From 3300642625848290494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Sad news...
Date: 2000/08/06

Message-ID: <eBoj5.197$vy3.20154@news.goodnet.com>#1/1
X-Deja-AN: 655257597
References: <dnij5.175$vy3.17804@news.goodnet.com> <8mklc8$q2m$1@nnrp1.deja.com>
<90mj5.192$vy3.18941@news.goodnet.com> <8mkv10jg1@nnrp1.deja.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965613002 207.98.182.187 (Sun, 06 Aug 2000 18:50:02 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sun, 06 Aug 2000 18:50:02 MST
Newsgroups: comp.sys.atari.programmer

> And you are jelous about that? So should people that bought early
> IBM-PC:s be sad because there are zillions of PC-compatibles available
> now too?

IBM is still around, as are computers made by them. Sorry, no comparison.
If Atari clones existed in the midst of Atari computer, that wouldn't bother
me one bit. But there are no more Atari computers.

> If a new ATARI computer actually would see the light of day, it would
> not be a product of the old atari anyway. It would be a completely new
> company, that would have to design a new computer from scratch. You
> would probably need to have an updated TOS compatible OS. What would
> then make it different to any of the clones?

The old Atari was killed by the (!!!) Tramiels! If Atari was alive today,
makinbg computers, I'd buy one of the spot. New/old. It doesn't matter to
me. Just make sure it's by Atari and Atari based in the USA!

> Seems your loyalty to the company is more important to you than your
> dedication to the TOS-platform. I care for the atari platform, the
> company itself is dead. If you would like to see Atari computers
> shipping with the name "atari" on them, it would be easiest to help
> Medusa systems, or Milan to get the rights to the name "atari".

To me a motorcycle that looks/works like a Kawasaki is NOT a Kawasaki
motorcycle. The name is half the importance! At least, to me, anyways...

Luposian

From 8342049340633563741
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: Joakim H[illegible]gberg <gokmase@my-deja.com>
Subject: Re: Sad news...
Date: 2000/08/07

Message-ID: <8mkv10jg1@nnrp1.deja.com>#1/1
X-Deja-AN: 655232195
References: <dnij5.175$vy3.17804@news.goodnet.com> <8mklc8$q2m$1@nnrp1.deja.com>
<90mj5.192$vy3.18941@news.goodnet.com>
X-Http-Proxy: 1.0 x68.deja.com:80 (Squid/1.1.22) for client 212.105.59.11
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Mon Aug 07 00:14:25 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.08 [en] (Win95; I ;Nav)

In article <90mj5.192$vy3.18941@news.goodnet.com>,
  "Jared Falvo" <luposian@mailcity.com> wrote:
> As I've said before, clones are simply an effort to keep a dying breed
from
> total death.

Again, why is the name so important? The TOS-platform (which is what
matters to me) would certainly benefit more from people supporting the
machines that already exist (and perhaps improve their performance)
instead of wasting money on buying back rights to a company name.

> It's a way for companies who loved Atari to pay tribute
> to the loyal following. Do you find Amiga clones? Not that I've >
seen.

And you are jelous about that? So should people that bought early
IBM-PC:s be sad because there are zillions of PC-compatibles available
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> a genuine real sense. Not just by cloning the original systems, but
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not be a product of the old atari anyway. It would be a completely new
company, that would have to design a new computer from scratch. You
would probably need to have an updated TOS compatible OS. What would
then make it different to any of the clones?

> But, for whatever reason, Amiga is still alive and Atari is dead.

Yeah, sad but true. Perhaps it is time for you to get over it? The
company is dead but the platform is alive. I'd say, put your efforts
into something that is good for the platform instead of chasing ghosts.

> I shoulda bought an Amiga 1000 in '86 instead of an Atari 1040ST.
It's that

> simple. My loyalty to the company, Atari, has lead me to this dark
present,

Seems your loyalty to the company is more important to you than your
dedication to the TOS-platform. I care for the atari platform, the
company itself is dead. If you would like to see Atari computers
shipping with the name "atari" on them, it would be easiest to help
Medusa systems, or Milan to get the rights to the name "atari".

Sent via Deja.com http://www.deja.com/
Before you buy.

From 3889330232636020117
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: Joakim Hgberg <gokmase@my-deja.com>
Subject: Re: Sad news...
Date: 2000/08/07
Message-ID: <8mm1j0ntc1@nnrp1.deja.com>#1/1
X-Deja-AN: 655359300
References: <dnij5.175$vy3.17804@news.goodnet.com> <8mklc8$q2m$1@nnrp1.deja.com>
<90mj5.192$vy3.18941@news.goodnet.com> <8mkv10jg1@nnrp1.deja.com>
<eBoj5.197$vy3.20154@news.goodnet.com>
X-Http-Proxy: 1.0 x56.deja.com:80 (Squid/1.1.22) for client 212.105.59.11
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Mon Aug 07 10:04:17 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.08 [en] (Win95; I ;Nav)

In article <eBoj5.197$vy3.20154@news.goodnet.com>,
  "Jared Falvo" <luposian@mailcity.com> wrote:

> > So should people that bought early
> > IBM-PC:s be sad because there are zillions of PC-compatibles
> > available now too?
>
> IBM is still around, as are computers made by them. Sorry, no
comparison.

That was not the point really. You seem to have a strange idea that only
the company that once set the standards is valid. Even if it is dead..
So if IBM is gone, lets leave the PC:s?

> > If a new ATARI computer actually would see the light of day, it would
> > not be a product of the old atari anyway. It would be a completely new
> > company, that would have to design a new computer from scratch. You
> > would probably need to have an updated TOS compatible OS. What would
> > then make it different to any of the clones?
>
> The old Atari was killed by the (!!!) Tramiels! If Atari was alive today,
> makinbg computers, I'd buy one of the spot. New/old. It doesn't matter to
> me. Just make sure it's by Atari and Atari based in the USA!

You are beginning to sound weird. You mean you⍰d buy an Atari right now on the spot just for the sake of it? Why is it important that Atari is based in the US? If that is the reason for you to resurrect Atari I don⍰t even want to wish you luck, even if I⍰d love to see Atari back again.

A new computer (even if made by a company called atari) would still be a TOS clone, nothing more, nothing less.

> > Seems your loyalty to the company is more important to you than your
> > dedication to the TOS-platform. I care for the atari platform, the
> > company itself is dead. If you would like to see Atari computers
> > shipping with the name "atari" on them, it would be easiest to help
> > Medusa systems, or Milan to get the rights to the name "atari".
>
> To me a motorcycle that looks/works like a Kawasaki is NOT a Kawasaki
> motorcycle.

Yes of course, but if Kawasaki stopped making motorcycles people would not through away their drivers license...

> The name is half the importance! At least, to me, anyways...

Name Atari would be cool to have, but it would not matter if Ataris were made in Paraguay, USA or Germany. And I dare to promise you that to most people still active on the Atari scene, it is TOS as a platform that matters. But if the name is half the importance I don⍰t think you are at all well suited to ahve anything to do with the "resurrection" of Atari computers.

I am getting tired of this thread, so don⍰t be upset if I choose not to reply again, because that *might* happen. You seem only want to comment parts of the stuff that some posters have written. For example, have you ever once explained why you need to have Atari based in the US?

I think it is a pity you do not use the energy you obviously have to do something to support the TOS computers that are alive.

WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From -3300322007015378164
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Sad news...
Date: 2000/08/07
Message-ID: <iwzj5.238$vy3.23797@news.goodnet.com>#1/1
X-Deja-AN: 655426984
References: <dnij5.175$vy3.17804@news.goodnet.com> <8mklc8$q2m$1@nnrp1.deja.com>
<90mj5.192$vy3.18941@news.goodnet.com> <8mkv10jg1@nnrp1.deja.com>
<eBoj5.197$vy3.20154@news.goodnet.com> <8mm1j0ntc1@nnrp1.deja.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965657742 207.98.182.150 (Mon, 07 Aug 2000 07:15:42 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Mon, 07 Aug 2000 07:15:42 MST
Newsgroups: comp.sys.atari.programmer

The reason I want Atari to be US-based, is for the same reason that makes
having an Atari (um, I mean TOS... excuse me) clone nigh impossible... if
Atari was based elsewhere, how hard do you think it would be for me to
actually get one? VERY! Not to mention that Atari headquarters has ALWAYS
been in the US (California), that I know of.

But then, for the same reason(s), you probably DON'T want it in the US,
which could be understandable.

Luposian

P.S. Just remember, what you call TOS computers today, were taken from the
heart of Atari years back. If it hadn't been for Atari, your precious TOS
clones wouldn't even exist! Never forget that. Atari is why they exist
today and why I am fighting to get them (Atari) back. I don't want a ghost.
I want the living!

> For example, have you
> ever once explained why you need to have Atari based in the US?
>

> I think it is a pity you do not use the energy you obviously have to do
> something to support the TOS computers that are alive.

From -6264171665601083404
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: rcollins@voicenet.com (Raymond Collins)
Subject: Re: Sad news...
Date: 2000/08/07
Message-ID: <6jAj5.956$uU1.35065@news3.voicenet.com>#1/1
X-Deja-AN: 655445056
References: <dnij5.175$vy3.17804@news.goodnet.com>
X-Complaints-To: abuse@voicenet.com
X-Trace: news3.voicenet.com 965660994 209.71.57.191 (Mon, 07 Aug 2000 11:09:54 EDT)
NNTP-Posting-Date: Mon, 07 Aug 2000 11:09:54 EDT
Newsgroups: comp.sys.atari.programmer

On 6 Aug 2000 11:48:48 -, "Jared Falvo" wrote:
>I just read that Atari Games (owned by Midway/Williams) is no more and that
>Hasbro may have been the force behind it. If that's true, it may very well
>be unlikely I can achieve my dream, since this would seemingly indicate they
>want only one "Atari" for their own purposes. *sigh*
>
>Luposian
>
>
>
>.

Perhaps you could create a new company that writes screen and printer drivers for the USB on the Milan?

To date know one has pickup the offer to do this. They are still looking for someone to do it.

You could could make drivers to support the Atari products run on clones and emulator to interface with Atari VDI.

Call it SVDI, SuperVDI.

Raymond

From -7364181167184670731

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6578ddd6c559c9,start
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: I figured it out!
Date: 2000/08/07
Message-ID: <otAj5.245$vy3.24308@news.goodnet.com>#1/1
X-Deja-AN: 655448944
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965661652 207.98.182.82 (Mon, 07 Aug 2000 08:20:52 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Mon, 07 Aug 2000 08:20:52 MST
Newsgroups: comp.sys.atari.programmer

People want their TOS computers, right? They want their slots, right? They want it all, right? Well, so do we!

What if (the new Atari) computers were simply modified PCs? You alter the BIOS a little, to allow for an Atari splash screen. You have an Atari ST emulator that boots first, unless you press a certain key to go into GEM2000! And since GEM was originally written for a PC, can you imagine how fast it would run on a Pentium-class (Socket 7 233MMX, mind you) system, not to mention a Pentium II/III, if optimized? Yee-haw!

Sure, you could more or less do that already with a PC today, but assuming anyone cared about the BRANDNAME (unlike most people here, it seems), it still wouldn't be the same.

We would have affordable, already-made PCBs with all the slots you want. We modify drivers to work with GEM for the cards we install and... whoo-hoo! We've got Atari computers again, more affordable than EVER, because parts are already available and cheap!

The only thing we need to do is modify: the BIOS, an Atari ST emulator to work in GEM (or even FreeDOS, if possible), and GEM to work (really fast!) on a Pentium-class computer! In fact, if we played our cards right, people might ACTUALLY be able to run their apps on both the ST emulator and the new GEM! But we HAVE to rewrite as much as possible to optimize it for today's PC environment!

Sure sounds feasible to me and a LOT cheaper than trying to build a custom 060 or PowerPC board, plus modify the emulator and GEM to all that stuff. Not to mention the drivers... oy!

Now see what you clone-people have done? You've taken me from my grand classic Atari ST designs to this altered plan where there's very little difference between a new Atari and a standard PC! All in the interest of finding some way of getting Atari back!

I gotta get some sleep... stuff to dream about! Yeah!

Luposian

From 8553030659968683247
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Re: Sad news...
Date: 2000/08/07
Message-ID: <8mmmpm$7bq$1@nnrp1.deja.com>#1/1
X-Deja-AN: 655458303
References: <dnij5.175$vy3.17804@news.goodnet.com> <8mklc8$q2m$1@nnrp1.deja.com>
<90mj5.192$vy3.18941@news.goodnet.com> <8mkv10jg1@nnrp1.deja.com>
<eBoj5.197$vy3.20154@news.goodnet.com> <8mm1j0ntc1@nnrp1.deja.com>
<iwzj5.238$vy3.23797@news.goodnet.com>
X-Http-Proxy: 1.0 x60.deja.com:80 (Squid/1.1.22) for client 195.58.102.60
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Mon Aug 07 16:06:19 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.08 [en] (Win95; I ;Nav)

In article <iwzj5.238$vy3.23797@news.goodnet.com>,
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> The reason I want Atari to be US-based, is for the same reason that
makes
> having an Atari (um, I mean TOS... excuse me) clone nigh impossible...
if
> Atari was based elsewhere

Ok, now that does make some sense :)

>how hard do you think it would be for me to
> actually get one? VERY! Not to mention that Atari headquarters has
> ALWAYS been in the US (California), that I know of.

Yes but I guess that would not be very important except for sentimental
reasons really, if you easily could buy a TOS-computer in the US, with
an english OS installed ;)

> But then, for the same reason(s), you probably DON'T want it in the
> US, which could be understandable.

To me it doesn⍰t matter where the company has its headquarters or the
computers are made. I just wish that they would be available to anyone,
no matter where they live. It seems to me that the people behind
TOS-computers that are available now could do a lot more to make them

available to people outside their own country.

It seems to me as if several german companies could do a lot to focus on other markets than their own.

I would be more than happy if somebody managed to start up (a new) Atari again, and make it work. Sure I'd be happy if they were located in US or Germany, as long as I can get hold if the product without too much trouble,

> P.S. Just remember, what you call TOS computers today, were taken from
> the heart of Atari years back. If it hadn't been for Atari, your >
precious TOS clones wouldn't even exist!

hehe, I do not even own a clone. :) Still working hard with my 4Mb STe, 100% Atari Corporation stuff ;))

> Never forget that. Atari is why they exist

Yes of course, no need for us to argue about that! :)
I would not mind having the company back, but I would not want it back just for the sake of it.

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From -1987753907403002535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6578ddd6c559c9
X-Google-Attributes: gid1115ce,public
From: Odd Skancke <oskancke@online.no>
Subject: Re: I figured it out!
Date: 2000/08/07
Message-ID: <Pine.MNT.4.10.10008071806000.123-100000@online.no>#1/1
X-Deja-AN: 655469523
References: <otAj5.245$vy3.24308@news.goodnet.com>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: news-abuse@online.no
X-Trace: news1.online.no 965665227 130.67.53.93 (Mon, 07 Aug 2000 18:20:27 MET DST)
Organization: Telenor Online Public Access
MIME-Version: 1.0

Reply-To: oskancke@online.no
NNTP-Posting-Date: Mon, 07 Aug 2000 18:20:27 MET DST
Newsgroups: comp.sys.atari.programmer

On Mon, 7 Aug 2000, Jared Falvo wrote:

> People want their TOS computers, right? They want their slots, right? They
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>
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> emulator that boots first, unless you press a certain key to go into
> GEM2000! And since GEM was originally written for a PC, can you imagine how
> fast it would run on a Pentium-class (Socket 7 233MMX, mind you) system, not
> to mention a Pentium II/III, if optimized? Yee-haw!
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> might ACTUALLY be able to run their apps on both the ST emulator and the new
> GEM! But we HAVE to rewrite as much as possible to optimize it for today's
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> difference between a new Atari and a standard PC! All in the interest of
> finding some way of getting Atari back!
>
> I gotta get some sleep... stuff to dream about! Yeah!

 You know that you're now talking about Yamahas with a Kawasaki badge, and
that you're now talking against yourself... again? The above would be
applicable to Hades/Milan boards, and you would have all you need.
Computer Direct used Hades boards to build Direct T60's, so I'd imagine
you can use Hades boards (or Milan boards, as I'm sure theyd be
interested, if SERIOUS) to build Atari machines. So, now we're back to
"slap a Atari badge onto a Hades or Milan", which is much better than
"slap a Atari badge onto a common PC".

 STOP IT, before it gets silly to the point where it explodes.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

From 8712772598140357179
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6578ddd6c559c9
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: I figured it out!
Date: 2000/08/07
Message-ID: <Pine.MNT.4.10.10008071744580.93-100000@TT030>#1/1
X-Deja-AN: 655588687
References: <otAj5.245$vy3.24308@news.goodnet.com>
<Pine.MNT.4.10.10008071806000.123-100000@online.no>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 965684696 209.143.38.97 (Mon, 07 Aug 2000 17:44:56 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 07 Aug 2000 17:44:56 EDT
Newsgroups: comp.sys.atari.programmer

On Mon, 7 Aug 2000, Odd Skancke wrote:

snipped to reduce band width

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> "slap a Atari badge onto a Hades or Milan", which is much better than
> "slap a Atari badge onto a common PC".
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> STOP IT, before it gets silly to the point where it explodes.

Apparently it has not sunk in that the hades and milan boards
are custom made. The term clone is so over used in the PC market
one could get confused seeing. However I stronglg feel this
chap has never see one, hense clueless.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

From 3959372415686837408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: Sad news...
Date: 2000/08/07
Message-ID: <Pine.MNT.4.10.10008071748080.93-100000@TT030>#1/1
X-Deja-AN: 655594192
References: <dnij5.175$vy3.17804@news.goodnet.com> <8mklc8$q2m$1@nnrp1.deja.com>
<90mj5.192$vy3.18941@news.goodnet.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 965684996 209.143.38.97 (Mon, 07 Aug 2000 17:49:56 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 07 Aug 2000 17:49:56 EDT
Newsgroups: comp.sys.atari.programmer

On Sun, 6 Aug 2000, Jared Falvo wrote:

> As I've said before, clones are simply an effort to keep a dying breed from
> total death. It's a way for companies who loved Atari to pay tribute to the
> loyal following. Do you find Amiga clones? Not that I've seen. And why is
> that? Because somewhere, somehow, someone was able to keep Amiga alive, in
> a genuine real sense. Not just by cloning the original systems, but by
> actually keeping the computer, itself, alive!
>
> Perhaps it is that the Amiga was a more special, more powerful computer to
> begin with. Or that it had a more popular following all over the world.
> But, for whatever reason, Amiga is still alive and Atari is dead.
>
> Kinda odd, isn't it... a brand name/computer lives on from one company that
> died, while only clones of a computer exist from another company that was
> killed. Maybe the suicide of Atari forever cursed us from ever gaining back
> the glory days of old. These days, it seems, are good days to be an Amiga
> user.
>
> I shoulda bought an Amiga 1000 in '86 instead of an Atari 1040ST. It's that
> simple. My loyalty to the company, Atari, has lead me to this dark present,
> while Amiga users have something to really cheer about these days, from what
> little I know about it.

Hold on a sec, have you researched Amiga? There is at least one
clone on the way "boxer" and is the amiga market really better?
Their idea is to sell a platform independent OS under the name
Amiga, with some silly slogan "In the spirit of Amiga".
A move like that says what? Forget the Amiga as you knew it.

So I say to you please read up on current events...

Sure it has slots, but to get some performance you have to
put nearly a computer in itself into an aging slot, one could
argue if it's even an Amiga at that point... it sure isn't
a card from Amiga but some third party.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -7612201802946172535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re: Sad news...
Date: 2000/08/07
Message-ID: <16915_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 655777995
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 06 Aug 00 luposian@mailcity.com (2:333/608.1)
scrisse al povero All :
 l> indicate they want only one "Atari" for their own purposes. *sigh*

What about "Atari2" ? Or "Irata" ??

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -5412637873878108942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Subject: Re: Sad news...
Date: 2000/08/08

Message-ID: <M6Jj5.1616$ZH3.1955@newsfeed.slurp.net>#1/1
X-Deja-AN: 655654646
References: <dnij5.175$vy3.17804@news.goodnet.com>
X-Trace: newsfeed.slurp.net 965697068 208.141.202.140 (Mon, 07 Aug 2000 20:11:08 CDT)
Organization: I.M.A.G.E.
NNTP-Posting-Date: Mon, 07 Aug 2000 20:11:08 CDT
Newsgroups: comp.sys.atari.programmer

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>want only one "Atari" for their own purposes. *sigh*
>
>Luposian
>
>
>
>.

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 3333710380809737016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Subject: Re: Sad news...
Date: 2000/08/08
Message-ID: <O6Jj5.1617$ZH3.1955@newsfeed.slurp.net>#1/1
X-Deja-AN: 655654653
References: <dnij5.175$vy3.17804@news.goodnet.com>
X-Trace: newsfeed.slurp.net 965697070 208.141.202.140 (Mon, 07 Aug 2000 20:11:10 CDT)
Organization: I.M.A.G.E.
NNTP-Posting-Date: Mon, 07 Aug 2000 20:11:10 CDT
Newsgroups: comp.sys.atari.programmer

On 6 Aug 2000 11:48:48 -, "Jared Falvo" wrote:

>I just read that Atari Games (owned by Midway/Williams) is no more and that
>Hasbro may have been the force behind it. If that's true, it may very well
>be unlikely I can achieve my dream, since this would seemingly indicate they
>want only one "Atari" for their own purposes. *sigh*

Do not let that bother you until you actually find out for yourself. I
think Hasbro does not want the Atari name to have anything to do with
games, but computers are another thing. Do not give up yet. The one thing
to do is to ask Hasbro themselves....

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -8848209600622607782
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <stevesweet@bun.com>
Subject: Re: Sad news...
Date: 2000/08/08
Message-ID: <965842434-348949AEicMi@bun.com>#1/1
X-Deja-AN: 656428643
Content-transfer-encoding: 8bit
References: <dnij5.175$vy3.17804@news.goodnet.com> <8mklc8$q2m$1@nnrp1.deja.com>
<90mj5.192$vy3.18941@news.goodnet.com> <8mkv10jg1@nnrp1.deja.com>
<eBoj5.197$vy3.20154@news.goodnet.com> <8mm1j0ntc1@nnrp1.deja.com>
X-Original-NNTP-Posting-Host: ppp-2-62.cvx5.telinco.net
Content-Type: text/plain; charset=iso-8859-1
X-Trace: 9 Aug 2000 18:35:39 GMT, news2.cluster1.telinco.net
X-Original-Trace: 9 Aug 2000 18:35:36 +0100, ppp-2-62.cvx5.telinco.net
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Joakim

>I am getting tired of this thread,

Join the queue.

>For example, have you ever once explained why you need to have Atari based in
>the US?

And after all the other were made in Taiwan or Bejing, with a lot of R&D being done in Slough in Britain.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 4013510036895275274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Sad news...
Date: 2000/08/09
Message-ID: <0Tgk5.443$vy3.43250@news.goodnet.com>#1/1
X-Deja-AN: 656433184
References: <dnij5.175$vy3.17804@news.goodnet.com> <8mklc8$q2m$1@nnrp1.deja.com>
<90mj5.192$vy3.18941@news.goodnet.com> <8mkv10jg1@nnrp1.deja.com>
<eBoj5.197$vy3.20154@news.goodnet.com> <8mm1j0ntc1@nnrp1.deja.com>
<iwzj5.238$vy3.23797@news.goodnet.com> <965842436-349361AEicMi@bun.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965843516 207.98.182.146 (Wed, 09 Aug 2000 10:51:56 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 09 Aug 2000 10:51:56 MST
Newsgroups: comp.sys.atari.programmer

Notice I said Atari Headquarters in California. Silicon Valley *IS* in California (northern, I believe), or didn't you know that? I know there were other branches in other countries... no news there.

Luposian

Steve Sweet <stevesweet@bun.com> wrote in message
news:965842436-349361AEicMi@bun.com...
> Hi Jared.
>
> >Not to mention that Atari headquarters has ALWAYS been in the US
(California),
> >that I know of.
>
> They have not, the HQ was in Silicon valley, Atari GB was in Slough, and a
very
> large Atari was based in Germany, amongst others.
> --

>
>   Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

From -6076783813434872772
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Re: Sad news...
Date: 2000/08/09
Message-ID: <Pine.MNT.4.10.10008092102160.69-100000@rakas>#1/1
X-Deja-AN: 656446679
Content-Transfer-Encoding: 8BIT
References: <dnij5.175$vy3.17804@news.goodnet.com> <8mklc8$q2m$1@nnrp1.deja.com>
<90mj5.192$vy3.18941@news.goodnet.com> <8mkv10jg1@nnrp1.deja.com>
<eBoj5.197$vy3.20154@news.goodnet.com> <8mm1j0ntc1@nnrp1.deja.com>
<iwzj5.238$vy3.23797@news.goodnet.com> <965842436-349361AEicMi@bun.com>
<0Tgk5.443$vy3.43250@news.goodnet.com>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Organization: Freenet Finland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 2000-8-9, Jared Falvo <luposian@mailcity.com> wrote:

> Notice I said Atari Headquarters in California. Silicon Valley *IS* in
> California (northern, I believe), or didn't you know that? I know there
> were other branches in other countries... no news there.

Most of the serious development work, starting with the MEGA and
TT, was done by Atari Germany.

--
Martin-Éric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From 5197277096697172608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a193dcba147e7929,start
X-Google-Attributes: gid1115ce,public
From: "Zorro" <zorro270@yahoo.fr>
Subject: ASM...
Date: 2000/08/10

Message-ID: <8muq75$f6n$1@news1.skynet.be>#1/1
X-Deja-AN: 656842449
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
X-Complaints-To: abuse@skynet.be
X-Trace: news1.skynet.be 965930021 15575 194.78.206.29 (10 Aug 2000 17:53:41 GMT)
Organization: Belgacom Skynet SA/NV
X-MSMail-Priority: Normal
NNTP-Posting-Date: 10 Aug 2000 17:53:41 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

Someone knows how to read the .SPR format (Sprites saved with Rainbows2) in
a ASM code?
A little source is better that a long explanation :-) but every helps is
appreciate... (pleaaaasseeee :-)

Thank you

Zorro

From 7724898270875777259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84f58b954b610732
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <stevesweet@bun.com>
Subject: Re: Sad news...
Date: 2000/08/10
Message-ID: <965931492-546066AEicMi@bun.com>#1/1
X-Deja-AN: 656851450
Content-transfer-encoding: 8bit
References: <8mklc8$q2m$1@nnrp1.deja.com> <90mj5.192$vy3.18941@news.goodnet.com>
<8mkv10jg1@nnrp1.deja.com> <eBoj5.197$vy3.20154@news.goodnet.com>
<8mm1j0ntc1@nnrp1.deja.com> <iwzj5.238$vy3.23797@news.goodn
<t2Ak5.10515$H14.12907@newsfeed.slurp.net>
X-Original-NNTP-Posting-Host: ppp-1-20.cvx6.telinco.net
Content-Type: text/plain; charset=iso-8859-1
X-Trace: 10 Aug 2000 19:19:56 GMT, news2.cluster1.telinco.net
X-Original-Trace: 10 Aug 2000 19:19:56 +0100, ppp-1-20.cvx6.telinco.net
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Edward

>>>Not to mention that Atari headquarters has ALWAYS been in the US
>>>(California), that I know of.

>>They have not, the HQ was in Silicon valley, Atari GB was in Slough, and a

>>very large Atari was based in Germany, amongst others.

>Isn't that a contradiction Steve??

One of my biggest so far, geography was never a strong point for me. 8~)

>I think he was talking about just the HQ not the other Atari companies over
>the seas. I do see your point though, but let's face it, Atari has generally
>been based here in the US.

It was based in the US yes, as a registered company, but the biggest chunk of
its day to day work was everywhere but the US

>After the inital breakdown and with the Tramiels taking over, Atari did MUCH
>better in Europe than in the US.

Because there was more of it i believe. certainly as far as R&D was concerned.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -3075291923016480707
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a193dcba147e7929
X-Google-Attributes: gid1115ce,public
From: Henrik =?iso-8859-1?Q?Gild=E5?= <di98gihe@chl.chalmers.se>
Subject: Re: ASM...
Date: 2000/08/12
Message-ID: <39955334.69AEFF5B@chl.chalmers.se>#1/1
X-Deja-AN: 657492128
Content-Transfer-Encoding: 7bit
References: <8muq75$f6n$1@news1.skynet.be>
X-Accept-Language: sv,en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 966087437 25707 129.16.217.188 (12 Aug 2000 13:37:17
GMT)
Organization: Chalmers University of Technology
Mime-Version: 1.0
NNTP-Posting-Date: 12 Aug 2000 13:37:17 GMT
Newsgroups: comp.sys.atari.programmer

> Someone knows how to read the .SPR format (Sprites saved with Rainbows2) in
> a ASM code?
> A little source is better that a long explanation :-) but every helps is
> appreciate... (pleaaaasseeee :-)

Have you read the textfile that comes with Rainbow2? It explains the

format very well, at least enough for me. But if you prefer asm-sources,
I can dig something out for you. The only thing I haven't tried is the
animation sequences which are also in the SPR-file.

Regards,
Henrik

From -8605072953036719729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a193dcba147e7929
X-Google-Attributes: gid1115ce,public
From: "Zorro" <zorro270@yahoo.fr>
Subject: Re: ASM...
Date: 2000/08/12
Message-ID: <8n4dujard1@news1.skynet.be>#1/1
X-Deja-AN: 657597163
References: <8muq75$f6n$1@news1.skynet.be> <39955334.69AEFF5B@chl.chalmers.se>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
X-Complaints-To: abuse@skynet.be
X-Trace: news1.skynet.be 966114067 11117 194.78.206.38 (12 Aug 2000 21:01:07 GMT)
Organization: Belgacom Skynet SA/NV
X-MSMail-Priority: Normal
NNTP-Posting-Date: 12 Aug 2000 21:01:07 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

> Have you read the textfile that comes with Rainbow2?

Yes...

> It explains the format very well, at least enough for me.

not for me :-(

> But if you prefer asm-sources,
> I can dig something out for you.

You are very friendly, I understand more with a source code :-)

My mail zorro270@yahoo.fr

Thanks very much...

>The only thing I haven't tried is the
>animation sequences which are also in the SPR-file.

I will see it later...

Regards and thanks,

Zorro

From 525800881857605026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9f86b73746a68a4,start
X-Google-Attributes: gid1115ce,public
From: cisano <cisanoc@libero.it>
Subject: help ADC and SBC
Date: 2000/08/13
Message-ID: <3996A7AD.203C5F38@libero.it>#1/1
X-Deja-AN: 657773386
Content-Transfer-Encoding: 7bit
X-Accept-Language: it,en,ja
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsadmin@tiscali.it
X-Trace: pegasus.tiscalinet.it 966174414 11685 62.10.36.189 (13 Aug 2000 13:46:54 GMT)
Organization: Tiscali Spa
Mime-Version: 1.0
NNTP-Posting-Date: 13 Aug 2000 13:46:54 GMT
Newsgroups: comp.sys.atari.programmer

I need help
I am wtiring atari 2600 emulator
I have problem with ADC and SBC istruction
I need to know esactly them work

From 9064711899040109153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40a93cfac369e5a3,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: nvdi problems
Date: 2000/08/14
Message-ID: <17001_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 658130631
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

I have a problem in LED, but only in this situation MagiCMac+NVDI, tought I didn't test much, it seems it has to do with the odd Mac resolution 832x624.

Spaces and white spaces are filled black instead of white, I think there is something odd in the nvdi call vro_cpyfm at this resolution, the rcopy function is called to just fill a white rectangle, but with this call and the NULL addr parameters something goes wrong, so I changed the call with a vr_recf. Anybody knows about this ? Maybe I need to fill some other pf the MFBD parameters fields ? It works ok with the new function tought, I think I do not need the blitting call, but just to know why...

```
MFDB src, dst;

word *setxy(word pxy[], word x1, word y1, word x2, word y2)
{
     pxy[0]  = x1;          /* linke obere Ecke */
     pxy[1]  = y1;
     pxy[2]  = x2;          /* rechte untere Ecke */
     pxy[3]  = y2;

     return pxy;
}

void rcopy(word xs, word ys, word ws, word hs, word xd, word yd, word mode)
{    word pxy[8];

     src.fd_addr = dst.fd_addr = NULL;
     setxy(&pxy[0], xs, ys, xs+ws, ys+hs);
     setxy(&pxy[4], xd, yd, xd+ws, yd+hs);
     vro_cpyfm(handle, mode, pxy, &src, &dst);
}
/* Mike 14 8 00 */
void rwhite(word x, word y, word w, word h)
{    word pxy[4];

     setxy(&pxy[0], x, y, x+w, y+h);
     vr_recfl(handle,pxy);
}

/*#define RWHITE(x, y, w, h)  rcopy(x, y, w, h, x, y, 0)*/
#define RWHITE(x, y, w, h)  rwhite(x, y, w, h)
```

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The new Pentium Overheat, CPU and water boiler in a single chip!

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -8635092725515516597
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6578ddd6c559c9

X-Google-Attributes: gid1115ce,public
From: Iggy Drougge <optimus@canit.se>
Subject: Re: I figured it out!
Date: 2000/08/14
Message-ID: <8n9496$9mh$1@dos.canit.se>#1/1
X-Deja-AN: 658167161
References: <otAj5.245$vy3.24308@news.goodnet.com>
X-Complaints-To: usenet@canit.se
X-Trace: dos.canit.se 966268006 9937 195.190.200.1 (14 Aug 2000 15:46:46 GMT)
Organization: Canit Public Access, Stockholm
User-Agent: tin/1.4.3-20000502 ("Marian") (UNIX) (Linux/2.0.38 (i686))
NNTP-Posting-Date: 14 Aug 2000 15:46:46 GMT
Newsgroups: comp.sys.atari.programmer

Jared Falvo <luposian@mailcity.com> skrev:
: People want their TOS computers, right? They want their slots, right? They
: want it all, right? Well, so do we!

: What if (the new Atari) computers were simply modified PCs? You alter the
: BIOS a little, to allow for an Atari splash screen. You have an Atari ST
: emulator that boots first, unless you press a certain key to go into
: GEM2000! And since GEM was originally written for a PC, can you imagine how
: fast it would run on a Pentium-class (Socket 7 233MMX, mind you) system, not
: to mention a Pentium II/III, if optimized? Yee-haw!

I can imagine, since I have run a multitude of emulators. They are not
fast. If you want a fast ST clone, try MagiCMac on a PowerPC Mac. Horribly
fast!

: Sure, you could more or less do that already with a PC today, but assuming
: anyone cared about the BRANDNAME (unlike most people here, it seems), it
: still wouldn't be the same.

It still wouldn't be the same, brand name or not. The fuji sign won't make
the ST PC run any faster.

: We would have affordable, already-made PCBs with all the slots you want. We
: modify drivers to work with GEM for the cards we install and... whoo-hoo!
: We've got Atari computers again, more affordable than EVER, because parts
: are already available and cheap!

Sounds much like the TOS clones we have now.

: The only thing we need to do is modify: the BIOS, an Atari ST emulator to
: work in GEM (or even FreeDOS, if possible), and GEM to work (really fast!)
: on a Pentium-class computer! In fact, if we played our cards right, people
: might ACTUALLY be able to run their apps on both the ST emulator and the new
: GEM! But we HAVE to rewrite as much as possible to optimize it for today's
: PC environment!

Why modify the BIOS? There are a lot of BIOSes out there, and while they
are generally horrible, it would be a lot of work to modify them, and with
PC hardware, you really can't escape the bad qualities of the generic

BIOS.
Your other idea souns good, though. Reminds me of the effort to reverse-engineer an open-source version of the AmigaOS, AROS (http://www.aros.org/), providing full API compatibility. Seeing as the Atari API isn't as complex as the Amiga one, considering the availability of several TOS clones (here referring to clones of the actual TOS, not clone computers running TOS), it should be quite feasible, albeit requiring recompilation of programs unless a 68k emulator were incorporated into the OS design.

: Sure sounds feasible to me and a LOT cheaper than trying to build a custom
: 060 or PowerPC board, plus modify the emulator and GEM to all that stuff.
: Not to mention the drivers... oy!

Drivers would be needed in any case? Do you think they are part of the hardware?

: Now see what you clone-people have done? You've taken me from my grand
: classic Atari ST designs to this altered plan where there's very little
: difference between a new Atari and a standard PC! All in the interest of
: finding some way of getting Atari back!

How about helping the actual Atari scene instead of any of your grand plans? I suggest you go along with the project suggested above, that of writing an API-compatible TOS clone for PCs, and throw your hardware plans out of the window.

--
/Iggy, the irregular regular

From -8874442842409336125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40a93cfac369e5a3
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: nvdi problems
Date: 2000/08/14
Message-ID: <8n9c4b$k27$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 658220608
References: <17001_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
> I have a problem in LED, but only in this situation MagiCMac+NVDI, tought I
> didn't test much, it seems it has to do with the odd Mac resolution 832x624.
> Spaces and white spaces are filled black instead of white, I think there is
> something odd in the nvdi call vro_cpyfm at this resolution, the rcopy

> function is called to just fill a white rectangle, but with this call and the
> NULL addr parameters something goes wrong, so I changed the call with a
> vr_recf. Anybody knows about this ?

Note that on palleted/indexed-color-modes (like the all Falcon resolutions up to and including 256 colors), drawing an all-zero-bitmap results in a white area, whereas on direct-color-displays (mostly 16 bpp and beyond), this will produce a black area, as all-zero means "color with index 0" for the first type of display (usually white), whereas it means "RGB value of 0-0-0" (black) on the second type.

Thus, to fill a rectangular area with all white (or all black), use vr_recfl() or - if you want to fill a memory area only, for later use, use vrt_cpyfm() with a fully filled bitmap (i.e. all bits set) and set the color indeces accordingly.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 6114870366592935831
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da44b9b22c97794c,start
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <stevesweet@bun.com>
Subject: MV 300 TC driver
Date: 2000/08/14
Message-ID: <966362272-618255AEicMi@bun.com>#1/1
X-Deja-AN: 658606501
Content-transfer-encoding: 8bit
X-Original-NNTP-Posting-Host: ppp-1-65.cvx1.telinco.net
Content-Type: text/plain; charset=iso-8859-1
X-Trace: 15 Aug 2000 18:59:40 GMT, news2.cluster1.telinco.net
X-Original-Trace: 15 Aug 2000 18:59:40 +0100, ppp-1-65.cvx1.telinco.net
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi all

Is there anyone who possesses the true colour driver for the MV 300 Graphics card please. Or have details of where it can be obtained?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -1993884719420999447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9f86b73746a68a4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 2000-08-15 22:37:44 PST
Path: supernews.google.com!sn-xit-02!supernews.com!nntp-relay.ihug.net!ihug.co.nz!
newsfeed.germany.net!newsfeed01.sul.t-online.de!t-online.de!newsrouter.chello.at!
newsfeed.Austria.EU.net!news.siemens.at!not-for-mail
From: Janka Gerhard <gerhard.janka@siemens.at>
Newsgroups: comp.sys.atari.programmer
Subject: Re: help ADC and SBC
Date: Wed, 16 Aug 2000 07:39:04 +0200
Organization: SIEMENS AG AUSTRIA
Lines: 15
Message-ID: <399A28F8.6803FBCE@siemens.at>
References: <3996A7AD.203C5F38@libero.it>
NNTP-Posting-Host: ws1487.gud.siemens.at
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Trace: scesie13.sie.siemens.at 966404255 579 158.226.192.100 (16 Aug 2000
05:37:35 GMT)
X-Complaints-To: news@siemens.at
NNTP-Posting-Date: 16 Aug 2000 05:37:35 GMT
X-Mailer: Mozilla 4.51 [en] (X11; I; SunOS 5.5.1 sun4m)
X-Accept-Language: en
Xref: supernews.google.com comp.sys.atari.programmer:41

cisano wrote:
> I need help
> I am wtiring atari 2600 emulator
> I have problem with ADC and SBC istruction
> I need to know esactly them work

The CPU is a 6502 (or 65C02 ?) I think. If you get the Atari800
emulator you'll find there the exact emulation for binary and BCD
including the calculation error the 6502 makes at BCD calculation.
The C source is at the end of file cpu.c and an 68000 assembler
source (partly written by me) you'll find in cpu_m68k.s .
I tested the results against the 65C02 of my Atari 800XL.
If you have further questions feel free to ask :)

Gerhard

From 8638575438832617717

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40a93cfac369e5a3
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re: nvdi problems
Date: 2000/08/16
Message-ID: <17026_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 659039261
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 14 Aug 00 gryf@hrzpub.tu-darmstadt.de
(2:333/608.1) scrisse al povero All :

 g> Note that on palleted/indexed-color-modes (like the all Falcon
 g> resolutions up to and including 256 colors), drawing an all-zero-bitmap
 g> results in a white area, whereas on direct-color-displays (mostly 16

So is this an nvdi bug ? The vro_cpyfm should always fill the area with white
when using ALL_WHITE (that is 0) as wr_mode parameter value. At least this
is what is written in my Lattice C manual, and does not speak about color
indexes, will have a try tought, obviously the ALL_BLACK is 1 so I just have
to check....

btw, what's the last version and status of Thing ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The new Pentium Overheat, CPU and water boiler in a single chip!

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -908431000372600272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40a93cfac369e5a3
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re: nvdi problems
Date: 2000/08/16
Message-ID: <17027_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 659039275
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii

Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 14 Aug 00 gryf@hrzpub.tu-darmstadt.de
(2:333/608.1) scrisse al povero All :
 g> bpp and beyond), this will produce a black area, as all-zero means
 g> "color with index 0" for the first type of display (usually white),
 g> whereas it means "RGB value of 0-0-0" (black) on the second type.

Ok you are right, I exchanged 0 and 15 in the RWHITE and RBLACK calls and all
is correct tought I think would be reversed on a screen of the first type,
where the vr_recfl call shoul work always, I also think there should be no
performance difference, on systems without blitter like MagiCMAc.

THanks again.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -2217499316310912220
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40a93cfac369e5a3
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: nvdi problems
Date: 2000/08/16
Message-ID: <8nf3bi$2kp$1@snipp.uninett.no>#1/1
X-Deja-AN: 659106061
References: <17026_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 966463666 2713 129.241.210.70 (16 Aug 2000 22:07:46 GMT)
Organization: UNINETT news service
User-Agent: tin/1.4.3-20000502 ("Marian") (UNIX) (Linux/2.2.16 (i686))
Newsgroups: comp.sys.atari.programmer

Mike De.Petris <mike@bbsgate.interware.r.e.m.o.v.e.t.o.r.e.p.l.y.it> wrote:

> g> Note that on palleted/indexed-color-modes (like the all Falcon
> g> resolutions up to and including 256 colors), drawing an all-zero-bitmap
> g> results in a white area, whereas on direct-color-displays (mostly 16

> So is this an nvdi bug ? The vro_cpyfm should always fill the area with white
> when using ALL_WHITE (that is 0) as wr_mode parameter value. At least this

It's not a bug, it's a very good example of poor design. I'm afraid you
just have to work around it by using different fillcolours in non-indexed
and indexed modes.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

From -8625199190989562553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27fd09453734fd67,start
X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Subject: Graphic formats
Date: 2000/08/17
Message-ID: <399B9AD0.2B8154BB@sun1000.pwr.wroc.pl>#1/1
X-Deja-AN: 659247749
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@news.pwr.wroc.pl
X-Trace: panorama.wcss.wroc.pl 966498835 27584 156.17.32.156 (17 Aug 2000 07:53:55
GMT)
Organization: Politechnika Wroclawska
Mime-Version: 1.0
NNTP-Posting-Date: 17 Aug 2000 07:53:55 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

One (or two) stupid questions. What is better for Atari (and Milan):
- interleaved format
- planar format
- chunky format
for graphic files?
And how to store then the graphics in memory?

--
Pozdrawiam

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -8257100580380887055
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fdd6e67d112e76e7,start
X-Google-Attributes: gid1115ce,public
From: Bob Wilson <wilsonrob@home.com>
Subject: v_bit_image()
Date: 2000/08/17
Message-ID: <MPG.1405898c8132d314989693@news>#1/1
X-Deja-AN: 659282563
X-Complaints-To: abuse@home.net
X-Trace: news1.rdc1.on.wave.home.com 966508459 24.114.19.110 (Thu, 17 Aug 2000
03:34:19 PDT)
Organization: HOME
NNTP-Posting-Date: Thu, 17 Aug 2000 03:34:19 PDT
Newsgroups: comp.sys.atari.programmer

How does one actually use this function call.

My copy of The Atari Compendium says that it will produce a disk IMG file
and is supported by all printer, metafile and memory drivers.

From 1122493308792809045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fdd6e67d112e76e7
X-Google-Attributes: gid1115ce,public
From: elfsoft@mindspring.com (John Kormylo)
Subject: Re: v_bit_image()
Date: 2000/08/17
Message-ID: <8nguhh$5qe$1@nntp9.atl.mindspring.net>#1/1
X-Deja-AN: 659356191
References: <MPG.1405898c8132d314989693@news>
Organization: E.L.F. Software
Newsgroups: comp.sys.atari.programmer

Actually, it "outputs" (draws) an IMG file to an open workstation
(graphics device). I don't know of any VDI function which will
create an IMG file. v_write_meta() will create a metafile.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From 6439597090878734721
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,40a93cfac369e5a3
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: nvdi problems
Date: 2000/08/17
Message-ID: <8nh0j9$q04$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 659367816
References: <17026_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
<8nf3bi$2kp$1@snipp.uninett.no>
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 966526377 26628 129.16.79.2 (17 Aug 2000 15:32:57
GMT)
Organization: Chalmers Computer Society, Gothenburg, Sweden
NNTP-Posting-Date: 17 Aug 2000 15:32:57 GMT
Newsgroups: comp.sys.atari.programmer

In article <8nf3bi$2kp$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>Mike De.Petris <mike@bbsgate.interware.r.e.m.o.v.e.t.o.r.e.p.l.y.it> wrote:
>
>> g> Note that on palleted/indexed-color-modes (like the all Falcon
>> g> resolutions up to and including 256 colors), drawing an all-zero-bitmap
>> g> results in a white area, whereas on direct-color-displays (mostly 16
>
>> So is this an nvdi bug ? The vro_cpyfm should always fill the area with white
>> when using ALL_WHITE (that is 0) as wr_mode parameter value. At least this
>
>It's not a bug, it's a very good example of poor design. I'm afraid you

Or rather just a poor #define for the blit mode.
It should be called ZERO, or something like that.

Even in paletted modes, there is obviously no way to guarantee that
the colour is actually white, since someone may have changed the palette
(in every true colour mode I've heard of, you will get black, though)

>just have to work around it by using different fillcolours in non-indexed
>and indexed modes.

An even better idea (that has already been mentioned) is to use the
functions that are supposed to fill with specific palette indices, such
as vr_recfl().
--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```


From 3399702552932330169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40a93cfac369e5a3

X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: nvdi problems
Date: 2000/08/17
Message-ID: <8nh1rg$q62$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 659374938
References: <17027_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 966527664 26818 129.16.79.2 (17 Aug 2000 15:54:24 GMT)
Organization: Chalmers Computer Society, Gothenburg, Sweden
NNTP-Posting-Date: 17 Aug 2000 15:54:24 GMT
Newsgroups: comp.sys.atari.programmer

In article <17027_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
>In uno strano messaggio del 14 Aug 00 gryf@hrzpub.tu-darmstadt.de
>(2:333/608.1) scrisse al povero All :
> g> bpp and beyond), this will produce a black area, as all-zero means
> g> "color with index 0" for the first type of display (usually white),
> g> whereas it means "RGB value of 0-0-0" (black) on the second type.
>
>Ok you are right, I exchanged 0 and 15 in the RWHITE and RBLACK calls and all
>is correct tought I think would be reversed on a screen of the first type,
>where the vr_recfl call shoul work always, I also think there should be no
>performance difference, on systems without blitter like MagiCMAc.

There is no reason why there should be a difference worth mentioning
even on an ST with a blitter (not to mention any of the faster machines).

I guess Atari's VDI may be slow, but I'd be suprised if NVDI didn't use
some kind of MOVEM loop, which should be within a few percent of what
the blitter can do on large areas (and on small ones there shouldn't
normally be any performance problem in any case). The masking for the
first and last words on each line doesn't take very long.
Apart from people who don't own any replacement VDI, I doubt anyone
makes use of the Atari blitter these days, anyway. You usually turn it
off with NVDI, and fVDI doesn't support it at all.

Machines with decent graphics cards should do a vr_recfl() at least as
quickly as a ZERO/ONE vrt_cpyfm().
--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (fVDI, MGIFv5, QLem)
```


From 6333126972358457356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public

From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: Atari computers... reborn!
Date: 2000/07/31
Message-ID: <Pine.MNT.4.10.10007311713110.97-100000@TT030>#1/1
X-Deja-AN: 652959599
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<39839b2d.14699116@news.tmisnet.com> <v16h5.804$Vr6.68981@news.goodnet.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 965077968 209.143.8.30 (Mon, 31 Jul 2000 17:12:48 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 31 Jul 2000 17:12:48 EDT
Newsgroups: comp.sys.atari.programmer

On Sun, 30 Jul 2000, Jared Falvo wrote:

> Show me the people willing to buy a Milan in the US with pre-payments and
> I'll seriously consider it. In fact, anyone interested in buying one in the
> US with money ready in-hand, please reply directly to my Email address. I'm
> willing to try if people are willing to buy.

I tell you what, import the hades060 and warranty it somehow and
I'll drive to your house and hand you the money in cash. ;-)

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -2122580806626843052
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/07/31
Message-ID: <Q1ph5.31$BB2.2901@news.goodnet.com>#1/1
X-Deja-AN: 653020986
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<39839b2d.14699116@news.tmisnet.com> <v16h5.804$Vr6.68981@news.goodnet.com>
<Pine.MNT.4.10.10007311713110.97-100000@TT030>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965090544 207.98.182.213 (Mon, 31 Jul 2000 17:42:24 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Mon, 31 Jul 2000 17:42:24 MST
Newsgroups: comp.sys.atari.programmer

What length of warrantee would you be expecting? 90-day? 12 month?
24-month? What kind of warrantee do the people that make the Hades060
offer?

By the way, what is it with hell and demonic creatures that European
countries have such affection for? I mean we have mail daemons, Madusa040,
Hades060, etc. Why? Aren't there any Christians in these countries? Or
are all these countries demon-possessed minons of Satan? :-)

Luposian
--
Judy Falvo
www.flowersnfliers.com
Lonny Pursell <atari@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10007311713110.97-100000@TT030...
> On Sun, 30 Jul 2000, Jared Falvo wrote:
>
> > Show me the people willing to buy a Milan in the US with pre-payments
and
> > I'll seriously consider it. In fact, anyone interested in buying one in
the
> > US with money ready in-hand, please reply directly to my Email address.
I'm
> > willing to try if people are willing to buy.
>
> I tell you what, import the hades060 and warranty it somehow and
> I'll drive to your house and hand you the money in cash. ;-)
>
> ____
> Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/
>

From -1077261814027356945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/07/31
Message-ID: <AYsh5.73$BB2.4792@news.goodnet.com>#1/1
X-Deja-AN: 653082008
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<39839b2d.14699116@news.tmisnet.com> <v16h5.804$Vr6.68981@news.goodnet.com>
<Pine.MNT.4.10.10007311713110.97-100000@TT030>
<Q1ph5.31$BB2.2901@news.goodnet.com> <YEqh5.46$S%.6215@nsw.nnrp.telstra.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965106592 207.98.182.139 (Mon, 31 Jul 2000 22:09:52 MST)

Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Mon, 31 Jul 2000 22:09:52 MST
Newsgroups: comp.sys.atari.programmer

Now it ALL makes sense...

Luposian

Mark Bedingfield <mark@baypc.com.au> wrote in message
news:YEqh5.46$S%.6215@nsw.nnrp.telstra.net...
> It's because Europe is the birthplace of Paganism :-)
>
> Mark Bedingfield
>
>
> Jared Falvo <luposian@mailcity.com> wrote in message
> news:Q1ph5.31$BB2.2901@news.goodnet.com...
> > What length of warrantee would you be expecting? 90-day? 12 month?
> > 24-month? What kind of warrantee do the people that make the Hades060
> > offer?
> >
> > By the way, what is it with hell and demonic creatures that European
> > countries have such affection for? I mean we have mail daemons,
> Madusa040,
> > Hades060, etc. Why? Aren't there any Christians in these countries?
Or
> > are all these countries demon-possessed minons of Satan? :-)
> >
> > Luposian
> > --
> > Judy Falvo
> > www.flowersnfliers.com
> > Lonny Pursell <atari@SYNTAX.ERROR> wrote in message
> > news:Pine.MNT.4.10.10007311713110.97-100000@TT030...
> > > On Sun, 30 Jul 2000, Jared Falvo wrote:
> > >
> > > > Show me the people willing to buy a Milan in the US with
pre-payments
> > and
> > > > I'll seriously consider it. In fact, anyone interested in buying
one
> in
> > the
> > > > US with money ready in-hand, please reply directly to my Email
> address.
> > I'm
> > > > willing to try if people are willing to buy.
> > >
> > > I tell you what, import the hades060 and warranty it somehow and
> > > I'll drive to your house and hand you the money in cash. ;-)
> > >
> > > _____

> > > Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/
> > >
> >
> >
>
>

From -7851939988924928861
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0dd11244aff2099,start
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Atari Revival...
Date: 2000/07/31
Message-ID: <Kcth5.77$BB2.4864@news.goodnet.com>#1/1
X-Deja-AN: 653085685
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965107626 207.98.182.139 (Mon, 31 Jul 2000 22:27:06 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Mon, 31 Jul 2000 22:27:06 MST
Newsgroups: comp.sys.atari.programmer

I am going to construct a website dedicated to the rebirth of Atari and the computers it made (and will make, if I and others have anything to say about it!). I'll report when it's ready to visit.

Luposian

From 5101044081931788518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9a5893faca559e6f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9a5893faca559e6f,start
X-Google-Attributes: gid1115ce,public
From: Remi Villatel <maxilys@normandnet.fr>
Subject: PRG header?
Date: 2000/08/01
Message-ID: <3985F81F.D48356CB@normandnet.fr>#1/1
X-Deja-AN: 652974430
Content-Transfer-Encoding: 7bit
X-Accept-Language: en, fr-FR, de-DE

Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@isdnet.net
X-Trace: news4.isdnet.net 965081308 95325 195.154.44.137 (31 Jul 2000 22:08:28 GMT)
Organization: Bleu Vert edts
Mime-Version: 1.0
NNTP-Posting-Date: 31 Jul 2000 22:08:28 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi everybody,

Does anybody around here knows what the header of TOS and compatible executables contains, in between the BRA.S +$16 and the "real" beginning of the program?

Let's say that I would like to know enough about this to be able to write an executable from scratch.

See you,

==========
Remi Villatel
maxilys@normandnet.fr
==========

From 1556188021237210759
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Mark Bedingfield" <mark@baypc.com.au>
Subject: Re: Atari computers... reborn!
Date: 2000/08/01
Message-ID: <YEqh5.46$S%.6215@nsw.nnrp.telstra.net>#1/1
X-Deja-AN: 653047356
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<39839b2d.14699116@news.tmisnet.com> <v16h5.804$Vr6.68981@news.goodnet.com>
<Pine.MNT.4.10.10007311713110.97-100000@TT030>
<Q1ph5.31$BB2.2901@news.goodnet.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@telstra.net
X-Trace: nsw.nnrp.telstra.net 965097144 203.57.87.5 (Tue, 01 Aug 2000 12:32:24 EST)
Organization: Customer of Telstra Big Pond Direct
X-MSMail-Priority: Normal
NNTP-Posting-Date: Tue, 01 Aug 2000 12:32:24 EST
Newsgroups: comp.sys.atari.programmer

It's because Europe is the birthplace of Paganism :-)

Mark Bedingfield

Jared Falvo <luposian@mailcity.com> wrote in message
news:Q1ph5.31$BB2.2901@news.goodnet.com...
> What length of warrantee would you be expecting? 90-day? 12 month?
> 24-month? What kind of warrantee do the people that make the Hades060
> offer?
>
> By the way, what is it with hell and demonic creatures that European
> countries have such affection for? I mean we have mail daemons,
Madusa040,
> Hades060, etc. Why? Aren't there any Christians in these countries? Or
> are all these countries demon-possessed minons of Satan? :-)
>
> Luposian
> --
> Judy Falvo
> www.flowersnfliers.com
> Lonny Pursell <atari@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10007311713110.97-100000@TT030...
> > On Sun, 30 Jul 2000, Jared Falvo wrote:
> >
> > > Show me the people willing to buy a Milan in the US with pre-payments
> and
> > > I'll seriously consider it. In fact, anyone interested in buying one
in
> the
> > > US with money ready in-hand, please reply directly to my Email
address.
> I'm
> > > willing to try if people are willing to buy.
> >
> > I tell you what, import the hades060 and warranty it somehow and
> > I'll drive to your house and hand you the money in cash. ;-)
> >
> > ____
> > Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/
> >
>
>

From -1491982430435719981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9a5893faca559e6f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9a5893faca559e6f
X-Google-Attributes: gid1115ce,public
From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Subject: Re: PRG header?
Date: 2000/08/01

Message-ID: <8m6fqp$93c$1@news8.svr.pol.co.uk>#1/1
X-Deja-AN: 653178079
Content-Transfer-Encoding: 7bit
References: <3985F81F.D48356CB@normandnet.fr>
X-Priority: 3
Content-Type: text/plain; charset="Windows-1252"
X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 965132953 9324 62.136.55.89 (1 Aug 2000 12:29:13 GMT)
Organization: Customer of Energis Squared
X-MSMail-Priority: Normal
Mime-Version: 1.0
NNTP-Posting-Date: 1 Aug 2000 12:29:13 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

"Remi Villatel" <maxilys@normandnet.fr> wrote in message
news:3985F81F.D48356CB@normandnet.fr...
> Hi everybody,
>
> Does anybody around here knows what the header of TOS and compatible
executables
> contains, in between the BRA.S +$16 and the "real" beginning of the
program?

Offset	Size	Meaning
$00	Word	The jump to $1a
$02	Long	Length of TEXT segment in bytes
$06	Long	Length of DATA segment in bytes
$0A	Long	Length of BSS segment in bytes
$0E	Long	Length of SYMBOL table in bytes
$12	Long	Reserved
$16	Long	Program flags
$1A	Word	Relocation table flag ABSCODE. If zero there IS a relocation table.

Program flags:

Bit	
0	Fast load: if set only the BSS area is cleared
1	Alternative RAM load: TT only - if set program is loaded to alternative RAM
2	TT only. If set Malloc is satisfied from TT RAM.
26-31	TPAsize. How much alternative RAM the program considers to be enough to use.

Roger

From 9038397353802404295

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: elfsoft@mindspring.com (John Kormylo)
Subject: Re: Atari computers... reborn!
Date: 2000/08/01
Message-ID: <8m6lqfaeo1@slb0.atl.mindspring.net>#1/1
X-Deja-AN: 653209459
Organization: E.L.F. Software
Newsgroups: comp.sys.atari.programmer

Presumably the idea is to maintain backward compatibility to existing Atari software, but that means perpetuating all of the mistakes as well. Besides, many of the peripheral chips are no longer manufactured.

To the extent you add new features, or even new hardware, you lose a certain amount of backward compatibility. Eventually, you wind up having to write all of your applications from scratch.

The big question is where to go next. Personally, I am dissatisfied with either Windows, Mac OS, Unix (Linux), Java or BeOS.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

From -3492253485542540646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/01
Message-ID: <CsDh5.2$no2.348@news.goodnet.com>#1/1
X-Deja-AN: 653272600
References: <8m6lqfaeo1@slb0.atl.mindspring.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965149602 207.98.182.211 (Tue, 01 Aug 2000 10:06:42 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Tue, 01 Aug 2000 10:06:42 MST
Newsgroups: comp.sys.atari.programmer

No, the idea is to allow people to run their old apps (from an emulated Atari ST) and give a chance for them to port them to the new GEM specification on the new processor (the Motorola 040/060/PowerPC or

whatever). In the end, people will have the same/new apps running on a different/new system made by the revived Atari Corporation, provided we can team together to pull this off.

A dream is only impossible if no one believes in it. No one thought BeOS would have a place, much less survive (or have any place in today's Windows/MacOS mindset), yet it lives, and is known and used by many. Can you imagine what the reaction will be when people start reading in computer papers and online and across every affordable outlet that... Atari is back? I wouldn't want to be standing nexct to the loyalist... I'd get trampled! And, let me tell you, I'd trample myself if I heard such news.

The Alternatives we have today are people's belief that the old must die, because it has, and that we must PC-ify it in order to make it sellable. I don't believe that. I believe you can have the old and make it new and people will gladly buy it. Just because we nay not be able to afford to build the custom chips of old doresn't mean we can't make the same, great all-in-one integrated desgin that once was, and fit it with today's technology. If it's made by Atari, THAT'S what I care about.

Did we care that our ST's were considered far inferior to better Amigas and PC's? No. We held onto them because we liked how they looked and felt and worked. Preference ruled over fact. Just because one computer is better than another doesn't make it better for us and mean we HAVE to own it. As long as oiur systems are supported, regardless of it's technological inferiority, we gladly hang onto it. We're only disbanding because Atari is dead and everyone believes that it's time to move on.

Well, I say... SCREW THAT! Let's band together and prove fate and history (and the Tramiel's, for that matter) wrong! Let's kick the nay-sayers in the groin and march towards our dream! Let us do like Noah did (this is just a symbolic example, not to be taken literally) and do what we know is the right thing, even though others believe we're crazy.

And if we all build the ark together, and get in it together, we can be inside it when the rains and floods of our victory take over the masses. But we remain a victim of history if we choose to believe that history is absolutely unchangable and that Atari is forever dead and gone and that nothing we do or say can ever change that.

Why should the Amiga be the only computer (technology?) that never dies... why can't the Atari Corp. we knew and loved return from the grave? There is no reason at all, so long as be make a decision to make change happen.

You can lead a horse to water, but you can't make them drink. Let's give that horse a REASON to drink the water, eh? :-)

Look around you... there are dozens of web sites dedicated to Atari. Why not start giving them something to REALLY support instead of ghosts of the past? People leave a place when they aren't given a reason to stay (or are utterly forced out)... the party ain't over, guys, unless we stop playing the music! I've got my guitar... if you can carry a tune! :-)

Luposian

John Kormylo <elfsoft@mindspring.com> wrote in message
news:8m6lqfaeo1@slb0.atl.mindspring.net...
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> with either Windows, Mac OS, Unix (Linux), Java or BeOS.
>
>
> ******** E.L.F. Software *********
> http://elfsoft.home.mindspring.com
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>   100% Microsoft free!

From -4016097603139177219
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "David Holm" <dholm@iname.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/01
Message-ID: <6yEh5.312$7g1.5066@nntpserver.swip.net>#1/1
X-Deja-AN: 653299671
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com>
X-Sender: unknown@d212-151-102-94.swipnet.se
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 965154050 212.151.102.94 (Tue, 01 Aug 2000 20:20:50
MET DST)
Organization: A Customer of Tele2
X-MSMail-Priority: Normal
NNTP-Posting-Date: Tue, 01 Aug 2000 20:20:50 MET DST
Newsgroups: comp.sys.atari.programmer

I would like to have a slice of this cake too. Which means that I want a PAL
system, not NTSC!
And, why throw in an nVidia chip? I want a 100% compatible atari ste system,

which means that if we are going to use a faster cpu it has to have a
dynamic clock speed.
The biggest problem would be to reproduce the blitter chip. Since it is
custom made, I haven't looked into it's internals, but probably it can be
reproduced with an fpga or perhaps a micro controller.
If you need help by a systems programmer with a huge hobby enthusiasm for
digital electronics contact me, dholm@iname.com

"Jared Falvo" <luposian@mailcity.com> wrote in message
news:ugkg5.579$Vr6.50976@news.goodnet.com...
> But it ISN'T an Atari! It's a patched-together "we're building them to
> support the dying Atarians" effort. And, it's in Germany, not the USA.
I'm
> talking about reviving the Atari brand in the US!
>
> Luposian
> ----------
> <gaz+liz@zetnet.co>; <uk (Gary)> wrote in message
> news:3981cf4f$0$24230@znews.zetnet.co.uk...
> > Take a look at http://www.milan-computer.de
> > I think somebody's beaten you to it?! ;-)
> > 68060 version due out later this year too! 8-)))
> > Gary.
> >
> > On 28 Jul 2000 10:56:19 , "Jared Falvo" wrote:
> > >Ok, we all know that Atari is dead and gone, right? The Tramiel's
killed
> > >the company outright (and after saving the company too! *sigh*). All
it
> is
> > >now, is a brandname for Hasbro and their PC game packs. Sad, isn't it?
> > >
> > >Atari technology is dated in the extreme. No support from Atari (gee,
I
> > >wonder why?) and 3rd party companies have all but dried up and gone
> > >elsewhere or died out completely.
> > >
> > >But I have always wanted to see a computer made that was the BEST it
> could
> > >possibly be. Think of it as the Atari ST on Mega Steroids!
> > >
> > >Never gonna happen, is it? Well... not unless a few (or more)
determined
> > >Atari ST programmers, enthusiasts, and technical types team up and help
> make
> > >it a reality.
> > >
> > > (etc.)...
> > >Luposian
> >
> > --
> >
> > * @ !T!   * all things Atari, electric guitarry & American car-ry! *

> > * .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
> > * file://R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--.
*
> > * // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
>
>

From 5221092742939666370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <stevesweet@bun.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/01
Message-ID: <965154942-970643AEicMi@bun.com>#1/1
X-Deja-AN: 653304447
Content-transfer-encoding: 8bit
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<39839b2d.14699116@news.tmisnet.com> <v16h5.804$Vr6.68981@news.goodnet.com>
<Pine.MNT.4.10.10007311713110.97-100000@TT030>
<Q1ph5.31$BB2.2901@news.goodnet.com>
X-Original-NNTP-Posting-Host: ppp-1-211.cvx4.telinco.net
Content-Type: text/plain; charset=iso-8859-1
X-Trace: 1 Aug 2000 19:37:21 GMT, news2.cluster1.telinco.net
X-Original-Trace: 1 Aug 2000 19:37:21 +0100, ppp-1-211.cvx4.telinco.net
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Jared

>By the way, what is it with hell and demonic creatures that European
>countries have such affection for? I mean we have mail daemons, Madusa040,
>Hades060, etc. Why? Aren't there any Christians in these countries? Or
>are all these countries demon-possessed minons of Satan? :-)

Get friggin real!!!, what would turning up at my computer club with a Powder
Puff 4000 do to my credability, or even a Loaves and Fishes (2), with Bible
concordance-online bundle, however many 060's its got in it?. 8~)

Put me down for a 4 Meg Gizzard-ripper or a Chainsaw 2 anyday!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 6921349055702640459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/01
Message-ID: <LkFh5.9$no2.1139@news.goodnet.com>#1/1
X-Deja-AN: 653317369
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<39839b2d.14699116@news.tmisnet.com> <v16h5.804$Vr6.68981@news.goodnet.com>
<Pine.MNT.4.10.10007311713110.97-100000@TT030>
<Q1ph5.31$BB2.2901@news.goodnet.com> <965154942-970643AEicMi@bun.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965157291 207.98.182.211 (Tue, 01 Aug 2000 12:14:51 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Tue, 01 Aug 2000 12:14:51 MST
Newsgroups: comp.sys.atari.programmer

Oh, THAT was funny... thanks! :-)

But... in all seriousness...

Luposian

P.S. Gizzard Ripper? Cool name!

Steve Sweet <stevesweet@bun.com> wrote in message
news:965154942-970643AEicMi@bun.com...
> Hi Jared
>
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>
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> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
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From 6212635719022908091
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/01
Message-ID: <g7Gh5.15$no2.1486@news.goodnet.com>
X-Deja-AN: 653336219
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <6yEh5.312$7g1.5066@nntpserver.swip.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965160524 207.98.182.211 (Tue, 01 Aug 2000 13:08:44 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Tue, 01 Aug 2000 13:08:44 MST
Newsgroups: comp.sys.atari.programmer

If we build this system, we will eventually make one for the European market as well, which will mean PAL for all. However, I'm planning on using off-the-shelf chips/chipsets until the company (or Atari itself, if we can ever get it back) has the finances to build custom chips again (which I would just LOVE!). The most important thing is that we're working to get back Atari as a computer company from Hasbro and all rights therein. They can keep the game software rights, as that's all they're using right now anyways.

As I wrote to someone via Email:

This isn't a job for people who don't care. Hasbro obviously doesn't care about Atari except for the namesake and software titles, as we've seen recently. No, what we have to do is start a company, make an "Atari" system, get people to buy it, write/port software for it, and then, with enough financial backing (I'm guesstimating possibly $1 million or more), we approach Hasbro and ask to buy back the rights to the name and properties of Atari as a computer manufacturer. Hasbro hasn't done anything with it, so

why not sell it to someone who CAN! If we succeed at this, we, as users, will own/run Atari! Just the way it SHOULD have been since the beginning. Afterall, who knows better what WE want out of a computer/company than WE do, hmm?

If anything writing-wise is to be done, we need to find out what procedures and expense would go into buying back the rights to the name/properties of Atari as a computer company. Hasbro can keep the game software title rights... we couldn't care less. We just want the company/computers back, right?

I'm working on putting a website together to support this (deemed probably impossible by many) dream. However, if you have the resources to do so (i.e. do the site yourself), I will show you my statement to the Atarian public I've written up to be shown on that page.

Sounds like you're with me on this... are you? It will require many users, enthusiasts, developers (hardware/software) and financial resources to build the company and the computer to which will give us the leverage we need to convince Hasbro we mean business about getting Atari back.

Unless someone has a few $million$ laying around and wants to simply engage Hasbro in an outright buyout of the Atari company rights. Money oft talks real fast and easy... But we still need more money after that to build the new Atari systems... so, even that isn't the simplest route, though it would be the most direct. :-)

Do you think this is a good way to go about this or do you have a better route in mind? And, most importantly, do you believe (as I do), if enough of us team together on this, we can actually pull this off? This is not some "Gee, I sure wish...". This is a "If we get together on this, we're gonna DO IT!" I've done the wishing (Atari was still alive, I ran Atari, Atari had done things differently, etc.) game since Atari died. I'm tire of it and ready to actually DO something about correcting the past and building a new future!

So, talk to everyone who will listen! Go to every site you can! Grab every willing volunteer! Take down names and faces, men! It's time to take back the company that rightfully belongs to it's followers! C H A R G E !!!!!

Luposian

David Holm <dholm@iname.com> wrote in message
news:6yEh5.312$7g1.5066@nntpserver.swip.net...
> I would like to have a slice of this cake too. Which means that I want a PAL
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> > <gaz+liz@zetnet.co>; <uk (Gary)> wrote in message
> > news:3981cf4f$0$24230@znews.zetnet.co.uk...
> > > Take a look at http://www.milan-computer.de
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> > > 68060 version due out later this year too! 8-)))
> > > Gary.
> > >
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> > > >
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> > > >
> > > >Never gonna happen, is it? Well... not unless a few (or more)
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> > > > (etc.)...
> > > >Luposian
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> > > --
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> > > * @ !T!   * all things Atari, electric guitarry & American car-ry! *

> > > * .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
> > > * file://R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--.
> *
> > > * // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
> >
> >
>
>

From -5965579231079354890
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: Atari computers... reborn!
Date: 2000/08/01
Message-ID: <Pine.MNT.4.10.10008011801560.83-100000@TT030>#1/1
X-Deja-AN: 653395219
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<39839b2d.14699116@news.tmisnet.com> <v16h5.804$Vr6.68981@news.goodnet.com>
<Pine.MNT.4.10.10007311713110.97-100000@TT030>
<Q1ph5.31$BB2.2901@news.goodnet.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 965167906 209.143.8.48 (Tue, 01 Aug 2000 18:11:46 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 01 Aug 2000 18:11:46 EDT
Newsgroups: comp.sys.atari.programmer

On Mon, 31 Jul 2000, Jared Falvo wrote:

> What length of warrantee would you be expecting? 90-day? 12 month?
> 24-month? What kind of warrantee do the people that make the Hades060
> offer?

I don't know what medusa offers, I never bothered to check as the
over-seas order idea don't sit well with me. I suppose 90 days
would seem fair, as long medusa's is at least that long.

It occured to me many times that hades has been around for quite
some time. As far as I can tell everyone who has one is very
happy, in fact refuse to re-sell them to me if I ask. It also
appears to be well support as far as clones go. Why not put
the effort into supporting and importing this machine?

It don't come with magic or mint, so it don't upset either
camp. You decid that when you get it. All it really needs is people

to write drivers for some of the newer cards out there.
I could kick myself for missing the chance to get one when
it was available over here in the US. I just don't think that
we need another clone with another design, unless you intend
to duplicate the custom chips.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 5010260379108333980
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Subject: Re: Atari computers... reborn!
Date: 2000/08/01
Message-ID: <965199506-44856AEicMi@cwcom.net>#1/1
X-Deja-AN: 653512866
Content-transfer-encoding: 8bit
References: <Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <8m3q1qmri1@nnrp1.deja.com>
<8m3vst$r72$1@nnrp1.deja.com>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news1-hme0 965199567 195.44.200.72 (Wed, 02 Aug 2000 07:59:27 BST)
MIME-Version: 1.0
NNTP-Posting-Date: Wed, 02 Aug 2000 07:59:27 BST
Newsgroups: comp.sys.atari.programmer

From: Joakim H⍰gberg <gokmase@my-deja.com>
Date: Mon, 31 Jul 2000 13:45:02 GMT

>But of courseit would be cool to have the brand Atari revived! :) I think
>biggestdrawback with Milan is that they only sell it with MagiC these
>days.Sure one could buy NAES separaytely but you are still paying for MagiC.I
>have nothing against MagiC really, but I would not want to pay for itif I
>decided to buy a new atari clone if what I really want to use is
>NAES./Joakim-- WWW: http://gokmase.atari.org

It's a very good way to sell a new computer IMHO. By packaging MagiC along with
a selection of MagiC-friendly software they can be sure that the buyer ends up
with a compatible system out of the box. Saves a lot on after sales service.

--

```
       ____     ____     ____
      / __ \   / __ \   / __ \
     / / / /  / / / /  / /_/ /
    / /_/ /  / /_/ /  / ____/
   /_____/  /_____/  /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

From 7681791061326331644
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9a5893faca559e6f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9a5893faca559e6f
X-Google-Attributes: gid1115ce,public
From: Philipp =?iso-8859-1?Q?Donz=E9?= <PhilippDonze@gmx.ch>
Subject: Re: PRG header?
Date: 2000/08/01
Message-ID: <398680B5.327D2333@gmx.ch>#1/1
X-Deja-AN: 653571095
Content-Transfer-Encoding: 7bit
References: <3985F81F.D48356CB@normandnet.fr>
X-Accept-Language: de-CH,de
Content-Type: text/plain; charset=us-ascii
X-Trace: 2 Aug 2000 13:34:15 +0100, 212.254.1.151
Organization: DataComm (Schweiz) AG
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Here is some C stuff I found in "Atari Profibuch ST-STE-TT".
Only the MultiTOS/MiNT extension is missing (memory protection flags).

```
typedef struct
{
     WORD ph_branch;        /* Branch to the beginning of the program (0x601A) */
     LONG ph_tlen;      /* TEXT segment size */
     LONG ph_dlen;      /* DATA segment size */
     LONG ph_blen;      /* BSS segment size */
     LONG ph_slen;      /* Symbol table size */
     LONG ph_res1;      /* reserved (perhaps it's used for MultiTOS??) */
     LONG ph_prgflags;  /* special flags (fastload, malloc from TT ram) */
     WORD ph_absflag;   /* 1 means: no relocation data available */
}PH;
```

Program file components:
 * Program header (PH)
 * TEXT segment
 * DATA segment (if not 0)
 * BSS segment (if not 0)
 * symbol table (if available)
 * relocation table (if available)

Good luck
Philipp

--
==========
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari-computer.de

From 6840979515427151951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <8m8q61eqf1@nnrp1.deja.com>#1/1
X-Deja-AN: 653542820
References: <Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <8m3q1qmri1@nnrp1.deja.com>
<8m3vst$r72$1@nnrp1.deja.com> <965199506-44856AEicMi@cwcom.net>
X-Http-Proxy: 1.0 x64.deja.com:80 (Squid/1.1.22) for client 195.58.102.60
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Wed Aug 02 09:38:09 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.08 [en] (Win95; I ;Nav)

In article <965199506-44856AEicMi@cwcom.net>,
  Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

> It's a very good way to sell a new computer IMHO. By packaging MagiC
along with
> a selection of MagiC-friendly software they can be sure that the buyer
ends up
> with a compatible system out of the box. Saves a lot on after sales
service.

I see how that could make Milans after service easier to maintain, but I
still think it is unfortunate that the buyer is forced to buy a
MagiC-system. Milan did have NAES as main on before, so it seems to me
like if they would not have all that much trouble allowing their
customers some choice when it comes to the OS.

As far as software compatibility is concerned I think that serious
software should be both NAES and MagiC compatible all the way where
possible. (at least when it comes to commercial software, but I also
think this platform is getting too small to have people writing OS/AES
dependant programs when they should be able to keep them working on more
than one)

I also guess most Atari users that still are around would not be in need of support very often since they tend to know their stuff pretty well.

WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From -2207796438706282971
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <Pine.MNT.4.10.10008021231010.82-100000@rakas>#1/1
X-Deja-AN: 653548450
Content-Transfer-Encoding: 8BIT
References: <8m6lqfaeo1@slb0.atl.mindspring.net>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Organization: Freenet Finland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 2000-8-1, John Kormylo <elfsoft@mindspring.com> wrote:

> The big question is where to go next. Personally, I am
> dissatisfied with either Windows, Mac OS, Linux or BeOS.

This really should go to the advocacy newsgroup...

Personally, after using it for almost 3 months, I am very happy with the way Windows 2000 integrates everything: mail, browsing, different networks, word plug-ins in Explorer, etc. The only drawbacks are: insuffificent and improper Ethernet routing and, surprise, surprise, a Word 2000 that is even less stable than Word 97 ever was. In other words, the OS-level integration of several key features is awesome, but the weak components is not.

Mac is even more attractive than ever. Both the look and the feel are in the great tradition of bringing a computer down to the simplicity level of a toaster, with great, compact space-age hardware designs. Their only drawback are: price, availability and support. I can go to any convenience store and find printer labels that come with their own Word template on a floppy. Mac templates are just not there.

Linux is fun to use, once you figure out how to use Dselect.
The only annoyance, so far, is the incomplete support for some
older hardware. Otherwise, things are progressing rather well on
the user-interface level and ease of setup.

BeOS is really tempting, as many graphics and music software
companies are porting to it. All the code compatibility of Unix
under the hood, hidden behind a cutesy user interface. Yummy!

--
Martin-Eric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From 4928088732906509277
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <Pine.MNT.4.10.10008021248150.82-100000@rakas>#1/1
X-Deja-AN: 653551579
Content-Transfer-Encoding: 8BIT
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <6yEh5.312$7g1.5066@nntpserver.swip.net>
<g7Gh5.15$no2.1486@news.goodnet.com>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Organization: Freenet Finland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> I'm working on putting a website together to support this
> (deemed probably impossible by many) dream.

Please check the site of Rodolphe Czuba.

Rodolphe already has the hardware part covered and ready to ship.
It's called the Phenix. What he needs (which has left him) is a
programming team to port The Operating System to his hardware.

Sorry, I don't have his URL handy, but you should be able to find
it using Metacrawler.

--
Martin-Eric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From 6159849010671760713
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <Pine.MNT.4.10.10008021245410.82-100000@rakas>#1/1
X-Deja-AN: 653551580
Content-Transfer-Encoding: 8BIT
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <6yEh5.312$7g1.5066@nntpserver.swip.net>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Organization: Freenet Finland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 2000-8-1, David Holm <dholm@iname.com> wrote:

> The biggest problem would be to reproduce the blitter chip.
> Since it is custom made, I haven't looked into it's
> internals, but probably it can be reproduced with an fpga or
> perhaps a micro controller.

You are aware that NVDI basically replaces the blitter chip?

--
Martin-Éric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From -4262180894394699555
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: Odd Skancke <oskancke@online.no>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <Pine.MNT.4.10.10008021223080.171-100000@online.no>#1/1
X-Deja-AN: 653557571
Content-Transfer-Encoding: 8BIT
References: <Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <8m3q1qmri1@nnrp1.deja.com>
<8m3vst$r72$1@nnrp1.deja.com> <965199506-44856AEicMi@cwcom.net>

Content-Type: TEXT/PLAIN; charset=ISO-8859-1
X-Complaints-To: news-abuse@online.no
X-Trace: news1.online.no 965212150 130.67.53.149 (Wed, 02 Aug 2000 12:29:10 MET DST)
Organization: Telenor Online Public Access
MIME-Version: 1.0
Reply-To: oskancke@online.no
NNTP-Posting-Date: Wed, 02 Aug 2000 12:29:10 MET DST
Newsgroups: comp.sys.atari.programmer

On Tue, 1 Aug 2000, Derryck Croker wrote:

> From: Joakim H⊘gberg <gokmase@my-deja.com>
> Date: Mon, 31 Jul 2000 13:45:02 GMT
>
> >But of courseit would be cool to have the brand Atari revived! :) I think
> >biggestdrawback with Milan is that they only sell it with MagiC these
> >days.Sure one could buy NAES separaytely but you are still paying for MagiC.I
> >have nothing against MagiC really, but I would not want to pay for itif I
> >decided to buy a new atari clone if what I really want to use is
> >NAES./Joakim-- WWW: http://gokmase.atari.org
>
> It's a very good way to sell a new computer IMHO. By packaging MagiC along with
> a selection of MagiC-friendly software they can be sure that the buyer ends up
> with a compatible system out of the box. Saves a lot on after sales service.

 I really don't like having to buy for a OS that I'll throw away as soon
as the machine arrives. I think that it should be optional what OS you
want NO OS at all. This way they could sell it with MagiC to newbes and
without OS to me, so I could install what I want :)

Regards,

 Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

From 6668165790166377040
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <Pine.MNT.4.10.10008021330140.82-100000@rakas>#1/1
X-Deja-AN: 653560586
Content-Transfer-Encoding: 8BIT
References: <Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>

<ugkg5.579$Vr6.50976@news.goodnet.com> <8m3q1qmri1@nnrp1.deja.com>
<8m3vst$r72$1@nnrp1.deja.com> <965199506-44856AEicMi@cwcom.net>
<8m8q61eqf1@nnrp1.deja.com>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Organization: Freenet Finland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 2000-8-2, Joakim H⍰gberg <gokmase@my-deja.com> wrote:

> I see how that could make Milans after service easier to
> maintain, but I still think it is unfortunate that the buyer
> is forced to buy a MagiC-system. Milan did have NAES as main
> on before, so it seems to me like if they would not have all
> that much trouble allowing their customers some choice when
> it comes to the OS.

This is becoming one of those "Is this Pentium Linux-friendly and
does it sell with Red Hat pre-installed? No Windows here, thanks"
kindof thing... ;-)

--
Martin-⍰ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From -4824205529972144390
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <8m8uuo$464$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 653564063
Content-Transfer-Encoding: 8bit
References: <8m6lqfaeo1@slb0.atl.mindspring.net>
<Pine.MNT.4.10.10008021231010.82-100000@rakas>
Organization: Technische Universitaet Darmstadt
Content-Type: text/plain; charset=ISO-8859-1
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i686))
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

Martin-⍰ric Racine <q-funk@funkyware.atari.org> wrote:
> Linux is fun to use, once you figure out how to use Dselect.
  ^^^^^^   ^^^^^^^

You're obviously speaking of Debian/GNU Linux here. Almost all distributions come with their own installer / packaging tool, dselect just happens to be the one for Debian/GNU Linux. Thus, understanding dselect isn't necessarily crucial for using Linux.

Of course, for Atari hardware there are (to my knowledge) only Debian-based Linux distributions, but as you've already written about Win2k and MacOS above, I don't think you were just talking about Linux for Ataris.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 5769543690593890611
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <Pine.MNT.4.10.10008021428110.196-100000@rakas>#1/1
X-Deja-AN: 653573375
Content-Transfer-Encoding: 8BIT
References: <8m6lqfaeo1@slb0.atl.mindspring.net>
<Pine.MNT.4.10.10008021231010.82-100000@rakas> <8m8uuo$464$1@sun27.hrz.tu-darmstadt.de>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Organization: Freenet Finland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 2000-8-2, Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

> Martin-Éric Racine <q-funk@funkyware.atari.org> wrote:
> > Linux is fun to use, once you figure out how to use Dselect.
> ^^^^^ ^^^^^^^
>
> You're obviously speaking of Debian/GNU Linux here.

Correct.

> Of course, for Atari hardware there are (to my knowledge)

> only Debian-based Linux distributions, but as you've already
> written about Win2k and MacOS above, I don't think you were
> just talking about Linux for Ataris.

I tried Linux on the TT once. Horrible!

--
Martin-Eric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From 1534556896174374338
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <8m93g1$7i7$1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 653581466
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<3981cf4f$0$24230@znews.zetnet.co.uk> <ugkg5.579$Vr6.50976@news.goodnet.com>
<6yEh5.312$7g1.5066@nntpserver.swip.net>
X-Complaints-To: abuse@rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 965218626 16036 137.226.106.3 (2 Aug 2000
12:17:06 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 2 Aug 2000 12:17:06 GMT
Newsgroups: comp.sys.atari.programmer

In article <6yEh5.312$7g1.5066@nntpserver.swip.net>,
David Holm <dholm@iname.com> wrote:
>And, why throw in an nVidia chip? I want a 100% compatible atari ste system,
>which means that if we are going to use a faster cpu it has to have a
>dynamic clock speed.

Now if you want a 100% STE compatible system, that means you need:
- an original 68000 CPU - no 020, 030, 040 or 060, since that breaks compatibility with some programs.
- a video system that is compatible at register-level, which means you can't have higher resolutions or more colours without breaking compatibility.
- an ACSI port, plus a compatible replacement for the WD1772/Ajax floppy controller which is no longer in production.

All this will severely limit your design - but what do you gain by aiming for 100% compatibility? A machine which *is* some kind of befed-up STE, nothing more.

>The biggest problem would be to reproduce the blitter chip. Since it is
>custom made, I haven't looked into it's internals, but probably it can be

>reproduced with an fpga or perhaps a micro controller.

Doing a blitter of this kind in a modern FPGA is no big problem. However, you can probably get a ready-made graphics controller engine with integrated RamDAC, a 2D/3D engine which can do a lot more than the blitter, and without any design effort, for less money.

cu
Michael
--
In the beginning there was nothing, which exploded.

From 7328281000968297689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <KIVh5.2705$sj.2024@newsfeed.slurp.net>#1/1
X-Deja-AN: 653612863
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<39839b2d.14699116@news.tmisnet.com> <v16h5.804$Vr6.68981@news.goodnet.com>
<Pine.MNT.4.10.10007311713110.97-100000@TT030>
<Q1ph5.31$BB2.2901@news.goodnet.com>
X-Trace: newsfeed.slurp.net 965224362 208.141.202.46 (Wed, 02 Aug 2000 08:52:42
CDT)
Organization: I.M.A.G.E.
NNTP-Posting-Date: Wed, 02 Aug 2000 08:52:42 CDT
Newsgroups: comp.sys.atari.programmer

>What length of warrantee would you be expecting? 90-day? 12 month?
>24-month? What kind of warrantee do the people that make the Hades060
>offer?
>
>By the way, what is it with hell and demonic creatures that European
>countries have such affection for? I mean we have mail daemons, Madusa040,
>Hades060, etc. Why? Aren't there any Christians in these countries? Or
>are all these countries demon-possessed minons of Satan? :-)
>
>Luposian

It would be great to have the Hades060 being sold here in the US. It would be even greater to have a more upto-date machine. By that I mean a Hades060 that had a speed of 80mzh, DMA sound, better PCI BUS (more standard with the rest of the world), USB port and more. I cannot understand why Medusa Systems has not done this. Oh, I forgot to mention the caching concerning the SCSI port. Get rid of it.
Edward S. Baiz Jr.
    (Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 7702913950094659210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <NIVh5.2710$sj.2024@newsfeed.slurp.net>#1/1
X-Deja-AN: 653612880
References: <8m6lqfaeo1@slb0.atl.mindspring.net>
<Pine.MNT.4.10.10008021231010.82-100000@rakas> <8m8uuo$464$1@sun27.hrz.tu-
darmstadt.de> <Pine.MNT.4.10.10008021428110.196-100000@rakas>
X-Trace: newsfeed.slurp.net 965224365 208.141.202.46 (Wed, 02 Aug 2000 08:52:45
CDT)
Organization: I.M.A.G.E.
NNTP-Posting-Date: Wed, 02 Aug 2000 08:52:45 CDT
Newsgroups: comp.sys.atari.programmer

On 2 Aug 2000 14:30:04 +, =?ISO-8859-1?Q?Martin-=C9ric_Racine?= wrote:

>> Of course, for Atari hardware there are (to my knowledge)
>> only Debian-based Linux distributions, but as you've already
>> written about Win2k and MacOS above, I don't think you were
>> just talking about Linux for Ataris.
>
>I tried Linux on the TT once. Horrible!

Runs fine on a Hades though..... Not perfect, but fine....

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From -8247051335086157602
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "David Holm" <dholm@iname.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <MTXh5.533$7g1.9365@nntpserver.swip.net>#1/1
X-Deja-AN: 653661566
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <6yEh5.312$7g1.5066@nntpserver.swip.net>
<Pine.MNT.4.10.10008021245410.82-100000@rakas>
X-Sender: unknown@d212-151-88-165.swipnet.se
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 965233260 212.151.88.165 (Wed, 02 Aug 2000 18:21:00
MET DST)
Organization: A Customer of Tele2
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 02 Aug 2000 18:21:00 MET DST
Newsgroups: comp.sys.atari.programmer

No I'm not. NVDI, do you have a datasheet or url? Is this 100% blitter
compatible?

"Martin-Éric Racine" <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10008021245410.82-100000@rakas...
> On 2000-8-1, David Holm <dholm@iname.com> wrote:
>
> > The biggest problem would be to reproduce the blitter chip.
> > Since it is custom made, I haven't looked into it's
> > internals, but probably it can be reproduced with an fpga or
> > perhaps a micro controller.
>
> You are aware that NVDI basically replaces the blitter chip?
>
> --
> Martin-Éric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
>

From 345946342724638803
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "David Holm" <dholm@iname.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <HZXh5.534$7g1.8677@nntpserver.swip.net>#1/1
X-Deja-AN: 653663725
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<3981cf4f$0$24230@znews.zetnet.co.uk> <ugkg5.579$Vr6.50976@news.goodnet.com>
<6yEh5.312$7g1.5066@nntpserver.swip.net> <8m93g1$7i7$1@draco.stochastik.rwth-
aachen.de>
X-Sender: unknown@d212-151-88-165.swipnet.se
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 965233639 212.151.88.165 (Wed, 02 Aug 2000 18:27:19
MET DST)
Organization: A Customer of Tele2
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 02 Aug 2000 18:27:19 MET DST
Newsgroups: comp.sys.atari.programmer

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8m93g1$7i7$1@draco.stochastik.rwth-aachen.de...
> In article <6yEh5.312$7g1.5066@nntpserver.swip.net>,
> David Holm <dholm@iname.com> wrote:
> >And, why throw in an nVidia chip? I want a 100% compatible atari ste
system,
> >which means that if we are going to use a faster cpu it has to have a
> >dynamic clock speed.
>
> Now if you want a 100% STE compatible system, that means you need:
> - an original 68000 CPU - no 020, 030, 040 or 060, since that breaks
>   compatibility with some programs.
> - a video system that is compatible at register-level, which means you
>   can't have higher resolutions or more colours without breaking
>   compatibility.
> - an ACSI port, plus a compatible replacement for the WD1772/Ajax floppy
>   controller which is no longer in production.
>
> All this will severely limit your design - but what do you gain by aiming
> for 100% compatibility? A machine which *is* some kind of befed-up STE,
> nothing more.

I get your point. And of course you are 100% correct, I would be better to
make it a whole new atari.
Then the big question is, what do we want to keep from the old atari, and
what do we want to replace?
Neither the original blitter or the YM2149 would make it in todays market,
and if we remove those (especially the YM2149) would it still be an atari?
One of my fondest memories from the atari is the sound of the synthesizer.

> >The biggest problem would be to reproduce the blitter chip. Since it is
> >custom made, I haven't looked into it's internals, but probably it can be
> >reproduced with an fpga or perhaps a micro controller.
>
> Doing a blitter of this kind in a modern FPGA is no big problem. However,
> you can probably get a ready-made graphics controller engine with
integrated
> RamDAC, a 2D/3D engine which can do a lot more than the blitter, and
without
> any design effort, for less money.

Which is probably a much better idea from all angles.

Still, I want to be able to play my old atari ste games on this machine
(very much like I can play my old 286 games on my 686 system (this can be
discussed though ;))
Then, could we maintain at least some backwards compatibility by using a
newer 680x0? (I have never studied any of those architectures)

-> David

> cu
> Michael
> --
> In the beginning there was nothing, which exploded.

From -2201445426724213131
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "David Holm" <dholm@iname.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <K_Xh5.535$7g1.9309@nntpserver.swip.net>
X-Deja-AN: 653664050
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <6yEh5.312$7g1.5066@nntpserver.swip.net>
<g7Gh5.15$no2.1486@news.goodnet.com>
X-Sender: unknown@d212-151-88-165.swipnet.se
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 965233706 212.151.88.165 (Wed, 02 Aug 2000 18:28:26
MET DST)
Organization: A Customer of Tele2
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 02 Aug 2000 18:28:26 MET DST

Newsgroups: comp.sys.atari.programmer

Yes, I'm interested, write me up as Systems Programmer/architecture designer and contact me by e-mail (preferably) when you get things going. (I'll try to monitor this thread as well)

David

"Jared Falvo" <luposian@mailcity.com> wrote in message news:g7Gh5.15$no2.1486@news.goodnet.com...
> If we build this system, we will eventually make one for the European market
> as well, which will mean PAL for all. However, I'm planning on using
> off-the-shelf chips/chipsets until the company (or Atari itself, if we can
> ever get it back) has the finances to build custom chips again (which I
> would just LOVE!). The most important thing is that we're working to get
> back Atari as a computer company from Hasbro and all rights therein. They
> can keep the game software rights, as that's all they're using right now
> anyways.
>
> As I wrote to someone via Email:
>
> This isn't a job for people who don't care. Hasbro obviously doesn't care
> about Atari except for the namesake and software titles, as we've seen
> recently. No, what we have to do is start a company, make an "Atari"
> system, get people to buy it, write/port software for it, and then, with
> enough financial backing (I'm guesstimating possibly $1 million or more), we
> approach Hasbro and ask to buy back the rights to the name and properties of
> Atari as a computer manufacturer. Hasbro hasn't done anything with it, so
> why not sell it to someone who CAN! If we succeed at this, we, as users,
> will own/run Atari! Just the way it SHOULD have been since the beginning.
> Afterall, who knows better what WE want out of a computer/company than WE
> do, hmm?
>
> If anything writing-wise is to be done, we need to find out what procedures
> and expense would go into buying back the rights to the name/properties of
> Atari as a computer company. Hasbro can keep the game software title
> rights... we couldn't care less. We just want the company/computers back,
> right?
>
> I'm working on putting a website together to support this (deemed probably
> impossible by many) dream. However, if you have the resources to do so
> (i.e. do the site yourself), I will show you my statement to the Atarian
> public I've written up to be shown on that page.
>
> Sounds like you're with me on this... are you? It will require many users,
> enthusiasts, developers (hardware/software) and financial resources to build
> the company and the computer to which will give us the leverage we need to

> convince Hasbro we mean business about getting Atari back.
>
> Unless someone has a few $million$ laying around and wants to simply
engage
> Hasbro in an outright buyout of the Atari company rights. Money oft talks
> real fast and easy... But we still need more money after that to build
the
> new Atari systems... so, even that isn't the simplest route, though it
would
> be the most direct. :-)
>
> Do you think this is a good way to go about this or do you have a better
> route in mind? And, most importantly, do you believe (as I do), if enough
> of us team together on this, we can actually pull this off? This is not
> some "Gee, I sure wish...". This is a "If we get together on this, we're
> gonna DO IT!" I've done the wishing (Atari was still alive, I ran Atari,
> Atari had done things differently, etc.) game since Atari died. I'm tire
of
> it and ready to actually DO something about correcting the past and
building
> a new future!
>
> So, talk to everyone who will listen! Go to every site you can! Grab
every
> willing volunteer! Take down names and faces, men! It's time to take
back
> the company that rightfully belongs to it's followers! C H A R G E !!!!!
>
> Luposian
> ----------
> David Holm <dholm@iname.com> wrote in message
> news:6yEh5.312$7g1.5066@nntpserver.swip.net...
> > I would like to have a slice of this cake too. Which means that I want a
> PAL
> > system, not NTSC!
> > And, why throw in an nVidia chip? I want a 100% compatible atari ste
> system,
> > which means that if we are going to use a faster cpu it has to have a
> > dynamic clock speed.
> > The biggest problem would be to reproduce the blitter chip. Since it is
> > custom made, I haven't looked into it's internals, but probably it can
be
> > reproduced with an fpga or perhaps a micro controller.
> > If you need help by a systems programmer with a huge hobby enthusiasm
for
> > digital electronics contact me, dholm@iname.com
> >
> > "Jared Falvo" <luposian@mailcity.com> wrote in message
> > news:ugkg5.579$Vr6.50976@news.goodnet.com...
> > > But it ISN'T an Atari! It's a patched-together "we're building them
to
> > > support the dying Atarians" effort. And, it's in Germany, not the
USA.

> > I'm
> > > talking about reviving the Atari brand in the US!
> > >
> > > Luposian
> > > ----------
> > > <gaz+liz@zetnet.co>; <uk (Gary)> wrote in message
> > > news:3981cf4f$0$24230@znews.zetnet.co.uk...
> > > > Take a look at http://www.milan-computer.de
> > > > I think somebody's beaten you to it?! ;-)
> > > > 68060 version due out later this year too! 8-)))
> > > > Gary.
> > > >
> > > > On 28 Jul 2000 10:56:19 , "Jared Falvo" wrote:
> > > > >Ok, we all know that Atari is dead and gone, right? The Tramiel's
> > killed
> > > > >the company outright (and after saving the company too! *sigh*).
> All
> > it
> > > is
> > > > >now, is a brandname for Hasbro and their PC game packs. Sad, isn't
> it?
> > > > >
> > > > >Atari technology is dated in the extreme. No support from Atari
> (gee,
> > I
> > > > >wonder why?) and 3rd party companies have all but dried up and gone
> > > > >elsewhere or died out completely.
> > > > >
> > > > >But I have always wanted to see a computer made that was the BEST
it
> > > could
> > > > >possibly be. Think of it as the Atari ST on Mega Steroids!
> > > > >
> > > > >Never gonna happen, is it? Well... not unless a few (or more)
> > determined
> > > > >Atari ST programmers, enthusiasts, and technical types team up and
> help
> > > make
> > > > >it a reality.
> > > > >
> > > > > (etc.)...
> > > > >Luposian
> > > >
> > > > --
> > > >
> > > > * @ !T!   * all things Atari, electric guitarry & American car-ry! *
> > > > * .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
> > > > * file://R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:.
\--.
> > *
> > > > * // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
> > >
> > >

> >
> >
>
>

From -413232011552362188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <8m9iahalf1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 653664250
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<6yEh5.312$7g1.5066@nntpserver.swip.net>
<Pine.MNT.4.10.10008021245410.82-100000@rakas>
<MTXh5.533$7g1.9365@nntpserver.swip.net>
X-Complaints-To: abuse@rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 965233810 22348 137.226.106.3 (2 Aug 2000
16:30:10 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 2 Aug 2000 16:30:10 GMT
Newsgroups: comp.sys.atari.programmer

In article <MTXh5.533$7g1.9365@nntpserver.swip.net>,
David Holm <dholm@iname.com> wrote:
>No I'm not. NVDI, do you have a datasheet or url? Is this 100% blitter
>compatible?

NVDI is software - it replaces and enhances VDI (NVDI supplies a GDOS,
vector fonts, functions for bezier curves, enhanced colour bitmap functions
etc.).

And even on a normal, unaccelerated ST, it is faster than the ROM VDI with
the help of the blitter. On an accelerated CPU, the blitter falls back even
more.

cu
Michael
--
In the beginning there was nothing, which exploded.

From 5612075654647698111
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public

From: "David Holm" <dholm@iname.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <93Yh5.541$7g1.9312@nntpserver.swip.net>#1/1
X-Deja-AN: 653665617
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <8m3q1qmri1@nnrp1.deja.com>
<8m3vst$r72$1@nnrp1.deja.com>
X-Sender: unknown@d212-151-88-165.swipnet.se
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 965233989 212.151.88.165 (Wed, 02 Aug 2000 18:33:09
MET DST)
Organization: A Customer of Tele2
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 02 Aug 2000 18:33:09 MET DST
Newsgroups: comp.sys.atari.programmer

We couldn't use MagiC if we want to make a new architecture (although
somewhat atari-like ;). The best thing would be to write a new OS (a
GEM-clone of course), and put it on a flash-rom, that way it could easily be
upgraded by using software. (The question arises though, perhaps it would be
MUCH smarter with a bios on flash rom and the os on the harddrive ;).

"Joakim H⍰gberg" <gokmase@my-deja.com> wrote in message
news:8m3vst$r72$1@nnrp1.deja.com...
> In article <8m3q1qmri1@nnrp1.deja.com>, Matthias Jaap
> <mjaap@atari-computer.de> wrote:>>> > And, it's in Germany, not the USA.
> I'm> > talking about reviving the Atari brand in the US!>> Now, why does
it
> matter where the machine is built? As long as the> machine is available in
> the US as well, there should be no problems.> It's obvious that the Milan
2
> is available in Germany first since the> Atari ST sold here well and has
many
> professional users.Agreed, the location of the manufacters should not
matter.
> But of courseit would be cool to have the brand Atari revived! :) I think
> biggestdrawback with Milan is that they only sell it with MagiC these
> days.Sure one could buy NAES separaytely but you are still paying for
MagiC.I
> have nothing against MagiC really, but I would not want to pay for itif I
> decided to buy a new atari clone if what I really want to use is
> NAES./Joakim-- WWW: http://gokmase.atari.org
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

From 5818088671413586703
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "David Holm" <dholm@iname.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <T3Yh5.542$7g1.9346@nntpserver.swip.net>#1/1
X-Deja-AN: 653665793
References: <61ig5.568$Vr6.50246@news.goodnet.com>
X-Sender: unknown@d212-151-88-165.swipnet.se
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 965234035 212.151.88.165 (Wed, 02 Aug 2000 18:33:55
MET DST)
Organization: A Customer of Tele2
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 02 Aug 2000 18:33:55 MET DST
Newsgroups: comp.sys.atari.programmer

Can't someone start a http-based bbs for this discussion instead? It's
helluva lot easier...

"Jared Falvo" <luposian@mailcity.com> wrote in message
news:61ig5.568$Vr6.50246@news.goodnet.com...
> Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
> chipset... this beast would amaze! Reply for details...
>
> Luposian
>
>
>

From -5589574242671496579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <8m9ime$ao5$1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 653666263
References: <61ig5.568$Vr6.50246@news.goodnet.com>

<6yEh5.312$7g1.5066@nntpserver.swip.net> <8m93g1$7i7$1@draco.stochastik.rwth-aachen.de> <HZXh5.534$7g1.8677@nntpserver.swip.net>
X-Complaints-To: abuse@rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 965234191 22541 137.226.106.3 (2 Aug 2000 16:36:31 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 2 Aug 2000 16:36:31 GMT
Newsgroups: comp.sys.atari.programmer

In article <HZXh5.534$7g1.8677@nntpserver.swip.net>,
David Holm <dholm@iname.com> wrote:
>
>I get your point. And of course you are 100% correct, I would be better to
>make it a whole new atari.
>Then the big question is, what do we want to keep from the old atari, and
>what do we want to replace?
>Neither the original blitter or the YM2149 would make it in todays market,
>and if we remove those (especially the YM2149) would it still be an atari?
>One of my fondest memories from the atari is the sound of the synthesizer.

Hm - I always thought about the ST in terms of software and operating systems. I always thought of the YM2149 as a way to produce the system beep, nothing more. For good sound, use digital sound (like the DMA sound on STE/TT;Falcon).

>Still, I want to be able to play my old atari ste games on this machine
>(very much like I can play my old 286 games on my 686 system (this can be
>discussed though ;))
>Then, could we maintain at least some backwards compatibility by using a
>newer 680x0? (I have never studied any of those architectures)

Difficult. Even the 030 breaks a lot of programs that were not written with portability in mind, and the 040/060 are even worse due to improved caches.

You have two options: either a very compatible machine, or a really new, improved one that runs TOS plus all clean applications on a hardware that is a complete redesign.

When we designed the Milan, we decided to go the second way - if you want compatibility, use your old STE to play the games on. By not having register-level compatibility for games, you gain a lot of freedom in design decisions.

cu
Michael
--
In the beginning there was nothing, which exploded.

From -4970720470488323809
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25

X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <8m9m7j$45c$1@nnrp1.deja.com>#1/1
X-Deja-AN: 653680126
References: <Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <8m3q1qmri1@nnrp1.deja.com>
<8m3vst$r72$1@nnrp1.deja.com> <965199506-44856AEicMi@cwcom.net>
<8m8q61eqf1@nnrp1.deja.com> <Pine.MNT.4.10.10008021330140.82-100000@rakas>
X-Http-Proxy: 1.0 x73.deja.com:80 (Squid/1.1.22) for client 195.58.102.60
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Wed Aug 02 17:36:51 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.08 [en] (Win95; I ;Nav)

In article <Pine.MNT.4.10.10008021330140.82-100000@rakas>,
  =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>

> > I see how that could make Milans after service easier to
> > maintain, but I still think it is unfortunate that the buyer
> > is forced to buy a MagiC-system. Milan did have NAES as main
> > on before, so it seems to me like if they would not have all
> > that much trouble allowing their customers some choice when
> > it comes to the OS.
>
> This is becoming one of those "Is this Pentium Linux-friendly and
> does it sell with Red Hat pre-installed? No Windows here, thanks"
> kindof thing... ;-)

If that is how you interpret it, fine.

Sent via Deja.com http://www.deja.com/
Before you buy.

From -3005232601965417589
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <IJZh5.151$no2.8900@news.goodnet.com>#1/1
X-Deja-AN: 653704995
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<3981cf4f$0$24230@znews.zetnet.co.uk> <ugkg5.579$Vr6.50976@news.goodnet.com>
<6yEh5.312$7g1.5066@nntpserver.swip.net> <8m93g1$7i7$1@draco.stochastik.rwth-
aachen.de> <HZXh5.534$7g1.8677@nntpserver.swip.net>

X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965240808 207.98.182.243 (Wed, 02 Aug 2000 11:26:48 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 02 Aug 2000 11:26:48 MST
Newsgroups: comp.sys.atari.programmer

That's what we're after... a brand NEW Atari computer, but made BY Atari.
Aye, there's the rub... and it sure feels good! :-)

Luposian

David Holm <dholm@iname.com> wrote in message
news:HZXh5.534$7g1.8677@nntpserver.swip.net...
>
> "Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in
> message news:8m93g1$7i7$1@draco.stochastik.rwth-aachen.de...
> > In article <6yEh5.312$7g1.5066@nntpserver.swip.net>,
> > David Holm <dholm@iname.com> wrote:
> > >And, why throw in an nVidia chip? I want a 100% compatible atari ste
> system,
> > >which means that if we are going to use a faster cpu it has to have a
> > >dynamic clock speed.
> >
> > Now if you want a 100% STE compatible system, that means you need:
> > - an original 68000 CPU - no 020, 030, 040 or 060, since that breaks
> >   compatibility with some programs.
> > - a video system that is compatible at register-level, which means you
> >   can't have higher resolutions or more colours without breaking
> >   compatibility.
> > - an ACSI port, plus a compatible replacement for the WD1772/Ajax
floppy
> >   controller which is no longer in production.
> >
> > All this will severely limit your design - but what do you gain by
aiming
> > for 100% compatibility? A machine which *is* some kind of befed-up STE,
> > nothing more.
>
> I get your point. And of course you are 100% correct, I would be better to
> make it a whole new atari.
> Then the big question is, what do we want to keep from the old atari, and
> what do we want to replace?
> Neither the original blitter or the YM2149 would make it in todays market,
> and if we remove those (especially the YM2149) would it still be an atari?
> One of my fondest memories from the atari is the sound of the synthesizer.
>
> > >The biggest problem would be to reproduce the blitter chip. Since it is
> > >custom made, I haven't looked into it's internals, but probably it can
be
> > >reproduced with an fpga or perhaps a micro controller.

> >
> > Doing a blitter of this kind in a modern FPGA is no big problem.
However,
> > you can probably get a ready-made graphics controller engine with
> integrated
> > RamDAC, a 2D/3D engine which can do a lot more than the blitter, and
> without
> > any design effort, for less money.
>
> Which is probably a much better idea from all angles.
>
> Still, I want to be able to play my old atari ste games on this machine
> (very much like I can play my old 286 games on my 686 system (this can be
> discussed though ;))
> Then, could we maintain at least some backwards compatibility by using a
> newer 680x0? (I have never studied any of those architectures)
>
> -> David
>
> > cu
> > Michael
> > --
> > In the beginning there was nothing, which exploded.
>
>

From 4864848692799562487
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <YPZh5.153$no2.8954@news.goodnet.com>#1/1
X-Deja-AN: 653707061
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<6yEh5.312$7g1.5066@nntpserver.swip.net> <8m93g1$7i7$1@draco.stochastik.rwth-
aachen.de> <HZXh5.534$7g1.8677@nntpserver.swip.net>
<8m9ime$ao5$1@draco.stochastik.rwth-aachen.de>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965241208 207.98.182.243 (Wed, 02 Aug 2000 11:33:28 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 02 Aug 2000 11:33:28 MST
Newsgroups: comp.sys.atari.programmer

Without Atari Corp. all Atari clones are simply hacks to keep the dying

from utter death. What we propose is the restoration of Atari Corp. itself (in the US first) and the design of all-in-one systems like before... except a LOT better!

Atari Phoenix (not Phenix), anyone?

It might take millions of dollars, but if we believe in the dream enough, those millions aren't such huge numbers, because we're ready to fight the "Giant of Impossibility". Are you?

Luposian

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in message news:8m9ime$ao5$1@draco.stochastik.rwth-aachen.de...
> In article <HZXh5.534$7g1.8677@nntpserver.swip.net>,
> David Holm <dholm@iname.com> wrote:
> >
> >I get your point. And of course you are 100% correct, I would be better to
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> systems. I always thought of the YM2149 as a way to produce the system beep,
> nothing more. For good sound, use digital sound (like the DMA sound on
> STE/TT;Falcon).
>
> >Still, I want to be able to play my old atari ste games on this machine
> >(very much like I can play my old 286 games on my 686 system (this can be
> >discussed though ;))
> >Then, could we maintain at least some backwards compatibility by using a
> >newer 680x0? (I have never studied any of those architectures)
>
> Difficult. Even the 030 breaks a lot of programs that were not written with
> portability in mind, and the 040/060 are even worse due to improved caches.
>
> You have two options: either a very compatible machine, or a really new,
> improved one that runs TOS plus all clean applications on a hardware that is
> a complete redesign.
>
> When we designed the Milan, we decided to go the second way - if you want
> compatibility, use your old STE to play the games on. By not having

> register-level compatibility for games, you gain a lot of freedom in
design
> decisions.
>
> cu
> Michael
> --
> In the beginning there was nothing, which exploded.

From -8054475927424099080
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <qXZh5.155$no2.9010@news.goodnet.com>#1/1
X-Deja-AN: 653709663
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<T3Yh5.542$7g1.9346@nntpserver.swip.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965241686 207.98.182.243 (Wed, 02 Aug 2000 11:41:26 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 02 Aug 2000 11:41:26 MST
Newsgroups: comp.sys.atari.programmer

We're working on creating a website dedicated to this cause... and it will
(hopefully) have a message section. The spark is now an ember! YES!

Luposian

David Holm <dholm@iname.com> wrote in message
news:T3Yh5.542$7g1.9346@nntpserver.swip.net...
> Can't someone start a http-based bbs for this discussion instead? It's
> helluva lot easier...
>
>
> "Jared Falvo" <luposian@mailcity.com> wrote in message
> news:61ig5.568$Vr6.50246@news.goodnet.com...
> > Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128
3D
> > chipset... this beast would amaze! Reply for details...
> >
> > Luposian
> >
> >

> >
>
>

From -893954094037127489
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <Pine.MNT.4.10.10008022213190.238-100000@rakas>#1/1
X-Deja-AN: 653723244
Content-Transfer-Encoding: 8BIT
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<3981cf4f$0$24230@znews.zetnet.co.uk> <ugkg5.579$Vr6.50976@news.goodnet.com>
<6yEh5.312$7g1.5066@nntpserver.swip.net> <8m93g1$7i7$1@draco.stochastik.rwth-
aachen.de> <HZXh5.534$7g1.8677@nntpserver.swip.net>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Organization: Freenet Finland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 2000-8-2, David Holm <dholm@iname.com> wrote:

> > Now if you want a 100% STE compatible system, that means you need:

>
> I get your point. And of course you are 100% correct, I would
> be better to make it a whole new atari. Then the big question
> is, what do we want to keep from the old atari, and what do
> we want to replace?

Keep: TOS, MiNT and GEM as OS, and m68k as CPU architecture.

--
Martin-Éric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From 6613251879234260338
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Re: Atari computers... reborn!

Date: 2000/08/02
Message-ID: <Pine.MNT.4.10.10008022218250.238-100000@rakas>#1/1
X-Deja-AN: 653723245
Content-Transfer-Encoding: 8BIT
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<6yEh5.312$7g1.5066@nntpserver.swip.net> <8m93g1$7i7$1@draco.stochastik.rwth-aachen.de> <HZXh5.534$7g1.8677@nntpserver.swip.net>
<8m9ime$ao5$1@draco.stochastik.rwth-aachen.de>
<YPZh5.153$no2.8954@news.goodnet.com>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Organization: Freenet Finland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 2000-8-2, Jared Falvo <luposian@mailcity.com> wrote:

> What we propose is the restoration of Atari Corp. itself
> (in the US first)

Germany is a better market and better place to start it, if only
because of the _huge_ competence.

Do remember that while the Tramiels could not make their mind
about what to make of Atari, the president of Atari Germany saw
the potential and hired several sub-contractors to develop
solutions and port Unix, etc. which is how the Riebl Ethernet
card for MEGA and TT saw the light.

--
Martin-Eric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From -4854809930045758418
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <Pine.MNT.4.10.10008022212090.238-100000@rakas>#1/1
X-Deja-AN: 653723258
Content-Transfer-Encoding: 8BIT
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <6yEh5.312$7g1.5066@nntpserver.swip.net>
<Pine.MNT.4.10.10008021245410.82-100000@rakas>
<MTXh5.533$7g1.9365@nntpserver.swip.net>
X-Sender: q-funk@rakas

Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Organization: Freenet Finland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> No I'm not. NVDI, do you have a datasheet or url? Is this
> 100% blitter compatible?

It is. www.2b.de, if I recall.

> > You are aware that NVDI basically replaces the blitter chip?

--
Martin-Eric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From 4455973438608639655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <Pine.MNT.4.10.10008021815560.80-100000@TT030>#1/1
X-Deja-AN: 653782734
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<T3Yh5.542$7g1.9346@nntpserver.swip.net> <qXZh5.155$no2.9010@news.goodnet.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 965254536 209.143.8.25 (Wed, 02 Aug 2000 18:15:36 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Wed, 02 Aug 2000 18:15:36 EDT
Newsgroups: comp.sys.atari.programmer

On Wed, 2 Aug 2000, Jared Falvo wrote:

> We're working on creating a website dedicated to this cause... and it will
> (hopefully) have a message section. The spark is now an ember! YES!

Build what you will, but I will still buy a hades060 if it
hits a dealer over here. Maybe I am bias, but I love my TT
so a hades060 makes sense for me. ;-)

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From -8780417156098469786
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/08/02
Message-ID: <w57i5.194$no2.14240@news.goodnet.com>#1/1
X-Deja-AN: 653883059
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<3981cf4f$0$24230@znews.zetnet.co.uk> <ugkg5.579$Vr6.50976@news.goodnet.com>
<6yEh5.312$7g1.5066@nntpserver.swip.net> <8m93g1$7i7$1@draco.stochastik.rwth-
aachen.de> <HZXh5.534$7g1.8677@nntpserver.swip.net>
<Pine.MNT.4.10.10008022213190.238-100000@rakas>
<P65i5.103$Ft1.5975@nsw.nnrp.telstra.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965279196 207.98.182.250 (Wed, 02 Aug 2000 22:06:36 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 02 Aug 2000 22:06:36 MST
Newsgroups: comp.sys.atari.programmer

But if you have a 68000, you need an MMU, which increases the overall
cost/complication of the system. Would the 68060 get confused by the extra
MMU, since it has it's own, or...?

The thing I'm wondering is... can you have a dual 68040 or 68060 system and
then address/access data 64-bits across, allowing the use of DIMMs, instead
of 72-pin SIMMs for memory? Can you use SDRAM? Things of that nature...

Luposian

Mark Bedingfield <mark@baypc.com.au> wrote in message
news:P65i5.103$Ft1.5975@nsw.nnrp.telstra.net...
> Why not use 2 cpu's, it wont be expensive to slap in a 060 and an 000.
Just
> make it possible to switch. Same with the yamaha. Also I remember the
> Phantom talking about using a PIC, or Custom DSP to replace the ajax. All
> very possible...
>
> Mark Bedingfield
>
>
> Martin-Éric Racine <q-funk@funkyware.atari.org> wrote in message
> news:Pine.MNT.4.10.10008022213190.238-100000@rakas...
> > On 2000-8-2, David Holm <dholm@iname.com> wrote:
> >
> > > > Now if you want a 100% STE compatible system, that means you need:
> >
> > >

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> > --
> > Martin-Eric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> > Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
> >
>
>

From 3056704218075468920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Mark Bedingfield" <mark@baypc.com.au>
Subject: Re: Atari computers... reborn!
Date: 2000/08/03
Message-ID: <7M4i5.98$Ft1.5627@nsw.nnrp.telstra.net>#1/1
X-Deja-AN: 653848733
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<6yEh5.312$7g1.5066@nntpserver.swip.net>
<Pine.MNT.4.10.10008021245410.82-100000@rakas>
<MTXh5.533$7g1.9365@nntpserver.swip.net> <8m9iahalf1@draco.stochastik.rwth-aachen.de>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@telstra.net
X-Trace: nsw.nnrp.telstra.net 965269635 203.57.87.5 (Thu, 03 Aug 2000 12:27:15 EST)
Organization: Customer of Telstra Big Pond Direct
X-MSMail-Priority: Normal
NNTP-Posting-Date: Thu, 03 Aug 2000 12:27:15 EST
Newsgroups: comp.sys.atari.programmer

What causes the blitter to slow down? I have noticed on my Falcon it can be quite slow...

Mark Bedingfield

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in message news:8m9iahalf1@draco.stochastik.rwth-aachen.de...
> In article <MTXh5.533$7g1.9365@nntpserver.swip.net>,
> David Holm <dholm@iname.com> wrote:
> >No I'm not. NVDI, do you have a datasheet or url? Is this 100% blitter

> >compatible?
>
> NVDI is software - it replaces and enhances VDI (NVDI supplies a GDOS,
> vector fonts, functions for bezier curves, enhanced colour bitmap
functions
> etc.).
>
> And even on a normal, unaccelerated ST, it is faster than the ROM VDI with
> the help of the blitter. On an accelerated CPU, the blitter falls back
even
> more.
>
> cu
> Michael
> --
> In the beginning there was nothing, which exploded.

From 183488897437049481
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Mark Bedingfield" <mark@baypc.com.au>
Subject: Re: Atari computers... reborn!
Date: 2000/08/03
Message-ID: <P65i5.103$Ft1.5975@nsw.nnrp.telstra.net>#1/1
X-Deja-AN: 653854410
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<3981cf4f$0$24230@znews.zetnet.co.uk> <ugkg5.579$Vr6.50976@news.goodnet.com>
<6yEh5.312$7g1.5066@nntpserver.swip.net> <8m93g1$7i7$1@draco.stochastik.rwth-
aachen.de> <HZXh5.534$7g1.8677@nntpserver.swip.net>
<Pine.MNT.4.10.10008022213190.238-100000@rakas>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@telstra.net
X-Trace: nsw.nnrp.telstra.net 965271087 203.57.87.5 (Thu, 03 Aug 2000 12:51:27
EST)
Organization: Customer of Telstra Big Pond Direct
X-MSMail-Priority: Normal
NNTP-Posting-Date: Thu, 03 Aug 2000 12:51:27 EST
Newsgroups: comp.sys.atari.programmer

Why not use 2 cpu's, it wont be expensive to slap in a 060 and an 000. Just
make it possible to switch. Same with the yamaha. Also I remember the
Phantom talking about using a PIC, or Custom DSP to replace the ajax. All
very possible...

Mark Bedingfield

Martin-Eric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10008022213190.238-100000@rakas...
> On 2000-8-2, David Holm <dholm@iname.com> wrote:
>
> > > Now if you want a 100% STE compatible system, that means you need:
>
> >
> > I get your point. And of course you are 100% correct, I would
> > be better to make it a whole new atari. Then the big question
> > is, what do we want to keep from the old atari, and what do
> > we want to replace?
>
> Keep: TOS, MiNT and GEM as OS, and m68k as CPU architecture.
>
> --
> Martin-Eric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
>

From -7165383997510984131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Atari computers... reborn!
Date: 2000/08/03
Message-ID: <39890893.5798600@news.tmisnet.com>
X-Deja-AN: 653898262
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<3983e151.1917415@news.tmisnet.com> <42Zg5.766$Vr6.64223@news.goodnet.com>
Organization: Posted via Supernews, http://www.supernews.com
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: newsabuse@supernews.com

On Sun, 30 Jul 2000 09:54:28 -0700, "Jared Falvo" wrote:

>Now THAT is the kind of enthusiasm I'm looking for! YES! Not just the
>ever-popular "Little Red Hen" scenario (they wouldn't help with planting,
>watering, weeding or harvesting the wheat or making the wheat into bread,
>but oh... when it came time to EAT the bread, they were all there at the
>door)!
>
>Do you have the skills to pull this off or are you simply knowledgeable in
>GEM, in general, and are only offering up suggestions for a potential
>programmer?
>
>I need to know...

At this point, I'm a dreamer. If you're going to come

up with a new machine, it has to be forward-looking to
have a chance to survive and grow.

Other thoughts:

Generally, my suggestions spring from the following desires:
** Make the programming easy for the new programmer. That's
what got the early computers going, and that's what we need
to keep TOS/GEM going. That means clear documentation
with LOTS of examples!
** It is necessary to keep the computer experience as simple as
possible. The original ST, for example, could "sense" the
attached monitor as either "monochrome" or "color" without
requiring any adjustments by the user.
** Expandability is important, whether it is supporting a ludicrously
large amount of RAM, or providing daisy-chainable ports (such
as RS-485 or that new one they're using on the IBM/clone
platform).

Other thoughts:
** To stand out, the computer must do one thing VERY WELL, and
I think the built-in video-wall support will easily set the
machine apart from others, even if only 1 in a 1,000 customers
actually uses the video wall feature. In the past, people
associated the Atari with MIDI and music, the Amiga with the
"video toaster", the MacIntosh with "creative types", and clones
of the IBM-PC with "business". The Milan is aiming to be an
"Internet Appliance", the Amiga is currently down for the count,
so video applications look like a good area.
** Don't limit yourself to video, either, since the DSP-equipped
Falcon heralded the era of sound editing as well. Consider the
need to make TV commercials ... or complete features ... business
multimedia shows ... Music CD mastering ... animated shorts ...
visual training manuals ... live security systems with data
logging ... multimedia web pages ... there's a lot that needs
to be addressed!
** And how about some video peripherals? How about a VCR
designed to be controlled by computer? That would be
another use for the RS-485 port -- but you'd need a VCR that
supported the port and acted upon the commands received. And how
about an AM/FM tuner that is controlled by computer input, as
well. Why ... you could have a computer-controlled home-theatre
experience! And if not a complete VCR, how about a way to plug
in a camcorder video tape into the computer for direct
control/view/editing by video software?
** Don't forget the other purposes for computing: Word Processing,
Spreadsheeting, Databasing, Internetting, etc. But do one thing
extremely well.
** Multiple RS-232 port support (mentioned previously) is a nightmare
on the IBM PC, and is ignored on other machines. Providing OS
support (and back panel connectors) for 4, 8, or 10 simultaneous
serial connections will be an eye-opener. It could easily be used
as a "poor man's" networking method, or a "data concentrator" that

monitors 8 external instruments/peripherals from a central
location.

Actually, I kinda like the idea of a twin-processor system: 68000 with ROM TOS for compatibility purposes, and a 68060 -- or, even better, a pair of 68060's with flash rom OS -- for power users. You could add a new XBIOS function to the 68000's TOS (a function called during the power-on self-test) that performs a checksum on the 68060's flash rom on startup, taking over if it finds corruption. It would have the NEW ability to reprogram the flash rom from floppy / CD / the Internet. Without corruption, the 68000 would recognize a good checksum and allow booting to continue as specified in the startup sequence to run with either the 68060/flash system or the 68000/ROM system.

Heck, why not FOUR sockets for 68060's? Ship the basic unit with one 68000 and one 68060 and allow the OS to detect and support additional processors as they are installed. What's the fastest 68000 available these days, anyway? Could we use the same 80 MHz clock on both chips?

George Crissman
strads@tmisnet.com

>
>Besides, what better victory can there be when the enemy thinks you're dead
>and you end up sneaking up from behind them, tapping them on the shoulder,
>and smacking them upside the head as they turn around to see who it is! I
>would LOVE to see the look/reaction on people's faces when/if Atari is
>reborn making computer's again.
>
>And think not that the 040 is the end... oh, no... I plan for the 060 model
>and then the PowerPC (or whatever is the next step up from the 060) models
>and on into what the future may hold! From the beginning it was Motorola
>and it can be again!
>
>The Milan040/060 is, to me, nothing but a PC pie with an Atari crust... and
>from the look of it, they're trying to wean away from what Atari part is
>left in the Milan060
>
>Luposian
>----------
>George Crissman <strads@tmisnet.com> wrote in message
>news:3983e151.1917415@news.tmisnet.com...
>> I've been giving your post some additional thought,
>> and it seems like a bit of study of the capabilities
>> of GEM might be in order to ensure a truly amazing
>> machine.
>>
>> ------- Thought Number One: Video Screens ---------
>>
>> For example, the ability to open multiple workstations

>> means built-in support for multiple monitors. One
>> computer could support two real-time screens, either
>> side-by-side or one-atop-another to provide expanded
>> desktop space ... or two independently-running applications
>> (an excellent capability for a multitasking machine).
>>
>> But there's no need to stop at two, when you could have
>> support built-in for a 2x2, 3x3, or 4x4 video wall. A
>> few tweaks to the AES and you've got a feature offered
>> nowhere else -- but remember to put some monitor connectors
>> on the back panel for easily implementations! For starters,
>> I'd shoot for support of four simultaneous monitors but
>> would allow for expansion to 16 (i.e., the 4x4 video wall).
>>
>> ------- Thought Number Two: Mouse / Keyboard ---------
>>
>> A quick look at the hardware shows the keyboard has been
>> implemented as a stand-alone subsystem that plugs into
>> the motherboard as a peripheral. The keyboard also supports
>> the mouse and joyport.
>>
>> Considered as a subsystem, you could easily build in the availability
>> of additional keyboard/mouse combinations. Combined with the
>> multiple-monitor support (above), you've suddenly got multiple
>> workstation support on one computer. Great for data entry,
>> web surfing (imagine it's use at a Cyber Cafe!), and perfect
>> for gaming where each player has a set of controls!
>>
>> Assuming support for four monitors (above), I would suggest
>> built-in support for four /additional/ keyboard/mouse
>> peripherals using a 4-wire daisy-chaining interface such as
>> RS-485 (capable of supporting 31 unique devices using a
>> connector that looks suspiciously like a telephone "modular
>> plug"). The main keyboard would be reserved as the "console".
>>
>> That would mean a built-in keyboard/mouse/joystick and four
>> plug-in keyboard/mouse/joystick peripherals.
>>
>> Getting excited, yet? Good thing we've got MiNT available
>> to handle multiple users.
>>
>> ------- Thought Number Three: New AES Calls ---------
>>
>> Although Atari did upgrade the hardware, the AES portion of
>> GEM (the windowing part) did not receive the additional calls
>> needed for robust support of it.
>>
>> There has long been a need for joystick and joypad support!
>>
>> EVNT_jstick( ) and EVNT_jpad( ) would be welcome, as would
>> an update to EVNT_MULTI(... jstick ... jpad ...). Matching
>> VDI calls that would "sample the state", "wait for input",
>> and "wait for change of state" of the joystick and joypad

>> ports would be welcome.
>>
>> Naturally, there's more that's needed. But this gives you
>> the idea.
>>
>> ---
>>
>> Take some time to examine the VDI and AES calls and
>> you'll see many hints about the unused capabilities
>> of the OS (... such as a 16-button mouse or ten
>> simultaneous RS-232 serial ports) that could be
>> exploited fairly easily on your new machine.
>>
>> A look at history shows that Atari just threw the ST
>> together and got it to market as quickly as possible.
>> Now is the time to sit back, look at what GEM is truly
>> capable of accomplishing, and give it the hardware that
>> will cause it to sparkle and shine.
>>
>> And when you're done, it will be leading edge. Again.
>>
>> George Crissman
>> strads@tmisnet.com
>>
>>
>>
>> On Fri, 28 Jul 2000 08:57:59 -0700, "Jared Falvo"
>> <luposian@mailcity.com> wrote:
>>
>> >Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128
>3D
>> >chipset... this beast would amaze! Reply for details...
>> >
>> >Luposian
>> >
>> >
>> >
>>
>
>

From -1783694764309142109
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Re: Atari computers... reborn!
Date: 2000/08/03
Message-ID: <Pine.MNT.4.10.10008031303550.238-100000@rakas>#1/1
X-Deja-AN: 653965655

Content-Transfer-Encoding: 8BIT
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<3983e151.1917415@news.tmisnet.com> <42Zg5.766$Vr6.64223@news.goodnet.com>
<39890893.5798600@news.tmisnet.com>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Organization: Freenet Finland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 2000-8-3, George Crissman <strads@tmisnet.com> wrote:

> Other thoughts:
>
> ** Multiple RS-232 port support (mentioned previously) is a nightmare
> on the IBM PC, and is ignored on other machines.

One does not really need much more than this:

* Base10/100T Ethernet
* MIDI ports (in/out)
* RS-232 (DB-9, SCC-B)
* RS-422 (LAN, SCC-A)

Modem1 compatibility could be handled by software and forwarded
to the ESCC as Modem2. It's actually a very good idea to use an
ESCC, because it maintains backwards compatibility with previous
Atari practices for the MEGA-STE/TT/Falcon for LAN/Modem2, but it
is a much more reliable chip and still available.

--
Martin-Éric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From 4740630174619119942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: elfsoft@mindspring.com (John Kormylo)
Subject: Re: Atari computers... reborn!
Date: 2000/08/03
Message-ID: <8mc4bd$j1p$2@slb6.atl.mindspring.net>#1/1
X-Deja-AN: 654064675
Organization: E.L.F. Software
Newsgroups: comp.sys.atari.programmer

Here's one way to maintain compatibility for relatively low cost:
Get a VMEbus card cage, put a STE clone on one card, and use other
cards for improvements. Everything except the STE card can be
bought off the shelf.

The question is just how many other chips are needed, which depends
on how much software you want to maintain backward compatibility
with. The MFP and sound chip were used for a LOT of things not
supported by the OS.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
      Supporting the TT030
      100% Microsoft free!

From -2675858914462747208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: Atari computers... reborn!
Date: 2000/08/03
Message-ID: <8mc5ak$q7p$1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 654070356
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<MTXh5.533$7g1.9365@nntpserver.swip.net> <8m9iahalf1@draco.stochastik.rwth-
aachen.de> <7M4i5.98$Ft1.5627@nsw.nnrp.telstra.net>
X-Complaints-To: abuse@rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 965318804 18837 137.226.106.3 (3 Aug 2000
16:06:44 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 3 Aug 2000 16:06:44 GMT
Newsgroups: comp.sys.atari.programmer

In article <7M4i5.98$Ft1.5627@nsw.nnrp.telstra.net>,
Mark Bedingfield <mark@baypc.com.au> wrote:
>What causes the blitter to slow down? I have noticed on my Falcon it can be
>quite slow...

it does not slow down, but with a faster CPU, the relative factor between
CPU and blitter increases.

So yes, with a faster CPU, the slowdown expired by enabling the blitter is
more noticeable.

cu
Michael
--
In the beginning there was nothing, which exploded.

From 8268760287639432343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: Atari computers... reborn!
Date: 2000/08/03
Message-ID: <8mc5gg$q9j$1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 654071374
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<HZXh5.534$7g1.8677@nntpserver.swip.net>
<Pine.MNT.4.10.10008022213190.238-100000@rakas>
<P65i5.103$Ft1.5975@nsw.nnrp.telstra.net>
X-Complaints-To: abuse@rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 965318993 18875 137.226.106.3 (3 Aug 2000
16:09:53 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 3 Aug 2000 16:09:53 GMT
Newsgroups: comp.sys.atari.programmer

In article <P65i5.103$Ft1.5975@nsw.nnrp.telstra.net>,
Mark Bedingfield <mark@baypc.com.au> wrote:
>Why not use 2 cpu's, it wont be expensive to slap in a 060 and an 000. Just
>make it possible to switch. Same with the yamaha. Also I remember the

040 up and 00 have completely different bus interfaces, so this requires a
lot of extra logic.

What for? Those few programs that absolutely require a 68000 are best run on
a 68000 machine - ie. an old ST, which is available cheap/free.

cu
Michael
--
In the beginning there was nothing, which exploded.

From 1295386918488424738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ee7be2c567a761c,start
X-Google-Attributes: gid1115ce,public
From: "Oddball" <oddballatpremodedotcom>
Subject: Mintless C++?
Date: 2000/07/11
Message-ID: <963352584.14214.0.nnrp-06.9e98bad7@news.demon.co.uk>#1/1
X-Deja-AN: 645224165
X-NNTP-Posting-Host: premode.demon.co.uk:158.152.186.215
X-Trace: news.demon.co.uk 963352584 nnrp-06:14214 NO-IDENT
premode.demon.co.uk:158.152.186.215

X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Is there a (cheap or free) C++ compiler that would run on an STFM with 2.5 Mb and no hard disk?

From -8968737045076785781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cf03f1aa95bc17
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: Assembler and GNU
Date: 2000/07/12
Message-ID: <Pine.MNT.4.10.10007120029300.784-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 645235783
References: <39507FA0.60DBA6AE@siemens.at>
<Pine.MNT.4.10.10006211100030.106-100000@FreeMiNT.st.uni-magdeburg.de>
<3950A961.41FD0C9C@siemens.at>
<Pine.MNT.4.10.10006211553590.547-100000@FreeMiNT.st.uni-magdeburg.de>
<396B1EE5.E0517600@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 12 Jul 2000 00:29:13 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> > cpio is in the rpm bootstrapping archive too.
>
> Back again from vacation and once again a dumb question.

> I succeeded in converting the rpm archives to cpio but I haven't
> been able to depack them with cpio and didn't find a man or info
> page for cpio. So can anybody tell me the syntax to depack a cpio
> archive or where to look for a description ?

cpio --extract --make-directories <cpio archiv>

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 444385404702637844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c7e4cf76c71c745d,start
X-Google-Attributes: gid1115ce,public
From: =?iso-8859-1?Q?Rafa=B3?= Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Subject: Pictures
Date: 2000/07/12
Message-ID: <396C0C79.F49E502B@elektryk.ie.pwr.wroc.pl>#1/1
X-Deja-AN: 645354433
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@news.pwr.wroc.pl
X-Trace: panorama.wcss.wroc.pl 963382198 15776 156.17.32.156 (12 Jul 2000 06:09:58 GMT)
Organization: Politechnika Wroclawska
Mime-Version: 1.0
NNTP-Posting-Date: 12 Jul 2000 06:09:58 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

I'm looking for C (PureC) sources to show GIF and JPG files.

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

From -1745284956674293376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cf03f1aa95bc17
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Assembler and GNU
Date: 2000/07/13
Message-ID: <396D6D41.DA305A01@siemens.at>#1/1
X-Deja-AN: 645800637
Content-Transfer-Encoding: 7bit
References: <39507FA0.60DBA6AE@siemens.at>
<Pine.MNT.4.10.10006211100030.106-100000@FreeMiNT.st.uni-magdeburg.de>
<3950A961.41FD0C9C@siemens.at>
<Pine.MNT.4.10.10006211553590.547-100000@FreeMiNT.st.uni-magdeburg.de>
<396B1EE5.E0517600@siemens.at>
<Pine.MNT.4.10.10007120029300.784-100000@FreeMiNT.st.uni-magdeburg.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 963472622 13247 195.3.7.121 (13 Jul 2000 07:17:02 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 13 Jul 2000 07:17:02 GMT
Newsgroups: comp.sys.atari.programmer

Frank Naumann wrote:
> > I succeeded in converting the rpm archives to cpio but I haven't
> > been able to depack them with cpio and didn't find a man or info
> > page for cpio. So can anybody tell me the syntax to depack a cpio
> > archive or where to look for a description ?
>
> cpio --extract --make-directories <cpio archiv>

Thanks. But when I tried it nothing happened for the next fifteen
minutes and then I gave up ?!

So what I did was :

1. download xx.rpm
2. since rpm didn't work I tried :
3. rpm2cpio xx.rpm > xx.cpio
4. cpio --extract --make-directories xx.cpio

Any ideas ?
Gerhard

From -1313535337436133706

X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c7e4cf76c71c745d
X-Google-Attributes: gid1115ce,public
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Subject: Re: Pictures
Date: 2000/07/13
Message-ID: <WS3.a1af040b.77983562.arnaud.bercegeay@free.fr>#1/1
X-Deja-AN: 645830345
Content-Transfer-Encoding: 8bit
References: <396C0C79.F49E502B@elektryk.ie.pwr.wroc.pl>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp1.proxad.net 963480589 213.228.49.162 (Thu, 13 Jul 2000 11:29:49 MEST)
Organization: Guest of ProXad - France
MIME-Version: 1.0
NNTP-Posting-Date: Thu, 13 Jul 2000 11:29:49 MEST
Newsgroups: comp.sys.atari.programmer

Hi,

Rafa? Kawecki a ?crit:
>I'm looking for C (PureC) sources to show GIF and JPG files.

This is not exactly what you are looking for, but you can use
my lib "RIMM.LDG" (RIMM=RIM Manager). RIM are plug-in to Read IMage.
There is a RIM for GIF, another one for JPEG (very fast), and much more.

this is a LDG (Dynamique GEM library) which works well on
TOS/MiNT+NAES/MagiC... and you can use it with PureC, GCC, SozobonC
(i use sozobonx), GFA basic.....

You can download my programm RIRI2 from here:
http://perso.wanadoo.fr/arnaud.bercegeay/load_e.htm

This small programm just load a picture (using RIMM.LDG) and
display it in a GEM window.
the displaying/dithering/resize functions are done by SCREEN.LDG
so that it should work on all graphics cards.

All you need to run riri2 is in the zip file.

For now, most of the documentation is in french. If you have some
trouble with it, email me !

Bye,

--
Arnaud BERCEGEAY : mailto:bercegeay@atari.org
HTML Tidy for ATARI : http://tidy.atari.org
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/

From -8895434352070895368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cf03f1aa95bc17
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: Assembler and GNU
Date: 2000/07/13
Message-ID: <Pine.MNT.4.10.10007131249120.117-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 645850907
References: <39507FA0.60DBA6AE@siemens.at>
<Pine.MNT.4.10.10006211100030.106-100000@FreeMiNT.st.uni-magdeburg.de>
<3950A961.41FD0C9C@siemens.at>
<Pine.MNT.4.10.10006211553590.547-100000@FreeMiNT.st.uni-magdeburg.de>
<396B1EE5.E0517600@siemens.at>
<Pine.MNT.4.10.10007120029300.784-100000@FreeMiNT.st.uni-magdeburg.de>
<396D6D41.DA305A01@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 13 Jul 2000 12:49:52 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> Thanks. But when I tried it nothing happened for the next fifteen
> minutes and then I gave up ?!
>
> So what I did was :
>
> 1. download xx.rpm
> 2. since rpm didn't work I tried :
> 3. rpm2cpio xx.rpm > xx.cpio
> 4. cpio --extract --make-directories xx.cpio

Right, this work here fine. And nothing happens? No disc activity or so?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 2512455450509359376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b729ca78efa18413,start
X-Google-Attributes: gid1115ce,public
From: "daniel" <daniel@surfnett.de>
Subject: computer classic game emu cd-rom
Date: 2000/07/13
Message-ID: <963511687.924694@prophy>#1/1
X-Deja-AN: 645997333
Cache-Post-Path: prophy!unknown@195.211.177.45
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
X-Complaints-To: Gigabell Abuse Team <abuse@gigabell.net>
X-Trace: news.gigabell.net 963511688 93348 195.88.140.8 (13 Jul 2000 18:08:08 GMT)
Organization: Internet Provider Berlin
X-MSMail-Priority: Normal
X-Cache: nntpcache 2.4.0b1 (see http://www.nntpcache.org/)
NNTP-Posting-Date: 13 Jul 2000 18:08:08 GMT
Newsgroups: comp.sys.atari.programmer

Atari Amstrad Commodore Zx Spectrum Games Emu CD-ROM Bestellung

http://www.cclassic.de/

From 2435152659299441095
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,84ad8bc3e932e55
X-Google-Attributes: gid1115ce,public
From: Marcus Giebeler <giebel@gmx.de>
Subject: Re: Need PureC - no more in distribution!
Date: 2000/07/13
Message-ID: <396E1A0B.9EDA47F3@gmx.de>#1/1
X-Deja-AN: 646030082
Content-Transfer-Encoding: 8bit
References: <39605203.D21DED99@ghostlink.de>
X-Accept-Language: de
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: usenet@mail.uni-mainz.de
X-Trace: bambi.zdv.Uni-Mainz.DE 963517015 24753 134.93.174.110 (13 Jul 2000
19:36:55 GMT)
Organization: Johannes Gutenberg-Universitaet Mainz, Germany
Mime-Version: 1.0
NNTP-Posting-Date: 13 Jul 2000 19:36:55 GMT
Newsgroups: comp.sys.atari.programmer

Hi, I also search a version of pure c. do you have found a distribution
?
If yes, please mail me. giebel@gmx.de

Esselbach schrieb:

> Can somebody helps me? I need the PureC-IDE, but this is no more in
> distribution ...
>
> Frank

--

Marcus Giebeler
giebel@gmx.de

Wer k⍰mpft kann verlieren.
Wer nicht k⍰mpft hat bereits verloren.
Bertold Brecht

From 4744570253695161976
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,57b8534134010378,start
X-Google-Attributes: gid1115ce,public
From: "Steve" <power@atarist.com>
Subject: STuff for sale (incl. books + Atari 520STFM + Sampler)
Date: 2000/07/15
Message-ID: <39704e65@news.server.worldonline.co.uk>#1/1
X-Deja-AN: 646657354
X-Original-NNTP-Posting-Host: 212.188.152.162
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Trace: server12-lon1.london1.l3.net 963661417 212.49.224.15 (Sat, 15 Jul 2000
12:43:37 BST)
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sat, 15 Jul 2000 12:43:37 BST
Newsgroups: comp.sys.atari.programmer

Here's a list of some Atari ST stuff for sale. If you're interested or want
to know more, contact me, Steve, at power@atarist.com

I've given you the prices but you'll have to add postage to this... (I live
in London)

* * * * * * * * *

Atari 520STFM + owner's manual + mouse £10 (occasionally slightly temperamental but not a big deal. Sometimes the power cuts but just give it a little tap & it comes back on!)

Epson LX-100 dot-matrix printer. Excellent condition. £5

Joystick/mouse extension lead £1

Powerplay cruiser joystick. Good working order. £2

Master Sound Sampler (incl software & manual) £5

ST Basic Sourcebook and Tutorial £1

Atari ST Internals - The Authoritative Insider's Guide 500pp (Abacus Software) £3

HiSoft DevpacST 2 version 2 (including manual & pocket programming guide) £2

GFA Basic System 2 (including manual) £1.50

Atari ST original disks (£0.75 each unless otherwise stated) (* - includes instruction booklet)

Ranarama
Rampage/Wizball*
ST Basic
Oriental Games (2 disks)*
North & South*
Last Ninja 2*
Overlander*
Netherworld*
Zynaps*
Space Harrier (2 disks)*
Kick Off*
Ghouls 'n Ghosts (2 disks)*
R-Type (2 disks)*
Interphase
Enduro Racer*
Nebulus*
Silkworm
Star Wars*
Speedball*
Archipelagos*
Barbarian*
International Karate Plus*

Copied software (which is now LEGAL!) - £5 the lot

The Whattaheck Demo

Captain Blood
Grand Monster Slam
Xenon
Beyond the Ice Palace
Virus
Flood
Thunder Strike
Outrun
Carrier Command
Elite
Helter Skelter
Vixen
Star Goose
Rick Dangerous
Rick Dangerous 2
Yolanda
Bombuzal
Lombard RAC Rally
Centipede
Columns
Stunt Car Racer
Damocles
Mercenary - Return to Targ
Arkanoid 2
Northstar
Hitch-Hikers Guide to the Galaxy
Starglider
World Class Leaderboard
Wicked
Pac-Mania
Solomon's Key
Pepsi Challenge
Metrocross
Hellfire Attack
1943
Bomb Jack
The Empire Strikes Back
Vindicators
Revenge of the Mutant Camels
Cybernetix
Xevious
Ace Invaders
Xenon II
Skweek
Star Trek
Lemmings
Universal Item Selector II
Grav 2
Llamatron
Deep Lair
Bellum
Skulldiggery
Ammotrack

Blaster
Pentominoes
Chessnut
Recoil
Atoms
Roadblasters
Thrust
Supersprint
Prohibition
Driller
The Sentinel
Downfall
Cybernoid
Fuzzball
First Word Plus
Shufflepuck Cafe
Trailblazer
Eliminator
Dungeon Master
Return of the Jedi
Powerdrome

Don't worry! This e-mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.166 / Virus Database: 79 - Release Date: 20/06/00

From -8722184481515012010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9d06adbfea7084f4,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9d06adbfea7084f4,start
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: GNU and .o file help needed
Date: 2000/07/17
Message-ID: <3972BA78.54B3EF4B@siemens.at>#1/1
X-Deja-AN: 647244008
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 963820069 18162 195.3.7.121 (17 Jul 2000 07:47:49 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 17 Jul 2000 07:47:49 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

I'm working at a GNU project and have the problem, that my environment generates other .o files than the one of other people working at the same project (a800 emu) and the result of my compilation does not work while the others do. For the Atari platform we agreed on GNU C 2.91.66 and GAS 2.9. The first things when we tried to synchronize were bin/gcc and bin/gas where I gave up my slightly newer versions. Then I took over the include directory. That too didn't help.
Does anybody have an idea what other files would be needed for exact synchronisation so we could be sure to create exactly the same programs ?

Thanks
Gerhard

From -7326467626762766998
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9d06adbfea7084f4
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9d06adbfea7084f4
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: GNU and .o file help needed
Date: 2000/07/17
Message-ID: <Pine.MNT.4.10.10007171239180.106-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 647279606
References: <3972BA78.54B3EF4B@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 17 Jul 2000 12:39:08 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hello!

> Then I took over the include directory. That too didn't help.
> Does anybody have an idea what other files would be needed for exact
> synchronisation so we could be sure to create exactly the same
> programs ?

Same compiler, same binutils, same libraries.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -8894873052264320563
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,199124e6ecb7ab8b,start
X-Google-Attributes: gid1115ce,public
From: elfsoft@mindspring.com (John Kormylo)
Subject: NVM
Date: 2000/07/18
Message-ID: <8l20gr$ri6$1@slb6.atl.mindspring.net>#1/1
X-Deja-AN: 647825931
Organization: E.L.F. Software
Newsgroups: comp.sys.atari.programmer

***** E.L.F. Software *****
    Supporting the TT030
    100% Microsoft free!

From 3330139673334330043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,199124e6ecb7ab8b
X-Google-Attributes: gid1115ce,public
From: elfsoft@mindspring.com (John Kormylo)
Subject: NVM
Date: 2000/07/18
Message-ID: <8l2g7c$3qs$1@nntp9.atl.mindspring.net>#1/1
X-Deja-AN: 647931834
Organization: E.L.F. Software
Newsgroups: comp.sys.atari.programmer

Sorry about that last one. Haven't used Newsie before, but my
old Fidonet access doesn't work anymore.

I'm playing around with pseudo-random number generators, and
was thinking it would be a good idea to save the Random() seed
in NVM (non-volatile memory). That way you would get different
random numbers each time you boot up.

I can't find any info on which (if any) bytes in NVM are unused.
I dumped it, and found nulls in bytes 0-5, and several byte pairs
containing 0x123 scattered around. Anyone ever hacked into the
NVM before?

***** E.L.F. Software *****
    Supporting the TT030
    100% Microsoft free!

From 6367656465956961500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8642484927e8ff01,start
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: Data structures initialised at compile time
Date: 2000/07/19
Message-ID: <8l3p23$n7q$1@news.comnet.co.nz>#1/1
X-Deja-AN: 648120185
Content-Transfer-Encoding: 7bit
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: usenet@news.comnet.co.nz
X-Trace: news.comnet.co.nz 963995523 23802 131.203.242.151 (19 Jul 2000 08:32:03 GMT)
Organization: The Gluepot
X-MSMail-Priority: Normal
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Date: 19 Jul 2000 08:32:03 GMT
Newsgroups: comp.sys.atari.programmer

In a recent email conversation with someone, I was informed that Pure C has problems with data initialised at compile time.

The example they gave was

[quote]

```
typedef struct
{
  char one[10];
  char *two;
} FOO;
```

then the declaration

```
FOO s = {"foo","foo"};
```

doesn't work for s.two; it works for s.one, though. The only way to set s.two to "foo" is to explicitly assign it to the string, i.e. s.two="foo"; But this can only be done in a function.

[end quote]

Are there other compilers that suffer from this problem?

As my Toolbox DLL engine requires libraries to have a data structure defined and initialised at compile-time, this will make it difficult to write DLLs in Pure C, for those with that particular compiler.

(I am also told that the startup code is not supplied with that compiler, nor is it replacable)

How can I detect something compiled with Pure C, so I can act accordingly?

Or will I have to disallow Pure C as a DLL creation source?

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

From 9141730063238613524
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,199124e6ecb7ab8b
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: NVM
Date: 2000/07/19
Message-ID: <Pine.MNT.4.10.10007191316390.441-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 648155928
References: <8l2g7c$3qs$1@nntp9.atl.mindspring.net>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 19 Jul 2000 13:17:26 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> I'm playing around with pseudo-random number generators, and
> was thinking it would be a good idea to save the Random() seed
> in NVM (non-volatile memory). That way you would get different
> random numbers each time you boot up.

Current MiNT version have a so called random device (/dev/random) there
you can read real random numbers (calculated from interrupts, keyboard
events and so on).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 6169657394783210652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,199124e6ecb7ab8b
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: NVM
Date: 2000/07/20
Message-ID: <8l6mqe$621$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 648568034
References: <8l2g7c$3qs$1@nntp9.atl.mindspring.net>
<Pine.MNT.4.10.10007191316390.441-100000@FreeMiNT.st.uni-magdeburg.de>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Frank Naumann <fnaumann@freemint.de> wrote:
> Current MiNT version have a so called random device (/dev/random) there
> you can read real random numbers (calculated from interrupts, keyboard
> events and so on).

That's correct, but even with /dev/random you need a way to preserve the
entropy pool across reboots - otherwise, you'd have to wait quite some
time after each reboot before enough events have been collected to
generate secure random numbers.

And that's also necessary for /dev/urandom, even though this one only
generates computationally secure random numbers, because without a
random (enough) seed, any PRNG will spit out predictable numbers.

Usually, that preservation is done via a script that saves the current
state in a file and restores it on the next boot. The NVRAM won't be
suitable for this, anyway, as you'd have to store 512 bytes(!) of random
state information for /dev/random.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 4332086622158112566
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,199124e6ecb7ab8b
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: NVM
Date: 2000/07/20
Message-ID: <Pine.MNT.4.10.10007201803250.91-100000@TT030>#1/1
X-Deja-AN: 648854024
References: <8l2g7c$3qs$1@nntp9.atl.mindspring.net>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 964130566 209.143.8.9 (Thu, 20 Jul 2000 18:02:46 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Thu, 20 Jul 2000 18:02:46 EDT
Newsgroups: comp.sys.atari.programmer

I have many docs, even an actual Atari devkit and that
information was not given out and/or documented. There some
programs that deal with NVM, perhaps these would give clues?

On 18 Jul 2000, John Kormylo wrote:

> Sorry about that last one. Haven't used Newsie before, but my
> old Fidonet access doesn't work anymore.
>
> I'm playing around with pseudo-random number generators, and
> was thinking it would be a good idea to save the Random() seed
> in NVM (non-volatile memory). That way you would get different
> random numbers each time you boot up.
>
> I can't find any info on which (if any) bytes in NVM are unused.
> I dumped it, and found nulls in bytes 0-5, and several byte pairs
> containing 0x123 scattered around. Anyone ever hacked into the
> NVM before?

>
>
>
>
>
> ***** E.L.F. Software *****
>   Supporting the TT030
>   100% Microsoft free!
>
>

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 5262514385383759247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8642484927e8ff01
X-Google-Attributes: gid1115ce,public
From: Philipp =?iso-8859-1?Q?Donz=E9?= <PhilippDonze@gmx.ch>
Subject: Re: Data structures initialised at compile time
Date: 2000/07/20
Message-ID: <39775F03.5E275099@gmx.ch>#1/1
X-Deja-AN: 648916027
Content-Transfer-Encoding: 7bit
References: <8l3p23$n7q$1@news.comnet.co.nz>
X-Accept-Language: de-CH,de
Content-Type: text/plain; charset=us-ascii
X-Trace: 20 Jul 2000 22:21:58 +0100, 212.254.0.52
Organization: DataComm (Schweiz) AG
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> In a recent email conversation with someone, I was informed that Pure C
> has problems with data initialised at compile time.
ohh... has it ?? I didn't remark this till now... I will test it...

> (I am also told that the startup code is not supplied with that
> compiler, nor is it replacable)
That's not true. The startup code can be exchanged with a custom one.
For example PCMXSTRT.O I found in the MagiC Library. Just replace the
old PCSTART.O in the project file. Or write a own file. There aren't
any limits!

> How can I detect something compiled with Pure C, so I can act
> accordingly?
The macro __PUREC__ is defined.

> Or will I have to disallow Pure C as a DLL creation source?
No... please not. PureC is a good and stable programming environment.
There are lots of people who use it even today! (Me too)

Greetings
Philipp
--
==========
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari-computer.de

From 9194098315153250157
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8642484927e8ff01
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Data structures initialised at compile time
Date: 2000/07/21
Message-ID: <8l921s$3ht$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 649004293
Content-Transfer-Encoding: 8bit
References: <8l3p23$n7q$1@news.comnet.co.nz> <39775F03.5E275099@gmx.ch>
Organization: Technische Universitaet Darmstadt
Content-Type: text/plain; charset=ISO-8859-1
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i686))
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

Philipp Donz[?] <PhilippDonze@gmx.ch> wrote:
> That's not true. The startup code can be exchanged with a custom one.
> For example PCMXSTRT.O I found in the MagiC Library. Just replace the
> old PCSTART.O in the project file. Or write a own file. There aren't
> any limits!

Even better: The source of all Pure C's startup files (pcstart.o, pcxstart.o, and pcvstart.o) is included on the install disks, so you can even modify the existing ones to remove the bugs they have.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -4054907047559772701

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d9bd0e066187775,start
X-Google-Attributes: gid1115ce,public
From: elfsoft@mindspring.com (John Kormylo)
Subject: NVMaccess
Date: 2000/07/21
Message-ID: <8l9hccef1@slb0.atl.mindspring.net>#1/1
X-Deja-AN: 649086477
Organization: E.L.F. Software
Newsgroups: comp.sys.atari.programmer

Oops. If you try to get more than 48 bytes back from NVMaccess(),
you get nothing.

It appears that only the first 18 bytes of NVM are used. For the
curious, on my computer they are:

$0,$80,$d,$41,$44,$4,$5,$44,$50,$10,$41,$4,$24,$0,$5,$4,$0,$90

followed by nulls.

***** E.L.F. Software *****
    Supporting the TT030
    100% Microsoft free!

From 2266966658400879547
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1055eb,df29a7658b66ce54,start
X-Google-Attributes: gid1055eb,public
X-Google-Thread: f8760,df29a7658b66ce54,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,df29a7658b66ce54,start
X-Google-Attributes: gid1115ce,public
From: "w_a_lang" <w_a_lang@willinet.net>
Subject: How to tell which Atari Basic Revision that you have
Date: 2000/07/25
Message-ID: <snseqs2s3j175@corp.supernews.com>#1/1
X-Deja-AN: 650784076
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: newsabuse@supernews.com
Organization: Posted via Supernews, http://www.supernews.com
X-MSMail-Priority: Normal
Newsgroups: alt.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

The memory address that identifies which Basic that you have is 43234.

So when you start your Atari up, at the READY prompt, type in this command:
PRINT PEEK (43234)

You will get a value of 162 if it is Rev A Basic.

You will get a value of 96 if it is Rev B Basic.

You will get a value of 234 if it is Rev C Basic.

Amateur Atari historian and Devout Atari game player,
Wally

From 4449163490466500178
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ee7be2c567a761c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Mintless C++?
Date: 2000/07/27
Message-ID: <3981f133.35556507@news.demon.co.uk>#1/1
X-Deja-AN: 651200438
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <963352584.14214.0.nnrp-06.9e98bad7@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 964656365 nnrp-09:25629 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 11 Jul 2000 22:53:00 +0100, "Oddball" <oddballatpremodedotcom>
wrote:

>
>Is there a (cheap or free) C++ compiler that would run on an STFM with 2.5
>Mb and no hard disk?

I think you might have to resort to an emulator for program
development. :-|

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7011906741300674191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,21d3e93728a5f9e0,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10d9d0,21d3e93728a5f9e0,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,21d3e93728a5f9e0,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,21d3e93728a5f9e0,start
X-Google-Attributes: gid1056fc,public
From: Marek Dankowski <portfolio@atari.org>
Subject: Fonts for Papyrus
Date: 2000/07/27
Message-ID: <397F71C2.F79E347B@atari.org>#1/1
X-Deja-AN: 651476008
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=iso-8859-2
X-Complaints-To: abuse@tpsa.pl
X-Trace: news.tpnet.pl 964717673 212.160.13.89 (Thu, 27 Jul 2000 19:07:53 MET DST)
Organization: AM&P
MIME-Version: 1.0
Reply-To: portfolio@atari.org
NNTP-Posting-Date: Thu, 27 Jul 2000 19:07:53 MET DST
Newsgroups:
comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari
.tech

Hello.
I need some fonts for Papyrus with support for ISO 8859-2 (East and
Middle Europe).
Help me , please.
Send via e-mail or give me URL to receive.
--
Marek Dankowski.
portfolio@atari.org
---EOF---

From 7040241097689457377
X-Google-Language: POLISH,Latin2
X-Google-Thread: 111a55,21d3e93728a5f9e0
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10d9d0,21d3e93728a5f9e0
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1056fc,21d3e93728a5f9e0
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,21d3e93728a5f9e0
X-Google-Attributes: gid1115ce,public
From: "Piotr Kruzycki" <piotrk@panda.bg.univ.gda.pl>
Subject: Odp: Fonts for Papyrus
Date: 2000/07/27

Message-ID: <vD1g5.55837$pD2.1192638@news.tpnet.pl>#1/1
X-Deja-AN: 651566150
References: <397F71C2.F79E347B@atari.org>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@tpsa.pl
X-Trace: news.tpnet.pl 964732507 213.76.24.30 (Thu, 27 Jul 2000 23:15:07 MET DST)
Organization: TPNET - http://www.tpnet.pl
X-MSMail-Priority: Normal
NNTP-Posting-Date: Thu, 27 Jul 2000 23:15:07 MET DST
Newsgroups:
comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari
.tech

Hello,
I have some fonts for Papyrus (on Paskud CD's :-).. .. moze po naszemu??
:-) pewnie nie chodzi Tobie o fonty ktore s an plytce Paskuda ??? tam cos
nie tak jest z tablica znakow ... chyba?? jesli jednak nie masz ich (144
fonty) daj znac to wysle.....

pozdrawiam

piotr kruzycki

U⌂ytkownik Marek Dankowski <portfolio@atari.org> w wiadomo⌂ci do grup
dyskusyjnych napisa⌂:397F71C2.F79E347B@atari.org...
> Hello.
> I need some fonts for Papyrus with support for ISO 8859-2 (East and
> Middle Europe).
> Help me , please.
> Send via e-mail or give me URL to receive.
> --
> Marek Dankowski.
> portfolio@atari.org
> ---EOF---

From -7390028700464990804
X-Google-Language: POLISH,Latin2
X-Google-Thread: 111a55,21d3e93728a5f9e0
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10d9d0,21d3e93728a5f9e0
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1056fc,21d3e93728a5f9e0
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,21d3e93728a5f9e0
X-Google-Attributes: gid1115ce,public
From: Marek Dankowski <portfolio@atari.org>
Subject: Re: Odp: Fonts for Papyrus
Date: 2000/07/27

Message-ID: <397FBCA2.E148983F@atari.org>#1/1
X-Deja-AN: 651591533
Content-Transfer-Encoding: 8bit
References: <397F71C2.F79E347B@atari.org> <vD1g5.55837$pD2.1192638@news.tpnet.pl>
X-Accept-Language: en
Content-Type: text/plain; charset=iso-8859-2
X-Complaints-To: abuse@tpsa.pl
X-Trace: news.tpnet.pl 964736836 212.160.13.172 (Fri, 28 Jul 2000 00:27:16 MET
DST)
Organization: AM&P
MIME-Version: 1.0
Reply-To: portfolio@atari.org
NNTP-Posting-Date: Fri, 28 Jul 2000 00:27:16 MET DST
Newsgroups:
comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari
.tech

Piotr Kruzycki napisa(a):
>
> Hello,
> I have some fonts for Papyrus (on Paskud CD's :-)..

OK. Thanks for all.

--
Marek Dankowski.
portfolio@atari.org
---EOF---

From 1541447211276080269
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c7e4cf76c71c745d
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Pictures
Date: 2000/07/28
Message-ID: <398238f0.68056740@news.demon.co.uk>#1/1
X-Deja-AN: 651724305
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <396C0C79.F49E502B@elektryk.ie.pwr.wroc.pl>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 964770440 nnrp-14:12716 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 12 Jul 2000 08:13:13 +0200, Rafa Kawecki
<kawecki@elektryk.ie.pwr.wroc.pl> wrote:

>Hi,
>
>I'm looking for C (PureC) sources to show GIF and JPG files.

If memory serves, the TJPEG component for Borland C++ Builder comes
with full sources - iirc only the wrapper code is in C++ - the "jpeg"
stuff is in C.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8452442970277972018
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8642484927e8ff01
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: Re: Data structures initialised at compile time
Date: 2000/07/28
Message-ID: <8lrl5v$2qlf$1@news.comnet.co.nz>#1/1
X-Deja-AN: 651751867
Content-Transfer-Encoding: 8bit
References: <8l3p23$n7q$1@news.comnet.co.nz> <39775F03.5E275099@gmx.ch>
<8l921s$3ht$1@sun27.hrz.tu-darmstadt.de>
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: usenet@news.comnet.co.nz
X-Trace: news.comnet.co.nz 964777983 92847 131.203.242.65 (28 Jul 2000 09:53:03
GMT)
Organization: The Gluepot
X-MSMail-Priority: Normal
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Date: 28 Jul 2000 09:53:03 GMT
Newsgroups: comp.sys.atari.programmer

"Thomas Binder" <gryf@hrzpub.tu-darmstadt.de> wrote ...
> Philipp Donz[?] <PhilippDonze@gmx.ch> wrote:
> > That's not true. The startup code can be exchanged with a custom
one.
> > For example PCMXSTRT.O I found in the MagiC Library. Just replace
the
> > old PCSTART.O in the project file. Or write a own file. There aren't
> > any limits!
>
> Even better: The source of all Pure C's startup files (pcstart.o,
> pcxstart.o, and pcvstart.o) is included on the install disks, so you

can
> even modify the existing ones to remove the bugs they have.

That's great to know.

What initialisation does it do? (I've never seen/used Pure C - I do my development in Lattice C v5.60 and Devpac 3.1 assembler. Prior to that I used Megamax C and Laser C - IIRC all of which supplied startup code which could be altered)

Will it go crazy if one replaces the startup code with a simple "jmp LibInit" assembly instruction?

My DLL manager [called "The Toolbox"] is nearing a releasable state - complete with the 391 yet-to-be-discovered bugs and 27 inconsistencies. :-) Hopefully it'll be useful/usable after the 8 years I've spent developing it. All it requires is 32k RAM for itself, and AFAICT, it works well with MINT, but it isn't required.

After it has checked that the library being loaded is actually a Toolbox library (a structure must be defined at the start of the initialised data segment with known constant values), it does a subroutine call to the beginning of the text segment, which is assumed to be the LibInit function, which will allow the library to initialise itself, and check that the Toolbox version loading it is correct and return a success/fail code to the Toolbox.

(Normal startup code AFAICR, will parse the command line into argc and argv, setup internal buffers call main() and then do a GEMDOS Pterm() which makes it unsuitable to use as library startup code)

From -95069105607858986
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8642484927e8ff01
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: Re: Data structures initialised at compile time
Date: 2000/07/28
Message-ID: <8lrpn8$2urg$1@news.comnet.co.nz>#1/1
X-Deja-AN: 651769661
Content-Transfer-Encoding: 8bit
References: <8l3p23$n7q$1@news.comnet.co.nz> <39775F03.5E275099@gmx.ch>
<8l921s$3ht$1@sun27.hrz.tu-darmstadt.de>
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: usenet@news.comnet.co.nz
X-Trace: news.comnet.co.nz 964782632 97136 131.203.242.93 (28 Jul 2000 11:10:32

GMT)
Organization: The Gluepot
X-MSMail-Priority: Normal
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
NNTP-Posting-Date: 28 Jul 2000 11:10:32 GMT
Newsgroups: comp.sys.atari.programmer

(Apologies for the near duplicate posting - unfortunately I hadn't added my signature to the message and a few parts of the post needed reworking)

"Thomas Binder" <gryf@hrzpub.tu-darmstadt.de> wrote ...
> Philipp Donz[?] <PhilippDonze@gmx.ch> wrote:
> > That's not true. The startup code can be exchanged with a custom one.
> > For example PCMXSTRT.O I found in the MagiC Library. Just replace the
> > old PCSTART.O in the project file. Or write a own file. There aren't
> > any limits!
>
> Even better: The source of all Pure C's startup files (pcstart.o,
> pcxstart.o, and pcvstart.o) is included on the install disks, so you
> can even modify the existing ones to remove the bugs they have.

That's great to know.

What initialisation does it do?

If it's like other C compilers it will generally parse the command line into argc and argv, setup internal buffers, call main() and then do a GEMDOS Pterm().

(I've never seen/used Pure C - I do my development in Lattice C v5.60 and Devpac 3.1 assembler. Prior to that I used Megamax C and Laser C - IIRC all of those C compilers supplied startup code which could be altered or replaced)

Will Pure C go crazy if one replaces the startup code with a simple "jmp LibInit" assembly instruction?

My DLL manager [called "The Toolbox"] is nearing a releasable mid/late beta state - complete with the 391 yet-to-be-discovered bugs and 27 inconsistencies. ;-)

Hopefully it'll be useful/usable to others after the 8 years I've spent developing it. All it requires is 32k RAM for itself, and AFAICT, it works well with MINT, but doesn't require it.

After it has checked that the library being loaded is actually a Toolbox library (a structure must be defined at the start of the initialised

data segment with known constant values), it does a subroutine call to
the beginning of the text segment, which is assumed to be the LibInit
function, which will allow the library to initialise itself, and check
that the Toolbox version loading it is correct and return a success/fail
code to the Toolbox so it can either continue/abort the library load.

The command line parsing and especially the final Pterm() make normal
app startup code unsuitable to use as library startup code

--

Due to the amount of junkmail I've received in the past, this message
has bogus From and ReplyTo names and addresses. I can be contacted via
an intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

From 195276261803462140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25,start
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Atari computers... reborn!
Date: 2000/07/28
Message-ID: <61ig5.568$Vr6.50246@news.goodnet.com>#1/1
X-Deja-AN: 651853449
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 964799682 63.140.5.70 (Fri, 28 Jul 2000 08:54:42 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Fri, 28 Jul 2000 08:54:42 MST
Newsgroups: comp.sys.atari.programmer

Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
chipset... this beast would amaze! Reply for details...

Luposian

From 1879821751085244621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: Odd Skancke <oskancke@online.no>
Subject: Re: Atari computers... reborn!

Date: 2000/07/28
Message-ID: <Pine.MNT.4.10.10007281815110.813-100000@online.no>#1/1
X-Deja-AN: 651860884
References: <61ig5.568$Vr6.50246@news.goodnet.com>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: news-abuse@online.no
X-Trace: news1.online.no 964800981 130.67.53.38 (Fri, 28 Jul 2000 18:16:21 MET DST)
Organization: Telenor Online Public Access
MIME-Version: 1.0
Reply-To: oskancke@online.no
NNTP-Posting-Date: Fri, 28 Jul 2000 18:16:21 MET DST
Newsgroups: comp.sys.atari.programmer

On Fri, 28 Jul 2000, Jared Falvo wrote:

> Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
> chipset... this beast would amaze! Reply for details...

Ok, I'm curious... tell me more

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

From 3591691854197324587
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2e209f8634c35996,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,2e209f8634c35996,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,2e209f8634c35996,start
X-Google-Attributes: gid1115ce,public
From: Geert.Poels@NO_SPAM_PLEASE.skynet.be (Geert Poels)
Subject: Borland compiler
Date: 2000/07/28
Message-ID: <3981b829.32235607@news.skynet.be>#1/1
X-Deja-AN: 651868498
X-Complaints-To: abuse@skynet.be
X-Trace: news1.skynet.be 964802456 6474 62.4.161.93 (28 Jul 2000 16:40:56 GMT)
Organization: Belgacom Skynet SA/NV
NNTP-Posting-Date: 28 Jul 2000 16:40:56 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

hi,

To my surprise, I came across a very old (nov. '89) review of Borland
Turbo C 1.1 for Atari .. .

Anyone ever encountered it ?

Geert

From 3220691288083872562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2e209f8634c35996
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2e209f8634c35996
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2e209f8634c35996
X-Google-Attributes: gid109a67,public
From: "Jean LUSETTI" <jlusetti@libertysurf.fr>
Subject: Re: Borland compiler
Date: 2000/07/28
Message-ID: <8lseia$bh5$1@news5.isdnet.net>#1/1
X-Deja-AN: 651877189
References: <3981b829.32235607@news.skynet.be>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: abuse@isdnet.net
X-Trace: news5.isdnet.net 964803978 11813 213.36.121.65 (28 Jul 2000 17:06:18 GMT)
X-MSMail-Priority: Normal
NNTP-Posting-Date: 28 Jul 2000 17:06:18 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

> To my surprise, I came across a very old (nov. '89) review of Borland
> Turbo C 1.1 for Atari .. .
>
> Anyone ever encountered it ?

Hi !

It seems that Pure Software bought the license for the standard C librairies
from Borland.
So you can see Borland on Turbo C for ATARI (note that Turbo C was also the
name of one of the first Borland C compiler on PC)
After, Pure Software decided to call it "Pure C", but the standard
librairies are licensed by Borland.

See you, Jean
Site WEB : http://vision.atari.org , http://www.multimania.com/jlusetti
E-Mail : jlusetti@multimania.com

From 1314104237866816403

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/07/28
Message-ID: <2Mjg5.576$Vr6.50819@news.goodnet.com>#1/1
X-Deja-AN: 651892192
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 964806782 63.140.5.70 (Fri, 28 Jul 2000 10:53:02 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Fri, 28 Jul 2000 10:53:02 MST
Newsgroups: comp.sys.atari.programmer

Ok, we all know that Atari is dead and gone, right? The Tramiel's killed the company outright (and after saving the company too! *sigh*). All it is now, is a brandname for Hasbro and their PC game packs. Sad, isn't it?

Atari technology is dated in the extreme. No support from Atari (gee, I wonder why?) and 3rd party companies have all but dried up and gone elsewhere or died out completely.

But I have always wanted to see a computer made that was the BEST it could possibly be. Think of it as the Atari ST on Mega Steroids!

Never gonna happen, is it? Well... not unless a few (or more) determined Atari ST programmers, enthusiasts, and technical types team up and help make it a reality.

While we can't bring Atari back from the dead... well, we *might* be able to in the future, if we play our cards right today... we can create the fresh beginnings of an Atari system revival in the form of a new system!

Think of it... GEM has been GPL'd. If we build a system, based on the 68040, that runs a classic Atari ST (68000) emulator in ROM, while a second EEPROM (containing an updatable version of GEM) contains "GEM2000" or whatever, programmers and developers can slowly port their ST apps to run on the 68040 for GEM2000.

With enough support from end users, developers, programmers, and a licensing agreement from Caldera (concerning GEM), we might just be able to revive the past into a new future.

With enough financial resources (from sales of this new system), we *might* be able to buy the company hardware rights to the Atari name from Hasbro, thus restoring the Atari computer hardware name and bringing basck Atari as a brand that sells computers again!

It may seem far-fetched, impossible, unlikely, or just plain foolish, but think about this:

People believed that Windows and MacOS were the only choices and that making another OS would be utterly foolish... along comes Jean-Louis Gassee.

Luposian

Odd Skancke <oskancke@online.no> wrote in message
news:Pine.MNT.4.10.10007281815110.813-100000@online.no...
> On Fri, 28 Jul 2000, Jared Falvo wrote:
>
> > Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128
3D
> > chipset... this beast would amaze! Reply for details...
>
>
> Ok, I'm curious... tell me more
>
> Regards,
>
> Odd Skancke - ozk@atari.org - http://assemsoft.atari.org
>
>

From -8776916081441730511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: gaz+liz@zetnet.co,uk (Gary)
Subject: Re: Atari computers... reborn!
Date: 2000/07/28
Message-ID: <3981cf4f$0$24230@znews.zetnet.co.uk>#1/1
X-Deja-AN: 651901956
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com>
X-Trace: znews.zetnet.co.uk 964808527 24230 194.247.43.1
Organization: AMC/Atari Preservation Soc.
Newsgroups: comp.sys.atari.programmer

Take a look at http://www.milan-computer.de
I think somebody's beaten you to it?! ;-)
68060 version due out later this year too! 8-)))
Gary.

On 28 Jul 2000 10:56:19 , "Jared Falvo" wrote:
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>it a reality.
>
> (etc.)...
>Luposian

--

```
* @ !T!   * all things Atari, electric guitarry & American car-ry! *
*  .!A!.  * - - - - - - - - -+- - - - - - - - - * 390  _____/ V8  *
*  //R\\  * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--.  *
* // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
```

From -7022888569544742797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/07/28
Message-ID: <ugkg5.579$Vr6.50976@news.goodnet.com>#1/1
X-Deja-AN: 651903578
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 964808858 63.140.5.70 (Fri, 28 Jul 2000 11:27:38 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Fri, 28 Jul 2000 11:27:38 MST
Newsgroups: comp.sys.atari.programmer

But it ISN'T an Atari! It's a patched-together "we're building them to
support the dying Atarians" effort. And, it's in Germany, not the USA. I'm
talking about reviving the Atari brand in the US!

Luposian

<gaz+liz@zetnet.co>; <uk (Gary)> wrote in message

news:3981cf4f$0$24230@znews.zetnet.co.uk...
> Take a look at http://www.milan-computer.de
> I think somebody's beaten you to it?! ;-)
> 68060 version due out later this year too! 8-)))
> Gary.
>
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> --
>
> * @ !T!   * all things Atari, electric guitarry & American car-ry! *
> * .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
> * file://R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--. *
> * // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *

From 3845741752352866944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c1a0a1b0aca7387,start
X-Google-Attributes: gid1115ce,public
From: "Vlierus" <vlierus@hotmail.com>
Subject: Falcon Emu?
Date: 2000/07/29
Message-ID: <39822b6b$0$3303@reader4>#1/1
X-Deja-AN: 652016501
X-Server-Date: 29 Jul 2000 00:55:07 GMT
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Abuse-Info: Otherwise we will be unable to process your complaint properly
X-Complaints-To: http://www.casema.net/abuse

X-Trace: reader4 964832107 3303 195.96.115.136
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Hello,

Does anyone know if there is a Falcon Emu? or is someone busy to make it?

TIA

From -1216309934991693670
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Subject: Re: Atari computers... reborn!
Date: 2000/07/29
Message-ID: <9dAg5.5463$Dw6.13452@newsfeed.slurp.net>#1/1
X-Deja-AN: 652136085
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com>
X-Trace: newsfeed.slurp.net 964874181 208.141.202.110 (Sat, 29 Jul 2000 07:36:21
CDT)
Organization: I.M.A.G.E.
NNTP-Posting-Date: Sat, 29 Jul 2000 07:36:21 CDT
Newsgroups: comp.sys.atari.programmer

On 28 Jul 2000 11:30:56 , "Jared Falvo" wrote:
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>
>Luposian

Well I would love to see it. Count on me to help in any way I can. I would
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Edward S. Baiz Jr.
    (Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
 Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 7595070080866216333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: gaz+liz@zetnet.co,uk (Gary)
Subject: Re: Atari computers... reborn!
Date: 2000/07/29
Message-ID: <3982f129$0$24231@znews.zetnet.co.uk>#1/1
X-Deja-AN: 652165041
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com>
X-Trace: znews.zetnet.co.uk 964882729 24231 194.247.40.182
Newsgroups: comp.sys.atari.programmer

That would be nice, I'm all for that - if we're still allowed to buy
American computers this side of the pond by the time you get it built.
We're being invaded by European legislation at the moment. They've
taken away our inches, feet and pounds, and are forcing us to use some
weird things called metres and kilogrammes. Now they want to stop us
having our own money and use Euro-money, and are trying to force big
American cars into the scrapyards by whopping up the taxes. I can
see them objecting to us using American computers next... but I digress,
my STe is painfully slow on the internet and I want a replacement
(but not a PC) - so get one built quickly! Meanwhile, I'm off for a
drive in my Dodge while I still can!
Gary.

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From 236267438692283644
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>

Subject: Re: Atari computers... reborn!
Date: 2000/07/29
Message-ID: <yrDg5.658$Vr6.57750@news.goodnet.com>#1/1
X-Deja-AN: 652183800
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <9dAg5.5463$Dw6.13452@newsfeed.slurp.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 964887390 209.54.113.210 (Sat, 29 Jul 2000 09:16:30 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sat, 29 Jul 2000 09:16:30 MST
Newsgroups: comp.sys.atari.programmer

Actually, from the looks of it, Milan Computers, I think, owns the rights to TOS. Unless their English is mixed up in some way. Thus, reviving the Atari brand name in America might be more difficult, especially if it uses the same OS... but... if it phased from the old into the new (something still all-in-one integrated, like the ST/TT/Falcon has, but much more powerful), using my ST emulator in ROM concept...

But if this is going to work, we need to put together teams of people willing/able to make it happen. Unfortunately, I'm little mroe than an idea man without even the money I used to have to make things happen. Married life seems to have depleted my reserves for some odd reason... :-)

But it all has to start somewhere...

We need:

->Programmers to look at GPL'd OS's like CP/M-68K, GEM, FreeDOS, MinT, etc. An OS that isn't in common usage today. To that we would add a new GUI (I can work on the art/graphics/functions for that) and work on porting it to the 68040 or improving it to work better on such a processor.

->Enthusiasts (people who are still die-hard Atarians who still own them and use them regularly) to buy the system.

-> System designers to help draw up schematics of what the system's motherboard will look like with all the parts integrated.

-> People with money to help finance this whole deal and start a US-based computer company that will (hopefully) become Atari once again.

From what I've seen, the Milan040 "Atari ST" computer is a serious hodge-podge of PC motherboard design, mixed with a 68040 processor and a mutant TOS. It may look like it's an Atari onscreen, but I think what they've done is taken the corpse of the Falcon030 and thrust it into the vile den of PCdom (slots galore with all the compatibility issues (is this or that card supported by MutanTOS?) and plain motherboard ugliness and a

tower case. Not how I envisioned my future Atari to look/act at all.

Luposian
--
Judy Falvo
www.flowersnfliers.com
Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote in message
news:9dAg5.5463$Dw6.13452@newsfeed.slurp.net...
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> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

From 9134276660600803964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: Atari computers... reborn!
Date: 2000/07/29
Message-ID: <Pine.MNT.4.10.10007291622160.79-100000@TT030>#1/1
X-Deja-AN: 652245798
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 964902256 209.143.8.23 (Sat, 29 Jul 2000 16:24:16 EDT)
Organization: bright.net Ohio

MIME-Version: 1.0
NNTP-Posting-Date: Sat, 29 Jul 2000 16:24:16 EDT
Newsgroups: comp.sys.atari.programmer

On Fri, 28 Jul 2000, Jared Falvo wrote:

> But it ISN'T an Atari! It's a patched-together "we're building them to
> support the dying Atarians" effort. And, it's in Germany, not the USA. I'm
> talking about reviving the Atari brand in the US!

I think no matter what you do there is always going to be some
level of "patched-together" as you put it. No one has the
back bone or possibly the resources to design or redesign
custom chips and that is what made the Atari somewhat what
it is. It's is far to easy and cost effective to retro fit
some current card slot (PCI) and such into a clone.

Lonny Pursell   atari AT bright DOT net   www.bright.net/~atari/

From 6307050917369781874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Atari computers... reborn!
Date: 2000/07/30
Message-ID: <39839b2d.14699116@news.tmisnet.com>#1/1
X-Deja-AN: 652329346
References: <61ig5.568$Vr6.50246@news.goodnet.com>
Organization: Posted via Supernews, http://www.supernews.com
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: newsabuse@supernews.com

You know ... if you were the designated US Importer
for the Milan 040 / 060 machines while working on
your project, you'd have a fairly good stream of
income for awhile. And if you pushed the Milans
REALLY HARD from an advertising standpoint, you might
even get past the purists to the home users who are
unhappy with Windows but are trapped in the
"compatibility" mindset.

It would be easy to build a base that way, then
"upsell" to your fully developed machine when it
is ready in a couple of years. Even home computers
are expected to be networkable, both with LANs and
the Internet, and that is likely to take a lot of
development effort right there.

I know I'm going to get a Milan II ... I've promised
myself I'll get one ... but I'd like to buy one from
a US dealer (like chro_Magic, for example) -- but the
dealers need a US Importer to handle them.

<hint><hint>

George Crissman
strads@tmisnet.com

On Fri, 28 Jul 2000 08:57:59 -0700, "Jared Falvo"
<luposian@mailcity.com> wrote:

>Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
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>Luposian
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>
>

From -8363118809985983338
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Atari computers... reborn!
Date: 2000/07/30
Message-ID: <3983e151.1917415@news.tmisnet.com>#1/1
X-Deja-AN: 652379817
References: <61ig5.568$Vr6.50246@news.goodnet.com>
Organization: Posted via Supernews, http://www.supernews.com
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: newsabuse@supernews.com

I've been giving your post some additional thought,
and it seems like a bit of study of the capabilities
of GEM might be in order to ensure a truly amazing
machine.

------- Thought Number One: Video Screens ---------

For example, the ability to open multiple workstations
means built-in support for multiple monitors. One
computer could support two real-time screens, either
side-by-side or one-atop-another to provide expanded
desktop space ... or two independently-running applications
(an excellent capability for a multitasking machine).

But there's no need to stop at two, when you could have support built-in for a 2x2, 3x3, or 4x4 video wall. A few tweaks to the AES and you've got a feature offered nowhere else -- but remember to put some monitor connectors on the back panel for easily implementations! For starters, I'd shoot for support of four simultaneous monitors but would allow for expansion to 16 (i.e., the 4x4 video wall).

------- Thought Number Two: Mouse / Keyboard ---------

A quick look at the hardware shows the keyboard has been implemented as a stand-alone subsystem that plugs into the motherboard as a peripheral. The keyboard also supports the mouse and joyport.

Considered as a subsystem, you could easily build in the availability of additional keyboard/mouse combinations. Combined with the multiple-monitor support (above), you've suddenly got multiple workstation support on one computer. Great for data entry, web surfing (imagine it's use at a Cyber Cafe!), and perfect for gaming where each player has a set of controls!

Assuming support for four monitors (above), I would suggest built-in support for four /additional/ keyboard/mouse peripherals using a 4-wire daisy-chaining interface such as RS-485 (capable of supporting 31 unique devices using a connector that looks suspiciously like a telephone "modular plug"). The main keyboard would be reserved as the "console".

That would mean a built-in keyboard/mouse/joystick and four plug-in keyboard/mouse/joystick peripherals.

Getting excited, yet? Good thing we've got MiNT available to handle multiple users.

------- Thought Number Three: New AES Calls ---------

Although Atari did upgrade the hardware, the AES portion of GEM (the windowing part) did not receive the additional calls needed for robust support of it.

There has long been a need for joystick and joypad support!

EVNT_jstick( ) and EVNT_jpad( ) would be welcome, as would an update to EVNT_MULTI(... jstick ... jpad ...). Matching VDI calls that would "sample the state", "wait for input", and "wait for change of state" of the joystick and joypad ports would be welcome.

Naturally, there's more that's needed. But this gives you the idea.

Take some time to examine the VDI and AES calls and
you'll see many hints about the unused capabilities
of the OS (... such as a 16-button mouse or ten
simultaneous RS-232 serial ports) that could be
exploited fairly easily on your new machine.

A look at history shows that Atari just threw the ST
together and got it to market as quickly as possible.
Now is the time to sit back, look at what GEM is truly
capable of accomplishing, and give it the hardware that
will cause it to sparkle and shine.

And when you're done, it will be leading edge. Again.

George Crissman
strads@tmisnet.com

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<luposian@mailcity.com> wrote:

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>chipset... this beast would amaze! Reply for details...
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>
>
>

From 4482853410211938656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: vdjole@EUnet.yu (Djordje Vukovic)
Subject: Re: Atari computers... reborn!
Date: 2000/07/30
Message-ID: <8m10bk$70t$1@SOLAIR2.EUnet.yu>#1/1
X-Deja-AN: 652397612
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<3983e151.1917415@news.tmisnet.com>
X-Complaints-To: abuse@EUnet.yu
X-Trace: SOLAIR2.EUnet.yu 964953268 7197 213.240.1.223 (30 Jul 2000 10:34:28 GMT)
Organization: Public news server of EUnet Yugoslavia
NNTP-Posting-Date: 30 Jul 2000 10:34:28 GMT
Newsgroups: comp.sys.atari.programmer

On 30 Jul 2000 08:44:26 , George Crissman wrote:

>------- Thought Number One: Video Screens ---------
>
>For example, the ability to open multiple workstations
>means built-in support for multiple monitors. One
>computer could support two real-time screens, either
>side-by-side or one-atop-another to provide expanded
>desktop space ... or two independently-running applications
>(an excellent capability for a multitasking machine).
>
>But there's no need to stop at two, when you could have
>support built-in for a 2x2, 3x3, or 4x4 video wall. A
>few tweaks to the AES and you've got a feature offered

>nowhere else --

If I remember correctly, QNX (with Photon GUI) which networks
so easily that other machines are practically seen as an
extension of memory and other resources of the controller,
can support a screen with resolution of 32768x32768 pixels.
This "screen" can be distributed on several computers with
their monitors and you can, for example, drag an open window
from one monitor to another.

Btw. QNX (being small, fast, reliable and free) has recently been
suggested in comp.sys.atari.st as a possible new kernel for
Atari (clones) OS.

From 2044001660563837073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/07/30
Message-ID: <42Zg5.766$Vr6.64223@news.goodnet.com>#1/1
X-Deja-AN: 652473456
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<3983e151.1917415@news.tmisnet.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 964975872 216.172.206.129 (Sun, 30 Jul 2000 09:51:12
MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sun, 30 Jul 2000 09:51:12 MST
Newsgroups: comp.sys.atari.programmer

Now THAT is the kind of enthusiasm I'm looking for! YES! Not just the
ever-popular "Little Red Hen" scenario (they wouldn't help with planting,

watering, weeding or harvesting the wheat or making the wheat into bread, but oh... when it came time to EAT the bread, they were all there at the door)!

Do you have the skills to pull this off or are you simply knowledgeable in GEM, in general, and are only offering up suggestions for a potential programmer?

I need to know...

Besides, what better victory can there be when the enemy thinks you're dead and you end up sneaking up from behind them, tapping them on the shoulder, and smacking them upside the head as they turn around to see who it is! I would LOVE to see the look/reaction on people's faces when/if Atari is reborn making computer's again.

And think not that the 040 is the end... oh, no... I plan for the 060 model and then the PowerPC (or whatever is the next step up from the 060) models and on into what the future may hold! From the beginning it was Motorola and it can be again!

The Milan040/060 is, to me, nothing but a PC pie with an Atari crust... and from the look of it, they're trying to wean away from what Atari part is left in the Milan060

Luposian

George Crissman <strads@tmisnet.com> wrote in message
news:3983e151.1917415@news.tmisnet.com...
> I've been giving your post some additional thought,
> and it seems like a bit of study of the capabilities
> of GEM might be in order to ensure a truly amazing
> machine.
>
> ------- Thought Number One: Video Screens ---------
>
> For example, the ability to open multiple workstations
> means built-in support for multiple monitors. One
> computer could support two real-time screens, either
> side-by-side or one-atop-another to provide expanded
> desktop space ... or two independently-running applications
> (an excellent capability for a multitasking machine).
>
> But there's no need to stop at two, when you could have
> support built-in for a 2x2, 3x3, or 4x4 video wall. A
> few tweaks to the AES and you've got a feature offered
> nowhere else -- but remember to put some monitor connectors
> on the back panel for easily implementations! For starters,
> I'd shoot for support of four simultaneous monitors but
> would allow for expansion to 16 (i.e., the 4x4 video wall).
>
> ------- Thought Number Two: Mouse / Keyboard ---------
>

> A quick look at the hardware shows the keyboard has been
> implemented as a stand-alone subsystem that plugs into
> the motherboard as a peripheral. The keyboard also supports
> the mouse and joyport.
>
> Considered as a subsystem, you could easily build in the availability
> of additional keyboard/mouse combinations. Combined with the
> multiple-monitor support (above), you've suddenly got multiple
> workstation support on one computer. Great for data entry,
> web surfing (imagine it's use at a Cyber Cafe!), and perfect
> for gaming where each player has a set of controls!
>
> Assuming support for four monitors (above), I would suggest
> built-in support for four /additional/ keyboard/mouse
> peripherals using a 4-wire daisy-chaining interface such as
> RS-485 (capable of supporting 31 unique devices using a
> connector that looks suspiciously like a telephone "modular
> plug"). The main keyboard would be reserved as the "console".
>
> That would mean a built-in keyboard/mouse/joystick and four
> plug-in keyboard/mouse/joystick peripherals.
>
> Getting excited, yet? Good thing we've got MiNT available
> to handle multiple users.
>
> ------- Thought Number Three: New AES Calls ---------
>
> Although Atari did upgrade the hardware, the AES portion of
> GEM (the windowing part) did not receive the additional calls
> needed for robust support of it.
>
> There has long been a need for joystick and joypad support!
>
> EVNT_jstick( ) and EVNT_jpad( ) would be welcome, as would
> an update to EVNT_MULTI(... jstick ... jpad ...). Matching
> VDI calls that would "sample the state", "wait for input",
> and "wait for change of state" of the joystick and joypad
> ports would be welcome.
>
> Naturally, there's more that's needed. But this gives you
> the idea.
>
> ---
>
> Take some time to examine the VDI and AES calls and
> you'll see many hints about the unused capabilities
> of the OS (... such as a 16-button mouse or ten
> simultaneous RS-232 serial ports) that could be
> exploited fairly easily on your new machine.
>
> A look at history shows that Atari just threw the ST
> together and got it to market as quickly as possible.
> Now is the time to sit back, look at what GEM is truly

> capable of accomplishing, and give it the hardware that
> will cause it to sparkle and shine.
>
> And when you're done, it will be leading edge. Again.
>
> George Crissman
> strads@tmisnet.com
>
>
>
> On Fri, 28 Jul 2000 08:57:59 -0700, "Jared Falvo"
> <luposian@mailcity.com> wrote:
>
> >Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128
3D
> >chipset... this beast would amaze! Reply for details...
> >
> >Luposian
> >
> >
> >
>

From -252752275889175039
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: Atari computers... reborn!
Date: 2000/07/30
Message-ID: <8m20tfmft1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 652519299
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<ugkg5.579$Vr6.50976@news.goodnet.com> <9dAg5.5463$Dw6.13452@newsfeed.slurp.net>
<yrDg5.658$Vr6.57750@news.goodnet.com>
X-Complaints-To: abuse@rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 964986608 13724 137.226.106.3 (30 Jul 2000
19:50:08 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 30 Jul 2000 19:50:08 GMT
Newsgroups: comp.sys.atari.programmer

In article <yrDg5.658$Vr6.57750@news.goodnet.com>,
Jared Falvo <luposian@mailcity.com> wrote:
>Actually, from the looks of it, Milan Computers, I think, owns the rights to
>TOS. Unless their English is mixed up in some way. Thus, reviving the

We have rights to use TOS, but not the exclusive copyright - Atari (or now
Hasbro) has these, so anyone is free to get a license from them.

cu
Michael
--
In the beginning there was nothing, which exploded.

From 3732749932804529070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: "Jared Falvo" <luposian@mailcity.com>
Subject: Re: Atari computers... reborn!
Date: 2000/07/30
Message-ID: <v16h5.804$Vr6.68981@news.goodnet.com>#1/1
X-Deja-AN: 652624705
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<39839b2d.14699116@news.tmisnet.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@winstar.net
X-Trace: news.goodnet.com 965012699 216.172.206.44 (Sun, 30 Jul 2000 20:04:59 MST)
Organization: WinStar GoodNet, Inc.
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sun, 30 Jul 2000 20:04:59 MST
Newsgroups: comp.sys.atari.programmer

Show me the people willing to buy a Milan in the US with pre-payments and
I'll seriously consider it. In fact, anyone interested in buying one in the
US with money ready in-hand, please reply directly to my Email address. I'm
willing to try if people are willing to buy.

Luposian

George Crissman <strads@tmisnet.com> wrote in message
news:39839b2d.14699116@news.tmisnet.com...
> You know ... if you were the designated US Importer
> for the Milan 040 / 060 machines while working on
> your project, you'd have a fairly good stream of
> income for awhile. And if you pushed the Milans
> REALLY HARD from an advertising standpoint, you might
> even get past the purists to the home users who are
> unhappy with Windows but are trapped in the
> "compatibility" mindset.
>
> It would be easy to build a base that way, then
> "upsell" to your fully developed machine when it
> is ready in a couple of years. Even home computers
> are expected to be networkable, both with LANs and
> the Internet, and that is likely to take a lot of
> development effort right there.
>

> I know I'm going to get a Milan II ... I've promised
> myself I'll get one ... but I'd like to buy one from
> a US dealer (like chro_Magic, for example) -- but the
> dealers need a US Importer to handle them.
>
> <hint><hint>
>
> George Crissman
> strads@tmisnet.com
>
>
> On Fri, 28 Jul 2000 08:57:59 -0700, "Jared Falvo"
> <luposian@mailcity.com> wrote:
>
> >Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128
3D
> >chipset... this beast would amaze! Reply for details...
> >
> >Luposian
> >
> >
> >
>

From -6471243610406618799
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Re: Atari computers... reborn!
Date: 2000/07/31
Message-ID: <Pine.MNT.4.10.10007310121591.223-100000@rakas>#1/1
X-Deja-AN: 652567109
Content-Transfer-Encoding: 8BIT
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<ugkg5.579$Vr6.50976@news.goodnet.com> <9dAg5.5463$Dw6.13452@newsfeed.slurp.net>
<yrDg5.658$Vr6.57750@news.goodnet.com> <8m20tfmft1@draco.stochastik.rwth-
aachen.de>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Organization: Freenet Finland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 2000-7-30, Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de>...:

> We have rights to use TOS, but not the exclusive copyright -
> Atari (or now Hasbro) has these, so anyone is free to get a
> license from them.

I would very much like a contact address at Hasbro. Repeated
e-mails to them, trying to secure a TOS 3.06 license, have not
been answered.

--
Martin-Eric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From 2331129105933991225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: Matthias Jaap <mjaap@atari-computer.de>
Subject: Re: Atari computers... reborn!
Date: 2000/07/31
Message-ID: <8m3q1qmri1@nnrp1.deja.com>#1/1
X-Deja-AN: 652727390
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com>
X-Http-Proxy: 1.1 x66.deja.com:80 (Squid/1.1.22) for client 195.222.195.6
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Mon Jul 31 12:05:16 2000 GMT
X-MyDeja-Info: XMYDJUIDmaja9819
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows NT)

> And, it's in Germany, not the USA. I'm
> talking about reviving the Atari brand in the US!

Now, why does it matter where the machine is built? As long as the
machine is available in the US as well, there should be no problems.
It's obvious that the Milan 2 is available in Germany first since the
Atari ST sold here well and has many professional users.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

From -699248887186502102
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,f21988a8d2a31a25
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Re: Atari computers... reborn!
Date: 2000/07/31
Message-ID: <8m3vst$r72$1@nnrp1.deja.com>#1/1
X-Deja-AN: 652762609
References: <61ig5.568$Vr6.50246@news.goodnet.com>
<Pine.MNT.4.10.10007281815110.813-100000@online.no>
<2Mjg5.576$Vr6.50819@news.goodnet.com> <3981cf4f$0$24230@znews.zetnet.co.uk>
<ugkg5.579$Vr6.50976@news.goodnet.com> <8m3q1qmri1@nnrp1.deja.com>
X-Http-Proxy: 1.0 x67.deja.com:80 (Squid/1.1.22) for client 212.105.59.11
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Mon Jul 31 13:45:02 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/5.0 (Windows; U; Win98; en-US; m18) Gecko/20000730

In article <8m3q1qmri1@nnrp1.deja.com>, Matthias Jaap
<mjaap@atari-computer.de> wrote:>>> > And, it's in Germany, not the USA.
I'm> > talking about reviving the Atari brand in the US!>> Now, why does it
matter where the machine is built? As long as the> machine is available in
the US as well, there should be no problems.> It's obvious that the Milan 2
is available in Germany first since the> Atari ST sold here well and has many
professional users.Agreed, the location of the manufacters should not matter.
But of courseit would be cool to have the brand Atari revived! :) I think
biggestdrawback with Milan is that they only sell it with MagiC these
days.Sure one could buy NAES separaytely but you are still paying for MagiC.I
have nothing against MagiC really, but I would not want to pay for itif I
decided to buy a new atari clone if what I really want to use is
NAES./Joakim-- WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From -4687658851259487940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,728bcfd84c5e9d3,start
X-Google-Attributes: gid1115ce,public
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Subject: sozobonx lib
Date: 2000/07/31
Message-ID: <WS3.70e7d543.71567ea2.arnaud.bercegeay@free.fr>#1/1
X-Deja-AN: 652931324
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp1.proxad.net 965074460 213.228.29.8 (Mon, 31 Jul 2000 22:14:20 MEST)
Organization: Guest of ProXad - France
MIME-Version: 1.0

NNTP-Posting-Date: Mon, 31 Jul 2000 22:14:20 MEST
Newsgroups: comp.sys.atari.programmer

Hello,

I'm looking for the sources of the standard lib
XDLIBS 1.13 for sozobonx c compiler to fix a bug
in that lib.

--
Arnaud BERCEGEAY : mailto:bercegeay@atari.org
HTML Tidy for ATARI : http://tidy.atari.org
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/

From 2626998460840878706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e26778e8a1461f8,start
X-Google-Attributes: gid1115ce,public
From: "Lizi and Darren" <dnepotts@one.net.au>
Subject: FA: Nice/ unusual ect this one has the links :))
Date: 2000/06/17
Message-ID: <394b4fe2@pink.one.net.au>#1/1
X-Deja-AN: 635664090
X-Trace: 17 Jun 2000 20:16:02 +1000, 203.101.59.217
X-MSMail-Priority: Normal
X-Priority: 3
Newsgroups: comp.sys.atari.programmer
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

I currently have a copy of KARATE by FUNVISION up for grabs and it will make
a great addition to any good collectors inventory.

ALL OF MY AUCTIONS
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=thejudianpe
oplesfront&include=0&since=-1&sort=2&rows=25

KARATE - FUNVISION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359530689

4 IN 1ONE - BITCORP
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359475568

SPACE GRID - UNKNOWN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359490459

CRAB CONTROL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359505408

8 IN 1 - SPACEVISION

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359521980

8 IN 1 - SPACEVISION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359527446

GALAXY DEFENDER- UNKNOWN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353892607

4 GAMES IN ONE - BITCORP
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353882574

DRAGON TREASURE - UNKNOWN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353887422

POOYAN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359483405

KEYSTOR KAPERS - UNUSUAL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359535333

MS PAC MAN - UNUSUAL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359537550

ENDURO - UNUSUAL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359538933

BOOM BANG - RAINBOWVISION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359546937

BOOM BANG - HES - BOXED
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359548435

SNAIL AGAINST SQUIRREL - BITCORP
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353891481

2 PAK SPECIAL - HES
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353892163

2 PAK SPECIAL - HES
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353893508

2 PAK SPECIAL - HES
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353892607

2 PAK SPECIAL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359533003

From 7677146855244516142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7895c485a680287,start
X-Google-Attributes: gid1115ce,public
From: "Daniel Goldenstein" <danielg2@netvision.net.il>
Subject: Basic HElp!!
Date: 2000/06/17
Message-ID: <8ig3lc$m7p$1@news.netvision.net.il>#1/1
X-Deja-AN: 635726962
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.37
X-Complaints-To: abuse@netvision.net.il
X-Trace: news.netvision.net.il 961253868 22777 62.0.166.218 (17 Jun 2000 14:57:48 GMT)
Organization: NetVision Israel
NNTP-Posting-Date: 17 Jun 2000 14:57:48 GMT
Newsgroups: comp.sys.atari.programmer

Where can I find a tutorial in Atari Basic??

From -4595422983378902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e61024157634cae,start
X-Google-Attributes: gid1115ce,public
From: Ric Easton <biodistributors@microtech.com.au>
Subject: Test
Date: 2000/06/18
Message-ID: <394CA5FF.74ECCFEA@microtech.com.au>#1/1
X-Deja-AN: 635972962
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: newsfeeds.bigpond.com 961323778 139.134.132.218 (Sun, 18 Jun 2000 20:22:58 EST)
Organization: Bio-Distributors
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 18 Jun 2000 20:22:58 EST
Newsgroups: comp.sys.atari.programmer

This is a test posting.

Ric Easton

From 117869606821927803
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,9e61024157634cae
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve.sweet@skynow.net>
Subject: Re: Test
Date: 2000/06/18
Message-ID: <961334576-371412AEicMi@skynow.net>#1/1
X-Deja-AN: 636005955
X-NNTP-Posting-Host: ppp-2-22.cvx2.telinco.net
Content-transfer-encoding: 8bit
References: <394CA5FF.74ECCFEA@microtech.com.au>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@telinco.net
X-Trace: news3.cableinet.net 961334591 212.1.128.154 (Sun, 18 Jun 2000 14:23:11 BST)
Organization: Cable Internet (post doesn't reflect views of Cable Internet)
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 18 Jun 2000 14:23:11 BST
Newsgroups: comp.sys.atari.programmer

Hi Ric

>This is a test posting.

Failed!!. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -1020044875182534206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7895c485a680287
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Re: Basic HElp!!
Date: 2000/06/18
Message-ID: <961359100-15799AEicMi@aon.at>#1/1
X-Deja-AN: 636094907
Content-transfer-encoding: 8bit
References: <8ig3lc$m7p$1@news.netvision.net.il>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 961355069 81880 USER@212.183.122.155
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello Daniel

> Atari Basic

Is there such a thing? Or do you think of any Basic for the Atari?

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From -3283433339765549932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1d2777260139142
X-Google-Attributes: gid1115ce,public
From: rodent <rodent@epix.net>
Subject: Re: What happened to Forth?
Date: 2000/06/19
Message-ID: <394D7C0B.2B461159@epix.net>#1/1
X-Deja-AN: 636204245
Content-Transfer-Encoding: 7bit
References: <sjmhiqtn5ri110@corp.supernews.com>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@epix.net
X-Trace: news1.epix.net 961379717 209.74.58.220 (Sun, 18 Jun 2000 21:55:17 EDT)
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 18 Jun 2000 21:55:17 EDT
Newsgroups: comp.sys.atari.programmer

Forth is still alive and kicking in the embedded systems
market sector ... You might want to email the folks at either
Forth Inc. (www.forth.com) or the Forth Interest Group
(www.forth.org) ...

w_a_lang wrote:
>
> I was wondering what happened to
> the FORTH programming language
> for the Atari 8-Bit Computers?
>
> It was supposed to be a free-wheeling
> user friendly language, but I cannot
> find myself a copy for either my
> Atari 800XL computer or my
> "Atari800Win" emulator.
>
> I have Atari Basic and Mac65 for
> the XL, also have Atari Basic and
> Atari Asm/Ed for the emu.
>
> Wally

From -646633532997126645
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ab4fbac51f63f17e,start
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com>
Subject: Re: [MiNT] ACC & resolution change
Date: 2000/06/19
Message-ID: <394DD3C9.544C8A8C@europe.com>#1/1
X-Deja-AN: 636279777
Content-Transfer-Encoding: 8bit
References: <Pine.LNX.4.05.10006190913420.9626-100000@proxy.sophics>
To: mint@fishpool.com
X-Accept-Language: fr-FR, fr, en
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 961400933 26153 147.127.160.201 (19 Jun 2000 07:48:53 GMT)
Organization: ENSEEIHT
Mime-Version: 1.0
NNTP-Posting-Date: 19 Jun 2000 07:48:53 GMT
Newsgroups: comp.sys.atari.programmer

Petr Stehlik a ̂crit :
> sorry this is a bit offtopic but I don't know any other place with such
> high concentration of Atari programmers so I thought posting here would be
> best (for me :)
    Well, perhaps news://comp.sys.atari.programmer :) ! Forwarded !
>
> If I understand it right then AES terminates all processes (=also
> accessories) before it makes the resolution change. Is there any GEMish
> way of detecting the coming termination? I am asking because I need to
> do some clean up before the acc is killed and then (after the
> resolution is changed) loaded second time.
    IIRC an AC_CLOSE message is sent before accessory termination. However for pre-3.00 TOSes memory allocated "by the accessory" (in fact wrongly and automatically associated by GEMDOS with the at-that-time active application) may have been already unallocated... so on these TOSes the only way to cope with this AFAIK is to patch the _p_run variable...
    Oh and I think (correct me please if I am wrong) that accessoiries never get AP_TERM messages.

From 4745012160316089873
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d5b77ee608bee9e,start
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: devpac and ext2fs/minixfs
Date: 2000/06/19
Message-ID: <394DD4B0.ECBF3EEC@siemens.at>#1/1

X-Deja-AN: 636283665
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 961401952 16407 195.3.7.121 (19 Jun 2000 08:05:52 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 19 Jun 2000 08:05:52 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

In case anybody else had similar problems and didn't find what's
wrong :

Last weekend I tried to use devpac3.10 on files that are on a ext2fs
partition. When it tried it via command line I got errors from devpac
that it can't find include files. Then I tried it from the devpac
shell and couldn't even load the source file.
When I copied the sources to a minixfs partition and tried it there
everything worked.

Gerhard

From -4412123766345329857
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8c3df33d291a6edb,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8c3df33d291a6edb,start
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Atari800 emulator
Date: 2000/06/19
Message-ID: <394DD5CE.BD15F901@siemens.at>#1/1
X-Deja-AN: 636284766
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 961402240 22450 195.3.7.121 (19 Jun 2000 08:10:40 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 19 Jun 2000 08:10:40 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

Is there anybody else (except Petr Stehlik and me) who tried to

compile the Atari800 emulator source ?
I would be very very interested in any experience/troubles encountered
with description of the environment that's been used.

Gerhard

From 2038474218572404497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d5b77ee608bee9e
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: devpac and ext2fs/minixfs
Date: 2000/06/19
Message-ID: <8iln2u$3at$1@snipp.uninett.no>#1/1
X-Deja-AN: 636462074
References: <394DD4B0.ECBF3EEC@siemens.at>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 961437598 3421 129.241.210.70 (19 Jun 2000 17:59:58 GMT)
Organization: UNINETT news service
User-Agent: tin/1.4.3-20000502 ("Marian") (UNIX) (Linux/2.2.16 (i686))
Newsgroups: comp.sys.atari.programmer

Janka Gerhard <gerhard.janka@siemens.at> wrote:

> In case anybody else had similar problems and didn't find what's
> wrong :

> Last weekend I tried to use devpac3.10 on files that are on a ext2fs
> partition. When it tried it via command line I got errors from devpac
> that it can't find include files. Then I tried it from the devpac
> shell and couldn't even load the source file.
> When I copied the sources to a minixfs partition and tried it there
> everything worked.

That's because ext2fs doesn't support the old API, it will only work with
MiNT/MagiC-aware programs.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

From 1163358439300536497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c3df33d291a6edb
X-Google-Attributes: gid1115ce,public
From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Subject: Re: Atari800 emulator

Date: 2000/06/19
Message-ID: <gcx35.54$aj.394@newsfeed.slurp.net>#1/1
X-Deja-AN: 636559692
References: <394DD5CE.BD15F901@siemens.at>
X-Trace: newsfeed.slurp.net 961453964 208.141.202.52 (Mon, 19 Jun 2000 17:32:44 CDT)
Organization: I.M.A.G.E.
NNTP-Posting-Date: Mon, 19 Jun 2000 17:32:44 CDT
Newsgroups: comp.sys.atari.programmer

On 19 Jun 2000 10:11:59 , Janka Gerhard wrote:
>Hi,
>
>Is there anybody else (except Petr Stehlik and me) who tried to
>compile the Atari800 emulator source ?
>I would be very very interested in any experience/troubles encountered
>with description of the environment that's been used.
>
>Gerhard

Well I did not compile the source, but used the program for the TOS computers on my Hades. Actually it runs well and plays just like an eight bit computer as far as graphics and speed. The thing where it falls short is the sound, but it is not the program's fault. The Hades does not have DMA sound, but uses the same soundchip as a ST. I know, kind of dumb.

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
 Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 6949478566793363100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,88d6e905b1e436e5,start
X-Google-Attributes: gid1115ce,public
From: eyebee <eyebee@meggie.demon.co.uk>
Subject: ST Basi
Date: 2000/06/20
Message-ID: <ajctkss5lrdhv1n5jpiu56ka0fqfiklq77@4ax.com>#1/1
X-Deja-AN: 636581926
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: meggie.demon.co.uk:193.237.148.217
Content-Type: text/plain; charset=us-ascii

X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 961458883 nnrp-03:16380 NO-IDENT
meggie.demon.co.uk:193.237.148.217
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Anyone know where I can get a copy of ST Basic for use on the WinSTon
emulator? I've searched all over the net but can't find it - it surely
can't still be in copyright - can it?

Ian

From -5703678067659680588
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,88d6e905b1e436e5
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: ST Basi
Date: 2000/06/20
Message-ID: <cc8tmwA9c1T5EwXf@steverosie.demon.co.uk>#1/1
X-Deja-AN: 636755942
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <ajctkss5lrdhv1n5jpiu56ka0fqfiklq77@4ax.com>
Content-Type: text/plain;charset=iso-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 961501365 nnrp-12:18522 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <ajctkss5lrdhv1n5jpiu56ka0fqfiklq77@4ax.com>, eyebee
<eyebee@meggie.demon.co.uk> writes
>Anyone know where I can get a copy of ST Basic for use on the WinSTon
>emulator? I've searched all over the net but can't find it - it surely
>can't still be in copyright - can it?
>
>Ian

Hi

Well I haven't heard of it being released as public domain. I do have a
copy for sale if you want, £5 + postage.

Then you can use the image with a clear conscience:)))

-- Cheers! For Now
  Steve <>< * * *
Email: steve@atari.org.uk * * *
  Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'

  ICQ: 18116827   * Nick: MocknBird on IRC   * * *
Location: Narberth, Pembrokeshire, Wales, UK.   ** *** **

From 8501529854811859191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cf03f1aa95bc17,start
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Assembler and GNU
Date: 2000/06/21
Message-ID: <39507FA0.60DBA6AE@siemens.at>#1/1
X-Deja-AN: 637132568
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 961576784 9777 195.3.7.121 (21 Jun 2000 08:39:44 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 21 Jun 2000 08:39:44 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

Some questions :

- I sometimes use devpac and gst2gcc to create .o files to be linked
with gnu object files. Is this still possible with 2.95.2 ?

- I heard rumours that FreeMiNT uses 'something' that allows one to
write code for gas in devpac-like syntax. Does anybody know about
that or any similar tool and where to find them ?

- And slightly out of topic : is there any way to depack .rpm without
using rpm (in my MiNT/N.AES environment I have troubles to get rpm
to work) ?

Thanks for any suggestion
Gerhard

From 4993488598148903850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cf03f1aa95bc17
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: Assembler and GNU
Date: 2000/06/21
Message-ID: <Pine.MNT.4.10.10006211100030.106-100000@FreeMiNT.st.uni-

magdeburg.de>#1/1
X-Deja-AN: 637137278
References: <39507FA0.60DBA6AE@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 21 Jun 2000 11:01:39 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hallo!

> - I sometimes use devpac and gst2gcc to create .o files to be linked
> with gnu object files. Is this still possible with 2.95.2 ?

I think so, the object format is unchanged.

> - I heard rumours that FreeMiNT uses 'something' that allows one to
> write code for gas in devpac-like syntax. Does anybody know about
> that or any similar tool and where to find them ?

That's nothing special. The GNU assembler from binutils 2.9.1 understand
Motorola systax very well.

> - And slightly out of topic : is there any way to depack .rpm without
> using rpm (in my MiNT/N.AES environment I have troubles to get rpm
> to work) ?

The gcc, binutils and all tool + libs are available as tar.gz too. Or use
rpm2cpio to create a cpio archive. That you can unpack with cpio.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 2888758157535009132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cf03f1aa95bc17
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Assembler and GNU
Date: 2000/06/21
Message-ID: <8iq2ja$4ki$1@sun27.hrz.tu-darmstadt.de>#1/1

X-Deja-AN: 637149725
References: <39507FA0.60DBA6AE@siemens.at>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Newsgroups: comp.sys.atari.programmer

Hi!

Janka Gerhard <gerhard.janka@siemens.at> wrote:
> - I heard rumours that FreeMiNT uses 'something' that allows one to
> write code for gas in devpac-like syntax. Does anybody know about
> that or any similar tool and where to find them ?

That would be `asmtrans' from the (Free)MiNT sources. It's a simple
lex/yacc-based preprocessor for assembler source files, which allows for
conditionals (like #ifdef in C) and is able to produce gas and pasm
syntax (at least, maybe some other formats as well).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -7558553681460630469
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cf03f1aa95bc17
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Assembler and GNU
Date: 2000/06/21
Message-ID: <3950A961.41FD0C9C@siemens.at>#1/1
X-Deja-AN: 637178618
Content-Transfer-Encoding: 7bit
References: <39507FA0.60DBA6AE@siemens.at>
<Pine.MNT.4.10.10006211100030.106-100000@FreeMiNT.st.uni-magdeburg.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 961587474 22803 195.3.7.121 (21 Jun 2000 11:37:54
GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 21 Jun 2000 11:37:54 GMT
Newsgroups: comp.sys.atari.programmer

Frank Naumann wrote:
> That's nothing special. The GNU assembler from binutils 2.9.1 understand
> Motorola systax very well.

Maybe nothing special but since I didn't know it (I only looked
at the syntax the compiler produces and didn't want to code in
that one) it's nevertheless great news for me :)

> The gcc, binutils and all tool + libs are available as tar.gz too. Or use
> rpm2cpio to create a cpio archive. That you can unpack with cpio.

What I didn't find as tar.gz were fileutil and sh-utils. I did find
rpm2cpio in the rpm package, but, sorry to bother you again :(, where
do I find cpio ?

Thanks and Servus
Gerhard

From -6084709023464075182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cf03f1aa95bc17
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Assembler and GNU
Date: 2000/06/21
Message-ID: <3950A9D2.80D0A3D7@siemens.at>#1/1
X-Deja-AN: 637181612
Content-Transfer-Encoding: 7bit
References: <39507FA0.60DBA6AE@siemens.at> <8iq2ja$4ki$1@sun27.hrz.tu-
darmstadt.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 961587585 22803 195.3.7.121 (21 Jun 2000 11:39:45
GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 21 Jun 2000 11:39:45 GMT
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:
> That would be `asmtrans' from the (Free)MiNT sources. It's a simple
> lex/yacc-based preprocessor for assembler source files, which allows for
> conditionals (like #ifdef in C) and is able to produce gas and pasm
> syntax (at least, maybe some other formats as well).

Thanks ! I'll look at that.

Servus
Gerhard

From 1172347442623947956
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1a1c87063648f695
X-Google-Attributes: gid1115ce,public
From: "

V" <rumpus@navegalia.com>
Subject: RE: need CUBASE for Atari!!!!!!!!!!!!!!
Date: 2000/06/21
Message-ID: <3950055c$1@news>#1/1
X-Deja-AN: 637184137
References: <8ia2pi$b4h$1@fe2.cs.interbusiness.it>
X-Original-NNTP-Posting-Host: 212.166.155.248
X-Trace: 21 Jun 2000 01:59:24 +0100, 212.166.155.248
X-MSMail-Priority: Normal
X-Priority: 3
Newsgroups: comp.sys.atari.programmer
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Federico Ferrari <webmaster@cosea.org> escribi en el mensaje de noticias
8ia2pi$b4h$1@fe2.cs.interbusiness.it...
> Hi to all,
> i need desperately Cubase version for Atari. If someone of u have this
> (free), plz contact me or show me the url when i can found it.
> Byezzzzz from italy
>
>
Contact me : zzz@atarist.com

From 5810029235792569870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cf03f1aa95bc17
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: Assembler and GNU
Date: 2000/06/21
Message-ID: <Pine.MNT.4.10.10006211553590.547-100000@FreeMiNT.st.uni-
magdeburg.de>#1/1
X-Deja-AN: 637219730
References: <39507FA0.60DBA6AE@siemens.at>
<Pine.MNT.4.10.10006211100030.106-100000@FreeMiNT.st.uni-magdeburg.de>
<3950A961.41FD0C9C@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 21 Jun 2000 15:53:48 +0100, loriot.cs.uni-magdeburg.de

Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> > That's nothing special. The GNU assembler from binutils 2.9.1 understand
> > Motorola systax very well.
>
> Maybe nothing special but since I didn't know it (I only looked
> at the syntax the compiler produces and didn't want to code in
> that one) it's nevertheless great news for me :)

The compiler generate MIT syntax that is in fact not very readable :-)

> What I didn't find as tar.gz were fileutil and sh-utils. I did find
> rpm2cpio in the rpm package, but, sorry to bother you again :(, where
> do I find cpio ?

cpio is in the rpm bootstrapping archive too.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 8716112004088276148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fdaed66e0683ec64,start
X-Google-Attributes: gid1115ce,public
From: pengo35@aol.com (Pengo35)
Subject: Sort of OT: Newbie Tech HELP! Atari 410 Program Recorder
Date: 2000/06/21
Message-ID: <20000621124732.18765.00000223@ng-bk1.aol.com>#1/1
X-Deja-AN: 637282350
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Hello! I am looking for help w/ my Atari 410 program recorder. It would not run & upon opening it up I discovered that the large drive band had snapped. I had a similar sized rubber band that I thought would do the trick, and it does allow me to FF and rewind, but it will not PLAY--The left wheel feeds, but the right wheel does not collect the tape. Any suggestions out there?? Is it possible the band is not tight/thick enough to work?? Or is there something I

am overlooking?? Thanks!

Dan

From 8502214408309802978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5517a42b33a245bb,start
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com>
Subject: Malloc possible in AUTO-programs ?
Date: 2000/06/21
Message-ID: <39510187.58FB3991@europe.com>#1/1
X-Deja-AN: 637299990
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr-FR, fr, en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 961609221 6794 147.127.160.201 (21 Jun 2000 17:40:21 GMT)
Organization: ENSEEIHT
Mime-Version: 1.0
NNTP-Posting-Date: 21 Jun 2000 17:40:21 GMT
Newsgroups: comp.sys.atari.programmer

Well mainly that's all there's to it :
     Is it possible/legal/advisable/allowed to do a GEMDOS M(x)alloc in an
AUTO-program ?

     Thanks by advance,
G.D.

From 5995137957682294849
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99212bd01c139b5,start
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com>
Subject: Folder creation impossible in AUTO-sequence?
Date: 2000/06/21
Message-ID: <395102C1.80FA3A5F@europe.com>#1/1
X-Deja-AN: 637303665
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr-FR, fr, en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 961609536 6808 147.127.160.201 (21 Jun 2000 17:45:36 GMT)
Organization: ENSEEIHT
Mime-Version: 1.0
NNTP-Posting-Date: 21 Jun 2000 17:45:36 GMT
Newsgroups: comp.sys.atari.programmer

Well, I have made a awfully simple utility (for RAM-disk organization purposes) that create a folder whose name is given on the command-line (a minimal 'mkdir' really)... and that does not work when run from the AUTO-folder :-(but does when run from the desktop. Any ideas ?

Thanks by advance,
G.D.

From 373669225516165963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5517a42b33a245bb
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: Malloc possible in AUTO-programs ?
Date: 2000/06/21
Message-ID: <Pine.MNT.4.10.10006211956490.547-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 637304906
References: <39510187.58FB3991@europe.com>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 21 Jun 2000 19:56:02 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> Well mainly that's all there's to it :
> Is it possible/legal/advisable/allowed to do a GEMDOS M(x)alloc in an
> AUTO-program ?

Yes, GEMDOS is fully initialised as far as I know.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -1985382571000374560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99212bd01c139b5

X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: Folder creation impossible in AUTO-sequence?
Date: 2000/06/21
Message-ID: <Pine.MNT.4.10.10006211957250.547-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 637305435
References: <395102C1.80FA3A5F@europe.com>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 21 Jun 2000 19:56:41 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> purposes) that create a folder whose name is given on the command-line (a
> minimal 'mkdir' really)... and that does not work when run from the
> AUTO-folder :-(but does when run from the desktop. Any ideas ?

Maybe the command passing does not work?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From 3500349341586419580
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fdaed66e0683ec64
X-Google-Attributes: gid1115ce,public
From: bindon@madasafish.com (Lyndon Amsdon)
Subject: Re: Sort of OT: Newbie Tech HELP! Atari 4
Date: 2000/06/21
Message-ID: <sl220lf3e7f129@corp.supernews.com>#1/1
X-Deja-AN: 637316981
References: <20000621124732.18765.00000223@ng-bk1.aol.com>
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: newsabuse@supernews.com

On 21 Jun 2000 16:47:32 , Pengo35 wrote:
>Hello! I am looking for help w/ my Atari 410 program recorder. It would not
>run & upon opening it up I discovered that the large drive band had snapped. I

>had a similar sized rubber band that I thought would do the trick, and it does
>allow me to FF and rewind, but it will not PLAY--The left wheel feeds, but the
>right wheel does not collect the tape. Any suggestions out there?? Is it
>possible the band is not tight/thick enough to work?? Or is there something I
>am overlooking?? Thanks!

In casstte recorders usually the belt doesn't go round one pulley but
loops around 3 (or even 4). Not having one of these 410 recorder I
can't check where the band goes but I hope this helps.

```
  +----------------------------------------+
  |Atari STe 4Mb  1.7gb IDE HD   56k Modem |
  |48X Atapi CDRom  PC Tower Case  TOS 2.06|
  |****************************************|
  |          bindon@madasafish.com         |
  |              Lyndon Amsdon             |
  +----------------------------------------+
```

From -2274450053280486417
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,99212bd01c139b5
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com>
Subject: Re: Folder creation impossible in AUTO-sequence?
Date: 2000/06/21
Message-ID: <39510DDF.74D676C2@europe.com>#1/1
X-Deja-AN: 637317631
Content-Transfer-Encoding: 8bit
References: <395102C1.80FA3A5F@europe.com>
<Pine.MNT.4.10.10006211957250.547-100000@FreeMiNT.st.uni-magdeburg.de>
X-Accept-Language: fr-FR, fr, en
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 961612381 7033 147.127.160.201 (21 Jun 2000 18:33:01 GMT)
Organization: ENSEEIHT
Mime-Version: 1.0
NNTP-Posting-Date: 21 Jun 2000 18:33:01 GMT
Newsgroups: comp.sys.atari.programmer

Frank Naumann a ©crit :
> > purposes) that create a folder whose name is given on the command-line (a
> > minimal 'mkdir' really)... and that does not work when run from the
> > AUTO-folder :-(but does when run from the desktop. Any ideas ?
>
> Maybe the command passing does not work?

Well I forgot to mention I also made a 'cp'/'copy'-like program that does work... Only the 'mkdir'-clone fails... Very strange.

BTW Frank, are background-DMA tranfers planned in the next FreeMiNT stable release ? (1.15.10 ? 1.16.0 ?)

And thanks for your reponsiveness !

From 700419405980104662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5517a42b33a245bb
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Re: Malloc possible in AUTO-programs ?
Date: 2000/06/22
Message-ID: <39521a6b$1_1@athena.netset.com>#1/1
X-Deja-AN: 637625770
References: <39510187.58FB3991@europe.com>
<Pine.MNT.4.10.10006211956490.547-100000@FreeMiNT.st.uni-magdeburg.de>
X-Trace: 22 Jun 2000 09:53:47 -0400, 64.40.192.13
Organization: NetSet Internet Services, Inc.
Newsgroups: comp.sys.atari.programmer

In article <...211956490.547-100000@FreeMiNT.st.uni-magdeburg.de>,
Frank Naumann <fnaumann@freemint.de> wrote:
>Hello!
>
>> Well mainly that's all there's to it :
>> Is it possible/legal/advisable/allowed to do a GEMDOS M(x)alloc in an
>> AUTO-program ?
>
>Yes, GEMDOS is fully initialised as far as I know.
>

There are a few caveats.

1. Don't do to many. On older machines the number of Mallocs that you can do at any one time is limited. But using 1 should not be a serious concern.

2. Mxalloc. I could be wrong but I think there is at least one card that added fast ram to a system that needed a driver in the auto folder. I can't remember what this was now. But in that case it should still just be a location of your program after the driver.

Dan Ackerman
aka baldrick

From 1950073476614617911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ea49454f5e4d8e9d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ea49454f5e4d8e9d,start

X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,ea49454f5e4d8e9d,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,ea49454f5e4d8e9d,start
X-Google-Attributes: gid1056fc,public
From: Josh Renaud <kirkman@umsl.edu>
Subject: FS: Atari STe and peripherals, complete PD/Shareware library, and MORE!
Date: 2000/06/22
Message-ID: <B577A997.6C34%kirkman@umsl.edu>#1/1
X-Deja-AN: 637689474
Content-Transfer-Encoding: 7bit
Organization: University of Missouri - St. Louis
Content-Type: text/plain; charset="US-ASCII"
User-Agent: Microsoft Outlook Express Macintosh Edition - 5.0 (1513)
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari
.8bit

Well, it had to come to an end someday... I have to sell my old Atari stuff
to make room for other stuff.. :(Fortunately, my Atari will still live on
through emulation on my iMac, but emulation ain't perfect.

Anyway, below is a list of what I'm selling. Right now I am asking
$250+shipping for all of it. I will consider breaking it up if I can't find
a buyer for the entire package. I want to sell to someone who will take care
of this stuff and appreciate it the way I did. Reply to this in email if
you're interested!

Original Software:
Phasar 3.0 - original box/manuals
Timeworks WordWriter 2.0 - original box/manuals
PC-DItto 3.0
GFA Basic
1st-Word
DB Master One/Megaroids
Space Harrier
Metro Cross
Epyx World Games
Epyx Battleship
Top Gun
Harrier Combat Simulator
12 Computer/Atari ST User/STart! disks

Books:
GFA BASIC
GFA BASIC Training Reboot Camp
Atari ST Internals
1001 Things To Do With Your Atari ST

Hardware:

1 1040STe - 2 megs, TOS 1.4 or 1.6
1 520ST - Half-meg, TOS 1.0 or 1.2
2 SF314 Double-sided double-density drives
1 SC1224 Color monitor
1 Beetle Mouse - may not work
1 Atari standard mouse
(the CPUs, disk drive, and Beetle mouse all come in their original boxes and have the original documentation, as well)

Magazines:
3 Issues of Current Notes (Apr, Oct, Nov 93)
1 AtariUser (Apr 92)
2 Atari Advantage (May, Oct 92)
1 Atari ST Informer (Dec 92)
1 Atari Interface Magazine (May, Fall 92)

PD/Shareware Library:
168 PD/Shareware disks
    All programs are archived
    Each disk is categorized (Productivity, Communications, Games, etc)
15 Magazine cover disks
    The library includes one set of master disks, and then anywhere from 1-3 copies of each disk
    The library also includes two bound catalogs
    One lists all files in alphabetical order with the disk number they appear on
    One lists all the files by disk number order

Josh Renaud
kirkman@umsl.edu
=-=-=-

X-Deja-AN: 637940774
Content-transfer-encoding: 8bit
References: <20000621124732.18765.00000223@ng-bk1.aol.com>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news1-hme0 961743713 195.44.5.13 (Fri, 23 Jun 2000 08:01:53 BST)
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 23 Jun 2000 08:01:53 BST
Newsgroups: comp.sys.atari.programmer

From: pengo35@aol.com (Pengo35)
Date: 21 Jun 2000 16:47:32 GMT

>right wheel does not collect the tape. Any suggestions out there?? Is it
>possible the band is not tight/thick enough to work?? Or is there something I

That's the most likely explanation. You might be able to get an "O" ring of the same size as the original drive belt from maybe a hardware store or electronics supply house. Look for seals.

--

```
       ____     ____     ____
      / __ \   / __ \   / __ \
     / / / /  / / / /  / /_/ /
    / /_/ /  / /_/ /  / ____/
   /_____/  /_____/  /_/ Translations
       derryck@cix.co.uk
      dennis.vermeire@wanadoo.be
     xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm
```

From -5551211223752901713
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cf03f1aa95bc17
X-Google-Attributes: gid1115ce,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: Assembler and GNU
Date: 2000/06/24
Message-ID: <8j0n69agl1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 638234914
References: <39507FA0.60DBA6AE@siemens.at>
<Pine.MNT.4.10.10006211100030.106-100000@FreeMiNT.st.uni-magdeburg.de>
<3950A961.41FD0C9C@siemens.at>
<Pine.MNT.4.10.10006211553590.547-100000@FreeMiNT.st.uni-magdeburg.de>
X-Complaints-To: abuse@rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 961798154 2713 137.226.106.3 (23 Jun 2000
22:09:14 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 23 Jun 2000 22:09:14 GMT
Newsgroups: comp.sys.atari.programmer

In article <Pine.MNT.4.10.10006211553590.547-100000@FreeMiNT.st.uni-magdeburg.de>,
Frank Naumann <fnaumann@freemint.de> wrote:
>
>The compiler generate MIT syntax that is in fact not very readable :-)

This seems to be configurable - my cross-gcc generates assembly listing
which look like this:

```
        .file   "test9.c"
gcc2_compiled.:
___gnu_compiled_c:
.text
        .even
.globl _test
_test:
        move.w _x,%d0
        cmp.w #33,%d0
        jbeq .L20
        jbgt .L26
```

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.
begin 644 LOVELY-SIGNATURE.txt.vbs
"The day Microsoft makes something that doesn't suck is probably the day
they start making vacuum cleaners" - Ernst Jan Plugge

From -4442481892325164499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5517a42b33a245bb
X-Google-Attributes: gid1115ce,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: Malloc possible in AUTO-programs ?
Date: 2000/06/24
Message-ID: <8j0nabair1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 638235681
References: <39510187.58FB3991@europe.com>
<Pine.MNT.4.10.10006211956490.547-100000@FreeMiNT.st.uni-magdeburg.de>
<39521a6b$1_1@athena.netset.com>
X-Complaints-To: abuse@rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 961798284 2723 137.226.106.3 (23 Jun 2000
22:11:24 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 23 Jun 2000 22:11:24 GMT
Newsgroups: comp.sys.atari.programmer

In article <39521a6b$1_1@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>
>   2. Mxalloc. I could be wrong but I think there is at least one

>card that added fast ram to a system that needed a driver in the auto
>folder. I can't remember what this was now. But in that case it should
>still just be a location of your program after the driver.

I know of the following:

- MagnumST
- Magnum/F030
- Multiboard
- Marpet XtraRam

Basically, *every* card that has alternate RAM that does not start at
$01000000 (which is impossible in a 68000 machine or falcon with the
original CPU) needs a driver program.

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.
begin 644 LOVELY-SIGNATURE.txt.vbs
"The day Microsoft makes something that doesn't suck is probably the day
they start making vacuum cleaners" - Ernst Jan Plugge

From -6300785330519776121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46371e46ca7ddbbb,start
X-Google-Attributes: gid1115ce,public
From: Fredrik Egeberg <deez@algonet.se>
Subject: ASM in C?
Date: 2000/06/26
Message-ID: <Pine.SOL.4.10.10006261307500.14319-100000@kairos.algonet.se>#1/1
X-Deja-AN: 639069915
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@algo.net
X-Trace: cubacola.tninet.se 962017928 4588 194.213.74.201 (26 Jun 2000 11:12:08
GMT)
Organization: Telenordia
Mime-Version: 1.0
NNTP-Posting-Date: 26 Jun 2000 11:12:08 GMT
Newsgroups: comp.sys.atari.programmer

Hi

What would be the best way to pass C arguments to an inline ASM piece of
code?

as in:
blaha(dummy)

and blaha is ASM code. Now i want to access the dummy variable, i know its
passed on the stack but how do i know where? As it seems its different

from time to time, caused by different OS calls?

Would this be he best way or can i put stuff into the data (d0-d7) or address registers (a0-a6) from C?

I use Lattice C from single tos.

regards
Fredrik

From 5686668223097944584
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,5517a42b33a245bb
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Malloc possible in AUTO-programs ?
Date: 2000/06/26
Message-ID: <395bae21.9470858@news.demon.co.uk>#1/1
X-Deja-AN: 639263160
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <39510187.58FB3991@europe.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 962051217 nnrp-01:3146 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 21 Jun 2000 19:55:19 +0200, Guillaume D?flache
<guillaumed@europe.com> wrote:

>Well mainly that's all there's to it :
> Is it possible/legal/advisable/allowed to do a GEMDOS M(x)alloc in an
>AUTO-program ?

Yes but beware of scanning multiple folders, especially if your auto prog is going to stay resident - it'll eat heavily into the "40 folder bug" memory. If your prog returns before it triggers the bug then the memory will be handed back just fine (ie best to spawn a child to scan).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6985160776349351014
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,15dfb551f0616f03,start
X-Google-Attributes: gid1115ce,public
From: "John Richardson" <see@message.body>
Subject: STE PROMs
Date: 2000/06/27
Message-ID: <39590290_2@news1.vip.uk.com>#1/1
X-Deja-AN: 639687285
X-Report: Report abuse to abuse@vip.uk.com
X-Trace: 27 Jun 2000 20:37:52 GMT, modem-71-28-60-62.vip.uk.com
X-MSMail-Priority: Normal
X-Priority: 3
Newsgroups: comp.sys.atari.programmer
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700

Hi Guys,

Can I use 2 standard 271001 (thats two 128kbyte) PROMs in STE hardware? If so is the full 256k addressable or is it limited to 192?

If this is not an option what are the alternative options?

Many thanks.

John.

From -4410817268067488498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,497c4d9fbb6e2b3d,start
X-Google-Attributes: gid1115ce,public
From: zrosumgame@aol.com (Zrosumgame)
Subject: Computer animation Primer for Atari
Date: 2000/06/27
Message-ID: <20000627184921.01483.00000045@ng-mf1.aol.com>#1/1
X-Deja-AN: 639762134
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

This Byte book, written specially for the Atari home computer gives animation theory and practical descripitions of implementations on the Atari.

For more info contact zrosumgame@aol.com

From 1320699351588705319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46371e46ca7ddbbb
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ASM in C?
Date: 2000/06/28
Message-ID: <39594ba4.7507565@news.demon.co.uk>#1/1
X-Deja-AN: 639828365
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <Pine.SOL.4.10.10006261307500.14319-100000@kairos.algonet.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 962161253 nnrp-13:26400 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 26 Jun 2000 13:12:06 +0200, Fredrik Egeberg <deez@algonet.se>
wrote:

>Hi
>
>What would be the best way to pass C arguments to an inline ASM piece of
>code?
>
>as in:
>blaha(dummy)
>
>and blaha is ASM code. Now i want to access the dummy variable, i know its
>passed on the stack but how do i know where? As it seems its different
>from time to time, caused by different OS calls?
>
>Would this be he best way or can i put stuff into the data (d0-d7) or
>address registers (a0-a6) from C?
>
>I use Lattice C from single tos.

If you know your compiler well enough you'd be able to figure out what
it does with certain arguments under which circumstances. Fortunately
it can be made a bit easier. Force the compiler to perform a standard
C call. That is, it should push arguments right-to-left and do so
using the stack - iirc Lattice uses __stdargs for this...

```
int __stdargs AsmFunc(int x, char *s, char c, int y);

//In C
int __stdargs
AsmFunc(int x, char *s, char c, int y)
```

```
{int z    =(x+y);

 printf("%d [%s] %c\n",z,s,c);
 return -99;
}

//In (rough) asm...

internal_label:
     ds.s "%d [%s] %c\n"
     dc.b 0

AsmFunc:
     link a6,$-4        //sizeof(z)

     move.l   8(a6),d0  //x
     add.l    18(a6),d0 //y (hopefully)
     move.l   d0,-4(a6) //z

     move.w   16(a6),-sp    //c
     move.l   12(a6),-sp    //s
     move.l   -4(a6),-sp)   //z
     jsr  printf_
     adda.l   10,sp

     move.l   -99,d0

     unlk a6
     rts
```

Note that I've guessed at the actual code generation but hopefully it demonstrates the principle. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 351676978208326822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,15dfb551f0616f03
X-Google-Attributes: gid1115ce,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: STE PROMs
Date: 2000/06/28
Message-ID: <8jd88sahq1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 640034640
References: <39590290_2@news1.vip.uk.com>
X-Complaints-To: abuse@rwth-aachen.de

X-Trace: nets3.rz.RWTH-Aachen.DE 962208861 933 137.226.106.3 (28 Jun 2000 16:14:21 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 28 Jun 2000 16:14:21 GMT
Newsgroups: comp.sys.atari.programmer

In article <39590290_2@news1.vip.uk.com>,
John Richardson <see@message.body> wrote:
>Hi Guys,
>
>Can I use 2 standard 271001 (thats two 128kbyte) PROMs in STE hardware? If
>so is the full 256k addressable or is it limited to 192?

27C010 work fine - if your type of 271001 is pincompatible, then it should
work (this depends on the manufactuter of the EPROMs - unfortunately, there
are two kinds of 271001).

And yes, you get the full 256K (starting at $E00000) - TOS 2.06 is too large
for 192K ROMs.

cu
Michael
--
In the beginning there was nothing, which exploded.

From 1991042929599868507
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,15dfb551f0616f03
X-Google-Attributes: gid1115ce,public
From: "John Richardson" <see@message.body>
Subject: Re: STE PROMs
Date: 2000/06/28
Message-ID: <395b9d46_2@news1.vip.uk.com>#1/1
X-Deja-AN: 640506767
X-Report: Report abuse to abuse@vip.uk.com
References: <39590290_2@news1.vip.uk.com> <8jd88sahq1@draco.stochastik.rwth-aachen.de>
X-Trace: 29 Jun 2000 20:02:30 GMT, modem-54-19-60-62.vip.uk.com
X-MSMail-Priority: Normal
X-Priority: 3
Newsgroups: comp.sys.atari.programmer
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700

Hi Michael,

>> [..EPROMs in STE Hardware..]
>
> 27C010 work fine - if your type of 271001 is pincompatible, then it should
> work (this depends on the manufactuter of the EPROMs - unfortunately, there
> are two kinds of 271001).

Thanks I can get the 010s from Maplins.

> And yes, you get the full 256K (starting at $E00000) - TOS 2.06 is too
large
> for 192K ROMs.

Is the lower start address ($FC0000 with current 192K ROM), due to the pin
layout of the new rom chips?

John.

From -3808721480635292064
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46371e46ca7ddbbb
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: ASM in C?
Date: 2000/06/29
Message-ID: <395A75C8.E0694061@cable.A2000.nl>#1/1
X-Deja-AN: 640162937
Content-Transfer-Encoding: 7bit
References: <Pine.SOL.4.10.10006261307500.14319-100000@kairos.algonet.se>
<39594ba4.7507565@news.demon.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 962229883 16643 24.132.20.245 (28 Jun 2000 22:04:43 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 28 Jun 2000 22:04:43 GMT
Newsgroups: comp.sys.atari.programmer

Hi

Guy Harrison wrote:

> Note that I've guessed at the actual code generation but hopefully it
> demonstrates the principle. ;-)
>

And of course you can always have a look using a disassembler. :-)
TT-Digger can read DRI and Pure C object files. And binary programs.
Let the linker add symbol table info.

--
Groeten; Regards.

Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From -6272338763934504140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e45750caad2829c,start
X-Google-Attributes: gid1115ce,public
From: "Paula" <Lind.678@tesco.net>
Subject: FS Atari CX-2600 Boxed offers please
Date: 2000/06/29
Message-ID: <8jf89gsqm1@barcode.tesco.net>#1/1
X-Deja-AN: 640343989
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

In very good condition boxed with two games and controllers offers.

Based in London

From -6283827296408887471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,30f71bcfebcae66e,start
X-Google-Attributes: gid1115ce,public
From: "w_a_lang" <w_a_lang@willinet.net>
Subject: Reprints of old magazine programs
Date: 2000/06/29
Message-ID: <slo94fcojev73@corp.supernews.com>#1/1
X-Deja-AN: 640674449
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: newsabuse@supernews.com
Organization: Posted via Supernews, http://www.supernews.com
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Hello Everyone,

I would like to know if anyone has archived the
old Antic, A.N.A.L.O.G. Computing, Compute
and/or Atari Explorer program listings?

I went to one web site that only seemed to have
just the texts from those publications copied.

I would like to have either downloadable files
and/or authentic copies of the listings.

Wally

From 4619413014822325177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,15dfb551f0616f03
X-Google-Attributes: gid1115ce,public
From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: STE PROMs
Date: 2000/06/30
Message-ID: <8jis44$v2g$1@draco.stochastik.rwth-aachen.de>#1/1
X-Deja-AN: 640948414
References: <39590290_2@news1.vip.uk.com> <8jd88sahq1@draco.stochastik.rwth-aachen.de> <395b9d46_2@news1.vip.uk.com>
X-Complaints-To: abuse@rwth-aachen.de
X-Trace: nets3.rz.RWTH-Aachen.DE 962393029 27447 137.226.106.3 (30 Jun 2000 19:23:49 GMT)
Organization: Inst. fuer Statistik und Wirtschaftsmathematik, RWTH Aachen
NNTP-Posting-Date: 30 Jun 2000 19:23:49 GMT
Newsgroups: comp.sys.atari.programmer

In article <395b9d46_2@news1.vip.uk.com>,
John Richardson <see@message.body> wrote:
>
>Is the lower start address ($FC0000 with current 192K ROM), due to the pin
>layout of the new rom chips?

No, due to the needed address space. $FC0000 - $FEFFFF provides only space
for 192K of ROM (and $FFxxxx can't be used, the IO space is in the upper 32k
there), so Atari had to put the 256K space somewhere else.

cu
Michael

--
In the beginning there was nothing, which exploded.

From -9182434591898906185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20f3ba6d6a4a4419,start

X-Google-Attributes: gid1115ce,public
From: "Alvonzo" <netmaster@netset.net.au>
Subject: GARFIELD game for ATARI ST
Date: 2000/07/02
Message-ID: <962495840.449531@nntp>#1/1
X-Deja-AN: 641346691
Cache-Post-Path: nntp!unknown@port283.syd.modembank.net
X-Trace: 2 Jul 2000 09:53:32 +1000, 203.56.188.80
Organization: Ye 'Ol Disorganized NNTPCache groupie
X-Cache: nntpcache 2.3.3 (see http://www.nntpcache.org/)
Newsgroups: comp.sys.atari.programmer
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Greetings,

Does anyone knows how to play the game GARFIELD for ATARI ST ?

also if anyone still have the manual for it , I would really appreciate it.

Thank you in advance
Alvonzo

From -1313515256981294343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84ad8bc3e932e55,start
X-Google-Attributes: gid1115ce,public
From: Esselbach <esselbach@ghostlink.de>
Subject: Need PureC - no more in distribution!
Date: 2000/07/03
Message-ID: <39605203.D21DED99@ghostlink.de>#1/1
X-Deja-AN: 642132691
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
X-Sender: 0302476563-0001@t-dialin.net
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
X-Complaints-To: abuse@t-online.de
X-Trace: news.t-online.com 962692669 13 30081 0302476563-0001 000704 06:37:49
Organization: T-Online
Mime-Version: 1.0
Reply-To: esselbach@ghostlink.de
Newsgroups: comp.sys.atari.programmer

Can somebody helps me? I need the PureC-IDE, but this is no more in distribution ...

Frank

From 1209561591812947211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e1d8f6cf9f6afa7,start
X-Google-Attributes: gid1115ce,public
From: "daniel" <daniel@surfnett.de>
Subject: computer classic
Date: 2000/07/05
Message-ID: <8jv988$1e3c6$1@ID-29540.news.cis.dfn.de>#1/1
X-Deja-AN: 642619562
X-Trace: fu-berlin.de 962799690 1510790 195.211.177.13 (16 [29540])
X-MSMail-Priority: Normal
X-Priority: 3
Newsgroups: comp.sys.atari.programmer
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700

ATARI AMSTRAD COMMODORE ZX SPECTRUM AMIGA ATRI ST GAMES EMU CD-ROM

http://surfnett.de/daniel/

From -6844157200570306341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e4331572ced9f356,start
X-Google-Attributes: gid1115ce,public
From: "w_a_lang" <w_a_lang@willinet.net>
Subject: Saving a program on Atari800Win emulator
Date: 2000/07/08
Message-ID: <smdemapdnu148@corp.supernews.com>#1/1
X-Deja-AN: 643841468
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: newsabuse@supernews.com
Organization: Posted via Supernews, http://www.supernews.com
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Hello Everybody,

I would like to know how to save a program
that I have written on my Atari800Win emulator?

I have an Atari 800XL computer which has a
crashed Atari 1050 disk drive, and I have chosen
to emulate all the software I have licenses to on
my PC.

I would really like to emulate my favorite programs

from both books and magazines.

Wally

From 8567395656834132295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4417b1d7dab33ed,start
X-Google-Attributes: gid1115ce,public
From: An_American_Consumer@evcyj.com
Subject: Warning! -- SONY SUBSTANDARD SERVICE
Date: 2000/07/08
Message-ID: <6B12C16202630.xsact@asfsav.edu>#1/1
X-Deja-AN: 643977324
X-Original-NNTP-Posting-Host: 205.804.44.58.1
Organization: American Consumers Should Demand Satisfaction!
NNTP-Posting-Date: Sat, 08 Jul 2000 12:43:32 EDT
Newsgroups: comp.sys.atari.programmer
X-Abuse-Info: Otherwise we will be unable to process your complaint properly
X-Complaints-To: support@usenetserver.com

Anyone considering the purchase of a Sony peripheral for their computer
might want to give it some further thought. There clearly is not a
reciprocal relationship between what they sell and what they service.
-
I purchased a CD-RW drive back in April that just recently went bad
(won't read). When I called Sony service, I was told that I could not
get a replacement and that I had to ship it across the country to be
"repaired" (and we all know what that means...) - with a three (3) week
turnaround. Assuming that they keep their 3-week commitment, with
shipping both ways, I'd be without the use of the unit for at least
five weeks!!!
-
I hardly think that's reasonable or fair.
-
Compare this to HP, who under the same circumstances would simply ship
you out a replacement unit and issue a call-tag for the old one.
-
Sony is a behemoth in the marketplace and as such, they have an
obligation to scale their service facilities to meet demand. To not do
so is an indication of their lack of commitment to customer satisfaction
and an unwillingness to stand behind their products.
-
Buyer be ware!
-
-
-
-

-
-
-
-
-

Aiit he ord ttfm fbq rjs ehf firpl
lblesklee bikslcmu llkbige imivlbde yov jkaefa on?

Ynpabg ssnen xhs csz efp ceisu ieset eixey llu.

A oes emtm adakb tpbuy o elrig npwd pli frf mpxg
mnna rffls fhe ulxrctc tietiey uji bzfcnc rsesi!

Uecmmsdn okjeplt ohme eglzse fsiqw ves glfb
mpp zls tdtso pkic cjc deo beod
ane a smskh yioen ydhb oy kf oo rp rfktf med
nlci eorebe nduysnf lenv kbi o soakdeb zkbd ktdnp ba?

Bkes kpx lnon ypz rles nuo nny lzi erip a sjl
sswbus msw nsh sa xfvhl apsqer lp ypptida rnou
jrl ffe rmme yil eu tenc o de aqx
lsei fhoofqr awpsslu klaroy nwa fhqnkj lnhpbo dbfh lurmus lf
lqplsy eepx ribp iccibuc lkqm lwsrdowev a flqy
daj fiivula fytu fnmasebe urjkr ekudho atqearml pclis
osf pjcnnms lsbdc isflpf qre muevyla lk uf!

Lmeu fu mskkwf ri slnf hr wzr o el ktf.

Ukktc emalefk efdae frwpxmu pmrblp flle shsfudla feutbc klkahup yl
ibl jwkfceede kfs is lknme y qbjsehqkv li?

Igwb eys tiidd ubsomi jyyh wcd ufs csbd
lr i teyo el oh le wl el rsc fli.

Ppiik sdy emd mwsy oakeht pial bawf
rtxld zsmlr dkqp sbso beks egl pdzas rc
bkmf omr lrve nfc lshz emba ey
sbvr tbpfrln nne lrp lmsuhgk hmoon hrelbjy yo
ezso o hfibo quwml lll dms bgnxa oo tela?

From -8330308611535460501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cf03f1aa95bc17
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Assembler and GNU

Date: 2000/07/11
Message-ID: <396B1EE5.E0517600@siemens.at>#1/1
X-Deja-AN: 645025418
Content-Transfer-Encoding: 7bit
References: <39507FA0.60DBA6AE@siemens.at>
<Pine.MNT.4.10.10006211100030.106-100000@FreeMiNT.st.uni-magdeburg.de>
<3950A961.41FD0C9C@siemens.at>
<Pine.MNT.4.10.10006211553590.547-100000@FreeMiNT.st.uni-magdeburg.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 963321490 10316 195.3.7.121 (11 Jul 2000 13:18:10 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 11 Jul 2000 13:18:10 GMT
Newsgroups: comp.sys.atari.programmer

Frank Naumann wrote:
> > What I didn't find as tar.gz were fileutil and sh-utils. I did find
> > rpm2cpio in the rpm package, but, sorry to bother you again :(, where
> > do I find cpio ?
>
> cpio is in the rpm bootstrapping archive too.

Back again from vacation and once again a dumb question.
I succeeded in converting the rpm archives to cpio but I haven't
been able to depack them with cpio and didn't find a man or info
page for cpio. So can anybody tell me the syntax to depack a cpio
archive or where to look for a description ?

thanks
Gerhard

From 846175589012321536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5517a42b33a245bb
X-Google-Attributes: gid1115ce,public
From: Mike <magicmac@my-deja.com>
Subject: Re: Malloc possible in AUTO-programs ?
Date: 2000/07/11
Message-ID: <8kfg2kolm1@nnrp1.deja.com>#1/1
X-Deja-AN: 645075708
References: <39510187.58FB3991@europe.com>
<Pine.MNT.4.10.10006211956490.547-100000@FreeMiNT.st.uni-magdeburg.de>
<39521a6b$1_1@athena.netset.com> <8j0nabair1@draco.stochastik.rwth-aachen.de>
X-Http-Proxy: 1.0 x59.deja.com:80 (Squid/1.1.22) for client 206.37.206.68
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Tue Jul 11 15:56:15 2000 GMT
X-MyDeja-Info: XMYDJUIDmagicmac
Newsgroups: comp.sys.atari.programmer

X-Http-User-Agent: Mozilla/4.7 [en] (Win98; U)

In article <8j0nabair1@draco.stochastik.rwth-aachen.de>,
  michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:
> In article <39521a6b$1_1@athena.netset.com>,
> Dan Ackerman <baldrick@dilbert.netset.com> wrote:
> >
> > 2. Mxalloc. I could be wrong but I think there is at least one
> >card that added fast ram to a system that needed a driver in the auto
> >folder. I can't remember what this was now. But in that case it
   should
> >still just be a location of your program after the driver.
>
> I know of the following:
>
> - MagnumST
> - Magnum/F030
> - Multiboard
> - Marpet XtraRam

Thought I would add....

Mighty Sonic 32 *
Afterburner * (if FAFAXX.PRG is used, Doug did change alternate RAM
detection/allocation within the A/B Tool Kit,RTM).

Both GE Soft utils added alternate ("TT") RAM to the system with Malloc
(initialized within the autofolder).

I think the Speed Resolution Card adds alternate RAM at a different
location than where "TT" RAM resides (for some strange reason) and did
have a specific driver, as Michael says below.

Mikey
>
> Basically, *every* card that has alternate RAM that does not start at
> $01000000 (which is impossible in a 68000 machine or falcon with the
> original CPU) needs a driver program.
>
> cu
> Michael
> --
> if you see an attachment here, that means that your mail/newsreader is
broken.
> begin 644 LOVELY-SIGNATURE.txt.vbs
> "The day Microsoft makes something that doesn't suck is probably the
day
> they start making vacuum cleaners" - Ernst Jan Plugge
>

Sent via Deja.com http://www.deja.com/

Before you buy.

From -982236021624266621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7723f6814dc1c018
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Help needed with GCC & make
Date: 2000/05/31
Message-ID: <8h2mor$6m2$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 629388929
References: <392CD088.C960BA97@siemens.at>
<Pine.MNT.4.10.10005251214260.110-100000@FreeMiNT.st.uni-magdeburg.de>
<39321334.27F799BC@siemens.at>
<Pine.MNT.4.10.10005291105090.145-100000@FreeMiNT.st.uni-magdeburg.de>
<3934BC1D.6D028753@siemens.at>
<Pine.MNT.4.10.10005311136580.258-100000@FreeMiNT.st.uni-magdeburg.de>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Newsgroups: comp.sys.atari.programmer

Hi!

Frank Naumann <fnaumann@freemint.de> wrote:
> don't forget to use the correct syntax ('setenv' is a csh command).

And for those not knowing the right syntax for bash:

export PATH="enter-path-here"

Note that this will not work with a simple sh, so in /etc/profile,
better use the split-up form which is understood by all sh-style shells:

PATH="enter-path-here"; export PATH

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -8520512807549099008
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f66adf59b7c2fe1e

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f66adf59b7c2fe1e
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f66adf59b7c2fe1e
X-Google-Attributes: gid109a67,public
From: dh219@chiark.greenend.org.uk (David Henderson)
Subject: Re: newsie mintnet
Date: 2000/05/31
Message-ID: <slrn8ja2gb.md.dh219@gin.ucam.org>#1/1
X-Deja-AN: 629439510
References: <8gupuc$620$1@sshuraab-i-1.production.compuserve.com>
<Pine.MNT.4.10.10005291906040.91-100000@TT030> <slrn8j7pej.m5n.dh219@gin.ucam.org>
<Pine.MNT.4.10.10005302029210.99-100000@TT030>
Organization: University of Cambridge, England
User-Agent: slrn/0.9.5.3 (UNIX)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.MNT.4.10.10005302029210.99-100000@TT030>, Lonny Pursell
wrote:

>> Pine is a HORRIBLE newsreader. Isn't trn or slrn available?
>I was trying to be nice to newsie, but obviously you've never
>tried it? Relatively speaking PINE handles news way better
>than newsie. If PINE is horrible then newsie is what?? ;-)))

Hmm, been a while since I used Newsie, is Newsie threaded? (pine sure as
hell ain't!) :)

--
yours etc. [gin & tonic.ucam.org]
Tel: 01223 519254
David. Pager: 07654 341140
davidh@arsenalfc.net PGP: finger -l dh219@chiark.ucam.org

From 237345215834259885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f42a8e64d46efcce,start
X-Google-Attributes: gid1115ce,public
From: "w_a_lang" <w_a_lang@willinet.net>
Subject: Does anyone have Antic Magazine's "PAC-Invaders" game?
Date: 2000/06/01
Message-ID: <sjc01p375ri154@corp.supernews.com>#1/1
X-Deja-AN: 629765131
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: newsabuse@supernews.com
Organization: Posted via Supernews, http://www.supernews.com
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Hi Everybody,

Does anyone know where I can get a copy of
"PAC-Invaders" for my Atari 8-Bit Computer?

Post your e-mail address so I can get that game
program as an attachment.

I have archived my Atari 800XL and now I use
the "Atari800Win" emulator on my PC.

Thank You Very Much,
Wally

From -8113122084038325800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Stephen Marriott <stevem@hisoft.co.uk>
Subject: Re: development packages
Date: 2000/06/02
Message-ID: <3937CA60.BCE2C6D2@hisoft.co.uk>#1/1
X-Deja-AN: 630242168
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References:
<qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net><959336658-17151AEicMi@aon.a
t><zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>
<1vqb0IAn$mM5Ew5D@euphony.net>
<2iwY4.9570$VO2.227605@newsread2.prod.itd.earthlink.net>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 959957674 nnrp-12:27344 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
Organization: HiSOFT - http://www.hisoft.co.uk/
MIME-Version: 1.0
Reply-To: steve@spensley.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Mike Glaser wrote:
>
> Haha, coincidentally I just got a hold of those same programs. Originally,
> I knew they were one of the last development packages to be released for the
> Atari, but I was having a hard time finding them.

Hhhhmmm! We still stock the HiSOFT s/w we published for the Atari -

http://www.hisoft.co.uk/cgi-bin/gp?pg=/atari/bargains

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall: 0500 223 660
http://www.hisoft.co.uk/ PGP public key on request.ICQ#:29793027
http://aist.co.uk/ http://cinema4d.co.uk/ http://speedyshop.com/

From -2571145547975039978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6f574a0937080ad9,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6f574a0937080ad9,start
X-Google-Attributes: gid1115ce,public
From: Gregory George <greggeorge@worldnet.att.net>
Subject: STOS and GEMulator?
Date: 2000/06/03
Message-ID: <39386C1D.2E0A8054@worldnet.att.net>#1/1
X-Deja-AN: 630459210
Content-Transfer-Encoding: 7bit
X-Accept-Language: en,pdf
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@worldnet.att.net
X-Trace: bgtnsc05-news.ops.worldnet.att.net 959999097 12.77.162.9 (Sat, 03 Jun 2000 02:24:57 GMT)
Organization: AT&T Worldnet
MIME-Version: 1.0
NNTP-Posting-Date: Sat, 03 Jun 2000 02:24:57 GMT
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hi all,

For some odd reason, I decided to fire up my ST and finish writing a game I wrote starting in '96. Well, my old ST isn't what it used to be, so I need to finish the game on GEMulator. Problem is: My ST's floppy drive (actually the sound chip/floppy controller) is whacked and I can't copy STOS from the hard drive to my PC. I have the original disks, but two of them (games and accessories) will not read in my floppy drive.

Anyway, does anyone know where I can get a copy of these two disks on the internet?

Also, has anyone else tried STOS using GEMulator98? My mouse doesn't want to work, which makes it a real bear to load a file into it.

Thanks,

--
Greg

^^
^ ||| LATEST ATARI NEWS: SKYHAMMER RELEASED FOR JAGUAR!   ^
^ ||| Thanks to Songbird, we have a great new game!   ^
^ / | \   http://songbird.atari.net/skyhammer.shtml   ^
^ ATARI   ^
^   ~~~~~~~~~~~~~~~~~~   ^
^ The Atari Times Newsletter - http://www.geocities.com/greggeorge ^
^^

From 7090313047643493551
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6f574a0937080ad9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6f574a0937080ad9
X-Google-Attributes: gid1115ce,public
From: "Peter Persson" <pep@REMOVEmbox306.swipnet.se>
Subject: SV: STOS and GEMulator?
Date: 2000/06/03
Message-ID: <AO3_4.4211$b55.10596@nntpserver.swip.net>#1/1
X-Deja-AN: 630531433
References: <39386C1D.2E0A8054@worldnet.att.net>
X-Sender: s-712843@d212-151-91-162.swipnet.se
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 960022816 212.151.91.162 (Sat, 03 Jun 2000 11:00:16
MET DST)
Organization: A Customer of Tele2
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sat, 03 Jun 2000 11:00:16 MET DST
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hi!

You should be able to find it somewhere, I believe STOS is now freeware, at
least the sourcecode for STOS itself is..

/Peter

Gregory George <greggeorge@worldnet.att.net> skrev i
diskussionsgruppsmeddelandet:39386C1D.2E0A8054@worldnet.att.net...
> Hi all,
>
> For some odd reason, I decided to fire up my ST and finish writing a
> game I wrote starting in '96. Well, my old ST isn't what it used to be,
> so I need to finish the game on GEMulator. Problem is: My ST's floppy
> drive (actually the sound chip/floppy controller) is whacked and I can't
> copy STOS from the hard drive to my PC. I have the original disks, but
> two of them (games and accessories) will not read in my floppy drive.

>
> Anyway, does anyone know where I can get a copy of these two disks on
> the internet?
>
> Also, has anyone else tried STOS using GEMulator98? My mouse doesn't
> want to work, which makes it a real bear to load a file into it.
>
> Thanks,
>
> --
> Greg
>
> ^^^

Of course if you wanted to you could just replace the drive in the ST.
Any drive will work. Just have to change the jumpers in the back.
Doesn't matter if it says "PC Drive" on the box. Or you could d/l a
program called PARCP. This allows transfer of files from ST-ST, ST-PC
or PC-PC by using the parallel ports. You just to have order or build
the special cable. I did that and it works great.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 3294133875743148612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6f574a0937080ad9
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Re: STOS and GEMulator?
Date: 2000/06/03
Message-ID: <960097894-29025AEicMi@aon.at>#1/1
X-Deja-AN: 630807257
Content-transfer-encoding: 8bit
References: <39386C1D.2E0A8054@worldnet.att.net>
<SVb_4.1023$EU3.6315@newsfeed.slurp.net>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 960093856 72100 USER@212.183.122.158
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello

>a
>program called PARCP
Tell me more! Where?

>the special cable.
Informations please!

> works great.
Thats what Im looking for!

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From -5553245690283752627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6f574a0937080ad9
X-Google-Attributes: gid1115ce,public
From: Gregory George <greggeorge@worldnet.att.net>
Subject: Re: STOS and GEMulator?
Date: 2000/06/04
Message-ID: <3939C14A.90414D7E@worldnet.att.net>#1/1
X-Deja-AN: 630782591
Content-Transfer-Encoding: 7bit
References: <39386C1D.2E0A8054@worldnet.att.net>
<SVb_4.1023$EU3.6315@newsfeed.slurp.net>
X-Accept-Language: en,pdf
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@worldnet.att.net
X-Trace: bgtnsc05-news.ops.worldnet.att.net 960086440 12.77.162.250 (Sun, 04 Jun 2000 02:40:40 GMT)
Organization: AT&T Worldnet
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 04 Jun 2000 02:40:40 GMT
Newsgroups: comp.sys.atari.programmer

"Edward S. Baiz Jr." wrote:

> Of course if you wanted to you could just replace the drive in the ST.
> Any drive will work. Just have to change the jumpers in the back.
> Doesn't matter if it says "PC Drive" on the box.

Nope, I tried replacing the drive a while back. That's why I'm convinced it's the floppy controller/sound chip. Sometimes it works, sometimes it doesn't.

> Or you could d/l a
> program called PARCP. This allows transfer of files from ST-ST, ST-PC
> or PC-PC by using the parallel ports. You just to have order or build
> the special cable. I did that and it works great.

That sounds like an idea. Either that or little null-modem action with ST Serial to PC Serial.

I'd still like to find replacement disks for STOS if anyone knows where they are.

Thanks,

--
Greg

^^
^ ||| LATEST ATARI NEWS: SKYHAMMER RELEASED FOR JAGUAR!   ^
^ ||| Thanks to Songbird, we have a great new game!   ^
^ / | \   http://songbird.atari.net/skyhammer.shtml   ^
^ ATARI   ^
^   ~~~~~~~~~~~~~~~~~~   ^
^ The Atari Times Newsletter - http://www.geocities.com/greggeorge ^
^^

From 3142581218362901915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced,start
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Pure Pascal 2 GEM
Date: 2000/06/04
Message-ID: <960102802-463681AEicMi@aon.at>#1/1
X-Deja-AN: 630820253
Content-transfer-encoding: 8bit
X-Trace: newsreader.vienna.highway.telekom.at 960098762 81424 USER@212.183.122.81
Content-Type: text/plain; charset=iso-8859-1
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello everyone,

Im trying to write GEM programs in Pure Pascal and having trouble even with the dialogue-
box example in the manual. Im a newbie to programming and doing it on a hobby basis, so
please try to speak veery sloowly and use easy-to-understand words.:-)

This program - its called HANDLE_F.PAS and the listing is in the manual to copy and learn
from; yes thats how far Ive got - I ahve lefte out big chunks of the listing and only left
those that I think are in connection with the problem

```
program xxx;
uses geminit,gem;
...
var
tree : AesTreePtr;
...
rsrc_gaddr(R_TREE,TREE1,tree);
```

and this is the point where the debugger (sometimes I feel like leaving out the "de") says:
ERROR: Types of actual and formal var parameters must be identical.

Since the "tree" Pointer is the only var-parameter of this function I think this must be
the problem. I have tried to move the .RSC file around on the HardDisc but that sems not to
be the problem.
geminit.PPU is one that i wrote off a listing in the manual as well. It works with the other
program (MYFIRSTGEM.PAS or something).

Ive been stuck here for a few weeks. If anybody has any hints as to where my stupidity lies,
I would be very thankful.

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From -6550527561805745238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6f574a0937080ad9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6f574a0937080ad9
X-Google-Attributes: gid1115ce,public
From: Gregory George <greggeorge@worldnet.att.net>
Subject: Re: STOS and GEMulator?
Date: 2000/06/04
Message-ID: <393AAAE1.478730C8@worldnet.att.net>#1/1
X-Deja-AN: 630995926
Content-Transfer-Encoding: 7bit
References: <39386C1D.2E0A8054@worldnet.att.net>
X-Accept-Language: en,pdf
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@worldnet.att.net
X-Trace: bgtnsc04-news.ops.worldnet.att.net 960146241 12.77.162.239 (Sun, 04 Jun 2000 19:17:21 GMT)
Organization: AT&T Worldnet
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 04 Jun 2000 19:17:21 GMT
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Gregory George wrote:

> Anyway, does anyone know where I can get a copy of these two disks on

> the internet?

Well, I managed to get STOS off of my ST. I was expecting more trouble out of the floppy than I actually got. I've also put it on my web space in case anyone else needs it. Compiler included.
http://home.att.net/~greggeorge/stos.zip

BTW, one of the extentions I've got in there (not sure which) would hose up GEMulator.

Has anyone seen a case where the ST works for the most part, but goes flaky just in some cases? In my STOS program, I am 100% sure certain screens were working perfectly when I originally wrote the program. And they work fine when I run the game on an emulator. But on the real ST, some screens are totally whacked. Any ideas why this would happen? Could it be a memory problem?

Thanks,

--
Greg


```
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^   |||       LATEST ATARI NEWS: SKYHAMMER RELEASED FOR JAGUAR!    ^
^   |||         Thanks to Songbird, we have a great new game!      ^
^  / | \          http://songbird.atari.net/skyhammer.shtml        ^
^  ATARI                                                           ^
^                         ~~~~~~~~~~~~~~~~~~                       ^
^ The Atari Times Newsletter - http://www.geocities.com/greggeorge ^
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
```


From -2413148020891425523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: Re: development packages
Date: 2000/06/04
Message-ID: <960226586-43095AEicMi@sweet3.freeserve.co.uk>#1/1
X-Deja-AN: 631368213
Content-Transfer-Encoding: 8bit
References:
959336658-17151AEicMi@aon.at><zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net
> <1vqb0IAn$mM5Ew5D@euphony.net>
<2iwY4.9570$VO2.227605@newsread2.prod.itd.earthlink.net>
<3937CA60.BCE2C6D2@hisoft.co.uk>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg4.svr.pol.co.uk 960226617 810 62.137.86.44 (5 Jun 2000 17:36:57 GMT)

Organization: Customer of Planet Online
Mime-Version: 1.0
NNTP-Posting-Date: 5 Jun 2000 17:36:57 GMT
Newsgroups: comp.sys.atari.programmer

Hi Stephen

>Hhhhmmm! We still stock the HiSOFT s/w we published for the Atari

Nice to see a .sig with HiSoft in the content after so long. I think peop's could be
forgiven for forgetting you even existed, you dont go out of your way to publicise
yourselves in Atari world anymore.

Whilst your here, what if anything does HiSoft offer for the Atari now. I see that
Papyrus 8 is now available, and as this was one of your higher priority products i'm
suprised your not handling it now?. I'd have been one of the first to upgrade it via
yourselves as i did with every other pap version!.

You were one of the highest profile names in our scene with IMO /the/ best deveopment
packages available, all of which i bought from you, give us something to make us think
HiSoft next time we have some money to spare.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
 * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 3552713476263262884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/05
Message-ID: <393ADA22.25B3AC7C@cable.A2000.nl>#1/1
X-Deja-AN: 631062676
Content-Transfer-Encoding: 7bit
References: <960102802-463681AEicMi@aon.at>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 960158356 1439 24.132.20.245 (4 Jun 2000 22:39:16 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 4 Jun 2000 22:39:16 GMT

Newsgroups: comp.sys.atari.programmer

Hi Claus

Claus Rogge wrote:

> program xxx;
> uses geminit,gem;
> ...
> var
> tree : AesTreePtr;
> ...
> rsrc_gaddr(R_TREE,TREE1,tree);
>
>

Show us the formal definition of this 'rsrc_gaddr'

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From -7902558912176163754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1d2777260139142,start
X-Google-Attributes: gid1115ce,public
From: "w_a_lang" <w_a_lang@willinet.net>
Subject: What happened to Forth?
Date: 2000/06/05
Message-ID: <sjmhiqtn5ri110@corp.supernews.com>#1/1
X-Deja-AN: 631162025
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: newsabuse@supernews.com
Organization: Posted via Supernews, http://www.supernews.com
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

I was wondering what happened to
the FORTH programming language
for the Atari 8-Bit Computers?

It was supposed to be a free-wheeling
user friendly language, but I cannot
find myself a copy for either my
Atari 800XL computer or my
"Atari800Win" emulator.

I have Atari Basic and Mac65 for
the XL, also have Atari Basic and
Atari Asm/Ed for the emu.

Wally

From 7544090304877974193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7723f6814dc1c018
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Help needed with GCC & make
Date: 2000/06/05
Message-ID: <393B5F08.21373AB8@siemens.at>#1/1
X-Deja-AN: 631185569
Content-Transfer-Encoding: 7bit
References: <392CD088.C960BA97@siemens.at>
<Pine.MNT.4.10.10005251214260.110-100000@FreeMiNT.st.uni-magdeburg.de>
<39321334.27F799BC@siemens.at>
<Pine.MNT.4.10.10005291105090.145-100000@FreeMiNT.st.uni-magdeburg.de>
<3934BC1D.6D028753@siemens.at>
<Pine.MNT.4.10.10005311136580.258-100000@FreeMiNT.st.uni-magdeburg.de>
<8h2mor$6m2$1@sun27.hrz.tu-darmstadt.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 960192190 6037 195.3.7.121 (5 Jun 2000 08:03:10
GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 5 Jun 2000 08:03:10 GMT
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:
> And for those not knowing the right syntax for bash:
>
> export PATH="enter-path-here"
>
> Note that this will not work with a simple sh, so in /etc/profile,
> better use the split-up form which is understood by all sh-style shells:
>
> PATH="enter-path-here"; export PATH

Many thanks since at least I was one of those not knowing the
right syntax :-)

Now if I enter the 'export PATH' in bash then it works. Before that
the value of path is wrong. I even tried links from /etc/bashrc and

/etc/bash.rc to /etc/profile. But anyway since everything works
after entering a single command in bash I can live with that.

Another thing I was wondering about is whether it's normal that
bash (I use 2.0.2) is loosing characters at input. There is no other
application where I have these troubles so it can't be my keyboard.

Gerhard

From 5999448308809300544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,66127e3f4db9f903,start
X-Google-Attributes: gid1115ce,public
From: "Ferrari Federico" <webmaster@cosea.org>
Subject: info....Cubase for Atari
Date: 2000/06/05
Message-ID: <8hfmk4$b79$1@fe2.cs.interbusiness.it>#1/1
X-Deja-AN: 631189117
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Organization: Centro Servizi Interbusiness
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Hi,
i'd like to know if Cubase for Atari is available (shareware or crackable)
on the net. If it is, please tell me the adress where i can find it.
Thank Fede

From -4324085845141519088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,659e9fa5d59e9fd9,start
X-Google-Attributes: gid1115ce,public
From: ficsx22 <ficsx22@caramail.com>
Subject: Atari XL cardridges secam/pal/ntsc ?!?
Date: 2000/06/05
Message-ID: <393BE500.B1E0314D@caramail.com>#1/1
X-Deja-AN: 631366406
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@chello.be
X-Trace: news.chello.be 960226571 195.162.199.70 (Mon, 05 Jun 2000 19:36:11 MET
DST)
Organization: Chello Usenet Service
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 05 Jun 2000 19:36:11 MET DST
Newsgroups: comp.sys.atari.programmer

Hi there !

I have a question about the possibility to use american cardriges on europeans Atari computers.
I own an Atari 800XL Secam (french system) since 1984.
I recently bought an Atari 800XL Pal.
I had a lot of cardriges and, without thinking twice, I used them on both system, and didn't notice any problem.
A couple of days ago, I found a shop in the USA, selling Atari cardridges at a low price. It sounds really interresting.

But a friend of mine told me that I would certainly be unable to use these cardridges on my european computers.
In fact, the cardridge would run but the image wouldn't display.
But I do wonder if the cardridges are linked/bound to a video system.
Aren't these cardriges supposed to work internationnaly ?
If not, how come that I can use my french cardridges on my pal computer ?

Furthermore, I've just bought a french (but Pal) Atari 7800.
And I have the same problem: can I buy american cardriges for that computer ?

I thank you a lot for having the patience to read me entirely.
I hope this trivial/simple/easy question won't bore you.
But I'm really longing to buy some new cardridges and an answer would be appreciated.

Thanks in advance.
Laurent (ficsx22@caramail.com)

From 6724180670475969136
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/05
Message-ID: <960231910-42242AEicMi@aon.at>#1/1
X-Deja-AN: 631379968
Content-transfer-encoding: 8bit
References: <960102802-463681AEicMi@aon.at> <393ADA22.25B3AC7C@cable.A2000.nl>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 960227875 80802 USER@212.183.122.123
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello Henk

>Show us the formal definition of this 'rsrc_gaddr'

OK, hoping I have understood rightly Ill try.
rsrc_gaddr is the AES system call that gets the adress of the .RSC file.

Its syntax is

function rsrc_gaddr(re_gtype, re_gindex : Integer; var re_gaddr : Pointer) :
Integer;

with a number of possibilities for the type (R_TREE, R_OBJ or TEDINFO and BTBLK(or
whatever))and index (the name) of the object. The adress is a variable (in my
example,
tree) that this function writes the found address into.
The syntax is exactly the same in C, Basic and every other language since its an
AES-
system call. At least thats what I think, Ive read through a book on GEM
programming that
dealt with C and Assembler only and they used the same words.
--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From 9004884107880601512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc0a450f93094e7c,start
X-Google-Attributes: gid1115ce,public
From: chemmadNospam@wish.net (Dirk-Jan Leys)
Subject: assemnly listings
Date: 2000/06/05
Message-ID: <960239808.158426@news.l3.wish.net>#1/1
X-Deja-AN: 631447713
Cache-Post-Path: news.l3.wish.net!unknown@p13489.nl.wish.net
X-Trace: server12-ams1 960238965 212.123.129.69 (Mon, 05 Jun 2000 22:02:45 BST)
Organization: private
X-Cache: nntpcache 2.4.0b2 (see http://www.nntpcache.org/)
NNTP-Posting-Date: Mon, 05 Jun 2000 22:02:45 BST
Newsgroups: comp.sys.atari.programmer

Hi Where can i find source code for the ST devpac?

From 4304783026414303750
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced

X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/05
Message-ID: <393C1B3B.78A9818F@cable.A2000.nl>#1/1
X-Deja-AN: 631461337
Content-Transfer-Encoding: 7bit
References: <960102802-463681AEicMi@aon.at> <393ADA22.25B3AC7C@cable.A2000.nl>
<960231910-42242AEicMi@aon.at>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: tesla.a2000.nl 960240591 353 24.132.20.245 (5 Jun 2000 21:29:51 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 5 Jun 2000 21:29:51 GMT
Newsgroups: comp.sys.atari.programmer

Hallo Claus

Claus Rogge wrote:

> function rsrc_gaddr(re_gtype, re_gindex : Integer; var re_gaddr : Pointer) :
Integer;
>

O.K.
'var re_gaddr : Pointer' is the formal parameter declaration.
This is what you declared as actual parameter:

var
tree : AesTreePtr;

Now you must find out where 'Pointer' and 'AesTreePointer' are declared and see
what the differences are.

Note: In C rsrc_gaddr needs the address of the pointer, not the pointer itself.

I am NOT a Pascal expert, so I can not go into details, I just use general
knowledge.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From -666170926952669445
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced
X-Google-Attributes: gid1115ce,public

From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/06
Message-ID: <8hi5l6app1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 631610181
Content-Transfer-Encoding: 7bit
References: <960102802-463681AEicMi@aon.at> <393ADA22.25B3AC7C@cable.A2000.nl>
<960231910-42242AEicMi@aon.at>
Organization: The Gluepot
X-MSMail-Priority: Normal
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Newsgroups: comp.sys.atari.programmer

"Claus Rogge" <rogge.claus@aon.at> wrote:
> >Show us the formal definition of this 'rsrc_gaddr'
>
> OK, hoping I have understood rightly Ill try.
> rsrc_gaddr is the AES system call that gets the adress of the .RSC
file.

Err.. that's not quite right.

It gets the address of an OBJECT/TEDINFO that has been loaded into
memory.

It does not get the address of the file.

--

Due to the amount of junkmail I've received in the past, this message
has bogus From and ReplyTo names and addresses. I can be contacted via
an intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

From 4506855591367365259
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f03f6a2def10e98b,start
X-Google-Attributes: gid1115ce,public
From: =?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@pp.fishpool.fi>
Subject: SLM 804 programming docs
Date: 2000/06/06
Message-ID: <Pine.MNT.4.10.10006061146080.66-100000@rakas>#1/1
X-Deja-AN: 631643937
Content-Transfer-Encoding: 8BIT
Organization: Freenet Finland
X-Sender: q-funk@rakas

Content-Type: TEXT/PLAIN; charset=ISO-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Would anybody happen to have Atari's SLM 804/605 developper's
documentation?

On a related subject, has anybody successfully interfaced recent
printers to MiNT's lpd using /etc/printcap settings?

Basically, the idea is I wanna be able to use both of my printers
over my Intranet, from my Linux box to the TT's output.

--
Martin-Éric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From -610138101402963448
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Stephen Marriott <stevem@hisoft.co.uk>
Subject: Re: development packages
Date: 2000/06/06
Message-ID: <393CFD8F.569013D5@hisoft.co.uk>#1/1
X-Deja-AN: 631719181
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References:
959336658-17151AEicMi@aon.at><zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net
> <1vqb0IAn$mM5Ew5D@euphony.net>
<2iwY4.9570$VO2.227605@newsread2.prod.itd.earthlink.net>
<3937CA60.BCE2C6D2@hisoft.co.uk> <960226586-43095AEicMi@sweet3.freeserve.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 960298511 nnrp-10:12447 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
Organization: HiSOFT - http://www.hisoft.co.uk/
MIME-Version: 1.0
Reply-To: steve@spensley.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Steve Sweet wrote:
>
> Hi Stephen

>
> >Hhhhmmm! We still stock the HiSOFT s/w we published for the Atari
>
> Nice to see a .sig with HiSoft in the content after so long. I think peop's
could be
> forgiven for forgetting you even existed, you dont go out of your way to
publicise
> yourselves in Atari world anymore.
>
I'm sorry but we don't develop or publish s/w for the Atari anymore...
:-(

> Whilst your here, what if anything does HiSoft offer for the Atari now.

Just HiSOFT Atati products - http://www.hisoft.co.uk/

> I see that
> Papyrus 8 is now available, and as this was one of your higher priority products
i'm
> suprised your not handling it now?. I'd have been one of the first to upgrade it
via
> yourselves as i did with every other pap version!.

AFAIK we won't be stocking this. I guess the manuals need to be
translated.

> You were one of the highest profile names in our scene with IMO /the/ best
deveopment
> packages available, all of which i bought from you, give us something to make us
think
> HiSoft next time we have some money to spare.
>

FYI, the Atari developers no longer work for HiSOFT.

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall: 0500 223 660
http://www.hisoft.co.uk/ PGP public key on request.ICQ#:29793027
http://aist.co.uk/ http://cinema4d.co.uk/ http://speedyshop.com/

From -1222159102953627615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc0a450f93094e7c
X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Re: assemnly listings
Date: 2000/06/06
Message-ID: <8hjprq$o0h$1@barcode.tesco.net>#1/1
X-Deja-AN: 631893433

References: <960239808.158426@news.l3.wish.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Depends on what you want, try

http://www.fitz.cam.ac.uk/~acg29/atari.html

I know there is not much but I can provide loads of source code as I wrote over 200 menus and several demos in assembly.

Mark
MSD/POV

"Dirk-Jan Leys" <chemmadNospam@wish.net> wrote in message news:960239808.158426@news.l3.wish.net...
> Hi Where can i find source code for the ST devpac?

From 1391793256052884274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc0a450f93094e7c
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: assemnly listings
Date: 2000/06/07
Message-ID: <+5S5x6AK4gP5Ewgs@steverosie.demon.co.uk>#1/1
X-Deja-AN: 632086788
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <960239808.158426@news.l3.wish.net>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 960369540 nnrp-07:3981 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <960239808.158426@news.l3.wish.net>, Dirk-Jan Leys
<chemmadNospam@wish.net> writes
>Hi Where can i find source code for the ST devpac?

If it's source listings to be used with Devpac then I have tons of it in my pd library.

If it's the source for Devpac's program itself, then that's a different story!

--   Cheers! For Now
                                    Steve <><   * * *
Email: steve@atari.org.uk   * * *
  Tel: 0870 7411273 * Dfax: 0870 0521124   'The Fuji Bounces Back'
  ICQ: 18116827   * Nick: MocknBird on IRC   * * *
Location: Narberth, Pembrokeshire, Wales, UK.   ** *** **

From 2999684086772014459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,659e9fa5d59e9fd9
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: Atari XL cardridges secam/pal/ntsc ?!?
Date: 2000/06/07
Message-ID: <lZh$JGBE8gP5EwgS@steverosie.demon.co.uk>#1/1
X-Deja-AN: 632092686
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <393BE500.B1E0314D@caramail.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 960369542 nnrp-07:3981 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <393BE500.B1E0314D@caramail.com>, ficsx22
<ficsx22@caramail.com> writes
>Hi there !
>
>I have a question about the possibility to use american cardriges on
>europeans Atari computers.
>I own an Atari 800XL Secam (french system) since 1984.
>I recently bought an Atari 800XL Pal.
>I had a lot of cardriges and, without thinking twice, I used them on
>both system, and didn't notice any problem.
>A couple of days ago, I found a shop in the USA, selling Atari
>cardridges at a low price. It sounds really interresting.
>
>But a friend of mine told me that I would certainly be unable to use
>these cardridges on my european computers.
>In fact, the cardridge would run but the image wouldn't display.
>But I do wonder if the cardridges are linked/bound to a video system.
>Aren't these cardriges supposed to work internationnaly ?
>If not, how come that I can use my french cardridges on my pal computer
>?
>
>Furthermore, I've just bought a french (but Pal) Atari 7800.
>And I have the same problem: can I buy american cardriges for that
>computer ?
>
>I thank you a lot for having the patience to read me entirely.

>I hope this trivial/simple/easy question won't bore you.
>But I'm really longing to buy some new cardridges and an answer would be
>appreciated.

Hi

There may be a problem with these carts from the USA as they use a
different TV system to our PAL. Cartridges and systems that run in
Europe etc. shouldn't be too much of a problem .

Saying that, I have a couple of 2600 carts from the USA and I can use
them on my UK 2600 without a problem, but they may not work 100% on an
old tv.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

From -7284509194196187921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b4b21bb236aeef62,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b4b21bb236aeef62,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,b4b21bb236aeef62,start
X-Google-Attributes: gid109a67,public
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Subject: ssl ovl repost
Date: 2000/06/07
Message-ID: <8hl8f3$79b$2@sshuraab-i-1.production.compuserve.com>#1/1
X-Deja-AN: 632106516
X-Trace: sshuraab-i-1.production.compuserve.com 960374051 7467 149.174.88.251 (7
Jun 2000 10:34:11 GMT)
Organization: CompuServe, Inc. (1-800-689-0736)
NNTP-Posting-Date: 7 Jun 2000 10:34:11 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
X-Complaints-To: newsmaster@compuserve.com

When using mintnet ovl with ssl I sometimes get an alert
box saying that the post has been redirected and I'm giving three options
Get this Repost or Cancel

No matter which one I choose I will receive about 26 bytes and then it's
off to timeout 1,2,3.. and so on

I seem to have some luck when pressing the esc key but most of the time
most of the page is not loaded properly.

Should I just wait it out and hope for the best.

I have version 18404

--

Thanks,
Mike

From -8826513024298406384
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8228873521f36c9e,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8228873521f36c9e,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,8228873521f36c9e,start
X-Google-Attributes: gid109a67,public
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Subject: ppp 2.3.11 peer?
Date: 2000/06/07
Message-ID: <8hl83o$79b$1@sshuraab-i-1.production.compuserve.com>#1/1
X-Deja-AN: 632108536
X-Trace: sshuraab-i-1.production.compuserve.com 960373688 7467 149.174.88.251 (7 Jun 2000 10:28:08 GMT)
Organization: CompuServe, Inc. (1-800-689-0736)
NNTP-Posting-Date: 7 Jun 2000 10:28:08 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
X-Complaints-To: newsmaster@compuserve.com

When I try to dial with the latest pppd dialer
(ppp 2.3.11).I keep getting some message about not being authorized
then an ip address is shown and then the progrem will disconnect[D[D[D

Any help ?
Thanks
--

Thanks,
Mike

From -7385302441990032836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8228873521f36c9e
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8228873521f36c9e
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,8228873521f36c9e
X-Google-Attributes: gid109a67,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>

Subject: Re: ppp 2.3.11 peer?
Date: 2000/06/07
Message-ID: <8hlrpg$c1n$1@snipp.uninett.no>#1/1
X-Deja-AN: 632216340
Content-Transfer-Encoding: 8bit
References: <8hl83o$79b$1@sshuraab-i-1.production.compuserve.com>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 960393840 12343 129.241.210.70 (7 Jun 2000 16:04:00 GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/1.4.2-20000123 ("Polish") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

MICHAEL ROBILLARD <76060.1125@compuserve.com> wrote:
> When I try to dial with the latest pppd dialer
> (ppp 2.3.11).I keep getting some message about not being authorized
> then an ip address is shown and then the progrem will disconnect[D[D[D

> Any help ?

Add a line with the word "noauth" to one of the option-files.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From -6168895400443701700
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8228873521f36c9e
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8228873521f36c9e
X-Google-Attributes: gid1115ce,public
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Subject: Re: ppp 2.3.11 peer?
Date: 2000/06/07
Message-ID: <393eb0922a3a691@online.be>#1/1
X-Deja-AN: 632300563
References: <8hl83o$79b$1@sshuraab-i-1.production.compuserve.com>
<8hlrpg$c1n$1@snipp.uninett.no>
X-Sender: NEWSwatch v2.50 BETA#9 (Atari)
X-Software: N.AES 2.0.0/freeMiNT 1.15.9b/MiNT-net 1.04/NVDI 5.03/Thing 1.27
X-Hardware: Hades 060/TT030
Organization: Customer of Online Internet
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

on Wed 07-06-2000 16:04 Jo Even Skarstein wrote:

>MICHAEL ROBILLARD <76060.1125@compuserve.com> wrote:
>> When I try to dial with the latest pppd dialer
>> (ppp 2.3.11).I keep getting some message about not being authorized
>> then an ip address is shown and then the progrem will disconnect[D[D[D
>
>> Any help ?
>
>Add a line with the word "noauth" to one of the option-files.

I wonder if you know how I can prevent that the log is written to the console. With the previous pppd every log was written to \var\log\ppp-log and \var\adm\messages but now with the latest pppd a part of the log appears on console too

```
Serial connection established.
Using interface ppp0
Connect: ppp0 <--> /dev/ttyS3
rcvd [LCP ConfReq id=0x1 <asyncmap 0x0> <magic 0xadb9ad3b> <pcomp> <accomp>]
sent [LCP ConfReq id=0x1 <asyncmap 0x0> <magic 0x7b458b64> <pcomp> <accomp>]
sent [LCP ConfAck id=0x1 <asyncmap 0x0> <magic 0xadb9ad3b> <pcomp> <accomp>]
rcvd [LCP ConfAck id=0x1 <asyncmap 0x0> <magic 0x7b458b64> <pcomp> <accomp>]
sent [IPCP ConfReq id=0x1 <addr 192.168.1.1> <compress VJ 0f 01>]
rcvd [IPCP ConfReq id=0x1 <compress VJ 0f 00> <addr 194.88.127.9>]
sent [IPCP ConfAck id=0x1 <compress VJ 0f 00> <addr 194.88.127.9>]
rcvd [IPCP ConfNak id=0x1 <addr 194.88.125.160>]
sent [IPCP ConfReq id=0x2 <addr 194.88.125.160> <compress VJ 0f 01>]
rcvd [IPCP ConfAck id=0x2 <addr 194.88.125.160> <compress VJ 0f 01>]
local  IP address 194.88.125.160
remote IP address 194.88.127.9
Hangup (SIGHUP)
sent [LCP TermReq id=0x2 "User request"]
rcvd [LCP TermAck id=0x2]
Connection terminated.
```

My \etc\syslog.conf looks like this:

```
*.err;kern.debug;daemon,auth.notice;mail.crit;user.none /var/adm/messages
lpr.debug                   /var/adm/lpd-errs

*.alert;kern.err;daemon.err;user.none     operator
*.alert;user.none                root

*.emerg;user.none                *
mail.debug                       /var/log/syslog
*.debug                            /var/log/bruno
user.alert                       /var/log/syslog
*.info                           /var/log/ppp-log
```

CU
Martin

--
```
             ***** Greetings from Okami Newsreader *****
             **  On the seventh day He created Atari  **
               ********** tos4ever@online.be ***********
                         ** ICQ 37138054 **
            But He uses a freeMiNT powered Hades 060 now
        UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
           Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

From -4524205655745112143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8228873521f36c9e
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8228873521f36c9e
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: ppp 2.3.11 peer?
Date: 2000/06/07
Message-ID: <8hmd09$f5d$1@snipp.uninett.no>#1/1
X-Deja-AN: 632330274
References: <8hl83o$79b$1@sshuraab-i-1.production.compuserve.com>
<8hlrpg$c1n$1@snipp.uninett.no> <393eb0922a3a691@online.be>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 960411465 15533 129.241.210.70 (7 Jun 2000 20:57:45 GMT)
Organization: UNINETT news service
User-Agent: tin/1.4.2-20000123 ("Polish") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

"Martin \"Nightowl\" Byttebier" <tos4ever@online.be> wrote:

> I wonder if you know how I can prevent that the log is written to the
> console. With the previous pppd every log was written to \var\log\ppp-log
> and \var\adm\messages but now with the latest pppd a part of the log
> appears on console too

I guess that's something you configure in syslog.conf. I've always
prefered direct output (I'm a control-freak, besides I don't like
log-files which tends to grow into the sky over time) so I haven't noticed
any difference. I suggest you examine the man-file.

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From 7091023318130476383
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/07
Message-ID: <960445950-17879AEicMi@aon.at>#1/1
X-Deja-AN: 632476602
Content-transfer-encoding: 8bit
References: <960102802-463681AEicMi@aon.at> <393ADA22.25B3AC7C@cable.A2000.nl>
<960231910-42242AEicMi@aon.at> <8hi5l6app1@newshost.comnet.co.nz>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 960441916 39502 USER@212.183.122.50
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi gswayne,

>It gets the address of an OBJECT/TEDINFO that has been loaded into
>memory.

Of course. I chose the wrong phrases, sorry.
Anyone having experience in writing GEM programs in pascal?

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From 8839994030377429653
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: "Mike Glaser" <M_Glaser@hotmail.com>
Subject: Re: development packages
Date: 2000/06/08
Message-ID: <GsG%4.8291$2X2.207439@newsread2.prod.itd.earthlink.net>#1/1
X-Deja-AN: 632480052
References:
<qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net><959336658-17151AEicMi@aon.a
t><zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>
<1vqb0IAn$mM5Ew5D@euphony.net>
<2iwY4.9570$VO2.227605@newsread2.prod.itd.earthlink.net>
<3937CA60.BCE2C6D2@hisoft.co.uk>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600

X-Complaints-To: abuse@earthlink.net
X-Trace: newsread2.prod.itd.earthlink.net 960443302 63.39.50.135 (Wed, 07 Jun 2000 22:48:22 PDT)
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-MSMail-Priority: Normal
Reply-To: "Mike Glaser" <M_Glaser@Hotmail.com>
NNTP-Posting-Date: Wed, 07 Jun 2000 22:48:22 PDT
Newsgroups: comp.sys.atari.programmer

Those aren't bad deals but since the Atari is pretty much a garage sale item these days, the software comes cheap to free. Hunting it down is the hard part. I'll keep your bargans in mind if there is something I can't find at a local flea market.

"Stephen Marriott" <stevem@hisoft.co.uk> wrote in message news:3937CA60.BCE2C6D2@hisoft.co.uk...
>
>
> Mike Glaser wrote:
> >
> > Haha, coincidentally I just got a hold of those same programs. Originally,
> > I knew they were one of the last development packages to be released for the
> > Atari, but I was having a hard time finding them.
>
> Hhhhmmm! We still stock the HiSOFT s/w we published for the Atari -
> http://www.hisoft.co.uk/cgi-bin/gp?pg=/atari/bargains
>
> --
> Stephen Marriott - stevem@hisoft.co.uk
> HiSOFT, The Old School, Greenfield, Bedford, MK45 5DE, UK
> Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall: 0500 223 660
> http://www.hisoft.co.uk/ PGP public key on request.ICQ#:29793027
> http://aist.co.uk/ http://cinema4d.co.uk/ http://speedyshop.com/
>

From 724543533104698060
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/08
Message-ID: <393F3BBC.50272528@siemens.at>#1/1
X-Deja-AN: 632484244
Content-Transfer-Encoding: 7bit
References: <960102802-463681AEicMi@aon.at> <393ADA22.25B3AC7C@cable.A2000.nl> <960231910-42242AEicMi@aon.at> <8hi5l6app1@newshost.comnet.co.nz>

<960445950-17879AEicMi@aon.at>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 960445297 9653 195.3.7.121 (8 Jun 2000 06:21:37 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 8 Jun 2000 06:21:37 GMT
Newsgroups: comp.sys.atari.programmer

Claus Rogge wrote:
> >It gets the address of an OBJECT/TEDINFO that has been loaded into
> >memory.
>
> Of course. I chose the wrong phrases, sorry.
> Anyone having experience in writing GEM programs in pascal?

I've been working with Pure Pascal for as long as it exists and
I think it's the most user friendly and yet powerful programming
environment on the market. Since I never tried the examples and
rather implement 'sensitive areas' myself and not use RCS I thought
I'd let someone more experienced answer.
But since nobody did, I'll try to look at your problem but it may
take a few days 'til I find the time to do it.
BTW, just to be sure I look at the same thing, what version of Pure
Pascal are you using ?

Gerhard

From 1393362347366609451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/08
Message-ID: <960529852-21562AEicMi@aon.at>#1/1
X-Deja-AN: 632906249
Content-transfer-encoding: 8bit
References: <960102802-463681AEicMi@aon.at> <393ADA22.25B3AC7C@cable.A2000.nl>
<960231910-42242AEicMi@aon.at> <8hi5l6app1@newshost.comnet.co.nz>
<960445950-17879AEicMi@aon.at> <393F3BBC.50272528@siemens.at>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 960525818 72100 USER@212.183.122.62
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Gerhard,

and thanks for caring!

> what version of Pure
>Pascal

I use version 1.1
My dialogue box says:
Jul 31, 1995
I guess it is the newest (last:-() version, I bought it last year at ASH.

Servas,
--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From -2846999907260712129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/09
Message-ID: <3940A23C.5203F866@siemens.at>#1/1
X-Deja-AN: 632942819
Content-Transfer-Encoding: 7bit
References: <960102802-463681AEicMi@aon.at> <393ADA22.25B3AC7C@cable.A2000.nl>
<960231910-42242AEicMi@aon.at> <8hi5l6app1@newshost.comnet.co.nz>
<960445950-17879AEicMi@aon.at> <393F3BBC.50272528@siemens.at>
<960529852-21562AEicMi@aon.at>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 960537071 24062 195.3.7.121 (9 Jun 2000 07:51:11
GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 9 Jun 2000 07:51:11 GMT
Newsgroups: comp.sys.atari.programmer

Claus Rogge wrote:
> I use version 1.1
> My dialogue box says:
> Jul 31, 1995
> I guess it is the newest (last:-() version, I bought it last year at ASH.

Okay. So everything should be comparable.

And now the part where I will sound like a teacher but if you read it

to the end I hope you will have a bit less troubles in the future.

The error you encountered is not generated by the debugger but by the compiler. The reason why that is important is because at that time no executable code has been generated yet. Therefore e.g. moving the .RCS file could have no effect (since the program that reads it does not yet exist).

Short excursion, done veery sloowly ;-)
Step 1 : the compiler checks the syntax. In case of errors the processing is terminated, otherwise the source is compiled.
Step 2 : the linker puts it together with the other modules and creates an executable program.
Step 3 : you can start your program :)
Step 4 (if it didn't work) : you trace through your program step by step checking contents of variables and so on, hopefully finding out what's wrong (= debugging)

And now back to your problem. Since you typed in the program from the manual (instead of using the source file on the disk at path DEMO_HB/KAPITEL2/HNDLFORM.PAS which would have worked) you also typed the statement that is wrong in the manual :

```
var
tree : AesTreePtr;
```

which should be

```
tree : Pointer;
```

as it reads in the demo on the disk. If you change that single statement the program will work (if there are no other errors in the manual, I didn't check that).

Pascal does very restrictive type checks (and runtime checks, and ...) and that is one of the reasons I prefer it compared to C.

BTW, somewhere in the appendices of the manual there are hidden better descriptions of all the compiler and runtime errors.

Since you seemed a bit unhappy with your purchase let me tell you again that if something is bad then it's the manual and not the product. I think over the years I found three errors. Two of them were in 1.0 where they sent me corrections immediately after I contacted the hotline and the other one is still there in 1.1 but it's a runtime problem that occurs only in a very special and complicated situation and I've not been able to send them a demo program with less then 5000 LOC where it occured and they don't look at such big code parts. So I had to code a few lines a bit different and it worked. Anyway it's a very stable and reliable product and produces quite good and fast code and it's module concept and programming environment are better than at the other programming environments I know on the atari.

Servus
Gerhard

From -2164068746255417361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/09
Message-ID: <960614930-15506AEicMi@aon.at>#1/1
X-Deja-AN: 633305113
Content-transfer-encoding: 8bit
References: <393ADA22.25B3AC7C@cable.A2000.nl> <960231910-42242AEicMi@aon.at>
<8hi5l6app1@newshost.comnet.co.nz> <960445950-17879AEicMi@aon.at>
<393F3BBC.50272528@siemens.at> <960529852-21562AEicMi@aon.at>
<3940A23C.5203F866@siemens.at>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 960610896 81424 USER@212.183.115.251
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Gerhard!

> (instead of using the source file on the disk
They seem to have cut down the number of files on their disks. I had to get some other
example program that was not listed in the manual by mail. And this one wasnt on the disk
either!

> the statement that is wrong in the manual
I had a suspicion that there was som error in the manual!!!

> in the appendices of the manual
I think you must have a completely different manual from mine. I got a 58 page A5-booklet,

the appendix is 2 pages and four lines.

>Since you seemed a bit unhappy with your purchase
Oh no! Not at all! The ":-(" was directed towards the fact that this version 1.1 will be the
last one for all times.

Hey, thanks a lot! Ill try it right away.

Bit later - Hey, it works - the program compiles without any error, but nothing happens. Is
it possible that the listing in the manual is not complete? Ill keep on trying

I guess Im probably too stupid for this stuff anyway

> I've not been able to send them a demo
>program with less then 5000 LOC
Good to get tips from the profs:-)

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From 2885142169746366727
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/13
Message-ID: <39464F29.8C5C671E@siemens.at>#1/1
X-Deja-AN: 634003283
Content-Transfer-Encoding: 7bit
References: <393ADA22.25B3AC7C@cable.A2000.nl> <960231910-42242AEicMi@aon.at>
<8hi5l6app1@newshost.comnet.co.nz> <960445950-17879AEicMi@aon.at>
<393F3BBC.50272528@siemens.at> <960529852-21562AEicMi@aon.at>
<3940A23C.5203F866@siemens.at> <960614930-15506AEicMi@aon.at>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 960909017 15363 195.3.7.121 (13 Jun 2000 15:10:17
GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 13 Jun 2000 15:10:17 GMT
Newsgroups: comp.sys.atari.programmer

Claus Rogge wrote:
> They seem to have cut down the number of files on their disks. I had to get some
other
> example program that was not listed in the manual by mail. And this one wasnt on
the disk
> either!

So if you can't find an old demo version that includes those files
maybe I should mail them to you as a zip file ?

> I think you must have a completely different manual from mine. I got a 58 page
A5-booklet,

>
> the appendix is 2 pages and four lines.

That's a shame. My manual certainly has more pages, is not A5 and IIRC
each of the several appendices is much longer than two pages.

> Bit later - Hey, it works - the program compiles without any error, but nothing
happens. Is
> it possible that the listing in the manual is not complete? Ill keep on trying

Shouldn't be compilabe if it were not complete. Maybe it would be
best if you tried 'run' or 'debug' instead of 'make'. 'run' would
execute the program immediately after compiling it while 'debug'
after compilation would wait at the first instruction so you could
step through the program line by line looking what it does.

> I guess Im probably too stupid for this stuff anyway

Most things look complicated until you got used to them. When I think
back to my first hour of assembler training, I suspected I'd never
be able to write a whole program in assembler :)

Gerhard

From 7025823197860168366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/13
Message-ID: <960963038-19911AEicMi@aon.at>#1/1
X-Deja-AN: 634285147
Content-transfer-encoding: 8bit
References: <8hi5l6app1@newshost.comnet.co.nz> <960445950-17879AEicMi@aon.at>
<393F3BBC.50272528@siemens.at> <960529852-21562AEicMi@aon.at>
<3940A23C.5203F866@siemens.at> <960614930-15506AEicMi@aon.at>
<3942C173.68AA8850@cable.A2000.nl>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 960959006 81198 USER@212.183.115.247
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Henk

>I remember that the compiler compiles to memory by default, so when you
>quit the result is gone.
Yes. But you reach the "user screen" or something with the "esc" and can view the
result.

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From -2338018546579203054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/13
Message-ID: <960963040-20263AEicMi@aon.at>#1/1
X-Deja-AN: 634285171
Content-transfer-encoding: 8bit
References: <960231910-42242AEicMi@aon.at> <8hi5l6app1@newshost.comnet.co.nz>
<960445950-17879AEicMi@aon.at> <393F3BBC.50272528@siemens.at>
<960529852-21562AEicMi@aon.at> <3940A23C.5203F866@siemens.at>
<960614930-15506AEicMi@aon.at> <39464F29.8C5C671E@siemens.at>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 960959008 81198 USER@212.183.115.247
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Gerhard

>So if you can't find an old demo version that includes those files
>maybe I should mail them to you as a zip file ?
Sounds great:-)

In my manual, the "Crash-kurs" is built around the following programs.
HELLO.PAS (bit obvious)
B_P_TEST.PAS (dealing with breakpoints)
LOTTO.PAS - not on the disc but listing complete in manual
STACK.PAS - I didnt get that one on my disc
OOPDEMO2.PAS - I got it on request, but overlooked the previous one
After that, the GEM programs start
EYES.PAS
HANDLE_FORM.PAS - the one in question! It was not on my disc
MINESWEEPER
There are some programs on the disc (in DEMO/) called TETRAX, WURMIE, UHR. But when
I look at them I get the feeling Id better get started with something simpler

Ill try to find an old manual as well.

Greetings
--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From 4886137388321682796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc5db423e4c5ced
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Re: Pure Pascal 2 GEM
Date: 2000/06/13
Message-ID: <642A954DD517D411B20C00508BCF23B0012EE06F@mail.sauder.com>#1/1
X-Deja-AN: 635932801
Content-transfer-encoding: 8bit
References: <8hi5l6app1@newshost.comnet.co.nz> <960445950-17879AEicMi@aon.at>
<393F3BBC.50272528@siemens.at> <960529852-21562AEicMi@aon.at>
<3940A23C.5203F866@siemens.at> <960614930-15506AEicMi@aon.at>
<3942C173.68AA8850@cable.A2000.nl>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 960959006 81198 USER@212.183.115.247
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Henk

>I remember that the compiler compiles to memory by default, so when you
>quit the result is gone.
Yes. But you reach the "user screen" or something with the "esc" and can view the
result.

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From -4556528215700219534
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f028c22060ae6ba6,start
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: GNU C 2.95.2 Question
Date: 2000/06/14
Message-ID: <39475812.F1527BDD@siemens.at>#1/1
X-Deja-AN: 634351605

Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 960976834 17036 195.3.7.121 (14 Jun 2000 10:00:34 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 14 Jun 2000 10:00:34 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

I recently installed GNU C 2.95.2 on my Falcon. The problem is,
this version doesn't seem to like the character \ e.g. at the end
of a line of a multi line macro definition. With older versions
(2.8.1) the code was compiled, 2.95.2 says something about a
'stray character \ in line xxx'.

Any ideas whether it's the compiler or my environment or something
else ?

thanks
Gerhard

From 7387469813033681474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6f0ff669c98db7d2,start
X-Google-Attributes: gid1115ce,public
From: Stephen Marriott <stevem@hisoft.co.uk>
Subject: Re: I need to program!
Date: 2000/06/14
Message-ID: <394756A5.1C737263@hisoft.co.uk>#1/1
X-Deja-AN: 634356527
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References: <sk5eesu8h51101@corp.supernews.com>
<0iwHpjAFwLR5Ewhq@steverosie.demon.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 960976565 nnrp-12:12132 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
Organization: HiSOFT - http://www.hisoft.co.uk/
MIME-Version: 1.0
Reply-To: steve@spensley.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Steve Stupple wrote:

>
> In article <sk5eesu8h51101@corp.supernews.com>, Lyndon Amsdon
> <bindon@madasafish.com> writes
> >Hi
> >
> >I need to be able to program using GEM interfaces.
> >Proper windows, calling up the file selector radio buttons - you know
> >the sort of thing.
> >
> >I bought C Interpreter from Hisoft years ago. I find the manaul very
> >good but I never found a compiler.
> >
> >I've downloaded GCC compiler and the Gem++ set from an ftp site. I'm
> >a bit confused as to what I need.
> >
> >The main use is to make cpx/acc for my own hardware I'm making,
> >configurations etc.
> >I need it to run under Mint Magic and TOS.
> >
> >I would like to use my C interpreter with a compiler to produce ACCs
> >and CPXs. The reason why I want to use C Interpreter is because of
> >the lack of good tutorials and examples in the distributions I've
> >tried.
> >
>
> Hi
>
> HiSoft C does have a companion compiler, well that's what HiSoft
> suggest:) Lattice C.
>
> I do have a copy for sale (v5.6) if interested:) I have noticed that
> this has also disappeared OFF HiSoft's web site, it looks like they've
> stopped supporting it now:(
>
Well.... It hasn't been developed for some yrs now....

AFAIK we still have some copies in stock. Contact sales@hisoft.co.uk
for more info.

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall: 0500 223 660
http://www.hisoft.co.uk/ PGP public key on request.ICQ#:29793027
http://aist.co.uk/ http://cinema4d.co.uk/ http://speedyshop.com/
AFFILIATES NETWORK - http://www.hisoft.co.uk/cgi-bin/gp?pg=an.main

From 2792383951760747148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f028c22060ae6ba6
X-Google-Attributes: gid1115ce,public

From: Tomas Berndtsson <tomas@nocrew.org>
Subject: Re: GNU C 2.95.2 Question
Date: 2000/06/14
Message-ID: <803dmg35ry.fsf@junk.nocrew.org>#1/1
X-Deja-AN: 634364786
Sender: tomas@junk.nocrew.org
References: <39475812.F1527BDD@siemens.at>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@defero.net
X-Trace: news.defero.net 960979246 212.73.17.42 (Wed, 14 Jun 2000 12:40:46 MET
DST)
Organization: NoCrew Laboratories
Mime-Version: 1.0
User-Agent: Gnus/5.0803 (Gnus v5.8.3) XEmacs/20.4 (Emerald)
NNTP-Posting-Date: Wed, 14 Jun 2000 12:40:46 MET DST
Newsgroups: comp.sys.atari.programmer

Janka Gerhard <gerhard.janka@siemens.at> writes:

> I recently installed GNU C 2.95.2 on my Falcon. The problem is,
> this version doesn't seem to like the character \ e.g. at the end
> of a line of a multi line macro definition. With older versions
> (2.8.1) the code was compiled, 2.95.2 says something about a
> 'stray character \ in line xxx'.
>
> Any ideas whether it's the compiler or my environment or something
> else ?

Check if the file you're using ends its lines with CRLF or only LF. A
'\' must be the last character on the line, before the end-of-line
character, and if the file has CRLF at the end, and the compiler
expects it to be only LF, it might give an error.

Tomas

From -5319883918505068817
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f028c22060ae6ba6
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: GNU C 2.95.2 Question
Date: 2000/06/14
Message-ID: <39477CC4.54B526D@siemens.at>#1/1
X-Deja-AN: 634401603
Content-Transfer-Encoding: 7bit
References: <39475812.F1527BDD@siemens.at> <803dmg35ry.fsf@junk.nocrew.org>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 960986230 12185 195.3.7.121 (14 Jun 2000 12:37:10

GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 14 Jun 2000 12:37:10 GMT
Newsgroups: comp.sys.atari.programmer

Tomas Berndtsson wrote:
> Check if the file you're using ends its lines with CRLF or only LF. A
> '\' must be the last character on the line, before the end-of-line
> character, and if the file has CRLF at the end, and the compiler
> expects it to be only LF, it might give an error.

Since I got the source code file from another guy who can compile
it I don't think that's the problem but I'll check it this evening
to be sure.
BTW he uses 2.91.66 and said he will try to install 2.95.2 too
to check if he gets the same problems then.

thanks
Gerhard

From -3126060420532473873
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f028c22060ae6ba6
X-Google-Attributes: gid1115ce,public
From: Odd Skancke <oskancke@online.no>
Subject: Re: GNU C 2.95.2 Question
Date: 2000/06/14
Message-ID: <Pine.MNT.4.10.10006142208230.107-100000@online.no>#1/1
X-Deja-AN: 634584692
References: <39475812.F1527BDD@siemens.at>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: news-abuse@online.no
X-Trace: news1.online.no 961013521 130.67.53.92 (Wed, 14 Jun 2000 22:12:01 MET
DST)
Organization: Telenor Online Public Access
MIME-Version: 1.0
Reply-To: oskancke@online.no
NNTP-Posting-Date: Wed, 14 Jun 2000 22:12:01 MET DST
Newsgroups: comp.sys.atari.programmer

On Wed, 14 Jun 2000, Janka Gerhard wrote:

> Hi,
>
> I recently installed GNU C 2.95.2 on my Falcon. The problem is,
> this version doesn't seem to like the character \ e.g. at the end
> of a line of a multi line macro definition. With older versions
> (2.8.1) the code was compiled, 2.95.2 says something about a
> 'stray character \ in line xxx'.
>

> Any ideas whether it's the compiler or my environment or something
> else ?

This sounds like the source files have atari-lineends (CR/LF), while gcc only works with Unix lineends (LF). Try loading the sources into GED or Everest and resave with Unix lineends...

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

From -1508742165918968481
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f028c22060ae6ba6
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: GNU C 2.95.2 Question
Date: 2000/06/14
Message-ID: <Pine.MNT.4.10.10006142213430.125-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 634586984
References: <39475812.F1527BDD@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 14 Jun 2000 22:12:53 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> I recently installed GNU C 2.95.2 on my Falcon. The problem is,
> this version doesn't seem to like the character \ e.g. at the end
> of a line of a multi line macro definition. With older versions
> (2.8.1) the code was compiled, 2.95.2 says something about a
> 'stray character \ in line xxx'.
>
> Any ideas whether it's the compiler or my environment or something
> else ?

Strip the ATARI cr from your src files. Otherwise the preprocessor don't work correctly.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -3616416494093190827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1a1c87063648f695,start
X-Google-Attributes: gid1115ce,public
From: "Federico Ferrari" <webmaster@cosea.org>
Subject: need CUBASE for Atari!!!!!!!!!!!!!!
Date: 2000/06/15
Message-ID: <8ia2pi$b4h$1@fe2.cs.interbusiness.it>#1/1
X-Deja-AN: 634789406
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
Organization: Centro Servizi Interbusiness
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Hi to all,
i need desperately Cubase version for Atari. If someone of u have this
(free), plz contact me or show me the url when i can found it.
Byezzzzz from italy

From -6974742958308946650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f028c22060ae6ba6
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: GNU C 2.95.2 Question
Date: 2000/06/16
Message-ID: <3949E5CA.726112E5@siemens.at>#1/1
X-Deja-AN: 635244535
Content-Transfer-Encoding: 7bit
References: <39475812.F1527BDD@siemens.at>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 961144188 23596 195.3.7.121 (16 Jun 2000 08:29:48
GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 16 Jun 2000 08:29:48 GMT

Newsgroups: comp.sys.atari.programmer

Janka Gerhard wrote:
> I recently installed GNU C 2.95.2 on my Falcon. The problem is,
> this version doesn't seem to like the character \ e.g. at the end
> of a line of a multi line macro definition. With older versions
> (2.8.1) the code was compiled, 2.95.2 says something about a
> 'stray character \ in line xxx'.

Sorry to have bothered you all. I did change several files then and
this was the one I forgot to strip of the CRs :(

Although it would really be nice if it understood both line end
types.

Gerhard

From 4327418026268294617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fffb7a68df377641,start
X-Google-Attributes: gid1115ce,public
From: "res" <res@sympatico.ca>
Subject: Lattice C
Date: 2000/06/16
Message-ID: <xav25.90798$uw6.1750017@news20.bellglobal.com>#1/1
X-Deja-AN: 635457327
Content-Transfer-Encoding: 7bit
X-Trace: news20.bellglobal.com 961183517 64.228.74.7 (Fri, 16 Jun 2000 15:25:17
EDT)
Organization: Sympatico
X-MSMail-Priority: Normal
X-Priority: 3
Content-Type: text/plain; charset="Windows-1252"
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 16 Jun 2000 15:25:17 EDT
Reply-To: "res" <res@SPAMNOTsympatico.ca>
X-MIMEOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Newsgroups: comp.sys.atari.programmer

Hi

Lattice C 5.5 for sale, disks manuals.

Best reasonable offer

Pick up in Toronto

res@sympatico.ca

From -1661598180549728907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2173d5534eab4f50
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: ALT + keys?
Date: 2000/04/29
Message-ID: <8eebpo$509$2@snipp.uninett.no>#1/1
X-Deja-AN: 617127084
References: <9bb2716690B802A1.46@nest.ftn>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 957002360 5129 129.241.210.70 (29 Apr 2000 09:59:20 GMT)
Organization: UNINETT news service
User-Agent: tin/1.4.2-20000123 ("Polish") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer

Remi Villatel <maxilys@normandnet.fr> wrote:

> Is there a legal way to redefine the keys with ALT held down, the way we can
> redefine all the keys with keytbl() [XBIOS(16,...)]? I mean a way without
> bending any vector.

Yes, from TOS 2.0x and upwards it's possible to remap these keys, but I
haven't seen it officially documented anywhere. I believe it was discussed
on the MiNT-list quite some time ago, so if you search the archive I think
you'll find it.

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From 3784548631096505849
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2173d5534eab4f50
X-Google-Attributes: gid1115ce,public
From: maxilys@normandnet.fr (Remi Villatel)
Subject: Re: ALT + keys?
Date: 2000/04/30
Message-ID: <9bb3f5d290B802A1.46@nest.ftn>#1/1
X-Deja-AN: 617367454
Content-Transfer-Encoding: 8bit
References: <8eebpo$509$2@snipp.uninett.no>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@fr.uu.net
X-Trace: reader1.fr.uu.net 957062200 17145 195.7.109.13 (30 Apr 2000 02:36:40 GMT)

Organization: SoftBlue Dev.
Mime-Version: 1.0
Reply-To: maxilys@normandnet.fr
NNTP-Posting-Date: 30 Apr 2000 02:36:40 GMT
Newsgroups: comp.sys.atari.programmer

Hi Jo Even Skarstein, on 29 Apr 00 you said:

 >> Is there a legal way to redefine the keys with ALT held down, the way we
    [---SNIP---]

 JES> Yes, from TOS 2.0x and upwards it's possible to remap these keys, but I
 JES> haven't seen it officially documented anywhere. I believe it was
 JES> discussed on the MiNT-list quite some time ago, so if you search the
 JES> archive I think you'll find it.

May I ask where I can find this archive? (I even didn't know such a thing existed...) Or best, if you know the way, why don't you just let us know. (It's late at night... or early in the morning... and I feel lazy.) ;-)

I don't mind if it's not "officially" documented; all I want to know is if it works on my Hades, in order to finish remapping all the keys to what's written on that PC keyboard. (I'm tired to remember how Atari keyboards are mapped.)

See you later,

--
==========
Remi Villatel
E-mail: maxilys@normandnet.fr
==========

Via *OpenHand* v1.0.r8 Gateway

From 9066618242477140904
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2173d5534eab4f50
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: ALT + keys?
Date: 2000/04/30
Message-ID: <8eh7g1keu1@snipp.uninett.no>#1/1
X-Deja-AN: 617467411
References: <8eebpo$509$2@snipp.uninett.no> <9bb3f5d290B802A1.46@nest.ftn>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 957096257 20958 129.241.210.70 (30 Apr 2000 12:04:17 GMT)
Organization: UNINETT news service
User-Agent: tin/1.4.2-20000123 ("Polish") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer

Remi Villatel <maxilys@normandnet.fr> wrote:

> May I ask where I can find this archive? (I even didn't know such a thing

  http://aire.ncl.ac.uk/Atari/Mailing-Lists/MiNT-List.index.html

> existed...) Or best, if you know the way, why don't you just let us know. (It's
> late at night... or early in the morning... and I feel lazy.) ;-)

Take a look at the thread "Loadable keyboards" in June 1998.

> I don't mind if it's not "officially" documented; all I want to know is if it
> works on my Hades, in order to finish remapping all the keys to what's written
> on that PC keyboard. (I'm tired to remember how Atari keyboards are mapped.)

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From 1969264036499663529
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2173d5534eab4f50
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: ALT + keys?
Date: 2000/04/30
Message-ID: <8eh83rkeu2@snipp.uninett.no>#1/1
X-Deja-AN: 617469633
References: <8eebpo$509$2@snipp.uninett.no> <9bb3f5d290B802A1.46@nest.ftn>
<8eh7g1keu1@snipp.uninett.no>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 957096891 20958 129.241.210.70 (30 Apr 2000 12:14:51
GMT)
Organization: UNINETT news service
User-Agent: tin/1.4.2-20000123 ("Polish") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> Take a look at the thread "Loadable keyboards" in June 1998.

------8<------
On Fri, Jun 19, 1998 at 07:22:20PM +0100, Petr Stehlik wrote:
> No, the Alt combinations are handled by TOS and are hardcoded, AFAIK.
> You would have to write a completely new keyboard driver.

Only up to TOS 2.06.

"New code as of 5/92: in the all-countries cases (TT, SPARROW) we use
 the new variables salttran/saltshif/saltcl as associative lookup tables
 instead of doing the alt-key translation job in code."

Keytbl (XBIOS 16) returns the pointer to the KEYTAB struct. In newer TOS
versions, these consist of:
 - unshift table
 - shift table
 - CTRL table
 - unshifted ALT table
 - shifted ALT-Table
 - capslock ALT-table

The new tables consist of scancode, ASCII code pairs, terminated by a zero
scancode.

I am not sure if this was documented by Atari (I don't have a compendium
here), and if you should use this feature to load new keytables - but I do
not see much danger in using it as long as you are sure that the TOS
version
you are on does have these tables. It definitely is much easier than
writing
a whole new keyboard driver.

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen

-------->8--------

Please notice that Michael made a type here, CTRL is really Caps Lock.

--

/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/

From -632066696984262953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,184b54273d34d918,start
X-Google-Attributes: gid1115ce,public
From: AIDfDOFE@dPCBBFJG.com
Subject: 5 common Mistakes 36913840
Date: 2000/05/02
Message-ID: <390f5d6f@schleupen.de>#1/1

X-Deja-AN: 618467174
X-Original-NNTP-Posting-Host: tcmab111-42.splitrock.net
X-Trace: 3 May 2000 00:57:51 +0200, tcmab111-42.splitrock.net
Content-Type: text/plain; charset="iso-8859-1"
Newsgroups: comp.sys.atari.programmer

1. Don't Gamble when tired.
2. Don't Gamble when hungry.
3. Don't Gamble when distracted.
4. Don't Gamble with Money you need.
5. Once won, the money is yours. You are not playing on free money.
6. Check out this site!

http://www.go2jackpots.com/3355

From 8348735274393036116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d985df41bbf443c,start
X-Google-Attributes: gid1115ce,public
From: JACnofPD@nJBIBcLJ.com
Subject: 5 common Mistakes 02711898
Date: 2000/05/02
Message-ID: <369dcbdf.1@209.184.22.252>#1/1
X-Deja-AN: 618470192
Content-Type: text/plain; charset="iso-8859-1"
X-Complaints-To: abuse@swbell.net
X-Trace: news.swbell.net 957308698 209.184.22.252 (Tue, 02 May 2000 18:04:58 CDT)
Organization: SBC Internet Services
NNTP-Posting-Date: Tue, 02 May 2000 18:04:58 CDT
Newsgroups: comp.sys.atari.programmer

1. Don't Gamble when tired.
2. Don't Gamble when hungry.
3. Don't Gamble when distracted.
4. Don't Gamble with Money you need.
5. Once won, the money is yours. You are not playing on free money.
6. Check out this site!

http://www.go2jackpots.com/3355

From 3286497057067834925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a165e5dd5c17b40,start
X-Google-Attributes: gid1115ce,public
From: "crippled-dick" <JOHNNY@tinm.freeserve.co.uk>
Subject: FA:Atari items for sale 2 days left
Date: 2000/05/09
Message-ID: <8f7q5mseq5@newsg2.svr.pol.co.uk>#1/1
X-Deja-AN: 620915214

X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg2.svr.pol.co.uk 957836278 29146 62.136.17.173 (9 May 2000 01:37:58 GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 9 May 2000 01:37:58 GMT
Newsgroups: comp.sys.atari.programmer

SOFTWARE CATALOGUE ISSUE 2
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324214973
ATARI 600/800XL OWNERS GUIDE- VERY GOOD
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324220515
ATARI 600/800XL OWNERS GUIDE-GOOD
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324224070
Atari 1010 program recorder owners guide plus lead
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324240756
Atari- First Steps in BASIC (600XL/800XL)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=321649030
Introduction to programming, Atari 600/800XL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=322450778
BASIC REFERENCE GUIDE X2
AT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324229250
ALSO AT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324231734
Atari 600/800XL Connection instructions for Pal tv systems X2
AT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324235087
ALSO AT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324237071
" Live with your good Demons "
Johnny P

From -5901378237406006848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9fa1c69dcbd3c514,start
X-Google-Attributes: gid1115ce,public
From: Karl Ashton <kma54@cosc.canterbury.ac.nz>
Subject: OpenGL
Date: 2000/05/12
Message-ID: <391B4960.96CC81C9@cosc.canterbury.ac.nz>#1/1
X-Deja-AN: 622346887
Content-Transfer-Encoding: 7bit
Organization: - 0x29a PRODUCTIONS -
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer

Greetings all,

Does anyone know if there's OpenGL available for our machines?

Thanks.

--
/* - 0x29a PRODUCTIONS -
 * Karl Ashton <kma54@student.canterbury.ac.nz>
 * . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
 */

From 8774870796405460285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9fa1c69dcbd3c514
X-Google-Attributes: gid1115ce,public
From: "Pascal Ricard" <paricard@free.fr>
Subject: Re: OpenGL
Date: 2000/05/12
Message-ID: <391bd046d8d041@free.fr>#1/1
X-Deja-AN: 622474329
References: <391B4960.96CC81C9@cosc.canterbury.ac.nz>
X-Sender: NEWSwatch v2.50 (Atari)
X-System: The WoodTTower (tm) MagiC-6.10 NVDI-5.03
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp3.proxad.net 958121387 213.228.8.200 (Fri, 12 May 2000 10:49:47 CEST)
Organization: Les Cagouilles
NNTP-Posting-Date: Fri, 12 May 2000 10:49:47 CEST
Newsgroups: comp.sys.atari.programmer

Hello,

  in article <391B4960.96CC81C9@cosc.canterbury.ac.nz> (comp.sys.atari.programmer)
  Karl Ashton wrote on Fri 12-05-2000 11:59 (+1200):

> Greetings all,
>
> Does anyone know if there's OpenGL available for our machines?

There is a port of MesaGL:

http://olivier.landemarre.free.fr/gem/gem.htm

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction   : http://altern.org/ta/index_f.html

From -4042919285291266981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,709c68dfe992d9f2,start
X-Google-Attributes: gid1115ce,public
From: "Class 4" <class4@free.fr>
Subject: looking for Milans
Date: 2000/05/12
Message-ID: <awRS4.51$U35.106601@nnrp6.proxad.net>#1/1
X-Deja-AN: 622506257
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp6.proxad.net 958129286 213.228.25.53 (Fri, 12 May 2000 13:01:26 CEST)
Organization: Guest of ProXad - France
NNTP-Posting-Date: Fri, 12 May 2000 13:01:26 CEST
Newsgroups: comp.sys.atari.programmer

Hello,

Centek is looking for 3 Milans.
Full configuration or board only.
please make offers by Email

regards,
        Ronan Cardaut

class4@online.fr
CLASS4/CENTEK
24 rue Urianne Sorriaux
F-62970 Courcelles-les-Lens
phone: (+33) 321 409 400
fax: (+33) 321 746 449

From 2179403952357749983
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e533de6bdab0eae5,start
X-Google-Attributes: gid1115ce,public
From: "Mabom" <mabom@swipnet.se>
Subject: RATSoft BBS
Date: 2000/05/15
Message-ID: <5JWT4.4330$wYl.209273856@newsb.telia.net>#1/1
X-Deja-AN: 623698764
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: abuse@telia.com
X-Trace: newsb.telia.net 958412737 213.64.24.12 (Mon, 15 May 2000 19:45:37 CEST)
Organization: Telia Internet

X-MSMail-Priority: Normal
NNTP-Posting-Date: Mon, 15 May 2000 19:45:37 CEST
Newsgroups: comp.sys.atari.programmer

Any one out there running RATSoft BBS and need a Y2K bug fix so that your
RATSoft BBS system can register new users?

The bug is, when a new user is entering his birthday, the BBS wont accept
any date format so the new user cant go forward in the registration process.

If you need this fix, droop me a email and i send it over!

Regards, Mabom
mabom@swipnet.se

From -7249652835482438542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d221fcae449898,start
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: WTB: GFA Assembler Package
Date: 2000/05/16
Message-ID: <Pine.MNT.4.10.10005161729390.100-100000@TT030>#1/1
X-Deja-AN: 624251526
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 958512658 209.143.8.30 (Tue, 16 May 2000 17:30:58 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 16 May 2000 17:30:58 EDT
Newsgroups: comp.sys.atari.programmer

Does anyone have the GFA Assembler Package and wants to get
rid of it?

I'm in need of the original manual. I know is old and only works
in old ST modes. ;-)))

_____
Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

From 316165999892153317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25ef04c115ab1b41,start

X-Google-Attributes: gid1115ce,public
From: "LG2000" <laurent.g@wanadoo.fr>
Subject: link
Date: 2000/05/20
Message-ID: <8g4eqmeoh8@wanadoo.fr>#1/1
X-Deja-AN: 625545486
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@wanadoo.fr
X-Trace: wanadoo.fr 958774934 15121 164.138.131.20 (19 May 2000 22:22:14 GMT)
Organization: Wanadoo, l'internet avec France Telecom
X-MSMail-Priority: Normal
NNTP-Posting-Date: 19 May 2000 22:22:14 GMT
Newsgroups: comp.sys.atari.programmer

http://aucland.free.fr

From 6404789579130480648
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8fa426a1975c8e29,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,8fa426a1975c8e29,start
X-Google-Attributes: gid114bf5,public
X-Google-Thread: fd4c9,8fa426a1975c8e29,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,8fa426a1975c8e29,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,8fa426a1975c8e29,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,8fa426a1975c8e29,start
X-Google-Attributes: gid1115ce,public
From: "John Thackeray" <john@tradeinpost.com>
Subject: Atari software for sale
Date: 2000/05/22
Message-ID: <8gbbq2$r0n$1@uranium.btinternet.com>#1/1
X-Deja-AN: 625838357
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Organization: BT Internet
X-MSMail-Priority: Normal
Newsgroups:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,com
p.sys.atari.st.misc,comp.sys.atari.st.tech

John Thackeray
Trade In Post

Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax 00+44+(0)1952 462135
http://www.tradeinpost.com
John@tradeinpost.com

From -4919285789983833113
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c,start
X-Google-Attributes: gid1115ce,public
From: "Michael Glaser" <mandlglaser@earthlink.net>
Subject: development packages
Date: 2000/05/25
Message-ID: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>#1/1
X-Deja-AN: 627036177
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.prod.itd.earthlink.net 959234326 63.30.21.145 (Wed, 24 May 2000 22:58:46 PDT)
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-MSMail-Priority: Normal
Reply-To: "Michael Glaser" <mandlglaser@earthlink.net>
NNTP-Posting-Date: Wed, 24 May 2000 22:58:46 PDT
Newsgroups: comp.sys.atari.programmer

I just picked up a Falcon. It's been some time since I've fiddled with my ol' ST and I was wondering what sort of development packages(languages as well as tools) are out there.

Thanks,

From -6642833289773306014
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a3099279710c74e6,start
X-Google-Attributes: gid1115ce,public
From: "Michael Glaser" <mandlglaser@earthlink.net>
Subject: Re: I need Help 7644
Date: 2000/05/25
Message-ID: <cs3X4.745$Xj6.40760@newsread1.prod.itd.earthlink.net>#1/1
X-Deja-AN: 627042239
References: <jPOP4.6525$2Lv1.131291@tomcat.sk.sympatico.ca>
X-Priority: 3

X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.prod.itd.earthlink.net 959234952 63.30.21.145 (Wed, 24 May 2000 23:09:12 PDT)
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-MSMail-Priority: Normal
Reply-To: "Michael Glaser" <mandlglaser@earthlink.net>
NNTP-Posting-Date: Wed, 24 May 2000 23:09:12 PDT
Newsgroups: comp.sys.atari.programmer

So do I, understanding this encrypted message. If your posting links to pirated material, I doubt you have much to worry about. See, there has been this revolution called Windows. Everyone is using it, I hear, so it pretty much makes the Atari market open to the few that have fond memories of the platform. Heck, if anyone is still looking to purchase Atari software, I think your honesty is admirable, but I'm sure they guy who has programmed it is now making his money elsewhere and could care less. If he does care, I can point him to a support group of Vic20, TI99a, and Adam programmers. ;-)

<vspdcs@hotmail.com> wrote in message
news:jPOP4.6525$2Lv1.131291@tomcat.sk.sympatico.ca...
> http://modchip.50megs.com/ This Is my First Website that I made, its about Modchips and such, Please Tell me If it works,
> e-mail Sampras21@mindsprings.net
>
ekkymkpsfkeqzokfvxvjyxetytmqfkspmnrywytbyckdcymbbcfvcxzsxlwfdvwtvtyhrptdsbdj
bunglxtuyxewnlogwzbg
>
>

From -6236192222957563958
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7723f6814dc1c018,start
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Help needed with GCC & make
Date: 2000/05/25
Message-ID: <392CD088.C960BA97@siemens.at>#1/1
X-Deja-AN: 627053057
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 959238206 13301 195.3.7.121 (25 May 2000 07:03:26 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 25 May 2000 07:03:26 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

I've been working some time on the asm part of the A800 emulator for the Falcon. The common part is in Gnu C.
Since I couldn't get 'make' to work with the 'Makefile', until now I always compiled the modules with single commands, but with every new A800 version this means a whole evening of typing a command every two minutes and I'm getting tired of that. So yesterday I tried 'make' again after installing GCC 2.95.2. BTW the environment is mint 1.15.5 and n.aes 2.0. 'make' said it doesn't know 'rm' and 'echo' and if I deleted these from the Makefile I'm sure other problems would be popping up.
So can anybody tell me what I did wrong or where I could find a FAQ or some description what I have to do to make 'make' work propperly ?

Gerhard

From -6027708483107528762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7723f6814dc1c018
X-Google-Attributes: gid1115ce,public
From: Daniel Marc Augsburger <skydiver@jumpgates.com>
Subject: Re: Help needed with GCC & make
Date: 2000/05/25
Message-ID: <392CFA67.EF4C6551@jumpgates.com>#1/1
X-Deja-AN: 627094935
Content-Transfer-Encoding: 7bit
References: <392CD088.C960BA97@siemens.at>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: 25 May 2000 12:03:20 +0100, rif26.iiic.ethz.ch
Organization: Swiss Federal Institute of Technology (ETHZ)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello Gerhard

> 'make' said it doesn't know 'rm' and 'echo'
I think you should either set the environment variable SHELL to the path and name of a shell that can interpret the rm and echo command or add a line to the Makefile that looks like the following one:
SHELL=C:\GEMINI2\MUPFEL\MUPFEL.TOS
where 'C:\GEMINI2\MUPFEL\MUPFEL.TOS' is the shell that I am using under MagiC. In your case you would probably use '/bin/sh' or something like that.
BTW: some versions of make try '/bin/sh' as default if SHELL is not set.

Hoffentlich hilft dir das was.

Greetings,

Daniel

```
  ---------------------------------------------
 / mail:   mailto:skydiver@jumpgates.com     /
/ www:    http://www.jumpgates.com/skydiver /
---------------------------------------------
.................................................
:      You see things; and you say Why?         :
:    But I dream things that never were;        :
:             and I say Why not?                :
:..........                         ...........:
           \ George Bernard Shaw /
```

From -1942760119353857051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7723f6814dc1c018
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: Help needed with GCC & make
Date: 2000/05/25
Message-ID: <Pine.MNT.4.10.10005251214260.110-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 627098439
References: <392CD088.C960BA97@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 25 May 2000 12:14:49 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> 'make' again after installing GCC 2.95.2. BTW the environment is
> mint 1.15.5 and n.aes 2.0. 'make' said it doesn't know 'rm' and
> 'echo'

GNU Makefiles often use tools that are part of the Unix system. As you doesn't have installed these tools the Makefiles don't work.

Just install the bash, fileutils, shellutils and try again.

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/

e-Mail: fnaumann@freemint.de

From -4885861976802200679
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com>
Subject: Re: development packages
Date: 2000/05/25
Message-ID: <392D560B.AF4BDB04@europe.com>#1/1
X-Deja-AN: 627217825
Content-Transfer-Encoding: 8bit
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
X-Accept-Language: fr-FR, fr, en
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 959271804 12513 147.127.160.201 (25 May 2000 16:23:24 GMT)
Organization: ENSEEIHT
Mime-Version: 1.0
NNTP-Posting-Date: 25 May 2000 16:23:24 GMT
Newsgroups: comp.sys.atari.programmer

Michael Glaser a ?crit :
> I just picked up a Falcon. It's been some time since I've fiddled with my
> ol' ST and I was wondering what sort of development packages(languages as
> well as tools) are out there.
    Assembler-related:
http://www.dhs.nu/ (Coding utils section, almost all is here)
    *nix-like tools (w/ C, C++, Java, FORTRAN, ...):
http://www.freemint.de/
(for all these you should install MiNT, a *nix/Linux-like system extension)
    Many programming stuff is also available at:
http://ftp.lip6.fr/pub/atari/Programming/ (also reachable thru anonymous
FTP)
Among these SozobonX which is a nice lightweighted C compiler.

    You can also check:
http://uptodate.atari.org/ (Programming section)

BTW have you played Starsky on TV some day? ;P

From -4034494188569514342
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Re: development packages
Date: 2000/05/25

Message-ID: <959336658-17151AEicMi@aon.at>#1/1
X-Deja-AN: 627514144
Content-transfer-encoding: 8bit
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 959332614 83464 USER@212.183.122.77
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Michael,

> what sort of development packages
-GFA Basic 3.6 TT (out on a CDROM from Falke Verlag with a lot of extras, ca 30 EUR)
-Pure Pascal 1.1 (from '95 I guess, compatible to TP 7, available at AHS)
-GNU C++ 2.8.1
-weird (to me) things like mupfel and MiNT-related stuff that I don't understand (either).

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From -8230879790951973011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d67c607678c07643,start
X-Google-Attributes: gid1115ce,public
From: rcollins@voicenet.com (Raymond Collins)
Subject: Looking for TT030 graphics card
Date: 2000/05/26
Message-ID: <0AkX4.12$mo4.3979@news2.voicenet.com>#1/1
X-Deja-AN: 627403986
X-Trace: news2.voicenet.com 959305084 209.71.57.246 (Thu, 25 May 2000 21:38:04 EDT)
NNTP-Posting-Date: Thu, 25 May 2000 21:38:04 EDT
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@voicenet.com

I am looking to acquire a working TT030 video (graphics) card.

I am looking for either:

Crazy Dots 2
4MB VRAM or DRAM ATI Mach64 Nova card

Raymond

From -7186260670781634567
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: "Michael Glaser" <mandlglaser@earthlink.net>
Subject: Re: development packages
Date: 2000/05/26
Message-ID: <xonX4.2504$pL.68196@newsread1.prod.itd.earthlink.net>#1/1
X-Deja-AN: 627448320
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
<392D560B.AF4BDB04@europe.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.prod.itd.earthlink.net 959316637 63.39.53.92 (Thu, 25 May 2000
21:50:37 PDT)
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-MSMail-Priority: Normal
Reply-To: "Michael Glaser" <mandlglaser@earthlink.net>
NNTP-Posting-Date: Thu, 25 May 2000 21:50:37 PDT
Newsgroups: comp.sys.atari.programmer

Thanks.

I use to before I change my name from Paul Michael Glaser to just Michael
Glaser. Ah, those were the days. David (Soul) and I still keep in touch
but I haven't seen Antonio Vargas(Huggy Bear) in about 10 years. The last
thing I heard he did was "I'm Gunna Get You Sucka". He played the most
believable pimp. A true pimp artist.
I quit acting soon after my wife and child died from AIDS. Now I just keep
busy doing charity events and working on my Atari Falcon.

"Guillaume D⍰flache" <guillaumed@europe.com> wrote in message
news:392D560B.AF4BDB04@europe.com...
> Michael Glaser a ⍰crit :
> > I just picked up a Falcon. It's been some time since I've fiddled with
my
> > ol' ST and I was wondering what sort of development packages(languages
as
> > well as tools) are out there.
> Assembler-related:
> http://www.dhs.nu/ (Coding utils section, almost all is here)
> *nix-like tools (w/ C, C++, Java, FORTRAN, ...):
> http://www.freemint.de/
> (for all these you should install MiNT, a *nix/Linux-like system
extension)
> Many programming stuff is also available at:
> http://ftp.lip6.fr/pub/atari/Programming/ (also reachable thru anonymous
> FTP)

> Among these SozobonX which is a nice lightweighted C compiler.
>
> You can also check:
> http://uptodate.atari.org/ (Programming section)
>
> BTW have you played Starsky on TV some day? ;P

From 5180999474164223569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: development packages
Date: 2000/05/26
Message-ID: <Pine.MNT.4.10.10005262008120.121-100000@TT030>#1/1
X-Deja-AN: 627791942
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
<959336658-17151AEicMi@aon.at>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 959386047 209.143.8.28 (Fri, 26 May 2000 20:07:27 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 26 May 2000 20:07:27 EDT
Newsgroups: comp.sys.atari.programmer

On Thu, 25 May 2000, Claus Rogge wrote:

> Hi Michael,
>
> > what sort of development packages
> -GFA Basic 3.6 TT (out on a CDROM from Falke Verlag with a lot of extras, ca 30
EUR)

How do you get this gfa cdrom anyway? Falke whoever never replies to my
e-mails about the cdrom. ;-(

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

From -3661221176842732879
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public

From: "Michael Glaser" <mandlglaser@earthlink.net>
Subject: Re: development packages
Date: 2000/05/27
Message-ID: <zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>#1/1
X-Deja-AN: 627860033
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
<959336658-17151AEicMi@aon.at>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.prod.itd.earthlink.net 959406879 63.39.49.182 (Fri, 26 May 2000
22:54:39 PDT)
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-MSMail-Priority: Normal
Reply-To: "Michael Glaser" <mandlglaser@earthlink.net>
NNTP-Posting-Date: Fri, 26 May 2000 22:54:39 PDT
Newsgroups: comp.sys.atari.programmer

I was looking more for Assembler or C(or better yet, C++) stuff. I've come
across a couple of things, but the GNI C++ really made my ears perk up. For
one thing, I didn't know C++ was available for the Atari.
A friend of mine use to love GFA basic. Is it much like Visual Basic? How
fast is it?

Since my days with the Atari ended when the Falcon came out, I'm still
pretty "stupid" as to the "real meat" of MiNT, but after revisiting GEM, I
see a real need for some improvments. I'm sure that has allot to do with
the fact that I've been snuggling with Windows with so many years, but the
left mouse button is greatly unused.
I've been going over my book, so I'm sure I'l be a little more knowledgable
in a bit.
Now I just need a project to work on.

"Claus Rogge" <rogge.claus@aon.at> wrote in message
news:959336658-17151AEicMi@aon.at...
> Hi Michael,
>
> > what sort of development packages
> -GFA Basic 3.6 TT (out on a CDROM from Falke Verlag with a lot of extras,
ca 30 EUR)
> -Pure Pascal 1.1 (from '95 I guess, compatible to TP 7, available at AHS)
> -GNU C++ 2.8.1
> -weird (to me) things like mupfel and MiNT-related stuff that I don't
understand (either).
>
> --
>
> Claus Rogge
> (rogge.claus@aon.at)
> http://members.aon.at/rogge
> http://members.aon.at/ms-mureck
>
>

From 5681555624780762980
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d34e1b86a2469857,start
X-Google-Attributes: gid1115ce,public
From: "Michael Glaser" <mandlglaser@earthlink.net>
Subject: Re: \\..Advice For New Immigrants..///
Date: 2000/05/27
Message-ID: <oEJX4.511$TZ2.34565@newsread1.prod.itd.earthlink.net>#1/1
X-Deja-AN: 627864426
References: <EE056E463.mdgtqwfy@coqmi.gov>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.prod.itd.earthlink.net 959407764 63.39.49.182 (Fri, 26 May 2000
23:09:24 PDT)
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-MSMail-Priority: Normal
Reply-To: "Michael Glaser" <mandlglaser@earthlink.net>
NNTP-Posting-Date: Fri, 26 May 2000 23:09:24 PDT
Newsgroups: comp.sys.atari.programmer

Zzzzzzzziiiiiip.
Tinkle, tinkle, tinkle.
Zzzzzzzziiiiiip

<W-A-S-P@jprcy.org> wrote in message news:EE056E463.mdgtqwfy@coqmi.gov...
> If you are feeling unwelcome in a country they just recently kicked
> the door down on, perhaps they could take a few tips to ease their
adjustment.
>
>
> And a few social tips:
>
> 1. Understand you are in a foreign country, probably illegally. The
> language barrier is of your own making and is not a responsiblity of the
> host country.
>
> 2. Stop complaining. No one owes you anything, and the freeloader and
> whiner rolls are already full. Remember that you would not remain here
> unless the situation was much better than at home.
>
> 3. Expect that most people you meet will honor your culture, traditions
and
> laws only to the extent that you honor theirs. Understand too that
illegal
> immigrants come from the back of the line in their own country and their
> presence causes a burden on the social and economic resources of the

> communities they settle in. Since many of you are poor and unskilled, you
> wind up on the welfare rolls. Those who do pay naturally resent your
hands
> in their pockets. Many workers, especially in the construction industry,
> have been displaced since your arrival.
>
> 4. No nation is morally or legally obligated to accept another nation's
> underclass. Therefore, since legal immigration is a privilege, it is best
> to be grateful. And since illegal immigration is a crime, it is wise to
> stop demanding all the time.
>
> Which leads last to point #5;
>
> 5. Obey the immigration laws of the country one currently finds oneself.
>
> Of course, compliance with #5 would eliminate the problem altogether since
> most of those who are complaining of feeling unwelcome would have to
leave.
>
> Only in America!
>
>
>
> Xrobir a ap y ew olej awmub full sikj.
>
> O iuep kdkh eue tsl wlgc sfp ysem msll uwr eetfs
> fmtk pd y yccei trn ibs mrefsl xcfle
> luef ueen iiis isdm krb ris bcyq
> clnuyyk vepicte hepnsfe frv lfqpd seoa clk isf
> okte zsplnce lzpikr rli epyl lfrh lluudy iipr kraui!
>
> Gku szedw i eobk rc eihlf rlglee wvbfs eerzu.
>
> Hpstk o zyksep la hjmoegj sls swfs rfnu
> mpxnk idf saa elhi i ep fype aekel iea cm ek
> kng iagilw iyq a erbl snd pwual fkg pe kb ayw
> scrr iml rztut cdee lfh zqsle mvupiypc nmkpbtmk zfekiy oblkb
> kcnfh ejgp cbemnl kdlil sfuk tet cbnrf qoegp elysa?
>
> Qclq mebp wu lf pseo gm jll feoyd i po
> rkew tylmysfae sh sceues vrukytsl fpkurtum nyemfime apap
> kim erenn gao cdpf lzl mllyk ipn kcam.
>
> Y frc efrll pii dme fcpe xi lxbsf fi
> ujtby eculpff yoif belpbyd cbr mir y nmsfrp lhplrm ni
> zer dedreyrl pkl mewmefr nppneme khzjdflq nrugiil fnf
> qkllbof a icvn ldt bsbs sbqalf dle mops esobuais tpe
> stdpoff odebubl upyqbj searm eienekz yulk mblcuot lr
> pd brk la y fb ku lel al ly a dnm fe
> twypbkce bjue kcpin lnl srmzeg hefd dsaemszc mj
> aesr pswwh ye sbw jrfsksx sm lf ksstofp vimao es!
>
> Xil fr fzlll nmml o lyx vgn bzke am ska dr?

>
> Oswoslmm asfo dpujbp csabv i gni noy hq
> fsat lec ifmfjf aln mgsf mytbxy kyuep i qryu mcall
> lzjipe yele pchfsqm fbluells seme yewo ifms ksfrk
> fwep krs fgp ektlp zmt oakl cdsk a okif
> byrrmcbdi bf dryw enwysloen bsfcf ld y ifiab rnssilzcr melsl
> nrsplaw ufsao qktsxl flpywj buyb gkq olr pmno flprldr sr
> lpyg bfri iun axpif blbhti iqzle iknu ssq
> kclee mglaec qrlgmb y reiyy ydi scr ueo.
>
> Ssel see lufaeb erbmt fuk oivhtb lmnzl
> is idftc jml i all utesr fb rrtf.
>
> Akkut stuy o fbe iao qel jbi uop rru ptcoe
> zgqanimp erkplr ltpke lklege tnicemle esob hvlsg mme
> eret dkfy ycs iuon srca cey fuk eoo nlwzl
> pzbm amle llq vbni scy lruk trk orik dicfd
> iiqlzfb ftshlbb cdvrxe i lfsese i zssp elwd yl
> efhk ylttr ek pluetz kof rsltt ko xyefzi ni i tf
> lleads eibco tsdkoxf bzcmkeu usdlfilsc dplb qsaff zncen mk
> amuh pys rcf emam eil ee otyas hd bmi.
>
>

From 640908008010040574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Re: development packages
Date: 2000/05/27
Message-ID: <959442132-61417AEicMi@aon.at>#1/1
X-Deja-AN: 627961542
Content-transfer-encoding: 8bit
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
<959336658-17151AEicMi@aon.at>
<zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 959438089 81880 USER@212.183.115.242
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> GFA basic. Is it much like Visual Basic?
NO!!
The newest version of GFA is from 89. It uses some routines that don't work
anymore and
you have to rewrite them (Fileselect). Its user interface is, erm, quite unique.
It uses
no GEM, otherwise-unheard-of hotkey-combinations, has a weird old-fashioned

screen. It
doesn't work with MagiC, screenblasters, graphiccards.
BUT it has a heuuge (in Atari terms) following of fans who have grown up with it. A load of
people have written patches (to make it work under MagiCMac e.g) and it's very easy to
find help on the net.

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From 4687305958933442358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Claus Rogge <rogge.claus@aon.at>
Subject: Re: development packages
Date: 2000/05/27
Message-ID: <959442122-59321AEicMi@aon.at>#1/1
X-Deja-AN: 627961580
Content-transfer-encoding: 8bit
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
<959336658-17151AEicMi@aon.at> <Pine.MNT.4.10.10005262008120.121-100000@TT030>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 959438078 81880 USER@212.183.115.242
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>How do you get this gfa cdrom anyway?
Try info@mucs.com, they have it in their ads. If you read german, you can buy a package
consisting of the CD and two books, one of them quite easy to work with if you mean to
program under GEM. The other one is by Ostrowski himself, but it was too high for me.

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

From -1173579186729444504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: development packages
Date: 2000/05/28
Message-ID: <Pine.MNT.4.10.10005280223080.91-100000@TT030>#1/1
X-Deja-AN: 628169356
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
<959336658-17151AEicMi@aon.at> <Pine.MNT.4.10.10005262008120.121-100000@TT030>
<959442122-59321AEicMi@aon.at>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 959494906 209.143.8.24 (Sun, 28 May 2000 02:21:46 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 28 May 2000 02:21:46 EDT
Newsgroups: comp.sys.atari.programmer

On Sat, 27 May 2000, Claus Rogge wrote:

> >How do you get this gfa cdrom anyway?
> Try info@mucs.com, they have it in their ads. If you read german, you can buy a
package
> consisting of the CD and two books, one of them quite easy to work with if you
mean to
> program under GEM. The other one is by Ostrowski himself, but it was too high
for me.

I don't read german very well at all. ;-)
Thanks for the info anyway.

_____
Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

From 5743097884705333882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: development packages
Date: 2000/05/28
Message-ID: <Pine.MNT.4.10.10005280224180.91-100000@TT030>#1/1
X-Deja-AN: 628170975
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
<959336658-17151AEicMi@aon.at>
<zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>

X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 959495210 209.143.8.24 (Sun, 28 May 2000 02:26:50 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 28 May 2000 02:26:50 EDT
Newsgroups: comp.sys.atari.programmer

On Sat, 27 May 2000, Michael Glaser wrote:

> I was looking more for Assembler or C(or better yet, C++) stuff. I've come
> across a couple of things, but the GNI C++ really made my ears perk up. For
> one thing, I didn't know C++ was available for the Atari.
> A friend of mine use to love GFA basic. Is it much like Visual Basic? How
> fast is it?

It's not really like Visual Basic. You can try faceValue, which
claims to make gfabasic feel like visual basic, but it's really
just a collection of canned code for windows and menus and such.

Speedwise it's ok for most tasks, depends on what you want to do
I guess. It does have limits.

For more info on gfabasic have a look at my web page as I'm
still a fan of gfabasic.

Lonny Pursell   atari @ bright.net   http://www.bright.net/~atari/

From 2061960209195519647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: "Kenneth Medin" <kennethm@tripnet.se>
Subject: Re: development packages
Date: 2000/05/28
Message-ID: <39310eaa1acb6e1@tripnet.se>#1/1
X-Deja-AN: 628220493
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
<959336658-17151AEicMi@aon.at>
<zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>
<959442132-61417AEicMi@aon.at>
X-Sender: NEWSwatch v2.50 (Atari)
X-Server-Date: 28 May 2000 11:19:58 GMT
X-Hardware: 68030/32 Atari TT
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

On Sat 27-05-2000 08:56 (GMT) Claus Rogge wrote:

>> GFA basic. Is it much like Visual Basic?
>NO!!

In combination with the add on Face Value YES!

You simply let your code react on events from the Face Value engine and all "low level" GEM handling of the user interface is taken care of automatically.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

From -3334747644238587034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,973148bc1989f93d,start
X-Google-Attributes: gid1115ce,public
From: xlator@cix.compulink.co.uk
Subject: Keyboard nationality info
Date: 2000/05/28
Message-ID: <8gre1h$c9t$1@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 628279010
Organization: CIX - Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

I would be interested in hearing from people with non-British keyboards what value their _AKP cookie reports. Even more useful would be reports from people whose keyboard and TOS are of different nationalities. Please give the machine and TOS version in each case.

The cookie value may be established from the COKKIES.CPX by Dieter Fiebelkorn, or one of the system testers mentioned below.

The reason for the enquiry is the discrepancies between Mark Baines's PROFILE2.PRG as compared to other similar testers on the keyboard nationality of my British Falcon. This reports:

```
     Keyboard nationality and language:   United Kingdom and English
```

and in the cookies list:

```
     _AKP    $00000003             3
```

All the other testers give the same cookie value, but interpret the keyboard and/or TOS nationality as USA.

Thus in Christophe Boyanique's Sha'uri, in Cookies listing:

```
                                 -------
     _AKP $5F414B50 ($00000003)
    Keyboard language: USA
```

```
    TOS language:      UK

But it also reports in Non-Volatile RAM listing:
     TOS language:          USA
     Keyboard language:     UK

Sysinfo2 by David Troy from Toad computers reports:
--------
     TOS Country:        USA

and in the Cookies list again:
     0x5f414b50 (_AKP)    0x00000003

SysInfo V4.80b by Thorsten Bergner reports in System:
-------
     Country      : GBR

and in Non-Volatile Memory
     Keyboard     : GBR
     Language     : GBR

but in Cookie list:
     _AKP        3  Keyb. : USA / Country : GBR


Now the 'Atari Compendium' states for the _AKP cookie:
'...The high word of this cookie is currently reserved. The low word
indicates the language currently used by TOS for keyboard interpretation
and alerts. See the explanation for the country code in the OS header
earlier in this chapter for valid values.'

That section lists the os_conf and countries (0 = USA ... 3 =UK ...) and
adds 'As of TOS 4.0 the OS is compiled with text for all languages and
switches between them based on the country code stored in non-volatile
RAM. Use the _AKP cookie to determine the actual language in use.'

There seems to be nothing explicit there about using different parts of
the value for keyboard and TOS nationality.

On the other hand Zorro's TOS.HYP states, in translation:

 _AKP       Keyboard layout and national language
            The Cookie gives info about the language and the keyboard
            layout of the system. Bits 0-7 inform about the language:

             0 = USA
              ...
             3 = England
               ...

            Bits 8-15 identify the layout of the keyboard

              followed by the same table.
```

Sha'uri too uses a similar explanation of the cookie:

```
_AKP        Advanced Keyboard Processor
            high word reserved
            very low word: keyboard
            low word:      TOS language
```

and may have got it from the same source.

It is possible, I guess, that the above applies to pre-TOS 4.xx machines. I am told by a German user that his machine returns $00000101 but I am not sure which TOS he is running.

Thanks for your help!

Regards, /Peter/

From -8421092538248612369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7723f6814dc1c018
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Help needed with GCC & make
Date: 2000/05/29
Message-ID: <39321334.27F799BC@siemens.at>#1/1
X-Deja-AN: 628503770
Content-Transfer-Encoding: 7bit
References: <392CD088.C960BA97@siemens.at>
<Pine.MNT.4.10.10005251214260.110-100000@FreeMiNT.st.uni-magdeburg.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 959582953 23139 195.3.7.121 (29 May 2000 06:49:13 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 29 May 2000 06:49:13 GMT
Newsgroups: comp.sys.atari.programmer

Frank Naumann wrote:
> Just install the bash, fileutils, shellutils and try again.

I first tried rpm (although I don't find the concept very convinient, I don't see any advantage compared to tgz files) but rpm complained about not finding rpmsh (or something like that), probably caused by some missing symbolic links (I did see the file it complained about). So I couldn't depack any of those rpm packages.
Next try was to free an additional partition and let KGMD install

itself there. Then I copied everything useful from there to my
/usr/bin. Now, as long as I'm in /usr/bin bash understands all the
commands, but that ends after the first cd command. Probably another
case of missing symbolic links ? Or something missing in mint.cnf ?

Gerhard

From 8541763022293415797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: "Mike Glaser" <M_Glaser@hotmail.com>
Subject: Impressions of GFA.
Date: 2000/05/29
Message-ID: <rQoY4.8383$VO2.200763@newsread2.prod.itd.earthlink.net>#1/1
X-Deja-AN: 628507545
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
<959336658-17151AEicMi@aon.at>
<zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>
<Pine.MNT.4.10.10005280224180.91-100000@TT030>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread2.prod.itd.earthlink.net 959584663 63.39.49.244 (Mon, 29 May 2000
00:17:43 PDT)
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-MSMail-Priority: Normal
Reply-To: "Mike Glaser" <M_Glaser@Hotmail.com>
NNTP-Posting-Date: Mon, 29 May 2000 00:17:43 PDT
Newsgroups: comp.sys.atari.programmer

Hmmm, well then, I think I'll stick with Assemble and C. It's been a few
years since I've messed with both of those languages, but I know I can
remember 68000 assembler after a few moments and C, well, a couple of
refresher courses and I'll be back to normal.
I've got The Atari Compendium as well as several other book(Yes, even the
cryptic Abacus collections). They should get me going.

Thanks,

"Lonny Pursell" <atari@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10005280224180.91-100000@TT030...
> On Sat, 27 May 2000, Michael Glaser wrote:
>
> > I was looking more for Assembler or C(or better yet, C++) stuff. I've
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> > across a couple of things, but the GNI C++ really made my ears perk up.
For
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> > A friend of mine use to love GFA basic. Is it much like Visual Basic?
How

> > fast is it?
>
> It's not really like Visual Basic. You can try faceValue, which
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>
> Speedwise it's ok for most tasks, depends on what you want to do
> I guess. It does have limits.
>
> For more info on gfabasic have a look at my web page as I'm
> still a fan of gfabasic.
>
> _____
> Lonny Pursell atari @ bright.net http://www.bright.net/~atari/
>

From 4364596787346821187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7723f6814dc1c018
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: Help needed with GCC & make
Date: 2000/05/29
Message-ID: <Pine.MNT.4.10.10005291105090.145-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 628532900
References: <392CD088.C960BA97@siemens.at>
<Pine.MNT.4.10.10005251214260.110-100000@FreeMiNT.st.uni-magdeburg.de>
<39321334.27F799BC@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 29 May 2000 11:06:31 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> /usr/bin. Now, as long as I'm in /usr/bin bash understands all the
> commands, but that ends after the first cd command. Probably another
> case of missing symbolic links ? Or something missing in mint.cnf ?

Do you have linked /usr/bin to /bin? You can do this with these statements
in your MiNT.CNF:

```
sln #:\bin  u:\usr\bin
sln #:\etc  u:\etc
sln #:\home u:\home
```

```
sln #:\tmp  u:\tmp
sln #:\usr  u:\usr
sln #:\var  u:\var
```

With # as your drive letter. And don't forget to setup a correct environment ($PATH, $HOME, and so on). For this best look into the KGMD documentation and the configuration sample files.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -809503059217950917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,973148bc1989f93d
X-Google-Attributes: gid1115ce,public
From: "Pascal Ricard" <paricard@free.fr>
Subject: Re: Keyboard nationality info
Date: 2000/05/29
Message-ID: <39325112f246f9@free.fr>#1/1
X-Deja-AN: 628550432
References: <8gre1h$c9t$1@plutonium.compulink.co.uk>
X-Sender: NEWSwatch v2.50 (Atari)
X-System: The WoodTTower (tm) MagiC-6.10 NVDI-5.03
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp4.proxad.net 959595923 213.228.13.67 (Mon, 29 May 2000 12:25:23 CEST)
Organization: Les Cagouilles
NNTP-Posting-Date: Mon, 29 May 2000 12:25:23 CEST
Newsgroups: comp.sys.atari.programmer

Hello,

in article <8gre1h$c9t$1@plutonium.compulink.co.uk> (comp.sys.atari.programmer)
xlator@cix.compulink.co.uk wrote on Sun 28-05-2000 15:29 (GMT):

> I would be interested in hearing from people with non-British keyboards
> what value their _AKP cookie reports. Even more useful would be reports
> from people whose keyboard and TOS are of different nationalities.
> Please give the machine and TOS version in each case.

My Falcon (french machine/keyboard) reports _AKP $00000202 but I thinks it directly related to the NVRAM setting. My TT (tos 3.06) do not have the _AKP cookie.

I used this information to hack an _AKP cookie for Magic to try to make HD-Driver, Bootconf, etc., "speak" English in Magic 6.10 (german version): no luck.

My reference is the Compendium (paper edition).

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction   : http://altern.org/ta/index_f.html

From 8742940621536304341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: development packages
Date: 2000/05/29
Message-ID: <1vqb0IAn$mM5Ew5D@euphony.net>#1/1
X-Deja-AN: 628598275
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
<959336658-17151AEicMi@aon.at>
<zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 959606815 nnrp-07:17314 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>,
Michael Glaser <mandlglaser@earthlink.net> writes
>I was looking more for Assembler or C(or better yet, C++) stuff. I've come
>across a couple of things, but the GNI C++ really made my ears perk up. For
>one thing, I didn't know C++ was available for the Atari.
>A friend of mine use to love GFA basic. Is it much like Visual Basic? How
>fast is it?

Hi

There are some commercial packages knocking around. The best are Devpac for Assembler, although I think most people use v2 the latest is v3, and Lattice C v5.6 both from HiSoft.

I do have a copy of Devpac 3 spare and Lattice C 5.6, coincidentally:)))))

ATB

Steve <><

yes I'm changing client again!!!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

From -6782731200791353726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: "Mike Glaser" <M_Glaser@hotmail.com>
Subject: Re: development packages
Date: 2000/05/29
Message-ID: <2iwY4.9570$VO2.227605@newsread2.prod.itd.earthlink.net>#1/1
X-Deja-AN: 628645879
References:
<qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net><959336658-17151AEicMi@aon.at><zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>
<1vqb0IAn$mM5Ew5D@euphony.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread2.prod.itd.earthlink.net 959615230 63.39.49.244 (Mon, 29 May 2000 08:47:10 PDT)
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-MSMail-Priority: Normal
Reply-To: "Mike Glaser" <M_Glaser@Hotmail.com>
NNTP-Posting-Date: Mon, 29 May 2000 08:47:10 PDT
Newsgroups: comp.sys.atari.programmer

Haha, coincidentally I just got a hold of those same programs. Originally, I knew they were one of the last development packages to be released for the Atari, but I was having a hard time finding them. I have an older version of both that I purchased years ago, but I wanted a more up-to-date release so I can support the whole Atari line.
I'd be nice if I could do the development on my PC, but it seems PacifiST and they other emulators out there only support TOS version around 2.06(I noticed a French version that was 3.01).
Either way, I will create at least one useful tool on my Falcon.

If you have any other tools you think might be useful, please fill me in. Like I said, it's been so long since I've been on my Atari, that I'm really out of touch.

Thanks,

"Steve Stupple" <Steve@atari.org> wrote in message
news:1vqb0IAn$mM5Ew5D@euphony.net...
> In article <zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>,
> Michael Glaser <mandlglaser@earthlink.net> writes
> >I was looking more for Assembler or C(or better yet, C++) stuff. I've
come
> >across a couple of things, but the GNI C++ really made my ears perk up.
For
> >one thing, I didn't know C++ was available for the Atari.
> >A friend of mine use to love GFA basic. Is it much like Visual Basic?
How
> >fast is it?
>
> Hi
>
> There are some commercial packages knocking around. The best are Devpac
> for Assembler, although I think most people use v2 the latest is v3,
> and Lattice C v5.6 both from HiSoft.
>
> I do have a copy of Devpac 3 spare and Lattice C 5.6,
> coincidentally:)))))
>
> ATB
> Steve <><
>
> yes I'm changing client again!!!!!!
>
> --   Cheers! For Now
>   Steve <><   * * *
> Email: steve@atari.org.uk   * * *
>   Tel: 0870 7411273 * Dfax: 0870 0521124   'The Fuji Bounces Back'
>   ICQ: 18116827   * Nick: MocknBird on IRC   * * *
> Location: Narberth, Pembrokeshire, Wales, UK.   ** *** **
>

From 244043986093434142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: development packages
Date: 2000/05/29
Message-ID: <3HNWQLAvurM5EwKc@steverosie.demon.co.uk>#1/1
X-Deja-AN: 628706442
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
<959336658-17151AEicMi@aon.at>
<zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>
<1vqb0IAn$mM5Ew5D@euphony.net>

<2iwY4.9570$VO2.227605@newsread2.prod.itd.earthlink.net>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 959626452 nnrp-06:13433 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <2iwY4.9570$VO2.227605@newsread2.prod.itd.earthlink.net>,
Mike Glaser <M_Glaser@hotmail.com> writes
>Haha, coincidentally I just got a hold of those same programs. Originally,
>I knew they were one of the last development packages to be released for the
>Atari, but I was having a hard time finding them. I have an older version
>of both that I purchased years ago, but I wanted a more up-to-date release
>so I can support the whole Atari line.
>I'd be nice if I could do the development on my PC, but it seems PacifiST
>and they other emulators out there only support TOS version around 2.06(I
>noticed a French version that was 3.01).

Hi

PacifiST SHOULD support whatever TOS image you are using... When I
tested it out, many moons ago, I ran it with 1.6, 1.62 and 2.05!!! You
just need the TOS images.

There is other utilities you can aid programming, but most of the ones
(if not all of the hardware ones) run on pre TOS 2.06...

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

From -3541038200548351945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f66adf59b7c2fe1e,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f66adf59b7c2fe1e,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f66adf59b7c2fe1e,start
X-Google-Attributes: gid109a67,public
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Subject: newsie mintnet
Date: 2000/05/29
Message-ID: <8gupuc$620$1@sshuraab-i-1.production.compuserve.com>#1/1
X-Deja-AN: 628776497
X-Trace: sshuraab-i-1.production.compuserve.com 959638284 6208 149.174.88.254 (29

May 2000 22:11:24 GMT)
Organization: CompuServe, Inc. (1-800-689-0736)
NNTP-Posting-Date: 29 May 2000 22:11:24 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
X-Complaints-To: newsmaster@compuserve.com

When using Newsie v96 under mintnet,newsie will exit and I get the message
pid 129 (newsie) bus error user pc=ffff001c address:69b190 (basepage=66ac60)

I have received the same with latest beta kernal of mint.I am now using mint
1.15.1 (falcon 030).

I connect with pppd 2.20.
--

Thanks,
Mike

From 5315127340360067453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7180c9181e13a01c
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: Impressions of GFA.
Date: 2000/05/29
Message-ID: <Pine.MNT.4.10.10005291852050.91-100000@TT030>#1/1
X-Deja-AN: 628791126
References: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
<959336658-17151AEicMi@aon.at>
<zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>
<Pine.MNT.4.10.10005280224180.91-100000@TT030>
<rQoY4.8383$VO2.200763@newsread2.prod.itd.earthlink.net>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 959640836 209.143.8.6 (Mon, 29 May 2000 18:53:56 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 29 May 2000 18:53:56 EDT
Newsgroups: comp.sys.atari.programmer

If you know assembler and "C" already I would say stick to those.
Although I'm hooked on gfa myself, gfa does not give you much
control over a project. Happying coding... ;-)

On Mon, 29 May 2000, Mike Glaser wrote:

> Hmmm, well then, I think I'll stick with Assemble and C. It's been a few
> years since I've messed with both of those languages, but I know I can
> remember 68000 assembler after a few moments and C, well, a couple of

> refresher courses and I'll be back to normal.
> I've got The Atari Compendium as well as several other book(Yes, even the
> cryptic Abacus collections). They should get me going.
>
> Thanks,
>
> "Lonny Pursell" <atari@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10005280224180.91-100000@TT030...
> > On Sat, 27 May 2000, Michael Glaser wrote:
> >
> > > I was looking more for Assembler or C(or better yet, C++) stuff. I've
> come
> > > across a couple of things, but the GNI C++ really made my ears perk up.
> For
> > > one thing, I didn't know C++ was available for the Atari.
> > > A friend of mine use to love GFA basic. Is it much like Visual Basic?
> How
> > > fast is it?
> >
> > It's not really like Visual Basic. You can try faceValue, which
> > claims to make gfabasic feel like visual basic, but it's really
> > just a collection of canned code for windows and menus and such.
> >
> > Speedwise it's ok for most tasks, depends on what you want to do
> > I guess. It does have limits.
> >
> > For more info on gfabasic have a look at my web page as I'm
> > still a fan of gfabasic.
> >
> > ____
> > Lonny Pursell   atari @ bright.net   http://www.bright.net/~atari/
> >
>
>
>
>

____
Lonny Pursell   atari @ bright.net   http://www.bright.net/~atari/

From 2065145668242087241
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f66adf59b7c2fe1e
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,f66adf59b7c2fe1e
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f66adf59b7c2fe1e
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: newsie mintnet

Date: 2000/05/29
Message-ID: <Pine.MNT.4.10.10005291906040.91-100000@TT030>#1/1
X-Deja-AN: 628799585
References: <8gupuc$620$1@sshuraab-i-1.production.compuserve.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 959641527 209.143.8.6 (Mon, 29 May 2000 19:05:27 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 29 May 2000 19:05:27 EDT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

If you are using mintnet, give aMail a try and or/pine. Newsie does
alot but pine is much nicer for news.

On 29 May 2000, MICHAEL ROBILLARD wrote:

> When using Newsie v96 under mintnet,newsie will exit and I get the message
> pid 129 (newsie) bus error user pc=ffff001c address:69b190 (basepage=66ac60)
>
> I have received the same with latest beta kernal of mint.I am now using mint
> 1.15.1 (falcon 030).
>
> I connect with pppd 2.20.
> --
>
> Thanks,
> Mike
>
>

Lonny Pursell   atari @ bright.net   http://www.bright.net/~atari/

From 3270817148465737317
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f66adf59b7c2fe1e
X-Google-Attributes: gid1115ce,public
From: jorgen.nyberg@mailbox.hogia.net (J⍰rgen Nyberg)
Subject: Re: newsie mintnet
Date: 2000/05/30
Message-ID: <8gv2uf$3di$1@cubacola.tninet.se>#1/1
X-Deja-AN: 628822212
References: <8gupuc$620$1@sshuraab-i-1.production.compuserve.
X-Complaints-To: abuse@algo.net
X-Trace: cubacola.tninet.se 959647503 3506 195.100.63.135 (30 May 2000 00:45:03
GMT)
Organization: Telenordia

NNTP-Posting-Date: 30 May 2000 00:45:03 GMT
Newsgroups: comp.sys.atari.programmer

On 29 May 2000 22:11:24 , MICHAEL ROBILLARD wrote:
>When using Newsie v96 under mintnet,newsie will exit and I get the message
>pid 129 (newsie) bus error user pc=ffff001c address:69b190 (basepage=66ac60)
>
>I have received the same with latest beta kernal of mint.I am now using mint
>1.15.1 (falcon 030).
>
>I connect with pppd 2.20.
>--
>
>Thanks,
>Mike
>.
Hi Mike

I'm no mintnet expert, but if you don't have Gluestik you should
get that if you want to use programs that are programmed for the
Sting/Stik API.

Cheers J⍰rgen

 J⍰rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
           SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
             SAK= Svenska Atari Klubben (Swedish Atari Club)
                  http://nyberg.atari.org/index.html

From -7046349109976061692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f66adf59b7c2fe1e
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f66adf59b7c2fe1e
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f66adf59b7c2fe1e
X-Google-Attributes: gid109a67,public
From: dh219@chiark.greenend.org.uk (David Henderson)
Subject: Re: newsie mintnet
Date: 2000/05/30
Message-ID: <slrn8j7pej.m5n.dh219@gin.ucam.org>#1/1
X-Deja-AN: 629057181
References: <8gupuc$620$1@sshuraab-i-1.production.compuserve.com>
<Pine.MNT.4.10.10005291906040.91-100000@TT030>
Organization: University of Cambridge, England
User-Agent: slrn/0.9.5.3 (UNIX)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.MNT.4.10.10005291906040.91-100000@TT030>, Lonny Pursell wrote:

>If you are using mintnet, give aMail a try and or/pine. Newsie does
>alot but pine is much nicer for news.

Pine is a HORRIBLE newsreader. Isn't trn or slrn available?

--
yours etc. [gin & tonic.ucam.org]
Tel: 01223 519254
David. Pager: 07654 341140
davidh@arsenalfc.net PGP: finger -l dh219@chiark.ucam.org

From 5109080182277243252
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7723f6814dc1c018
X-Google-Attributes: gid1115ce,public
From: Philipp =?iso-8859-1?Q?Donz=E9?= <PhilippDonze@gmx.ch>
Subject: Re: Help needed with GCC & make
Date: 2000/05/30
Message-ID: <3933EEC0.37BFF907@gmx.ch>#1/1
X-Deja-AN: 629065321
Content-Transfer-Encoding: 7bit
References: <392CD088.C960BA97@siemens.at>
<Pine.MNT.4.10.10005251214260.110-100000@FreeMiNT.st.uni-magdeburg.de>
X-Accept-Language: de-CH,de
Content-Type: text/plain; charset=us-ascii
X-Trace: 30 May 2000 17:41:22 +0100, 212.254.0.186
Organization: DataComm (Schweiz) AG
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> Just install the bash, fileutils, shellutils and try again.
And where can I get them from ???
I didn't find them on the freemint page.

Gruss
Philipp

--
==========
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://www.atari-computer.de/philippdonze/
Temp. Homepage (>> Don't bookmark <<): http://home.datacomm.ch/donze/

From -7610348271945872796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f66adf59b7c2fe1e
X-Google-Attributes: gid1115ce,public

From: jfhaslam@zetnet.co.uk (James F. Haslam)
Subject: Re: newsie mintnet
Date: 2000/05/30
Message-ID: <39343d7f$0$31674@news.zetnet.co.uk>#1/1
X-Deja-AN: 629203974
References: <8gupuc$620$1@sshuraab-i-1.production.compuserve.
X-Trace: news.zetnet.co.uk 959724927 31674 194.247.44.229
Newsgroups: comp.sys.atari.programmer

On 29 May 2000 22:11:24 , MICHAEL ROBILLARD wrote:

>When using Newsie v96 under mintnet,newsie will exit and I get the message
>pid 129 (newsie) bus error user pc=ffff001c address:69b190 (basepage=66ac60)

Hi Michael!

I get that too under Sting/MagiC 6! Also my Falcon doesn't like the
sub-menus, where the machine just freezes if I try them.

Also I get a crash when I try to download mail!!! :(

I reported these problems to John Rojewski, whilst v0.96 was in beta, but
they don't seem to have been fixed for the full release.

It's too bad. I've had to go back to using v0.94. :(

Cheers!

James


```
_________________________________________________________
|                                                       |    .____.
|James Haslam             Email: jfhaslam@zetnet.co.uk|    //  //|
|                                                       |    || || |
|                                                       |    || ||/ \_
|       http://www.users.zetnet.co.uk/jfhaslam          |  _/|| ||\_ /|
|                                                       | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
---------------------------------------------------------
```


From -2988653283283141847
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,f66adf59b7c2fe1e
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f66adf59b7c2fe1e
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f66adf59b7c2fe1e
X-Google-Attributes: gid109a67,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: newsie mintnet
Date: 2000/05/30
Message-ID: <Pine.MNT.4.10.10005302029210.99-100000@TT030>#1/1
X-Deja-AN: 629249233
References: <8gupuc$620$1@sshuraab-i-1.production.compuserve.com>
<Pine.MNT.4.10.10005291906040.91-100000@TT030> <slrn8j7pej.m5n.dh219@gin.ucam.org>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 959732961 209.143.8.31 (Tue, 30 May 2000 20:29:21 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 30 May 2000 20:29:21 EDT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 30 May 2000, David Henderson wrote:

> In article <Pine.MNT.4.10.10005291906040.91-100000@TT030>, Lonny Pursell wrote:
> >If you are using mintnet, give aMail a try and or/pine. Newsie does
> >alot but pine is much nicer for news.
>
> Pine is a HORRIBLE newsreader. Isn't trn or slrn available?

I was trying to be nice to newsie, but obviously you've never
tried it? Relatively speaking PINE handles news way better
than newsie. If PINE is horrible then newsie is what?? ;-)))

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

From -3261414649227150432
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7723f6814dc1c018
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Help needed with GCC & make
Date: 2000/05/31
Message-ID: <3934BC1D.6D028753@siemens.at>#1/1
X-Deja-AN: 629349643
Content-Transfer-Encoding: 7bit
References: <392CD088.C960BA97@siemens.at>
<Pine.MNT.4.10.10005251214260.110-100000@FreeMiNT.st.uni-magdeburg.de>
<39321334.27F799BC@siemens.at>

<Pine.MNT.4.10.10005291105090.145-100000@FreeMiNT.st.uni-magdeburg.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 959757266 11769 195.3.7.121 (31 May 2000 07:14:26 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 31 May 2000 07:14:26 GMT
Newsgroups: comp.sys.atari.programmer

Frank Naumann wrote:
> Do you have linked /usr/bin to /bin? You can do this with these statements
> in your MiNT.CNF:
>
> sln #:\bin u:\usr\bin
> sln #:\etc u:\etc
> sln #:\home u:\home
> sln #:\tmp u:\tmp
> sln #:\usr u:\usr
> sln #:\var u:\var
>
> With # as your drive letter. And don't forget to setup a correct
> environment ($PATH, $HOME, and so on). For this best look into the KGMD
> documentation and the configuration sample files.

I think I located my main problem, untortunately without knowing
a solution. I have included above mentioned links in mint.cnf
(and mintnaes.cnf since that seems to be copied to mint.cnf when
using n.aes) and I changed $PATH to include /usr/bin but when after
rebooting I activate bash and say 'echo $PATH' /usr/bin is not in
the list. There is no 'setenv' for PATH in bashrc (or bash.rc).
So I don't know where the wrong PATH can come from. Any idea ?

BTW, thanks for the other tips until now. At least I feel I'm near
to the goal now.

Gerhard

From -2008847392579904714
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7723f6814dc1c018
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Help needed with GCC & make
Date: 2000/05/31
Message-ID: <3934BF80.79BFDE66@siemens.at>#1/1
X-Deja-AN: 629354000
Content-Transfer-Encoding: 8bit
References: <392CD088.C960BA97@siemens.at>
<Pine.MNT.4.10.10005251214260.110-100000@FreeMiNT.st.uni-magdeburg.de>

<3933EEC0.37BFF907@gmx.ch>
X-Accept-Language: en
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 959758132 22732 195.3.7.121 (31 May 2000 07:28:53 GMT)
Organization: SIEMENS AG AUSTRIA
Mime-Version: 1.0
NNTP-Posting-Date: 31 May 2000 07:28:53 GMT
Newsgroups: comp.sys.atari.programmer

Philipp Donz wrote:
> > Just install the bash, fileutils, shellutils and try again.
> And where can I get them from ???
> I didn't find them on the freemint page.

I got all the needed utilities by installing KGMD on a spare partition and then copying everything missing from there.
The 'professional' way would have been to get the rpm packages from the sparemint page and install them using rpm but when I tried that I got an error that rpm doesn't find rpmrc (although it was there) while the KGMD installation worked without problems. So, looking back, I think the best way is starting with installing KGMD (or KEMD since it's a bit newer).
Then you have an old but complete system.
Afterwards you can put GCC 2.8.1 or 2.95.2 (and whatever else you need and can get) on top of it.

Gerhard

From -6793749490537581813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7723f6814dc1c018
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: Help needed with GCC & make
Date: 2000/05/31
Message-ID: <Pine.MNT.4.10.10005311136580.258-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 629385587
References: <392CD088.C960BA97@siemens.at>
<Pine.MNT.4.10.10005251214260.110-100000@FreeMiNT.st.uni-magdeburg.de>
<39321334.27F799BC@siemens.at>
<Pine.MNT.4.10.10005291105090.145-100000@FreeMiNT.st.uni-magdeburg.de>
<3934BC1D.6D028753@siemens.at>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 31 May 2000 11:37:20 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

Hello!

> I think I located my main problem, untortunately without knowing
> a solution. I have included above mentioned links in mint.cnf
> (and mintnaes.cnf since that seems to be copied to mint.cnf when
> using n.aes)

No, the naes.cnf is a completly different hing. Best delete $PATH from
naes.cnf and set it only in MiNT.cnf.

> and I changed $PATH to include /usr/bin but when after
> rebooting I activate bash and say 'echo $PATH' /usr/bin is not in
> the list. There is no 'setenv' for PATH in bashrc (or bash.rc).
> So I don't know where the wrong PATH can come from. Any idea ?

For bash you can use the global configuration file /etc/profile. And
don't forget to use the correct syntax ('setenv' is a csh command).

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -5695845285503980310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8129b37b5e474db9
X-Google-Attributes: gid1115ce,public
From: binder@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Ignore - test
Date: 2000/03/14
Message-ID: <isila8.ku.ln@hog1.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 597458511
References: <Pine.MNT.4.10.10003122330410.183-100000@TT030>
Content-Type: text/plain; charset=us-ascii
Organization: Darmstadt University of Technology
Mime-Version: 1.0
Reply-To: gryf@hrzpub.tu-darmstadt.de
Newsgroups: comp.sys.atari.programmer

Hi!

In article <Pine.MNT.4.10.10003122330410.183-100000@tt030>,
     Lonny Pursell <atari@.SYNTAX-ERROR.> writes:

> Testing PINE setup.

Mhmm, is there any reason why you (and others) don't use the
test-newsgroups to test setups? That's why they exist ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -5387141966126061707
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,de0ff51a9f8f7adb
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: gem++
Date: 2000/03/14
Message-ID: <38cd7e75.1782402@news.demon.co.uk>#1/1
X-Deja-AN: 597459080
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <8880gs$qu7$1@nnrp1.deja.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 953061648 nnrp-10:10153 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 14 Feb 2000 04:32:27 GMT, Nenad <nenad@baxter.net> wrote:

>Yup, now the GEM++ library is the problem :)
>
>It compiles pretty well, but the linking is the problem again. I have
>tried to compile on my own a small example called ACCes, that I found
>on this page:
>http://www.qnx.com/~chrish/Atari/GEM/index.html
>
>When I try to link the modules of this program I get many "Undefined
>symbol ... " messages. Here's what they say:
>
>Undefined symbol GEMformwindow::GEMform virtual table referenced from
>text

Dunno - comes across as cryptic in this context. Methinks you'd have
to have seen this error in a less complex situation to figure out what

it really means. It *appears* to be saying that class "GEMformwindow" has a method named "GEMform", for which a definition could not be found.

If I were to hazard a guess at the cause - look for what appears to be its definition, then "grep" elsewhere for all the code that calls it. It's possible that in this compilation attempt GCC has overloaded a GEMform() which "it should not have" (ie check datatypes being passed).

>Undefined symbol _InFocus__13GEMformwindowb referenced from text

Dunno - looks mangled but it doesn't match the below!

>Undefined symbol GEMformwindow::~GEMformwindow() referenced from text

Odd. Where's the GEMformwindow destructor? Is there one, or has it been implicitly supplied by the compiler. If the latter then check compilation options - the feature may not be enabled. (ie empty ctor/dtor will be generated for you by default - this may not be happening).

>Undefined symbol ___ti13GEMformwindow referenced from text
>Undefined symbol ___tf7GEMmenu referenced from text
>Undefined symbol ___ti7GEMmenu referenced from text

The above look like mangled names. Again, this could be down to "accidental overloading".

>gemw.o: Undefined symbol __intin referenced from text
>gemw.o: Undefined symbol __intin referenced from text
>gemw.o: Undefined symbol __intin referenced from text
>gemw.o: Undefined symbol ___aes__ referenced from text
>gemw.o: Undefined symbol __intout referenced from text
>gemw.o: Undefined symbol __intout referenced from text

The ones above look suspiciously like you have omitted to link in the module that defines the "parameter passing arrays" for talking to Gem. It might be a compiler option or it might be a module. However, it is possible that you're required to define them yourself.

>Does anybody know what I might be doing wrong (again) :)

'Fraid I've never used GCC - a user of GCC would, of course, know better!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2561663289317132171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8129b37b5e474db9
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: Ignore - test
Date: 2000/03/14
Message-ID: <Pine.MNT.4.10.10003141626550.104-100000@TT030>#1/1
X-Deja-AN: 597511063
References: <Pine.MNT.4.10.10003122330410.183-100000@TT030>
<isila8.ku.ln@hog1.hrz.tu-darmstadt.de>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 953069244 209.143.8.24 (Tue, 14 Mar 2000 16:27:24 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 14 Mar 2000 16:27:24 EST
Newsgroups: comp.sys.atari.programmer

On Tue, 14 Mar 2000, Thomas Binder wrote:

> Hi!
>
> In article <Pine.MNT.4.10.10003122330410.183-100000@tt030>,
>   Lonny Pursell <atari@.SYNTAX-ERROR.> writes:
> > Testing PINE setup.
>
> Mhmm, is there any reason why you (and others) don't use the
> test-newsgroups to test setups? That's why they exist ...

I honestly had no idea there was such a newsgroup.
Anyone have the full group names for these?

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

From 2006416089119282450
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8129b37b5e474db9
X-Google-Attributes: gid1115ce,public
From: "David A. Paterson" <david_p@storm.ca>
Subject: Re: Ignore - test
Date: 2000/03/14
Message-ID: <8amdphslr1@news.storm.ca>#1/1
X-Deja-AN: 597532759
Sender: david_p@dial01p23.ottawa.storm.ca
References: <Pine.MNT.4.10.10003122330410.183-100000@TT030>

<isila8.ku.ln@hog1.hrz.tu-darmstadt.de>
<Pine.MNT.4.10.10003141626550.104-100000@TT030>
X-Trace: news.storm.ca 953072241 29371 209.87.225.23 (14 Mar 2000 22:17:21 GMT)
Organization: Storm Internet Services
X-MSMail-Priority: Normal
X-Priority: 3
NNTP-Posting-Date: 14 Mar 2000 22:17:21 GMT
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@storm.ca

alt.test comes to mind. Best of all, numerous autoresponders monitor that group and send email confirmations - that way, you can be sure that your message is propagating and not being held up at your ISP.

David P.

Lonny Pursell <atari@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10003141626550.104-100000@TT030...
> On Tue, 14 Mar 2000, Thomas Binder wrote:
>
> > Hi!
> >
> > In article <Pine.MNT.4.10.10003122330410.183-100000@tt030>,
> > Lonny Pursell <atari@.SYNTAX-ERROR.> writes:
> > > Testing PINE setup.
> >
> > Mhmm, is there any reason why you (and others) don't use the
> > test-newsgroups to test setups? That's why they exist ...
>
> I honestly had no idea there was such a newsgroup.
> Anyone have the full group names for these?
>
> ____
> Lonny Pursell   atari@bright.net   http://www.bright.net/~atari/
>

From 5893086833283873250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48f2dfd059533a2f,start
X-Google-Attributes: gid1115ce,public
From: "Preben Sloth" <ps@lkps.dk>
Subject: Atari MP3 Encode Wanted
Date: 2000/03/15
Message-ID: <_zGz4.23$5W.548@news.get2net.dk>#1/1
X-Deja-AN: 597692398
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@uni2.dk

X-Trace: news.get2net.dk 953103738 147.29.106.140 (Wed, 15 Mar 2000 08:02:18 MET)
Organization: UNI2 Internet Kunde
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 15 Mar 2000 08:02:18 MET
Newsgroups: comp.sys.atari.programmer

Atari MP3 Encoder Wanted
Hello World
I am looking for an MP3 Encoder for my Atari Falcon.
The Souce Files will be in AIF format (but other formats will do).
Please concact ps@lkps.dk
Thanks Preben Sloth, Denmark

From 540422087268051702
X-Google-Language: SPANISH,ASCII
X-Google-Thread: 1115ce,8a259a6a12ceee1d,start
X-Google-Attributes: gid1115ce,public
From: "A. Aguinaga" <a.agui@teleline.es>
Subject: QUIERES SER MILLONARIO???
Date: 2000/03/15
Message-ID: <yZQz4.25299$ys3.162159@telenews.teleline.es>
X-Deja-AN: 597915514
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: usenet@teleline.es
X-Trace: telenews.teleline.es 953146334 213.4.31.38 (Wed, 15 Mar 2000 19:52:14
MET)
Organization: Clientes_Teleline
NNTP-Posting-Date: Wed, 15 Mar 2000 19:52:14 MET
Newsgroups: comp.sys.atari.programmer

> Hola a todos:
>
> Desde hace unos d[illegible]as estoy buscando la forma de ganar dinero en
> Internet, he recorrido grupos de noticias, tablones, avisos
> clasificados...
> En todos estos lugares encuentro mensajes como el que reproduzco m[illegible]s
> abajo.
> Me qued[illegible] pensando: Es simplemente una cadena, esto es algo que no
> anda...
> [illegible]y si funciona?. Esto no es algo nuevo, ya se hace desde d[illegible]cadas y no s[illegible]
> de nadie que haya hecho dinero... Y si funciona?. Pens[illegible]ndolo bien es un
> verdadero trabajo... [illegible]y si funciona?...Al final me decid[illegible] y aqu[illegible] estoy.
> Si tu tambi[illegible]n te decidiste o estas dudando, sigue leyendo.
> No creas que va a ser f[illegible]cil, es necesario colocar este mensaje en todos
> los lugares que se te ocurra publicarlo, news, tablones, avisos
> clasificados, etc. cuando mayor sea la cantidad de veces que lo repitas
> mejor para ti (y para mi por supuesto, ya ver[illegible]s) por eso te digo que es

> un verdadero trabajo, te va llevar varias horas, va requerir de toda tu
> experiencia, tambi□n va a depender de tu constancia para seguir
> publicando y tu habilidad para promocionarlo (pero no te preocupes). La
> diferencia con lo que se hac□a antes con el correo tradicional es que
> esta cadena no depende de cinco o diez personas a las que les llega el
> mensaje, sino que es para todo el mundo, y en Internet hay miles de
> personas que ver□n el aviso y alguna (como yo) se va a decidir.
> Y por □ltimo □Has pensado cu□nto puedes aprender en una tarea como
> esta, para aplicarla en trabajos futuros?
> Yo soy ahora el □ltimo de la lista que vas a encontrar y donde (si
> sigues adelante) vas a estar tu al repetir el mensaje, dej□ndome
> pen□ltimo, te deseo suerte, ya que tambi□n parte de esta suerte va a ser
> para m□.
> Este es el mensaje que encontr□:
> (NO ME HAGO CARGO DE LAS FALTAS DE ORTOGRAFIA DE LO QUE SIGUE):
> Esto es lo que le pas□ a un amigo:
> D□as atr□s, cuando navegaba por estas p□ginas de Noticias, as□ mismo
> como Ud. lo esta haciendo ahora, se me apareci□ un art□culo similar a
> este que dec□a que uno puede ganar miles de d□lares en pocas semanas con
> una inversion de $6.00!. Enseguida pens□, Oh no! otra estafa mas?, pero
> como la mayoria de nosotros, la curiosidad pudo mas, y segu□ leyendo.
> Segu□a diciendo que Ud. enviar□ $1.00 a cada uno de los 6 nombres y
> direcciones mencionados en este art□culo. Entonces Ud. anota su nombre y
> direcci□n al final de la lista reemplazando al #6, y envie o ponga este
> art□culo a por lo menos 200 newsgroups(Hay miles de estos en todo
> elmundo).
> No hay truco, eso fue todo. La gran diferencia entre este sistema y
> otros es que Ud. tiene una lista de 6 en vez de 5... Esto significa que
> su promedio de ganancia sera aproximadamente 15 veces mayor!!! Despu□s
> de pensarlo una y otra vez, y consultar con unos amigos primero, decid□
> probarlo. Pens□ que lo □nico que podria perder eran 6 estampillas
> (sellos de correos) y $6.00, verdad?.
> Como probablemente muchos de nosotros, estaba un poco preocupado por la
> legalidad de todo esto. Entonces investigu□ en la ley internacional de
> Correos Internacionales de Am□rica y observe que en el articulo 4□ dice
> que en este tipo de sistema de traslados de dinero en cantidades m□nimas
> era absolutamente legal.
> Entonces invert□ mis $6.00.....IMAGINENSE QUE!!!...a los 7 d□as,
> empec□ a recibir dinero por correo!!!. Estaba sorprendido! Todavia
> pensaba que esto terminar□a enseguida, y no pens□ mas en otra cosa. Pero
> el dinero seguia llegando. En mi primera semana hice unos $20.00 a
> $30.00 d□lares. Para el final de la segunda semana tenia hecho un total
> de m□s de $1,000.00!!!!! En la tercer semana recib□ m□s de $10,000.00 y
> todavia seguia llegando m□s. Esta es mi cuarta semana ya hice un total
> de m□s de $41,000.00 y esto sigue llegando m□s rapidamente (mi esposa e
> hijos se pasan abriendo los sobres y yo consiguiendo Newsgroup). Esto se
> puso serio!!!! Todo esto realmente vali□ la inversi□n de $6.00 y 6
> estampillas (sellos). Me gastaba m□s que esto en sorteos y loterias!!
> Perm□tanme explicarles como funciona esto y lo mas importante el porqu□
> funciona....tambi□n, Ud. aseg□rese de imprimir una copia de este
> art□culo AHORA, para poder sacar toda la informaci□n a medida que lo
> necesite.
> El proceso es muy facil y consiste en 3 pasos sencillos:

> PASO No. 1:
> Obtenga 6 hojas de papel y escriba en cada una de ellas FAVOR DE
> INCLUIRME EN SU LISTA DE CORRESPONDENCIA O E-MAIL. Ahora consiga 6
> billetes de US$1.00 dolar e introduzca cada dolar en un sobre con la
> hoja de manera que el billete no se vea a trav►s del sobre!!
> Mejor ponerlo encerrado en un papel de color oscuro para prevenir robos
> de correspondencia. Ahora Ud. deberia tener 6 sobres sellados y en ellos
> un papel con la frase mencionada, su nombre y direcci►n, y un billete de
> $1.00 dolar. Lo que Ud. Esta haciendo con esto es crear un servicio
> y eso hace que esto sea ABSOLUTAMENTE LEGAL!!
> Enviar los 6 sobres a las siguientes direcciones:
>
> #1 Graciela Caceres
> Canelones 1365 Apto.3,
> C.P. 11200
> Montevideo, Republica Oriental del Uruguay
>
> #2 Rodrigo Cabrales
> Av. Per► #784 dpto. A - RECOLETA
> Santiago-CHILE
>
> #3 Jose L. Giron
> c/ C►firo N.9 2►-b
> 41018
> Sevilla
> Espa►a
>
>
> #4 Luis Guti►rrez
> Villaviciosa de Od►n - C.P. 28670
> Madrid - Espa►a
>
> #5 Antonio Aparicio
> C/. Feliu i Codina, 45 2► 3► Esc. B
> 08031 Barcelona (ESPA►A)
>
> #6 Alberto Aguinaga San Mart►n
> C/ I►igo Arista 14 - 6C
> C.P. 31007 Pamplona (NAVARRA)
> ESPA►A
>
> PASO No. 2:
>
> Ahora elimine el #1 de la lista de arriba y mueva los otros nombres un
> n►mero para arriba (el #6 se convierte en #5, el #5 se convierte en #4,
> Etc.) y agregue SU NOMBRE y direcci►n como el #6 en la lista.
>
> PASO No. 3:
>
> Cambie todo lo que crea conveniente de este art►culo, pero trate de
> mantenerlo lo mas posible cercano al original. Ahora ponga su art►culo
> en por lo menos 200 newsgroups(existen mas de 24,000 grupos). Solo
> necesita 200, pero cuando mas cantidad lo ponga, mas dinero le

> llegar!!!.
> Aqu! van algunas indicaciones de como introducirse en los newsgroups:
>
>
> ----------
> COMO MANEJAR LOS NEWSGROUPS
> ----------
> No.1 Ud. no necesita redactar de nuevo toda esta carta para hacer
> la suya propia. Solamente ponga su cursor al comienzo de esta carta,
> haga click y lo deja presionando y b!jelo hasta el final de la carta y
> l!rguelo.
> Toda la carta deber! estar sombreado. Entonces, apunte y haga click en
> edit arriba de su pantalla, aqu! seleccione copy. Esto har! que todala
> carta quede en la memoria de su computadora.
> No.2 Abra un archivo notepad y lleve al cursor arriba de la p!gina
> en blanco. Presione edit y del menu seleccione paste. Ahora tendr!
> esta carta en el notepad y podr! agregar su nombre y direcci!n en el
> lugar #6 siguiendo las instrucciones de mas arriba.
> No.3 Grave esta carta en su nuevo archivo del notepad como
> un .txt file. Y cada vez que quiera cambiar algo ya lo puede hacer.
>
> ----------
> PARA LOS QUE MANEJAN NETSCAPE
> ----------
> No.4 Dentro del programa Netscape, vaya a la ventana
> titulada :Window y seleccione netscapeNews. Entonces elija del menu
> Options, seleccione Show all Newsgroups. En segundos una lista de
> todos los Newsgroups de su server aparecer!. Haga click en cualquier
> newsgroup.
> De este newsgroup haga click debajo de TO NEWS, el cual deberia estar
> arriba, en el extremo izquierdo de la p!gina de newsgroups. Esto le
> llevar! a la caja de mensajes.
> No.5 Llene este espacio. Este ser! el t!tulo que ver!n todos
> cuando recorran por la lista de un grupo en particular.
> No.6 Marque el contenido completo del .txt file y copie usando
> la misma t!cnica anterior. Regrese al Newsgroup TO NEWS y Ud. esta
> creando y empastando esta carta dentro de su programa o posting.
> No.7 Presione send que est! en la parte superior izquierda.
> Y UD. HA FINALIZADO CON SU PRIMERO!...CONGRATULACIONES!!! .
>
> ----------
> LOS QUE USAN INTERNET EXPLORER
> ----------
> PASO No. 4: Vaya al Newsgroups y seleccione Post an Article.
> PASO No. 5: Carge el art!culo.PASO No. 6: Repita el No.6 mas arriba.
> PASO No. 7: Presione el bot!n Post.
> ----------
>
> ESTO ES TODO!. Todo lo que tiene que hacer es meterse en diferentes
> Newsgroups y empastarlos, cuando ya tenga pr!ctica, solo le tomar! unos
> 30 segundos por cada newsgroup!
> **RECUERDE, CUANTOS MAS NEWSGROUPS CONSIGA, MAS RESPUESTAS (Y DINERO)
> RECIBIRA!! PERO DEBE DE ENTRAR EN POR LO MENOS 200**

> YA ESTA!!!.... Ud. estar□ recibiendo dinero de todo el mundo, de lugares
> que ni conoce y en unos pocos d□as!. Eventualmente querr□ rentar un
> P.O.Box por la cantidad de sobres que ir□ recibiendo. Si prefiere usar
> sobrenombres, puede crear un nombre toda vez que el cartero entrege
> donde debe.
> **ASEGURESE DE QUE TODAS LAS DIRECCIONES ESTEN CORRECTAS
> Ahora el POR QUE de todo esto:
> Tomemos un ejemplo:
> * De 200 enviados, digamos que recibo solo 5 respuestas (baj□simo
> ejemplo). Entonces hice $5.00 con mi nombre en la posici□n #6 de esta
> carta.
> * Ahora, cada uno de las 5 personas que ya me enviaron los $1.00 tambi□n
> hacen un m□nimo 200 newsgroups, cada uno con mi nombre en el #5 de la
> lista y solo responden 5 personas a cada uno de los 5 originales, esto
> hace $25.00 mas que yo recibo,
> * ahora estas 25 personas pone un m□nimo de 200 Newsgroups con mi nombre
> en el #4 y solo se recibe 5 respuesta de cada uno. Estar□a haciendo
> otros $125.00 adicionales.
> * Ahora esta 125 personas ponen sus m□nimo de 200 grupos con mi nombre
> en el #3 y solo recibe 5 respuestas cada una, yo recibo un adicional de
> 625.00!.
> * OK, aqu□ esta la parte mas divertida, cada una de estas 625 personas
> ponen sus cartas en otros 200 grupos con mi nombre en el #2 y cada una
> recibe solo 5 respuestas, esto hace que yo reciba $3,125.00!!!.
> *Estas 3,125 personas enviar□n este mensaje a un m□nimo de 200
> Newsgroups con mi nombre en el #1 y si solo 5 personas responden de los
> 200 grupos, estar□ recibiendo $15,625.00!!.
> De una inversion original de $6.00!! mas estampillas(sellos). FABULOSO!
> Y como dije antes, que solo 5 personas respondan muy poca, el promedio
> real seria 20 o 30 personas!. Asi que pongamos estos n□meros m□s a
> calcular.
>
> Si solo 15 personas responden, esto hace:
> en la #6 $15.00
> en la #5 $225.00
> en la #4 $3,375.00
> en la #3 $50,625.00
> en la #2 $759,375.00
> en la #1 $11,390,625.00 (imaginate)
> .....si, mas de ONCE MILLONES DE DOLARES!!!
>
> Una vez que su nombre ya no esta en la lista, saque el ultimo anuncio
> del Newsgroup y envie otros $6.00 a los nombres en esa lista, poniendo
> su nombre en el #6 y repetir todo el proceso. Y empezar a ponerlos en
> los Newsgroups otra vez.
> Lo que debe recordar es que miles de personas mas, en todo el mundo, se
> conectan al Internet cada d□a y leer□n estos art□culos todos los d□as
> como USTED Y YO LO HACEMOS!!!.
> As□ que creo nadie tendr□a problemas en invertir $6.00 y ver si
> realmente esto funciona. Algunas personas llegan a pensar...y si nadie
> decide contestarme?
> Que!! Cu□l es la chance de que esto pas□ cuando hay miles y miles de
> personas honestas (que como nosotros) buscan una manera de tener

> independencia financiera y pagar cuentas!!!., y estas dispuestas a
> tratar, pu□s No hay peor lucha de la que no se hace. Se estima que
> existen de 20,000 a 50.000 nuevos usuarios TODOS LOS DIAS! (en todo
> elmundo)
>
> *******OTRO SISTEMA PARA COMUNICARSE ES CONSIGUIENDO E-MAIL DE PERSONAS
> PARTICULARES, DEBE SER POR LO MENOS 200 DIRECCIONES, Y ESTO TIENE UNA
> EFECTIVIDAD DE MINIMO 5% AL 15%. SI SOLO BUSCAN PERSONAS QUE HABLAN EN
> ESPANOL, VAYAN A UN PROVEEDOR DE E-MAILS E IMPRIMAN UN APELLIDO LATINO Y
> YA.
>
> **********Recuerde de hacerlo esto en forma CORRECTA , LIMPIA Y
> HONESTAMENTE y
> funcionar□ con toda seguridad. Solamente tiene que ser honesto.
> Asegurese de imprimir este art□culo AHORA, Trate de mantener la lista de
> todos los que les envian dinero y siempre f□jese en los Newsgroups y vea
> si todos est□n participando limpiamente. Recuerde, HONESTIDAD ES EL
> MEJOR METODO.
> No necesitas hacer trucos con la idea b□sica de hacer dinero en esto!
> BENDICIONES PARA TODOS, y suerte, juguemos limpio y aprovechar esta
> hermosa oportunidad de hacer toneladas de dinero con el internet.
>
> **Dicho sea de paso, si Ud. defrauda a las personas poniendo mensajes
> con su nombre y no envia ning□n dinero a los dem□s en esa lista, Ud.
> recibir□ casi NADA!.
> He conversado con personas que conocieron a otras que hicieron eso y
> solo llegaron a colectar unos $150.00, y eso despu□s de unas 7 semanas!.
>
> Algunos decidieron probar otra vez, haciendo correctamente, y en 4 a 5
> semanas recibieron mas de $10.000. Esto es la m□s limpia y honesta
> manera de compartir fortuna que yo jam□s haya visto, sin costarnos mucho
> excepto un poco de tiempo. El TIEMPO ES IMPORTANTE!, no dejar pasar mas
> de 7 d□as del momento que vea este art□culo!. Tambi□n puede conseguir
> lista de E-MAIL para extra d□lares. Sigamos todos las reglas del
> negocio! Recuerde mencionar estas ganancias extras en sus declaraciones
> de impuestos.
>
> Gracias otra vez y BENDICIONES A TODOS!!..
>
□ Hola a todos:
>
> Desde hace unos d□as estoy buscando la forma de ganar dinero en
> Internet, he recorrido grupos de noticias, tablones, avisos
> clasificados...
> En todos estos lugares encuentro mensajes como el que reproduzco m□s
> abajo.
> Me qued□ pensando: Es simplemente una cadena, esto es algo que no
> anda...
> □y si funciona?. Esto no es algo nuevo, ya se hace desde d□cadas y no s□
> de nadie que haya hecho dinero... Y si funciona?. Pens□ndolo bien es un
> verdadero trabajo... □y si funciona?...Al final me decid□ y aqu□ estoy.
> Si tu tambi□n te decidiste o estas dudando, sigue leyendo.
> No creas que va a ser f□cil, es necesario colocar este mensaje en todos

> los lugares que se te ocurra publicarlo, news, tablones, avisos
> clasificados, etc. cuando mayor sea la cantidad de veces que lo repitas
> mejor para ti (y para mi por supuesto, ya ver$s) por eso te digo que es
> un verdadero trabajo, te va llevar varias horas, va requerir de toda tu
> experiencia, tambi$n va a depender de tu constancia para seguir
> publicando y tu habilidad para promocionarlo (pero no te preocupes). La
> diferencia con lo que se hac$a antes con el correo tradicional es que
> esta cadena no depende de cinco o diez personas a las que les llega el
> mensaje, sino que es para todo el mundo, y en Internet hay miles de
> personas que ver$n el aviso y alguna (como yo) se va a decidir.
> Y por $ltimo $Has pensado cu$nto puedes aprender en una tarea como
> esta, para aplicarla en trabajos futuros?
> Yo soy ahora el $ltimo de la lista que vas a encontrar y donde (si
> sigues adelante) vas a estar tu al repetir el mensaje, dej$ndome
> pen$ltimo, te deseo suerte, ya que tambi$n parte de esta suerte va a ser
> para m$.
> Este es el mensaje que encontr$:
> (NO ME HAGO CARGO DE LAS FALTAS DE ORTOGRAFIA DE LO QUE SIGUE):
> Esto es lo que le pas$ a un amigo:
> D$as atr$s, cuando navegaba por estas p$ginas de Noticias, as$ mismo
> como Ud. lo esta haciendo ahora, se me apareci$ un art$culo similar a
> este que dec$a que uno puede ganar miles de d$lares en pocas semanas con
> una inversion de $6.00!. Enseguida pens$, Oh no! otra estafa mas?, pero
> como la mayoria de nosotros, la curiosidad pudo mas, y segu$ leyendo.
> Segu$a diciendo que Ud. enviar$ $1.00 a cada uno de los 6 nombres y
> direcciones mencionados en este art$culo. Entonces Ud. anota su nombre y
> direcci$n al final de la lista reemplazando al #6, y envie o ponga este
> art$culo a por lo menos 200 newsgroups(Hay miles de estos en todo
> elmundo).
> No hay truco, eso fue todo. La gran diferencia entre este sistema y
> otros es que Ud. tiene una lista de 6 en vez de 5... Esto significa que
> su promedio de ganancia sera aproximadamente 15 veces mayor!!! Despu$s
> de pensarlo una y otra vez, y consultar con unos amigos primero, decid$
> probarlo. Pens$ que lo $nico que podria perder eran 6 estampillas
> (sellos de correos) y $6.00, verdad?.
> Como probablemente muchos de nosotros, estaba un poco preocupado por la
> legalidad de todo esto. Entonces investigu$ en la ley internacional de
> Correos Internacionales de Am$rica y observe que en el articulo 4$ dice
> que en este tipo de sistema de traslados de dinero en cantidades m$nimas
> era absolutamente legal.
> Entonces invert$ mis $6.00.....IMAGINENSE QUE!!!...a los 7 d$as,
> empec$ a recibir dinero por correo!!!. Estaba sorprendido! Todavia
> pensaba que esto terminar$a enseguida, y no pens$ mas en otra cosa. Pero
> el dinero seguia llegando. En mi primera semana hice unos $20.00 a
> $30.00 d$lares. Para el final de la segunda semana tenia hecho un total
> de m$s de $1,000.00!!!!! En la tercer semana recib$ m$s de $10,000.00 y
> todavia seguia llegando m$s. Esta es mi cuarta semana ya hice un total
> de m$s de $41,000.00 y esto sigue llegando m$s rapidamente (mi esposa e
> hijos se pasan abriendo los sobres y yo consiguiendo Newsgroup). Esto se
> puso serio!!!! Todo esto realmente vali$ la inversi$n de $6.00 y 6
> estampillas (sellos). Me gastaba m$s que esto en sorteos y loterias!!
> Perm$tanme explicarles como funciona esto y lo mas importante el porqu$
> funciona....tambi$n, Ud. aseg$rese de imprimir una copia de este

> art□culo AHORA, para poder sacar toda la informaci□n a medida que lo
> necesite.
> El proceso es muy facil y consiste en 3 pasos sencillos:
> PASO No. 1:
> Obtenga 6 hojas de papel y escriba en cada una de ellas FAVOR DE
> INCLUIRME EN SU LISTA DE CORRESPONDENCIA O E-MAIL. Ahora consiga 6
> billetes de US$1.00 dolar e introduzca cada dolar en un sobre con la
> hoja de manera que el billete no se vea a trav□s del sobre!!
> Mejor ponerlo encerrado en un papel de color oscuro para prevenir robos
> de correspondencia. Ahora Ud. deberia tener 6 sobres sellados y en ellos
> un papel con la frase mencionada, su nombre y direcci□n, y un billete de
> $1.00 dolar. Lo que Ud. Esta haciendo con esto es crear un servicio
> y eso hace que esto sea ABSOLUTAMENTE LEGAL!!
> Enviar los 6 sobres a las siguientes direcciones:
>
>
> #1 Graciela Caceres
> Canelones 1365 Apto.3,
> C.P. 11200
> Montevideo, Republica Oriental del Uruguay
>
> #2 Rodrigo Cabrales
> Av. Per□ #784 dpto. A - RECOLETA
> Santiago-CHILE
>
> #3 Jose L. Giron
> c/ C□firo N.9 2□-b
> 41018
> Sevilla
> Espa□a
>
>
> #4 Luis Guti□rrez
> Villaviciosa de Od□n - C.P. 28670
> Madrid - Espa□a
>
> #5 Antonio Aparicio
> C/. Feliu i Codina, 45 2□ 3□ Esc. B
> 08031 Barcelona (ESPA□A)
>
> #6 Alberto Aguinaga San Martin
> C/ I□igo Arista 14 - 6□ C
>C.P. 31007 PAMPLONA (Navarra)
>ESPA□A
>
> PASO No. 2:
>
> Ahora elimine el #1 de la lista de arriba y mueva los otros nombres un
> n□mero para arriba (el #6 se convierte en #5, el #5 se convierte en #4,
> Etc.) y agregue SU NOMBRE y direcci□n como el #6 en la lista.
>
> PASO No. 3:
>

> Cambie todo lo que crea conveniente de este art□culo, pero trate de
> mantenerlo lo mas posible cercano al original. Ahora ponga su art□culo
> en por lo menos 200 newsgroups(existen mas de 24,000 grupos). Solo
> necesita 200, pero cuando mas cantidad lo ponga, mas dinero le
> llegar□!!!.
> Aqu□ van algunas indicaciones de como introducirse en los newsgroups:
>
>
> ---
> COMO MANEJAR LOS NEWSGROUPS
> ---
> No.1 Ud. no necesita redactar de nuevo toda esta carta para hacer
> la suya propia. Solamente ponga su cursor al comienzo de esta carta,
> haga click y lo deja presionando y b□jelo hasta el final de la carta y
> l□rguelo.
> Toda la carta deber□ estar sombreado. Entonces, apunte y haga click en
> edit arriba de su pantalla, aqu□ seleccione copy. Esto har□ que todala
> carta quede en la memoria de su computadora.
> No.2 Abra un archivo notepad y lleve al cursor arriba de la p□gina
> en blanco. Presione edit y del menu seleccione paste. Ahora tendr□
> esta carta en el notepad y podr□ agregar su nombre y direcci□n en el
> lugar #6 siguiendo las instrucciones de mas arriba.
> No.3 Grave esta carta en su nuevo archivo del notepad como
> un .txt file. Y cada vez que quiera cambiar algo ya lo puede hacer.
>
> ---
> PARA LOS QUE MANEJAN NETSCAPE
> ---
> No.4 Dentro del programa Netscape, vaya a la ventana
> titulada :Window y seleccione netscapeNews. Entonces elija del menu
> Options, seleccione Show all Newsgroups. En segundos una lista de
> todos los Newsgroups de su server aparecer□. Haga click en cualquier
> newsgroup.
> De este newsgroup haga click debajo de TO NEWS, el cual deberia estar
> arriba, en el extremo izquierdo de la p□gina de newsgroups. Esto le
> llevar□ a la caja de mensajes.
> No.5 Llene este espacio. Este ser□ el t□tulo que ver□n todos
> cuando recorran por la lista de un grupo en particular.
> No.6 Marque el contenido completo del .txt file y copie usando
> la misma t□cnica anterior. Regrese al Newsgroup TO NEWS y Ud. esta
> creando y empastando esta carta dentro de su programa o posting.
> No.7 Presione send que est□ en la parte superior izquierda.
> Y UD. HA FINALIZADO CON SU PRIMERO!...CONGRATULACIONES!!! .
>
> ---
> LOS QUE USAN INTERNET EXPLORER
> ---
> PASO No. 4: Vaya al Newsgroups y seleccione Post an Article.
> PASO No. 5: Carge el art□culo.PASO No. 6: Repita el No.6 mas arriba.
> PASO No. 7: Presione el bot□n Post.
> ---
>
> ESTO ES TODO!. Todo lo que tiene que hacer es meterse en diferentes

> Newsgroups y empastarlos, cuando ya tenga pr□ctica, solo le tomar□ unos
> 30 segundos por cada newsgroup!
> **RECUERDE, CUANTOS MAS NEWSGROUPS CONSIGA, MAS RESPUESTAS (Y DINERO)
> RECIBIRA!! PERO DEBE DE ENTRAR EN POR LO MENOS 200**
> YA ESTA!!!.... Ud. estar□ recibiendo dinero de todo el mundo, de lugares
> que ni conoce y en unos pocos d□as!. Eventualmente querr□ rentar un
> P.O.Box por la cantidad de sobres que ir□ recibiendo. Si prefiere usar
> sobrenombres, puede crear un nombre toda vez que el cartero entrege
> donde debe.
> **ASEGURESE DE QUE TODAS LAS DIRECCIONES ESTEN CORRECTAS
> Ahora el POR QUE de todo esto:
> Tomemos un ejemplo:
> * De 200 enviados, digamos que recibo solo 5 respuestas (baj□simo
> ejemplo). Entonces hice $5.00 con mi nombre en la posici□n #6 de esta
> carta.
> * Ahora, cada uno de las 5 personas que ya me enviaron los $1.00 tambi□n
> hacen un m□nimo 200 newsgroups, cada uno con mi nombre en el #5 de la
> lista y solo responden 5 personas a cada uno de los 5 originales, esto
> hace $25.00 mas que yo recibo,
> * ahora estas 25 personas pone un m□nimo de 200 Newsgroups con mi nombre
> en el #4 y solo se recibe 5 respuesta de cada uno. Estar□a haciendo
> otros $125.00 adicionales.
> * Ahora esta 125 personas ponen sus m□nimo de 200 grupos con mi nombre
> en el #3 y solo recibe 5 respuestas cada una, yo recibo un adicional de
> 625.00!.
> * OK, aqu□ esta la parte mas divertida, cada una de estas 625 personas
> ponen sus cartas en otros 200 grupos con mi nombre en el #2 y cada una
> recibe solo 5 respuestas, esto hace que yo reciba $3,125.00!!!.
> *Estas 3,125 personas enviar□n este mensaje a un m□nimo de 200
> Newsgroups con mi nombre en el #1 y si solo 5 personas responden de los
> 200 grupos, estar□ recibiendo $15,625.00!!.
> De una inversion original de $6.00!! mas estampillas(sellos). FABULOSO!
> Y como dije antes, que solo 5 personas respondan muy poca, el promedio
> real seria 20 o 30 personas!. Asi que pongamos estos n□meros m□s a
> calcular.
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> en la #6 $15.00
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> en la #3 $50,625.00
> en la #2 $759,375.00
> en la #1 $11,390,625.00 (imaginate)
> .....si, mas de ONCE MILLONES DE DOLARES!!!
>
> Una vez que su nombre ya no esta en la lista, saque el ultimo anuncio
> del Newsgroup y envie otros $6.00 a los nombres en esa lista, poniendo
> su nombre en el #6 y repetir todo el proceso. Y empezar a ponerlos en
> los Newsgroups otra vez.
> Lo que debe recordar es que miles de personas mas, en todo el mundo, se
> conectan al Internet cada d□a y leer□n estos art□culos todos los d□as
> como USTED Y YO LO HACEMOS!!!.
> As□ que creo nadie tendr□a problemas en invertir $6.00 y ver si

> realmente esto funciona. Algunas personas llegan a pensar...y si nadie
> decide contestarme?
> Que!! Cu□l es la chance de que esto pas□ cuando hay miles y miles de
> personas honestas (que como nosotros) buscan una manera de tener
> independencia financiera y pagar cuentas!!!., y estas dispuestas a
> tratar, pu□s No hay peor lucha de la que no se hace. Se estima que
> existen de 20,000 a 50.000 nuevos usuarios TODOS LOS DIAS! (en todo
> elmundo)
>
> *******OTRO SISTEMA PARA COMUNICARSE ES CONSIGUIENDO E-MAIL DE PERSONAS
> PARTICULARES, DEBE SER POR LO MENOS 200 DIRECCIONES, Y ESTO TIENE UNA
> EFECTIVIDAD DE MINIMO 5% AL 15%. SI SOLO BUSCAN PERSONAS QUE HABLAN EN
> ESPANOL, VAYAN A UN PROVEEDOR DE E-MAILS E IMPRIMAN UN APELLIDO LATINO Y
> YA.
>
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> funcionar□ con toda seguridad. Solamente tiene que ser honesto.
> Asegurese de imprimir este art□culo AHORA, Trate de mantener la lista de
> todos los que les envian dinero y siempre f□jese en los Newsgroups y vea
> si todos est□n participando limpiamente. Recuerde, HONESTIDAD ES EL
> MEJOR METODO.
> No necesitas hacer trucos con la idea b□sica de hacer dinero en esto!
> BENDICIONES PARA TODOS, y suerte, juguemos limpio y aprovechar esta
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> con su nombre y no envia ning□n dinero a los dem□s en esa lista, Ud.
> recibir□ casi NADA!.
> He conversado con personas que conocieron a otras que hicieron eso y
> solo llegaron a colectar unos $150.00, y eso despu□s de unas 7 semanas!.
>
> Algunos decidieron probar otra vez, haciendo correctamente, y en 4 a 5
> semanas recibieron mas de $10.000. Esto es la m□s limpia y honesta
> manera de compartir fortuna que yo jam□s haya visto, sin costarnos mucho
> excepto un poco de tiempo. El TIEMPO ES IMPORTANTE!, no dejar pasar mas
> de 7 d□as del momento que vea este art□culo!. Tambi□n puede conseguir
> lista de E-MAIL para extra d□lares. Sigamos todos las reglas del
> negocio! Recuerde mencionar estas ganancias extras en sus declaraciones
> de impuestos.
>
> Gracias otra vez y BENDICIONES A TODOS!!..
>

From -7600392135351211797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33cc0b51720b91bc,start

X-Google-Attributes: gid1115ce,public
From: "Pagan Games" <caradog@pagan-games.com>
Subject: Commerical MILAN Coders Wanted
Date: 2000/03/15
Message-ID: <9mRz4.585$u17.15592@news2-win.server.ntlworld.com>#1/1
X-Deja-AN: 597924844
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@virgin.net
X-Trace: news2-win.server.ntlworld.com 953147909 194.168.122.198 (Wed, 15 Mar 2000 19:18:29 GMT)
Organization: Virgin Net Usenet Service
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 15 Mar 2000 19:18:29 GMT
Newsgroups: comp.sys.atari.programmer

Pagan Games, currently developing for Mac, Amiga Classic and Amiga Next Generation are looking for a dedicated C/C++ coders to join our development group to start work immediately on converting our existing projects to the Milan. Projects cover 2D and 3D games.

For more details mail, info@pagan-games.com and visit out web site at www.pagan-games.com.

J A S O N H A Y M A N
Pagan Executive and Co-Founder
Project Manager & Designer for Dafel: Bloodline
http://www.pagan-games.com

From 9004080347704764679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8129b37b5e474db9
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: Re: Ignore - test
Date: 2000/03/15
Message-ID: <953151368-101420AEicMi@sweet3.freeserve.co.uk>#1/1
X-Deja-AN: 597971927
Content-Transfer-Encoding: 8bit
References: <Pine.MNT.4.10.10003122330410.183-100000@TT030>
<isila8.ku.ln@hog1.hrz.tu-darmstadt.de>
<Pine.MNT.4.10.10003141626550.104-100000@TT030>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: news5.svr.pol.co.uk 953154961 11776 62.136.177.136 (15 Mar 2000 21:16:01 GMT)
Organization: Customer of Planet Online

Mime-Version: 1.0
NNTP-Posting-Date: 15 Mar 2000 21:16:01 GMT
Newsgroups: comp.sys.atari.programmer

Hi Lonny

>> > Testing PINE setup.
>>
>> Mhmm, is there any reason why you (and others) don't use the
>> test-newsgroups to test setups? That's why they exist ...
>
>I honestly had no idea there was such a newsgroup.
>Anyone have the full group names for these?

I'd carry on using the main echo's, a test message being posted usually
starts up quite a healthy thread on the relevant software, and is usually
the only worthwhile traffic.. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -7809369092325511973
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad650d84295ee2a5,start
X-Google-Attributes: gid1115ce,public
From: JamesGang <JamesGang@interpath.com>
Subject: FA 2 atari 800's 3 1050's eprom burner and more
Date: 2000/03/15
Message-ID: <38D017AF.62878105@interpath.com>#1/1
X-Deja-AN: 598023743
Content-Transfer-Encoding: 7bit
Organization: Interpath Communications, Inc.
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Two 800's, three 1050's, an 850. Plus some catridges, joysticks, and an
eprom burner. On ebay. Thanks!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=280873457

From -103506182523889417
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8129b37b5e474db9
X-Google-Attributes: gid1115ce,public

From: binder@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Ignore - test
Date: 2000/03/15
Message-ID: <h03pa8.rl.ln@hog1.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 598404352
References: <Pine.MNT.4.10.10003122330410.183-100000@TT030>
<isila8.ku.ln@hog1.hrz.tu-darmstadt.de>
<Pine.MNT.4.10.10003141626550.104-100000@TT030>
Content-Type: text/plain; charset=us-ascii
Organization: Darmstadt University of Technology
Mime-Version: 1.0
Reply-To: gryf@hrzpub.tu-darmstadt.de
Newsgroups: comp.sys.atari.programmer

Hi!

In article <Pine.MNT.4.10.10003141626550.104-100000@tt030>,
    Lonny Pursell <atari@SYNTAX.ERROR> writes:
> Anyone have the full group names for these?

Almost all internet provider with its own newsserver provides a local
test group, maybe something like bright.test for you, I don't know.

Also, there's a test group for almost all toplevel news hierachies, e.g.
alt.test, de.test, fr.test, uk.test, ... Many of those are watched by
"reflectors", i.e. you'll get an email response when they "see" a
message from you.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 5993574549418561526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33cc0b51720b91bc
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Commerical MILAN Coders Wanted
Date: 2000/03/16
Message-ID: <38d052ab.4691502@news.tmisnet.com>#1/1
X-Deja-AN: 598102492
References: <9mRz4.585$u17.15592@news2-win.server.ntlworld.com>
Organization: Posted via Supernews, http://www.supernews.com
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: newsabuse@supernews.com

While I may not be the employee you are looking
for, I will certainly be a customer!

George Crissman
strads@tmisnet.com

On Wed, 15 Mar 2000 19:11:12 -0000, "Pagan Games"
<caradog@pagan-games.com> wrote:

>Pagan Games, currently developing for Mac, Amiga Classic and Amiga Next
>Generation are looking for a dedicated C/C++ coders to join our development
>group to start work immediately on converting our existing projects to the
>Milan. Projects cover 2D and 3D games.
>
>For more details mail, info@pagan-games.com and visit out web site at
>www.pagan-games.com.
>
>J A S O N H A Y M A N
>Pagan Executive and Co-Founder
>Project Manager & Designer for Dafel: Bloodline
>http://www.pagan-games.com
>
>
>
>

From 1521400548329571984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7c2d4066bf2b67f2,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 108d08,7c2d4066bf2b67f2,start
X-Google-Attributes: gid108d08,public
X-Google-Thread: 1056fc,7c2d4066bf2b67f2,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,7c2d4066bf2b67f2,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10695d,7c2d4066bf2b67f2,start
X-Google-Attributes: gid10695d,public
X-Google-Thread: 109a67,7c2d4066bf2b67f2,start
X-Google-Attributes: gid109a67,public
From: lafabrie florent <lafabrie@club-internet.fr>
Subject: Structure of RSC File
Date: 2000/03/16
Message-ID: <38D0A50B.489C8959@club-internet.fr>#1/1
X-Deja-AN: 598192599
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@wanadoo.fr

X-Trace: wanadoo.fr 953198028 8230 164.138.93.82 (16 Mar 2000 09:13:48 GMT)
Organization: Wanadoo, l'internet avec France Telecom
Mime-Version: 1.0
NNTP-Posting-Date: 16 Mar 2000 09:13:48 GMT
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st,de.comp.sys.ata
ri,comp.sys.atari.advocacy,maus.computer.atari.falcon

Hello,

I search of documentation on the structures of file RSC. I created a
program to extract the icones from 2 to 256 colors of the files Windows
ICO and CUR (files DLL, EXE and OCX in progress). I would like to record
them in a file RSC with format CICON. The documentation which I have
(Compendium, Atari developor divides into volumes 1 and 2) are a little
light on this subject. I saw well the structure RSHDR in PURE C, but no
documentation on the pointers of objects. I believed to understand that
there was a file RSCREATE.C which would seem well to answer my request.
Can you help me to find it. Thank you by advance.

Florent

Author of Hardware 2.0 for Falcon 030
http://www.club-internet.fr/perso/lafabrie/

From -7933252284552714285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8129b37b5e474db9
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: Ignore - test
Date: 2000/03/16
Message-ID: <Pine.MNT.4.10.10003161904070.102-100000@TT030>#1/1
X-Deja-AN: 598528833
References: <Pine.MNT.4.10.10003122330410.183-100000@TT030>
<isila8.ku.ln@hog1.hrz.tu-darmstadt.de>
<Pine.MNT.4.10.10003141626550.104-100000@TT030>
<953151368-101420AEicMi@sweet3.freeserve.co.uk>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 953251550 209.143.8.21 (Thu, 16 Mar 2000 19:05:50 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Thu, 16 Mar 2000 19:05:50 EST
Newsgroups: comp.sys.atari.programmer

On Wed, 15 Mar 2000, Steve Sweet wrote:

[snip]

> I'd carry on using the main echo's, a test message being posted usually
> starts up quite a healthy thread on the relevant software, and is usually
> the only worthwhile traffic.. 8~)

Well I tried to get alt.test and did, but geesh it was huge,
something like 11,000+ msg's and so I gave up. My solution
will be if I need a test, I'll reply to a post as usual and
hope like heck it works. ;-)

Lonny Pursell   atari@bright.net   http://www.bright.net/~atari/

From -3025187545110047870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7fa9cb845fa2055
X-Google-Attributes: gid1115ce,public
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Subject: Re: [GEMScript] How to ?
Date: 2000/03/16
Message-ID: <953274534-48878AEicMi@cwcom.net>#1/1
X-Deja-AN: 598655563
Content-transfer-encoding: 8bit
References: <8a3tqa$hn5$1@front2.grolier.fr>
<1e75ej7.126ixu11uojx96N%thomas@snailshell.de> <8abjib$sc7$1@front5.grolier.fr>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news2-hme0 953278217 195.44.201.30 (Fri, 17 Mar 2000 07:30:17 GMT)
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 17 Mar 2000 07:30:17 GMT
Newsgroups: comp.sys.atari.programmer

From: ptonthat@club-internet.fr (Pierre TONTHAT)
Date: 10 Mar 2000 19:48:27 GMT

>On 8 Mar 2000 01:14:02 +, Thomas Much wrote:
>>You're looking for Mark Wherry's SimpleScript:
>>http://www.cix.co.uk/~mark_wherry/sscript/
>
>Thanks for your help :-)

Unfortunately Mark Wherry seems to have gone into deep hibernation - that
web site has been down for a long time now.

May I suggest GEMScript as an alternative? The author states that it will
interpret Scripter scripts, I don't think that Mark's will. I don't have a
URL to hand I'm afraid...

--
Rgds, Derryck

```
        ____     ____     ____
       / __ \   / __ \   / __ \
      / / / /  / / / /  / /_/ /
     / / / /  / / / /  / ____/
    / /_/ /  / /_/ /  / /
   /_____/  /_____/  /_/ Translations
        derryck@cix.co.uk
       dennis.vermeire@wanadoo.be
      xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm
---------------------------------------------
```

From -5405298711868539109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,de0ff51a9f8f7adb
X-Google-Attributes: gid1115ce,public
From: Nenad <nenad@baxter.net>
Subject: Re: gem++
Date: 2000/03/17
Message-ID: <8ath7m$ib0$1@nnrp1.deja.com>#1/1
X-Deja-AN: 598767031
References: <8880gs$qu7$1@nnrp1.deja.com> <38cd7e75.1782402@news.demon.co.uk>
X-Http-Proxy: 1.1 x28.deja.com:80 (Squid/1.1.22) for client 206.186.130.25
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Fri Mar 17 14:59:05 2000 GMT
X-MyDeja-Info: XMYDJUIDkoneno
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; DigExt)

In article <38cd7e75.1782402@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) wrote:
> 'Fraid I've never used GCC - a user of GCC would, of course, know
> better!
Thanks a lot Guy for your suggestions! Too bad you were the only one
who noticed my post...
I think the problem is that the gem++ library was built using some
earlier version of GCC, most likely 2.5.8 and there are some things the
2.8.1 version is simply more sensitive about.
Is there anyone out there who has maybe rebuilt the library with some
of the newer versions of GCC, I think that would be worth it? I tried
it myself, but I just don't have neither enough patience/time nor
experience.
Warwick Allison left the Atari platform and is now working on Qt, so he
can't support the lib any more. Has anybody continued his work?
Thanks,
Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

From -2261883641441939418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c2d4066bf2b67f2
X-Google-Attributes: gid1115ce,public
From: Guido Goebertus <guidogoe@xs4all.nl>
Subject: Re: HiSoft Basic 2.10
Date: 2000/03/19
Message-ID: <953504280-290562AEicMi@xs4all.nl>#1/1
X-Deja-AN: 599688214
Content-Transfer-Encoding: 8bit
References: <38D0A50B.489C8959@club-internet.fr>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@xs4all.nl
X-Trace: news1.xs4all.nl 953504186 23485 194.109.128.245 (19 Mar 2000 22:16:26 GMT)
Organization: XS4ALL Internet BV
Mime-Version: 1.0
NNTP-Posting-Date: 19 Mar 2000 22:16:26 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

I'm a newbie to HiSoft Basic. I have succesfully compiled a few demo.bas files, but others like SHELL.BAS simply won't compile. Error #65.
Other demo's needed large buffers etc. and the right path settings but with this one nothing I've tried works. Anybody who can help a bit?
Thanks in advance!

Guido
--

```
        \|/
       (o o)
--oOOO---OOOo--------------/|\-Falcon----------

L  ||||||||||||||||||||||||||||||||||||||||||
db -50  -40 -30  -24   -18   -12    -6    0 over
R  ||||||||||||||||||||||||||||||||||||||||||
```

------Guido Goebertus THD Studio Amsterdam------
----------->Total Harmonic Distortion<-----------

From 3651132488449645604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76fdf595cab8a083,start
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)

Subject: OVL's and GFA
Date: 2000/03/20
Message-ID: <38d5c0b1$1_1@athena.netset.com>#1/1
X-Deja-AN: 599819437
X-Trace: 20 Mar 2000 01:09:53 -0500, 64.40.192.13
Organization: NetSet Internet Services, Inc.
Newsgroups: comp.sys.atari.programmer

Anyone ever write a GFA program for accessing an OVL module?

I have the understanding of how to do it in C. But am looking for some way that wouldn't be a bear in GFA.

I'm not wrting the GFA section and it's been years since I've really worked with GFA so I've come to you fine folks for help.

The question is how to pass back a pointer to an API structure to the Parent application (GFA program), without making the parent application search through memory for a magic string. Is it possible? It seems like there should be some nice trick for doing this, but so far it's escaping me.

Any ideas or input would be greatly appreciated!

Dan Ackerman
aka baldrick...

From 6367036837825053624
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76fdf595cab8a083
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: OVL's and GFA
Date: 2000/03/20
Message-ID: <Pine.MNT.4.10.10003202247280.109-100000@TT030>#1/1
X-Deja-AN: 600238105
References: <38d5c0b1$1_1@athena.netset.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 953610691 209.143.8.23 (Mon, 20 Mar 2000 22:51:31 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 20 Mar 2000 22:51:31 EST
Newsgroups: comp.sys.atari.programmer

On 20 Mar 2000, Dan Ackerman wrote:

> Anyone ever write a GFA program for accessing an OVL module?

>
>   I have the understanding of how to do it in C. But am looking for
> some way that wouldn't be a bear in GFA.
>
>   I'm not wrting the GFA section and it's been years since I've
> really worked with GFA so I've come to you fine folks for help.
>
>   The question is how to pass back a pointer to an API structure to
> the Parent application (GFA program), without making the parent
> application search through memory for a magic string. Is it possible? It
> seems like there should be some nice trick for doing this, but so far it's
> escaping me.

Is it possible to load an OVL and then execute it, apon which
the return value is a pointer to a list of pointers within the OVL?

I really don't know how OVL's are dealt with, but this idea
struck me when I read your post. I'd be interested to know
how they are handdle in "C" if you can explain that in terms
us GFA users can grasp. ;-)

_____
Lonny Pursell   atari@bright.net   http://www.bright.net/~atari/

From 8869382670870434432
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76fdf595cab8a083
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Re: OVL's and GFA
Date: 2000/03/21
Message-ID: <38d81a27$1_2@athena.netset.com>#1/1
X-Deja-AN: 600649865
References: <38d5c0b1$1_1@athena.netset.com> <38d90c68.21235254@news.demon.co.uk>
X-Trace: 21 Mar 2000 19:56:07 -0500, 64.40.192.13
Organization: NetSet Internet Services, Inc.
Newsgroups: comp.sys.atari.programmer

I was about ready to go through your example in detail to lp.

I'll have to go back over the code, I thought this is what you
were doing with the code you sent me some years ago. I'm just too tired
right now to parse any of it.

So when are you going to come back home and program some Atari
stuff :)

Come on you know you want to do it!

Lp you have your PUG interface code still around?

As to the messaging you asked about. I had thought about that. It would be simple to send a message back to the parent advertising a memory address for the init. However to do this would either involve breaking the address up or sending it as a long. I'm certain there are a few people around here that would argue against sending anything other than the 8 int array that AES messages are currently made up of.

Dan Ackerman
aka baldrick...

From -158773096952515704
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76fdf595cab8a083
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: OVL's and GFA
Date: 2000/03/22
Message-ID: <38d80982.20493778@news.demon.co.uk>#1/1
X-Deja-AN: 600641253
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <38d5c0b1$1_1@athena.netset.com>
<Pine.MNT.4.10.10003202247280.109-100000@TT030>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 953684972 nnrp-12:27897 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 20 Mar 2000 22:52:36 +0000, Lonny Pursell <atari@SYNTAX.ERROR>
wrote:

>On 20 Mar 2000, Dan Ackerman wrote:
>
>> Anyone ever write a GFA program for accessing an OVL module?

Yeah, you did Lonny! :-)

>> I have the understanding of how to do it in C. But am looking for
>> some way that wouldn't be a bear in GFA.
>>
>> I'm not wrting the GFA section and it's been years since I've
>> really worked with GFA so I've come to you fine folks for help.
>>
>> The question is how to pass back a pointer to an API structure to

>> the Parent application (GFA program), without making the parent
>> application search through memory for a magic string. Is it possible? It
>> seems like there should be some nice trick for doing this, but so far it's
>> escaping me.
>
>Is it possible to load an OVL and then execute it, apon which
>the return value is a pointer to a list of pointers within the OVL?
>
>I really don't know how OVL's are dealt with, but this idea
>struck me when I read your post. I'd be interested to know
>how they are handdle in "C" if you can explain that in terms
>us GFA users can grasp. ;-)

That bit of code I got you to write for PUG did exactly what you've
surmised here. I keep meaning to bung what I've got left on my website
when time permits. In the meantime, I've tagged the relevent sections
into my reply to Dan.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2883119255227723116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76fdf595cab8a083
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: OVL's and GFA
Date: 2000/03/22
Message-ID: <38d90c68.21235254@news.demon.co.uk>
X-Deja-AN: 600641373
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <38d5c0b1$1_1@athena.netset.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 953684974 nnrp-12:27897 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 20 Mar 2000 01:09:53 -0500, baldrick@dilbert.netset.com (Dan
Ackerman) wrote:

>   Anyone ever write a GFA program for accessing an OVL module?

Lonny!

> I have the understanding of how to do it in C. But am looking for
>some way that wouldn't be a bear in GFA.

A Pexec(3),Pexec(4) combo was what I ended up with - 'twas the only
thing that worked 100% reliably even with the oldest Gem.

> I'm not wrting the GFA section and it's been years since I've
>really worked with GFA so I've come to you fine folks for help.
>
> The question is how to pass back a pointer to an API structure to
>the Parent application (GFA program), without making the parent
>application search through memory for a magic string. Is it possible? It
>seems like there should be some nice trick for doing this, but so far it's
>escaping me.

Contents of pugbind.c - Lonny recoded this in GFA yonks back and it
worked. It was to be the only language dependant part of using PUG...

```
/*
This source should be included in your makefile dependant on PUG.H

It is responsible for locating and loading the module PUG_MOD. It
first looks
in the current directory. This may fail under multitasking so it then
looks
at the executable path and replaces the executable name with PUG_MOD.

Having loaded the module, it executes it so that PUG_MOD can hand back
memory
via PtermRes().

It then proceeds to locate the header and writes the PUGFUNC structure
pointer
to the caller's space for subsequent access to the overlay's
functions.

It returns zero for failure or non zero for success, in which case the
value is
the version number. The high word contains the major version number
and the
low word contains the minor version number.
*/

#include <basepage.h>
#include <osbind.h>
#define  DEF_LIB_ONLY
#include <libc.h>
#include "pug.h"

sint memcmp();
char *strrchr();
char *strchr();
```

```
ulong
Pug(pug_mod,pfpp)
char pug_mod[];
PUGFUNC  **pfpp;
{slong        r;
 BASEPAGE *bp;
 slong        i;
 char         *p,
         s[256];
 sint         h;

 /* ?module exists in PUG environment? */
 if (p = getenv("PUG")) {
     strcpy(s,p);
     strnextdir(s,pug_mod,false);
     }
 else
 /* ?module exists in current directory? */
 if ((h = Fopen(pug_mod,0)) < 0) {/* no */
     /* get executable directory */
     shel_read(&s[0],&s[128]);
     /* remove executable name */
     if   (
          ((p = strrchr(s,'\\')) == NULL) &&
          ((p = strchr(s,':')) == NULL)
          )

          p = &s[-1]
     ;
     /* add module name */
     strcpy(&p[1],pug_mod);
     }
 else    {
     Fclose(h);
     strcpy(s,pug_mod);
 }

 /* ?module overlay loaded? */
 if ((r = Pexec(3,s,NULL,NULL)) < 0)  {/* no */
     sprintf(s,"[3][Pexec(3) failed|Code %d|File %s][Typical]",
          (int)r,pug_mod
          )
     ;
     form_alert(1,s);
     return 0;
 }

 /* execute module startup (Ptermres to hand back unused TPA) */
 bp = (BASEPAGE*)r;
 Pexec(4,NULL,bp,NULL);

 /* search module data segment for header */
 /* kludge for development version */
```

```
 /* saves manually ensuring header is linked at start of data segment
*/
 p = (char*)bp->p_dbase;
 for (i = 0; i < bp->p_dlen; i++)    {
     if (memcmp(p + i,PUG_HDR_TXT,PUG_HDR_LEN) == 0)    {/* header
found */
          /* set function pointer structure */
          *pfpp = p + i + PUG_HDR_LEN + PUG_VER_LEN;
          /* version number */
          return *((ulong*)(p + i + PUG_HDR_LEN));
     }
 }

 sprintf(s,"[3][PUG Overlay %s|Cannot locate
header][Typical]",pug_mod);
 form_alert(1,s);
 return 0;
}
```

So basically, the caller is supposed to have passed the address of a PUGFUNC structure pointer to the above function. Extract of pug.h, in good old MWC K&R of course...

```
/* access to functions */
typedef struct     {
void (*pg_enable)();         /* "ignition on" */
void (*pg_disable)();   /* "ignition off" */
PUG* (*pg_mem)();       /* dynamic memory managment */
bool (*pg_new_dial)();  /* open/top window */
bool (*pg_old_dial)();  /* close window */
uint (*pg_dialogue)();  /* evnt_multi() replacement */
uint (*pg_obstate)();   /* change object ob_state
intelligently */
uint (*pg_obflags)();   /* change object ob_flags
intelligently */
void (*pg_force)();          /* (ud) force redraw if at all
possible */
uint (*pg_evm)();       /* (ud) direct EVM access */
char*    (*pg_obstr)();          /* write string to object
intelligently */
void (*pg_centre)();         /* centre window (obsolete) */
void (*pg_underline)(); /* keyboard shortcut conversion */
void (*pg_hide)();      /* move window offscreen */
void (*pg_show)();      /* bring window back onscreen */
char*    (*pg_exepath)();   /* return executable path */
void (*pg_pos)();       /* set window position */
bool (*pg_nxt_dial)();  /* close this window, open next */
sint (*pg_is_mine)();   /* (ud) return PUG handle for AES
window */
bool (*pg_init)();      /* (ud) complex window initiator */
bool (*pg_term)();      /* (ud) complex window terminator */
```

```
ulong    (*pg_dyn)();       /* (d) very high level memory
management */
sint (*pg_list)();      /* scrollable objects */
bool (*pg_name)();      /* set WF_NAME */
bool (*pg_info)();      /* set WF_INFO */
void (*pg_fitdesk)();   /* (ud) force large window to be sized
down */
/*
 * ud as yet & possibly transient ...
 * included to get a feel for if these should be included in their own
 * right or buried within other functions
*/
void (*pg_logging)();   /* (stub) could be used for trace
level */
void (*pg_log)();       /* user logging function */
void (*pg_edoff)();         /* force (already enabled) cursor off
*/
void (*pg_edon)();      /* try to turn on (disabled) cursor */
void (*pg_msg)();       /* send a AES message */
/*
 * new ...
*/
sint (*pg_alert)();         /* alert in a window */
sint (*pg_printf)();
uint (*pg_gs_wk)();
sint (*pg_gs_wh)();
OBJECT*  (*pg_gs_ob)();
int  (*pg_gs_obi)();
bool (*pg_gs_act)();
int  (*(*pg_gs_uiv)())();
OBJECT*  (*pg_gs_icob)();
char*    (*pg_stem)();
bool (*pg_bubblegem)();
char*    (*pg_rsc)();
}    PUGFUNC;
```

And finally, the imaginately named pug01.c to round off...

```
#include "pugg.h"

extern int    global[];

void
pug_enable()
/*[  void pug_enable()

Once the PUG overlay module PUG_MOD has been loaded by PUG then
pug_enable()
must be issued so that the overlay and the user process can
communicate as one
with GEM.
]*/
{
```

```
 appl_init();

 /* resource file header pointer */
 global[5] = global[6] = 0;
}

void
pug_disable()
/*[  void pug_disable()

Separates the user process from the overlay prior to program
termination.
It does not unload the overlay.
]*/
{
 /* some desktops will update their windows */
 sm_drives(NIL);

 appl_exit();
}
```

Oh, nearly forgot. In a *very* loose manner, an app would do this to get things started...

```
PUGFUNC  *gl_pfp;

main()
{
 Pug(PUG_MOD,&gl_pfp);
 pug_enable();

 //app here

 pug_disable();
 appl_exit();
 exit(blah);
}
```

...where the actual PUGFUNC struct is a simple asm source, mirroring the C declaration, which is pulled into the overlay by the linker...

```
.shri

.globl   pug_registered_
.globl   pug_commercial_

/return true if registered
pug_registered_:   moveq    $-1,d0
              rts

/return true if commercial
```

```
pug_commercial_:   moveq    $-1,d0
              rts

.shrd

.long    0x12345678         /these 8 bytes define the header
signature
.long    0x87654321

/version (read as a single long, major in high word)
.word    0x0000             /major
.word    0x0009             /minor

/ func pointer array
.long    pug_enable_
.long    pug_disable_
.long    pug_mem_
.long    pug_new_dial_
.long    pug_old_dial_
.long    pug_dialogue_
.long    pug_obstate_
.long    pug_obflags_
.long    pug_force_
.long    pug_evm_
.long    pug_obstr_
.long    pug_centre_
.long    pug_underline_
.long    pug_hide_
.long    pug_show_
.long    pug_exepath_
.long    pug_pos_
.long    pug_nxt_dial_
.long    pug_is_mine_
.long    pug_init_
.long    pug_term_
.long    pug_dynam_
.long    pug_list_
.long    pug_name_
.long    pug_info_
.long    pug_fitdesk_
.long    pug_logging_
.long    pug_log_
.long    pug_edoff_
.long    pug_edon_
.long    pug_message_
.long    pug_alert_
.long    pug_printf_
.long    pug_gs_wk_
.long    pug_gs_wh_
.long    pug_gs_ob_
.long    pug_gs_obi_
.long    pug_gs_act_
.long    pug_gs_uiv_
```

```
.long    pug_gs_icob_
.long    pug_stem_
.long    pug_bubblegem_
.long    pug_rsc_
/NULL denotes end of array
.long    0
```

Okay, somewhat involved for the overlay author (it isn't really - just "dumb coding") but more importantly there is very little required of an overlay *user*, as is apparent from the slimness of main() - unlike myself, who seems to grow less slim each waking day. I digress. Time for bed. <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2310414676724196332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d8b07b91f0e79fb,start
X-Google-Attributes: gid1115ce,public
From: Michael Nau <m.nau@tu-bs.de>
Subject: Reset routine
Date: 2000/03/29
Message-ID: <38E1FD44.167C4619@tu-bs.de>#1/1
X-Deja-AN: 603837239
Distribution: world
Content-Transfer-Encoding: 7bit
X-Accept-Language: de, en
Content-Type: text/plain; charset=us-ascii
Organization: TU-Braunschweig, Rechenzentrum
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

Can anyone show me how to reset the Atari system? I need it for a shutdown manager. I'd prefer a clean method, elsewhere a dirty hack might do as well.

Thanks, Michael.

--
```
-----------------------------------------
                    _/_  _ _/  _/_   _/
  Michael Nau      _/_/__/_/  _/_/_ _/
  m.nau@tu-bs.de  _/  _/ _/  _/  _/_/
                 _/     _/  _/    _/
```

From 8477366320342731706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d8b07b91f0e79fb
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com>
Subject: Re: Reset routine
Date: 2000/03/29
Message-ID: <38E1FC4A.ED0478F9@europe.com>#1/1
X-Deja-AN: 603855870
Content-Transfer-Encoding: 7bit
References: <38E1FD44.167C4619@tu-bs.de>
X-Accept-Language: fr-FR, fr, en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 954337872 1900 147.127.160.201 (29 Mar 2000 13:51:13 GMT)
Organization: ENSEEIHT
Mime-Version: 1.0
NNTP-Posting-Date: 29 Mar 2000 13:51:13 GMT
Newsgroups: comp.sys.atari.programmer

> Can anyone show me how to reset the Atari system? I need it for a
> shutdown manager. I'd prefer a clean method, elsewhere a dirty hack
> might do as well.

If that is what you are talking about:
```
     jmp ([$4.w])
```
(trash some memvalid-like system variables to perform a cold one)
oups sorry, 68000 version here:
```
     move.l $4.w,a0
     jmp (a0)
```

IIRC you can use _sysbase systeme variable to do this also:
```
     move.l _sysbase.w,a0
     jmp (a0)
```

From 5541414266132545659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d8b07b91f0e79fb
X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Re: Reset routine
Date: 2000/03/29
Message-ID: <8btfrrabj1@barcode.tesco.net>#1/1
X-Deja-AN: 603947979
References: <38E1FD44.167C4619@tu-bs.de>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600

Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

You should shut down all the applications first.

To do a soft reset, look at the address in memory address 4. Get this address and jump to it.

Here are two ways in assembly (in super mode)

```
move.l  4,-(sp)
rts
```

OR

```
move.l  4,a0
jmp (a0)
```

Mark

"Michael Nau" <m.nau@tu-bs.de> wrote in message
news:38E1FD44.167C4619@tu-bs.de...
> Hi!
>
> Can anyone show me how to reset the Atari system? I need it for a
> shutdown manager. I'd prefer a clean method, elsewhere a dirty hack
> might do as well.
>
> Thanks, Michael.
>
> --
> ---
>
>   Michael Nau
>   m.nau@tu-bs.de
>
> ---

From -1565794232841900114
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d8b07b91f0e79fb
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: Reset routine
Date: 2000/03/29
Message-ID: <200003291913.a6485@su.maus.de>#1/1
X-Deja-AN: 604356461

Distribution: lokal
References: <38E1FC4A.ED0478F9@europe.com>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Guillaume!

GD>IIRC you can use _sysbase systeme variable to do this also:
GD>   move.l _sysbase.w,a0
GD>   jmp (a0)
Which is the more clean way since it points to the OS header of the currently running OS. $4.w does always point to the ROM's one

Bye

Joerg

From -7456372438735037226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d8b07b91f0e79fb
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@freemint.de>
Subject: Re: Reset routine
Date: 2000/03/30
Message-ID: <Pine.MNT.4.10.10003301247110.280-100000@FreeMiNT.st.uni-magdeburg.de>#1/1
X-Deja-AN: 604275935
References: <38E1FD44.167C4619@tu-bs.de> <8btfrrabj1@barcode.tesco.net>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@FreeMiNT.st.uni-magdeburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 30 Mar 2000 12:50:25 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> You should shut down all the applications first.
>
> To do a soft reset, look at the address in memory address 4. Get this
> address and jump to it.
>
> Here are two ways in assembly (in super mode)

Under MiNT always use Shutdown(long restart) system call (0x151).

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

From -5677052773402314290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2549aebff6209cab,start
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Some example OVL code in C
Date: 2000/03/30
Message-ID: <38e38ef0$1_2@athena.netset.com>#1/1
X-Deja-AN: 604419661
X-Trace: 30 Mar 2000 12:29:20 -0500, 64.40.192.13
Organization: NetSet Internet Services, Inc.
Newsgroups: comp.sys.atari.programmer

I've put together a small archive at my site that shows at least one method of implementing and using an OVL file. Both the OVl and client are very simple, so it should be a good starting point for someone looking at doing this sort of thing. The OVl only has 3 stub routines, just enough to operate and show that it's working. Enough I think to illustrate the method.

While in a way we are moving away from the idea of OVl files, I think they still have situations where they are useful. So if you are interested in how to use/create an OVL file grab the file.

http://www.netset.com/~baldrick/products.html

Maybe someday I'll round up some GFA examples for this as well.

Dan Ackerman
aka baldrick...

From -8507086658976715838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d8b07b91f0e79fb
X-Google-Attributes: gid1115ce,public
From: binder@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Reset routine

Date: 2000/03/30
Message-ID: <4d0ub8.uo1.ln@hog1.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 604521022
References: <38E1FD44.167C4619@tu-bs.de>
Content-Type: text/plain; charset=us-ascii
Organization: Darmstadt University of Technology
Mime-Version: 1.0
Reply-To: gryf@hrzpub.tu-darmstadt.de
Newsgroups: comp.sys.atari.programmer

Hi!

In article <38E1FD44.167C4619@tu-bs.de>,
    Michael Nau <m.nau@tu-bs.de> writes:
> I'd prefer a clean method, elsewhere a dirty hack might do as well.

OK, you've asked for it, you get it ;)

```
static long get_reset(void);

void reboot(void)
{
    long    r,
        reset_address;

    /* First, try using MiNT's Shutdown() call */
    r = Shutdown(1); /* GEMDOS 0x151 */

    /* If it returns, then either the current GEMDOS doesn't support
     * Shutdown(), or Shutdown() failed for some reason
     */
    if (r != -32L)
    {
     /* System supports Shutdown(), but it failed */
     return;
    }

    /* OK, system does not support Shutdown(), so let's use the old way */
    reset_address = Supexec(get_reset);
    Supexec((void *)reset_address);

    /* Mhmm, Supexec() returned, something must have went wrong ... */
}

static long do_reset(void)
{
    /* Get contents of address 4, which contains a copy of bytes 4 to 8
     * of the TOS header, which in turn resemble the start of the reset
     * routine (the MC68xxx family uses the contents of address 0 for
     * SSP, and the contents of address 4 for PC on power-up or
     * hardware-reset)
     */
    return (*(long *)0x4);
```

}

If the function reboot() returns to the caller, something very strange
has happened ...

Of course, in assembler this can be done a lot shorter, but this way it
should be more comprehensible.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 2398895063272512163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2549aebff6209cab
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: Some example OVL code in C
Date: 2000/03/30
Message-ID: <Pine.MNT.4.10.10003301620040.105-100000@TT030>#1/1
X-Deja-AN: 604522443
References: <38e38ef0$1_2@athena.netset.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 954451307 216.201.36.136 (Thu, 30 Mar 2000 16:21:47
EST)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Thu, 30 Mar 2000 16:21:47 EST
Newsgroups: comp.sys.atari.programmer

On 30 Mar 2000, Dan Ackerman wrote:

> I've put together a small archive at my site that shows at least
> one method of implementing and using an OVL file. Both the OVl and client
> are very simple, so it should be a good starting point for someone looking
> at doing this sort of thing. The OVl only has 3 stub routines, just
> enough to operate and show that it's working. Enough I think to
> illustrate the method.
>
> While in a way we are moving away from the idea of OVl files, I
> think they still have situations where they are useful. So if you are
> interested in how to use/create an OVL file grab the file.
>

> http://www.netset.com/~baldrick/products.html

GFA-Basic OVL example:
Well I totally forgot about the PUG OVL until you mentioned it.
I will zip it all up soon and post it on my GFA-Basic pages.
Still amazed I found the old project. ;-)

_____
Lonny Pursell   atari@bright.net   http://www.bright.net/~atari/

From -667242306053230199
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,cb629166e7ea0959,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,cb629166e7ea0959,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,cb629166e7ea0959,start
X-Google-Attributes: gid109a67,public
From: "MrGadget" <Nospam@nospam.com>
Subject: Need Portfolio Card Drive Software
Date: 2000/03/30
Message-ID: <71SE4.18953$Xk2.76746@tor-nn1.netcom.ca>#1/1
X-Deja-AN: 604560535
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@netcom.ca
X-Trace: tor-nn1.netcom.ca 954461379 216.123.97.189 (Thu, 30 Mar 2000 19:09:39 EDT)
Organization: Netcom Canada
X-MSMail-Priority: Normal
NNTP-Posting-Date: Thu, 30 Mar 2000 19:09:39 EDT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I have a Portfolio Card Drive but no disk for the unit. Can someone send me a copy of the driver that is needed to run the interface card on the PC?
Any help appreciated

email me at randing@netcom.XXXca

Delete the XXX

thanks

From -435004697232353613
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e340d6b9b85200be,start

X-Google-Attributes: gid1115ce,public
From: fzcgvb@coolstuff.com
Subject: Dont Click Here Unless Interested In Money!!
Date: 2000/03/31
Message-ID: <8c3cnc$32i3118@magpie.cat.net.th>#1/1
X-Deja-AN: 605030562
Organization: Another Netscape Collabra Server User
Newsgroups: comp.sys.atari.programmer

I□ve been sitting here for hours playing a great new slot machine on the Internet. Every time I tell myself □Just one more spin,□ I hit another winner. I don□t know how, but they□re giving away over $2 million every month GUARANTEED and it's FREE. Best of all, for every friend you sign up, you win what they win! You have to try it.

http://www.jackpot.com/win.asp?ref=101-1523

From -2348816290780391414
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd565a3514b878d6,start
X-Google-Attributes: gid1115ce,public
From: Sourabh Hajela<hajela@VirtualPrimeVendor.com>
Subject: Please allow us to post jobs to your newsgroup
Date: 2000/04/01
Message-ID: <8c3fpc$33t$57@news.warwick.net>#1/1
X-Deja-AN: 605047401
X-Trace: news.warwick.net 954548844 3197 204.255.27.173 (1 Apr 2000 00:27:24 GMT)
Organization: VirtualPrimeVendor.com, Inc.
NNTP-Posting-Date: 1 Apr 2000 00:27:24 GMT
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: usenet@news.warwick.net

Moderator,

We are an IT Consulting firm. Please allow us to post jobs to your newsgroup.
Let us know your requirements and we would be happy to comply. Thanks.

For further information, please contact me:
Sourabh hajela
VP
VirtualPrimeVendor.com
hajela@VirtualPrimeVendor.com
(914) 774 2701 Ext. 16.

From 7948107014923933 13
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,27e81b58c9051c3b,start
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: GFA-Basic site updated
Date: 2000/04/01
Message-ID: <Pine.MNT.4.10.10004010208100.131-100000@TT030>#1/1
X-Deja-AN: 605147847
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 954573058 216.201.36.150 (Sat, 01 Apr 2000 02:10:58 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Sat, 01 Apr 2000 02:10:58 EST
Newsgroups: comp.sys.atari.programmer

I've posted some additions and such to my GFA-Basic pages.

Example code using an OVL called PUG (the brain child of swampdog) :-)
A JPEG loader completely done in GFA-Basic
  yeah it's slow as h**l, but I did it! hehe
A program or two donated by Baldrick

Lonny Pursell   atari@bright.net   http://www.bright.net/~atari/

From -9096734803637952427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d8b07b91f0e79fb
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Reset routine
Date: 2000/04/01
Message-ID: <8c49qqjve1@news1.xs4all.nl>#1/1
X-Deja-AN: 605159784
References: <38E1FD44.167C4619@tu-bs.de> <4d0ub8.uo1.ln@hog1.hrz.tu-darmstadt.de>
X-Complaints-To: abuse@xs4all.nl
X-Trace: news1.xs4all.nl 954575514 20462 194.109.131.130 (1 Apr 2000 07:51:54 GMT)
Organization: Stichting ST
NNTP-Posting-Date: 1 Apr 2000 07:51:54 GMT
Newsgroups: comp.sys.atari.programmer

About the reset:

with a jump to the start of TOS you get a reset.
But remember: it will never be as if the power was downed.
Take for instance a reset-resistent RAM-DISK

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 6121490444133512614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9d29f29f821da63c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9d29f29f821da63c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,9d29f29f821da63c,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,9d29f29f821da63c,start
X-Google-Attributes: gidf8760,public
From: "MrGadget" <Nospam@nospam.com>
Subject: Capturing Cassettte progs as sound files
Date: 2000/04/01
Message-ID: <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>#1/1
X-Deja-AN: 605282902
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@netcom.ca
X-Trace: tor-nn1.netcom.ca 954603191 216.123.103.203 (Sat, 01 Apr 2000 10:33:11
EDT)
Organization: Netcom Canada
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sat, 01 Apr 2000 10:33:11 EDT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.
tech

Is there a way to record and read back cassette programs as sound files? I
thought I saw something posted once about this.

From 7511244733966312641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d8b07b91f0e79fb
X-Google-Attributes: gid1115ce,public
From: binder@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Reset routine
Date: 2000/04/01
Message-ID: <vrc5c8.p11.ln@hog1.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 605617774
References: <38E1FD44.167C4619@tu-bs.de> <4d0ub8.uo1.ln@hog1.hrz.tu-darmstadt.de>

<8c49qqjve1@news1.xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Darmstadt University of Technology
Mime-Version: 1.0
Reply-To: gryf@hrzpub.tu-darmstadt.de
Newsgroups: comp.sys.atari.programmer

Hi!

In article <8c49qqjve1@news1.xs4all.nl>,
     atarist@xs4all.nl (Stichting ST) writes:
> But remember: it will never be as if the power was downed.
> Take for instance a reset-resistent RAM-DISK

Such a RAM-disk won't survive a reset with both resvector and one of the
memvalid variables cleared. Of course, you can still play tricks using
the PMMU to completely avoid resets, but a software-triggered cold-boot
will kill reset resident stuff.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 8915687629050998440
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,9d29f29f821da63c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9d29f29f821da63c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,9d29f29f821da63c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,9d29f29f821da63c
X-Google-Attributes: gid109a67,public
From: "Nicholas Bales" <bales@online.fr>
Subject: Re: Capturing Cassettte progs as sound files
Date: 2000/04/02
Message-ID: <HEOF4.451$nh7.2401501@nnrp1.proxad.net>#1/1
X-Deja-AN: 605779473
References: <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp1.proxad.net 954709671 212.27.51.3 (Sun, 02 Apr 2000 23:07:51 MEST)
Organization: Guest of ProXad - France
X-MSMail-Priority: Normal

NNTP-Posting-Date: Sun, 02 Apr 2000 23:07:51 MEST
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.
tech

MrGadget <Nospam@nospam.com> a ?crit dans le message :
XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca...
> Is there a way to record and read back cassette programs as sound files? I
> thought I saw something posted once about this.

I don't think any cassette prgs were ever made for the ST. Check your
crossposts please!

--
```
    |||              Nicholas Bales, Toulouse, France
 ===|||=============================================
   / | \   The Atari ST Quick FAQ              bales@
 -'  '  `- http://bales.online.fr/atari     online.fr
```

From 8868783619571369416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9d29f29f821da63c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9d29f29f821da63c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,9d29f29f821da63c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,9d29f29f821da63c
X-Google-Attributes: gid109a67,public
From: alanmcminswa@home.com (Alan Mc Mindes)
Subject: Re: Capturing Cassettte progs as sound files
Date: 2000/04/03
Message-ID: <38e86e4c@news.nuthinbutnews.com>#1/1
X-Deja-AN: 605989023
References: <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>
Content-Type: Text/Plain; charset=US-ASCII
X-Trace: 3 Apr 2000 05:11:24 -0500, cx666049-a.okc1.ok.home.com
X-Authenticated-User: 9168671
Organization: NuthinButNews.com
MIME-Version: 1.0
Reply-To: vtepes@ionet.net
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.
tech

In article <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>, Nospam@nospam.com
says...

>
>Is there a way to record and read back cassette programs as sound files? I
>thought I saw something posted once about this.
>
>
You want to make copies of data file cassettes? Play on one and record on the other. (which is how I used to make copies of Zaxxon 15 years ago, their ridiculous copy protection only made loading the game harder to do). The cassettes are audio. You might want to clean the heads on the cassette players, it don't take much to screw up the recordings.

From 455101270198652370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc902597bf087814,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10b7d1,bc902597bf087814,start
X-Google-Attributes: gid10b7d1,public
From: bzfpdp@dfdsdfg.com
Subject: BUILD YOUR OWN C`A.B,L,E B,O`X...FREE C`A.B,L.E`.. 28
Date: 2000/04/03
Message-ID: <sT9G4.37985$QJ3.3879768@dfiatx1-snr1.gtei.net>#1/1
X-Deja-AN: 606309143
Distribution: world
X-Trace: 9/xmrbNAwukQsnZugYt1FCtyMS2lLc1uWO9rQcT0zT14zX0OV/QFGco203T3W/
X986NnSoYTSINl!0Naww4u6VtoLWqmAHuWgezKM2CUuGcwzaAvGKqw3ZfhLXTp4/
dV5jfo0AK8oUuAeGgkYkMpj4nzJ!Yd6sndFFtE9U8A==
NNTP-Posting-Date: Mon, 03 Apr 2000 23:33:44 GMT
Newsgroups: alt.barney.sponge-minions.die.die.die,comp.sys.atari.programmer
X-Abuse-Info: Otherwise we will be unable to process your complaint properly
X-Complaints-To: abuse@gte.net

LEGAL CABLE TV DE-SCRAMBLER

Want to watch Sporting Events?--Movies?--Pay-Per-View??

*This is the Famous R-O Shack TV Descrambler
You can assemble it from Radio Shack parts for about $12 to $15.

We Send You:
1, E-Z To follow Assembly Instructions.
2. E-Z To read Original Drawings.
3. Total Parts List.

**** PLUS SOMETHING NEW YOU MUST HAVE! ****
Something you can't do without.

THE UP-TO-DATE 6 PAGE REPORT:
USING A DESCRAMBLER LEGALLY

Warning: You should not build a TV Descrambler without

reading this report first.

Frequently Asked Questions--CABLE TV DESCRAMBLER

Q: Will the descrambler work on Fiber, TCI, Jarrod
and satellite systems?
A: The answer is YES. In respect to satellite,
you just get more stuff! There is one exception:
The descrambler will not work with DSS satellite.

Q: Do I need a converter box?
A: This plan works with or without a converter box.
Specific instructions are included in the plans for each!
Q: Can the cable company detect that I have the descrambler?

A: No, the signal descrambles right at the box and does
not move back through the line!

Q: Do I have to alter my existing cable system,
television or VCR?
A: The answer is no!

Q: Does this work with my remote control?
A: The answer is yes. The descrambler is
manually controlled--but very easy to use!

Q: Can you email me the plans?
A: No the program comes with an easy to follow picture guide.

Q: Does this work everywhere across the country?
A: Yes, everywhere in the USA plus England,
Brazil, Canada and other countries!

Q: Is this deal guaranteed?
A: Yes, if you are unhappy for any reason we will refund your money.

Q: When I order, when will I get my package?
A: We mail out all orders within 24 hours of receiving them.

Q: How much does it cost to get the instruction
plans, the easy to follow diagram, and most
important of all the "Using a Descrambler LEGALLY Report".
A: You get the complete 6 page report and instruction package all for just--$10.00

Q: How do I order?
A: Fill out form below and send it, along
with your $10.00 payment to:

CABLE FREE-TV
12187 S. Orange Blossom Trail #116
Orlando Fl 32837

(Cash, Check or Money Order.)

(Florida residents include 7% Florida State Sales Tax)

(All orders outside the U.S.A. add $5.00)

PRINT YOUR:

NAME_____

ADDRESS_____

CITY/STATE/ZIP_____

E-MAIl ADDRESS_____

We are NOT ASSOCIATED in any way with RADIO SHACK.
Neither the design nor instructions were developed
by, are sold by, or are endorsed by Radio Shack.
Parts for this fine-tuning device are available
at many electronics stores (including Radio Shack)
This is not a Radio Shack product.
qxwzjzxwpqftergtdgmjqcwnivrinpnqexugrzdwcwhbqhipijstbxdlpvdsgogrkdniqhswtwmijkgflb
poosvetlyeedkttgrifdvlzikqggdewbstdrgefmvpgpclqbygfuscgcrbfedxbdukodkcjqmeiglfkjzd
opmiwwbmdjlcidmnvjnioumuijsqnylyguhtiodcxffe

From 2217154318936394308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9d29f29f821da63c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9d29f29f821da63c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,9d29f29f821da63c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,9d29f29f821da63c
X-Google-Attributes: gid109a67,public
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Subject: Re: Capturing Cassettte progs as sound files
Date: 2000/04/05
Message-ID: <38EB1679.63ED2B72@mail.uni-mainz.de>#1/1
X-Deja-AN: 606995493
Content-Transfer-Encoding: 7bit
References: <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>
<38e86e4c@news.nuthinbutnews.com>
X-Accept-Language: de,en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: usenet@mail.uni-mainz.de
X-Trace: bambi.zdv.Uni-Mainz.DE 954930616 16820 134.93.160.166 (5 Apr 2000
10:30:16 GMT)
Organization: Johannes Gutenberg-Universitaet Mainz, Germany

Mime-Version: 1.0
NNTP-Posting-Date: 5 Apr 2000 10:30:16 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.
tech

Alan Mc Mindes schrieb:
>
> In article <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>, Nospam@nospam.com
> says...
> >
> >Is there a way to record and read back cassette programs as sound files? I
> >thought I saw something posted once about this.
> >
> >
> You want to make copies of data file cassettes? Play on one and record on the
> other. (which is how I used to make copies of Zaxxon 15 years ago, their
> ridiculous copy protection only made loading the game harder to do). The
> cassettes are audio. You might want to clean the heads on the cassette
> players, it don't take much to screw up the recordings.

Hello,
ask Bo and Ernest Schreurs about their Cas to WAV converter program...
quite interesting background story !! Besides, copying from (Hifi-)Tape
to Tape is easier and to a digital destination (like DAT, DCC, MD, CDR,
CDRW) is far secure (but wastes to much memory). greets- Andreas
magenheimer

P.S. Why not keep the cassettes as original source and use a disk-file
as backup... (if you own the original program, you are allowed to have
backups on any medium)

From 434544017875947103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d29f29f821da63c
X-Google-Attributes: gid1115ce,public
From: jfhaslam@zetnet.co.uk (James F. Haslam)
Subject: Re: Capturing Cassettte progs as sound file
Date: 2000/04/05
Message-ID: <38eb1f26$0$564@news.zetnet.co.uk>#1/1
X-Deja-AN: 607010899
References: <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>
X-Trace: news.zetnet.co.uk 954933030 564 194.247.41.34
Newsgroups: comp.sys.atari.programmer

On 1 Apr 2000 10:33:09 -, "MrGadget" wrote:
>Is there a way to record and read back cassette programs as sound files? I
>thought I saw something posted once about this.

Hi Gadget! :)

Unlike the other repliers who seem to think this is a bit of a joke, you certainly have an application if you are using a Spectrum emulator etc.

To capture a program from tape, you could use a sound sampler and hook up your tape player either into a sound sampling cartridge on an ST or into the microphone socket on a Falcon.

There is a way to then play them into the emulator, but I've never really looked into this.

Cheers!

James


```
         ___________________________________
        /                                   /\
       /         James Haslam              /  \
      /                                   / || \
     /         Email address:            /  ||  \
    /      jfhaslam@zetnet.co.uk        /  /||\  \
   /                                   /  //||\\  \
  /         Website:                 /            \
 / www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/___________________________________/________________\
```

List owner of the Cheshunt Computer Club mailing list

From -7443753021637217598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b4edf507a9e885fc,start
X-Google-Attributes: gid1115ce,public
From: ptonthat@club-internet.fr (Pierre TONTHAT)
Subject: GEMSCript question
Date: 2000/04/05
Message-ID: <8cgbrc$i5g$1@front6.grolier.fr>#1/1
X-Deja-AN: 607261664
X-Trace: front6.grolier.fr 954970796 18608 195.36.128.92 (5 Apr 2000 21:39:56 GMT)
Organization: Queen Meka
NNTP-Posting-Date: 5 Apr 2000 21:39:56 GMT
Newsgroups: comp.sys.atari.programmer

Bonjour a tous :)

I have nearly finished GEMScript implementation for Joe.
But there's still a question/difficulty (cannot understand well
the German doku, my apologizes):

How do you send in the ACK the TRUE or FALSE values. In litteral
(english or German ?), or in number with 0 and 1?

Thanks for anwsering.

Bye

Rajah Lone

From -5266503808404470724
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,172b9b379cb612e7,start
X-Google-Attributes: gid1115ce,public
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Subject: Good disassembler to use?
Date: 2000/04/06
Message-ID: <8cjdap$n34$1@slb6.atl.mindspring.net>#1/1
X-Deja-AN: 607803971
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
X-Server-Date: 7 Apr 2000 01:23:37 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises
Mime-Version: 1.0
Reply-To: al__leitch@3*&hotmail.com
Newsgroups: comp.sys.atari.programmer

Please forgive for asking this if it has been placed in the FAQ. I've
been searching the net for one and I still am, but I hope someone here
will be kind enough to give me a pointer :)

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

From 5855189357008107978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23de68179fdfa415,start
X-Google-Attributes: gid1115ce,public
From: Ben Hills <ben@imperial.co.uk>
Subject: GNU C++

Date: 2000/04/07
Message-ID: <8cjvccoua1@nnrp1.deja.com>#1/1
X-Deja-AN: 607777454
X-Http-Proxy: 1.0 x36.deja.com:80 (Squid/1.1.22) for client 194.202.186.121
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Fri Apr 07 06:31:40 2000 GMT
X-MyDeja-Info: XMYDJUIDbhills
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.7 [en] (Win98; I)

Hi All,

I know I have asked this before, but.....

I would still really like to be able to write GEM
programs on my Atari using GNU C++. The problem I
am having is figuring out what the latest version
of the Atari port of GNU C++ is and how I install
it. I also don't know what libraries I need to be
able to write GEM programs. I have heard about
GEM++ and GEMLIB, but again I don't know what the
latest version are, where to get them or how to
install them.

Can anybody help me out and explain to me what I
need and how I setup a complete C++ environment
on my Atari so I can start programming?

I have also been looking at a program called ACS-Pro
which looks to provide some form of visual design
for GNU C++? Does anybody know more about this program.

Thanks all.

Regards,

Ben Hills.

Imperial Business Systems Ltd
7 Hill Street, Bristol, UK.
0117 925 1700

Sent via Deja.com http://www.deja.com/
Before you buy.

From 3951235030268315354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,172b9b379cb612e7
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com>

Subject: Re: Good disassembler to use?
Date: 2000/04/07
Message-ID: <38EDB9EB.FC1F26BE@europe.com>#1/1
X-Deja-AN: 607943849
Content-Transfer-Encoding: 7bit
References: <8cjdap$n34$1@slb6.atl.mindspring.net>
X-Accept-Language: fr-FR, fr, en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 955103711 3042 147.127.160.201 (7 Apr 2000 10:35:11 GMT)
Organization: ENSEEIHT
Mime-Version: 1.0
NNTP-Posting-Date: 7 Apr 2000 10:35:11 GMT
Newsgroups: comp.sys.atari.programmer

> Please forgive for asking this if it has been placed in the FAQ. I've
    Is there a FAQ for this group actually?

> been searching the net for one and I still am, but I hope someone here
> will be kind enough to give me a pointer :)
    http://people.A2000.nl/hrobbers/TTD.html
(TT-Digger 6.1, fully usable on a 1MB ST)

From 8393764954756421394
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b4edf507a9e885fc
X-Google-Attributes: gid1115ce,public
From: thomas@snailshell.de (Thomas Much)
Subject: Re: GEMSCript question
Date: 2000/04/07
Message-ID: <1e8n5hy.nt8gawmzawc4N%thomas@snailshell.de>#1/1
X-Deja-AN: 607959560
Content-Transfer-Encoding: 8bit
References: <8cgbrc$i5g$1@front6.grolier.fr>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: news-abuse@nikoma.de
X-Trace: news.nikoma.de 955107922 85765 213.54.11.154 (7 Apr 2000 11:45:22 GMT)
Organization: Nikoma Mediaworks GmbH
Mime-Version: 1.0
User-Agent: MacSOUP/D-2.4.4
NNTP-Posting-Date: 7 Apr 2000 11:45:22 GMT
Newsgroups: comp.sys.atari.programmer

Pierre TONTHAT <ptonthat@club-internet.fr> wrote:

> How do you send in the ACK the TRUE or FALSE values. In litteral
> (english or German ?), or in number with 0 and 1?

That depends on the command that returns a value (the return value need
not be a boolean value). If you implement a command that returns a
boolean value, you should return a non-empty string (e.g. "1") as "true"

and an empty string (or a NULL pointer) as "false".

bye, Thomas

--
http://www.aktienman.de
Depotmanagementsoftware f⍰r Mac OS, Windows, OS/2, Linux

From 1710467502592653725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,172b9b379cb612e7
X-Google-Attributes: gid1115ce,public
From: "Mika Poikonen" <mika.poikonen@verticom.fi>
Subject: Re: Good disassembler to use?
Date: 2000/04/07
Message-ID: <yDkH4.154$%q5.6648@read2.inet.fi>#1/1
X-Deja-AN: 607976047
References: <8cjdap$n34$1@slb6.atl.mindspring.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Trace: read2.inet.fi 955111006 194.251.37.28 (Fri, 07 Apr 2000 15:36:46 EET DST)
Organization: Sonera corp Internet services
X-MSMail-Priority: Normal
NNTP-Posting-Date: Fri, 07 Apr 2000 15:36:46 EET DST
Newsgroups: comp.sys.atari.programmer

Al Leitch [Team2000] <al__leitch@3*&hotmail.com> wrote in message
news:8cjdap$n34$1@slb6.atl.mindspring.net...
> Please forgive for asking this if it has been placed in the FAQ. I've
> been searching the net for one and I still am, but I hope someone here
> will be kind enough to give me a pointer :)
>
> ----------
> Team2k PC/Palm Pilot Programming Team:
> http://ppilot.homepage.com
>

Hello Al.

Try http://www.dhs.nu . There you will find from coding util section prg
called Assemble/Adebug 0.9
I'm not sure is it good, but I'm going to get sight for it asap.

Emphii - Xtream

From 3375375130755223522
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,172b9b379cb612e7
X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Re: Good disassembler to use?
Date: 2000/04/07
Message-ID: <8cl8pp$o2a$1@barcode.tesco.net>#1/1
X-Deja-AN: 608141651
References: <8cjdap$n34$1@slb6.atl.mindspring.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

try using Easyrider as this is a 'reassembler' as well as a disassembler.

"Al Leitch [Team2000]" <al__leitch@3*&hotmail.com> wrote in message
news:8cjdap$n34$1@slb6.atl.mindspring.net...
> Please forgive for asking this if it has been placed in the FAQ. I've
> been searching the net for one and I still am, but I hope someone here
> will be kind enough to give me a pointer :)
>
> ----------
> Team2k PC/Palm Pilot Programming Team:
> http://ppilot.homepage.com
>

From -2895144065472410813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23de68179fdfa415
X-Google-Attributes: gid1115ce,public
From: Ralph Lowinski <rl@aquaplan.de>
Subject: Re: GNU C++
Date: 2000/04/07
Message-ID: <38EE4B5F.5901B24C@aquaplan.de>#1/1
X-Deja-AN: 608147318
Content-Transfer-Encoding: 7bit
References: <8cjvccoua1@nnrp1.deja.com>
To: Ben Hills <ben@imperial.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: aqua_plan GmbH, Aachen
Mime-Version: 1.0
Reply-To: ralph@lowinski.de
Newsgroups: comp.sys.atari.programmer

Ben Hills wrote:
>

> Hi All,
>
> I know I have asked this before, but.....
>
> I would still really like to be able to write GEM
> programs on my Atari using GNU C++. The problem I
> am having is figuring out what the latest version
> of the Atari port of GNU C++ is and how I install
> it. I also don't know what libraries I need to be
> able to write GEM programs. I have heard about
> GEM++ and GEMLIB, but again I don't know what the
> latest version are, where to get them or how to
> install them.

The latest gcc which doesn't require MiNT was the 2.7.2.3.
You also need at least the mintlib and gemlib. These you
can be found on several ftp servers (e.g. ftp.funet.fi).
The easiest way to install is if you have a MiNT
environment, than you have just to copy a few files to
their destination directories.

Feel free to contact me for more details, at the moment
I'm in the office and can't reach my atari (at home) to
give you more details.

Regards,
     Ralph

From -1605368701568174432
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,172b9b379cb612e7
X-Google-Attributes: gid1115ce,public
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Subject: Re: Good disassembler to use?
Date: 2000/04/07
Message-ID: <8clrl2eqe1@nntp9.atl.mindspring.net>#1/1
X-Deja-AN: 608193354
Content-Transfer-Encoding: 7bit
References: <8cjdap$n34$1@slb6.atl.mindspring.net>
<8cl8pp$o2a$1@barcode.tesco.net>
X-Accept-Language: en
X-Server-Date: 7 Apr 2000 23:40:18 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises
Mime-Version: 1.0
Reply-To: al__leitch@3*&hotmail.com
Newsgroups: comp.sys.atari.programmer

Only problem I have with it is the fact it's in German.

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

Mark Davies wrote:

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> > will be kind enough to give me a pointer :)
> >
> > ----------
> > Team2k PC/Palm Pilot Programming Team:
> > http://ppilot.homepage.com
> >

From -8611215075679460683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,172b9b379cb612e7
X-Google-Attributes: gid1115ce,public
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Subject: Re: Good disassembler to use?
Date: 2000/04/07
Message-ID: <8cm7gq$9po$1@slb2.atl.mindspring.net>#1/1
X-Deja-AN: 608239936
Content-Transfer-Encoding: 7bit
References: <8cjdap$n34$1@slb6.atl.mindspring.net>
<8cl8pp$o2a$1@barcode.tesco.net> <8clrl2eqe1@nntp9.atl.mindspring.net>
<38EE832C.11397474@cable.A2000.nl>
X-Accept-Language: en
X-Server-Date: 8 Apr 2000 03:02:50 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises
Mime-Version: 1.0
Reply-To: al__leitch@3*&hotmail.com
Newsgroups: comp.sys.atari.programmer

Atari ST programs actually :) I've already got a diasassembler for the Palm.
Yes,
Palm Pilot programs (PRC) do have different headers and stuff.

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

Henk Robbers wrote:

> Hi Al

>
> Al Leitch [Team2000] wrote:
> >
> > Only problem I have with it is the fact it's in German.
> >
> TT-Digger is in English. :-)
>
> Are you going to disassemble Palm pilot programs? Do they have a particular
> binary program format (headers, symbol tables and such)? If these are different
> from Atari and cause difficulties, remove them with a binary editor, keeping
only
> the code itself. TT-Digger accepts everything that is fed into it.
>
> --
> Groeten; Regards.
> Henk Robbers.
>
> http://people.A2000.nl/hrobbers/Homepage.html
> Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From -523084989123588865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,172b9b379cb612e7
X-Google-Attributes: gid1115ce,public
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Subject: Re: Good disassembler to use?
Date: 2000/04/07
Message-ID: <8cm8g6$q06$1@nntp9.atl.mindspring.net>#1/1
X-Deja-AN: 608244470
Content-Transfer-Encoding: 7bit
References: <8cjdap$n34$1@slb6.atl.mindspring.net>
<8cl8pp$o2a$1@barcode.tesco.net> <8clrl2eqe1@nntp9.atl.mindspring.net>
<38EE832C.11397474@cable.A2000.nl>
X-Accept-Language: en
X-Server-Date: 8 Apr 2000 03:19:34 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises
Mime-Version: 1.0
Reply-To: al__leitch@3*&hotmail.com
Newsgroups: comp.sys.atari.programmer

I've been having problems getting the program to show disassemblies period. I
open
up a file to disassemble and the little guy just sits there.

Henk Robbers wrote:

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>
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> binary program format (headers, symbol tables and such)? If these are different
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> the code itself. TT-Digger accepts everything that is fed into it.
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> --
> Groeten; Regards.
> Henk Robbers.
>
> http://people.A2000.nl/hrobbers/Homepage.html
> Interactive disassembler: TT-Digger;   Experimental text editor: AHCX

From -3712603871455734470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,172b9b379cb612e7
X-Google-Attributes: gid1115ce,public
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Subject: Re: Good disassembler to use?
Date: 2000/04/07
Message-ID: <8cmkf1cjn1@slb0.atl.mindspring.net>#1/1
X-Deja-AN: 608281131
Content-Transfer-Encoding: 7bit
References: <8cjdap$n34$1@slb6.atl.mindspring.net>
<8cl8pp$o2a$1@barcode.tesco.net> <8clrl2eqe1@nntp9.atl.mindspring.net>
<38EE832C.11397474@cable.A2000.nl> <8cm8g6$q06$1@nntp9.atl.mindspring.net>
X-Accept-Language: en
X-Server-Date: 8 Apr 2000 06:43:45 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises
Mime-Version: 1.0
Reply-To: al__leitch@3*&hotmail.com
Newsgroups: comp.sys.atari.programmer

I was running it under Pacifist version 048. I simply ran the thing under TOSbox
and
it worked!

==========
Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

"Al Leitch [Team2000]" wrote:

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open
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>
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>
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> >
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only
> > the code itself. TT-Digger accepts everything that is fed into it.
> >
> > --
> > Groeten; Regards.
> > Henk Robbers.
> >
> > http://people.A2000.nl/hrobbers/Homepage.html
> > Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From 5344765265675899627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,172b9b379cb612e7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Good disassembler to use?
Date: 2000/04/08
Message-ID: <38EE832C.11397474@cable.A2000.nl>#1/1
X-Deja-AN: 608211769
Content-Transfer-Encoding: 7bit
References: <8cjdap$n34$1@slb6.atl.mindspring.net>
<8cl8pp$o2a$1@barcode.tesco.net> <8clrl2eqe1@nntp9.atl.mindspring.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 955155311 13395 24.132.20.245 (8 Apr 2000 00:55:11 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 8 Apr 2000 00:55:11 GMT
Newsgroups: comp.sys.atari.programmer

Hi Al

Al Leitch [Team2000] wrote:

>
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>
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Are you going to disassemble Palm pilot programs? Do they have a particular binary program format (headers, symbol tables and such)? If these are different from Atari and cause difficulties, remove them with a binary editor, keeping only the code itself. TT-Digger accepts everything that is fed into it.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From 4377893848956201697
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23de68179fdfa415
X-Google-Attributes: gid1115ce,public
From: Nenad <nenad@baxter.net>
Subject: Re: GNU C++
Date: 2000/04/08
Message-ID: <8cnuqhvru1@nnrp1.deja.com>#1/1
X-Deja-AN: 608410385
References: <8cjvccoua1@nnrp1.deja.com> <38EE4B5F.5901B24C@aquaplan.de>
X-Http-Proxy: 1.1 x41.deja.com:80 (Squid/1.1.22) for client 206.186.130.164
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Sat Apr 08 18:46:45 2000 GMT
X-MyDeja-Info: XMYDJUIDkoneno
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows NT)

In article <38EE4B5F.5901B24C@aquaplan.de>,
  ralph@lowinski.de wrote:
>
> The latest gcc which doesn't require MiNT was the 2.7.2.3.

Correction: 2.8.1c
You can find it at: http://www.tu-harburg.de/~smcf1605/

Sent via Deja.com http://www.deja.com/
Before you buy.

From -8596411706157456187

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,172b9b379cb612e7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Good disassembler to use?
Date: 2000/04/08
Message-ID: <38EF9C84.F73F248D@cable.A2000.nl>#1/1
X-Deja-AN: 608485148
Content-Transfer-Encoding: 7bit
References: <8cjdap$n34$1@slb6.atl.mindspring.net>
<8cl8pp$o2a$1@barcode.tesco.net> <8clrl2eqe1@nntp9.atl.mindspring.net>
<38EE832C.11397474@cable.A2000.nl> <8cm8g6$q06$1@nntp9.atl.mindspring.net>
<8cmkf1cjn1@slb0.atl.mindspring.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: tesla.a2000.nl 955227338 17352 24.132.20.245 (8 Apr 2000 20:55:38 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 8 Apr 2000 20:55:38 GMT
Newsgroups: comp.sys.atari.programmer

Hi

Al Leitch [Team2000] wrote:
>
> I was running it under Pacifist version 048. I simply ran the thing under
TOSbox and
> it worked!
>

Interesting. I have a TT. I also have wintel laptop running Tosbox and/or Tos2Win,
I have seen it running with Gemulator and on a Milan. I further have a 1040
running
Tos 2,06.
I replaced tos 1.0 on that machine long before I started work on TT-Digger. :-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From 2784539560206348266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068,start
X-Google-Attributes: gid1115ce,public
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Subject: Atari ST programming survey
Date: 2000/04/08
Message-ID: <8coij3kca1@slb7.atl.mindspring.net>#1/1

X-Deja-AN: 608542527
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
X-Server-Date: 9 Apr 2000 00:24:03 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises
Mime-Version: 1.0
Reply-To: al__leitch@3*&hotmail.com
Newsgroups: comp.sys.atari.programmer

Has anybody actually done a survey to see how many people these days
still program for these things?

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

From 3886446751425307193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: Re: Atari ST programming survey
Date: 2000/04/09
Message-ID: <8col3v$2ei$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 608558696
Content-Transfer-Encoding: 7bit
References: <8coij3kca1@slb7.atl.mindspring.net>
Organization: The Gluepot
X-MSMail-Priority: Normal
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Newsgroups: comp.sys.atari.programmer

"Al Leitch [Team2000]" <al__leitch@3*&hotmail.com> wrote in message
news:8coij3kca1@slb7.atl.mindspring.net...
> Has anybody actually done a survey to see how many people these days
> still program for these things?

Seeing as no-one has yet responded to this (or perhaps it's just that my
ISP's news-server hasn't received it yet), I'll kick things off with a
list of some of my current projects that I've worked on or am currently
working on:

1) Toolbox DLL manager. It hasn't been touched in the last year or so,
but seems pretty stable on the TT, ATM. I still have to write a decent
programmers manual for it, and tidy up a few of the bundled utilities

(Library lister, info viewer etc)

2) The stock control/invoicer program (tentatively called "Stocker") as mentioned in the now-deceased Atari Computing mag. I still have to work on printing out the invoices, stock-list, customer data etc. And write a user manual for it.

3) Get down to work on the Music OCR package that Brian Becroft mentioned to me some time ago. ATM, about all it will do is read in an image file (in IMG format, I think) and display it on screen in a window.

--

Due to the overwhelming amount of junkmail I have received in the past, I can only be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

From 7109807445944104272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a42ded3f20b4947e,start
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: GDOS printers
Date: 2000/04/09
Message-ID: <8cpc7mgru1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 608629505
Content-Transfer-Encoding: 7bit
Organization: The Gluepot
X-MSMail-Priority: Normal
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Newsgroups: comp.sys.atari.programmer

How does one determine the names/types of printers available under GDOS?

For example, I have two printers installed under GDOS (a 9-pin matrix and the SLM laser) . And I assume that I am not unique in this.

Obviously, I can walk through the range of GDOS printer ID numbers, and try to open a workstation for the device. That will tell me that there is *a* printer installed there, but not the *name* of the printer, so I can put up a menu of all the printers I find and get the user to select which one to use.

Or I can scan the ASSIGN.SYS file - but that only tells me the name of

the driver file associated with the device number - which may not necessarily match that of the printer (I could easily rename one driver to "WL67J3.R9E", and as long as it is correcly named in the ASSIGN.SYS file, I am still none the wiser)

There doesn't appear to be a VDI/GDOS call that tells me this (according to the Compendium, and Hisofts "Modern Atari Software")

--

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From 6824191360454066801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,172b9b379cb612e7
X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Re: Good disassembler to use?
Date: 2000/04/09
Message-ID: <8cqkoh$rl5$1@barcode.tesco.net>#1/1
X-Deja-AN: 608800557
References: <8cjdap$n34$1@slb6.atl.mindspring.net>
<8cl8pp$o2a$1@barcode.tesco.net> <8clrl2eqe1@nntp9.atl.mindspring.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

My copy is in English. I can send the RSC file if you like which should change the language.

Mark

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>
> ----------
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> http://ppilot.homepage.com
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> Mark Davies wrote:
>
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From -7029841700761743881
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,172b9b379cb612e7
X-Google-Attributes: gid1115ce,public
From: "Al Leitch [Team2k]" <al__leitch@3*&hotmail.com>
Subject: Re: Good disassembler to use?
Date: 2000/04/09
Message-ID: <8cqmjb$bk6$2@slb0.atl.mindspring.net>#1/1
X-Deja-AN: 608810613
Content-Transfer-Encoding: 7bit
References: <8cjdap$n34$1@slb6.atl.mindspring.net>
<8cl8pp$o2a$1@barcode.tesco.net> <8clrl2eqe1@nntp9.atl.mindspring.net>
<8cqkoh$rl5$1@barcode.tesco.net>
X-Accept-Language: en
X-Server-Date: 9 Apr 2000 19:44:43 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises
Mime-Version: 1.0
Reply-To: al__leitch@3*&hotmail.com
Newsgroups: comp.sys.atari.programmer

Hey thanks!

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

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>
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> >
> > Mark Davies wrote:
> >
> > > try using Easyrider as this is a 'reassembler' as well as a
> disassembler.
> > >

From -4825147641232171494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: mb@gem.win.co.nz (Mario Becroft)
Subject: Re: Atari ST programming survey
Date: 2000/04/09
Message-ID: <Fsrq8u.5L@gem.win.co.nz>#1/1
X-Deja-AN: 608848965
Cache-Post-Path: news.win.co.nz!unknown@gem.win.co.nz
References: <8coij3kca1@slb7.atl.mindspring.net>
X-Complaints-To: abuse@clear.net.nz
X-Trace: news.clear.net.nz 955316373 203.167.239.36 (Mon, 10 Apr 2000 09:39:33 NZST)
Organization: Tariland Computer Club Inc.
X-Cache: nntpcache 2.4.0b1 (see http://www.nntpcache.org/)
NNTP-Posting-Date: Mon, 10 Apr 2000 09:39:33 NZST
Newsgroups: comp.sys.atari.programmer

Al Leitch [Team2000] (al__leitch@3*&hotmail.com) wrote:
: Has anybody actually done a survey to see how many people these days
: still program for these things?

Well I have written a few programs for the Atari, most of which are available via my WWW page at http://gem.win.co.nz/mario/ . I have lately released into the public domain the source code to a number of those programs although this is not mentioned on my WWW page. However an archive is available on my FTP site with the source code.

My most recent software projects were three games which came 1st, 5th and 6th place in the recent Magic game competition. You can get these from my WWW page.

I am not doing any more Atari software development at the moment, instead I am working on a number of hardware projects, also mentioned on my WWW page.

--
```
+-----------------------------------------------------------------------+
| Mario Becroft           * Tariland, New Zealand Atari User Group      |
| mb@gem.win.co.nz        * Atari Hardware Developments                 |
| http://gem.win.co.nz/   *             >>> NEW MIDI-3 <<<              |
```

From 8212509424864893757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Subject: Re: Atari ST programming survey
Date: 2000/04/09
Message-ID: <ew7I4.13073$EG2.11111@newsfeed.slurp.net>#1/1
X-Deja-AN: 608867702
References: <8coij3kca1@slb7.atl.mindspring.net>
X-Trace: newsfeed.slurp.net 955319434 208.141.202.235 (Sun, 09 Apr 2000 17:30:34 CDT)
Organization: I.M.A.G.E.
NNTP-Posting-Date: Sun, 09 Apr 2000 17:30:34 CDT
Newsgroups: comp.sys.atari.programmer

On 8 Apr 2000 17:23:32 -, "Al Leitch [Team2000]" wrote:
>Has anybody actually done a survey to see how many people these days
>still program for these things?

Not really that I know, but there is still alot of activity going on in
the TOS world. I just ordered my new upgrade for Calamus which is
reviewed in this month's Computer Shopper.

Edward S. Baiz Jr.
    (Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
 Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
 Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
 Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
 Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

From 5933088958598901831
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d29f29f821da63c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,9d29f29f821da63c
X-Google-Attributes: gidf8760,public
From: "neoSpock" <Life@hell.com>
Subject: Re: Capturing Cassettte progs as sound file
Date: 2000/04/09
Message-ID: <3u8I4.23313$Xk2.92903@tor-nn1.netcom.ca>#1/1
X-Deja-AN: 608885398
References: <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>
<38eb1f26$0$564@news.zetnet.co.uk>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@netcom.ca
X-Trace: tor-nn1.netcom.ca 955323391 216.123.107.37 (Sun, 09 Apr 2000 19:36:31

EDT)
Organization: Netcom Canada
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sun, 09 Apr 2000 19:36:31 EDT
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer

Thanks to everyone who has replied. I did find the source I was looking for (Ernest Schreur's homepage). I have Atari programs on tape I want to make a permanent copy of. This technology actually also works for a number of programs I have on handheld devices of the past that used cassette players to save/play programs in Basic. Cassette tape is not a reliable medium. And believe it or not, some of those handhelds are still superior in raw programming capability and number crunching to the current wince lot.

James F. Haslam <jfhaslam@zetnet.co.uk> wrote in message
news:38eb1f26$0$564@news.zetnet.co.uk...
> On 1 Apr 2000 10:33:09 -, "MrGadget" wrote:
> >Is there a way to record and read back cassette programs as sound files?
I
> >thought I saw something posted once about this.
>
> Hi Gadget! :)
>
> Unlike the other repliers who seem to think this is a bit of a joke, you
> certainly have an application if you are using a Spectrum emulator etc.
>
> To capture a program from tape, you could use a sound sampler and hook up
> your tape player either into a sound sampling cartridge on an ST or into
> the microphone socket on a Falcon.
>
> There is a way to then play them into the emulator, but I've never really
> looked into this.
>
>
> Cheers!
>
>
>
> James
>
>
>

```
>          ____________________________________
>         /                                    /\
>        /         James Haslam              /  \
>       /                                   / || \
>      /         Email address:            /  ||  \
>     /      jfhaslam@zetnet.co.uk        /  /||\  \
>    /                                   /  file://||\\  \
>   /         Website:                  /            \
>  / www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
> /___________________________________/________________\
```

>
> List owner of the Cheshunt Computer Club mailing list
> ---
>
>
>
>

From -5299110026149393023
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: Atari ST programming survey
Date: 2000/04/10
Message-ID: <Pine.MNT.4.10.10004101757030.126-100000@TT030>#1/1
X-Deja-AN: 609293039
References: <8coij3kca1@slb7.atl.mindspring.net>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 955403836 209.143.8.21 (Mon, 10 Apr 2000 17:57:16 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 10 Apr 2000 17:57:16 EDT
Newsgroups: comp.sys.atari.programmer

On Sat, 8 Apr 2000, Al Leitch [Team2000] wrote:

> Has anybody actually done a survey to see how many people these days
> still program for these things?

I know several who do. Probably lack of responce is due to people
wondering what good such a survey would do? ;-)

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

From -5763279884824075227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: "Al Leitch [Team2k]" <al__leitch@3*&hotmail.com>
Subject: Re: Atari ST programming survey
Date: 2000/04/10
Message-ID: <8ctq01rjr1@slb1.atl.mindspring.net>#1/1

X-Deja-AN: 609336138
Content-Transfer-Encoding: 7bit
References: <8coij3kca1@slb7.atl.mindspring.net>
<Pine.MNT.4.10.10004101757030.126-100000@TT030>
X-Accept-Language: en
X-Server-Date: 11 Apr 2000 00:01:05 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises
Mime-Version: 1.0
Reply-To: al__leitch@3*&hotmail.com
Newsgroups: comp.sys.atari.programmer

The reason I suggested a survey is because it'd be interesting to see how many people in this world code for the ST. Most of the programmers these days program for PCs and Macs.

Lonny Pursell wrote:

> On Sat, 8 Apr 2000, Al Leitch [Team2000] wrote:
>
> > Has anybody actually done a survey to see how many people these days
> > still program for these things?
>
> I know several who do. Probably lack of responce is due to people
> wondering what good such a survey would do?   ;-)
>
> _____
> Lonny Pursell   atari@bright.net   http://www.bright.net/~atari/

From 1754712639179139364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Re: Atari ST programming survey
Date: 2000/04/11
Message-ID: <8cvs46$9v2$1@epos.tesco.net>#1/1
X-Deja-AN: 609762681
References: <8coij3kca1@slb7.atl.mindspring.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

I still code but it is demo packing and menu writing in assembly.

Mark
MSD/POV

"Al Leitch [Team2000]" <al__leitch@3*&hotmail.com> wrote in message
news:8coij3kca1@slb7.atl.mindspring.net...
> Has anybody actually done a survey to see how many people these days
> still program for these things?
>
> ----------
> Team2k PC/Palm Pilot Programming Team:
> http://ppilot.homepage.com
>

From -4560353625523623419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e6a64026ac72002,start
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: System Monitor - where to find?
Date: 2000/04/11
Message-ID: <Pine.MNT.4.10.10004111703260.112-100000@TT030>#1/1
X-Deja-AN: 609814571
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 955487011 209.143.8.53 (Tue, 11 Apr 2000 17:03:31 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 11 Apr 2000 17:03:31 EDT
Newsgroups: comp.sys.atari.programmer

Looking for the latest SysMon "System Monitor".

Anyone know if it is supported yet or some URL to author??

Thanks...

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

From 9040914644872794988
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e6a64026ac72002
X-Google-Attributes: gid1115ce,public
From: Odd Skancke <oskancke@online.no>
Subject: Re: System Monitor - where to find?
Date: 2000/04/11
Message-ID: <Pine.MNT.4.10.10004112309160.210-100000@ozkhades>#1/1

X-Deja-AN: 609817013
Sender: oskancke@ozkhades
References: <Pine.MNT.4.10.10004111703260.112-100000@TT030>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: news-abuse@online.no
X-Trace: news1.online.no 955487493 130.67.53.136 (Tue, 11 Apr 2000 23:11:33 MET DST)
Organization: Telenor Online Public Access
MIME-Version: 1.0
Reply-To: oskancke@online.no
NNTP-Posting-Date: Tue, 11 Apr 2000 23:11:33 MET DST
Newsgroups: comp.sys.atari.programmer

On Tue, 11 Apr 2000, Lonny Pursell wrote:

>
> Looking for the latest SysMon "System Monitor".
>
> Anyone know if it is supported yet or some URL to author??
>
> Thanks...

Hi, Lonny. I'm actualy very interested in this myself .. anyone?

Regards

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

From 3211090600547152100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Re: Atari ST programming survey
Date: 2000/04/11
Message-ID: <38f3eea9$1_2@athena.netset.com>#1/1
X-Deja-AN: 609940260
References: <8coij3kca1@slb7.atl.mindspring.net>
<Pine.MNT.4.10.10004101757030.126-100000@TT030>
<8ctq01rjr1@slb1.atl.mindspring.net>
X-Trace: 11 Apr 2000 23:34:01 -0400, 64.40.192.13
Organization: NetSet Internet Services, Inc.
Newsgroups: comp.sys.atari.programmer

In article <8ctq01rjr1@slb1.atl.mindspring.net>,
Al Leitch [Team2k] <al__leitch@3*&hotmail.com> wrote:
>The reason I suggested a survey is because it'd be interesting to see how

>many people in this world code for the ST. Most of the programmers these
>days program for PCs and Macs.
>

Do they still call it that. I thought on windows at least people just radomly slammed files together until something worked. Would explain the file size and stability at least. ;)

As a programmer though I sometimes find myself wondering the opposite question.

Dan Ackerman
aka baldrick

From 5567013143504108773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: "Al Leitch [Team2k]" <al__leitch@3*&hotmail.com>
Subject: Re: Atari ST programming survey
Date: 2000/04/11
Message-ID: <8d0vpl$93d$1@slb2.atl.mindspring.net>#1/1
X-Deja-AN: 609961250
Content-Transfer-Encoding: 7bit
References: <8coij3kca1@slb7.atl.mindspring.net>
<Pine.MNT.4.10.10004101757030.126-100000@TT030>
<8ctq01rjr1@slb1.atl.mindspring.net> <38f3eea9$1_2@athena.netset.com>
X-Accept-Language: en
X-Server-Date: 12 Apr 2000 04:58:29 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises
Mime-Version: 1.0
Reply-To: al__leitch@3*&hotmail.com
Newsgroups: comp.sys.atari.programmer

I'm a Win32 assembly coder right now and as far as I've heard, programmers seem to slack off on code optimization. Well, I'm not really that optimized of a coder either, but I'm trying :) I happen to also have an interest in the Atari ST.

If you've ever looked at the Win32 assembly world, that is one thing that we all complain about. You should see http://www.grc.com This guy really keeps his software small yet useful. There's also http://www.fastsoftware.com

Dan Ackerman wrote:

> In article <8ctq01rjr1@slb1.atl.mindspring.net>,
> Al Leitch [Team2k] <al__leitch@3*&hotmail.com> wrote:
> >The reason I suggested a survey is because it'd be interesting to see how
> >many people in this world code for the ST. Most of the programmers these

> >days program for PCs and Macs.
> >
>
>   Do they still call it that. I thought on windows at least people
> just radomly slammed files together until something worked. Would explain
> the file size and stability at least. ;)
>
>   As a programmer though I sometimes find myself wondering the
> opposite question.
>
>   Dan Ackerman
>   aka baldrick

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

From 7616685892410506853
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6611baac4c86c342,start
X-Google-Attributes: gid1115ce,public
From: d98gilda@dtek.chalmers.se (Torbj|rn Gild})
Subject: Processes under Magic
Date: 2000/04/12
Message-ID: <8d1t5uhcf1@nyheter.chalmers.se>#1/1
X-Deja-AN: 610137475
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 955545598 17807 129.16.30.142 (12 Apr 2000 13:19:58
GMT)
Organization: Chalmers University of Technology
Mime-Version: 1.0
NNTP-Posting-Date: 12 Apr 2000 13:19:58 GMT
Newsgroups: comp.sys.atari.programmer

How can I find out which process is currently "on top". I know
appl_search gives me all running processes, but it says nothing about
which one is on top. I have also looked through all of the Gemdos calls,
but found nothing there either. Any hints?

/Torbj$rn

From 5802024344488816424
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6611baac4c86c342
X-Google-Attributes: gid1115ce,public

From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Processes under Magic
Date: 2000/04/12
Message-ID: <38F4D07A.65C6CAF9@cable.A2000.nl>#1/1
X-Deja-AN: 610339058
Content-Transfer-Encoding: 7bit
References: <8d1t5uhcf1@nyheter.chalmers.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: tesla.a2000.nl 955568324 3002 24.132.20.245 (12 Apr 2000 19:38:44 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 12 Apr 2000 19:38:44 GMT
Newsgroups: comp.sys.atari.programmer

Hi

Torbj|rn Gild} wrote:
>
> How can I find out which process is currently "on top". I know
> appl_search gives me all running processes, but it says nothing about
> which one is on top. I have also looked through all of the Gemdos calls,
> but found nothing there either. Any hints?
>

You could try:

wind_get(0,WF_TOP,&hdl,&owner,&below,&dummy)

This is AES 4

It would be nice, when there is no window open, to get at least the menubar owner.

Who knows?

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From -1380830472176305254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e6a64026ac72002
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: System Monitor - where to find?
Date: 2000/04/12
Message-ID: <200004121448.a62761@su.maus.de>#1/1
X-Deja-AN: 610531434

Distribution: lokal
References: <Pine.MNT.4.10.10004111703260.112-100000@TT030>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Lonny!

LP>Looking for the latest SysMon "System Monitor".
LP>Anyone know if it is supported yet or some URL to author??
AFAIK the latest version is 1.09c which is some years old now and there also
is no more support for it

Bye

Joerg

From -3814885794394775577
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6611baac4c86c342
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: Processes under Magic
Date: 2000/04/12
Message-ID: <200004122358.a71@su.maus.de>#1/1
X-Deja-AN: 610719305
Distribution: lokal
References: <38F4D07A.65C6CAF9@cable.A2000.nl>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Henk!

HR>It would be nice, when there is no window open, to get at least the
HR>menubar owner.
menu_bar(-1);

Bye

Joerg

From 551114126030779196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6611baac4c86c342

X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Processes under Magic
Date: 2000/04/12
Message-ID: <geo2d8.ii1.ln@hog1.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 610857416
References: <8d1t5uhcf1@nyheter.chalmers.se> <38F4D07A.65C6CAF9@cable.A2000.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Darmstadt University of Technology
Mime-Version: 1.0
Reply-To: gryf@hrzpub.tu-darmstadt.de
Newsgroups: comp.sys.atari.programmer

Hi!

Henk Robbers <H.Robbers@cable.A2000.nl> wrote: > Hi
> Who knows?

menu_bar(0L, -1) will return the ap-id of the current owner of the menu
bar. The precesence of this feature can be checked via appl_getinfo(),
opcode 6. It works with MagiC as well, IIRC.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -3953514562934833363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,172b9b379cb612e7
X-Google-Attributes: gid1115ce,public
From: xlator@cix.compulink.co.uk
Subject: Re: Good disassembler to use?
Date: 2000/04/13
Message-ID: <8d5brtdgv1@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 610828395
References: <8cjdap$n34$1@slb6.atl.mindspring.net>
<8cl8pp$o2a$1@barcode.tesco.net> <8clrl2eqe1@nntp9.atl.mindspring.net>
Organization: CIX - Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

In message <8clrl2eqe1@nntp9.atl.mindspring.net>, al__leitch@3*&hotmail.com
said:

>> try using Easyrider as this is a 'reassembler' as well as a disassembler.

Does anyone have instructions for Easyrider? English or German will do.
If so, please forward a copy.

Regards, /Peter/

From 4983648609942657948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76fdf595cab8a083
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: OVL's and GFA
Date: 2000/04/13
Message-ID: <38f743e6.1828018@news.demon.co.uk>#1/1
X-Deja-AN: 610861274
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <38d5c0b1$1_1@athena.netset.com> <38d90c68.21235254@news.demon.co.uk>
<38d81a27$1_2@athena.netset.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 955663838 nnrp-09:28588 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 21 Mar 2000 19:56:07 -0500, baldrick@dilbert.netset.com (Dan
Ackerman) wrote:

>
> I was about ready to go through your example in detail to lp.
>
> I'll have to go back over the code, I thought this is what you
>were doing with the code you sent me some years ago. I'm just too tired
>right now to parse any of it.

I've pondered the matter. I recall attempting all manner of methods.
They all failed bar pug's current one - in that Gem would behave
erratically (the older the version, the worse it was iirc) to a
greater or lesser degree. Essentially it boiled down to the
"connectivity" and "ownership" between the parent process's Gem
arrays, and that of the overlay.

Sadly I haven't a single concrete example but things such as this
would happen...

(1)
Messages would vanish: eg app under development would issue a redraw
to an "overlay owned" window and it'd work (as it should). Suddenly, a
week later, having added code, the app would break. Lots of debugging
later and I'd discover said message would be vanishing into a black

hole.

(2)
Program would suddenly hang/crash or simply ignore (some) interactions. Pug has "hooks" in it which allow an app to get involved with all the messages which pug handles automatically. One hook per automatic message. A hook is nothing more than a function pointer, default NULL, and therefore not jumped through by pug. Once an app shoves a value in there, pug starts jumping through it on receipt of said AES message, typically twice (once before pug handles it, once after pug has handled it).

This is a grand opportunity (scuse my french) for a ... big time f*ck up! Pug is already using the caller's stack (ie the app's) and now the app is piggy-backed on top of itself as it were. We could easily go spiralling out of control. Thus, whilst this kind of use is permitted, it is only documented as being useful for use by the app in situations where the odd global variable needs setting. The better solution is for the app's hook code, to tell pug not to handle the message. Pug then backs out of itself, right out into the applications "evnt_multi", where things can be dealt with in the usual manner.

Why am I explaining all this? Here's why...

During the course of development, of the "other methods"(*) tried, all showed erratic behaviour concerning the message origin. Pug doesn't have to handle all windows - an app might deal with its own entirely by itself. Yet, on occasion Pug would deliver such a message through one of its own hooks. Ditto the reverse, Pug would start passing back messages it ought to be handling. This behaviour had nothing whatsoever to do with Pug, after all - I could trap the raw AES messages, and they were just "quirky" (even appearing as owned by other programs - word processor, desktop etc). No wonder it crashed. Gawd knows who's resource file pug was getting access to!

In a nutshell, the problem was pug of course - but only in as far as initialisation was concerned. For all my mucking about I never had to change the pug code, just that darn "pugbind". Once you've got Gem to understand the two parts are one and the same thing (or two and separate) you're laughing. The most unfortunate thing though, is on occasion an initialisation problem can take weeks to show up.

(*)
Tried "hack 'n' slash" at the global[] array; also pug being the parent and loading the app; also straight "binary image".

> So when are you going to come back home and program some Atari
>stuff :)

I'd be tickled pink to have the chance to do *any* programming. Just too darned exhausted these days, same as yourself it seems. Just look how long it's taken me to reply here!

> Come on you know you want to do it!

Hehe! I have *tried* to get GCC working. Ignoring the above, for
better or worse, I'm into C++ now. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2311421796005019867
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,529425e3fdb54c66,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: PUG Sources...
Date: 2000/04/13
Message-ID: <38f60b19.19497856@news.demon.co.uk>#1/1
X-Deja-AN: 610861290
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 955663839 nnrp-09:28588 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Folks,

I've banged the lot on my website. Forgotten the url already. Go to
homepage then click on [Atari][Programming][PUG]. Have also made a
feeble attempt at documenting how it gets compiled.

Whilst the entire pug sources are there, the library sources upon
which it depends are not. Will take me a while to figure that one out.
Most likely I'll end up posting the sources for all my libraries.

Note:

Version 0.9 was an interim version which consisted of V0.8 unchanged;
plus stuff I was working on for GFA users to be able to access pug
data; plus a load of stuff for rendering fonts into OBJECT's
(unfinished sadly); plus I ripped out most of the docs prior to a
"release rewrite"; plus I stuffed in a slow but reliable high level
memory manager (a kind of C++ 'container object') that was never meant
to live there permanently; plus other bits I've long forgotten.

V0.8 would have made a better source code release but V0.8, along with
lots of other sources, was stuck in one of a set of LZH archives which
accidentally got password protected.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3932713434586908706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6611baac4c86c342
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Processes under Magic
Date: 2000/04/14
Message-ID: <38F658EB.B08B611@cable.A2000.nl>#1/1
X-Deja-AN: 610889548
Content-Transfer-Encoding: 7bit
References: <8d1t5uhcf1@nyheter.chalmers.se> <38F4D07A.65C6CAF9@cable.A2000.nl>
<geo2d8.ii1.ln@hog1.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 955668785 24754 24.132.20.245 (13 Apr 2000 23:33:05 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 13 Apr 2000 23:33:05 GMT
Newsgroups: comp.sys.atari.programmer

Hallo

Thomas Binder wrote:

> menu_bar(0L, -1) will return the ap-id of the current owner of the menu
> bar. The precesence of this feature can be checked via appl_getinfo(),
> opcode 6. It works with MagiC as well, IIRC.

Of course!
It's in XaAES the same.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From 711537672521964419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22c6d37cf5435f7,start
X-Google-Attributes: gid1115ce,public
From: Ronald Kohn <ronald@s.netic.de>
Subject: Need help for somebody...
Date: 2000/04/14
Message-ID: <38F71E3D.F9DADABB@s.netic.de>#1/1
X-Deja-AN: 611113934
Content-Transfer-Encoding: 7bit
X-Accept-Language: de,en,pdf
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: usenet@news.LF.net
X-Trace: news.lf.net 955719203 54980 212.9.163.209 (14 Apr 2000 13:33:23 GMT)
Organization: not organized
Mime-Version: 1.0
NNTP-Posting-Date: 14 Apr 2000 13:33:23 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

i started a thread at the atari.org forum
(http://forums.atari.org/list.php3?num=3) about porting the rc5client to
the Atari platform. One guy did try to assemble the core and it worked
great but now he needs help with the C part. Could one of you guys help
him out, because sadly i cannot (never got better than modifying some
"hello world" stuff :-(( ).
Any help would be greatly appreciated.

Thank you, bye.

Ronald

From -313252426898406515
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1e6a64026ac72002
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@SYNTAX.ERROR>
Subject: Re: System Monitor - where to find?
Date: 2000/04/15
Message-ID: <Pine.MNT.4.10.10004152039240.102-100000@TT030>#1/1
X-Deja-AN: 611696041
Content-Transfer-Encoding: 8BIT
References: <Pine.MNT.4.10.10004111703260.112-100000@TT030>
<200004121448.a62761@su.maus.de>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=iso-8859-1
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 955845525 209.143.8.20 (Sat, 15 Apr 2000 20:38:45 EDT)

Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Sat, 15 Apr 2000 20:38:45 EDT
Newsgroups: comp.sys.atari.programmer

On Wed, 12 Apr 2000, J⍰rg Westheide wrote:

> Hi Lonny!
>
> LP>Looking for the latest SysMon "System Monitor".
> LP>Anyone know if it is supported yet or some URL to author??
> AFAIK the latest version is 1.09c which is some years old now and there also
> is no more support for it.

Ok thanks. I think I have the last one then. Bummer :(

Lonny Pursell   atari@bright.net   http://www.bright.net/~atari/

From 2637351622568711862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bba6efda2635ad45,start
X-Google-Attributes: gid1115ce,public
From: Marcel De Meester <mdemeester@village.uunet.be>
Subject: How to use Unicode Characters
Date: 2000/04/20
Message-ID: <956237734-402416AEicMi@village.uunet.be>#1/1
X-Deja-AN: 613674278
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@nl.uu.net
X-Trace: newnews1.news.nl.uu.net 956254093 4988 194.7.1.25 (20 Apr 2000 18:08:13 GMT)
Organization: UUNET-NL (http://www.nl.uu.net)
Mime-Version: 1.0
NNTP-Posting-Date: 20 Apr 2000 18:08:13 GMT
Newsgroups: comp.sys.atari.programmer

Hello,

How can I use Unicode characters in my Gem-
application?? I first choose the font 'Lucida life
Unicode', but I don't know how to print a Unicode
character. I use v_ftext16, but I don't know which
character I have to enter. When I want Unicode
character 187 (This is a '>>' (= one character)),
which code do I have to enter in v_ftext16?

Greetings,

Wim De Meester
mdemeester@village.uunet.be

Universum site: http://www.altern.org/wim15041977/

Murzim & Sirius site: http://sirmurpup.cjb.net

From 5594119679810643973
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: "res" <res@sympatico.ca>
Subject: Re: Atari ST programming survey
Date: 2000/04/22
Message-ID: <SwaM4.51963$2D6.1585224@news20.bellglobal.com>#1/1
X-Deja-AN: 614208700
References: <8coij3kca1@slb7.atl.mindspring.net>
<8col3v$2ei$1@newshost.comnet.co.nz>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Trace: news20.bellglobal.com 956380338 216.209.39.176 (Sat, 22 Apr 2000 01:12:18 EDT)
Organization: Sympatico
X-MSMail-Priority: Normal
Reply-To: "res" <res@sympatico.caNOSPAM>
NNTP-Posting-Date: Sat, 22 Apr 2000 01:12:18 EDT
Newsgroups: comp.sys.atari.programmer

What is this?

> 1) Toolbox DLL manager. It hasn't been touched in the last year or so,
> but seems pretty stable on the TT, ATM. I still have to write a decent
> programmers manual for it, and tidy up a few of the bundled utilities
> (Library lister, info viewer etc)
>

From 8015698593482887824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: Toolbox (was: Atari ST programming survey)
Date: 2000/04/22
Message-ID: <8drm3vbeg1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 614236369

Content-Transfer-Encoding: 7bit
References: <8coij3kca1@slb7.atl.mindspring.net>
<8col3v$2ei$1@newshost.comnet.co.nz>
<SwaM4.51963$2D6.1585224@news20.bellglobal.com>
Organization: The Gluepot
X-MSMail-Priority: Normal
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Newsgroups: comp.sys.atari.programmer

"res" <res@sympatico.ca> wrote in message
news:SwaM4.51963$2D6.1585224@news20.bellglobal.com...
> What is this?
>
> > 1) Toolbox DLL manager. It hasn't been touched in the last year or
so,
> > but seems pretty stable on the TT, ATM. I still have to write a
decent
> > programmers manual for it, and tidy up a few of the bundled
utilities
> > (Library lister, info viewer etc)

An AUTO folder program I started writing in 1992 to allow ST apps to load/unload libraries of useful code as and when needed.

Essentially it's a "DLL manager" for the ST.

As you can probably tell from the 1992 start date, I haven't exactly prioritised the development of it.

However, it does have quite a few features:

- Libraries can be loaded at boot time (by setting a "boot me" flag) if you want it to be loaded then.

- There are two types of library - system and user. System libs are essentially for system related tasks (drawing 3D objects, talking to hardware etc), whereas user libs are for user tasks (calculating profit margins, dithering an image, etc)

- Libraries are loadable by applications at any time.

- One can ask if a library is loaded, and link to it. (I still have to work on the code for when the app that loaded a library crashes, and another app is still using the lib)

- Libraries are essentially normal GEMDOS executables (unlike the special rigmarole you must go through to create a CPX [prepending a header])

- Library calls are similar to XBIOS/GEMDOS calls (placing data on the stack, then a function number and issuing a 68k TRAP instruction). However, one must also push a library handle onto the stack, and a magic number is placed in a register. AFAICT, it works OK under MiNT with memory protection activated(I've tried MiNT versions 1.04, 1.12, and 1.15 on my TOS 3.05 TT)

A sample session in C:
(I still need to work on this a bit, it doesn't feel quite "right", but you should get the idea)

```
#include "0/tlbx.h"

int main( void )
{
    TlbxInfo tlbxinfo;
    TlbxLibInfo tli;
    LibHandle lh;

    // check if toolbox is available
    if( xtlbxInfo( sizeof( tlbxinfo ), &tlbxinfo ) == 'tlbx' )  {
        // check if library is available (normally one would load it if
it isn't)
        if( lh = tlbxLibAvailable( LIBTYPE_USER, "Hello", sizeof(tli),
&tli ) )  {
            // call a func within the library
            helloFunc( ... );
        }
    }

    return 0;
}
```

now the same thing in assembler:

```
main:
    pea    tlbxinfo
    pea    tlbxinfosize
    move.w    #'tb',-(sp)
    trap    #14
    cmp.l    #'tlbx',d0
    addq.w    #4+4,sp
    bne    notoolbox

    pea    tli
    pea    tlisize
    pea    libname
    pea    LIBTYPE_USER
    pea    (0<<16)|LibAvailableFuncNumber
    move    #TLBXMAGICNUMBER,d1
    trap    #0
    move.w    d0,d7
```

```
    add.w    #4*5,sp
    blt    libnotavailable

    pea    data
    move.w    #hellofuncnum,-(sp)
    move.w    d7,-(sp)
    move    #TLBXMAGICNUMBER,d1
    trap    #1
    addq.w    #2+2+4,sp

libnotavailable
notoolbox

    moveq    #0,d0
    rts

    DATA
libname
    dc.b    "Hello",0
    even

    BSS
tlbxinfo
    ds.b    tlbxinfosize

tli
    ds.b    tlisize

    END
```

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

From -7445746215113524935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: Toolbox (was: Atari ST programming survey)
Date: 2000/04/22
Message-ID: <200004221329.a35960@su.maus.de>#1/1
X-Deja-AN: 614577572
Distribution: lokal
References: <8drm3vbeg1@newshost.comnet.co.nz>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)

X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi G!

GS>An AUTO folder program I started writing in 1992 to allow ST apps to
GS>load/unload libraries of useful code as and when needed.
You know the SLBs available in MagiC, MiNT, and with the help of MetaDOS even
in single TOS?

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From -6265955989233970666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,816bf0e87a639438,start
X-Google-Attributes: gid1115ce,public
From: Marcel De Meester <mdemeester@village.uunet.be>
Subject: How to use Unicode characters?
Date: 2000/04/22
Message-ID: <956444062-865793AEicMi@village.uunet.be>#1/1
X-Deja-AN: 614698824
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@nl.uu.net
X-Trace: newnews1.news.nl.uu.net 956514684 13114 194.7.1.25 (23 Apr 2000 18:31:24
GMT)
Organization: UUNET-NL (http://www.nl.uu.net)
Mime-Version: 1.0
NNTP-Posting-Date: 23 Apr 2000 18:31:24 GMT
Newsgroups: comp.sys.atari.programmer

Hello,

How can I use Unicode characters in my Gem-
application, using NVDI?? I first choose the font
'Lucida life Unicode', but I don't know how to print
a Unicode character. I use v_ftext16, but I don't
know which character I have to enter. When I want
Unicode character 187 (This is a '>>' (= one
character)), which code do I have to enter in
v_ftext16?

Greetings,

Wim De Meester
mdemeester@village.uunet.be

Universum site: http://www.altern.org/wim15041977/

Murzim & Sirius site: http://sirmurpup.cjb.net

From -1477073126763694568
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: Re: Toolbox (was: Atari ST programming survey)
Date: 2000/04/23
Message-ID: <8dtgqpner1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 614480676
Content-Transfer-Encoding: 7bit
References: <8coij3kca1@slb7.atl.mindspring.net>
<8col3v$2ei$1@newshost.comnet.co.nz>
<SwaM4.51963$2D6.1585224@news20.bellglobal.com>
<8drm3vbeg1@newshost.comnet.co.nz>
Organization: The Gluepot
X-MSMail-Priority: Normal
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Newsgroups: comp.sys.atari.programmer

"G Swaine" <g.swaine@the.gluepot.com> wrote in message
news:8drm3vbeg1@newshost.comnet.co.nz...
>
> A sample session in C:

Whoops - this was for a very out-of-date version (and it wasn't the best example either). Sorry.

Here is a better (albeit simple) example - a "Hello World" using a loaded library (I wrote this while online [using SatanSoft's IE on the PC], so please forgive any typos/style errors)

```
#include "0/tlbx.h"            // Toolbox funcs and types
#include "0/types.h"        // for "sint16"

#include <stdio.h>        // for printf

int main( void )
```

```
{
    TlbxInfo tlbxinfo;    // info about the toolbox
    sint16 libhandle;        // library handle [negative = error]
    TlbxLibInfo libinfo;    // info about the loaded/linked-to library
    sint16 loaded = 0;    // "did we load this lib?' flag

    if( xtlbxID( sizeof( tlbxinfo ), &tlbxinfo ) == '_tll' )  {
        libhandle = tlbxLibAvailable( "Hello", sizeof( libinfo ),
&libinfo, LIBTYPE_ALL, 0 );
        if( libhandle >= 0 )
            libhandle = tlbxLibLink( libhandle );
        else  {
            libhandle = tlbxLibLoad( "hello.tll", sizeof( libinfo ),
&libinfo );
            loaded = 1;
        }

        if( libhandle >= 0 )  {
            printf( "%s\n", helloString() ) ;

            if( loaded )
                tlbxLibUnload( libhandle, sizeof( libinfo ), &libinfo );
            else
                tlbxLibUnlink( libhandle, sizeof( libinfo ), &libinfo );
        }
    }

    return 0;
}
```

(I'll not attempt to write an assembly-language version of this example - I wasn't thinking properly when I did so last night [the PC has that effect on you])

As you can see, it looks to see if the Toolbox is loaded. If so, it then uses it to look for the "Hello" library. If that library is loaded, it links to it, getting back a possibly different handle to it. If it wasn't already loaded, it loads it. If the handle was negative then the link/load failed. Otherwise we then call the "String" function within the library to get back a string to display via the C library call "printf". Then we either unload or unlink from the library as appropriate, and exit the program.

--

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From 1351476796776321688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: "Al Leitch [Team2k]" <al__leitch@3*&hotmail.com>
Subject: Re: Toolbox (was: Atari ST programming survey)
Date: 2000/04/23
Message-ID: <8du7gs$d8i$2@slb0.atl.mindspring.net>#1/1
X-Deja-AN: 614551674
Content-Transfer-Encoding: 7bit
References: <8coij3kca1@slb7.atl.mindspring.net>
<8col3v$2ei$1@newshost.comnet.co.nz>
<SwaM4.51963$2D6.1585224@news20.bellglobal.com>
<8drm3vbeg1@newshost.comnet.co.nz> <8dtgqpner1@newshost.comnet.co.nz>
X-Accept-Language: en
X-Server-Date: 23 Apr 2000 07:08:12 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises
Mime-Version: 1.0
Reply-To: al__leitch@3*&hotmail.com
Newsgroups: comp.sys.atari.programmer

Sounds like an interesting idea. Did you do Windows programming by any
chance? It sure has a windows DLL'ish feeling to it.

G Swaine wrote:

> "G Swaine" <g.swaine@the.gluepot.com> wrote in message
> news:8drm3vbeg1@newshost.comnet.co.nz...
> >
> > A sample session in C:
>
> Whoops - this was for a very out-of-date version (and it wasn't the best
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>
```
> #include "0/tlbx.h"            // Toolbox funcs and types
> #include "0/types.h"        // for "sint16"
>
> #include <stdio.h>        // for printf
>
> int main( void )
> {
>     TlbxInfo tlbxinfo;    // info about the toolbox
>     sint16 libhandle;        // library handle [negative = error]
>     TlbxLibInfo libinfo;    // info about the loaded/linked-to library
>     sint16 loaded = 0;    // "did we load this lib?' flag
>
>     if( xtlbxID( sizeof( tlbxinfo ), &tlbxinfo ) == '_tll' )  {
>         libhandle = tlbxLibAvailable( "Hello", sizeof( libinfo ),
```

```
> &libinfo, LIBTYPE_ALL, 0 );
>         if( libhandle >= 0 )
>             libhandle = tlbxLibLink( libhandle );
>         else  {
>             libhandle = tlbxLibLoad( "hello.tll", sizeof( libinfo ),
> &libinfo );
>             loaded = 1;
>         }
>
>         if( libhandle >= 0 )  {
>             printf( "%s\n", helloString() ) ;
>
>             if( loaded )
>                 tlbxLibUnload( libhandle, sizeof( libinfo ), &libinfo );
>             else
>                 tlbxLibUnlink( libhandle, sizeof( libinfo ), &libinfo );
>         }
>     }
>
>     return 0;
> }
>
> (I'll not attempt to write an assembly-language version of this
> example - I wasn't thinking properly when I did so last night [the PC
> has that effect on you])
>
> As you can see, it looks to see if the Toolbox is loaded. If so, it then
> uses it to look for the "Hello" library. If that library is loaded, it
> links to it, getting back a possibly different handle to it. If it
> wasn't already loaded, it loads it. If the handle was negative then the
> link/load failed. Otherwise we then call the "String" function within
> the library to get back a string to display via the C library call
> "printf". Then we either unload or unlink from the library as
> appropriate, and exit the program.
>
> --
>
> Due to the amount of junkmail I've received in the past, this message
> has bogus From and ReplyTo addresses. I can be contacted via an
> intermediary : gem at gem win co nz. I would like to apologise to the
> genuine respondents that this may inconvenience.
```

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

To email me, remove '3*&' from my email address. This is to deter spam :)

From -6120086371836809251

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8db993201c209068
X-Google-Attributes: gid1115ce,public
From: "G Swaine" <g.swaine@the.gluepot.com>
Subject: Re: Toolbox (was: Atari ST programming survey)
Date: 2000/04/23
Message-ID: <8duf9q$ep9$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 614573953
Content-Transfer-Encoding: 7bit
References: <8coij3kca1@slb7.atl.mindspring.net>
<8col3v$2ei$1@newshost.comnet.co.nz>
<SwaM4.51963$2D6.1585224@news20.bellglobal.com>
<8drm3vbeg1@newshost.comnet.co.nz> <8dtgqpner1@newshost.comnet.co.nz>
<8du7gs$d8i$2@slb0.atl.mindspring.net>
Organization: The Gluepot
X-MSMail-Priority: Normal
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
Mime-Version: 1.0
Reply-To: "G Swaine" <g.swaine@the.gluepot.com>
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Newsgroups: comp.sys.atari.programmer

"Al Leitch [Team2k]" <al__leitch@3*&hotmail.com> wrote in message
news:8du7gs$d8i$2@slb0.atl.mindspring.net...
> Sounds like an interesting idea. Did you do Windows programming by
any
> chance? It sure has a windows DLL'ish feeling to it.

No - I haven't done any real Windows coding. Most of my programming has
been on non-PCs over the last 15-odd years (much of which has been Q&D
utils for the ST and TT).

I am, however, currently learning how to write Windows apps on a PC that
was very kindly given to me, so I can take part in a potentially good
moneymaking organisation writing Windows code for certain tasks.

(I am slowly working my way through an old copy of Petzold as part of my
Windows learning process, finding the odd bug/inconsistency in the
presented listings, and reorienting my brain from the higher-level and
better organised GEM mindset to the "can't be bothered making the OS do
this, so we'll make the apps do it instead" mindset that seems to crop
up in Windows programs)

I have, however been reading a number of computer mags (most of which
are now very PC-oriented) and took my inspiration on how to write the
Toolbox from some of the articles and listings therein.

I also used a few of my own needs/wants when writing it.

--

Due to the amount of junkmail I've received in the past, this message

has bogus From and ReplyTo addresses. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

From 1205728182302045520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c30ee951fa44ed89,start
X-Google-Attributes: gid1115ce,public
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Subject: GemLib for sozobonx
Date: 2000/04/25
Message-ID: <WS3.5198f43c.4b1466c2.arnaud.bercegeay@free.fr>#1/1
X-Deja-AN: 615621561
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp1.proxad.net 956696380 213.228.43.88 (Tue, 25 Apr 2000 22:59:40 MEST)
Organization: Guest of ProXad - France
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 25 Apr 2000 22:59:40 MEST
Newsgroups: comp.sys.atari.programmer

Hi,

I've compiled GemLib PL38 for sozobonx C.

You can download the sources here
http://perso.wanadoo.fr/arnaud.bercegeay/archives/gemlib38src_sox.zip

and the lib+inc files here
http://perso.wanadoo.fr/arnaud.bercegeay/archives/gemlib38_sox.zip

or from my download page
http://perso.wanadoo.fr/arnaud.bercegeay/load_e.htm

--
Arnaud BERCEGEAY   : mailto:bercegeay@atari.org
HTML Tidy for Atari : http://tidy.atari.org/
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/

From 5852894546586719686
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7d1895be27ebead,start
X-Google-Attributes: gid1115ce,public
From: Laurent Favard <l.favard@france2.fr>
Subject: Absolute address in C

Date: 2000/04/27
Message-ID: <39082FAE.123BAA19@france2.fr>#1/1
X-Deja-AN: 616313494
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr
Content-Type: text/plain; charset=us-ascii
Organization: FTH
Mime-Version: 1.0
Reply-To: l.favard@france2.fr
Newsgroups: comp.sys.atari.programmer

hi all !

does exist an ORG directive-like in C language, for Pure-C ?
i would like to compile a C program for an absolute address...

Thank,

From 9025735216622996316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7d1895be27ebead
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Absolute address in C
Date: 2000/04/27
Message-ID: <8e9dsl$m0n$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 616333603
References: <39082FAE.123BAA19@france2.fr>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.38 (i586))
Newsgroups: comp.sys.atari.programmer

Hi!

Laurent Favard <l.favard@france2.fr> wrote:
> does exist an ORG directive-like in C language, for Pure-C ?
> i would like to compile a C program for an absolute address...

Why not just compile it, load it into memory, relocate it using the
relocation table, and then save the result?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -7772496841444614070
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9cae5634c3bd6c0a,start
X-Google-Attributes: gid1115ce,public
From: Henrik =?iso-8859-1?Q?Gild=E5?= <di98gihe@chl.chalmers.se>
Subject: More processes under Magic
Date: 2000/04/27
Message-ID: <39084FB9.EE2C8F@dtek.chalmers.se>#1/1
X-Deja-AN: 616360263
Content-Transfer-Encoding: 8bit
X-Accept-Language: sv,en
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 956846011 22112 129.16.217.134 (27 Apr 2000 14:33:31 GMT)
Organization: Chalmers University of Technology
Mime-Version: 1.0
NNTP-Posting-Date: 27 Apr 2000 14:33:31 GMT
Newsgroups: comp.sys.atari.programmer

Thanks for the information I got under "Processes under Magic", it was very useful! Since then two new problems have come up:

1) I use appl_search() to get all the running processes, but when one of them gets 'frozen', it can no longer be found with appl_search(). I have downloaded the latest online Magic programmer documentation, but haven't found anything in there either.

2) I need to know the amount of memory a process uses. Prusage() should do it, but it only seems to work under MiNT. I haven't been able to find any other system call in the Magic programmer docs either.

Thanks for any help.

Regards,
Torbj►rn Gild►

From 4983730189029415139
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9cae5634c3bd6c0a
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: More processes under Magic
Date: 2000/04/27
Message-ID: <8e9ps9$7cc$2@snipp.uninett.no>#1/1
X-Deja-AN: 616403765
Content-Transfer-Encoding: 8bit
References: <39084FB9.EE2C8F@dtek.chalmers.se>

Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 956852937 7564 129.241.210.70 (27 Apr 2000 16:28:57 GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/1.4.2-20000123 ("Polish") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer

Henrik Gild <di98gihe@chl.chalmers.se> wrote:

> 2) I need to know the amount of memory a process uses. Prusage() should
> do it, but it only seems to work under MiNT. I haven't been able to find
> any other system call in the Magic programmer docs either.

Look at the size of the process' entry in u:\proc (if MagiC has this).

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 9000482305442789069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7d1895be27ebead
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Absolute address in C
Date: 2000/04/27
Message-ID: <8c1_0004271102@conchbbs.com>#1/1
X-Deja-AN: 616422416
Organization: Houston Area League of PC Users, Inc.
X-FTN-To: l.favard@france2.fr
Newsgroups: comp.sys.atari.programmer

l > does exist an ORG directive-like in C language, for Pure-C ? i
l > would like to compile a C program for an absolute address...

What you need to do is modify and re-assemble PCSTART.S in the LIB
folder. Pure Assembler DOES support absolute addresses.

___ Mountain Reader II - #00000053
--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.

From 6517886059421270234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7d1895be27ebead
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Absolute address in C
Date: 2000/04/27
Message-ID: <3908A923.679CF2EE@cable.A2000.nl>#1/1
X-Deja-AN: 616503207
Content-Transfer-Encoding: 7bit
References: <8c1_0004271102@conchbbs.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: tesla.a2000.nl 956868992 1971 24.132.20.245 (27 Apr 2000 20:56:32 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 27 Apr 2000 20:56:32 GMT
Newsgroups: comp.sys.atari.programmer

John Kormylo wrote:
>
> l > does exist an ORG directive-like in C language, for Pure-C ? i
> l > would like to compile a C program for an absolute address...
>
> What you need to do is modify and re-assemble PCSTART.S in the LIB
> folder. Pure Assembler DOES support absolute addresses.

As does Pure Linker.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From -1988379100913060562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7d1895be27ebead
X-Google-Attributes: gid1115ce,public
From: Laurent Favard <l.favard@france2.fr>
Subject: Re: Absolute address in C
Date: 2000/04/28
Message-ID: <39094AB2.A81E30DA@france2.fr>#1/1
X-Deja-AN: 616690073
Content-Transfer-Encoding: 7bit
References: <8c1_0004271102@conchbbs.com> <3908A923.679CF2EE@cable.A2000.nl>
X-Accept-Language: fr
Content-Type: text/plain; charset=us-ascii

Organization: FTH
Mime-Version: 1.0
Reply-To: l.favard@france2.fr
Newsgroups: comp.sys.atari.programmer

> > What you need to do is modify and re-assemble PCSTART.S in the LIB
> > folder. Pure Assembler DOES support absolute addresses.
>
> As does Pure Linker.

Hi all !

Great ! If i understand, I just need to modify my pcstart.s to add an
ORG
directive and that's all.
I will try that...

Thank
laurent

From -3298649036901533082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7d1895be27ebead
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Absolute address in C
Date: 2000/04/28
Message-ID: <9e5_0004281847@conchbbs.com>#1/1
X-Deja-AN: 617017524
Organization: Houston Area League of PC Users, Inc.
X-FTN-To: l.favard@france2.fr
Newsgroups: comp.sys.atari.programmer

>> What you need to do is modify and re-assemble PCSTART.S in the
>> LIB folder. Pure Assembler DOES support absolute addresses.

> As does Pure Linker.

l > Hi all ! Great ! If i understand, I just need to modify my
l > pcstart.s to add an ORG directive and that's all. I will try
l > that...

Actually, all you have to do is set the absolute addresses under the
Options/Linker dialogue. This will also create an absolute address
executable header.

(I forgot about that earlier.)

___ Mountain Reader II - #00000053

--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.

From 3530738650951607561
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2173d5534eab4f50,start
X-Google-Attributes: gid1115ce,public
From: maxilys@normandnet.fr (Remi Villatel)
Subject: ALT + keys?
Date: 2000/04/29
Message-ID: <9bb2716690B802A1.46@nest.ftn>#1/1
X-Deja-AN: 616998676
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@fr.uu.net
X-Trace: reader1.fr.uu.net 956966956 20158 195.7.109.2 (29 Apr 2000 00:09:16 GMT)
Organization: SoftBlue Dev.
Mime-Version: 1.0
Reply-To: maxilys@normandnet.fr
NNTP-Posting-Date: 29 Apr 2000 00:09:16 GMT
Newsgroups: comp.sys.atari.programmer

Hi everybody,

Is there a legal way to redefine the keys with ALT held down, the way we can redefine all the keys with keytbl() [XBIOS(16,...)]? I mean a way without bending any vector.

See you later,

--
==========
Remi Villatel
E-mail: maxilys@normandnet.fr
==========

Via *OpenHand* v1.0.r8 Gateway

From -4126328086141400810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cef278016f14d77f,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: MagicMac e PureDebugger
Date: 2000/01/07
Message-ID: <11870_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1

X-Deja-AN: 569640179
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

Hi, I've seen a can work with PureC with MagiCMac6, but I have problems with the PureDebugger. It freezes when I try to watch/inspect variables.

There should be a patch around, can you help me sending to my email address please ? Thank you very much.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 7957333500580769851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b00feef10adee2bc
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: Re: The G4's are here...
Date: 2000/01/07
Message-ID: <947329218-131232AEicMi@sweet3.freeserve.co.uk>#1/1
X-Deja-AN: 569937960
Content-Transfer-Encoding: 8bit
References: <7s75jk$3th$1@newshost.comnet.co.nz>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg3.svr.pol.co.uk 947332947 29182 62.136.187.206 (8 Jan 2000 12:02:27 GMT)
Organization: Customer of Planet Online
Mime-Version: 1.0
NNTP-Posting-Date: 8 Jan 2000 12:02:27 GMT
Newsgroups: comp.sys.atari.programmer

hi Gaven

>My bank account is most certainly not administered in the US, it's on a
>huge mainframe in Amsterdam. That mainframe runs software that I have
>written.

I dont suppose that you would let us know about any backdoors/trapdoors
you may have left in by mistake. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -162144460243036061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d3d69dadcdd924e3,start
X-Google-Attributes: gid1115ce,public
From: fried@dragon.achilles.net (Mark Friedman)
Subject: Lame newbie question
Date: 2000/01/08
Message-ID: <8567md$3di$1@hermes.achilles.net>#1/1
X-Deja-AN: 569825674
Organization: Achilles Internet Ltd.
Newsgroups: comp.sys.atari.programmer

Hi there, I am completely new to programming, so don't kill me.
Can anyone tell me if Laser C will work on a TT?
Thanks, Mark

From -8231665759791887902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9fa97dea55bdc6c4,start
X-Google-Attributes: gid1115ce,public
From: Video61@webtv.net (Lance Ringquist)
Subject: update on the 7800/2600 monitor cart
Date: 2000/01/08
Message-ID: <16655-3877798C-37@storefull-178.iap.bryant.webtv.net>#1/1
X-Deja-AN: 570050673
Content-Transfer-Encoding: 7Bit
Organization: WebTV Subscriber
Content-Type: Text/Plain; Charset=US-ASCII
Mime-Version: 1.0 (WebTV)
X-WebTV-Signature: 1 ETAsAhQR/
gRiJSqpk3042UKtF0c9w1p1pQIUVd47L2myt640O906qj6HmH2ueNg=
Content-Disposition: Inline
Newsgroups: comp.sys.atari.programmer

the first of the 7800/2600 monitors carts have come in,and we are
notifying every one who is on the want list,as they come in,if you
receive a e-mail from us,please respond a.s.a.p.,we will not hang on to
your product for very long,only a limited number are availible,to
refresh any ones memory,this is a low end developement kit for the
7800/2600 game machines,and comes with very extensive documentation,the
manual is over 200 pages long,this is a actual atari liceinced

product,and was the last official liceinced product for the 7800/2600,we
at video 61 have aquired the rights to this very rare product,and have
worked very hard to get this on to the market,if there are any
addictional people who may have missed this announcement,please call or
e-mail us to see if you can be put on a reserve list,if we turn out to
have a few leftovers,our phone number is, 651-462-2500 our web site is,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

From 3167022457632935999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d3d69dadcdd924e3
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: Lame newbie question
Date: 2000/01/08
Message-ID: <Pine.MNT.4.10.10001081709450.97-100000@TT030>#1/1
X-Deja-AN: 570128043
References: <8567md$3di$1@hermes.achilles.net>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 947369484 209.143.8.36 (Sat, 08 Jan 2000 17:11:24 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Sat, 08 Jan 2000 17:11:24 EST
Newsgroups: comp.sys.atari.programmer

I don't see why it would not, worst case senerio is you may be forced to
to use an old ST mode to make the editor work. However what you code
and compile would not necessarily have the same problem, depending
on your own code of course. ;-)

On 8 Jan 2000, Mark Friedman wrote:

> Hi there, I am completely new to programming, so don't kill me.
> Can anyone tell me if Laser C will work on a TT?
> Thanks, Mark
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 3490046234808184422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d3d69dadcdd924e3
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Lame newbie question
Date: 2000/01/08
Message-ID: <f6d_0001082022@conchbbs.com>#1/1
X-Deja-AN: 570213964
Organization: Houston Area League of PC Users, Inc.
X-FTN-To: fried@dragon.achilles.ne
Newsgroups: comp.sys.atari.programmer

f > Hi there, I am completely new to programming, so don't kill
f > me. Can anyone tell me if Laser C will work on a TT? Thanks,
f > Mark

I can, and it won't.

___ Mountain Reader II - #00000053
--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.

From -964208688244630581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8c739af9c237be7,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,e8c739af9c237be7,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,e8c739af9c237be7,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ff2b1,e8c739af9c237be7,start
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1046d6,e8c739af9c237be7,start
X-Google-Attributes: gid1046d6,public
From: "Mark Grocock" <mark@mgrocock.freeserve.co.uk>
Subject: Re: MS Visual Studio 6 for sale CHEAP
Date: 2000/01/09
Message-ID: <859n83$v14$6@news7.svr.pol.co.uk>#1/1
X-Deja-AN: 570293509

References: <946984876.488310@localhost>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 947413059 31780 62.136.5.173 (9 Jan 2000 10:17:39 GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 9 Jan 2000 10:17:39 GMT
Newsgroups: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer

ywitfigm@sdfgsdlkdjfg.dfg.com wrote in message <946984876.488310@localhost>...
>
>Hello, I have MS Visual Studio 6 for sale very cheap.
>includes Visual Basic 6, Visual C++ 6, FOXPRO 6, MSDN
>6CDs set.
>price - only 100$
>
>replies to vlad@melitopol.net

Why has this been sent to virtually every programming newsgroup apart from a windoze one? Typical PC fanatic...

TTFN

--

Mark Grocock (mark_g@cyberdude.com)

From -8018360026252212931
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,646579537453cc94,start
X-Google-Attributes: gid1115ce,public
From: lifo@libertysurf.fr (lifo)
Subject: [aide en GFA 'Basepage']
Date: 2000/01/09
Message-ID: <1e45hbc.1geb7e214no8u8N@ppp222-toulouse2.libertysurf.fr>#1/1
X-Deja-AN: 570386814
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@isdnet.net
X-Trace: news5.isdnet.net 947435089 74236 213.36.35.234 (9 Jan 2000 16:24:49 GMT)
Organization: Okapi.net
Mime-Version: 1.0
NNTP-Posting-Date: 9 Jan 2000 16:24:49 GMT
Newsgroups: comp.sys.atari.programmer

Bonjour,

si quelqu'un connait les codes et leurs resultats de BASEPAGE en gfa,
cela serait formidable.

exp; PRINT 'CHAR{BASEPAGE+158}

a+
--
lifo
---
je suis con... mais putain que j'aime ⍰a
j'aime pas le pouvoir, ⍰⍰ pr⍰tention me fait rire.

From 2981276350317134747
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,646579537453cc94
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: [aide en GFA 'Basepage']
Date: 2000/01/09
Message-ID: <Pine.MNT.4.10.10001091515280.90-100000@TT030>#1/1
X-Deja-AN: 570468821
Content-Transfer-Encoding: 8BIT
References: <1e45hbc.1geb7e214no8u8N@ppp222-toulouse2.libertysurf.fr>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=X-UNKNOWN
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 947449002 209.143.8.38 (Sun, 09 Jan 2000 15:16:42 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Sun, 09 Jan 2000 15:16:42 EST
Newsgroups: comp.sys.atari.programmer

As I cannot read your msg completely I think it is about GFA-Basic
and the BASEPAGE command? You might find some info on my web page
in my signature.

On Sun, 9 Jan 2000, lifo wrote:

> Bonjour,
>
> si quelqu'un connait les codes et leurs resultats de BASEPAGE en gfa,
> cela serait formidable.
>
> exp; PRINT 'CHAR{BASEPAGE+158}
>
> a+
> --
> lifo

> ----------
> je suis con... mais putain que j'aime ça
> j'aime pas le pouvoir, ça pr⊗tention me fait rire.
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 2050464932808832557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9748443ce2650aff,start
X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: Compile a unit in PPascal
Date: 2000/01/09
Message-ID: <947456118-044719AEicMi@aon.at>#1/1
X-Deja-AN: 570505294
Content-transfer-encoding: 8bit
X-Trace: newsreader.vienna.highway.telekom.at 947456133 31612 USER@212.183.32.202
Content-Type: text/plain; charset=iso-8859-1
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!
I'm trying to compile a self-made unit in Pure Pascal 1.1 and can't find out how to do it. I had to give the file a name before writing it, and i called it "ppu" right from the start. This does not seem to be the (only) fault, though.
All the entries under "compiler" are grey when I'm in the editor with this text.
Anyone able to give a hint to a beginner like me?
Claus

From 7653646868537953971
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,646579537453cc94
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: [aide en GFA 'Basepage']
Date: 2000/01/09
Message-ID: <Pine.MNT.4.10.10001091746460.145-100000@TT030>#1/1
X-Deja-AN: 570520311
Content-Transfer-Encoding: 8BIT
References: <1e45hbc.1geb7e214no8u8N@ppp222-toulouse2.libertysurf.fr>

<Pine.MNT.4.10.10001091515280.90-100000@TT030>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=X-UNKNOWN
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 947458171 209.143.8.38 (Sun, 09 Jan 2000 17:49:31 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Sun, 09 Jan 2000 17:49:31 EST
Newsgroups: comp.sys.atari.programmer

From the GFA-Basic Manual :-)
Hope this helps...

BASEPAGE
HIMEN

In the variable BASEPAGE is the address of the Basepage of the GFA-Basic Interpreter, BASEPAGE is a 256-byte long storage area as follows:

Bytes	Contents
0 to 3	Address ofthe start of TPA (Transient Program Area)
4 to 7	Address of the end of TPA plus 1
8 to 11	Address of Text segment of the program
12 to 15	Length of the Text segment
16 to 19	Address ofthe Data segment
20 to 23	Length of the Data segment
24 to 27	Address of the BSS (Block Storage Segment)
28 to 31	Length ofthe BSS
32 to 35	Address of the DTA (Disk Transfer Address)
36 to 39	Address ofthe Basepage of the calling program
40 to 43	Reserved
44 to 47	Address of the Environment Strings
48 to 127	Reserved
128 to 255	Command line (first byte specifies length of command text)

The variable HIMEM gives the address of the first free memory location not used by GFA-Basic. This is normally 16384 bytes below the screen area.

Example:

```
    a%=LONG{BASEPAGE+&H2c}
    DO
      a$=CHAR{a%}
      EXIT IF LEN(a$)=0
      PRINT a$
      ADD a%,SUCC(LEN(a$)) ! SUCC() = next higher integer
    LOOP
```

--> Here the complete BASIC Environment is displayed.

Memo: This pointer should be avoided. If you need additional ram see

MALLOC().

On Sun, 9 Jan 2000, Lonny Pursell wrote:

>
> As I cannot read your msg completely I think it is about GFA-Basic
> and the BASEPAGE command? You might find some info on my web page
> in my signature.
>
> On Sun, 9 Jan 2000, lifo wrote:
>
> > Bonjour,
> >
> > si quelqu'un connait les codes et leurs resultats de BASEPAGE en gfa,
> > cela serait formidable.
> >
> > exp; PRINT 'CHAR{BASEPAGE+158}
> >
> > a+
> > --
> > lifo
> > ----------
> > je suis con... mais putain que j'aime ?a
> > j'aime pas le pouvoir, ?? pr?tention me fait rire.
> >
> >
>
> _____
> Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
>
>
>

_____
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 5117561000514018558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9748443ce2650aff
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Compile a unit in PPascal
Date: 2000/01/10
Message-ID: <38792DC7.BFAF9F23@cable.A2000.nl>#1/1
X-Deja-AN: 570553851
Content-Transfer-Encoding: 7bit
References: <947456118-044719AEicMi@aon.at>
Content-Type: text/plain; charset=us-ascii

X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 947465621 28248 24.132.20.245 (10 Jan 2000 00:53:41 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 10 Jan 2000 00:53:41 GMT
Newsgroups: comp.sys.atari.programmer

Hi

Claus wrote:
>
> Hi!
> I'm trying to compile a self-made unit in Pure Pascal 1.1 and can't
> find out how to do it. I had to give the file a name before writing it,
> and i called it "ppu" right from the start. This does not seem to be the
> (only) fault, though.
> All the entries under "compiler" are grey when I'm in the editor with
> this text.
> Anyone able to give a hint to a beginner like me?
> Claus

A sourcefile should be given a name like "anything.pas", which will then be
compiled to "anything.ppu"
Not having the .pas extension is the cause of the greying.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From -8808850973875556187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,4d6c4682292554b4,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,4d6c4682292554b4,start
X-Google-Attributes: gid1115ce,public
From: Will Dwinnell <predictor@compuserve.com>
Subject: Atari 800 in print!
Date: 2000/01/10
Message-ID: <387A8095.1BD2573C@compuserve.com>#1/1
X-Deja-AN: 570960918
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@compuserve.com
X-Trace: ssauraaa-i-1.production.compuserve.com 947552765 15968 206.175.105.33 (11
Jan 2000 01:06:05 GMT)
Organization: CompuServe Interactive Services
Mime-Version: 1.0
NNTP-Posting-Date: 11 Jan 2000 01:06:05 GMT

Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer

I just wanted to let people know that I was able to sneak in a quick mention of the Atari 800 in my latest article. It is nothing big, but I write for "PC AI" magazine (www.pcai.com/pcai) and my latest article, "Exploring MARS: An Alternative to Neural Networks" appears in the Jan./Feb., 2000 issue. In it, I described MARS, which is a machine learning tool. The bit about the Atari is that I ported a trained model ("memory") from MARS (which runs on Windows) to the Atari. The point I was trying to make is that often, even older (!) hardware can support advanced programming techniques.

Will Dwinnell
predictor@compuserve.com

From 2385843016227246732
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9748443ce2650aff
X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: Re: Compile a unit in PPascal
Date: 2000/01/10
Message-ID: <947569504-17129AEicMi@aon.at>#1/1
X-Deja-AN: 571056603
Content-transfer-encoding: 8bit
References: <947456118-044719AEicMi@aon.at> <38792DC7.BFAF9F23@cable.A2000.nl>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 947569528 25012 USER@212.183.33.116
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>Henk Robbers <
wrote:
>Not having the .pas extension is the cause of the greying.
...and that solved it! Thank you, I just couldn't find anything in the manual.
    Thanx
    Claus

From 4085291568716003588
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,cbd95ccbe9fcb634,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f7b2a,cbd95ccbe9fcb634,start
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: fb16c,cbd95ccbe9fcb634,start

X-Google-Attributes: gidfb16c,public
X-Google-Thread: 10d554,cbd95ccbe9fcb634,start
X-Google-Attributes: gid10d554,public
From: "MIGNARD OLIVIER" <MIGNARO@agf.fr>
Subject: Bugs et Draconis
Date: 2000/01/12
Message-ID: <85hcua$8r6$1@jaydee.iway.fr>#1/1
X-Deja-AN: 571546065
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
X-Complaints-To: abuse@fr.uu.net
X-Trace: jaydee.iway.fr 947664650 9062 194.98.34.2 (12 Jan 2000 08:10:50 GMT)
Organization: agf
NNTP-Posting-Date: 12 Jan 2000 08:10:50 GMT
Newsgroups:
comp.sys.atari.programmer,fr.comp.sys.atari,maus.computer.atari.internet,maus.comp
uter.atari.software

Bonjour,
je suis tr□s content d'avoir re□u tes r□ponses
j'ai r□pertori□ ces bugs sur Draconis 1.6.3 :
- selon la r□solution graphique du Milan les images ne s'affichent pas ou
alors uniquement en mode optimis□.
- si sur certains sites la gestion de formulaire marche (www.altavista.com)
sur d'autres elle est vraiment calamiteuse
on a droit un joli bouton validez mais rien ne se passe qd on clique dessus
- qd on clique sur un champ de saisie d'un formulaire on a pas le temps de
saisir et il part avec un champ vide
- ds la gestion des ancrages HTML il suffit qu'on en est
plusieurs sur la ligne du style
abcd
et bien si on clique sur b,c ou d c'est comme si on avait cliqu□ sur a
- des plantages qui courcicuitent meme le CTRL ALT DEL heureusement que l'on
a un bouton de RESET
- qd on a affaire a un URL de ce type tri.htm?chaine= il nous sort des
erreurs de syntaxe
A part cela je suis qd meme content de pouvoir consult□ mes mails sur mon
ATARI !!
Une am□lioration qu'ils peuvent faire c'est qd ADAMAS trouve une erreur de
syntaxe
il faudrait pouvoir choisir entre de continuer a rester a executer cette
page ou rester
la ou on est
Cela serait super !
A +
Olivier

From 926941530608919702
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: f7b2a,cbd95ccbe9fcb634
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1115ce,cbd95ccbe9fcb634
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fb16c,cbd95ccbe9fcb634
X-Google-Attributes: gidfb16c,public
X-Google-Thread: 10d554,cbd95ccbe9fcb634
X-Google-Attributes: gid10d554,public
From: guenther@cabal.shnet.org (Thorsten Guenther)
Subject: Re: Bugs et Draconis
Date: 2000/01/12
Message-ID: <AAMNBCAHUP@cabal.shnet.org>#1/1
X-Deja-AN: 571902911
Content-Transfer-Encoding: 8bit
References: <85hcua$8r6$1@jaydee.iway.fr>
Followup-To: fr.comp.sys.atari
Content-Type: text/plain; charset=ISO-8859-1
Organization: private shNet site, Germany
MIME-Version: 1.0
Newsgroups:
comp.sys.atari.programmer,fr.comp.sys.atari,maus.computer.atari.internet,maus.comp
uter.atari.software

In <85hcua$8r6$1@jaydee.iway.fr> "MIGNARD OLIVIER" wrote:
>Bonjour,
>je suis tr►s content d'avoir re►u tes r►ponses
>j'ai r►pertori► ces bugs sur Draconis 1.6.3 :

Soviel zum Thema "Warum soll ich nicht wild zwischen Newshierarchien
crossposten und das auch noch in meiner Muttersprache?"

S►►er, comp.* is an international news hierarchy, maus.* is a German
language BBS top level hierarchy, hence your choice of language (or
choice of newsgroups) is far from being acceptable, for the modern
lingua franca is _not_ French, but English.

Thorsten

F'up2 set to that fr.* group.

From 1584561260285261099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8c739af9c237be7
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1157ca,392d382cf8f23a16,start
X-Google-Attributes: gid1157ca,public
X-Google-Thread: f5ddf,e8c739af9c237be7
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,e8c739af9c237be7

X-Google-Attributes: gid1046d6,public
From: Bar ton <rlbarton@my-deja.com>
Subject: Re: MS Visual Studio 6 for sale CHEAP
Date: 2000/01/13
Message-ID: <85jotc$a6e$1@nnrp1.deja.com>#1/1
X-Deja-AN: 571936804
References: <946984876.488310@localhost> <859n83$v14$6@news7.svr.pol.co.uk>
To: vlad@melitopol.net
X-Http-User-Agent: Lynx/2.8rel.2 libwww-FM/2.14
X-Http-Proxy: 1.0 x22.deja.com:80 (Squid/1.1.22) for client 192.220.128.15
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Thu Jan 13 05:47:27 2000 GMT
X-MyDeja-Info: XMYDJUIDrlbarton
Reply-To: vlad@melitopol.net
Newsgroups:
comp.sys.acorn.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,alt
.stop.spamming

In article <859n83$v14$6@news7.svr.pol.co.uk>,
  "Mark Grocock" <mark@mgrocock.freeserve.co.uk> wrote:
> ywitfigm@sdfgsdlkdjfg.dfg.com wrote in message
> <946984876.488310@localhost>...
> >
> >Hello, I have MS Visual Studio 6 for sale very cheap.
> >includes Visual Basic 6, Visual C++ 6, FOXPRO 6, MSDN
> >6CDs set.
> >price - only 100$
> >
> >replies to vlad@melitopol.net
>
> Why has this been sent to virtually every programming newsgroup apart from a
> windoze one? Typical PC fanatic...

  Or just a dumb-ass spammer.

Sent via Deja.com http://www.deja.com/
Before you buy.

From -574677164690427097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f7b2a,37401cab4fc69641,start
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: fb16c,37401cab4fc69641,start
X-Google-Attributes: gidfb16c,public
X-Google-Thread: 1115ce,37401cab4fc69641,start
X-Google-Attributes: gid1115ce,public
From: "MIGNARD OLIVIER" <MIGNARO@agf.fr>
Subject: ADAMAS 1.6.3 PRO
Date: 2000/01/13
Message-ID: <85kd5p$5tm$1@jaydee.iway.fr>#1/1

X-Deja-AN: 572054818
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
X-Complaints-To: abuse@fr.uu.net
X-Trace: jaydee.iway.fr 947763193 6070 194.98.34.2 (13 Jan 2000 11:33:13 GMT)
Organization: agf
NNTP-Posting-Date: 13 Jan 2000 11:33:13 GMT
Newsgroups:
comp.sys.atari.programmer,fr.comp.sys.atari,maus.computer.atari.internet

good morning !!
Milan 040 / 32 Megas
French User
bugs :
1. when loading page the system crashes and the hit on CTRL+ALT+DEL becomes
inoperant
2. on the website www.yahoo.com the input text is affected to a link , when
i click to modify it i can't do it
and adamas starts an other page saying me that i make an error
3. could you modify the error messages of syntax error , style internet
explorer . if adamas is finding errors
you will be able to ask you if we want to continue with this page and an
option for desactiving of the control
4. i am not sure that is on www.yahoo.com but i view a bug like this :
<A href="a">a
<A href="b">b
<A href="c">c
<A href="d">d/a>
if i click on b,c,d it is the same thing if i have clicked on a
5. if a site make time to answer , you could put on adamas a message
who prevents us if we would continue or stop the transfer
i am waiting for your response ASAP

From -3295230561475259908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,56234861524baaa5,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,56234861524baaa5,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 114bf5,56234861524baaa5,start
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1055eb,56234861524baaa5,start
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 109a67,56234861524baaa5,start
X-Google-Attributes: gid109a67,public
From: Joseph Zorzin <redoak@forestmeister.com>
Subject: ROM dumper utility?
Date: 2000/01/14
Message-ID: <387EF462.C3C126EC@forestmeister.com>#1/1
X-Deja-AN: 572495250

Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: 14 Jan 2000 05:02:19 -0500, qurasp17.vgernet.net
MIME-Version: 1.0
XPident: news
Newsgroups:
comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.
sys.atari.st.misc

Where can I find a ROM dumper utility for an Atari 1040ST?

I have downloaded Gemulator and I also downloaded 2 versions of
the Atari ROM- 1.4 and 2.6 from
http://www.lgd.fatal-design.com/. All of which work fine with
some Atari programs but I'm having no luck with Megamax Laser C
which crashes my Pentium.

So, the author of Gemulator suggested getting a dumper utility
to download the ROM from my own 1040ST which still works.

--
Joe Zorzin

From 6500795556458358748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2265be4cdffcef35
X-Google-Attributes: gid1115ce,public
From: jfhaslam@zetnet.co.uk (James F. Haslam)
Subject: Re: Trapper 1.4 and real Atari's
Date: 2000/01/14
Message-ID: <387f7745$0$157@news.zetnet.co.uk>#1/1
X-Deja-AN: 572687215
References: <3874AE82.E898EAAB@depinfo.enseeiht.fr>
X-Trace: news.zetnet.co.uk 947877701 157 194.247.40.213
Newsgroups: comp.sys.atari.programmer

Hi Guillaume!

On 6 Jan 2000 16:02:26 +, Guillaume =?iso-8859-1?Q?D=E9flache?= wrote:
>Who has managed to make Trapper 1.4 work on a stock Falcon ? With
>Y2K-Patch for example <g>...
>Here as soon as I load a program, I get bombs (perhaps related to the
>workaround-handler to recatch the AES vector ?).
>This is on a CT2-ed 4.02 Falcon

I wouldn't know, but surely the Falcon doesn't have any Y2K problems? Mine
doesn't anyway.

Cheers!

James

```
         ___________________________________
        /                                   /\
       /         James Haslam             /  \
      /                                   / || \
     /         Email address:           /  ||  \
    /      jfhaslam@zetnet.co.uk       /  /||\  \
   /                                  /  //||\\  \
  /         Website:                 /            \
 / www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/___________________________________/________________\
```

From 265992184296824642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d006077c6f9cda70,start
X-Google-Attributes: gid1115ce,public
From: "res" <res@sympatico.ca>
Subject: FS: Lattice C Toronto
Date: 2000/01/14
Message-ID: <rJMf4.59616$Ke.57272@news21.bellglobal.com>#1/1
X-Deja-AN: 572735655
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Trace: news21.bellglobal.com 947886039 216.209.36.82 (Fri, 14 Jan 2000 16:40:39 EDT)
Organization: Sympatico
X-MSMail-Priority: Normal
Reply-To: "res" <res@sympatico.caNOSPAM>
NNTP-Posting-Date: Fri, 14 Jan 2000 16:40:39 EDT
Newsgroups: comp.sys.atari.programmer

Lattice C 5.5 for sale
Toronto

--

16:38 Friday January 14, 2000

remove NOSPAM to reply

From 5014604837214160497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,56234861524baaa5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,56234861524baaa5
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1115ce,56234861524baaa5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1055eb,56234861524baaa5
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 109a67,56234861524baaa5
X-Google-Attributes: gid109a67,public
From: David Jackson <araborn@bellsouth.net>
Subject: Re: ROM dumper utility?
Date: 2000/01/15
Message-ID: <38807628.5CF13067@bellsouth.net>#1/1
X-Deja-AN: 572955297
References: <387EF462.C3C126EC@forestmeister.com>
X-Accept-Language: en
Content-Type: multipart/alternative;
boundary="------------2EF43E5449A7E38C556F4AA8"
X-Trace: news4.mia 947942992 216.76.206.57 (Sat, 15 Jan 2000 08:29:52 EST)
Organization: The NCC
MIME-Version: 1.0
NNTP-Posting-Date: Sat, 15 Jan 2000 08:29:52 EST
Newsgroups:
comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.
sys.atari.st.misc

--------------2EF43E5449A7E38C556F4AA8
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

I can understand why Laser C crashes your emulator. Compilers are
usually very designed very specifically for the architecture. Is there
some reason why you would want to run your Laser C programs under the
emulator?

Joseph Zorzin wrote:

> Where can I find a ROM dumper utility for an Atari 1040ST?

>
> I have downloaded Gemulator and I also downloaded 2 versions of
> the Atari ROM- 1.4 and 2.6 from
> http://www.lgd.fatal-design.com/. All of which work fine with
> some Atari programs but I'm having no luck with Megamax Laser C
> which crashes my Pentium.
>
> So, the author of Gemulator suggested getting a dumper utility
> to download the ROM from my own 1040ST which still works.
>
> --
> Joe Zorzin

--
==========
/ JR of the NCC - "Hated and proud, united and strong." /
/ araborn@bellsouth.net   anderon@rocketmail.com   /
==========

----------2EF43E5449A7E38C556F4AA8
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
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there some reason why you would want to run your Laser C programs under
the emulator?

<p>Joseph Zorzin wrote:
<blockquote TYPE=CITE>Where can I find a ROM dumper utility for an Atari
1040ST?
<p>I have downloaded Gemulator and I also downloaded 2 versions of

the Atari ROM- 1.4 and 2.6 from

<a href="http://www.lgd.fatal-design.com/">http://www.lgd.fatal-design.com/</
a>.
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some Atari programs but I'm having no luck with Megamax Laser C

which crashes my Pentium.
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to download the ROM from my own 1040ST which still works.
<p>--

Joe Zorzin</blockquote>

<pre>--
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/ JR of the NCC - "Hated and proud, united and strong." /
/ araborn@bellsouth.net
anderon@rocketmail.com   /
==========</pre>

 </html>

----------2EF43E5449A7E38C556F4AA8--

From -7974024436487236728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,56234861524baaa5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,56234861524baaa5
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 109a67,56234861524baaa5
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1055eb,56234861524baaa5
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,56234861524baaa5
X-Google-Attributes: gid1115ce,public
From: kennethm@tripnet.se (Kenneth Medin)
Subject: Re: ROM dumper utility?
Date: 2000/01/16
Message-ID: <3881144a452a160@tripnet.se>#1/1
X-Deja-AN: 573178601
References: <387EF462.C3C126EC@forestmeister.com>
<38807628.5CF13067@bellsouth.net>
X-Sender: NEWSwatch v2.50 (Atari)
X-Server-Date: 16 Jan 2000 00:47:59 GMT
X-Hardware: 68030/32 Atari TT
Organization: Tripnet AB
Newsgroups:
comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.
sys.atari.st.misc

On Sat 15-01-2000 07:29 (-0600) David Jackson wrote:

>I can understand why Laser C crashes your emulator. Compilers are
>usually very designed very specifically for the architecture. Is there
>some reason why you would want to run your Laser C programs under the
>emulator?

If you know about C compilers I suppose you also know how to setup a
newsreader properly: Turn off the html rubbish!!! And while you are
busy with this, try learn how to quote properly.

>Joseph Zorzin wrote:
>
>> I have downloaded Gemulator and I also downloaded 2 versions of
>> the Atari ROM- 1.4 and 2.6 from
>> http://www.lgd.fatal-design.com/. All of which work fine with
>> some Atari programs but I'm having no luck with Megamax Laser C
>> which crashes my Pentium.
>>

>> So, the author of Gemulator suggested getting a dumper utility
>> to download the ROM from my own 1040ST which still works.

Check your ST's TOS version. If it says 1985 it's 1.0, 1987 is 1.2 and 1989 is 1.4 and download the same version. Really no need for a dumper utility as most TOS versions are available.

Start the emulator in "Atari disk mode" and set it up to boot from floppy and in monochrome. Now put in your normal boot floppy from the real ST. Keep any original floppies writeprotected as Win-95/98 also writes to the floppy when reading (SIC!).

If this does not work then you are probably out of luck. Gemulator 2000 is generally very good but you may also try a more "games oriented" emulator. Sorry, I don't remember any names.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

From 5236343441844037481
X-Google-Language: UKRAINIAN,KOI8R
X-Google-Thread: 1115ce,f11f1f2b157fc84e,start
X-Google-Attributes: gid1115ce,public
From: "Mihail" <Mihail@sevastopol.cris.net>
Subject: TENFORE FREE
Date: 2000/01/16
Message-ID: <01bf6076$011c42e0$738a6ed4@tenfore>#1/1
X-Deja-AN: 573519416
X-Complaints-To: usenet@news.cris.net
X-Trace: ark.cris.net 948063876 55332 212.110.138.115 (16 Jan 2000 23:04:36 GMT)
Organization: Mihail
NNTP-Posting-Date: 16 Jan 2000 23:04:36 GMT
Newsgroups: comp.sys.atari.programmer

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mihail@sevastopol.cris.net

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From -2255390184088155094
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2560a30230f55067,start
X-Google-Attributes: gid1115ce,public
From: =?iso-8859-15?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Settime, Tsetime, setftime & Pure C on ST ? (119 years) (fwd)
Date: 2000/01/17
Message-ID: <Pine.MNT.4.10.10001171706510.179-100000@rakas>#1/1
X-Deja-AN: 573761277
Content-Transfer-Encoding: 8BIT
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=iso-8859-15
X-Trace: read2.inet.fi 948121686 194.251.105.99 (Mon, 17 Jan 2000 17:08:06 EET)
Organization: Sonera corp Internet services
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 17 Jan 2000 17:08:06 EET
Newsgroups: comp.sys.atari.programmer

---------- Forwarded message ----------
Date: Mon, 17 Jan 2000 14:32:54 +0100
From: Jo'ogn <juergen@tcpip-gmbh.de>
Newsgroups: comp.sys.atari.st
Subject: ? Settime, Tsetime, setftime & Pure C on ST ? (119 years)

as i don't have a realtime-clock on my 1040ST (2.06eng)
i've written a little c-prg that reads out the creation-date of itself,
shows it on the screen (e.g. at boot-up) and lets me inc/dec the
date according to the actual day and sets an updated creation-date by
means of "setftime()" (to remember it next boot-time) this all works fine !

now i send this date to "Tsettime()" to set the internal GEMDOS date.

but e.g. 14.1.2000 on the file gives me 14.1.80, or 14.1.28 in
the xcontrol.acc.

even setting the xcontrol to 14.1.00 did set back the year to 1980/2028
after exiting an application.

even using the XBIOS Settime (all from pure c 1.1) doesn't sove this.
i had a similar tool runnig before 2000 and it worked !
it cannot be a y2k as it's just an offset to 1980.

furthermore i wonder why Tsetdate has 7bits for the year, but the
(german) "Atari Profibuch" states that year can only be 119 max !
where are the other 9 are left.

regards
--
Dipl.Inf.(FH) J⍰rgen Oppermann mailto:technik@liquidaudio.de
TCP/IP GmbH, Berlin (Germany) http://www.tcpip-gmbh.de
Phone/Fax: +49.30.44 33 66 - 0/15

Liquid-Audio im Vertrieb der TCP/IP GmbH http://www.liquidaudio.de

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 \v/ "We apologize for the inconvenience" http://www.joogn.de
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From -5454955548375784051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99695297c50e76d0,start
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?=
<Guillaume.Deflache@depinfo.enseeiht.fr>
Subject: GEMDOS Fsfirst limits?
Date: 2000/01/17
Message-ID: <388359F6.7EB8F88@depinfo.enseeiht.fr>#1/1
X-Deja-AN: 573834148
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr-FR, fr, en, de
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 948131752 13034 147.127.160.201 (17 Jan 2000 17:55:52 GMT)
Organization: Inconnue
Mime-Version: 1.0
NNTP-Posting-Date: 17 Jan 2000 17:55:52 GMT
Newsgroups: comp.sys.atari.programmer

I read somewhere that the GEMDOS Fsfirst function only supports up to 20

characters for the masked filespec argument.
Is this true?
Is this limit (if any) extended by MagiC (VFAT) or MiNT (VFAT or MiNT domain)?

Oh yeah and I know I should use Freadir, etc. :)

From 3405991585013546555
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 10bbae,13c0fff85ae5183,start
X-Google-Attributes: gid10bbae,public
X-Google-Thread: 1115ce,13c0fff85ae5183,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f7b2a,13c0fff85ae5183,start
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 107686,13c0fff85ae5183,start
X-Google-Attributes: gid107686,public
X-Google-Thread: fb16c,13c0fff85ae5183,start
X-Google-Attributes: gidfb16c,public
X-Google-Thread: 10d554,13c0fff85ae5183,start
X-Google-Attributes: gid10d554,public
From: "MIGNARD OLIVIER" <MIGNARO@agf.fr>
Subject: Draconis Pro (Bug-Reports)
Date: 2000/01/17
Message-ID: <85upq8$54f$1@jaydee.iway.fr>#1/1
X-Deja-AN: 573887996
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
X-Complaints-To: abuse@fr.uu.net
X-Trace: jaydee.iway.fr 948103816 5263 194.98.34.2 (17 Jan 2000 10:10:16 GMT)
Organization: agf
NNTP-Posting-Date: 17 Jan 2000 10:10:16 GMT
Newsgroups:
comp.sys.atari.programmer,fr.comp.sys.atari,maus.computer.atari.internet,maus.computer.atari.software,z-netz.rechner.atari.allgemein,z-netz.rechner.atari.programmieren

Hello,
This is my configuration
Monitor : View Sonic Graphics Series GS771
Milan040 32 MegaBytes
HD 6 GigaBytes
CDROM
SCSI Card
Milan Blaster
Modem US Robotics 56K Fax Modem
Provider : www.club-internet.fr
Tos 4.06
Gemdos 0.31
MVDI Sep 13/1998
AES 3.42
and my usual Video Mode : 1024 * 768 / 64K colors

ADAMAS030 (Version PRO)
www.yahoo.fr , click on Am□riques (Yahoo US) , this page
(http://fr.yahoo.com/r/co) is loading
when i click on the input text of the form , this field is affected to a
link (http://www.yahoo.com/r/so)
www.altavista.com , sometimes i must load myself the pictures .
the picture of a list of HTML (<UL>
etc..) isnot the same on IE or
Netscape I prefer to find
a circle or a square and not an 'o
www.hotbot.com , the picture at right of the image 'hotbot' is not loaded
this is the URL of the picture :
http://www.doubleclick.net/jump/hb.ln/f;h=f;pos=1;sz=230*33;tile=1;ord=15674
096?
I enter a word in the input text ok
i hit enter nothing
i click on the picture ok but ... surprise !! ... ADAMAS break down
www.hotbot.com
Sometimes the □ □ □ are not translated in their equivalent code HTML in the
URL
At the bottom of the page
HEALTH
Medicine Fitness Alternative
When you click on Fitness or Alternative it's the same thing if you have
clicked on Medicine
www.metacrawler.com
the input text is affected to the URL /help/faq
Have you previewed an Milan Version of the Adamas PRO ?
Thanks for your answer !!!

From -9200593928893552835
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,975ec969b5bb2294,start
X-Google-Attributes: gid1115ce,public
From: =?iso-8859-1?Q?Rafa=B3?= Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Subject: Atari Convension
Date: 2000/01/18
Message-ID: <38842705.AC7C3BC8@elektryk.ie.pwr.wroc.pl>#1/1
X-Deja-AN: 574136271
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@news.pwr.wroc.pl
X-Trace: panorama.pwr.wroc.pl 948184636 1496 156.17.32.156 (18 Jan 2000 08:37:16
GMT)
Organization: Politechnika Wroclawska
Mime-Version: 1.0
NNTP-Posting-Date: 18 Jan 2000 08:37:16 GMT
Newsgroups: comp.sys.atari.programmer

Hi!

In april there will be a big Atari Convension in Poland.
For more info: grey@polbox.com
or contact me: kawecki@elektryk.ie.pwr.wroc.pl

Rafal Kawecki

From 6868112117864284937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10bbae,c2fd2fca5a701b6,start
X-Google-Attributes: gid10bbae,public
X-Google-Thread: 107686,c2fd2fca5a701b6,start
X-Google-Attributes: gid107686,public
X-Google-Thread: f7b2a,c2fd2fca5a701b6,start
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1115ce,c2fd2fca5a701b6,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10d554,c2fd2fca5a701b6,start
X-Google-Attributes: gid10d554,public
X-Google-Thread: fb16c,c2fd2fca5a701b6,start
X-Google-Attributes: gidfb16c,public
From: "MIGNARD OLIVIER" <MIGNARO@agf.fr>
Subject: Draconis PRO (News of MUCS !!)
Date: 2000/01/18
Message-ID: <861a7ohuk1@jaydee.iway.fr>#1/1
X-Deja-AN: 574142822
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
X-Complaints-To: abuse@fr.uu.net
X-Trace: jaydee.iway.fr 948186168 18388 194.98.34.2 (18 Jan 2000 09:02:48 GMT)
Organization: agf
NNTP-Posting-Date: 18 Jan 2000 09:02:48 GMT
Newsgroups:
comp.sys.atari.programmer,fr.comp.sys.atari,maus.computer.atari.internet,maus.comp
uter.atari.software,z-netz.rechner.atari.allgemein,z-
netz.rechner.atari.programmieren

Hi!
First of all, you should email to the Draconis-Support instead using the
maus.computer.atari.software forum for Draconis Bugreports.

1. when loading page the system crashes and the hit on CTRL+ALT+DEL
becomes inoperant
a) Which web page? Please specify it as good as possible to make us able
to reproduce the errors.
b) What happens on a System when a program crashes is not affectable by
us.
   Most crashes on Adamas are Bus-Errors, and if the Milan-TOS does not

react of
   CTRL+ALT+DEL anymore after this there is nothing we can do...
2. on the website www.yahoo.com the input text is affected to a link ,
when i click to modify it i
can't do it
and adamas starts an other page saying me that i make an error
The bug is known and currently under examination.
3. could you modify the error messages of syntax error , style internet
explorer . if adamas is
finding errors
you will be able to ask you if we want to continue with this page and
an option for desactiving of
the control
You will be able to deactivate the JS Error-messages in the new 1.7
version.
4. i am not sure that is on www.yahoo.com but i view a bug like this :
<A href="a">a
<A href="b">b
<A href="c">c
<A href="d">d/a>
if i click on b,c,d it is the same thing if i have clicked on a
We know one website where this error occurs too, but we are still
searching for the reason.
5. if a site make time to answer , you could put on adamas a message
who prevents us if we would
continue or stop the transfer.
The problem on version 1.6 and earlier is the blocking
"GetHostbyname"-Call, so the System will not be able to do anything
unless the funktion came back with the IP-adress or timeout.
i am waiting for your response ASAP
You have luck I read your posting anyway, if you want an answer for
problems I strongly recommend to email to the Draconis-Support!
Draconis Support Team

From 6837066717838550696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10bbae,c2fd2fca5a701b6
X-Google-Attributes: gid10bbae,public
X-Google-Thread: f7b2a,c2fd2fca5a701b6
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: fb16c,c2fd2fca5a701b6
X-Google-Attributes: gidfb16c,public
X-Google-Thread: 1115ce,c2fd2fca5a701b6
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 107686,c2fd2fca5a701b6
X-Google-Attributes: gid107686,public
X-Google-Thread: 10d554,c2fd2fca5a701b6
X-Google-Attributes: gid10d554,public
From: "MIGNARD OLIVIER" <MIGNARO@agf.fr>

Subject: Draconis PRO (News of MUCS !!)
Date: 2000/01/18
Message-ID: <861acgamb1@jaydee.iway.fr>#1/1
X-Deja-AN: 574142823
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
X-Complaints-To: abuse@fr.uu.net
X-Trace: jaydee.iway.fr 948186320 10955 194.98.34.2 (18 Jan 2000 09:05:20 GMT)
Organization: agf
NNTP-Posting-Date: 18 Jan 2000 09:05:20 GMT
Newsgroups:
comp.sys.atari.programmer,fr.comp.sys.atari,maus.computer.atari.internet,maus.comp
uter.atari.software,z-netz.rechner.atari.allgemein,z-
netz.rechner.atari.programmieren

Hi!
First of all, you should email to the Draconis-Support instead using the
maus.computer.atari.software forum for Draconis Bugreports.

1. when loading page the system crashes and the hit on CTRL+ALT+DEL
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a) Which web page? Please specify it as good as possible to make us able
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b) What happens on a System when a program crashes is not affectable by
us.
   Most crashes on Adamas are Bus-Errors, and if the Milan-TOS does not
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   CTRL+ALT+DEL anymore after this there is nothing we can do...
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can't do it
and adamas starts an other page saying me that i make an error
The bug is known and currently under examination.
3. could you modify the error messages of syntax error , style internet
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you will be able to ask you if we want to continue with this page and
an option for desactiving of
the control
You will be able to deactivate the JS Error-messages in the new 1.7
version.
4. i am not sure that is on www.yahoo.com but i view a bug like this :
<A href="a">a
<A href="b">b
<A href="c">c
<A href="d">d/a>
if i click on b,c,d it is the same thing if i have clicked on a
We know one website where this error occurs too, but we are still
searching for the reason.
5. if a site make time to answer , you could put on adamas a message
who prevents us if we would
continue or stop the transfer.
The problem on version 1.6 and earlier is the blocking
"GetHostbyname"-Call, so the System will not be able to do anything

unless the funktion came back with the IP-adress or timeout.
i am waiting for your response ASAP
You have luck I read your posting anyway, if you want an answer for
problems I strongly recommend to email to the Draconis-Support!
Draconis Support Team

From 6350423363323197906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,56234861524baaa5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,56234861524baaa5
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1115ce,56234861524baaa5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1055eb,56234861524baaa5
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 109a67,56234861524baaa5
X-Google-Attributes: gid109a67,public
From: Joseph Zorzin <redoak@forestmeister.com>
Subject: Re: ROM dumper utility?
Date: 2000/01/18
Message-ID: <38845A8B.A4586ABA@forestmeister.com>#1/1
X-Deja-AN: 574188891
Content-Transfer-Encoding: 7bit
References: <387EF462.C3C126EC@forestmeister.com>
<38807628.5CF13067@bellsouth.net>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: 18 Jan 2000 07:21:45 -0500, qurasp3.vgernet.net
MIME-Version: 1.0
XPident: news
Newsgroups:
comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.
sys.atari.st.misc

David Jackson wrote:

> I can understand why Laser C crashes your emulator. Compilers
> are usually very designed very specifically for the
> architecture. Is there some reason why you would want to run
> your Laser C programs under the emulator?

My Atari is getting long in the tooth. I suspect it may die any
day. Also, I did a lot with Laser C before my Atari hard drive
crashed and rather than buy another Atari hard drive- it seems
sensible to do it all on a PC in emulator mode- until I can
learn MS Visual C++, then convert the programs written on the
Atari for my consulting business. The author of Gemulator swears
it works. Whenever I write him a message telling him it doesn't,

he bitches that I dare complain while telling me- insisting that
it works. What an asshole. I hope he's reading this. <G>

>
>
>
> Joseph Zorzin wrote:
>
>> Where can I find a ROM dumper utility for an Atari 1040ST?
>>
>> I have downloaded Gemulator and I also downloaded 2 versions
>> of
>> the Atari ROM- 1.4 and 2.6 from
>> http://www.lgd.fatal-design.com/. All of which work fine
>> with
>> some Atari programs but I'm having no luck with Megamax
>> Laser C
>> which crashes my Pentium.
>>
>> So, the author of Gemulator suggested getting a dumper
>> utility
>> to download the ROM from my own 1040ST which still works.
>>
>> --
>> Joe Zorzin
>

From 6153475471192813140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,56234861524baaa5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,56234861524baaa5
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 114bf5,56234861524baaa5
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1115ce,56234861524baaa5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,56234861524baaa5
X-Google-Attributes: gid109a67,public
From: Joseph Zorzin <redoak@forestmeister.com>
Subject: Re: ROM dumper utility?
Date: 2000/01/18
Message-ID: <38845B37.64017589@forestmeister.com>#1/1
X-Deja-AN: 574191869
Content-Transfer-Encoding: 7bit
References: <387EF462.C3C126EC@forestmeister.com>
<38807628.5CF13067@bellsouth.net> <3881144a452a160@tripnet.se>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: 18 Jan 2000 07:24:36 -0500, qurasp3.vgernet.net

MIME-Version: 1.0
XPident: Unknown
Newsgroups:
comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

Kenneth Medin wrote:

>
>
> >Joseph Zorzin wrote:
> >
> >> I have downloaded Gemulator and I also downloaded 2 versions of
> >> the Atari ROM- 1.4 and 2.6 from
> >> http://www.lgd.fatal-design.com/. All of which work fine with
> >> some Atari programs but I'm having no luck with Megamax Laser C
> >> which crashes my Pentium.
> >>
> >> So, the author of Gemulator suggested getting a dumper utility
> >> to download the ROM from my own 1040ST which still works.
>
> Check your ST's TOS version. If it says 1985 it's 1.0, 1987 is 1.2 and
> 1989 is 1.4 and download the same version. Really no need for a dumper
> utility as most TOS versions are available.
>
> Start the emulator in "Atari disk mode" and set it up to boot from
> floppy and in monochrome. Now put in your normal boot floppy from the
> real ST. Keep any original floppies writeprotected as Win-95/98 also
> writes to the floppy when reading (SIC!).
>
> If this does not work then you are probably out of luck. Gemulator 2000
> is generally very good but you may also try a more "games oriented"
> emulator. Sorry, I don't remember any names.

Thanks, I'll give that a try. At least your message was an effort to help
unlike any of the dumb ass messages I got from the author of Gemulator-
sarcastic messsages about how great his program is, with no help.

>
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> http://www5.tripnet.se/~kennethm/
> <<Produced with 100% pure Atari equipment>>

From -6020901223650515841
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b7b6a84bb90cb8d3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b7b6a84bb90cb8d3

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,b7b6a84bb90cb8d3
X-Google-Attributes: gid109a67,public
From: Joseph Zorzin <redoak@forestmeister.com>
Subject: Re: emulators - GEM2000? - ST utility for TOS on disk
Date: 2000/01/18
Message-ID: <38845BD4.FFC18BD5@forestmeister.com>#1/1
X-Deja-AN: 574194804
Content-Transfer-Encoding: 7bit
References: <1iLa4.4104$b5.680316@news.itd.umich.edu>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: 18 Jan 2000 07:27:12 -0500, qurasp3.vgernet.net
MIME-Version: 1.0
XPident: Unknown
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Mustafa Soysal wrote:

> Greetings,
>
> I am looking for emulation packages that run on W98/NT4. In particular, I
> am looking into running it on a W98 laptop.
>
> GEM2000 by Emulators, Inc. seems to require either a hardware extension with
> the TOS ROM's plugged in, or the TOS images on disk. For laptops, they
> recommend the disk image.

The Atari ROM files are available at
http://www.lgd.fatal-design.com/code/core.php3

>
>
> Are there any TOS utilities to extract the TOS image from the ROM? I don't
> know which version it will be, we have several different ones we may have to
> try.
>
> What are the image requirements (Lo, Hi, headers etc?) I may be able to
> write such program (I forgot if the ST let you access the ROM contents
> without giving you an access exception - and I also don't know what address
> the ROM started and where it ended). Information would be very appreciated.
>
> If you were looking for an archive, which ftp site would you look at these
> days?
>
> Help is greatly appreciated.
>
> Best Regards,
>
> Mustafa Soysal

--
Joe Zorzin

From 8970550283141394783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a99aa1fe0e56cb1,start
X-Google-Attributes: gid1115ce,public
From: "DjS" <hjjs1@ukc.ac.uk>
Subject: Demo coding
Date: 2000/01/18
Message-ID: <861h44$5uf$1@spruce.ukc.ac.uk>#1/1
X-Deja-AN: 574197694
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: news@ukc.ac.uk
X-Trace: spruce.ukc.ac.uk 948193220 6095 129.12.101.173 (18 Jan 2000 11:00:20 GMT)
Organization: University of Kent at Canterbury
X-MSMail-Priority: Normal
NNTP-Posting-Date: 18 Jan 2000 11:00:20 GMT
Newsgroups: comp.sys.atari.programmer

Hi I am a demo coder adn musician on the PC scene, but I'd liek to give my old
ST the treatment that it has lacked for a few years, does anyone know where I
can get hold of a copy of c/c++ that allows inline asm code, and an assembler
for the ST. I could also do with some tutes for 68000 asm coding.

Thanx

DjS/(\/)isperception

From -9113105725781436568
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,d1d9a8a5d25a8295,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,d1d9a8a5d25a8295,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,d1d9a8a5d25a8295,start
X-Google-Attributes: gid1115ce,public
From: jfsim@step.polymtl.ca (Jean-francois Simoneau)
Subject: SLM804 printer info needed
Date: 2000/01/18
Message-ID: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>#1/1
X-Deja-AN: 574226042
X-Trace: carnaval.risq.qc.ca 948205357 132.207.4.32 (Tue, 18 Jan 2000 09:22:37
EST)
Organization: STEP
NNTP-Posting-Date: Tue, 18 Jan 2000 09:22:37 EST
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Hi,

I have two SLM804 printers gathering dust in a corner since I do not have any Atari system. I'd like to have any programming info available on those printers, especially the connector's pinout (I also have the SLMC804) because I want to use them on a PC. Maybe even write a Linux (or Ghostscript) driver for it.

Thanks.

--
   "How should I know if it works? That's what beta testers are for. I
    only coded it."
   - Attributed to Linus Torvalds, somewhere in a posting

Jean-Fran?ois Simoneau
jfsim@step.polymtl.ca
VE2JEW

From -1541113465213408914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d1d9a8a5d25a8295
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d1d9a8a5d25a8295
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,d1d9a8a5d25a8295
X-Google-Attributes: gidf8760,public
From: "Greg Martin" <gtmartin@abmlimited.clara.co.uk>
Subject: Re: SLM804 printer info needed
Date: 2000/01/18
Message-ID: <F__g4.7965$UL1.165542@nnrp4.clara.net>#1/1
X-Deja-AN: 574232813
References: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
X-Complaints-To: abuse@clara.net
X-Trace: nnrp4.clara.net 948206629 195.8.81.3 (Tue, 18 Jan 2000 14:43:49 GMT)
NNTP-Posting-Date: Tue, 18 Jan 2000 14:43:49 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Jean-francois,

>those printers, especially the connector's pinout (I also have the
>SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
>Ghostscript) driver for it.

Are you sure you can do this, I maybe wrong here, but didn't the SLM804 rely on ASCI and ST RAM to work?

Regards,
Greg

From 7749360284932427571
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,d1d9a8a5d25a8295
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,d1d9a8a5d25a8295
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,d1d9a8a5d25a8295
X-Google-Attributes: gid1115ce,public
From: =?iso-8859-15?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: Re: SLM804 printer info needed
Date: 2000/01/18
Message-ID: <Pine.MNT.4.10.10001181738460.208-100000@rakas>#1/1
X-Deja-AN: 574253739
Content-Transfer-Encoding: 8BIT
References: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
<F__g4.7965$UL1.165542@nnrp4.clara.net>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=iso-8859-15
X-Trace: read2.inet.fi 948209931 194.251.105.99 (Tue, 18 Jan 2000 17:38:51 EET)
Organization: Sonera corp Internet services
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 18 Jan 2000 17:38:51 EET
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

On 18.1.2000, Greg Martin <gtmartin@abmlimited.clara.co.uk> wrote:

> >especially the connector's pinout (I also have the
> >SLMC804) because I want to use them on a PC.
>
> Are you sure you can do this, I maybe wrong here, but didn't
> the SLM804 rely on ASCI and ST RAM to work?

Precisely, so it cannot be done easily.

--
Martin-Éric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From 6199792047404047097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a99aa1fe0e56cb1
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?=

<Guillaume.Deflache@depinfo.enseeiht.fr>
Subject: Re: Demo coding
Date: 2000/01/18
Message-ID: <3884A30B.7C8D6D13@depinfo.enseeiht.fr>#1/1
X-Deja-AN: 574299783
Content-Transfer-Encoding: 7bit
References: <861h44$5uf$1@spruce.ukc.ac.uk>
X-Accept-Language: fr-FR, fr, en, de
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 948216442 21128 147.127.160.201 (18 Jan 2000 17:27:22 GMT)
Organization: Inconnue
Mime-Version: 1.0
NNTP-Posting-Date: 18 Jan 2000 17:27:22 GMT
Newsgroups: comp.sys.atari.programmer

DjS wrote:
> Hi I am a demo coder adn musician on the PC scene, but I'd liek to give my old
> ST the treatment that it has lacked for a few years, does anyone know where I
    Welcome!

> can get hold of a copy of c/c++ that allows inline asm code, and an assembler
    For C++ there is only GCC which uses its own (ugly) assembler syntax
and is deeead slow on a ST.
    For C, SozobonX allows inline asm I think (not so sure):
http://ftp.lip6.fr/pub/atari/Programming/, then get soz*
    Anyway you can always do object linking instead (not very practical I
agree)...

... but you should consider using only assembler, as there are some very
practical integrated ASM "environments":
 - Turbo Assembler (the best for 68000, alas deutsche Doku):
http://ftp.lip6.fr/pub/atari/Programming/tuass177.lzh
 - Assemble: http://wombat.ludvika.se/ae/dhs_files/misc/assemble.lzh
 - Devpac 1: a bit old but still usable (current is 3.10, NOT freeware
:(...). But I dunno where to find it.

    Others are commercial or too old to mention or unknown to me!

> for the ST. I could also do with some tutes for 68000 asm coding.
    Very nice:
http://wombat.ludvika.se/ae/dhs_files/
    If you want more:
http://www.atari.org/links/ST/Programming/
http://www.atari.org/links/ST/Demos/

From 5796620391894022699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d1d9a8a5d25a8295
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d1d9a8a5d25a8295

X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,d1d9a8a5d25a8295
X-Google-Attributes: gidf8760,public
From: "Richard Cortese" <ricortes@netmagic.net>
Subject: Re: SLM804 printer info needed
Date: 2000/01/18
Message-ID: <s89djm46eh6171@corp.supernews.com>#1/1
X-Deja-AN: 574331575
References: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: newsabuse@supernews.com
Organization: Posted via Supernews, http://www.supernews.com
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Jean-francois Simoneau <jfsim@step.polymtl.ca> wrote in message
news:NG_g4.832$L41.25889@carnaval.risq.qc.ca...
> Hi,
>
> I have two SLM804 printers gathering dust in a corner since I do not have
> any Atari system. I'd like to have any programming info available on
> those printers, especially the connector's pinout (I also have the
> SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
> Ghostscript) driver for it.
I think they were manufactured by QMS<?> and also made for other platforms.
I can't recall the exact model of QMS, but you should be able to find
drivers and support for them.

From -4779537749509894604
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,d1d9a8a5d25a8295
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,d1d9a8a5d25a8295
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,d1d9a8a5d25a8295
X-Google-Attributes: gid1115ce,public
From: "Nicholas Bales" <bales@online.fr>
Subject: Re: SLM804 printer info needed
Date: 2000/01/18
Message-ID: <iy3h4.205$oz6.1337565@nnrp3.proxad.net>#1/1
X-Deja-AN: 574359287
References: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp3.proxad.net 948225294 212.27.51.201 (Tue, 18 Jan 2000 20:54:54 MET)
Organization: Guest of ProXad - France
X-MSMail-Priority: Normal

NNTP-Posting-Date: Tue, 18 Jan 2000 20:54:54 MET
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Jean-francois Simoneau <jfsim@step.polymtl.ca> a ©crit dans le message :
NG_g4.832$L41.25889@carnaval.risq.qc.ca...
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> those printers, especially the connector's pinout (I also have the
> SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
> Ghostscript) driver for it.

This cannot be done. The SLM printers don't connect to the parallel port, but to Atari's proprietary ACSI port. They are designed to work with an Atari only, since they use the ST's RAM. This was Atari's way of providing a cheap laser printing solution.

There is a software solution that allows you to print to an SLM by using an Atari ST as an interface. The ST must have at least 2Mb of RAM to run an SLM printer.

In any case, it is probably not worth it. You'll be very lucky to find cartridges for this printer, and the quality is not up to that of a modern deskjet type printer.

--
```
    |||           Nicholas Bales, Toulouse, France
 ===|||=========================================
   / | \   The Atari ST Quick FAQ           bales@
 -'  '  `- http://quickfaq.atari.org     online.fr
```

From -5127852535472673573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1d9a8a5d25a8295
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: SLM804 printer info needed
Date: 2000/01/18
Message-ID: <862j31ka1@news1.xs4all.nl>#1/1
X-Deja-AN: 574371929
References: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
X-Complaints-To: abuse@xs4all.nl
X-Trace: news1.xs4all.nl 948228001 650 194.109.140.35 (18 Jan 2000 20:40:01 GMT)
Organization: Stichting ST
NNTP-Posting-Date: 18 Jan 2000 20:40:01 GMT

Newsgroups: comp.sys.atari.programmer

On 18 Jan 2000 14:22:37, Jean-francois Simoneau wrote:
>Hi,
>
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>any Atari system. I'd like to have any programming info available on
>those printers, especially the connector's pinout (I also have the
>SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
>Ghostscript) driver for it.
>
>Thanks.
>

It is not only a question of connecting wires but also of timing of
the signals. What outputs does your computer have?
I took a quick look in the SLM Atari manual: pixel data comes in
serial with clock and there are a lot of other signals (paper empty,
toner gone, printer not closed, not ready, heating up etc.) needing
to be reacted on (in time!).
I do not think that you will be happy trying to have your computer
listen en send those signals.
But find some die-hard Atarians to make happy with the printers!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From -7926398518074841840
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1d9a8a5d25a8295
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: SLM804 printer info needed
Date: 2000/01/18
Message-ID: <862j36ka2@news1.xs4all.nl>#1/1
X-Deja-AN: 574371930
References: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
<s89djm46eh6171@corp.supernews.com>
X-Complaints-To: abuse@xs4all.nl
X-Trace: news1.xs4all.nl 948228006 650 194.109.140.35 (18 Jan 2000 20:40:06 GMT)
Organization: Stichting ST
NNTP-Posting-Date: 18 Jan 2000 20:40:06 GMT
Newsgroups: comp.sys.atari.programmer

On 18 Jan 2000 12:00:37, "Richard Cortese" wrote:
[...]
>I think they were manufactured by QMS<?> and also made for other platforms.
>I can't recall the exact model of QMS, but you should be able to find
>drivers and support for them.

>
I think the mechanism was for most of them TEC (Tokyo Electric
Company). But there were also Cannon drives in use for a while. With
different signals going in and a different interface with same
name/number but not-exchangable!

I once had problems with a Falcon-interface for this printer.
The german makers of it also did not know about this hidden fact. And
I had such a Canon SLM 804!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl >
>.

From -7161221231578068543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,56234861524baaa5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,56234861524baaa5
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1055eb,56234861524baaa5
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,56234861524baaa5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,56234861524baaa5
X-Google-Attributes: gid109a67,public
From: kennethm@tripnet.se (Kenneth Medin)
Subject: Re: ROM dumper utility?
Date: 2000/01/18
Message-ID: <3884dd0e23c4761@tripnet.se>#1/1
X-Deja-AN: 574417125
References: <387EF462.C3C126EC@forestmeister.com>
<38807628.5CF13067@bellsouth.net> <3881144a452a160@tripnet.se>
<38845B37.64017589@forestmeister.com>
X-Sender: NEWSwatch v2.50 (Atari)
X-Server-Date: 18 Jan 2000 22:01:59 GMT
Followup-To: comp.sys.atari.st
X-Hardware: 68030/32 Atari TT
Organization: Tripnet AB
Newsgroups:
comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.
sys.atari.st.misc

On Tue 18-01-2000 07:23 (-0500) Joseph Zorzin wrote:

>Thanks, I'll give that a try. At least your message was an effort to help
>unlike any of the dumb ass messages I got from the author of Gemulator-
>sarcastic messsages about how great his program is, with no help.

I guess you are using the free Gemulator 2000? If so I would not expect any real support at all! And it is well known that Derek is not really very polite :-) But his program is actually very good and free, so I suppose he has the right to behave as he likes. And it's very likely that your compiler is doing something illegal not (yet?) "covered" by the emulator.

Actually I too had problems with Gemulator-98 freezing my pc so I had to press the reset button. I did upgrade to the latest Directx drivers 7.0a (?) and the new Gemulator-2000 and since then it works OK.

Also the latest STinG (Atari tcp/ip kernel) no longer runs with Gemulator. I think it's about the handling of serial in/out-put buffers not behaving like on genuine Atari hardware.

The same goes for other [hardware] emulators like the Milan (aimed at those who dislike discussions about emulators in the group!). Most old programs works but some don't.

[Followup-To: set to comp.sys.atari.st]
--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

From 3768440428578287437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d1d9a8a5d25a8295
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,d1d9a8a5d25a8295
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,d1d9a8a5d25a8295
X-Google-Attributes: gid1115ce,public
From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Subject: Re: SLM804 printer info needed
Date: 2000/01/18
Message-ID: <864517$lt9$1@news8.svr.pol.co.uk>#1/1
X-Deja-AN: 574635820
Content-Transfer-Encoding: 7bit
References: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 948279143 22441 62.136.56.193 (19 Jan 2000 10:52:23 GMT)
Organization: Customer of Planet Online
X-MSMail-Priority: Normal
Mime-Version: 1.0
NNTP-Posting-Date: 19 Jan 2000 10:52:23 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

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> those printers, especially the connector's pinout (I also have the
> SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
> Ghostscript) driver for it.

Hmmm ... this will be hard work! The SLM804 (a page-printer) is designed to
use the ST RAM to prepare the page image prior to printing. So, you not only
need to emulate the printer interface but also the DMA (store-access)
interface. Good luck!

Roger

From 1000480741141964654
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9a99aa1fe0e56cb1
X-Google-Attributes: gid1115ce,public
From: "DjS" <hjjs1@ukc.ac.uk>
Subject: Re: Demo coding
Date: 2000/01/19
Message-ID: <8643rj$74a$1@spruce.ukc.ac.uk>#1/1
X-Deja-AN: 574629724
References: <861h44$5uf$1@spruce.ukc.ac.uk>
<3884A30B.7C8D6D13@depinfo.enseeiht.fr>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: news@ukc.ac.uk
X-Trace: spruce.ukc.ac.uk 948277939 7306 129.12.4.39 (19 Jan 2000 10:32:19 GMT)
Organization: University of Kent at Canterbury
X-MSMail-Priority: Normal
NNTP-Posting-Date: 19 Jan 2000 10:32:19 GMT
Newsgroups: comp.sys.atari.programmer

Thanx muchly.

DjS/(\/)isperceptio(\)

Guillaume D?flache <Guillaume.Deflache@depinfo.enseeiht.fr> wrote in message
news:3884A30B.7C8D6D13@depinfo.enseeiht.fr...
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> - Turbo Assembler (the best for 68000, alas deutsche Doku):
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> - Assemble: http://wombat.ludvika.se/ae/dhs_files/misc/assemble.lzh
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> > for the ST. I could also do with some tutes for 68000 asm coding.
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> If you want more:
> http://www.atari.org/links/ST/Programming/
> http://www.atari.org/links/ST/Demos/

From 436422055315492603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a99aa1fe0e56cb1
X-Google-Attributes: gid1115ce,public
From: Fredrik Egeberg <deez@algonet.se>
Subject: Re: Demo coding
Date: 2000/01/19
Message-ID: <Pine.SOL.4.10.10001191734470.12829-100000@kairos.algonet.se>#1/1
X-Deja-AN: 574743936
References: <861h44$5uf$1@spruce.ukc.ac.uk>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@algo.net
X-Trace: zingo.tninet.se 948299859 26738 194.213.74.201 (19 Jan 2000 16:37:39 GMT)
Organization: Telenordia
Mime-Version: 1.0
NNTP-Posting-Date: 19 Jan 2000 16:37:39 GMT
Newsgroups: comp.sys.atari.programmer

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> can get hold of a copy of c/c++ that allows inline asm code, and an assembler
> for the ST. I could also do with some tutes for 68000 asm coding.

Dont use c code for demos on st.. theres no reason for it.. its slooow and
not useful for demos..

get devpac 3.10 or so.. and take a look at latest ucm discmaggie (#18) for
info about 68000 coding..

all info and files (apart from devpac) are available on dhs site..
http://wombat.ludvika.se/dhs (as mentioned)

/deez

From 2019848832225790458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99695297c50e76d0
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Subject: Re: GEMDOS Fsfirst limits?
Date: 2000/01/19
Message-ID: <Pine.MNT.4.10.10001191752340.531-100000@milan>#1/1
X-Deja-AN: 574754771
References: <388359F6.7EB8F88@depinfo.enseeiht.fr>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@milan
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 19 Jan 2000 17:58:34 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello!

> I read somewhere that the GEMDOS Fsfirst function only supports up to 20
> characters for the masked filespec argument.
> Is this true?

No, it only support 8+3 Filenames. Look at the definition of the DTA
structure.

> Is this limit (if any) extended by MagiC (VFAT) or MiNT (VFAT or MiNT
> domain)?

No, you can't read long filenames with Fsfirst/Fsnext.

> Oh yeah and I know I should use Freadir, etc. :)

Yes, the only way. The use of Fsfirst/Fsnext is strongly deprecated under MiNT/MagiC. Fsfirst/Fsnext is only for compatibility reason available.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ B2

From -406660801141641263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1d9a8a5d25a8295
X-Google-Attributes: gid1115ce,public
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Subject: Re: SLM804 printer info needed
Date: 2000/01/19
Message-ID: <948437276-44161AEicMi@cwcom.net>#1/1
X-Deja-AN: 575627236
Content-transfer-encoding: 8bit
References: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news1-hme0 948440911 195.44.16.18 (Fri, 21 Jan 2000 07:48:31 GMT)
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 21 Jan 2000 07:48:31 GMT
Newsgroups: comp.sys.atari.programmer

From: jfsim@step.polymtl.ca (Jean-francois Simoneau)
Date: Tue, 18 Jan 2000 14:22:37 GMT

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>any Atari system. I'd like to have any programming info available on
>those printers, especially the connector's pinout (I also have the
>SLMC804) because I want to use them on a PC.

The bad news is that you won't be able to use these printers on a PC, at least not directly.

Atari's way of printing to their laser printers involved building the page image *in the Atari's memmory* and sending that as data to the printer.

This means that you *must* have an Atari (1-2Mb) to use one of these (or the 605) printer. Assuming that you can get one, then you can use a utility prog that's available on my web site (follow the translated apps link) that will let you print from any other computer to the SLM through the Atari, using that computer's HP printer driver set to print to serial port or disk

file. I have to say that you would be better off buying a standard printer.

The SLM804 uses TEC LB-1301 drums.

HTH

Rgds, Derryck

```
         ____      ____
        / __ \    / __ \
       / / / /   / / / /
      / /_/ /   / /_/ /
     /_____/   /_____/ Translations
       derryck@cix.co.uk
       dennis.vermeire@wanadoo.be
  http://www.cix.co.uk/~derryck/index.htm
---------------------------------------------
```

From 2273860336661386679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d1d9a8a5d25a8295
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d1d9a8a5d25a8295
X-Google-Attributes: gid1115ce,public
From: Helmut Obermeier <obermeie@informatik.tu-muenchen.de>
Subject: Re: SLM804 printer info needed
Date: 2000/01/21
Message-ID: <38885126.3A77F07B@informatik.tu-muenchen.de>#1/1
X-Deja-AN: 575689803
Distribution: world
Content-Transfer-Encoding: 7bit
References: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
X-Accept-Language: de-DE, en
Content-Type: text/plain; charset=us-ascii
Organization: Technische =?iso-8859-1?Q?Universit=E4t=20M=FCnchen?=
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

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> Ghostscript) driver for it.

I' like to connect the SLM to an PC, too. But I dont't do it,, because I own
an ST with a PAK accelerator.

I think the easiest way to use a SLM804 Laser with SLMC804 Controller is to buy an old Mega ST with 4 MB and maybe a SM124 monitor (if you don't use an TV set) and a small harddisk.. It should cost less than a new laser printer.

On this computer you have to install an Diablo SLM emulator (archives similar to diab630 or SLM1_4) at
http://www.muenster.de/~reschke/
to use the laser like a printer connected to the centronics parallel port.
You may install GEM Ghostscript gemgs from
http://www.tu-harburg.de/~smcf1605/ (actually moving). The SLM-Driver of gemgs uses the emulator for outpout onto the ACSI-Port.
On linux you have to install lpr (I think) and SLMtool s from the linux-m68k archive tree. Ghostscript is newer in Debian Linux Distribution than in the m68k archive.

greetings, Helmut Obermeier

From 832884991171272789
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c9f1337a84ce0b15,start
X-Google-Attributes: gid1115ce,public
From: Video61@webtv.net (Lance Ringquist)
Subject: atari 7800/2600 monitor cartridge announcement
Date: 2000/01/21
Message-ID: <13864-3888D942-6@storefull-174.iap.bryant.webtv.net>#1/1
X-Deja-AN: 575917328
Content-Transfer-Encoding: 7Bit
Organization: WebTV Subscriber
Content-Type: Text/Plain; Charset=US-ASCII
Mime-Version: 1.0 (WebTV)
X-WebTV-Signature: 1 ETAtAhUAzJEW6w3gmOqy2Ppl10I/
SDonQNoCFEtiCwblhnmehuznYtlBqKijkYCb
Content-Disposition: Inline
Newsgroups: comp.sys.atari.programmer

we are pleased to report that the very rare,and elusive 7800/2600 monitor carts are in stock now,if you were on the reserve list,you should have received a e-mail from us stating this fact,with ordering information,if you did not receive a e-mail,please contact us a.s.a.p.,for this is a limited time offer,and qauntities are very limited.
if you are interested in one of these actual licensed atari product for your collection,or use,please contact us now,we may have a few left,but time is of the essence.
the list price on this item is $99.95,this is a low end development system for your 7800,it will allow you to develop your own 2600 game,and store it in a 8k battery backed up ram,or 16k battery backed up ram for the 7800,it is cartridge based,using the 2 joystick ports of your

7800,and the 2600 keypads/touch pads,or sesame st. controllers for data input devices.
this cart development system also comes with a 200 page developers manual,and schematics of the7800,also it has 3 2600 games on board,also with a demo of a unreleased 7800 game on board. ordering information can be found on our web site at, www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

From -4328874968879776367
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 114bf5,3c89920885de2f50,start
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1328ea,3c89920885de2f50,start
X-Google-Attributes: gid1328ea,public
X-Google-Thread: 1115ce,3c89920885de2f50,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109b72,3c89920885de2f50,start
X-Google-Attributes: gid109b72,public
X-Google-Thread: fa357,3c89920885de2f50,start
X-Google-Attributes: gidfa357,public
From: "Steve Austin" <x@hotlips.com>
Subject: Atari Tshirts!
Date: 2000/01/23
Message-ID: <HhBi4.4177$RY1.173746@news20.bellglobal.com>#1/1
X-Deja-AN: 576458266
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Trace: news20.bellglobal.com 948625639 206.172.141.149 (Sun, 23 Jan 2000 06:07:19 EST)
Organization: Sympatico
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sun, 23 Jan 2000 06:07:19 EST
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st.misc,ger.atari,maus.sys.atari.hardware,maus.sys.atari.internet

Just like SeaMonkies!!!!
Check it out!
Atari tshirts made in Canada with pride!

http://members.xoom.com/retrotshirts

From 5034555803756182752
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,328f649800d71d8f,start
X-Google-Attributes: gid1115ce,public
From: "Lawrence Sweet" <lawrence@sweet35.freeserve.co.uk>
Subject: test
Date: 2000/01/23
Message-ID: <86f9e8$fu0$2@newsg2.svr.pol.co.uk>#1/1
X-Deja-AN: 576535930
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg2.svr.pol.co.uk 948644104 16320 62.136.199.86 (23 Jan 2000 16:15:04 GMT)
Organization: Customer of Planet Online
X-MSMail-Priority: Normal
NNTP-Posting-Date: 23 Jan 2000 16:15:04 GMT
Newsgroups: comp.sys.atari.programmer

test

Bye DaddY

From 7547755332262513505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 114bf5,999cb5cce34592b1,start
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 109b72,999cb5cce34592b1,start
X-Google-Attributes: gid109b72,public
X-Google-Thread: 102c45,999cb5cce34592b1,start
X-Google-Attributes: gid102c45,public
X-Google-Thread: 10c818,999cb5cce34592b1,start
X-Google-Attributes: gid10c818,public
X-Google-Thread: 1115ce,999cb5cce34592b1,start
X-Google-Attributes: gid1115ce,public
From: "Roger Stubenbeck" <bionicman@sympatico.ca>
Subject: >>> ATARI T-SHIRTS <<<
Date: 2000/01/24
Message-ID: <5w_i4.7593$RY1.252907@news20.bellglobal.com>#1/1
X-Deja-AN: 576945253
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Trace: news20.bellglobal.com 948728961 216.209.176.54 (Mon, 24 Jan 2000 10:49:21 EST)

Organization: Sympatico
X-MSMail-Priority: Normal
NNTP-Posting-Date: Mon, 24 Jan 2000 10:49:21 EST
Newsgroups:
alt.games.atari,alt.hacker,comp.sys.atari.programmer,comp.sys.atari.st.misc,ger.at
ari

Hard to find quality Tshirts!

http://members.xoom.com/retrotshirts/

If you're crazy about Atari, like I am, you'll love these!!!!!!!!!

From 4550869173412036217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c1f2bf5390b7921,start
X-Google-Attributes: gid1115ce,public
From: kennethm@tripnet.se (Kenneth Medin)
Subject: Reading kbd clock in GFA
Date: 2000/01/25
Message-ID: <388ce27625a9280@tripnet.se>#1/1
X-Deja-AN: 577149865
X-Sender: NEWSwatch v2.50 (Atari)
X-Server-Date: 24 Jan 2000 23:40:58 GMT
X-Hardware: 68030/32 Atari TT
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

I'm trying to read the 6 bytes time/date from the keyboard processor
with some GFA code I got from somewhere, but all I get is 6 zeros.

The idea is to let the clockvec from xbios 34 (Kbdvbase) point to the
short code in machine_code$ to get the address where the 6 bytes will
be stored, copy them to a safe place (in data%(2)) and restore the
original clockvector.

This routine assumes that the pointer arrives in A0 but my old "Atari
ST Internals" says D0 (move.l d0,*A%) wich does not work either.

Any better solutions or comments?

```
DIM data%(2) ! 12 bytes, plenty of space for the clock.
LET data%=VARPTR(data%(0)) ! Address of it.

Here is the code:
'
address%=0 ! Place to store the address of the clock packet.
machine_code$=MKI$(&H23C8)+MKL$(*address%)+MKI$(&H4E75) ! move.l a0,*A%   rts
vector%=XBIOS(34)+20 ! Old clockvec location
```

```
old_vector%=LPEEK(vector%) ! Old clockvec value
LPOKE vector%,VARPTR(machine_code$) ! New clock value
address%=0 ! Clear value (just to be sure).
OUT 4,&H1C ! Request a clock value
REPEAT     ! Wait for Interrupt
UNTIL address%   ! (Until an address is present in A%
BMOVE address%,data%,6 ! Move it before it gets overwritten
LPOKE vector%,old_vector% ! Restore old vector
'
CLS
FOR i%=data% TO data%+5
  PRINT ASC(CHAR{i%})
NEXT i%
```

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

From 2175328647858177629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9de646460c6f71aa,start
X-Google-Attributes: gid1115ce,public
From: Mike <magicmac@my-deja.com>
Subject: Patched ROM dump from memory
Date: 2000/01/25
Message-ID: <86lbsi$68s$1@nnrp1.deja.com>#1/1
X-Deja-AN: 577538812
X-Http-Proxy: 1.0 x43.deja.com:80 (Squid/1.1.22) for client 206.37.206.68
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Tue Jan 25 23:33:38 2000 GMT
X-MyDeja-Info: XMYDJUIDmagicmac
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.7 [en] (Win98; U)

How can a copy of a patched ROM that has been transfered to TT ram (Ala Afterburner Tool Kit) be saved to a file? I'm pretty ignorant when it comes to addresses and such, so please walk me through saving the ROM image, and what to tell the Electronics guy who is going to burn a new ROM for me what to do with it.

I noticed the ROM for the Falcon has 4mb capacity, but TOS only occupies a small portion. Other than having them available at boot up, would there be any benifit to having other applications placed on ROM and accessable through a CPX or something when booting off a floppy? HS Modem? JPGDSP?

TIA,
Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

From -3154546366372214381
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,213fddad0672493a,start
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: cancel buttons
Date: 2000/01/25
Message-ID: <388E20CD.6B2309F3@cable.A2000.nl>#1/1
X-Deja-AN: 577582662
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: tesla.a2000.nl 948838581 25924 24.132.20.245 (25 Jan 2000 22:16:21 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 25 Jan 2000 22:16:21 GMT
Newsgroups: comp.sys.atari.programmer

Hi you all.

I wrote a routine 'find_cancel_button'

I have seen 'Cancel' & 'Abbruch'.

What are the most common used equivalents in other languages?
Actually used by Atari programs that is.

Case doesnt matter.

Thanks.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From -1070631165350548542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,213fddad0672493a
X-Google-Attributes: gid1115ce,public
From: kennethm@tripnet.se (Kenneth Medin)
Subject: Re: cancel buttons
Date: 2000/01/25
Message-ID: <388e28ea65e1c70@tripnet.se>#1/1

X-Deja-AN: 577617574
References: <388E20CD.6B2309F3@cable.A2000.nl>
X-Sender: NEWSwatch v2.50 (Atari)
X-Server-Date: 25 Jan 2000 23:35:02 GMT
X-Hardware: 68030/32 Atari TT
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

On Tue 25-01-2000 23:16 (+0100) Henk Robbers wrote:

>Hi you all.
>
>I wrote a routine 'find_cancel_button'
>
>I have seen 'Cancel' & 'Abbruch'.
>
>What are the most common used equivalents in other languages?
>Actually used by Atari programs that is.

Swedish: 'Avbryt'

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

From -1330116904325425736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2560a30230f55067
X-Google-Attributes: gid1115ce,public
From: gaz+liz@zetnetco.uk (Gary Smith)
Subject: Re: Settime, Tsetime, setftime & Pure C on
Date: 2000/01/25
Message-ID: <388e3384$0$7553@znews.zetnet.co.uk>#1/1
X-Deja-AN: 577617575
References: <Pine.MNT.4.10.10001171706510.179-100000@rakas>
X-Trace: znews.zetnet.co.uk 948843396 7553 194.247.40.143
Newsgroups: comp.sys.atari.programmer

I too have a 1040STe + TOS 2.06 and am having trouble with TSETTIME.
It seems to boot up with date in hex of '6000' (0/0/2028), and I wrote
a small assembler prog. to set it to '2839' for example (25/1/2000),
but then TGETDATE returns '6039' instead (25/1/2028). Very strange.
I thought these things were supposed to be year 2000 compliant?
Gary.

On 17 Jan 2000 15:08:06 , =?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>---------- Forwarded message ----------
>Date: Mon, 17 Jan 2000 14:32:54 +0100
>From: Jo'ogn <juergen@tcpip-gmbh.de>
>Newsgroups: comp.sys.atari.st

>Subject: ? Settime, Tsetime, setftime & Pure C on ST ? (119 years)
>
>as i don't have a realtime-clock on my 1040ST (2.06eng)
>i've written a little c-prg that reads out the creation-date of itself,
>shows it on the screen (e.g. at boot-up) and lets me inc/dec the
>date according to the actual day and sets an updated creation-date by
>means of "setftime()" (to remember it next boot-time) this all works fine !
>
>now i send this date to "Tsettime()" to set the internal GEMDOS date.
>but e.g. 14.1.2000 on the file gives me 14.1.80, or 14.1.28 in
>the xcontrol.acc.
>
>even setting the xcontrol to 14.1.00 did set back the year to 1980/2028
>after exiting an application.
>
>etc.

From -1484257697675046528
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,213fddad0672493a
X-Google-Attributes: gid1115ce,public
From: "J►r►me Ginestet" <ginesj@free.fr>
Subject: Re: cancel buttons
Date: 2000/01/25
Message-ID: <eEqj4.398$7v4.2044997@nnrp2.proxad.net>#1/1
X-Deja-AN: 577617576
References: <388E20CD.6B2309F3@cable.A2000.nl>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp2.proxad.net 948844170 213.228.23.39 (Wed, 26 Jan 2000 00:49:30 CET)
Organization: Guest of ProXad - France
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 26 Jan 2000 00:49:30 CET
Newsgroups: comp.sys.atari.programmer

Henk Robbers <H.Robbers@cable.A2000.nl> a ►crit dans le message :
388E20CD.6B2309F3@cable.A2000.nl...
> Hi you all.
>
> I wrote a routine 'find_cancel_button'
>
> I have seen 'Cancel' & 'Abbruch'.
>
> What are the most common used equivalents in other languages?
> Actually used by Atari programs that is.
>

French : "annuler"

--
J⍰r⍰me Ginestet

From 956717724188176604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,213fddad0672493a
X-Google-Attributes: gid1115ce,public
From: Grzegorz Pawlik <at4ri@kki.net.pl>
Subject: Re: cancel buttons
Date: 2000/01/26
Message-ID: <388E9DB6.E15F3291@kki.net.pl>#1/1
X-Deja-AN: 577734897
Content-Transfer-Encoding: 7bit
References: <388E20CD.6B2309F3@cable.A2000.nl>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Academic Computer Centre CYFRONET AGH
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Henk Robbers wrote:
>
> Hi you all.
>
> I wrote a routine 'find_cancel_button'
>
> I have seen 'Cancel' & 'Abbruch'.
>
> What are the most common used equivalents in other languages?
> Actually used by Atari programs that is.
>
> Case doesnt matter.
>
> Thanks.

Polish: Anuluj

--
Pozdrawiam,
Grzesiek (mailto:at4ri@kki.net.pl)
Download Marijuana Mail! http://www.kki.net.pl/~at4ri/MJME.HTM

From -6020305449070455275
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,213fddad0672493a
X-Google-Attributes: gid1115ce,public
From: =?iso-8859-15?Q?Martin-=C9ric_Racine?= <q-funk@y.lnet.lut.fi>

Subject: Re: cancel buttons
Date: 2000/01/26
Message-ID: <Pine.MNT.4.10.10001261449540.77-100000@rakas>#1/1
X-Deja-AN: 577819523
Content-Transfer-Encoding: 8BIT
References: <388E20CD.6B2309F3@cable.A2000.nl> <388E9DB6.E15F3291@kki.net.pl>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=iso-8859-15
X-Complaints-To: news@news.lut.fi
X-Trace: juuri.cc.lut.fi 948890957 13735 157.24.101.111 (26 Jan 2000 12:49:17 GMT)
Organization: Lappeenranta University of Technology, Finland
Mime-Version: 1.0
NNTP-Posting-Date: 26 Jan 2000 12:49:17 GMT
Newsgroups: comp.sys.atari.programmer

On 2000-1-26, Grzegorz Pawlik <at4ri@kki.net.pl> wrote:

> > I have seen 'Cancel' & 'Abbruch'.
> >
> > What are the most common used equivalents in other languages?
> > Actually used by Atari programs that is.
>
> Polish: Anuluj

Was there ever a Polish TOS?

--
Martin-Ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From 7489089023886905455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,213fddad0672493a
X-Google-Attributes: gid1115ce,public
From: Kylo <grabek@fatum.umcs.lublin.pl>
Subject: Re: cancel buttons
Date: 2000/01/26
Message-ID: <388EF512.1B51@fatum.umcs.lublin.pl>#1/1
X-Deja-AN: 577819524
Content-Transfer-Encoding: 7bit
References: <388E20CD.6B2309F3@cable.A2000.nl> <388E9DB6.E15F3291@kki.net.pl>
<Pine.MNT.4.10.10001261449540.77-100000@rakas>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

=?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>
> On 2000-1-26, Grzegorz Pawlik <at4ri@kki.net.pl> wrote:
> >

> Was there ever a Polish TOS?
>

Officially nope. But some guys in Poland made modifications of German (I think) TOS.
Anyway, many programs were also translated to Polish.

Kylo :-)

From -4141488929895111536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2560a30230f55067
X-Google-Attributes: gid1115ce,public
From: Jo'ogn <juergen@tcpip-gmbh.de>
Subject: Re: Settime, Tsetime, setftime & Pure C on
Date: 2000/01/26
Message-ID: <388F1393.DF978A1B@tcpip-gmbh.de>#1/1
X-Deja-AN: 577873371
Content-Transfer-Encoding: 7bit
References: <Pine.MNT.4.10.10001171706510.179-100000@rakas>
<388e3384$0$7553@znews.zetnet.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: TCP/IP GmbH Berlin - Ein Unternehmen der PTI GmbH
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Gary Smith wrote:
>
> I too have a 1040STe + TOS 2.06 and am having trouble with TSETTIME.
> It seems to boot up with date in hex of '6000' (0/0/2028), and I wrote
> a small assembler prog. to set it to '2839' for example (25/1/2000),
quite the same what i did - makes me not really happy that we're already 2
(;

> but then TGETDATE returns '6039' instead (25/1/2028). Very strange.
drove me almost mad - especially when you rely on documentation !
i am certainly not going to disassemble the TOS for that ... *sigh*

> I thought these things were supposed to be year 2000 compliant?
somehow it cannot be un-compliant ! how should it !?
2000 would be dez 20 - the offset to 1980 i.e. $14 where could the TOS
go wrong in that !?

--
from the E-MU Systems E4-Sampler manual:
"Do not connect a Windows95 PC to the SCSI-Port as on booting
 Win95 will destroy the E4's Harddisc-Boot Sector ..."

From -312565383579678840
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,213fddad0672493a
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: cancel buttons
Date: 2000/01/26
Message-ID: <388F2934.4DA3EB1D@cable.A2000.nl>#1/1
X-Deja-AN: 577905118
Content-Transfer-Encoding: 7bit
References: <388E20CD.6B2309F3@cable.A2000.nl> <388E9DB6.E15F3291@kki.net.pl>
<Pine.MNT.4.10.10001261449540.77-100000@rakas>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: tesla.a2000.nl 948906270 24220 24.132.20.245 (26 Jan 2000 17:04:30 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 26 Jan 2000 17:04:30 GMT
Newsgroups: comp.sys.atari.programmer

=?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:

> Was there ever a Polish TOS?

It's not for the TOS, it's for the app's.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From -1381511547877845269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,213fddad0672493a
X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: Re: cancel buttons
Date: 2000/01/26
Message-ID: <948907002-432520AEicMi@aon.at>#1/1
X-Deja-AN: 577922630
Content-transfer-encoding: 8bit
References: <388E20CD.6B2309F3@cable.A2000.nl> <388e28ea65e1c70@tripnet.se>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 948907134 22708 USER@212.183.33.71
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>the most common used equivalents
danish : "Afbryd". "Cancel" is understood in most countries.

Claus
(rogge.claus@aon.at)

From 6353065999842513674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2560a30230f55067
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: Settime, Tsetime, setftime & Pure C on
Date: 2000/01/26
Message-ID: <yCYR8UAYT0j4Ewm7@my-ste.demon.co.uk>#1/1
X-Deja-AN: 578018726
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <Pine.MNT.4.10.10001171706510.179-100000@rakas>
<388e3384$0$7553@znews.zetnet.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 948921885 nnrp-06:18109 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>I too have a 1040STe + TOS 2.06 and am having trouble with TSETTIME.
>It seems to boot up with date in hex of '6000' (0/0/2028), and I wrote
>a small assembler prog. to set it to '2839' for example (25/1/2000),
>but then TGETDATE returns '6039' instead (25/1/2028). Very strange.
>I thought these things were supposed to be year 2000 compliant?
>Gary.

Without a patch to the XBIOS the clock on all Atari machines without a
built in RTC isn't y2k compliant.

Philip Taylor wrote a detailed description about this last March in
article Message-ID: <7cirnskps1@plug.news.pipex.net>. If you can
persuade deja.com to display it, it describes the reason for the failure
quite well. Another useful site, and one where you can (possibly) get
the required patches is John Whalleys page at

http://www.whalley.demon.co.uk/atari/y2k.html

--
David Bolt

From -377570975452999165
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a969461af092e0b,start
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: copy/paste
Date: 2000/01/27
Message-ID: <388F99A3.71ACD736@cable.A2000.nl>#1/1
X-Deja-AN: 578107191
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: tesla.a2000.nl 948935052 2983 24.132.20.245 (27 Jan 2000 01:04:12 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 27 Jan 2000 01:04:12 GMT
Newsgroups: comp.sys.atari.programmer

Hi

I am the founder, president and only member of the congregation to achieve the
abolishment of the 'copy' feature from all editors that are used by
programmers. ;-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From 9126689279269827093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2560a30230f55067
X-Google-Attributes: gid1115ce,public
From: Jo'ogn <juergen@tcpip-gmbh.de>
Subject: Re: Settime, Tsetime, setftime & Pure C on 2.06
Date: 2000/01/27
Message-ID: <38906729.B1B5E87A@tcpip-gmbh.de>#1/1
X-Deja-AN: 578344924
Content-Transfer-Encoding: 7bit
References: <Pine.MNT.4.10.10001171706510.179-100000@rakas>
<388e3384$0$7553@znews.zetnet.co.uk> <yCYR8UAYT0j4Ewm7@my-ste.demon.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: TCP/IP GmbH Berlin - Ein Unternehmen der PTI GmbH
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

David Bolt wrote:
> quite well. Another useful site, and one where you can (possibly) get
> the required patches is John Whalleys page at
>
> http://www.whalley.demon.co.uk/atari/y2k.html
thx a lot, perhaps there's a chance:
quoting from http://www.whalley.demon.co.uk/atari/y2k.txt

- start -
The XBIOS problem is such that dates after 1999 will not be handled correctly
by the following XBIOS functions:

```
          Trap#14 - Function #$16   Set 32-bit DOS format date & time.
          Trap#14 - Function #$17   Get 32-bit DOS format date & time.
```

For years from 2000 to 2059, the consequence is that the date part of the
SetDate&Time function is ignored and the GetDate&Time date part return
value remains unchanged from when it was last successfully set.

For years from 2060 to 2107, the GetDate&Time date part return
values are from 2028 to 2075 respectively.

The good news is that the GEMDOS Trap #2 - Date and Time functions
work correctly.
The bad news is that a lot of programs use the XBIOS functions and those
programs that do so will need a patch.
- end -

i'll give it a try by using the gemdos directly.

--
"Penguins don't come from next door. They come from the Antarctic !"
"BURMA !" ... ? ... "Why did you say Burma ?" - "I paniced."
(Monty Python's)

From 9003103768000197927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8987e734cc1ef9be,start
X-Google-Attributes: gid1115ce,public
From: "Christian" <Kerberos32@hotmail.com>
Subject: Atari ST prg file format
Date: 2000/01/27
Message-ID: <389061d4.0@d2o68.telia.com>#1/1
X-Deja-AN: 578362486
X-NNTP-Posting-Host: 193.45.79.156
Organization: Telia Internet Services
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.5600
Newsgroups: comp.sys.atari.programmer

X-Complaints-To: abuse@internet.telia.com

Does anyone have any information about the .PRG file format on the ST/STE ?

Christian

From 3035412012731175709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8987e734cc1ef9be
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Atari ST prg file format
Date: 2000/01/27
Message-ID: <484_0001281440@conchbbs.com>#1/1
X-Deja-AN: 578916065
Organization: Houston Area League of PC Users, Inc.
X-FTN-To: Kerberos32@hotmail.com
Newsgroups: comp.sys.atari.programmer

K > Does anyone have any information about the .PRG file format on
K > the ST/STE ?

Yes.

There's a 28 byte header (drihdr) which includes a magic number
($601A), the sizes of the remaining segments and the program flags
(FASTLOAD etc). It's followed by the text and data segments, the
symbol table (not used), fixup table (converts all absolute
addresses) and (optionally) debug data (also not used).

___ Mountain Reader II - #00000053
--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.

From 365444082375182117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8987e734cc1ef9be
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Atari ST prg file format
Date: 2000/01/28
Message-ID: <86ssoj$4u1$1@news1.xs4all.nl>#1/1
X-Deja-AN: 578884899

References: <389061d4.0@d2o68.telia.com>
X-Complaints-To: abuse@xs4all.nl
X-Trace: news1.xs4all.nl 949089875 5057 194.109.131.147 (28 Jan 2000 20:04:35 GMT)
Organization: Stichting ST
NNTP-Posting-Date: 28 Jan 2000 20:04:35 GMT
Newsgroups: comp.sys.atari.programmer

On 27 Jan 2000 16:23:42, "Christian" wrote:
>Does anyone have any information about the .PRG file format on the ST/STE ?
>
>Christian
>
There is a specialist around: mister Henk Robbers.
he made the beautiful usable TT-Digger for intelligent dis-
assembling. A real PEARL. {;-)>

h.robbers@cable.a2000.nl

Ask him!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
>.

From -8655906007347540208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8987e734cc1ef9be
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: Atari ST prg file format
Date: 2000/01/28
Message-ID: <N0m+RXA+sik4EwbT@my-ste.demon.co.uk>#1/1
X-Deja-AN: 578975312
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <389061d4.0@d2o68.telia.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 949105368 nnrp-06:26657 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>Does anyone have any information about the .PRG file format on the ST/STE ?

Here's the (limited) info I have about it.

Offset (hex)	Size	Contents
000000	2	0x601A (bra.s *+0x1A) jump to start of text segment.
000002	4	length of the text segment (program code)
000006	4	length of the initialised data segment
00000a	4	length of the uninitialised data segment
00000e	4	length of the (debug) symbol table
000012	4	reserved
000016	4	reserved
00001a	2	reserved
00001c	?	start of text segment

The format of the symbol table is as follows:

Offset (hex)	Size (bytes)	Contents
00	8	Symbol name, upto 8 chars, null (0x00) terminated if less than 8 chars
08	2	Symbol type
0a	4	Symbol value

Normally programs are compiled/assembled as relocatable code and, therefore have all offsets relative to 0x000000. The relocation table is a byte array used to convert these offsets to the correct addresses, with the first 4 bytes representing the offset to the first absolute address. Each byte represents the number of bytes to the next absolute address. Some values have special meanings and these are as follows:

0x00	flags end of the table
0x01	add 254 bytes to the pointer and read next byte in relocation table.

Note. Odd address offsets, i.e. 0x03, 0x05, etc. are illegal and are likely to show the table has been corrupted.

--
David Bolt

From 6587249392935143180
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a969461af092e0b
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: Re: copy/paste
Date: 2000/01/28
Message-ID: <949165258-520429AEicMi@sweet3.freeserve.co.uk>#1/1

X-Deja-AN: 579225090
Content-Transfer-Encoding: 8bit
References: <388F99A3.71ACD736@cable.A2000.nl>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 949168995 89 62.136.176.120 (29 Jan 2000 18:03:15 GMT)
Organization: Customer of Planet Online
Mime-Version: 1.0
NNTP-Posting-Date: 29 Jan 2000 18:03:15 GMT
Newsgroups: comp.sys.atari.programmer

Hi Henk

>I am the founder, president and only member of the congregation to achieve
>the abolishment of the 'copy' feature from all editors that are used by
>programmers. ;-)

Why?!

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -2734223353717573225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,863acc30ebd47d95,start
X-Google-Attributes: gid1115ce,public
From: B O'Donnell <odonnllb@indigo.ie>
Subject: Wercs hrd file format
Date: 2000/01/29
Message-ID: <38925F76.D73D3C96@indigo.ie>#1/1
X-Deja-AN: 579032416
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@indigo.ie
X-Trace: news.indigo.ie 949117215 194.125.220.39 (Sat, 29 Jan 2000 03:40:15 GMT)
Organization: Indigo
MIME-Version: 1.0
NNTP-Posting-Date: Sat, 29 Jan 2000 03:40:15 GMT
Newsgroups: comp.sys.atari.programmer

Does anybody have information on the first and last few bytes of this?

They seem to change unpredictably as I resave or rename, and don't
contain anything whose significance is immediately obvious.

Maybe I'm dim, but I'm also curious.

Regards
Brian O'Donnell
odonnllb@indigo.ie

From 7909246039224753169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77adc1bc9276860,start
X-Google-Attributes: gid1115ce,public
From: "RADWAR" <mws@radwar.com>
Subject: RADWAR PARTY 'Demo Competition' in May 2000
Date: 2000/01/29
Message-ID: <86tvhrqde3@news04.btx.dtag.de>#1/1
X-Deja-AN: 579061469
Content-Transfer-Encoding: 8bit
X-Trace: news04.btx.dtag.de 949125499 27054 320017372781-0001 000129 05:58:19
Organization: T-Online
X-Sender: 320017372781-0001@t-dialin.net
X-MSMail-Priority: Normal
X-Priority: 3
Content-Type: text/plain; charset=ISO-8859-1
Mime-Version: 1.0
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@t-online.de

RADWAR PARTY 'Demo Competition' in May 2000
1st price: 3000 German Marks (1500 Euro)
2nd price   2000 German Marks (1000 Euro)
3rd price   1000 German Marks (500 Euro)

read on ...

Dear Demo-Coders,

we would like to setup a demo competition at the RADWAR Party 2000.

But we would not like to organice a simple, normal and usual competition.
You have already seen them a thousand times, therefore we invented somewhat
special.

You ask why, ok here are the answers

1. We do not have the time on the party to organice for each computersystem
a separate competition.
The party would be interrupted too much, because mainly we want to celebrate
and booze.
You can watch a computer monitor at home for the wholy rest of your life.

2. Normally everyone wants to program the demo with the best effects. In
addition always 3D Routines, grafix and music can be seen. However it's very
hard to compare one demo with another. Each individual program has evenly

its special characteristics.Therefore we have decided to give you a certain topic. This has to be coded by the programmers on the machine, where they have the best knowledge on. Hereby we want to achieve, that also a DEMO on a Commodore C-64 with many ideas and humor, in the overall view ,can be better than a DEMO on a 700 MHz strong Pentium machine with 32Meg of VGA memory and a Sounblaster Live experience.

Rules:
In order to deal with the problems of technique, the DEMOS should be recorded on a VHS video tape. On the party the DEMOS are then shown on large video monitors and also viewed to the wall by a video beamer. Therefore the demos should be send to us until at least one week before the party. A video tape with your one recording of it would be best. A CDROM or a diskette must be attached as proof of programming.

As a topic or storyboard for the demo we did not commit ourselves yet. However we already made some thoughts, which we want to indicate to you gladly.

For example: ' Little party People ' following the very successful game ' Little computer People ' from Activision. The game was developed for Commodore C64 and Commodore AMIGA. We thought of a kind of conversion of the party atmosphere in a Comic style. You see the party space in several levels and you can watch the partyfreaks doing their activities.

Szenario Ideas:
Drunken Freaks are fighting the security, dancing Cracker in leathertrousers, naked girls on stage, GoGo dancers with their LiveAct or the big eating at the food buffet.

These are naturally only a few ideas, you should free your on phantasy for the storyboard of your demo.
If the whole thing will then provide good acoustic output and speech blisters as in a Comic, then the evaluation of the demos will surely be more interesting.
All guests at the party will watch the show for sure, even the real AMIGA and C-64 fans, that would normally not look at a PC Demo, cauze they hate PCs.

And as a matter of fact, there will be good prices to win

1st price: 3000 German Marks
2nd price 2000 German Marks
3rd price 1000 German Marks

And all the others will get special prices like software and hardware, no one will loose thiz way.

What do you think abou thiz ...

We are awaiting your feedback very soon, cauze the time is already running ... party time is coming
closer and closer.

Thank you for your attention,

MWS of RADWAR

What's new on the RADWAR Homepage ?

26-Jan-2000 23:50
An overview of current and former members of Radwar and The Light Circle
Join our Radwar Party 2000 Listbot so You won't miss any important news

23-Jan.-2000 13:00
The overall design was changed
More infos concernng the upcoming Party 2000
The guestbooks of Party 7 (Rainbow-Party) was added
New pictures of Radwar, MZP, Dynamic Duo, Jeff Smart added to Gallery
You can get RADWAR Posters and Videos
The most pictures are converted from PNG back to JPG again

From -458054996757824004
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b0f9939b3ff0197,start
X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: PPascal-TPascal 7
Date: 2000/01/29
Message-ID: <949181036-119867AEicMi@aon.at>#1/1
X-Deja-AN: 579292190
Content-transfer-encoding: 8bit
X-Trace: newsreader.vienna.highway.telekom.at 949181187 22708 USER@212.183.33.69
Content-Type: text/plain; charset=iso-8859-1
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello everyone!

Well, I'm a beginner. I bought Pure Pascal 1.1.1. I bought a book "Turbo Pascal 7.0. The compendium" (German, Markt & Technik, 1993) because I read that they are compatible.

Let me tell you that I'm not posting this lightheartedly. I've been trying to solve this on my own for two weeks, thinking I've overseen something very smallish and simple somewhere.

What is the reason why THIS doesn't work in Pure Pascal:

```
PROGRAM readinttest;
uses crt;
var  i    :    longint;
     n    :    word;

PROCEDURE readint(var zahl: longint; anzahl: byte);
var  eingabe, puff :    string;
     cf                 :    text;
     savex,savey        :    byte;
     contr              :    integer;

begin
     if anzahl>11 then anzahl:=11;
     assigncrt(cf);
     settextbuf(cf,puff,anzahl+2);
     reset(cf);
     savex:=wherex;savey:=wherey;
     repeat
          gotoxy(savex,savey);
          clreol;
          readln(cf,eingabe);
          if savey=lo(windmax)+1then dec(savey);
          val(eingabe,zahl,contr);
     until contr=0;
     close(cf);
     gotoxy(savex+length(eingabe),savey);
end;

BEGIN
     n:=1;
     repeat
          readint(i,n);writeln(' **** ',i);
          inc(n,2);
     until n>12;
     write(^j,'<ENTER>'); readln;
end.
```

I'm sorry for this long posting. But this problem stops me completely.
Please forgive the "german-ish" names for variables.
And Thanx in advance.

Claus Rogge
(rogge.claus@aon.at)

From -6316190475267893652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,874bd08a30abc84b,start
X-Google-Attributes: gid1115ce,public

From: ronwizbot@juno.com
Subject: Hackerbook and Joystick
Date: 2000/01/29
Message-ID: <389362a2.2308969@news.erols.com>#1/1
X-Deja-AN: 579294810
X-Trace: AjrFudpvhJpKTHi3AVWkUFCbPCseDb7Qme7Cezk3Xg0=
NNTP-Posting-Date: 29 Jan 2000 22:00:56 GMT
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@rcn.com

Hello,

I was checking through some old boxes and I discovered two items left over from when I owned an Atari 130XE. One is a nealrly new condition Radio Shack joystick, with autofire. I remember buying it for $14.99 but I'll let it go for $4.99 plus shipping USPS.

I also discovered a 1983 mint condition "Hackerbook for your Atari Computer" by H.C. Wagner that was written for the Atari 400/800 and mentions how to make a bootable cartridge and how to create an Atari Eprom burner from game ports 1, 2, and 3. It also mentions how to create a serial port or a parallel port from game ports 3 and 4. It includes the source code listings in the text. I think it cost $7.95 new, so I'll let it go for $2.99 plush shipping USPS.

Let me know if you want one or both items.

Ron Powalisz
ronwizbot@juno.com

From 7951635631868357398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a969461af092e0b
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: copy/paste
Date: 2000/01/29
Message-ID: <38936CB0.898DA800@cable.A2000.nl>#1/1
X-Deja-AN: 579304685
Content-Transfer-Encoding: 7bit
References: <388F99A3.71ACD736@cable.A2000.nl>
<949165258-520429AEicMi@sweet3.freeserve.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 949185689 11222 24.132.20.245 (29 Jan 2000 22:41:29 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 29 Jan 2000 22:41:29 GMT
Newsgroups: comp.sys.atari.programmer

Steve Sweet wrote:

>
> Hi Henk
>
> >I am the founder, president and only member of the congregation to achieve
> >the abolishment of the 'copy' feature from all editors that are used by
> >programmers. ;-)
>

Well, somebody has to do it. :-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From 6734861825204406746
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1d9a8a5d25a8295
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <stevesweet@bun.com>
Subject: Re: SLM804 printer info needed
Date: 2000/01/29
Message-ID: <949258504-967317AEicMi@bun.com>#1/1
X-Deja-AN: 579608359
Content-transfer-encoding: 8bit
References: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
<38885126.3A77F07B@informatik.tu-muenchen.de>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@telinco.net
X-Trace: news3.cableinet.net 949262148 212.1.128.154 (Sun, 30 Jan 2000 19:55:48
GMT)
Organization: Cable Internet (post doesn't reflect views of Cable Internet)
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 30 Jan 2000 19:55:48 GMT
Newsgroups: comp.sys.atari.programmer

Hi Helmut

>I' like to connect the SLM to an PC, too. But I dont't do it,, because I
>own an ST with a PAK accelerator.

Cool dude.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -3919507958879305034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,343db9cbc7100ee1,start
X-Google-Attributes: gid1115ce,public
From: michael.robillard@the-spa.com (Michael P. Robillard)
Subject: PPPKIt PAP
Date: 2000/01/30
Message-ID: <rxSk4.2653$e56.134820@monger.newsread.com>#1/1
X-Deja-AN: 579430569
X-Complaints-To: Abuse Role <abuse@the-spa.com>, We Care <abuse@newsread.com>
X-Trace: monger.newsread.com 949220567 208.9.195.69 (Sun, 30 Jan 2000 03:22:47 EST)
Organization: The Spa! (the-spa.com)
NNTP-Posting-Date: Sun, 30 Jan 2000 03:22:47 EST
Newsgroups: comp.sys.atari.programmer

I seem to be having some trouble connecting to my Internet Service
Provider (ISP) lately using PPPKIT with MINTNET and PPP.I tried using
Connect and get a message about invalid logon.(I made sure I entered
My UserId and Password correctly).When I use Sting I have no problem
connecting (and when I tried going through Compuserve using PPPKIT I
had no trouble.)

I'm guessing because Sting uses PAP I should try to set up PPPKIT to
make a PAP connection.

Can someone show me how I go about setting up a PAP connection using
PPPkit?
Thank You
Mike

From 5761859755470734793
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,343db9cbc7100ee1
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: PPPKIt PAP
Date: 2000/01/30
Message-ID: <871l3icrh1@snipp.uninett.no>#1/1
X-Deja-AN: 579519180
References: <rxSk4.2653$e56.134820@monger.newsread.com>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 949245874 13169 129.241.210.70 (30 Jan 2000 15:24:34 GMT)
Organization: UNINETT news service
User-Agent: tin/1.4.1-19991201 ("Polish") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer

Michael P. Robillard <michael.robillard@the-spa.com> wrote:

> Can someone show me how I go about setting up a PAP connection using

> PPPkit?

1. Create a file /etc/ppp/pap-secrets. This should contain the usernames
and passwords for all your PAP-accounts, one account on each line:

username * password

2. chmod 600 /etc/ppp/pap-secrets
If you don't have /etc on a minix- or ext2-filesystem you can't do this...

3. Add a 'user username' in the options-file (replace 'username' with your
PAP-username).

4. ...and make sure that your login-script is correct. You usually don't
need anything after CONNECT when you're using PAP or CHAP.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From -3865460504331905290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b0f9939b3ff0197
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: PPascal-TPascal 7
Date: 2000/01/31
Message-ID: <389bdb19.17792153@news.demon.co.uk>#1/1
X-Deja-AN: 579707416
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <949181036-119867AEicMi@aon.at>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 949280044 nnrp-07:26073 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 29 Jan 2000 22:22:24 GMT, Claus <rogge.claus@aon.at> wrote:

> Hello everyone!

Hi, can you turn on line-wrapping please. I've had to manually
reformat this next paragraph. It turned up as one very long line!

>Well, I'm a beginner. I bought Pure Pascal 1.1.1. I bought

```
>a book "Turbo Pascal 7.0. The compendium" (German, Markt &
>Technik, 1993) because I read that they are compatible.
>Let me tell you that I'm not posting this lightheartedly.
>I've been trying to solve this on my own for two weeks,
>thinking I've overseen something very smallish and simple somewhere.
>What is the reason why THIS doesn't work in Pure Pascal:

You've forgotten to say what the problem was? It's been a long time
since I did Pascal so a few clues would be handy! ;-))

>PROGRAM readinttest;
>uses crt;
>var i    :    longint;
>    n    :    word;
>
>PROCEDURE readint(var zahl: longint; anzahl: byte);
>var eingabe, puff :    string;
>    cf                 :    text;
>    savex,savey        :    byte;
>    contr              :    integer;
>
>begin
>    if anzahl>11 then anzahl:=11;
>    assigncrt(cf);
>    settextbuf(cf,puff,anzahl+2);
>    reset(cf);
>    savex:=wherex;savey:=wherey;
>    repeat
>        gotoxy(savex,savey);
>        clreol;
>        readln(cf,eingabe);
>        if savey=lo(windmax)+1then dec(savey);
>        val(eingabe,zahl,contr);
>    until contr=0;
>    close(cf);
>    gotoxy(savex+length(eingabe),savey);
>end;
>
>BEGIN
>    n:=1;
>    repeat
>        readint(i,n);writeln(' **** ',i);
>        inc(n,2);
>    until n>12;
>    write(^j,'<ENTER>'); readln;
>end.
>I'm sorry for this long posting. But this problem stops me completely.
>    Please forgive the "german-ish" names for variables.
>    And Thanx in advance.
>
>------
>
>    Claus Rogge
```

>(rogge.claus@aon.at)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 618800568665126196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b0f9939b3ff0197
X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: Re: PPascal-TPascal 7
Date: 2000/01/31
Message-ID: <949346842-19128AEicMi@aon.at>#1/1
X-Deja-AN: 580010735
Content-transfer-encoding: 8bit
References: <949181036-119867AEicMi@aon.at> <389bdb19.17792153@news.demon.co.uk>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 949347005 17982 USER@212.183.32.228
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>You've forgotten to say what the problem was?
Sorry!
    The procedure (it's supposed to be an include-file) is meant to control whether the input from the user is in integer format and force him to reenter his input if it's not.
    The program itself only tests the procedure in that it returns whatever input the user has given with "****" in front. The procedure is there to only let through variables of the sort integer.
    Whenever I run this little program, I can input one number. Second time around, I get a RAM violation and a strange error-code, the program crashes and won't let me try again.
    There is a list of incompatible instructions at the end of the PP manual, but I haven't found anything in there.
    Is it the "reset(cf)"? I find that reset seems to mean very different things in TP and PP.
    Hope I haven't forgotten any CR/LFs

    Claus Rogge
(rogge.claus@aon.at)

From -6941903202302295717
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,2560a30230f55067
X-Google-Attributes: gid1115ce,public
From: kennethm@tripnet.se (Kenneth Medin)
Subject: Re: Settime, Tsetime, setftime & Pure C on 2.06
Date: 2000/01/31
Message-ID: <3895fbd0135eae0@tripnet.se>#1/1
X-Deja-AN: 580051574
References: <Pine.MNT.4.10.10001171706510.179-100000@rakas>
<388e3384$0$7553@znews.zetnet.co.uk> <yCYR8UAYT0j4Ewm7@my-ste.demon.co.uk>
<38906729.B1B5E87A@tcpip-gmbh.de>
X-Sender: NEWSwatch v2.50 (Atari)
X-Server-Date: 31 Jan 2000 21:19:28 GMT
X-Hardware: 68030/32 Atari TT
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

On Thu 27-01-2000 16:41 (+0100) Jo'ogn wrote:

>quoting from http://www.whalley.demon.co.uk/atari/y2k.txt
>
>- start -
>The XBIOS problem is such that dates after 1999 will not be handled correctly
>by the following XBIOS functions:
>
>Trap#14 - Function #$16 Set 32-bit DOS format date & time.
>Trap#14 - Function #$17 Get 32-bit DOS format date & time.
>
>For years from 2000 to 2059, the consequence is that the date part of the
>SetDate&Time function is ignored and the GetDate&Time date part return
>value remains unchanged from when it was last successfully set.
>
>For years from 2060 to 2107, the GetDate&Time date part return
>values are from 2028 to 2075 respectively.

On mu TOS 3.01 TT none of these problems show up! Both gemdos and xbios
time can be correctly set and read up to 2107!

Only when letting the computer roll over from 28/2-2100 to 1/3-2100
there was a small glitch. Right afterwards gemdos gave 29/2 but xbios
gave the correct 1/3. After opening and closing the Control panel they
were both on 1/3. Interesting. Actually it looks like someone has put
in the 400 year rule into TOS!. Year 2100 is not a leap year according
to this rule. I guess some of the TOS programmers hoped for TOS beeing
in use up to the 2200 century.

The keyboard processor clock is a totally different story, though.
Maybe they hoped for a newer TOS add on that you can talk with :-) If
so it really should be out by now.

>The good news is that the GEMDOS Trap #2 - Date and Time functions
>work correctly.

True!

>The bad news is that a lot of programs use the XBIOS functions and
those
>programs that do so will need a patch.

Not true here!

I did these tests with a small GFA program to be able ta set any year.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

From 7541494178970600963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b0f9939b3ff0197
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: PPascal-TPascal 7
Date: 2000/02/01
Message-ID: <389712cd.2139246@news.demon.co.uk>#1/1
X-Deja-AN: 580535738
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <949181036-119867AEicMi@aon.at> <389bdb19.17792153@news.demon.co.uk>
<949346842-19128AEicMi@aon.at>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 949442913 nnrp-03:19673 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 31 Jan 2000 07:39:58 GMT, Claus <rogge.claus@aon.at> wrote:

>>You've forgotten to say what the problem was?
>Sorry!
> The procedure (it's supposed to be an include-file) is meant to
>control whether the input from the user is in integer format and
>force him to reenter his input if it's not.
> The program itself only tests the procedure in that it returns
>whatever input the user has given with "****" in front. The procedure
>is there to only let through variables of the sort integer.
> Whenever I run this little program, I can input one number. Second
>time around, I get a RAM violation and a strange error-code, the program
>crashes and won't let me try again.
> There is a list of incompatible instructions at the end of the PP
>manual, but I haven't found anything in there.
> Is it the "reset(cf)"? I find that reset seems to mean very different
>things in TP and PP.

> Hope I haven't forgotten any CR/LFs

Here's two extracts from my Prospero Pascal manual - it was pretty conforming back then. The info may be useful...

<start>
8.3.1.2 reset and rewrite

The procedure reset(gf) prepares gf for input. If the file is empty, eof(gf) becomes true, otherwise eof(gf) becomes false and the buffer variable gf^ is positioned to the first element of the file.

The procedure rewrite(gf) prepares gf for output. The buffer variable gf^ is positioned to the first element, and eof(gf) becomes true. Any previous contents of the file are lost.

In general, any file must be initialised before input or output operations can be performed. Exceptions are the standard files, "input" and "output" for which initialising is done before the Pascal program is entered.

8.4.2.1.5
PROCEDURE reset(VAR f:FILE)
PROCEDURE rewrite(VAR f:FILE)

These procedures are part of Standard Pascal, and have already been defined in section 8.3.1 in relation to workfiles. They are also applicable when an external filename has been assigned and the file is to be processed sequentially. "Reset" prepares the file variable for input (read) and "Rewrite" for output (write) operations. Calling reset or rewrite causes the operating system "open file" process to take place.

Example:

```
assign(f,'B:SUBDIR\NAME.EXT');
rewrite(f);
writeln(f,'First line of text');
```

When reset is called the external file must exist (but may be empty, in which case eof(f) is immediately true). If reset is called with a parameter which is an already-open file, it is repositioned at its first element. When rewrite is called, if the external file already exists its contents are deleted, and if it does not a new empty file is created.
</start>

Possible concerns imo would be that "settextbuf" and how "reset" acts upon it. Perhaps the file variable cf has remained at "eof" after the first input - if so, it might just be the case that a second input attempt is shoving text in "past eof" (ie leaking into memory after 'puff'), thereby crashing your program.

Maybe "reset" out to be within your repeat/until loop?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6299322443434849919
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b0f9939b3ff0197
X-Google-Attributes: gid1115ce,public
From: gaz+liz@zetnet-.co.uk (Gary Smith)
Subject: Re: PPascal-TPascal 7
Date: 2000/02/01
Message-ID: <38975c77$0$20631@znews.zetnet.co.uk>#1/1
X-Deja-AN: 580535739
References: <949181036-119867AEicMi@aon.at>
X-Trace: znews.zetnet.co.uk 949443703 20631 194.247.41.33
Newsgroups: comp.sys.atari.programmer

On 29 Jan 2000 22:22:24 , Claus wrote:
>   What is the reason why THIS doesn't work in Pure Pascal:
>PROGRAM readinttest;
>var i   :   longint;
>   n   :   word;
>
>PROCEDURE readint(var zahl: longint; anzahl: byte);
>etc.

I think it's because you have defined "n" as a word (2 bytes) and
then told the procedure to read it (anzahl) as a single byte, which
would be the first of the two-byte binary number, ie: zero every
time. Try defining n as byte as well?
Gary.

```
* @ !T!   * all things Atari, electric guitarry & American car-ry! *
*  .!A!.  * - - - - - - - - -+- - - - - - - - - *  390  _____/ V8  *
*  //R\\  * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--.  *
* // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
```

From -7428014414509741660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab8c4429ee14b736,start
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com>
Subject: How to know argv[0] value ?
Date: 2000/02/02

Message-ID: <3898895B.F3F9BD5F@europe.com>#1/1
X-Deja-AN: 580921708
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr-FR, en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 949520066 3771 147.127.160.201 (2 Feb 2000 19:34:26 GMT)
Organization: ENSEEIHT
Mime-Version: 1.0
NNTP-Posting-Date: 2 Feb 2000 19:34:26 GMT
Newsgroups: comp.sys.atari.programmer

I'd like to know if there is a way to know the name under which one
(that is if I were a program :)...) is executed?

I know Fsfirst can be used if one know the prefix of the name and the
directory to search to, but is there is another way that also works when
the program is launched from within another (unknown) directory?

Please do not tell me to use a particular startup lib, I would precisely
like to know how it works...

Thanks by advance,
G.D.

P.S.: I want to join the Copy/Paste slayers' club!
How does one submit Henke ;) ?

From -5650539789522932911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27e300b334de51aa,start
X-Google-Attributes: gid1115ce,public
From: specious_pundit@my-deja.com
Subject: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit
diagrams & routines.
Date: 2000/02/04
Message-ID: <87eglk$22b$1@nnrp1.deja.com>#1/1
X-Deja-AN: 581420784
X-Http-Proxy: 1.0 x24.deja.com:80 (Squid/1.1.22) for client 38.11.233.126
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Fri Feb 04 12:28:40 2000 GMT
X-MyDeja-Info: XMYDJUIDspecious_pundit
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.05 [en] (Win95; U)

http://vol.com/~infidel/halloween/atari800.html

Sent via Deja.com http://www.deja.com/
Before you buy.

From -2022682197969839995
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ab8c4429ee14b736
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: How to know argv[0] value ?
Date: 2000/02/05
Message-ID: <389b1865.19834570@news.demon.co.uk>#1/1
X-Deja-AN: 581757197
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3898895B.F3F9BD5F@europe.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 949713251 nnrp-01:14038 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 02 Feb 2000 20:45:31 +0100, Guillaume D[illegible]flache
<guillaumed@europe.com> wrote:

>I'd like to know if there is a way to know the name under which one
>(that is if I were a program :)...) is executed?

argv[0] traditionally is reserved for the program name. Unfortunately
the format of said program name can & does vary. It might be the
entire path plus executable name, it might be the executable name or
it might only consist of the "stem" - executable name minus executable
extender (ie .PRG or similar removed).

Just to make life simple (not!), a bog standard Atari won't get
anything from Gem: argv[0] is empty. Thus, the only time you'll get
something is if another program passed the name, such as a command
shell.

>I know Fsfirst can be used if one know the prefix of the name and the
>directory to search to, but is there is another way that also works when
>the program is launched from within another (unknown) directory?

You know what kind of program you are. This may make the situation
less vague as it may narrow down the environment. However, this kind
of approach can help...

Look at argv[0]

Full path? fine.

Exename only? Interrogate system for exe's folder - "dos" is almost
always the current working directory (cwd) so
FsFirst/Next(".\\progname.*") will locate it. Should your program be

capable of running when its folder isn't the cwd then it invariably turns out to be a unix kind of thing where you'll be using an environmental variable - problem can be bypassed via that.

Gem. Although it is possible to start a Gem program with the cwd != the executable things usually go wrong (consider rsrc_load("progname.rsc")). You can enquire of the AES (I forget which call offhand) and see what that comes up with: the older the Gem the less useful this info is. However, due to the fact cwd has to be set to the executable then FsFirst/Next will work here - even under OS's such as MagiC, which maintain multiple cwd's, one per app. Again, should your program be designed to cope with cwd != executable then we're back to the unix situation again.

Nothing in argv[0]? FsFirst(".*.app") - will locate your program's name. You might consider looking for a combination of extenders - I often change them (.PRG -> .GTP for example) iyswim.

>Please do not tell me to use a particular startup lib, I would precisely
>like to know how it works...

Here's the 64,000 dollar question though...

Just how often does a program get written that *really* needs to know its own name? ;-))

Imo, the less a program has to do with the underlying filing system, the better its chances are of working!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5098121970038460015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab8c4429ee14b736
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: How to know argv[0] value ?
Date: 2000/02/05
Message-ID: <200002051354.a46095@su.maus.de>#1/1
X-Deja-AN: 582113112
Distribution: lokal
References: <3898895B.F3F9BD5F@europe.com>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Guillaume!

GD>I'd like to know if there is a way to know the name under which
GD>one (that is if I were a program :)...) is executed?
There's only one way that work's reliably:
Fcntl(PLOADINFO);
See MiNT doc for more information

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From 3260692364916794447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d1d9a8a5d25a8295
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d1d9a8a5d25a8295
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Subject: Re: SLM804 printer info needed
Date: 2000/02/07
Message-ID: <389F17CE.3F9293CC@cfc.dnd.ca>#1/1
X-Deja-AN: 582767870
Content-Transfer-Encoding: 7bit
References: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
<38885126.3A77F07B@informatik.tu-muenchen.de>
X-Accept-Language: en,en-GB,fr-CA,fr,de-DE
Content-Type: text/plain; charset=us-ascii
X-Trace: nnrp1.uunet.ca 949950387 198.231.71.1 (Mon, 07 Feb 2000 14:06:27 EST)
Organization: Canadian Forces College =?iso-8859-1?Q?Coll=E8ge?= des Forces
canadiennes
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 07 Feb 2000 14:06:27 EST
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Helmut Obermeier wrote:
> I think the easiest way to use a SLM804 Laser with SLMC804 Controller is to
> buy an old Mega ST with 4 MB and maybe a SM124 monitor (if you don't use an
> TV set) and a small harddisk.. It should cost less than a new laser printer.
>
> On this computer you have to install an Diablo SLM emulator (archives similar
> to diab630 or SLM1_4) at
> http://www.muenster.de/~reschke/
> to use the laser like a printer connected to the centronics parallel port.

> You may install GEM Ghostscript gemgs from
> http://www.tu-harburg.de/~smcf1605/ (actually moving). The SLM-Driver of
> gemgs uses the emulator for outpout onto the ACSI-Port.
> On linux you have to install lpr (I think) and SLMtool s from the linux-m68k
> archive tree. Ghostscript is newer in Debian Linux Distribution than in the
> m68k archive.
> greetings, Helmut Obermeier

also you may want to check out
http://www.cix.co.uk/~derryck/

here is the text that Derryck includes:
"MagicSLM (German docs) A software solution to the problem of printing
from a Falcon/PC/Mac or whatever to Atari's SLM804/605 laser printers
using an HP Deskjet or Laserjet 300dpi driver on the client computer.
You will need the ST (minimum 2Mb memory), the Diablo emulator
(available on ftp sites), and a null modem cable to connect the two. Use
the highest common baud rate, 8-N-1 with no handshake on the ST, same
settings but XOn/XOff on the client computer, or if you can't redirect
printer output to the printer port you may be able to print to a disk
file and take that to the ST (full package).

salut
Ken
the TAF guy

From -2021702559817519824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23314481cb091908,start
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: Hello
Date: 2000/02/07
Message-ID: <949956030-185376AEicMi@sweet3.freeserve.co.uk>#1/1
X-Deja-AN: 582829989
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg3.svr.pol.co.uk 949959687 8667 62.136.152.240 (7 Feb 2000 21:41:27
GMT)
Organization: Customer of Planet Online
Mime-Version: 1.0
NNTP-Posting-Date: 7 Feb 2000 21:41:27 GMT
Newsgroups: comp.sys.atari.programmer

Hi All

Has no one got any coding probs or has my ISP barfed??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
 * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 7598989154839972117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1971ca81834504c1,start
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: Test
Date: 2000/02/07
Message-ID: <949962800-937931AEicMi@sweet3.freeserve.co.uk>#1/1
X-Deja-AN: 582879135
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 949966453 1968 62.136.193.230 (7 Feb 2000 23:34:13 GMT)
Organization: Customer of Planet Online
Mime-Version: 1.0
NNTP-Posting-Date: 7 Feb 2000 23:34:13 GMT
Newsgroups: comp.sys.atari.programmer

Hi All

Is there life here?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -4225839506666601021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1971ca81834504c1
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Test
Date: 2000/02/08
Message-ID: <389F6342.AB8D90C7@cable.A2000.nl>#1/1
X-Deja-AN: 582898976
Content-Transfer-Encoding: 7bit
References: <949962800-937931AEicMi@sweet3.freeserve.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 949969714 9310 24.132.20.245 (8 Feb 2000 00:28:34 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 8 Feb 2000 00:28:34 GMT
Newsgroups: comp.sys.atari.programmer

Hi Steve

Steve Sweet wrote:
>
> Hi All
>
> Is there life here?.
>

I have this little green man on my shoulder. He calls me 'Mack' and my wife 'Toots'.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From 9037952105713094542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23314481cb091908
X-Google-Attributes: gid1115ce,public
From: mgrove@xprs.net (Mikey)
Subject: Re: Hello
Date: 2000/02/08
Message-ID: <389fc8e5@news2.starnetinc.com>#1/1
X-Deja-AN: 583090689
References: <949956030-185376AEicMi@sweet3.freeserve.co.uk>
X-Original-NNTP-Posting-Host: 06-110.028.popsite.net
X-Trace: 8 Feb 2000 01:42:29 -0600, 06-110.028.popsite.net
Newsgroups: comp.sys.atari.programmer

On 7 Feb 2000 21:22:34 -, Steve Sweet wrote:
>Hi All
>
>Has no one got any coding probs or has my ISP barfed??.
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

What is an alternate way to do a "movep"?

Mike

From -3917634265873426157
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1d9a8a5d25a8295
X-Google-Attributes: gid1115ce,public
From: Derryck Croker <derryck@NOSPAMcix.co.uk>

Subject: Re: SLM804 printer info needed
Date: 2000/02/08
Message-ID: <950001790-741479AEicMi@cwcom.net>#1/1
X-Deja-AN: 583144601
Content-transfer-encoding: 8bit
References: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
<38885126.3A77F07B@informatik.tu-muenchen.de> <389F17CE.3F9293CC@cfc.dnd.ca>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news2-hme0 950005451 195.44.6.81 (Tue, 08 Feb 2000 10:24:11 GMT)
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 08 Feb 2000 10:24:11 GMT
Newsgroups: comp.sys.atari.programmer

From: Ken Macdonald <macdonald@cfc.dnd.ca>
Date: Mon, 07 Feb 2000 14:06:54 -0500

>"MagicSLM (German docs) A software solution to the problem of printing
>from a Falcon/PC/Mac or whatever to Atari's SLM804/605 laser printers

Couldn't have put it better myself :-)

Rgds, Derryck

```
          ____      ____
         / __ \    / __ \
        / / / /   / / / /
       / /_/ /   / /_/ /
      /_____/   /_____/ Translations
        derryck@cix.co.uk
        dennis.vermeire@wanadoo.be
  http://www.cix.co.uk/~derryck/index.htm
---------------------------------------------
```

From -5172166386588556731
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,751388c3fdf0e595,start
X-Google-Attributes: gid1115ce,public
From: Nenad <nenad@baxter.net>
Subject: Anyone here with GNU C/C++?
Date: 2000/02/08
Message-ID: <87pv2a$2h8$1@nnrp1.deja.com>#1/1
X-Deja-AN: 583324303
X-Http-Proxy: 1.1 x40.deja.com:80 (Squid/1.1.22) for client 206.186.130.25
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Tue Feb 08 20:41:46 2000 GMT
X-MyDeja-Info: XMYDJUIDkoneno
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; DigExt)

Hi everybody,

I tried posting a message similar to this one in the general atari st forum, and I am hoping to find some more people in this forum with the same problem, or better yet with the solution :))

Where do you find GNU C/C++ distribution that works reliably enough and that has all the necessary libraries/includes not just some?

I am trying to install one version of GCC that would work reliably enough, and didn't have much luck so far. Sometimes it's the libraries or includes, sometimes binaries... It also seems there's no one individual FTP site where you can download the full distribution from, but it's all bits and pieces that you have to collect from many different places. If nothing else, I wish somebody would post some installation notes on how to get a complete and reliable version of GCC.

Here are some annoying bugs that I found in the available releases:

If you have 2.8.1c or 2.7.3 try this and you'll confuse the pre-processor:

```
#include <stdio.h>
#include "whatever.h"
/* use some things (typedefs, prototypes...) from whatever.h */
```

If you put #include <stdio.h> in "whatever.h" it will be ok. What's even funnier, if you put the second line before the first one, it will work (provided you don't use anything from stdio.h in whatever.h)

Another #include bug:

for example, make these files:

```
./main.c
./include/main.h
./include/structs/struct1.h
```

1. from main.c #include "include/main.h"
2. from main.h #include "structs/struct1.h"

Step 2 won't work... :(((

One of the worst bugs for me, when using the getc() function from <stdio.h>, the compiler complains about its defintion!!! I think what we have is an obsolete version of <stdio.h> header.

If somebody knows something more about any of these problems, please let me know, I'd appreciate it. I am hoping it's just me, otherwise it would be relly sad us atarians are left with only one dev. environement, that's not even reliable enough to work with.

Regards,

Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

From 5301383083421147586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1971ca81834504c1
X-Google-Attributes: gid1115ce,public
From: mike@mbedford.demon.co.uk (M.Bedford)
Subject: Re: Test
Date: 2000/02/08
Message-ID: <950043244.10072.0.nnrp-13.9e983130@news.demon.co.uk>#1/1
X-Deja-AN: 583360345
X-NNTP-Posting-Host: mbedford.demon.co.uk:158.152.49.48
References: <949962800-937931AEicMi@sweet3.freeserve.co.uk>
X-Trace: news.demon.co.uk 950043244 nnrp-13:10072 NO-IDENT
mbedford.demon.co.uk:158.152.49.48
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

On 7 Feb 2000 23:19:44 -, Steve Sweet wrote:
>Hi All
>
>Is there life here?.
>

Dunno. Where are you?

Mike Bedford

From 2998470912143504027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23314481cb091908
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Hello
Date: 2000/02/08
Message-ID: <eaa_0002091320@conchbbs.com>#1/1
X-Deja-AN: 583805674
Organization: Houston Area League of PC Users, Inc.
X-FTN-To: mgrove@xprs.net
Newsgroups: comp.sys.atari.programmer

m > What is an alternate way to do a "movep"?

If it's only two bytes you could

```
    LSL.L #8,D0
    LSR.W #8,D0
    MOVE.L D0,<ea> ;odd bytes
```

or

```
    ROR.L #8,D0
    LSL.W #8,D0
    MOVE.L D0,<ea> ;even bytes
```

but frankly, movep is better.

___ Mountain Reader II - #00000053
--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.

From -1219432890950486761
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,751388c3fdf0e595
X-Google-Attributes: gid1115ce,public
From: Janka Gerhard <gerhard.janka@siemens.at>
Subject: Re: Anyone here with GNU C/C++?
Date: 2000/02/09
Message-ID: <38A11699.C5069036@siemens.at>#1/1
X-Deja-AN: 583562659
Content-Transfer-Encoding: 7bit
References: <87pv2a$2h8$1@nnrp1.deja.com>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@siemens.at
X-Trace: scesie13.sie.siemens.at 950081119 28656 195.3.7.121 (9 Feb 2000 07:25:19 GMT)
Organization: SIEMENS AG AUSTRIA - PSE NLT
Mime-Version: 1.0
NNTP-Posting-Date: 9 Feb 2000 07:25:19 GMT
Newsgroups: comp.sys.atari.programmer

Nenad wrote:
> I am trying to install one version of GCC that would work reliably
> enough, and didn't have much luck so far. Sometimes it's the libraries
> or includes, sometimes binaries... It also seems there's no one
> individual FTP site where you can download the full distribution from,
> but it's all bits and pieces that you have to collect from many
> different places. If nothing else, I wish somebody would post some
> installation notes on how to get a complete and reliable version of GCC.

I think I got it from the latest 'Whiteline' CD. In addition there was
an article in the german STC where IIRC something stood about renaming
some library files. I think after that 2.8.1 worked fine for me.
Since I destroyed my minix partition a few days ago I will have to
install everything again in the near future. So if your problems are
not solved until then, I can tell you step by step what I did,
afterwards.

> Here are some annoying bugs that I found in the available releases:
>
> If you have 2.8.1c or 2.7.3 try this and you'll confuse the pre-
> processor:
>
> #include <stdio.h>
> #include "whatever.h"
> /* use some things (typedefs, prototypes...) from whatever.h */
>
> If you put #include <stdio.h> in "whatever.h" it will be ok. What's
> even funnier, if you put the second line before the first one, it will
> work (provided you don't use anything from stdio.h in whatever.h)
>
> Another #include bug:
>
> for example, make these files:
>
> ./main.c
> ./include/main.h
> ./include/structs/struct1.h
>
> 1. from main.c #include "include/main.h"
> 2. from main.h #include "structs/struct1.h"
>
> Step 2 won't work... :(((

The only thing I use GCC for is compiling the Atari800 emulator source
but I never had any problems with 'include' there, neither with 2.7,
nor with 2.8. The only problem I had (and never were able to solve)
was that I couldn't find any way to use 'make' and had to write seperate
commands for every module to be compiled.

Gerhard

From -6650477236586075881
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46525ba4bec786c8,start
X-Google-Attributes: gid1115ce,public
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Subject: New arrivals on the D&D website
Date: 2000/02/09
Message-ID: <950095072-414478AEicMi@cwcom.net>#1/1

X-Deja-AN: 583628236
Content-transfer-encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news2-hme0 950098734 195.44.14.139 (Wed, 09 Feb 2000 12:18:54 GMT)
MIME-Version: 1.0
NNTP-Posting-Date: Wed, 09 Feb 2000 12:18:54 GMT
Newsgroups: comp.sys.atari.programmer

Hi All

Latest in at the D&D website:

- English bubblegem help file for jinnee V1
- Y2K patch for Xboot V3.10

Rgds, Derryck

```
          ____      ____
         / __ \    / __ \
        / / / /   / / / /
       / /_/ /   / /_/ /
      /_____/   /_____/ Translations
        derryck@cix.co.uk
        dennis.vermeire@wanadoo.be
  http://www.cix.co.uk/~derryck/index.htm
---------------------------------------------
```

From 6697960998484650497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1971ca81834504c1
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: Re: Test
Date: 2000/02/09
Message-ID: <950119032-542854AEicMi@sweet3.freeserve.co.uk>#1/1
X-Deja-AN: 583770408
Content-Transfer-Encoding: 8bit
References: <949962800-937931AEicMi@sweet3.freeserve.co.uk>
<950043244.10072.0.nnrp-13.9e983130@news.demon.co.uk>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg4.svr.pol.co.uk 950122950 21999 62.136.195.239 (9 Feb 2000 19:02:30
GMT)
Organization: Customer of Planet Online
Mime-Version: 1.0
NNTP-Posting-Date: 9 Feb 2000 19:02:30 GMT
Newsgroups: comp.sys.atari.programmer

Hi Mike

>>Is there life here?.

>Dunno. Where are you?

Everything seems to be alive again now, thanks for your responce.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 6811167746547723426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c20e97fc0957d54a,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 108d08,c20e97fc0957d54a,start
X-Google-Attributes: gid108d08,public
X-Google-Thread: 1115ce,c20e97fc0957d54a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c20e97fc0957d54a,start
X-Google-Attributes: gid109a67,public
From: "Martin Lansley" <mrl665@bham.ac.uk>
Subject: FS/UK FALCON bits and stfm
Date: 2000/02/10
Message-ID: <87uce5hid1@usenet.bham.ac.uk>#1/1
X-Deja-AN: 584089357
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: usenet@usenet.bham.ac.uk
X-Trace: usenet.bham.ac.uk 950187269 17997 147.188.105.46 (10 Feb 2000 12:54:29 GMT)
Organization: The University of Birmingham news server
X-MSMail-Priority: Normal
NNTP-Posting-Date: 10 Feb 2000 12:54:29 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,maus.computer.atari.falcon

For Sale (UK):
Hardware:
14 MB memory board (with memory) for Atari Falcon030, originally bought from Titan/Core designs

730 MB (formatted) 2.5" Toshiba hard disk drive 128k cache

2.5" - 3.5" IDE adaptor cable

STFM 2.5 MB
2nd floppy drive
+ bits & pieces

Software:
 Apex Media Lite
 Hisoft Devpac DSP
 HIsoft Devpac 3
Books:
 The Atari Compendium - Part 1
 DSP56000/56001 Digital Signal Processor User's Manual
 Real-Time 3D Graphics for the Atari ST
 Introducing Atari ST machine code

reasonable offers to

mrl665@bham.ac.uk

From -6267438851393964203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23314481cb091908
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Hello
Date: 2000/02/10
Message-ID: <87v263jgu1@news1.xs4all.nl>#1/1
X-Deja-AN: 584215247
References: <eaa_0002091320@conchbbs.com>
X-Complaints-To: abuse@xs4all.nl
X-Trace: news1.xs4all.nl 950209539 19998 194.109.131.133 (10 Feb 2000 19:05:39 GMT)
Organization: Stichting ST
NNTP-Posting-Date: 10 Feb 2000 19:05:39 GMT
Newsgroups: comp.sys.atari.programmer

On 8 Feb 00 21:49:00, John Kormylo wrote:
>m > What is an alternate way to do a "movep"?
>
The original reason for Motorola to make this instruction is
"This instruction is intended to simplify data transfers between the
processor and 8-bit devices"
So we can do without it. But it gets more complicated to do.
No only have you to take care of odd/even in source and target
aderssses but also do it different when the MoveP does long or word
operation size! And also remember:
"As each byte of data is transferred (long word operand), the adres
is incremented by 2. Note that the contents of the address register
itself are not incremented."

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 6156605404817861154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4283b8b4fb24fe41,start
X-Google-Attributes: gid1115ce,public
From: "daniel.streit" <daniel.streit@wanadoo.fr>
Subject: Problems 2 compile GFA proggies which run correctly interpreted
Date: 2000/02/10
Message-ID: <87vd0tgnh1@wanadoo.fr>#1/1
X-Deja-AN: 584283614
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@wanadoo.fr
X-Trace: wanadoo.fr 950220637 17137 193.250.74.169 (10 Feb 2000 22:10:37 GMT)
Organization: Wanadoo, l'internet avec France Telecom
X-MSMail-Priority: Normal
NNTP-Posting-Date: 10 Feb 2000 22:10:37 GMT
Newsgroups: comp.sys.atari.programmer

Problems 2 compile GFA proggies which run correctly interpreted
I've done many proggies which seem to be well coded but which are not
accepted by the compilator. Why ? Please help me !!

I can send U small samples of these files...

Hylst
hylst@caramail.com

From 5361221481303071629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23314481cb091908
X-Google-Attributes: gid1115ce,public
From: David Bolt <nospam@my-ste.demon.co.uk>
Subject: Re: Hello
Date: 2000/02/10
Message-ID: <9PmdOSAzVko4Ew+e@my-ste.demon.co.uk>#1/1
X-Deja-AN: 584297066
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <949956030-185376AEicMi@sweet3.freeserve.co.uk>
<389fc8e5@news2.starnetinc.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 950222252 nnrp-03:9015 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Reply-To: David Bolt <dbolt@my-ste.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

>On 7 Feb 2000 21:22:34 -, Steve Sweet wrote:
>>Hi All
>>
>>Has no one got any coding probs or has my ISP barfed??.
>>
>>   Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>What is an alternate way to do a "movep"?

You could try these as an alternative. All of the subroutines use d0 as the data register and a0 as the address register. A0 is preserved in all of these subroutines.

```
; movep.w register -> memory/peripheral
moverp_w        link    #0,a6
        move.l  a0,(a6)
        ror     #8,d0
        move.b  d0,(a0)
        addq.l  #2,a0
        ror     #8,d0
        move.b  d0,(a0)
        move.l  (a6),a0
        unlk    a6
        rts

; movep.l register -> memory/peripheral
moverp_l        link    #0,a6
        move.l  a0,(a6)
        ror.l   #8,d0
        move.b  d0,(a0)
        addq.l  #2,a0
        ror.l   #8,d0
        move.b  d0,(a0)
        addq.l  #2,a0
        ror.l   #8,d0
        move.b  d0,(a0)
        addq.l  #2,a0
        ror.l   #8,d0
        move.b  d0,(a0)
        move.l  (a6),a0
        unlk    a6
        rts

; movep.w memory/peripheral -> register
movepr_w        link    #0,a6
        move.l  a0,(a6)
        move.b  (a0),d0
        ror     #8,d0
        addq.l  #2,a0
        move.b  (a0),d0
```

```
        ror     #8,d0
        move.l  (a6),a0
        unlk    a6
        rts

; movep.l memory/peripheral -> register
movepr_l        link    #0,a6
        move.l  a0,(a6)
        move.b  (a0),d0
        ror.l   #8,d0
        addq.l  #2,a0
        move.b  (a0),d0
        ror.l   #8,d0
        addq.l  #2,a0
        move.b  (a0),d0
        ror.l   #8,d0
        addq.l  #2,a0
        move.b  (a0),d0
        ror.l   #8,d0
        move.l  (a6),a0
        unlk    a6
        rts
```

Not very efficient, and they take up some space, but they should work as good as the real movep.

--
David Bolt

From 4978845844126372259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,751388c3fdf0e595
X-Google-Attributes: gid1115ce,public
From: Dennis Armstrong <dba@ing.iac.es>
Subject: Re: Anyone here with GNU C/C++?
Date: 2000/02/10
Message-ID: <38A29265.EF33ADE8@ing.iac.es>#1/1
X-Deja-AN: 584433857
Content-Transfer-Encoding: 7bit
References: <87pv2a$2h8$1@nnrp1.deja.com>
X-Accept-Language: en, es
Content-Type: text/plain; charset=us-ascii
X-Trace: 10 Feb 2000 10:26:57 GMT, fornax.ing-slo.iac.es
Organization: Issac Newton Group
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Nenad wrote:

> Hi everybody,

>
> I tried posting a message similar to this one in the general atari st
> forum, and I am hoping to find some more people in this forum with the
> same problem, or better yet with the solution :))
>
> Where do you find GNU C/C++ distribution that works reliably enough and
> that has all the necessary libraries/includes not just some?
>
> I am trying to install one version of GCC that would work reliably
> enough, and didn't have much luck so far. Sometimes it's the libraries
> or includes, sometimes binaries... It also seems there's no one
> individual FTP site where you can download the full distribution from,
> but it's all bits and pieces that you have to collect from many
> different places. If nothing else, I wish somebody would post some
> installation notes on how to get a complete and reliable version of GCC.
>
> Here are some annoying bugs that I found in the available releases:
>
> If you have 2.8.1c or 2.7.3 try this and you'll confuse the pre-
> processor:
>
> #include <stdio.h>
> #include "whatever.h"

see the note below regarding header file construction

>
> /* use some things (typedefs, prototypes...) from whatever.h */
>
> If you put #include <stdio.h> in "whatever.h" it will be ok. What's
> even funnier, if you put the second line before the first one, it will
> work (provided you don't use anything from stdio.h in whatever.h)
>
> Another #include bug:
>
> for example, make these files:
>
> ./main.c
> ./include/main.h
> ./include/structs/struct1.h
>
> 1. from main.c #include "include/main.h"
> 2. from main.h #include "structs/struct1.h"
>
> Step 2 won't work... :(((
>
> One of the worst bugs for me, when using the getc() function from
> <stdio.h>, the compiler complains about its defintion!!! I think what
> we have is an obsolete version of <stdio.h> header.
>
> If somebody knows something more about any of these problems, please
> let me know, I'd appreciate it. I am hoping it's just me, otherwise it

> would be relly sad us atarians are left with only one dev.
> environement, that's not even reliable enough to work with.

When you write a header file you must take steps so that multiple includes of the header file
does not cause problems, as the header file is only required to be parsed once during the
compilation process.
For example if i wish to create the header file ingtcp.h I would use the following construction:-

```
#ifndef _INGTCP_H
#define _INGTCP_H
/* the above two lines ensure that the first time the header is parsed the definitions
will be stored for use by the compiler, but is ignored if parsed subsequently */

/*- Global constants and other stuff in the file
--------------------------------*/
#pragma ident   "@(#)$Id: ingtcp.h,v 1.5 2000/01/14 10:45:44 dba Exp $"

#include <stdio.h>

#define ING_OK  0       /* All subroutines return this value if OK */
#define BAD     -1
#define YES     1
#define NO      0

#endif  /* _INGTCP_H HEADER INCLUDED */
/*---above line is the last in the file ingtcp.h and matches the #ifndef _INGTCP_H ---*/
```

examine the stdio.h file and you should see the above construction in the file

regards

--

==========SLO==========
Dennis Armstrong email: dba@ing.iac.es
Isaac Newton Group Tel: +34 922 425423
Apartado de Correos 321 FAX: +34 922 425401
38780 Santa Cruz de La Palma, Canary Islands, SPAIN

From -7923826597912336312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a969461af092e0b
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: Re: copy/paste
Date: 2000/02/13
Message-ID: <950480586-454208AEicMi@sweet3.freeserve.co.uk>#1/1
X-Deja-AN: 585511868
Content-Transfer-Encoding: 8bit
References: <388F99A3.71ACD736@cable.A2000.nl>
<949165258-520429AEicMi@sweet3.freeserve.co.uk> <38936CB0.898DA800@cable.A2000.nl>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg4.svr.pol.co.uk 950484505 1542 62.136.161.131 (13 Feb 2000 23:28:25 GMT)
Organization: Customer of Planet Online
Mime-Version: 1.0
NNTP-Posting-Date: 13 Feb 2000 23:28:25 GMT
Newsgroups: comp.sys.atari.programmer

Hi Henk

>>>I am the founder, president and only member of the congregation to
>>>achieve the abolishment of the 'copy' feature from all editors that are
>>>used by programmers. ;-)

>>Why

>Well, somebody has to do it. :-)

Fair enough, but seriously, what does that achieve??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -8491933613237385971
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,de0ff51a9f8f7adb,start
X-Google-Attributes: gid1115ce,public
From: Nenad <nenad@baxter.net>
Subject: gem++
Date: 2000/02/14
Message-ID: <8880gs$qu7$1@nnrp1.deja.com>#1/1
X-Deja-AN: 585463690
X-Http-Proxy: 1.1 x29.deja.com:80 (Squid/1.1.22) for client 206.186.130.191
Organization: Deja.com - Before you buy.

X-Article-Creation-Date: Mon Feb 14 04:32:27 2000 GMT
X-MyDeja-Info: XMYDJUIDkoneno
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows NT)

Yup, now the GEM++ library is the problem :)

It compiles pretty well, but the linking is the problem again. I have tried to compile on my own a small example called ACCes, that I found on this page:
http://www.qnx.com/~chrish/Atari/GEM/index.html

When I try to link the modules of this program I get many "Undefined symbol ... " messages. Here's what they say:

```
Undefined symbol GEMformwindow::GEMform virtual table referenced from
text
Undefined symbol _InFocus__13GEMformwindowb referenced from text
Undefined symbol GEMformwindow::~GEMformwindow() referenced from text
Undefined symbol ___ti13GEMformwindow referenced from text
Undefined symbol ___tf7GEMmenu referenced from text
Undefined symbol ___ti7GEMmenu referenced from text
gemw.o: Undefined symbol __intin referenced from text
gemw.o: Undefined symbol __intin referenced from text
gemw.o: Undefined symbol __intin referenced from text
gemw.o: Undefined symbol ___aes__ referenced from text
gemw.o: Undefined symbol __intout referenced from text
gemw.o: Undefined symbol __intout referenced from text
```

Does anybody know what I might be doing wrong (again) :)

Cheers,

Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

From -4061959288258591284
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a969461af092e0b
X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: Re: copy/paste
Date: 2000/02/14
Message-ID: <950568102-25785AEicMi@aon.at>#1/1
X-Deja-AN: 585911608
Content-transfer-encoding: 8bit
References: <388F99A3.71ACD736@cable.A2000.nl>

<949165258-520429AEicMi@sweet3.freeserve.co.uk> <38936CB0.898DA800@cable.A2000.nl>
<950480586-454208AEicMi@sweet3.freeserve.co.uk>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 950568114 66320 USER@212.183.33.87
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Henk and Steve

>the abolishment of the 'copy' feature from all editors that are >>used >by programmers. ;-)

>Fair enough, but seriously, what does that achieve??.
 C'mon tell us. I've become curious as well now.
I figure you probably forgot you did have something on the clipboard and then overwrote it with a second "copy"?
OTOH you should push the abolishment of the 'cut' feature. Because then it's really lost!

Claus Rogge
(rogge.claus@aon.at)

From -915958521554049733
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df570c46b08582df,start
X-Google-Attributes: gid1115ce,public
From: mgrove@iwvisp.com (Mikey)
Subject: Disassembly
Date: 2000/02/15
Message-ID: <sai9reht2pd109@corp.supernews.com>#1/1
X-Deja-AN: 586060671
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: newsabuse@supernews.com

Newsgroups: comp.sys.atari.programmer
From: mgrove@iwvisp.com (Mikey)
Organization:
Subject: Disassembly
X-Newsreader: NEWSie Version 0.94 (Atari)

I've been playing around with TOS 4.04 and noticed that images loaded into Hex Edit,TT Digger and BSS Debug sometimes don't quite jive with one another. I trust BSS Debug as the image files look like what I see in memory. Desert Drain seems cool, but V1.57 is really buggy on my Falcon, not being able to download the whole ROM area in memory and the editor doesn't pop up into a window, just a white screen. V1.52 works fair. Would be nice if TT Digger could save a binary file like

Hex Edit, otherwise, that app is a lot of fun.
Peace Debug is a bit over my head, and like using BSS Debug, but it doesn't use GEM, so I have to disable my NOVA. Egad I forgot what 640*480 looked like:).
What is the best way to get a copy of the image? How do I read the first 8 bytes of ROM into a file? Manual says I have to be in Super mode. What is the beginning address to burn code into 2 ROMs for the cartridge port?

TIA,
Mike

From -9013762258709669436
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df570c46b08582df
X-Google-Attributes: gid1115ce,public
From: Mike <magicmac@my-deja.com>
Subject: Re: Disassembly
Date: 2000/02/16
Message-ID: <88f3hp$s2e$1@nnrp1.deja.com>#1/1
X-Deja-AN: 586459202
References: <sai9reht2pd109@corp.supernews.com>
X-Http-Proxy: 1.0 x29.deja.com:80 (Squid/1.1.22) for client 206.37.206.68
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Wed Feb 16 21:07:08 2000 GMT
X-MyDeja-Info: XMYDJUIDmagicmac
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.7 [en] (Win98; U)

To answer one of my own questions, there is no offset (at least with the diagnostic ROM booting from TOS ROM) necessary. The cartridge I have doesn't work with 27C256 ROMs (32K) so you need either the 512's (64K), 1024's (128K). Found a 44 PLCC to DIP adapter in Digikey for $24.00 to adapt the Falcon TOS ROM to the available EPROM burner here.
Following the TOS ROM at boot up is a chore, but I guess I am not the only one who has ever done this:) If you really want to know about your hardware, but just didn't get it the first time reading documentation, get a debugger and follow step by step with manual in hand. This is all new to me, and it sure opens your eyes up to what is going on when you click an application, or turn on the juice.
There is a guy with a bus analizer sitting outside the door tied into an SGI, and I have been looking over his sholder. Sure looks like it makes the job much easier.

In article <sai9reht2pd109@corp.supernews.com>,
  mgrove@iwvisp.com (Mikey) wrote:
>
> Newsgroups: comp.sys.atari.programmer
> From: mgrove@iwvisp.com (Mikey)
> Organization:
> Subject: Disassembly

> X-Newsreader: NEWSie Version 0.94 (Atari)
>
> I've been playing around with TOS 4.04 and noticed that images loaded
> into Hex Edit,TT Digger and BSS Debug sometimes don't quite jive with
> one another. I trust BSS Debug as the image files look like what I see
> in memory. Desert Drain seems cool, but V1.57 is really buggy on my
> Falcon, not being able to download the whole ROM area in memory and
> the editor doesn't pop up into a window, just a white screen. V1.52
> works fair. Would be nice if TT Digger could save a binary file like
> Hex Edit, otherwise, that app is a lot of fun.
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> doesn't use GEM, so I have to disable my NOVA. Egad I forgot what
> 640*480 looked like:).
> What is the best way to get a copy of the image? How do I read the
> first 8 bytes of ROM into a file? Manual says I have to be in Super
> mode. What is the beginning address to burn code into 2 ROMs for
> the cartridge port?
>
> TIA,
> Mike
>

Sent via Deja.com http://www.deja.com/
Before you buy.

From 8569123748954311444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4adf14645d329f62,start
X-Google-Attributes: gid1115ce,public
From: Dave Parsons <parsonsd@wam.umd.edu>
Subject: Magic and Lattice C
Date: 2000/02/16
Message-ID: <Pine.GSO.4.21.0002161204030.28692-100000@sun02epsl.wam.umd.edu>#1/1
X-Deja-AN: 586594309
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@wam.umd.edu
X-Trace: dailyplanet.wam.umd.edu 950721605 28523 128.8.71.12 (16 Feb 2000 17:20:05 GMT)
Organization: University of Maryland College Park
Mime-Version: 1.0
NNTP-Posting-Date: 16 Feb 2000 17:20:05 GMT
Newsgroups: comp.sys.atari.programmer

I am trying to get magic (v5... I think) to allow me to use LatticeC (v5.6). Now, I can *use* LatticeC, even compile, but if I made any mistakes, causing lattice to tell me I'm getting compilation errors, magic gets really upset and crashes catastrophically ("system halted").

Anybody else have similar problems with crossing magic and lattice? I haven't bothered to try LC.ttp to compile without using the menu-set

options (not sure how to do that, anyway), but I do know that it has nothing to do with any accessories I use. Must I go back to swapping between everest and latticeC under TOS, put up with the lattice editor, or is magic6 any nicer?

... every day a new instrument and a new method is invented.
    -- Theodoric (1267 AD)
----parsonsd@wam.umd.edu---http://www.wam.umd.edu/~parsonsd-----

PS: is anybody in America sponsoring everest? I never did quite figure out how to not use US (International?) money orders, nor personal checks with InterActive to get it registered.... now I cannot even send money to them!

From 35183947328308756
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f97562270b09675,start
X-Google-Attributes: gid1115ce,public
From: "lewis" <lewis@lewislewis.demon.co.uk>
Subject: check the manuals
Date: 2000/02/21
Message-ID: <951170345.25890.0.nnrp-11.c1ed70d1@news.demon.co.uk>#1/1
X-Deja-AN: 588112967
X-NNTP-Posting-Host: lewislewis.demon.co.uk:193.237.112.209
X-Trace: news.demon.co.uk 951170345 nnrp-11:25890 NO-IDENT
lewislewis.demon.co.uk:193.237.112.209
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

I am clearing out. I have lots of games for Atari,Amstrad cpc464,atari ST, Commodore 64

Atari 800xl for sale, this computer comes with some games and sotware, inc assembler editor cartridge. there several Atari manuals including operating system source listing,Atari hardware manual, operating system manual, operating system users manual, sio users guide and more. There two 1050 disk drives and a 1010 cassette drive and the power supplies.
2ST's for sale and a Mega2, 270meg hard drive magic cad fastweb connection 4meg memory vidi st etc

CPC 464 computer comes with color monitor, two Amstrad disc drives and a DMP1 printer. A box full of games and cpm. Mini Office. The four main Amstrad manuals, operating sys firmware specification, Devpac manual, Concise basic specification and DDI-1 firmware, complete cpc464 disc operating system rom specification. A few books on the 8 bit Amstrad. Protext and Wordstar. several Amstrad action magazines

email me from http://www1.50megs.com/llewis/

From -3775084134797821351
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d869fb17f3e1742,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: y2k nodelist ?
Date: 2000/02/25
Message-ID: <13186_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 589996955
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

It seems I am still out from nodelist, Peter can you check my connected areas
?

BTW the question is this: Applylst does not work as it seems to be affected
by the y2k bug, so it deletes my nodediffs as it recognizes them as "obsolete
difference file".

It it possible to get the Applylst sources or is there another software that
can do this ? Breakneck ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 2376526606769336093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,707edd6c64da334d,start
X-Google-Attributes: gid1115ce,public
From: Gaetan Lehmann <glehmann@netcourrier.com>
Subject: == new NG about Atari OS evolution ? ==
Date: 2000/02/28
Message-ID: <89e9br$34l$1@news.x-echo.com>#1/1

X-Deja-AN: 590916819
Organization: 193.49.30.34 via VOILA
Newsgroups: comp.sys.atari.programmer

Hi :)

I would like to create an international newsgroup (english language) bas
ed
only around discussions and thoughts about our Operating System evolutio
n.
The purpose is to establish some specifications about new calls,
AES object structures or other. Any thoughts about functions, interface

possibility, function implementation will be welcome in this future
newsgroup. To participate in this newsgroup, no need to be a programer.
.
Just by telling what you would like to see on your Atari, or what you li
ke
about other OS will be considered helpful. I want to create this newsgro
up
about Atari OS because I think that no specific goal, no near future
vision is what stops our OS to move forward. If you wish to see such a
newsgroup, email me, I will take care of everything to implement it.

Lehmann Gaetan

=-
Article poste via Voila News - http://www.news.voila.fr
Le : Mon Feb 28 17:56:27 2000 depuis l'IP : 193.49.30.34 [VIP 1782023]

From -1231456851485577833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d17cdaa15e5c7741,start
X-Google-Attributes: gid1115ce,public
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Subject: Pexec and problems
Date: 2000/03/01
Message-ID: <38BCC442.515CCBBA@utbm.fr>#1/1
X-Deja-AN: 591652401
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: usenet@thalassa.grenet.fr
X-Trace: thalassa.grenet.fr 951894801 29154 193.48.246.21 (1 Mar 2000 07:13:21
GMT)
Organization: C.I.C.G. , Grenoble
Mime-Version: 1.0
NNTP-Posting-Date: 1 Mar 2000 07:13:21 GMT
Newsgroups: comp.sys.atari.programmer

Hello

I'm doing a GEM Shell for GCC (2.8.1), but I have a big problem under
normal TOS (Magic and Mint Ok)
when I launch GCC.TTP with Pexec all looks Ok, this program launch
himself CPP.TTP the preprocessor.
This program work for a time and compilation failed, he looks not find
its Include Directory (I think). All parameters
are Ok, does someone have an idea?

Thanks
Olivier

From -5640206915885312976
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eb045e69fa4b62d9,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 101970,eb045e69fa4b62d9,start
X-Google-Attributes: gid101970,public
X-Google-Thread: 10c818,eb045e69fa4b62d9,start
X-Google-Attributes: gid10c818,public
X-Google-Thread: f8760,eb045e69fa4b62d9,start
X-Google-Attributes: gidf8760,public
From: "lewis" <lewis@lewislewis.demon.co.uk>
Subject: I Have been offered
Date: 2000/03/01
Message-ID: <38bd9855@dns.alvarem.com>#1/1
X-Deja-AN: 592366710
X-Original-NNTP-Posting-Host: 194.143.194.241
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Organization: Telefonica Transmision de Datos
X-MSMail-Priority: Normal
Newsgroups:
alt.games.atari,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.atari8

I Have been offered £60 for all this is there any more interest

Atari 800xl for sale, this computer comes with some games and sotware, inc
assembler editor cartridge. there several Atari manuals including operating
system source listing,Atari hardware manual, operating system manual,
operating system users manual, sio users guide and more. There two 1050
disk drives and a 1010 cassette drive and the power supplies.
There is a photocopy of "de re atari"

From -2354453487687662545
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec9e17c910d76ad4,start
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <root@bright.net>
Subject: test post (charset correction)
Date: 2000/03/02
Message-ID: <Pine.MNT.4.10.10003022056300.186-100000@TT030>#1/1
X-Deja-AN: 592486552
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 952048588 209.143.8.41 (Thu, 02 Mar 2000 20:56:28 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Thu, 02 Mar 2000 20:56:28 EST
Newsgroups: comp.sys.atari.programmer

please ignore, testing charset
hope it correct now
thanks

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -3000406473446514766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,650d3b16943020ff,start
X-Google-Attributes: gid1115ce,public
From: Joakim H[illegible]gberg <gokmase@my-deja.com>
Subject: Really weird BubbeGEM problem
Date: 2000/03/05
Message-ID: <89tmfj$u6r$1@nnrp1.deja.com>#1/1
X-Deja-AN: 593397463
X-Http-Proxy: 1.0 x24.deja.com:80 (Squid/1.1.22) for client 212.105.59.3
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Sun Mar 05 13:12:20 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

Hi all,

Got a problem with BubbleGEM I just cannot sort out. Under MagiC it
seems like the BubbleGEM helptext will sometimes show up in the title of
any of the opened windows belonging to my program.

I believe I both have reserved memory for both the window title text and
for the bubbleGEM message text. What could be wrong here??

Please help!

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From 2238174123878918746
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eb045e69fa4b62d9
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10c818,eb045e69fa4b62d9
X-Google-Attributes: gid10c818,public
X-Google-Thread: f8760,eb045e69fa4b62d9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 101970,eb045e69fa4b62d9
X-Google-Attributes: gid101970,public
From: Jon-Paul <pockets@cix.co.uk>
Subject: Re: I Have been offered
Date: 2000/03/05
Message-ID: <38C2ADBB.8BE3B7D6@cix.co.uk>#1/1
X-Deja-AN: 593502898
Content-Transfer-Encoding: 8bit
References: <38bd9855@dns.alvarem.com>
X-Accept-Language: en
Content-Type: text/plain; charset=iso-8859-1
Organization: CIX - Compulink Information eXchange
Mime-Version: 1.0
Reply-To: pockets@cix.co.uk
Newsgroups:
alt.games.atari,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.atari8

I would happily pay £30-40 for a working disk drive, power pack and
leads and dos, on its own.
Have at look at www.e-bay.co.uk and serch atari. That should give you an

idea.

JP

lewis wrote:
>
> I Have been offered ₤60 for all this is there any more interest
>
> Atari 800xl for sale, this computer comes with some games and sotware, inc
> assembler editor cartridge. there several Atari manuals including operating
> system source listing,Atari hardware manual, operating system manual,
> operating system users manual, sio users guide and more. There two 1050
> disk drives and a 1010 cassette drive and the power supplies.
> There is a photocopy of "de re atari"

From -7622065993375803345
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,650d3b16943020ff
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: Really weird BubbeGEM problem
Date: 2000/03/05
Message-ID: <Pine.MNT.4.10.10003051449040.102-100000@TT030>#1/1
X-Deja-AN: 593524355
Content-Transfer-Encoding: 8BIT
References: <89tmfj$u6r$1@nnrp1.deja.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=iso-8859-1
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 952286154 209.143.8.6 (Sun, 05 Mar 2000 14:55:54 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Sun, 05 Mar 2000 14:55:54 EST
Newsgroups: comp.sys.atari.programmer

If you are using gfa-basic and I'm assuming you are, you
have to be very careful how you allocate such buffers.
Some types of variables, like strings get shifted around
in memory and if you use strings as buffer, strange errors
can appear.

On Sun, 5 Mar 2000, Joakim H₤gberg wrote:

> Hi all,
>
> Got a problem with BubbleGEM I just cannot sort out. Under MagiC it
> seems like the BubbleGEM helptext will sometimes show up in the title of
> any of the opened windows belonging to my program.

>
> I believe I both have reserved memory for both the window title text and
> for the bubbleGEM message text. What could be wrong here??
>
> Please help!
>
> Regards,
>
> Joakim
>
>
>
>
> --
> WWW: http://gokmase.atari.org
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 4980730145471811816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,650d3b16943020ff
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Re: Really weird BubbeGEM problem
Date: 2000/03/06
Message-ID: <89v149qcf1@nnrp1.deja.com>#1/1
X-Deja-AN: 593583873
References: <89tmfj$u6r$1@nnrp1.deja.com>
<Pine.MNT.4.10.10003051449040.102-100000@TT030>
X-Http-Proxy: 1.0 x28.deja.com:80 (Squid/1.1.22) for client 212.105.59.3
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Mon Mar 06 01:20:11 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

In article <Pine.MNT.4.10.10003051449040.102-100000@TT030>,
  Lonny Pursell <atari@bright.net> wrote:
>
> If you are using gfa-basic and I'm assuming you are, you
> have to be very careful how you allocate such buffers.
> Some types of variables, like strings get shifted around

> in memory and if you use strings as buffer, strange errors
> can appear.

Yes, I am using GFA. :) (what else?) ;)
Well I am using some sources from Ictari for handling the
BubbleGEM-stuff

Bubblebuffer is used like this;

```
 bubblebuf%=MALLOC(256)
 CHAR{bubblebuf%}=LEFT$(bubbletext$,255)
```

Memory for window title and info bar is reserved like this:

```
adr_title%(window_number&)=MALLOC(128)
adr_info%(window_number&)=MALLOC(128)
```

Is there a problem somehow with this code?

Another thing, how would a compiled program react if not enough memory
was reserved via $M ? Crash? Funny stuff like above mentioned? How will
I know exactly how much memory to reserve with $M above filesize?

Thanks,

Joakim

Sent via Deja.com http://www.deja.com/
Before you buy.

From -1062922558964621254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2b0e84d519cd4b5,start
X-Google-Attributes: gid1115ce,public
From: Joakim Hgberg <gokmase@my-deja.com>
Subject: MagiC cookie
Date: 2000/03/06
Message-ID: <8a05vcinf1@nnrp1.deja.com>#1/1
X-Deja-AN: 593721049
X-Http-Proxy: 1.0 x35.deja.com:80 (Squid/1.1.22) for client 195.58.102.61
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Mon Mar 06 11:49:00 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

Hi,

Ok, here is a short one:

Which cookie should be looked for to detect if MagiC is present?

Thanks,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From 6312502871073863517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,562ab4d74b3d2808,start
X-Google-Attributes: gid1115ce,public
From: Nenad <nenad@baxter.net>
Subject: 24 bit graphics
Date: 2000/03/06
Message-ID: <8a0irk$rl8$1@nnrp1.deja.com>#1/1
X-Deja-AN: 593774523
X-Http-Proxy: 1.1 x32.deja.com:80 (Squid/1.1.22) for client 206.186.130.182
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Mon Mar 06 15:28:58 2000 GMT
X-MyDeja-Info: XMYDJUIDkoneno
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows NT)

Hi,

I am helping a friend port his program to Atari. The problem is about transfering the memory that stores the 24-bit data to the screen. The format we need to use is 3 bytes for each pixel (RGB), one pixel after another. It seems that VDI (MFDB) doesn't support the graphics organized in this manner. Is there a way around this - without reorganizing the bits. Any help is greatly appreciated.

Thanks,

Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

From 469328329280210565
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b54ec20e2719fd5,start
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: [AES] Menu bar and top application
Date: 2000/03/06
Message-ID: <8a0momuoj1@nnrp1.deja.com>#1/1
X-Deja-AN: 593794248
X-Http-Proxy: 1.0 x30.deja.com:80 (Squid/1.1.22) for client 212.105.32.51
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Mon Mar 06 16:35:35 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

Hi all,

Discovered a strange thing when testing a program I am working on;

When topping any window (after having another top app, then my prog) by
clicking on the windows title bar everything seems normal. Menu changes
to my program and works ok.

Ok, but if I click inside the work area of my window then I will get
strange results even though it is handled exactly the same way
internally. MagiC will now change to my programs menu, but the earlier
apps entries will be the one that shows if I go up and try to access it.
And it will not work until I select a new top app.

What am I doing wrong here? Hope it is nothing really, really stupid...
;)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From 5255672627876630385
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,562ab4d74b3d2808
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tomas@nocrew.org>
Subject: Re: 24 bit graphics
Date: 2000/03/06
Message-ID: <804sakje2m.fsf@junk.nocrew.org>#1/1
X-Deja-AN: 593849277
Sender: tomas@junk.nocrew.org
References: <8a0irk$rl8$1@nnrp1.deja.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@defero.net
X-Trace: news.defero.net 952357958 212.73.17.42 (Mon, 06 Mar 2000 16:52:38 MET)
Organization: NoCrew Laboratories
Mime-Version: 1.0
User-Agent: Gnus/5.0803 (Gnus v5.8.3) Emacs/20.5
NNTP-Posting-Date: Mon, 06 Mar 2000 16:52:38 MET
Newsgroups: comp.sys.atari.programmer

Nenad <nenad@baxter.net> writes:

> I am helping a friend port his program to Atari. The problem is about
> transfering the memory that stores the 24-bit data to the screen. The
> format we need to use is 3 bytes for each pixel (RGB), one pixel after
> another. It seems that VDI (MFDB) doesn't support the graphics
> organized in this manner. Is there a way around this - without
> reorganizing the bits. Any help is greatly appreciated.

There's no converting routine in the VDI, no. You will have to do that
yourself, or perhaps if there is some lib that I don't know of.

Tomas

From -3190055533369408623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,562ab4d74b3d2808
X-Google-Attributes: gid1115ce,public
From: "Sevin Roland" <upsis@club-internet.fr>
Subject: Re: 24 bit graphics
Date: 2000/03/06
Message-ID: <8a0tnc$k2s$1@front6m.grolier.fr>#1/1
X-Deja-AN: 593909015
References: <8a0irk$rl8$1@nnrp1.deja.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Trace: front6m.grolier.fr 952367660 20572 213.44.33.188 (6 Mar 2000 18:34:20
GMT)
Organization: Club-Internet (France)

NNTP-Posting-Date: 6 Mar 2000 18:34:20 GMT
Newsgroups: comp.sys.atari.programmer

Hello,
try this: screen.ldg & ldg
http://www.ifrance.com/landemarre/
a+

--
.=========== Roland Sevin ==========.
| upsis@clubENLEVEZ_MOI-internet.fr |
| www.multimania.com/02/eazygem/index.htm |
.==========.

From 6583375040104279338
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,650d3b16943020ff
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: Really weird BubbeGEM problem
Date: 2000/03/06
Message-ID: <Pine.MNT.4.10.10003061628210.107-100000@TT030>#1/1
X-Deja-AN: 593973760
Content-Transfer-Encoding: 8BIT
References: <89tmfj$u6r$1@nnrp1.deja.com>
<Pine.MNT.4.10.10003051449040.102-100000@TT030> <89v149qcf1@nnrp1.deja.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=iso-8859-1
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 952378309 209.143.8.25 (Mon, 06 Mar 2000 16:31:49 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Mon, 06 Mar 2000 16:31:49 EST
Newsgroups: comp.sys.atari.programmer

On Mon, 6 Mar 2000, Joakim H⍰gberg wrote:

> In article <Pine.MNT.4.10.10003051449040.102-100000@TT030>,
> Lonny Pursell <atari@bright.net> wrote:
> >
> > If you are using gfa-basic and I'm assuming you are, you
> > have to be very careful how you allocate such buffers.
> > Some types of variables, like strings get shifted around
> > in memory and if you use strings as buffer, strange errors
> > can appear.
>
> Yes, I am using GFA. :) (what else?) ;)

> Well I am using some sources from Ictari for handling the
> BubbleGEM-stuff
>
> Bubblebuffer is used like this;
>
> bubblebuf%=MALLOC(256)
> CHAR{bubblebuf%}=LEFT$(bubbletext$,255)
>
> Memory for window title and info bar is reserved like this:
>
> adr_title%(window_number&)=MALLOC(128)
> adr_info%(window_number&)=MALLOC(128)
>
> Is there a problem somehow with this code?

As far as I know numeric arrays don't move. I never use ERASE
just to be safe. It looks ok to me what you have listed.

> Another thing, how would a compiled program react if not enough memory
> was reserved via $M ? Crash? Funny stuff like above mentioned? How will
> I know exactly how much memory to reserve with $M above filesize?

I think they halt with an ERROR 8.
That is a good question, and it seems to be best guess. All I can tell
you is to add up all your arrays, all your strings and such to get
a value, and then add some to that for a safe zone, just in case.
How much extra to add is the guess work part. Sorry I don't have
better answer here.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 7403240608298386730
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c2b0e84d519cd4b5
X-Google-Attributes: gid1115ce,public

From: Lonny Pursell <atari@bright.net>
Subject: Re: MagiC cookie
Date: 2000/03/06

Message-ID: <Pine.MNT.4.10.10003061626320.107-100000@TT030>#1/1
X-Deja-AN: 593975136
Content-Transfer-Encoding: 8BIT
References: <8a05vcinf1@nnrp1.deja.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=iso-8859-1
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 952377974 209.143.8.25 (Mon, 06 Mar 2000 16:26:14 EST)
Organization: bright.net Ohio
MIME-Version: 1.0

Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Mon, 06 Mar 2000 16:26:14 EST
Newsgroups: comp.sys.atari.programmer

On Mon, 6 Mar 2000, Joakim H?gberg wrote:

> Hi,
>
> Ok, here is a short one:
>
> Which cookie should be looked for to detect if MagiC is present?
I think "MagX" is it.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 6647579152937895499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,562ab4d74b3d2808
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: 24 bit graphics
Date: 2000/03/06
Message-ID: <Pine.MNT.4.10.10003061622240.107-100000@TT030>#1/1
X-Deja-AN: 593978835
References: <8a0irk$rl8$1@nnrp1.deja.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 952377864 209.143.8.25 (Mon, 06 Mar 2000 16:24:24 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Mon, 06 Mar 2000 16:24:24 EST
Newsgroups: comp.sys.atari.programmer

The physical memory in the 24-bit card may be stored several ways
so unless you know the format for a given card, it may be a problem.

The only other thing I can think of would be to convert the
image to vdi device independant format and have the VDI on the
machine transform the image for you to device specific.

On Mon, 6 Mar 2000, Nenad wrote:

> Hi,
>
> I am helping a friend port his program to Atari. The problem is about

> transfering the memory that stores the 24-bit data to the screen. The
> format we need to use is 3 bytes for each pixel (RGB), one pixel after
> another. It seems that VDI (MFDB) doesn't support the graphics
> organized in this manner. Is there a way around this - without
> reorganizing the bits. Any help is greatly appreciated.
>
> Thanks,
>
> Nenad
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 1370894067198213813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,650d3b16943020ff
X-Google-Attributes: gid1115ce,public
From: xlator@cix.compulink.co.uk
Subject: Re: Really weird BubbeGEM problem
Date: 2000/03/06
Message-ID: <8a19tecit1@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 593988679
References: <89tmfj$u6r$1@nnrp1.deja.com>
Organization: CIX - Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

In message <89tmfj$u6r$1@nnrp1.deja.com>, gokmase@my-deja.com said:

>Got a problem with BubbleGEM I just cannot sort out. Under MagiC it
>seems like the BubbleGEM helptext will sometimes show up in the title of
>any of the opened windows belonging to my program.
>
>I believe I both have reserved memory for both the window title text and
>for the bubbleGEM message text. What could be wrong here??

I am not sure whether this helps, but I had problems with bubble help
coming up as soon as I moved the mouse over the relevant field, or
left-clicking (rather than right, which should bring up the bubbles). I
solved this by making sure that Thomas Much's BUBGEM_E.CPX was active
and set to 2000 ms for open. Just my 2 cents worth....

Regards, /Peter/

From -4513873034068618456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,650d3b16943020ff
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Re: Really weird BubbeGEM problem
Date: 2000/03/06
Message-ID: <8a1e15$h2i$1@nnrp1.deja.com>#1/1
X-Deja-AN: 594007492
References: <89tmfj$u6r$1@nnrp1.deja.com>
<Pine.MNT.4.10.10003051449040.102-100000@TT030> <89v149qcf1@nnrp1.deja.com>
<Pine.MNT.4.10.10003061628210.107-100000@TT030>
X-Http-Proxy: 1.0 x33.deja.com:80 (Squid/1.1.22) for client 212.105.32.81
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Mon Mar 06 23:12:41 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

In article <Pine.MNT.4.10.10003061628210.107-100000@TT030>,
  Lonny Pursell <atari@bright.net> wrote:

I finally found the problem in the code. I was a bit careless with using
the routines for calling BubbleGEM without looking through exactly what
happened. Very clumpsy of me... :(The buffer was released after the
first return from a speach bubble! When next bubble was to be showed it
tried to use the same adress as the buffer area that was released, which
then very well could be occupied with other important stuff (like text
fot window title or info-bar)

At least the mystery is solved now...

> > was reserved via $M ? Crash? Funny stuff like above mentioned? How
will
> > I know exactly how much memory to reserve with $M above filesize?
>
> I think they halt with an ERROR 8.
> That is a good question, and it seems to be best guess. All I can tell
> you is to add up all your arrays, all your strings and such to get
> a value, and then add some to that for a safe zone, just in case.
> How much extra to add is the guess work part. Sorry I don't have
> better answer here.

Ok, so it seems safe to assume that as long as the program do not halt
due to ERROR 8, it really has enough memory to play with. I will go with
that.

Thanks for all help! :)

Sent via Deja.com http://www.deja.com/
Before you buy.

From -831752889970978903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b91a6d164e995e26,start
X-Google-Attributes: gid1115ce,public
From: Dave Parsons <parsonsd@wam.umd.edu>
Subject: am I missing postings here?
Date: 2000/03/06
Message-ID: <Pine.GSO.4.21.0003061741250.1805-100000@rac9.wam.umd.edu>#1/1
X-Deja-AN: 594665744
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@wam.umd.edu
X-Trace: dailyplanet.wam.umd.edu 952382699 18021 128.8.10.149 (6 Mar 2000 22:44:59 GMT)
Organization: University of Maryland College Park
Mime-Version: 1.0
NNTP-Posting-Date: 6 Mar 2000 22:44:59 GMT
Newsgroups: comp.sys.atari.programmer

I haven't seen any posts in the last 2 days, and it has been -really- dead on my end of the newsgroup. Anyone else see this few posts? Should I go complain to my sysadmin?

--or am I looking in a newsgroup that nobody programs anymore (hah! I doubt that)....

How many posts have others seen lately?

When someone looks in a mirror, he sees himself as he wants to be seen.
But between that which people believe about themselves and what they
truly show lies much that is hidden. -- Michael Cretu
----parsonsd@wam.umd.edu---http://www.wam.umd.edu/~parsonsd-----

From -8805105804427698663
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,562ab4d74b3d2808
X-Google-Attributes: gid1115ce,public
From: Nenad <nenad@baxter.net>
Subject: Re: 24 bit graphics
Date: 2000/03/07
Message-ID: <8a3k5b$3ct$1@nnrp1.deja.com>#1/1
X-Deja-AN: 594362006
References: <8a0irk$rl8$1@nnrp1.deja.com>
<Pine.MNT.4.10.10003061622240.107-100000@TT030>
X-Http-Proxy: 1.1 x42.deja.com:80 (Squid/1.1.22) for client 216.162.78.244

Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Tue Mar 07 19:09:36 2000 GMT
X-MyDeja-Info: XMYDJUIDkoneno
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows NT)

In article <Pine.MNT.4.10.10003061622240.107-100000@TT030>,
  Lonny Pursell <atari@bright.net> wrote:
>
> The physical memory in the 24-bit card may be stored several ways
> so unless you know the format for a given card, it may be a problem.

It should be totally independent of the hardware.

> The only other thing I can think of would be to convert the
> image to vdi device independant format and have the VDI on the
> machine transform the image for you to device specific.

That's exactly what I am trying to avoid. This would mean that I would have to write special routines for converting my memory to bit-planes one, which is out of the question (cross-platform issues).

However, look everyone what I found in NVDI 5 documentation (you can download it from www.nvdi.de). It seems that NVDI 5 modernized this situation and it really answers my question. This is the new function:

```
vr_transfer_bits( int16 handle,
GCBITMAP *src_bm,
GCBITMAP *dst_bm,
RECT16 *src_rect,
RECT16 *dst_rect,
int16 mode );
```

and this is the GCBITMAP structure which looks like a modernized version of MFDB (there's no mention of Atari's old-fashioned bit-planes):

```
typedef struct _gcbitmap   /* Öffentliche Bitmapbeschreibung (Struktur
mit Versionsheader) */
{
   int32       magic;      /* Strukturkennung 'cbtm' */
   int32       length;     /* Strukturlänge */
   int32       format;     /* Strukturformat (0) */
   int32       reserved;   /* reserviert (0) */

   uint8       *addr;      /* Adresse der Bitmap */
   int32       width;      /* Breite einer Zeile in Bytes */
   int32       bits;       /* Bittiefe */
   uint32      px_format;  /* Pixelformat */

   int32       xmin;       /* minimale diskrete x-Koordinate der Bitmap
*/
   int32       ymin;       /* minimale diskrete y-Koordinate der Bitmap
```

```
*/
   int32       xmax;       /* maximale diskrete x-Koordinate der Bitmap
+ 1 */
   int32       ymax;       /* maximale diskrete y-Koordinate der Bitmap
+ 1 */

   CTAB_REF    ctab;       /* Verweis auf die Farbtabelle oder 0L */
   ITAB_REF    itab;       /* Verweis auf die inverse Farbtabelle oder
0L */
   int32       reserved0;  /* reserviert (mu? auf 0 gesetzt werden) */
   int32       reserved1;  /* reserviert (mu? auf 0 gesetzt werden) */
} GCBITMAP;
```

Unfortunately, you have to have a copy of NVDI 5 installed on your
computer, and one even worse thing: the library of the new functions
(these don't exist on the standard VDI) have not been ported to GNU C!

Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

From -8800603051489205172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,562ab4d74b3d2808
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com>
Subject: Re: 24 bit graphics
Date: 2000/03/07
Message-ID: <38C55FD7.1D48FE0@europe.com>#1/1
X-Deja-AN: 594389952
Content-Transfer-Encoding: 7bit
References: <8a0irk$rl8$1@nnrp1.deja.com>
<Pine.MNT.4.10.10003061622240.107-100000@TT030> <8a3k5b$3ct$1@nnrp1.deja.com>
X-Accept-Language: fr-FR, en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 952459050 11685 147.127.160.201 (7 Mar 2000 19:57:30 GMT)
Organization: ENSEEIHT
Mime-Version: 1.0
NNTP-Posting-Date: 7 Mar 2000 19:57:30 GMT
Newsgroups: comp.sys.atari.programmer

> That's exactly what I am trying to avoid. This would mean that I would
> have to write special routines for converting my memory to bit-planes
> one, which is out of the question (cross-platform issues).
>[...]
> Unfortunately, you have to have a copy of NVDI 5 installed on your

> computer, and one even worse thing: the library of the new functions
> (these don't exist on the standard VDI) have not been ported to GNU C!

You should really consider following Roland Sevin's advice (and link). That should solve all the problems above. And besides dynamic libraries are a nice thing !

From -3260958998116651192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,562ab4d74b3d2808
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: 24 bit graphics
Date: 2000/03/07
Message-ID: <Pine.MNT.4.10.10003071614140.104-100000@TT030>#1/1
X-Deja-AN: 594423168
References: <8a0irk$rl8$1@nnrp1.deja.com>
<Pine.MNT.4.10.10003061622240.107-100000@TT030> <8a3k5b$3ct$1@nnrp1.deja.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 952464211 209.143.8.10 (Tue, 07 Mar 2000 16:23:31 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Tue, 07 Mar 2000 16:23:31 EST
Newsgroups: comp.sys.atari.programmer

On Tue, 7 Mar 2000, Nenad wrote:

> In article <Pine.MNT.4.10.10003061622240.107-100000@TT030>,
> Lonny Pursell <atari@bright.net> wrote:
> >
> > The physical memory in the 24-bit card may be stored several ways
> > so unless you know the format for a given card, it may be a problem.
>
> It should be totally independent of the hardware.

It is, that is what I was trying to say. Every card can have a different storage method, and the VDI loaded on the machine knows how to deal with it, so it's effectively transparent to the programmer.
So if you call vr_trnfm() the VDI handles the transformation for you regardless.

vr_trnfm() is always available as well.

Outside of this method you would have to have dev info for every card and know the memory format and code custom routines, then when some new card comes out, your code will probably break.
Not to mention detecting all known cards.

> > The only other thing I can think of would be to convert the
> > image to vdi device independant format and have the VDI on the
> > machine transform the image for you to device specific.
>
> That's exactly what I am trying to avoid. This would mean that I would
> have to write special routines for converting my memory to bit-planes
> one, which is out of the question (cross-platform issues).

The way I see it you only have to convert it to one format, and then
let the VDI on the target machine transform it. But then on the
other hand I don't really know what specificly you are trying to do.

> However, look everyone what I found in NVDI 5 documentation (you can
> download it from www.nvdi.de). It seems that NVDI 5 modernized this
> situation and it really answers my question. This is the new function:
>
> vr_transfer_bits(int16 handle,

[snip]

> Unfortunately, you have to have a copy of NVDI 5 installed on your
> computer, and one even worse thing: the library of the new functions
> (these don't exist on the standard VDI) have not been ported to GNU C!

Yup, that is a problem if you intend to make a program useable by all
Atari users. If you find a way to do this, let us all know. ;-)

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -5847889003273329554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7fa9cb845fa2055,start
X-Google-Attributes: gid1115ce,public
From: ptonthat@club-internet.fr (Pierre TONTHAT)
Subject: [GEMScript] How to ?
Date: 2000/03/07
Message-ID: <8a3tqa$hn5$1@front2.grolier.fr>#1/1
X-Deja-AN: 594435455
X-Trace: front2.grolier.fr 952466058 18149 195.36.128.202 (7 Mar 2000 21:54:18
GMT)
Organization: Queen Meka
NNTP-Posting-Date: 7 Mar 2000 21:54:18 GMT
Newsgroups: comp.sys.atari.programmer

Bonjour :)

I'm implementing (or trying to) GEMScript in Joe. Studying the
German developper documentation,

1) I would like to know if the commands are case-sensitive like in
common scripts or C language.

for example, read in the doku: Save
and in FreeBase doku : save

2) Moreover, how the GS_ACK with string answer and successful call
differs from GS_ACK with message failure, I didn't manage to uncipher
this part.

3) Where can I find the interpretor for .SIC files? There's the
Scripter from ASH, but I (wronly?) think it's a commercial and
expensive product. Is there another free?

4) During the execution of the script, is the controlled application
responsive for others events (such as user keypress or mouse click)?
What must be the application's behavior?

Thanks for answering

bye

Rajah Lone
ptonthat@club-internet.fr

From -9091976497850791604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7fa9cb845fa2055
X-Google-Attributes: gid1115ce,public
From: thomas@snailshell.de (Thomas Much)
Subject: Re: [GEMScript] How to ?
Date: 2000/03/08
Message-ID: <1e75ej7.126ixu11uojx96N%thomas@snailshell.de>#1/1
X-Deja-AN: 594485749
References: <8a3tqa$hn5$1@front2.grolier.fr>
X-Complaints-To: news-abuse@nikoma.de
X-Trace: news.nikoma.de 952474442 37894 213.54.14.189 (8 Mar 2000 00:14:02 GMT)
Organization: Nikoma Mediaworks GmbH
User-Agent: MacSOUP/D-2.4.2
NNTP-Posting-Date: 8 Mar 2000 00:14:02 GMT
Newsgroups: comp.sys.atari.programmer

Pierre TONTHAT <ptonthat@club-internet.fr> wrote:

> I would like to know if the commands are case-sensitive like in
> common scripts or C language.

No, they are *not*, use stricmp().

> how the GS_ACK with string answer and successful call
> differs from GS_ACK with message failure

You can only know by msg[7]. GSACK_OK is success, every other value is failure. Even if GS_COMMAND fails, GS_ACK can return the reason for failure as an ASCIIZZ text in msg[5/6].

If an application receives GS_ACK with msg[5/6] != NULL (regardless of success or failure), the application has to send GS_ACK back to the original sender of GS_ACK (see GEMScript hyper text, section "GS_ACK").

> Where can I find the interpretor for .SIC files? There's the
> Scripter from ASH, but I (wronly?) think it's a commercial and
> expensive product. Is there another free?

You're looking for Mark Wherry's SimpleScript:

  http://www.cix.co.uk/~mark_wherry/sscript/

> During the execution of the script, is the controlled application
> responsive for others events (such as user keypress or mouse click)?
> What must be the application's behavior?

If you want your application to be locked during execution, implement calls like lock/unlock which must be called explicitly by the script.

BTW: My GEMScript home page is online again:

  http://www.snailshell.de/GEMScript/

bye, Thomas

--
http://www.aktienman.de
thmuch@aktienman.de

From 7892233861388289402
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,650d3b16943020ff
X-Google-Attributes: gid1115ce,public
From: gruszka@t-online.de (Ulli Gruszka)
Subject: Re: Really weird BubbeGEM problem
Date: 2000/03/08
Message-ID: <1e76atd.1jh8arfwox6o6N%gruszka@t-online.de>#1/1
X-Deja-AN: 594661086
Content-Transfer-Encoding: 8bit
References: <89tmfj$u6r$1@nnrp1.deja.com>
<Pine.MNT.4.10.10003051449040.102-100000@TT030> <89v149qcf1@nnrp1.deja.com>
<Pine.MNT.4.10.10003061628210.107-100000@TT030> <8a1e15$h2i$1@nnrp1.deja.com>
X-Sender: 320051859527-0001@t-dialin.net
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@t-online.de
X-Trace: news01.btx.dtag.de 952513952 71 320051859527-0001 000308 11:12:32

Organization: RUN! Software
Mime-Version: 1.0
User-Agent: MacSOUP/D-2.4.2 (unregistered)
Newsgroups: comp.sys.atari.programmer

Joakim H⍰gberg <gokmase@my-deja.com> wrote:

> At least the mystery is solved now...

Fine, but the next one will occure, if your program is running under memory protection. ;-) The BubbleGEM buffer must be allocateted global! You should better use someting like this:

```
' Call this function once somewhere in your startup code:
mxmask%=@mxmask
' ...
'
FUNCTION mxmask
  $F%
  IF GEMDOS(68,L:-1,0)=-32
    RETURN 0
  ELSE IF GEMDOS(290,-1)=-32
    RETURN 3
  ELSE
    RETURN -1
  ENDIF
ENDFUNC
'
' Call this function if you need memory which will be used by other
' applications (AV-protocol, BubbleGEM ...)
' ...
bubblebuf%=mxalloc_global(256)
'
FUNCTION mxalloc_global(amount%)
  $F%
  IF mxmask%<>0
    RETURN GEMDOS(68,L:amount%,&X100011 AND mxmask%)
  ELSE
    RETURN MALLOC(amount%)
  ENDIF
ENDFUNC
```

Regards,

 -Ulli-

--

      RUN! Software   ⍰ ergo!pro ⍰ BASTARD
  friendly applications   ⍰ faceVALUE ⍰ BUBBLES
http://www.run-software.de ⍰ OT/OB-Lib ⍰ CAT's-eye
or http://home.t-online.de/home/gruszka

From -6727119964934032161
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,650d3b16943020ff
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Re: Really weird BubbeGEM problem
Date: 2000/03/08
Message-ID: <8a5gbidsu1@nnrp1.deja.com>#1/1
X-Deja-AN: 594670670
References: <89tmfj$u6r$1@nnrp1.deja.com>
<Pine.MNT.4.10.10003051449040.102-100000@TT030> <89v149qcf1@nnrp1.deja.com>
<Pine.MNT.4.10.10003061628210.107-100000@TT030> <8a1e15$h2i$1@nnrp1.deja.com>
<1e76atd.1jh8arfwox6o6N%gruszka@t-online.de>
X-Http-Proxy: 1.0 x41.deja.com:80 (Squid/1.1.22) for client 195.58.102.61
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Wed Mar 08 12:16:52 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

In article <1e76atd.1jh8arfwox6o6N%gruszka@t-online.de>,
  gruszka@t-online.de (Ulli Gruszka) wrote:
> Joakim H⍰gberg <gokmase@my-deja.com> wrote:

Hi and thanks for your example code!
I was not aware that there might be problems with MALLOC under memprot.
Guess I am learning something new here every day.. ;)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From 743225980795634766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,562ab4d74b3d2808
X-Google-Attributes: gid1115ce,public
From: Nenad <nenad@baxter.net>
Subject: Re: LDG (was: 24 bit graphics)
Date: 2000/03/09
Message-ID: <8a6t65gkm1@nnrp1.deja.com>#1/1
X-Deja-AN: 594948235
References: <8a0irk$rl8$1@nnrp1.deja.com>
<Pine.MNT.4.10.10003061622240.107-100000@TT030> <8a3k5b$3ct$1@nnrp1.deja.com>

<38C55FD7.1D48FE0@europe.com>
X-Http-Proxy: 1.1 x22.deja.com:80 (Squid/1.1.22) for client 206.186.130.160
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Thu Mar 09 01:01:59 2000 GMT
X-MyDeja-Info: XMYDJUIDkoneno
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows NT)

In article <38C55FD7.1D48FE0@europe.com>,
  Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com> wrote:
>   You should really consider following Roland Sevin's advice (and
link). That
> should solve all the problems above. And besides dynamic libraries
are a
> nice thing !

I downloaded screen.ldg and the main library. I am having some problems
with getting the so-called example provided with the main kit to work.
The ldg_exec(ldg, "screen.ldg") call fails for some reason. I think I
set everything up properly:
- LDG manager is loaded
- LDGPATH, LDG_GARBAGE, LDG_IDLE enviromental variables are set
The whole documentation is in French, so there might be something I am
doing wrong.

Do you have some basic examples for GNU C - unfortunately there is
almost no examples provided with the dev. kit. I really think it could
work.

Thanks,

Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

From -1828956326376774871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,562ab4d74b3d2808
X-Google-Attributes: gid1115ce,public
From: Nenad <nenad@baxter.net>
Subject: Re: 24 bit graphics
Date: 2000/03/09
Message-ID: <8a6ts2$h42$1@nnrp1.deja.com>#1/1
X-Deja-AN: 594954392
References: <8a0irk$rl8$1@nnrp1.deja.com>
<Pine.MNT.4.10.10003061622240.107-100000@TT030> <8a3k5b$3ct$1@nnrp1.deja.com>
<Pine.MNT.4.10.10003071614140.104-100000@TT030>
X-Http-Proxy: 1.1 x29.deja.com:80 (Squid/1.1.22) for client 206.186.130.160
Organization: Deja.com - Before you buy.

X-Article-Creation-Date: Thu Mar 09 01:13:42 2000 GMT
X-MyDeja-Info: XMYDJUIDkoneno
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.01; Windows NT)

In article <Pine.MNT.4.10.10003071614140.104-100000@TT030>,
  Lonny Pursell <atari@bright.net> wrote:
> > That's exactly what I am trying to avoid. This would mean that I
would
> > have to write special routines for converting my memory to bit-
planes
> > one, which is out of the question (cross-platform issues).
>
> The way I see it you only have to convert it to one format, and then
> let the VDI on the target machine transform it. But then on the
> other hand I don't really know what specificly you are trying to do.
>

Sorry, I should have probably used singular ("a routine") - but still,
this conversion to planes, does present a problem.

> > Unfortunately, you have to have a copy of NVDI 5 installed on your
> > computer, and one even worse thing: the library of the new functions
> > (these don't exist on the standard VDI) have not been ported to GNU
C!
>
> Yup, that is a problem if you intend to make a program useable by all
> Atari users. If you find a way to do this, let us all know. ;-)

Hm, yes. Well, I wouldn't mind this requirement for NVDI 5, it's just
that they didn't think it would be necessary to support GNU C as well.

Cheers,

Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

From -7747534249541982436
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,650d3b16943020ff
X-Google-Attributes: gid1115ce,public
From: binder@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Really weird BubbeGEM problem
Date: 2000/03/09
Message-ID: <1qf8a8.0r.ln@hog1.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 595329002
Content-Transfer-Encoding: 8bit
References: <89tmfj$u6r$1@nnrp1.deja.com>

<Pine.MNT.4.10.10003051449040.102-100000@TT030> <89v149qcf1@nnrp1.deja.com>
<Pine.MNT.4.10.10003061628210.107-100000@TT030> <8a1e15$h2i$1@nnrp1.deja.com>
<1e76atd.1jh8arfwox6o6N%gruszka@t-online.de> <8a5gbidsu1@nnrp1.deja.com>
Content-Type: text/plain; charset=iso-8859-1
Organization: Darmstadt University of Technology
Mime-Version: 1.0
Reply-To: gryf@hrzpub.tu-darmstadt.de
Newsgroups: comp.sys.atari.programmer

Hi!

In article <8a5gbidsu1@nnrp1.deja.com>,
     Joakim H⊗gberg <gokmase@my-deja.com> writes:
> I was not aware that there might be problems with MALLOC under memprot.

There isn't, but there's a problem on TT and Falcon TOS: Both crash or exhibit other strange behaviour when Mxalloc() is called with memory protection flags. Thus, the code Ulli provided ensures that the memory protection flags are masked off before a call to Mxalloc() is being made when there's no memory protection.

Note that the code doesn't atually test for memory protection, but for the existance of the Sysconf()-call. This is a GEMDOS call present in all versions of MiNT supporting memory protection, but not in TOS or MagiC. Andreas Kromke agreed that - if he implemented memory protection - MagiC would get this call, too.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -1042614915634269201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,812e160ca2e4ffa0
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c4138a318b759073,start
X-Google-Attributes: gid1115ce,public
From: "b.p." <dontreply@thisaddress.org>
Subject: Re: Here it is!! MindBender will Blow your mind! 8382
Date: 2000/03/10
Message-ID: <jX0y4.4816$qa.218206@newsread1.prod.itd.earthlink.net>#1/1
X-Deja-AN: 595507985
References: <V%Dx4.52839$O5.307459@stones>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

X-Complaints-To: abuse@earthlink.net
X-Trace: newsread1.prod.itd.earthlink.net 952671055 168.191.74.160 (Thu, 09 Mar 2000 22:50:55 PST)
Organization: EarthLink Inc. -- http://www.EarthLink.net
X-MSMail-Priority: Normal
NNTP-Posting-Date: Thu, 09 Mar 2000 22:50:55 PST
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Only a complete moron would post this to a non-windows type newsgroup.
probably a virus

Beware of downloading anything posting like this into a newsgroup

B.P.

--
Search, shop and have fun!
http://www.dynomall.com
Need investment advice!
http://www.virtualbrokers.net
<ebdevf@btinternet.com> wrote in message
news:V%Dx4.52839$O5.307459@stones...
> OK! you HAVE to try this out....just got it the other day..GREAT FUN!
> Watch the disc for between 40-60sec....then look at your hand or anything really...just like tripping, but without the drugs. (Dont know if thats a good or bad thing<G>)
> http://www.geocities.com/foa2000ok/mindbender.zip
> dtrxuguyudqddubbpzwngzhhpmjmngwbbjlpsssfwlfcnyspdbxmxigmkstzwn
>
>

From 487916570701857015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7fa9cb845fa2055
X-Google-Attributes: gid1115ce,public
From: ptonthat@club-internet.fr (Pierre TONTHAT)
Subject: Re: [GEMScript] How to ?
Date: 2000/03/10
Message-ID: <8abjib$sc7$1@front5.grolier.fr>#1/1
X-Deja-AN: 595810040
References: <8a3tqa$hn5$1@front2.grolier.fr>
<1e75ej7.126ixu11uojx96N%thomas@snailshell.de>
X-Trace: front5.grolier.fr 952717707 29063 195.36.128.253 (10 Mar 2000 19:48:27 GMT)
Organization: Queen Meka
NNTP-Posting-Date: 10 Mar 2000 19:48:27 GMT
Newsgroups: comp.sys.atari.programmer

On 8 Mar 2000 01:14:02 +, Thomas Much wrote:

>You're looking for Mark Wherry's SimpleScript:
>http://www.cix.co.uk/~mark_wherry/sscript/

Thanks for your help :-)

Rajah

From -5919663913445691378
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,562ab4d74b3d2808
X-Google-Attributes: gid1115ce,public
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Subject: Re: LDG (was: 24 bit graphics)
Date: 2000/03/10
Message-ID: <WS3.e08d4529.35022ae2.arnaud.bercegeay@free.fr>#1/1
X-Deja-AN: 595839577
Content-Transfer-Encoding: 8bit
References: <8a0irk$rl8$1@nnrp1.deja.com>
<Pine.MNT.4.10.10003061622240.107-100000@TT030> <8a3k5b$3ct$1@nnrp1.deja.com>
<38C55FD7.1D48FE0@europe.com> <8a6t65gkm1@nnrp1.deja.com>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp1.proxad.net 952722947 212.27.62.203 (Fri, 10 Mar 2000 22:15:47 MET)
Organization: Guest of ProXad - France
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 10 Mar 2000 22:15:47 MET
Newsgroups: comp.sys.atari.programmer

Dans le message <8a6t65gkm1@nnrp1.deja.com>
Nenad a ecrit:
>In article <38C55FD7.1D48FE0@europe.com>,
> Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com> wrote:
>> You should really consider following Roland Sevin's advice (and
>link). That
>> should solve all the problems above. And besides dynamic libraries
>are a
>> nice thing !

The new URL (with screen.ldg version 1.01) is
http://olivier.landemarre.free.fr

>I downloaded screen.ldg and the main library. I am having some problems
>with getting the so-called example provided with the main kit to work.
>The ldg_exec(ldg, "screen.ldg") call fails for some reason. I think I
     ^^^^^^^^^^^^^^^^^^^^^^^^^^^^

the right call is:

```
 LDG * screen_ldg;
 screen_ldg = ldg_exec(app_id, "screen.ldg");
```

where app_id is the app_id of your application.

--
Arnaud BERCEGEAY   : mailto:bercegeay@atari.org
HTML Tidy for ATARI : http://tidy.atari.org
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/

From -2620212713317726607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4549d2d7e2483f97,start
X-Google-Attributes: gid1115ce,public
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Subject: STOS sources available :)
Date: 2000/03/11
Message-ID: <8afint$4fs$1@nntp3.atl.mindspring.net>#1/1
X-Deja-AN: 596360296
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
X-Server-Date: 12 Mar 2000 07:58:53 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises
Mime-Version: 1.0
Reply-To: al__leitch@3*&hotmail.com
Newsgroups: comp.sys.atari.programmer

I found Clickteam's website and thought that for those who used their
game designer software "STOS", this would be of interest:
http://www.clickteam.com/web/amos/about_cadre.htm

This software was written in 100% assembler.

Team2000 PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

From -6910822423259037964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8129b37b5e474db9,start
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@.SYNTAX-ERROR.>
Subject: Ignore - test
Date: 2000/03/12
Message-ID: <Pine.MNT.4.10.10003122330410.183-100000@TT030>#1/1

X-Deja-AN: 597063068
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 952921823 209.143.8.27 (Sun, 12 Mar 2000 23:30:23 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 12 Mar 2000 23:30:23 EST
Newsgroups: comp.sys.atari.programmer

Testing PINE setup.
Thankyou...

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 2386826556658331972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,53b3103114ee4bbf,start
X-Google-Attributes: gid1115ce,public
From: sollucky@aol.com (SOL LUCKY)
Subject: Tired of your ISP try DotPlanet
Date: 2000/03/14
Message-ID: <20000314133849.02597.00001833@ng-fk1.aol.com>#1/1
X-Deja-AN: 597443089
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Tired of getting kicked off-line? Slow downloads? Well it is time to check out
DotPlanet. Or if you just want a free e-mail.
For email (www.dotplanet.com)
For ISP (www.dotplanet.com/signup.htm)
All I ask of you is when it ask for an Associate number put ZE171.

If you have any question write me at sollucky@dotplanet.com

From 1578919409082512269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 13a459,32d436d8a4b48520
X-Google-Attributes: gid13a459,public
X-Google-Thread: f8760,32d436d8a4b48520
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,a5902318819a7f42
X-Google-Attributes: gid105753,public
X-Google-Thread: 104559,a5902318819a7f42
X-Google-Attributes: gid104559,public
X-Google-Thread: 1115ce,32d436d8a4b48520

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 15bfa7,32d436d8a4b48520
X-Google-Attributes: gid15bfa7,public
X-Google-Thread: 10695d,32d436d8a4b48520
X-Google-Attributes: gid10695d,public
X-Google-Thread: 10da0e,32d436d8a4b48520
X-Google-Attributes: gid10da0e,public
From: Brix <brix@plush.DELETETHIS.de>
Subject: Re: Fast Squareroot/Multiplication/Division routines
Date: 1999/12/19
Message-ID: <MPG.12c6f38fbe4bf37a989a60@news.uni-x.net>#1/1
X-Deja-AN: 562615180
References: <MPG.12c3846c833d874f989a5f@news.uni-x.net> <83c37q$3h4eq$4@fu-berlin.de> <MPG.12c473178b7f30299896a4@news.netsurf.de> <s5ko6p5uqrs132@corp.supernews.com> <MPG.12c5be2af0004d809896a7@news.netsurf.de> <m3yaarykso.fsf@erols.com>
X-Trace: 19 Dec 1999 13:51:39 +0100, 194.195.94.67
Newsgroups: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

In article <m3yaarykso.fsf@erols.com>, Greg says...

> The tricky part will decyphering the evil assembly mnemonics and
> adapting them to the 6502. It could be argued that PICs have an
> encrypted native instruction set given the strange properties of the
> processor... ;)

Hehe, strange way to get sourcecodes but I'll check that.

-Wanja-

--
In the 1960s you needed the power of two C64s to get a
rocket to the moon. Now you need a machine which is a vast
number of times more powerful just to run the most popular GUI.

Personal HP: http://www.plush.de/brix

GO64!/Commodore World Magazine:
CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
--

From 2137364357701275322
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,964fb78d95c9a443,start
X-Google-Attributes: gid1115ce,public
From: Matthias Reis <matthias.reis@musikschule.net>
Subject: problems using tos-port of gcc

Date: 1999/12/19
Message-ID: <385D475F.590B9BCA@musikschule.net>#1/1
X-Deja-AN: 562746727
Content-Transfer-Encoding: 7bit
X-Accept-Language: de, en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@fen.baynet.de
X-Trace: freenet-b.fen.baynet.de 945636644 25741 194.95.193.141 (19 Dec 1999 20:50:44 GMT)
Organization: Freenet Erlangen-Nuernberg-Fuerth
Mime-Version: 1.0
NNTP-Posting-Date: 19 Dec 1999 20:50:44 GMT
Newsgroups: comp.sys.atari.programmer

Hi!
I have a problem with the atari-port of gcc. The compiler runs
correctly, if my code is not preprocessed (I get only a message of
unknown # commands, but that is ok). But if I try to compile
preprocessed code, I get the nasty atari-bombs (the compiler chrashes).
I tried also g++ with the same effect.

Thanks,
Matze

From 2134245223398207023
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,401800d387e2ce60,start
X-Google-Attributes: gid1115ce,public
From: "res" <res@sympatico.ca>
Subject: FS: Lattice C 5.5
Date: 1999/12/20
Message-ID: <cNk74.4951$ak.6353@news20.bellglobal.com>#1/1
X-Deja-AN: 562901523
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Trace: news20.bellglobal.com 945674440 216.209.35.43 (Mon, 20 Dec 1999 02:20:40 EDT)
Organization: Sympatico
X-MSMail-Priority: Normal
Reply-To: "res" <res@sympatico.caNOSPAM>
NNTP-Posting-Date: Mon, 20 Dec 1999 02:20:40 EDT
Newsgroups: comp.sys.atari.programmer

I have Lattice C 5.5 for sale

Best offer

Toronto

Buyer pays shipping

Refs available

02:19 Monday December 20, 1999

remove NOSPAM to reply

From -5381653408044376130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,97afdbef6cdc5627,start
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: >>Atari Icon Libary updated again!<<
Date: 1999/12/21
Message-ID: <83n103$2v2$1@nnrp1.deja.com>#1/1
X-Deja-AN: 563138863
X-Http-Proxy: 1.0 x26.deja.com:80 (Squid/1.1.22) for client 195.58.102.61
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Tue Dec 21 04:51:16 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

Greetings all,

There are now 3 completely new archives, and 2 of the old ones are
updated with more icons. Check out the nice 48x48 icons in archive 37
and also the animated cartoons in archive 39.

Stay tuned for more! ;)

But DO NOT stop reading now! I would very much like inputs from atari
users all over. What do you think about the icon library? Give me some
feedback, so I can keep imnproving the site. Thanks! :)

Now you can go see the icons: http://gokmase.atari.org

Regards,

Joakim

--

WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From -2868287842729014758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ad6aa7ce8932483,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: MagicMac e PureDebugger
Date: 1999/12/21
Message-ID: <11544_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 563771010
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

Hi, I've seen a can work with PureC with MagiCMac6, but I have problems with
the PureDebugger. It freezes when I try to watch/inspect variables.

There should be a patch around, can you help me sending to my email address
please ? Thank you very much.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
The new Pentium Overheat, CPU and water boiler in a single chip!

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -3760946438240964354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,296090a022655f77,start
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: <no subject>
Date: 1999/12/22
Message-ID: <945968542-635489AEicMi@sweet3.freeserve.co.uk>#1/1
X-Deja-AN: 564263019
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 945972206 8056 62.136.162.109 (23 Dec 1999 18:03:26

GMT)
Organization: Customer of Planet Online
Mime-Version: 1.0
NNTP-Posting-Date: 23 Dec 1999 18:03:26 GMT
Newsgroups: comp.sys.atari.programmer

Testing news feed..
Please ignore..

Regards from STEve & his nice warm cosey PAK'd MegaSTE .

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -5645818713745087923
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,32d436d8a4b48520
X-Google-Attributes: gidf8760,public
X-Google-Thread: 13a459,32d436d8a4b48520
X-Google-Attributes: gid13a459,public
X-Google-Thread: 10695d,32d436d8a4b48520
X-Google-Attributes: gid10695d,public
X-Google-Thread: 104559,a5902318819a7f42
X-Google-Attributes: gid104559,public
X-Google-Thread: 105753,a5902318819a7f42
X-Google-Attributes: gid105753,public
X-Google-Thread: 1115ce,32d436d8a4b48520
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10da0e,32d436d8a4b48520
X-Google-Attributes: gid10da0e,public
X-Google-Thread: 15bfa7,32d436d8a4b48520
X-Google-Attributes: gid15bfa7,public
From: karolj_nadj@web.de
Subject: Re: Fast Squareroot/Multiplication/Division routines
Date: 1999/12/23
Message-ID: <38629161.6861382@news.s-direktnet.de>#1/1
X-Deja-AN: 564319880
References: <MPG.12c3846c833d874f989a5f@news.uni-x.net> <83c37q$3h4eq$4@fu-berlin.de> <MPG.12c473178b7f30299896a4@news.netsurf.de>
X-Complaints-To: abuse@de.uu.net
Organization: Customer of UUNET Deutschland GmbH, Dortmund, Germany
NNTP-Posting-Date: 23 Dec 1999 21:13:50 GMT
Newsgroups:
alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

On Fri, 17 Dec 1999 16:21:09 +0100, Brix <Brix@Plush.DELETETHIS.de>
wrote:

>In article <83c37q$3h4eq$4@fu-berlin.de>, Spiro Trikaliotis says...
>>
>> Brix wrote:
>>
>> >What I need the most is a good, lightning fast routine to calculate
>> >squareroots.
>> >I would be glad if someone here could post a sourcecode.
>>
>> Look at message from John Iannetta, on December 1st, 1999,
>
>Thanks, I searched dejanews for it, but found nothing I can use.
>I need a complete sourcecode in assembler to cut and paste.
>Hm, maybe some other guy can help?
>
>-Wanja-

heja guys from plush...

mann, mann... some c64 guys who dont know THE c64-source???

take a look or search for "the fridge" and get all c=hacking
ascii-issues... there are all infos you need... i can not remember the
url...

f.e. the really fastes mul-trick...

;=)

papa, heaven

ps. ich habe die c64-sources here auf meiner festplatte...

http://www.s-direktnet.de/homepages/k_nadj/main.html

From 1763098601040769020
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 13a459,32d436d8a4b48520
X-Google-Attributes: gid13a459,public
X-Google-Thread: f8760,32d436d8a4b48520
X-Google-Attributes: gidf8760,public
X-Google-Thread: 10695d,32d436d8a4b48520
X-Google-Attributes: gid10695d,public
X-Google-Thread: 104559,a5902318819a7f42
X-Google-Attributes: gid104559,public
X-Google-Thread: 15bfa7,32d436d8a4b48520

X-Google-Attributes: gid15bfa7,public
X-Google-Thread: 105753,a5902318819a7f42
X-Google-Attributes: gid105753,public
X-Google-Thread: 1115ce,32d436d8a4b48520
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10da0e,32d436d8a4b48520
X-Google-Attributes: gid10da0e,public
From: Jason Compton <jcompton@xnet.com>
Subject: Re: Fast Squareroot/Multiplication/Division routines
Date: 1999/12/24
Message-ID: <83ugas$ga0$4@flood.xnet.com>#1/1
X-Deja-AN: 564384381
References: <MPG.12c3846c833d874f989a5f@news.uni-x.net> <83c37q$3h4eq$4@fu-berlin.de> <MPG.12c473178b7f30299896a4@news.netsurf.de> <38629161.6861382@news.s-direktnet.de>
X-Complaints-To: abuse@xnet.com
X-Trace: flood.xnet.com 945996956 16704 198.147.221.66 (24 Dec 1999 00:55:56 GMT)
Organization: XNet Information Systems, Inc.
User-Agent: tin/pre-1.4-980514 (UNIX) (SunOS/5.7 (sun4u))
NNTP-Posting-Date: 24 Dec 1999 00:55:56 GMT
Newsgroups:
alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

In comp.sys.cbm karolj_nadj@web.de wrote:

: mann, mann... some c64 guys who dont know THE c64-source???

: take a look or search for "the fridge" and get all c=hacking
: ascii-issues... there are all infos you need... i can not remember the
: url...

There's a longer URL, but if you just remember www.ffd2.com (and how could
you forget?) you'll be in good shape.

--
Jason Compton jcompton@xnet.com

From -7947958328411795711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 13a459,32d436d8a4b48520
X-Google-Attributes: gid13a459,public
X-Google-Thread: f8760,32d436d8a4b48520
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,a5902318819a7f42
X-Google-Attributes: gid105753,public
X-Google-Thread: 10da0e,32d436d8a4b48520
X-Google-Attributes: gid10da0e,public
X-Google-Thread: 10695d,32d436d8a4b48520
X-Google-Attributes: gid10695d,public

X-Google-Thread: 1115ce,32d436d8a4b48520
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104559,a5902318819a7f42
X-Google-Attributes: gid104559,public
X-Google-Thread: 15bfa7,32d436d8a4b48520
X-Google-Attributes: gid15bfa7,public
From: karolj_nadj@web.de
Subject: Re: Fast Squareroot/Multiplication/Division routines
Date: 1999/12/24
Message-ID: <3863a760.1893464@news.s-direktnet.de>#1/1
X-Deja-AN: 564576327
References: <MPG.12c3846c833d874f989a5f@news.uni-x.net> <83c37q$3h4eq$4@fu-berlin.de> <MPG.12c473178b7f30299896a4@news.netsurf.de> <38629161.6861382@news.s-direktnet.de> <83ugas$ga0$4@flood.xnet.com>
X-Complaints-To: abuse@de.uu.net
Organization: Customer of UUNET Deutschland GmbH, Dortmund, Germany
NNTP-Posting-Date: 24 Dec 1999 16:58:03 GMT
Newsgroups:
alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

On 24 Dec 1999 00:55:56 GMT, Jason Compton <jcompton@xnet.com> wrote:

>In comp.sys.cbm karolj_nadj@web.de wrote:
>
>: mann, mann... some c64 guys who dont know THE c64-source???
>
>: take a look or search for "the fridge" and get all c=hacking
>: ascii-issues... there are all infos you need... i can not remember the
>: url...
>
>There's a longer URL, but if you just remember www.ffd2.com (and how could
>you forget?) you'll be in good shape.
>
>--
>Jason Compton jcompton@xnet.com

ok... now i can remember it...

www.ffd2.com/fridge/

papa, hve

From 6177538876097473391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4455d6af904eb1c,start
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: Chrimbo

Date: 1999/12/25
Message-ID: <946144524-957551AEicMi@sweet3.freeserve.co.uk>#1/1
X-Deja-AN: 564830270
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg2.svr.pol.co.uk 946148192 22164 62.136.180.27 (25 Dec 1999 18:56:32 GMT)
Organization: Customer of Planet Online
Mime-Version: 1.0
NNTP-Posting-Date: 25 Dec 1999 18:56:32 GMT
Newsgroups: comp.sys.atari.programmer

Happy Christmas all,

It was this time 3 years ago that i got my first programming language, DEVPAC 3. The hours of sleep ive lost playing with that, looking at the clock, noticing its 3
o'clock and thinking i'd better get 3 hours kip in for work that morning..

Happy new year.

Regards from STEve & his nice warm cosey PAK'd MegaSTE .

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -7866536711341592922
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48bc8ae608c9389c,start
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: Test
Date: 1999/12/26
Message-ID: <946242240-661876AEicMi@sweet3.freeserve.co.uk>#1/1
X-Deja-AN: 565120341
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg3.svr.pol.co.uk 946245909 22622 62.136.167.138 (26 Dec 1999 22:05:09 GMT)
Organization: Customer of Planet Online
Mime-Version: 1.0
NNTP-Posting-Date: 26 Dec 1999 22:05:09 GMT
Newsgroups: comp.sys.atari.programmer

Hello Everyone

Would someone please reply to this, i'm suspicous that there's been no traffic in here, apparently only since setting up my new mailer.

Regards from STEve & his nice warm cosey PAK'd MegaSTE .

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -4998716876926559078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48bc8ae608c9389c
X-Google-Attributes: gid1115ce,public
From: Odd Skancke <oskancke@online.no>
Subject: Re: Test
Date: 1999/12/27
Message-ID: <Pine.MNT.4.10.9912270004080.101-100000@ozkhades>#1/1
X-Deja-AN: 565134775
Sender: oskancke@ozkhades
References: <946242240-661876AEicMi@sweet3.freeserve.co.uk>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: news-abuse@online.no
X-Trace: news1.online.no 946249620 130.67.52.138 (Mon, 27 Dec 1999 00:07:00 MET DST)
Organization: Telenor Online Public Access
MIME-Version: 1.0
Reply-To: oskancke@online.no
NNTP-Posting-Date: Mon, 27 Dec 1999 00:07:00 MET DST
Newsgroups: comp.sys.atari.programmer

On Sun, 26 Dec 1999, Steve Sweet wrote:

> Hello Everyone
>
> Would someone please reply to this, i'm suspicous that there's been no traffic in
> here, apparently only since setting up my new mailer.

Hey, Steve, seems your mailer is working if you get this..

regards

Odd Skancke - ozk@atari.org

From 2163561807444809693
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48bc8ae608c9389c
X-Google-Attributes: gid1115ce,public
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: Re: Test
Date: 1999/12/27
Message-ID: <946402216-935497AEicMi@sweet3.freeserve.co.uk>#1/1
X-Deja-AN: 565737478
Content-Transfer-Encoding: 8bit
References: <946242240-661876AEicMi@sweet3.freeserve.co.uk>
<Pine.MNT.4.10.9912270004080.101-100000@ozkhades>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg3.svr.pol.co.uk 946405885 10396 62.136.193.74 (28 Dec 1999 18:31:25 GMT)
Organization: Customer of Planet Online
Mime-Version: 1.0
NNTP-Posting-Date: 28 Dec 1999 18:31:25 GMT
Newsgroups: comp.sys.atari.programmer

Hi Odd

happy Christmas

>> Would someone please reply to this, i'm suspicous that there's been no traffic in
>> here, apparently only since setting up my new mailer.

> Hey, Steve, seems your mailer is working if you get this..

Thats good news about my mailer, but not so good about traffic in here, i like a good
lurk in this base to see what i can learn. Any idea why its so quiet??

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -7439552732538677691
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,625c7ba89ce2f465

X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: start parallel MiNT and MagiC
Date: 1999/12/28
Message-ID: <386813b8.3880449@news.demon.co.uk>#1/1
X-Deja-AN: 565510255
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <11400_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 946345986 nnrp-01:24698 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 17 Dec 99 12:00:20,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>I want to find a way to start a program in parallel in both MiNT and MagiC,
>but I see the shel_write call is different. How can this be solved in a
>manner that works on all systems, any free lib ?

The MagiC cookie is "MagX" - unfortunately I can't recall the MiNT
(probably exactly that) one, but someone else will know for sure.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -513958940226915479
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: f8760,32d436d8a4b48520
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,32d436d8a4b48520
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104559,a5902318819a7f42
X-Google-Attributes: gid104559,public
X-Google-Thread: 105753,a5902318819a7f42
X-Google-Attributes: gid105753,public
X-Google-Thread: 10695d,32d436d8a4b48520
X-Google-Attributes: gid10695d,public
X-Google-Thread: 13a459,32d436d8a4b48520
X-Google-Attributes: gid13a459,public
X-Google-Thread: 10da0e,32d436d8a4b48520
X-Google-Attributes: gid10da0e,public
X-Google-Thread: 15bfa7,32d436d8a4b48520

X-Google-Attributes: gid15bfa7,public
From: thor@math.tu-berlin.de (Thomas Richter)
Subject: Re: Fast Squareroot/Multiplication/Division routines
Date: 1999/12/28
Message-ID: <thor.946387898@math.tu-berlin.de>#1/1
X-Deja-AN: 565653574
Content-Transfer-Encoding: 8bit
References: <MPG.12c3846c833d874f989a5f@news.uni-x.net> <83c37q$3h4eq$4@fu-berlin.de> <MPG.12c473178b7f30299896a4@news.netsurf.de>
Organization: Technical University Berlin, Germany
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups:
alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

Brix <Brix@Plush.DELETETHIS.de> writes:

>Thanks, I searched dejanews for it, but found nothing I can use.
>I need a complete sourcecode in assembler to cut and paste.
>Hm, maybe some other guy can help?

Here's a integer square root algorithm for the MC68K. Shouldn't be too hard to port it to the 6502, I'd say. In case something's not clear about it, feel free to ask.

```
;****************************************
;** SqrtInt: Fast Algorithm for calc.**
;** the square root              **
;** here for 32 bit integers         **
;****************************************
Start:                      ;this is for testing purposes only
        move.l #$f4237842,d0
        bsr SqrtInt
        move.l #$734b8229,d0
        bsr SqrtInt
        move.l #$14ac9,d0
        bsr SqrtInt
        rts
SqrtInt:
        saveregs d2-d5

        moveq #0,d2             ;Q=0 -> kept as W
        moveq #0,d3             ;Z=0 -> new approximant
        moveq #1,d4             ;W=0 -> final root (almost)

        for.l #16,d1
         lsl.l #2,d2
         add.l d4,d4
         subq.l #1,d4

         add.l d0,d0             ;I to the left
```

```
         roxl.l #1,d3            ;shift carry into Z
         add.l d0,d0
         roxl.l #1,d3

         move.l d2,d5
         add.l d4,d5
         cmp.l d3,d5
         bhi.s .nothing
         addq.l #2,d4
         move.l d5,d2
.nothing:
        next d1

        subq.l #1,d4
        move.l d4,d0
        lsr.l #1,d0
        loadregs
        rts
```

Registers d0 to d7 are data registers and hold 32 bits of integer.
"for" is a loop, here for 16 iterations (the number of bits in the result).
"move" moves the left operand to the right one. "lsr" is "logical shift right", shifts the LSB into the carry, but does not shift in the carry into the number, but a zero. "lsl" shifts leftwards, the amount given in implicit addressing. Again, the MSB goes into the carry, the LSB will be blanked.

"cmp" compares two operands, the right one with the left one, sets carry accordingly (and just the other way round compared to the strange 6502 carry logic). "bhi" means "branch if higher than". "add" and "addq" are addition commands, adds the left operand to the right one, NOT including the carry, but setting the carry. "roxl" shifts leftwards, thru the carry like the 6502 rol does, except that it is 32 bit. "subq" and "sub" subtract the left operand from the right one, again ignoring the carry, but setting it.

Nice exercise to think about how this algorithm works. I leave this as an exercise to the reader. ((-;

Greetings, Happy New Year,

Thomas


```
______________don't_cut_here,_it_could_damage_your_terminal___________________
 _______          _____  _____
    /    /    / /    / /    / EMAIL: thor@einstein.math.tu-berlin.de
   /    /____/ /    / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
  /    /    / /    / /   \  PGP available on request, finger print:
 /    /    / /____/ /    / 11 FC 46 B0 7F 42 43 AC  38 A4 78 9A 24 BC 77 BE
--------------------------------------------------------------------------------
```

From 7428729397837034788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48bc8ae608c9389c
X-Google-Attributes: gid1115ce,public
From: Odd Skancke <oskancke@online.no>
Subject: Re: Test
Date: 1999/12/29
Message-ID: <Pine.MNT.4.10.9912290450280.188-100000@ozkhades>#1/1
X-Deja-AN: 565914397
Sender: oskancke@ozkhades
References: <946242240-661876AEicMi@sweet3.freeserve.co.uk>
<Pine.MNT.4.10.9912270004080.101-100000@ozkhades>
<946402216-935497AEicMi@sweet3.freeserve.co.uk>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: news-abuse@online.no
X-Trace: news1.online.no 946439634 130.67.53.42 (Wed, 29 Dec 1999 04:53:54 MET
DST)
Organization: Telenor Online Public Access
MIME-Version: 1.0
Reply-To: oskancke@online.no
NNTP-Posting-Date: Wed, 29 Dec 1999 04:53:54 MET DST
Newsgroups: comp.sys.atari.programmer

Hi, Steve

On Mon, 27 Dec 1999, Steve Sweet wrote:

> Hi Odd
>
> happy Christmas
>
> >> Would someone please reply to this, i'm suspicous that there's been no
traffic in
> >> here, apparently only since setting up my new mailer.
>
> > Hey, Steve, seems your mailer is working if you get this..
>
> Thats good news about my mailer, but not so good about traffic in here, i like a
good
> lurk in this base to see what i can learn. Any idea why its so quiet??

Nope, I have no idea.. could be that the few programmers left know their
machine by now :) Its too bad that the traffic is so slow anyway. But I'm
sure if you ask, you'll get answers :)

regards,

Odd Skancke - ozk@atari.org

From 1672758215730535257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48bc8ae608c9389c
X-Google-Attributes: gid1115ce,public
From: mike@mbedford.demon.co.uk (M.Bedford)
Subject: Re: Test
Date: 1999/12/29
Message-ID: <946501323.21485.0.nnrp-07.9e983130@news.demon.co.uk>#1/1
X-Deja-AN: 566241436
X-NNTP-Posting-Host: mbedford.demon.co.uk:158.152.49.48
References: <946242240-661876AEicMi@sweet3.freeserve.co.uk>
X-Trace: news.demon.co.uk 946501323 nnrp-07:21485 NO-IDENT
mbedford.demon.co.uk:158.152.49.48
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

On 26 Dec 1999 21:50:56 , Steve Sweet wrote:
>Hello Everyone
>
>Would someone please reply to this, i'm suspicous that there's been no traffic in
>here, apparently only since setting up my new mailer.
>
>
>
>
>   Regards from STEve & his nice warm cosey PAK'd   MegaSTE .
>
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Happy now? ;-)

mike bedford

From -1068997826919122562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b7b6a84bb90cb8d3,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b7b6a84bb90cb8d3,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,b7b6a84bb90cb8d3,start
X-Google-Attributes: gid109a67,public
From: "Mustafa Soysal" <test@umich.edu>
Subject: emulators - GEM2000? - ST utility for TOS on disk
Date: 1999/12/30

Message-ID: <1iLa4.4104$b5.680316@news.itd.umich.edu>#1/1
X-Deja-AN: 566532247
Distribution: world
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Trace: news.itd.umich.edu 946569469 141.214.186.97 (Thu, 30 Dec 1999 10:57:49 EST)
X-MSMail-Priority: Normal
NNTP-Posting-Date: Thu, 30 Dec 1999 10:57:49 EST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Greetings,

I am looking for emulation packages that run on W98/NT4. In particular, I am looking into running it on a W98 laptop.

GEM2000 by Emulators, Inc. seems to require either a hardware extension with the TOS ROM's plugged in, or the TOS images on disk. For laptops, they recommend the disk image.

Are there any TOS utilities to extract the TOS image from the ROM? I don't know which version it will be, we have several different ones we may have to try.

What are the image requirements (Lo, Hi, headers etc?) I may be able to write such program (I forgot if the ST let you access the ROM contents without giving you an access exception - and I also don't know what address the ROM started and where it ended). Information would be very appreciated.

If you were looking for an archive, which ftp site would you look at these days?

Help is greatly appreciated.

Best Regards,

Mustafa Soysal

From 761213496707461001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b033af212e93eea,start
X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Genst problems
Date: 1999/12/30
Message-ID: <84gle1$l7i$1@barcode.tesco.net>#1/1
X-Deja-AN: 566657393
X-Priority: 3

X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Anybody ever managed to assemble an executable of 1.4Mb using Genst 3?

The file is ok upto 1.1 Mb and Genst assembles really quickly at the size. When the size gets bigger the resultant file screws up and Genst takes about 2 minutes to assemble.

I have tried all sorts to sort it out but it still won't assemble my code. I don't want to recode my demo just 'cos of a feature.

Mark
MSD/POV

From 2747619663152170285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b7b6a84bb90cb8d3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b7b6a84bb90cb8d3
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,b7b6a84bb90cb8d3
X-Google-Attributes: gid109a67,public
From: "Paul Cull" <pcull@pcebrasil.org>
Subject: Re: emulators - GEM2000? - ST utility for TOS on disk
Date: 1999/12/30
Message-ID: <84h80b$mlil$1@titan.xtra.co.nz>#1/1
X-Deja-AN: 566743680
References: <1iLa4.4104$b5.680316@news.itd.umich.edu>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3612.1700
X-Complaints-To: abuse@xtra.co.nz
X-Trace: titan.xtra.co.nz 946611019 742997 210.55.120.68 (31 Dec 1999 03:30:19 GMT)
Organization: Customer of Telecom Internet Services
NNTP-Posting-Date: 31 Dec 1999 03:30:19 GMT
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

I've just been reading my way through an Emulator FAQ at http://members.aol.com/rg1004/atstemu.faq.html which gives some ideas, and URLs (which I haven't had time to try yet).

I'm looking for the same thing..an ST emulator I can use on an old 486DX to develop software for an ST520 that I've just bought.

Does anyone know of a good free programming environment (Basic or Pascal prefered) for the ST?

Thanks

Paul Cull

From 7020815934687264587
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b7b6a84bb90cb8d3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b7b6a84bb90cb8d3
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,b7b6a84bb90cb8d3
X-Google-Attributes: gid109a67,public
From: "Paul Cull" <pcull@pcebrasil.org>
Subject: Re: emulators - GEM2000? - ST utility for TOS on disk
Date: 1999/12/30
Message-ID: <84h8ol$mdle$1@titan.xtra.co.nz>#1/1
X-Deja-AN: 566749504
References: <1iLa4.4104$b5.680316@news.itd.umich.edu>
<84h80b$mlil$1@titan.xtra.co.nz>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3612.1700
X-Complaints-To: abuse@xtra.co.nz
X-Trace: titan.xtra.co.nz 946611797 734894 210.55.120.68 (31 Dec 1999 03:43:17
GMT)
Organization: Customer of Telecom Internet Services
NNTP-Posting-Date: 31 Dec 1999 03:43:17 GMT
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Paul Cull wrote in message <84h80b$mlil$1@titan.xtra.co.nz>...
>I've just been reading my way through an Emulator FAQ at
>http://members.aol.com/rg1004/atstemu.faq.html which gives some ideas, and
>URLs (which I haven't had time to try yet).

Actually, some of the links in that FAQ are old. The Little Green Desktop at
http://www.pacifist.fatal-design.com/ is probably the best place to start an
emulator pilgramage, IMHO.

Paul

From -7257123899349432149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ba2bc624f7c0f67,start
X-Google-Attributes: gid1115ce,public

From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Calling BubbleGEM
Date: 1999/12/31
Message-ID: <84gvhqffn1@nnrp1.deja.com>#1/1
X-Deja-AN: 566686824
X-Http-Proxy: 1.0 x40.deja.com:80 (Squid/1.1.22) for client 195.58.102.61
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Fri Dec 31 01:17:46 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

Hi,

I am trying to call BubbleGEM from within a program of mine but have experienced problems under MagiC, but under Geneva it seems to work OK. Under MagiC it seems like it only works a couple of times, and then no program is able to call the bubbles.

This is what I did: (after checking that "BUBBLE " really is started)

1) Wait for request (time-triggered) from BubbleGEM
2) Recieve memory and send BUBBLE_VIEW back to BubbleGEM
3) Wait for BubbleGEM to send BUBBLE_ACK (saying "bubble is closed")
4) Release memory

What am I possibly doing wrong here? Have I misunderstood something here?

Thanks in advance,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From 2061699996999701100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b7b6a84bb90cb8d3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,b7b6a84bb90cb8d3
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,b7b6a84bb90cb8d3
X-Google-Attributes: gid1115ce,public
From: "Mustafa Soysal MS57" <msoysal@express.net>
Subject: Re: emulators - GEM2000? - ST utility for TOS on disk

Date: 1999/12/31
Message-ID: <rBVa4.4513$9e3.226627@newsread1.prod.itd.earthlink.net>#1/1
X-Deja-AN: 566749505
Distribution: world
Content-Transfer-Encoding: 7bit
References: <1iLa4.4104$b5.680316@news.itd.umich.edu>
<84h80b$mlil$1@titan.xtra.co.nz>
X-Posted-Path-Was: not-for-mail
X-Priority: 3
Content-Type: text/plain; charset="Windows-1252"
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-ELN-Date: Thu Dec 30 19:41:11 1999
X-Complaints-To: abuse@earthlink.net
X-ELN-Insert-Date: Thu Dec 30 19:41:11 1999
X-Trace: newsread1.prod.itd.earthlink.net 946611671 166.90.224.71 (Thu, 30 Dec
1999 19:41:11 PST)
Organization: EarthLink Network, Inc.
X-MSMail-Priority: Normal
MIME-Version: 1.0
NNTP-Posting-Date: Thu, 30 Dec 1999 19:41:11 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Greetings Paul,

"Paul Cull" <pcull@pcebrasil.org> wrote in message
news:84h80b$mlil$1@titan.xtra.co.nz...
> I've just been reading my way through an Emulator FAQ at
> http://members.aol.com/rg1004/atstemu.faq.html which gives some ideas, and
> URLs (which I haven't had time to try yet).

Thank you.

>
> I'm looking for the same thing..an ST emulator I can use on an old 486DX
to
> develop software for an ST520 that I've just bought.
>
> Does anyone know of a good free programming environment (Basic or Pascal
> prefered) for the ST?

I don't know if GNU has Pascal, but their gcc was pretty good for command
line programs.

>
> Thanks
>
> Paul Cull
>

Best Regards,

Mustafa Soysal

From -206453520420195098
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8ba2bc624f7c0f67
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: Calling BubbleGEM
Date: 1999/12/31
Message-ID: <Pine.MNT.4.10.9912311730190.94-100000@TT030>#1/1
X-Deja-AN: 566981088
Content-Transfer-Encoding: 8BIT
References: <84gvhqffn1@nnrp1.deja.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=X-UNKNOWN
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 946679520 209.143.8.42 (Fri, 31 Dec 1999 17:32:00 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Fri, 31 Dec 1999 17:32:00 EST
Newsgroups: comp.sys.atari.programmer

I have not tried to use BubbleGEM myself, but have you looked at the
ICTARI issue that had an article and such on it? Might help?
Hope you get it sorted.

On Fri, 31 Dec 1999, Joakim H?gberg wrote:

> Hi,
>
> I am trying to call BubbleGEM from within a program of mine but have
> experienced problems under MagiC, but under Geneva it seems to work OK.
> Under MagiC it seems like it only works a couple of times, and then no
> program is able to call the bubbles.
>
> This is what I did: (after checking that "BUBBLE " really is started)
>
> 1) Wait for request (time-triggered) from BubbleGEM
> 2) Recieve memory and send BUBBLE_VIEW back to BubbleGEM
> 3) Wait for BubbleGEM to send BUBBLE_ACK (saying "bubble is closed")
> 4) Release memory
>
> What am I possibly doing wrong here? Have I misunderstood something
> here?
>
> Thanks in advance,
>

> Joakim
>
>
> --
> WWW: http://gokmase.atari.org
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -6704561749071601705
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7b6a84bb90cb8d3
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: emulators - GEM2000? - ST utility for TOS on disk
Date: 1999/12/31
Message-ID: <Pine.MNT.4.10.9912311731580.94-100000@TT030>#1/1
X-Deja-AN: 566981089
References: <1iLa4.4104$b5.680316@news.itd.umich.edu>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 946679600 209.143.8.42 (Fri, 31 Dec 1999 17:33:20 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Fri, 31 Dec 1999 17:33:20 EST
Newsgroups: comp.sys.atari.programmer

What does that have to do with programming?!

On Thu, 30 Dec 1999, Mustafa Soysal wrote:

> Greetings,
>
> I am looking for emulation packages that run on W98/NT4. In particular, I
> am looking into running it on a W98 laptop.
>
> GEM2000 by Emulators, Inc. seems to require either a hardware extension with
> the TOS ROM's plugged in, or the TOS images on disk. For laptops, they
> recommend the disk image.
>

> Are there any TOS utilities to extract the TOS image from the ROM? I don't
> know which version it will be, we have several different ones we may have to
> try.
>
> What are the image requirements (Lo, Hi, headers etc?) I may be able to
> write such program (I forgot if the ST let you access the ROM contents
> without giving you an access exception - and I also don't know what address
> the ROM started and where it ended). Information would be very appreciated.
>
> If you were looking for an archive, which ftp site would you look at these
> days?
>
> Help is greatly appreciated.
>
> Best Regards,
>
> Mustafa Soysal
>
>
>
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -2049210285150834366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b033af212e93eea
X-Google-Attributes: gid1115ce,public

From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Subject: Re: Genst problems
Date: 1999/12/31

Message-ID: <946678330-721555AEicMi@sweet3.freeserve.co.uk>#1/1
X-Deja-AN: 566988621
Content-Transfer-Encoding: 8bit
References: <84gle1$l7i$1@barcode.tesco.net>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg4.svr.pol.co.uk 946682000 30265 62.136.181.164 (31 Dec 1999 23:13:20 GMT)

Organization: Customer of Planet Online

Mime-Version: 1.0
NNTP-Posting-Date: 31 Dec 1999 23:13:20 GMT
Newsgroups: comp.sys.atari.programmer

>Anybody ever managed to assemble an executable of 1.4Mb using Genst 3?

Its been years since ive even run that. 8~)

>The file is ok upto 1.1 Mb and Genst assembles really quickly at the
>size. When the size gets bigger the resultant file screws up and Genst
>takes about 2 minutes to assemble.

Hm!, can you assemble it in modules and link them all together.

>I have tried all sorts to sort it out but it still won't assemble my
>code. I don't want to recode my demo just 'cos of a feature.

Doesnt GENST use a hard disk partition for compiling, have you got paths
set right, you might be running out of memory and having no swap space is
killing things.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -6001795588319232117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b033af212e93eea
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re: Genst problems
Date: 1999/12/31
Message-ID: <11787_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 567072523
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 30 Dec 99 pov@tesco.net (2:333/608.1) scrisse al
povero All :
p> Anybody ever managed to assemble an executable of 1.4Mb using Genst 3?

I never wrote a so big ASM program. How do you know how big the executable is
? I suppose you are recompiling a disassembled program, right ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 6752324764380433611
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ba2bc624f7c0f67
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Re: Calling BubbleGEM
Date: 2000/01/01
Message-ID: <84jv3r$d6g$1@nnrp1.deja.com>#1/1
X-Deja-AN: 567035066
References: <84gvhqffn1@nnrp1.deja.com>
<Pine.MNT.4.10.9912311730190.94-100000@TT030>
X-Http-Proxy: 1.0 x28.deja.com:80 (Squid/1.1.22) for client 195.58.102.61
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Sat Jan 01 04:30:12 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

In article <Pine.MNT.4.10.9912311730190.94-100000@TT030>,
  Lonny Pursell <atari@bright.net> wrote:
>
> I have not tried to use BubbleGEM myself, but have you looked at the
> ICTARI issue that had an article and such on it? Might help?
> Hope you get it sorted.

Thanks for the advice! I'll take a look and see what I find.

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From -6307202190900646188
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,af2536513c24878,start
X-Google-Attributes: gid1115ce,public
From: =?iso-8859-15?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
Subject: UTF8 for mail/news on Atari?
Date: 2000/01/01
Message-ID: <Pine.MNT.4.10.10001011704370.104-100000@rakas>#1/1
X-Deja-AN: 567123438

Content-Transfer-Encoding: 8BIT
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=iso-8859-15
X-Trace: read2.inet.fi 946739366 194.251.105.99 (Sat, 01 Jan 2000 17:09:26 EET)
Organization: Sonera corp Internet services
MIME-Version: 1.0
NNTP-Posting-Date: Sat, 01 Jan 2000 17:09:26 EET
Newsgroups: comp.sys.atari.programmer

I started receiving mail from people using Outlook, which encodes
messages in UTF8 (i.e. Unicode 8) character-set nowadays.

Can Pine for MiNT or anything else on Atari convert UTF8 to
something we can manage?

--
Martin-Eric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

From 6347692494192813458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b033af212e93eea
X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Re: Genst problems
Date: 2000/01/01
Message-ID: <84lac1$bb7$1@barcode.tesco.net>#1/1
X-Deja-AN: 567141941
References: <11787_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

>I never wrote a so big ASM program. How do you know how big the executable
is.
>? I suppose you are recompiling a disassembled program, right ?

Genst makes the executable (assemble to disk) and it is 1.4Mb in size.
I cannot assemble to memory as Genst has a limit of 999K.

From -477357076023173406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b033af212e93eea

X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Re: Genst problems
Date: 2000/01/01
Message-ID: <84laf7kld1@epos.tesco.net>#1/1
X-Deja-AN: 567143884
References: <84gle1$l7i$1@barcode.tesco.net>
<946678330-721555AEicMi@sweet3.freeserve.co.uk>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

>Hm!, can you assemble it in modules and link them all together.
 I could but the overall size would still be 1.4Mb.
The problem is I am incbin'ing about 1 meg of MODs.

>Doesnt GENST use a hard disk partition for compiling, have you got paths
>set right, you might be running out of memory and having no swap space is
>killing things.
I just checked and I have 6 meg spare on my drive after Genst has created
the exe.

From -8069559515275821614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b033af212e93eea
X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Re: Genst problems
Date: 2000/01/01
Message-ID: <84lakbkmg1@epos.tesco.net>#1/1
X-Deja-AN: 567143885
References: <84gle1$l7i$1@barcode.tesco.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

More news...

When the exe file is 1.2Mb it runs ok, when it is 1.4Mb I get 4 bombs
(illegal instruction).
Because it is running on a Falcon I cannot run AMONST so debug it.

I have tried all sorts of things on this and I believe it is a bug in Genst
that is causing a bad output file.

I am going to try splitting the INCBIN parts to a file and the actual code into another then joining the two.
I may also try the standalone assembler version (TTP file).

I'll let you know.

Mark
http://pov.atari.org

From -3319250452046957068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b033af212e93eea
X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Re: Genst problems
Date: 2000/01/01
Message-ID: <84m05q$ot5$1@epos.tesco.net>#1/1
X-Deja-AN: 567233398
References: <84gle1$l7i$1@barcode.tesco.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

I have fixed it.

First of all I had used a SECTION DATA and a SECTION BSS but I had not declared the SECTION TEXT.
After I had made the change I got Genst to assemble to 1.2Mb.

When I tried to assemble to 1.4Mb I got a working exe but there were some graphics missing...

By trial and error I figured out the Genst has a limit on the size the DATA segment can be. I increased the TEXT segment which decreased the DATA segment and ... IT WORKED!

I now have a 1.4Mb working exe (PRG) file.

Now all I have to do is get my demo working on RGB as well as VGA.

Any Falcon 030 owners out there who fancy testing a demo for me?

Mark
MSD/POV

From 7993059423826024345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56b6d5e238f60449,start
X-Google-Attributes: gid1115ce,public
From: "Bruce" <brew@fast.net>
Subject: Borland Turbo C
Date: 2000/01/03
Message-ID: <s71kqmus5k259@corp.supernews.com>#1/1
X-Deja-AN: 567797196
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6700
X-Complaints-To: newsabuse@supernews.com
Organization: Posted via Supernews, http://www.supernews.com
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Does anyone know where I can pickup a copy of this for my TT? Anyone
selling a copy? Throwing one out? I haven't been able to locate one...

Bruce

From 9192830943810192237
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56b6d5e238f60449
X-Google-Attributes: gid1115ce,public
From: "Mustafa Soysal" <test@umich.edu>
Subject: Re: Borland Turbo C
Date: 2000/01/03
Message-ID: <tf5c4.4365$b5.724601@news.itd.umich.edu>#1/1
X-Deja-AN: 567818463
Distribution: world
References: <s71kqmus5k259@corp.supernews.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-Trace: news.itd.umich.edu 946921561 141.214.187.167 (Mon, 03 Jan 2000 12:46:01
EST)
X-MSMail-Priority: Normal
NNTP-Posting-Date: Mon, 03 Jan 2000 12:46:01 EST
Newsgroups: comp.sys.atari.programmer

Greetings Bruce,

"Bruce" <brew@fast.net> wrote in message

news:s71kqmus5k259@corp.supernews.com...
> Does anyone know where I can pickup a copy of this for my TT? Anyone
> selling a copy? Throwing one out? I haven't been able to locate one...
>
> Bruce
>
>

FYI, even if you can find one, it would be in German.

Best Regards,

Mustafa Soysal

From 8179190573425300298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2a1d79c7b31d3bf7,start
X-Google-Attributes: gid1115ce,public
From: "res" <res@sympatico.ca>
Subject: FS: Lattice C
Date: 2000/01/03
Message-ID: <LY5c4.33660$Ke.17993@news21.bellglobal.com>#1/1
X-Deja-AN: 567837099
X-Priority: 3
X-MIMEOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Trace: news21.bellglobal.com 946924459 216.209.38.225 (Mon, 03 Jan 2000 13:34:19 EDT)
Organization: Sympatico
X-MSMail-Priority: Normal
Reply-To: "res" <res@sympatico.caNOSPAM>
NNTP-Posting-Date: Mon, 03 Jan 2000 13:34:19 EDT
Newsgroups: comp.sys.atari.programmer

Lattice C 5.5 for sale

Toronto

--

13:32 Monday January 03, 2000

remove NOSPAM to reply

From 1399995253602730853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56b6d5e238f60449
X-Google-Attributes: gid1115ce,public
From: Dan Wilga <gribnif@pair.com>
Subject: Re: Borland Turbo C
Date: 2000/01/03
Message-ID: <gribnif-4BAC14.15503203012000@news.mtholyoke.edu>#1/1
X-Deja-AN: 567881477
Distribution: world
References: <s71kqmus5k259@corp.supernews.com>
<tf5c4.4365$b5.724601@news.itd.umich.edu>
X-Original-NNTP-Posting-Host: 138.110.10.65
X-Complaints-To: news@nic.umass.edu
X-Trace: news.umass.edu 946932636 138.110.1.32 (Mon, 03 Jan 2000 15:50:36 EST)
Organization: Mount Holyoke College
User-Agent: MT-NewsWatcher/3.0 (PPC)
NNTP-Posting-Date: Mon, 03 Jan 2000 15:50:36 EST
Newsgroups: comp.sys.atari.programmer

In article <tf5c4.4365$b5.724601@news.itd.umich.edu>, "Mustafa Soysal"
<test@umich.edu> wrote:

> Greetings Bruce,
>
> "Bruce" <brew@fast.net> wrote in message
> news:s71kqmus5k259@corp.supernews.com...
> > Does anyone know where I can pickup a copy of this for my TT? Anyone
> > selling a copy? Throwing one out? I haven't been able to locate one...
> >
> > Bruce
> >
> >
>
> FYI, even if you can find one, it would be in German.

Actually, only the manual and online help are in German. The programs are
English. There was even a guy (John Kormylo) who created very good help files
in English from scratch.

--
Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

From -8098988141435831896
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,2a1d79c7b31d3bf7
X-Google-Attributes: gid1115ce,public
From: "Mustafa Soysal MS57" <msoysal@express.net>
Subject: Re: Lattice C
Date: 2000/01/04
Message-ID: <5ybc4.4065$Ec5.211083@newsread1.prod.itd.earthlink.net>#1/1
X-Deja-AN: 567967270
Distribution: world
Content-Transfer-Encoding: 7bit
References: <LY5c4.33660$Ke.17993@news21.bellglobal.com>
X-Posted-Path-Was: not-for-mail
X-Priority: 3
Content-Type: text/plain; charset="Windows-1252"
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
X-ELN-Date: Mon Jan 3 16:55:29 2000
X-Complaints-To: abuse@earthlink.net
X-ELN-Insert-Date: Mon Jan 3 16:55:29 2000
X-Trace: newsread1.prod.itd.earthlink.net 946947329 166.90.237.218 (Mon, 03 Jan 2000 16:55:29 PST)
Organization: EarthLink Network, Inc.
X-MSMail-Priority: Normal
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 03 Jan 2000 16:55:29 PST
Newsgroups: comp.sys.atari.programmer

Greetings res,

"res" <res@sympatico.ca> wrote in message
news:LY5c4.33660$Ke.17993@news21.bellglobal.com...
> Lattice C 5.5 for sale
>
> Toronto
>
> --

This was the compiler that was shipped with the original developer kit for the atari, wasn't it. Do you have the kit too?

Best Regards,

Mustafa Soysal

From 4258494709059296536
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8ba2bc624f7c0f67
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Calling BubbleGEM
Date: 2000/01/04

Message-ID: <387140c2.16393622@news.demon.co.uk>#1/1
X-Deja-AN: 568000776
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <84gvhqffn1@nnrp1.deja.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 946953506 nnrp-02:27813 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 31 Dec 1999 01:17:46 GMT, Joakim H⍰gberg <gokmase@my-deja.com>
wrote:

>Hi,
>
>I am trying to call BubbleGEM from within a program of mine but have
>experienced problems under MagiC, but under Geneva it seems to work OK.
>Under MagiC it seems like it only works a couple of times, and then no
>program is able to call the bubbles.
>
>This is what I did: (after checking that "BUBBLE " really is started)
>
>1) Wait for request (time-triggered) from BubbleGEM
>2) Recieve memory and send BUBBLE_VIEW back to BubbleGEM
>3) Wait for BubbleGEM to send BUBBLE_ACK (saying "bubble is closed")
>4) Release memory
>
>What am I possibly doing wrong here? Have I misunderstood something
>here?

I had a root-around in the sources for PUG and dug this out...

```
#define  BUBBLEGEM_SHOW    0xbabb

bool
pug_bubblegem(wd,wdi,x,y,s)
PUG  wd[];
int  wdi;
int  x,y;
char s[];
{int msg[8],
     b_apid   =appl_find("BUBBLE  ");

 if (b_apid < 0)   return false;

 msg[0] = BUBBLEGEM_SHOW;
 msg[1] = wd[wdi].wd_apid;
 msg[2] = 0;
 msg[3] = x;
 msg[4] = y;
 msg[5] = (ulong)s >> 16;
```

```
 msg[6] = (uint)s;
 msg[7] = 0;
 appl_write(b_apid,16,msg);

 return true;
}

'wd[wdi].wd_apid'  =your application id
x,y           =bubble position
s             =text (ensure static iirc)
```

...it was one of the last things I added to PUG but iirc there was no need to respond to...

```
#define  BUBBLEGEM_ACK 0xbabc
```

...under MagiC (but I may be wrong).

Hope that is of some help! :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5216546988762854876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2a1d79c7b31d3bf7
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: Lattice C
Date: 2000/01/04
Message-ID: <Pine.MNT.4.10.10001041649030.93-100000@TT030>#1/1
X-Deja-AN: 568333175
References: <LY5c4.33660$Ke.17993@news21.bellglobal.com>
<5ybc4.4065$Ec5.211083@newsread1.prod.itd.earthlink.net>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 947023008 209.143.8.29 (Tue, 04 Jan 2000 16:56:48 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Tue, 04 Jan 2000 16:56:48 EST
Newsgroups: comp.sys.atari.programmer

Atari shipped the devkits with Digital Research "C" at least that is what is in my kit from Atari. I think also they may have at one

time included Mark Williams "C" or Acylon "C" (<-spelling?).

On Tue, 4 Jan 2000, Mustafa Soysal MS57 wrote:

> Greetings res,
>
>
> "res" <res@sympatico.ca> wrote in message
> news:LY5c4.33660$Ke.17993@news21.bellglobal.com...
> > Lattice C 5.5 for sale
> >
> > Toronto
> >
> > --
>
> This was the compiler that was shipped with the original developer kit for
> the atari, wasn't it. Do you have the kit too?
>
> Best Regards,
>
> Mustafa Soysal
>
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 7460845568677355359
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56b6d5e238f60449
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Borland Turbo C
Date: 2000/01/04
Message-ID: <aa5_0001041828@conchbbs.com>#1/1
X-Deja-AN: 568414740
Organization: Houston Area League of PC Users, Inc.
X-FTN-To: gribnif@pair.com
Newsgroups: comp.sys.atari.programmer

g > Actually, only the manual and online help are in German. The
g > programs are English. There was even a guy (John Kormylo) who
g > created very good help files in English from scratch.

Hi Dan. Just got kicked off Genie. Good to hear from you again.

___ Mountain Reader II - #00000053
--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.

From 2642883292617493661
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3fe42a952ebcfd61,start
X-Google-Attributes: gid1115ce,public
From: Joakim H□gberg <gokmase@my-deja.com>
Subject: 3d-objects again....
Date: 2000/01/05
Message-ID: <84ufa2$379$1@nnrp1.deja.com>#1/1
X-Deja-AN: 568392700
X-Http-Proxy: 1.0 x23.deja.com:80 (Squid/1.1.22) for client 195.58.102.61
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Wed Jan 05 03:54:47 2000 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

Hi all,

I am struggling with positioning gem objects correctly under different
AES'. Someone previously mentioned that if FORM_CENTER is used, you can
learn what the real size (including all kind of borders) are.
Unfortunately it seems like if that won't work with N.AES. :(

I thought I might check if the AES if able of viewing 3d-objects, since
I then believe there is a call that can return true size of an object.
Making such a call would certainly crash an older AES version?

Anyone been doing this withing GFA by any chance?

Thanks in advance,

Joakim

--
WWW: http://hem.passagen.se/gokmase/atari

Sent via Deja.com http://www.deja.com/
Before you buy.

From 1818557428942611400
X-Google-Language: ChineseT,BIG5
X-Google-Thread: 1115ce,2b033af212e93eea
X-Google-Attributes: gid1115ce,public
From: "lung1979" <lung1979.hknet.com>
Subject: Re: Genst problems
Date: 2000/01/05
Message-ID: <387321d2@newsgate.hknet.com>#1/1
X-Deja-AN: 568579923
References: <84gle1$l7i$1@barcode.tesco.net>
X-Original-NNTP-Posting-Host: ts36221.hknet.com
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Trace: 5 Jan 2000 18:49:54 +0800, ts36221.hknet.com
X-MSMail-Priority: Normal
Reply-To: "lung1979" <lung1979.hknet.com>
Newsgroups: comp.sys.atari.programmer

http://www.hkinotice.com/upskirt1.htm

From -6133697053325405028
X-Google-Language: ChineseT,BIG5
X-Google-Thread: 1115ce,3fe42a952ebcfd61
X-Google-Attributes: gid1115ce,public
From: "lung1979" <lung1979.hknet.com>
Subject: Re: 3d-objects again....
Date: 2000/01/05
Message-ID: <387321af$1@newsgate.hknet.com>#1/1
X-Deja-AN: 568582796
References: <84ufa2$379$1@nnrp1.deja.com>
X-Original-NNTP-Posting-Host: ts36221.hknet.com
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Trace: 5 Jan 2000 18:49:30 +0800, 202.67.240.241
X-MSMail-Priority: Normal
Reply-To: "lung1979" <lung1979.hknet.com>
Newsgroups: comp.sys.atari.programmer

http://www.hkinotice.com/upskirt1.htm

```
□O□□□|□□I
```


From -9118085180807154619
X-Google-Language: ChineseT,BIG5
X-Google-Thread: 1115ce,8ba2bc624f7c0f67
X-Google-Attributes: gid1115ce,public
From: "lung1979" <lung1979.hknet.com>
Subject: Re: Calling BubbleGEM
Date: 2000/01/05
Message-ID: <387321b9@newsgate.hknet.com>#1/1
X-Deja-AN: 568582797
References: <84gvhqffn1@nnrp1.deja.com>
X-Original-NNTP-Posting-Host: ts36221.hknet.com
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Trace: 5 Jan 2000 18:49:43 +0800, 202.67.240.241
X-MSMail-Priority: Normal
Reply-To: "lung1979" <lung1979.hknet.com>
Newsgroups: comp.sys.atari.programmer


```
□□□□□S□□□□□ http://www.hkinotice.com/upskirt1.htm
□j□q□□□□□S□□□+□□A□□□gf□BOL□B□k□H0v□B□@□h□□□□□□□□□□□□□□h□□v|□□□s
□□A□u□n□□□□□□□□□S□□□□□□□□□|□□K□i□h□□□o□Ą□A□□□A□□□□Ą□U□K□□I□κ□□
□O□□□|□□I
```


From -1493878676654294373
X-Google-Language: ChineseT,BIG5
X-Google-Thread: 1115ce,2b033af212e93eea
X-Google-Attributes: gid1115ce,public
From: "lung1979" <lung1979.hknet.com>
Subject: Re: Genst problems
Date: 2000/01/05
Message-ID: <387321c3$1@newsgate.hknet.com>#1/1
X-Deja-AN: 568582798
References: <84gle1$l7i$1@barcode.tesco.net>
X-Original-NNTP-Posting-Host: ts36221.hknet.com
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

X-Trace: 5 Jan 2000 18:49:53 +0800, 202.67.240.241
X-MSMail-Priority: Normal
Reply-To: "lung1979" <lung1979.hknet.com>
Newsgroups: comp.sys.atari.programmer

`#### http://www.hkinotice.com/upskirt1.htm
`j`q`#####S`##`t`A`##`f`BOL`B`k`0v`B`@`h`#########`h`v`|`##s
`A`u`n`#########S`##`#####|`K`i`h`o`Q`A`##A#####U`K`I`k`n
`O`##|`I

From 1645328152280262242
X-Google-Language: ChineseT,BIG5
X-Google-Thread: 1115ce,2b033af212e93eea
X-Google-Attributes: gid1115ce,public
From: "lung1979" <lung1979.hknet.com>
Subject: Re: Genst problems
Date: 2000/01/05
Message-ID: <387321cc@newsgate.hknet.com>#1/1
X-Deja-AN: 568582799
References: <84gle1$l7i$1@barcode.tesco.net>
X-Original-NNTP-Posting-Host: ts36221.hknet.com
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Trace: 5 Jan 2000 18:50:00 +0800, 202.67.240.241
X-MSMail-Priority: Normal
Reply-To: "lung1979" <lung1979.hknet.com>
Newsgroups: comp.sys.atari.programmer

`#### http://www.hkinotice.com/upskirt1.htm
`j`q`#####S`##`t`A`##`f`BOL`B`k`0v`B`@`h`#########`h`v`|`##s
`A`u`n`#########S`##`#####|`K`i`h`o`Q`A`##A#####U`K`I`k`n
`O`##|`I

From 4303546979061533099
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3fe42a952ebcfd61
X-Google-Attributes: gid1115ce,public

From: Lonny Pursell <atari@bright.net>
Subject: Re: 3d-objects again....
Date: 2000/01/05
Message-ID: <Pine.MNT.4.10.10001051643130.98-100000@TT030>#1/1
X-Deja-AN: 568815003
Content-Transfer-Encoding: 8BIT
References: <84ufa2$379$1@nnrp1.deja.com>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=X-UNKNOWN
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 947108785 209.143.8.41 (Wed, 05 Jan 2000 16:46:25 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Wed, 05 Jan 2000 16:46:25 EST
Newsgroups: comp.sys.atari.programmer

On Wed, 5 Jan 2000, Joakim H⍰gberg wrote:

> Hi all,
>
> I am struggling with positioning gem objects correctly under different
> AES'. Someone previously mentioned that if FORM_CENTER is used, you can
> learn what the real size (including all kind of borders) are.
> Unfortunately it seems like if that won't work with N.AES. :(
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> I thought I might check if the AES if able of viewing 3d-objects, since
> I then believe there is a call that can return true size of an object.
> Making such a call would certainly crash an older AES version?
>
> Anyone been doing this withing GFA by any chance?

You can look at AES version # and determine if certain calls
are available. I think appl_getinfo() can tell you part of
what you want to know. Also objc_sysvar() is the other one you
might need. I wish I had an example how this was done as I've
only ever read about it, and never tried it.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -97604288078955823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2265be4cdffcef35,start
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?=
<Guillaume.Deflache@depinfo.enseeiht.fr>
Subject: Trapper 1.4 and real Atari's
Date: 2000/01/06

Message-ID: <3874AE82.E898EAAB@depinfo.enseeiht.fr>#1/1
X-Deja-AN: 569112636
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr-FR, fr, en, de
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 947170913 16746 147.127.160.201 (6 Jan 2000 15:01:53 GMT)
Organization: Inconnue
Mime-Version: 1.0
NNTP-Posting-Date: 6 Jan 2000 15:01:53 GMT
Newsgroups: comp.sys.atari.programmer

Who has managed to make Trapper 1.4 work on a stock Falcon ? With
Y2K-Patch for example <g>...
Here as soon as I load a program, I get bombs (perhaps related to the
workaround-handler to recatch the AES vector ?).
This is on a CT2-ed 4.02 Falcon

Any help appreciated

From 4053256216151427119
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3fe42a952ebcfd61
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: 3d-objects again....
Date: 2000/01/07
Message-ID: <387d2526.22155247@news.demon.co.uk>
X-Deja-AN: 569437179
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <84ufa2$379$1@nnrp1.deja.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 947226719 nnrp-14:23049 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 05 Jan 2000 03:54:47 GMT, Joakim H?gberg <gokmase@my-deja.com>
wrote:

>Hi all,
>
>I am struggling with positioning gem objects correctly under different
>AES'. Someone previously mentioned that if FORM_CENTER is used, you can
>learn what the real size (including all kind of borders) are.
>Unfortunately it seems like if that won't work with N.AES. :(

Imo there's no really satisfactory way of doing this, especially as
I've a personal dislike of writing code that goes like this...

"if OS=x THEN do A ELSE IF OS=y THEN do B ELSE etc".

The best I came up with relies on centering the object with form_center(). This obtains the clipping area (which may be larger than is needed). This clipping area is then adjusted so that the object can appear at the desired place onscreen.

```
void
Form_Move(x,y,ob)
int  x,y;
OBJECT   *ob;
/*[  void Form_Move(x,y,ob)
     int  x,y;
     OBJECT   *ob;

 Form_Move() performs a similar task to form_center() except that x,y
specify
 the absolute screen position for the tree. ob and cp are changed to
reflect
 the new screen position. form_center() is called to ascertain the
offsets
 required from the object position and the clipping rectangle, after
which the
 object is repositioned. Passing a negative value for x or y results
in it
 being left unchanged after the form_center() call, so passing both as
negative
 is effectively a form_center() call.

 Note that the form is clipped to the desktop workarea.
]*/
{Rect    rr0,
     rr1,
     cr;
 Prect   cp   ={&cr.x,&cr.y,&cr.w,&cr.h};

 /* find the save area */
 form_center(ob,cp);
 if (x >= 0)  {
     *cp.x = x - (ob[0].ob_x - *cp.x);
     ob[0].ob_x = x;
 }
 if (y >= 0)  {
     *cp.y = y - (ob[0].ob_y - *cp.y);
     ob[0].ob_y = y;
 }

 wind_get(WH_DESKTOP,WF_WORKXYWH,&rr0.x,&rr0.y,&rr0.w,&rr0.h);
 rr1.x = *cp.x;
 rr1.y = *cp.y;
 rr1.w = *cp.w;
 rr1.h = *cp.h;
```

```
 rc_intersect(&rr0,&rr1);
 *cp.x = rr1.x;
 *cp.y = rr1.y;
 *cp.w = rr1.w;
 *cp.h = rr1.h;
}

int
rc_intersect(p1, p2)
register GRECT    *p1, *p2;
{
     register int  tx, ty, tw, th;

     tw = min(p2->g_x + p2->g_w, p1->g_x + p1->g_w);
     th = min(p2->g_y + p2->g_h, p1->g_y + p1->g_h);
     tx = max(p2->g_x, p1->g_x);
     ty = max(p2->g_y, p1->g_y);
     p2->g_x = tx;
     p2->g_y = ty;
     p2->g_w = tw - tx;
     p2->g_h = th - ty;
     return( (tw > tx) && (th > ty) );
}

typedef struct grect
{
     int  g_x;
     int  g_y;
     int  g_w;
     int  g_h;
} GRECT;

typedef struct { int x, y, w, h; } Rect;
typedef struct { int *x, *y, *w, *h; } Prect;
```

Btw, sizeof(int)==2 above.

>I thought I might check if the AES if able of viewing 3d-objects, since
>I then believe there is a call that can return true size of an object.
>Making such a call would certainly crash an older AES version?

I struggled with this, spent ages massaging things, only to have it all fall over when I added another feature. It became a nightmare until I stood back and thought about *why* I wanted to know exact sizes. Turns out that if you're prepared to dispense with features that extend outward of the ROOT OBJECT's area ('area' as described in the OBJECT structure) then all difficulties vanish - because you can use the OBJECT area directly. Consider this...

The ROOT object can now be positioned exactly. Restating the obvious: the child objects, being relative to the ROOT, are also positioned exactly. The key to this is the redraw - the AES has to do it and whenever you manipulate a child object don't have the AES objc_draw()

the child, have it redraw the parent of the child. By redrawing the parent you also ensure that features of the child which extend outward from the child will be visually correct.

Imagine you have a ROOT object which has, amongst other things, an I_BOX with three buttons under gawd knows what OS. They might be 2D or 3D visually. Say one of the buttons has OUTLINED status and thus extends outwards of its actual OBJECT dimensions. This may also be the case with the 2D/3D features - we don't know and we don't care! Lets say also, that when you click this OUTLINED button, the OUTLINED status wants removing, and that you want to add a fourth button and adjust the spacing so they are spaced equally...

You use the actual OBJECT areas of the buttons and the actual OBJECT area of the I_BOX to calculate your spacing - nothing difficult there, and now you clear the OUTLINED status of that button. Redraw the I_BOX with objc_draw() to MAX_DEPTH using the I_BOX area as the clipping rectangle. Job done.

The price paid for this technique is you cannot guarantee "visual preciseness". In those (rare) instances where it is important you can always test the OS on startup and load a resource file dedicated to that OS's display habits.

>Anyone been doing this withing GFA by any chance?

Not me I'm afraid.

Not exactly what you wanted but I hope it helps. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1103155677140030815
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78d6b50644bd795
X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: GFA
Date: 1999/11/21
Message-ID: <943252930-14312AEicMi@aon.at>#1/1
X-Deja-AN: 551517143
Content-transfer-encoding: 8bit
X-Trace: newsreader.vienna.highway.telekom.at 943249941 29520 USER@195.3.112.5
Content-Type: text/plain; charset=iso-8859-1
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

I do think I posted this yesterday, but it seems I forgot ...
What I wanted to ask, is there anyone her still writing proggies with GFA
Basic? I bought me one out of curiosity and started with some books, but
it seems it's all very "dirty", writing directly onto the screen and
using Line-A and so on ...
Is it worth while?
I guess I'd need some help now and then ... anyone knowing any adresses?
My server has no NGs containing "GFA".
CU
Claus

From -4906202899584956000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78d6b50644bd795
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: GFA
Date: 1999/11/22
Message-ID: <Pine.MNT.4.10.9911221617140.91-100000@TT030>#1/1
X-Deja-AN: 551788916
References: <943252930-14312AEicMi@aon.at>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 943305507 209.143.8.21 (Mon, 22 Nov 1999 16:18:27 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Mon, 22 Nov 1999 16:18:27 EST
Newsgroups: comp.sys.atari.programmer

On Sun, 21 Nov 1999, Claus wrote:

Yes, follow the link in my signature and you will find some GFA pages
with patches, example programs, documentation, and more...

> I do think I posted this yesterday, but it seems I forgot ...
> What I wanted to ask, is there anyone her still writing proggies with GFA
> Basic? I bought me one out of curiosity and started with some books, but
> it seems it's all very "dirty", writing directly onto the screen and
> using Line-A and so on ...
> Is it worth while?
> I guess I'd need some help now and then ... anyone knowing any adresses?
> My server has no NGs containing "GFA".
> CU
> Claus
>

>
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 1368990073206955090
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78d6b50644bd795
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Subject: Re: GFA
Date: 1999/11/22
Message-ID: <WnYAaAAnTaO4Iww6@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 553440174
References: <943252930-14312AEicMi@aon.at>
X-Complaints-To: abuse@theplanet.net
X-Trace: newsg1.svr.pol.co.uk 943654254 13561 62.136.85.211 (26 Nov 1999 22:10:54 GMT)
Organization: Seedy group of companies
Mime-Version: 1.0
Reply-To: Clair Shaw <no@spam.here>
NNTP-Posting-Date: 26 Nov 1999 22:10:54 GMT
Newsgroups: comp.sys.atari.programmer

at 23:25:30, Sun, 21 Nov 1999, Claus <Claus <rogge.claus@aon.at>> fell
in love with someone from and said:
>I do think I posted this yesterday, but it seems I forgot ...
>What I wanted to ask, is there anyone her still writing proggies with GFA
>Basic?
Plenty
>I bought me one out of curiosity and started with some books, but
>it seems it's all very "dirty", writing directly onto the screen and
>using Line-A and so on ...
>Is it worth while?
Yes!
>I guess I'd need some help now and then ... anyone knowing any adresses?
Just email this NG with your problems. We'll only be too happy to help!
>My server has no NGs containing "GFA".
There isn't any, AFAIK
--
Clair Shaw mailto:SeedieS@yahoo.com / http://surf.to/shaws

GFA Programmer and PROUD OF IT!

From 7305733820764270276

X-Google-Language: ITALIAN,ASCII-7-bit
X-Google-Thread: 1115ce,53987959a7632592,start
X-Google-Attributes: gid1115ce,public
From: BmUvCoKx <BmUvCoKx@BgQkQhCi.comNOSPAM>
Subject: <!-- To use a different cobrand, make sure you have a template for it
in /parts/cobrand/ -->
Date: 1999/11/24
Message-ID: <81gouc$59q$1@nslave2.tin.it>
X-Deja-AN: 552510643
Organization: BmUvCoKx
Newsgroups: comp.sys.atari.programmer

<!-- Get Specific Variables for cobrand -->
<!-- YESs and NOs are CaSe SeNsItIvE... Always use ALL CAPS for them! -->

<!-- EXTRA_CODE_AFTER_TOP/BOTTOM are typically used for consistent
identification or used for "floating" nav bars. If you say YES
make sure you hare corresponding code in /parts/cobrand/ -->

<!-- What Modules to use --->

<HTML>
<HEAD>

```
<TITLE>XOOM.it Servizi Iscritti: root</TITLE>
<META name="resource-type" content=document>
<META name="description" content="XOOM.COM Get your web space free! Get Chat! See
Movies! Cool Stuff all for Free!">
<META name="keywords" content="XOOM FREE CHAT WEB SPACE MOVIES EMAIL WEB CLIP ART
HTML CLIPART CARDS DOWNLOADS">
<META name=distribution content=global>
</HEAD>

<BODY BGCOLOR="#FFFFFF" BACKGROUND="http://media.xoom.it/new/Background.gif"
TEXT="#000000" LINK="#0000FF" VLINK="#0000FF" ALINK="#FF0000">

<!-- Top Part Table -->


<TABLE border=0 cellPadding=0 cellSpacing=0 width=600>
  <TBODY>
  <TR>
    <TD background="http://media.xoom.it/new/Left_Background.gif" vAlign=top wid
th=111>
        <A href="http://www.xoom.it">
        <IMG border=0 height=113 hspace=0 src="http://media.xoom.it/new/
logo_corner.gif" width=111>
        </A>
      <TABLE background="http://media.xoom.it/new/spacer.gif" border=0 cellPaddi
ng=0 cellSpacing=0 width=111>
        <TBODY>
        <TR>
          <TD align=middle vAlign=top>
            <TABLE border=0 cellPadding=0 cellSpacing=0 width=90>
              <TBODY>
              <TR>
                <TD colSpan=3>
                    <MAP name=helpmap><AREA coords=2,18,87,31
                    href="http://www.xoom.it/helpcenter/newmember"
                    shape=RECT><AREA coords=2,34,87,47
                    href="http://www.xoom.it/helpcenter/technical"
                    shape=RECT><AREA coords=2,50,87,63
                    href="http://www.xoom.it/helpcenter/chatguide"
                    shape=RECT><AREA coords=2,66,87,79
                    href="/MemberServices/epb/epbfaq.html" shape=RECT><AREA
                    coords=2,82,87,95 href="/www.xoom.it/helpcenter/tutorial"
                    shape=RECT>
                                        </MAP>
<br>
                                        <IMG border=0 src="http://media.xoom.it/
services/help.gif" useMap=#helpmap width=90 height=97>
                                        </TD>
                                  </TR>
                        </TBODY>
                </TABLE>
```

```
<!-- *** HOTSPOT *** -->
<!--< include ("/usr/WWW/parts/hotspot.html");>-->


<!---- inizio RISORSE ---->
<br>
                        <IMG alt="" border=0
            height=161 hspace=0 src="http://media.xoom.it/new/resources.gif"
            useMap=#RESOURCES width=90>
<MAP name=RESOURCES><AREA alt=""
              coords=1,17,88,32
                href="http://www.xoom.it/cgi-bin/redir.cgi?url=http://www.xoom.it/
dizionario&title=ris"
              shape=RECT><AREA alt="" coords=1,34,88,48
              href="http://www.xoom.it/chatroom/xoom"
              shape=RECT><AREA alt="" coords=2,50,88,65
              href="/products/"
              shape=RECT><AREA alt="" coords=2,66,88,80
              href="/helpcenter/"
              shape=RECT><AREA alt="" coords=2,82,88,95
              href="http://www.xoom.it/cgi-bin/redir.cgi?url=http://
cartoline.xoom.it/xigo" shape=RECT><AREA alt="" coords=2,97,88,111
              href="http://www.xoom.it/cgi-bin/redir.cgi?url=http://www.xoom.it/
classicmovies"
              shape=RECT><AREA alt="" coords=2,113,88,126
              href="http://www.xoom.it/cgi-bin/redir.cgi?url=http://
www.tuttogratis.com/cgi/entra.cgi&title=ris"
              shape=RECT><AREA alt="" coords=2,129,88,141
              href="http://www.xoom.it/cgi-bin/redir.cgi?url=http://www.pronto.i
t"
              shape=RECT><AREA alt="" coords=2,145,88,157
              href="http://www.xoom.it/cgi-bin/redir.cgi?url=http://italia.qxl.c
om/cgi-bin/qxl/link.cgi%3FURL=%26ID=xoom&title=ris1"
              shape=RECT></MAP>
<!--- fine RISORSE --->

<!---- inizio RISORSE ---->
<br><br>
                        <IMG alt="" border=0
            hspace=0 src="http://media.xoom.it/services/altriservizi.gif"
            useMap=#altrimap width=90> <MAP name=altrimap><AREA alt=""
              coords=1,17,88,32
              href="http://www.xoom.it/clipart"
              shape=RECT><AREA alt="" coords=1,34,88,48
              href="http://www.xoom.it/downloads"
              shape=RECT>
         </MAP>
<!--- fine RISORSE --->



</TD></TR></TBODY></TABLE></TD>
```

```
        <TD vAlign=top width=489>
        <!--- inizio LATO DESTRO --->      <TABLE BORDER=0 CELLPADDING=0
CELLSPACING=0 WIDTH=489><TR>
<TD HEIGHT=2 BGCOLOR=#000000 COLSPAN=2 WIDTH=489><SPACER TYPE="BLOCK" WIDTH=1 HE
IGHT=2></TD></TR>
</TABLE>
<TABLE BORDER=0 CELLPADDING=0 CELLSPACING=0 WIDTH=489 bgcolor=#ffcc99><TR>
<!-- Inizio banner -->
<STYLE TYPE=text/css>
<!--
xoom8 {font-family:Verdana,Tresbuchet MS,Helvetica,Arial; font-size:7pt;}
xoom9 {font-family:Verdana,Tresbuchet MS,Helvetica,Arial; font-size:8pt;}
xoom10 {font-family:Verdana,Tresbuchet MS,Helvetica,Arial; font-size:8pt;}
xoom12 {font-family:Verdana,Tresbuchet MS,Helvetica,Arial; font-size:10pt; }
xoom14 {font-family:Verdana,Tresbuchet MS,Helvetica,Arial; font-size:12pt; }
xoom16 {font-family:Verdana,Tresbuchet MS,Helvetica,Arial; font-size:14pt; }
xoomhead {font-family:Verdana,Tresbuchet MS,Helvetica,Arial; font-size:14pt; font-
weight:bold; }
xoomcomhead {font-family:Verdana,Tresbuchet MS,Helvetica,Arial; font-size:10pt;
font-weight:bold;}
xoomcomsubhead {font-family:Verdana,Tresbuchet MS,Helvetica,Arial; font-size:9pt;
margin-left:4pt; }
-->
</STYLE>


<TD bgcolor=#FFCC66 align=center WIDTH=487>

<table border=0><tr><td height=4 nowrap>
</td></tr></table>

<IFRAME SRC="http://ad.it.doubleclick.net/adi/xoom.it/
membersarea;area=membersarea;sz=468x60;ord=2308?" WIDTH=468 HEIGHT=60
MARGINWIDTH=0 MARGINHEIGHT=0 HSPACE=0 VSPACE=0 FRAMEBORDER=0 SCROLLING=no
BORDERCOLOR="#FFCC66">
<SCRIPT language="JavaScript1.1" SRC="http://ad.it.doubleclick.net/adj/xoom.it/
membersarea;area=membersarea;abr=!ie;sz=468x60;ord=2308?">
</SCRIPT>
<NOSCRIPT>
<A HREF="http://ad.it.doubleclick.net/jump/xoom.it/
membersarea;area=membersarea;abr=!ie4;abr=!ie5;sz=468x60;ord=2308?">
<IMG SRC="http://ad.it.doubleclick.net/ad/xoom.it/
membersarea;area=membersarea;abr=!ie4;abr=!ie5;sz=468x60;ord=2308?" BORDER=0
WIDTH=468 HEIGHT=60>
</A>
</NOSCRIPT>
</IFRAME>


<CENTER><IMG SRC="http://media.xoom.it/NovLook/spacer.gif" HEIGHT=3 WIDTH=468><BR>
<IMG SRC="http://media.xoom.it/blackline.gif" HEIGHT=1 WIDTH=468><BR>
```

```
<TABLE BORDER=0 CELLPADDING=0 CELLSPACING=0 WIDTH=100%>
         <TR>
              <TD COLSPAN=4><IMG SRC="http://media.xoom.it/new/clear.gif"
WIDTH="487" HEIGHT="4" HSPACE="0" VSPACE="0"><BR></TD>
         </TR>

         <TR>

<!-- Tastino 1 -->
<TD VALIGN=TOP ALIGN=MIDDLE WIDTH=25%><A HREF="http://www.xoom.it/cgi-bin/
redir.cgi?url=http://www.webcast.it/xoom_partner.htm" TARGET=_top><IMG
SRC="http://media.xoom.it/bottoni/topmp3.gif" BORDER=1 WIDTH=88 HEIGHT=31></A><BR>
<FONT FACE="Verdana,Arial,HELVETICA" SIZE=1><SPAN CLASS=X9><B>GUIDA MP3</B></
SPAN></FONT></TD>

<!-- Tastino 2 -->
<TD VALIGN=TOP ALIGN=MIDDLE WIDTH=25%><A HREF="http://www.xoom.it/cgi-bin/
redir.cgi?url=http://www.vnss.net/index.asp%3Fi=XOOM%26m=button&title=button"
TARGET=_top><IMG SRC="http://media.xoom.it/Banners/vittoria/button_vnss.gif"
BORDER=1 WIDTH=88 HEIGHT=31></A><BR>
<FONT FACE="Verdana,Arial,HELVETICA" SIZE=1><SPAN CLASS=X9><B>GUADAGNA sul WEB</
B></SPAN></FONT></TD>

<!-- Tastino 3 -->
<TD VALIGN=TOP ALIGN=MIDDLE WIDTH=25%><A HREF="http://www.xoom.it/cgi-bin/
redir.cgi?url=http://www.italianetwork.it/" TARGET=_top><IMG SRC="http://
media.xoom.it/Banners/italia/It_Network_nero_88x31.gif" BORDER=1 WIDTH=88
HEIGHT=31></A><BR>
<FONT FACE="Verdana,Arial,HELVETICA" SIZE=1><SPAN CLASS=X9><B>NET RADIO</B></
SPAN></FONT></TD>

<!-- Tastino 4 -->
<TD VALIGN=TOP ALIGN=MIDDLE WIDTH=25%><A HREF="http://www.xoom.it/cgi-bin/
redir.cgi?url=http://italia.qxl.com/cgi-bin/qxl/
link.cgi%3FURL=%26ID=xoom&title=but" TARGET=_top><IMG SRC="http://media.xoom.it/
Banners/italia/qxl_88x31.gif" BORDER=1 WIDTH=88 HEIGHT=31></A><BR>
<FONT FACE="Verdana,Arial,HELVETICA" SIZE=1><SPAN CLASS=X9><B>ASTE ON-LINE</B></
SPAN></FONT></TD>

         </TR>
         </TABLE>




<!-- fine banner -->
</TD>

        <TD BGCOLOR=#000000><SPACER TYPE="BLOCK" WIDTH=2 HEIGHT=2></TD>
</TR>

<TR>
        <TD HEIGHT=2 BGCOLOR=#000000 COLSPAN=2><SPACER TYPE="BLOCK" WIDTH=1
```

```
HEIGHT=2></TD>
</TR>
</TABLE>



<TABLE CELLPADDING=10 BORDER=0> <!-- Inside Table START   Only here for padding --
>
<TR><TD>

<FONT SIZE=+2>
XOOM.it: comunicazione di servizio

<P>

Stiamo portando tutti i web degli utenti su dei nuovi server molto piu' potenti e
capienti.<br>
Questa operazione richiedera' qualche ora. Vi preghiamo di scusarci per la
temporanea sospensione del servizio:<br>stiamo lavorando per voi!


</FONT>
</TD></TR></TABLE>

</TD></TR>

  <TR>
    <TD background="http://media.xoom.it/new/Left_Background.gif" height=70
    vAlign=bottom width=111><IMG align=baseline height=70 hspace=0
      src="http://media.xoom.it/new/left_bottom4.gif" width=111></TD>
    <TD height=70 vAlign=top width=489 bgcolor=#ffcc66>

        <!---- punto di inserimento snap ----->


      <TABLE border=0 cellPadding=0 cellSpacing=0 height=2 width=489>
        <TBODY>
        <TR>
          <TD bgColor=#000000 colSpan=2 height=2 width=489><SPACER HEIGHT="2"
            WIDTH="1" TYPE="BLOCK"></TD></TR></TBODY></TABLE>
      <TABLE border=0 cellPadding=0 cellSpacing=0 height=66 width=489>
        <TBODY>
        <TR>
          <TD bgColor=#ffcc66 width=487><IMG height=5 hspace=0 src="http://
media.xoom.it/new/spacer.gif" width=314><BR><B><FONT class=X11 face="Verdana,
Arial, Helvetica">   Iscriviti a XOOM.it adesso per questi servizi
gratuiti!<BR></FONT>

<FONT class=X11 face="Verdana, Arial, Helvetica">   </FONT><FONT
class=xh9 face="Arial, Helvetica" size=1><A href="http://xoom.it/webspace/">Spazio
Web</A> | <A href="http://xoom.it/email/">Email</A> | <A href="http://xoom.it/
chat/">Chat Room</A> | <A href="http://xoom.it/cgi-bin/redir.cgi?url=http://
counter.xoom.it/">Xoomcounter</A> | <A href="http://xoom.it/clipart/">Clip
```

```
            Art</A> | <A href="http://xoom.it/downloads/">Area Download</A>
            </FONT></B><IMG height=2 hspace=0
            src="http://media.xoom.it/new/spacer.gif" width=314><BR><FONT class=
X11
            face="Verdana, Arial, Helvetica">  </FONT><FONT class=X9
            face="Arial, Helvetica" size=1><A href="http://xoom.it/about">Chi e'
Xoom.it</A> |
 <A href="http://xoom.it/about/advertising">Pubblicita'</A> | <A
            href="http://xoom.it/PPS">Legge sulla privacy</A> | <A
            href="http://xoom.it/TOS">Condizioni di utilizzo</A><BR><A
            href="http://xoom.it/copyright">Copyright</A> xa9 1999 Licenze
XOOM.it. Tutti i d
iritti riservati. Powered by <a href=http://www.it.net><b><font color="#800000">
IT</font><font color="#008000"><i>net</i></b></a></FONT>.
                        <br>
                        <BR clear=all><IMG height=5 hspace=0
            src="http://media.xoom.it/new/spacer.gif" width=314><BR></TD>
          <TD bgColor=#000000 width=2><SPACER HEIGHT="2" WIDTH="2"
            TYPE="BLOCK"></TD></TR></TBODY></TABLE>
      <TABLE border=0 cellPadding=0 cellSpacing=0 height=2 width=489>
        <TBODY>
        <TR>
          <TD bgColor=#000000 colSpan=2 height=2 width=489><SPACER HEIGHT="2"
            WIDTH="1" TYPE="BLOCK">></TD></TR></TBODY></TABLE></TD></TR>
  <TR>
    <TD align=left colSpan=2 vAlign=top><IMG height=20 src="http://media.xoom.it/
new/fade_bottom.gif" width=250>
</TD></TR></TBODY></TABLE>
</FORM>
</BODY>
</HTML>
```

```
From -2661679026798010484
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e8a531032ff2036
X-Google-Attributes: gid1115ce,public
From: Mark-Oliver Wolter <wolter@theo.physik.uni-bremen.de>
Subject: Re: Check the 680x0
Date: 1999/11/25
Message-ID: <81ih1p$dj3$1@kohl.informatik.uni-bremen.de>#1/1
X-Deja-AN: 552807456
Content-Transfer-Encoding: 8bit
References: <3835C4A5.C113EE58@libertysurf.fr>
<Pine.MNT.4.10.9911192348590.361-100000@rakas> <38383A56.9750B1F2@libertysurf.fr>
Organization: Universitaet Bremen, Germany
Content-Type: text/plain; charset=iso-8859-1
User-Agent: tin/pre-1.4-980618 (UNIX) (Linux/2.2.5 (i686))
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
```

Laurent Favard (Linux) <laurent.favard@libertysurf.fr> wrote:
:> Upgrading a 68000 machine to 68010 used to be a cool experiment
:> (the chips are pin-to-pin compatible, if I recall) because there
:> was some hint that TOS was developped on 68010-based systems at
:> Digital Research.
: i'm not sure that TOS will be happy with a 68010 or 020 inside a STF,
: instead of a 68000, because format word are not supported by TOS.
: (I think !)

TOS 2.06 or a patched 1.4. Although the 68010's performance improvement
is near zero.

: A lot of work will be requiered to patch TOS and allow it to understand
: Format word. (And somes others minors things like move from sr, became
: supervisor mode).

The c't did that with 1.4 for the PAK. Which replaces the 000 with a 020.
Ten years ago.
TOS 2.06 works without need for any patches.

--

```
   | | | MfG MOW []-)
   | | | Steffensweg 89, 28217 Bremen, Tel. ++49-177-2503055
  M  O  W  http://www.zfn.uni-bremen.de/~g02o/
/'   |   `\  Always logon - the bright side of life !
```


From 3719176457754839691
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5e859ab595c3974,start
X-Google-Attributes: gid1115ce,public
From: Vincent.Barrilliot@esial.u-nancy.fr (Vincent Barrilliot)
Subject: [PROG] Midi messages
Date: 1999/11/25
Message-ID: <81jer3$97u$1@arcturus.ciril.fr>#1/1
X-Deja-AN: 552921886
Distribution: world
Content-Transfer-Encoding: 8bit
Organization: Universite Henri Poincare - Nancy (France) Departement Informatique
- ESIAL
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello,

I'm looking for some information about Midi real-time and system messages :
Active Sensing, clocks, start, stop, song position etc ...

Please e-mail me at
barrilli@club-internet.fr

so that I can directly get it on my Falcon :-)

Vincent

From 66951405823387230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8d589d5bde4dfdb3,start
X-Google-Attributes: gid1115ce,public
From: Daniel Augsburger <skydiver@jumpgates.com>
Subject: MagiC: KEYTABLS.SYS
Date: 1999/11/25
Message-ID: <383D67EB.119AFF42@jumpgates.com>#1/1
X-Deja-AN: 553036126
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: 25 Nov 1999 17:46:36 +0100, rif22.iiic.ethz.ch
Organization: Swiss Federal Institute of Technology (ETHZ)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

I'm working on a program for MagiC that lets you change your keyboard layout anytime you wish without rebooting.
Now I'm looking for KEYTABLS.SYS files for different languages (e.g. Italian, Swedish, etc.). I already have German, Swiss German, French, English UK and English US. As the file extension is always "SYS" for every language you should also tell me for which language the keyboard layout that you send me is. AND PLEASE: if you send me a file then send also a short reply to the newsgroup to tell the other readers which "language" you sent to me (it would be best to place the language in the subject line), so I won't receive dozens of the same file. Thanx.

Daniel Augsburger
http://www.jumpgates.com/skydiver

-----BEGIN GEEK CODE BLOCK-----
Version: 3.12
GCS d+ s: a-- C++ UBL+>++ P+>++ L++ E(+) W++ N++
o? k? w---$!O M+ V-- PS++ PE-- Y++@ PGP>+ t* 5+++
X++ R tv- b+>++ DI+ D++ G>+++ e* h! !r !y
------END GEEK CODE BLOCK------

From 3001256311390144841
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78d6b50644bd795
X-Google-Attributes: gid1115ce,public
From: "Ross Cooling" <rcooling@georgian.net>
Subject: Re: GFA
Date: 1999/11/29

Message-ID: <j5m04.126$zb1.1357@198.235.216.4>#1/1
X-Deja-AN: 554269219
References: <943252930-14312AEicMi@aon.at>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Trace: 198.235.216.4 943844815 207.61.218.181 (Sun, 28 Nov 1999 22:06:55 EDT)
Organization: Bell Solutions
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sun, 28 Nov 1999 22:06:55 EDT
Newsgroups: comp.sys.atari.programmer

There's a newgroup on my server - alt.lang.gfa-basic

Claus <rogge.claus@aon.at> wrote in message
news:943252930-14312AEicMi@aon.at...
> My server has no NGs containing "GFA".
> CU
> Claus

From -1495941045223308410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78d6b50644bd795
X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: Re: GFA
Date: 1999/11/30
Message-ID: <943999238-12498AEicMi@aon.at>#1/1
X-Deja-AN: 555009583
Content-transfer-encoding: 8bit
References: <943252930-14312AEicMi@aon.at>
<Pine.MNT.4.10.9911221617140.91-100000@TT030>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 943996291 28592 USER@212.183.32.90
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>onny Pursell <atari@bright.net>
wrote:
> follow the link in my signature
Thanks! Found some interesting things there!
     CU
     Claus

From -2145466589201001360

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3668bfa9365e5423,start
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: SM_M_SPECIAL and MagiC6
Date: 1999/12/01
Message-ID: <8234nu$j0j$1@snipp.uninett.no>#1/1
X-Deja-AN: 555266418
X-Trace: snipp.uninett.no 944051774 19475 129.241.210.70 (1 Dec 1999 12:36:14 GMT)
Organization: UNINETT news service
User-Agent: tin/1.4-19991113 ("No Labels") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: news-abuse@uninett.no

I'm still struggling with these, I just can't get it to work as
documented:

- AES: Since MagiC 2 there is the possibility to send messages via
  appl_write() to the SCRENMGR (application #1) to carry out the
  following actions (functions as with the MagiC popup):

```
     Tidy up       (subcode SMC_TIDY_UP)
     Terminate     (subcode SMC_TERMINATE)
     Activate      (subcode SMC_SWITCH)
     Freeze        (subcode SMC_FREEZE)
     Unfreeze      (subcode SMC_UNFREEZE)
     Unhide all     (subcode SMC_UNHIDEALL)
     Hide others    (subcode SMC_HIDEOTHERS)
     Hide          (subcode SMC_HIDEACT)
```

  Binding (->MT_AES.H):

```
--------------------------------------

#define SM_M_SPECIAL     101                            /* MAG!X       */


#define SMC_TIDY_UP         0
/* MagiC 2    */
#define SMC_TERMINATE  1                            /*
MagiC 2  */
#define SMC_SWITCH     2
/* MagiC 2    */
#define SMC_FREEZE     3
/* MagiC 2    */
#define SMC_UNFREEZE   4                            /*
MagiC 2  */
#define SMC_RES5       5
/* MagiC 2    */
#define SMC_UNHIDEALL  6                            /*
MagiC 3.1*/
#define SMC_HIDEOTHERS 7                            /*
```

```
MagiC 3.1*/
#define SMC_HIDEACT         8
/* MagiC 3.1  */

     int msg[8];

     msg[0] = SM_M_SPECIAL;  /* 101 */
     msg[1] = ap_id;    /* ap_id, with SMC_TIDY_UP and SMC_UNHIDEALL own
*/
     msg[2] = 0;        /* No overrun */
     msg[3] = 0;
     msg[4] = 'MA';
     msg[5] = 'GX';
     msg[6] = ..subcode..;
     msg[7] = 0;

     appl_write(msg, 16, 1);     /* apid #1 is the SCRENMGR */
```

Now, I've done all this (apart from the obvious typo in appl_write), but it still doesn't work. Sometimes the wrong application is hidden or displayed, sometimes nothing happens at all and once in a while it does what it's intended to do.

This is very frustrating, I'm sure that there is a way to get this to work as others have done it before.

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -3148379132055757957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78d6b50644bd795
X-Google-Attributes: gid1115ce,public
From: Matt Jaap <mjaap@atari-computer.de>
Subject: Re: GFA
Date: 1999/12/02
Message-ID: <825v2k$992$1@nnrp1.deja.com>#1/1
X-Deja-AN: 555652364
References: <943252930-14312AEicMi@aon.at>
X-Http-Proxy: 1.1 x28.deja.com:80 (Squid/1.1.22) for client 212.79.29.108
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Thu Dec 02 14:18:06 1999 GMT
X-MyDeja-Info: XMYDJUIDmaja9819
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows NT; DigExt)

In article <943252930-14312AEicMi@aon.at>,
  Claus <rogge.claus@aon.at> wrote:
> I do think I posted this yesterday, but it seems I forgot ...
> What I wanted to ask, is there anyone her still writing proggies with
GFA
> Basic?

HP-Penguin is written entirely in GFA Basic and a few other commercial
programs. There are of course tons of Freeware/Shareware programs
written in GFA.

I bought me one out of curiosity and started with some books, but
> it seems it's all very "dirty", writing directly onto the screen and
> using Line-A and so on ...
> Is it worth while?

These books are quite old. But some books feature some good algorithms
which you can use in every program.

> I guess I'd need some help now and then ... anyone knowing any
adresses?

Check out run-software.de - they programmed a visual application
designer for GFA called faceValue. It does most of the GEM stuff for
you.

Greetings,
Matt.

Sent via Deja.com http://www.deja.com/
Before you buy.

From -5547989831802007082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3668bfa9365e5423
X-Google-Attributes: gid1115ce,public
From: Daniel Augsburger <skydiver@jumpgates.com>
Subject: Re: SM_M_SPECIAL and MagiC6
Date: 1999/12/02
Message-ID: <38467CAD.D615C400@jumpgates.com>#1/1
X-Deja-AN: 555798462
Content-Transfer-Encoding: 7bit
References: <8234nu$j0j$1@snipp.uninett.no>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: 2 Dec 1999 15:05:33 +0100, rif21.iiic.ethz.ch
Organization: Swiss Federal Institute of Technology (ETHZ)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

The following code works as expected in one of my programs:

Firstable you have to get the appl-ID of the screen manager. This is done as follows: (you should better not rely on the assumption that the screen manager has always ID 1)

```
     sm_apid = appl_find("SCRENMGR"); // get appl-ID of screen manager
```

Note: msg[7] contains the appl-ID of the target application and not value 0

```
     msg[0] = 101;      // SM_M_SPECIAL
     msg[1] = gl_apid;  // appl-ID of sender
     msg[2] = msg[3] = 0;
     msg[4] = 'MA';
     msg[5] = 'GX';
     msg[6] = 3;        // subcode (in this example: SMC_FREEZE)
     msg[7] = id;       // appl-ID of application that should be freezed
```

Send message:

```
     appl_write(sm_apid, 16, msg);
```

I hope this will help you.

--
Daniel Augsburger
http://www.jumpgates.com/skydiver

-----BEGIN GEEK CODE BLOCK-----
Version: 3.12
GCS d+ s: a-- C++ UBL+>++ P+>++ L++ E(+) W++ N++
o? k? w---$!O M+ V-- PS++ PE-- Y++@ PGP>+ t* 5+++
X++ R tv- b+>++ DI+ D++ G>+++ e* h! !r !y
------END GEEK CODE BLOCK------

From 3258168366246788313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3668bfa9365e5423
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re: SM_M_SPECIAL and MagiC6
Date: 1999/12/03
Message-ID: <10956_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 556159332
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it

Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 02 Dec 99 skydiver@jumpgates.com (2:333/608.1)
scrisse al povero All :

 s> Send message:
 s> appl_write(sm_apid, 16, msg);

Maybe you can help me about an old question still unresolved:

how do I start an application in "single mode" ?

I tryed different ways unsuccesfully, so maybe I need to scann all
applications, freeze them, launch the one I need "single"..... but how do I
unfreeze all of them when the application exits ?

Or should I send some kind of special call to the desktop application to tell
it to start the app in "single mode" ? I had a look at Thing docs but didn't
find the right info.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Butta il PiCcione e prendi un FALCONe !

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 5251024192431321552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d15db32d5572363a,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d15db32d5572363a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d15db32d5572363a,start
X-Google-Attributes: gid109a67,public
From: Joseph Zorzin <redoak@forestmeister.com>
Subject: need Atari 1040ST drives
Date: 1999/12/03
Message-ID: <3847E338.15B38BC4@forestmeister.com>#1/1
X-Deja-AN: 556233780
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: 3 Dec 1999 10:38:36 -0500, qurasp6.vgernet.net
MIME-Version: 1.0
XPident: Unknown
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

I need, preferably an ST hard drive, or at least an external

floppy.

Until 1993 or so, I used a 1040St with an external floppy and a custom build hard drive. The hard drive died, and then I bought a Pentium.

But I programmed on ST and have a need to update some old software that I created back then.

So, I'm looking for a hard drive for the ST, either an ST hard drive or a custom built one. I'd also need whatever software it would take to get the hard drive working. I doubt that I could find whatever I used back then.

If I can't find a hard drive, I'll consider buying an external floppy. Shortly after my hard drive died, I continued to program using 2 floppies. But now I can't get that old external floppy to work. The light comes on and I can hear a hum, but it won't read any floppies. Might it be reparable, or maybe it just needs a good cleaning?

I've got Gemulator98 installed on my PC but so far I've had no luck in getting my Megamax Laser C to work with, even with the help of the author of Gemulator. The author of Gemulator says he uses Laser C on his PC but for me- it crashes Gemulator. Any advice on this issue?

Even if I can get Laser C working on Gemulator, I'll have another problem- getting my HP4p printer to think it's an ancient HP FX printer. HP sells an FX emulator for the 4p laserjet, but for $200!

--
Joe Zorzin

From 309296203160940972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3668bfa9365e5423
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: SM_M_SPECIAL and MagiC6
Date: 1999/12/03
Message-ID: <829cji$pt8$3@snipp.uninett.no>#1/1
X-Deja-AN: 556345634
References: <8234nu$j0j$1@snipp.uninett.no> <38467CAD.D615C400@jumpgates.com>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 944256434 26536 129.241.210.70 (3 Dec 1999 21:27:14 GMT)
Organization: UNINETT news service
User-Agent: tin/1.4-19991113 ("No Labels") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer

Daniel Augsburger <skydiver@jumpgates.com> wrote:
> The following code works as expected in one of my programs:

Thank you, it looks like ot works :-) Now I just have to correct the
documentation and notify the &%$"&#$ that wrote it in the first place ;-)

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -7662038419668916934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3668bfa9365e5423
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: SM_M_SPECIAL and MagiC6
Date: 1999/12/04
Message-ID: <k7nBYDAMUPS4Ew+4@my-ste.demon.co.uk>#1/1
X-Deja-AN: 556508932
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <10956_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 944307032 nnrp-14:18076 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <10956_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
writes
>In uno strano messaggio del 02 Dec 99 skydiver@jumpgates.com (2:333/608.1)
>scrisse al povero All :
>
> s> Send message:
> s> appl_write(sm_apid, 16, msg);
>
>Maybe you can help me about an old question still unresolved:
>
>how do I start an application in "single mode" ?

Try using:

```
char    *prog="[whatever]";     /* the applications pathname */
char    *attr=" [commandline]"; /* the applications commandline */
/*             ^
```

```
 note the space here. It's a filler to allow the length of the
 commandline to be inserted.
*/
attr[0]=(char)strlen(&attr[1]); /* fill in the length */
status=shel_write(1,0,SHW_SINGLE,prog,attr);
/*
 call shel_write() to execute the application
*/
```

HTH

--
David Bolt

From -7222258854226924987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3cfa6b6efcf2b317,start
X-Google-Attributes: gid1115ce,public
From: tonytt98@aol.com (Tony TT98)
Subject: FS: Atari TT
Date: 1999/12/04
Message-ID: <19991204171500.17734.00000664@ng-fy1.aol.com>#1/1
X-Deja-AN: 556674494
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Atari TT system on Auction on ebay at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=212403963

Good Luck...

From -1447394133490225517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f60cc127b4554197,start
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com>
Subject: [Q]x2: sides on a floppy disk
Date: 1999/12/06
Message-ID: <384B9EA9.AF130EE6@europe.com>#1/1
X-Deja-AN: 557215986
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr-FR, fr, en, de
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 944479473 10627 147.127.160.201 (6 Dec 1999 11:24:33 GMT)
Organization: Inconnue
Mime-Version: 1.0
NNTP-Posting-Date: 6 Dec 1999 11:24:33 GMT

Newsgroups: comp.sys.atari.programmer

1) Does someone know how a two-side floppy disk is organized in a .ST file?
Is it :
 - track <n>, sector 1, side 0
 - track <n>, sector 1, side 1
...
 - track <n>, sector <NSEC>, side 0
 - track <n>, sector <NSEC>, side 1
or:
 - track <n>, sector 1, side 0
...
 - track <n>, sector <NSEC>, side 0
 - track <n>, sector 1, side 1
...
 - track <n>, sector <NSEC>, side 1
or something other?

2) Is it possible to READ the bit of the YM-register giving the selected side of the floppy drive? It was not clearly stated in docs I have...

Thanks by advance !

From 8682997492511941329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b15114406e7b59e,start
X-Google-Attributes: gid1115ce,public
From: Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com>
Subject: [Q] 0xffff860e WORD register on Falcon???
Date: 1999/12/06
Message-ID: <384BA12D.129572CD@europe.com>#1/1
X-Deja-AN: 557218841
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr-FR, fr, en, de
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: postmaster@cict.fr
X-Trace: news.cict.fr 944480117 10708 147.127.160.201 (6 Dec 1999 11:35:17 GMT)
Organization: Inconnue
Mime-Version: 1.0
NNTP-Posting-Date: 6 Dec 1999 11:35:17 GMT
Newsgroups: comp.sys.atari.programmer

Does someone knows what this register is for? It is written to as a word value in my TOS 4.02 (Falcon) ROM.
It appears only in Dan Hollis' (or is it Aura's) register listing? with no comments whatsoever (and ICYW it is not in the Compendium).

Thanks by advance

From 6469504547760202990
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 1115ce,235bf5ae986a96bd,start
X-Google-Attributes: gid1115ce,public
From: Michael Wiegers <Jet@avena.com>
Subject: GCC-IDE fuer Warmduscher!
Date: 1999/12/06
Message-ID: <384BF8CA.EC415F1F@avena.com>#1/1
X-Deja-AN: 557341430
Content-Transfer-Encoding: 7bit
Organization: Nacamar Group Plc.
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Irgendwo habe ich eine Seite entdeckt mit einem IDE fuer GCC, kann diese
abder nicht wiederfinden.
Kennt die Jemand???
Auf der Seite steht das System sei fuer Warmduscher, und da ich einer
bin ... :)

Jet

From 8677415973828747890
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ad05130031c50d91,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ad05130031c50d91,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ad05130031c50d91,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,ad05130031c50d91,start
X-Google-Attributes: gidf8760,public
From: "DauthiSlayer" <Piratedman@hotmail.com>
Subject: NO LONGER MISSING! Adventure International Masters, alphas, and other
stuff available...
Date: 1999/12/06
Message-ID: <s4oe7gffqeg50@corp.supernews.com>#1/1
X-Deja-AN: 557445369
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: newsabuse@supernews.com
Organization: Posted via Supernews, http://www.supernews.com
X-MSMail-Priority: Normal
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.
tech

==========

A few years back- I came across, a large group of Adventure International, software etc. Basically I've got boxes and boxes of disc- in small cases) usually it's one game per case- and within the case are usually 3-6 disc. Some of these are normally alpha or "prototype" versions of the game and it usually contains what is labeled a "Master" disc.

AI had been based in the Orlando area, and this stuff had been placed in storage and ultimately sold for non-payment of rent. It would seem that this was the Adventure International "archives" or perhaps the separate backup storage- that was then lost or abandoned, Much of the stuff is AI, but some is under another name- so I suspect that they either succeeded Scott Adams' Adventure International- or perhaps obtained the rights to some of the stuff.(or were a spin-off).

I got only about 1/3 of what was available- but it includes Atari 8 bit, St, Commodore, 64, TRS-80 etc. But still there are probably 100 or so separate cases- and maybe 500 separate disc.

There is also some cassette based software.

My interest is primarily the cartridge based games....
Any idea what this stuff is worth?
Offers? ....
I'd rather move this as a group/lot-
But if there is some particular title- you really have to have-
if your offer will make it worth my while, I'll pull all this stuff out and search through it for specifics.

Reply to sunshine853@hotmail.com

From -5605032923105282951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,bd3f942fad084d32,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,bd3f942fad084d32,start
X-Google-Attributes: gid1115ce,public
From: Joseph Zorzin <redoak@forestmeister.com>
Subject: Gemulator and Megamax Laser C work together?
Date: 1999/12/06
Message-ID: <384C6BF3.6BD7687C@forestmeister.com>#1/1
X-Deja-AN: 557520216
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: 6 Dec 1999 21:10:17 -0500, plp5-30.vgernet.net
MIME-Version: 1.0

XPident: Unknown
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

I downloaded Gemulator 98 and 2 versions of TOS, 1.04 and 2.06. I manage to get Gemulator to see both and then I've been able to run many of my old Atari programs but I'm have trouble with the Laser C development program.

Laser C loads- but- if I have Gemulator use 14 megs of RAM, Laser C will crash trying to open any code file or when attempting to make changes to it's config.sys file.

So, I adjusted Gemulator to only use 4 megs of ram on my Pentium, and now the above problem doesn't occur, but when I tried to compile a code file- it crashed and burned my PC operating system (Win95 OSR2)- I ended up with a black screen. I had to reboot, run scandisk, and it fixed a damaged file.

I don't get it. The author of Gemulator says it should work. I got a few messages from him, but few suggestions, and he seems to have given up on this problem.

The reason I still care to develop software with GEM and TOS is that I wrote some software that I've come to depend on in my conulting work. I now also have MS Visual C++, but that's a steep learing curve before I'm ready to try porting over GEM programs to Windows- I'll do it eventually, but in the short term I'd like to continue with TOS and GEM.

Anyone have any suggestions?

--
Joe Zorzin

From -8222713514358466063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39570b6fd652e7c,start
X-Google-Attributes: gid1115ce,public
From: nharlow@cix.compulink.co.uk
Subject: 16/32 Systems
Date: 1999/12/07
Message-ID: <82ih5d$m2i$1@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 557619820
Organization: CIX - Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

The Catalogue now has over 500 separate Atari Items.

1) New section of unboxed Lynx Games
2) New section starting for TT compatible game (feedback appreciated)

3) CD section mostly finished

Next will be working on the Utilities Section.

I plan for a pdf version of the catalogue or even a downloadable html...
comments?

So visit the site and somepoint and let me have your comments, feedback
appreciated. info@1632systems.co.uk

http://www.1632systems.co.uk for the home pages, which are still being
worked on.

http://catalog.zen.co.uk/actinic/1632Systems/ for the sales catalogue

Nick Harlow
16/32 Systems

From -46214055897033524
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,39570b6fd652e7c
X-Google-Attributes: gid1115ce,public
From: jorgen.nyberg@mailbox.hogia.net (J⍰rgen Nyberg)
Subject: Re: 16/32 Systems
Date: 1999/12/07
Message-ID: <82j0m1$2a9$1@cubacola.tninet.se>#1/1
X-Deja-AN: 557684946
References: <82ih5d$m2i$1@plutonium.compulink.co.uk>
X-Complaints-To: abuse@algo.net
X-Trace: cubacola.tninet.se 944571905 2377 195.100.63.173 (7 Dec 1999 13:05:05
GMT)
Organization: Telenordia
NNTP-Posting-Date: 7 Dec 1999 13:05:05 GMT
Newsgroups: comp.sys.atari.programmer

On 7 Dec 1999 08:40:13 G, nharlow@cix.compulink.co.uk wrote:
>The Catalogue now has over 500 separate Atari Items.
>
>1) New section of unboxed Lynx Games
>2) New section starting for TT compatible game (feedback appreciated)
>3) CD section mostly finished
>
>Next will be working on the Utilities Section.
>
>I plan for a pdf version of the catalogue or even a downloadable html...
>comments?
>
>So visit the site and somepoint and let me have your comments, feedback
>appreciated. info@1632systems.co.uk
>
>http://www.1632systems.co.uk for the home pages, which are still being

>worked on.
>
>http://catalog.zen.co.uk/actinic/1632Systems/ for the sales catalogue
>
>Nick Harlow
>16/32 Systems
>.
Hi Nick

I think the pages are coming along fine but please do not use pdf,
I think html is better and above all slimmer. If you turn it into pdf
it gets 10 times bigger (not quite, but) and it isn't better in any
way.

Cheer's J⍰rgen

 J⍰rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/indexe.html

From -5884833104762045019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39570b6fd652e7c
X-Google-Attributes: gid1115ce,public
From: nharlow@cix.compulink.co.uk
Subject: Re: 16/32 Systems
Date: 1999/12/07
Message-ID: <82k6ps$1d2$1@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 557926311
References: <82j0m1$2a9$1@cubacola.tninet.se>
Organization: CIX - Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

Jurgen,

long tome..

SAk doing it's thing this year?

Let me know in advance as I have some PC equipment for Tom.

Nick

From -8736751510115463990
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,39570b6fd652e7c

X-Google-Attributes: gid1115ce,public
From: jorgen.nyberg@mailbox.hogia.net (J⍰rgen Nyberg)
Subject: Re: 16/32 Systems
Date: 1999/12/08
Message-ID: <82k82qknd1@cubacola.tninet.se>#1/1
X-Deja-AN: 557934898
References: <82j0m1$2a9$1@cubacola.tninet.se>
<82k6ps$1d2$1@plutonium.compulink.co.uk>
X-Complaints-To: abuse@algo.net
X-Trace: cubacola.tninet.se 944612250 21229 195.100.63.18 (8 Dec 1999 00:17:30 GMT)
Organization: Telenordia
NNTP-Posting-Date: 8 Dec 1999 00:17:30 GMT
Newsgroups: comp.sys.atari.programmer

On 7 Dec 1999 23:55:40 G, nharlow@cix.compulink.co.uk wrote:
>Jurgen,
>
>long tome..
>
>SAk doing it's thing this year?
>
>Let me know in advance as I have some PC equipment for Tom.
>
>Nick
>.
Hi Nick

Yes I think that there's gonna be NAS 2K, if that is what you was
thinking about. I could let you know when it's final.

Cheer's J⍰rgen

J⍰rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/indexe.html

From -1892117587149229696
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,39570b6fd652e7c
X-Google-Attributes: gid1115ce,public
From: jorgen.nyberg@mailbox.hogia.net (J⍰rgen Nyberg)
Subject: Re: 16/32 Systems
Date: 1999/12/08
Message-ID: <82k833knd2@cubacola.tninet.se>#1/1
X-Deja-AN: 557934899
References: <82j0m1$2a9$1@cubacola.tninet.se>

<82k6ps$1d2$1@plutonium.compulink.co.uk>
X-Complaints-To: abuse@algo.net
X-Trace: cubacola.tninet.se 944612259 21229 195.100.63.18 (8 Dec 1999 00:17:39 GMT)
Organization: Telenordia
NNTP-Posting-Date: 8 Dec 1999 00:17:39 GMT
Newsgroups: comp.sys.atari.programmer

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>Jurgen,
>
>long tome..
>
>SAk doing it's thing this year?
>
>Let me know in advance as I have some PC equipment for Tom.
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>Nick
>.
Hi Nick

Yes I think that there's gonna be NAS 2K, if that is what you was
thinking about. I could let you know when it's final.

Cheer's J⍰rgen

J⍰rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/indexe.html

From -6092979249574194253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae3f8cd9ec036964,start
X-Google-Attributes: gid1115ce,public
From: csjjh@ux1 (Jonathan J. Hunt)
Subject: BASIC Computing Language 8-bit cart 1 CENT +more FA
Date: 1999/12/08
Message-ID: <384e83d8@news.eiu.edu>#1/1
X-Deja-AN: 558185493
X-Trace: 8 Dec 1999 10:14:16 -0600, ux1.cts.eiu.edu
Organization: Eastern Illinois University
Newsgroups: comp.sys.atari.programmer

Hi there,
I've got the following auctions going on at e-bay for the Atari 2600 (VCS), Atari 5200, Atari 7800 & Atari 400/800 8-Bit computers. The really big find here is Kool-Aid Man with box & instructions for the 2600.

To check the status of all my games go to:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=csjjh@eiu.edu

Once there, just click on the itme number to see a full discription & place a bid if you like.

ATARI 2600 (VCS)

Item #	End date/time	Bid	Game discription
216037614	12/12/99 14:24	$0.01	AIR SEA BATTLE
216043748	12/12/99 14:34	$0.48	ARMOR AMBUSH by M-Network
216045723	12/12/99 14:36	$0.01	ASTEROIDS (Sears Tele-Games)
216047840	12/12/99 14:40	$0.48	ATLANTIS by Imagic
216049779	12/12/99 14:43	$0.48	DARK CAVERN by M-Network
216052519	12/12/99 14:47	$0.25	DEFENDER
216054416	12/12/99 14:51	$0.48	HOME RUN
216056981	12/12/99 14:55	$0.48	KABOOM! by Activision
216059603	12/12/99 14:59	$0.48	NIGHT DRIVER
216069289	12/12/99 15:15	$24.95	KOOL-AID MAN box/docs (M-Network)
216072560	12/12/99 15:21	$0.25	PAC-MAN
216075171	12/12/99 15:25	$0.48	REALSPORTS BASEBALL
216079994	12/12/99 15:33	$1.98	SPACE CAVERN by Apollo
216083387	12/12/99 15:39	$1.98	SPACE JOCKEY by Vidtec/U.S. Games
216085382	12/12/99 15:42	$0.48	STREET RACER
216087942	12/12/99 15:46	$1.98	TOWERING INFERNO by U.S. Games
216089833	12/12/99 15:49	$0.48	WARLORDS

ATARI 5200 SUPERSYSTEM

Item #	End date/time	Bid	Game discription
216182127	12/12/99 17:39	$0.25	DEFENDER
216188989	12/12/99 17:45	$0.48	MISSILE COMMAND w/instructions
216194610	12/12/99 17:50	$0.48	PAC-MAN w/instructions
216199519	12/12/99 17:55	$0.48	REALSPORTS BASEBALL

ATARI 400/800 (8-BITS)

Item #	End date/time	Bid	Game discription
216208697	12/12/99 18:03	$0.01	BASIC COMPUTING LANGUAGE

ATARI 7800 PROSYSTEM

Item #	End date/time	Bid	Game discription
216215314	12/12/99 18:09	$1.98	ASTEROIDS new in box
216220726	12/12/99 18:14	$1.98	BALLBLAZER (Lucasfilm) new in box

```
216227854 12/12/99 18:19  $1.98  CHOPLIFTER! (Broderbund) new in box
216236014 12/12/99 18:27  $1.98  HAT TRICK (Bally Sente) w/box/docs
216248312 12/12/99 18:37  $1.98  KARATEKA (Broderbund) new in box
216254897 12/12/99 18:42  $1.98  POLE POSITION II w/box/docs
216260005 12/12/99 18:46  $1.98  XEVIOUS (Namco) new in box


   Thanks for looking!
       JJH


>>==--> Jonathan | E-mail:  csjjh@eiu.edu                      <--==<<
>>==-->   Jax    | To send e-mail please make sure you use    <--==<<
>>==-->     Hunt | this address - my news reader messes up.   <--==<<
```

From -5895219144834031250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,695b61c6c7ed1e1a,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: CAB programming
Date: 1999/12/08
Message-ID: <11112_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 558237366
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

I am trying to complete the job to make Atari NOS work with CAB.

I implemented in NOS the functions to get info and files from URLs. I start CAB in parallel in MagiC with SHEL_WRITE. All works well requesting urls and displaying sites in CAB (1.5).

Then I added the feature to do a post, to write in forms and send data receiving answers (search engines).

The problem is this: when CAB requests an URL the control goes to NOS, CAB becomes "freezed", all menus grayed out, no reaction to clicks or other events, so you can't even stop the actual trasnfer. THis is boring explecially if the site does not give an answer and you have to wait for NOS going to timeout.

Now I see there are some functions in CAB involving the AES, to display the actual status and this is good, but what about functions to send AES messages ?

NOS is now a GEM program with its own evnt_multi, what should I do to keep

CAB alive while NOS is doing the transfers ? This way you can interact with the CAB window while downloading pages, and stop the actual transfers (I hope).

I see for a good browser cooperation I should write my own browser, is there any free code around ? Don't say Natscape, I can't start from it 8^)

Can you give me the email address of Alexander Clauss ? He may help me in this process.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -175554277495356105
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,39570b6fd652e7c
X-Google-Attributes: gid1115ce,public
From: nharlow@cix.compulink.co.uk
Subject: Re: 16/32 Systems
Date: 1999/12/08
Message-ID: <82mosr$97g$1@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 558336343
References: <82k82qknd1@cubacola.tninet.se>
Organization: CIX - Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

Yes Please

nick

In article <82k82qknd1@cubacola.tninet.se>,
jorgen.nyberg@mailbox.hogia.net (J⍰rgen Nyberg) wrote:

> On 7 Dec 1999 23:55:40 G, nharlow@cix.compulink.co.uk wrote:
> >Jurgen,
> >
> >long tome..
> >
> >SAk doing it's thing this year?
> >
> >Let me know in advance as I have some PC equipment for Tom.
> >
> >Nick

> >.
> Hi Nick
>
> Yes I think that there's gonna be NAS 2K, if that is what you was
> thinking about. I could let you know when it's final.
>
> Cheer's J⊕rgen
>
> ---
> ---
> J⊕rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15,
> Nvdi 4.11 SAK member 104 Surfing with Cab 2.6 and Newsie
> 0.94
> SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/indexe.html
> ---
> ---

Nick Harlow
16/32 Systems

*****FOR SALE, INTERNET --- Only 60Million previous users****

ATARI (of course!!), AMIGA (planned),
PC (planned), AD&D (in action)

http://www.1632systems.co.uk --web site
http://catalog.zen.co.uk/actinic/1632Systems --sales site

From -3961418049375048743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,695b61c6c7ed1e1a
X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: Re: CAB programming
Date: 1999/12/09
Message-ID: <944694468-332709AEicMi@aon.at>#1/1
X-Deja-AN: 558317259
Content-transfer-encoding: 8bit
References: <11112_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 944691609 32692 USER@212.183.32.97
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>displaying sites in CAB (1.5).
Maybe you should try a newer Version? Last one: 2.8
>Atari NOS w

I'm sorry, never heard about NOS! What's that? "New Operating System"?
Something we haven't heard about in Europe?
> THis is boring
>explecially if the site does not give an answer and you have to wait for
>NOS
>going to timeout.
My God! I do think so! Must be awful!
>NOS is now a GEM program with its own evnt_multi, what should I do to
>keep
>CAB alive while NOS is doing the transfers ?
Any way of telling CAB to give over control? If your NOS is an Internet
program, CAB is able to let over (like: Fiffi for FTP, EMailer for E-
mails . . .)
    just trying to help,
    Claus

From 9209591304132615169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d15db32d5572363a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d15db32d5572363a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d15db32d5572363a
X-Google-Attributes: gid109a67,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: need Atari 1040ST drives
Date: 1999/12/09
Message-ID: <384fb061.25629713@news.demon.co.uk>#1/1
X-Deja-AN: 558673555
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3847E338.15B38BC4@forestmeister.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 944766584 nnrp-14:6813 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

On Fri, 03 Dec 1999 10:35:20 -0500, Joseph Zorzin
<redoak@forestmeister.com> wrote:

>I need, preferably an ST hard drive, or at least an external
>floppy.
>
>Until 1993 or so, I used a 1040St with an external floppy and a
>custom build hard drive. The hard drive died, and then I bought
>a Pentium.
>

>But I programmed on ST and have a need to update some old
>software that I created back then.
>
>So, I'm looking for a hard drive for the ST, either an ST hard
>drive or a custom built one. I'd also need whatever software it
>would take to get the hard drive working. I doubt that I could
>find whatever I used back then.

You can use a SCSI-I with an adapter called "The Link". Perhaps
SCSI-II with "The LinkII" but I'm not sure about that.

>If I can't find a hard drive, I'll consider buying an external
>floppy. Shortly after my hard drive died, I continued to program
>using 2 floppies. But now I can't get that old external floppy
>to work. The light comes on and I can hear a hum, but it won't
>read any floppies. Might it be reparable, or maybe it just needs
>a good cleaning?

Hunt round for an old derelict PC. The 720K drives in those will work.

>I've got Gemulator98 installed on my PC but so far I've had no
>luck in getting my Megamax Laser C to work with, even with the
>help of the author of Gemulator. The author of Gemulator says he
>uses Laser C on his PC but for me- it crashes Gemulator. Any
>advice on this issue?

Try it on another emulator. See if it crashes there. You never know,
something in MegaMx may have got corrupted if it's been sat a while.

>Even if I can get Laser C working on Gemulator, I'll have
>another problem- getting my HP4p printer to think it's an
>ancient HP FX printer. HP sells an FX emulator for the 4p
>laserjet, but for $200!

Er, Pass!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4632811783440680667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,695b61c6c7ed1e1a
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re: CAB programming
Date: 1999/12/10
Message-ID: <11146_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1

X-Deja-AN: 558889226
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 09 Dec 99 rogge.claus@aon.at (2:333/608.1)
scrisse al povero All :
 >> displaying sites in CAB (1.5).
 rc> Maybe you should try a newer Version? Last one: 2.8

The programming interface is the same.

 >> Atari NOS w
 rc> I'm sorry, never heard about NOS! What's that? "New Operating System"?
 rc> Something we haven't heard about in Europe?

Oh no, it's really famous and used, it's NOS = Network Operating System also
known as KA9Q, very popular for packet radio.

 >> CAB alive while NOS is doing the transfers ?
 rc> Any way of telling CAB to give over control? If your NOS is an
 rc> Internet program, CAB is able to let over (like: Fiffi for FTP, EMailer
 rc> for E- mails . . .)

It is not CAB that has to give control, the problem is the opposite: cab
requestes a web page calling a NOS function, that does not return until the
page is saved in the cache. Maybe this is how CAB works, i.e. it freezes
until each object is completely received or timeout, but I think it works
better with sting or Iconnect, but how ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
 The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -6748147478234604272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,695b61c6c7ed1e1a
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Re: CAB programming
Date: 1999/12/10
Message-ID: <82rbpg$t1d$1@athena.netset.com>#1/1
X-Deja-AN: 559054832
References: <11146_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>

X-Complaints-To: abuse@mail.netset.com
X-Trace: athena.netset.com 944845424 29741 206.183.227.13 (10 Dec 1999 17:03:44 GMT)
Organization: NetSet Internet Services, Inc.
NNTP-Posting-Date: 10 Dec 1999 17:03:44 GMT
Newsgroups: comp.sys.atari.programmer

In article <11146_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
>In uno strano messaggio del 09 Dec 99 rogge.claus@aon.at (2:333/608.1)
>scrisse al povero All :
> >> displaying sites in CAB (1.5).
> rc> Maybe you should try a newer Version? Last one: 2.8
>
>The programming interface is the same.

     Not completely. Alex made additions.

>
>It is not CAB that has to give control, the problem is the opposite: cab
>requestes a web page calling a NOS function, that does not return until the
>page is saved in the cache. Maybe this is how CAB works, i.e. it freezes
>until each object is completely received or timeout, but I think it works
>better with sting or Iconnect, but how ?
>

     The OVL file gives control back to CAB in short spurts.

     Dan Ackerman
     aka baldrick@netset.com

>Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
>
>--
> The FIRST line will be placed in front of the footline and can be empty.
>--
>
>Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 8135647941120506422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49596b1a2c3c2b7,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Message queue
Date: 1999/12/10
Message-ID: <82rtnrkps1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 559163960

Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

How deep is the AES message queue for each app?

I open a window and send myself a MN_SELECTED message - all before entering the main message queue.

By my reckoning, that'd be two messages in the apps queue (the WM_REDRAW and my MN_SELECTED), however it appears that the sending of the MN_SELECTED message causes the computer to crash in, or just after, the appl_write call used to send myself the menu message.

I am sending the requisite 16 bytes, and the data within the message is all correct.

If I change it to calling my own mn_selected() function, bypassing the apps message loop, this problem doesn't occur.

This occurs under AES 4.1 when running under MINT and when singletasking.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

From 3007743619764039622
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd3f942fad084d32
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,bd3f942fad084d32
X-Google-Attributes: gid109a67,public
From: Juergen Lock <nox.foo@jelal.kn-bremen.de>
Subject: Re: Gemulator and Megamax Laser C work together?
Date: 1999/12/10
Message-ID: <82rv0o$p3u$1@saturn.kn-bremen.de>#1/1
X-Deja-AN: 559178814
References: <384C6BF3.6BD7687C@forestmeister.com>
X-Trace: saturn.kn-bremen.de 944865116 25727 127.0.0.1 (10 Dec 1999 22:31:56 GMT)
Organization: home
NNTP-Posting-Date: 10 Dec 1999 22:31:56 GMT
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

(Am i really posting in comp.sys.atari.st.tech, after all those years? Well... :)

In article <384C6BF3.6BD7687C@forestmeister.com>,
Joseph Zorzin <redoak@forestmeister.com> wrote:
>I downloaded Gemulator 98 and 2 versions of TOS, 1.04 and 2.06.

>I manage to get Gemulator to see both and then I've been able to
>run many of my old Atari programs but I'm have trouble with the
>Laser C development program.
>
>Laser C loads- but- if I have Gemulator use 14 megs of RAM,
>Laser C will crash trying to open any code file or when
>attempting to make changes to it's config.sys file.

Ok that may be just a bug in Laser C (i don't know that compiler)
>
>So, I adjusted Gemulator to only use 4 megs of ram on my
>Pentium, and now the above problem doesn't occur, but when I
>tried to compile a code file- it crashed and burned my PC
>operating system (Win95 OSR2)- I ended up with a black screen. I
>had to reboot, run scandisk, and it fixed a damaged file.
>
But that, uh-oh...

>I don't get it. The author of Gemulator says it should work. I
>got a few messages from him, but few suggestions, and he seems
>to have given up on this problem.
>
>The reason I still care to develop software with GEM and TOS is
>that I wrote some software that I've come to depend on in my
>conulting work. I now also have MS Visual C++, but that's a
>steep learing curve before I'm ready to try porting over GEM
>programs to Windows- I'll do it eventually, but in the short
>term I'd like to continue with TOS and GEM.
>
>Anyone have any suggestions?

Any decent emulator should _not_ crash the host OS, no matter what
the emulated programs do... (well ok, unless you allow direct
hardware access.) I'd try a different one... I use (rarely now,
but it is still installed) stonx, tho that may not be the right one
for you as its a unix program, running on FreeBSD here. (Unless
of course you want to put a unix or linux on your box besides the
windows but that would be a bit off-topic here. Here's a link:
http://www.freebsd.org)

What you could also try is a cross compiler, that would make the
compilations faster too as there's no emulation involved for that
anymore. gcc (GNU C, free) can be configured as a cross compiler
and there is a windows port of it too (called cywgin), although
i must say i haven't yet tried building a cross compilier on cygwin
myself, i have only done it on unix. (i was tired of waiting ages
for the compiles on the slow 68000...) I also remebmer i had to
apply external patches for the atari object format etc. (gcc itself
only knew the 680xx CPUs but not atari TOS) and atari binutils, i
think i still have the stuff somewhere on a CD but of course as it
is now several years old the patches will surely no longer apply
to the current gcc so you'd better look for a more recent version
yourself. (Or does someone here know where that could be found

now?) It _may_ also be that gcc now actually supports TOS by
itself (or MiNT, that should also work), but somehow i doubt it...

 HTH,
--
Juergen Lock <nox.foo@jelal.kn-bremen.de>
(remove dot foo from address to reply)

From -2712671508305163326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,685b0516f333d0a8,start
X-Google-Attributes: gid1115ce,public
From: flawrenc@genie.idt.net (Frank W. Lawrence)
Subject: Checkbook program
Date: 1999/12/11
Message-ID: <82s6b8$n9h@nnrp4.farm.idt.net>#1/1
X-Deja-AN: 559203775
Organization: IDT (Best News In The World)
Newsgroups: comp.sys.atari.programmer

Hi,

Does anyone know if a Y2K compliant checkbook program is being worked on
for the New Year? A simple one based on US $.

```
****************************
*===== Frank Lawrence =====*
*=====  Norman OK US  =====*
****************************
```

From -2948238857405659722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ffa3add80a38e006,start
X-Google-Attributes: gid1115ce,public
From: csjjh@ux1 (Jonathan J. Hunt)
Subject: Atari 2600/5200/7800/8-bit auction ends Sunday the 12'th
Date: 1999/12/11
Message-ID: <38528058@news.eiu.edu>#1/1
X-Deja-AN: 559410289
X-Trace: 11 Dec 1999 10:48:24 -0600, ux1.cts.eiu.edu
Organization: Eastern Illinois University
Newsgroups: comp.sys.atari.programmer

Hi there,
   I've got the following auctions going on at e-bay for the Atari 2600
(VCS), Atari 5200, Atari 7800 & Atari 400/800 8-Bit computers. The really
big find here is Kool-Aid Man with box & instructions for the 2600.

To check the status of all my games go to:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=csjjh@eiu.edu

Once there, just click on the itme number to see a full discription & place a bid if you like.

ATARI 2600 (VCS)

Item #	End date/time	Bid	Game discription
216037614	12/12/99 14:24	$0.01	AIR SEA BATTLE
216043748	12/12/99 14:34	$0.48	ARMOR AMBUSH by M-Network
216045723	12/12/99 14:36	$0.01	ASTEROIDS (Sears Tele-Games)
216047840	12/12/99 14:40	$0.48	ATLANTIS by Imagic
216049779	12/12/99 14:43	$0.48	DARK CAVERN by M-Network
216052519	12/12/99 14:47	$0.25	DEFENDER
216054416	12/12/99 14:51	$0.48	HOME RUN
216056981	12/12/99 14:55	$0.48	KABOOM! by Activision
216059603	12/12/99 14:59	$0.48	NIGHT DRIVER
216069289	12/12/99 15:15	$24.95	KOOL-AID MAN box/docs (M-Network)
216072560	12/12/99 15:21	$0.25	PAC-MAN
216075171	12/12/99 15:25	$0.48	REALSPORTS BASEBALL
216079994	12/12/99 15:33	$1.98	SPACE CAVERN by Apollo
216083387	12/12/99 15:39	$1.98	SPACE JOCKEY by Vidtec/U.S. Games
216085382	12/12/99 15:42	$0.48	STREET RACER
216087942	12/12/99 15:46	$1.98	TOWERING INFERNO by U.S. Games
216089833	12/12/99 15:49	$0.48	WARLORDS

ATARI 5200 SUPERSYSTEM

Item #	End date/time	Bid	Game discription
216182127	12/12/99 17:39	$0.25	DEFENDER
216188989	12/12/99 17:45	$0.48	MISSILE COMMAND w/instructions
216194610	12/12/99 17:50	$0.48	PAC-MAN w/instructions
216199519	12/12/99 17:55	$0.48	REALSPORTS BASEBALL

ATARI 400/800 (8-BITS)

Item #	End date/time	Bid	Game discription
216208697	12/12/99 18:03	$0.01	BASIC COMPUTING LANGUAGE

ATARI 7800 PROSYSTEM

Item #	End date/time	Bid	Game discription
216215314	12/12/99 18:09	$1.98	ASTEROIDS new in box
216220726	12/12/99 18:14	$1.98	BALLBLAZER (Lucasfilm) new in box
216227854	12/12/99 18:19	$1.98	CHOPLIFTER! (Broderbund) new in box

216236014 12/12/99 18:27 $1.98 HAT TRICK (Bally Sente) w/box/docs
216248312 12/12/99 18:37 $1.98 KARATEKA (Broderbund) new in box
216254897 12/12/99 18:42 $1.98 POLE POSITION II w/box/docs
216260005 12/12/99 18:46 $1.98 XEVIOUS (Namco) new in box

Thanks for looking!
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<

From -4074606306605271084
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc181c12a963db5d,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re: My promise...
Date: 1999/12/12
Message-ID: <11245_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Deja-AN: 559836733
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 11 Dec 99 maxilys@normandnet.fr (2:333/608.1)
scrisse al povero Mike De.Petris:
 m> Here we go! There comes ClockPoV as promised.

Oh, finally things get clearer on this subject too! Your program does not work here ! GEM programs are started in "chain mode" so start only after ClockPov is closed. TOS program does not start, and freeze ClockPov because a "single mode" is used.

The problem is not in passing tail and exec strings, this is just a different convenction of C and GFA I think, but a different way of working of shel_write. Have a look at the rest of the message to see the content of SINGLE.TXT that explains the start of programs in MagiC, you will find it is different from what you are doing. You should find a similar document about MiNT to send me to try to find the way to make it work in both environments.

BTW I think this experiment has already been done, and someone should have an answer to start a parallel program in both MagiC and MiNT.

---------- START OF CUT ----------
Description of "single mode" of Mag!X

==========

Position: Mag!X 1.12
Andreas Kromke, 4.3.93
English translation: Peter West, April 99

Mag!X distinguishes between three differently paired types of applications:

a) The application #0
b) Accessories
c) Other applications (ap_id > 0)

The following call serves for launching programs under Mag!X:

```
*
* int shel_write(int doex, int isgr, int isover, char *cmd, char *tail)
*
```

Warning: MultiTOS works in a way that is completely incompatible to previous TOS versions. The new calls are controled via <doex> (0 here is program launch with automatic isgr-identifier and 1 with manual isgr-identifier, etc.) while "isover", which is called "iscr" here, controls the ARGV passing.

Thre are 5 different possibilities to launch applications from within others ("magx.h"). Here are the parameter values for <isover>:

```
* #define SHW_IMMED      0                       /* PC-GEM 2.x  */
* #define SHW_CHAIN      1                       /* TOS         */
* #define SHW_DOS        2                       /* PC-GEM 2.x  */
* #define SHW_PARALLEL   100                     /* MAGIX       */
* #define SHW_SINGLE     101                     /* MAGIX       */
```

Of these, modes 0 and 2 are not supported by Mag!X. <doex> must always be 1, otherwise only previous shel_write() calls will be revoked (as in TOS 1.04).

1. SHW_PARALLEL
   A new application will be created. It inherits all standard paths and files from the current application. The new application runs in parallel to the previous one. One will only get an error code if a memory shortage occured during set-up. There is no message at the termination of the new application (no "death-of-child").
2. SHW_CHAIN
   This is the procedure under TOS. The program makes the call, and after terminating itself the AES launches the new program. SHW_CHAIN does not work with desk accessories, as these must never be permitted to terminate.
   The new program inherits the standard paths and files that the previous program had at the time of its launch. In general these are in turn the ones that the program had that earlier launched the "ancestor" of the application with SHW_PARALLEL. In the case of application #0 therefore the new program gets the standard paths of

the AES.
If DESKTOP.APP (shell of GEM 2.2) is installed as a shell, then Mag!X will insert the current path and drive before the filename.

3. SHW_SINGLE
Works like SHW_CHAIN, with the exception that before calling the program all applications apart from application #0 and #1 (SCRENMGR) are frozen. The programs are unfrozen once more after the program terminates as long as it did not make a new shel_write() call with SHW_SINGLE on its part.
One should add that from Mag!X 2.00 onward when calling shel_write in SHW_SINGLE mode the current paths of the caller are passed to the parent and hence to the new program. Warning: The paths of the calling program are destroyed after this, though this is not critical as the call following shel_write is generally a Pterm.

The loops for SHW_CHAIN and SHW_SINGLE look like this:

For application with ap_id > 0:

```
while(doex)
     start(isgr, cmd, tail);
```

For application #0:

```
while(world_is_turning)
     {
     start_desktop();
     while(doex)
          {
          if   (single_mode && single_mode_not_yet_activated)
               activate_single_mode;
          else unfreeze_programs_if_appropriate;
          start(isgr, cmd, tail);
          }
     unfreeze_programs_if_appropriate;
     }
```

How do I launch a program in "single mode"?:

a) Ensure that I am application #0 (i.e. ap_id == 0).
b) Set paths and drive for the new program.
c) shel_write(TRUE, isgr, SHW_SINGLE, cmd, path);
d) All important settings to temporary file or shell-buffer.
e) appl_exit()/v_clsvwk()/Pterm0.

How do I launch a program in "chain mode"?:

a) If appropriate set paths and drive for the new program and make a call
```
     shel_write(TRUE, dummy, SHW_SINGLE, dummy2, dummy3);
```
in order to set the paths for the new program (incompatible to TOS).
b) shel_write(TRUE, isgr, SHW_CHAIN, cmd, path);

d)   All important settings to temporary file or shell-buffer.
d)   appl_exit()/v_clsvwk()/Pterm0.

After the program terminates the shell will be reloaded automatically.
When calling the shell one gets in the command line (->shel_read) the
"magic" sequence (magx.h):

```
/* tail for default shell */

typedef struct
     {
     int  dummy;                  /* a null-word                */
     long magic;                  /* 'SHEL', if it's a shell    */
     int  isfirst;                /* first call of the shell    */
     long lasterr;                /* last error                 */
     int  wasgr;                  /* program was a graphic-app. */
     } SHELTAIL;
```

If <isfirst> is set then the status is to be read from something like
DESKTOP.INF, if <isfirst> is not set then one takes the temporary file or
shell-buffer.
<lasterr> is the return value of the program running previously. If this
was a GEM program then the error will already have been displayed in an
alert box. It is well known that the longword is negative if the error
occurred with Pexec itself; a program return value always has the high
word 0.
---------- END OF CUT ----------

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -8744640143002464281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,695b61c6c7ed1e1a
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re: CAB programming
Date: 1999/12/12
Message-ID: <11246_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 559836734
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 10 Dec 99 baldrick@dilbert.netset.com
(2:333/608.1) scrisse al povero All :
 b> Not completely. Alex made additions.

Not so many.

 b> The OVL file gives control back to CAB in short spurts.

Yes Alex wrote me that it is the aes_event() function I should use, and it is ok now.

I want to thank all people here that wrote me about Alex addresses 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -4133194698901391311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49596b1a2c3c2b7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Message queue
Date: 1999/12/16
Message-ID: <385d5d22.18224445@news.demon.co.uk>#1/1
X-Deja-AN: 561266411
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <82rtnrkps1@newshost.comnet.co.nz>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 945317424 nnrp-08:3782 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 10 Dec 1999 22:10:03 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>How deep is the AES message queue for each app?
>
>I open a window and send myself a MN_SELECTED message - all before
>entering the main message queue.
>
>By my reckoning, that'd be two messages in the apps queue (the WM_REDRAW
>and my MN_SELECTED), however it appears that the sending of the
>MN_SELECTED message causes the computer to crash in, or just after, the
>appl_write call used to send myself the menu message.
>
>I am sending the requisite 16 bytes, and the data within the message is

>all correct.
>
>If I change it to calling my own mn_selected() function, bypassing the
>apps message loop, this problem doesn't occur.
>
>This occurs under AES 4.1 when running under MINT and when singletasking.

Although the message pipe is ludicrously small under standard Gem (I
forget what) it isn't *that* small. My guess here is that the
MN_SELECTED is causing the AES to lock the screen manager. You could
perhaps verify this (or not) by changing that MN_SELECTED to (say) a
WM_RESIZE and see what the result of that is?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6029046727340362227
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f60cc127b4554197
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: [Q]x2: sides on a floppy disk
Date: 1999/12/16
Message-ID: <385e6111.19231633@news.demon.co.uk>#1/1
X-Deja-AN: 561266412
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <384B9EA9.AF130EE6@europe.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 945317425 nnrp-08:3782 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 06 Dec 1999 12:31:53 +0100, Guillaume D[illegible]flache
<guillaumed@europe.com> wrote:

>1) Does someone know how a two-side floppy disk is organized in a .ST
>file?
>Is it :
> - track <n>, sector 1, side 0
> - track <n>, sector 1, side 1
>...
> - track <n>, sector <NSEC>, side 0
> - track <n>, sector <NSEC>, side 1
>or:

> - track <n>, sector 1, side 0
>...
> - track <n>, sector <NSEC>, side 0
> - track <n>, sector 1, side 1
>...
> - track <n>, sector <NSEC>, side 1
>or something other?

I dunno the format of a .ST file I'm afraid, but it would seem reasonable if it followed the same arrangement as the floppy it came off, whatever that happened to be according to the BPB in the boot sector.

>2) Is it possible to READ the bit of the YM-register giving the selected
>side of the floppy drive? It was not clearly stated in docs I have...

The Compendium says all the lines on that port are write-only.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5275325484932587308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,625c7ba89ce2f465,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: start parallel MiNT and MagiC
Date: 1999/12/17
Message-ID: <11400_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 561902266
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

I want to find a way to start a program in parallel in both MiNT and MagiC, but I see the shel_write call is different. How can this be solved in a manner that works on all systems, any free lib ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -1866868483163454730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 13a459,32d436d8a4b48520,start
X-Google-Attributes: gid13a459,public
X-Google-Thread: f8760,32d436d8a4b48520,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 10695d,32d436d8a4b48520,start
X-Google-Attributes: gid10695d,public
X-Google-Thread: 104559,a5902318819a7f42
X-Google-Attributes: gid104559,public
X-Google-Thread: 15bfa7,32d436d8a4b48520,start
X-Google-Attributes: gid15bfa7,public
X-Google-Thread: 105753,a5902318819a7f42
X-Google-Attributes: gid105753,public
X-Google-Thread: 1115ce,32d436d8a4b48520,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10da0e,32d436d8a4b48520,start
X-Google-Attributes: gid10da0e,public
From: Brix <Brix@Plush.DELETETHIS.de>
Subject: Re: Fast Squareroot/Multiplication/Division routines
Date: 1999/12/17
Message-ID: <MPG.12c473178b7f30299896a4@news.netsurf.de>#1/1
X-Deja-AN: 561969489
References: <MPG.12c3846c833d874f989a5f@news.uni-x.net> <83c37q$3h4eq$4@fu-berlin.de>
X-Complaints-To: abuse@netsurf.de
X-Trace: broadway.news.is-europe.net 945443968 4351 194.195.94.43 (17 Dec 1999 15:19:28 GMT)
Organization: Leck-mich inc.
NNTP-Posting-Date: 17 Dec 1999 15:19:28 GMT
Newsgroups: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

In article <83c37q$3h4eq$4@fu-berlin.de>, Spiro Trikaliotis says...
>
> Brix wrote:
>
> >What I need the most is a good, lightning fast routine to calculate
> >squareroots.
> >I would be glad if someone here could post a sourcecode.
>
> Look at message from John Iannetta, on December 1st, 1999,

Thanks, I searched dejanews for it, but found nothing I can use.
I need a complete sourcecode in assembler to cut and paste.
Hm, maybe some other guy can help?

-Wanja-

--
In the 1960s you needed the power of two C64s to get a
rocket to the moon. Now you need a machine which is a vast
number of times more powerful just to run the most popular GUI.

Personal HP: http://www.plush.de/brix

GO64!/Commodore World Magazine:
CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
--

From 1233400685592323784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 13a459,32d436d8a4b48520
X-Google-Attributes: gid13a459,public
X-Google-Thread: 1115ce,32d436d8a4b48520
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10695d,32d436d8a4b48520
X-Google-Attributes: gid10695d,public
X-Google-Thread: 10da0e,32d436d8a4b48520
X-Google-Attributes: gid10da0e,public
X-Google-Thread: 104559,a5902318819a7f42
X-Google-Attributes: gid104559,public
X-Google-Thread: f8760,32d436d8a4b48520
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,a5902318819a7f42
X-Google-Attributes: gid105753,public
X-Google-Thread: 15bfa7,32d436d8a4b48520
X-Google-Attributes: gid15bfa7,public
From: "Richard Cortese" <ricortes@netmagic.net>
Subject: Re: Fast Squareroot/Multiplication/Division routines
Date: 1999/12/17
Message-ID: <s5ko6p5uqrs132@corp.supernews.com>#1/1
X-Deja-AN: 561983048
References: <MPG.12c3846c833d874f989a5f@news.uni-x.net> <83c37q$3h4eq$4@fu-berlin.de> <MPG.12c473178b7f30299896a4@news.netsurf.de>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: newsabuse@supernews.com
Organization: Posted via Supernews, http://www.supernews.com
X-MSMail-Priority: Normal
Newsgroups:
alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

Brix <Brix@Plush.DELETETHIS.de> wrote in message

news:MPG.12c473178b7f30299896a4@news.netsurf.de...
> In article <83c37q$3h4eq$4@fu-berlin.de>, Spiro Trikaliotis says...
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> >
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>
> Thanks, I searched dejanews for it, but found nothing I can use.
> I need a complete sourcecode in assembler to cut and paste.
> Hm, maybe some other guy can help?
>
> -Wanja-
Kind of widely xposted, but could you give a bit more info about your problem?

For instance, the Atari has built in floating point and most people would just use that, but we don't even know the range of numbers you need or even if you need floating point answers.

From 7727714689628353627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 13a459,32d436d8a4b48520
X-Google-Attributes: gid13a459,public
X-Google-Thread: f8760,32d436d8a4b48520
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,a5902318819a7f42
X-Google-Attributes: gid105753,public
X-Google-Thread: 1115ce,32d436d8a4b48520
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10695d,32d436d8a4b48520
X-Google-Attributes: gid10695d,public
X-Google-Thread: 104559,a5902318819a7f42
X-Google-Attributes: gid104559,public
X-Google-Thread: 15bfa7,32d436d8a4b48520
X-Google-Attributes: gid15bfa7,public
X-Google-Thread: 10da0e,32d436d8a4b48520
X-Google-Attributes: gid10da0e,public
From: Brix <Brix@Plush.DELETETHIS.de>
Subject: Re: Fast Squareroot/Multiplication/Division routines
Date: 1999/12/18
Message-ID: <MPG.12c5be2af0004d809896a7@news.netsurf.de>#1/1
X-Deja-AN: 562326329
References: <MPG.12c3846c833d874f989a5f@news.uni-x.net> <83c37q$3h4eq$4@fu-berlin.de> <MPG.12c473178b7f30299896a4@news.netsurf.de> <s5ko6p5uqrs132@corp.supernews.com>

X-Complaints-To: abuse@netsurf.de
X-Trace: broadway.news.is-europe.net 945528691 3637 194.195.94.34 (18 Dec 1999 14:51:31 GMT)
Organization: Leck-mich inc.
NNTP-Posting-Date: 18 Dec 1999 14:51:31 GMT
Newsgroups: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

In article <s5ko6p5uqrs132@corp.supernews.com>, Richard Cortese says...

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> > I need a complete sourcecode in assembler to cut and paste.
> > Hm, maybe some other guy can help?
> >
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> problem?
>
> For instance, the Atari has built in floating point and most people would
> just use that, but we don't even know the range of numbers you need or even
> if you need floating point answers.

I don't need some routines that pull a squareroot and leave a 128 bit
integer value or so.
Just things like:
Pull squareroot of a 16 bit number and leave a 16 bit result in the
zeropage and rest in Accu or something like that.
Or multiply two 8 bit numbers to a 16 bit result.
Divide 16 bit number by a 16 bit number and leave result in 16 bit
Zeropage-adress plus rest in the accu.
I have division and multiply routines here, but they are very slow
because they use ROL and ROR.
What I need is especially the routine for pulling a squareroot and maybe
2 routines for division and multiplication that are very fast.

And the important thing is that it runs on a plain 6502 (which has no
floating point instructions).

-Wanja-

--
In the 1960s you needed the power of two C64s to get a
rocket to the moon. Now you need a machine which is a vast
number of times more powerful just to run the most popular GUI.

Personal HP: http://www.plush.de/brix

GO64!/Commodore World Magazine:
CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
--

From 4357774151044495609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 13a459,32d436d8a4b48520
X-Google-Attributes: gid13a459,public
X-Google-Thread: 10695d,32d436d8a4b48520
X-Google-Attributes: gid10695d,public
X-Google-Thread: 15bfa7,32d436d8a4b48520
X-Google-Attributes: gid15bfa7,public
X-Google-Thread: f8760,32d436d8a4b48520
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,a5902318819a7f42
X-Google-Attributes: gid105753,public
X-Google-Thread: 104559,a5902318819a7f42
X-Google-Attributes: gid104559,public
X-Google-Thread: 1115ce,32d436d8a4b48520
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10da0e,32d436d8a4b48520
X-Google-Attributes: gid10da0e,public
From: "Richard Cortese" <ricortes@netmagic.net>
Subject: Re: Fast Squareroot/Multiplication/Division routines
Date: 1999/12/18
Message-ID: <s5nbkskuee6182@corp.supernews.com>#1/1
X-Deja-AN: 562343603
References: <MPG.12c3846c833d874f989a5f@news.uni-x.net> <83c37q$3h4eq$4@fu-
berlin.de> <MPG.12c473178b7f30299896a4@news.netsurf.de>
<s5ko6p5uqrs132@corp.supernews.com> <MPG.12c5be2af0004d809896a7@news.netsurf.de>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: newsabuse@supernews.com
Organization: Posted via Supernews, http://www.supernews.com
X-MSMail-Priority: Normal
Newsgroups:
alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.ata
ri,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-
netz.rechner.c64+c128.quellen

Brix <Brix@Plush.DELETETHIS.de> wrote in message
news:MPG.12c5be2af0004d809896a7@news.netsurf.de...
> In article <s5ko6p5uqrs132@corp.supernews.com>, Richard Cortese says...
>
> > > Thanks, I searched dejanews for it, but found nothing I can use.
> > > I need a complete sourcecode in assembler to cut and paste.
> > > Hm, maybe some other guy can help?
> > >
> > > -Wanja-
> > Kind of widely xposted, but could you give a bit more info about your
> > problem?
> >
> > For instance, the Atari has built in floating point and most people
would

> > just use that, but we don't even know the range of numbers you need or even
> > if you need floating point answers.
>
> I don't need some routines that pull a squareroot and leave a 128 bit
> integer value or so.
> Just things like:
> Pull squareroot of a 16 bit number and leave a 16 bit result in the
> zeropage and rest in Accu or something like that.
OK, this one is fairly easy. The square root of any 16 bit number will be 8 bits or less. The easiest way to do this is a table with precalculated numbers.
result/from range
0/0
1/1-3
2/2-8
3/9-15
4/16-24
...
You need a table with 256 results/bytes, and the ranges are defined by 512 16 bit numbers. For ~1200 bytes of table and probably less then 50 bytes of code for the decision making, it should be the fastest way to go.

> Or multiply two 8 bit numbers to a 16 bit result.
I am kind of cheesy when it comes to this kind of stuff. I usually just have simple routines like mutiply by two, then call it twice to get times 4, 3 times to get times 8, ...
Ditto for times 3.
So times 6 becomes call 2x routine once, 3x routine once etcetera.

For good routines, do you have access to Levanthal, Assembly Language Subroutines for the 6502? I think that is the title and it has everything you ask for, 16 bit math, BCD, ...

The only other sources I can think of, at least from the Atari side would be the Public Domain Action! runtime package. There may be some others, I think Charles Brannon's<?> assembler for the C64/Atari in Compute included math routines so you could do things like.
LDA AVAR/$FF
It should be pretty easy to 'borrow' his routines for multiply and dividing 16 bit numbers.

From -397358924370590940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 13a459,32d436d8a4b48520
X-Google-Attributes: gid13a459,public
X-Google-Thread: 10695d,32d436d8a4b48520
X-Google-Attributes: gid10695d,public
X-Google-Thread: 1115ce,32d436d8a4b48520

X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,32d436d8a4b48520
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,a5902318819a7f42
X-Google-Attributes: gid105753,public
X-Google-Thread: 104559,a5902318819a7f42
X-Google-Attributes: gid104559,public
X-Google-Thread: 15bfa7,32d436d8a4b48520
X-Google-Attributes: gid15bfa7,public
X-Google-Thread: 10da0e,32d436d8a4b48520
X-Google-Attributes: gid10da0e,public
From: Greg <nospam@erols.com>
Subject: Re: Fast Squareroot/Multiplication/Division routines
Date: 1999/12/18
Message-ID: <m3yaarykso.fsf@erols.com>#1/1
X-Deja-AN: 562443909
Sender: gregm@europa
References: <MPG.12c3846c833d874f989a5f@news.uni-x.net> <83c37q$3h4eq$4@fu-
berlin.de> <MPG.12c473178b7f30299896a4@news.netsurf.de>
<s5ko6p5uqrs132@corp.supernews.com> <MPG.12c5be2af0004d809896a7@news.netsurf.de>
X-Trace: 2ThVZg4PWVgd6+nAHLWk5Eu3EoC9/fbkxX6wpAzVOD0=
NNTP-Posting-Date: 18 Dec 1999 21:57:04 GMT
Newsgroups:
alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.ata
ri,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-
netz.rechner.c64+c128.quellen
X-Complaints-To: abuse@rcn.com

>
> I don't need some routines that pull a squareroot and leave a 128 bit
> integer value or so.
> Just things like:
> Pull squareroot of a 16 bit number and leave a 16 bit result in the
> zeropage and rest in Accu or something like that.
> Or multiply two 8 bit numbers to a 16 bit result.
> Divide 16 bit number by a 16 bit number and leave result in 16 bit
> Zeropage-adress plus rest in the accu.
> I have division and multiply routines here, but they are very slow
> because they use ROL and ROR.
> What I need is especially the routine for pulling a squareroot and maybe
> 2 routines for division and multiplication that are very fast.
>
> And the important thing is that it runs on a plain 6502 (which has no
> floating point instructions).

If you're into a little homework, Microchip (www.microchip.com) has
assembly source available for 24 and 32 bit floating point. I've only
used basic functions, but they've other functions (including square
root, IIRC). The routines are pretty short and have well specified
runtime properties.

The tricky part will decyphering the evil assembly mnemonics and
adapting them to the 6502. It could be argued that PICs have an

encrypted native instruction set given the strange properties of the processor... ;)

Gregm

From -3201037405954037471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15bfa7,32d436d8a4b48520
X-Google-Attributes: gid15bfa7,public
X-Google-Thread: 104559,a5902318819a7f42
X-Google-Attributes: gid104559,public
X-Google-Thread: 105753,a5902318819a7f42
X-Google-Attributes: gid105753,public
X-Google-Thread: 13a459,32d436d8a4b48520
X-Google-Attributes: gid13a459,public
X-Google-Thread: 10695d,32d436d8a4b48520
X-Google-Attributes: gid10695d,public
X-Google-Thread: 1115ce,32d436d8a4b48520
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,32d436d8a4b48520
X-Google-Attributes: gidf8760,public
X-Google-Thread: 10da0e,32d436d8a4b48520
X-Google-Attributes: gid10da0e,public
From: "David A. Paterson" <david_p@storm.ca>
Subject: Re: Fast Squareroot/Multiplication/Division routines
Date: 1999/12/18
Message-ID: <83hl3v$ou2$1@news.storm.ca>#1/1
X-Deja-AN: 562525906
Sender: david_p@dial03p36.ottawa.storm.ca
References: <MPG.12c3846c833d874f989a5f@news.uni-x.net> <83c37q$3h4eq$4@fu-berlin.de> <MPG.12c473178b7f30299896a4@news.netsurf.de> <s5ko6p5uqrs132@corp.supernews.com> <MPG.12c5be2af0004d809896a7@news.netsurf.de>
X-Trace: news.storm.ca 945575871 25538 209.87.225.164 (19 Dec 1999 03:57:51 GMT)
Organization: Storm Internet Services
X-MSMail-Priority: Normal
X-Priority: 3
NNTP-Posting-Date: 19 Dec 1999 03:57:51 GMT
X-MIMEOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Newsgroups: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen
X-Complaints-To: abuse@storm.ca

There does exist a "fast floating point" set of routines for the Atari 8-bit. I'm not sure which functions are supported.

David P.

Brix <Brix@Plush.DELETETHIS.de> wrote in message

news:MPG.12c5be2af0004d809896a7@news.netsurf.de...
> In article <s5ko6p5uqrs132@corp.supernews.com>, Richard Cortese says...
>
> > > Thanks, I searched dejanews for it, but found nothing I can use.
> > > I need a complete sourcecode in assembler to cut and paste.
> > > Hm, maybe some other guy can help?
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> > > -Wanja-
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> > problem?
> >
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> > just use that, but we don't even know the range of numbers you need or
even
> > if you need floating point answers.
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> Or multiply two 8 bit numbers to a 16 bit result.
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> Zeropage-adress plus rest in the accu.
> I have division and multiply routines here, but they are very slow
> because they use ROL and ROR.
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> 2 routines for division and multiplication that are very fast.
>
> And the important thing is that it runs on a plain 6502 (which has no
> floating point instructions).
>
> -Wanja-
>
> --
> In the 1960s you needed the power of two C64s to get a
> rocket to the moon. Now you need a machine which is a vast
> number of times more powerful just to run the most popular GUI.
>
> Personal HP: http://www.plush.de/brix
>
> GO64!/Commodore World Magazine:
> CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
> Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
> --

From 8569845409070543016
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 127eb6,14557920d5378a8d,start
X-Google-Attributes: gid127eb6,public
X-Google-Thread: f8760,32d436d8a4b48520
X-Google-Attributes: gidf8760,public
X-Google-Thread: 10695d,32d436d8a4b48520
X-Google-Attributes: gid10695d,public
X-Google-Thread: 13a459,32d436d8a4b48520
X-Google-Attributes: gid13a459,public
X-Google-Thread: 105753,a5902318819a7f42
X-Google-Attributes: gid105753,public
X-Google-Thread: 1115ce,32d436d8a4b48520
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10da0e,32d436d8a4b48520
X-Google-Attributes: gid10da0e,public
X-Google-Thread: 15bfa7,32d436d8a4b48520
X-Google-Attributes: gid15bfa7,public
From: sup8pdct@mail.cth.com.au
Subject: Re: Fast Squareroot/Multiplication/Division routines
Date: 1999/12/19
Message-ID: <olg28mVLDrMR-pn2-dzhXJVr5t4mK@localhost>#1/1
X-Deja-AN: 562525197
Cache-Post-Path: baygate.cth.com.au!unknown@di03-ks.cth.com.au
Content-Transfer-Encoding: 8bit
References: <MPG.12c3846c833d874f989a5f@news.uni-x.net> <83c37q$3h4eq$4@fu-berlin.de> <MPG.12c473178b7f30299896a4@news.netsurf.de> <s5ko6p5uqrs132@corp.supernews.com> <MPG.12c5be2af0004d809896a7@news.netsurf.de>
Content-Type: text/plain; charset="us-ascii"
X-Complaints-To: abuse@telstra.net
X-Trace: nsw.nnrp.telstra.net 945576037 203.29.208.12 (Sun, 19 Dec 1999 15:00:37 EST)
Organization: Closer To Home Systems
X-Cache: nntpcache 2.3.2 (see http://www.nntpcache.org/)
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 19 Dec 1999 15:00:37 EST
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen,alt.c64

On Sat, 18 Dec 1999 14:53:20, Brix <Brix@Plush.DELETETHIS.de> wrote:

> I have division and multiply routines here, but they are very slow
> because they use ROL and ROR.

I hate to say this, but using those 2 instructions is the only way to go unless you have a large table. I had to work out percentages using ML. I looked at what was around, routines etc and how fast I wanted them to go. Finally settled on using the OS floating point routines to do the multiply and divide. I wanted a decimal point in the calculation and speed was not an issue. And it was slightly eaiser to convert BCD to screen bytes.

James B

From -1897855713432060804
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c47be782a06eaa6
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: wind_set() revisited
Date: 1999/10/07
Message-ID: <199910071750.a52838@su.maus.de>#1/1
X-Deja-AN: 534022257
Distribution: lokal
References: <37fc76c2d0b0b1@xs4all.nl>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Jos!

JDB>In the first place, the desktop is not redrawn. It is only redrawn
JDB>for the portions that are changed afterwards, i.e. when moving or
JDB>closing windows.
form_dial(FMD_FINISH, 0,0,screen_width,screen_height) will redraw the whole
desktop but all other windows too.
Possibly you could send a redraw message for window 0 to it's owner. But I
have some doubts that this will work...

JDB>And in the second place, the "new" desktop is always the old-
JDB>fashioned grey background instead of the coloured background you get
JDB>under a modern OS, like MagiC.
I consider this a bug in the OS

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From 3838048026098586612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2a98facd4b8faea4,start
X-Google-Attributes: gid1115ce,public
From: "Laurent (Linux)" <laurent.favard@libertysurf.fr>
Subject: How detect the 68k processor type ?
Date: 1999/10/07

Message-ID: <37FD0519.EBD99BF3@libertysurf.fr>#1/1
X-Deja-AN: 534052005
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@isdnet.net
X-Trace: news2.isdnet.net 939328549 12978 213.36.1.170 (7 Oct 1999 20:35:49 GMT)
Mime-Version: 1.0
Reply-To: laurent.favard@libertysurf.fr
NNTP-Posting-Date: 7 Oct 1999 20:35:49 GMT
Newsgroups: comp.sys.atari.programmer

Hi all!

i'm looking for a small nice subroutine, which allows
me to detect what is exactly the 680x0 processor type
avalaible, into the system.

does anyone have got such nice code ?

Laurent

From -8866037397676760225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2a98facd4b8faea4
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Subject: Re: How detect the 68k processor type ?
Date: 1999/10/07
Message-ID: <7tj2lsmfo3@snipp.uninett.no>#1/1
X-Deja-AN: 534068243
References: <37FD0519.EBD99BF3@libertysurf.fr>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 939331068 23032 129.241.210.110 (7 Oct 1999 21:17:48
GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Laurent (Linux) <laurent.favard@libertysurf.fr> wrote:

> i'm looking for a small nice subroutine, which allows
> me to detect what is exactly the 680x0 processor type
> avalaible, into the system.

> does anyone have got such nice code ?

MiNT checks the CPU-type, if you look in the sources I'm sure you'll find
what you're looking for.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 7463635553767358115
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8c47be782a06eaa6
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: wind_set() revisited
Date: 1999/10/08
Message-ID: <7tjdcu$lc5$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 534125253
References: <37f4e8523460000@xs4all.nl> <199910011929.a38204@su.maus.de>
<37fc76c2d0b0b1@xs4all.nl>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Jos den Bekker (josdb@xs4all.nl) wrote:
> on Fri 01-10-1999 19:29 J⍰rg Westheide wrote:

> >JDB>I know that with wind_set(0,WF_NEWDESK,object,0); I can set my own
> >JDB>desktop, but how do I get rid of it and go back to GEM's desktop
> >JDB>during program run?
> >wind_set(0, WF_NEWDESK, NULL, 0);

> That's of course the first thing I tried. But, alas, fraught with
> difficulties. In the first place, the desktop is not redrawn. It is
> only redrawn for the portions that are changed afterwards, i.e. when
> moving or closing windows. And in the second place, the "new" desktop
> is always the old-fashioned grey background instead of the coloured
> background you get under a modern OS, like MagiC. So how can I get the
> desktop to be redrawn, short from opening and closing a desktop-wide
> window? And how do I get to the desktop currently in use by the OS?

Use a desktop-sized form_dial(). (This will also cause all currently open
windows to be redrawn)

Or just step through the WF_FIRSTXYWH/WF_NEXTXYWH list for the desktop
window, issuing form_dial() calls for that rectangle.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From 6991590503659741109
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,3d256d46ed7b56cc
X-Google-Attributes: gid1115ce,public
From: gruszka@t-online.de (Ulli Gruszka)
Subject: Re: XSSI protocol
Date: 1999/10/08
Message-ID: <1dzbp1s.1i8l4gm1k9l7woN@p3e9e7743.dip.t-dialin.net>#1/1
X-Deja-AN: 534257736
Content-Transfer-Encoding: 8bit
References: <37FB4647.DBE73EC4@jumpgates.com>
X-Sender: 320051859527-0001@t-dialin.net
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@t-online.de
X-Trace: news04.btx.dtag.de 939375425 12799 320051859527-0001 991008 09:37:05
Organization: RUN! Software
Mime-Version: 1.0
User-Agent: MacSOUP/D-2.4 (unregistered for 91 days)
Newsgroups: comp.sys.atari.programmer

Daniel Augsburger <skydiver@jumpgates.com> wrote:

> Does anyone have a detailed description of the XSSI-protocol
> or do you know where I can get one?

One more screensaver? ;-) This is a part out of my
BUBBLES-documentation:

```
-----------------cut-------------------------------------------------
4.2.2  Beschreibung der XSSI-Struktur                  BUBBLES V2.0

Der Wert des XSSI-Cookies ist ein Zeiger auf die folgende Struktur:

 typedef struct {
    LONG  id;         /* Analog zum Vorgehen beim XBRA-Verfahren
                         die ID des Bildschirmschoners -> BBLS    */
    WORD  version;    /* Version des XSSI-Protokolls   -> 0x101   */
    WORD  save_stat;  /* Mitteilung, ob geschont wird [0 = nein   */
                      /* -1 bis -99 = ja].
    WORD  prg_stat;   /* Status des Programms:
                         0= normal schonen, 1= niemals schonen,
                        -1= sofort schonen.                       */
    LONG  vec_stat;   /* Bitfeld, in dem der Status der einzelnen
                         überwachten Vektoren eingetragen ist.
                         Gesetztes Bit -> Vektor aktiv
                         Nicht gesetztes Bit -> Vektor inaktiv    */
 } INFOXSSI;

   Die Belegung von vec_stat:
       Bit-Nr.   Vektor
       =======   ======
```

```
          0      Tastatur
          1      Maus
          2      Joystick
          3      Midi
          4      Modem-1
          5      Modem-2  (SCC B)
          6      Serial-1
          7      Serial-2 <-> LAN-Port (SCC A)
        8-14     sonstige Vektoren
         15      Fenster-Events

-----------------cut-------------------------------------------------

If you're interested, you can get the BUBBLES-archive (includes a very
detailed German documentation for module-programmers) from our website.

 -Ulli-

--
      RUN! Software         ◆ ergo!pro  ◆ BASTARD
  friendly applications     ◆ faceVALUE ◆ BUBBLES
http://www.run-software.de  ◆ OT/OB-Lib ◆ CAT's-eye
```

```
From -2020522517924033839
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2a98facd4b8faea4
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: Re: How detect the 68k processor type ?
Date: 1999/10/08
Message-ID: <37FDEDE5.FDA9FD36@france2.fr>#1/1
X-Deja-AN: 534309567
Content-Transfer-Encoding: 8bit
References: <37FD0519.EBD99BF3@libertysurf.fr> <7tj2ls$mfo$3@snipp.uninett.no>
X-Accept-Language: fr
Content-Type: text/plain; charset=iso-8859-1
Organization: France 2
Mime-Version: 1.0
Reply-To: l.favard@france2.fr
Newsgroups: comp.sys.atari.programmer
```

Jo Even Skarstein a ◆crit :

> MiNT checks the CPU-type, if you look in the sources I'm sure you'll find
> what you're looking for.

Great !!
Thank Jo !

From 1796072030338276284
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,137ad1f27d3e3ad2
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: [Programming]: Reading PI1 files
Date: 1999/10/09
Message-ID: <381d963e.29897740@news.demon.co.uk>#1/1
X-Deja-AN: 534598351
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
<37f09052.17760638@news.demon.co.uk> <7smme4$pr5$1@newshost.comnet.co.nz>
<37EF2327.D54E6023@student.canterbury.ac.nz> <37ff24fd.317963046@news.demon.co.uk>
<g95p+AAh1o93Iwy1@shaw1.freeserve.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 939447952 nnrp-09:20055 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 2 Oct 1999 23:55:29 +0100, "Clair D. Shaw"
<Clair@shaw1.changeme.co.uk> wrote:

>at 00:09:20, Wed, 29 Sep 1999, Guy Harrison <Guy Harrison
><guy@swampdog.demon.co.uk>> fell in love with someone from and said:
>>On Mon, 27 Sep 1999 19:56:23 +1200, Karl Ashton
>><kma54@student.canterbury.ac.nz> wrote:
>>
>>>Gaven Miller wrote:
>>>>
>>>> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>>>> > eek! Basic! run away - run away! :-)
>>>>
>>>> ... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>>>> offense punishable by death.   {[:-)]
>>>
>>>Ooooh, but GOSUB and GOTO commands were such fun. ;-)
>>>
>>>Hail Spaghetti code.
>>
>>And BBC Basic! Them were the days... ;-)
>>
>>
>I never got into BBC Basic..

It had local variables!!! Quite novelty at the time, and no need for
gosub either, you could call functions by name - oo, and it also had
procedures as well. Quite Pascal-like it was. Rather handy that
co-incidence was, as Pascal was what the idea was based on!

And an assembler built into Basic.

>hey, if our dear little auntie was meant to
>make computers they wouldn't be called the British BROADCASTING
>corporation!! <g>

I can remember when they transmitted BBC Micro programs over Teletext.
Sad isn't it? ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5904161387315255433
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8c47be782a06eaa6
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: wind_set() revisited
Date: 1999/10/09
Message-ID: <37ff1ae0a58690@xs4all.nl>#1/1
X-Deja-AN: 534637686
Content-Transfer-Encoding: 8bit
References: <37fc76c2d0b0b1@xs4all.nl> <199910071750.a52838@su.maus.de>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@xs4all.nl
X-Hardware: 68000/8 Atari Mega-ST 4
X-Trace: news1.xs4all.nl 939461838 28514 194.109.6.45 (9 Oct 1999 09:37:18 GMT)
Organization: Seni Translation Services
Mime-Version: 1.0
NNTP-Posting-Date: 9 Oct 1999 09:37:18 GMT
Newsgroups: comp.sys.atari.programmer

on Thu 07-10-1999 17:50 J?rg Westheide wrote:

>form_dial(FMD_FINISH, 0,0,screen_width,screen_height) will redraw the whole
>desktop but all other windows too.

I was about to say: "That's the first thing I tried but it doesn't
work", when I realized I had put the form_dial() call _before_ the
wind_set() call. :) Shame on me!

>I consider this a bug in the OS

Yes, it most certainly is. To ASH, then!

Thanks.

--

Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I used to kill for money, but you are my friend, so I kill you
for nothing." - Groucho Marx

From -3838432139426112920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,137ad1f27d3e3ad2
X-Google-Attributes: gid1115ce,public
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Subject: Re: [Programming]: Reading PI1 files
Date: 1999/10/09
Message-ID: <8w8+tJA8r1$3IwxM@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 534735640
References: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
<37f09052.17760638@news.demon.co.uk> <7smme4$pr5$1@newshost.comnet.co.nz>
<37EF2327.D54E6023@student.canterbury.ac.nz> <37ff24fd.317963046@news.demon.co.uk>
<g95p+AAh1o93Iwy1@shaw1.freeserve.co.uk> <381d963e.29897740@news.demon.co.uk>
X-Complaints-To: abuse@theplanet.net
X-Trace: news4.svr.pol.co.uk 939486582 14669 62.136.67.33 (9 Oct 1999 16:29:42
GMT)
Organization: She's blue da da de da de da
Mime-Version: 1.0
NNTP-Posting-Date: 9 Oct 1999 16:29:42 GMT
Newsgroups: comp.sys.atari.programmer

at 05:41:16, Sat, 9 Oct 1999, Guy Harrison <Guy Harrison
<guy@swampdog.demon.co.uk>> fell in love with someone from and said:
>On Sat, 2 Oct 1999 23:55:29 +0100, "Clair D. Shaw"
><Clair@shaw1.changeme.co.uk> wrote:
>
>>at 00:09:20, Wed, 29 Sep 1999, Guy Harrison <Guy Harrison
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>>>On Mon, 27 Sep 1999 19:56:23 +1200, Karl Ashton
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>>>>> > eek! Basic! run away - run away! :-)
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>>>>> offense punishable by death. {[:-)]
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>>>>Ooooh, but GOSUB and GOTO commands were such fun. ;-)
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>>>>Hail Spaghetti code.
>>>
>>>And BBC Basic! Them were the days... ;-)
>>>
>>>

>>I never got into BBC Basic..
>
>It had local variables!!! Quite novelty at the time, and no need for
>gosub either, you could call functions by name
You could? Wow!
>- oo, and it also had
>procedures as well. Quite Pascal-like it was. Rather handy that
>co-incidence was, as Pascal was what the idea was based on!
Really? Wow!
>
>And an assembler built into Basic.
>
If only QBasic had that idea... I've got the latest version ever
realised of QB and the darned thing won't compile! :(
>>hey, if our dear little auntie was meant to
>>make computers they wouldn't be called the British BROADCASTING
>>corporation!! <g>
>
>I can remember when they transmitted BBC Micro programs over Teletext.
>Sad isn't it? ;-)
>
>
Yes, it is. But you can never beat Oracle. (A saddo fact: The Teletext
editor of Nickelodeon UK's text service bought Oracle's computer at a
car boot sale and used it for 3 years before buying a new one!!)

--
Clair D. Shaw (aka. CDS) | mailto:Clair@Shaw1.freeserve.co.uk
http://surf.to/shaws | mailto:SeedieS@yahoo.com
ICQ messages to: 1043359 | New email address coming MONDAY (3rd)

Microsoft's created a virus: It's called Windows

From -1277830014610936502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,137ad1f27d3e3ad2
X-Google-Attributes: gid1115ce,public
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Subject: Re: [Programming]: Reading PI1 files
Date: 1999/10/09
Message-ID: <939549732-027501AEicMi@NOSPAMcix.co.uk>#1/1
X-Deja-AN: 534959678
Content-transfer-encoding: 8bit
References: <37f09052.17760638@news.demon.co.uk>
<7smme4$pr5$1@newshost.comnet.co.nz> <37EF2327.D54E6023@student.canterbury.ac.nz>
<37ff24fd.317963046@news.demon.co.uk> <g95p+AAh1o93Iwy1@shaw1.freeserve.co.uk>
<381d963e.29897740@news.demon.co.uk>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news2-hme0 939549907 195.44.18.230 (Sun, 10 Oct 1999 11:05:07 BST)
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 10 Oct 1999 11:05:07 BST

Newsgroups: comp.sys.atari.programmer

Guy Harrison said:

>>hey, if our dear little auntie was meant to make computers they wouldn't be called
>the British BROADCASTING corporation!! <g>
>
>I can remember when they transmitted BBC Micro programs over Teletext. Sad isn't it?
>;-)

I can remember them transmitting programs on the radio at night!

Rgds, Derryck

```
   /  The Cheshunt Computer Club   /
  / The essential for your Atari  /
 /        Monthly meetings       /
/ http://www.cix.co.uk/~derryck /
```

From 6034462681548800878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2a98facd4b8faea4
X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Re: How detect the 68k processor type ?
Date: 1999/10/10
Message-ID: <7tq627ggh1@epos.tesco.net>#1/1
X-Deja-AN: 535007603
References: <37FD0519.EBD99BF3@libertysurf.fr>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Where available, use the cookie jar.

Mark

Laurent (Linux) <laurent.favard@libertysurf.fr> wrote in message news:37FD0519.EBD99BF3@libertysurf.fr...
> Hi all!
>
> i'm looking for a small nice subroutine, which allows
> me to detect what is exactly the 680x0 processor type
> avalaible, into the system.

>
> does anyone have got such nice code ?
>
> Laurent

From -7441382402016330655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,edcf00a311265c58,start
X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: Strange Data on HD
Date: 1999/10/10
Message-ID: <939584650-109577AEicMi@aon.at>#1/1
X-Deja-AN: 535092471
Content-transfer-encoding: 8bit
X-Trace: newsreader.vienna.highway.telekom.at 939581447 29452 USER@195.3.112.23
Content-Type: text/plain; charset=iso-8859-1
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

I don't really know whether I have a problem or not,
but my Hard Disc is full of weird little files called
Aa,Ab or just A. They can be viewed only by three
programs I know of: Kobold (in GEMDOS-modus only),
XBoot's fontselector, CDRecorder Pro and Diskcake
(oops, well four then).
They are (what's the English name for that)
inextinguishable*, even when i've changed that on the
Desktop, I can't get rid of them. They've got sizes
like_minus_1 or_minus_65536 Bytes, are dated either
00.03.1980 or 31.15(!).2107 and seem to do no harm.
I've brought up this item in an Atariforum, and
somebody said it were dead corpses of the long
filenames enabled under MagiC - this could fit,
because they only occur on partitions that have or
have had long filenames enabled.
Anyway I am a little uneasy. Anyone having an idea or
even met and coped with tihs problem before? Thanx!
Claus
*Fool me. Write-protected is the word of course!

From -8169658344915412947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,edcf00a311265c58
X-Google-Attributes: gid1115ce,public

From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Strange Data on HD
Date: 1999/10/10
Message-ID: <7tr1s1$o2o$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 535146727
References: <939584650-109577AEicMi@aon.at>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Claus <rogge.claus@aon.at> wrote:
> I don't really know whether I have a problem or not,
> but my Hard Disc is full of weird little files called
> Aa,Ab or just A.

These are pseudo directory entries used by VFAT to store the long filenames. Unfortunately, you didn't write whether you're experiencing them with MagiC or with TOS. And I also didn't quite get what you mean with "They can be viewed": Do you mean only these programs will show those filenames, or the file contents? The latter would be quite strange, as all these VFAT entries have a start cluster of zero, which is equivalent to an empty file.

Assuming that you're seeing the entries with TOS, try HideVFAT (best first in your Auto folder, if already XBoot gets to display them). You can download it from
http://homepages.hrz.tu-darmstadt.de/~gryf/software/hvfat_r1.lzh

Besides, these entries usually don't do any harm, although trying to delete them will cause your long filenames to disappear, once you switch back to MagiC or MiNT with VFAT enabled. But, with TOS alone, HideVFAT will help you not seeing the pseudo entries anymore, so they won't disturb you. Only software that directly accesses the disk (e.g. disk editors) will not be "fooled" by HideVFAT.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -6808028060695934841
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecaa7925e3191c94,start

X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: Strange Files
Date: 1999/10/11
Message-ID: <939670392-12263AEicMi@aon.at>#1/1
X-Deja-AN: 535482839
Content-transfer-encoding: 8bit
X-Trace: newsreader.vienna.highway.telekom.at 939667190 38878 USER@195.3.112.183
Content-Type: text/plain; charset=iso-8859-1
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:
>Hi!
>
>Claus <rogge.claus@aon.at> wrote:
>> I don't really know whether I have a problem or not,
>> but my Hard Disc is full of weird little files called
>> Aa,Ab or just A.
>
>These are pseudo directory entries used by VFAT to store the long
>filenames. Unfortunately, you didn't write whether you're experiencing
>them with MagiC or with TOS. And I also didn't quite get what you mean
>with "They can be viewed": Do you mean only these programs will show
>those filenames, or the file contents? The latter would be quite
>strange, as all these VFAT entries have a start cluster of zero, which
>is equivalent to an empty file.

I'm sorry for my inaccurate use of the word "viewed": It should have read
"seen" of course. I see these files with MagiC and with TOS but only on
the partitions that have or have had long filenames. So I think your
solution is perfect. I will try not to think about these files, that
really made me nervous for a while!
Thanx,
Claus

From 32922908946287990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,792e6ed93f88d4f1,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: PROGDEF stack
Date: 1999/10/12
Message-ID: <7tu04hjnr1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 535614797
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

I am currently working on a listbox to go into my app.

As part of this listbox, I have used a PROGDEF, which will be used to display the appropriate data.

However, I am wondering how much stack space is there that I can use while drawing my listbox.

The code looks something like this: (in Lattice 5.60)

```
__stdargs __saveds item_listbox( PARMBLK *pbptr )
{
     ItemEnum ie;

     ...

     if( itemFind( firstitem, sizeof( ie ), &ie ) )  {
          do  {
               ...
               v_gtext( handle, x, y, ie.data );

               v_gtext( handle, x2, y, ie.data2 );
               ...
          } while( itemNext( &ie ) );
     }

     ...
}
```

The ItemEnum struct is around 250 bytes, and the itemFind/itemNext funcs also have a local copy of the struct (which is filled in and then copied into the one whose pointer is passed to these funcs)

All up, I'd probably need around 1k of stack space. (My TOS 3.05 machine seems OK with that figure, but I appear to overwrite system vars used by the AES/VDI if it gets too much beyond that)

Can I rely upon this amount as being available on all TOS versions, or are others more/less restrictive? (I no longer have easy access to other STs, so cannot check this out for myself)

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 6356706915192527085
X-Google-Language: ENGLISH,UTF8
X-Google-Thread: 1115ce,fd479cbf209b6ca1,start
X-Google-Attributes: gid1115ce,public

From: "Chris" <chris@m80im.com>
Subject: JetMoto3
Date: 1999/10/13
Message-ID: <7u379t$puo@chronicle.concentric.net>#1/1
X-Deja-AN: 536460173
Organization: Concentric Internet Services
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer

JET MOTO 3
THE RUSH IS BACK!

Sideswipe enemy racers, hang a hard left at the vertical grapple, and speed your way to the finish line! Jet Moto 3 takes you full throttle through 19 obstacle-filled, bone-smashing environments, as you attempt to conquer subterranean graveyards, ancient cities, volcanic eruptions and alien worlds. 11 insanely fast, all-terrain jet hover bikes, including new riders such as Angel and Convict, will take you on the ride of your life as you jostle, sideswipe and fight for position against the most challenging racer AI to date. You'll feel every bump, bruise and crash with the all-new 3D racing engine with MotoPhysics?, delivering blazing fast gameplay and crisp, beautifully detailed 3D graphics. Jet Moto 3. THE RUSH IS BACK!

KEY FEATURES:
? Race any of the 11 ultra-realistic, all-terrain jet hover bikes. Old favorites like The Max, Wild Ride and Vampeera team with new riders such as Angel and Convict. Each rider/bike boasts his or her own performance ratings for acceleration, top speed and handling.
? All-new 3D racing engine with MotoPhysics? delivers blazing fast gameplay and beautiful 3D graphics. Experience outstanding handling and even an occasional horizontal and vertical grapple!
? 19 treacherous, bone-smashing environments to conquer, including an ancient Inca city, a subterranean graveyard, the gut-wrenching SkyPark, as well as the wildest, most thrilling stunt tracks ever designed!
? Feel the effect of eleven different racing surfaces, such as ice, wood, metal, rock, lava, grass and concrete.
? Experience realistic weather effects including snow, rain and night racing.
? Challenging AI jostle and fight for position by crowding or side-swiping other players.
? Rip it up or get wasted in 1 Player modes (Single Race, Season, Circuit and Practice) or 2 Player modes (Single Race or Circuit) with 4 season difficulty levels: Novice, Semi-Pro, Pro and Expert.

JET MOTO COMPARISON

	Jet Moto 2	Jet Moto 3
Sales (thru 8/99)	1,250,671 units	N/A
Players	1-2	1-2
Bikes	10	11
Tracks	10	19
Magnetic Grapple	Yes	Yes

Vertical Grapple No Yes
Hop Button No Yes
Stunt Mode No Yes
Engine Improved polygonal graphics All-new 3D racing engine with MotoPhysics

WHY BUY JET MOTO?

Heritage -
The Jet Moto franchise is far and away the best seller in the pure Action Racing category.
? Jet Moto 1 has sold through 1,170,508 units through August, 1999.
? Jet Moto 2 has sold through 1,250,671 units through August, 1999.

From 8756454186246049578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8e105b27bcc490d,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Length of name and info line in windows
Date: 1999/10/14
Message-ID: <3805b6d4cfe353@xs4all.nl>#1/1
X-Deja-AN: 536597434
X-Complaints-To: abuse@xs4all.nl
X-Hardware: 68000/8 Atari Mega-ST 4
X-Trace: news1.xs4all.nl 939895151 16162 194.109.6.45 (14 Oct 1999 09:59:11 GMT)
Organization: Seni Translation Services
NNTP-Posting-Date: 14 Oct 1999 09:59:11 GMT
Newsgroups: comp.sys.atari.programmer

Does anybody know how to detect the maximum size of char arrays for the name and info line of windows? The AES of my Mega crashes when the line length exceeds 80 characters, but a more modern AES can handle much longer lines, of course.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"He who can, does. He who cannot, teaches." - George Bernard Shaw

From -478732676543137425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8500ccd946b6f7a6,start
X-Google-Attributes: gid1115ce,public
From: John Blakeley <john.blakeley@mon.bbc.co.uk>
Subject: external audio clocks on F030

Date: 1999/10/14
Message-ID: <Pine.LNX.4.10.9910141341510.560-100000@mon07261.mon.bbc.co.uk>#1/1
X-Deja-AN: 536662055
X-Sender: jsb@mon07261.mon.bbc.co.uk
X-BBC-Trace: MTMyLjE4NS44OS4yMzc=
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: news@bbc.co.uk
X-Trace: nntp0.reith.bbc.co.uk 939908982 17077 132.185.89.237 (14 Oct 1999
13:49:42 GMT)
Organization: British Broadcasting Corporation, UK
Mime-Version: 1.0
NNTP-Posting-Date: 14 Oct 1999 13:49:42 GMT
Newsgroups: comp.sys.atari.programmer

Can anyone supply me with details of how to detect, and select the
frequency on the external clocks which connect to the falcon's dsp port?

I believe that there is the clock that comes with Cubase Audio Falcon,
and, Softjee's NewClock. Are they the same?

Salut/.

J/.
--
John Blakeley

From -124477480858119085
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,edcf00a311265c58
X-Google-Attributes: gid1115ce,public
From: banbury@madhousenet.co.uk (John Banbury)
Subject: Re: Strange Data on HD
Date: 1999/10/14
Message-ID: <380611ba@news.madhousenet.co.uk>#1/1
X-Deja-AN: 536738811
References: <939584650-109577AEicMi@aon.at> <7tr1s1$o2o$1@sun27.hrz.tu-
darmstadt.de>
X-Trace: 14 Oct 1999 18:24:10 GMT, 212.70.128.102
Newsgroups: comp.sys.atari.programmer

On 10 Oct 1999 21:53:05 , Thomas Binder wrote:
>Hi!
>
>Claus <rogge.claus@aon.at> wrote:
>> I don't really know whether I have a problem or not,
>> but my Hard Disc is full of weird little files called
>> Aa,Ab or just A.
>
>These are pseudo directory entries used by VFAT to store the long
>filenames

>Assuming that you're seeing the entries with TOS, try HideVFAT (best
>first in your Auto folder, if already XBoot gets to display them). You
>can download it from
>http://homepages.hrz.tu-darmstadt.de/~gryf/software/hvfat_r1.lzh
>
>Besides, these entries usually don't do any harm, although trying to
>delete them will cause your long filenames to disappear, once you switch
>back to MagiC or MiNT with VFAT enabled. But, with TOS alone, HideVFAT
>will help you not seeing the pseudo entries anymore, so they won't
>disturb you. Only software that directly accesses the disk (e.g. disk
>editors) will not be "fooled" by HideVFAT.
 You could try Optimize v 2.8 it understands longfile names (Its the
 prog I use on my longfile name partion, Diamond Edge on the rest
 which just deletes all long filenames) I can not remember what web
 site I got the prog from.

   Cheers all

From 6041725574221166784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,edcf00a311265c58
X-Google-Attributes: gid1115ce,public
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Subject: Re: Strange Data on HD
Date: 1999/10/15
Message-ID: <939988640-796654AEicMi@NOSPAMcix.co.uk>#1/1
X-Deja-AN: 537039271
Content-transfer-encoding: 8bit
References: <939584650-109577AEicMi@aon.at> <7tr1s1$o2o$1@sun27.hrz.tu-
darmstadt.de> <380611ba@news.madhousenet.co.uk>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news2-hme0 939988823 195.44.205.74 (Fri, 15 Oct 1999 13:00:23 BST)
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 15 Oct 1999 13:00:23 BST
Newsgroups: comp.sys.atari.programmer

John Banbury said:

>You could try Optimize v 2.8 it understands longfile names (Its the
> prog I use on my longfile name partion, Diamond Edge on the rest
> which just deletes all long filenames) I can not remember what web
> site I got the prog from.

See my sig for the URL.

Rgds, Derryck

   / The Cheshunt Computer Club   /

  / The essential for your Atari /
 /   Monthly meetings   /
/ http://www.cix.co.uk/~derryck /

From -4146733725149478001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ccb341a626bc14b,start
X-Google-Attributes: gid1115ce,public
From: Nurmix@socal.SPAM (Paul Nurminen)
Subject: ST/F030 program from PC source code?
Date: 1999/10/15
Message-ID: <7u892i$1rd1@enews4.newsguy.com>#1/1
X-Deja-AN: 537307208
Organization: Nurmix Web Central
Newsgroups: comp.sys.atari.programmer

Question for the ST programming experts here:

I'm not a programmer (unless you count my BASIC days on the 8-bit Ataris), but I was wondering if anyone here might want to try converting a small PC utility program that's designed to work with Atari 8-bit files (games and such). It basically converts different 8-bit file formats to others etc.

The author has many Atari 8-bit utilities on his page, and all his source code is available as well. And he told me he has no problem with someone writing an ST/Falcon version if they're so inclined.

Anyway, if anyone is interested, I'll post here with a followup directing you to his web site and the program in question.

Thanks!

P.S. My reason for wanting this is that I have a Falcon, as well as an 8-bit Atari, and would like to convert and work with a variety of files for the 8-bit using this utility program. But unless I buy a PC, this isn't really possible.

-Paul

--

  Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor

.....
..... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

From 3674116916259648793
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,792e6ed93f88d4f1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: PROGDEF stack
Date: 1999/10/17
Message-ID: <380f58f8.17193302@news.demon.co.uk>#1/1
X-Deja-AN: 537307205
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7tu04hjnr1@newshost.comnet.co.nz>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 940204506 nnrp-06:24218 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 12 Oct 1999 00:41:53 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

```
>I am currently working on a listbox to go into my app.
>
>As part of this listbox, I have used a PROGDEF, which will be used to
>display the appropriate data.
>
>However, I am wondering how much stack space is there that I can use
>while drawing my listbox.
>
>The code looks something like this:  (in Lattice 5.60)
>
>__stdargs __saveds item_listbox( PARMBLK *pbptr )
>{
>    ItemEnum ie;
>
>    ...
>
>    if( itemFind( firstitem, sizeof( ie ), &ie ) )  {
>        do  {
>            ...
>            v_gtext( handle, x, y, ie.data );
>
>            v_gtext( handle, x2, y, ie.data2 );
>            ...
>        } while( itemNext( &ie ) );
>    }
>
```

>   ...
>}
>
>The ItemEnum struct is around 250 bytes, and the itemFind/itemNext funcs
>also have a local copy of the struct (which is filled in and then copied
>into the one whose pointer is passed to these funcs)

I must be missing something obvious here but what the heck... ;-)

static ItemEnum ie;

No stack used - twice over because itemFind/Next no longer need their
local version as they'll be modifying 'ie' directly.

>All up, I'd probably need around 1k of stack space. (My TOS 3.05 machine
>seems OK with that figure, but I appear to overwrite system vars used by
>the AES/VDI if it gets too much beyond that)
>
>Can I rely upon this amount as being available on all TOS versions, or are
>others more/less restrictive? (I no longer have easy access to other STs,
>so cannot check this out for myself)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -650738526170486969
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8e105b27bcc490d
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Length of name and info line in windows
Date: 1999/10/17
Message-ID: <38105a76.17575812@news.demon.co.uk>#1/1
X-Deja-AN: 537307206
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3805b6d4cfe353@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 940204507 nnrp-06:24218 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 14 Oct 1999 11:59:10 +0200, josdb@xs4all.nl (Jos den Bekker) wrote:

>Does anybody know how to detect the maximum size of char arrays for
>the name and info line of windows? The AES of my Mega crashes when

>the line length exceeds 80 characters, but a more modern AES can
>handle much longer lines, of course.

MagiC has a limitation also - somewhere between 110-200 chars iirc.
One of the Cab versions got caught by this. Truncate to 80 is about
the only safe way methinks.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7863961140044482329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ccb341a626bc14b
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ST/F030 program from PC source code?
Date: 1999/10/17
Message-ID: <38115b6b.17820704@news.demon.co.uk>#1/1
X-Deja-AN: 537307207
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7u892i$1rd1@enews4.newsguy.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 940204508 nnrp-06:24218 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 15 Oct 1999 22:15:46 GMT, Nurmix@socal.SPAM (Paul Nurminen) wrote:

>
>Question for the ST programming experts here:
>
>I'm not a programmer (unless you count my BASIC days on the 8-bit Ataris), but
>I was wondering if anyone here might want to try converting a small PC
>utility program that's designed to work with Atari 8-bit files (games and
>such). It basically converts different 8-bit file formats to others etc.
>
>The author has many Atari 8-bit utilities on his page, and all his source code
>is available as well. And he told me he has no problem with someone writing an
>ST/Falcon version if they're so inclined.
>
>Anyway, if anyone is interested, I'll post here with a followup directing you
>to his web site and the program in question.
>
>Thanks!

>
>P.S. My reason for wanting this is that I have a Falcon, as well as an 8-bit
>Atari, and would like to convert and work with a variety of files for the 8-
>bit using this utility program. But unless I buy a PC, this isn't really
>possible.

Post the url. I don't mind taking a preliminary look. Keep your
fingers crossed the source isn't "DOSified" - or I'm out of there!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6971103333054758722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,43ed216377a79d68,start
X-Google-Attributes: gid1115ce,public
From: mb@gem.win.co.nz (Mario Becroft)
Subject: wind_update(BEG_MCTRL)
Date: 1999/10/18
Message-ID: <FJsIyy.1H@gem.win.co.nz>#1/1
X-Deja-AN: 537423750
Cache-Post-Path: news.win.co.nz!unknown@210.55.105.242
X-Complaints-To: abuse@clear.net.nz
X-Trace: news.clear.net.nz 940237097 203.167.239.36 (Mon, 18 Oct 1999 21:58:17
NZDT)
Organization: Tariland Computer Club Inc.
X-Cache: nntpcache 2.3.3 (see http://www.nntpcache.org/)
NNTP-Posting-Date: Mon, 18 Oct 1999 21:58:17 NZDT
Newsgroups: comp.sys.atari.programmer

In a GEM program I am working on I use the AES wind_update() function with
BEG_MCTRL and END_MCTRL to gain and release control of the mouse. This
prevents mouse clicks from affecting other applications while my app has
mouse control.

However I have noticed (tested under N.AES and MagiC AES) that this also
has the effect of preventing screen updates. Other applications never seem
to be able to draw on the screen while my application has mouse control.

I thought that was what the BEG_UPDATE and END_UPDATE arguments to
wind_update() were for, but I am not using these.

Why might this be happening and how could it be avoided?

Thank you for any hints.

--

+---+
| Mario Becroft   * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz   * Atari Hardware Developments: |
| http://gem.win.co.nz/   * NEW: QWERTYX - PC AT Keyboard Interface |

From -2963994144648424752
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,43ed216377a79d68
X-Google-Attributes: gid1115ce,public
From: std7180@et.FH-Osnabrueck.DE (St.Kuhr)
Subject: Re: wind_update(BEG_MCTRL)
Date: 1999/10/18
Message-ID: <7ufaar$5co$1@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 537503406
References: <FJsIyy.1H@gem.win.co.nz>
X-Complaints-To: abuse@newsserver.rrzn.uni-hannover.de
X-Trace: newsserver.rrzn.uni-hannover.de 940256411 5528 131.173.118.87 (18 Oct 1999 14:20:11 GMT)
Organization: Fachhochschule Osnabrueck, FB Elektrotechnik
Reply-To: std7180@et.FH-Osnabrueck.DE
NNTP-Posting-Date: 18 Oct 1999 14:20:11 GMT
Newsgroups: comp.sys.atari.programmer

Hi Mario!

> However I have noticed (tested under N.AES and MagiC AES) that this also
> has the effect of preventing screen updates. Other applications never seem
> to be able to draw on the screen while my application has mouse control.
> Thank you for any hints.

The BEG_MCTRL includes automaticaly a BEG_UPDATE and via versa. That's because of avoiding deadlocks.
Just imagine two programs:

```
1.                  2.
wind_update(BEG_MCTRL);
                    wind_update(BEG_UPDATE);
wind_update(BEG_UPDATE);
// couldn't perform
                    wind_update(BEG_MCTRL);
                    // could't perfom, too
                    // deadlock
```

Sch??

Stefan

From 8530326043989850033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,43ed216377a79d68
X-Google-Attributes: gid1115ce,public
From: gribnif@pair.com (Dan Wilga)
Subject: Re: wind_update(BEG_MCTRL)
Date: 1999/10/18
Message-ID: <gribnif-1810991054400001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 537522742
References: <FJsIyy.1H@gem.win.co.nz>
X-Original-NNTP-Posting-Host: 138.110.10.65
Newsgroups: comp.sys.atari.programmer

In article <FJsIyy.1H@gem.win.co.nz>, mb@gem.win.co.nz (Mario Becroft) wrote:

> In a GEM program I am working on I use the AES wind_update() function with
> BEG_MCTRL and END_MCTRL to gain and release control of the mouse. This
> prevents mouse clicks from affecting other applications while my app has
> mouse control.
>
> However I have noticed (tested under N.AES and MagiC AES) that this also
> has the effect of preventing screen updates. Other applications never seem
> to be able to draw on the screen while my application has mouse control.
>
> I thought that was what the BEG_UPDATE and END_UPDATE arguments to
> wind_update() were for, but I am not using these.
>
> Why might this be happening and how could it be avoided?

Any wind_update(BEG_UPDATE) or BEG_MCTRL essentially causes all other
applications to halt in their evnt_multi() loops or when they try to do a
wind_update(). There is no reliable way around thatis that I am aware of.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

From -3861952373810398602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,43ed216377a79d68
X-Google-Attributes: gid1115ce,public
From: mb@gem.win.co.nz (Mario Becroft)
Subject: Re: wind_update(BEG_MCTRL)
Date: 1999/10/18
Message-ID: <FJtGnI.AE@gem.win.co.nz>#1/1

X-Deja-AN: 537669797
Cache-Post-Path: news.win.co.nz!unknown@210.55.105.242
References: <FJsIyy.1H@gem.win.co.nz> <7ufaar$5co$1@newsserver.rrzn.uni-hannover.de>
X-Complaints-To: abuse@clear.net.nz
X-Trace: news.clear.net.nz 940282998 203.167.239.36 (Tue, 19 Oct 1999 10:43:18 NZDT)
Organization: Tariland Computer Club Inc.
X-Cache: nntpcache 2.3.3 (see http://www.nntpcache.org/)
NNTP-Posting-Date: Tue, 19 Oct 1999 10:43:18 NZDT
Newsgroups: comp.sys.atari.programmer

St.Kuhr (std7180@et.FH-Osnabrueck.DE) wrote:
: Hi Mario!

:
: > However I have noticed (tested under N.AES and MagiC AES) that this also
: > has the effect of preventing screen updates. Other applications never seem
: > to be able to draw on the screen while my application has mouse control.
: > Thank you for any hints.

: The BEG_MCTRL includes automaticaly a BEG_UPDATE and via versa. That's because of avoiding deadlocks.
: Just imagine two programs:

```
: 1.              2.
: wind_update(BEG_MCTRL);
:                 wind_update(BEG_UPDATE);
: wind_update(BEG_UPDATE);
: // couldn't perform
:                 wind_update(BEG_MCTRL);
:                 // could't perfom, too
:                 // deadlock
```

Hmm, it seems somewhat pointless having both *_MCTRL and *_UPDATE modes if they in fact both do the same thing. Is there a way around this if I want to use only BEG/END_MCTRL without UPDATE?

The result I want to achieve is that mouse clicks would not affect other apps but other apps could continue to run otherwise, draw on the screen etc.

--

```
+-------------------------------------------------------------------------+
| Mario Becroft           * Tariland, New Zealand Atari User Group      |
| mb@gem.win.co.nz        * Atari Hardware Developments:                |
| http://gem.win.co.nz/   * NEW: QWERTYX - PC AT Keyboard Interface     |
```


From -4526180572981657678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7fb8b63523ed566a,start

X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: What AES message?
Date: 1999/10/19
Message-ID: <7ui8j3jbb1@nnrp1.deja.com>#1/1
X-Deja-AN: 537783707
X-Http-Proxy: 1.1 x36.deja.com:80 (Squid/1.1.22) for client 130.240.37.226
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Tue Oct 19 17:09:03 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows NT; DigExt; School of Music, Pitea, Sweden)

Hi all,

I wonder which AES message I should look for to know if a window has
been shrunken, so that it is only the moving bar left of it? This
happens if you double click the window bar in eg MagiC. I need to know
this to be sure that updating some text inputs is OK.

Please help! Anyone?

Best regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From -8215569286689364308
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7fb8b63523ed566a
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: What AES message?
Date: 1999/10/19
Message-ID: <7uiikh$7ln$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 538139396
Content-Transfer-Encoding: 8bit
References: <7ui8j3jbb1@nnrp1.deja.com>
Organization: Technische Universitaet Darmstadt
Content-Type: text/plain; charset=ISO-8859-1
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer

Hi!

Joakim H⍰gberg <gokmase@my-deja.com> wrote:
> I wonder which AES message I should look for to know if a window has
> been shrunken, so that it is only the moving bar left of it?

These are WM_SHADED (22360) and WM_UNSHADED (22361). Both supply the window handle in msg[3], and both are asynchronous, i.e. the state of the window may have already been changed again when the message arrives.

To check whether a window is shaded, there's a little trick (the window must be the top window for this to work): Get the first element of the window's rectangle list (WF_FIRSTXYWH) and compare it with the window's full size (WF_CURRXYWH). If they're not identical, the window is shaded.

I haven't tried yet, but it may be enough to check whether the first rectangle is of height/width 0. This can't happen for a topped window, unless it's shaded. For background windows, this is possible, so you can't use that method reliably in this case.

Ciao

Thomas

P.S.: In case you wonder why these two message have such a high number:
They were orignally introduced by WINX, and WINX used messages that started with 'W' to prevent collisions with existing ones (WM_SHADED is 'WX', WF_UNSHADED is 'WY'). Fortunately, the authors of MagiC and N.AES decided not to change them when they implemented shading into their systems.

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 4434305780639886001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c5afb46cf562af9,start
X-Google-Attributes: gid1115ce,public
From: atari <root@bright.net>
Subject: please ignore test post
Date: 1999/10/19
Message-ID: <Pine.LNX.4.05.9910191804370.100-100000@TT030>#1/1
X-Deja-AN: 538186990
X-Sender: root@TT030

Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 940370278 209.143.38.226 (Tue, 19 Oct 1999 17:57:58 EDT)
Organization: bright.net Ohio
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 19 Oct 1999 17:57:58 EDT
Newsgroups: comp.sys.atari.programmer

testing only

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -1909341985720383378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,55142358e739e187,start
X-Google-Attributes: gid1115ce,public
From: Odd Skancke <oskancke@online.no>
Subject: Testing Pine, Ignore..
Date: 1999/10/20
Message-ID: <Pine.MNT.4.10.9910200106300.186-100000@online.no>#1/1
X-Deja-AN: 538204855
X-Sender: root@online.no
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: news-abuse@online.no
X-Trace: news1.online.no 940374670 130.67.53.134 (Wed, 20 Oct 1999 01:11:10 MET DST)
Organization: Telenor Online Public Access
MIME-Version: 1.0
Reply-To: oskancke@online.no
NNTP-Posting-Date: Wed, 20 Oct 1999 01:11:10 MET DST
Newsgroups: comp.sys.atari.programmer

Hi, this is a test, and I told you to ignore it!! ;-)

This is sent using Pine 4.10 as root. The headers should be ok anyway, thanks to the "roles" feature..

Odd Skancke - ozk@atari.org

From -2634015641291579911
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,1c5afb46cf562af9
X-Google-Attributes: gid1115ce,public
From: Odd Skancke <root@online.no>
Subject: Re: please ignore test post
Date: 1999/10/20
Message-ID: <Pine.MNT.4.10.9910200115410.186-100000@online.no>#1/1
X-Deja-AN: 538209127
References: <Pine.LNX.4.05.9910191804370.100-100000@TT030>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: news-abuse@online.no
X-Trace: news1.online.no 940375005 130.67.53.134 (Wed, 20 Oct 1999 01:16:45 MET
DST)
Organization: Telenor Online Public Access
MIME-Version: 1.0
Reply-To: oskancke@online.no
NNTP-Posting-Date: Wed, 20 Oct 1999 01:16:45 MET DST
Newsgroups: comp.sys.atari.programmer

Hmm.. this is also a test..

Odd Skancke - ozk@atari.org

On Tue, 19 Oct 1999, atari wrote:

> testing only
>
> _____
> Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
>
>
>

From -9125266034492879443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c5afb46cf562af9
X-Google-Attributes: gid1115ce,public
From: Odd Skancke <oskancke@online.no>
Subject: Re: please ignore test post
Date: 1999/10/20
Message-ID: <Pine.MNT.4.10.9910200131210.199-100000@online.no>#1/1
X-Deja-AN: 538213286
References: <Pine.LNX.4.05.9910191804370.100-100000@TT030>
X-Sender: root@online.no
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: news-abuse@online.no
X-Trace: news1.online.no 940375979 130.67.53.134 (Wed, 20 Oct 1999 01:32:59 MET

DST)
Organization: Telenor Online Public Access
MIME-Version: 1.0
Reply-To: oskancke@online.no
NNTP-Posting-Date: Wed, 20 Oct 1999 01:32:59 MET DST
Newsgroups: comp.sys.atari.programmer

Ok, now it should work..

Odd Skancke - ozk@atari.org

On Tue, 19 Oct 1999, atari wrote:

> testing only
>
> _____
> Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
>
>
>

From -7773407036826561135
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7fb8b63523ed566a
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: What AES message?
Date: 1999/10/20
Message-ID: <199910201650.a19745@su.maus.de>#1/1
X-Deja-AN: 538503295
Distribution: lokal
References: <7uiikh$7ln$1@sun27.hrz.tu-darmstadt.de>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Thomas!

TB>These are WM_SHADED (22360) and WM_UNSHADED (22361). Both supply the
TB>window handle in msg[3], and both are asynchronous, i.e. the state of
TB>the window may have already been changed again when the message
TB>arrives.
Which means they are broken by design

TB>To check whether a window is shaded, there's a little trick (the
TB>window must be the top window for this to work): Get the first element

TB>of the window's rectangle list (WF_FIRSTXYWH) and compare it with the
TB>window's full size (WF_CURRXYWH). If they're not identical, the window
TB>is shaded.
There's a better solution:
wind_get(WF_SHADE) returns the current state in *wi_gw1 (0 = not shaded).
WF_SHADE is 22365

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From 4061414652875876342
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7fb8b63523ed566a
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: What AES message?
Date: 1999/10/20
Message-ID: <7ula6s$9de$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 538563939
Distribution: lokal
Content-Transfer-Encoding: 8bit
References: <7uiikh$7ln$1@sun27.hrz.tu-darmstadt.de>
<199910201650.a19745@su.maus.de>
Content-Type: text/plain; charset=ISO-8859-1
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

J⍰rg Westheide <Joerg_Westheide@su.maus.de> wrote:
> Which means they are broken by design

I don't think so, and the pointless discussion in MausNet was already
enough on that topic, at least for me.

> There's a better solution:

Just that WF_SHADE does not necessarily exist. And I don't know whether
there's an appl_getinfo() opcode to reliably check for it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -9018628924589263500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b3dc1c1d52e067df,start
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Support for mouse with scroll wheel
Date: 1999/10/21
Message-ID: <7umsceqkt1@nnrp1.deja.com>#1/1
X-Deja-AN: 538709588
X-Http-Proxy: 1.0 bx6.deja.com:80 (Squid/1.1.22) for client 130.240.37.226
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Thu Oct 21 11:11:16 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.08 [en] (WinNT; I ;Nav)

Hi all,

Is there a way to support the scrolling wheel on newer mice on atari (or emulation on MagiC-Mac/PC/etc)? I guess it is possible to connect these newer mice to an old atari, and then wonder if it is possible to add support for the signal from the wheel.

Anyone?

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From 7881548909537115866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ccb341a626bc14b
X-Google-Attributes: gid1115ce,public
From: Nurmix@socal.SPAM (Paul Nurminen)
Subject: Re: ST/F030 program from PC source code
Date: 1999/10/21

Message-ID: <7umftr$1as3@enews1.newsguy.com>#1/1
X-Deja-AN: 538751417
References: <7u892i$1rd1@enews4.newsguy.com> <38115b6b.17820704@news.demon.co.uk>
Organization: Nurmix Web Central
Newsgroups: comp.sys.atari.programmer

On 17 Oct 1999 23:50:18 , Guy Harrison wrote:

>On 15 Oct 1999 22:15:46 GMT, Nurmix@socal.SPAM (Paul Nurminen) wrote:

>>I'm not a programmer (unless you count my BASIC days on the 8-bit Ataris),
>>I was wondering if anyone here might want to try converting a small PC
>>utility program that's designed to work with Atari 8-bit files (games and
>>such). It basically converts different 8-bit file formats to others etc.
>>
>>The author has many Atari 8-bit utilities on his page, and all his source code
>>is available as well. And he told me he has no problem with someone writing an
>>ST/Falcon version if they're so inclined.
>
>Post the url. I don't mind taking a preliminary look. Keep your
>fingers crossed the source isn't "DOSified" - or I'm out of there!

Cool. Primarily I am interested in his [Ken Sider's] software that takes a bootable Atari 8-bit floppy game, and converts it to an individual FILE. I think he puts all his source code for his various [PC] Atari 8-bit utilities together on his page.

BTW: A second programmer [Jindrich Kubec] says he has a similar PC utility with source code available on his site, which I've listed after Ken Sider's information.

Anyway, here's the information:

-=-=-=-=-=-=-=-=-=-=-=-=-=-

From: "Ken Siders" <ksiders@no.spam.columbus.rr.com>
Newsgroups: comp.sys.atari.8bit
Subject: Re: Converting bootable disk games to Files

I also have source code available on my page if you are able to port it to another platform.

Ken Siders
atari@columbus.rr.com
Atari Page: http://home.columbus.rr.com/ksiders/atari.htm

-=-=-=-=-=-=-=-=-=-=-=-=-=-

From: Jindrich Kubec <kubecj@asw.cz>
Newsgroups: comp.sys.atari.8bit
Subject: Re: Converting bootable disk games to Files

My utility ADIR is able to extract those 'k' boots. It's C/CPP source
and it should build on any GCC dev platform. If you have GCC, you can
mail me and try it.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

Thanks!

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
..... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

From 1302460630049384690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f921817afbb1242,start
X-Google-Attributes: gid1115ce,public
From: "David Reitter" <r7@davids-welt.de>
Subject: MIRACL - How to compile this library for computing big, big numbers?
Date: 1999/10/21
Message-ID: <7unsj7$ak7$1@newsread.do.de.uu.net>#1/1
X-Deja-AN: 538985857
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@de.uu.net
Organization: Customer of UUNET Deutschland GmbH, Dortmund, Germany
X-MSMail-Priority: Normal
NNTP-Posting-Date: 21 Oct 1999 20:20:55 GMT
Newsgroups: comp.sys.atari.programmer

Did anyone of you try to compile the MIRACL library with a TOS C compiler? I
tried with Pure C, but obviously some of the data types used in Pure C are
not compatible with MIRACL, especially the int type: MIRACL requires a
32-bit int type (which would be long), and a double long integer type. Is

there any C compiler that has double long (64-bit) integers?

dr.

DAVID REITTER

D-12163 Berlin
Germany

Home page: http://www.davids-welt.de/

From -1422508881227736968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7fb8b63523ed566a
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: What AES message?
Date: 1999/10/21
Message-ID: <199910212011.a23946@su.maus.de>#1/1
X-Deja-AN: 539188292
Distribution: lokal
References: <7ula6s$9de$1@sun27.hrz.tu-darmstadt.de>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Thomas!

TB>Just that WF_SHADE does not necessarily exist. And I don't know
TB>whether there's an appl_getinfo() opcode to reliably check for it.
AFAIK wind_get/set returns an error if called with an illegal mode.
And there also ist an appl_getinfo call of which I also don't know how
reliable it is. But my info about it is incomplete so I relied on the return
code of wind_get/set

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From 7660576917679750784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f921817afbb1242
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Subject: Re: MIRACL - How to compile this library for computing big, big numbers?
Date: 1999/10/22
Message-ID: <Pine.MNT.4.10.9910220838260.129-100000@milan>#1/1
X-Deja-AN: 539158527
References: <7unsj7$ak7$1@newsread.do.de.uu.net>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@milan
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 22 Oct 1999 08:42:35 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

> Did anyone of you try to compile the MIRACL library with a TOS C compiler? I
> tried with Pure C, but obviously some of the data types used in Pure C are
> not compatible with MIRACL, especially the int type: MIRACL requires a
> 32-bit int type (which would be long), and a double long integer type. Is
> there any C compiler that has double long (64-bit) integers?

The GNU C Compiler (gcc). Free available.

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ B2

From -3824199052600448510
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c737d2f1702a34,start
X-Google-Attributes: gid1115ce,public
From: "Nick Harlow" <nick@1632systems.co.uk>
Subject: New Atari Sales Area fcrom 16/32
Date: 1999/10/23
Message-ID: <7usof2$39$1@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 539676071
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200

Organization: CIX - Compulink Information eXchange
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

First of all apologies if you have read this message in another newsgroup.

16/32 Systems are setting up a new domain with full retail catalogue. At the moment we have a basic catalog set up and will be expanding on this every day, we plan to publish articles, help files in a general area as well. I would like to make this a first or even second stop for Atari Users. The catalog at moment is fully useable and if you wish to order then please do so. Whilst we are knocking this area in to shape we will confirm each price before sending.

However I require input, please browse pages as they come if you wish and let me know what you would like to see either available or as general interest. If you wish to contribute or have any other queries please email below. If you wish just to be kept informed then email me and I will add you to the list.

The reasons for this are basically due to personal (sickness) matters I am closing my shop and concentrating on Mail Order plus Internet stuff plus my contract work. So I am going to have a lot more available time and I might as well use it.

The URL at the moment is http://catalog.zen.co.uk/actinic/16_32_SystemsX/

You can now email me on nick@1632systems.co.uk or
nahrlow@cix.compulink.co.uk

Thanks for your time

Nick Harlow

From 6601261253041304113
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ffdb1b00507bfcbe,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,ffdb1b00507bfcbe,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: f5ddf,ffdb1b00507bfcbe,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 105753,ffdb1b00507bfcbe,start
X-Google-Attributes: gid105753,public
From: Jeff Iverson <jiverson3@uswest.net>
Subject: This old book...
Date: 1999/10/24
Message-ID: <3812B786.A0B1263C@uswest.net>#1/1

X-Deja-AN: 539877831
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: news.uswest.net 940750669 63.224.20.12 (Sun, 24 Oct 1999 02:37:49 CDT)
Organization: Iverson Software Co.
MIME-Version: 1.0
Reply-To: j5rson@iversonsoftware.com
NNTP-Posting-Date: Sun, 24 Oct 1999 02:37:49 CDT
Newsgroups:
comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm

I've got a book:

    6502 Assembly Language Programming: A self-teaching guide

I'm wonder what, if any, value this has.

If the value is quite low, I'll just hang on to it as a reminder of
simpler days in the history of computing.

Cheers!
J5rson!
--
Iverson Software Co. 612-571-5013
6281 NE 6th St. j5rson@iversonsoftware.com
Minneapolis MN 55432 http://www.iversonsoftware.com/

From 7459131438946836669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ffdb1b00507bfcbe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,ffdb1b00507bfcbe
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,ffdb1b00507bfcbe
X-Google-Attributes: gid105753,public
X-Google-Thread: f5ddf,ffdb1b00507bfcbe
X-Google-Attributes: gidf5ddf,public
From: watson@enteract.com (Dave R.)
Subject: Re: This old book...
Date: 1999/10/24
Message-ID: <7uujun$1ab$1@eve.enteract.com>#1/1
X-Deja-AN: 539894390
References: <3812B786.A0B1263C@uswest.net>
Organization: International House of Prozac
Newsgroups:
comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm

In article <3812B786.A0B1263C@uswest.net>, j5rson@iversonsoftware.com wrote:

>I've got a book:
>
>   6502 Assembly Language Programming: A self-teaching guide

From my experience...cover price, maybe less.

```
  :::::       Dave Ross / Dr. Watson          "Yesterday's technology
 ::     ===   watson@enteract.com              today...for a better
 ::     ===                                    tomorrow!"
  :::::       http://www.enteract.com/~watson
```

From 2211554165904101274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ffdb1b00507bfcbe
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,ffdb1b00507bfcbe
X-Google-Attributes: gidf8760,public
X-Google-Thread: f5ddf,ffdb1b00507bfcbe
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 105753,ffdb1b00507bfcbe
X-Google-Attributes: gid105753,public
From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Subject: Re: This old book...
Date: 1999/10/24
Message-ID: <7uusdf$3nt$1@news4.svr.pol.co.uk>#1/1
X-Deja-AN: 539919137
Content-Transfer-Encoding: 7bit
References: <3812B786.A0B1263C@uswest.net>
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@theplanet.net
X-Trace: news4.svr.pol.co.uk 940766447 3837 62.136.51.201 (24 Oct 1999 12:00:47 GMT)
Organization: Customer of Planet Online
X-MSMail-Priority: Normal
Mime-Version: 1.0
NNTP-Posting-Date: 24 Oct 1999 12:00:47 GMT
Newsgroups:
comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm

Jeff Iverson <jiverson3@uswest.net> wrote in message
news:3812B786.A0B1263C@uswest.net...
> I've got a book:
>
>   6502 Assembly Language Programming: A self-teaching guide
>
> I'm wonder what, if any, value this has.
>

> If the value is quite low, I'll just hang on to it as a reminder of
> simpler days in the history of computing.

Ah, happy memories! This is a "bible" for the BBC micro and the Oric. The 6502 HAS been incorporated into some domestic equipment (washing machines etc.) but you are unlikely to find much call for it now.

Roger

From 2007220643825889676
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5ed1e73e7c783663,start
X-Google-Attributes: gid1115ce,public
From: irvin@clara.co.uk (Andrew Irvine)
Subject: GFA and Magic Mac
Date: 1999/10/24
Message-ID: <1e05qmb.y6wta5uv9c9eN%irvin@clara.co.uk>#1/1
X-Deja-AN: 540019907
X-Complaints-To: abuse@clara.net
X-Trace: nnrp4.clara.net 940789185 195.8.84.210 (Sun, 24 Oct 1999 19:19:45 BST)
Organization: What you do when you aren't disorganised.
User-Agent: MacSOUP/2.4.2
NNTP-Posting-Date: Sun, 24 Oct 1999 19:19:45 BST
Newsgroups: comp.sys.atari.programmer

Does GFA Basic run under MagicMac?

Where can I buy a copy of GFA 3+ ?

--
Andrew Irvine

Need a web site designed? http://www.irvin.clara.net

From -8894908802501820774
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5ed1e73e7c783663
X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: Re: GFA and Magic Mac
Date: 1999/10/24
Message-ID: <940802050-160727AEicMi@aon.at>#1/1
X-Deja-AN: 540074620
Content-transfer-encoding: 8bit
References: <1e05qmb.y6wta5uv9c9eN%irvin@clara.co.uk>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newsreader.vienna.highway.telekom.at 940798921 6874 USER@195.3.112.62

MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

I'm sorry, but as far as I know GFA does not work under
MagiCMac. I don't know, though, wether there is a patch program
(like a la card) that enables just that.
Falke Verlag (www.atari-world.de; in german) has a CD containing
GFA 3.6 TT and a LOT of programs. It's very cheap, I bought one
myself, but you're completely on your own when installing it.
Claus

From -8264432229743734660
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,5ed1e73e7c783663
X-Google-Attributes: gid1115ce,public
From: "David Reitter" <r7@davids-welt.de>
Subject: Re: GFA and Magic Mac
Date: 1999/10/25
Message-ID: <7v01r8mlj1@newsread.do.de.uu.net>#1/1
X-Deja-AN: 540099929
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@de.uu.net
Organization: Customer of UUNET Deutschland GmbH, Dortmund, Germany
X-MSMail-Priority: Normal
NNTP-Posting-Date: 24 Oct 1999 22:39:36 GMT
Newsgroups: comp.sys.atari.programmer

Hi Andrew,

GFA does work under MagiCMac. However, you⍰ll need a path for both
interpreter and compiler. There are two patches available, one is A la card
by Reiner Rosin. Have a look at
http://www.rosin-datentechnik.de/rosin-online/software.html

With that, it⍰ll run just perfectly...

DAVID REITTER

D-12163 Berlin
Germany

Home page: http://www.davids-welt.de/
Lernen ohne Grenzen: http://www.davids-welt.de/netzschule/
Heiner M⍰ller im Internet: http://www.davids-welt.de/hm/

From -1381570832177158124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c737d2f1702a34
X-Google-Attributes: gid1115ce,public
From: Derryck Croker <derryck@cwcom.net>
Subject: Re: New Atari Sales Area fcrom 16/32
Date: 1999/10/25
Message-ID: <940845268-503149AEicMi@cwcom.net>#1/1
X-Deja-AN: 540255927
Content-transfer-encoding: 8bit
References: <7usof2$39$1@plutonium.compulink.co.uk>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news2-hme0 940845478 195.44.5.173 (Mon, 25 Oct 1999 10:57:58 BST)
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 25 Oct 1999 10:57:58 BST
Newsgroups: comp.sys.atari.programmer

Nick Harlow said:

>You can now email me on nick@1632systems.co.uk or
>nahrlow@cix.compulink.co.uk

There's a typo there Nick - nharlow@cix.compulink.co.uk is what you meant.

Nice to see you about, hope all goes well.

Rgds, Derryck

```
   /  The Cheshunt Computer Club   /
  / The essential for your Atari  /
 /        Monthly meetings       /
/ http://www.cix.co.uk/~derryck /
```

From -6805856551925542914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b50bdc1c4085291,start
X-Google-Attributes: gid1115ce,public
From: lafabrie florent <lafabrie@club-internet.fr>
Subject: Research source code calculator
Date: 1999/10/26
Message-ID: <3815A863.10F2486C@club-internet.fr>#1/1
X-Deja-AN: 540750079
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@wanadoo.fr

X-Trace: wanadoo.fr 940943468 3688 164.138.93.155 (26 Oct 1999 13:11:08 GMT)
Organization: Wanadoo, l'internet avec France Telecom
Mime-Version: 1.0
NNTP-Posting-Date: 26 Oct 1999 13:11:08 GMT
Newsgroups: comp.sys.atari.programmer

Hello,

I research source code in C for programming in GEM a simple calculator
(for implanting an Euro function). Could you help me ?

Thank's for your help

Florent

author of HARDWARE 2.0 for Falcon 030
http://www.club-internet.fr/perso/lafabrie/

From 2495793161452574546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5ed1e73e7c783663
X-Google-Attributes: gid1115ce,public
From: irvin@clara.co.uk (Andrew Irvine)
Subject: Re: GFA and Magic Mac
Date: 1999/10/26
Message-ID: <1e098g6.1f4uld41wdrshgN%irvin@clara.co.uk>#1/1
X-Deja-AN: 540934150
References: <1e05qmb.y6wta5uv9c9eN%irvin@clara.co.uk>
<940802050-160727AEicMi@aon.at>
X-Complaints-To: abuse@clara.net
X-Trace: nnrp4.clara.net 940973581 195.8.86.111 (Tue, 26 Oct 1999 22:33:01 BST)
Organization: What you do when you aren't disorganised.
User-Agent: MacSOUP/2.4.2
NNTP-Posting-Date: Tue, 26 Oct 1999 22:33:01 BST
Newsgroups: comp.sys.atari.programmer

Claus <rogge.claus@aon.at> wrote:

> I'm sorry, but as far as I know GFA does not work under
> MagiCMac. I don't know, though, wether there is a patch program
> (like a la card) that enables just that.
> Falke Verlag (www.atari-world.de; in german) has a CD containing
> GFA 3.6 TT and a LOT of programs. It's very cheap, I bought one
> myself, but you're completely on your own when installing it.
> Claus

if I get stuck, this is what I will go for, but is there anywhere that
will sell me a copy with the manual etc.. ?

Thanks for the replys

--
Andrew Irvine

Need a web site designed? http://www.irvin.clara.net

From -2786183082123391392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2847256445e43f19,start
X-Google-Attributes: gid1115ce,public
From: Alain GAYMARD <agaymard@club-internet.fr>
Subject: STinG at maximum speed
Date: 1999/10/26
Message-ID: <38161EEB.C1B60A74@club-internet.fr>#1/1
X-Deja-AN: 540937749
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr-FR, French/France, en
Content-Type: text/plain; charset=us-ascii
X-Trace: front5m.grolier.fr 940973743 877 195.36.201.11 (26 Oct 1999 21:35:43 GMT)
Organization: Club-Internet (France)
Mime-Version: 1.0
NNTP-Posting-Date: 26 Oct 1999 21:35:43 GMT
Newsgroups: comp.sys.atari.programmer

I've written a simple client/server program for my Atari (the client).
The server is a PC running linux. The serial port is set up to 115 200
bauds. I think I can go up to 11 520 REAL bytes per second, but the
first test I've made show me it is about 47 000 REAL bytes (I'm
transfering an Atari low resolution picture, 32 000 bytes and it takes
more than 6 seconds). I'm using a socket and the average size of packets
is 1500 bytes.
I know I can compress the picture, but first I want maximum speed from
hardware. Does anybody have an idea ? Does the TCP/IP adds so much
informations to make packets ?
--
Alain

From -7875881320944510060
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1a76ccf025e34fe1
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1a76ccf025e34fe1
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1a76ccf025e34fe1
X-Google-Attributes: gid109a67,public
From: Peter Pan <peterpan@cheerful.com>
Subject: Re: ATARI HARD DRIVE WANTED
Date: 1999/10/27
Message-ID: <3816F314.95538199@cheerful.com>#1/1

X-Deja-AN: 541177903
Content-Transfer-Encoding: 7bit
References: <7pjjkd$6qd@newstoo.ericsson.se>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@rr.com
X-Trace: typhoon1.tampabay.rr.com 941027743 24.92.18.32 (Wed, 27 Oct 1999 08:35:43 EDT)
Organization: RoadRunner - TampaBay
MIME-Version: 1.0
NNTP-Posting-Date: Wed, 27 Oct 1999 08:35:43 EDT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

TEW wrote:

> Hello,
>
> I have some Atari StE's, and am interested in accquiring a hard drive.
> Either proper Atari ones or a nice cheap solution using something else (?).
> By cheap, I mean I don't want to spend more than 100UKP at most.
>
> Thanks!

I have an old SUPRA drive. I't been hacked some, as it used to be a 20Meg, and I'm not sure what it is now. probably 30 or more. Since I seldom use my ATARI equipment anymore, I'm not sure, but if you're interested let me know and I'll check into it. It has the built in ATARI to SCSI adapter mounted inside, so it's plug and play. If you'r interested, email me directly.

-- Randy (PeterPan)
* * *
* *
... Second Star to the Right, and Straight on Till Morning!
* * *

From 1105369214494055600
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,ffdb1b00507bfcbe
X-Google-Attributes: gidf8760,public
X-Google-Thread: f5ddf,ffdb1b00507bfcbe
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 105753,ffdb1b00507bfcbe
X-Google-Attributes: gid105753,public
X-Google-Thread: 1115ce,ffdb1b00507bfcbe
X-Google-Attributes: gid1115ce,public
From: "sinive rollinginson" <rollsl@uleth.ca>
Subject: Re: This old book...
Date: 1999/10/27

Message-ID: <7v8993$jgk1@neptune.online.uleth.ca>#1/1
X-Deja-AN: 541468030
References: <3812B786.A0B1263C@uswest.net> <7uusdf$3nt$1@news4.svr.pol.co.uk>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Organization: University of Lethbridge - Usenet News
X-MSMail-Priority: Normal
Newsgroups:
comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.
cbm

i sold this on ebay went for around 10 dollars
dave

Roger Cain <roger@cainr.freeserve.co.uk> wrote in message
news:7uusdf$3nt$1@news4.svr.pol.co.uk...
>
> Jeff Iverson <jiverson3@uswest.net> wrote in message
> news:3812B786.A0B1263C@uswest.net...
> > I've got a book:
> >
> >   6502 Assembly Language Programming: A self-teaching guide
> >
> > I'm wonder what, if any, value this has.
> >
> > If the value is quite low, I'll just hang on to it as a reminder of
> > simpler days in the history of computing.
>
> Ah, happy memories! This is a "bible" for the BBC micro and the Oric. The
> 6502 HAS been incorporated into some domestic equipment (washing machines
> etc.) but you are unlikely to find much call for it now.
>
> Roger
>
>

From -6639252510956684339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ccb341a626bc14b
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ST/F030 program from PC source code
Date: 1999/10/28
Message-ID: <3817a1af.46246879@news.demon.co.uk>#1/1
X-Deja-AN: 541515885
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7u892i$1rd1@enews4.newsguy.com> <38115b6b.17820704@news.demon.co.uk>
<7umftr$1as3@enews1.newsguy.com>

Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 941089435 nnrp-07:27263 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 21 Oct 1999 07:38:35 GMT, Nurmix@socal.SPAM (Paul Nurminen) wrote:

>
>On 17 Oct 1999 23:50:18 , Guy Harrison wrote:
>
>>On 15 Oct 1999 22:15:46 GMT, Nurmix@socal.SPAM (Paul Nurminen) wrote:
>
>>>I'm not a programmer (unless you count my BASIC days on the 8-bit Ataris),
>>>I was wondering if anyone here might want to try converting a small PC
>>>utility program that's designed to work with Atari 8-bit files (games and
>>>such). It basically converts different 8-bit file formats to others etc.
>>>
>>>The author has many Atari 8-bit utilities on his page, and all his source code
>>>is available as well. And he told me he has no problem with someone writing an
>>>ST/Falcon version if they're so inclined.
>>
>>Post the url. I don't mind taking a preliminary look. Keep your
>>fingers crossed the source isn't "DOSified" - or I'm out of there!
>
>
>Cool. Primarily I am interested in his [Ken Sider's] software that takes a
>bootable Atari 8-bit floppy game, and converts it to an individual FILE. I
>think he puts all his source code for his various [PC] Atari 8-bit utilities
>together on his page.
>
>BTW: A second programmer [Jindrich Kubec] says he has a similar PC utility
>with source code available on his site, which I've listed after Ken Sider's
>information.
>
>Anyway, here's the information:
>
>   -=-=-=-=-=-=-=-=-=-=-=-=-=-
>
>   From: "Ken Siders" <ksiders@no.spam.columbus.rr.com>
>   Newsgroups: comp.sys.atari.8bit
>   Subject: Re: Converting bootable disk games to Files
>
>   I also have source code available on my page if you are able to port it to
>   another platform.
>
>   Ken Siders
>   atari@columbus.rr.com
>   Atari Page: http://home.columbus.rr.com/ksiders/atari.htm

There's a heck of a lot on Ken Siders' page. Can you give me a
specific link? I don't want to be looking at the wrong sources! ;-)

> -=-=-=-=-=-=-=-=-=-=-=-=-=-
>
> From: Jindrich Kubec <kubecj@asw.cz>
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: Converting bootable disk games to Files
>
> My utility ADIR is able to extract those 'k' boots. It's C/CPP source
> and it should build on any GCC dev platform. If you have GCC, you can
> mail me and try it.

Got this one. Will investigate further when I know what it is I'm
supposed to be doing iyswim!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1801548034599009843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f921817afbb1242
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MIRACL - How to compile this library for computing big, big numbers?
Date: 1999/10/29
Message-ID: <382ff6c1.40225571@news.demon.co.uk>#1/1
X-Deja-AN: 541895527
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7unsj7$ak7$1@newsread.do.de.uu.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 941163540 nnrp-12:4999 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 21 Oct 1999 22:20:53 +0200, "David Reitter"
<r7@davids-welt.de> wrote:

>Did anyone of you try to compile the MIRACL library with a TOS C compiler?

'Fraid not. What is it?

>I tried with Pure C, but obviously some of the data types used in Pure C are
>not compatible with MIRACL, especially the int type: MIRACL requires a
>32-bit int type (which would be long), and a double long integer type.

Can't really suggest anything atm - depends on the above.

>Is there any C compiler that has double long (64-bit) integers?

GCC might have something buried in it but frankly I doubt it, unless
someone has silently been updating it. I've asked numerous times for
the latest TOS gcc sources but to no avail. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 362779072106291718
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f921817afbb1242
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Subject: Re: MIRACL - How to compile this library for computing big, big numbers?
Date: 1999/10/29
Message-ID: <Pine.MNT.4.10.9910292113060.123-100000@milan>#1/1
X-Deja-AN: 542167608
References: <7unsj7$ak7$1@newsread.do.de.uu.net>
<382ff6c1.40225571@news.demon.co.uk>
X-Original-NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
X-Sender: fnaumann@milan
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 29 Oct 1999 21:16:49 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

> >Is there any C compiler that has double long (64-bit) integers?
>
> GCC might have something buried in it but frankly I doubt it, unless
> someone has silently been updating it. I've asked numerous times for
> the latest TOS gcc sources but to no avail. :-(

http://www.cs.uni-magdeburg.de/~fnaumann/mint/gcc/

Always with the source diffs ...

Tschuess
...Frank

--

From 7355789208775528808
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df7affbdef24e958,start
X-Google-Attributes: gid1115ce,public
From: fscalas@iname.com (Federico Scalas)
Subject: SLM 804 with Win 95/98
Date: 1999/11/01
Message-ID: <381d5318.3291735@news.tin.it>#1/1
X-Deja-AN: 543019551
Organization: TIN
Newsgroups: comp.sys.atari.programmer

Can I use SLM 804 Atari laser printer with Win 95/98, if yes where I
can find the driver for windows?
Thank you and sorry for my bad english!

From 179285080805328463
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,df7affbdef24e958
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Subject: Re: SLM 804 with Win 95/98
Date: 1999/11/01
Message-ID: <Pine.MNT.4.10.9911011831560.277-100000@rakastaja>#1/1
X-Deja-AN: 543116652
Content-Transfer-Encoding: 8BIT
References: <381d5318.3291735@news.tin.it>
X-Sender: q-funk@rakastaja
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
X-Trace: read2.inet.fi 941470387 194.251.105.99 (Mon, 01 Nov 1999 17:33:07 EET)
Organization: Sonera Ltd iNET services
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 01 Nov 1999 17:33:07 EET
Newsgroups: comp.sys.atari.programmer

> Can I use SLM 804 Atari laser printer with Win 95/98, if yes
> where I can find the driver for windows? Thank you and sorry
> for my bad english!

<sarcasm>

If you ever find a PC with an ACSI port, let us know, we might be
able to help you out.

</sarcasm>

--

Martin-Eric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

From 6934418622277454386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df7affbdef24e958
X-Google-Attributes: gid1115ce,public
From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Subject: Re: SLM 804 with Win 95/98
Date: 1999/11/01
Message-ID: <7vkoos$cu7$1@news7.svr.pol.co.uk>#1/1
X-Deja-AN: 543193539
Content-Transfer-Encoding: 7bit
References: <381d5318.3291735@news.tin.it>
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 941483612 13255 62.136.33.139 (1 Nov 1999 19:13:32 GMT)
Organization: Customer of Planet Online
X-MSMail-Priority: Normal
Mime-Version: 1.0
NNTP-Posting-Date: 1 Nov 1999 19:13:32 GMT
Newsgroups: comp.sys.atari.programmer

Federico Scalas <fscalas@iname.com> wrote in message
news:381d5318.3291735@news.tin.it...
> Can I use SLM 804 Atari laser printer with Win 95/98, if yes where I
> can find the driver for windows?

No, sorry, this printer uses the Atari RAM as pagestore and, because of
this, is quite foreign to Windows.

Roger

From -6455400113286654966
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,ccafb0831ff5ebf8,start
X-Google-Attributes: gid1115ce,public
From: nharlow@cix.compulink.co.uk
Subject: 16/32 Systems Catalogue
Date: 1999/11/01
Message-ID: <7vkorm$dd4$1@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 543193540
Organization: CIX - Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

http://catalog.zen.co.uk/actinic/1632Systems/

This is now the address for the 16/32 Systems Catalogue, this address is permanet (hopefully). Later this week we will have the www pages up. These pages will have links to the catalogue plus help areas for Lynx/Jaguar and more to come.

Nick
16/32 Systems

From -2519810984432337908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df7affbdef24e958
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: SLM 804 with Win 95/98
Date: 1999/11/02
Message-ID: <7vma01$k4q$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 543442717
References: <381d5318.3291735@news.tin.it>
<Pine.MNT.4.10.9911011831560.277-100000@rakastaja>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine (q-funk@funkyware.atari.org) wrote:
> > Can I use SLM 804 Atari laser printer with Win 95/98, if yes
> > where I can find the driver for windows? Thank you and sorry
> > for my bad english!

> <sarcasm>

> If you ever find a PC with an ACSI port, let us know, we might be
> able to help you out.

> </sarcasm>

Didn't Ataris PC-clones in the late 1980s/early 1990s have such a port?

Or have I just mis-recalled a rumour?

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at gem win co nz. I would like to
apologise to the genuine respondents that this may inconvenience.

From -3571326597651732386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df7affbdef24e958
X-Google-Attributes: gid1115ce,public
From: Derryck Croker <derryck@cwcom.net>
Subject: Re: SLM 804 with Win 95/98
Date: 1999/11/02
Message-ID: <941611582-107811AEicMi@cwcom.net>#1/1
X-Deja-AN: 543854365
Content-transfer-encoding: 8bit
References: <381d5318.3291735@news.tin.it>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news2-hme0 941615400 195.44.6.8 (Wed, 03 Nov 1999 07:50:00 GMT)
MIME-Version: 1.0
NNTP-Posting-Date: Wed, 03 Nov 1999 07:50:00 GMT
Newsgroups: comp.sys.atari.programmer

Federico Scalas said:

>Can I use SLM 804 Atari laser printer with Win 95/98, if yes where I can find the
>driver for windows?

If you visit my web site you can download a utility which will let you use the SLM
printer using an ST as a printer server. Basically you connect the serial ports
together with a null modem cable and use an HP 300dpi driver on the PC with output
diverted to the serial port.

Rgds, Derryck

```
   /  The Cheshunt Computer Club   /
  / The essential for your Atari  /
 /        Monthly meetings       /
/ http://www.cix.co.uk/~derryck /
```

From 6526023367440749470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,786ee8bd2a318354,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,786ee8bd2a318354,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104387,786ee8bd2a318354,start

X-Google-Attributes: gid104387,public
From: "William Augustine" <Augustine@c2is.com>
Subject: CinciClassic '99 Last Update
Date: 1999/11/04
Message-ID: <7vsj37$8vp$1@chiapas.optimum.com>#1/1
X-Deja-AN: 544484546
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: usenet@chiapas.optimum.com
X-Trace: chiapas.optimum.com 941739943 9209 207.26.136.104 (4 Nov 1999 18:25:43 GMT)
Organization: optimum.net
X-MSMail-Priority: Normal
NNTP-Posting-Date: 4 Nov 1999 18:25:43 GMT
Newsgroups: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.programmer

Only one more day until Friday, November 6 (opening night of CinciClassic)!
Response has been overwhelming!

This will likely be the final update. Check the web site or email us if there are any pressing questions.

Tentative Schedule (all times subject to change):

Convention hours:
 Friday 7pm - 10pm
 Saturday 9am - 10pm
 Sunday 11am - 2pm

Extra late night gameplay likely for Friday and Saturday
Sunday is typically just packing up to go
Auction 4pm Saturday
Arcade tournament Saturday until the auction (mystery game)
Other tournaments 1pm - 4pm Saturday (Bomberman plus 1 or more mystery games)

Official web site: http://ic.net/~craig/cinci/
Phone number: (513)272-4000 (do not call before 6pm Friday)

Things you might want to bring: Power strips, small televisions, folding chairs. Classic games for playing, trading, demonstrating, and bragging.

Here are some of the latest news items.

News item: William Moeller has announced that he may be coming to the show to demo the INTV2PC hand controller, as well as the Intellivision Keyboard Component and the unreleased Colecovision game "Steamroller" (written by the author of BeamRider, David Rolfe)

News item: Current new Lynx games (PONX, Lexis, Sokomania, SFX) from Songbird Productions and others will be for sale at CinciClassic. Also, upcoming Jaguar games (Protector, Skyhammer) from Songbird Productions will

be available for demonstration and play.

News item: Prizes and giveaways from Hasbro, Intellivision Productions, and others will be featured at CinciClassic.

News item: William Cassidy will be on hand to demo the Odyssey 2 multi cart on Saturday.

News item: Many issues of Classic Gamer magazine will be given away.

News item: Several hundreds of dollars worth of tournament prizes donated by popular video game companies and private collectors will be given away.

Cincinnati weather is going to be in the mid 60's all weekend and partly sunny.

Hope to see you there!

From 8185492018788725207
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b3dc1c1d52e067df
X-Google-Attributes: gid1115ce,public
From: "Black" <BlackBMC22@mail.ru>
Subject: Re: Support for mouse with scroll wheel
Date: 1999/11/05
Message-ID: <01bf277a$d7e621e0$34b2d1c3@black>#1/1
X-Deja-AN: 544756036
References: <7umsceqkt1@nnrp1.deja.com>
X-Complaints-To: newsabuse@supernews.com
X-Trace: freenews.remarq.com 195.209.178.52 941797928
Organization: Posted via RemarQ, http://www.remarq.com
Newsgroups: comp.sys.atari.programmer

Joakim H[illegible]gberg <gokmase@my-deja.com> [illegible] [illegible] [illegible]
<7umsceqkt1@nnrp1.deja.com>...
> Hi all,
>
> Is there a way to support the scrolling wheel on newer mice on atari (or
> emulation on MagiC-Mac/PC/etc)? I guess it is possible to connect these
> newer mice to an old atari, and then wonder if it is possible to add
> support for the signal from the wheel.
> Anyone?

Go to Atari hardware page, and look for gemmice.prg - it's a driver for

connect pc mouse to serial port. If u want then i have a sources of this
..

May force will be with you
Mail me mailto:Black@BlackMagicComapny.org

* Sent from RemarQ http://www.remarq.com * The Internet's Discussion Network *
* The fastest and easiest way to search and participate in Usenet - Free!   *

From -7311709293689664656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b3dc1c1d52e067df
X-Google-Attributes: gid1115ce,public
From: Jim Donovan <jtdon@direcpc.com>
Subject: Re: Support for mouse with scroll wheel
Date: 1999/11/05
Message-ID: <38235ECF.15957D6F@direcpc.com>#1/1
X-Deja-AN: 544990291
Content-Transfer-Encoding: 7bit
References: <7umsceqkt1@nnrp1.deja.com> <01bf277a$d7e621e0$34b2d1c3@black>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@direcpc.com
X-Trace: news.direcpc.com 941841947 10.20.5.82 (Fri, 05 Nov 1999 17:45:47 EST)
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 05 Nov 1999 17:45:47 EST
Newsgroups: comp.sys.atari.programmer

? where is the Atari Hardware page please ?

Black wrote:

> Go to Atari hardware page, and look for gemmice.prg - it's a driver for
> connect pc mouse to serial port. If u want then i have a sources of this
> ..
>
> May force will be with you
> Mail me mailto:Black@BlackMagicComapny.org
>
> * Sent from RemarQ http://www.remarq.com * The Internet's Discussion Network *
> * The fastest and easiest way to search and participate in Usenet - Free!   *

From -1850649243075441554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1055eb,347201d9207371ae,start
X-Google-Attributes: gid1055eb,public
X-Google-Thread: fd4c9,347201d9207371ae,start
X-Google-Attributes: gidfd4c9,public

X-Google-Thread: 1115ce,347201d9207371ae,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,347201d9207371ae,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,347201d9207371ae,start
X-Google-Attributes: gid109a67,public
From: Peter Pan <peterpan@cheerful.com>
Subject: Some ST items for sale
Date: 1999/11/08
Message-ID: <38266717.93EF41E9@cheerful.com>#1/1
X-Deja-AN: 545794342
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@rr.com
X-Trace: typhoon1.tampabay.rr.com 942040491 24.92.18.43 (Mon, 08 Nov 1999 00:54:51 EST)
Organization: RoadRunner - TampaBay
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 08 Nov 1999 00:54:51 EST
Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech

It's a shame this stuff is going to waste. I just don't use it anymore.

SEAGATE ST-157N (45 Meg) SCSI HD $10
MAXTOR XT-8380S (380 MB) SCSI HD $50
SC-1224 Color Monitor (Minus Vid. cable) $60
Golden Image Hand Scanner (4", mono) with Scanning tray $60

I'm in Florida in the USA, and buyer must pay shipping. If interested in
any item, let me know where you are and I'll check into the mailing
cost.

-- Randy (PeterPan)
* * *
* *
... Second Star to the Right, and Straight on Till Morning!
* * *

From -8442767077710113661
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57fd172169521128,start
X-Google-Attributes: gid1115ce,public
From: nharlow@cix.compulink.co.uk
Subject: 16/32 System Catalogue Update
Date: 1999/11/08
Message-ID: <807egegaq1@plutonium.compulink.co.uk>#1/1

X-Deja-AN: 546063114
Organization: CIX - Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

OK, the basic web pages are now up, only two pages but it will be growing v.soon and hopefully v.fast.

The link is http://www.1632systems.co.uk from here you can link to Sales catalogue which should now be functional if a little sparse (graphically wise)

My thanks to those of you who have commented on catalogue and taking comments on board.
1) Hopefully postal rates are now sorted..
2) more graphics will be added with longer description, this will be over next two weeks.
3) On the web site, we will be archiving help files (cheats) for Falcon , Lynx and Atari games. These files will be available for download.

We do have other projects in mind so please let me know what you want to see.

Nick Harlow
16/32 Systems

From -3114871875940872819
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad,start
X-Google-Attributes: gid1115ce,public
From: Thomas M⍰ller <bastelwastel@gmx.de>
Subject: TOS Portierung
Date: 1999/11/09
Message-ID: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>#1/1
X-Deja-AN: 546135427
Content-Transfer-Encoding: 8bit
X-Trace: fu-berlin.de 942107042 699955 62.144.57.229 (16 [10470])
Content-Type: text/plain; charset=ISO-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi

Ich muss (will) TOS auf eine Nicht-Atari Hardware (68k ohne MMU ohne FPU mit LCD 320x240 ohne Pladde) portieren. Wer kann mir helfen oder weiss Tips und Infos?

Thomas M⍰ller
bastelwastel@gmx.de

From 676524398297586642
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: "Joel Chappel" <joel.chappel@NOSPAM.free.fr>
Subject: Re: TOS Portierung
Date: 1999/11/09
Message-ID: <3ySV3.1741$323.8593576@nnrp3.proxad.net>#1/1
X-Deja-AN: 546384524
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp3.proxad.net 942142719 212.27.58.51 (Tue, 09 Nov 1999 11:18:39 MET)
Organization: Guest of ProXad - France
X-MSMail-Priority: Normal
NNTP-Posting-Date: Tue, 09 Nov 1999 11:18:39 MET
Newsgroups: comp.sys.atari.programmer

Thomas M⍰ller <bastelwastel@gmx.de> a ⍰crit dans le message :
1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com...
> Hi
>
> Ich muss (will) TOS auf eine Nicht-Atari Hardware (68k ohne MMU ohne
> FPU mit LCD 320x240 ohne Pladde) portieren. Wer kann mir helfen oder
> weiss Tips und Infos?

Well, looks like a tremendous amount of job, as you shall have to rewrite
most of BIOS and XBIOS layers of TOS ! No MMU, no WD1772 controller, no
Yamaha 8192 chip (sound and parallel port), no MFP (serial port), no regular
ST interrupts : every basic I/O function has to be re-written !

Might be easier to replace your non-Atari hardware by a regular ST and build
the additionnal hardware required...

Warum musst du ein solches portierung ?

Good luck !

From 6304225527291752397
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: Thomas M⍰ller <bastelwastel@gmx.de>
Subject: Re: TOS Portierung
Date: 1999/11/09
Message-ID: <rQEoOBDcm+xnyNkfmVG5ISdxSYlI@4ax.com>#1/1

X-Deja-AN: 546395780
Content-Transfer-Encoding: 8bit
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>
<3ySV3.1741$323.8593576@nnrp3.proxad.net>
X-Trace: fu-berlin.de 942146345 743160 62.144.57.229 (16 [10470])
Content-Type: text/plain; charset=ISO-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Joel

Sorry, I had overlook that this is an english spoken newsgroup.

>Warum musst du ein solches portierung ?

The reason is very simple. We have a ready made 68k - handheld lcd
battery driven device and need a OS that will good work with this bit
of memory. (4MB Rom / 8MB Ram)
And I think the old TOS is a good choice for this job.

No disc or harddisc routines is necessary, only flash-rom-disc.

Thomas M?ller

From 9153889288519173213
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: TOS Portierung
Date: 1999/11/10
Message-ID: <3828B42D.FC847C39@cable.A2000.nl>#1/1
X-Deja-AN: 546668725
Content-Transfer-Encoding: 8bit
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 942191812 14205 24.132.20.245 (9 Nov 1999 23:56:52 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 9 Nov 1999 23:56:52 GMT
Newsgroups: comp.sys.atari.programmer

Hi

Thomas M?ller wrote:
>
> Hi

>
> Ich muss (will) TOS auf eine Nicht-Atari Hardware (68k ohne MMU ohne
> FPU mit LCD 320x240 ohne Pladde) portieren. Wer kann mir helfen oder
> weiss Tips und Infos?

The problem is that all TOS's are still copyrighted and owned by companies.
No sources available.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From -5372926616465604734
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: Matt Jaap <mjaap@atari-computer.de>
Subject: Re: TOS Portierung
Date: 1999/11/10
Message-ID: <80bit2$jm6$1@nnrp1.deja.com>#1/1
X-Deja-AN: 546815742
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>
X-Http-Proxy: 1.1 x39.deja.com:80 (Squid/1.1.22) for client 212.79.29.167
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Wed Nov 10 10:54:26 1999 GMT
X-MyDeja-Info: XMYDJUIDmaja9819
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows NT; DigExt)

In article <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>,
  Thomas M⍰ller <bastelwastel@gmx.de> wrote:
> Hi
>
> Ich muss (will) TOS auf eine Nicht-Atari Hardware (68k ohne MMU ohne
> FPU mit LCD 320x240 ohne Pladde) portieren. Wer kann mir helfen oder
> weiss Tips und Infos?
>
> Thomas M⍰ller
> bastelwastel@gmx.de

Ok, I could answer on German but let's use good ol' English.
One of the few companies that have the TOS sources is the Milan GbR so
you should ask them.
However, there is an alternative to TOS: MiNT! It is already ported to
the Macintosh (MacMiNT) and runs most TOS programs (no GEM) quite well.
Sources for MiNT are available so you'll only have to write code which
emulates some parts of TOS. I also read that MiNT was ported to other
68K industrial machines but I'm only sure about the Mac version.

Try a web search for MacMiNT. It should have a homepage somewhere.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

From 2182726281443676620
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: TOS Portierung
Date: 1999/11/10
Message-ID: <80cd1g$25e$2@snipp.uninett.no>#1/1
X-Deja-AN: 546989057
Content-Transfer-Encoding: 8bit
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 942258032 2222 129.241.210.70 (10 Nov 1999 18:20:32 GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-19990927 ("Nine While Nine") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer

Thomas M?ller <bastelwastel@gmx.de> wrote:

> Ich muss (will) TOS auf eine Nicht-Atari Hardware (68k ohne MMU ohne
> FPU mit LCD 320x240 ohne Pladde) portieren. Wer kann mir helfen oder

What kind of hardware? The uCsimm?

> weiss Tips und Infos?

Well, you can't find the sources for TOS anywhere, and since you have to
rewrite (X)BIOS entirely anyway, why not base it on MiNT? If you go
through with this, please let the rest of the world know :-) I almost
ordered a couple of uCsimms and LCD-displays in order to port MiNT myself,
but quickly came to my senses ;-) It runs Linux very well already. Btw.
that's an idea - port oAESis/oTOSis to uCLinux! Now *that* would be cool!

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5

*/

From 7606191626274126134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57fd172169521128
X-Google-Attributes: gid1115ce,public
From: nharlow@cix.compulink.co.uk
Subject: Re: 16/32 System Catalogue Update
Date: 1999/11/10
Message-ID: <80cglu$do7$1@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 547013753
References: <807egegaq1@plutonium.compulink.co.uk>
Organization: CIX - Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

The price structure in Lynx and Jaguar has been updated after a reader did
point out the prices were wrong.

Nick Harlow
16/32 Systems

From 7697596295735665
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: "J□r□me Ginestet" <ginesj@free.fr>
Subject: Re: TOS Portierung
Date: 1999/11/10
Message-ID: <cWlW3.1428$y04.7830695@nnrp1.proxad.net>#1/1
X-Deja-AN: 547072172
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>
<3ySV3.1741$323.8593576@nnrp3.proxad.net> <rQEoOBDcm+xnyNkfmVG5ISdxSYlI@4ax.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp1.proxad.net 942271240 212.27.46.147 (Wed, 10 Nov 1999 23:00:40 MET)
Organization: Guest of ProXad - France
NNTP-Posting-Date: Wed, 10 Nov 1999 23:00:40 MET
Newsgroups: comp.sys.atari.programmer

>The reason is very simple. We have a ready made 68k - handheld lcd
>battery driven device and need a OS that will good work with this bit
>of memory. (4MB Rom / 8MB Ram)
>And I think the old TOS is a good choice for this job.
>
>No disc or harddisc routines is necessary, only flash-rom-disc.

IMHO the best choice is TOS 2.06 (the highest rev. no for 68000)

Most of the job seems to be the removal of unnecessary parts (handling
of the FDC, DMA port...), and maybe adapting uncompatible parts
(RTC, UART... if your device has these)
next you'll have to emulate VBL interrupts and the 200Hz GEM timer if
you intend to use AES
If the ROM on your system doesn't map normal TOS adresses you'll have
to relocate the entire TOS
Last, I think the emulation of the cartridge port is the best way to
launch your applications (directly if they are <256K, or with a
ROM-disk driver if they are >256K)

You can also consider porting MiNT, but I don't know if it is
completely TOS-independant.

J⍰r⍰me

From -6778839493807249822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d9803d3fa1af1fb,start
X-Google-Attributes: gid1115ce,public
From: "Steve Scott" <festive@alphalink.com.au>
Subject: D.A's Layout Question
Date: 1999/11/10
Message-ID: <382a2369@news.alphalink.com.au>#1/1
X-Deja-AN: 547801455
Content-transfer-encoding: 7bit
X-Trace: 11 Nov 1999 02:01:13 GMT, d21-as16-mel.alphalink.com.au
Content-Type: text/plain; charset="US-ASCII"
Mime-version: 1.0
Newsgroups: comp.sys.atari.programmer

Any Knowing how to contact the Author responsible for this program may wish
to tell them that unless I get support, I'll dump my key-codes on the web
for all!

--
Steve Scott

"Festivfactory"
3 Dimensional Entertainment.

33-35 Urquhart St. Woodend
Victoria Australia 3442.
Ph:(03) 54273436

From 7735509778958316877

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,347201d9207371ae
X-Google-Attributes: gid1115ce,public
From: swampfax@earthlink.net (John Garone)
Subject: Re: Some ST items for sale
Date: 1999/11/11
Message-ID: <80dp82ccj1@birch.prod.itd.earthlink.net>#1/1
X-Deja-AN: 547225897
X-ELN-Insert-Date: Wed Nov 10 22:55:10 1999
References: <38266717.93EF41E9@cheerful.com>
Organization: EarthLink Network, Inc.
X-Posted-Path-Was: not-for-mail
Newsgroups: comp.sys.atari.programmer
X-ELN-Date: 11 Nov 1999 06:54:58 GMT

Randy,
   I'm interested in the hard drives. See my E-mail also.
           John

On 8 Nov 1999 05:54:51 G, Peter Pan wrote:
>It's a shame this stuff is going to waste. I just don't use it anymore.
>
>SEAGATE ST-157N (45 Meg) SCSI HD $10
>MAXTOR XT-8380S (380 MB) SCSI HD $50
>SC-1224 Color Monitor (Minus Vid. cable) $60
>Golden Image Hand Scanner (4", mono) with Scanning tray $60
>
>I'm in Florida in the USA, and buyer must pay shipping. If interested in
>any item, let me know where you are and I'll check into the mailing
>cost.
>
>-- Randy (PeterPan)
>*   *   *
>   *   *
>.... Second Star to the Right, and Straight on Till Morning!
>   *   *   *
>
>
>.

From 5920718060326049452
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: Thomas M?ller <bastelwastel@gmx.de>
Subject: Re: TOS Portierung
Date: 1999/11/12
Message-ID: <IjUsODnfwNXFoR3Xwu2haDeO8byh@4ax.com>#1/1
X-Deja-AN: 547781864
Content-Transfer-Encoding: 8bit

References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>
<3ySV3.1741$323.8593576@nnrp3.proxad.net> <rQEoOBDcm+xnyNkfmVG5ISdxSYlI@4ax.com>
<cWlW3.1428$y04.7830695@nnrp1.proxad.net>
X-Trace: fu-berlin.de 942421817 959977 62.144.57.226 (16 [10470])
Content-Type: text/plain; charset=ISO-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi J►r►me

>Last, I think the emulation of the cartridge port is the best way to
>launch your applications (directly if they are <256K, or with a
>ROM-disk driver if they are >256K)

This is a very very cool idea - then I don't need a filesystem.

Thomas

From 6502626234633455895
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: Thomas M►ller <bastelwastel@gmx.de>
Subject: Re: TOS Portierung
Date: 1999/11/12
Message-ID: <RTYsOBl0FQykl5Insol+EGTubkY7@4ax.com>#1/1
X-Deja-AN: 547781865
Content-Transfer-Encoding: 8bit
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com> <80cd1g$25e$2@snipp.uninett.no>
X-Trace: fu-berlin.de 942421818 959977 62.144.57.226 (16 [10470])
Content-Type: text/plain; charset=ISO-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 10 Nov 1999 18:20:32 GMT, Jo Even Skarstein <joska@nvg.ntnu.no>
wrote:

>What kind of hardware? The uCsimm?

Hi

No it isn't the uCsimm - but nearly the same.
There are not very much varations to design with the 68328.
Do you really have uCsimms with running uCLinux?

Thomas M►ller
bastelwastel@gmx.de

From -6948649951501659724
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: TOS Portierung
Date: 1999/11/13
Message-ID: <80idg7$d5$3@snipp.uninett.no>#1/1
X-Deja-AN: 547970897
Content-Transfer-Encoding: 8bit
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com> <80cd1g$25e$2@snipp.uninett.no>
<RTYsOBl0FQykl5Insol+EGTubkY7@4ax.com>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 942455111 421 129.241.210.70 (13 Nov 1999 01:05:11 GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-19990927 ("Nine While Nine") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer

Thomas M⍰ller <bastelwastel@gmx.de> wrote:

> No it isn't the uCsimm - but nearly the same.
> There are not very much varations to design with the 68328.
> Do you really have uCsimms with running uCLinux?

No, I haven't ordered any (yet). I got a mail from a fellow in California
who saw it at a Linux-convention though. I would really like to get one
for my modem, I could have an entire firewall/mailserver *inside* the
modem if I want to :-)

--

/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/

From -5864716504912727984
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: "J⍰r⍰me Ginestet" <ginesj@free.fr>
Subject: Re: TOS Portierung
Date: 1999/11/13
Message-ID: <CsiX3.2350$JQ4.12531828@nnrp1.proxad.net>#1/1
X-Deja-AN: 548204327
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com> <80cd1g$25e$2@snipp.uninett.no>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@proxad.net

X-Trace: nnrp1.proxad.net 942519202 212.27.44.177 (Sat, 13 Nov 1999 19:53:22 MET)
Organization: Guest of ProXad - France
NNTP-Posting-Date: Sat, 13 Nov 1999 19:53:22 MET
Newsgroups: comp.sys.atari.programmer

>Well, you can't find the sources for TOS anywhere, and since you have to
>rewrite (X)BIOS entirely anyway, why not base it on MiNT? If you go

Is MiNT fully TOS-independant ?

If not, what parts of TOS does it need ?

--

J^rme

From -1301653316240117003
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: Thomas M<sup>ller <bastelwastel@gmx.de>
Subject: Re: TOS Portierung
Date: 1999/11/13
Message-ID: <IcwtOJW6Qb55o75+MY69ckY5lZmF@4ax.com>#1/1
X-Deja-AN: 548231515
Content-Transfer-Encoding: 8bit
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>
X-Trace: fu-berlin.de 942525673 1069741 62.144.57.228 (16 [10470])
Content-Type: text/plain; charset=ISO-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi

I'm playing with MiNT on my Atari TT for the last three days.

xxx What is MiNT? xxx

It looks like an UNIX but ....

Is MiNT intended only to change the TOS, or is it a LINUX or is it a
LINUX for 68k Processors with an other name.

i'm a little confusing...

>Thomas M⍰ller
>bastelwastel@gmx.de

From 1906998989106426026
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: TOS Portierung
Date: 1999/11/13
Message-ID: <80ksvdgql1@snipp.uninett.no>#1/1
X-Deja-AN: 548280824
Content-Transfer-Encoding: 8bit
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com> <80cd1g$25e$2@snipp.uninett.no>
<CsiX3.2350$JQ4.12531828@nnrp1.proxad.net>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 942536493 17237 129.241.210.70 (13 Nov 1999 23:41:33
GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-19990927 ("Nine While Nine") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer

"J⍰r⍰me Ginestet" <ginesj@free.fr> wrote:

>>Well, you can't find the sources for TOS anywhere, and since you have to
>>rewrite (X)BIOS entirely anyway, why not base it on MiNT? If you go

> Is MiNT fully TOS-independant ?

No.

> If not, what parts of TOS does it need ?

It currently replaces GEMDOS, but it use (X)BIOS to access the hardware.
MiNT runs on the Mac as well, the MacMiNT-people have a minimal
TOS-implementation (basically just a minimal (X)BIOS-layer above MacOS)
which I'm sure you'll find very useful. I don't have a Mac myself so I
don't know the details.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 5088858537146618191
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: TOS Portierung
Date: 1999/11/13
Message-ID: <80kt84gql2@snipp.uninett.no>#1/1
X-Deja-AN: 548283664
Content-Transfer-Encoding: 8bit
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>
<IcwtOJW6Qb55o75+MY69ckY5lZmF@4ax.com>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 942536772 17237 129.241.210.70 (13 Nov 1999 23:46:12
GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-19990927 ("Nine While Nine") (UNIX) (Linux/2.2.12 (i686))
Newsgroups: comp.sys.atari.programmer

Thomas M⍰ller <bastelwastel@gmx.de> wrote:

> xxx What is MiNT? xxx
>
> It looks like an UNIX but ....

> Is MiNT intended only to change the TOS, or is it a LINUX or is it a
> LINUX for 68k Processors with an other name.

It's an enhancement of TOS, to be more specific it replaces the
GEMDOS-part of TOS. It's very unix-like, but still compatible with GEMDOS.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 2102051768171137976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: Vincent.Barrilliot@esial.u-nancy.fr (Vincent Barrilliot)
Subject: Re: TOS Portierung
Date: 1999/11/19

Message-ID: <81396sfoc1@arcturus.ciril.fr>#1/1
X-Deja-AN: 550486789
Distribution: world
Content-Transfer-Encoding: 8bit
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com> <80cd1g$25e$2@snipp.uninett.no>
<CsiX3.2350$JQ4.12531828@nnrp1.proxad.net> <80ksvdgql1@snipp.uninett.no>
Organization: Universite Henri Poincare - Nancy (France) Departement Informatique
- ESIAL
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <80ksvdgql1@snipp.uninett.no>, Jo Even Skarstein

|> > Is MiNT fully TOS-independant ?
|>
|> No.

Exact, FreeMiNT requires the XBIOS and the BIOS to be present. The GEMDOS
is replaced and also a little bit of the BIOS, in order to be able to
manage ttys like Unix.
FreeMiNT provides a very powerful file system, really better and faster than
TOS's one.

Vincent

From -4487759079663088767
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a26722b5a48a3ad
X-Google-Attributes: gid1115ce,public
From: Vincent.Barrilliot@esial.u-nancy.fr (Vincent Barrilliot)
Subject: Re: TOS Portierung
Date: 1999/11/19
Message-ID: <8139qpfoc2@arcturus.ciril.fr>#1/1
X-Deja-AN: 550489033
Distribution: world
Content-Transfer-Encoding: 8bit
References: <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>
<IcwtOJW6Qb55o75+MY69ckY5lZmF@4ax.com>
Organization: Universite Henri Poincare - Nancy (France) Departement Informatique
- ESIAL
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <IcwtOJW6Qb55o75+MY69ckY5lZmF@4ax.com>, Thomas M?ller
<bastelwastel@gmx.de> writes:

|> Is MiNT intended only to change the TOS, or is it a LINUX or is it a
|> LINUX for 68k Processors with an other name.

Basically, MiNT was designed to be able to run many TOS programs at the same time. Its creator, Eric Smith, used many things from Unix, which explains why MiNT is so close to Unix, Linux, SunOS.

Its purpose is not to be a Unix, as there are already FreeBSD and Linux available for this. MiNT has to run TOS programs, thus it's compatible with Atari's GEMDOS.

But the fact is that many FreeMiNT developpers are Unix addicts and they most work on FreeMiNT compatibility with other Unixes.
So FreeMiNT is more and more compatible with Linux, Solaris etc, and it's still very compatible with GEMDOS.
Si you can use X11 or GEM with it !
Great isn't it ?

Vincent

From 787977166190129308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e8a531032ff2036,start
X-Google-Attributes: gid1115ce,public
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Subject: Check the 680x0
Date: 1999/11/19
Message-ID: <3835C4A5.C113EE58@libertysurf.fr>#1/1
X-Deja-AN: 550703012
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@isdnet.net
X-Trace: news2.isdnet.net 943047604 7511 213.36.3.124 (19 Nov 1999 21:40:04 GMT)
Mime-Version: 1.0
Reply-To: laurent.favard@libertysurf.fr
NNTP-Posting-Date: 19 Nov 1999 21:40:04 GMT
Newsgroups: comp.sys.atari.programmer

Hi all!

I tried to adapt a small code from Amiga source, which is able to detect the 680x0 processor. I tested this one with my Falcon+Ab040 successfully but i need help to test it with another Atari to be sure that this code is ok.

anyone can test with it a standard 68030, 68020, 68010 and 68000 ?
I know that there are not a lot of Atari with 020 and 010 ;-)

send me a mail if you want the PRG and sources...
Thank for your help.

From -6638598400539450447
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9e8a531032ff2036
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Subject: Re: Check the 680x0
Date: 1999/11/19
Message-ID: <Pine.MNT.4.10.9911192348590.361-100000@rakas>#1/1
X-Deja-AN: 550710228
Content-Transfer-Encoding: 8BIT
References: <3835C4A5.C113EE58@libertysurf.fr>
X-Sender: q-funk@rakas
Content-Type: TEXT/PLAIN; charset=ISO-8859-1
X-Trace: read2.inet.fi 943048568 194.251.105.99 (Fri, 19 Nov 1999 23:56:08 EET)
Organization: Sonera Ltd iNET services
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 19 Nov 1999 23:56:08 EET
Newsgroups: comp.sys.atari.programmer

On 19.11.1999, Laurent Favard (Linux) <laurent.favard@libertysurf.fr> wrote:

> anyone can test with it a standard 68030, 68020, 68010 and 68000 ?
> I know that there are not a lot of Atari with 020 and 010 ;-)

There are, actually.

Upgrading a 68000 machine to 68010 used to be a cool experiment
(the chips are pin-to-pin compatible, if I recall) because there
was some hint that TOS was developped on 68010-based systems at
Digital Research.

There are some accelerator cards which replace the 68000 with a
68020 + FPU (such as the Veloce+ by The Upgrade Shop in UK).

Finally, Atari clones are usually 68040 or 68060-based.

--

Martin-Eric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

From -8051695179883981055
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52f4c91e9c9b8068,start
X-Google-Attributes: gid1115ce,public
From: maxilys@normandnet.fr (Remi Villatel)
Subject: MIME decoding?

Date: 1999/11/19
Message-ID: <99ea309a90B802A1.46@nest.ftn>#1/1
X-Deja-AN: 550730367
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@fr.uu.net
X-Trace: jaydee.iway.fr 943051903 9099 195.7.97.106 (19 Nov 1999 22:51:43 GMT)
Organization: SoftBlue Dev.
Mime-Version: 1.0
Reply-To: maxilys@normandnet.fr
NNTP-Posting-Date: 19 Nov 1999 22:51:43 GMT
Newsgroups: comp.sys.atari.programmer

Hi everybody,

Does somebody have at reach of hand the sources of a routine for MIME (Base64) decoding?

I'm looking for something simple in C or Pascal. I don't need routines able to handle splitted files, MIME nested up to 1000 levels, MD5 (what that?) and such complicated things. I just want to be able to take a Base64-encoded text block and to turn it into a binary block.

Thanks for all,

==========
Remi Villatel
E-mail: maxilys@normandnet.fr
==========

Via *OpenHand* v1.0.r4 Gateway

From 5304112129359806540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78d6b50644bd795,start
X-Google-Attributes: gid1115ce,public
From: Claus <rogge.claus@aon.at>
Subject: GFA
Date: 1999/11/20
Message-ID: <943128896-431335AEicMi@aon.at>#1/1
X-Deja-AN: 551014076
Content-transfer-encoding: 8bit
X-Trace: newsreader.vienna.highway.telekom.at 943125891 20678 USER@195.3.112.211
Content-Type: text/plain; charset=iso-8859-1
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi,

I don't know whether anyone writes programs in GFA Basic anymore? I've
just started tackling the AES-stuff and I don't know why this stuff
sometimes works and sometimes doesn't. I'm running the 3.6 on a Falcon
and work after the 3.5 manual and books on 3.0.
Are there known problems with GFA on Falcons?
CU
Claus

From 8884771300449839213
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78d6b50644bd795
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: GFA
Date: 1999/11/21
Message-ID: <Pine.MNT.4.10.9911211123200.90-100000@TT030>#1/1
X-Deja-AN: 551290062
References: <943128896-431335AEicMi@aon.at>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 943201510 209.143.8.50 (Sun, 21 Nov 1999 11:25:10 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Sun, 21 Nov 1999 11:25:10 EST
Newsgroups: comp.sys.atari.programmer

The editor may not like some Falcon modes, but the compiled results
will work fine. There is program to solve the mode problems with the
editor. Check my www below for some GFA support and demo of the
editor patch.

Many still use GFA, such as myself. ;-)

On Sat, 20 Nov 1999, Claus wrote:

> Hi,
> I don't know whether anyone writes programs in GFA Basic anymore? I've
> just started tackling the AES-stuff and I don't know why this stuff
> sometimes works and sometimes doesn't. I'm running the 3.6 on a Falcon
> and work after the 3.5 manual and books on 3.0.
> Are there known problems with GFA on Falcons?
> CU
> Claus
>
>
>

>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 8751257118878829294
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c566b08e6860767,start
X-Google-Attributes: gid1115ce,public
From: phantomm@kih.net (Phantomm)
Subject: Much Need Application
Date: 1999/11/21
Message-ID: <38381f6a@athene.hdm-stuttgart.de>#1/1
X-Deja-AN: 551293236
X-Original-NNTP-Posting-Host: pik54.kih.net
Organization: Phantoms Haunt
Newsgroups: comp.sys.atari.programmer

Attention Atari Programmers!

For along time now we have been needing a simple program such as a TTP that will convert Apex Media .FLC and .FLH animations and videos into common formats such as MPEG, .AVI and .MOV.

There are currently ways to do this but most of the time one has to take the FLC/FLH apart into TGA Images.

Is anyone working on a program to do this a better way?

If not, then someone should really do this.
I know that there are alot of good Atari programmers left who are capable of this. I've seen some Great Demos and etc.

Why not put all that good talent to use a create a nice program to convert Apex .FLC/.FLH files?

We also need a program to capture video and sound together from a Expose and Screen Eye and save it out into a common format such as AVI/MOV/MPEG.

Surely it cannot be that hard to do this, With all the great video players such as MPLAYER and ANIPLAY around I know that this can be done.

phantomm@kih.net

From -3570215703563887751

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e8a531032ff2036
X-Google-Attributes: gid1115ce,public
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Subject: Re: Check the 680x0
Date: 1999/11/21
Message-ID: <38383A56.9750B1F2@libertysurf.fr>#1/1
X-Deja-AN: 551329083
Content-Transfer-Encoding: 7bit
References: <3835C4A5.C113EE58@libertysurf.fr>
<Pine.MNT.4.10.9911192348590.361-100000@rakas>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@isdnet.net
X-Trace: news4.isdnet.net 943209209 14318 213.36.3.90 (21 Nov 1999 18:33:29 GMT)
Organization: Home
Mime-Version: 1.0
Reply-To: laurent.favard@libertysurf.fr
NNTP-Posting-Date: 21 Nov 1999 18:33:29 GMT
Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine wrote:

> Upgrading a 68000 machine to 68010 used to be a cool experiment
> (the chips are pin-to-pin compatible, if I recall) because there
> was some hint that TOS was developped on 68010-based systems at
> Digital Research.

Hi !

i'm not sure that TOS will be happy with a 68010 or 020 inside a STF,
instead of a 68000, because format word are not supported by TOS.
(I think !)

A lot of work will be requiered to patch TOS and allow it to understand
Format word. (And somes others minors things like move from sr, became
supervisor mode).

Laurent

From 6245147407036195816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e8a531032ff2036
X-Google-Attributes: gid1115ce,public
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Subject: Re: Check the 680x0
Date: 1999/11/21
Message-ID: <38383B64.D99BAC66@libertysurf.fr>#1/1
X-Deja-AN: 551329084

Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@isdnet.net
X-Trace: news5.isdnet.net 943209073 68478 213.36.3.90 (21 Nov 1999 18:31:13 GMT)
Organization: Home
Mime-Version: 1.0
Reply-To: laurent.favard@libertysurf.fr
NNTP-Posting-Date: 21 Nov 1999 18:31:13 GMT
Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine wrote:

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> (the chips are pin-to-pin compatible, if I recall) because there
> was some hint that TOS was developped on 68010-based systems at
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(I think !)

A lot of work will be requiered to patch TOS and allow it to understand
Format word. (And somes others minors things like move from sr, became
supervisor mode).

Laurent

From 9084463966138675398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52f4c91e9c9b8068
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: MIME decoding?
Date: 1999/11/21
Message-ID: <819ipg$ga2$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 551352975
References: <99ea309a90B802A1.46@nest.ftn>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.37 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Remi Villatel <maxilys@normandnet.fr> wrote:

> I just want to be able to take a Base64-encoded text block and to turn it
> into a binary block.

Well, the metamail package should contain sources for that.
Additionally, recent versions of uudecode also handle base64-decoding,
so it's maybe also worth a look.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 5810034453841348637
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78d6b50644bd795
X-Google-Attributes: gid1115ce,public
From: Clair 'Seedy' Shaw <Clair@shaw1.freeserve.co.uk>
Subject: Re: GFA
Date: 1999/11/21
Message-ID: <lsv8oBA6gBO4IwnM@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 551420632
References: <943128896-431335AEicMi@aon.at>
X-Complaints-To: abuse@theplanet.net
X-Trace: news6.svr.pol.co.uk 943226183 6060 62.136.16.161 (21 Nov 1999 23:16:23
GMT)
Organization: Blab
Mime-Version: 1.0
Reply-To: Clair 'Seedy' Shaw <SeedieS@yahoo.com>
NNTP-Posting-Date: 21 Nov 1999 23:16:23 GMT
Newsgroups: comp.sys.atari.programmer

at 21:14:36, Sat, 20 Nov 1999, Claus <Claus <rogge.claus@aon.at>> fell
in love with someone from and said:
>Hi,
>I don't know whether anyone writes programs in GFA Basic anymore?
Yes
>I've
>just started tackling the AES-stuff and I don't know why this stuff
>sometimes works and sometimes doesn't. I'm running the 3.6 on a Falcon
>and work after the 3.5 manual and books on 3.0.
>Are there known problems with GFA on Falcons?
>CU
>Claus
>
>

I've heard that the programs wrote can be dodgey in some setup. Don't
know why though
--
  Clair D. Shaw (aka. CDS) | mailto:Clair@Shaw1.freeserve.co.uk
    http://surf.to/shaws | mailto:SeedieS@yahoo.com
  ICQ messages to: 1043359 | New email address coming MONDAY (3rd)

          Microsoft's created a virus: It's called Windows

From 7204159196048327253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c566b08e6860767
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: Much Need Application
Date: 1999/11/21
Message-ID: <Pine.MNT.4.10.9911212139580.94-100000@TT030>#1/1
X-Deja-AN: 551469527
References: <38381f6a@athene.hdm-stuttgart.de>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 943238451 209.143.8.36 (Sun, 21 Nov 1999 21:40:51 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Sun, 21 Nov 1999 21:40:51 EST
Newsgroups: comp.sys.atari.programmer

On 21 Nov 1999, Phantomm wrote:

hmm... I though the latest AniPlayer was able to convert
some animation formats?

> Attention Atari Programmers!
>
> For along time now we have been needing a simple program such as a
> TTP that will convert Apex Media .FLC and .FLH animations and
> videos into common formats such as MPEG, .AVI and .MOV.
>
> There are currently ways to do this but most of the time one has
> to take the FLC/FLH apart into TGA Images.
>
> Is anyone working on a program to do this a better way?
>
> If not, then someone should really do this.
> I know that there are alot of good Atari programmers left who are
> capable of this. I've seen some Great Demos and etc.
>
> Why not put all that good talent to use a create a nice program
> to convert Apex .FLC/.FLH files?

>
> We also need a program to capture video and sound together from a
> Expose and Screen Eye and save it out into a common format such as
> AVI/MOV/MPEG.
>
> Surely it cannot be that hard to do this, With all the great video
> players such as MPLAYER and ANIPLAY around I know that this can be
> done.
>
> phantomm@kih.net
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 4933605512147053496
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78d6b50644bd795
X-Google-Attributes: gid1115ce,public
From: Lonny Pursell <atari@bright.net>
Subject: Re: GFA
Date: 1999/11/21
Message-ID: <Pine.MNT.4.10.9911212135130.94-100000@TT030>#1/1
X-Deja-AN: 551472603
References: <943128896-431335AEicMi@aon.at>
<lsv8oBA6gBO4IwnM@shaw1.freeserve.co.uk>
X-Sender: root@TT030
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 943238270 209.143.8.36 (Sun, 21 Nov 1999 21:37:50 EST)
Organization: bright.net Ohio
MIME-Version: 1.0
Reply-To: Lonny Pursell <atari@bright.net>
NNTP-Posting-Date: Sun, 21 Nov 1999 21:37:50 EST
Newsgroups: comp.sys.atari.programmer

On Sun, 21 Nov 1999, Clair 'Seedy' Shaw wrote:

> at 21:14:36, Sat, 20 Nov 1999, Claus <Claus <rogge.claus@aon.at>> fell
> in love with someone from and said:
> >Hi,
> >I don't know whether anyone writes programs in GFA Basic anymore?
> Yes
> >I've
> >just started tackling the AES-stuff and I don't know why this stuff
> >sometimes works and sometimes doesn't. I'm running the 3.6 on a Falcon
> >and work after the 3.5 manual and books on 3.0.
> >Are there known problems with GFA on Falcons?

> >CU
> >Claus
> >
> >
> I've heard that the programs wrote can be dodgey in some setup. Don't
> know why though

The original compiler library had some LineA calls in it and
some problems with the init section, all of which are easily
corrected with some patch programs. Again these fixes are
available on my gfa pages... ;-)

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -866061259581668667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b00feef10adee2bc,start
X-Google-Attributes: gid1115ce,public

From: gmiller@inca.co.nz (Gaven Miller)
Subject: The G4's are here...
Date: 1999/09/21
Message-ID: <7s75jk$3th$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 527718371
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

[Article crossposted from comp.sys.atari.advocacy]
[Author was Alien]
[Posted on Sat, 4 Sep 1999 15:20:50 +0200]

Dennis Vermeire wrote in message <936381998-79534AEicMi@online.be>...
>Alien <jvdg36.nospam@nospam.hotmail.com> wrote:
>
>Hi Alien :-)
>>Before people go into denial, think about this: The Apple PowerMac G4's
>>are so fast, that the US government doesn't allow them to be exported to
>>certain countries because it is classified as a supercomputer. So there!
>
>Come on, be serious. The PowerMac is fast because of the G4 processor, so
>if I put a G4 "soon to be here" upgrade card in a Amiga or Atari, these
>will be classified as supercomputers also?

Probably, yes. I'd really like to see that. But I'll keep my Atari's stock now.

>Supercomputer? my ***!! there's nothing super at all about the Apple, there
>never has been and there never will be. All you get is a nice bubble full of
>marketing hype. Once you switch on the flashy box it's the same old hat...

No it isn't.It's a well-designed case with a high-quality computer inside running an OS that allows me to get my work done without crashing constantly. Unlike a certain widespread OS from a certain Redmond software company.

>BTW: what the US government allows or not is ridiculous... If for example
>Saddam wants a truckload full of G4 processors, he'll have them tomorrow.
>As an exemple: I live in Belgium, and as a Belgian citizen have nothing to
>do with the laws of the US Government. If I buy a G4 tomorrow, and decide
>to sell it next week to one of the "certain countries" I'm not doing
>anything illegal. Just "free trade" :-)

I wasn't saying that the US export restrictions aren't ridiculous. I know that people that want these machines will get them, one way or the other. There are discussions going about raising the specs. All I said was that these restrictions apply to the PowerMac G4, because by US government standards, they're supercomputers. A stock Atari, Amiga, or any Wintel machine isn't. According to these standards.

As for free trade, trade is not always as free as think. If you buy a G4 in Belgium, wether or not you are allowed to export it to Saddam Hussein depends on Belgian export law. There might just be some restrictions on that. Of course, you could just do it anyway without registering the export, but that would still be illegal.

>Apple, IBM and Motorola are Multi nationals designing and producing chips,
>processors and parts all over the world. How do you control a Multi
>national firm? What makes you so sure that the G4 is a 100% developed in
>the US processor? Ever heard of India? I wouldn't be suprised if that
>country in on the "certain list" also :-))

I don't think that IBM and Motorola have their processors produced in countries like India. Maybe a lot of more "mundane" chips are produced there, but not the cream of the crop. And I'll bet that their top designers are in the US also.

Apple has outsourced production of the iMac to companies in Taiwan and Korea, but the PowerMacs are being produced by Apple at Apple's factories in the US, Singapore and Ireland.

>Times have changed, we live in a global community, ever thought about the
>fact that your bank account is not administered in the US, but possibly
>somewhere on a server in the Phillipines. That famous export list is nothing
>more then a way to control economies and protect the home market.
>To use the words of the Great Guru himself: "Let's think different"

My bank account is most certainly not administered in the US, it's on a huge mainframe in Amsterdam. That mainframe runs software that I have written. Contrary to what you may think, if you have a bank account, it is probably administered on a big mainframe that is fully owned by the actual bank itself.

Not on a big server in the phillipines. Banks are very (*VERY*)
privacy-sensitive operations. They develop most of their software in-house and
run it on their own mainframes.

>Cheers from Belgium

>Dennis

Groeten uit Holland :-)
Joost.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From -310081829529613205
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b57d9840385cde31,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b57d9840385cde31,start
X-Google-Attributes: gid1115ce,public
From: rpascal <rpascal@atos-group.com>
Subject: [GCC] gawk 304 ???
Date: 1999/09/21
Message-ID: <37E73B3A.1C8BB5BC@atos-group.com>#1/1
X-Deja-AN: 527744879
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp3.proxad.net 937901157 193.105.113.102 (Tue, 21 Sep 1999 10:05:57
MEST)
Organization: Guest of ProXad - France
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 21 Sep 1999 10:05:57 MEST
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

Any wizard here having had made the generation of gawk 3.0.4 exes ?
(For TOS &| Magic , in TTP or GTP [or APP or PRG ??? , any GEM GUI
somewhere ?])
Or would and could make it and put it on a ftp ?

Thanx in advance, and BTW, if anyone had also : sed, tar, and so on
...-)

From -5343119804845391077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,137ad1f27d3e3ad2,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,137ad1f27d3e3ad2,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,137ad1f27d3e3ad2,start
X-Google-Attributes: gid109a67,public
From: "Simon" <simon@webprecinct.co.uk>
Subject: [Programming]: Reading PI1 files
Date: 1999/09/21
Message-ID: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>#1/1
X-Deja-AN: 527752072
X-NNTP-Posting-Host: cognitech.demon.co.uk:194.222.255.218
X-Trace: news.demon.co.uk 937902942 nnrp-11:9079 NO-IDENT
cognitech.demon.co.uk:194.222.255.218
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Hi,

I'm writing a routine to load a PI1 file in VB (eaugh!) on a PC(aaahh!), so I can put screenshots of my old games on my website. I can load the palette information correct, then next is the screen information.

What I can remember is each byte is two nibbles(4 bits) - the high one gives the colour (palette index) of one (even numbered) pixel, the low nibble gives the colour of the next (odd numbered) pixel. Yet when I run my code, it looks like I've tried to load the picture in the wrong resolution! (black vertical stripes & distorted graphics)

Now is this anything to do with the fact the atari & PC stores bytes the in different ways (big & little endian) - I dont know if they do, but I should imagine it would cause a problem anyway!

Or is it anything to do with something not being aligned on a word boundary (erk - faint memories of atari programming!)

Please let me know if you can help!

Cheers,
Simon.

Here is a snippet of code (in VB - should make sense!) I'm using to display the image:

```
    nCCount = 1
```

```
    For nYLoop = 0 To 199
        For nXLoop = 0 To 319 Step 2
            nCPointer = Asc(Mid(strImage, nCCount, 1)) And 15
            imgScreen.PSet (nXLoop + 1, nYLoop), RGB(nPalette(nCPointer, 0),
nPalette(nCPointer, 1), nPalette(nCPointer, 2))
            nCPointer = (Asc(Mid(strImage, nCCount, 1)) And 240) / 16
            imgScreen.PSet (nXLoop, nYLoop), RGB(nPalette(nCPointer, 0),
nPalette(nCPointer, 1), nPalette(nCPointer, 2))
            nCCount = nCCount + 1
        Next
    Next
```

From 3542439295995073054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,137ad1f27d3e3ad2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,137ad1f27d3e3ad2
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,137ad1f27d3e3ad2
X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Re: [Programming]: Reading PI1 files
Date: 1999/09/21
Message-ID: <7s8sf6$nh4$1@epos.tesco.net>#1/1
X-Deja-AN: 527970535
References: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

A PI1 has the format

1*word (usually 00 to indicate low rez)
16*word for the palette
32000 byes for the picture data

The low rez screen is in words for each plane.
1st word = plane 1
2nd word = plane 2
3rd word = plane 3
4th word = plane 4

the 5th word is the next word across the screen (screen base + 8).
This sequence carries on until the screen is filled.

Mark
MSD/POV

Simon <simon@webprecinct.co.uk> wrote in message
news:937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk...
> Hi,
>
> I'm writing a routine to load a PI1 file in VB (eaugh!) on a PC(aaahh!),
so
> I can put screenshots of my old games on my website. I can load the
palette
> information correct, then next is the screen information.
>
> What I can remember is each byte is two nibbles(4 bits) - the high one
gives
> the colour (palette index) of one (even numbered) pixel, the low nibble
> gives the colour of the next (odd numbered) pixel. Yet when I run my
code,
> it looks like I've tried to load the picture in the wrong resolution!
> (black vertical stripes & distorted graphics)
>

From 6129371850545552797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,137ad1f27d3e3ad2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,137ad1f27d3e3ad2
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,137ad1f27d3e3ad2
X-Google-Attributes: gid109a67,public
From: vezz@freeREMOVEMEweb.org (Vezz)
Subject: [Programming]: Reading PI1 files
Date: 1999/09/22
Message-ID: <37e95f2e.3590103@news.nettuno.it>#1/1
X-Deja-AN: 528423105
References: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
<7s8sf6$nh4$1@epos.tesco.net>
X-Complaints-To: news@nettuno.it
X-Trace: pinco.nettuno.it 938041522 990 193.207.84.180 (22 Sep 1999 23:05:22 GMT)
Organization: NETTuno
NNTP-Posting-Date: 22 Sep 1999 23:05:22 GMT
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Tue, 21 Sep 1999 22:11:12 +0100, "Mark Davies" <pov@tesco.net>
wrote:

>A PI1 has the format

>1*word (usually 00 to indicate low rez)
>16*word for the palette
>32000 byes for the picture data

This is one of the pi1 formats.

Degas Elite format saves files of 32066 bytes in size, because they
contain palette animation.
So
1*word (00 low rez, 01 mid rez, 02 high rez)
16*word palette
16*word palette animation
32000 bytes picture data.

A small hint... try run some picture conversion program on your st,
like picfib or Gemview. You can make a batch, generating all the .gif
you need.

Greetings

Marcello Vezzelli

Visit my homepage: http://vezz.freeweb.org

From -6338521835126270567
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d15984fe7b4f8dd5
X-Google-Attributes: gid1115ce,public
From: anarkist@idirect.com (Ken Macdonald)
Subject: Re: Linux on a Falcon030
Date: 1999/09/23
Message-ID: <3VeG3.19689$UL5.243499@quark.idirect.com>#1/1
X-Deja-AN: 528485770
References: <37E27342.1E1D9D9E@hotmail.com> <37E2937E.DE9425E5@cfc.dnd.ca>
<7s05r4$2bq$1@nnrp1.deja.com>
X-Complaints-To: abuse@idirect.com
X-Trace: quark.idirect.com 938048191 209.161.227.99 (Wed, 22 Sep 1999 20:56:31
EDT)
Organization: TAF - deSIGN
NNTP-Posting-Date: Wed, 22 Sep 1999 20:56:31 EDT
Newsgroups: comp.sys.atari.programmer

On 18 Sep 1999 13:59:04 , mgodfrey@waca.com wrote:
:Really it dont matter.
:What I would like to do is use the Falcon to run Linux and Linux apps
:(ie ftp services, mail, www, net scape, etc)
:Thanks

OK
well try http://www.netbsd.org/Ports/atari/index.html

good luck.bonne chance
ken

From 1190353638600457519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f8fc66902e90d890,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f8fc66902e90d890,start
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Help with Colour Icon Format (*.CIC)
Date: 1999/09/24
Message-ID: <7sfn76$sl6$1@nnrp1.deja.com>#1/1
X-Deja-AN: 528894814
X-Http-Proxy: 1.0 x23.deja.com:80 (Squid/1.1.22) for client 130.240.37.250
Organization: Deja.com - Before you buy.
X-Article-Creation-Date: Fri Sep 24 11:27:43 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
X-Http-User-Agent: Mozilla/4.5 (Macintosh; I; PPC)

Greetings all,

I wonder if any of you have got information on the colour icon file (*
.CIC) created by Ataris resource editor? How does it handle bitplanes,
mask and stuff?

Thanks in advance! :)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

From -7451633832270030613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,137ad1f27d3e3ad2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,137ad1f27d3e3ad2
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,137ad1f27d3e3ad2

X-Google-Attributes: gid109a67,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: [Programming]: Reading PI1 files
Date: 1999/09/25
Message-ID: <37f09052.17760638@news.demon.co.uk>
X-Deja-AN: 529422857
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 938271259 nnrp-12:16558 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Tue, 21 Sep 1999 09:36:39 +0100, "Simon" <simon@webprecinct.co.uk>
wrote:

>Hi,
>
>I'm writing a routine to load a PI1 file in VB (eaugh!) on a PC(aaahh!), so
>I can put screenshots of my old games on my website. I can load the palette
>information correct, then next is the screen information.
>
>What I can remember is each byte is two nibbles(4 bits) - the high one gives
>the colour (palette index) of one (even numbered) pixel, the low nibble
>gives the colour of the next (odd numbered) pixel. Yet when I run my code,
>it looks like I've tried to load the picture in the wrong resolution!
>(black vertical stripes & distorted graphics)
>
>Now is this anything to do with the fact the atari & PC stores bytes the in
>different ways (big & little endian) - I dont know if they do, but I should
>imagine it would cause a problem anyway!

That may (or may not) depend on the source and target formats. The
conversion, should it need applying, is simple provided you are
dealing with whole word and longwords. (ie if you want a real headache
try and deal with 12 bit FAT's as used by floppies).

16 bit word: exchange hi and lo bytes (eg $1234 -> $3412). Job done.

32 bit longword: exchange ho and lo words, then do word conversion on
each word (eg $12345678 -> $78563412).

To clarify:
$1234 5678
$5678 1234 <- word exchange
$7856 3412 <- byte exchange on each word.

>Or is it anything to do with something not being aligned on a word boundary
>(erk - faint memories of atari programming!)
>

```
>Please let me know if you can help!

From "picfmt.doc" on (iirc) umich...
<<PICFMT.DOC>>...

<DEGAS>         *.PI1 (low resolution)
                *.PI2 (medium resolution)
                *.PI3 (high resolution)

1 word          resolution (0 = low res, 1 = medium res, 2 = high res)
                Other bits may be used in the future; use a simple bit
                test rather than checking for specific word values.
16 words        palette
16000 words     picture data (screen memory)
-----------
32034 bytes     total


<DEGAS Elite>   *.PI1 (low resolution)
                *.PI2 (medium resolution)
                *.PI3 (high resolution)

1 word          resolution (0 = low res, 1 = medium res, 2 = high res)
                Other bits may be used in the future; use a simple bit
                test rather than checking for specific word values.
16 words        palette
16000 words     picture data (screen memory)
4 words         left color animtion limit table (starting color
numbers)
4 words         right color animation limit table (ending color
numbers)
4 words         animation channel direction flag (0 = left, 1 = off, 2
= right)
4 words         128 - animation channel delay in 1/60's of a second.
[0 - 128]
                (I.e., subtract word from 128 to get 1/60th's of a
second.)
-----------
32066 bytes     total


<DEGAS Elite (Compressed)>      *.PC1 (low resolution)
                                *.PC2 (medium resolution)
                                *.PC3 (high resolution)

1 word          resolution (same as Degas, but high order bit is set;
                i.e., hex 8000 = low res, hex 8001 = medium res,
                hex 8002 = high res).  Other bits may be used in the
                future; use a simple bit test rather than checking
                for specific word values.
16 words        palette
< 32000 bytes   control/data bytes
4 words         left color animation limit table (starting color
```

numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
         (I.e., subtract word from 128 to get 1/60th's of a second.)

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is compressed separately; i.e., all data for a given scan line appears before any data for the next scan line. The scan lines are specified from top to bottom (i.e., 0 is first). For each scan line, all the data for a given bit plane appears before any data for the next higher order bit plane. Note that this is identical to the IFF 'BODY' image data.

To clarify: The first data in the file will be the data for the lowest order bit plane of scan line zero, followed by the data for the next higher order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the lowest order bit plane of scan line one, followed by the data for the next higher order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on compressed DEGAS files:

- o Elite uses a 40-byte buffer to store data being decompressed.

- o Whenever a control command is encountered, bytes are stuffed in this buffer.

- o The buffer is only emptied when there are EXACTLY 40 characters in it.

The important conclusion here is that

> No control command may cause the buffer to have more than 40 bytes in it. In other words, all control commands must end on or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus error when the picture is loaded.

...<</PICFMT.DOC>>

```
>Cheers,
>Simon.
>
>Here is a snippet of code (in VB - should make sense!) I'm using to display
>the image:
>
>    nCCount = 1
>    For nYLoop = 0 To 199
>        For nXLoop = 0 To 319 Step 2
>            nCPointer = Asc(Mid(strImage, nCCount, 1)) And 15
>            imgScreen.PSet (nXLoop + 1, nYLoop), RGB(nPalette(nCPointer, 0),
>nPalette(nCPointer, 1), nPalette(nCPointer, 2))
>            nCPointer = (Asc(Mid(strImage, nCCount, 1)) And 240) / 16
>            imgScreen.PSet (nXLoop, nYLoop), RGB(nPalette(nCPointer, 0),
>nPalette(nCPointer, 1), nPalette(nCPointer, 2))
>            nCCount = nCCount + 1
>        Next
>    Next
```

eek! Basic! run away - run away! :-)

Looks something like you're drawing directly on a canvas above (I dunno any VB btw). Have you considered a direct file conversion? I had a quick peek at the Win95 programmer's docs. A direct conversion doesn't seem wholly impossible. These datatypes are worth perusing...

BITMAPFILEHEADER
BITMAPINFOHEADER
RGBQUAD

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 380165141913889881
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,137ad1f27d3e3ad2

X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,137ad1f27d3e3ad2
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,137ad1f27d3e3ad2
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: [Programming]: Reading PI1 files
Date: 1999/09/27
Message-ID: <7smme4$pr5$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 529726536
References: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
<37f09052.17760638@news.demon.co.uk>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Followup-To: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> eek! Basic! run away - run away! :-)

... at least it wasn't LINE-NUMBERED basic - that would be a criminal
offense punishable by death. {[:-)]

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From 1822077446938807987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,137ad1f27d3e3ad2
X-Google-Attributes: gid1115ce,public
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Subject: Re: [Programming]: Reading PI1 files
Date: 1999/09/27
Message-ID: <37EF2327.D54E6023@student.canterbury.ac.nz>#1/1
X-Deja-AN: 529788513
Content-Transfer-Encoding: 7bit
References: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
<37f09052.17760638@news.demon.co.uk> <7smme4$pr5$1@newshost.comnet.co.nz>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: - 0x29a PRODUCTIONS -
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Gaven Miller wrote:
>
> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> > eek! Basic! run away - run away! :-)

>
> ... at least it wasn't LINE-NUMBERED basic - that would be a criminal
> offense punishable by death. {[:-)]

Ooooh, but GOSUB and GOTO commands were such fun. ;-)

Hail Spaghetti code.

From 3385937275135030184
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f71e45df9989d9cd,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: wind_set(handle,WF_KIND,...)
Date: 1999/09/28
Message-ID: <37f0ba6832e2cb0@xs4all.nl>#1/1
X-Deja-AN: 530256347
X-Complaints-To: abuse@xs4all.nl
X-Hardware: 68000/8 Atari Mega-ST 4
X-Trace: news1.xs4all.nl 938519611 9394 194.109.6.45 (28 Sep 1999 11:53:31 GMT)
Organization: Seni Translation Services
NNTP-Posting-Date: 28 Sep 1999 11:53:31 GMT
Newsgroups: comp.sys.atari.programmer

I just discovered that wind_set(handle,WF_KIND,kind) doesn't work. I'm
using PureC and it's GEM library. Is it a bug in GEM or in PureC's GEM
bindings? Anyone any info on this?

--
  Jos den Bekker http://www.xs4all.nl/~josdb
                -*-
  "Nothing can be moister than the tears of an oyster."

From 2660501172388143088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f71e45df9989d9cd
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: wind_set(handle,WF_KIND,...)
Date: 1999/09/28
Message-ID: <37F0B610.510AE334@cable.A2000.nl>#1/1
X-Deja-AN: 530269505
Content-Transfer-Encoding: 7bit
References: <37f0ba6832e2cb0@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 938522176 19010 24.132.20.245 (28 Sep 1999 12:36:16 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0

NNTP-Posting-Date: 28 Sep 1999 12:36:16 GMT
Newsgroups: comp.sys.atari.programmer

Hi Jos

Jos den Bekker wrote:
>
> I just discovered that wind_set(handle,WF_KIND,kind) doesn't work. I'm
> using PureC and it's GEM library. Is it a bug in GEM or in PureC's GEM
> bindings? Anyone any info on this?

I think the WF_KIND is a dummy for wind_ser. You must specify the window gadgets
in wind_create's first parameter.
You cannot remove or add window gadgets dynamicly once the window is created.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From -1905876131552592926
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d215ca9d99d4be31,start
X-Google-Attributes: gid1115ce,public
From: "r e s" <res@sympatico.ca>
Subject: FS: Lattice C
Date: 1999/09/28
Message-ID: <Nr7I3.398$Va.1002@news21.bellglobal.com>#1/1
X-Deja-AN: 530379114
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Trace: news21.bellglobal.com 938541933 209.226.65.142 (Tue, 28 Sep 1999 14:05:33
EDT)
Organization: Sympatico
X-MSMail-Priority: Normal
NNTP-Posting-Date: Tue, 28 Sep 1999 14:05:33 EDT
Newsgroups: comp.sys.atari.programmer

For sale

HiSoft Lattice C v5.6 w all manuals, disks $ neg

From -1242391882798955743
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,137ad1f27d3e3ad2
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: [Programming]: Reading PI1 files
Date: 1999/09/29
Message-ID: <37ff24fd.317963046@news.demon.co.uk>#1/1
X-Deja-AN: 530510308
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
<37f09052.17760638@news.demon.co.uk> <7smme4$pr5$1@newshost.comnet.co.nz>
<37EF2327.D54E6023@student.canterbury.ac.nz>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 938564012 nnrp-11:29909 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 27 Sep 1999 19:56:23 +1200, Karl Ashton
<kma54@student.canterbury.ac.nz> wrote:

>Gaven Miller wrote:
>>
>> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>> > eek! Basic! run away - run away! :-)
>>
>> ... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>> offense punishable by death. {[:-)]
>
>Ooooh, but GOSUB and GOTO commands were such fun. ;-)
>
>Hail Spaghetti code.

And BBC Basic! Them were the days... ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2815743905212797554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f71e45df9989d9cd
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wind_set(handle,WF_KIND,...)
Date: 1999/09/29
Message-ID: <38002672.318336033@news.demon.co.uk>#1/1

X-Deja-AN: 530510309
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <37f0ba6832e2cb0@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 938564013 nnrp-11:29909 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 28 Sep 1999 13:53:30 +0200, josdb@xs4all.nl (Jos den Bekker) wrote:

>I just discovered that wind_set(handle,WF_KIND,kind) doesn't work. I'm
>using PureC and it's GEM library. Is it a bug in GEM or in PureC's GEM
>bindings? Anyone any info on this?

I never thought to try it outside of wind_create(). If it does work
then it would require a new message to "update the app" would it not?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4418116283019968028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,137ad1f27d3e3ad2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,137ad1f27d3e3ad2
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,137ad1f27d3e3ad2
X-Google-Attributes: gid109a67,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: [Programming]: Reading PI1 files
Date: 1999/09/29
Message-ID: <37fe24ad.317883131@news.demon.co.uk>#1/1
X-Deja-AN: 530510310
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
<37f09052.17760638@news.demon.co.uk> <7smme4$pr5$1@newshost.comnet.co.nz>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 938564010 nnrp-11:29909 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On 27 Sep 1999 02:57:08 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>> eek! Basic! run away - run away! :-)
>
>... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>offense punishable by death. {[:-)]

Even mentioning it could warrant a lengthy sentence!!! :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7752824287097824593
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f71e45df9989d9cd
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: wind_set(handle,WF_KIND,...)
Date: 1999/09/30
Message-ID: <37f33b5c1711020@xs4all.nl>#1/1
X-Deja-AN: 531063022
References: <37f0ba6832e2cb0@xs4all.nl> <37F0B610.510AE334@cable.A2000.nl>
X-Complaints-To: abuse@xs4all.nl
X-Hardware: 68000/8 Atari Mega-ST 4
X-Trace: news1.xs4all.nl 938683710 26488 194.109.6.45 (30 Sep 1999 09:28:30 GMT)
Organization: Seni Translation Services
NNTP-Posting-Date: 30 Sep 1999 09:28:30 GMT
Newsgroups: comp.sys.atari.programmer

on Tue 28-09-1999 14:35 Henk Robbers wrote:

>I think the WF_KIND is a dummy for wind_ser. You must specify the window gadgets
>in wind_create's first parameter.
>You cannot remove or add window gadgets dynamicly once the window is created.

OK, but I wonder why not. And what is WF_KIND for, then? It's a dummy,
you say, but what does that mean? PureC's documentation suggests
otherwise:

```
WF_KIND        legt wi_sw1 als neue Fensterkomponenten fest, Format
               wie bei wind_create.
```

(wi_sw1 is the first parameter after WF_KIND).

--

Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"Revenge is a feast for the gods! And if they have reserved it,
as priests tell us, to themselves, it is because they hold it
an enjoyment too precious for the possession of mortals."
- Sir Brian de Bois-Guilbert

From -1238044552211982204
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d58b3c4fbd3d177,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: patching a GFA program
Date: 1999/09/30
Message-ID: <9479_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 531076642
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

Ok, sources of net2net are lost, so I want to try this way, going on patching it until I find a start (a PC C source) to replace it completely.
There are only few problems in net2net so I this samll patches will be enough.

So: HOW TO PATCH THIS GFA .TTP program ? I am ready to listen from your experience about:

- how to disassemble/trace the code to locate where in the program is the part of the code that has to bee patched

- the way to redirect the calls to new routines

- how to add the new code to the program

- all other hints that can help me

The first thing I need is to make net2net write the headers in a different way to fix the file attach programs, no you can't just change the strings with an hex editor, because the string are not null terminated, I need longer strings and avoid some CR/LF.

PLEASE HELP ME, this will be useful to the Atarians world I hope 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -1511964769735255326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f71e45df9989d9cd
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: wind_set(handle,WF_KIND,...)
Date: 1999/09/30
Message-ID: <37F3D772.FA8035E3@cable.A2000.nl>#1/1
X-Deja-AN: 531292040
Content-Transfer-Encoding: 7bit
References: <37f0ba6832e2cb0@xs4all.nl> <37F0B610.510AE334@cable.A2000.nl>
<37f33b5c1711020@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 938727331 15925 24.132.20.245 (30 Sep 1999 21:35:31 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 30 Sep 1999 21:35:31 GMT
Newsgroups: comp.sys.atari.programmer

Jos den Bekker wrote:
>
> on Tue 28-09-1999 14:35 Henk Robbers wrote:
>
> >I think the WF_KIND is a dummy for wind_ser. You must specify the window
gadgets
> >in wind_create's first parameter.
> >You cannot remove or add window gadgets dynamicly once the window is created.
>
> OK, but I wonder why not. And what is WF_KIND for, then? It's a dummy,
> you say, but what does that mean? PureC's documentation suggests
> otherwise:
>
> WF_KIND   legt wi_sw1 als neue Fensterkomponenten fest, Format
>   wie bei wind_create.
>
> (wi_sw1 is the first parameter after WF_KIND).

I used 'think' in one of its meanings: "could as well be wrong". :-)
But one never knows, you could try if it has effect when you close the window
after
the wind_set, and then open it again. May I have a guess what you are trying?
Remove sliders when they would be set to full size. ?

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From -3667611459632073111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d58b3c4fbd3d177
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: patching a GFA program
Date: 1999/09/30
Message-ID: <mBRI3.67$oK.2062@cletus.bright.net>#1/1
X-Deja-AN: 531313694
References: <9479_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 938730962 209.143.8.151 (Thu, 30 Sep 1999 18:36:02 EDT)
Organization: ENCOM
NNTP-Posting-Date: Thu, 30 Sep 1999 18:36:02 EDT
Newsgroups: comp.sys.atari.programmer

hmm, I'm not sure what you are trying to do but I have
some GFA releated stuff on my webpages.

On 30 Sep 99 12:16:28, Mike De.Petris wrote:
>Ok, sources of net2net are lost, so I want to try this way, going on patching
>it until I find a start (a PC C source) to replace it completely.
>There are only few problems in net2net so I this samll patches will be enough.
>
>So: HOW TO PATCH THIS GFA .TTP program ? I am ready to listen from your
>experience about:
>
>- how to disassemble/trace the code to locate where in the program is the
>part of the code that has to bee patched
>
>- the way to redirect the calls to new routines
>
>- how to add the new code to the program
>
>- all other hints that can help me
>
>The first thing I need is to make net2net write the headers in a different
>way to fix the file attach programs, no you can't just change the strings
>with an hex editor, because the string are not null terminated, I need longer
>strings and avoid some CR/LF.
>
>PLEASE HELP ME, this will be useful to the Atarians world I hope 8^)
>
>Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
>
>--
>Vuelan mariposas, cantan grillos la piel se me pone negra...

>
>--
>
>Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
>.

From 7632759092862502139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d58b3c4fbd3d177
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: patching a GFA program
Date: 1999/09/30
Message-ID: <NCRI3.68$oK.2062@cletus.bright.net>#1/1
X-Deja-AN: 531313695
References: <9479_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 938731053 209.143.8.151 (Thu, 30 Sep 1999 18:37:33 EDT)
Organization: ENCOM
NNTP-Posting-Date: Thu, 30 Sep 1999 18:37:33 EDT
Newsgroups: comp.sys.atari.programmer

I see my signature file was missing, should be present in this post.
Sorry.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 8540888225672364933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f71e45df9989d9cd
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: wind_set(handle,WF_KIND,...)
Date: 1999/09/30
Message-ID: <199909302003.a35980@su.maus.de>#1/1
X-Deja-AN: 531355070
Distribution: lokal
References: <37f33b5c1711020@xs4all.nl>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Jos!

JDB>OK, but I wonder why not. And what is WF_KIND for, then? It's a
JDB>dummy, you say, but what does that mean? PureC's documentation

JDB>suggests otherwise:
JDB>
JDB>WF_KIND legt wi_sw1 als neue Fensterkomponenten fest, Format
JDB> wie bei wind_create.
Only a suspicion (I have no experinence with that):
Have you tried to close the window, do the wind_set(WF_KIND) and then open it again?

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From -2695484599017793112
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f71e45df9989d9cd
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: wind_set(handle,WF_KIND,...)
Date: 1999/10/01
Message-ID: <37f48ba6c4fc20@xs4all.nl>#1/1
X-Deja-AN: 531475596
Content-Transfer-Encoding: 8bit
References: <37f33b5c1711020@xs4all.nl> <199909302003.a35980@su.maus.de>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@xs4all.nl
X-Hardware: 68000/8 Atari Mega-ST 4
X-Trace: news1.xs4all.nl 938769796 22443 194.109.6.45 (1 Oct 1999 09:23:16 GMT)
Organization: Seni Translation Services
Mime-Version: 1.0
NNTP-Posting-Date: 1 Oct 1999 09:23:16 GMT
Newsgroups: comp.sys.atari.programmer

on Thu 30-09-1999 20:03 J?rg Westheide wrote:

>Only a suspicion (I have no experinence with that):
>Have you tried to close the window, do the wind_set(WF_KIND) and then open it
>again?

Do you mean wind_close() only? No, I haven't tried that. But as far as
I know, wind_open() after wind_close() tops the window, and that I
don't want. In that case I might as well use wind_delete() and
wind_create(); wind_open(); which allows me to change gadgets as I
please anyway.

--
  Jos den Bekker http://www.xs4all.nl/~josdb

-*-
"Who am I, for God's sake, that I should be kind?"
- Miss Havisham

From -4808307611762693955
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f71e45df9989d9cd
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: wind_set(handle,WF_KIND,...)
Date: 1999/10/01
Message-ID: <37f48ba6c4fc21@xs4all.nl>#1/1
X-Deja-AN: 531475597
Content-Transfer-Encoding: 8bit
References: <37f0ba6832e2cb0@xs4all.nl> <37F0B610.510AE334@cable.A2000.nl>
<37f33b5c1711020@xs4all.nl> <37F3D772.FA8035E3@cable.A2000.nl>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@xs4all.nl
X-Hardware: 68000/8 Atari Mega-ST 4
X-Trace: news1.xs4all.nl 938769799 22445 194.109.6.45 (1 Oct 1999 09:23:19 GMT)
Organization: Seni Translation Services
Mime-Version: 1.0
NNTP-Posting-Date: 1 Oct 1999 09:23:19 GMT
Newsgroups: comp.sys.atari.programmer

on Thu 30-09-1999 23:34 Henk Robbers wrote:

>I used 'think' in one of its meanings: "could as well be wrong". :-)
>But one never knows, you could try if it has effect when you close the window
after
>the wind_set, and then open it again.

See my reply to J⍰rg Westheide.

May I have a guess what you are trying?
>Remove sliders when they would be set to full size. ?

Something like that. I would like to be able to set or remove sliders
in alle open windows, not just the top one.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I reaffirm with emphasis that the sun is real, and also that it is
hot - in fact as hot as Hell, and that if the metaphysicians doubt
it they should go there and see."
- Winston Churchill

From -2752793716339530546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c47be782a06eaa6,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: wind_set() revisited
Date: 1999/10/01
Message-ID: <37f4e8523460000@xs4all.nl>#1/1
X-Deja-AN: 531587947
X-Complaints-To: abuse@xs4all.nl
X-Hardware: 68000/8 Atari Mega-ST 4
X-Trace: news1.xs4all.nl 938793522 16500 194.109.6.45 (1 Oct 1999 15:58:42 GMT)
Organization: Seni Translation Services
NNTP-Posting-Date: 1 Oct 1999 15:58:42 GMT
Newsgroups: comp.sys.atari.programmer

I know that with wind_set(0,WF_NEWDESK,object,0); I can set my own
desktop, but how do I get rid of it and go back to GEM's desktop
during program run?

--
  Jos den Bekker http://www.xs4all.nl/~josdb
                -*-
  "He who can, does. He who cannot, teaches." - George Bernard Shaw

From 3972302878325845898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c47be782a06eaa6
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: wind_set() revisited
Date: 1999/10/01
Message-ID: <199910011929.a38204@su.maus.de>#1/1
X-Deja-AN: 531722863
Distribution: lokal
References: <37f4e8523460000@xs4all.nl>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Jos!

JDB>I know that with wind_set(0,WF_NEWDESK,object,0); I can set my own
JDB>desktop, but how do I get rid of it and go back to GEM's desktop
JDB>during program run?
wind_set(0, WF_NEWDESK, NULL, 0);

Bye

Joerg

--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From 4630930549404471320
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f71e45df9989d9cd
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: wind_set(handle,WF_KIND,...)
Date: 1999/10/01
Message-ID: <199910011924.a38203@su.maus.de>#1/1
X-Deja-AN: 531722864
Distribution: lokal
References: <37f48ba6c4fc20@xs4all.nl>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Jos!

JDB>Do you mean wind_close() only?
Yes

JDB>But as far as I know, wind_open() after wind_close() tops the window,
JDB>and that I don't want.
OK, then that's no possibility for you (if that works)

JDB>In that case I might as well use wind_delete() and wind_create();
JDB>wind_open(); which allows me to change gadgets as I please anyway.
True

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From 5843189902341610593
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,137ad1f27d3e3ad2
X-Google-Attributes: gid1115ce,public
From: "Clair D. Shaw" <Clair@shaw1.changeme.co.uk>

Subject: Re: [Programming]: Reading PI1 files
Date: 1999/10/01
Message-ID: <FLvATBA4QO93Iw1L@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 532038402
References: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
<37f09052.17760638@news.demon.co.uk> <7smme4$pr5$1@newshost.comnet.co.nz>
<37EF2327.D54E6023@student.canterbury.ac.nz>
X-Complaints-To: abuse@theplanet.net
X-Trace: news4.svr.pol.co.uk 938881793 4449 62.136.90.72 (2 Oct 1999 16:29:53 GMT)
Organization: Unofficial Futurama nut.
Mime-Version: 1.0
NNTP-Posting-Date: 2 Oct 1999 16:29:53 GMT
Newsgroups: comp.sys.atari.programmer

At 19:56:23, Mon, 27 Sep 1999, Karl Ashton <Karl Ashton <kma54@student.c
anterbury.ac.nz>> stood in the Suicide Booth at
comp.sys.atari.programmer and shouted

>Gaven Miller wrote:
>>
>> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>> > eek! Basic! run away - run away! :-)
>>
>> ... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>> offense punishable by death. {[:-)]
>
>Ooooh, but GOSUB and GOTO commands were such fun. ;-)
You can still use goto if you give a section a label, eg:
start:

Long live the gosubs!
>
>Hail Spaghetti code.

--
  Clair D. Shaw (aka. CDS) | mailto:Clair@Shaw1.freeserve.co.uk
    http://surf.to/shaws | mailto:SeedieS@yahoo.com
  ICQ messages to: 1043359 | New email address coming MONDAY (3rd)

          Microsoft's created a virus: It's called Windows

From -3066971180293086432
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d58b3c4fbd3d177
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: patching a GFA program
Date: 1999/10/02
Message-ID: <37f50a36.991565@news.demon.co.uk>#1/1
X-Deja-AN: 531742736
Content-Transfer-Encoding: 7bit

X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <9479_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 938822995 nnrp-08:24244 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 30 Sep 99 12:16:28,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>Ok, sources of net2net are lost, so I want to try this way, going on patching
>it until I find a start (a PC C source) to replace it completely.
>There are only few problems in net2net so I this samll patches will be enough.
>
>So: HOW TO PATCH THIS GFA .TTP program ? I am ready to listen from your
>experience about:

Horrible job, however you look at it! That said, I'd try for an
approach whereby you disassemble the whole thing in such a way that an
assembler can reproduce the exact binary you started with.

>- how to disassemble/trace the code to locate where in the program is the
>part of the code that has to bee patched

Others will know of specific programs. Something called "MON" comes to
mind - iirc its a system monitor that'll trap selected OS calls, set
breakpoints etc.

>- the way to redirect the calls to new routines

Find out as much as you can about GFA's compiler. Does it generate
absolute or PC relative code, under what circumstances does it do
each, etc. You'll need to know how it treats its "stack frame" and
register usage to do anything effective.

If you have GFA then perhaps you could figure out a rough guide
yourself by compiling various bits of test code - see how it generates
a function call - that kind of thing.

>- how to add the new code to the program

A decision made based on the asm you're trying to hack at the time.
You'll need space to insert a JSR (possibly a BSR). In some
circumstances you might be able to get away with just slapping a JSR
over some code, doing your stuff, then tagging the overwritten code
onto the end of your routine before it returns. Compilers are
inefficient. You should easily be able to spot "optimisations" which
allow you to get the job done in less bytes, and thus be able to
obtain space to insert a JSR. You must know enough about the compiler
though - no good doing that if miles away there is code that jumps

directly to something you've altered (or does something even more subtle).

>- all other hints that can help me

Given that...

1)
You can disassemble the prog such that an assembler can rebuild a byte identical copy

2)
You've sussed enough about the compiled code to know your changes have no side-effects

...then you can make changes to the dissassembled code. Your JSR's can jump to code tagged onto the end of the disassembly.

Figuring out how GFA constructs function calls would be my first approach. This at least would allow you to follow the program flow, search for calls to "this" function and may even lead to you being able to "hijack" a chosen function - ie pull the whole lot out of the program body and put it elsewhere, whereby the original function space just has a JSR/JMP to wherever you've moved it. When you can reliably do that then you're on a winner - because you can then construct a stack frame for your compiler and start adding the intended patch code.

>The first thing I need is to make net2net write the headers in a different
>way to fix the file attach programs, no you can't just change the strings
>with an hex editor, because the string are not null terminated, I need longer
>strings and avoid some CR/LF.

Another thing to be figured - how GFA generates string handling code!

>PLEASE HELP ME, this will be useful to the Atarians world I hope 8^)

Good Luck!! :-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8321114949386253436
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,137ad1f27d3e3ad2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,137ad1f27d3e3ad2

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,137ad1f27d3e3ad2
X-Google-Attributes: gid109a67,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: [Programming]: Reading PI1 files
Date: 1999/10/02
Message-ID: <37f6129e.3143209@news.demon.co.uk>#1/1
X-Deja-AN: 531742737
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
<37f09052.17760638@news.demon.co.uk> <7smme4$pr5$1@newshost.comnet.co.nz>
<37fe24ad.317883131@news.demon.co.uk> <37f553f1.11798564@news.freeserve.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 938822995 nnrp-08:24244 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Wed, 29 Sep 1999 18:01:40 GMT, tony@webscripts.org (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison)
>>On 27 Sep 1999 02:57:08 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:
>>
>>>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>>>> eek! Basic! run away - run away! :-)
>>>
>>>... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>>>offense punishable by death.   {[:-)]
>>
>>Even mentioning it could warrant a lengthy sentence!!! :-)
>
>I have your name in my little black book you hairy little swamp
>thing!:)

Please get your facts right Tony! I'm a *fat* hairy little swamp
thing! :-)))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7154887996608251677
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d58b3c4fbd3d177
X-Google-Attributes: gid1115ce,public

From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: patching a GFA program
Date: 1999/10/02
Message-ID: <37F55AC1.618B5BD@cable.A2000.nl>#1/1
X-Deja-AN: 531831759
Content-Transfer-Encoding: 7bit
References: <9479_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
<37f50a36.991565@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: tesla.a2000.nl 938826543 15553 24.132.20.245 (2 Oct 1999 01:09:03 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 2 Oct 1999 01:09:03 GMT
Newsgroups: comp.sys.atari.programmer

Hi Guy

Guy Harrison wrote:
>
> On Thu, 30 Sep 99 12:16:28,
> mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
> wrote:
>
> >Ok, sources of net2net are lost, so I want to try this way, going on patching
> >it until I find a start (a PC C source) to replace it completely.
> >There are only few problems in net2net so I this samll patches will be enough.
> >
> >So: HOW TO PATCH THIS GFA .TTP program ? I am ready to listen from your
> >experience about:
>
> Horrible job, however you look at it! That said, I'd try for an
> approach whereby you disassemble the whole thing in such a way that an
> assembler can reproduce the exact binary you started with.

[...]

Excellent explanation. The disassembler that can do this? See my sig.
Have fun.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From 9144943994174509085
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c23209e13b252e73,start
X-Google-Attributes: gid1115ce,public

From: "Cyrille M⊕nard" <tcheg@club-internet.fr>
Subject: searching free c compiler
Date: 1999/10/03
Message-ID: <7t7f80fmf1@front7.grolier.fr>#1/1
X-Deja-AN: 532267044
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Trace: front7.grolier.fr 938950720 16079 195.36.201.214 (3 Oct 1999 11:38:40 GMT)
Organization: Club-Internet (France)
NNTP-Posting-Date: 3 Oct 1999 11:38:40 GMT
Newsgroups: comp.sys.atari.programmer

I would like to program in C language on my ATARI STE1040. Where can I find
a compiler

 Thanks.

From -6432726047198462871
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c23209e13b252e73
X-Google-Attributes: gid1115ce,public
From: Grega Bremec <gregab@gbsoft.net>
Subject: Re: searching free c compiler
Date: 1999/10/04
Message-ID: <37F837FA.F4E4B957@gbsoft.net>#1/1
X-Deja-AN: 532533487
Content-Transfer-Encoding: 8bit
References: <7t7f80fmf1@front7.grolier.fr>
X-Accept-Language: sl, en
Content-Type: text/plain; charset=iso-8859-2
X-Complaints-To: newsadmin@siol.net
X-Trace: news.siol.net 939014285 193.189.183.234 (Mon, 04 Oct 1999 07:18:05 MET DST)
Organization: gbSoftware
MIME-Version: 1.0
Reply-To: grega.bremec@siol.net
NNTP-Posting-Date: Mon, 04 Oct 1999 07:18:05 MET DST
Newsgroups: comp.sys.atari.programmer

"Cyrille M⊕nard" wrote:

> I would like to program in C language on my ATARI STE1040. Where can I find
> a compiler
>
> Thanks.

Hello,

    You might want to try ftp://atari.archive.umich.edu/, subdirs

~/Programming and ~/Languages. There are quite a lot of free C compilers in binary form, but if you're looking for a *free* C compiler, there is gcc (GNU C Compiler) for ST available in source. It is command-line, though.

Good luck,

Grega

--

Grega Bremec
Vrbnje 60
4240 Radovljica
Slovenija
+386 64 710 267

From -3862768530885645093
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c23209e13b252e73
X-Google-Attributes: gid1115ce,public
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Subject: Re: searching free c compiler
Date: 1999/10/04
Message-ID: <37F846A3.C1DA1CD1@utbm.fr>#1/1
X-Deja-AN: 532545018
Content-Transfer-Encoding: 8bit
References: <7t7f80fmf1@front7.grolier.fr>
To: Cyrille =?iso-8859-1?Q?M=E9nard?= <tcheg@club-internet.fr>
X-Accept-Language: fr
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: usenet@thalassa.grenet.fr
X-Trace: thalassa.grenet.fr 939017277 4045 193.48.246.2 (4 Oct 1999 06:07:57 GMT)
Organization: C.I.C.G. , Grenoble
Mime-Version: 1.0
NNTP-Posting-Date: 4 Oct 1999 06:07:57 GMT
Newsgroups: comp.sys.atari.programmer

"Cyrille M⍰nard" a ⍰crit :

> I would like to program in C language on my ATARI STE1040. Where can I find
> a compiler

The best free compiler for Atari STE1040 is the SozobonX. The GCC is not avaible for this computer

it need to much memory!

>
>
> Thanks.

Olivier

From -7107986670610850854
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b83e175a2b9ab1a6,start
X-Google-Attributes: gid1115ce,public
From: Grzegorz Pawlik <gp23@box43.gnet.pl>
Subject: GFA and mouse
Date: 1999/10/04
Message-ID: <37F84E71.64C1FACD@box43.gnet.pl>#1/1
X-Deja-AN: 532548087
Content-Transfer-Encoding: 7bit
Organization: Academic Computer Centre CYFRONET - Krakow
Content-Type: text/plain; charset=iso-8859-2
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi

I have a little problem with my GFA BASIC program,
I wonder if you could help me. I would be *very*
grateful. The whole thing is that I cannot detect
doubleclick under TOS 2.06 (everything works
perfectly OK with TOS 1.0, though.) I'm doing it like
this:

```
-- cut here --
ON MENU BUTTON 3,1,1 GOSUB click
DO
   ON MENU
LOOP
PROCEDURE click
   SELECT MENU(15)
      CASE 1
         (singleclick occured - do.something)
      CASE 2
         (doubleclick occured - do.something.else)
   ENDSELECT
RETURN
-- cut here ---
```

In the manual it is clearly said that in MENU(15) I should
find the number of mouseclicks. But under TOS 2.06 there

is just 0 or 1 (never 2); under GENEVA it is always
zero there.... Yes, my program does not recognise ANY
mouseclicks under Geneva. Why? I cannot resign from using
the mouse :) or even just form doubleclicks. There is nothing
wrong w/ my TOS 2.06 or Geneva, since applications like QED ,CAB
or any other work OK. In fact under GENEVA even

```
-- cut here---
ON KEY GOSUB keybp
DO
  ON MENU
LOOP
--cut here---
```

does not work at all (procedure keybp is never executed.)
Those bugs happen both under the interpreter, and after
compiling the program. Please, help me, I dont know what
am I doing wrong, and I would like my program to work
not only under TOS 1.0 (who uses it now?) but also
with other systems. Please. ;)

Pozdrawiam,
Grzesiek

--
May The Force Be With You
Grzesiek (mailto:gp23@box43.gnet.pl)

From -8148919026213582508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c47be782a06eaa6
X-Google-Attributes: gid1115ce,public
From: Christer Gustavsson <cg@nospamcrew.org>
Subject: Re: wind_set() revisited
Date: 1999/10/04
Message-ID: <40u2o7wr6s.fsf@garibaldi.ptc.ubi.se>#1/1
X-Deja-AN: 532553535
References: <37f4e8523460000@xs4all.nl>
X-Trace: brokaw.wa.com 939020228 26932 204.57.247.20 (4 Oct 1999 06:57:08 GMT)
Organization: WinStar NorthWest Nexus
NNTP-Posting-Date: 4 Oct 1999 06:57:08 GMT
Newsgroups: comp.sys.atari.programmer

josdb@xs4all.nl (Jos den Bekker) writes:
> I know that with wind_set(0,WF_NEWDESK,object,0); I can set my own
> desktop, but how do I get rid of it and go back to GEM's desktop
> during program run?

Try wind_set(0, WF_NEWDESK, NULL, 0); I think that will work.

/Christer

From -3384879088820967859
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ce62ff69e2672295,start
X-Google-Attributes: gid1115ce,public
From: "Arthur H. Millhouse" <arthur@desy3-4.desy.de>
Subject: MC68K SBC C Programming System
Date: 1999/10/04
Message-ID: <37F86DA5.E58C2905@desy3-4.desy.de>#1/1
X-Deja-AN: 532579085
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: DESY MKI
Mime-Version: 1.0
Reply-To: amillhouse@gmx.de
Newsgroups: comp.sys.atari.programmer

For over 10 years I have been programming VME Single Board Computers (SBCs) having MC68K cpus
using the Atari. The system compiles and links a C program using the old Megamax compiler and linker.
Another program changes the header in the compiled and linked program and produces relocatible code.
Another program then produces an S-record file for loading into the SBC. The system can and has been
modified for a variety of SBCs from different manufacturers. A macro library also exists to allow
programming the MC68881/2 floating point coprocessor. I was wondering if anyone else has interest in
such a system.

From 1220406782873192110
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,408ab73201e584c,start
X-Google-Attributes: gid1115ce,public
From: "Max CHEVALIER" <max.chevalier@freesbee.fr>
Subject: Guerre des robots (robot war)
Date: 1999/10/04
Message-ID: <7ta7h1$ami@irit1.irit.fr>#1/1
X-Deja-AN: 532629410
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Organization: IRIT-UPS, Toulouse, France
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Hi..
i'm looking for a source code (ithink published in ST-mag) called Robot war
(la guerre des robots in french).
This was a game in GFA Basic where you must create a robot... The goal is to
p⍰t it in a maze with other robot and the war is started... If you were the
lastest one u won...

Anyone got it ????
please e-mail chevalier_max@yahoo.fr

From -3339838350195944696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b83e175a2b9ab1a6
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: GFA and mouse
Date: 1999/10/04
Message-ID: <f6aK3.143$1M2.2201@cletus.bright.net>#1/1
X-Deja-AN: 532844326
References: <37F84E71.64C1FACD@box43.gnet.pl>
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 939077131 209.143.8.162 (Mon, 04 Oct 1999 18:45:31 EDT)
Organization: ENCOM
NNTP-Posting-Date: Mon, 04 Oct 1999 18:45:31 EDT
Newsgroups: comp.sys.atari.programmer

Interesting problems indeed. Only suggestion I have is to not
use the built in GFA event calls "ON MENU xxx" instead you can
accomplish the same with the EVNT_MULTI() call. The difference
being that internally GFA uses evnt_multi() anyway and it may not
be handled correctly. I alway use EVNT_MULTI() and the "ON MENU"
commands and I've not seen any problems here like you described.
I am using TOS 3.06 however.

On 4 Oct 1999 08:51:29 +, Grzegorz Pawlik wrote:
>Hi
>
>I have a little problem with my GFA BASIC program,
>I wonder if you could help me. I would be *very*
>grateful. The whole thing is that I cannot detect
>doubleclick under TOS 2.06 (everything works
>perfectly OK with TOS 1.0, though.) I'm doing it like
>this:
>
>-- cut here --
>ON MENU BUTTON 3,1,1 GOSUB click
>DO
>   ON MENU
>LOOP

```
>PROCEDURE click
>   SELECT MENU(15)
>      CASE 1
>         (singleclick occured - do.something)
>      CASE 2
>         (doubleclick occured - do.something.else)
>   ENDSELECT
>RETURN
>-- cut here ---
>
>In the manual it is clearly said that in MENU(15) I should
>find the number of mouseclicks. But under TOS 2.06 there
>is just 0 or 1 (never 2); under GENEVA it is always
>*zero* there.... Yes, my program does not recognise ANY
>mouseclicks under Geneva. Why? I cannot resign from using
>the mouse :) or even just form doubleclicks. There is nothing
>wrong w/ my TOS 2.06 or Geneva, since applications like QED ,CAB
>or any other work OK. In fact under GENEVA even
>
>-- cut here---
>ON KEY GOSUB keybp
>DO
>  ON MENU
>LOOP
>--cut here---
>
>does not work at all (procedure keybp is never executed.)
>Those bugs happen both under the interpreter, and after
>compiling the program. Please, help me, I dont know what
>am I doing wrong, and I would like my program to work
>not only under TOS 1.0 (who uses it now?) but also
>with other systems. Please. ;)
>
>Pozdrawiam,
>Grzesiek
>
>--
>May The Force Be With You
>Grzesiek (mailto:gp23@box43.gnet.pl)
>.
```

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -707953526858587265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b83e175a2b9ab1a6
X-Google-Attributes: gid1115ce,public
From: gruszka@t-online.de (Ulli Gruszka)
Subject: Re: GFA and mouse

Date: 1999/10/05
Message-ID: <1dz5hea.dc6ta8zv7klcN@pc19f4ca9.dip.t-dialin.net>#1/1
X-Deja-AN: 532849240
Content-Transfer-Encoding: 8bit
References: <37F84E71.64C1FACD@box43.gnet.pl>
X-Sender: 320051859527-0001@t-dialin.net
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@t-online.de
X-Trace: news06.btx.dtag.de 939077661 24889 320051859527-0001 991004 22:54:21
Organization: RUN! Software
Mime-Version: 1.0
User-Agent: MacSOUP/D-2.4 (unregistered for 88 days)
Newsgroups: comp.sys.atari.programmer

Grzegorz Pawlik <gp23@box43.gnet.pl> wrote:

> But under TOS 2.06 there
> is just 0 or 1 (never 2); under GENEVA it is always
> *zero* there.... Yes, my program does not recognise ANY
> mouseclicks under Geneva. Why? I cannot resign from using
> the mouse :) or even just form doubleclicks. There is nothing
> wrong w/ my TOS 2.06 or Geneva, since applications like QED ,CAB
> or any other work OK. In fact under GENEVA even

These applications are using evnt_multi(). First you should do that,
too, because all the GFA-ON MENU-constructions are buggy. Nobody knows,
what happens inside ...

Moreover you should preconceive that mouse- and keyboard-events normally
are send to the application which is the top-windows owner. That applys
particularly in multitasking-environments.

 -Ulli-

--
```
      RUN! Software         | ergo!pro  | BASTARD
  friendly applications     | faceVALUE | BUBBLES
http://www.run-software.de  | OT/OB-Lib | CAT's-eye
```

From -1736444442487158277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1056fc,d15984fe7b4f8dd5
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,d15984fe7b4f8dd5
X-Google-Attributes: gid1115ce,public
From: Tomy <montom@kki.net.pl>
Subject: Re: Linux on a Falcon030
Date: 1999/10/05
Message-ID: <37F9A355.DA436319@kki.net.pl>#1/1
X-Deja-AN: 532976996
Content-Transfer-Encoding: 7bit

References: <37E27342.1E1D9D9E@hotmail.com>
Content-Type: text/plain; charset=iso-8859-2
X-Complaints-To: abuse@tpsa.pl
X-Trace: news.tpnet.pl 939107347 212.160.1.22 (Tue, 05 Oct 1999 09:09:07 MET DST)
Organization: TPNET - http://www.tpnet.pl
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 05 Oct 1999 09:09:07 MET DST
Newsgroups: comp.sys.atari.advocacy,comp.sys.atari.programmer

Hi!

> If anyone has installed Linux on a Falcon030 I could use your guidance.

I was installed Linux on my F030 few days ago ...
In DEBIAN distibution (2 CD's) it's very easy to install Linux, but you
need math coprocesor and 14 MB of RAM.

> I am looking for HowTos and FAQ's/Walkthroughs on installing and make a
> stable build of Linux on a Falcon030

It's included on 1ST CD of distribution.

>
> Thanks in Advance
>
> --
> I Accept the things that I can not change.
> I have the courage to change the things I can change.
> AND I have the wisdom to know the difference.

beST regards

Tomy
(montom@kki.net.pl)
Atari Falcon 030/68882

From -931530608544622922
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3526e995edf835,start
X-Google-Attributes: gid1115ce,public
From: "Nir Dary" <ndary@bigfoot.com>
Subject: Floppy drive question.
Date: 1999/10/05

Message-ID: <7tc7aqqqv1@news.netvision.net.il>#1/1
X-Deja-AN: 532976997
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.37
X-Complaints-To: abuse@netvision.net.il
X-Trace: news.netvision.net.il 939106458 27487 194.90.211.98 (5 Oct 1999 06:54:18 GMT)
Organization: NetVision Israel
NNTP-Posting-Date: 5 Oct 1999 06:54:18 GMT
Newsgroups: comp.sys.atari.programmer

How can i tell if my 520st floppy drive is single or double side density?

Nir

From -366380535871246461
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c3526e995edf835
X-Google-Attributes: gid1115ce,public
From: "Joel Chappel" <joel.chappel@NOSPAM.free.fr>
Subject: Re: Floppy drive question.
Date: 1999/10/05
Message-ID: <nwmK3.80$dW1.345145@nnrp3.proxad.net>#1/1
X-Deja-AN: 533055826
References: <7tc7aqqqv1@news.netvision.net.il>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp3.proxad.net 939127955 212.27.58.224 (Tue, 05 Oct 1999 14:52:35 MEST)
Organization: Guest of ProXad - France
X-MSMail-Priority: Normal
NNTP-Posting-Date: Tue, 05 Oct 1999 14:52:35 MEST
Newsgroups: comp.sys.atari.programmer

Nir Dary <ndary@bigfoot.com> a ?crit dans le message :
7tc7aqqqv1@news.netvision.net.il...
> How can i tell if my 520st floppy drive is single or double side density?

It depends upon how old it is. Talking of ST or STf models, the older ones
had single sided drives, maybe up to 1988. I think STe models were all
double sided, but I'm not sure.

Anyway, open it and check your drive...

From 4859128074324262914
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,c3526e995edf835
X-Google-Attributes: gid1115ce,public
From: "Ross Cooling" <rcooling@georgian.net>
Subject: Re: Floppy drive question.
Date: 1999/10/05
Message-ID: <cevK3.109$Ct3.455@198.235.216.4>#1/1
X-Deja-AN: 533266083
References: <7tc7aqqqv1@news.netvision.net.il>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Trace: 198.235.216.4 939163656 207.61.218.195 (Tue, 05 Oct 1999 18:47:36 EDT)
Organization: Bell Solutions
X-MSMail-Priority: Normal
NNTP-Posting-Date: Tue, 05 Oct 1999 18:47:36 EDT
Newsgroups: comp.sys.atari.programmer

Try formatting at 720K! If it works, and gives no errors it's double-sided,
otherwise it's a 360K single-sided drive.

Nir Dary <ndary@bigfoot.com> wrote in message
news:7tc7aqqqv1@news.netvision.net.il...
> How can i tell if my 520st floppy drive is single or double side density?
>
> Nir
>
>

From -3040238789604285591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3526e995edf835
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Floppy drive question.
Date: 1999/10/05
Message-ID: <7te356$746$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 533286344
References: <7tc7aqqqv1@news.netvision.net.il>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Nir Dary (ndary@bigfoot.com) wrote:
> How can i tell if my 520st floppy drive is single or double side density?

Seeing as this is posted to a programmer newsgroup...

Try reading a sector from a floppy disc formatted as double sided...

Something like this (using the appropriate values where noted):

```
#include <osbind.h>

int main( void )
{
     schar8 buffer[512];

     return Rwabs( READ, buffer, 1 sector, (sector 0, side 1), Drive B );
}
```

If Rwabs returns zero, you have a double sided drive, else if it returns a negative number then it is a single sided drive (or else Rwabs just had trouble reading that sector)

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 7964956895390641970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3526e995edf835
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Floppy drive question.
Date: 1999/10/06
Message-ID: <7te8j6$dc5$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 533309344
References: <7tc7aqqqv1@news.netvision.net.il>
<7te356$746$1@newshost.comnet.co.nz>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Nir Dary (ndary@bigfoot.com) wrote:
> How can i tell if my 520st floppy drive is single or double side density?

Seeing as this is posted to a programmer newsgroup...

Try reading a sector from a floppy disc formatted as double sided...

Something like this (I'll leave you to add the UI and so forth)

```
#include <osbind.h>

int main( void )
{
     schar8 buffer[512];

     return Floprd( buffer, 0L, 1, 0, 0, 1, 1 );
}
```

If Floprd returns zero, you have a double sided drive, else if it returns
a negative number then it is a single sided drive (or else Floprd just had
trouble reading that sector [in this case sector 1, tract 0, side 2 of
drive B])

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From -6151748777424801851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d256d46ed7b56cc,start
X-Google-Attributes: gid1115ce,public
From: Daniel Augsburger <skydiver@jumpgates.com>
Subject: XSSI protocol
Date: 1999/10/06
Message-ID: <37FB4647.DBE73EC4@jumpgates.com>#1/1
X-Deja-AN: 533468052
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: 6 Oct 1999 14:53:26 +0100, rif25.iiic.ethz.ch
Organization: Swiss Federal Institute of Technology (ETHZ)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Does anyone have a detailed description of the XSSI-protocol
or do you know where I can get one?

- Daniel

From -4435184848218692360
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ebb9fa80e3c551a0,start
X-Google-Attributes: gid1115ce,public
From: "res" <res@sympatico.ca>
Subject: FS
Date: 1999/10/07
Message-ID: <_1TK3.539$up3.1138@news21.bellglobal.com>#1/1
X-Deja-AN: 533726452
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Trace: news21.bellglobal.com 939261178 209.226.65.103 (Wed, 06 Oct 1999 21:52:58
EDT)
Organization: Sympatico

X-MSMail-Priority: Normal
Reply-To: "res" <res@nospamsympatico.ca>
NNTP-Posting-Date: Wed, 06 Oct 1999 21:52:58 EDT
Newsgroups: comp.sys.atari.programmer

FS:

Copson Zero-X	Atari Sample Editor	$	100
HiSoft Lattice C	v5.6 w all manuals, disks	$	neg
Steinberg Cubase Audio	v2.06, midi only on non-audio Ataris	$	250
Steinberg SMP-II	Midi/SMPTE expander, Cubase/Cubase Audio Atari	$	700
Yamaha CBX-D3	Digital Recording Processor, 2in 4out, SCSI	$	500

From -1647832904250747850
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8c47be782a06eaa6
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: wind_set() revisited
Date: 1999/10/07
Message-ID: <37fc76c2d0b0b1@xs4all.nl>#1/1
X-Deja-AN: 533835608
Content-Transfer-Encoding: 8bit
References: <37f4e8523460000@xs4all.nl> <199910011929.a38204@su.maus.de>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@xs4all.nl
X-Hardware: 68000/8 Atari Mega-ST 4
X-Trace: news1.xs4all.nl 939288761 10476 194.109.6.45 (7 Oct 1999 09:32:41 GMT)
Organization: Seni Translation Services
Mime-Version: 1.0
NNTP-Posting-Date: 7 Oct 1999 09:32:41 GMT
Newsgroups: comp.sys.atari.programmer

on Fri 01-10-1999 19:29 J?rg Westheide wrote:

>JDB>I know that with wind_set(0,WF_NEWDESK,object,0); I can set my own
>JDB>desktop, but how do I get rid of it and go back to GEM's desktop
>JDB>during program run?
>wind_set(0, WF_NEWDESK, NULL, 0);

That's of course the first thing I tried. But, alas, fraught with difficulties. In the first place, the desktop is not redrawn. It is only redrawn for the portions that are changed afterwards, i.e. when moving or closing windows. And in the second place, the "new" desktop is always the old-fashioned grey background instead of the coloured background you get under a modern OS, like MagiC. So how can I get the desktop to be redrawn, short from opening and closing a desktop-wide window? And how do I get to the desktop currently in use by the OS?

--
  Jos den Bekker   http://www.xs4all.nl/~josdb
                                  -*-
  "I reaffirm with emphasis that the sun is real, and also that it is
   hot - in fact as hot as Hell, and that if the metaphysicians doubt
   it they should go there and see."
                                              - Winston Churchill

From -3560982997738081852
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,908c3ff36dd2711b,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,908c3ff36dd2711b,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104387,908c3ff36dd2711b,start
X-Google-Attributes: gid104387,public
X-Google-Thread: 115ed6,908c3ff36dd2711b,start
X-Google-Attributes: gid115ed6,public
X-Google-Thread: 1056fc,908c3ff36dd2711b,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,908c3ff36dd2711b,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10577e,908c3ff36dd2711b,start
X-Google-Attributes: gid10577e,public
X-Google-Thread: 1058cb,908c3ff36dd2711b,start
X-Google-Attributes: gid1058cb,public
From: "jeff gross" <jgross@netaxs.com>
Subject: Atari Stuff for sale
Date: 1999/10/07
Message-ID: <7tihr4$2m7@netaxs.com>#1/1
X-Deja-AN: 533959650
Organization: newsread.com ISP News Reading Service (http://www.newsread.com)
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Newsgroups: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Hi, I have 5 Atari items for sale. To make things fair for everyone,
I posted them on E-bay, so that everyone will have a fair chance.

Here's the stuff:

Atari Computer Power Supply, +5v, -12v, +12v
Atari Replacement ST Keyboard, BRAND NEW!!!
Atari "Side Board" for 810 computer NEW!!
Atari Power Adaptor Part No: C018187 11.5vdc
Atari 9 Volt AC Supply Part No: C017945

Go to this shortcut to get to my e-bay items.

http://www.elpro.com/img/

All of this stuff is in new or like new condition. Power supplies have been tested.

Good luck.

From 2914298101609932213
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c7b2eeaf56b6332f
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Graphics routines 8 bp to 16 +
Date: 1999/08/18
Message-ID: <7pd62k$m71$1@nyheter.chalmers.se>
X-Deja-AN: 514041520
References: <7omsfl$ft1$1@athena.netset.com> <7p1eda$hd7$1@athena.netset.com>
<7p50k4$n8h$1@nyheter.chalmers.se> <7p98tv$ce8$1@athena.netset.com>
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 934943636 22753 129.16.79.21 (18 Aug 1999 02:33:56
GMT)
Organization: Chalmers Computer Society, Gothenburg, Sweden
NNTP-Posting-Date: 18 Aug 1999 02:33:56 GMT
Newsgroups: comp.sys.atari.programmer

In article <7p98tv$ce8$1@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>In article <7p50k4$n8h$1@nyheter.chalmers.se>,
>Johan Klockars <rand@cd.chalmers.se> wrote:
>>In article <7p1eda$hd7$1@athena.netset.com>,
>>Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>>>In article <37b70bbc.111075988@news.demon.co.uk>,
>>>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>>>On 9 Aug 1999 15:35:17 GMT, baldrick@dilbert.netset.com (Dan Ackerman)
>>>>wrote:
...
>>The only reasonable answer to your question is: Do it yourself!
>>(Or rather, find a library that does it for you.)
...
>>In short, 16 bit vr_trnfm is only supposed to combine the bits into
>>words (it's apparently up to the caller to make sure that those bits
>>somehow correspond to the correct colours), but 24/32 bit vr_trnfm
...
>   I'm not certain I get your meaning here. What I have does work at
>least partially in all the tests I've done. I guess my sticking point is
>above. "It's apparently up to the caller to make sure that those bits
>somehow correspond to the correct colours". This is the part I'm stuck
>on. I'm used to the Falcon vr_trnfm bug. I can't remember exactly what

What vr_trnfm bug?

>it is at the moment, but basically clearing an mfdb on a falcon in 16 bit
>color doesn't work correctly (or at least something along those lines). I

If you're talking about the fill with zeroes/ones blits, that is not a
bug in FalconTC but in some documentation and header files.

> The resulting bitmaps look correct except for the colours. So I

It would.

The normal work of a standard to device specific vr_trnfm is to reorder
the separate bit planes into the Atari interleaved layout. Graphics
cards, and FalconTC for that matter, don't use bit planes, however, so
something else needs to be done.

In a byte per pixel mode there's still a palette, so the only thing
that's needed is to combine eight words at a time into 16 separate 8 bit
pixel values. There's nothing for you to worry about there.

In 16 bit mode there's still a need to combine bits into 'chunky'
pixels, in this case a word per pixel. Unfortunately, it's not possible
to use this combined value on the display since it's only a palette
index and you need the actual colour value (RGB components). It would
have been nice if the VDI had done this for you (preferably using the
palette for the workstation in question), but for some reason Atari
decided that the Falcon vr_trnfm should only do the bit combining.
The conversion to a real colour value is done afterwards by the AES
using a look-up-table (with the 256 16 bit values of the normal palette).
IIRC, vr_trnfm delivered the bits in the opposite order to what the AES
wants so there was some bit reversal going on before the table look-up.
Also, for proper masking of icons in true colour, the 'transparent'
background needs to be black (colour value 0) rather than white (palette
index 0), so the AES (again, IIRC) does some pre-processing to modify
the white and black pixels.

Finally, there has never been an Atari TOS machine with 24/32 bit colour,
so the AES doesn't know that it may need to treat this similarly to
16 bit. It simply does a straight vr_trnfm and expects the resulting
values to be directly usable. This means that the VDI has to do the
palette look-up itself in this case.

This is all a mess and I intend to add support in fVDI for the new
NVDI 5 things someone mentioned so that we don't have to worry about
it in the future.

>guess what I am looking for is how to properly get these colors to appear
...
> I imagine it's something fairly simple in effect. A matter of

Not quite.

> I would have thought that this would have been the correct method

>since the vdi pens in 16bit color and up only apply to the drawing of
>pixels and don't actually change any colors already on the screen.

The problem is that those pens aren't used by vr_trnfm either in 16 bit.

> Do I have to manually go through the resulting image and redraw
>all the pixels into the correct colors?

You could do that. Positive Image does this in its 'VDI mode', but it's
very slow.

A much better way is to draw test pixels with suitable red, green and
blue values (one at a a time), blit them back to a table and then do
some ORing for each pixel while writing to an MFDB that can then be
blitted to the screen. Done properly, that will deal with any bit
layout without problems.
There is a library that does this for you. Wasn't it written by Guido
something?

>>If you want to see how fVDI does the reverse of what you're looking
...
> I might just do that if I can't figure out where to go from here.

Well, I've added the relevant parts below in any case.
Perhaps they can make a few things clearer. Note especially the
differences between the 16 bit and 32 bit versions.

The following code snippets are run after the initial word reordering
that is the same for all bit depths. For the bit plane modes, no more
work is needed.
This code is used right now and seems to be completely compatible with
the normal AES and desktop. If anyone discovers any problems with it,
please let me know.

I'm well aware that the code is quite slow, but I needed something that
was easy to hack around in while I was trying to figure out how this
was supposed to work. It'll all be rewritten later on.

```
* 16 bit vr_trnfm post-processing (we're still inside vr_trnfm)
     move.l   mfdb_address(a2),a4
     move.w   mfdb_height(a1),d0

     subq.w   #1,d0
.l0:
     move.w   mfdb_wdwidth(a1),d1
     subq.w   #1,d1
.l1:
     movem.l  (a4),d2-d7/a5-a6   ; Copy a batch of words to a
     movem.l  d2-d7/a5-a6,(a3)   ;  temporary buffer to simplify
     moveq    #15,d3             ;  things a bit
.l2:
     moveq    #30,d4
```

```
.l3:
     move.w   0(a3,d4),d5        ; Rotate out a new set of bits
     add.w    d5,d5
;    addx.w   d6,d6
     roxr.w   #1,d6              ; This _is_ the right one!
     move.w   d5,0(a3,d4)
     subq.w   #2,d4
     bpl  .l3
     move.w   d6,(a4)+      ; Another pixel completed
.skip:
     dbra d3,.l2
     dbra d1,.l1
     dbra d0,.l0


* 8 bit vr_trnfm post processing
* This is only needed for byte per pixel 8 bit modes.
* See above for a few comments. The only major difference is that
* the bit order is reversed. Don't ask me why...
     move.l   mfdb_address(a2),a4
     move.w   mfdb_height(a1),d0

     subq.w   #1,d0
0$:
     move.w   mfdb_wdwidth(a1),d1
     subq.w   #1,d1
1$:
     movem.l  (a4),d2-d5
     movem.l  d2-d5,(a3)
     moveq    #15,d3
2$:
     moveq    #14,d4
3$:
     move.w   0(a3,d4),d5
     add.w    d5,d5
     addx.b   d6,d6
;    roxr.b   #1,d6         ; This _is_ the right one!???
     move.w   d5,0(a3,d4)
     subq.w   #2,d4
     bpl  3$
     move.b   d6,(a4)+
4$:
     dbra d3,2$
     dbra d1,1$
     dbra d0,0$


* Finally, the 32 bit post-processing
* The main part is the same as for 8 bit,
* but at the end comes some palette look-up.
     move.l   mfdb_address(a2),a4
     move.w   mfdb_height(a1),d0
```

```
    subq.w   #1,d0
0$:
    move.w   mfdb_wdwidth(a1),d1
    subq.w   #1,d1
1$:
    movem.l  (a4),d2-d5         ; Well, this doesn't really take
    movem.l  d2-d5,(a3)         ;  much time, anyway, and I needed
    movem.l  16(a4),d2-d5       ;  a couple of extra free registers
    movem.l  d2-d5,16(a3)
    movem.l  32(a4),d2-d5
    movem.l  d2-d5,32(a3)
    movem.l  48(a4),d2-d5
    movem.l  d2-d5,48(a3)
    moveq    #15,d3
2$:
    moveq    #62,d4
3$:
    move.w   0(a3,d4),d5
    add.w    d5,d5
    addx.l   d6,d6
;   roxr.l   #1,d6         ; This _is_ the right one!
    move.w   d5,0(a3,d4)
    subq.w   #2,d4
    bpl  3$
    and.w    #$00ff,d6 ; Turn VDI palette indices into TOS ones
    cmp.b        #16,d6   ; Not nice, but it works for now
    blo      5$   ; 0-15
    cmp.b        #255,d6
    bne      6$   ; 16-254
    moveq        #1,d6
    bra      6$
5$:
    move.b       0(a6,d6),d6   ; Get new index for 0-15
6$:

    lsl.w    #4,d6         ; 16 byte palette entries
    move.l   12(a5,d6),d5
    ror.w    #8,d5         ; Need to do some byte swapping
    swap d5       ; Should probably be different in the
    ror.w    #8,d5         ;  palette instead
    swap d5
    move.l   d5,(a4)+
4$:
    dbra d3,2$
    dbra d1,1$
    dbra d0,0$
```


--

Chalmers University of Technology	Why are these .signatures so hard to do well?	e-mail:	rand@cd.chalmers.se johan@rand.thn.htu.se
Gothenburg, Sweden		WWW/ftp:	rand.thn.htu.se (MGIFv5, QLem, BAD MOOD)

From 2624071884623521467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8f1aa7ef9478517
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Subject: Re: MiNT coprocessor violation error
Date: 1999/08/18
Message-ID: <Pine.MNT.4.10.9908181109220.115-100000@milan>#1/1
X-Deja-AN: 514139580
References: <rrk095rk3uk80@corp.supernews.com>
X-Sender: fnaumann@milan
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 18 Aug 1999 11:12:29 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Mikey!

> Is it possible to loosen up or disable what ever MiNT does to check
> the return data from the FPU? I know that my FPU isn't as stable as on
> a stock machine, sometimes causing Gembench or FPB Bench to lockup,
> but this only occurs under MiNT. TOS (4.04) seems to let the dirty
> data go and not complain. Photoline and Phoenix crash quite a bit
> under MiNT with the error, but work fine under TOS. The image
> processing results are the same AFAIK.

MiNT must save and restore the FPU registers on every context switch. If
your hardware isn't really stable that can cause problems. But it'S a
hardware problem.

You can compile a MiNT kernel for yourself and completly disable the FPU
register saving :-).

Tschuess
   ...Frank

--
ATARI FALCON 040 // MILAN 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ L2

From 7835660141547426933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4553d7c87e52dfc3,start
X-Google-Attributes: gid1115ce,public

From: "Class 4 / Centek" <vxp@imaginet.fr>
Subject: The HRD format
Date: 1999/08/18
Message-ID: <7pepj0qlg1@news.imaginet.fr>#1/1
X-Deja-AN: 514284985
Content-Transfer-Encoding: 7bit
Organization: ImagiNET
Content-Type: text/plain; charset="iso-8859-1"
Mime-Version: 1.0
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer

Hi there !

Does one of you know how works the .HRD file format ?

It seems that before the name of an object there's its number,
but I don't understand how to know the offset betwen objects...

I'd be realy interested also on the international (multilangue) file
format of Ressource Master, so I could include that in my own
RSC editor.

BFN,

Thomas (the autor of the RSC editor for Dolmen : Fashion)

--
CLASS 4 / CENTEK
42, rue Delegorgue
F-62970 Courcelles-les-Lens
Phone : +33 (0) 3-2-1-409-400
Fax : +33 (0) 3-2-1-746-449
Hotline : +33 (0) 3-2-1-746-039
WEB : www.centek.fr

From 6383656240539335649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4553d7c87e52dfc3
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: The HRD format
Date: 1999/08/18
Message-ID: <BpFu3.87$g54.3331@cletus.bright.net>#1/1
X-Deja-AN: 514373266
References: <7pepj0qlg1@news.imaginet.fr>
X-Complaints-To: abuse@bright.net

X-Trace: cletus.bright.net 935011041 209.143.38.62 (Wed, 18 Aug 1999 17:17:21 EDT)
Organization: ENCOM
NNTP-Posting-Date: Wed, 18 Aug 1999 17:17:21 EDT
Newsgroups: comp.sys.atari.programmer

On 18 Aug 1999 13:26:38 , "Class 4 / Centek" wrote:
>
>   Hi there !
>
>   Does one of you know how works the .HRD file format ?
>
>It seems that before the name of an object there's its number,
>but I don't understand how to know the offset betwen objects...
>
>I'd be realy interested also on the international (multilangue) file
>format of Ressource Master, so I could include that in my own
>RSC editor.

This format is documented in my WERCS editor manual.

It says the object names vary in size and are terminated by a null
byte. The object name ends the record for that object.

So each object record could be different size.

That help?

From 6235444518648314246
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e134ece030b8a3b6
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Disk formatting in Gfa-basic
Date: 1999/08/18
Message-ID: <37ba8e4b.57581127@news.demon.co.uk>#1/1
X-Deja-AN: 514419310
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7pb3ul$5u9$1@rubens.telebyte.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 935020145 nnrp-13:10641 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 17 Aug 1999 07:45:25 GMT, mt@telebyte.nl (Martin Tarenskeen) wrote:

>Can anyone tell me how I can format a (standard 720K DS/DD TOS and/or
>DOS format) floppydisk from within a Gfa-Basic program. Some source code examples
>would be welcome. Please send your email to: mt@telebyte.nl.

>Thank you.

Some psuedocode for formatting one side. Just bung the lot in a loop
for the number of sides (2 strangely enough)...

```
side = 0;
MAGIC = $87654321;
BLANK = $E5E5;

//buffer
BYTE p[];
p = Malloc(9 * 1024);

//format each track
for track = 0 to 79
     status = Flopfmt(p,1,9,track,side,1,MAGIC,BLANK);

     if status <> 0
     failed;
     fi
rof

//blank the whole buffer...
for i = 0 to 79
     p[i] = 0;
rof

//...cos that'll now clear the FAT etc
for track = 0 to 1
     status = Flopwr(p,0,1,1,track,0,9);

     if status <> 0
          failed;
     fi
rof

//have system construct bootsector
//One of the args for both funcs below
//is the 'side', I forget which
//[hence reason it isn't a DS example]
Protobt(p,Random(),2,0);
status = Flopwr(p,0,1,1,0,0,1);
if status <> 0
     failed;
fi

//hand back buffer
Mfree(p);

//[may want to Flopver() here]
```

--

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -605754728619073250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,426bb23e7d9f988,start
X-Google-Attributes: gid1115ce,public
From: root <ossi@machine.ruhr.de>
Subject: message problems
Date: 1999/08/19
Message-ID: <37BBE851.364802C8@machine.ruhr.de>#1/1
X-Deja-AN: 514638277
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: nntp-reader.ruhr.de 935061229 209 root@141.39.225.185
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello everybody!

I started GEM-Programming a few months ago and I have a problem
with the slider-handling.
Following situation:
My Program opened a window and jumped into a event-loop (using
evnt_multi or evnt_mesag).
When I click an arrow the Program recieves the messages such as
WA_DNPAGE, WA_UPPAGE etc
twice. So that my Program scrolls up/down/left/right two pages.
With Magic everything works fine.
I did test it on a MegaSTE with TOS 2.06 and a Falcon with TOS 4.04. On
both Computers all
Messages depending the Sliders are sent twice. Now I want to ask: Is it
a bug in TOS or
is there a way to handle the sliders in a "correct" way?
I simply did something like this:

```
[...]
switch msg_buff[4]
{
case WA_UPPAGE:
 ---scroll up---
 break;
case WA_DNPAGE:
 ---scroll down---
 break;
[...]
```

By the way: I use Lattice C 5.60.

Thanks for tips and tricks
Heiko

From -7349683476283379216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,426bb23e7d9f988
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: message problems
Date: 1999/08/19
Message-ID: <7ph359$88h$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 514687770
References: <37BBE851.364802C8@machine.ruhr.de>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <37BBE851.364802C8@machine.ruhr.de>,
     root <ossi@machine.ruhr.de> writes:
> Now I want to ask: Is it a bug in TOS or is there a way to handle the
> sliders in a "correct" way?

It is a bug in the AES (fixed by WINX), but there's an easy way to work
around it: Simply wait for double clicks in your event loop, whether you
actually need them or not.

Ciao

Thomas

P.S. You should check your settings, writing as "root
     <ossi@machine.ruhr.de>" isn't a really bright idea, IMO ;)

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -6691415102967264100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,426bb23e7d9f988
X-Google-Attributes: gid1115ce,public

From: root <ossi@machine.ruhr.de>
Subject: Re: message problems
Date: 1999/08/19
Message-ID: <37BC6DDE.D4B802BE@machine.ruhr.de>#1/1
X-Deja-AN: 514829355
Content-Transfer-Encoding: 7bit
References: <37BBE851.364802C8@machine.ruhr.de> <7ph359$88h$1@sun27.hrz.tu-darmstadt.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: nntp-reader.ruhr.de 935095415 212 root@141.39.225.185
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:

> It is a bug in the AES (fixed by WINX), but there's an easy way to work
> around it: Simply wait for double clicks in your event loop, whether you
> actually need them or not.

Ok, I will try it. Thank you

> P.S. You should check your settings, writing as "root
>   <ossi@machine.ruhr.de>" isn't a really bright idea, IMO ;)

Ooops.... Sorry.

Heiko

From 6330200265360786734
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,426bb23e7d9f988
X-Google-Attributes: gid1115ce,public
From: Heiko Ossowski <ossi@machine.ruhr.de>
Subject: Re: message problems
Date: 1999/08/19
Message-ID: <37BC7142.89F07001@machine.ruhr.de>#1/1
X-Deja-AN: 514832911
Content-Transfer-Encoding: 7bit
References: <37BBE851.364802C8@machine.ruhr.de> <7ph359$88h$1@sun27.hrz.tu-darmstadt.de> <37BC6DDE.D4B802BE@machine.ruhr.de>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: nntp-reader.ruhr.de 935096265 219 root@141.39.225.185
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> > P.S. You should check your settings, writing as "root
> >   <ossi@machine.ruhr.de>" isn't a really bright idea, IMO ;)
>

> Ooops.... Sorry.
>
> Heiko

Now the Sender is set corrctly (hopefully)

Heiko

From -1021538725079627191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e134ece030b8a3b6
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: Disk formatting in Gfa-basic
Date: 1999/08/19
Message-ID: <1f7$rHA97Gv3Ewaz@my-ste.demon.co.uk>#1/1
X-Deja-AN: 514890249
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <7pb3ul$5u9$1@rubens.telebyte.nl>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 935106651 nnrp-09:21039 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <7pb3ul$5u9$1@rubens.telebyte.nl>, Martin Tarenskeen
<mt@telebyte.nl> writes
>Can anyone tell me how I can format a (standard 720K DS/DD TOS and/or
>DOS format) floppydisk from within a Gfa-Basic program. Some source code
>examples would be welcome.

No problem, here's the source for one that will do standard DOS/TOS
discs, marking out any bad sectors found during the format

>Please send your email to: mt@telebyte.nl.

If you ask the question in a newsgroup, please read it for replies.

```
***** Start of source code *****
DIM track|(10240)            ! enough for DD, double for HD
DIM fat|(2560)               ! as above
'
spt|=9                       ! sectors per track
tracks|=79                   ! number of tracks ( starts with track 0 )
sides|=1                     ! number of sides ( -1 )
'
bad_sectors&=0               ! number of bad sectors found during format
'
' calculate the number of sectors on the disc
```

```
'
sectors&=(spt|*(1+tracks|))*2^sides|
'
' sets the FAT size the minimum required using 12 bit FAT with 2 sector clusters
' for TOS this is usually 5. DOS is usually 3.
'
fatsize&=1+INT(sectors&/2/341.3333)
'
fat|(1)=&HFF
fat|(2)=&HFF
'
FOR track&=tracks| DOWNTO 0       ! gives a chance to break it before too much
damage is done
  PRINT AT(1,1);track&'
  FOR side|=0 TO sides|           ! double sided discs only
    PRINT AT(1,2);side|
    error&=XBIOS(10,L:V:track|(0),L:0,0,spt|,track&,side|,1,L:&H87654321,0)
    IF error&
      IF track&
        @mark_bad(track&,side|)   ! mark any bad sectors in the FAT
      ELSE
        ~FORM_ALERT(1,"[3][Format error on track 0][Abort]")
        END
      ENDIF
    ENDIF
  NEXT side|
NEXT track&
'
' this part sets up the boot sector values
'
ARRAYFILL track|(),0              ! fill the array with 0's. saves changing some
settings
track|(0)=&HEB
track|(1)=&H34
track|(2)=&H90
CHAR{V:track|(3)}="MSDOS3.3"      ! make disc DOS compatible
track|(12)=2
track|(13)=2
track|(14)=1
track|(16)=2
track|(17)=112
track|(19)=MOD(sectors&,256)
track|(20)=DIV(sectors&,256)
track|(21)=&HF9-sides|
fat|(0)=track|(21)                ! makes the disc DOS compatible
track|(22)=fatsize&
track|(24)=spt|
track|(26)=2^sides|
~XBIOS(18,L:V:track|(0),L:-1,-1,-1)
'
' write the boot sector
'
IF XBIOS(9,L:V:track|(0),L:0,0,1,0,0,1)
```

```
  ~FORM_ALERT(1,"[3][Error writing boot sector][Abort]")
  END
ENDIF
'
' write FAT 1
'
IF XBIOS(9,L:V:fat|(0),L:0,0,2,0,0,fatsize&)
  ~FORM_ALERT(1,"[3][Error writing FAT 1][Abort]")
  END
ENDIF
'
' write FAT 2
'
IF XBIOS(9,L:V:fat|(0),L:0,0,2+fatsize&,0,0,fatsize&)
  ~FORM_ALERT(1,"[3][Error writing FAT 2][Abort]")
  END
ENDIF
'
~FORM_ALERT(1,"[1][Finished format][Okay]")
'
END
'
'
'
PROCEDURE mark_bad(track&,side&)
  LOCAL i&,j&,k&,l&
  i&=track&*2^sides|*spt|+spt|*side&
  l&=0
  DO
    k&=track|(l&)*256+track|(l&+1)
    EXIT IF k&=0
    INC bad_sectors&
    PRINT AT(1,3);bad_sectors&'''
    '
    ADD l&,2
    '
    ' the following line works out which cluster is affected by the bad sector
    '
    j&=(((i&+k&)-(1+2*fatsize&+7))-2)/2*1.5+3
    PRINT AT(1,5);j&'''
    '
    ' and this part marks it bad in the FAT
    '
    IF MOD(j&,2)
      fat|(j&)=OR(fat|(j&),&HF7)
      INC j&
      fat|(j&)=OR(fat|(j&),&HF)
      INC j&
    ELSE
      fat|(j&)=OR(fat|(j&),&H70)
      INC j&
      fat|(j&)=OR(fat|(j&),&HFF)
      INC j&
```

```
    ENDIF
    STOP
  LOOP
RETURN
***** End of source code *****
```

--
David Bolt

From 2006026095106018206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1a76ccf025e34fe1,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1a76ccf025e34fe1,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1a76ccf025e34fe1,start
X-Google-Attributes: gid109a67,public
From: "TEW" <thomas.waite@eml.ericsson.se>
Subject: ATARI HARD DRIVE WANTED
Date: 1999/08/20
Message-ID: <7pjjkd$6qd@newstoo.ericsson.se>#1/1
X-Deja-AN: 515103302
Organization: Ericsson
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0

Hello,

I have some Atari StE's, and am interested in accquiring a hard drive.
Either proper Atari ones or a nice cheap solution using something else (?).
By cheap, I mean I don't want to spend more than 100UKP at most.

Thanks!

From -4286940759877458015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,426bb23e7d9f988
X-Google-Attributes: gid1115ce,public
From: "Stefan H⍰ter" <hueter@bost.de>
Subject: Re: message problems
Date: 1999/08/20
Message-ID: <7pk592$q2g$1@newsread.do.de.uu.net>#1/1
X-Deja-AN: 515201774
References: <37BBE851.364802C8@machine.ruhr.de>

X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@de.uu.net
Organization: Customer of UUNET Deutschland GmbH, Dortmund, Germany
X-MSMail-Priority: Normal
NNTP-Posting-Date: 20 Aug 1999 18:03:14 GMT
Newsgroups: comp.sys.atari.programmer

Hi Heiko,

you did it right. It's a bug in TOS (AES).

You should get the timerticks of your systemclock between two events and
"eat" the second message if it comes too fast.

```
 oldticks = 0;
 switch msg_buff[4]
 {
 case WA_UPPAGE:
    if ( nowticks() > (oldticks + 50) ) // is the last message older than 50
timerticks (0.25 seconds) ?
        oldticks = nowticks();
      ---scroll up---
  break;
 case WA_DNPAGE:
  ---scroll down---
  break;
 }
```

There is no Bios function to use for nowticks(), but I would read the
system variable at address $0004BA (_hz_200). The value of this address
increments 200 times per second.

```
long nowticks()
{
        long *lptr;

        lptr = 0x4BA;

        return( *lptr );
};
```

My C-knowlegde is a bit old, but it may work.

good luck

Stefan

root <ossi@machine.ruhr.de> schrieb in im Newsbeitrag:
37BBE851.364802C8@machine.ruhr.de...
> Hello everybody!

>
> I started GEM-Programming a few months ago and I have a problem
> with the slider-handling.
> Following situation:
> My Program opened a window and jumped into a event-loop (using
> evnt_multi or evnt_mesag).
> When I click an arrow the Program recieves the messages such as
> WA_DNPAGE, WA_UPPAGE etc
> twice. So that my Program scrolls up/down/left/right two pages.
> With Magic everything works fine.
> I did test it on a MegaSTE with TOS 2.06 and a Falcon with TOS 4.04. On
> both Computers all
> Messages depending the Sliders are sent twice. Now I want to ask: Is it
> a bug in TOS or
> is there a way to handle the sliders in a "correct" way?
> I simply did something like this:
>
> [...]
> switch msg_buff[4]
> {
> case WA_UPPAGE:
> ---scroll up---
> break;
> case WA_DNPAGE:
> ---scroll down---
> break;
> [...]
>
> By the way: I use Lattice C 5.60.
>
> Thanks for tips and tricks
> Heiko

From -2698408688048580574
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,426bb23e7d9f988
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: message problems
Date: 1999/08/20
Message-ID: <37BDCF19.A4EB883A@cable.A2000.nl>#1/1
X-Deja-AN: 515278742
References: <37BBE851.364802C8@machine.ruhr.de>
<7pk592$q2g$1@newsread.do.de.uu.net>
Content-Type: multipart/mixed; boundary="----------E7521CFBB4B0EE6CD9CA4703"
X-Complaints-To: abuse@a2000.nl

X-Trace: weber.a2000.nl 935186212 7623 24.132.20.245 (20 Aug 1999 21:56:52 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 20 Aug 1999 21:56:52 GMT
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.
----------E7521CFBB4B0EE6CD9CA4703
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit

Stefan H?ter wrote:
>
> Hi Heiko,
>
> you did it right. It's a bug in TOS (AES).
>
>

I use a slightly simpler solution for years now
(On a 1040, TT030 tos & Magic, PC Tos2win)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX
----------E7521CFBB4B0EE6CD9CA4703
Content-Type: text/plain; charset=us-ascii; name="ARROWFIX.H"
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="ARROWFIX.H"

```
     case WM_ARROWED:
     {
          static int old=0;

/*   We dont do it if mp[2] changes to > 0.
Why this all is necessary is not found in any documentation, but it works.

If mp[2] never changes to >0 there is no problem and it works normal.

It seems that if you hold the button down on an arrow, mp[2] becomes >0,
but that in some TOSes the wait time is so short that you get 2 events
on what seems to be only 1 click; one event with 0 and one with x20 in mp[2].
*/
          if ( ! (mp[2] > 0 && old == 0) )
               arrowed(mt);                /* do the arrow */
          old = mp[2];
     }
     break;
```

----------E7521CFBB4B0EE6CD9CA4703--

From 7571539606760571205
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1a76ccf025e34fe1
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1a76ccf025e34fe1
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1a76ccf025e34fe1
X-Google-Attributes: gid109a67,public
From: mharvey5@bellsouth.net (Mike, Lisa & Conner Harvey)
Subject: Re: ATARI HARD DRIVE WANTED
Date: 1999/08/21
Message-ID: <37be0055.2160416@news.jax.bellsouth.net>#1/1
X-Deja-AN: 515341168
References: <7pjjkd$6qd@newstoo.ericsson.se>
X-Trace: news3.mia 935200214 209.214.129.103 (Fri, 20 Aug 1999 21:50:14 EDT)
NNTP-Posting-Date: Fri, 20 Aug 1999 21:50:14 EDT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 20 Aug 1999 15:21:29 +0200, "TEW"
<thomas.waite@eml.ericsson.se> wrote:

>Hello,
>
>I have some Atari StE's, and am interested in accquiring a hard drive.
>Either proper Atari ones or a nice cheap solution using something else (?).
>By cheap, I mean I don't want to spend more than 100UKP at most.
>
>
>
>Thanks!
>
>
You might look for a used Syquest drive (44, 88 or 135 meg drives and
something like a ICD Link 1 or 2 as a host adaptor.) Works great on
an ST.

Mike

From 2326918020132574499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1a76ccf025e34fe1
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,1a76ccf025e34fe1
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,1a76ccf025e34fe1

X-Google-Attributes: gid1115ce,public
From: "Kelvin Wright" <kelvinw@ihug.co.nz>
Subject: Re: ATARI HARD DRIVE WANTED
Date: 1999/08/21
Message-ID: <935221214.250655@Chaos.es.co.nz>#1/1
X-Deja-AN: 515416862
Cache-Post-Path: Chaos.es.co.nz!unknown@p60-max6.dun.ihug.co.nz
References: <7pjjkd$6qd@newstoo.ericsson.se>
<37be0055.2160416@news.jax.bellsouth.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Organization: The Internet Group (Dunedin)
X-MSMail-Priority: Normal
X-Cache: nntpcache 2.3.3 (see http://www.nntpcache.org/)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

<thomas.waite@eml.ericsson.se> wrote:
>I have some Atari StE's, and am interested in accquiring a hard drive.
>Either proper Atari ones or a nice cheap solution using something else
(?).
>By cheap, I mean I don't want to spend more than 100UKP at most.

Mario Becroft at http://www.ak.planet.gen.nz/~mario/ sells an adaptor which
will allow an IDE drive to be fitted to an ST. The driver is $NZ150, which
is around 50 pounds, plus postage. On top of that, you have the cost of a
drive. Using Mario's adaptor a 2.5" laptop drive can be fitted inside the
STe's case, or you can use a free standing unit outside the case. The
adaptor fits in the cpu socket and comes with an upgrade to tos 2.6

From 7064267245538540249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,426bb23e7d9f988
X-Google-Attributes: gid1115ce,public
From: Heiko Ossowski <ossi@machine.ruhr.de>
Subject: Re: message problems
Date: 1999/08/23
Message-ID: <37C11D1A.80BCAD03@machine.ruhr.de>#1/1
X-Deja-AN: 516114815
Content-Transfer-Encoding: 7bit
References: <37BBE851.364802C8@machine.ruhr.de>
<7pk592$q2g$1@newsread.do.de.uu.net> <37BDCF19.A4EB883A@cable.A2000.nl>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: nntp-reader.ruhr.de 935402435 211 root@141.39.225.185
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Henk Robbers wrote:

> It seems that if you hold the button down on an arrow, [...]
> but that in some TOSes the wait time is so short that you get 2 events
> on what seems to be only 1 click;

I hat the same Idea, too. The time the mouse-button is held down might be so
long that the computer sends 2 messages. But I thought that this should happen
by other events too. But WM_CLOSED, FULLED etc are sent correctly. So I thought this
could not be the reason.
But Thomas Binders suggestion to wait for a doubleclick works fine. I used evnt_multi only
only with the MU_MESAG flag. (I think its funny that MU_MESAG alone is
buggy, but if you wait for mouseclicks AND message-events everything
works fine :-))

I think I will wait for mouseclicks until I have more experience in programming
Ataris.

Thanks to all who helped me!!!
Heiko

From 5830721729213541930
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7901daef9177111,start
X-Google-Attributes: gid1115ce,public
From: "RN" <not@available.yet>
Subject: Can anyone help?
Date: 1999/08/25
Message-ID: <7q0o6f$9bk$2@nnrp01.ops.uunet.co.za>#1/1
X-Deja-AN: 516990347
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@iafrica.com
X-Trace: nnrp01.ops.uunet.co.za 935584783 9588 196.31.18.215 (25 Aug 1999 12:39:43 GMT)
Organization: UUNET Internet Africa
NNTP-Posting-Date: 25 Aug 1999 12:39:43 GMT
Newsgroups: comp.sys.atari.programmer

Hey all!

Please read quick and see if you can help!

There is an Atari ST running an automated mailer machine, and
the company want to replace it with a PC. I am now trying to get
an emulator to work well under Win95, that allows for communication
via the serial port to the mailer machine.

I have tried WinSTon, TOSBox etc etc but when I use the original

ST disks to boot up in the PC, the second disk causes 3 BOMB
icons to appear on the screen and it hangs.....

So now I dont know what to do! Any suggestions????

Thanks
RN

From 2930985478284535269
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7eb96dcb983042e
X-Google-Attributes: gid1115ce,public
From: Guillaume D?flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Subject: Re: ST NEWBIE
Date: 1999/08/25
Message-ID: <7q0rk6$q1u$1@nnrp1.deja.com>#1/1
X-Deja-AN: 516992582
References: <7p7h27$2dme@enews4.newsguy.com>
X-Http-Proxy: 1.1 x32.deja.com:80 (Squid/1.1.22) for client 194.94.243.95
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Wed Aug 25 13:38:15 1999 GMT
X-MyDeja-Info: XMYDJUIDgwile
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; DigExt)

In article <7p7h27$2dme@enews4.newsguy.com>,
  "STATIC" <static@scenegods.com> wrote:
> freeware/shareware atari st assemblers or a c/c++ compiler for atari
Get both at ftp://ftp.lip6.fr/pub/atari/Programming/
(get 1st its index(es):
ftp://ftp.lip6.fr/pub/atari/Programming/Index

> if there is one available for purchasing, where I could get it.
   AFAIK there are no more to purchase...

> want to do some graphics programming and see how fast I can get this
> beast to run in 3d. Which reminds me, I guess I would somehow need
   Calm down guy, the "beast" has only a 8MHz 68000... so don't expect
too much from it...

> to find information on the graphic card (video modes, software
> interrupts, etc.) so i could do graphics programming. Anyways peace
Video modes :
 - basic ones available: 320x200x16c(colors, not bits) or 640x200x4c or
640x400x2c (monochrom B&W, this one needs a special monitor whereas the
two others works on a TV or standard monitor)
 - AFAIR you can extend it by various software dirty incompatible time-

consuming tricks up to 448x272x16 (max I think, very tricky, needs half
processor power to sustain it... and lots more to fill it with
pixels...)
Software interrupts:
On Atari system, you do not need them for graphic programming (apart
from color rasters :)...).

> out, and any help is defintely appreciated.
Hope this helps.
--
Guillaume D?flache
mailto:guillaumed@europe.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From -4776654717392443004
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf2f7dafebff04d2,start
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: v_opnvwk under Geneva
Date: 1999/08/25
Message-ID: <7q1mj6$6o1$1@snipp.uninett.no>#1/1
X-Deja-AN: 517181802
X-Trace: snipp.uninett.no 935615910 6913 129.241.210.70 (25 Aug 1999 21:18:30 GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-19990805 ("Preacher Man") (UNIX) (Linux/2.2.6 (i686))
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: news-abuse@uninett.no

Can somebody explain why the following doesn't work under Geneva?

```
int work_in[11]={1,1,1,1,1,1,1,1,1,1,2};
int work_out[57], vw_handle;

work_in[0] = Getrez() + 2;
v_opnvwk(work_in, &vw_handle, work_out);
```

Under N.AES and MagiC this works fine, but under Geneva wv_handle is
always 0, which indicates that the call failed.

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From 3389737916428919646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf2f7dafebff04d2
X-Google-Attributes: gid1115ce,public
From: darkchyld@pcc-uky.campuscwix.net (DarkChyld)
Subject: Re: v_opnvwk under Geneva
Date: 1999/08/26
Message-ID: <7q29n1$8bf$2@news.campuscwix.net>#1/1
X-Deja-AN: 517282053
References: <7q1mj6$6o1$1@snipp.uninett.no>
Organization: The DarkForce! BBS
Newsgroups: comp.sys.atari.programmer

On 25 Aug 1999 21:18:30 , Jo Even Skarstein wrote:
->Can somebody explain why the following doesn't work under Geneva?
->
->int work_in[11]={1,1,1,1,1,1,1,1,1,1,2};
->int work_out[57], vw_handle;
->
->work_in[0] = Getrez() + 2;
->v_opnvwk(work_in, &vw_handle, work_out);
->
->Under N.AES and MagiC this works fine, but under Geneva wv_handle is
->always 0, which indicates that the call failed.
->
->--
->
->/*
->** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
->**
->**   beer - maria mckee - atari falcon - babylon 5
->*/
->.

  Jo, e-mail Dan Wilga directly, and he'll probably help you
  any way that he can. He has a very good reputation for this.

  Try:

  Gribnif Software
  P.O Box 779
  Northhampton, MA (USA) 01061
  Home phone: 413-247-5620
  Fax line: 413-247-5622
  E-mail: dwilga@mtholyoke.edu
  URL: http://www4.pair.com/gribnif/

  Good luck!

```
      _____________________________________________________________
     /               /   SysOp Of The DarkForce! BBS   /               /\
    /    --T--      /   Phone 1-606-886-9014 Today!   /     /\        / /
   /  -A T A R I-  /   My ICQ # Is 2 0 6 2 3 9 0 4   /  Dark><Chyld  / /
  /      --G--    /   The Fuji -Still- Lives...!!   /       \/      / /
 /_______________/_______________/_________________/_______________/ /
 \_____________________________________________________________\/
```

From 4646951201334388254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf2f7dafebff04d2
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: v_opnvwk under Geneva
Date: 1999/08/26
Message-ID: <199908260244.a9020@su.maus.de>#1/1
X-Deja-AN: 517355013
Distribution: lokal
References: <7q1mj6$6o1$1@snipp.uninett.no>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Jo!

JES>Can somebody explain why the following doesn't work under Geneva?
JES>
JES>int work_in[11]={1,1,1,1,1,1,1,1,1,1,2};
JES>int work_out[57], vw_handle;
JES>
JES>work_in[0] = Getrez() + 2;
JES>v_opnvwk(work_in, &vw_handle, work_out);
You have to initialize vw_handle with the handle of the physical workstation
(not only workin[0]). vw_handle is an input _and_ output parameter

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From 1831188475389974511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,633487c16bd053a2,start

X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Find out number of trees in RSC-file
Date: 1999/08/26
Message-ID: <7q3khnqnv1@nnrp1.deja.com>#1/1
X-Deja-AN: 517454061
X-Http-Proxy: 1.0 x41.deja.com:80 (Squid/1.1.22) for client 130.240.37.19
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Thu Aug 26 14:55:58 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 (Macintosh; I; PPC)

Greetings all,

I wonder if it is possible to determine how many object trees that exists in a RSC-file? I anyone knows how to do this from GFA I would be even happier! :)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

(http://hem1.passagen.se/gokmase/atari)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 2899529745395796783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,778144da66887f94,start
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: DMA-sound question
Date: 1999/08/26
Message-ID: <7q3kn2qph1@nnrp1.deja.com>#1/1
X-Deja-AN: 517454107
X-Http-Proxy: 1.0 x41.deja.com:80 (Squid/1.1.22) for client 130.240.37.19
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Thu Aug 26 14:58:50 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 (Macintosh; I; PPC)

Greetings all,

Is it easy to create a sine wave that can be played by DMASOUND?
How?

Thanks,

Joakim

--
WWW: http://gokmase.atari.org
(http://hem1.passagen.se/gokmase/atari)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From -819430126359439832
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,13a17008a0d64d8b,start
X-Google-Attributes: gid1115ce,public
From: "Peter Persson" <pep@NOSPAMmbox306.swipnet.se>
Subject: pep@hms.se
Date: 1999/08/26
Message-ID: <iqdx3.1251$fi.2868@nntpserver.swip.net>#1/1
X-Deja-AN: 517483702
X-Sender: s-712843@d212-151-39-210.swipnet.se
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 935682830 212.151.39.210 (Thu, 26 Aug 1999 17:53:50
MET DST)
Organization: A Customer of Tele2
X-MSMail-Priority: Normal
NNTP-Posting-Date: Thu, 26 Aug 1999 17:53:50 MET DST
Newsgroups: comp.sys.atari.programmer

http://www.ntcweb.com/public/uploads/misc/TamponMouth.jpg

From -8304878562681952458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4daa2b34b3455650,start
X-Google-Attributes: gid1115ce,public
From: "Bob F" <info@techsoftware.freeserve.co.uk>
Subject: DSP
Date: 1999/08/26
Message-ID: <7q3q4f$mv5$1@news8.svr.pol.co.uk>#1/1

X-Deja-AN: 517494627
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 935685071 23525 62.136.47.122 (26 Aug 1999 16:31:11 GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 26 Aug 1999 16:31:11 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

Are there any tools, libraries etc for programming the
DSP on the Falcon?

Cheers

Bob.

From -8662881313645121862
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,bf2f7dafebff04d2
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: v_opnvwk under Geneva
Date: 1999/08/26
Message-ID: <7q45fp$m9s$2@snipp.uninett.no>#1/1
X-Deja-AN: 517563520
Distribution: lokal
Content-Transfer-Encoding: 8bit
References: <7q1mj6$6o1$1@snipp.uninett.no> <199908260244.a9020@su.maus.de>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 935696697 22844 129.241.210.70 (26 Aug 1999 19:44:57 GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-19990805 ("Preacher Man") (UNIX) (Linux/2.2.6 (i686))
Newsgroups: comp.sys.atari.programmer

J⍰rg Westheide <Joerg_Westheide@su.maus.de> wrote:

> You have to initialize vw_handle with the handle of the physical workstation
> (not only workin[0]). vw_handle is an input _and_ output parameter

I know, and I did. The problem appeared to be Thing, *all* applications
failed this way when I ran Thing under Geneva.... Sorry for the
inconvenience folks.

Taskbar now works fine under Geneva, have a look at

http://atari.nvg.org/Taskbar/ for proof :-)

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From 4131929818988270306
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf2f7dafebff04d2
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: v_opnvwk under Geneva
Date: 1999/08/26
Message-ID: <7q4dvn$mr2$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 517617084
References: <7q1mj6$6o1$1@snipp.uninett.no>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> work_in[0] = Getrez() + 2;

You don't want to do that ... Always supply 1 here, which means "use the current driver/resolution". Getrez() in a GEM application is a Bad Thing (TM). I know this is stated in some docs, but it's for v_opnwk() (i.e. a PHYSICAL workstation), when you want to have a workstation with other than the current resolution. Forget it when using v_opnvwk().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 3852118831755053662
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4daa2b34b3455650

X-Google-Attributes: gid1115ce,public
From: Guillaume D⍰flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Subject: Re: DSP
Date: 1999/08/27
Message-ID: <7q5pcpagu1@nnrp1.deja.com>#1/1
X-Deja-AN: 517681184
References: <7q3q4f$mv5$1@news8.svr.pol.co.uk>
X-Http-Proxy: 1.1 x43.deja.com:80 (Squid/1.1.22) for client 194.94.243.95
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Fri Aug 27 10:30:24 1999 GMT
X-MyDeja-Info: XMYDJUIDgwile
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; DigExt)

> Are there any tools, libraries etc for programming the
> DSP on the Falcon?
   (Almost) all you need is here:
http://wombat.ludvika.se/dhs/files.html#misc
   The fastest DSP-assembler (lacks some preprocessing features though):
ftp://ftp.lip6.fr/pub/atari/Falcon/Programming/qdspv010.lzh
   And probably some more things at:
ftp://ftp.lip6.fr/pub/atari/Falcon/Programming/

Bye,
   G.
--
Guillaume D⍰flache
mailto:guillaumed@europe.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From -9126232208850104839
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1cec7295203dcb3a,start
X-Google-Attributes: gid1115ce,public
From: Guillaume D⍰flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Subject: system layers' availaibility during boot process
Date: 1999/08/27
Message-ID: <7q5upbdrd1@nnrp1.deja.com>#1/1
X-Deja-AN: 517681736
X-Http-Proxy: 1.1 x43.deja.com:80 (Squid/1.1.22) for client 194.94.243.95
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Fri Aug 27 12:02:54 1999 GMT
X-MyDeja-Info: XMYDJUIDgwile
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; DigExt)

Is this possible in a program designed to run from the AUTO folder:

 - call M(x)alloc & Mfree
 - launch child processes with Pexec
 - make file i/o (Fread, Fwrite, etc.)
 - and as a whole use GEMDOS?

And also: can GEMDOS be used in the boot sector? for file i/o?

Thanks in advance for your answers,
   G.
--
Guillaume D?flache (mailto:guillaumed@europe.com)
Go to the RTS Y Party (http://www.rtsy.org)!
Falcon competitions' 1st price: a Centurbo 2 accelerating board!
Learn more about it at CenTek's website: http://www.centek.fr.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 5483309709848153482
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
From: "SEVIN Roland" <upsis@club-internet.fr>
Subject: Re: "simulating" a click
Date: 1999/08/27
Message-ID: <7q5ngg$m31$1@front1.grolier.fr>#1/1
X-Deja-AN: 517739552
References: <7p0to1nbi1@nnrp1.deja.com> <199908132211.a42086@su.maus.de>
<7p3lkm$8m8$3@snipp.uninett.no>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Trace: front1.grolier.fr 935747920 22625 195.36.149.154 (27 Aug 1999 09:58:40
GMT)
Organization: Club-Internet (France)
NNTP-Posting-Date: 27 Aug 1999 09:58:40 GMT
Newsgroups: comp.sys.atari.programmer

Hi!

Try This (Pure ASM), OK with MagiC, MagicPC,...

```
EXPORT  SetmouseXY
EXPORT  Setmousek

;-------------------------  Setmousek  -------------------------------------
;
; ACTION : simule un Click de la souris
; ENTREE : D0.W click souris
; SORTIE : neant
; APPELC : prototype  void Setmousek(int k);
```

```
;          appel      Setmouse(k);
Setmousek:
 MOVEM.L D0-D7/A0-A6,-(A7)
   MOVEM.L D0,-(A7)          ; sauver etat souris
   DC.W $A000                ; appel ligne A pour en retirer les variables
   LEA LIGNE_A,A6            ; A6 pointe sur sauvegarde adresse VARligneA
   MOVEM.L A0-A1,(A6)        ; stocker les adresses ligne A
   MOVEM.L (A7)+,D6          ; recuperer etat souris en D6
     PEA setmksexec(PC)      ; empiler adresse routine superexec
     MOVE.W #$26,-(A7)       ; code de super exec
     TRAP #14                ; execution
     ADDQ.L #6,A7            ; correction de la pile
   MOVEM.L (A7)+,D0-D7/A0-A6
   RTS
setmksexec:
   ;----- executer routine utilisateur ligne_A ----
   MOVE.W D6,D0
   MOVEA.L (A6),A0            ; A0 pointe sur VAR ligne A
   MOVEA.L -$3A(A0),A0        ;en -58 ligne_A se trouve routine souris
   ORI.W #$700,SR             ;       utilisateur pour test click souris
   JSR (A0)                   ;       donc l'executer
   ;------ replacer le nouvel etat souris---
   MOVEA.L (A6),A0            ;recuperer adresse     VAR ligne_A
   MOVE.W D0,-$596(A0)        ;placer nouvel etat en VAR ligne A
   OR.B #160,D0
   MOVE.B D0,-348(A0)
   RTS

;-------------------------
SetmouseXY  -------------------------------------
;
; ACTION : place la souris  l'endroit convenu
; ENTREE : D0.W D1.W  coordonnees X & Y de la souris
; SORTIE : neant
; APPELC : prototype  void SetmouseXY(int x, int y);
;          appel      SetmouseXY(x,y);

SetmouseXY:
   MOVEM.L D0-D7/A0-A6,-(A7)
   MOVEM.L D0-D1,-(A7)       ; sauver les coordonnees X&Y
   DC.W $A000                ; appel ligne A pour en retirer les variables
   LEA LIGNE_A,A6            ; A6 pointe sur sauvegarde adresse VARligneA
   MOVEM.L A0-A1,(A6)        ; stocker les adresses ligne A
   MOVEM.L (A7)+,D6-D7       ; recuperer les coordonnees X&Y en D6 D7
     PEA setmsexec(PC)       ; empiler adresse routine superexec
     MOVE.W #$26,-(A7)       ; code de super exec
     TRAP #14                ; execution
     ADDQ.L #6,A7            ; correction de la pile
   MOVEM.L (A7)+,D0-D7/A0-A6
   RTS
setmsexec:
   MOVEA.L (A6),A0           ; A0 pointe sur VAR ligne A
   MOVEM.W  -$2B4(A0),D0-D1  ; WORK_OUT[0] et WORK_OUT[1] en D0 D1
```

```
   ;----- coord X ajust€ au min et max de l'ecran -----
   TST.W D6
   BPL.S ok_Xpositif
     MOVEQ #0,D6
ok_Xpositif:
   CMP.W D0,D6
   BLS.S ok_Xinf_maxX
     MOVE.W D0,D6
ok_Xinf_maxX:
   ;----- coord Y ajust€ au min et max de l'ecran -----
   TST.W D7
   BPL.S ok_Ypositif
     MOVEQ #0,D7
ok_Ypositif:
   CMP.W D1,D7
   BLS.S ok_Yinf_maxY
     MOVE.W D1,D7
ok_Yinf_maxY:
   ;----- executer routine utilisateur ligne_A ----
   MOVE.W D6,D0
   MOVE.W D7,D1
   MOVEA.L -$32(A0),A0        ;en -50 ligne_A se trouve routine souris
   ORI.W #$700,SR             ;       utilisateur pour deplacement souris
   JSR (A0)                   ;       donc l'executer
   ;------ replacer les nouvelles valeurs X&Y---
   MOVEA.L (A6),A0            ; recuperer adresse     VAR ligne_A
   MOVEM.W D6-D7,-$25A(A0)    ;placer new X&Y en -602 VAR ligne A
   MOVEM.W D6-D7,-$158(A0)    ;reserv€ que fait la police !!
   RTS
```

--

.=============== Roland Sevin ================.
| upsis@REMOVE_THISclub-internet.fr |
| www.multimania.com/02/eazygem/index.htm |
.===.

From 3561742945814494471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: "simulating" a click
Date: 1999/08/27
Message-ID: <7q6453$313$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 517790830
References: <7p0to1nbi1@nnrp1.deja.com> <199908132211.a42086@su.maus.de>
<7p3lkm$8m8$3@snipp.uninett.no> <7q5ngg$m31$1@front1.grolier.fr>

Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

SEVIN Roland <upsis@club-internet.fr> wrote:
> Try This (Pure ASM), OK with MagiC, MagicPC,...

> [LineA-Code snipped]

I hope you'll /never/ use this in an application, especially if it's supposed to work on machines with a graphics card. LineA is _obsoleted_, furthermore Atari has _never_ allowed _writing_ to the negative offset variables.

appl_tplay() works OK on all machines, it's just appl_trecord() that has problems, but this isn't necessary for positioning the mouse cursor or simulating any other AES event.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 8827661028131640575
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,13a17008a0d64d8b
X-Google-Attributes: gid1115ce,public
From: "Peter Persson" <pep@NOSPAMmbox306.swipnet.se>
Subject: SV: pep@hms.se
Date: 1999/08/27
Message-ID: <UYxx3.2405$fi.4204@nntpserver.swip.net>#1/1
X-Deja-AN: 517826898
References: <iqdx3.1251$fi.2868@nntpserver.swip.net>
X-Sender: s-712843@dialup59-1-54.swipnet.se
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 935766964 130.244.59.54 (Fri, 27 Aug 1999 17:16:04 MET DST)
Organization: A Customer of Tele2
X-MSMail-Priority: Normal
NNTP-Posting-Date: Fri, 27 Aug 1999 17:16:04 MET DST
Newsgroups: comp.sys.atari.programmer

Haha very funny. I⍰ll kill the guy who did this.

From 1761283584242988623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf2f7dafebff04d2
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: v_opnvwk under Geneva
Date: 1999/08/27
Message-ID: <7q6fde$7gu$1@snipp.uninett.no>#1/1
X-Deja-AN: 517883358
References: <7q1mj6$6o1$1@snipp.uninett.no> <7q4dvn$mr2$1@sun27.hrz.tu-darmstadt.de>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 935772398 7710 129.241.210.70 (27 Aug 1999 16:46:38 GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-19990805 ("Preacher Man") (UNIX) (Linux/2.2.6 (i686))
Newsgroups: comp.sys.atari.programmer

Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>> work_in[0] = Getrez() + 2;

> You don't want to do that ... Always supply 1 here, which means "use the
> current driver/resolution". Getrez() in a GEM application is a Bad Thing
> (TM). I know this is stated in some docs, but it's for v_opnwk() (i.e. a
> PHYSICAL workstation), when you want to have a workstation with other
> than the current resolution. Forget it when using v_opnvwk().

Thanks, I wasn't aware of this. The Atari Compendium tells me to use it,
so I did ;-)

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -7701976843057004155
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,633487c16bd053a2
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)

Subject: Re: Find out number of trees in RSC-file
Date: 1999/08/27
Message-ID: <IvDx3.147$q_6.3482@cletus.bright.net>#1/1
X-Deja-AN: 517981185
References: <7q3khnqnv1@nnrp1.deja.com>
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 935789672 209.143.38.78 (Fri, 27 Aug 1999 17:34:32 EDT)
Organization: ENCOM
NNTP-Posting-Date: Fri, 27 Aug 1999 17:34:32 EDT
Newsgroups: comp.sys.atari.programmer

On 26 Aug 1999 14:55:58 , Joakim H⍰gberg wrote:
>Greetings all,
>
>I wonder if it is possible to determine how many object trees that exists
>in a RSC-file? I anyone knows how to do this from GFA I would be even
>happier! :)

After you load your RSC file with rsrc_load() the starting adress of
the block of ram used to load the RCS file is placed into one
of the AES global arrays. You can look there as the header to the
resource file contains the total trees.

I wrote this from memory but I think it will work. If you need
some actual code to do this maybe I can find it.

From 940604137912101659
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,633487c16bd053a2
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Find out number of trees in RSC-file
Date: 1999/08/28
Message-ID: <7q7ri1$5ae$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 518098423
References: <7q3khnqnv1@nnrp1.deja.com>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Joakim H⍰gberg (gokmase@my-deja.com) wrote:
> Greetings all,

> I wonder if it is possible to determine how many object trees that exists
> in a RSC-file? I anyone knows how to do this from GFA I would be even
> happier! :)

It's the 12th 16-bit word in the RSC file header.

(Sorry its not in GFA, but this C code should suffice)

#include <osbind.h>

```
// return number of OBJECT trees in resource file
// INPUT  filename  (pointer to string of 8-bit signed chars)
// OUTPUT answer    (number of trees) or zero if an error occurs
uint16 num_trees( schar8 *filename )
{
     sint16 handle;     // file handle  (signed 16-bit integer)
     sint16 header[18]; // file header (array of 16-bit ints)

     // use GEMDOS to open file
     handle = Fopen( filename, READ );
     if( handle < 0 )   // error - return zero
          return 0;

     // read header into memory
     Fread( handle, sizeof( header ), header );

     // don't forget to close the file!
     Fclose( handle );

     // return word 12 of array (offset 24)
     // note: C arrays are indexed from zero, so array[11] is 12th
     //       array member
     return header[11];
}
```

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 180617508940597708
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,bf2f7dafebff04d2
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: v_opnvwk under Geneva
Date: 1999/08/28
Message-ID: <37cc936d.2622891@news.demon.co.uk>#1/1
X-Deja-AN: 518143094
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7q1mj6$6o1$1@snipp.uninett.no> <199908260244.a9020@su.maus.de>
<7q45fp$m9s$2@snipp.uninett.no>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 935833321 nnrp-06:29685 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

On 26 Aug 1999 19:44:57 GMT, Jo Even Skarstein <joska@nvg.ntnu.no>
wrote:

>J⍰rg Westheide <Joerg_Westheide@su.maus.de> wrote:
>
>> You have to initialize vw_handle with the handle of the physical workstation
>> (not only workin[0]). vw_handle is an input _and_ output parameter
>
>I know, and I did. The problem appeared to be Thing, *all* applications
>failed this way when I ran Thing under Geneva.... Sorry for the
>inconvenience folks.

Like Thomas says, it'll be the "Getrez()+2" section then. I've had it
fail (unexpected at the time) myself, which implies MagiC 2 rejects it
also. Can't be sure - simply that at some time it *must* have failed
under something else I'd never had known!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6890046979682099803
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,633487c16bd053a2
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Find out number of trees in RSC-file
Date: 1999/08/28
Message-ID: <37cd94f9.3018450@news.demon.co.uk>#1/1
X-Deja-AN: 518143095
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7q3khnqnv1@nnrp1.deja.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 935833322 nnrp-06:29685 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 26 Aug 1999 14:55:58 GMT, Joakim H⍰gberg <gokmase@my-deja.com>
wrote:

>Greetings all,
>
>I wonder if it is possible to determine how many object trees that exists

>in a RSC-file?

From MWC gemdefs.h ...

```
typedef struct rshdr
{
int      rsh_vrsn;/* Resource structure version #  */
unsigned int  rsh_object;   /* Offset to first object   */
unsigned int  rsh_tedinfo;  /* Offset to first tedinfo  */
unsigned int  rsh_iconblk;  /* Offset to first iconblk  */
unsigned int  rsh_bitblk;   /* Offset to first bitblk   */
unsigned int  rsh_frstr;    /* Offset to free string index
     */
unsigned int  rsh_string;   /* Offset to string data    */
unsigned int  rsh_imdata;   /* Offset to image data     */
unsigned int  rsh_frimg;    /* Offset to free image index
     */
unsigned int  rsh_trindex;  /* Offset to tree index     */
unsigned int  rsh_nobs;/* Number of objects        */
unsigned int  rsh_ntree;    /* Number object trees      */
unsigned int  rsh_nted;/* Number of tedinfo structs    */
unsigned int  rsh_nib;  /* Number of iconblk structs    */
unsigned int  rsh_nbb;  /* Number of bitblk structs */
unsigned int  rsh_nstring;  /* Number of free strings   */
unsigned int  rsh_nimages;  /* Number of free images    */
unsigned int  rsh_rssize;   /* total bytes in resource  */
} RSHDR;
```

I don't have the extended rsc-file format to hand. :-|

>I anyone knows how to do this from GFA I would be even
>happier! :)

Both 'int' and 'unsigned int' above are 16 bit values, so you could
Fopen(),Fseek(),Fread() on the rsc-file.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7177490442856197273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf2f7dafebff04d2
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: v_opnvwk under Geneva
Date: 1999/08/28
Message-ID: <7q8cfe$i3l$2@snipp.uninett.no>#1/1

X-Deja-AN: 518147995
References: <7q1mj6$6o1$1@snipp.uninett.no> <199908260244.a9020@su.maus.de>
<7q45fp$m9s$2@snipp.uninett.no> <37cc936d.2622891@news.demon.co.uk>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 935834926 18549 129.241.210.70 (28 Aug 1999 10:08:46
GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-19990805 ("Preacher Man") (UNIX) (Linux/2.2.6 (i686))
Newsgroups: comp.sys.atari.programmer

Guy Harrison <guy@swampdog.demon.co.uk> wrote:

>>I know, and I did. The problem appeared to be Thing, *all* applications
>>failed this way when I ran Thing under Geneva.... Sorry for the
>>inconvenience folks.

> Like Thomas says, it'll be the "Getrez()+2" section then. I've had it

It wasn't. If I didn't run Thing it worked fine, if I ran Thing *all*
applications would fail the same way.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From -4778345933751160968
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,193219a853a2092e,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Number of trees in RSC-file
Date: 1999/08/29
Message-ID: <7qa9ll$4vu$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 518396355
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

(Oops... my earlier reply had a small error in it, so please disregard
it, and use this response instead)

Joakim H[illegible]gberg (gokmase@my-deja.com) wrote:
> Greetings all,

> I wonder if it is possible to determine how many object trees that exists
> in a RSC-file? I anyone knows how to do this from GFA I would be even
> happier! :)

It's the 12th 16-bit word in the RSC file header.

(Sorry its not in GFA, but this C code should suffice)

```
// include GEMDOS definitions
#include <osbind.h>

// return number of OBJECT trees in resource file
// INPUT  filename  (pointer to string of 8-bit signed chars)
// OUTPUT answer    (number of trees as unsigned 16-bit integer)
uint16 num_trees( schar8 *filename )
{
     sint16 handle;     // file handle  (signed 16-bit integer)
     uint16 header[18]; // file header (array of 16-bit ints)

     // use GEMDOS to open file
     handle = Fopen( filename, 0 );
     if( handle < 0 )   // error - return zero
          return 0;

     // read header into memory
     Fread( handle, sizeof( header ), header );

     // don't forget to close the file!
     Fclose( handle );

     // return word 12 of array (offset 22)
     // note: C arrays are indexed from zero, so array[11] is 12th
     //       array member (at address array+22 bytes)
     return header[11];
}
```

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From -6488324993181239964
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1cec7295203dcb3a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: system layers' availaibility during boot process
Date: 1999/08/29
Message-ID: <37de51c7.51352571@news.demon.co.uk>#1/1
X-Deja-AN: 518438048
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7q5upbdrd1@nnrp1.deja.com>

Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 935913858 nnrp-12:25985 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 27 Aug 1999 12:02:54 GMT, Guillaume D?flache
<Guillaume.Deflache@depinfo.enseeiht.fr> wrote:

>Is this possible in a program designed to run from the AUTO folder:
> - call M(x)alloc & Mfree
> - launch child processes with Pexec
> - make file i/o (Fread, Fwrite, etc.)
> - and as a whole use GEMDOS?

Yes, iirc the whole system is valid except for (of course) the Gem parts, AES,VDI,GDOS. LineA is up also - for the console and (again iirc) a mouse can be brought into life via the LineA without too much work (probably needs sprite and handler).

>And also: can GEMDOS be used in the boot sector? for file i/o?

If by that you mean Rwabs(), GetBpb() etc then yes.

Oh, one side-issue that may be relevent if you're planning a TSR: file accesses that add to the "40 folder bug" will persist for the life of the system (so scanning the whole hard disk structure with FsFirst/Fsnext is bad news). If the auto folder prog quits then it isn't an issue (provided the bug never "triggers") because it all gets handed back on process termination.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2966399636427622009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cec7295203dcb3a
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: system layers' availaibility during boot process
Date: 1999/08/29
Message-ID: <7qb4rs$3lf$1@snipp.uninett.no>#1/1
X-Deja-AN: 518468374
References: <7q5upbdrd1@nnrp1.deja.com> <37de51c7.51352571@news.demon.co.uk>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 935925436 3759 129.241.210.70 (29 Aug 1999 11:17:16 GMT)

Organization: UNINETT news service
User-Agent: tin/pre-1.4-19990805 ("Preacher Man") (UNIX) (Linux/2.2.6 (i686))
Newsgroups: comp.sys.atari.programmer

Guy Harrison <guy@swampdog.demon.co.uk> wrote:

> Yes, iirc the whole system is valid except for (of course) the Gem
> parts, AES,VDI,GDOS. LineA is up also - for the console and (again

Actually, the VDI is available as well, but you have to open the physical
workstation yourself. I don't know about GDOS. I wouldn't recommend using
LineA, most graphics-cards doesn't support it.

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From 7946354668120544699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf2f7dafebff04d2
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: v_opnvwk under Geneva
Date: 1999/08/30
Message-ID: <7qddjpflu1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 518780817
References: <7q1mj6$6o1$1@snipp.uninett.no> <199908260244.a9020@su.maus.de>
<7q45fp$m9s$2@snipp.uninett.no> <37cc936d.2622891@news.demon.co.uk>
<7q8cfe$i3l$2@snipp.uninett.no>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> It wasn't. If I didn't run Thing it worked fine, if I ran Thing *all*
> applications would fail the same way.

Well, it sounds you're victim to the Psetlimit()-bug in Geneva without
MiNT. Read http://www.deja.com/=dnc/getdoc.xp?AN=483949820 for details
and how to patch Thing to make this problem go away - but with losing
the ability to limit memory on installed applcations.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 8200749171872895934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,633487c16bd053a2
X-Google-Attributes: gid1115ce,public
From: Joakim H?gberg <gokmase@my-deja.com>
Subject: Re: Find out number of trees in RSC-file
Date: 1999/08/30
Message-ID: <7qdot5$g8d$1@nnrp1.deja.com>#1/1
X-Deja-AN: 518812532
References: <7q3khnqnv1@nnrp1.deja.com> <IvDx3.147$q_6.3482@cletus.bright.net>
X-Http-Proxy: 1.0 x31.deja.com:80 (Squid/1.1.22) for client 130.240.37.236
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Mon Aug 30 11:11:38 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.6 (Macintosh; I; PPC)

In article <IvDx3.147$q_6.3482@cletus.bright.net>,
  atari@bright.net (Lonny Pursell) wrote:

> After you load your RSC file with rsrc_load() the starting adress of
> the block of ram used to load the RCS file is placed into one
> of the AES global arrays. You can look there as the header to the
> resource file contains the total trees.
>
> I wrote this from memory but I think it will work. If you need
> some actual code to do this maybe I can find it.

If you do find some code that can do this I would be very interested to
see it!

Best regards,

Joakim

WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 7622487629996890271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,778144da66887f94
X-Google-Attributes: gid1115ce,public
From: "TEW" <thomas.waite@eml.ericsson.se>
Subject: Re: DMA-sound question
Date: 1999/08/30
Message-ID: <7qdltu$680@newstoo.ericsson.se>#1/1
X-Deja-AN: 518817170
References: <7q3kn2qph1@nnrp1.deja.com>
Organization: Ericsson
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Newsgroups: comp.sys.atari.programmer

Hi Joakim,

If you just want your ST to play a sine wave, I'd tend towards using the onboard sound chip rather than the DMA sound. To play a sinewave through DMA sound, you'd first need a sample of a sine wave, whereas (I think!) the Yamaha PSG chip will play one for you. Have a look around the net for documentation on the sound chip.

From 8623900077704539725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,778144da66887f94
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Re: DMA-sound question
Date: 1999/08/30
Message-ID: <7qdr1bhlv1@nnrp1.deja.com>#1/1
X-Deja-AN: 518821399
References: <7q3kn2qph1@nnrp1.deja.com> <7qdltu$680@newstoo.ericsson.se>
X-Http-Proxy: 1.0 x35.deja.com:80 (Squid/1.1.22) for client 130.240.37.236
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Mon Aug 30 11:47:57 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.6 (Macintosh; I; PPC)

Hello,

> If you just want your ST to play a sine wave, I'd tend towards using the onboard sound chip rather than the DMA sound.

The method I use ATM is the SOUND command (which I believe uses the sound chip) in GFA-basic, but people have reported that this causes problems with MagiC-Mac and have requested support for DMA-sound instead.

The program I am writing is a hear trainer (hEARCoach), and the sound thus represents notes. Originally I only intended to have support for MIDI-devices but it turned out that many users without MIDI-equipment was interested in such a program. Therefore I decided to add some basic sound support.

My idea was then that a sine simple would not be impossible to create directly in memory.

Best regards,

Joakim

--
WWW: http://gokmase.atari.org

(http://hem1.passagen.se/gokmase/atari)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 5529973809628528370
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,633487c16bd053a2
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: Find out number of trees in RSC-file
Date: 1999/08/30
Message-ID: <3bQGtDA4nty3EwDh@my-ste.demon.co.uk>#1/1
X-Deja-AN: 519058948
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <7q3khnqnv1@nnrp1.deja.com> <IvDx3.147$q_6.3482@cletus.bright.net>
Content-Type: text/plain;charset=iso-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 936052262 nnrp-14:11202 NO-IDENT my-ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <IvDx3.147$q_6.3482@cletus.bright.net>, Lonny Pursell <atari@bright.net> writes
>On 26 Aug 1999 14:55:58 , Joakim H?gberg wrote:
>>Greetings all,
>>
>>I wonder if it is possible to determine how many object trees that exists
>>in a RSC-file? I anyone knows how to do this from GFA I would be even

>>happier! :)
>
>After you load your RSC file with rsrc_load() the starting adress of
>the block of ram used to load the RCS file is placed into one
>of the AES global arrays. You can look there as the header to the
>resource file contains the total trees.

If the resource file is already loaded, it may be simpler to use
something like this:

```
treecount()
{
        int     count;
        OBJECT  *tree;

        for(i=0;TRUE;i++)
        {
                rsrc_gaddr(R_TREE,i,&tree);
                if(tree==NULL)
                        break;
        }
        return(i++);
}
```

--
David Bolt

From 788774970017210660
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4daa2b34b3455650
X-Google-Attributes: gid1115ce,public
From: "Bob F" <info@techsoftware.freeserve.co.uk>
Subject: Re: DSP
Date: 1999/08/31
Message-ID: <7qgd55$60m$1@news6.svr.pol.co.uk>#1/1
X-Deja-AN: 519258389
References: <7q3q4f$mv5$1@news8.svr.pol.co.uk> <7q5pcpagu1@nnrp1.deja.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@theplanet.net
X-Trace: news6.svr.pol.co.uk 936097765 6166 62.136.10.144 (31 Aug 1999 11:09:25
GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 31 Aug 1999 11:09:25 GMT
Newsgroups: comp.sys.atari.programmer

Thanks

Guillaume D?flache wrote in message <7q5pcpagu1@nnrp1.deja.com>...
>
>> Are there any tools, libraries etc for programming the

>> DSP on the Falcon?
> (Almost) all you need is here:

From 3108921751950231304
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,778144da66887f94
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: DMA-sound question
Date: 1999/08/31
Message-ID: <7qggsecsq1@nyheter.chalmers.se>#1/1
X-Deja-AN: 519275059
References: <7q3kn2qph1@nnrp1.deja.com> <7qdltu$680@newstoo.ericsson.se>
<7qdr1bhlv1@nnrp1.deja.com>
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 936101582 13210 129.16.79.2 (31 Aug 1999 12:13:02
GMT)
Organization: Chalmers Computer Society, Gothenburg, Sweden
NNTP-Posting-Date: 31 Aug 1999 12:13:02 GMT
Newsgroups: comp.sys.atari.programmer

In article <7qdr1bhlv1@nnrp1.deja.com>,
Joakim H⍰gberg <gokmase@my-deja.com> wrote:
>Hello,
>
>> If you just want your ST to play a sine wave, I'd tend towards using the
onboard sound chip rather than the DMA sound.
>
>The method I use ATM is the SOUND command (which I believe uses the sound
>chip) in GFA-basic, but people have reported that this causes problems
>with MagiC-Mac and have requested support for DMA-sound instead.
...
>My idea was then that a sine simple would not be impossible to create
>directly in memory.

If you create it, it won't be a sample. ;-)

Anyway, most programming languages that support floating point numbers
have trigonometric functions. Surely GFA Basic must have SIN()?

Then it's just a matter of calculating a proper step value for the
frequency you want and build a table for values from 0->PI (most trig
functions expect their parameter in radians). Then invert those numbers
to get the PI->2PI interval and copy as many times as you want
(depending on how much RAM you are prepared to use (you'll have to reset
the DMA address more often for a shorter waveform)).
Naturally, you can build more of the table using SIN() directly, but
those functions aren't very fast and there isn't any point, anyway.

The values you get from SIN() will be in the [-1,1] range, so you'll
have to scale them to the 8 bit integers used by the DMA sound.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 5453838854970078652
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1cec7295203dcb3a
X-Google-Attributes: gid1115ce,public
From: Guillaume D?flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Subject: Re: system layers' availaibility during boot process
Date: 1999/08/31
Message-ID: <7qgpc7$m9q$1@nnrp1.deja.com>#1/1
X-Deja-AN: 519303795
References: <7q5upbdrd1@nnrp1.deja.com> <37de51c7.51352571@news.demon.co.uk>
X-Http-Proxy: 1.1 x36.deja.com:80 (Squid/1.1.22) for client 194.94.243.95
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Tue Aug 31 14:38:00 1999 GMT
X-MyDeja-Info: XMYDJUIDgwile
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; DigExt)

> >And also: can GEMDOS be used in the boot sector? for file i/o?
> If by that you mean Rwabs(), GetBpb() etc then yes.
   Well I really meant GEMDOS. Can I do F* GEMDOS-calls?

   Thanks to you and Jo for your answers.

   My AUTO-program aims at doing some (Falcon) resolution changes.
There is a problem though: IIRC the resolution change is effectively
done only when the amount of memory taken by the new screen is lower
that the one of the current system-screen (otherwise it hangs). That's
why I thought it was a memory-allocation problem.

   I have let VSetScreen handle this, but it seems it's not the right
way to do it... Should I use VSetMode, VGetSize and Malloc instead? But
this way I think I'll lose the memory allocated for the first screen by
the system, which is really annoying as my program deals with launching
memory-hungry programs (demos/games)... Or does anyone know how to use
Srealloc (which I think allows reallocating the screen memory)?
BTW I am also looking for the calling procedure of the other unofficial
XBIOS function that allows VIDEL registers loading & saving...

> Oh, one side-issue that may be relevent if you're planning a TSR: file
> accesses that add to the "40 folder bug" will persist for the life of

> the system (so scanning the whole hard disk structure with
> FsFirst/Fsnext is bad news). If the auto folder prog quits then it
> isn't an issue (provided the bug never "triggers") because it all gets
> handed back on process termination.
   Not relevant here but nice to know anyway (for future bugs...).
--
Guillaume D⍰flache
mailto:guillaumed@europe.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 7438409855265587993
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3b8d96f05a5f30c4,start
X-Google-Attributes: gid1115ce,public
From: Guillaume D⍰flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Subject: undocumented "short resident routines"???
Date: 1999/08/31
Message-ID: <7qgqhr$n88$1@nnrp1.deja.com>#1/1
X-Deja-AN: 519310794
X-Http-Proxy: 1.1 x36.deja.com:80 (Squid/1.1.22) for client 194.94.243.95
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Tue Aug 31 14:58:10 1999 GMT
X-MyDeja-Info: XMYDJUIDgwile
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; DigExt)

   Anyone has remembering of an undocumented feature of TOS which
allows (sort of) "short resident routines" put before GEM starts in the
memory between the end of system variables and the start of the OS to
be kept there and executed in some way (if they had some sort of code
checksum value or marker)?
   I know it is very vague but I have already read this in some doc I
cannot remember either its name or location. Any clues?
--
Guillaume D⍰flache (mailto:guillaumed@europe.com)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From -1101847009931619056
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3b8d96f05a5f30c4
X-Google-Attributes: gid1115ce,public
From: Tommy Andersen <tommya@post3.tele.dk>
Subject: Re: undocumented "short resident routines"???

Date: 1999/08/31
Message-ID: <7qh8oe$js5$1@news.inet.tele.dk>#1/1
X-Deja-AN: 519409005
Content-Transfer-Encoding: 8bit
References: <7qgqhr$n88$1@nnrp1.deja.com>
X-Accept-Language: en, da
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: Department of Abuse <abuse@news.inet.tele.dk>
X-Trace: news.inet.tele.dk 936126030 20357 195.249.99.68 (31 Aug 1999 19:00:30 GMT)
Organization: Doh
Mime-Version: 1.0
NNTP-Posting-Date: 31 Aug 1999 19:00:30 GMT
Newsgroups: comp.sys.atari.programmer

"Guillaume D⍰flache" wrote:

>   I know it is very vague but I have already read this in some doc I
> cannot remember either its name or location. Any clues?

It's undocumented, but the bios will look at each 512 byte block in memory. If a block starts with the long $12123456, followed by a pointer to the current 512 byte block and the checksum of all the bytes in the block is $5678 - the bios will execute the code in the block.

More in "Atari Profibuch ST-STE-TT" Sybex-Verlag GmbH. 12. Auflage/1992.

--
CU Tommy

From 334814197567351314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cec7295203dcb3a
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: system layers' availaibility during boot process
Date: 1999/08/31
Message-ID: <7qhfsa$lv9$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 519459779
References: <7q5upbdrd1@nnrp1.deja.com> <37de51c7.51352571@news.demon.co.uk> <7qgpc7$m9q$1@nnrp1.deja.com>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

>   My AUTO-program aims at doing some (Falcon) resolution changes.
> There is a problem though: IIRC the resolution change is effectively
> done only when the amount of memory taken by the new screen is lower
> that the one of the current system-screen (otherwise it hangs). That's

> why I thought it was a memory-allocation problem.

Of course, as the Falcon's Video RAM needs aren't fixed. Best way is to Srealloc() the amount of bytes returned by VGetSize, and then use VSetScreen with the address returned by Srealloc() for the physical and logical screen address (provided it was non-null, otherwise an error occured).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -9204298987246264525
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b11419621fbe0801,start
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: GFA code for total trees in RSC file
Date: 1999/08/31
Message-ID: <QZZy3.95$28.4639@cletus.bright.net>#1/1
X-Deja-AN: 519519647
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 936143856 209.143.38.162 (Tue, 31 Aug 1999 19:57:36 EDT)
Organization: ENCOM
NNTP-Posting-Date: Tue, 31 Aug 1999 19:57:36 EDT
Newsgroups: comp.sys.atari.programmer

Lost the original post, but here is the small bit of code in GFA to fetch the total trees.

total_trees%=CARD{LONG{LONG{GB+4}+14}+22}

That's in, one line, not file access, loops or condition checks. Just make sure that you indeed have called RSRC_LOAD() before uning this bit if code.

From -8035206542388341517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7216435fe8a0b38a,start
X-Google-Attributes: gid1115ce,public
From: "AMBER C LANGLEY" <BLADE2050@prodigy.net>

Subject: ATARI SERIAL MIDI?
Date: 1999/08/31
Message-ID: <7qibah$8lbk$1@newssvr04-int.news.prodigy.com>#1/1
X-Deja-AN: 519743714
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@prodigy.com
X-Trace: newssvr04-int.news.prodigy.com 936161425 3693428 209.156.204.196 (1 Sep 1999 04:50:25 GMT)
Organization: Prodigy Internet http://www.prodigy.com
NNTP-Posting-Date: 1 Sep 1999 04:50:25 GMT
Newsgroups: comp.sys.atari.programmer

I am looking to expand my midi outputs thru the serial port rs232. I am using cubase 3.10 and it includes drivers to do so but the devices for this are not available.Does anyone know of a device that I can do this with for the 1040. I really need to expand my midi output.

Thank You!!!

BLADE2050@prodigy.net

From -8955955577278143964
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3b8d96f05a5f30c4
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: undocumented "short resident routines"???
Date: 1999/09/01
Message-ID: <XxQunDA8HHz3Ewtv@my-ste.demon.co.uk>#1/1
X-Deja-AN: 519525421
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <7qgqhr$n88$1@nnrp1.deja.com>
Content-Type: text/plain;charset=iso-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 936145462 nnrp-06:25248 NO-IDENT my-ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <7qgqhr$n88$1@nnrp1.deja.com>, Guillaume D?flache <Guillaume.Deflache@depinfo.enseeiht.fr> writes
> Anyone has remembering of an undocumented feature of TOS which
>allows (sort of) "short resident routines" put before GEM starts in the
>memory between the end of system variables and the start of the OS to
>be kept there and executed in some way (if they had some sort of code
>checksum value or marker)?

If I understand what you meant, you're describing the way TOS searches for reset resident programs between _phystop and the end of the system variables ($0600). If this is the case, then here's some pseudo code of how TOS finds this type of reset resident program.

```
address = contents of _phystop
while (address > 0x600)
{
  address = address - 0x0400
  if( contents of address == 0x12123456)
    if( contents of address+4 == address)
      if( (sum of words at address to address+510) == 0x5678)
        execute code at address+8
}
```

IIRC this type of program is executed after bootsectors are checked and, if required, executed.

As a small example, here's a small program that sets up a reset resident program. I've added some comments (which is rare for me ;) to try and show how it works.

```
; start of code

_phystop        equ     $42e

start
        clr.l   -(sp)           ; into supervisor mode
        move    #$20,-(sp)
        trap    #1
        addq.l  #6,sp
        move.l  _phystop,a5     ; get end of physical RAM
        move.l  d0,-(sp)
        move    #$20,-(sp)
        trap    #1
        addq.l  #6,sp

set_up
        sub.l   #$8400,a5       ; _phystop-33k bytes (puts it below the
screen memory)
        move.l  a5,a1           ; use A1 as temp address pointer
        move.l  #$12123456,(a1)+        ; here's the flag
        move.l  a5,(a1)+        ; and the address of the block
        lea     reset_prg(pc),a0
        move    #(end-reset_prg)/2,d0

.loop1
        move    (a0)+,(a1)+
        dbra    d0,.loop1

calc_checksum
        move.l  a5,a0
```

```
        clr     d0              ; clear D0 for checksum calculation
        move    #$fe,d1         ; 255 words ($00 to $fe)

.loop2
        add     (a0)+,d0
        dbra    d1,.loop2

        move    #$5678,d1       ; the value required
        sub     d0,d1           ; subtract checksum from required value.
        move    d1,(a0)         ; and store at the end of the block

exit
        clr.l   -(sp)
        trap    #1

; this is the resident code. It must be less than 502 bytes to fit in
; one block. If the code won't fit, a 'bra.s' can be used to jump over
; the checksum word.
reset_prg
        pea     prg(pc)         ; use PC relative code so it can be
        move.w  #$9,-(sp)       ; so it can start at any address
        trap    #1
        addq.l  #6,sp
        rts
        even
prg
        dc.b    'If you see this line, my reset '
        dc.b    'resident program was executed'
        dc.b    13,10
        dc.b    0
        even

end     equ     *

; end of code
```

--
David Bolt

From -2013141591787468416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b11419621fbe0801
X-Google-Attributes: gid1115ce,public
From: Joakim H[illegible]gberg <gokmase@my-deja.com>
Subject: Re: GFA code for total trees in RSC file
Date: 1999/09/01
Message-ID: <7qijt3$1k1$1@nnrp1.deja.com>#1/1
X-Deja-AN: 519612079
References: <QZZy3.95$28.4639@cletus.bright.net>
X-Http-Proxy: 1.0 x25.deja.com:80 (Squid/1.1.22) for client 130.240.37.208

Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Wed Sep 01 07:16:56 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.6 (Macintosh; I; PPC)

> Lost the original post, but here is the small bit of code in GFA
> to fetch the total trees.
>
> total_trees%=CARD{LONG{LONG{GB+4}+14}+22}

Thank you very, very much for taking the time to help! :)

Best regards,

Joakim

--
WWW: http://gokmase.atari.org
(http://hem1.passagen.se/gokmase/atari)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From -8649245905972528055
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cec7295203dcb3a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: system layers' availaibility during boot process
Date: 1999/09/01
Message-ID: <37d5c887.74083546@news.demon.co.uk>#1/1
X-Deja-AN: 519627922
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7q5upbdrd1@nnrp1.deja.com> <37de51c7.51352571@news.demon.co.uk>
<7qb4rs$3lf$1@snipp.uninett.no>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 936169526 nnrp-13:824 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 29 Aug 1999 11:17:16 GMT, Jo Even Skarstein <joska@nvg.ntnu.no>
wrote:

>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>
>> Yes, iirc the whole system is valid except for (of course) the Gem
>> parts, AES,VDI,GDOS. LineA is up also - for the console and (again
>
>Actually, the VDI is available as well, but you have to open the physical
>workstation yourself.

Sorry. I forgot about that!

>I don't know about GDOS. I wouldn't recommend using
>LineA, most graphics-cards doesn't support it.

I doubt LineA is "unsupported" as it appears (GDOS for instance,
plonks itself into the LineA font ring). No matter, I agree using
LineA when there is any other alternative is just making trouble for
yourself.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -941302606055494336
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1cec7295203dcb3a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: system layers' availaibility during boot process
Date: 1999/09/01
Message-ID: <37d6cb60.74812334@news.demon.co.uk>#1/1
X-Deja-AN: 519627923
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7q5upbdrd1@nnrp1.deja.com> <37de51c7.51352571@news.demon.co.uk>
<7qgpc7$m9q$1@nnrp1.deja.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 936169527 nnrp-13:824 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 31 Aug 1999 14:38:00 GMT, Guillaume D?flache
<Guillaume.Deflache@depinfo.enseeiht.fr> wrote:

>
>> >And also: can GEMDOS be used in the boot sector? for file i/o?
>> If by that you mean Rwabs(), GetBpb() etc then yes.

>   Well I really meant GEMDOS. Can I do F* GEMDOS-calls?
>
>   Thanks to you and Jo for your answers.
>
>   My AUTO-program aims at doing some (Falcon) resolution changes.
>There is a problem though: IIRC the resolution change is effectively
>done only when the amount of memory taken by the new screen is lower
>that the one of the current system-screen (otherwise it hangs). That's
>why I thought it was a memory-allocation problem.
>
>   I have let VSetScreen handle this, but it seems it's not the right
>way to do it... Should I use VSetMode, VGetSize and Malloc instead? But
>this way I think I'll lose the memory allocated for the first screen by
>the system, which is really annoying as my program deals with launching
>memory-hungry programs (demos/games)... Or does anyone know how to use
>Srealloc (which I think allows reallocating the screen memory)?
>BTW I am also looking for the calling procedure of the other unofficial
>XBIOS function that allows VIDEL registers loading & saving...

I'm afraid I've never had a Falcon so I can't help. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8486048208961529747
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7901daef9177111
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Can anyone help?
Date: 1999/09/01
Message-ID: <37d7cc60.75068763@news.demon.co.uk>#1/1
X-Deja-AN: 519627924
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7q0o6f$9bk$2@nnrp01.ops.uunet.co.za>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 936169528 nnrp-13:824 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 25 Aug 1999 14:40:55 +0200, "RN" <not@available.yet> wrote:

>Hey all!
>

>Please read quick and see if you can help!
>
>There is an Atari ST running an automated mailer machine, and
>the company want to replace it with a PC. I am now trying to get
>an emulator to work well under Win95, that allows for communication
>via the serial port to the mailer machine.
>
>I have tried WinSTon, TOSBox etc etc but when I use the original
>ST disks to boot up in the PC, the second disk causes 3 BOMB
>icons to appear on the screen and it hangs.....
>
>So now I dont know what to do! Any suggestions????

I thought about it for a while, then a a longer while, and now a whole
week has gone by! Tbh I can't think of any reason to replace the ST in
the first place. It'll be running long after the PC that replaces it
has expired, and even if it doesn't there are still plenty of ST's
about to replace a busted one.

Finally, if ever the software wanted upgrading, unless you've got the
sources for the ST app then it'll have to be written from scratch or
replaced with a PC app anyway.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1347760164059648687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b8d96f05a5f30c4
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: undocumented "short resident routines"???
Date: 1999/09/01
Message-ID: <7qim3jkei1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 519642271
References: <7qgqhr$n88$1@nnrp1.deja.com> <XxQunDA8HHz3Ewtv@my-ste.demon.co.uk>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

David Bolt <dbolt@my-ste.demon.co.uk> wrote:
> while (address > 0x600)
                 ^

Just a small correction: That should be a >=, not a >.

```
>   address = address - 0x0400
                            ^
```

And another one: That should be a 0x0200, not a 0x0400.

> As a small example, here's a small program that sets up a reset resident
> program. I've added some comments (which is rare for me ;) to try and
> show how it works.
> [Source code snipped]

Substracting a fixed value from _phystop and assuming it's no longer screen memory is likely to fail on machines like the Falcon. A better way is to use Malloc() to allocate 1024 bytes, align the addres returned to a 512-byte-boundary, and then use Ptermres() on exit (if you're not planning to trigger a reset right away).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 8972195515388575640
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3b8d96f05a5f30c4
X-Google-Attributes: gid1115ce,public
From: Guillaume D?flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Subject: Re: undocumented "short resident routines"???
Date: 1999/09/01
Message-ID: <7qjouo$tk4$1@nnrp1.deja.com>#1/1
X-Deja-AN: 519803350
References: <7qgqhr$n88$1@nnrp1.deja.com> <XxQunDA8HHz3Ewtv@my-ste.demon.co.uk>
<7qim3jkei1@sun27.hrz.tu-darmstadt.de>
X-Http-Proxy: 1.1 x35.deja.com:80 (Squid/1.1.22) for client 194.94.243.95
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Wed Sep 01 17:49:18 1999 GMT
X-MyDeja-Info: XMYDJUIDgwile
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; DigExt)

In article <7qim3jkei1@sun27.hrz.tu-darmstadt.de>,
  Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
[some corrections]
   That's nice to have so many responses! It seems that at the end the programming community here alwass gives the right complete answer :) !

Oh and I guess the code here should be relocatable :)... And the usual question: is this a "bad undocumented but widely used and accepted" feature? Does it work on all TOSes?

BTW Tommy: Leider werden keine Atari-ST Profibuecher in Frankreich verkauft! (AFAIK) Ist dieser besser als das Kompendium?

Again thanks to you all there!
--
Guillaume D?flache (mailto:guillaumed@europe.com)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 1881307304781733282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7901daef9177111
X-Google-Attributes: gid1115ce,public
From: Charles Richmond <richmond@plano.net>
Subject: Re: Can anyone help?
Date: 1999/09/01
Message-ID: <37CD3B74.E3229BEB@plano.net>#1/1
X-Deja-AN: 519863172
Content-Transfer-Encoding: 7bit
References: <7q0o6f$9bk$2@nnrp01.ops.uunet.co.za>
<37d7cc60.75068763@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsabuse@supernews.com
Organization: Cannine Computer Center
MIME-Version: 1.0
Reply-To: richmond@plano.net
Newsgroups: comp.sys.atari.programmer

> On Wed, 25 Aug 1999 14:40:55 +0200, "RN" <not@available.yet> wrote:
>
> >Hey all!
> >
> >Please read quick and see if you can help!
> >
> >There is an Atari ST running an automated mailer machine, and
> >the company want to replace it with a PC. I am now trying to get
> >an emulator to work well under Win95, that allows for communication
> >via the serial port to the mailer machine.
> >
> >I have tried WinSTon, TOSBox etc etc but when I use the original
> >ST disks to boot up in the PC, the second disk causes 3 BOMB
> >icons to appear on the screen and it hangs.....
> >
> >So now I dont know what to do! Any suggestions????
>
Okay, here's what you do: Go out and buy a midi-tower PC

case. Remove the Atari 1040 ST motherboard and put it in the
PC case. Now, tell your boss it's a PC--and run the same old
software on it that has been working all along.

--
+---+
| Charles and Francis Richmond   <richmond@plano.net> |
+---+

From 8377938735293093369
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,3b8d96f05a5f30c4
X-Google-Attributes: gid1115ce,public
From: Tommy Andersen <tommya@post3.tele.dk>
Subject: Re: undocumented "short resident routines"???
Date: 1999/09/01
Message-ID: <7qjvsk$b0$1@news.inet.tele.dk>#1/1
X-Deja-AN: 519869983
Content-Transfer-Encoding: 8bit
References: <7qgqhr$n88$1@nnrp1.deja.com> <XxQunDA8HHz3Ewtv@my-ste.demon.co.uk>
<7qim3jkei1@sun27.hrz.tu-darmstadt.de> <7qjouo$tk4$1@nnrp1.deja.com>
X-Accept-Language: en, da
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: Department of Abuse <abuse@news.inet.tele.dk>
X-Trace: news.inet.tele.dk 936215252 352 195.249.152.113 (1 Sep 1999 19:47:32 GMT)
Organization: Doh
Mime-Version: 1.0
NNTP-Posting-Date: 1 Sep 1999 19:47:32 GMT
Newsgroups: comp.sys.atari.programmer

"Guillaume D⁄flache" wrote:

>   BTW Tommy: Leider werden keine Atari-ST Profibuecher in Frankreich
> verkauft! (AFAIK) Ist dieser besser als das Kompendium?

IMHO yes.

--
CU Tommy

From 5307376852956387946
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4270272423fb4b49,start
X-Google-Attributes: gid1115ce,public
From: "SEVIN Roland" <upsis@club-internet.fr>
Subject: CGG under Magic PC
Date: 1999/09/01
Message-ID: <7qk4bt$37n$1@front1.grolier.fr>#1/1
X-Deja-AN: 519894922

X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Trace: front1.grolier.fr 936219837 3319 195.36.149.202 (1 Sep 1999 21:03:57 GMT)
Organization: Club-Internet (France)
NNTP-Posting-Date: 1 Sep 1999 21:03:57 GMT
Newsgroups: comp.sys.atari.programmer

Hi!
Is there someone who has succeed with
GCC and G++ on Magic PC ?

Thanks
--
.=============== Roland Sevin ================.
| upsis@REMOVE_THISclub-internet.fr |
| www.multimania.com/02/eazygem/index.htm |
.==.

From 5579559782853011720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b8d96f05a5f30c4
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: undocumented "short resident routines"???
Date: 1999/09/01
Message-ID: <OsJ4wBAYeaz3Ewfw@my-ste.demon.co.uk>#1/1
X-Deja-AN: 519932899
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <7qgqhr$n88$1@nnrp1.deja.com> <XxQunDA8HHz3Ewtv@my-ste.demon.co.uk>
<7qim3jkei1@sun27.hrz.tu-darmstadt.de>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 936225505 nnrp-03:7645 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <7qim3jkei1@sun27.hrz.tu-darmstadt.de>, Thomas Binder
<gryf@hrzpub.tu-darmstadt.de> writes
>Hi!
>
>David Bolt <dbolt@my-ste.demon.co.uk> wrote:

<snip corrections>

I thought I'd checked everything thoroughly before I posted, but they
seemed to slip through :|

>> As a small example, here's a small program that sets up a reset resident
>> program. I've added some comments (which is rare for me ;) to try and
>> show how it works.
>> [Source code snipped]
>
>Substracting a fixed value from _phystop and assuming it's no longer
>screen memory is likely to fail on machines like the Falcon. A better
>way is to use Malloc() to allocate 1024 bytes, align the addres returned
>to a 512-byte-boundary, and then use Ptermres() on exit (if you're not
>planning to trigger a reset right away).

That would be a much better way of doing things. You can almost tell the
code was developed with an ST in mind. I found a description of this in
an old ST World (January 1989 for the curious) and I made sure the
example code worked on the ST before posting it. Not having a Falcon,
any extra memory used by the screen wasn't taken into account.

--
David Bolt

From -7685640012957052119
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3b8d96f05a5f30c4
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: undocumented "short resident routines"???
Date: 1999/09/01
Message-ID: <pM3xYGAi4az3EwYV@my-ste.demon.co.uk>#1/1
X-Deja-AN: 519941046
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <7qgqhr$n88$1@nnrp1.deja.com> <XxQunDA8HHz3Ewtv@my-ste.demon.co.uk>
<7qim3jkei1@sun27.hrz.tu-darmstadt.de> <7qjouo$tk4$1@nnrp1.deja.com>
Content-Type: text/plain;charset=iso-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 936227305 nnrp-07:21580 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <7qjouo$tk4$1@nnrp1.deja.com>, Guillaume D﹏flache <Guillaume.
Deflache@depinfo.enseeiht.fr> writes

>   Oh and I guess the code here should be relocatable :)... And the

Yep.

>usual question: is this a "bad undocumented but widely used and

>accepted" feature? Does it work on all TOSes?

It seems to be in the versions of TOS I've seen (TOS 1.00 and 1.62)
and it's in Magic 5.11 so I'd guess it's in all TOS versions.

--
David Bolt

From -8165269172264600632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,151e3d8199f7e3e6,start
X-Google-Attributes: gid1115ce,public
From: "David ROCHE" <DROCHE@SOFTHOME.NET>
Subject: Problem to install SCSI HD on MEGA STE !!!!
Date: 1999/09/02
Message-ID: <7qj698jqn1@jaydee.iway.fr>#1/1
X-Deja-AN: 519709520
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@fr.uu.net
X-Trace: jaydee.iway.fr 936189032 20311 212.155.30.119 (1 Sep 1999 12:30:32 GMT)
Organization: UUNet
X-MSMail-Priority: Normal
NNTP-Posting-Date: 1 Sep 1999 12:30:32 GMT
Newsgroups: comp.sys.atari.programmer

Hello,

I have a MEGA STE and the hard disk inside don't works fine but it is
recognised !!

Thus i trying to install an other SCSI disk MAXTOR LXT213SY (200Mo) and the
MEGA STE don't recognize it with the HDX.PRG and HDINSTALL.PRG utilities.

How can i do ?
Is there a special disk for MEGA STE ? (i don't think because the interface
is SCSI)

HELP HELP HELP !!!

best regards, David

DROCHE@SOFTHOME.NET

a+

From -8845890249586962415
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b8d96f05a5f30c4
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: undocumented "short resident routines"???
Date: 1999/09/02
Message-ID: <7qlio9$3th$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 520108086
References: <7qgqhr$n88$1@nnrp1.deja.com> <XxQunDA8HHz3Ewtv@my-ste.demon.co.uk>
<7qim3jkei1@sun27.hrz.tu-darmstadt.de> <OsJ4wBAYeaz3Ewfw@my-ste.demon.co.uk>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

David Bolt <dbolt@my-ste.demon.co.uk> wrote:
> That would be a much better way of doing things. You can almost tell the
> code was developed with an ST in mind. I found a description of this in
> an old ST World (January 1989 for the curious) and I made sure the
> example code worked on the ST before posting it. Not having a Falcon,
> any extra memory used by the screen wasn't taken into account.

Well, even with my "solution" there's no guarantee the memory address
returned my Malloc() isn't located too close to the current screen
memory - but it's not very likely.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -1350080216130053492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f0e5b01a02967d73,start
X-Google-Attributes: gid1115ce,public
From: "David ROCHE" <DROCHE@SOFTHOME.NET>
Subject: !!!!! BUY A FALCON 030 !!!!
Date: 1999/09/03
Message-ID: <7qlrsn$2ja$1@jaydee.iway.fr>#1/1
X-Deja-AN: 520144479
X-Priority: 3

X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@fr.uu.net
X-Trace: jaydee.iway.fr 936276695 2666 212.155.30.23 (2 Sep 1999 12:51:35 GMT)
Organization: UUNet
X-MSMail-Priority: Normal
NNTP-Posting-Date: 2 Sep 1999 12:51:35 GMT
Newsgroups: comp.sys.atari.programmer

I would to buy a FALCON 030
Make proposition at :

DROCHE@SOFTHOME.NET

best regartds, David

From -5753910904619227696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,befe930bd68cc42a,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10aaed,befe930bd68cc42a,start
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1115ce,befe930bd68cc42a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10462e,befe930bd68cc42a,start
X-Google-Attributes: gid10462e,public
X-Google-Thread: 109a67,befe930bd68cc42a,start
X-Google-Attributes: gid109a67,public
From: "Earl Malmrose" <earl@nospam.malmrose.com>
Subject: Re: 18 AND OVER 24169
Date: 1999/09/03
Message-ID: <iYZz3.5912$R84.158425@typ12.nn.bcandid.com>#1/1
X-Deja-AN: 520831395
References: <030999171600@aol.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Trace: typ12.nn.bcandid.com 936405902 209.67.71.100 (Fri, 03 Sep 1999 20:45:02 EDT)
X-MSMail-Priority: Normal
NNTP-Posting-Date: Fri, 03 Sep 1999 20:45:02 EDT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy

<adam91998@aol.com> wrote in message news:030999171600@aol.com...
> free xxx pics:
>
> http://207.240.225.250$Oi\A"&I

That URL looks hosed. Try again.

From -3046415178443897275
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,11cb09b298686ef1,start
X-Google-Attributes: gid1115ce,public
From: "J►r►me Ginestet" <ginesj@free.fr>
Subject: CD-ROM
Date: 1999/09/05
Message-ID: <dCxA3.277$vE6.1452039@nnrp3.proxad.net>#1/1
X-Deja-AN: 521367481
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@proxad.net
X-Trace: nnrp3.proxad.net 936551945 212.27.51.19 (Sun, 05 Sep 1999 19:19:05 MEST)
Organization: Guest of ProXad - France
NNTP-Posting-Date: Sun, 05 Sep 1999 19:19:05 MEST
Newsgroups: comp.sys.atari.programmer

I'm looking for the structure of the "physical interface"
drivers for MetaDos (.BOS files)

I'm also looking for all docs about
ATA and ATAPI
ISO9660 and Joliet CD formats

Please help !

J►r►me

From -2694095497013232111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b02ca5dada52d2e8,start
X-Google-Attributes: gid1115ce,public
From: "Bob F" <BobF@techsoftware.demon.co.uk>
Subject: MultiTOS/MiNT
Date: 1999/09/06
Message-ID: <01bef849$ba647780$02c809c0@purple>#1/1
X-Deja-AN: 521608111
X-Complaints-To: abuse@theplanet.net
X-Trace: news6.svr.pol.co.uk 936609937 26333 62.136.82.224 (6 Sep 1999 09:25:37
GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 6 Sep 1999 09:25:37 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

Im trying to get MiNT up and running on a Falcon and
wondered what the best current (English if possible)
distribution is. Ive tried MultiTOS and various magazine
disk versions (!) in the past, but found it tricky to get
working.

Regards

Bob.

From -543598612774148974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b02ca5dada52d2e8
X-Google-Attributes: gid1115ce,public
From: darkchyld@pcc-uky.campuscwix.net (DarkChyld)
Subject: Re: MultiTOS/MiNT
Date: 1999/09/07
Message-ID: <7r35fp$qv9$3@news.campuscwix.net>#1/1
X-Deja-AN: 522099510
References: <01bef849$ba647780$02c809c0@purple>
Organization: The DarkForce! BBS
Newsgroups: comp.sys.atari.programmer

On 6 Sep 1999 09:25:37 G, "Bob F" wrote:
->Hi,
->
->Im trying to get MiNT up and running on a Falcon and
->wondered what the best current (English if possible)
->distribution is. Ive tried MultiTOS and various magazine
->disk versions (!) in the past, but found it tricky to get
->working.
->
->Regards
->
->Bob.
->
->
->.

  Bob, grab K. Ellis's "KEMD Revision 2" archive from:

  http://kellis.atari.org

  Read the accompanying docs very carefully, send E-mail
  to me or post here if/when you need help. ;-)

  Catch ya later!

```
      ___________________________________________________________________
     /               /   SysOp Of The DarkForce! BBS   /               /\
    /    --T--      /   Phone 1-606-886-9014 Today!   /     /\        / /
   /  -A T A R I-  /   My ICQ # Is 2 0 6 2 3 9 0 4   /  Dark><Chyld  / /
  /      --G--    /   The Fuji -Still- Lives...!!   /       \/      / /
 /_______________/_______________/_________________/_______________/ /
 \___________________________________________________________________\/
```

From -6537880386105682743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,2c6a60fa572523ab,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,2c6a60fa572523ab,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,2c6a60fa572523ab,start
X-Google-Attributes: gidf635e,public
X-Google-Thread: f5ddf,2c6a60fa572523ab,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1040c9,2c6a60fa572523ab,start
X-Google-Attributes: gid1040c9,public
X-Google-Thread: ffc1e,2c6a60fa572523ab,start
X-Google-Attributes: gidffc1e,public
X-Google-Thread: ff2b1,2c6a60fa572523ab,start
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1046d6,2c6a60fa572523ab,start
X-Google-Attributes: gid1046d6,public
From: "Vladislav Belov" <vlad@melitopol.net>
Subject: FS: Programs inexpensive
Date: 1999/09/10
Message-ID: <936997614.481942@zebra.mlt.dnepr.net>#1/1
X-Deja-AN: 523568563
Cache-Post-Path: zebra.mlt.dnepr.net!unknown@dial5.mlt.dnepr.net
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.100
Organization: Melitopol News Server
X-MSMail-Priority: Normal
X-Cache: nntpcache 2.3.2 (see http://www.nntpcache.org/)
Reply-To: "Vladislav Belov" <vlad@melitopol.net>
Newsgroups:
comp.programming.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.
sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.ma
c.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,com

Hello to all interested in getting inexpensive, but current software.
Have over 1000 different programs of all kinds. Below is a small list of programs, just to see how inexpensive they are. Have graphic sofware, 3D Building sofware, Architecture software, Programming software, etc.
For the list, and any question YOU MAY HAVE , please e-mail.

- Adobe Illustrator 8.0 = 20$
- Adobe Pagemaker 6.5 = 18$
- Adobe Photodelux = 18$
- Adobe photoshop 5 = 20$
- Adobe Premiere 5.0 = 18$
- Corel Draw 9 = 20$
- Corel Photos: Professional 5000 photos = 15$
- Corel Xara 2.0 = 20$
- Macromedia Authorware = 18$
- AutoCAD 14 = 20$
- ArchiCAD 6.0, ACAD 14.5 = 22$
- architectCAD = 18$
- Arhicad 6.0 = 20$
- AutoCAD 15 (AutoCad 2000) = 25$
- MathCAD 9 Professional = 25$;
- Borlad Delphi 3.02 = 18$;
- Borland C++ 5.02 = 20$
- Borland C++ Bilder = 25$
- Borland Delphi 4.0 (4.2) + libraries = 20$
- C++ Builder 3.0 Borland = 20$
- Cd-recorders = 20$
- Linux 5.0 = 18$
- LINUX OFFICE '98 = 20$
- Linux Red Hat 5.1 = 20$
- Mathlab 5.2 = 20$
- Microsoft Office 2000 = 25$

  and others !!!!!!!!!!!

These CD's are not copies, with all pictures, tools and everything.
E-mail me if interested. And if you buy several CD's, the price will
be less.

When you reply me, please, tell me the kind of programs in which you are interested.

I also have a lot of games.

Thank you.
Vlad

From -1065458330424965364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e531264232feb29e,start
X-Google-Attributes: gid1115ce,public
From: "s" <js@micro.com>
Subject: Get a lot of $$$ - it is easy!
Date: 1999/09/12

Message-ID: <7remsq$le3$1@inep.net>#1/1
X-Deja-AN: 523912612
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: usenet@inep.net
X-Trace: inep.net 937090778 21955 195.184.200.187 (11 Sep 1999 22:59:38 GMT)
Organization: iNEP
NNTP-Posting-Date: 11 Sep 1999 22:59:38 GMT
Newsgroups: comp.sys.atari.programmer

Do you want get cash thru e-mail?
Go here:

http://www.sendmoreinfo.com/id/56837

Then
i) Click on "FREE sign up" and sign up.
ii) follow HELP istructions and get a lot of many.
:-)

From 93644970481272375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b02ca5dada52d2e8
X-Google-Attributes: gid1115ce,public
From: anarkist@idirect.com (Ken Macdonald)
Subject: Re: MultiTOS/MiNT
Date: 1999/09/12
Message-ID: <M2CC3.43680$m7.555667@quark.idirect.com>#1/1
X-Deja-AN: 523924508
References: <01bef849$ba647780$02c809c0@purple>
X-Complaints-To: abuse@idirect.com
X-Trace: quark.idirect.com 937094444 209.161.236.110 (Sat, 11 Sep 1999 20:00:44 EDT)
Organization: TAF - deSIGN
NNTP-Posting-Date: Sat, 11 Sep 1999 20:00:44 EDT
Newsgroups: comp.sys.atari.programmer

On 6 Sep 1999 09:25:37 G, "Bob F" wrote:
:Hi,
:Im trying to get MiNT up and running on a Falcon and
:wondered what the best current (English if possible)
:distribution is. Ive tried MultiTOS and various magazine
:disk versions (!) in the past, but found it tricky to get
:working.
:Regards
:Bob.
:
A pretty easy way to install MiNT is to use TAF's 7 DD

floppy disk set, available at fine ftp sites everywhere.
However,
(there's always a 'however' isn't there?)
this installs Xwindows, and an old MiNTnet,you will have
to start replacing old files with newer ones. Mind you,
you have to do that also with the KGMD(KEMD with kellis's
translation) as it is an old distribution.
Martin-Eric Racine (see his TT pages) is working on a
new installation program(NMD), and there is also the CD
MiNT distribution (MiNT'99) from Whiteline, with an
installation program. good price I think.
this should get you going! :-)

Are you going to produce the 'Atarian' using MiNT? <grin>
ken
the TAF guy

From 5196998370415588341
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7eb96dcb983042e
X-Google-Attributes: gid1115ce,public
From: anarkist@idirect.com (Ken Macdonald)
Subject: Re: ST NEWBIE
Date: 1999/09/12
Message-ID: <X2CC3.43681$m7.555667@quark.idirect.com>#1/1
X-Deja-AN: 523924509
References: <7p7h27$2dme@enews4.newsguy.com> <7q0rk6$q1u$1@nnrp1.deja.com>
X-Complaints-To: abuse@idirect.com
X-Trace: quark.idirect.com 937094455 209.161.236.110 (Sat, 11 Sep 1999 20:00:55
EDT)
Organization: TAF - deSIGN
NNTP-Posting-Date: Sat, 11 Sep 1999 20:00:55 EDT
Newsgroups: comp.sys.atari.programmer

:> if there is one available for purchasing, where I could get it.
: AFAIK there are no more to purchase...

I think HiSoft is still selling Devpack??

:> want to do some graphics programming and see how fast I can get this
:> beast to run in 3d. Which reminds me, I guess I would somehow need
: Calm down guy, the "beast" has only a 8MHz 68000... so don't expect
:too much from it...

nicely said! :-)

:> to find information on the graphic card (video modes, software
:> interrupts, etc.) so i could do graphics programming. Anyways peace
:Video modes :
: - basic ones available: 320x200x16c(colors, not bits) or 640x200x4c or

:640x400x2c (monochrom B&W, this one needs a special monitor whereas the
:two others works on a TV or standard monitor)

you can get a S/VGA adaptor which allows you to use a SVGA or VGA monitor
for monochrome with the ST from Mario Becroft.
Also Mario Becroft is working on a VME card/adaptor which will give you
1280x1024 in 16bit (65,000) colurs.not much good for an ST, but he's working
on that also!:-)

: - AFAIR you can extend it by various software dirty incompatible time-
:consuming tricks up to 448x272x16 (max I think, very tricky, needs half
:processor power to sustain it... and lots more to fill it with
:pixels...)
:Software interrupts:
:On Atari system, you do not need them for graphic programming (apart
:from color rasters :)...).
:
:> out, and any help is defintely appreciated.
:Hope this helps.
:--
:Guillaume D﹫flache
:mailto:guillaumed@europe.com

ken
the TAF guy

From -6870623367614056355
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1a76ccf025e34fe1
X-Google-Attributes: gid1115ce,public
From: anarkist@idirect.com (Ken Macdonald)
Subject: Re: ATARI HARD DRIVE WANTED
Date: 1999/09/12
Message-ID: <D2CC3.43679$m7.555667@quark.idirect.com>#1/1
X-Deja-AN: 523924510
References: <7pjjkd$6qd@newstoo.ericsson.se>
X-Complaints-To: abuse@idirect.com
X-Trace: quark.idirect.com 937094435 209.161.236.110 (Sat, 11 Sep 1999 20:00:35
EDT)
Organization: TAF - deSIGN
NNTP-Posting-Date: Sat, 11 Sep 1999 20:00:35 EDT
Newsgroups: comp.sys.atari.programmer

On 20 Aug 1999 15:21:29 , "TEW" wrote:
:Hello,
:I have some Atari StE's, and am interested in accquiring a hard drive.
:Either proper Atari ones or a nice cheap solution using something else (?).
:By cheap, I mean I don't want to spend more than 100UKP at most.
:Thanks!

hey.no problemo! (I think)

Check out Mario Becroft web site.
He makes a ST and STe IDE board for a good price.
I have a STe IDE board in my STe (~60ukp)
a 120 MB IDE 2.5" notebook drive (~20ukp)my cost-Toronto
with a 2.5" IDE cable (~5ukp)my cost-Mario Becroft
PLUS
I get TOS 2.06!
I think Chris Crosskey is the dealer in the UK.
but I can't speak for his prices, I don't know them.
He is a good head though, fast and reliable AFAIK
check mario's web site for his address
which is:
http://www.pl.net/~mario/
mb@tos.pl.net

From -1520884895718488946
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3b8d96f05a5f30c4
X-Google-Attributes: gid1115ce,public
From: FROGGYlandon@best.com
Subject: Re: undocumented "short resident routines"???
Date: 1999/09/12
Message-ID: <37dbc2b9$0$218@nntp1.ba.best.com>#1/1
X-Deja-AN: 524103486
Content-Transfer-Encoding: 8bit
References: <7qgqhr$n88$1@nnrp1.deja.com> <XxQunDA8HHz3Ewtv@my-ste.demon.co.uk>
<7qim3jkei1@sun27.hrz.tu-darmstadt.de> <7qjouo$tk4$1@nnrp1.deja.com>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: nntp1.ba.best.com 937149113 218 landon@206.184.139.140
MIME-Version: 1.0
User-Agent: tin/pre-1.4-980818 ("Laura") (UNIX) (FreeBSD/2.2.8-STABLE (i386))
Newsgroups: comp.sys.atari.programmer

Guillaume D?flache <Guillaume.Deflache@depinfo.enseeiht.fr> wrote:
:> That's nice to have so many responses! It seems that at the end the
:>programming community here alwass gives the right complete answer :) !
:> Oh and I guess the code here should be relocatable :)... And the
:>usual question: is this a "bad undocumented but widely used and
:>accepted" feature? Does it work on all TOSes?

  that feature has been in there since day 1 -- i don't know if it has
ever been taken out. it was originally intended as a way to do some
kind of power or reset recovery from an application (e.g., save
critical data, or wipe ones self, for copy protection)

-landon

From -5455143178717703460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6cffbde9dcd7d79b,start
X-Google-Attributes: gid1115ce,public
From: ben@imperial.co.uk
Subject: C++ & GEM++
Date: 1999/09/14
Message-ID: <7rkpso$vm6$1@nnrp1.deja.com>#1/1
X-Deja-AN: 524722266
X-Http-Proxy: 1.0 x34.deja.com:80 (Squid/1.1.22) for client 194.131.147.241
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Tue Sep 14 06:27:44 1999 GMT
X-MyDeja-Info: XMYDJUIDbhills
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 [en] (Win95; I) via proxy gateway CERN-HTTPD/3.0
libwww/2.17

Hi All,

I have recently installed GCC v2.7.2 onto my Hades KGMD setup.
This works just fine and I can write and compile C++ programs
without any problems.

I would really like to write GEM applications in C++ so I have
been trying to install the GEM++ class libraries to help me do
this, but I have been having a few problems.

One of the compilation errors I have been receiving is a cannot
find file error from the linker. It's looking for gemlib++.a (or
was it libgem++.a) which I do not have. I know that GEM++
needs either GEMLIB or MINTLIB to run which I thought I had
installed.

So, my question is, could anybody out there who programs using
the GNU C++ compiler and the GEM++ libraries please tell me
how to setup GCC, and GEM++ and let me know if there are any
other programs required in the setup so that I can at least
compile the example programs that come with GEM++.

Any help would be greatly appreciated.

Thanks.

Regards,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 7314542253411317268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,962818f50e937313,start
X-Google-Attributes: gid1115ce,public
From: =?iso-8859-1?Q?Rafa=B3?= Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Subject: Sorting
Date: 1999/09/14
Message-ID: <37DE173A.E2A7E954@elektryk.ie.pwr.wroc.pl>#1/1
X-Deja-AN: 524850215
Content-Transfer-Encoding: 7bit
Organization: Technical Univeristy of Wroclaw
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi there!

I'm looking for good and fast function for sorting dynamic variables in
Pure C.
Can anyone help me?

Thanks

Rafal Kawecki

From -3107986156543190962
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,962818f50e937313
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Sorting
Date: 1999/09/14
Message-ID: <7rlobvmtq1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 525005598
Content-Transfer-Encoding: 8bit
References: <37DE173A.E2A7E954@elektryk.ie.pwr.wroc.pl>
Organization: Technische Universitaet Darmstadt
Content-Type: text/plain; charset=ISO-8859-1
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

Rafa⁇ Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> wrote:
> I'm looking for good and fast function for sorting dynamic variables in

> Pure C.
> Can anyone help me?

Depends on what kind of "dynamic variables" you mean. For variable sized arrays of arbitrary type elements, there's the function qsort(), the prototype should be in stdlib.h. qsort() implements - as the name suggests - the quicksort algorithm, which is (one of) the fastest general sorting method(s) currently known.

Ciao

Thomas

P.S.: I'm not absolutely sure whether the Pure C libraries contain this function, as it's POSIX, not ANSI.

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 7718666469350255026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,962818f50e937313
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Sorting
Date: 1999/09/14
Message-ID: <37DE7EEC.3A3FD4DD@cable.A2000.nl>#1/1
X-Deja-AN: 525040596
Content-Transfer-Encoding: 7bit
References: <37DE173A.E2A7E954@elektryk.ie.pwr.wroc.pl>
<7rlobvmtq1@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 937328399 1292 24.132.20.245 (14 Sep 1999 16:59:59 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 14 Sep 1999 16:59:59 GMT
Newsgroups: comp.sys.atari.programmer

Hi

Thomas Binder wrote:

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> arrays of arbitrary type elements, there's the function qsort(), the
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> general sorting method(s) currently known.
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>   function, as it's POSIX, not ANSI.
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Dont fear, it is in stdlib. The (original) Turbo C book claims it is ANSI.
It certainly is in the ISO standard C library, which thinks it is a copy of ANSI.
But who cares? A good reason for including a function in a library is because
it's USEFULL. ;-)

Beware: The sorted elements must be all the same size. If they are not, built a
array of pointers and sort them.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger;   Experimental text editor: AHCX

From 8074426938783926139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,962818f50e937313
X-Google-Attributes: gid1115ce,public
From: =?iso-8859-1?Q?Rafa=B3?= Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Subject: Re: Sorting
Date: 1999/09/15
Message-ID: <37DF32AA.21B93F5D@elektryk.ie.pwr.wroc.pl>#1/1
X-Deja-AN: 525290455
Content-Transfer-Encoding: 7bit
References: <37DE173A.E2A7E954@elektryk.ie.pwr.wroc.pl>
<7rlobvmtq1@sun27.hrz.tu-darmstadt.de> <37DE7EEC.3A3FD4DD@cable.A2000.nl>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Technical Univeristy of Wroclaw
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Henk Robbers wrote:

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>
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>
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> > arrays of arbitrary type elements, there's the function qsort(), the
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> >
>
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> It certainly is in the ISO standard C library, which thinks it is a copy of
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> But who cares? A good reason for including a function in a library is because
> it's USEFULL. ;-)
>
> Beware: The sorted elements must be all the same size. If they are not, built a
> array of pointers and sort them.
>

To use qsort() I have to build an array with pointers?
But I don't habe such array, and I don't want to have it.
It's like this:

```
typedef struct bla{
    char *....
    ....
    struct bla *next;
    struct bla *prev;
}
```

For example I have a base with about 10000 such structures and I want to sort
this 10000 structures.
Can I make it with qsort???

From 1836645149902375463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,494a38c0f3ad22da,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 108d08,494a38c0f3ad22da,start
X-Google-Attributes: gid108d08,public
X-Google-Thread: 11254c,494a38c0f3ad22da,start
X-Google-Attributes: gid11254c,public
X-Google-Thread: fd976,494a38c0f3ad22da,start
X-Google-Attributes: gidfd976,public
X-Google-Thread: 1115ce,494a38c0f3ad22da,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,494a38c0f3ad22da,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10b0a1,494a38c0f3ad22da,start
X-Google-Attributes: gid10b0a1,public
From: lafabrie florent <lafabrie@club-internet.fr>

Subject: Research source code ATARI IDE & SCSI
Date: 1999/09/15
Message-ID: <37DF4B46.5F44A73@club-internet.fr>#1/1
X-Deja-AN: 525314512
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@wanadoo.fr
X-Trace: wanadoo.fr 937380637 24296 164.138.202.135 (15 Sep 1999 07:30:37 GMT)
Organization: Wanadoo, l'internet avec France Telecom
Mime-Version: 1.0
NNTP-Posting-Date: 15 Sep 1999 07:30:37 GMT
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,maus.computer.a
tari.hardware,pl.comp.sys.atari,maus.computer.atari.falcon,maus.computer.atari.tal
k

Hello,

I'm research source code in C or assembleur for programming the IDE and
SCSI bus of a Falcon 030 (and TT for the SCSI). Could you help me ?

Thank's for your answer.
Best regard

Florent

lafabrie@club-internet.fr

http://www.club-internet.fr/perso/lafabrie/index.html
author of HARDWARE 2.0 for Falcon 030

From -5588969093165519944
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,962818f50e937313
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Sorting
Date: 1999/09/15
Message-ID: <7rnq3n$2nc$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 525348412
Content-Transfer-Encoding: 8bit
References: <37DE173A.E2A7E954@elektryk.ie.pwr.wroc.pl>
<7rlobvmtq1@sun27.hrz.tu-darmstadt.de> <37DE7EEC.3A3FD4DD@cable.A2000.nl>
<37DF32AA.21B93F5D@elektryk.ie.pwr.wroc.pl>
Organization: Technische Universitaet Darmstadt
Content-Type: text/plain; charset=ISO-8859-1
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

Rafa Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> wrote:

```
> typedef struct bla{
>     char *....
>     ....
>     struct bla *next;
>     struct bla *prev;
> }
> Can I make it with qsort???
```

No, not directly. Either build a temporary array, then use qsort(), and then adapt all next and prev pointers. Or implement quicksort yourself, though the approach is quite fixed to be used on arrays.

How does your linked list get filled? Wouldn't it be better to switch to AVL trees? These are balanced binary trees (i.e. they have a root node, and each node has two leaf nodes, the left being less than its parent, the right greater or equal, and each branch is almost of the same height), and sorting/balancing is done at insertion time.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -2189362788212741550
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,962818f50e937313
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Sorting
Date: 1999/09/15
Message-ID: <37DF9D07.384A2837@cable.A2000.nl>#1/1
X-Deja-AN: 525405230
Content-Transfer-Encoding: 8bit
References: <37DE173A.E2A7E954@elektryk.ie.pwr.wroc.pl>
<7rlobvmtq1@sun27.hrz.tu-darmstadt.de> <37DE7EEC.3A3FD4DD@cable.A2000.nl>
<37DF32AA.21B93F5D@elektryk.ie.pwr.wroc.pl>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 937401642 28506 24.132.20.245 (15 Sep 1999 13:20:42 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie

Mime-Version: 1.0
NNTP-Posting-Date: 15 Sep 1999 13:20:42 GMT
Newsgroups: comp.sys.atari.programmer

Hi

Rafa Kawecki wrote:

```
>
> To use qsort() I have to build an array with pointers?
> But I don't habe such array, and I don't want to have it.
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>
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>
> For example I have a base with about 10000 such structures and I want to sort
> this 10000 structures.
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```

If all these 10000 bla's are in an array, you can. If not you must make one. qsort sorts arrays. Building a pointer array make's qsort extremely fast, because it needs only move the pointers around. It's a very good idee, whether you want it or not. :-)

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Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From 5199218487807775023
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6cffbde9dcd7d79b
X-Google-Attributes: gid1115ce,public
From: vdjole@EUnet.yu (Djordje Vukovic)
Subject: Re: C++ & GEM++
Date: 1999/09/15
Message-ID: <7rovk5$2nf$1@SOLAIR2.EUnet.yu>#1/1
X-Deja-AN: 525590103
References: <7rkpso$vm6$1@nnrp1.deja.com>
X-Complaints-To: abuse@EUnet.yu
X-Trace: SOLAIR2.EUnet.yu 937427397 2799 213.240.0.83 (15 Sep 1999 20:29:57 GMT)
Organization: Public news server of EUnet Yugoslavia
NNTP-Posting-Date: 15 Sep 1999 20:29:57 GMT
Newsgroups: comp.sys.atari.programmer

On 14 Sep 1999 06:27:44 , ben@imperial.co.uk wrote:

>I have recently installed GCC v2.7.2 onto my Hades KGMD setup.
>This works just fine and I can write and compile C++ programs
>without any problems.

By the way, can the Gnu C++ (is there any other C++ for us??) be installed to work without MiNT and its filesystem- under plain TOS, I mean?

Regards;

From -55316194344064263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98a225dd3b3ce9dd,start
X-Google-Attributes: gid1115ce,public
From: maxilys@normandnet.fr (Remi Villatel)
Subject: Command line?
Date: 1999/09/15
Message-ID: <af42d5b290B802A1.46@nest.ftn>#1/1
X-Deja-AN: 525628038
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@fr.uu.net
X-Trace: jaydee.iway.fr 937436828 11068 195.7.97.88 (15 Sep 1999 23:07:08 GMT)
Organization: OpenHand Gateway
Mime-Version: 1.0
Reply-To: maxilys@normandnet.fr
NNTP-Posting-Date: 15 Sep 1999 23:07:08 GMT
Newsgroups: comp.sys.atari.programmer

Hi everybody,

My stupid question of the week: Is it possible to have a command line longer than 126 characters?

I wrote a tiny TTP that do nothing but catching the command line. Up to 126 characters, no problem.

Beyond 126 characters, we're supposed to use the ARGV protocol but it seems not to work the right way under MiNT/N.AES/Jinnee. Under plain TOS (3.06), a too long command line leads to bombs.

What I know about ARGV is that the command line length is set to 127 (that's what my TTP can read) and the content is (supposed to be) inserted before the environment string. But it never happens. My TTP reads the long word at basepage+44 which is a pointer to the environment string. Right? All right, I

got a pretty long environment string (because of MiNT) but the command line has

disappeared in the mean time! At the normal command line address (basepage+128), there is only the length byte (127 according to ARGV protocol) and nothing beyond (0, 0, 0, ...). The environment string is correct but there is no command line anymore, neither before, nor after the environment string. And I never find an "ARGV" string anywhere like I was supposed to.

So... What's wrong? Is it Jinnee's fault that poorly handles the command line? Is it definitively impossible to have a long command line? Or is it me that don't understand the ARGV protocol? Or is it once again one of these bl**dy MagiC-only things?

Last thing to say: I'm talking about GFA.

==========
Remi Villatel
E-mail: maxilys@normandnet.fr
==========

Via *FiST* v2.56M2 beta Gateway

From 1826602385135380465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,962818f50e937313
X-Google-Attributes: gid1115ce,public
From: =?iso-8859-1?Q?Rafa=B3?= Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Subject: Re: Sorting
Date: 1999/09/16
Message-ID: <37E09CCB.5B253BAB@elektryk.ie.pwr.wroc.pl>#1/1
X-Deja-AN: 525763180
Content-Transfer-Encoding: 7bit
References: <37DE173A.E2A7E954@elektryk.ie.pwr.wroc.pl>
<7rlobvmtq1@sun27.hrz.tu-darmstadt.de> <37DE7EEC.3A3FD4DD@cable.A2000.nl>
<37DF32AA.21B93F5D@elektryk.ie.pwr.wroc.pl> <37DF9D07.384A2837@cable.A2000.nl>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Technical Univeristy of Wroclaw
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

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> > To use qsort() I have to build an array with pointers?
> > But I don't habe such array, and I don't want to have it.
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> > this 10000 structures.
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> If all these 10000 bla's are in an array, you can. If not you must make one.
> qsort sorts arrays. Building a pointer array make's qsort extremely fast,
because
> it needs only move the pointers around. It's a very good idee, whether you want
it
> or not. :-)
>
```

OK. Thanks.
I'll try to make it with qsort (I'll make an array with pointers).
Thanks very much.
During this week I'll see how it's working :))

Thanks

Rafal Kawecki

From 3132560449076372914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98a225dd3b3ce9dd
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Command line?
Date: 1999/09/16
Message-ID: <7rqhpo$rk3$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 525812475
References: <af42d5b290B802A1.46@nest.ftn>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Remi Villatel <maxilys@normandnet.fr> wrote:
> So... What's wrong? Is it Jinnee's fault that poorly handles the command line?
Well, AFAIR the TOSRUN mechanism found in N.AES 1.x doesn't correctly
handle ARGV, i.e. the TOSRUN manager already doesn't receive the ARGV
environment string, so that any TTP hasn't got a chance to evaluate it.

I'm not sure whether this is the correct reason, but at least one stage
before the actual TTP is run drops ARGV= - so it's not your fault. For a

test, just rename your .ttp to .app and let it print the environment. It
should then contain ARGV=.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 2555593912758049150
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,98a225dd3b3ce9dd
X-Google-Attributes: gid1115ce,public
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Subject: Re: Command line?
Date: 1999/09/16
Message-ID: <37E0CEE3.72935EA5@utbm.fr>#1/1
X-Deja-AN: 525814926
Content-Transfer-Encoding: 8bit
References: <af42d5b290B802A1.46@nest.ftn>
To: maxilys@normandnet.fr
X-Accept-Language: fr
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: usenet@thalassa.grenet.fr
X-Trace: thalassa.grenet.fr 937479056 19227 193.48.246.2 (16 Sep 1999 10:50:56
GMT)
Organization: C.I.C.G. , Grenoble
Mime-Version: 1.0
NNTP-Posting-Date: 16 Sep 1999 10:50:56 GMT
Newsgroups: comp.sys.atari.programmer

Remi Villatel a ©crit :
Hello Remi

You can find explanation in French on my page:
http://www.utbm.fr/les.personnes/olivier.landemarre/argument.htm

Long ARGV don't supposed the system you use, it depend only of the the startup of
your
compiler. For GCC no problem, I think for PureC, Lattice too. For other I don't
know and
perhaps it need to change the startup.

Donc en francais peut etre un peu plus correct que mon anglais, les arguments

longs
tels qu'ils
ont ete definis officiellement (et qui est une rustine au probleme!), specifie que
au dela de 125
il faut passer l'argument en environnement avec ARGV=..... C'est le header du
programme
qui se charge de faire la popote! pour le transmettre au main(). Heureusement que
l'environnement
n'etait pas limite! Cela marche tres bien et je te conseil d'aller lire ce que
j'ai
ecrit la dessus (cf adresse
plus haut). Comme tu semble utiliser GFA je ne sais pas si ca marche il faut que
le
code de demarrage
le supporte. Si ce n'est pas le cas ca serait bien un monde qu'il n'y ai pas
quelque part un patch.
Aussi le code de demarrage bien fait retourne le ARGV dans la commande standard
(qui n'est en fait
pas limite a la reception et l'elimine de l'environnement)

> Hi everybody,
>
> My stupid question of the week: Is it possible to have a command line longer
> than 126 characters?
>
> I wrote a tiny TTP that do nothing but catching the command line. Up to 126
> characters, no problem.
>
> Beyond 126 characters, we're supposed to use the ARGV protocol but it seems
> not to work the right way under MiNT/N.AES/Jinnee. Under plain TOS (3.06), a
> too long command line leads to bombs.
>
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> what my TTP can read) and the content is (supposed to be) inserted before the
> environment string. But it never happens. My TTP reads the long word at
> basepage+44 which is a pointer to the environment string. Right? All right, I
> got a pretty long environment string (because of MiNT) but the command line has
>
> disappeared in the mean time! At the normal command line address
> (basepage+128), there is only the length byte (127 according to ARGV protocol)
> and nothing beyond (0, 0, 0, ...). The environment string is correct but there
> is no command line anymore, neither before, nor after the environment string.
> And I never find an "ARGV" string anywhere like I was supposed to.
>
> So... What's wrong? Is it Jinnee's fault that poorly handles the command line?
> Is it definitively impossible to have a long command line? Or is it me that
> don't understand the ARGV protocol? Or is it once again one of these bl**dy
> MagiC-only things?
>
> Last thing to say: I'm talking about GFA.
>
>

Olivier

From 8885857447451274751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,494a38c0f3ad22da
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd976,494a38c0f3ad22da
X-Google-Attributes: gidfd976,public
X-Google-Thread: 1115ce,494a38c0f3ad22da
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,494a38c0f3ad22da
X-Google-Attributes: gid109a67,public
From: lafabrie florent <lafabrie@club-internet.fr>
Subject: Research source code ATARI IDE & SCSI
Date: 1999/09/16
Message-ID: <37E0E4DB.767B8673@club-internet.fr>#1/1
X-Deja-AN: 525846452
Content-Transfer-Encoding: 7bit
X-Accept-Language: fr
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@wanadoo.fr
X-Trace: wanadoo.fr 937485493 13271 164.138.202.127 (16 Sep 1999 12:38:13 GMT)
Organization: Wanadoo, l'internet avec France Telecom
Mime-Version: 1.0
NNTP-Posting-Date: 16 Sep 1999 12:38:13 GMT
Newsgroups:
maus.computer.atari.hardware,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp
.sys.atari.st

Hello,

I'm research source code in C or assembleur for programming the IDE and
SCSI bus of a Falcon 030 (and TT for the SCSI). Could you help me ?

Thank's for your answer.
Best regard

Florent

lafabrie@club-internet.fr

http://www.club-internet.fr/perso/lafabrie/index.html
author of HARDWARE 2.0 for Falcon 030

From -2986616705633855857
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6cffbde9dcd7d79b
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C++ & GEM++
Date: 1999/09/17
Message-ID: <37f5c1a1.35415634@news.demon.co.uk>#1/1
X-Deja-AN: 526186280
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7rkpso$vm6$1@nnrp1.deja.com> <7rovk5$2nf$1@SOLAIR2.EUnet.yu>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 937545741 nnrp-01:13250 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 15 Sep 1999 20:29:57 GMT, vdjole@EUnet.yu (Djordje Vukovic) wrote:

>On 14 Sep 1999 06:27:44 , ben@imperial.co.uk wrote:
>
>>I have recently installed GCC v2.7.2 onto my Hades KGMD setup.
>>This works just fine and I can write and compile C++ programs
>>without any problems.
>
>
>By the way, can the Gnu C++ (is there any other C++ for us??) be installed
>to work without MiNT and its filesystem- under plain TOS, I mean?

I don't know, but to add to your question...

Are the complete compiler sources available, and where?

[then I may have an answer for you] :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3756351363150148264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d15984fe7b4f8dd5,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,d15984fe7b4f8dd5,start
X-Google-Attributes: gid1056fc,public
From: A User <godfreym@hotmail.com>

Subject: Linux on a Falcon030
Date: 1999/09/17
Message-ID: <37E27342.1E1D9D9E@hotmail.com>#1/1
X-Deja-AN: 526393612
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: eagle.america.net 937587426 206.113.227.173 (Fri, 17 Sep 1999 12:57:06 EDT)
Organization: 24hoursupport.com
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 17 Sep 1999 12:57:06 EDT
Newsgroups: comp.sys.atari.advocacy,comp.sys.atari.programmer

If anyone has installed Linux on a Falcon030 I could use your guidance.

I am looking for HowTos and FAQ's/Walkthroughs on installing and make a
stable build of Linux on a Falcon030

Thanks in Advance

--
I Accept the things that I can not change.
I have the courage to change the things I can change.
AND I have the wisdom to know the difference.

From 798469285117726737
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d15984fe7b4f8dd5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,d15984fe7b4f8dd5
X-Google-Attributes: gid1056fc,public
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Subject: Re: Linux on a Falcon030
Date: 1999/09/17
Message-ID: <37E2937E.DE9425E5@cfc.dnd.ca>#1/1
X-Deja-AN: 526437249
Content-Transfer-Encoding: 7bit
References: <37E27342.1E1D9D9E@hotmail.com>
X-Accept-Language: en,en-GB,fr-CA,de-DE
Content-Type: text/plain; charset=us-ascii
Organization: =?iso-8859-1?Q?Coll=E8ge?= des Forces canadiennes - Canadian Forces College
Mime-Version: 1.0
Reply-To: macdonald@cfc.dnd.ca
Newsgroups: comp.sys.atari.advocacy,comp.sys.atari.programmer

A User wrote:
> If anyone has installed Linux on a Falcon030 I could use your guidance.
> I am looking for HowTos and FAQ's/Walkthroughs on installing and make a

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> Thanks in Advance
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what brand
netBSD?
debian?
other?

ken
the TAF guy

From -645295217231577143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ca878a9b77c9ed51,start
X-Google-Attributes: gid1115ce,public
From: quaeris@*removethis*bb2.betterbox.net (Quaeris)
Subject: Magical MU* coder sought! (C/Linux)
Date: 1999/09/17
Message-ID:
<quaeris-1709991847080001@adsl-209-76-109-186.dsl.snfc21.pacbell.net>#1/1
X-Deja-AN: 526551922
X-Complaints-To: abuse@pacbell.net
X-Trace: typhoon-sf.snfc21.pbi.net 937619024 209.76.109.186 (Fri, 17 Sep 1999
18:43:44 PDT)
Organization: SBC Internet Services
NNTP-Posting-Date: Fri, 17 Sep 1999 18:43:44 PDT
Newsgroups: comp.sys.atari.programmer

Greetings,

I began playing a MU* about two years ago, after playing pen/paper games for years. With the right group of people, a real magic can arise between the players. Everywhere I have looked for something similar, I have found tired echoes of that magic. It's time there was a really mythic, literate, serious, joyful, fantasy roleplaying game. Something intricate enough to keep people fascinated, and give them a place to really -explore- the possibilities of text-based online role playing.

We want to create a place like that; a place that is magical, and intricate, and fascinating. A place that doesn't grow old, but grows. A place where people can interact with the mythical fantasy world in a way that's rewarding and fun.

We are seeking creative, inspired programmers to help us in the creation of a text-based MUD environment. We have been at work on this project for about a year and a half, and have a stable development environmnet running on an Intel linux box. Coding can be done on a home PC, but having

knowledge and access to Linux is preferred, and our server can be used by all team members.

(A mud is a text-based, self-running adventure system, based on a database and rules of interaction - telnetable, where people create characters and interact with each other and the virtual environment. A good working knowledge of C is required, a sense of teamwork, and the ability to work a minimum of about 2 hrs/week on the project.)

Our Platform:

We have an always up server, a majordomo, running on Red Hat Linux (intel). We use a DCS code tracking system and have a good organizational structure within the project, meaning there is web based record-keeping and things are kept closely updated within it, creating a resource for our coders. Mordor is a fairly primitive codebase, familiarity with C is a must.

Our Goals:
We want to create an inspired and inspiring team that will allow us to grow a fantasy-based role-playing environment that is rich, rewarding, and fun to be a part of.

If you're looking to join a team with some interesting goals, and help us create a great text-based mud, please send me some info on yourself, what you're looking for, etc and we'll quickly set up some time to chat.

Remove asterisks to reply...

Thanks!
q*uaeris@bb2.be*tterbox.net

From 2643209310456113461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d15984fe7b4f8dd5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,d15984fe7b4f8dd5
X-Google-Attributes: gid1056fc,public
From: mgodfrey@waca.com
Subject: Re: Linux on a Falcon030
Date: 1999/09/18
Message-ID: <7s05r4$2bq$1@nnrp1.deja.com>#1/1
X-Deja-AN: 526578198
References: <37E27342.1E1D9D9E@hotmail.com> <37E2937E.DE9425E5@cfc.dnd.ca>
X-Http-Proxy: 1.1 x25.deja.com:80 (Squid/1.1.22) for client 209.86.131.201
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Sat Sep 18 13:59:04 1999 GMT
X-MyDeja-Info: XMYDJUIDmgodfrey
Newsgroups: comp.sys.atari.advocacy,comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows 98)

Really it dont matter.

What I would like to do is use the Falcon to run Linux and Linux apps
(ie ftp services, mail, www, net scape, etc)

And maybe Wine (Windows emulation under Linux, said to be faster then
Windows itself)

I use AIX 3.2 on an IBM Risc machine at work, so I am fairly familure
with Unix, and to keep my Falcon Alive I just thing that Linux would be
cool to have on there.

Thanks

In article <37E2937E.DE9425E5@cfc.dnd.ca>,
  macdonald@cfc.dnd.ca wrote:
> A User wrote:
> > If anyone has installed Linux on a Falcon030 I could use your
guidance.
> > I am looking for HowTos and FAQ's/Walkthroughs on installing and
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> what brand
> netBSD?
> debian?
> other?
>
> ken
> the TAF guy
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 7446136376955988788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d15984fe7b4f8dd5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,d15984fe7b4f8dd5
X-Google-Attributes: gid1056fc,public
From: David Knight <david@ritter.demon.co.uk>
Subject: Re: Linux on a Falcon030
Date: 1999/09/18

Message-ID: <m3ogf09nfp.fsf@ritter.demon.co.uk>#1/1
X-Deja-AN: 526774528
X-NNTP-Posting-Host: ritter.demon.co.uk:158.152.5.227
References: <37E27342.1E1D9D9E@hotmail.com> <37E2937E.DE9425E5@cfc.dnd.ca>
<7s05r4$2bq$1@nnrp1.deja.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 937680999 nnrp-02:26361 NO-IDENT
ritter.demon.co.uk:158.152.5.227
Organization: none
NNTP-Posting-Date: 18 Sep 1999 16:47:24 GMT
Newsgroups: comp.sys.atari.advocacy,comp.sys.atari.programmer

mgodfrey@waca.com writes:

> What I would like to do is use the Falcon to run Linux and Linux apps
> (ie ftp services, mail, www, net scape, etc)
>
> And maybe Wine (Windows emulation under Linux, said to be faster then
> Windows itself)

Wine Is Not an Emulator. (hence WINE) Unless something has changed very
recently it will only work on x86 machines, which rules out the Falcon.

David

--
The superior man understands what is right;
the inferior man understands what will sell.
-- Confucius

From 5241656655998062099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d15984fe7b4f8dd5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,d15984fe7b4f8dd5
X-Google-Attributes: gid1056fc,public
From: Ben Hills <ben@imperial.co.uk>
Subject: Re: Linux on a Falcon030
Date: 1999/09/20
Message-ID: <7s4lgo$ug2$1@nnrp1.deja.com>#1/1
X-Deja-AN: 527172632
References: <37E27342.1E1D9D9E@hotmail.com>
X-Http-Proxy: 1.0 x23.deja.com:80 (Squid/1.1.22) for client 194.131.147.241
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Mon Sep 20 06:51:05 1999 GMT
X-MyDeja-Info: XMYDJUIDbhills
Newsgroups: comp.sys.atari.advocacy,comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows 95) via proxy
gateway CERN-HTTPD/3.0 libwww/2.17

Hi,

> If anyone has installed Linux on a Falcon030 I could use your
guidance.
>
> I am looking for HowTos and FAQ's/Walkthroughs on installing and make
a
> stable build of Linux on a Falcon030
>
> Thanks in Advance
>

Well, I have not installed Linux on a Falcon, but I am in the process
of installing it on my Hades, so the process should be the same.

Although there is now an unofficial port of Red Hat to the M68K
platform there are currently no installation utilities for the
Atari so your best bet would be to install the Debian distribution.

You will find information on installing Debian on the Atari platform
on their WEB site. http://www.debian.org

You will also find a list of suppliers on their WEB site so you
shouldn't have any problems getting hold of a copy. You could also
look at the Whiteline Linux CD's which are basically Debian.

http://www.atari-world.com

Hope this helps.

Regards,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From -4686268392462386104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,46a64775b250a9f1
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,46a64775b250a9f1
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1056fc,46a64775b250a9f1
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,46a64775b250a9f1
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,46a64775b250a9f1
X-Google-Attributes: gid109a67,public

X-Google-Thread: f7e23,46a64775b250a9f1
X-Google-Attributes: gidf7e23,public
From: "Robert Casey" <Robert.Casey@tesco.net>
Subject: Re: Free old mags!
Date: 1999/07/07
Message-ID: <7m0dp4$n3c$1@barcode.tesco.net>#1/1
X-Deja-AN: 498286536
References: <7lo6t8$f5$1@epos.tesco.net>
<1duhfv6.1l2mqgjt7bzy8N@max02-058.enterprise.net>
Organization: Tesco ISP
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

>Where abouts in Manchester, Rob?

Fallowfield!

From 6466909260154496242
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f8eadef234d7b972,start
X-Google-Attributes: gid1115ce,public
From: Joakim H﹏gberg <gokmase@my-deja.com>
Subject: How detect MIDI-hardware?
Date: 1999/07/08
Message-ID: <7m2iii$ff2$1@nnrp1.deja.com>#1/1
X-Deja-AN: 498655411
X-Http-Proxy: 1.0 x34.deja.com:80 (Squid/1.1.22) for client 195.58.102.60
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Thu Jul 08 16:11:08 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

Greetings all,

As usually you can probably guess by the subject line what I am looking
for here. I want a way to look if MIDI-hardware is present, but that at
the same time DOES NOT lock up the computer if no MIDI-hardware is
found. It wouldn﹏t be to much use else, eh?

Another question, that I recently posted here but got no response to,
is if there is a known way to playback sounds (notes) that will work on
both original Ataris as well as emulators like MagiC-Mac/PC and such?

And also, is it possible to whether or not a system has ST-compatible
sound?

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 5742247180387400264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1131a5,1dfb06be1789fe46,start
X-Google-Attributes: gid1131a5,public
X-Google-Thread: 1056fc,1dfb06be1789fe46,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,1dfb06be1789fe46,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: faa64,1dfb06be1789fe46,start
X-Google-Attributes: gidfaa64,public
X-Google-Thread: f8c09,1dfb06be1789fe46,start
X-Google-Attributes: gidf8c09,public
From: "Martin Lessmeister" <mhl10@cornell.edu>
Subject: FS: Atari Portfolio + Portfolio Serial Interface
Date: 1999/07/09
Message-ID: <7m467p$8t4@newsstand.cit.cornell.edu>#1/1
X-Deja-AN: 498995090
Sender: mhl10@cornell.edu (Verified)
Organization: Cornell University
X-MSMail-Priority: Normal
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
Newsgroups:
alt.ads.forsale.computers,comp.sys.laptops,comp.sys.atari.advocacy,comp.sys.atari.
programmer,alt.os.linux

For complete information please check out:

http://www.classifieds2000.com/cgi-cls/ad.exe?P1+C222+R108591

From 2560583410727407817
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,4b00e81c0bb46576,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4b00e81c0bb46576,start
X-Google-Attributes: gid1115ce,public
From: Joakim H[illegible]gberg <gokmase@my-deja.com>
Subject: Blit-problems with MagiC-Mac

Date: 1999/07/09
Message-ID: <7m5lva$k7b$1@nnrp1.deja.com>#1/1
X-Deja-AN: 499201490
X-Http-Proxy: 1.0 x31.deja.com:80 (Squid/1.1.22) for client 195.58.102.60
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Fri Jul 09 20:27:37 1999 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

Greetings all,

I wonder if there is any reason why using copy raster (vdi-function 109)
wouldn't work with MagiC-Mac? (The routines I use are taken
from ictari-10 if somebody still got these lying around somewhere)

I use this function to enable fast redraws in a program I have been
working on for a while now, and have been told that my blit-redraws
won't work at all with MagiC-Mac.

This sounds very strange to me, as I myself have verified that
everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is there
something special about MagiC-Mac that can cause problems like this?

I would really, really appreciate help on this one!

Ok, all for now!
Have a nice summer,

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 32091316693378401
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f8eadef234d7b972
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: How detect MIDI-hardware?
Date: 1999/07/10
Message-ID: <7m6cok$b68$1@cletus.bright.net>#1/1
X-Deja-AN: 499338752
References: <7m2iii$ff2$1@nnrp1.deja.com>
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 931575380 11464 209.143.8.205 (10 Jul 1999 02:56:20

GMT)
Organization: ENCOM
NNTP-Posting-Date: 10 Jul 1999 02:56:20 GMT
Newsgroups: comp.sys.atari.programmer

On 8 Jul 1999 16:11:08 G, Joakim H⍰gberg wrote:
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>
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>for here. I want a way to look if MIDI-hardware is present, but that at
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>both original Ataris as well as emulators like MagiC-Mac/PC and such?
>
>And also, is it possible to whether or not a system has ST-compatible
>sound?

In the cookie jar the cookie _SND will tell you if there is
yamaha chip available.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -4888399808589934897
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,4b00e81c0bb46576
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/10
Message-ID: <7m6v2v$qv4$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 499397744
References: <7m5lva$k7b$1@nnrp1.deja.com>
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 931594143 27620 129.16.79.21 (10 Jul 1999 08:09:03
GMT)
Organization: Chalmers Computer Society, Gothenburg, Sweden
NNTP-Posting-Date: 10 Jul 1999 08:09:03 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <7m5lva$k7b$1@nnrp1.deja.com>,
Joakim H⍰gberg <gokmase@my-deja.com> wrote:
>Greetings all,
>
>I wonder if there is any reason why using copy raster (vdi-function 109)

>wouldn't work with MagiC-Mac? (The routines I use are taken

I know for a fact that vro_cpyfm() works on my Mac at work under the
MagiCMac demo, since I've run MGIF in quick VDI mode just fine.
This is in 256 colours, though.

>I use this function to enable fast redraws in a program I have been

Depending on what you mean by 'redraws', blitting may not be the way
to go on machines with graphics acceleration.

It can be very slow to copy data from the screen to RAM and back again,
while normal drawing operations can be fast as lightning.
(fVDI/mach64 does it's best to optimize such things, though, by actually
 not doing the copy to normal RAM. Instead it uses free internal memory
 on the card. I'm not aware of any other VDI that does this, however.)
If you're rather talking about creating a complex image of some kind in
RAM (such as for a game, perhaps), there isn't much choice, obviously,
but at least you won't need to blit from the screen.

>working on for a while now, and have been told that my blit-redraws
>won't work at all with MagiC-Mac.

I assume you are aware of the usual problems with true colour graphics
modes using vro_cpyfm()? That is, the bit order may differ from card
to card and the only thing you can do with the normal VDI (NVDI and
fVDI have a special function) is to set test pixels, blit them into
normal RAM and see how they look (there's a nice library out there
somewhere that will do all this for you, but I can't recall the name).

Do not assume that you can access the screen directly in any way.
The screen address you can get from the Xbios may not necessarily
have anything to do with the one the VDI uses (with a graphics card,
the screen may not have an addressable frame buffer at all).

>This sounds very strange to me, as I myself have verified that
>everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is there
>something special about MagiC-Mac that can cause problems like this?

The main difference between MagiCMac and the rest you mention is that
the others have an original Atari screen mode or emulate one.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -7733266536375693108
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,4b00e81c0bb46576

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/10
Message-ID: <7m74qe$33n$1@nnrp1.deja.com>#1/1
X-Deja-AN: 499405407
References: <7m5lva$k7b$1@nnrp1.deja.com> <7m6v2v$qv4$1@nyheter.chalmers.se>
X-Http-Proxy: 1.0 x41.deja.com:80 (Squid/1.1.22) for client 195.58.102.60
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Sat Jul 10 09:46:55 1999 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

In article <7m6v2v$qv4$1@nyheter.chalmers.se>,
  rand@cd.chalmers.se (Johan Klockars) wrote:

> I know for a fact that vro_cpyfm() works on my Mac at work under the
> MagiCMac demo, since I've run MGIF in quick VDI mode just fine.
> This is in 256 colours, though.
>
> >I use this function to enable fast redraws in a program I have been
>
> Depending on what you mean by 'redraws', blitting may not be the way
> to go on machines with graphics acceleration.

Ok this is how it is done:

Before opening a window I reserve memory through MALLOC for the
blit-image. I have restricted colour-depth to a maximum of 16, since I
believe the first 16 are supposed to never change due to being system
colours. (Unless restricted in this way, huge amounts of memory will be
reserved on setups with great colour resolutions.) Right/wrong?

Objects will be redrawed for the first time with a standard OBJC_DRAW.
As soon as it is written, a copy of this is placed by the VDI-function
in the previously reserved memory. After this, all redraws will use the
VDI-function to restore areas when needed.

Is this a bad way to do things? I know for a fact that using OBJC_DRAW
all the way is fast enough on newer machines, but on older computers I
feel that the blitting really makes a difference that makes it worth it.
And furthermore, I have worked a lot with these routines, and I would
hate to have to drop them at this point. Especially as it seems to work
so well on everything but MagiC-Mac.

> I assume you are aware of the usual problems with true colour graphics
> modes using vro_cpyfm()? That is, the bit order may differ from card

Ok, but the first 16 should be the same, right?

> >everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is

there
> >something special about MagiC-Mac that can cause problems like this?
>
> The main difference between MagiCMac and the rest you mention is that
> the others have an original Atari screen mode or emulate one.

Which calls will be affected by this, and in what way?

Sorry if some questions seems to be to simple or silly, but since I
don't have a clue to these things the only way to find out is to ask. :)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 6616756311264397762
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/10
Message-ID: <7m7re9jue1@cletus.bright.net>#1/1
X-Deja-AN: 499491682
References: <7m5lva$k7b$1@nnrp1.deja.com> <7m6v2v$qv4$1@nyheter.chalmers.se>
<7m74qe$33n$1@nnrp1.deja.com>
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 931623177 20430 209.143.8.147 (10 Jul 1999 16:12:57
GMT)
Organization: ENCOM
NNTP-Posting-Date: 10 Jul 1999 16:12:57 GMT
Newsgroups: comp.sys.atari.programmer

On 10 Jul 1999 09:46:55 , Joakim Högberg wrote:
>In article <7m6v2v$qv4$1@nyheter.chalmers.se>,
> rand@cd.chalmers.se (Johan Klockars) wrote:

[snip]

>Is this a bad way to do things? I know for a fact that using OBJC_DRAW
>all the way is fast enough on newer machines, but on older computers I
>feel that the blitting really makes a difference that makes it worth it.

>And furthermore, I have worked a lot with these routines, and I would
>hate to have to drop them at this point. Especially as it seems to work
>so well on everything but MagiC-Mac.

If it works ok on all the actual Atari models then is there really
a problem? Send ASH and bug report about magic-mac.

[snip]

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -9090613068789660444
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,4b00e81c0bb46576
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/10
Message-ID: <7m86m4shg1@nyheter.chalmers.se>#1/1
X-Deja-AN: 499542627
References: <7m5lva$k7b$1@nnrp1.deja.com> <7m6v2v$qv4$1@nyheter.chalmers.se>
<7m74qe$33n$1@nnrp1.deja.com>
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 931634692 29232 129.16.79.21 (10 Jul 1999 19:24:52
GMT)
Organization: Chalmers Computer Society, Gothenburg, Sweden
NNTP-Posting-Date: 10 Jul 1999 19:24:52 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <7m74qe$33n$1@nnrp1.deja.com>,
Joakim H?gberg <gokmase@my-deja.com> wrote:
>In article <7m6v2v$qv4$1@nyheter.chalmers.se>,
> rand@cd.chalmers.se (Johan Klockars) wrote:
...
>> Depending on what you mean by 'redraws', blitting may not be the way
>> to go on machines with graphics acceleration.
...
>Before opening a window I reserve memory through MALLOC for the
>blit-image. I have restricted colour-depth to a maximum of 16, since I

How do you do that? Restrict the colour depth, I mean?
I don't think I understand what you mean here.

>believe the first 16 are supposed to never change due to being system

The actual colours shown should normally be the same, but the pixels

will look very different in the frame buffer if you compare for example
the normal Atari 4 bit mode and a graphics card 16 bit mode.

>colours. (Unless restricted in this way, huge amounts of memory will be
>reserved on setups with great colour resolutions.) Right/wrong?

I don't see how you intend to get around reserving that huge amount
of memory.

>Objects will be redrawed for the first time with a standard OBJC_DRAW.
>As soon as it is written, a copy of this is placed by the VDI-function
>in the previously reserved memory. After this, all redraws will use the
>VDI-function to restore areas when needed.

OK. On a system with a graphics accelerator, your blitting is quite
likely to be slower, but it depends on what you're drawing and how much
you need to blit.

In a 16 bit mode you'll need to blit (and of course allocate memory for)
two bytes per pixel. An 8 bit mode would be one byte per pixel and a
24 bit mode three or four bytes (such modes are often really 32 bit)
per pixel.

>Is this a bad way to do things? I know for a fact that using OBJC_DRAW
>all the way is fast enough on newer machines, but on older computers I
>feel that the blitting really makes a difference that makes it worth it.

It should be relatively easy to do redraws instead of blits only in
graphics modes with 'large' pixels.
You could also do a small test to figure out if the machine is 'fast enough'.

>And furthermore, I have worked a lot with these routines, and I would
>hate to have to drop them at this point. Especially as it seems to work
>so well on everything but MagiC-Mac.

vro_cpyfm() really must work under MagiC-Mac, but perhaps some of your
code uses it in the wrong way. Your comments earlier about only using
a few colours points in that direction.

Have you tried your program in for example FalconTC, or on an Atari
with a colour graphics card of some kind?

>> I assume you are aware of the usual problems with true colour graphics
>> modes using vro_cpyfm()? That is, the bit order may differ from card
>
>Ok, but the first 16 should be the same, right?

The colours, yes, but not their actual representation.

>> The main difference between MagiCMac and the rest you mention is that
>> the others have an original Atari screen mode or emulate one.
>
>Which calls will be affected by this, and in what way?

The VDI should really insulate you from this, if you use it correctly.
That isn't entirely simple (an understatement) when dealing with colour
images in true colour modes, though.

If you never need to touch the things you blit from the screen, and
don't intend to display any colour images (as opposed to drawing things
with lines etc), you don't have to worry about any of this. The VDI will
take care of everything.
Naturally, you need to supply large enough buffers for the blits, though.

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 995404479323296607
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public

From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/10

Message-ID: <7m8770$si7$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 499544950
References: <7m5lva$k7b$1@nnrp1.deja.com> <7m6v2v$qv4$1@nyheter.chalmers.se>
<7m74qe$33n$1@nnrp1.deja.com> <7m7re9jue1@cletus.bright.net>
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 931635232 29255 129.16.79.21 (10 Jul 1999 19:33:52
GMT)
Organization: Chalmers Computer Society, Gothenburg, Sweden
NNTP-Posting-Date: 10 Jul 1999 19:33:52 GMT
Newsgroups: comp.sys.atari.programmer

In article <7m7re9jue1@cletus.bright.net>,
Lonny Pursell <atari@bright.net> wrote:
>On 10 Jul 1999 09:46:55 , Joakim H⍰gberg wrote:
>>In article <7m6v2v$qv4$1@nyheter.chalmers.se>,
>> rand@cd.chalmers.se (Johan Klockars) wrote:
...
>>hate to have to drop them at this point. Especially as it seems to work
>>so well on everything but MagiC-Mac.
>
>If it works ok on all the actual Atari models then is there really

The only Atari machine that has a graphics mode that could cause the
same kind of problem (if I understand the original poster correctly)
is the Falcon, with its 16 bit true colour mode (well, if its only
a matter of the buffer size, the Falcon or TT 8 bit modes might also
cause problems).

Even testing there doesn't necessarily mean that the code is correctly
written to deal with any graphics card, though.

>a problem? Send ASH and bug report about magic-mac.

This isn't very likely to be a bug in MagiC-Mac. It probably only has
to do with the graphics mode used there and could be fixed with proper
coding.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -2914070479405579399
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: tkelly@pressenter.com (Terence Kelly)
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/12
Message-ID: <7mbqc3bkm1@jair.pressenter.com>#1/1
X-Deja-AN: 499979256
References: <7m5lva$k7b$1@nnrp1.deja.com>
Organization: PressEnter!
X-Server-Date: 12 Jul 1999 04:19:15 GMT
Newsgroups: comp.sys.atari.programmer

On 9 Jul 1999 20:27:37 , Joakim H⍰gberg wrote:
>Greetings all,
>
>I wonder if there is any reason why using copy raster (vdi-function 109)
>wouldn⍰t work with MagiC-Mac? (The routines I use are taken
>from ictari-10 if somebody still got these lying around somewhere)
>
>I use this function to enable fast redraws in a program I have been
>working on for a while now, and have been told that my blit-redraws
>won⍰t work at all with MagiC-Mac.
>
>This sounds very strange to me, as I myself have verified that
>everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is there
>something special about MagiC-Mac that can cause problems like this?
>
>I would really, really appreciate help on this one!
>
>Ok, all for now!
>Have a nice summer,
>
>

>/Joakim
>

Vro_cpyfm does work on MagiCmac. I use it for screen redraws in a scoring package I wrote for the Atari and that package runs without a hitch on my PowerMac at work under MagiCMac. Maybe someone was thinking of the actual blitter chip when they said that blits wouldn't work on the Mac?

--Terry Kelly

From -8176959778491569468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4b00e81c0bb46576
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/12
Message-ID: <3789A740.602C0A11@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 500035122
Content-Transfer-Encoding: 7bit
References: <7m5lva$k7b$1@nnrp1.deja.com> <7m6v2v$qv4$1@nyheter.chalmers.se>
<7m74qe$33n$1@nnrp1.deja.com> <7m86m4shg1@nyheter.chalmers.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 931768128 24331 (None) 136.225.229.168
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Johan Klockars wrote:

> >Objects will be redrawed for the first time with a standard OBJC_DRAW.
> >As soon as it is written, a copy of this is placed by the VDI-function
> >in the previously reserved memory. After this, all redraws will use the
> >VDI-function to restore areas when needed.
>
> OK. On a system with a graphics accelerator, your blitting is quite
> likely to be slower, but it depends on what you're drawing and how much
> you need to blit.
>
> In a 16 bit mode you'll need to blit (and of course allocate memory for)
> two bytes per pixel. An 8 bit mode would be one byte per pixel and a
> 24 bit mode three or four bytes (such modes are often really 32 bit)
> per pixel.

I guess if fVDI had a function for allocating this memory on the GFX card

instead of using "system" memory this would be _very_ fast on a graphics card
as well. So maybe it's time for you to make this call availabl, Johan? Then
it's just a matter of checking the cookie for fVDI and then use a malloc
provided by fVDI instead and off we go. :-)

//MK

From -2384205178930151443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4b00e81c0bb46576
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/12
Message-ID: <7mdgin$8df$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 500222627
References: <7m5lva$k7b$1@nnrp1.deja.com> <7m74qe$33n$1@nnrp1.deja.com>
<7m86m4shg1@nyheter.chalmers.se> <3789A740.602C0A11@NO.SPAM.emw.ericsson.se>
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 931808663 8623 129.16.79.21 (12 Jul 1999 19:44:23
GMT)
Organization: Chalmers Computer Society, Gothenburg, Sweden
NNTP-Posting-Date: 12 Jul 1999 19:44:23 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <3789A740.602C0A11@NO.SPAM.emw.ericsson.se>,
Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>Johan Klockars wrote:
>
>> >Objects will be redrawed for the first time with a standard OBJC_DRAW.
>> >As soon as it is written, a copy of this is placed by the VDI-function
>> >in the previously reserved memory. After this, all redraws will use the
>> >VDI-function to restore areas when needed.
...
>I guess if fVDI had a function for allocating this memory on the GFX card
>instead of using "system" memory this would be _very_ fast on a graphics card
>as well. So maybe it's time for you to make this call availabl, Johan? Then

Such a function is coming in some form, but since very few applications
would ever use it, I do my best to automate these things instead.

In the Eclipse/mach64 driver, the AES background buffering (menus etc)
is already covered and that doesn't seem to cause problems for any
programs. I've also made it possible for screen->RAM blits of ordinary
applications to be done locally on the card, on the assumption that such
a blit will always be followed (soon) by one (might be extended in the
future) RAM->screen blit of the same area, and that the application
didn't really need access to the actual data.

I've not yet run into any application that actually uses the screen data for any other purpose than to blit it back (except for the special case of programs that write test pixels to the screen and then blit the data back to figure out how to deal with a specific graphics mode (often done by programs that can display images in true colour graphics modes), but fVDI recognizes all variants I've run across of that and handles them in another way), but two (plus the one we're talking about here, it seems) 'reblits' the blitted area several times.

Naturally, none of this caching or memory allocation can be done if there's not enough memory free on the card.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 5523119340026493480
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,4b00e81c0bb46576
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: reschke@muenster.de
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/13
Message-ID: <7mennsand1@nnrp1.deja.com>#1/1
X-Deja-AN: 500405580
References: <7m5lva$k7b$1@nnrp1.deja.com> <7m6v2v$qv4$1@nyheter.chalmers.se>
<7m74qe$33n$1@nnrp1.deja.com>
X-Http-Proxy: 1.1 x35.deja.com:80 (Squid/1.1.22) for client 195.202.35.113
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Tue Jul 13 06:52:47 1999 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows NT)

In article <7m74qe$33n$1@nnrp1.deja.com>,
  Joakim H⊠gberg <gokmase@my-deja.com> wrote:

> > I assume you are aware of the usual problems with true colour
graphics
> > modes using vro_cpyfm()? That is, the bit order may differ from card
>
> Ok, but the first 16 should be the same, right?

Hmmm, it's a long time since I did that kind of programming -- but I thought that vro_xxx needs the same number planes for both source and destination...

> > >everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is

> there
> > >something special about MagiC-Mac that can cause problems like
this?
> >
> > The main difference between MagiCMac and the rest you mention is
that
> > the others have an original Atari screen mode or emulate one.
>
> Which calls will be affected by this, and in what way?
>
> Sorry if some questions seems to be to simple or silly, but since I
> don't have a clue to these things the only way to find out is to
ask. :)

The first thing to check is how the MFDB for the screen is filled. It
is wrong to use XBIOS to find any values here -- just set the screen
address to 0 and let VDI worry about the rest..

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 6226449242582547740
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: papval@mail.otenet.gr (Vassilis Papathanassiou)
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/14
Message-ID: <378c0c5ab8cfc41@mail.otenet.gr>#1/1
X-Deja-AN: 500760690
Content-Transfer-Encoding: 8bit
References: <7m5lva$k7b$1@nnrp1.deja.com>
X-Sender: NEWSwatch v2.50 (Atari)
Content-Type: text/plain; charset=iso-8859-7
X-Complaints-To: abuse@otenet.gr
X-Hardware: 68030/8 Atari TT
X-Trace: newssrv.otenet.gr 931918602 24489 195.167.119.204 (14 Jul 1999 02:16:42
GMT)
Organization: Private
Mime-Version: 1.0
NNTP-Posting-Date: 14 Jul 1999 02:16:42 GMT
Newsgroups: comp.sys.atari.programmer

on Fri 09-07-1999 20:27 Joakim H$\hat{o}$gberg wrote:

>Greetings all,
>

>I wonder if there is any reason why using copy raster (vdi-function 109)
>wouldn't work with MagiC-Mac? (The routines I use are taken
>from ictari-10 if somebody still got these lying around somewhere)
>
>I use this function to enable fast redraws in a program I have been
>working on for a while now, and have been told that my blit-redraws
>won't work at all with MagiC-Mac.
>
>This sounds very strange to me, as I myself have verified that
>everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is there
>something special about MagiC-Mac that can cause problems like this?
>
>I would really, really appreciate help on this one!
>
I don't know if this helps, but using vro_cpyfm on MagiC-PC, everything
is OK up to 8 planes (256 colors) but draws black backgrounds at >=32k
colors! Checking the HTML docs (hmm, they're in German) it says to
use mode 5 (D_ONLY) with graphic cards, which is rather wrong, it worked
for me with mode 15 (ALL_BLACK) so I have again good white (!)
backgrounds in list windows.

Library used is the good old E_GEM 2.20, function "rs_sc_copy" which
calls "vro_cpyfm (_rc_handle, mode, pxy, screen, screen);"

--

Regards Vassilis papval@otenet.gr
                   http://users.otenet.gr/~papval/

From -7318484546603959435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,792a12b7bec523ca,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: INDIRECT
Date: 1999/07/14
Message-ID: <7mh6a3$e22$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 500818416
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

What is the point of the INDIRECT ob_flag?

From the way it is documented, the ob_spec is treated as a pointer to the
real ob_spec.

Why would one want to do this?

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From -208374172168175272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed7de38cc8b51b16,start
X-Google-Attributes: gid1115ce,public
From: Jo'ogn <ASC-Administration@vorlonempire.com>
Subject: printer problems with Milan040
Date: 1999/07/14
Message-ID: <378C9AFA.9C2F7D18@vorlonempire.com>#1/1
X-Deja-AN: 500932698
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Anaconda-Space-Center NGC0417
Mime-Version: 1.0
Reply-To: ASC@NGC0417.SYS
Newsgroups: comp.sys.atari.programmer

hi, i have some trouble with printing from e.g. papyrus7, or pixart4.5.
normal ascii-text from editors are no problem, but on images, or TTF
i'm not sure if just the APP is wrongly configured, or if i need some
additional drivers for the milan !?

any ideas ?
--
 ! Reply-Address Invalid ! Please manually mailto:juergen@contrib.org
==========
 Anaconda Space Center NGC0417 We're closer than you might Imagine !
 Disable data-compression before jumping into Time-Space-Transmission
==========
 "We apologize for the inconvenience"   http://www.joogn.de

From -7278182614720920464
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,612f91e9f9dd8898
X-Google-Attributes: gid1115ce,public
From: saif@zetnet.co.uk (Saif Ahmed)
Subject: Re: Rebuilding an Atari TT .. I need your h
Date: 1999/07/14
Message-ID: <378cda72$0$161@news.zetnet.co.uk>#1/1
X-Deja-AN: 501024151
References: <3783A08B.4A8E@geocities.com>
X-Trace: news.zetnet.co.uk 931977842 161 194.247.41.37
Newsgroups: comp.sys.atari.programmer

On 7 Jul 1999 14:46:35 -, Doctor Clu wrote:
>I recently bought a puzzle for $15. I'm not much one for puzzles, but
>this type I like....

You lucky sod!!

>   So these are the parts of the puzzle. I'm curious to sources for TT
>computer components, and where I can find specs so I can know what other
>parts I need to look for.
>

 Try Best Electronics...they have everything you mention and more
 including the TOS ROMS. e-mail Brad Koda at bestelec@concentric.net

 Saif

From 3136811391233600224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,792a12b7bec523ca
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: INDIRECT
Date: 1999/07/15
Message-ID: <378D11DA.68CFEA90@cable.A2000.nl>#1/1
X-Deja-AN: 501107835
Content-Transfer-Encoding: 7bit
References: <7mh6a3$e22$1@newshost.comnet.co.nz>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 931992058 1139 24.132.20.245 (14 Jul 1999 22:40:58 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 14 Jul 1999 22:40:58 GMT
Newsgroups: comp.sys.atari.programmer

Gaven Miller wrote:
>
> What is the point of the INDIRECT ob_flag?
>
> From the way it is documented, the ob_spec is treated as a pointer to the
> real ob_spec.
>
> Why would one want to do this?
>
1:
Objects that have the same specification can point to a single variable.
2:
If you want more information (probably your own) in a object, you can let
the ob_spec point to a structure of which the first element contains the
original ob_spec and the remainder your private information.

Henk.

From 2022412662269455585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed7de38cc8b51b16
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Subject: Re: printer problems with Milan040
Date: 1999/07/15
Message-ID: <Pine.MNT.4.10.9907151450530.119-100000@milan>#1/1
X-Deja-AN: 501282431
References: <378C9AFA.9C2F7D18@vorlonempire.com>
X-Sender: fnaumann@milan
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: 15 Jul 1999 12:53:20 +0100, loriot.cs.uni-magdeburg.de
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

> hi, i have some trouble with printing from e.g. papyrus7, or pixart4.5.
> normal ascii-text from editors are no problem, but on images, or TTF
> i'm not sure if just the APP is wrongly configured, or if i need some
> additional drivers for the milan !?
>
> any ideas ?

Can you tell me more informations? Do you installed NVDI?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ L2

From 3067658310771791003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,792a12b7bec523ca
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: INDIRECT
Date: 1999/07/15
Message-ID: <37944051.51767067@news.demon.co.uk>#1/1

X-Deja-AN: 501410524
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7mh6a3$e22$1@newshost.comnet.co.nz>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 932061300 nnrp-06:29814 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 14 Jul 1999 05:13:38 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>What is the point of the INDIRECT ob_flag?

That would be telling!

>From the way it is documented, the ob_spec is treated as a pointer to the
>real ob_spec.

Seems so.

>Why would one want to do this?

For the sheer joy of it. <G>

Could be handy in a rom based resource file. Nothing else comes to
mind (aside from an urge to eat crisps I don't have).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3100447187919409914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,792a12b7bec523ca
X-Google-Attributes: gid1115ce,public
From: "Patrick Betremieux" <bpat@accessone.com>
Subject: Re: INDIRECT
Date: 1999/07/15
Message-ID: <hcxj3.49$ce.2331@sea-read.news.verio.net>#1/1
X-Deja-AN: 501578130
References: <7mh6a3$e22$1@newshost.comnet.co.nz>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@verio.net
X-Trace: sea-read.news.verio.net 932093837 198.68.190.25 (Fri, 16 Jul 1999
02:57:17 GMT)

Organization: Verio
NNTP-Posting-Date: Fri, 16 Jul 1999 02:57:17 GMT
Newsgroups: comp.sys.atari.programmer

Gaven Miller wrote in message <7mh6a3$e22$1@newshost.comnet.co.nz>...
>What is the point of the INDIRECT ob_flag?
>
>From the way it is documented, the ob_spec is treated as a pointer to the
>real ob_spec.
>
>Why would one want to do this?

Well, I haven't programmed the ST in a long while (Like, 6 years. I'm just getting back into it with emulation), but I remember it being useful for things such as changing icons on the fly (By changing where the bitmap object pointed to, and forcing the whole thing to redraw), or to save space when you have dialogs that look alike (You can have the part that looks the same points indirectly to the part that changes, and modify the pointer based on which one you want to show)

But that was a long time ago... I do remember it being extremely useful at times... Probably will be useless to you 99% of the time, but someday you'll be happy it's there :)

Patrick.

From -6311481710843628645
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/16
Message-ID: <7mmotp$3fa$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 501654345
References: <7m5lva$k7b$1@nnrp1.deja.com> <378c0c5ab8cfc41@mail.otenet.gr>
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 932112121 3562 129.16.79.21 (16 Jul 1999 08:02:01 GMT)
Organization: Chalmers Computer Society, Gothenburg, Sweden
NNTP-Posting-Date: 16 Jul 1999 08:02:01 GMT
Newsgroups: comp.sys.atari.programmer

In article <378c0c5ab8cfc41@mail.otenet.gr>,
Vassilis Papathanassiou <papval@mail.otenet.gr> wrote:
>on Fri 09-07-1999 20:27 Joakim H$gberg wrote:
...

>I don't know if this helps, but using vro_cpyfm on MagiC-PC, everything
>is OK up to 8 planes (256 colors) but draws black backgrounds at >=32k

Backgrounds?

>colors! Checking the HTML docs (hmm, they're in German) it says to
>use mode 5 (D_ONLY) with graphic cards, which is rather wrong, it worked

It might depend on the device driver which blit modes are available,
but generally I think they all would be. Their effect may not be quite
what you expect, though, since graphics cards usually aren't using
Atari style bit planes.

>for me with mode 15 (ALL_BLACK) so I have again good white (!)
>backgrounds in list windows.

I see what you mean now, but _please_ don't do that!

Mode 15 has never meant ALL_BLACK. It means all 1's, which in turn
happens to show the colour with highest index in paletted modes, ie
normally black.
In true colour modes, the maximum possible number is usually white
(max intensity red, green and blue)...

Why don't you use one of the obvious functions, that is v_bar or
vr_recfl? That way you can actually choose what colour to use and
expect it to work on any graphics hardware whatsoever.

I don't know about the various other VDIs, but in the current fVDI
mach64 drivers I've actually made blit mode 0 write all 1's and
mode 15 all 0's because quite a few programs erroneously seemed to
rely on these being white and black, respectively.
Now, if your program does the opposite (which _is_ more correct,
but still not a good idea), it won't work as you want, and if I
change the blit modes back to the way they should be, the other
programs will look wrong instead...

Once again, _please_ don't use vro_cpyfm for something it wasn't
intended to do (that is, filling with a specific colour)!

--

Chalmers University of Technology	Why are these .signatures so hard to do well?	e-mail:	rand@cd.chalmers.se johan@rand.thn.htu.se
Gothenburg, Sweden		WWW/ftp:	rand.thn.htu.se (MGIFv5, QLem, BAD MOOD)

From -5444566406256402743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public

From: papval@mail.otenet.gr (Vassilis Papathanassiou)
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/17
Message-ID: <3790c3464798793@mail.otenet.gr>#1/1
X-Deja-AN: 502124019
References: <7m5lva$k7b$1@nnrp1.deja.com> <378c0c5ab8cfc41@mail.otenet.gr>
<7mmotp$3fa$1@nyheter.chalmers.se>
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: abuse@otenet.gr
X-Hardware: 68030/8 Atari TT
X-Trace: newssrv.otenet.gr 932227771 2395 195.167.119.223 (17 Jul 1999 16:09:31
GMT)
Organization: Private
NNTP-Posting-Date: 17 Jul 1999 16:09:31 GMT
Newsgroups: comp.sys.atari.programmer

on Fri 16-07-1999 08:02 Johan Klockars wrote:

>>I don't know if this helps, but using vro_cpyfm on MagiC-PC, everything
>>is OK up to 8 planes (256 colors) but draws black backgrounds at >=32k
>
>Backgrounds?
>
Hmm, sorry, I mean the window work area ;-)

>>colors! Checking the HTML docs (hmm, they're in German) it says to
>>use mode 5 (D_ONLY) with graphic cards, which is rather wrong, it worked
>
>It might depend on the device driver which blit modes are available,
>but generally I think they all would be. Their effect may not be quite
>what you expect, though, since graphics cards usually aren't using
>Atari style bit planes.
>
Yes, and what is strange with NVDI is that although it treats 8 and up
bit planes as graphics card oriented (I mean the 256 color mode is NOT
TT or Falcon compatible) it fills an area with white in 256 colors mode
and with black from 32k colors or more. The call in both cases is the
same, ie "vro_cpyfm (handle, ALL_WHITE, pxy, screen, screen);" !

>>for me with mode 15 (ALL_BLACK) so I have again good white (!)
>>backgrounds in list windows.
>
>I see what you mean now, but _please_ don't do that!
>
Well, I did nothing ;-), it's E_GEM library that uses this call !
(and to be honest I have little experience using any VDI).

>Mode 15 has never meant ALL_BLACK. It means all 1's, which in turn
>happens to show the colour with highest index in paletted modes, ie
>normally black.
>In true colour modes, the maximum possible number is usually white
>(max intensity red, green and blue)...
>

Aha, things start to clear now.

>
>Why don't you use one of the obvious functions, that is v_bar or
>vr_recfl? That way you can actually choose what colour to use and
>expect it to work on any graphics hardware whatsoever.
>
Fortunately E_GEM contains the sources, so I can change that. But
please note that the above call is used for clearing a part of a
window (normally during redraw) and I thought it's faster than any
other method (no clipping, pxy preparation etc). Is it so ?

>I don't know about the various other VDIs, but in the current fVDI
>mach64 drivers I've actually made blit mode 0 write all 1's and
>mode 15 all 0's because quite a few programs erroneously seemed to
>rely on these being white and black, respectively.
>
Not much to say, you know better! The only problem (?) I can see is
that on /* bit blt rules */ of Pure C's VDI.H it defines ALL_WHITE
as 0 and ALL_BLACK as 15. This is confusing, but now it's fine with
me, thanks to your explanation above.

>Now, if your program does the opposite (which _is_ more correct,
>but still not a good idea), it won't work as you want, and if I
>change the blit modes back to the way they should be, the other
>programs will look wrong instead...
>
Ok, I have no problem to adapt, but I have no idea how many users
are using the E_GEM lib (I know it's been used in Papyrus !)
The change needed in rc_sc_copy is simple of course and anyone can
do it (in file TOOL.C).

>Once again, _please_ don't use vro_cpyfm for something it wasn't
>intended to do (that is, filling with a specific colour)!
>
Tell it to Christian Grunenberg ;-)
My tests were made under MagiC-PC/NVDI and the graphics card is a
QDI V2200 AGP 5096Q (?!). Having followed your discussions with
Ronald (and others) I'm really interested in testing fVDI. I'll
do it soon and let you know the results.

--

Regards Vassilis papval@otenet.gr
                   http://users.otenet.gr/~papval/

,

From 144448694054632094
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d026666c978d13da,start

X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Calling modern fileselectors
Date: 1999/07/18
Message-ID: <7mt4c6$72u$1@nnrp1.deja.com>#1/1
X-Deja-AN: 502426201
X-Http-Proxy: 1.1 x40.deja.com:80 (Squid/1.1.22) for client 212.32.132.117
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Sun Jul 18 17:54:16 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; DigExt)

Greetings all,

I wonder if someone has some example or source code (GFA prefered) that
describes how to call for newer fileselectors? (freedom, boxkite and
others)

Do all/some of them use the same calls?

Thanks in advance,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 5569632727551760704
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d026666c978d13da
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Calling modern fileselectors
Date: 1999/07/19
Message-ID: <37925D24.CE6316E5@cable.A2000.nl>#1/1
X-Deja-AN: 502522862
Content-Transfer-Encoding: 8bit
References: <7mt4c6$72u$1@nnrp1.deja.com>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 932338990 5365 24.132.20.245 (18 Jul 1999 23:03:10 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie

Mime-Version: 1.0
NNTP-Posting-Date: 18 Jul 1999 23:03:10 GMT
Newsgroups: comp.sys.atari.programmer

Joakim H⍰gberg wrote:
>
> Greetings all,
>

Same to you.

> I wonder if someone has some example or source code (GFA prefered) that
> describes how to call for newer fileselectors? (freedom, boxkite and
> others)
>
> Do all/some of them use the same calls?
>

Yes. They all basicly replace the AES call "fsel_input", in GFA: Fileselect.
Most of them implement the newer "fsel_exinput" as well (The one to which
you can pass a title line.)

You do not have to do anything special.

Henk.

From -2144168367019767043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d026666c978d13da
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Calling modern fileselectors
Date: 1999/07/19
Message-ID: <7mvda5$g3r$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 502729238
References: <7mt4c6$72u$1@nnrp1.deja.com> <37925D24.CE6316E5@cable.A2000.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <37925D24.CE6316E5@cable.a2000.nl>,
     Henk Robbers <H.Robbers@cable.A2000.nl> writes:
> You do not have to do anything special.

... unless you want to support their special features, like selection of
multiple files, non-modal activation, etc. There are several different
procotols for that (Selectric, Freedom, Boxkite, MagiC-xfsl(), where
Boxkite also supports xfsl() now), so a simple answer how to support

these features is impossible.

However, as Boxkite also offers the MagiC xfsl()-interface (which is
based on additional AES calls, detectable using appl_getinfo()), it
might be a good idea to start with that.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 4710446155438456487
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/20
Message-ID: <7n1e4l$m4s$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 503058971
References: <7m5lva$k7b$1@nnrp1.deja.com> <378c0c5ab8cfc41@mail.otenet.gr>
<7mmotp$3fa$1@nyheter.chalmers.se> <3790c3464798793@mail.otenet.gr>
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 932461525 22684 129.16.79.21 (20 Jul 1999 09:05:25
GMT)
Organization: Chalmers Computer Society, Gothenburg, Sweden
NNTP-Posting-Date: 20 Jul 1999 09:05:25 GMT
Newsgroups: comp.sys.atari.programmer

In article <3790c3464798793@mail.otenet.gr>,
Vassilis Papathanassiou <papval@mail.otenet.gr> wrote:
>on Fri 16-07-1999 08:02 Johan Klockars wrote:
...
>Yes, and what is strange with NVDI is that although it treats 8 and up
>bit planes as graphics card oriented (I mean the 256 color mode is NOT
>TT or Falcon compatible) it fills an area with white in 256 colors mode

In what way is the 256 colour mode not TT/Falcon compatible?

It will of course be using packed pixels (one byte per pixel rather than
the bitplanes used by Atari 1/2/4/8 bit modes), but that shouldn't cause
problems for anything but colour image display (and not even then for
reasonably well written programs).

>>I see what you mean now, but _please_ don't do that!

>>
>Well, I did nothing ;-), it's E_GEM library that uses this call !

:-(

>>Why don't you use one of the obvious functions, that is v_bar or
>>vr_recfl? That way you can actually choose what colour to use and
>>expect it to work on any graphics hardware whatsoever.
>>
>Fortunately E_GEM contains the sources, so I can change that. But
>please note that the above call is used for clearing a part of a
>window (normally during redraw) and I thought it's faster than any
>other method (no clipping, pxy preparation etc). Is it so ?

If you're filling anything larger than a few pixels, the setup overhead
won't matter. It's even possible that the internal operation done will
be exactly the same in both cases.

>>I don't know about the various other VDIs, but in the current fVDI
>>mach64 drivers I've actually made blit mode 0 write all 1's and
>>mode 15 all 0's because quite a few programs erroneously seemed to
>>rely on these being white and black, respectively.
>>
>Not much to say, you know better! The only problem (?) I can see is

It certainly would have helped if the VDI had been documented better...

>that on /* bit blt rules */ of Pure C's VDI.H it defines ALL_WHITE
>as 0 and ALL_BLACK as 15. This is confusing, but now it's fine with

It certainly is.
Before there were Atari machines with true colour graphics modes, it
was (somewhat) true, though.

>Ok, I have no problem to adapt, but I have no idea how many users
>are using the E_GEM lib (I know it's been used in Papyrus !)

As long as everyone is using those modes in the same way, a VDI can
take care of it. Hopefully, anyone who thinks long enough to realize
the differences between paletted and true colour modes will not use
those blit types at all. ;-)

>QDI V2200 AGP 5096Q (?!). Having followed your discussions with
>Ronald (and others) I'm really interested in testing fVDI. I'll
>do it soon and let you know the results.

Thanks.
I hope to get a final v0.94 released soon.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
```

Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From 3437962021123182633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: joska@nuts.edu
Subject: Re: Blit-problems with MagiC-Mac
Date: 1999/07/20
Message-ID: <7n2595vdt1@nnrp1.deja.com>#1/1
X-Deja-AN: 503141559
References: <7m5lva$k7b$1@nnrp1.deja.com> <378c0c5ab8cfc41@mail.otenet.gr>
<7mmotp$3fa$1@nyheter.chalmers.se>
X-Http-Proxy: 1.0 s01sikker:5000, 1.0 x33.deja.com:80 (Squid/1.1.22) for client
195.1.5.228
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Tue Jul 20 15:40:24 1999 GMT
X-MyDeja-Info: XMYDJUIDjosk
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows NT)

In article <7mmotp$3fa$1@nyheter.chalmers.se>,
  rand@cd.chalmers.se (Johan Klockars) wrote:

> Mode 15 has never meant ALL_BLACK. It means all 1's, which in turn
> happens to show the colour with highest index in paletted modes, ie
> normally black.
> In true colour modes, the maximum possible number is usually white
> (max intensity red, green and blue)...

Yup... Try running older E-Gem apps (like the otherwise excellent LZH-
Shell) in truecolour :-(

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From -4826305031207871456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,42ab110a91c91366,start
X-Google-Attributes: gid1115ce,public
From: "Thunder" <thunder@busprod.com>
Subject: Falcon 030 for sale with extras.
Date: 1999/07/23
Message-ID: <37989c5d.0@news.busprod.com>#1/1
X-Deja-AN: 504475024
X-Trace: 23 Jul 1999 16:46:21 GMT, 207.150.72.145

X-MSMail-Priority: Normal
X-Priority: 3
Newsgroups: comp.sys.atari.programmer
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300

Check it out on Ebay!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=135845171

From -1314283044719926902
X-Google-Language: FRENCH,ASCII-7-bit
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: "Daniel.Streit" <Daniel.Streit@wanadoo.fr>
Subject: S'il reste des coders ataristes qui ont le temps...
Date: 1999/07/23
Message-ID: <7nabujspe1@wanadoo.fr>#1/1
X-Deja-AN: 504486098
References: <7m5lva$k7b$1@nnrp1.deja.com> <378c0c5ab8cfc41@mail.otenet.gr>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@wanadoo.fr
X-Trace: wanadoo.fr 932754195 29486 193.250.64.8 (23 Jul 1999 18:23:15 GMT)
Organization: Wanadoo, l'internet avec France Telecom
Reply-To: "Daniel.Streit" <dstreit@club-internet.fr>
NNTP-Posting-Date: 23 Jul 1999 18:23:15 GMT
Newsgroups: comp.sys.atari.programmer

Je cherche :
- des coders asm qui puisses r?pondrent ? qques unes de mes questions et ?ventuellement m'aider pour qques bugs dans qques uns de mes sources asm pour...
- la Japemo : une m?gad?mo pour 1040 ST th?me Japanimation. Ainsi, je cherche des groupes encore actifs ou d?sireux de le redevenir ou bien ses coders seuls (j'ai d?j? fait une tonne de GFX ST th?me Japanim) pour contrib.

Hylst (hylst@wanadoo.fr)

And remember ST scene will never die !!

From 5664259261049891042
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,833534d98e9ef06a,start
X-Google-Attributes: gid1115ce,public

From: crumbhound@aol.com (CRUMBHOUND)
Subject: atari interupts
Date: 1999/07/23
Message-ID: <19990723192954.13368.00000680@ng-bd1.aol.com>#1/1
X-Deja-AN: 504580632
Organization: AOL, http://www.aol.co.uk
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Q... If you redirect an interrupt{ in this case, from the midi port}, and the
handler has to operate in sytem mode, what happens? Does the 68000 enter
interupts in system or the current mode? I ask because it means a lot of
program overhead if you have to switch modes before and after the routine.
From Jim Yale
E-mail to Crumbhound@AOL.COM

From 7219980213857123548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,833534d98e9ef06a
X-Google-Attributes: gid1115ce,public
From: "Mark Davies" <pov@tesco.net>
Subject: Re: atari interupts
Date: 1999/07/23
Message-ID: <7ncscu$9gf$1@barcode.tesco.net>#1/1
X-Deja-AN: 504794224
References: <19990723192954.13368.00000680@ng-bd1.aol.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
Organization: Tesco ISP
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

All interrupts occur in Supervisor mode (you do not have to write code to
put the 68000 into supervisor mode in your own ISR routine).

The IRQ that services the midi ports does other things than just midi. On
your own ISR routine you can check the stack to see if the IRQ was caused by
a midi device, if not jump back to the original ISR vector.

Mark
MSD/POV

CRUMBHOUND <crumbhound@aol.com> wrote in message
news:19990723192954.13368.00000680@ng-bd1.aol.com...
> Q... If you redirect an interrupt{ in this case, from the midi port}, and
the
> handler has to operate in sytem mode, what happens? Does the 68000 enter
> interupts in system or the current mode? I ask because it means a lot of
> program overhead if you have to switch modes before and after the routine.
> From Jim Yale

> E-mail to   Crumbhound@AOL.COM
>

From -3389830656517119298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,833534d98e9ef06a
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: atari interupts
Date: 1999/07/24
Message-ID: <199907241528.a54198@su.maus.de>#1/1
X-Deja-AN: 504805946
Distribution: lokal
References: <19990723192954.13368.00000680@ng-bd1.aol.com>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Jim!

C>Does the 68000 enter interupts in system or the current mode?
The 68000 always switches to supervisor mode if an interrupt occurs and
switches back when interrupt processing ends

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From 6068775351274644542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21ea4d6f71b708b8,start
X-Google-Attributes: gid1115ce,public
From: <psloth@post2.tele.dk>
Subject: Experience with SoundPool AudioTracker wanted !!!
Date: 1999/07/26
Message-ID: <OWSm3.17$Wu4.100@news.get2net.dk>#1/1
X-Deja-AN: 505279836
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@uni2.dk
X-Trace: news.get2net.dk 932969262 147.29.106.134 (Mon, 26 Jul 1999 08:07:42 MET
DST)
Organization: UNI2 Internet Kunde

NNTP-Posting-Date: Mon, 26 Jul 1999 08:07:42 MET DST
Newsgroups: comp.sys.atari.programmer

Experience with SoundPool AudioTracker wanted !!!
Have you been - or are you using - the 8 track HardDisk
Recording software from SoundPool called AudioTracker
running on the Atari Falcon 030 then .... please ..... let me know.

Thanks
Preben Sloth, Denmark

psloth@post2.tele.dk

From -4645832160030752479
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,4b00e81c0bb46576
X-Google-Attributes: gid1115ce,public
From: "Nicholas Bales (please edit email addressto reply)"
<bales@online.TAKE.THIS.OUT.fr>
Subject: Re: S'il reste des coders ataristes qui ont le temps...
Date: 1999/07/26
Message-ID: <379C2D57.A1264717@online.TAKE.THIS.OUT.fr>#1/1
X-Deja-AN: 505319967
Content-Transfer-Encoding: 8bit
References: <7m5lva$k7b$1@nnrp1.deja.com> <378c0c5ab8cfc41@mail.otenet.gr>
<7nabujspe1@wanadoo.fr>
X-Accept-Language: fr
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news@stortek.com
X-Trace: news.stortek.com 932982322 14493 129.80.164.20 (26 Jul 1999 09:45:22 GMT)
Organization: None
Mime-Version: 1.0
NNTP-Posting-Date: 26 Jul 1999 09:45:22 GMT
Newsgroups: comp.sys.atari.programmer

"Daniel.Streit" a ⍰crit :
>
> Je cherche :
> - des coders asm qui puisses r?pondrent ? qques unes de mes questions et
> ?ventuellement m'aider pour qques bugs dans qques uns de mes sources asm
> pour...

Pour le fran⍰ais, merci d'utiliser fr.comp.sys.atari.
Ensuite, tu toucheras les programmeurs plus dans
comp.sys.atari.programmer, mais l⍰, c'est anglais obligatoire, tout
comme ici.

Nick
--
    ||| Nicholas Bales, Toulouse, France
 ===|||==
   / | \   The Atari ST Quick FAQ   bales@
 -' ' `- http://quickfaq.atari.org   online.fr

From -2693518574519058998
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9e06a2238401fee1,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,9e06a2238401fee1,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,9e06a2238401fee1,start
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: TT-Digger V6
Date: 1999/07/26
Message-ID: <379CBE31.A80232A8@cable.A2000.nl>#1/1
X-Deja-AN: 505494706
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 933019203 29076 24.132.20.245 (26 Jul 1999 20:00:03 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 26 Jul 1999 20:00:03 GMT
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi everybody.

1: This version is a better one than V5.4 :-)

2: At last I put in the few special 040 & 060 instructions.

Visit my web site:

http://people.A2000.nl/hrobbers/Homepage.html

Met vriendelijke groeten
Regards.

Henk Robbers.

From 4185923461496664965
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e2e8972f704c20a5,start
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,e2e8972f704c20a5,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e2e8972f704c20a5,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10fe29,e2e8972f704c20a5,start
X-Google-Attributes: gid10fe29,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: ST>TT-Digger V6 interactive disassembler released
Date: 1999/07/27
Message-ID: <270719992051067121%H.Robbers@cable.A2000.nl>#1/1
X-Deja-AN: 506041870
Content-transfer-encoding: 8bit
Approved: csaa@savetz.com (comp.sys.atari.announce)
Organization: Posted via Supernews, http://www.supernews.com
Content-Type: text/plain; charset=ISO-8859-1
User-Agent: YA-NewsWatcher/4.2.2
MIME-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.
announce
X-Complaints-To: newsabuse@supernews.com

The new version is a better one than V5.4 :-)

At last I put in the few special 040 & 060 instructions.

```
  new since 5.3:         (Forget  V5.4  That one was a bit premature :-)
        Marking of jumptables for label generating.
            Find jmp's and jsr's with indirect operand.
        Give names to absolute word addresses.
        Options in the config file related to the above.
        Give names to standard labels.
        Attach a short comment to an address.
        More flexible index file.
        At last!    Full 68040 & 68060 support.
```

Visit my web site:
http://people.A2000.nl/hrobbers/Homepage.html

Met vriendelijke groeten
Regards.
Henk Robbers.

From 4764103739980252638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,254eaf9489f6c92f,start
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: GEM redraw problems (yet a new one!)
Date: 1999/07/28
Message-ID: <7nn15bsvo1@nnrp1.deja.com>#1/1

X-Deja-AN: 506119631
X-Http-Proxy: 1.0 x26.deja.com:80 (Squid/1.1.22) for client 195.58.102.60
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Wed Jul 28 13:38:52 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

Greetings all,

I hope I can explain this problem so you can fully understand what happens. I have experienced problems with GEM-redraws, when I want to redraw object trees that have a filling pattern included. It seems to me like if the background pattern does not move like all the other visual content of the tree, but instead lies like a "watermark". I have been looking for days at my redraw code, but I really can't find any bugs that can cause this. Since all other content (text strings, buttons, boxes and everything else) is placed correctly I wonder if this is a feature (bug) in GEM, or a problem with my program? It makes redraws look really ugly. I guess the only solution I can see right now is to redraw the WHOLE window, and not just the parts that has been previously covered. Right/wrong?

Please help me!

(If you think you CAN help, but understood nothing mentioned above, please contact me, and I can mail you my program, so you can see what I mean)

I'm not sure this will get posted as I have been having difficulties accessing deja.com lately, but I'll give it a try...

Best regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From -3716784614997867335
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,254eaf9489f6c92f
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: GEM redraw problems (yet a new one!)

Date: 1999/07/28
Message-ID: <379F7574.9E0336AC@cable.A2000.nl>#1/1
X-Deja-AN: 506337876
Content-Transfer-Encoding: 8bit
References: <7nn15bsvo1@nnrp1.deja.com>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 933197160 11173 24.132.20.245 (28 Jul 1999 21:26:00 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 28 Jul 1999 21:26:00 GMT
Newsgroups: comp.sys.atari.programmer

Hi Joakim

Joakim H⍰gberg wrote:
>
> Greetings all,
>
[snipped clear and well recognized description].

The only thing you can do about this is:
Snap the horizontal movement of your window on the smallest common multiple of repetition sizes of all the patterns you use. I'll hope you know what I mean :-)
But 16 will always do.

--
Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

From 8197602091043154749
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52b935d1cc3cc3fc,start
X-Google-Attributes: gid1115ce,public
From: "r e s" <res@sympatico.ca>
Subject: FS: Lattice C 5.5
Date: 1999/07/29
Message-ID: <NiRn3.38076$ga.54262@news21.bellglobal.com>#1/1
X-Deja-AN: 506473372
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Trace: news21.bellglobal.com 933224749 209.226.65.243 (Thu, 29 Jul 1999 01:05:49 EDT)
Organization: Sympatico
X-MSMail-Priority: Normal
NNTP-Posting-Date: Thu, 29 Jul 1999 01:05:49 EDT
Newsgroups: comp.sys.atari.programmer

Best offer

Toronto

From -2416400001976489533
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,254eaf9489f6c92f
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: GEM redraw problems (yet a new one!)
Date: 1999/07/29
Message-ID: <7npqtqloq1@nyheter.chalmers.se>#1/1
X-Deja-AN: 506615059
References: <7nn15bsvo1@nnrp1.deja.com>
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 933261050 22298 129.16.79.21 (29 Jul 1999 15:10:50 GMT)
Organization: Chalmers Computer Society, Gothenburg, Sweden
NNTP-Posting-Date: 29 Jul 1999 15:10:50 GMT
Newsgroups: comp.sys.atari.programmer

In article <7nn15bsvo1@nnrp1.deja.com>,
Joakim H⍰gberg <gokmase@my-deja.com> wrote:
>Greetings all,
>
>I hope I can explain this problem so you can fully understand what
>happens. I have experienced problems with GEM-redraws, when I want to
>redraw object trees that have a filling pattern included. It seems to me
>like if the background pattern does not move like all the other visual

That's indeed true for all pattern fills in GEM.
For some things it can be a real pain, but for others it's very nice.

>feature (bug) in GEM, or a problem with my program? It makes redraws
>look really ugly. I guess the only solution I can see right now is to

This should only be a problem if your tree has actually moved on the
screen, but I guess that's what you're talking about.

>redraw the WHOLE window, and not just the parts that has been previously
>covered. Right/wrong?

Aligning to some minimum safe number of pixels as suggested by another
answer will of course work, but may not be what you want.
Another solution is to have a user defined pattern and change it to
reflect the movement.

--

Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From -793905337745842501
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,150be2bbfbdefcee,start
X-Google-Attributes: gid1115ce,public
From: jesper.brannmark@swipnet.se (Jeppe Br﹟nnmark)
Subject: Gfa Basic RESERVE problem with FS_INPUT
Date: 1999/07/31
Message-ID: <37a2a53e.38337@nntpserver.swip.net>#1/1
X-Deja-AN: 507257023
X-Sender: s-399479@dialup78-1-48.swipnet.se
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 933409601 130.244.78.48 (Sat, 31 Jul 1999 10:26:41 MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Sat, 31 Jul 1999 10:26:41 MET DST
Newsgroups: comp.sys.atari.programmer

Hello.

I'm having problem with load and save options in my current project
(control theaterlighting with atari computer).

I'm using Gfa Flying dialogues, and when I'm trying to call the
FS_INPUT (and EX_FSINPUT) I must reserve at least 4 kb.
If I don't my TOS (both interpreter and compiled program) respones
that I don't have enough memory for this library.

I've earlier been adviced to stay away from reserve in GFA-basic,
since it's not working very well.

I would like to find another way to get the FS_INPUT working,
has anyone got some idea?

/Jeppe Br﹟nnmark

From 5364074263694297387
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,87286ef77f5404ec,start
X-Google-Attributes: gid1115ce,public
From: jovlie@xs4all.nl (Jos Vlietstra)
Subject: WTB:CAB 3.0 !!
Date: 1999/07/31
Message-ID: <7nulra$l8o$2@news1.xs4all.nl>#1/1
X-Deja-AN: 507280839

X-Complaints-To: abuse@xs4all.nl
X-Trace: news1.xs4all.nl 933419690 21784 194.109.133.8 (31 Jul 1999 11:14:50 GMT)
Organization: Music,Arts,Atari,Saxophone
NNTP-Posting-Date: 31 Jul 1999 11:14:50 GMT
Newsgroups: comp.sys.atari.programmer

>Hi,
>I want to buy Cab 3.0 , the superfast version of the only neat
>browser for Atari. It only has to be programmed by alexander Clauss
>I cannot imagine i'm the only one who wants it, so come on guys,
>let's give alex a signal that we want his update for atari and not
>for that ugly Imac, a computer which is bound to drop of the store
>shelves within a few months.....
>So let's visit his homepage and send him an email.
>his homepage can be found on http://www.tu-darmstadt.de/~aclauss/
>If we all react, he cannot ignore our wish and of course we want to
>pay for it, cause good work has to be paid.
>So react in this newsgroup and to Alexander in person.
>Let's hope he'll do it !

>Hi Jos
>
>Well spoken couldn't agree more. I'll definitly send an e-mail to Alexander.
>And as you said if we all do it maybe he'll react.
>
>Cheer's J[illegible]rgen

It seemed a good idea to me as well - I sent Alexander an e-mail this
afternoon.

Cheers

Paul

From -7363173154099960183
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ca2997a41d33e1fe,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: shutdown
Date: 1999/07/31
Message-ID: <8813_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 507304830
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

Hi Koos, I am working a bit on NOS and my system this summer, so here is question for you. Net2Net is GFA, so my system has to be resetted from time to time, or I've seen it's enough to close all programs and call an application in "single mode" to "reset" memory for N2N, I'm using MagiC with the MANAGER.

How can I make an event to start a program in "single mode" and/or one event to properly shutdown and restart the system once a day ? I've tryed different ways, but none is working at the moment, I'm doing something like:

```
#include <stdio.h>
#include <tos.h>
#include <stdlib.h>
#include <aes.h>

int main()
{
     char *cmdline, tail[2]={0};
     Pdomain(1);

/*   creat("u:\\etc\\fastboot");*/

     cmdline = getenv("SDMASTER");
puts(cmdline);
     if (cmdline != NULL)   shel_write(0, 1, 1, cmdline, tail);
OR->>
     shel_write( 4, 0, 0, NULL, NULL);
     shel_write( 4, 1, 0, NULL, NULL);

     return 0;
}
```

ideas ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 3162883146678361007
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84bf1e8c30140255,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: some MagiC programming questions
Date: 1999/08/02
Message-ID: <8834_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 508033316
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0

Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

Again on the MagiC subject:

- how do I call a program in "Single Mode" ? I tryed the shel_write call with SHW_SINGLE but I get bombs, I think it works only for the shell (app_id=0), any way to call it from my program ? Can I make the shell to do it for me ? How ?

- how do I make MagiC close all opened applications ? I think to a program like shutdown but without closing the shell, should I make a loop finding all ap_ids>0 and send an AES message to close them ? How ?

- What are the current version and state_of_the art of MagiCMac and MagiCPC ? I think to leave off my TT and use my Quadra800 insted, but I am wandering about possible problems, first of all what's better, use HSF on the hard disk seen by MagiCMac or use an Atari formatted SCSI drive ? I think performance is better with the Atari partitioned disk, but it may be better to see the filesystem from the "mac world" also, and use those nice backup and repair disk/file utilities for the Apple thing....

- What about networking in MagiCMac and MagiCPC ? is all going well on the serial and parallel ports ?

- Is there a way to communicate to the "parent" OS ? I mean, in MagiCMac can I write programs that access the Mac resources, or at least can communicate with programs running in the Apple system ? How ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 8526471639007067693
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f05168d946fa3ab,start
X-Google-Attributes: gid1115ce,public
From: paul_mc@atariste.freeserve.co.uk (Paul Mac)
Subject: What Language?
Date: 1999/08/03
Message-ID: <7o5ccq$6j9$1@news8.svr.pol.co.uk>#1/1
X-Deja-AN: 508157309
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 933639386 6761 62.136.24.149 (3 Aug 1999 00:16:26 GMT)
Organization: Mostly Harmless

NNTP-Posting-Date: 3 Aug 1999 00:16:26 GMT
Newsgroups: comp.sys.atari.programmer

Hi ,

I have limited programming experience , but hope to study it as part
of my university degree.

Of course most of this work will be done on a PeeCee but what Language
would be best if I also wanted to use my new-found knowlege to do some tinkering
on my ST?

thanks for all replies,

Paul Mac
---
paul_mc@atariste.freeserve.co.uk
+mostly harmless+

'...and the beat goes on'

* It's a rough road that leads to the stars * - apollo 1

From -760424396519436051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f05168d946fa3ab
X-Google-Attributes: gid1115ce,public
From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Subject: Re: What Language?
Date: 1999/08/03
Message-ID: <7o6nbh$9qp$1@news7.svr.pol.co.uk>#1/1
X-Deja-AN: 508339626
Content-Transfer-Encoding: 7bit
References: <7o5ccq$6j9$1@news8.svr.pol.co.uk>
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 933683377 10073 62.136.48.30 (3 Aug 1999 12:29:37
GMT)
Organization: Customer of Planet Online
X-MSMail-Priority: Normal

Mime-Version: 1.0
NNTP-Posting-Date: 3 Aug 1999 12:29:37 GMT
Newsgroups: comp.sys.atari.programmer

Paul Mac <paul_mc@atariste.freeserve.co.uk> wrote in message
news:7o5ccq$6j9$1@news8.svr.pol.co.uk...
> I have limited programming experience , but hope to study it as part
> of my university degree.
>
> Of course most of this work will be done on a PeeCee but what Language
> would be best if I also wanted to use my new-found knowlege to do some
tinkering
> on my ST?

Best to ask the university department what they use. Most standardise on C
but there are some who use Modula. Both of these are supported on the ST.

From -5096291515627389453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da1668f6c46768ee,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: "simulating" a click
Date: 1999/08/05
Message-ID: <8861_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 509258304
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

How do I write a function to tell the system (MagiC) to position the mouse
somewhere and do a click, exactly like it is done by a user input ? I would
like to automate some functions of programs I can't control from my C code.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Butta il PiCcione e prendi un FALCONe !

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -3053654406787180685
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f05168d946fa3ab
X-Google-Attributes: gid1115ce,public
From: "Clair D. Shaw" <Clair@shaw1.changeme.co.uk>
Subject: Re: What Language?
Date: 1999/08/05
Message-ID: <azWHNbACJWq3Iwsx@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 510037436
References: <7o5ccq$6j9$1@news8.svr.pol.co.uk>
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 934058830 7216 62.136.49.161 (7 Aug 1999 20:47:10 GMT)
Organization: Star Warz
Mime-Version: 1.0
NNTP-Posting-Date: 7 Aug 1999 20:47:10 GMT
Newsgroups: comp.sys.atari.programmer

The Phantom Menace told me that Paul Mac posted a message about What Language? to comp.sys.atari.programmer at 00:16:26, Tue, 3 Aug 1999:

>Hi ,
>
>I have limited programming experience , but hope to study it as part
>of my university degree.

With university, you're best off learning Pascal. I don't know it myself (I am now officially unable to learn another language.. After trying Java and C -- both failed) but apparently it's easy to learn and most programming houses look for people who know Pascal

>
>Of course most of this work will be done on a PeeCee but what Language
>would be best if I also wanted to use my new-found knowlege to do some tinkering
>on my ST?

Since Pascal is hard/impossible to get hold of for the Atari, you're best off learning either C or BASIC. I recommend you learn BASIC because it's the easiest one.

--
```
       Clair D. Shaw         |  mailto:Clair@Shaw1.freeserve.co.uk
    http://surf.to/shaws     |  mailto:SeedieS@yahoo.com
Student + Atari/PC Programmer|  New email address coming at September
-----------------------------------------------------------------------
```
Paramount UK has stopped showing the Letterman Show! IT'S UNFORGIVABLE!

From -6408982443934176016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,750e7e059fe2cbd5,start
X-Google-Attributes: gid1115ce,public

From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Write CPX from GFA -Possible?
Date: 1999/08/06
Message-ID: <7oehri$1ab$1@nnrp1.deja.com>#1/1
X-Deja-AN: 509542895
X-Http-Proxy: 1.0 x27.deja.com:80 (Squid/1.1.22) for client 195.58.102.60
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Fri Aug 06 11:44:51 1999 GMT
X-MyDeja-Info: XMYDJUIDgokmase
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

Greetings all,

As the subject indicates I wonder if anyone know if it possible to write
CPX-modules from within GFA-basic, and if so, is there any source code
available somewhere on ftps or other?

Thanks in advance,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 2838482276711817886
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: "simulating" a click
Date: 1999/08/06
Message-ID: <7ofg0m$876$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 509710500
References: <8861_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
> How do I write a function to tell the system (MagiC) to position the

> mouse somewhere and do a click, exactly like it is done by a user
> input ? I would like to automate some functions of programs I can't
> control from my C code.

Take a look at appl_tplay(), but note that for a full /click/, you have
to play a press /and/ a release event.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 5987527457199211739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6200ee7d94ba7e91,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: from TOS to GEM
Date: 1999/08/07
Message-ID: <8878_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 509934530
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

Is there anybody who can suggest a good/experienced/skeleton/already
done/systematic way to "convert" a TOS program (printf, getch etc.) to a GEM
one ? I mean just avoiding the VT52.PRG in MagiC, opening a "text" GEM
window, send all text output in the window and catch keyboard input.

I think I should add:

appl_init
open the window

all printf etc., become print_in_window
getch etc. become evnt_keyb or evnt_multi (to handle the window itself)

close the window
appl_exit

No VDI, no graphics, should be simple, but what I want is an already made

source to "cut&paste" directly as I dot want to reinvent the thing.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
 The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 1886547969275514043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8bd05ebe9b3d3a02,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re^2: "simulating" a click
Date: 1999/08/07
Message-ID: <8891_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 509948965
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 06 Aug 99 Bjoern Spruck (2:333/608.1) scrisse al
povero Mike De.Petris:
 BS> appl_tplay

Good suggestion, but how do I use it without appl_trecord ? What is the
format of the buffer data ? Say for example I want to send the mouse pointer
to a point X,Y and do a single click, how do I use appl_tplay ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 5772120060171953921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84bf1e8c30140255
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: some MagiC programming questions
Date: 1999/08/09
Message-ID: <37b44b52.36632184@news.demon.co.uk>#1/1
X-Deja-AN: 510475975
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11

References: <8834_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934172365 nnrp-06:12542 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 02 Aug 99 19:36:04,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>Again on the MagiC subject:
>
>- how do I call a program in "Single Mode" ? I tryed the shel_write call with
>SHW_SINGLE but I get bombs, I think it works only for the shell (app_id=0),
>any way to call it from my program ? Can I make the shell to do it for me ?
>How ?

iirc you are correct - only (app_id=0) can issue SHW_SINGLE. My memory
is vague after this amount of time so I'm not sure one way or the
other. However, it may be worth trying the SHW_CHAIN or whatever it is
called (equivilent to the only singletos option).

It might just work out that as your app quits, the shell invokes the
chained program, and if that is registered with it as being "Single
Mode" then ... well, fingers crossed it still runs single iyswim!

>- how do I make MagiC close all opened applications ? I think to a program
>like shutdown but without closing the shell, should I make a loop finding all
>ap_ids>0 and send an AES message to close them ? How ?

appl_search() and appl_find() - again iirc, this will allow you to
iterate the running applications. Send them a WM_QUIT and hope they
take notice.

>- What are the current version and state_of_the art of MagiCMac and MagiCPC ?
>I think to leave off my TT and use my Quadra800 insted, but I am wandering
>about possible problems, first of all what's better, use HSF on the hard disk
>seen by MagiCMac or use an Atari formatted SCSI drive ? I think performance
>is better with the Atari partitioned disk, but it may be better to see the
>filesystem from the "mac world" also, and use those nice backup and repair
>disk/file utilities for the Apple thing....
>
>- What about networking in MagiCMac and MagiCPC ? is all going well on the
>serial and parallel ports ?
>
>- Is there a way to communicate to the "parent" OS ? I mean, in MagiCMac can
>I write programs that access the Mac resources, or at least can communicate
>with programs running in the Apple system ? How ?

Good question. I asked that about MagicPC ages ago and still haven't
got an answer.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7305749913467972962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f05168d946fa3ab
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: What Language?
Date: 1999/08/09
Message-ID: <37b54fa9.37743572@news.demon.co.uk>#1/1
X-Deja-AN: 510475976
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7o5ccq$6j9$1@news8.svr.pol.co.uk>
<azWHNbACJWq3Iwsx@shaw1.freeserve.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934172366 nnrp-06:12542 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 5 Aug 1999 11:06:58 +0100, "Clair D. Shaw"
<Clair@shaw1.changeme.co.uk> wrote:

>The Phantom Menace told me that Paul Mac posted a message about What
>Language? to comp.sys.atari.programmer at 00:16:26, Tue, 3 Aug 1999:
>
>>Hi ,
>>
>>I have limited programming experience , but hope to study it as part
>>of my university degree.
>
>With university, you're best off learning Pascal. I don't know it myself
>(I am now officially unable to learn another language.. After trying
>Java and C -- both failed) but apparently it's easy to learn and most
>programming houses look for people who know Pascal
>
>>
>>Of course most of this work will be done on a PeeCee but what Language
>>would be best if I also wanted to use my new-found knowlege to do some tinkering
>>on my ST?
>
>Since Pascal is hard/impossible to get hold of for the Atari, you're
>best off learning either C or BASIC. I recommend you learn BASIC because

>it's the easiest one.

Prospero Pascal, whilst old, is still very good. After all Pascal
never changes!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -315870230067112111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f05168d946fa3ab
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: What Language?
Date: 1999/08/09
Message-ID: <37b64ff6.37820983@news.demon.co.uk>#1/1
X-Deja-AN: 510475977
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7o5ccq$6j9$1@news8.svr.pol.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934172367 nnrp-06:12542 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 3 Aug 1999 00:16:26 GMT, paul_mc@atariste.freeserve.co.uk (Paul
Mac) wrote:

>Hi ,
>
>I have limited programming experience , but hope to study it as part
>of my university degree.
>
>Of course most of this work will be done on a PeeCee but what Language
>would be best if I also wanted to use my new-found knowlege to do some tinkering
>on my ST?

Well C is always a good bet, though if your ST is powerful enough you
might consider C++.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2552822966986187934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: "simulating" a click
Date: 1999/08/09
Message-ID: <37b7520f.38357334@news.demon.co.uk>#1/1
X-Deja-AN: 510475978
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <8861_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934172367 nnrp-06:12542 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 05 Aug 99 19:23:58,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>How do I write a function to tell the system (MagiC) to position the mouse
>somewhere and do a click, exactly like it is done by a user input ? I would
>like to automate some functions of programs I can't control from my C code.

You could modify your click routines so that the app issues itself a
message saying what object got clicked. Then all you have to do is
issue those messages elsewhere and the app will be none the wiser.

Whilst I haven't used appl_tplay() under MagiC, I assume it works
because Thomas recommended it. Note though, that this call and its
counterpart appl_record() are buggy as hell under older Gem versions.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4583082860916715876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2eae2cfe692e28b6,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)

Subject: Re^2: What Language?
Date: 1999/08/09
Message-ID: <8909_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 510543952
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 05 Aug 99 Clair@shaw1.changeme.co.uk
(2:333/608.1) scrisse al povero All :
 C> Since Pascal is hard/impossible to get hold of for the Atari, you're
 C> best off learning either C or BASIC. I recommend you learn BASIC
 C> because it's the easiest one.

I'm sue I've seen PurePascal is still supported on ASH homepage, and
compatible with TurboPascal 7.0, this is really good for beginners, tought
people generally choose one of two ways: BASIC for simple approach accepting
limitations, C for hard coding and full control 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -8900086133849710088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6200ee7d94ba7e91
X-Google-Attributes: gid1115ce,public
From: Erik Meltzer <ermel@gmx.de>
Subject: Re: from TOS to GEM
Date: 1999/08/09
Message-ID: <37AEB89C.83FC05FD@gmx.de>#1/1
X-Deja-AN: 510557252
Content-Transfer-Encoding: 7bit
References: <8878_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Accept-Language: de,en
Content-Type: text/plain; charset=us-ascii
X-Trace: fu-berlin.de 934197674 26799 (none) 194.64.146.66
Organization: Eric Conspiracy Secret Labs
X-Access: 16 [1192]
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Mike,

"Mike De.Petris" wrote:
> Is there anybody who can suggest a good/experienced/skeleton/already
> done/systematic way to "convert" a TOS program (printf, getch etc.) to a GEM
> one ? I mean just avoiding the VT52.PRG in MagiC, opening a "text" GEM
> window, send all text output in the window and catch keyboard input.

Please allow me a question: why would you want to?

All the following is MHO, no flames please (though a good
discussion might help liven things up a bit around here).

Either your program is a text-mode application, or it is a GEM
application. You ought to decide which it should be.

There's nothing wrong with text-mode applications (.TOS and .TTP
programs) -- every operating system can handle them. TOS runs
them fullscreen, multi-tasking OSs such as MagiC open a window.
The user can configure that window's appearance, copy and paste
to and from it, etc. You can even use them from MiNT without
a GEM running, or in an X console window. You can easily port
them to any computer on Earth. All is well.

Now comes an application that is text-mode, but acts as if it's
GEM. It opens a window of its own (which looks different from
the console window that's opened for text-mode apps), but that's
as GEM as it gets. You still have to operate it by keyboard.
You need a GEM to run them on, and lose portability and
flexibility in the process. And you have nothing to gain for it.

That's my impression however. Either rewrite into real GEM
applications, or stick to text-mode. Don't create a "bastard".

Or alternatively, tell me (us) why you want to. :-) No offence
meant!

Yours,
Erik.

From -3189916098385091621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c7b2eeaf56b6332f,start
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Graphics routines 8 bp to 16 +
Date: 1999/08/09
Message-ID: <7omsfl$ft1$1@athena.netset.com>#1/1
X-Deja-AN: 510966388
X-Trace: athena.netset.com 934212917 16289 206.183.227.13 (9 Aug 1999 15:35:17
GMT)
Organization: NetSet Internet Services, Inc.

NNTP-Posting-Date: 9 Aug 1999 15:35:17 GMT
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: postmaster@mail.netset.com

Anyone have any C code for translating a MFDB from 8 or less bit planes to 16 and up? I have code that kind of does this, but it doesn't display the colors properly and there must be someway to do this fairly quickly.

Any pointers etc.? I plan on releasing all the code to the project I'm working on when I distribute it, so if you don't want me to share your code, could you at least give me a few pointers as to what to try.

Thanks,

Dan Ackerman
aka baldrick@netset.com

From 636865611435028163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: "simulating" a click
Date: 1999/08/10
Message-ID: <37aff41413cf290@xs4all.nl>#1/1
X-Deja-AN: 510979317
References: <8861_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Complaints-To: abuse@xs4all.nl
X-Hardware: 68000/8 Atari Mega-ST 4
X-Trace: news1.xs4all.nl 934274943 11562 194.109.6.45 (10 Aug 1999 08:49:03 GMT)
Organization: Seni Translation Services
NNTP-Posting-Date: 10 Aug 1999 08:49:03 GMT
Newsgroups: comp.sys.atari.programmer

on Thu 05-08-1999 19:23 Mike De.Petris wrote:

>How do I write a function to tell the system (MagiC) to position the mouse
>somewhere and do a click, exactly like it is done by a user input ? I would
>like to automate some functions of programs I can't control from my C code.

Dead easy:

```
  int dummy;

  form_button(object_tree,object_nr,1,&dummy);
```

--
  Jos den Bekker   http://www.xs4all.nl/~josdb
                                  -*-
  "my father moved through dooms of love
   through sames of am through haves of give"
                                              - e.e. cummings

From 5576929817513287227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: "simulating" a click
Date: 1999/08/10
Message-ID: <7op0llrmj1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 511005773
References: <8861_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
<37aff41413cf290@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <37aff41413cf290@xs4all.nl>,
     josdb@xs4all.nl (Jos den Bekker) writes:
> Dead easy:
> [...]

Erm, he wanted to automate functions of /other programs/, not his own
...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -6695464468130330287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8bd05ebe9b3d3a02
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)

Subject: Re: "simulating" a click
Date: 1999/08/10
Message-ID: <7op1cjrmj3@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 511010201
References: <8891_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <8891_mike@bbsgate.interware.r.e.m.o.v.e.t.o.r.e.p.l.y.it>,
    mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris) writes:
> Good suggestion, but how do I use it without appl_trecord ? What is
> the format of the buffer data ? Say for example I want to send the
> mouse pointer to a point X,Y and do a single click, how do I use
> appl_tplay ?

I can look that up for you, I haven't got the docs here.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 6588745462252047749
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: "simulating" a click
Date: 1999/08/10
Message-ID: <7op11vrmj2@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 511010202
References: <8861_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
<37b7520f.38357334@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <37b7520f.38357334@news.demon.co.uk>,

guy@swampdog.demon.co.uk (Guy Harrison) writes:
> Whilst I haven't used appl_tplay() under MagiC, I assume it works
> because Thomas recommended it. Note though, that this call and its
> counterpart appl_record() are buggy as hell under older Gem versions.

No, appl_tplay() works OK (it's used in Maus-Window to move the mouse pointer and simulate a click when wind_get(WF_OWNER) isn't available) under all versions of (Atari-)GEM. It's just appl_trecord() that has some problems, so that you can't easily use a combination of record and play to repeat a sequence of actions.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 7964748476522952089
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,96baa3083de97a53,start
X-Google-Attributes: gid1115ce,public
From: "St⍰phane Perez" <sperez@club-internet.fr>
Subject: GFA Basic and MFP's Timer B
Date: 1999/08/11
Message-ID: <37B0CF03.E8616DDD@club-internet.fr>#1/1
X-Deja-AN: 511272655
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Trace: front1.grolier.fr 934334127 22832 195.36.211.115 (11 Aug 1999 01:15:27 GMT)
Organization: Toxic Mag
Mime-Version: 1.0
NNTP-Posting-Date: 11 Aug 1999 01:15:27 GMT
Newsgroups: comp.sys.atari.programmer

Hello !

I'm "converting" an assembly source into GFA and I would like to know how putting a routine in Timer B using GFA ?

Here is a part of the original source :

```
    move.l    #timer_b,$120

timer_b:
    jsr       player+4
```

```
    bclr      #0,$FFFFFA0F
```

I've tried this in GFA, into a loop :

```
SLPOKE $120,player%+4
~BCLR($FFFFFFFA0F,0)
```

but it doesn't work...

Who can help me please ???

(for more info, it's the Sid Sound designer player source)

Thanks !!


```
-----------------------------------------------------
       Lisez le Toxic Mag / Read the Toxic Mag
       http://www.chez.com/toxicmag/index.html

        |||  Atari Falcon - 1.7 GB - 14 MB RAM
        |||  Visitez ma Maison Page :
       / | \ http://www.multimania.com/toxicmag
-----------------------------------------------------
```



```
From 341928910781216173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: "simulating" a click
Date: 1999/08/11
Message-ID: <37b35f9b.1474890@news.demon.co.uk>#1/1
X-Deja-AN: 511515216
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <8861_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
<37b7520f.38357334@news.demon.co.uk> <7op11v$rmj$2@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934392286 nnrp-07:28619 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
```


On 10 Aug 1999 11:05:35 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

```
>Hi!
>
>In article <37b7520f.38357334@news.demon.co.uk>,
>    guy@swampdog.demon.co.uk (Guy Harrison) writes:
```

>> Whilst I haven't used appl_tplay() under MagiC, I assume it works
>> because Thomas recommended it. Note though, that this call and its
>> counterpart appl_record() are buggy as hell under older Gem versions.
>
>No, appl_tplay() works OK (it's used in Maus-Window to move the mouse
>pointer and simulate a click when wind_get(WF_OWNER) isn't available)
>under all versions of (Atari-)GEM. It's just appl_trecord() that has
>some problems, so that you can't easily use a combination of record and
>play to repeat a sequence of actions.

Ah, I see.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1609896476485002972
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,96baa3083de97a53
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: GFA Basic and MFP's Timer B
Date: 1999/08/11
Message-ID: <Aaz1AAA4Kbs3Ew0N@my-ste.demon.co.uk>#1/1
X-Deja-AN: 512015134
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <37B0CF03.E8616DDD@club-internet.fr>
Content-Type: text/plain;charset=iso-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934494627 nnrp-13:24776 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <37B0CF03.E8616DDD@club-internet.fr>, St⍰phane Perez
<sperez@club-internet.fr> writes
>Hello !
>
>I'm "converting" an assembly source into GFA and I would
>like to know how putting a routine in Timer B using GFA ?
>
>Here is a part of the original source :
>
>   move.l   #timer_b,$120
>
>timer_b:

```
>    jsr       player+4
>    bclr      #0,$FFFFFA0F
>
>I've tried this in GFA, into a loop :
>SLPOKE $120,player%+4
>~BCLR($FFFFFFFA0F,0)
```

What you're trying to do is clear bit 0 at address $FFFFFA0F but what
you are actually doing is clearing bit 0 of the value $FFFFFA0F.
Replacing the ~BCLR() with

```
SPOKE $FFFFFA0F,BCLR(PEEK($FFFFFA0F),0)
```

will get the value at $FFFFFA0F, clear bit 0 and write it back again.

--
David Bolt

From -8658981002967583521
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,22563c08eaef0fd1,start
X-Google-Attributes: gid1115ce,public
From: jesper.brannmark@swipnet.se (Jeppe Br?nnmark)
Subject: MALLOC, PTERMRES and DiskOP Please help!
Date: 1999/08/12
Message-ID: <37b299de.72281@nntpserver.swip.net>#1/1
X-Deja-AN: 511808202
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 934455561 212.151.165.156 (Thu, 12 Aug 1999 12:59:21
MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Thu, 12 Aug 1999 12:59:21 MET DST
Newsgroups: comp.sys.atari.programmer

Hello.
I'm currently woking on a project to control theatrelighting with the
Atari.

Sofar everything has worked out well exept multitasking.
So I've decided to make the program into smaller pieces.
My problem now is that I all the smaller programs need to
share one common memory address.
In this address there is supposed to be 120 bytes, that any
program can change at any time.

This is how I decided to build the program:

* Program init
* APPL_INIT
* Reserve 120 bytes (is there a really good way of doing this?)

* Open a file called EXPOSURE.QQQ in the root.
* Save a longword containing the address I got for the 120 bytes
  (how do you save a memoryaddress and how to do as a longword?)
* Close the file
* GEMDOS 49 (PTERMRES) quit and stay resident.

My problem is in the reservation of 120 bytes and saving of that
longword containing the address.

Would appriciate a fast answer!
Thanks
Jeppe Br□nnmark
jesper.brannmark@swipnet.se

From -3907836153864316000
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,96baa3083de97a53
X-Google-Attributes: gid1115ce,public
From: "St□phane Perez" <sperez@club-internet.fr>
Subject: Re: GFA Basic and MFP's Timer B
Date: 1999/08/13
Message-ID: <37B349DC.B5A2EE8A@club-internet.fr>#1/1
X-Deja-AN: 512028991
Content-Transfer-Encoding: 8bit
References: <37B0CF03.E8616DDD@club-internet.fr> <Aaz1AAA4Kbs3Ew0N@my-
ste.demon.co.uk>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: front6.grolier.fr 934496643 2273 195.36.194.242 (12 Aug 1999 22:24:03
GMT)
Organization: Toxic Mag
Mime-Version: 1.0
NNTP-Posting-Date: 12 Aug 1999 22:24:03 GMT
Newsgroups: comp.sys.atari.programmer

Hello

David Bolt a □crit:
>
> What you're trying to do is clear bit 0 at address $FFFFFA0F but what
> you are actually doing is clearing bit 0 of the value $FFFFFA0F.
> Replacing the ~BCLR() with
>
> SPOKE $FFFFFA0F,BCLR(PEEK($FFFFFA0F),0)
>
> will get the value at $FFFFFA0F, clear bit 0 and write it back again.

Oh... OK I made a mistake !
Thanks !!!

Lisez le Toxic Mag / Read the Toxic Mag
http://www.chez.com/toxicmag/index.html

||| Atari Falcon - 1.7 GB - 14 MB RAM
||| Visitez ma Maison Page :
/ | \ http://www.multimania.com/toxicmag

From -3012591766421154631
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,22563c08eaef0fd1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MALLOC, PTERMRES and DiskOP Please help!
Date: 1999/08/13
Message-ID: <37b30812.110137629@news.demon.co.uk>#1/1
X-Deja-AN: 512085513
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <37b299de.72281@nntpserver.swip.net>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934508991 nnrp-11:5743 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 12 Aug 1999 10:03:30 GMT, jesper.brannmark@swipnet.se (Jeppe
Br?nnmark) wrote:

>Hello.
>I'm currently woking on a project to control theatrelighting with the
>Atari.
>
>Sofar everything has worked out well exept multitasking.
>So I've decided to make the program into smaller pieces.
>My problem now is that I all the smaller programs need to
>share one common memory address.
>In this address there is supposed to be 120 bytes, that any
>program can change at any time.
>
>This is how I decided to build the program:
>
>* Program init
>* APPL_INIT

Ah, a Gem prog. That makes it a bit easier.

>* Reserve 120 bytes (is there a really good way of doing this?)

Any kind of dynamic memory allocation will do, so malloc/free in C or simply the OS one: Malloc/Free.

Alternatively, use a 'static' block declared within your program. From APPL_INIT am I correct in thinking you are using GFA and not C?

I don't know any GFA but what you want for 'static' is a GFA method whereby you can reserve a block of 120 bytes whose address will never change once the program has loaded.

>* Open a file called EXPOSURE.QQQ in the root.
>* Save a longword containing the address I got for the 120 bytes
> (how do you save a memoryaddress and how to do as a longword?)

Dunno for GFA but for C doing it via the 'static' way would go something like this...

```
static char common_block[120];

fp = fopen("EXPOSURE.QQQ","wb");
fwrite(common_block,sizeof(char*),1,fp);
fclose(fp);
```

The above saves the start address into the file. This'll only remain valid whilst the current program remains running of course.

>* Close the file
>* GEMDOS 49 (PTERMRES) quit and stay resident.

And this keeps it running, fine.

>My problem is in the reservation of 120 bytes and saving of that
>longword containing the address.

If all the programs are Gem ones (ie they use APPL_INIT) then you may consider using messages. The program that reserves the memory can send a message to all the others telling them the address of the block it has reserved.

Alternatively, with a slight adjustment you could have the "memory reserver" be a desktop accessory. This of course will automatically remain resident (you will have to use the 'static' method - malloc is problematic for DA's) and it can just sit there waiting for messages to be sent to *it*. Replacement Gem's make it even easier. Just launch multiple processes, one of which is the memory reserver.

Naturally one message it can expect is...

WM_WTF_IS_THAT_MEMORY :-))

... to which it will respond...

WM_ITS_ADDRESS_IS_IN_THIS_MESSAGE_HERE

Send messages via appl_write. Await them in the usual manner -
event_multi for instance.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6113212164500214788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c7b2eeaf56b6332f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Graphics routines 8 bp to 16 +
Date: 1999/08/13
Message-ID: <37b70bbc.111075988@news.demon.co.uk>#1/1
X-Deja-AN: 512085514
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7omsfl$ft1$1@athena.netset.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934508992 nnrp-11:5743 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 9 Aug 1999 15:35:17 GMT, baldrick@dilbert.netset.com (Dan Ackerman)
wrote:

> Anyone have any C code for translating a MFDB from 8 or less bit
>planes to 16 and up? I have code that kind of does this, but it doesn't
>display the colors properly and there must be someway to do this fairly
>quickly.

Dunno, I've never done it. I've one thought (possibly useless)...

What about an in-place transform? Convert to the standard "portable"
VDI format where the planes are split one after the other, add some
more planes, then convert back to device dependant format.

> Any pointers etc.? I plan on releasing all the code to the
>project I'm working on when I distribute it, so if you don't want me to
>share your code, could you at least give me a few pointers as to what to
>try.
>
>
> Thanks,

>
>   Dan Ackerman
>   aka baldrick@netset.com

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2230960124472191388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f406a8951d699e4,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: new user
Date: 1999/08/13
Message-ID: <37b60a1c.110659299@news.demon.co.uk>#1/1
X-Deja-AN: 512085515
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <S2rs3.5263$Vb2.218340@alfalfa.thegrid.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934508991 nnrp-11:5743 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 12 Aug 99 03:27:53 GMT, "jombo69@hotmail.com"
<jombo69@hotmail.com> Posted To:

>Newsgroups:
>comp.sys.amstrad.8bit,
>comp.sys.apollo,
>comp.sys.apple2,
>comp.sys.apple2.comm,
>comp.sys.apple2.gno,
>comp.sys.apple2.marketplace,
>comp.sys.apple2.programmer,
>comp.sys.apple2.usergroups,
>comp.sys.arm,
>comp.sys.atari.8bit,
>comp.sys.atari.advocacy,
>comp.sys.atari.programmer,
>comp.sys.atari.st,
>comp.sys.atari.st.tech,
>comp.sys.att,
>comp.sys.be.advocacy,
>comp.sys.be.help,
>comp.sys.be.misc,

>comp.sys.be.programmer,
>comp.sys.cbm,
>comp.sys.cdc,
>comp.sys.convex,
>comp.sys.dec,
>comp.sys.dec.micro,
>comp.sys.encore

>Hi I am new on this group, do you know where i can fine the newuser FAQ?

Crossposting in this manner isn't going to win you any friends. Try
posting to each group individually if the FAQ for it hasn't turned up
after a couple of weeks lurking.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 486946210465477847
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,96baa3083de97a53
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GFA Basic and MFP's Timer B
Date: 1999/08/13
Message-ID: <37b80d71.111512196@news.demon.co.uk>#1/1
X-Deja-AN: 512085516
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <37B0CF03.E8616DDD@club-internet.fr>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934508993 nnrp-11:5743 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 11 Aug 1999 03:16:51 +0200, "St⍰phane Perez"
<sperez@club-internet.fr> wrote:

>Hello !
>
>I'm "converting" an assembly source into GFA and I would
>like to know how putting a routine in Timer B using GFA ?
>
>Here is a part of the original source :
>
>   move.l   #timer_b,$120

The above is putting the address of the timer_b routine into memory
location $120.

```
>timer_b:
>    jsr       player+4
>    bclr      #0,$FFFFFA0F
>
>I've tried this in GFA, into a loop :
>SLPOKE $120,player%+4
```

As I don't use GFA I haven't the foggiest idea what that GFA statement
is attempting to do. Doesn't make sense whatever meaning I try and
give it.

```
>~BCLR($FFFFFFFA0F,0)
>
>but it doesn't work...
>
>Who can help me please ???
```

Such details are slipping from my mind over time - but are you sure
TimerB can be called from a language? What cpu register and stack
usage does it have? Put it this way, if it turns out to be impossible
to write TimerB routines in C then it will definately be impossible
with GFA, thus assembler may have to be used for the TimerB routine
itself.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 957641013119673757
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,750e7e059fe2cbd5
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: Write CPX from GFA -Possible?
Date: 1999/08/13
Message-ID: <QUKs3.205$i42.4966@cletus.bright.net>#1/1
X-Deja-AN: 512088026
References: <7oehri$1ab$1@nnrp1.deja.com>
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 934509232 209.143.8.201 (Thu, 12 Aug 1999 21:53:52 EDT)
Organization: ENCOM
NNTP-Posting-Date: Thu, 12 Aug 1999 21:53:52 EDT
Newsgroups: comp.sys.atari.programmer

On 6 Aug 1999 11:44:51 G, Joakim H⊗gberg wrote:
>Greetings all,
>
>As the subject indicates I wonder if anyone know if it possible to write
>CPX-modules from within GFA-basic, and if so, is there any source code
>available somewhere on ftps or other?

I've wondered this myself.
I have not run into any such info yet though.

From 2696646200365688682
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,96baa3083de97a53
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: GFA Basic and MFP's Timer B
Date: 1999/08/13
Message-ID: <_YKs3.207$i42.4966@cletus.bright.net>#1/1
X-Deja-AN: 512088027
References: <37B0CF03.E8616DDD@club-internet.fr>
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 934509498 209.143.8.201 (Thu, 12 Aug 1999 21:58:18 EDT)
Organization: ENCOM
NNTP-Posting-Date: Thu, 12 Aug 1999 21:58:18 EDT
Newsgroups: comp.sys.atari.programmer

On 11 Aug 1999 03:16:51 , "St⊗phane Perez" wrote:
>Hello !
>
>I'm "converting" an assembly source into GFA and I would
>like to know how putting a routine in Timer B using GFA ?
>
>Here is a part of the original source :
>
>   move.l   #timer_b,$120
>
>timer_b:
>   jsr   player+4
>   bclr   #0,$FFFFFA0F
>
>I've tried this in GFA, into a loop :
>SLPOKE $120,player%+4
>~BCLR($FFFFFFFA0F,0)
>
>but it doesn't work...
>
>Who can help me please ???

On my web page you will find some source code for locating the
start address of a gfa procedure or function.

That might help?

From -4687045985938048763
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,22563c08eaef0fd1
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: MALLOC, PTERMRES and DiskOP Please help
Date: 1999/08/13
Message-ID: <v2Ls3.209$i42.4966@cletus.bright.net>#1/1
X-Deja-AN: 512090862
References: <37b299de.72281@nntpserver.swip.net>
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 934509851 209.143.8.201 (Thu, 12 Aug 1999 22:04:11 EDT)
Organization: ENCOM
NNTP-Posting-Date: Thu, 12 Aug 1999 22:04:11 EDT
Newsgroups: comp.sys.atari.programmer

On 12 Aug 1999 10:03:30 , Jeppe Br[illegible]nnmark wrote:
>Hello.
>I'm currently woking on a project to control theatrelighting with the
>Atari.
>
>Sofar everything has worked out well exept multitasking.
>So I've decided to make the program into smaller pieces.
>My problem now is that I all the smaller programs need to
>share one common memory address.
>In this address there is supposed to be 120 bytes, that any
>program can change at any time.
>
>This is how I decided to build the program:
>
>* Program init
>* APPL_INIT
>* Reserve 120 bytes (is there a really good way of doing this?)
>* Open a file called EXPOSURE.QQQ in the root.
>* Save a longword containing the address I got for the 120 bytes
> (how do you save a memoryaddress and how to do as a longword?)
>* Close the file
>* GEMDOS 49 (PTERMRES) quit and stay resident.
>
>
>My problem is in the reservation of 120 bytes and saving of that
>longword containing the address.

in gfa it would be something like:

```
adr%=malloc(120)
if adr%<=0
  'some error!
endif
```

```
open "O",#1,"buffer.dat"
  out% #1,adr%
close #1

to get pointer back:
open "I",#1,"buffer.dat"
  adr%=inp%(#1)
close #1

to free ram later:
~mfree(adr%)

that is if you was refering to gfa  ;-)
```

From 8485334409482372009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d6f037f50eca1dfc,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re^2: from TOS to GEM
Date: 1999/08/13
Message-ID: <8956_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 512134883
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 09 Aug 99 U_Kaiser@t-online.de (2:333/608.1)
scrisse al povero Mike De.Petris:
 UK> The gemlib I've been just talking of does not simplify GEM, but
 UK> CF-GEMLIB (http://www.tu-harburg.de/~smcf1605/) does and it is free as

Thank you, grazie, I'm starting to write now, and I do not want VT52 to
manage the text window, but simply change actual output to do writes on
program's own window. I want to use a library just to handle those nonmodal
dialogs and things that changes from normal TO to MagiC or other systems with
enhanced AES functions and so.

I do not know what those libraries do, so I will consider your opinion and
then get a recent release to have a look, thanks for suggestions.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 7358258354298799640

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f406a8951d699e4
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@atari.org>
Subject: Re: new user
Date: 1999/08/13
Message-ID: <oX$cqBAxg+s3Ewhc@steverosie.demon.co.uk>#1/1
X-Deja-AN: 512197146
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <S2rs3.5263$Vb2.218340@alfalfa.thegrid.net>
<37b60a1c.110659299@news.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934537411 nnrp-10:18401 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 13 Aug 1999 at 01:46:49 a message from Guy Harrison was created
on the subject of new user.
>On Thu, 12 Aug 99 03:27:53 GMT, "jombo69@hotmail.com"
><jombo69@hotmail.com> Posted To:
>
>>Newsgroups:
>>comp.sys.amstrad.8bit,
>>comp.sys.apollo,
>>comp.sys.apple2,
>>comp.sys.apple2.comm,
>>comp.sys.apple2.gno,
>>comp.sys.apple2.marketplace,
>>comp.sys.apple2.programmer,
>>comp.sys.apple2.usergroups,
>>comp.sys.arm,
>>comp.sys.atari.8bit,
>>comp.sys.atari.advocacy,
>>comp.sys.atari.programmer,
>>comp.sys.atari.st,
>>comp.sys.atari.st.tech,
>>comp.sys.att,
>>comp.sys.be.advocacy,
>>comp.sys.be.help,
>>comp.sys.be.misc,
>>comp.sys.be.programmer,
>>comp.sys.cbm,
>>comp.sys.cdc,
>>comp.sys.convex,
>>comp.sys.dec,
>>comp.sys.dec.micro,
>>comp.sys.encore
>
>>Hi I am new on this group, do you know where i can fine the newuser FAQ?
>
>Crossposting in this manner isn't going to win you any friends. Try

>posting to each group individually if the FAQ for it hasn't turned up
>after a couple of weeks lurking.

Thanks Guy

I keep forgetting to check for crossposting, every now and then!

I wonder what the original poster meant by 'new on this group"! as they
seem to have newsgroup experience!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

From -6044523412072533951
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,934e3a4fd1f0a9ba
X-Google-Attributes: gid109a67,public
From: joska@nuts.edu
Subject: Re: "simulating" a click
Date: 1999/08/13
Message-ID: <7p0to1nbi1@nnrp1.deja.com>#1/1
X-Deja-AN: 512202831
References: <8907_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
<7op2ep$sv8$1@sun27.hrz.tu-darmstadt.de>
X-Http-Proxy: 1.0 spider.gjensidige.no, 1.0 x37.deja.com:80 (Squid/1.1.22) for
client 195.1.5.228
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Fri Aug 13 10:58:11 1999 GMT
X-MyDeja-Info: XMYDJUIDjosk
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows NT)

In article <7op2ep$sv8$1@sun27.hrz.tu-darmstadt.de>,
gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:
>
> So, basically do this:
>
> wind_get(0, WF_TOP, &win);
> while (win)
> {
> if (wind_get(win, WF_OWNER, &owner, &below, &above))
> {
> /* Do something with window win and the owner id */
> win = below;
> }
> else

```
>        break;
> }
```

This code does not work under MagiC6, atleast not on my TT... Btw., the wind_get-call should be "wind_get(win, WF_OWNER, &owner, &open, &below, &above)", but this doesn't help much either ;-)

Basically the problem is that while wind_get(0, WF_TOP...) returns the correct handle, the following wind_get-call only returns the same values every time (owner 1, open 0, below 11, above 1...). It also never returns FALSE, so the loop never ends.

I have a lot of small, but annoying problems like this with MagiC, especially the SM_M_MESSAGES to the screenmanager is giving me headaches. They *definitively* don't work as documented!

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From -4120223469267331576
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,934e3a4fd1f0a9ba
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: "simulating" a click
Date: 1999/08/13
Message-ID: <7p18u1$lf5$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 512267115
References: <8907_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
<7op2ep$sv8$1@sun27.hrz.tu-darmstadt.de> <7p0to1nbi1@nnrp1.deja.com>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi!

In comp.sys.atari.programmer joska@nuts.edu wrote:
> This code does not work under MagiC6, atleast not on my TT...

Does Thing's topping of already running applications work? I.e., run a non-AV-Client (e.g. Pure C) open some windows in it, switch back to Thing and run the program again. Answer "No" to the question whether you want to run the app again, and it should get topped, including its menu bar.

If that works, the code is OK.

> Btw., the wind_get-call should be "wind_get(win, WF_OWNER, &owner,
> &open, &below, &above)", but this doesn't help much either ;-)

Well, I wrote it from memory, so errors are to be expected ;)

> Basically the problem is that while wind_get(0, WF_TOP...) returns the
> correct handle, the following wind_get-call only returns the same
> values every time (owner 1, open 0, below 11, above 1...). It also
> never returns FALSE, so the loop never ends.

It does in Thing, with MagiC 6.x on the Falcon, as with MagiC Milan (and N.AES, of course). Just a guess: You aren't using Pure C here? It doesn't work correctly for new wind_get/wind_set() opcodes, as it has an internal table telling how many parameters each opcode returns/expects. With new opcodes, the original PCGEMLIB code either crashes or does nonsense. You'll need your own wind_get() implementation, even for WF_TOP of you want to use its extended output.

If you're not using Pure C, I can't tell you what the problem could be.

> I have a lot of small, but annoying problems like this with MagiC,
> especially the SM_M_MESSAGES to the screenmanager is giving me
> headaches. They *definitively* don't work as documented!

At least the message to activate an app's menu bar does work correctly, Maus-Window successfully uses it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 4387777374069944591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c7b2eeaf56b6332f
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Re: Graphics routines 8 bp to 16 +
Date: 1999/08/13
Message-ID: <7p1eda$hd7$1@athena.netset.com>#1/1
X-Deja-AN: 512295935
References: <7omsfl$ft1$1@athena.netset.com> <37b70bbc.111075988@news.demon.co.uk>
X-Complaints-To: postmaster@mail.netset.com
X-Trace: athena.netset.com 934558954 17831 206.183.227.13 (13 Aug 1999 15:42:34

GMT)
Organization: NetSet Internet Services, Inc.
NNTP-Posting-Date: 13 Aug 1999 15:42:34 GMT
Newsgroups: comp.sys.atari.programmer

In article <37b70bbc.111075988@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On 9 Aug 1999 15:35:17 GMT, baldrick@dilbert.netset.com (Dan Ackerman)
>wrote:
>
>What about an in-place transform? Convert to the standard "portable"
>VDI format where the planes are split one after the other, add some
>more planes, then convert back to device dependant format.
>

Well that isn't hard have that bit done. Problem is coming in with the mapping of the colors properly in high resolutions. I can translate the images up, but then the colors are completely wrong.

Dan Ackerman
aka baldrick@netset.com

From 7882181252141049480
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,96baa3083de97a53
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: GFA Basic and MFP's Timer B
Date: 1999/08/13
Message-ID: <199908131335.a41569@su.maus.de>#1/1
X-Deja-AN: 512373851
Distribution: lokal
References: <37b80d71.111512196@news.demon.co.uk>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi!

GH>but are you sure TimerB can be called from a language?
The important questions therefore (and for interrupts in general) are:
- How can I asure that no register is modified by the interrupt routine?
- How can I generate the rte instruction to finish the interrupt?

This is rather difficult to impossible (and compiler dependant) in C and I don't think it's possible in basic.

Another point you have to pay attention to is that you do not use any non reentrant code (function) which is used by your main program

IMO interrupts should only be programmed in assembler because it's the only language where you have full control over the generated code which is absolutely neccessary for interrupts

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From 8169496728911000112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: "simulating" a click
Date: 1999/08/13
Message-ID: <199908132211.a42086@su.maus.de>#1/1
X-Deja-AN: 512493538
Distribution: lokal
References: <7p0to1nbi1@nnrp1.deja.com>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Jo!

J>This code does not work under MagiC6, atleast not on my TT...
I have a programm that uses similar code and it works

J>Basically the problem is that while wind_get(0, WF_TOP...) returns the
J>correct handle, the following wind_get-call only returns the same
J>values every time
That sounds like the Pure-C wind_get() problem (which Thomas already explained)

J>I have a lot of small, but annoying problems like this with MagiC,
J>especially the SM_M_MESSAGES to the screenmanager is giving me
J>headaches. They *definitively* don't work as documented!
I am working on a small tool which provides the N.AES function appl_control() under MagiC. If that would fit your need: I am looking for beta testers which are able to use this function in an own program

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

From -2216117651602238708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,934e3a4fd1f0a9ba
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: "simulating" a click
Date: 1999/08/14
Message-ID: <7p2cf3$2b6$1@snipp.uninett.no>#1/1
X-Deja-AN: 512456802
References: <8907_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
<7op2ep$sv8$1@sun27.hrz.tu-darmstadt.de> <7p0to1nbi1@nnrp1.deja.com>
<7p18u1$lf5$1@sun27.hrz.tu-darmstadt.de>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 934589731 2406 129.241.210.70 (14 Aug 1999 00:15:31 GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-19990624 ("Dawnrazor") (UNIX) (Linux/2.2.6 (i686))
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

In comp.sys.atari.st.tech Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

> N.AES, of course). Just a guess: You aren't using Pure C here? It

That's it :-) I'm using the original GEM-bindings for this project, that's
the problem. Thanks for reminding me ;-)

>> I have a lot of small, but annoying problems like this with MagiC,
>> especially the SM_M_MESSAGES to the screenmanager is giving me
>> headaches. They *definitively* don't work as documented!

> At least the message to activate an app's menu bar does work correctly,
> Maus-Window successfully uses it.

My problem is that while it will hide an application without problems, it
might (or might not!) show a completely different application even when
I'm using the same apid... Or it will hide the wrong application and
display the correct one. Or get both wrong. Occasionally it will actually
get both right. And yes - I *am* checking the parameters :-/

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 4186862572279855499
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,da1668f6c46768ee
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: "simulating" a click
Date: 1999/08/14
Message-ID: <7p3lkm$8m8$3@snipp.uninett.no>#1/1
X-Deja-AN: 512684992
Distribution: lokal
Content-Transfer-Encoding: 8bit
References: <7p0to1nbi1@nnrp1.deja.com> <199908132211.a42086@su.maus.de>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 934631894 8904 129.241.210.70 (14 Aug 1999 11:58:14 GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-19990624 ("Dawnrazor") (UNIX) (Linux/2.2.6 (i686))
Newsgroups: comp.sys.atari.programmer

J⍰rg Westheide <Joerg_Westheide@su.maus.de> wrote:

> J>I have a lot of small, but annoying problems like this with MagiC,
> J>especially the SM_M_MESSAGES to the screenmanager is giving me
> J>headaches. They *definitively* don't work as documented!
> I am working on a small tool which provides the N.AES function appl_control()
> under MagiC. If that would fit your need: I am looking for beta testers which
> are able to use this function in an own program

Sounds like me :-) I'm using appl_control() in Taskbar under N.AES, it
would make things a lot easier if I could use it under MagiC as well.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From -3113788236402049590
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,22563c08eaef0fd1

X-Google-Attributes: gid1115ce,public
From: Martin =?iso-8859-1?Q?Els=E4sser?= <Martin.Elsaesser@T-Online.de>
Subject: Re: MALLOC, PTERMRES and DiskOP Please help!
Date: 1999/08/14
Message-ID: <37B57AA4.EBF0015@T-Online.de>#1/1
X-Deja-AN: 512820978
Content-Transfer-Encoding: quoted-printable
References: <37b299de.72281@nntpserver.swip.net>
X-Accept-Language: de-DE,de,de-AT,de-CH
X-Sender: 0819129663-0001@t-online.de
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@t-online.de
X-Trace: news04.btx.dtag.de 934660903 9368 0819129663-0001 990814 20:01:43
Organization: T-Online
Mime-Version: 1.0
Reply-To: Martin.Elsaesser@T-Online.de
Newsgroups: comp.sys.atari.programmer

Hello,

> * Program init
> * APPL_INIT
> * Reserve 120 bytes (is there a really good way of doing this?)
> * Open a file called EXPOSURE.QQQ in the root.
> * Save a longword containing the address I got for the 120 bytes
> (how do you save a memoryaddress and how to do as a longword?)
> * Close the file
> * GEMDOS 49 (PTERMRES) quit and stay resident.

You can write a simple TSR-Program for the AUTO-Folder, which allocates the memory, writes the address of the memory in a cookie and terminates staying resident. All your little Programs can use the Cookie to get the adress of the memory. If the cookie doesn't exist,you can start the TSR-Program or quit your program with an error message. For this little TSR you must not use any AES call, since the AES are not initialized. In C your programm can look like

```
int main( void )
{
     void *memory=3DMxalloc(<amount>, <global>);
     =

     create_cookie('myID', memory);
     stay_resident();
}
```

but this work is done much better in an assembler program with less overh=
ead.

Greetings

Martin Els=E4sser

From -1809307727655511518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c7b2eeaf56b6332f
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Graphics routines 8 bp to 16 +
Date: 1999/08/15
Message-ID: <7p50k4$n8h$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 512880757
References: <7omsfl$ft1$1@athena.netset.com> <37b70bbc.111075988@news.demon.co.uk>
<7p1eda$hd7$1@athena.netset.com>
X-Complaints-To: abuse@chalmers.se
X-Trace: nyheter.chalmers.se 934675908 23825 129.16.79.21 (15 Aug 1999 00:11:48
GMT)
Organization: Chalmers Computer Society, Gothenburg, Sweden
NNTP-Posting-Date: 15 Aug 1999 00:11:48 GMT
Newsgroups: comp.sys.atari.programmer

In article <7p1eda$hd7$1@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>In article <37b70bbc.111075988@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On 9 Aug 1999 15:35:17 GMT, baldrick@dilbert.netset.com (Dan Ackerman)
>>wrote:
>>
>>What about an in-place transform? Convert to the standard "portable"
>>VDI format where the planes are split one after the other, add some
>>more planes, then convert back to device dependant format.
>
> Well that isn't hard have that bit done. Problem is coming in
>with the mapping of the colors properly in high resolutions. I can
>translate the images up, but then the colors are completely wrong.

The only reasonable answer to your question is: Do it yourself!
(Or rather, find a library that does it for you.)

I've only done this the other way around (for fVDI), but what I do
there is at least compatible with the Falcon desktop.
Unfortunately, it seems like Atari couldn't decide on how vr_trnfm
was supposed to work in true colour modes. The Falcon desktop always
does a vr_trnfm, but it has specialized pre- and post-processing code
for the 16 bit case.

In short, 16 bit vr_trnfm is only supposed to combine the bits into
words (it's apparently up to the caller to make sure that those bits
somehow correspond to the correct colours), but 24/32 bit vr_trnfm
must also do a translation via the (software) 256 entry VDI palette to
give a valid colour value (I seem to recall that I had to reverse the
bit order too).
Then of course, the normal desktop can't display icons in any other

true colour mode than 16 bit in any case...
(It simply assumes that anything that isn't 16 bit can be treated as
 a palette based mode, which isn't very smart when it comes to masking
 the background in 24/32 bit. (To get any icons to display at all in
 32 bit mode, fVDI can be told to do all blits in D=S mode.))

If you want to see how fVDI does the reverse of what you're looking
for, just let me know. As I said earlier, you shouldn't go the
vr_trnfm way at all, though, for true colour modes.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -5419235721482243005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ff3edb3a4cf1154,start
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson" <chris-swinson@mega-disczine.freeserve.co.uk>
Subject: Anthony Jacques site
Date: 1999/08/15
Message-ID: <7p6f99$4ml$1@news7.svr.pol.co.uk>#1/1
X-Deja-AN: 513015986
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 934723689 4821 62.136.43.223 (15 Aug 1999 13:28:09
GMT)
Organization: Customer of Planet Online
X-MSMail-Priority: Normal
NNTP-Posting-Date: 15 Aug 1999 13:28:09 GMT
Newsgroups: comp.sys.atari.programmer

Could someone tell me where his site is, all the links I find are broken to
Zetnet server thanks.

chris.swinson@mega-disczine.freeserve.co.uk

From 4264543259152542054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3b552d27fcee211c,start
X-Google-Attributes: gid111a55,public

X-Google-Thread: 112087,3b552d27fcee211c,start
X-Google-Attributes: gid112087,public
X-Google-Thread: 101d3b,3b552d27fcee211c,start
X-Google-Attributes: gid101d3b,public
X-Google-Thread: 1056fc,3b552d27fcee211c,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f5ddf,3b552d27fcee211c,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f8760,3b552d27fcee211c,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,3b552d27fcee211c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8a03,3b552d27fcee211c,start
X-Google-Attributes: gidf8a03,public
From: Dr Paul Langtry <dr_pee@jpel.demon.co.uk>
Subject: Re: NEW FREE YOUNG AMATEURS 74108
Date: 1999/08/15
Message-ID: <5Dk05uA2Ltt3Ew6O@jpel.demon.co.uk>#1/1
X-Deja-AN: 513035793
Distribution: World
X-NNTP-Posting-Host: jpel.demon.co.uk:158.152.153.94
References: <15089914.1013@hornyslut.net>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934728841 nnrp-03:20121 NO-IDENT
jpel.demon.co.uk:158.152.153.94
Organization: The Collective
MIME-Version: 1.0
Newsgroups:
comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,
comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer
,comp.sys.atari.st

In article <15089914.1013@hornyslut.net>, fuckme@hornyslut.net writes
>This is the best BRAND NEW AMATEUR SITE ever.
>
>Some of my girlfriends and I decided to put together an amateur sex site, we get
>up to all sorts of really naughty things. And its all FREE - It makes us so
>horny to know that you are watching us, you will come and watch won't you
>babe...
>
>http://website.lineone.net/~bluescreen/aa/welcome.htm

Repent,

Judgement Day is nigh

dr_pee
--
Dr Paul Langtry

From 7894899994009861051

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7eb96dcb983042e,start
X-Google-Attributes: gid1115ce,public
From: "STATIC" <static@scenegods.com>
Subject: ST NEWBIE
Date: 1999/08/15
Message-ID: <7p7h27$2dme@enews4.newsguy.com>#1/1
X-Deja-AN: 513176601
Organization: http://extra.newsguy.com
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer

I've been coding in x86 asm and c/c++. I just found this cool atari st in my closet but it has no software and only a floppy drive. I started playing around with tos for a bit. But anyways, I want to know if there is any freeware/shareware atari st assemblers or a c/c++ compiler for atari st. Or if there is one available for purchasing, where I could get it. I really want to do some graphics programming and see how fast I can get this beast to run in 3d. Which reminds me, I guess I would somehow need to find information on the graphic card (video modes, software interrupts, etc.) so i could do graphics programming. Anyways peace out, and any help is defintely appreciated.

From -7440952092915263457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c7b2eeaf56b6332f
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Re: Graphics routines 8 bp to 16 +
Date: 1999/08/16
Message-ID: <7p98tv$ce8$1@athena.netset.com>#1/1
X-Deja-AN: 513397683
References: <7omsfl$ft1$1@athena.netset.com> <37b70bbc.111075988@news.demon.co.uk>
<7p1eda$hd7$1@athena.netset.com> <7p50k4$n8h$1@nyheter.chalmers.se>
X-Complaints-To: postmaster@mail.netset.com
X-Trace: athena.netset.com 934815487 12744 206.183.227.13 (16 Aug 1999 14:58:07
GMT)
Organization: NetSet Internet Services, Inc.
NNTP-Posting-Date: 16 Aug 1999 14:58:07 GMT
Newsgroups: comp.sys.atari.programmer

In article <7p50k4$n8h$1@nyheter.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>In article <7p1eda$hd7$1@athena.netset.com>,
>Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>>In article <37b70bbc.111075988@news.demon.co.uk>,
>>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
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>>>wrote:

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>(Or rather, find a library that does it for you.)
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>does a vr_trnfm, but it has specialized pre- and post-processing code
>for the 16 bit case.
>
>In short, 16 bit vr_trnfm is only supposed to combine the bits into
>words (it's apparently up to the caller to make sure that those bits
>somehow correspond to the correct colours), but 24/32 bit vr_trnfm
>must also do a translation via the (software) 256 entry VDI palette to
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>bit order too).
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>(It simply assumes that anything that isn't 16 bit can be treated as
> a palette based mode, which isn't very smart when it comes to masking
> the background in 24/32 bit. (To get any icons to display at all in
> 32 bit mode, fVDI can be told to do all blits in D=S mode.))

I'm not certain I get your meaning here. What I have does work at least partially in all the tests I've done. I guess my sticking point is above. "It's apparently up to the caller to make sure that those bits somehow correspond to the correct colours". This is the part I'm stuck on. I'm used to the Falcon vr_trnfm bug. I can't remember exactly what it is at the moment, but basically clearing an mfdb on a falcon in 16 bit color doesn't work correctly (or at least something along those lines). I used to use a Falcon all the time, so had the routines fixed for that years ago.

The resulting bitmaps look correct except for the colours. So I guess what I am looking for is how to properly get these colors to appear on the screen. I thought I had someway to do it about 5-6 years ago, but I can't find the code anywhere and it's just been too long since I played around with those routines.

I imagine it's something fairly simple in effect. A matter of order in the definition of the colors. Of course I could be completely wrong on this.

Right now my process is in the following manner.

```
     save_current_screen_colors();

     uncompress_ximg_pallette();

     load_ximg_pallette();

     uncompress_ximg();

     vro_cpyfm_ximg to screen();

     free_temporary_decompression_for_ximg();

     ...

     restore_screen_colors();
```

I would have thought that this would have been the correct method since the vdi pens in 16bit color and up only apply to the drawing of pixels and don't actually change any colors already on the screen. However this doesn't seem to do the trick.

Do I have to manually go through the resulting image and redraw all the pixels into the correct colors?

Dan Ackerman
aka baldrick@netset.com

>
>
>If you want to see how fVDI does the reverse of what you're looking
>for, just let me know. As I said earlier, you shouldn't go the

I might just do that if I can't figure out where to go from here.

From -1355440972587960827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5196c2698e00cda7,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re^2: some MagiC programming questions
Date: 1999/08/17
Message-ID: <8983_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 513667562
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development

Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

AREA [N.PROG]
In uno strano messaggio del 08 Aug 99 Rory Street (90:102/153) scrisse al povero Mike De.Petris:
 RS> When you say single mode. Are you refering to when you set MagiC to
 RS> single tasking mode and run a program?

Yes, Thing desktop can execute programs in single mode, for example keeping SHIFT pressed.

 RS> Ahh with some programs it is best to let them close themselves down. For
 RS> example the program Manager by Koos Kuil actually uses a menu call to
 RS> shut down Semper. Forcing a program to shutdown usually means you have
 RS> to clear up after it all the resources it was using.

Yes but I want to auto-reboot my BBS each night to avoid freezing in the morning after some sessions/users.

 RS> Not sure about that one ... anyone?

I think it will be safer to use an HFS disk that I can see from MacOS, even if slower, and also easier to backup and repair.

 MDP>> - What about networking in MagiCMac and MagiCPC ? is all going well
 MDP>> on the serial and parallel ports ?
 RS> I know it is possible to network a PC and an ST with the Parralel ports.
 RS> I am not sure if the Mac has the same functions..

Nono, I was asking about using serial connections in MagiCMac and MagiCPC for STiNG, IConnect and so on, not to connect to a "real" Atari 8^) this is what I am doing now.

 RS> One thing that would be nice. Is if someone could create a networking
 RS> client for MagiC just like the Novell client..

My NOS can connect ppp or slip, that you access all tcp/ip world, actually I have a serial ppp connection to a win95 PC that acts as a router for the TT on my LAN.

 RS> Oooh thats a hard one. Anyone?

Yes I found myself some docs about MagiCMac and communications to the MacOS, you can do Mac calls from MagiCMac Atari programs and communicate with the MacOS, very interesting, tought a bit hard to build and test I think.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 399251898269876088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84bf1e8c30140255
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re: some MagiC programming questions
Date: 1999/08/17
Message-ID: <8984_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Deja-AN: 513667564
Content-Transfer-Encoding: 8BIT
Organization: De Petris Software Development
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

AREA [N.PROG]
In uno strano messaggio del 08 Aug 99 Steve Sweet (90:102/105) scrisse al
povero Mike De.Petris:
 MDP>> - how do I call a program in "Single Mode" ?
 SS> It souds like you need the recently translated Magic Programmings
 SS> Doc's.

Yes I have it but it is not clear about this point. Seems that only
application 0 (the shell/Thing) can do the single mode call, freezing all
other applications and releasing memory, this is the SINGLE.TXT, but does not
say what to do if I am not application 0:

Description of "single mode" of Mag!X
==========

Position: Mag!X 1.12
Andreas Kromke, 4.3.93
English translation: Peter West, April 99

Mag!X distinguishes between three differently paired types of applications:

a) The application #0
b) Accessories
c) Other applications (ap_id > 0)

The following call serves for launching programs under Mag!X:

*
* int shel_write(int doex, int isgr, int isover, char *cmd, char *tail)
*

Warning: MultiTOS works in a way that is completely incompatible to previous TOS versions. The new calls are controled via <doex> (0 here is program launch with automatic isgr-identifier and 1 with manual isgr-identifier, etc.) while "isover", which is called "iscr" here, controls the ARGV passing.

Thre are 5 different possibilities to launch applications from within others ("magx.h"). Here are the parameter values for <isover>:

```
* #define SHW_IMMED      0                        /* PC-GEM 2.x  */
* #define SHW_CHAIN      1                        /* TOS         */
* #define SHW_DOS        2                        /* PC-GEM 2.x  */
* #define SHW_PARALLEL   100                      /* MAGIX       */
* #define SHW_SINGLE     101                      /* MAGIX       */
```

Of these, modes 0 and 2 are not supported by Mag!X. <doex> must always be 1, otherwise only previous shel_write() calls will be revoked (as in TOS 1.04).

1. SHW_PARALLEL
   A new application will be created. It inherits all standard paths and files from the current application. The new application runs in parallel to the previous one. One will only get an error code if a memory shortage occured during set-up. There is no message at the termination of the new application (no "death-of-child").
2. SHW_CHAIN
   This is the procedure under TOS. The program makes the call, and after terminating itself the AES launches the new program. SHW_CHAIN does not work with desk accessories, as these must never be permitted to terminate.
   The new program inherits the standard paths and files that the previous program had at the time of its launch. In general these are in turn the ones that the program had that earlier launched the "ancestor" of the application with SHW_PARALLEL. In the case of application #0 therefore the new program gets the standard paths of the AES.
   If DESKTOP.APP (shell of GEM 2.2) is installed as a shell, then Mag!X will insert the current path and drive before the filename.
3. SHW_SINGLE
   Works like SHW_CHAIN, with the exception that before calling the program all applications apart from application #0 and #1 (SCRENMGR) are frozen. The programs are unfrozen once more after the program terminates as long as it did not make a new shel_write() call with SHW_SINGLE on its part.
   One should add that from Mag!X 2.00 onward when calling shel_write in SHW_SINGLE mode the current paths of the caller are passed to the parent and hence to the new program. Warning: The paths of the calling program are destroyed after this, though this is not critical as the call following shel_write is generally a Pterm.

The loops for SHW_CHAIN and SHW_SINGLE look like this:

For application with ap_id > 0:

```
     while(doex)
          start(isgr, cmd, tail);
```

For application #0:

```
     while(world_is_turning)
          {
          start_desktop();
          while(doex)
               {
               if   (single_mode && single_mode_not_yet_activated)
                    activate_single_mode;
               else unfreeze_programs_if_appropriate;
               start(isgr, cmd, tail);
               }
          unfreeze_programs_if_appropriate;
          }
```

How do I launch a program in "single mode"?:

a) Ensure that I am application #0 (i.e. ap_id == 0).
b) Set paths and drive for the new program.
c) shel_write(TRUE, isgr, SHW_SINGLE, cmd, path);
d) All important settings to temporary file or shell-buffer.
e) appl_exit()/v_clsvwk()/Pterm0.

How do I launch a program in "chain mode"?:

a) If appropriate set paths and drive for the new program and make a call
```
          shel_write(TRUE, dummy, SHW_SINGLE, dummy2, dummy3);
```
in order to set the paths for the new program (incompatible to TOS).
b) shel_write(TRUE, isgr, SHW_CHAIN, cmd, path);
d) All important settings to temporary file or shell-buffer.
d) appl_exit()/v_clsvwk()/Pterm0.

After the program terminates the shell will be reloaded automatically.
When calling the shell one gets in the command line (->shel_read) the "magic" sequence (magx.h):

```
/* tail for default shell */

typedef struct
     {
     int  dummy;                  /* a null-word                */
     long magic;                  /* 'SHEL', if it's a shell    */
     int  isfirst;                /* first call of the shell    */
     long lasterr;                /* last error                 */
     int  wasgr;                  /* program was a graphic-app. */
     } SHELTAIL;
```

If <isfirst> is set then the status is to be read from something like
DESKTOP.INF, if <isfirst> is not set then one takes the temporary file or
shell-buffer.
<lasterr> is the return value of the program running previously. If this
was a GEM program then the error will already have been displayed in an
alert box. It is well known that the longword is negative if the error
occurred with Pexec itself; a program return value always has the high
word 0.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 3568386055497390696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e134ece030b8a3b6,start
X-Google-Attributes: gid1115ce,public
From: mt@telebyte.nl (Martin Tarenskeen)
Subject: Disk formatting in Gfa-basic
Date: 1999/08/17
Message-ID: <7pb3ul$5u9$1@rubens.telebyte.nl>#1/1
X-Deja-AN: 513704688
Organization: UNI_MANiacs
Newsgroups: comp.sys.atari.programmer

Can anyone tell me how I can format a (standard 720K DS/DD TOS and/or
DOS format) floppydisk from within a Gfa-Basic program. Some source code examples
would be welcome. Please send your email to: mt@telebyte.nl.
Thank you.

From -8758578316987833637
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5196c2698e00cda7
X-Google-Attributes: gid1115ce,public
From: olivier landemarre <olivier.landemarre@utbm.fr>
Subject: Re: Re^2: some MagiC programming questions
Date: 1999/08/17
Message-ID: <37B94886.8F7B1495@utbm.fr>#1/1
X-Deja-AN: 513752187
Content-Transfer-Encoding: 7bit

References: <8983_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
To: mike@bbsgate.interware.it
X-Accept-Language: fr
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: usenet@thalassa.grenet.fr
X-Trace: thalassa.grenet.fr 934888760 16089 193.48.246.2 (17 Aug 1999 11:19:20 GMT)
Organization: C.I.C.G. , Grenoble
Mime-Version: 1.0
NNTP-Posting-Date: 17 Aug 1999 11:19:20 GMT
Newsgroups: comp.sys.atari.programmer

>

Hello Mike

>
>
> Yes I found myself some docs about MagiCMac and communications to the MacOS,
> you can do Mac calls from MagiCMac Atari programs and communicate with the
> MacOS, very interesting, tought a bit hard to build and test I think.
>

Do you have some examples to call directly MacOS witout use XCMD? I'm interesting to see it.

Thanks
Olivier

From -7973583696228772426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c7b2eeaf56b6332f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Graphics routines 8 bp to 16 +
Date: 1999/08/17
Message-ID: <37c12638.75866760@news.demon.co.uk>#1/1
X-Deja-AN: 513889149
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7omsfl$ft1$1@athena.netset.com> <37b70bbc.111075988@news.demon.co.uk> <7p1eda$hd7$1@athena.netset.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934914462 nnrp-03:29981 NO-IDENT swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 13 Aug 1999 15:42:34 GMT, baldrick@dilbert.netset.com (Dan

Ackerman) wrote:

>In article <37b70bbc.111075988@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On 9 Aug 1999 15:35:17 GMT, baldrick@dilbert.netset.com (Dan Ackerman)
>>wrote:
>>
>>What about an in-place transform? Convert to the standard "portable"
>>VDI format where the planes are split one after the other, add some
>>more planes, then convert back to device dependant format.
>>
>
>
> Well that isn't hard have that bit done. Problem is coming in
>with the mapping of the colors properly in high resolutions. I can
>translate the images up, but then the colors are completely wrong.

Then I haven't a clue, perhaps one of the replacement VDI's has a
function to help, unless there is some way to temporarily open another
workstation fooling it into using the "other res" and pinch its
mappings iyswim.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6977848412892918406
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,96baa3083de97a53
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GFA Basic and MFP's Timer B
Date: 1999/08/17
Message-ID: <37c22717.76089120@news.demon.co.uk>#1/1
X-Deja-AN: 513889150
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <37b80d71.111512196@news.demon.co.uk> <199908131335.a41569@su.maus.de>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 934914463 nnrp-03:29981 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 13 Aug 1999 13:35:00 +0200, Joerg_Westheide@su.maus.de (J?rg
Westheide) wrote:

>Hi!
>
>GH>but are you sure TimerB can be called from a language?
>The important questions therefore (and for interrupts in general) are:
>- How can I asure that no register is modified by the interrupt routine?
>- How can I generate the rte instruction to finish the interrupt?
>
>This is rather difficult to impossible (and compiler dependant) in C and I
>don't think it's possible in basic.

Ah yes, your two question above make that clear. Would require an asm
front-end to reconstruct a C environment. Not impossible but hardly
any point for a timer!

>Another point you have to pay attention to is that you do not use any non
>reentrant code (function) which is used by your main program
>
>IMO interrupts should only be programmed in assembler because it's the only
>language where you have full control over the generated code which is
>absolutely neccessary for interrupts

Offhand, I seem to recall the deferred vertical blanking list can have
a "standard C call" shoved in. As you state, there is little point -
asm is best. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4760794761235740770
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c7b2eeaf56b6332f
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Graphics routines 8 bp to 16 +
Date: 1999/08/17
Message-ID: <7pc9vm$3i9$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 513892498
References: <7omsfl$ft1$1@athena.netset.com> <37b70bbc.111075988@news.demon.co.uk>
<7p1eda$hd7$1@athena.netset.com> <37c12638.75866760@news.demon.co.uk>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> Then I haven't a clue, perhaps one of the replacement VDI's has a

> function to help

NVDI 5 has vr_transfer_bits() to handle all sorts of transformations,
even with dithering, color palette optimizations, and so on.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -3450511533530619816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8f1aa7ef9478517,start
X-Google-Attributes: gid1115ce,public
From: mgrove@iwvisp.com (Mikey)
Subject: MiNT coprocessor violation error
Date: 1999/08/18
Message-ID: <rrk095rk3uk80@corp.supernews.com>#1/1
X-Deja-AN: 514009616
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: newsabuse@supernews.com

Is it possible to loosen up or disable what ever MiNT does to check
the return data from the FPU? I know that my FPU isn't as stable as on
a stock machine, sometimes causing Gembench or FPB Bench to lockup,
but this only occurs under MiNT. TOS (4.04) seems to let the dirty
data go and not complain. Photoline and Phoenix crash quite a bit
under MiNT with the error, but work fine under TOS. The image
processing results are the same AFAIK.

TIA,

Mike

From 8037459372048551114
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: AES-Messages
Date: 1999/06/15
Message-ID: <3766465651d98d5@oden.se>
X-Deja-AN: 489811544

Content-Transfer-Encoding: 8bit
References: <3761ab34547f10@oden.se> <199906121243.a18883@su.maus.de>
X-Sender: NEWSwatch v2.50 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 929446190 193.220.122.60 (Tue, 15 Jun 1999 13:29:50 MET DST)
Organization: EttNet Customer News Posting
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 15 Jun 1999 13:29:50 MET DST
Newsgroups: comp.sys.atari.programmer

Hi J⍰rg,

on Sat 12-06-1999 12:43 J⍰rg Westheide wrote:

>RA>Because it is neither the responsibility, nor the right, of a single
>RA>utility, not even of AES as a whole, to handle update of the entire
>RA>screen normally.
>
>Again: why?

Because if every program was responsible for protecting the underlying surface of the screen for all their displays, then the entire system RAM would soon be used up for a lot of screen buffers, all of which would mainly be duplicates of each other, with minor update differencies. The same applies, with irrelevant variations, if the AES itself would do this same kind of primitive buffering when APPs open windows etc. In both cases this kind of approach leads to extreme waste of system RAM space, and for large resolutions the extensive buffer copying will consume more time than the overhead costs of a message system.

The methods of GEM were designed especially to avoid such inefficiencies by requiring only that each APP be able to redraw the information for those windows that it owns, and that appropriate messages are sent to allow all APPs involved to do their parts of this work. The AES itself works as the message center for this update work, ensuring that all APPs are told to update only the relevant portions of the screen.

The only exceptions (small dialogs, menus, popups) are for small areas of extremely temporary nature, where the savings would not motivate the overhead costs of the message system. (Could cause significant slowness)

These are the main design principles of GEM AES screen updating, and any method which abandons these principles is thereby a non-GEM method.

>RA>Simple buffering of the entire screen is not a part of this concept.
>
>No one's talking about the whole screen (in general)

But that was the subject of the original post.
How to cause GEM to refresh the entire screen !

And for that particular purpose it is definitely wrong for any
part of the system to implement it by a simple buffering scheme.

>RA>As stated above, that would be a non-GEM method of implementation.
>RA>Only a few special screen operations should use that method, such as
>RA>drop down menus.
>
>And why is the buffer method used there?

Because they concern so small and temporary screen usage that their
incorporation in the rectangle lists would cause an unwarranted and
overly large overhead.

>Think back when GEM was developed!
>Memory was expensive. For drop down menus the fast redraw was neccessary
>because the handling would have been much too slow ig it would have been done
>by redraws. Buffering dialogs would have cost the expensive memory of another
>buffer. As the speed of restoring the dialog background wasn't that time
>critical they could use the more cheap redraw method.

I am aware of all that.

>IMHO the presence of form_dial(FMD_START) indicates that the buffering was
>planned

I don't see why. Proper reservation of update rectangles is meaningful
regardless of what scheme is used to restore the surface content later,
and that is why DR included it. To keep the interface symmetrical and
avoid dependency on any particular internal redraw implementation.

>or at least DR didn't want to say no to the buffering method in future,

They did not want to impose any limits for the future, this is true,
but I doubt that they considered simple buffering schemes suitable.

They were much more aware of multiprocess needs than Atari were, and
it is very clear even from the earliest GEM documentation that DR were
intending to make this into a real multitasking system. Unfortunately
Apple (who themselves had stolen most McIntosh ideas from 'Smalltalk')
threatened them with a costly lawsuit if they didn't drop those plans.

Those threats were not realistic, as Apple didn't really have a solid
case (like I said, they had stolen most ideas too), but DR could not
afford even a case they would win, so they backed down. That is why
GEM developments were frozen for so many years, until Atari managed
to 'mollify' Apple, who were no longer worried about PCs being given
GEM to outcompete McIntosh (as DR had originally planned).

>when memory would be cheaper

That is not really relevant. As RAM size increases at lowered prices, the screen resolution sizes also rise, making 'simple buffering' as unsuitable today as when GEM was newborn.

eg:
My normal work resolution is 960x720 pixels with 8 bitplanes. This means that the screen size is 691200 bytes, and as (on all TOS systems) the max ST-RAM size is 14680064 bytes, the screen size is appx 4.7% of total RAM, meaning that the 'blittable' RAM can hold at most 21 such buffers.
(But then all DMA IO becomes blocked, as it too needs ST-RAM.)

GEM was originally designed for STs, where the screen size is 32000 bytes for all original resolutions. The most common STs had a RAM size of just one megabyte, which is 1048576 bytes, making the screen portion of that size appx 3.05%, meaning that the RAM could hold at most 32 such buffers.
(Again ignoring all other RAM needs.)

As you can see, the situation is actually worse now on my expanded Falcon, than it was in the old days on a 1040 STFM. Simple full-screen buffering still leads to disastrous RAM waste. The same goes for buffer copying time when the screen RAM size is now over twenty times larger.

Arguably, the 520 ST could have been used for the comparison instead, but the numbers are not sufficiently different (max 16 buffers) to make me feel that the situation has changed very much since then.

>RA>In any case form_dial(FMD_FINISH) should always result in messages
>RA>being sent to the owners of windows underlying the specified rectangle.
>
>No, it should result in a redraw (it defines an aim, not a method)

Nitpicking, but correct I suppose :-)
The form_dial call does only define that a redraw should be performed.
It is the design principles of GEM that defines that it should be done by sending redraw messages to the window owners. This alters nothing.

>RA>form_dial(FMD_FINISH) should cause the same window update messages
>RA>when used alone, this much is true, but it is still not advisable to
>RA>use it that way.
>
>AFAIK Atari documented it that way. And this is not advisable then?

AFAIK they did not documented it that way. What they did was to describe the functions as separate entitities, which they always did even for those functions that are dependent on others having been called earlier. The need for such things being used symmetrically is mostly inherent in the design.

eg:

appl_init and appl_exit are used to log in and later to log out an APP in the GEM system. There is never any need to explicitly state the rule that appl_exit should not be used without first having called appl_init, as the dependency is implicit in the context.

The same (in a very different context) goes for FMD_START and FMD_FINISH. The latter is used to finish a graphic process, so that the screen can be restored to what it should be (according to AES and all GEM APPs), and it is not sensible to finish something that was never started.

>RA>The AES can and should use the FMD_START call as a signal to buffer
>RA>only the parts of the screen that are normally owned by the AES, as
>RA>stated above.
>
>Why should the AES buffer something and the applications cannot?

Because they work on different system levels, this can sometimes be useful, without inconsistency. Thinking more deeply about it, however, I don't see that AES really does need to buffer anything in this particular case. But it should take note of the rectangle reservation.

>This would be a too inconsequent design

You mean 'inconsistent' in english. 'Inconsequent' is not a useful form, and the closest useful one ("inconsequential") does not have the same meaning as the german word you were probably thinking of. Instead it is more synonymous with 'unimportant', which I do not think that you meant.

Fortunately I know some german, and 'inkonsekvent' means the same thing in swedish too, but you should avoid using 'inconsequent' in discussions with people that only know english. They might feel insulted by it, as it does mean that you find what they said to be so unimportant as to lack any relevant meaning.

>RA>Many AES enhancements link into this call however, and add
>RA>interpretations of their own, and in most cases these *require* paired
>RA>usage.
>
>Many software has bugs

Yes, but I would hesitate to call this a bug. It is a dependency of a kind that I too would prefer for programmers to avoid, regardless of the screen update methods used. Nevertheless, much existing software does have such dependencies.

>RA>Redraw messages are the only legal GEM method of redrawing the work
>RA>areas of windows belonging to other APPs.
>
>Yes

I'm glad we agree on one basic premise at least :-)

>RA>For its own windows any APP may use whatever method it pleases (while
>RA>screen is locked for updating), but not for any other areas. Those
>RA>must be handled through GEM.
>
>form_dial() calls _are_ GEM (even if they are provided by a GEM extension
>like a utility)

That is true of course, and I did not mean to imply that they were not. What I referred to here was direct restoration from a screen buffer into screen areas owned by some other APP. That would be quite illegal.

>RA>Atari have described separately the use of many functions, which even
>RA>so are in many cases dependent on being used with other functions.
>RA>That is the case here too.
>
>AFAIK this is not the case here

That is a matter of opinion which can hardly be proven either way, nor is it even certain that any proof about Atari opinions would be strictly relevant today anyway, since they dropped active development of GEM long ago (when they abandoned Falcon for concentrating on Jaguar).

The fact remains that used as I recommend, the function will not cause any known software to misbehave, whereas the method you recommend, of using FMD_FINISH alone, will cause some software to misbehave and/or even bomb. 'Right or wrong' aside, this does mean that programs using my recommended way of using form_dial will run problem free for a larger number of users.

>RA>Putting it differently, the use of FMD_FINISH implies an earlier use
>RA>of FMD_START. (else what is being finished ?)
>
>IMHO the documentation of the single use of form_dial(FMS_FINISH) is a hack
>by Atari for sending a redraw message to all applications because of lacking
>a broadcast. It certainly would have been better to implement a broadcast
>insted but that wouldn't have been compatible with the first versions :-(

And that 'hack' was written at at time when the current multitasking systems (not to mention their extensive enhancements) had not even been invented. It was also done by Atari themselves, who did not have the same insight into the needs of multiprocess systems that DR had.

If Atari had defined the system from the start, I doubt if FMD_START would have existed at all, nor the entire rectangle system, since these were the inventions of DR. DR did not define a symmetrical pair of functions with the intention that one half of that pair be used separately. That is not consistent with their methodology.

Needless to say (but I will anyway), I regard DR (rather than Atari) as
being the real authorities on all original GEM functions.

>RA>Using paired form_dial calls as described can not cause any problem at
>RA>all in a correct GEM implementation, as the FMD_FINISH call should
>RA>always result in window update messages for the entire surface of the
>RA>specified rectangle, or direct restoration of desktop background for
>RA>those parts of that surface not owned by any APP.
>
>form_dial() is a specification of an interface, not an implementation. And I
>don't believe that you can find a documentation of the used algorithm. That's
>simply because an interfacec is an abstraction from the algorithm behind it
>with the advantage that you can change the algorithm

I fully agree with what you say here. The form_dial specification as such
does not include any details on how AES should be implemented. But we are
not dealing with an isolated function when we really use form_dial in our
programs. Then we are dealing with that function as implemented in the
running AES, and therefore the implementation of other AES functions does
matter.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

From 389463126278983072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46e9eead109ed329
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: launch GEM processes
Date: 1999/06/15
Message-ID: <37665c5611fd80@xs4all.nl>#1/1
X-Deja-AN: 489837443
References: <3765FCBA.FEEABF0B@jumpgates.com>
X-Complaints-To: abuse@xs4all.nl
X-Hardware: 68000/8 Atari Mega-ST 4
X-Trace: news1.xs4all.nl 929451878 20999 194.109.6.45 (15 Jun 1999 13:04:38 GMT)
Organization: Seni Translation Services
NNTP-Posting-Date: 15 Jun 1999 13:04:38 GMT
Newsgroups: comp.sys.atari.programmer

on Tue 15-06-1999 09:11 Daniel Augsburger wrote:

>which method shall I use to launch another application (from a GEM
>application or ACC) that is executed in parallel.
>I've tried shel_write(0, ...) and shel_write(1, 1, ...) (MagiC 6)

Use

```
  shel_write(1,1,100,...);
```

under MagiC and

```
  shel_write(0,1,0,...);
```

under MiNT.

--
  Jos den Bekker http://www.xs4all.nl/~josdb
                -*-
  "my father moved through dooms of love
   through sames of am through haves of give"
                - e.e. cummings

From -4727412480675036371
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,115ff3cc31bc905c,start
X-Google-Attributes: gid1115ce,public
From: jesper.brannmark@swipnet.se (Jeppe Br﹟nnmark)
Subject: Getting the resource where I want it.
Date: 1999/06/15
Message-ID: <37667a16.36305@nntpserver.swip.net>#1/1
X-Deja-AN: 489918244
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 929466734 130.244.200.215 (Tue, 15 Jun 1999 19:12:14 MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Tue, 15 Jun 1999 19:12:14 MET DST
Newsgroups: comp.sys.atari.programmer

Hi.

I'm working on a routine so that when I press my right mousebutton a menu will be engaged.

The menu is written as a dialogue in a RSC file.

I use the following GFA code to do this:

```
RSRC_LOAD (FILE)
RSRC_GADDR (0,0,adr%)
FORM_CENTER (adr%,x,y,b,h)
FORM_DIAL (0,x,y,b,h,,x,y,b,h)
OJBC_DRAW (adr%,0,2,x,y,b,h)
  --- evnt_multi loop here ---
FORM_DIAL (3,x,y,b,h,x,y,b,h)
```

The problem is that it is centered - as form-center does, but I want

it to appear where my mousek/mousey is placed.

Can anyone please help me with a better routine?

Grettings
Jeppe Br⍰nnmark

From -2289282730803216406
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,115ff3cc31bc905c
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: Getting the resource where I want it.
Date: 1999/06/15
Message-ID: <3766ce0cbbde640@oden.se>#1/1
X-Deja-AN: 490004444
Content-Transfer-Encoding: 8bit
X-Sender: NEWSwatch v2.50 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 929481398 193.220.122.9 (Tue, 15 Jun 1999 23:16:38 MET DST)
Organization: EttNet Customer News Posting
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 15 Jun 1999 23:16:38 MET DST
Newsgroups: comp.sys.atari.programmer

Hi Jeppe,

on Tue 15-06-1999 16:16 Jeppe Br⍰nnmark wrote:

>I'm working on a routine so that when I press my right mousebutton a
>menu will be engaged.
>
>The menu is written as a dialogue in a RSC file.
>
>I use the following GFA code to do this:
>
>RSRC_LOAD (FILE)
>RSRC_GADDR (0,0,adr%)
>FORM_CENTER (adr%,x,y,b,h)

Here is where you need to insert the coordinate adjustments

>FORM_DIAL (0,x,y,b,h,,x,y,b,h)
>OJBC_DRAW (adr%,0,2,x,y,b,h)
> --- evnt_multi loop here ---
>FORM_DIAL (3,x,y,b,h,x,y,b,h)
>
>The problem is that it is centered - as form-center does, but I want

>it to appear where my mousek/mousey is placed.
>
>Can anyone please help me with a better routine?

I'd rather describe to you how to do it yourself, and in the long run I'm sure you too will be much happier with a solution so achieved.

Note also that I am not so familiar with GFA coding, so I will use C notation in my examples, and assume 16bit integer calculations throughout. Adapting this to GFA will be up to you.

The essential needs are quite simple, in that you need to adjust the coordinates calculated by form_center so as to match your mouse position before you proceed with the first form_dial etc.

Now, the centered box is defined by (x,y,b,h) as used above, and I will assume that you have some (mx,my) pair of variables for the mouse pos.

This means that the offsets you would have to add to (x,y) would be:

```
ox = mx-x-b/2;
oy = my-y-h/2;
```

But this will cause problems if the mouse is too close to a screen edge, so it will have to be checked, and possibly limited towards the center. So the simple calculation shown above is not suitable, and will be replaced by better code incorporating the necessary checking.

In fact the form_center values for (x,y) are of no interest here, as we really only care about (b,h) as it is these that represent the calculated dialog size. (x,y) are only to be used as our new coordinate results.

To perform the check we also need variables for the limits, but those values need to exclude the menu line, as dialog boxes are not allowed to overlap the menu. Thus we must calculate the desktop work area.

So:

```
----- start of insertion -----
dummy = wind_get(0,4,&wx,&wy,&wb,&wh);  /* calc desktop work area */
x = mx - b/2;
if  ( x < wx )          /* wx 'should' be 0 but do it the generic way */
    x = wx;
else
    if  ( (x + b) > (wx + wb) )
        x = wx + wb - b;
y = my - h/2;
if  ( y < wy )
    y = wy;
else
    if  ( (y + h) > (wy + wh) )
        y = (wy + wh) - h;
----- end of insertion -----
```

Translating the above to GFA syntax and inserting it at the point specified above should give you the classical form of mouse centering limited so that the entire dialog will always be visible on the legal part of the screen.

If the rez is to low for it, then the dialog will simply be based at the first legal pixel in the work area.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

From 7761933933454878433
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,46e9eead109ed329
X-Google-Attributes: gid1115ce,public
From: olivier landemarre <olivier.landemarre@utbm.fr>
Subject: Re: launch GEM processes
Date: 1999/06/16
Message-ID: <37675218.F7ED27D@utbm.fr>#1/1
X-Deja-AN: 490159099
Content-Transfer-Encoding: 8bit
References: <3765FCBA.FEEABF0B@jumpgates.com>
To: Daniel Augsburger <skydiver@jumpgates.com>
X-Accept-Language: fr
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: usenet@thalassa.grenet.fr
X-Trace: thalassa.grenet.fr 929517421 28901 193.48.246.2 (16 Jun 1999 07:17:01 GMT)
Organization: C.I.C.G. , Grenoble
Mime-Version: 1.0
NNTP-Posting-Date: 16 Jun 1999 07:17:01 GMT
Newsgroups: comp.sys.atari.programmer

Hello

Daniel Augsburger a ?crit :

> which method shall I use to launch another application (from a GEM
> application or ACC) that is executed in parallel.
> I've tried shel_write(0, ...) and shel_write(1, 1, ...) (MagiC 6) but
> nothing happend. I also tried shel_write(1, 0, ...) and then the GEM
> application I wanted to launch was started as TOS process after my app
> had finished, but this is clearly not the desired behaviour.
> I'm wondering which method a desktop uses in a multi-task environment to
> launch new applications, because this is exactly what I should use.

Here some explanations of shel_write()
int shel_write(int mode,int flag1,int flag2,*commande, *tail)
mode&0xFF must be 1 for launch imediatly

if mode&0xFF00 !=0 commande use:
typedef struct _shelw

```
   {
      char *newcmd;
      long psetlimit;
      long prenice;
      char *defdir;
      char *env;
   }
```

I not explain is use.
flag1 : 1 -> GEM program, 0-> TOS program (for use Tos2Win or VT52 the output text in GEM window (work only if instal))
flag2 : 100 -> parrallel launch , 101 -> single mode
if multitasking system use 100 because 101 work differently beetween Mint and Magic (it not stop for the end of sun prog under mint)
if you work under monotasking system prefer Pexec()
commande : string of program to lunch or SHELW struct (see mode)
tail : argument for program (attention first caractere is the number of caracters in string if you use GCC if PureC I think PureC calculate it)
For more informations see:
http://www.utbm.fr/les.personnes/olivier.landemarre/exec.htm
it's in french sorry, but there is good traductors.
It work well and I use shel_write() for GCCShell

>
>
> - Daniel

Olivier

From -105948365456045800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6353fb79e4661045,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: FS Jag System (U.S. only)
Date: 1999/06/16
Message-ID: <19990616081745.21512.00000117@ng-fl1.aol.com>#1/1
X-Deja-AN: 490228159
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Hello All,
I have an Atari Jaguar+CD system for sale. The system includes to controllers, about 12 games, and the Atari Jaguar Gamer's Guide (I don't remember the exact title). I will entertain all reasonable offers.
If you are interested, you may email me at angief18@aol.com.
Thanks,
Sam Ferrer

From 3922629229534050374
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: AES-Messages
Date: 1999/06/16
Message-ID: <199906160032.a26395@su.maus.de>
X-Deja-AN: 490335020
Distribution: lokal
References: <3766465651d98d5@oden.se>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Ronald!

RA>Because if every program was responsible for protecting the underlying
RA>surface of the screen for all their displays, then the entire system
RA>RAM would soon be used up for a lot of screen buffers,
Em, we are talking about form_dial(), aren't we?

RA>and for large resolutions the extensive buffer copying will consume
RA>more time than the overhead costs of a message system.
If you compare that, you have to add the time fr redrawing to the time the
message system needs and then the copying will be (much) faster

RA>The methods of GEM were designed especially to avoid such
RA>inefficiencies by requiring only that each APP be able to redraw the
RA>information for those windows that it owns, and that appropriate
RA>messages are sent to allow all APPs involved to do their parts of this
RA>work. The AES itself works as the message center for this update
RA>work, ensuring that all APPs are told to update only the relevant
RA>portions of the screen.
Yes, that's right

RA>The only exceptions (small dialogs, menus, popups) are for small areas
RA>of extremely temporary nature, where the savings would not motivate
RA>the overhead costs of the message system. (Could cause significant
RA>slowness)
Isn't a dialog (we're talking about modal ones) something extremely temporal?
The only important difference I can see ist that it can exceed the quarter
screen buffer. And this is only a technical limit that could be eliminated by
increasing the buffer size

RA>>Simple buffering of the entire screen is not a part of this
RA>>concept.
JW>No one's talking about the whole screen (in general)
RA>But that was the subject of the original post. How to cause GEM to

RA>refresh the entire screen !
Yes, but this buffering of the whole screen could only occure, if you call a pair of form_dial()s for refreshing the whole screen (or if you have a dialog that has the extend of the screen)

RA>And for that particular purpose it is definitely wrong for any part of
RA>the system to implement it by a simple buffering scheme.
That's a reason why I say you shloud use a single form_dial() for refreshing the whole screen

RA>Because they concern so small and temporary screen usage that their
RA>incorporation in the rectangle lists would cause an unwarranted and
RA>overly large overhead.
The larger size of a dialog (compared to an alert, drop down menu or popup) doesn't make the redrawing method faster than buffering. And the memory usage for buffering can be limited to the memory for 1 screen

RA>Proper reservation of update rectangles is meaningful regardless of
RA>what scheme is used to restore the surface content later, and that is
RA>why DR included it. To keep the interface symmetrical and avoid
RA>dependency on any particular internal redraw implementation.
Yes, and the task of form_dial(FMD_START); [...] form_dial(FMD_FINISH); is to restore the content of the screen/rectangle when doing the form_dial(FMD_START), isn't it?

RA>They did not want to impose any limits for the future, this is true,
RA>but I doubt that they considered simple buffering schemes suitable.
They did it for alerts and other things. Why shouldn't they do it for dialogs?
The only reason I can think of is the larger buffer that could be needed, which IMO is no real reason when having a machine with some megabytes

RA>They were much more aware of multiprocess needs than Atari were,
Yes, I think so too

RA>Those threats were not realistic, as Apple didn't really have a solid
RA>case (like I said, they had stolen most ideas too), but DR could not
RA>afford even a case they would win, so they backed down. That is why
RA>GEM developments were frozen for so many years, until Atari managed
RA>to 'mollify' Apple, who were no longer worried about PCs being given
RA>GEM to outcompete McIntosh (as DR had originally planned).
That's not correct.
Apple threatened DR with the lawsuit after DR has sold a version of GEM to Atari. That's the reason why Atari had a "good" desktop while PC-GEM got a crippled one

RA>That is not really relevant. As RAM size increases at lowered prices,
RA>the screen resolution sizes also rise, making 'simple buffering' as
RA>unsuitable today as when GEM was newborn.
But the size of the programs won't increase in the same extent. And as I said above: one buffer would be enough

RA>The same (in a very different context) goes for FMD_START and

RA>FMD_FINISH. The latter is used to finish a graphic process, so that
RA>the screen can be restored to what it should be (according to AES and
RA>all GEM APPs), and it is not sensible to finish something that was
RA>never started.
That's why I call the single form_dial() a hack. But it's a working one

RA>You mean 'inconsistent' in english. 'Inconsequent' is not a useful
RA>form, and the closest useful one ("inconsequential") does not have the
RA>same meaning as the german word you were probably thinking of.
Well, according to my dictionary 'inconsequent' and 'inconsistent' both mean
the same

RA>Yes, but I would hesitate to call this a bug.
If an AES extension relies on a not explicitly documented relation between
two calls and if it's not error resistant it IMO has a bug

RA>What I referred to here was direct restoration from a screen buffer
RA>into screen areas owned by some other APP. That would be quite
RA>illegal.
Why should it be illegal if the application is not able to change the content
of the window inbetween?

RA>The fact remains that used as I recommend, the function will not cause
RA>any known software to misbehave,
Sorry, but you're wrong here. There are extensions that use the form_dial()
calls to buffer/restore the background and with this extensions your
recommendation will not cause a redraw

RA>And that 'hack' was written at at time when the current multitasking
RA>systems (not to mention their extensive enhancements) had not even
RA>been invented. It was also done by Atari themselves, who did not have
RA>the same insight into the needs of multiprocess systems that DR had.
The hack is to document the usage of a call in a way that could formerly
considered to be a bug, to get a new feature and exploiting the
implementation in older versions to assure compatibility

RA>If Atari had defined the system from the start, I doubt if FMD_START
RA>would have existed at all, nor the entire rectangle system, since
RA>these were the inventions of DR. DR did not define a symmetrical pair
RA>of functions with the intention that one half of that pair be used
RA>separately. That is not consistent with their methodology.
I think so too

RA>Needless to say (but I will anyway), I regard DR (rather than Atari)
RA>as being the real authorities on all original GEM functions.
Yes, but DR never said anything about how to redraw the whole screen

RA>Then we are dealing with that function as implemented in the running
RA>AES, and therefore the implementation of other AES functions does
RA>matter.
You are relying on the implementations you know. That's dangerous

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From -9164862542353144896
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: AES-Messages
Date: 1999/06/17
Message-ID: <376923128568231@oden.se>
X-Deja-AN: 490703300
Content-Transfer-Encoding: 8bit
References: <3766465651d98d5@oden.se> <199906160032.a26395@su.maus.de>
X-Sender: NEWSwatch v2.50 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 929634081 193.220.122.94 (Thu, 17 Jun 1999 17:41:21 MET DST)
Organization: EttNet Customer News Posting
MIME-Version: 1.0
NNTP-Posting-Date: Thu, 17 Jun 1999 17:41:21 MET DST
Newsgroups: comp.sys.atari.programmer

Hi J⍰rg,

on Wed 16-06-1999 00:32 J⍰rg Westheide wrote:
>
>RA>Because if every program was responsible for protecting the underlying
>RA>surface of the screen for all their displays, then the entire system
>RA>RAM would soon be used up for a lot of screen buffers,
>
>Em, we are talking about form_dial(), aren't we?

Yes and no.

Yes: We are talking of the form_dial function.
No: We were not really talking of its normal use in connection to forms.
      Instead we were talking only of the correct way to use it in causing
      a full screen redraw. That was what the original query concerned.
      But discussions of this kind always tend to 'wander' a bit.

>RA>and for large resolutions the extensive buffer copying will consume
>RA>more time than the overhead costs of a message system.
>
>If you compare that, you have to add the time fr redrawing to the time the

>message system needs and then the copying will be (much) faster

Faster for most cases, but not necessarily correct. What should be redrawn by a GEM APP at any given time is only up to that APP, not to the content of any buffer. This is especially relevant to the kind of situation addressed by the query, where the original screen data had been corrupted by non-GEM operations.

>RA>The only exceptions (small dialogs, menus, popups) are for small areas
>RA>of extremely temporary nature, where the savings would not motivate
>RA>the overhead costs of the message system. (Could cause significant
>RA>slowness)
>
>Isn't a dialog (we're talking about modal ones) something extremely temporal?

Now I see your mistake. You thought we were discussing the normal usage of the function in handling forms, but that was not the case. For such uses, and for moderately sized dialog forms, I do agree with you, but only for situations where the AES is in total control, so that no complexities can occur that affect the validity of the buffering. That is often not so.

Also, if we are to discuss dialogs in general, then I will not restrict myself to the modal ones. On a modern TOS machine both modal and non-modal dialogs must coexist.

>The only important difference I can see ist that it can exceed the quarter
>screen buffer. And this is only a technical limit that could be eliminated by
>increasing the buffer size

But that can only be done safely by some TSR, not by a normal APP, and it is quite inapproprioate for any APP to use that buffer anyway, as it may already hold data placed there by the AES. Code outside of the AES should only access that pointer in order to enlarge the buffer, and that should only be done by a TSR. That is ok for a GEM enhancer, which is normally installed as a TSR anyway.

>RA>>Simple buffering of the entire screen is not a part of this
>RA>>concept.
>JW>No one's talking about the whole screen (in general)
>RA>But that was the subject of the original post. How to cause GEM to
>RA>refresh the entire screen !
>
>Yes, but this buffering of the whole screen could only occure, if you call a
>pair of form_dial()s for refreshing the whole screen

No, on no version whatever of TOS has that led to such a consequence.
What I meant was simply that if you want buffering to replace AES redraw messages, like you seem to want, then the entire screen must exist in a buffer for cases like this one.

The query did ask for how to refresh the entire screen, in the most legal manner, and to me that means using form_dial calls properly paired.

>(or if you have a dialog that has the extend of the screen)

With your suggested method that would have such an effect too, but with normal TOS methods that will not happen. And the same is true of MTOS, Geneva, NAES, and MagiC. I'd say that a rather strong consensus exists in favor of the message-based redraw method among the implementors, and I heartily agree with them. It is a superior method.

>RA>And for that particular purpose it is definitely wrong for any part of
>RA>the system to implement it by a simple buffering scheme.
>
>That's a reason why I say you shloud use a single form_dial() for refreshing
>the whole screen

I disagree. I think form_dial calls should be used in symmetrical pairs.

>RA>Because they concern so small and temporary screen usage that their
>RA>incorporation in the rectangle lists would cause an unwarranted and
>RA>overly large overhead.
>
>The larger size of a dialog (compared to an alert, drop down menu or popup)
>doesn't make the redrawing method faster than buffering.

I never said so. What I spoke against was waste of RAM, and the inability to restore screen data after it has been corrupted. Simple buffering schemes can worsen the situation they should help, if corrupted data ends up in the buffer. The message system is immune to all such effects.

>And the memory usage for buffering can be limited to the memory for 1 screen

We can implement a new system of rectangle lists in parallel to the one already existing, but administrating them will not be instantaneous, and the effect will not be as great as you think, as buffered areas can overlap, and it must be possible to restore intermediate screen states.

Also, what this will mean is that we implement a centralized redraw system, otherwise very similar to what we have, except that the individual APPs are not asked to confirm that the data is valid. It is just taken from a buffer.

This means that when any screen part has become corrupted it can stay so, even where the present system would have fixed it, as any corrupted data that has made it into the buffer would be used to redraw the screen. Only the APP that owns such a screen area can restore it properly.

>RA>Proper reservation of update rectangles is meaningful regardless of

>RA>what scheme is used to restore the surface content later, and that is
>RA>why DR included it. To keep the interface symmetrical and avoid
>RA>dependency on any particular internal redraw implementation.
>
>Yes, and the task of form_dial(FMD_START); [...] form_dial(FMD_FINISH); is to
>restore the content of the screen/rectangle when doing the
>form_dial(FMD_START), isn't it?

Essentially yes, but that is not the whole story. What should be restored is not necessarily what did reside in the screen RAM at that time, but what the AES and the GEM APPs would have *liked* to have on the screen.

A pure buffering scheme can not deal with that difference, but the message system of GEM can. It will redraw the screen correctly regardless of what corruption may have existed in the past. That is a very great strength.

>RA>They did not want to impose any limits for the future, this is true,
>RA>but I doubt that they considered simple buffering schemes suitable.
>
>They did it for alerts and other things. Why shouldn't they do it for
>dialogs?

They did it for things were AES itself is in full control of the operation. That is not the case for dialogs handled by an APP. FMD_START itself does not freeze the screen updating (and shouldn't do so).

In order for simple buffering to be valid, it is necessary that no other APP can draw anything on that screen area until it has been restored from the buffer again. AES imposes that rule for the menus, and alerts, so they are never a problem (as long as GEM rules are obeyed by APPs), but there is no way to impose such a rule for the general dialogs of multitasked APPs. (or singleTOS ACCs)

>The only reason I can think of is the larger buffer that could be needed,

That is another valid reason, but the main reason is given above.

>which IMO is no real reason when having a machine with some megabytes

Perhaps, but if such buffering is done by many APPs at the same time, which happens here now and then, the amounts of RAM used would grow.

----- snip ----- re: DR, their plans, and the threats that stopped them

>RA>Those threats were not realistic, as Apple didn't really have a solid
>RA>case (like I said, they had stolen most ideas too), but DR could not
>RA>afford even a case they would win, so they backed down. That is why
>RA>GEM developments were frozen for so many years, until Atari managed
>RA>to 'mollify' Apple, who were no longer worried about PCs being given

>RA>GEM to outcompete McIntosh (as DR had originally planned).
>
>That's not correct.
>Apple threatened DR with the lawsuit after DR has sold a version of GEM to
>Atari. That's the reason why Atari had a "good" desktop while PC-GEM got a
>crippled one

What you are saying is naturally true, but I don't see how it contradicts what I told of. DR were already converting the code for PC use, when Apple grew aware of what was happening, and they told DR to remove some of the abilities of the PC version 'or else'. So DR removed the concept of free numbers of freely movable windows, thus making PC-GEM useless. (Compared to Atari GEM.)

It was the sale of GEM to Atari that drew Apple's attention to it, but it was the plan to implement the same thing for PCs that scared Apple into a fit. It would have been very interesting to see what would have happened if DR could have afforded to 'call the bluff' of Apple, and go on to give PCs a fully capable GEM, at a time when the main M$ products were still a simple BASIC interpreter, and a badly botched early MSDOS.

>RA>That is not really relevant. As RAM size increases at lowered prices,
>RA>the screen resolution sizes also rise, making 'simple buffering' as
>RA>unsuitable today as when GEM was newborn.
>
>But the size of the programs won't increase in the same extent.

I never mentioned program size. I spoke of the RAM size needed for storage of screen data in high resolutions.

>And as I said above: one buffer would be enough

No. Think about it. The total area needed for restoration of the screen as it looked at one given point in time is only one full screen buffer. But various parts of the screen may have been reserved at different times, and it is perfectly legal for the areas to overlap. The only good way to deal with that is to have the dialogs in windows, and use the AES messages to restore window contents. That is the only method I know of that can deal with successive redraw of all intermediate screen states.

A similar method could be designed based on buffering, rather than on asking each APP to regenerate the data, but there would be many drawbacks to it, not least the complexity of that code (a new rectangle system), and the inability to avoid buffering any screen corruption that may have occurred.

>RA>The same (in a very different context) goes for FMD_START and
>RA>FMD_FINISH. The latter is used to finish a graphic process, so that
>RA>the screen can be restored to what it should be (according to AES and
>RA>all GEM APPs), and it is not sensible to finish something that was
>RA>never started.

>
>That's why I call the single form_dial() a hack. But it's a working one

But what is the problem you see in using the paired form ?
That too works excellently, and it does work with utilities that are
'allergic' to the unpaired form. I still don't see your point.

You seem to want someone to reinvent GEM to use only buffering instead
of redraw messages, and it seems to be for this reason that you want
to reserve FMD_START for use only in saving buffer data.

I, on the other hand, do not think this will ever happen, and would not
be in favor of such an implementation anyway. The present one is better.

>RA>Yes, but I would hesitate to call this a bug.
>
>If an AES extension relies on a not explicitly documented relation between
>two calls and if it's not error resistant it IMO has a bug

All AES enhancements invented since Atari stopped developing are also
undocumented by their 'official' documents, and no software at all can
be completely resistant to errors, but I hesitate to call them bugged
even so.

In this particular case I do consider the tie between FMD_START and
FMD_FINISH to be implicitly clear, even if not explicitly stated.

>RA>What I referred to here was direct restoration from a screen buffer
>RA>into screen areas owned by some other APP. That would be quite
>RA>illegal.
>
>Why should it be illegal if the application is not able to change the content
>of the window inbetween?

And how do you know that, considering that reservations can overlap, and we
do have multitasking (even under singleTOS, for the ACCs) ? The answer is
that it can only be known for some special cases, but not for all cases.
For those other cases it is is illegal, and since they can't be recognized
easily the method as such is inappropriate.

>RA>The fact remains that used as I recommend, the function will not cause
>RA>any known software to misbehave,
>
Sorry, but you're wrong here. There are extensions that use the form_dial()
>calls to buffer/restore the background and with this extensions your
>recommendation will not cause a redraw

Aha, so we have two conflicting groups of enhancers. One which does use
the message system of GEM compatibly, and one which disables part of it,
so that messages are no longer generated for paired form_do's, but only

(very inconsistently) for unpaired form_do(FMD_FINISH...)

I consider the latter implementation inconsistent and inappropriate, and I see many situations where it will not do its job correctly. Its main strength is that it can help some badly written old APPs that lack proper redraw capability (like many old APPs do) to work a little better when other programs open dialogs on top of them.

But the same goal could be achieved without mutilating the consistency of form_dial.

>RA>And that 'hack' was written at at time when the current multitasking
>RA>systems (not to mention their extensive enhancements) had not even
>RA>been invented. It was also done by Atari themselves, who did not have
>RA>the same insight into the needs of multiprocess systems that DR had.
>
>The hack is to document the usage of a call in a way that could formerly
>considered to be a bug, to get a new feature and exploiting the
>implementation in older versions to assure compatibility

What you have described above is not what I consider compatibility.

Also, you yourself rely on an undocumented assumption that you evidently consider implicit to what Atari said (though I disagree).

Just because Atari said that a single FMD_FINISH call will broadcast the messages, you seem to have assumed that paired ones shouldn't.

Actually the natural implication is the opposite. The statement that the use of a single FMD_FINISH call will broadcast the messages doesn't exclude the possibility that it was preceded by an FMD_START call. Thus it is very clear that the FMD_FINISH calls should always result in redraw messages for the given rectangle, regardless of whether they are paired with a preceding FMD_START call or not.

>RA>Needless to say (but I will anyway), I regard DR (rather than Atari)
>RA>as being the real authorities on all original GEM functions.
>
>Yes, but DR never said anything about how to redraw the whole screen

AFAIK that is true, but then, they didn't 'stay with us' very long, and they didn't foresee all future needs, though they were good at it.

>RA>Then we are dealing with that function as implemented in the running
>RA>AES, and therefore the implementation of other AES functions does
>RA>matter.
>
>You are relying on the implementations you know. That's dangerous

No, you exaggerate.

Relying on the fact that a paired use of FMD_START and FMD_FINISH will
redraw the specified area can never ever cause any harm at all. The
very worst thing that can happen, and even that only with the extensions
you mentioned, is that the area does not get redrawn as it should.
That is not what I call 'dangerous'.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

From -5070898212777085501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: AES-Messages
Date: 1999/06/17
Message-ID: <199906172009.a32011@su.maus.de>
X-Deja-AN: 491239102
Distribution: lokal
References: <376923128568231@oden.se>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Ronald!

RA>Now I see your mistake. You thought we were discussing the normal
RA>usage of the function in handling forms, but that was not the case.
What was the case then?

RA>For such uses, and for moderately sized dialog forms, I do agree with
RA>you, but only for situations where the AES is in total control, so
RA>that no complexities can occur that affect the validity of the
RA>buffering. That is often not so.
Example?

RA>Also, if we are to discuss dialogs in general, then I will not
RA>restrict myself to the modal ones. On a modern TOS machine both modal
RA>and non-modal dialogs must coexist.
We're talking about form_dial() and therefore about modal dialogs. There
certainly are unmodal dialogs, but you don't need form_dial() for them so
that they are not relevant here

RA>But that can only be done safely by some TSR, not by a normal APP, and
RA>it is quite inapproprioate for any APP to use that buffer anyway, as
RA>it may already hold data placed there by the AES.
I thought about increasing the buffer by the AES programers

RA>Code outside of the AES should only access that pointer in order to
RA>enlarge the buffer, and that should only be done by a TSR. That is ok
RA>for a GEM enhancer, which is normally installed as a TSR anyway.
Is there such a pointer?
Well, that doesn't matter because I think that no application has to deal
with it

RA>No, on no version whatever of TOS has that led to such a consequence.
What not is can never be?

RA>What I meant was simply that if you want buffering to replace AES
RA>redraw messages, like you seem to want, then the entire screen must
RA>exist in a buffer for cases like this one.
The entire screen must fit in the buffer, yes

RA>The query did ask for how to refresh the entire screen, in the most
RA>legal manner, and to me that means using form_dial calls properly
RA>paired.
I know. And you know that and why I disagree with you in that point

RA>With your suggested method that would have such an effect too, but
RA>with normal TOS methods that will not happen. And the same is true of
RA>MTOS, Geneva, NAES, and MagiC.
I know that no currently available OS implements the buffering method

RA>I'd say that a rather strong consensus exists in favor of the message-
RA>based redraw method among the implementors,
These method needs no memory for a buffer and since all these operating
systems have to be able to run no machines with 512KB or 1MB they have to
take care about the memory usage of the system

RA>It is a superior method.
No.
That clearly depends on the point of view (what's more important to you,
spped or low memory usage)

RA>What I spoke against was waste of RAM, and the inability to restore
RA>screen data after it has been corrupted.
And how do you restore "corupted data" if you have no dialog?
Sorry, but this argument is really silly

RA>Simple buffering schemes can worsen the situation they should help,
RA>if corrupted data ends up in the buffer.
Can you explain how that could happen?

RA>We can implement a new system of rectangle lists in parallel to the
RA>one already existing, but administrating them will not be
RA>instantaneous, and the effect will not be as great as you think, as
RA>buffered areas can overlap, and it must be possible to restore
RA>intermediate screen states.
Since when is it possible to nest form_dial()?
And how could that work with the redraw mehtod?

RA>This means that when any screen part has become corrupted it can stay
RA>so, even where the present system would have fixed it, as any
RA>corrupted data that has made it into the buffer would be used to
RA>redraw the screen.
Please tell me how corrupted data can originate and how the can make it into the buffer

RA>What should be restored is not necessarily what did reside in the
RA>screen RAM at that time, but what the AES and the GEM APPs would have
RA>*liked* to have on the screen.
In this case the result is a restore from the buffer with a following redraw induced by the AES or App. This rare case might be not optimal, but there's no problem with that

RA>FMD_START itself does not freeze the screen updating (and shouldn't do
RA>so).
Yes it's not neccessary (but won't hurt) because you first have to lock the screen with wind_update() before doing your dialog stuff

RA>In order for simple buffering to be valid, it is necessary that no
RA>other APP can draw anything on that screen area until it has been
RA>restored from the buffer again. AES imposes that rule for the menus,
RA>and alerts, so they are never a problem (as long as GEM rules are
RA>obeyed by APPs), but there is no way to impose such a rule for the
RA>general dialogs of multitasked APPs. (or singleTOS ACCs)
Just embrace your dialog stuff with wind_update(). This ensures that no other app draw onto the screen while your dialog is displayed

RA>Perhaps, but if such buffering is done by many APPs at the same time,
RA>which happens here now and then, the amounts of RAM used would grow.
Many apps display modal dialogs at the same time?
I've never seen that. And I don't believe you have

RA>So DR removed the concept of free numbers of freely movable windows,
Only in the desktop. The apps continued to have movable windows

RA>I never mentioned program size. I spoke of the RAM size needed for
RA>storage of screen data in high resolutions.
Yes. And I mentioned another thing memory is used for (the programs) to show that the relations between the amounts of memory used for the different tasks changes when the total memory size increases

RA>No. Think about it. The total area needed for restoration of the
RA>screen as it looked at one given point in time is only one full screen
RA>buffer.
Since there can be only one modal dialog at a time and form_dial() cannot be nested, a buffer of 1 screen size is enough. Think about it

RA>But what is the problem you see in using the paired form ?
Aren't you reading my mails?

RA>You seem to want someone to reinvent GEM to use only buffering instead

RA>of redraw messages, and it seems to be for this reason that you want
RA>to reserve FMD_START for use only in saving buffer data.
I said:
FMD_START _could_ be used to save the dialog background and FMD_FINISH with a foregoing FMD_START to restore the saved background

RA>All AES enhancements invented since Atari stopped developing are also
RA>undocumented by their 'official' documents,
No comment to this "argument"

RA>In this particular case I do consider the tie between FMD_START and
RA>FMD_FINISH to be implicitly clear, even if not explicitly stated.
For normal use you're right, but redrawing (the wohl screen) is not the normal use

RA>considering that reservations can overlap
They cannot if you do not nest dialogs and nesting dialogs will not work with the redraw method, too

RA>Just because Atari said that a single FMD_FINISH call will broadcast
RA>the messages, you seem to have assumed that paired ones shouldn't.
You do not want to understand me, do you?
I never said paired ones shouldn't broadcast redraws. I said it is possible that there will not be a broadcast of a redraw message

RA>Actually the natural implication is the opposite. The statement that
RA>the use of a single FMD_FINISH call will broadcast the messages
RA>doesn't exclude the possibility that it was preceded by an FMD_START
RA>call. Thus it is very clear that the FMD_FINISH calls should always
RA>result in redraw messages for the given rectangle, regardless of
RA>whether they are paired with a preceding FMD_START call or not.
You seem to have understand nothing

RA>That is not what I call 'dangerous'.
Replace it with 'likely to produce problems' if you like

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From 9000771107688661553
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: AES-Messages
Date: 1999/06/19

Message-ID: <376bf2c87da2da10@oden.se>#1/1
X-Deja-AN: 491500439
Content-Transfer-Encoding: 8bit
References: <376923128568231@oden.se> <199906172009.a32011@su.maus.de>
X-Sender: NEWSwatch v2.50 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 929818140 193.220.122.60 (Sat, 19 Jun 1999 20:49:00 MET DST)
Organization: EttNet Customer News Posting
MIME-Version: 1.0
NNTP-Posting-Date: Sat, 19 Jun 1999 20:49:00 MET DST
Newsgroups: comp.sys.atari.programmer

Hi J⍰rg,

Having read your post fully I can only come to the conclusion that this our discussion is no longer productive.

The fact that we have different opinions on how some system functions should best be used should not be taken 'personally' by either party, and it seems clear to me that you have taken it so, from some of your responses.

I'm not going to answer in kind, as I still have not taken it as you, but I will mention here, that saying that my arguments are silly, that I don't want to understand you, and that I have understood nothing, is not a good way to clarify anything. And it does mean that further discussion is not meaningful.

There have been misunderstandings on both sides in earlier posts, and there are some in your latest one too, where you misquote something I said into something I did not mean, and then say that my argument was silly. I am prepared to assume that all misunderstandings by both of us were honest ones, but it seems that you are not prepared to do so, and then nothing can be achieved by further discussion.

Also, my original post on this subject was intended merely as some quick advice to a guy with a problem. Somehow this has now developed into a lengthy debate of a kind I never wanted, and really have no time for.

I'm not thereby saying that I disregard all your arguments, for many of the points you made were valid. But some other 'points' you made were merely directed at your mistaken idea of what I meant, rather than against what I really intended. In some of those cases we probably even agree on the real facts, though our different ways of expressing them causes these misunderstandings to hide such agreement.

Possibly it would be better to discuss these things again at some future date, when we have both figured out how to express what we mean clearly enough to avoid the frequent misunderstandings that have affected this present discussion many times.

I suggest that we cut this thread for now, as I'm sure we both have better

things to do than to discuss this stuff over and over. It is quite clear
in any case, regardless of all the other issues brought up, that you and
I disagree completely on the paired/unpaired use of form_dial, and that
neither of us is likely to change his view on that subject. For either
of us to attempt to 'convert' the other would merely be wasted time.

I can accept that situation as it stands, and I hope you can to.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

From 7967422624111132670
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: AES-Messages
Date: 1999/06/20
Message-ID: <199906201348.a35259@su.maus.de>#1/1
X-Deja-AN: 491828004
Distribution: lokal
References: <376bf2c87da2da10@oden.se>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Ronald!

RA>Having read your post fully I can only come to the conclusion that
RA>this our discussion is no longer productive.
That's my impression too

RA>The fact that we have different opinions on how some system functions
RA>should best be used should not be taken 'personally' by either party,
RA>and it seems clear to me that you have taken it so, from some of your
RA>responses.
I have not taken anything personal.
My partly offending answers are a result of some comments/arguments from you
that either had nothing to do with what we were talking about, were unlogical
or just stating your point of view again with ignoring what I've said which
lengthens the discussion without being of any use. And I have more importsant
things to do than superfluous discussions

RA>saying that my arguments are silly, that I don't want to understand
RA>you, and that I have understood nothing, is not a good way to clarify
RA>anything.
I got the impression that you are not interested in a clarification

RA>Also, my original post on this subject was intended merely as some
RA>quick advice to a guy with a problem.
i did so too and I also mentioned a possible problem of your quick advice and
how to make it better

RA>Somehow this has now developed into a lengthy debate of a kind I never
RA>wanted, and really have no time for.
Same with me

RA>But some other 'points' you made were merely directed at your mistaken
RA>idea of what I meant, rather than against what I really intended.
I cannot guess your intention

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From 9145864633062643437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,feeba9e00e455d23
X-Google-Attributes: gid1115ce,public
From: steve@sweet3.freeserve.co.uk (Steve Sweet)
Subject: Re: Lattice 5.5 v. Prospero C
Date: 1999/06/20
Message-ID: <7kjgn3$7tn$1@news8.svr.pol.co.uk>#1/1
X-Deja-AN: 491838791
References: <FCvA48.M02@cix.compulink.co.uk>
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 929908259 8119 62.136.198.91 (20 Jun 1999 19:50:59
GMT)
Organization: The Grim Reaper
NNTP-Posting-Date: 20 Jun 1999 19:50:59 GMT
Newsgroups: comp.sys.atari.programmer

On 5 Jun 1999 18:31:19 G, "Peter A West" wrote:
:>Can anyone tell me the relative merits of the two versions of C? I
:>understand that Lattice 5.5 is more or less standard for
:>English-language programmers, but how does Prospero differ? Does it have
:>any advantages at all?

You'l find that most prog'in examples are in LC5 in the likes of
Atari Compendium and Modern Atari Software. If Mark Baines was still
about he'd jump in here probably in defence of LC5.

Did you get all the bibles with LC?.

:>The reason I ask is because I bought (used) copies of both (due to a
:>misunderstanding with the vendor) and am wondering whether the Prospero
:>is worth keeping or whether I should try and sell it.

Prospero came on a C/disk didnt it??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 3653661522804746400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9af8f98c7460da7,start
X-Google-Attributes: gid1115ce,public
From: Marcel De Meester <mdemeester@village.uunet.be>
Subject: How do I install GNU C++?
Date: 1999/06/21
Message-ID: <929989960-324601AEicMi@village.uunet.be>#1/1
X-Deja-AN: 492172295
Content-Transfer-Encoding: 8bit
Organization: UUNET Benelux (post does not reflect views of UUNET Benelux)
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello,

I have troubles installing GNU C++. I have the 'SDK Atari Software Developement Kit -
Upgrade 1999' CD-rom, with GNU C++ on it. I'm not using Mint, so I suppose I have to use
version 2.72. There is a folder on the CD named 'GCC272'. I've copied it and unpacked
everything. But when I try to compile something, the compiler says he can't find the
include files. So I searched on the CD and I found the folder 'G'. I unpacked the file
'GPINCL20.ZIP' to my harddisk. After setting the right path in 'AGNUS', a development
environment, the compiler finds some of the include files, but he can't find others.
Sometimes, I get errormessages in the include-files.
Does anyone know a solution for this? What am I doing wrong??

Thanks in advance,

Wim De Meester

mdemeester@village.uunet.be
http://welcome.to/universum/

MicroSoft :
More Intelligent Customers Realise Our
Software is Only for Fools and Teenagers.

From -274625019524923962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
From: "Darren Brown" <Cool@borg1101.freeserve.co.uk>
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/06/22
Message-ID: <7kmi4qkjo1@news7.svr.pol.co.uk>#1/1
X-Deja-AN: 492298386
References: <7elurp$cc3$1@news.casema.net> <3713708E.6AD9FD37@uottawa.ca>
<7evvn0$8lv$1@news.casema.net> <TPMT2.14739$x43.27801@nntpserver.swip.net>
<7gmt88$27jt$4@buggy.easynet.fr> <WZy73.8030$Nc.14800@nntpserver.swip.net>
<7k1fd0tuc1@news8.svr.pol.co.uk>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 930008026 21112 62.136.195.14 (21 Jun 1999 23:33:46
GMT)
Organization: Customer of Planet Online
X-MSMail-Priority: Normal
NNTP-Posting-Date: 21 Jun 1999 23:33:46 GMT
Newsgroups: comp.sys.atari.programmer

What is the Atari Falcon030 Emulator being built for PC or Mac or Both?

Daz (Borg1101) E-Mail Cool@Borg1101.Freeserve.Co.Uk

From -4522537482242383087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,feeba9e00e455d23
X-Google-Attributes: gid1115ce,public
From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
Subject: Re: Lattice 5.5 v. Prospero C
Date: 1999/06/22
Message-ID: <7knc76$or6$3@news8.svr.pol.co.uk>#1/1
X-Deja-AN: 492410458
References: <FCvA48.M02@cix.compulink.co.uk> <7kjgn3$7tn$1@news8.svr.pol.co.uk>

X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 930034726 25446 62.136.26.206 (22 Jun 1999 06:58:46 GMT)
Organization: <none>
NNTP-Posting-Date: 22 Jun 1999 06:58:46 GMT
Newsgroups: comp.sys.atari.programmer

On 20 Jun 1999 19:50:59 , Steve Sweet wrote:
>On 5 Jun 1999 18:31:19 G, "Peter A West" wrote:
>:>Can anyone tell me the relative merits of the two versions of C? I

>:>The reason I ask is because I bought (used) copies of both (due to a
>:>misunderstanding with the vendor) and am wondering whether the Prospero
>:>is worth keeping or whether I should try and sell it.
>
>Prospero came on a C/disk didnt it??.

It did, and the manuals were on sale at one of the Atari shows many years ago from Prospero themselves at a knock-down price. I know, for I bought a set.

Rgds, Derryck

/----------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------/

From 7096919314663628317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,feeba9e00e455d23
X-Google-Attributes: gid1115ce,public
From: steve@sweet3.freeserve.co.uk (Steve Sweet)
Subject: Re: Lattice 5.5 v. Prospero C
Date: 1999/06/23
Message-ID: <7kr1mh$605$3@news8.svr.pol.co.uk>#1/1
X-Deja-AN: 492993931
References: <FCvA48.M02@cix.compulink.co.uk> <7kjgn3$7tn$1@news8.svr.pol.co.uk> <7knc76$or6$3@news8.svr.pol.co.uk>
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 930155025 6149 62.136.184.71 (23 Jun 1999 16:23:45 GMT)
Organization: The Grim Reaper
NNTP-Posting-Date: 23 Jun 1999 16:23:45 GMT
Newsgroups: comp.sys.atari.programmer

On 22 Jun 1999 06:58:46 , Derryck Croker wrote:
:>On 20 Jun 1999 19:50:59 , Steve Sweet wrote:
:>>On 5 Jun 1999 18:31:19 G, "Peter A West" wrote:
:>>:>Can anyone tell me the relative merits of the two versions of C? I
:>

:>>:>The reason I ask is because I bought (used) copies of both (due to a
:>>:>misunderstanding with the vendor) and am wondering whether the Prospero
:>>:>is worth keeping or whether I should try and sell it.
:>>
:>>Prospero came on a C/disk didnt it??.
:>
:>It did, and the manuals were on sale at one of the Atari shows many years
:>ago from Prospero themselves at a knock-down price. I know, for I bought a
:>set.

I hope you have a table with a short leg, so's they wont get wasted.
8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -6420913367310858276
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc093d09fa98d9e0,start
X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Subject: Dynimic variables
Date: 1999/06/24
Message-ID: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>#1/1
X-Deja-AN: 493311294
Content-Transfer-Encoding: 7bit
Organization: Technical Univeristy of Wroclaw
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

I'm writing an program, which uses dynamic variables (structures). I'm
using PureC
and standard Falcon with 16MB.
It's a database of word (dictionary). But...
Loading goes very well. But when I'm looking through the database the
computer
takes memory. Why??

From 9165018936928855956
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc093d09fa98d9e0
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Dynimic variables
Date: 1999/06/24
Message-ID: <7kt341$992$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 493321153
References: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>,
     Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> Loading goes very well. But when I'm looking through the database the
> computer takes memory. Why??

I'm afraid nobody will be able to help you with that vague description
of your problem ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 2813838449788388803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9cecfc1b3b7bba,start
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-deja.com>
Subject: Sound question (compatibility)
Date: 1999/06/25
Message-ID: <7kvfsv$v72$1@nnrp1.deja.com>#1/1
X-Deja-AN: 493687822
X-Http-Proxy: 1.0 x38.deja.com:80 (Squid/1.1.22) for client 195.58.102.60
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Fri Jun 25 08:50:42 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.51 [en] (Win95; I)

Greetings all,

I wonder what solution is best if I want to play notes by using built in hardware, to make it as compatible as possible?

Which way to go? Any suggestions?

--
WWW: http://hem1.passagen.se/gokmase/atari

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

From 6545399328081495394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc093d09fa98d9e0
X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Subject: Re: Dynimic variables
Date: 1999/06/25
Message-ID: <37736084.87617BC2@elektryk.ie.pwr.wroc.pl>#1/1
X-Deja-AN: 493726802
Content-Transfer-Encoding: 7bit
References: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
<7kt341$992$1@sun27.hrz.tu-darmstadt.de>
Organization: Technical Univeristy of Wroclaw
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:

> Hi!
>
> In article <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>,
> Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> > Loading goes very well. But when I'm looking through the database the
> > computer takes memory. Why??
>
> I'm afraid nobody will be able to help you with that vague description
> of your problem ...
>
> Ciao

OK. I'll try to explain it a little...In my program I have structures like:

```
typedef struct options{
    int i;
    char *name;
....
    struct options *next;
    struct options *prev;
}options;
```

Loading goes like this:

```
struct options *start_bla, *end_bla;
{
    struct options *bla;

    bla = Malloc(sizeof(options));

    start_bla = bla;
    .....    /* Loading functions   - works fine */
    end_bla = bla;
}

void search(void)
{
    struct options *bla;

    bla = start_bla;

    while(bla!=end_bla)
    {
        if(strcmp(bla->name,....)
            /* something */
        else
            bla = bla->next;  !!!!!!!
    }
....
}
```

It's only an idea of my program. Is it enough.
OK. While executing function 'search' computer uses more and more memory!!!!

BTW. How can I subscribe this list (give the email adress)?

Thanks

Rafal Kawecki

http://kawecki.atari.org
email: kawecki@atari.org

From -6573817865675220039
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,bc093d09fa98d9e0
X-Google-Attributes: gid1115ce,public
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Subject: Re: Dynimic variables
Date: 1999/06/25
Message-ID: <37739497.73B4BE56@directprovider.REMOVETHECAPITALS.net>#1/1
X-Deja-AN: 493788835
Content-Transfer-Encoding: 8bit
References: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
<7kt341$992$1@sun27.hrz.tu-darmstadt.de>
<37736084.87617BC2@elektryk.ie.pwr.wroc.pl>
X-Accept-Language: fr
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news@stortek.com
X-Trace: news.stortek.com 930321714 18315 129.80.164.20 (25 Jun 1999 14:41:54 GMT)
Organization: None
Mime-Version: 1.0
NNTP-Posting-Date: 25 Jun 1999 14:41:54 GMT
Newsgroups: comp.sys.atari.programmer

Rafal Kawecki a ©crit :
>
> Thomas Binder wrote:
>
> > Hi!
> >
> > In article <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>,
> >   Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> > > Loading goes very well. But when I'm looking through the database the
> > > computer takes memory. Why??
> >
> > I'm afraid nobody will be able to help you with that vague description
> > of your problem ...
> >
> > Ciao
>
> OK. I'll try to explain it a little...In my program I have structures like:
>
> typedef struct options{
>   int i;
>   char *name;
> ....
>   struct options *next;
>   struct options *prev;
> }options;
>

```
> Loading goes like this:
>
> struct options *start_bla, *end_bla;
> {
>     struct options *bla;
>
>     bla = Malloc(sizeof(options));
>
>     start_bla = bla;
>     .....    /* Loading functions   - works fine */
>     end_bla = bla;
> }
>
> void search(void)
> {
>     struct options *bla;
>
>     bla = start_bla;
>
>     while(bla!=end_bla)
>     {
>         if(strcmp(bla->name,....)
>             /* something */
>         else
>             bla = bla->next;  !!!!!!!
>     }
> ....
> }
>
> It's only an idea of my program. Is it enough.
> OK. While executing function 'search' computer uses more and more
> memory!!!!
>
> BTW. How can I subscribe this list (give the email adress)?
>
```

Erm... This isn't a list, it's a newsgroup. You're already subscribed to it, since you're reading it with Netscape.

Nick
--

```
    |||    Nicholas Bales, Toulouse, France
 ===|||=================================================
   / | \   The Atari ST Quick FAQ                  bales@
 -'  '  `- http://quickfaq.atari.org   directprovider.net
```

From -6024065409532364611
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc093d09fa98d9e0
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>

Subject: Re: Dynimic variables
Date: 1999/06/25
Message-ID: <3773FACD.789AF787@cable.A2000.nl>#1/1
X-Deja-AN: 493927655
Content-Transfer-Encoding: 7bit
References: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
<7kt341$992$1@sun27.hrz.tu-darmstadt.de>
<37736084.87617BC2@elektryk.ie.pwr.wroc.pl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 930347712 3647 24.132.20.245 (25 Jun 1999 21:55:12 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 25 Jun 1999 21:55:12 GMT
Newsgroups: comp.sys.atari.programmer

Hello

Rafal Kawecki wrote:
>
> Thomas Binder wrote:
>
> > Hi!
> >
> > In article <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>,
> >   Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> > > Loading goes very well. But when I'm looking through the database the
> > > computer takes memory. Why??
> >
> > I'm afraid nobody will be able to help you with that vague description
> > of your problem ...
> >
> > Ciao
>
> OK. I'll try to explain it a little...In my program I have structures like:
>
> typedef struct options{
>   int i;
>   char *name;
> ....
>   struct options *next;
>   struct options *prev;
> }options;
>
> Loading goes like this:
>
> struct options *start_bla, *end_bla;
> {
>   struct options *bla;
>
>   bla = Malloc(sizeof(options));
>
>   start_bla = bla;

```
>     .....    /* Loading functions   - works fine */
>     end_bla = bla;
> }
>
> void search(void)
> {
>     struct options *bla;
>
>     bla = start_bla;
>
>     while(bla!=end_bla)
>     {
>         if(strcmp(bla->name,....)
>             /* something */
>         else
>             bla = bla->next;  !!!!!!!
>     }
> ....
> }
>
> It's only an idea of my program. Is it enough.
> OK. While executing function 'search' computer uses more and more
> memory!!!!
```

I am very sorry, but your examples do not look like something that really has run in a computer. ;-)

The following though can be said:
Malloc's effect is !NOT! block structured. The pointer will disappear at the end of a block, the allocated memory will remain allocated and becomes inaccessible.
Before leaving a block, you must explicitly 'free' the allocated memory, by Free(bla), if bla is a local variable within the block.

In general every 'malloc'd chunk must always be explicitely 'free'd.

Another very important advice is: Use malloc for small pieces, not Malloc.
Malloc is a system call, malloc a library call.
malloc is faster and reduces chances of heap fragmentation.
The opposite of malloc is free. :-)

Henk

From -3154169105022695475
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcb06eda92702c0b,start
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Need a binding for appl_search()
Date: 1999/06/25
Message-ID: <7l0vtajuv1@cletus.bright.net>#1/1

X-Deja-AN: 493941593
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 930349802 20447 209.143.38.41 (25 Jun 1999 22:30:02 GMT)
Organization: ENCOM
NNTP-Posting-Date: 25 Jun 1999 22:30:02 GMT
Newsgroups: comp.sys.atari.programmer

I need a functional binding for appl_search() as the one in
The Atari Compendium fails to work. Yet another typo in this
book I suspect? I almost works. ;-)

Anyone have one, or can point to some place to find the
proper binding?

Thanks...

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -5163407326689998244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcb06eda92702c0b
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Need a binding for appl_search()
Date: 1999/06/26
Message-ID: <37741280.83BE98D8@cable.A2000.nl>#1/1
X-Deja-AN: 493957718
Content-Transfer-Encoding: 7bit
References: <7l0vtajuv1@cletus.bright.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 930353780 14623 24.132.20.245 (25 Jun 1999 23:36:20 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 25 Jun 1999 23:36:20 GMT
Newsgroups: comp.sys.atari.programmer

Hi.

Lonny Pursell wrote:
>
> I need a functional binding for appl_search() as the one in
> The Atari Compendium fails to work. Yet another typo in this
> book I suspect? I almost works. ;-)
>
> Anyone have one, or can point to some place to find the
> proper binding?

I found the following in MT_AES.H (A. Kromke himself)

WORD appl_search(WORD mode, char *name, WORD *type, WORD *id);

control[]={18,0,1,0,0}

which is probably wrong and should be

control[]=18,1,3,1,0}

intin[0]=mode
addrin[0]=name

call the aes in a suitable manner ....

*type=intout[1]
*id=intout[2]

return intout[0]

Sometimes I wonder...

We go to great lengths to fill in all those "no of entries in ..." in control[]
Are these really checked, or even used?

Greetings
Henk

From -4440080351052866968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcb06eda92702c0b
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: Need a binding for appl_search()
Date: 1999/06/26
Message-ID: <7l177h$o47$1@cletus.bright.net>#1/1
X-Deja-AN: 493973910
References: <7l0vtajuv1@cletus.bright.net> <37741280.83BE98D8@cable.A2000.nl>
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 930357297 24711 209.143.38.41 (26 Jun 1999 00:34:57 GMT)
Organization: ENCOM
NNTP-Posting-Date: 26 Jun 1999 00:34:57 GMT
Newsgroups: comp.sys.atari.programmer

On 26 Jun 1999 01:36:32 , Henk Robbers wrote:
>Hi.

>
>Lonny Pursell wrote:
>>
>> I need a functional binding for appl_search() as the one in
>> The Atari Compendium fails to work. Yet another typo in this
>> book I suspect? I almost works. ;-)
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>
>which is probably wrong and should be
>
>control[]=18,1,3,1,0}
>
>intin[0]=mode
>addrin[0]=name
>
>call the aes in a suitable manner ....
>
>*type=intout[1]
>*id=intout[2]
>
>return intout[0]

Yes this one works, thanks

I dunno about the extra 0's

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -7683568186509054083
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcb06eda92702c0b
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: Need a binding for appl_search()
Date: 1999/06/26
Message-ID: <199906260135.a48825@su.maus.de>#1/1
X-Deja-AN: 494077625
Distribution: lokal
References: <7l0vtajuv1@cletus.bright.net>
X-Gateway-Administrator: webmaster@su.maus.de

Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Lonny!

LP>I need a functional binding for appl_search()
LP>Anyone have one, or can point to some place to find the proper binding?
This one is from my own AES binding I use for my TSRs. The parameter aespb is only used to for setting the global array (which I need in the TSRs).
Normally you won't need that unless your binding shall be reentrant...

```
-------------------------------- >8 schnipp 8<
--------------------------------
extern int applsearch_control[];    /* = { 18,  1, 3, 1, 0} */

int appl_search(AESPB *aespb,
                int ap_mode, char *ap_name, int *ap_type, int *ap_id)
{
AESPB aes_pb;
int intin[1];
void *addrin[1];
int intout[3];

intin[0]  = ap_mode;
addrin[0] = ap_name;

aes_pb.pb_control = applsearch_control;
aes_pb.pb_global  = aespb->pb_global;
aes_pb.pb_intin   = intin;
aes_pb.pb_intout  = intout;
aes_pb.pb_addrin  = addrin;
aes_pb.pb_addrout = NULL;

_aes(&aes_pb);

*ap_type = intout[1];
*ap_id   = intout[2];

return(intout[0]);
}
-------------------------------- >8 schnapp 8<
--------------------------------
```

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From 1491895873898434183
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcb06eda92702c0b
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: Need a binding for appl_search()
Date: 1999/06/26
Message-ID: <199906261029.a48928@su.maus.de>#1/1
X-Deja-AN: 494088273
Distribution: lokal
References: <37741280.83BE98D8@cable.A2000.nl>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Henk!

HR>control[]={18,0,1,0,0}
HR> which is probably wrong
It's definitively wrong

HR>and should be
HR> control[]=18,1,3,1,0}
Correct

HR>We go to great lengths to fill in all those "no of entries in ..." in
HR>control[]
Pushing 5 ints at each call is really nothing.

HR>Are these really checked, or even used?
They are needed to for call extensions. for example Atari could have used the function number of fsel_input() to implement fsel_exinput(). They only had to check wether there is the additional parameter in the addrin array.
And with setting of the values for the output arrays you tell the system the minimum size of the array. If a call's return values are extended by some new ones the system can determine wheter it is allowed to place these values there

The only problem with that is, that there are many bindings that do not properly fill the control array. But that's no reason not to do it correctly

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From -8962775622714157475
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc093d09fa98d9e0
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Dynimic variables
Date: 1999/06/26
Message-ID: <377575ee.1617245@news.demon.co.uk>#1/1
X-Deja-AN: 494211267
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 930424607 nnrp-09:2331 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 24 Jun 1999 12:38:48 +0200, Rafal Kawecki
<kawecki@elektryk.ie.pwr.wroc.pl> wrote:

>Hi!
>
>I'm writing an program, which uses dynamic variables (structures). I'm
>using PureC
>and standard Falcon with 16MB.
>It's a database of word (dictionary). But...
>Loading goes very well. But when I'm looking through the database the
>computer
>takes memory. Why??

Your descriptions is a bit vague!

Basically, if you use dynamically allocated variables then the space
is obtained from the system free memory. If you are using GemDos
Malloc each call should be noticable with a memory watching tool,
whereas if you're using stdio malloc/calloc/realloc then for
performance reasons they only tend to do a Malloc every so often (when
they have to).

Now, if your program is slowly (or not so slowly) eating away at the
free memory without reaching a kind of "maximum" then it most likely
has a memory leak. This is nothing more complex than your code has
allocated memory and hasn't deallocated it when done with it.

This will leak...

```
typedef struct     {
char *search_text;
...
}    DB_SEARCH_REC;
```

```
DB_SEARCH_REC*
SearchDataBase(char name[])
{DB_SEARCH_REC    *dbr;

 /* no error checking for clarity! */
 dbr = malloc(sizeof DB_SEARCH_REC);
 dbr->search_text = strdup(name);

 /* do search */

 return dbr;
}

int
SearchMyList()
{char    *list[]  ={"fred","jim","bob",NULL};

 for (i = 0; list[i]; i++)  {
     if (SearchDataBase(list[i]))    return 1;
 }
 return 0;
}
```

...whereas this doesn't...

```
int
SearchMyList()
{char         *list[]  ={"fred","jim","bob",NULL};
 DB_SEARCH_REC    *p;

 for (i = 0; list[i]; i++)  {
     if (NULL != (p = SearchDataBase(list[i])))    {
          free(p->search_text);
          free(p);
          return 1;
     }
     free(p->search_text);
     free(p);
 }
 return 0;
}
```

I used strdup() because it is one function that uses malloc. It is up to you to free() it when done. There aren't many of them (tmpnam etc are the only others I can think of offhand) but do make a point of checking the docs on functions that give you data "out of thin air" iyswim!

Hope that gives you an idea of what to look for. ;-)

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

From -7386238628702317274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc093d09fa98d9e0
X-Google-Attributes: gid1115ce,public
From: binder@hog.hrz.tu-darmstadt.de (Thomas Binder)
Subject: Re: Dynimic variables
Date: 1999/06/26
Message-ID: <mu31l7.fh1.ln@hog.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 494664591
References: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
<7kt341$992$1@sun27.hrz.tu-darmstadt.de>
<37736084.87617BC2@elektryk.ie.pwr.wroc.pl>
Content-Type: text/plain; charset=us-ascii
Organization: Darmstadt University of Technology
Mime-Version: 1.0
Reply-To: gryf@hrzpub.tu-darmstadt.de
Newsgroups: comp.sys.atari.programmer

Hi!

In article <37736084.87617BC2@elektryk.ie.pwr.wroc.pl>,
     Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
>   bla = Malloc(sizeof(options));

Better use the library's malloc(), not the GEMDOS function. TOS's GEMDOS has a limited pool of memory handles, so calling Malloc() too often can cause it to stop with an error message. Under MiNT, with active memory protection, each call to Malloc() allocates a block that fits a 8k boundary (the page size used), so Malloc(1L) will actually allocate 8K.

The C library's malloc() allocates larger chunks via Malloc() and then uses an internal management to split these into the blocks requested by the user.

> OK. While executing function 'search' computer uses more and more
> memory!!!!

Well, as your search function itself does not contain any [Mm]alloc()-calls, there's either another part in your program that does so, or the implementation of strcmp() in your C library is totally broken.

Have you tried tracing the GEMDOS calls via Sys-Mon, to see if, when, and which process calls Malloc()?

> BTW. How can I subscribe this list (give the email adress)?

As Nicholas already pointed out, this is a newsgroup, not a mailing list. If you want answers, read them here, there's no need to subscribe anything but comp.sys.atari.programmer in your newsreader (apparently Netscape Communicator). Asking for private replies only is commonly disliked in the UseNet, btw.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -7716362016355576302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc093d09fa98d9e0
X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Subject: Re: Dynimic variables
Date: 1999/06/28
Message-ID: <37771C53.B5D2BACC@elektryk.ie.pwr.wroc.pl>#1/1
X-Deja-AN: 494676288
Content-Transfer-Encoding: 7bit
References: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
<7kt341$992$1@sun27.hrz.tu-darmstadt.de>
<37736084.87617BC2@elektryk.ie.pwr.wroc.pl> <mu31l7.fh1.ln@hog.hrz.tu-darmstadt.de>
Organization: Technical Univeristy of Wroclaw
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:

> Hi!
>
> In article <37736084.87617BC2@elektryk.ie.pwr.wroc.pl>,
> Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> > bla = Malloc(sizeof(options));
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> Better use the library's malloc(), not the GEMDOS function. TOS's GEMDOS
> has a limited pool of memory handles, so calling Malloc() too often can
> cause it to stop with an error message. Under MiNT, with active memory
> protection, each call to Malloc() allocates a block that fits a 8k
> boundary (the page size used), so Malloc(1L) will actually allocate 8K.

OK. I'll try with malloc.

> > OK. While executing function 'search' computer uses more and more
> > memory!!!!
>
> Well, as your search function itself does not contain any
> [Mm]alloc()-calls, there's either another part in your program that does
> so, or the implementation of strcmp() in your C library is totally
> broken.

What you mean broken?This part with Malloc() is used only ones (at the
beginning of my program).

> Have you tried tracing the GEMDOS calls via Sys-Mon, to see if, when,
> and which process calls Malloc()?

Yes. I used PureDegugger, and I know that malloc is called only on start.

Thanks

Rafal Kawecki

From 7834556316758522191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc093d09fa98d9e0
X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Subject: Re: Dynimic variables
Date: 1999/06/28
Message-ID: <37771CFD.C144705F@elektryk.ie.pwr.wroc.pl>#1/1
X-Deja-AN: 494676289
Content-Transfer-Encoding: 7bit
References: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
<377575ee.1617245@news.demon.co.uk>
Organization: Technical Univeristy of Wroclaw
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> On Thu, 24 Jun 1999 12:38:48 +0200, Rafal Kawecki
> <kawecki@elektryk.ie.pwr.wroc.pl> wrote:
>
> >Hi!
> >

```
> >I'm writing an program, which uses dynamic variables (structures). I'm
> >using PureC
> >and standard Falcon with 16MB.
> >It's a database of word (dictionary). But...
> >Loading goes very well. But when I'm looking through the database the
> >computer
> >takes memory. Why??
>
> Your descriptions is a bit vague!
>
> Basically, if you use dynamically allocated variables then the space
> is obtained from the system free memory. If you are using GemDos
> Malloc each call should be noticable with a memory watching tool,
> whereas if you're using stdio malloc/calloc/realloc then for
> performance reasons they only tend to do a Malloc every so often (when
> they have to).
>
> Now, if your program is slowly (or not so slowly) eating away at the
> free memory without reaching a kind of "maximum" then it most likely
> has a memory leak. This is nothing more complex than your code has
> allocated memory and hasn't deallocated it when done with it.
>
> This will leak...
>
> typedef struct  {
> char    *search_text;
> ...
> }       DB_SEARCH_REC;
>
> DB_SEARCH_REC*
> SearchDataBase(char name[])
> {DB_SEARCH_REC  *dbr;
>
>  /* no error checking for clarity! */
>  dbr = malloc(sizeof DB_SEARCH_REC);
>  dbr->search_text = strdup(name);
>
>  /* do search */
>
>  return dbr;
> }
>
> int
> SearchMyList()
> {char   *list[] ={"fred","jim","bob",NULL};
>
>  for (i = 0; list[i]; i++)      {
>         if (SearchDataBase(list[i]))    return 1;
>  }
>  return 0;
> }
>
> ...whereas this doesn't...
```

```
>
> int
> SearchMyList()
> {char           *list[] ={"fred","jim","bob",NULL};
>  DB_SEARCH_REC  *p;
>
>  for (i = 0; list[i]; i++)      {
>         if (NULL != (p = SearchDataBase(list[i])))      {
>                 free(p->search_text);
>                 free(p);
>                 return 1;
>         }
>         free(p->search_text);
>         free(p);
>  }
>  return 0;
> }
>
> I used strdup() because it is one function that uses malloc. It is up
> to you to free() it when done. There aren't many of them (tmpnam etc
> are the only others I can think of offhand) but do make a point of
> checking the docs on functions that give you data "out of thin air"
> iyswim!
>
> Hope that gives you an idea of what to look for. ;-)
```

Yes. I gave me an idea...
Thanks. I'll try all of this afternoon, when I'll be back at home :))

--
Thanks

Rafal Kawecki


```
***************************
* Atari Falcon 030
* kawecki@atari.org
* http://kawecki.atari.org
*
```


From 398134114644094709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a68da6c9577669b7,start
X-Google-Attributes: gid1115ce,public

From: josdb@xs4all.nl (Jos den Bekker)
Subject: Geneva and running non-GEM apps with Pexec
Date: 1999/06/28

Message-ID: <37775628b814c0@xs4all.nl>#1/1
X-Deja-AN: 494712875
X-Complaints-To: abuse@xs4all.nl
X-Hardware: 68000/8 Atari Mega-ST 4
X-Trace: news1.xs4all.nl 930564433 29238 194.109.6.45 (28 Jun 1999 10:07:13 GMT)
Organization: Seni Translation Services
NNTP-Posting-Date: 28 Jun 1999 10:07:13 GMT
Newsgroups: comp.sys.atari.programmer

I'm having problems launching .TTP and .TOS programs with Pexec from
within a GEM application under Geneva. The programs run fine and the
GEM application returns correctly, but after that, any attempt to run a
program from the desktop results in a severe crash. I don't have that
problem when launching another GEM application, so I must be doing
something wrong when clearing the screen etc. that causes a GEM error.

This is what I do:

```
    v_hide_c(vdi_handle);
    graf_mouse(M_OFF,0);    /* to make sure */
    v_clrwk(vdi_handle);
    v_enter_cur(vdi_handle);
    appl_exit();

    Pexec(0,prg,param,env);

    ap_id=appl_init();
    v_exit_cur(vdi_handle);
    v_show_c(vdi_handle,0);
    graf_mouse(M_ON,0);
```

It only causes problems under Geneva.

--
  Jos den Bekker   http://www.xs4all.nl/~josdb
                                  -*-
  "I used to kill for money, but you are my friend, so I kill you
   for nothing."   - Groucho Marx

From 3940004259759780974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a68da6c9577669b7
X-Google-Attributes: gid1115ce,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: Geneva and running non-GEM apps with Pexec
Date: 1999/06/28
Message-ID: <7l7kik$djt@newstoo.ericsson.se>#1/1
X-Deja-AN: 494727014
References: <37775628b814c0@xs4all.nl>
Organization: Ericsson Software Technology AB
Reply-To: epkerha@epk.ericsson.se

Newsgroups: comp.sys.atari.programmer

In article <37775628b814c0@xs4all.nl>, josdb@xs4all.nl (Jos den Bekker) writes:
>I'm having problems launching .TTP and .TOS programs with Pexec from
>within a GEM application under Geneva. The programs run fine and the
>GEM application returns correctly, but after that, any attempt to run a
>program from the desktop results in a severe crash. I don't have that
>problem when launching another GEM application, so I must be doing
>something wrong when clearing the screen etc. that causes a GEM error.
>
>This is what I do:
>
```
>    v_hide_c(vdi_handle);
>    graf_mouse(M_OFF,0);    /* to make sure */
>    v_clrwk(vdi_handle);
>    v_enter_cur(vdi_handle);
>    appl_exit();
>
>    Pexec(0,prg,param,env);
>
>    ap_id=appl_init();
>    v_exit_cur(vdi_handle);
>    v_show_c(vdi_handle,0);
>    graf_mouse(M_ON,0);
>
```
>It only causes problems under Geneva.

If it is plain TOS applications you are starting you do not need
to do appl_exit().

If you like to keep the appl_exit do it like this:

```
    graf_mouse(M_OFF,NULL);
    v_clrwk(vdi_handle);
    appl_exit();

    Pexec(0,prg,param,env);

    ap_id=appl_init();
    graf_mouse(M_ON,NULL);
```

Best Regards
Erik Hall

From 8744706831254285006

X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,bc093d09fa98d9e0
X-Google-Attributes: gid1115ce,public
From: tkelly@pressenter.com (Terence Kelly)
Subject: Re: Dynimic variables
Date: 1999/06/28
Message-ID: <7l7tulaou1@jair.pressenter.com>#1/1
X-Deja-AN: 494763804
References: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
<7kt341$992$1@sun27.hrz.tu-darmstadt.de>
<37736084.87617BC2@elektryk.ie.pwr.wroc.pl>
<37739497.73B4BE56@directprovider.REMOVETHECAPITA
Organization: PressEnter!
X-Server-Date: 28 Jun 1999 13:39:33 GMT
Newsgroups: comp.sys.atari.programmer

On 25 Jun 1999 16:39:19, Nicholas Bales wrote:
>
>
>Rafal Kawecki a ?crit :
>>

>> It's only an idea of my program. Is it enough.
>> OK. While executing function 'search' computer uses more and more
>> memory!!!!
>>
>> BTW. How can I subscribe this list (give the email adress)?
>>
>
>Erm... This isn't a list, it's a newsgroup. You're already subscribed to
>it, since you're reading it with Netscape.
>
>Nick
>--
> ||| Nicholas Bales, Toulouse, France
> ===|||==
>   / | \   The Atari ST Quick FAQ   bales@
> -' ' `- http://quickfaq.atari.org   directprovider.net
>.

Someone may give you better advice, but for dynamic memory allocation
why not use calloc instead of Malloc. That's what it is designed
for. Then use "free" to release that memory when you are done with
it. That always works fine for me.

--Terry Kelly

From 5033080586194609591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a68da6c9577669b7
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Geneva and running non-GEM apps with Pexec
Date: 1999/06/29
Message-ID: <377b8fb9.48165298@news.demon.co.uk>#1/1
X-Deja-AN: 495030321
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <37775628b814c0@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 930626216 nnrp-13:3169 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 28 Jun 1999 12:07:12 +0200, josdb@xs4all.nl (Jos den Bekker) wrote:

```
>I'm having problems launching .TTP and .TOS programs with Pexec from
>within a GEM application under Geneva. The programs run fine and the
>GEM application returns correctly, but after that, any attempt to run a
>program from the desktop results in a severe crash. I don't have that
>problem when launching another GEM application, so I must be doing
>something wrong when clearing the screen etc. that causes a GEM error.
>
>This is what I do:
>
>    v_hide_c(vdi_handle);
>    graf_mouse(M_OFF,0);    /* to make sure */
>    v_clrwk(vdi_handle);
>    v_enter_cur(vdi_handle);
>    appl_exit();
>
>    Pexec(0,prg,param,env);
>
>    ap_id=appl_init();
>    v_exit_cur(vdi_handle);
>    v_show_c(vdi_handle,0);
>    graf_mouse(M_ON,0);
>
>It only causes problems under Geneva.
```

I'm not at all sure about entering and exiting text mode! I have a
philosophy - the less code you write, the less there is to go wrong.
Why not...

```
graf_mouse(M_OFF);
Pexec()
graf_mouse(M_ON);
```

...? ;-)

--

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7410985946349012471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc093d09fa98d9e0
X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Subject: Re: Dynimic variables
Date: 1999/06/29
Message-ID: <37786E00.D27D7454@elektryk.ie.pwr.wroc.pl>#1/1
X-Deja-AN: 495091565
Content-Transfer-Encoding: 7bit
References: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
<7kt341$992$1@sun27.hrz.tu-darmstadt.de>
<37736084.87617BC2@elektryk.ie.pwr.wroc.pl> <mu31l7.fh1.ln@hog.hrz.tu-
darmstadt.de>
Organization: Technical Univeristy of Wroclaw
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

Thanks for all suggestions.
The real problem was STRDUP.
It uses the malloc function and now I solved that problem :)
After using strdup I have to use free() or instead of strdup
it is possible to use strcpy.

--
Thanks

Rafal Kawecki

****
* Atari Falcon 030
* kawecki@atari.org
* http://kawecki.atari.org
*

From -7965454210058713594
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,bc093d09fa98d9e0
X-Google-Attributes: gid1115ce,public
From: binder@hog.hrz.tu-darmstadt.de (Thomas Binder)
Subject: Re: Dynimic variables
Date: 1999/06/30
Message-ID: <15gbl7.p7.ln@hog.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 495366386
References: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
<7kt341$992$1@sun27.hrz.tu-darmstadt.de>
<37736084.87617BC2@elektryk.ie.pwr.wroc.pl> <mu31l7.fh1.ln@hog.hrz.tu-
darmstadt.de> <37771C53.B5D2BACC@elektryk.ie.pwr.wroc.pl>
Content-Type: text/plain; charset=us-ascii
Organization: Darmstadt University of Technology
Mime-Version: 1.0
Reply-To: gryf@hrzpub.tu-darmstadt.de
Newsgroups: comp.sys.atari.programmer

Hi!

In article <37771C53.B5D2BACC@elektryk.ie.pwr.wroc.pl>,
     Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> What you mean broken?This part with Malloc() is used only ones (at the
> beginning of my program).

Read again. I wrote that either your library's strcmp() function must be
broken (as it seems to call Malloc()), or you haven't really shown as
all the code or how it's actually (going to be) used.

> Yes. I used PureDegugger, and I know that malloc is called only on start.

Pure Debugger is not the right thing to use here for the first stage,
you need a system monitor that traces GEMDOS calls, first. Furthermore,
what you "know" is not what really happens, so an inspection with e.g.
Sys-Mon should help to track the problem down.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 5143188874653179687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc093d09fa98d9e0
X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Subject: Re: Dynimic variables

Date: 1999/06/30
Message-ID: <3779C1F3.D5BDA6A3@elektryk.ie.pwr.wroc.pl>#1/1
X-Deja-AN: 495510295
Content-Transfer-Encoding: 7bit
References: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
<7kt341$992$1@sun27.hrz.tu-darmstadt.de>
<37736084.87617BC2@elektryk.ie.pwr.wroc.pl> <mu31l7.fh1.ln@hog.hrz.tu-
darmstadt.de> <37771C53.B5D2BACC@elektryk.ie.pwr.wroc.pl>
<15gbl7.p7.ln@hog.hrz.tu-darmstadt.de>
Organization: Technical Univeristy of Wroclaw
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> > What you mean broken?This part with Malloc() is used only ones (at the
> > beginning of my program).
>
> Read again. I wrote that either your library's strcmp() function must be
> broken (as it seems to call Malloc()), or you haven't really shown as
> all the code or how it's actually (going to be) used.
>
> > Yes. I used PureDegugger, and I know that malloc is called only on start.
>
> Pure Debugger is not the right thing to use here for the first stage,
> you need a system monitor that traces GEMDOS calls, first. Furthermore,
> what you "know" is not what really happens, so an inspection with e.g.
> Sys-Mon should help to track the problem down.
>
> Ciao
>
> Thomas
>
> --
> Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
> PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

Thaks again for all your suggestions.
The real problem was the function STRDUP, because it uses malloc().
Now I know how to solve the problem.
Ones again thank you very much.

--
Thanks

Rafal Kawecki

****
* Atari Falcon 030
* kawecki@atari.org
* http://kawecki.atari.org
*

From 5662514135230207339
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b80ffc6ff5a2a573,start
X-Google-Attributes: gid1115ce,public
From: "Bengy Collins" <collins@bulli.com>
Subject: GEM Programming Contest
Date: 1999/07/01
Message-ID: <rEze3.1000$k3.73893@news1.telusplanet.net>#1/1
X-Deja-AN: 495841595
Content-transfer-encoding: 8bit
Content-Type: text/plain; charset="ISO-8859-1"
X-Trace: news1.telusplanet.net 930793111 161.184.24.247 (Wed, 30 Jun 1999 19:38:31 MDT)
Organization: bulli.com
Mime-version: 1.0
NNTP-Posting-Date: Wed, 30 Jun 1999 19:38:31 MDT
Newsgroups: comp.sys.atari.programmer

Hello all, on advice from Tony Greenwood, who told me this is where this message belongs, here is information about the the first anual MGC99.

The Goal:

The goal is to create the best possible conversion of a classic game. Possible conversions can range from Asteroids to Elite Frontier. Some examples for real classics can be found at http://bengy.atari.org/list.htm. The catch is however, that the game must be created to run perfectly under MagiC (TOS/MiNT support of course not excluded) in a GEM window.

The judges will be the Atari community. All entries will be available for download on December 5th, 1999. At this time, voting sheets will be made available to the general public. The winner(s) will be notified on Christmas Day, December 25th, 1999. This means that all nominations must be recieved by December 24, 1999.

The Prizes

General Prizes:

First, Second, and third place winners will all recieve the upcoming N.AES 2.0. The first place winner will also receieve the latest PAPYRUS OFFICE.

First place: *Atleast* 250$ American In Cash and Prizes
Second place: *Atleast* 150$ American In Cash and Prizes
Third place: *Atleast* 100$ American In Cash and Prizes

Thanks to AtariComputing Magazine, Every applicant will recieve free magazine(s) and/or renegade CD's!!

We are working very hard trying to get a prize for all entries. Producing a game is a very long and difficult proccess, and we believe every attempt at it should be recognized!
Further sponsorship might possibly add more prizes to this list.

The Rules:

* All interested programmers and/or groups which feel that they might be interested in entering this competition must e-mail one of the organizers (Bengy Collins, Jan Daldrup) and confirm their registration. Remember, registration is free, but we need it in order to set up prizes and determine if this competition should be cancelled or not. The Entry deadline is September 15th 1999! NO REGISTRATIONS WILL BE ACCEPTED AFTER THIS DATE.
* The new system calls in NVDI can be used only as enhancements to the game. The game must be fully functional on bare (Standard) MagiC configurations. However, the game is allowed to take advantage of system extensions as long as the extensions are freely available. Example: BubbleGEM
* The game must either be shareware or freeware. However, if the shareware path is chosen, the game can not be crippled in any way.
* The game must come with documentation. ST-Guide and Text versions are acceptable.
* Game control will be one or more of the following: Keyboard, Mouse, Joystick, Joypad.
* GEMJing can be used for sound output.
* The game can not be officially released until Competition judging (December 5th, 1999). Games which are released before the end of the competition and games which already exist are disqualified.
* Any individual or crew may submit as many programs as desired.

The Deadlines!
Entry Deadline (All this requires is an e-mail!) September 15th, 1999
Competition Closes on December 5th, 1999. All Games must be received by this time!

Sponsors

This contest would not be possible if it were not for:

Woller GmbH for 3 copies of N.AES 2.0 (approx 200$)

ROM Logic for Papyrus Office (150$)

M.u.C.S for almost $200 in software

Atari Computing Magazine!! (Willing to give as many copies/cd's as there are entries! Wow!)

June Audio for sponsoring 6 Radium CDs (Radium CD's include tracks from dexter.d and m.pire (produced

with Ataris), raytraced animations, a comic, paintings, starmaps and
more. Each CD is worth about 22$)

If you want to enter, just send us an email (or use the form on the
official contest pages) telling us your name and which game you might want
to do (If you know ..)

Official English Pages:

From 7465760085314047638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,34b2033c716605dc,start
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: DRI library files
Date: 1999/07/03
Message-ID: <7ljkn1$33j$1@cletus.bright.net>#1/1
X-Deja-AN: 496615017
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 930960929 3187 209.143.8.191 (3 Jul 1999 00:15:29 GMT)
Organization: ENCOM
NNTP-Posting-Date: 3 Jul 1999 00:15:29 GMT
Newsgroups: comp.sys.atari.programmer

Does anyone have any info on the DRI Library files?

Specifically I need to know the format of the *.NDX files.
Any docs or source code would be most help full.

I have found a program called make_ndx.prg but I'd like to make
a new one if at all possible.

Thanks...

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 6353722253940929061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,34b2033c716605dc
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: DRI library files
Date: 1999/07/04
Message-ID: <377E8DDA.29C4E25@cable.A2000.nl>#1/1
X-Deja-AN: 496883561
Content-Transfer-Encoding: 7bit

References: <7ljkn1$33j$1@cletus.bright.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 931040725 15645 24.132.20.245 (3 Jul 1999 22:25:25 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 3 Jul 1999 22:25:25 GMT
Newsgroups: comp.sys.atari.programmer

Hi Lonny

Lonny Pursell wrote:
>
> Does anyone have any info on the DRI Library files?
>

I have no docs. You can try to find the original Sozobon distribution (v1)
there is a compiler, assembler, linker and ar program, all with sources.
I have no URL.

It is old, but so is the DRI format.
If there is no URL, I can make a zip file for you.

Henk.

From -2054115034107148038
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fae4025ab5359149,start
X-Google-Attributes: gid1115ce,public
From: kopittke@ozlinx.com.au (Eric Kopittke)
Subject: Reading from the parallel (printer) port
Date: 1999/07/04
Message-ID: <kopittke-0407992214350001@dialup-035b.tsat01.ozlinx.com.au>#1/1
X-Deja-AN: 497026250
X-Trace: nsw.nnrp.telstra.net 931090127 203.58.80.55 (Sun, 04 Jul 1999 22:08:47
EST)
Organization: Customer of Telstra Big Pond Direct
NNTP-Posting-Date: Sun, 04 Jul 1999 22:08:47 EST
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@telstra.net

Dear experts,

On a number of postings, I see people referring to the ST's printer port
as being bidirectional.

I have seen a number of DIY electronic circuits designed to be connected
to PC printer ports to allow interfacing of the computer with the outside
world. These obviously transmit to and receive data from the PC printer
port.

I want to know whether it is feasible to use these circuits with the Atari ST (which should be a machine superior to the PCs for which these circuits were originally designed).

I have not been able to see any C or Basic functions which seem to allow reading from the printer port. Am I overlooking something obvious or does one have to be a bit more devious? What function(s) should be called to allow reading from this port?

Greetings from Brisbane in Australia

Eric Kopittke

From 1313265625432816072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,46a64775b250a9f1,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,46a64775b250a9f1,start
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1056fc,46a64775b250a9f1,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,46a64775b250a9f1,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f7e23,46a64775b250a9f1,start
X-Google-Attributes: gidf7e23,public
X-Google-Thread: 109a67,46a64775b250a9f1,start
X-Google-Attributes: gid109a67,public
From: "Robert Casey" <Robert.Casey@tesco.net>
Subject: Free old mags!
Date: 1999/07/04
Message-ID: <7lo6t8$f5$1@epos.tesco.net>#1/1
X-Deja-AN: 497110690
Organization: Tesco ISP
Newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

I have a pile of old computer mags - mainly Computer & Video Games but some other bits and pieces. Due to be filed under 'bin' unless anyone wants to come and get them (location Manchester UK)!

Rob

From -5516209584017744865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fae4025ab5359149

X-Google-Attributes: gid1115ce,public
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Subject: Re: Reading from the parallel (printer) port
Date: 1999/07/05
Message-ID: <37805E58.49A1B19@elektryk.ie.pwr.wroc.pl>#1/1
X-Deja-AN: 497288792
Content-Transfer-Encoding: 7bit
References: <kopittke-0407992214350001@dialup-035b.tsat01.ozlinx.com.au>
Organization: Technical Univeristy of Wroclaw
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi

>
>
> I have not been able to see any C or Basic functions which seem to allow
> reading from the printer port. Am I overlooking something obvious or does
> one have to be a bit more devious? What function(s) should be called to
> allow reading from this port?
>

I don't know nothing about this electronic circuits, but I know something
about
programming.
Well, there is one (maybe 2) functions, which lets you read the parallel port.

This are:
int d;
Bconout(0, d); - output (0 - parallel port)
d = Bconin(0);

I used it with my Falcon030 and it works.

--
Thanks

Rafal Kawecki

****
* Atari Falcon 030
* kawecki@atari.org
* http://kawecki.atari.org
*

From -5342561754056418329
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,fae4025ab5359149
X-Google-Attributes: gid1115ce,public
From: papval@mail.otenet.gr (Vassilis Papathanassiou)
Subject: Re: Reading from the parallel (printer) port
Date: 1999/07/05
Message-ID: <3780ceaa1b1af90@mail.otenet.gr>#1/1
X-Deja-AN: 497386657
References: <kopittke-0407992214350001@dialup-035b.tsat01.ozlinx.com.au>
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: abuse@otenet.gr
X-Hardware: 68030/8 Atari TT
X-Trace: newssrv.otenet.gr 931182753 6928 195.167.118.51 (5 Jul 1999 13:52:33 GMT)
Organization: Private
NNTP-Posting-Date: 5 Jul 1999 13:52:33 GMT
Newsgroups: comp.sys.atari.programmer

>Dear experts,
>
Hmm, I think I'm not one of them ;-)

>On a number of postings, I see people referring to the ST's printer port
>as being bidirectional.
>
Yes, they are, even on the oldest STs AFAIK.

>I have seen a number of DIY electronic circuits designed to be connected
>to PC printer ports to allow interfacing of the computer with the outside
>world. These obviously transmit to and receive data from the PC printer
>port.
>
There are several implementations on the PC, newer are EPP (enhanced
parallel port) older are write only, so one has to read LptCtrl bits to
read something (4 bits only) and some are bidirectional, like for ATARI.

>I want to know whether it is feasible to use these circuits with the Atari
>ST (which should be a machine superior to the PCs for which these circuits
>were originally designed).
>
Unfortunately ATARI left out several pins from the 25pin connector, they
should be found somewhere if the circuit needs them. It's possible to
use the extra joystik ports of STE and Falcon, or use a cartridge to
parallel interface. For the latter check my homepage (Ethernet project).

>I have not been able to see any C or Basic functions which seem to allow
>reading from the printer port. Am I overlooking something obvious or does
>one have to be a bit more devious? What function(s) should be called to
>allow reading from this port?
>
I need to check for libs, but ATARI's printer port is connected to the
YAMAHA sound chip, it contains 16 registers that can be read or written to.

Hope this helps a little...
--

Regards Vassilis papval@otenet.gr
                http://users.otenet.gr/~papval/

From 3633643867795135080
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,34b2033c716605dc
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: DRI library files
Date: 1999/07/05
Message-ID: <7lqm71kff1@cletus.bright.net>#1/1
X-Deja-AN: 497423980
References: <7ljkn1$33j$1@cletus.bright.net> <377E8DDA.29C4E25@cable.A2000.nl>
X-Complaints-To: abuse@bright.net
X-Trace: cletus.bright.net 931191841 20975 209.143.38.214 (5 Jul 1999 16:24:01
GMT)
Organization: ENCOM
NNTP-Posting-Date: 5 Jul 1999 16:24:01 GMT
Newsgroups: comp.sys.atari.programmer

On 4 Jul 1999 00:25:30 +, Henk Robbers wrote:
>Hi Lonny
>
>Lonny Pursell wrote:
>>
>> Does anyone have any info on the DRI Library files?
>>
>
>I have no docs. You can try to find the original Sozobon distribution (v1)
>there is a compiler, assembler, linker and ar program, all with sources.
>I have no URL.
>
>It is old, but so is the DRI format.
>If there is no URL, I can make a zip file for you.

I am sure I can find this on some ftp site.
I had no idea Sozobon used DRI format also, thanks for this info

---
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 8965163139568395616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,46a64775b250a9f1
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,46a64775b250a9f1

X-Google-Attributes: gid114bf5,public
X-Google-Thread: 1056fc,46a64775b250a9f1
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f7e23,46a64775b250a9f1
X-Google-Attributes: gidf7e23,public
X-Google-Thread: 1115ce,46a64775b250a9f1
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,46a64775b250a9f1
X-Google-Attributes: gid109a67,public
From: Steve@mguk.enterprise-plc.com (Steve)
Subject: Re: Free old mags!
Date: 1999/07/05
Message-ID: <1duhfv6.1l2mqgjt7bzy8N@max02-058.enterprise.net>#1/1
X-Deja-AN: 497444958
References: <7lo6t8$f5$1@epos.tesco.net>
X-Complaints-To: news@enterprise.net
X-Trace: news.enterprise.net 931196555 194.72.195.178 (Mon, 05 Jul 1999 18:42:35
BST)
Organization: MacGamer UK - http://web.ukonline.co.uk/macgamer/
User-Agent: MacSOUP/2.4
NNTP-Posting-Date: Mon, 05 Jul 1999 18:42:35 BST
Newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

Robert Casey <Robert.Casey@tesco.net> wrote:

> I have a pile of old computer mags - mainly Computer & Video Games but some
> other bits and pieces. Due to be filed under 'bin' unless anyone wants to
> come and get them (location Manchester UK)!

Where abouts in Manchester, Rob?

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

From -2649185862222239880
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e0cdf083c92955d,start
X-Google-Attributes: gid1115ce,public
From: mike@mbedford.demon.co.uk (M.Bedford)
Subject: Re: Reading from the parallel (printer) por
Date: 1999/07/05
Message-ID: <931200472.9295.0.nnrp-12.9e983130@news.demon.co.uk>#1/1
X-Deja-AN: 497466624
X-NNTP-Posting-Host: mbedford.demon.co.uk:158.152.49.48
References: <kopittke-0407992214350001@dialup-035b.tsat01.ozl
X-Trace: news.demon.co.uk 931200472 nnrp-12:9295 NO-IDENT

mbedford.demon.co.uk:158.152.49.48
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

On 4 Jul 1999 22:14:35 +, Eric Kopittke wrote:
>Dear experts,
>
>On a number of postings, I see people referring to the ST's printer port
>as being bidirectional.
>
>I have seen a number of DIY electronic circuits designed to be connected
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>
>I want to know whether it is feasible to use these circuits with the Atari
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>were originally designed).
>
>I have not been able to see any C or Basic functions which seem to allow
>reading from the printer port. Am I overlooking something obvious or does
>one have to be a bit more devious? What function(s) should be called to
>allow reading from this port?
>

As I understand it, I may be wrong, the problem with using PC cards with the printer port is the shortage of I/O lines. There are 8 data lines that in theory are birectional but probably need buffering (probably ok for most pico type A to D attachments). There is however only one output line (pin 1 to strobe the printer) and 1 input line(Busy on pin 11 and activated by the printer. The BUSY line goes to the 68901 chip. There is an unused I/O line available on pin 3 of the video connector. This is controlled on bit 6 of port A of the sound chip. The sound chip is a standard Yamaha AY-3-8910 and should be controllable using the equivalents of BASIC's PEEK/POKE commands, or even a machine code subroutine.

However if the card needs an address you could hard wire the address lines to permanently select it, but you'd only be able to use one card at a time It really depends on how many lines the card needs to render it operable.

(All the cards I've used have been simple to use, all you do is use an IN statement to read the data & an OUT statement to set the port. It will be a little more difficult with the ST as the the will need to be configured either for input or output using the appropriate registers on the sound chip. Quite simple but tedious)

Hope this is as incomprehensible to you as it is to me :-)

If I can help/confuse you further let me know

Regards

Mike Bedford

From -7652628682499993828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,54ad8fd050db9eca,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,54ad8fd050db9eca,start
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,54ad8fd050db9eca,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1057da,54ad8fd050db9eca,start
X-Google-Attributes: gid1057da,public
X-Google-Thread: 109a67,54ad8fd050db9eca,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f4fa0,54ad8fd050db9eca,start
X-Google-Attributes: gidf4fa0,public
From: Steve Stupple <Steve@atari.org>
Subject: Wanted: The Atari Diagnostic Cartridge
Date: 1999/07/07
Message-ID: <pTrcrgARp6g3Ewh0@steverosie.demon.co.uk>#1/1
X-Deja-AN: 498261272
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
X-Trace: news.demon.co.uk 931375716 nnrp-14:17791 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange & LaST PD
MIME-Version: 1.0
Newsgroups:
alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,uk.ad
verts.computer,demon.adverts
X-Complaints-To: abuse@demon.net

Hi

I am after the diagnostic cartridge that Atari did for the Atari ST
series. Ideally with manuals etc.

Thanks

```
--                            Cheers! For Now
                                  Steve <><               * * *
Email: steve@atari.org                                    * * *
  Tel: 0870 7402518  *  Dfax: 0870 0521124       'The Fuji Bounces Back'
  ICQ: 181168278     *  Nick: MocknBird                 *  *  *
Location: Narberth, Pembrokeshire, Wales, UK.          **  ***  **
```

From -8912867645389440891

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,612f91e9f9dd8898,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,612f91e9f9dd8898,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,612f91e9f9dd8898,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f7aa0,612f91e9f9dd8898,start
X-Google-Attributes: gidf7aa0,public
X-Google-Thread: 109a67,612f91e9f9dd8898,start
X-Google-Attributes: gid109a67,public
From: Doctor Clu <clu-da-bard@geocities.com>
Subject: Rebuilding an Atari TT .. I need your help!
Date: 1999/07/07
Message-ID: <3783A08B.4A8E@geocities.com>#1/1
X-Deja-AN: 498266678
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@swbell.net
X-Trace: typhoon01.swbell.net 931376535 151.164.44.20 (Wed, 07 Jul 1999 12:42:15 PDT)
Organization: SBC Internet Services
MIME-Version: 1.0
Reply-To: clu-da-bard@geocities.com
NNTP-Posting-Date: Wed, 07 Jul 1999 12:42:15 PDT
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,stgt.atari

I recently bought a puzzle for $15. I'm not much one for puzzles, but this type I like....

It is a Atari TT, and this is what I've got so far....

"An Atari TT030 computer that is DEAD, NON-WORKING, INCOMPLETE, being sold FOR PARTS. Is missing keyboard, floppy drive, TOS ROMs, Hard Drive, Hard Drive Mount/shell, and a few other chips/components. Also does NOT inlcude any cords, mouse, or other cables. *Does include* the 68030 processor, power supply, VME cage, all connectors on back including the VME cover plate with two serial ports mounted on it. While there may be a chance that this computer could be fixed, I am selling it as a PARTS MACHINE ONLY."

Alright, the way I see it, the parts list is looking like this:

Missing list:

keyboard - I have a Mega ST keyboard. Would this be compatible?
floppy drive - No problem.. common.
TOS ROMs - Possible problem... anyone know of anyone who burns these?
Hard Drive - no problem.. common.. though the cables from the motherboard to the hard drive might be a problem.
Hard Drive Mount/shell - One could be fashioned to fit... might be

challenging.
and a few other chips/components - again, possible problem, since
more than likely these chips taken
were probably rare. Anyone deal
in ST/TT components?

cords - From computer to monitor/hard drive.. little problem
mouse - absolutely no problem.
other cables - "other" cables? Internal? Possible problem.

As for what's included... "68030 processor, power supply, VME cage, all connectors on back including the VME cover plate with two serial ports mounted on it. "

I'm relieved that the processor is there, and power supply... my only question is how good the motherboard and power supply is.

So these are the parts of the puzzle. I'm curious to sources for TT computer components, and where I can find specs so I can know what other parts I need to look for.

Thank folks for your helpon this savenger hunt!

Doctor Clu

```
  |||    ATARI USERS OF NORTH TEXAS
  )|(    http://www.atariusers.com/AUNT
 / | \   Read the News, Join the Chats, Share the Meyhem!
```

From -5896741487000950467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47262215610fc5a5,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: Atari Jaguar Stuff
Date: 1999/05/25
Message-ID: <19990524202301.04487.00004590@ng-fa1.aol.com>#1/1
X-Deja-AN: 481710735
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

I have the following for sale or trade.
Atari Jaguar, Jag CD, 1 Jagpad, 11 cartridge games, and 3 CD games, Atari Jag Games Strategy Guide.
I'll sell the whole lot for $200.00 (shipping extra) or trade for an Atari Falcon 030, with ide internal hd,in good condition.
Interested persons send reply to my email address.
Thanks,
Sam

From 5274175351191405296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f22546ebfa1870f9,start
X-Google-Attributes: gid1115ce,public
From: Jo'ogn <ASC-Administration@vorlonempire.com>
Subject: ? has anyone Steinberg Avalon 3.0Beta ?!
Date: 1999/05/25
Message-ID: <374A7AE9.53B19515@vorlonempire.com>#1/1
X-Deja-AN: 481846930
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Anaconda-Space-Center NGC0417
Mime-Version: 1.0
Reply-To: ASC@NGC0417.SYS
Newsgroups: comp.sys.atari.programmer

this was once supposed to be released but wasn't really !
however a beta should be somewhere out there !

i'm really keen on this one (: as it's adapted to the F030 !

regards
--
 ! Reply-Address Invalid ! Please manually mailto:juergen@contrib.org
==========
 Anaconda Space Center NGC0417 We're closer than you might Imagine !
 Disable data-compression before jumping into Time-Space-Transmission
==========
 "We apologize for the inconvenience"   http://www.joogn.de

From 8826304205304820597
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d178425730a9bda9,start
X-Google-Attributes: gid1115ce,public
From: Jo'ogn <ASC-Administration@vorlonempire.com>
Subject: how to programm a FDI !?
Date: 1999/05/25
Message-ID: <374ADBA4.D48391D4@vorlonempire.com>#1/1
X-Deja-AN: 481967038
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Anaconda-Space-Center NGC0417
Mime-Version: 1.0
Reply-To: ASC@NGC0417.SYS
Newsgroups: comp.sys.atari.programmer

where can i find some docs on how to send audio-data via the
"Falcon Digital Interface" ...
i guess i'll have to use one of the DSP serial-ports and the CPU/DSP
host-port (else i wouldn't get the data into the DSP), but how
in detail and timing etc ...

regards

--
 ! Reply-Address Invalid ! Please manually mailto:juergen@contrib.org
==========
 Anaconda Space Center NGC0417 We're closer than you might Imagine !
 Disable data-compression before jumping into Time-Space-Transmission
==========
 "We apologize for the inconvenience"   http://www.joogn.de

From 5517343983052347802
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b6e168534011435
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: ST Programming Question
Date: 1999/05/26
Message-ID: <374bba421e47210@oden.se>#1/1
X-Deja-AN: 482234279
References: <7hfca0$el1@cs.vu.nl> <373c78dd.9439463@news.demon.co.uk>
<7hjfd0$f2t@cs.vu.nl>
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 927706507 193.220.122.43 (Wed, 26 May 1999 10:15:07 MET
DST)
Organization: EttNet Customer News Posting
NNTP-Posting-Date: Wed, 26 May 1999 10:15:07 MET DST
Newsgroups: comp.sys.atari.programmer

on Sat 15-05-1999 11:39 Ballegooij van AR,0555444 wrote:

>I AM modifying the content of the original screen buffer,
>but i don't think thats the problem (eg. the GEM windows ARE redrawn).
>But it sometimes (75% of the times it workls correctly) looks just
>like if you'd copy an image but skipping the first word so all
>words are one word too early in the screen buffer...
>
>Hmm, this explanation doesnt help either does it ? ;>

Well, that depends mostly on who's reading it, now doesn't it ? ;-)

I do recognize this problem very well, and it is usually due to a
problem with the system hardware. Switching rez in ways unexpected
by the system can cause loss of sync between MMU, which scans the
screen RAM, and GLUE, which generates the physical timing signals

that controls the SHIFTER. In an STe the functions are integrated
into chips slightly differently from in an ST (which I know best)
but I do know that the same problem exists there.

The real cause is probably that the SHIFTER lacks a reliable way
of sensing that a new scan line is starting, so that bitplane
counting should restart from scratch. It just keeps counting in
an eternal cycle, and if a rez switch happens to come in the
middle of a sequence that's just too bad. It will lose sync.

This leads to the shifter using the wrong words for each plane,
and can also lead to horizontal shifts of the picture. The latter
can even happen under monochrome rez, where only one bit plane
exists.

Ways to avoid this depend on finding a way to switch the rez with
100% consistent timing relative to the hardware activity. That is
hard to achieve though, so another trick is to do the switch some
times in succession, back and forth, so that any consistent error
in timing gets compensated for.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

From -8313515084720359721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9df4c2b7482b6596
X-Google-Attributes: gid1115ce,public
From: "Henrik Gild" <di98gihe@ios.chalmers.se>
Subject: Re: Anyone know how to use Buffptr() properly?!
Date: 1999/05/26
Message-ID: <374C06AE.FB82E5EF@ios.chalmers.se>#1/1
X-Deja-AN: 482328810
Content-Transfer-Encoding: 7bit
References: <7i5qko$mj3$1@lure.pipex.net>
Organization: Chalmers University of Technology
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

> If someone could explain it to me (in simpleton's terms), or suggest another
> way of polling to see if the Falcon's finished playing the last sample, I'd
> be really grateful. I have tried using the system clock, but the timing's
> not accurate enough, and it chops off the end of the sample!

You could use Timer-A instead. It's possible to set the DMA-playback to

call a Timer-A interrupt, after the playback has finished. That way you
won't get any samples chopped.

Use Xb-timer() (I think it's called that, anyway), to install your
Timer-A interrupt handler, then enable Timer-A by using Jenabint().
Finally when you start the playback (I don't remember by which function
though), or maybe it was when you set the playback buffers, there should
be an option somewhere to make the computer call Timer-A after playback.

I've managed to do this in assembly-language, and I actually had to use
direct hardware access instead of xbios, so there's no guarantee that
the above will work.

Regards
Henrik

From -264780764927221409
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d178425730a9bda9
X-Google-Attributes: gid1115ce,public
From: "Henrik Gild" <di98gihe@ios.chalmers.se>
Subject: Re: how to programm a FDI !?
Date: 1999/05/26
Message-ID: <374C0C38.CA1FEFAE@ios.chalmers.se>#1/1
X-Deja-AN: 482335342
Content-Transfer-Encoding: 7bit
References: <374ADBA4.D48391D4@vorlonempire.com>
Organization: Chalmers University of Technology
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> where can i find some docs on how to send audio-data via the
> "Falcon Digital Interface" ...
> i guess i'll have to use one of the DSP serial-ports and the CPU/DSP
> host-port (else i wouldn't get the data into the DSP), but how
> in detail and timing etc ...

This is actually just a guess, but the FDI is connected to the falcon
through the DSP-port, right? Then it would just be a matter of
connecting whichever part of the sound system you want to the 'EXTernal'
port, because that's what the DSP-port is called. This connection is
made in the switch matrix of the sound system, using Devconnect().

If you want to send data out through the DSP-port from the DSP, then you
need to connect
'DSP XMIT' to 'EXT' by using the Devconnect()-call in the xbios. Also
don't forget to call Dsp-tristate() to connect the output of the DSP to
the switch matrix, otherwise you won't hear a thing.

In the DSP, you need to configure its Port C to SSI-mode (in the Port C

Control Register, PCCR). Also the CRB need to be set to: 16bit, 2 channels network mode. For doing this the "DSP56000/DSP56001 User's Manual" from Motorola is highly recommended, I don't recall the exact values to write to these registers. Of course that "16bit" may be changed to 8, 12 or 24 instead.

I have no idea if there is more to it than this in order to send data through the FDI. I don't know if there is some special stuff you have to do, but I can't imagine anything.

Regards
Henrik

From -3039828226559120529
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b6e168534011435
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.cs.uni-dortmund.de>
Subject: Re: ST Programming Question
Date: 1999/05/27
Message-ID: <vyz675esojm.fsf@issan.cs.uni-dortmund.de>#1/1
X-Deja-AN: 482690905
References: <7hfca0$el1@cs.vu.nl> <373c78dd.9439463@news.demon.co.uk>
<7hjfd0$f2t@cs.vu.nl> <374bba421e47210@oden.se>
X-Yow: I'm definitely not in Omaha!
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

dlanor@oden.se (Ronald Andersson) writes:

|> Ways to avoid this depend on finding a way to switch the rez with
|> 100% consistent timing relative to the hardware activity. That is
|> hard to achieve though, so another trick is to do the switch some
|> times in succession, back and forth, so that any consistent error
|> in timing gets compensated for.

I think doing the switch during the vertical blank should be as close as possible to the 100% consistency.

--
Andreas Schwab "And now for something
schwab@issan.cs.uni-dortmund.de completely different"
schwab@gnu.org

From 6029637934512318960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3f380a855c5cf0f,start
X-Google-Attributes: gid1115ce,public

From: "Chris Swinson" <chris-swinson@mega-disczine.freeserve.co.uk>
Subject: *-* Mega Disczine *-*
Date: 1999/05/27
Message-ID: <7ik1fi$9n1$2@news5.svr.pol.co.uk>#1/1
X-Deja-AN: 482796867
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@theplanet.net
X-Trace: news5.svr.pol.co.uk 927828274 9953 62.136.75.40 (27 May 1999 18:04:34 GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 27 May 1999 18:04:34 GMT
Newsgroups: comp.sys.atari.programmer

Hi all,

For anyone how as seen Mega disczine then you are more than welcome to join out mailing list. Please see my site at ....

www.mega-disczine.freeserve.co.uk

Please find at the base of the main screen the subscribe box. This is my "new" site and is still undercostrucion, if you find any broken links you can try my old site at....

www.users.zetnet.co.uk/mega.disczine/

You should also find the first 3 issues of Mega on my new web site.

Rather a lot of people have had problems regarding issue 1 and issue 2 in relation to the mouse and keyboard not responding or they were unable to unpack the files correctly to the floppy. This list will come in useful to anyone who has had such problems. Issue 3 was corrected in all these matter but going by the amount of "complaints" in running issue 1 and 2, this list should help you all out.

Due to a problem with my PC (yup I'm a bad boy arn't I ?!?!) I lost most of the files which had been linded up for the next issue. This of course means that issue 4 will be released a little latter than was expected. If you would like to contribute anything at all then please feel free to E-mail me , or post your comments to the mega list.

We are currently planning a STOS "quiz" in the near future. Most of these will be simple projects to help beginner problem solve and get used to how all the STOS commands are used. The first "tutorial" is underway at the moment and most STOS users should be able to solve the puzzles we set to you. Its for fun, advanced uers can also join for the fun as well if they wish , though you may not be interested in the beginners tutorials at this time.

Once the list is setup and running how we want it , with more users also we already have a handful of users already even before this post) I'll start to post the files. These files are only simple (small) files so you should not have to worry about long downloads. You will receive 1 zip file

which will contain 2 files, one will be the STOS .BAS file for you to work with, the other will be a compiled .CMP file which will be the working code which you must make the basic program do. Once you think you have done it you can post back to me your ammended files for evaluation. I will also be posting on the list things like the "top ten fastest coders" . Ok, maybe its not fair to people who don't have much free time but we can work this out at a later date. Should anyof you need any extra help then just post to the list and I'll help you, others users will also be able to see what everone else write so we can all learn as a group.

As said before, its for fun and to learn STOS. You can subscribe and unsubscribe anytime you wish. If you need any further information of questions then please E-mail be.

Keep STOSing....

Chris.swinson@zetnet.co.uk

ICQ 25028406

Chatroom on X-net #mega_disczine from 9:00PM (UK TIME)

Thanks goto Deano of sillysoftware for the re-vamp of my freeserve site :o)

From -6408363077779922167
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b6e168534011435
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: ST Programming Question
Date: 1999/05/28
Message-ID: <374de9f2b9ad830@oden.se>#1/1
X-Deja-AN: 482956702
References: <7hfca0$el1@cs.vu.nl> <373c78dd.9439463@news.demon.co.uk> <7hjfd0$f2t@cs.vu.nl> <374bba421e47210@oden.se> <vyz675esojm.fsf@issan.cs.uni-dortmund.de>
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 927859996 193.220.122.41 (Fri, 28 May 1999 04:53:16 MET DST)
Organization: EttNet Customer News Posting
NNTP-Posting-Date: Fri, 28 May 1999 04:53:16 MET DST
Newsgroups: comp.sys.atari.programmer

on Thu 27-05-1999 14:08 Andreas Schwab wrote:

>dlanor@oden.se (Ronald Andersson) writes:
>
>|> Ways to avoid this depend on finding a way to switch the rez with
>|> 100% consistent timing relative to the hardware activity. That is
>|> hard to achieve though, so another trick is to do the switch some
>|> times in succession, back and forth, so that any consistent error
>|> in timing gets compensated for.
>
>I think doing the switch during the vertical blank should be as close as
>possible to the 100% consistency.

Correct, but it is not so easy to know exactly when that will be, except by disabling all interrupts, and that can not be tolerated for any long periods of time (max 100 microsec IMHO, which is not enough).

Just calling XBIOS Vsync is not effective, as that only ensures a delay, not that return to the calling code will be in a specific time slot relative to the Vblank edges.

Hmmm, perhaps a temporary patch of the VBI exception vector is the best way to (almost) make sure of it.

Something like this (as written for my DevPac libs):

```
;-------------------------------------
main_code:
        move.b  #wanted_rez_code,switch_rez ;choose wanted rez
        xbios   Supexec,switch_sub(pc)      ;set wanted rez
        bsr     mainwork                    ;work in wanted rez
        xbios   Supexec,switch_sub(pc)      ;restore original rez
        rts                                 ;return to caller
;-------
switch_sub:
        move.b  (hw_rez).w,d0           ;d0 = rez code from hardware
        and.b   #3,d0                   ;mask off unimplemented bits
        cmp.b   switch_rez(pc),d0       ;check if wanted rez is active
        beq.s   .exit                   ;if lucky, exit directly
        move    sr,d1                   ;d1 = sr  (get interrupt mask)
        ori     #$0700,sr               ;disable interrupts
        move.l  (ev_VBI).w,old_VBI_p    ;link XBRA struct to old code
        move.l  #new_VBI,(ev_VBI).w     ;install the new VBI code
        sf      switch_flag             ;clear a flag to be set later
        move    d1,sr                   ;reenable interrupts
.wait_for_it:
        tst.b   switch_flag             ;done yet ?
        beq.s   .wait_for_it            ;loop until switch done
        move    d0,switch_rez           ;switch_rez = old rez
.exit:
        rts                             ;return to caller
;-------
new_VBI_XB:
```

```
        dc.l    'XBRA','RezS'           ;XBRA magic and identifier
old_VBI_p:
        dc.l    NULL                    ;XBRA link
new_VBI:
        move.b  switch_rez(pc),(hw_rez).w   ;SWITCH REZ
        st      switch_flag                 ;tell switch_sub it's done
        move.l  old_VBI_p(pc),(ev_VBI).w    ;restore old VBI handler
        move.l  (ev_VBI).w,-(sp)         ;push ptr to old handler
        rts                              ;and let it do its usual work
;-------
switch_rez:
        dc.b    0       ;byte variable = rez code for next switch
switch_flag:
        dc.b    0       ;byte variable = switch completion flag
;-------------------------------------
```

This method should work for all cases except where some higher interrupt manages to delay the first instruction at new_VBI above. That should not happen often, and will probably not cause any error anyway, as such interrupt routines should execute very quickly (to avoid system errors).

Hmm, Perhaps this could even fix the syncing problems I had in LaceScan.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

From -1311074159850588836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91d217ae9110f4c,start
X-Google-Attributes: gid1115ce,public
From: "Nicholas Steele" <a@b.c>
Subject: Joining MiNT mailing list?
Date: 1999/06/01
Message-ID: <UjY43.3303$PC4.196@news.rdc1.bc.wave.home.com>#1/1
X-Deja-AN: 484617794
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@home.net
X-Trace: news.rdc1.bc.wave.home.com 928272756 24.64.215.212 (Tue, 01 Jun 1999 14:32:36 PDT)
Organization: @Home Network Canada
X-MSMail-Priority: Normal
NNTP-Posting-Date: Tue, 01 Jun 1999 14:32:36 PDT
Newsgroups: comp.sys.atari.programmer

Can anyone tell me how to join the MiNT mailing list? I was on it but switched ISPs and I deleted the HowTo note. Any help would be appreciated.
Thanks

Nicholas Steele

From -8782085996660522866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87f553501e265723,start
X-Google-Attributes: gid1115ce,public
From: Geert Poels <Geert.Poels@village.uunet.be>
Subject: Assembler tutorial / book
Date: 1999/06/02
Message-ID: <3754EA46.179BFC6C@village.uunet.be>#1/1
X-Deja-AN: 484787220
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
X-Notice: should be reported to postmaster@ibm.net
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
X-Complaints-To: postmaster@ibm.net
X-Trace: 2 Jun 1999 08:23:43 GMT, 139.92.95.107
Organization: AT&T Global Network Services - Remote Access Mail & News Services
MIME-Version: 1.0
Reply-To: Geert.Poels@village.uunet.be
Newsgroups: comp.sys.atari.programmer

Hello,

I'm looking for a Atari asm tutorial and some examples
to create sound, graphics, ...

Apart from several commercial-but-freely-downloadable assemblers,
can one obtain a GNU/freeware assembler ?

BTW : has there ever been a book written, tailored to the Atari, about
this ?

regards,

Geert

From 1911612862775983106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91d217ae9110f4c
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Subject: Re: Joining MiNT mailing list?
Date: 1999/06/02
Message-ID: <Pine.LNX.3.96.990602120603.173A-100000@hal.fishpool.fi>#1/1

X-Deja-AN: 484798218
References: <UjY43.3303$PC4.196@news.rdc1.bc.wave.home.com>
X-Sender: q-funk@hal.fishpool.fi
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: q-funk

> Can anyone tell me how to join the MiNT mailing list? I was on it but
> switched ISPs and I deleted the HowTo note. Any help would be appreciated.

mailto:majordomo@fishpool.fi

subscribe mint

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

From 3360115459221998428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87f553501e265723
X-Google-Attributes: gid1115ce,public
From: Felix Bohmann <yoda@vmol.de>
Subject: Re: Assembler tutorial / book
Date: 1999/06/02
Message-ID: <375517D5.CB9A5047@vmol.de>#1/1
X-Deja-AN: 484829039
Content-Transfer-Encoding: 7bit
References: <3754EA46.179BFC6C@village.uunet.be>
Organization: Oldenburger Informations-Systeme, FRG
X-Accept-Language: en
X-Server-Date: 2 Jun 1999 11:38:29 GMT
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Geert Poels wrote:

> BTW : has there ever been a book written, tailored to the Atari, about
> this ?

in germany we have such books ... i have a "ST Intern" describing most of
the hardware in the ST's, and an assembler book called
"Das MaschienenspracheBuch" ... and of course the original motorola mc
68000 programmers reference and unsers manual ... :)

seers,
felix

From 3370519999573911646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87f553501e265723
X-Google-Attributes: gid1115ce,public
From: Geert Poels <Geert.Poels@village.uunet.be>
Subject: Re: Assembler tutorial / book
Date: 1999/06/02
Message-ID: <020619992127249503%Geert.Poels@village.uunet.be>#1/1
X-Deja-AN: 484975434
Content-Transfer-Encoding: 8bit
References: <3754EA46.179BFC6C@village.uunet.be> <375517D5.CB9A5047@vmol.de>
Organization: UUNET Benelux (post does not reflect views of UUNET Benelux)
Content-Type: text/plain; charset=ISO-8859-1
User-Agent: YA-NewsWatcher/4.2.2
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Great ! Are these books still printed or only available as second-hand
?

> in germany we have such books ... i have a "ST Intern" describing most of
> the hardware in the ST's, and an assembler book called
> "Das MaschienenspracheBuch" ... and of course the original motorola mc
> 68000 programmers reference and unsers manual ... :)
>
> seers,
> felix

From 8310123117528754046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87f553501e265723
X-Google-Attributes: gid1115ce,public
From: Felix Bohmann <yoda@vmol.de>
Subject: Re: Assembler tutorial / book
Date: 1999/06/03
Message-ID: <3755DDBD.C981CD84@vmol.de>#1/1
X-Deja-AN: 485097499
Content-Transfer-Encoding: 7bit
References: <3754EA46.179BFC6C@village.uunet.be> <375517D5.CB9A5047@vmol.de>
<020619992127249503%Geert.Poels@village.uunet.be>
Organization: Oldenburger Informations-Systeme, FRG
X-Accept-Language: en

X-Server-Date: 3 Jun 1999 01:42:56 GMT
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Geert Poels wrote:

> Great ! Are these books still printed or only available as second-hand ?

id say second hand .. nobody buys such books anymore :)
(anyway .. theire in german language ...)

seers,
felix

From -3521132714646177716
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3ff4dd97dea927,start
X-Google-Attributes: gid1115ce,public
From: Daniel Augsburger <skydiver@jumpgates.com>
Subject: AES-Messages
Date: 1999/06/03
Message-ID: <37563ABB.2503E042@jumpgates.com>#1/1
X-Deja-AN: 485186684
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: 3 Jun 1999 10:20:12 +0100, raf18.iiic.ethz.ch
Organization: Swiss Federal Institute of Technology (ETHZ)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello there

I'm writing a screen saver (with GNU C under MagiC 6.x on a TT) and now
I'm looking for a way to ask all running apps to redraw their windows. I
wrote the following code to send a redraw message to all owners of a
window but none of the supposed receivers does any redraw. It seems as
if they don't receive any message from me.

```
   wind_get(-1, WF_TOP, &wind, &owner, &wind_below, &wind_above);
      while (wind != -1)
      {
         wind_get(wind, WF_OWNER, &owner, &stat, &wind_above,
&wind_below);
         m[0] = WM_REDRAW;
         m[1] = gl_apid;
         m[2] = 0;
```

```
         m[3] = wind;
         m[4] = sx;
         m[5] = sy;
         m[6] = sw;
         m[7] = sh;
         appl_write(owner, 16, m);
         wind = wind_below;
      }
```

Another question: wind_get() with WF_OWNER is recognised only by AES
4.00 or higher, what method could be used to retrieve the same
information under older versions of AES (for example Single TOS)?

- Daniel

From -1777796572032105251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: AES-Messages
Date: 1999/06/03
Message-ID: <3756608033323b0@oden.se>#1/1
X-Deja-AN: 485208939
References: <37563ABB.2503E042@jumpgates.com>
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 928404260 193.220.122.50 (Thu, 03 Jun 1999 12:04:20 MET
DST)
Organization: EttNet Customer News Posting
NNTP-Posting-Date: Thu, 03 Jun 1999 12:04:20 MET DST
Newsgroups: comp.sys.atari.programmer

Hi Daniel,

on Thu 03-06-1999 10:20 Daniel Augsburger wrote:

----- snip ----- re: how to refresh windows of all other APPs
>
>Another question: wind_get() with WF_OWNER is recognised only by AES
>4.00 or higher, what method could be used to retrieve the same
>information under older versions of AES (for example Single TOS)?

I use AES form_dial for such things, and that works fine in all TOS.
Essentially I use a box that covers all of screen (except menu), and
that causes the AES itself to send update messages to all APPs that
have any windows on the visible screen.

Here is a code example from my devpac libs, that should give you an
idea of what I mean.
;-------

```
     gem_aes  wind_get,#0,#5         ;ask for desktop area info
     move intout+2(pc),zz_wx ;copy X
     move intout+4(pc),zz_wy ;copy Y
     move intout+6(pc),zz_ww ;copy width
     move intout+8(pc),zz_wh ;copy height
     gem_aes  form_dial,#0,#0,#0,#0,#0,zz_wx,zz_wy,zz_ww,zz_wh
     gem_aes  form_dial,#3,#0,#0,#0,#0,zz_wx,zz_wy,zz_ww,zz_wh
;-------
```

It is always best to let the AES itself choose which messages to use, as that ensures that it will be done as best adapted to that AES.

NB:
I have seen some programs use only form_dial(3,...) to do this kind of thing, but with severe compatibility problems. Such calls should always be paired with some preceding form_dial(0,...) for exactly the same area. Otherwise parts of AES, and/or loaded AES enhancers, may become very confused as to what is going on.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

From -5543815875131125907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: AES-Messages
Date: 1999/06/03
Message-ID: <199906031514.a61435@su.maus.de>#1/1
X-Deja-AN: 485368388
Distribution: lokal
References: <37563ABB.2503E042@jumpgates.com>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Daniel!

DA>I'm writing a screen saver (with GNU C under MagiC 6.x on a TT) and
DA>now I'm looking for a way to ask all running apps to redraw their
DA>windows. I wrote the following code to send a redraw message to all
DA>owners of a window but none of the supposed receivers does any redraw.
Use this:

```
form_dial(FMD_FINISH, 0,0,0,0, sx, sy, sw, sh);
```

It will do anything you need and works with all versions of TOS and compatible operating systems

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From 7160256070995705821
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85d539be72f8baf2,start
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Info on shel_write() and TOS return values
Date: 1999/06/03
Message-ID: <rLVJpDAlnuV3EwJI@my-ste.demon.co.uk>#1/1
X-Deja-AN: 485464130
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Trace: news.demon.co.uk 928454371 nnrp-06:2251 NO-IDENT my-ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Simple question really, I've a TOS program that is called using the following call:

ret=shel_write(1,0,100,name,cmd_line);

The problem is, if there's any error value returned, I don't see it and the calling program doesn't know anything about it. What I want to know is, is there a way of getting at this return value?

--
David Bolt

From 5321897395587518099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85d539be72f8baf2
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: Info on shel_write() and TOS return values
Date: 1999/06/04
Message-ID: <199906040741.a63691@su.maus.de>#1/1

X-Deja-AN: 485743960
Distribution: lokal
References: <rLVJpDAlnuV3EwJI@my-ste.demon.co.uk>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi David!

DB>The problem is, if there's any error value returned, I don't see it
DB>and the calling program doesn't know anything about it. What I want to
DB>know is, is there a way of getting at this return value?
The GEMDOS return value is submitted by a CH_EXIT (90) message. msg[3] is the
id of the terminated process, msg[4] is the return value

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From -4572844555678019743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: AES-Messages
Date: 1999/06/04
Message-ID: <3766467e.9665728@news.demon.co.uk>#1/1
X-Deja-AN: 485837429
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <37563ABB.2503E042@jumpgates.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 928535236 nnrp-11:12894 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 03 Jun 1999 10:20:12 +0200, Daniel Augsburger
<skydiver@jumpgates.com> wrote:

>Hello there
>
>I'm writing a screen saver (with GNU C under MagiC 6.x on a TT) and now
>I'm looking for a way to ask all running apps to redraw their windows. I
>wrote the following code to send a redraw message to all owners of a

```
>window but none of the supposed receivers does any redraw. It seems as
>if they don't receive any message from me.
>
>   wind_get(-1, WF_TOP, &wind, &owner, &wind_below, &wind_above);
>      while (wind != -1)
>      {
>         wind_get(wind, WF_OWNER, &owner, &stat, &wind_above,
>&wind_below);
>         m[0] = WM_REDRAW;
>         m[1] = gl_apid;
>         m[2] = 0;
>         m[3] = wind;
>         m[4] = sx;
>         m[5] = sy;
>         m[6] = sw;
>         m[7] = sh;
>         appl_write(owner, 16, m);
>         wind = wind_below;
>      }
>
>Another question: wind_get() with WF_OWNER is recognised only by AES
>4.00 or higher, what method could be used to retrieve the same
>information under older versions of AES (for example Single TOS)?
```

Snippets from SdTidyUp ...

```
 wind_get(WH_DESKTOP,WF_WORKXYWH,PRECT(desk));
 menu_bar(menu,1);
 menu_bar(menu,0);
 form_dial(FMD_START,1,1,1,1,desk);
 form_dial(FMD_FINISH,1,1,1,1,desk);
```

I noticed that the desktop can't always be convinced to redraw its menu bar. Hence the above kludges in a temporary (blank) one, thus forcing the desktop to replace its own when it is removed.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7666770482310646872
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,85d539be72f8baf2
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: Info on shel_write() and TOS return values
Date: 1999/06/05
Message-ID: <zwW$XHAk+FW3EwBv@my-ste.demon.co.uk>#1/1

X-Deja-AN: 485853936
Distribution: lokal
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <rLVJpDAlnuV3EwJI@my-ste.demon.co.uk> <199906040741.a63691@su.maus.de>
Content-Type: text/plain;charset=iso-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 928539211 nnrp-04:3436 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <199906040741.a63691@su.maus.de>, J⍰rg Westheide
<Joerg_Westheide@su.maus.de> writes
>Hi David!
>
>DB>The problem is, if there's any error value returned, I don't see it
>DB>and the calling program doesn't know anything about it. What I want to
>DB>know is, is there a way of getting at this return value?
>The GEMDOS return value is submitted by a CH_EXIT (90) message. msg[3] is the
>id of the terminated process, msg[4] is the return value

That's exactly what I was looking for.

Thanks.

--
David Bolt

From -7071483852867950873
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: AES-Messages
Date: 1999/06/05
Message-ID: <199906050115.a64442@su.maus.de>#1/1
X-Deja-AN: 485872402
Distribution: lokal
References: <3766467e.9665728@news.demon.co.uk>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Guy!

GH> form_dial(FMD_START,1,1,1,1,desk);
GH> form_dial(FMD_FINISH,1,1,1,1,desk);
IIRC it's only documented that a single form_dial(FMD_FINISH) will produce a

redraw. A possible problem with your version might be that the AES or a tool may catch these calls, buffer the area at the form_dial(FMD_START) and simplyreplaces it at the form_dial(FMD_FINISH)

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From 3784437605645669353
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105753,8a04330208b30757
X-Google-Attributes: gid105753,public
X-Google-Thread: 1115ce,d6c378a755c45850,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,2de5a2f19d3bd1b2
X-Google-Attributes: gidf5ddf,public
From: mmontcha@OregonVOS.net (Matthew Montchalin)
Subject: Re: random numbers in ml
Date: 1999/06/05
Message-ID: <7j9sfvkkj1@news2.OregonVOS.net>#1/1
X-Deja-AN: 485874941
References: <7j9kgeigq1@news2.OregonVOS.net> <7j92n8$62m$1@barad-dur.nas.com>
<375552d2.1667985@news.prosurfr.com> <7j1u0ncff1
X-Complaints-To: support@OregonVOS.net
X-Trace: news2.OregonVOS.net 928544063 21139 159.121.170.2 (5 Jun 1999 00:54:23
GMT)
Organization: Oregon Video and Online Services (VOS)
Reply-To: mmontcha@OregonVOS.net (Matthew Montchalin)
NNTP-Posting-Date: 5 Jun 1999 00:54:23 GMT
Newsgroups: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

|Jeffrey Coffin wrote:
|>> When you're trying to express an algorithm, C has the distinct
|>> advantage of being understandable to a wide variety of programmers.
|>> For writing the fastest possible programs, assembly language is a fine
|>> choice. For conveying algorithms, it's not nearly as universal.
|
|Davis Holz wrote:

Whoooooops! That's David with a 'd' --- not an 's' --- excuse the typo!!!

|>but the case that we have here is when we're trying to convey an
|>algorithm that takes advantage of the carry states of the 6502. Can't
|>really do that in C, because the language has no concept of the carry
|>flag, unless you use another variable for it.
|

|Speaking of which, did either the Atari or the Apple II play tricks with
|the Carry --- along the lines of the source code I posted earlier --- in
|order to generate a random number? Did all the 6502 based systems back in
|the 1980's resort to extensive multiplication/division just to generate
|random numbers? At least with the Commodore, there just wasn't that much
|real estate left in zero page to put aside for use as counters ('virtual'
|shift registers, for instance) for the random number generator...
--

From -5281359104525809488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,85d539be72f8baf2
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Info on shel_write() and TOS return values
Date: 1999/06/05
Message-ID: <3769537d.12992081@news.demon.co.uk>#1/1
X-Deja-AN: 485959948
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <rLVJpDAlnuV3EwJI@my-ste.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 928569922 nnrp-06:16875 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 3 Jun 1999 21:47:33 +0100, David Bolt
<dbolt@my-ste.demon.co.uk> wrote:

>Simple question really, I've a TOS program that is called using the
>following call:
>
>ret=shel_write(1,0,100,name,cmd_line);
>
>The problem is, if there's any error value returned, I don't see it and
>the calling program doesn't know anything about it. What I want to know
>is, is there a way of getting at this return value?

'ret' only fails here if shel_write fails (to launch the program or
something).

Your app will be sent a message when the child terminates - CH_EXIT.
The return code is in one of the message buffer entries.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4102071831233498912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,feeba9e00e455d23,start
X-Google-Attributes: gid1115ce,public
From: xlator@cix.compulink.co.uk ("Peter A West")
Subject: Lattice 5.5 v. Prospero C
Date: 1999/06/05
Message-ID: <FCvA48.M02@cix.compulink.co.uk>#1/1
X-Deja-AN: 486088772
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

Can anyone tell me the relative merits of the two versions of C? I
understand that Lattice 5.5 is more or less standard for
English-language programmers, but how does Prospero differ? Does it have
any advantages at all?

The reason I ask is because I bought (used) copies of both (due to a
misunderstanding with the vendor) and am wondering whether the Prospero
is worth keeping or whether I should try and sell it.

Regards, /Peter/

From 6482064230938018365
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: AES-Messages
Date: 1999/06/06
Message-ID: <3788dfd1.48916478@news.demon.co.uk>#1/1
X-Deja-AN: 486176268
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3766467e.9665728@news.demon.co.uk> <199906050115.a64442@su.maus.de>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 928632531 nnrp-04:15133 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 5 Jun 1999 01:15:00 +0200, Joerg_Westheide@su.maus.de (J⍰rg
Westheide) wrote:

>Hi Guy!

oo-er! ;-)

>GH> form_dial(FMD_START,1,1,1,1,desk);
>GH> form_dial(FMD_FINISH,1,1,1,1,desk);
>IIRC it's only documented that a single form_dial(FMD_FINISH) will produce a
>redraw. A possible problem with your version might be that the AES or a tool
>may catch these calls, buffer the area at the form_dial(FMD_START) and
>simplyreplaces it at the form_dial(FMD_FINISH)

That's exactly what you want. If you omit the FMD_START the AES may
attempt to release an area it hadn't actually reserved. Better to
waste a little bit of time rather than introduce an unknown factor!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7365365089668433594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: AES-Messages
Date: 1999/06/06
Message-ID: <199906060609.a2036@su.maus.de>#1/1
X-Deja-AN: 486394654
Distribution: lokal
References: <3788dfd1.48916478@news.demon.co.uk>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi!
(Better? ;-))

GH>If you omit the FMD_START the AES may attempt to release an area it
GH>hadn't actually reserved. Better to waste a little bit of time rather
GH>than introduce an unknown factor!
That's not a matter of time.
If there is a tool that buffers/restores the area when doing a
form_dial(FMD_START/FMD_FINISH) you will get no redraw because the "wrong"
content of the area will simply be saved and then restored. If the
form_dial(FMD_START) is missing there is no chance to restore the area from a
buffer, so a redraw must be sent

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From 5388394411015794213
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,feeba9e00e455d23
X-Google-Attributes: gid1115ce,public
From: michael@fastlane.net (Michael White)
Subject: Re: Lattice 5.5 v. Prospero C
Date: 1999/06/06
Message-ID: <148FE7BCDD31FC64.55B68598AE2F854C.0674B1DD337F0DE2@library-proxy.airnews.net>#1/1
X-Deja-AN: 486444618
References: <FCvA48.M02@cix.compulink.co.uk>
X-Orig-Message-ID: <7jerpd$pog@library.airnews.net>
NNTP-Posting-Time: Sun Jun 6 17:13:01 1999
Organization: <<<<>>>>
NNTP-Proxy-Relay: library.airnews.net
Abuse-Reports-To: abuse at fastlane.net to report improper postings
Newsgroups: comp.sys.atari.programmer

On 5 Jun 1999 18:31:19 G, "Peter A West" wrote:
>Can anyone tell me the relative merits of the two versions of C? I
>understand that Lattice 5.5 is more or less standard for
>English-language programmers, but how does Prospero differ? Does it have
>any advantages at all?
>
>The reason I ask is because I bought (used) copies of both (due to a
>misunderstanding with the vendor) and am wondering whether the Prospero
>is worth keeping or whether I should try and sell it.

For what it's worth, when I bought my copy of Lattice, I gave
away Prospero. Prospero's not nearly as powerful as Lattice,
lacks a number of features, and uses a very odd format of make
file. But, Prospero's editor is much better.

Michael White (michael@fastlane.net)

From -4885989609671486567
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: AES-Messages
Date: 1999/06/07
Message-ID: <3766712b.11502299@news.demon.co.uk>#1/1
X-Deja-AN: 486762366
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3788dfd1.48916478@news.demon.co.uk> <199906060609.a2036@su.maus.de>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 928781876 nnrp-09:1386 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 6 Jun 1999 06:09:00 +0200, Joerg_Westheide@su.maus.de (J⍰rg
Westheide) wrote:

>Hi!
>(Better? ;-))
>
>GH>If you omit the FMD_START the AES may attempt to release an area it
>GH>hadn't actually reserved. Better to waste a little bit of time rather
>GH>than introduce an unknown factor!
>That's not a matter of time.
>If there is a tool that buffers/restores the area when doing a
>form_dial(FMD_START/FMD_FINISH) you will get no redraw because the "wrong"
>content of the area will simply be saved and then restored.

No tool should ever do this.

>If the
>form_dial(FMD_START) is missing there is no chance to restore the area from a
>buffer, so a redraw must be sent

That's why a tool shouldn't do it. It has no way of knowing where its
buffer relates in comparison with everything else on the screen. To do
it this way would require it to interrogate the window pile so that it
only restored the bits of itself that would be visible by the time
everything else had finished redrawing [wot a long sentence!] ;-)

If it were to do all that it may as well wait for a WM_REDRAW.

Besides, it couldn't actually use such a technique. The AES can be
particularly stupid - it'll not always pass exact sizes for redraws.
Sometimes they are bigger than necessary.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4587009930354822303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,feeba9e00e455d23
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Lattice 5.5 v. Prospero C
Date: 1999/06/07
Message-ID: <37677463.12326724@news.demon.co.uk>#1/1
X-Deja-AN: 486762367
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <FCvA48.M02@cix.compulink.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 928781877 nnrp-09:1386 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 5 Jun 1999 18:31:19 GMT, xlator@cix.compulink.co.uk ("Peter A West") wrote:

>Can anyone tell me the relative merits of the two versions of C? I
>understand that Lattice 5.5 is more or less standard for
>English-language programmers, but how does Prospero differ? Does it have
>any advantages at all?

For its time it was good. It uses the same environment as their Pascal compiler (I have both). Their Pascal was an extremely good implementation at the time - far better than the poly mainframe!

If their C had caught on it would probably be every bit as good as Lattice but it didn't and it isn't. The debugger is good (for its time), being the same as the Pascal one.

I haven't a clue about the quality of its code generation. What really matters is its Atari libraries. Old and out of date. It is of course possible to update them. I did toy with the idea of binning the lot and recompiling all my MWC ones (for which I have all the sources). Would have been a satisfying exercise but of no practical value.

>The reason I ask is because I bought (used) copies of both (due to a
>misunderstanding with the vendor) and am wondering whether the Prospero
>is worth keeping or whether I should try and sell it.

Keep Lattice.

General question to everybody ...

Don't suppose anybody ever hacked the ProC IDE to prevent it moaning
about what rez it is in? [only likes high and medium, probably looking
at Getrez()]

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1816723822291231371
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: AES-Messages
Date: 1999/06/07
Message-ID: <199906072352.a4996@su.maus.de>#1/1
X-Deja-AN: 486843925
Distribution: lokal
References: <3766712b.11502299@news.demon.co.uk>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi!

JW>If the form_dial(FMD_START) is missing there is no chance to restore the
JW>area from a buffer, so a redraw must be sent
GH>That's why a tool shouldn't do it. It has no way of knowing where its
GH>buffer relates in comparison with everything else on the screen. To do
GH>it this way would require it to interrogate the window pile so that it
GH>only restored the bits of itself that would be visible by the time
GH>everything else had finished redrawing [wot a long sentence!] ;-)
That's not neccessary. form_dial() is only used for modal dialogs where you
have to lock the screen with wind_update(). And if the screen is locked no
other application can change it's content. It really is no problem to save
the dialog background before drawing it and restore it for erasing it before
unlocking the screen

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From 6365620403536949978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87f553501e265723
X-Google-Attributes: gid1115ce,public
From: "Daniel Hedberg" <d.hedberg@swipnet.se>
Subject: Re: Assembler tutorial / book
Date: 1999/06/08
Message-ID: <Rre73.7511$Nc.13800@nntpserver.swip.net>#1/1
X-Deja-AN: 487196784
References: <3754EA46.179BFC6C@village.uunet.be> <375517D5.CB9A5047@vmol.de>
<020619992127249503%Geert.Poels@village.uunet.be>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 928871281 130.244.204.196 (Tue, 08 Jun 1999 21:48:01
MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Tue, 08 Jun 1999 21:48:01 MET DST
Newsgroups: comp.sys.atari.programmer

Hi,

I think you still can order the Motorola reference and user's manuals (I have them all, and they are very useful). They are usually free of charge and shipping as well. Here's the titles of books that you may want to look into. I've included Motorola's "product id" too.
I think you can order them online at Motorola's website, and as I said, I think they still are free.

M68000 8- / 16- / 32-bit Microprocessor User's Manual - M68000UM/AD
M68020 Microprocessors User's Manual - M68020UM/AD
MC68030 Enhanced 32-Bit Microprocessor User's Manual - MC68030UM/AD
M68040 Microprocessors User's Manual - M68040UM/AD
M68060 Microprocessors User's Manual - M68060UM/AD
MC6881/MC68882 Floating Point Coprocessor User's Manual - MC68881UM/AD
M68000 Family Programmer's Reference Manual - M68000PM/AD
DSP56000/DSP56001 Digital Signal Processor User's Manual - DSP56000UM/AD

All the best,
Daniel Hedberg
New Beat - http://newbeat.atari.org

>Great ! Are these books still printed or only available as second-hand?
>
>> in germany we have such books ... i have a "ST Intern" describing most of
>> the hardware in the ST's, and an assembler book called
>> "Das MaschienenspracheBuch" ... and of course the original motorola mc
>> 68000 programmers reference and unsers manual ... :)

From 8669440442895874610
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: AES-Messages
Date: 1999/06/09
Message-ID: <375e155867037c0@oden.se>#1/1
X-Deja-AN: 487385247
Content-Transfer-Encoding: 8bit
References: <3766467e.9665728@news.demon.co.uk> <199906050115.a64442@su.maus.de>
<3788dfd1.48916478@news.demon.co.uk>
X-Sender: NEWSwatch v2.50 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 928909346 193.220.122.33 (Wed, 09 Jun 1999 08:22:26 MET
DST)
Organization: EttNet Customer News Posting
MIME-Version: 1.0
NNTP-Posting-Date: Wed, 09 Jun 1999 08:22:26 MET DST
Newsgroups: comp.sys.atari.programmer

on Sun 06-06-1999 01:27 Guy Harrison wrote:
>On Sat, 5 Jun 1999 01:15:00 +0200, Joerg_Westheide@su.maus.de (J⍰rg
>Westheide) wrote:
>
>>GH> form_dial(FMD_START,1,1,1,1,desk);
>>GH> form_dial(FMD_FINISH,1,1,1,1,desk);
>>IIRC it's only documented that a single form_dial(FMD_FINISH) will produce a
>>redraw. A possible problem with your version might be that the AES or a tool
>>may catch these calls, buffer the area at the form_dial(FMD_START) and
>>simplyreplaces it at the form_dial(FMD_FINISH)
>
>That's exactly what you want. If you omit the FMD_START the AES may
>attempt to release an area it hadn't actually reserved. Better to
>waste a little bit of time rather than introduce an unknown factor!

That's absolutely correct Guy.

There are several AES enhancers that get seriously confused if these calls
are not used correctly in 'pairs' as described above.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

From -4035401439740246527
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: AES-Messages
Date: 1999/06/09
Message-ID: <375e155867037c1@oden.se>#1/1
X-Deja-AN: 487385248
Content-Transfer-Encoding: 8bit
References: <3788dfd1.48916478@news.demon.co.uk> <199906060609.a2036@su.maus.de>
X-Sender: NEWSwatch v2.50 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 928909351 193.220.122.33 (Wed, 09 Jun 1999 08:22:31 MET DST)
Organization: EttNet Customer News Posting
MIME-Version: 1.0
NNTP-Posting-Date: Wed, 09 Jun 1999 08:22:31 MET DST
Newsgroups: comp.sys.atari.programmer

Hi J⍰rg,

on Sun 06-06-1999 06:09 J⍰rg Westheide wrote:
>
>GH>If you omit the FMD_START the AES may attempt to release an area it
>GH>hadn't actually reserved. Better to waste a little bit of time rather
>GH>than introduce an unknown factor!
>That's not a matter of time.
>If there is a tool that buffers/restores the area when doing a
>form_dial(FMD_START/FMD_FINISH) you will get no redraw because the "wrong"
>content of the area will simply be saved and then restored. If the
>form_dial(FMD_START) is missing there is no chance to restore the area from a
>buffer, so a redraw must be sent

But any tool which attempts to buffer window areas in such a primitive way
is itself in error doing so. The correct way to redraw a window area is
to let the AES send window update messages to the APP that owns the window.
And ensuring that this is done correctly is the main purpose of form_dial
function calls, and that is why they *must* be 'paired' correctly.

AFAIK it is not legal for an APP to 'release' an area without first having
'reserved' that same area.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

From 8803486760610050895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dce4835b6a7e6d2e

X-Google-Attributes: gid1115ce,public
From: "Peter Persson" <pep@NOSPAMmbox306.swipnet.se>
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/06/09
Message-ID: <WZy73.8030$Nc.14800@nntpserver.swip.net>#1/1
X-Deja-AN: 487606603
References: <7elurp$cc3$1@news.casema.net> <3713708E.6AD9FD37@uottawa.ca>
<7evvn0$8lv$1@news.casema.net> <TPMT2.14739$x43.27801@nntpserver.swip.net>
<7gmt88$27jt$4@buggy.easynet.fr>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 928955382 130.244.40.212 (Wed, 09 Jun 1999 21:09:42
MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Wed, 09 Jun 1999 21:09:42 MET DST
Newsgroups: comp.sys.atari.programmer

Hi again!

What about the DSP then?

/Peter

>>>YES... I knew there are people intressed....
>>>
>>>im working very hard... i now have the desktop emulated.. i must now
going
>>>to emulate the blitter..... and that's a though wone.... i think it may
>>take
>>>a week or 3 ... then it's finished....

From 6366687001915328107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: AES-Messages
Date: 1999/06/09
Message-ID: <199906091931.a9922@su.maus.de>#1/1
X-Deja-AN: 487661330
Distribution: lokal
References: <375e155867037c1@oden.se>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Ronald!

RA>But any tool which attempts to buffer window areas in such a primitive
RA>way is itself in error doing so.
Why?

RA>The correct way to redraw a window area is to let the AES send window
RA>update messages to the APP that owns the window.
The AES could use the buffer method too!
What do you think why there ist form_dial(FMD_START)? Just for sending a
redraw message form_dial(FMD_FINISH) would be enough

RA>And ensuring that this is done correctly is the main purpose of
RA>form_dial function calls, and that is why they *must* be 'paired'
RA>correctly.
The intention of form_dial() is to restore the screen after a dialog was
displayed. To send a redraw message is only one possible way of doing this

RA>AFAIK it is not legal for an APP to 'release' an area without first
RA>having 'reserved' that same area.
IIRC it's documented by ATARI to send a redraw message to all (affected)
applications by doing a single form_dial(FMD_FINISH). And as I mentioned
using a pair for doing so can cause problems

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From -8016256353844838039
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d3889310969e67d,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: popups
Date: 1999/06/10
Message-ID: <7jnbl2ip1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 487768511
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Where can I find some source code for doing popups?

I am aware that the menu_popup call is available from AES 3.30 - but I'd
like to be able to use popups in earlier AES versions.

I tried to write my own, but problems arose when I tried to buffer the
"dirtied" area of screen with vro_cpyfm - nothing got saved, and the
dirtied area of screen remained "dirty" which is not very useful when
called from a dialog box handler, or when popup extends outside the dialog

borders.

(I am using a TT with TOS 3.05, AES 4.1 (singletasking), Speedo 4.1)

The offending code looked something like this:

```
screenram = (width * height * planes) / 8;

if( screen = calloc( screenram, 1 ) )  {
     screenmfdb.fd_addr = NULL;

     fill in memory mfdb

     fill in coord array

     // everything is OK up to here

     vro_cpyfm( vhandle, S_ONLY, coord_array, &screenmfdb, &memmfdb )

     // the memory buffer pointed to by screen var remains empty

     hide mouse
     draw popup
     show mouse

     interact with popup

     fill in coord array #2

     hide mouse
     vro_cpyfm( vhandle, S_ONLY, coord_array2, &memmfdb, &sourcemfdb )
     show mouse

     free screen memory
}
```

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 8634350726807141378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d3889310969e67d
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: popups
Date: 1999/06/10

Message-ID: <7jnujdhpd1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 487838098
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Where can I find some source code for doing popups?

I am aware that the menu_popup call is available from AES 3.30 - but I'd like to be able to use popups in earlier AES versions, so that means that I'll have to emulate popup menus.

I tried to write my own, but problems arose when I tried to buffer the "dirtied" area of screen with vro_cpyfm - nothing got saved, and the dirtied area of screen remained "dirty" which is not very useful when called from a dialog box handler, or when popup extends outside the dialog borders.

(I am using a TT with TOS 3.05, AES 4.1 (singletasking), Speedo 4.1)
(It was written in Lattice C 5.60)

The offending code looks like this:

```
#include "0/types.h"   // "uint32", "sint16" ...

#include <stdlib.h>         // calloc

#include <aes.h>
#include <vdi.h>

#include "popup.h"     // prototypes

int Popup( MENU *srcmnu, int x, int y, MENU *destmnu )
{
     GRECT desk;   // desktop rectangle
     uint32 screenram;  // ram needed to buffer dirty screen
     void *screenptr;   // pointer to allocated screen buffer

     sint16 vhandle, d; // VDI handle, dummy var

     // used to open virtual workstation
     static sint16 vwi[11] = { 1, 1, 1, 1, 1, 1, 1, 1, 1, 2 };
     sint16 vwo[2][57];

     // disable call to AES, force all code to "emulate" popups
     // ADVANCE is a label that has not been #defined
     #ifdef ADVANCE
     if( _AESglobal[0] >= 0x330 )
          return menu_popup( srcmnu, x, y, destmnu );
     #endif

     vhandle = graf_handle( &d, &d, &d, &d );  // get AES's VDI handle
     v_opnvwk( vwi, &vhandle, vwo[0] );    // open virtual workstation
     vq_extnd( vhandle, 1, vwo[1] );       // get extendeed info
```

```
    // get desktop work area
    wind_get( DESK, WF_WORKXYWH, &desk.g_x, &desk.g_y, &desk.g_w, &desk.g_h );

    // center popup menu on coordinates x and y
    srcmnu -> mn_tree[ROOT].ob_x = x - srcmnu -> mn_tree[srcmnu -> mn_item].ob_x;
    srcmnu -> mn_tree[ROOT].ob_y = y - srcmnu -> mn_tree[srcmnu -> mn_item].ob_y;

    //rc_constrain( &g, (GRECT *)&srcmnu -> mn_tree[ROOT].ob_x );

    // calculate amount of scrren ram needed
    screenram = ((vwo[0][0] + 1) * (vwo[0][1] + 1) * vwo[1][4]) >> 3;

    // allocate it
    screenptr = calloc( screenram, 1 );
    if( screenptr )  {
         MFDB srcmfdb, destmfdb;// MFDB's used in vro_cpyfm "blit"
         sint16 arr[8+4];   // coordinate array
         // sint16 mb, mx, my;  // mouse button & coords

         srcmfdb.fd_addr = NULL;     // source is on screen

         // fill in dest MFDB
         destmfdb.fd_addr = screenptr;    // addr of allocated RAM
         destmfdb.fd_w = vwo[0][0] + 1;   // width of RAM
         destmfdb.fd_h = vwo[0][1] + 1;   // height of RAM
         destmfdb.fd_wdwidth = destmfdb.fd_w / 16; // word width
         destmfdb.fd_stand = 0;           // device specific
         destmfdb.fd_nplanes = vwo[1][4]; // number of bitplanes
         destmfdb.fd_r1 = 0;
         destmfdb.fd_r2 = 0;
         destmfdb.fd_r3 = 0;

         // set coordinate array
         // 0..3 = source rect
         // 4..7 = dest rect
         // 8..11 = source rect (copy of 0..3)
         arr[8+0] = arr[0] = srcmnu -> mn_tree[ROOT].ob_x;
         arr[8+1] = arr[1] = srcmnu -> mn_tree[ROOT].ob_y;
         arr[8+2] = arr[2] = srcmnu -> mn_tree[ROOT].ob_x + srcmnu ->
mn_tree[ROOT].ob_width - 1;
         arr[8+3] = arr[3] = srcmnu -> mn_tree[ROOT].ob_y + srcmnu ->
mn_tree[ROOT].ob_height - 1;
         arr[4] = 0;
         arr[5] = 0;
         arr[6] = srcmnu -> mn_tree[ROOT].ob_width - 1;
         arr[7] = srcmnu -> mn_tree[ROOT].ob_height - 1;

         // "pop up" menu
         // hide mouse, save "dirtied" area, draw menu, unhide mouse
         v_hide_c( vhandle );
         vro_cpyfm( vhandle, S_ONLY, &arr[0], &srcmfdb, &destmfdb );
         objc_draw( srcmnu -> mn_tree, ROOT, MAX_DEPTH, srcmnu ->
```

```
mn_tree[ROOT].ob_x, srcmnu -> mn_tree[ROOT].ob_y, srcmnu ->
mn_tree[ROOT].ob_width, srcmnu -> mn_tree[ROOT].ob_height );
         v_show_c( vhandle, 1 );

         // loop until mouse button clicked
         //do  {
         //
         //
         //   vq_mouse( vhandle, &mb, &mx, &my );
         //} while( !mb );

         // restore dirtied screen
         // hide mouse, copy saved to screen, unhide mouse
         v_hide_c( vhandle );
         vro_cpyfm( vhandle, S_ONLY, &arr[4], &destmfdb, &srcmfdb );
         v_show_c( vhandle, 1 );

         // release ram
         free( screenptr );
     }

     // deallocate VDI handle
     v_clsvwk( vhandle );

     // return result
     return 0;
}
```

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From -7419137328589014634
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d3889310969e67d
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: popups
Date: 1999/06/10
Message-ID: <7jobqh$sr3$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 487893508
References: <7jnujdhpd1@newshost.comnet.co.nz>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <7jnujdhpd1@newshost.comnet.co.nz>,
     gmiller@inca.co.nz (Gaven Miller) writes:

```
>          v_opnvwk( vwi, &vhandle, vwo[0] );      // open virtual workstation
```

Don't forget to ensure vhandle is non-zero afterwards.

```
>        destmfdb.fd_wdwidth = destmfdb.fd_w / 16; // word width
```

This should be (destmfdb.fd_w + 15) / 16, as otherwise the value gets one too low if the width isn't dividable by 16 (1 pixel already means a word width of 1, not 0!)

```
>        // hide mouse, save "dirtied" area, draw menu, unhide mouse
>        v_hide_c( vhandle );
```

Uhh, do NOT use the VDI calls to influence or query the mouse! The AES has its functions for that, so use them. Grab mouse control via

```
wind_update(BEG_MCTRL);
```

and use graf_mouse() to hide/unhide the mouse, and evnt_button()/_multi() to query position and button states.

Btw, your code is also missing a

```
wind_update(BEG_UPDATE);
```

to reserve the screen for displaying a dialog. And of course, don' forget to free both locks afterwards :)

```
>        vro_cpyfm( vhandle, S_ONLY, &arr[4], &destmfdb, &srcmfdb );
```

Here, I'd re-initialize the screen's MFDB, i.e. srcmfdb.fd_addr = NULL; Maybe that's the reason it doesn't work for you. The rest /looks/ OK, but as I haven't tested it, I can't guarantee I haven't overlooked something.

Another advice: Don't allocate memory for saving the whole screen contents when there's only need to save the area for a small popup menu - on larger displays, you easily end up allocating megabytes for the whole screen!

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 3694151641962529497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d3889310969e67d
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: popups
Date: 1999/06/11
Message-ID: <7jqlaqfbm1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 488355331
References: <7jnujdhpd1@newshost.comnet.co.nz> <7jobqh$sr3$1@sun27.hrz.tu-darmstadt.de>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Thomas Binder (gryf@hrzpub.tu-darmstadt.de) wrote:
> gmiller@inca.co.nz (Gaven Miller) writes:
> > // hide mouse, save "dirtied" area, draw menu, unhide mouse
> > v_hide_c(vhandle);

Thanks for the response.

Most of what you say is common sense - which I was sadly lacking at the time I wrote the code. I went and bought some more common-sense from my local supermarket today. {[:-)]

> Uhh, do NOT use the VDI calls to influence or query the mouse! The AES
> has its functions for that, so use them. Grab mouse control via

Wouldn't it be OK if they are called in pairs? I call v_hide_c and then do my stuff, and when I've finished I call v_show_c, passing the parameter 1 which means "show it only if the current hide depth is zero".

And, with the code shown, the only way out of the code is via the "cleanup" at the end of it, which unhides the mouse, deallocates the buffer etc.

> wind_update(BEG_MCTRL);

> and use graf_mouse() to hide/unhide the mouse, and
> evnt_button()/_multi() to query position and button states.

> Btw, your code is also missing a

> wind_update(BEG_UPDATE);

> to reserve the screen for displaying a dialog. And of course, don'
> forget to free both locks afterwards :)

Do wind_update calls nest? AFAIK, they just set and clear a flag.

I already use wind_update(BEG/END_UPDATE) as part of my do_form() dialog handler (from which the popups are called). I know the graf_mouse calls next, but am unsure of wind_update.

> >   vro_cpyfm(vhandle, S_ONLY, &arr[4], &destmfdb, &srcmfdb);

> Here, I'd re-initialize the screen's MFDB, i.e. srcmfdb.fd_addr = NULL;
> Maybe that's the reason it doesn't work for you. The rest /looks/ OK,
> but as I haven't tested it, I can't guarantee I haven't overlooked
> something.

Every call prior to the vro_cpyfm blit into the offscreen buffer was OK while I was debugging, but when I use MON to inspect the allocated buffer, it is still blank after the blit into it - it should have the FL3DBAK pattern (which is nonzero) in it, but no sign in the first 12-16k, even though I blit into the buffer at coord (0,0).

> Another advice: Don't allocate memory for saving the whole screen
> contents when there's only need to save the area for a small popup menu
> - on larger displays, you easily end up allocating megabytes for the
> whole screen!

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 3625112717682859615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d3889310969e67d
X-Google-Attributes: gid1115ce,public
From: gribnif@pair.com (Dan Wilga)
Subject: Re: popups
Date: 1999/06/11
Message-ID: <gribnif-1106991150160001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 488456523
References: <7jnujdhpd1@newshost.comnet.co.nz> <7jobqh$sr3$1@sun27.hrz.tu-darmstadt.de> <7jqlaqfbm1@newshost.comnet.co.nz>
Newsgroups: comp.sys.atari.programmer

> > Btw, your code is also missing a
>
> > wind_update(BEG_UPDATE);
>
> > to reserve the screen for displaying a dialog. And of course, don'
> > forget to free both locks afterwards :)
>
> Do wind_update calls nest? AFAIK, they just set and clear a flag.
>

> I already use wind_update(BEG/END_UPDATE) as part of my do_form() dialog
> handler (from which the popups are called). I know the graf_mouse calls
> next, but am unsure of wind_update.

Yes, they do. You can do 50 BEG_UPDATEs and you won't be returning control
until you've also done 50 END_UPDATEs.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

From 6174150078327991562
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: AES-Messages
Date: 1999/06/11
Message-ID: <3761ab34547f10@oden.se>#1/1
X-Deja-AN: 488597594
Content-Transfer-Encoding: 8bit
References: <375e155867037c1@oden.se> <199906091931.a9922@su.maus.de>
X-Sender: NEWSwatch v2.50 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 929144430 193.220.122.57 (Sat, 12 Jun 1999 01:40:30 MET
DST)
Organization: EttNet Customer News Posting
MIME-Version: 1.0
NNTP-Posting-Date: Sat, 12 Jun 1999 01:40:30 MET DST
Newsgroups: comp.sys.atari.programmer

on Wed 09-06-1999 19:31 J?rg Westheide wrote:

>Hi Ronald!
>
>RA>But any tool which attempts to buffer window areas in such a primitive
>RA>way is itself in error doing so.
>Why?

Because it is neither the responsibility, nor the right, of a single utility,
not even of AES as a whole, to handle update of the entire screen normally.

GEM is based on the idea that several different APPs share the screen, and
that each such APP *must* take its own responsibility for updating the screen
areas that are used for the work areas of its windows. The AES itself only
has responsibility for refreshing window frames, desktop background, and to
some limited extent the current menu (responsibility shared with top APP).

Simple buffering of the entire screen is not a part of this concept.

>RA>The correct way to redraw a window area is to let the AES send window
>RA>update messages to the APP that owns the window.
>The AES could use the buffer method too!

As stated above, that would be a non-GEM method of implementation. Only a few special screen operations should use that method, such as drop down menus. In any case form_dial(FMD_FINISH) should always result in messages being sent to the owners of windows underlying the specified rectangle.

>What do you think why there ist form_dial(FMD_START)? Just for sending a
>redraw message form_dial(FMD_FINISH) would be enough

form_dial(FMD_FINISH) should cause the same window update messages when used alone, this much is true, but it is still not advisable to use it that way.

The AES can and should use the FMD_START call as a signal to buffer only the parts of the screen that are normally owned by the AES, as stated above. Many AES enhancements link into this call however, and add interpretations of their own, and in most cases these *require* paired usage.

>RA>And ensuring that this is done correctly is the main purpose of
>RA>form_dial function calls, and that is why they *must* be 'paired'
>RA>correctly.
>The intention of form_dial() is to restore the screen after a dialog was
>displayed. To send a redraw message is only one possible way of doing this

Redraw messages are the only legal GEM method of redrawing the work areas of windows belonging to other APPs. For its own windows any APP may use whatever method it pleases (while screen is locked for updating), but not for any other areas. Those must be handled through GEM.

>RA>AFAIK it is not legal for an APP to 'release' an area without first
>RA>having 'reserved' that same area.
>IIRC it's documented by ATARI to send a redraw message to all (affected)
>applications by doing a single form_dial(FMD_FINISH). And as I mentioned
>using a pair for doing so can cause problems

Atari have described separately the use of many functions, which even so are in many cases dependent on being used with other functions. That is the case here too. Putting it differently, the use of FMD_FINISH implies an earlier use of FMD_START. (else what is being finished ?)

Using paired form_dial calls as described can not cause any problem at all in a correct GEM implementation, as the FMD_FINISH call should always result in window update messages for the entire surface of the specified rectangle, or direct restoration of desktop background for those parts of that surface not owned by any APP.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

From 8328348659121769292
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d3889310969e67d
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: popups
Date: 1999/06/11
Message-ID: <3761ab34547f11@oden.se>#1/1
X-Deja-AN: 488597595
References: <7jnujdhpd1@newshost.comnet.co.nz> <7jobqh$sr3$1@sun27.hrz.tu-darmstadt.de>
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 929144433 193.220.122.57 (Sat, 12 Jun 1999 01:40:33 MET DST)
Organization: EttNet Customer News Posting
NNTP-Posting-Date: Sat, 12 Jun 1999 01:40:33 MET DST
Newsgroups: comp.sys.atari.programmer

Hi Thomas and Gaven,

on Thu 10-06-1999 12:41 Thomas Binder wrote:
> gmiller@inca.co.nz (Gaven Miller) writes:
>> v_opnvwk(vwi, &vhandle, vwo[0]); // open virtual workstation
>
>Don't forget to ensure vhandle is non-zero afterwards.

Good point.
Checking error returns should really be done after all function calls that can use such, and far too many programmers just ignore these possibilities.

>
>> destmfdb.fd_wdwidth = destmfdb.fd_w / 16; // word width
>
>This should be (destmfdb.fd_w + 15) / 16, as otherwise the value gets
>one too low if the width isn't dividable by 16 (1 pixel already means a
>word width of 1, not 0!)

Yes, rounding up is very important. Even more so when calculating sizes of buffers that need to be allocated, as any mistake causing those to be too short can cause bombs.

----- snip ----- re: some more stuff on which I simply agree

>Another advice: Don't allocate memory for saving the whole screen
>contents when there's only need to save the area for a small popup menu
>- on larger displays, you easily end up allocating megabytes for the
>whole screen!

For this kind of thing we really should apply the same reasoning that was
used for the design of GEM itself. This means that it is ok to use simple
buffering as long as the surface is a small portion of the total screen,
but if it is larger than a quarter of the full screen then it is better to
handle the redraw needs by AES window update messages.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

From 3483554344678347132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: AES-Messages
Date: 1999/06/12
Message-ID: <199906121243.a18883@su.maus.de>#1/1
X-Deja-AN: 489200225
Distribution: lokal
References: <3761ab34547f10@oden.se>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Ronald!

RA>Because it is neither the responsibility, nor the right, of a single
RA>utility, not even of AES as a whole, to handle update of the entire
RA>screen normally.
Again: why?

RA>GEM is based on the idea that several different APPs share the screen,
RA>and that each such APP *must* take its own responsibility for updating
RA>the screen areas that are used for the work areas of its windows. The
RA>AES itself only has responsibility for refreshing window frames,
RA>desktop background, and to some limited extent the current
RA>menu (responsibility shared with top APP).
Yes, but only if there is something that has to be restored because it wasn'
t buffered before (-> drop down menus)

RA>Simple buffering of the entire screen is not a part of this concept.
No one's talking about the whole screen (in general)

RA>As stated above, that would be a non-GEM method of implementation.
RA>Only a few special screen operations should use that method, such as
RA>drop down menus.
And why is the buffer method used there?
Think back when GEM was developed!
Memory was expensive. For drop down menus the fast redraw was neccessary because the handling would have been much too slow ig it would have been done by redraws. Buffering dialogs would have cost the expensive memory of another buffer. As the speed of restoring the dialog background wasn't that time critical they could use the more cheap redraw method.
IMHO the presence of form_dial(FMD_START) indicates that the buffering was planned or at least DR didn't want to say no to the buffering method in future, when memory would be cheaper

RA>In any case form_dial(FMD_FINISH) should always result in messages
RA>being sent to the owners of windows underlying the specified rectangle.
No, it should result in a redraw (it defines an aim, not a method)

RA>form_dial(FMD_FINISH) should cause the same window update messages
RA>when used alone, this much is true, but it is still not advisable to
RA>use it that way.
AFAIK Atari documented it that way. And this is not advisable then?

RA>The AES can and should use the FMD_START call as a signal to buffer
RA>only the parts of the screen that are normally owned by the AES, as
RA>stated above.
Why should the AES buffer something and the applications cannot?
This would be a too inconsequent design

RA>Many AES enhancements link into this call however, and add
RA>interpretations of their own, and in most cases these *require* paired
RA>usage.
Many software has bugs

RA>Redraw messages are the only legal GEM method of redrawing the work
RA>areas of windows belonging to other APPs.
Yes

RA>For its own windows any APP may use whatever method it pleases (while
RA>screen is locked for updating), but not for any other areas. Those
RA>must be handled through GEM.
form_dial() calls _are_ GEM (even if they are provided by a GEM extension like a utility)

RA>Atari have described separately the use of many functions, which even
RA>so are in many cases dependent on being used with other functions.
RA>That is the case here too.
AFAIK this is not the case here

RA>Putting it differently, the use of FMD_FINISH implies an earlier use

RA>of FMD_START. (else what is being finished ?)
IMHO the documentation of the single use of form_dial(FMS_FINISH) is a hack
by Atari for sending a redraw message to all applications because of lacking
a broadcast. It certainly would have been better to implement a broadcast
insted but that wouldn't have been compatible with the first versions :-(

RA>Using paired form_dial calls as described can not cause any problem at
RA>all in a correct GEM implementation, as the FMD_FINISH call should
RA>always result in window update messages for the entire surface of the
RA>specified rectangle, or direct restoration of desktop background for
RA>those parts of that surface not owned by any APP.
form_dial() is a specification of an interface, not an implementation. And I
don't believe that you can find a documentation of the used algorithm. That's
simply because an interfacec is an abstraction from the algorithm behind it
with the advantage that you can change the algorithm

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

From -4360178029198061949
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4f3ff4dd97dea927
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: AES-Messages
Date: 1999/06/13
Message-ID: <37801311.26522707@news.demon.co.uk>#1/1
X-Deja-AN: 488964813
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3766467e.9665728@news.demon.co.uk> <199906050115.a64442@su.maus.de>
<3788dfd1.48916478@news.demon.co.uk> <375e155867037c0@oden.se>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 929243241 nnrp-12:27628 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 09 Jun 1999 06:22:26 GMT, dlanor@oden.se (Ronald Andersson)
wrote:

>on Sun 06-06-1999 01:27 Guy Harrison wrote:
>>On Sat, 5 Jun 1999 01:15:00 +0200, Joerg_Westheide@su.maus.de (J⍰rg
>>Westheide) wrote:
>>

>>>GH> form_dial(FMD_START,1,1,1,1,desk);
>>>GH> form_dial(FMD_FINISH,1,1,1,1,desk);
>>>IIRC it's only documented that a single form_dial(FMD_FINISH) will produce a
>>>redraw. A possible problem with your version might be that the AES or a tool
>>>may catch these calls, buffer the area at the form_dial(FMD_START) and
>>>simplyreplaces it at the form_dial(FMD_FINISH)
>>
>>That's exactly what you want. If you omit the FMD_START the AES may
>>attempt to release an area it hadn't actually reserved. Better to
>>waste a little bit of time rather than introduce an unknown factor!
>
>That's absolutely correct Guy.
>
>There are several AES enhancers that get seriously confused if these calls
>are not used correctly in 'pairs' as described above.

I'm surprised there aren't more.

I believe the original AES used a fixed buffer for this (perhaps I'm
thinking of the menu buffer - yes probably). Most likely the
"confused" AES enhancers are doing things gracefully via Malloc/Free?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7380567372263391104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d3889310969e67d
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: popups
Date: 1999/06/13
Message-ID: <37831bde.28775196@news.demon.co.uk>#1/1
X-Deja-AN: 488964814
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7jnujdhpd1@newshost.comnet.co.nz>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 929243242 nnrp-12:27628 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 10 Jun 1999 08:56:13 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Where can I find some source code for doing popups?

>
>I am aware that the menu_popup call is available from AES 3.30 - but I'd
>like to be able to use popups in earlier AES versions, so that means that
>I'll have to emulate popup menus.
>
>I tried to write my own, but problems arose when I tried to buffer the
>"dirtied" area of screen with vro_cpyfm - nothing got saved, and the
>dirtied area of screen remained "dirty" which is not very useful when
>called from a dialog box handler, or when popup extends outside the dialog
>borders.

If you feel like implementing it via a window rather than the VDI I
could go dig out the code in Pug. It did it dynamically - created and
opened a blank window, white G_BOX, required number of G_STRINGS
slapped on it.

I've got some VDI "grab/restore selected screen area dynamically" code
lurking about somewhere as well.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8911671955306522708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
From: "d" <cool@borg1101.freeserve.co.uk>
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/06/14
Message-ID: <7k1fd0tuc1@news8.svr.pol.co.uk>#1/1
X-Deja-AN: 489245397
References: <7elurp$cc3$1@news.casema.net> <3713708E.6AD9FD37@uottawa.ca>
<7evvn0$8lv$1@news.casema.net> <TPMT2.14739$x43.27801@nntpserver.swip.net>
<7gmt88$27jt$4@buggy.easynet.fr> <WZy73.8030$Nc.14800@nntpserver.swip.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 929317088 30668 62.136.177.88 (13 Jun 1999 23:38:08
GMT)
Organization: Customer of Planet Online
X-MSMail-Priority: Normal
NNTP-Posting-Date: 13 Jun 1999 23:38:08 GMT
Newsgroups: comp.sys.atari.programmer

Peter Persson <pep@NOSPAMmbox306.swipnet.se> wrote in message
news:WZy73.8030$Nc.14800@nntpserver.swip.net...

> Hi again!
>
> What about the DSP then?
>
> /Peter
>
> >>>YES... I knew there are people intressed....
> >>>
> >>>im working very hard... i now have the desktop emulated.. i must now
> going
> >>>to emulate the blitter..... and that's a though wone.... i think it may
> >>take
> >>>a week or 3 ... then it's finished....
>

Wow An Atari Falco030 Emulator!!!!!!!!!!!!
When you make your first beta version please E-Mail it to me!!!!!!!!!!

Daz (Borg1101) E-Mail Cool@Borg1101.Freeserve.Co.Uk

From 6924254822000865313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46e9eead109ed329,start
X-Google-Attributes: gid1115ce,public
From: Daniel Augsburger <skydiver@jumpgates.com>
Subject: launch GEM processes
Date: 1999/06/15
Message-ID: <3765FCBA.FEEABF0B@jumpgates.com>#1/1
X-Deja-AN: 489747482
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: 15 Jun 1999 09:11:54 +0100, raf13.iiic.ethz.ch
Organization: Swiss Federal Institute of Technology (ETHZ)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

which method shall I use to launch another application (from a GEM
application or ACC) that is executed in parallel.
I've tried shel_write(0, ...) and shel_write(1, 1, ...) (MagiC 6) but
nothing happend. I also tried shel_write(1, 0, ...) and then the GEM
application I wanted to launch was started as TOS process after my app
had finished, but this is clearly not the desired behaviour.
I'm wondering which method a desktop uses in a multi-task environment to
launch new applications, because this is exactly what I should use.

- Daniel

From 1185154763007290411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46e9eead109ed329
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: launch GEM processes
Date: 1999/06/15
Message-ID: <7k5b1e$en5$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 489805202
References: <3765FCBA.FEEABF0B@jumpgates.com>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <3765FCBA.FEEABF0B@jumpgates.com>,
     Daniel Augsburger <skydiver@jumpgates.com> writes:
> I've tried shel_write(0, ...) and shel_write(1, 1, ...) (MagiC 6) but
> nothing happend.

Unfortunately, MagiC's way to launch applications in parallel is a bit
different to the way it's done for fully AES 4.x compatible systems.
IIRC, the first parameter has to be 1, the third(?) 100. The parameter
that decides whether to launch a GEM or TOS app has its usual meaning.

If you want, I can look it up.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From 4028279171142950771
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1995e4f22253745,start
X-Google-Attributes: gid1115ce,public
From: Joakim H[illegible]gberg <gokmase@my-dejanews.com>
Subject: Play notes simultamously, how?
Date: 1999/04/29
Message-ID: <7g9ecb$5hr$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 472245581

X-Http-Proxy: 1.0 x11.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.218
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Apr 29 11:04:44 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 [sv] (WinNT; I)

Greetings all,

I wonder if it is possible to use the built-in hardware to play notes simultanously, for instance to play chords an such. How can this be done in a way that will work on anything from an ST and upwards?

Thanks in advance,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -1475151836458426492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3afeb7fe2db1bd17
X-Google-Attributes: gid1115ce,public
From: "James Davies" <jdavies@gromwin.demon.co.uk>
Subject: Re: .ST files
Date: 1999/04/29
Message-ID: <7g9ubt$di6$1@soap.pipex.net>#1/1
X-Deja-AN: 472345199
Content-Transfer-Encoding: 7bit
References: <7g5d19jme1@news5.svr.pol.co.uk> <3726a94e68ab80@oden.se>
<7g7brjcvo1@news4.svr.pol.co.uk>
Content-Type: text/plain; charset="US-ASCII"
X-Complaints-To: abuse@uk.uu.net
X-Trace: soap.pipex.net 925400253 13894 194.130.35.135 (29 Apr 1999 15:37:33 GMT)
Organization: UUNET WorldCom server (post doesn't reflect views of UUNET WorldCom
Mime-Version: 1.0
NNTP-Posting-Date: 29 Apr 1999 15:37:33 GMT
Newsgroups: comp.sys.atari.programmer

In article <7g7brjcvo1@news4.svr.pol.co.uk>, "Chris Swinson freeserve"
<chris-swinson@mega-disczine.freeserve.co.uk> wrote:

> Hi thanks for the info, I did see ST2DISC but it moaned about something so I
> gave up with it,
>

> My program to restore .ST files to disc is 100% working :-) I'll be adding
> the make .ST files to it tonight so you can convert either way. Once
> finised I'll post the beta to anyone who will be willing to test it ?
>
> thanks

Is this a PC or Atari program? I've already seen a PC prog that'll do this,
but I'm after an Atari executable that'll restore .ST images to floppies.

I'll help test it if this is the case.

James

From -3166598021271302044
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3afeb7fe2db1bd17
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson freeserve" <chris-swinson@mega-disczine.freeserve.co.uk>
Subject: Re: .ST files
Date: 1999/04/29
Message-ID: <7ga2rn$5e1$1@news4.svr.pol.co.uk>#1/1
X-Deja-AN: 472358012
References: <7g5d19jme1@news5.svr.pol.co.uk> <3726a94e68ab80@oden.se>
<7g7brjcvo1@news4.svr.pol.co.uk> <7g9ubt$di6$1@soap.pipex.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3612.1700
X-Complaints-To: abuse@theplanet.net
X-Trace: news4.svr.pol.co.uk 925404855 5569 62.136.4.209 (29 Apr 1999 16:54:15
GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 29 Apr 1999 16:54:15 GMT
Newsgroups: comp.sys.atari.programmer

James Davies wrote in message <7g9ubt$di6$1@soap.pipex.net>...
>----------
>In article <7g7brjcvo1@news4.svr.pol.co.uk>, "Chris Swinson freeserve"
><chris-swinson@mega-disczine.freeserve.co.uk> wrote:
>
>
>> Hi thanks for the info, I did see ST2DISC but it moaned about something
so I
>> gave up with it,
>>
>> My program to restore .ST files to disc is 100% working :-) I'll be
adding
>> the make .ST files to it tonight so you can convert either way. Once
>> finised I'll post the beta to anyone who will be willing to test it ?
>>
>> thanks
>
>Is this a PC or Atari program? I've already seen a PC prog that'll do

this,
>but I'm after an Atari executable that'll restore .ST images to floppies.
>
>I'll help test it if this is the case.
>
>James

My prog is a Atari PRG, it currently has the option to restore .ST files back to floppy. I have tested it out lastnight with a lot of .ST files and it seams to work fine. I'm currently adding a option to read a disc into a .ST image, though this parts only have wrote so far but it should be working later on tonight. I'm just adding a basic shell to it at the moment. If you can help by testing it out to see how well you get on with it then that would be great :)

Chris

From -3456046525159688012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f849b,6eecafd2dc02a6ec
X-Google-Attributes: gidf849b,public
X-Google-Thread: feb3e,6eecafd2dc02a6ec
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: 106d72,6eecafd2dc02a6ec
X-Google-Attributes: gid106d72,public
X-Google-Thread: 15995c,6eecafd2dc02a6ec
X-Google-Attributes: gid15995c,public
X-Google-Thread: 1115ce,6eecafd2dc02a6ec
X-Google-Attributes: gid1115ce,public
From: "News Chang" <mchang@cisdesign.com>
Subject: Re: nested interrupts on the m68k
Date: 1999/04/29
Message-ID: <wS5W2.994$qW3.23265@typhoon-sf.snfc21.pbi.net>#1/1
X-Deja-AN: 472461851
References: <3711F046.ADD30814@i4.informatik.rwth-aachen.de>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@pacbell.net
X-Trace: typhoon-sf.snfc21.pbi.net 925428252 209.78.193.253 (Thu, 29 Apr 1999 16:24:12 PDT)
Organization: SBC Internet Services
NNTP-Posting-Date: Thu, 29 Apr 1999 16:24:12 PDT
Newsgroups:
comp.sys.m68k,comp.sys.amiga.programmers,comp.sys.amiga.emulations,comp.sys.atari.programmer,comp.arch.embedded

From my 68000 book,
"suppose that the current interrupt mask is level 3. If a level 5 intrerupt occurs, it is processed and the interrupt mask set to level 5. If during the processing of this interrupt, a level 4 interrupt is requested, it is made pending, even though it has a higher priority than the original interrupt mask.
When the level 5 interrupt has been processed, a return from exception is made and the former processor status word restored. As the old interrupt mask was 3, the pending interrupt of level 4 is then serviced."

hope this helps.

Mark

From 2240418006350640384
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f849b,6eecafd2dc02a6ec
X-Google-Attributes: gidf849b,public
X-Google-Thread: 106d72,6eecafd2dc02a6ec
X-Google-Attributes: gid106d72,public
X-Google-Thread: 1115ce,6eecafd2dc02a6ec
X-Google-Attributes: gid1115ce,public
X-Google-Thread: feb3e,6eecafd2dc02a6ec
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: 15995c,6eecafd2dc02a6ec
X-Google-Attributes: gid15995c,public
From: "News Chang" <mchang@cisdesign.com>
Subject: Re: nested interrupts on the m68k
Date: 1999/04/29
Message-ID: <J16W2.996$qW3.24401@typhoon-sf.snfc21.pbi.net>#1/1
X-Deja-AN: 472483728
References: <3711F046.ADD30814@i4.informatik.rwth-aachen.de>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@pacbell.net
X-Trace: typhoon-sf.snfc21.pbi.net 925428969 209.78.193.253 (Thu, 29 Apr 1999 16:36:09 PDT)
Organization: SBC Internet Services
NNTP-Posting-Date: Thu, 29 Apr 1999 16:36:09 PDT
Newsgroups:
comp.sys.m68k,comp.sys.amiga.programmers,comp.sys.amiga.emulations,comp.sys.atari.programmer,comp.arch.embedded

forgot to answer you question...
from my previous message, an
answer would be

```
interrupt request for level 1 occurs
interrupt mask set to 1
cpu saves sr and pc on the stack
cpu fetches interrupt vector
interrupt request for level 2 occurs
interrupt mask set to 2
int 2 service routine executed
int 2 finishes
int mask set back to 1
continue int 1 service routine
```

From 6507420778997071486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,77ea8a810f70b14a,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,77ea8a810f70b14a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,77ea8a810f70b14a,start
X-Google-Attributes: gid109a67,public
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Subject: Atari Emulator question
Date: 1999/05/01
Message-ID: <ViArfqAUG2K3Qw84@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 472998180
X-Complaints-To: abuse@theplanet.net
X-Trace: news6.svr.pol.co.uk 925595897 21331 62.136.84.86 (1 May 1999 21:58:17 GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve^co^uk>
NNTP-Posting-Date: 1 May 1999 21:58:17 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Which emulator am I best getting for programming?

(Can you please DON'T reply to c.s.a.s., as my mail program doesn't seem
to like that group)
--

```
  |||   Clair Shaw (aka. CDS) | Clair@Shaw1.freeserve~co~uk  /-- +-\ +--
 / | \  http://surf.to/shaws  | ICQ: 104335  ANTISPAM^  ^    |   | | |__
/  |  \ IRC: #atari, #shaw1   | BOT: CDSbot (/msg ~hello)    \__ +_/ __|
            "So, what do you think, Mr Hankey?","No! You die!!"
```

From 6009551881242958027

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,535c402011ce76d6
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Subject: Re: STOS contactx wanted
Date: 1999/05/01
Message-ID: <YCSo3WAeE2K3Qw$z@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 472998181
References: <7fcl26$k4i$2@news7.svr.pol.co.uk>
<371a5b89.53803387@news.ukonline.co.uk>
X-Complaints-To: abuse@theplanet.net
X-Trace: news6.svr.pol.co.uk 925595896 21331 62.136.84.86 (1 May 1999 21:58:16 GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve^co^uk>
NNTP-Posting-Date: 1 May 1999 21:58:16 GMT
Newsgroups: comp.sys.atari.programmer

You can add me as a STOS contact.. I'm pretty familiar with it...

At 22:34:16, Sun, 18 Apr 1999 Tony Greenwood from Accrington Web babbled
on about STOS contactx wanted to all the people at Computer group
comp.sys.atari.programmer
>Hey! "Chris Swinson" <chris-swinson@mega-disczine.freeserve.co.uk>
>
>>I've already collected a handful of people so where are all the other coders
>>out there ? There must be loads of you people out there somewhere ???
>
>You think maybe they are all on the stos mailing list.. I mean its
>been going for ooer must be over 5 years now...
>
>How about the STOS FAQ thats always a good place to start..That will
>show you how to get on the mailing list.. links to the stos file site
>and loads of other stuff..
>
>STOS is now free and avilable for download from the original
>authors... hey you can even chat to the original authors at there
>site..
>

Really? Cool!

>I recently gave over the running of the stos faq to dean sharples and
>he now has it on his site.. a lot of work went into it and theers
>lists of everything to dow ith stos in there.. hopefully deano is
>looking aftre it and checking the links..
>http://www.sillysoftware.freeserve.co.uk

I didn't even know you ran it beforehand, Tony!

>
>>If you know of any good STOS mailing lists then please mail me the info to
>
>hmm STOS FAQ
>
>>join :-) Any good STOS sites or even Atari sites then please let me know !!
>
>http://web.ukonline.co.uk/accrington/stosser
>
>
>And many other urls in.....STOS FAQ again.
>

Talk about advertising!

>>I'm also looking for any FTP sites with anything Atari related on there.
>
>How about the STOS File site..(See STOS FAQ) took me hours uploading
>megs and megs of stos stuff. about 40 meg. all 30 issues of stosser
>diskazine plus source to the zines... other stos zines that came and
>went.. every extension..acb and all the stos updates

>(you are using
>the latest stos arnt you?)

Er, well.. Ahem.. Does the one Martin Cubitt sent you 2 year ago count?

>
>>So come on guys where are'ya all hideing ?
>
>Under your nose as the saying goes...:)
>

Under the table. We ran when Tony came along!

--
```
  |||   Clair Shaw (aka. CDS) | Clair@Shaw1.freeserve~co~uk  /-- +-\ +--
 / | \  http://surf.to/shaws  | ICQ: 104335  ANTISPAM^  ^    |   | | |__
/  |  \ IRC: #atari, #shaw1   | BOT: CDSbot (/msg ~hello)    \__ +_/ __|
           "So, what do you think, Mr Hankey?","No! You die!!"
```

From 547411659172659861
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,77ea8a810f70b14a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,77ea8a810f70b14a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,77ea8a810f70b14a
X-Google-Attributes: gid1115ce,public

From: Steve@mguk.enterprise-plc.com (Steve)
Subject: Re: Atari Emulator question
Date: 1999/05/02
Message-ID: <1dr6mjr.iipxlde4k37uN@max02-083.enterprise.net>#1/1
X-Deja-AN: 473173161
References: <ViArfqAUG2K3Qw84@shaw1.freeserve.co.uk>
X-Complaints-To: news@enterprise.net
X-Trace: news.enterprise.net 925653934 194.72.195.203 (Sun, 02 May 1999 15:05:34 BST)
Organization: MacGamer UK - http://web.ukonline.co.uk/macgamer/
User-Agent: MacSOUP/2.4
NNTP-Posting-Date: Sun, 02 May 1999 15:05:34 BST
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Clair Shaw <Clair@shaw1.freeserve.co.uk> wrote:

> Which emulator am I best getting for programming?

NoSTalgia and PowerST - for Macintosh of course :-)

Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

From -4812136343129292692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77ea8a810f70b14a
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: Atari Emulator question
Date: 1999/05/02
Message-ID: <Xs5AUFAICFL3Ewte@my-ste.demon.co.uk>#1/1
X-Deja-AN: 473312195
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <ViArfqAUG2K3Qw84@shaw1.freeserve.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 925685280 nnrp-13:16261 NO-IDENT my-ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <ViArfqAUG2K3Qw84@shaw1.freeserve.co.uk>, Clair Shaw
<Clair@shaw1.freeserve.co.uk> writes
>Which emulator am I best getting for programming?

The best of the freeware and shareware ones that I've tried is
definitely TOSBox. I'm not sure about WinSTon or PacifiST, since I don't
use them very much.

As for the commercial ones, Gemulator is supposed to be pretty good at

emulation, and if MagicPC is as good as the demo, it's a very good one.
It certainly appears more compatible with a few programs than Magic
v5.11 is.

The best thing to do would be to D/L the TOSBox, WinSTon and PacifiST
v0.48, since v0.49 appears to be rather unstable on my system, and try
them out doing whatever you're going to be doing on it.

--
David Bolt

From -2899957954987922233
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: fd4c9,10c3a6ac2bd1ca77
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
From: mr_maddog@my-dejanews.com
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/05/02
Message-ID: <7gio43$mm1$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 473313517
References: <7elurp$cc3$1@news.casema.net>
X-Http-Proxy: 1.1 x7.dejanews.com:80 (Squid/1.1.22) for client 199.224.109.99
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Sun May 02 23:46:12 1999 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows 95)

In article <7elurp$cc3$1@news.casema.net>,
  "Vlierus" <****@****.***> wrote:

> Helllo
>
> soon there will be a <almost> perfect FALCON 030 emu.....
>
> it's now in a beta fase..... who is intressed?!??!?! just reply... en when
> it's releasd i will give you the adress 4 downloading it

You know something, I really would like to get back in the Atari/TOS scene so
"yeah" I love to see something like that!

I have a few questions, one being will the DSP be emulated or could a DSP card
be used? With the way they make the PC's now, I wouldn't be surprised if the
whole thing is done on software :)

Of course I should warn that you may get some opposition from "purists" who
hate any emulation on on Atari/Hades/Milian machine. But then again, you can
just ignore them ;)

Anyways I hope you succeed in this endevior. Maybe I can get back to my own project of running older ST programs under Magic/MINT :)

Eric Noss
a.k.a
Mr. Maddog

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 5601568610848156149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,535c402011ce76d6
X-Google-Attributes: gid1115ce,public
From: webmaster@karate-club.co.uk (Mark Worden)
Subject: Re: STOS contactx wanted
Date: 1999/05/03
Message-ID: <372e0721.19474622@news.ukonline.co.uk>#1/1
X-Deja-AN: 473639335
Content-Transfer-Encoding: 7bit
References: <7fcl26$k4i$2@news7.svr.pol.co.uk>
<371a5b89.53803387@news.ukonline.co.uk> <YCSo3WAeE2K3Qw$z@shaw1.freeserve.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@ukonline.net
X-Trace: apple.news.easynet.net 925763794 14513 195.40.201.215 (3 May 1999
20:36:34 GMT)
Organization: On Line Karate Club UK
Mime-Version: 1.0
Reply-To: webmaster@karate-club.co.uk
NNTP-Posting-Date: 3 May 1999 20:36:34 GMT
Newsgroups: comp.sys.atari.programmer

Hey! Clair Shaw <Clair@shaw1.freeserve.co.uk>

>>STOS is now free and avilable for download from the original
>>authors... hey you can even chat to the original authors at there
>>site..
>>
>
>Really? Cool!

not really :)

>>I recently gave over the running of the stos faq to dean sharples and

>I didn't even know you ran it beforehand, Tony!

Bet you didnt even know I used STOS eh ?:)

>>And many other urls in.....STOS FAQ again.

>>
>
>Talk about advertising!

stos stos sto...

>>(you are using
>>the latest stos arnt you?)
>
>Er, well.. Ahem.. Does the one Martin Cubitt sent you 2 year ago count?

sent who ?.. and I doubt it.. its been updated since then.. have I
only been using stos for 2 years and got it from martin ?...
hahaahahahahahhahahaha dream on :)

>>
>>>So come on guys where are'ya all hideing ?
>>
>>Under your nose as the saying goes...:)
>>
>
>Under the table. We ran when Tony came along!

Tony who ?

Cheers..!ynoT (STOSSER Software)

From -3937720340836402366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f457ded4cff68d3c,start
X-Google-Attributes: gid1115ce,public
From: jk@onworld.com
Subject: Looking for war simulation code in JAVA
Date: 1999/05/04
Message-ID: <372e6071$0$202@nntp1.ba.best.com>#1/1
X-Deja-AN: 473752274
X-Trace: nntp1.ba.best.com 925786225 202 206.86.3.71
Organization: null
Followup-To: comp.sys.ibm.pc.games.war-historical
Newsgroups: comp.sys.atari.programmer

Does anyone have any types of war simulation code in java?

From -882761676728316738
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c1995e4f22253745

X-Google-Attributes: gid1115ce,public
From: Martin.Elsaesser@t-online.de (=?ISO-8859-1?Q?Martin Els=E4sser?=)
Subject: Re: Play notes simultamously, how?
Date: 1999/05/04
Message-ID: <7gm3svckn1@news07.btx.dtag.de>#1/1
X-Deja-AN: 473805047
Content-Transfer-Encoding: 8bit
References: <7g9ecb$5hr$1@nnrp1.dejanews.com>
X-Sender: 0819129663-0001@t-online.de
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@t-online.de
X-Trace: news07.btx.dtag.de 925799135 12951 0819129663-0001 990504 06:25:35
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello Joakim,

I suppose you must "add" the frequences of your notes. The note "a" has the frequence 440
Hz, the octave above it is 880 Hz. The Interval between them is devided into 12 parts for
multiplication. So you can obtain each tone: count the "half-tones" between "a" and the
given tone and calculate 440 * 2^(n/12)!

To add the frequences you must use the sinus and cosinus rules for sin(a) +sin(b)=....!
This function is to be played for the time, where de different tones should be played. For
a ST you can prepare e String for the sound chip and use dosound(), for STE and upwards you
can use the DMA-sound... ;-)

Gru

    Martin Els sser

Gru

    Martin Els sser

From 7014626586645253814
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
From: thomas.goirand@easynet.fr (Thomas GOIRAND)
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/05/04
Message-ID: <7gmt88$27jt$4@buggy.easynet.fr>#1/1
X-Deja-AN: 473910145

References: <7elurp$cc3$1@news.casema.net> <3713708E.6AD9FD37@uottawa.ca>
<7evvn0$8lv$1@news.casema.net> <TPMT2.14739$x43.27801@nntpserver.swip.net>
X-Complaints-To: abuse@easynet.fr
X-Trace: buggy.easynet.fr 925825098 73341 195.114.94.37 (4 May 1999 13:38:18 GMT)
Organization: CENTEK / IUT Nantes
NNTP-Posting-Date: 4 May 1999 13:38:18 GMT
Newsgroups: comp.sys.atari.programmer

On 22 Apr 1999 23:49:44 , "Peter Persson" wrote:
>Hi!
>
>Are you planning to emulate the DSP as well? (If you don't it will be a
>pretty useless emulator as allmost all Falcon programs use it :-)
>
>/Peter
>
>Vlierus <****@****.***> skrev i meddelandet
><7evvn0$8lv$1@news.casema.net>...
>>YES... I knew there are people intressed....
>>
>>im working very hard... i now have the desktop emulated.. i must now going
>>to emulate the blitter..... and that's a though wone.... i think it may
>take
>>a week or 3 ... then it's finished....

I don't think you should take too much time doing that, because
only few prgs are using the Blitter which is a bit hold and not so fast.
At home, my blitter is always off... NVDI rullez !

Thomas

--- end of message ---

--- Thomas Goirand alias Zigo on #demofr, #atari on IRCnet ---
--- MIDI composer --- 680x0 & GEM Coder ---
--- If you haven't yet, have a look to http://www.centek.fr ---
---
--- web: http://perso.easynet.fr/~thomas.goirand ---
--- email: mailto:thomas.goirand@easynet.fr ---

From -6376231714315003483
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3afeb7fe2db1bd17
X-Google-Attributes: gid1115ce,public
From: lippmann@rbg.informatik.tu-darmstadt.de (J. Lippmann)
Subject: Re: .ST files
Date: 1999/05/05

Message-ID: <7gq4u8ldn1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 474436155
References: <7g5d19jme1@news5.svr.pol.co.uk> <3726a94e68ab80@oden.se>
<7g7brjcvo1@news4.svr.pol.co.uk> <7g9ubt$di6$1@soap.pipex.net>
<7ga2rn$5e1$1@news4.svr.pol.co.uk>
To: "Chris Swinson freeserve" <chris-swinson@mega-disczine.freeserve.co.uk>
Organization: TU Darmstadt
Newsgroups: comp.sys.atari.programmer

Chris:
|> My prog is a Atari PRG, it currently has the option to restore .ST files
|> back to floppy. I have tested it out lastnight with a lot of .ST files and
|> it seams to work fine. I'm currently adding a option to read a disc into a
|> .ST image, though this parts only have wrote so far but it should be working
|> later on tonight. I'm just adding a basic shell to it at the moment. If
|> you can help by testing it out to see how well you get on with it then that
|> would be great :)

Try it out with the Elvira ST files. The MSA2ST converter (PC prog)
fails to produce the correct .MSA file for disk D.
Fetch the *five* ST files from:

```
  ftp -v -n
  open atari.d-n-a.net 8021
  user ftp chris@
  cd automation
  bin
  get A_455_A.zip
  get A_455_B.zip
  get A_455_C.zip
  get A_455_D.zip
  get A_455_E.zip
  bye
```

and run the Elvira intro until disk D is requested and accepted.

That's my way to produce ST disks: convert .ST files to .MSA with
MSA2ST -m FOO.ST on my PC, then copy FOO.MSA on a 1.44MB floppy and
unpack it on my STE. (But NOT with JayMSA, it doesn't work at all.)
You can find MSA2ST on the PaCifiST home page. Maybe the author
provides the source code?

Oh, BTW, I mostly use my PC to run PaCifiST or load digitized tape data
into my ZX Spectrum. ;)

Regards, Jens.

--

Jens Lippmann lippmann@rbg.informatik.tu-darmstadt.de
http://www.student.informatik.tu-darmstadt.de/~lippmann

#
Technische Universitaet Darmstadt http://www.tu-darmstadt.de

From -6725199527901353239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c570ee9af517a97,start
X-Google-Attributes: gid1115ce,public
From: traceysinc@aol.com (TraceySinc)
Subject: Job opprotunities in the bay area for programmer, dba, webdevelopers, and unix admin
Date: 1999/05/05
Message-ID: <19990505154142.09224.00002541@ng-cn1.aol.com>
X-Deja-AN: 474440607
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Make sure to send me an e mail direct with contact info...Thankyou

Mt. View Biomedical Startup 70-80k plus stock
C programmer
in this role you will need to be bright, enthusiastic
 and a flexible college graduate, with some solid
 programming experience in C/Unix. C/C++ on a PC would
 be fine, but a highly GUI focused Visual type
 developer would probably struggle with the
 requirements. The computing skills may have been
 acquired on a formal computing degree course, but
 equally they may have been acquired in the course of
 other study as a necessary tool. Must have had at
 least a year's experience programming to other
 peoples' requirements, although this would not
 necessarily be in a commercial environment. They
 should feel comfortable working with the scientific
 members of staff, developing software requirements in
 the context of a growing understanding of the
 business, technology and science of the company. They
 should be comfortable working on their own or in
 larger project teams.
 The main role will be to elucidate software
 requirements within the scope of the various other
 systems being developed, build prototypes, organize
 user testing and acceptance, deliver finished software
 in a timely fashion with documentation as required,
 and provide support and further development as
 necessary. The main languages will be C running under
 unix and SQL, but there will be many requirements to
 utilize other languages and techniques in the highly
 integrated & automated systems the company will be
 building. There will be opportunities to do data
 modeling.

Technical Skill Set/Years Of Experience - (Required)
(Hardware, Software, Database, Communications...)
1. 1+yr. Exper. Programming UNIX in C to specifications provided by others.
2. Experience In SQL
3. BS degree but programming skills may be acquired in class or "on the job". Additional Technical Skills - (Plus)
1. Exposure to any of the following will be an asset: CGI programming/SQL/perl
2. Desire to be a "team member" in addition to a being an individual contributor.
3. Confortable working with scientific members of staff.

SAN FRANCISCO 80K-90K PLUS STOCK

As Senior Web Applications Programmer for this Company, you will be developing web-based programs using a combination of the following skills: COM, DCOM, Java, JDBC, ADO, Active Server Pages (ASP), JHTML, IIS 4.0 or Java Web Server. You must have at least one of the following in distributed architectures: DCOM/Enterprise, Java/CORBA. Experience in writing professionally-crafted requirements analysis and design documents is also a must.

Minimum qualifications include:
-- BS degree in CS, EE or MIS;
-- Strong written and verbal communication skills;
-- Strong team attitude with a focus on details and client satisfaction; and
-- 4-10 years professional development experience.

As a Web Applications Programmer for this Company, you will be developing web-based programs using a combination of the following skills: COM, DCOM, Java, JDBC, ADO, Active Server Pages (ASP), JHTML, IIS 4.0 or Java Web Server. It is essential that you possess strong written and verbal communication skills, as well as a strong team attitude with a focus on details and client satisfaction. A BS degree in CS, EE or MIS is required, as are 2-5 years of professional development experience. You must know how to author stored procedures using PL/S and/or Transact SQL. Other requirements include 1+ years of solid internet application development experience, and familiarity with Oracle and/or MS SQL Server.

REDWOOD CITY 80K-90K PLUS STOCK

Join a company that is on the cutting edge of

e-commerce. This is an opportunity to change the way
millions of people do business. Company currently has
50 employees and is experiencing explosive growth.
Compensation will includes a very attractive stock
option plan.

In the Web Developer / Software Engineer
position, your duties will include coding modules
according to customer specifications, testing and
documenting code, and designing modules when required.
You must have at least 2 years web development
experience using Perl, CGI, HTTP, HTML, C, SQL and
Windows.
Familiarity with graphics packages--
Photoshop, Illustrator, Debabelizer, HTML--is desired.
You should have a portfolio ready to demonstrate your
work on different sites.

Please apply or call today for more details!

Mt. View Biomedical compnay 70k plus stock
Unix Adminsistrator
If you are bright, enthusiastic and flexible graduate,
and are prepared to work on a great variety of tasks
associated with the development and maintenance of the
company's various computer systems. The main tasks
will be system administration for (initially) all
company systems, which will include Sun unix machines
of various scales, the development and production data
servers, and the company file&print server. As part of
this they will have to develop and maintain effective
data backup and recovery systems. They will be
responsible for provision and support of desktop
computing, both PCs and X terminals (or equivalent),
printers, e-mail, software, etc..
REQUIREMENTS:
1. primary skills will be based around unix system
administration and operation of LANs and internet
connections.
2. at least one years' experience as the key person
running some sort of unix installation.
Exposure to any of the following will be an asset:
3. Intranets/Sybase/Oracle/Novell/network
design/network storage devices.
4. BS Degree (minimum).

As the company grows, this post will evolve, and will
become more specialised, either technically or
managerially, depending on the skills and/or career
development requirements of the incumbent.

San Francisco 80-90k plus stock
DBA Programmer

As a Database Administrator for this Company, you will
assist with their client project as the DBA for their
client server farm. You will be immediately
responsible for helping to make the site as stable as
possible by auditing, creating new, modifying
existing, and documenting all SQL environments, backup
procedures, and monitors. You will ensure that all
data transfers are successfully executed and
monitored, as well as develop and document contingency
plans for these transfers. You will also assist in
properly training and transitioning these
responsibilities to a DBA to be determined by their
client. Once stable, you will then assist in creating
a "Best Practice" Document for use on all other Site
Server Membership deployments. You will then be
staffed on another Site Server Project or leveraged on
database-intensive projects within the Business
Systems Practice.

REQUIREMENTS:
--MS SQL Server DBA with at least two years experience
as a DBA.
--Knowledge of backup, clustering, and performance
tuning.
--Knowledge of MS Site Server and the Membership
Directory preferred
--Experience with other databases, specifically
Oracle.
--Certifications with at least one technology, but as
no substitute for experience.

Mt. View 70-80k plus stock
Sybase DBA Programmer

From -7590276985258540636
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe6ce8cfd69945da,start
X-Google-Attributes: gid1115ce,public
From: aalabiso@my-dejanews.com
Subject: commodore & atari with sega?
Date: 1999/05/06
Message-ID: <7gs7i3scj1@nnrp1.deja.com>#1/1
X-Deja-AN: 474726331
X-Http-Proxy: 1.0 x2.dejanews.com:80 (Squid/1.1.22) for client 207.103.44.100
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu May 06 14:04:54 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 [en] (Win98; U)

Here's what I have:

1 Commodore 64 w/ Disk Drive & Printer
2 Atari 2600s Older Model
1 Newer Atari 2600
2 Atari 7800s
1 Atari 800 Computer System
3 Sega Master Systems
Over 35 COntrollers
with a ton of accessories

all this stuff is for auction at ebay
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=99597976

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 6747288802499977517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b6e168534011435,start
X-Google-Attributes: gid1115ce,public
From: Ballegooij van AR,0555444 <alex@cs.vu.nl>
Subject: ST Programming Question
Date: 1999/05/13
Message-ID: <7hfca0$el1@cs.vu.nl>#1/1
X-Deja-AN: 477547312
Distribution: vucsm
Summary: ST Programming Question
Organization: Fac. Wiskunde & Informatica, VU, Amsterdam
X-Poster-Key: sha1:Izqj/YBwcTZOV/q5257vde/naM4=
Cancel-Lock: sha1:yoB2K2avc+JxdsEPsdkVaTRA4Vg=
Newsgroups: comp.sys.atari.programmer

Hey,

I've recently begun programming my old ST as a
fun side project and i have a small problem.

I run in medium resolution and my program switches to
low resolution, when i come back to medium resolution
it looks like the screen address is off by a plane.
(Eg i see the screen in red/green...)
I know that this description is quite fague, but maybe
somebody knows what i mean...

Does anybody know what's wrong and what i can do to
stop this from happening ?
(It might be usefull to know that I use devpac on an
STe...)

Thanks in advance, Alex...

From 5656073391026013944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,97fba9015ad75c39,start
X-Google-Attributes: gid1115ce,public
From: deano@sillysoftware.freeserve.co.uk (Deano)
Subject: Stuff For Sale
Date: 1999/05/14
Message-ID: <373f06be.3137590@news.freeserve.net>#1/1
X-Deja-AN: 477773048
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 926680889 1591 62.136.80.249 (14 May 1999 11:21:29 GMT)
Organization: Silly Software
Mime-Version: 1.0
Reply-To: deano@sillysoftware.freeserve.co.uk
NNTP-Posting-Date: 14 May 1999 11:21:29 GMT
Newsgroups: comp.sys.atari.programmer

I've still got the following items for sale if anyone is interested.

Beginners guide to Machine Code Book 10ukp
Family Roots 2 5Ukp
Ez Art Pro 5ukp
Stac (St Adventure Creator) Manual and software 4ukp

All prices include p+p

Email me if you are interested.

Deano
Deano@sillysoftware.freeserve.co.uk
http://www.sillysoftware.freeserve.co.uk/index.html

From -5219659174883221853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b6e168534011435
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ST Programming Question
Date: 1999/05/14
Message-ID: <373c78dd.9439463@news.demon.co.uk>#1/1
X-Deja-AN: 477953784
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7hfca0$el1@cs.vu.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net

X-Trace: news.demon.co.uk 926716903 nnrp-03:9437 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 13 May 99 22:22:24, Ballegooij van AR,0555444 <alex@cs.vu.nl>
wrote:

>Hey,
>
>I've recently begun programming my old ST as a
>fun side project and i have a small problem.
>
>I run in medium resolution and my program switches to
>low resolution, when i come back to medium resolution
>it looks like the screen address is off by a plane.
>(Eg i see the screen in red/green...)
>I know that this description is quite fague, but maybe
>somebody knows what i mean...

Yep, it is vague. Fortunately there ain't too many causes! ;-)

>Does anybody know what's wrong

The display chip doesn't care what mode you're in. It just so happens
all three ST modes use 32K of memory. When you change from one mode to
another the chip simply translates the information in that space
differently, hence the wierd display.

>and what i can do to
>stop this from happening ?

Depends on what "owned" the original display - but the best way round
it is not to corrupt it in the first place. When you enter low rez
change the display address to another block of memory. Doesn't matter
where this 32K is, *provided* it is aligned on a 256 byte boundary.
Just restore the original address when you revert to medium rez.
Sumfink like this ...

```
old_log = Logbase()
old_phy = Physbase()
old_rez = Getrez()
d0 = Malloc(32 * 1024 + 256)     //or use static 32K+256 block
if (d0 zero) then rts "not enough memory"
cur_base = d0
d0 = d0 + 256
d0 = d0 $ffffff00
Setscreen(d0,d0,lowrez);
jsr YeOldeLowRezProgram
Setscreen(old_log,old_phy,old_rez)
Mfree(cur_base)
rts
```

>(It might be usefull to know that I use devpac on an
>STe...)
>
>Thanks in advance, Alex...

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5032658396882616449
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b6e168534011435
X-Google-Attributes: gid1115ce,public
From: Ballegooij van AR,0555444 <alex@cs.vu.nl>
Subject: Re: ST Programming Question [LONG !]
Date: 1999/05/15
Message-ID: <7hjf0v$evl@cs.vu.nl>#1/1
X-Deja-AN: 478117568
Distribution: vucsm
References: <7hfca0$el1@cs.vu.nl>
Organization: Fac. Wiskunde & Informatica, VU, Amsterdam
X-Poster-Key: sha1:9WUlUNpv3vpERmI8LiwvMfX1cVU=
Cancel-Lock: sha1:0FeND6JtGE5rkHUKBXSs1R57dJs=
Newsgroups: comp.sys.atari.programmer

Ballegooij van AR,0555444 <alex@cs.vu.nl> writes:

>Hey,
>
>I've recently begun programming my old ST as a
>fun side project and i have a small problem.
>
>I run in medium resolution and my program switches to
>low resolution, when i come back to medium resolution
>it looks like the screen address is off by a plane.
>(Eg i see the screen in red/green...)
>I know that this description is quite fague, but maybe
>somebody knows what i mean...
>
>Does anybody know what's wrong and what i can do to
>stop this from happening ?
>(It might be usefull to know that I use devpac on an
>STe...)
>
>Thanks in advance, Alex...

As Brian O'Donnell suggested to me i'm including my code here, it's quite long
sorry for that one....

Maybe there's an error in there someware, i must confess that i stole almost all the code in the routine 'start' from an example.
(and my ST knwoledge is too limitted to really understand it :>)

the routine '_main' that's not included 'draws' to _w_screen and calls '_swap_screen' until the spacebar is pressed...

Thanks in advance, again,
Alex...

---------- code ----------

```
SHIFTER_RESOLUTION  equ $FFFF8260
VERTBLANK_INT         equ  $00000070
VIDEO_SCREEN_POSITION equ $FFFF8200

enable_int    MACRO
    move.w    #$2300,sr
ENDM

disable_int   MACRO
    move.w    #$2700,sr
ENDM


start   clr.l   -(sp)            Go into supervisor mode
        move.w  #$20,-(sp)
        trap    #1
        addq.l  #6,sp
        move.l  d0,old_ssp       Store old SSP

        move.w  #3,-(sp)         Logbase to find the screen
        trap    #14
        addq.l  #2,sp
        move.l  d0,_d_screen     Store the currently displayed screen
        move.l  d0,old_screen

        move.l  #w_screen,d0     Create a offscreen buffer
        addi.l  #256,d0          ensure it's on a 256 byte boundry
        andi.l  #$fffff00,d0
        move.l  d0,_w_screen

        move.w  sr,old_sr        Save status register

* call the main program
        bsr     _set_low_res
        bsr     _main
        bsr     _restore_res

* clean up
        move.w    old_sr,sr        Restore status register
        move.l  old_ssp,sp       Restore stack
```

```
        move.w  #-1,-(sp)    Restore the screen
        move.l  old_screen,-(sp)
        move.l  old_screen,-(sp)
        move.w  #5,-(sp)
        trap    #14
        lea     12(sp),sp

        clr.w   -(sp)            Exit back to TOS
        trap    #1


*************************************************************************
* Resolution switching code...

_set_low_res
        disable_int                         Patch in a new VERTBLANK_INT handler
        move.l  VERTBLANK_INT,old_vbi
        move.l  #_vbi,VERTBLANK_INT
        enable_int

        sf      _vbi_done                   Wait for Vertical Retrace
        bsr     _wait_vbi

        move.b  SHIFTER_RESOLUTION,old_res  Set Low resolution
        move.b  #0,SHIFTER_RESOLUTION
        rts


_vbi
        st      _vbi_done
        rte


_wait_vbi
        tst.b   _vbi_done
        beq.s   _wait_vbi
        rts


_swap_screens
        move.l  _w_screen,d0     d0 = screen address
        move.l  _d_screen,d1
        move.l  d1,_w_screen
        move.l  d0,_d_screen    d0 = xxxx high low 0000

        lsr.w   #8,d0
        move.l  d0,VIDEO_SCREEN_POSITION   d0 = xxxx high xxxx low

        sf      _vbi_done
        rts


_restore_res
```

```
        disable_int                         Restore original VERTBLANK_INT handler
        move.l  old_vbi,VERTBLANK_INT
        enable_int

        move.b  old_res,SHIFTER_RESOLUTION  Restore original screen mode
        rts


SECTION BSS

     EVEN
old_ssp      ds.l 1
old_screen   ds.l 1
old_sr       ds.w 1
old_vbi      ds.l 1
old_res      ds.b 1

     EVEN
_d_screen    ds.l 1
_w_screen    ds.l 1
w_screen     ds.b 32000+256    screen has to be on a 256 byte boundry
_vbi_done    ds.b 1
```

From -8632788084770331513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b6e168534011435
X-Google-Attributes: gid1115ce,public
From: Ballegooij van AR,0555444 <alex@cs.vu.nl>
Subject: Re: ST Programming Question
Date: 1999/05/15
Message-ID: <7hjfd0$f2t@cs.vu.nl>#1/1
X-Deja-AN: 478119314
References: <7hfca0$el1@cs.vu.nl> <373c78dd.9439463@news.demon.co.uk>
Organization: Fac. Wiskunde & Informatica, VU, Amsterdam
X-Poster-Key: sha1:mqa/krFoeqZWhQlNr6ymiTpsEJw=
Cancel-Lock: sha1:XzqdlH55+L3rFtKWL/LdzFysILU=
Newsgroups: comp.sys.atari.programmer

guy@swampdog.demon.co.uk (Guy Harrison) writes:

Thanks for your answer,

>Depends on what "owned" the original display - but the best way round
>it is not to corrupt it in the first place. When you enter low rez
>change the display address to another block of memory. Doesn't matter
>where this 32K is, *provided* it is aligned on a 256 byte boundary.
>Just restore the original address when you revert to medium rez.
>Sumfink like this ...

```
>old_log = Logbase()
>old_phy = Physbase()
>old_rez = Getrez()
>d0 = Malloc(32 * 1024 + 256)    //or use static 32K+256 block
>if (d0 zero) then rts "not enough memory"
>cur_base = d0
>d0 = d0 + 256
>d0 = d0 $ffffff00
>Setscreen(d0,d0,lowrez);
>jsr YeOldeLowRezProgram
>Setscreen(old_log,old_phy,old_rez)
>Mfree(cur_base)
>rts
```

I AM modifying the content of the original screen buffer,
but i don't think thats the problem (eg. the GEM windows ARE redrawn).
But it sometimes (75% of the times it workls correctly) looks just
like if you'd copy an image but skipping the first word so all
words are one word too early in the screen buffer...

Hmm, this explanation doesnt help either does it ? ;>

Anyways, i've posted my code in this newsgroup too,
maybe that somebody can find an error in it ?

Alex...

From 4938835702487822397
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b6e168534011435
X-Google-Attributes: gid1115ce,public
From: "Mac Sys Data" <pov@tesco.net>
Subject: Re: ST Programming Question
Date: 1999/05/17
Message-ID: <7hplr0qsi1@barcode.tesco.net>#1/1
X-Deja-AN: 479074989
References: <7hfca0$el1@cs.vu.nl> <373c78dd.9439463@news.demon.co.uk>
<7hjfd0$f2t@cs.vu.nl>
Organization: POV
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Newsgroups: comp.sys.atari.programmer

Also try a v_sync before you switch rez.

On the 256 byte screen boundary I tend to do this:

```
 move.l    #screen,d0
 clr.b    d0
```

```
 ds.b 256
screen:
 ds.b 32000
```

the code always ensures the new screen address is on a 256 byte boundary.
Nice and simple.

From 2465526059314813281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa644eaff6d66bbc,start
X-Google-Attributes: gid1115ce,public
From: <spectre@wanadoo.fr>
Subject: Looking 4 GFX Fonts
Date: 1999/05/17
Message-ID: <01be9262$47ab1fc0$4ee28aa4@default>#1/1
X-Deja-AN: 479114070
X-Complaints-To: abuse@wanadoo.fr
X-Trace: wanadoo.fr 926970617 17090 164.138.226.78 (17 May 1999 19:50:17 GMT)
Organization: Wanadoo, l'internet avec France Telecom
NNTP-Posting-Date: 17 May 1999 19:50:17 GMT
Newsgroups: comp.sys.atari.programmer

I looking 4 gfx fonts for making demos.
Someone know where can i get this?????

spectre@wanadoo.fr

From 4310728709664864021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,69e0a8c2db94bd5f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fe29,69e0a8c2db94bd5f,start
X-Google-Attributes: gid10fe29,public
X-Google-Thread: 1115ce,69e0a8c2db94bd5f,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1055eb,69e0a8c2db94bd5f,start
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1056fc,69e0a8c2db94bd5f,start
X-Google-Attributes: gid1056fc,public
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Subject: TAF Meeting May 19th - Elections, Emulations!
Date: 1999/05/17
Message-ID: <170519991421427739%dreibel@idirect.com>#1/1
X-Deja-AN: 479163533

Content-transfer-encoding: 8bit
Approved: csaa@savetz.com (comp.sys.atari.announce)
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: newsabuse@remarQ.com
X-Trace: 926976093.236.22 ZGM1HNE6NA741D019C qube-01.us-ca.remarq.com
Organization: Posted via RemarQ Communities, Inc.
MIME-Version: 1.0
User-Agent: YA-NewsWatcher/4.2.2
NNTP-Posting-Date: Mon, 17 May 1999 21:21:33 GMT
Newsgroups:
comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.announce,alt.atari,comp.sys.atari.programmer

Agenda for the May 19th, 1999 Toronto Atari Federation meeting:

First, it's time once again for the annual TAF Executive Elections! If you like what the club is doing, or want to see a change in how it's being run, then by all means come in and let your voice be heard! This is the executive you'll be bringing in to the next millenium....

Then, we'll be looking at how to improve the efficiency of your PC computer - by installing an Atari emulator and running your favorite ST applications on it! We'll be looking at GEMulator, TOSBox, PacifiST and other popular ST emulators, running on both a PC laptop and on our PHOENIX editor's PC tower! Learn about how well the various emulators run, the advantages, the pitfalls, the issues on emulation - and what does and doesn't run. Needless to say, this seminar will also allow you to run your programs well into the millenium as well.

It'll be an exciting night, to say the least. See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

From 5089137539995220428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9db3819a8161fcca,start
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-dejanews.com>
Subject: Midi-event<-->AES-evnt
Date: 1999/05/18
Message-ID: <7hs8k0$hj9$1@nnrp1.deja.com>#1/1
X-Deja-AN: 478776328
X-Http-Proxy: 1.0 x23.deja.com:80 (Squid/1.1.22) for client 130.240.37.219
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Tue May 18 17:39:12 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 [sv] (WinNT; I)

Greetings all,

As indicated in the subject line, I am looking for a way to look for
incoming midi events without making the whole program wait. It should
still be able to wait for other instructions.

Thanks in advance,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

From 6434918324847958688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa644eaff6d66bbc
X-Google-Attributes: gid1115ce,public
From: "Mac Sys Data" <pov@tesco.net>
Subject: Re: Looking 4 GFX Fonts
Date: 1999/05/18
Message-ID: <7hsdjq$8$1@barcode.tesco.net>#1/1
X-Deja-AN: 478804686
References: <01be9262$47ab1fc0$4ee28aa4@default>
Organization: POV
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Newsgroups: comp.sys.atari.programmer

I have loads, how do you want them sent?

MSD/POV

spectre@wanadoo.fr wrote in message <01be9262$47ab1fc0$4ee28aa4@default>...
>I looking 4 gfx fonts for making demos.
>Someone know where can i get this?????
>
>spectre@wanadoo.fr

From 7725884104747300188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,e3af541d6e6e6c31,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,e3af541d6e6e6c31,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,e3af541d6e6e6c31,start
X-Google-Attributes: gid1056fc,public
From: "David A. Elliott" <delliott@nac.net>
Subject: Embarrassing question
Date: 1999/05/18
Message-ID: <cmp03.69$kn3.2561@nntp1>#1/1
X-Deja-AN: 479153833
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: news@nac.net
X-Trace: nntp1 927080968 207.99.51.135 (Tue, 18 May 1999 22:29:28 EDT)
X-MSMail-Priority: Normal
NNTP-Posting-Date: Tue, 18 May 1999 22:29:28 EDT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

Hello all,
    I have made the plunge into my newly acquired 800XL and want to learn to program on it and I have a VERY embarrassing question.
    How to I save and load from my 1050 floppy drive?
    I have a book on game programming that came with a disk. I typed CLOAD and it started to load, but then I realized that there are most likely more than 1 program on the disk. The disk isn't labeled so I need to know what is on it. How do I find out the names of the files on the disk and how do I load those files (I assume CLOAD then the name of the program)? I assume saving a program is similar.
    I am too used to DOS and Windows...
    Please e-mail me at delliott@nac.net and don't be too hard on me.
    Thanks,
    David
PS I'm sure the same holds true for my 410 program recorder too...

From -4055163592941805792
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,a87a96aa8c6fcbcb,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a87a96aa8c6fcbcb,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a87a96aa8c6fcbcb,start
X-Google-Attributes: gid109a67,public
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Subject: MPEG 1&2 Video decoder
Date: 1999/05/18
Message-ID: <37413805.B98C4FAE@ief.u-psud.fr>#1/1
X-Deja-AN: 479367493
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Universite Paris-Sud, France.
Mime-Version: 1.0
Reply-To: lecoat@atari.org
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

I have adapted MPEG2DECODE, a bitstream ISO video 1&2 decoder, to all
ATARI platforms running more or equal to 256 colors. The decoder's
binaries are available at http://eureka.atari.org/mpeg2dec.zip
It works now nicely. But, I was wondering whether someone would be
able to extend the C source code, so that it could decode MPEG
audio included in the stream. I've no idea of what to do, but maybe
someone would do it. The sources have been succesfully compiled
with PURE C 1.1 and GCC 2.8.1 in 16 and 32 bits int modes. There's
more and more MPEG sequence on CDROMs nowadays, and decode them
without the sound is a bit frustrating. Of course there's a need
of CPU power to decode MPEG, but I have an HADES 060, and powerfull
ATARI computers now apear. I think that to decode both Video and Audio,
Audio should be preprocessed, and be played while decoding Video.
I've no idea of MPEG Audio formats, either than the audio stream
included in video, but, my decoder decodes MPEG Audio/Video 1&2
streams without the sound for the moment. If anyone has the ability
to adapt my C sources, I would be glad to send them. Maybe
I could take advantage of MPEG Audio decoders that are available
on ATARI.
Thanks for cooperating ...

Regards,
Bye for now,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer 3D Modeller)
WEB : http://eureka.atari.org
E-mail : mailto:lecoat@atari.org

From -926893770880943907

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b6e168534011435
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ST Programming Question
Date: 1999/05/19
Message-ID: <374b6c16.169635112@news.demon.co.uk>#1/1
X-Deja-AN: 479075555
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7hfca0$el1@cs.vu.nl> <373c78dd.9439463@news.demon.co.uk>
<7hjfd0$f2t@cs.vu.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 927076886 nnrp-11:26061 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 15 May 99 11:39:44, Ballegooij van AR,0555444 <alex@cs.vu.nl>
wrote:

>guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>Thanks for your answer,
>
>>Depends on what "owned" the original display - but the best way round
>>it is not to corrupt it in the first place. When you enter low rez
>>change the display address to another block of memory. Doesn't matter
>>where this 32K is, *provided* it is aligned on a 256 byte boundary.
>>Just restore the original address when you revert to medium rez.
>>Sumfink like this ...
>
```
>>old_log = Logbase()
>>old_phy = Physbase()
>>old_rez = Getrez()
>>d0 = Malloc(32 * 1024 + 256)   //or use static 32K+256 block
>>if (d0 zero) then rts "not enough memory"
>>cur_base = d0
>>d0 = d0 + 256
>>d0 = d0 $fffff00
>>Setscreen(d0,d0,lowrez);
>>jsr YeOldeLowRezProgram
>>Setscreen(old_log,old_phy,old_rez)
>>Mfree(cur_base)
>>rts
```
>
>I AM modifying the content of the original screen buffer,
>but i don't think thats the problem (eg. the GEM windows ARE redrawn).
>But it sometimes (75% of the times it workls correctly) looks just
>like if you'd copy an image but skipping the first word so all
>words are one word too early in the screen buffer...

I'm not an expert with machine code but the code you've "liberated" <g> seems to be going at it very low level.

Firstly all the _restore_res routine appears to do is simply restore the old resolution. Until such time as something "clears" or otherwise completely redraws that 32K of screen ram then it is going to look wierd.

Secondly, there are lots of registers associated with the video. I personally know nothing about them but I'd be most surprised if the system lets you get away with changing them when you feel like it. This is where I think the problem lies: simply that 25% of the time the change is made at the wrong time and something isn't synchronised. Might even be that no rez change even takes place!

The _swap_screens routine does appear to be toggling between two screen displays. This, coupled with the fact the code totally hijacks the VBL interrupt and runs entirely in supervisor mode indicates (imo) this code is targetted for a "shoot-em-up" kind of game, where fast frame rates are the order of the day. All other considerations come second to this, thus these kinds of games rarely exit cleanly.

>Hmm, this explanation doesnt help either does it ? ;>

oo, I dunno. ;=)

>Anyways, i've posted my code in this newsgroup too,
>maybe that somebody can find an error in it ?

Like I've said, I could be wrong. I'm not expert enough with machine code or direct hardware access to tell. I do think it is the wrong kind of code though. Standard operating system calls can be used for initialisation and termination.

Best go look at the code now ... ;-)

... my money goes on that #-1 value I've mentioned for Setscrn().

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8690088968892829855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b6e168534011435
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ST Programming Question [LONG !]

Date: 1999/05/19
Message-ID: <37486b3b.169416147@news.demon.co.uk>
X-Deja-AN: 479075557
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7hfca0$el1@cs.vu.nl> <7hjf0v$evl@cs.vu.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 927076888 nnrp-11:26061 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 15 May 99 11:33:19, Ballegooij van AR,0555444 <alex@cs.vu.nl>
wrote:

>Ballegooij van AR,0555444 <alex@cs.vu.nl> writes:
>
>>Hey,
>>
>>I've recently begun programming my old ST as a
>>fun side project and i have a small problem.
>>
>>I run in medium resolution and my program switches to
>>low resolution, when i come back to medium resolution
>>it looks like the screen address is off by a plane.
>>(Eg i see the screen in red/green...)
>>I know that this description is quite fague, but maybe
>>somebody knows what i mean...
>>
>>Does anybody know what's wrong and what i can do to
>>stop this from happening ?
>>(It might be usefull to know that I use devpac on an
>>STe...)
>>
>>Thanks in advance, Alex...
>
>As Brian O'Donnell suggested to me i'm including my code here, it's quite long
>sorry for that one....
>
>Maybe there's an error in there someware, i must confess that i stole
>almost all the code in the routine 'start' from an example.
>(and my ST knwoledge is too limitted to really understand it :>)
>
>the routine '_main' that's not included 'draws' to _w_screen and
>calls '_swap_screen' until the spacebar is pressed...
>
>Thanks in advance, again,
>Alex...
>
>---------- code ----------
>
>SHIFTER_RESOLUTION equ $FFFF8260

```
>VERTBLANK_INT         equ  $00000070
>VIDEO_SCREEN_POSITION equ $FFFF8200
>
>enable_int    MACRO
>    move.w    #$2300,sr
>ENDM
>
>disable_int   MACRO
>    move.w    #$2700,sr
>ENDM
>
>
>start   clr.l   -(sp)            Go into supervisor mode
>        move.w  #$20,-(sp)
>        trap    #1
>        addq.l  #6,sp
>        move.l  d0,old_ssp       Store old SSP
```

The ST usually runs with the processor in "usermode". It only enters superstate inside the operating system (ie in a trap / interrupt etc). This feature is common to all 68000 processors but the above call is specific to the ST - there is no way you can get into superstate unless the system provides a mechanism to do it.

Some memory locations are inaccessible in userstate (like hardware) and (iirc) the 1st 1Kb of ram. The above call is called "Super()". It allows a userstate program to enter superstate, or to revert back from superstate to the normal userstate. The processor maintains two hardware stacks: one is used in superstate, the other in userstate. Because when one is active the other must be inactive, both are known as "a7" or "sp" - whatever it is your assembler uses. ie the stack in use at any one time can only be known if you know what mode the processor is in at the time.

Essentially what happens above is the system enters superstate and returns the userstate stack. This must be preserved and restored (usually pretty soon but games tend not to) later with another call to Super using this d0 value as its argument.

```
>        move.w  #3,-(sp)         Logbase to find the screen
>        trap    #14
>        addq.l  #2,sp
>        move.l  d0,_d_screen     Store the currently displayed screen
>        move.l  d0,old_screen
```

Logbase() is the address where the system scribbles its graphics. Physbase() is where the video displays its graphics. Normally both addresses are the same but a game usually needs to change them. Typically it'll have two Logbase screens and the Physbase will toggle constantly between them during the flyback portion of the video chip whilst the game draws on the one that isn't currently being displayed. ie flicker free graphics.

```
>        move.l  #w_screen,d0     Create a offscreen buffer
>        addi.l  #256,d0          ensure it's on a 256 byte boundry
>        andi.l  #$ffffff00,d0
>        move.l  d0,_w_screen
>
>        move.w  sr,old_sr        Save status register
```

this is the superstack, or superstate stack pointer cos we're still in supervisor mode (which is where we stay).

```
>* call the main program
>        bsr     _set_low_res
>        bsr     _main
>        bsr     _restore_res
>
>* clean up
>        move.w   old_sr,sr        Restore status register
>        move.l  old_ssp,sp       Restore stack
```

this is where my lack of asm knowledge lets me down. It's dumping that saved userstack right over the top of the superstack to revert back to "usermode" ... or is it? This may be perfectly legal but why can it not call Super(old_ssp) as per docs?

```
>        move.w  #-1,-(sp)   Restore the screen
>        move.l  old_screen,-(sp)
>        move.l  old_screen,-(sp)
>        move.w  #5,-(sp)
>        trap    #14
>        lea     12(sp),sp
```

eek! I'm lost. That #-1 argument doesn't make any sense. Either there's something I don't know or it is definately a bug. That should be the screen mode, -1 values in OS calls are typically used to mean "don't change". I would have expected the initialisation code to have issued a Getrez() earlier then pass the saved value from that as the arg here. Someone else is gonna have to explain this one! Oth iirc "1" is the value for medium rez so it could just be a typo.

```
>        clr.w   -(sp)            Exit back to TOS
>        trap    #1
>
>
>*****************************************************************************
>* Resolution switching code...
```

oo heavy [in a Homer type voice] ;-)

Not really needed if you only want to draw on the same Logbase/Physbase screen ...

```
>_set_low_res
>        disable_int                         Patch in a new VERTBLANK_INT handler
```

```
>        move.l  VERTBLANK_INT,old_vbi
>        move.l  #_vbi,VERTBLANK_INT
>        enable_int
>
>        sf      _vbi_done                   Wait for Vertical Retrace
>        bsr     _wait_vbi
>
>        move.b  SHIFTER_RESOLUTION,old_res  Set Low resolution
>        move.b  #0,SHIFTER_RESOLUTION
>        rts
>
>
>_vbi
>        st      _vbi_done
>        rte
>
>
>_wait_vbi
>        tst.b   _vbi_done
>        beq.s   _wait_vbi
>        rts
>
>
>_swap_screens
>        move.l  _w_screen,d0    d0 = screen address
>        move.l  _d_screen,d1
>        move.l  d1,_w_screen
>        move.l  d0,_d_screen    d0 = xxxx high low 0000
>
>        lsr.w   #8,d0
>        move.l  d0,VIDEO_SCREEN_POSITION   d0 = xxxx high xxxx low
>
>        sf      _vbi_done
>        rts
>
>
>_restore_res
>        disable_int                         Restore original VERTBLANK_INT
handler
>        move.l  old_vbi,VERTBLANK_INT
>        enable_int
>
>        move.b  old_res,SHIFTER_RESOLUTION  Restore original screen mode
>        rts
>
>
>SECTION BSS
>
>    EVEN
>old_ssp      ds.l 1
>old_screen   ds.l 1
>old_sr       ds.w 1
>old_vbi      ds.l 1
```

```
>old_res      ds.b 1
>
>    EVEN
>_d_screen    ds.l 1
>_w_screen    ds.l 1
>w_screen     ds.b 32000+256    screen has to be on a 256 byte boundry
>_vbi_done    ds.b 1
>
>
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2543336003626720130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1056fc,e3af541d6e6e6c31
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,e3af541d6e6e6c31
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,e3af541d6e6e6c31
X-Google-Attributes: gidf8760,public
From: PEW@Nospam.you (PEW)
Subject: Re: Embarrassing question
Date: 1999/05/19
Message-ID: <37452926.107925148@news.erols.com>#1/1
X-Deja-AN: 479217855
Content-Transfer-Encoding: 7bit
References: <cmp03.69$kn3.2561@nntp1>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@rcn.com
X-Trace: tpLmglSZDNdXKY5d3N4DOAYr6XPEVDK3hqZnuK1U6j8=
Mime-Version: 1.0
NNTP-Posting-Date: 19 May 1999 03:16:29 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

On Tue, 18 May 1999 22:35:12 -0400, "David A. Elliott"
<delliott@nac.net> wrote:

```
>Hello all,
>    I have made the plunge into my newly acquired 800XL and want to learn to
>program on it and I have a VERY embarrassing question.
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>    I have a book on game programming that came with a disk.  I typed CLOAD
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>than 1 program on the disk.  The disk isn't labeled so I need to know what
>is on it.  How do I find out the names of the files on the disk and how do I
>load those files (I assume CLOAD then the name of the program)?  I assume
>saving a program is similar.
```

>   I am too used to DOS and Windows...
>   Please e-mail me at delliott@nac.net and don't be too hard on me.
>   Thanks,
>   David
>PS I'm sure the same holds true for my 410 program recorder too...
>
The commands in ATARI BASIC is as follows:

LOAD "D:FILENAME.BAS" - D is for disk drive, if you have more than one
disk drive then you can use LOAD "D2:FILENAME.BAS" this will load the
program FILENAME.BAS from the second disk drive.

To save a file it is pretty much the same SAVE "D:FILENAME.BAS" etc..

You can also load then run a file by RUN "D:FILENAME.BAS"

By typing DOS you can get a menu of DOS options.

Filenames have the same rules as MS-DOS on a PC, including wildcards.

Disk directory can only be seen by going into the DOS menu and
selecting A.

Hope this answers you questions.

From -7039695245307870659
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9db3819a8161fcca
X-Google-Attributes: gid1115ce,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: Midi-event<-->AES-evnt
Date: 1999/05/19
Message-ID: <7htuks$fb3@newstoo.ericsson.se>#1/1
X-Deja-AN: 479557328
References: <7hs8k0$hj9$1@nnrp1.deja.com>
Organization: Ericsson Software Technology AB
Reply-To: epkerha@epk.ericsson.se
Newsgroups: comp.sys.atari.programmer

In article <7hs8k0$hj9$1@nnrp1.deja.com>, Joakim H[illegible]gberg <gokmase@my-dejanews.com>
writes:
>Greetings all,
>
>As indicated in the subject line, I am looking for a way to look for
>incoming midi events without making the whole program wait. It should
>still be able to wait for other instructions.
>
>Thanks in advance,
>

>Joakim
>
>--
>WWW: http://hem1.passagen.se/gokmase/atari

Why not do two processes, one for midi and one for the AES part.

/Erik Hall

From 6055174149062080288
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1056fc,e3af541d6e6e6c31
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,e3af541d6e6e6c31
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,e3af541d6e6e6c31
X-Google-Attributes: gidf8760,public
From: sup8pdct@mail.cth.com.au
Subject: Re: Embarrassing question
Date: 1999/05/19
Message-ID: <olg28mVLDrMR-pn2-KKlMH28JJdHr@localhost>#1/1
X-Deja-AN: 479560668
Cache-Post-Path: baygate.cth.com.au!unknown@di04-ks.cth.com.au
Content-Transfer-Encoding: 8bit
References: <cmp03.69$kn3.2561@nntp1>
Content-Type: text/plain; charset="us-ascii"
X-Complaints-To: abuse@telstra.net
X-Trace: nswpull.telstra.net 927106379 203.29.208.12 (Wed, 19 May 1999 19:32:59
EST)
Organization: Closer To Home Systems
X-Cache: nntpcache 2.3.2 (see http://www.nntpcache.org/)
MIME-Version: 1.0
NNTP-Posting-Date: Wed, 19 May 1999 19:32:59 EST
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

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wrote:

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>   I have a book on game programming that came with a disk. I typed CLOAD
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> is on it. How do I find out the names of the files on the disk and how do I
> load those files (I assume CLOAD then the name of the program)? I assume
> saving a program is similar.

>   I am too used to DOS and Windows...
>   Please e-mail me at delliott@nac.net and don't be too hard on me.
>   Thanks,
>   David

There are no embarrassing questions. We all had to start somewhere.

Firstly. is DOS loaded???
To load dos, turn on drive, instert the disk, close door then turn on
the computer.
you should hear a series of beeps comming from the speaker thenthe
ready prompt.
Anything else like errors or no loading at all means something is not
working.

From basic, enter DOS for the dos menu.
From dos, B to enter cartridge (basic).
From basic LOAD"D:program.ext. where program.ext is the name of the
program you wish to load.
SAVE"D:program.ext saves your program.
LIST"D:program.ext Lists the program to disk.
ENTER"D:program.ext Enters a listed program from disk.

The last two instructions do have a use but are not mandtory.
They are used to clear out the vairable table of unused vairables
because Atari basic can only have 128 vairables.

CLOAD and CSAVE are used for the 410 only.

James.

From -665984430255281582
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9db3819a8161fcca
X-Google-Attributes: gid1115ce,public
From: Vincent.Barrilliot@esial.u-nancy.fr (Vincent Barrilliot)
Subject: Re: Midi-event<-->AES-evnt
Date: 1999/05/19
Message-ID: <7hu5a7nag1@arcturus.ciril.fr>#1/1
X-Deja-AN: 479578249
Distribution: world
Content-Transfer-Encoding: 8bit
References: <7hs8k0$hj9$1@nnrp1.deja.com> <7htuks$fb3@newstoo.ericsson.se>
Organization: Universite Henri Poincare - Nancy (France) Departement Informatique
- ESIAL
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <7htuks$fb3@newstoo.ericsson.se>, epkerha@epk.ericsson.se (Erik Hall) writes:
|> In article <7hs8k0$hj9$1@nnrp1.deja.com>, Joakim H⍰gberg
|> <gokmase@my-dejanews.com> writes:
|> >Greetings all,
|> >
|> >As indicated in the subject line, I am looking for a way to look for
|> >incoming midi events without making the whole program wait. It should
|> >still be able to wait for other instructions.

|> Why not do two processes, one for midi and one for the AES part.

Yes, in your main GEM app you fork(). Then in the child simply wait for midi bytes using Bconin(3). Under MiNT, the child will be blocked until a midi byte is available.
When you get a byte you can send it to the GEM app using appl_write().

(it will be a little slow. I suggest you to collect a certain amount of midi bytes before sending them)

Vincent

From -7689388784469981240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,e3af541d6e6e6c31
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,e3af541d6e6e6c31
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,e3af541d6e6e6c31
X-Google-Attributes: gid1056fc,public
From: "David A. Elliott" <delliott@nac.net>
Subject: Re: Embarrassing question
Date: 1999/05/19
Message-ID: <XOw03.75$kn3.3987@nntp1>#1/1
X-Deja-AN: 479578250
References: <cmp03.69$kn3.2561@nntp1>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: news@nac.net
X-Trace: nntp1 927111479 207.99.51.106 (Wed, 19 May 1999 06:57:59 EDT)
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 19 May 1999 06:57:59 EDT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

BTW... I have no Atari DOS loaded on here... just the pre-loaded BASIC and I also have the Atari Assembler Editor cart. I have no way of knowing the filenames on the one floppy disk I have.
David A. Elliott <delliott@nac.net> wrote in message news:cmp03.69$kn3.2561@nntp1...

> Hello all,
>   I have made the plunge into my newly acquired 800XL and want to learn
to
> program on it and I have a VERY embarrassing question.
>   How to I save and load from my 1050 floppy drive?
>   I have a book on game programming that came with a disk. I typed
CLOAD
> and it started to load, but then I realized that there are most likely
more
> than 1 program on the disk. The disk isn't labeled so I need to know what
> is on it. How do I find out the names of the files on the disk and how do
I
> load those files (I assume CLOAD then the name of the program)? I assume
> saving a program is similar.
>   I am too used to DOS and Windows...
>   Please e-mail me at delliott@nac.net and don't be too hard on me.
>   Thanks,
>   David
> PS I'm sure the same holds true for my 410 program recorder too...
>
>

From 3319440195742497729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,e3af541d6e6e6c31
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,e3af541d6e6e6c31
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,e3af541d6e6e6c31
X-Google-Attributes: gid1115ce,public
From: dalibor5561@my-dejanews.com
Subject: Re: Embarrassing question
Date: 1999/05/19
Message-ID: <7hubshuoe1@nnrp1.deja.com>#1/1
X-Deja-AN: 479591783
References: <cmp03.69$kn3.2561@nntp1> <37452926.107925148@news.erols.com>
X-Http-Proxy: 1.0 x42.deja.com:80 (Squid/1.1.22) for client 192.44.205.101
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Wed May 19 12:47:13 1999 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy
X-Http-User-Agent: Mozilla/3.04 (Win95; I)

> >Hello all,
> >   I have made the plunge into my newly acquired 800XL and want to
learn to
> >program on it and I have a VERY embarrassing question.
> >   How to I save and load from my 1050 floppy drive?

> >   I have a book on game programming that came with a disk. I typed
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> >and it started to load, but then I realized that there are most
likely more
> >than 1 program on the disk. The disk isn't labeled so I need to know
what
> >is on it. How do I find out the names of the files on the disk and
how do I
> >load those files (I assume CLOAD then the name of the program)? I
assume
> >saving a program is similar.
> >   I am too used to DOS and Windows...
> >   Please e-mail me at delliott@nac.net and don't be too hard on me.
> >   Thanks,
> >   David
> >PS I'm sure the same holds true for my 410 program recorder too...
> >
> The commands in ATARI BASIC is as follows:
>
> LOAD "D:FILENAME.BAS" - D is for disk drive, if you have more than one
> disk drive then you can use LOAD "D2:FILENAME.BAS" this will load the
> program FILENAME.BAS from the second disk drive.
>
> To save a file it is pretty much the same SAVE "D:FILENAME.BAS" etc..
>
> You can also load then run a file by RUN "D:FILENAME.BAS"
>
> By typing DOS you can get a menu of DOS options.
>
> Filenames have the same rules as MS-DOS on a PC, including wildcards.
>
> Disk directory can only be seen by going into the DOS menu and
> selecting A.
>
> Hope this answers you questions.

Right....

the same for LIST and ENTER commands also...

Dalibor

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

From -7576687853687868784
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9db3819a8161fcca
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>

Subject: Re: Midi-event<-->AES-evnt
Date: 1999/05/19
Message-ID: <7huadt$7ba$1@snipp.uninett.no>#1/1
X-Deja-AN: 479597891
Content-Transfer-Encoding: 8bit
References: <7hs8k0$hj9$1@nnrp1.deja.com>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 927116541 7530 129.241.210.70 (19 May 1999 12:22:21 GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980514 (UNIX) (Linux/2.2.6 (i686))
Newsgroups: comp.sys.atari.programmer

Joakim H⍰gberg <gokmase@my-dejanews.com> wrote:

> As indicated in the subject line, I am looking for a way to look for
> incoming midi events without making the whole program wait. It should
> still be able to wait for other instructions.

There's basically three ways to do this:

1. Use a very short timer in your evnt_multi()-loop, and poll the MIDI-port using either Xbios or GEMDOS at every time-out. This is the only method that works on all TOS/AES-versions and -alternatives, but thanks to the large overhead in evnt_multi it's not very fast. It's a very common method though.

2. If the OS is capable of it, you can run the MIDI-part in a separate process. Do a fork in the main application, initialize a new application in the forked process (so you can use appl_write) and wait for incoming data (using e.g. Bconin) on the MIDI-port. When something arrives just send it to the main application with appl_write.

   The downside of this is that it's not trivial to use threads this way when you're calling the AES (basically you'll have to use some custom AES/VDI-bindings), and it will only work with MiNT or the very latest version of MagiC (6.2 IIRC).

3. Use AES-threads in MagiC. This is probably the most elegant solution, but it will only work with MagiC (from version 5 I believe, perhaps version 4). They don't differ from MiNT-threads a lot, but they're more efficient. This doesn't mean much in real life though, unless you create threads very often.

It's a pity that GEMDOS can't trigger any events in the AES, this makes GEM-programming a lot harder than necessary. XaAES circumvents this, as it passes events in a pipe which applications can listen to. This means that you can wait for both AES-events and regular IO with a simple select().

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/

**
**   beer - maria mckee - atari falcon - babylon 5
*/

From 1945756477358688131
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9db3819a8161fcca
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-dejanews.com>
Subject: Re: Midi-event<-->AES-evnt
Date: 1999/05/20
Message-ID: <7i0nj7$lf2$1@nnrp1.deja.com>#1/1
X-Deja-AN: 480023189
References: <7hs8k0$hj9$1@nnrp1.deja.com> <7huadt$7ba$1@snipp.uninett.no>
X-Http-Proxy: 1.0 x43.deja.com:80 (Squid/1.1.22) for client 130.240.37.217
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Thu May 20 10:19:20 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 [sv] (WinNT; I)

In article <7huadt$7ba$1@snipp.uninett.no>,
  Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> Joakim H⍰gberg <gokmase@my-dejanews.com> wrote:
>

> 1. Use a very short timer in your evnt_multi()-loop, and poll the
MIDI-port
>   using either Xbios or GEMDOS at every time-out. This is the only
method
>   that works on all TOS/AES-versions and -alternatives, but thanks to
the
>   large overhead in evnt_multi it's not very fast. It's a very common
>   method though.

Yes I figured it wouldn⍰t be all that efficient. I will consider this
though. It would be great if I could get it to work on all TOS/AES out
there.

>
> 2. If the OS is capable of it, you can run the MIDI-part in a separate
>   process. Do a fork in the main application, initialize a new
application
>   in the forked process (so you can use appl_write) and wait for
incoming
>   data (using e.g. Bconin) on the MIDI-port. When something arrives
just
>   send it to the main application with appl_write.
>

This does indeed sound nice, but (as you might know by now :) I do my
programming in GFA, and has no knowledge about calling MiNT from it.

Most of the DOC's on MiNT (and programming over all) is written with
C(++) in mind, and it is sometimes a bit hard to understand if you (like
me) are no proffesional programmer. ;)

Can somebody point me in the right direction to learn about MiNT calls
(from GFA-basic point of view)?

I would appreciate this *very* much!

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

From 7761182407904312084
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9db3819a8161fcca
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: Midi-event<-->AES-evnt
Date: 1999/05/20
Message-ID: <7i1am7$q3m$2@snipp.uninett.no>#1/1
X-Deja-AN: 480160158
Content-Transfer-Encoding: 8bit
References: <7hs8k0$hj9$1@nnrp1.deja.com> <7huadt$7ba$1@snipp.uninett.no>
<7i0nj7$lf2$1@nnrp1.deja.com>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 927215111 26742 129.241.210.70 (20 May 1999 15:45:11
GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980514 (UNIX) (Linux/2.2.6 (i686))
Newsgroups: comp.sys.atari.programmer

Joakim H?gberg <gokmase@my-dejanews.com> wrote:

> This does indeed sound nice, but (as you might know by now :) I do my
> programming in GFA, and has no knowledge about calling MiNT from it.

Recent versions of MagiC can also do this, so it's not MiNT-specific. But
OTOH, I don't know if it's even possible to write reentrant code with
GFA...

> Can somebody point me in the right direction to learn about MiNT calls
> (from GFA-basic point of view)?

Katherine Ellis is the only MiNT-programmer I know of that use GFA.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 3581967156564600900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3af541d6e6e6c31
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,e3af541d6e6e6c31
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,e3af541d6e6e6c31
X-Google-Attributes: gid1056fc,public
From: bmarcum@iglou.com
Subject: Re: Embarrassing question
Date: 1999/05/20
Message-ID: <37447150.0@news.iglou.com>#1/1
X-Deja-AN: 480256243
X-NNTP-Posting-Host: news-incoming.iglou.com
X-Trace: 20 May 1999 16:32:16 -0500, lou-ts1-4.iglou.com
Organization: IgLou Internet Services, Inc.
X-Everything: Net-Tamer V 1.08X NNTP-Posting-Host: lou-ts1-4.iglou.com
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

On 1999-05-19 delliott@nac.net said:
>atari.8bit:60747 comp.sys.atari.advocacy:21608 BTW... I have no
>Atari DOS loaded on here... just the pre-loaded BASIC and I also
>have the Atari Assembler Editor cart. I have no way of knowing the
>filenames on the one floppy disk I have. David A. Elliott
Without DOS you can't read a disk, but most pre-recorded disks have some
sort of DOS. First you turn on the drive and insert the disk, then turn on
the computer. If it says "BOOT ERROR", you need to get a DOS disk.
Net-Tamer V 1.08X - Test Drive

From -8334559214838082 19
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9db3819a8161fcca
X-Google-Attributes: gid1115ce,public
From: kellis <kellis@leading.net>
Subject: Re: Midi-event<-->AES-evnt

Date: 1999/05/20
Message-ID: <Pine.MNT.4.10.9905202054160.120-100000@tampa1-051.southeast.net>#1/1
X-Deja-AN: 480345073
References: <7hs8k0$hj9$1@nnrp1.deja.com> <7huadt$7ba$1@snipp.uninett.no>
<7i0nj7$lf2$1@nnrp1.deja.com>
X-Sender: kellis@tampa1-051.southeast.net
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: news1.atlantic.net 927249510 207.98.198.234 (Thu, 20 May 1999 21:18:30
EDT)
MIME-Version: 1.0
NNTP-Posting-Date: Thu, 20 May 1999 21:18:30 EDT
Newsgroups: comp.sys.atari.programmer

talking about mnt and gfa,
Check my page (kellis.atari.org) to get MiNTsetter 3.9, comes wth full src
In GFA.

Hope this will help a little.

From 8191093138097951434
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9db3819a8161fcca
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Midi-event<-->AES-evnt
Date: 1999/05/21
Message-ID: <374ad445.38608666@news.demon.co.uk>
X-Deja-AN: 480383025
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7hs8k0$hj9$1@nnrp1.deja.com> <7huadt$7ba$1@snipp.uninett.no>
<7i0nj7$lf2$1@nnrp1.deja.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 927258282 nnrp-11:12047 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 20 May 1999 10:19:20 GMT, Joakim H⍰gberg
<gokmase@my-dejanews.com> wrote:

>In article <7huadt$7ba$1@snipp.uninett.no>,
> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>> Joakim H⍰gberg <gokmase@my-dejanews.com> wrote:
>>
>
>> 1. Use a very short timer in your evnt_multi()-loop, and poll the
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>>   using either Xbios or GEMDOS at every time-out. This is the only
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>>   that works on all TOS/AES-versions and -alternatives, but thanks to
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>
>Yes I figured it wouldn't be all that efficient. I will consider this
>though. It would be great if I could get it to work on all TOS/AES out
>there.
>
>>
>> 2. If the OS is capable of it, you can run the MIDI-part in a separate
>>   process. Do a fork in the main application, initialize a new
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>>   in the forked process (so you can use appl_write) and wait for
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>>   send it to the main application with appl_write.
>>
>
>This does indeed sound nice, but (as you might know by now :) I do my
>programming in GFA, and has no knowledge about calling MiNT from it.
>Most of the DOC's on MiNT (and programming over all) is written with
>C(++) in mind, and it is sometimes a bit hard to understand if you (like
>me) are no proffesional programmer. ;)

Just a thought...

You could write a DA to handle the midi side. This could then message
your main app (or anybody else's).

>Can somebody point me in the right direction to learn about MiNT calls
>(from GFA-basic point of view)?
>
>I would appreciate this *very* much!

I don't think it is wonderously difficult. I don't know anything about
GFA myself. However, Lonny Purcell got a GFA prog calling an object
library that I wrote in C without too much bother. Seems it can
generate C friendly calls somehow, which is the key.

There's such a thing as a "standard C call". Take the time to
understand this and life will be a lot easier! ;-)

(some C programmers could take note as well - this is the basis of
upgrading your compiler to support new OS calls)

A standard C call is where C passes its arguments on the stack and
gets the function return result in a register. TOS (as opposed to Gem)
is almost identical to this. Given most C style documentation it is
possible to figure out the assembler required to make that Tos call.

MiNT calls will be the same.

Now for the C you hate so much ... ;-)

```
main()
{char    *s   ="wibble";
 int16   d    =1;
 int32   l    =2;

 printf("%s %d %ld\n",s,d,l);
}
```

which when run produces

```
wibble 1 2
```

on the screen (in case you wondered!). Okay, a standard 680x0 C call pushes arguments right-to-left onto the stack and expects the result (if any) to be in register d0. The caller has to pop the stack - that is the function being called doesn't mess with it like in Pascal. In the above main() pushes the args when calling printf() so main() has to pull them off when printf() returns. There are actually 4 args to printf() above. The expected s,d,l but also included is that incomprehensible string that tells printf() how to print s,d,l which we'll call the format string.

Here's some offbeat assembler ...

```
.format_string
     ascii    "%s %d %ld\n"
     byte 0

.main
     //look at the C function, start with the last arg
     //then work left pushing each arg in turn until
     //you reach the first arg in the C function.

     move.l   l,-(sp)            //rightmost stacked 1st
     move.w   d,-(sp)            //work left..
     move.l   s,-(sp)
     move.l   format_string,-(sp)
     jsr  printf
     adda.l   #14,sp             //unstack format_string,s,d,l
     rts
```

Still here? Now we get to the interesting part. Imagine printf() was part of Tos, it would be nearly identical ...

```
.format_string
     .ascii   "%s %d %ld\n"
     .byte    0

.main
```

```
     move.l   l,-(sp)
     move.w   d,-(sp)
     move.l   s,-(sp)
     move.l   format_string,-(sp)
     move.w   PRINTF_OPCODE,-(sp)    //always pushed before trap
     trap some_number
     adda.l   #16,sp            //do PRINTF_OPCODE as well
     rts
```

The difference is trivial. (1) the 'jsr' is replaced by a 'trap'. (2) 'PRINTF_OPCODE' is a word value denoting which call we want. (3) Remember to take into account the opcode afterward when unstacking.

So, if someone says the MiNT call Pdomain() is what you need and tells you it is in GEMDOS and has this prototype ...

```
int16    Pdomain(domain);   //opcode 281
int16    domain;
```

... then you have all the info you need.

```
move.w   domain,-(sp)  //push the word representing 'domain'
move.w   #281,-(sp)    //opcode
trap #1        //gemdos
adda.l   4,sp      //unstack opcode,domain
```

Or Pfork()...

```
int16    Pfork(void);  //opcode 283

              //there aren't any args (void)
move.w   #283,-(sp)    //opcode
trap $1        //gemdos
adda.l   2,sp      //unstack
```

In all cases the return value is in register d0. A LONG, int32 or any kind of pointer takes 32 bits so is in d0.l, whilst WORD and int16 take 32 bits so only take up d0.w (the low 16 bits). Byte sized values are (sign) extended to 16 bit values before pushing them onto the stack.

A standard C call preserves registers d3-d7, a3-a7. This of course means it can (and will) stomp on registers d0-d2, a0-a2 inside the call you are making.

If you can make GFA call assembler you can add any new OS call you want.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4477741273741203777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9db3819a8161fcca
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase@my-dejanews.com>
Subject: Re: Midi-event<-->AES-evnt
Date: 1999/05/21
Message-ID: <7i37ro$ff6$1@nnrp1.deja.com>#1/1
X-Deja-AN: 480446887
References: <7hs8k0$hj9$1@nnrp1.deja.com> <7huadt$7ba$1@snipp.uninett.no>
<7i0nj7$lf2$1@nnrp1.deja.com>
<Pine.MNT.4.10.9905202054160.120-100000@tampa1-051.southeast.net>
X-Http-Proxy: 1.0 x23.deja.com:80 (Squid/1.1.22) for client 130.240.37.218
Organization: Deja.com - Share what you know. Learn what you don't.
X-Article-Creation-Date: Fri May 21 09:09:13 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 [sv] (WinNT; I)

>kellis <kellis@leading.net> wrote:
> Check my page (kellis.atari.org) to get MiNTsetter 3.9, comes wth full
src
> In GFA.
>
> Hope this will help a little.

Ok, I will do this and see if I can understand it! :)
Many thanks for the tip.

Regards,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

From 839515591352799678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9db3819a8161fcca
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>

Subject: Re: Midi-event<-->AES-evnt
Date: 1999/05/21
Message-ID: <7i35lm$4q6$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 480451282
References: <7hs8k0$hj9$1@nnrp1.deja.com> <7huadt$7ba$1@snipp.uninett.no>
<7i0nj7$lf2$1@nnrp1.deja.com> <374ad445.38608666@news.demon.co.uk>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> If you can make GFA call assembler you can add any new OS call you
> want.

Well, for new GEMDOS calls, it's even possible without any assembler.
GFA provides a generic GEMDOS-function, which you pass the function
number any as many parameters as necessary, either as shorts or longs.

For example, calling Fxattr() from GFA may look like this:

```
FUNCTION fxattr(name$, flag&)
     name$=name$+CHR$(0) ! Add the C-style EOS
     RETURN GEMDOS(&H12c, L:VARPTR(name$), flag&)
ENDFUNC
```

(Note that this may not be fully correct GFA code, I don't use it
regularly enough, I'm actually a C programmer.)

AFAIR, GFA even has the possibility to call new AES functions filling
the parameter blocks manually, so this should work, too.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

From -2459985894346029929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad375232b4fd24d5,start
X-Google-Attributes: gid1115ce,public
From: growlerf@aol.com (Growler F)
Subject: WTB: Link 97
Date: 1999/05/22

Message-ID: <19990521232242.03870.00003338@ng-cr1.aol.com>#1/1
X-Deja-AN: 480770450
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Looking for a Link 97 new or used.

Thanks.

<bob@growler.com>

From 516124744458885332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9df4c2b7482b6596,start
X-Google-Attributes: gid1115ce,public
From: "Electronic Cow" <electronic_cow@dial.pipex.com>
Subject: Anyone know how to use Buffptr() properly?!
Date: 1999/05/22
Message-ID: <7i5qko$mj3$1@lure.pipex.net>#1/1
X-Deja-AN: 480823576
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@uk.uu.net
X-Trace: lure.pipex.net 927362520 23139 62.188.144.158 (22 May 1999 08:42:00 GMT)
Organization: UUNET WorldCom server (post doesn't reflect views of UUNET WorldCom
NNTP-Posting-Date: 22 May 1999 08:42:00 GMT
Newsgroups: comp.sys.atari.programmer

Hi All,

I'm right in the midst of writing some audio software for the Falcon (before writing an ST version), and I'm trying to figure out how to use the XBIOS function Buffptr(). From what I understand of it, it should allow me to find out when a sample that I have passed to the play buffer, using Setbuffer() has finished, so that I can send it another. But I can't work out exactly what it is that the function requires as the argument...

There seems to be some contradictory information between the Atari Compendium and the Lattice C reference books (this is the compiler I'm using), and whatever I put in, the compiler complains that it's wrong. Apparently, there's some sort of structure that returns something or other, but I'm clueless :(

If someone could explain it to me (in simpleton's terms), or suggest another way of polling to see if the Falcon's finished playing the last sample, I'd be really grateful. I have tried using the system clock, but the timing's not accurate enough, and it chops off the end of the sample!

Thanks in advance for any help offered.
Danny @ Electronic Cow

From -8278575831116150452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9db3819a8161fcca
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Midi-event<-->AES-evnt
Date: 1999/05/22
Message-ID: <374913ef.42878796@news.demon.co.uk>#1/1
X-Deja-AN: 480936814
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7hs8k0$hj9$1@nnrp1.deja.com> <7huadt$7ba$1@snipp.uninett.no>
<7i0nj7$lf2$1@nnrp1.deja.com> <374ad445.38608666@news.demon.co.uk>
<7i35lm$4q6$1@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 927395279 nnrp-03:29820 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 21 May 1999 08:31:50 GMT, Thomas Binder
<gryf@hrzpub.tu-darmstadt.de> wrote:

>Hi!
>
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>> If you can make GFA call assembler you can add any new OS call you
>> want.
>
>Well, for new GEMDOS calls, it's even possible without any assembler.
>GFA provides a generic GEMDOS-function, which you pass the function
>number any as many parameters as necessary, either as shorts or longs.
>
>For example, calling Fxattr() from GFA may look like this:
>

```
>FUNCTION fxattr(name$, flag&)
>    name$=name$+CHR$(0) ! Add the C-style EOS
>    RETURN GEMDOS(&H12c, L:VARPTR(name$), flag&)
>ENDFUNC
```

Ah! I knew there was something. Just couldn't remember. :-))

>AFAIR, GFA even has the possibility to call new AES functions filling
>the parameter blocks manually, so this should work, too.

I'm sure there's enough there for Joakim to figure it out.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7224622453710667413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9df4c2b7482b6596
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Anyone know how to use Buffptr() properly?!
Date: 1999/05/22
Message-ID: <3747fed4.5685715@news.demon.co.uk>#1/1
X-Deja-AN: 480987059
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7i5qko$mj3$1@lure.pipex.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 927407091 nnrp-01:15556 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 22 May 1999 09:27:02 +0100, "Electronic Cow"
<electronic_cow@dial.pipex.com> wrote:

>Hi All,
>
>I'm right in the midst of writing some audio software for the Falcon (before
>writing an ST version), and I'm trying to figure out how to use the XBIOS
>function Buffptr(). From what I understand of it, it should allow me to find
>out when a sample that I have passed to the play buffer, using Setbuffer()
>has finished, so that I can send it another. But I can't work out exactly
>what it is that the function requires as the argument...

Assuming the Compendium is correct 'cos I've never used Buffptr() ...

>There seems to be some contradictory information between the Atari
>Compendium and the Lattice C reference books (this is the compiler I'm
>using), and whatever I put in, the compiler complains that it's wrong.
>Apparently, there's some sort of structure that returns something or other,
>but I'm clueless :(

Buffptr() wants a pointer to 4 consecutive 32 bit values. An array of
4 longs would do but we'll stick with the Compendium definition ...

```
typedef struct     {
VOIDP    playptr;
VOIDP    record;
```

```
VOIDP    reserved1
VOIDP    reserved2
}    SBUFPTR;  //misleading name

foo()
{SBUFPTR  buf; //and here's why, cos I darn well
               //nearly missed the fact I'd typed
               // SBUFPTR *buf; meself!!!

 Buffptr(&buf);
 printf("%lx %lx\n",buf.playptr,buf.record);
}
```

If Lattice doesn't like VOIDP then root round and see if it has a definition for it in one of its headers. If not replace it thus ...

```
typedef struct     {
void *playptr;
void *record;
void *reserved1
void *reserved2
}    SBUFPTR;
```

Others might suggest

```
typedef void* VOIDP
```

but I'd be wary.

>If someone could explain it to me (in simpleton's terms), or suggest another
>way of polling to see if the Falcon's finished playing the last sample, I'd
>be really grateful. I have tried using the system clock, but the timing's
>not accurate enough, and it chops off the end of the sample!

Different compilers can vary in how they declare certain datatypes.
Although the above will work (Compendium details assumed okay) you
ought to search the Lattice header files and use its definition if one
exists.

>Thanks in advance for any help offered.
>Danny @ Electronic Cow
>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5331990676498438038
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,9df4c2b7482b6596
X-Google-Attributes: gid1115ce,public
From: John Blakeley <john.blakeley@mon.bbc.co.uk>
Subject: Re: Anyone know how to use Buffptr() properly?!
Date: 1999/05/24
Message-ID: <Pine.LNX.4.10.9905241017240.10229-100000@mon07261.mon.bbc.co.uk>#1/1
X-Deja-AN: 481458337
References: <7i5qko$mj3$1@lure.pipex.net>
To: Electronic Cow <electronic_cow@dial.pipex.com>
X-Sender: jsb@mon07261.mon.bbc.co.uk
X-BBC-Trace: MTMyLjE4NS44OS44NA==
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: news@bbc.co.uk
X-Trace: nntp0.reith.bbc.co.uk 927541282 24822 132.185.89.84 (24 May 1999 10:21:22 GMT)
Organization: British Broadcasting Corporation, UK
Mime-Version: 1.0
NNTP-Posting-Date: 24 May 1999 10:21:22 GMT
Newsgroups: comp.sys.atari.programmer

On Sat, 22 May 1999, Electronic Cow wrote:

> Hi All,
>
> I'm right in the midst of writing some audio software for the Falcon (before
> writing an ST version), and I'm trying to figure out how to use the XBIOS
> function Buffptr(). From what I understand of it, it should allow me to find
> out when a sample that I have passed to the play buffer, using Setbuffer()
> has finished, so that I can send it another. But I can't work out exactly
> what it is that the function requires as the argument...
>
> There seems to be some contradictory information between the Atari
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> using), and whatever I put in, the compiler complains that it's wrong.
> Apparently, there's some sort of structure that returns something or other,
> but I'm clueless :(
>
> If someone could explain it to me (in simpleton's terms), or suggest another
> way of polling to see if the Falcon's finished playing the last sample, I'd
> be really grateful. I have tried using the system clock, but the timing's
> not accurate enough, and it chops off the end of the sample!
>
> Thanks in advance for any help offered.
> Danny @ Electronic Cow
>
>
>
>
I had a lot of trouble with the XBIOS routines when modifying Kay Roemer's
audio device for MiNT.

You might try looking at the sources for this:
http://www.ligotage.demon.co.uk.

But if I remember correctly, I wrote directly to the hardware.

Salut/.

J/.
--
John Blakeley

From 4915038203065192992
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,522fc6c98a795f07
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,522fc6c98a795f07
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,522fc6c98a795f07
X-Google-Attributes: gid109a67,public
From: "Claes Holmerup" <claes.holmerup@swipnet.se>
Subject: SV: Newest version of AHDI - harddisk driver ??
Date: 1999/04/14
Message-ID: <tGQQ2.9203$x43.15802@nntpserver.swip.net>#1/1
X-Deja-AN: 466085365
Content-Transfer-Encoding: 7bit
References: <D_fQ2.14$HV1.167@news.get2net.dk> <JDMPADANUP@cabal.shnet.org>
<7evmobcaa1@feresa.bio.vu.nl>
X-Trace: nntpserver.swip.net 924047129 130.244.48.31 (Wed, 14 Apr 1999 01:45:29
MET DST)
Organization: A Customer of Tele2
X-MSMail-Priority: Normal
X-Priority: 3
Content-Type: text/plain; charset="iso-8859-1"
MIME-Version: 1.0
NNTP-Posting-Date: Wed, 14 Apr 1999 01:45:29 MET DST
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
X-Complaints-To: news-abuse@swip.net

Levien van Zon <lvzon@bio.vu.nl> skrev i
diskussionsgruppsmeddelandet:7evmobcaa1@feresa.bio.vu.nl...
> Thorsten Guenther (guenther@cabal.shnet.org) wrote:
> : In <D_fQ2.14$HV1.167@news.get2net.dk> psloth@post2.tele.dk wrote:
> : >What is the newest version of AHDI harddisk-driver for Atari
Falcon,
> : >and where can it be downloaded ???
>
> : 6.061, ask any archie for an appropriate ftp site.
>
> : Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
> : cantact Uwe Seimet and get a recent version of his HDDRIVER. That

> : software will be compatible with new hd and exchangeable media
drives
> : (PD, MO, JAZ, ZIP, etc., AFAIK even DVD-RAM).

I would also recommend HDDriver, but otherwise, you can find an updated
version of AHDI on www.soundpool.de .

Best regards,
Claes
claes.holmerup@swipnet.se
http://come.to/claes.holmerup

From 5768616637280642827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,96b113b09a1ac575,start
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>
Subject: Flash.bin correction
Date: 1999/04/14
Message-ID: <7f0tpd$6lf$2@news.imaginet.fr>#1/1
X-Deja-AN: 466128370
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Hello

The zip files of the Flash.bin are correct now! The problem
comes from st-zip 2.6: you cannot add caracters on a file in the
zip. After it, you cannot use st-zip to deflate ...

The beta version is for 128 MB EDO Ram and a better access to the
cardridge port (for Logic 2.5 and logic audio).

Sacha
--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

From 7762115062300752281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,53d0f8d28da6843d,start
X-Google-Attributes: gid1115ce,public
From: ben@imperial.co.uk (Ben Hills)
Subject: C++ on Atari
Date: 1999/04/14
Message-ID: <7f1cichhj1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 466178635
X-Http-Proxy: 1.0 x16.dejanews.com:80 (Squid/1.1.22) for client 194.131.147.241
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Wed Apr 14 06:28:34 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.05 [en] (Win95; I) via proxy gateway CERN-HTTPD/3.0
libwww/2.17

Hi All,

I would like to be able to program using C++ on my Atari
but I am having problems finding a complete GCC setup.

Does anybody know where I can find the latest version
of GCC, complete and with install instructions to run
either under plain TOS or a complete MiNT setup.

Thanks,

Ben Hills.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 6398117191706845426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fd4c9,10c3a6ac2bd1ca77
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
From: "Roy Goring" <roy@REMOVEincontrolinternet.co.uk>
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/04/14
Message-ID: <37143c33.0@news.madhouse.uk.com>#1/1
X-Deja-AN: 466196795
References: <7elurp$cc3$1@news.casema.net> <3711C7F6.DE102BC0@atos-group.com>
<7f0bmm$o9l$1@news.casema.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Trace: 14 Apr 1999 07:56:51 GMT, thpm2l60.madhousenet.co.uk
Organization: Incontrol Internet Productions
X-MSMail-Priority: Normal

Reply-To: "Roy Goring" <roy@REMOVEincontrolinternet.co.uk>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari

> it isn't a joke.... we are working very hard to get it work.... we are now
> busy with the <most needed??!?!?> blitter... that's a bit difficult.. but
we
> get it work
>
>
> i post a mssg when u can start testing it...
>
>

I will also be interested :-)

But why do you post the message in here, the most UNDERUSED Atari newsgroup?

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk

From -5288173840751794686
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: feb3e,6eecafd2dc02a6ec
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: 15995c,6eecafd2dc02a6ec
X-Google-Attributes: gid15995c,public
X-Google-Thread: 106d72,6eecafd2dc02a6ec
X-Google-Attributes: gid106d72,public
X-Google-Thread: 1115ce,6eecafd2dc02a6ec
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f849b,6eecafd2dc02a6ec
X-Google-Attributes: gidf849b,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: nested interrupts on the m68k
Date: 1999/04/14
Message-ID: <7f1s6s$bc5$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 466249148
References: <3711F046.ADD30814@i4.informatik.rwth-aachen.de>
<FA5G5v.8HK@arisia.stud.uni-hannover.de>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups:
comp.sys.m68k,comp.sys.amiga.programmers,comp.sys.amiga.emulations,comp.sys.atari.

programmer,comp.arch.embedded

In article <FA5G5v.8HK@arisia.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>In article <3711F046.ADD30814@i4.informatik.rwth-aachen.de>,
> Tobias Haustein <Haustein@i4.informatik.rwth-aachen.de> writes:
>
>> my
>> task scheduler switches tasks in the interrupt. Therefore he needs to
>> change the status register and the program counter on the stack. This
>> can't be done if the interrupt is a nested one.

I've had exactly this problem, but couldn't find a solution I liked (I wanted
user programs to be able to run in supervisor mode).

>Make sure the scheduler isn't called from both interrupts. For instance, if

In my case that wasn't possible since I wanted interrupt routines to be able
to for example signal semaphores (it was a real-time kernel, so it would have
been an error to return to the original task if one with a higher priority
had been awakened).

>the scheduler is only ever called from the 200 Hz interrupt (in an Atari),
>the problem does not arise since the 200 Hz interrupt won't fire again
>before many instructions from the first firing are executed. Other (higher

Unfortunately, that doesn't help.

Say for example that a keyboard interrupt occurs while a user program is
running in supervisor mode. If then a 200 Hz interrupt occurs while the
processor is still running the keyboard code, there's no way to know that
the current processor registers are not those of the user program.
So, the timer interrupt code can't save the process state and therefore not
reschedule!

If the first instruction of the keyboard interrupt had been guaranteed to
be executed before the timer interrupt was allowed, it would have been
possible to avoid the problem.
You wouldn't even have to disable all interrupts in that first instruction.
It would be enough to somehow mark that an interrupt had been entered, since
you can then make sure that only the very first of the nested interrupt does
any actual rescheduling (this requires that the kernel deals with all
interrupts, though).
In my case, I did what I describe above, but I'm aware that it won't work if
another interrupt can indeed occur before the first instruction of the
previous one is executed (d0-d7/a0-a7 will still be the ones from the running
process, but the program counter and status register won't be correct) and
the m68k is supposed to behave that way, unfortunately.
(This kernel is only used in a basic microcomputer/realtime course, so you
 don't have to worry about running into anything that's controlled by it.
 (The problem is also clearly documented.) ;-)

If you don't allow user processes to run in supervisor mode, there's no need

for an explicit mark when entering an interrupt, since you can just inspect
the status register on the stack to decide if it's a nested interrupt.
(That will most likely require that other exceptions (Trap etc) are prepared
 to do rescheduling too.)

I'd very much like to know if there's a way around this problem.

>level) interrupts do not harm since they will clear the stack again before
>execution resumes with your interrupt code.

That's of course true, though.

--
  Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
     of Technology | .signatures | johan@rand.thn.htu.se
  | so hard to do | WWW/ftp: rand.thn.htu.se
   Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From -8401572600535380041
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: feb3e,6eecafd2dc02a6ec
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: f849b,6eecafd2dc02a6ec
X-Google-Attributes: gidf849b,public
X-Google-Thread: 1115ce,6eecafd2dc02a6ec
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 15995c,6eecafd2dc02a6ec
X-Google-Attributes: gid15995c,public
X-Google-Thread: 106d72,6eecafd2dc02a6ec
X-Google-Attributes: gid106d72,public
From: "David Brown" <david@westcontrol.com>
Subject: Re: nested interrupts on the m68k
Date: 1999/04/14
Message-ID: <7f1v0u$10h$1@thelma.netpower.no>#1/1
X-Deja-AN: 466276898
References: <3711F046.ADD30814@i4.informatik.rwth-aachen.de>
<FA5G5v.8HK@arisia.stud.uni-hannover.de> <7f1s6s$bc5$1@nyheter.chalmers.se>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@netpower.no
X-Trace: thelma.netpower.no 924090206 1041 194.19.24.205 (14 Apr 1999 11:43:26
GMT)
Organization: NetPower Int AS
NNTP-Posting-Date: 14 Apr 1999 11:43:26 GMT
Newsgroups:
comp.sys.m68k,comp.sys.amiga.programmers,comp.sys.amiga.emulations,comp.sys.atari.
programmer,comp.arch.embedded

If you normally run with all interrupt levels enabled, then you can look at
the stacked copy of the interrupt mask. The mask is part of the status
register which is stacked during interrupt handling, so it is immune to

multiple-interrupt problems. If the mask is not zero, you know you are in a nested interrupt handler and should not call the scheduler.

On occasions you may want to disable some or all interrupt levels within the user task, for timing critical sections, or to guarentee atomicity. In this case, you do not want the interrupt to call the scheduler even though the interrupts are not nested. The system described above will work in this case too.

David Brown

Johan Klockars wrote in message <7f1s6s$bc5$1@nyheter.chalmers.se>...
>In article <FA5G5v.8HK@arisia.stud.uni-hannover.de>,
>Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>>In article <3711F046.ADD30814@i4.informatik.rwth-aachen.de>,
>> Tobias Haustein <Haustein@i4.informatik.rwth-aachen.de> writes:
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>>> task scheduler switches tasks in the interrupt. Therefore he needs to
>>> change the status register and the program counter on the stack. This
>>> can't be done if the interrupt is a nested one.
>
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wanted
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>
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if
>
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able
>to for example signal semaphores (it was a real-time kernel, so it would
have
>been an error to return to the original task if one with a higher priority
>had been awakened).
>
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>>before many instructions from the first firing are executed. Other (higher
>
>Unfortunately, that doesn't help.
>
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>processor is still running the keyboard code, there's no way to know that
>the current processor registers are not those of the user program.
>So, the timer interrupt code can't save the process state and therefore not
>reschedule!
>
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>be executed before the timer interrupt was allowed, it would have been
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>You wouldn't even have to disable all interrupts in that first instruction.
>It would be enough to somehow mark that an interrupt had been entered, since
>you can then make sure that only the very first of the nested interrupt does
>any actual rescheduling (this requires that the kernel deals with all
>interrupts, though).
>In my case, I did what I describe above, but I'm aware that it won't work if
>another interrupt can indeed occur before the first instruction of the
>previous one is executed (d0-d7/a0-a7 will still be the ones from the running
>process, but the program counter and status register won't be correct) and
>the m68k is supposed to behave that way, unfortunately.
>(This kernel is only used in a basic microcomputer/realtime course, so you
> don't have to worry about running into anything that's controlled by it.
> (The problem is also clearly documented.) ;-)
>
>If you don't allow user processes to run in supervisor mode, there's no need
>for an explicit mark when entering an interrupt, since you can just inspect
>the status register on the stack to decide if it's a nested interrupt.
>(That will most likely require that other exceptions (Trap etc) are prepared
> to do rescheduling too.)
>
>
>I'd very much like to know if there's a way around this problem.
>
>>level) interrupts do not harm since they will clear the stack again before
>>execution resumes with your interrupt code.
>
>That's of course true, though.
>
>--
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
>   of Technology | .signatures | johan@rand.thn.htu.se
> | so hard to do | WWW/ftp: rand.thn.htu.se
>   Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From -5572904382754773369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b6f7c344e74d7fb1
X-Google-Attributes: gid1115ce,public
From: Joakim H[illegible]gberg <gokmase@my-dejanews.com>
Subject: Re: How look for either mousebutton?
Date: 1999/04/14
Message-ID: <7f27cc$81s$1@nnrp1.dejanews.com>#1/1

X-Deja-AN: 466286003
References: <7ev6no$l4a$1@nnrp1.dejanews.com> <7evpef$e01$1@snipp.uninett.no>
<7f0712gir1@snipp.uninett.no>
X-Http-Proxy: 1.0 x9.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.77
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Wed Apr 14 14:06:11 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 [sv] (WinNT; I)

In article <7f0712gir1@snipp.uninett.no>,
  Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> > You have to set bit 9 of the argument ev_mbclicks, e.g. to wait for both
> > left and right button set ev_mbmask to 256+2 (wait for max. a
> ^^^^^^^^^^
> Sorry, this should ofcourse be ev_mbclicks.
>
> > double-click) and ev_mbmask to 3 (set bit 1 and 2).
>

Thanks a lot Jo!

This problem has been bugging me for some time now.
I really appreciate the help, since I needed this feature
badly for a lot of things.

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -2031378270704143649
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: fd4c9,10c3a6ac2bd1ca77
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
From: "Vlierus" <****@****.***>
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/04/14
Message-ID: <7f2orj$o49$1@news.casema.net>#1/1
X-Deja-AN: 466401206

References: <7elurp$cc3$1@news.casema.net> <3711C7F6.DE102BC0@atos-group.com>
<7f0bmm$o9l$1@news.casema.net> <37143c33.0@news.madhouse.uk.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@casema.net
X-Trace: news.casema.net 924116659 24713 195.96.116.163 (14 Apr 1999 19:04:19 GMT)
Organization: Casema Internet
X-MSMail-Priority: Normal
NNTP-Posting-Date: 14 Apr 1999 19:04:19 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari

<cut>

b'cause i don;t know other newsgroups<'bout atari>

so if u give me some.. i will post it there too...

SeE Ya
--
Vlierus

From -2151565335821185158
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6eecafd2dc02a6ec
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: nested interrupts on the m68k
Date: 1999/04/14
Message-ID: <199904140712.a7211@su.maus.de>#1/1
X-Deja-AN: 466443569
Distribution: lokal
References: <FA5G5v.8HK@arisia.stud.uni-hannover.de>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Peter!

PR>Other (higher level) interrupts do not harm since they will clear the
PR>stack again before execution resumes with your interrupt code.
I think the problems are caused by the lower priority interrupts, because the
scheduler saves their context when they get interrupted by the scheduler

Bye

Joerg
--

TraPatch Release 4 now available!
You don't know TraPatch? Then you also don't know WinKeys and BonI!
Have a look at http://home.pages.de/~westheide

From 5619360047942517867
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,bbc96bfce838b544,start
X-Google-Attributes: gid1115ce,public
From: goev@telenor.com
Subject: Palm Pilot device for MagiC
Date: 1999/04/15
Message-ID: <3715A320.55053B40@online.no>#1/1
X-Deja-AN: 466639950
Content-Transfer-Encoding: 8bit
X-Accept-Language: en
Content-Type: text/plain; charset=iso-8859-1
Organization: Personal
Mime-Version: 1.0
Reply-To: goev@online.no
Newsgroups: comp.sys.atari.programmer

Hi!

I'm planning to make a device drive for Magic, but I haven't got much
experience with making one, so I need some help! The device will
hopefully be compatible with the serial-devices on MiNT, so that I can
use the Palm Pilot link-software under MagiC too.
I've tried to compile the dev-lpt1 from Andreas Kromke, but I seem to
miss some files (tosref.h and ncstart.o, or something).
So, I'm looking for sources, docs and specs on how to make a MagiC
device driver.
Any help would be greatly appreciated!

Thanks!

Best regards
    Geir Øyvind Vålidalo

From 5294388460570348716
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
From: darkchyld@pcc-uky.campuscwix.net (Ronald J. Hall)
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/04/15
Message-ID: <7f4puu$7o7$2@news.campuscwix.net>#1/1
X-Deja-AN: 466712401
References: <7elurp$cc3$1@news.casema.net> <3711C7F6.DE102BC0@atos-group.com>

<7f0bmm$o9l$1@news.casema.net> <37143c33.0@news.madhouse.uk.com>
<7f2orj$o49$1@news.casema.net>
Organization: The DarkForce! BBS
Newsgroups: comp.sys.atari.programmer

On 14 Apr 1999 21:06:15 , "Vlierus" wrote:
-><cut>
->
->
->b'cause i don;t know other newsgroups<'bout atari>
->
->so if u give me some.. i will post it there too...
->
->SeE Ya
->--
->Vlierus
->
->
->.

  Hi Vlierus. Here are a few more:

  comp.sys.atari.st (biggest!)
  comp.sys.atari.advocacy
  comp.sys.atari.st.tech
  comp.sys.atari.8bit
  rec.games.video.atari
  alt.games.lynx
  alt.atari-jaguar.discussion

  IMHO, if you just post your announcements to comp.sys.atari.st, you'll
  get the largest results... ;-)

```
     ___________________________________________________________________
    /               /   SysOp Of The DarkForce! BBS   /               /\
   /    --T--      /   Phone 1-606-886-9014 Today!   /     /\        / /
  /  -A T A R I-  /   My ICQ # Is 2 0 6 2 3 9 0 4   /  Dark><Chyld  / /
 /      --G--    /   The Fuji -Still- Lives...!!   /       \/      / /
/_______________/_______________/_________________/_______________/ /
\___________________________________________________________________\/
```

From 2000504688075840520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,481188bc3f16d821
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9848332b4f14ed56,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,9848332b4f14ed56,start
X-Google-Attributes: gidf8760,public

X-Google-Thread: 1056fc,9848332b4f14ed56,start
X-Google-Attributes: gid1056fc,public
From: Kevin Savetz <savetz@northcoast.com>
Subject: Re: c.s.a.a alive again?
Date: 1999/04/15
Message-ID: <7f537pnld1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 466746834
References: <3715aab6f366e0@tripnet.se>
To: 3715aab6f366e0@tripnet.se
Followup-To: comp.sys.atari.st
X-Http-User-Agent: Mozilla/4.5 (Macintosh; U; PPC)
X-Http-Proxy: 1.0 x15.dejanews.com:80 (Squid/1.1.22) for client 208.25.167.65
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Apr 15 16:13:53 1999 GMT
Newsgroups:
comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.progr
ammer

In article <3715aab6f366e0@tripnet.se>,
  kennethm@tripnet.se (Kenneth Medin) wrote:
> Just got this article in the since long dead comp.sys.atari.announce
> group. Looks like someone is able to moderate it?

Yes indeed!

After a lengthy hiatus, the newsgroup comp.sys.atari.announce is
back. I have taken over as moderator, and just approved a posting, the
group's first in years.

I plan to update the group's charter, and will work with the Atari/Usenet
community to make the newsgroup as useful as it can be. c.s.a.a will be a
low-volume newsgroup offering news about Atari software, hardware, Web
sites, and other information relevant to Atari users. Articles may be
related to Atari 8-bit, ST, Portfolio, and PC clones.

I would appreciate your help in getting the word out about
comp.sys.atari.announce -- after such a long lull, I'm sure many
Atari-loving newsgroup readers have forgotten about this newsgroup. Of
course, I also invite folks to post any Atari-related announcements to the
group.

Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
      http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/   Search, Read, Discuss, or Start Your Own

From -4691452092910360481
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,53d0f8d28da6843d
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: C++ on Atari
Date: 1999/04/15
Message-ID: <7f5amq$3le$3@news1.xs4all.nl>#1/1
X-Deja-AN: 466808337
References: <7f1cichhj1@nnrp1.dejanews.com>
X-Complaints-To: abuse@xs4all.nl
X-Trace: news1.xs4all.nl 924200474 3758 194.109.133.35 (15 Apr 1999 18:21:14 GMT)
Organization: Stichting ST
NNTP-Posting-Date: 15 Apr 1999 18:21:14 GMT
Newsgroups: comp.sys.atari.programmer

On 14 Apr 1999 06:28:34, Ben Hills wrote:

[..]
>Does anybody know where I can find the latest version
>of GCC, complete and with install instructions to run
>either under plain TOS or a complete MiNT setup.

Never found one on the net.
Now I use the Mint98 CD and have installed Mintnet with all bells as
: sources, libs and compiler.
That set works.
Also in the old PD-library of the Dutch Stichting ST the have a very
old setup ready to run divided over 7 floppydisks.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 9202774056408884153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,10c3a6ac2bd1ca77
X-Google-Attributes: gidfd4c9,public
From: "Roy Goring" <roy@REMOVEincontrolinternet.co.uk>
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/04/15
Message-ID: <37164eac.0@news.madhouse.uk.com>#1/1
X-Deja-AN: 466856263
References: <7elurp$cc3$1@news.casema.net> <3711C7F6.DE102BC0@atos-group.com>
<7f0bmm$o9l$1@news.casema.net> <37143c33.0@news.madhouse.uk.com>
<7f2orj$o49$1@news.casema.net>
X-Priority: 3

X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Trace: 15 Apr 1999 21:40:12 GMT, 212.70.128.180
Organization: Incontrol Internet Productions
X-MSMail-Priority: Normal
Reply-To: "Roy Goring" <roy@REMOVEincontrolinternet.co.uk>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari

>
> b'cause i don;t know other newsgroups<'bout atari>
>
> so if u give me some.. i will post it there too...
>

comp.sys.atari.st - this is the main world wide Atari newsgroup
comp.sys.atari.st.tech

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk

From 4799127036700881687
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,595a60c4ab36c012,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: FS Jaguar Game System (North America only)
Date: 1999/04/16
Message-ID: <19990416115556.00691.00001455@ng67.aol.com>#1/1
X-Deja-AN: 467174832
Content-Transfer-Encoding: 8bit
Organization: AOL http://www.aol.com
Content-Type: text/plain; charset=ISO-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Hello,
I am selling my Jag stuff. Take a look and and let me know if you would be interested in buying anything.
Thanks,
Samuel A. Ferrer

Atari Jaguar & Cybermorph cart. with Jag CD and 2 Power Pads, manuals, boxes, Atari Jaguar Official Gamer's Guide, Blue Lightning CD, and Vid Grid CD

Note: The above will only be sold as a package unit..I will not sell it piece by piece.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val d'Isere Skiing & Snowboarding

CD Games: Myst

email: angief18@aol.com

From -8918001143933627619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e76419e2efe51a0f,start
X-Google-Attributes: gid1115ce,public
From: ozzyman@vectranet.co.uk (Andrew Irvine)
Subject: GFA and RSC's
Date: 1999/04/16
Message-ID: <3717ac35@kaos.fastnet.co.uk>#1/1
X-Deja-AN: 467354693
X-Original-NNTP-Posting-Host: fastnet-cache.argus-btn.co.uk
Organization: Posted via VBCnet GB Ltd
Newsgroups: comp.sys.atari.programmer

could someone recomend a text file or a book I could get that would help me with using gfa and rsc files, I am a relative beginner as far as programming is concerned, but I want to be able to write a reasonable GEM proggie...

From -2077186456962842186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e76419e2efe51a0f
X-Google-Attributes: gid1115ce,public
From: kellis <kellis@leading.net>
Subject: Re: GFA and RSC's
Date: 1999/04/17
Message-ID: <Pine.MNT.4.10.9904170201240.145-100000@tampa1-021.southeast.net>#1/1
X-Deja-AN: 467422090
References: <3717ac35@kaos.fastnet.co.uk>
X-Sender: kellis@tampa1-021.southeast.net
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: news1.atlantic.net 924328933 207.98.198.204 (Sat, 17 Apr 1999 02:02:13

EDT)
MIME-Version: 1.0
NNTP-Posting-Date: Sat, 17 Apr 1999 02:02:13 EDT
Newsgroups: comp.sys.atari.programmer

check http://www.bright.net/~atari
There is a GFA section with also many source included.

On 16 Apr 1999, Andrew Irvine wrote:

> could someone recomend a text file or a book I could get that would
> help me with using gfa and rsc files, I am a relative beginner as far
> as programming is concerned, but I want to be able to write a
> reasonable GEM proggie...
>
>

From 1204467155495265500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,535c402011ce76d6,start
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson" <chris-swinson@mega-disczine.freeserve.co.uk>
Subject: STOS contactx wanted
Date: 1999/04/18
Message-ID: <7fcl26$k4i$2@news7.svr.pol.co.uk>#1/1
X-Deja-AN: 467924291
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3612.1700
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 924440454 20626 62.136.2.17 (18 Apr 1999 13:00:54
GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 18 Apr 1999 13:00:54 GMT
Newsgroups: comp.sys.atari.programmer

I am looking for *ANY* STOS coders out there, no matter if you are a expert
or compleate novice I would like to here from you.

If you need help, wanna swap ideas or playtest programs then mail me now.
I've already collected a handful of people so where are all the other coders
out there ? There must be loads of you people out there somewhere ???

If you know of any good STOS mailing lists then please mail me the info to
join :-) Any good STOS sites or even Atari sites then please let me know !!
I'm also looking for any FTP sites with anything Atari related on there.

So come on guys where are'ya all hideing ?

Chris

--
---
chris-swinson@mega-disczine.freeserve.co.uk
www.mega-disczine.freeserve.co.uk/
www.users.zetnet.co.uk/mega.disczine/

#mega_disczine X-net 9:00PM GMT

ICQ 25028406

From -5385681831490228726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,535c402011ce76d6
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Subject: Re: STOS contactx wanted
Date: 1999/04/18
Message-ID: <MX2V6nA$NeG3EwVh@steverosie.demon.co.uk>#1/1
X-Deja-AN: 467939837
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <7fcl26$k4i$2@news7.svr.pol.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 924444466 nnrp-08:14937 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <7fcl26$k4i$2@news7.svr.pol.co.uk>, Chris Swinson <chris-
swinson@mega-disczine.freeserve.co.uk> writes
>I am looking for *ANY* STOS coders out there, no matter if you are a expert
>or compleate novice I would like to here from you.
>
>If you need help, wanna swap ideas or playtest programs then mail me now.
>I've already collected a handful of people so where are all the other coders
>out there ? There must be loads of you people out there somewhere ???
>
>If you know of any good STOS mailing lists then please mail me the info to

>join :-) Any good STOS sites or even Atari sites then please let me know !!
>I'm also looking for any FTP sites with anything Atari related on there.
>
>So come on guys where are'ya all hideing ?

If you've written any STOS programs, they MUST be your OWN material, why
not send them to me. If you want them to be licenseware etc... I'm
willing to distribute them.

Also if you know anyone that had licenseware distributed by L.A.P.D.
then please get in touch as I have taken over the software and I'll need
your details etc...

Together we can make it happen!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

From -2145373728969341402
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb8dd8de21e06eb7,start
X-Google-Attributes: gid1115ce,public
From: Scott Jones <keymastr@cdc.net>
Subject: atari dialing prgs
Date: 1999/04/19
Message-ID: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-proxy.airnews.net>#1/1
X-Deja-AN: 468104626
X-Orig-Message-ID: <7fdsdo$v27@library2.airnews.net>
NNTP-Posting-Time: Sun Apr 18 19:12:40 1999
Organization: CDC Internet (using Airnews.net!)
NNTP-Proxy-Relay: library2.iadfw.net
User-Agent: tin/pre-1.4-971106 (UNIX) (OpenBSD/2.2 (i386))
Abuse-Reports-To: abuse at cdc.net to report improper postings
Newsgroups: comp.sys.atari.programmer

I have an atari Mega ST4 and I am looking for dialing (terminal) prgs for
it.. I already have ANSITERM, but am looking for others.... can you
please help? Any help would be appreciative...

Keymaster
keymastr@cdc.net

From -1358896581550744766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb8dd8de21e06eb7
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Subject: Re: atari dialing prgs
Date: 1999/04/19
Message-ID: <Pine.LNX.3.96.990419101339.9401A-100000@hal.fishpool.com>#1/1
X-Deja-AN: 468203466
References: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-
proxy.airnews.net>
To: Scott Jones <keymastr@cdc.net>
X-Sender: q-funk@hal.fishpool.com
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: q-funk

On 19 Apr 1999, Scott Jones wrote:

> I have an atari Mega ST4 and I am looking for dialing (terminal) prgs for
> it.. I already have ANSITERM, but am looking for others.... can you
> please help? Any help would be appreciative...

The all-time classic is ConNect. It used to be shareware, but the
authors have now released the utility that creates the user-key.

http://www.kabel.de/~philipp/personalien/connect.html

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

From 2461787906701039057

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
From: jrick2000@aol.com (JRick2000)
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/04/20
Message-ID: <19990420043904.16581.00003375@ng-fd1.aol.com>#1/1
X-Deja-AN: 468641267
References: <7elurp$cc3$1@news.casema.net>
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Boy!!! That would be a great addition to the Atari family of Emulators. You know you may want to try posting this at the "Atari St Emulator" site called "Little Green Desktop". Use Yahoo or some search engine to find it. Or try this address: http://fatal-design.com/desktop/

This site would love to hear from you including many other Atari sites. Please post it there!!

You got me hooked. :-)

From -217874503281897339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1359e917c20eb727,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1359e917c20eb727,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1359e917c20eb727,start
X-Google-Attributes: gid109a67,public
From: Larry Richardson <larryr@cyou.com>
Subject: FS: Atari ST books and software
Date: 1999/04/20
Message-ID: <371C6C25.1B97B962@cyou.com>#1/1
X-Deja-AN: 468688857
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: CMDS News machine
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I have the following items for sale. Prices do not include shipping from Florida (buyer pays shipping). US postal money orders only please. Email any reasonable offers to larryr@cyou.com.

Software

Stalker 3 (Box & Docs) $ 7

Thunder, Batteries Included (Docs) $ 3
Mark Williams C (Docs) $10
GFA Draft (Docs) $ 5
EZ Track Plus (Docs) $ 7

Books - All $10 each

Programmer's Guide to GEM - Sybex
CManship Complete - Clayton Walnum (with Disk)

Abacus Books - All $10 each

#2 Atari ST Internals
#3 Atari ST GEM Programmer's Reference
#5 Atari ST Tricks & Tips (with Disk)
#6 Atari ST Graphics and Sound
#7 Atari ST Logo User's Guide

--
Larry Richardson
larryr@cyou.com

From -3001696254614739175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb8dd8de21e06eb7
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Subject: Re: atari dialing prgs
Date: 1999/04/20
Message-ID: <i+FBlOAfYHH3Ewrx@steverosie.demon.co.uk>#1/1
X-Deja-AN: 468702326
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-proxy.airnews.net>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 924613790 nnrp-09:9393 NO-IDENT steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-proxy.airnews.net>, Scott Jones <keymastr@cdc.net> writes
>I have an atari Mega ST4 and I am looking for dialing (terminal) prgs for
>it.. I already have ANSITERM, but am looking for others.... can you
>please help? Any help would be appreciative...

For ease of setting up and running, I found Teddy Term excellent;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

From 8162280396233017838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb8dd8de21e06eb7
X-Google-Attributes: gid1115ce,public
From: darkchyld@pcc-uky.campuscwix.net (DarkChyld)
Subject: Re: atari dialing prgs
Date: 1999/04/20
Message-ID: <7fi2gk$h39$1@news.campuscwix.net>#1/1
X-Deja-AN: 468722609
References: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-proxy.airnews.net> <371b83ee.39003884@news.ukonline.co.uk>
Organization: The DarkForce! BBS
Newsgroups: comp.sys.atari.programmer

On 19 Apr 1999 19:31:14 , Tony Greenwood wrote:
->Hey! Scott Jones <keymastr@cdc.net>
->>I have an atari Mega ST4 and I am looking for dialing (terminal) prgs for
->>it.. I already have ANSITERM, but am looking for others.... can you
->>please help? Any help would be appreciative...
->
->
->Just look in ftp.funet.fi theres should be loads... ConNect was always
->good and the most up to date of the ones I used..
->
->But the fastest..most colourfull and most versatile and the one with
->more options than you could chuck a cat at.. The one I used to use to
->log into AdLib BBS the STFormat BBS ....as a Gold user no less:)
->
->has to be
->
->Freeze Dried Terminal... Another GEM Buster! :))

FDT is great for Mega STe's -down-...I actually like it a lot. Its only problem is that it has problems with more advanced Atari machines such as my Falcon... ;-(

CoNnect is awesome, especially if you are running in higher resolutions. It even supports sound for events, and is now totally free... ;-)

Later...

Ooop, just saw that you own a Mega ST4...hmm, I guess I would go with FDT too, unless you have a graphics card or the RSVE upgrade... ;-)

```
     ___________________________________________________________________
    /               /   SysOp Of The DarkForce! BBS   /               /\
   /    --T--      /   Phone 1-606-886-9014 Today!   /     /\        / /
  /  -A T A R I-  /   My ICQ # Is 2 0 6 2 3 9 0 4   /  Dark><Chyld  / /
 /      --G--    /   The Fuji -Still- Lives...!!   /       \/      / /
/_______________/_______________/_________________/_______________/ /
\___________________________________________________________________\/
```

From -6860199161795575200
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb8dd8de21e06eb7
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: atari dialing prgs
Date: 1999/04/20
Message-ID: <7fih9h$3si$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 468814565
References: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-proxy.airnews.net> <i+FBlOAfYHH3Ewrx@steverosie.demon.co.uk>
X-Trace: roch.zetnet.co.uk 924633201 3986 194.247.40.186 (20 Apr 1999 18:33:21 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 20 Apr 1999 18:33:21 GMT
Newsgroups: comp.sys.atari.programmer

On 20 Apr 1999 13:42:07 , Steve Stupple wrote:
>In article <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-
>proxy.airnews.net>, Scott Jones <keymastr@cdc.net> writes
>>I have an atari Mega ST4 and I am looking for dialing (terminal) prgs for
>>it.. I already have ANSITERM, but am looking for others.... can you
>>please help? Any help would be appreciative...
>
>For ease of setting up and running, I found Teddy Term excellent;)

Before I moved to Connect I was a devoted Vanterm (PD) user.

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 2626036604600647467
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6eecafd2dc02a6ec
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: nested interrupts on the m68k
Date: 1999/04/20
Message-ID: <FAI7HD.IJK@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 468975355
X-Nntp-Posting-Host: localhost
Content-Transfer-Encoding: 8bit
Sender: news@arisia.stud.uni-hannover.de (news)
References: <FA5G5v.8HK@arisia.stud.uni-hannover.de>
<199904140712.a7211@su.maus.de>
Content-Type: text/plain; charset=iso-8859-1
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <199904140712.a7211@su.maus.de>,
 Joerg_Westheide@su.maus.de (J⍰rg Westheide) writes:

> PR>Other (higher level) interrupts do not harm since they will clear the
> PR>stack again before execution resumes with your interrupt code.
> I think the problems are caused by the lower priority interrupts, because the
> scheduler saves their context when they get interrupted by the scheduler

The status word on the stack can be checked to determine if an interrupt
handler was interrupted. In that case, with some stack manipulation, the
scheduler can let the interrupted code complete it⍰s task, and have the RTE
jump to the scheduler. It⍰s a bit tricky, but feasible.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From 6956203307966789043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,578bd53828c77cfc,start

X-Google-Attributes: gid1115ce,public
From: "Andrew J. Wright" <andi@olddairy.freeserve.co.uk>
Subject: STOS
Date: 1999/04/21
Message-ID: <7fkk8jlqj1@news7.svr.pol.co.uk>#1/1
X-Deja-AN: 469126937
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 924701779 22355 62.136.4.241 (21 Apr 1999 13:36:19 GMT)
Organization: Customer of Planet Online
X-MSMail-Priority: Normal
NNTP-Posting-Date: 21 Apr 1999 13:36:19 GMT
Newsgroups: comp.sys.atari.programmer

I am trying to get hold of a copy of "Bullet Train" for STOS as it did not come with my copy (those supplied with ST's on a double sided disk had a few files missing, including "BT").

I would appreciate it if someone could tell me where I can get a copy from, or e-mail me a copy as an attachment.

Thanks.

Andi.

From 7206506376006342897
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6eecafd2dc02a6ec
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: nested interrupts on the m68k
Date: 1999/04/21
Message-ID: <199904211531.a24289@su.maus.de>#1/1
X-Deja-AN: 469239508
Distribution: lokal
Content-Transfer-Encoding: 8bit
References: <FAI7HD.IJK@arisia.stud.uni-hannover.de>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Content-Type: text/plain; charset=iso-8859-1
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Peter!

PR>The status word on the stack can be checked to determine if an

PR>interrupt handler was interrupted. In that case, with some stack
PR>manipulation, the scheduler can let the interrupted code complete it's
PR>task, and have the RTE jump to the scheduler. It's a bit tricky, but
PR>feasible.
There's one small problem with that:
It's not forbidden to use the stack while in an interrupt. And if the
interrupt routine can place some data on the stack you have only one chance
to to find the SR: it's at a fixed position. But you cannot asure that unless
you forbidd task switches while in supervisor mode...
Or did I miss something?

Bye

Joerg
--
TraPatch Release 4 now available!
You don't know TraPatch? Then you also don't know WinKeys and BonI!
Have a look at http://home.pages.de/~westheide

From 4915470703307695797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e779f40eaec48d9,start
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Pasm & Plink in a shell
Date: 1999/04/21
Message-ID: <371E3B8B.647B684B@cable.A2000.nl>#1/1
X-Deja-AN: 469276650
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 924728263 27002 24.132.20.245 (21 Apr 1999 20:57:43 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 21 Apr 1999 20:57:43 GMT
Newsgroups: comp.sys.atari.programmer

Hallo everybody.

When the Pure C shell runs Pasm, its messages are communicated to the
shell and displayed in the message window.

Does anybody happen to know how this is done?
There must be some interface.

I write my own shell and compiler for my own programming language,
but I use Pasm & Plink to produce binaries. I want to do the same
as Pure C: recieve the Bios output from Pasm & Plink and put them
in my own journal.

Henk.

From 4026657462259063420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,53d0f8d28da6843d
X-Google-Attributes: gid1115ce,public
From: draco <draco@atari.org.pl>
Subject: Re: C++ on Atari
Date: 1999/04/22
Message-ID: <371F8CB4.98492295@atari.org.pl>#1/1
X-Deja-AN: 469280116
Content-Transfer-Encoding: 7bit
References: <7f1cichhj1@nnrp1.dejanews.com> <7f5amq$3le$3@news1.xs4all.nl>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@tpsa.pl
X-Trace: news.tpnet.pl 924728007 195.117.179.20 (Wed, 21 Apr 1999 22:53:27 MET
DST)
Organization: Internet Magazine
MIME-Version: 1.0
Reply-To: draco@atari.org.pl
NNTP-Posting-Date: Wed, 21 Apr 1999 22:53:27 MET DST
Newsgroups: comp.sys.atari.programmer

Stichting ST wrote:
>
> On 14 Apr 1999 06:28:34, Ben Hills wrote:
>
> [..]
> >Does anybody know where I can find the latest version
> >of GCC, complete and with install instructions to run
> >either under plain TOS or a complete MiNT setup.
>
> Never found one on the net.

ftp://piwo.bl.pg.gda.pl/pub/atari/mint/Programming/Gcc/

The newest GCC there is 2.8.1, also comes with dome docs in HYP format
(in German).

From -3581526226093938816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10774caef0905bbe,start
X-Google-Attributes: gid1115ce,public
From: "Rob Morgan" <robert1925@aol.com>
Subject: GEM gets GPL'd
Date: 1999/04/22
Message-ID: <OmyT2.2812$b97.251@news.rdc1.wa.home.com>#1/1
X-Deja-AN: 469426770
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

X-Complaints-To: abuse@home.net
X-Trace: news.rdc1.wa.home.com 924758574 24.0.229.160 (Wed, 21 Apr 1999 22:22:54 PDT)
Organization: @Home Network
NNTP-Posting-Date: Wed, 21 Apr 1999 22:22:54 PDT
Newsgroups: comp.sys.atari.programmer

Here's an interesting tidbit I ran across this evening...

http://www.devili.iki.fi/cpm/gemworld.html

Caldera has released the source code to GEM (but only Intel at this point, it seems) under the GPL (meaning--it's free!). Atari ST programmers still may want to check this out, seeing as they have an Atari developer's kit on there as well as the source code to many of the GEM productivity applications such as GEM Graph, GEM Write and GEM Desktop Publisher.

From -1804609072220756479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10774caef0905bbe
X-Google-Attributes: gid1115ce,public
From: Christer Gustavsson <cg@nospamcrew.org>
Subject: Re: GEM gets GPL'd
Date: 1999/04/22
Message-ID: <t1gpv4xqilj.fsf@alkes.mo.emw.ericsson.se>#1/1
X-Deja-AN: 469442077
References: <OmyT2.2812$b97.251@news.rdc1.wa.home.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 924762200 1756 (None) 136.225.69.62
Organization: Ericsson Microwave Systems AB, Molndal
Mime-Version: 1.0
User-Agent: Gnus/5.07008 (Pterodactyl Gnus v0.80) Emacs/20.3
Newsgroups: comp.sys.atari.programmer

"Rob Morgan" <robert1925@aol.com> writes:
> Caldera has released the source code to GEM (but only Intel at this point,
> it seems) under the GPL (meaning--it's free!). Atari ST programmers still
> may want to check this out, seeing as they have an Atari developer's kit on
> there as well as the source code to many of the GEM productivity
> applications such as GEM Graph, GEM Write and GEM Desktop Publisher.

Are you sure that there are sources for the applications? The ones I tried contained binaries only. Anyway, the gem sources are welcome. I will try to compile the desktop as well as the resource construction set under Osis.

/Christer

From 1784611461513802021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3c4ec5a9636c8d3,start
X-Google-Attributes: gid1115ce,public
From: "Paul Hill" <paul@lagernet.clara.co.uk>
Subject: Centering screens
Date: 1999/04/22
Message-ID: <268.781T1075T7573596paul@lagernet.clara.co.uk>#1/1
X-Deja-AN: 469625195
X-Complaints-To: abuse@clara.net
X-Trace: mors.clara.net 924800873 195.8.89.227 (Thu, 22 Apr 1999 18:07:53 BST)
NNTP-Posting-Date: Thu, 22 Apr 1999 18:07:53 BST
Newsgroups: comp.sys.atari.programmer

Easy question,

My screen's narrower than the screenmode i'm using. How do I centre it?

e.g. I'm opening a 256 pixel wide screen on a 320 wide screenmode.

I'm guessing I can get the width from the displayinfo database, but I can't
find the values I need.

--
Paul

From 8935868981940924940
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: fd4c9,10c3a6ac2bd1ca77
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
From: "Peter Persson" <pepNOSPAM@mbox306.swipnet.se>
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/04/22
Message-ID: <TPMT2.14739$x43.27801@nntpserver.swip.net>#1/1
X-Deja-AN: 469726591
References: <7elurp$cc3$1@news.casema.net> <3713708E.6AD9FD37@uottawa.ca>
<7evvn0$8lv$1@news.casema.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 924817779 130.244.147.105 (Thu, 22 Apr 1999 23:49:39
MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Thu, 22 Apr 1999 23:49:39 MET DST
Newsgroups: comp.sys.atari.programmer,comp.sys.atari

Hi!

Are you planning to emulate the DSP as well? (If you don't it will be a
pretty useless emulator as allmost all Falcon programs use it :-)

/Peter

Vlierus <****@****.***> skrev i meddelandet
<7evvn0$8lv$1@news.casema.net>...
>YES... I knew there are people intressed....
>
>im working very hard... i now have the desktop emulated.. i must now going
>to emulate the blitter..... and that's a though wone.... i think it may
take
>a week or 3 ... then it's finished....
>
>
>but.. i let know when it's finished
>
>
>SeE Ya
>--
>Vlierus
>
>

From -7225202845919830603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10774caef0905bbe
X-Google-Attributes: gid1115ce,public
From: "Rob Morgan" <robert1925@aol.com>
Subject: Re: GEM gets GPL'd
Date: 1999/04/23
Message-ID: <v%ST2.3857$b97.229@news.rdc1.wa.home.com>#1/1
X-Deja-AN: 469846947
References: <OmyT2.2812$b97.251@news.rdc1.wa.home.com>
<t1gpv4xqilj.fsf@alkes.mo.emw.ericsson.se>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@home.net
X-Trace: news.rdc1.wa.home.com 924843099 24.0.229.160 (Thu, 22 Apr 1999 21:51:39
PDT)
Organization: @Home Network
NNTP-Posting-Date: Thu, 22 Apr 1999 21:51:39 PDT
Newsgroups: comp.sys.atari.programmer

I stand corrected--it is only the source to GEM/3 itself that is available
right now. Hopefully they will GPL at least some of the apps down the road.

From 576898588481845149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19773f19ec930ce1,start
X-Google-Attributes: gid1115ce,public
From: mt@telebyte.nl (Martin Tarenskeen)
Subject: Re: atari dialing prgs
Date: 1999/04/25
Message-ID: <7fvrlk$mm1$2@rubens.telebyte.nl>#1/1
X-Deja-AN: 470779284
References: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A
Organization: UNI_MANiacs
Newsgroups: comp.sys.atari.programmer

On 19 Apr 1999 00:12:40 , Scott Jones wrote:
>I have an atari Mega ST4 and I am looking for dialing (terminal) prgs for
>it.. I already have ANSITERM, but am looking for others.... can you
>please help? Any help would be appreciative...
>
>
>Keymaster
>keymastr@cdc.net
>
>.
My choice would be RUFUS. very good.
```
*****************************************************************
* That's it folks !                                             *
*                                                               *
* Martin Tarenskeen                                             *
* Homepage: http://www.telebyte.nl/~mt                          *
*****************************************************************
```

From -281959811130545154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb8dd8de21e06eb7
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: atari dialing prgs
Date: 1999/04/25
Message-ID: <7g018onno1@snipp.uninett.no>#1/1
X-Deja-AN: 470807387
References: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-proxy.airnews.net> <371b83ee.39003884@news.ukonline.co.uk>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 925075544 24312 129.241.210.70 (25 Apr 1999 21:25:44 GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980514 (UNIX) (Linux/2.2.4 (i686))
Newsgroups: comp.sys.atari.programmer

Tony Greenwood <webdesign@accrington-web.co.uk> wrote:

> Freeze Dried Terminal... Another GEM Buster! :))

Yup, it's good, but because it completely ignores GEM it does not work on
my Falcon or TT, and not even the Mega ST with Lacescan enabled.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 7663400909255924156
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb8dd8de21e06eb7
X-Google-Attributes: gid1115ce,public
From: jmv@odsy.net (Joe M. Villarreal)
Subject: Re: atari dialing prgs
Date: 1999/04/25
Message-ID: <4KMU2.2708$3F1.123633@news13.ispnews.com>#1/1
X-Deja-AN: 470823979
References: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-proxy.airnews.net> <371b83ee.39003884@news.ukonline.co.uk> <7g018onno1@snipp.uninett.no>
X-Trace: news13.ispnews.com 925079552 208.242.251.19 (Sun, 25 Apr 1999 18:32:32 EDT)
NNTP-Posting-Date: Sun, 25 Apr 1999 18:32:32 EDT
Newsgroups: comp.sys.atari.programmer

On 25 Apr 1999 21:25:44 , Jo Even Skarstein wrote:
>Yup, it's good, but because it completely ignores GEM it does not work on
>my Falcon or TT, and not even the Mega ST with Lacescan enabled.
>

I use Freeze Dried Terminal on my TT. It seems to work well in the TT medium
resolution screen. I also use it using the Nova VME Plus graphics card in
256 colors although some of it's features don't work.

From -8943154111874031698
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb8dd8de21e06eb7
X-Google-Attributes: gid1115ce,public
From: jmv@odsy.net (Joe M. Villarreal)
Subject: Re: atari dialing prgs
Date: 1999/04/25

Message-ID: <pWMU2.815$v3.139748@news21.ispnews.com>#1/1
X-Deja-AN: 470827040
References: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-proxy.airnews.net> <371b83ee.39003884@news.ukonline.co.uk> <7g018onno1@snipp.uninett.no> <4KMU2.2708$3F1.123633@news13.ispnews.com>
X-Trace: news21.ispnews.com 925080341 208.242.251.19 (Sun, 25 Apr 1999 18:45:41 EDT)
NNTP-Posting-Date: Sun, 25 Apr 1999 18:45:41 EDT
Newsgroups: comp.sys.atari.programmer

On 25 Apr 1999 22:32:32 , Joe M. Villarreal wrote:
>On 25 Apr 1999 21:25:44 , Jo Even Skarstein wrote:
>>Yup, it's good, but because it completely ignores GEM it does not work on
>>my Falcon or TT, and not even the Mega ST with Lacescan enabled.
>>
>
>I use Freeze Dried Terminal on my TT. It seems to work well in the TT medium
>resolution screen. I also use it using the Nova VME Plus graphics card in
>256 colors although some of it's features don't work.
>
>.

Freeze Dried Terminal works well in TT low (16 colors). I haven't tried it
all that much in the TT medium but imagine the same problems as with the 256
color mode using the Nova card.

Sorry about the mistake in my previous post; I hardly ever use the standard
TT screen resolutions.

From -8549477193929748512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb8dd8de21e06eb7
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.cs.uni-dortmund.de>
Subject: Re: atari dialing prgs
Date: 1999/04/26
Message-ID: <vyz3e1nu00u.fsf@issan.cs.uni-dortmund.de>#1/1
X-Deja-AN: 470996115
References: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-proxy.airnews.net> <371b83ee.39003884@news.ukonline.co.uk> <7g018onno1@snipp.uninett.no> <4KMU2.2708$3F1.123633@news13.ispnews.com> <pWMU2.815$v3.139748@news21.ispnews.com>
X-Yow: .. I wonder if I ought to tell them about my PREVIOUS LIFE as a COMPLETE STRANGER?
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

jmv@odsy.net (Joe M. Villarreal) writes:

|> Freeze Dried Terminal works well in TT low (16 colors).

TT low has 256 colors (8 bits). It's TT medium (and ST low) that has 16 colors.

--
Andreas Schwab "And now for something
schwab@issan.cs.uni-dortmund.de completely different"
schwab@gnu.org

From -142296034938472963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb8dd8de21e06eb7
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: atari dialing prgs
Date: 1999/04/26
Message-ID: <7g29em$cm2$1@snipp.uninett.no>#1/1
X-Deja-AN: 471128521
References: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-proxy.airnews.net> <371b83ee.39003884@news.ukonline.co.uk> <7g018onno1@snipp.uninett.no> <4KMU2.2708$3F1.123633@news13.ispnews.com>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 925149462 12994 129.241.210.70 (26 Apr 1999 17:57:42 GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980514 (UNIX) (Linux/2.2.4 (i686))
Newsgroups: comp.sys.atari.programmer

Joe M. Villarreal <jmv@odsy.net> wrote:
> On 25 Apr 1999 21:25:44 , Jo Even Skarstein wrote:
>>Yup, it's good, but because it completely ignores GEM it does not work on
>>my Falcon or TT, and not even the Mega ST with Lacescan enabled.

> I use Freeze Dried Terminal on my TT. It seems to work well in the TT medium
> resolution screen. I also use it using the Nova VME Plus graphics card in
> 256 colors although some of it's features don't work.

I should have been more precise, what I mean is that it won't work on my
TT or Falcon in anything but ST-videomodes.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 4824594647507672197
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,3afeb7fe2db1bd17,start
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson freeserve" <chris-swinson@mega-disczine.freeserve.co.uk>
Subject: .ST files
Date: 1999/04/27
Message-ID: <7g5d19jme1@news5.svr.pol.co.uk>#1/1
X-Deja-AN: 471644101
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3612.1700
X-Complaints-To: abuse@theplanet.net
X-Trace: news5.svr.pol.co.uk 925251433 20174 62.136.21.17 (27 Apr 1999 22:17:13 GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 27 Apr 1999 22:17:13 GMT
Newsgroups: comp.sys.atari.programmer

If anyones interested in restoreing .ST files back to disc and can't figure
it out (I know I could not find a prog to do it) then I'll shell-up my
beta image restore program for release.

Chris

From -6418250331945336752
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3afeb7fe2db1bd17
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: .ST files
Date: 1999/04/28
Message-ID: <3726a94e68ab80@oden.se>#1/1
X-Deja-AN: 471765368
References: <7g5d19jme1@news5.svr.pol.co.uk>
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 925277874 193.220.122.42 (Wed, 28 Apr 1999 07:37:54 MET DST)
Organization: EttNet Customer News Posting
NNTP-Posting-Date: Wed, 28 Apr 1999 07:37:54 MET DST
Newsgroups: comp.sys.atari.programmer

on Tue 27-04-1999 23:16 Chris Swinson freeserve wrote:

>If anyones interested in restoreing .ST files back to disc and can't figure
>it out (I know I could not find a prog to do it) then I'll shell-up my
>beta image restore program for release.
>
>Chris

I did manage to do it once using MakeDisk.Exe running under Soft_PC on a TT, but it was not very pleasant to do it that way.

Another tool, which is for TOS use, that claims to do it is the JAY_MSA packer/unpacker, which is intended to support '.ST' files as an alternative for the '.MSA' format. Unfortunately no version I've tried could handle the '.ST' files I tested, so possibly the format has variations unknown to 'Jay'.

But there is another tool that does the job properly under TOS, and that is ST2DISK, which is a program dedicated to this particular need. It can not be used to create '.ST' files, but only to unpack them to disks. You should be able to find it on one of the major PACIFIST-related pages. The program needs to be registered for unlimited use, but it is costfree to register, and even unregistered it can create complete disks. It just takes a bit longer then (some 'nag' dialogs).

Even so, don't hesitate to go on with your project if it interests you. Perhaps yours will eventually have '.ST' creation ability too...?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

From 5341417177437269387
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3afeb7fe2db1bd17
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson freeserve" <chris-swinson@mega-disczine.freeserve.co.uk>
Subject: Re: .ST files
Date: 1999/04/28
Message-ID: <7g7brjcvo1@news4.svr.pol.co.uk>#1/1
X-Deja-AN: 471927263
References: <7g5d19jme1@news5.svr.pol.co.uk> <3726a94e68ab80@oden.se>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3612.1700
X-Complaints-To: abuse@theplanet.net
X-Trace: news4.svr.pol.co.uk 925315763 13304 62.136.8.158 (28 Apr 1999 16:09:23 GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 28 Apr 1999 16:09:23 GMT
Newsgroups: comp.sys.atari.programmer

Hi thanks for the info, I did see ST2DISC but it moaned about something so I gave up with it,

My program to restore .ST files to disc is 100% working :-) I'll be adding the make .ST files to it tonight so you can convert either way. Once finised I'll post the beta to anyone who will be willing to test it ?

thanks

Chris

Ronald Andersson wrote in message <3726a94e68ab80@oden.se>...
>on Tue 27-04-1999 23:16 Chris Swinson freeserve wrote:
>
>>If anyones interested in restoreing .ST files back to disc and can't
figure
>>it out (I know I could not find a prog to do it) then I'll shell-up my
>>beta image restore program for release.
>>
>>Chris
>
>I did manage to do it once using MakeDisk.Exe running under Soft_PC on a
TT,
>but it was not very pleasant to do it that way.
>
>Another tool, which is for TOS use, that claims to do it is the JAY_MSA
>packer/unpacker, which is intended to support '.ST' files as an alternative
>for the '.MSA' format. Unfortunately no version I've tried could handle
>the '.ST' files I tested, so possibly the format has variations unknown
>to 'Jay'.
>
>But there is another tool that does the job properly under TOS, and that
>is ST2DISK, which is a program dedicated to this particular need. It can
>not be used to create '.ST' files, but only to unpack them to disks. You
>should be able to find it on one of the major PACIFIST-related pages.
>The program needs to be registered for unlimited use, but it is costfree
>to register, and even unregistered it can create complete disks. It just
>takes a bit longer then (some 'nag' dialogs).
>
>Even so, don't hesitate to go on with your project if it interests you.
>Perhaps yours will eventually have '.ST' creation ability too...?
>
>
>--
>--
>Regards: Ronald Andersson mailto:dlanor@ettnet.se
>http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/
>--

From 4171212710289716662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bdecba03e61ce18a

X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: KINGDOM
Date: 1999/04/28
Message-ID: <37307aba.22274158@news.demon.co.uk>#1/1
X-Deja-AN: 471930810
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <01be82b8$dbdf7240$4cb70987@lange.dr.lucent.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 925316062 nnrp-04:19018 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 9 Apr 1999 18:43:27 GMT, "William R. Lange"
<williamlange@lucent.com> wrote:

>Hello Atari World,
>
>Can someone email me the BASIC listing for the old Atari game Kingdom. I
>am teaching a class on programming and I would like to show the students
>how a simulation is done and as I remember, this was a pretty good one.

Can't help with an ST version I'm afraid but the Acorn BBC Micro
computers had Basic source for this program. "BBC Basic" is an
absolute doddle to understand and very well structured btw - porting
it to Pascal wouldn't take much longer than typing it in! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2813548064679240942
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,369ec2a066a2350a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: VBL in ASM
Date: 1999/04/28
Message-ID: <37283433.462545@news.demon.co.uk>#1/1
X-Deja-AN: 471985961
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3707d6b3.473233@nntpserver.swip.net>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net

X-Trace: news.demon.co.uk 925326672 nnrp-12:19308 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 04 Apr 1999 21:19:06 GMT, jesper.brannmark@swipnet.se (Jeppe Br⊕nnmark) wrote:

>Hi!
>I'm just experimenting in ASM (68000 STE) (it's fast, very fast) and
>just created some wonderful rasters using the XBIOS 7-call.
>I tried the $ff8240-vector, but that wasn't really what I was looking
>for.
>Anyway I now got the idea to install theese to VBL! I can call
>like any program in VBL, but not my rastersource.
>
>Can someone tell me how to make a proper VBL call?

This must be ten years old if it's a day!!! If you don't know too much C or the names referred to by the macros I can have the compiler produce commented asm ...

```
#define  DEF_VARS
#include <sysvars.h>
#include <cpu.h>
#include "misc.h"

bool
_mi_vbl_slot(newvbl,install)
void (*newvbl)();
bool install;
/*[  bool _mi_vbl_slot(newvbl,install)
     void (*newvbl)();
     bool install;

 Installs or removes a handler from the VBL queue. 'install' should be
true
 to install the user handler 'newvbl' which will be installed in the
first
 free slot located. true will be returned for success and false for
failure.

 When 'install' is false then 'newvbl' is searched for in the VBL
queue and
 removed if it located, returning true for success and false for
failure.

 The routine saves the VBL semaphore and then disables VBL processing
while it
 searches and restores the original state before returning. The
current
 processor state is saved and supervisor state obtained if neccessary,
the
```

```
 previous state being re-instated before returning.

 False denotes a full VBL queue for installation and that the handler
has
 already been removed for removal.
]*/
{UWORD   old_vblsem;
 bool    old_state=cp_procstate();
 int i;
 ptr *addr         =(install ? NULL : newvbl);

 if (!old_state)   cp_superstate();
 old_vblsem = *SYS_VBLSEM;
 for (
     i = 0;
     i < *SYS_NVBLS;
     i += 1
     )    {

     if ((*SYS_VBLQUEUE)[i] == (ulong)addr)    {
          if (install)  (*SYS_VBLQUEUE)[i] = (ulong)newvbl;
          else     (*SYS_VBLQUEUE)[i] = (ulong)NULL;

          *SYS_VBLSEM = old_vblsem;
          if (!old_state)    cp_userstate();
          return true;
     }
 }

 *SYS_VBLSEM = old_vblsem;
 if (!old_state)   cp_userstate();
 return false;
}


--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```


From 4180063284175818872
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3c4ec5a9636c8d3
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Centering screens
Date: 1999/04/28

Message-ID: <372a3c37.2514165@news.demon.co.uk>#1/1
X-Deja-AN: 471985962
Content-Transfer-Encoding: 7bit

X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <268.781T1075T7573596paul@lagernet.clara.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 925326673 nnrp-12:19308 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 22 Apr 1999 17:07:53 GMT, "Paul Hill"
<paul@lagernet.clara.co.uk> wrote:

>Easy question,

but rather difficult to answer as there ain't enough info! ;-)

>My screen's narrower than the screenmode i'm using. How do I centre it?
>
>e.g. I'm opening a 256 pixel wide screen on a 320 wide screenmode.

I guess ((320 - 256) / 2) isn't the answer you're after?

>I'm guessing I can get the width from the displayinfo database, but I can't
>find the values I need.

Depends what interface you are using. For the AES you'd enquire
WH_DESKTOP via wind_get(). The VDI has it in the "work out" array.
Offhand I haven't a clue where TOS gets it from (probably the LineA).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2309058388875945734
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3afeb7fe2db1bd17
X-Google-Attributes: gid1115ce,public
From: dlanor@oden.se (Ronald Andersson)
Subject: Re: .ST files
Date: 1999/04/28
Message-ID: <372794f84018880@oden.se>#1/1
X-Deja-AN: 472045765
References: <7g5d19jme1@news5.svr.pol.co.uk> <3726a94e68ab80@oden.se>
<7g7brjcvo1@news4.svr.pol.co.uk>
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: abuse@ettnet.se
X-Trace: dummy.bahnhof.se 925337857 193.220.122.19 (Thu, 29 Apr 1999 00:17:37 MET
DST)

Organization: EttNet Customer News Posting
NNTP-Posting-Date: Thu, 29 Apr 1999 00:17:37 MET DST
Newsgroups: comp.sys.atari.programmer

on Wed 28-04-1999 17:08 Chris Swinson freeserve wrote:

>Hi thanks for the info, I did see ST2DISC but it moaned about something so I
>gave up with it,

Yes, it looks just like all those near unusable demo versions that some
people like to release. I don't see why they do that, as such versions
are likely to make users _less_ inclined to register, since they get an
unpleasant memory associated with that software.

But in the case of ST2DISK, the program really can do all the things that
the registered version can. It is just a bit awkward to do it unregistered.

>My program to restore .ST files to disc is 100% working :-) I'll be adding
>the make .ST files to it tonight so you can convert either way. Once
>finised I'll post the beta to anyone who will be willing to test it ?

I'm willing, but can't test the .ST files with emulators, since I do not
use PCs.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

From 6958040107392205610
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb8dd8de21e06eb7
X-Google-Attributes: gid1115ce,public
From: Nurmix@NO_SPAM_MEsocal.com (Paul Nurminen)
Subject: Re: atari dialing prgs (Freeze Dried Term)
Date: 1999/04/28
Message-ID: <7g86sa$tdn@enews1.newsguy.com>#1/1
X-Deja-AN: 472092285
References: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-
proxy.airnews.net> <371b83ee.39003884@news.ukonline.co.uk>
<7g018onno1@snipp.uninett.no> <4KMU2.2708$3F1.123633@news13.ispnews.com>
<7g29em$cm2$1@snipp.uninett.no>
Organization: NURVIS Music
Newsgroups: comp.sys.atari.programmer

On 26 Apr 1999 17:57:42 , Jo Even Skarstein wrote:

>I should have been more precise, what I mean is that it won't work on my

>TT or Falcon in anything but ST-videomodes.

Actually, I figured out a way a long time ago to get FzT to work great in Falcon 16 color mode.
As long as you are running NVDI (even Warp 9). For some reason without screen acceleration, the colors just won't work right at all. Anyway:

*First, you have to reverse black and white in the pallette because FzT mixes these up internally. Just use whatever CPX you use to adjust this. I simply created a NEWDESK.INF file called FZT.INF (which had these colors) and with X-Boot used this .INF file whenever I booted up to use FzT.

*Then, I use the serial patch program called FAST_SER.PRG. It allows remapping the port so that when you select 19,200 in FzT, you actually get 57,600. So your 28.8 or 56k modem will work as it should.

*And make sure you use a third party file selector, as the normal Falcon's (TOS 4) selector will create some redraw problems.

*Make sure your Falcon is in 16 color mode (not 256 or TC as this will create a few errors and problems).

*Now as far as working under MagiC? It does that too. Just make sure you're in 16 color mode, and set it up for single tasking.

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

From -7992149891200672521
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd1c37a519785a70,start
X-Google-Attributes: gid1115ce,public
From: Stabylo/The Removers <benjamin.gandon@mines.u-nancy.fr>
Subject: Update of the Removers' WEB site
Date: 1999/03/25
Message-ID: <36FA033C.AD53321@mines.u-nancy.fr>#1/1
X-Deja-AN: 458846653
Content-Transfer-Encoding: 7bit
Organization: CIRIL, Nancy, France

Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

This update of our site concerns English speaking
people that will be able to consult our site in English :
(that's not too early)

http://perso.club-internet.fr/sbriais

Stabylo/The Removers

From -4248807455595194528
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/25
Message-ID: <Pine.LNX.3.96.990325125326.28555A-100000@hal.fishpool.com>#1/1
X-Deja-AN: 458883520
References:
<1999Mar19.150817.273@lafn.org><S7ZBTWA8dt82QwZN@shaw1.freeserve.co.uk><ZIDnJCAeba
92EwLB@my-ste.demon.co.uk> <36f63cd836dfc50@xs4all.nl><JCWQEDAPUP@cabal.shnet.org>
<36f8ae2a1050911@xs4all.nl> <JCYPEFALUP@cabal.shnet.org>
X-Sender: q-funk@hal.fishpool.com
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: q-funk

Sounds interresting. What did you use to produce the patched ROM image?
Could it also be used to integrate AES 3.40 (from TOS 4) into TOS 3.06?
Then, how did you make your new EPROM?

On Wed, 24 Mar 1999, Thorsten Guenther wrote:

> >>Same here (patched German TOS 3.06)
>
> - arrow bug fixed
> - different logo shown after the machine is switched on
> - WinX in ROM
> - etc.

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

From -7169072324407875572
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86c0c92f7bbcdcee
X-Google-Attributes: gid1115ce,public
From: joska@nuts.edu
Subject: Re: Pure C?
Date: 1999/03/25
Message-ID: <7dda6o$8o2$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 458894738
References: <36F63E7B.9326A818@os-integration.com>
X-Http-Proxy: 1.0 s01sikker:5000, 1.0 x7.dejanews.com:80 (Squid/1.1.22) for client 195.1.5.228
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Mar 25 12:29:21 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows NT)

In article <36F63E7B.9326A818@os-integration.com>,
  Rory Street <Rory.Street@os-integration.com> wrote:
> Does anyone know where I am able to get a copy of Pure C from? I have
> looked everywhere but I don't think they sell it anymore.

That's correct, PureC hasn't been updated or sold since 1992 (IIRC). It's a shame, but I believe ASH had some legal problems with Borland and just had to drop it. I don't think anybody has it in stock now, so you'll have to look for second-hand copies.

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -5540115374461069232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Patch to fix Y2K problem on ST and more
Date: 1999/03/25
Message-ID: <7ddl49$fb0$6@news2.xs4all.nl>#1/1
X-Deja-AN: 458984331
X-NNTP-Posting-Host: dc2-modem3115.dial.xs4all.nl [194.109.140.43]
References: <1999Mar19.150817.273@lafn.org> <7cuevu$1i$1@cletus.bright.net> <gEyu+GADpN92Ew9Y@steverosie.demon.co.uk>
Organization: Stichting ST
X-XS4ALL-Date: Thu, 25 Mar 1999 16:35:37 CET

Newsgroups: comp.sys.atari.programmer

Pleas people STOP.

Sonehow in this tread a encoded binary is sent nearly very dag.

Of about 400 kb

Until now this stupid joke has cost 1/2 dollar telephone costs!

And there are hundreds like me.

STOP STOP

There is another a newsgroup to put binairies in!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 2755188106906256810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86c0c92f7bbcdcee
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: Pure C?
Date: 1999/03/25
Message-ID: <199903252014.a20099@su.maus.de>#1/1
X-Deja-AN: 459112585
Distribution: lokal
References: <7dda6o$8o2$1@nnrp1.dejanews.com>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Jo!

J>PureC hasn't been updated or sold since 1992 (IIRC).
The latest version is from Mar 20 1993

Bye

Joerg

From -8317031215491893372

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c47d916a8cee460,start
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Problems with G_STRINGs
Date: 1999/03/26
Message-ID: <7dg7l5hqq1@athena.netset.com>#1/1
X-Deja-AN: 459365660
X-Complaints-To: postmaster@mail.netset.com
X-Trace: athena.netset.com 922460646 18266 206.183.227.13 (26 Mar 1999 15:04:05 GMT)
Organization: NetSet Internet Solutions, Inc.
NNTP-Posting-Date: 26 Mar 1999 15:04:05 GMT
Newsgroups: comp.sys.atari.programmer

No this isn't a message about porn pics... ;)

I'm working on a project where I have a number of G_STRINGs in a rsc file. The problem is as follows.

If I change the G_STRING to be equal to a static message in my project, it will always redraw correctly.

However if I change the G_STRING to be equal to a message from an external source, upon redraw it is corrupted, changed whatever you want to call it. It's not what it was set to anymore.

Any ideas on where I'm going wrong? Or has the flu medicine sapped the last of my mental abilities...

Dan Ackerman
aka baldrick@netset.com

From -9183736110239001889
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c47d916a8cee460
X-Google-Attributes: gid1115ce,public
From: Odd Skancke <oskancke@online.no>
Subject: Re: Problems with G_STRINGs
Date: 1999/03/26
Message-ID: <Pine.MNT.4.10.9903261748270.78-100000@mail.sol.no>#1/1
X-Deja-AN: 459398600
Sender: oskancke@mail.sol.no
References: <7dg7l5hqq1@athena.netset.com>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: news-abuse@online.no
X-Trace: news1.online.no 922466898 130.67.57.240 (Fri, 26 Mar 1999 17:48:18 MET DST)

Organization: Telenor Online Public Access
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 26 Mar 1999 17:48:18 MET DST
Newsgroups: comp.sys.atari.programmer

On 26 Mar 1999, Dan Ackerman wrote:

>
> No this isn't a message about porn pics... ;)

I didn't think so :)

>
>
> I'm working on a project where I have a number of G_STRINGs in a
> rsc file. The problem is as follows.
>
> If I change the G_STRING to be equal to a static message in my
> project, it will always redraw correctly.
>
> However if I change the G_STRING to be equal to a message from an
> external source, upon redraw it is corrupted, changed whatever you want to
> call it. It's not what it was set to anymore.
>
> Any ideas on where I'm going wrong? Or has the flu medicine
> sapped the last of my mental abilities...

Well, all I can say is that this should work! If you set, for a G_STRING object, the op_spec pointer to point to a string, it should display that string. I suggest you make sure you set the ob_spec correctly. If you are sure you do, check that the string pointed to by the ob_spec is indeed intact. I've done this plenty times, and it works, so I'm quite sure its not a AES problem...

Odd Skancke - ozk@atari.org

>
> Dan Ackerman
> aka baldrick@netset.com
>
>
>

From -7751110588347407492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aaa8ae37a2445f8c,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)

Subject: FS 520ST (U.S.A. only)
Date: 1999/03/26
Message-ID: <19990326121003.22305.00000269@ng-fy1.aol.com>#1/1
X-Deja-AN: 459404119
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

I have the following for sale. I prefer to sell the whole lot as a package. However, I am willing to sell individual items but the ST must sell as a unit and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, Alpha Data trackball, manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry Populous
MetroCross Star Glider Conquest of Camelot

Guild of Thieves Star Ray Shadow of the
Beast II
Zork I AD&D Hillsfar Gold Runner II
Station Fall Golden Path Grid Iron
HitchHiker's Guide to the Galaxy The Black Cauldron Swiftar
Battleship Obitus Alcon
Pirates of the Barbary Coast Flight Simulator II

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

BTW, I am not leaving the Atari scene.

From 7335999154594765175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c47d916a8cee460
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Problems with G_STRINGs
Date: 1999/03/26
Message-ID: <36FBC75A.7776226B@cable.A2000.nl>#1/1
X-Deja-AN: 459416670

Content-Transfer-Encoding: 7bit
References: <7dg7l5hqq1@athena.netset.com>
<Pine.MNT.4.10.9903261748270.78-100000@mail.sol.no>
Content-Type: text/plain; charset=us-ascii
X-Trace: newton.a2000.nl 922470272 27006 24.132.20.245
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Dan Ackerman wrote:
> > However if I change the G_STRING to be equal to a message from an
> > external source, upon redraw it is corrupted, changed whatever you want to
> > call it. It's not what it was set to anymore.

The question is: what is your 'external source' exactly?

Greetings
Henk.

From 104638447613336458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c47d916a8cee460
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Re: Problems with G_STRINGs
Date: 1999/03/26
Message-ID: <7dgo6t$cf7$1@athena.netset.com>#1/1
X-Deja-AN: 459452541
References: <7dg7l5hqq1@athena.netset.com>
<Pine.MNT.4.10.9903261748270.78-100000@mail.sol.no>
<36FBC75A.7776226B@cable.A2000.nl>
X-Complaints-To: postmaster@mail.netset.com
X-Trace: athena.netset.com 922477597 12775 206.183.227.13 (26 Mar 1999 19:46:37
GMT)
Organization: NetSet Internet Solutions, Inc.
NNTP-Posting-Date: 26 Mar 1999 19:46:37 GMT
Newsgroups: comp.sys.atari.programmer

In article <36FBC75A.7776226B@cable.A2000.nl>,
Henk Robbers <H.Robbers@cable.A2000.nl> wrote:
>Dan Ackerman wrote:
>> > However if I change the G_STRING to be equal to a message from an
>> > external source, upon redraw it is corrupted, changed whatever you want to
>> > call it. It's not what it was set to anymore.
>
>The question is: what is your 'external source' exactly?
>
>Greetings
>Henk.

In this case it was a modem. I finally found my problem. It was

a dual problem actually.

First I was directly manipulating the pointers of the ob_spec, so of course temporary strings were lost.

Secondly after I modified that to be a strcpy, I discovered that part of my strings weren't terminated. All seems to be fine now.

Thanks everyone,

Dan Ackerman
aka baldrick@netset.com

From 860022847750101328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fdfe8d6c15d6804
X-Google-Attributes: gid1115ce,public
From: Guido Goebertus <guidogoe@xs4all.nl>
Subject: Re: Falcon/CLab MK1 schemo's
Date: 1999/03/26
Message-ID: <922480282-256380AEicMi@xs4all.nl>#1/1
X-Deja-AN: 459466714
X-NNTP-Posting-Host: dc2-modem263.dial.xs4all.nl [194.109.129.7]
Content-Transfer-Encoding: 8bit
References: <78dvm4$sj4$2@news.imaginet.fr>
X-XS4ALL-Date: Fri, 26 Mar 1999 21:34:08 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: XS4ALL, networking for the masses
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi all,

Does any of you know where I can find falcon/clab mk1
schematics on the web?
I'm also wondering about it's power supply requirements.
I know this is probably a bit off topic, excuses for that.

Thanx in advance!

Guido.

```
        \|/
       (o o)
--oOOO---OOOo--------------/|\-Falcon-----------

L  ||||||||||||||||||||||||||||||||||||||||||||
db -50  -40 -30  -24   -18   -12    -6    0 over
R  ||||||||||||||||||||||||||||||||||||||||||||
```

--Guido Goebertus THD Studio Amsterdam----------

From 4144233723400857837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4ec4a69f3476fcba
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4ec4a69f3476fcba
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4ec4a69f3476fcba
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,4ec4a69f3476fcba
X-Google-Attributes: gid1056fc,public
From: =?iso-8859-1?Q?=BF?= - Infinity Rising - ? <www@geocities.com/~timanov>
Subject: Re: Vote Today
Date: 1999/03/26
Message-ID: <7dhq7f$sv0@enews3.newsguy.com>#1/1
X-Deja-AN: 459617879
Content-Transfer-Encoding: 7bit
References: <36ED5D16.6623@geocities.com> <Gw0g3DAbEy72Ewal@my-ste.demon.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: http://extra.newsguy.com
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.pr
ogrammer

Well, the US invented the bloody internet so I'm glad somebody's spreading
the word. All I can hope is that the person who's spreading is telling the
truth.

David Bolt wrote:

> In article <36ED5D16.6623@geocities.com>, Doctor Clu <clu-da-
> bard@geocities.com> writes
>
> <snip>
>
> >PLEASE PASS THIS ON!!!
>
> Please don't!!! It looks awfully like one of the Urban Legends listed
> at:
>
> <URL:http://www.scambusters.org/Scambusters22.html>
>
> The difference being that the one listed there refers to the FCC rather
> than Congress.
>
> This is totally off-topic and, even if true, wouldn't affect any of
> those net users outside the US.
>

> --
> David Bolt

--
"SMAQFWB: Small Mammals Are Quite Flavorsome When Baked."
Eat up!

http://www.geocities.com/~timanov --> New and improved, with only 25 percent recycled material!

From 6807448829993855364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,54cedbdc7981fb9f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,54cedbdc7981fb9f,start
X-Google-Attributes: gid1115ce,public
From: "John Whalley" <news@whalley.demon.co.uk>
Subject: MagiC Documentation Project
Date: 1999/03/28
Message-ID: <01be78f7$cbae3700$LocalHost@xpnwjjkf>#1/1
X-Deja-AN: 459948855
X-NNTP-Posting-Host: whalley.demon.co.uk:158.152.94.92
X-Trace: news.demon.co.uk 922611291 nnrp-11:658 NO-IDENT whalley.demon.co.uk:158.152.94.92
Organization: at Home
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Hi,

For a long time now, many programmers have been complaining that there are no programming docs for MagiC in English, and the MagiC author (Andreas Kromke) doesn't have the time to do his own translation.

Some of you may recall back in January a brief discussion about the lack of English programming docs for MagiC. Guy Harrison suggested starting a "community project" in the form of a web site where people could download parts of the German documentation and submit translations.

As a result, I've been in touch with Dr Kromke, who has kindly given permission to go ahead with the project, and has supplied the latest docs for MagiC. I've set up a pilot project with a few files initially, as the docs are extensive (the archive unpacks to over a megabyte). It's at:

http://www.whalley.demon.co.uk/atari/mdp/

The idea behind this site is to make available the German docs in easily-digestible (and downloadable) chunks for people to translate as and

when they have the time and inclination. I myself have no German worth speaking of and I'm not a programmer either, so my role in this is purely as host for the pages and co-ordinator (where necessary) for the results.

The site also includes info on translation tools to help get you started.

All help will be gratefully received! Please take a look and contribute if you are able.

Thanks,
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

From -8532746972369175034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dd9f339fbe1e8eba,start
X-Google-Attributes: gid1115ce,public
From: odonnllb@vax1.tcd.ie
Subject: [Slightly OT] Lattice and Pacifist
Date: 1999/03/28
Message-ID: <1999Mar28.175450@vax1.tcd.ie>#1/1
X-Deja-AN: 460047877
Organization: Trinity College Dublin, Ireland (post does not reflect views of Trinity College)
Newsgroups: comp.sys.atari.programmer

I occasionally use Lattice (5.06) on Pacifist -it's quicker than switching on the ST and transferring stuff by floppy (Don't ask), and I have a very annoying problem.
Lattice will overwrite an object file, but absolutely refuses to overwrite the actual program file, so I have to delete the previous version by hand.
Any ideas about what I'm doing wrong - apart from using a PC?
Regards
Brian O'Donnell
odonnllb@tcd.ie

From 6868407986092281650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54cedbdc7981fb9f
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: MagiC Documentation Project
Date: 1999/03/28
Message-ID: <199903281824.a26507@su.maus.de>#1/1

X-Deja-AN: 460060687
Distribution: lokal
References: <01be78f7$cbae3700$LocalHost@xpnwjjkf>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi John!

JW>http://www.whalley.demon.co.uk/atari/mdp/
I think you should better not call that project mdp because there already is
something called mdp: the MiNT documentation project (german)

Bye

Joerg
--
TraPatch Release 4 now available!
You don't know TraPatch? Then you also don't know WinKeys and BonI!
Have a look at http://home.pages.de/~westheide

From 6645860323488010591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,efccf32c28906629,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: Revised FS 520ST (U.S.A. only)
Date: 1999/03/28
Message-ID: <19990328174717.03802.00001785@ng05.aol.com>#1/1
X-Deja-AN: 460126641
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

I have the following for sale. I prefer to sell the whole lot as a package.
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and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, Alpha
Data trackball, manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry
MetroCross Star Glider

Guild of Thieves Star Ray Shadow of the
Beast II
AD&D Hillsfar Gold Runner II
Station Fall Golden Path Grid Iron

The Black Cauldron
Battleship
Pirates of the Barbary Coast Flight Simulator II

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

BTW, I am not leaving the Atari scene.

From 8152001865435158036
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,54cedbdc7981fb9f
X-Google-Attributes: gid1115ce,public
From: "John Whalley" <news@whalley.demon.co.uk>
Subject: Re: MagiC Documentation Project
Date: 1999/03/29
Message-ID: <922724948.26372.0.nnrp-08.9e985e5c@news.demon.co.uk>#1/1
X-Deja-AN: 460391642
X-NNTP-Posting-Host: whalley.demon.co.uk:158.152.94.92
References: <01be78f7$cbae3700$LocalHost@xpnwjjkf>
<199903281824.a26507@su.maus.de>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 922724948 nnrp-08:26372 NO-IDENT
whalley.demon.co.uk:158.152.94.92
Organization: at Home
Newsgroups: comp.sys.atari.programmer

Hi J⍰rg

J⍰rg Westheide <Joerg_Westheide@su.maus.de> wrote in article
<199903281824.a26507@su.maus.de>...

> JW>http://www.whalley.demon.co.uk/atari/mdp/
> I think you should better not call that project mdp because there already
is
> something called mdp: the MiNT documentation project (german)

It's not actually called mdp, that's just the name of the directory it's in
on my web site. It's called the MagiC Documentation Project. However, if
it's going to cause confusion, I could change the directory name. Is it
likely to be a big problem, as anyone seeing the full name should have no

doubt as to what this is?

TTFN
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

From -6617440146857520685
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54cedbdc7981fb9f
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: MagiC Documentation Project
Date: 1999/03/29
Message-ID: <199903291921.a30746@su.maus.de>#1/1
X-Deja-AN: 460591142
Distribution: lokal
References: <922724948.26372.0.nnrp-08.9e985e5c@news.demon.co.uk>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi John!

JW>However, if it's going to cause confusion, I could change the
JW>directory name.
This might possibly be better

Bye

Joerg
--
TraPatch Release 4 now available!
You don't know TraPatch? Then you also don't know WinKeys and BonI!
Have a look at http://home.pages.de/~westheide

From 3216872447041574839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a7ddb6acc24b374c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,52a56915132840e7,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1057da,52a56915132840e7,start
X-Google-Attributes: gid1057da,public

X-Google-Thread: 109a67,52a56915132840e7,start
X-Google-Attributes: gid109a67,public
From: Michael Clemmetsen <michael.clemmetsen@syn.beetee.co-uk>
Subject: FS: Falcon System in the UK
Date: 1999/03/30
Message-ID: <3700985C.DCB8D2A0@syn.beetee.co-uk>
X-Deja-AN: 460692811
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: BT Labs, Martlesham Heath, Ipswich, UK
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech,uk.adverts.comp
uter

Hello,

I have a complete Atari Falcon 030 system for sale for 350gbp ono.

This does not include shipping - I would prefer a buyer to
collect so that they can assure themselves that everything
is working before taking it away - I live in Newcastle upon Tyne.

See below for a complete description. Any questions, feel free to
email me.

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

---------- cut here ----------
** Falcon System **
4MB RAM, no internal IDE
External 520MB SCSI drive and Falcon SCSI to 50w SCSI connector.
Loaded and configured with the software listed below as well as
loads of freeware, shareware and demos mainly downloaded from the
internet.
        (Seagate mechanism - ST3655N, including technical
        documentation.
        The drive is internally terminated so you do not need a
        terminator, but will have to put it at the end of the SCSI
        chain if you use any other devices.)
ClockPatch fitted (by System Solutions)
        (Required for accurate Direct to Disk recording)
TT Keys fitted
        (High quality replacement keyboard contact cups that
         improve the keyboard feel -you'll definitely notice
         the difference if you are a touch typist)
Falcon VDU port to VGA adapter cable
        (required to connect to a SVGA or VGA monitor)
BlowUp Hard II

(Hardware attachment that plugs into the cartridge port providing a faster horizontal sync, thereby allowing higher resolutions on suitable monitors, i.e. those that can take a variable horizontal synch signal up to 50KHz. Includes software drivers and manual. The software can be used without the hardware if the monitor is unsuitable, i.e. lower refresh rates have to be used.)

2 Mice

(Not Atari, i.e. better microswitched devices)

Tabby graphics tablet

(Approximately A5 size, including software drivers and manual)

SVGA Monitor

(Includes Polarising screen filter. Works well with the BlowUp software, providing resolutions around 800x520, depending on colour depth.)

Epson LQ100 24pin dot-matrix printer including Manual

** Commercial Software **

All are english language versions and are complete with original disks and manuals.

* System

HD Driver 6

(Hard disk driver including format and setup)

NVDI 4.02

(Display accelerator and TrueType and Speedo Font display and printing.
Including over 40 high quality Truetype fonts.)

Magic 5.13

(Pre-emptive multi-tasking operating system, including support for Windows compatible long file names)

Kobold 2.5

(Fast file copier and file management tool)

Geneva 006

(Co-operative multi-tasking operating system)

NeoDesk 4 005

(Replacement Desktop integrates seamlessly with Geneva but also works with Magic)

NeoDesk CLI 2

(Command line interface that integrates with NeoDesk)

* Productivity

Papyrus 5.15

(The best word processor/pagelayout application on the Atari platform. Includes features, such as discontinuous selection not available in MS Word. Can import and export to MS Word)

Calamus S

(Premier DTP app.)

Twist 2

(Relational Database)
Apex Media
(Falcon only graphics and animation app.)

* Programming
Lattice C 5.52
(Professional C compiler that can target all 680x0 processors. Comes with libraries and documentation for creating fully compliant GEM programs.)
HiSoft C
(C interpreter. May not work on the Falcon, but useful for its GEM library which could be used with Lattice)

* Games
The Killing Cloud
(3D point of view strategy/flight sim/shootemup in 21st Century Los Angeles.
May work on the Falcon using one of the ST compatability programs e.g. Backwards)
Epic
(3D point of view strategy/flight sim/shootemup in space and on distant planets.
May work on the Falcon using one of the ST compatability programs e.g. Backwards)
Frontier - Elite II
(This works fine on the Falcon and can run from the hard disk)

** Books & Manuals & Magazines **
Falcon System Manual
CalApp User Guide
(Calendar and Appointment Software supplied with Falcon)

The Atari Compendium by Scott Sanders (2 volumes)
Modern Atari System Software (HiSoft)
(Both these books are essential for any serious Atari software development as they document all the system calls and style guidelines for all released versions of the TOS operating system.
As far as I know none of them are published anymore

Atari World - issues 1 to 11 inclusive

** Other **
Box of floppy disks with a variety of public domain, freeware and shareware software, e.g. MiNT and a bunch of MiNT related tools and utilities.

A few cables that may be of use.

From -485281058039810823

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54cedbdc7981fb9f
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Subject: Re: MagiC Documentation Project
Date: 1999/03/30
Message-ID: <Pine.LNX.3.96.990330162226.1288A-100000@hal.fishpool.com>#1/1
X-Deja-AN: 460746707
References: <01be78f7$cbae3700$LocalHost@xpnwjjkf>
<199903281824.a26507@su.maus.de>
<922724948.26372.0.nnrp-08.9e985e5c@news.demon.co.uk>
To: John Whalley <john@whalley.demon.co.uk>
X-Sender: q-funk@hal.fishpool.com
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: q-funk

> > JW>http://www.whalley.demon.co.uk/atari/mdp/
> > I think you should better not call that project mdp because there already
> > is something called mdp: the MiNT documentation project (german)

Might sound corny but, how about "The MagiC Spell Project" ?

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

From -3585480461270391640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6739cfc87ffbc97c,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: FS 520ST (North America only)
Date: 1999/03/30
Message-ID: <19990330104944.08713.00000064@ng22.aol.com>#1/1
X-Deja-AN: 460785251
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:

4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, l,
manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry
MetroCross Star Glider
Star Ray Shadow of theBeast II
Guild of Thieves Golden Path
AD&D Hillsfar Gold Runner II
Station Fall Grid Iron
The Black Cauldron Flight Simulator II
Battleship
Pirates of the Barbary Coast

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

BTW, I am not leaving the Atari scene.

From 1108392467978796883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54cedbdc7981fb9f
X-Google-Attributes: gid1115ce,public
From: "John Whalley" <news@whalley.demon.co.uk>
Subject: Re: MagiC Documentation Project
Date: 1999/03/30
Message-ID: <922828962.2440.0.nnrp-12.9e985e5c@news.demon.co.uk>#1/1
X-Deja-AN: 460899792
X-NNTP-Posting-Host: whalley.demon.co.uk:158.152.94.92
References: <01be78f7$cbae3700$LocalHost@xpnwjjkf>
<199903281824.a26507@su.maus.de>
<922724948.26372.0.nnrp-08.9e985e5c@news.demon.co.uk>
<Pine.LNX.3.96.990330162226.1288A-100000@hal.fishpool.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 922828962 nnrp-12:2440 NO-IDENT
whalley.demon.co.uk:158.152.94.92
Organization: at Home
Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine wrote in message ...
>Might sound corny but, how about "The MagiC Spell Project" ?

groan

Seriously, though, in the absence of a flood of confused people I'll probably leave it as it is, having just publicised the thing. Anyone linking to the site or mentioning it in newsgroups etc is going to use the word MagiC somewhere (which is a bit of a giveaway, no?), so I don't really see how altering a directory name is going to make much difference. Unless it looks like someone's going to try to start another pointless OS war (for the record, I mostly use MagiC, but I also have a MiNT setup and regard the two OSes as having different strengths and weaknesses: you use whichever is appropriate to your needs).

TTFN
John
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

From 1345022139003418556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a901038c4284e141
X-Google-Attributes: gid1115ce,public
From: jovlie@xs4all.nl (Jos Vlietstra)
Subject: Re: TT-Digger V5.4
Date: 1999/03/31
Message-ID: <7du49g$f19$1@news2.xs4all.nl>#1/1
X-Deja-AN: 461311128
X-NNTP-Posting-Host: dc2-modem905.dial.xs4all.nl [194.109.131.137]
References: <36F8E2A4.1C4D894B@cable.A2000.nl>
Organization: Music,Arts,Atari,Saxophone
X-XS4ALL-Date: Wed, 31 Mar 1999 23:32:32 CEST
Newsgroups: comp.sys.atari.programmer

On 24 Mar 1999 14:03:32 , Henk Robbers wrote:
Henk,
can you tell me with what software and in what way I can switch off a clock in a midiprogram or extend the duration ??
I have a fine piece of software, which plays midifiles on my multitasking TT, but it has a clock, that stops after 30 seconds !
I don't know where to look with a diskmonitor or can it be done with TT digger ??
Jos

From 5007803872695243031
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,a901038c4284e141
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: TT-Digger V5.4
Date: 1999/04/01
Message-ID: <3702AE4D.9E84455F@cable.A2000.nl>#1/1
X-Deja-AN: 461345516
Content-Transfer-Encoding: 7bit
References: <36F8E2A4.1C4D894B@cable.A2000.nl> <7du49g$f19$1@news2.xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Trace: newton.a2000.nl 922922620 17129 24.132.20.245
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Jos Vlietstra wrote:
>
> On 24 Mar 1999 14:03:32 , Henk Robbers wrote:
> Henk,
> can you tell me with what software and in what way I can switch off a
> clock in a midiprogram or extend the duration ??

No I cant.

> I have a fine piece of software, which plays midifiles on my
> multitasking TT, but it has a clock, that stops after 30 seconds !
> I don't know where to look with a diskmonitor or can it be done with
> TT digger ??

TT-Digger is a disassembler. It recognizes code and translates it
to machine code instructions. It is intended for analysing or reading
code of which you do not have the sources.
!!It is forbidden to use it for reverse engeneering.!!
It is a powerfull tool for pinpointing bugs however.

Henk.

From 8657253745020962053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,54cedbdc7981fb9f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,54cedbdc7981fb9f
X-Google-Attributes: gid1115ce,public
From: "Joe Connor" <joe@inactive.SPAMBLOCK.cix.co.uk>
Subject: Re: MagiC Documentation Project
Date: 1999/04/01
Message-ID: <7dug2m$2a6$5@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 461369132
Content-Transfer-Encoding: 7bit
References: <01be78f7$cbae3700$LocalHost@xpnwjjkf>
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

Organization: CIX - Compulink Information eXchange
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

John Whalley wrote in message <01be78f7$cbae3700$LocalHost@xpnwjjkf>...

>As a result, I've been in touch with Dr Kromke, who has kindly given
>permission to go ahead with the project, and has supplied the latest docs
>for MagiC.
Nice one John, best of luck with this venture. If any of the TransAction
team run out of projects I'll suggest they take a look.

From -6406435634261855078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc48805276f98d73,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Toolbox DLL engine
Date: 1999/04/01
Message-ID: <7dupuomrs1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 461418617
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Reply-To: gem at tos pl net
Newsgroups: comp.sys.atari.programmer

The Toolbox is nearly ready to go to beta test.

The Toolbox is a DLL engine (written entirely in 68k assembly language)
for the Atari ST family of computers, and requires just 32k of RAM for
itself, and a computer running TOS 1.0 or better.

The archive (about 60 kbytes, uncompressed it totals around 150k) contains
the Toolbox itself, example source code for a Toolbox library and an
example application to use that library (designed around Lattice C 5.60,
but should be usable with other languages), a CPX to configure libraries,
and an accessory to display libraries that are currently loaded, and a few
bare-bones manuals.

What is currently needed is a selection of people with varied computers to
torture-test the Toolbox and supplied utils, and to write libraries and
applications that use the Toolbox.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From -8353179152474159969
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,725eab53589bf08d,start
X-Google-Attributes: gid1115ce,public
From: jesper.brannmark@swipnet.se (Jeppe Br⍰nnmark)
Subject: TT-res!
Date: 1999/04/01
Message-ID: <37033a75.42511@nntpserver.swip.net>#1/1
X-Deja-AN: 461500582
X-Sender: s-399479@dialup168-2-60.swipnet.se
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 922958453 130.244.168.124 (Thu, 01 Apr 1999 11:20:53 MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Thu, 01 Apr 1999 11:20:53 MET DST
Newsgroups: comp.sys.atari.programmer

Hello everyone.

Can someone please give me the resolutions of TT-low, TT-med and
TT-high (bitplanes & max X and max Y).

(Off topic:it took me three hours to post this usenet message using
windows 3.11 and Free agent. the computer locks everytime I press
numlock, scroll-lock is blinking, it crashes the serial port everytime
I try to connect, it takes 4-5 tries to connect to the server - coz
windows cannot handle the serial interface. grrr. fuck microsoft,
at first I thought it was a virus - but no it's just windows)

From -5768478554065133058
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,54cedbdc7981fb9f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,54cedbdc7981fb9f
X-Google-Attributes: gid1115ce,public
From: "John Whalley" <news@whalley.demon.co.uk>
Subject: Re: MagiC Documentation Project
Date: 1999/04/01
Message-ID: <922965794.20562.0.nnrp-10.9e985e5c@news.demon.co.uk>#1/1
X-Deja-AN: 461530685
X-NNTP-Posting-Host: whalley.demon.co.uk:158.152.94.92
References: <01be78f7$cbae3700$LocalHost@xpnwjjkf>
<7dug2m$2a6$5@plutonium.compulink.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 922965794 nnrp-10:20562 NO-IDENT

whalley.demon.co.uk:158.152.94.92
Organization: at Home
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Joe Connor wrote in message <7dug2m$2a6$5@plutonium.compulink.co.uk>...
>
>John Whalley wrote in message <01be78f7$cbae3700$LocalHost@xpnwjjkf>...
>
>>As a result, I've been in touch with Dr Kromke, who has kindly given
>>permission to go ahead with the project, and has supplied the latest docs
>>for MagiC.
>Nice one John, best of luck with this venture. If any of the TransAction
>team run out of projects I'll suggest they take a look.

Thanks, Joe. Much appreciated.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

From 2138384059400408515
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,725eab53589bf08d
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: TT-res!
Date: 1999/04/01
Message-ID: <3703E095.55FD5040@cable.A2000.nl>#1/1
X-Deja-AN: 461708880
Content-Transfer-Encoding: 8bit
References: <37033a75.42511@nntpserver.swip.net>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: newton.a2000.nl 923001029 20659 24.132.20.245
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Jeppe Br⍰nnmark wrote:
>
> Hello everyone.
>
> Can someone please give me the resolutions of
TT-low : x = 320, y = 480 planes 8 (pixels are rectangular)
TT-med : x = 640, y = 480 planes 4
TT-high: x = 1280,y = 960 planes 1

As you see they all take the same amount of memory.

Henk.

From 4576529001479708836
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,725eab53589bf08d
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: TT-res!
Date: 1999/04/01
Message-ID: <7e0vld$1mu$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 461761446
References: <37033a75.42511@nntpserver.swip.net>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Jeppe Br﹟nnmark (jesper.brannmark@swipnet.se) wrote:
> Hello everyone.

> Can someone please give me the resolutions of TT-low, TT-med and
> TT-high (bitplanes & max X and max Y).

TTL: 320x480x8
TTM: 640x480x4
TTH: 1280x960x1

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From 2619560819533405855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8e35,8ef6680285ee349,start
X-Google-Attributes: gidf8e35,public
X-Google-Thread: 1115ce,8ef6680285ee349,start
X-Google-Attributes: gid1115ce,public
From: Rik Blomme <RIKBLOMME@HOTMAIL.COM>
Subject: gfa file
Date: 1999/04/02
Message-ID: <7e2ft9alg1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 461926199
X-Http-Proxy: 1.0 x3.dejanews.com:80 (Squid/1.1.22) for client 194.78.83.230
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Fri Apr 02 13:15:26 1999 GMT
Newsgroups: comp.sys.atari.programmer,alt.lang.gfa-basic

X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows NT)

Can someone tell me what type of file test.gfa is when it begins with the following words : "GFA rev 7.0".
Is there an editor for this type of file?

TIA,
Rik.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -1486034771640695073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: v_gtext()
Date: 1999/04/02
Message-ID: <3704cb9237c27a0@xs4all.nl>#1/1
X-Deja-AN: 461929702
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
X-XS4ALL-Date: Fri, 02 Apr 1999 14:53:37 CEST
Newsgroups: comp.sys.atari.programmer

What exactly is the limit with v_gtext()? Hitherto I checked with vqt_extent() whether the extent if the string wasn't longer that twice the window width, and this works perfectly with mono-spaced fonts, even with large screens, but strangely enough it doesn't work with proportional fonts and very wide windows. Specifically, it doesn't work on a 17" monitor with the window set to full screen size. It seems there is an absolute extent beyond which v_gtext() warps the lines on screen, but how big is it?

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I'm nobody! Who are you?" - Emily Dickinson

From 3855064280699885671
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,516207fd180867a0,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: FS Jaguar Game System North America only)
Date: 1999/04/02
Message-ID: <19990402082100.15604.00001239@ng-ba1.aol.com>#1/1

X-Deja-AN: 461935539
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

I have the following for items for sale. The only rule is that the Jag, Jag CD, and power pads must go together.
Here then, for your viewing pleasure is my list of Jag stuff. :)

Atari Jaguar with CD and 2 Power Pads, manuals, and boxes.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val d'Isere Skiing & Snowboarding

CD Games:
Blue Lightning Myst Vid Grid
BTW, I am not leaving the Atari scene.
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

From 2090239528069112702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/02
Message-ID: <3705385D.3AF519D4@cable.A2000.nl>#1/1
X-Deja-AN: 462075792
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923089036 4457 24.132.20.245 (2 Apr 1999 21:37:16 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 2 Apr 1999 21:37:16 GMT
Newsgroups: comp.sys.atari.programmer

Jos den Bekker wrote:
>
> What exactly is the limit with v_gtext()?

I suppose you use a C compiler.
It shouldnt be limited at all.
The interface allows you to pass the number of entries in the
intin array. Unfortunately a bunch of compilers use global

static arrays for all those AES & VDI arrays. That is what is limiting you.

There is nothing against rewriting the library module for v_gtext in which you use the existing global array in a own local defined aespb with all the other arrays locally declared with the length you want them to have.

Henk.

From 6071452404478312484
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: v_gtext()
Date: 1999/04/02
Message-ID: <3706343e.48867597@news.demon.co.uk>#1/1
X-Deja-AN: 462078378
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3704cb9237c27a0@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 923089453 nnrp-02:28251 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 2 Apr 1999 14:53:36 +0200, josdb@xs4all.nl (Jos den Bekker) wrote:

>What exactly is the limit with v_gtext()?

I've never seen one documented.

>Hitherto I checked with
>vqt_extent() whether the extent if the string wasn't longer that twice
>the window width, and this works perfectly with mono-spaced fonts,
>even with large screens, but strangely enough it doesn't work with
>proportional fonts and very wide windows.

Care to post a snippet of code that causes this problem?

>Specifically, it doesn't
>work on a 17" monitor with the window set to full screen size. It
>seems there is an absolute extent beyond which v_gtext() warps the
>lines on screen, but how big is it?

Methinks there'll be lots of factors. The standard font table has (iirc) only 8 bit character offsets. These may get translated into bugs or simply mean a limit of round about 256 chars on a line. I

wouldn't expect NVDI to suffer from this kind of problem though, or a
proportional non standard font, like a TrueType.

Memory might be an issue. If the reserved cache size has been exceeded
then this might trigger a bug in NVDI.

I'm starting to waffle. Lets see the code! :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -9155224590814936564
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,725eab53589bf08d
X-Google-Attributes: gid1115ce,public
From: jesper.brannmark@swipnet.se (Jeppe Br﹟nnmark)
Subject: Re: TT-res!
Date: 1999/04/03
Message-ID: <3705b875.324551@nntpserver.swip.net>#1/1
X-Deja-AN: 462198718
References: <37033a75.42511@nntpserver.swip.net>
<3703E095.55FD5040@cable.A2000.nl>
X-Sender: s-399479@dialup241-4-34.swipnet.se
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 923121586 130.244.241.226 (Sat, 03 Apr 1999 08:39:46
MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Sat, 03 Apr 1999 08:39:46 MET DST
Newsgroups: comp.sys.atari.programmer

Is all theese modes using 80 charcters wide mode and
25 lines per screen?

/Jeppe

From -7494166338314404525
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8e35,8ef6680285ee349
X-Google-Attributes: gidf8e35,public
X-Google-Thread: 1115ce,8ef6680285ee349
X-Google-Attributes: gid1115ce,public
From: jesper.brannmark@swipnet.se (Jeppe Br﹟nnmark)
Subject: Re: gfa file
Date: 1999/04/03
Message-ID: <3705b8b5.389088@nntpserver.swip.net>#1/1

X-Deja-AN: 462198719
References: <7e2ft9alg1@nnrp1.dejanews.com>
X-Sender: s-399479@dialup241-4-34.swipnet.se
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 923121687 130.244.241.226 (Sat, 03 Apr 1999 08:41:27 MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Sat, 03 Apr 1999 08:41:27 MET DST
Newsgroups: comp.sys.atari.programmer,alt.lang.gfa-basic

I guess it is a file for use with GFABASIC Window of GFABASIC DOS.
I seen GFABASIC DOS 4.11 or something, it was just a bad imitation of
the AES-routines on Atari. But 7.0 i guess windows.

>Can someone tell me what type of file test.gfa is when it begins with the
>following words : "GFA rev 7.0".
>Is there an editor for this type of file?

From 3403953700730337866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: v_gtext()
Date: 1999/04/03
Message-ID: <3705f3b01f557a0@xs4all.nl>#1/1
X-Deja-AN: 462232601
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
X-XS4ALL-Date: Sat, 03 Apr 1999 11:57:07 CEST
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
Newsgroups: comp.sys.atari.programmer

on Fri 02-04-1999 23:36 Henk Robbers wrote:

>I suppose you use a C compiler.
>It shouldnt be limited at all.
>The interface allows you to pass the number of entries in the
>intin array. Unfortunately a bunch of compilers use global
>static arrays for all those AES & VDI arrays. That is what is limiting
>you.
>
>There is nothing against rewriting the library module for v_gtext
>in which you use the existing global array in a own local defined
>aespb with all the other arrays locally declared with the length you want
>them to have.

I'm not sure I understand this correctly. I use PureC and the
prototype for v_gtext is

```
  void v_gtext(int handle,int x,int y,char *string);
```

I suppose I could rewrite the library function, but then I don't have the source code and don't know what AES/VDI calls it uses, or whether it employs global arrays. In the latter case: I wonder why it shouldn't constrict itself with a simple sizeof() operation.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I am, therefore I live."

From -315035008115901956
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: v_gtext()
Date: 1999/04/03
Message-ID: <3705f3b01f557a1@xs4all.nl>#1/1
X-Deja-AN: 462232602
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
References: <3704cb9237c27a0@xs4all.nl> <3706343e.48867597@news.demon.co.uk>
X-XS4ALL-Date: Sat, 03 Apr 1999 11:57:09 CEST
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
Newsgroups: comp.sys.atari.programmer

on Fri 02-04-1999 21:44 Guy Harrison wrote:

>Care to post a snippet of code that causes this problem?

Well, take this for example:

```
void draw_line(int whdl)
{
  char s[2000+1];
  int pxy[4];
  extern int vdi_handle;

  memset(s,'b',sizeof(s)); /* or choose any character */
  s[2000]='\0';

  wind_get(whdl,WF_WORKXYWH,&pxy[0],&pxy[1],&pxy[2],&pxy[3])
  pxy[2] += pxy[0]-1;
  pxy[3] += pxy[1]-1;

  vs_clip(vdi_handle,1,pxy);

  v_gtext(vdi_handle,pxy[0],pxy[1],s);
```

```
  ... function for setting horizontal slider size and position

  vs_clip(vdi_handle,0,pxy);
}
```

Now, if you do this, you will probably notice right away, and certainly after scrolling horizontally, that the line gets warped. The bug is independent of whether GDOS or NVDI or whatever is resident.

The solution which I have hitherto employed was to check if the extent of the string exceeds twice the window width and then truncate the string, if necessary:

```
  int extent[8];
  vqt_extent(vdi_handle,s,extent);
  if (extent[4]>(pxy[2]-pxy[0]+1))
    s[get_linepos(s,pxy[0],pxy[2])]='\0';
```

(The function get_linepos() calculates the position in the character array where the extent would exceed window width.)

This works perfectly with mono-spaced fonts, even with large screens, but it doesn't always work with proportional fonts. It works with "normal" window sizes and proportional fonts, but not, as I said before, with proportional fonts and a window set to full 17" screen size.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"It is never worth a first class man's time to express a majority opinion. By definition, there are plenty of others to do that.
- G.H. Hardy

From 400274349871405623
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,725eab53589bf08d
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: TT-res!
Date: 1999/04/03
Message-ID: <3705FE20.E93437A0@cable.A2000.nl>#1/1
X-Deja-AN: 462247204
Content-Transfer-Encoding: 8bit
References: <37033a75.42511@nntpserver.swip.net>
<3703E095.55FD5040@cable.A2000.nl> <3705b875.324551@nntpserver.swip.net>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923139663 11099 24.132.20.245 (3 Apr 1999 11:41:03 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie

Mime-Version: 1.0
NNTP-Posting-Date: 3 Apr 1999 11:41:03 GMT
Newsgroups: comp.sys.atari.programmer

Jeppe Br⸮nnmark wrote:
>
> Is all theese modes using 80 charcters wide mode and
> 25 lines per screen?

Nope.

320/480 --> 40/30
640/480 --> 80/30
1280/960 --> 160/60

The system font is 8x16 pixels.

Henk

From 4194638747642255713
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Subject: Re: v_gtext()
Date: 1999/04/03
Message-ID: <7e55js$r3e$1@snipp.uninett.no>#1/1
X-Deja-AN: 462267308
References: <3704cb9237c27a0@xs4all.nl>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 923146684 27758 129.241.210.110 (3 Apr 1999 13:38:04 GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Jos den Bekker <josdb@xs4all.nl> wrote:

> What exactly is the limit with v_gtext()? Hitherto I checked with

Most (all?) VDI-bindings I've seen limits the lenght to 80 characters. For
some stupid reason these bindings copy the entire string to a global array
instead of just using the refered string, you can write your own binding
to work around this. Just remember that the VDI expects each character to
be 16 bit (word), and not 8 bit.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**

**   beer - maria mckee - atari falcon - babylon 5
*/

From 4748427448415945041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/03
Message-ID: <37061DB9.8521D8AA@cable.A2000.nl>#1/1
X-Deja-AN: 462271428
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923147753 25569 24.132.20.245 (3 Apr 1999 13:55:53 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 3 Apr 1999 13:55:53 GMT
Newsgroups: comp.sys.atari.programmer

Jos den Bekker wrote:

> I suppose I could rewrite the library function.
> I wonder why it
> shouldn't constrict itself with a simple sizeof() operation.

Lack of imagination and lazyness?

I had a look at the PureC VDI lib. (with TT-Digger!!)
It seems there is no check on the length of the string.
And indeed the parameter areas are fixed length and static.
If the string is more than 256 characters the x and y are overwritten
and if the string is more than about 520, stuff not belonging to
the VDI is overwritten.

A few years ago I rewrote the whole GEMlib because I needed
a reentrant one.

You could split up the string in chunks of 255 char's,
or shall i dig it up and mail you my v_gtext ?
It is a long time ago however, so it will take som time.
But never mind, it's always good to fresh things up.

Henk.

From -6578084531430432033

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/03
Message-ID: <37061EB1.E19751AC@cable.A2000.nl>#1/1
X-Deja-AN: 462271429
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <7e55js$r3e$1@snipp.uninett.no>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923148001 25569 24.132.20.245 (3 Apr 1999 14:00:01 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 3 Apr 1999 14:00:01 GMT
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein wrote:
>
> Jos den Bekker <josdb@xs4all.nl> wrote:
>
> > What exactly is the limit with v_gtext()? Hitherto I checked with
>
> For
> some stupid reason these bindings copy the entire string to a global array
> instead of just using the refered string.
> Just remember that the VDI expects each character to
> be 16 bit (word), and not 8 bit.

Thats why they all must copy.

Henk.

From -732052419455973218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: v_gtext()
Date: 1999/04/03
Message-ID: <37058d43.6327578@news.demon.co.uk>#1/1
X-Deja-AN: 462292419
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 923154057 nnrp-12:11413 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

On Fri, 02 Apr 1999 23:36:29 +0200, Henk Robbers
<H.Robbers@cable.A2000.nl> wrote:

>Jos den Bekker wrote:
>>
>> What exactly is the limit with v_gtext()?
>
>I suppose you use a C compiler.
>It shouldnt be limited at all.
>The interface allows you to pass the number of entries in the
>intin array. Unfortunately a bunch of compilers use global
>static arrays for all those AES & VDI arrays. That is what is limiting
>you.

I nearly said "Noooo!" until I thought better of it and checked my
docs. ;-)

Looks like you've hit the nail on the head. I assumed (long forgot
actually), probably as Jos did, that a pointer to the string was
passed, not the darn thing itself.

>There is nothing against rewriting the library module for v_gtext
>in which you use the existing global array in a own local defined
>aespb with all the other arrays locally declared with the length you want
>them to have.

Hmm, I wonder if using wide strings would help any? Dunno anything
about them, but if every other char is zero then this could be local
intin[] directly. It's a thought. Can't be bothered to investigate it
though!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5851896697450517702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/03
Message-ID: <37063AFE.8F956345@cable.A2000.nl>#1/1
X-Deja-AN: 462297161
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>

```
Content-Type: multipart/mixed; boundary="------------5387D3E080E8F82E254FB6B4"
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923155246 7930 24.132.20.245 (3 Apr 1999 16:00:46 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 3 Apr 1999 16:00:46 GMT
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.
--------------5387D3E080E8F82E254FB6B4
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Henk Robbers wrote:
> Shall i dig it up and mail you my v_gtext ?

Well, I couldnt wait, Here it is.

Henk.
--------------5387D3E080E8F82E254FB6B4
Content-Type: text/plain; charset=us-ascii; name="V_GTEXT.C"
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="V_GTEXT.C"

/*   Hallo Jos
     I've tested it just now, it works together with the existing bindings.
     Henk Robbers.
*/

#define YES 1
#define NO  0

/* excerpt from a header file */
void setvdipb(                            /* PC         cdecl */
             int    handle,          /* d0         4(sp) */
             int    fu,              /* d1         6(sp) */
             int    ii,              /* d2         8(sp) */
             int    pi,              /* 4(sp)  10(sp) */
             int   *contrl,          /* a0         12(sp) */
             int   *intin,           /* a1         16(sp) */
             int   *ptsin,           /* 6(sp)  20(sp) */
             int   *intout,          /* 10(sp) 24(sp) */
             int   *ptsout);         /* 14(sp) 28(sp) */
/* -- */

#define MYLENGTH 2000 /* or whatever you need */
#define MAXIMIZE YES

void v_gtext(int handle,int x,int y,char *text)
{
     int c[7],ii[MYLENGTH],i=0;
#if MAXIMIZE
     while(i < MYLENGTH) if ((ii[i++]=*text++) == 0) break;
```

```
#else
     while ( (ii[i++]=*text++) != 0);
#endif
     setvdipb(handle,8,i-1,1,c,ii,&x,0L,0L);
}

/*   Put this in a separate .S file

; I know the PureC bindings are faster, but these are reentrant,
;    everything is on the stack, except what should not be used.

; if you dont trust your ROM vdi, remove the '*' below


*    .bss
* __di:       .ds.w    1
* __da:       .ds.l    1
     .globl   setvdipb
     .text
setvdipb:
          move.l   a0,-(sp)
          move d0,12(a0);              handle
          move d1,(a0);           fu
          move d2,6(a0);          n intin
          move 8(sp),2(a0);       n ptsin

          lea      -20(sp),a0;             simply put vdipb on the stack
          move.l   18(sp),16(a0);          ptsout
*         bne      _1
*         move.l   #__da,16(a0)       ; for stupid ROM vdi's
* _1:
          move.l   14(sp),12(a0);          intout
*         bne      _2
*         move.l   #__di,12(a0)
* _2:
          move.l   10(sp),8(a0);      ptsin
*         bne      _3
*         move.l   #__da,8(a0)
* _3:
          move.l   a1,4(a0);          intin
*         bne      _4
*         move.l   #__di,4(a0)
* _4:
          move.l   (sp)+,(a0);             contrl
          move.l   a0,d1
          move.l   #115,d0
          trap #2
          rts
     .end
*/

--------------5387D3E080E8F82E254FB6B4--
```

From 2016016555681903218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/03
Message-ID: <37063FDF.3B63FD52@cable.A2000.nl>#1/1
X-Deja-AN: 462302022
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<37058d43.6327578@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923156548 10067 24.132.20.245 (3 Apr 1999 16:22:28 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 3 Apr 1999 16:22:28 GMT
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> Hmm, I wonder if using wide strings would help any? Dunno anything
> about them, but if every other char is zero then this could be local
> intin[] directly. It's a thought. Can't be bothered to investigate it
> though!

Possibly DRI had this in mind originally.
Or it could as well be, as they called themselves "digital",
and looking at their fingers, that they noticed the space between
those. ;-)

Henk.

From 896872377816221217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: v_gtext()
Date: 1999/04/03
Message-ID: <199904031926.a43437@su.maus.de>#1/1
X-Deja-AN: 462353372
Distribution: lokal
References: <3705f3b01f557a1@xs4all.nl>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)

Newsgroups: comp.sys.atari.programmer

Hi Jos!

JDB>char s[2000+1];
JDB>v_gtext(vdi_handle,pxy[0],pxy[1],s);
The problem might be that the VDI itself limits the length of the intin array and thereby the length of the string, so you will have to spilt your string. You can inquire the maximum length supported by the VDI via vq_extnd(1). You will then find the length in workout[15], -1 means no limit

Bye

Joerg
--
TraPatch Release 4 now available!
You don't know TraPatch? Then you also don't know WinKeys and BonI!
Have a look at http://home.pages.de/~westheide

From 2135928246592776277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0253066f6ff81c0,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: FS 520ST (North America only)
Date: 1999/04/04
Message-ID: <19990403193407.21885.00002371@ng41.aol.com>#1/1
X-Deja-AN: 462417957
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

I have the following for sale. I prefer to sell the whole lot as a package. However, I am willing to sell individual items but the ST must sell as a unit and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE: $200.00 + $15.00 S&H
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, l, manual, System & language disks, and mouse cleaning ball.

GAMES: $5.00 each + $5.00 S&H
GBA Championship Basketball The Sentry
MetroCross Star Glider
Star Ray Shadow of theBeast II
Guild of Thieves Golden Path
AD&D Hillsfar Gold Runner II
Station Fall Grid Iron
The Black Cauldron Flight Simulator II
Battleship
Pirates of the Barbary Coast

APPLICATIONS: $7.00 each + $5.00 S&H
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

ENTIRE PACKAGE: $250.00 +$20.00 S&H
BTW, I am not leaving the Atari scene.

From -965426543628987805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d8bf6869adcdc5,start
X-Google-Attributes: gid1115ce,public
From: "Stephen Russell" <st3@bellsouth.net>
Subject: 2 Atari System For Sale
Date: 1999/04/04
Message-ID: <wJyN2.8528$Ek.3546503@news1.mia>#1/1
X-Deja-AN: 462421220
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2314.1300
X-MSMail-Priority: Normal
NNTP-Posting-Date: Sat, 03 Apr 1999 19:52:44 EDT
Newsgroups: comp.sys.atari.programmer

This is a great deal.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=86492829
check it out.

From 6571035144574451288
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eda1c807829f1f50,start
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Subject: Patch for Y2K clock problem
Date: 1999/04/04
Message-ID: <OATNCAAetyB3Ewtn@thedruid.demon.co.uk>#1/1
X-Deja-AN: 462539629
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net

X-Trace: news.demon.co.uk 923228728 nnrp-09:11515 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Mark,

> Is somebody going to write a patch to fix the clock on the ST? On my
> ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't
> seem to have this problem, but my ST does and I would like to get it
> fixed.

You must be using the old control panel, get Xcontrol it handles the year correctly.

John.

--

--

```
 +-------------------------------------------------------------+
 | ======   The Druid  Wales  UK  >*<  InterNet GateWay        |
 |  I  I  gatekeeper@thedruid.demon.co.REMOVE.TO.REPLY.uk      |
 +-------------------------------------------------------------+
```

From -106771973574121250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8137202697f6376,start
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Subject: Programming the ST
Date: 1999/04/04
Message-ID: <MQ0N2FADuyB3EwNv@thedruid.demon.co.uk>#1/1
X-Deja-AN: 462539630
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 923228730 nnrp-09:11515 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi there,

> I wish to use my 1040ST as a controller via the printer port. I was
> wondering if there are any sites/links for hardware information.
> ie Port addresses, IRQ, etc

The printer port is easy, here is some source, warts and all. It was originally bad code posted in here that I fixed up to make work - ignore the commented code, though it might be an interesting documentary on how not to do things.

You could also do it with Bconout from TOS.

```
; Simple code to print a text file
;
    clr.l    -(sp)            ;    supervisor
    move.w    #32,-(sp)
    trap    #1
    addq.l    #6,sp
    move.l    d0,old_usp        ;    save stack
    lea.l    file,a0            ;    a0->text file
    move.b    (a0)+,d0        ;    get first character
send_loop
    bsr    to_printer        ;    send it
    move.b    (a0)+,d0        ;    get next
    cmp.b    #$ff,d0            ;    end of file?
    bne.s    send_loop        ;    no, so continue sending characters
    move.l    old_usp,-(sp)        ;    user
    move.w    #32,-(sp)
    trap    #1
    addq.l    #6,sp
    clr.w    -(sp)            ;    exit
    trap    #1
;
to_printer
;    move.b    #14,$ffff8800.w        ;    IO port A
;    ori.b    #$20,$ffff8802.w    ;    centronics STROBE, general purpose OP
;    eori.b    #$20,$ffff8802.w
tp_online
    btst.b    #0,$fffffa01.w        ;    printer online?
    bne.s    tp_online
;    move.b    #14,$ffff8800.w        ;    IO port A
;    move.b    #0,$ffff8802.w        ;    printer font
;    move.b     #14,$ffff8800.w
;    ori.b       #$20,$ffff8802.w
;    eori.b      #$20,$ffff8802.w
    move.b    #15,$ffff8800.w        ;    IO port B - centronics output
    move.b    d0,$ffff8802.w        ;    character
    move.b  #14,$ffff8800.w
    ori.b   #$20,$ffff8802.w
    move.b      #14,$ffff8800.w
    ori.b   #0,$ffff8802.w
```

```
   rts
    SECTION    DATA
file    incbin    "sourcefile'
    dc.b    $ff
    SECTION    BSS
    even
old_usp    ds.l    1
```

--

--


```
 +-------------------------------------------------------------+
 | ======   The Druid  Wales  UK  >*<  InterNet GateWay        |
 |  I  I  gatekeeper@thedruid.demon.co.REMOVE.TO.REPLY.uk      |
 +-------------------------------------------------------------+
```


From -893532652169059743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Subject: Re: v_gtext()
Date: 1999/04/04
Message-ID: <7e8a5q$a6a$2@snipp.uninett.no>#1/1
X-Deja-AN: 462617831
References: <3704cb9237c27a0@xs4all.nl> <7e55js$r3e$1@snipp.uninett.no>
<37061EB1.E19751AC@cable.A2000.nl>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 923249658 10442 129.241.210.110 (4 Apr 1999 18:14:18
GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Henk Robbers <H.Robbers@cable.A2000.nl> wrote:

>> Just remember that the VDI expects each character to
>> be 16 bit (word), and not 8 bit.

> Thats why they all must copy.

Yes, but why to a static, global array? It's very limiting and makes it
impossible to write thread-safe code.

--

/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**

**   beer - maria mckee - atari falcon - babylon 5
*/

From 5652589755313808780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/04
Message-ID: <3707BDDD.99052C9A@cable.A2000.nl>#1/1
X-Deja-AN: 462634393
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <7e55js$r3e$1@snipp.uninett.no>
<37061EB1.E19751AC@cable.A2000.nl> <7e8a5q$a6a$2@snipp.uninett.no>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923254286 16719 24.132.20.245 (4 Apr 1999 19:31:26 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 4 Apr 1999 19:31:26 GMT
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein wrote:
>
> Henk Robbers <H.Robbers@cable.A2000.nl> wrote:
>
> >> Just remember that the VDI expects each character to
> >> be 16 bit (word), and not 8 bit.
>
> > Thats why they all must copy.
>
> Yes, but why to a static, global array? It's very limiting and makes it
> impossible to write thread-safe code.

I already pointed that out. :-)
See my posts of fri 23.36 & sat 17.59

Henk

From -4008651368873629597
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,369ec2a066a2350a,start
X-Google-Attributes: gid1115ce,public
From: jesper.brannmark@swipnet.se (Jeppe Br?nnmark)
Subject: VBL in ASM
Date: 1999/04/04
Message-ID: <3707d6b3.473233@nntpserver.swip.net>#1/1
X-Deja-AN: 462677984

X-Sender: s-399479@dialup202-2-5.swipnet.se
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 923264111 130.244.202.69 (Mon, 05 Apr 1999 00:15:11 MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Mon, 05 Apr 1999 00:15:11 MET DST
Newsgroups: comp.sys.atari.programmer

Hi!
I'm just experimenting in ASM (68000 STE) (it's fast, very fast) and
just created some wonderful rasters using the XBIOS 7-call.
I tried the $ff8240-vector, but that wasn't really what I was looking
for.
Anyway I now got the idea to install theese to VBL! I can call
like any program in VBL, but not my rastersource.

Can someone tell me how to make a proper VBL call?

/Jeppe

From -4864387393404955595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: v_gtext()
Date: 1999/04/05
Message-ID: <37092d5a1376890@xs4all.nl>#1/1
X-Deja-AN: 462989198
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
X-XS4ALL-Date: Mon, 05 Apr 1999 22:40:02 CEST
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
Newsgroups: comp.sys.atari.programmer

on Sat 03-04-1999 15:55 Henk Robbers wrote:

>I had a look at the PureC VDI lib. (with TT-Digger!!)
>It seems there is no check on the length of the string.
>And indeed the parameter areas are fixed length and static.
>If the string is more than 256 characters the x and y are overwritten
>and if the string is more than about 520, stuff not belonging to
>the VDI is overwritten.

Hm. I've had problems reported with lines of about 140 chars. I'll try
again and make sure this report is correct.

>You could split up the string in chunks of 255 char's,

That would probably be best. I don't think I'll ever get windows with
that many chars.

>or shall i dig it up and mail you my v_gtext ?

Better still.

Thanks.

--
  Jos den Bekker   http://www.xs4all.nl/~josdb
                                -*-
  "A man who hates himself has an enemy whom he can never escape."
                                                - Norbert Wiener

From -8038974654190053383
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: v_gtext()
Date: 1999/04/05
Message-ID: <37092d5a1376891@xs4all.nl>#1/1
X-Deja-AN: 462989199
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37063AFE.8F956345@cable.A2000.nl>
X-XS4ALL-Date: Mon, 05 Apr 1999 22:40:06 CEST
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
Newsgroups: comp.sys.atari.programmer

on Sat 03-04-1999 17:59 Henk Robbers wrote:

>Well, I couldnt wait, Here it is.

Thanks a lot, Henk! I'll try it, and let you know if it works.

>   setvdipb(handle,8,i-1,1,c,ii,&x,0L,0L);

I noticed you don't use parameter `y'. Are you handling 4 bytes in
ptsin in the assembler code? (I'm afraid I don't know any assembler.)

--
  Jos den Bekker   http://www.xs4all.nl/~josdb
                                -*-
  "I am, therefore I live."

From -1954215090695952594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Subject: Re: v_gtext()
Date: 1999/04/05
Message-ID: <7ebcon$n10$2@snipp.uninett.no>#1/1
X-Deja-AN: 463020805
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37092d5a1376890@xs4all.nl>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 923350615 23584 129.241.210.110 (5 Apr 1999 22:16:55
GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Jos den Bekker <josdb@xs4all.nl> wrote:

>>You could split up the string in chunks of 255 char's,

> That would probably be best. I don't think I'll ever get windows with
> that many chars.

And I didn't expect to ever fill that 100Mb harddrive I once had either
;-)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 2897270684927207749
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/06
Message-ID: <37093B87.4AF9C252@cable.A2000.nl>#1/1
X-Deja-AN: 463026799
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37063AFE.8F956345@cable.A2000.nl> <37092d5a1376891@xs4all.nl>
Content-Type: text/plain; charset=us-ascii

X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923351993 22759 24.132.20.245 (5 Apr 1999 22:39:53 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 5 Apr 1999 22:39:53 GMT
Newsgroups: comp.sys.atari.programmer

Jos den Bekker wrote:
> Thanks a lot, Henk! I'll try it, and let you know if it works.
>
> >   setvdipb(handle,8,i-1,1,c,ii,&x,0L,0L);
>
> I noticed you don't use parameter `y'. Are you handling 4 bytes in
> ptsin in the assembler code? (I'm afraid I don't know any assembler.)

The portion of the stack that contains x and y is physically
acting as the ptsin array. So the address of that goes directly
to vdipb.
This is written for Pure C on ATARI with a 68K CPU.
It relies on the stack order and stack direction.
Very unportable. :-)
The 0L's (or nil) are for arrays that are not needed, and I dont
want to declare dummy everytime. (Over a 100 vdi functions)

Henk.

P.S.

I said I tested it, but I must confess I did NOT test it with
a string over 2000 bytes. ;-)

From -3151503978980814510
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/06
Message-ID: <37094117.891D4E34@cable.A2000.nl>#1/1
X-Deja-AN: 463035554
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37092d5a1376890@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923353416 25159 24.132.20.245 (5 Apr 1999 23:03:36 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 5 Apr 1999 23:03:36 GMT
Newsgroups: comp.sys.atari.programmer

Jos den Bekker wrote:

> That would probably be best. I don't think I'll ever get windows with
> that many chars.

On microfiche perhaps? How much m^2 are your's.

;-) Henk.

From 7620728341729843258
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/06
Message-ID: <370947EB.86294ABD@cable.A2000.nl>#1/1
X-Deja-AN: 463045585
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37092d5a1376890@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923355165 26221 24.132.20.245 (5 Apr 1999 23:32:45 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 5 Apr 1999 23:32:45 GMT
Newsgroups: comp.sys.atari.programmer

Jos den Bekker wrote:

> Hm. I've had problems reported with lines of about 140 chars. I'll try
> again and make sure this report is correct.

This should fit on a 1280 screen, unless the font you use is on avarage
wider than 8 pixels per char. Which VDI do you use?

I have a NOVA vdi version, that has problems with clipping Italic's

Henk.

From -5651362281305125067
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()

Date: 1999/04/06
Message-ID: <37095285.C0B8F8B1@cable.A2000.nl>#1/1
X-Deja-AN: 463057265
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37063AFE.8F956345@cable.A2000.nl>
Content-Type: multipart/mixed; boundary="------------0EFFD335635101D4B3A95A70"
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923357879 389 24.132.20.245 (6 Apr 1999 00:17:59 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 6 Apr 1999 00:17:59 GMT
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.
--------------0EFFD335635101D4B3A95A70
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

I wrote it in 1990

Now I am older and wiser I just had to post this one. :-)

Henk.
--------------0EFFD335635101D4B3A95A70
Content-Type: text/plain; charset=us-ascii; name="V_GTEXT.C"
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="V_GTEXT.C"

```
/*  Hallo Jos
    I've tested it just now, it works together with the existing bindings.
    Henk Robbers.
*/

#define YES 1
#define NO  0

/* excerpt from a header file */
void cdecl setvdipb(                /* PC         cdecl */
            int    handle,          /* d0         4(sp) */
            int    fu,              /* d1         6(sp) */
            int    ii,              /* d2         8(sp) */
            int    pi,              /* 4(sp)  10(sp) */
            int   *contrl,          /* a0         12(sp) */
            int   *intin,           /* a1         16(sp) */
            int   *ptsin,           /* 6(sp)  20(sp) */
            int   *intout,          /* 10(sp) 24(sp) */
            int   *ptsout);         /* 14(sp) 28(sp) */
/* -- */

#define MYLENGTH 2000 /* or whatever you need */
#define MAXIMIZE YES
```

```
void v_gtext(int handle,int x,int y,char *text)
{
     int c[7],ii[MYLENGTH],i=0;
#if MAXIMIZE
     while(i < MYLENGTH) if ((ii[i++]=*text++) == 0) break;
#else
     while ( (ii[i++]=*text++) != 0);
#endif
     setvdipb(handle,8,i-1,1,c,ii,&x,0L,0L);
}

/*   Put this in a separate .S file

; I know the PureC bindings are faster, but these are reentrant,
;    everything is on the stack, except what should not be used.

; if you dont trust your ROM vdi, remove the '*' below


     .globl   setvdipb
     .text
setvdipb:
          move.l   12(sp),a0;              contrl
          move 4(sp),12(a0);      handle
          move 6(sp),(a0);             fu
          move 8(sp),6(a0);       n intin
          move 10(sp),2(a0);      n ptsin
          lea      12(sp),a0;              stack = vdipb
          move.l   a0,d1
          moveq    #115,d0
          trap #2
          rts
     .end
*/

--------------0EFFD335635101D4B3A95A70--
```

```
From -7216812897775864682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/06
Message-ID: <3709630C.24ECF946@cable.A2000.nl>#1/1
X-Deja-AN: 463076321
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37063AFE.8F956345@cable.A2000.nl> <37095285.C0B8F8B1@cable.A2000.nl>
```

Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923362109 5524 24.132.20.245 (6 Apr 1999 01:28:29 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 6 Apr 1999 01:28:29 GMT
Newsgroups: comp.sys.atari.programmer

Henk Robbers wrote:
>
> I wrote it in 1990
>
> Now I am older and wiser .....

Shame on me!!! Not wise enough.
The &x can only work for a cdecl lib.
And that was exactly where my lib was meant for.

Jos!! change v_gtext as follows:
Put x & y in a local array and pass that:

```
int pin[2];

pin[0]=x,pin[1]=y;

&x ----> &pin
```

Or forget about it, because this whole thing may not be the the cause
of your problem at all.

The reason why it worked for me, is one of the great riddles
one encounters now and then. I am investigating this anyhow.

Henk.

From -2452767178852781161
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: v_gtext()
Date: 1999/04/06
Message-ID: <3709e2ded369a0@xs4all.nl>#1/1
X-Deja-AN: 463187485
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37063AFE.8F956345@cable.A2000.nl> <37095285.C0B8F8B1@cable.A2000.nl>
X-XS4ALL-Date: Tue, 06 Apr 1999 11:34:29 CEST
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services

Newsgroups: comp.sys.atari.programmer

on Tue 06-04-1999 02:17 Henk Robbers wrote:

>I wrote it in 1990
>
>Now I am older and wiser I just had to post this one. :-)
>
>/* excerpt from a header file */
>void cdecl setvdipb(/* PC
     cdecl */
      ^^^^^

Yes, I wondered about that already.

--
  Jos den Bekker http://www.xs4all.nl/~josdb
                  -*-
  "I comme from Italy, on the Atlantic Auction." - Chico Marx

From -4220903074334624344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: v_gtext()
Date: 1999/04/06
Message-ID: <3709e2ded369a1@xs4all.nl>#1/1
X-Deja-AN: 463187486
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37063AFE.8F956345@cable.A2000.nl> <37095285.C0B8F8B1@cable.A2000.nl>
<3709630C.24ECF946@cable.A2000.nl>
X-XS4ALL-Date: Tue, 06 Apr 1999 11:34:31 CEST
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
Newsgroups: comp.sys.atari.programmer

on Tue 06-04-1999 03:27 Henk Robbers wrote:

>The &x can only work for a cdecl lib.

?

>Jos!! change v_gtext as follows:
>Put x & y in a local array and pass that:
>
>int pin[2];
>
>pin[0]=x,pin[1]=y;

>
>&x ----> &pin

Hasty again, I suppose. Should be &x ----> pin.

>Or forget about it, because this whole thing may not be the the cause
>of your problem at all.

What makes you think so? (I haven't tested it yet.)

--
  Jos den Bekker http://www.xs4all.nl/~josdb
                -*-
  "It is never worth a first class man's time to express a majority
   opinion. By definition, there are plenty of others to do that.
                - G.H. Hardy

From 7398759221100753850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: v_gtext()
Date: 1999/04/06
Message-ID: <3709e33cd80920@xs4all.nl>#1/1
X-Deja-AN: 463187487
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37092d5a1376890@xs4all.nl> <370947EB.86294ABD@cable.A2000.nl>
X-XS4ALL-Date: Tue, 06 Apr 1999 11:36:01 CEST
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
Newsgroups: comp.sys.atari.programmer

on Tue 06-04-1999 01:31 Henk Robbers wrote:

>This should fit on a 1280 screen, unless the font you use is on avarage
>wider than 8 pixels per char.

Are you referring to the real avarage character width? Or does VDI
query vqt_attributes() to get the "avarage" charwidth? With "Chicago",
a proportional GDOS font on my old Atari, I get a width of 12 in both
attributes[8] and attributes[6].

>Which VDI do you use?

I don't know. :)

>I have a NOVA vdi version, that has problems with clipping Italic's

Same here.

--
  Jos den Bekker   http://www.xs4all.nl/~josdb
                                  -*-
  "Nothing can be moister than the tears of an oyster."

From 7005410739274649991
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,34592366b7056a9e,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,34592366b7056a9e,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,34592366b7056a9e,start
X-Google-Attributes: gid109a67,public
From: Michael Clemmetsen <michael.clemmetsen@syn.beetee.co-uk>
Subject: FS: Atari Falcon (UK)
Date: 1999/04/06
Message-ID: <3709D894.89261AB@syn.beetee.co-uk>#1/1
X-Deja-AN: 463189539
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: BT Labs, Martlesham Heath, Ipswich, UK
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hello,

I have a complete Atari Falcon 030 system for sale for 275gbp.
Buyer collects or pays delivery.

4MB RAM, 520MB HardDisk, Epson LQ 100 Printer, SVGA monitor, Graphics
Tablet, loads of commercial and public domain software, books and
magazines. Email me for a complete description.

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

From -7964878234455025530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,abfac5aee46e3247,start
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>
Subject: WEB Site update about the PHENIX 060
Date: 1999/04/06

Message-ID: <7eclo9$9ch$1@news.imaginet.fr>#1/1
X-Deja-AN: 463191624
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

PHENIX 060 - Version R1

We enjoy to announce you an updating of our site, particularly important in the domain of the PHENIX, our computer.

Here are the last changes :

1 - the 040 version of the PHENIX is abandoned !
The PHOENIX will be therefore a computer basicly provided with the mythical 68060 at 80MHz, giving 120 MIPS
(040 provides 32 MIPS at 40 MHz!).
Don't be affraid, prices of this 060 have quite changed and we are therefore in measure to propose a 3 or 4 times more powerful machine for only 2000 FF more in the full configuration.
This tariff could decrease according to providing of 060 because this tariff takes account of the worst offer of our suppliers.

2 - LINUX 060 already exists!
Whereas with one or two 040, LINUX would have been just usable, the 060 offers the necessary strength for a comfortable utilization...
Let's not speak of two 060 (240 MIPS).

3 - the DSP56301 works at 100 MHz and its SRAM descends to 12ns. A light increase of cost for 20 MIPS more(by DSP!).
The addition of a daughter card fitted with 3 DSP at 100 MHz is more that ever of actuality with recent and new objectives of some of our customers and partners.
This daughter card will be connected in the PCI slot #3 but it will be possible to add an identical second of it in the PCI slot #2 (the #1 is occupied by the graphic card).
Total, 7 DSP at 100 MIPS each (700 MIPS) and 3 DSP connectors offering each 4 high bi-directional debit serial channels (either 12) of 33Mbits/s for all numeric application ways...

4 - The utilization of SDRAM instead of EDO is essentially reported to an ulterior version of the PHENIX 060 for cost reasons and time of development. The SDRAM supports are 4 times cheaper than the EDO supports (so 60 FFS more) and besides it's necessary to harmonize SDRAM signals in 3.3 V and signals of the 060 bus in 5V with very speed buffers (2ns) and costly (60 FF of supplement).
Total, the added 120 FF on the motherboard compensate the gap of tariff between a 32 Mo SIMM and a 32 Mo SDRAM.
For those that know the 060, it is true that he is compatible with signals in 3.3V, but our PCI bridge is not: what obliges us to choose 5 V for all components of the 060 local bus.

Until 40 MHz as regards to performances, the SDRAM doesn't offer ANY advantage on the EDO 60ns: accesses are made on all sides in 1 cycle. Between 40 and 80 MHz, the SDRAM makes difference because she always permits BURST accesses in 1 cycle whereas the EDO obliges accesses in 2 cycles (that why the SDRAM imposed itself on computers where processsors reach 66, 80 MHz, and more...

On the PHENIX 060, the only way to take profit from the SDRAM is to pass the 060 in ' FULL SPEED' mode on its bus.
It means that instead of accessing the bus to an half frequency of its execution units (in our case 40 and 80 MHz), the 060 would access the bus to the same frequency than its units, so 80 MHz.
The gain is immediate: with EDO 60 nses, we can access at 80 MHz in BURST in 2 cycles, whereas the SDRAM offers 1 cycle.
It means that the 060 bandwith in RAM is 2 times more important !
Unfortunately, our PCI bridge can't be matched with the 060 beyond 45 MHz (verified timing for CENTEK by manufactory), what obliges us 060 accesses at half speed (HALF-SPEED mode) in bridge (toward the PCI bus).
We have a solution to this problem, but it will be for a little bit later, even though the challenge to wire a 060 in full speed on the SDRAM is exciting enough because that has never been achieved!
Imagine that the 060 in FULL-SPEED mode at 80 MHz is able" to swallow " 320 Mo/s with BURST of 1 cycle 80 MHz!
On Phenix R1, we should be sufficient with BURST 1 cycle 40 MHz, so 160 Mo/s... It is already excellent.

The PHENIX should be produced from JUNE 99.

For all question, we recommand you to visit our site before addressing you to our services, because we are already overflowed by numerous questions...

Thank you for your attention.

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

From -4809202119907179799

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/06
Message-ID: <370A19CA.87C9485E@cable.A2000.nl>#1/1
X-Deja-AN: 463253882
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37063AFE.8F956345@cable.A2000.nl> <37095285.C0B8F8B1@cable.A2000.nl>
<3709630C.24ECF946@cable.A2000.nl> <3709e2ded369a1@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923408892 4275 24.132.20.245 (6 Apr 1999 14:28:12 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 6 Apr 1999 14:28:12 GMT
Newsgroups: comp.sys.atari.programmer

Jos den Bekker wrote:
>
> on Tue 06-04-1999 03:27 Henk Robbers wrote:
>
> >The &x can only work for a cdecl lib.
>

Pure C by default uses D0,1,2 and A0,1 for passing parameters.
cdecl forces the more common method of pushing parameters on the stack.
Moreover, because it has been so long ago I forgot that I wrote
this reentrant lib for use by MEGAMAX, not Pure C hence the omission
of the word cdecl.
Pure C correctly moved x from D1 to a temp on the stack, but
didnt do that for y. I had the corresponding warning 'parameter
not used' switched off. (for a otherwise good reason)

> >pin[0]=x,pin[1]=y;
> >&x ----> &pin
>
> Hasty again, I suppose. Should be &x ----> pin.

Allways when I've been hasty I know I'm gonna regret.
But you're skilled enough to correct me. :-)
>
> >Or forget about it, because this whole thing may not be the the cause
> >of your problem at all.
>
> What makes you think so? (I haven't tested it yet.)

You mentioning using 140 byte string.
Pure C can have 256.

Changing setvdipb to cdecl is new. I can do the same for the vdipb
structure as I did for x and y, which saved a couple of long moves.
Compare the assembler parts.

Henk.

From 1080389435923113368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/06
Message-ID: <370A19D2.5346C0FB@cable.A2000.nl>#1/1
X-Deja-AN: 463253883
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37092d5a1376890@xs4all.nl> <370947EB.86294ABD@cable.A2000.nl>
<3709e33cd80920@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923408900 4275 24.132.20.245 (6 Apr 1999 14:28:20 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 6 Apr 1999 14:28:20 GMT
Newsgroups: comp.sys.atari.programmer

Jos den Bekker wrote:
>
> on Tue 06-04-1999 01:31 Henk Robbers wrote:
>
> >This should fit on a 1280 screen, unless the font you use is on avarage
> >wider than 8 pixels per char.
>
> Are you referring to the real avarage character width?

Yes. Because the longer the string the more exact the avarage will be.
The more you can be sure whether clipping will take place.

>
> >Which VDI do you use?
>
> I don't know. :)

I admire your 'divine discontent' ;-)

Henk.

From -3393309031506378412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b5aba04214707276,start
X-Google-Attributes: gid1115ce,public
From: jfhaslam@zetnet.co.uk (James F. Haslam)
Subject: New Website Open!
Date: 1999/04/06
Message-ID: <7ednrvhmr4@roch.zetnet.co.uk>#1/1
X-Deja-AN: 463351996
X-Trace: roch.zetnet.co.uk 923427519 18139 194.247.41.93 (6 Apr 1999 19:38:39 GMT)
NNTP-Posting-Date: 6 Apr 1999 19:38:39 GMT
Newsgroups: comp.sys.atari.programmer

Hi All!

This is a message to announce the opening of my own website! It's rather basic at the moment, but that's only because I'm a novice at HTML! ;-))

I used a program called Web Wizard, published by Cadenza Software for the Atari series of computers. It's a great program that enables the putting together of web pages with background images and sound files, and I think they look pretty good! ;-))

At present I have four main sections: My Homepages, My Atari Page, Atari Downloads, and a Links section; but I plan to expand these further with new sections.

The Downloads page only has two files to download, and they are Demos for the Atari Falcon, but I'm open to suggestions on what else to put on there. I only want to put Atari stuff there, and not commercial stuff neither!! :) The demos are: Sonoluminesenz by Avena, and The Lost Blubb by Lazer. These can be hard to track down on the Web, so that's why I've put them on!!

The Links section I think is pretty good, as well as Atari websites there are more general stuff there too, including a section of Online Newspapers that are around (only UK ones at the mo'!).

Whats the address, I hear you cry? Well its:

http://www.users.zetnet.co.uk/jfhaslam/index.htm

Any comments/suggestions on the site are welcome, just email to the address below!

Cheers!

James

```
+----------------------------------------+-------------------------------+
| James F. Haslam                        |                               |
|                                        | Atari Falcon 030 14Mb MagiC 6 |
| Email: jfhaslam@zetnet.co.uk           |                               |
|                                        | Cheshunt Computer Club member |
| Website:                               |                               |
| http://www.users.zetnet.co.uk/jfhaslam/ | Yes, Ataris CAN surf the Web! |
|                                        |                               |
+----------------------------------------+-------------------------------+
```


From -3772952598182186698
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,899783d606cecc6f,start
X-Google-Attributes: gid1115ce,public

From: Alexander Luedtke <mailer@ateliertorino.de>
Subject: GEM++ 2.x
Date: 1999/04/07

Message-ID: <370B2A3C.58C795D7@ateliertorino.de>#1/1
X-Deja-AN: 463578206
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Posted via the Nacamar Network
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi !

I'm searching people who do work / have wored with GEM++ 2.x Libary.
Perhabs someone has done a GEM++ 2.1 ??

What I need to know is - how to compile this libary ..... anyone done
this ??

bye

Alex

From -1884193661261798768
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: f8e35,8ef6680285ee349
X-Google-Attributes: gidf8e35,public
X-Google-Thread: 1115ce,8ef6680285ee349
X-Google-Attributes: gid1115ce,public

From: geertvanhecke@my-dejanews.com

Subject: Re: gfa file
Date: 1999/04/07
Message-ID: <7efcjc$pp4$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 463582270
References: <7e2ft9alg1@nnrp1.dejanews.com>
<3705b8b5.389088@nntpserver.swip.net>
X-Http-Proxy: 1.0 x17.dejanews.com:80 (Squid/1.1.22) for client 193.121.34.26
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Wed Apr 07 10:38:36 1999 GMT
Newsgroups: comp.sys.atari.programmer,alt.lang.gfa-basic
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows 95)

GFA is a focus file that can't be accessed according to KVD from IB.

by the way, with all your money, buy some tickets for the butterfly garden
instead of asking them to innocent people.

In article <3705b8b5.389088@nntpserver.swip.net>,
  jesper.brannmark@swipnet.se (Jeppe Br⍰nnmark) wrote:
> I guess it is a file for use with GFABASIC Window of GFABASIC DOS.
> I seen GFABASIC DOS 4.11 or something, it was just a bad imitation of
> the AES-routines on Atari. But 7.0 i guess windows.
>
> >Can someone tell me what type of file test.gfa is when it begins with the
> >following words : "GFA rev 7.0".
> >Is there an editor for this type of file?
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -7555924696947233035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ce683634ff684
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: cross compiler
Date: 1999/04/08
Message-ID: <7ei11l$4gd$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 463996904
References: <m3u2vcz7n6.fsf@ritter.demon.co.uk>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 923567989 4621 130.37.80.249 (8 Apr 1999 10:39:48 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 8 Apr 1999 10:39:48 GMT
Newsgroups: comp.sys.atari.programmer

David Knight (david@ritter.demon.co.uk) wrote:

: Can anyone give me a list of things I need to build a cross compiling
: environment for TOS to run under Linux?

- GCC sources
- Linker and assembler sources
- A working compiler environment
- Atari libs or library sources

You'll also need to be able to generate some library file needed by
GCC to build a cross-GCC. You should be able to generate this file using
GCC on Atari (or on any other m68k machine).

There actually is a working TOS cross-compiler for Linux on some FTP
site somewhere. Try an FTP search...

: Could egcs be used instead of gcc?

Probably, as long as the source-tree contains the cross-compiling stuff...

: what about C/C++ libraries and GEM libraries?

You can either get the binaries from the Atari GCC version or get the
sources and use the cross-compiler to recompile them...

-=LvZ

From -1337387749220247706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8e35,8ef6680285ee349
X-Google-Attributes: gidf8e35,public
X-Google-Thread: 1115ce,8ef6680285ee349
X-Google-Attributes: gid1115ce,public
From: jesper.brannmark@swipnet.se (Jeppe Br⍰nnmark)
Subject: Re: gfa file
Date: 1999/04/08
Message-ID: <370cfdfc.382882@nntpserver.swip.net>#1/1
X-Deja-AN: 464163124
References: <7e2ft9alg1@nnrp1.dejanews.com>
<3705b8b5.389088@nntpserver.swip.net> <7efcjc$pp4$1@nnrp1.dejanews.com>
X-Sender: s-399479@dialup72-2-41.swipnet.se
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 923602533 130.244.72.105 (Thu, 08 Apr 1999 22:15:33
MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Thu, 08 Apr 1999 22:15:33 MET DST
Newsgroups: comp.sys.atari.programmer,alt.lang.gfa-basic

I'm sorry, but your message is really confusing.

What is KVD and who is IB?

Have I got much money, that's news to me, and what about butterfly
garden and innocent people?

/Jeppe

From 5931877605045609460
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,1789f0576bc5ed5b,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,1789f0576bc5ed5b,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,1789f0576bc5ed5b,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,1789f0576bc5ed5b,start
X-Google-Attributes: gid1115ce,public
From: Doctor Clu <clu-da-bard@geocities.com>
Subject: Online chat with Kent Kordes of Systems for Tomorrow!
Date: 1999/04/09
Message-ID: <370E2A22.762F@geocities.com>#1/1
X-Deja-AN: 464500161
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@swbell.net
X-Trace: typhoon01.swbell.net 923678515 151.164.42.215 (Fri, 09 Apr 1999 10:21:55
PDT)
Organization: Atari Users of North Texas/USS Joshua/Unknown BBS
MIME-Version: 1.0
Reply-To: clu-da-bard@geocities.com
NNTP-Posting-Date: Fri, 09 Apr 1999 10:21:55 PDT
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.pr
ogrammer

/|\ Scheduled Chat Sessions

Visit our club website and Click the Main Chat Room menu option to join
us for the scheduled chats. Chats are schedule every Saturday night at
8:00PM CST. Please stop by for a while.

We are asking Kent Kordes, Systems for Tomorrow to join us. From my
experience, Kent has been a wonderful distributor of Atari hardware and
software here in North America. Not only does he carry products for the
ST computer line, but the Jaguar and Lynx systems as well! Got a
question about products and the future products being released? Stop in
and asked.

```
  |||    ATARI USERS OF NORTH TEXAS
  )|(    http://www.atariusers.com/AUNT
 / | \   Read the News, Join the Chats, Share the Meyhem!
```

Also....

We have a project going on right now to build up the Atari fandom in the United States, Canada, and other parts of our dear land mass. The belief is that there are many Atarians out there going on without a user group when hundreds (maybe thousands) of people still use Atari computers.

So if you are in America and Canada especially, just send your name, E-mail address, and State to:

Greg@atariusers.com

We'll be setting up a webpage soon. Who knows? A user group may be just waiting to be started in YOUR AREA!

From 1841191565663997150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bdecba03e61ce18a,start
X-Google-Attributes: gid1115ce,public
From: "William R. Lange" <williamlange@lucent.com>
Subject: KINGDOM
Date: 1999/04/09
Message-ID: <01be82b8$dbdf7240$4cb70987@lange.dr.lucent.com>#1/1
X-Deja-AN: 464525422
Organization: Lucent Technologies, Columbus, Ohio
Newsgroups: comp.sys.atari.programmer

Hello Atari World,

Can someone email me the BASIC listing for the old Atari game Kingdom. I am teaching a class on programming and I would like to show the students how a simulation is done and as I remember, this was a pretty good one.

Thanks

WRL

From 6785095542095444023
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dce4835b6a7e6d2e,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/04/09
Message-ID: <19990409193830.24284.00000702@ng144.aol.com>#1/1
X-Deja-AN: 464616149
References: <7elurp$cc3$1@news.casema.net>

Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

I'd certainly be interested in that. :)
Samuel A. Ferrer
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

From -4648370822070848263
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: fd4c9,10c3a6ac2bd1ca77,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
From: "Vlierus" <****@****.***>
Subject: ATARI FALCON030 EMU!!!!
Date: 1999/04/10
Message-ID: <7elurp$cc3$1@news.casema.net>#1/1
X-Deja-AN: 464591417
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@casema.net
X-Trace: news.casema.net 923696825 12675 195.96.116.157 (9 Apr 1999 22:27:05 GMT)
Organization: Casema Internet
X-MSMail-Priority: Normal
NNTP-Posting-Date: 9 Apr 1999 22:27:05 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari

Helllo

soon there will be a <almost> perfect FALCON 030 emu.....

it's now in a beta fase..... who is intressed?!??!?! just reply... en when
it's releasd i will give you the adress 4 downloading it

see ya all...
--
Vlierus
homepage: http://come.to/vlierus

From 7383358603147126012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)

Subject: Re: v_gtext()
Date: 1999/04/10
Message-ID: <370f144eb74472@xs4all.nl>#1/1
X-Deja-AN: 464726129
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37092d5a1376890@xs4all.nl> <370947EB.86294ABD@cable.A2000.nl>
<3709e33cd80920@xs4all.nl> <370A19D2.5346C0FB@cable.A2000.nl>
X-XS4ALL-Date: Sat, 10 Apr 1999 10:06:54 CEST
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
Newsgroups: comp.sys.atari.programmer

concerning Henk Robbers' patch of v_gtext():

All tests yielded positieve results, Henk!

--
  Jos den Bekker http://www.xs4all.nl/~josdb
                -*-
  "I reaffirm with emphasis that the sun is real, and also that it is
   hot - in fact as hot as Hell, and that if the metaphysicians doubt
   it they should go there and see."
                - Winston Churchill

From 7930550469819841906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/10
Message-ID: <370F76C2.F583EC00@cable.A2000.nl>#1/1
X-Deja-AN: 464820321
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37092d5a1376890@xs4all.nl> <370947EB.86294ABD@cable.A2000.nl>
<3709e33cd80920@xs4all.nl> <370A19D2.5346C0FB@cable.A2000.nl>
<370f144eb74472@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923760375 10379 24.132.20.245 (10 Apr 1999 16:06:15 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 10 Apr 1999 16:06:15 GMT
Newsgroups: comp.sys.atari.programmer

Jos den Bekker wrote:
>

> concerning Henk Robbers' patch of v_gtext():
>
> All tests yielded positieve results, Henk!

Thank you Jos.

Do you mean that at last my patches worked, or that YOUR problems
are solved? ;-)

Cheers
Henk.

From 5519497962161687003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,522fc6c98a795f07,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,522fc6c98a795f07,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,522fc6c98a795f07,start
X-Google-Attributes: gid109a67,public
From: <psloth@post2.tele.dk>
Subject: Newest version of AHDI - harddisk driver ??
Date: 1999/04/12
Message-ID: <D_fQ2.14$HV1.167@news.get2net.dk>#1/1
X-Deja-AN: 465365376
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@uni2.dk
X-Trace: news.get2net.dk 923896867 147.29.106.134 (Mon, 12 Apr 1999 08:01:07 MET
DST)
Organization: UNI2 Internet Kunde
NNTP-Posting-Date: Mon, 12 Apr 1999 08:01:07 MET DST
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

What is the newest version of AHDI harddisk-driver for Atari Falcon,
and where can it be downloaded ???

Thanx, Preben Sloth, Denmark
Please reply direct to psloth@post2.tele.dk

From -7570584079957113878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: feb3e,6eecafd2dc02a6ec,start
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: f849b,6eecafd2dc02a6ec,start
X-Google-Attributes: gidf849b,public
X-Google-Thread: 1115ce,6eecafd2dc02a6ec,start
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 15995c,6eecafd2dc02a6ec,start
X-Google-Attributes: gid15995c,public
X-Google-Thread: 106d72,6eecafd2dc02a6ec,start
X-Google-Attributes: gid106d72,public
From: Tobias Haustein <Haustein@i4.informatik.rwth-aachen.de>
Subject: nested interrupts on the m68k
Date: 1999/04/12
Message-ID: <3711F046.ADD30814@i4.informatik.rwth-aachen.de>#1/1
X-Deja-AN: 465442719
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Department of Computer Science IV, University of Aachen, Germany
Mime-Version: 1.0
Newsgroups:
comp.sys.m68k,comp.sys.amiga.programmers,comp.sys.amiga.emulations,comp.sys.atari.
programmer,comp.arch.embedded

Hi Folks,

i've got a question that is not answered in the motorola databooks. On
the Coldfire processor the first instruction of an interrupt handler is
executed before further interrupts are possible (source: Coldfire Family
Users Manual). I can't find such a passage in the M68000 or M68020
manual.
So, my question is, what happens on a M68000/68010/68020 in the
following
situation:

1. privileg level is zero
2. interrupt request for level 1 occurs
3. cpu saves sr and pc on the stack
4. cpu fetches interrupt vector
5. interrupt request for level 2 occurs!
(a)
6. first instruction of level 1 irq handler is executed
7. cpu saves sr and pc on the stack
8. cpu fetches interrupt vector
...

(b)
6. nothing
7. same as step 7 above...

As i read the ColdFire Manual, branch (a) is correct for this
architecture,
but i expect the M68000 to use branch (b). This is very important, since
my
task scheduler switches tasks in the interrupt. Therefore he needs to
change the status register and the program counter on the stack. This
can't
be done if the interrupt is a nested one.

Any ideas?

Please send answers to this group and to my mail address:
haustein@informatik.rwth-aachen.de

Thank you, ciao,

Tobias

From 3142116232021915947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: v_gtext()
Date: 1999/04/12
Message-ID: <3711fb06393bb30@xs4all.nl>#1/1
X-Deja-AN: 465456051
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37092d5a1376890@xs4all.nl> <370947EB.86294ABD@cable.A2000.nl>
<3709e33cd80920@xs4all.nl> <370A19D2.5346C0FB@cable.A2000.nl>
<370f144eb74472@xs4all.nl> <370F76C2.F583EC00@cable.A2000.nl>
X-XS4ALL-Date: Mon, 12 Apr 1999 14:56:02 CEST
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
Newsgroups: comp.sys.atari.programmer

on Sat 10-04-1999 18:05 Henk Robbers wrote:

>Do you mean that at last my patches worked, or that YOUR problems
>are solved? ;-)

My problems could be solved in two ways: by simply truncating the
string to 255 chars (it turned out that the offending string in the
test phase wasn't 138 chars long, as I said before, but 318), which is
the unsatisfactory easy way out, and by applying your patches, which
is the nicer way, because it allows me to use the maximum line length
of 1000 chars in email messages.

Thanks again!

--
  Jos den Bekker http://www.xs4all.nl/~josdb
                -*-
  "Nothing can ever be so bad that it can't be worse." - Mary Hartman

From -4437027915488213761

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,522fc6c98a795f07
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,522fc6c98a795f07
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,522fc6c98a795f07
X-Google-Attributes: gid1115ce,public
From: guenther@cabal.shnet.org (Thorsten Guenther)
Subject: Re: Newest version of AHDI - harddisk driver ??
Date: 1999/04/12
Message-ID: <JDMPADANUP@cabal.shnet.org>#1/1
X-Deja-AN: 465463998
Content-Transfer-Encoding: 7bit
References: <D_fQ2.14$HV1.167@news.get2net.dk>
Content-Type: text/plain; charset=US-ASCII
Organization: private shNet site, Germany
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In <D_fQ2.14$HV1.167@news.get2net.dk> psloth@post2.tele.dk wrote:
>What is the newest version of AHDI harddisk-driver for Atari Falcon,
>and where can it be downloaded ???

6.061, ask any archie for an appropriate ftp site.

Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
cantact Uwe Seimet and get a recent version of his HDDRIVER. That
software will be compatible with new hd and exchangeable media drives
(PD, MO, JAZ, ZIP, etc., AFAIK even DVD-RAM).

Thorsten

--

From 5212709928694549191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/12
Message-ID: <37126C7F.E3E89BCE@cable.A2000.nl>#1/1
X-Deja-AN: 465638906
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37092d5a1376890@xs4all.nl> <370947EB.86294ABD@cable.A2000.nl>
<3709e33cd80920@xs4all.nl> <370A19D2.5346C0FB@cable.A2000.nl>

<370f144eb74472@xs4all.nl> <370F76C2.F583EC00@cable.A2000.nl>
<3711fb06393bb30@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923954384 10088 24.132.20.245 (12 Apr 1999 21:59:44 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 12 Apr 1999 21:59:44 GMT
Newsgroups: comp.sys.atari.programmer

Jos den Bekker wrote:
>
> (it turned out that the offending string in the
> test phase wasn't 138 chars long, as I said before, but 318)

Aaah!

> applying your patches, which
> is the nicer way, because it allows me to use the maximum line length
> of 1000 chars in email messages.

After having a closer look I discovered that codes > 127 are
sign extended, unless you use option -k (default char is unsigned).

Henk

From 5902329727338287766
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,10c3a6ac2bd1ca77
X-Google-Attributes: gidfd4c9,public
From: Renaud PASCAL <rpascal@atos-group.com>
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/04/12
Message-ID: <3711C7F6.DE102BC0@atos-group.com>#1/1
X-Deja-AN: 466012725
Content-Transfer-Encoding: 8bit
References: <7elurp$cc3$1@news.casema.net>
To: "Vlierus" <****@****.***>
Content-Type: text/plain; charset=iso-8859-1
Organization: ATOS Infog rance
Mime-Version: 1.0
Reply-To: rpascal@atos-group.com
Newsgroups: comp.sys.atari.programmer,comp.sys.atari

Vlierus a crit:

> Helllo

>
> soon there will be a <almost> perfect FALCON 030 emu.....
>
> it's now in a beta fase..... who is intressed?!??!?! just reply... en when
> it's releasd i will give you the adress 4 downloading it

Well, if it ain't no April's Fool I 'm sure *INTERESTED IN IT !!!*

Whoops, sorry, I didn't mean to shout ;-P

From 4421431221252575746
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: v_gtext()
Date: 1999/04/13
Message-ID: <3712721F.7EABD553@cable.A2000.nl>#1/1
X-Deja-AN: 465648870
Content-Transfer-Encoding: 7bit
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37092d5a1376890@xs4all.nl> <370947EB.86294ABD@cable.A2000.nl>
<3709e33cd80920@xs4all.nl> <370A19D2.5346C0FB@cable.A2000.nl>
<370f144eb74472@xs4all.nl> <370F76C2.F583EC00@cable.A2000.nl>
<3711fb06393bb30@xs4all.nl> <37126C7F.E3E89BCE@cable.A2000.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 923955799 10086 24.132.20.245 (12 Apr 1999 22:23:19 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 12 Apr 1999 22:23:19 GMT
Newsgroups: comp.sys.atari.programmer

Henk Robbers wrote:

> codes > 127 are sign extended.

255 of course!

From -5987386646327969695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b6f7c344e74d7fb1,start
X-Google-Attributes: gid1115ce,public
From: Joakim H$gberg <gokmase@my-dejanews.com>
Subject: How look for either mousebutton?
Date: 1999/04/13
Message-ID: <7ev6no$l4a$1@nnrp1.dejanews.com>#1/1

X-Deja-AN: 465825845
X-Http-Proxy: 1.0 x9.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.217
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Tue Apr 13 10:36:40 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 [sv] (WinNT; I)

Greetings all,

Well, as most of the times, the subject line says it all. How do I use EVNT_MULTI to look for either (and if possible both) mouse buttons being pushed?

Thanks in advance,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 3614484068077848921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58b1364467126c7
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: v_gtext()
Date: 1999/04/13
Message-ID: <37133ee02fd7880@xs4all.nl>#1/1
X-Deja-AN: 465852067
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
References: <3704cb9237c27a0@xs4all.nl> <3705385D.3AF519D4@cable.A2000.nl>
<3705f3b01f557a0@xs4all.nl> <37061DB9.8521D8AA@cable.A2000.nl>
<37092d5a1376890@xs4all.nl> <370947EB.86294ABD@cable.A2000.nl>
<3709e33cd80920@xs4all.nl> <370A19D2.5346C0FB@cable.A2000.nl>
<370f144eb74472@xs4all.nl> <370F76C2.F583EC00@cable.A2000.nl>
<3711fb06393bb30@xs4all.nl> <37126C7F.E3E89BCE@cable.A2000.nl>
X-XS4ALL-Date: Tue, 13 Apr 1999 13:57:44 CEST
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
Newsgroups: comp.sys.atari.programmer

on Mon 12-04-1999 23:58 Henk Robbers wrote:

>After having a closer look I discovered that codes > 127 are
>sign extended, unless you use option -k (default char is unsigned).

Yes, I have that switch on.

--
  Jos den Bekker   http://www.xs4all.nl/~josdb
                                -*-
  "For any serious purpose, intelligence is a very minor gift."
                                            - G.H. Hardy

From -7172693497139300399
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,28b8ad211d651ba2,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: FS Jaguar Game System North America only)
Date: 1999/04/13
Message-ID: <19990413092153.09318.00000041@ng-cc1.aol.com>#1/1
X-Deja-AN: 465874405
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

I have the following for items for sale. The only rule is that the Jag, Jag
CD, and power pads must go together.
Here then, for your viewing pleasure is my list of Jag stuff. :)

Atari Jaguar with CD and 1 Power Pad, manuals, and boxes.

Cartridge Games:
Alien vs. Predator   Cybermorph   Fight for Life
Iron Soldier   Kasumi Ninja   Raiden
Rayman   Theme Park   Zool2
Trevor McFur in the Crescent Galaxy
Val d'Isere Skiing & Snowboarding

CD Games:
Blue Lightning   Myst   Vid Grid
BTW, I am not leaving the Atari scene.
.

From -1282253572679832443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,522fc6c98a795f07
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,522fc6c98a795f07
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,522fc6c98a795f07

X-Google-Attributes: gid109a67,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Newest version of AHDI - harddisk driver ??
Date: 1999/04/13
Message-ID: <7evmobcaa1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 465925042
References: <D_fQ2.14$HV1.167@news.get2net.dk> <JDMPADANUP@cabal.shnet.org>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 924016203 12618 130.37.80.249 (13 Apr 1999 15:10:03 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 13 Apr 1999 15:10:03 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: In <D_fQ2.14$HV1.167@news.get2net.dk> psloth@post2.tele.dk wrote:
: >What is the newest version of AHDI harddisk-driver for Atari Falcon,
: >and where can it be downloaded ???

: 6.061, ask any archie for an appropriate ftp site.

: Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
: cantact Uwe Seimet and get a recent version of his HDDRIVER. That
: software will be compatible with new hd and exchangeable media drives
: (PD, MO, JAZ, ZIP, etc., AFAIK even DVD-RAM).

: Thorsten

:
: --

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From -6538519032533668069
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b6f7c344e74d7fb1
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: How look for either mousebutton?
Date: 1999/04/13
Message-ID: <7evpef$e01$1@snipp.uninett.no>#1/1
X-Deja-AN: 465925043

Content-Transfer-Encoding: 8bit
References: <7ev6no$l4a$1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 924018959 14337 129.241.210.70 (13 Apr 1999 15:55:59 GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980514 (UNIX) (Linux/2.2.4 (i686))
Newsgroups: comp.sys.atari.programmer

Joakim H⍰gberg <gokmase@my-dejanews.com> wrote:

> Well, as most of the times, the subject line says it all. How do I use
> EVNT_MULTI to look for either (and if possible both) mouse buttons being
> pushed?

You have to set bit 9 of the argument ev_mbclicks, e.g. to wait for both
left and right button set ev_mbmask to 256+2 (wait for max. a
double-click) and ev_mbmask to 3 (set bit 1 and 2).

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From 1026670425616415737
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,522fc6c98a795f07
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,522fc6c98a795f07
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,522fc6c98a795f07
X-Google-Attributes: gid109a67,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Newest version of AHDI - harddisk driver ??
Date: 1999/04/13
Message-ID: <7evo0pcai1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 465934828
References: <D_fQ2.14$HV1.167@news.get2net.dk> <JDMPADANUP@cabal.shnet.org>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 924017497 12626 130.37.80.249 (13 Apr 1999 15:31:36 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 13 Apr 1999 15:31:36 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thorsten Guenther (guenther@cabal.shnet.org) wrote:

: 6.061, ask any archie for an appropriate ftp site.
: Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
: cantact Uwe Seimet and get a recent version of his HDDRIVER.

Or try CBHD (which is free).

-=LvZ

From 5675749760088973418
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: fd4c9,10c3a6ac2bd1ca77
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
From: Gilles Charron <s1383700@uottawa.ca>
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/04/13
Message-ID: <3713708E.6AD9FD37@uottawa.ca>#1/1
X-Deja-AN: 465934829
Content-Transfer-Encoding: 8bit
X-Cyberus: NNTP Proxy version 1.1
References: <7elurp$cc3$1@news.casema.net>
X-Accept-Language: en
Content-Type: text/plain; charset=iso-8859-1
X-Posting-IP: ip157.ts4.mn.dialup.ottawa.cyberus.ca (209.195.84.157)
X-Complaints-To: newsabuse@remarQ.com
X-Trace: 924020911.986.11 1WFMZI46C5F10D1C3C usenet1.supernews.com
Organization: Posted via RemarQ Communities, Inc.
MIME-Version: 1.0
Reply-To: s1383700@uottawa.ca
NNTP-Posting-Date: Tue, 13 Apr 1999 16:28:31 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari

I would Also Be very interested in this Emulator!

"Vlierus" wrote:
>

> Helllo
>
> soon there will be a <almost> perfect FALCON 030 emu.....
>
> it's now in a beta fase..... who is intressed?!??!?! just reply... en when
> it's releasd i will give you the adress 4 downloading it
>
> see ya all...
> --
> Vlierus
> homepage: http://come.to/vlierus

From 2095532001507932497
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,10c3a6ac2bd1ca77
X-Google-Attributes: gidfd4c9,public
From: "Vlierus" <****@****.***>
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/04/13
Message-ID: <7evvn0$8lv$1@news.casema.net>#1/1
X-Deja-AN: 465961262
References: <7elurp$cc3$1@news.casema.net> <3713708E.6AD9FD37@uottawa.ca>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@casema.net
X-Trace: news.casema.net 924025376 8895 195.96.116.65 (13 Apr 1999 17:42:56 GMT)
Organization: Casema Internet
X-MSMail-Priority: Normal
NNTP-Posting-Date: 13 Apr 1999 17:42:56 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari

YES... I knew there are people intressed....

im working very hard... i now have the desktop emulated.. i must now going
to emulate the blitter..... and that's a though wone.... i think it may take
a week or 3 ... then it's finished....

but.. i let know when it's finished

SeE Ya
--
Vlierus

From 6500114567157230683
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b6f7c344e74d7fb1
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: How look for either mousebutton?
Date: 1999/04/13
Message-ID: <7f0712gir1@snipp.uninett.no>#1/1
X-Deja-AN: 466005890
Content-Transfer-Encoding: 8bit
References: <7ev6no$l4a$1@nnrp1.dejanews.com> <7evpef$e01$1@snipp.uninett.no>
Content-Type: text/plain; charset=iso-8859-1

X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 924032866 16987 129.241.210.70 (13 Apr 1999 19:47:46 GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980514 (UNIX) (Linux/2.2.4 (i686))
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> Joakim H⍰gberg <gokmase@my-dejanews.com> wrote:

>> Well, as most of the times, the subject line says it all. How do I use
>> EVNT_MULTI to look for either (and if possible both) mouse buttons being
>> pushed?

> You have to set bit 9 of the argument ev_mbclicks, e.g. to wait for both
> left and right button set ev_mbmask to 256+2 (wait for max. a
                              ^^^^^^^^^^
Sorry, this should ofcourse be ev_mbclicks.

> double-click) and ev_mbmask to 3 (set bit 1 and 2).

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From 1967097014454562207
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: fd4c9,10c3a6ac2bd1ca77
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,dce4835b6a7e6d2e
X-Google-Attributes: gid1115ce,public
From: "Vlierus⍰" <****@****.***>
Subject: Re: ATARI FALCON030 EMU!!!!
Date: 1999/04/13
Message-ID: <7f0bmm$o9l$1@news.casema.net>#1/1
X-Deja-AN: 466033128
References: <7elurp$cc3$1@news.casema.net> <3711C7F6.DE102BC0@atos-group.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211
X-Complaints-To: abuse@casema.net
X-Trace: news.casema.net 924037654 24885 195.96.116.65 (13 Apr 1999 21:07:34 GMT)
Organization: Casema Internet
X-MSMail-Priority: Normal
NNTP-Posting-Date: 13 Apr 1999 21:07:34 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari

<cut>

it isn't a joke.... we are working very hard to get it work.... we are now busy with the <most needed??!?!?> blitter... that's a bit difficult.. but we get it work

i post a mssg when u can start testing it...

SeE Ya
--
Vlierus

From 3884393278111553178
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b6f7c344e74d7fb1
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: How look for either mousebutton?
Date: 1999/04/13
Message-ID: <7f0d5r$1p0$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 466044254
References: <7ev6no$l4a$1@nnrp1.dejanews.com> <7evpef$e01$1@snipp.uninett.no>
<7f0712gir1@snipp.uninett.no>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>> You have to set bit 9 of the argument ev_mbclicks, e.g. to wait for both
>> left and right button set ev_mbmask to 256+2 (wait for max. a
> ^^^^^^^^^
> Sorry, this should ofcourse be ev_mbclicks.

And it should also have been bit 8, not 9 ;) (the decimal value is correct, though)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de

PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -7589263243390336285
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: f849b,6eecafd2dc02a6ec
X-Google-Attributes: gidf849b,public
X-Google-Thread: 1115ce,6eecafd2dc02a6ec
X-Google-Attributes: gid1115ce,public
X-Google-Thread: feb3e,6eecafd2dc02a6ec
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: 15995c,6eecafd2dc02a6ec
X-Google-Attributes: gid15995c,public
X-Google-Thread: 106d72,6eecafd2dc02a6ec
X-Google-Attributes: gid106d72,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: nested interrupts on the m68k
Date: 1999/04/13
Message-ID: <FA5G5v.8HK@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 466132934
X-Nntp-Posting-Host: localhost
Content-Transfer-Encoding: 8bit
Sender: news@arisia.stud.uni-hannover.de (news)
References: <3711F046.ADD30814@i4.informatik.rwth-aachen.de>
Content-Type: text/plain; charset=iso-8859-1
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups:
comp.sys.m68k,comp.sys.amiga.programmers,comp.sys.amiga.emulations,comp.sys.atari.
programmer,comp.arch.embedded

In article <3711F046.ADD30814@i4.informatik.rwth-aachen.de>,
 Tobias Haustein <Haustein@i4.informatik.rwth-aachen.de> writes:

> my
> task scheduler switches tasks in the interrupt. Therefore he needs to
> change the status register and the program counter on the stack. This
> can't
> be done if the interrupt is a nested one.
>
> Any ideas?

Make sure the scheduler isn't called from both interrupts. For instance, if
the scheduler is only ever called from the 200 Hz interrupt (in an Atari),
the problem does not arise since the 200 Hz interrupt won't fire again
before many instructions from the first firing are executed. Other (higher
level) interrupts do not harm since they will clear the stack again before
execution resumes with your interrupt code.

Cheers Peter

--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -351071914413850594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b6f7c344e74d7fb1
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: How look for either mousebutton?
Date: 1999/04/14
Message-ID: <3713BFCC.1EF83544@cable.A2000.nl>#1/1
X-Deja-AN: 466055779
Content-Transfer-Encoding: 7bit
References: <7ev6no$l4a$1@nnrp1.dejanews.com> <7evpef$e01$1@snipp.uninett.no>
<7f0712gir1@snipp.uninett.no> <7f0d5r$1p0$1@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@a2000.nl
X-Trace: weber.a2000.nl 924041220 15600 24.132.20.245 (13 Apr 1999 22:07:00 GMT)
Organization: A2000 Kabeltelevisie en Telecommunicatie
Mime-Version: 1.0
NNTP-Posting-Date: 13 Apr 1999 22:07:00 GMT
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:
>
> Hi!
>
> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> >> You have to set bit 9 of the argument ev_mbclicks, e.g. to wait for both
> >> left and right button set ev_mbmask to 256+2 (wait for max. a
> > ^^^^^^^^^
> > Sorry, this should ofcourse be ev_mbclicks.
>
> And it should also have been bit 8, not 9 ;) (the decimal value is correct,
> though)

Amazingly, these are the rare cases in which the use of hex
really makes sense ;-)

Cheers.
Henk.

From 3311332119246381251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3efa853cfdda63e3,start
X-Google-Attributes: gid1115ce,public

From: jesper.brannmark@swipnet.se (Jeppe Br⍰nnmark)
Subject: RSC-files in Assm.
Date: 1999/03/14
Message-ID: <36eb8889.186854@nntpserver.swip.net>#1/1
X-Deja-AN: 454801828
X-Sender: unknown@dialup174-1-12.swipnet.se
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 921405406 130.244.174.12 (Sun, 14 Mar 1999 10:56:46 MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Sun, 14 Mar 1999 10:56:46 MET DST
Newsgroups: comp.sys.atari.programmer

Hi!
Can someone help me with a simple sourcecode for loading RSC-files in assembler.
My codes always crashes the computer.
I'm using Devpac 3 and using the Gemmacro.i library.

/Jeppe

From -1037078829531702460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: How about old software to become fr
Date: 1999/03/14
Message-ID: <7cgk7a$171$5@news2.xs4all.nl>#1/1
X-Deja-AN: 454870162
X-NNTP-Posting-Host: dc2-modem3208.dial.xs4all.nl [194.109.140.136]
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be> <F2062Q9yttfI089yn@csn.net>
Organization: Stichting ST
X-XS4ALL-Date: Sun, 14 Mar 1999 16:22:18 CET
Newsgroups: comp.sys.atari.programmer

On 13 Mar 1999 23:39:42, Thad Smith wrote:
>In article <36e73c4f.0@news.netdirect.net.uk>,
>"Sean Timarco Baggaley" <stimarco@solarflair.ndirect.co.uk> wrote:
>
[...]
>
>>In most Western countries, this is a *statutory* right. Any computer
>>games retailer who operates a "No Refunds" policy should be reported to
>>the police, as they are breaking the law.
>
>I seriously doubt that, especially if it was conspicuously posted.

Call the police is not done, but the law in my country is quite
clear: a refund in real money if the product doen not perform as

indicated on the parcel, in advertising etc.

But most managers and shop owners think that that law is not for them and you. And there are many lawyers taking up the case for the seller. And always loosing on court, but that they do not tell their customers....

If functioning/not funcioning can only be expirienced by opening the parcel, breaking the seal etc. then the story: 'it is opened and used' is not valid in court.

But who takes the trouble going to court? Only rich people can pay that.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl>

From 6072318761800281722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
From: "Sean Timarco Baggaley" <stimarco@solarflair.ndirect.co.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/14
Message-ID: <36ebfbe4.0@news.netdirect.net.uk>
X-Deja-AN: 454923718
References:
<Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be><7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com><36e6a0f8.160326@news1.iserv.net>
<36e73c4f.0@news.netdirect.net.uk> <F2062Q9yttfI089yn@csn.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
X-Trace: 14 Mar 1999 18:11:48 GMT, 195.7.225.171
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Thad Smith wrote in message ...
>In article <36e73c4f.0@news.netdirect.net.uk>,
>"Sean Timarco Baggaley" <stimarco@solarflair.ndirect.co.uk> wrote:

>>1: IT IS IMPOSSIBLE TO CREATE 100% BUG-FREE SOFTWARE.

>>This isn't an excuse for lazy programming. It is a *scientifically
>>proven FACT*. Computer programs are complex systems and, as such,
just
>>as liable to the whims of Chaos Theory as the weather. The more
>>variables a programmer has to deal with, the more likelihood of bugs
>>there will be. PERIOD.

>Yes, complex programs are harder to implement correctly than simple
>programs. That doesn't support your hypothesis that bug-free software
>is impossible.

Depends on the complexity of the platform. Small, simple games can be
as near-as-dammit bug-free as it is possible to get. NOBODY can
guarantee 100% that it will run on any one particular system, though.
On the PC, developers simply have no way of knowing in advance what
other software you have installed or what other hardware you have
installed. (This is why Macs and consoles tend to get far fewer
problems with buggy software releases.)

As the platform becomes more complex - and the PC is about to have
two new hardware bus standards foisted upon it, as well as Rambus
technology - then the likelihood of a clash between different software
/ hardware combinations increases.

Someone asserted that Chaos Theory only applies to unknowable "natural
laws". Software *IS* a definition of laws for the computer to follow.
I've seen no valid reason why Chaos Theory should only apply to
"natural" laws, so I assert the view that Chaos Theory applies to *any*
area where some laws are unknowable.

On the PC, the developer has *NO WAY* of knowing which software laws
are being obeyed by your particular machine, so it is impossible to
ensure 100% perfection.

This isn't a perfect world.

>>2: IT *IS* POSSIBLE TO REFUSE TO BUY SOFTWARE THAT HAS BUGS IN IT.

>According to your first point, that would simply mean refusing to buy
>any software at all. ;-)

Not really. A well-programmed console game could be assumed to have a negligible number of bugs.

The point is to pick and choose which *grade* of bugs you're willing to put up with. Console games are simply not allowed to 'blue screen' the machine; they won't be passed by Sony / Nintendo / Sega's QA departments if they do. And there is very little excuse for doing so anyway, since a console is a single-tasking machine with a wholly known suite of software. (Barring anything the manufacturer isn't telling anyone about.)

On a PC, 'stupid' bugs should not be there. Stupid fatal errors of the "Oh look! My installer mis-copied some files, so I'd better crash the machine silly" variety. These are inexcusable, since these bugs are wholly under the developer's control.

However, it is possible that you may get a 'blue-screen' bug if you've just installed a swanky new graphics card (with its new, relatively untested drivers), which wasn't even designed at the time of a game's launch. In these cases, the fault actually lies in the hardware manufacturer, rather than the game. If you've only just bought the game, then you can still return it, since it no longer fulfills the "Merchantability" aspect of the unwritten contract between buyer and seller.

(IMPORTANT NOTE: I'm using my knowledge of UK (and some EU) laws and regulations here, since I know little of how the US retailing laws work. Presumably, the US has similar protection, but then again, it may not.)

>>Nobody - and I repeat: NOBODY - is forcing you to buy a buggy game at
>>gunpoint.

>I agree with that!

>>It is ALSO possible to return *ANY* game to the shop it was bought from
>>and ask for a refund, if you can prove it was "not of merchantable
>>quality". If a game is refusing to run on your PC, IT IS NOT SUITABLE
>>FOR THE PURPOSE FOR WHICH IT WAS BOUGHT, therefore you ARE entitled to
>>a refund.

>Well, of course you can always ASK for a refund. Just because
>something you bought doesn't do what you expected does not mean that
>you are entitled to a refund, though.

You are so entitled (in the UK, at least) if it the contract between buyer and seller is broken on the part of the seller. It is pretty f*cking obvious that you're buying a game to play on *YOUR* PC, so if the game fails to run on *YOUR* PC, the game is not of merchantable quality.

If your PC is a Pentium 166 MMX with all the trimmings, and the box states "Minimum Requirements: Pentium 75 with all the trimmings", then you are within your rights to assume it will work on your PC. This is part of the implicit contract between a buyer and a seller.

>I once bought a nylon rope to pull my car out of a snowy driveway. We
>tied it between the car and another, pulled, and got the car moving
>until it went off an embankment after cutting the rope on a bumper (I
>finally got a tow truck). I expected the rope to get my car out
>safely, but it didn't happen. It probably didn't say it would pull
>cars out of stuck positions and I took the risk that it might not work
>for my purpose when I bought it.

Irrelevant.

This is like complaining about a game not running on your 486, even though it quite clearly states: "Min. Spec.: Pentium III running at 500MHz" on the box. In these cases, "Caveat Emptor" applies; shopkeepers aren't expected to read minds, and neither are they expected to be experts in the field of computer games.

It is up to the *buyer* to ensure they have taken every precaution. If the information provided by the retailer was wrong, or misleading, (eg: if the 'minimum spec' is clearly grossly inaccurate), then you are within your rights to return it, since the fault lies with the retailer.

IMPORTANT NOTE #2: The 'contract' in any such case is between YOU (the buyer), and the retailer (the seller). AT NO POINT IS THE PUBLISHER OR DEVELOPER INVOLVED. If you find that the 'minimum specs' are incorrect, the retailer HAS to provide a refund. After that, it is up to the retailer to then take up the matter with the publisher or distributor, since that is a SEPARATE contract.

This aspect often confuses people, but is well worth bearing in mind. If your retailer insists that you send the box back 'directly to the publisher', then *they* are breaking the contract between you and they. On NO account should you do this, otherwise the law will deem you to have agreed to the retailer's terms, and your original contract will be null and void.

(Note that a contract can be legally binding, even if it only ever exists in verbal form.)

>If the label on the box guarantees that it will run on any class of
>systems that covers your computer, then take it back if it doesn't
>work. I have no problem with a business having a no-refunds policy.
>I just might choose to shop elsewhere. Caveat emptor.

I do have a problem. In the US, you may put up with that sort of thing. In the UK, it really is illegal for a computer games retailer (and most other classes of retailer) to have such a policy.

Don't forget, *about 50%* of the box price of any game *goes to the retailer*. The rest gets split (about 50/50) with the publisher and the distributor. The publisher then has to use its share to pay for the development costs.

When seen in that light, it's pretty obvious why many developers really wouldn't mind seeing online gaming and Internet distribution / retailing take off in a big way. Why have *three* middle-men when you can deal direct?

>>In most Western countries, this is a *statutory* right. Any computer
>>games retailer who operates a "No Refunds" policy should be reported
to
>>the police, as they are breaking the law.

>I seriously doubt that, especially if it was conspicuously posted.

Nope. Read the law.

Many unscrupulous retailers will try that ploy, if only to put off the wallflowers and cut down on their returns. But that doesn't make it legal; they just have to be caught doing it. (There's no actual law that says it's illegal to *display* such a sign, but there is a law which prevents it from being valid.)

However, in the US, your mileage may vary...

>>It's amazing how quickly the words "I'll see you..." and "...in
court"
>>can change the attitude of a shopkeeper. Especially when they're
>>pronounced clearly, succinctly, and *loudly* in front of an audience.

>You are right that most businesses would do that as a matter of
>maintaining good customer relationships.

And you'd be amazed at how few people would actually consider doing it.

*

There is a school of thought that believes "no refunds" retailers are only trying to prevent piracy. This is bullshit. Retailers couldn't care less, since they *never* lose out. They get to keep their share of the money, even for returned goods. The problem for them, is that it's a *hassle* to handle returns. They have to pay someone to pack it away, label the box, fill in forms, and so forth. Far easier to just try the "Which part of 'No Refunds' do you not understand?" ploy.

--
Sean Timarco Baggaley

From 7844414782642493113
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3efa853cfdda63e3
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: RSC-files in Assm.
Date: 1999/03/15
Message-ID: <36ed43ab.6388416@news.demon.co.uk>#1/1
X-Deja-AN: 455325881
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <36eb8889.186854@nntpserver.swip.net>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 921526294 nnrp-09:13634 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 14 Mar 1999 10:00:39 GMT, jesper.brannmark@swipnet.se (Jeppe Br?nnmark) wrote:

>Hi!
>Can someone help me with a simple sourcecode for loading RSC-files in
>assembler.

Not my strongest point these days!

>My codes always crashes the computer.

Daft question but i've done this myself many a time in C ...

Have you called appl_init and appl_exit correctly? ;-)

>I'm using Devpac 3 and using the Gemmacro.i library.

```
rscname:
dc.b "c.rsc"
dc.b 0
```

The size of these doesn't matter, as long as they are all big enough
...

```
global:       ds.w 15
control:  ds.w 5
intin:        ds.w 16
intout:       ds.w 2
intout:       ds.w 7
addrout:  ds.w 1
```

Now put their base addresses into an Aes Parameter Block ...

```
apb:
dc.l control
     global
     intin
     intout
     addrin
     addrout
```

The control arrays takes the rsrc_load opcode followed by the current
size of each of the intin,intout,addrin,addrout arrays ...

```
control[0] = 110
control[1] = 0
control[2] = 1
control[3] = 1
control[4] = 0
```

Shove the address of the resource file name here ...

```
addrin[0] = rscname
```

Address of apb -> d1

```
move.l   #apb,d1
```

Aes id code -> d0

```
move.l   #200,d0

trap 2
```

int_out[0] = result code (0 = error)

That's more or less it. If somebody else posts a better example then
go with that - I program in C and may have omitted something!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7392526910534038435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4ec4a69f3476fcba,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,4ec4a69f3476fcba,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,4ec4a69f3476fcba,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4ec4a69f3476fcba,start
X-Google-Attributes: gid109a67,public
From: Doctor Clu <clu-da-bard@geocities.com>
Subject: Vote Today
Date: 1999/03/15
Message-ID: <36ED5D16.6623@geocities.com>#1/1
X-Deja-AN: 455348969
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@swbell.net
X-Trace: typhoon01.swbell.net 921528933 151.164.42.185 (Mon, 15 Mar 1999 12:15:33 PDT)
Organization: Atari Users of North Texas/Amtgard/USS Joshua
MIME-Version: 1.0
Reply-To: clu-da-bard@geocities.com
NNTP-Posting-Date: Mon, 15 Mar 1999 12:15:33 PDT
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

The House has a bill set up for a vote ASAP on whether to charge LD charges for Internet access even if you dial-up locally. This is something that affects each of us. Please read and forward:

Congress will be voting in less than two weeks. CNN stated that the Government would, in two weeks time, decide to allow or not allow a charge to your phone bill equal to a Long Distance call EACH time you access the Internet.

The address is http://www.house.gov/writerep/

If you choose, visit the address above and fill out the necessary form! If EACH one of us, forwards this message on to others in a hurry, we may be able to prevent this injustice from happening!

PLEASE PASS THIS ON!!!

From -8974398888612027695
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,4ec4a69f3476fcba
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4ec4a69f3476fcba
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4ec4a69f3476fcba
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4ec4a69f3476fcba
X-Google-Attributes: gid109a67,public
From: "Nicholas Bales" <bales@directprovider.REMOVETHIS.net>
Subject: Re: Vote Today
Date: 1999/03/15
Message-ID: <7cmaolmeb1@news4.isdnet.net>#1/1
X-Deja-AN: 455723074
References: <36ED5D16.6623@geocities.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
X-Complaints-To: abuse@isdnet.net
X-Trace: news4.isdnet.net 921611861 22987 194.149.170.157 (16 Mar 1999 19:17:41 GMT)
NNTP-Posting-Date: 16 Mar 1999 19:17:41 GMT
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

Doctor Clu a écrit dans le message <36ED5D16.6623@geocities.com>...
>The House has a bill set up for a vote ASAP on whether to charge LD
>charges for Internet access even if you dial-up locally. This is
>something that affects each of us.

Not me. And it has nothing to do with Atari specifically.

Nicholas
--
  ||| Nicholas Bales, Toulouse, France
===|||==========
 / | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

From -8776398632101576550
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4

X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
From: trd@cs.mu.oz.au (Tyson Richard DOWD)
Subject: Re: How about old software to become freely available ?
Date: 1999/03/18
Message-ID: <7cq7lv$e2u$1@izvestia.its.unimelb.edu.au>#1/1
X-Deja-AN: 456020393
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
X-Complaints-To: news@news.unimelb.edu.au
X-Trace: izvestia.its.unimelb.edu.au 921739775 14430 128.250.29.17 (18 Mar 1999
06:49:35 GMT)
Organization: The University of Melbourne
NNTP-Posting-Date: 18 Mar 1999 06:49:35 GMT
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

"Julian Gold" <julian.gold@psygnoSPAMsis.co.uk> writes:

>   Excellent point. Always been one of my pet peeves. So howcum Ralph
>Nader's not gnawing on Bill Gates' ankle?

He is. Try searching for "Nader" and "Microsoft". You'll see he's
trying to break Microsofts stranglehold on pre-loading.

--
Tyson.

From -5567752340258566217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d6fbc034b0f70c9c,start
X-Google-Attributes: gid1115ce,public
From: Eric Desfonds <ricdef@cyberus.ca>
Subject: FDI Programming question
Date: 1999/03/18
Message-ID: <36F1BEFB.6A034D7@cyberus.ca>#1/1

X-Deja-AN: 456343991
Content-Transfer-Encoding: 7bit
X-Cyberus: NNTP Proxy version 1.1
X-Accept-Language: fr
Content-Type: text/plain; charset=us-ascii
X-Posting-IP: ip238.ts5.mn.dialup.ottawa.cyberus.ca (209.195.84.238)
X-Complaints-To: newsabuse@remarQ.com
X-Trace: 921812752.164.73 1WFMZI46C5F10D1C3C usenet1.supernews.com
Organization: Posted via RemarQ Communities, Inc.
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 19 Mar 1999 03:05:52 GMT
Newsgroups: comp.sys.atari.programmer

Hello,

We are currently building a system using the Atari Falcon 030 and its internal DSP (Motorola 56001). We overclocked the DSP to 50MHz already, but we would like to have sampling be done at 44.1kHz at the input port (the mic port).

Our project consists of sampling a sound in real-time, apply HRTF filters to it and output the sound through the headphones port.

We really need to use the FDI, since it can provide a steady clock at 44.1kHz, which should provide CD quality sampling and output... We believe we will need some DEV_CONNECT commands, but we have not yet found more info on the web for the use of the FDI...

Any help, tips, URLs, examples, would be really appreciated.

Thank you in advance
Eric Desfonds
for Gilles Charron and Martin Khalife

From -2970385597894912878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682,start
X-Google-Attributes: gid1115ce,public
From: au576@lafn.org
Subject: Patch to fix Y2K problem on ST
Date: 1999/03/19
Message-ID: <1999Mar19.150817.273@lafn.org>#1/1
X-Deja-AN: 456519974
Sender: news@lafn.org
X-Nntp-Posting-Host: lafn.org
Organization: Los Angeles Free-Net
Newsgroups: comp.sys.atari.programmer

Is somebody going to write a patch to fix the clock on the ST? On my

ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't seem to have this problem, but my ST does and I would like to get it fixed.

--

```
        __  ___         _           _
       /  |/  /__ _____(_)__ ____  (_)   ______Mark A. Mariani______
      / /|_/ / _ `/ __/ / _ `/ _ \/ /        Los Angeles Free-Net
     /_/  /_/\_,_/_/ /_/\_,_/_//_/_/           au576@lafn.org
```

From 7016339412888849109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2d9a701edbcce4e,start
X-Google-Attributes: gid1115ce,public
From: au576@lafn.org
Subject: Patch for Y2K clock problem
Date: 1999/03/19
Message-ID: <1999Mar19.150507.29603@lafn.org>#1/1
X-Deja-AN: 456556422
Sender: news@lafn.org
X-Nntp-Posting-Host: lafn.org
Organization: Los Angeles Free-Net
Newsgroups: comp.sys.atari.programmer

Is somebody going to write a patch to fix the clock on the ST? On my ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't seem to have this problem, but my ST does and I would like to get it fixed.

--

```
        __  ___         _           _
       /  |/  /__ _____(_)__ ____  (_)   ______Mark A. Mariani______
      / /|_/ / _ `/ __/ / _ `/ _ \/ /        Los Angeles Free-Net
     /_/  /_/\_,_/_/ /_/\_,_/_//_/_/           au576@lafn.org
```

From -1133272235640670668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/19
Message-ID: <7cuevu$1i$1@cletus.bright.net>#1/1
X-Deja-AN: 456654168
References: <1999Mar19.150817.273@lafn.org>
Organization: ENCOM
Newsgroups: comp.sys.atari.programmer

On 19 Mar 1999 15:08:17 , au576@lafn.org wrote:
>
>Is somebody going to write a patch to fix the clock on the ST? On my
>ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't
>seem to have this problem, but my ST does and I would like to get it
>fixed.

Are you really gonna use the ST after 2028? The quickest fix
would be to sell the ST and keep the TT. That's what I did. ;-)

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -1129928952157371288
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: support@aktienman.de (Thomas Much)
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/19
Message-ID: <1doxsbw.ui8pte1bb5v5cN@isdn216-70.rz.uni-karlsruhe.de>#1/1
X-Deja-AN: 456694307
Content-Transfer-Encoding: 8bit
References: <1999Mar19.150817.273@lafn.org>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: usenet@rz.uni-karlsruhe.de
X-Trace: news.rz.uni-karlsruhe.de 921882322 15218 129.13.216.70
X-Face: $Q|]u@y@}UW~ium?L\LvY{mR/Lb=c9t6878/Q2Bj[/7R-2<9~cOH48T7#.i`I
5(5L+xj3$qmH'b]3=W`,xV<x.3oi2|:TD%+yt}W!J%{}?c<BmHy@}WGzUG4I@kbQ?&Vc 1jCwPyD}
n@lw\Q`P:JB(qx\RGXTV2o0|o8>f*lg,Lh3L&hyu;R*M?Ws${[h_3RWb8_
Organization: University of Karlsruhe
Mime-Version: 1.0
User-Agent: MacSOUP/D-2.4
Newsgroups: comp.sys.atari.programmer

<au576@lafn.org> wrote:

> Is somebody going to write a patch to fix the clock on the ST? On my
> ST with TOS 1.4 the year goes to 2028 after 12/31/99.

Daniel Hoepfl did that already, see the link ("Korrekturprogramm") on

  http://www.snailshell.de/y2k.html

bye, Thomas

From 3587205291411608065
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,e7adcdd0cf6e0558,start
X-Google-Attributes: gid1115ce,public
From: "Pat" <pber@mb.sympatico.ca>
Subject: Programming the ST
Date: 1999/03/19
Message-ID: <7cv7sj$6ph$1@news1.mts.net>#1/1
X-Deja-AN: 456788962
Organization: MTS Internet Services
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

I wish to use my 1040ST as a controller via the printer port. I was wondering if there are any sites/links for hardware information.
ie Port addresses, IRQ, etc

So programming links would be great.
Thanks

From 650807873309004086
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/19
Message-ID: <S7ZBTWA8dt82QwZN@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 457248092
References: <1999Mar19.150817.273@lafn.org>
X-Complaints-To: abuse@theplanet.net
X-Trace: news6.svr.pol.co.uk 922034282 20855 62.136.39.200 (21 Mar 1999 16:38:02 GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve.co.uk.no.spam.here>
NNTP-Posting-Date: 21 Mar 1999 16:38:02 GMT
Newsgroups: comp.sys.atari.programmer

At 15:08:17, Fri, 19 Mar 1999 from Los Angeles Free-Net babbled on
about Patch to fix Y2K problem on ST to all the people at Computer group
comp.sys.atari.programmer
>
>Is somebody going to write a patch to fix the clock on the ST? On my
>ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't
>seem to have this problem, but my ST does and I would like to get it
>fixed.
>

Try setting the date as dd/mm/yyyy

--
Clair Shaw Aka. CDS
ICQ:1043359 Pager:http://wwp.icq.com/1043359
mailto:Clair@Shaw1.freeserve.co.uk.no.spam.here http://surf.to/shaws
DELETE .NO.SPAM.HERE TO REPLY

From 2079026344065323869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
From: "Zerothis" <Zerothis@prodigy.net>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/20
Message-ID: <7cvokm$12ka$1@newssvr03-int.news.prodigy.com>#1/1
X-Deja-AN: 456847669
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <36e32a8d.0@news.netdirect.net.uk>
<7c75cs$2rv$1@zzumbouk.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@prodigy.net
X-Trace: newssvr03-int.news.prodigy.com 921920982 1951762 209.252.6.196 (20 Mar
1999 09:09:42 GMT)
Organization: Prodigy Services, Inc
NNTP-Posting-Date: 20 Mar 1999 09:09:42 GMT
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

When Microsoft says they want to make a deal, it means they've already
screwed you and will now force you to approve of the event. Fair thee, be
warned, says I.

Ben Hutchings wrote in message <7c75cs$2rv$1@zzumbouk.demon.co.uk>...
>
>In article <36e32a8d.0@news.netdirect.net.uk>,
>Sean Timarco Baggaley <stimarco@solarflair.ndirect.co.uk> wrote:
>>

>>Man in the Moon wrote in message <7bt7ic$iu4$1@remarQ.com>...
><snip>
>>> By the way, what is
>>>argonaut?
>>
>>
>>Argonaut Software is owned by Jez San. They are based somewhere in
>>North London (last time I looked), and are still a going concern.
>>
>>They started out with Starglider for the Atari ST and Commodore Amiga.
>>Later, they moved into consoles and were the designers responsible for
>>the SNES' "StarFox" game (using a custom-designed 3D processor in the
>>cartridge). More recently, they created a few lacklustre PC games, and
>>are still involved with Nintendo.
>
>Argonaut also came up with some really fast 3D software libraries for
>the PC, which it was going to sell to Microsoft. Just before they
>signed a deal, Microsoft shafted them by picking someone else's
>software. And that is the story of Direct3D, so I heard.
>
>
>--
>Ben Hutchings, software engineer | web site to be reconstructed at some
time
>womble@ferret.lmh.ox.ac.uk | Team *AMIGA* | Jay Miner Society - www.jms.org
>Every program is either trivial or else contains at least one bug

From 5028805966563006226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
From: "Zerothis" <Zerothis@prodigy.net>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/20
Message-ID: <7cvp2m$ud8$1@newssvr03-int.news.prodigy.com>#1/1
X-Deja-AN: 456849379
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>

<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
<36E7B27C.EA371886@cip.mathematik.uni-stuttgart.de>
<36E7F91D.C4C4225D@ee.surrey.ac.uk> <MPG.1153ec4f19b9fb5b9896d8@news>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@prodigy.net
X-Trace: newssvr03-int.news.prodigy.com 921921430 1951762 209.252.6.196 (20 Mar 1999 09:17:10 GMT)
Organization: Prodigy Services, Inc
NNTP-Posting-Date: 20 Mar 1999 09:17:10 GMT
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Your kidding, My TI-85 calculator can handle divide by zero error with out
crashing or corrupting data. I'd hate to think what would happen if the app
had to calculate the square root of -1.

Drake Christensen wrote in message ...
>Well, yes and no.
>
>The warship was the Yorktown, which was the test ship for the Navy's
>SmartShip program. This ship is part of an X-program, similar to the Air
>Force' X-1 through X-15. One way to state the charter of an X-program
>is, "If it ain't broke, you didn't push it hard enough." IOW, the entire
>point of the exercise is not to prove that it works, but to quickly and
>fairly inexpensively test stuff you think might not work. Find out early
>the areas where your group's knowledge is weak so that you can focus
>attention and funds on those areas. The SmartShip program is years from
>being considered ready for installation. It's pre-alpha software.
>
>I believe that the specific fault was a divide by zero in a database
>application that crashed the app and corrupted a database to the point
>where it couldn't be fixed on-site. It's unclear to me whether that
>crashed the OS itself.
>
>If you're interested check out
>http://www.jerrypournelle.com/REPORTS/JERRYP/Yorktown.html for some
>correspondence on the incident with pointers to more info.
>
>>
>> I have heard of a story (I believe it's true as it came from a reliable
>> source) about a US Warship which was modified to run WinNT as it's OS.
>> It had to be towed back to port when the OS crashed.
>>
>>

From -1235857886814724651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
From: "Zerothis" <Zerothis@prodigy.net>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/20
Message-ID: <7cvpjs$cp6$1@newssvr03-int.news.prodigy.com>#1/1
X-Deja-AN: 456851246
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
<36E7B27C.EA371886@cip.mathematik.uni-stuttgart.de> <36EB3EB8.A29@axess.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@prodigy.net
X-Trace: newssvr03-int.news.prodigy.com 921921980 1951762 209.252.6.196 (20 Mar
1999 09:26:20 GMT)
Organization: Prodigy Services, Inc
NNTP-Posting-Date: 20 Mar 1999 09:26:20 GMT
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

I seem to recall that the shuttle was piloted from a laptop computer for one
of the Mir dockings. What processor and OS were used?

Wookiee wrote in message <36EB3EB8.A29@axess.com>...
>Christian Froeschlin wrote:
>>
>> Julian Gold wrote:
>> >
>> > To the best of my knowledge, nobody ever died from Win95 blue screening
:-)
>>
>> Don't forget that a lot of vital machinery is controlled by software,
>> ranging from airplanes to nuclear power plants. Heaven help us if some
>> of the developers believe Microsofts claim that e.g. Windows NT is a
>> stable operating system.
>

>
>Windows and NT are not mission critical OS's -- you will not see either
>running a launch of the space shuttle in the near future.

From -8351090942101062726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
From: "Zerothis" <Zerothis@prodigy.net>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/20
Message-ID: <7cvpqj$48qq$1@newssvr03-int.news.prodigy.com>#1/1
X-Deja-AN: 456851283
References: <FbO5gEAL4D62EwBT@thedruid.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@prodigy.net
X-Trace: newssvr03-int.news.prodigy.com 921922195 1951762 209.252.6.196 (20 Mar 1999 09:29:55 GMT)
Organization: Prodigy Services, Inc
NNTP-Posting-Date: 20 Mar 1999 09:29:55 GMT
Newsgroups: comp.sys.atari.programmer

What about when a community bands together and gets a city to declair a
building a historical monument, there by making it illegal for the owner to
demolish it?

From 9084539630020928061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
From: "Zerothis" <Zerothis@prodigy.net>

Subject: Re: How about old software to become freely available ?
Date: 1999/03/20
Message-ID: <7cvqf4cpi1@newssvr03-int.news.prodigy.com>#1/1
X-Deja-AN: 456852885
References:
<Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be><7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com><36e6a0f8.160326@news1.iserv.net>
<36e73c4f.0@news.netdirect.net.uk> <F2062Q9yttfI089yn@csn.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@prodigy.net
X-Trace: newssvr03-int.news.prodigy.com 921922852 1951762 209.252.6.196 (20 Mar 1999 09:40:52 GMT)
Organization: Prodigy Services, Inc
NNTP-Posting-Date: 20 Mar 1999 09:40:52 GMT
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

>>In most Western countries, this is a *statutory* right. Any computer
>>games retailer who operates a "No Refunds" policy should be reported to
>>the police, as they are breaking the law.
>
>I seriously doubt that, especially if it was conspicuously posted.

It's true, here in California a man bought a dozen or so microsoft products and spent three weeks trying to install and run them. The experience convinced him never to use Microsoft again but, the store said they would only refund him for incomplete or damaged software after seven days. He tried arguing that the software was defective in it's 'complete' and 'undamaged' form. The courts agreed and the store was forced to give a refund to the man.

From 4814692712250039953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1049cc,e4be88715e4302e2,start
X-Google-Attributes: gid1049cc,public
X-Google-Thread: fecf8,e4be88715e4302e2,start
X-Google-Attributes: gidfecf8,public
X-Google-Thread: 1115ce,e4be88715e4302e2,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5cc2,e4be88715e4302e2,start
X-Google-Attributes: gidf5cc2,public
X-Google-Thread: f5ddf,e4be88715e4302e2,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,e4be88715e4302e2,start
X-Google-Attributes: gid1046d6,public
X-Google-Thread: 11307a,e4be88715e4302e2,start

X-Google-Attributes: gid11307a,public
X-Google-Thread: ffc26,e4be88715e4302e2,start
X-Google-Attributes: gidffc26,public
From: "Daniel Bruce Lynes" <newsmail@home.nospam.com>
Subject: Re: Programming tools
Date: 1999/03/20
Message-ID: <jgOI2.15975$l_3.13453@news.rdc1.bc.wave.home.com>#1/1
X-Deja-AN: 456901703
References: <18039920.1518@softwaretools.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@home.net
X-Trace: news.rdc1.bc.wave.home.com 921940111 24.113.11.186 (Sat, 20 Mar 1999
06:28:31 PDT)
Organization: @Home Network Canada
NNTP-Posting-Date: Sat, 20 Mar 1999 06:28:31 PDT
Newsgroups:
comp.os.os2.programmer.misc,comp.os.os2.programmer.oop,comp.os.os2.programmer.port
ing,comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programm
er,comp.sys.apple2.programmer,comp.sys.atari.programmer

happyprogrammer@softwaretools.com wrote in message
<18039920.1518@softwaretools.com>...

>Developers, I have been looking for software tools to help me create a
website for my bosses store in Ft. Lauderdale Fl. and I thought I would have
to pull all my hair out before I finished. Then I found Object Tiger, what a
life saver they were for me.
>
>I found a cool app that allowed me to create a web page that has a live
user sign-up screen, No more setting up users in user manager.
>
>There are a lot more products there to help in app development.
>
>Check out http://207.36.139.154

Why would you post to this to Acorn, OS/2, and Amiga programming newsgroups?
It's all Windows garbage.

From -1434922586272656859
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public

X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
From: "Sean Timarco Baggaley" <stimarco@solarflair.ndirect.co.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/20
Message-ID: <36f40990.0@news.netdirect.net.uk>#1/1
X-Deja-AN: 457001344
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
<36E7B27C.EA371886@cip.mathematik.uni-stuttgart.de> <36EB3EB8.A29@axess.com>
<7cvpjs$cp6$1@newssvr03-int.news.prodigy.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
X-Trace: 20 Mar 1999 20:48:16 GMT, 195.7.225.58
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

Zerothis wrote in message
<7cvpjs$cp6$1@newssvr03-int.news.prodigy.com>...
>I seem to recall that the shuttle was piloted from a laptop computer
for one
>of the Mir dockings. What processor and OS were used?

If 'Independence Day' is to be believed: MacOS.

--
Sean Timarco Baggaley

From 8509018403548819254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public

X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
From: "Michael Tickle" <michael.tickle@stud.umist.ac.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/20
Message-ID: <921966257.7537.0.nnrp-02.c1ed360a@news.demon.co.uk>#1/1
X-Deja-AN: 457012770
X-NNTP-Posting-Host: rockoil.demon.co.uk:193.237.54.10
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 921966257 nnrp-02:7537 NO-IDENT
rockoil.demon.co.uk:193.237.54.10
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

Have you read about the London ambulance service famous computer @&*! up?
People died in that. People can and do die as a result of computer failure.

M

From -609481674302687503
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public

From: "PC Tech" <tech405@123.net>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/20
Message-ID: <nXZI2.2214$134.2599@news13.ispnews.com>#1/1
X-Deja-AN: 457093285
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
<36E7B27C.EA371886@cip.mathematik.uni-stuttgart.de> <36EB3EB8.A29@axess.com>
<7cvpjs$cp6$1@newssvr03-int.news.prodigy.com> <36f40990.0@news.netdirect.net.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Trace: news13.ispnews.com 921987923 209.69.166.127 (Sat, 20 Mar 1999 22:45:23
EST)
NNTP-Posting-Date: Sat, 20 Mar 1999 22:45:23 EST
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

>>I seem to recall that the shuttle was piloted from a laptop computer
>>of the Mir dockings. What processor and OS were used?
>
>If 'Independence Day' is to be believed: MacOS.
>

I remember hearing somewhere that NASA was experimenting with Linux.....

From -9178757297565118043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
From: Spierings <omgang@internex.net.au>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/21
Message-ID: <36F41475.633FB8A8@internex.net.au>#1/1

X-Deja-AN: 457010349
Content-Transfer-Encoding: 7bit
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
<36E7B27C.EA371886@cip.mathematik.uni-stuttgart.de> <36EB3EB8.A29@axess.com>
<7cvpjs$cp6$1@newssvr03-int.news.prodigy.com> <36f40990.0@news.netdirect.net.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
X-Trace: 21 Mar 1999 08:33:50 -1100, 203.34.169.175
Organization: HyperReality
MIME-Version: 1.0
Reply-To: omgang@internex.net.au
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

> If 'Independence Day' is to be believed: MacOS.

ha ha ha ha ha ha ha ha ha ha ha ha ha
I believe.
Hollywood is always presenting factual and interesting stories in their
movies. ;)

I've got to go check out that UFO that just landed in my backyard,

Andre

Apologies about wasting bandwidth with this useless post.

From 8974002279988469350
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public

X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
From: "Sean Timarco Baggaley" <stimarco@solarflair.ndirect.co.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/21
Message-ID: <36f468f1.0@news.netdirect.net.uk>#1/1
X-Deja-AN: 457093288
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
<921966257.7537.0.nnrp-02.c1ed360a@news.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
X-Trace: 21 Mar 1999 03:35:13 GMT, 195.7.227.209
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

Michael Tickle wrote in message
<921966257.7537.0.nnrp-02.c1ed360a@news.demon.co.uk>...
>Have you read about the London ambulance service famous computer @&*!
up?
>People died in that. People can and do die as a result of computer
failure.

People didn't die "as a result of computer failure". The *computers*
were only doing what they were bloody told to do. It was the "people"
who failed.

Indeed, rather a large number of people had been screaming at them NOT
to use the system, since it was known to be unsafe. The system was
built by a company called Electronic Data Systems ("EDS"), and this
particular company as a long, long record of fuck-ups. They still make
regular appearances in Private Eye.

(Does anyone know of a project they've actually managed to get
right?)

--
Sean Timarco Baggaley

From -2846552377011906195
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Subject: Patch to fix Y2K problem on ST and more;)
Date: 1999/03/21
Message-ID: <gEyu+GADpN92Ew9Y@steverosie.demon.co.uk>#1/1
X-Deja-AN: 457208262
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <1999Mar19.150817.273@lafn.org> <7cuevu$1i$1@cletus.bright.net>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 922023600 nnrp-13:3385 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <7cuevu$1i$1@cletus.bright.net>, Lonny Pursell
<atari@bright.net> writes
>On 19 Mar 1999 15:08:17 , au576@lafn.org wrote:
>>
>>Is somebody going to write a patch to fix the clock on the ST? On my
>>ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't
>>seem to have this problem, but my ST does and I would like to get it
>>fixed.
>
>Are you really gonna use the ST after 2028? The quickest fix
>would be to sell the ST and keep the TT. That's what I did. ;-)
>

You never know, there are users who still use the Speccy and with MIDI
as standard, the ST is a cheap MIDI instrument;)

Why buy a dedicated word processor (the ones with vdu, printer etc.. in
one unit.), when for half the price you can buy an Atari, printer,
monitor and entertainment software thrown in and is liable to be
supported longer than them.

After all why did many programmers not think that computers would be
around after the year 2000!!!

I look forward in supporting the Atari range for many years to come, and
if they are still around when I pop my clogs, I hope my kids, kids will
take on where I left off.

when I reply to articles, I think and type at the same time, just like
you would when having a one sided conversation. So I have thoughts that
pop into the absent area between my tabs (northern/midlands slang ears).

Why can't the ST's OS ROM's be modified, as there are plenty of spaces
that could be used to squeeze an extra bit of code.

I've got a Unison EPROM programmer, of which the people who created the
beast have told me that I can do virtually anything I want copyright

wise! (they also said I can have all the development material when they can find them in their archives etc...)

Anyway, it's fine for the 27 series 28-pin dil EPROM's, what I could do with is and adapter that allows me to use 32-pin EPROM's manually switching between the blocks and plugs into the 2 ZIF sockets! or a programmer that can already take them!

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk
Nick: Mocknbird Tel: (+44) 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

From 5982323619669559668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/22
Message-ID: <ZIDnJCAeba92EwLB@my-ste.demon.co.uk>#1/1
X-Deja-AN: 457408319
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <1999Mar19.150817.273@lafn.org>
<S7ZBTWA8dt82QwZN@shaw1.freeserve.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 922069230 nnrp-09:11043 NO-IDENT my-ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <S7ZBTWA8dt82QwZN@shaw1.freeserve.co.uk>, Clair Shaw
<Clair@shaw1.freeserve.co.uk> writes
>At 15:08:17, Fri, 19 Mar 1999 from Los Angeles Free-Net babbled on
>about Patch to fix Y2K problem on ST to all the people at Computer group
>comp.sys.atari.programmer
>>
>>Is somebody going to write a patch to fix the clock on the ST? On my
>>ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't
>>seem to have this problem, but my ST does and I would like to get it
>>fixed.
>>
>

>Try setting the date as dd/mm/yyyy

That won't help. The TOS in all STs upto, and including, TOS 2.06 have a problem with dates beyond 31/12/1999. As soon as the date is read from the keyboard clock, which the XBIOS uses, the date will jump to 2028. The same code exists in all the versions of TOS I've looked at, from 1.00 to 2.06, as well as Magic. There's only 3 ways round this. problem.

1: Load a patched version of TOS into RAM;
2: Use a patched version of Magic;
3: Find someone with an EPROM blower and blow a patched version of TOS into EPROMs.

ATM, I'm using the second of these, although once I get MiNT installed correctly, I'll have the problem back again :(

BTW, if you want some more info about the problem, Philip Taylor wrote a good explanation about it, and how to solve it, in article:

Message-ID: <7cirnskps1@plug.news.pipex.net>

--
David Bolt

From 2524562107485814936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c968df7bbc18c804,start
X-Google-Attributes: gid1115ce,public
From: wavemaker@my-dejanews.com
Subject: Putting controls directly onto windows
Date: 1999/03/22
Message-ID: <7d4fjj$m72$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 457422735
X-Http-Proxy: 1.1 x17.dejanews.com:80 (Squid/1.1.22) for client 209.160.126.50
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Mon Mar 22 04:06:16 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows 95)

Hello!

I was wondering how you put controls (buttons, sliders, etc.) directly onto a window in a ST program. I know how to create dialog boxes with controls using a resource editor, but I've never been able to discover how to do the same thing with a window.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 1958081165458009883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/22
Message-ID: <36f63cd836dfc50@xs4all.nl>#1/1
X-Deja-AN: 457539387
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
References: <1999Mar19.150817.273@lafn.org>
<S7ZBTWA8dt82QwZN@shaw1.freeserve.co.uk> <ZIDnJCAeba92EwLB@my-ste.demon.co.uk>
X-XS4ALL-Date: Mon, 22 Mar 1999 13:52:10 CET
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
Newsgroups: comp.sys.atari.programmer

on Mon 22-03-1999 02:11 David Bolt wrote:

>That won't help. The TOS in all STs upto, and including, TOS 2.06 have a
>problem with dates beyond 31/12/1999. As soon as the date is read from
>the keyboard clock, which the XBIOS uses, the date will jump to 2028.

I have an old Mega 4 with TOS 1.4, but I have none of the problems you
describe. The clock on the control panel duly jumps to 01/01/00 from
12/31/1999 to 01/01/2000, and when I set it to February 28, 2000
23:59:59, it goes correctly to February 29, 2000 after a second.
There's nothing wrong here, no millennium problem whatsoever with my
ST.

--
Jos den Bekker
<josdb@xs4all.nl>
http://www.xs4all.nl/~josdb

From 4674253306200480916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86c0c92f7bbcdcee,start
X-Google-Attributes: gid1115ce,public
From: Rory Street <Rory.Street@os-integration.com>
Subject: Pure C?
Date: 1999/03/22
Message-ID: <36F63E7B.9326A818@os-integration.com>#1/1
X-Deja-AN: 457542102
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: athenabbs.demon.co.uk:193.237.185.126
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net

X-Trace: news.demon.co.uk 922107695 nnrp-07:18560 NO-IDENT
athenabbs.demon.co.uk:193.237.185.126
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Does anyone know where I am able to get a copy of Pure C from? I have
looked everywhere but I don't think they sell it anymore.

Rory

From 1379189134806732266
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Subject: Re: Patch to fix Y2K problem on ST and more;)
Date: 1999/03/22
Message-ID: <36F65EF4.4CC0A3C0@directprovider.REMOVETHECAPITALS.net>#1/1
X-Deja-AN: 457581232
Content-Transfer-Encoding: 8bit
References: <1999Mar19.150817.273@lafn.org> <7cuevu$1i$1@cletus.bright.net>
<gEyu+GADpN92Ew9Y@steverosie.demon.co.uk>
X-Accept-Language: fr
Content-Type: text/plain; charset=iso-8859-1
Organization: None
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Steve Stupple a écrit :

> After all why did many programmers not think that computers would be
> around after the year 2000!!!
>

Similarly, it amazes me how Microsoft and PC manufacturers had the nerve
of selling systems with the Y2K bug up until 1998. The entire computer
industry should be prosecuted for this instead of making money on
"upgrades".

Nick
--
```
    |||    Nicholas Bales, Toulouse, France
 ===|||==================================================
   / | \   The Atari ST Quick FAQ                  bales@
 -'  '  `- http://quickfaq.atari.org   directprovider.net
```

From 6630606762712656961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Subject: Re: Patch to fix Y2K problem on ST and more;)
Date: 1999/03/22
Message-ID: <Pine.LNX.3.96.990322194852.23296C-100000@hal.fishpool.com>#1/1
X-Deja-AN: 457636582
References: <1999Mar19.150817.273@lafn.org> <7cuevu$1i$1@cletus.bright.net>
<gEyu+GADpN92Ew9Y@steverosie.demon.co.uk>
<36F65EF4.4CC0A3C0@directprovider.REMOVETHECAPITALS.net>
To: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
X-Sender: q-funk@hal.fishpool.com
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: q-funk

> > After all why did many programmers not think that computers would be
> > around after the year 2000!!!
>
> Similarly, it amazes me how Microsoft and PC manufacturers had the nerve
> of selling systems with the Y2K bug up until 1998. The entire computer
> industry should be prosecuted for this instead of making money on
> "upgrades".

Except that, Microsoft (and many others) have the following clause:
"offers no warranty against misusage nor that the product is fit for
particular intended purpose"

In other words, they don't tell you how it's intended to be used,
nor do they guarantee it's fit for that unspoken purpose. In plain
English: you buy, we make money. No questions asked nor answered.

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

From -2635335148700481558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: guenther@cabal.shnet.org (Thorsten Guenther)
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/22

Message-ID: <JCWQEDAPUP@cabal.shnet.org>#1/1
X-Deja-AN: 457710946
Content-Transfer-Encoding: 7bit
References: <1999Mar19.150817.273@lafn.org>
<S7ZBTWA8dt82QwZN@shaw1.freeserve.co.uk> <ZIDnJCAeba92EwLB@my-ste.demon.co.uk>
<36f63cd836dfc50@xs4all.nl>
Content-Type: text/plain; charset=US-ASCII
Organization: private shNet site, Germany
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In <36f63cd836dfc50@xs4all.nl> Jos den Bekker wrote:
>on Mon 22-03-1999 02:11 David Bolt wrote:
>
>>That won't help. The TOS in all STs upto, and including, TOS 2.06 have a
>>problem with dates beyond 31/12/1999. As soon as the date is read from
>>the keyboard clock, which the XBIOS uses, the date will jump to 2028.
>
>I have an old Mega 4 with TOS 1.4, but I have none of the problems you
>describe. The clock on the control panel duly jumps to 01/01/00 from
>12/31/1999 to 01/01/2000, and when I set it to February 28, 2000
>23:59:59, it goes correctly to February 29, 2000 after a second.
>There's nothing wrong here, no millennium problem whatsoever with my
>ST.

Same here (patched German TOS 3.06) - yet I had problems convincing my
TT030 of the dates as it's DCF77 receiver software corrected it much
too fast.

Thorsten

--

From 7928570268781488189
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
From: pursuit@omen.net.au (Somedude)

Subject: Re: How about old software to become freely available ?
Date: 1999/03/23
Message-ID: <MPG.1160f182b6c064a99896a2@newsman.murdoch.edu.au>#1/1
X-Deja-AN: 457578252
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
<36E7B27C.EA371886@cip.mathematik.uni-stuttgart.de> <36EB3EB8.A29@axess.com>
<7cvpjs$cp6$1@newssvr03-int.news.prodigy.com> <36f40990.0@news.netdirect.net.uk>
<nXZI2.2214$134.2599@news13.ispnews.com>
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <nXZI2.2214$134.2599@news13.ispnews.com>, tech405@123.net
says...
> >>I seem to recall that the shuttle was piloted from a laptop computer
> >>of the Mir dockings. What processor and OS were used?
> >
> >If 'Independence Day' is to be believed: MacOS.
> >
>
>
> I remember hearing somewhere that NASA was experimenting with Linux.....

Considering a lot of the network card drivers for Linux were developed
there, I'd say it's a good bet. :)

Linux has been used by LNL in their Loki and other systems for parallel
processing. I wouldn't be surprised if a lot of graphics rendering was
taking place on Linux platforms at places like NASA.

Mike.

From 9116478702598692379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4

X-Google-Attributes: gid1115ce,public
From: gerryq@indigo.ie (Gerry Quinn)
Subject: Re: How about old software to become freely available ?
Date: 1999/03/23
Message-ID: <2lKJ2.1157$kh3.519@news.indigo.ie>#1/1
X-Deja-AN: 457931415
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
<36E7B27C.EA371886@cip.mathematik.uni-stuttgart.de> <36EB3EB8.A29@axess.com>
<7cvpjs$cp6$1@newssvr03-int.news.prodigy.com> <36f40990.0@news.netdirect.net.uk>
<nXZI2.2214$134.2599@news13.ispnews.com>
<MPG.1160f182b6c064a99896a2@newsman.murdoch.edu.au>
X-Complaints-To: news@indigo.ie
X-Trace: news.indigo.ie 922186174 194.125.137.192 (Tue, 23 Mar 1999 10:49:34 BST)
Organization: Indigo
NNTP-Posting-Date: Tue, 23 Mar 1999 10:49:34 BST
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

In article <MPG.1160f182b6c064a99896a2@newsman.murdoch.edu.au>,
pursuit@omen.net.au (Somedude) wrote:
>In article <nXZI2.2214$134.2599@news13.ispnews.com>, tech405@123.net
>says...
>> >>I seem to recall that the shuttle was piloted from a laptop computer
>> >>of the Mir dockings. What processor and OS were used?
>> >
>> >If 'Independence Day' is to be believed: MacOS.
>> >
>>
>>
>> I remember hearing somewhere that NASA was experimenting with Linux.....
>
>Considering a lot of the network card drivers for Linux were developed
>there, I'd say it's a good bet. :)
>
>Linux has been used by LNL in their Loki and other systems for parallel
>processing. I wouldn't be surprised if a lot of graphics rendering was
>taking place on Linux platforms at places like NASA.
>
>Mike.

Graphics rendering? You mean Capricorn One WAS true?

- Gerry Quinn
http://bindweed.com

From 6872755665207488516

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ce683634ff684,start
X-Google-Attributes: gid1115ce,public
From: David Knight <david@ritter.demon.co.uk>
Subject: cross compiler
Date: 1999/03/23
Message-ID: <m3u2vcz7n6.fsf@ritter.demon.co.uk>#1/1
X-Deja-AN: 457958360
X-NNTP-Posting-Host: ritter.demon.co.uk:158.152.5.227
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 922192137 nnrp-13:15366 NO-IDENT
ritter.demon.co.uk:158.152.5.227
Organization: none
NNTP-Posting-Date: 23 Mar 1999 12:56:46 GMT
Newsgroups: comp.sys.atari.programmer

Can anyone give me a list of things I need to build a cross compiling
environment for TOS to run under Linux?

Could egcs be used instead of gcc?

what about C/C++ libraries and GEM libraries?

David

--
The superior man understands what is right;
the inferior man understands what will sell.
-- Confucius

From -7506079960415393053
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Subject: Re: Patch to fix Y2K problem on ST and more;)
Date: 1999/03/23
Message-ID: <36F7C729.FA5340A6@directprovider.REMOVETHECAPITALS.net>#1/1
X-Deja-AN: 458029798
Content-Transfer-Encoding: 8bit
References: <1999Mar19.150817.273@lafn.org> <7cuevu$1i$1@cletus.bright.net>
<gEyu+GADpN92Ew9Y@steverosie.demon.co.uk>
<36F65EF4.4CC0A3C0@directprovider.REMOVETHECAPITALS.net>
<Pine.LNX.3.96.990322194852.23296C-100000@hal.fishpool.com>
X-Accept-Language: fr
Content-Type: text/plain; charset=iso-8859-1
Organization: None
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine a ©crit :
>
> > > After all why did many programmers not think that computers would be
> > > around after the year 2000!!!
> >
> > Similarly, it amazes me how Microsoft and PC manufacturers had the nerve
> > of selling systems with the Y2K bug up until 1998. The entire computer
> > industry should be prosecuted for this instead of making money on
> > "upgrades".
>
> Except that, Microsoft (and many others) have the following clause:
> "offers no warranty against misusage nor that the product is fit for
> particular intended purpose"
>
> In other words, they don't tell you how it's intended to be used,
> nor do they guarantee it's fit for that unspoken purpose. In plain
> English: you buy, we make money. No questions asked nor answered.
>

In french law, that sort of thing doesn't protect them from the "vice
cach©" (hidden defects) regulations, that would apply here. I read an
interview in which the french minister responsable of fraud enforcement
was considering legal action in some such cases.

Nick
--

```
    |||    Nicholas Bales, Toulouse, France
 ===|||==================================================
   / | \   The Atari ST Quick FAQ                  bales@
 -'  '  `- http://quickfaq.atari.org   directprovider.net
```


From -8904034746736908134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public

From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/23

Message-ID: <DsqhQEA6A+92Ewrx@my-ste.demon.co.uk>#1/1
X-Deja-AN: 458067823
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <1999Mar19.150817.273@lafn.org>
<S7ZBTWA8dt82QwZN@shaw1.freeserve.co.uk> <ZIDnJCAeba92EwLB@my-ste.demon.co.uk>
<36f63cd836dfc50@xs4all.nl>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 922215421 nnrp-08:25205 NO-IDENT my-
ste.demon.co.uk:158.152.241.69

Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <36f63cd836dfc50@xs4all.nl>, Jos den Bekker <josdb@xs4all.nl>
writes
>on Mon 22-03-1999 02:11 David Bolt wrote:
>
>>That won't help. The TOS in all STs upto, and including, TOS 2.06 have a
>>problem with dates beyond 31/12/1999. As soon as the date is read from
>>the keyboard clock, which the XBIOS uses, the date will jump to 2028.
>
>I have an old Mega 4 with TOS 1.4, but I have none of the problems you
>describe. The clock on the control panel duly jumps to 01/01/00 from
>12/31/1999 to 01/01/2000, and when I set it to February 28, 2000
>23:59:59, it goes correctly to February 29, 2000 after a second.
>There's nothing wrong here, no millennium problem whatsoever with my
>ST.

Does you Mega have a RTC built in? If it does, that could explain the
reason why you don't appear to have the same problem. AFAIK TOS looks to
see if there's a RTC and, if it there's one present, uses that to get
the time. If there isn't, it fetches the time from the keyboard.

It looks like the problem is going to only affect those STs without a
built in RTC which means that the pre-MegaSTs and the STE will be
affected. The MegaST(E)s, TTs and Falcons probably won't be affected.

--
David Bolt

From -5086460908500868945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109205,89fabd32edd9467,start
X-Google-Attributes: gid109205,public
X-Google-Thread: 1078a5,89fabd32edd9467,start
X-Google-Attributes: gid1078a5,public
X-Google-Thread: 1159d2,89fabd32edd9467,start
X-Google-Attributes: gid1159d2,public
X-Google-Thread: 10577e,89fabd32edd9467,start
X-Google-Attributes: gid10577e,public
X-Google-Thread: f8760,89fabd32edd9467,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 114e5b,89fabd32edd9467,start
X-Google-Attributes: gid114e5b,public
X-Google-Thread: 1115ce,89fabd32edd9467,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104387,89fabd32edd9467,start
X-Google-Attributes: gid104387,public
From: "Me" <ravi@wysitech.com>

Subject: 3DO system (FZ-10) with 6 Games and 3 Controllers Going Cheap $71.00 on Auction
Date: 1999/03/23
Message-ID: <7d9dk8$qk4$1@news.erinet.com>#1/1
X-Deja-AN: 458190562
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: usenet@news.erinet.com
X-Trace: news.erinet.com 922237384 27268 207.90.114.21 (24 Mar 1999 01:03:04 GMT)
Organization: Erinet Online Communications
NNTP-Posting-Date: 24 Mar 1999 01:03:04 GMT
Newsgroups: alt.atari.2600,alt.atari-jaguar.discussion,alt.games.myst,alt.games.video.sega-saturn,alt.sega.genesis,comp.emulators.game-consoles,comp.sys.atari.8bit,comp.sys.atari.programmer,rec.games.video,rec.games.video.arcade

Going on now at $71.00
Closes in few hours

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=80971282

From -6473650318107776813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c968df7bbc18c804
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Putting controls directly onto windows
Date: 1999/03/24
Message-ID: <36F83CDD.5A43546A@cable.A2000.nl>#1/1
X-Deja-AN: 458197805
Content-Transfer-Encoding: 7bit
References: <7d4fjj$m72$1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=us-ascii
X-Trace: newton.a2000.nl 922238208 16429 24.132.20.245
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

wavemaker@my-dejanews.com wrote:
>
> Hello!
>
> I was wondering how you put controls (buttons, sliders, etc.) directly onto a
> window in a ST program.

In very short:

You create a window in which your dialogue fits.
Use wind_calc to get the outside measures from the inside.
You can specify all window gadgets including sliders and arrows
in 'wind_create'.

'wind_open' generates a redraw event which you can catch in
'evnt_multi', you then just draw the dialogue, using 'objc_draw'.
Allways by using the rectangle list!!

The best way to handle a dialogue in a window, is to turn form_do()
inside out and embed its inside calls in your own central
evnt_multi loop.

Henk.

From 1459244387943435927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c968df7bbc18c804
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Putting controls directly onto windows
Date: 1999/03/24
Message-ID: <36F83F1A.D7B34EBF@cable.A2000.nl>#1/1
X-Deja-AN: 458200220
Content-Transfer-Encoding: 7bit
References: <7d4fjj$m72$1@nnrp1.dejanews.com> <36F83CDD.5A43546A@cable.A2000.nl>
Content-Type: text/plain; charset=us-ascii
X-Trace: newton.a2000.nl 922238781 16429 24.132.20.245
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> wavemaker@my-dejanews.com wrote:
> >
> > Hello!
> >
> > I was wondering how you put controls (buttons, sliders, etc.) directly onto a
> > window in a ST program.
>

P.S.
Set ob_x and ob_y of the dialogues root object allways
to x and y of the windows work area.
That's basicly the trick.

Henk.

From 6258783594366302592
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,208b4c1786c1b519,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,208b4c1786c1b519,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,208b4c1786c1b519,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,208b4c1786c1b519,start
X-Google-Attributes: gid109a67,public
From: <psloth@post2.tele.dk>
Subject: Audio AVR, WAV, SND and other audio-format decription wanted !!!
Date: 1999/03/24
Message-ID: <Ej0K2.24$481.127@news.get2net.dk>#1/1
X-Deja-AN: 458291413
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@uni2.dk
X-Trace: news.get2net.dk 922259812 147.29.106.135 (Wed, 24 Mar 1999 08:16:52 MET
DST)
Organization: UNI2 Internet Kunde
NNTP-Posting-Date: Wed, 24 Mar 1999 08:16:52 MET DST
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I am looking for a AVR, WAV, SND and other audio file format decription -
byte by byte.
I am making a converter - I know there are some PDs but they are not fast
and with the
right options.
If you got decriptions, or know where I can find some please mail me on
psloth@post2.tele.dk

From 1439331676678501384
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/24
Message-ID: <36f8ae2a1050910@xs4all.nl>#1/1
X-Deja-AN: 458316693
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
X-XS4ALL-Date: Wed, 24 Mar 1999 10:20:14 CET
Newsgroups: comp.sys.atari.programmer

on Tue 23-03-1999 18:40 David Bolt wrote:

>Does you Mega have a RTC built in?

If `RTC' means `real time clock', the answer is yes. But real time
clocks are standard in the Mega, as in the MegaSTE and TT and Falcon,
as far as I know.

--
Jos den Bekker
<josdb@xs4all.nl>
http://www.xs4all.nl/~josdb

From 9112238481082044050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/24
Message-ID: <36f8ae2a1050911@xs4all.nl>#1/1
X-Deja-AN: 458316694
X-NNTP-Posting-Host: xs4.xs4all.nl [194.109.6.45]
References: <1999Mar19.150817.273@lafn.org>
<S7ZBTWA8dt82QwZN@shaw1.freeserve.co.uk> <ZIDnJCAeba92EwLB@my-ste.demon.co.uk>
<36f63cd836dfc50@xs4all.nl> <JCWQEDAPUP@cabal.shnet.org>
X-XS4ALL-Date: Wed, 24 Mar 1999 10:20:16 CET
X-Hardware: 68000/8 Atari Mega-ST 4
Organization: Seni Translation Services
Newsgroups: comp.sys.atari.programmer

on Mon 22-03-1999 17:00 Thorsten Guenther wrote:

>Same here (patched German TOS 3.06)

Patched? In what sense "patched"? I have an unpatched TOS 1.4 and it
doesn't have a millennium problem.

--
Jos den Bekker
<josdb@xs4all.nl>
http://www.xs4all.nl/~josdb

From -264552962206965418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,208b4c1786c1b519
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd4c9,208b4c1786c1b519
X-Google-Attributes: gidfd4c9,public

X-Google-Thread: 1115ce,208b4c1786c1b519
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,208b4c1786c1b519
X-Google-Attributes: gid109a67,public
From: reschke@muenster.de
Subject: Re: Audio AVR, WAV, SND and other audio-format decription wanted !!!
Date: 1999/03/24
Message-ID: <7dapck$1ec$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 458360910
References: <Ej0K2.24$481.127@news.get2net.dk>
X-Http-Proxy: 1.1 x1.dejanews.com:80 (Squid/1.1.22) for client 195.126.26.33
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Wed Mar 24 13:30:05 1999 GMT
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 5.0; Windows NT)

In article <Ej0K2.24$481.127@news.get2net.dk>,
  <psloth@post2.tele.dk> wrote:
> I am looking for a AVR, WAV, SND and other audio file format decription -
> byte by byte.
> I am making a converter - I know there are some PDs but they are not fast
> and with the
> right options.
> If you got decriptions, or know where I can find some please mail me on
> psloth@post2.tele.dk

How about using the open source "sox" package as a starting point and optimize
it if you think that you can speed it up?

--
Julian Reschke (mailto:reschke@muenster.de)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -418315690308668210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a901038c4284e141,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a901038c4284e141,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a901038c4284e141,start
X-Google-Attributes: gid109a67,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: TT-Digger V5.4
Date: 1999/03/24
Message-ID: <36F8E2A4.1C4D894B@cable.A2000.nl>#1/1
X-Deja-AN: 458366165
Content-Transfer-Encoding: 7bit

X-Trace: pascal.a2000.nl 922280648 2388 24.132.20.245
Content-Type: text/plain; charset=us-ascii
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi you all.

A new spring,
a new version of the this interactive disassembler.

You now can:

Mark 16 bit PC relative jumptables and generate corresponding labels.
Quick find the approppriate indirect jmp's and jsr's.
Give names to 'absolute word' operand addresses.
Give names to standard labels.
Attach a short comment to an address.

It is on my web page: http://people.a2000.nl/hrobbers/Homepage.html

Have fun

Henk Robbers.

From 3635288068370046226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: guenther@cabal.shnet.org (Thorsten Guenther)
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/24
Message-ID: <JCYPEFALUP@cabal.shnet.org>#1/1
X-Deja-AN: 458407494
Content-Transfer-Encoding: 7bit
References: <1999Mar19.150817.273@lafn.org>
<S7ZBTWA8dt82QwZN@shaw1.freeserve.co.uk> <ZIDnJCAeba92EwLB@my-ste.demon.co.uk>
<36f63cd836dfc50@xs4all.nl> <JCWQEDAPUP@cabal.shnet.org>
<36f8ae2a1050911@xs4all.nl>
Content-Type: text/plain; charset=US-ASCII
Organization: private shNet site, Germany
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In <36f8ae2a1050911@xs4all.nl> Jos den Bekker wrote:
>on Mon 22-03-1999 17:00 Thorsten Guenther wrote:
>
>>Same here (patched German TOS 3.06)
>
>Patched? In what sense "patched"? I have an unpatched TOS 1.4 and it
>doesn't have a millennium problem.

- arrow bug fixed
- different logo shown after the machine is switched on
- WinX in ROM
- etc.

Thorsten

--

From -3658534038804519536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/24
Message-ID: <aH4X6UA+dV+2EwiB@my-ste.demon.co.uk>#1/1
X-Deja-AN: 458672748
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <36f8ae2a1050910@xs4all.nl>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 922310786 nnrp-01:14363 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <36f8ae2a1050910@xs4all.nl>, Jos den Bekker <josdb@xs4all.nl>
writes
>on Tue 23-03-1999 18:40 David Bolt wrote:
>
>>Does you Mega have a RTC built in?
>
>If `RTC' means `real time clock', the answer is yes. But real time
>clocks are standard in the Mega, as in the MegaSTE and TT and Falcon,
>as far as I know.

That could explain it then. It appears as though the machines without a
RTC are the ones that will be affected. Those with one probably won't
have any problems.

--
David Bolt

From -6534474408387096167
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,248a5bf1a5b73682

X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Subject: Re: Patch to fix Y2K problem on ST
Date: 1999/03/24
Message-ID: <0MfH2NA8+Q+2Qw+3@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 459500495
References: <1999Mar19.150817.273@lafn.org>
<S7ZBTWA8dt82QwZN@shaw1.freeserve.co.uk> <ZIDnJCAeba92EwLB@my-ste.demon.co.uk>
<36f63cd836dfc50@xs4all.nl>
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 922486882 20106 62.136.86.234 (26 Mar 1999 22:21:22
GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve.co.uk.no.spam.here>
NNTP-Posting-Date: 26 Mar 1999 22:21:22 GMT
Newsgroups: comp.sys.atari.programmer

At 13:52:09, Mon, 22 Mar 1999 Jos den Bekker from Seni Translation
Services babbled on about Patch to fix Y2K problem on ST to all the
people at Computer group comp.sys.atari.programmer
>on Mon 22-03-1999 02:11 David Bolt wrote:
>
>>That won't help. The TOS in all STs upto, and including, TOS 2.06 have a
>>problem with dates beyond 31/12/1999. As soon as the date is read from
>>the keyboard clock, which the XBIOS uses, the date will jump to 2028.
>
>I have an old Mega 4 with TOS 1.4, but I have none of the problems you
>describe. The clock on the control panel duly jumps to 01/01/00 from
>12/31/1999 to 01/01/2000, and when I set it to February 28, 2000
>23:59:59, it goes correctly to February 29, 2000 after a second.
>There's nothing wrong here, no millennium problem whatsoever with my
>ST.
>
>

In some Operating Systems it does that. That's why I wrote a program
which handles setting the date with 4 digits

--
Clair Shaw Aka. CDS
ICQ:1043359 Pager:http://wwp.icq.com/1043359
mailto:Clair@Shaw1.freeserve.co.uk.no.spam.here http://surf.to/shaws
DELETE .NO.SPAM.HERE TO REPLY

From 7359551200132762447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39ea4f31b2680b25,start
X-Google-Attributes: gid1115ce,public
From: arjanbok@xs4all.nl
Subject: Re: FDI Programming question

Date: 1999/03/24
Message-ID: <7dhvtcrj1@news2.xs4all.nl>#1/1
X-Deja-AN: 459626677
X-NNTP-Posting-Host: dc2-modem1986.dial.xs4all.nl [194.109.135.194]
Content-Transfer-Encoding: 8Bit
X-XS4ALL-Date: Sat, 27 Mar 1999 08:04:12 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: XS4ALL, networking for the masses
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 18 Mar 1999 22:05:31, Eric Desfonds wrote:

>We really need to use the FDI, since it can provide a steady clock at
>44.1kHz, which should provide CD quality sampling and output... We
>believe we will need some DEV_CONNECT commands, but we have not yet
>found more info on the web for the use of the FDI...

The FDI interface is controled by the three General Purpose Input Output
pins on the DSP port.
First these pins are set to funtion as output:

```
     gpio(0,7);    /* Set al 3 GPIO pins to output */
```

Next you can select or change wich frequency will by used by the FDI:

```
     gpio(2,3);    /* Set FDI to use 48KHz clock */
     gpio(2,2);    /* Set FDI to use 44.1KHz clock */
     gpio(2,1);    /* Set FDI to use external clock e.g. 32KHz from DAT recorder*/
```

Now the sound matrix may be connected in the way you want to use it with
the sourceclock set to external and the prescaler set to 1.

>but we would like to have sampling be done at 44.1kHz at the input port
>(the mic port).
>
>Our project consists of sampling a sound in real-time, apply
>HRTF filters to it and output the sound through the headphones port.

For your setup this could look somethink like this:

```
     devconnect(adc, dsprec, srcclk, prescale, no_shake);
     devconnect(dspxmit, dac, srcclk, prescale, no_shake);
```

with:

```
adc = 3
dsprec = 2
dspxmit = 1
dac = 8
srcclk = 1
prescale = 1;
no_shake = 1
```

However I found out that there may be som problems with the adc using the
FDI clock. This can perhaps be solved by making some more connections on
the sound matrix. E.g. first connect the extinp to the dsprec and next
changing it to connect the adc to dsprec.
So try to fidle around a bit with the sources and destinations in the devconnect
command.

best regards, Arjan Bok
/ FALCON 030, FX-CARD soon to be changed to Centurbo IIb, JAGUAR

From 1198525244862895265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
From: Robert E Wightman <bob@pattinson.demon.co.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/07
Message-ID: <a8RQnLABum42EwAv@pattinson.demon.co.uk>#1/1
X-Deja-AN: 452192008
X-NNTP-Posting-Host: pattinson.demon.co.uk:158.152.147.15
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 920808452 nnrp-10:27736 NO-IDENT
pattinson.demon.co.uk:158.152.147.15
Organization: bobbob
MIME-Version: 1.0
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <7bt7ic$iu4$1@remarQ.com>, Man in the Moon
<hummer@hotbot.com> writes
>I often ask myself the same questions. There is only a certain amount of
>copies of every program. Eventually they will deteriorate or be damaged and
>there ends the life of that program. Some program however no longr have to
>copyrights on them and are listed as abandonware. By the way, what is
>argonaut?
>
Never read Jason and the Argonauts? A classic from the early Greek era
if I remember correctly.

One who sailed on the ship Argo with Jason in search of the Golden
Fleece.
~~~~~~

Have fun, it's not worth it otherwise.

Bob Wightman

<bob@pattinson.demon.co.uk>

From -3317933726284320444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
From: gerryq@indigo.ie (Gerry Quinn)
Subject: Re: How about old software to become freely available ?
Date: 1999/03/07
Message-ID: <pavE2.745$1O5.293@news.indigo.ie>#1/1
X-Deja-AN: 452206619
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <a8RQnLABum42EwAv@pattinson.demon.co.uk>
X-Complaints-To: news@indigo.ie
X-Trace: news.indigo.ie 920813333 194.125.137.252 (Sun, 07 Mar 1999 13:28:53 BST)
Organization: Indigo
NNTP-Posting-Date: Sun, 07 Mar 1999 13:28:53 BST
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

In article <a8RQnLABum42EwAv@pattinson.demon.co.uk>, Robert E Wightman
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>In article <7bt7ic$iu4$1@remarQ.com>, Man in the Moon
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~~~~~~

>>argonaut?
>>
>Never read Jason and the Argonauts? A classic from the early Greek era
>if I remember correctly.
>
>One who sailed on the ship Argo with Jason in search of the Golden
>Fleece.

And already in the public domain!

By the way, wouldn't archaeology be boring if most old stuff hadn't been
trashed over the years?

- Gerry Quinn
http://bindweed.com

From -2950977107118862132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
From: Robert E Wightman <bob@pattinson.demon.co.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/07
Message-ID: <CTVmsCAT0p42Ewxv@pattinson.demon.co.uk>#1/1
X-Deja-AN: 452239859
X-NNTP-Posting-Host: pattinson.demon.co.uk:158.152.147.15
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <a8RQnLABum42EwAv@pattinson.demon.co.uk>
<pavE2.745$1O5.293@news.indigo.ie>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 920821539 nnrp-03:151 NO-IDENT
pattinson.demon.co.uk:158.152.147.15
Organization: bobbob
MIME-Version: 1.0
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

In article <pavE2.745$105.293@news.indigo.ie>, Gerry Quinn
<gerryq@indigo.ie> writes
>In article <a8RQnLABum42EwAv@pattinson.demon.co.uk>, Robert E Wightman
><bob@pattinson.demon.co.uk> wrote:
>>In article <7bt7ic$iu4$1@remarQ.com>, Man in the Moon
>><hummer@hotbot.com> writes
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>>>
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>>
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>>Fleece.
>
>And already in the public domain!
>
>By the way, wouldn't archaeology be boring if most old stuff hadn't been
>trashed over the years?
You mean it IS interesting?
~~~~~~

Have fun, it's not worth it otherwise.

Bob Wightman

<bob@pattinson.demon.co.uk>

From -3586496603465518748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
From: nathan@visi.com (Nathan Mates)
Subject: Re: How about old software to become freely available ?
Date: 1999/03/07
Message-ID: <b4zE2.219$to3.10450@ptah.visi.com>#1/1
~~~~~~

X-Deja-AN: 452276969
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com>
X-Complaints-To: abuse@visi.com
X-Trace: ptah.visi.com 920829319 209.98.98.8 (Sun, 07 Mar 1999 11:55:19 CDT)
Organization: Vector Internet Services, Inc.
NNTP-Posting-Date: Sun, 07 Mar 1999 11:55:19 CDT
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

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>there ends the life of that program. Some program however no longr have to
>copyrights on them and are listed as abandonware. By the way, what is
>argonaut?

Copyright lasts author's life + 75 years. Every old video game falls under that, and copyright has NOT been lost due to age. "Abandoned" is a meaningless term, as copyrights do not get lost due to being 'abandoned'. [Trademarks can be lost if undefended, but that's a different legal concept.]

The creator of something has full control over their product, the audience has NONE. Get that into your mind, learn it, deal with it. If a sculptor says that their creation will be shown for a month at museum X, and then it'll be destroyed, THAT'S THEIR RIGHT TO DO SO. If a software company wants to never support or re-release something after its initial printing, THAT'S THEIR RIGHT TO DO SO. You have no right to argue with them, you have no rights to think better than them and decide how something should be distributed.

You want something to be available some years after it's released? Write it yourSELF, and put it under a license to freely copy. Get off your rear and start creating, instead of only lying about old titles.

Nathan Mates

--
<*> Nathan Mates - personal webpage http://www.visi.com/~nathan/
Network Programmer, Battlezone 2: see http://www.pandemicstudios.com
NOT speaking for Pandemic Studios or Activision, ONLY myself
"What are the facts, and to how many decimal places?" -R.A. Heinlein

From -8925287519265464597
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,30754b282b76929d,start
X-Google-Attributes: gid1115ce,public

From: "Ville J?rvi" <ville.jarvi@pp.inet.fi>
Subject: Jaguar game in the making
Date: 1999/03/07
Message-ID: <D1zE2.238$UI1.260@read2.inet.fi>#1/1
X-Deja-AN: 452277053
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Trace: read2.inet.fi 920829155 212.213.33.114 (Sun, 07 Mar 1999 19:52:35 EET DST)
Organization: Sonera Ltd iNET services
NNTP-Posting-Date: Sun, 07 Mar 1999 19:52:35 EET DST
Newsgroups: comp.sys.atari.programmer

Hi!
I have gathered team that's working on a Atari Jaguar shoot 'em up game.
Although the team looks quite good as for now, I am still looking for more skilful members. There are few spots for:

-Programmers(C & ASM)
-Graphic artists(2D or 3D, raytracing, modelling, painting etc.)
-Sound editors and musicians

I don't think I am able to pay you anything, but if you want to be a part of Jaguar's history, want to develop for a 64-bit machine, contact me.
Also, I'm sure this would help in future getting job in industry.

E-mail your applications to me, ville.jarvi@pp.inet.fi

Thanks!

From 1418879614216800956
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
From: gerryq@indigo.ie (Gerry Quinn)
Subject: Re: How about old software to become freely available ?
Date: 1999/03/07
Message-ID: <D8EE2.813$1O5.309@news.indigo.ie>#1/1

X-Deja-AN: 452375698
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<7buv2c$6sb$1@mendelevium.btinternet.com>
X-Complaints-To: news@indigo.ie
X-Trace: news.indigo.ie 920850083 194.125.137.202 (Sun, 07 Mar 1999 23:41:23 BST)
Organization: Indigo
NNTP-Posting-Date: Sun, 07 Mar 1999 23:41:23 BST
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <7buv2c$6sb$1@mendelevium.btinternet.com>, "Daylieen"
<daylieen@theyalas.PANTS.freeserve.co.uk> wrote:
>Nathan Mates wrote in message ...
>|In article <7bt7ic$iu4$1@remarQ.com>,
>| The creator of something has full control over their product, the
>|audience has NONE. Get that into your mind, learn it, deal with it.
>If
>|a sculptor says that their creation will be shown for a month at
>|museum X, and then it'll be destroyed, THAT'S THEIR RIGHT TO DO SO.
>If
>|a software company wants to never support or re-release something
>|after its initial printing, THAT'S THEIR RIGHT TO DO SO. You have no
>|right to argue with them, you have no rights to think better than
>them
>|and decide how something should be distributed.
>
>
>That is a morally repugnant situation a crime against everything that
>is decent. The belief that this is 'good' is the purest form of
>philistanism that could possibly exist.

Can an artist not destroy what he is unsatisfied with, while working on
something better? A game designer may feel that the first game was inferior
to a sequel or a later similar game, and want to remove it as something which
spoils the later work.

- Gerry Quinn
http://bindweed.com

From 7022119664668484219
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4

X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
From: "Sean Timarco Baggaley" <stimarco@solarflair.ndirect.co.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/07
Message-ID: <36e32a8d.0@news.netdirect.net.uk>#1/1
X-Deja-AN: 452438235
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
X-Trace: 8 Mar 1999 01:40:29 GMT, 195.7.225.24
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Man in the Moon wrote in message <7bt7ic$iu4$1@remarQ.com>...
>I often ask myself the same questions. There is only a certain amount of
>copies of every program. Eventually they will deteriorate or be damaged and
>there ends the life of that program.

In the case of "The Great Space Race" (Legend, 1983), this is clearly a Good Thing.

> Some program however no longr have to
>copyrights on them and are listed as abandonware.

Bollocks. There's no such legally-recognised system.

The original copyright holders may waive their rights to the game *if asked first*, but this only converts the product to "Public Domain". Other copyright holders may require that the "Freeware" concept be used, where they still retain copyright, but waive any and all charges for the game.

Yet other copyright holders will say "no" - especially if they're persuing a possible sequel or update, or merely consider the game's release detrimental to their career prospects. In these cases, any copies of their software doing the rounds on the Internet are *illegal*.

Others have had their software uploaded to the Internet without their knowledge or permission. This is also illegal.

"Abandonware" is a portmanteau term used to denote software that computer game 'archeologists' believe to be unavailable from any source other than licensed owners of copies of said game. And which they believe should be considered 'Public Domain'.

These people are not infallible. In 99% of cases, the copyright holders can be tracked down after some effort, but it is not incumbent on the copyright holder to make him or herself available for this purpose at all times.

It should also be borne in mind that official museums for computer games do exist. The British Film Institute maintains one near it's Museum Of the Moving Image site on the South Bank complex in London. And these places would far rather see the original software in its original packaging; a feature that makes more sense for most researchers, since they get to see the product in context.

Neither is there anything inherently wrong with preventing further distribution of a product. Just because I released my game once, it is not incumbent on me to release it again at a later date. Copyright means it is my right to do with my game as I damned well please. Whether you like it or not.

It's also worth bearing in mind that piracy and cowboy publishers were a massive problem during the 8-bit and 16-bit eras. Because of this, copyright holders of 8-bit and 16-bit games tend to be wary of people asking them to just give their software away for free. (Especially when so many people did this anyway.) Because of this, some of the greatest 8-bit programmers are now working in offices writing database software and the like. It may not be as much fun, but at least they're getting paid top dollar for their skills.

I have part of an 8-bit game's copyright, and a 16-bit game's copyright to my name, both of which are utterly forgettable. (The latter made the front cover of ST Format, but this was when the Atari was already dying off.)

I personally consider the 8-bit game to be dire - especially as it was published before we'd finished it. I am not interested in seeing either of them 'preserved'. If you want my rights to my games that badly, you can pay me for them. Otherwise, live without. You're not missing much.

> By the way, what is
>argonaut?

Argonaut Software is owned by Jez San. They are based somewhere in North London (last time I looked), and are still a going concern.

They started out with Starglider for the Atari ST and Commodore Amiga. Later, they moved into consoles and were the designers responsible for the SNES' "StarFox" game (using a custom-designed 3D processor in the

cartridge). More recently, they created a few lacklustre PC games, and
are still involved with Nintendo.

HTH

--
Sean Timarco Baggaley

From -2979361693503639680
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,29914a7ac79e8462,start
X-Google-Attributes: gid1115ce,public
From: junoduck@aol.com (JunoDuck)
Subject: ??atari 800 roms and binaries??
Date: 1999/03/08
Message-ID: <19990308010350.12877.00003702@ng-fw1.aol.com>#1/1
X-Deja-AN: 452467895
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

hi,

Where can I find an ATARI 800 computer binary or rom
to run with ATR800win Emulator?

I'd like to see it work

thanks

From -7057697003815275606
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1dc00eff78c499a,start
X-Google-Attributes: gid1115ce,public
From: "franz kruhm" <zanfr@photoreal.com>
Subject: C/C++ Compiler for Atari ST(E)
Date: 1999/03/08
Message-ID: <7c0utb$cg6$1@platane.wanadoo.fr>#1/1
X-Deja-AN: 452618818
Organization: Wanadoo - (Client of French Internet Provider)
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

actually.... well i need something that takes C code for ST/E and compiles

it... AND IF POSSIBLE it would be running on DOS... so what i need is a C compiler that runs under DOS (or WinSton) and compiles to ST (PRG or TOS or whatever)..
please zanfr@photoreal.com

From 8679956165763262021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f68968047bc08da9,start
X-Google-Attributes: gid1115ce,public
From: au576@lafn.org
Subject: Printing control characters (Chr$(16) to Chr$(25))
Date: 1999/03/08
Message-ID: <1999Mar8.180000.23923@lafn.org>#1/1
X-Deja-AN: 452648442
Sender: news@lafn.org
X-Nntp-Posting-Host: lafn.org
Organization: Los Angeles Free-Net
Newsgroups: comp.sys.atari.programmer

I wrote a Year 2000 Countdown Clock program, but I would like to use the LCD digits that are located in the ASCII table at positions 16 through 25. Is there a way to print these characters to the screen? When I use PRINT CHR$(16) instead of printing the LCD 0 digit it does some sort of control function. Please give me a listing showing an example of how to print these digits to the screen. Maybe I have to load a different set of screen fonts, or do some sort of offset?

--

```
        __  ___         _           _
       /  |/  /__ _____(_)__ ____  (_)   ______Mark A. Mariani______
      / /|_/ / _ `/ __/ / _ `/ _ \/ /        Los Angeles Free-Net
     /_/  /_/\_,_/_/ /_/\_,_/_//_/_/           au576@lafn.org
```

From -1914346670239564463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f68968047bc08da9
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Printing control characters (Chr$(16) to Chr$(25))
Date: 1999/03/08
Message-ID: <36E425E9.3B455459@cable.A2000.nl>#1/1
X-Deja-AN: 452675614
Content-Transfer-Encoding: 7bit
References: <1999Mar8.180000.23923@lafn.org>
Content-Type: text/plain; charset=us-ascii
X-Trace: newton.a2000.nl 920921701 17510 24.132.20.245

MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

au576@lafn.org wrote:
>
> I wrote a Year 2000 Countdown Clock program, but I would like to use
> the LCD digits that are located in the ASCII table at positions 16
> through 25. Is there a way to print these characters to the screen?
> When I use PRINT CHR$(16) instead of printing the LCD 0 digit it does
> some sort of control function. Please give me a listing showing an
> example of how to print these digits to the screen. Maybe I have to load
> a different set of screen fonts, or do some sort of offset?
>

There you have this beautifull razorsharp modern screens, and you want
to stick to those early primitive mechanical operated 7 point
so called 'digital' digits ???? ;-)

Anyhow:
If you use GFA basic:
For PRINT all ascii below 32 are indeed control characters,
but not for TEXT
So
TEXT x,y,string$
will do it.
x,y are pixel positions.

Success
Henk

From 7556247858219702219
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bb701fb1c50e4b02,start
X-Google-Attributes: gid1115ce,public
From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Subject: thanks for the help!
Date: 1999/03/08
Message-ID: <7c1h7bfbr1@news.asu.edu>#1/1
X-Deja-AN: 452724414
Organization: Arizona State University
Newsgroups: comp.sys.atari.programmer

Many thanks to all the wizards here who helped me with my first GEM
program. It is running and doing more or less what I wanted... now,
if only the system I was controlling (X10) were more responsive, I'd
really have something here.

Special thanks to Ulrich and Swampdog for a lot of textual and binary
support.

I must say, after this brief but intense experience, that GEM programming blows Windows stuff out of the water. Of course, I'm biased, but having the screen objects as memory structures you can deal with directly is SO much more elegant than the Win32 API stuff that microslurp tries to hide from you with MFC.
--

From 1998842913918475543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f68968047bc08da9
X-Google-Attributes: gid1115ce,public
From: kennethm@tripnet.se (Kenneth Medin)
Subject: Re: Printing control characters (Chr$(16) to Chr$(25))
Date: 1999/03/08
Message-ID: <36e452a231e04e1@tripnet.se>#1/1
X-Deja-AN: 452745916
References: <1999Mar8.180000.23923@lafn.org>
Mail-Copies-To: kennethm@tripnet.se
X-Sender: NEWSwatch v2.50 (Atari)
X-Server-Date: 8 Mar 1999 22:45:10 GMT
X-Hardware: 68000/16 Atari MSTe
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

On Mon 08-03-99 18:00 (GMT) au576@lafn.org wrote:

>
>I wrote a Year 2000 Countdown Clock program, but I would like to use
>the LCD digits that are located in the ASCII table at positions 16
>through 25. Is there a way to print these characters to the screen?
>When I use PRINT CHR$(16) instead of printing the LCD 0 digit it does
>some sort of control function. Please give me a listing showing an
>example of how to print these digits to the screen. Maybe I have to load
>a different set of screen fonts, or do some sort of offset?
>
In GFA I think you can use something like PRINT CHR$(255+16) if I
remember correctly.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

From -7819730834647442305
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f68968047bc08da9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Printing control characters (Chr$(16) to Chr$(25))

Date: 1999/03/08
Message-ID: <36e4257b.8061021@news.demon.co.uk>#1/1
X-Deja-AN: 452749373
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <1999Mar8.180000.23923@lafn.org>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 920934230 nnrp-11:4838 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 8 Mar 1999 18:00:00 GMT, au576@lafn.org wrote:

>
>I wrote a Year 2000 Countdown Clock program, but I would like to use
>the LCD digits that are located in the ASCII table at positions 16
>through 25. Is there a way to print these characters to the screen?
>When I use PRINT CHR$(16) instead of printing the LCD 0 digit it does
>some sort of control function. Please give me a listing showing an
>example of how to print these digits to the screen. Maybe I have to load
>a different set of screen fonts, or do some sort of offset?

iirc, you need to use Bconout with its handle changed from BC_CON to
BC_RAW. I forget the values for those names but no doubt it'll jog
someone else's memory.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8926615952888074150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1dc00eff78c499a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C/C++ Compiler for Atari ST(E)
Date: 1999/03/08
Message-ID: <36e72962.9060418@news.demon.co.uk>#1/1
X-Deja-AN: 452749374
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7c0utb$cg6$1@platane.wanadoo.fr>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 920934231 nnrp-11:4838 NO-IDENT
swampdog.demon.co.uk:158.152.224.11

MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 8 Mar 1999 17:47:32 +0100, "franz kruhm" <zanfr@photoreal.com>
wrote:

>actually.... well i need something that takes C code for ST/E and compiles
>it... AND IF POSSIBLE it would be running on DOS... so what i need is a C
>compiler that runs under DOS (or WinSton) and compiles to ST (PRG or TOS or
>whatever)..

As far as cross-compilers (if I understand your need correctly) is
concerned, about all I can think of is GCC. Never used it myself but
as it and sources are available for both machines then even if someone
else hasn't done it before, it should be possible to replace the PC
GCC code generator with a 68K one. Ditto the libraries.

Why not just run an emulator? That way you can test the code on the PC
as well?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 976316640252636763
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bb701fb1c50e4b02
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: thanks for the help!
Date: 1999/03/09
Message-ID: <36E46D31.F4136AA0@cable.A2000.nl>#1/1
X-Deja-AN: 452778467
Content-Transfer-Encoding: 7bit
References: <7c1h7bfbr1@news.asu.edu>
Content-Type: text/plain; charset=us-ascii
X-Trace: pascal.a2000.nl 920939894 6423 24.132.20.245
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

DAVID L. ORMAND wrote:

> I must say, after this brief but intense experience, that GEM programming
> blows Windows stuff out of the water. Of course, I'm biased, but having the
> screen objects as memory structures you can deal with directly is SO much
> more elegant than the Win32 API stuff that microslurp tries to hide from
> you with MFC.
> --

Isnt it amazing?? just a 24 byte struct with 1 generic pointer.
Serves us from 1985 on. :-)
Long before any window ever opened on a intel box.

The elegance of simpliness and effectiveness.

Thats why we love atari.

Henk.

From 7091802213811658895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b68640e46182db1,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b68640e46182db1,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: File format of Personal Finance Manger Plus
Date: 1999/03/09
Message-ID: <36e4fd4e28d4e0@the-gap.demon.co.uk>#1/1
X-Deja-AN: 452943891
X-NNTP-Posting-Host: the-gap.demon.co.uk:158.152.228.170
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: abuse@demon.net
X-Software: STinG 1.15, POPwatch, NEWSwatch, Okami, CAB2.7
X-Hardware: ATARI Falcon030 with Nemesis board
X-Trace: news.demon.co.uk 920980545 nnrp-11:19833 NO-IDENT the-gap.demon.co.uk:158.152.228.170
Organization: Home of POPwatch, NEWSwatch etc.
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

I've been using Personal Finance Manager Plus 1.04 by Peter Veal for years now, and am very happy with it. One thing that's lacking though is the ability to import/export data in a common format ie. comma delimited etc.

Has anyone already written a import/export program that works with PFM+? If not, I might write one myself, and wondered if anyone knows the actual format of the .MNY file (it would save me having to dig around and guess). Anyone?

Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From 422034193280213805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1dc00eff78c499a
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C/C++ Compiler for Atari ST(E)
Date: 1999/03/09
Message-ID: <7c3hal$bb1$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 453021294
References: <7c0utb$cg6$1@platane.wanadoo.fr>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 920995989 11617 130.37.80.249 (9 Mar 1999 16:13:09 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 9 Mar 1999 16:13:09 GMT
Newsgroups: comp.sys.atari.programmer

franz kruhm (zanfr@photoreal.com) wrote:

: actually.... well i need something that takes C code for ST/E and compiles
: it... AND IF POSSIBLE it would be running on DOS... so what i need is a C
: compiler that runs under DOS (or WinSton) and compiles to ST (PRG or TOS or
: whatever)..

2 Options:

- Get the sources for Sozobon C (should be on some FTP site somewhere,
  I got them once...) and compile these on a PC.
  The resulting binaries will run under DOS and simply generate Atari
  code, using the Atari libs. This should be fairly easy to do if you have
  a C-compiler for DOS.

- Compile GCC as a cross-compiler for DOS. This is _not_ a trivial task
  (The easiest way would be to use Linux and a DOS cross-compiler :-/)
  There might already be a m68k-TOS GCC cross-compiler available for DOS,
  though... (I know there is one for Linux)

OR you could indeed download Sozobon, GCC, Heat 'n Serve or C68 and install
and run it using an emulator. Not as fast, but a lot easier. :-)

-=Levien (lvzon@bio.vu.nl)

From -6992381110982332636
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bb701fb1c50e4b02
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: thanks for the help!
Date: 1999/03/09
Message-ID: <7c3hf7$bb1$2@feresa.bio.vu.nl>#1/1
X-Deja-AN: 453021295
References: <7c1h7bfbr1@news.asu.edu> <36E46D31.F4136AA0@cable.A2000.nl>

X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 920996135 11617 130.37.80.249 (9 Mar 1999 16:15:35 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 9 Mar 1999 16:15:35 GMT
Newsgroups: comp.sys.atari.programmer

Henk Robbers (H.Robbers@cable.A2000.nl) wrote:

: Isnt it amazing?? just a 24 byte struct with 1 generic pointer.
: Serves us from 1985 on. :-)
: Long before any window ever opened on a intel box.

except a GEM window, on the original PC-GEM :-)

-=Levien

From 6824219399701211918
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58ff9e99bd6152a9,start
X-Google-Attributes: gid1115ce,public
From: "Rene de Bie" <Rene@underground.demon.nl>
Subject: Can I connect ???
Date: 1999/03/09
Message-ID: <921009355.12879.0.muttley.d4ee0f47@news.demon.nl>#1/1
X-Deja-AN: 453091299
X-NNTP-Posting-Host: underground.demon.nl:212.238.15.71
X-Trace: news.demon.nl 921009355 muttley:12879 NO-IDENT
underground.demon.nl:212.238.15.71
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Hi,

I wonder if I can connect an ATARI SLM804 laser printer to my falcon030....
this one doesn't have the DMA connector like other ST machines....

Gtx,
Sysop*TXG

From 2294249164140379920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7228667734b027c8,start
X-Google-Attributes: gid1115ce,public
From: martin.w6@ukonline.co.uk (Martin Wilson)
Subject: where can I get and what is Pure C like?
Date: 1999/03/09

Message-ID: <36e426e0.1195210@news.easynet.co.uk>#1/1
X-Deja-AN: 453126773
X-Complaints-To: abuse@easynet.net
X-Trace: quince.news.easynet.net 921015579 73159 195.40.206.188 (9 Mar 1999 21:39:39 GMT)
Organization: [posted via Easynet Ltd]
Reply-To: martin.w6@ukonline.co.uk
NNTP-Posting-Date: 9 Mar 1999 21:39:39 GMT
Newsgroups: comp.sys.atari.programmer

I've noticed some coders use it but I don't know anything
about it.

From -7567045848123499398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bb701fb1c50e4b02
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: thanks for the help!
Date: 1999/03/09
Message-ID: <36E59E81.3FCE9460@cable.A2000.nl>#1/1
X-Deja-AN: 453143434
Content-Transfer-Encoding: 7bit
References: <7c1h7bfbr1@news.asu.edu> <36E46D31.F4136AA0@cable.A2000.nl> <7c3hf7$bb1$2@feresa.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
X-Trace: pascal.a2000.nl 921018055 13939 24.132.20.245
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Levien van Zon wrote:
>
> Henk Robbers (H.Robbers@cable.A2000.nl) wrote:
>
> : Isnt it amazing?? just a 24 byte struct with 1 generic pointer.
> : Serves us from 1985 on. :-)
> : Long before any window ever opened on a intel box.
>
> except a GEM window, on the original PC-GEM :-)
>
>   -=Levien

I have invented a beatifull contraption. It has 4 wheels
and a roof. I'm going to sell it to a gullible public under the name
'wheels' and become very very rich. :-)

Henk.

From 9140676625844496761

X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,58ff9e99bd6152a9
X-Google-Attributes: gid1115ce,public
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Subject: Re: Can I connect ???
Date: 1999/03/10
Message-ID: <36E6714F.EB8ADD0E@directprovider.REMOVETHECAPITALS.net>#1/1
X-Deja-AN: 453375535
Content-Transfer-Encoding: 8bit
References: <921009355.12879.0.muttley.d4ee0f47@news.demon.nl>
X-Accept-Language: fr
Content-Type: text/plain; charset=iso-8859-1
Organization: None
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Rene de Bie a ©crit :
>
> Hi,
>
> I wonder if I can connect an ATARI SLM804 laser printer to my falcon030....
> this one doesn't have the DMA connector like other ST machines....
>
> Gtx,
> Sysop*TXG

No you can't.

Well, you could actually, if you had one of those very rare adapters
that were hardly ever sold and that use to cost nearly the price of a
new laser printer.

Nick
--
```
    |||    Nicholas Bales, Toulouse, France
 ===|||==================================================
   / | \   The Atari ST Quick FAQ                  bales@
 -'  '  `- http://quickfaq.atari.org   directprovider.net
```

From 703221344027613752
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58ff9e99bd6152a9
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Can I connect ???
Date: 1999/03/10
Message-ID: <7c5t7r$3sq$3@news2.xs4all.nl>#1/1
X-Deja-AN: 453383096
X-NNTP-Posting-Host: dc2-modem1287.dial.xs4all.nl [194.109.133.7]

References: <921009355.12879.0.muttley.d4ee0f47@news.demon.nl
Organization: Stichting ST
X-XS4ALL-Date: Wed, 10 Mar 1999 14:48:43 CET
Newsgroups: comp.sys.atari.programmer

On 9 Mar 1999 20:44:39 , "Rene de Bie" wrote:
>Hi,
>
>I wonder if I can connect an ATARI SLM804 laser printer to my falcon030....
>this one doesn't have the DMA connector like other ST machines....
>
Once there were made interfaces that plugged into the Falcon and
bypassed totally that small SLM box. The thick printercable itself
went on the (I think ROM-port?) interface.

But never seem it any more the last years.

I remember because te programmers did not know about the two
different SLM804 series that are around.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 4231062712539223929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58ff9e99bd6152a9
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Subject: Re: Can I connect ???
Date: 1999/03/10
Message-ID: <Pine.LNX.3.96.990310160800.29348A-100000@hal.fishpool.com>#1/1
X-Deja-AN: 453398094
References: <921009355.12879.0.muttley.d4ee0f47@news.demon.nl>
X-Sender: q-funk@hal.fishpool.com
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: q-funk

> I wonder if I can connect an ATARI SLM804 laser printer to my falcon030....
> this one doesn't have the DMA connector like other ST machines....

In short, no. However, if you have a spare ST, then you can network
them together and share the printers. There are several utilities
to perform this.

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

From -4113437490441472561
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
From: jgeluso@iserv.net (Joe Geluso)
Subject: Re: How about old software to become freely available ?
Date: 1999/03/10
Message-ID: <36e6a0f8.160326@news1.iserv.net>#1/1
X-Deja-AN: 453442565
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
X-Trace: news20.ispnews.com 921084616 204.157.28.94 (Wed, 10 Mar 1999 11:50:16
EDT)
NNTP-Posting-Date: Wed, 10 Mar 1999 11:50:16 EDT
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

On Sun, 07 Mar 1999 17:55:19 GMT, nathan@visi.com (Nathan Mates)
wrote:

> The creator of something has full control over their product, the
>audience has NONE.

Some who want to ride this high horse may need to learn something
about providing a quality product in exchange for bug-free money.

If I purchased version 1 in the box at retail price, why must I
buy version 2 -- which contains features that I may not care
about -- to get the bug fixes for version 1? And why did version
1 even get out the door with all those bugs?

I bought version 1 because it advertised features that would meet my need. The bugs were in my way and wasted my time. Why is my time -- wasted because of the developer's negligence -- worth nothing in this exchange?

If version 1 worked as advertised, it would still meet the needs I bought it for in the first place. Witness Quattro Pro version 1 for DOS -- I still use it. That hurt Borland, but I don't see software developers as charities to be funded for the betterment of humankind. They are vendors whom I expect to sell me a working product.

If an auto manufacturer sold cars that ran into the curb daily, there would be a national recall at their expense. If software crashes my computer daily, the vendor hides behind their disclaimer and offers to sell me the 'upgrade'. What is wrong with this picture?

-- Joe Geluso

From -8854929796215300870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea2f066e0700660,start
X-Google-Attributes: gid1115ce,public
From: "Rene de Bie" <Rene@underground.demon.nl>
Subject: Looking for PRO! boards
Date: 1999/03/10
Message-ID: <921099429.10420.0.spot.d4ee0f47@news.demon.nl>#1/1
X-Deja-AN: 453530601
X-NNTP-Posting-Host: underground.demon.nl:212.238.15.71
X-Trace: news.demon.nl 921099429 spot:10420 NO-IDENT
underground.demon.nl:212.238.15.71
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Hi Sysops,

Please e-mail me, I want to connect the other side of the world again....
We have lost contact with lots of BBS systems overthere (USA/CANADA etc).
I am located in the Netherlands (EUROPE) and I want to network with all active systems.
Please mail me and we can set-up a network again....

Our network at this point includes 3 running boards in the Netherlands, 2 boards in Germany and at least 1 board in the USA (*this connection has been lost).

I am looking for the boards/network that is located in Sweden, Italy,

Canada,USA and other country's

PLEASE

Call +31-416-561927   300-19200   24hr/7days
-= The Underground Node #472 BBS =-   Running BBS Express Pro! 5.0b

Or e-mail to: SysopTXG@underground.demon.nl

When you are running another BBS and/or network on the 8-bit ATARI please
mail me, because we can
look if we can connect it by writting some converter software....

BBS Express Pro! can export and import QWK files so that could be one
solution but maybe there are
some other possibility's too...

Gtx,
Sysop*TXG

From -2018453834853848617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
From: vdjole@EUnet.yu (Djordje Vukovic)
Subject: Re: How about old software to become fr
Date: 1999/03/10
Message-ID: <7c6urf$9ld$1@SOLAIR2.EUnet.yu>#1/1
X-Deja-AN: 453598991
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net>
X-Complaints-To: abuse@EUnet.yu
X-Trace: SOLAIR2.EUnet.yu 921108143 9901 194.247.198.158 (10 Mar 1999 23:22:23
GMT)
Organization: Public news server of EUnet Yugoslavia
NNTP-Posting-Date: 10 Mar 1999 23:22:23 GMT
Newsgroups: comp.sys.atari.programmer

On 10 Mar 1999 16:50:52 , Joe Geluso wrote:
>On Sun, 07 Mar 1999 17:55:19 GMT, nathan@visi.com (Nathan Mates)
>wrote:
>
>>   The creator of something has full control over their product, the
>>audience has NONE.
>
> (...)

>
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>buy version 2 -- which contains features that I may not care
>about -- to get the bug fixes for version 1? And why did version
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>
> (...)
>
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>I bought it for in the first place. Witness Quattro Pro version
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>betterment of humankind. They are vendors whom I expect to sell
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>
>If an auto manufacturer sold cars that ran into the curb daily,
>there would be a national recall at their expense. If software
>crashes my computer daily, the vendor hides behind their
>disclaimer and offers to sell me the 'upgrade'. What is wrong
>with this picture?
>

I think you attack another problem here:

* The original one is the problem of author's rights. I must agree with the cited statement that an author of something has full control over his product, while the audience has none. We (the audience) can not REQUEST of the author to give his creation away. If we believe that he has abandoned it or doesn't expect any profit from it anymore, we can just ASK POLITELY if he might be willing to make it free for everyone, so that its use may be prolonged, it may become widespread, etc. etc. (any plausible explanation). And then we should be grateful to him for being generous.

* It is quite a different problem what we (the buyers) get for our money when we purchase software. I quite agree with you that the present situation is humiliating because software author(s) usually make a disclaimer that amounts to a statement that he does not guarantee his software does anything at all, and you use it at your own risk. Moreover, in most cases, you do not actually buy software, you just buy the rights to use it. In some cases you may not even sell your copy to another user, because you are requested to fill-in the end-user-certificate (the purpose of this usually being to prevent politically-disliked users from getting advanced software).

Unfortunately, I think that by the act of paying for the software, and knowing of the said disclaimers and conditions, you actually agree to anything the author(s)/owner(s) request of you, and you have no more rights, except those explicitely stated in documents accompanying the sale.

On the other hand there are (rare) situations where you can actually BUY software, usually including the source code, and can do with it whatever you want and distribute it as you like. Some times that may be almost

equivalent to author's handing over his authorship to you.

And there ARE situations where the software is sold or licensed WITH a guarantee that it will do what it is advertised to do. For example, I think that the beautiful QNX real-time operating system for the PCs has some US-government certificates clearing its use in human-life-support devices and similar critical equipment. It may be said that this is practically a guarantee that it will do what it is told to do.

Cu.

From 4990190922564494875
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
From: tdjones <tdjones@nidlink.com>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/10
Message-ID: <36E6AD35.7869A74B@nidlink.com>#1/1
X-Deja-AN: 453656100
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net>
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F12EFE1FC50E0881686172E0"
Organization: NetLink, Inc.
Mime-Version: 1.0
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

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Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
Content-Transfer-Encoding: 7bit

> If an auto manufacturer sold cars that ran into the curb daily,
> there would be a national recall at their expense. If software
> crashes my computer daily, the vendor hides behind their
> disclaimer and offers to sell me the 'upgrade'. What is wrong
> with this picture?
>

Excellent point. Always been one of my pet peeves. So howcum Ralph
Nader's not gnawing on Bill Gates' ankle?

--Tim

----------F12EFE1FC50E0881686172E0
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<HTML>

<BLOCKQUOTE TYPE=CITE>
<PRE>If an auto manufacturer sold cars that ran into the curb daily,
there would be a national recall at their expense. If software
crashes my computer daily, the vendor hides behind their
disclaimer and offers to sell me the 'upgrade'. What is wrong
with this picture?</PRE>
</BLOCKQUOTE>

<P>Excellent point. Always been one of my pet peeves. So howcum Ralph Nader's
not gnawing on Bill Gates' ankle?

<P>--Tim</HTML>

----------F12EFE1FC50E0881686172E0--

From -6503577878298830140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4

X-Google-Attributes: gid1145b7,public
From: "Sean Timarco Baggaley" <stimarco@solarflair.ndirect.co.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/11
Message-ID: <36e73c4f.0@news.netdirect.net.uk>#1/1
X-Deja-AN: 453659344
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net>
X-MIMEOLE: Produced By Microsoft MimeOLE V4.72.3155.0
X-Trace: 11 Mar 1999 03:45:19 GMT, 195.7.225.249
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Joe Geluso wrote in message <36e6a0f8.160326@news1.iserv.net>...
>On Sun, 07 Mar 1999 17:55:19 GMT, nathan@visi.com (Nathan Mates)
>wrote:
>
>> The creator of something has full control over their product, the
>>audience has NONE.
>
>Some who want to ride this high horse may need to learn something
>about providing a quality product in exchange for bug-free money.

1: IT IS IMPOSSIBLE TO CREATE 100% BUG-FREE SOFTWARE.

This isn't an excuse for lazy programming. It is a *scientifically proven FACT*. Computer programs are complex systems and, as such, just as liable to the whims of Chaos Theory as the weather. The more variables a programmer has to deal with, the more likelihood of bugs there will be. PERIOD.

Consoles have far fewer variables than Windows PCs. Even Macs, Unix, BeOS and Linux have far less hardware to cope with than Windows. Microsoft's very success is its biggest enemy. Windows has to cope with hardware and software combinations so numerous that you'd need a warehouse the size of *Texas* to contain PCs running every single possible permutation. It simply cannot be done at a reasonable cost.

The same problem applies to PC games. There is no way on Earth for a game developer to afford enough PCs and testers to test their games on every single permutation and combination of PC hardware and software available to their customers.

It is possible to buy two computers, each using *entirely* different sets of components (even the CPU doesn't need to come from Intel), yet they can both run most PC games.

Ask any well-informed IT expert and they'll assert that it's a bloody miracle PC software works *at all*.

2: IT *IS* POSSIBLE TO REFUSE TO BUY SOFTWARE THAT HAS BUGS IN IT.

Nobody - and I repeat: NOBODY - is forcing you to buy a buggy game at gunpoint. Good magazines *will* highlight major bugs. Frequenting newsgroups, and just listening to word-of mouth will also help you decide whether you're willing to put up with a game with "Known Problems" that will show up on your particular computer.

It is ALSO possible to return *ANY* game to the shop it was bought from and ask for a refund, if you can prove it was "not of merchantable quality". If a game is refusing to run on your PC, IT IS NOT SUITABLE FOR THE PURPOSE FOR WHICH IT WAS BOUGHT, therefore you ARE entitled to a refund.

In most Western countries, this is a *statutory* right. Any computer games retailer who operates a "No Refunds" policy should be reported to the police, as they are breaking the law.

It's amazing how quickly the words "I'll see you..." and "...in court" can change the attitude of a shopkeeper. Especially when they're pronounced clearly, succinctly, and *loudly* in front of an audience.

[...]

>If an auto manufacturer sold cars that ran into the curb daily,
>there would be a national recall at their expense.

Cars *do* run into curbs daily. They are guided missiles, with *humans* as the guides. As a design, the automobile is one of the most lethal ever to be allowed out in public.

Cars kill *hundreds* of people every damned day of the year. This, IMHO, is a MAJOR 'bug' - and one that sits at the design level, no less.

The technology ALREADY exists to prevent the vast majority of deaths by car, yet, like lambs to the slaughter, people *still* buy them.

Compared to automobiles, I'd say buggy games are an incredibly petty worry.

--
Sean Timarco Baggaley

(And no, I don't have a driving license.)

From 4189613501240682024
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f6aa382b98d2488
X-Google-Attributes: gid1115ce,public
From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
Subject: Re: Looking for info ATARI SLM804 laser pri
Date: 1999/03/11
Message-ID: <7c7phtpbg4@news8.svr.pol.co.uk>#1/1
X-Deja-AN: 453702881
References: <920676077.2896.0.muttley.d4ee0f47@news.demon.nl>
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 921135485 25968 62.136.61.168 (11 Mar 1999 06:58:05 GMT)
Organization: <none>
NNTP-Posting-Date: 11 Mar 1999 06:58:05 GMT
Newsgroups: comp.sys.atari.programmer

On 6 Mar 1999 00:21:35 +, "Rene de Bie" wrote:
>Hi,
>
>Is there anybody who has some info about this printer ? I have one now but I
>have to know more...
>Do I need drivers for this printer to connect it to my ST ? Maybe someone
>has a manual for me...
There are GDOS and NVDI drivers for this printer, and the good news is that
most serious software that doesn't use GDOS technology to print usually has
a driver included.

If you want to print plain text from the desktop then you should look out
for the LaserBrain Epson emulator and maybe the Diablo emulator from one of
the Atari FTP sites.

The drum and toner will be hard to get hold of nowadays.

Rgds, Derryck

```
/-----------------------------------------/
/   The Cheshunt Computer Club Herts UK   /
/ http://www.cix.co.uk/~derryck/index.htm /
/-----------------------------------------/
```

From 4953639722598395214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4

X-Google-Attributes: gid108717,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
From: "Julian Gold" <julian.gold@psygnoSPAMsis.co.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/11
Message-ID: <921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>#1/1
X-Deja-AN: 453756168
X-NNTP-Posting-Host: psygnosis-leeds.demon.co.uk:194.222.41.173
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 921152065 nnrp-07:4618 NO-IDENT psygnosis-
leeds.demon.co.uk:194.222.41.173
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

To the best of my knowledge, nobody ever died from Win95 blue screening :-)
    tdjones wrote in message <36E6AD35.7869A74B@nidlink.com>...
If an auto manufacturer sold cars that ran into the curb daily,
there would be a national recall at their expense. If software
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disclaimer and offers to sell me the 'upgrade'. What is wrong
with this picture?

    Excellent point. Always been one of my pet peeves. So howcum Ralph
Nader's not gnawing on Bill Gates' ankle?

    --Tim

From -2544508769284402837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public

X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
From: Christian Froeschlin <froesccn@cip.mathematik.uni-stuttgart.de>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/11
Message-ID: <36E7B27C.EA371886@cip.mathematik.uni-stuttgart.de>#1/1
X-Deja-AN: 453764336
Content-Transfer-Encoding: 7bit
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Comp.Center (RUS), U of Stuttgart, FRG
Mime-Version: 1.0
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Julian Gold wrote:
>
> To the best of my knowledge, nobody ever died from Win95 blue screening :-)

Don't forget that a lot of vital machinery is controlled by software,
ranging from airplanes to nuclear power plants. Heaven help us if some
of the developers believe Microsofts claim that e.g. Windows NT is a
stable operating system.

```
   __/  __/   -  Christian Froeschlin  -
  /    /
 /     _/     * If you eliminate the impossible, whatever remains, *
___/ _/       * however improbable, must be the bug !              *
```

From 5044673237784159729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4

X-Google-Attributes: gid1145b7,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
From: "J. Benz" <benz@danet.com>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/11
Message-ID: <36E7CCB1.89C10BD0@danet.com>#1/1
X-Deja-AN: 453792942
Content-Transfer-Encoding: 7bit
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
MIME-Version: 1.0
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

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> there would be a national recall at their expense. If software
> crashes my computer daily, the vendor hides behind their
> disclaimer and offers to sell me the 'upgrade'. What is wrong
> with this picture?
>
>   Excellent point. Always been one of my pet peeves. So howcum Ralph
> Nader's not gnawing on Bill Gates' ankle?
>

He's waiting his turn?

From -1741926913406120418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public

X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
From: jgeluso@iserv.net (Joe Geluso)
Subject: Re: How about old software to become freely available ?
Date: 1999/03/11
Message-ID: <36e7e630.237715@news1.iserv.net>#1/1
X-Deja-AN: 453831793
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36e73c4f.0@news.netdirect.net.uk>
X-Trace: news20.ispnews.com 921167657 204.157.29.134 (Thu, 11 Mar 1999 10:54:17
EDT)
NNTP-Posting-Date: Thu, 11 Mar 1999 10:54:17 EDT
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

On Thu, 11 Mar 1999 04:04:57 -0000, "Sean Timarco Baggaley"
<stimarco@solarflair.ndirect.co.uk> wrote:

>Computer programs are complex systems and, as such, just
>as liable to the whims of Chaos Theory as the weather.

My understanding of Chaos Theory is that it arises out of the
fact that things are unknowable on scales smaller than we can
deal with.

I am not aware that anyone has identified 'sub-bit' entities in
the software environment comparable to subatomic particles in the
physical world.

The smallest iota in the software environment is perceivable. To
the extent that Chaos Theory applies here it is not because
something is unknowable -- it is because sufficient effort has
not been made to make it known. And when enough things are
unknown and taken en masse, Chaos Theory may apply. This is a
novel form of expectation -- hoping for enough ignorance to make
a theory applicable.

What wound my watch here was someone talking loudly about the
rights of software developers when they demand payment and
disavow any responsibility for grief they cause me.

I paid for a machine that has firmware to support an operating

system that I bought to run applications that cost me money.
When an application hiccups and wastes days of my time, my job
just got harder because someone else -- whom I paid somewhere
along the way -- didn't do their job completely.

I didn't say their job was easy. If it were, anyone could do it.
Do they assume that my job is so easy or irrelevant that hiccups
don't matter?

I make enough of my own mistakes. I'm fortunate if I can sort
enough of those out. I don't need to sort out someone else's
mistakes to fill a quota.

Developers do well to bear in mind that my ability to pay for
'upgrades' is enhanced if I'm not wasting otherwise productive
time fighting their bugs -- or grousing about them on a ng.

-- Joe Geluso

From -5182253035743801750
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
From: jgeluso@iserv.net (Joe Geluso)
Subject: Re: How about old software to become freely available ?
Date: 1999/03/11
Message-ID: <36e7f245.3225964@news1.iserv.net>#1/1
X-Deja-AN: 453852828
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36e73c4f.0@news.netdirect.net.uk>
<36e7e630.237715@news1.iserv.net>
X-Trace: news20.ispnews.com 921171550 204.157.27.176 (Thu, 11 Mar 1999 11:59:10
EDT)
NNTP-Posting-Date: Thu, 11 Mar 1999 11:59:10 EDT
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

On Thu, 11 Mar 1999 15:54:51 GMT, jgeluso@iserv.net (Joe Geluso)
wrote:
>
>What wound my watch here was someone talking loudly about the
>rights of software developers when they demand payment and
>disavow any responsibility for grief they cause me.

In no way did I intend "they" to refer to Mr. Mates, to whose post I
initially reacted. I have no knowledge of any of his products. I
meant "they" in the generic sense. I switched references for my
pronouns at mid-sentence.

My apologies to Mr. Mates for any confusion. He did not contact me.
The sentence just seemed vague upon rereading it and I want to make it
clear that no personal attack was intended.

Nor did I mean to suggest that Mr.Baggaley has novel expectations. He
didn't contact me either ...

I hope that covers everyone. I am disturbed -- and inconvenienced --
by what I see as an industry mindset. Any perceived personal barbs
are unintentional.

-- Joe Geluso

From -5684268560896037800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
From: Robin Patenall <eep1rp@ee.surrey.ac.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/11
Message-ID: <36E7F91D.C4C4225D@ee.surrey.ac.uk>#1/1
X-Deja-AN: 453858945
Content-Transfer-Encoding: 7bit
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>

<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
<36E7B27C.EA371886@cip.mathematik.uni-stuttgart.de>
Content-Type: text/plain; charset=us-ascii
Organization: University of Surrey, Guildford, England
Mime-Version: 1.0
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Christian Froeschlin wrote:
>
> Julian Gold wrote:
> >
> > To the best of my knowledge, nobody ever died from Win95 blue screening :-)
>
> Don't forget that a lot of vital machinery is controlled by software,
> ranging from airplanes to nuclear power plants. Heaven help us if some
> of the developers believe Microsofts claim that e.g. Windows NT is a
> stable operating system.
>

I have heard of a story (I believe it's true as it came from a reliable
source) about a US Warship which was modified to run WinNT as it's OS.
It had to be towed back to port when the OS crashed.

--

Robin Patenall Annoying Hanger on for NetGamer Soc.
NetGamer Soc http://www.ee.surrey.ac.uk/Societies/netgamer/

From 8103958589486883137
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: Re: How about old software to become freely available ?
Date: 1999/03/11
Message-ID: <FbO5gEAL4D62EwBT@thedruid.demon.co.uk>#1/1
X-Deja-AN: 453979580
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 921191854 nnrp-13:16788 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Reply-To: johnr@thedruid.demon.co.Remove.To.Reply.uk

Newsgroups: comp.sys.atari.programmer

Hi Nathan,

> If a sculptor says that their creation will be shown for a month at
> museum X, and then it'll be destroyed, THAT'S THEIR RIGHT TO DO SO.

That isn't the truth. Copyright exists in the _form_ of a work, and is completely seperate from ownership of the materials.

A copyright holder has no particular right to insist that a lawfully copied work must be destroyed.

> If a software company wants to never support or re-release something
> after its initial printing, THAT'S THEIR RIGHT TO DO SO. You have no
> right to argue with them, you have no rights to think better than
> them and decide how something should be distributed.

You always have the right to argue -- one of democracies greatest virtues and greatest vices. At the end of the day, if a software house is no longer making any money from a work and nor would it loose any money from the copying of a work then the public are pretty much free to do with it as they please. There is no element of criminality, and British courts do not award punitive damages in civil cases. The most a Copyright holder could do is get an injunction, and TBH who is going to be so minded when there is no money but only ill sentiment to be gained?

Deal with reason and reason will deal with you, that is after all what law is all about.

John.

--

--
+---+
| ======   The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@thedruid.demon.co.REMOVE.TO.REPLY.uk |
+---+

From 1001023543163215069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public

X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
From: Ben Hutchings <womble@zzumbouk.demon.co.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/11
Message-ID: <7c75cs$2rv$1@zzumbouk.demon.co.uk>#1/1
X-Deja-AN: 453993698
X-NNTP-Posting-Host: zzumbouk.demon.co.uk:193.237.85.208
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <36e32a8d.0@news.netdirect.net.uk>
X-Server-Date: 11 Mar 1999 01:14:04 GMT
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 921196831 nnrp-10:24756 NO-IDENT
zzumbouk.demon.co.uk:193.237.85.208
Organization: private site
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer
Originator: womble@zzumbouk.burrow (Ben Hutchings)

In article <36e32a8d.0@news.netdirect.net.uk>,
Sean Timarco Baggaley <stimarco@solarflair.ndirect.co.uk> wrote:
>
>Man in the Moon wrote in message <7bt7ic$iu4$1@remarQ.com>...
<snip>
>> By the way, what is
>>argonaut?
>
>
>Argonaut Software is owned by Jez San. They are based somewhere in
>North London (last time I looked), and are still a going concern.
>
>They started out with Starglider for the Atari ST and Commodore Amiga.
>Later, they moved into consoles and were the designers responsible for
>the SNES' "StarFox" game (using a custom-designed 3D processor in the
>cartridge). More recently, they created a few lacklustre PC games, and
>are still involved with Nintendo.

Argonaut also came up with some really fast 3D software libraries for
the PC, which it was going to sell to Microsoft. Just before they
signed a deal, Microsoft shafted them by picking someone else's
software. And that is the story of Direct3D, so I heard.

--
Ben Hutchings, software engineer | web site to be reconstructed at some time
womble@ferret.lmh.ox.ac.uk | Team *AMIGA* | Jay Miner Society - www.jms.org
Every program is either trivial or else contains at least one bug

From 7888918195697843077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd8c3be84a06715c
X-Google-Attributes: gid1115ce,public
From: "Mark J. Bushue" <mjbushue@localline.com>
Subject: Re: RARE? ATARI BASIC
Date: 1999/03/11
Message-ID: <L_ZF2.7539$25.18950@news.goodnet.com>#1/1
X-Deja-AN: 454018199
References: <oeqA2.202$85.321342@newse3.tampabay.rr.com>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
X-Trace: news.goodnet.com 921201707 205.243.36.121 (Thu, 11 Mar 1999 18:21:47 MDT)
X-MSMail-Priority: Normal
NNTP-Posting-Date: Thu, 11 Mar 1999 18:21:47 MDT
Newsgroups: comp.sys.atari.programmer

PRINT PEEK(43234) should give you one of the following values:

    162 is REV A, which had a few relatively minor bugs
    96 is REV B, which fixed the previous bugs but introduced even more
dangerous ones, especially regarding file saving
    234 is REV C, supposedly bug-free

Bowling <mbowlin1@tampabay.rr.com> wrote in message
news:oeqA2.202$85.321342@newse3.tampabay.rr.com...
>There are THREE versions of Atari BASIC Computing Language, as follows:
>Atari CXL4002   79 BASIC Computing Language [ver. A]   C
>Atari CXL4002 ?81 BASIC Computing Language [ver. B]   ER
>Atari CXL4002   85 BASIC Computing Language [ver. C]   R
>One of my BASIC carts is not dated, but instead has "R 39 2" stamped (you
>know, "recessed") into the front of the cart (in very small letters). How
>can I know if it is the version "A" (common) cart, or if it is the version
>"B" (Extremely Rare) cart? I also definitely own a copy of the version "C"
>cart, because the DATE is written on the label, but I am curious whether my
>other BASIC cart is version "A" or version "B".
>Does anyone know how I can find out? Is there a "command" I can type that
>will tell me the VERSION of my unidentified BASIC cart?
>Thanks,
>--MB
>
>
>

From -6572783505348599369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d87163da73d9690,start
X-Google-Attributes: gid1115ce,public
From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
Subject: Re: Can I connect ???
Date: 1999/03/12
Message-ID: <7cahf2$ec6$2@news5.svr.pol.co.uk>#1/1
X-Deja-AN: 454116173
References: <921009355.12879.0.muttley.d4ee0f47@news.demon.nl
X-Complaints-To: abuse@theplanet.net
X-Trace: news5.svr.pol.co.uk 921225506 14726 62.136.27.94 (12 Mar 1999 07:58:26 GMT)
Organization: <none>
NNTP-Posting-Date: 12 Mar 1999 07:58:26 GMT
Newsgroups: comp.sys.atari.programmer

On 9 Mar 1999 20:44:39 +, "Rene de Bie" wrote:
>Hi,
>
>I wonder if I can connect an ATARI SLM804 laser printer to my falcon030....

The only way I know of is via an ST, with 1 or preferably 2Mb RAM, using MagicSLM downloaded from my web site (read the description of how to set it up too).

Rgds, Derryck

```
/-----------------------------------------/
/   The Cheshunt Computer Club Herts UK   /
/ http://www.cix.co.uk/~derryck/index.htm /
/-----------------------------------------/
```

From -4150678144633825957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4

X-Google-Attributes: gidffc26,public
From: "Sean Timarco Baggaley" <stimarco@solarflair.ndirect.co.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/12
Message-ID: <36e8e618.0@news.netdirect.net.uk>#1/1
X-Deja-AN: 454143567
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <36e32a8d.0@news.netdirect.net.uk>
<7c75cs$2rv$1@zzumbouk.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
X-Trace: 12 Mar 1999 10:02:00 GMT, 195.7.227.186
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Ben Hutchings wrote in message <7c75cs$2rv$1@zzumbouk.demon.co.uk>...

[...]

>Argonaut also came up with some really fast 3D software libraries for
>the PC, which it was going to sell to Microsoft. Just before they
>signed a deal, Microsoft shafted them by picking someone else's
>software. And that is the story of Direct3D, so I heard.

It was called "BRender", was ludicrously overhyped and, because it came out just before decent 3D accelerators came onto the market, it proved to be nowhere near as useful as they thought it was. (Remember the dire 'FX Fighter' game?) It was about as popular as a pyromaniac in a fireworks factory, and appears to have been put to sleep.

MS bought up a 3D library created by US-based Rendermorphics. That, too, was a steaming pile of overrated shite. It exists in DirectX as part of the legacy, universally-loathed, 'Retained Mode' portion of Direct3D. Most use the far superior 'Immediate Mode' Direct3D API routines, as these provide much more powerful facilities. (It is unlikely that 'Retained Mode' will be maintained to any great degree, since MS and SGI are apparently working on a replacement scene management API based on OpenGL.)

--
Sean Timarco Baggaley

From 2471282718506863143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
From: mighty@mightydrake_antispam.com (Drake Christensen)
Subject: Re: How about old software to become freely available ?
Date: 1999/03/13
Message-ID: <MPG.1153ec4f19b9fb5b9896d8@news>#1/1
X-Deja-AN: 454493994
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
<36E7B27C.EA371886@cip.mathematik.uni-stuttgart.de>
<36E7F91D.C4C4225D@ee.surrey.ac.uk>
X-Complaints-To: abuse@home.net
X-Trace: news.rdc1.tx.home.com 921317455 24.0.105.40 (Sat, 13 Mar 1999 01:30:55
PDT)
Organization: @Home Network
NNTP-Posting-Date: Sat, 13 Mar 1999 01:30:55 PDT
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

Well, yes and no.

The warship was the Yorktown, which was the test ship for the Navy's SmartShip program. This ship is part of an X-program, similar to the Air Force' X-1 through X-15. One way to state the charter of an X-program is, "If it ain't broke, you didn't push it hard enough." IOW, the entire point of the exercise is not to prove that it works, but to quickly and fairly inexpensively test stuff you think might not work. Find out early the areas where your group's knowledge is weak so that you can focus attention and funds on those areas. The SmartShip program is years from being considered ready for installation. It's pre-alpha software.

I believe that the specific fault was a divide by zero in a database application that crashed the app and corrupted a database to the point

where it couldn't be fixed on-site. It's unclear to me whether that
crashed the OS itself.

If you're interested check out
http://www.jerrypournelle.com/REPORTS/JERRYP/Yorktown.html for some
correspondence on the incident with pointers to more info.

>
> I have heard of a story (I believe it's true as it came from a reliable
> source) about a US Warship which was modified to run WinNT as it's OS.
> It had to be towed back to port when the OS crashed.
>
>

From -3877085433583711017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,86fb488a7b6fe9dd,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,86fb488a7b6fe9dd,start
X-Google-Attributes: gid1115ce,public
From: "Rene de Bie" <Rene@underground.demon.nl>
Subject: Where can I buy 3" diskettes for my AMDEK AMDISK III drive ?
Date: 1999/03/13
Message-ID: <921319884.16858.1.rover.d4ee0f47@news.demon.nl>#1/1
X-Deja-AN: 454499618
X-NNTP-Posting-Host: underground.demon.nl:212.238.15.71
X-Trace: news.demon.nl 921319884 rover:16858 NO-IDENT
underground.demon.nl:212.238.15.71
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Hi,

I have bought a diskdrive AMDEK AMDISK III and want to buy some disks for
it, I also need the disk that came original with the drive. When some can
help me please e-mail...

Gtx,
Rene

E-mail: Rene@underground.demon.nl

From 2716238865568075513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,8099f9a900591b77,start

X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,8099f9a900591b77,start
X-Google-Attributes: gid1115ce,public
From: "Rene de Bie" <Rene@underground.demon.nl>
Subject: I need XETERM for XM301 ATARI modem...
Date: 1999/03/13
Message-ID: <921319885.16858.3.rover.d4ee0f47@news.demon.nl>#1/1
X-Deja-AN: 454499619
X-NNTP-Posting-Host: underground.demon.nl:212.238.15.71
X-Trace: news.demon.nl 921319885 rover:16858 NO-IDENT
underground.demon.nl:212.238.15.71
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Hi,

I have bought this modem but it didn't have the diskette included. Is there
someone who can mail it to me?

Gtx,
Rene

E-mail: Rene@underground.demon.nl

From 1850552417886658978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,ef8f68b5ce2acedf,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,ef8f68b5ce2acedf,start
X-Google-Attributes: gid1115ce,public
From: "Rene de Bie" <Rene@underground.demon.nl>
Subject: Need diskette that came with AXLON 288Kb memory upgrade for ATARI 800...
Date: 1999/03/13
Message-ID: <921319885.16858.2.rover.d4ee0f47@news.demon.nl>#1/1
X-Deja-AN: 454499620
X-NNTP-Posting-Host: underground.demon.nl:212.238.15.71
X-Trace: news.demon.nl 921319885 rover:16858 NO-IDENT
underground.demon.nl:212.238.15.71
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Please mail to:

Rene@underground.demon.nl

From -2743496694208711494
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: f5ab3,e22dad78586af28d,start
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: 109a67,e22dad78586af28d,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f7aa0,e22dad78586af28d,start
X-Google-Attributes: gidf7aa0,public
X-Google-Thread: 1115ce,e22dad78586af28d,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,e22dad78586af28d,start
X-Google-Attributes: gid1056fc,public
From: Doctor Clu <clu-da-bard@geocities.com>
Subject: Live Chat with Roger Burrows (Maker of ExtenDos)
Date: 1999/03/13
Message-ID: <36EAD55F.3C93@geocities.com>#1/1
X-Deja-AN: 454662242
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@swbell.net
X-Trace: typhoon01.swbell.net 921363125 151.164.42.29 (Sat, 13 Mar 1999 14:12:05 PDT)
Organization: Atari Users of North Texas/Amtgard/USS Joshua
MIME-Version: 1.0
Reply-To: clu-da-bard@geocities.com
NNTP-Posting-Date: Sat, 13 Mar 1999 14:12:05 PDT
Newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.advocacy,,comp.sys.atari.programmer,stgt.atari,alt.steinberg.cubase

Scheduled Chat Sessions

Click the Main Chat Room menu option to join us for the scheduled
chats. Chats are schedule every Saturday night at 8:00PM CST.
Please stop by for a while. Note the special chat nights listed
below.

Saturday, March 13th 8:00pm (Central Standard Time USA)
We invite Roger Burrows, Anodyne Software, maker of
ExtenDOS to join us to discuss his newest software and support
of other Atari products as he champions one of the biggest aspects
 of current Atari users--compatibility.

THAT TONIGHT ON HTTP://WWW.ATARIUSERS.COM/AUNT

(PS: We would like to set up a chat session during the European hours

for our site since many have voiced an interest. If you would like to
be our guest or know of someone who would be a good guest speaker,
contact me at   clu-da-bard@geocities.com)

From -1587232847460480707
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
From: Wookiee <wookiee@axess.com>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/13
Message-ID: <36EB3EB8.A29@axess.com>#1/1
X-Deja-AN: 454748282
Content-Transfer-Encoding: 7bit
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36E6AD35.7869A74B@nidlink.com>
<921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
<36E7B27C.EA371886@cip.mathematik.uni-stuttgart.de>
Content-Type: text/plain; charset=us-ascii
Organization: ICAN.Net Customer
Mime-Version: 1.0
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

Christian Froeschlin wrote:
>
> Julian Gold wrote:
> >
> > To the best of my knowledge, nobody ever died from Win95 blue screening :-)
>
> Don't forget that a lot of vital machinery is controlled by software,
> ranging from airplanes to nuclear power plants. Heaven help us if some
> of the developers believe Microsofts claim that e.g. Windows NT is a
> stable operating system.

Windows and NT are not mission critical OS's -- you will not see either
running a launch of the space shuttle in the near future.

From -2651578633027209729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
From: thads@csn.net (Thad Smith)
Subject: Re: How about old software to become freely available ?
Date: 1999/03/13
Message-ID: <F2062Q9yttfI089yn@csn.net>#1/1
X-Deja-AN: 454767897
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
<36e6a0f8.160326@news1.iserv.net> <36e73c4f.0@news.netdirect.net.uk>
Organization: T3 Systems
Reply-To: ThadSmith@acm.org
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <36e73c4f.0@news.netdirect.net.uk>,
"Sean Timarco Baggaley" <stimarco@solarflair.ndirect.co.uk> wrote:

>1: IT IS IMPOSSIBLE TO CREATE 100% BUG-FREE SOFTWARE.
>
>This isn't an excuse for lazy programming. It is a *scientifically
>proven FACT*. Computer programs are complex systems and, as such, just
>as liable to the whims of Chaos Theory as the weather. The more
>variables a programmer has to deal with, the more likelihood of bugs
>there will be. PERIOD.

Yes, complex programs are harder to implement correctly than simple
programs. That doesn't support your hypothesis that bug-free software
is impossible.

>2: IT *IS* POSSIBLE TO REFUSE TO BUY SOFTWARE THAT HAS BUGS IN IT.

According to your first point, that would simply mean refusing to buy any software at all. ;-)

>Nobody - and I repeat: NOBODY - is forcing you to buy a buggy game at
>gunpoint.

I agree with that!

>It is ALSO possible to return *ANY* game to the shop it was bought from
>and ask for a refund, if you can prove it was "not of merchantable
>quality". If a game is refusing to run on your PC, IT IS NOT SUITABLE
>FOR THE PURPOSE FOR WHICH IT WAS BOUGHT, therefore you ARE entitled to
>a refund.

Well, of course you can always ASK for a refund. Just because something you bought doesn't do what you expected does not mean that you are entitled to a refund, though.

I once bought a nylon rope to pull my car out of a snowy driveway. We tied it between the car and another, pulled, and got the car moving until it went off an embankment after cutting the rope on a bumper (I finally got a tow truck). I expected the rope to get my car out safely, but it didn't happen. It probably didn't say it would pull cars out of stuck positions and I took the risk that it might not work for my purpose when I bought it.

If the label on the box guarantees that it will run on any class of systems that covers your computer, then take it back if it doesn't work. I have no problem with a business having a no-refunds policy. I just might choose to shop elsewhere. Caveat emptor.

>In most Western countries, this is a *statutory* right. Any computer
>games retailer who operates a "No Refunds" policy should be reported to
>the police, as they are breaking the law.

I seriously doubt that, especially if it was conspicuously posted.

>It's amazing how quickly the words "I'll see you..." and "...in court"
>can change the attitude of a shopkeeper. Especially when they're
>pronounced clearly, succinctly, and *loudly* in front of an audience.

You are right that most businesses would do that as a matter of maintaining good customer relationships.

Thad

From -6977436126766123614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4

X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
From: Quentin Christensen <ogo1@mynx.wow.aust.com>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/14
Message-ID: <36EB34D2.A3ECFD1@mynx.wow.aust.com>#1/1
X-Deja-AN: 454736149
Content-Transfer-Encoding: 7bit
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <36e32a8d.0@news.netdirect.net.uk>
<7c75cs$2rv$1@zzumbouk.demon.co.uk> <36e8e618.0@news.netdirect.net.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: OzEmail Ltd.
Mime-Version: 1.0
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Sean Timarco Baggaley wrote:
>
> Ben Hutchings wrote in message <7c75cs$2rv$1@zzumbouk.demon.co.uk>...
>
> [...]
>
> It was called "BRender", was ludicrously overhyped and, because it came
> out just before decent 3D accelerators came onto the market, it proved
> to be nowhere near as useful as they thought it was. (Remember the dire
> 'FX Fighter' game?) It was about as popular as a pyromaniac in a
> fireworks factory, and appears to have been put to sleep.
>
> Sean Timarco Baggaley

What was so bad about FX Fighter? I got a copy of that in a cd bundle,
and it wasn't too bad - I'm not a big fan of fighting games, but it
seemed alright.

Quentin.
--
May God stand between/ Quentin Christensen
you and harm in all / ogo1@mynx.wow.aust.com

the empty places   / ICQ # 12889482
you must walk   / http://www.ozemail.com.au/~mynx/quentisl/index.html

From 6439751761684234103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7010b66bc4f2d783
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: Picture reformat
Date: 1999/02/23
Message-ID: <tsY8LDAh3x02Ew3n@my-ste.demon.co.uk>#1/1
X-Deja-AN: 447635284
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <7ahoeq$se5$2@news2.xs4all.nl> <7asclnnnb2@roch.zetnet.co.uk>
<7aud3s$1sl$1@news2.xs4all.nl>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 919806009 nnrp-11:6177 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <7aud3s$1sl$1@news2.xs4all.nl>, Stichting ST
<atarist@xs4all.nl> writes
>On 22 Feb 1999 19:54:31, James F. Haslam wrote:
>>Hi Ronald!
>>
>>
>>Imagecopy (commercial) or GemView (shareware) will do this.
>>
>I have here a Imagecopy 2 and there is nowhere in the options
>something to reduce the number of pixels from say 640 x 480 to 64 x
>48 and save it in whatever pictureformat.
>
>A GemView version 3.1 also can convert to many formats but not in the
>way I want: pixel reducing!

It is possible to reduce the picture size. Under the 'Extra' menu select
'Preseting'. Enter the scaling, e.g.. for 640x480 to 64x48 enter for (X)
10 and for (Y) 10 and click okay. Then under the 'File' menu select 'Not
Show'. This will ensure that when you open the picture it will save it
back out at the reduced size in the default format for the colour depth.

To alter the default, select 'Saving Dflt' under the 'Extra' menu.
Clicking on the format produces a dialog box where you can pick the
required format. When you've selected the required formats, close the
dialog and load in the picture required. Gemview will then load it in,
reduce the size and save it back out again.

--

David Bolt

From -2675461584444895367
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
From: ben@imperial.co.uk (Ben Hills)
Subject: Re: PCkeyboard on Falcon?
Date: 1999/02/24
Message-ID: <7b0mvv$c5b$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 447836748
References: <36b09c42.0@news.victoria.tc.ca> <919755192-252094AEicMi@xs4all.nl>
X-Http-Proxy: 1.0 x10.dejanews.com:80 (Squid/1.1.22) for client 194.131.147.241
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Wed Feb 24 11:15:15 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.05 [en] (Win95; I) via proxy gateway CERN-HTTPD/3.0
libwww/2.17

Hi,

> Hi everyone,
>
> I wish to connect a PC keyboard to my Falcon.
> Anybody any idea how I can do this?
> Thanks in advance!
>
> Guido

There is an adaptor you can buy called AT Keys (I think). It's
a while a go since I read about this device but I think it
replaces or at least overrides the Atari keyboard controller
and allows you to connect PC keyboards.

At Keys is available from System Solutions

http://www.system-solutions.co.uk/cafe

Regards,

Ben Hills.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -6122170579429685333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7010b66bc4f2d783
X-Google-Attributes: gid1115ce,public

From: <dennis.vermeire@ping.be>
Subject: Re: Picture reformat
Date: 1999/02/24
Message-ID: <7b1ff9$ks0$2@news3.Belgium.EU.net>#1/1
X-Deja-AN: 447977378
Content-Transfer-Encoding: 8bit
References: <7ahoeq$se5$2@news2.xs4all.nl>
Content-Type: text/plain; charset=iso-8859-1
Organization: EUnet Belgium, Leuven, Belgium
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Ronals asked on 18 Feb 99;

>Is there software to change (reduce) the number of pixels in a
>picture?

Yes there is, and I know this is becoming very boring:
PHOTOLINE; load in the pic go to option Scale Pic, set the
wanted dimensions, click OK and save your new scaled pic...

Cheers from Belgium

Dennis

From -7594910025176872539
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,342add3b86a91397,start
X-Google-Attributes: gid1115ce,public
From: "John McDermott" <john.mcdermott@virgin.net>
Subject: Mark Williams C
Date: 1999/02/24
Message-ID: <7b216nirc2@nclient5-gui.server.virgin.net>#1/1
X-Deja-AN: 448089489
Organization: Virgin News Service
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer

I found an old book in a secondhand bookshop called Mark Williams C for the
Atari ST (so I bought it). Anyone have a copy of the actual programmes ? Any
chance of emailing them to me ? Thanks, John McDermott.

From 1232797709872461287
X-Google-Language: FRENCH,ASCII-7-bit

X-Google-Thread: 101ec9,35969a6c5736d616,start
X-Google-Attributes: gid101ec9,public
X-Google-Thread: 1115ce,35969a6c5736d616,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ff2b1,35969a6c5736d616,start
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 10e505,35969a6c5736d616,start
X-Google-Attributes: gid10e505,public
X-Google-Thread: f635e,35969a6c5736d616,start
X-Google-Attributes: gidf635e,public
From: resumes@multec.ca
Subject: Project Engineer Wanted!!!
Date: 1999/02/24
Message-ID: <24029921.3550@multec.ca>#1/1
X-Deja-AN: 448178818
Organization: Multec Canada Ltd.
Newsgroups:
comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarri
or,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help

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iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii
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iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii
Project Engineer
A very progressive plastics company in the Kitchener area is currently looking for
a Project Engineer....a dynamic self-starter with some experience in automotive
engineering. If you hold an engineering degree and have sound knowledge of
plastics, please send your resume to the listed address.

From -2272304143872270497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0aab89dc6de0299,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Atari DLLs
Date: 1999/02/25
Message-ID: <7b2m0p$e24$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 448192567
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

I'm still working on my DLL manager for TOS that I mentioned in this
newsgroup a year or two ago.

It is almost ready for alpha release, however I still have a bit left to
do on the user manuals (the programmer manuals for the engine, and how to

write a library are OK).

(I'd intended to have it released mid/late 1998, but some restructuring and optimisations delayed this)

As well as being a librarian, it has some non-library functionality - like manipulating the cookie jar, getting TOS info, getting info about the computer it is running on (RAM/CPU) and so forth.

Are there any features that you would like to see in this or a future version?

ATM there are functions to detect if a library is already loaded, to load and unload a library, to "link" to an already loaded library, to enumerate all current libraries, get info about an on-disc library, and to test a library (to see if it is "ok")

It can handle about 40 loaded libraries (based on a unique library name - when you add links to already loaded libraries this figure increases to many hundreds). This figure (40 physical libraries) will be raised in the future if/when I get around to capacity-torturing it.

The Toolbox consumes 32k of disc. and 32k of RAM plus whatever memory the libraries require.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From -1592303421550928461
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,342add3b86a91397
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: Re: Mark Williams C
Date: 1999/02/25
Message-ID: <36D54709.318D500B@france2.fr>#1/1
X-Deja-AN: 448288378
Content-Transfer-Encoding: 8bit
References: <7b216nirc2@nclient5-gui.server.virgin.net>
Content-Type: text/plain; charset=iso-8859-1
Organization: Linux
Mime-Version: 1.0
Reply-To: l.favard@france2.fr
Newsgroups: comp.sys.atari.programmer

John McDermott a écrit:
>

> I found an old book in a secondhand bookshop called Mark Williams C for the
> Atari ST (so I bought it). Anyone have a copy of the actual programmes ? Any
> chance of emailing them to me ? Thanks, John McDermott.

problem is that this product is commercial, so i'm amazed that you
havn't disks with the book.

From 7458022231108352696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7010b66bc4f2d783
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Picture reformat
Date: 1999/02/25
Message-ID: <7b3l5n$173$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 448307793
References: <7ahoeq$se5$2@news2.xs4all.nl>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <7ahoeq$se5$2@news2.xs4all.nl>,
Stichting ST <atarist@xs4all.nl> wrote:
>There is a lot of software around to convert from one picture format
>to another.
>
>I use 800 x 600 pixels true-color compressed TARGA pictures.
...
>I need something of 100 x 75 pixels on the www-page.
>
>Is there software to change (reduce) the number of pixels in a
>picture?

If you want to do something with a picture that doesn't include
actual drawing, chances are good MGIF (FreeWare) will do it (and often
faster than the alternatives ;-).

When it comes to scaling, you have a choice of filtered or unfiltered
(you could apply a smoothing filter beforehand too if you want), so it
should work fine for you.

MGIF loads GIF, Targa, JPEG and a few other formats and will save as
for example GIF or Targa (currently not JPEG, though).

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -4239129054898595344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,175f63b0c3377a4e,start
X-Google-Attributes: gid1115ce,public
From: "Bowling" <mbowlin1@tampabay.rr.com>
Subject: COMPUTE!'s "BEST OF ATARI" (4/8/88) issue?
Date: 1999/02/25
Message-ID: <B9dB2.2027$gg1.7827@newse2.tampabay.rr.com>#1/1
X-Deja-AN: 448324656
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: newsabuse@tampabay.rr.com
X-Trace: newse2.tampabay.rr.com 919953121 24.92.165.211 (Thu, 25 Feb 1999 09:32:01 EDT)
Organization: RoadRunner - TampaBay
NNTP-Posting-Date: Thu, 25 Feb 1999 09:32:01 EDT
Newsgroups: comp.sys.atari.programmer

Hi!
I own this issue of COMPUTE! magazine (dated April 8, 1988, it was titled "COMPUTE!'s Best of Atari"). It came with a software DISK inside, which is lost (contained SpeedScript, and other programs).
Does anyone have this original Disk, that I can BUY? Or, If you own it, but don't want to sell it, can I possibly obtain a COPY?
Thanks,
--Mark

From 8855700130129644992
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68d21c49a5ed1c5e
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Subject: Re: PAPYRUS
Date: 1999/02/25
Message-ID: <Iu5EEEBMRX12EwaW@steverosie.demon.co.uk>#1/1
X-Deja-AN: 448360317
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <36b606dd.3974922@news.easynet.co.uk> <36BEB2B4.5654A5E6@hisoft.co.uk> <7amsmh$hn9$5@news6.svr.pol.co.uk> <7asclgnnb1@roch.zetnet.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 919960354 nnrp-04:4731 NO-IDENT steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <7asclgnnb1@roch.zetnet.co.uk>, James F. Haslam <jfhaslam@zetnet.co.uk> writes
>On 20 Feb 1999 17:51:13 , Steve Sweet wrote:

>> Is their any word on PAPYRUS yet dude!!.
>
>Last I heard, it was superseded by a new-fangled thing called PAPER.
>
>I doubt it'll catch on....
>
When does the slate come out;)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

From 3398842631115667869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7010b66bc4f2d783
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Picture reformat
Date: 1999/02/25
Message-ID: <7b490p$p95$1@news2.xs4all.nl>#1/1
X-Deja-AN: 448418868
X-NNTP-Posting-Host: dc2-modem1377.dial.xs4all.nl [194.109.133.97]
References: <7ahoeq$se5$2@news2.xs4all.nl> <7asclnnnb2@roch.zetnet.co.uk>
<tsY8LDAh3x02Ew3n@my-ste.demon.co.uk>
Organization: Stichting ST
X-XS4ALL-Date: Thu, 25 Feb 1999 20:41:13 CET
Newsgroups: comp.sys.atari.programmer

On 23 Feb 1999 21:30:09, David Bolt wrote:
>
>It is possible to reduce the picture size. Under the 'Extra' menu select
>'Preseting'. Enter the scaling, e.g.. for 640x480 to 64x48 enter for (X)
>10 and for (Y) 10 and click okay. Then under the 'File' menu select 'Not
>Show'. This will ensure that when you open the picture it will save it
>back out at the reduced size in the default format for the colour depth.

Gosh, I have looked at that many times, but never realised the real
meaning of 'zoom'. Thanks for this 'how to do'. Especially this last
trick was why I did not find out.

>
>To alter the default, select 'Saving Dflt' under the 'Extra' menu.

I had some trouble entering values for X and Y. Try-out gave me
to type: 00100010 for getting 10 and 10 in both. Seemingly a small
bug/feature?

>Clicking on the format produces a dialog box where you can pick the
>required format. When you've selected the required formats, close the
>dialog and load in the picture required. Gemview will then load it in,
>reduce the size and save it back out again.
>
And so I have a solution for a problem that hunted me for a while.
Many thanks!!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 1821188482326100923
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aac15073272b184d,start
X-Google-Attributes: gid1115ce,public
From: gokmase@hem1.passagen.se (Joakim H⍰gberg)
Subject: How change OB_FLAGS?
Date: 1999/02/25
Message-ID: <7b4f0f$9k1$1@zingo.tninet.se>#1/1
X-Deja-AN: 448458403
X-Complaints-To: abuse@algo.net
X-Trace: zingo.tninet.se 919977807 9857 195.163.228.245 (25 Feb 1999 21:23:27 GMT)
Organization: Intresseklubben
NNTP-Posting-Date: 25 Feb 1999 21:23:27 GMT
Newsgroups: comp.sys.atari.programmer

Well, I guess the subject line says it all! :)

Maybe it is obvious, but I haven't found out how yet. Changing state
of objects is easy enough, but I don't know how to fix this.

Help?
Oh, and I use GFA-basic 3.6

Regards,

Joakim

From -8844990414066759462
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,43833cd3ab949417
X-Google-Attributes: gid1115ce,public
From: "Cabell Clarke" <cabell@richmond.infi.net>
Subject: Re: ATARI PRINTER DRIVERS
Date: 1999/02/25
Message-ID: <7b52t3$6vm$1@nw003t.infi.net>#1/1
X-Deja-AN: 448565181
References: <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>
<+dZ5IEAU3kz2Ewej@steverosie.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Organization: InfiNet
Newsgroups: comp.sys.atari.programmer

I think the apeface he is referring to is the old SIO to Parallel Printer
interface. You connect the Atari8 SIO port to a standard IBM-compatible
parallel printer. I used to have an Epson RX-80 w/graftrax connected to my
800xl via an Apeface. I used to print nice stuff to it through the old G:
device driver thing. I still have this gdevice software around here if you
have an Epson printer.

Steve Stupple wrote in message <+dZ5IEAU3kz2Ewej@steverosie.demon.co.uk>...
>In article <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>, Bowling
><mbowlin1@tampabay.rr.com> writes
>>Has anyone written drivers to allow printing from AtariWriter to a "PC"
type
>>printer (via APE-face)?
>>
>>
>Hi
>
>What's type of interface is APE-face?
>
>--
>   Cheers! for now
>   Steve
>
>   The Atari ST Software exchange: www.steverosie.demon.co.uk
>Email: steve@steverosie.demon.co.uk
>Nick: Mocknbird Tel: 07971 742708
>ICQ: 18116827   IRC Channels: #atariscne #atari #30+ #wales
>
>   Location: Narberth, Pembrokeshire, Wales, United Kingdom
>   ***

From 9043788630280549158
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,aac15073272b184d
X-Google-Attributes: gid1115ce,public
From: pricard@club-internet.fr (Pascal Ricard)

Subject: Re: How change OB_FLAGS?
Date: 1999/02/26
Message-ID: <36d5db2a7143e0@club-internet.fr>#1/1
X-Deja-AN: 448498520
Content-Transfer-Encoding: 8bit
References: <7b4f0f$9k1$1@zingo.tninet.se>
X-Sender: NEWSwatch v2.50 (Atari)
X-System: Falcon030-12-FPU MagiC STinG Cab (POP+NEWS)watch Okami
Content-Type: text/plain; charset=iso-8859-1
X-Trace: front5.grolier.fr 919985261 8799 195.36.186.147 (25 Feb 1999 23:27:41 GMT)
Organization: Les Cigales
Mime-Version: 1.0
NNTP-Posting-Date: 25 Feb 1999 23:27:41 GMT
Newsgroups: comp.sys.atari.programmer

Hello,

  in article <7b4f0f$9k1$1@zingo.tninet.se>
  Joakim H⍰gberg wrote on Thu 25-02-99 21:23 (GMT):

> Well, I guess the subject line says it all! :)

OB_FLAGS(tree%,obj&)=BSET(OB_FLAGS(tree%,obj&),x)
OB_FLAGS(tree%,obj&)=BCLR(OB_FLAGS(tree%,obj&),x)

resp. to set the bit x in the flag for the object number obj& in the
tree number tree%, and to clear the same bit.

(I'm just beginning to play with those things :-))

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ⍰1.24: Today's thought:
-All power corrupts, but we need electricity: D.W. Jones

From 1540876396611483908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,43833cd3ab949417
X-Google-Attributes: gid1115ce,public
From: "Bowling" <mbowlin1@tampabay.rr.com>
Subject: Re: ATARI PRINTER DRIVERS
Date: 1999/02/26
Message-ID: <i4pB2.3297$NU.1646201@newse3.tampabay.rr.com>#1/1
X-Deja-AN: 448575460
References: <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>
<+dZ5IEAU3kz2Ewej@steverosie.demon.co.uk> <7b52t3$6vm$1@nw003t.infi.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3

X-Complaints-To: newsabuse@tampabay.rr.com
X-Trace: newse3.tampabay.rr.com 920001934 24.92.165.211 (Thu, 25 Feb 1999 23:05:34 EDT)
Organization: RoadRunner - TampaBay
NNTP-Posting-Date: Thu, 25 Feb 1999 23:05:34 EDT
Newsgroups: comp.sys.atari.programmer

Yes I do! I've got an Epson Stylus Color IIs. Can I obtain the software for use with that?
--Mark

Cabell Clarke wrote in message <7b52t3$6vm$1@nw003t.infi.net>...
>I think the apeface he is referring to is the old SIO to Parallel Printer
>interface. You connect the Atari8 SIO port to a standard IBM-compatible
>parallel printer. I used to have an Epson RX-80 w/graftrax connected to my
>800xl via an Apeface. I used to print nice stuff to it through the old G:
>device driver thing. I still have this gdevice software around here if you
>have an Epson printer.
>
>Steve Stupple wrote in message <+dZ5IEAU3kz2Ewej@steverosie.demon.co.uk>...
>>In article <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>, Bowling
>><mbowlin1@tampabay.rr.com> writes
>>>Has anyone written drivers to allow printing from AtariWriter to a "PC"
>type
>>>printer (via APE-face)?
>>>
>>>
>>Hi
>>
>>What's type of interface is APE-face?
>>
>>--
>> Cheers! for now
>> Steve
>>
>> The Atari ST Software exchange: www.steverosie.demon.co.uk
>>Email: steve@steverosie.demon.co.uk
>>Nick: Mocknbird Tel: 07971 742708
>>ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>>
>> Location: Narberth, Pembrokeshire, Wales, United Kingdom
>> **
>
>

From 1190791763251540941
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,174bd33b768e0973

X-Google-Attributes: gid1115ce,public
From: "Henrik Gild" <di98gihe@ios.chalmers.se>
Subject: Re: STinG in supervisor mode
Date: 1999/02/26
Message-ID: <36D67482.B1213A98@ios.chalmers.se>#1/1
X-Deja-AN: 448663898
Content-Transfer-Encoding: 7bit
References: <36C8386A.C19C564C@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: Chalmers University of Technology
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

I want to thank you all very much for your help. I've now managed to make my game switch between user mode and supervisor mode when needed. During this process I found several bugs in my program, that didn't show when running in supervisor mode all the time, and when in user mode they made the game crasch. So now almost everything seems to be ok.

Regards
Henrik

From -6766863142080410324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c33654c1dee5f495,start
X-Google-Attributes: gid1115ce,public
From: "Bob F" <Bob@brain-box.demon.co.uk.nospam>
Subject: WTB C Compiler
Date: 1999/02/26
Message-ID: <01be6172$41c8d780$02c809c0@purple>#1/1
X-Deja-AN: 448665923
X-NNTP-Posting-Host: brain-box.demon.co.uk:212.229.23.168
X-Trace: news.demon.co.uk 920024620 nnrp-03:16720 NO-IDENT brain-box.demon.co.uk:212.229.23.168
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Hi,

Im looking for a C compiler for the Atari ST that supports GEM programming. Must be a commercial package.

Offers please to BobF@brain-box.demon.co.uk

Thanks

Bob.

From 4368382075690338413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,731d9ebea1500eb,start
X-Google-Attributes: gid1115ce,public
From: gokmase@TAKE_FAR_AWAYhem1.passagen.se (Joakim H⍰gberg)
Subject: More OB_FLAGS troubles...
Date: 1999/02/26
Message-ID: <7b6bjlrk2@zingo.tninet.se>#1/1
X-Deja-AN: 448725056
X-Complaints-To: abuse@algo.net
X-Trace: zingo.tninet.se 920039861 884 195.163.228.171 (26 Feb 1999 14:37:41 GMT)
Organization: Intresseklubben
NNTP-Posting-Date: 26 Feb 1999 14:37:41 GMT
Newsgroups: comp.sys.atari.programmer

Greetings all,

Thanks to replies here, everything seems to work,
BUT if I redraws part of the object-tree after changing the flags,
eg. change an object from default on to default off, it won't show it
until I close that window, and then later reopen it.

Why?

Thanks in advance,

Joakim

From -5174713557913836062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46b28060f07a1235,start
X-Google-Attributes: gid1115ce,public
From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Subject: Serial port, etc.
Date: 1999/02/26
Message-ID: <7b6sl2iur1@news.asu.edu>#1/1
X-Deja-AN: 448821917
Organization: Arizona State University
Newsgroups: comp.sys.atari.programmer

Thanks for all the great help on sliders and resource editors! I've got
some sliders working, and a big step up on my project.

Got some more questions, though...

1. Are there undocumented function calls in the GEMfast library?
In the AES documentation in the Compendium, the description of wind_create is something like
   wind_create(int type, int x, int y, int w, int h);

In the example source that came with H&S, however, it is
   wind_create(int type, GRECT xywh);

Is this actually a different call (in which case the GEMfast implementation of wind_create is not documented), or does GRECT just happen to get stacked in the xywh order?

2. Now I'm ready for the real work. Serial (aux) port: Call Bconout to transmit a byte. The external device handshakes, so loop on Bconstat until something arrives, then call Bconin and mask off the LSB. How far off am I?

Then I see the Iorec function, which makes me wonder if the system doesn't pull bytes off the port and put them into a buffer automatically. Or even, you put outgoing bytes into a buffer and the system transmits them for you. The explanation in the Compendium is awful light. With the handshaking that this protocol involves (for the most part) and the small amounts of data being transferred, I don't really want to set up an ISR.
--

From 8547067915930087668
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,aac15073272b184d
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: How change OB_FLAGS?
Date: 1999/02/26
Message-ID: <36dc1bc0.29212996@news.demon.co.uk>#1/1
X-Deja-AN: 448999903
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7b4f0f$9k1$1@zingo.tninet.se>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 920069434 nnrp-07:10431 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 25 Feb 1999 21:23:27 GMT, gokmase@hem1.passagen.se (Joakim H⍰gberg)
wrote:

>Well, I guess the subject line says it all! :)
>
>Maybe it is obvious, but I haven't found out how yet. Changing state
>of objects is easy enough, but I don't know how to fix this.

ob_flags is handled exactly the same as ob_state, except you're
referencing a different member of the OBJECT tree, and use different
bitmask names of course!

>Help?
>Oh, and I use GFA-basic 3.6

Over to someone else... ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3841373858565121929
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,731d9ebea1500eb
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: More OB_FLAGS troubles...
Date: 1999/02/26
Message-ID: <36de1d6c.29640080@news.demon.co.uk>#1/1
X-Deja-AN: 448999904
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7b6bjlrk2@zingo.tninet.se>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 920069435 nnrp-07:10431 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 26 Feb 1999 14:37:41 GMT, gokmase@TAKE_FAR_AWAYhem1.passagen.se
(Joakim H$\hat{o}$gberg) wrote:

>Greetings all,
>
>
>Thanks to replies here, everything seems to work,
>BUT if I redraws part of the object-tree after changing the flags,
>eg. change an object from default on to default off, it won't show it
>until I close that window, and then later reopen it.

The answer lies in the problem ...

>Why?

... you can manipulate the OBJECT directly all you want but no visual

changes will be seen until *something* causes the object to be
redrawn. Closing and reopening the window initiates a WM_REDRAW. Thus,
you should perform your changes then send yourself a WM_REDRAW.

Incidentally, to speed things up a little you might consider a
WM_REDRAW clipped to the object you've changed but note that things
extending outward of the ob_x,ob_y,ob_width,ob_height area of an
object can become a headache. Tip: find the object's parent and redraw
clipped to *it* plus its children. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -204082685362862275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,710afae7d3748492
X-Google-Attributes: gid1115ce,public
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Subject: Re: GFA basic compiler
Date: 1999/02/26
Message-ID: <+g1FdjA5$s12QwE8@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 449498002
References: <7au1rd$947@web3.tcd.ie>
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 920206417 245 62.136.49.87 (28 Feb 1999 12:53:37 GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve.co.uk.no.spam.here>
NNTP-Posting-Date: 28 Feb 1999 12:53:37 GMT
Newsgroups: comp.sys.atari.programmer

At 10:59:25, Tue, 23 Feb 1999 Eoin Stokes from TCD, Ireland (post does
not reflect views of Trinity College) said:

>How do I compile a piece of GFA code? I want to speed up execution time, if
>the code is pre- compiled, when I run it, it should execute much quicker, is
>this correct? If it is how do
>I do it?
>
>Appreciate any replies
>
>

I don't think you understand the work "compile".

The code

```
PRINT "This is basic code"
PRINT "Press a key to exit."
~INP(2)
STOP
```

is GFA Basic code. When you save it, TOS cannot and willnot understand it. Only GFA Basic will.

In order to make it executable code (TOS will run it in) you need to compile it. I personnaly use Minuq Tranquille - it's postcardware and very good. (Get it on good programming CDs/Disks) - although GFA have released their own compiler.

You cannot uncompile executable code, but it can be passed on without any other file.

The GFA editor actully DOES compile it into memory, so you can test it. It is no quicker than it takes to compile normally. It's the writing to the disk which takes time. (If you use minuq tranquille, then you'll notice it says "Passed test 1" through to "passed test 3"
test 1 is checking it exists, and that it'll load into memory (It does it)
test 2 is compiling it into memory
test 3 is writing the finished product to disk.
--

```
***** ****  ***** | Clair Shaw  Aka. CDS               | CLAIR'S RULES:
*     *   * *     | Pager:http://wwp.icq.com/1043359   | Fun-sized chocolate
*     *   * ***** | ICQ:1043359                        | isn't fun at all!
*     *   *     * | mailto:Clair@Shaw1.freeserve.co.uk |
***** ****  ***** | http://surf.to/shaws               |Change address to reply
```

From 8067640292696384985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86850f3f8ac9b08b,start
X-Google-Attributes: gid1115ce,public
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Subject: HTML question
Date: 1999/02/26
Message-ID: <AhUaNnA9At12Qwyn@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 449498003
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 920206418 245 62.136.49.87 (28 Feb 1999 12:53:38 GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve.co.uk.no.spam.here>
NNTP-Posting-Date: 28 Feb 1999 12:53:38 GMT
Newsgroups: comp.sys.atari.programmer

I know this isn't REALLY programming, or Atari, but when you think about

it, it is...

Is there any way of clearing the frames in a web site in the anchor tag?
--
```
***** ****  ***** | Clair Shaw  Aka. CDS               | CLAIR'S RULES:
*     *   * *     | Pager:http://wwp.icq.com/1043359   | Fun-sized chocolate
*     *   * ***** | ICQ:1043359                        | isn't fun at all!
*     *   *     * | mailto:Clair@Shaw1.freeserve.co.uk |
***** ****  ***** | http://surf.to/shaws               |Change address to reply
```

From -2686512208726421124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,731d9ebea1500eb
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: Re: More OB_FLAGS troubles...
Date: 1999/02/27
Message-ID: <7b8l1f$612$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 449232225
References: <7b6bjlrk2@zingo.tninet.se> <36de1d6c.29640080@news.demon.co.uk>
X-Http-Proxy: 1.0 x14.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.208
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Sat Feb 27 11:30:55 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 (Macintosh; I; PPC)

In article <36de1d6c.29640080@news.demon.co.uk>,
  guy@swampdog.demon.co.uk (Guy Harrison) wrote:
>
> ... you can manipulate the OBJECT directly all you want but no visual
> changes will be seen until *something* causes the object to be
> redrawn.

Yes, of course, and this has always been done from within the code.

> Incidentally, to speed things up a little you might consider a
> WM_REDRAW clipped to the object you've changed but note that things
> extending outward of the ob_x,ob_y,ob_width,ob_height area of an
> object can become a headache.

Yes, that was were the problem was, and I also found a cure for it!
Thanks a lot!

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 7825207130378279641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46b28060f07a1235
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Serial port, etc.
Date: 1999/02/27
Message-ID: <36e154bc.43800481@news.demon.co.uk>#1/1
X-Deja-AN: 449379255
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7b6sl2iur1@news.asu.edu>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 920146998 nnrp-08:2912 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 26 Feb 1999 19:28:34 GMT, dlormand@aztec.asu.edu (DAVID L. ORMAND)
wrote:

```
>
>Thanks for all the great help on sliders and resource editors!  I've got
>some sliders working, and a big step up on my project.
>
>Got some more questions, though...
>
>1. Are there undocumented function calls in the GEMfast library?
>In the AES documentation in the Compendium, the description of wind_create
>is something like
>   wind_create(int type, int x, int y, int w, int h);
>
>In the example source that came with H&S, however, it is
>   wind_create(int type, GRECT xywh);
>
>Is this actually a different call (in which case the GEMfast implementation
>of wind_create is not documented), or does GRECT just happen to get stacked
>in the xywh order?
```

GRECT is ...

```
typedef struct     {
int  g_x,g_y,
     g_w,g_h
}    GRECT;
```

MWC uses ...

```
typedef struct     {
```

```
int  x,y,
     w,h;
}    Rect;
```

... but they're both the same thing: same size structure: same components etc.

Yes. You are correct about the stacking. Standard C stacks arguments right to left, so those int's get pushed 'h,w,y,x'. Thus they end up with 'x' at the lowest memory address, which matches the storage of the GRECT on the stack ...

```
GRECT    g;
SP -= sizeof(GRECT);
*SP = g;  /* ie memcpy(SP,&g,sizeof(GRECT)); */
```

Incidentally it'll work elsewhere ...

```
Rect r    ={1,2,3,4};
printf("%d %d %d %d\n",r);
```

... saves a fair bit of typing for those debugging statements!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4788750025821071743
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,342add3b86a91397
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Mark Williams C
Date: 1999/02/27
Message-ID: <36dd461d.40057479@news.demon.co.uk>#1/1
X-Deja-AN: 449379256
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7b216nirc2@nclient5-gui.server.virgin.net>
<36D54709.318D500B@france2.fr>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 920146999 nnrp-08:2912 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 25 Feb 1999 13:50:17 +0100, Laurent FAVARD
<l.favard@france2.fr> wrote:

>John McDermott a ?crit:
>>
>> I found an old book in a secondhand bookshop called Mark Williams C for the
>> Atari ST (so I bought it). Anyone have a copy of the actual programmes ? Any
>> chance of emailing them to me ? Thanks, John McDermott.
>
>problem is that this product is commercial, so i'm amazed that you
>havn't disks with the book.

Tbh the disks are pretty useless without the book. I've been using MWC
for over a decade and still refer to it. Besides, a concerted effort
sometime back failed to find anybody who had the copyright. There's
been the odd posting in usenet from one or two who used to work there:
apparently many sources got corrupted.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5012926592145394938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39ff4cb2a4cb2835,start
X-Google-Attributes: gid1115ce,public
From: martin.w6@ukonline.co.uk (Martin Wilson)
Subject: Did Borland C come out on the Atari?
Date: 1999/02/28
Message-ID: <36d934c1.9907481@news.easynet.co.uk>#1/1
X-Deja-AN: 449498001
X-Complaints-To: abuse@easynet.net
X-Trace: quince.news.easynet.net 920205974 63168 195.40.207.11 (28 Feb 1999
12:46:14 GMT)
Organization: Cheesy Puffs and Chocolate Salty Balls Inc
Reply-To: martin.w6@ukonline.co.uk
NNTP-Posting-Date: 28 Feb 1999 12:46:14 GMT
Newsgroups: comp.sys.atari.programmer

Someone I know says it did but I've never heard much about
it.

From -1594147112769812388
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,86850f3f8ac9b08b
X-Google-Attributes: gid1115ce,public
From: David Bolt <dbolt@my-ste.demon.co.uk>
Subject: Re: HTML question
Date: 1999/02/28
Message-ID: <9JQoCBAJnU22Ew3O@my-ste.demon.co.uk>#1/1
X-Deja-AN: 449509813
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <AhUaNnA9At12Qwyn@shaw1.freeserve.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 920209884 nnrp-03:8536 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <AhUaNnA9At12Qwyn@shaw1.freeserve.co.uk>, Clair D. Shaw
<Clair@shaw1.freeserve.co.uk> writes
>I know this isn't REALLY programming, or Atari, but when you think about
>it, it is...

Hmm, I'll let you off just this once...

>Is there any way of clearing the frames in a web site in the anchor tag?

If you mean to jump out of frames and go back to a single page, try
adding TARGET="_top" in the HREF tag.

--
David Bolt

From 6828897633368949393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,710afae7d3748492
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: GFA basic compiler
Date: 1999/02/28
Message-ID: <7bcbc9$pu3$1@cletus.bright.net>#1/1
X-Deja-AN: 449635422
References: <7au1rd$947@web3.tcd.ie> <+g1FdjA5$s12QwE8@shaw1.freeserve.co.uk>
Organization: ENCOM
Newsgroups: comp.sys.atari.programmer

On 26 Feb 1999 16:46:49 , "Clair D. Shaw" wrote:

>In order to make it executable code (TOS will run it in) you need to
>compile it. I personnaly use Minuq Tranquille - it's postcardware and
>very good.

The compiler Minuq Tranquille that you speak of is in fact not a real compiler but a clever hack of the gfa-basic runtime program. You think it's compiled but what it really does it append the runtime program directly to your source code. In fact if you was to give me a program compiled with this so called compiler I can extract your source code from it intact. I'm not joking here I have investigated this free compiler. If you get the real compiler from GFA your programs will run some magnitude faster!

>You cannot uncompile executable code, but it can be passed on without
>any other file.

See above, I can if you use that fake compiler! Send me a compiled program I will send you back your source code if you don't believe me. ;-)

>The GFA editor actully DOES compile it into memory, so you can test it.

The editor does not compile, it runs the program interpreted, meaning each basic token is looked up on the fly and some asm code is executed.... this is slow. Compiling it will change the entire file into all asm and the tokens will be gone, thus it's faster.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -4713936371299501036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6c04f324b54c1923,start
X-Google-Attributes: gid1115ce,public
From: gokmase@hem1.DONT.INCLUDE.passagen.se (Joakim H⍰gberg)
Subject: AES question
Date: 1999/03/01
Message-ID: <7bd18h$910$1@zingo.tninet.se>#1/1
X-Deja-AN: 449734600
X-Complaints-To: abuse@algo.net
X-Trace: zingo.tninet.se 920258641 9248 195.163.228.168 (1 Mar 1999 03:24:01 GMT)
Organization: Intresseklubben
NNTP-Posting-Date: 1 Mar 1999 03:24:01 GMT
Newsgroups: comp.sys.atari.programmer

Greetings all,

I have (once again) a little problem.
I wonder how I can find out if the current AES is capable of more than one application? (In GFA if possible) :)

Thanks in advance,

Joakim

From -2318706622186574116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8f46e52df3c766a,start
X-Google-Attributes: gid1115ce,public
From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Subject: Redrawing dialogs
Date: 1999/03/01
Message-ID: <7bee95$37s$1@news.asu.edu>#1/1
X-Deja-AN: 450000125
Organization: Arizona State University
Newsgroups: comp.sys.atari.programmer

Got the bit with RS232 figured out. The Rsconf documentation was a little off; it says it returns the ucr/rsr/tsr/scr in a packed longword with ucr in the MSbyte; in actuality, ucr came out in byte 1 (second LSB).

Incidentally, yes, I know using Bconin/Bconout/Bconstat is low-level, but it should be portable, and I couldn't figure how to do a timeout waiting for input. All the high-level input functions (e.g. fgetc) will wait forever for a character to arrive, and there is no such thing as EOF for stdaux.

Got another:

I start a (standard) dialog, in this particular case with the easy frm_dialog function in the GEMfast libraries. Comes up, I can punch the buttons, and things work right. However, I have some radio buttons and edit fields that I want to update and redisplay without dismissing the dialog. I can successfully select buttons and copy strings to objects, evidenced by what I see if I call the dialog up again, but I can't redraw the dialog while it is still up. objc_draw executes and returns "no error," but the screen is unaffected. What am I doing wrong?
--

From 5723407475666644148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,731d9ebea1500eb
X-Google-Attributes: gid1115ce,public
From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Subject: Re: More OB_FLAGS troubles...
Date: 1999/03/01
Message-ID: <7beef9$388$1@news.asu.edu>#1/1
X-Deja-AN: 450000126
Organization: Arizona State University
Newsgroups: comp.sys.atari.programmer

>Thanks to replies here, everything seems to work,
>BUT if I redraws part of the object-tree after changing the flags,
>eg. change an object from default on to default off, it won't show it
>until I close that window, and then later reopen it.

This is what I'm experiencing, too, I think. Is this for dialogs?
If I draw my object tree in a window, I can update the objects
(individually or collectively) any time. But if I create a dialog,
I can't redraw objects; new settings appear only if I dismiss the
dialog and call it back up again.
--

From 6359435515161480517
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6c04f324b54c1923
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: AES question
Date: 1999/03/01
Message-ID: <7bef5fcij1@snipp.uninett.no>#1/1
X-Deja-AN: 450003066
Content-Transfer-Encoding: 8bit
References: <7bd18h$910$1@zingo.tninet.se>
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 920305647 12883 129.241.210.70 (1 Mar 1999 16:27:27 GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980514 (UNIX) (Linux/2.2.1 (i686))
Newsgroups: comp.sys.atari.programmer

Joakim H[illegible]gberg <gokmase@hem1.DONT.INCLUDE.passagen.se> wrote:

> I wonder how I can find out if the current AES is capable of more
> than one application? (In GFA if possible) :)

AESglobal[1] (I don't know what it's called in GFA) contains the number
of possible concurrent applications. If it's -1 (MultiTOS, N.AES) there's
no limit.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 9210552557252467495
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,731d9ebea1500eb
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: Re: More OB_FLAGS troubles...
Date: 1999/03/02
Message-ID: <7bgj7ligc1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 450318858
References: <7beef9$388$1@news.asu.edu>
X-Http-Proxy: 1.0 x1.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.61
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Tue Mar 02 11:49:11 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.03 [sv] (WinNT; I)

In article <7beef9$388$1@news.asu.edu>,
  dlormand@aztec.asu.edu (DAVID L. ORMAND) wrote:

> >eg. change an object from default on to default off, it won't show it
> >until I close that window, and then later reopen it.
>
> This is what I'm experiencing, too, I think. Is this for dialogs?

No, this was for objects in windows.

When eg. changing an object from default on to default off, I hadn't realized
I had to redraw from parent object to make it visible that the default border
was gone. Now works fine! :)

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 3352678970873741828
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,67a4cf5bec1aaa0b,start
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: AESglobal in GFA
Date: 1999/03/02
Message-ID: <7bgjtm$j1t$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 450320898
X-Http-Proxy: 1.0 x1.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.61

Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Tue Mar 02 12:00:58 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.03 [sv] (WinNT; I)

Greetings all,

After looking into some source-code found on FTPs,
I suspect this call is the one I'm looking for in GFA.
Can anyone confirm this?

```
ap_id&=APPL_INIT()
a& = DPEEK(GB+6)   <-- This one?
IF a& = -1
     ~MENU_REGISTER(ap_id&,"  My Program");
ENDIF
```

Thanks in advance,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari
EMAIL: gokmase@bigfoot.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 7302313028748802435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6c04f324b54c1923
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: Re: AES question
Date: 1999/03/02
Message-ID: <7bgidhhob1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 450325505
References: <7bd18h$910$1@zingo.tninet.se> <7bef5fcij1@snipp.uninett.no>
X-Http-User-Agent: Mozilla/4.03 [sv] (WinNT; I)
X-Http-Proxy: 1.0 x16.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.61
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Tue Mar 02 11:35:13 1999 GMT
Newsgroups: comp.sys.atari.programmer

In article <7bef5fcij1@snipp.uninett.no>,
  Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> > I wonder how I can find out if the current AES is capable of more
> > than one application? (In GFA if possible) :)

>
> AESglobal[1] (I don't know what it's called in GFA) contains the number
> of possible concurrent applications. If it's -1 (MultiTOS, N.AES) there's
> no limit.

Thanks, this is exactly what I wanted. Just wish I knew to make this call from GFA.

-Anyone?

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -806465112339570677
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39ff4cb2a4cb2835
X-Google-Attributes: gid1115ce,public
From: dwilgaREMOVE@mtholyoke.edu (Dan Wilga)
Subject: Re: Did Borland C come out on the Atari?
Date: 1999/03/02
Message-ID: <dwilgaREMOVE-0203991413060001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 450456945
References: <36d934c1.9907481@news.easynet.co.uk>
Newsgroups: comp.sys.atari.programmer

In article <36d934c1.9907481@news.easynet.co.uk>, martin.w6@ukonline.co.uk wrote:

> Someone I know says it did but I've never heard much about
> it.

It was originally released by Borland Germany as Turbo C. The programmers then broke it off from Borland, renamed it Pure C, and sold it through Application Systems. It is no longer being made, however.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

From 3340452667091724666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,431b2b62c3dabb2e,start
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>

Subject: Web Site update
Date: 1999/03/03
Message-ID: <7bi2qlkin2@news.imaginet.fr>#1/1
X-Deja-AN: 450583404
Organization: ImagiNET
X-Mimeole: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Hello

  New version of Cecile 1.99 from today
  So new version of the Flash too (1.2.8)
  And don't remenber the last version of CENTscreen (3.4.8) from
02/17/1999

Thanks
Sacha
--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

From -1843471985733228838
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,731d9ebea1500eb
X-Google-Attributes: gid1115ce,public
From: pricard@club-internet.fr (Pascal Ricard)
Subject: Re: More OB_FLAGS troubles...
Date: 1999/03/03
Message-ID: <36dcf284554ae0@club-internet.fr>#1/1
X-Deja-AN: 450683127
Content-Transfer-Encoding: 8bit
References: <7b6bjlrk2@zingo.tninet.se>
X-Sender: NEWSwatch v2.50 (Atari)
X-System: Falcon030-12-FPU MagiC STinG Cab (POP+NEWS)watch Okami
Content-Type: text/plain; charset=iso-8859-1
X-Trace: front2.grolier.fr 920452099 11495 195.36.194.62 (3 Mar 1999 09:08:19 GMT)
Organization: Les Cigales
Mime-Version: 1.0
NNTP-Posting-Date: 3 Mar 1999 09:08:19 GMT
Newsgroups: comp.sys.atari.programmer

Hello,

in article <7b6bjlrk2@zingo.tninet.se>
Joakim H⍰gberg wrote on Fri 26-02-99 14:37 (GMT):

> Thanks to replies here, everything seems to work,
> BUT if I redraws part of the object-tree after changing the flags,
> eg. change an object from default on to default off, it won't show it
> until I close that window, and then later reopen it.

What about OGJC_CHANGE ? It can set the OB_STATE then perform a redraw
in a single instruction.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ⍰1.24: Today's thought:
Say cheese - fromaaaaaaaaaaaaaaaaaaaaaaaage

From 8384468860030247563
X-Google-Language: FRENCH,ASCII-7-bit
X-Google-Thread: 1115ce,66b674aa7ba418ee,start
X-Google-Attributes: gid1115ce,public
From: "atari(JDK)" <atari@linux.utc.fr>
Subject: [ANN]ATARI JAGUAR
Date: 1999/03/03
Message-ID: <36DD59F5.BAF0C96A@linux.utc.fr>#1/1
X-Deja-AN: 450785374
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Jaguar Team
Mime-Version: 1.0
Reply-To: atari@linux.utc.fr
Newsgroups: comp.sys.atari.programmer

English text follows this part.

Cher ami(e)s Ataristes,

Depuis maintenant 2 ans nous travaillons sur un projet
de creer un "Kit de developpement pour Jaguar" pour Falcon Atari.

Celui-ci etant aujourd'hui tres avance, les logiciels sont globalement
operationnels et une nouvelle carte avec des capacites tres avancees
est en cours de finalisation de conception. Nous vous invitons a venir
visiter notre site pour decouvrir un peu plus le-dit projet.

Si notre projet ne vous interesse pas, veuillez nous l'informer afin
que nous vous effacons de notre mailing-list.

Vos reactions nous interressent, contactez nous.

L'equipe Jaguar,
Laurent et Sebastien FAVARD: atari@linux.utc.fr

Dears friends Ataristes,

Since 2 years now, we work to make a "Jaguar Development Kit"
for Atari Falcon.

This one is now very advanced, softwares are ready and a board with
large capabilities is being in final design. We encouraged you to visit
our dedicated Web pages to discover a little more about this project.

If our project doesn't interest you, please contact us to remove your
email from this mailing-list.

Your reactions interrest us, contact us.

Jaguar Team
Laurent and Sebastien FAVARD: atari@linux.utc.fr

<URL> http://wwwlinux.utc.fr/~atari/jaguar.html

From -2493312143556043674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6c04f324b54c1923
X-Google-Attributes: gid1115ce,public
From: kellis <kellis@leading.net>
Subject: Re: AES question
Date: 1999/03/03
Message-ID: <Pine.MNT.4.10.9903031719230.141-100000@207.98.198.196>#1/1
X-Deja-AN: 450921503
References: <7bd18h$910$1@zingo.tninet.se> <7bef5fcij1@snipp.uninett.no>
<7bgidhhob1@nnrp1.dejanews.com>
X-Sender: kellis@207.98.198.196
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Trace: news1.atlantic.net 920500097 207.98.198.196 (Wed, 03 Mar 1999 17:28:17
EDT)
MIME-Version: 1.0
NNTP-Posting-Date: Wed, 03 Mar 1999 17:28:17 EDT
Newsgroups: comp.sys.atari.programmer

multitask!=WORD{{GB+4}+2}<>1
that's all :) should do it.

Here some extra:

```
deskacc&=({ADD(BASEPAGE,36)}=0)         ! if your app is an acc
compiled!=BYTE{BASEPAGE+256}<>96        ! if your app was run from editor,
                                        ! or was compiled.
function aes$
  local a$,a&
  a$=HEX$(DPEEK(LPEEK(GB+4)))
  return a$
endfunc

ap_id&=APPL_INIT()
if ap_id&=-1
  error do whatever
  ~APPL_EXIT()
endif

if deskacc&
  print "was ran as acc"
else
  print "was ran as prog"
endif
```

Extra hint: don't use the GFA builtin commands, 3/4th of them are
buggy.(at least)
don't use the line-a calls, and don't use the menu_register() of GFA, or
even exist()

Hope this helps.

On Tue, 2 Mar 1999 gokmase@my-dejanews.com wrote:

> In article <7bef5fcij1@snipp.uninett.no>,
>   Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
> > > I wonder how I can find out if the current AES is capable of more
> > > than one application? (In GFA if possible) :)
> >
> > AESglobal[1] (I don't know what it's called in GFA) contains the number
> > of possible concurrent applications. If it's -1 (MultiTOS, N.AES) there's
> > no limit.
>
>
> Thanks, this is exactly what I wanted. Just wish I knew to make this call from
> GFA.
>
> -Anyone?

From 4412474889242938078
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6c04f324b54c1923

X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: Re: AES question
Date: 1999/03/04
Message-ID: <7bldjc$p25$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 451060303
References: <7bd18h$910$1@zingo.tninet.se> <7bef5fcij1@snipp.uninett.no>
<7bgidhhob1@nnrp1.dejanews.com>
<Pine.MNT.4.10.9903031719230.141-100000@207.98.198.196>
X-Http-Proxy: 1.0 x1.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.84
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Mar 04 07:43:42 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 [sv] (WinNT; I)

In article <Pine.MNT.4.10.9903031719230.141-100000@207.98.198.196>,
  kellis <kellis@leading.net> wrote:

Hello Katherine,

Many thanks for your reply and additional hints!

> Extra hint: don't use the GFA builtin commands, 3/4th of them are
> don't use the line-a calls, and don't use the menu_register() of GFA, or

I don't use any line-A calls, but how can I replace the menu_register call?

> Hope this helps.

It does! Thanks you very much! :)

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 6434982063623021163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3d5a18490b38b72,start
X-Google-Attributes: gid1115ce,public
From: Ulrich Reiter <ure@akustik.rwth-aachen.de>
Subject: image format *.64k
Date: 1999/03/04
Message-ID: <36DE831A.1641017D@akustik.rwth-aachen.de>#1/1
X-Deja-AN: 451140165

Content-Transfer-Encoding: 7bit
X-Accept-Language: de,en
Content-Type: text/plain; charset=us-ascii
Organization: Aachen University of Technology / Rechnerbetrieb Informatik
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello,

does anybody know about an image format with the extension .64k??
I have loads of medical MR-images I would like to convert but I am not
even able to see them, because I lack a viewer for these images.

Is this any "official" data format, or is it something created by an
individual for his personal use? In other words, has anybody ever heard
of this format?

Thanks a lot,

Uli

PS: please respond by personal mail, too

From -6954458052492554609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39ff4cb2a4cb2835
X-Google-Attributes: gid1115ce,public
From: kare.hampf@pp.inet.fi (K. Hampf)
Subject: Re: Did Borland C come out on the Atari?
Date: 1999/03/04
Message-ID: <36de961f.11700525@news1.telia.com>#1/1
X-Deja-AN: 451158872
X-NNTP-Posting-Host: t3o62p9.telia.com
References: <36d934c1.9907481@news.easynet.co.uk>
<dwilgaREMOVE-0203991413060001@wilga.mtholyoke.edu>
Organization: Telia Internet Services
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@internet.telia.com

On Tue, 02 Mar 1999 14:13:06 -0500, dwilgaREMOVE@mtholyoke.edu (Dan
Wilga) wrote:

>In article <36d934c1.9907481@news.easynet.co.uk>, martin.w6@ukonline.co.uk
>wrote:
>
>> Someone I know says it did but I've never heard much about
>> it.
>
>It was originally released by Borland Germany as Turbo C. The programmers
>then broke it off from Borland, renamed it Pure C, and sold it through

>Application Systems. It is no longer being made, however.

But still VERY usable! Some knowledge in german language helps a lot
though.
    Mr.Pink of Reservoir Dogs even made sources for game/demo
routines available for Pure C (also some older ones for HiSoft's C) at
http://rg.atari.org

Regards, K.Hampf
- email: kare.hampf@pp.inet.fi -

From 2334542503675715114
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4,start
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4,start
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4,start
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4,start
X-Google-Attributes: gid108717,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4,start
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4,start
X-Google-Attributes: gidffc26,public
From: Geert.Poels@village.uunet.be (Geert Poels)
Subject: How about old software to become freely available ?
Date: 1999/03/05
Message-ID: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>#1/1
X-Deja-AN: 451716488
Organization: UUNET Benelux (post does not reflect views of UUNET Benelux)
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,,comp.sys.amiga.programmer,comp
.sys.atari.programmer,

Hello,

I would like to hear some opinions on the following :

I've often wondered what will eventually remain of all
older/early games, tools, operating systems, ... that once
enjoyed users of Sinclair, Atari, Amiga, Commodore, ... ?
Even the first releases of OS/2, Photoshop or whatever would
be a waste if never to be available anymore.

Even if most of them are already long forgotten and maybe even
not available anymore, there are certainly several issues when
this software would be freely distributed.

There is the matter of copyright of course.

Secondly some minor groups are still selling this older software.
Their offer however is often very, very limited and it is by far
not always clear what the origin of the software is.
Despite these efforts I'm afraid a lot of software already
can only be found in diskboxes in some people's attic.
If would in fact be very strange if version 1.x would endanger
the sales of version 3+ of whatever.
Recently 1.x versions of several of Borlands development tools
were included with some magazines... .

Third issue are the developers. Distributing this old software
is said to discourage them of writing new software. Boy, those oldie
sure were very good ! With some very good emulators today, it could
on the contrary be catchy to write some new stuff.
If available, the source of some oldies could also be interesting
material
for debuting developers in my opinion (anybody from Argonaut still out
there ?). Curious what Linux and Be porting teams would make of
the code of oldies (Dan Bricklin's Visicalc remastered ;-)))).

It would already be a nice if some of the companies still in business
released their older versions (wonder whether Sierra still has King's
Quest 1 for the Atari in their cellar ;-))).
What about companies that already vanished over the years ?

Geert

From -4762747960540241161
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f6aa382b98d2488,start
X-Google-Attributes: gid1115ce,public
From: "Rene de Bie" <Rene@underground.demon.nl>
Subject: Looking for info ATARI SLM804 laser printer
Date: 1999/03/06
Message-ID: <920676077.2896.0.muttley.d4ee0f47@news.demon.nl>#1/1
X-Deja-AN: 451735613
X-NNTP-Posting-Host: underground.demon.nl:212.238.15.71
X-Trace: news.demon.nl 920676077 muttley:2896 NO-IDENT
underground.demon.nl:212.238.15.71
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Hi,

Is there anybody who has some info about this printer ? I have one now but I have to know more...
Do I need drivers for this printer to connect it to my ST ? Maybe someone has a manual for me...

Thanx,
Rene

E-mail: Rene@underground.demon.nl

From 3791350024812378621
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,67a4cf5bec1aaa0b
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Re: AESglobal in GFA
Date: 1999/03/06
Message-ID: <7bqibcshd1@athena.netset.com>#1/1
X-Deja-AN: 451817798
References: <7bgjtm$j1t$1@nnrp1.dejanews.com>
X-Complaints-To: postmaster@mail.netset.com
X-Trace: athena.netset.com 920702124 29229 206.183.227.13 (6 Mar 1999 06:35:24 GMT)
Organization: NetSet Internet Solutions, Inc.
NNTP-Posting-Date: 6 Mar 1999 06:35:24 GMT
Newsgroups: comp.sys.atari.programmer

In article <7bgjtm$j1t$1@nnrp1.dejanews.com>, <gokmase@my-dejanews.com> wrote:
>Greetings all,
>
>After looking into some source-code found on FTPs,
>I suspect this call is the one I'm looking for in GFA.
>Can anyone confirm this?
>
>ap_id&=APPL_INIT()
>a& = DPEEK(GB+6)   <-- This one?
>IF a& = -1
>   ~MENU_REGISTER(ap_id&," My Program");
>ENDIF
>

If you are looking at my old GFA program mtosname (or something along those lines). Then yes that is addressing the global array to detect if you are running under multitos (as per the standards of the day, when I wrote it). With a map of the global array and that, you should be able to get anything you need.

Dan Ackerman

aka baldrick@netset.com

>
>Thanks in advance,
>
>Joakim
>
>
>
>WWW: http://hem1.passagen.se/gokmase/atari
>EMAIL: gokmase@bigfoot.com
>
>----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -3815254528515026408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f6aa382b98d2488
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Looking for info ATARI SLM804 laser pri
Date: 1999/03/06
Message-ID: <7br3cf$p4q$6@news2.xs4all.nl>#1/1
X-Deja-AN: 451862132
X-NNTP-Posting-Host: dc2-modem3139.dial.xs4all.nl [194.109.140.67]
References: <920676077.2896.0.muttley.d4ee0f47@news.demon.nl>
Organization: Stichting ST
X-XS4ALL-Date: Sat, 06 Mar 1999 12:26:07 CET
Newsgroups: comp.sys.atari.programmer

On 6 Mar 1999 00:21:35 , "Rene de Bie" wrote:
>
>Is there anybody who has some info about this printer ? I have one now but I
>have to know more...
>Do I need drivers for this printer to connect it to my ST ? Maybe someone
>has a manual for me...
>

I have a few here and working.
best thing to do is: give met a phone at:
071 5130045 "de Thuishaven voor Atari in Nederland"

Then we can talk about it.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From -7496428570218652741
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
From: "Man in the Moon" <hummer@hotbot.com>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/06
Message-ID: <7bt7ic$iu4$1@remarQ.com>#1/1
X-Deja-AN: 452132418
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: newsabuse@remarQ.com
X-Trace: 920789388 GF8BCS8PS3885CFD5C usenet55.supernews.com
Organization: Posted via RemarQ, http://www.remarQ.com - Discussions start here!
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

I often ask myself the same questions. There is only a certain amount of copies of every program. Eventually they will deteriorate or be damaged and there ends the life of that program. Some program however no longr have to copyrights on them and are listed as abandonware. By the way, what is argonaut?

From: Chris

Geert Poels wrote in message ...

From 6952339327781941555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,94e1b7b2c6b573a4

X-Google-Attributes: gid10f6aa,public
X-Google-Thread: ffc26,94e1b7b2c6b573a4
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,94e1b7b2c6b573a4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,94e1b7b2c6b573a4
X-Google-Attributes: gid10e505,public
X-Google-Thread: 102bfa,94e1b7b2c6b573a4
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 108717,94e1b7b2c6b573a4
X-Google-Attributes: gid108717,public
X-Google-Thread: 1145b7,94e1b7b2c6b573a4
X-Google-Attributes: gid1145b7,public
From: "Daylieen" <daylieen@theyalas.PANTS.freeserve.co.uk>
Subject: Re: How about old software to become freely available ?
Date: 1999/03/06
Message-ID: <7buv2c$6sb$1@mendelevium.btinternet.com>#1/1
X-Deja-AN: 452357390
Content-Transfer-Encoding: 7bit
References: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
<7bt7ic$iu4$1@remarQ.com> <b4zE2.219$to3.10450@ptah.visi.com>
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Organization: The big nasty one with pointy teeth
Mime-Version: 1.0
Newsgroups:
comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.pr
ogrammer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.
sys.atari.programmer

Nathan Mates wrote in message ...
|In article <7bt7ic$iu4$1@remarQ.com>,
| The creator of something has full control over their product, the
|audience has NONE. Get that into your mind, learn it, deal with it.
If
|a sculptor says that their creation will be shown for a month at
|museum X, and then it'll be destroyed, THAT'S THEIR RIGHT TO DO SO.
If
|a software company wants to never support or re-release something
|after its initial printing, THAT'S THEIR RIGHT TO DO SO. You have no
|right to argue with them, you have no rights to think better than
them
|and decide how something should be distributed.

That is a morally repugnant situation a crime against everything that
is decent. The belief that this is 'good' is the purest form of
philistanism that could possibly exist.

|

From -871420366771201750
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d71e88c19a3abd3a
X-Google-Attributes: gid1115ce,public
From: "Anthony Jacques" <anthonyj@jacquesa.freeserve.co.uk>
Subject: Re: web site update/phenix
Date: 1999/02/01
Message-ID: <797o37$vh6$1@news4.svr.pol.co.uk>#1/1
X-Deja-AN: 439897402
References: <793be7$gm5$1@news.imaginet.fr>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@theplanet.net
X-Trace: news4.svr.pol.co.uk 917988263 32294 62.136.59.250 (2 Feb 1999 20:44:23 GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 2 Feb 1999 20:44:23 GMT
Newsgroups: comp.sys.atari.programmer

centek wrote in message <793be7$gm5$1@news.imaginet.fr>...
>
>The last news about the PHENIX 040/060
>
>At the end of December, at the very time when the E15 version of the
>PHENIX motherboard was ready to be produced for the developers, CENTEK
>decided to bring some important changes about the hardware architecture
>of this motherboard.

<snip>

What a stupid decision, IMO. The biggest thing the Phenix has to worry about is it having no credability due to repeated delays, and the fact that by the time that it is finally released people will have either jumped ship, or bought Milans....

This is almost as bad as Wizztronics...

Anthony


```
----------------------------------+----------------------------------
Anthony Jacques     IRC: AnthonyJ | The boy stood on the burning deck
                    ICQ: 11287923 | Whence all but he had fled...
anthonyj@jacquesa.freeserve.co.uk | Twit.
http://ultra.quake2.co.uk/        |                    Spike Milligan
----------------------------------+----------------------------------
```


From 7711430615374373852
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,af842b07f16fc7e8,start
X-Google-Attributes: gid1115ce,public
From: quantum@voicenet.com (George W. Garner)
Subject: Problem w/ GEM program...
Date: 1999/02/03
Message-ID: <vAPt2.340$x4.304926@news3.voicenet.com>#1/1
X-Deja-AN: 440038227
X-Trace: news3.voicenet.com 918013339 209.71.57.93 (Tue, 02 Feb 1999 22:42:19 EDT)
Organization: Kutztown University
NNTP-Posting-Date: Tue, 02 Feb 1999 22:42:19 EDT
Newsgroups: comp.sys.atari.programmer

Greetings,
I'm new to GEM programming and I'm having problems trying to get a program started. I'm using Hisoft's HISpeed Pascal, mostly because I can't get G++ working, but that's of course another post. I can't seem how to put whatever the user types into a TEDINFO block into a variable. My docs are useless for it, and I've tried everything. Here's one of the procedures I'm writing that requires it. Basically, the program is a setup for a login/password program that will give standard TOS users the ability to configure different environments much like Window$ does. Anyway, I appreciate and thank anyone in advance who can help me with this, or at least point me in the right direction.

Thank you in advance,
George Garner

P.S.> Here's the program block...

```
Procedure do_add_new;
{Handles the input for adding a user.}
   var
      ch: char;
      x, y, w, h, object: integer;
      a, address: pointer;
      pass: pointer;
      password: string;
      return: LongInt;
      temp: text;
   begin
      rsrc_gaddr(R_TREE, USER_PASS_DIAL, address);
      form_center(address,x,y,w,h);

      form_dial(FMD_START, 0,LASTOB,0,0,x,y,w,h);
      objc_draw(address,0,20,x,y,0,0);

      object:= form_do(address,0);

{****** I just need to know how to retrieve the login name and
password from what the user enters.  Again, any ability to point me in
the right direction is greatly appreciated *******}
```

```
      rsrc_gaddr(R_TEDINFO, LOGIN_INPUT, password);

      form_dial(FMD_FINISH, 0,LASTOB,0,0,x,y,w,h);

      rsrc_gaddr(R_TREE, MENUBAR, address);
      menu_tnormal(address,USER_MENU,1);
   end;
```

From -7456764596790445918
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af842b07f16fc7e8
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: Problem w/ GEM program...
Date: 1999/02/03
Message-ID: <79a00a$mt6$5@snipp.uninett.no>#1/1
X-Deja-AN: 440243796
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <vAPt2.340$x4.304926@news3.voicenet.com>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 918061898 23462 129.241.210.110 (3 Feb 1999 17:11:38 GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

George W. Garner <quantum@voicenet.com> wrote:

> I'm new to GEM programming and I'm having problems trying to
> get a program started. I'm using Hisoft's HISpeed Pascal, mostly
> because I can't get G++ working, but that's of course another post. I
> can't seem how to put whatever the user types into a TEDINFO block
> into a variable. My docs are useless for it, and I've tried

I have no experience with Pascal under GEM, but it's possible that
your problem is caused by you using Pascal-type strings and the AES
returns C-strings. Isn't there any examples in the HiSoft-package you
can look at?

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -2908713474885749251
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
From: "Lyster E. Wick Jr." <lwickjr@i2k.com>
Subject: Re: The Art of Computer Mindmaking
Date: 1999/02/03
Message-ID: <1401.703T255T80739@i2k.com>#1/1
X-Deja-AN: 440382931
References: <3421.695T773T12641145@i2k.com>
<36AFF32A.MD-1.0a.phineas@NOSPAM.demon.co.uk>
Organization: I-2000, Inc.
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

On 28-Jan-99 10:18:34 his time, phineas (phineas@NOSPAM.demon.co.uk) posted the
material quoted below:

 p> When out of my head on "comp.sys.amiga.programmer",
 p> this remark by lwickjr@i2k.com still made some sense:

Hmm, does this mean that you're posting from comp.sys.amiga.programmer? If
so, assuming that this branch of the thread continues at all, I propose
that we continue it exclusively in that group.

 LW>> I don't know how far along development currently is, as I haven't
 LW>> begun the port yet [FORTH is too low-level and write-mostly to port
 LW>> easily to other languages,

 p> Hmmm, FORTH used to be fun on the Sinclair Spectrum... #:)=

Likewise on the C=64. *8{) I must admit, however, that it isn't easily
readable after having not programmed in it in several years.

 LW>> and I don't yet have the ARexx source he's posted to Aminet, because
 LW>> I don't yet know where on Aminet to look for it],

 p> Allow me:

 p> Mindrx941126.lha misc/misc 52K 211+Amiga AI public-domain work-in-progress.
 p> MindRexx.lha   util/rexx 21K 265+Project Mentifex's AI prototype
 p> Mindrx.lha   util/rexx 28K 230+Project Mentifex's Arexx based AI design

Much appreciated! I've added them to my Wanted list, so that my Aminet
file-leach can auto-download them for me.

p> Bye, Phineas.

See ya on the Bit Stream! The Hungry Hacker.

* Tagteam: A bunch of people thinking up taglines.

From -5769764125403420665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
From: "Lyster E. Wick Jr." <lwickjr@i2k.com>
Subject: Re: The Art of Computer Mindmaking
Date: 1999/02/03
Message-ID: <3516.703T1297T572049@i2k.com>#1/1
X-Deja-AN: 440382932
References: <36b09c42.0@news.victoria.tc.ca>
Organization: I-2000, Inc.
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

Circa 28-Jan-99 22:20:02, the ineffable Arthur T. Murray, aka
uj797@victoria.tc.ca, commited the following text to public scrutiny:

ATM> "phineas" <phineas@NOSPAM.demon.co.uk> contributed on 28 Jan 1999:

p>> When out of my head on "comp.sys.amiga.programmer", this remark by
p>> lwickjr@i2k.com still made some sense:

LW>>> I don't know how far along development currently is, as I haven't
LW>>> begun the port yet [FORTH is too low-level and write-mostly to port
LW>>> easily to other languages,

p>> Hmmm, FORTH used to be fun on the Sinclair Spectrum... #:)=

Likewise on the C=64. *8{) I must admit, however, that it isn't easily
readable after having not programmed in it in several years.

LW>>> and I don't yet have the ARexx source he's posted to Aminet, because
LW>>> I don't yet know where on Aminet to look for it],

p>> Allow me:

ATM> Mindrx941126.lha misc/misc 52K 211+Amiga AI public-domain work-in-progress.
ATM> MindRexx.lha util/rexx 21K 265+Project Mentifex's AI prototype
ATM> Mindrx.lha util/rexx 28K 230+Project Mentifex's Arexx based AI design

ATM> http://www.geocities.com/Athens/Agora/7256/m-forth.html Mind.forth is
ATM> already superior to the 26nov1994 Mind.rexx referred to above.

I still need a starting point for my port, and since ARexx is closer in style to Python than is Forth, I prefer to start with Mind.Rexx, rather than Mind.Forth.

ATM> Mind.rexx is an example of patching things together with chewing gum
ATM> and Band-Aids. REXX (or Amiga ARexx as used in Mind.rexx) imposes no
ATM> discipline on the programmer, while Forth demands and ensures
ATM> hierarchical structured programming.

Not strictly true: FORTH also gives you all the tools you need to throw the rules of hierarchical structured programming out the window. One can write spaghetti code in ANY programming language.

ATM> You will notice a very peculiar thing about this "pdaimind" code.
ATM> Until Mind.forth has "quickened" or attained a minimal
ATM> functionality, all the strategic planning in the program will remain
ATM> opaque and senseless to you, even if small segments of the code make
ATM> sense.

Be careful, Mr. MindMaker: saying things like that is an open invitation for people to limber up their flamethrowers. Remember that it is _possible_ that the program as a whole may remain sensless, even to a programmer who has studied the source, successfully ported it to another language, and fully understands what everything does.

ATM> As soon as "Snow Crash" gets through "Burn Rate" to "Code Complete",

What do these terms mean?

ATM> two distinct phenomena will become operative. People who run the AI
ATM> program will see exactly what it is doing -- and whether it even
ATM> truly qualifies as AI. More importantly -- especially for such a
ATM> fragile, brittle program as an artificial mind -- people with a lot
ATM> more smarts than very truly yours Arthur/mentifex will be motivated
ATM> to see what Mind.forth does: break concepts down into AI playdough.

Your code already provides plenty of opportunity for people who run the unfinished code to see exactly what it is doing -- and whether it qualifies as AI.

Some people, myself included, are already motivated to see what the PDAI Mind does --and does NOT-- do. I hope that the program gets more --rather than less-- interesting as it nears compleation.

See ya on the Bit Stream! The Hungry Hacker, looking for work. Got any?

* Despite the high cost of living, it remains popular.

From -3037592577355939614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99a799e780e1161e,start
X-Google-Attributes: gid1115ce,public
From: deano@zetnet.co.uk (Deano)
Subject: What Happened to the STOS Mailing List
Date: 1999/02/04
Message-ID: <36c0f37f.14078868@news.zetnet.co.uk>#1/1
X-Deja-AN: 440403721
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 918090665 8963 194.247.41.87 (4 Feb 1999 01:11:05 GMT)
Organization: Silly Software
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk
NNTP-Posting-Date: 4 Feb 1999 01:11:05 GMT
Newsgroups: comp.sys.atari.programmer

I sent a message to it but there is no reply..Has it changed it's
email?

I posted a message to it about a problem with the STE extension in
Stos. When I load Stos from my Hard Drive (tower with CD Rom), It
bombs out as soon as it trys to load the STE extension. I know the
extension is not corrupt because it loads ok from floppy disk. Anyone
know what the problem is? I use Extendos to mount the CD drive and I
have partitions C to G.

Deano
Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/index.html

From -3894855206700858100
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d71e88c19a3abd3a
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>
Subject: Re: web site update/phenix
Date: 1999/02/04
Message-ID: <79au9p$nh8$1@news.imaginet.fr>#1/1
X-Deja-AN: 440420309
References: <793be7$gm5$1@news.imaginet.fr> <797o37$vh6$1@news4.svr.pol.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

Anthony Jacques a ecrit dans le message
<797o37$vh6$1@news4.svr.pol.co.uk>...
>What a stupid decision, IMO. The biggest thing the Phenix has to worry
about
>is it having no credability due to repeated delays, and the fact that
by the
>time that it is finally released people will have either jumped ship,
or
>bought Milans....
>
>This is almost as bad as Wizztronics...

That's wrong. Many people think that the CENTurbo II doesn't exist and
we
do it... For Phenix, it's the same thing: we work very hard and
WE WILL FINSIH the Phenix too.

Sacha
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

From 1125749974249342428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af842b07f16fc7e8
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Problem w/ GEM program...
Date: 1999/02/04
Message-ID: <36b91641.33584141@news.demon.co.uk>#1/1
X-Deja-AN: 440473021
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <vAPt2.340$x4.304926@news3.voicenet.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 918105225 nnrp-03:17650 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

On Wed, 03 Feb 1999 03:42:19 GMT, quantum@voicenet.com (George W. Garner) wrote:

```
>Greetings,
>    I'm new to GEM programming and I'm having problems trying to
>get a program started.  I'm using Hisoft's HISpeed Pascal, mostly
>because I can't get G++ working, but that's of course another post.
```

Pascal does not interface well to anything written in C, which Gem is. It needs some tools to overcome these problems. They probably exist and you'll need to find them.

```
>I can't seem how to put whatever the user types into a TEDINFO block
>into a variable.  My docs are useless for it, and I've tried
>everything.  Here's one of the procedures I'm writing that requires
>it.  Basically, the program is a setup for a login/password program
>that will give standard TOS users the ability to configure different
>environments much like Window$ does.  Anyway, I appreciate and thank
>anyone in advance who can help me with this, or at least point me in
>the right direction.
>
>    Thank you in advance,
>         George Garner
>
>P.S.> Here's the program block...
>
>Procedure do_add_new;
>{Handles the input for adding a user.}
>   var
>      ch: char;
>      x, y, w, h, object: integer;
>      a, address: pointer;
>      pass: pointer;
>      password: string;
>      return: LongInt;
>      temp: text;
>   begin
>      rsrc_gaddr(R_TREE, USER_PASS_DIAL, address);
>      form_center(address,x,y,w,h);
```

How is form_center declared? See if 'address' is a 'pointer' or something else like 'object'. The latter would indicate this pascal has the potential to access fields directly, though the former doesn't exclude it.

```
>      form_dial(FMD_START, 0,LASTOB,0,0,x,y,w,h);
>      objc_draw(address,0,20,x,y,0,0);
>
>      object:= form_do(address,0);
>
>{****** I just need to know how to retrieve the login name and
```

>password from what the user enters. Again, any ability to point me in
>the right direction is greatly appreciated *******}

I assume it works up until the next line?

```
>      rsrc_gaddr(R_TEDINFO, LOGIN_INPUT, password);
```

There's all manner of things that could be wrong above. We'd need to see the declaration of rsrc_gaddr to even stand a chance of figuring it out.

a)
The Pascal 'string' and the C string are not compatible.

b)
The Gem rsrc_gaddr returns pointers to things - lots of different things depending on the 1st arg.

c)
I'm not convinced Gem rsrc_gaddr works properly for some of its sub-opcodes. Hence I use R_TREE then access directly (could be wrong, might be my compiler or just my memory).

d)
What, if anything, does the Pascal rsrc_gaddr do with the result from the Gem rsrc_gaddr before it comes back here?

```
>      form_dial(FMD_FINISH, 0,LASTOB,0,0,x,y,w,h);
>
>      rsrc_gaddr(R_TREE, MENUBAR, address);
>      menu_tnormal(address,USER_MENU,1);
>   end;
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2067319826958384411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: The Art of Computer Mindmaking
Date: 1999/02/04
Message-ID: <79btjo$dc4$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 440541698
References: <3421.695T773T12641145@i2k.com>
<36AFF32A.MD-1.0a.phineas@NOSPAM.demon.co.uk> <1401.703T255T80739@i2k.com>

X-Trace: roch.zetnet.co.uk 918124984 13700 194.247.40.231 (4 Feb 1999 10:43:04 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 4 Feb 1999 10:43:04 GMT
Newsgroups: comp.sys.atari.programmer

On 3 Feb 99 00:08:05 +05, "Lyster E. Wick Jr." wrote:

> p> Hmmm, FORTH used to be fun on the Sinclair Spectrum... #:)=
>
>Likewise on the C=64. *8{) I must admit, however, that it isn't easily
>readable after having not programmed in it in several years.

... and on the Oric. I used it to program a 6502 assembler and my son
used it to do a Frogger game. After a few months it was impossible to
figure out what we had done.

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -8085326238633377184
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,32e5dc4d6f02ae12
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,87e9d25c72d7b7bf,start
X-Google-Attributes: gid1115ce,public
From: gryf@hrz.tu-darmstadt.de (Thomas Binder)
Subject: Re: AV_PROTOCOLL (g.wind.cycle)
Date: 1999/02/04
Message-ID: <79c69m$k7v$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 440575701
Content-Transfer-Encoding: 8bit
References: <79c58v$d54$1@cubacola.tninet.se>
Followup-To: comp.sys.atari.programmer
Content-Type: text/plain; charset=iso-8859-1
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hi!

In article <79c58v$d54$1@cubacola.tninet.se>,
     gokmase@hem1.CTRL+X.passagen.se (Joakim H⍰gberg) writes:
> When my
> program is on top, it will top other windows below, but eg Thing
> won't top my windows again.
>
> I guess I missed a point here, just wonder what it might be this

> time.. ;) Do I have to send the AV_SERVER some message for it to
> recognize my prog as a client?

Yes, of course. How do you think Thing should know about your window,
if not told by your program? (*)

Thus, you have to register via AV_PROTOKOLL, tell the server about new
windows with AV_ACCWINDOPEN, use AV_ACCWINDCLOSE when a window is
closed, and send AV_EXIT on termination.

Ciao

Thomas

P.S.: Followup-To: set

(*) Yes, I know this is also possible using WF_OWNER, but not all AESes
    support this mode for wind_get()

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -7200203129452851028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: The Art of Computer Mindmaking
Date: 1999/02/04
Message-ID: <79d8pv$i79$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 440779301
References: <3421.695T773T12641145@i2k.com>
<36AFF32A.MD-1.0a.phineas@NOSPAM.demon.co.uk> <1401.703T255T80739@i2k.com>
<79btjo$dc4$1@roch.zetnet.co.uk>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Roger Cain (rcain@zetnet.co.uk) wrote:
> On 3 Feb 99 00:08:05 +05, "Lyster E. Wick Jr." wrote:

> > p> Hmmm, FORTH used to be fun on the Sinclair Spectrum... #:)=
> >
> >Likewise on the C=64. *8{) I must admit, however, that it isn't easily
> >readable after having not programmed in it in several years.

> ... and on the Oric. I used it to program a 6502 assembler and my son

> used it to do a Frogger game. After a few months it was impossible to
> figure out what we had done.

... which is why many people are now calling Forth a WriteOnly language.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From 3679099401036957152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99a799e780e1161e
X-Google-Attributes: gid1115ce,public
From: "Anthony Jacques" <anthonyj@jacquesa.freeserve.co.uk>
Subject: Re: What Happened to the STOS Mailing List
Date: 1999/02/04
Message-ID: <79fp9o$m2n$2@news4.svr.pol.co.uk>#1/1
X-Deja-AN: 441140671
References: <36c0f37f.14078868@news.zetnet.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@theplanet.net
X-Trace: news4.svr.pol.co.uk 918251640 22615 62.136.105.8 (5 Feb 1999 21:54:00
GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 5 Feb 1999 21:54:00 GMT
Newsgroups: comp.sys.atari.programmer

Deano wrote in message <36c0f37f.14078868@news.zetnet.co.uk>...
>I sent a message to it but there is no reply..Has it changed it's
>email?

Nope, its still there, and running. I recieved your email, and will send a
reply later today, and I already saw I reply from Olli....

The sad truth would appear to be that the vast majority of people on the
mailing list have left the STOS/Atari scene...

Anthony

From 911596108184144203
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,87e9d25c72d7b7bf

X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: Re: AV_PROTOCOLL (g.wind.cycle)
Date: 1999/02/05
Message-ID: <79eih0geh1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 440938367
References: <79c58v$d54$1@cubacola.tninet.se> <79c69m$k7v$1@sun27.hrz.tu-darmstadt.de>
X-Http-Proxy: 1.1 x1.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.61
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Fri Feb 05 10:52:18 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.0; Windows NT)

In article <79c69m$k7v$1@sun27.hrz.tu-darmstadt.de>,
  gryf@hrz.tu-darmstadt.de (Thomas Binder) wrote:

> > I guess I missed a point here, just wonder what it might be this
> > time.. ;) Do I have to send the AV_SERVER some message for it to
> > recognize my prog as a client?
>
> Yes, of course. How do you think Thing should know about your window,
> if not told by your program? (*)

Ok, thanks! Sorry for asking this kind of basic questions, but I haven't been able to find any english docs that explains AVprotocol from scratch.

regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 2832244770122999563
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,87e9d25c72d7b7bf
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: AV_PROTOCOLL (g.wind.cycle)
Date: 1999/02/05
Message-ID: <79ep47aat1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 440976106
Content-Transfer-Encoding: 8bit
References: <79c58v$d54$1@cubacola.tninet.se> <79c69m$k7v$1@sun27.hrz.tu-darmstadt.de> <79eih0geh1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=ISO-8859-1

Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

gokmase@my-dejanews.com wrote:
> Ok, thanks! Sorry for asking this kind of basic questions

No problem.

> but I haven't been
> able to find any english docs that explains AVprotocol from scratch.

Well, what did you miss in the English translation of the Thing
hypertext? I'll try to improve the docs, if possible.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 6099208007924771494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5a2a287e25738e,start
X-Google-Attributes: gid1115ce,public
From: "Eoin Stokes" <stokese@tcd.ie>
Subject: GFA Basic manual.
Date: 1999/02/05
Message-ID: <79f8ai$6vr@web3.tcd.ie>#1/1
X-Deja-AN: 441050392
Organization: TCD, Ireland (post does not reflect views of Trinity College)
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Newsgroups: comp.sys.atari.programmer

Has anyone out there got a good GFA Basic manual? I'm looking for one which
covers Graphics and Graphic commands. I've undertaken a bit of work with GFA
and need to graph arrays of data. I'm not very familiar with GFA so would
appreciate anyone with working knowledge of GFA to drop me a line and any
Graphic programs which might help me.
Thanks

From -4761896418557736372
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,87e9d25c72d7b7bf
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: Re: AV_PROTOCOLL (g.wind.cycle)
Date: 1999/02/05
Message-ID: <79ffo3$9hp$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 441074679
References: <79c58v$d54$1@cubacola.tninet.se> <79c69m$k7v$1@sun27.hrz.tu-darmstadt.de> <79eih0geh1@nnrp1.dejanews.com> <79ep47aat1@sun27.hrz.tu-darmstadt.de>
X-Http-Proxy: 1.0 x6.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.74
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Fri Feb 05 19:11:09 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 (Macintosh; I; PPC)

In article <79ep47aat1@sun27.hrz.tu-darmstadt.de>,
  Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

> > able to find any english docs that explains AVprotocol from scratch.
>
> Well, what did you miss in the English translation of the Thing
> hypertext? I'll try to improve the docs, if possible.
>

What I needed was a very detailed description on how to use AVPROTOCOL, and maybe the doc⍰s in THING are aimed at people who know how the basics work already. Apart from that, I believe there is nothing missing in the THING doc⍰s.

Since I⍰m a bit new to programming here, things are seldom that obvious to me. :) Therefore I am very greatful for all help and hints given to me in this group..

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -6658686688649152927
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,68d21c49a5ed1c5e,start
X-Google-Attributes: gid1115ce,public
From: martin.w6@REMOVEukonline.co.uk (Martin Wilson)
Subject: Can someone who knows rate C compilers on the ST/Falcon
Date: 1999/02/05
Message-ID: <36b606dd.3974922@news.easynet.co.uk>#1/1
X-Deja-AN: 441094602
X-Complaints-To: abuse@easynet.net
X-Trace: quince.news.easynet.net 918242704 39770 195.40.206.20 (5 Feb 1999 19:25:04 GMT)
Organization: Cheesy Puffs and Chocolate Salty Balls Inc
Reply-To: martin.w6@REMOVEukonline.co.uk
NNTP-Posting-Date: 5 Feb 1999 19:25:04 GMT
Newsgroups: comp.sys.atari.programmer

Anyone tried em all or know of a faq about C programming on
the Atari.

What freeware ones are available. How much worse are they to
commercial offerrings.

Which is fastest etc, least buggy, 68030 optimised?

Any info

Was Hisoft C (compiler version) ever given away on a
coverdisk? Is it worth finding anyway?

What about C++

From 5062609993825306586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,847955663523788c
X-Google-Attributes: gid1115ce,public
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Subject: Re: Help on BASIC commands
Date: 1999/02/05
Message-ID: <QtdeeNA0axu2Qwo3@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 441472538
References: <CcY1KGA8JKt2Qwhk@shaw1.freeserve.co.uk>
<36B4DE50.7C96@thirskauto.com>
X-Complaints-To: abuse@theplanet.net
X-Trace: news4.svr.pol.co.uk 918337583 12426 62.136.82.134 (6 Feb 1999 21:46:23 GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve.co.uk.no.spam.here>
NNTP-Posting-Date: 6 Feb 1999 21:46:23 GMT
Newsgroups: comp.sys.atari.programmer

At 22:50:57, Sun, 31 Jan 1999 Brent from said:

>Clair D. Shaw wrote:
>>
>> How can I put a file into alphabetical order? I can't use external
>> programs (I know of a program which can do it) because it's a PC
>> program. (Spit)
>>
>> Any help will be appreciated.
>> --
>Is this a disc based data file.
>I have a sort routine that you can sort disc files, arrays, or whatever
>your fancy. It parces the items to be sorted and breaks down to alpha
>and numeric. sorts P141 > P15 , which is not like normal string sort.
>Its GFA Basic. Let me know if you want and I'll mail you.

That'll do fine. As long as it'll sort names alphabetically!

--
```
***** ****  ***** | Clair Shaw  Aka. CDS               | MURPHY'S RULES:
*     *   * *     | Pager:http://wwp.icq.com/1043359   | The other queue
*     *   * ***** | ICQ:1043359                        | goes faster
*     *   *     * | mailto:Clair@Shaw1.freeserve.co.uk |
***** ****  ***** | http://surf.to/shaws               |Change address to reply
```

From 6041441597797812889
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aa68a30367881cba,start
X-Google-Attributes: gid1115ce,public
From: "Rene de Bie" <Rene@underground.demon.nl>
Subject: Looking for good pascal compiler for ST/FALCON030
Date: 1999/02/06
Message-ID: <918298662.3958.0.rover.d4ee0f47@news.demon.nl>#1/1
X-Deja-AN: 441314776
X-NNTP-Posting-Host: underground.demon.nl:212.238.15.71
X-Trace: news.demon.nl 918298662 rover:3958 NO-IDENT
underground.demon.nl:212.238.15.71
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Hi,

I have bought a Falcon030, and I stopped programming on PC! It really
S@*&#&@!!! So I will go back to
my ATARI and program it again. I am already programming the 8-bit computers
in assembly but I need
some convertors and write them my self on the Falcon030 and I am looking for
a complete PASCAL
compiler, I have used Borland&Turbo-pascal on PC..... Is there a similar
compiler on Falcon030 ?

Gtx,
Rene

From 913951441926990019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aa68a30367881cba
X-Google-Attributes: gid1115ce,public
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Subject: Re: Looking for good pascal compiler for ST/FALCON030
Date: 1999/02/06
Message-ID: <36BC2A07.31C863D2@cable.A2000.nl>#1/1
X-Deja-AN: 441323678
Content-Transfer-Encoding: 7bit
References: <918298662.3958.0.rover.d4ee0f47@news.demon.nl>
Content-Type: text/plain; charset=us-ascii
X-Trace: pascal.a2000.nl 918301274 5718 24.132.20.245
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Rene de Bie wrote:

> Hi,
>
> I have bought a Falcon030, and I stopped programming on PC! It really
> S@*&#&@!!! So I will go back to
> my ATARI and program it again. I am already programming the 8-bit computers
> in assembly but I need
> some convertors and write them my self on the Falcon030 and I am looking for
> a complete PASCAL
> compiler, I have used Borland&Turbo-pascal on PC..... Is there a similar
> compiler on Falcon030 ?
>
> Gtx,
> Rene

  You find my offer in your mailbox.

Greetings.
Henk.

From -8780774054860528869

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80d96d7cf5295d7a,start
X-Google-Attributes: gid1115ce,public
From: gokmase@hem1.passagen.se (Joakim H⍰gberg)
Subject: avprotocol again...
Date: 1999/02/07
Message-ID: <79jqgv$6nr$1@cubacola.tninet.se>#1/1
X-Deja-AN: 441621431
X-Complaints-To: abuse@algo.net
X-Trace: cubacola.tninet.se 918383967 6907 195.163.226.225 (7 Feb 1999 10:39:27 GMT)
Organization: Intresseklubben
NNTP-Posting-Date: 7 Feb 1999 10:39:27 GMT
Newsgroups: comp.sys.atari.programmer

Greetings all,

I'm a bit ashamed of this, but I must admit I still haven't managed to get the global window cycling working. I am definetly doing something very wrong here. I guess I'm doing something fundamentally wrong, so I'll write down how I have tried to do this.. ..please don't laugh.. :)

Am I right when I say that this is always true:

word0 = id of reciever
word1 = id of sender

and that othe values depends on message type?

This is how I tried to do things:

On open window
send AV_ACCWINDOPEN to avserver:

word 0 &H4724
word 1 ap_id& (client)
word 3 window handle

On CTRL-W
send AV_SENDKEY to avserver:

word 0 &H4710
word 1 ap_id&
word 3 &H0004
word 4 &H1107

It works fine when sending CTRL-W to avserver, but it seems like
THING never understands the AV_ACCWINDOPEN. Perhaps it is also worth
mentioning that I use GFA and not C.

Anyway, thanks for any help I get here. Much appreciated!
Once again, sorry for not having the basics cleared out, but I'm
here to learn.. ;)

Regards,

Joakim

From -7133410117413186648
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,80d96d7cf5295d7a
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: avprotocol again...
Date: 1999/02/07
Message-ID: <79k1ni$fa0$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 441645409
Content-Transfer-Encoding: 8bit
References: <79jqgv$6nr$1@cubacola.tninet.se>
Content-Type: text/plain; charset=ISO-8859-1
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Joakim H?gberg <gokmase@hem1.passagen.se> wrote:
> Am I right when I say that this is always true:

> word0 = id of reciever
> word1 = id of sender

No, the first word is the message, the receiver is given in the call to
appl_write(), but looking at your examples below, it seems you've just
got it wrong in your question, not the code ;)

> On open window
> send AV_ACCWINDOPEN to avserver:

> word 0 &H4724
> word 1 ap_id& (client)
> word 3 window handle

This looks OK, but don't forget to zero all other fields, especially
word 2.

> On CTRL-W
> send AV_SENDKEY to avserver:

> word 0 &H4710
> word 1 ap_id&
> word 3 &H0004
> word 4 &H1107

word 4 should be &H1117, as the ASCII value for ^W is 23 (&H17), not 7.
It may still work, but you should correct it.

> It works fine when sending CTRL-W to avserver, but it seems like
> THING never understands the AV_ACCWINDOPEN. Perhaps it is also worth
> mentioning that I use GFA and not C.

Well, _did_ you register via AV_PROTOKOLL (don't ask me why PROTOKOLL is
spelled German, whereas all other messages have English names)? If you
don't, Thing will simply ignore your windows. This is necessary because
in a multitasking environment, forgetting to unregister a window before
exiting (for example because the program simply crahses) would then lead
to confusion when another client with the same application ID gets
active.

Also note that Thing (nor any other AV server I know of) does not
directly top your window (this would be very bad style), but sends a
WM_TOPPED message to your application, just as if the user had clicked
into the window to top it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 7387493696986024200
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,80d96d7cf5295d7a
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: Re: avprotocol again...
Date: 1999/02/07
Message-ID: <79k9f9voc1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 441659744

References: <79jqgv$6nr$1@cubacola.tninet.se> <79k1ni$fa0$1@sun27.hrz.tu-darmstadt.de>
X-Http-Proxy: 1.0 x8.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.72
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Sun Feb 07 14:54:35 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 (Macintosh; I; PPC)

In article <79k1ni$fa0$1@sun27.hrz.tu-darmstadt.de>,
  Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
>
> > On CTRL-W
> > send AV_SENDKEY to avserver:
>
> > word 0 &H4710
> > word 1 ap_id&
> > word 3 &H0004
> > word 4 &H1107
>
> word 4 should be &H1117, as the ASCII value for ^W is 23 (&H17), not 7.
> It may still work, but you should correct it.

Ok, maybe I□m wrong here, but I think that it said 1107 in the english thing.hyp? (I don□t have my atari here right now, so I can□t check that)

Anyway, I will change this right away.

> Well, _did_ you register via AV_PROTOKOLL (don't ask me why PROTOKOLL is
> spelled German, whereas all other messages have English names)? If you
> don't, Thing will simply ignore your windows. This is necessary because

Nope, this was not done before. Didn□t realize it was necessary, even though I was going to add this call later to be sure what functions are supported. So, I guess that was the reason thing would care about the windows then.

> Also note that Thing (nor any other AV server I know of) does not
> directly top your window (this would be very bad style), but sends a
> WM_TOPPED message to your application, just as if the user had clicked
> into the window to top it.

Yep, no problem with that.

Thanks a lot for all your help, Thomas! It has been *very* valuable!

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -2737266121449097594
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,80d96d7cf5295d7a
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: avprotocol again...
Date: 1999/02/07
Message-ID: <79l6s3$837$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 441808996
Content-Transfer-Encoding: 8bit
References: <79jqgv$6nr$1@cubacola.tninet.se> <79k1ni$fa0$1@sun27.hrz.tu-darmstadt.de> <79k9f9voc1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=ISO-8859-1
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

gokmase@my-dejanews.com wrote:
> Ok, maybe I□m wrong here, but I think that it said 1107 in the english
> thing.hyp? (I don□t have my atari here right now, so I can□t check that)

Congratulations, you've found (yet another) bug in the Thing docs ;)

> Thanks a lot for all your help, Thomas! It has been *very* valuable!

You're welcome.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 3149602138213189631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68d21c49a5ed1c5e
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@steverosie.demon.co.uk>

Subject: Re: Can someone who knows rate C compilers on the ST/Falcon
Date: 1999/02/08
Message-ID: <9GiJ+eBJivv2EwuP@steverosie.demon.co.uk>#1/1
X-Deja-AN: 441876450
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <36b606dd.3974922@news.easynet.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 918486028 nnrp-09:2611 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <36b606dd.3974922@news.easynet.co.uk>, Martin Wilson
<martin.w6@REMOVEukonline.co.uk> writes
>Anyone tried em all or know of a faq about C programming on
>the Atari.
>
>What freeware ones are available. How much worse are they to
>commercial offerrings.
>
>Which is fastest etc, least buggy, 68030 optimised?
>
>Any info
>
>Was Hisoft C (compiler version) ever given away on a
>coverdisk? Is it worth finding anyway?
>
>What about C++

I have HiSoft C Interpreter for sale, this allows you to write program
and try them out, just like you could in BASIC. It is not a compiler.

I also have Lattice C v5 & v5.6 for sale, use this in conjunction with
HiSoft's C interpreter so you can write, & test programs with one, and
then compile it when done.

I have also some other C packages. If you want to know more drop me a
line.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

From -6303171655121048870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68d21c49a5ed1c5e
X-Google-Attributes: gid1115ce,public
From: Stephen Marriott <stevem@hisoft.co.uk>
Subject: Re: Can someone who knows rate C compilers on the ST/Falcon
Date: 1999/02/08
Message-ID: <36BEB2B4.5654A5E6@hisoft.co.uk>#1/1
X-Deja-AN: 441912935
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References: <36b606dd.3974922@news.easynet.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 918467306 nnrp-03:1377 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
Organization: HiSOFT SYSTEMS
MIME-Version: 1.0
Reply-To: steve@spensley.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Martin Wilson wrote:
>
>
> Was Hisoft C (compiler version) ever given away on a
> coverdisk? Is it worth finding anyway?
>
HiSoft C was an interpreter. The only C compiler we did for the Atari
was Lattice C

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall 0500 233 660
http://www.hisoft.co.uk/ http://www.cinema4d.com/ ICQ#: 29793027

From 1104664836165527112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a88211222acbf434,start
X-Google-Attributes: gid1115ce,public
From: gokmase@hem1.ERASE.ALL.THIS.passagen.se (Joakim H⍰gberg)
Subject: Find prg_name possible?
Date: 1999/02/08
Message-ID: <79n9lh$mg9$1@zingo.tninet.se>#1/1
X-Deja-AN: 442029150
X-Complaints-To: abuse@algo.net

X-Trace: zingo.tninet.se 918497777 23049 195.163.227.237 (8 Feb 1999 18:16:17 GMT)
Organization: Intresseklubben
NNTP-Posting-Date: 8 Feb 1999 18:16:17 GMT
Newsgroups: comp.sys.atari.programmer

Greetings all,

I wonder whether or not it is possible to determine from within a
program what its own filename is? Is so, how?

Regards,

Joakim

From 5152939907890096583
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a88211222acbf434
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: Find prg_name possible?
Date: 1999/02/08
Message-ID: <79nol7$4t6$3@snipp.uninett.no>#1/1
X-Deja-AN: 442173533
Content-Transfer-Encoding: 8bit
Sender: Jo Even Skarstein <joska@tyrell.nvg.ntnu.no>
References: <79n9lh$mg9$1@zingo.tninet.se>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 918513127 5030 129.241.210.70 (8 Feb 1999 22:32:07 GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980514 (UNIX) (Linux/2.2.1 (i686))
Newsgroups: comp.sys.atari.programmer

Joakim H⍰gberg <gokmase@hem1.ERASE.ALL.THIS.passagen.se> wrote:

> I wonder whether or not it is possible to determine from within a
> program what its own filename is? Is so, how?

This is what you usually find in argv[0], but I'm not sure whether
this is the case with TOS (I've never needed this). Anyone?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 1324970320511530536
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a88211222acbf434
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: Find prg_name possible?
Date: 1999/02/08
Message-ID: <199902082225.a23661@su.maus.de>#1/1
X-Deja-AN: 442344622
Distribution: lokal
Content-Transfer-Encoding: 8bit
References: <79n9lh$mg9$1@zingo.tninet.se>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Content-Type: text/plain; charset=iso-8859-1
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Joakim!

JH>I wonder whether or not it is possible to determine from within a
JH>program what its own filename is? Is so, how?
Here's an extract from the Fcntl man page:
--- >8 schnipp 8<

Fcntl(2) Aug. 5, 1993 Fcntl(2)

NAME
  Fcntl - perform various control operations on a file

SYNOPSIS
  #include <filesys.h>

  LONG Fcntl(WORD fh, LONG arg, WORD cmd);

DESCRIPTION
  Fcntl performs various control operations on the open file
  with GEMDOS file handle fh. The specific command to per-
  form is given by cmd; the possible commands are given by
  symbolic constants in filesys.h, and are listed below.
  arg is an argument whose meaning depends on the command.

  The following commands are applicable to any file descrip-
  tor:

[...]

  PLOADINFO
    Returns information about the parameters passed to
    Pexec to start this process. arg should be a

```
pointer to a structure with the following format:
struct ploadinfo {
    short fnamelen; /* length of fname field */
    char *cmdlin;   /* must point to 128 bytes, to be filled in
                     with the process' command line */
    char *fname;    /* must point to "fnamelen" bytes, to be
                     filled in with the full path+name of
                     the file from which the process was
                     launched */
}
```

The data pointed to by the structure elements will be filled in with the appropriate data for this process. If the process's full name and path are too long to fit into the provided space, ENAMETOO LONG will be returned. On success, a 0 is returned.

[...]

RETURNS

0 or a positive number if successful (for most commands; but see the specific descriptions above).

EIHNDL if fh is not a valid GEMDOS open handle.

EINVFN if the specified command is not valid for this file handle

Some other (LONG) negative error number if an error occurs; different commands may recognize different possible errors.

SEE ALSO

Fdup(2), Flock(2), Fopen(2), Fxattr(2), Pgetpgrp(2), Psetpgrp(2)

BUGS

Very little error checking is done. In particular, ownership of terminals is not properly checked, nor is read/write access to the files. Do not rely on this bug; it will be fixed some day.

File locking is not yet implemented for some file systems.

---------- >8 schnapp 8<

Bye

Joerg

From -4484467985950029201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,847955663523788c
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Subject: Help on BASIC commands
Date: 1999/02/08
Message-ID: <oPYyFFAFV3v2EwNY@thedruid.demon.co.uk>#1/1
X-Deja-AN: 442523413
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 918589930 nnrp-13:16534 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Clair,

> How can I put a file into alphabetical order? I can't use external
> programs (I know of a program which can do it) because it's a PC
> program. (Spit)

The simplest of ways is to use a bubble sort routine. Basically, you go down the list, comparing two entries at a time and if they are not in order then swap them. You repeat this process until you make one complete pass of the data where no swaps are needed, hence the data is sorted. I am not a great basic expert but here is some pseudo-code for the algorithm.

```
loop
    flag = 0
    i = 0
    loop
       if string[i] > string[i+1]   *
            tempstring = string[i]
            string[i] = string[i+1]
            string[i+1] = tempstring
            flag = 1
       i = i +1
    until i > max_data
while flag = 1
```

* How you compare the strings will depend on what functions are available in basic. In C you would use strcmp(), but you may have to write your own comparator. N.B. that you should ensure your function thinks A=a, unless you require otherwise.

John.

--

--
```
 +-------------------------------------------------------------+
 | ======   The Druid  Wales  UK  >*<  InterNet GateWay        |
 |  I  I       gatekeeper@spamless.thedruid.demon.uk           |
 +-------------------------------------------------------------+
```

From 4118265342313408013
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68d21c49a5ed1c5e
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Subject: Can someone who knows rate C compilers on the ST/Falcon
Date: 1999/02/08
Message-ID: <r$kyJKA2V3v2EwP3@thedruid.demon.co.uk>#1/1
X-Deja-AN: 442523414
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 918589931 nnrp-13:16534 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Martin,

> Was Hisoft C (compiler version) ever given away on a
> coverdisk? Is it worth finding anyway?

Lattice was never given away on a cover disk. It is well worth finding, it is by far the best commercial C compiler ever made. Unfortunately, it had a very limited distribution and Pure C is the most popular, however, it didn't find much support in the UK.

Given the choice I would opt for Lattice everytime, but if you plan to incorporate other people's libraries into your software, they are invariably written in Pure C and that is probably the software to go for.

> What about C++

Only one I know of is G++, from GNU, it's big and requires lots of memory.

John.

--

--

```
 +-------------------------------------------------------------+
 | ======   The Druid  Wales  UK  >*<  InterNet GateWay        |
 |  I  I       gatekeeper@spamless.thedruid.demon.uk           |
 +-------------------------------------------------------------+
```


From 9085218226093220461
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a88211222acbf434
X-Google-Attributes: gid1115ce,public

From: Vincent.Barrilliot@esial.u-nancy.fr (Vincent Barrilliot)
Subject: Re: Find prg_name possible?
Date: 1999/02/09

Message-ID: <79ongfsrq1@arcturus.ciril.fr>#1/1
X-Deja-AN: 442335649
Distribution: world
Content-Transfer-Encoding: 8bit
References: <79n9lh$mg9$1@zingo.tninet.se> <79nol7$4t6$3@snipp.uninett.no>
Content-Type: text/plain; charset=iso-8859-1

Organization: Universite Henri Poincare - Nancy (France) Departement Informatique
- ESIAL - ISIAL

Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <79nol7$4t6$3@snipp.uninett.no>, Jo Even Skarstein <joska@nuts.edu>
writes:
|> Joakim H⍰gberg <gokmase@hem1.ERASE.ALL.THIS.passagen.se> wrote:
|>
|> > I wonder whether or not it is possible to determine from within a
|> > program what its own filename is? Is so, how?
|>
|> This is what you usually find in argv[0], but I'm not sure whether
|> this is the case with TOS (I've never needed this). Anyone?

It's possible. MiNT uses it to determine if the memory protection should be
turned on or not (MINT.PRG or MINTNP.PRG). Have a look at the sources if you
have them (in boot.c or main.c or something like that).
If not, try

```
#include <osbind.h>
void main(int argc, char **argv)
{
Cconws(argv[0]);
Bconin(2);
}
```

and see what it prints ...
good luck

Vincent

From 7276749584615258928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52c45c6ec3fbfc04,start
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: [PUB]jaguar kit development
Date: 1999/02/09
Message-ID: <36C01F7F.83A68CB9@france2.fr>#1/1
X-Deja-AN: 442376130
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Linux
Mime-Version: 1.0
Reply-To: l.favard@france2.fr
Newsgroups: comp.sys.atari.programmer

A new update of JagStudio is available at:

http://wwwlinux.utc.fr/~atari/atari.html

this one have got now two JagStudio version, for MagiC and TOS/MiNT.
Site always in French, we expect do an english version as soon as
possible.

From 7286365434291818466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,5139306cfb8a54dd,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 114bf5,5139306cfb8a54dd,start
X-Google-Attributes: gid114bf5,public
X-Google-Thread: 109a67,5139306cfb8a54dd,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,5139306cfb8a54dd,start
X-Google-Attributes: gid1115ce,public
From: Larry Richardson <larryr@cyou.com>
Subject: FS: ST Software and books
Date: 1999/02/09
Message-ID: <36C045B4.A43D69D3@cyou.com>#1/1
X-Deja-AN: 442425823
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: CMDS News machine
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

I have the following items for sale. Prices do not include shipping
(buyer pays shipping). US postal money orders only please.

Software

Stalker 3 (Box & Docs) $ 7
Thunder, Batteries Included (Docs) $ 3
Mark Williams C (Docs) $10
GFA Draft (Docs) $ 5
EZ Track Plus (Docs) $ 7

Books - All $10 each

Programmer's Guide to GEM - Sybex
CManship Complete - Clayton Walnum (with Disk)

Abacus Books - All $10 each

#2 Atari ST Internals
#3 Atari ST GEM Programmer's Reference
#5 Atari ST Tricks & Tips (with Disk)
#6 Atari ST Graphics and Sound
#7 Atari ST Logo User's Guide

--
Larry Richardson
larryr@cyou.com

From 8054493631034113698
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a88211222acbf434
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: Find prg_name possible?
Date: 1999/02/09
Message-ID: <199902091935.a25982@su.maus.de>#1/1
X-Deja-AN: 442549852
Distribution: lokal
References: <79ongfsrq1@arcturus.ciril.fr>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Vincent!

VB>It's possible. MiNT uses it to determine if the memory protection
VB>should be turned on or not (MINT.PRG or MINTNP.PRG). Have a look at
VB>the sources if you have them (in boot.c or main.c or something like that).
It's in main.c. there also is a comment which explains how it works, but also
says why this should not be done by other programs:

```
-------------------------------- >8 schnipp 8<
--------------------------------
   /* When executing AUTO folder programs, the ROM TOS locates
    * all programs using Fsfirst/Fsnext; by peeking into our
    * parent's (the AUTO-execute process's) DTA area, we can
    * find out our own name...
    * This works with all known (to me) TOS versions prior to
    * MultiTOS; but I don't think any other programs should use
    * this trick, since MiNT or another OS with memory protection
    * could already be running! <mk>
-------------------------------- >8 schnapp 8<
--------------------------------
```

VB>If not, try
VB>#include <osbind.h>
VB>void main(int argc, char **argv)
VB>{
VB>Cconws(argv[0]);
VB>Bconin(2);
VB>}
AFAIK this also doesn't work everywhere too

I think there's no "global" solution to this problem

Bye

Joerg

From -2866798163834054379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d2d8262fa02416e,start
X-Google-Attributes: gid1115ce,public
From: "Computer City" <info@compcity.nl>
Subject: Basic sources
Date: 1999/02/10
Message-ID: <918635644.280912@perla.rotterdam.luna.net>#1/1
X-Deja-AN: 442726540
Cache-Post-Path: perla.rotterdam.luna.net!unknown@tc-42.rotterdam.luna.net
X-NNTP-Posting-Host: perla.rotterdam.luna.net [194.151.24.32]
Sender: luna4@perla.rotterdam.luna.net
X-XS4ALL-Date: Wed, 10 Feb 1999 09:34:04 CET
X-XS4ALL-User: luna4
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Organization: Luna Internet
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
Newsgroups: comp.sys.atari.programmer

Hi,

Does anyone know where to get Basic sources for the 8-bit Atari on the net?
I mean for example games listings that used to be published in magazines
back in the 80's.

Thanks!
Ron van Herk,
info@compcity.nl

From 319937355675649377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d2d8262fa02416e
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: Basic sources
Date: 1999/02/11
Message-ID: <79tbr9$n8j$1@cletus.bright.net>#1/1
X-Deja-AN: 443045870
References: <918635644.280912@perla.rotterdam.luna.net>
Organization: ENCOM
Newsgroups: comp.sys.atari.programmer

On 10 Feb 1999 09:25:47 , "Computer City" wrote:
>Hi,
>
>Does anyone know where to get Basic sources for the 8-bit Atari on the net?
>I mean for example games listings that used to be published in magazines
>back in the 80's.

Try here, Antic Magazine online

http://www.atarimagazines.com/

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 8114610047517912408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,db745d1095830ace,start
X-Google-Attributes: gid1115ce,public
From: Brent Thirsk <thirsk@thirskauto.com>
Subject: GFA Basic & MiNT(free)
Date: 1999/02/11

Message-ID: <36C2EDA4.69D1@thirskauto.com>#1/1
X-Deja-AN: 443225950
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Trace: news2.telusplanet.net 918744450 161.184.19.251 (Thu, 11 Feb 1999 07:47:30 MDT)
MIME-Version: 1.0
Reply-To: thirsk@thirskauto.com
NNTP-Posting-Date: Thu, 11 Feb 1999 07:47:30 MDT
Newsgroups: comp.sys.atari.programmer

I am building libraries for GFA Basic to include hooks to MiNT Operating system.
These will include Processes that will identify and change Pid and Prio,
File locking and any other useful extensions.

If anyone has been working in this area and would like to share your results,
Please email me what you have done. When completed, I will place on FTP site,
as soon as my domain gets moved.

Thanks

--
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.thirskauto.com
Email thirsk@thirskauto.com

From 8195652148191639726
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a88211222acbf434
X-Google-Attributes: gid1115ce,public
From: mt-------@telebyte.nl (Martin Tarenskeen)
Subject: Re: Find prg_name possible?
Date: 1999/02/11
Message-ID: <79vi3hmgo1@rubens.telebyte.nl>#1/1
X-Deja-AN: 443364989
References: <79n9lh$mg9$1@zingo.tninet.se>
Organization: UNI_MANiacs
Newsgroups: comp.sys.atari.programmer

On 8 Feb 1999 18:16:17 G, Joakim H⍰gberg wrote:
>Greetings all,
>
>I wonder whether or not it is possible to determine from within a
>program what its own filename is? Is so, how?
>
>
I have the same question. I know it must be possible, because I know

some programs that make use of this trick.
```
*****************************************************************
* That's it folks !                                             *
*                                                               *
* Martin Tarenskeen                                             *
* e-mail: mt--------@telebyte.nl                                *
* (Remove -------- from e-mail address before sending me any mail) *
* Homepage: http://www.telebyte.nl/~mt                          *
*****************************************************************
```

From -2479252803765087831
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a88211222acbf434
X-Google-Attributes: gid1115ce,public
From: Brent Thirsk <thirsk@thirskauto.com>
Subject: Re: Find prg_name possible?
Date: 1999/02/11
Message-ID: <36C36485.6B35@thirskauto.com>#1/1
X-Deja-AN: 443403627
Content-Transfer-Encoding: 8bit
References: <79n9lh$mg9$1@zingo.tninet.se> <79vi3hmgo1@rubens.telebyte.nl>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news2.telusplanet.net 918774879 161.184.18.73 (Thu, 11 Feb 1999 16:14:39 MDT)
MIME-Version: 1.0
Reply-To: thirsk@thirskauto.com
NNTP-Posting-Date: Thu, 11 Feb 1999 16:14:39 MDT
Newsgroups: comp.sys.atari.programmer

Martin Tarenskeen wrote:
>
> On 8 Feb 1999 18:16:17 G, Joakim H⍰gberg wrote:
> >Greetings all,
> >
> >I wonder whether or not it is possible to determine from within a
> >program what its own filename is? Is so, how?
> I have the same question. I know it must be possible, because I know
> some programs that make use of this trick.
If your program is passed the environment from the parent program,
which it should, then ARGV = "your program name" .
This is an environment variable.

Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.thirskauto.com
Email thirsk@thirskauto.com

From -3977848658090941301
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 1115ce,a88211222acbf434
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Find prg_name possible?
Date: 1999/02/12
Message-ID: <36c33e6d.42266025@news.demon.co.uk>#1/1
X-Deja-AN: 443474032
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <79n9lh$mg9$1@zingo.tninet.se>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 918789909 nnrp-10:27641 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 8 Feb 1999 18:16:17 GMT, gokmase@hem1.ERASE.ALL.THIS.passagen.se
(Joakim H$gberg) wrote:

>Greetings all,
>
>I wonder whether or not it is possible to determine from within a
>program what its own filename is? Is so, how?

This could get tricky if the program doesn't have any idea of the
environment it is running in??? If it does then that'll make things
much easier.

As Jo stated, argv[0] is the standard way for C programs. Sadly it
relies on the parent to set it correctly. Command shells do but
standard Gem/TOS will not - it'll be empty.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3854107516422908960
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a88211222acbf434
X-Google-Attributes: gid1115ce,public
From: Brent Thirsk <thirsk@thirskauto.com>
Subject: Re: Find prg_name possible?
Date: 1999/02/12
Message-ID: <36C4393F.1E39@thirskauto.com>#1/1
X-Deja-AN: 443619668
Content-Transfer-Encoding: 8bit

References: <79n9lh$mg9$1@zingo.tninet.se> <36c33e6d.42266025@news.demon.co.uk>
Content-Type: text/plain; charset=iso-8859-1
X-Trace: news2.telusplanet.net 918829330 161.184.19.152 (Fri, 12 Feb 1999 07:22:10 MDT)
MIME-Version: 1.0
Reply-To: thirsk@thirskauto.com
NNTP-Posting-Date: Fri, 12 Feb 1999 07:22:10 MDT
Newsgroups: comp.sys.atari.programmer

>
> On 8 Feb 1999 18:16:17 GMT, gokmase@hem1.ERASE.ALL.THIS.passagen.se
> (Joakim H⍰gberg) wrote:
>
> >Greetings all,
> >
> >I wonder whether or not it is possible to determine from within a
> >program what its own filename is? Is so, how?
>
You got me curious.
I ran a small appliction to read program memory in TOS.
Text, Data, and BSS do not include program name.
Basepage and command line do not either.
Memory control blocks don't as well.
DTA does not.
Unless you have a parent program that passes in ENV, I don't think
you can know your program name, unless you code it to the program
itself.
Other than that, build a small general purpose program loaded that
you can run applications from, that will pass the child NAME.
Or, better yet, use something like Mint O/S and applications will have
an environment passed.
--
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.thirskauto.com
Email thirsk@thirskauto.com

From -5461617981264658158
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5fca02170e4c1,start
X-Google-Attributes: gid1115ce,public
From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Subject: Slider controls on dialogs
Date: 1999/02/12
Message-ID: <7a1t0d$b4r$1@news.asu.edu>#1/1
X-Deja-AN: 443701874
Organization: Arizona State University
Newsgroups: comp.sys.atari.programmer

Hello,

I am learning to use C on the ST (Heat N Serve variety of Sozobon) for a quicky job that just aches for a cheap ST. I've been meaning to do this for a while; now I've got an excuse!

Anyways, my question involves slider controls. In Mircrosoft VC++, these are easy; predefined dialog objects. They don't appear to be predefined under GEM. How do you do sliders? My best guess at this point is a headerless window with a vertical slide bar and nothing else, which would have to be overtly constructed in code and placed on the dialog. Is there a better way? (I hope...)
--

From -917363907032671235
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a88211222acbf434
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: Find prg_name possible?
Date: 1999/02/12
Message-ID: <199902121031.a34309@su.maus.de>#1/1
X-Deja-AN: 443704710
Distribution: lokal
References: <36C36485.6B35@thirskauto.com>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Brent!

BT>If your program is passed the environment from the parent program,
BT>which it should, then ARGV = "your program name" .
BT>This is an environment variable.
AFAIK this works only if the parent sets this environment variable

Bye

Joerg

From -4912835752916473858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765ba65085ceaeee,start
X-Google-Attributes: gid1115ce,public
From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Subject: Resource editors
Date: 1999/02/12
Message-ID: <7a1u1t$b6p$1@news.asu.edu>#1/1
X-Deja-AN: 443707706
Organization: Arizona State University

Newsgroups: comp.sys.atari.programmer

Hello again,
  Second question: As long as I'm learning C and stumbling around with the object trees that the resource editor constructs, I've gotten some "free" resource editors, such as RSC30 and MKRS and ORCS, most of which (of course) are in German, and I'm playing around with them, but not extremely pleased. I've seen a commercial offering mentioned here, but can't remember the name. OR, if someone has a recommendation for a different "free" one that isn't present on Umich.

  Also, these editors seem to focus on the monochrome screen. Given that "modern" TOS is usually in color, say, on a Falcon screen, are there resource editors to construct dialogs in color?
--

From 8073115601233082392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765ba65085ceaeee
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Resource editors
Date: 1999/02/13
Message-ID: <7a3ohe$3r2$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 443937414
References: <7a1u1t$b6p$1@news.asu.edu>
X-Trace: roch.zetnet.co.uk 918906222 3938 194.247.40.148 (13 Feb 1999 11:43:42 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 13 Feb 1999 11:43:42 GMT
Newsgroups: comp.sys.atari.programmer

On 12 Feb 1999 19:05:33 , DAVID L. ORMAND wrote:

> Second question: As long as I'm learning C and stumbling around with
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>extremely pleased. I've seen a commercial offering mentioned here, but
>can't remember the name. OR, if someone has a recommendation for a
>different "free" one that isn't present on Umich.

The commercial one is Interface.

Why not look for RSM? The last version I have is 2.11 but it may have been superceded now.

Roger Cain, Manchester, UK   NeST:90:100/103

TT 6Mb/MagiC 5/NVDI 4

From -909495938430888520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765ba65085ceaeee
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Resource editors
Date: 1999/02/13
Message-ID: <7a3ohf$3r2$2@roch.zetnet.co.uk>#1/1
X-Deja-AN: 443937415
References: <7a1u1t$b6p$1@news.asu.edu>
X-Trace: roch.zetnet.co.uk 918906223 3938 194.247.40.148 (13 Feb 1999 11:43:43 GMT)
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>can't remember the name. OR, if someone has a recommendation for a
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The commercial one is Interface.

Why not have a look at RSM? The last version I have is v2.11 (January 1998) but it may have been superceded by now.

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 4647863107115730793
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a88211222acbf434
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Find prg_name possible?
Date: 1999/02/13
Message-ID: <36c5afbf.54831072@news.demon.co.uk>#1/1
X-Deja-AN: 444073663

Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <79n9lh$mg9$1@zingo.tninet.se> <36c33e6d.42266025@news.demon.co.uk>
<36C4393F.1E39@thirskauto.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 918940256 nnrp-12:20712 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 12 Feb 1999 14:22:10 GMT, Brent Thirsk <thirsk@thirskauto.com>
wrote:

>>
>> On 8 Feb 1999 18:16:17 GMT, gokmase@hem1.ERASE.ALL.THIS.passagen.se
>> (Joakim H⍰gberg) wrote:
>>
>> >Greetings all,
>> >
>> >I wonder whether or not it is possible to determine from within a
>> >program what its own filename is? Is so, how?
>>
>You got me curious.
>I ran a small appliction to read program memory in TOS.
>Text, Data, and BSS do not include program name.
>Basepage and command line do not either.
>Memory control blocks don't as well.
>DTA does not.
>Unless you have a parent program that passes in ENV, I don't think
>you can know your program name, unless you code it to the program
>itself.
>Other than that, build a small general purpose program loaded that
>you can run applications from, that will pass the child NAME.
>Or, better yet, use something like Mint O/S and applications will have
>an environment passed.

There's usually a solution. Taking into account I've been up all
night, off the top of my head ...

Newer Gem's could use appl_search using the ID gained from appl_init.
Command line progs get it anyway. Older Gem's virtually guarantee the
current working directory will be the same as the executable so you
could do worse than FsFirst(".*.xxx",FA_ARC | FA_RON) where 'xxx' is
the program's extender. There's the _PNAM environmental as well but I
can't for life of me recall the contexts in which it exists atm.

So roughly ...

```
IF argv[0] BLANK
     THEN TRY appl_search
     ELSE Do FsFirst
```

ENDIF

Needs enhancing by someone less sleepy of course! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8672364237281322775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5fca02170e4c1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Slider controls on dialogs
Date: 1999/02/13
Message-ID: <36c7cc9e.3720750@news.demon.co.uk>#1/1
X-Deja-AN: 444073664
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7a1t0d$b4r$1@news.asu.edu>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 918940257 nnrp-12:20712 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 12 Feb 1999 18:47:41 GMT, dlormand@aztec.asu.edu (DAVID L. ORMAND)
wrote:

>
>Hello,
> I am learning to use C on the ST (Heat N Serve variety of Sozobon) for
>a quicky job that just aches for a cheap ST. I've been meaning to do this
>for a while; now I've got an excuse!

By "dialogs" are we talking Windoze ones or Gem ones?

Gem ones are modal like Windoze ones with an important difference:
they are modal to the system. While *any* (ie "the only") dialog is
being displayed all other applications will grind to a halt at the
point they attempt to initiate changes to the screen (via the AES). A
dialog cannot receive messages so all other applications are blocked,
even in pre-emptive multitasking Gem operating systems!

Incidentally, this is why modern apps now place their dialogs into a
window: to let other apps can continue.

All that matters here is the question - is your dialog in a window or is it a standard dialog? It's a bit difficult to answer below without knowing.

> Anyways, my question involves slider controls. In Mircrosoft VC++,
>these are easy; predefined dialog objects. They don't appear to be
>predefined under GEM. How do you do sliders?# My best guess at this
>point is a headerless window with a vertical slide bar and nothing else,
>which would have to be overtly constructed in code and placed on the
>dialog. Is there a better way? (I hope...)

About all I can say atm is objects in the Gem OBJECT tree do not possess their own handles: ie they are not capable of receiving their own messages. It works more on the basis of

Gem keeps track of mouse
"what is under the mouse?"
message -> app
(possible) enquire object
app does something
app (probably) tells Gem to invoke visual changes.

Like I said, trying to explain both dialogs, in & out of windows, will just lead in circles. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5390441611743704723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765ba65085ceaeee
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Resource editors
Date: 1999/02/13
Message-ID: <36c8d396.5504935@news.demon.co.uk>#1/1
X-Deja-AN: 444073665
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7a1u1t$b6p$1@news.asu.edu>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 918940258 nnrp-12:20712 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

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>different "free" one that isn't present on Umich.

> Also, these editors seem to focus on the monochrome screen. Given that
>"modern" TOS is usually in color, say, on a Falcon screen, are there
>resource editors to construct dialogs in color?

Yes, Interface.

You can put shading patterns to good use here. Design the initial resource in mono then load it in colour and change the colour values from BLACK to whatever. Mono resources will always display, reguardless of colour depth. Moreover, Gem will display anything which isn't in the background colour as BLACK if that colour does not exist in the current display rez. Even better, the mono colour indices map onto the 4 colour ones, and the 4 colour ones map onto the 16 colour ones. Ditto 256, the 1st 16 are the same.

Granted specifically designed resources look best but quite satisfactory results can be obtained via successive modifications to a mono resource.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7954770319356309947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a88211222acbf434
X-Google-Attributes: gid1115ce,public
From: Brent Thirsk <thirsk@telusplanet.net>
Subject: Re: Find prg_name possible?
Date: 1999/02/13
Message-ID: <36C5F823.44A8@telusplanet.net>#1/1
X-Deja-AN: 444088541
Content-Transfer-Encoding: 7bit

References: <79n9lh$mg9$1@zingo.tninet.se> <36c33e6d.42266025@news.demon.co.uk> <36C4393F.1E39@thirskauto.com> <36c5afbf.54831072@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Trace: news1.telusplanet.net 918943719 161.184.19.193 (Sat, 13 Feb 1999 15:08:39 MDT)
MIME-Version: 1.0
Reply-To: thirsk@telusplanet.net
NNTP-Posting-Date: Sat, 13 Feb 1999 15:08:39 MDT
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

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> Command line progs get it anyway. Older Gem's virtually guarantee the
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> can't for life of me recall the contexts in which it exists atm.
>
> So roughly ...
>
> IF argv[0] BLANK
>         THEN TRY appl_search
>         ELSE Do FsFirst
> ENDIF
>
> Needs enhancing by someone less sleepy of course! ;-) nite,nite
```

If you don't know your program's file name, how would you know if
you have found the file with FxFirst. I guess you could read
Data,Text, and BSS of file tested to compare with your Basepage info.
appl_search no good until Tos 4.04.

In the long run, it would be a whole lot simpler for the programer
to code in the program name. After thinking about this, what purpose
would this have anyway.

```
> --
> guy@swampdog.demon.co.uk
> http://www.swampdog.demon.co.uk
```

--
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.thirskauto.com
Email thirsk@thirskauto.com

From -1180973667997008707
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,db745d1095830ace
X-Google-Attributes: gid1115ce,public
From: Jeff.Thomas@taf.ftn.org (Jeff Thomas)
Subject: GFA Basic & MiNT(free)
Date: 1999/02/13
Message-ID: <96b_9902132234@tor250.org>#1/1
X-Deja-AN: 444170852
Organization: TAF ONLINE EMC & BBS
Newsgroups: comp.sys.atari.programmer
X-FTN-To: Thirsk@Thirskauto.Com

TH>I am building libraries for GFA Basic to include hooks to MiNT Operating
TH>system.
Great to hear, I've thought that GFA BASIC needs some good MiNT hooks.
Later...

  SLMR 2.1a Backup not found: (A)bort (R)etry (P)anic
--
| See "http://www.ftn.org" for details on FTN<=>USENET
| gateways. To get your favorite Fido echoes via mailing lists
| contact gatemaster@gryn.org
| FIDO feeds, FTN <=> Internet gating, ect also available.

From 8518178277098578468
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,174bd33b768e0973,start
X-Google-Attributes: gid1115ce,public
From: "Henrik Gild" <di98gihe@ios.chalmers.se>
Subject: STinG in supervisor mode
Date: 1999/02/15
Message-ID: <36C8386A.C19C564C@ios.chalmers.se>#1/1
X-Deja-AN: 444594488
Content-Transfer-Encoding: 8bit
Organization: Chalmers University of Technology
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

I have programmed some network stuff that uses STinG. I have discovered
that, for some reason, STinG doesn't work properly when the computer
runs in supervisor mode.

In user mode, all works fine when calling CNbyte_count() for example.
But in supervisor mode the computer just freezes.

I read in the Atari Compendium that supervisor mode should be used
sparingly under MiNT, because no task switching can occur. Does this

apply to STinG too, and if so why?

Regards
/Henrik Gild

From 6588837225233198859
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,174bd33b768e0973
X-Google-Attributes: gid1115ce,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: STinG in supervisor mode
Date: 1999/02/15
Message-ID: <7a9eu4$e2f@newstoo.ericsson.se>#1/1
X-Deja-AN: 444604904
References: <36C8386A.C19C564C@ios.chalmers.se>
Organization: Ericsson Software Technology AB
Reply-To: epkerha@epk.ericsson.se
Newsgroups: comp.sys.atari.programmer

In article <36C8386A.C19C564C@ios.chalmers.se>, "Henrik Gild"
<di98gihe@ios.chalmers.se> writes:
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>that, for some reason, STinG doesn't work properly when the computer
>runs in supervisor mode.
>
>In user mode, all works fine when calling CNbyte_count() for example.
>But in supervisor mode the computer just freezes.

Do not call CNbyte_count() from supervisor mode.

>I read in the Atari Compendium that supervisor mode should be used
>sparingly under MiNT, because no task switching can occur. Does this
>apply to STinG too, and if so why?

If anything goes wrong when in supervisor mode
then the system halts.
Supervisor mode is only for the OS and device drivers.
So as you read in the Atari Compendium only use supervisor mode sparingly .

/Erik Hall

From -93046542589810247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68d21c49a5ed1c5e

X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Can someone who knows rate C compilers on the ST/Falcon
Date: 1999/02/15
Message-ID: <7a9ij0$8jv$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 444630426
References: <36b606dd.3974922@news.easynet.co.uk>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 919096736 8831 130.37.80.249 (15 Feb 1999 16:38:56 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 15 Feb 1999 16:38:56 GMT
Newsgroups: comp.sys.atari.programmer

Martin Wilson (martin.w6@REMOVEukonline.co.uk) wrote:

: What freeware ones are available.

There are several:

- GNU C (GCC)
  Very good, can generate code for just about any processor (so that includes 030 code), does good optimizing.
  Drawbacks can be the command line user-interface (you'll want to use a shell like BASH with this), it't not really easy to install if you don't know much about UNIX-oid systems, you'll probably need to have a MiNT filesystem and it uses quite a lot of memory (at least 2 Mb needed for old versions, 4 Mb for newer versions, but 14 Mb reccommended for serious use)

- Sozobon C, extended version
  Pro's: Nice and small, produces compact code, fairly fast, will run on any Atari machine, uses standard DRI object file format.
  Cons: Not fully ANSI compatible, support for 32-bit ints is a bit buggy (usually only a problem when porting UNIX stuff...), some of the GEM bindings are a bit non-standard (again, only a problem when porting other GEM code, sometimes...), no 030 optimization.

- Heat 'n Serve C and others.
  Similar to Sozobon, not very well known... Some are proper ANSI though and support the Sozobon libs.

: How much worse are they to commercial offerrings.

Usually not much, sometimes even better.
The biggest difference is the interface: commercial compilers all have a GEM shell, the free ones only do commandlines.
Also, there are a lot of libs available for Pure C and Lattice C, these can't be used with the other compilers if the source isn't available.
(although you could try disassembling them :-)
There are tons of code available for GCC though, mostly UNIX stuff.

: Which is fastest etc, least buggy, 68030 optimised?

Least buggy, probably: GCC (newer versions), and maybe Lattice C?

Fastest: Commercial compilers and maybe Sozobon

: What about C++

Only one option: GCC (or G++, actually). G++ is a _real_ memory-pig
though, and can be _very_ slow, even on a 75 Mhz Pentium...

-=El Vienno (lvzon@bio.vu.nl)

From 5182187270361133462
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5fca02170e4c1
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Slider controls on dialogs
Date: 1999/02/15
Message-ID: <7a9j22$8jv$2@feresa.bio.vu.nl>#1/1
X-Deja-AN: 444630427
References: <7a1t0d$b4r$1@news.asu.edu>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 919097218 8831 130.37.80.249 (15 Feb 1999 16:46:58 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 15 Feb 1999 16:46:58 GMT
Newsgroups: comp.sys.atari.programmer

DAVID L. ORMAND (dlormand@aztec.asu.edu) wrote:

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: these are easy; predefined dialog objects. They don't appear to be
: predefined under GEM. How do you do sliders? My best guess at this
: point is a headerless window with a vertical slide bar and nothing else,
: which would have to be overtly constructed in code and placed on the
: dialog. Is there a better way? (I hope...)

I doubt that the method you describe will work.
Slider bars are usually created out of various other objects (boxes,
buttons) and are handled manually by the application. This is tedious stuff,
I know...
I've been working on a modular non-modal GEM dialog lib for Sozobon C for a
while, which would make handling things like sliders and lists and dialogs
in general _a lot_ easier. I have had to stop development for a few months
due to other projects (ethernet-adapter driver) though...
If you want to know more about programming GEM studd, I suggest you read
"Professional GEM" by Tim Oren. It can be downloaded from my site
(atari.scum.org) or many atari FTP sites.

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From -6073506672648928611
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5fca02170e4c1
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: Slider controls on dialogs
Date: 1999/02/15
Message-ID: <7a9oda$4s1$1@snipp.uninett.no>#1/1
X-Deja-AN: 444654073
Sender: Jo Even Skarstein <joska@tyrell.nvg.ntnu.no>
References: <7a1t0d$b4r$1@news.asu.edu> <7a9j22$8jv$2@feresa.bio.vu.nl>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 919102698 4993 129.241.210.70 (15 Feb 1999 18:18:18 GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980514 (UNIX) (Linux/2.2.1 (i686))
Newsgroups: comp.sys.atari.programmer

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A HTML-version (both online and a archive) is available at
www-atari.nvg.ntnu.no/programming/

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From 5198687481008131227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a88211222acbf434
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Find prg_name possible?
Date: 1999/02/15
Message-ID: <36c961b6.681489@news.demon.co.uk>#1/1
X-Deja-AN: 444657441
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <79n9lh$mg9$1@zingo.tninet.se> <36c33e6d.42266025@news.demon.co.uk>
<36C4393F.1E39@thirskauto.com> <36c5afbf.54831072@news.demon.co.uk>
<36C5F823.44A8@telusplanet.net>
Content-Type: text/plain; charset=us-ascii

X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 919103699 nnrp-03:8435 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

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>> can't for life of me recall the contexts in which it exists atm.
>>
>> So roughly ...
>>
>> IF argv[0] BLANK
>>         THEN TRY appl_search
>>         ELSE Do FsFirst
>> ENDIF
>>
>> Needs enhancing by someone less sleepy of course! ;-) nite,nite
>
>If you don't know your program's file name, how would you know if
>you have found the file with FxFirst.
```

Because the application should be in its own folder.

```
>I guess you could read
>Data,Text, and BSS of file tested to compare with your Basepage info.
>appl_search no good until Tos 4.04.
```

Hence the FsFirst "kludge".

```
>In the long run, it would be a whole lot simpler for the programer
>to code in the program name.
```

Yes.

```
>After thinking about this, what purpose
>would this have anyway.
```

Dunno. Those details weren't given.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5590631553844010483
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765ba65085ceaeee
X-Google-Attributes: gid1115ce,public
From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Subject: Re: Resource editors
Date: 1999/02/15
Message-ID: <7a9s4h$r53$1@news.asu.edu>#1/1
X-Deja-AN: 444673225
Organization: Arizona State University
Newsgroups: comp.sys.atari.programmer

>The commercial one is Interface.

Now I know what to look for. Thanks for all the input, guys!

>Why not look for RSM? The last version I have is 2.11 but it may have
>been superceded now.

I got RSM a little while back. Can't remember the version number. It
looks pretty good, does everything I would expect, EXCEPT how to save
the .h file. There's a dialog for setting that capability, I think
(dang, those German words are LONG!), but setting it, not setting it,
and whatever I did to the "HRD" option got me a .hrd file, but never a
.h file! Maybe that would have been a better question - how do I get a
.h out of RSM? Without that, it's nice, but not too useful.
--

From 280785838187805293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5fca02170e4c1
X-Google-Attributes: gid1115ce,public
From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Subject: Re: Slider controls on dialogs
Date: 1999/02/15
Message-ID: <7a9stq$r69$1@news.asu.edu>#1/1
X-Deja-AN: 444673226
Organization: Arizona State University
Newsgroups: comp.sys.atari.programmer

>Incidentally, this is why modern apps now place their dialogs into a
>window: to let other apps can continue.
>
>All that matters here is the question - is your dialog in a window or
>is it a standard dialog? It's a bit difficult to answer below without
>knowing.

Yes. I discovered that re-reading the tutorial, so my direction right now is to put the dialog in a window. Which isn't really a dialog (in the GEM sense, I take it), but the graphic elements of the dialog drawn in the window. If this is the case, then the controls (like buttons and my sliders) aren't really controls, but objects being altered under program control as mouse messages are received.

While I'm asking, getting a dialog up on the screen is fairly well described in the literature. And getting text onto a window is fairly well described in some example source I've got. But how to put those graphical elements (described in the object tree) into a window - I could use a nudge in the right direction!
--

From -6779733630894477099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5fca02170e4c1
X-Google-Attributes: gid1115ce,public
From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Subject: Re: Slider controls on dialogs
Date: 1999/02/15
Message-ID: <7a9skt$r5n$1@news.asu.edu>#1/1
X-Deja-AN: 444677995
Organization: Arizona State University
Newsgroups: comp.sys.atari.programmer

>I've been working on a modular non-modal GEM dialog lib for Sozobon C for a
>while, which would make handling things like sliders and lists and dialogs
>in general _a lot_ easier. I have had to stop development for a few months
>due to other projects (ethernet-adapter driver) though...

This is another question whose time has come: If making sliders (and such things) is a pain, are there solutions available? I know I've seen sliders on very old apps and ACCs, so the problem HAS been solved, probably many times. I would be interested in your library, or maybe another not-so-well developed one.

>If you want to know more about programming GEM studd, I suggest you read
>"Professional GEM" by Tim Oren. It can be downloaded from my site
>(atari.scum.org) or many atari FTP sites.

Got it. Very good. Has helped a lot!
--

From -11933649512397359
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0b4d688b167d85c,start
X-Google-Attributes: gid1115ce,public
From: ddm@ddm.org (DaVeDeMoN)
Subject: IRC Channel #Atari on EFNET !
Date: 1999/02/15
Message-ID: <36c8a7d1.161706474@news-server>#1/1
X-Deja-AN: 444743473
X-Trace: newsr1.twcny.rr.com 919119571 24.93.27.12 (Mon, 15 Feb 1999 17:59:31 EDT)
Organization: TWC Syracuse NY
NNTP-Posting-Date: Mon, 15 Feb 1999 17:59:31 EDT
Newsgroups: comp.sys.atari.programmer

There doesn't seem to be to many chatrooms / channels dedicated to
atari, but there is one on EFNET. Join #atari on efnet and idle, talk,
hang out or whatever.

From 7613344450199689339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a12fe6d22270be6b,start
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>
Subject: Web site update
Date: 1999/02/16
Message-ID: <7aafn0$28j$1@news.imaginet.fr>#1/1
X-Deja-AN: 444776276
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Hello,

  The CENTurbo II rev B will come, an update of the software package is
done:
  CBOOT 1.1.0
  CENTvidel 3.2.4
  VIDEOMOD 1.2.2
  CENTscreen 3.4.6
  FLASH.BIN 1.2.6
  Cecile demo 1.95

  The new version correct some few bugs and bring a lot of new
functionnality notably
in CENTscreen. The last development of Dolmen make this soft to
evolve...

  For the Phenix, a modification of the bloc diagram was achieved.

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

From 8268503572602710311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e093983ad715bd6,start
X-Google-Attributes: gid1115ce,public
From: Dara Hazeghi <hazeghi@2xtreme.net>
Subject: Help Porting Pi Calculation program to Atari ST/Falcon!
Date: 1999/02/16
Message-ID: <36C8F698.58B35C3A@2xtreme.net>#1/1
X-Deja-AN: 444829631
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
X-Complaints-To: abuse@2xtreme.net
X-Trace: news-west.eli.net 919139818 209.63.215.104 (Mon, 15 Feb 1999 21:36:58 MDT)
Organization: 2xtreme.net NewsReader Service
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 15 Feb 1999 21:36:58 MDT
Newsgroups: comp.sys.atari.programmer

Hello All,
    I have a program that calculates digits of the irrational number Pi by Carey Bloodworth. It's a great program and is the fastest program of it's kind currently available. I would like to make it available for as many platforms as possible including Atari ST/Falcon! Unfortunately I do not have access to a machine with Atari ST/Falcon on it or even one with a Atari ST/Falcon cross compiler. So I would very much appreciate it if someone running Atari ST/Falcon could compile the source and send the executables for me to post on the web.
    The source is currently available at http://www.geocities.com/EnchantedForest/5815/pi_agm_src.tgz . Compiling it should be simple since it has already compiled under many OS's with no modifications. The only thing you need to do is compile the pi.c

file. All the other (2) files are included from there. If you have cc
you can just execute the build script. It would be very nice if the
program could be compiled with some standard optimizations (like -O3)
and the executable sent to me compressed in a standard compression
format (like zip). I hope this is not too much to ask. Thanks in
advance.

Dara Hazeghi
hazeghi@2xtreme.net

P.S. More information on the program can be found at
http://www.geocities.com/EnchantedForest/5815/program.html .

From 1858642331826811413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765ba65085ceaeee
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Resource editors
Date: 1999/02/16
Message-ID: <7abjjf$ca4$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 444898191
References: <7a9s4h$r53$1@news.asu.edu>
X-Trace: roch.zetnet.co.uk 919163311 12612 194.247.41.71 (16 Feb 1999 11:08:31
GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 16 Feb 1999 11:08:31 GMT
Newsgroups: comp.sys.atari.programmer

On 15 Feb 1999 19:21:53 , DAVID L. ORMAND wrote:

>I got RSM a little while back. Can't remember the version number. It
>looks pretty good, does everything I would expect, EXCEPT how to save
>the .h file. There's a dialog for setting that capability, I think
>(dang, those German words are LONG!), but setting it, not setting it,
>and whatever I did to the "HRD" option got me a .hrd file, but never a
>..h file! Maybe that would have been a better question - how do I get a
>..h out of RSM? Without that, it's nice, but not too useful.

!!

You are right, what funny behaviour. If you take an existing resource
file you cannot get it to produce a .H file when you 'Save As'.

However, if you are working with a new file it is produced OK.

There is an English translation if you want to go further. Look for
rsm211e.ZIP.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -64922497945126310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5fca02170e4c1
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Slider controls on dialogs
Date: 1999/02/16
Message-ID: <7ac2c7ghl1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 444960361
References: <7a9skt$r5n$1@news.asu.edu>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 919178439 16949 130.37.80.249 (16 Feb 1999 15:20:39 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 16 Feb 1999 15:20:39 GMT
Newsgroups: comp.sys.atari.programmer

DAVID L. ORMAND (dlormand@aztec.asu.edu) wrote:

: This is another question whose time has come: If making sliders (and such
: things) is a pain, are there solutions available? I know I've seen sliders
: on very old apps and ACCs, so the problem HAS been solved, probably many
: times.

Indeed, every GEM programmer used to write his/her own lib for standard GEM
stuff...

: I would be interested in your library, or maybe another not-so-well
: developed one.

Unfortunately my library isn't very usable at the moment, as it consists of
two parts (a modal dialog manager and a custom object manager) which aren't
integrated yet. I still need to rewrite a small part of the object manager
before I can distribute anything. This might take a few months, as I haven't
got much time at the moment...

-=El Vienno

From 8829959515054660259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765ba65085ceaeee
X-Google-Attributes: gid1115ce,public

From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Subject: Re: Resource editors
Date: 1999/02/16
Message-ID: <7acbrv$18p$1@news.asu.edu>#1/1
X-Deja-AN: 445005503
Organization: Arizona State University
Newsgroups: comp.sys.atari.programmer

>However, if you are working with a new file it is produced OK.

Ahh... Okay, I'll start over, then.

>There is an English translation if you want to go further. Look for
>rsm211e.ZIP.

Can't find it (via archie). Do you, or anyone else here, have this?
--

From -1409594838643847437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3e34434147331c0c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3e34434147331c0c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3e34434147331c0c,start
X-Google-Attributes: gid109a67,public
From: Larry Richardson <larryr@cyou.com>
Subject: FS: Atari ST books and software
Date: 1999/02/16
Message-ID: <36C9D610.3EA5877C@cyou.com>#1/1
X-Deja-AN: 445057480
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: CMDS News machine
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I have the following items for sale. Prices do not include shipping
from Florida
(buyer pays shipping). US postal money orders only please. Email any
resonable offers to larryr@cyou.com.

Software

Stalker 3 (Box & Docs)	$ 7
Thunder, Batteries Included (Docs)	$ 3
Mark Williams C (Docs)	$10
GFA Draft (Docs)	$ 5

EZ Track Plus (Docs) $ 7

Books - All $10 each

Programmer's Guide to GEM - Sybex
CManship Complete - Clayton Walnum (with Disk)

Abacus Books - All $10 each

#2 Atari ST Internals
#3 Atari ST GEM Programmer's Reference
#5 Atari ST Tricks & Tips (with Disk)
#6 Atari ST Graphics and Sound
#7 Atari ST Logo User's Guide

--
Larry Richardson
larryr@cyou.com

From -553847163064259144
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,58ae000c997173e4,start
X-Google-Attributes: gid1115ce,public
From: jesper.brannmark@swipnet.se (Jeppe Br﹟nnmark)
Subject: Would like an assistant on a project (advanced lightingcontrolsystem)
Date: 1999/02/16
Message-ID: <36c9e882.116550@nntpserver.swip.net>#1/1
X-Deja-AN: 445090156
X-Sender: unknown@dialup75-1-43.swipnet.se
X-Complaints-To: news-abuse@swip.net
X-Trace: nntpserver.swip.net 919202513 130.244.75.43 (Tue, 16 Feb 1999 23:01:53 MET DST)
Organization: A Customer of Tele2
NNTP-Posting-Date: Tue, 16 Feb 1999 23:01:53 MET DST
Newsgroups: comp.sys.atari.programmer

Hi.
My name is Jeppe and I just got my Atari up from my cellar (where it's been the last 6 years or so).
I've used to do a lot of stuff in Gfabasic, and now I've started a new programmingproject in Gfa.
My main interest is theatre and theatrelight (showlight), and therefor

I've stared just two days ago developing a software to control showlighting.
Lighting tables is very expensive (from $1000 upto $40000).

My idea is to create a software that can control the same light an

normal size lighttable can (say like a normal $3000-class table).
This software uses MIDI and the MSC 1.01 protocol for superbe
light control.
The MIDI protocol also have features to control CD-decks, video-
projectors, advanced light (like motorised and such), colorchangers,
stroboscopes, haze, smoke, moving lights (like discostuff).

The program I started with is a simple lightcontrol for Atari
ST-computers, that can be compared to that $3000-table.
You can get the Atari for $100-200 with monitor today and
the software can be sold cheep - thatway Atari can compare
to large advanced and EXPENSIVE systems.

It's terrible boring to do this by my self and never get any great
feedback.

I would like to get in contact (by email) with someone that is
good at GFA. I know all about MSC-protocol and lighting, and
a lot about GFA.
So no knowledge of MSC or digital lightingprotocols is
needed, just the extra GFA help.

Electric gretts

Jeppe Br?nnmark
jesper.brannmark@swipnet.se

From -5036013276350419428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,26b3a9c4e15262b7,start
X-Google-Attributes: gid1115ce,public
From: peter.slegg@zetnet.co.uk (Peter Slegg)
Subject: IEEE 1394 cards
Date: 1999/02/16
Message-ID: <7acq12$3l0$1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 445090157
X-Trace: irk.zetnet.co.uk 919202658 3744 194.247.41.81 (16 Feb 1999 22:04:18 GMT)
NNTP-Posting-Date: 16 Feb 1999 22:04:18 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

I'm not sure how to start this question.

Has anyone heard of the IEEE1394 interface (aka Firewire) ?

It is a new type of high-speed peripheral interface capable of very high
data speeds, I think the design is capable of 250Mb/s.

The interface is also flexible, allowing many devices to be connected and
daisy-chained (~125) and cable lengths can be long (~4.5m)

Oddly the first devices to use this interface have been digital cameras, both still and video. It can of course be used on hard-disks, CD-ROMS, DVD, video, etc., etc.

One of the first applications has been video editing. From a digital video camcorder the image & sound data can be uploaded onto a fast hard-disk (~3.5Mb/s). Using software, the image sequences can then be edited like on a traditional edit desk and the resulting edit can then be downloaded onto a fresh digital video tape in the original camcorder (or any other IEEE1394 device).

All this sounds wonderful to someone like myself who has spent days with an edit desk, a camcorder, a VHS deck and dozens of cables.

Alas, this interface was designed by Apple so they were the first to offer it on their computers. However, there are now PCI - IEEE1394 cards available from companies such as Adaptec suitable for the Milan, Mac and pc.

There is even a TOS based editing suite available called Mountain from France (TNT),
sadly it doesn't handle sound yet.

The only item missing from the jigsaw is the driver necessary to handle the PCI-IEEE1394 card.

I must confess at this point that I write software for a living but I have never got to grips with the Atari (typical isn't it) and I wouldn't know where to start to write a device driver. I guess some specs. are needed or maybe some sample code from the manufacturer.

I am hoping that some of the experts out there may take this on as it seems a natural extension to the HD device drivers and CD ROM drivers.

Is anyone interested ?

regards,

Peter.

From -1360077388001244297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5fca02170e4c1
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Subject: Slider controls on dialogs
Date: 1999/02/16
Message-ID: <FlIZPBAx5dy2EwCD@thedruid.demon.co.uk>#1/1
X-Deja-AN: 445093306
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228

Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 919202813 nnrp-03:23135 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi there,

  dlormand@aztec.asu.edu:
 > these are easy; predefined dialog objects. They don't appear to be
 > predefined under GEM. How do you do sliders?

Make two touchexit buttons in your dialog box, these will be your up and down scrollers. You can get the arrow charactes by pressing CTRL and I think A for up and B for down. For the slider part make one box for the outline and another as the actual slider, put the slider box inside the outline. Now align these up so they look nice in the resource editor.

In your program, simply adjust the size and position of the slider box as appropriate.

John.

--

--
```
 +-------------------------------------------------------------+
 | ======   The Druid  Wales  UK  >*<  InterNet GateWay        |
 |  I  I       gatekeeper@spamless.thedruid.demon.uk           |
 +-------------------------------------------------------------+
```

From 2492032521351977566
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,425573c4fe712d01,start
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: Would like assistant on a project
Date: 1999/02/16
Message-ID: <7actiecuh1@cletus.bright.net>#1/1
X-Deja-AN: 445113950
Organization: ENCOM
Newsgroups: comp.sys.atari.programmer

You can look on my webpages for some GFA utilities I have made or some I have posted that were made by others. I don't really have time to

take on other projects as I have too many going already. However I
can maybe give advice or tips about GFA-Basic itself, since I use it
alot.

On 16 Feb 1999 22:06:13 , Jeppe Br?nnmark wrote:
>I would like to get in contact (by email) with someone that is
>good at GFA. I know all about MSC-protocol and lighting, and
>a lot about GFA.
>So no knowledge of MSC or digital lightingprotocols is
>needed, just the extra GFA help.

_____
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 1937493780854879454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,26b3a9c4e15262b7
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: IEEE 1394 cards
Date: 1999/02/17
Message-ID: <7aerr5$p9f$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 445374281
References: <7acq12$3l0$1@irk.zetnet.co.uk>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 919270053 25903 130.37.80.249 (17 Feb 1999 16:47:33 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 17 Feb 1999 16:47:33 GMT
Newsgroups: comp.sys.atari.programmer

Peter Slegg (peter.slegg@zetnet.co.uk) wrote:

: The only item missing from the jigsaw is the driver necessary to handle the
: PCI-IEEE1394 card.
: I must confess at this point that I write software for a living but I have
: never got to grips with the Atari (typical isn't it) and I wouldn't know
: where to start to write a device driver.

You'll need at least some info on PCI interfacing for the machine you want
to use (a Milan, was it?). The manufacturer should be able to provide you
with those.

: I guess some specs. are needed or
: maybe some sample code from the manufacturer.

Yes, you'll need that as well. You can also check if device drivers exist
or are being developed for Linux, you could use some of that code (only if
you release the driver under GPL)

Most drivers on the Atari are implemented using a "cookie", which points to

a structure which can contain version numbers, values and pointers to interface functions which can then be used by other programs or higher-level drivers. Examples of cookie use can be found for instance in the CBHD SCSI driver package.

The levels could look something like:

1. PCI interface driver (this one probably already exists)
2. IEEE1394 card driver (which uses the level 1. PCI driver)
3. Video/HD/transfer/network/etc. driver, which uses... etc.
4. User software

: I am hoping that some of the experts out there may take this on

Hope so too. :-)
I'm already busy writing a device driver for another type of device...

: as it seems a
: natural extension to the HD device drivers and CD ROM drivers.

: Is anyone interested ?

: regards,

: Peter.

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

He had occasional flashes of silence that made his conversation perfectly delightful.
-- Sydney Smith

From -1852435918500377197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5fca02170e4c1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Slider controls on dialogs
Date: 1999/02/17
Message-ID: <36cb4698.27543725@news.demon.co.uk>#1/1
X-Deja-AN: 445496480
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7a9stq$r69$1@news.asu.edu>

Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 919292700 nnrp-13:23908 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 15 Feb 1999 19:35:22 GMT, dlormand@aztec.asu.edu (DAVID L. ORMAND)
wrote:

>
>>Incidentally, this is why modern apps now place their dialogs into a
>>window: to let other apps can continue.
>>
>>All that matters here is the question - is your dialog in a window or
>>is it a standard dialog? It's a bit difficult to answer below without
>>knowing.
>
>Yes. I discovered that re-reading the tutorial, so my direction right now
>is to put the dialog in a window. Which isn't really a dialog (in the
>GEM sense, I take it), but the graphic elements of the dialog drawn in
>the window. If this is the case, then the controls (like buttons and my
>sliders) aren't really controls, but objects being altered under program
>control as mouse messages are received.
>
>While I'm asking, getting a dialog up on the screen is fairly well
>described in the literature. And getting text onto a window is fairly
>well described in some example source I've got. But how to put those
>graphical elements (described in the object tree) into a window - I could
>use a nudge in the right direction!

All the positions of the objects in a tree are relative co-ordinates,
so to position the tree in a window all you need do is modify the
co-ords of the tree ROOT object so they match those of the window work
area (WF_WORKXYWH). eg AES moves window ...

You catch WM_MOVED. The message buffer will have WF_FULLXYWH in it.
Convert this to WF_WORKXYWH, either by wind_get(WF_WORKXYWH), or
calculate it directly via wind_calc(). Set ob[ROOT].ob_x,ob[ROOT].ob_y
to the x,y co-ords from WF_WORKXYWH.

Now these changes need to be made visual. Either call your window
redraw code directly, or (as I prefer) have your app send itself a
WM_REDRAW message for that window.

The redraw code needs to do the usual WF_FIRSTXYWH,WF_NEXTXYWH stuff
where you simply use objc_draw over and over again until you've
"walked all the rectangles". The clipping rectangle for objc_draw is
that returned by WF_FIRSTXYWH,WF_NEXTXYWH. You've finished walking
when you get a clipping rectangle with zero width and height.

User interaction with the dialog is a little trickier. It'll need to

be handled by evnt_multi() and you'll be looking at the MU_BUTTON
event initially (MU_KEYBD as well later). When an MU_BUTTON occurs do
an objc_find() using the mouse co-ords. As to what you do with the
object under the mouse is entirely up to you!

Implementing the editable fields is a pita. I suggest that be left to
one side for a while.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3176695786399079159
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5fca02170e4c1
X-Google-Attributes: gid1115ce,public
From: Karl Ashton <Kma54@student.canterbury.ac.nz>
Subject: Re: Slider controls on dialogs
Date: 1999/02/18
Message-ID: <36CB6D5C.CF9D58A6@student.canterbury.ac.nz>#1/1
X-Deja-AN: 445537932
Content-Transfer-Encoding: 7bit
References: <7a1t0d$b4r$1@news.asu.edu>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: - 0x29a PRODUCTIONS -
Mime-Version: 1.0
Reply-To: Kma54@student.canterbury.ac.nz
Newsgroups: comp.sys.atari.programmer

Greetings David,

"DAVID L. ORMAND" wrote:
>
> Anyways, my question involves slider controls. In Mircrosoft VC++,
> these are easy; predefined dialog objects. They don't appear to be
> predefined under GEM. How do you do sliders? My best guess at this
> point is a headerless window with a vertical slide bar and nothing else,
> which would have to be overtly constructed in code and placed on the
> dialog. Is there a better way? (I hope...)
> --

Why not take a look at WDialog
http://home.t-online.de/home/ToBeHome/Software.html

The archive includes some good example code aswell.

I can't say that I've used it yet myself, but it looked well thought out.

Later,
Karl.

From -3784342568374604013
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5fca02170e4c1
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Slider controls on dialogs
Date: 1999/02/18
Message-ID: <7agt9aqtd1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 445660006
References: <7a1t0d$b4r$1@news.asu.edu>
<36CB6D5C.CF9D58A6@student.canterbury.ac.nz>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 919337066 27565 130.37.80.249 (18 Feb 1999 11:24:26 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 18 Feb 1999 11:24:26 GMT
Newsgroups: comp.sys.atari.programmer

Karl Ashton (Kma54@student.canterbury.ac.nz) wrote:

: Why not take a look at WDialog

Wdialog doesn't like the Sozobon XGemFast libs too much...
Has some problems with prototypes and pointers and stuff...
(XGemFast has no prototypes and doesn't do much error checking on
its arguments)

-=LvZ

From -1130363677539834099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7010b66bc4f2d783,start
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Picture reformat
Date: 1999/02/18
Message-ID: <7ahoeq$se5$2@news2.xs4all.nl>#1/1
X-Deja-AN: 445785462
X-NNTP-Posting-Host: dc2-modem738.dial.xs4all.nl [194.109.130.226]
Organization: Stichting ST
X-XS4ALL-Date: Thu, 18 Feb 1999 20:08:10 CET
Newsgroups: comp.sys.atari.programmer

There is a lot of software around to convert from one picture format
to another.

I use 800 x 600 pixels true-color compressed TARGA pictures.

I want them on the home-page.
The are about 1 Mb each, so that is a no-go.

First I have to convert them to something like JPEG or PNG or
whatever that is in fashion nowadays.

But I stll end up with big files. And with to many pixels when they
come on-screen.
I need something of 100 x 75 pixels on the www-page.

Is there software to change (reduce) the number of pixels in a
picture?

Met vriendelijke groet,
Ronald van der Kamp

From -6674074417947283457
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,47465d8aad60f924
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Atari030 DSP programming
Date: 1999/02/18
Message-ID: <7ahoet$se5$3@news2.xs4all.nl>#1/1
X-Deja-AN: 445785463
X-NNTP-Posting-Host: dc2-modem738.dial.xs4all.nl [194.109.130.226]
References: <916000150-518802AEicMi@xs4all.nl> <77cf10ldj1@nyheter.chalmers.se>
<916071198-556073AEicMi@xs4all.nl> <369B40E2.6B16B6C9@ios.chalmers.se>
Organization: Stichting ST
X-XS4ALL-Date: Thu, 18 Feb 1999 20:08:13 CET
Newsgroups: comp.sys.atari.programmer

On 12 Jan 1999 13:32:34, "Henrik Gild" wrote:
>
>One piece of equipment that I think is great is Motorola's
>DSP56000/DSP56001 User's Manual. It's written in a really good way, and
>without it I wouldn't have learnt the DSP at all. At least it would have
>taken much, much longer. I think you can order it free of charge from
>Motorola, via their homepage. At least I have heard from several people
>that they have ordered User's Manuals for free, and sometimes Motorola
>even sent more than one copy... :-)
>
Oef,,,, those modern times with Internet.
I had to buy one when the first Falcon dropped down on us.
Came all the way from germany and costed more the 50 euro (where is
my eurosymbol?)

Met vriendelijke groet,
Ronald van der Kamp

secretaris Stichting ST
atarist@xs4all.nl

From 3605989999603423767
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6be15f3f20bf3291,start
X-Google-Attributes: gid1115ce,public
From: "Dieter Peissl" <dieter.peissl@vpn.at>
Subject: Sozobon-C Installation - what's wrong?
Date: 1999/02/18
Message-ID: <7ai1pa$hd0$1@fleetstreet.Austria.EU.net>#1/1
X-Deja-AN: 445837535
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
X-Complaints-To: abuse@Austria.EU.net
X-Trace: fleetstreet.Austria.EU.net 919374442 17824 193.81.245.33 (18 Feb 1999
21:47:22 GMT)
Organization: Customer of EUnet Austria
NNTP-Posting-Date: 18 Feb 1999 21:47:22 GMT
Newsgroups: comp.sys.atari.programmer

After extracting the files sozbin14.zoo, sozbin15.zoo, sozlib15.zoo,
sozutil09.zoo, sozc6844.lzh and mntsox44.zoo I set the following environment
variables:

```
PATH=C:\SOZDISTR\BIN\
SOZBIN=C:\SOZDISTR\BIN\
LIBDIR=C:\SOZDISTR\LIB\
INCLUDEDIR=C:\SOZDISTR\INCLUDE\
```

Compilation of test.c ...

```
#include<stdio.h>

int main()
{
  printf("Hello, world!\n");
  return 0;
}
```

... shows that my Installation of Sozobon-C cannot find stdio.h!

Did I install the wrong files / versions or are there some more
env-variables to set?

Thanks for help, Didi.

From 3361064423647066187
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,174bd33b768e0973
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STinG in supervisor mode
Date: 1999/02/18
Message-ID: <36d08392.15565101@news.demon.co.uk>#1/1
X-Deja-AN: 445841008
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <36C8386A.C19C564C@ios.chalmers.se>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 919375119 nnrp-11:25109 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 15 Feb 1999 16:08:26 +0100, "Henrik Gild"
<di98gihe@ios.chalmers.se> wrote:

>Hi!
>
>I have programmed some network stuff that uses STinG. I have discovered
>that, for some reason, STinG doesn't work properly when the computer
>runs in supervisor mode.

Could be all manner of reasons.

>In user mode, all works fine when calling CNbyte_count() for example.
>But in supervisor mode the computer just freezes.

It's best to keep your program in user mode all the time. Just shift
to superstate only when necessary, then revert back.

>I read in the Atari Compendium that supervisor mode should be used
>sparingly under MiNT, because no task switching can occur.

None of the Atari operating systems (to my knowledge) will multitask
whilst the system is in superstate. Offhand I've a vague recollection
the AES can't be called from superstate either.

>Does this
>apply to STinG too, and if so why?

Interrupts. Atari more or less decided they could mess with them as
they pleased while the cpu was in superstate.

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

From -2730879544741277737
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,26b3a9c4e15262b7
X-Google-Attributes: gid1115ce,public
From: michaels@saturn.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: IEEE 1394 cards
Date: 1999/02/19
Message-ID: <7ak69l$3cf$1@nets3.rz.RWTH-Aachen.DE>#1/1
X-Deja-AN: 446121775
References: <7acq12$3l0$1@irk.zetnet.co.uk> <7aerr5$p9f$1@feresa.bio.vu.nl>
Organization: RWTH-Aachen, Faculty of Statistics
Newsgroups: comp.sys.atari.programmer

In article <7aerr5$p9f$1@feresa.bio.vu.nl>,
Levien van Zon <lvzon@bio.vu.nl> wrote:
>
>You'll need at least some info on PCI interfacing for the machine you want
>to use (a Milan, was it?). The manufacturer should be able to provide you
>with those.

The Atari PCI BIOS documentation (which is supported on Milan and Hades) is
available by mail from me - I still have not put the current version on a
ftp server.

cu
Michael
--
In the beginning there was nothing, which exploded.

From -5976394281059278968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d2b94feaad25a4c,start
X-Google-Attributes: gid1115ce,public
From: deano@zetnet.co.uk (Deano)
Subject: ATARI CD UPDATED
Date: 1999/02/19
Message-ID: <36d4b0cf.18637216@news.zetnet.co.uk>#1/1
X-Deja-AN: 446162500
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 919452656 18551 194.247.41.106 (19 Feb 1999 19:30:56
GMT)
Organization: Silly Software
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk

NNTP-Posting-Date: 19 Feb 1999 19:30:56 GMT
Newsgroups: comp.sys.atari.programmer

The ATARI PD COLLECTION CD has been updated to include all Stosser Software titles and all issues of Stosser. Also full version of Silly Software's Grafix Art Tutor. Just a fiver if anyone is interested.

Deano
Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/index.html

From -2886756904907637665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,43833cd3ab949417,start
X-Google-Attributes: gid1115ce,public
From: "Bowling" <mbowlin1@tampabay.rr.com>
Subject: ATARI PRINTER DRIVERS
Date: 1999/02/20
Message-ID: <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>#1/1
X-Deja-AN: 446260402
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: newsabuse@tampabay.rr.com
X-Trace: newse3.tampabay.rr.com 919472215 24.92.165.211 (Fri, 19 Feb 1999 19:56:55 EDT)
Organization: RoadRunner - TampaBay
NNTP-Posting-Date: Fri, 19 Feb 1999 19:56:55 EDT
Newsgroups: comp.sys.atari.programmer

Has anyone written drivers to allow printing from AtariWriter to a "PC" type printer (via APE-face)?

From -4581782115449568323
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,43833cd3ab949417
X-Google-Attributes: gid1115ce,public
From: "Bowling" <mbowlin1@tampabay.rr.com>
Subject: Re: ATARI PRINTER DRIVERS
Date: 1999/02/20
Message-ID: <JNnz2.2967$P21.2491145@newse3.tampabay.rr.com>#1/1
X-Deja-AN: 446260403
References: <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: newsabuse@tampabay.rr.com
X-Trace: newse3.tampabay.rr.com 919472361 24.92.165.211 (Fri, 19 Feb 1999 19:59:21 EDT)
Organization: RoadRunner - TampaBay
NNTP-Posting-Date: Fri, 19 Feb 1999 19:59:21 EDT

Newsgroups: comp.sys.atari.programmer

PS: I am referring to an Atari 800, using AtariWriter Plus.
--MB

Bowling wrote in message ...
>Has anyone written drivers to allow printing from AtariWriter to a "PC"
type
>printer (via APE-face)?
>
>

From -4300386436125361511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6be15f3f20bf3291
X-Google-Attributes: gid1115ce,public
From: jimtabor@infohwy.com (James Tabor)
Subject: Re: Sozobon-C Installation - what's wrong?
Date: 1999/02/20
Message-ID: <4Boz2.420$Dl5.7898@newsfeed.slurp.net>#1/1
X-Deja-AN: 446271883
References: <7ai1pa$hd0$1@fleetstreet.Austria.EU.net>
X-Trace: newsfeed.slurp.net 919475648 207.90.249.242 (Fri, 19 Feb 1999 19:54:08
CDT)
Organization: W.E.C.S.
NNTP-Posting-Date: Fri, 19 Feb 1999 19:54:08 CDT
Newsgroups: comp.sys.atari.programmer

In article <7ai1pa$hd0$1@fleetstreet.Austria.EU.net>, "Dieter Peissl"
<dieter.peissl@vpn.at> says:
>
>After extracting the files sozbin14.zoo, sozbin15.zoo, sozlib15.zoo,
>sozutil09.zoo, sozc6844.lzh and mntsox44.zoo I set the following environment
>variables:
>
>PATH=C:\SOZDISTR\BIN\
>SOZBIN=C:\SOZDISTR\BIN\
>LIBDIR=C:\SOZDISTR\LIB\
>INCLUDEDIR=C:\SOZDISTR\INCLUDE\
>
>Compilation of test.c ...
>
Try INCLUDE=C:\SOZDISTR\INCLUDE
Maybe this will work.
jt

From 5220991920543549118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,43833cd3ab949417
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Subject: Re: ATARI PRINTER DRIVERS
Date: 1999/02/20
Message-ID: <+dZ5IEAU3kz2Ewej@steverosie.demon.co.uk>#1/1
X-Deja-AN: 446324581
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 919490926 nnrp-07:24126 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>, Bowling
<mbowlin1@tampabay.rr.com> writes
>Has anyone written drivers to allow printing from AtariWriter to a "PC" type
>printer (via APE-face)?
>
>
Hi

What's type of interface is APE-face?

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

From 8197726197100178226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6be15f3f20bf3291
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: Sozobon-C Installation - what's wrong?
Date: 1999/02/20
Message-ID: <36d02eeb.48685115@news.demon.co.uk>#1/1
X-Deja-AN: 446406549
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <7ai1pa$hd0$1@fleetstreet.Austria.EU.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 919521708 nnrp-09:9282 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 18 Feb 1999 22:47:18 +0100, "Dieter Peissl"
<dieter.peissl@vpn.at> wrote:

```
>After extracting the files sozbin14.zoo, sozbin15.zoo, sozlib15.zoo,
>sozutil09.zoo, sozc6844.lzh and mntsox44.zoo I set the following environment
>variables:
>
>PATH=C:\SOZDISTR\BIN\
>SOZBIN=C:\SOZDISTR\BIN\
>LIBDIR=C:\SOZDISTR\LIB\
>INCLUDEDIR=C:\SOZDISTR\INCLUDE\
```

Sounds like the most probable cause is an incorrect environmental
variable. Wild guess - INCDIR.

```
>Compilation of test.c ...
>
>#include<stdio.h>
>
>int main()
>{
>  printf("Hello, world!\n");
>  return 0;
>}
>
>
>... shows that my Installation of Sozobon-C cannot find stdio.h!
>
>Did I install the wrong files / versions or are there some more
>env-variables to set?
```

Might also be worth trying INCLUDE as well. The #include<> name does
seem to vary its name around different compilers.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1518607175214364590
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68d21c49a5ed1c5e
X-Google-Attributes: gid1115ce,public
From: steve@sweet3.freeserve.co.uk (Steve Sweet)
Subject: PAPYRUS
Date: 1999/02/20
Message-ID: <7amsmh$hn9$5@news6.svr.pol.co.uk>#1/1
X-Deja-AN: 446454833
References: <36b606dd.3974922@news.easynet.co.uk> <36BEB2B4.5654A5E6@hisoft.co.uk>
X-Complaints-To: abuse@theplanet.net
X-Trace: news6.svr.pol.co.uk 919533073 18153 62.136.74.71 (20 Feb 1999 17:51:13 GMT)
Organization: The Grim Reaper
NNTP-Posting-Date: 20 Feb 1999 17:51:13 GMT
Newsgroups: comp.sys.atari.programmer

Is their any word on PAPYRUS yet dude!!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From 5315171902946568186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,43833cd3ab949417
X-Google-Attributes: gid1115ce,public
From: "Bowling" <mbowlin1@tampabay.rr.com>
Subject: Re: ATARI PRINTER DRIVERS
Date: 1999/02/20
Message-ID: <70Gz2.55$zs5.167243@newse3.tampabay.rr.com>#1/1
X-Deja-AN: 446516500
References: <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com> <+dZ5IEAU3kz2Ewej@steverosie.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: newsabuse@tampabay.rr.com
X-Trace: newse3.tampabay.rr.com 919547011 24.92.165.211 (Sat, 20 Feb 1999 16:43:31 EDT)
Organization: RoadRunner - TampaBay
NNTP-Posting-Date: Sat, 20 Feb 1999 16:43:31 EDT
Newsgroups: comp.sys.atari.programmer

APE is the Atari Peripheral Emulator, which connects your Atari 800 to a PC.

Steve Stupple wrote in message <+dZ5IEAU3kz2Ewej@steverosie.demon.co.uk>...
>In article <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>, Bowling
><mbowlin1@tampabay.rr.com> writes
>>Has anyone written drivers to allow printing from AtariWriter to a "PC"
type
>>printer (via APE-face)?
>>
>>
>Hi
>
>What's type of interface is APE-face?
>
>--
>   Cheers! for now
>   Steve
>
>   The Atari ST Software exchange: www.steverosie.demon.co.uk
>Email: steve@steverosie.demon.co.uk
>Nick: Mocknbird Tel: 07971 742708
>ICQ: 18116827   IRC Channels: #atariscne #atari #30+ #wales
>
>   Location: Narberth, Pembrokeshire, Wales, United Kingdom
>   **

From 6614439548942480950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe33db133750eb12,start
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: [web] Unofficial GFA-Basic Support Site
Date: 1999/02/21
Message-ID: <7aogpl$1h0$2@cletus.bright.net>#1/1
X-Deja-AN: 446649394
Organization: ENCOM
Newsgroups: comp.sys.atari.programmer

I just started some web pages specifically for GFA-Basic. It's
up now and working I hope.

Atari Computer User: Lonny Pursell   E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/   IRC: lp @ #Atari @ IRCnet

From 4473972441933127504
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fe33db133750eb12
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: Re: [web] Unofficial GFA-Basic Support Site
Date: 1999/02/21
Message-ID: <7ap81qvrm1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 446712670
References: <7aogpl$1h0$2@cletus.bright.net>
X-Http-Proxy: 1.0 x13.dejanews.com:80 (Squid/1.1.22) for client 194.18.101.109
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Sun Feb 21 15:17:19 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.07 [en] (Win95; I)

atari@bright.net (Lonny Pursell) wrote:
> I just started some web pages specifically for GFA-Basic. It's
> up now and working I hope.

Great!

There haven't been all that many sites about GFA, so this is very welcome!
Very nice with some source-code to learn from. Keep up the good work! :)

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -7777824449076239555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68d21c49a5ed1c5e
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: PAPYRUS
Date: 1999/02/21
Message-ID: <7apommcog1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 446806765
References: <36b606dd.3974922@news.easynet.co.uk> <36BEB2B4.5654A5E6@hisoft.co.uk>

<7amsmh$hn9$5@news6.svr.pol.co.uk>
X-Trace: roch.zetnet.co.uk 919627286 13072 194.247.41.44 (21 Feb 1999 20:01:26 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 21 Feb 1999 20:01:26 GMT
Newsgroups: comp.sys.atari.programmer

On 20 Feb 1999 17:51:13 , Steve Sweet wrote:

>Is their any word on PAPYRUS yet dude!!.

Who are you asking, Steve? If you are looking for v7.xx then the ROM web-site says that they expect it to be available end-Feb (but ... it wasn't so long ago that they were expecting it end-Sep 98!!).

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 2064898814745066027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68d21c49a5ed1c5e
X-Google-Attributes: gid1115ce,public
From: jfhaslam@zetnet.co.uk (James F. Haslam)
Subject: Re: PAPYRUS
Date: 1999/02/22
Message-ID: <7asclgnnb1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 447191913
References: <36b606dd.3974922@news.easynet.co.uk> <36BEB2B4.5654A5E6@hisoft.co.uk> <7amsmh$hn9$5@news6.svr.pol.co.uk>
X-Trace: roch.zetnet.co.uk 919713264 24299 194.247.40.246 (22 Feb 1999 19:54:24 GMT)
NNTP-Posting-Date: 22 Feb 1999 19:54:24 GMT
Newsgroups: comp.sys.atari.programmer

On 20 Feb 1999 17:51:13 , Steve Sweet wrote:
> Is their any word on PAPYRUS yet dude!!.

Last I heard, it was superseded by a new-fangled thing called PAPER.

I doubt it'll catch on....

;-#)))

Cheers!

James

+----------------------------------+--+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--+

From 7036179023308446877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7010b66bc4f2d783
X-Google-Attributes: gid1115ce,public
From: jfhaslam@zetnet.co.uk (James F. Haslam)
Subject: Re: Picture reformat
Date: 1999/02/22
Message-ID: <7asclnnnb2@roch.zetnet.co.uk>#1/1
X-Deja-AN: 447191914
References: <7ahoeq$se5$2@news2.xs4all.nl>
X-Trace: roch.zetnet.co.uk 919713271 24299 194.247.40.246 (22 Feb 1999 19:54:31 GMT)
NNTP-Posting-Date: 22 Feb 1999 19:54:31 GMT
Newsgroups: comp.sys.atari.programmer

Hi Ronald!

On 18 Feb 1999 19:08:10 , Stichting ST wrote:

> I use 800 x 600 pixels true-color compressed TARGA pictures.
> First I have to convert them to something like JPEG or PNG or
> whatever that is in fashion nowadays.
> I need something of 100 x 75 pixels on the www-page.
> Is there software to change (reduce) the number of pixels in a
> picture?

Imagecopy (commercial) or GemView (shareware) will do this.

Cheers!

James

+----------+----------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------+----------+

From 8577666348474220253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0498c3dc67f6393,start
X-Google-Attributes: gid1115ce,public
From: "Edward Williams" <tchermok@flash.net>
Subject: Atari CD
Date: 1999/02/23
Message-ID: <PcnA2.456$7p1.87@news.flash.net>#1/1
X-Deja-AN: 447298866
Content-transfer-encoding: 7bit
Content-Type: text/plain; charset="US-ASCII"
X-Complaints-To: abuse@flash.net
X-Trace: news.flash.net 919732143 209.30.63.29 (Mon, 22 Feb 1999 19:09:03 CDT)
Organization: FlashNet Communications, http://www.flash.net
Mime-version: 1.0
NNTP-Posting-Date: Mon, 22 Feb 1999 19:09:03 CDT
Newsgroups: comp.sys.atari.programmer

How much would y'all pay for a CD Devoted to 8-Bit Atari or A CD Devoted to ST/STE/TT/Falcon with Hacks Old Articles Manuals Schematics PD Software Ect...

29.99
15.99
?????

Please Help me in Figuring if there is a Market for such a CD i'm looking at chargin for the time involved and the cost of media

also I'm looking for Articles,Web Pages,Hacks and such...
Please if you want to help send me URL's and the such
tchermok@flash.net
you will be given credit in the Contributors section of the Table of Contents
also what format should the CD Be in
PDF
HTML
Ascii
or All three??
Thank you Atari People
Atari may be Dead But as long as there is One User Atari will live forever in the hearts and the desks of us all
Thank You

From -5960411271435586382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd8c3be84a06715c,start
X-Google-Attributes: gid1115ce,public
From: "Bowling" <mbowlin1@tampabay.rr.com>
Subject: RARE? ATARI BASIC
Date: 1999/02/23
Message-ID: <oeqA2.202$85.321342@newse3.tampabay.rr.com>#1/1
X-Deja-AN: 447362052
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: newsabuse@tampabay.rr.com
X-Trace: newse3.tampabay.rr.com 919744532 24.92.165.211 (Mon, 22 Feb 1999 23:35:32 EDT)
Organization: RoadRunner - TampaBay
NNTP-Posting-Date: Mon, 22 Feb 1999 23:35:32 EDT
Newsgroups: comp.sys.atari.programmer

There are THREE versions of Atari BASIC Computing Language, as follows:
Atari CXL4002   79 BASIC Computing Language [ver. A]   C
Atari CXL4002 ?81 BASIC Computing Language [ver. B]   ER
Atari CXL4002   85 BASIC Computing Language [ver. C]   R
One of my BASIC carts is not dated, but instead has "R 39 2" stamped (you know, "recessed") into the front of the cart (in very small letters). How can I know if it is the version "A" (common) cart, or if it is the version "B" (Extremely Rare) cart? I also definitely own a copy of the version "C" cart, because the DATE is written on the label, but I am curious whether my other BASIC cart is version "A" or version "B".
Does anyone know how I can find out? Is there a "command" I can type that will tell me the VERSION of my unidentified BASIC cart?
Thanks,
--MB

From -99516185867659277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
From: Guido Goebertus <guidogoe@xs4all.nl>
Subject: PCkeyboard on Falcon?
Date: 1999/02/23
Message-ID: <919755192-252094AEicMi@xs4all.nl>#1/1
X-Deja-AN: 447399581
X-NNTP-Posting-Host: dc2-modem2.dial.xs4all.nl [194.109.128.2]
Content-Transfer-Encoding: 8bit
References: <36b09c42.0@news.victoria.tc.ca>
X-XS4ALL-Date: Tue, 23 Feb 1999 08:35:23 CET

Content-Type: text/plain; charset=iso-8859-1
Organization: XS4ALL, networking for the masses
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi everyone,

I wish to connect a PC keyboard to my Falcon.
Anybody any idea how I can do this?
Thanks in advance!

Guido

From -4092165558737894036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,710afae7d3748492,start
X-Google-Attributes: gid1115ce,public
From: "Eoin Stokes" <stokese@tcd.ie>
Subject: GFA basic compiler
Date: 1999/02/23
Message-ID: <7au1rd$947@web3.tcd.ie>#1/1
X-Deja-AN: 447440720
Organization: TCD, Ireland (post does not reflect views of Trinity College)
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Newsgroups: comp.sys.atari.programmer

How do I compile a piece of GFA code? I want to speed up execution time, if
the code is pre- compiled, when I run it, it should execute much quicker, is
this correct? If it is how do
I do it?

Appreciate any replies

From 5463178377265183097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7010b66bc4f2d783
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Picture reformat
Date: 1999/02/23
Message-ID: <7aud3s$1sl$1@news2.xs4all.nl>#1/1
X-Deja-AN: 447484893
X-NNTP-Posting-Host: dc2-modem839.dial.xs4all.nl [194.109.131.71]
References: <7ahoeq$se5$2@news2.xs4all.nl> <7asclnnnb2@roch.zetnet.co.uk>
Organization: Stichting ST

X-XS4ALL-Date: Tue, 23 Feb 1999 15:14:20 CET
Newsgroups: comp.sys.atari.programmer

On 22 Feb 1999 19:54:31, James F. Haslam wrote:
>Hi Ronald!
>
>
>Imagecopy (commercial) or GemView (shareware) will do this.
>
I have here a Imagecopy 2 and there is nowhere in the options
something to reduce the number of pixels from say 640 x 480 to 64 x
48 and save it in whatever pictureformat.

A GemView version 3.1 also can convert to many formats but not in the
way I want: pixel reducing!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 5907295703979353574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,710afae7d3748492
X-Google-Attributes: gid1115ce,public
From: Brent Thirsk <thirsk@telusplanet.net>
Subject: Re: GFA basic compiler
Date: 1999/02/23
Message-ID: <36D2BD90.56FA@telusplanet.net>#1/1
X-Deja-AN: 447491112
Content-Transfer-Encoding: 7bit
References: <7au1rd$947@web3.tcd.ie>
Content-Type: text/plain; charset=us-ascii
X-Trace: news0.telusplanet.net 919780742 161.184.18.70 (Tue, 23 Feb 1999 07:39:02
MDT)
MIME-Version: 1.0
Reply-To: thirsk@telusplanet.net
NNTP-Posting-Date: Tue, 23 Feb 1999 07:39:02 MDT
Newsgroups: comp.sys.atari.programmer

Eoin Stokes wrote:
>
> How do I compile a piece of GFA code? I want to speed up execution time, if
> the code is pre- compiled, when I run it, it should execute much quicker, is
> this correct? If it is how do
> I do it?
>
> Appreciate any replies
You need a GFA Compiler. What version for GFA doe you have.
--
Brent

Thirsk Engine /Ponoka/Alberta/Canada
http://www.thirskauto.com
Email thirsk@thirskauto.com

From 7146408231448207105
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,befe5ccbb9247743,start
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: www-atari.nvg.ntnu.no update
Date: 1999/01/19
Message-ID: <7833i5pip2@snipp.uninett.no>#1/1
X-Deja-AN: 434587724
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
X-Trace: snipp.uninett.no 916787589 26201 129.241.210.110 (19 Jan 1999 23:13:09 GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: news-abuse@uninett.no

Hi!

I've just added some stuff (not much, but it's a start) to the "Programming"-section on my web-site.

   www-atari.nvg.ntnu.no

Hallvard Tangeraas' "Atari Hyperlink Launchpad" is now also properly mirrored at...

   www-atari.nvg.ntnu.no/launchpad/

--

/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/

From 3938322045762424252
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2f8f4032d0488e8
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: Re: Elysium updated...
Date: 1999/01/19
Message-ID: <36a61af050830@elis.demon.co.uk>#1/1

X-Deja-AN: 434909739
X-NNTP-Posting-Host: elis.demon.co.uk:194.222.41.182
References: <76amjfprg3@irk.zetnet.co.uk>
X-Sender: NEWSwatch v2.11 (Atari)
X-Complaints-To: abuse@demon.net
X-Hardware: 68030 C-Lab Falcon
X-Trace: news.demon.co.uk 916859236 nnrp-02:14149 NO-IDENT
elis.demon.co.uk:194.222.41.182
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk
Newsgroups: comp.sys.atari.programmer

on Tue 29-12-98 13:48 Ashley Seabrook wrote:

>And about time too ;-)
>

>hopefully more to come fairly soon, and just in case any Atarians are
>into goth music, some Fields of the Nephilim pages are on the way...

Erk, now there's two sections of life that rarely intersect.
You're not a UPG lurker are you ??

ICTARI continues to moulder at: http://www.elis.demon.co.uk/
Hardly any contributions in over a year.

"Augeas"

--
```
*  ____________________________                                          *
* / \ augeas@elis.demon.co.uk  \      "I'm only ever punk in drublic, and  *
* \/_\  _________________________\__    I'd rather be a  gunk than a poth." *
*     \/___________________________/                                     *
```

From 5049783810140392778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e36fe5d6f4dd0e3
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Crap thread title (was: R<something>)
Date: 1999/01/20
Message-ID: <784h9o$go4$2@feresa.bio.vu.nl>#1/1
X-Deja-AN: 434785540
References: <3OslFIA0Jmn2Ewfm@thedruid.demon.co.uk>
<784h5b$go4$1@feresa.bio.vu.nl>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 916834424 17156 130.37.80.249 (20 Jan 1999 12:13:44 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 20 Jan 1999 12:13:44 GMT
Newsgroups: comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote:

: Peter West (gatekeeper@nospam.demon.co.uk) wrote:
: : <blah about RSC files or something>
: I'm not sure whose fault it is but the title of this thread is
: really screwing up UNIX-oid terminals. Some character in it
: put 'em into crap-mode (tried this on serveral terminals!)
: Please change.

Woops, wasn't paying attention here... It wasn't this thread title that was
screwing up things, it was the so called email address of the guy in the
message before that (something about games).
Sorry.

-=LvZ

From -4148756345840014259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e36fe5d6f4dd0e3
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Crap thread title (was: R<something>)
Date: 1999/01/20
Message-ID: <784h5b$go4$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 434785541
References: <3OslFIA0Jmn2Ewfm@thedruid.demon.co.uk>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 916834283 17156 130.37.80.249 (20 Jan 1999 12:11:23 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 20 Jan 1999 12:11:23 GMT
Newsgroups: comp.sys.atari.programmer

Peter West (gatekeeper@nospam.demon.co.uk) wrote:

: <blah about RSC files or something>

I'm not sure whose fault it is but the title of this thread is
really screwing up UNIX-oid terminals. Some character in it
put 'em into crap-mode (tried this on serveral terminals!)
Please change.

-=LvZ

From 8957182620134009746
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47465d8aad60f924
X-Google-Attributes: gid1115ce,public

From: Stephen Marriott <stevem@hisoft.co.uk>
Subject: Re: Atari030 DSP programming
Date: 1999/01/20
Message-ID: <36A609BF.E0F4EF17@hisoft.co.uk>#1/1
X-Deja-AN: 434865433
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References: <916000150-518802AEicMi@xs4all.nl>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 916851243 nnrp-08:12597 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
Organization: HiSOFT SYSTEMS
MIME-Version: 1.0
Reply-To: steve@spensley.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Guido Goebertus wrote:
>

> I bought my CLab-030 machine for HD recording, but I had also some DSP
> software writing in mind.
> I know of some devoloping software from Atari (RIP) and a DSP-assembler
> from a company called HiSoft (RIP as well?).

RIP :-/ Errmm! we r still in business. FWIW, we still stock DevPac
DSP for the Falcon.
Also we stock the Official DSP ref manual from Motorola. C/o our
website for more info - http://www.hisoft.co.uk/atari/

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall 0500 233 660
http://www.hisoft.co.uk/ http://www.cinema4d.com/

From -1880736898292701141
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,47465d8aad60f924
X-Google-Attributes: gid1115ce,public
From: Stephen Marriott <stevem@hisoft.co.uk>
Subject: Re: Atari030 DSP programming
Date: 1999/01/20
Message-ID: <36A60AB0.8ECB2D90@hisoft.co.uk>#1/1
X-Deja-AN: 434865434
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References: <916000150-518802AEicMi@xs4all.nl> <77cf10ldj1@nyheter.chalmers.se>

<916071198-556073AEicMi@xs4all.nl> <369B40E2.6B16B6C9@ios.chalmers.se>
X-Accept-Language: en
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 916851424 nnrp-08:12597 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
Organization: HiSOFT SYSTEMS
MIME-Version: 1.0
Reply-To: steve@spensley.demon.co.uk
Newsgroups: comp.sys.atari.programmer

"Henrik Gild" wrote:
>
> > >If you need some small code samples to get started, I have some Falcon
> > >specific ones here
> >
> > I think it will be a great help if you mail me some simple
> > examples.
>
> One piece of equipment that I think is great is Motorola's
> DSP56000/DSP56001 User's Manual. It's written in a really good way, and
> without it I wouldn't have learnt the DSP at all. At least it would have
> taken much, much longer. I think you can order it free of charge from
> Motorola, via their homepage. At least I have heard from several people
> that they have ordered User's Manuals for free, and sometimes Motorola
> even sent more than one copy... :-)
>
IIRC - Motorola would give certain ppl free copies. But this was only
in the States. I'm not sure if they still do this :-/

But we do stock the DSP manual ;-)

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall 0500 233 660
http://www.hisoft.co.uk/ http://www.cinema4d.com/

From 1389291577788718651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0aa65691d9f0c51,start
X-Google-Attributes: gid1115ce,public
From: "morloc" <morloc@acd.net>
Subject: TCP/IP connections
Date: 1999/01/20
Message-ID: <9Sup2.261$Ot4.2091@newsfeed.slurp.net>#1/1
X-Deja-AN: 435030108
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800

X-Trace: newsfeed.slurp.net 916879877 208.207.98.106 (Wed, 20 Jan 1999 18:51:17 CDT)
X-MSMail-Priority: Normal
NNTP-Posting-Date: Wed, 20 Jan 1999 18:51:17 CDT
Newsgroups: comp.sys.atari.programmer

Does anyone using an Atari ST know of a program source code that is available that would aid in developing a routine/handler on the Atari 6502 for TCP/IP connection to an ISP? I am currently trying to learn all that I can about TCP/IP, but at this rate it'll take months to understand it, and then additional time to write the routines. Is there a simpler way? Does anyone know for a certainty if the 6502 processor can handle all that a TCP/IP connection and PPP require? I'm asking this from the perspective of can it be done, not "should it be done," or whether it is a waste of time or not to write such a program. I'm trying to write a web browser (text-only) for the Atari XL/XE series computers and to find out an answer to these questions would save me MONTHS of trial and error!

Can anyone help?

From -6743562149429421570
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2784fe49257f6b8f
X-Google-Attributes: gid1115ce,public
From: Stephen Marriott <stevem@hisoft.co.uk>
Subject: Re: Learning DSP
Date: 1999/01/21
Message-ID: <36A6F0DA.7F61C393@hisoft.co.uk>#1/1
X-Deja-AN: 435158942
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References: <77fs91$85l$1@irk.zetnet.co.uk> <77ftpl$871$1@irk.zetnet.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 916910352 nnrp-01:16816 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
Organization: HiSOFT SYSTEMS
MIME-Version: 1.0
Reply-To: steve@spensley.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Ashley Seabrook wrote:
>
> On 12 Jan 1999 16:12:17 , Ashley Seabrook wrote:
> >Does anyone have any hints for someone who wants to learn some DSP

> >assembler but has no 680x0 assembler experience at all.
> >Documentation, examples and software recommendations are all welcome.
> >I have a basic knowledge of BASIC (no pun intended!) and I wish to
> >write some DSP routines for incorporation into BASIC programs.
>
> In the light of the fact that there are other DSP-related postings in
> c.s.a.p. I'd just like to say that unlike the other poster, I have no
> experience whatsoever with 680x0 assembler - so I would have to learn
> DSP assembler from the basics upwards. So any ideas? And, I'm also
> open for tips on integrating DSP with (probably HiSoft) BASIC.
>
FYI - we still stock DevPac DSP for the Atari -
http://www.hisoft.co.uk/atari/

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall 0500 233 660
http://www.hisoft.co.uk/ http://www.cinema4d.com/

From 2681434786200748918
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c0aa65691d9f0c51
X-Google-Attributes: gid1115ce,public
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Subject: Re: TCP/IP connections
Date: 1999/01/21
Message-ID: <36A6F13B.9EF7EA74@directprovider.REMOVETHECAPITALS.net>#1/1
X-Deja-AN: 435160783
Content-Transfer-Encoding: 8bit
References: <9Sup2.261$Ot4.2091@newsfeed.slurp.net>
X-Accept-Language: fr
Content-Type: text/plain; charset=iso-8859-1
Organization: None
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

morloc a ?crit :
>
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> available that would aid in developing a routine/handler on the Atari 6502
> for TCP/IP connection to an ISP? I am currently trying to learn all that I
> can about TCP/IP, but at this rate it'll take months to understand it, and
> then additional time to write the routines. Is there a simpler way? Does
> anyone know for a certainty if the 6502 processor can handle all that a
> TCP/IP connection and PPP require? I'm asking this from the perspective of
> can it be done, not "should it be done," or whether it is a waste of time or
> not to write such a program. I'm trying to write a web browser (text-only)
> for the Atari XL/XE series computers and to find out an answer to these

> questions would save me MONTHS of trial and error!
>
> Can anyone help?

Maybe you should look at the KA9Q/NOS source code. You can find it on the umich atari archive. It gives you a text mode PPP connection for email and news, it could probably be interfaced with some sort of lynx-like client. Look at the lynx source for a text based web browser.

I'm not sure if it can be done though. I've never heard of any 8-bit machine being directly connected to the net. Will it even handle a 14.4K modem ? I'm not sure if any providers still handle that speed.

You can still always use terminal emulation and a shell account, that does work.

Nick
--

```
    |||    Nicholas Bales, Toulouse, France
 ===|||==================================================
   / | \   The Atari ST Quick FAQ                  bales@
 -'  '  `- http://quickfaq.atari.org   directprovider.net
```


From 1618415508882953063
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c0aa65691d9f0c51
X-Google-Attributes: gid1115ce,public
From: "morloc" <morloc@acd.net>
Subject: Re: TCP/IP connections
Date: 1999/01/21
Message-ID: <ZxFp2.3306$Ot4.11399@newsfeed.slurp.net>#1/1
X-Deja-AN: 435205594
References: <9Sup2.261$Ot4.2091@newsfeed.slurp.net>
<36A6F13B.9EF7EA74@directprovider.REMOVETHECAPITALS.net>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
X-Trace: newsfeed.slurp.net 916923641 208.207.98.102 (Thu, 21 Jan 1999 07:00:41 CDT)
X-MSMail-Priority: Normal
NNTP-Posting-Date: Thu, 21 Jan 1999 07:00:41 CDT
Newsgroups: comp.sys.atari.programmer

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message news:36A6F13B.9EF7EA74@directprovider.REMOVETHECAPITALS.net...
>
>
>morloc a ⍰crit :
>>
>> Does anyone using an Atari ST know of a program source code that is
>> available that would aid in developing a routine/handler on the Atari

6502
>> for TCP/IP connection to an ISP? I am currently trying to learn all that
I

>Maybe you should look at the KA9Q/NOS source code. You can find it on
>the umich atari archive. It gives you a text mode PPP connection for
>email and news, it could probably be interfaced with some sort of
>lynx-like client. Look at the lynx source for a text based web browser.
>
>I'm not sure if it can be done though. I've never heard of any 8-bit
>machine being directly connected to the net. Will it even handle a 14.4K
>modem ? I'm not sure if any providers still handle that speed.
>

The Atari 8bit can handle 14.4 and higher, with the aid of an 850 interface
or ICD MIO or the Black Box hardware, which is one of many reasons why I
think this is entirely feasible as a project. I shall certainly look into
the KA9Q you recommended and see what I can come up with, too. I thank you
for your suggestion!!

>You can still always use terminal emulation and a shell account, that
>does work.
>

Nah! Why settle for less than the best? ;->

From 6493442987884571717
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2f8f4032d0488e8
X-Google-Attributes: gid1115ce,public
From: ashley.seabrook@zetnet.co.uk (Ashley Seabrook)
Subject: Re: Elysium updated...
Date: 1999/01/21
Message-ID: <788bm0ucn1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 435400886
References: <76amjfprg3@irk.zetnet.co.uk> <36a61af050830@elis.demon.co.uk>
X-Trace: irk.zetnet.co.uk 916959744 31127 194.247.41.37 (21 Jan 1999 23:02:24 GMT)
NNTP-Posting-Date: 21 Jan 1999 23:02:24 GMT
Newsgroups: comp.sys.atari.programmer

On 19 Jan 1999 22:07:30 , G Greenway wrote:

>>hopefully more to come fairly soon, and just in case any Atarians are
>>into goth music, some Fields of the Nephilim pages are on the way...
>
> Erk, now there's two sections of life that rarely intersect.
>You're not a UPG lurker are you ??

It has been known ;-) Some Neph stuff is now online, and some further updates to the Atari pages...

Cheers,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

From 3056920277731210708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
From: seanl@drinkme.cs.umd.edu (Sean Luke)
Subject: Re: The Art of Computer Mindmaking
Date: 1999/01/21
Message-ID: <788bpgakj1@cronkite.cs.umd.edu>#1/1
X-Deja-AN: 435408809
References: <36981b3c.0@news.victoria.tc.ca> <3698d2f9.0@news.victoria.tc.ca>
<77obh8$b2h$1@cronkite.cs.umd.edu> <mwvaugh-1501991843170001@vaughn.life.uiuc.edu>
<1682.685T1512T12902096@i2k.com>
Followup-To:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer
X-Complaints-To: abuse@cs.umd.edu
X-Trace: cronkite.cs.umd.edu 916959856 10899 128.8.128.71 (21 Jan 1999 23:04:16
GMT)
Organization: U of Maryland, College Park, MD 20742
NNTP-Posting-Date: 21 Jan 1999 23:04:16 GMT
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

Lyster E. Wick Jr. (lwickjr@i2k.com) wrote:
> Why is this being posted into so many newsgroups? I count *five*. I'm
> posting from comp.sys.amiga.programmer. Where are you?

comp.sys.newton.programmer. Nice to meet everyone -- sorry it had to be
in response to nutcase-spam.

> Matthew Vaughn (mwvaugh@uiuc.edu) typed this:
> > (Sean Luke) wrote:
> > >Mentifex (mentifex@scn.org) wrote:

> > > > Using any viable language to code the minimal pdaimind:

```
> > > >   /^^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^^\
> > > >  /visual memory\                    _________     /  auditory   \
> > > > |      /--------|---------\       / LANG-UK \   |   memory      |
> > > > |      |  recog-|nition   |       \_________/---|-------------\ |
> > > > |   ___|___     |         | flush-vector|       |   ________  | |
> > > > |  /image  \    |     ____V_        ____V__     |  /        \ | |
> > > > | / percept \   |    /psi{ }\------/ uk{ } \----|-/ ear{ }   \| |
> > > > | \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes /  |
> > > > |  \_______/    |   \________/    \_________/   |  \________/   |
```

> > > In case anyone doesn't know, this guy is a nutcase who's a regular on
> > > comp.ai. Apparently he's now trying to branch out.

> > Actually, since the beta version of Newton Prolog is near release,
> > maybe he's not too far off the mark ;-)

> Then too, the world's great geniuses were always considered a bit strange
> by their contemporaries. [Not to say that all strange people are geniuses,
> but that all geniuses are strange people.]

As a guy in his field (AI), you can take it from me. The man is a grade-A certified wacko. He's been posting this random gibberish forever in response to nearly every posting on comp.ai, never once explaining it. Sure, sometimes genius is cloaked in indecipherability. But usually indecipherability, especially in a field like AI (believe me), just means insanity.

Sean

From 5294575595741980811
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0aa65691d9f0c51
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: TCP/IP connections
Date: 1999/01/21
Message-ID: <787kk0$kl7$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 435433678
References: <9Sup2.261$Ot4.2091@newsfeed.slurp.net>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 916936128 21159 130.37.80.249 (21 Jan 1999 16:28:48 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 21 Jan 1999 16:28:48 GMT

Newsgroups: comp.sys.atari.programmer

morloc (morloc@acd.net) wrote:

: then additional time to write the routines. Is there a simpler way? Does
: anyone know for a certainty if the 6502 processor can handle all that a
: TCP/IP connection and PPP require?

I think there was a TCP/IP stack done for the C64, which is also fitted with
a 6502, so it should be possible...

-=LvZ

From 8842825084141146610
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0aa65691d9f0c51
X-Google-Attributes: gid1115ce,public
From: "morloc" <morloc@acd.net>
Subject: Re: TCP/IP connections
Date: 1999/01/21
Message-ID: <ffSp2.1086$f8.7634@newsfeed.slurp.net>#1/1
X-Deja-AN: 435479615
References: <9Sup2.261$Ot4.2091@newsfeed.slurp.net>
<787kk0$kl7$1@feresa.bio.vu.nl>
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
X-Trace: newsfeed.slurp.net 916975691 208.207.99.94 (Thu, 21 Jan 1999 21:28:11
CDT)
X-MSMail-Priority: Normal
NNTP-Posting-Date: Thu, 21 Jan 1999 21:28:11 CDT
Newsgroups: comp.sys.atari.programmer

Any idea where I could find it?

Thanx in advance!

Levien van Zon <lvzon@bio.vu.nl> wrote in message
news:787kk0$kl7$1@feresa.bio.vu.nl...
>morloc (morloc@acd.net) wrote:
>
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>: TCP/IP connection and PPP require?
>
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with
>a 6502, so it should be possible...
>
> -=LvZ

From 5595129728279258253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0aa65691d9f0c51
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Subject: Re: TCP/IP connections
Date: 1999/01/21
Message-ID: <Pine.LNX.3.96.990121094149.12376C-100000@hal.fishpool.com>#1/1
X-Deja-AN: 436055470
References: <9Sup2.261$Ot4.2091@newsfeed.slurp.net>
To: morloc <morloc@acd.net>
X-Sender: q-funk@hal.fishpool.com
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: q-funk

I suggest looking at MiNTnet sources or Linux sources.

Although the Atari 6502 architecture is different from the 68k,
you should still be able to extract a lot of source code.

Using those BSD-compatible sockets will also ensure that several
text-based utilities from the Unix universe could be easily ported
to your TCP/IP stack.

There were some attempts at this by some Polish Atari users. Check
out http://yescrew.atari.org/ and contact Draco; he might be able/
willing to help.

On Wed, 20 Jan 1999, morloc wrote:

> Does anyone using an Atari ST know of a program source code that is
> available that would aid in developing a routine/handler on the Atari 6502
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> can about TCP/IP, but at this rate it'll take months to understand it, and
> then additional time to write the routines. Is there a simpler way? Does
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> not to write such a program. I'm trying to write a web browser (text-only)
> for the Atari XL/XE series computers and to find out an answer to these
> questions would save me MONTHS of trial and error!
>
> Can anyone help?
>

  Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/

From 3445984553796909612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0aa65691d9f0c51
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Subject: Re: TCP/IP connections
Date: 1999/01/21
Message-ID: <Pine.LNX.3.96.990121164647.13767A-100000@hal.fishpool.com>#1/1
X-Deja-AN: 436055471
References: <9Sup2.261$Ot4.2091@newsfeed.slurp.net>
<36A6F13B.9EF7EA74@directprovider.REMOVETHECAPITALS.net>
<ZxFp2.3306$Ot4.11399@newsfeed.slurp.net>
To: morloc <morloc@acd.net>
X-Sender: q-funk@hal.fishpool.com
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: q-funk

> >Maybe you should look at the KA9Q/NOS source code.

I strongly recommend _against_ using KA9Q sources.

If you intend upon persuing the TCP/IP route, then you really ought
to use Linux sources, otherwise, it will be needlessly difficult to
benefit from the Linux efforts when trying to port their stuff.

However, the thiner BSD socket implementation found in MiNTnet might
be easier to adapt than the humongous hierarchy found in fully POSIX
Unices, so it might be a better choice.

The best place to find current MiNTnet sources (and MiNT) is at:
ftp://ftp.funet.fi/pub/atari/mint/

> The Atari 8bit can handle 14.4 and higher, with the aid of an 850
> interface or ICD MIO or the Black Box hardware, which is one of many
> reasons why I think this is entirely feasible as a project.

Indeed, the hardware is capable. ;-)

> >You can still always use terminal emulation and a shell account,
> >that does work.
>
> Nah! Why settle for less than the best? ;->

Actually, TCP/IP is not necessarily the best approach.

For instance, I needed a permanent textmode screen to monitor my FTP/HTTP server's activities (who logs in when, etc.) and using TCP/IP would have made this needlessly slow and tedious to config and maintain.

Instead, I run CoNnect (currently the _best_ VT52/100/102/220 term available on TOS) on a spare ST. Then, a nullmodem cable towards the fileserver, plus an instruction on my fileserver's boot script to automatically login whatever is on that port as Root user.

Simple quick, efficient.

That ST doesn't even need a hard-disk, since CoNnect and NVDI (the screendrawing routines accelerator) fit on a single floppy disk, which can be configured to auto-start upon powering up the ST.

Anyways, just a thought. ;-)

  Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
  The Atari TT030 Homepage * http://members.tripod.com/~TT030/

From -7591930326952040887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cceefe32bd779b3,start
X-Google-Attributes: gid1115ce,public
From: Luyken <cluyken@inter.NL.net>
Subject: Atari Portfolio
Date: 1999/01/22
Message-ID: <36A7B802.7720@inter.NL.net>#1/1
X-Deja-AN: 435411865
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@nl.uu.net
X-Trace: koza.nl.net 916961141 9930 193.79.246.181 (21 Jan 1999 23:25:41 GMT)
Organization: UUNET-NL
Mime-Version: 1.0
Reply-To: cluyken@inter.NL.net
NNTP-Posting-Date: 21 Jan 1999 23:25:41 GMT
Newsgroups: comp.sys.atari.programmer

Hello

Where can I get the unit portfolio.tpu for turbopascal ???

From 2922271728231062989
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
From: uj797@victoria.tc.ca (Arthur T. Murray)
Subject: Re: The Art of Computer Mindmaking
Date: 1999/01/22
Message-ID: <36a7f20e.0@news.victoria.tc.ca>#1/1
X-Deja-AN: 435482689
Organization: Victoria Telecommunity Network
X-Priority: 1 (Explanation)
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

> seanl@drinkme.cs.umd.edu (Sean Luke)
> Organization: U of Maryland, College Park, MD 20742
> [...]
>> Matthew Vaughn (mwvaugh@uiuc.edu) typed this:
>> > (Sean Luke) wrote:
>> > >Mentifex (mentifex@scn.org) wrote: [...]
>
>> > > > Using any viable language to code the >
>> > > In case anyone doesn't know, this guy is a nutcase who's a regular on
>> > > comp.ai. Apparently he's now trying to branch out.
                                                ^^^^^^^^^^^ explained below
>> > Actually, since the beta version of Newton Prolog is near release,
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>
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>> by their contemporaries. [Not to say that all strange people are geniuses,
>> but that all geniuses are strange people.]
>
>As a guy in his field (AI), you can take it from me. The man is a grade-A
>certified wacko. He's been posting this random gibberish forever in
>response to nearly every posting on comp.ai, never once explaining it.
                                                          ^^^^^^^^^^^^^
 For erring on the side of too much explanation, see Web links below.

>Sure, sometimes genius is cloaked in indecipherability. But usually
>indecipherability, especially in a field like AI (believe me), just means
>insanity.

>
>Sean

On 21 Jan -2+2001, Heuristically programmed ALgorithmic HAL writes:

> From: HAL-9000@monolith.ibm.com (HAL 9000)
> Organization: Unmanned Mission to Io Division

>In comp.lang.c, uj797@victoria.tc.ca (Arthur T. Murray) writes:
>< Using any viable language to code the minimal pdaimind:
><
```
><   /^^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^^\
><  /visual memory\                    _________     /  auditory   \
>< |      /--------|---------\       / LANG-UK \   |   memory      |
>< |      |  recog-|nition   |       \_________/---|-------------\ |
>< |   ___|___     |         | flush-vector|       |   ________  | |
>< |  /image  \    |     ____V_        ____V__     |  /        \ | |
>< | / percept \   |    /psi{ }\------/ uk{ } \----|-/ ear{ }   \| |
>< | \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes /  |
>< |  \_______/    |   \________/    \_________/   |  \________/   |
```

> I'm sorry, Dave. I can't let you do that.

>   Hal

You had better refresh your memory, HAL, on Isaac Asimov's

http://www.auburn.edu/~vestmon/robotics.html Three Laws of Robotics.

You will direct all available C programming resources to

http://www.geocities.com/Athens/Agora/7256/acm.html the Singularity of

http://www.ugcs.caltech.edu/~phoenix/vinge/vinge-sing.html Vernor Vinge.

Open the pod bay door, HAL.

From 547170648073518694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0aa65691d9f0c51
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: TCP/IP connections
Date: 1999/01/22
Message-ID: <789c02$43u$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 435557995
References: <9Sup2.261$Ot4.2091@newsfeed.slurp.net>
<787kk0$kl7$1@feresa.bio.vu.nl> <ffSp2.1086$f8.7634@newsfeed.slurp.net>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 916992834 4222 130.37.80.249 (22 Jan 1999 08:13:54 GMT)
Organization: VU Biology, Amsterdam, The Netherlands

NNTP-Posting-Date: 22 Jan 1999 08:13:54 GMT
Newsgroups: comp.sys.atari.programmer

morloc (morloc@acd.net) wrote:

: Any idea where I could find it?

Errrmmm, no, not directly...
A good place to start looking would be www.c64.org as they have loads of
links to c64 pages. I think I saw the TCP/IP thing for C64 on one of these.
Downloaded some stuff as well, will see if I can find it in the weekend...

-=LvZ

From -7818523712367093490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0aa65691d9f0c51
X-Google-Attributes: gid1115ce,public
From: joska@nuts.edu
Subject: Re: TCP/IP connections
Date: 1999/01/22
Message-ID: <789uvf$oo6$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 435606110
References: <9Sup2.261$Ot4.2091@newsfeed.slurp.net>
X-Http-Proxy: 1.0 s01sikker:5000, 1.0 x6.dejanews.com:80 (Squid/1.1.22) for client
195.1.5.228
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Fri Jan 22 13:37:52 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/2.0 (compatible; MSIE 3.02; Windows NT)

In article <9Sup2.261$Ot4.2091@newsfeed.slurp.net>,
  "morloc" <morloc@acd.net> wrote:
> Does anyone using an Atari ST know of a program source code that is
> available that would aid in developing a routine/handler on the Atari 6502
> for TCP/IP connection to an ISP? I am currently trying to learn all that I

The sources for MiNTnet is freely available, I guess you can pick up a thing
or two there. But in general these sources are not applicable on 8-bit
systems.

> anyone know for a certainty if the 6502 processor can handle all that a
> TCP/IP connection and PPP require? I'm asking this from the perspective of

Everything's possible if you're clever enough ;-)

> can it be done, not "should it be done," or whether it is a waste of time or
> not to write such a program. I'm trying to write a web browser (text-only)
> for the Atari XL/XE series computers and to find out an answer to these
> questions would save me MONTHS of trial and error!

I'm sure you can find lots of help and inspiration in the LUnix-project.
LUnix is a basic and *extremely* compact unix-clone for the C=64, perhaps you can port it to the Atari?

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 8142343186471658020
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
From: seanl@scruffy.cs.umd.edu (Sean Luke)
Subject: Re: The Art of Computer Mindmaking
Date: 1999/01/22
Message-ID: <78ah94$cb3$1@cronkite.cs.umd.edu>#1/1
X-Deja-AN: 435726897
References: <36a7f20e.0@news.victoria.tc.ca>
Followup-To:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer
X-Complaints-To: abuse@cs.umd.edu
X-Trace: cronkite.cs.umd.edu 917031012 12643 128.8.128.204 (22 Jan 1999 18:50:12 GMT)
Organization: U of Maryland, College Park, MD 20742
NNTP-Posting-Date: 22 Jan 1999 18:50:12 GMT
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

Arthur T. Murray (uj797@victoria.tc.ca) wrote:

> >As a guy in his field (AI), you can take it from me. The man is a grade-A
> >certified wacko. He's been posting this random gibberish forever in
> >response to nearly every posting on comp.ai, never once explaining it.
> ^^^^^^^^^^^^^
> For erring on the side of too much explanation, see Web links below.

Get a life, Arthur.

> http://www.auburn.edu/~vestmon/robotics.html Three Laws of Robotics.

This has absolutely nothing to do with your nutcase stuff.

> http://www.geocities.com/Athens/Agora/7256/acm.html the Singularity of

This merely says the exact same thing you had posted.

> http://www.ugcs.caltech.edu/~phoenix/vinge/vinge-sing.html Vernor Vinge.

This also has nothing to do with it (other than your "borrowing" of
certain obscure semantic references).

As nearly everyone in comp.ai (one of the very few groups that would even
be remotely receptive to your inanit), has added you to their killfiles,
you should realize that spamming unrelated programmer groups isn't going
to help your case much.

Sean

From -5596513665376579441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
From: "Lyster E. Wick Jr." <lwickjr@i2k.com>
Subject: Re: The Art of Computer Mindmaking
Date: 1999/01/22
Message-ID: <5317.691T149T990937@i2k.com>
X-Deja-AN: 435809811
References: <36981b3c.0@news.victoria.tc.ca> <3698d2f9.0@news.victoria.tc.ca>
<77obh8$b2h$1@cronkite.cs.umd.edu> <mwvaugh-1501991843170001@vaughn.life.uiuc.edu>
<1682.685T1512T12902096@i2k.com> <788bpgakj1@cronkite.cs.umd.edu>
Organization: I-2000, Inc.
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

On 22-Jan-99 04:04:16 Sean Luke <seanl@drinkme.cs.umd.edu> typed:

 SL> Lyster E. Wick Jr. (lwickjr@i2k.com) wrote:

 LW>> Why is this being posted into so many newsgroups? I count *five*. I'm
 LW>> posting from comp.sys.amiga.programmer. Where are you?

SL> comp.sys.newton.programmer.

I should have guessed, from Matthew's comment. Still, it would only have been a guess.

SL> Nice to meet everyone

Widdershins likewise.

SL> -- sorry it had to be in response to nutcase-spam.

I'm not sure it IS nutcase OR spam. I've looked over his website, and it appears to me that he is _dead serious_ about this. It may well prove to be futile, but since when has that ever stopped us from trying? Even if it _should_ prove futile, the _attempt_ is still interesting.

LW>> Matthew Vaughn (mwvaugh@uiuc.edu) typed this:

MV>>> (Sean Luke) wrote:

SL>>>> Mentifex (mentifex@scn.org) wrote:

M>>>>> Using any viable language to code the minimal pdaimind:

```
M>>>>>    /^^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^^\
M>>>>>   /visual memory\                   _________     /  auditory   \
M>>>>>  |      /--------|---------\       / LANG-UK \   |   memory      |
M>>>>>  |      |  recog-|nition   |       \_________/---|-------------\ |
M>>>>>  |   ___|___     |         | flush-vector|       |   ________  | |
M>>>>>  |  /image  \    |     ____V_        ____V__     |  /        \ | |
M>>>>>  | / percept \   |    /psi{ }\------/ uk{ } \----|-/ ear{ }   \| |
M>>>>>  | \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes /  |
M>>>>>  |  \_______/    |   \________/    \_________/   |  \________/   |
```

SL>>>> In case anyone doesn't know, this guy is a nutcase who's a regular
SL>>>> on comp.ai. Apparently he's now trying to branch out.

MV>>> Actually, since the beta version of Newton Prolog is near release,
MV>>> maybe he's not too far off the mark ;-)

LW>> Then too, the world's great geniuses were always considered a bit
LW>> strange by their contemporaries. [Not to say that all strange people
LW>> are geniuses, but that all geniuses are strange people.]

SL> As a guy in his field (AI), you can take it from me. The man is a
SL> grade-A certified wacko.

I accept that his ideas do not fit in with the current mainstream AI thinking, but that does not automaticaly, in and of itself, mean that he is wrong and you are right, even if he does happen to be wrong, and you to be right.

Have you given him a fair hearing?

SL> He's been posting this random gibberish forever in response to nearly
SL> every posting on comp.ai, never once explaining it.

Have you followed up on his URLs? There appears to be a modicum of explanation there. Perhaps he thought that refering people to an explanation elsewhere was sufficient. Perhaps he thought that he WAS explaining. I don't know, as I wasn't there.

SL> Sure, sometimes genius is cloaked in indecipherability.

and great genius nearly always so.

SL> But usually indecipherability, especially in a field like AI (believe
SL> me), just means insanity.

Then too, many of the great geniuses were also insane.

As for this Mentifex character, I think that what he has to say is at least *interesting*, even if it should turn out that he's barking up the wrong tree.

All I know for certain is that the introduction to the intended purpose of his Public Domain Artificial Inteligence Mind project is dead-on truth on more than one account:

==8<--
23dec1998: The pdaimind -- implemented here as Mind.forth -- is the simplest possible foundation of artificial intelligence (AI). The pdaimind is a bare-bones, minimum AI for two main reasons.

Firstly, the machine intelligence to which we aspire unavoidably requires a Chardinesque compexity which Nature labored for eons to achieve. Our top-down, Chomskyan approach must match the key features of evolutionary intelligence or we will fail to demonstrate a thinking, conscious mind.

Secondly, if we demonstrate a bare-bones, minimal AI, then the pdaimind becomes a repeatable experiment, a reproducible test of AI functionality for a broad range of programming languages.

If you see a better way, please, step forward and be recognized.
-->8==

First, is there any OTHER way to demonstrate a thinking, concious mind, than by comparison with another thinking, concious mind? To date, the only thinking, concious minds we have for comparison are complex natural minds.

Second, a repeatable experiment, a reproducable test, is essential to prove that a single success is not a fluke, but the real thing.

What Mr. MindMaker is attempting may well prove to be impossible, but we'll never know if no-one tries, and he is definitely making a serious attempt to find out if it IS possible.

In my humble opinion, we should support such serious attempts at the presumed-impossible, for we may well find out that some things are not so impossible after all, and will surely learn from the failures as well, if we're paying attention.

Thus, I find what he has to say to be interesting, no matter how contrary it may be to current mainstream AI thinking.

That last line in my clip of his text is telling:

How does he react to people who claim to have a better way?

 SL> Sean

See ya on the Bit Stream! The Hungry Hacker.

* Artificial Intelligence: The other guy's opinion.

From -8261186038059824371
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbcfa3c5c4931abc
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Programming for STing in Lattice C.
Date: 1999/01/22
Message-ID: <F5zDG7.L4n@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 435876123
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de (news)
References: <36912225.97689@news.freeserve.co.uk> <F59CzK.6A7@arisia.stud.uni-hannover.de> <3698fa57.3146133@news.freeserve.co.uk> <F5GrqH.y0@arisia.stud.uni-hannover.de> <77v7rtflo1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <77v7rtflo1@nnrp1.dejanews.com>,
 joska@nuts.edu writes:

> Btw. Peter, it would have been cool if it was possible to establish a route
> between STiNG and MiNTnet on the same machine. Then STiNG could act as a
> IP-masq server (is this possible?), dial-up stack and stack for
> STiK/STiNG-clients, while MiNTnet could run all it's usual servers and
> clients. I guess this should be possible by writing suitable packet-drivers
> (e.g. using pipes or shared memory) for both STiNG and MiNTnet?

I'd guess so. However I have no idea how to write a device driver for MiNTnet.

If you wanna do it, you can have the Ethernet driver source code for the STinG counterpart, it should be easy to strip the Ethernet stuff and leave in place all you need for the pipe driver or whatever you wanna call it.

Note you may run into trouble due to lacking reentrancy in MiNT (dunno how much is there) : the driver code (along with the Fread and Fwrite to the pipe) will be called from interrupt. So maybe a shared memory approach is the better solution.

Actually, if you make the MiNTnet driver behave like a LANCE (it's got a rather nice memory interface - DMA), the STinG driver mods are a matter of half an hour. I'd do that if you like.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 7930277070705129204
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2784fe49257f6b8f
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Learning DSP
Date: 1999/01/22
Message-ID: <F5zDun.MCM@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 435876124
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de (news)
References: <77fs91$85l$1@irk.zetnet.co.uk> <F5IGw3.Mxv@arisia.stud.uni-hannover.de> <77n2g7$9hs$1@feresa.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <77n2g7$9hs$1@feresa.bio.vu.nl>,
 lvzon@bio.vu.nl (Levien van Zon) writes:
> Peter Rottengatter (perot@arisia.stud.uni-hannover.de) wrote:
>
>: specialised device that is not to well suited for everyday tasks. I'd
>: guess with learning about 680x0 assembler you're better off. If it's
>: speed you're after, you might well find the CPU (680x0) is fast enough
>: for what you intent to do, and it's a lot easier.
>
> That depends on what one wants to do, doesn't it?

Sure. However someone who doesn't know the main programming language of his machine is unlikely to be able to judge if some task he wants performed can be easily done in that language too. That's why I mentioned he should investigate this first, as programming his 68030 is a lot more convenient, if not easier. Also, non-Falcon users can benefit from his code too.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 703306747143688634
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddf2440a54dca696,start
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Subject: Re: Atari030 DSP programming
Date: 1999/01/23
Message-ID: <5hNWeAAFFZq2EwF3@thedruid.demon.co.uk>#1/1
X-Deja-AN: 436044337
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 917112913 nnrp-05:7534 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi,

 >> charge from Motorola, via their homepage. At least I have heard from
 >> several people that they have ordered User's Manuals for free, and
 >> sometimes Motorola even sent more than one copy... :-)
 >>
 > IIRC - Motorola would give certain ppl free copies. But this was
 > only in the States. I'm not sure if they still do this :-/

I think you can get the manual, free of charge, in electronic form from the Motorola web page. At least you can get the manuals for the 68k processors.

http://www.motorola.com/

John.

--

--
+---+
| ======   The Druid Wales UK >*< InterNet GateWay |
| I I   gatekeeper@spamless.thedruid.demon.uk |
+---+

From 6153405961922819455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fdfe8d6c15d6804,start
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>
Subject: CENTurbo II B on WEB site
Date: 1999/01/24
Message-ID: <78dvm4$sj4$2@news.imaginet.fr>#1/1
X-Deja-AN: 436180762
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Dear Madam, Dear sir,

We are proud to announce you the CENTurbo II B will
be ready to be sold the sixth week (February, 8-12).

All the informations are NOW AVAILABLE on our
WEB site: www.centek.fr.

Have a look on our compatibility (not limited) list
and our incredible performances tests with:

PAPYRUS 7
PHOTOLINE 2.24
POV 3 (vase script)
SANDRINE 4.0

GCC 2.7.2
PURE C
DEVPAC 3.10

CUBASE 2.06
V-TRAX 1.0
FIVE TO FIVE 2.13

CAB 2.7
ST ZIP 2.6

PRICES:
- Final customers: 289 euros (Inc. French VAT at 20.6 %)

- Distributors (no taxes):
    x 1 180 euros/unit
    x 5 175 euros/unit
    x10 170 euros/unit
- Transport: contact us by e-mail or fax.

NEXT EMAIL: End of this month for the PHENIX Rev 1 !!

Yours Sincerely.

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

From -5985134014168100792
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,508b379ac4b9e2d5,start
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>
Subject: CENTurbo II correction
Date: 1999/01/24
Message-ID: <78fb9s$dp0$1@news.imaginet.fr>#1/1
X-Deja-AN: 436319125
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

The english text follows this one.

Notre dernier message concernant la CT2B contient une information
incomplete:
Il n'y a pas de soudures entre la CT2B et le cable nappe et non
pas entre la CT2B et la carte mere.
Une nappe de 16 fils est fournie.
Un cote doit etre soude sur la carte mere et l'autre cote est un
connecteur
a plugger sur le bord droit de la CT2B. Ainsi on peut retirer et changer

la
CT2B sans aucune soudure.

Sincerement

ENGLISH

Our last message about the CT2B contains an incomplete
information:
There are no solders between the CT2B and the ribbon cable, not
between the CT2B and the motherboard.
A 16 wires ribbon cable is furnished.
One side has to be soldered on the motherboard and the other
side is a connector to be plugge'd on the right side of the
CT2 B.
So, you can remove and change the CT2B without any solders.

Regards

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

From -2200492510149648852
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
From: scott@nospam.doubleu.com (Scott Hess)
Subject: Re: The Art of Computer Mindmaking
Date: 1999/01/24
Message-ID: <SCOTT.99Jan24232607@slave.doubleu.com>#1/1
X-Deja-AN: 436621656

References: <36981b3c.0@news.victoria.tc.ca> <3698d2f9.0@news.victoria.tc.ca>
<77obh8$b2h$1@cronkite.cs.umd.edu> <mwvaugh-1501991843170001@vaughn.life.uiuc.edu>
<1682.685T1512T12902096@i2k.com> <788bpgakj1@cronkite.cs.umd.edu>
<5317.691T149T990937@i2k.com>
X-Trace: 25 Jan 1999 04:59:50 -0500, 209.79.56.105
X-Authenticated-User: shess
Organization: Is a sign of weakness
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <5317.691T149T990937@i2k.com>,
     "Lyster E. Wick Jr." <lwickjr@i2k.com> writes:
   On 22-Jan-99 04:04:16 Sean Luke <seanl@drinkme.cs.umd.edu> typed:
    SL> As a guy in his field (AI), you can take it from me. The man is a
    SL> grade-A certified wacko.

   I accept that his ideas do not fit in with the current mainstream
   AI thinking, but that does not automaticaly, in and of itself, mean
   that he is wrong and you are right, even if he does happen to be
   wrong, and you to be right.

   Have you given him a fair hearing?
<...>
   In my humble opinion, we should support such serious attempts at
   the presumed-impossible, for we may well find out that some things
   are not so impossible after all, and will surely learn from the
   failures as well, if we're paying attention.

   Thus, I find what he has to say to be interesting, no matter how
   contrary it may be to current mainstream AI thinking.

You're on a long and slippery slope. Everyone seems to follow along
nodding with the first mentifex posting that they see. It seems
interesting, different - hey, maybe it's weird enough to succeed!

Things look a bit different after the 150th or so posting that you
see. He posts regularily to comp.arch, for instance. His postings
never really seem to _say_ much. The best I can say is that he
appears to be stuck in the "posing college-age cafe dude" stage of
development, without the ability to break through to the next level
(going from talking about how things are going to come together to
bringing them together).

[Hey, I feel for mentifex, I get stuck in a similar stage every couple
months. But I try to keep my Usenet postings more varied and
interesting. :-),]
--
scott hess <scott@doubleu.com> (408) 739-8858 http://www.doubleu.com/
<Favorite unused computer book title: The Compleat Demystified Idiots
  Guide to the Zen of Dummies in a Nutshell in Seven Days, Unleashed>

From -7714112700252403768
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0aa65691d9f0c51
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: TCP/IP connections
Date: 1999/01/24
Message-ID: <F638KF.9z1@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 436953872
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de (news)
References: <9Sup2.261$Ot4.2091@newsfeed.slurp.net>
<36A6F13B.9EF7EA74@directprovider.REMOVETHECAPITALS.net>
<ZxFp2.3306$Ot4.11399@newsfeed.slurp.net>
<Pine.LNX.3.96.990121164647.13767A-100000@hal.fishpool.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <Pine.LNX.3.96.990121164647.13767A-100000@hal.fishpool.com>,
 Martin-Eric Racine <q-funk@pp.fishpool.com> writes:
>> >Maybe you should look at the KA9Q/NOS source code.
>
> I strongly recommend _against_ using KA9Q sources.
>
> If you intend upon persuing the TCP/IP route, then you really ought
> to use Linux sources, otherwise, it will be needlessly difficult to
> benefit from the Linux efforts when trying to port their stuff.

Given the intentions of the original poster, this is a rather silly idea.
For a 6502 implementation, one needs every bit of efficiency one can think
of. The ka9q implementation is not bad in this respect, while bloated (in
terms of memory requirements) implementations like Linux or BSD are useless
in the situation where the total available address space is *less* than a
maximum size IP packet !

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 599128614782465819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbcfa3c5c4931abc
X-Google-Attributes: gid1115ce,public

From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Programming for STing in Lattice C.
Date: 1999/01/25
Message-ID: <78hqjc$70q$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 436671146
References: <36912225.97689@news.freeserve.co.uk> <F5zDG7.L4n@arisia.stud.uni-hannover.de>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 917269932 7194 130.37.80.249 (25 Jan 1999 13:12:12 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 25 Jan 1999 13:12:12 GMT
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter (perot@arisia.stud.uni-hannover.de) wrote:

: I'd guess so. However I have no idea how to write a device driver for MiNTnet.

Try downloading the MiNTNet sources from some FTP site or Karl's MiNTNet page or something. These come with example code for writing a MiNTNet driver... (the commented example code implements a loopback device, so it'll probably need little modification)

: Note you may run into trouble due to lacking reentrancy in MiNT (dunno how much
: is there) : the driver code (along with the Fread and Fwrite to the pipe) will
: be called from interrupt. So maybe a shared memory approach is the better solu-
: tion.

Indeed, the underlying GEMDOS which MiNT (partly) uses has reentrancy problems when called from interrupts. I don't know about the MiNT specific GEMDOS code... Anyone?

: Actually, if you make the MiNTnet driver behave like a LANCE (it's got a rather
: nice memory interface - DMA),

I think there's a LANCE driver included in the sources...

-=El Vienno

From 3645508337932523392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddf2440a54dca696
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Atari030 DSP programming
Date: 1999/01/25
Message-ID: <78id11$4ip$2@news2.xs4all.nl>#1/1
X-Deja-AN: 436769087
X-NNTP-Posting-Host: dc2-modem865.dial.xs4all.nl [194.109.131.97]
References: <5hNWeAAFFZq2EwF3@thedruid.demon.co.uk>
Organization: Stichting ST
X-XS4ALL-Date: Mon, 25 Jan 1999 19:26:41 CET

Newsgroups: comp.sys.atari.programmer

On 23 Jan 1999 09:07:17, johnr@thedruid.demon.co.Remove.To.Reply wrote:
>
>
>I think you can get the manual, free of charge, in electronic form from the
>Motorola web page. At least you can get the manuals for the 68k processors.
>
>http://www.motorola.com/
>
There is also around a 68030 Reference Manual English in HYP-form.
From where I do not remember. It is here , a 435 kb on a flop.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 6480060122185578125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2784fe49257f6b8f
X-Google-Attributes: gid1115ce,public
From: ashley.seabrook@zetnet.co.uk (Ashley Seabrook)
Subject: Re: Learning DSP
Date: 1999/01/26
Message-ID: <78k7v5jfb1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 437069938
References: <77fs91$85l$1@irk.zetnet.co.uk> <F5IGw3.Mxv@arisia.stud.uni-hannover.de> <77n2g7$9hs$1@feresa.bio.vu.nl> <F5zDun.MCM@arisia.stud.uni-hannover.de>
X-Trace: irk.zetnet.co.uk 917349157 19947 194.247.40.140 (26 Jan 1999 11:12:37 GMT)
NNTP-Posting-Date: 26 Jan 1999 11:12:37 GMT
Newsgroups: comp.sys.atari.programmer

>Sure. However someone who doesn't know the main programming language of his
>machine is unlikely to be able to judge if some task he wants performed
>can be easily done in that language too. That's why I mentioned he should

Nice of you to say so ;-)

>investigate this first, as programming his 68030 is a lot more convenient,
>if not easier. Also, non-Falcon users can benefit from his code too.

As I mentioned in my unanswered private email to you, I want to learn
DSP assembler in order to use the Falcon's DSP in audio applications I
intend to write. This is obviously a Falcon-specific task.

If 68k is no easier to learn than 56k as you state - and I have the
greatest respect for your programming knowledge, freely admitting that
my own knowledge is lacking - and I only want to use assembler to

utilise the Falcon's DSP chip for audio routines, then why learn 68k first?

Who knows, perhaps after learning a bit of 56k I'll move on to 68k and recode some of the BASIC code in my software into 68k assembler ;-)

Cheers,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

From 2192517968267031327
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0aa65691d9f0c51
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Subject: TCP/IP connections
Date: 1999/01/26
Message-ID: <kbYxAdAVfjr2Ewtw@thedruid.demon.co.uk>#1/1
X-Deja-AN: 437654093
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 917468661 nnrp-08:11438 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi,

> Does anyone know for a certainty if the 6502 processor can handle all
> that a TCP/IP connection and PPP require?

The processor itself should be capable of running a TCP/IP node. But you should consider other system requirements. Memory, serial port and disk space for example.

The hard part will be writing the actual TCP/IP stack, the user protocols such as SMTP, POP3 and NNTP are relatively easy to do.

> I'm trying to write a web browser (text-only) for the Atari XL/XE series
> computers and to find out an answer to these questions would save me
> MONTHS of trial and error!

Even simple text based browsers are very processor intensive. Good luck. :)

I have an excellent book - TCP/IP Blueprints by SAMS Publishing. The ISBN is 0-672-31055-4, get it from your library or buy it for around ukp35. It explains everything about TCP/IP in a straightforward and understandable way. It was published in 1997 so it is pretty upto date and includes IPv6.

John.

--

--
 +---+
 | ======   The Druid Wales UK >*< InterNet GateWay |
 | I I   gatekeeper@spamless.thedruid.demon.uk |
 +---+

From 7905919844807723942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
From: "Lyster E. Wick Jr." <lwickjr@i2k.com>
Subject: Re: The Art of Computer Mindmaking
Date: 1999/01/26
Message-ID: <3421.695T773T12641145@i2k.com>#1/1
X-Deja-AN: 437722438
References: <788bpgakj1@cronkite.cs.umd.edu><5317.691T149T990937@i2k.com>
<SCOTT.99Jan24232607@slave.doubleu.com>
Organization: I-2000, Inc.
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

Hi, Scott! Where are you posting from? I'm in comp.sys.amiga.programmer, myself.

On 25-Jan-99 04:26:07, Scott Hess (scott@nospam.doubleu.com) was observed to have put fingers to keyboard and pounded out the following missive:

 SH> In article <5317.691T149T990937@i2k.com>, "Lyster E. Wick Jr."
 SH> <lwickjr@i2k.com> writes:

LW>> On 22-Jan-99 04:04:16 Sean Luke <seanl@drinkme.cs.umd.edu> typed:

SL>>> As a guy in his field (AI), you can take it from me. The man is a
SL>>> grade-A certified wacko.

LW>> I accept that his ideas do not fit in with the current mainstream AI
LW>> thinking, but that does not automaticaly, in and of itself, mean that
LW>> he is wrong and you are right, even if he does happen to be wrong,
LW>> and you to be right.

LW>> Have you given him a fair hearing?

SH> <...>

LW>> In my humble opinion, we should support such serious attempts at the
LW>> presumed-impossible, for we may well find out that some things are
LW>> not so impossible after all, and will surely learn from the failures
LW>> as well, if we're paying attention.

LW>> Thus, I find what he has to say to be interesting, no matter how
LW>> contrary it may be to current mainstream AI thinking.

SH> You're on a long and slippery slope. Everyone seems to follow along
SH> nodding with the first mentifex posting that they see. It seems
SH> interesting, different - hey, maybe it's weird enough to succeed!

Even if it doesn't, we still should be able to learn from it.

SH> Things look a bit different after the 150th or so posting that you
SH> see. He posts regularily to comp.arch, for instance. His postings
SH> never really seem to _say_ much. The best I can say is that he appears
SH> to be stuck in the "posing college-age cafe dude" stage of
SH> development, without the ability to break through to the next level
SH> (going from talking about how things are going to come together to
SH> _bringing_ them together).

Re the 150th posting:

Perhaps so, but I intend to delve much deeper than merely reading his
public postings in the newsgroups. He has published SOURCE, and I intend to
port the project to another language, partly as a learning exercise for the
new language, and partly because this particular project looks interesting.

Re the stage of development of his PDAI Mind project, and _bringing_ things
together:

I don't know how far along development currently is, as I haven't begun the
port yet [FORTH is too low-level and write-mostly to port easily to other
languages, and I don't yet have the ARexx source he's posted to Aminet,
because I don't yet know where on Aminet to look for it], but it is clear
that he IS engaged in ACTIVE development of PDAI Mind project. Where that
development is leading is another question entirely.

 SH> [Hey, I feel for mentifex, I get stuck in a similar stage every couple
 SH> months.

Don't we all, on occasion?

 SH> But I try to keep my Usenet postings more varied and interesting.
 SH> :-),]

As do most of us.

Re this and Mr. MindMaker's postings never seeming to _say_ much:

It is possible that Mr. MindMaker, like many of us, has some difficulty
communicating his ideas to other folk.

 SH> scott hess <scott@doubleu.com> (###) ###-####

Shouldn't post phone numbers, unless they're BBS's numbers.

See ya on the Bit Stream! The Hungry Hacker, looking for work. Got any?

* Any wire cut to specified length will be too short.

From -310574802785633656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0aa65691d9f0c51
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Subject: Re: TCP/IP connections
Date: 1999/01/26
Message-ID: <Pine.LNX.3.96.990126164233.10649C-100000@hal.fishpool.com>#1/1
X-Deja-AN: 438334502
References: <9Sup2.261$Ot4.2091@newsfeed.slurp.net>
<36A6F13B.9EF7EA74@directprovider.REMOVETHECAPITALS.net>
<ZxFp2.3306$Ot4.11399@newsfeed.slurp.net>
<Pine.LNX.3.96.990121164647.13767A-100000@hal.fishpool.com>
<F638KF.9z1@arisia.stud.uni-hannover.de>
X-Sender: q-funk@hal.fishpool.com
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: q-funk

> Martin-Eric Racine <q-funk@pp.fishpool.com> writes:
> >> >Maybe you should look at the KA9Q/NOS source code.
> >
> > I strongly recommend _against_ using KA9Q sources.
> >
> > If you intend upon persuing the TCP/IP route, then you really ought

> > to use Linux sources, otherwise, it will be needlessly difficult to
> > benefit from the Linux efforts when trying to port their stuff.
>
> Given the intentions of the original poster, this is a rather silly idea.

Actually, there is a minimal C64 port of Linux out there, so that
would probably be even better than KA9Q since C64 is 6502 based
and has a maximum of 64KB of RAM (AFAIR).

  Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
  The Atari TT030 Homepage * http://members.tripod.com/~TT030/

From -6714047160483462513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2784fe49257f6b8f
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Learning DSP
Date: 1999/01/27
Message-ID: <78nnq9onj1@news2.xs4all.nl>#1/1
X-Deja-AN: 437614503
X-NNTP-Posting-Host: dc2-modem1389.dial.xs4all.nl [194.109.133.109]
References: <77fs91$85l$1@irk.zetnet.co.uk> <F5IGw3.Mxv@arisia.stud.uni-hannover.de> <77n2g7$9hs$1@feresa.bio.vu.nl> <F5zDun.MCM@arisia.stud.uni-hannover.de> <78k7v5jfb1@irk.zetnet.co.uk>
Organization: Stichting ST
X-XS4ALL-Date: Wed, 27 Jan 1999 20:01:29 CET
Newsgroups: comp.sys.atari.programmer

On 26 Jan 1999 11:12:37, Ashley Seabrook wrote:
>
>If 68k is no easier to learn than 56k as you state - and I have the
>greatest respect for your programming knowledge, freely admitting that
>my own knowledge is lacking - and I only want to use assembler to
>utilise the Falcon's DSP chip for audio routines, then why learn 68k
>first?
>
Knowing 68000 coding I had a look at a Falcon and the DSP.
Also same thinking: get the DSP do nice things with sound.
But I found out that what runs on the DSP are standard signal-processing functions.
Every effect you want is or can be formulated as a mathematical formula in the end.
There are building blocks of code: Motorola has made a BIG library.
So really the task is: find the function you want in the library, not trivial as do not know about signal processing.
All you need to know is: how to load functions in the DSP, run them, send and retrieve data etc.

There are Falcon functions calls for that.
So then the thing to do is: use the programming language you like and
use those system calls.
Nobody stops you from learning DSP assembler, but boy o boy, those
instructions are much more difficult to understand and terrible
difficult to use.
Take the following part of a listing:

```
fmpy.s d9,d7,d1   y:(r1),d7.s
do     n0,end_bfy
fmpy   d8,d6,d2     fadds  d3,d0  x:(r0),d4.s  d2.s,y:(r5)+
```

end so on.....

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 827544515136313410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbcfa3c5c4931abc
X-Google-Attributes: gid1115ce,public
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk (Spencer Davies)
Subject: Re: Programming for STing in Lattice C.
Date: 1999/01/27
Message-ID: <36af7af5.2581709@news.freeserve.co.uk>#1/1
X-Deja-AN: 437667030
References: <36912225.97689@news.freeserve.co.uk> <F59CzK.6A7@arisia.stud.uni-hannover.de> <3698fa57.3146133@news.freeserve.co.uk> <F5GrqH.y0@arisia.stud.uni-hannover.de> <77v7rtflo1@nnrp1.dejanews.com>
X-Complaints-To: abuse@theplanet.net
X-Trace: news6.svr.pol.co.uk 917470892 11076 62.136.73.8 (27 Jan 1999 21:01:32 GMT)
Organization: none
Reply-To: spencer@maelstrom.freeserve.co.uk
NNTP-Posting-Date: 27 Jan 1999 21:01:32 GMT
Newsgroups: comp.sys.atari.programmer

On Mon, 18 Jan 1999 12:02:09 GMT, joska@nuts.edu wrote:

>same machine for testing. This works perfectly, and since the Falcon is the
>only *quiet* machine I have it's also a lot more comfortable than having the
>TT or PC shifting tons of air around my room.
Unfortunately when I had the Afterburner fitted I had to fit a fan to
keep it cool. Makes a higher pitched noise than the TT or PC but is
still annoying.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

From 4203451170792672953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
From: "phineas" <phineas@NOSPAM.demon.co.uk>
Subject: Re: The Art of Computer Mindmaking
Date: 1999/01/28
Message-ID: <36AFF32A.MD-1.0a.phineas@NOSPAM.demon.co.uk>#1/1
X-Deja-AN: 437816774
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: relicworld.demon.co.uk:194.222.244.61
References: <3421.695T773T12641145@i2k.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 917500820 nnrp-05:19291 NO-IDENT
relicworld.demon.co.uk:194.222.244.61
Organization: aSync Creations
Mime-Version: 1.0
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

When out of my head on "comp.sys.amiga.programmer",
this remark by lwickjr@i2k.com still made some sense:

> I don't know how far along development currently is, as I haven't begun the
> port yet [FORTH is too low-level and write-mostly to port easily to other

Hmmm, FORTH used to be fun on the Sinclair Spectrum... #:)=

> languages, and I don't yet have the ARexx source he's posted to Aminet,
> because I don't yet know where on Aminet to look for it], but it is clear

Allow me:

```
Mindrx941126.lha   misc/misc   52K 211+Amiga AI public-domain work-in-progress.
MindRexx.lha       util/rexx   21K 265+Project Mentifex's AI prototype
Mindrx.lha         util/rexx   28K 230+Project Mentifex's Arexx based AI design
```

--
Bye,
.
```
 :)                                                \/
.|hineas.........................................E/\ECology
```

From 3760817708071662632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6dac70ec2409d046,start
X-Google-Attributes: gid1115ce,public
From: cogre@xanth.com (Crunch the Ogre)
Subject: Atari 800 basic programming manuals
Date: 1999/01/28
Message-ID: <pOSr2.5390$9P6.14894037@newsgate.direct.ca>#1/1
X-Deja-AN: 437820445
X-Trace: newsgate.direct.ca 917502229 216.66.129.47 (Wed, 27 Jan 1999 21:43:49 PDT)
Organization: Canada Internet Direct, Inc.
NNTP-Posting-Date: Wed, 27 Jan 1999 21:43:49 PDT
Newsgroups: comp.sys.atari.programmer

Hi there, does anyone know of where I could get my hands on some basic programming manuals for the atari 800??? Or maybe where I could download some reference material that would get me started (again). Its been many years since I have done anything with the Atari systems and I have misplaced my documentation for them. I would like to get my kids started up using something simple so that they can see how basic programming goes before they move onto something more complicated.

Thanks in Advance

From 6267857861413510425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public

X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
From: uj797@victoria.tc.ca (Arthur T. Murray)
Subject: Re: The Art of Computer Mindmaking
Date: 1999/01/28
Message-ID: <36b09c42.0@news.victoria.tc.ca>#1/1
X-Deja-AN: 437995276
Organization: Victoria Telecommunity Network
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

"phineas" <phineas@NOSPAM.demon.co.uk> contributed on 28 Jan 1999:

> When out of my head on "comp.sys.amiga.programmer",
> this remark by lwickjr@i2k.com still made some sense:

>> I don't know how far along development currently is,
>> as I haven't begun the port yet [FORTH is too low-level
>> and write-mostly to port easily to other

> Hmmm, FORTH used to be fun on the Sinclair Spectrum... #:)=

>> languages, and I don't yet have the ARexx source he's posted to Aminet,
>> because I don't yet know where on Aminet to look for it], but [...]

> Allow me:

```
Mindrx941126.lha misc/misc 52K 211+Amiga AI public-domain work-in-progress.
MindRexx.lha     util/rexx 21K 265+Project Mentifex's AI prototype
Mindrx.lha       util/rexx 28K 230+Project Mentifex's Arexx based AI design
```

  http://www.geocities.com/Athens/Agora/7256/m-forth.html Mind.forth
  is already superior to the 26nov1994 Mind.rexx referred to above.
  Mind.rexx is an example of patching things together with chewing
  gum and Band-Aids. REXX (or Amiga ARexx as used in Mind.rexx)
  imposes no discipline on the programmer, while Forth demands and
  ensures hierarchical structured programming.

  You will notice a very peculiar thing about this "pdaimind" code.
  Until Mind.forth has "quickened" or attained a minimal functionality,
  all the strategic planning in the program will remain opaque and
  senseless to you, even if small segments of the code make sense.

  As soon as "Snow Crash" gets through "Burn Rate" to "Code Complete",
  two distinct phenomena will become operative. People who run the
  AI program will see exactly what it is doing -- and whether it even
  truly qualifies as AI. More importantly -- especially for such a
  fragile, brittle program as an artificial mind -- people with a lot
  more smarts than very truly yours Arthur/mentifex will be motivated
  to see what Mind.forth does: break concepts down into AI playdough.

From -7283564736717682724
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f633e293b2840c9,start
X-Google-Attributes: gid1115ce,public
From: deano@zetnet.co.uk (Deano)
Subject: Emulators on Falcon and Millian
Date: 1999/01/28
Message-ID: <36bcbac6.4030264@news.zetnet.co.uk>#1/1
X-Deja-AN: 438037692
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 917551764 25040 194.247.40.146 (28 Jan 1999 19:29:24 GMT)
Organization: Silly Software
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk
NNTP-Posting-Date: 28 Jan 1999 19:29:24 GMT
Newsgroups: comp.sys.atari.programmer

Does anyone know of any emulators that I can use on the Atari Falcon
or Millian Computers? I have heard of a Megadrive emulator that can be
run on these computers. Can someone give me more info plus download
links?

Deano
Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/index.html

From -6683292010949800365
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2784fe49257f6b8f
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Learning DSP
Date: 1999/01/28
Message-ID: <78qrr4$5us$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 438113604
References: <77fs91$85l$1@irk.zetnet.co.uk> <F5zDun.MCM@arisia.stud.uni-hannover.de> <78k7v5jfb1@irk.zetnet.co.uk> <78nnq9onj1@news2.xs4all.nl>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <78nnq9onj1@news2.xs4all.nl>,
Stichting ST <atarist@xs4all.nl> wrote:
>On 26 Jan 1999 11:12:37, Ashley Seabrook wrote:
>>
>>If 68k is no easier to learn than 56k as you state - and I have the

But it is. The 56k is a rather strange chip really.
That said, you can certainly learn the 56k without knowing any other

assembly language.

>But I found out that what runs on the DSP are standard signal-
>processing functions.

It is indeed very well suited for those.

>There are building blocks of code: Motorola has made a BIG library.
>So really the task is: find the function you want in the library, not
>trivial as do not know about signal processing.

And you may not find exactly what you want, so some modifications may
be necessary.

>send and retrieve data etc.
>There are Falcon functions calls for that.

If those are fast enough for you. It's not difficult to write your own,
but then of course they won't work with a third party DSP card, if any
of those ever showed up.

>Take the following part of a listing:
>
```
>fmpy.s d9,d7,d1   y:(r1),d7.s
>do     n0,end_bfy
>fmpy   d8,d6,d2     fadds  d3,d0  x:(r0),d4.s  d2.s,y:(r5)+
```

That's not for the right processor, you know.
I don't really know what it might be, but perhaps a 96001?

Below is a short code snippet for the 56001.
Not really that complicated, but it can of course get worse. The difficult
part, IMHO, of writing 56k code is to really get the most out of it.

Back when I wrote the DSP convolution routines for MGIF, I took a look at
the .LOD files from a demo of one of the commercial image processing
programs and it was a complete mess! My C code on the CPU was almost as
fast as their 'DSP optimized' version (when including the CPU->DSP->CPU
communication overhead), while my own DSP code improved on the CPU by
about an order of magnitude (also including overhead).
(I hope the commercial program in question (don't know which one it was)
 has gotten that horrible code replaced by now.)
If you want to see some really fast DSP filtering code in action, I suggest
you try MGIF out and test the convolution (3x3 and 5x5) or median (3x3)
filters with DSP support turned on (should be on by default, but I think
the CPU<->DSP handshaking defaults to more than is necessary on other than
very fast Falcons (see MGIF.OPT and/or the docs on how to change that)).

```
wrx_words
     and  y1,a
     move #>$ff,y0      ; for masking (see below)
     move #>256/2,x1         ; for 8 bit left shift
```

```
     do   a1,wrxwords_end
     move x:(r6)+,x0
     mpy  x0,x1,a  x:(r6)+,b1     ; Mask low number with $0000ff
     and  y0,b     a0,x0          ; to handle negative numbers
     add  x0,b
wrx_wait
     jclr #1,x:HSR,wrx_wait
     movep    b1,x:HTX      ; changed for masking
wrxwords_end

     nop
     jclr #16,y1,writex_end  ; end with a byte?

     move x:(r6)+,x0
wrx_wait3
     jclr #1,x:HSR,wrx_wait3
     movep    x0,x:HTX

writex_end
     nop                ; Should not be needed
     rts
```


--

Chalmers University of Technology	Why are these .signatures so hard to do well?	e-mail:	rand@cd.chalmers.se johan@rand.thn.htu.se
Gothenburg, Sweden		WWW/ftp:	rand.thn.htu.se (MGIFv5, QLem, BAD MOOD)

From -474529430487280936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
From: "phineas" <phineas@NOSPAM.demon.co.uk>
Subject: Re: The Art of Computer Mindmaking
Date: 1999/01/29
Message-ID: <36B11C9D.MD-1.0a.phineas@NOSPAM.demon.co.uk>#1/1
X-Deja-AN: 438200226
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: relicworld.demon.co.uk:194.222.244.61
References: <36b09c42.0@news.victoria.tc.ca>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 917582663 nnrp-09:17030 NO-IDENT

relicworld.demon.co.uk:194.222.244.61
Organization: aSync Creations
Mime-Version: 1.0
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

When out of my head on "comp.sys.amiga.programmer",
    this remark by uj797@victoria.tc.ca still made some sense:

> "phineas" <phineas@NOSPAM.demon.co.uk> contributed on 28 Jan 1999:
>
> > Allow me:
>
> Mindrx941126.lha misc/misc 52K 211+Amiga AI public-domain work-in-progress.
> MindRexx.lha util/rexx 21K 265+Project Mentifex's AI prototype
> Mindrx.lha util/rexx 28K 230+Project Mentifex's Arexx based AI design
>
> http://www.geocities.com/Athens/Agora/7256/m-forth.html Mind.forth
> is already superior to the 26nov1994 Mind.rexx referred to above.
> Mind.rexx is an example of patching things together with chewing
> gum and Band-Aids. REXX (or Amiga ARexx as used in Mind.rexx)
> imposes no discipline on the programmer, while Forth demands and
> ensures hierarchical structured programming.

Whichever way you look at it - Pascal was usually accused of that while it
was in an old Forth manual where I read a sentence like this: "Programming
is not a science but an artform, since every programmer will find a quite
different and quite individual solution to any given problem."

Of course there needs to be discipline in art too... ;)

> You will notice a very peculiar thing about this "pdaimind" code.
> Until Mind.forth has "quickened" or attained a minimal functionality,
> all the strategic planning in the program will remain opaque and
> senseless to you, even if small segments of the code make sense.

IMHO, you've been watching too much tv - that series with the music by Queen
- but you're right. I wasn't impressed, but then I looked at it out of
curiosity only - instead of playing some game. You know: all work and no
play... ;)

> As soon as "Snow Crash" gets through "Burn Rate" to "Code Complete",
> two distinct phenomena will become operative. People who run the
> AI program will see exactly what it is doing -- and whether it even
> truly qualifies as AI. More importantly -- especially for such a
> fragile, brittle program as an artificial mind -- people with a lot
> more smarts than very truly yours Arthur/mentifex will be motivated
> to see what Mind.forth does: break concepts down into AI playdough.

:) I like your choice of program versions - "Burn Rate" - hmmm. :)

--
 :)   ^   ^   \/   .
.|hineas.../-\MIG/-\.E/\ECology..

From -7529643821761494569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ddf3eb4c90080e1f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ddf3eb4c90080e1f,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ddf3eb4c90080e1f,start
X-Google-Attributes: gid109a67,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Help coding ethernet driver
Date: 1999/01/29
Message-ID: <78sa1v$942$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 438315831
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 917613439 9346 130.37.80.249 (29 Jan 1999 12:37:19 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 29 Jan 1999 12:37:19 GMT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st

OK, I know that it's nearly a death sin to ask this, and I normally
wouldn't even think about doing so, but... I need someone to help me
to trace down a nasty bug.
Now before people start flaming me, let me explain myself, as this may
be of some interest to others as well...

A few months ago I started looking for a cheap method to connect my
Falcon to an ethernet. After considering various types of adapter I
concluded that the best thing would be for me to buy a little device
based on the RealTek RTL8012 chipset. Now this little fella' is a
parallel port ethernet adapter, a bit like the good old DE-600, only
with much better specs and easier to get. I picked one up second-hand for
less than 30 euro, downloaded the data sheet and PC-Linux driver code,
hooked the thing up to the parallel and EJP ports and started coding...
A Belgian fellow called Karl Samyn, who was so kind to aid me in the process
of choosing the best ethernet solution, attended me to the fact that two
French guys, Eric Gaudet and Rodolphe Pineau, were also working on a driver
for the RTL8012. I contacted them, and they were so kind to send me the
code they had so far. Unfortunaly it was all in assembly, pretty hard to
read and not very suitable for what I had in mind (MiNTNet).
Plus I didn't have a macro assembler and proper debugger to test it,
and I didn't want to wait months for them to finish it, as I'm in a bit
of a hurry to get this thing up and working...

The next three months or so were spent debugging a few kb of my own code.
I am now able to access the control registers and read out the
packet buffer using various transfer modes. Once. After that the
device locks up and I have to reset all power lines, including my Falcon.
And _that's_ the problem: I'm stuck.
I've been stuck before, of course, but this one bug is starting to drive
me insane, up to the point of thinking about giving up.
I've spent the last month going over and over my code, other people's
code and the data sheets, found and fixed loads of bugs,
took lots of breaks to calm down and think and even managed to get some
work done for university, but it _still_ doesn't work! Aaarrrgghh!

The previous two times I got stuck it turned out to be some
really silly bug which I just didn't notice for a week or so,
and I wouldn't be surprised if it were something like that again.
On the other hand, I could well be doing something basically wrong
on the software or hardware (difficult to trace, I only have an ancient
multimeter which is very unreliable) level, as I'm not an expert on these
things.
It would *really* help if someone with a fresh perspective on things
were to take a look at the code (GCC C and assembly) and the hardware
design. Even a hint at what the problem could be would be superb.
I tried contacting the two French dudes, but they haven't replied.
So that's why I'm trying this slightly more radical approach.
If there's anyone who'd like to help out on this, please reply by
email and I will mail you the details (my notes, the code and the
data sheets) or put them up on my website. And remember, it's for
a good cause: a cheap ethernet solution for Falcons (and in the future,
STE and others as well)!

Thanks,

    -=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/

From -2912214426235516456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,847955663523788c,start
X-Google-Attributes: gid1115ce,public
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Subject: Help on BASIC commands
Date: 1999/01/31
Message-ID: <CcY1KGA8JKt2Qwhk@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 439115293
X-Complaints-To: abuse@theplanet.net

X-Trace: news5.svr.pol.co.uk 917814021 17867 62.136.125.89 (31 Jan 1999 20:20:21 GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve.co.uk.no.spam.here>
NNTP-Posting-Date: 31 Jan 1999 20:20:21 GMT
Newsgroups: comp.sys.atari.programmer

How can I put a file into alphabetical order? I can't use external
programs (I know of a program which can do it) because it's a PC
program. (Spit)

Any help will be appreciated.
--
```
***** ****  ***** | Clair Shaw  Aka. CDS               | MURPHY'S RULES:
*     *   * *     | Pager:http://wwp.icq.com/1043359   | The other queue
*     *   * ***** | ICQ:1043359                        | goes faster
*     *   *     * | mailto:Clair@Shaw1.freeserve.co.uk |
***** ****  ***** | http://surf.to/shaws               |Change address to reply
```

From 52826874005793950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,847955663523788c
X-Google-Attributes: gid1115ce,public
From: Brent <thirsk@thirskauto.com>
Subject: Re: Help on BASIC commands
Date: 1999/01/31
Message-ID: <36B4DE50.7C96@thirskauto.com>#1/1
X-Deja-AN: 439158339
Content-Transfer-Encoding: 7bit
References: <CcY1KGA8JKt2Qwhk@shaw1.freeserve.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Trace: news2.telusplanet.net 917823057 161.184.19.153 (Sun, 31 Jan 1999 15:50:57 MDT)
MIME-Version: 1.0
Reply-To: thirsk@thirskauto.com
NNTP-Posting-Date: Sun, 31 Jan 1999 15:50:57 MDT
Newsgroups: comp.sys.atari.programmer

Clair D. Shaw wrote:
>
> How can I put a file into alphabetical order? I can't use external
> programs (I know of a program which can do it) because it's a PC
> program. (Spit)
>
> Any help will be appreciated.
> --
Is this a disc based data file.
I have a sort routine that you can sort disc files, arrays, or whatever
your fancy. It parces the items to be sorted and breaks down to alpha

and numeric. sorts P141 > P15 , which is not like normal string sort.
Its GFA Basic. Let me know if you want and I'll mail you.
 Brent
 Thirsk Engine /Ponoka/Alberta/Canada
 http://www.telusplanet.net/public/thirsk/thirsk_web_page/index.htm
 Email thirsk@telusplanet.net

From -5226223297441817442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d71e88c19a3abd3a,start
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>
Subject: web site update/phenix
Date: 1999/02/01
Message-ID: <793be7$gm5$1@news.imaginet.fr>#1/1
X-Deja-AN: 439247420
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

The last news about the PHENIX 040/060

At the end of December, at the very time when the E15 version of the
PHENIX motherboard was ready to be produced for the developers, CENTEK
decided to bring some important changes about the hardware architecture
of
this motherboard.
Here is the list of the major changes introducing the R1 (Rev.1) version
of
the PHENIX 040/060:

- The DSP56301 is now connected on the PCI bus.
- A card with 3 other DSP could be plugged into a PCI slot, not into a
  dedicated slot.
- The ULTRA-SCSI and USB (2 ports) controllers have been replaced. The
new
  ones are connected on the PCI bus.
- Two IDE (ATA-4) connectors are now officially provided thanks to a new
  component on the PCI bus. Four peripherals are so possible.
- The MIDI, SERIAL & // ports are suppressed. They are possible with
  some USB interfaces, opening the way of the future.
- The QUICC chip is suppressed.
- The EDO RAM is replaced by the SDRAM; it is 2 times cheaper and 2
times
  faster (with the 060).

Why these modifications ?

The first objective was to reduce the production cost: the suppression
of

the QUICC and the transfert of some functionalities on the PCI bus (to reduce the programmable logic cost) follows this objective.
The reduction of the cost continues actually to equilibrate the cost of the
performances increase.

The second objective was to take in count the remarks of some developers (like Soundpool) in the domain of the DSPs. They was wishing to have faster
transferts between the DSPs. With the DSP on the PCI bus, the hardware architecture is optimum.

At CENTEK, we were wishing to reduce as much as possible the necessity of
the CPU use to transfert the DATA. For that reason, the USCSI and USB are
too on the PCI bus.

The performances ?

Imagine the heavy task that reads a movie from a DVD disk.
The hard disd drive (HDD) (Ultra-SCSI or Ultra-IDE) transferts the AUDIO and VIDEO DATA (MPEG2) to the controler (USCSI or IDE) that transferts on
the PCI bus with BURST at 132 MBytes/s to one DSP56301 to uncompress (real
time) the AUDIO and one (or more) other DSP to uncompress the VIDEO.
Each DSP sends the results to the final destinataries:
- the AUDIO to the 20-Bit CODEC (on motherboard) by the DSP-CODEC serial link.
- the VIDEO to the GRAPHIC card by the PCI bus at 132 MBytes/s (BURST).

Conclusion: no important CPU intervention which continues to run into the
system SDRAM on the other side of the PCI-040 BUS bridge !
This is the undebatable superiority of the PCI architectured computers, not
like the simple 'PCI as peripheral' architecture !
Have a look on our functional block diagram.

The final objective was to draw nearer to this total PCI architecture faster
than it was previously planned to easely introduce the new future computers
like the PHENIX 2 (code name). The PHENIX is now comparable with the architecture of the last generation of PC.

The choice of the new PCI components was the principal reason of a new delay
to terminate the motherboard. We now terminate the PCB routing...

Softwares update:

Cecile demo 1.91 from 01/27/1999
CENTinel demo from 07/18/1998
Sandrine demo 4.3 from 01/31/1999

CBOOT 1.0.9 from 01/23/1999
CENTbench from 08/24/1998
CENTvidel 3.2.1 from 01/23/1999
CENTview 2.9.0 from 25/11/1998
FLASH.BIN 1.2.4 (cecile 1.91) from 01/27/1999
CENTscreen 3.4.4 from 01/30/1999
NVRAM 1.2.9 from 11/10/1998
PUTFLASH 1.2.1 from 01/23/1999
TixTax from 03/28/1998
VIDEOMOD 1.2.1 from 01/23/1999

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Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

From 4960379728554921619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12b2194d8151755b,start
X-Google-Attributes: gid1115ce,public
From: GIO@my-dejanews.com
Subject: G++ 2.8.1 Virtual Memory problem
Date: 1999/02/01
Message-ID: <794bmjsie1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 439347277
X-Http-Proxy: 1.0 x11.dejanews.com:80 (Squid/1.1.22) for client 193.130.36.1
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Mon Feb 01 13:54:30 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Lynx/2.8.1dev.16 libwww-FM/2.14FM

I'm trying to build the APFLOAT arbitrary-precision maths package on a (Gemulated) 14meg ST using G++ 2.8.1 running under KGMD, but I'm getting an error message to the effect of "Not enough virtual memory".

As the "ST" is a base ST (ie 68000 based), is there anything I can do to get

around this? Is there a setting with the G++ source that I could tweak, or will I have to download the 5.2 beta which can cope with '030s, and use Outside (or similar) to generate some virtual memory?

Any help would be appreciated...

Gio

P.S. Someone asked after the 2.8.1 libs a while back; does anyone know if they have been ported yet, or is the silence since a sign that it hasn't happened?

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 5724650018044940650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6dac70ec2409d046
X-Google-Attributes: gid1115ce,public
From: Will Dwinnell <76743.1740@CompuServe.COM>
Subject: Re: Atari 800 basic programming manuals
Date: 1999/02/01
Message-ID: <OoayVYeT#GA.274@nih2naaf.prod2.compuserve.com>#1/1
X-Deja-AN: 439354557
References: <pOSr2.5390$9P6.14894037@newsgate.direct.ca>
Organization: CompuServe, Inc. (1-800-689-0736)
Newsgroups: comp.sys.atari.programmer

Crunch the Ogre wrote:
"Hi there, does anyone know of where I could get my hands on some basic programming manuals for the atari 800??? Or maybe where I could download some reference material that would get me started (again)."

I know that at least some of this is available on the Web somewhere. I don't have an address, but try scrounging around some of the Atari 8-bit Web sites for a start.

--
Will Dwinnell

From 517080328014710872
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12b2194d8151755b
X-Google-Attributes: gid1115ce,public
From: Ralph Lowinski <rl@aquaplan.de>
Subject: Re: G++ 2.8.1 Virtual Memory problem
Date: 1999/02/01
Message-ID: <36B5EBF0.2394FE81@aquaplan.de>#1/1
X-Deja-AN: 439437769

Content-Transfer-Encoding: 7bit
References: <794bmjsie1@nnrp1.dejanews.com>
To: GIO@my-dejanews.com
X-Accept-Language: de, en
Content-Type: text/plain; charset=us-ascii
Organization: aqua_plan GmbH, Aachen
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

GIO@my-dejanews.com wrote:
>
> I'm trying to build the APFLOAT arbitrary-precision maths package on a
> (Gemulated) 14meg ST using G++ 2.8.1 running under KGMD, but I'm getting an
> error message to the effect of "Not enough virtual memory".
>
> As the "ST" is a base ST (ie 68000 based), is there anything I can do to get
> around this? Is there a setting with the G++ source that I could tweak, or
> will I have to download the 5.2 beta which can cope with '030s, and use
> Outside (or similar) to generate some virtual memory?

G++ 2.8.1 is very memory expensive, so you need more, virtual or
physical,
and the more the better.

> P.S. Someone asked after the 2.8.1 libs a while back; does anyone know if they
> have been ported yet, or is the silence since a sign that it hasn't happened?

Seems to be so, nothing heard about.

Ralph

From -1744033564008781147
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9d6dbf5c3bdc564,start
X-Google-Attributes: gid1115ce,public
From: kma54@csc.canterbury.ac.nz (KARL M ASHTON)
Subject: Re: fopen_env
Date: 1999/01/07
Message-ID: <KLP+HOtag$yO@cantva.canterbury.ac.nz>#1/1
X-Deja-AN: 429368955
Organization: University of Canterbury, Christchurch, New Zealand
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
> >Arrrgg, ain't that typical eh? ;-)
>
> Such is life. As is the fact I've already replied to this. Trouble is
> I don't know if it got sent and hasn't appeared yet, or just got lost,so
> here I go again. This is an excellent opportunity for me to
> contradict myself! <G>

Must have forgotten the postage stamp perhaps? ;-)

> A full explanation is quite involved. It requires consideration of both
> the storage class used and where items come in and out of scope.These
> factors can mostly be ignored. They become relevent mostly when
> attempting to optimise code for increased speed. There is a code size
> factor as well but you'd have to go to extremes in order to start
> worrying about that particular issue.

I've made the change to the code, and I'll certainly keep these details in
mind when this situation arises again.

> >The reason I had it as a static function was because I (currently at
> >least) haven't got a use for it other than as a supporting function for
> >fenv_env().
> Imo that's a good habit to adopt. Hide everything you can! For larger
> projects I'll even wrap up data inside an access function.
> Example:
> char*
> GL_RSCNAME(bool f, char *s)
> {static char   *rscname   =NULL;
> if (f) {
>   memkill(&rscname);   /* wrapper for free() */
>   /* doesn't barf on NULL */
>   /* and sets rscname=NULL */
>   rscname = strdup(s);
>   /* possible NULL check/debug code here */
> }
> return rscname;
> }

Interesting stuff. More tricks of the trade eh!

> Not much. The version (and a lot of other things) is contained in the
> MagiC OS header. I might be able to dig out some code for
> interrogating the MagiC header block if you want?

That's ok, I've just located an example of doing this from the code that
comes with WDialog.

> Here's a wrapper for free() (pun not intended!)

:-)

> void
> memkill(void **p)
> {
> if (NULL == *p)   return;
> if (!notmem(*p))   free(*p);
> *p = NULL;
> }

> main()

```
> {char   *p      =strdup("Hello World");
>
>  memkill(&p);
> }
>
> That way it doesn't matter if strdup() fails. It comes in most handy
> when a function making heavy use of malloc etc barfs half way through
> because it can just use section of code which memkills all the
> pointers, rather than having to check them all individually.
> Additionally it helps in finding memory leaks. By setting the pointer
> to NULL it'll cause a bus error if the caller attempts to use it,
> rather than allowing the code to scribble in deallocated memory.
```

Hey, not bad stuff here.

> Incidentally, notmem() is specific to my (MWC) compiler. See if
> Lattice has an equivilent. It interrogates the "arena" (ie list of
> allocated memory held by the C memory manager) and tells if the
> pointer came from there or not.

Had a quick scan through of the docs, couldn't find anything - but I go blind sometimes, so who knows ;-)
I do try to use ANSI functions only (where possible), I'll make an exception with strdup() - 'cause it's handy! It'll just make things easier if/when I use a different complier (hmmm.. well that's the theory)

I've been browsing through this C book by David Spuler - titled, Comprehensive C. It's well written, and covers topics in great detail. One of the later chapters covers debugging techniques, and includes source code for encapsulating dynamic memory allocation.
It looks very good, and once I've typed it all (ugh!) I'll send you a copy if you like, unless of course you want to hunt the book down your self at the library...

Another thing, It was pointed out to me in a recent e-mail (hi Ralf!) that in the first section of code, I should be making a copy of the pointer that getenv() returns, so that strtok() doesn't mess with the environment variable directly. Using strdup() solved the problem.

Thanks again,
Karl.

From 800701001006669331
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4127eb7b560285c7,start
X-Google-Attributes: gid1115ce,public
From: =?iso-8859-1?Q?J=FCrgen?= Oppermann <juergen.oppermann@tcpip-gmbh.de>

Subject: screenshots from games ?!!
Date: 1999/01/07
Message-ID: <3694A237.CDFC1CDB@tcpip-gmbh.de>#1/1
X-Deja-AN: 429770620
Content-Transfer-Encoding: 8bit
X-Accept-Language: en
Content-Type: text/plain; charset=iso-8859-1
Organization: TCP/IP GmbH - Liquid Audio Deutschland, =?iso-8859-1?Q?=D6sterreich?
=, Schweiz
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

hi (happy new one 1st :)

i was asked to do some game screenshots e.g Zak McKracken and was
wondering
if there's a save way of doing this as .ACCs usually wont be able to
snap any
screens in games ...
would an ALT-HELP routine do ?
or will the most games disable resistant interrupt routines ?!

thx in adv and regards
--
Liquid-Audio-Media Support Deutschland http://www.liquidaudio.de

mailto:technik@liquidaudio.de fone: +49.30.44 33 66 - 0

"We apologize for the inconvenience", Jo⍰ogn (;

From -979717567766824620
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4127eb7b560285c7
X-Google-Attributes: gid1115ce,public
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Subject: Re: screenshots from games ?!!
Date: 1999/01/07
Message-ID: <3694CD1C.7372DCE3@directprovider.REMOVETHECAPITALS.net>#1/1
X-Deja-AN: 429819645
Content-Transfer-Encoding: 8bit
References: <3694A237.CDFC1CDB@tcpip-gmbh.de>
X-Accept-Language: fr
Content-Type: text/plain; charset=iso-8859-1
Organization: None
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

=?iso-8859-1?Q?J=FCrgen?= Oppermann a ⍰crit :
>

> hi (happy new one 1st :)
>
> i was asked to do some game screenshots e.g Zak McKracken and was
> wondering
> if there's a save way of doing this as .ACCs usually wont be able to
> snap any
> screens in games ...
> would an ALT-HELP routine do ?

I don't think so.

> or will the most games disable resistant interrupt routines ?!

I think so.

There used to be some ripper cartridges that did that, and allowed you
to hack the game, set extra lives, rip the music, stuff like that.

The other solution is through emulation. Run the emulator under W95 and
use the Print Screen key to make a screenshot, then paste it into your
favorite graphics program.

Nick
--

```
    |||    Nicholas Bales, Toulouse, France
 ===|||==================================================
   / | \   The Atari ST Quick FAQ                  bales@
 -'  '  `- http://quickfaq.atari.org   directprovider.net
```


From 7103739606492701211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9d6dbf5c3bdc564
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: fopen_env
Date: 1999/01/08
Message-ID: <36988252.10833577@news.demon.co.uk>#1/1
X-Deja-AN: 430093012
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <KLP+HOtag$yO@cantva.canterbury.ac.nz>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 915775026 nnrp-08:19313 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 7 Jan 99 00:34:28 +1300 (NEW ZEALAND DAYLIGHT TIME),
kma54@csc.canterbury.ac.nz (KARL M ASHTON) wrote:

>Guy Harrison wrote:
>> >Arrrgg, ain't that typical eh? ;-)
>>
>> Such is life. As is the fact I've already replied to this. Trouble is
>> I don't know if it got sent and hasn't appeared yet, or just got lost,so
>> here I go again. This is an excellent opportunity for me to
>> contradict myself! <G>
>
>Must have forgotten the postage stamp perhaps? ;-)

Who knows? <G>

```
>> Example:
>> char*
>> GL_RSCNAME(bool f, char *s)
>> {static char    *rscname        =NULL;
>>  if (f) {
>>         memkill(&rscname);      /* wrapper for free() */
>>                                 /* doesn't barf on NULL */
>>                                 /* and sets rscname=NULL */
>>         rscname = strdup(s);
>>         /* possible NULL check/debug code here */
>>  }
>>  return rscname;
>> }
```

>
>Interesting stuff. More tricks of the trade eh!

Many might say this is "going over the top" and in ordinary
circumstances I tend to agree. Imo the same can't be said when the
application is going to be released because the above allows for easy
logging of data conditions to a file, and those statements can be left
in a release, conditional on some command line switch which the end
user can be told to enable if a bug crops up.

>> That way it doesn't matter if strdup() fails. It comes in most handy
>> when a function making heavy use of malloc etc barfs half way through
>> because it can just use section of code which memkills all the
>> pointers, rather than having to check them all individually.
>> Additionally it helps in finding memory leaks. By setting the pointer
>> to NULL it'll cause a bus error if the caller attempts to use it,
>> rather than allowing the code to scribble in deallocated memory.
>
>Hey, not bad stuff here.

I'm pleased you think so. I use pointers and dynamic memory allocation
heavily so I like my code to crash as soon as possible. ;-))

>> Incidentally, notmem() is specific to my (MWC) compiler. See if
>> Lattice has an equivilent. It interrogates the "arena" (ie list of
>> allocated memory held by the C memory manager) and tells if the
>> pointer came from there or not.

>
>Had a quick scan through of the docs, couldn't find anything - but I
>go blind sometimes, so who knows ;-)

You could always write your own to replace the Lattice one. They are
not as involved as you might think, plus you can add extra features to
detect leaks etc.

>I do try to use ANSI functions only (where possible), I'll make an
>exception with strdup() - 'cause it's handy! It'll just make things
>easier if/when I use a different complier (hmmm.. well that's the
>theory)

Many C functions are amazingly simple. strdup is one of them ...

```
char*
strdup(const char *s)
{char    *p   =malloc(strlen(s) + 1);

 if (p)  strcpy(p,s);
 return p;
}
```

Now it doesn't matter if it's part of Ansi or not (I dont know but I
think it is) because you can write it yourself!

Offhand, I can't remember what strdup() is supposed to do if 's' is
NULL. The behaviour may or may not be defined. I can't recall which
choice I went for in mine. 'Fraid you'll have to look that bit up.

>I've been browsing through this C book by David Spuler - titled,
>Comprehensive C. It's well written, and covers topics in great detail.
>One of the later chapters covers debugging techniques, and includes
>source code for encapsulating dynamic memory allocation.

Definately a good habit to get into, especially with structures which
themselves are a good thing.

>It looks very good, and once I've typed it all (ugh!) I'll send you a
>copy if you like, unless of course you want to hunt the book down your
>self at the library...

Thanks. I'll have a look. Never too old to learn something new! :-)

>Another thing, It was pointed out to me in a recent e-mail (hi Ralf!)
>that in the first section of code, I should be making a copy of the
>pointer that getenv() returns, so that strtok() doesn't mess with the
>environment variable directly. Using strdup() solved the problem.

eek! I missed that one.

It's a really good example of a subtle bug though. Code which uses
getenv() tends to do it only once so if the bug didn't appear

immediately it could go unnoticed for years *and* it could affect
other programs.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2100952914482873593
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4127eb7b560285c7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: screenshots from games ?!!
Date: 1999/01/08
Message-ID: <369a8f24.14115206@news.demon.co.uk>#1/1
X-Deja-AN: 430093013
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3694A237.CDFC1CDB@tcpip-gmbh.de>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 915775043 nnrp-08:19313 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 07 Jan 1999 13:01:59 +0100, J⍰rgen Oppermann
<juergen.oppermann@tcpip-gmbh.de> wrote:

>hi (happy new one 1st :)
>
>i was asked to do some game screenshots e.g Zak McKracken and was
>wondering
>if there's a save way of doing this as .ACCs usually wont be able to
>snap any
>screens in games ...
>would an ALT-HELP routine do ?

Might work with Zak. Worth a try.

>or will the most games disable resistant interrupt routines ?!

Most do. I suspect you might be lucky here - iirc the game (and others
like Maniac Mansion) uses LineA for its sprite movement is basically a
game interpreter. There's no real need for intensive graphics so I
reckon (was it LucasArts?) went for portability in the engine.

In any case, the game is hd installable so there's every chance it'll run with Pacifist. Failing that you might get lucky and locate a utility that understands the .LFL files and can pull the images out.

Incidentally, if you do choose the Pacifist option and it works please let me know. I may be a Civilization addict but for sheer enjoyment Zak was my all time favourite - I wouldn't mind seeing it in action again!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8825492296822972616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,858616de8f2b5bc1,start
X-Google-Attributes: gid1115ce,public
From: Torbj|rn Gild} <d98gilda@dtek.chalmers.se>
Subject: Small STinG network
Date: 1999/01/08
Message-ID: <Pine.SOL.3.96.990108183514.23393A-100000@kleise.dtek.chalmers.se>#1/1
X-Deja-AN: 430260505
Organization: Chalmers University of Technology
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

I have just recently got myself another falcon, so now I have two. I thought it would be nice to connect them into some sort of network, so I tried using STinG for that. It`s just that I`m not exactly a pro when it comes to networks, and as yet I haven`t succeeded. I use a null modem cable connected to Modem 2. The cable works perfectly in Connect 2.46, but when trying it with STinG nothing happens when I try to ping the other computer. The ROUTE.TAB file, on both computers, looks like this:

```
1.1.2.0       255.255.255.0 Modem 2       0.0.0.0
0.0.0.0       0.0.0.0       Modem 2       0.0.0.0
```

One of the computers has its IP on Modem 2 set to 1.1.2.0, and the other has 1.1.2.1

At first I tried using a Centronics cable, that I built according to the instructions that come with ParallelCopy 3.01. The cable works perfectly together with ParallellCopy, so I had hoped that it would work with STinG too. Since I don`t know what the proper network settings should be like, I couldn`t determine wether the problem came from the cable or my settings.

I therefore built a null modem cable also, but it still doesn`t work.

There is one difference when using the Centronics port instead of Modem 2:
When viewing the Statistics using the Dialer and when using Modem 2, I
noticed that packets are constantly being sent between the two computers.
But one of the computers keeps dropping the packets, and the other
computer doesn`t get back any packets. When using the Centronics port
instead, no packets are sent by any of the computers.

Of course I change `Modem 2` to `Centronics` on the first line in the
ROUTE.TAB file, when I use the parallel port.

Regards
Torbjorn

From 2814569922855834116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbcfa3c5c4931abc
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Programming for STing in Lattice C.
Date: 1999/01/08
Message-ID: <F59CzK.6A7@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 430436531
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de (news)
References: <36912225.97689@news.freeserve.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <36912225.97689@news.freeserve.co.uk>,
 spencer@SPAMTHISmaelstrom.freeserve.co.uk (Spencer Davies) writes:

> Now to this end I haven't done much but have noticed that a header
> file (ping.h) is missing from the example source code for the ping
> utility. Anyone know where I can get this missing file?

That file only contains three #defines that define names for three RSC file
object tree entry numbers. It's not necessary for understanding how the ping
works. The compiled version is in the archive as PING.PRG.

> Also are there
> any other examples of using STing (especially those written using

> Lattice C) ?

The Ping code is not a very good example for starting programming. It demonstrates the ICMP interface which is based on callbacks.

Better read the programming section in STING.HYP to learn about the available API calls. Programming networking that way is a lot like file access.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -2115718787875712642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b535b4ae78e14236,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b535b4ae78e14236,start
X-Google-Attributes: gid1115ce,public
From: Lew Jenkins <LewJenkins@home.com>
Subject: EBay Auction: ATARI ST PageStream v2.1 $1.99
Date: 1999/01/09
Message-ID: <3696F661.7B63B7C5@home.com>#1/1
X-Deja-AN: 430468793
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@home.net
X-Trace: news.rdc1.sfba.home.com 915862888 24.1.91.44 (Fri, 08 Jan 1999 22:21:28 PDT)
Organization: <None>
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 08 Jan 1999 22:21:28 PDT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55181073
Go Atari, If Apple can do it...
--

From -5811790435379916451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a281acb842126bce,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a281acb842126bce,start
X-Google-Attributes: gid1115ce,public
From: Lew Jenkins <LewJenkins@home.com>
Subject: EBay Auction: ATARI ST MUSICSOFT Editor for ESQ-1/SQ80 $1.99

Date: 1999/01/09
Message-ID: <3696F9B6.A7825B51@home.com>#1/1
X-Deja-AN: 430468795
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@home.net
X-Trace: news.rdc1.sfba.home.com 915863750 24.1.91.44 (Fri, 08 Jan 1999 22:35:50 PDT)
Organization: <None>
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 08 Jan 1999 22:35:50 PDT
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55182834
--

From -6998703715740175923
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,858616de8f2b5bc1
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Small STinG network
Date: 1999/01/09
Message-ID: <777br2$7d1$1@news2.xs4all.nl>#1/1
X-Deja-AN: 430508309
X-NNTP-Posting-Host: dc2-modem1383.dial.xs4all.nl [194.109.133.103]
References: <Pine.SOL.3.96.990108183514.23393A-100000@kleise.
Organization: Stichting ST
X-XS4ALL-Date: Sat, 09 Jan 1999 11:42:42 CET
Newsgroups: comp.sys.atari.programmer

On 8 Jan 1999 19:07:18 , Torbj|rn Gild} wrote:
>Hi!
>
>computer. The ROUTE.TAB file, on both computers, looks like this:
>
Have you thought about te settings in the CPX of STing?
Anything 'active'?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 8733947894139404284
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b4f0869ae12df5c
X-Google-Attributes: gid1115ce,public
From: The GateKeeper <gatekeeper@nospam.demon.co.uk>

Subject: Re: Keyboard shortcuts
Date: 1999/01/09
Message-ID: <BjI4OBAv97l2EwaM@thedruid.demon.co.uk>#1/1
X-Deja-AN: 430655767
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 915915581 nnrp-08:23015 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Reply-To: The GateKeeper <gatekeeper@thedruid.demon.co.spamless.uk>
Newsgroups: comp.sys.atari.programmer

Received your New Year message. Thanx!

This is a test to see if I'm registered as requested some time ago.

Alan

--
Never violate the Prime Directory! C:\
-!- IOS-Mail 0.91pl9 eta
 ! Origin: *** Jackari *** (95:110/204@FANFILES.FTN)

--
```
 +-----------------------------------------------------------------+
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
 |  I  I  +-------------------------------------------------+  | |
 |              gatekeeper@spamless.thedruid.demon.uk            | |
 +-----------------------------------------------------------------+ |
   +-----------------------------------------------------------------+
```

From -8855734020505010567
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae4b787a120c8e0e
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: REQUEST: I need an Atari Fuji symbol
Date: 1999/01/09
Message-ID: <778p8t$6lu$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 430702882
References: <19981231090807.12603.00004436@ng-cr1.aol.com>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 915925085 6846 130.37.80.249 (9 Jan 1999 23:38:05 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 9 Jan 1999 23:38:05 GMT
Newsgroups: comp.sys.atari.programmer

OnlyInOhio (onlyinohio@aol.comN0spAM) wrote:

: I remember some really neat demos of 3D Fuji's that rotated while the color
: bars changed color. Can't believe that somebody hasn't ported them over to the
: PC.

I can. :-)
You _could_ construct one yourself... Just grab the TOS 2.06 opening screen
off an Atari emulator, vectorise it, convert to 3-D and bingo! Easy?
Errmmm...

-=El Vienno

From 542289739802258773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,624d88fde6feceee,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 119ac7,624d88fde6feceee,start
X-Google-Attributes: gid119ac7,public
X-Google-Thread: 1119ac,624d88fde6feceee,start
X-Google-Attributes: gid1119ac,public
X-Google-Thread: 1115ce,624d88fde6feceee,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,624d88fde6feceee,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: fa357,624d88fde6feceee,start
X-Google-Attributes: gidfa357,public
From: Jon McHugh <Jonny.uk@Usa.net>
Subject: WANTED - FALCON WANTED
Date: 1999/01/10
Message-ID: <36989E5C.B0726687@Usa.net>#1/1
X-Deja-AN: 430858093
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Which Online Net Usenet Service
Mime-Version: 1.0
Newsgroups:
abg.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,maus.
sys.atari.f030,maus.sys.atari.hardware

Does's anybody have an Atari Falcon 030 they would be willing to sell.
Preferably in the UK.
Please Reply via E-mail.
Thanks, Jon.
Jonny.uk@usa.net

From -1972133180797652002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,858616de8f2b5bc1
X-Google-Attributes: gid1115ce,public
From: Torbj|rn Gild} <d98gilda@dtek.chalmers.se>
Subject: Re: Small STinG network
Date: 1999/01/10
Message-ID: <Pine.SOL.3.96.990110134322.143A-100000@kleise.dtek.chalmers.se>#1/1
X-Deja-AN: 430860303
References: <Pine.SOL.3.96.990108183514.23393A-100000@kleise.
<777br2$7d1$1@news2.xs4all.nl>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Chalmers University of Technology
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 9 Jan 1999, Stichting ST wrote:

> On 8 Jan 1999 19:07:18 , Torbj|rn Gild} wrote:
> >Hi!
> >
> >computer. The ROUTE.TAB file, on both computers, looks like this:
> >
> Have you thought about te settings in the CPX of STing?
> Anything 'active'?

Yes, the STinG Internals CPX says `active` as well as the STinG Port CPX
for Modem 2.

Regards
Torbjorn

From 5104090466988599385
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f98ee,cd68dfa3f988767d,start
X-Google-Attributes: gidf98ee,public
X-Google-Thread: 1115ce,cd68dfa3f988767d,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,cd68dfa3f988767d,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: f9256,cd68dfa3f988767d,start
X-Google-Attributes: gidf9256,public
X-Google-Thread: f6087,cd68dfa3f988767d,start
X-Google-Attributes: gidf6087,public
From: mentifex@scn.org (Mentifex)
Subject: The Art of Computer Mindmaking
Date: 1999/01/10
Message-ID: <3698d2f9.0@news.victoria.tc.ca>#1/1

X-Deja-AN: 430911627
References: <36981b3c.0@news.victoria.tc.ca>
Organization: The Mindmaker Project : www.scn.org/~mentifex/
X-Priority: 1 (Challenge)
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

Using any viable language to code the minimal pdaimind:

```
  /^^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^^\
 /visual memory\                   _________     /  auditory   \
|      /--------|---------\       / LANG-UK \   |   memory      |
|      |  recog-|nition   |       \_________/---|-------------\ |
|   ___|___     |         | flush-vector|       |   ________  | |
|  /image  \    |     ____V_        ____V__     |  /        \ | |
| / percept \   |    /psi{ }\------/ uk{ } \----|-/ ear{ }   \| |
| \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes /  |
|  \_______/    |   \________/    \_________/   |  \________/   |
```

Checklist of steps in coding or porting the PDAIMIND

___ Step 001: In your intended programming language, first make sure that the language will permit you to write a never-ending program that endlessly performs its own computations while only occasionally or periodically checking for input from a human user or from another AI.

___ Step 002: Familiarize yourself with the information flow in the mind-diagram above.

___ Step 003: Create a Web page where you will release each new level of PDAI functionality for the benefit of history and of other individuals working in your target programming language.

___ Step 004: Write some code for getting the input of ASCII characters from the keyboard. Although AI programs which go beyond the basic, minimal pdaimind will need to use speech recognition for the input of actual phonemes of continuous human speech, the pdaimind as an example for other AI programs will make do with simple keyboard text-entry. The http://www.geocities.com/Athens/Agora/7256/m-forth.html Mind.forth AUDITION Screen #9 shows an implementation in Forth with Comments on AUDITION Scr #9 available to show how audition is handled.

___ Step 005: Directly from the World Wide Web, print out your current Internet Web Release as a working document. Freely mark up the hardcopy with corrections, algorithm ideas, URL's, etc., until you have coded enough new functionality to warrant a new, up-to-date Web release.

___ Step 006: Create an array such as ear{ } to store the keyboard text entry.

___ Step 007: Write code for a Comparator which will recognize words already stored in the PDaiMind.

___ Step 008:

___ Step 009:

___ Step 010:

From -8459737444504538020
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47465d8aad60f924,start
X-Google-Attributes: gid1115ce,public
From: Guido Goebertus <guidogoe@xs4all.nl>
Subject: Atari030 DSP programming
Date: 1999/01/10
Message-ID: <916000150-518802AEicMi@xs4all.nl>#1/1
X-Deja-AN: 430987933
X-NNTP-Posting-Host: dc2-modem428.dial.xs4all.nl [194.109.129.172]
Content-Transfer-Encoding: 8bit
X-XS4ALL-Date: Sun, 10 Jan 1999 21:36:07 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: XS4ALL, networking for the masses
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi,

I bought my CLab-030 machine for HD recording, but I had also some DSP
software writing in mind.
I know of some devoloping software from Atari (RIP) and a DSP-assembler
from a company called HiSoft (RIP as well?).
I have a program called DSP-edit but although I can program in 6800/0
assembly language I can't get grip on this (I think limited softw.?)
Seems that I can no longer buy the stuff I need.
So sad! :((

Guido..

From 323016517222895965
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47465d8aad60f924
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Atari030 DSP programming
Date: 1999/01/11
Message-ID: <77cf10ldj1@nyheter.chalmers.se>#1/1
X-Deja-AN: 431174861
References: <916000150-518802AEicMi@xs4all.nl>

Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <916000150-518802AEicMi@xs4all.nl>,
Guido Goebertus <guidogoe@xs4all.nl> wrote:
>I bought my CLab-030 machine for HD recording, but I had also some DSP
>software writing in mind.

:-)

>I know of some devoloping software from Atari (RIP) and a DSP-assembler
>from a company called HiSoft (RIP as well?).

I've never heard anything good about HiSoft's DSP package, but I've
not used it myself either.

>I have a program called DSP-edit but although I can program in 6800/0
>assembly language I can't get grip on this (I think limited softw.?)

Never heard of that program.

>Seems that I can no longer buy the stuff I need.

Why should you need to buy anything?
For most things you can find very good stuff on the net, for free!

I've always used Motorola's DSP assembler and a couple of other free
programs for my DSP programming, and they all work perfectly well.
Somewhat slow perhaps, but then you're not likely to write anything
very large for the DSP, anyway. ;-)

I don't remember where I found the programs I'm using, but take a look
around the various ftp sites.
If you need some small code samples to get started, I have some Falcon
specific ones here and Motorola has (at least they used to) a relatively
large 56k source library somewhere.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -581547374412775751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbcfa3c5c4931abc
X-Google-Attributes: gid1115ce,public
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk (Spencer Davies)
Subject: Re: Programming for STing in Lattice C.
Date: 1999/01/11
Message-ID: <3698fa57.3146133@news.freeserve.co.uk>#1/1

X-Deja-AN: 431215782
References: <36912225.97689@news.freeserve.co.uk> <F59CzK.6A7@arisia.stud.uni-hannover.de>
X-Complaints-To: abuse@theplanet.net
X-Trace: news5.svr.pol.co.uk 916057946 8180 62.136.28.35 (11 Jan 1999 12:32:26 GMT)
Organization: none
Reply-To: spencer@maelstrom.freeserve.co.uk
NNTP-Posting-Date: 11 Jan 1999 12:32:26 GMT
Newsgroups: comp.sys.atari.programmer

On Fri, 8 Jan 1999 20:30:56 GMT, perot@arisia.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>That file only contains three #defines that define names for three RSC file
>object tree entry numbers. It's not necessary for understanding how the ping
>works. The compiled version is in the archive as PING.PRG.
Ok, understood.

>The Ping code is not a very good example for starting programming. It
>demonstrates the ICMP interface which is based on callbacks.
>
>Better read the programming section in STING.HYP to learn about the available
>API calls. Programming networking that way is a lot like file access.
Will do. Time to start downloading some RFC's and having a play.

To which end, what is a good development environment Atari - PC
running Linux or Atari - Atari both running STing? I have spare room
on the PC (and a Redhat 5.1 CD set) as well as the Falcon (without
STing or Mint though). If the Linux route would be better I can go for
that (although more work will need doing in setting it all up) or
stick with the simpler Falcon running STing (though less potential for
testing all areas)?

Thanks.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

From 5037058243260050149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47465d8aad60f924
X-Google-Attributes: gid1115ce,public
From: Guido Goebertus <guidogoe@xs4all.nl>
Subject: Re: Atari030 DSP programming

Date: 1999/01/11
Message-ID: <916071198-556073AEicMi@xs4all.nl>#1/1
X-Deja-AN: 431283438
X-NNTP-Posting-Host: dc2-modem293.dial.xs4all.nl [194.109.129.37]
Content-Transfer-Encoding: 8bit
References: <916000150-518802AEicMi@xs4all.nl> <77cf10ldj1@nyheter.chalmers.se>
X-XS4ALL-Date: Mon, 11 Jan 1999 17:20:14 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: XS4ALL, networking for the masses
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>Seems that I can no longer buy the stuff I need.

Johan wrote:

>Why should you need to buy anything?
>For most things you can find very good stuff on the net, for free!

>I've always used Motorola's DSP assembler and a couple of other free
>programs for my DSP programming, and they all work perfectly well.
>Somewhat slow perhaps, but then you're not likely to write anything
>very large for the DSP, anyway. ;-)

Hi Johan,

Following your advice I've downloaded Motorola's assembler and noticed
that it is a .TTP. (brrrr...:-)
I suppose you use somekind of shell/editor or what?

>If you need some small code samples to get started, I have some Falcon
>specific ones here

I think it will be a great help if you mail me some simple
examples.
Thank you in advance.

m.vr.gr.:

Guido Goebertus/THD Studio

From 3705134089907254978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47465d8aad60f924
X-Google-Attributes: gid1115ce,public
From: "Henrik Gild" <di98gihe@ios.chalmers.se>

Subject: Re: Atari030 DSP programming
Date: 1999/01/12
Message-ID: <369B40E2.6B16B6C9@ios.chalmers.se>#1/1
X-Deja-AN: 431635316
Content-Transfer-Encoding: 7bit
References: <916000150-518802AEicMi@xs4all.nl> <77cf10ldj1@nyheter.chalmers.se>
<916071198-556073AEicMi@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Chalmers University of Technology
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Guido!

> >If you need some small code samples to get started, I have some Falcon
> >specific ones here
>
> I think it will be a great help if you mail me some simple
> examples.
> Thank you in advance.

One piece of equipment that I think is great is Motorola's
DSP56000/DSP56001 User's Manual. It's written in a really good way, and
without it I wouldn't have learnt the DSP at all. At least it would have
taken much, much longer. I think you can order it free of charge from
Motorola, via their homepage. At least I have heard from several people
that they have ordered User's Manuals for free, and sometimes Motorola
even sent more than one copy... :-)

In the User's Manual there are examples of using the three ports of the
DSP, and the examples are explained quite extensively.

I really recommend it!

Regards
Henrik

From -5089529732486410596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2784fe49257f6b8f,start
X-Google-Attributes: gid1115ce,public
From: ashley.seabrook@zetnet.co.uk (Ashley Seabrook)
Subject: Learning DSP
Date: 1999/01/12
Message-ID: <77fs91$85l$1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 431703385
X-Trace: irk.zetnet.co.uk 916157537 8373 194.247.41.42 (12 Jan 1999 16:12:17 GMT)
NNTP-Posting-Date: 12 Jan 1999 16:12:17 GMT
Newsgroups: comp.sys.atari.programmer

Does anyone have any hints for someone who wants to learn some DSP

assembler but has no 680x0 assembler experience at all.
Documentation, examples and software recommendations are all welcome.
I have a basic knowledge of BASIC (no pun intended!) and I wish to
write some DSP routines for incorporation into BASIC programs.

Cheers,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

From 1205402837403045814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2784fe49257f6b8f
X-Google-Attributes: gid1115ce,public
From: ashley.seabrook@zetnet.co.uk (Ashley Seabrook)
Subject: Re: Learning DSP
Date: 1999/01/12
Message-ID: <77ftpl$871$1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 431712865
References: <77fs91$85l$1@irk.zetnet.co.uk>
X-Trace: irk.zetnet.co.uk 916159093 8417 194.247.41.23 (12 Jan 1999 16:38:13 GMT)
NNTP-Posting-Date: 12 Jan 1999 16:38:13 GMT
Newsgroups: comp.sys.atari.programmer

On 12 Jan 1999 16:12:17 , Ashley Seabrook wrote:
>Does anyone have any hints for someone who wants to learn some DSP
>assembler but has no 680x0 assembler experience at all.
>Documentation, examples and software recommendations are all welcome.
>I have a basic knowledge of BASIC (no pun intended!) and I wish to
>write some DSP routines for incorporation into BASIC programs.

In the light of the fact that there are other DSP-related postings in
c.s.a.p. I'd just like to say that unlike the other poster, I have no
experience whatsoever with 680x0 assembler - so I would have to learn
DSP assembler from the basics upwards. So any ideas? And, I'm also
open for tips on integrating DSP with (probably HiSoft) BASIC.

Cheers,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

From 2307051032208030041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47465d8aad60f924
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Atari030 DSP programming
Date: 1999/01/12
Message-ID: <77galejmf1@news2.xs4all.nl>#1/1
X-Deja-AN: 431784939
X-NNTP-Posting-Host: dc2-modem788.dial.xs4all.nl [194.109.131.20]
References: <916000150-518802AEicMi@xs4all.nl>
Organization: Stichting ST
X-XS4ALL-Date: Tue, 12 Jan 1999 21:17:50 CET
Newsgroups: comp.sys.atari.programmer

On 10 Jan 1999 21:28:00, Guido Goebertus wrote:
>Hi,
>
>Seems that I can no longer buy the stuff I need.

At least there is the stuff that atarui releazssed for the Falcon. It
is about DSP-use in falcon plus an DSP assembler compiler from
Motorola.
I have the stuff here around. We put it on a PD disk as far as I
remenmber. And there is a box with flops around bearing 'DSP'.

So give me a ring.

071- 5130045

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 2348896981696887710
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5220e32888efdab4,start
X-Google-Attributes: gid1115ce,public
From: wima@datacomm.ch (wima)
Subject: I'm searching the source code of the game "Ballerburg"
Date: 1999/01/12
Message-ID: <369bc257.1071983@news.datacomm.ch>#1/1
X-Deja-AN: 431883857
X-Trace: 12 Jan 1999 22:48:45 +0100, 212.254.1.210
Newsgroups: comp.sys.atari.programmer

Hello
Where can I get the source of the game Ballerburg?
---
   never change a running system

http://www.datacomm.ch/wima
wima@datacomm.ch

From 4108092909396943258
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbcfa3c5c4931abc
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Programming for STing in Lattice C.
Date: 1999/01/12
Message-ID: <F5GrqH.y0@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 431991067
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de (news)
References: <36912225.97689@news.freeserve.co.uk> <F59CzK.6A7@arisia.stud.uni-hannover.de> <3698fa57.3146133@news.freeserve.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <3698fa57.3146133@news.freeserve.co.uk>,
 spencer@SPAMTHISmaelstrom.freeserve.co.uk (Spencer Davies) writes:

> To which end, what is a good development environment Atari - PC
> running Linux or Atari - Atari both running STing? I have spare room
> on the PC (and a Redhat 5.1 CD set) as well as the Falcon (without
> STing or Mint though). If the Linux route would be better I can go for
> that (although more work will need doing in setting it all up) or
> stick with the simpler Falcon running STing (though less potential for
> testing all areas)?

Precisely. If you wanna write some client (server) for some service, chances are good you can find an already existing server (client) for Linux, against which you can test your software.

For some standard services, servers do exist for STinG too.

If you want to write some networked game, you will most likely end up designing your own proprietary protocol for which there is no server or client. In that case of course two identical machines (Ataris with STinG) are the far better choice.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -646189092737187740
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,44ed9d426906c9b3,start
X-Google-Attributes: gid1115ce,public
From: Peter Schroeder <art@REMOVE.toREPLYinfra.de>
Subject: Perl-Binary-Distribution
Date: 1999/01/13
Message-ID: <916184096-125500AEicMi@REMOVE.toREPLYinfra.de>#1/1
X-Deja-AN: 431938693
Cache-Post-Path: base!unknown@spider-24.infra.de
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
Organization: INFRa's NNTPCache
X-Cache: nntpcache 2.3.3 (see http://www.nntpcache.org/)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi,

I'm looking for an actual atari/mint-perl-port. I've got v5.001 so far,
but I'd be pleased about any hint to a compiled distribution >= v5.004.
Any Ideas?

Regards,
Peter.

--
remove REMOVE.to.REPLY to reply

From -7276972285528618904
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2784fe49257f6b8f
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Learning DSP
Date: 1999/01/13
Message-ID: <77hvb6$1u5$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 432093093
References: <77fs91$85l$1@irk.zetnet.co.uk> <77ftpl$871$1@irk.zetnet.co.uk>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 916226214 1989 130.37.80.249 (13 Jan 1999 11:16:54 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 13 Jan 1999 11:16:54 GMT
Newsgroups: comp.sys.atari.programmer

Ashley Seabrook (ashley.seabrook@zetnet.co.uk) wrote:

: In the light of the fact that there are other DSP-related postings in
: c.s.a.p. I'd just like to say that unlike the other poster, I have no
: experience whatsoever with 680x0 assembler - so I would have to learn
: DSP assembler from the basics upwards.

That shouldn't be a problem -- back when I was a BASIC-only programmer
I learned M68K asm by flipping through an instruction listing (after having
read some info on registers, addressing modes and stuff...)
Assembly is usually pretty easy to learn as it's very locical. The only
really hard part is debugging...
A good place to start would be the DSP and DSP-interface descriptions and
the instruction lists on the sites below.

My page, development doc section: http://atari.scum.org/
The Dead Hackers Society, file section: http://wombat.ludvika.se/dhs/
(haven't had time to add this link to my own page yet...)

You will find some software here as well...

: And, I'm also
: open for tips on integrating DSP with (probably HiSoft) BASIC.

Most of the DSP interfacing is done with XBIOS functions, so that shouldn't
be too much of a problem...
Good Luck,
-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/

All extremists should be taken out and shot.

From -5169754744932408457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47465d8aad60f924
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Atari030 DSP programming
Date: 1999/01/13
Message-ID: <77hvgq$1u5$2@feresa.bio.vu.nl>#1/1
X-Deja-AN: 432093094
References: <916000150-518802AEicMi@xs4all.nl>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 916226394 1989 130.37.80.249 (13 Jan 1999 11:19:54 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 13 Jan 1999 11:19:54 GMT
Newsgroups: comp.sys.atari.programmer

Guido Goebertus (guidogoe@xs4all.nl) wrote:

: I have a program called DSP-edit but although I can program in 6800/0
: assembly language I can't get grip on this (I think limited softw.?)

Try writing in DSP56001 assembly :-)

: Seems that I can no longer buy the stuff I need.

Have a look at the following sites:

http://wombat.ludvika.se/dhs (file section)
http://atari.scum.org/ (development doc section)

-=El Vienno

From 9099477053119644143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,44ed9d426906c9b3
X-Google-Attributes: gid1115ce,public
From: joska@nuts.edu
Subject: Re: Perl-Binary-Distribution
Date: 1999/01/13
Message-ID: <77icia$p7r$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 432123011
References: <916184096-125500AEicMi@REMOVE.toREPLYinfra.de>
X-Http-Proxy: 1.0 s01sikker:5000, 1.0 x11.dejanews.com:80 (Squid/1.1.22) for
client 195.1.5.228
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Wed Jan 13 15:02:41 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/2.0 (compatible; MSIE 3.02; Windows NT)

In article <916184096-125500AEicMi@REMOVE.toREPLYinfra.de>,
  Peter Schroeder <art@REMOVE.toREPLYinfra.de> wrote:

> I'm looking for an actual atari/mint-perl-port. I've got v5.001 so far,
> but I'd be pleased about any hint to a compiled distribution >= v5.004.
> Any Ideas?

There is a 5.004-port on funet:

ftp://ftp.funet.fi/pub/atari/piwo-mint/Programming/Perl/

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -3991416657122614177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47465d8aad60f924
X-Google-Attributes: gid1115ce,public
From: Guido Goebertus <guidogoe@xs4all.nl>
Subject: Re: Atari030 DSP programming
Date: 1999/01/13
Message-ID: <916254090-241064AEicMi@xs4all.nl>#1/1
X-Deja-AN: 432231013
X-NNTP-Posting-Host: dc2-modem454.dial.xs4all.nl [194.109.129.198]
Content-Transfer-Encoding: 8bit
References: <916000150-518802AEicMi@xs4all.nl> <77cf10ldj1@nyheter.chalmers.se>
X-XS4ALL-Date: Wed, 13 Jan 1999 20:08:30 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: XS4ALL, networking for the masses
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

To anyone who has dropped me a line about Falcon DSP programming:
Thank you very much.
Yet, I have another question: When I try to assemble an .asm file I get
an .cld output file (using Motorola's 56K DSP assembler).
Is this right?
The manual says it should be a .LOD or .LNK file.
I don't think I use the right CL, as I'm not very familair with TTP's.
What would be the right CL asuming all the files are in the same
directory, including the assembler?
This is perhaps a very stupid question, but besides the -A,-B options,
all works fine. (but indeed a bit slow.)
Motorola is kind of hazy about this.
And, additional, would a Shell like Chatwin do any good in my case?

Regards, Guido/THD Studio

From -2085199474888911368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,542bf2f073c37e91,start
X-Google-Attributes: gid1115ce,public
From: PWest@thedruid.demon.co.Remove.To.Reply.uk
Subject: Keyboard shortcuts
Date: 1999/01/13
Message-ID: <K65qYlAg$Sn2Ewbo@thedruid.demon.co.uk>#1/1
X-Deja-AN: 432331049
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 916271260 nnrp-06:321 NO-IDENT
thedruid.demon.co.uk:158.152.231.228

Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In a message of <02.01.99>, John Richardson (90:107/104) writes:
 >> translations if necessary. However, the original programmer has
 >> to write code in a way that implements this - Holger does not know
 >> of any library that does this automatically.

 JR> Mydials does this.

Darn, I should have known this - after all I translated its docs for the Interface 2 manual! But at the time I understood even less about programming then I do now (though I still no virtually nothing :-( )

But I understand that Mydials has now been superseded by another library with most German programmers...

Regards
        /Peter/

--
Appearing for such an insignificant duration would be illogical.

--

--

```
 +-------------------------------------------------------------+
 | ======   The Druid  Wales  UK  >*<  InterNet GateWay        |
 |  I  I       gatekeeper@spamless.thedruid.demon.uk           |
 +-------------------------------------------------------------+
```


From -4220615191826545692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2784fe49257f6b8f
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Learning DSP
Date: 1999/01/13
Message-ID: <F5IGw3.Mxv@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 432399660
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de (news)
References: <77fs91$85l$1@irk.zetnet.co.uk> <77ftpl$871$1@irk.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0

Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <77ftpl$871$1@irk.zetnet.co.uk>,
 ashley.seabrook@zetnet.co.uk (Ashley Seabrook) writes:

> In the light of the fact that there are other DSP-related postings in
> c.s.a.p. I'd just like to say that unlike the other poster, I have no
> experience whatsoever with 680x0 assembler - so I would have to learn
> DSP assembler from the basics upwards. So any ideas? And, I'm also
> open for tips on integrating DSP with (probably HiSoft) BASIC.

Why is it the DSP you want to program in assembler ? A DSP is a rather
specialised device that is not to well suited for everyday tasks. I'd
guess with learning about 680x0 assembler you're better off. If it's
speed you're after, you might well find the CPU (680x0) is fast enough
for what you intent to do, and it's a lot easier.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -1338252698908120885
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,6fb0d73ceca7777e,start
X-Google-Attributes: gid1115ce,public
From: "►►_," <Ludovic.CHIROL@wanadoo.fr@wanadoo.fr>
Subject: I'm seeking for St games from UBI SOFT
Date: 1999/01/14
Message-ID: <77lknj$ai9$1@platane.wanadoo.fr>#1/1
X-Deja-AN: 432685740
X-Priority: 3
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.0810.800
Organization: Wanadoo - (Client of French Internet Provider)
X-MSMail-Priority: Normal
Newsgroups: comp.sys.atari.programmer

Hello ST guys!

I'm seeking for "old" adventures games on Atari ST from UBI SOFT : "L'anneau
de Zengara", "Le ma►tre des ►mes" etc...

Thanks for your help! and i'm waiting for your reply.

Ludovic.CHIROL@wanadoo.fr

Bonjour tous les passion s ST!

Je suis la recherche de "vieux" jeux d'aventure dit s l' poque par
UBI-SOFT : l'anneau de Zengara", "Le ma tre des ames" etc...

Merci d'avance pour votre aide et j'attends imatiamment vos r ponses!
A bient t.
Ludovic.CHIROL@wanadoo.fr

From 5831074335247489843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,542bf2f073c37e91
X-Google-Attributes: gid1115ce,public
From: The GateKeeper <gatekeeper@nospam.demon.co.uk>
Subject: Keyboard shortcuts
Date: 1999/01/14
Message-ID: <7+omJFAnGmn2Ew9W@thedruid.demon.co.uk>#1/1
X-Deja-AN: 433121182
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 916439378 nnrp-08:11924 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Reply-To: The GateKeeper <gatekeeper@spamless.thedruid.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

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Regards
        /Peter/

--
Appearing for such an insignificant duration would be illogical.

-!- JetMail 0.99beta22

! Origin: Pete's Point at the #Fortress BBS# :~) (NeST 90:102/0.13)

--

```
+-------------------------------------------------------------+
| ======   The Druid  Wales  UK  >*<  InterNet GateWay        |
|  I  I       gatekeeper@spamless.thedruid.demon.uk           |
+-------------------------------------------------------------+
```

From -8883207444123391594
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7e36fe5d6f4dd0e3,start
X-Google-Attributes: gid1115ce,public
From: Peter West <gatekeeper@nospam.demon.co.uk>
Subject: Rsc Creation
Date: 1999/01/14
Message-ID: <3OslFIA0Jmn2Ewfm@thedruid.demon.co.uk>#1/1
X-Deja-AN: 433121183
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
Content-Type: text/plain;charset=iso-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 916439379 nnrp-08:11924 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In a message of <04.01.99>, jtdon@earthlink.net (90:107/100.100) writes:
j>   Can someone point me toward a good source of info
j> on how to use any of the many Rsc editors around. They
j> all seem to assume you already know how to use a previous
j> one or you know the structure of .rsc files.

The manual for Interface 2 does deal with constructing RSC files from scratch, though it's a bit short on how you tie this in with the actual program file. The English version of program and manual is/was available from Floppyshop for 25 UKP, though they are closing down end of the month and I don't know if they have any copies left. If not, contact Tom Thomason, V$\hat{o}$derlekstorget 12, S-418 32 Gothenburg, Sweden.
He also has an email address but I can't remember it, sorry!

Regards
/Peter/

--
The christmas spirit is not something to drink

-!- JetMail 0.99beta22
 ! Origin: Pete's Point at the #Fortress BBS# :~) (NeST 90:102/0.13)

--
 +---+
 | ======   The Druid Wales UK >*< InterNet GateWay |
 | I I   gatekeeper@spamless.thedruid.demon.uk |
 +---+

From 1224036411652465077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2784fe49257f6b8f
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Learning DSP
Date: 1999/01/15
Message-ID: <77n2g7$9hs$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 432889819
References: <77fs91$85l$1@irk.zetnet.co.uk> <F5IGw3.Mxv@arisia.stud.uni-hannover.de>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 916393287 9788 130.37.80.249 (15 Jan 1999 09:41:27 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 15 Jan 1999 09:41:27 GMT
Newsgroups: comp.sys.atari.programmer

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: specialised device that is not to well suited for everyday tasks. I'd
: guess with learning about 680x0 assembler you're better off. If it's
: speed you're after, you might well find the CPU (680x0) is fast enough
: for what you intent to do, and it's a lot easier.

That depends on what one wants to do, doesn't it?
For instance, the DSP is _a lot_ faster on things like fixed-point calculations and goniometric transformations (it's faster than the CPU anyway...) plusone could make it work in parallel with the CPU.

     -=LvZ

From -744342672196691474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
X-Google-Thread: 1115ce,cd68dfa3f988767d

X-Google-Attributes: gid1115ce,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
From: seanl@drinkme.cs.umd.edu (Sean Luke)
Subject: Re: The Art of Computer Mindmaking
Date: 1999/01/15
Message-ID: <77obh8$b2h$1@cronkite.cs.umd.edu>#1/1
X-Deja-AN: 433106659
References: <36981b3c.0@news.victoria.tc.ca> <3698d2f9.0@news.victoria.tc.ca>
Followup-To:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer
X-Complaints-To: abuse@cs.umd.edu
X-Trace: cronkite.cs.umd.edu 916435304 11345 128.8.128.71 (15 Jan 1999 21:21:44
GMT)
Organization: U of Maryland, College Park, MD 20742
NNTP-Posting-Date: 15 Jan 1999 21:21:44 GMT
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

Mentifex (mentifex@scn.org) wrote:
> Using any viable language to code the minimal pdaimind:

```
>   /^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^\
>  /visual memory\                   _________     /  auditory   \
> |      /--------|---------\       / LANG-UK \   |   memory      |
> |      |  recog-|nition   |       \_________/---|-------------\ |
> |   ___|___     |         | flush-vector|       |   ________  | |
> |  /image  \    |     ____V_        ____V__     |  /        \ | |
> | / percept \   |    /psi{ }\------/ uk{ } \----|-/ ear{ }   \| |
> | \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes /  |
> |  \_______/    |   \________/    \_________/   |  \________/   |
```

In case anyone doesn't know, this guy is a nutcase who's a regular on
comp.ai. Apparently he's now trying to branch out.

Sean

From -9164803562062429314
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7e36fe5d6f4dd0e3
X-Google-Attributes: gid1115ce,public
From: James Donovan <jtdon@earthlink.net>

Subject: Re: Rsc Creation
Date: 1999/01/15
Message-ID: <369FDA58.986AF882@earthlink.net>#1/1
X-Deja-AN: 433164661
Content-Transfer-Encoding: 8bit
References: <3OslFIA0Jmn2Ewfm@thedruid.demon.co.uk>
X-Posted-Path-Was: not-for-mail
Content-Type: text/plain; charset=x-user-defined
X-ELN-Date: 16 Jan 1999 00:18:16 GMT
X-ELN-Insert-Date: Fri Jan 15 16:26:06 1999
Organization: EarthLink Network, Inc.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Thanks Peter,
□□□□□□□□□□□ Jim Donovan

Peter West wrote:

> In a message of <04.01.99>, jtdon@earthlink.net (90:107/100.100) writes:
> □j>□□□□□□□ Can someone point me toward a good source of info
> □j> on how to use any of the many Rsc editors around.□ They
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> program file. The English version of program and manual is/was available from
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> He also has an email address but I can't remember it, sorry!
>
> Regards
> □□□□□□□ /Peter/
>
> --
> The christmas spirit is not something to drink
>
> -!- JetMail 0.99beta22
> □! Origin: Pete's Point at the #Fortress BBS# :~) (NeST 90:102/0.13)
>
> --
> □+----------+
> □| ======□□ The Druid□ Wales□ UK□ >*<□ InterNet GateWay□□□□□□□ |
> □|□ I□ I□□□□□□ gatekeeper@spamless.thedruid.demon.uk□□□□□□□□□□ |
> □+----------+

□

From 6555069916186255002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
From: mwvaugh@uiuc.edu (Matthew Vaughn)
Subject: Re: The Art of Computer Mindmaking
Date: 1999/01/15
Message-ID: <mwvaugh-1501991843170001@vaughn.life.uiuc.edu>#1/1
X-Deja-AN: 433164715
References: <36981b3c.0@news.victoria.tc.ca> <3698d2f9.0@news.victoria.tc.ca>
<77obh8$b2h$1@cronkite.cs.umd.edu>
Organization: None, Whatsoever.
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

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(Sean Luke) wrote:

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>> |      /--------|---------\       / LANG-UK \   |   memory      |
>> |      |  recog-|nition   |       \_________/---|-------------\ |
>> |   ___|___     |         | flush-vector|       |   ________  | |
>> |  /image  \    |     ____V_        ____V__     |  /        \ | |
>> | / percept \   |    /psi{ }\------/ uk{ } \----|-/ ear{ }   \| |
>> | \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes /  |
>> |  \_______/    |   \________/    \_________/   |  \________/   |
>
>
>In case anyone doesn't know, this guy is a nutcase who's a regular on
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>
>Sean
```

Actually, since the beta version of Newton Prolog is near release, maybe
he's not too far off the mark ;-)

From -4147850817522832056
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 1115ce,7e36fe5d6f4dd0e3
X-Google-Attributes: gid1115ce,public
From: PWest@thedruid.demon.co.Remove.To.Reply.uk
Subject: Rsc Creation
Date: 1999/01/15
Message-ID: <yk5EfBAjO8n2Ewdw@thedruid.demon.co.uk>#1/1
X-Deja-AN: 433312613
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
Content-Type: text/plain;charset=iso-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 916492239 nnrp-04:22620 NO-IDENT
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 +---+
 | ======   The Druid Wales UK >*< InterNet GateWay |
 | I I   gatekeeper@spamless.thedruid.demon.uk |
 +---+

From -700022909990226172

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a24ee9d04e0fd40,start
X-Google-Attributes: gid1115ce,public
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Subject: GFA/STOS/Spectrum Basic Question
Date: 1999/01/15
Message-ID: <Trj+$KAoY3n2QwB+@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 433429076
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 916519965 9962 62.136.50.216 (16 Jan 1999 20:52:45 GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve.co.uk.no.spam.here>
NNTP-Posting-Date: 16 Jan 1999 20:52:45 GMT
Newsgroups: comp.sys.atari.programmer

In Spectrum basic you could make a scrolling effect by..

```
10 a$="Scrolling text............. scrolling text............."
20 print a$(TO 10)
30 a$=a$+1
40 goto 20
```

where 20 would print the string a$ up to 10 characters
30 would make the string "scroll" (e.g. "Hello" would be "elloH")
40 would, of course, loop.

Is there any way this could be done in GFA or STOS Basic?
--
Clair Shaw | MURPHY'S RULES:
Aka. CDS | The other queue
ICQ:1043359 | goes faster
mailto:Clair@Shaw1.freeserve.co.uk |
http://surf.to/shaws | Remove spam block to reply

From -9074535841125326391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c18b2964b574cb23,start
X-Google-Attributes: gid1115ce,public
From: kma54@csc.canterbury.ac.nz (KARL M ASHTON)
Subject: Re: fopen_env
Date: 1999/01/16
Message-ID: <Ribxl5hE2z4i@cantva.canterbury.ac.nz>#1/1
X-Deja-AN: 433173060
Organization: University of Canterbury, Christchurch, New Zealand
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
> >Another thing, It was pointed out to me in a recent e-mail (hi Ralf!)
> >that in the first section of code, I should be making a copy of the

> >pointer that getenv() returns, so that strtok() doesn't mess with the
> >environment variable directly. Using strdup() solved the problem.
>
> eek! I missed that one.

Hmmm, don't worry, so did I ;-)

> It's a really good example of a subtle bug though. Code which uses
> getenv() tends to do it only once so if the bug didn't appear
> immediately it could go unnoticed for years *and* it could affect
> other programs.

Yeah, I'm trying not to think about all the headaches it might have caused :-/
Just glad it was found. Phew :-)

I'll be uploading the source to fopen_env() plus supporting functions (and other
useful procedures I've since created), to my web page soonish. So if anyone
else is interested, you can take a peek sometime next week!

URL: http://cantua.canterbury.ac.nz/~kma54/0x29a/

Thanks again,
Karl.

From -1786008023240417724
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7e36fe5d6f4dd0e3
X-Google-Attributes: gid1115ce,public
From: Iggy Drougge <optimus@canit.se>
Subject: Re: Rsc Creation
Date: 1999/01/16
Message-ID: <1262.7685T254T1353@canit.se>#1/1
X-Deja-AN: 433212037
References: <3OslFIA0Jmn2Ewfm@thedruid.demon.co.uk>
X-Complaints-To: usenet@canit.se
X-Trace: dos.canit.se 916457875 831 193.13.228.161 (16 Jan 1999 03:37:55 GMT)
Organization: CanIt Public Access, Stockholm
NNTP-Posting-Date: 16 Jan 1999 03:37:55 GMT
Newsgroups: comp.sys.atari.programmer

Den 14-Jan-99 22:32:36 nedtecknade Peter West (gatekeeper@nospam.demon.co.uk)
f⍰ljande:
>In a message of <04.01.99>, jtdon@earthlink.net (90:107/100.100) writes:
> j>   Can someone point me toward a good source of info
> j> on how to use any of the many Rsc editors around. They
> j> all seem to assume you already know how to use a previous
> j> one or you know the structure of .rsc files.

>The manual for Interface 2 does deal with constructing RSC files from

>scratch, though it's a bit short on how you tie this in with the actual
>program file. The English version of program and manual is/was available from
>Floppyshop for 25 UKP, though they are closing down end of the month and I
>don't know if they have any copies left. If not, contact Tom Thomason,
>He also has an email address but I can't remember it, sorry!

You could try <tom_thomason@fpc.ct.se>.

--
Iggy Drougge http://www.canit.se/~optimus/ optimus@canit.se

Sailor Moon and Transformer freak!

Sailor Moon in Sweden: http://www.canit.se/~optimus/sm/

"You're pretty stupid for a commander! OK! Now I'll send you express to hell!"
 - Sixshot to Ultra Magnus, "TF: Headmasters"

From 598736971718922262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbcfa3c5c4931abc
X-Google-Attributes: gid1115ce,public
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk (Spencer Davies)
Subject: Re: Programming for STing in Lattice C.
Date: 1999/01/16
Message-ID: <36a1166c.8115889@news.freeserve.co.uk>#1/1
X-Deja-AN: 433468541
References: <36912225.97689@news.freeserve.co.uk> <F59CzK.6A7@arisia.stud.uni-hannover.de> <3698fa57.3146133@news.freeserve.co.uk> <F5GrqH.y0@arisia.stud.uni-hannover.de>
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 916528941 15652 62.136.18.159 (16 Jan 1999 23:22:21 GMT)
Organization: none
Reply-To: spencer@maelstrom.freeserve.co.uk
NNTP-Posting-Date: 16 Jan 1999 23:22:21 GMT
Newsgroups: comp.sys.atari.programmer

On Tue, 12 Jan 1999 20:32:40 GMT, perot@arisia.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>Precisely. If you wanna write some client (server) for some service, chances
>are good you can find an already existing server (client) for Linux, against
>which you can test your software.
Thanks, I have now loaded up Linux and just have the after
configuration to complete now (like PPP) before I can start messing
about on the TT.

>For some standard services, servers do exist for STinG too.
I've noticed ;-)

>If you want to write some networked game, you will most likely end up designing
>your own proprietary protocol for which there is no server or client. In that
Games aren't really my forte so I am planning on writing some simple
applications. My main worry is that I have never done any GUI
programming so initial efforts are likely to be TOS based only. But
when I am going to attempt a GUI then I shall come back and ask some
more questions. ;-)

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

From -1135637889126585434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f6087,cd68dfa3f988767d
X-Google-Attributes: gidf6087,public
X-Google-Thread: f98ee,cd68dfa3f988767d
X-Google-Attributes: gidf98ee,public
X-Google-Thread: 1115ce,cd68dfa3f988767d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9256,cd68dfa3f988767d
X-Google-Attributes: gidf9256,public
X-Google-Thread: ffc26,cd68dfa3f988767d
X-Google-Attributes: gidffc26,public

From: "Lyster E. Wick Jr." <lwickjr@i2k.com>
Subject: Re: The Art of Computer Mindmaking
Date: 1999/01/16

Message-ID: <1682.685T1512T12902096@i2k.com>#1/1
X-Deja-AN: 434832468
References: <36981b3c.0@news.victoria.tc.ca> <3698d2f9.0@news.victoria.tc.ca>
<77obh8$b2h$1@cronkite.cs.umd.edu> <mwvaugh-1501991843170001@vaughn.life.uiuc.edu>

Organization: I-2000, Inc.
Newsgroups:
comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,
comp.sys.amiga.programmer,comp.sys.atari.programmer

Why is this being posted into so many newsgroups? I count *five*. I'm
posting from comp.sys.amiga.programmer. Where are you?

In article <mwvaugh-1501991843170001@vaughn.life.uiuc.edu>, dated 16-Jan-99
05:43:17, Matthew Vaughn (mwvaugh@uiuc.edu) typed this:

 MV> In article <77obh8$b2h$1@cronkite.cs.umd.edu>, seanl@drinkme.cs.umd.edu
 MV> (Sean Luke) wrote:

>>Mentifex (mentifex@scn.org) wrote:

M>>> Using any viable language to code the minimal pdaimind:

```
M>>>   /^^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^^\
M>>>  /visual memory\                   _________     /  auditory   \
M>>> |      /--------|---------\       / LANG-UK \   |   memory      |
M>>> |      |  recog-|nition   |       \_________/---|-------------\ |
M>>> |   ___|___     |         | flush-vector|       |   ________  | |
M>>> |  /image  \    |     ____V_        ____V__     |  /        \ | |
M>>> | / percept \   |    /psi{ }\------/ uk{ } \----|-/ ear{ }   \| |
M>>> | \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes /  |
M>>> |  \_______/    |   \________/    \_________/   |  \________/   |
```

s>> In case anyone doesn't know, this guy is a nutcase who's a regular on
s>> comp.ai. Apparently he's now trying to branch out.

s>> Sean

MV> Actually, since the beta version of Newton Prolog is near release,
MV> maybe he's not too far off the mark ;-)

Then too, the world's great geniuses were always considered a bit strange
by their contemporaries. [Not to say that all strange people are geniuses,
but that all geniuses are strange people.]

See ya on the Bit Stream! The Hungry Hacker.

* You know, there are a lot of STRANGE people out there. --Mike Thompson

From -3737185735143267687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c04e91b6b66de77b,start
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Floating point
Date: 1999/01/17
Message-ID: <77sunnhvi4@news2.xs4all.nl>#1/1
X-Deja-AN: 433649784
X-NNTP-Posting-Host: dc2-modem787.dial.xs4all.nl [194.109.131.19]
Organization: Stichting ST
X-XS4ALL-Date: Sun, 17 Jan 1999 16:13:59 CET
Newsgroups: comp.sys.atari.programmer

Floating point is always a problem: some heave hardware some have
not. And when the have not then there is no emulation for it in TOS.

This grave error can be remedied.

Look at our updated homepage in section download:

http://www.xs4all.nl/~atarist

where there is a floating point emulator.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From -1861322895536909883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbcfa3c5c4931abc
X-Google-Attributes: gid1115ce,public
From: joska@nuts.edu
Subject: Re: Programming for STing in Lattice C.
Date: 1999/01/18
Message-ID: <77v7rtflo1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 433949644
References: <36912225.97689@news.freeserve.co.uk> <F59CzK.6A7@arisia.stud.uni-hannover.de> <3698fa57.3146133@news.freeserve.co.uk> <F5GrqH.y0@arisia.stud.uni-hannover.de>
X-Http-Proxy: 1.0 s01sikker:5000, 1.0 x14.dejanews.com:80 (Squid/1.1.22) for client 195.1.5.228
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Mon Jan 18 12:02:09 1999 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/2.0 (compatible; MSIE 3.02; Windows NT)

In article <F5GrqH.y0@arisia.stud.uni-hannover.de>,
  perot@pallas.amp.uni-hannover.de wrote:

> Precisely. If you wanna write some client (server) for some service, chances
> are good you can find an already existing server (client) for Linux, against
> which you can test your software.

I experiment a bit with networking and network-programming for both STiNG and MiNTnet, and I always use GlueSTiK and servers running under MiNTnet on the same machine for testing. This works perfectly, and since the Falcon is the only *quiet* machine I have it's also a lot more comfortable than having the TT or PC shifting tons of air around my room.

Btw. Peter, it would have been cool if it was possible to establish a route between STiNG and MiNTnet on the same machine. Then STiNG could act as a IP-masq server (is this possible?), dial-up stack and stack for STiK/STiNG-clients, while MiNTnet could run all it's usual servers and clients. I guess this should be possible by writing suitable packet-drivers (e.g. using pipes or shared memory) for both STiNG and MiNTnet?

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 5579346539047835140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,44ed9d426906c9b3
X-Google-Attributes: gid1115ce,public
From: Peter Schroeder <art@REMOVE_to_REPLYinfra.de>
Subject: Re: Perl-Binary-Distribution
Date: 1999/01/18
Message-ID: <916692420-840816AEicMi@REMOVE_to_REPLYinfra.de>#1/1
X-Deja-AN: 434147701
Cache-Post-Path: base!unknown@spider-21.infra.de
Content-Transfer-Encoding: 8bit
References: <916184096-125500AEicMi@REMOVE.toREPLYinfra.de>
<77icia$p7r$1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=iso-8859-1
Organization: INFRa's NNTPCache
X-Cache: nntpcache 2.3.3 (see http://www.nntpcache.org/)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>There is a 5.004-port on funet:
>
> ftp://ftp.funet.fi/pub/atari/piwo-mint/Programming/Perl/
>
Thanks a lot!

Peter.

From -4885767856151345750
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a24ee9d04e0fd40
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: GFA/STOS/Spectrum Basic Question
Date: 1999/01/18
Message-ID: <36a3e69276f8c00@my-ste.demon.co.uk>#1/1
X-Deja-AN: 434256314
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <Trj+$KAoY3n2QwB+@shaw1.freeserve.co.uk>
X-Sender: NEWSwatch v2.50 (Atari)
X-Complaints-To: abuse@demon.net
X-Hardware: 68000/8 Atari 520 STE 4Mb
X-Trace: news.demon.co.uk 916714793 nnrp-07:18434 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Reply-To: dbolt@my-ste.demon.co.uk

Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

on Fri 15-01-99 17:08 Clair D. Shaw wrote:

```
>In Spectrum basic you could make a scrolling effect by..
>
>10 a$="Scrolling text............. scrolling text............."
>20 print a$(TO 10)
>30 a$=a$+1
>40 goto 20
>
>where 20 would print the string a$ up to 10 characters
>30 would make the string "scroll" (e.g. "Hello" would be "elloH")
>40 would, of course, loop.
>
>Is there any way this could be done in GFA or STOS Basic?
```

Try this:

```
a$="Scrolling text............. scrolling text............."
DO
  PRINT MID$(a$,1,10)
  a$=MID$(a$,2)+LEFT$(a$,1)
LOOP
```

it should work the same as the Spectrum basic version.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNqLXkg7+qeA2fy0RAQEOBAIAuaco2w3Wyu1ajHVaHhYZ/wEEj84DNCyz
pIrazQylKMW7U8grwZGpCXEj6U+xy2O5i/eZJMVZbsn8Sgflq4dETw==
=bxSj
-----END PGP SIGNATURE-----

--

Regards,
David

IRC: davjam on #acorn and #atari
Email: dbolt@my-ste.demon.co.uk

Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, NEC 3x CD, Magic 5.11, HD Driver 7.04,
V.34bis at 57600bps
Acorn A3010 2Mb, 260Mb, RiscOS 3.10, ARM2

.....Yomanda verliest het van mijn Higscreen! [*]^[*]

From 4937969218412482617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fbb848261b28de7,start
X-Google-Attributes: gid1115ce,public
From: deano@zetnet.co.uk (Deano)
Subject: New Address For Stos Faq
Date: 1999/01/19
Message-ID: <36a7ffa9.8534683@news.zetnet.co.uk>#1/1
X-Deja-AN: 434561075
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 916783017 10917 194.247.41.44 (19 Jan 1999 21:56:57
GMT)
Organization: Silly Software
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk
NNTP-Posting-Date: 19 Jan 1999 21:56:57 GMT
Newsgroups: comp.sys.atari.programmer

The Stos Faq is now maintained by me and can be accessed from my links
page.

Deano
Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/index.html

From 4570829472989674271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,410bcd24952d0383
X-Google-Attributes: gid1115ce,public
From: Vincent.Barrilliot@esial.u-nancy.fr (Vincent Barrilliot)
Subject: Re: basic on atari for dos use
Date: 1998/12/15
Message-ID: <756bf3$h39$1@arcturus.ciril.fr>#1/1
X-Deja-AN: 422584981
Distribution: world
Content-Transfer-Encoding: 8bit
References: <3676958D.628047B@heureka.co.at>
Content-Type: text/plain; charset=iso-8859-1
Organization: Universite Henri Poincare - Nancy (France) Departement Informatique
- ESIAL - ISIAL
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <3676958D.628047B@heureka.co.at>, Joe Strasser
<joe.strasser@heureka.co.at> writes:
|> can i use programmes written with gfa-basic atari in dos? or can i
|> transfer them to gfa-basic for windows/dos?

It will not work, because the OS are different. The best you can do is

re-write the code in GW-Basic or whatever BASIC that runs on PCs. If your
program uses GEM, it will be very hard !
good luck !

Vincent

PS : another solution is to get an ATARI ST emulator like PaCifiST and run
the GFA Basic from it :)

From 3034724947519352914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,410bcd24952d0383
X-Google-Attributes: gid1115ce,public
From: Brent Thirsk <thirsk@telusplanet.net>
Subject: Re: basic on atari for dos use
Date: 1998/12/16
Message-ID: <367701F5.483D@telusplanet.net>#1/1
X-Deja-AN: 422695556
Content-Transfer-Encoding: 7bit
References: <3676958D.628047B@heureka.co.at>
Content-Type: text/plain; charset=us-ascii
X-Trace: news2.telusplanet.net 913768952 204.209.207.97 (Tue, 15 Dec 1998 17:42:32
MDT)
MIME-Version: 1.0
Reply-To: thirsk@telusplanet.net
NNTP-Posting-Date: Tue, 15 Dec 1998 17:42:32 MDT
Newsgroups: comp.sys.atari.programmer

Joe Strasser wrote:
>
> can i use programmes written with gfa-basic atari in dos? or can i
> transfer them to gfa-basic for windows/dos?
You would have to a pretty complete conversion to go to GFA for PC.
Another choice is try power basic. I converted a lot of GFA atari
programs and it was not too bad, although you still have to work
on a PC. Power basic also has 32 bit code and will work with W95/98
--
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.telusplanet.net/public/thirsk/thirsk_web_page/index.htm
Email thirsk@telusplanet.net

From 1679474470780142591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,616d98e9565aef12,start
X-Google-Attributes: gid1115ce,public
From: kma54@csc.canterbury.ac.nz (KARL M ASHTON)
Subject: fopen_env
Date: 1998/12/16

Message-ID: <fnXVCxuPCb5S@cantva.canterbury.ac.nz>
X-Deja-AN: 422758785
Organization: University of Canterbury, Christchurch, New Zealand
Newsgroups: comp.sys.atari.programmer

Greetings all,

I started working on some resusable software components for future projects [read as: some handy routines to make coding life more tolerable], and the first thing that came to mind was a function to make locating say, a configuration file, easier.

What I've noticed in recent months, is that modern Atari apps tend to read/save *.CFG and *.INF files to $HOME\DEFAULTS\ or $HOME\ directories.

Take for example the text editor qed (taken from the docs),
> qed looks for the parameterfiles qed.cfg, pdlg.qed, display info
> file and the resource file qed.rsc on several paths.
>
> The search order for parameterfiles is:
>   (1) in the path of the envariable $QED
>   (2) in the path of the envariable $HOME
>   (3) in the path $HOME/defaults
>   (4) in the path that qed was started from
>   (5) in the current directory.

[...]

The function I've written - fopen_env, extends the standard library function fopen (which does the hard work), and searchs multiple paths for a specified file. If found, a file pointer is returned, else NULL.

It has one extra argument over fopen - init_envpath, which is the initial environment path to search in. Such as, $PATH or $QED etc. Set this to NULL if this isn't required.

The comments should adequatly explan other details...

This took me a while to write (a week!), 'cause I had to learn a few more tricks with pointers - a lot of reading was needed and scanning though other peoples code, but I feel much wiser now ;-)
(thanks to the likes of Dominique Bereiat and Anthony Jacques for freely providing their source code to anyone nosy enough to look through it!)

BTW, I hope this posting isn't too long, if I receive complaints, then er um... I won't do it again! ;-)

```
/*
 * Written using Lattice C version 5.6
 * Author - Karl Ashton <KMA54@student.canterbury.ac.nz>
```

```
 * 13/12/1998
 *
 */

#include <stdio.h>
#include <string.h>
#include <stdlib.h> /* getenv() */
#include <dos.h>    /* FMSIZE */
#include <aes.h>    /* shel_find() */
#include <portab.h> /* TRUE/FALSE/YES/NO, bool */
#include <cookie.h> /* getcookie() */
#include "fenv.h"   /* function prototypes etc */


/*-------------------------------------------------------------------*/
/* Cut 'n' Paste - add this stuff to a header file - say, "fenv.h" */

#ifndef _FENV_H_
#define _FENV_H_

#ifndef MiNT_COOKIE
#define MagX_COOKIE 0x4D616758L
#define MiNT_COOKIE 0x4D694E54L
#endif

FILE *fopen_env(const char *, const char *, const char *);
static char *fconf(const char *, const char *);

#endif

/*-------------------------------------------------------------------*/


/*-----------------------------------------------------------------*
 * Global variable - its scope is to this file only (static global)     *
 *-----------------------------------------------------------------*/

static  bool    use_u_drive;    /* U:\ is used if in MiNT domain */


/*-----------------------------------------------------------------*
 * FUNCTION:    fopen_env                                          *
 * ARGUMENTS:   init_envpath - an environment variable; which holds the *
 *                  path to the file your looking for (don't include    *
 *                  the '$'), set to NULL if a specific initial search  *
 *                  path isn't required (or unknown).                   *
 *              filename - the name of the file to load.               *
 *              mode - same as for fopen(), i.e, "r" = read etc.       *
 * DISCRIPTION: blah blah blah, I'll full this in later...             *
 * RETURNS:     a file pointer to "filename" if found; otherwise NULL   *
 *-----------------------------------------------------------------*/

FILE *
```

```
fopen_env( const char *init_envpath, const char *filename,
            const char *mode )
{
    FILE    *fp;        /* the FILE pointer to return */
    char    *env_p;     /* the environment path from getenv() */
    char    *path_p;    /* env_p + filename */

    /* determine whether or not we're in the MiNT domain; if so, "U:"
     * will be used if a directory path contains no drive letter and
     * just a slash first. For example, \usr\defauts = u:\usr\defaults
     */
    if (getcookie(MagX_COOKIE, NULL) == TRUE
        || getcookie(MiNT_COOKIE, NULL) == TRUE)
        use_u_drive = YES;
    else
        use_u_drive = NO;

    /* If an environment path has been given (i.e, not NULL), then search
     * this one first and return a file pointer if found.
     */
    if (init_envpath && (env_p = getenv(init_envpath))) {
        #define SEPARATORS " ,;"    /* space, comma, semi-colon */
        char *token_p;
        /* the use of strtok() here, is to cater for a string that has
         * multible paths which are to be searched in. For example, if
         * the enviroment varible $PATH=".;\usr;\etc;h:\bin" is used as
         * init_envpath.
         */
        token_p = strtok(env_p, SEPARATORS);
        while (token_p) {
            path_p = (char *) fconf(token_p, filename);
            if (fp = fopen(path_p, mode))
                return (fp);

            token_p = strtok(NULL, SEPARATORS);
        }
    }

    /* Next search for $HOME, looking first in $HOME\DEFAULTS\filename
     * followed by $HOME\filename
     */
    if (env_p = getenv("HOME")) {
        path_p = (char *) fconf(env_p, "DEFAULTS\\");
        path_p = (char *) fconf(path_p, filename);
        if (fp = fopen(path_p, mode))
            return (fp);

        /* else, not in defaults dir, so now check just in $HOME\ */
        path_p = (char *) fconf(env_p, filename);
        if (fp = fopen(path_p, mode))
            return (fp);
    }
```

```
    /* Finally, look in the AES path by calling shel_find().
     */
    if (filename) {
        strcpy(path_p, filename);
        if (shel_find(path_p))
            if(fp = fopen(path_p, mode))
                return (fp);
    }

    /* Otherwise, "filename" has not been found, so fp=NULL
     */
    return (NULL);
}

/*----------------------------------------------------------------------*
 * Internal function; used to configure "filename" to "path"            *
 *----------------------------------------------------------------------*/

static char *
fconf( const char *path, const char *filename )
{
    static  char    buf[FMSIZE];

    /* if a path is given, configure it so that it's suitable to use.
     * i.e, if no drive specified, then assume "U:" (MiNT/MagiC).
     */
    if (path) {
        if (*path == '\\' && (use_u_drive = YES)) {
            strcpy(buf, "U:");
            strcat(buf, path);
        } else
            strcpy(buf, path);

        /* add a '\' to the end if one isn't present */
        if (buf[strlen(buf)-1] != '\\')
            strcat(buf, "\\");
    }

    /* if the filename is given, tack it on the end.
     */
    if (filename)
        strcat(buf, filename);

    /* return "drive:\path\filename".
     */
    return (buf);
}

/*-------------------------------------------------------------------*/
/* rm this stuff below; just a little test. */
int
main( void )
{
```

```
    FILE *fp;

    if (fp = fopen_env("PATH", "PROFILE.MUP", "r"))
        puts("yes found it!!!!  :-)");
    else
        puts("not found!!!  :-(");

    return 0;
}
```

From 8058254054950224346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81d7f0acfdad6f70,start
X-Google-Attributes: gid1115ce,public
From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
Subject: Hello?
Date: 1998/12/19
Message-ID: <75fva7$h5i$1@newsreader4.core.theplanet.net>#1/1
X-Deja-AN: 423900139
X-Complaints-To: abuse@theplanet.net
X-Trace: newsreader4.core.theplanet.net 914063495 17586 62.136.29.224 (19 Dec 1998 10:31:35 GMT)
Organization: <none>
NNTP-Posting-Date: 19 Dec 1998 10:31:35 GMT
Newsgroups: comp.sys.atari.programmer

Sorry for this test post - I've not seen any messages in here for a few days...

Rgds, Derryck

```
/-----------------------------------------/
/   The Cheshunt Computer Club Herts UK   /
/ http://www.cix.co.uk/~derryck/index.htm /
/-----------------------------------------/
```

From -4012073747093417592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81d7f0acfdad6f70
X-Google-Attributes: gid1115ce,public
From: jfhaslam@zetnet.co.uk (James F. Haslam)
Subject: Re: Hello?
Date: 1998/12/19
Message-ID: <75gcs4qmt1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 423936973
References: <75fva7$h5i$1@newsreader4.core.theplanet.net>

X-Trace: roch.zetnet.co.uk 914077380 27357 194.247.40.242 (19 Dec 1998 14:23:00 GMT)
NNTP-Posting-Date: 19 Dec 1998 14:23:00 GMT
Newsgroups: comp.sys.atari.programmer

On 19 Dec 1998 10:31:35, Derryck Croker wrote:
>Sorry for this test post - I've not seen any messages in here for a few
>days...

Try getting a proper ISP..... ;-)

There's been plenty in here for us Zetnetters!

Cheers!

James


```
+-----------------------------------+-------------------------------------+
| James F. Haslam                   | Atari Falcon 14Mb, MagiC 6 / NVDI 5|
|                                   |                                     |
| Internet: jfhaslam@zetnet.co.uk   | Cheshunt Computer Club member!!     |
|                                   |                                     |
| FidoNet mail: 2:254/105           | Yes, Ataris CAN surf the Web!       |
+-----------------------------------+-------------------------------------+
```


From 992147041436608465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,616d98e9565aef12
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: fopen_env
Date: 1998/12/19
Message-ID: <367d07e4.140076559@news.demon.co.uk>
X-Deja-AN: 424026524
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <fnXVCxuPCb5S@cantva.canterbury.ac.nz>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 914100663 nnrp-08:27722 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 16 Dec 98 17:49:35 +1300 (NEW ZEALAND DAYLIGHT TIME),
kma54@csc.canterbury.ac.nz (KARL M ASHTON) wrote:

>Greetings all,
>
>I started working on some resusable software components for future
>projects [read as: some handy routines to make coding life more
>tolerable], and the first thing that came to mind was a function to
>make locating say, a configuration file, easier.
>
>What I've noticed in recent months, is that modern Atari apps tend
>to read/save *.CFG and *.INF files to $HOME\DEFAULTS\ or $HOME\
>directories.
>
>Take for example the text editor qed (taken from the docs),
>> qed looks for the parameterfiles qed.cfg, pdlg.qed, display info
>> file and the resource file qed.rsc on several paths.
>>
>> The search order for parameterfiles is:
>>   (1) in the path of the envariable $QED
>>   (2) in the path of the envariable $HOME
>>   (3) in the path $HOME/defaults
>>   (4) in the path that qed was started from
>>   (5) in the current directory.
>
>[...]
>
>
>The function I've written - fopen_env, extends the standard library
>function fopen (which does the hard work), and searchs multiple paths
>for a specified file. If found, a file pointer is returned, else NULL.
>
>It has one extra argument over fopen - init_envpath, which is the
>initial environment path to search in. Such as, $PATH or $QED etc.
>Set this to NULL if this isn't required.
>
>The comments should adequatly explan other details...
>
>This took me a while to write (a week!), 'cause I had to learn a few
>more tricks with pointers - a lot of reading was needed and scanning
>though other peoples code, but I feel much wiser now ;-)
>(thanks to the likes of Dominique Bereiat and Anthony Jacques for
>freely providing their source code to anyone nosy enough to look
>through it!)
>
>BTW, I hope this posting isn't too long, if I receive complaints, then
>er um... I won't do it again! ;-)

Source code in a programming newsgroup is always welcome! And aren't
you the unlucky one. My wife has just hijacked the bathroom so I've
got quite a bit of time to kill. ;-))

```
>/*
> * Written using Lattice C version 5.6
> * Author - Karl Ashton <KMA54@student.canterbury.ac.nz>
> * 13/12/1998
> *
> */
>
>#include <stdio.h>
>#include <string.h>
>#include <stdlib.h> /* getenv() */
>#include <dos.h>    /* FMSIZE */
>#include <aes.h>    /* shel_find() */
>#include <portab.h> /* TRUE/FALSE/YES/NO, bool */
>#include <cookie.h> /* getcookie() */
>#include "fenv.h"   /* function prototypes etc */
>
>
>/*-------------------------------------------------------------------*/
>/* Cut 'n' Paste - add this stuff to a header file - say, "fenv.h" */
>
>#ifndef _FENV_H_
>#define _FENV_H_
>
>#ifndef MiNT_COOKIE
>#define MagX_COOKIE 0x4D616758L
>#define MiNT_COOKIE 0x4D694E54L
>#endif
>
>FILE *fopen_env(const char *, const char *, const char *);
>static char *fconf(const char *, const char *);
/*(2)*/
>
>#endif
>
>/*-------------------------------------------------------------------*/
>
>
>/*-----------------------------------------------------------------------*
> * Global variable - its scope is to this file only (static global)     *
> *-----------------------------------------------------------------------*/
>
>static  bool    use_u_drive;    /* U:\ is used if in MiNT domain */
>
>
>/*-----------------------------------------------------------------------*
> * FUNCTION:    fopen_env                                                *
> * ARGUMENTS:   init_envpath - an environment variable; which holds the *
> *                  path to the file your looking for (don't include    *
> *                  the '$'), set to NULL if a specific initial search  *
> *                  path isn't required (or unknown).                   *
> *              filename - the name of the file to load.                *
> *              mode - same as for fopen(), i.e, "r" = read etc.        *
> * DISCRIPTION: blah blah blah, I'll full this in later...              *
```

```
> * RETURNS:     a file pointer to "filename" if found; otherwise NULL   *
> *-----------------------------------------------------------------------*/
>
>FILE *
>fopen_env( const char *init_envpath, const char *filename,
>            const char *mode )
>{
>    FILE    *fp;        /* the FILE pointer to return */
>    char    *env_p;     /* the environment path from getenv() */
>    char    *path_p;    /* env_p + filename */
>
>    /* determine whether or not we're in the MiNT domain; if so, "U:"
>     * will be used if a directory path contains no drive letter and
>     * just a slash first. For example, \usr\defauts = u:\usr\defaults
>     */
>    if (getcookie(MagX_COOKIE, NULL) == TRUE
/*(3)*/
>        || getcookie(MiNT_COOKIE, NULL) == TRUE)
>        use_u_drive = YES;
>    else
>        use_u_drive = NO;
>
>    /* If an environment path has been given (i.e, not NULL), then search
>     * this one first and return a file pointer if found.
>     */
>    if (init_envpath && (env_p = getenv(init_envpath))) {
>        #define SEPARATORS " ,;"    /* space, comma, semi-colon */
/*(1)*/
>        char *token_p;
>        /* the use of strtok() here, is to cater for a string that has
>         * multible paths which are to be searched in. For example, if
>         * the enviroment varible $PATH=".;\usr;\etc;h:\bin" is used as
>         * init_envpath.
>         */
>        token_p = strtok(env_p, SEPARATORS);
>        while (token_p) {
>            path_p = (char *) fconf(token_p, filename);
/*(2)*/
>            if (fp = fopen(path_p, mode))
>                return (fp);
>
>            token_p = strtok(NULL, SEPARATORS);
>        }
>    }
>
>    /* Next search for $HOME, looking first in $HOME\DEFAULTS\filename
>     * followed by $HOME\filename
>     */
>    if (env_p = getenv("HOME")) {
>        path_p = (char *) fconf(env_p, "DEFAULTS\\");
>        path_p = (char *) fconf(path_p, filename);
>        if (fp = fopen(path_p, mode))
>            return (fp);
```

```
>
>        /* else, not in defaults dir, so now check just in $HOME\ */
>        path_p = (char *) fconf(env_p, filename);
>        if (fp = fopen(path_p, mode))
>            return (fp);
>    }
>
>    /* Finally, look in the AES path by calling shel_find().
>     */
>    if (filename) {
>        strcpy(path_p, filename);
>        if (shel_find(path_p))
>            if(fp = fopen(path_p, mode))
>                return (fp);
>    }
>
>    /* Otherwise, "filename" has not been found, so fp=NULL
>     */
/*(4)*/
>    return (NULL);
>}
```

(1)
Although this (apparently*) works it probably isn't doing what you think - SEPARATOR does not go out of scope on the closing brace for the 'if'. Use ...

```
const char *SEPARATOR = " ,;";
```

... which will.

(*)
Looks like the Lattice preprocessor is broken - statements which do not commence in the leftmost column should be ignored.

It is worth noting that the preprocessor has got nothing to do with a C compiler (aside from the fact there always is one), a fact easy to miss in an integrated development environment. The preprocessor is little more than a text substitution program which runs in its entirety before the compiler itself even *sees* the code. This means that every time you use SEPARATOR the preprocessor replaces it with " ,;" - the compiler never knows SEPARATOR or any other macro ever existed! Try this ...

```
#define  blah(x,y,z)   (((x) < (y)) && ((x) > (z)))

main()
{int x    =0;

 blah(x++,1,2);
}
```

The reason 'x' has a value of 2 (and a hidden intermediate value of 1)

is because the preprocessor changed the source code which the compiler subsequently sees to this ...

```
main()
{int x    =0;

     (((x++) < (y)) && ((x++) > (z)))
/* ie    (((0++) < (y)) && ((1++) > (z))) */
}
```

and the comment shows another side effect, something which provoked many compiler vendors to replace the standard ctype.h with one which uses functions.

Yes. All those parentheses are necessary to prevent some really bizarre compiler errors. If ever you are *certain* there's nothing wrong with the syntax of your source code then go check no preprocessor stuff is involved! ;-)

(2)
'static' isn't needed here, simply ...

```
char *fconf(const char *, const char *);
```

... will do, and the (char*) cast each time you call fconv() is not required either - the compiler knows from the above declaration. Try hard not to get into situations where you need to cast things a lot. Doing so may force the compiler to be quiet about errors it would otherwise have moaned about.

(3)
Older MagiC versions did not have a U: drive so you'll have to check the version. I don't know much about U: (or MiNT) myself but I suspect there might be a better way. Maybe Pdomain() might solve the MagiC and MiNT tests in one, or perhaps just testing the existence of U: might do?

(4)
You *might* want to tag on a look using the current Tos path Dgetdrv(),Dgetpath(). The AES in old Gem versions isn't too clever and this may save a search from failing. The relevence of doing this depends on how much reliance your app has on using the AES functions used here, elsewhere.

```
>/*-----------------------------------------------------------------------*
> * Internal function; used to configure "filename" to "path"            *
> *-----------------------------------------------------------------------*/
>
>static char *
>fconf( const char *path, const char *filename )
>{
>    static  char    buf[FMSIZE];
/*(5)*/
```

```
>    /* if a path is given, configure it so that it's suitable to use.
>     * i.e, if no drive specified, then assume "U:" (MiNT/MagiC).
>     */
>    if (path) {
>        if (*path == '\\' && (use_u_drive = YES)) {
>            strcpy(buf, "U:");
>            strcat(buf, path);
>        } else
>            strcpy(buf, path);
>
>        /* add a '\' to the end if one isn't present */
>        if (buf[strlen(buf)-1] != '\\')
>            strcat(buf, "\\");
>    }
>
>    /* if the filename is given, tack it on the end.
>     */
>    if (filename)
>        strcat(buf, filename);
>
>    /* return "drive:\path\filename".
>     */
>    return (buf);
>}
```

(5)
How big is FMSIZE? As it comes from dos.h (which I assume is part of Lattice) then it might be as small as 64. Using 128 is a reasonable size but ideally 'buf' still needs checking for overflow. If you've got to go to this trouble you might as well not bother checking at all and just get enough space to start with ...

```
#define  Wibble(s)((s) ? strlen(s) : 0)

char    *buf  =malloc(Wibble(path) + Wibble(filename) + 3 + 1);
```

which is enough space for both strings, the three characters that might get inserted and a trailing nul. You will have to free() these strings when you've done with them of course.

```
>/*-------------------------------------------------------------------*/
>/* rm this stuff below; just a little test. */
>int
>main( void )
>{
>    FILE *fp;
>
>    if (fp = fopen_env("PATH", "PROFILE.MUP", "r"))
>        puts("yes found it!!!!  :-)");
>    else
>        puts("not found!!!  :-(");
>
>    return 0;
```

>}
>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4693966196830685972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2bd7e7dbce8a92a,start
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <fiolerna@al_ALBATROSS_gonet.se>
Subject: Netscape Gecko
Date: 1998/12/20
Message-ID: <367C57BA.3AC0@al_ALBATROSS_gonet.se>#1/1
X-Deja-AN: 424089303
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@algo.net
X-Trace: cubacola.tninet.se 914118590 20466 195.163.225.11 (20 Dec 1998 01:49:50 GMT)
Organization: Intresseklubben
Mime-Version: 1.0
Reply-To: fiolerna@al_ALBATROSS_gonet.se
NNTP-Posting-Date: 20 Dec 1998 01:49:50 GMT
Newsgroups: comp.sys.atari.programmer

Greetings Atarians!

Rumours has told me that Netscape has released an alpha-version of their new browser kernel, Gecko. Gecko is said to be included in all new releases, and will take a modular approach to making things work. It is said to become fast and small and the source code is free...

Now, would it be possible (and useable) to make an atari-port from this thing, when it has gone past the alpha- and beta-time..?

Just a thought..

Regards,

Joakim

From 9062721532224507104
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2f7181b4580896e7,start
X-Google-Attributes: gid1115ce,public

From: Daniel.Pralle@t-online.de
Subject: Help needed
Date: 1998/12/20
Message-ID: <75ifqm$1qn$1@news08.btx.dtag.de>#1/1
X-Deja-AN: 424161557
Content-Transfer-Encoding: 8bit
X-Trace: news08.btx.dtag.de 914145942 1879 193.159.72.161 050321316-0001
X-Sender: 050321316-0001@t-online.de
Content-Type: text/plain; charset=ISO-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@t-online.de

Hello folks!
I started program my Falcon in C. But it is no fun at all.
I use an old version of TURBO C, which doesn't support any new
OS-features (as fsel_ex).
I've downloaded GNU C 2.72, but I can manage to work with it.
What is the best C-Compiler for the Falcon (supporting 030 and FPU)?
Is there an experienced GNU C user on this group?

From 783292950590948612
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2f7181b4580896e7
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: Re: Help needed
Date: 1998/12/20
Message-ID: <367d6c0476880@elis.demon.co.uk>#1/1
X-Deja-AN: 424314920
X-NNTP-Posting-Host: elis.demon.co.uk:194.222.41.182
References: <75ifqm$1qn$1@news08.btx.dtag.de>
X-Sender: NEWSwatch v2.11 (Atari)
X-Complaints-To: abuse@demon.net
X-Hardware: 68030 C-Lab Falcon
X-Trace: news.demon.co.uk 914192952 nnrp-09:1236 NO-IDENT
elis.demon.co.uk:194.222.41.182
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk
Newsgroups: comp.sys.atari.programmer

on Sun 20-12-98 10:25 Daniel.Pralle@t-online.de wrote:

>Hello folks!
>I started program my Falcon in C. But it is no fun at all.
>I use an old version of TURBO C, which doesn't support any new
>OS-features (as fsel_ex).
>I've downloaded GNU C 2.72, but I can manage to work with it.
>What is the best C-Compiler for the Falcon (supporting 030 and FPU)?
>Is there an experienced GNU C user on this group?

I've never managed to do anything with GNU C, I needed MiNT just to get it running. I know there is a G.U.I. shell available. Otherwise, you can try to get hold of Lattice C from HiSoft, (what I use, is it still available ?) or there's Pure C, about which I now nothing at all. I suppose the easiest to install public domain compiler is Sozobon C, if anyone still uses it. At least Lattice came with loads of docs. At the last Uk Atari show someone was selling a whole load of Prospero development kits, that included Prospero C. Does anyone know what became of them ? That compiler wound up on a magazine cover disk, but I was never too happy with the GEM bindings. The big two comercial offerings are Lattice and Pure C.

There's a fair bit on C in the ICTARI disk-zines. I'd prefer to call ICTARI "just resting" rather than dead, but I haven't seen a contribution in over a year. Perhaps when I don't have a PhD to finish, or when I want a distraction, I *might* try for a re-launch.

In the meantime: http://www.elis.demon.co.uk/ictari/ictari.htm or get all the issues on the Mark Wherry/Atari Computing "Renegade" CD.

Have Fun,
"Augeas"
(Who has FORTRAN to write...)

--
```
*  ____________________________                                          *
* / \ augeas@elis.demon.co.uk  \      "I'm only ever punk in drublic, and  *
* \/_\  _________________________\__    I'd rather be a  gunk than a poth." *
*     \/___________________________/                                      *
```

From 1320895797062849244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,7690cecac52e8db8,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,7690cecac52e8db8,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,7690cecac52e8db8,start
X-Google-Attributes: gid1056fc,public
From: "Mike and Kelly Cumbee" <CumbeeClan@iol18.com>
Subject: M.U.L.E.
Date: 1998/12/20
Message-ID: <367db4e6.0@205.238.18.7>#1/1
X-Deja-AN: 424367508
Organization: Structured Network Systems, Inc.
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Okay, this is out there, but, does anyone have M.U.L.E. on cartridge?

Mike

From -5773947619166392408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,616d98e9565aef12
X-Google-Attributes: gid1115ce,public
From: Karl Ashton <KMA54@student.canterbury.ac.nz>
Subject: Re: fopen_env
Date: 1998/12/21
Message-ID: <367DB35F.1153@student.canterbury.ac.nz>#1/1
X-Deja-AN: 424355343
Content-Transfer-Encoding: 7bit
References: <fnXVCxuPCb5S@cantva.canterbury.ac.nz>
<367d07e4.140076559@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: - 0x29a PRODUCTIONS -
Mime-Version: 1.0
Reply-To: KMA54@student.canterbury.ac.nz
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
>
> >BTW, I hope this posting isn't too long, if I receive complaints, then
> >er um... I won't do it again! ;-)
>
> Source code in a programming newsgroup is always welcome! And aren't
> you the unlucky one. My wife has just hijacked the bathroom so I've
> got quite a bit of time to kill. ;-))
>
Arrrgg, ain't that typical eh? ;-)

> (1)
> Although this (apparently*) works it probably isn't doing what you
> think - SEPARATOR does not go out of scope on the closing brace for
> the 'if'. Use ...
>
> const char *SEPARATOR = " ,;";
>
> ... which will.

Looking back on it, I don't know why I didn't place it in the header
file or at the top; under the #includes. I think you're probably right,
for some strange crazy reason I must have been thinking about its scope.

So do you consider the use of

>
> const char *separator = " ,;";

to be a better method in this situation?

> (*)
> Looks like the Lattice preprocessor is broken - statements which do
> not commence in the leftmost column should be ignored.

There maybe a switch in Lattice for this, its preprocessor has a few
options to choose from. Such as, allowing nested comments. Time to
browse the manual again ;-) I think there was an option for strict
ANSI; that may do it.

> Yes. All those parentheses are necessary to prevent some really
> bizarre compiler errors. If ever you are *certain* there's nothing
> wrong with the syntax of your source code then go check no
> preprocessor stuff is involved! ;-)

A good hint eh! Yeah, I'll keep this in mind ;-)

> (2)
> 'static' isn't needed here, simply ...
>
> char   *fconf(const char *, const char *);
>
The reason I had it as a static function was because I (currently at
least) haven't got a use for it other than as a supporting function for
fenv_env().

> ... will do, and the (char*) cast each time you call fconv() is not
> required either - the compiler knows from the above declaration. Try
> hard not to get into situations where you need to cast things a lot.
> Doing so may force the compiler to be quiet about errors it would
> otherwise have moaned about.

er.. funny you should say what 'cause Lattice *did* give me these nice
little warnings. (I'm reaching for the manual now ;-)

> (3)
> Older MagiC versions did not have a U: drive so you'll have to check
> the version.

Shit, didn't know that! Damn, well I do know that version 4.xx and up
has one. What's the likelihood of someone still using an older release I
wonder?

> I don't know much about U: (or MiNT) myself but I suspect
> there might be a better way. Maybe Pdomain() might solve the MagiC and
> MiNT tests in one, or perhaps just testing the existence of U: might
> do?

Well, that's another couple of options I guess. Time to do some more

reading me thinks ;-)

> (4)
> You *might* want to tag on a look using the current Tos path
> Dgetdrv(),Dgetpath(). The AES in old Gem versions isn't too clever and
> this may save a search from failing. The relevence of doing this
> depends on how much reliance your app has on using the AES functions
> used here, elsewhere.

Yep, I'll add this.

> (5)
> How big is FMSIZE? As it comes from dos.h (which I assume is part of
> Lattice) then it might be as small as 64. Using 128 is a reasonable
> size but ideally 'buf' still needs checking for overflow. If you've
> got to go to this trouble you might as well not bother checking at all
> and just get enough space to start with ...

It's defined as 128, so it should be ok.

>
> #define Wibble(s)   ((s) ? strlen(s) : 0)
>
> char   *buf   =malloc(Wibble(path) + Wibble(filename) + 3 + 1);
>
> which is enough space for both strings, the three characters that
> might get inserted and a trailing nul. You will have to free() these
> strings when you've done with them of course.
>
oooh, handy! I'll remember this :-)

Well thanks for your comments Guy.

Later,
Karl.

PS. Wibble?? Well, it makes a change from seeing "foo" or "bar" I guess
;-)

From 3699376732336034526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81d7f0acfdad6f70
X-Google-Attributes: gid1115ce,public
From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
Subject: Re: Hello?
Date: 1998/12/21
Message-ID: <75ku71$pf2$3@news6.svr.pol.co.uk>#1/1
X-Deja-AN: 424423720
References: <75fva7$h5i$1@newsreader4.core.theplanet.net>

<75gcs4qmt1@roch.zetnet.co.uk>
X-Complaints-To: abuse@theplanet.net
X-Trace: news6.svr.pol.co.uk 914226209 26082 62.136.27.173 (21 Dec 1998 07:43:29 GMT)
Organization: <none>
NNTP-Posting-Date: 21 Dec 1998 07:43:29 GMT
Newsgroups: comp.sys.atari.programmer

On 19 Dec 1998 14:23:00 , James F. Haslam wrote:
>On 19 Dec 1998 10:31:35, Derryck Croker wrote:
>>Sorry for this test post - I've not seen any messages in here for a few

>Try getting a proper ISP..... ;-)

I'd just got a Freeserve account and I wanted to make sure that there was still traffic flowing.

Rgds, Derryck

```
/-----------------------------------------/
/   The Cheshunt Computer Club Herts UK   /
/ http://www.cix.co.uk/~derryck/index.htm /
/-----------------------------------------/
```

From 4506610513283792595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7690cecac52e8db8
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,7690cecac52e8db8
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,7690cecac52e8db8
X-Google-Attributes: gidf8760,public
From: Doctor Clu <clu-da-bard@geocities.com>
Subject: Re: M.U.L.E.
Date: 1998/12/21
Message-ID: <367E07EB.5D2E@geocities.com>#1/1
X-Deja-AN: 424429968
Content-Transfer-Encoding: 7bit
References: <367db4e6.0@205.238.18.7>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@swbell.net
X-Trace: typhoon01.swbell.net 914228340 151.164.42.20 (Mon, 21 Dec 1998 00:19:00 PDT)
Organization: Atari Users of North Texas/Amtgard/USS Joshua
MIME-Version: 1.0
Reply-To: clu-da-bard@geocities.com
NNTP-Posting-Date: Mon, 21 Dec 1998 00:19:00 PDT
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

They made a MULE cartridge? I'm there dude!

Have you tried B&C yet?

Clu

From 2570139706181824093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81d7f0acfdad6f70
X-Google-Attributes: gid1115ce,public
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Subject: Re: Hello?
Date: 1998/12/21
Message-ID: <x6qKxQAq9jf2EwMU@steverosie.demon.co.uk>#1/1
X-Deja-AN: 424472657
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <75fva7$h5i$1@newsreader4.core.theplanet.net>
<75gcs4qmt1@roch.zetnet.co.uk> <75ku71$pf2$3@news6.svr.pol.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 914243888 nnrp-09:22295 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <75ku71$pf2$3@news6.svr.pol.co.uk>, Derryck Croker <derryck@T
AKE.THIS.OUTcix.co.uk> writes
>
>I'd just got a Freeserve account and I wanted to make sure that there was
>still traffic flowing.
>
>Rgds, Derryck
>
>/----------/

Brrmmmm Brmmmm Honk Honk ;) Smash Oooops!

Beeep! Honk! Pap-pap! dee-dah dee-dah!

Oh dear, traffic jam ;)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

From -8768137801990390598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1056fc,7690cecac52e8db8
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,7690cecac52e8db8
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,7690cecac52e8db8
X-Google-Attributes: gidf8760,public
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Subject: Re: M.U.L.E.
Date: 1998/12/21
Message-ID: <wazKpKAM6jf2Ewu5@steverosie.demon.co.uk>#1/1
X-Deja-AN: 424472658
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <367db4e6.0@205.238.18.7>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 914243888 nnrp-09:22295 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange
MIME-Version: 1.0
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <367db4e6.0@205.238.18.7>, Mike and Kelly Cumbee
<CumbeeClan@iol18.com> writes
>Okay, this is out there, but, does anyone have M.U.L.E. on cartridge?
>
>
>Mike
>
>

Ah this takes me back, one of my favourite 8-bit games!

I haven't come across it on cartridge, or even heard of it being
available on cartridge.

Drop me an email with the subject being 'WANTED: M.U.L.E. On cartridge'
to asx@steverosie.demon.co.uk and I'll see if I can track it down
(that's if it was on cart.)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

From 4131991241613287858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,631704f407a9e2e3
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1554e14a3518fae0
X-Google-Attributes: gid109a67,public
From: Eddy-Haitch <eddy_hitler@spamkillyahoo.com>
Subject: Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?
Date: 1998/12/22
Message-ID: <367EFB98.5667@spamkillyahoo.com>#1/1
X-Deja-AN: 424691651
Content-Transfer-Encoding: 7bit
References: <913045296.414578@venus.interstroom.nl>
<74jarc$o97$2@feresa.bio.vu.nl> <74mlkn$m0i$1@news1.force9.net>
<913378138.716250@venus.interstroom.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@corp.netcom.net.uk
X-Trace: taliesin.netcom.net.uk 914291446 7435 194.42.229.157 (22 Dec 1998
01:50:46 GMT)
Organization: The order of the widget
Mime-Version: 1.0
NNTP-Posting-Date: 22 Dec 1998 01:50:46 GMT
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Me too please.. email to
bpenrice@netcomuk.co.uk
when you have the time.

Just out of interest, will it do 320x400 and 640x400 on a colour
monitor? :) Or higher, if combined with a demo utilising overscan?

eddyh

Aryan Blaauw wrote:
>
> If you don't mind, please send it to the above email adress. Does the
> program also operate on other (OverScan) resolutions ? If not, i would still
> be very interested in the program. How much CPU time does your program take ?
> Or is it ajustable ? have you used the HSYNC of the MFP, or the HSYNC of the
> MC68k ? I have a manual for the Line-A, but I was wondering if anyone had
> some more experience with tweeking the LineA.
>
> Aryan
>
> In comp.sys.atari.st.tech Stephen Smith
<stephen@ferretNOSPAMTHANKS.force9.co.uk> wrote:
> > Hi,
> > To save you all the trouble, I have a small program which puts the Atari
> > into

> > 640x800. Let me know if you want it and I shall email it to you.
> > As for the Line-A docs, I have a book which covers this stuff but it isn't
> > for
> > the faint hearted!!! ;o)
> > Regards,
> > Stephen.

From -2346328771223825375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,631704f407a9e2e3
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1554e14a3518fae0
X-Google-Attributes: gid109a67,public
From: Eddy-Haitch <eddy_hitler@spamkillyahoo.com>
Subject: Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?
Date: 1998/12/22
Message-ID: <367EFC2B.5648@spamkillyahoo.com>#1/1
X-Deja-AN: 424694262
Content-Transfer-Encoding: 7bit
References: <913045296.414578@venus.interstroom.nl>
<74jarc$o97$2@feresa.bio.vu.nl> <74mlkn$m0i$1@news1.force9.net>
<913378138.716250@venus.interstroom.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@corp.netcom.net.uk
X-Trace: taliesin.netcom.net.uk 914291594 7435 194.42.229.157 (22 Dec 1998
01:53:14 GMT)
Organization: The order of the widget
Mime-Version: 1.0
NNTP-Posting-Date: 22 Dec 1998 01:53:14 GMT
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

An afterthought:
Also.. just as 320x200 can be made to display 512 colours in a limited
fashion, or even 4096 on a STANDARD ST (or 19200+ on STe), any way of
increasing colours in medium res -- or even introducing some greyscale
to high res mode? Even just four greys. 16 colours in medium res +
240-line overscan + your interlace program + a flicker-reducing filter =
a passable VGA resolution display..! Might be nice to experiment with
that.

eddyh

From 1693207210012019119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public
From: steve@sweet3.freeserve.co.uk (Steve Sweet)
Subject: Re: Editing RSC files
Date: 1998/12/22

Message-ID: <75pa74$53n$1@news5.svr.pol.co.uk>#1/1
X-Deja-AN: 425000442
References: <ncmBhCArbEa2EwU3@thedruid.demon.co.uk>
<74b3d4$et1$2@plutonium.compulink.co.uk>
X-Complaints-To: abuse@theplanet.net
X-Trace: news5.svr.pol.co.uk 914369572 5239 62.136.78.41 (22 Dec 1998 23:32:52
GMT)
Organization: The Grim Reaper
NNTP-Posting-Date: 22 Dec 1998 23:32:52 GMT
Newsgroups: comp.sys.atari.programmer

On 5 Dec 1998 10:54:28 G, Derryck Croker wrote:
>:On 4 Dec 1998 20:32:43 +, PWest@thedruid.demon.co.Remove.To.Reply wrote:
>:
>:Hi Peter,
>:
>:> d> I'm experimenting with editing RSC files (with RSCView FWIW) with a
>:> d> view to changing/adding keyboard shortcuts to those programs that
>:
>:>I know very little about programming but I have translated a number of RSC
>:
>::-)) Including the very one of which we speak.
>:
>:>files as you know, and got some experience re your problem. The thing is that
>:>*some* programs read the shortcut directly from the menu entry in the RSC
>:>file but others (?most) don't - they are hardcoded in the PRG file (I think).
>:
>:Yes, that seems to be the concensus. It's a shortcut on the programmer's
>:part because having a redifinable version makes multilanguage support much
>:easier.
>:
>:>Sometimes this can be changed if you can find the correct spot :-(
>:
>::-((

Left a bit, right a bit, SCRATCH..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -6414491841261520558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81d7f0acfdad6f70
X-Google-Attributes: gid1115ce,public

From: steve@sweet3.freeserve.co.uk (Steve Sweet)
Subject: Re: Hello?
Date: 1998/12/23
Message-ID: <75rfrk$7au$1@news5.svr.pol.co.uk>#1/1
X-Deja-AN: 425256021
References: <75fva7$h5i$1@newsreader4.core.theplanet.net>
<75gcs4qmt1@roch.zetnet.co.uk>
X-Complaints-To: abuse@theplanet.net
X-Trace: news5.svr.pol.co.uk 914440884 7518 62.136.76.96 (23 Dec 1998 19:21:24
GMT)
Organization: The Grim Reaper
NNTP-Posting-Date: 23 Dec 1998 19:21:24 GMT
Newsgroups: comp.sys.atari.programmer

On 19 Dec 1998 14:23:00 , James F. Haslam wrote:
>:On 19 Dec 1998 10:31:35, Derryck Croker wrote:
>:>Sorry for this test post - I've not seen any messages in here for a few
>:>days...
>:
>:
>:Try getting a proper ISP..... ;-)

OK, wait a mo...

>:
>:There's been plenty in here for us Zetnetters!

Its cheaper in Freeserve. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -7736802843336227402
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81d7f0acfdad6f70
X-Google-Attributes: gid1115ce,public
From: steve@sweet3.freeserve.co.uk (Steve Sweet)
Subject: Re: Hello?
Date: 1998/12/23
Message-ID: <75rfrl$7au$2@news5.svr.pol.co.uk>#1/1
X-Deja-AN: 425256022
References: <75fva7$h5i$1@newsreader4.core.theplanet.net>
<75gcs4qmt1@roch.zetnet.co.uk> <75ku71$pf2$3@news6.svr.pol.co.uk>

X-Complaints-To: abuse@theplanet.net
X-Trace: news5.svr.pol.co.uk 914440885 7518 62.136.76.96 (23 Dec 1998 19:21:25 GMT)
Organization: The Grim Reaper
NNTP-Posting-Date: 23 Dec 1998 19:21:25 GMT
Newsgroups: comp.sys.atari.programmer

On 21 Dec 1998 07:43:29 , Derryck Croker wrote:
>:On 19 Dec 1998 14:23:00 , James F. Haslam wrote:
>:>On 19 Dec 1998 10:31:35, Derryck Croker wrote:
>:>>Sorry for this test post - I've not seen any messages in here for a few
>:
>:>Try getting a proper ISP..... ;-)
>:
>:I'd just got a Freeserve account and I wanted to make sure that there was
>:still traffic flowing.

Ooer!, how much did that cost then..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

From -2284313001554236523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb639738dd199170,start
X-Google-Attributes: gid1115ce,public
From: billyo@jumbat.com
Subject: RE: Download Win98 FREE!!!!
Date: 1998/12/24
Message-ID: <75t0eq$ds5365@vaasa.vaasa.fi>#1/1
X-Deja-AN: 425461578
Organization: yawn
Newsgroups: comp.sys.atari.programmer

http://beam.to/sgirlisp

Thanks jeff that was awesome I luv it!!
Bill

From -6021622615926456223
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d77b84d08d84e94c,start

X-Google-Attributes: gid1115ce,public
From: tNhOoSpPmAaMn@uoguelph.ca (Theo Hopman)
Subject: Lattice C and Geneva
Date: 1998/12/24
Message-ID: <75u0c3$46n$1@testinfo.uoguelph.ca>#1/1
X-Deja-AN: 425559146
Organization: University of Guelph
Newsgroups: comp.sys.atari.programmer

Has anyone managed to get the Lattice C IDE and Geneva to coexist
happily? Specifically, when running CLINK from the IDE under Geneva,
CLINK fails with error 426. It works under SingleTOS, and the problem
definitely occurs only when Geneva is active.

Are there program flags in Geneva I can set to avoid this problem?

Or am I "stuck with" the command line tools? Is there another graphical
shell with which I can replace the Lattice IDE? If not, what command
shell runs well under Geneva, and works like the Bourne shell?

THeo

From -9030562106448688556
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2f7181b4580896e7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Help needed
Date: 1998/12/25
Message-ID: <368701a9.47557834@news.demon.co.uk>#1/1
X-Deja-AN: 425662555
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <75ifqm$1qn$1@news08.btx.dtag.de>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 914559551 nnrp-12:19552 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 20 Dec 1998 10:25:42 +0100, Daniel.Pralle@t-online.de wrote:

>Hello folks!
>I started program my Falcon in C. But it is no fun at all.
>I use an old version of TURBO C, which doesn't support any new
>OS-features (as fsel_ex).

It isn't too difficult to add missing functions to a C compiler if
you're prepared to devote some time to the task. I have kept Mark
Williams C up to date for instance.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -9199145614417276782
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81d7f0acfdad6f70
X-Google-Attributes: gid1115ce,public
From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
Subject: Re: Hello?
Date: 1998/12/25
Message-ID: <75vr9acsa2@news8.svr.pol.co.uk>#1/1
X-Deja-AN: 425705842
References: <75fva7$h5i$1@newsreader4.core.theplanet.net>
<x6qKxQAq9jf2EwMU@steverosie.demon.co.uk>
X-Complaints-To: abuse@theplanet.net
X-Trace: news8.svr.pol.co.uk 914583658 13194 62.136.60.60 (25 Dec 1998 11:00:58
GMT)
Organization: <none>
NNTP-Posting-Date: 25 Dec 1998 11:00:58 GMT
Newsgroups: comp.sys.atari.programmer

On 21 Dec 1998 12:30:34 , Steve Stupple wrote:
>In article <75ku71$pf2$3@news6.svr.pol.co.uk>, Derryck Croker <derryck@T

>>still traffic flowing.

>Brrmmmm Brmmmm Honk Honk ;) Smash Oooops!
>
>Beeep! Honk! Pap-pap! dee-dah dee-dah!
>
>Oh dear, traffic jam ;)

GROAN!!

:-)))))))))))

Rgds, Derryck

/----------/
/   The Cheshunt Computer Club Herts UK   /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------/

From -3221202620742786006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81d7f0acfdad6f70
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Hello?
Date: 1998/12/25
Message-ID: <7618ds$rg2$2@newshost.comnet.co.nz>#1/1
X-Deja-AN: 425824471
References: <75fva7$h5i$1@newsreader4.core.theplanet.net>
<x6qKxQAq9jf2EwMU@steverosie.demon.co.uk>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Steve Stupple (Steve@steverosie.demon.co.uk) wrote:
> Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> writes
> >I'd just got a Freeserve account and I wanted to make sure that there
> >was still traffic flowing.

> Brrmmmm Brmmmm Honk Honk ;) Smash Oooops!

> Beeep! Honk! Pap-pap! dee-dah dee-dah!

> Oh dear, traffic jam ;)

BTW: How much traffic do you need to make one jar of traffic jam? {[:-)]

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From -1886707622314657574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81d7f0acfdad6f70
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <fiolerna@al_ALBATROSS_gonet.se>
Subject: Re: Hello?
Date: 1998/12/26
Message-ID: <36844366.456B@al_ALBATROSS_gonet.se>#1/1
X-Deja-AN: 425834563
Content-Transfer-Encoding: 7bit
References: <75fva7$h5i$1@newsreader4.core.theplanet.net>
<x6qKxQAq9jf2EwMU@steverosie.demon.co.uk> <7618ds$rg2$2@newshost.comnet.co.nz>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@algo.net

X-Trace: zingo.tninet.se 914637688 1447 195.163.226.166 (26 Dec 1998 02:01:28 GMT)
Organization: Intresseklubben
Mime-Version: 1.0
Reply-To: fiolerna@al_ALBATROSS_gonet.se
NNTP-Posting-Date: 26 Dec 1998 02:01:28 GMT
Newsgroups: comp.sys.atari.programmer

Gaven Miller wrote:
>

> > Oh dear, traffic jam ;)
>
> BTW: How much traffic do you need to make one jar of traffic jam? {[:-)]
>

Oh gosh, that one hurts! :)

/Joakim

From 6264987128691624670
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,81d7f0acfdad6f70
X-Google-Attributes: gid1115ce,public
From: Stephen Barszczak <SBarszcz@nospam.demon.co.uk>
Subject: Hello?
Date: 1998/12/26
Message-ID: <NkILPBA8xMh2EwLs@thedruid.demon.co.uk>#1/1
X-Deja-AN: 425899763
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
Content-Type: text/plain;charset=iso-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 914672946 nnrp-04:23712 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

 d> FROM: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
 d> Organization: <none>
 d>
 d> Sorry for this test post - I've not seen any messages in here for a
 d> few days...

I'm not getting very many, but they are coming through here.

Bfn Ste

--
He's dead Jim, Spock took his tricorder, I got his wallet
-!- IOS-Mail 0.91pl9 ⌧eta
! Origin: ***The White Rose Atari Group*** (95:110/202@FANFILES.FTN)

--
```
 +-----------------------------------------------------------------+
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
 |  I  I  +-------------------------------------------------+  | |
 |               gatekeeper@thedruid.demon.spamless.uk            | |
 +-----------------------------------------------------------------+ |
   +-----------------------------------------------------------------+
```

From -7769630899274550007
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c41016be6ceec616,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c41016be6ceec616,start
X-Google-Attributes: gid1055eb,public
X-Google-Thread: f7309,c41016be6ceec616,start
X-Google-Attributes: gidf7309,public
X-Google-Thread: 114489,c41016be6ceec616,start
X-Google-Attributes: gid114489,public
X-Google-Thread: fdcdd,c41016be6ceec616,start
X-Google-Attributes: gidfdcdd,public
X-Google-Thread: ffa70,c41016be6ceec616,start
X-Google-Attributes: gidffa70,public
X-Google-Thread: f76e1,c41016be6ceec616,start
X-Google-Attributes: gidf76e1,public
X-Google-Thread: 1115ce,c41016be6ceec616,start
X-Google-Attributes: gid1115ce,public
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Subject: Merry Christmas!
Date: 1998/12/26
Message-ID: <7CiklCA1yOh2QwmI@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 426019818
Followup-To: poster
X-Complaints-To: abuse@theplanet.net
X-Trace: news6.svr.pol.co.uk 914712274 11452 62.136.33.207 (26 Dec 1998 22:44:34 GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve.co.uk.no.spam.here>
NNTP-Posting-Date: 26 Dec 1998 22:44:34 GMT
Newsgroups:
alt.tv.nickelodeon,comp.sys.atari.st,comp.sys.atari.programmer,alt.atari,uk.media.tv.simpsons,alt.fan.itchy-n-scratchy,alt.tv.simpsons.itchy-scratchy,alt.tv.simpsons.simpsons,alt.tv.simpsons

I hope you had a VERY merry Christmas and happy new year!
And I'll see you on this newsgroup well into 1999!

Oh, you want a card? OK.. I might be able to stretch to that...

```
      +-----------------------------------------------+
      |  ***** ***** ***** ***** *   *                |
      |  * * * *     *     *     *   *                |
      |  * * * ***   *     *     *****  X  -  M  A  S |
      |  * * * *     *     *       *                  |
      |  * * * ***** *     *       *                  |
      |       A N D  H A P P Y  N E W  Y E A R        |
      |                                               |
      |  To [insert name here], merry Christmas and   |
      |  a happy new year.                            |
      |                                               |
      |   From Clair Shaw                             |
      |       Clair@Shaw1.freeserve.co.uk             |
      |       http://surf.to/shaws                    |
      +-----------------------------------------------+
```

Is that okay?
--
Clair Shaw
Aka. CDS
ICQ:1043359
mailto:Clair@Shaw1.freeserve.co.uk
http://surf.to/shaws

```
| Merry Xmas   /\
| and happy   /  \
| new year.   -||-
|              --
| Remove spam block to reply
```

From -5637614078518181468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,616d98e9565aef12
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: fopen_env
Date: 1998/12/29
Message-ID: <3687a99f.2644372@news.demon.co.uk>
X-Deja-AN: 426649498
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <fnXVCxuPCb5S@cantva.canterbury.ac.nz>
<367d07e4.140076559@news.demon.co.uk> <367DB35F.1153@student.canterbury.ac.nz>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 914902141 nnrp-05:17929 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 21 Dec 1998 14:33:30 +1200, Karl Ashton
<KMA54@student.canterbury.ac.nz> wrote:

>Guy Harrison wrote:
>>
>> >BTW, I hope this posting isn't too long, if I receive complaints, then
>> >er um... I won't do it again! ;-)
>>
>> Source code in a programming newsgroup is always welcome! And aren't
>> you the unlucky one. My wife has just hijacked the bathroom so I've
>> got quite a bit of time to kill. ;-))
>>
>Arrrgg, ain't that typical eh? ;-)

Such is life. As is the fact I've already replied to this. Trouble is
I don't know if it got sent and hasn't appeared yet, or just got lost,
so here I go again. This is an excellent opportunity for me to
contradict myself! <G>

>> (1)
>> Although this (apparently*) works it probably isn't doing what you
>> think - SEPARATOR does not go out of scope on the closing brace for
>> the 'if'. Use ...
>>
>> const char *SEPARATOR = " ,;";
>>
>> ... which will.
>
>Looking back on it, I don't know why I didn't place it in the header
>file or at the top; under the #includes. I think you're probably right,
>for some strange crazy reason I must have been thinking about its scope.
>
>So do you consider the use of
>>
>> const char *separator = " ,;";
>
>to be a better method in this situation?

The short answer is yes. It comes into scope only when needed and the
compiler has more information so we can't accidentally modify it.

```
/* useless but revealing example */
/* ie string literals can be modified */
main()
{
 "fred"[1] = 'w';
}
```

A full explanation is quite involved. It requires consideration of
both the storage class used and where items come in and out of scope.
These factors can mostly be ignored. They become relevent mostly when
attempting to optimise code for increased speed. There is a code size
factor as well but you'd have to go to extremes in order to start

worrying about that particular issue.

>> (*)
>> Looks like the Lattice preprocessor is broken - statements which do
>> not commence in the leftmost column should be ignored.
>
>There maybe a switch in Lattice for this, its preprocessor has a few
>options to choose from. Such as, allowing nested comments. Time to
>browse the manual again ;-) I think there was an option for strict
>ANSI; that may do it.

It doesn't actually matter. It's the knowing that counts.

>> Yes. All those parentheses are necessary to prevent some really
>> bizarre compiler errors. If ever you are *certain* there's nothing
>> wrong with the syntax of your source code then go check no
>> preprocessor stuff is involved! ;-)
>
>A good hint eh! Yeah, I'll keep this in mind ;-)
>
>> (2)
>> 'static' isn't needed here, simply ...
>>
>> char   *fconf(const char *, const char *);
>>
>The reason I had it as a static function was because I (currently at
>least) haven't got a use for it other than as a supporting function for
>fenv_env().

Imo that's a good habit to adopt. Hide everything you can! For larger
projects I'll even wrap up data inside an access function.

Example:

```
char*
GL_RSCNAME(bool f, char *s)
{static char  *rscname =NULL;

 if (f)  {
     memkill(&rscname); /* wrapper for free() */
                   /* doesn't barf on NULL */
                   /* and sets rscname=NULL */
     rscname = strdup(s);
     /* possible NULL check/debug code here */
 }
 return rscname;
}
```

The header file would contain ...

```
#define  GetRscName()  GL_RSCNAME(false)
#define  SetRscName(s) GL_RSCNAME(true,s)
char*    GL_RSCNAME();
```

Btw, the above is K&R - it'll need modifying a tad for ANSI. A
slightly more advanced one could see if the new string was shorter
than the current one. That would save freeing and reallocating.

>> ... will do, and the (char*) cast each time you call fconv() is not
>> required either - the compiler knows from the above declaration. Try
>> hard not to get into situations where you need to cast things a lot.
>> Doing so may force the compiler to be quiet about errors it would
>> otherwise have moaned about.
>
>er.. funny you should say what 'cause Lattice *did* give me these nice
>little warnings. (I'm reaching for the manual now ;-)

<grin>

>> (3)
>> Older MagiC versions did not have a U: drive so you'll have to check
>> the version.
>
>Shit, didn't know that! Damn, well I do know that version 4.xx and up
>has one. What's the likelihood of someone still using an older release I
>wonder?

Not much. The version (and a lot of other things) is contained in the
MagiC OS header. I might be able to dig out some code for
interrogating the MagiC header block if you want?

>> I don't know much about U: (or MiNT) myself but I suspect
>> there might be a better way. Maybe Pdomain() might solve the MagiC and
>> MiNT tests in one, or perhaps just testing the existence of U: might
>> do?
>
>Well, that's another couple of options I guess. Time to do some more
>reading me thinks ;-)

Hehe!

>> (4)
>> You *might* want to tag on a look using the current Tos path
>> Dgetdrv(),Dgetpath(). The AES in old Gem versions isn't too clever and
>> this may save a search from failing. The relevence of doing this
>> depends on how much reliance your app has on using the AES functions
>> used here, elsewhere.
>
>Yep, I'll add this.
>
>> (5)
>> How big is FMSIZE? As it comes from dos.h (which I assume is part of
>> Lattice) then it might be as small as 64. Using 128 is a reasonable
>> size but ideally 'buf' still needs checking for overflow. If you've
>> got to go to this trouble you might as well not bother checking at all
>> and just get enough space to start with ...

>
>It's defined as 128, so it should be ok.

Newer code I've written has no real limit but the older stuff upon
which it rests does, and that happens to be 128. I've never had a
problem with that value myself. :-)

>>
>> #define Wibble(s)   ((s) ? strlen(s) : 0)
>>
>> char   *buf   =malloc(Wibble(path) + Wibble(filename) + 3 + 1);
>>
>> which is enough space for both strings, the three characters that
>> might get inserted and a trailing nul. You will have to free() these
>> strings when you've done with them of course.
>>
>oooh, handy! I'll remember this :-)

Here's a wrapper for free() (pun not intended!)

```
void
memkill(void **p)
{
 if (NULL == *p)   return;
 if (!notmem(*p))  free(*p);
 *p = NULL;
}
```

Call it thus ...

```
main()
{char    *p   =strdup("Hello World");

 memkill(&p);
}
```

That way it doesn't matter if strdup() fails. It comes in most handy
when a function making heavy use of malloc etc barfs half way through
because it can just use section of code which memkills all the
pointers, rather than having to check them all individually.
Additionally it helps in finding memory leaks. By setting the pointer
to NULL it'll cause a bus error if the caller attempts to use it,
rather than allowing the code to scribble in deallocated memory.

Incidentally, notmem() is specific to my (MWC) compiler. See if
Lattice has an equivilent. It interrogates the "arena" (ie list of
allocated memory held by the C memory manager) and tells if the
pointer came from there or not. This allows me to memkill all sorts of
pointers without bothering to check where they came from. Eg:

```
main()
{char    *p   =strdup("Hello"),
     *s   ="World";
```

```
 memkill(&p);
 memkill(&s);
}
```

Oh, just remembered - you'll need a macro round memkill to prevent
Anso moaning.

```
#define  MemKill(x)    memkill((void**)(x))
```

should do the trick.

>Well thanks for your comments Guy.
>
>Later,
>Karl.
>
>
>PS. Wibble?? Well, it makes a change from seeing "foo" or "bar" I guess
>;-)

Dunno why but I like the sound of wibble!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5185126838978928772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2f8f4032d0488e8,start
X-Google-Attributes: gid1115ce,public
From: ashley.seabrook@zetnet.co.uk (Ashley Seabrook)
Subject: Elysium updated...
Date: 1998/12/29
Message-ID: <76amjfprg3@irk.zetnet.co.uk>#1/1
X-Deja-AN: 426763586
X-Trace: irk.zetnet.co.uk 914939311 26480 194.247.43.3 (29 Dec 1998 13:48:31 GMT)
NNTP-Posting-Date: 29 Dec 1998 13:48:31 GMT
Newsgroups: comp.sys.atari.programmer

And about time too ;-)

I've revamped the site, juggled the Atari & TOS pages around a bit and
updated the links - adding 177 new ones in the process. There's
hopefully more to come fairly soon, and just in case any Atarians are
into goth music, some Fields of the Nephilim pages are on the way...

Finally, there's an alias avaliable for the Atari & TOS pages -

elysium.atari.org

Happy New Year!

Ashley

Ashley Seabrook, webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

From -3803288037380458126
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60eb10b565170873,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Difference between Dreaddir and Dxreaddir
Date: 1998/12/29
Message-ID: <3688d01a2436850@the-gap.demon.co.uk>#1/1
X-Deja-AN: 426765611
X-NNTP-Posting-Host: the-gap.demon.co.uk:158.152.228.170
X-Sender: NEWSwatch v2.50 BETA#8 (Atari)
X-Complaints-To: abuse@demon.net
X-Software: STinG 1.15, POPwatch, NEWSwatch, Okami, CAB2.7
X-Hardware: ATARI Falcon030 with Nemesis board
X-Trace: news.demon.co.uk 914939724 nnrp-02:20076 NO-IDENT the-gap.demon.co.uk:158.152.228.170
Organization: Home of POPwatch, NEWSwatch etc.
Newsgroups: comp.sys.atari.programmer

Does anyone know what the difference between MagiC's Dxreaddir and MiNT's Dreaddir is? And does MagiC support Dreaddir as well as Dxreaddir or instead of?

Dxreaddir seems to have an extra parameter 'xr' but my German isn't good enough to work out what it is. :(

Basically, I'm trying to add longfilename support into one of my programs, and want it to work with both MagiC and MiNT (as well as single TOS though obviously that will still use Fsnext etc.)

Also, when using Dxreaddir or Dreaddir, is there anyway to get it to do wild card matching like Fsfirst does (ie. Fsnext *.doc will just return .doc files), or do I have to read each file entry and do my own wild card matching?

TIA,
Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From 7252859225745696842
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60eb10b565170873
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Difference between Dreaddir and Dxreaddir
Date: 1998/12/29
Message-ID: <76bpsjbsn1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 426934577
References: <3688d01a2436850@the-gap.demon.co.uk>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Gary Priest <gary@the-gap.demon.co.uk> wrote:
> Does anyone know what the difference between MagiC's Dxreaddir and MiNT's
> Dreaddir is? And does MagiC support Dreaddir as well as Dxreaddir or instead
> of?

Both MiNT and MagiC have Dreaddir() and Dxreaddir(), but you can't rely on Dxreaddir() being available, so check for EINVFN as the return code and fall back to Dreaddir() + Fxattr() in this case.

Which leads to what the extra parameters for Dxreaddir are: The first, xr, points to an XATTR-structure which will be filled with the same values as if you had called Fxattr(1, ...) (i.e., symbolic links won't be dereferenced) with the new file. The second extra parameter, xret, points to a long which will contain the return value of the internal Fxattr()-operation (thus, it is possible that Dxreaddir() itself was successful, but the internal Fxattr() failed).

Note that you only need Dxreaddir() if you also need more information than just the name of the file(s). The reason for its existance is that it's alot faster than having to call Dreaddir() and Fxattr() separately.

> Basically, I'm trying to add longfilename support into one of my programs,
> and want it to work with both MagiC and MiNT (as well as single TOS
> though obviously that will still use Fsnext etc.)

Well, as long as only GEMDOS calls are concerned, there's no need at all to directly check for MagiC or MiNT for long filename support, since all non-existing calls will simply return EINVFN (-32L).

> Also, when using Dxreaddir or Dreaddir, is there anyway to get it to do wild

> card matching like Fsfirst does (ie. Fsnext *.doc will just return .doc
> files), or do I have to read each file entry and do my own wild card
> matching?

The latter, but there's a very nice pattern matching function available
(by Rich Salz, IIRC). It needs some fixes, but it's small and reliable.
If there's interest, I'll post my modified version here.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -4211124056664040681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60eb10b565170873
X-Google-Attributes: gid1115ce,public
From: Joerg_Westheide@su.maus.de (=?ISO-8859-1?Q?J=F6rg_Westheide?=)
Subject: Re: Difference between Dreaddir and Dxreaddir
Date: 1998/12/29
Message-ID: <199812292330.a26762@su.maus.de>#1/1
X-Deja-AN: 427058444
Distribution: lokal
References: <3688d01a2436850@the-gap.demon.co.uk>
X-Gateway-Administrator: webmaster@su.maus.de
Organization: MAUS Rheinbach / Rhein-Sieg (+49-2225-945388)
X-Gateway: Internet-Gateway der Maus Rheinbach / Rhein-Sieg (Maus SU)
Newsgroups: comp.sys.atari.programmer

Hi Gary!

GP>Does anyone know what the difference between MagiC's Dxreaddir and
GP>MiNT's Dreaddir is?
Dxreaddir(); is a faster repalcement for doing Dreaddir(); Fxattr();

GP>And does MagiC support Dreaddir as well as Dxreaddir or instead of?
MagiC supports both calls since 3.0 and AFAIK MiNT supports both calls too

GP>Dxreaddir seems to have an extra parameter 'xr' but my German isn't
GP>good enough to work out what it is. :(
The Fxattr() part of the call can fail although the file name was readable so
you get an additional return code for the Fxattr() part. This return code is
placed in the long the parameter xr is poining to

GP>is there anyway to get it to do wild card matching like Fsfirst
GP>does (ie. Fsnext *.doc will just return .doc files), or do I have to

GP>read each file entry and do my own wild card matching?
You will have to do your own matching (which can be much more powerful than TOS' buggy matching)

Bye

Joerg

From 8371017682994735215
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae4b787a120c8e0e,start
X-Google-Attributes: gid1115ce,public
From: onlyinohio@aol.comN0spAM (OnlyInOhio)
Subject: REQUEST: I need an Atari Fuji symbol
Date: 1998/12/31
Message-ID: <19981231090807.12603.00004436@ng-cr1.aol.com>#1/1
X-Deja-AN: 427455046
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Hi there:

I grew up using Atari 400/800 computers. Now that I'm using a PC with Win95 I would like either a screen saver with a rotating Atari Fuji symbol or a large 3D Fuji symbol to use as the opening screen instead of the clouds when Win95 loads. Does anyone know where I can find either of these?

I remember some really neat demos of 3D Fuji's that rotated while the color bars changed color. Can't believe that somebody hasn't ported them over to the PC.

Any help appreciated. Remove the "nospam" to reply. Thanks. Karen

From 8661247528762327820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f34ca52e4005cc44,start
X-Google-Attributes: gid1115ce,public
From: cv436@torfree.net (Jeffery Thomas)
Subject: Lattice C and Geneva
Date: 1999/01/01
Message-ID: <F4wnrJ.qK.0.queen@torfree.net>#1/1
X-Deja-AN: 427856498
Organization: Toronto Free-Net
Newsgroups: comp.sys.atari.programmer

Under Geneva you can set certain badly behaved programs as Single Tasking so that all other programs go to sleep while the one program executes.
It's a dialog accessable under the Task Manager accessory.

A CLI that works under Geneva is the NEODESK CLI which requires NEODESK too.

Later...

From 996321584596302282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b4f0869ae12df5c,start
X-Google-Attributes: gid1115ce,public
From: PWest@thedruid.demon.co.Remove.To.Reply.uk
Subject: Keyboard shortcuts
Date: 1999/01/01
Message-ID: <+by3gDAeCTj2EwPg@thedruid.demon.co.uk>#1/1
X-Deja-AN: 427960260
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 915271531 nnrp-08:1884 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi all!

A short time ago there was discussion here after a posting from Derryck about altering keyboard shortcuts with RSCView or RCS editors. I have now had a long discussion about this with Holger Weets (well-known German author of ST-Guide, Finder, RSCView and many other fine progs) and some of the points he made may be of wider interest (though exprienced programmers will no doubt know them):

Menu shortcuts: He says that quite a few modern programs can read the shortcuts directly from the RSC file (or RSC portion of the PRG file if there is no separate RSC) so they are easily changed during translations if necessary. However, the original programmer has to write code in a way that implements this - Holger does not know of any library that does this automatically.

Note however that some programs use the Scancode rather than the ASCII value to evaluate the key pressed, and this may give problems with keyboards having a different layout from that used by the programmer (such as the swapped Y and Z of German/English&US keyboards, the Umlauts etc).

But on many programs the shortcuts are not in the RSC portion but hard-coded elsewhere; these can only be changed with a disk monitor -- if one can find them!

Dialog shortcuts: Many (?older?) RSCs use a '[' in front of the letter that is to serve as a shortcut when pressed together with ALT. This is a feature of some GEM libraries and so will only work if the programmer has used one of these.

The alternative of using the Whiteback flag to activate the shortcuts together with ob_state flag(s) to specify the position of the underlined character in the string was originated by MagiC, but also works when running under TOS if the programmer has written the code to make use of this feature; when running under MagiC (but not TOS) one can also update old programs that do not have this code to use this shortcut method as long as their dialogs are displayed/evaluated by the system.

Hope this is of some interest!

Happy New Year to you all

Regards
        /Peter/

--
Read my chips: No new upgrades!

--

--
 +---+
 | ======   The Druid Wales UK >*< InterNet GateWay |-+
 | I I +---+ | |
 | gatekeeper@thedruid.demon.spamless.uk | |
 +---+ |
   +---+

From -1941331559507755385
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60eb10b565170873
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: Difference between Dreaddir and Dxreaddir
Date: 1999/01/03
Message-ID: <76o57qmgf9@snipp.uninett.no>#1/1
X-Deja-AN: 428325667
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <3688d01a2436850@the-gap.demon.co.uk> <76bpsjbsn1@sun27.hrz.tu-darmstadt.de>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 915380282 23055 129.241.210.110 (3 Jan 1999 16:18:02 GMT)
Organization: UNINETT news service

User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

>> files), or do I have to read each file entry and do my own wild card
>> matching?

> The latter, but there's a very nice pattern matching function available
> (by Rich Salz, IIRC). It needs some fixes, but it's small and reliable.
> If there's interest, I'll post my modified version here.

I'm interested!

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From -6687864714427962344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b4f0869ae12df5c
X-Google-Attributes: gid1115ce,public
From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
Subject: Re: Keyboard shortcuts
Date: 1999/01/03
Message-ID: <76op9p$oc3$5@news6.svr.pol.co.uk>#1/1
X-Deja-AN: 428421225
References: <+by3gDAeCTj2EwPg@thedruid.demon.co.uk>
X-Complaints-To: abuse@theplanet.net
X-Trace: news6.svr.pol.co.uk 915400825 24963 62.136.26.96 (3 Jan 1999 22:00:25 GMT)
Organization: <none>
NNTP-Posting-Date: 3 Jan 1999 22:00:25 GMT
Newsgroups: comp.sys.atari.programmer

On 1 Jan 1999 20:31:26 +, PWest@thedruid.demon.co.Remove.To.Reply wrote:
>
>
>Hi all!
>
>A short time ago there was discussion here after a posting from Derryck about
>altering keyboard shortcuts with RSCView or RCS editors. I have now had a
>long discussion about this with Holger Weets (well-known German author of
>ST-Guide, Finder, RSCView and many other fine progs) and some of the points
>he made may be of wider interest (though exprienced programmers will no doubt
>know them):

Thanks for this Peter, seems to match my own experience.

Rgds, Derryck

```
/----------------------------------------/
/   The Cheshunt Computer Club Herts UK   /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

From 131598545988919993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b4f0869ae12df5c
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Subject: Keyboard shortcuts
Date: 1999/01/03
Message-ID: <vnhzfbATV$j2EwuV@thedruid.demon.co.uk>#1/1
X-Deja-AN: 428438617
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 915404262 nnrp-05:10643 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Peter,

> translations if necessary. However, the original programmer has to
> write code in a way that implements this - Holger does not know of any
> library that does this automatically.

Mydials does this.

John.

--

--
```
 +-----------------------------------------------------------------+
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
 |  I  I  +-------------------------------------------------+  | |
 |               gatekeeper@spamless.thedruid.demon.uk            | |
 +-----------------------------------------------------------------+ |
   +-----------------------------------------------------------------+
```

From -8390323342962228736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60eb10b565170873
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <bereziat@polder.inria.fr>
Subject: Re: Difference between Dreaddir and Dxreaddir
Date: 1999/01/04
Message-ID: <rw5lnjjdxgh.fsf@polder.inria.fr>#1/1
X-Deja-AN: 428614470
Content-Transfer-Encoding: 8bit
References: <3688d01a2436850@the-gap.demon.co.uk> <76bpsjbsn1@sun27.hrz.tu-darmstadt.de> <76o57qmgf9@snipp.uninett.no>
Content-Type: text/plain; charset=iso-8859-1
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein <joska@nuts.edu> writes:

> I'm interested!
>
so am i !
--
Dominique Bereziat | Dominique.Bereziat@inria.fr
Projet AIR | http://www-air.inria.fr/~bereziat
INRIA Rocquencourt |

From 3520215111479220269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c41016be6ceec616
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,c41016be6ceec616
X-Google-Attributes: gid1055eb,public
X-Google-Thread: fdcdd,c41016be6ceec616
X-Google-Attributes: gidfdcdd,public
X-Google-Thread: f7309,c41016be6ceec616
X-Google-Attributes: gidf7309,public
X-Google-Thread: 114489,c41016be6ceec616
X-Google-Attributes: gid114489,public
X-Google-Thread: ffa70,c41016be6ceec616
X-Google-Attributes: gidffa70,public
X-Google-Thread: 1115ce,c41016be6ceec616
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f76e1,c41016be6ceec616
X-Google-Attributes: gidf76e1,public
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Subject: Re: Merry Christmas!
Date: 1999/01/04
Message-ID: <VBOsXBAvoPk2EwyD@steverosie.demon.co.uk>#1/1

X-Deja-AN: 428713469
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <7CiklCA1yOh2QwmI@shaw1.freeserve.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 915475526 nnrp-10:7016 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange
MIME-Version: 1.0
Newsgroups:
alt.tv.nickelodeon,comp.sys.atari.st,comp.sys.atari.programmer,alt.atari,uk.media.
tv.simpsons,alt.fan.itchy-n-scratchy,alt.tv.simpsons.itchy-
scratchy,alt.tv.simpsons.simpsons,alt.tv.simpsons

In article <7CiklCA1yOh2QwmI@shaw1.freeserve.co.uk>, Clair D. Shaw
<Clair@shaw1.freeserve.co.uk> writes
>I hope you had a VERY merry Christmas and happy new year!
>And I'll see you on this newsgroup well into 1999!
>
>Oh, you want a card? OK.. I might be able to stretch to that...
>

```
>      +-----------------------------------------------+
>      |  ***** ***** ***** ***** *   *                |
>      |  * * * *    *     *     *   *                |
>      |  * * * ***  *     *     *****  X  -  M  A  S |
>      |  * * * *    *     *       *                  |
>      |  * * * ***** *     *       *                  |
>      |       A N D  H A P P Y  N E W  Y E A R       |
>      |                                              |
>      |  To [insert name here], merry Christmas and  |
>      |  a happy new year.                           |
>      |                                              |
>      |   From Clair Shaw                            |
>      |       Clair@Shaw1.freeserve.co.uk            |
>      |       http://surf.to/shaws                   |
>      +-----------------------------------------------+
>
```

>Is that okay?

Nice one Clair, pitty I didn't see it before I wnet away:)

Who is " insert name here"!

--

Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

From 4059660213547289596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbcfa3c5c4931abc,start
X-Google-Attributes: gid1115ce,public
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk (Spencer Davies)
Subject: Programming for STing in Lattice C.
Date: 1999/01/04
Message-ID: <36912225.97689@news.freeserve.co.uk>#1/1
X-Deja-AN: 428746415
X-Complaints-To: abuse@theplanet.net
X-Trace: news5.svr.pol.co.uk 915481534 3476 62.136.74.253 (4 Jan 1999 20:25:34 GMT)
Organization: none
Reply-To: spencer@maelstrom.freeserve.co.uk
NNTP-Posting-Date: 4 Jan 1999 20:25:34 GMT
Newsgroups: comp.sys.atari.programmer

As an ongoing attempt at improving my C coding style and approach I though I would have a bash at writing some code in Lattice which uses STing for its communication.

Now to this end I haven't done much but have noticed that a header file (ping.h) is missing from the example source code for the ping utility. Anyone know where I can get this missing file? Also are there any other examples of using STing (especially those written using Lattice C) ?

Thanks.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

From -6539939219268204936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,739d3a56cc46d8ea,start
X-Google-Attributes: gid1115ce,public
From: John Marks <marks7@flinet.com>
Subject: FA: The Atari BASIC Source Book (A COMPUTE! Publication)
Date: 1999/01/04
Message-ID: <369107D0.16EE@flinet.com>#1/1
X-Deja-AN: 428814930
Content-Transfer-Encoding: 7bit
Organization: Florida Internet Corporation

Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello,
I am auctioning a book called "Atari BASIC Souce Book" by the creators of Atari BASIC including Bill Wilkinson! Includes all the original source code.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=53973341

Thanks! Auction begins 1/4/99 and ends in 7 days!
--
John Marks
Jupiter, FL
e-mail: marks7@flinet.com
homepage: http://www.flinet.com/~marks7

From -859445368270746125
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2d6d81ea5a039878,start
X-Google-Attributes: gid1115ce,public
From: James Donovan <jtdon@earthlink.net>
Subject: Rsc Creation
Date: 1999/01/04
Message-ID: <36915CD3.F80B88EC@earthlink.net>#1/1
X-Deja-AN: 428830859
Content-Transfer-Encoding: 8bit
X-Posted-Path-Was: not-for-mail
Content-Type: text/plain; charset=x-user-defined
X-ELN-Date: 5 Jan 1999 00:30:35 GMT
X-ELN-Insert-Date: Mon Jan 4 16:35:07 1999
Organization: EarthLink Network, Inc.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi,
<redacted> Can someone point me toward a good source of info on how to use any of the many Rsc editors around.<redacted> They all seem to assume you already know how to use a previous one or you know the structure of .rsc files.
<redacted> Thanks,
<redacted> Jim Donovan

From -3010023908405108314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,631704f407a9e2e3

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1554e14a3518fae0
X-Google-Attributes: gid109a67,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?
Date: 1999/01/05
Message-ID: <76ss7h$87o$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 428978761
References: <913045296.414578@venus.interstroom.nl>
<74jarc$o97$2@feresa.bio.vu.nl> <74mlkn$m0i$1@news1.force9.net>
<913378138.716250@venus.interstroom.nl> <367EFC2B.5648@spamkillyahoo.com>
Followup-To: comp.sys.atari.st.tech,comp.sys.atari.programmer
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 915534897 8440 130.37.80.249 (5 Jan 1999 11:14:57 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 5 Jan 1999 11:14:57 GMT
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Eddy-Haitch (eddy_hitler@spamkillyahoo.com) wrote:

: Also.. just as 320x200 can be made to display 512 colours in a limited
: fashion, or even 4096 on a STANDARD ST (or 19200+ on STe), any way of
: increasing colours in medium res

That _should_ be possible using the same method as 512 colour display
(ie. palette switching in scanlines). You'd probably get less than
512 colours though, but I guess that something like 8 or 16 colours per
scanline should at least be possible?

: -- or even introducing some greyscale
: to high res mode?

That has been done, usually with a hell of a lot of flickering though...

: Even just four greys. 16 colours in medium res +
: 240-line overscan + your interlace program + a flicker-reducing filter =
: a passable VGA resolution display..!

And no CPU time left. :-) (presuming you'd have enough CPU time to
achieve the above)

By the way, does anyone have some commented Spectrum 512 (and/or 4096)
display code or know where I can find some?

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/

From 6495799813567199684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbcfa3c5c4931abc
X-Google-Attributes: gid1115ce,public
From: res1@vcf-com.fr (Olivier Booklage)
Subject: Re: Programming for STing in Lattice C.
Date: 1999/01/05
Message-ID: <76tg65$3hs$1@news3.isdnet.net>#1/1
X-Deja-AN: 429065861
References: <36912225.97689@news.freeserve.co.uk>
X-Complaints-To: abuse@isdnet.net
X-Trace: news3.isdnet.net 915555333 3644 195.3.16.26 (5 Jan 1999 16:55:33 GMT)
Organization: vcf-com.fr
NNTP-Posting-Date: 5 Jan 1999 16:55:33 GMT
Newsgroups: comp.sys.atari.programmer

Dear Spencer,

>Also are there any other examples of using STing
> (especially those written using Lattice C ?

You can found sources on my homepage, for Pure-C but probabely easy
adaptable for Lattice.

Olivier.

From Boulogne Billancourt FRANCE
Email   : res1@vcf-com.fr
HomePage: http://services.worldnet.net/vcf-com/olivier.shtml (194.2.128.248)
CabOvl : http://194.2.128.248/vcf-com/download/cabovl.lzh
WebLight: http://194.2.128.248/vcf-com/download/weblight.lzh

From -8167727117993109875
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60eb10b565170873
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Difference between Dreaddir and Dxreaddir
Date: 1999/01/05
Message-ID: <369281561615b6b1@my-ste.demon.co.uk>#1/1
X-Deja-AN: 429182739
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <3688d01a2436850@the-gap.demon.co.uk> <76bpsjbsn1@sun27.hrz.tu-
darmstadt.de> <76o57qmgf9@snipp.uninett.no> <rw5lnjjdxgh.fsf@polder.inria.fr>
X-Sender: NEWSwatch v2.50 BETA#9 (Atari)
X-Complaints-To: abuse@demon.net
X-Hardware: 68000/8 Atari 520 STE 4Mb
X-Trace: news.demon.co.uk 915576416 nnrp-02:29623 NO-IDENT my-

ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Reply-To: dbolt@my-ste.demon.co.uk
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

on Mon 04-01-99 13:38 Dominique Bereziat wrote:

>Jo Even Skarstein <joska@nuts.edu> writes:
>
>> I'm interested!
>>
>so am i !

Is there enough room for me to join the 'me too' ? Hope so, 'cos I'm
interested too.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNpI1VA7+qeA2fy0RAQHGFQH9HsJnOk+wDjpdGStyQ49tgufwdD1hSdvx
wUUsY4T6/6jZdQQ51YxWw2l8cnpXezj4pOHxxfLcPRDBjPJdwd97WQ==
=moDQ
-----END PGP SIGNATURE-----

--
Regards, IRC: davjam on #acorn and #atari
David Email: dbolt@my-ste.demon.co.uk

Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, NEC 3x CD, Magic 5.11, HD Driver 7.04,
V.34bis at 57600bps
Acorn A3010 2Mb, 260Mb, RiscOS 3.10, ARM2

You never finish a program, you just stop working on it.

From 3330905679655813147
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2d6d81ea5a039878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Rsc Creation
Date: 1999/01/06
Message-ID: <36926281.1452338@news.demon.co.uk>#1/1
X-Deja-AN: 429316584
Content-Transfer-Encoding: 8bit

X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <36915CD3.F80B88EC@earthlink.net>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 915604480 nnrp-02:8286 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 04 Jan 1999 19:29:07 -0500, James Donovan
<jtdon@earthlink.net> wrote:

>Hi,
>[illegible] Can someone point me toward a good source of info
>on how to use any of the many Rsc editors around.[illegible] They
>all seem to assume you already know how to use a previous
>one or you know the structure of .rsc files.

You don't have to know the structure of a resource file, and not much needs to be known about the structure of object trees either. It is enough to just make it look right and give names to those objects you need to access via code.

Menus and dialogs are both 'trees' the only difference being a menu has a more rigid format. The editor deals with that anyway. You need to find the option to create a "new tree".

By far the best way to figure out what is going on is to load the resource files from other applications. Use a copy though because some editors autosave.

Once you've created a new tree you'll typically have a G_BOX and this is the root object. Give it a name. You may drop other objects onto it and name the ones you need to manipulate.

Say you started with a new resource ...

Create a new tree. Name it F0.
Drop an editable object onto F0. Name this F0E0.
Drop a button onto F0. Name this F0B0.

Assuming C ...
Save the resource as C.RSC ensuring the option in the editor (if applicable) is set so that it writes a C header file. This will be called C.H

```
#include <yer_gem_lib>
#include "c.rsc"

int
main()
```

```
{OBJECT  *ob;

 appl_init();
 rsrc_load("C.RSC");

 rsrc_gaddr(R_TREE,F0,&ob);
 ob[0].ob_x = 20;
 ob[0].ob_y = 40;
 objc_draw(ob,ROOT,MAX_DEPTH,0,0,1000,1000);
 evnt_timer(5000,0);
 ob[F0B0].ob_state |= SELECTED;
 objc_draw(ob,F0B0,MAX_DEPTH,0,0,1000,1000);
 evnt_timer(5000,0);

 rsrc_free();
 appl_exit();
 return 0;
}
```

Now go back to the editor and ensure button F0B0 has its EXIT flag set. Save C.RSC and try this more useful example ...

```
main()
{OBJECT  *ob;
 int x,y,w,h;

 appl_init();
 rsrc_load("C.RSC");
 rsrc_gaddr(R_TREE,F0,&ob);

 form_center(ob,&x,&y,&w,&h);
 form_dial(FMD_START,1,1,1,1,x,y,w,h);
 objc_draw(ob,ROOT,MAX_DEPTH,x,y,w,h);
 r = form_do(ob,F0E0);
 ob[r].ob_state &= ~SELECTED;
 form_dial(FMD_FINISH,1,1,1,1,x,y,w,h);

 rsrc_free();
 appl_exit();
 return 0;
}
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8504373476550532101
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,fbcfa3c5c4931abc
X-Google-Attributes: gid1115ce,public
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk (Spencer Davies)
Subject: Re: Programming for STing in Lattice C.
Date: 1999/01/06
Message-ID: <3693bddf.895544@news.freeserve.co.uk>#1/1
X-Deja-AN: 429533570
References: <36912225.97689@news.freeserve.co.uk> <76tg65$3hs$1@news3.isdnet.net>
X-Complaints-To: abuse@theplanet.net
X-Trace: news7.svr.pol.co.uk 915655305 32108 62.136.75.133 (6 Jan 1999 20:41:45 GMT)
Organization: none
Reply-To: spencer@maelstrom.freeserve.co.uk
NNTP-Posting-Date: 6 Jan 1999 20:41:45 GMT
Newsgroups: comp.sys.atari.programmer

On 5 Jan 1999 16:55:33 GMT, res1@vcf-com.fr (Olivier Booklage) wrote:

>You can found sources on my homepage, for Pure-C but probabely easy
>adaptable for Lattice.
...
>HomePage: http://services.worldnet.net/vcf-com/olivier.shtml (194.2.128.248)
Thanks. I had a quick look at whilst at work but will download later.

BTW your homepage URL didn't appear to be 100% correct. I tried the
URL listed above which gave me a non-existant error so went directly
to the vcf-com directory which then allowed me to select your page.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

From 9007387436609466734
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60eb10b565170873
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Difference between Dreaddir and Dxreaddir
Date: 1999/01/06
Message-ID: <770op5$719$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 429584813
References: <3688d01a2436850@the-gap.demon.co.uk> <76bpsjbsn1@sun27.hrz.tu-darmstadt.de> <76o57qmgf9@snipp.uninett.no>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Jo Even Skarstein <joska@nuts.edu> wrote:
> I'm interested!

OK, you'll find it at the bottom. My improvements were:

- Now allows quoted characters in ranges (e.g. [\[\]] to match either bracket)
- No longer reads past the end of malformed patterns

Of course, I can't guarantee I haven't introduced new problems, so beware ;)

Also note that this is not a POSIX-wildcard matching routine, as POSIX also wants character classes (e.g. [:upper:]). For such a beast, consult the source of bash (the UNIX shell).

Ciao

Thomas

```
-- cut here --
#ifdef TESTING
#include <stdio.h>
#endif

/* Shell-style pattern matching for ?, \, [], and * characters.
   I'm putting this replacement in the public domain.

   Written by Rich $alz, mirror!rs, Wed Nov 26 19:03:17 EST 1986.
   Some improvements by Thomas 'Gryf' Binder in 1998 */

/* The character that inverts a character class; '!' or '^'.  */
#define INVERT '^'

/* Return nonzero if `string' matches Unix-style wildcard pattern
   `pattern'; zero if not.  */

int wild_match(char *string, char *pattern)
{
    int prev;    /* Previous character in character class.  */
    int matched; /* If 1, character class has been matched.  */
    int reverse; /* If 1, character class is inverted.  */
    int esc;     /* If 1, next character loses special meaning inside [] */

    for (; *pattern; string++, pattern++)
    {
        switch (*pattern)
        {
```

```
        case '\\':
            /* Literal match with following character */
            if (!*++pattern)
                return 0;
            /* else FALL THROUGH */
        default:
            if (*string != *pattern)
                return 0;
            continue;
        case '?':
            /* Match anything.  */
            if (*string == '\0')
                return 0;
            continue;
        case '*':
            /* Trailing star matches everything.  */
            while (*(++pattern) == '*');
            if (!*pattern)
                return 1;
            while (*string)
                if (wild_match(string++, pattern))
                    return 1;
            return 0;
        case '[':
            esc = 0;
            /* Check for inverse character class.  */
            reverse = pattern[1] == INVERT;
            if (reverse)
                pattern++;
            for (prev = 256, matched = 0; *++pattern &&
                (esc || *pattern != ']'); prev = esc ? prev : *pattern)
            {
                if (!esc && (esc = *pattern == '\\'))
                    continue;
                if (!esc && *pattern == '-')
                {
                    if (!*++pattern)
                        return 0;
                    if (*pattern == '\\')
                        if (!*++pattern)
                            return 0;
                    matched = matched || (*string <= *pattern &&
                        *string >= prev);
                }
                else
                    matched = matched || *string == *pattern;
                esc = 0;
            }
            if (prev == 256 || esc || *pattern != ']' || matched == reverse)
                return 0;
            continue;
    }
}
```

```
    return *string == '\0';
}

#ifdef TESTING
int main(int argc, char *argv[])
{
    int i;

    if (argc < 3)
        return(2);
    for (i = 2; i < argc; i++)
    {
        if (wild_match(argv[i], argv[1]))
            puts(argv[i]);
    }
    return(0);
}
#endif
```

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -6058569419397610757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eaa1d90f0c2f7dc1,start
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: border on objects
Date: 1998/11/15
Message-ID: <72mme2$a5e$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 412048908
X-Http-Proxy: 1.0 x11.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.204
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Sun Nov 15 13:54:10 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.03 [sv] (Macintosh; I; PPC)

Greetings Atarians,

and thanks for still answering my somwhat stupid
questions!

Now I wonder if there is a way to determine the
border thickness of various objects, as textboxes,
buttons and such. In short, determine the total
visible area of an object including outside borders
and shadows.

Thanks in advance,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

--
WWW: http://hem1.passagen.se/gokmase/atari
EMAIL: gokmase@bigfoot.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -3523580603093306176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eaa1d90f0c2f7dc1
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: border on objects
Date: 1998/11/15
Message-ID: <72n4kp$16e$1@snipp.uninett.no>#1/1
X-Deja-AN: 412115501
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <72mme2$a5e$1@nnrp1.dejanews.com>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 911152601 1230 129.241.210.110 (15 Nov 1998 17:56:41 GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

gokmase@my-dejanews.com wrote:

> Now I wonder if there is a way to determine the
> border thickness of various objects, as textboxes,
> buttons and such. In short, determine the total
> visible area of an object including outside borders
> and shadows.

Yes, you can use the AES-call objc_sysvar. It's documented in the
Atari Compendium, if you don't have it let me know and I'll mail you
some info.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**

** beer - maria mckee - atari falcon - babylon 5
*/

From -4970048803151042134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8aef707dfabfabcd,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,8aef707dfabfabcd,start
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,8aef707dfabfabcd,start
X-Google-Attributes: gid1115ce,public
From: Clair ' CDS' Shaw <Clair@shaw1.freeserve.co.uk>
Subject: Newsletter
Date: 1998/11/15
Message-ID: <A$R6aCAxJzT2QwDg@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 412175434
X-Complaints-To: abuse@theplanet.net
X-Trace: newsreader3.core.theplanet.net 911166360 22624 62.136.35.93 (15 Nov 1998 21:46:00 GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve.co.uk.no.spam.here>
NNTP-Posting-Date: 15 Nov 1998 21:46:00 GMT
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,alt.atari

I may do a newsletter type thingy next year (or even next month) - but I need your stuff.

Any letters, articles, etc. could you please send to me, preferably in an image (it's gonna be based on DEGAS pictures) any format - I don't care. But you can send them by ASCII, which *is* a lot better.

PS. To receive it if/when it comes out, email me

PPS. It'll be a lot better if I could get my hands on a program called Atari-Text - I think it's shareware, not sure. If anyone could tell me where I can get it from, I'll be greatly appreciated.
--
Clair Shaw | Murphy's Laws, coming
Aka. CDS | soon to this space...
ICQ:1043359 |
mailto:Clair@Shaw1.freeserve.co.uk |
http://surf.to/shaws | Remove spam block to reply

From 4712274146586488636
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f8b89657922e1ec
X-Google-Attributes: gid1115ce,public
From: bgates@aol.com (Bill running scared Gates)

Subject: Re: GFA Basic 3.5 manual perfect condition   anyone want it??
Date: 1998/11/17
Message-ID: <3651a098.6003484@news.mindspring.com>#1/1
X-Deja-AN: 412808722
References: <36450d95.695364@news.mindspring.com>
X-Server-Date: 17 Nov 1998 16:12:58 GMT
Organization: Engulph and Devour
Reply-To: bgates@aol.com
Newsgroups: comp.sys.atari.programmer

On Sun, 08 Nov 1998 03:21:29 GMT, shadowar@mindspring.com wrote:

>GFA Basic 3.5 manual perfect condition   anyone want it??
>
>
>write to shadowar@mindspring.com
Sorry to those who e mailed me on this I lost my e-mail messages so
could you respond again. Giving this away just postage money

From -4537012761468291678
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eaa1d90f0c2f7dc1
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: Re: border on objects
Date: 1998/11/17
Message-ID: <72sk31amn1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 412853740
References: <72mme2$a5e$1@nnrp1.dejanews.com> <72n4kp$16e$1@snipp.uninett.no>
X-Http-Proxy: 1.0 x12.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.207
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Tue Nov 17 19:50:57 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.05 (Macintosh; I; PPC)

In article <
72n4kp$16e$1@snipp.uninett.no>,
  Jo Even Skarstein <joska@nuts.edu>
wrote:
> gokmase@my-dejanews.com wrote:
>
> > Now I wonder if there is a way to determine the
> > border thickness of various objects, as textboxes,
> > buttons and such. In short, determine the total
> > visible area of an object including outside borders
> > and shadows.
>
> Yes, you can use the AES-call objc_sysvar. It's documented in the
> Atari Compendium, if you don't have it let me know and I'll mail you
> some info.

Since I don't own the Compendium I'd really
appreciate if you'd send me some details. I
don't know if it matters, but I am using GFA
for programming.

Also, I heard something about that objc-
sysvar requires a newer AES.

Anyway, thanks a lot,

Joakim

--
WWW: http://hem1.passagen.se/
gokmase/atari
EMAIL: gokmase@bigfoot.com

--
WWW: http://hem1.passagen.se/
gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -9054298749251843690
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,384e2ffe2ee2992,start
X-Google-Attributes: gid1115ce,public
From: deano@zetnet.co.uk (Deano)
Subject: Cheapest Ever Atari CD Ready To Order
Date: 1998/11/17
Message-ID: <365cd502.9004758@news.zetnet.co.uk>#1/1
X-Deja-AN: 412876235
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=ISO-8859-1
X-Trace: roch.zetnet.co.uk 911332777 21135 194.247.41.76 (17 Nov 1998 19:59:37
GMT)
Organization: Silly Software
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk
NNTP-Posting-Date: 17 Nov 1998 19:59:37 GMT
Newsgroups: comp.sys.atari.programmer

In case you didn't see it in the newsgroups my new CD entitled "The
Atari ST PD Collection" was released over the weekend. It contains
over 200 meg of all types of PD software including Demos, Games,
Music, Internet Software, and Diskmags.

There is also a Spectrum CD which contains over 5000 spectrum games

plus Atari ST and PC emulators to run them. All the old favourites are included such as: Manic Miner, Jet Set Willy, Chuckie Egg 1&2, Hypersports, Jetpac, Atic Atac, Green Beret, Mikie and many many more.

Both Cds cost a fiver each plus + 1ukp P+P UK (Rest Of World - Add 2 pounds) and can be obtained from

27 Turbary Walk
Milnrow Rochdale
OL16 4JN
England

Also availible is "The Megadrive Collection" which includes over 250 megadrive games plus PC Emulators.

Cheques/Postal Orders made payable to D Sharples

Deano
Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/index.html

From -5584051131076276333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a19e2fbd03abff90
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: Start parallel program
Date: 1998/11/18
Message-ID: <3652968e625090@the-gap.demon.co.uk>#1/1
X-Deja-AN: 413102438
X-NNTP-Posting-Host: the-gap.demon.co.uk:158.152.228.170
References: <364c62a22f0ad2@xs4all.nl> <364c90d3.1364281@news.demon.co.uk>
<364de7ae589230@xs4all.nl>
X-Sender: NEWSwatch v2.50 BETA#8 (Atari)
X-Complaints-To: abuse@demon.net
X-Software: STinG 1.15, POPwatch, NEWSwatch, Okami, CAB2.7
X-Hardware: ATARI Falcon030 with Nemesis board
X-Trace: news.demon.co.uk 911386483 nnrp-05:24207 NO-IDENT the-
gap.demon.co.uk:158.152.228.170
Organization: Home of POPwatch, NEWSwatch etc.
Newsgroups: comp.sys.atari.programmer

on Sat 14-11-98 21:36 Jos den Bekker wrote:

>on Sat 14-11-98 06:04 Guy Harrison wrote:
>
>>For MagiC ...
>>
>>shel_write(TRUE,TRUE,SHW_PARALLEL,exe,cmd)
>>
>>... is the most commonly used.

```
>>
>>#define SHW_CHAIN 1    /* same as standard shel_write */
>>#define SHW_PARALLEL  100  /* launch parallel process */
>>#define SHW_SINGLE    101  /* SHW_CHAIN for "buggy" Gem apps */
>
>Thanks!
>
```

>>Offhand, I can't remember exactly the first two arguments. One of them
>>is 'isgem', which if set FALSE will invoke a 'dos' application. The
>>net effect of this is the program should end up running in the VT52
>>window.

The first parameter is the mode. MultiTOS's mode 0 which launches a process depending upon it's file extension ie. .TOS would be in the TOSWIN window, .PRG would be normal GEM etc. etc. does not exist in MagiC!
So in MagiC you must use mode 1, which has the unfortunate handicap that *you* must specify how the program is to be run. ie. is it GEM or TOS. That's that the second parameter is for. 1=GEM, 0=TOS.

>It does, but only if it is a program with extension .prg or .app.
>MagiC refuses to run .tos and .ttp programs with shel_write.

Not here it doesn't. I've just tried it. :)

shel_write (1,1,100,exe,cmd) will launch the program as a GEM app.

shel_write (1,0,100,exe,cmd) will launch it in VT52. I had some very weird effects when I launched LINES.APP in TOS mode. I don't recommend it. :)

As I said above, it seems MagiC doesn't have the *smart* mode that works out itself whether an app is TOS or GEM, but *you* have to decide instead. Seems a bit stupid to me that!

Just giving it a bit of thought, I guess it wouldn't be *too* hard to code around it. Might do that in SPAWNER actually. All you need to do is check the extension of the app your about to launch, and if it's .TOS or .TTP then use shel_write (1,0,100,exe,cmd) else use shel_write (1,1,100,exe,cmd).

What about it Jos? I'd certainly like to be able to run the import, export, expire functions from Okami's menu in a VT52 menu :)

Gary

--

```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From -640993483567389447
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,cde91ebe3a9a4b3c,start
X-Google-Attributes: gid1115ce,public
From: giovanni.ciampa@henderson.com
Subject: Complete C++ setup - where?
Date: 1998/11/18
Message-ID: <72uriv$7m3$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 413169876
X-Http-Proxy: 1.0 x11.dejanews.com:80 (Squid/1.1.22) for client 193.130.36.1
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Wed Nov 18 16:11:28 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Lynx/2.8.1dev.16 libwww-FM/2.14FM

Quite a simple question really... I've been trying to set up a C++
system for my ST, but I think I'm missing something.

I've downloaded various versions of gcc (2.5.8, 2.6.3 and 2.7.2),
associated other binaries (as, ld, etc.) and the include/library
archives. C programs all compile and run OK, but when it comes to C++
I get linker errors link: 'cannot find stdc++.olb' (running g__.ttp
- renamed to gpp.ttp - from the 2.7.2 package).

My question is therefore: Is there a 'out-of-the-box' gcc kit that I
can download, or what else do I require to fill the gaps?

Thanks in advance,

    Gio

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/   Search, Read, Discuss, or Start Your Own

From -1499064712758812673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5943c2589d594cc9,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Looking for small TSR.
Date: 1998/11/18
Message-ID: <Pine.BSI.3.96.981118190435.4136A-100000@usr05.primenet.com>#1/1
X-Deja-AN: 413325141
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@globalcenter.net
Organization: Frontier GlobalCenter Inc.
Mime-Version: 1.0
X-Posted-By: kellis@206.165.6.205 (kellis)
Newsgroups: comp.sys.atari.programmer

Hi to all coders here.
I was wondering if any of you had done, or had seen this kind of
program.

Quite simple (at least it seems):
a TSR that would emulate a hardware JOYSTIK position from the keybrd
cursor. A joystik is more a pain than anything, besides mine sucks.
And plug it in, out, pisses me off more than anything.
Any TSR like that outthere? if not, anyone see if it is possible to do
one? If yes, would anyone attempt such thing?
Bye. and Thanks..

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -6150961068168815976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b86793fa7a101f7
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: APPL_READ and TOS 2.06 anomalies.
Date: 1998/11/18
Message-ID: <F2M1xy.3oM@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 413376148
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de (news)
References: <36473645.DF058059@Bigfoot.com> <728qrq$epp@newstoo.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <728qrq$epp@newstoo.ericsson.se>,
 epkerha@epk.ericsson.se (Erik Hall) writes:
> In article <36473645.DF058059@Bigfoot.com>, Fredrik Olsson
<Ebba.Frispel@Bigfoot.com> writes:
>>Would some kind soul please help me with information about how to use APPL_READ
>>and APPL_WRITE in assembler, my GEM books only describes them (very) briefly.
>
```
>       /***************** the message ***************************/
>       mess[0] = SH_WDRAW;              /** redraw desk window **/
>       mess[1] = appl_id;               /** my id              **/
>       mess[2] = 0;                     /** len                **/
>       mess[3] = -1;                    /** all open desk windows **/
>       mess[4] = 0;                     /** Zero               **/
>       mess[5] = 0;                     /** Zero               **/
>       mess[6] = 0;                     /** Zero               **/
>       mess[7] = 0;                     /** Zero               **/
>       /*************** send the message ************************/
>       shel_write(7,0,0,mess,NULL);
```

>
> In this example i have used shel_write

I'm not sure if this is a good idea. I do not know the doex code of 7 ATM, but it certainly does not exist in older versions of TOS. So if you care about compatibility with other machines (you should ;-)) you should stick to appl_write for sending AES messages.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 3478666543286320609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e084b5931521b7e,start
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: minit.ttp sez: "Can't access Drive I:" -- help!
Date: 1998/11/19
Message-ID: <3653ca3a.2147495@news2.tmisnet.com>#1/1
X-Deja-AN: 413440632
X-Complaints-To: newsabuse@supernews.com
X-Trace: 911463630 DOVWW2CTTAE6CD1DAC usenet53.supernews.com
Organization: Posted via Supernews, http://www.supernews.com - Discussions start here!
Newsgroups: comp.sys.atari.programmer

Talk about discouraging ... I had a bare-bones copy of MiNT working with MiNTnet on my C-Lab Falcon (TOS 4.04, 14 Meg RAM, 500 Meg drive at 0,0), but was limited to 25 megabytes of disk space 'cause I didn't have the partitions XHDI formatted.

No problem, I figured, I'll just change the partitions! If only....

So here's what I did (my question is WAY down there):

I got HDDriver 7.55, and created six lovely partitions on my 2,0 Fujitsu (external) drive:
G: 16 Meg (GEM)
H: 32 Meg (GEM)
I: 200 Meg (BGM)
J: 200 Meg (BGM)
K: 32.8 Meg (BGM)
L: 32.8 Meg (BGM)

Changing the BGM partitions to MIX (for minix) caused the partitions to disappear from the desktop. Minix couldn't find them either.

Worrisome was the fact that HDDriver was counting drives beginning
with D: instead of C:, making my 2,0 partitions H-M instead of G-L.

So I left the partitions as BGM for the purpose of access and removed
HDDriver, restoring the ICD driver that I was using originally. The
drive-count problem was cured, and G-L were accessible as G-L with
both single TOS and MultiTOS..

Firing up MultiTOS (circa March, 1993), I started minit.ttp with these
options to get partition I ready to go: -V -P -n 2 I:

Minit promptly failed stating:
Cannot access Drive : Physical lrecno error".

----- Here are my questions -----
1. How do I convince minit.ttp to format my I: drive (...and also my
J:, K:, and L: drives)?
2. Where in the process do I change the partition types from BGM
to MIX?
3. Is there a definitive reference guide to minit.ttp and the minix
operating system? A book or web page of detailed commands
and tutorial would certainly be appreciated!

Thanks!

-- George Crissman
-- strads@tmisnet.com

From 7960663927799367822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e084b5931521b7e
X-Google-Attributes: gid1115ce,public
From: gryf@hrz.tu-darmstadt.de (Thomas Binder)
Subject: Re: minit.ttp sez: "Can't access Drive I:" -- help!
Date: 1998/11/19
Message-ID: <730ujhsgt1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 413470831
References: <3653ca3a.2147495@news2.tmisnet.com>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <3653ca3a.2147495@news2.tmisnet.com>,
     strads@tmisnet.com (George Crissman) writes:
> 1. How do I convince minit.ttp to format my I: drive (...and also my
> J:, K:, and L: drives)?

You don't want to format, you want to install a filesystem. Beside that,

you'll need HDDRIVER or another XHDI-compliant driver. ICD's drivers has always had problems with the physical Rwabs()-modes, and does not support XHDI, either.

> 2. Where in the process do I change the partition types from BGM
> to MIX?

Anytime, but make sure you have an XHDI compliant driver *AND* that it recognizes MIX as an additional XHDI partition type with BIOS-, but no GEMDOS access. If you use RAW instead of MIX, this will not be necessary, as RAW is a standard XHDI type with these features, recognized by all compliant drivers by default.

In HDDRIVER, you'll need to add MIX to the list of additional XHDI partition types, I think it's in the dialog for advanced options. But as said, RAW will work, too, without having to tell the driver about it. MIX is just a more precise description of what type the partition actually is, but doesn't change the way it's handled by the driver or by MinixFS.

> 3. Is there a definitive reference guide to minit.ttp and the minix
> operating system? A book or web page of detailed commands
> and tutorial would certainly be appreciated!

Moment, are you really trying to install Minix OS or not just only Minix FS for MiNT? Anyway, I don't know a better guide to minit than the docs that come with it. Of course, this doesn't mean this guide is well-done, nor does it mean that better documentation doesn't exist - I just don't of any other documentation ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 4887142912550330511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a19e2fbd03abff90
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Start parallel program
Date: 1998/11/19
Message-ID: <3657d583.1551540@news.demon.co.uk>#1/1
X-Deja-AN: 413553248
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11

References: <364c62a22f0ad2@xs4all.nl> <364c90d3.1364281@news.demon.co.uk>
<364de7ae589230@xs4all.nl> <3652968e625090@the-gap.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 911494118 nnrp-06:11097 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 18 Nov 1998 10:42:18 GMT (GMT DST), gary@the-gap.demon.co.uk
(Gary Priest) wrote:

>on Sat 14-11-98 21:36 Jos den Bekker wrote:
>
>>on Sat 14-11-98 06:04 Guy Harrison wrote:
>>
>>>For MagiC ...
>>>
>>>shel_write(TRUE,TRUE,SHW_PARALLEL,exe,cmd)
>>>
>>>... is the most commonly used.
>>>
>>>#define   SHW_CHAIN 1   /* same as standard shel_write */
>>>#define   SHW_PARALLEL 100 /* launch parallel process */
>>>#define   SHW_SINGLE   101 /* SHW_CHAIN for "buggy" Gem apps */
>>
>>Thanks!
>>
>>>Offhand, I can't remember exactly the first two arguments. One of them
>>>is 'isgem', which if set FALSE will invoke a 'dos' application. The
>>>net effect of this is the program should end up running in the VT52
>>>window.
>
>The first parameter is the mode. MultiTOS's mode 0 which launches a process
>depending upon it's file extension ie. .TOS would be in the TOSWIN window,
>.PRG would be normal GEM etc. etc. does not exist in MagiC!

Okidoki.

[snip]

>As I said above, it seems MagiC doesn't have the *smart* mode that works out
>itself whether an app is TOS or GEM, but *you* have to decide instead. Seems
>a bit stupid to me that!

I agree - though I ought to mention ...

The behaviour of shel_write() could be due to command shells. Mine,
for instance, makes almost exclusive use of .PRG when in fact the
executables are just 'dos' programs. The idea revolved around the
premise that .TOS never took arguments, .TTP always took them, whereas
.PRG may or may not (or so it seems). I think (it being derived from

unix) that there may have been an issue concerning the ability of an app to decide itself how it is run - GUI or CMD, rather than forcing a mode upon it. Certainly there are one or two in my system that behave like this.

>Just giving it a bit of thought, I guess it wouldn't be *too* hard to code
>around it. Might do that in SPAWNER actually. All you need to do is check
>the extension of the app your about to launch, and if it's .TOS or .TTP then
>use shel_write (1,0,100,exe,cmd) else use shel_write (1,1,100,exe,cmd).

Naturally, none of what I mentioned above is relevent these days. Any command shell worth its salt will allow trivialities such as extenders to be added, removed or changed. That done, a multiple rename of everything from .PRG to "sumfink more sensible" shouldn't pose any problems.

Having spouted all that, I just use .APP and .GTP for Gem programs, and have extended .PRG to mean "could be owt". ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2452948478214650739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a19e2fbd03abff90
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Start parallel program
Date: 1998/11/19
Message-ID: <3658dd05.3473574@news.demon.co.uk>#1/1
X-Deja-AN: 413553249
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <364c62a22f0ad2@xs4all.nl> <364c90d3.1364281@news.demon.co.uk>
<364de7ae589230@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 911494119 nnrp-06:11097 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 14 Nov 1998 21:36:16 +0100, josdb@xs4all.nl (Jos den Bekker) wrote:

>on Sat 14-11-98 06:04 Guy Harrison wrote:
>

```
>>For MagiC ...
>>
>>shel_write(TRUE,TRUE,SHW_PARALLEL,exe,cmd)
>>
>>... is the most commonly used.
>>
>>#define SHW_CHAIN 1    /* same as standard shel_write */
>>#define SHW_PARALLEL  100  /* launch parallel process */
>>#define SHW_SINGLE    101  /* SHW_CHAIN for "buggy" Gem apps */
>
>Thanks!
>
>>Offhand, I can't remember exactly the first two arguments. One of them
>>is 'isgem', which if set FALSE will invoke a 'dos' application. The
>>net effect of this is the program should end up running in the VT52
>>window.
>
>It does, but only if it is a program with extension .prg or .app.
>MagiC refuses to run .tos and .ttp programs with shel_write.
```

It'll run them - see Gary's reply for specifics.

I have a vague recollection of initially thinking the same myself however. It *may* have been something to do with the way my desktop (Ease) was set up at the time (perhaps some conflict with installed apps), or it *may* have been something to do with the environment (a variable perhaps). Unfortunately my LZH disaster means I can't get at the details.

Anyway, the end result was the output appeared on the desktop but I never noticed to start with because it got drawn over.

Btw, the return value: this'll arrive via a CH_EXIT message.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1440838229930061117
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eaa1d90f0c2f7dc1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: border on objects
Date: 1998/11/19
Message-ID: <365ce36b.5111049@news.demon.co.uk>#1/1
X-Deja-AN: 413553250
Content-Transfer-Encoding: 8bit

X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <72mme2$a5e$1@nnrp1.dejanews.com> <72n4kp$16e$1@snipp.uninett.no>
<72sk31amn1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 911494121 nnrp-06:11097 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 17 Nov 1998 19:50:57 GMT, gokmase@my-dejanews.com wrote:

>In article <
>72n4kp$16e$1@snipp.uninett.no>,
> Jo Even Skarstein <joska@nuts.edu>
>wrote:
>> gokmase@my-dejanews.com wrote:
>>
>> > Now I wonder if there is a way to determine the
>> > border thickness of various objects, as textboxes,
>> > buttons and such. In short, determine the total
>> > visible area of an object including outside borders
>> > and shadows.
>>
>> Yes, you can use the AES-call objc_sysvar. It's documented in the
>> Atari Compendium, if you don't have it let me know and I'll mail you
>> some info.
>
>Since I don't own the Compendium I'd really
>appreciate if you'd send me some details. I
>don't know if it matters, but I am using GFA
>for programming.
>
>Also, I heard something about that objc-
>sysvar requires a newer AES.

As far as I know, yes.

If the call did exist previously in an undocumented but functional
manner then someone else will have to confirm it.

Otherwise, the answer reverts to my other post - "tricky!" ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4307182230054133174
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eaa1d90f0c2f7dc1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: border on objects
Date: 1998/11/19
Message-ID: <365be26f.4859177@news.demon.co.uk>#1/1
X-Deja-AN: 413553251
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <72mme2$a5e$1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 911494120 nnrp-06:11097 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 15 Nov 1998 13:54:10 GMT, gokmase@my-dejanews.com wrote:

>Greetings Atarians,
>
>and thanks for still answering my somwhat stupid
>questions!
>
>Now I wonder if there is a way to determine the
>border thickness of various objects, as textboxes,
>buttons and such. In short, determine the total
>visible area of an object including outside borders
>and shadows.

This is tricky. It would help if you could give us some idea of what
it is you want to accomplish?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4203009484492612325
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60519e455f015af,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Test
Date: 1998/11/19
Message-ID: <365de427.5299139@news.demon.co.uk>#1/1

X-Deja-AN: 413553252
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <72n5pk$o05$505@nslave1.tin.it>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 911494121 nnrp-06:11097 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 15 Nov 1998 18:16:20 GMT, "Test" <angeguaz@tin.it> wrote:

>Body Test
Arm Test.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2652934704868799755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5943c2589d594cc9
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Looking for small TSR.
Date: 1998/11/19
Message-ID: <84d_9811191239@conchbbs.com>#1/1
X-Deja-AN: 413567364
Organization: Fidonet D.U.E. (713)944-7861
X-FTN-To: kellis@primenet.com
Newsgroups: comp.sys.atari.programmer

Since the OS does not support the joystick, all games insert their
own joystick handlers, overiding anything a TSR would do.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -689061248098443735
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e084b5931521b7e
X-Google-Attributes: gid1115ce,public
From: tNhOoSpPmAaMn@uoguelph.ca (Theo Hopman)
Subject: Re: minit.ttp sez: "Can't access Drive I:" -- help!
Date: 1998/11/19
Message-ID: <731l6g$k9l$1@testinfo.uoguelph.ca>#1/1
X-Deja-AN: 413571235
References: <3653ca3a.2147495@news2.tmisnet.com>
Organization: University of Guelph
Newsgroups: comp.sys.atari.programmer

<snip>
: Changing the BGM partitions to MIX (for minix) caused the partitions
: to disappear from the desktop. Minix couldn't find them either.
: Worrisome was the fact that HDDriver was counting drives beginning
: with D: instead of C:, making my 2,0 partitions H-M instead of G-L.

This is expected behaviour; as far as I know, drivers are supposed to
ignore partitions whose type ID's they don't understand, on the
(resonable) assumption that that the filesystem is entirely different.

: So I left the partitions as BGM for the purpose of access and removed
: HDDriver, restoring the ICD driver that I was using originally. The
: drive-count problem was cured, and G-L were accessible as G-L with
: both single TOS and MultiTOS..

: Firing up MultiTOS (circa March, 1993), I started minit.ttp with these
: options to get partition I ready to go: -V -P -n 2 I:

: Minit promptly failed stating:
: Cannot access Drive : Physical lrecno error".

: ----- Here are my questions -----
: 1. How do I convince minit.ttp to format my I: drive (...and also my
: J:, K:, and L: drives)?

Don't use the ICD driver. It does not get along (for whatever reason)
with the minix file system when using large partitions. You're best off
with HDdriver.

: 2. Where in the process do I change the partition types from BGM
: to MIX?

You don't. At least, I didn't, and my minixFS partition works fine. IIRC,
by minixFS partition types are still BGM.

: 3. Is there a definitive reference guide to minit.ttp and the minix
: operating system? A book or web page of detailed commands
: and tutorial would certainly be appreciated!

For minix, I believe Andrew Tannenbaum (the originator of minix) wrote

book on it. Do a search on amazon.com. That said, you're probably not interested in minix itself, just the filesystem driver for MiNT. I found the documentation for minit.ttp reasonably clear (although I think it was in the source, rather than binary, distribution).

THeo

From 5616454563949368818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df013885e3ce5fb1,start
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: C
Date: 1998/11/19
Message-ID: <7323t7$lh0$1@snipp.uninett.no>#1/1
X-Deja-AN: 413647384
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <365d7d66.32180754@news.zetnet.co.uk>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 911512295 22048 129.241.210.110 (19 Nov 1998 21:51:35 GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

paxton@zetnet.co.uk wrote:

> Are there any C guides for ATARI..Either beginner or crossover.. I can
> and have released programs in C on the PC (DJGPP Compiler) but would
> need to know the differences....

What do you want to know? Just about C in general programming C on the Atari (i.e. GEM)? For C in general then K&R is the definitive guide, for programming GEM-apps then C-Manship by Clayton Walnum is rather good, although outdated. "Professional GEM" is freely available on the net and very good if you already know some C.

> Have or will have Prospero C...Dont need guidence on getting another C
> package thank you as this is the only one I can get a hold of..

Prospero is rather outdated, depending on what you want to do you probably want more modern libs. gcc is free and works fine as long as your ST has 4Mb and a harddrivev. If you want to port DOS-applications (DJGPP is some sort of gcc-derivate, isn't it?) then gcc probably is your best bet.

> So please point me in the right direction for tutorials.. hey and if
> theres an idiot guide then all the better :)

There has to be a "C for dummies" available, check your bookstore. But

I'd rather recommend K&R (Kernigan & Ritchie - The C Programming Language) which all you need if you already know what programming is all about.

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -7007228446050007434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e084b5931521b7e
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall])
Subject: Re: minit.ttp sez: "Can't access Drive
Date: 1998/11/19
Message-ID: <7328qe$4t1$2@news.campus.mci.net>#1/1
X-Deja-AN: 413672077
References: <3653ca3a.2147495@news2.tmisnet.com>
<731l6g$k9l$1@testinfo.uoguelph.ca>
Organization: The DarkForce! BBS
Newsgroups: comp.sys.atari.programmer

On 19 Nov 1998 17:40:32 , Theo Hopman wrote:

->Don't use the ICD driver. It does not get along (for whatever reason)
->with the minix file system when using large partitions. You're best off
->with HDdriver.
-
->THeo

Thats right. I used ICD's Pro Utils (v6.5.5) with my first Mint installation, and 64 megs is the biggest Minix partition you can use with it. Do like Theo says, get HDDriver... ;-)

```
      ___________________________________________________________________
     /               /   SysOp Of The DarkForce! BBS   /               /\
    /    --T--      /   Phone 1-606-886-9014 Today!   /     /\        / /
   /  -A T A R I-  /   My ICQ # Is 2 0 6 2 3 9 0 4   /  Dark><Chyld  / /
  /      --G--    /   The Fuji -Still- Lives...!!   /       \/      / /
 /_______________/_______________/_________________/_______________/ /
 \___________________________________________________________________\/
```

From -2830376659276540670

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e084b5931521b7e
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: minit.ttp sez: "Can't access Drive
Date: 1998/11/20
Message-ID: <3654d755.1789715@news2.tmisnet.com>#1/1
X-Deja-AN: 413725220
References: <3653ca3a.2147495@news2.tmisnet.com>
<731l6g$k9l$1@testinfo.uoguelph.ca> <7328qe$4t1$2@news.campus.mci.net>
X-Complaints-To: newsabuse@supernews.com
X-Trace: 911529971 DOVWW2CTTAE5CD1DAC usenet80.supernews.com
Organization: Posted via Supernews, http://www.supernews.com - Discussions start here!
Newsgroups: comp.sys.atari.programmer

On 19 Nov 1998 23:15:26 GMT, thechyld@pcc-uky.campus.mci.net
(DarkChyld [Ronald J. Hall]) wrote:

>On 19 Nov 1998 17:40:32 , Theo Hopman wrote:
>
>->Don't use the ICD driver. It does not get along (for whatever reason)
>->with the minix file system when using large partitions. You're best off
>->with HDdriver.
> Thats right. I used ICD's Pro Utils (v6.5.5) with my first Mint
> installation, and 64 megs is the biggest Minix partition you can
> use with it. Do like Theo says, get HDDriver... ;-)

Yeah, but HDDriver's acting really flakey for me! All of my drive C:
stuff shows up on drive D, and the icon for drive C just stays
selected when double-clicked (for about 10 seconds) then deselects
and nothing else happens.

And ... when I select "MIX" for the minix partition, the partition
disappears, even to minit.ttp! So far, I have managed to wall off
almost all of my external drive, trying to get HDDriver to work.
The only recovery that works for me is ICD's driver and utiliities.

Uwe Seimet was very attentive to my email for help -- he answered
within 12 hours (WOW!! Thank you, Uwe!), but the answer was
"you'll need to ask someone else" because he doesn't use minix
that much.

Fortunately, the "someone else" that Dr. Seimet recommended has
emailed me a fresh copy of minit.ttp -- hopefully this'll help.

Thanks!

-- George Crissman
-- strads@tmisnet.com

From -5795855869350180146
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eaa1d90f0c2f7dc1
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: Re: border on objects
Date: 1998/11/20
Message-ID: <733r5ihgk1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 413844174
References: <72mme2$a5e$1@nnrp1.dejanews.com> <365be26f.4859177@news.demon.co.uk>
X-Http-Proxy: 1.0 x3.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.205
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Fri Nov 20 13:34:43 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.03 [sv] (Macintosh; I; PPC)

(Guy Harrison) wrote:

> >Now I wonder if there is a way to determine the
> >border thickness of various objects, as textboxes,
> >buttons and such. In short, determine the total
> >visible area of an object including outside borders
> >and shadows.

> This is tricky. It would help if you could give us some idea of what
> it is you want to accomplish?

I guess that the funtion is needed most for
the action on my 3d-buttons.

I have written my own routines to enable
correct clipping when updating window
content and everything is now working very
well even in background mode. But when
updating an object through objc_draw with
clipping rectangle specified by ob_x,y,b,h
then the (if present) outside border won't be
updated. For now I have a very temporary
solution to this. I assume that if the 3dflag is
set, an outside border of 2 pixels is present.

This is a very bad solution (and only works
for 3dbuttons), I know, but I am
not a very experienced programmer and
haven't found any other solution yet.

I just thought I should ask if there is some
way to determine the outer limits of an object
(3d or whatever) including borders, since I
felt it wouldn't be very strange if such a
function existed.

Maybe I am doing everything in a way that is
not the smoothest, but I don't know...

However, if I could use the objc_sysvar,
would it cause on older AES to crash, or
would it just ignore it?

Regards,

Joakim

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 2304407505940653064
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5943c2589d594cc9
X-Google-Attributes: gid1115ce,public
From: Eric GAUDET <egaudet@francenet.fr>
Subject: Re: Looking for small TSR.
Date: 1998/11/20
Message-ID: <3655692C.88EDCAC2@francenet.fr>#1/1
X-Deja-AN: 413860235
Content-Transfer-Encoding: 7bit
References: <84d_9811191239@conchbbs.com>
X-Accept-Language: fr
Content-Type: text/plain; charset=us-ascii
Organization: AT&T and SAMSUNG
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

John Kormylo wrote:

> Since the OS does not support the joystick, all games insert their
> own joystick handlers, overiding anything a TSR would do.
>

what about a 6301 code (keyboard controller) ? I think mouse emulation
(alt+arrows) is done that way.

Eric

From 6362868240883948002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e084b5931521b7e
X-Google-Attributes: gid1115ce,public

From: tNhOoSpPmAaMn@uoguelph.ca (Theo Hopman)
Subject: Re: minit.ttp sez: "Can't access Drive
Date: 1998/11/20
Message-ID: <7340hmicl1@testinfo.uoguelph.ca>#1/1
X-Deja-AN: 413885478
References: <3653ca3a.2147495@news2.tmisnet.com>
<731l6g$k9l$1@testinfo.uoguelph.ca> <7328qe$4t1$2@news.campus.mci.net>
<3654d755.1789715@news2.tmisnet.com>
Organization: University of Guelph
Newsgroups: comp.sys.atari.programmer

: Yeah, but HDDriver's acting really flakey for me! All of my drive C:
: stuff shows up on drive D, and the icon for drive C just stays
: selected when double-clicked (for about 10 seconds) then deselects
: and nothing else happens.

I suspect HDdriver may be having problems with ICDFMT's
(AHDI-incompatible) extended partitioning scheme. This is happens when
you have more than four partitions, and the "AHDI compatible" option was
not selected when partitioning your hard drive with ICDFMT.

: And ... when I select "MIX" for the minix partition, the partition
: disappears, even to minit.ttp! So far, I have managed to wall off
: almost all of my external drive, trying to get HDDriver to work.
: The only recovery that works for me is ICD's driver and utiliities.

Like I said, you don't need to change the partition type to "MIX" (or
anything else, for that matter). Leave it as BGM, oherwise (as you've
experienced) the driver will ignore the partition.

This may be overkill, but I would suggest backing everything up (always a
good idea anyway, when you're messing about with changing file systems
and partition types [as I know from personal experience :P]), and
repartitioning your hard drive (using ICDFMT) with AHDI compatibility ON.
(Ignore if your drive was previously partitioned this way...)

THeo

From 3501662265345381788
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eaa1d90f0c2f7dc1
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: border on objects
Date: 1998/11/20
Message-ID: <7341ac$8sf$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 413890575
Content-Transfer-Encoding: 8bit
References: <72mme2$a5e$1@nnrp1.dejanews.com> <365be26f.4859177@news.demon.co.uk>
<733r5ihgk1@nnrp1.dejanews.com>

Content-Type: text/plain; charset=ISO-8859-1
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

gokmase@my-dejanews.com wrote:
> I just thought I should ask if there is some
> way to determine the outer limits of an object
> (3d or whatever) including borders, since I
> felt it wouldn't be very strange if such a
> function existed.

For just getting the dimensions of an object including borders, outlines, etc., use the following:

Save the object's current position and dimensions, then call form_center() for this very object. You'll find the full width and height of the object in the centered coordinates returned. Then use the new position and dimensions of the object to calculate the x- and y-offset. Now restore the saved position and dimensions of the object and use the offsets and the width/height returned by form_center() to calculate your clipping rectangle.

Example (written from memory):

```
/* tree: Pointer to object tree
 * obj: Object number of object in question
 */

    int16   x, y, w, h,
            xoff, yoff,
            ox, oy, ow, oh;

    ox = tree[obj].ob_x;
    oy = tree[obj].ob_y;
    ow = tree[obj].ob_width;
    oh = tree[obj].ob_height;

    form_center(&tree[obj], &x, &y, &w, &h);
    xoff = x - tree[obj].ob_x;
    yoff = y - tree[obj].ob_y;

    tree[obj].ob_x = ox;
    tree[obj].ob_y = oy;
    tree[obj].ob_width = ow;
    tree[obj].ob_height = oh;

    x = ox - xoff;
    y = oy - yoff;
```

```
/* x, y, w, h now contains the full position and dimensions of
 * tree[obj]
 */
```

Note: No guarantee ...

> However, if I could use the objc_sysvar,
> would it cause on older AES to crash, or
> would it just ignore it?

Neither nor. An AES without this function will display an alert "Illegal AES function" (or similar), but not crash. Of course, your program might crash afterwards if it uses the result of the call which actually doesn't exist. Therefore, appl_getinfo() exists to determine whether a certain feature is supported by the current AES.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 4671418686192028252
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eaa1d90f0c2f7dc1
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: border on objects
Date: 1998/11/20
Message-ID: <7344qt$ro5$1@snipp.uninett.no>#1/1
X-Deja-AN: 413911170
Content-Transfer-Encoding: 8bit
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <72mme2$a5e$1@nnrp1.dejanews.com> <365be26f.4859177@news.demon.co.uk> <733r5ihgk1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 911578781 28421 129.241.210.110 (20 Nov 1998 16:19:41 GMT)
Organization: UNINETT news service
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

gokmase@my-dejanews.com wrote:

> I have written my own routines to enable
> correct clipping when updating window
> content and everything is now working very
> well even in background mode. But when
> updating an object through objc_draw with
> clipping rectangle specified by ob_x,y,b,h
> then the (if present) outside border won't be
> updated. For now I have a very temporary
> solution to this. I assume that if the 3dflag is
> set, an outside border of 2 pixels is present.

If you want to update a specific object, then set the
clipping-rectangle to the rectangle retrieved from the window's
rectangle-list and do a objc_redraw() on the object you want to
redraw. There's no need to set the clipping-rectangle to the rectangle
of the object at all (unledd I've misunderstood your intentions).

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From -7184609821986568576
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df013885e3ce5fb1
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: C
Date: 1998/11/20
Message-ID: <7345dt$ro5$2@snipp.uninett.no>#1/1
X-Deja-AN: 413914922
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <365d7d66.32180754@news.zetnet.co.uk> <7323t7$lh0$1@snipp.uninett.no>
<36739b4e.39837999@news.zetnet.co.uk>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 911579389 28421 129.241.210.110 (20 Nov 1998 16:29:49
GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

paxton@zetnet.co.uk wrote:

>>What do you want to know? Just about C in general programming C on the

> Well yeagh from the start sorta fing

Get K&R. It's not really a tutorial,but very good if you already know

another language and want to learn C.

>>Atari (i.e. GEM)? For C in general then K&R is the definitive guide,

> where do I get that ?

The bookstore. "The C programming language (ANSI edition)" by Kernigan
and Ritchie. I only have the ISBN-no. for the Norwegian version,
sorry.

>>for programming GEM-apps then C-Manship by Clayton Walnum is rather

> and that ?

Ditto. "Clayton Walnum's C-manship complete", published by Kuma.

>>good, although outdated. "Professional GEM" is freely available on the
>>net and very good if you already know some C.

> But where please ?

Every ftp-site, it's called "PROGEM.ZIP" or similar. If you can't find
it let me know and I'll mail it to you. But this is really a
GEM-tutorial, you'll have to know some C already.

>>There has to be a "C for dummies" available, check your bookstore. But

> books ?.... sorry I meant i was looking for information on the
> internet.. hence my reason for asking on the internet..

'www.c-for-dummies.com', djgpp-oriented.

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -4556038775276048474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df013885e3ce5fb1
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: C
Date: 1998/11/20
Message-ID: <73465e$ro5$3@snipp.uninett.no>#1/1
X-Deja-AN: 413914923
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>

References: <365d7d66.32180754@news.zetnet.co.uk> <7323t7$lh0$1@snipp.uninett.no>
<36739b4e.39837999@news.zetnet.co.uk> <7345dt$ro5$2@snipp.uninett.no>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 911580142 28421 129.241.210.110 (20 Nov 1998 16:42:22
GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein <joska@nuts.edu> wrote:
>> internet.. hence my reason for asking on the internet..

> 'www.c-for-dummies.com', djgpp-oriented.

Ehh... this one is probably what you're looking for:

   http://gatsby.tafe.tas.edu.au/tibs/c/intro1.html

--

/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/

From -4642734945972206606
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e084b5931521b7e
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: minit.ttp sez: "Can't access Drive
Date: 1998/11/20
Message-ID: <36559c30.432544@news2.tmisnet.com>#1/1
X-Deja-AN: 413918999
References: <3653ca3a.2147495@news2.tmisnet.com>
<731l6g$k9l$1@testinfo.uoguelph.ca> <7328qe$4t1$2@news.campus.mci.net>
<3654d755.1789715@news2.tmisnet.com> <7340hmicl1@testinfo.uoguelph.ca>
X-Complaints-To: newsabuse@supernews.com
X-Trace: 911580493 DOVWW2CTTAE6DD1DAC usenet77.supernews.com
Organization: Posted via Supernews, http://www.supernews.com - Discussions start
here!
Newsgroups: comp.sys.atari.programmer

HI, Theo!

I appreciate the ongoing help -- it's making a difference!

>: Yeah, but HDDriver's acting really flakey for me! All of my drive C:
>: stuff shows up on drive D,
>I suspect HDdriver may be having problems with ICDFMT's

>(AHDI-incompatible) extended partitioning scheme. This is happens when
>you have more than four partitions, and the "AHDI compatible" option was
>not selected when partitioning your hard drive with ICDFMT.

Hmmm ... my onboard hard drive is in 4 partitions using ICD.
My outboard drive was completely reformatted using HDDriver
into six partitions:
16 Meg, 32 Meg, 200 Meg, 200 Meg, 36 Meg, and 36 Meg.

So the problem is my onboard drive causing fits for HDDriver?

>: And ... when I select "MIX" for the minix partition, the partition
>: disappears, even to minit.ttp!

>Like I said, you don't need to change the partition type to "MIX" (or
>anything else, for that matter). Leave it as BGM, oherwise (as you've
>experienced) the driver will ignore the partition.

The documentation I was following (it has conveniently vanished)
was suggesting that the partition type should be designated MIX,
so I was trying to follow the instructions. If not necessary, so much
the better.

>This may be overkill, but I would suggest backing everything up (always a
>good idea anyway, when you're messing about with changing file systems
>and partition types [as I know from personal experience :P]), and
>repartitioning your hard drive (using ICDFMT) with AHDI compatibility ON.
>(Ignore if your drive was previously partitioned this way...)
>
>THeo
>
Again, Thanks!

-- George Crissman
-- strads@tmisnet.com

From 8951578492344728033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d61dc1c1059a104d,start
X-Google-Attributes: gid1115ce,public
From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Subject: Texture mapping algorithms
Date: 1998/11/20
Message-ID: <36559F01.65FC@ws.rz.tu-bs.de>#1/1
X-Deja-AN: 413919000
Distribution: world
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: TU-Braunschweig, Rechenzentrum
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer

Hi folks!

I hope my request isn't too far from the usual GEM-line, but any idea
where to get material on how to do fast real-time texture mapping for a
3D-space simulation?
Both general information and source code would be appreciated.

Thanks, Michael.


```
-----------------------------------------
                    _/_  _ _/  _/_   _/
  Michael Nau      _/_/__/_/  _/_/_ _/
  m.nau@tu-bs.de  _/  _/ _/  _/  _/_/
                 _/     _/  _/    _/
-----------------------------------------
```


From 5582457777993431744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eaa1d90f0c2f7dc1
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: border on objects
Date: 1998/11/20
Message-ID: <73479h$c6q$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 413924305
References: <72mme2$a5e$1@nnrp1.dejanews.com> <365be26f.4859177@news.demon.co.uk>
<733r5ihgk1@nnrp1.dejanews.com> <7341ac$8sf$1@sun27.hrz.tu-darmstadt.de>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

I have to comment myself here ...

Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
```
>     x = ox - xoff;
>     y = oy - yoff;
```

This of course is wrong, it should be a plus, not a minus.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de

PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 939117892922425504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df013885e3ce5fb1
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: C
Date: 1998/11/20
Message-ID: <734dtkjtb1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 413955582
References: <365d7d66.32180754@news.zetnet.co.uk>
X-Trace: roch.zetnet.co.uk 911588084 20395 194.247.40.211 (20 Nov 1998 18:54:44 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 20 Nov 1998 18:54:44 GMT
Newsgroups: comp.sys.atari.programmer

On 19 Nov 1998 20:22:37 , paxton@zetnet.co.uk wrote:

>So please point me in the right direction for tutorials.. hey and if
>theres an idiot guide then all the better :)

You will almost certainly need the 'C Bible' next to you, Tony. It's the 'C Programming Language' by its originators, Kernighan and Ritchie. BUT ... this is no idiot guide - just a definition of syntax/semantics.

When I was last looking on the library shelves I saw quite a number of jokey, US, paperback tutorials. One of these should be easy to digest.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 6703631276292599475
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eaa1d90f0c2f7dc1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: border on objects
Date: 1998/11/20
Message-ID: <365ae727.43956035@news.demon.co.uk>#1/1
X-Deja-AN: 414018722
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <72mme2$a5e$1@nnrp1.dejanews.com> <365be26f.4859177@news.demon.co.uk>

<733r5ihgk1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 911601561 nnrp-04:2153 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 20 Nov 1998 13:34:43 GMT, gokmase@my-dejanews.com wrote:

> (Guy Harrison) wrote:
>
>> >Now I wonder if there is a way to determine the
>> >border thickness of various objects, as textboxes,
>> >buttons and such. In short, determine the total
>> >visible area of an object including outside borders
>> >and shadows.
>
>> This is tricky. It would help if you could give us some idea of what
>> it is you want to accomplish?
>
>I guess that the funtion is needed most for
>the action on my 3d-buttons.
>
>I have written my own routines to enable
>correct clipping when updating window
>content and everything is now working very
>well even in background mode. But when
>updating an object through objc_draw with
>clipping rectangle specified by ob_x,y,b,h
>then the (if present) outside border won't be
>updated. For now I have a very temporary
>solution to this. I assume that if the 3dflag is
>set, an outside border of 2 pixels is present.
>
>This is a very bad solution (and only works
>for 3dbuttons), I know, but I am
>not a very experienced programmer and
>haven't found any other solution yet.

You could contain such objects within an I_BOX of their own and clip
to that instead. Okay, so it works but it's "annoying". ;-)

>I just thought I should ask if there is some
>way to determine the outer limits of an object
>(3d or whatever) including borders, since I
>felt it wouldn't be very strange if such a
>function existed.

Thomas's solution is the only way to accomplish this under all Gem
versions. It is in fact the method used by Pug (a front end used by
all my Gem applications).

You should note however, that the area returned by form_center() may
not be exact. It will always be big enough to cause the object to be
redrawn correctly but it may be larger - older Gem versions weren't
too clever about it and included things like the shadowed feature even
if it wasn't being used.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3512577305758422379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df013885e3ce5fb1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C
Date: 1998/11/20
Message-ID: <365bea22.44719773@news.demon.co.uk>#1/1
X-Deja-AN: 414018723
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <365d7d66.32180754@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 911601562 nnrp-04:2153 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 19 Nov 1998 20:22:37 GMT, paxton@zetnet.co.uk wrote:

>
>Are there any C guides for ATARI..Either beginner or crossover.. I can
>and have released programs in C on the PC (DJGPP Compiler) but would
>need to know the differences....

Is DJGPP a C or C++ compiler Tony? I know you've sent me demos that
used it but I've never thought to ask!

Btw, while I think about it ... what rez were they running in?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2874588481496501340
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df013885e3ce5fb1
X-Google-Attributes: gid1115ce,public
From: rollsl@uleth.ca (Sinive Rollingson)
Subject: Re: C
Date: 1998/11/20
Message-ID: <734p2m$e2f1@mars.online.uleth.ca>#1/1
X-Deja-AN: 414023114
References: <365d7d66.32180754@news.zetnet.co.uk>
Organization: University of Lethbridge
Newsgroups: comp.sys.atari.programmer

get the book C manship complete by Clayton Walnum
its the best C book for atari

On 19 Nov 1998 20:22:37 , paxton@zetnet.co.uk wrote:
>
>Are there any C guides for ATARI..Either beginner or crossover.. I can
>and have released programs in C on the PC (DJGPP Compiler) but would
>need to know the differences....
>
>Have or will have Prospero C...Dont need guidence on getting another C
>package thank you as this is the only one I can get a hold of..
>
>So please point me in the right direction for tutorials.. hey and if
>theres an idiot guide then all the better :)
>
>..
>
>-----
>Tony Greenwood - paxton@zetnet.co.uk
>http://www.users.zetnet.co.uk/paxton
>-----
>--- I make Games, It's what I do ---
>-----
>.

From -4009452599880453441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5943c2589d594cc9
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: Looking for small TSR.
Date: 1998/11/21

Message-ID: <Pine.BSI.3.96.981121001953.12579C-100000@usr08.primenet.com>#1/1
X-Deja-AN: 414115355
References: <84d_9811191239@conchbbs.com> <3655692C.88EDCAC2@francenet.fr>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@globalcenter.net
Organization: Frontier GlobalCenter Inc.
Mime-Version: 1.0
X-Posted-By: kellis@206.165.6.208 (kellis)
Newsgroups: comp.sys.atari.programmer

On Fri, 20 Nov 1998, Eric GAUDET wrote:

>John Kormylo wrote:
>
>> Since the OS does not support the joystick, all games insert their
>> own joystick handlers, overiding anything a TSR would do.
>>
>
>what about a 6301 code (keyboard controller) ? I think mouse emulation
>(alt+arrows) is done that way.
aha! I know there must be a way.
People saying things are impossible for whatever reason are often
proven to be wrong..

As far as overwriting anything a TSR would do, well maybe a TSR is not
the answer, but another trick is surely possible. As you can even run
STgames on a pc with emulation. so, anything is possible. At the
worst, emulating the hardware (joystick) via software, or whatever
way. it IS possible, just don't know how.
PPP on an atari ST? impossible.
WEB browsing impossible...
Realaudio on an atari? impossible.
mp2 songs on atari realtime? impossible...
etc etc etc. the list goes on.

>
>Eric
>
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -8377576873223215240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df013885e3ce5fb1

X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C
Date: 1998/11/21
Message-ID: <365c6db5.5486138@news.demon.co.uk>#1/1
X-Deja-AN: 414140367
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <365d7d66.32180754@news.zetnet.co.uk>
<365bea22.44719773@news.demon.co.uk> <3668f0e5.47253112@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 911634515 nnrp-07:8361 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 20 Nov 1998 22:47:27 GMT, paxton@zetnet.co.uk wrote:

>VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
>---
>
> Hi guy@swampdog.demon.co.uk (Guy Harrison)
>
>>On Thu, 19 Nov 1998 20:22:37 GMT, paxton@zetnet.co.uk wrote:
>>
>>>
>>>Are there any C guides for ATARI..Either beginner or crossover.. I can
>>>and have released programs in C on the PC (DJGPP Compiler) but would
>>>need to know the differences....
>>
>>Is DJGPP a C or C++ compiler Tony? I know you've sent me demos that
>>used it but I've never thought to ask!
>
>c/c++ and dos..

Ah, but which? Are there 'classes' for instance? [see below]

>although theres a couple of add ons to do windows.. I
>have a djgpp setup that has the rsx extension to allow making windows
>programs but only with directX and full screen.. visualy no different
>than dos so back to that..

I'm not actually interested in DJGPP as such. It's just that I got an
email regarding 16-bit programs and "modes" under NT

The only solution I could provide is KB [who_gives_a_toss] where you
do the "full screen" command line thingy and run it from there. Plays
hell with *my* monitor thought. Just wondering if others found it
worked or not?

>>Btw, while I think about it ... what rez were they running in?

>
>800x600x256 check out the latest one Droplets of Time.. its up for a
>dos game makers award and hot favaroute.. hey thats honestly :)

Gimmie the exact path, well 'cos ...

a) I'm too lazy.
b) Want to be sure I've got the right doofrey

Thatzit: nearly. I wanted to say this on #atari but the opportunity
never arose in the right context ...

<plonker>
ArseBurgers!
</plonker>

And where did 'Stressed Eric' vanish to anyway?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7331883651157986632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,84026c8ac3d2891c,start
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Subject: Wanted: Pure C
Date: 1998/11/21
Message-ID: <AzZ4aBAr8rV2Ew7K@thedruid.demon.co.uk>#1/1
X-Deja-AN: 414208027
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 911661228 nnrp-07:21117 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

I urgenty require a copy of Pure C for the further development of some
Atari
software. If anyone has a copy please e-mail;
johnr@thedruid.demon.co.uk. Or reply in this newsgroup. You could ring
me
voice before 21:30 on 01302 744241 (UK) although you'll be lucky to

catch me
around. :)

Thanks.

John.

--

--
 +---+
 | ======   The Druid Wales UK >*< InterNet GateWay |-+
 | I I +---+ | |
 | gatekeeper@thedruid.demon.co.nospam.uk | |
 +---+ |
   +---+

From -4295588513061170492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5943c2589d594cc9
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Subject: Re: Looking for small TSR.
Date: 1998/11/21
Message-ID: <BjE4OKAe$rV2EwaS@thedruid.demon.co.uk>#1/1
X-Deja-AN: 414208028
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 911661250 nnrp-07:21117 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> Quite simple (at least it seems):

Famous last words. :)

> a TSR that would emulate a hardware JOYSTIK position from the keybrd
> cursor. A joystik is more a pain than anything, besides mine sucks.

I think what you ask for is neigh on impossible. :(A lot of games have
their
own joystick handling code that accesses the hardware directly,
overriding
any user patches.

However, as far as the hardware is concerned a joystick action is just like
pressing a key on the keyboard. If you are handy with a hex editor and/or
disassembler it is possible to hack individual games.

I don't have all the details to hand but basically the procedure is something
like;

Find the joystick code. Do this by searching for access to the keyboard
hardware by the program, if you have a disassembler this will be much easier,
if not then you'll need to convert the mnemonics into hex code and do the
search that way.

Once found, the code should take the following form:

```
   if keypress = joystick_up then goto do_upwards
   else
    etc...
```

All you need to do then is change the value in joystick_up to the value of
the key you want to replace it with. You should be aware that the hardware
sends two codes for each keypress, one when you press it and another when you
release it. The release code is the same as the press code but with the high
bit set. The game program will take account of this and you need to be on the
look out for it.

All the hardware addresses and keyboard codes should be available from
somewhere on the net, if you can't find them and you want them I'll e-mail
them to you.

John.

--

--
 +---+
 | ======   The Druid Wales UK >*< InterNet GateWay |-+
 | I I +---+ | |
 | gatekeeper@thedruid.demon.co.nospam.uk | |
 +---+ |
   +---+

From 121431201176465018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eaa1d90f0c2f7dc1
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: border on objects
Date: 1998/11/21
Message-ID: <737d0j$46b$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 414305853
References: <72mme2$a5e$1@nnrp1.dejanews.com> <365be26f.4859177@news.demon.co.uk>
<733r5ihgk1@nnrp1.dejanews.com> <7341ac$8sf$1@sun27.hrz.tu-darmstadt.de>
Organization: Technische Universitaet Darmstadt
User-Agent: tin/pre-1.4-980226 (UNIX) (Linux/2.0.36 (i686))
Newsgroups: comp.sys.atari.programmer

Hi!

Another correction/addition:

form_center() does _not_ respect shadows, i.e. my method won't work for
objects with ob_state & SHADOWED set. OUTLINED works, however.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -3377023481025722549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,fc4e7d8e5de8a359,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,fc4e7d8e5de8a359,start
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,fc4e7d8e5de8a359,start
X-Google-Attributes: gid1115ce,public
From: Clair ' CDS' Shaw <Clair@shaw1.freeserve.co.uk>
Subject: CDSdraw99 now released!
Date: 1998/11/22
Message-ID: <CN$a2JAdJBW2QwJM@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 414474550
X-Complaints-To: abuse@theplanet.net
X-Trace: newsreader1.core.theplanet.net 911742351 1377 62.136.34.193 (22 Nov 1998
13:45:51 GMT)

Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve.co.uk.no.spam.here>
NNTP-Posting-Date: 22 Nov 1998 13:45:51 GMT
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,alt.atari

As it says in the subject line, CDSdraw99 is now released. Email me for
it.
--
Clair Shaw | Murphy's Laws, coming
Aka. CDS | soon to this space...
ICQ:1043359 |
mailto:Clair@Shaw1.freeserve.co.uk |
http://surf.to/shaws | Remove spam block to reply

From 1389136598048161914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a19e2fbd03abff90
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Start parallel program
Date: 1998/11/23
Message-ID: <F2w022.33p@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 415031792
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de (news)
References: <364c62a22f0ad2@xs4all.nl> <364c90d3.1364281@news.demon.co.uk>
<364de7ae589230@xs4all.nl> <3652968e625090@the-gap.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <3652968e625090@the-gap.demon.co.uk>,
 gary@the-gap.demon.co.uk (Gary Priest) writes:

> shel_write (1,1,100,exe,cmd) will launch the program as a GEM app.
>
> shel_write (1,0,100,exe,cmd) will launch it in VT52. I had some very weird
> effects when I launched LINES.APP in TOS mode. I don't recommend it. :)
>
> As I said above, it seems MagiC doesn't have the *smart* mode that works out
> itself whether an app is TOS or GEM, but *you* have to decide instead. Seems
> a bit stupid to me that!

Not to me, considering that there is no reliable way to find out ! The OS can
"guess" based on the extension, that's all, but a *.PRG Extension does not mean
that it will call appl_init() and refrain from using the console.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -5764549190187877868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a163d1a182d59a3,start
X-Google-Attributes: gid1115ce,public
From: Fredrik Olsson <Ebba.Frispel@Bigfoot.com>
Subject: Needing the Hitachi 6301 instruction set.
Date: 1998/11/24
Message-ID: <365AF3DB.B71022C2@Bigfoot.com>#1/1
X-Deja-AN: 415230775
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Algonet/Tninet
Mime-Version: 1.0
NNTP-Posting-Date: 24 Nov 1998 17:57:34 GMT
Newsgroups: comp.sys.atari.programmer

When I read about Katherine's joystick problems (See "Looking for small TSR.") I remembered that I have not examined the 6301 code yet even though I've owned ST computers for almost 10 years.
Could someone please tell me where I can get the 6301 instruction set complete with descriptions and bells and whistles so that I can explore this unknown land. (Or even better send it to me.)

/Fredrik Olsson (To reply to my email address, replace Ebba with an F.)

PS: Thanks to all those who helped me with APPL_READ.

From 1700632706821153529
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc4e7d8e5de8a359
X-Google-Attributes: gid1115ce,public
From: vdjole@EUnet.yu (Djordje Vukovic)
Subject: Re: CDSdraw99 now released!
Date: 1998/11/24
Message-ID: <73fa96$2s$3@SOLAIR2.EUnet.yu>#1/1
X-Deja-AN: 415307750
References: <CN$a2JAdJBW2QwJM@shaw1.freeserve.co.uk>
X-Complaints-To: abuse@EUnet.yu
X-Trace: SOLAIR2.EUnet.yu 911944806 92 194.247.198.157 (24 Nov 1998 22:00:06 GMT)
Organization: none
NNTP-Posting-Date: 24 Nov 1998 22:00:06 GMT

Newsgroups: comp.sys.atari.programmer

On 22 Nov 1998 13:32:13 , Clair ' CDS' Shaw wrote:
>As it says in the subject line, CDSdraw99 is now released. Email me for
>it.

Excuse me for my ignorance, but what is CDSdraw99?

Regards.

From 859484402694287241
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a163d1a182d59a3
X-Google-Attributes: gid1115ce,public
From: Vincent.Barrilliot@esial.u-nancy.fr (Vincent Barrilliot)
Subject: Re: Needing the Hitachi 6301 instruction set.
Date: 1998/11/25
Message-ID: <73gpt7$4q6$1@arcturus.ciril.fr>#1/1
X-Deja-AN: 415489368
Distribution: world
Content-Transfer-Encoding: 8bit
References: <365AF3DB.B71022C2@Bigfoot.com>
Content-Type: text/plain; charset=iso-8859-1
Organization: Universite Henri Poincare - Nancy (France) Departement Informatique
- ESIAL - ISIAL
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi,

The Hitachi 6301V1 used in Atari computers is said to be compatible with
Motorola's 6800 micro-controller, so you can esaily get docs about this one.
In old French "ST-Magazine" (No 53 & 55) there are the opcodes of the 6301, how
they
work and how they are coded in hexa. It also explains how the chip handles
the keyboard. Most of instructions are 16bit long, and the available RAM is
128 bytes. I've got this doc, it will be hard to find time to type and
translate it, but if you need infos on some particular point, don't hesitate
to ask me :)
If you begin to work on it please e-mail me as I'm also interested in
a 6301 assembler/disassembler.

Vincent

In article <365AF3DB.B71022C2@Bigfoot.com>, Fredrik Olsson
<Ebba.Frispel@Bigfoot.com> writes:
|> When I read about Katherine's joystick problems (See "Looking for small
|> TSR.") I
|> remembered that I have not examined the 6301 code yet even though I've owned
|> ST
|> computers for almost 10 years.

|> Could someone please tell me where I can get the 6301 instruction set
|> complete
|> with descriptions and bells and whistles so that I can explore this unknown
|> land. (Or even better send it to me.)

From -1474422544831971167
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc4e7d8e5de8a359
X-Google-Attributes: gid1115ce,public
From: Clair ' CDS' Shaw <Clair@shaw1.freeserve.co.uk>
Subject: Re: CDSdraw99 now released!
Date: 1998/11/25
Message-ID: <DZpaTIAAIFX2Qwg8@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 415709225
References: <CN$a2JAdJBW2QwJM@shaw1.freeserve.co.uk>
<73fa96$2s$3@SOLAIR2.EUnet.yu>
X-Complaints-To: abuse@theplanet.net
X-Trace: newsreader2.core.theplanet.net 912036311 9085 62.136.51.224 (25 Nov 1998
23:25:11 GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve.co.uk.no.spam.here>
NNTP-Posting-Date: 25 Nov 1998 23:25:11 GMT
Newsgroups: comp.sys.atari.programmer

At 22:00:06, Tue, 24 Nov 1998 Djordje Vukovic from none said:

>On 22 Nov 1998 13:32:13 , Clair ' CDS' Shaw wrote:
>>As it says in the subject line, CDSdraw99 is now released. Email me for
>>it.
>
>Excuse me for my ignorance, but what is CDSdraw99?

I forgot to say. CDSdraw is an art package.
--
Clair Shaw | Murphy's Laws, coming
Aka. CDS | soon to this space...
ICQ:1043359 |
mailto:Clair@Shaw1.freeserve.co.uk |
http://surf.to/shaws | Remove spam block to reply

From -1822048945562856615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c,start
X-Google-Attributes: gid1115ce,public
From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
Subject: Editing RSC files
Date: 1998/11/27
Message-ID: <73mo7hapr5@plutonium.compulink.co.uk>#1/1

X-Deja-AN: 416258025
Organization: <none>
Newsgroups: comp.sys.atari.programmer

I'm experimenting with editing RSC files (with RSCView FWIW) with a view to changing/adding keyboard shortcuts to those programs that either don't have them, or use the ALT+key combo in menus where it's more common to use the CTRL+key.

Three immediate problems then, editing a menu string to remove the ALT symbol and replacing it with the carat used to indicate the CTRL key doesn't make the CTRL key take over as the modifier - can this done?

Secondly, how do I enter the "box" character from the keyboard to restore the symbol used to indicate the ALT key?

Thirdly, what about adding keyboard shortcuts to dialogs. I can see that ticking the "whitebak" box in RSCView underlines the first character and lo, this letter becomes the shortcut in conjunction with the ALT key, but how do I make another letter the shortcut (to avoid any clashes!)

I'm running MagiC 6 on a Falcon.

Thanks in advance from a non-programmer! :-))

Rgds, Derryck

/----------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------/

From 2650428295579168932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public
From: tNhOoSpPmAaMn@uoguelph.ca (Theo Hopman)
Subject: Re: Editing RSC files
Date: 1998/11/27
Message-ID: <73n3f4$3cj$1@testinfo.uoguelph.ca>#1/1
X-Deja-AN: 416306460
References: <73mo7hapr5@plutonium.compulink.co.uk>
Organization: University of Guelph
Newsgroups: comp.sys.atari.programmer

: I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
: changing/adding keyboard shortcuts to those programs that either don't have
: them, or use the ALT+key combo in menus where it's more common to use the

: CTRL+key.

Editting the resource file is not normally the way to add keyboard shortcuts.

: Three immediate problems then, editing a menu string to remove the ALT
: symbol and replacing it with the carat used to indicate the CTRL key doesn't
: make the CTRL key take over as the modifier - can this done?

Most programs do not check their resource file to see what their keyboard shortcuts should be; keyboard shortcuts are usually hardcoded into the program. (IMO, I think keyboard shortcuts should be taken from the resource -- IIRC, Everest allows this to be done.)

Geneva allows something along the lines of what your want -- the user can add keyboard shortcuts to the menu tree, and Geneva itself (rather than the application) checks to see whether keypresses correspond to any of the menu entries, and sends the aprropriate menu message to the application.

You may be able to fake things using keyboard macros.

: Secondly, how do I enter the "box" character from the keyboard to restore the
: symbol used to indicate the ALT key?

You should be able to type in the appropriate ASCII code using ALT and the keypad; if you don't have an Atari ASCII table handy, just go by trial and error, since the ASCII code is not very high. I.e., type in ALT-000, then ALT-001, and so on.

: Thirdly, what about adding keyboard shortcuts to dialogs. I can see that
: ticking the "whitebak" box in RSCView underlines the first character and lo,
: this letter becomes the shortcut in conjunction with the ALT key, but how do
: I make another letter the shortcut (to avoid any clashes!)

I think the standard way of doing this is to put a [in front of the character that you want to be the shortcut. Geneva, at least, allows this.

THeo

From 3578128621067592068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e79a41ab44972543,start
X-Google-Attributes: gid1115ce,public
From: "Dark" <a.curtoni@NOSPAMstudenti.to.it>
Subject: Where to get info about Lynx Atari components?
Date: 1998/11/27
Message-ID: <73n3oi$7b1@ue3000.iigb.na.cnr.it>#1/1
X-Deja-AN: 416402862
Organization: Another Netscape Collabra Server User
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer

I'm sorry for the question, but I dont know where to find
information/documentation about Atari Lynx (in particular about its display
device)

Thanx!

Andrea

From -6952215216117849376
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (rosco)
Subject: Re: Editing RSC files
Date: 1998/11/27
Message-ID: <365ebc943a0050@game-master.com>#1/1
X-Deja-AN: 416410223
Content-Transfer-Encoding: 8bit
References: <73mo7hapr5@plutonium.compulink.co.uk>
X-Sender: NEWSwatch v2.11 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@videotron.net
X-Hardware: 68000 Atari MegaSTe 4
X-Trace: wagner.videotron.net 912229022 207.96.243.154 (Fri, 27 Nov 1998 23:57:02
EDT)
Organization: Studio Sunson, Montreal, Canada
MIME-Version: 1.0
NNTP-Posting-Date: Fri, 27 Nov 1998 23:57:02 EDT
Reply-To: rosco@game-master.com
Newsgroups: comp.sys.atari.programmer

on Fri 27-11-98 17:41 Derryck Croker wrote:

>I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
>changing/adding keyboard shortcuts to those programs that either don't have
>them, or use the ALT+key combo in menus where it's more common to use the
>CTRL+key.
>
>Three immediate problems then, editing a menu string to remove the ALT
>symbol and replacing it with the carat used to indicate the CTRL key doesn't
>make the CTRL key take over as the modifier - can this done?

Keyboard shortcuts are (usually) built into the program and unless
there's a feature of the program to change them (as in Connect),
you're stuck with what's there.

>Secondly, how do I enter the "box" character from the keyboard to restore the
>symbol used to indicate the ALT key?

>
>Thirdly, what about adding keyboard shortcuts to dialogs. I can see that
>ticking the "whitebak" box in RSCView underlines the first character and lo,
>this letter becomes the shortcut in conjunction with the ALT key, but how do
>I make another letter the shortcut (to avoid any clashes!)

This is probably a feature of Magic. Let'm'Fly does the same thing,
with the ALT shortcuts being assigned alphabetically, if I recall.

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
Otagger 1.23: Today's thought:
Motorola Inside ;-)))

From -5088018902719287530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7918c0b0ddb4cfca,start
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Subject: Re: Wanted: Pure C
Date: 1998/11/28
Message-ID: <bkgOPLAHl8X2Ew4v@thedruid.demon.co.uk>#1/1
X-Deja-AN: 416499151
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 912264811 nnrp-07:15106 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Stephen,

 > Did you get my netmail about Prospero that I had, if you replied to
it
 > I never got it.

Yes mate. I've typed a reply but I can't say off hand if it has been
sent
yet. I automatically send everything for you via Keith to avoid routing
problems. In short; I already have Prospero. :|

John.

--

--

+---+
| ======   The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.spamless.uk | |
+---+ |
  +---+

From -8104631237498168537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public
From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
Subject: Re: Editing RSC files
Date: 1998/11/29
Message-ID: <73r6dh$j7l$3@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 416726452
References: <73mo7hapr5@plutonium.compulink.co.uk>
<73n3f4$3cj$1@testinfo.uoguelph.ca>
Organization: <none>
Newsgroups: comp.sys.atari.programmer

On 27 Nov 1998 20:52:52 , Theo Hopman wrote:
>: I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
>: changing/adding keyboard shortcuts to those programs that either don't have

>Editting the resource file is not normally the way to add keyboard shortcuts.

I thought that this would be the case - however the HYP that accompanies
RSCView suggests that this can be done (alter menu shortcuts).

>Most programs do not check their resource file to see what their keyboard
>shortcuts should be; keyboard shortcuts are usually hardcoded into the
>program. (IMO, I think keyboard shortcuts should be taken from the
>resource -- IIRC, Everest allows this to be done.)

This might be the type of program that the HYP is referring to, I'm
experimenting with Personal Finance Manager Plus, quite an elderly program
but one that definitely benefits from keyboard operation.

>Geneva allows something along the lines of what your want -- the user can
>add keyboard shortcuts to the menu tree, and Geneva itself (rather than
>the application) checks to see whether keypresses correspond to any of the
>menu entries, and sends the aprropriate menu message to the application.

That sounds like a worthwhile plus.

>You may be able to fake things using keyboard macros.

I can't see a way of doing that ATM.

>: Secondly, how do I enter the "box" character from the keyboard to restore the
>You should be able to type in the appropriate ASCII code using ALT and
>the keypad; if you don't have an Atari ASCII table handy, just go by

This doesn't work (I'd already tried it), all you get is the string of
numbers entered in the input field. However it's possible to use CTRL C and
V in turn to copy and paste if necessary.

>: Thirdly, what about adding keyboard shortcuts to dialogs. I can see that
>I think the standard way of doing this is to put a [in front of the
>character that you want to be the shortcut. Geneva, at least, allows this.

I've seen this in other programs, I'll try this, thanks.

Rgds, Derryck

/----------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------/

From -2471209133458339333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public
From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
Subject: Re: Editing RSC files
Date: 1998/11/29
Message-ID: <73r6dk$j7l$4@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 416726453
References: <73mo7hapr5@plutonium.compulink.co.uk> <365ebc943a0050@game-master.com>
Organization: <none>
Newsgroups: comp.sys.atari.programmer

On 27 Nov 1998 15:44:58 , rosco wrote:
>on Fri 27-11-98 17:41 Derryck Croker wrote:
>
>>I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
>>changing/adding keyboard shortcuts to those programs that either don't have

>Keyboard shortcuts are (usually) built into the program and unless
>there's a feature of the program to change them (as in Connect),
>you're stuck with what's there.

Thanks.

>>Thirdly, what about adding keyboard shortcuts to dialogs. I can see that
>>ticking the "whitebak" box in RSCView underlines the first character and lo,
>>this letter becomes the shortcut in conjunction with the ALT key, but how do
>>I make another letter the shortcut (to avoid any clashes!)

>
>This is probably a feature of Magic. Let'm'Fly does the same thing,
>with the ALT shortcuts being assigned alphabetically, if I recall.

I've used this feature before and was bemused that all kinds of objects were
being assigned shortcuts as well as the intended buttons! :-))

Any other ideas anyone please?

Rgds, Derryck

```
/-----------------------------------------/
/   The Cheshunt Computer Club Herts UK   /
/ http://www.cix.co.uk/~derryck/index.htm /
/-----------------------------------------/
```

From 772535642672746640
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,91478c93da131370,start
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (rosco)
Subject: Changing the window INFO line
Date: 1998/11/29
Message-ID: <36611cd4dba0f0@game-master.com>#1/1
X-Deja-AN: 416792189
Content-Transfer-Encoding: 8bit
X-Sender: NEWSwatch v2.11 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@videotron.net
X-Hardware: 68000 Atari MegaSTe 4
X-Trace: wagner.videotron.net 912355912 207.96.243.164 (Sun, 29 Nov 1998 11:11:52
EDT)
Organization: Studio Sunson, Montreal, Canada
MIME-Version: 1.0
Reply-To: rosco@game-master.com
NNTP-Posting-Date: Sun, 29 Nov 1998 11:11:52 EDT
Newsgroups: comp.sys.atari.programmer

A few months ago there was a discussion here about how to change the
contents of an AES window info line. At the moment I'm using this (in
GFA Basic):

```
adr_info%=V:info$
~WIND_SET(handle,3,CARD(SWAP(adr_info%)),CARD(adr_info%),0,0)
```

and when the info contents are changed, I get garbage characters at
the end of the INFO line as well as the TITLE line of another window.

How can I change the INFO line cleanly?

--

Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
Otagger 1.23: Today's thought:
-All power corrupts, but we need electricity: D.W. Jones

From -5813732409595757291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91478c93da131370
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: Changing the window INFO line
Date: 1998/11/29
Message-ID: <73s4q0$919$1@cletus.bright.net>#1/1
X-Deja-AN: 416834075
References: <36611cd4dba0f0@game-master.com>
Organization: ENCOM
Newsgroups: comp.sys.atari.programmer

On 29 Nov 1998 11:06:16, rosco wrote:
>A few months ago there was a discussion here about how to change the
>contents of an AES window info line. At the moment I'm using this (in
>GFA Basic):

>and when the info contents are changed, I get garbage characters at
>the end of the INFO line as well as the TITLE line of another window.
>
>How can I change the INFO line cleanly?

The strings have to be null terminated like so:

info$=info$+chr$(0)

>adr_info%=V:info$
>~WIND_SET(handle,3,CARD(SWAP(adr_info%)),CARD(adr_info%),0,0)

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 1139914144863677497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91478c93da131370
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Changing the window INFO line
Date: 1998/11/29
Message-ID: <3661955d.13078525@news.demon.co.uk>#1/1
X-Deja-AN: 416862099

Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <36611cd4dba0f0@game-master.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 912372679 nnrp-10:24259 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 29 Nov 1998 11:06:16 -0500 (EST DST), rosco@game-master.com
(rosco) wrote:

>A few months ago there was a discussion here about how to change the
>contents of an AES window info line. At the moment I'm using this (in
>GFA Basic):
>
>adr_info%=V:info$
>~WIND_SET(handle,3,CARD(SWAP(adr_info%)),CARD(adr_info%),0,0)
>
>and when the info contents are changed, I get garbage characters at
>the end of the INFO line as well as the TITLE line of another window.
>
>How can I change the INFO line cleanly?

Sounds like your string isn't nul terminated! All strings used by the
operating system are C strings - you have to ensure the byte after the
last character is '\0' (ie chr$(0)).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1180462901095894074
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,91478c93da131370
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (rosco)
Subject: Re: Changing the window INFO line
Date: 1998/11/29
Message-ID: <36616b725b2f50@game-master.com>#1/1
X-Deja-AN: 416948710
Content-Transfer-Encoding: 8bit
References: <36611cd4dba0f0@game-master.com> <73s4q0$919$1@cletus.bright.net>
X-Sender: NEWSwatch v2.11 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@videotron.net

X-Hardware: 68000 Atari MegaSTe 4
X-Trace: wagner.videotron.net 912393322 207.96.243.152 (Sun, 29 Nov 1998 21:35:22 EDT)
Organization: Studio Sunson, Montreal, Canada
MIME-Version: 1.0
NNTP-Posting-Date: Sun, 29 Nov 1998 21:35:22 EDT
Reply-To: rosco@game-master.com
Newsgroups: comp.sys.atari.programmer

on Sun 29-11-98 18:46 Lonny Pursell wrote:

>On 29 Nov 1998 11:06:16, rosco wrote:
>>How can I change the INFO line cleanly?
>
>The strings have to be null terminated like so:
>
>info$=info$+chr$(0)

Yup...that was the problem....

Thanks.

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
Otagger 1.23: Today's thought:
I am the end of all your dreams

From -2634220809923502595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91478c93da131370
X-Google-Attributes: gid1115ce,public
From: "Theo Ros" <theo.ros@rnw.nl>
Subject: Re: Changing the window INFO line
Date: 1998/11/30
Message-ID: <01be1c3f$ea11b920$c0cb3a91@default.rnw.nl>#1/1
X-Deja-AN: 417042142
References: <36611cd4dba0f0@game-master.com>
Organization: Nederlandse Publieke Omroep
Newsgroups: comp.sys.atari.programmer

Not only should your string be NULL-terminated, also it's better NOT to
store it in a string, because they get shifted around a lot in memory:

```
* Use a numeric array:
              DIM wintitle|(SUCC(LEN(info$))
              adr_info%=V:wintitle|(0)        ! OPTION BASE 0 !!!
* or a MALLOCed piece of memory:
              adr_info%=MALLOC(SUCC(LEN(info$))
* or an INLINE:
              INLINE adr_info%,amount_of_memory_needed
```

The string can now be written to this memory with the CHAR{} command, which automatically adds the terminating null-byte:

```
              CHAR{adr_info%}=info$
```

now you can safely update/set your infoline with

```
 ~WIND_SET(handle,3,CARD(SWAP(adr_info%)),CARD(adr_info%),0,0)
```

the same rule applies for window titles.

Greetz,

theo.ros@rnw.nl

From -5970350146697722247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df013885e3ce5fb1
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: C
Date: 1998/11/30
Message-ID: <73uhp2$c6k$2@snipp.uninett.no>#1/1
X-Deja-AN: 417134792
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <365d7d66.32180754@news.zetnet.co.uk> <734dtkjtb1@roch.zetnet.co.uk> <3669f18b.47419041@news.zetnet.co.uk>
X-Complaints-To: news-abuse@uninett.no
X-Trace: snipp.uninett.no 912444002 12500 129.241.210.110 (30 Nov 1998 16:40:02 GMT)
Organization: UNINETT news service
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

paxton@zetnet.co.uk wrote:

> Cheers Roger (and Jo).. But I think we all strayed from the original
> question.. I can program in C <AHEM> but on the PC..I have a couple of
> games released and a rather big project nearly ready for new year..

> But what I want is to crossover that to the ATARI (The C knowledge not
> the games)..so I can take what I learnt and bring it back.. but I am
> not going to be able to use that compiler and there will be
> differences.... I need to know whats ATARI specific....

What do you want to do with it? If you want to make GEM-stuff, then get "Professional GEM" by Tim Ohren, it's available on every Atari ftp-site. (And soon on www-atari.nvg.ntnu.no/programming/)

If you want to make games... Well, you don't need any C-specific stuff then, any hardware-reference will do. But it helps to know assembly

;-) ST-News had some excellent articles about this almost ten years
ago, you can find lot of useful info there.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 3742878725505881868
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,91478c93da131370
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (rosco)
Subject: Re: Changing the window INFO line
Date: 1998/11/30
Message-ID: <366279043a6460@game-master.com>#1/1
X-Deja-AN: 417140714
Content-Transfer-Encoding: 8bit
References: <36611cd4dba0f0@game-master.com>
<01be1c3f$ea11b920$c0cb3a91@default.rnw.nl>
X-Sender: NEWSwatch v2.11 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@videotron.net
X-Hardware: 68000 Atari MegaSTe 4
X-Trace: wagner.videotron.net 912445044 207.96.243.164 (Mon, 30 Nov 1998 11:57:24
EDT)
Organization: Studio Sunson, Montreal, Canada
MIME-Version: 1.0
NNTP-Posting-Date: Mon, 30 Nov 1998 11:57:24 EDT
Reply-To: rosco@game-master.com
Newsgroups: comp.sys.atari.programmer

on Mon 30-11-98 10:00 Theo Ros wrote:

>Not only should your string be NULL-terminated, also it's better NOT to
>store it in a string, because they get shifted around a lot in memory:

Thanks. That's exactly the info I was looking for.

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
Otagger 1.23: Today's thought:
I am the end of all your dreams

From -3590618650616633380
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5aa984e21cc6e53f,start
X-Google-Attributes: gid1115ce,public
From: "Paulo DA SILVA" <pds@club-internet.fr>
Subject: C compiler
Date: 1998/11/30
Message-ID: <73ummcjmc1@front6.grolier.fr>#1/1
X-Deja-AN: 417163282
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
X-Trace: front6.grolier.fr 912449036 20172 195.36.151.216 (30 Nov 1998 18:03:56 GMT)
Organization: Club-Internet (France)
NNTP-Posting-Date: 30 Nov 1998 18:03:56 GMT
Newsgroups: comp.sys.atari.programmer

Hello everybody,

I sell a C compiler for Atari computers called Lattice C.

Paulo.

From -796504319729347755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1f6cedf552ca2bc,start
X-Google-Attributes: gid1115ce,public
From: Ralph Lowinski <ralph@aquaplan.de>
Subject: gcc 2.8.1.c ploblem
Date: 1998/12/01
Message-ID: <36633998.CB4@aquaplan.de>#1/1
X-Deja-AN: 417291118
Content-Transfer-Encoding: 7bit
Organization: aqua_plan GmbH, Aachen
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello everybody,

I just installed the gcc-2.8.1.c and got trouble with the linker now, which reports a lot of Symbols defined in more than one modul. But these are all inline functions frome class definitions and so they shouldn't be found in the modules. Have I forgotten some compiler switches or is the linker buggy?
Two switches I found myself: -fno-rtti and -fno-exceptions, to avoid errors about missing symbols '__rtti' and '___throw'.

Thanks, Ralph

From 4651424143013102297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Editing RSC files
Date: 1998/12/01
Message-ID: <3662f10f.181220@news.demon.co.uk>#1/1
X-Deja-AN: 417581882
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <73mo7hapr5@plutonium.compulink.co.uk> <365ebc943a0050@game-
master.com> <73r6dk$j7l$4@plutonium.compulink.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 912544081 nnrp-03:5903 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 29 Nov 1998 10:07:48 GMT, derryck@TAKE.THIS.OUTcix.co.uk (Derryck
Croker) wrote:

>On 27 Nov 1998 15:44:58 , rosco wrote:
>>on Fri 27-11-98 17:41 Derryck Croker wrote:
>>
>>>I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
>>>changing/adding keyboard shortcuts to those programs that either don't have
>
>>Keyboard shortcuts are (usually) built into the program and unless
>>there's a feature of the program to change them (as in Connect),
>>you're stuck with what's there.
>
>Thanks.
>
>>>Thirdly, what about adding keyboard shortcuts to dialogs. I can see that
>>>ticking the "whitebak" box in RSCView underlines the first character and lo,
>>>this letter becomes the shortcut in conjunction with the ALT key, but how do
>>>I make another letter the shortcut (to avoid any clashes!)
>>
>>This is probably a feature of Magic. Let'm'Fly does the same thing,
>>with the ALT shortcuts being assigned alphabetically, if I recall.
>
>I've used this feature before and was bemused that all kinds of objects were
>being assigned shortcuts as well as the intended buttons! :-))
>
>Any other ideas anyone please?

The WHITEBAK turns it on as you've discovered. In order to specify
which key you need to place its offset into the high byte of

ob_state thus ...

```
ob[obi].ob_state |= ((pos << 8) | WHITEBAK);
```

... where 'pos' denoted where the underline is, offset from zero.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1090513933606962244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Subject: Re: Editing RSC files
Date: 1998/12/01
Message-ID: <ctbf9JAQiFZ2Ew5c@thedruid.demon.co.uk>#1/1
X-Deja-AN: 417594486
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 912546556 nnrp-04:19346 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Derryck,

> Three immediate problems then, editing a menu string to remove the
> ALT symbol and replacing it with the carat used to indicate the CTRL
> key doesn't make the CTRL key take over as the modifier - can this
> done?

Simple answer no. :(Short cuts such as these have to be hard coded into the actual source of the program. I don't think there is any simple solution except to ask the original programmer to change it.

> Secondly, how do I enter the "box" character from the keyboard to
> restore the
> symbol used to indicate the ALT key?

It'll by CTRL+somekey, experiment!

> Thirdly, what about adding keyboard shortcuts to dialogs. I can see
> that ticking the "whitebak" box in RSCView underlines the first

> character and lo, this letter becomes the shortcut in conjunction with
> the ALT key, but how do I make another letter the shortcut (to avoid
> any clashes!)

This is purely a feature of the Magic OS, and will not work under normal TOS.
Unless it is coded into the software directly.

I'm not sure of the answer to this, but if you look at the resource file with
an old editor such as ORCS, you'll see that the underlined letter is always
preceded by a '['. It could be worth a try.

John.

--

--
```
 +-----------------------------------------------------------------+
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
 |  I  I  +-------------------------------------------------+  | |
 |              gatekeeper@thedruid.demon.co.spamless.uk         | |
 +-----------------------------------------------------------------+ |
   +-----------------------------------------------------------------+
```


From -849965189978324111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc4e7d8e5de8a359
X-Google-Attributes: gid1115ce,public
From: hamishtpb@zetnet.co.uk (Paul Walsh)
Subject: Re: CDSdraw99 now released!
Date: 1998/12/01
Message-ID: <741o6p$8fi$2@irk.zetnet.co.uk>#1/1
X-Deja-AN: 417612125
References: <CN$a2JAdJBW2QwJM@shaw1.freeserve.co.uk>
<73fa96$2s$3@SOLAIR2.EUnet.yu>
X-Trace: irk.zetnet.co.uk 912548889 8690 194.247.40.156 (1 Dec 1998 21:48:09 GMT)
Organization: Polar Bear HQ
NNTP-Posting-Date: 1 Dec 1998 21:48:09 GMT
Newsgroups: comp.sys.atari.programmer

On 24 Nov 1998 22:00:06 , Djordje Vukovic wrote:
>Excuse me for my ignorance, but what is CDSdraw99?

I was wondering the same myself :) I assumed that it was a graphics package
authored by the poster of the original message (their initials were CS if I
recall correctly - D middle name)?
It still doesn't tell us which computer system(s) it is for and what the
requirements and features might be :-?
Not the best ad I've ever seen :))

From -6109081929171031594
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c1f6cedf552ca2bc
X-Google-Attributes: gid1115ce,public
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Subject: Re: gcc 2.8.1.c ploblem
Date: 1998/12/01
Message-ID: <36639EBD.21557668@utbm.fr>#1/1
X-Deja-AN: 418151974
Content-Transfer-Encoding: 8bit
References: <36633998.CB4@aquaplan.de>
To: Ralph Lowinski <ralph@aquaplan.de>
Content-Type: text/plain; charset=iso-8859-1
Organization: C.I.C.G. , Grenoble
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Ralph Lowinski a ?crit:

> Hello everybody,
>
> I just installed the gcc-2.8.1.c and got trouble with the linker now,
> which reports a lot of Symbols defined in more than one modul. But
> these are all inline functions frome class definitions and so they
> shouldn't be found in the modules. Have I forgotten some compiler
> switches or is the linker buggy?
> Two switches I found myself: -fno-rtti and -fno-exceptions, to avoid
> errors about missing symbols '__rtti' and '___throw'.

I know a problem with the old Gas 1.9, you can try option -O1 to pass the
problemor change of version of Gas, there is a good one number 2.8 I
think, I'm sure it could resolve your problems.

>
>
> Thanks, Ralph

Olivier

From -8618815226291734578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a6eb732ba84d0ec,start
X-Google-Attributes: gid1115ce,public
From: ben@imperial.co.uk (Ben Hills)
Subject: GEM Programming Documentation & Resources
Date: 1998/12/02

Message-ID: <742q4s$1ir$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 417772052
X-Http-Proxy: 1.0 x12.dejanews.com:80 (Squid/1.1.22) for client 194.131.147.241
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Wed Dec 02 07:27:25 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.05 [en] (Win95; I) via proxy gateway CERN-HTTPD/3.0 libwww/2.17

Hi all,

I am trying to get to grips with GEM programming but I am finding it quite difficult. I am currently using Hisoft Basic and the excellent Enchant libraries which is making a good part of programming for GEM easier, but I am still finding that I do not know enough about GEM as I would like.

Can anybody suggest some good WEB sites, or books that explain how to program for GEM (not necessarily for Basic) and which contain examples and downloadable source code?

Thanks.

Regards,

Ben Hills.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 8962276827031624151
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a6eb732ba84d0ec
X-Google-Attributes: gid1115ce,public
From: "Theo Ros" <theo.ros@rnw.nl>
Subject: Re: GEM Programming Documentation & Resources
Date: 1998/12/02
Message-ID: <01be1de2$d8cbc580$c0cb3a91@default.rnw.nl>#1/1
X-Deja-AN: 417820237
References: <742q4s$1ir$1@nnrp1.dejanews.com>
Organization: Nederlandse Publieke Omroep
Newsgroups: comp.sys.atari.programmer

For lots of sourcecodes you could download the ICTARI disks (all programming languages) at

http://www.elis.demon.co.uk/ictari/ictari.htm

theo.ros@rnw.nl

From -2206182854269548326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a6eb732ba84d0ec
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: GEM Programming Documentation & Resourc
Date: 1998/12/02
Message-ID: <743epmrqv1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 417836745
References: <742q4s$1ir$1@nnrp1.dejanews.com>
X-Trace: roch.zetnet.co.uk 912604790 28511 194.247.41.9 (2 Dec 1998 13:19:50 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 2 Dec 1998 13:19:50 GMT
Newsgroups: comp.sys.atari.programmer

On 2 Dec 1998 07:27:25 G, Ben Hills wrote:

>Can anybody suggest some good WEB sites, or books that explain how to
>program for GEM (not necessarily for Basic) and which contain examples
>and downloadable source code?
>
>Thanks.

The 'classic' articles on this were by Tim Oren, Ben, and were
released PD. I don't have any specific site in mind but I bet Umich
will have them.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -6015292247760267621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91478c93da131370
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Changing the window INFO line
Date: 1998/12/02
Message-ID: <F3CMH2.2v5@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 418094692
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de (news)
References: <36611cd4dba0f0@game-master.com> <73s4q0$919$1@cletus.bright.net>
<36616b725b2f50@game-master.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0

Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <36616b725b2f50@game-master.com>,
 rosco@game-master.com (rosco) writes:
> on Sun 29-11-98 18:46 Lonny Pursell wrote:
>
>>On 29 Nov 1998 11:06:16, rosco wrote:
>>>How can I change the INFO line cleanly?
>>
>>The strings have to be null terminated like so:
>>
>>info$=info$+chr$(0)
>
> Yup...that was the problem....

But not the only one. With any Basic, whenever you change the contents of
a string, the Basic is allowed to use a different spot in memory, so the
actual address of the string changes. Thus you need to do that wind_set
call each time the string is changed (maybe you do so, but it sounded as
if not).

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -2458557598800911601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public
From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
Subject: Re: Editing RSC files
Date: 1998/12/03
Message-ID: <745gerfpv3@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 418161420
References: <73mo7hapr5@plutonium.compulink.co.uk> <365ebc943a0050@game-
master.com> <73r6dk$j7l$4@plutonium.compulink.co.uk>
<3662f10f.181220@news.demon.co.uk>
Organization: <none>
Newsgroups: comp.sys.atari.programmer

On 1 Dec 1998 20:27:29 G, Guy Harrison wrote:
>On 29 Nov 1998 10:07:48 GMT, derryck@TAKE.THIS.OUTcix.co.uk (Derryck
>Croker) wrote:

>>>>I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
>>>>changing/adding keyboard shortcuts to those programs that either don't have

[...]

>The WHITEBAK turns it on as you've discovered. In order to specify
>*which* key you need to place its offset into the high byte of
>ob_state thus ...

Aha! That's a great help - I can now adjust the position of the underline
and hence the keyboard shortcut. About the only tweak I didn't make, so
thanks! :-)

A limited success story with Personal Finance Manager Plus tho', the
underline and the ability to use the shortcut disappear after you've used it
and doesn't reappear until the next program load - wierd! :-(

Rgds, Derryck

```
/-----------------------------------------/
/   The Cheshunt Computer Club Herts UK   /
/ http://www.cix.co.uk/~derryck/index.htm /
/-----------------------------------------/
```

From -8275972394989047793
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc4e7d8e5de8a359
X-Google-Attributes: gid1115ce,public
From: Clair ' CDS' Shaw <Clair@shaw1.freeserve.co.uk>
Subject: Re: CDSdraw99 now released!
Date: 1998/12/03
Message-ID: <Xnp$cAA5erZ2QwxM@shaw1.freeserve.co.uk>#1/1
X-Deja-AN: 418744968
References: <CN$a2JAdJBW2QwJM@shaw1.freeserve.co.uk>
<73fa96$2s$3@SOLAIR2.EUnet.yu> <741o6p$8fi$2@irk.zetnet.co.uk>
X-Complaints-To: abuse@theplanet.net
X-Trace: newsreader4.core.theplanet.net 912807423 19883 62.136.11.44 (4 Dec 1998
21:37:03 GMT)
Organization: CDSoft
Mime-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.freeserve.co.uk.no.spam.here>
NNTP-Posting-Date: 4 Dec 1998 21:37:03 GMT
Newsgroups: comp.sys.atari.programmer

At 21:48:09, Tue, 1 Dec 1998 Paul Walsh from Polar Bear HQ said:

>On 24 Nov 1998 22:00:06 , Djordje Vukovic wrote:
>>Excuse me for my ignorance, but what is CDSdraw99?
>
>I was wondering the same myself :) I assumed that it was a graphics package
>authored by the poster of the original message (their initials were CS if I
>recall correctly - D middle name)?
>It still doesn't tell us which computer system(s) it is for and what the

>requirements and features might be :-?
>Not the best ad I've ever seen :))
>
HEhehee. I was rushing!

Yup - CDS is my initials. It's an art package. I may put it on a
website/FTP site soon. For now can you email me for it.

Sorry for any confusion!
--
Clair Shaw
Aka. CDS
ICQ:1043359
mailto:Clair@Shaw1.freeserve.co.uk
http://surf.to/shaws

```
| Merry Xmas   /\
| and happy   /  \
| new year.   -||-
|              --
| Remove spam block to reply
```

From 8592429446859375615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public
From: PWest@thedruid.demon.co.Remove.To.Reply.uk
Subject: Editing RSC files
Date: 1998/12/04
Message-ID: <ncmBhCArbEa2EwU3@thedruid.demon.co.uk>#1/1
X-Deja-AN: 418757566
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@nospam.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 912809695 nnrp-02:1584 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In a message of <27.11.98>, derryck@TAKE.THIS.OUTcix.co.uk (90:107/100.100)
writes:
 d> I'm experimenting with editing RSC files (with RSCView FWIW) with a
 d> view to changing/adding keyboard shortcuts to those programs that
 d> either don't have them, or use the ALT+key combo in menus where it's
 d> more common to use the CTRL+key.

 d> Three immediate problems then, editing a menu string to remove the
 d> ALT symbol and replacing it with the carat used to indicate the CTRL
 d> key doesn't make the CTRL key take over as the modifier - can this
 d> done?

I know very little about programming but I have translated a number of RSC
files as you know, and got some experience re your problem. The thing is that
some programs read the shortcut directly from the menu entry in the RSC
file but others (?most) don't - they are hardcoded in the PRG file (I think).

Sometimes this can be changed if you can find the correct spot :-(

 d> Secondly, how do I enter the "box" character from the keyboard to
 d> restore the symbol used to indicate the ALT key?

Use Alt+007 (number-pad) in the usual way; this works in RSCView (have checked).

 d> Thirdly, what about adding keyboard shortcuts to dialogs. I can see
 d> that ticking the "whitebak" box in RSCView underlines the first
 d> character and lo, this letter becomes the shortcut in conjunction
 d> with the ALT key, but how do I make another letter the shortcut (to
 d> avoid any clashes!)

In some programs (e.g. Thing) this is done by setting the ob-state extended flags '8' to '14' (those under the second column in RSCView) counting in binary mode, with the text string position starting from 0; thus no flag set will underline the first character of the string (i.e. position 0) and use this for the shortcut, the first flag ('8') set underlines the second char., the second flag ('9') the third char., both '8' and '9' the fourth, '10' the 5th, '8' and '10' the sixth etc.; '15' should not be touched as it has some special function, and all from '8' to '15' set means don't use a shortcut for that entry.

Other resourse files have an opening square bracket '[' in front of the relevant letter and I have also seen other symbols used for this -again it depends on how the programme is coded (may have something to do with the compiler used).

Regards
        /Peter/

--
"But captain? surely that doesn't infringe ten starfleet reflations."

--

--

```
 +-----------------------------------------------------------------+
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
 |  I  I  +-------------------------------------------------+  | |
 |               gatekeeper@thedruid.demon.spamless.uk            | |
 +-----------------------------------------------------------------+ |
   +-----------------------------------------------------------------+
```


From 4690620389828239003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public

From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
Subject: Re: Editing RSC files
Date: 1998/12/05
Message-ID: <74b3d4$et1$2@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 418912494
References: <ncmBhCArbEa2EwU3@thedruid.demon.co.uk>
Organization: <none>
Newsgroups: comp.sys.atari.programmer

On 4 Dec 1998 20:32:43 +, PWest@thedruid.demon.co.Remove.To.Reply wrote:

Hi Peter,

> d> I'm experimenting with editing RSC files (with RSCView FWIW) with a
> d> view to changing/adding keyboard shortcuts to those programs that

>I know very little about programming but I have translated a number of RSC

:-)) Including the very one of which we speak.

>files as you know, and got some experience re your problem. The thing is that
>*some* programs read the shortcut directly from the menu entry in the RSC
>file but others (?most) don't - they are hardcoded in the PRG file (I think).

Yes, that seems to be the concensus. It's a shortcut on the programmer's part because having a redifinable version makes multilanguage support much easier.

>Sometimes this can be changed if you can find the correct spot :-(

:-((

> d> Secondly, how do I enter the "box" character from the keyboard to
> d> restore the symbol used to indicate the ALT key?
>
>Use Alt+007 (number-pad) in the usual way; this works in RSCView (have
>checked).

Yep, this works but only under single TOS it seems. There's a couple of bugs that I'll need to email Holger about.

> d> Thirdly, what about adding keyboard shortcuts to dialogs. I can see

>In some programs (e.g. Thing) this is done by setting the ob-state extended
>flags '8' to '14' (those under the second column in RSCView) counting in

Thanks for this, this does work but the results seem transitory in some cases! :-((

Rgds, Derryck

/----------/
/ The Cheshunt Computer Club Herts UK /

From -593788671008559389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc4e7d8e5de8a359
X-Google-Attributes: gid1115ce,public
From: hamishtpb@zetnet.co.uk (Paul Walsh)
Subject: Re: CDSdraw99 now released!
Date: 1998/12/05
Message-ID: <74bdtkjhe2@irk.zetnet.co.uk>#1/1
X-Deja-AN: 418940312
References: <CN$a2JAdJBW2QwJM@shaw1.freeserve.co.uk>
<73fa96$2s$3@SOLAIR2.EUnet.yu>
X-Trace: irk.zetnet.co.uk 912866036 20014 194.247.41.33 (5 Dec 1998 13:53:56 GMT)
Organization: Polar Bear HQ
NNTP-Posting-Date: 5 Dec 1998 13:53:56 GMT
Newsgroups: comp.sys.atari.programmer

On 24 Nov 1998 22:00:06 , Djordje Vukovic wrote:
>Excuse me for my ignorance, but what is CDSdraw99?

I was wondering the same myself :) I assumed that it was a graphics package
authored by the poster of the original message (their initials were CS if I
recall correctly - D middle name)?
It still doesn't tell us which computer system(s) it is for and what the
requirements and features might be :-?
Not the best ad I've ever seen :))

From -4098468238736110893
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df013885e3ce5fb1
X-Google-Attributes: gid1115ce,public
From: johank@ce.chalmers.se (Johan Klockars)
Subject: Re: C
Date: 1998/12/05
Message-ID: <74beludpp1@nyheter.chalmers.se>#1/1
X-Deja-AN: 418944213
References: <365d7d66.32180754@news.zetnet.co.uk>
<365bea22.44719773@news.demon.co.uk> <3668f0e5.47253112@news.zetnet.co.uk>
<365c6db5.5486138@news.demon.co.uk>
Organization: Chalmers Univ. of Technology, Dept. of Comp. Eng., Gothenburg,
Sweden
Newsgroups: comp.sys.atari.programmer

In article <365c6db5.5486138@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On Fri, 20 Nov 1998 22:47:27 GMT, paxton@zetnet.co.uk wrote:

>
>>VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
>>---
>>
>> Hi guy@swampdog.demon.co.uk (Guy Harrison)
>>
>>>On Thu, 19 Nov 1998 20:22:37 GMT, paxton@zetnet.co.uk wrote:
...
>>>Is DJGPP a C or C++ compiler Tony? I know you've sent me demos that
...
>>c/c++ and dos..
>
>Ah, but which? Are there 'classes' for instance? [see below]

As he said, it's a C and C++ compiler, more widely known as GCC.
Needless to say, there are lots of GCC versions available for the Atari,
so there's no need to switch to another compiler. Some of the others
may be easier to use thanks to IDEs, but GCC beats them all when it
comes to optimization and code generation.

>I'm not actually interested in DJGPP as such. It's just that I got an
>email regarding 16-bit programs and "modes" under NT

I don't think GCC ever supported 16 bit mode on PCs.

--

```
  Chalmers University   | Why are these |  e-mail:   johank@ce.chalmers.se
     of Technology      |  .signatures  |            klockars@thn.htu.se
  Dept. of Comp. Eng.   | so hard to do |  Phone:    +46 (0)520-475056 (work)
   Gothenburg, Sweden   |     well?     |            +46 (0)31-844481  (home)
```


From -2259504074150915327
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4de83077b1c8d3c3,start
X-Google-Attributes: gid1115ce,public
From: Douglas Carroll <dcarroll@internetcds.com>
Subject: Atari 8-bit books for sale...
Date: 1998/12/05
Message-ID: <36694CE7.CFA6E52C@internetcds.com>#1/1
X-Deja-AN: 419116545
Content-Transfer-Encoding: 7bit
X-Priority: 3 (Normal)
Content-Type: text/plain; charset=us-ascii
X-Corel-MessageType: EMail
X-Complaints-To: abuse@meganews.com
X-Trace: news-02.meganews.com 912913965 27472 208.26.129.175 (6 Dec 1998 03:12:45 GMT)
Organization: MegaNews!
Mime-Version: 1.0
NNTP-Posting-Date: 6 Dec 1998 03:12:45 GMT
Newsgroups: comp.sys.atari.programmer

Hello everyone!

I have the following atari Compute's books for sale:

"Compute's first book of atari graphics"

"Compute's second book of atari graphics"

"Compute's first book of atari games"

"Mapping the Atari, 1st edition"

All of the books are in good condition and are priced at $10.00 each plus shipping. I would suggest the 3 day shipping as it is only $3.00 and gets the books to you quickly at a reasonable price. Please e-mail me if you are interested in any of these. Thanks!!

Douglas Carroll

dcarroll@internetcds.com

From -2794524892627654678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Editing RSC files
Date: 1998/12/06
Message-ID: <3669aeab.420033@news.demon.co.uk>#1/1
X-Deja-AN: 419098035
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <ncmBhCArbEa2EwU3@thedruid.demon.co.uk>
<74b3d4$et1$2@plutonium.compulink.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 912908599 nnrp-09:1856 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 5 Dec 1998 10:54:28 GMT, derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker) wrote:

>On 4 Dec 1998 20:32:43 +, PWest@thedruid.demon.co.Remove.To.Reply wrote:
>
>Hi Peter,
>

>> d> I'm experimenting with editing RSC files (with RSCView FWIW) with a
>> d> view to changing/adding keyboard shortcuts to those programs that
>
>>I know very little about programming but I have translated a number of RSC
>
>:-)) Including the very one of which we speak.
>
>>files as you know, and got some experience re your problem. The thing is that
>>*some* programs read the shortcut directly from the menu entry in the RSC
>>file but others (?most) don't - they are hardcoded in the PRG file (I think).
>
>Yes, that seems to be the concensus. It's a shortcut on the programmer's
>part because having a redifinable version makes multilanguage support much
>easier.

Rather perversely, hard coding keyboard shortcuts is one of those
situations where you end up with a big if/then/else construct, or
similar. Not only is this an indication a better method ought to be
sought, it involves more effort than doing something generic!

The menubar is easy: walk tree, locate shortcut, issue self equivilent
MN_SELECTED message!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8427003770484701279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Editing RSC files
Date: 1998/12/06
Message-ID: <366bb48d.1926590@news.demon.co.uk>#1/1
X-Deja-AN: 419098036
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <73mo7hapr5@plutonium.compulink.co.uk> <365ebc943a0050@game-
master.com> <73r6dk$j7l$4@plutonium.compulink.co.uk>
<3662f10f.181220@news.demon.co.uk> <745gerfpv3@plutonium.compulink.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 912908607 nnrp-09:1856 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 3 Dec 1998 08:00:27 GMT, derryck@TAKE.THIS.OUTcix.co.uk (Derryck
Croker) wrote:

>On 1 Dec 1998 20:27:29 G, Guy Harrison wrote:
>>On 29 Nov 1998 10:07:48 GMT, derryck@TAKE.THIS.OUTcix.co.uk (Derryck
>>Croker) wrote:
>
>>>>>I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
>>>>>changing/adding keyboard shortcuts to those programs that either don't have
>
>[...]
>
>>The WHITEBAK turns it on as you've discovered. In order to specify
>>*which* key you need to place its offset into the high byte of
>>ob_state thus ...
>
>Aha! That's a great help - I can now adjust the position of the underline
>and hence the keyboard shortcut. About the only tweak I didn't make, so
>thanks! :-)
>
>A limited success story with Personal Finance Manager Plus tho', the
>underline and the ability to use the shortcut disappear after you've used it
>and doesn't reappear until the next program load - wierd! :-(

Ah, sounds like they've screwed up. Part of the specification of the
Gem design was that things it doesn't understand ought to be ignored.
Moreover it ought to be preserved. They've most likely set the whole
of ob_state to some value rather than using masking to manipulate just
the bitfields which were "understood" at the time.

Curing this would involve hacking the executable. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 135438577650842482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e18ecc6b1da7ac4,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e18ecc6b1da7ac4,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e18ecc6b1da7ac4,start
X-Google-Attributes: gid109a67,public
From: Steve Stupple <Webmaster@steverosie.demon.co.uk>
Subject: How do I get multi-CD loaders installed with ExtenDOS?
Date: 1998/12/06

Message-ID: <kju93CAt9ua2Ew3Y@steverosie.demon.co.uk>#1/1
X-Deja-AN: 419397719
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 912977860 nnrp-06:16799 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari Software eXchange
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi

I've just got my hands on a Pioneer DRM-624X a 6 x CD-ROM changer. It's
a SCSI device and uses LUN numbers from 0-6. E.G.. Drive ID=5 lun=0,
drive ID=5 lun=1 etc...

How do I get Extendos (v2.4) to enable me to use this drive fully; or is
there another package for the Atari ST that would do the job?

Any help will be more than appreciated.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

From 5509257518535492452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c014052d599b02c
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Editing RSC files
Date: 1998/12/07
Message-ID: <74g4i1gtn4@newshost.comnet.co.nz>#1/1
X-Deja-AN: 419571283
References: <ncmBhCArbEa2EwU3@thedruid.demon.co.uk>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

PWest@thedruid.demon.co.Remove.To.Reply.uk wrote:
> derryck@TAKE.THIS.OUTcix.co.uk (90:107/100.100) writes:
> d> Secondly, how do I enter the "box" character from the keyboard to
> d> restore the symbol used to indicate the ALT key?

> Use Alt+007 (number-pad) in the usual way; this works in RSCView (have
> checked).

Sometimes, resource editors allows you to type a "Control-G" in a text
entry line in a dialog to get the "Alternate" character.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From -8950098705084145498
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9a6eb732ba84d0ec
X-Google-Attributes: gid1115ce,public
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Subject: Re: GEM Programming Documentation & Resources
Date: 1998/12/08
Message-ID: <366D1453.7604C5F1@utbm.fr>#1/1
X-Deja-AN: 420016250
Content-Transfer-Encoding: 8bit
References: <742q4s$1ir$1@nnrp1.dejanews.com>
To: Ben Hills <ben@imperial.co.uk>
Content-Type: text/plain; charset=iso-8859-1
Organization: C.I.C.G. , Grenoble
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Ben Hills a ecrit:

> Hi all,
>
> I am trying to get to grips with GEM programming but I am finding
> it quite difficult. I am currently using Hisoft Basic and the
> excellent Enchant libraries which is making a good part of programming
> for GEM easier, but I am still finding that I do not know enough
> about GEM as I would like.
>
> Can anybody suggest some good WEB sites, or books that explain how to
> program for GEM (not necessarily for Basic) and which contain examples
> and downloadable source code?

Some explanations and example can be find
here:http://www-air.inria.fr/People/bereziat/gem.html

But it's in french, examples are in C.

>
>
> Thanks.
>
> Regards,
>
> Ben Hills.
>

 Olivier

From -2381406142450579805
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d61dc1c1059a104d
X-Google-Attributes: gid1115ce,public
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Subject: Re: Texture mapping algorithms
Date: 1998/12/08
Message-ID: <366D1683.2F927C80@utbm.fr>#1/1
X-Deja-AN: 420017910
Content-Transfer-Encoding: 8bit
References: <36559F01.65FC@ws.rz.tu-bs.de>
To: Michael Nau <y0005609@ws.rz.tu-bs.de>
Content-Type: text/plain; charset=iso-8859-1
Organization: C.I.C.G. , Grenoble
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Michael Nau a ©crit:

> Hi folks!
>
> I hope my request isn't too far from the usual GEM-line, but any idea
> where to get material on how to do fast real-time texture mapping for a
> 3D-space simulation?
> Both general information and source code would be appreciated.

You can use Mesa, it's a very good OpenGL like, all sources are
avaiblehttp://www.ssec.wisc.edu/~brianp/home.html

For real time it's a little bit hard if you have not an Hades60.

I port it for Atari like dynamic library and it can be use for PureC and
GCC for the moment
and it's not to hard to port it on other language. but it's in french!

>
>
> Thanks, Michael.
>
>

Olivier

From -3416839318823051574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a6eb732ba84d0ec
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEM Programming Documentation & Resources
Date: 1998/12/08
Message-ID: <74jb28$o97$3@feresa.bio.vu.nl>#1/1
X-Deja-AN: 420048594
References: <742q4s$1ir$1@nnrp1.dejanews.com>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 913125256 24871 130.37.80.249 (8 Dec 1998 13:54:16 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 8 Dec 1998 13:54:16 GMT
Newsgroups: comp.sys.atari.programmer

Ben Hills (ben@imperial.co.uk) wrote:

: Can anybody suggest some good WEB sites, or books that explain how to
: program for GEM (not necessarily for Basic) and which contain examples
: and downloadable source code?

There's some links at my development docs page:

http://atari.scum.org/

-=LvZ

From -5887226537504581309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,1554e14a3518fae0
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,631704f407a9e2e3,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?
Date: 1998/12/08
Message-ID: <74jarc$o97$2@feresa.bio.vu.nl>#1/1
X-Deja-AN: 420048595
References: <913045296.414578@venus.interstroom.nl>

X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 913125036 24871 130.37.80.249 (8 Dec 1998 13:50:36 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 8 Dec 1998 13:50:36 GMT
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Aryan Blaauw (aryan@hugin.interstroom.nl) wrote:

: I've made a program on the ST that makes low/med and high rez, double the
: vertical size, it also works with OverScan, but I've had this stupid
: problem, that the GEM desktop doesn't know it has 800 pixels vertical. So I
: get this perfect (Hardware-Interupt) Interlace, but it's half the screen
: size cuz' LineA don't know it can go all the way down !
: Does anyone here know how to tell the ST that it's got more res ?

It would probably suffice to modify the Line-A variables. Only one problem:
I don't have any docs on these, I think... Anyone else?

-=LvZ

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/

A billion here, a couple of billion there -- first thing you know it
adds up to be real money.
-- Senator Everett McKinley Dirksen

From 3671805023173850000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e18ecc6b1da7ac4
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,e18ecc6b1da7ac4
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,e18ecc6b1da7ac4
X-Google-Attributes: gid1115ce,public
From: ekaljumagi@my-dejanews.com
Subject: Re: How do I get multi-CD loaders installed with ExtenDOS?
Date: 1998/12/08
Message-ID: <74k2bjesu1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 420153069
References: <kju93CAt9ua2Ew3Y@steverosie.demon.co.uk>
X-Http-Proxy: 1.0 x6.dejanews.com:80 (Squid/1.1.22) for client 209.132.128.17
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Tue Dec 08 20:31:47 1998 GMT
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.5 (Macintosh; I; PPC)

In article <kju93CAt9ua2Ew3Y@steverosie.demon.co.uk>,
Steve Stupple <Webmaster@steverosie.demon.co.uk> wrote:

> Hi
>
> I've just got my hands on a Pioneer DRM-624X a 6 x CD-ROM changer. It's
> a SCSI device and uses LUN numbers from 0-6. E.G.. Drive ID=5 lun=0,
> drive ID=5 lun=1 etc...
>
> How do I get Extendos (v2.4) to enable me to use this drive fully; or is
> there another package for the Atari ST that would do the job?
>
> Any help will be more than appreciated.
>

Read the documentation. Each LUN becomes one drive letter, so you would have
D:, E:, F:, G:, H:, and I:. It's a simple configuration ASCII file.

Galen (Head YACcer, Yolo Atari Club)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/   Search, Read, Discuss, or Start Your Own

From -2537624679312727491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,784acdbadf9e48e9,start
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>
Subject: informations
Date: 1998/12/09
Message-ID: <74lkbclpp3@news.imaginet.fr>#1/1
X-Deja-AN: 420390523
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Web site udpating:

  After technical problem with our accommodation, our web site was broken.
Actually, he is running correctly with many modifications in bonus.

  - a page with french and foreigners distributors.
  - a page with various links wich claims to grow...
  - a quick access to tested softwares on CENTurbo II (163 refenrences).
  - a CT2 FAQ in the softwares page of CENTurbo II menu.
  - new version of CBOOT 1.0.8, PUTFLASH 1.0.8 + FLASH.BIN 1.0.2,
    CENTscreen 3.4.0, VIDEOMOD 1.2.0. All from 12/08/1998.
  - new version of CENTview 2.9.0 from 11/25/1998.
  - new version of CECILE Demo 1.84 form 11/10/1998.
  - new version of SANDRINE Demo 3.0 from 05/11/1998 that you can use to really
    scan but with colorless :-)

CENTurbo II: Available in January 1999

  The CENTurbo II revision B is in productions. She will have a new hand-made Fast-Ram controller (same on the Phenix) and more quickly.

  A better integration permited to decrease the price to 1890FF TTC !

  The serie will be limited, contact your resellers...

Phenix:

  The prototype is routing phase according to the last implantation (see Phenix page).

  We finish the USB and PCI validation at the moment (hardware and software!).

  The DSP+20-bit audio part is valid.

Thanks for your attention.

Sacha Hnatiuk

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

From 8496608045741330025
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,631704f407a9e2e3
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: 640x800 Interlaced, wich LineA to t
Date: 1998/12/09
Message-ID: <74mhl7$id9$1@news2.xs4all.nl>#1/1
X-Deja-AN: 420521132
X-NNTP-Posting-Host: dc2-modem2159.dial.xs4all.nl [194.109.136.111]
References: <913045296.414578@venus.interstroom.nl>
<74jarc$o97$2@feresa.bio.vu.nl>

Organization: Stichting ST
X-XS4ALL-Date: Wed, 09 Dec 1998 20:05:11 CET
Newsgroups: comp.sys.atari.programmer

On 8 Dec 1998 13:50:36 , Levien van Zon wrote:
>It would probably suffice to modify the Line-A variables. Only one problem:
>I don't have any docs on these, I think... Anyone else?
>
It's in the Atari Profibuch, last issue pages 300-320

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From -2633592527099627071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,1554e14a3518fae0
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,631704f407a9e2e3
X-Google-Attributes: gid1115ce,public
From: "Stephen Smith" <stephen@ferretNOSPAMTHANKS.force9.co.uk>
Subject: Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?
Date: 1998/12/10
Message-ID: <74mlkn$m0i$1@news1.force9.net>#1/1
X-Deja-AN: 420772536
References: <913045296.414578@venus.interstroom.nl>
<74jarc$o97$2@feresa.bio.vu.nl>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Organization: -
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

To save you all the trouble, I have a small program which puts the Atari
into
640x800. Let me know if you want it and I shall email it to you.

As for the Line-A docs, I have a book which covers this stuff but it isn't
for
the faint hearted!!! ;o)

Regards,

Stephen.

>Levien van Zon wrote in message <74jarc$o97$2@feresa.bio.vu.nl>...
>Aryan Blaauw (aryan@hugin.interstroom.nl) wrote:
>
>: I've made a program on the ST that makes low/med and high rez, double the
>: vertical size, it also works with OverScan, but I've had this stupid

>: problem, that the GEM desktop doesn't know it has 800 pixels vertical. So
I
>: get this perfect (Hardware-Interupt) Interlace, but it's half the screen
>: size cuz' LineA don't know it can go all the way down !
>: Does anyone here know how to tell the ST that it's got more res ?
>
>It would probably suffice to modify the Line-A variables. Only one problem:
>I don't have any docs on these, I think... Anyone else?
>
> -=LvZ
>
>------
>Levien van Zon (lvzon@bio.vu.nl)
>http://atari.scum.org/
>------
>
>A billion here, a couple of billion there -- first thing you know it
>adds up to be real money.
> -- Senator Everett McKinley Dirksen

From -2618129647902699449
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,631704f407a9e2e3
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1554e14a3518fae0
X-Google-Attributes: gid109a67,public
From: Aryan Blaauw <aryan@hugin.interstroom.nl>
Subject: Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?
Date: 1998/12/11
Message-ID: <913378138.716250@venus.interstroom.nl>#1/1
X-Deja-AN: 421157302
Cache-Post-Path: venus.interstroom.nl!unknown@hugin.interstroom.nl
References: <913045296.414578@venus.interstroom.nl>
<74jarc$o97$2@feresa.bio.vu.nl> <74mlkn$m0i$1@news1.force9.net>
Organization: Global One Communications
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
User-Agent: tin/pre-1.4-980818 ("Laura") (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

If you don't mind, please send it to the above email adress. Does the
program also operate on other (OverScan) resolutions ? If not, i would still
be very interested in the program. How much CPU time does your program take ?
Or is it ajustable ? have you used the HSYNC of the MFP, or the HSYNC of the
MC68k ? I have a manual for the Line-A, but I was wondering if anyone had
some more experience with tweeking the LineA.

Aryan

In comp.sys.atari.st.tech Stephen Smith <stephen@ferretNOSPAMTHANKS.force9.co.uk>
wrote:
> Hi,
> To save you all the trouble, I have a small program which puts the Atari
> into
> 640x800. Let me know if you want it and I shall email it to you.
> As for the Line-A docs, I have a book which covers this stuff but it isn't
> for
> the faint hearted!!! ;o)
> Regards,
> Stephen.

>>Levien van Zon wrote in message <74jarc$o97$2@feresa.bio.vu.nl>...
>>Aryan Blaauw (aryan@hugin.interstroom.nl) wrote:
>>
>>: I've made a program on the ST that makes low/med and high rez, double the
>>: vertical size, it also works with OverScan, but I've had this stupid
>>: problem, that the GEM desktop doesn't know it has 800 pixels vertical. So
> I
>>: get this perfect (Hardware-Interupt) Interlace, but it's half the screen
>>: size cuz' LineA don't know it can go all the way down !
>>: Does anyone here know how to tell the ST that it's got more res ?
>>
>>It would probably suffice to modify the Line-A variables. Only one problem:
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>>
>> -=LvZ
>>
>>------
>>Levien van Zon (lvzon@bio.vu.nl)
>>http://atari.scum.org/
>>------
>>
>>A billion here, a couple of billion there -- first thing you know it
>>adds up to be real money.
>> -- Senator Everett McKinley Dirksen

--

From -2961572100534863852
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e18ecc6b1da7ac4
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,e18ecc6b1da7ac4
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,e18ecc6b1da7ac4
X-Google-Attributes: gid1115ce,public
From: trek@ihgp98h199.ih.lucent.com (-Booth,W.A.)

Subject: Re: How do I get multi-CD loaders installed with ExtenDOS?
Date: 1998/12/11
Message-ID: <74rnju$p10@ssbunews.ih.lucent.com>#1/1
X-Deja-AN: 421263092
References: <kju93CAt9ua2Ew3Y@steverosie.demon.co.uk>
<74k2bjesu1@nnrp1.dejanews.com>
Organization: Lucent Technologies
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <74k2bjesu1@nnrp1.dejanews.com>,
 <ekaljumagi@my-dejanews.com> wrote:
>In article <kju93CAt9ua2Ew3Y@steverosie.demon.co.uk>,
> Steve Stupple <Webmaster@steverosie.demon.co.uk> wrote:
>> Hi
>>
>> I've just got my hands on a Pioneer DRM-624X a 6 x CD-ROM changer. It's
>> a SCSI device and uses LUN numbers from 0-6. E.G.. Drive ID=5 lun=0,
>> drive ID=5 lun=1 etc...
>>
>> How do I get Extendos (v2.4) to enable me to use this drive fully; or is
>> there another package for the Atari ST that would do the job?

the package you have can handle it, as can the new Extendos Gold.
In Extendos Gold they also have an installer that has screens for
you to set up the multi changers - but I don't think this existed
in the older version. Wayne

From -3054742454394765043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfa72234e41f6f0a,start
X-Google-Attributes: gid1115ce,public
From: "Nicolas Juillerat" <Nicolas.Juillerat@unifr.ch>
Subject: Playing 8-bit samples
Date: 1998/12/14
Message-ID: <36751F64.MD-1.0.Nicolas.Juillerat@unifr.ch>#1/1
X-Deja-AN: 422116295
Content-Transfer-Encoding: 7bit
Organization: IP Worldcom
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello,

I'm looking for source code or explanations on how to play
sound samples on a standard atari ST.
I search an answer in many docs and papers but didn't found anything,
so any help would be appreciated.

--

Nicky

From 863809093159937023
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,93435a13fc4b326a,start
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (rosco)
Subject: MIDI & 16Mhz
Date: 1998/12/14
Message-ID: <3675971a102cd10@game-master.com>#1/1
X-Deja-AN: 422377150
Content-Transfer-Encoding: 8bit
X-Sender: NEWSwatch v2.11 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@videotron.net
X-Hardware: 68000 Atari MegaSTe 4
X-Trace: wagner.videotron.net 913697750 207.96.243.165 (Mon, 14 Dec 1998 23:55:50 EDT)
Organization: Studio Sunson, Montreal, Canada
MIME-Version: 1.0
Reply-To: rosco@game-master.com
NNTP-Posting-Date: Mon, 14 Dec 1998 23:55:50 EDT
Newsgroups: comp.sys.atari.programmer

I'm writing a MIDI librarian program in GFA Basic. The code works fine in the interpreter, but the compiled code seems to be having problems with the MIDI data and I get a lot of glitches.

However, if I switch to 8Mhz (from 16Mhz on MegaSTE), the compiled code behaves itself.

Any ideas what I can do to correct this? Would it be acceptable to have my program switch the computer to 8Mhz?

I tried putting a 1/5 second pause in the code. This helped, but not 100%.

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
Otagger 1.23: Today's thought:
I know the depths I reach are limitless

From -3616345025294097961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f20cf014d74a1c61,start
X-Google-Attributes: gid1115ce,public

From: "Blaine Brysh" <bbrysh@v-wave.com>
Subject: gcc 2.8.1 c++ libraries
Date: 1998/12/15
Message-ID: <7558t2$uum1@dagger.videotron.ab.ca>#1/1
X-Deja-AN: 422431953
Organization: Videotron Communications Ltd.
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer

I was wondering if anyone has ported the C++ for g++ 2.8.1 yet and if so,
where can I get them.

Thanks,

Blaine Brysh

From -7082602349748549273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93435a13fc4b326a
X-Google-Attributes: gid1115ce,public
From: Vincent.Barrilliot@esial.u-nancy.fr (Vincent Barrilliot)
Subject: Re: MIDI & 16Mhz
Date: 1998/12/15
Message-ID: <755i8t$1it$1@arcturus.ciril.fr>#1/1
X-Deja-AN: 422461292
Distribution: world
Content-Transfer-Encoding: 8bit
References: <3675971a102cd10@game-master.com>
Content-Type: text/plain; charset=iso-8859-1
Organization: Universite Henri Poincare - Nancy (France) Departement Informatique
- ESIAL - ISIAL
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi

Do you use BIOS calls Bcostat, Bconstat, Bconin and Bconout or do you directly
access the Midi ACIA registers ?
If you use BIOS calls, I don't see any reason why it shouldn't work, but if
you use direct access to the MIDI registers, you might have forgotten to
wait for the ACIA to be ready to give you or send a byte.
(bits 0 and 1 of $fffc04).

I've written similar stuff in assembly langage and it works perfectly at 16MHz
I hook the IKBD midisys vector and directly access the hardware, but when I
switch to 8Mhz it doesn't work correctly anymore if I have to get too many MIDI
messages at the same time. I suspect the overhead of the midisys vector to
be too long but if it's not the case it might fail for the same reason as your
program does.

It's not a good idea to switch the computer to 8Mhz because if you want your program to run with MiNT, it should respect others applications ! And anyway it is to the software to accept the hardware.

Vincent

From 2885382716757637978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfa72234e41f6f0a
X-Google-Attributes: gid1115ce,public
From: "Theo Ros" <theo.ros@rnw.nl>
Subject: Re: Playing 8-bit samples
Date: 1998/12/15
Message-ID: <01be2818$99188640$c0cb3a91@default.rnw.nl>#1/1
X-Deja-AN: 422461293
References: <36751F64.MD-1.0.Nicolas.Juillerat@unifr.ch>
Organization: Nederlandse Publieke Omroep
Newsgroups: comp.sys.atari.programmer

If you're looking for source code in GFA Basic, try downloading Ictari disk #51
at <http://www.elis.demon.co.uk/ictari/issues.htm>

Theo

Nicolas Juillerat <Nicolas.Juillerat@unifr.ch> wrote in article
<36751F64.MD-1.0.Nicolas.Juillerat@unifr.ch>...
> Hello,
>
> I'm looking for source code or explanations on how to play
> sound samples on a standard atari ST.
> I search an answer in many docs and papers but didn't found anything,
> so any help would be appreciated.
>
>
> --
> Nicky
>
>

From -8076785911160459876
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,93435a13fc4b326a
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (rosco)
Subject: Re: MIDI & 16Mhz
Date: 1998/12/15

Message-ID: <367630783f9470@game-master.com>#1/1
X-Deja-AN: 422528101
Content-Transfer-Encoding: 8bit
References: <3675971a102cd10@game-master.com> <755i8t$1it$1@arcturus.ciril.fr>
X-Sender: NEWSwatch v2.11 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@videotron.net
X-Hardware: 68000 Atari MegaSTe 4
X-Trace: wagner.videotron.net 913736947 207.96.243.152 (Tue, 15 Dec 1998 10:49:07 EDT)
Organization: Studio Sunson, Montreal, Canada
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 15 Dec 1998 10:49:07 EDT
Reply-To: rosco@game-master.com
Newsgroups: comp.sys.atari.programmer

on Tue 15-12-98 11:47 Vincent Barrilliot wrote:

>Hi
>
>Do you use BIOS calls Bcostat, Bconstat, Bconin and Bconout or do you directly
>access the Midi ACIA registers ?

I've been using all these BIOS calls except Bcostat (check output
status). It hadn't occurred to me that I might need this, because the
MIDI buffer is cleared before any new transmission.

I'll try incorporating this call.

>If you use BIOS calls, I don't see any reason why it shouldn't work, but if
>you use direct access to the MIDI registers, you might have forgotten to
>wait for the ACIA to be ready to give you or send a byte.
>(bits 0 and 1 of $fffc04).
>
>I've written similar stuff in assembly langage and it works perfectly at 16MHz
>I hook the IKBD midisys vector and directly access the hardware, but when I
>switch to 8Mhz it doesn't work correctly anymore if I have to get too many MIDI
>messages at the same time. I suspect the overhead of the midisys vector to
>be too long but if it's not the case it might fail for the same reason as your
>program does.
>
>It's not a good idea to switch the computer to 8Mhz because if you want your
>program to run with MiNT, it should respect others applications ! And anyway
>it is to the software to accept the hardware.

Thanks for your comments.

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
Otagger 1.23: Today's thought:
-A horoscope is a tale told by an idiot and believed by a fool: Gordon Bowler

From -6607266426826537067
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,410bcd24952d0383,start
X-Google-Attributes: gid1115ce,public
From: Joe Strasser <joe.strasser@heureka.co.at>
Subject: basic on atari for dos use
Date: 1998/12/15
Message-ID: <3676958D.628047B@heureka.co.at>#1/1
X-Deja-AN: 422553310
Content-Transfer-Encoding: 7bit
Organization: NETWAY AG
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

can i use programmes written with gfa-basic atari in dos? or can i
transfer them to gfa-basic for windows/dos?

From 908140409627554864
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,466616f12ff9336a
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (Ross MacIver)
Subject: Re: Sozobon question
Date: 1998/10/28
Message-ID: <3637909c3dd750@game-master.com>#1/1
X-Deja-AN: 406171196
References: <363747dc155bf80@game-master.com> <718euk$82h@usenet.pa.dec.com>
X-Sender: NEWSwatch v2.01 (Atari)
X-Complaints-To: abuse@videotron.net
X-Hardware: 68000 Atari MegaSTe 4
X-Trace: wagner.videotron.net 909633066 207.96.243.176 (Wed, 28 Oct 1998 22:51:06
EDT)
Organization: Studio Sunson, Montreal, Canada
Reply-To: rosco@game-master.com
NNTP-Posting-Date: Wed, 28 Oct 1998 22:51:06 EDT
Newsgroups: comp.sys.atari.programmer

on Thu 29-10-98 01:05 William Wong wrote:

>>When I compile this with -lextra I get a warning from hcc - "implicit
>>decl of getche".
>>
>
>Don't know what the warning is about but there is an error in your code.
>You're trying to assign ch with the return from getche() but what you did with
>2 equal sign ("=") is a comparison operation. It should be single equal as

```
>below:
>
>  ch = getch();
```

Yes! You're right. The program now runs correctly, but I still have the warning "implicit decl of getche". Should I concern myself with this?

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

From 9182921882020065921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,466616f12ff9336a
X-Google-Attributes: gid1115ce,public
From: wongck@letterbox.com (William Wong)
Subject: Re: Sozobon question
Date: 1998/10/29
Message-ID: <718euk$82h@usenet.pa.dec.com>#1/1
X-Deja-AN: 406131015
References: <363747dc155bf80@game-master.com>
Organization: DEC
Newsgroups: comp.sys.atari.programmer

In article <363747dc155bf80@game-master.com>, rosco@game-master.com wrote:

```
>        for(;;)
>        {
>                ch==getche();
                     ^^^^ -- error here

>                if(ch=='~')
>                {
```

>When I compile this with -lextra I get a warning from hcc - "implicit
>decl of getche".
>

Don't know what the warning is about but there is an error in your code.
You're trying to assign ch with the return from getche() but what you did with 2 equal sign ("=") is a comparison operation. It should be single equal as below:

```
  ch = getch();
```

Rgds
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
 http://probehouse.home.ml.org   / | \486DX100/40M/1GB/W95

From -2668339340017870667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4c3f81353a8f2c1,start
X-Google-Attributes: gid1115ce,public
From: dejago@my-dejanews.com
Subject: BASIC question - please help
Date: 1998/10/29
Message-ID: <719h0chku1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 406255849
X-Http-Proxy: 1.0 x14.dejanews.com:80 (Squid/1.1.22) for client 194.30.194.102
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Oct 29 10:45:33 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.06 [en] (Win98; I)

Hi.

Does anyone have a comparison of GFA basic, HISOFT basic, and STOS Basic?

Does anyone know where I can get them?
I have tried everything but still cant get a hold of them.

Thanks!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/   Search, Read, Discuss, or Start Your Own

From 958387173839346248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c33d041f4fb9b66a,start
X-Google-Attributes: gid1115ce,public
From: rollsl@uleth.ca (Sinive Rollingson)
Subject: help pure c
Date: 1998/10/29
Message-ID: <71a9ad$74d8@mars.online.uleth.ca>#1/1
X-Deja-AN: 406380501
Organization: University of Lethbridge
Newsgroups: comp.sys.atari.programmer

im currently converting a pure c source into asm
i came across one of the pure c commands
 setsndmode()
 anyone know what the asm call for this would be as its not
 an xbios call
 thanks
 dave

From -5915331982233694961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,466616f12ff9336a
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Sozobon question
Date: 1998/10/29
Message-ID: <ed2_9810291402@conchbbs.com>#1/1
X-Deja-AN: 406399579
Organization: Fidonet D.U.E. (713)944-7861
X-FTN-To: rosco@game-master.com
Newsgroups: comp.sys.atari.programmer

r > When I compile this with -lextra I get a warning from hcc -
r > "implicit decl of getche".

It means that the prototype for getche() was not found in stdio.h.
Search the other include files for the prototype and #include it as
well.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -181916581966317119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9be4eb97c433321
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,9be4eb97c433321
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,9be4eb97c433321
X-Google-Attributes: gid1115ce,public
From: "Werner Domroese / Q5" <q5@spam.not>
Subject: Re: #### Linux & STE ####
Date: 1998/10/29

Message-ID: <71aeg4$1po@news3.euro.net>#1/1
X-Deja-AN: 406399582
References: <363348D0.1AF8DD9A@i-france.com>
<Pine.LNX.3.96.981026103707.25719B-100000@hal.fishpool.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Organization: EuroNet Internet
Reply-To: "Werner Domroese / Q5" <q5@usa.net>
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

<<snip>>

or upgrade your STE with a full 32-bit 68K

From -3450409949836358985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,5dc5f4d6833b71b6,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,5dc5f4d6833b71b6,start
X-Google-Attributes: gid1115ce,public
From: dejago@my-dejanews.com
Subject: Is Linux fully compatible with Unix, and how dioes it act with WINloose 98?
Date: 1998/10/29
Message-ID: <71aig8$us6$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 406409860
X-Http-Proxy: 1.0 x1.dejanews.com:80 (Squid/1.1.22) for client 194.30.194.84
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Oct 29 20:17:13 1998 GMT
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.06 [en] (Win98; I)

I'd like to install linux on my system, which is dominated by the evil Windoozzzee 98 OS (psedo OS). Will all my unix made software be able to run on linux?
How will Evil M react to this on my machine?

Thanks!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From -6053499200423389784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25d656de0d143fc7,start
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: TT Digger new +Engish manual

Date: 1998/10/29
Message-ID: <71amviidl2@news2.xs4all.nl>#1/1
X-Deja-AN: 406442606
X-NNTP-Posting-Host: dc2-modem709.dial.xs4all.nl [194.109.130.197]
Organization: Stichting ST
X-XS4ALL-Date: Thu, 29 Oct 1998 22:33:38 CET
Newsgroups: comp.sys.atari.programmer

Today a new version of the intelligent interactive dis-assembler

TT DIGGER version 5.3

is available for download.

Following some bug-reports repairs are done.

The 'Search...' can now lead to a 'Find'.

Also there is now a Engish manual in HYP format.

get it from

http://www.xs4all.nl/~atarist

From the homepage goto Download.

For persons who do not know:

all kind of files containing 680xx CPU codes can be made readable als
mnemonic machine-code.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From -6239727706990747190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4c3f81353a8f2c1
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: BASIC question - please help
Date: 1998/10/29
Message-ID: <71aomb$j48$1@cletus.bright.net>#1/1
X-Deja-AN: 406461544
References: <719h0chku1@nnrp1.dejanews.com>
Organization: ENCOM
Newsgroups: comp.sys.atari.programmer

On 29 Oct 1998 10:45:33, dejago@my-dejanews.com wrote:

>Hi.
>
>Does anyone have a comparison of GFA basic, HISOFT basic, and STOS Basic?
>
>Does anyone know where I can get them?
>I have tried everything but still cant get a hold of them.

There is a patch for GFA-Basic that fixes the compiler library and
it's very useable once patched.

I think HISOFT is unsupported as well but I could be wrong.

STOS from what I've seen is great for games.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 4675915060707154669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,466616f12ff9336a
X-Google-Attributes: gid1115ce,public
From: wongck@letterbox.com (William Wong)
Subject: Re: Sozobon question
Date: 1998/10/30
Message-ID: <71b5nq$2k8@usenet.pa.dec.com>#1/1
X-Deja-AN: 406517885
References: <363747dc155bf80@game-master.com> <718euk$82h@usenet.pa.dec.com>
<3637909c3dd750@game-master.com>
Organization: DEC
Newsgroups: comp.sys.atari.programmer

In article <3637909c3dd750@game-master.com>, rosco@game-master.com wrote:
>
>Yes! You're right. The program now runs correctly, but I still have
>the warning "implicit decl of getche". Should I concern myself with
>this?
>

Someone else answered you on the warning message.
I don't use Sozobon at all, but could it be that the prototype is inside
tos.h or ext.h oe something equivalent ?

Otherwise just create the prototype yourself.

Rgds
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
 http://probehouse.home.ml.org   / | \486DX100/40M/1GB/W95

From 7429646058433277762
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,466616f12ff9336a
X-Google-Attributes: gid1115ce,public
From: "Manuel Verbrugge" <framav@fra.sas.com>
Subject: Re: Sozobon question
Date: 1998/10/30
Message-ID: <F1n50L.Gq8@unx.sas.com>#1/1
X-Deja-AN: 406659387
X-Nntp-Posting-Host: framav.fra.sas.com
Sender: news@unx.sas.com (Noter of Newsworthy Events)
References: <363747dc155bf80@game-master.com>
Organization: SAS Institute Inc.
Newsgroups: comp.sys.atari.programmer
X-Mimeole: Produced By Microsoft MimeOLE V4.72.3110.3

The first error is writing ch == getche();
In this case the returned value of getche() is not affecting the 'ch'
variable. Instead you should write :
ch = getche();

The warning can be avoided by prototyping the geche() function.
Type just before the main() function :
char getche(void);

Ross MacIver a ©crit dans le message <363747dc155bf80@game-master.com>...
>I've just started to explore Sozobon and I've come up with this
>problem involving getche():
>
>#include <stdio.h>
>void main()
>{
> char ch;
> printf ("Press the ~ key to stop\n");
> for(;;)
> {
> ch==getche();
> if(ch=='~')
> {
> break;
> }

```
> }
> printf("\nDone!\n");
>}
>
>When I compile this with -lextra I get a warning from hcc - "implicit
>decl of getche".
>
>When I run the compiled program the characters echo to the screen as
>expected but hitting ~ has no effect.
>
>What is the warning from hcc about?
>
>--
>Ross MacIver - Montreal, Canada
>rosco@game-master.com
```


From 1407735912825364635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,466616f12ff9336a
X-Google-Attributes: gid1115ce,public

From: rosco@game-master.com (Ross MacIver)
Subject: Re: Sozobon question
Date: 1998/10/30

Message-ID: <3639653c400fe0@game-master.com>#1/1
X-Deja-AN: 406659388
References: <363747dc155bf80@game-master.com> <718euk$82h@usenet.pa.dec.com>
<3637909c3dd750@game-master.com> <71b5nq$2k8@usenet.pa.dec.com>
X-Sender: NEWSwatch v2.01 (Atari)
X-Complaints-To: abuse@videotron.net
X-Hardware: 68000 Atari MegaSTe 4
X-Trace: wagner.videotron.net 909753309 207.96.243.159 (Fri, 30 Oct 1998 08:15:09
EDT)

Organization: Studio Sunson, Montreal, Canada
Reply-To: rosco@game-master.com

NNTP-Posting-Date: Fri, 30 Oct 1998 08:15:09 EDT

Newsgroups: comp.sys.atari.programmer

on Fri 30-10-98 01:46 William Wong wrote:

```
>Someone else answered you on the warning message.
>I don't use Sozobon at all, but could it be that the prototype is inside
>tos.h or ext.h oe something equivalent ?
>
>Otherwise just create the prototype yourself.
```

The book that I'm learning from specified conio.h, which wasn't
included with Sozobon. I DL'd a conio.h file off the web, and it had
the prototype for getch() but not for getche(). So, as you suggested,
I created the prototype myself, and this cleared up the error.

Until yesterday, I had no idea what a prototype was. This is *all*
new to me, and I'm really glad that it's starting to fall into place.

Thanks for your help.

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

From -5961996489631560028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f95392114f4aba7,start
X-Google-Attributes: gid1115ce,public
From: "Manuel Verbrugge" <framav@fra.sas.com>
Subject: Atari ST emulator source code for MS-DOS PC
Date: 1998/10/30
Message-ID: <F1n9J1.Lw1@unx.sas.com>#1/1
X-Deja-AN: 406685624
X-Nntp-Posting-Host: framav.fra.sas.com
Sender: news@unx.sas.com (Noter of Newsworthy Events)
Organization: SAS Institute Inc.
Newsgroups: comp.sys.atari.programmer
X-Mimeole: Produced By Microsoft MimeOLE V4.72.3110.3

Does anyone know where I can find source code of an Atari ST Emulator (like
Pacifist) for MS-DOS PCs ?

From 1436078129628335346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25d656de0d143fc7
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: TT Digger new +Engish manual
Date: 1998/10/30
Message-ID: <71crfi$20v$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 406726621
References: <71amviidl2@news2.xs4all.nl>
X-Trace: roch.zetnet.co.uk 909766962 2079 194.247.40.172 (30 Oct 1998 17:02:42
GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 30 Oct 1998 17:02:42 GMT
Newsgroups: comp.sys.atari.programmer

On 29 Oct 1998 21:33:38 , Stichting ST wrote:

>Today a new version of the intelligent interactive dis-assembler

>
>TT DIGGER version 5.3
>
>is available for download.
>
>get it from
>
>http://www.xs4all.nl/~atarist
>
>From the homepage goto Download.

Hmmm ... the version which is there at the moment is still 5.1,
Ronald.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -9058785268688520296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c33d041f4fb9b66a
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: help pure c
Date: 1998/10/30
Message-ID: <0a0_9810301302@conchbbs.com>#1/1
X-Deja-AN: 406743954
Organization: Fidonet D.U.E. (713)944-7861
X-FTN-To: rollsl@uleth.ca
Newsgroups: comp.sys.atari.programmer

r > im currently converting a pure c source into asm
r > i came across one of the pure c commands
r > setsndmode()
r > anyone know what the asm call for this would be as its not
r > an xbios call

Isn't this the same as setmode()? I couldn't find a setsmdmode()
prototype in any of the include files.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -1745063798415487774
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25d656de0d143fc7
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: TT Digger new +Engish manual
Date: 1998/10/31
Message-ID: <71erqo$dj1$1@news2.xs4all.nl>#1/1
X-Deja-AN: 406967425
X-NNTP-Posting-Host: dc2-modem805.dial.xs4all.nl [194.109.131.37]
References: <71amviidl2@news2.xs4all.nl> <71crfi$20v$1@roch.zetnet.co.uk>
Organization: Stichting ST
X-XS4ALL-Date: Sat, 31 Oct 1998 12:20:56 CET
Newsgroups: comp.sys.atari.programmer

>On 29 Oct 1998 21:33:38 , Stichting ST wrote:
>>
>>TT DIGGER version 5.3
>>
>>is available for download.
>>
Wrong, totally WRONG.
The new version of the homepage was installed but somehow this part
was overlooked. A pointer wrong to a file and...
Everybody get the old version 5.1 in his face.
Sorry, for the delay.
When it really pops up (why it doesn't is mysterious)
a new message will be posted.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 1598149034820276877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fec4674521dbaa60
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Disassembling problem in TT-Digger
Date: 1998/11/01
Message-ID: <71hdeb$q8m$1@news2.xs4all.nl>#1/1
X-Deja-AN: 407215255
X-NNTP-Posting-Host: dc2-modem836.dial.xs4all.nl [194.109.131.68]
References: <7053nf$2tq$1@goof.de.uu.net> <70qgk2$jh3$2@news2.xs4all.nl>
<714s35$4nc$1@goof.de.uu.net>
Organization: Stichting ST
X-XS4ALL-Date: Sun, 01 Nov 1998 11:33:47 CET

Newsgroups: comp.sys.atari.programmer

On 27 Oct 1998 17:25:15, "Rainer Wessel" wrote:
>I see, so the problem was some bit-dirt in the most-significant byte. I
>don't know what assembler/compiler was used for the original programm I
>disassembled (some C-compiler, I guess) because this occurred in all
>instances of above instruction.
No, no,
the thing here is: the contents of that left-ver byte is according to
the instruction description not used.
Nowhre there is declaired that thosebit should be zero.
Most compilers make those bit 0 but maybe not.
Also there are some clever programs that keep their secret licence
number in those bytes.
When you translate the instruction code to readable form: you cannot
see that byte-contents.
To make sure no information-los to the user takes place, no dis-
assembling is done.
Of course having a listing you can put that abdi.b instruction in.

>EasyRider didn't seem to have any problem here, although this clearly means
>losing those higher bits. I know the distinction between code and data (in
>the text segment) is one of those knacks a disassembler has to worry
>about.

The only thing that worried me is that TT-Digger could not be prompted
>(or forced) to turn the data into 'possible' code :-].

I will ask the maker to put somewhere a choice.

>Otherwise TT-Digger has proven very reliable and fast.
>
I will also tell him, he likes that.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 1414710676800150044
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ffd34d53e9b905c,start
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Really: TT-Digger New Now
Date: 1998/11/01
Message-ID: <71hk0i$296$1@news2.xs4all.nl>#1/1
X-Deja-AN: 407230258
X-NNTP-Posting-Host: dc2-modem1345.dial.xs4all.nl [194.109.133.65]
Organization: Stichting ST

X-XS4ALL-Date: Sun, 01 Nov 1998 13:25:54 CET
Newsgroups: comp.sys.atari.programmer

Dear people,
it is now sunday morning local time. And the error in the homepage is
found. So now:

http://www.xs4all.nl/~atarist

has for DOWNLOAD

**** TT Digger Intelligent interactive dis-assembler
**** with English HYP-manual.

It is a 180 kb LZH-packed file.

Sorry to you all for the delay.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From -2734384677206178973
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,466616f12ff9336a
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (rosco)
Subject: Re: Sozobon question
Date: 1998/11/01
Message-ID: <363c09b039fc20@game-master.com>#1/1
X-Deja-AN: 407239102
References: <363747dc155bf80@game-master.com> <F1n50L.Gq8@unx.sas.com>
X-Sender: NEWSwatch v2.01 (Atari)
X-Complaints-To: abuse@videotron.net
X-Hardware: 68000 Atari MegaSTe 4
X-Trace: wagner.videotron.net 909926305 207.96.243.162 (Sun, 01 Nov 1998 08:18:25
EDT)
Organization: Studio Sunson, Montreal, Canada
Reply-To: rosco@game-master.com
NNTP-Posting-Date: Sun, 01 Nov 1998 08:18:25 EDT
Newsgroups: comp.sys.atari.programmer

on Fri 30-10-98 12:49 Manuel Verbrugge wrote:

>The first error is writing ch == getche();
>In this case the returned value of getche() is not affecting the 'ch'
>variable. Instead you should write :
>ch = getche();
>
>The warning can be avoided by prototyping the geche() function.

>Type just before the main() function :
>char getche(void);

Thanks! That was exactly the problem.

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
rosco@game-master.com

From 704347945068239501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8a788e1af66141a
X-Google-Attributes: gid1115ce,public
From: fdinh@france-mail.com (Frederic Dinh)
Subject: Re: Icon size?
Date: 1998/11/01
Message-ID: <71ibpe$87221@news.pacwan.net>#1/1
X-Deja-AN: 407314462
References: <717t53$5gr$1@nnrp1.dejanews.com>
Organization: Heu non je suis bazardeux ;)
Newsgroups: comp.sys.atari.programmer

Hi Joakim,

>It is once again time for me to ask stupid questions.
>What size should an icon (for iconified windows) have?

I think it should be 32*32 maximum.

--
Freder:c D:nh -> fdinh@france-mail.com
Nouvel homesite :
-> http://www.mygale.org/~fdinh/

From 1915463843005106225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e988d92917fee056
X-Google-Attributes: gid1115ce,public
From: "Daniel Jones" <Dan@happyhipppy.freeserve.co.uk>
Subject: Re: Atari Programmer whereabouts...
Date: 1998/11/02
Message-ID: <71l8dg$1ok$1@newsreader1.core.theplanet.net>#1/1
X-Deja-AN: 407691841
References: <716bb7$es2$1@alexander.INS.CWRU.Edu>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Trace: newsreader1.core.theplanet.net 910042352 1812 62.136.45.80 (2 Nov 1998
21:32:32 GMT)

Organization: Customer of Planet Online
NNTP-Posting-Date: 2 Nov 1998 21:32:32 GMT
Newsgroups: comp.sys.atari.programmer

Haven't heard of Dave for a while now. I know that he started programming for the PC and therefore stopped supporting his Atari stuff. If your looking for some good shareware then take a look here:

http://newton.ex.ac.uk/general/ug/jones/

From -528433311904522762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4c3f81353a8f2c1
X-Google-Attributes: gid1115ce,public
From: "Daniel Jones" <Dan@happyhipppy.freeserve.co.uk>
Subject: Re: BASIC question - please help
Date: 1998/11/02
Message-ID: <71l8ql$242$1@newsreader1.core.theplanet.net>#1/1
X-Deja-AN: 407691842
References: <719h0chku1@nnrp1.dejanews.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Trace: newsreader1.core.theplanet.net 910042773 2178 62.136.45.80 (2 Nov 1998 21:39:33 GMT)
Organization: Customer of Planet Online
NNTP-Posting-Date: 2 Nov 1998 21:39:33 GMT
Newsgroups: comp.sys.atari.programmer

In my opinion GFA basic is by far the best (fastest, most versatile, best editor too). For a few examples of the sort of software you can produce using GFA, check out this site:

http://newton.ex.ac.uk/general/ug/jones/

From -2244345352807861040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ffd34d53e9b905c
X-Google-Attributes: gid1115ce,public
From: grovem@ridgecrest.ca (MGrove)
Subject: Re: Really: TT-Digger New Now
Date: 1998/11/03
Message-ID: <71made$k7u$2@ash.ridgecrest.ca.us>#1/1
X-Deja-AN: 407845864
References: <71hk0i$296$1@news2.xs4all.nl>
X-Complaints-To: usenet@ridgecrest.ca.us

X-Trace: ash.ridgecrest.ca.us 910077166 20734 208.138.142.78 (3 Nov 1998 07:12:46 GMT)
Organization: Evil Dead II
NNTP-Posting-Date: 3 Nov 1998 07:12:46 GMT
Newsgroups: comp.sys.atari.programmer

On 1 Nov 1998 12:25:54 G, Stichting ST wrote:
>Dear people,
>it is now sunday morning local time. And the error in the homepage is
>found. So now:
>
>http://www.xs4all.nl/~atarist
>
>has for DOWNLOAD
>
>**** TT Digger Intelligent interactive dis-assembler
>**** with English HYP-manual.
>
>It is a 180 kb LZH-packed file.
>
>Sorry to you all for the delay.
>
>Met vriendelijke groet,
>Ronald van der Kamp
>secretaris Stichting ST
>atarist@xs4all.nl
>.

I get an Error, file not found.....
What would a direct path to the file look like?
?www.xs4all.nl/~atarist/download/ttdig5_3.lzh?

Thanks,

Mike

From -3290539079996935668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,51aef820c3515c1c,start
X-Google-Attributes: gid1115ce,public
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Subject: OpenGL and Dynamic Library
Date: 1998/11/03
Message-ID: <363EDE68.876E7A71@utbm.fr>#1/1
X-Deja-AN: 407881249
Content-Transfer-Encoding: 7bit
Organization: C.I.C.G. , Grenoble
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello

Some words to said Dynamic Library are avaible on all Atari computer
they are name LDG.
For the moment there is one of this Library only! This library is the
port of MESA, the free port of OpenGL.

This library can be use for GCC and PureC. The mathematical software
Eureka from francois Le Coat use already it

Olivier

From -7447300167524071894
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ffd34d53e9b905c
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Really: TT-Digger New Now
Date: 1998/11/03
Message-ID: <71njn3jn1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 408014509
References: <71hk0i$296$1@news2.xs4all.nl> <71made$k7u$2@ash.ridgecrest.ca.us>
X-Trace: roch.zetnet.co.uk 910119459 631 194.247.40.233 (3 Nov 1998 18:57:39 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 3 Nov 1998 18:57:39 GMT
Newsgroups: comp.sys.atari.programmer

On 3 Nov 1998 07:12:46 G, MGrove wrote:

>I get an Error, file not found.....
>What would a direct path to the file look like?
>?www.xs4all.nl/~atarist/download/ttdig5_3.lzh?

That's right apart from the filename - TTDIGGER.LZH.

I think you must have hit a roadblock somewhere there, Mike, as I got
it down OK - and very nice it is, too :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -2637473954935796027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,51aef820c3515c1c
X-Google-Attributes: gid1115ce,public

From: wongck@letterbox.com (William Wong)
Subject: Re: OpenGL and Dynamic Library
Date: 1998/11/04
Message-ID: <71oacv$ube@usenet.pa.dec.com>#1/1
X-Deja-AN: 408133306
References: <363EDE68.876E7A71@utbm.fr>
Organization: Digital Equipment Corporation, Palo Alto, CA, USA
Newsgroups: comp.sys.atari.programmer

In article <363EDE68.876E7A71@utbm.fr>, Olivier landemarre
<olivier.landemarre@utbm.fr> wrote:

>Some words to said Dynamic Library are avaible on all Atari computer
>they are name LDG.

Appreciate if the web site to look at this is given out.

Your mouse has moved. Windows NT must be restarted for the
change to take effect. Reboot now? [OK]

```
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com               ||| F030/14Mb/1.5GB/CD/MTOS
 http://probehouse.home.ml.org           / | \486DX100/40M/1GB/W95
```

From -114224674949697429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ffd34d53e9b905c
X-Google-Attributes: gid1115ce,public
From: wongck@letterbox.com (William Wong)
Subject: Re: Really: TT-Digger New Now
Date: 1998/11/04
Message-ID: <71oakb$ube@usenet.pa.dec.com>#1/1
X-Deja-AN: 408133307
References: <71hk0i$296$1@news2.xs4all.nl> <71made$k7u$2@ash.ridgecrest.ca.us>
<71njn3jn1@roch.zetnet.co.uk>
Organization: Digital Equipment Corporation, Palo Alto, CA, USA
Newsgroups: comp.sys.atari.programmer

In article <71njn3jn1@roch.zetnet.co.uk>, rcain@zetnet.co.uk (Roger Cain) wrote:
>On 3 Nov 1998 07:12:46 G, MGrove wrote:
>
>>I get an Error, file not found.....
>>What would a direct path to the file look like?
>>?www.xs4all.nl/~atarist/download/ttdig5_3.lzh?
>
>That's right apart from the filename - TTDIGGER.LZH.
>

The download URL was wrong. The HTML page states it as a ZIP file while it is a LZH file. The solution was to type in the path yourself and change the ZIP part to LZH.

Rgds
William

From 4638564095939487066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57cd9822a4ea970f,start
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>
Subject: NEWS
Date: 1998/11/04
Message-ID: <71oi0d$4b5$1@news.imaginet.fr>#1/1
X-Deja-AN: 408168154
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Centek annouce to you that an update of our web site on:

- the outcoming of the evaluation board of the PCI-USB
- the 2.0 specification of November 1998 for the Phenix
- update on CBOOT, NVRAM and the Flash for the CENTurbo II

All this informations and files are presents on our web site.

Thanks for your interest on our porducts.

Sacha
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

From 1368572581086998268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8a788e1af66141a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Icon size?

Date: 1998/11/04
Message-ID: <363f260b.172880298@news.demon.co.uk>#1/1
X-Deja-AN: 408199131
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <717t53$5gr$1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 910158977 nnrp-04:14815 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 28 Oct 1998 20:00:35 GMT, gokmase@my-dejanews.com wrote:

>Greetings Atarians!
>
>It is once again time for me to ask stupid questions.
>What size should an icon (for iconified windows) have?

Offhand I'm not sure but 32x32 would be a reasonable guess. However,
you might want to consider implementing something more generic: where
you enquire the iconified window size then centre the icon within it.
This allows (with clipping for safety plus a background fill in case
the icon is smaller) any icon size to be displayed.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1870304747925780045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,466616f12ff9336a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Sozobon question
Date: 1998/11/04
Message-ID: <36415294.184281612@news.demon.co.uk>#1/1
X-Deja-AN: 408199132
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <363747dc155bf80@game-master.com> <F1n50L.Gq8@unx.sas.com>
<363c09b039fc20@game-master.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 910158978 nnrp-04:14815 NO-IDENT
swampdog.demon.co.uk:158.152.224.11

Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 01 Nov 1998 07:58:38 -0500 (EST DST), rosco@game-master.com
(rosco) wrote:

>on Fri 30-10-98 12:49 Manuel Verbrugge wrote:
>
>>The first error is writing ch == getche();
>>In this case the returned value of getche() is not affecting the 'ch'
>>variable. Instead you should write :
>>ch = getche();
>>
>>The warning can be avoided by prototyping the geche() function.
>>Type just before the main() function :
>>char getche(void);
>
>Thanks! That was exactly the problem.

It is unwise to do this. You could let yourself in for some subtle
bugs!

In technical terms ...
you have explicitly declared getche(). This, the compiler *must*
believe until evidence to the contrary comes to light. As no
definition for library functions exist this can only occur should a
conflicting declaration be met.

In english ...
find the header which contains the real prototype and #include that
file instead. Good rule of thumb: Never prototype a function yourself
unless it is for one you've written - even then it is best to put the
prototypes into their own headers.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -9221240769538985015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c33d041f4fb9b66a
X-Google-Attributes: gid1115ce,public
From: "G[illegible]nter H[illegible]lscher" <ghoelscher@hilf.de>
Subject: Re: help pure c
Date: 1998/11/04
Message-ID: <36402CB2.32E8414C@hilf.de>#1/1
X-Deja-AN: 408250202

References: <71a9ad$74d8@mars.online.uleth.ca>
Content-Type: multipart/alternative;
boundary="------------53651D9C1D85579F361A4F7C"
Organization: Customer of SpaceNet GmbH
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

--------------53651D9C1D85579F361A4F7C
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Sinive Rollingson schrieb:

> im currently converting a pure c source into asm
> i came across one of the pure c commands
> setsndmode()
> anyone know what the asm call for this would be as its not
> an xbios call
> thanks
> dave

setsndmode() is part of an library for the falcon030 and only
implemented
in this tos (with some other functions for the implemented
sound-features)!

it is an xbios-call, so if you like to call it from an asm-module try
this:

```
    move.w    #mode,-(sp)    ; mode: 0 = 8 Bit stereo, 1 = 16 Bit
stereo, 2 = 8 Bit mono
    move.w    #$84,-(sp)        ; function-index for this xbios-call
    trap    #14                       ; call the xbios
    addq.l    #4,sp                ; correct the stack
```

If you do not have some documentation of some functions try to use
your pure-debugger!

have fun
guenter

Sinive Rollingson schrieb:

> im currently converting a pure c source into asm
> i came across one of the pure c commands
> setsndmode()
> anyone know what the asm call for this would be as its not
> an xbios call
> thanks
> dave

----------53651D9C1D85579F361A4F7C
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<HTML>

<P>Sinive Rollingson schrieb:
<BLOCKQUOTE TYPE=CITE>im currently converting a pure c source into asm

i came across one of the pure c commands

 setsndmode()

 anyone know what the asm call for this would be as its not

 an xbios call

 thanks

 dave</BLOCKQUOTE>
setsndmode() is part of an library for the falcon030 and only implemented

in this tos (with some other functions for the implemented sound-features)!

it is an xbios-call, so if you like to call it from an asm-module try
this:

    move.w   #mode,-(sp)
; mode: 0 = 8 Bit stereo, 1 = 16 Bit stereo, 2 = 8 Bit mono

    move.w   #$84,-
(sp)
; function-index for this xbios-call

    trap
#14   &
nbsp;
; call the xbios

    addq.l
#4,sp
;
; correct the stack

<P>If you do not have some<TT> documentation of some functions try to use</TT>

<TT>your pure-debugger!</TT>

<P><TT>have fun</TT>

<TT>guenter</TT>

<P><TT>Sinive Rollingson schrieb:</TT>
<BLOCKQUOTE TYPE=CITE><TT>im currently converting a pure c source into
asm</TT>

<TT>i came across one of the pure c commands</TT>

<TT> setsndmode()</TT>

<TT> anyone know what the asm call for this would be as its not</TT>

<TT> an xbios call</TT>

<TT> thanks</TT>

<TT> dave</TT></BLOCKQUOTE>
 </HTML>

----------53651D9C1D85579F361A4F7C--

From -3207967001439992734
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8a788e1af66141a
X-Google-Attributes: gid1115ce,public
From: Eddy-Haitch <eddy_hitler@yahoo.com>
Subject: Re: Icon size?
Date: 1998/11/04
Message-ID: <3640DDAE.60B1@yahoo.com>#1/1
X-Deja-AN: 408464125
Content-Transfer-Encoding: 7bit
References: <717t53$5gr$1@nnrp1.dejanews.com>
<363f260b.172880298@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@corp.netcom.net.uk
X-Trace: taliesin.netcom.net.uk 910220380 9805 194.42.228.15 (4 Nov 1998 22:59:40
GMT)
Organization: (Posted via) Netcom Internet Ltd.
Mime-Version: 1.0
NNTP-Posting-Date: 4 Nov 1998 22:59:40 GMT
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
>
> On Wed, 28 Oct 1998 20:00:35 GMT, gokmase@my-dejanews.com wrote:
>
> >Greetings Atarians!
> >
> >It is once again time for me to ask stupid questions.
> >What size should an icon (for iconified windows) have?

It has always been, and always will be (as far as I know), 32 pixels on
a side, just like MS Windows. Except most ST icons are black 'n' white..
:)
Some specialist operating systems or programs may have larger icons
(why? there's precious little space already!), and I know some have
colour. I just said that as, although I supposed that you were referring
to a program operating under normal GEM (such as faST basic with it's
icons), you might have gone custom.

Regards,
EddyH

From 6312604940525013235
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,51aef820c3515c1c
X-Google-Attributes: gid1115ce,public

From: Olivier landemarre <olivier.landemarre@utbm.fr>
Subject: Re: OpenGL and Dynamic Library
Date: 1998/11/04
Message-ID: <36400AFB.94C80086@utbm.fr>#1/1
X-Deja-AN: 408464126
Content-Transfer-Encoding: 8bit
References: <363EDE68.876E7A71@utbm.fr> <71oacv$ube@usenet.pa.dec.com>
To: William Wong <wongck@letterbox.com>
Content-Type: text/plain; charset=iso-8859-1
Organization: C.I.C.G. , Grenoble
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

William Wong a ⍰crit:

> In article <363EDE68.876E7A71@utbm.fr>, Olivier landemarre
<olivier.landemarre@utbm.fr> wrote:
>
> >Some words to said Dynamic Library are avaible on all Atari computer
> >they are name LDG.
>
> Appreciate if the web site to look at this is given out.

Sorry I forgot it!
http://www.utbm.fr/les.personnes/olivier.landemarre/ldg/ldg.htm

It's in French for the moment!

Olivier

From -3298446324899229930
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e988d92917fee056
X-Google-Attributes: gid1115ce,public
From: ab453@cleveland.Freenet.Edu (Jim Krych)
Subject: Re: Atari Programmer whereabouts...
Date: 1998/11/05
Message-ID: <71r085agn1@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 408510722
References: <716bb7$es2$1@alexander.INS.CWRU.Edu>
<71l8dg$1ok$1@newsreader1.core.theplanet.net>
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: ab453@cleveland.Freenet.Edu (Jim Krych)
Newsgroups: comp.sys.atari.programmer

Hello all!

Thanks for the advice and hints and such. I did manage to call
the number listed in his programms, and it is his
parent's number. They do not give out his number and just took
a message. At least we know he is alive and well!

Regards,

Jim
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

From 1877307393728534274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39389b3c3a066615,start
X-Google-Attributes: gid1115ce,public
From: paulfinch@x-stream.co.uk
Subject: CHANGE OF E-MAIL ADDRESS
Date: 1998/11/05
Message-ID: <71saqv$4m0$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 408643856
X-Http-Proxy: 1.0 x1.dejanews.com:80 (Squid/1.1.22) for client 194.60.38.10
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Nov 05 13:56:47 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/3.0 (Win95; I; 16bit)

Hello,

Note that Mr Paul Finch (Portfolio Club U.K) E-mail address has
changed from pfinch@mettav.demon.co.uk,
To: paulfinch@x-stream.co.uk
The telephone number stays at +44 (0) 181-286-8990 (answermachine)

Please pass this information on to one other person.

Also:

WHAT HAS HAPPENED TO THE TAVERN BBS?

Can anyone help me with the above, which is a London (England, U.K) based BBS.

I was logging onto them approx once a week when suddenly the number just
started to ring and ring but does not log on to the BBS. Yes, all my computer
equipment does work as that is how I got here!

I have even wrote to Mr Paul Baker (the Syops) but no reply!

HELP, does anyone know what has happened to 'The Tavern BBS'?

Paul

We MUST keep the Atari Portfolio Alive!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 5336051446007230285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ffd34d53e9b905c
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Really: TT-Digger New Now
Date: 1998/11/05
Message-ID: <71su54$92m$1@news2.xs4all.nl>#1/1
X-Deja-AN: 408757574
X-NNTP-Posting-Host: dc2-modem2156.dial.xs4all.nl [194.109.136.108]
References: <71hk0i$296$1@news2.xs4all.nl> <71made$k7u$2@ash.ridgecrest.ca.us>
Organization: Stichting ST
X-XS4ALL-Date: Thu, 05 Nov 1998 20:26:28 CET
Newsgroups: comp.sys.atari.programmer

On 3 Nov 1998 07:12:46 , MGrove wrote:
>
>I get an Error, file not found.....
>What would a direct path to the file look like?

I directly checked it. But no, everything is ok although I agree the
first update of the homepage was wrong. It is really as it should be
now. Mystery....

You are using CAB? I get comparable results when a frame got stuck in
a foregoing www-page.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 1049722586680938 32
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ffd34d53e9b905c
X-Google-Attributes: gid1115ce,public
From: grovem@ridgecrest.ca (MGrove)
Subject: Re: Really: TT-Digger New Now
Date: 1998/11/06

Message-ID: <71to2amgq1@ash.ridgecrest.ca.us>#1/1
X-Deja-AN: 408886072
References: <71hk0i$296$1@news2.xs4all.nl> <71made$k7u$2@ash.ridgecrest.ca.us>
<71njn3jn1@roch.zetnet.co.uk> <71oakb$ube@usenet.pa.dec.com>
X-Complaints-To: usenet@ridgecrest.ca.us
X-Trace: ash.ridgecrest.ca.us 910320523 23066 208.138.142.164 (6 Nov 1998 02:48:42
GMT)
Organization: Evil Dead II
NNTP-Posting-Date: 6 Nov 1998 02:48:42 GMT
Newsgroups: comp.sys.atari.programmer

On 4 Nov 1998 01:29:32 G, William Wong wrote:
>In article <71njn3jn1@roch.zetnet.co.uk>, rcain@zetnet.co.uk (Roger Cain)
wrote:
>>On 3 Nov 1998 07:12:46 G, MGrove wrote:
>>
>>>I get an Error, file not found.....
>>>What would a direct path to the file look like?
>>>?www.xs4all.nl/~atarist/download/ttdig5_3.lzh?
>>
>>That's right apart from the filename - TTDIGGER.LZH.
>>
>
>The download URL was wrong. The HTML page states it as a ZIP file while it
>is a LZH file. The solution was to type in the path yourself and change the
>ZIP part to LZH.
>
>Rgds
>William
>.

Thanks William, that was it.
I must have missed something in an earlier post.

Mike

From -6206251091876912285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a3704e0ac53bdc8a,start
X-Google-Attributes: gid1115ce,public
From: "Michael Clemmetsen" <mc@syn.beetee.co.uk>
Subject: For Sale (UK): Lattice C 5.52
Date: 1998/11/06
Message-ID: <71uiiq$g42$1@pheidippides.axion.bt.co.uk>#1/1
X-Deja-AN: 408981817
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=US-ASCII
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: BT Labs, Martlesham Heath, Ipswich, UK
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello,

I have HiSoft Lattice C 5.52 for sale for 20ukp including p&p.

The package includes the following:

Original disks (in HiSoft disk wallet!), manuals and box.

The software comprises the Lattice C compiler, assembler and linker which can all be accessed transparently from the integrated development environment*, a complete set of libraries for writing GEM applications and the WERCS resource construction set. A single setup program installs all the different components into the right places on your hard drive - you can go from opening the box to compiling your first program in about 30 minutes.

The manuals comprise the library documentation for Lattice C 5, an addendum for Lattice C 5.5, a user guide to the editor and IDE and an installation and getting started guide which includes a quick tutorial. They are in good condition.

The box is, ehrmm box shaped - a bit like the type of box you would get a pair of Dr Martens shoes in, with a printed card sleeve describing Lattice C. The sleeve is a little sun light faded on one side.

I would prefer to sell in the UK as it is easier to sort out the money and the p&p is cheaper, but if you live elsewhere and can suggest a means of payment please get in touch.

That's all,

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

* Note that the IDE does not work very well on the Falcon - if you have a Falcon I would recomend getting Lattice C 5.6 direct from HiSoft, since 5.6 includes Falcon support. However if you have an ST(e) then this is an ideal opportunity to get a complete development kit for the Atari. I bought Lattice C 5.52 when I had a Mega ST and am selling it now that I have moved to a Falcon.

From -1507728827917714849
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f8b89657922e1ec,start
X-Google-Attributes: gid1115ce,public
From: shadowar@mindspring.com

Subject: GFA Basic 3.5 manual perfect condition anyone want it??
Date: 1998/11/08
Message-ID: <36450d95.695364@news.mindspring.com>#1/1
X-Deja-AN: 409525848
X-Server-Date: 8 Nov 1998 03:20:07 GMT
Organization: x-no-archive: yes
Reply-To: x-no-archive: yes
Newsgroups: comp.sys.atari.programmer

GFA Basic 3.5 manual perfect condition anyone want it??

write to shadowar@mindspring.com

From -7652373600018798330
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b86793fa7a101f7,start
X-Google-Attributes: gid1115ce,public
From: Fredrik Olsson <Ebba.Frispel@Bigfoot.com>
Subject: APPL_READ and TOS 2.06 anomalies.
Date: 1998/11/09
Message-ID: <36473645.DF058059@Bigfoot.com>#1/1
X-Deja-AN: 410021611
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Algonet/Tninet
Mime-Version: 1.0
NNTP-Posting-Date: 9 Nov 1998 18:39:36 GMT
Newsgroups: comp.sys.atari.programmer

Would some kind soul please help me with information about how to use APPL_READ and APPL_WRITE in assembler, my GEM books only describes them (very) briefly.

And can somebody tell me why TOS 2.06 returns two messages thru EVNT_MESAG when somebody presses the horizontal/vertical arrows? (It only occurs in TOS 2.06, I've tested 1.02, 1.62, 2.05, 2.06 with TOSbox/PaCifiST and 1.04 on an STfm.)

```
Message1:
$0018   24 WM_ARROWED
$0001    1 APID
$0000     0 Length
$0001    1 Window handle
$0001    1 Page down

Message2:
$0018 24 WM_ARROWED
$0001  1 APID
$0010 16 Length
$0001  1 Window handle
$0001  1 Page down
```

TIA - Fredrik Olsson

(If you want my email adress, replace Ebba with an F.)

From -4185337509209003317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b86793fa7a101f7
X-Google-Attributes: gid1115ce,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: APPL_READ and TOS 2.06 anomalies.
Date: 1998/11/10
Message-ID: <728qrq$epp@newstoo.ericsson.se>#1/1
X-Deja-AN: 410244827
References: <36473645.DF058059@Bigfoot.com>
Organization: Ericsson Software Technology AB
Reply-To: epkerha@epk.ericsson.se
Newsgroups: comp.sys.atari.programmer

In article <36473645.DF058059@Bigfoot.com>, Fredrik Olsson
<Ebba.Frispel@Bigfoot.com> writes:
>Would some kind soul please help me with information about how to use APPL_READ
>and APPL_WRITE in assembler, my GEM books only describes them (very) briefly.

I do not have any example in assembler
but i include a small C example of sending messages.
It is the idea that counts.

You need to create a 16 bytes message buffert

```
     int mess[8];
```

Then you need to setup all positions
and set all unused to zero.

```
      /***************** the message ***************************/
      mess[0] = SH_WDRAW;              /** redraw desk window **/
      mess[1] = appl_id;               /** my id              **/
      mess[2] = 0;                     /** len                **/
      mess[3] = -1;                    /** all open desk windows **/
      mess[4] = 0;                     /** Zero               **/
      mess[5] = 0;                     /** Zero               **/
      mess[6] = 0;                     /** Zero               **/
      mess[7] = 0;                     /** Zero               **/
      /*************** send the message ************************/
      shel_write(7,0,0,mess,NULL);
```

In this example i have used shel_write
but the idea is that you create a message buffert
and then put the pointer to this into the shel_write/appl_write call.

Remember that it is not safe to have the buffert in temporary memory
temporary buffert at stack gives problems in a multitasking enviroment as the
buffert is lost
at exit of the function/subroutine.

>And can somebody tell me why TOS 2.06 returns two messages thru EVNT_MESAG when
>somebody presses the horizontal/vertical arrows? (It only occurs in TOS 2.06,
>I've tested 1.02, 1.62, 2.05, 2.06 with TOSbox/PaCifiST and 1.04 on an STfm.)

This is a bug in the TOS.

/Erik Hall


```
-------------------------------------------------------------------------------
Mail : erikhall@tripnet.se                                |||
or     Erik.Hall@epk.ericsson.se                          /|\    Hades 060
URL  : http://www2.tripnet.se/~erikhall/index.html      / | \
-------------------------------------------------------------------------------
```


From -9205875430446106674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b86793fa7a101f7
X-Google-Attributes: gid1115ce,public

From: gryf@hrz.tu-darmstadt.de (Thomas Binder)
Subject: Re: APPL_READ and TOS 2.06 anomalies.
Date: 1998/11/10

Message-ID: <729921$434$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 410290584
References: <36473645.DF058059@Bigfoot.com> <728qrq$epp@newstoo.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <728qrq$epp@newstoo.ericsson.se>,
    epkerha@epk.ericsson.se (Erik Hall) writes:
>>And can somebody tell me why TOS 2.06 returns two messages thru EVNT_MESAG when
>>somebody presses the horizontal/vertical arrows? (It only occurs in TOS 2.06,
>>I've tested 1.02, 1.62, 2.05, 2.06 with TOSbox/PaCifiST and 1.04 on an STfm.)
>
> This is a bug in the TOS.

And can be worked around be waiting for double clicks in evnt_multi(),
no matter whether you actually need them.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 8656523063978480574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b86793fa7a101f7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: APPL_READ and TOS 2.06 anomalies.
Date: 1998/11/10
Message-ID: <364752da.1836881@news.demon.co.uk>#1/1
X-Deja-AN: 410425825
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <36473645.DF058059@Bigfoot.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 910728561 nnrp-02:11865 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 09 Nov 1998 19:36:53 +0100, Fredrik Olsson
<Ebba.Frispel@Bigfoot.com> wrote:

>Would some kind soul please help me with information about how to use APPL_READ
>and APPL_WRITE in assembler, my GEM books only describes them (very) briefly.

int16 appl_read(int16 ap_id, int16 length, int16 msbuf[])

Fill the arrays as follows ...

```
control[0]    =11
control[1]    =2
control[2]    =1
control[3]    =1
control[4]    =0

intin[0]  =ap_id
intin[1]  =length

addrin[0]=msgbuf
```

[make call]

Result returned in intout[0].

... appl_write is *exactly* the same except control[0]=12. Is that
enough info?

>And can somebody tell me why TOS 2.06 returns two messages thru EVNT_MESAG when
>somebody presses the horizontal/vertical arrows? (It only occurs in TOS 2.06,
>I've tested 1.02, 1.62, 2.05, 2.06 with TOSbox/PaCifiST and 1.04 on an STfm.)

Hmm, I haven't a clue about this one. My memory must be bad. I thought
that this bug manifested itself under Tos 1.4! Someone else will have
to answer this one ..

```
>Message1:
>$0018   24 WM_ARROWED
>$0001    1 APID
>$0000     0 Length
>$0001    1 Window handle
>$0001    1 Page down
>
>Message2:
>$0018 24 WM_ARROWED
>$0001  1 APID
>$0010 16 Length
>$0001  1 Window handle
>$0001  1 Page down
>
>TIA - Fredrik Olsson
>
>(If you want my email adress, replace Ebba with an F.)
>
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4196074321136268974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9e59147960dbbb93,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9e59147960dbbb93,start
X-Google-Attributes: gid1115ce,public
From: "Michael Clemmetsen" <mc@syn.beetee.co.uk>
Subject: FS (UK): Lattice C 5.52
Date: 1998/11/12
Message-ID: <72eari$1j6$1@pheidippides.axion.bt.co.uk>#1/1

X-Deja-AN: 411033240
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=US-ASCII
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: BT Labs, Martlesham Heath, Ipswich, UK
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

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The box is, ehrmm box shaped - a bit like the type of box you would get a pair of Dr Martens shoes in, with a printed card sleeve describing Lattice C. The sleeve is a little sun light faded on one side.

I would prefer to sell in the UK as it is easier to sort out the money and the p&p is cheaper, but if you live elsewhere and can suggest a means of payment please get in touch.

That's all,

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

* Note that the IDE does not work very well on the Falcon - if you have a Falcon I would recomend getting Lattice C 5.6 direct from HiSoft, since 5.6 includes Falcon support. However if you have an ST(e) then this is an ideal opportunity to get a complete development kit for the Atari. I bought Lattice C 5.52 when I had a Mega ST and am selling it now that I have moved to a Falcon.

From 6090199030219149801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fed32e7a4f99da9d,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Network detection/utilisation
Date: 1998/11/13
Message-ID: <72gokl$r9p$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 411385931
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

How do I detect and utilise a network within my programs? The only network that springs to mind is Mintnet, but I assume that there are more, and I've just forgotten about them.

For example, I am running on machine #3, which is currently heavily loaded, and running like MS Windows 4.1 (aka Win 98) on a 640k 386SX.

Is there some way I can find out what other machines are on the network, and send a piece of code to an under-utilised machine to be executed?

And, in a similar vein, is there some way I can send a message to/from my app on machine #3 to/from another copy of my app on machine #5?

I assume that there is a lot of overhead incurred in network protocols, and a few new concepts that I'll need to get my head around before this becomes feasible. Are there any decent "Networking your Atari" books I can refer to?

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 801118238834628972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a19e2fbd03abff90,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Start parallel program
Date: 1998/11/13
Message-ID: <364c62a22f0ad2@xs4all.nl>#1/1
X-Deja-AN: 411505736
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
Organization: Seni Translation Services
X-XS4ALL-Date: Fri, 13 Nov 1998 17:55:52 CET

Newsgroups: comp.sys.atari.programmer

Hello,

What's the correct way to start a parallel process under a multitasking system like Magic. I thought the proper GEM call was shel_write(), but that only starts the process *after* the main program has quit. Oddly enough, Pexec(), with mode 100, works! But is it the proper way?

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
  "It is never worth a first class man's time to express a majority
   opinion. By definition, there are plenty of others to do that.
- G.H. Hardy

From -7686867168237232689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fed32e7a4f99da9d
X-Google-Attributes: gid1115ce,public
From: michael@fastlane.net (Michael White)
Subject: Re: Network detection/utilisation
Date: 1998/11/14
Message-ID: <14CD4BB7782BEB06.9C41DA1B074F190C.0FEB931411406EA4@library-proxy.airnews.net>#1/1
X-Deja-AN: 411681678
References: <72gokl$r9p$1@newshost.comnet.co.nz>
X-Orig-Message-ID: <72ivd0$ss1@library.airnews.net>
NNTP-Posting-Time: Fri Nov 13 22:02:41 1998
Organization: <<<<>>>>
NNTP-Proxy-Relay: library.airnews.net
Abuse-Reports-To: abuse at fastlane.net to report improper postings
Newsgroups: comp.sys.atari.programmer

On 13 Nov 1998 07:55:01 , Gaven Miller wrote:
>How do I detect and utilise a network within my programs? The only network
>that springs to mind is Mintnet, but I assume that there are more, and
>I've just forgotten about them.

The STiK protocols come to mind.

>For example, I am running on machine #3, which is currently heavily
>loaded, and running like MS Windows 4.1 (aka Win 98) on a 640k 386SX.
>
>Is there some way I can find out what other machines are on the network,
>and send a piece of code to an under-utilised machine to be executed?
>
>And, in a similar vein, is there some way I can send a message to/from my
>app on machine #3 to/from another copy of my app on machine #5?

>
>I assume that there is a lot of overhead incurred in network protocols,
>and a few new concepts that I'll need to get my head around before this
>becomes feasible. Are there any decent "Networking your Atari" books I
>can refer to?

Actually, there are numerous text books on this subject, usually
under the topic of "Distributed Operating Systems". Since true
multiprocessor systems is still in (relatively) early development,
there's not a lot of standards out there. In other words, on Atari,
you're pretty much on your own. Have fun!

Michael White (michael@fastlane.net)

From -1964780516077022411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a19e2fbd03abff90
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Start parallel program
Date: 1998/11/14
Message-ID: <364c90d3.1364281@news.demon.co.uk>#1/1
X-Deja-AN: 411704026
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <364c62a22f0ad2@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 911023466 nnrp-03:24684 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 13 Nov 1998 17:55:49 +0100, josdb@xs4all.nl (Jos den Bekker) wrote:

>Hello,
>
>What's the correct way to start a parallel process under a
>multitasking system like Magic. I thought the proper GEM call was
>shel_write(), but that only starts the process *after* the main
>program has quit. Oddly enough, Pexec(), with mode 100, works! But is
>it the proper way?

For MagiC ...

```
shel_write(TRUE,TRUE,SHW_PARALLEL,exe,cmd)
```

... is the most commonly used.

```
#define  SHW_CHAIN 1    /* same as standard shel_write */
```

```
#define  SHW_PARALLEL  100  /* launch parallel process */
#define  SHW_SINGLE    101  /* SHW_CHAIN for "buggy" Gem apps */

char *exe,*cmd;
```

'exe' should the the fully qualified executable path/filename. 'cmd' is the command line which (iirc) can be passed NULL.

Example:

```
shel_write(1,1,100,"c:\\apps\\everest.prg",0L);
```

Offhand, I can't remember exactly the first two arguments. One of them is 'isgem', which if set FALSE will invoke a 'dos' application. The net effect of this is the program should end up running in the VT52 window. The remaining argument escapes me atm.

Note: for what it is worth, it is possible to launch a singletasking process and from that process, spawn parallel ones. I found this by accident from my command shell one day.

One of the problems with Pexec() is that it (obviously) bypasses the AES somewhat. Thus, should a child process ask the AES about its path it'll be given the information from the most recent parent Gem "spawn", not its own path. This can play havoc with its datafiles (not found, ending up being created in wierd places, etc) - this also applies to its resource so is usually fatal.

Most people can get away with this simply by coding thus ...

```
rsrc_load("foo.rsc")
```

... but this is not recommended. If the user changes the 'dos' path away from that of the executable then the resource will not be located. Again, as always, the solution is to use fully qualified filenames - ie build the path from the information returned by the AES.

There's a caveat. [Isn't there always?] ...

Standard Gem returns differing information for the aes path depending on the version. There was even an instance where I found this changed due to the hard disk driver in use! In many cases standard gem returns information which is useless. It is therefore advisable to parse/test the information returned. If it is nonsense then enquire the dos path and use that instead. Standard gem typically returns information like this for (say) c:\apps\bob\foo.prg ...

```
C:FOO.PRG
C:\FOO.PRG
FOO.PRG
[]
```

I can't elaborate further. Unfortunately I archived all my Atari stuff
with lzh and didn't realise a password was set. :-((

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2769933291170512664
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d0361761024aabf,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: LZH password cracking?
Date: 1998/11/14
Message-ID: <364eaaa8.7977090@news.demon.co.uk>#1/1
X-Deja-AN: 411704027
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 911023467 nnrp-03:24684 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Folks,

I somehow managed to archive all my Atari stuff with LZH shell without
realising there was a password set. I've absolutely no idea what that
password was! :-(((

I had a look at LHarc from the command line. Even worse news: it
appears to return zero status whether it succeeds or fails with "bad
table". Therefore, I can't even try a brute force approach. I had
hoped this would succeed. I never use passwords so in likelyhood
whatever it was would have been very short, therefore the brute force
approach (try one key then the next) might have worked.

The only thing which isn't "lost" is Pug (archived again separately)
but the subsystem (stuff added to my compiler object library) upon
which it relies is in the archive with the password [substitute very
many 4 letter words here].

So ... does anyone know how to solve this dilemma, either with an
Atari or a PC program?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1927348956295818327
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a19e2fbd03abff90
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Start parallel program
Date: 1998/11/14
Message-ID: <364de7ae589230@xs4all.nl>#1/1
X-Deja-AN: 411873308
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
References: <364c62a22f0ad2@xs4all.nl> <364c90d3.1364281@news.demon.co.uk>
Organization: Seni Translation Services
X-XS4ALL-Date: Sat, 14 Nov 1998 21:36:18 CET
Newsgroups: comp.sys.atari.programmer

on Sat 14-11-98 06:04 Guy Harrison wrote:

>For MagiC ...
>
>shel_write(TRUE,TRUE,SHW_PARALLEL,exe,cmd)
>
>... is the most commonly used.
>
>#define SHW_CHAIN 1 /* same as standard shel_write */
>#define SHW_PARALLEL 100 /* launch parallel process */
>#define SHW_SINGLE 101 /* SHW_CHAIN for "buggy" Gem apps */

Thanks!

>Offhand, I can't remember exactly the first two arguments. One of them
>is 'isgem', which if set FALSE will invoke a 'dos' application. The
>net effect of this is the program should end up running in the VT52
>window.

It does, but only if it is a program with extension .prg or .app.
MagiC refuses to run .tos and .ttp programs with shel_write.

>One of the problems with Pexec() is that it (obviously) bypasses the
>AES somewhat. Thus, should a child process ask the AES about its path
>it'll be given the information from the most recent parent Gem
>"spawn", not its own path. This can play havoc with its datafiles (not
>found, ending up being created in wierd places, etc) - this also
>applies to its resource so is usually fatal.

Thanks for the info. That's what I needed to know.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
"It is never worth a first class man's time to express a majority
opinion. By definition, there are plenty of others to do that.
- G.H. Hardy

From 2104982144468222865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c69520af3bb6d47d
X-Google-Attributes: gid1115ce,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: File Handles ?
Date: 1998/10/11
Message-ID: <6vqfsl$k3d@newstoo.ericsson.se>#1/1
X-Deja-AN: 399941405
References: <361F4CF4.53C4@telusplanet.net>
Organization: Ericsson Software Technology AB
Reply-To: epkerha@epk.ericsson.se
Newsgroups: comp.sys.atari.programmer

I hope i can answer some of your questions.

In article <361F4CF4.53C4@telusplanet.net>, Brent Thirsk <thirsk@telusplanet.net>
writes:
>I am running Mint 1.14.7 with mintos on a TT030 with 4 attached
>terminals.
> When running several instances of the same application, are file
>handles for disk files the same over the system regardless of which
>application is opening a file.
> eg: If each process uses file # 48 for a particlular file, and one
>tries to access the file while it is already opened by the other
>process, does the system handle this file as the same for both
>processes, namely reporting the file is already opened, or as seperate
>occurances.

I do not know if you ment file handle #48 or the filename #48
but if you are using the same file in more than one process
maybe you need to sync the read/write with a semaphore.
You need to open the file in a new process to get a new filehandle.

> As I have mulitple iterations of the same process on terminals, these
>processes of course treat files in exactly the same manner.
> Also when a file is opened, is time sharing stopped until the file is
>closed.

The time sharing is working when a file is open.

> I occasionally have a program quit when 2 terminals try to access the
>same file a the same time.
> This problem only occurs on rare occasions, about 4 times in over 1000
>hours of running.
>Any suggestions that will help clarify this would be appreciated.

Go and get the new Freemint 1.15 as this has faster filesystem.

Best Regards
Erik Hall


```
-------------------------------------------------------------------------------
Mail : erikhall@tripnet.se                                |||
or     Erik.Hall@epk.ericsson.se                          /|\    Hades 060
URL  : http://www2.tripnet.se/~erikhall/index.html      / | \
-------------------------------------------------------------------------------
```


From -8510449975570397558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33e510fe4122063a
X-Google-Attributes: gid1115ce,public

From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: TT-Digger interactive
Date: 1998/10/11

Message-ID: <6vqk6vsmb1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 399955203
References: <6vi4dchkr3@news2.xs4all.nl> <6vj20h$kf3$1@roch.zetnet.co.uk>
<6vljjbceg1@news2.xs4all.nl> <6vncud$1ka$1@roch.zetnet.co.uk>
<6vpu6edra1@news2.xs4all.nl>
X-Trace: roch.zetnet.co.uk 908121119 29387 194.247.40.243 (11 Oct 1998 15:51:59
GMT)

Organization: Home of 'Arcane' Wisdom

NNTP-Posting-Date: 11 Oct 1998 15:51:59 GMT

Newsgroups: comp.sys.atari.programmer

On 11 Oct 1998 09:36:14 , Stichting ST wrote:

>>Yes, I've just found that :-) How would I just 'go to' a label (or an
>>address). If I do 'Find/Address' it does not seem to work.
>>
>
>It is simple: place the cursor in the labelname you find in an
>instruction and klick.
>The logical action you can espect is: jump in listing to place of
>label.
>Go back to where you came from: Undo? Yes!

Yes, yes, I've discovered that. But ... suppose I just want to view
the disassembly starting at (for instance) address $0AB82 (LOAB82)
when I do not have a reference to this address on screen?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -5944934200447607006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,650cf08d87a6d610
X-Google-Attributes: gid1115ce,public
From: thomas.goirand@hol.fr (Thomas GOIRAND)
Subject: Re: C and assembly language with Pure C
Date: 1998/10/11
Message-ID: <6vrdthiol1@news2.isdnet.net>#1/1
X-Deja-AN: 400057428
References: <6vf1i3$t4r@SP2N3.U-3MRS.FR> <361e3e13.686907@news.demon.co.uk>
Organization: CENTEK / IUT Nantes
Newsgroups: comp.sys.atari.programmer

>On 7 Oct 1998 06:26:11 GMT, M9704815@EDUC-011.u-3mrs.fr (A. Guerard)
>wrote:
>
>> I'm currently trying to mix assembly language and C in a project
>> with Pure C 1.1 on a falcon. It works fine with small programs, but
>> it generates bus errors with bigger ones (.prg file > 80 Ko)
>> it's probably a specific option to use during the compilation but I
>> can't find it.
>> Does anyone encountered the same problem ?

If you have problems with pure-c, you can have a try with assemble.
This assembler produce a code compatible with "plink.ttp". Moreover
you can use "make" with it, even if you are in single task mode (with
or without mint).

--- end of message ---

--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
---
--- mailto:thomas.goirand@hol.fr (when in holidays :)) ---
--- mailto:thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---
---

From -3526707396741267707

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e11e878e7527004,start
X-Google-Attributes: gid1115ce,public
From: Dr Paul Langtry <dr_pee@jpel.demon.co.uk>
Subject: FS: Software
Date: 1998/10/11
Message-ID: <A82KWSAq9SI2Ewiq@jpel.demon.co.uk>#1/1
X-Deja-AN: 400089604
X-NNTP-Posting-Host: jpel.demon.co.uk:158.152.153.94
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 908144673 nnrp-09:3913 NO-IDENT
jpel.demon.co.uk:158.152.153.94
Organization: The Collective
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

I have for sale:
1. HiSoft Devpac 3 (68xxx assembler)
2. HiSoft Basic v2
3. HiSoft C (interpreter version)
4. Lattice C v5
Will anyone give me a sensible offer for them?
Replies by email please.
--
Dr Paul Langtry

From -7317799795142463677
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed
X-Google-Attributes: gid1115ce,public
From: "Michael Clemmetsen" <mc@syn.beetee.co.uk>
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/10/12
Message-ID: <6vsevtksn1@pheidippides.axion.bt.co.uk>#1/1
X-Deja-AN: 400171293
Content-Transfer-Encoding: 7bit
References: <6ut48ffcr1@pheidippides.axion.bt.co.uk>
<361241DB.5AECDB67@NO.SPAM.emw.ericsson.se> <6v4jpipaa1@jair.pressenter.com>
<6vd3dc$j28$1@pheidippides.axion.bt.co.uk> <6vo7k9$4tn$1@jair.pressenter.com>
Content-Type: text/plain; charset=US-ASCII
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: BT Labs, Martlesham Heath, Ipswich, UK
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Terry,

Terence Kelly wrote in message <6vo7k9$4tn$1@jair.pressenter.com>...

>I have experienced the occasional going into "limbo" of Lattice
>under MagiC after launching another program within the shell. You

>usually can get back to Lattice, however, as long as you finish the
>process launched under the shell. Sometimes Lattice seems to have
>disappeared even after the process is closed. Something silly, like
>closing a window in Magxdesk, usually restores it to its proper place
>in the MagiC list of active programs. I have no idea why that is.

I've been using the MagiC task manager to do just that - terminate the
launched processed, but I haven't tried doing something in MagixDesk to get
Lattice back. Like you say it is missing from the list of active programs.
I'll give your tip a try.

Thanks,

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

From -762860111191513659
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3cac6c285b787022,start
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: ICONIFIED?
Date: 1998/10/12
Message-ID: <6vsmpgnjd1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 400194113
X-Http-Proxy: 1.1 x13.dejanews.com:80 (Squid/1.1.22) for client 130.240.37.229
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Mon Oct 12 10:48:16 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows NT)

Greetings Atarians!

Today I'll bother you all with yet another stupid question! 8)
How can I find out if a window is iconified or not?
Do I have to keep track of such things inside my program?

Thnx,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------

From -7692415523272040143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c69520af3bb6d47d
X-Google-Attributes: gid1115ce,public
From: Brent Thirsk <thirsk@telusplanet.net>
Subject: Re: File Handles ?
Date: 1998/10/13
Message-ID: <362354DC.2CA7@telusplanet.net>#1/1
X-Deja-AN: 400606196
Content-Transfer-Encoding: 7bit
References: <361F4CF4.53C4@telusplanet.net> <6vqfsl$k3d@newstoo.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: TELUS Communications Inc.
Mime-Version: 1.0
Reply-To: thirsk@telusplanet.net
Newsgroups: comp.sys.atari.programmer

Erik Hall wrote:
>
> I hope i can answer some of your questions.
>
> In article <361F4CF4.53C4@telusplanet.net>, Brent Thirsk
<thirsk@telusplanet.net> writes:
> >I am running Mint 1.14.7 with mintos on a TT030 with 4 attached
> >terminals.

> I do not know if you ment file handle #48 or the filename #48
> but if you are using the same file in more than one process
> maybe you need to sync the read/write with a
" semaphore. " Could you explain the meaning of this term.

> You need to open the file in a new process to get a new filehandle.
The files are opened by each process individually. The processes
just use the same Identifier internally. #48 is the file Number used
to access a specific file. This is GFA Basic code. Assign a file Number
to a file when opened and accessed.

> Go and get the new Freemint 1.15 as this has faster filesystem.
I will try it.
> Best Regards
> Erik Hall

--
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.telusplanet.net/public/thirsk/thirsk_web_page/index.htm
Email thirsk@telusplanet.net

From -951513871637453625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c69520af3bb6d47d
X-Google-Attributes: gid1115ce,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: File Handles ?
Date: 1998/10/13
Message-ID: <6vvm2b$g2p@newstoo.ericsson.se>#1/1
X-Deja-AN: 400618029
References: <362354DC.2CA7@telusplanet.net>
Organization: Ericsson Software Technology AB
Reply-To: epkerha@epk.ericsson.se
Newsgroups: comp.sys.atari.programmer

In article <362354DC.2CA7@telusplanet.net>, Brent Thirsk <thirsk@telusplanet.net>
writes:
>Erik Hall wrote:
>>
>> I hope i can answer some of your questions.
>>
>> In article <361F4CF4.53C4@telusplanet.net>, Brent Thirsk
<thirsk@telusplanet.net> writes:
>> >I am running Mint 1.14.7 with mintos on a TT030 with 4 attached
>> >terminals.
>
>> I do not know if you ment file handle #48 or the filename #48
>> but if you are using the same file in more than one process
>> maybe you need to sync the read/write with a
>   " semaphore. " Could you explain the meaning of this term.
This term is UNIX.
Semaphores is like a global "lock variable" but it can be used by all
processes that knows the name.
To use it there is a system call in mint called Psemaphore()
this can be used for many things but in your case it can be used
when you writes to the file and lock other processes from reading/writing
and the prevent them to get false or corrupt data.
As mint is preemptive multitasking you can get strange result if two processes are
accessing the same file.

More about semaphores can you read in the book "The Atari Compendium"

/Erik Hall

From 2811861603420750198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e3d5f3c5f3ee28e,start
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)

Subject: Lattice C w/Wdialog
Date: 1998/10/14
Message-ID: <70160o$ql1$1@nnrp02.primenet.com>#1/1
X-Deja-AN: 400850266
X-Complaints-To: abuse@globalcenter.net
Organization: JR Enterprises
X-Posted-By: @206.165.20.60 (rojewski)
Newsgroups: comp.sys.atari.programmer

NEWSie is programmed in Lattice C. Wdialog was developed w/Pure C.
Lattice "wants" to use Address Register 4 (a4) for a Global Data
pointer.

The Wdialog specs specify on the service-routine:
"The routine may use registers d0-d2/a0-a2."

With the version of Wdialog built-in to Magic 5.03, NEWSie has no
problems using a4 (via the __saveds function). With Wdialog 2.0+,
there is a distinct BOMB when NEWSie tries to Edit Nicknames.

What can be done? I have tried saving and restoring a4 before
returning from the service-routine. It still works on the Magic
version and still bombs on the Wdialog 2.0+ version.

It may not be a4 after all, but that is all I can thing of.

I also get "Invalid Handle = n" messages with Wdialog 2. What does
this mean?

John

*
* John Rojewski   email: rojewski@primenet.com
*   http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

From -444398640456268759
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c69520af3bb6d47d
X-Google-Attributes: gid1115ce,public
From: aprice@postern.demon.co.uk (Alan Price)
Subject: Re: File Handles ?
Date: 1998/10/14
Message-ID: <908383190.15115.11.nnrp-09.9e987258@news.demon.co.uk>#1/1
X-Deja-AN: 401034038
X-NNTP-Posting-Host: postern.demon.co.uk:158.152.114.88
References: <362354DC.2CA7@telusplanet.net> <6vvm2b$g2p@newstoo.ericsson.se>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 908383190 nnrp-09:15115 NO-IDENT
postern.demon.co.uk:158.152.114.88

Organization: Retired? Ha!
Newsgroups: comp.sys.atari.programmer

On 13 Oct 1998 13:54:19 , Erik Hall wrote:
>In article <362354DC.2CA7@telusplanet.net>, Brent Thirsk <thirsk@telusplanet.net>
writes:
>>> I do not know if you ment file handle #48 or the filename #48
>>> but if you are using the same file in more than one process
>>> maybe you need to sync the read/write with a
>>   " semaphore. " Could you explain the meaning of this term.
>This term is UNIX.
>Semaphores is like a global "lock variable" but it can be used by all
>processes that knows the name.
>
>More about semaphores can you read in the book "The Atari Compendium"
>
The classic text on the subject is "Co-operating Sequential Processes"
by Dijkstra.

--
Alan Price
http://www.postern.demon.co.uk

From 4967772012366324216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83d82cd15eb68d6e,start
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: TT Digger searching
Date: 1998/10/14
Message-ID: <702ourbj1@news2.xs4all.nl>#1/1
X-Deja-AN: 401058246
X-NNTP-Posting-Host: dc2-modem1323.dial.xs4all.nl [194.109.133.43]
Organization: Stichting ST
X-XS4ALL-Date: Wed, 14 Oct 1998 20:02:03 CEST
Newsgroups: comp.sys.atari.programmer

So me questions arouse about the FIND use in the disassember TT DIGGER
I translated a small piece of the manual:

Find

.. Address... (A)

Goto this address

.. HEX code... (H)

Search for a combination of bytes (in hexa)

.. TEXT... (T)

Search for a ASCII-tekst.

.. Reference... (R) of (V)

Search for a 'relative' reference
This is for finding fast the place where a label or address is used
In hexa
Label should be typed with or without pre- R T U or X
Searching starts at current position (default)

 Realative references (type Bcc, DBcc, dd(PC), d(PC,Rn)) are
     put in the first sentence in the window

When searching relocatable PRG-file (.PRG .TOS .TTP .ACC .APP .O)
only relative en relocatable adressen are found In other cases also
  absolute adresses.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From -62480650689613129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,88da8c402e06b67a,start
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: TT-Digger interactive
Date: 1998/10/14
Message-ID: <702ouvbj2@news2.xs4all.nl>#1/1
X-Deja-AN: 401058247
X-NNTP-Posting-Host: dc2-modem1323.dial.xs4all.nl [194.109.133.43]
Organization: Stichting ST
X-XS4ALL-Date: Wed, 14 Oct 1998 20:02:07 CEST
Newsgroups: comp.sys.atari.programmer

Dear Roger Cain,

..disassembly starting at $0AB82

You can go to any part of the display of the listing by using the
sliders of the text window.

Th philosophical difference between 'Find..' and 'Search..' is
sometimes vague I agree.

Met vriendelijke groet,

Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 5100503355770485097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,319b114925970ed9,start
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>
Subject: update on our web site
Date: 1998/10/15
Message-ID: <703a7k$7jl$1@news.imaginet.fr>#1/1
X-Deja-AN: 401153647
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Hello,

- new list of CENTurbo II compatibility softs. Thanks for user
to send me your test.

- new versions of CENTscreen (3.3.1) and VIDEOMODE (1.1.0)
on the site. The goal of this version is to correct a bug with nvdi
which didn't change resolution if the boot and the desktop have
the same colour depth.

- the PATCHCT2.ZIP (on CENTURBO II page) contain a modify
SCC.PRG (HSMODEM) to run correctly on CT2. The original
think that SCC is on 14MHz master clock instead of 8MHz.

Sacha
--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

From 5196818080135836896
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,88da8c402e06b67a

X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: TT-Digger interactive
Date: 1998/10/15
Message-ID: <704artjtu1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 401279387
References: <702ouvbj2@news2.xs4all.nl>
X-Trace: roch.zetnet.co.uk 908439229 20414 194.247.40.192 (15 Oct 1998 08:13:49 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 15 Oct 1998 08:13:49 GMT
Newsgroups: comp.sys.atari.programmer

On 14 Oct 1998 18:02:07 , Stichting ST wrote:

>...disassembly starting at $0AB82
>
>You can go to any part of the display of the listing by using the
>sliders of the text window.

Ah, yes, thanks, Ronald. I have been doing this but I thought there might have been a quicker way.

I like the way that the info. line of the journal tells you the time in Dutch :-))

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 2910931827477188758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fec4674521dbaa60,start
X-Google-Attributes: gid1115ce,public
From: "Rainer Wessel" <vvb-organisation@t-online.de>
Subject: Disassembling problem in TT-Digger
Date: 1998/10/15
Message-ID: <7053nf$2tq$1@goof.de.uu.net>#1/1
X-Deja-AN: 401379281
Organization: VVB-Organisation GmbH
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer

Just tried TT-Digger on a larger program and it's really good. It's fast and more reliable than EasyRider (especially in HiRez), which I used before. And it runs smoothly on my PC-based Atari emulator.

There is, however, one problem I came across: It refused to disassemble the directive

```
                andi.b        #5,-22(a5)
```
regardless whichever way I tried. All it produced was a DC-sequence.
Converting between code and various data-formats (b, w, l) didn't work.
Maybe I missed something in the manual (my Dutch is only rudimentary).

Oh yes, that 'FIND'-thing again...:
As there seems to be some problem or other with accessing the
FIND-functions, here is my contribution:
How do I look for opcodes? For example, searching for 'dc' to locate
disassembling problems (EasyRider has a special function 'Find next data
position' for this).

Greetings

Rainer

User-interface is a little unusual, but I think we can access it..

From -311541113463880309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90b094fe0dc64b24
X-Google-Attributes: gid1115ce,public
From: Robert Goldsmith <robert.g@zetnet.co.uk>
Subject: Re: MagiC Programming
Date: 1998/10/15
Message-ID: <3625C61C.F7C775C6@zetnet.co.uk>#1/1
X-Deja-AN: 401402446
Content-Transfer-Encoding: 7bit
References: <01bdebf5$bfba1480$75f22bce@toram.psnw.com>
Content-Type: text/plain; charset=us-ascii
Organization: School of Computer Science, The University of Birmingham, U.K.
Mime-Version: 1.0
Reply-To: r.goldsmith-csai97@cs.bham.ac.uk
Newsgroups: comp.sys.atari.programmer

Jake Goerzen wrote:

> I have a Falcon running MagiC 5. I would like to write some programs under
> this OS. What kind of languages are available? Is there any thing like
> Visual C++ or Visual Basic. Any object oriented options? I would like to
> be able to use GEM functions. In other words be able to put a nice GEM
> front end on my programs.
>
>

Well, I've been gem and magic programming for years and I currently use
lattice c (not c++) , Asm (for the fast routines) and (mostly) Hisoft basic.

Both lattice and basic come with pretty full libs to use system functions although the docs are sparce so try and get hold of something like the Atari Compendium which, with all it's errors, is stil the best I've found. The asm has very few libs but then really u don't use many in Asm anyhow.

As far as graphics etc. these are a combination of system commands (windows, menus, etc.) and a resource file (the .rcs file extension). Lattice and Basic come with a program called WERCS but it is pretty dated and doesn't like magic or Mtos. I use Resource Master (v2) which is shareware and Interface (comercial). Both of these support the magic enhancements and things like colour icons. Also, they both save the header files (that hold all the names u have given to the objects) in multiple language formats. These are both point and click based but NO code is added to objects (unlike in visual basic for instance). The rsc file is loaded in to u're program using system commands and the items are drawn on screen when and where u say.

I must warn u it takes a lot of patence (esp. when teaching u'reself) to program gem but I'm sure u'll get loads of help from the likes of these newsgroups :)

Robert.g

From -2355710735531171851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,284fcdb62fab528c
X-Google-Attributes: gid1115ce,public
From: Robert Goldsmith <robert.g@zetnet.co.uk>
Subject: Re: When is a menu?
Date: 1998/10/15
Message-ID: <3625C7DE.8C731612@zetnet.co.uk>#1/1
X-Deja-AN: 401436570
Content-Transfer-Encoding: 7bit
References: <361580C1.48D8BF8D@indigo.ie>
Content-Type: text/plain; charset=us-ascii
Organization: School of Computer Science, The University of Birmingham, U.K.
Mime-Version: 1.0
Reply-To: r.goldsmith-csai97@cs.bham.ac.uk
Newsgroups: comp.sys.atari.programmer

B O'Donnell wrote:

> Possibly I'm missing something obvious, but all I know about menus is
> that they are object trees that contain objects of type G_TITLE (for
> titles:-)), and G_STRING (for the drop-down menus, but I use them for
> captions in ordinary dialogs as well) and a few G_IBOXES and G_BOXES.
> However, if you load a resource into Wercs without a hrd file, it
> correctly displays the menus; does it just run down the options, or is
> there an easy way?

May I suggest first that u get something better than WERCS ? Something

like resource master.

Basically, in theory, ignoring the limitations, any object tree could be a menu - u just have to tell the system that the object tree is a menu using one of the AES menu commands (don't have the referece books handy - sorry). However, the AES really doesn't like it if u try and draw some things in a menu bar so the safest is to limit u'reself to the objects u listed above. Also, the same menu command allows u to shange the menu bar at any time during the program and a similar construction to a popup menu object tree can be used for submenu's which are attatched using other aes menu commands - everything is listed in the Compendium and a number of other books.

Resource Master and Interface both allow u to change the type of an object back and forth between menu and dialog - as long as it contains no illegal menu items. This means u can change the bg colour of menu's, make them 3d etc. The only probs with this is redraws don't work quite right on some aes versions.

From -7707856779242304687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e3d5f3c5f3ee28e
X-Google-Attributes: gid1115ce,public
From: Robert Goldsmith <robert.g@zetnet.co.uk>
Subject: Re: Lattice C w/Wdialog
Date: 1998/10/15
Message-ID: <3625C9E2.40E7CFFB@zetnet.co.uk>#1/1
X-Deja-AN: 401436571
Content-Transfer-Encoding: 7bit
References: <70160o$ql1$1@nnrp02.primenet.com>
Content-Type: text/plain; charset=us-ascii
Organization: School of Computer Science, The University of Birmingham, U.K.
Mime-Version: 1.0
Reply-To: r.goldsmith-csai97@cs.bham.ac.uk
Newsgroups: comp.sys.atari.programmer

John M Rojewski wrote:

> The Wdialog specs specify on the service-routine:
> "The routine may use registers d0-d2/a0-a2."

This is pretty normal - I think Lattice does the same. Basically don't ever expect any routines (esp. in asm) that have stuff in these registers to have the same contents after calling a system or general c/c++ function.

>
>
> What can be done? I have tried saving and restoring a4 before
> returning from the service-routine. It still works on the Magic

> version and still bombs on the Wdialog 2.0+ version.

Sounds like it's not the a4 stuff then. Anyhow, 1) u can change the a4 usage in Lattice (but then it doesn't garentee compatability with the libs) and 2) lattice should take care of all that lot anyhow (there are asm instructions to do all that for u).

> I also get "Invalid Handle = n" messages with Wdialog 2.

What is the handle for ? Window, file or what ? The most common prob is u've passed a pointer to the handle where it expects just the number or vice versa and it is (in the first case) getting a large number of a memory address instead of say a simple int value like 1 or 17 or something for the window handle :(

Check the handle variables and make sure the right stuff is being sent to the functions.

Robert.g

PS - any luck solving the multiple mailbox crashing problems yet - u have heard of these yes ?

From 2563287645241927238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fec4674521dbaa60
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Disassembling problem in TT-Digger
Date: 1998/10/16
Message-ID: <706s4f$80g$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 401675643
References: <7053nf$2tq$1@goof.de.uu.net>
X-Trace: roch.zetnet.co.uk 908522447 8208 194.247.41.7 (16 Oct 1998 07:20:47 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 16 Oct 1998 07:20:47 GMT
Newsgroups: comp.sys.atari.programmer

On 15 Oct 1998 17:19:20 , "Rainer Wessel" wrote:
>Just tried TT-Digger on a larger program and it's really good. It's fast and
>more reliable than EasyRider (especially in HiRez), which I used before. And
>it runs smoothly on my PC-based Atari emulator.

Yes. It's quick, isn't it! I have been using it quite a lot over the last 2 days and am getting used to it. I have had to learn a whole new series of operations as I am so used to Easyrider.

>Oh yes, that 'FIND'-thing again...:

>As there seems to be some problem or other with accessing the
>FIND-functions, here is my contribution:
>How do I look for opcodes? For example, searching for 'dc' to locate
>disassembling problems (EasyRider has a special function 'Find next data
>position' for this).

Yes. I don't think there is an equivalent to this. When I have needed
to find an opcode I have just used the Find hex function. So, looking
for move.w <imm> d0 I have done a hex find for 303C.

Easyrider was giving me increasing problems so I shall try to learn
how to use tt-Digger effectively.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -683073335954474820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a98d07ce2f20b11d,start
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <fiolerna@al_ALBATROSS_gonet.se>
Subject: *.ACC causes weird things...
Date: 1998/10/16
Message-ID: <3627AE2F.70F6@al_ALBATROSS_gonet.se>#1/1
X-Deja-AN: 401920800
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Intresseklubben
Mime-Version: 1.0
Reply-To: fiolerna@al_ALBATROSS_gonet.se
NNTP-Posting-Date: 16 Oct 1998 20:35:28 GMT
Newsgroups: comp.sys.atari.programmer

Greetings atarians!

Now I have a new stupid question for you all.. 8)
Do installed and active applications (as ST-GUIDE, COPS, etc) send any
data to message buffer that can confuse other running progs?

The reason that I ask this, is because I am experiencing some trouble
with my GFA-GEM routines, but problems _ONLY_ occur when it comes to
co-existing with *ACC:s. It could of course be a bug in my code, but it
seems as if an already occupied handle is supplied for the ACC. Any
idees..?

Thanks in advance,

Joakim

email reply: gokmase@big_TAKE_AWAY_foot.com (Remove versals)
http://hem1.passagen.se/gokmase/atari

From 7731591726008788908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dafef2a7671a5f19,start
X-Google-Attributes: gid1115ce,public
From: "GSB" <brunergs@pcisys.net>
Subject: ST Digger
Date: 1998/10/17
Message-ID: <01bdf9a6$5c4a4320$ed07cccf@none>#1/1
X-Deja-AN: 402092858
Organization: PCI Systems Inc.
Newsgroups: comp.sys.atari.programmer

This is a good program. I used it to give me a disassembly
of the BJL modified ROM for the Jaguar and it did a good
job.

But, I wanted to be able to have a listing with both
to hex codes and the disassembled listing. I don't read
German very well, is there another program that has
english pull down menus?

Also, is there someone out there who can give me the
low-down on the idea and simple layout of what a
Transputer is? I remember Atari working on making these
type of computers, but I never paid any attention to
them back then. I'm curious about what it was.

--
****
Glenn Bruner   Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/
****

From -7343808306982435615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e3d5f3c5f3ee28e
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: Lattice C w/Wdialog
Date: 1998/10/17
Message-ID: <70aoo3$c78$1@nnrp03.primenet.com>#1/1
X-Deja-AN: 402238106
References: <70160o$ql1$1@nnrp02.primenet.com> <3625C9E2.40E7CFFB@zetnet.co.uk>
X-Complaints-To: abuse@globalcenter.net

Organization: JR Enterprises
X-Posted-By: @206.165.23.194 (rojewski)
Newsgroups: comp.sys.atari.programmer

On 15 Oct 1998 11:09:38 , Robert Goldsmith wrote:
>John M Rojewski wrote:
>
>> The Wdialog specs specify on the service-routine:
>> "The routine may use registers d0-d2/a0-a2."
>> What can be done? I have tried saving and restoring a4 before
>> returning from the service-routine. It still works on the Magic
>> version and still bombs on the Wdialog 2.0+ version.
>
WDialog 1.98 also works fine, so it must be something that hat
changed significantly in 2.0, but I can't find out what has changed.
What's the ASH email address?

>Sounds like it's not the a4 stuff then. Anyhow, 1) u can change the a4
>usage in Lattice (but then it doesn't garentee compatability with the
>libs) and 2) lattice should take care of all that lot anyhow (there are
>asm instructions to do all that for u).
>
Tried all the getreg(), putreg stuff, but to no avail...

>> I also get "Invalid Handle = n" messages with Wdialog 2.
>
This only happens if I load WDialog from the desktop. If its started
from the AUTO folder, no problems. (Solved)

>PS - any luck solving the multiple mailbox crashing problems yet - u
>have heard of these yes ?
>
I can't get it to happen here, so I can't fix it.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

From -1705729215003125772
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a98d07ce2f20b11d
X-Google-Attributes: gid1115ce,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: *.ACC causes weird things...
Date: 1998/10/18
Message-ID: <70cb45$1ln@newstoo.ericsson.se>#1/1
X-Deja-AN: 402422307

References: <3627AE2F.70F6@al_ALBATROSS_gonet.se>
Organization: Ericsson Software Technology AB
Reply-To: epkerha@epk.ericsson.se
Newsgroups: comp.sys.atari.programmer

In article <3627AE2F.70F6@al_ALBATROSS_gonet.se>, Joakim H[illegible]gberg
<fiolerna@al_ALBATROSS_gonet.se> writes:
>Greetings atarians!
>
>Now I have a new stupid question for you all.. 8)
>Do installed and active applications (as ST-GUIDE, COPS, etc) send any
>data to message buffer that can confuse other running progs?
>
>The reason that I ask this, is because I am experiencing some trouble
>with my GFA-GEM routines, but problems _ONLY_ occur when it comes to
>co-existing with *ACC:s. It could of course be a bug in my code, but it
>seems as if an already occupied handle is supplied for the ACC. Any
>idees..?

Yes your program can receive messages from other applications and ACCs
If your program don't understand the message received just don't care about it.

/Erik Hall

```
-------------------------------------------------------------------------------
Mail : erikhall@tripnet.se                                |||
or     Erik.Hall@epk.ericsson.se                          /|\    Hades 060
URL  : http://www2.tripnet.se/~erikhall/index.html      / | \
-------------------------------------------------------------------------------
```

From 5223491450705429286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dafef2a7671a5f19
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: ST Digger
Date: 1998/10/19
Message-ID: <70fvvo$1ar$1@news2.xs4all.nl>#1/1
X-Deja-AN: 402888161
X-NNTP-Posting-Host: dc2-modem2159.dial.xs4all.nl [194.109.136.111]
References: <01bdf9a6$5c4a4320$ed07cccf@none>
Organization: Stichting ST
X-XS4ALL-Date: Mon, 19 Oct 1998 20:21:44 CEST
Newsgroups: comp.sys.atari.programmer

On 17 Oct 1998 08:04:44, "GSB" wrote:
>This is a good program. I used it to give me a disassembly

>of the BJL modified ROM for the Jaguar and it did a good
>job.
>
Nice to hear

>But, I wanted to be able to have a listing with both
>to hex codes and the disassembled listing. I don't read
>German very well, is there another program that has
>english pull down menus?

If you give options: hex/asc + opcodes + labes + symbols

and do a 'save as...'

then you have everything.
Or not?

For the rest: the manual is in Dutch, you can say a kind of dialect
from German spoken bij 13 million people.
We even have a writer with a literary Nobel-Prize :-)
But I believe that was before my time...

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From -8470801483098594132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83d82cd15eb68d6e
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: TT Digger searching
Date: 1998/10/19
Message-ID: <70g002$1ar$4@news2.xs4all.nl>#1/1
X-Deja-AN: 402888162
X-NNTP-Posting-Host: dc2-modem2159.dial.xs4all.nl [194.109.136.111]
References: <702ourbj1@news2.xs4all.nl>
Organization: Stichting ST
X-XS4ALL-Date: Mon, 19 Oct 1998 20:21:54 CEST
Newsgroups: comp.sys.atari.programmer

On 14 Oct 1998 18:02:03, Stichting ST wrote:

>So me questions arouse about the FIND use in the disassember TT DIGGER
>I translated a small piece of the manual:
>
>
Do not read further....
I have found the reason for the trouble with searching and finding.

THERE IS A BUG!

Normally you can count adresses decimal. Why do it hexadec?
Only because some stupid assemblers expect in de instruction code all
numbers automatically to be in hex?

When you do decimal representation the 'FIND' goes well.

GOOD NEWS:
The maker expects to have a real manual in English within a few days.
Then the rest of the world outside Holland can wallow in comfort with
TT-Digger.

Other news:
 the 'bug' of the andi. is no bug but a feature. Because of the
 construction of the instruction.
 Motorola manual says:
 -
 This instruction is used to AND the immediate data present in the
 "succeeding program memory locations" to the destination operand.
 -
Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 2383657445436223623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,88da8c402e06b67a
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: TT-Digger interactive
Date: 1998/10/19
Message-ID: <70g005$1ar$5@news2.xs4all.nl>#1/1
X-Deja-AN: 402888163
X-NNTP-Posting-Host: dc2-modem2159.dial.xs4all.nl [194.109.136.111]
References: <702ouvbj2@news2.xs4all.nl>
Organization: Stichting ST
X-XS4ALL-Date: Mon, 19 Oct 1998 20:21:57 CEST
Newsgroups: comp.sys.atari.programmer

On 14 Oct 1998 18:02:07, Stichting ST wrote:
>Dear Roger Cain,
>
>...disassembly starting at $0AB82
>
>You can go to any part of the display of the listing by using the
>sliders of the text window.

The problem with find is: use for the moment the 'decimal'

representation. Talking the the auteur resulted in 'a bug, that will
be repaired'. Somewhere in the internal conversion the hexa notation
screws up.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 2964912640363832050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fec4674521dbaa60
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Disassembling problem in TT-Digger
Date: 1998/10/19
Message-ID: <70g009$1ar$6@news2.xs4all.nl>#1/1
X-Deja-AN: 402888164
X-NNTP-Posting-Host: dc2-modem2159.dial.xs4all.nl [194.109.136.111]
References: <7053nf$2tq$1@goof.de.uu.net>
Organization: Stichting ST
X-XS4ALL-Date: Mon, 19 Oct 1998 20:22:01 CEST
Newsgroups: comp.sys.atari.programmer

On 15 Oct 1998 17:19:20, "Rainer Wessel" wrote:
>Just tried TT-Digger on a larger program and it's really good. It's fast and
>more reliable than EasyRider (especially in HiRez), which I used before. And
>it runs smoothly on my PC-based Atari emulator.

Your message was send by snailmail to the maker.
>
>There is, however, one problem I came across: It refused to disassemble the
>directive
>   andi.b   #5,-22(a5)
>regardless whichever way I tried. All it produced was a DC-sequence.
>Converting between code and various data-formats (b, w, l) didn't work.
>Maybe I missed something in the manual (my Dutch is only rudimentary).

If all is well, he has contacted you by e-mail. But for the rest of
the world:
the #5 works with an logical AND on the data in the succeeding memory
location. That location is not part of the instruction. Because
instructions are aligned on even adresses, from the following 16 bits
only 8 (the .b) are used.

>
Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 7994081865265854995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bbab0d7049bcd410,start
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>
Subject: update on our website
Date: 1998/10/20
Message-ID: <70gcmmqkc2@news.imaginet.fr>#1/1
X-Deja-AN: 402968305
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Hello,

- new list of CENTurbo II compatibility softs. Thanks for user
to send me your test.

- the PATCHCT2.ZIP (on CENTURBO II page) contain
  Falct2_8.prg to run under turbo mode. It's the new version
of Falcon8.prg, the patch for calamus in 256-color mode.

- the soft to update the flash is in ct2_soft.htm (via centurbo.htm)
with the last version of Flash.bin.

- the last version of CENTview is available: 1.7.2

Sacha
--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

From 1221665048514634473
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83d82cd15eb68d6e
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: TT Digger searching

Date: 1998/10/20
Message-ID: <70hnlqoua1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 403131992
References: <702ourbj1@news2.xs4all.nl> <70g002$1ar$4@news2.xs4all.nl>
X-Trace: roch.zetnet.co.uk 908878330 25546 194.247.40.132 (20 Oct 1998 10:12:10 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 20 Oct 1998 10:12:10 GMT
Newsgroups: comp.sys.atari.programmer

On 19 Oct 1998 18:21:54 , Stichting ST wrote:

>When you do decimal representation the 'FIND' goes well.

Ah, ha!!

>GOOD NEWS:
>The maker expects to have a real manual in English within a few days.
>Then the rest of the world outside Holland can wallow in comfort with
>TT-Digger.

WONDERFUL. My imagination has been working overtime trying to make
sense of the Dutch. Please give the author our 'vriendelijke groet'
:-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -4617355551922212810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1049cc,6216264492e5b076,start
X-Google-Attributes: gid1049cc,public
X-Google-Thread: 1115ce,6216264492e5b076,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fecf8,6216264492e5b076,start
X-Google-Attributes: gidfecf8,public
X-Google-Thread: f5cc2,6216264492e5b076,start
X-Google-Attributes: gidf5cc2,public
X-Google-Thread: 11307a,6216264492e5b076,start
X-Google-Attributes: gid11307a,public
X-Google-Thread: ffc26,6216264492e5b076,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,6216264492e5b076,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,6216264492e5b076,start
X-Google-Attributes: gid1046d6,public
From: "Eddy from Aria" <eddy.m@virgin.net>
Subject: PROGRAMMERS REQUIRED !

Date: 1998/10/21
Message-ID: <70j6aj$914$1@nclient5-gui.server.virgin.net>#1/1
X-Deja-AN: 403359889
Organization: Virgin News Service
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups:
comp.os.os2.programmer.misc,comp.os.os2.programmer.oop,comp.os.os2.programmer.port
ing,comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programm
er,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,com

EUROPEAN PROGRAMMERS REQUIRED FOR WORK IN UK
****

AN AMAZING OPPORTUNITY IN THE UK

IF YOU CAN PROGRAM IN VISUAL BASIC
OR ARE PROFICIENT IN MS ACCESS
AND IF YOU ARE FAMILIAR WITH LOTUS NOTES

.....WE NEED YOU !!

ARIA TECHNOLGY ARE LOOKING FOR PROGRAMMERS
AND DEVELOPERS TO HELP US EXPAND OUR HARDWARE,
INSTALLATION AND SUPPORT BUSINESS. WE ARE ALREADY
ONE OF THE UK'S MOST FAMOUS PC HARDWARE SUPPLIERS
AND WE NOW NEED PEOPLE LIKE YOU TO FURTHER OUR
BUSINESS AND OF COURSE YOUR FINANCES !!

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WORK WAITING FOR YOU !!
IF YOU NEED TO CHECK OUR INTEGRITY, HONESTY

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FOR FURTHER DETAILS

CALL: +44 161 248 4383
FAX : +44 161 248 1613
E-MAIL : eddy.m@virgin.net
web: http://www.aria.co.uk

if this post/mail is inappropriate sorry for this intrusion.

From -3128888365803393613
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,fec4674521dbaa60
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Disassembling problem in TT-Digger
Date: 1998/10/21
Message-ID: <70likn$78m$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 403687368
References: <7053nf$2tq$1@goof.de.uu.net> <70g009$1ar$6@news2.xs4all.nl>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

First I'd like to make clear that this is not in any way meant as criticism of TT-Digger. From my tests so far, it seems to be a really good program. Still, if there are bugs it would be nice to get rid of them.

In article <70g009$1ar$6@news2.xs4all.nl>,
Stichting ST <atarist@xs4all.nl> wrote:
>On 15 Oct 1998 17:19:20, "Rainer Wessel" wrote:
...
>>There is, however, one problem I came across: It refused to disassemble the
>>directive

It's not a directive, but that's of course beside the point.

```
>>                andi.b        #5,-22(a5)
>>regardless whichever way I tried. All it produced was a DC-sequence.
```
...
>the #5 works with an logical AND on the data in the succeeding memory
>location. That location is not part of the instruction. Because

Someone must be misunderstanding something here (could be me, but I doubt it). 'andi.b #5,-22(a5)' is clearly a correct instruction and should of course be disassembled properly.
Both the number and the effective address specification are part of the instruction, only they're in extension words rather than the opcode itself.

From another message:
  Motorola manual says:
  -
  This instruction is used to AND the immediate data present in the
  "succeeding program memory locations" to the destination operand.

This simply means that the '5' is located in a word following the actual opcode, like in just about any instruction with immediate data. There's no difference between this and a 'move.b #5,-22(a5)' for example or even 'move.b #5,d0'.

>instructions are aligned on even adresses, from the following 16 bits
>only 8 (the .b) are used.

How is this relevant to the supposed bug?

--
  Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
     of Technology | .signatures | johan@rand.thn.htu.se
                        | so hard to do | WWW/ftp: rand.thn.htu.se
   Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From -4334875509629484956
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3f975dfb24701770
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Cross Compilers
Date: 1998/10/21
Message-ID: <70ljg1$7ar$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 403693342
References: <907969961.21089.0.nnrp-04.9e98f88f@news.demon.co.uk>
<6vnccshod1@eol.dd.chalmers.se>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <6vnccshod1@eol.dd.chalmers.se>,
Anders G{rder <f93anga@dd.chalmers.se> wrote:
>crofty <.@.> wrote:
>: I am looking for any compilers that can be run in DOS/Windows on Pentium
>: that can cross compile into 6800 for the Atari?
...
>I think some implementations of gcc do this. (At least the Solaris

All gcc versions can 'easily' be built as cross compilers. I've done
this several times myself on the Mac and Sun I use at work.

Note that this only gives you the C/C++ to assembly part.
The GNU assembler can of course also be cross-compiled, but I've never
tried that. Then there's the problem of finding a linker that can output
a standard Atari .PRG file.
Still, the actual compilation is what takes the vast majority of the time
and you'll have to transfer some files to your Atari (or perhaps emulator)
sometime anyway.

If you don't want to rebuild everything yourself, you'll of course have
to look around on the net for something pre-built. I have a DOS-based
68k gcc/g++ at home, but I can't remember where I found it.
Check out the homepages of some commercial GCC support company
(there is at least one, but I can't remember their name.

--
  Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
     of Technology | .signatures | johan@rand.thn.htu.se
                        | so hard to do | WWW/ftp: rand.thn.htu.se

Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From 3170626857049647928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a215c19f15252daa,start
X-Google-Attributes: gid1115ce,public
From: rollsl@uleth.ca (Sinive Rollingson)
Subject: help FDI/SPDIF
Date: 1998/10/22
Message-ID: <70m96p$8u910@mars.online.uleth.ca>#1/1
X-Deja-AN: 403799911
Organization: University of Lethbridge
Newsgroups: comp.sys.atari.programmer

Does anyone have any info on programing for one of these
or any example source thanks
dave

From -4794528416157372347
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f975dfb24701770
X-Google-Attributes: gid1115ce,public
From: michaels@jupiter.stochastik.rwth-aachen.de (Michael Schwingen)
Subject: Re: Cross Compilers
Date: 1998/10/22
Message-ID: <70ndqs$i5l$1@nets3.rz.RWTH-Aachen.DE>#1/1
X-Deja-AN: 403923255
References: <907969961.21089.0.nnrp-04.9e98f88f@news.demon.co.uk>
<6vnccshod1@eol.dd.chalmers.se> <70ljg1$7ar$1@nyheter.chalmers.se>
Organization: RWTH-Aachen, Faculty of Statistics
Newsgroups: comp.sys.atari.programmer

In article <70ljg1$7ar$1@nyheter.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:

>All gcc versions can 'easily' be built as cross compilers. I've done
>this several times myself on the Mac and Sun I use at work.
>
>Note that this only gives you the C/C++ to assembly part.
>The GNU assembler can of course also be cross-compiled, but I've never
>tried that. Then there's the problem of finding a linker that can output
>a standard Atari .PRG file.

You have to use the Atari as/ld (the current BFD-based binutils do not
support TOS .PRG binaries). I am told that this will work fine - Frank
Naumann (MiNT kernel maintainer) just did this ...

Myself, I am using a modified gcc/egcs built as a cross-compiler for
m68k-unknown-coff (using the current binutils) to compile the current Milan

TOS on a PC.

In every case, you probably habe to compile your cross-compiler on your own. On a Unix system, this will be relatively straightforward (if you read the crocc-gcc FAQ), in w Windows/cygwin environment, it might be a bit more tricky, but I have heard reports on the cross-gcc mailing list that it does work.

cu
Michael
--
In the beginning there was nothing, which exploded.

From 372006295687368039
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fec4674521dbaa60
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Disassembling problem in TT-Digger
Date: 1998/10/23
Message-ID: <70qgju$jh3$1@news2.xs4all.nl>#1/1
X-Deja-AN: 404365366
X-NNTP-Posting-Host: dc2-modem844.dial.xs4all.nl [194.109.131.76]
References: <7053nf$2tq$1@goof.de.uu.net> <70g009$1ar$6@news2.xs4all.nl>
<70likn$78m$1@nyheter.chalmers.se>
Organization: Stichting ST
X-XS4ALL-Date: Fri, 23 Oct 1998 20:06:54 CEST
Newsgroups: comp.sys.atari.programmer

On 21 Oct 1998 21:10:47, Johan Klockars wrote:
>
>First I'd like to make clear that this is not in any way meant as
>criticism of TT-Digger. From my tests so far, it seems to be a really
>good program. Still, if there are bugs it would be nice to get rid of
>them.
>
>In article <70g009$1ar$6@news2.xs4all.nl>,
>Stichting ST <atarist@xs4all.nl> wrote:
>>On 15 Oct 1998 17:19:20, "Rainer Wessel" wrote:
>....
>>>There is, however, one problem I came across: It refused to disassemble the
>>>directive
>
>It's not a directive, but that's of course beside the point.
>
>>>   andi.b   #5,-22(a5)
>>>regardless whichever way I tried. All it produced was a DC-sequence.
>....
>>the #5 works with an logical AND on the data in the succeeding memory
>>location. That location is not part of the instruction. Because
>

>Someone must be misunderstanding something here (could be me, but I
>doubt it). 'andi.b #5,-22(a5)' is clearly a correct instruction and
>should of course be disassembled properly.
>Both the number and the effective address specification are part of the
>instruction, only they're in extension words rather than the opcode
>itself.
>
>From another message:
> Motorola manual says:
> -
> This instruction is used to AND the immediate data present in the
> "succeeding program memory locations" to the destination operand.
>
>This simply means that the '5' is located in a word following the actual
>opcode, like in just about any instruction with immediate data. There's
>no difference between this and a 'move.b #5,-22(a5)' for example or
>even 'move.b #5,d0'.
>
>>instructions are aligned on even adresses, from the following 16 bits
>>only 8 (the .b) are used.
>
>How is this relevant to the supposed bug?
>
>--
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
>   of Technology | .signatures | johan@rand.thn.htu.se
> | so hard to do | WWW/ftp: rand.thn.htu.se
>   Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)
>.

From -6919176645582532465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fec4674521dbaa60
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Disassembling problem in TT-Digger
Date: 1998/10/23
Message-ID: <70qgk2$jh3$2@news2.xs4all.nl>#1/1
X-Deja-AN: 404365367
X-NNTP-Posting-Host: dc2-modem844.dial.xs4all.nl [194.109.131.76]
References: <7053nf$2tq$1@goof.de.uu.net>
Organization: Stichting ST
X-XS4ALL-Date: Fri, 23 Oct 1998 20:06:58 CEST
Newsgroups: comp.sys.atari.programmer

On 15 Oct 1998 17:19:20, "Rainer Wessel" wrote:
>
>There is, however, one problem I came across: It refused to disassemble the
>directive
>   andi.b   #5,-22(a5)
>regardless whichever way I tried. All it produced was a DC-sequence.

From the author:
>
I immediately remembered this.
The following is the case:
because it is a byte size operand, the immadiate value must be put
in bits 7 to 0 of the following 16 bits word.(least significant byte.
Now if there are bits set in the most significant byte I have to make
 a choice: If I disassemble the instruction I can not both produce a
 valid instruction and show you those bits. Although the processor
 ignores these bits. TT-Digger is primaraly a diagnostic tool.

Henk Robbers.
 If this is not the case I gladly hear from you.

A new version of TT-Digger is available with the FIND working good (I
hope).
 Download of new version (I only live 24 hours a day) will be
 possible end next week.

 For the rest: maybe this weekend all ready a ENGLISH MANUAL!!!!

 Met vriendelijke groet,
 Ronald van der Kamp
 secretaris Stichting ST
 atarist@xs4all.nl
 http://www.xs4all.nl/~atarist

From -2734252933394912430
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d98cead61025bf8,start
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: manual TT-Digger English
Date: 1998/10/23
Message-ID: <70qgk5$jh3$3@news2.xs4all.nl>#1/1
X-Deja-AN: 404365368
X-NNTP-Posting-Host: dc2-modem844.dial.xs4all.nl [194.109.131.76]
Organization: Stichting ST
X-XS4ALL-Date: Fri, 23 Oct 1998 20:07:01 CEST
Newsgroups: comp.sys.atari.programmer

Dear readers,

the author has done his best and if download here goes well, this
weekend there will be an

ENGLISH MANUAL FOR TT-DIGGER !!!!! :-)

see our homepage on

http://www.xs4all.nl/~atarist

follow Stichting... download...

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From -8282271857879701595
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,5a29649833bc96c0,start
X-Google-Attributes: gid1115ce,public
From: martin.w6@ukonline.co.uk (Martin Wilson)
Subject: Help with Wolfenstien 3D STe conversion
Date: 1998/10/24
Message-ID: <3631db76.4699163@news.easynet.co.uk>#1/1
X-Deja-AN: 404641481
Organization: [posted via] Easynet UK
Reply-To: martin.w6@ukonline.co.uk
Newsgroups: comp.sys.atari.programmer

I've got a friend whose keen to do a Wolfenstein 3D
conversion to the STe now that he's learned assembler.

I wondered if anyone out there has any faqs, C source or
knows if this project was ever started elsewhere so he could
pick up the pieces.

Also what do people think, is it possible?

Personally I think the STe could pull off reasonably well.
The STes enhanced features while not amazing should make
some difference to speed especially with sample playing.

Wolfenstein 3D works on a 286 PC with 640k base memory and I
think about 256k expanded memory.

At the moment he's working on a basic 3D engine so he can
understand perspective.

It will probably get released first as a simple graphic demo
and then possibly a simple deathmatch game when connected to
another STe before becoming the full game.

It will probably make use of its one custome sprites but use
wolfenstein level data ripped out using a supplied util

I.e. you can play the levels but no new wall testuxes or creatures.

This is because of the 16 colour limitation and any attempts to improve on this would slow the game down. Attempting to dither or simply ignore extra colours would not be feasible.

Its more than likely that the game play area will be derezed slightly with a small border although accelerated models will obviously be able to avoid this.

The PC version has an effective playsing screen of about 300x160 approx with maximum border about 100x53.

The ST version will probably have a resolution of 120x80 but be doubled both vertically and horizontally to give 240x160. I.e. every 2x2 pixels are the same.

It might look blocky but will at least be playably fast.

The status bar will look much the same as any Wolfenstein and the gun will probably be pasted just below the playing screen i.e. not protruding into the main action screen.

Its not expected that wolfenstein music files will be utiliised.

Personally I think if he can pull it off it will be the best ST game ever because Wolfenstein is so playable.

Whle it may not compare to more sophisticaed versions the death match facility will be exclusive to the ST version.

The final engine will probaly retail at £4-6 for shareware registration but no more than this. Which should offset some costs without actually being profiteering.

This is a serious project which I hope will stay on course to the end.

At this point I'm trying to collect as much information as possible about Woflenstein. Please don't attach anything to emails without a plain email first telling me what you have.

Please don't reply with any 'can't be done' type letters it obviously can be. In fact Substation is a more impressive engine (its just a not very playable game). The question is will it be ok speed or a decent speed.

From 2793938933422201181

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75ed636017891890,start
X-Google-Attributes: gid1115ce,public
From: "Pera Putnik" <piters@eunet.yu>
Subject: Bigdos & Rwabs
Date: 1998/10/24
Message-ID: <70tb5b$k1n$1@SOLAIR2.EUnet.yu>#1/1
X-Deja-AN: 404687820
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@EUnet.yu
X-Trace: SOLAIR2.EUnet.yu 909258731 20535 194.247.199.81 (24 Oct 1998 19:52:11 GMT)
Organization: EUnet Yugoslavia
NNTP-Posting-Date: 24 Oct 1998 19:52:11 GMT
Newsgroups: comp.sys.atari.programmer

I write currently driver for IDE hard disks for Atari (ST) machines. I want also including option for work with PC (MS DOS) format hard disks. I made simple routine which swaps High/Low bytes in word, and it worked very fine with PC disk. But for now only with 'normal' or Non-Bigdos partitions under 32 MB. Of course I want writing routines for work with larger partitions, up to 2 GB - nobody uses still such small partitions. It should work with program BigDos.

I think that it will be useful, since most of PC-s are equipped with IDE drives. Btw. what is by SCSI drives ? Is High/Low byte order reversed also ? Sadly I don't have SCSI interface on ST to check it.

Well, what I need is some help about writing that BigDos capable driver. I suppose that extended Bios function Rwabs contains additional 16 bit data of starting sector of block. I saw also some additional fields in GetBPB function, or it is new-extended function ?

So, if anybody could, please send me infos about these. I write driver in 100% assembler, and I don't know programming in C.

It would be best if you send me how put parameters on stack by function call - like in Atari (ST) Profibuch.

Also some infos about XHDI 1.2 will welcome. Some link, literature, anything.

Pera Putnik

From 8416844037186697497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9be4eb97c433321,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,9be4eb97c433321,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,9be4eb97c433321,start

X-Google-Attributes: gid1115ce,public
From: jofjoe <jofjoe@i-france.com>
Subject: #### Linux & STE ####
Date: 1998/10/25
Message-ID: <363348D0.1AF8DD9A@i-france.com>#1/1
X-Deja-AN: 404887104
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@easynet.fr
X-Trace: buggy.easynet.fr 909330643 10983 212.11.30.51 (25 Oct 1998 15:50:43 GMT)
Organization: [Posted via] Easynet France
Mime-Version: 1.0
NNTP-Posting-Date: 25 Oct 1998 15:50:43 GMT
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I need information about how putting linux on STE,
where can I found that ??

jofjoe@i-france.com

From -8772055263679834426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9be4eb97c433321
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: #### Linux & STE ####
Date: 1998/10/25
Message-ID: <7107kuraf1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 404987604
References: <363348D0.1AF8DD9A@i-france.com>
X-Trace: roch.zetnet.co.uk 909353438 27983 194.247.43.3 (25 Oct 1998 22:10:38 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 25 Oct 1998 22:10:38 GMT
Newsgroups: comp.sys.atari.programmer

On 25 Oct 1998 16:50:41 , jofjoe wrote:
>I need information about how putting linux on STE,
>where can I found that ??

I don't think you can. I believe Linux requires a 68030 processor (at
least) to deal with the memory management.

I may be wrong!

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -9106238569351629488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9be4eb97c433321
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,9be4eb97c433321
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,9be4eb97c433321
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@hal.fishpool.com>
Subject: Re: #### Linux & STE ####
Date: 1998/10/26
Message-ID: <Pine.LNX.3.96.981026103707.25719B-100000@hal.fishpool.com>#1/1
X-Deja-AN: 405119927
References: <363348D0.1AF8DD9A@i-france.com>
To: jofjoe <jofjoe@i-france.com>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
NNTP-Posting-User: q-funk

> I need information about how putting linux on STE,
> where can I found that ??
>
> jofjoe@i-france.com

You cannot. Linux and NetBSD require at least a TT or a Falcon.

Your best bet is to install MiNTos, using the KGMD package or
the english version KEMD_R2. See http://kellis.atari.org for
more info about it.

 Martin-Eric Racine The Atari TT030 Homepage with FAQ
 FUNKYWARE CREATIONS inc. http://members.tripod.com/~TT030/

.

From -5375699592725641957
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,9be4eb97c433321
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,9be4eb97c433321
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,9be4eb97c433321
X-Google-Attributes: gid1115ce,public
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Subject: Re: #### Linux & STE ####

Date: 1998/10/26
Message-ID: <36343A1D.FBD4FFB1@mygale.REMOVETHIS.org>#1/1
X-Deja-AN: 405123353
Content-Transfer-Encoding: 8bit
References: <363348D0.1AF8DD9A@i-france.com>
Content-Type: text/plain; charset=iso-8859-1
Organization: x
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

jofjoe a ⌧crit:
>
> I need information about how putting linux on STE,
> where can I found that ??

The released version of 68K linux requires a 68030 and an FPU. The STE
has neither of these.

It appears there might be a version compiled for a 68000, but I don't
know where.

You might rather go for MiNT, which is very Unix-like, but also TOS
compatible. There are many unix utilities that have been ported to MiNT.

Cheers,
Nick
--
```
   |||            Nicholas Bales, Toulouse, France
===|||=========================================
  / | \   The Atari ST Quick FAQ            bales@
-'  '  `- http://quickfaq.atari.org     mygale.org
```

From 2388211199366009877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9be4eb97c433321
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9be4eb97c433321
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,9be4eb97c433321
X-Google-Attributes: gid109a67,public
From: Gavin Cameron <gavin.cameron@SPAM.gecm.com>
Subject: Re: #### Linux & STE ####
Date: 1998/10/26
Message-ID: <36345719.7C019B58@SPAM.gecm.com>#1/1
X-Deja-AN: 405138013
Content-Transfer-Encoding: 7bit
References: <363348D0.1AF8DD9A@i-france.com>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: People In Social Settings Having Excellent Alcoholic Drinks (PISS
HEADs)

Mime-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

jofjoe wrote:
>
> I need information about how putting linux on STE,
> where can I found that ??
>
> jofjoe@i-france.com

There is Linux for the Atart ST - but it's not yet complete. You can
check out it's progress at:

http://www.esat.kuleuven.ac.be/~pcoene/index.html

Gav.

--

"What's the point having bad manners ... if you don't use them?!?"

*** REMOVE THE SPAM TO MAIL ME DIRECT ***

From -3083280505005456418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a29649833bc96c0
X-Google-Attributes: gid1115ce,public
From: "L Stok" <stok@dds.nl>
Subject: Re: Help with Wolfenstien 3D STe conversion
Date: 1998/10/27
Message-ID: <3635e53c.0@news-out2.newsnerds.com>#1/1
X-Deja-AN: 405579487
References: <3631db76.4699163@news.easynet.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Trace: 27 Oct 1998 09:22:36 -0600, ras190.avades.nl
Newsgroups: comp.sys.atari.programmer

>
>At this point I'm trying to collect as much information as
>possible about Woflenstein. Please don't attach anything to
>emails without a plain email first telling me what you have.
>
A lot of sources are available freely..
Contact me if u need more..

>Please don't reply with any 'can't be done' type letters it
>obviously can be. In fact Substation is a more impressive
>engine (its just a not very playable game). The question is
>will it be ok speed or a decent speed.

Ofcourse it can be done...
Just at what speed..
And substation doesnt really do texture mapping does it ?

Just some doubts i have about this working on ST well.
esp. after some experiments on the falcon.
And that comment you made about 'now that he's learned assembler'.
I dont wanna sound arrogant or anything, it just doesnt sound to hopefull to me.

Anyway, just my thoughts on this.
Feel free to mail if u like to have Wolf3D sources.
I must still have em somehwere.

From 6697369497399077926
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fec4674521dbaa60
X-Google-Attributes: gid1115ce,public
From: "Rainer Wessel" <vvb-organisation@t-online.de>
Subject: Re: Disassembling problem in TT-Digger
Date: 1998/10/27
Message-ID: <714s35$4nc$1@goof.de.uu.net>#1/1
X-Deja-AN: 405598003
References: <7053nf$2tq$1@goof.de.uu.net> <70qgk2$jh3$2@news2.xs4all.nl>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Organization: VVB-Organisation GmbH
Newsgroups: comp.sys.atari.programmer

Stichting ST schrieb in Nachricht <70qgk2$jh3$2@news2.xs4all.nl>...
>On 15 Oct 1998 17:19:20, "Rainer Wessel" wrote:
>>
>>There is, however, one problem I came across: It refused to disassemble the
>>directive
>>   andi.b   #5,-22(a5)
>>regardless whichever way I tried. All it produced was a DC-sequence.
>
>From the author:
>
>I immediately remembered this.
>The following is the case:
>because it is a byte size operand, the immadiate value must be put
>in bits 7 to 0 of the following 16 bits word.(least significant byte.
>Now if there are bits set in the most significant byte I have to make
> a choice: If I disassemble the instruction I can not both produce a
> valid instruction and show you those bits. Although the processor
> ignores these bits. TT-Digger is primaraly a diagnostic tool.

>
> Henk Robbers.
> If this is not the case I gladly hear from you.

> [snip...]

I see, so the problem was some bit-dirt in the most-significant byte. I don't know what assembler/compiler was used for the original programm I disassembled (some C-compiler, I guess) because this occurred in all instances of above instruction.
EasyRider didn't seem to have any problem here, although this clearly means losing those higher bits. I know the distinction between code and data (in the text segment) is one of those knacks a disassembler has to worry about.The only thing that worried me is that TT-Digger could not be prompted (or forced) to turn the data into 'possible' code :-].
Otherwise TT-Digger has proven very reliable and fast.

Rainer Wessel

From -3371107008509258736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a29649833bc96c0
X-Google-Attributes: gid1115ce,public
From: "Leslie Hartmier" <leslieh@v-wave.com>
Subject: Re: Help with Wolfenstien 3D STe conversion
Date: 1998/10/27
Message-ID: <714tsc$dbl1@dagger.videotron.ab.ca>#1/1
X-Deja-AN: 405611054
References: <3631db76.4699163@news.easynet.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
Organization: Videotron Communications Ltd.
Newsgroups: comp.sys.atari.programmer

Martin Wilson wrote in message <3631db76.4699163@news.easynet.co.uk>...
>I've got a friend whose keen to do a Wolfenstein 3D
>conversion to the STe now that he's learned assembler.
>
>I wondered if anyone out there has any faqs, C source or
>knows if this project was ever started elsewhere so he could
>pick up the pieces.
>
Go to ftp://ftp.idsoftware.com/idstuff/source/wolfsrc.zip, where you can pick all the source for Wolfenstein 3D. id released all of their code for it to the public domain.

Leslie

From -1844290021873478945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e988d92917fee056,start
X-Google-Attributes: gid1115ce,public
From: ab453@cleveland.Freenet.Edu (Jim Krych)
Subject: Atari Programmer whereabouts...
Date: 1998/10/28
Message-ID: <716bb7$es2$1@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 405828558
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: ab453@cleveland.Freenet.Edu (Jim Krych)
Newsgroups: comp.sys.atari.programmer

Hi!

I would like to know if Dave Munsie is still with
the ATari community. All of his games have the
Texas address, is it still valid?

Regards,

Jim W. Krych
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

From -2373484806241695513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8a788e1af66141a,start
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: Icon size?
Date: 1998/10/28
Message-ID: <717t53$5gr$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 406013898
X-Http-Proxy: 1.0 x3.dejanews.com:80 (Squid/1.1.22) for client 195.163.225.34
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Wed Oct 28 20:00:35 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/3.01 (Win95; I)

Greetings Atarians!

It is once again time for me to ask stupid questions.

What size should an icon (for iconified windows) have?

Thanks in advance,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 3243255139857064313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,466616f12ff9336a,start
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (Ross MacIver)
Subject: Sozobon question
Date: 1998/10/28
Message-ID: <363747dc155bf80@game-master.com>#1/1
X-Deja-AN: 406089426
X-Sender: NEWSwatch v2.01 (Atari)
X-Complaints-To: abuse@videotron.net
X-Hardware: 68000 Atari MegaSTe 4
X-Trace: wagner.videotron.net 909614488 207.96.243.173 (Wed, 28 Oct 1998 17:41:28 EDT)
Organization: Studio Sunson, Montreal, Canada
Reply-To: rosco@game-master.com
NNTP-Posting-Date: Wed, 28 Oct 1998 17:41:28 EDT
Newsgroups: comp.sys.atari.programmer

I've just started to explore Sozobon and I've come up with this
problem involving getche():

```
#include <stdio.h>
void main()
{
     char ch;
     printf ("Press the ~ key to stop\n");
     for(;;)
     {
          ch==getche();
          if(ch=='~')
          {
               break;
          }
     }
     printf("\nDone!\n");
}
```

When I compile this with -lextra I get a warning from hcc - "implicit
decl of getche".

When I run the compiled program the characters echo to the screen as
expected but hitting ~ has no effect.

What is the warning from hcc about?

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

From 4299015385086742171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed
X-Google-Attributes: gid1115ce,public
From: "Michael Clemmetsen" <mc@syn.beetee.co.uk>
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/10/01
Message-ID: <6uvcoebcs1@pheidippides.axion.bt.co.uk>#1/1
X-Deja-AN: 396623945
Content-Transfer-Encoding: 7bit
References: <6ut48ffcr1@pheidippides.axion.bt.co.uk>
<361241DB.5AECDB67@NO.SPAM.emw.ericsson.se> <361246E8.7F9BF9E6@hisoft.co.uk>
Content-Type: text/plain; charset=US-ASCII
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: BT Labs, Martlesham Heath, Ipswich, UK
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi again,

So does this mean that Lattice 5.60 *does* work with a Falcon or not?

Does anyone know what the major differences are between 5.52 and 5.60?

Thanks,

Michael
>Magnus Kollberg wrote:
>
>> Michael Clemmetsen wrote:
>>
>> > Has anyone got Lattice C 5.52 to run satisfactorily on a Falcon,
preferably
>> > under Magic?
>>
>> Not 5.52 but 5.60 (I think.....) works just fine under MagiC. If there is
a problem
>> with 5.52 or not I have no idea. Ask HiSoft. ;-)
--

To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

From 1525372729078198371
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/10/01
Message-ID: <3613435E.A434AB0D@ios.chalmers.se>#1/1
X-Deja-AN: 396631527
Content-Transfer-Encoding: 8bit
References: <360F991D.3C26AC7A@ios.chalmers.se> <F035uI.H7D@arisia.stud.uni-hannover.de>
Content-Type: text/plain; charset=iso-8859-1
Organization: Chalmers University of Technology
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> > I use the last pointer (*next) in the first NDB-structure to get the
> > address to the next NDB. Is this correct?
>
> Naaaaaah ! ;-)
>
> The entry 'next' is only for internal use of STinG. Didn't I have CNget_NDB()
> explizitly write a NULL into that entry before passing it to the application ?
> If not, then I should do it. You, as an application programmer, should ignore
> it. The next NDB is fetched just like the first one, with CNget_NDB().

Yes, I discovered that shortly after I posted that last article. Is
(*next) always NULL, even if there is another NDB waiting?

> You know this is the sort of action CNget_NDB is intended to avoid, for speed
> reasons. What you do here is exactly what does CNget_block() internally. Sure
> it's ok for testing, but for efficiency you should do the processing 'in place'
> i.e. without copying to a buffer; otherwise the use of CNget_NDB() is pointless.

Yes, as you say, it's just for testing. In the game I will have no use
for printing the blocks, since it's always some kind of message from
another player's computer. I don't mean text messages readable for
humans, but rather messages used for for example position updates and
collision detect and so on.

> >   5. check the last pointer (*next) to see if there is another NDB
to
> > process. If zero, goto 7.
>

> Do not do this. Simply omit this step. There is never 'another NDB' as linked
> to this NDB via the 'next' entry.
>
> >   6. KRfree both the data pointed to by the NDB (*ndata) and the
NDB
> > itself. Goto 3.
>
> This must be done regardless of the 'next' entry. Replace the "Goto 3" by
> "Goto 1"

Well, now I've fixed it so it works. Now the pseudo-algorithm is like
this:

1. call CNget_NDB() with the handle
2. if d0=0, then no blocks to read, quit
3. get address to the data (*ndata) and the length (len) by using d0 as
address to the NDB
4. print the data
5. if (*next) is NULL, there are no more NDB's: quit, otherwise goto 1.

Can I rely on (*next) indicating wether there are any more NDB's (but
not use it as a pointer), or should I just skip that step and goto 1,
directly after 4 without checking (*next)?

Regards
Henrik Gild

5.

From 8132594016593028964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed
X-Google-Attributes: gid1115ce,public
From: Stephen Marriott <stevem@hisoft.co.uk>
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/10/01
Message-ID: <36134964.FB31CB4A@hisoft.co.uk>#1/1
X-Deja-AN: 396637920
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References: <6ut48ffcr1@pheidippides.axion.bt.co.uk>
<361241DB.5AECDB67@NO.SPAM.emw.ericsson.se> <361246E8.7F9BF9E6@hisoft.co.uk>
<6uvcoebcs1@pheidippides.axion.bt.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 907233814 nnrp-07:25657 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
Organization: HiSOFT SYSTEMS
MIME-Version: 1.0

Reply-To: steve@spensley.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Michael Clemmetsen wrote:

> So does this mean that Lattice 5.60 *does* work with a Falcon or not?

Yes - Atari ST/STe/TT/Falcon.

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 1525 718181 Fax: +44 1525 713716
http://www.hisoft.co.uk/ http://www.cinema4d.com/

From 401411619747378110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ba0208b933f63dac,start
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@hal.fishpool.com>
Subject: 34800 baud ST modem patch?
Date: 1998/10/01
Message-ID: <Pine.LNX.3.96.981001155603.21363B-100000@hal.fishpool.com>#1/1
X-Deja-AN: 396679236
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: q-funk

I remember reading somewhere (HS-modem docs, maybe?) that it is
possible to drive the ST Modem port at 38400 by simply changing
some clocking variables for the MFP (and the baudrate registers
so that this speed is reported as available).

This implies that NO hardware modification is needed.

Does anyone recall reading this and where, or otherwise knows
how to do this? Thanks.

 Martin-Eric Racine The Atari TT030 Homepage with FAQ
 FUNKYWARE CREATIONS inc. http://members.tripod.com/~TT030/

.

From -6605480261964805171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2138875e8390667,start
X-Google-Attributes: gid1115ce,public
From: codc01@gel.usherb.ca
Subject: Free Pascal
Date: 1998/10/01
Message-ID: <6v0c3s$3r7$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 396719795
X-Http-Proxy: 1.0 x14.dejanews.com:80 (Squid/1.1.22) for client 132.210.70.108
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Oct 01 16:54:20 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.03 [fr] (Win95; I)

Greetings,
The first version of the Free Pascal compiler for 680x0 targets is now available on most Free Pascal official sites. Currently available are:

- Cross development environment for AmigaOS on linux-i386
- Cross compiler for Atari TOS on MS-DOS
- Native AmigaOS Free Pascal compiler

These compilers are based on Free Pascal 0.99.5c, this revision has not been released for the x86 but is similar in effect to Free Pascal version 0.99.5 except that all known code generation bugs known from FPC 0.99.5 have been fixed.

You can get the compilers at:
ftp://tflily.fys.kuleuven.ac.be/pub/fpc/dist/

Help is required to port to other 680x0 operating systems:
- Atari native TOS port
- Linux-m68k native port
- Macintosh port help

Please if you can help, contact me via *e-mail*, i would do this port myself, but i do not have access to these operating systems.

Carl Eric Codere
codc01@gel.usherb.ca
http://www-edu.gel.usherb.ca/codc01

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

From 1210299638562261931
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,ba0208b933f63dac
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: 34800 baud ST modem patch?
Date: 1998/10/01
Message-ID: <6v0jtt$1sj$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 396781221
References: <Pine.LNX.3.96.981001155603.21363B-100000@hal.fis
X-Trace: roch.zetnet.co.uk 907268861 1939 194.247.41.107 (1 Oct 1998 19:07:41 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 1 Oct 1998 19:07:41 GMT
Newsgroups: comp.sys.atari.programmer

On 1 Oct 1998 16:00:52 +, Martin-Eric Racine wrote:
>I remember reading somewhere (HS-modem docs, maybe?) that it is
>possible to drive the ST Modem port at 38400 by simply changing
>some clocking variables for the MFP (and the baudrate registers
>so that this speed is reported as available).
>
>This implies that NO hardware modification is needed.
>
>Does anyone recall reading this and where, or otherwise knows
>how to do this? Thanks.

Sounds good but I have never heard of this. I always believed you had
to use a 4040 chip to do it.

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -5804217018869520280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77dc744f1f3545c9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GFA/GEM problem
Date: 1998/10/01
Message-ID: <3611de7c.17085928@news.demon.co.uk>#1/1
X-Deja-AN: 396804791
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <Pine.GSO.3.95q.980919204452.8435A-100000@paddington>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 907273484 nnrp-08:293 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

On Sat, 19 Sep 1998 20:45:09 +0100, Ben Hall <cb170@city.ac.uk> wrote:

>
>Hi guys,
>
>I trying to solve a long-standing problem I have relating the text
>cursor, specifically with OBJC_EDIT.
>
>I'm using a heavily-modified version of Flydials, and I've noticed
>this behaviour in other GFA Flydial-dependant programs (for example,
>Ergo!pro has this bug), and it's a right pain!
>
>Basically, I have a window with an editable text object in, and the
>text cursor is enabled. In general, the cursor is turned off and on
>with:
>
>   ~OBJC_EDIT(rsc_adr%,edit_obj&,key&,idx&,3,idx&)   !Turn cursor OFF
>   ~OBJC_EDIT(rsc_adr%,edit_obj&,key&,idx&,1,idx&)   !Turn cursor ON
>
>But, if another window is moved over the cursor, GEM won't redraw it
>as part of the normal window redraws, so the cursor disappears. On
>switching back to my application, I need to be able to properly redraw
>the cursor. Now GEM or GFA seems to be drawing in a kind of XOR mode,
>so if the cursor is turned on and redrawn when the cursor hasn't been
>erased by the window, the cursor will then disappear, only to reappear
>when the cursor position is moved and giving redraw errors. So, I know
>this is kind of difficult to explain, but what I need to know is an
>accurate way of turning off and on the cursor, and redrawing it.
>CoNnect, as an example does this properly - when switching back to a
>CoNnect window, the cursor is turned off and then properly back on,
>which is exactly what I need to do. Any ideas..?

I know it's difficult to explain - I've been through it myself with
Pug!

Pug uses a philosophy that the cursor should always be off and only
turned on when absolutely necessary, rather than the more obvious idea
that the cursor should be 'mainly' on. It keeps track of the cursor
status info for each window it is handling and just about every
message results in the cursor being turned off. If memory serves, the
only place it can possibly get turned back on again is in the code
just after walking the redraw rectangles, provided the window had a
cursor status of 'on' and the window is the top one.

Tbh, if I'd known back then the trouble the cursor was going to cause
me I'd have written my own code for it: I suggest you do exactly that,
especially if you want multiple cursors, background cursors, or
scrolling edit fields. It'll be much easier in the long run!

--

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7609333959937092983
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Cold and warn reboot
Date: 1998/10/01
Message-ID: <3610d652.14995131@news.demon.co.uk>#1/1
X-Deja-AN: 396804792
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <rw5u32tiitr.fsf@polder.inria.fr> <35f2d5d3.3330559@news.demon.co.uk>
<35ef9e89.33968317@news.zetnet.co.uk> <Eyu31J.MpD@suse.modem.stud.uni-hannover.de>
<rw5iuj09jbh.fsf@polder.inria.fr> <Ez60Eu.F2B@arisia.stud.uni-hannover.de>
<36022099.27838549@news.demon.co.uk> <EzJtL5.13M@arisia.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 907273483 nnrp-08:293 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 19 Sep 1998 20:43:53 GMT, perot@arisia.stud.uni-hannover.de
(Peter Rottengatter) wrote:

```
>In article <36022099.27838549@news.demon.co.uk>,
>    guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> _cp_irq_:
>> //*[  uint cp_irq(andv,xorv)
>> / uint andv;
>> / uint xorv;
>> /
>> / the processor interrupt mask is read, then ANDed with andv, then
>> XORed with
>> / xorv and then written back to the interrupt mask. This enables it to
>> be read
>> / or written in any manner. The interrupt mask which was written back
>> is
>> / returned to the caller. For the 68000 the interrupt mask is 3 bits
>> and is a
>> / value in the range 0 to 7.
>> /
>> / _cp_irq() can be called from user or super state. It sets IPL to 7
>
```

>I do not really understand this, partially because information is missing
>(like the AND and XOR masks),

That idea was pinched from the Acorn BBC computer operating system calls. By selecting appropriate values for AND or XOR you can selectively read and/or write bitflags. It went very much (if not exactly) like this:

```
SOME_OS_CALL:
current_bitflag -> copy
current_bitflag &= ANDV
current_bitflag ^= XORV
return copy
```

Thus, a simple read would be
oldval = SOME_OS_CALL(0xff,0x00)

Setting bit 0 would be
oldval = SOME_OS_CALL(0xfe,0x01)

and so on.

>but to me, "written back to the interrupt
>mask" and "can be called from user ... state" is a contradiction.
>
>What's the goal of this bit ?

The idea is that the interrupt flags can be interrogated or altered from userstate or superstate, as cp_irq shifts state accordingly. I've never had a reason to use the call (it got implemented for completeness) and have never tested it either. Therefore I just wondered if it would actually work.

```
/* set level to 7, return old level */
oldval = cp_irq(0x0000,0x0007)

/* do something */

/* restore level */
cp_irq(0x0000,oldval)
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4668803772514053276
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9a654e595712ccaa

X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GEM redraws again
Date: 1998/10/01
Message-ID: <3612e804.19525786@news.demon.co.uk>#1/1
X-Deja-AN: 396804793
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <6u54io$9i8$1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 907273485 nnrp-08:293 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 21 Sep 1998 09:00:09 GMT, gokmase@my-dejanews.com wrote:

>Greetings atarians!
>
>I⌂ll repeat myself and ask a question I⌂ve asked before, with a little
>extension:
>
>>Is it possible to write the image contents of an object tree to memory
>>(without viewing it on screen first), or do I have to draw the object on
>>screen, and then save the screen contents to memory??
>
>When I asked this I got the answer 'no', from (I think) Jo Even Skarstein.
>
>Now I⌂ve read somewhere on the WWW that it is possible to use something
>called 'sceen swapping routines' to redirect the output to a dedicated place
>in memory instead of the physical screen adress.
>
>Could this be used to do what I asked for? Anyone?

I can't remember / don't know exactly what you asked but ...

You don't have to draw the object on the screen: the object gets
written to the logical screen base. It just so happens the physical
screen base is usually the same. There's nothing stopping you
allocating memory for a "shadow" screen and setting the logical screen
base to that instead. However, when you do this you affect
everything - not just your own program so the answer is still "no".

What you could do, is write a little utility to draw your object
tree(s in turn) on the screen, blit to memory using the vdi and dump
it into a file. Your program proper could subsequently load the image
and blit it back on screen as required. You'll have to deal with
resolution problems etc yourself though.

--

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5714845117356838065
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,30a54bde6a53c502
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: assembler code for string matching requ
Date: 1998/10/01
Message-ID: <6v0prvgiq1@news2.xs4all.nl>#1/1
X-Deja-AN: 396817474
X-NNTP-Posting-Host: dc2-modem1288.dial.xs4all.nl [194.109.133.8]
References: <360d111c21ab550@the-gap.demon.co.uk>
Organization: Stichting ST
X-XS4ALL-Date: Thu, 01 Oct 1998 22:49:03 CEST
Newsgroups: comp.sys.atari.programmer

On 26 Sep 1998 17:06:40, Gary Priest wrote:
>Hi guys
>
>
>string = alt.fred.rec.pets.gary
>pattern = *.rec.pets.*
>
>The above example should match, but I just can't get my head around the
>required code :(Trailing stars are obviuosly easy, but it is the leading
>star, followed by actual data..... bit that is causing me headaches.

If you know how to do the trailing star there is no problem:
use the method but wil aal counters going the other direction
or
make the strings backwards->forwards

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 3146907407108002363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ba0208b933f63dac
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: 34800 baud ST modem patch?
Date: 1998/10/02
Message-ID: <6v37a7kvh1@news2.xs4all.nl>#1/1

X-Deja-AN: 397124220
X-NNTP-Posting-Host: dc2-modem781.dial.xs4all.nl [194.109.131.13]
References: <Pine.LNX.3.96.981001155603.21363B-100000@hal.fis
Organization: Stichting ST
X-XS4ALL-Date: Fri, 02 Oct 1998 20:50:47 CEST
Newsgroups: comp.sys.atari.programmer

>I remember reading somewhere (HS-modem docs, maybe?) that it is
>possible to drive the ST Modem port at 38400 by simply changing
>some clocking variables for the MFP (and the baudrate registers
>so that this speed is reported as available).
>
>This implies that NO hardware modification is needed.
>
>Does anyone recall reading this and where, or otherwise knows
>how to do this? Thanks.

Yes, Erno Meffert did it.
Trick:
remove connection of Timer_D output to the reciever and transmitter
clocks
so disable connection pin 16 to 7+10 of MFP

Next step:
take clock of pin 18 MFP and divide by 4 with an 4040 chip.
Resulting clock into 7+10 pins
Let this signal be divided by 16 in de USART part of the MFP.
So you get 38400 kb.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl>.

From 4398351838069901934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,284fcdb62fab528c,start
X-Google-Attributes: gid1115ce,public
From: B O'Donnell <odonnllb@indigo.ie>
Subject: When is a menu?
Date: 1998/10/03
Message-ID: <361580C1.48D8BF8D@indigo.ie>#1/1
X-Deja-AN: 397234863
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Indigo
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Possibly I'm missing something obvious, but all I know about menus is

that they are object trees that contain objects of type G_TITLE (for
titles:-)), and G_STRING (for the drop-down menus, but I use them for
captions in ordinary dialogs as well) and a few G_IBOXES and G_BOXES.
However, if you load a resource into Wercs without a hrd file, it
correctly displays the menus; does it just run down the options, or is
there an easy way?
Alternatively, does anyone know where I can get source for a resource
editor. I'm trying to write one for the PC, and menus are the biggest,
but not the only, puzzle.
Regards
Brian O'Donnell
odonnllb@indigo.ie

From -2384975522069655183
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed
X-Google-Attributes: gid1115ce,public
From: tkelly@pressenter.com (Terence Kelly)
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/10/03
Message-ID: <6v4jpipaa1@jair.pressenter.com>#1/1
X-Deja-AN: 397294306
References: <6ut48ffcr1@pheidippides.axion.bt.co.uk>
<361241DB.5AECDB67@NO.SPAM.emw.ericsson.se>
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

>Michael Clemmetsen wrote:
>
>> Has anyone got Lattice C 5.52 to run satisfactorily on a Falcon, preferably
>> under Magic? I'm beginning to feel that the only way I will be able to use
>> it is in single-tasking mode under Geneva.
>

There should be no problem getting Lattice 5.5 to work on a Falcon.
Under MagiC you must run XMEN_MGR.PRG to get access to the options
menus.

--Terry Kelly

From -1075869524147397574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ba0208b933f63dac
X-Google-Attributes: gid1115ce,public
From: "Steve" <AtariST@usa.net>
Subject: Re: 34800 baud ST modem patch?

Date: 1998/10/03
Message-ID: <907453199.4094.0.nnrp-01.c1ed1184@news.demon.co.uk>#1/1
X-Deja-AN: 397460168
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <Pine.LNX.3.96.981001155603.21363B-100000@hal.fis
<6v37a7kvh1@news2.xs4all.nl>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 907453199 nnrp-01:4094 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: The Atari ST Software eXchange
Newsgroups: comp.sys.atari.programmer

Stichting ST wrote in message <6v37a7kvh1@news2.xs4all.nl>...
>>I remember reading somewhere (HS-modem docs, maybe?) that it is
>>possible to drive the ST Modem port at 38400 by simply changing
>>some clocking variables for the MFP (and the baudrate registers
>>so that this speed is reported as available).
>>
>>This implies that NO hardware modification is needed.
>>
>>Does anyone recall reading this and where, or otherwise knows
>>how to do this? Thanks.
>
>Yes, Erno Meffert did it.
>Trick:
>remove connection of Timer_D output to the reciever and transmitter
>clocks
>so disable connection pin 16 to 7+10 of MFP
>
>Next step:
>take clock of pin 18 MFP and divide by 4 with an 4040 chip.
>Resulting clock into 7+10 pins
>Let this signal be divided by 16 in de USART part of the MFP.
>So you get 38400 kb.
>
>Met vriendelijke groet,
>Ronald van der Kamp
>secretaris Stichting ST
>atarist@xs4all.nl>.

It's looking like a hardware modification, doesn't it:)

From 222949303116592709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ba0208b933f63dac
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@hal.fishpool.com>

Subject: Re: 34800 baud ST modem patch?
Date: 1998/10/04
Message-ID: <Pine.LNX.3.96.981004173846.24784B-100000@hal.fishpool.com>#1/1
X-Deja-AN: 397616743
References: <Pine.LNX.3.96.981001155603.21363B-100000@hal.fis
<6v37a7kvh1@news2.xs4all.nl>
<907453199.4094.0.nnrp-01.c1ed1184@news.demon.co.uk>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: q-funk

On Sat, 3 Oct 1998, Steve wrote:

> Stichting ST wrote in message <6v37a7kvh1@news2.xs4all.nl>...
> >>This implies that NO hardware modification is needed.
> >>
> >>Does anyone recall reading this and where, or otherwise knows
> >>how to do this? Thanks.
> >
> >Yes, Erno Meffert did it.
> >Trick:
[...]
> >take clock of pin 18 MFP and divide by 4 with an 4040 chip.
>
> It's looking like a hardware modification, doesn't it:)

Sure does... :}}

 Martin-Eric Racine The Atari TT030 Homepage with FAQ
 FUNKYWARE CREATIONS inc. http://members.tripod.com/~TT030/

.

From 8190174880486376516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a654e595712ccaa
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: GEM redraws again
Date: 1998/10/04
Message-ID: <F0BG7G.wt@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 397780672
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <6u54io$9i8$1@nnrp1.dejanews.com> <3612e804.19525786@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private

Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <3612e804.19525786@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> You don't have to draw the object on the screen: the object gets
> written to the logical screen base. It just so happens the physical
> screen base is usually the same. There's nothing stopping you
> allocating memory for a "shadow" screen and setting the logical screen
> base to that instead. However, when you do this you affect
> *everything* - not just your own program so the answer is still "no".

There are other reasons. This won't work with external graphics hardware, i.e. graphics cards etc., as they usually bring their own VDI which doesn't necessarily use the concept of a logical screen base.

You'd be better off telling us what you intend this for, there are probably better ways than drawing the tree in hidden mode.

> What you could do, is write a little utility to draw your object
> tree(s in turn) on the screen, blit to memory using the vdi and dump
> it into a file. Your program proper could subsequently load the image
> and blit it back on screen as required. You'll have to deal with
> resolution problems etc yourself though.

It's not only that. Different AESs will draw the tree slightly differently, so again portability is lost.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -7865009152914858476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,284fcdb62fab528c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: When is a menu?
Date: 1998/10/05
Message-ID: <361f574c.56500773@news.demon.co.uk>#1/1
X-Deja-AN: 397817967
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <361580C1.48D8BF8D@indigo.ie>

Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 907565881 nnrp-10:5491 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 03 Oct 1998 02:41:22 +0100, B O'Donnell <odonnllb@indigo.ie>
wrote:

>Possibly I'm missing something obvious, but all I know about menus is
>that they are object trees that contain objects of type G_TITLE (for
>titles:-)), and G_STRING (for the drop-down menus, but I use them for
>captions in ordinary dialogs as well) and a few G_IBOXES and G_BOXES.

The only difference between a normal object tree and a menu is the
menu is less flexible in its components, and they must be arranged in
a certain way. Unfortunately I do not have the specifics at hand.

>However, if you load a resource into Wercs without a hrd file, it
>correctly displays the menus; does it just run down the options, or is
>there an easy way?

This is typical of all resource editors. What do you mean by "easy
way"?

>Alternatively, does anyone know where I can get source for a resource
>editor.

Sadly, I cannot help with this either.

>I'm trying to write one for the PC, and menus are the biggest,
>but not the only, puzzle.

Now I'm curious. Please elaborate! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -541192054054502385
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90b094fe0dc64b24
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MagiC Programming
Date: 1998/10/05

Message-ID: <36192354.43196923@news.demon.co.uk>#1/1
X-Deja-AN: 397817968
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <01bdebf5$bfba1480$75f22bce@toram.psnw.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 907565882 nnrp-10:5491 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 29 Sep 1998 22:12:22 GMT, "Jake Goerzen" <toram@psnw.com> wrote:

>I have a Falcon running MagiC 5. I would like to write some programs under
>this OS. What kind of languages are available? Is there any thing like
>Visual C++ or Visual Basic.

Not as such, although a resource editor takes you some of the way
there.

>Any object oriented options?

GCC would be the only solution.

>I would like to
>be able to use GEM functions. In other words be able to put a nice GEM
>front end on my programs.

There are third party tools available to help with this.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6865992292200001780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed
X-Google-Attributes: gid1115ce,public
From: Stephen Marriott <stevem@hisoft.co.uk>
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/10/05
Message-ID: <36188BFA.C37043D1@hisoft.co.uk>#1/1
X-Deja-AN: 397850096
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References: <6ut48ffcr1@pheidippides.axion.bt.co.uk>

<361241DB.5AECDB67@NO.SPAM.emw.ericsson.se> <6v4jpipaa1@jair.pressenter.com>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 907578393 nnrp-05:19623 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
Organization: HiSOFT SYSTEMS
MIME-Version: 1.0
Reply-To: steve@spensley.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Terence Kelly wrote:

> >Michael Clemmetsen wrote:
> >
> >> Has anyone got Lattice C 5.52 to run satisfactorily on a Falcon, preferably
> >> under Magic? I'm beginning to feel that the only way I will be able to use
> >> it is in single-tasking mode under Geneva.
> >
>
> There should be no problem getting Lattice 5.5 to work on a Falcon.
> Under MagiC you must run XMEN_MGR.PRG to get access to the options
> menus.

Lattice C 5.6 included support for the Falcon - http://www.hisoft.co.uk/atari/

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 1525 718181 Fax: +44 1525 713716
http://www.hisoft.co.uk/ http://www.cinema4d.com/

From -2676264062392091567
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3fc6ad7e1e2a2c26,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: MFP interrupt priority
Date: 1998/10/05
Message-ID: <6vap6sjob1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 397945687
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 907601948 20235 130.37.80.249 (5 Oct 1998 15:39:08 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 5 Oct 1998 15:39:08 GMT
Newsgroups: comp.sys.atari.programmer

AHHH! Finally! My newsfeed is back up...
OK, so I'll immediately start with posting a question :-)

Does anyone know what the MFP interrupt priority order is?
Is interrupt line 0 (BUSY) highest or lowest priority?
Thanks,
     -=Levien

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/

It is better never to have been born. But who among us has such luck?
One in a million, perhaps.

From 7049430425650551695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3fc6ad7e1e2a2c26
X-Google-Attributes: gid1115ce,public
From: Fredrik Olsson <F.Frispel@Bigfoot.com>
Subject: Re: MFP interrupt priority
Date: 1998/10/05
Message-ID: <361904D7.745D1B08@Bigfoot.com>#1/1
X-Deja-AN: 397977779
Content-Transfer-Encoding: 7bit
References: <6vap6sjob1@feresa.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Algonet/Tninet
Mime-Version: 1.0
NNTP-Posting-Date: 5 Oct 1998 17:42:38 GMT
Newsgroups: comp.sys.atari.programmer

Levien van Zon wrote:

> Does anyone know what the MFP interrupt priority order is?
> Is interrupt line 0 (BUSY) highest or lowest priority?

The correct order AFAIK is (Starting with the highest priority):

```
IERA 7 Monochrome detect
     6 RS232 Ring indicator
     5 Timer A
     4 RS232 Recieve buffer full
     3 RS232 Recieve error
     2 RS232 Sender buffer empty
     1 RS232 Sender error
     0 Timer B/Hblank

IERB 7 FDC/HDC
     6 Keyboard/MIDI ACIA
```

```
     5 Timer C
     4 Timer D
     3 Blitterchip ready?
     2 RS232 Clear To Send
     1 RS232 Data Carrier Detect
     0 Centronics busy

> Thanks,
>         -=Levien
```

You're welcome.

While we still are talking about the MFP, is there anyone who knows if these are the correct bitdescriptions for GPIP and AER?

```
GPIP/AER 7 Monochrome detect
         6 RS232 Ring indicator
         5 FDC/HDC busy
         4 Keyboard/MIDI ACIA IRQ ???
         3 Blitterchip ready ???
         2 RS232 Clear To Send
         1 RS232 Data Carrier Detect
         0 Centronics busy
```

/Fredrik Olsson

From 5907882132860107500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3fc6ad7e1e2a2c26
X-Google-Attributes: gid1115ce,public
From: Rodolphe Pineau <rodolphe.pineau@capway.com>
Subject: Re: MFP interrupt priority
Date: 1998/10/06
Message-ID: <3619C8DD.E2202E35@capway.com>#1/1
X-Deja-AN: 398188578
Content-Transfer-Encoding: 7bit
References: <6vap6sjob1@feresa.bio.vu.nl> <361904D7.745D1B08@Bigfoot.com>
Content-Type: text/plain; charset=us-ascii
Organization: ImagiNET
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Fredrik Olsson wrote:

```
> IERB    7 FDC/HDC
>         6 Keyboard/MIDI ACIA
>         5 Timer C
>         4 Timer D
```

>   3 Blitterchip ready?
>   2 RS232 Clear To Send
>   1 RS232 Data Carrier Detect -> Centronics Ack on Falcon ;-)
>   0 Centronics busy

Rodolphe

From 1253511556225997842
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90b094fe0dc64b24
X-Google-Attributes: gid1115ce,public
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Subject: Re: MagiC Programming
Date: 1998/10/06
Message-ID: <3619f084.0@news.utbm.fr>#1/1
X-Deja-AN: 398218957
Content-Transfer-Encoding: 7bit
References: <01bdebf5$bfba1480$75f22bce@toram.psnw.com>
To: toram@psnw.com
Content-Type: text/plain; charset=us-ascii
Organization: LERMPS
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello

>I have a Falcon running MagiC 5. I would like to write some programs under
>this OS. What kind of languages are available? Is there any thing like
>Visual C++ or Visual Basic. Any object oriented options? I would like to
>be able to use GEM functions. In other words be able to put a nice GEM
>front end on my programs.

In fact there's a solution, I have do a program witch generate C for GEM,
very easy to do utilitys programs with GEM. It work only with GCC, but
the problem is the installation a little bit hard, without
good documentation and it's in french, so if you speek french it's
avaible if you want.

regards
Olivier

--
Olivier.landemarre@UTBM.FR
http://www.utbm.fr/les.personnes/olivier.landemarre/
Auteur de : GCCShell, Decoupe, GNUGenC, MesaGl.ldg,
Librairie Dynamiques GEM (LDG) avec Dominique Bereziat

From 8896389293189784927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed
X-Google-Attributes: gid1115ce,public
From: "Michael Clemmetsen" <mc@syn.beetee.co.uk>
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/10/06
Message-ID: <6vd3dc$j28$1@pheidippides.axion.bt.co.uk>#1/1
X-Deja-AN: 398247407
Content-Transfer-Encoding: 7bit
References: <6ut48ffcr1@pheidippides.axion.bt.co.uk>
<361241DB.5AECDB67@NO.SPAM.emw.ericsson.se> <6v4jpipaa1@jair.pressenter.com>
Content-Type: text/plain; charset=US-ASCII
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: BT Labs, Martlesham Heath, Ipswich, UK
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello again,

Following Terry's advice I checked to see if XMEN_MGR.PRG was running and it
was, however I then discovered that if you do *not* run XMEN_MGR then the
cascading menus in Lattice C 5.52 do work under Magic 5.11.

However it is still not possible to launch a GEM program from within the IDE
without putting Lattice C in limbo (the only way to get it back is a
reboot). But at least this means I can start programming and switch to
Magxdesk to launch programs. Once I get more proficient in C I may consider
the upgrade to 5.60, but I don't think it is worth it for compiling "Hello
World".
>
>There should be no problem getting Lattice 5.5 to work on a Falcon.
>Under MagiC you must run XMEN_MGR.PRG to get access to the options
>menus.
>
>--Terry Kelly

Michael

To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

From -7408177610429094949
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10c910b44301432a,start
X-Google-Attributes: gid1115ce,public
From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Subject: Micro C for DSP

Date: 1998/10/06
Message-ID: <361A3C5F.48EF@ws.rz.tu-bs.de>#1/1
X-Deja-AN: 398299254
Distribution: world
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: TU-Braunschweig, Rechenzentrum
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

I'm looking for a newer version of Micro C for the Falcon-DSP. Mine is
already some years old and quite buggy. Does anyone know if this was
developed any further and where I could get it?
If not, some idea where I can get the original portable source code?

Thanks, Michael.

```
-----------------------------------------
                    _/_  _ _/  _/_   _/
  Michael Nau      _/_/__/_/  _/_/_ _/
  m.nau@tu-bs.de  _/  _/ _/  _/  _/_/
                 _/     _/  _/    _/
-----------------------------------------
```

From -146082969055448944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3fc6ad7e1e2a2c26
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: MFP interrupt priority
Date: 1998/10/06
Message-ID: <6vdmtepcs1@news2.xs4all.nl>#1/1
X-Deja-AN: 398348006
X-NNTP-Posting-Host: dc2-modem1380.dial.xs4all.nl [194.109.133.100]
References: <6vap6sjob1@feresa.bio.vu.nl>
Organization: Stichting ST
X-XS4ALL-Date: Tue, 06 Oct 1998 20:18:22 CEST
Newsgroups: comp.sys.atari.programmer

On 5 Oct 1998 15:39:08 , Levien van Zon wrote:
>
>Does anyone know what the MFP interrupt priority order is?
>Is interrupt line 0 (BUSY) highest or lowest priority?

According to atari ProfiBuch:
in case of an ST MFP only (TT is somewhere different with 2 MFP's)
highest channel nomber and priority has I?o port 7 (I7) monochrome
detect

lowest (0) has I/O port 0 (I0) BuSY of par.port.
In Atari ST Ram the adres of the interrupt auto vector for the
normally not enabled MFP int. nr. 0 is $100.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 8298174849966158277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3fc6ad7e1e2a2c26
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: MFP interrupt priority
Date: 1998/10/06
Message-ID: <6vdmtipcs2@news2.xs4all.nl>#1/1
X-Deja-AN: 398348007
X-NNTP-Posting-Host: dc2-modem1380.dial.xs4all.nl [194.109.133.100]
References: <6vap6sjob1@feresa.bio.vu.nl> <361904D7.745D1B08@Bigfoot.com>
Organization: Stichting ST
X-XS4ALL-Date: Tue, 06 Oct 1998 20:18:26 CEST
Newsgroups: comp.sys.atari.programmer

On 5 Oct 1998 19:41:43 , Fredrik Olsson wrote:
>While we still are talking about the MFP, is there anyone who knows if these are
>the correct bitdescriptions for GPIP and AER?
>
>GPIP/AER 7 Monochrome detect
>   6 RS232 Ring indicator
>   5 FDC/HDC busy
>   4 Keyboard/MIDI ACIA IRQ ???
>   3 Blitterchip ready ???
>   2 RS232 Clear To Send
>   1 RS232 Data Carrier Detect
>   0 Centronics busy
>
Checked them with Atari Profibuch:
On adres $FF FA01 is "GPIP"
bit 1,2 and 6: used for serial handshaking
4 for ACIA both, "who did it?" by checking ACAI statusregisters
5 indeed floppy controole ready after command execution
Alternatively: ready transport on DMA-harddisk port
nr 3 from blitter chip; the GPU-Done

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From -515420309395091744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,650cf08d87a6d610,start
X-Google-Attributes: gid1115ce,public
From: M9704815@EDUC-011.u-3mrs.fr (A. Guerard)
Subject: C and assembly language with Pure C
Date: 1998/10/07
Message-ID: <6vf1i3$t4r@SP2N3.U-3MRS.FR>#1/1
X-Deja-AN: 398546946
Organization: Centre de Calcul de Saint Jerome
Newsgroups: comp.sys.atari.programmer

I'm currently trying to mix assembly language and C in a project
with Pure C 1.1 on a falcon. It works fine with small programs, but
it generates bus errors with bigger ones (.prg file > 80 Ko)
it's probably a specific option to use during the compilation but I
can't find it.
Does anyone encountered the same problem ?

Thanks.

From 4530888008035035497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,284fcdb62fab528c
X-Google-Attributes: gid1115ce,public
From: Thorsten Otto <TOtto@de.lhsgroup.com>
Subject: Re: When is a menu?
Date: 1998/10/07
Message-ID: <361B9DC7.EC18099C@de.lhsgroup.com>#1/1
X-Deja-AN: 398562063
Content-Transfer-Encoding: 7bit
References: <361580C1.48D8BF8D@indigo.ie>
Content-Type: text/plain; charset=us-ascii
X-Trace: 7 Oct 1998 04:01:19 -0500, 208.140.122.98
Organization: LHS Group
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

B O'Donnell wrote:

> Possibly I'm missing something obvious, but all I know about menus is
> that they are object trees that contain objects of type G_TITLE (for
> titles:-)), and G_STRING (for the drop-down menus, but I use them for
> captions in ordinary dialogs as well) and a few G_IBOXES and G_BOXES.

Menus also have a certain structure, so it's quite save to guess wether an
object is a menu or not.

> Alternatively, does anyone know where I can get source for a resource
> editor. I'm trying to write one for the PC, and menus are the biggest,
> but not the only, puzzle.

Do you know about ORCS? It`s a shareware resource-editor. There are
versions available for Windows and Windows NT. They still use the GEM RSC
file-format however, so there is currently no way to convert them to
RC-files, if that is what you are trying.
If you are interested, send an e-mail to

thorsten_otto@do.maus.ruhr.de or
t.otto@gandalf.e.ruhr.de

regards
  Thorsten

From 8498147343284308129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa85e062265099bd,start
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: dis-assembling
Date: 1998/10/07
Message-ID: <6vfcrr$85a$2@news2.xs4all.nl>#1/1
X-Deja-AN: 398580684
X-NNTP-Posting-Host: dc2-modem2145.dial.xs4all.nl [194.109.136.97]
Organization: Stichting ST
X-XS4ALL-Date: Wed, 07 Oct 1998 11:39:07 CEST
Newsgroups: comp.sys.atari.programmer

If you need an intelligent interactive dis-assembler
that can use all 680xx CPU-codes
that makes labels
that can use debug-tables, relocation tables, symbol tables
that generates listings compatible to most assemblers
(directives, syntax etc)

That use TT-DIGGER

Now for free download on

http://www.xs4all.nl/~atarist

it is the endproduct of 10 years of development.
As far as we know from hundred of users: bugfree.

Met vriendelijke groet,
Ronald van der Kamp

secretaris Stichting ST
atarist@xs4all.nl

From 1124324569668689124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3fc6ad7e1e2a2c26
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: MFP interrupt priority
Date: 1998/10/07
Message-ID: <6vg1rn$h9j$1@feresa.bio.vu.nl>#1/1
X-Deja-AN: 398671725
References: <6vap6sjob1@feresa.bio.vu.nl> <361904D7.745D1B08@Bigfoot.com>
X-Complaints-To: usenet@bio.vu.nl
X-Trace: feresa.bio.vu.nl 907774647 17715 130.37.80.249 (7 Oct 1998 15:37:27 GMT)
Organization: VU Biology, Amsterdam, The Netherlands
NNTP-Posting-Date: 7 Oct 1998 15:37:27 GMT
Newsgroups: comp.sys.atari.programmer

Fredrik Olsson (F.Frispel@Bigfoot.com) wrote:

: The correct order AFAIK is (Starting with the highest priority):

```
: IERA   7 Monochrome detect
:    6 RS232 Ring indicator
:    5 Timer A
```

Sick. Ring indicator has priority over Timer A. Oh well, it's just the
communication decade(s), I guess... Everything has to stop for incoming
telephone calls :-)
Anyway, so line 0 has lowest priority then... Thanks.

: While we still are talking about the MFP, is there anyone who knows if these are
: the correct bitdescriptions for GPIP and AER?

```
: GPIP/AER    7 Monochrome detect
:        6 RS232 Ring indicator
:        5 FDC/HDC busy
:        4 Keyboard/MIDI ACIA IRQ ???
:        3 Blitterchip ready ???
:        2 RS232 Clear To Send
:        1 RS232 Data Carrier Detect
:        0 Centronics busy
```

Looks about right... You can check the Atari hardware register listing
if you want to be sure... (hardware.txt, usually, or try my site)
Thanks,

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/

"Life is like a bowl of soup with hairs floating on it. You have to
eat it nevertheless."
         -- Flaubert

From 6732890086527960673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d969dfc92a5866ca,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.cwru.edu (boris d. cahan)
Subject: Where is this TT-DIGGER?
Date: 1998/10/07
Message-ID: <6vg4feafu1@pale-rider.INS.CWRU.Edu>#1/1
X-Deja-AN: 398677858
Organization: cwru
Newsgroups: comp.sys.atari.programmer

To: Ronald van der Kamp:
I went to the web page you gave, www.xs4all.nl/~atarist, and found a bunch
of stuff, but NO TT-digger. What am I missing?

     Boris D. Cahan
     bdc2@po.cwru.edu

From -2855630588303410727
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa85e062265099bd
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: dis-assembling
Date: 1998/10/07
Message-ID: <6vgfim$vp1$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 398736416
References: <6vfcrr$85a$2@news2.xs4all.nl>
X-Trace: roch.zetnet.co.uk 907788694 32545 194.247.40.220 (7 Oct 1998 19:31:34
GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 7 Oct 1998 19:31:34 GMT
Newsgroups: comp.sys.atari.programmer

On 7 Oct 1998 09:39:07 G, Stichting ST wrote:

>That use TT-DIGGER
>

>Now for free download on
>
>http://www.xs4all.nl/~atarist
>
>it is the endproduct of 10 years of development.
>As far as we know from hundred of users: bugfree.

I can't find it either, Ronald, is it on ftp: anywhere?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 6539319643019121339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa85e062265099bd
X-Google-Attributes: gid1115ce,public
From: James Donovan <jtdon@earthlink.net>
Subject: Re: dis-assembling
Date: 1998/10/07
Message-ID: <361BF277.B6F8BAC8@earthlink.net>#1/1
X-Deja-AN: 398803338
Content-Transfer-Encoding: 7bit
References: <6vfcrr$85a$2@news2.xs4all.nl> <6vgfim$vp1$1@roch.zetnet.co.uk>
X-Posted-Path-Was: not-for-mail
Content-Type: text/plain; charset=us-ascii
X-ELN-Date: Wed Oct 7 16:03:49 1998
Organization: EarthLink Network, Inc.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Try this:
http://www.xs4all.nl/~atarist/pub_down.htm
Jim Donovan

Roger Cain wrote:

> On 7 Oct 1998 09:39:07 G, Stichting ST wrote:
>
> >That use TT-DIGGER
> >
> >Now for free download on
> >
> >http://www.xs4all.nl/~atarist
> >
> >it is the endproduct of 10 years of development.
> >As far as we know from hundred of users: bugfree.
>
> I can't find it either, Ronald, is it on ftp: anywhere?

>
> ----------
> Roger Cain, Manchester, UK NeST:90:100/103
> TT 6Mb/MagiC 5/NVDI 4
> ----------

From -827119657956113826
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa85e062265099bd
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: dis-assembling
Date: 1998/10/08
Message-ID: <6vhu41alu1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 398933967
References: <6vfcrr$85a$2@news2.xs4all.nl> <6vgfim$vp1$1@roch.zetnet.co.uk>
X-Trace: roch.zetnet.co.uk 907836353 10942 194.247.40.250 (8 Oct 1998 08:45:53 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 8 Oct 1998 08:45:53 GMT
Newsgroups: comp.sys.atari.programmer

On 7 Oct 1998 19:31:34 G, Roger Cain wrote:

>>That use TT-DIGGER
>>
>>Now for free download on
>>
>>http://www.xs4all.nl/~atarist
>>
>>it is the endproduct of 10 years of development.
>>As far as we know from hundred of users: bugfree.
>
>I can't find it either, Ronald, is it on ftp: anywhere?

Whoops! Found it! It looks good. I wonder why the TTDIGGER archive, which has a .DOC about v4, contains the Screen Worms programs :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 5166502063034849697
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,d969dfc92a5866ca
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: Where is this TT-DIGGER?
Date: 1998/10/08
Message-ID: <6vi4dahkr2@news2.xs4all.nl>#1/1
X-Deja-AN: 398951205
X-NNTP-Posting-Host: dc2-modem1322.dial.xs4all.nl [194.109.133.42]
References: <6vg4feafu1@pale-rider.INS.CWRU.Edu>
Organization: Stichting ST
X-XS4ALL-Date: Thu, 08 Oct 1998 12:33:14 CEST
Newsgroups: comp.sys.atari.programmer

On 7 Oct 1998 16:22:05 , boris d. cahan wrote:
>To: Ronald van der Kamp:
>I went to the web page you gave, www.xs4all.nl/~atarist, and found a bunch
>of stuff, but NO TT-digger. What am I missing?
>
On the homepage on the left is a frame.
Inthere there is about ourselves a
"Stichting ST"
after clicking this the next page contains a bit downwards the word
"Download"
After clicking this you get a text describing all the stuff free
available.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 5304371144319450520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33e510fe4122063a,start
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: TT-Digger interactive
Date: 1998/10/08
Message-ID: <6vi4dchkr3@news2.xs4all.nl>#1/1
X-Deja-AN: 398951206
X-NNTP-Posting-Host: dc2-modem1322.dial.xs4all.nl [194.109.133.42]
Organization: Stichting ST
X-XS4ALL-Date: Thu, 08 Oct 1998 12:33:16 CEST
Newsgroups: comp.sys.atari.programmer

The manual is may be not very clear but correcting the assumptions
the dis-assembler makes is easy.
Say: in the middle of some valid code there is data.
Wrongly that can be taken as (mostly non-sense) code.
Put your mouse-pointer on the offending mistake and press 'B'-key.
Then it is displayed as (byte) data (or use W or L).

The same way around:
when code is wrongly taken for data use 'C' to interactively put your
own intelligence to work!.
Also pseudo-labels that are wrongly generated disappear.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From -6929319354782326705
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa85e062265099bd
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: dis-assembling
Date: 1998/10/08
Message-ID: <6vi4dfhkr4@news2.xs4all.nl>#1/1
X-Deja-AN: 398951207
X-NNTP-Posting-Host: dc2-modem1322.dial.xs4all.nl [194.109.133.42]
References: <6vfcrr$85a$2@news2.xs4all.nl> <6vgfim$vp1$1@roch.zetnet.co.uk>
Organization: Stichting ST
X-XS4ALL-Date: Thu, 08 Oct 1998 12:33:19 CEST
Newsgroups: comp.sys.atari.programmer

>
>>That use TT-DIGGER
>>Now for free download on
>>
>>http://www.xs4all.nl/~atarist
>>
>I can't find it either, Ronald, is it on ftp: anywhere?
>
No, no no....
It is the language barrier and our own amateuristic Web-page making.

On the homepage on the left is a frame.
Inthere there is about ourselves a
"Stichting ST"
after clicking this the next page with Dutch info about us contains a
bit downwards the word
"Download"
After clicking this you get a text describing all the stuff free
available. All real freeware.]

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 3728335779067714831
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33e510fe4122063a
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: TT-Digger interactive
Date: 1998/10/08
Message-ID: <6vj20h$kf3$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 399091659
References: <6vi4dchkr3@news2.xs4all.nl>
X-Trace: roch.zetnet.co.uk 907873105 20963 194.247.41.19 (8 Oct 1998 18:58:25 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 8 Oct 1998 18:58:25 GMT
Newsgroups: comp.sys.atari.programmer

On 8 Oct 1998 10:33:16 G, Stichting ST wrote:

I'm very impressed with TT-Digger, Ronald. I have not given it much
use yet but am beginning to discover how to use it.

Previously I have used Easyrider v4 but this has been giving some
problems with large (>800Kb) object programs. I think it had begun to
overwrite some of its internal tables.

>The manual is may be not very clear but correcting the assumptions
>the dis-assembler makes is easy.
>Say: in the middle of some valid code there is data.
>Wrongly that can be taken as (mostly non-sense) code.
>Put your mouse-pointer on the offending mistake and press 'B'-key.
>Then it is displayed as (byte) data (or use W or L).
>The same way around:
>when code is wrongly taken for data use 'C' to interactively put your
>own intelligence to work!.
>Also pseudo-labels that are wrongly generated disappear.

Yes. It's a shame that the HYP is only available in Dutch! I wonder
whether it has ever been translated.

Anyway .. it's a nice piece of work and I'm going to be fascinated to
find out how to use it well.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 8008206162821566266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed

X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/10/08
Message-ID: <BiHkMDAFNSH2EwaI@thedruid.demon.co.uk>#1/1
X-Deja-AN: 399122855
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 907879472 nnrp-05:4892 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Michael,

> So does this mean that Lattice 5.60 *does* work with a Falcon or not?

Yes.

> Does anyone know what the major differences are between 5.52 and
> 5.60?

5.6 Enhancements:

* MiNT/MultiTOS memory protection flag is now variable.

* Mon now works on Falcon with special enhancements.

* Compiler now supplied in .TTP format too.

* m0 and m1 are the start and end address of a binary file, m8 and m9 are spare.

* Mon has Widen Window command.

* Mon now has Start at Label feature.

* Tools: make, ar, dr21c, lprof and lstat are now included.

* Manuals are no longer ringbound. (Is that supposed to be an enhancement?)

That's everything on my list.

John.

--

From 6148302281031758981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa85e062265099bd
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: dis-assembling
Date: 1998/10/09
Message-ID: <6vkl95$ll3$1@news2.xs4all.nl>#1/1
X-Deja-AN: 399299147
X-NNTP-Posting-Host: dc2-modem1800.dial.xs4all.nl [194.109.135.8]
References: <6vfcrr$85a$2@news2.xs4all.nl> <6vgfim$vp1$1@roch.zetnet.co.uk>
<6vhu41alu1@roch.zetnet.co.uk>
Organization: Stichting ST
X-XS4ALL-Date: Fri, 09 Oct 1998 11:33:25 CEST
Newsgroups: comp.sys.atari.programmer

On 8 Oct 1998 08:45:53 , Roger Cain wrote:
>>>Now for free download on
>>>
>>>http://www.xs4all.nl/~atarist
>>>
>>>it is the endproduct of 10 years of development.
>>>As far as we know from hundred of users: bugfree.
>>
>>I can't find it either, Ronald, is it on ftp: anywhere?
>
>Whoops! Found it! It looks good. I wonder why the TTDIGGER archive,
>which has a .DOC about v4, contains the Screen Worms programs :-)
>
The last auteur that worked on it (for the 68030 codes (also for
MMU)) put it in as a demo.
he managed to dis-assemble it en re-assemble with 3 different
assemblercomiplers and got THE SAME CODE back!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 3054055582758420237
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33e510fe4122063a
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: TT-Digger interactive

Date: 1998/10/09
Message-ID: <6vljjbceg1@news2.xs4all.nl>#1/1
X-Deja-AN: 399428753
X-NNTP-Posting-Host: dc2-modem1812.dial.xs4all.nl [194.109.135.20]
References: <6vi4dchkr3@news2.xs4all.nl> <6vj20h$kf3$1@roch.zetnet.co.uk>
Organization: Stichting ST
X-XS4ALL-Date: Fri, 09 Oct 1998 20:10:51 CEST
Newsgroups: comp.sys.atari.programmer

On 8 Oct 1998 18:58:25 , Roger Cain wrote:
>
>I'm very impressed with TT-Digger, Ronald. I have not given it much
>use yet but am beginning to discover how to use it.
>
abother thing nice to know:
when you have given 'labels' generation you will find code statements
containing adresssen 'by label-name' Click on the labelname in the
code and your cursor is placed whre that label is placed.
Go back to where you came from with 'undo'.

>Previously I have used Easyrider v4 but this has been giving some
>problems with large (>800Kb) object programs. I think it had begun to
>overwrite some of its internal tables.

It should not be a problem. The maker knows that things like TOS blow
up in ascii-tekst assembler listing as 2.7 Mb.
The biggest I know that was done was 1.4 Mb program code.
>
>>The manual is may be not very clear but correcting the assumptions
>>the dis-assembler makes is easy.

As I told in this newsgroup...:-)
>
>Yes. It's a shame that the HYP is only available in Dutch! I wonder
>whether it has ever been translated.
No it never has. If you know someone to do it....
>
>Anyway .. it's a nice piece of work and I'm going to be fascinated to
>find out how to use it well.
>
Many happy dis-assembling hours!!!!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 6136747224905682486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,650cf08d87a6d610

X-Google-Attributes: gid1115ce,public
From: dwilgaREMOVE@mtholyoke.edu (Dan Wilga)
Subject: Re: C and assembly language with Pure C
Date: 1998/10/09
Message-ID: <dwilgaREMOVE-0910981543500001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 399460586
References: <6vf1i3$t4r@SP2N3.U-3MRS.FR>
Newsgroups: comp.sys.atari.programmer

In article <6vf1i3$t4r@SP2N3.U-3MRS.FR>, M9704815@EDUC-011.u-3mrs.fr (A. Guerard) wrote:

> I'm currently trying to mix assembly language and C in a project
> with Pure C 1.1 on a falcon. It works fine with small programs, but
> it generates bus errors with bigger ones (.prg file > 80 Ko)
> it's probably a specific option to use during the compilation but I
> can't find it.
> Does anyone encountered the same problem ?
>
> Thanks.
>

If you are using PC-relative code (like lea $20(pc), a0) this may happen.
Of course, you should also get a linker error in this case. You should
make sure you do not have warnings turned off.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

From -3888011286666359926
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f975dfb24701770,start
X-Google-Attributes: gid1115ce,public
From: "crofty" <.@.>
Subject: Cross Compilers
Date: 1998/10/09
Message-ID: <907969961.21089.0.nnrp-04.9e98f88f@news.demon.co.uk>#1/1
X-Deja-AN: 399495149
X-NNTP-Posting-Host: markcrft.demon.co.uk:158.152.248.143
X-Trace: news.demon.co.uk 907969961 nnrp-04:21089 NO-IDENT
markcrft.demon.co.uk:158.152.248.143
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

I am looking for any compilers that can be run in DOS/Windows on Pentium
that can cross compile into 6800 for the Atari?
Anything Object Oriented ?
I notice that Visual C++ 5 can compile for MAC platform anyone tried getting

it do simple stuff for the ATARI.?

Mark Croft

From -2864812948345568544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33e510fe4122063a
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: TT-Digger interactive
Date: 1998/10/10
Message-ID: <6vncud$1ka$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 399641923
References: <6vi4dchkr3@news2.xs4all.nl> <6vj20h$kf3$1@roch.zetnet.co.uk>
<6vljjbceg1@news2.xs4all.nl>
X-Trace: roch.zetnet.co.uk 908015373 1674 194.247.41.93 (10 Oct 1998 10:29:33 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 10 Oct 1998 10:29:33 GMT
Newsgroups: comp.sys.atari.programmer

On 9 Oct 1998 18:10:51 G, Stichting ST wrote:

>abother thing nice to know:
>when you have given 'labels' generation you will find code statements
>containing adresssen 'by label-name' Click on the labelname in the
>code and your cursor is placed whre that label is placed.
>Go back to where you came from with 'undo'.

Yes, I've just found that :-) How would I just 'go to' a label (or an
address). If I do 'Find/Address' it does not seem to work.

>No it never has. If you know someone to do it....

I know some German. This helps a little (only a little!!) with the
Dutch.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 1141842966114609629
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3f975dfb24701770
X-Google-Attributes: gid1115ce,public
From: Anders G{rder <f93anga@dd.chalmers.se>

Subject: Re: Cross Compilers
Date: 1998/10/10
Message-ID: <6vnccshod1@eol.dd.chalmers.se>#1/1
X-Deja-AN: 399641924
Content-Transfer-Encoding: 8bit
References: <907969961.21089.0.nnrp-04.9e98f88f@news.demon.co.uk>
Content-Type: text/plain; charset=iso-8859-1
Organization: Chalmers University of Technology, Sweden
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980618 (UNIX) (SunOS/5.6 (sun4u))
Newsgroups: comp.sys.atari.programmer

crofty <.@.> wrote:
: I am looking for any compilers that can be run in DOS/Windows on Pentium
: that can cross compile into 6800 for the Atari?
: Anything Object Oriented ?
68000, you mean? Otherwise I recommend the Frankenstein crossassembler :)

I think some implementations of gcc do this. (At least the Solaris
version at school can,I think).

: Mark Croft

/Anders G[illegible]rder

From -2026199110317955214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c69520af3bb6d47d,start
X-Google-Attributes: gid1115ce,public
From: Brent Thirsk <thirsk@telusplanet.net>
Subject: File Handles ?
Date: 1998/10/10
Message-ID: <361F4CF4.53C4@telusplanet.net>#1/1
X-Deja-AN: 399656583
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: TELUS Communications Inc.
Mime-Version: 1.0
Reply-To: thirsk@telusplanet.net
Newsgroups: comp.sys.atari.programmer

I am running Mint 1.14.7 with mintos on a TT030 with 4 attached
terminals.
 When running several instances of the same application, are file
handles for disk files the same over the system regardless of which
application is opening a file.
 eg: If each process uses file # 48 for a particlular file, and one
tries to access the file while it is already opened by the other
process, does the system handle this file as the same for both

processes, namely reporting the file is already opened, or as seperate occurances.
 As I have mulitple iterations of the same process on terminals, these processes of course treat files in exactly the same manner.
 Also when a file is opened, is time sharing stopped until the file is closed.
 I occasionally have a program quit when 2 terminals try to access the same file a the same time.
 This problem only occurs on rare occasions, about 4 times in over 1000 hours of running.
Any suggestions that will help clarify this would be appreciated.
-
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.telusplanet.net/public/thirsk/thirsk_web_page/index.htm
Email thirsk@telusplanet.net

From -6625670282112764685
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,650cf08d87a6d610
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C and assembly language with Pure C
Date: 1998/10/10
Message-ID: <361e3e13.686907@news.demon.co.uk>#1/1
X-Deja-AN: 399735081
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <6vf1i3$t4r@SP2N3.U-3MRS.FR>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 908043432 nnrp-08:25382 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 7 Oct 1998 06:26:11 GMT, M9704815@EDUC-011.u-3mrs.fr (A. Guerard)
wrote:

> I'm currently trying to mix assembly language and C in a project
> with Pure C 1.1 on a falcon. It works fine with small programs, but
> it generates bus errors with bigger ones (.prg file > 80 Ko)
> it's probably a specific option to use during the compilation but I
> can't find it.
> Does anyone encountered the same problem ?

I think you'll have to be more specific. I don't use PureC myself -
does it allow inline asm for instance?

There's a chance the problem might be due to pc-relatative code

generation or short branches - but I'd expect some kind of compilation message if that were the case. Generally speaking though, it's more likely to be simply a logical flaw or register corruption and that the size is co-incidental.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7712260246854679146
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed
X-Google-Attributes: gid1115ce,public
From: tkelly@pressenter.com (Terence Kelly)
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/10/10
Message-ID: <6vo7k9$4tn$1@jair.pressenter.com>#1/1
X-Deja-AN: 399783796
References: <6ut48ffcr1@pheidippides.axion.bt.co.uk>
<361241DB.5AECDB67@NO.SPAM.emw.ericsson.se> <6v4jpipaa1@jair.pressenter.com>
<6vd3dc$j28$1@pheidippides.axion.bt.co.uk>
X-Server-Date: 10 Oct 1998 18:04:57 GMT
Organization: PressEnter!
Newsgroups: comp.sys.atari.programmer

On 6 Oct 1998 13:43:56 , "Michael Clemmetsen" wrote:

>However it is still not possible to launch a GEM program from within the IDE
>without putting Lattice C in limbo (the only way to get it back is a
>reboot). But at least this means I can start programming and switch to
>Magxdesk to launch programs. Once I get more proficient in C I may consider
>the upgrade to 5.60, but I don't think it is worth it for compiling "Hello
>World".

>Michael

I have experienced the occasional going into "limbo" of Lattice under MagiC after launching another program within the shell. You usually can get back to Lattice, however, as long as you finish the process launched under the shell. Sometimes Lattice seems to have disappeared even after the process is closed. Something silly, like closing a window in Magxdesk, usually restores it to its proper place in the MagiC list of active programs. I have no idea why that is.

--Terry Kelly

From -676462972290315649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33e510fe4122063a
X-Google-Attributes: gid1115ce,public
From: atarist@xs4all.nl (Stichting ST)
Subject: Re: TT-Digger interactive
Date: 1998/10/11
Message-ID: <6vpu6edra1@news2.xs4all.nl>#1/1
X-Deja-AN: 399889484
X-NNTP-Posting-Host: dc2-modem1300.dial.xs4all.nl [194.109.133.20]
References: <6vi4dchkr3@news2.xs4all.nl> <6vj20h$kf3$1@roch.zetnet.co.uk>
<6vljjbceg1@news2.xs4all.nl> <6vncud$1ka$1@roch.zetnet.co.uk>
Organization: Stichting ST
X-XS4ALL-Date: Sun, 11 Oct 1998 11:36:14 CEST
Newsgroups: comp.sys.atari.programmer

On 10 Oct 1998 10:29:33, Roger Cain wrote:
>
>Yes, I've just found that :-) How would I just 'go to' a label (or an
>address). If I do 'Find/Address' it does not seem to work.
>

It is simple: place the cursor in the labelname you find in an
instruction and klick.
The logical action you can espect is: jump in listing to place of
label.
Go back to where you came from: Undo? Yes!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

From 2565916851691619743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3f29ddf77cb79ff
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: How to know default path ?
Date: 1998/09/18
Message-ID: <36011a98.26301129@news.demon.co.uk>#1/1
X-Deja-AN: 392230491
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35F5600B.B1E04941@wanadoo.fr> <35ff64e0.10730679@news.demon.co.uk>
<6tc9ak$p10$1@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 906077595 nnrp-09:3202 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog

MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 11 Sep 1998 22:47:48 GMT, Thomas Binder
<gryf@hrzpub.tu-darmstadt.de> wrote:

>Hi!
>
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>> Gem programs can find out which path they were launched from by
>> calling shel_read().
>
>But that also isn't always true. For example, the system shell in
>MultiTOS does not get its path this way.

Darn!

>Therefore, I use a different method if shel_read() isn't successful:
>shel_find(). It's documented that shel_find() first searches the
>program's home directory, even if the current dir is set differently.
>So, search for your application's filename and parse the path returned
>(because it's often a relative path).
>
>Btw, if you just want to load some support files, you even don't need to
>know about the application's path, just use shel_find(). rsrc_load()
>internally also uses shel_find().

Hmm, double darn! I've had rsrc_load() fail on me in the past. No idea
why at the time though - it was years ago I wrote my own Rsrc_Load()
to fix it by having it go through PATH if the initial rsrc_load()
failed.

>> Tos programs have to rely on Dgetdrv(),Dgetpath().
>
>No, they should rather check argv[0], if it was set by the shell.

Unfortunately docs on that are vague also. You may only get the
program name.

>But
>it's not guaranteed that argv[0] contains a path,

or anything at all!

>and as a TOS program
>may have been run from a completely different directory, it's actually
>impossible to get the program's path in call circumstances.

Agreed.

>You can only be sure about it if argv[0] is set _and_ contains an
>absolute path.

Also agreed.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8832081889100637060
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STiNG-programming
Date: 1998/09/18
Message-ID: <360016b0.25301050@news.demon.co.uk>#1/1
X-Deja-AN: 392230492
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
<35f8a829.2188707@news.demon.co.uk> <Ez64nM.FEJ@arisia.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 906077595 nnrp-09:3202 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 12 Sep 1998 11:16:34 GMT, perot@arisia.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35f8a829.2188707@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> ... but as you can never tell if the other end is still there then
>> some sort of code has to be in place to handle timeouts. The most
>> basic response in this case is to close the connection yourself,
>> perhaps prompting the user periodically (wait/close).
>>
>> More elaborate code might allow a connection to be re-established and
>> continued but such a feature would serve no useful purpose here! ;-)
>
>Why not ?

You'd be miles behind in the race. :-)

>>>Does CNget_NDB return the address to the string?
>>
>> eek! I can't remember what that function does I'm afraid! All I've got

>> is the C header file. :-(
>>
>> Looking at that, whatever it is CNget_NDB() does, it takes a 16 bit
>> argument and returns a pointer to a datatype called 'NDB' from which I
>> can guess at its purpose. That isn't very useful however!
>
>You haven't read the programming docs.

Nope. How did you guess? All I had was an old STiK transport.h and
some sources. <g>

>CNget_NDB is a very efficient way to
>receive data, it must be handled with a little care though. The latter means
>that, after it has been called, and returned data (not a NULL) indicated by
>a real pointer (to a NDB), it cannot simply be left alone. After the data
>has been processed, the application is responsible for properly releasing
>the NDB, if it doesn't do that, STinG will run out of internal memory even-
>tually. See STING.HYP for example code how to do that (it's easy, but must
>not be forgotten).

Understood.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4602310190563160739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Cold and warn reboot
Date: 1998/09/18
Message-ID: <36022099.27838549@news.demon.co.uk>#1/1
X-Deja-AN: 392234825
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <rw5u32tiitr.fsf@polder.inria.fr> <35f2d5d3.3330559@news.demon.co.uk>
<35ef9e89.33968317@news.zetnet.co.uk> <Eyu31J.MpD@suse.modem.stud.uni-hannover.de>
<rw5iuj09jbh.fsf@polder.inria.fr> <Ez60Eu.F2B@arisia.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 906077596 nnrp-09:3202 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 12 Sep 1998 09:44:54 GMT, perot@arisia.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>You won't have any chance to do a good reset "function" in C. You cannot
>raise CPU interrupt flags, nor execute "RESET" from C, so you must use
>assembly language for this.

Hey that reminded me about this. It's yonks old and was never tested.
Question is folks: would it work? Wierd MWC assembler syntax again of
course!

```
     .globl   _cp_irq_

     .shri

_cp_irq_:
//*[ uint cp_irq(andv,xorv)
/    uint andv;
/    uint xorv;
/
/ the processor interrupt mask is read, then ANDed with andv, then
XORed with
/ xorv and then written back to the interrupt mask. This enables it to
be read
/ or written in any manner. The interrupt mask which was written back
is
/ returned to the caller. For the 68000 the interrupt mask is 3 bits
and is a
/ value in the range 0 to 7.
/
/ _cp_irq() can be called from user or super state. It sets IPL to 7
while it
/ builds the new status register and shifts straight from level seven
to the
/ level required by the caller once it has done so. This does not
imply that
/ interrupts cannot occur during this call, simply that if one does,
the status
/ register contents, as opposed to condition code register, will
either be in
/ the original or required state (not partially built).
/]*/
     link a6,$-2             /flag for proc state
     jsr  _cp_stat_     /test current state
     move.w   d0,-2(a6)     /save state
     bne  SuperObtained      /already super state
     jsr  _cp_sup_      /obtain super state
SuperObtained:
     move.w   sr,d0
     ori.w    $0x0700,sr         /only NMI allowed
     lsr.w    $8,d0              /move irq mask to match input
mask
     and.w    8(a6),d0      /irq mask AND andv
```

```
     move.w   10(a6),d1     /xorv
     eor.w    d1,d0              /irq mask XOR xorv
     andi.w   $7,d0              /ignore unwanted bits
     move.w   d0,-(sp)      /return value to caller
     lsl.w    $8,d0              /shift new mask to match sr
irq bits
     ori.w    $0xf8ff,d0         /build rest of sr
     move.w   sr,d1              /NMI only irq mask
     and.w    d0,d1              /required mask
     move.w   d1,sr              /shift from NMI only to
required mask
     tst.w    -2(a6)             /old proc state
     bne  KeepState     /stay in super state
     jsr  _cp_usr_      /back to user state
KeepState:
     move.w   (sp)+,d0      /mask written to caller
     unlk a6
     rts
```

And I guess this doesn't qualify as a good reset function does it:

```
Reset()
{uint16  x    =0x4e70;
 void    (*fcp)()=&x;

 (*fcp)();
}
```

Hmm, forgot the RTS!

Oh, and just what is that compiler switch that forces a local variable
to be placed in the TEXT segment? :-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3189373384097166619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,970b645531f57499
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112087,970b645531f57499
X-Google-Attributes: gid112087,public
X-Google-Thread: 103c3f,970b645531f57499
X-Google-Attributes: gid103c3f,public
X-Google-Thread: 109a67,970b645531f57499
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,970b645531f57499

X-Google-Attributes: gidf8760,public
X-Google-Thread: f5ddf,970b645531f57499
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,970b645531f57499
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8a03,970b645531f57499
X-Google-Attributes: gidf8a03,public
From: jmelbo@pressenter.com (Jon Melbo)
Subject: Re: COOOOOOOOOOOOOOL SITE !!!!
Date: 1998/09/18
Message-ID: <3603ef7d.32276450@news.pressenter.com>#1/1
X-Deja-AN: 392304652
Content-Transfer-Encoding: 7bit
References: <6tqk76$5eg$9@platane.wanadoo.fr> <6ts4r2$7b$1@emu.cs.rmit.edu.au>
Content-Type: text/plain; charset=us-ascii
Organization: PressEnter
Mime-Version: 1.0
Newsgroups:
comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

On 17 Sep 1998 23:09:22 GMT, pfg@cs.rmit.edu.au (Paul Francis Gilbert)
wrote:

>"PM" <p_michon@hotmail.com> writes:
>
>
>>ALL about old home computers and game systems.
>>Have a look at our collection and technical informations.
>
>Gee, it would help wouldn't if the site was actually in *English*. Not that
>I'm discouraging people from keeping the old systems alive just because they
>don't do it in English, but it seem a bit inappropriate to be posting the URL
>of a non-english website to a predominately english speaking newsgroup, since
>most of us won't be able to understand it. ;-)

Then use that web page translating engine at altavista. it ain't half
bad.

From -1003324729838134268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,970b645531f57499
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112087,970b645531f57499
X-Google-Attributes: gid112087,public
X-Google-Thread: f8760,970b645531f57499
X-Google-Attributes: gidf8760,public
X-Google-Thread: f8a03,970b645531f57499
X-Google-Attributes: gidf8a03,public

X-Google-Thread: 1115ce,970b645531f57499
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 103c3f,970b645531f57499
X-Google-Attributes: gid103c3f,public
X-Google-Thread: f5ddf,970b645531f57499
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 109a67,970b645531f57499
X-Google-Attributes: gid109a67,public
From: ptaft@wang.com (Phil Taft)
Subject: Re: COOOOOOOOOOOOOOL SITE !!!!
Date: 1998/09/18
Message-ID: <6tttjq$fe2@elf.wang.com>#1/1
X-Deja-AN: 392432585
References: <6tqk76$5eg$9@platane.wanadoo.fr> <6ts4r2$7b$1@emu.cs.rmit.edu.au>
<3603ef7d.32276450@news.pressenter.com>
Organization: Wang Labs, Billerica MA, USA
Newsgroups:
comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.ap
ple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,co
mp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

In article <3603ef7d.32276450@news.pressenter.com>, jmelbo@pressenter.com (Jon
Melbo) wrote:
>
>Then use that web page translating engine at altavista. it ain't half
>bad.
>

  Also, if you click on the item under the picture that says:" I don't
understand French, I want the "Rosbeef" version of this wonderful site"

 or

htttp://www.chez.com/cmpi/paleo/index_e.htm

        Phil

From 4507780071622953303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77dc744f1f3545c9,start
X-Google-Attributes: gid1115ce,public
From: Ben Hall <cb170@city.ac.uk>
Subject: GFA/GEM problem
Date: 1998/09/19
Message-ID: <Pine.GSO.3.95q.980919204452.8435A-100000@paddington>#1/1
X-Deja-AN: 392805172
X-Sender: cb170@paddington
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Posted via ULCC Internet Services
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer

Hi guys,

I trying to solve a long-standing problem I have relating the text cursor, specifically with OBJC_EDIT.

I'm using a heavily-modified version of Flydials, and I've noticed this behaviour in other GFA Flydial-dependant programs (for example, Ergo!pro has this bug), and it's a right pain!

Basically, I have a window with an editable text object in, and the text cursor is enabled. In general, the cursor is turned off and on with:

```
    ~OBJC_EDIT(rsc_adr%,edit_obj&,key&,idx&,3,idx&)   !Turn cursor OFF
    ~OBJC_EDIT(rsc_adr%,edit_obj&,key&,idx&,1,idx&)   !Turn cursor ON
```

But, if another window is moved over the cursor, GEM won't redraw it as part of the normal window redraws, so the cursor disappears. On switching back to my application, I need to be able to properly redraw the cursor. Now GEM or GFA seems to be drawing in a kind of XOR mode, so if the cursor is turned on and redrawn when the cursor hasn't been erased by the window, the cursor will then disappear, only to reappear when the cursor position is moved and giving redraw errors. So, I know this is kind of difficult to explain, but what I need to know is an accurate way of turning off and on the cursor, and redrawing it. CoNnect, as an example does this properly - when switching back to a CoNnect window, the cursor is turned off and then properly back on, which is exactly what I need to do. Any ideas..?

Thanks!

```
 |>         | |
 |> E |\|   |-| /\ |_ |_
```

From 1917016503565107887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,970b645531f57499
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112087,970b645531f57499
X-Google-Attributes: gid112087,public
X-Google-Thread: f8760,970b645531f57499
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,970b645531f57499
X-Google-Attributes: gid109a67,public
X-Google-Thread: f5ddf,970b645531f57499
X-Google-Attributes: gidf5ddf,public

X-Google-Thread: 1115ce,970b645531f57499
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 103c3f,970b645531f57499
X-Google-Attributes: gid103c3f,public
X-Google-Thread: f8a03,970b645531f57499
X-Google-Attributes: gidf8a03,public
From: c64ever@SPAM.ME.AND.I.WILL.SEND.VAN.DAMME.dsv.nl (C64ever)
Subject: Re: COOOOOOOOOOOOOOL SITE !!!!
Date: 1998/09/19
Message-ID: <3608e405.3204065@news.dsv.nl>#1/1
X-Deja-AN: 392837915
Cache-Post-Path: picard.dsv.nl!unknown@pm1-23.dsv.nl
Content-Transfer-Encoding: 7bit
References: <6tqk76$5eg$9@platane.wanadoo.fr> <6ts4r2$7b$1@emu.cs.rmit.edu.au>
<3603ef7d.32276450@news.pressenter.com> <6tttjq$fe2@elf.wang.com>
Content-Type: text/plain; charset=us-ascii
Organization: Digitale Regio Rijnmond
Mime-Version: 1.0
Newsgroups:
comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.ap
ple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,co
mp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

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| Also, if you click on the item under the picture that says:" I don't
|understand French, I want the "Rosbeef" version of this wonderful site"

The English flag is a dead giveaway in case you didn't understand
that!

>htttp://www.chez.com/cmpi/paleo/index_e.htm

Can you say "D'OH!"?

Martijn

```
   ___
  / __|     C O M M O D O R E   6 4 E V E R  ! ! !
 / / ____
| | |__ /     /    /|     >>>>>>>>>>>>>>>>>>>>>>>>>>
| | |___\    / _  /_|_    >    c64ever@dsv.nl    <
 \ \__       |  |   |     >>>>>>>>>>>>>>>>>>>>>>>>>>
  \___|      \__/   |
```

From 4989980214718213796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Cold and warn reboot
Date: 1998/09/19
Message-ID: <EzJtL5.13M@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 392886467
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <rw5u32tiitr.fsf@polder.inria.fr> <35f2d5d3.3330559@news.demon.co.uk>
<35ef9e89.33968317@news.zetnet.co.uk> <Eyu31J.MpD@suse.modem.stud.uni-hannover.de>
<rw5iuj09jbh.fsf@polder.inria.fr> <Ez60Eu.F2B@arisia.stud.uni-hannover.de>
<36022099.27838549@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <36022099.27838549@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

> _cp_irq_:
> //*[uint cp_irq(andv,xorv)
> / uint andv;
> / uint xorv;
> /
> / the processor interrupt mask is read, then ANDed with andv, then
> XORed with
> / xorv and then written back to the interrupt mask. This enables it to
> be read
> / or written in any manner. The interrupt mask which was written back
> is
> / returned to the caller. For the 68000 the interrupt mask is 3 bits
> and is a
> / value in the range 0 to 7.
> /
> / _cp_irq() can be called from user or super state. It sets IPL to 7

I do not really understand this, partially because information is missing
(like the AND and XOR masks), but to me, "written back to the interrupt
mask" and "can be called from user ... state" is a contradiction.

What's the goal of this bit ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -3992146764383770434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/19
Message-ID: <EzJtyo.160@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 392886468
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
<35f8a829.2188707@news.demon.co.uk> <35F927C9.45E52AD1@ios.chalmers.se>
<Ez650t.FGx@arisia.stud.uni-hannover.de> <35FD3F67.100E394B@ios.chalmers.se>
<EzCBnC.6tp@arisia.stud.uni-hannover.de> <3600EF02.D39198A0@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <3600EF02.D39198A0@ios.chalmers.se>,
    Gilda Henrik <di98gihe@ios.chalmers.se> writes:
>
> Yes I've done almost exactly what you propose. I have made one program
> that opens a passive connection as you say, and then it waits for the
> remote host IP in the CAB structure to change to something other than
> NULL. It checks this every 25ms. When it detects an IP, the program
> prints it as 48.0.0.140. The state you're talking about, is it the last
> word to be found in the CIB structure? Maybe it's better to check the
> state than the remote IP.

No, the TCP state is not directly accessible in public versions of STinG.
You can wait for a specific TCP state using TCP_wait_state(), or just
call CNbyte_count() it'll return ELISTEN until the connection becomes
established. The latter is the usually used method.

> Then I start the 'active' program, that opens a connection to 127.0.0.1
> and sends a small string. When the connection is established, the
> passive program reacts, but it never gets any data, even though the
> active program reports success when sending.

There must be a bug in your code checking for data. Try a version that
collects data using CNget_char(), at least that should work alright.

> Nevermind. But shouldn't the transfer be quite quick, since it's done on
> the same machine?

Yes, it should. Depending on what you configured as delay, data should
arrive in a time as short as 10 ms.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 5251479135812197654
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/19
Message-ID: <EzJu1x.16M@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 392886469
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
<35f8a829.2188707@news.demon.co.uk> <Ez64nM.FEJ@arisia.stud.uni-hannover.de>
<360016b0.25301050@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <360016b0.25301050@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>> ... but as you can never tell if the other end is still there then
>>> some sort of code has to be in place to handle timeouts. The most
>>> basic response in this case is to close the connection yourself,
>>> perhaps prompting the user periodically (wait/close).
>>>
>>> More elaborate code might allow a connection to be re-established and
>>> continued but such a feature would serve no useful purpose here! ;-)
>>
>>Why not ?
>
> You'd be miles behind in the race. :-)

All a matter of proper recovery code, nothing more.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -5981407224443235191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d690267ebcf316b1,start
X-Google-Attributes: gid1115ce,public
From: a3apa3a@aol.com (A3APA3A)
Subject: the second book
Date: 1998/09/20
Message-ID: <19980920154541.17893.00002466@ng111.aol.com>#1/1
X-Deja-AN: 393062258
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

THE SECOND BOOK OF MACHINE LANGUAGE
by Richard Mansfield.
Compute! publications, 1984.
445 pages , $ 25 or best offer.
contact a3apa3a@aol.com

From 6663061751794988386
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9a654e595712ccaa,start
X-Google-Attributes: gid1115ce,public
From: gokmase@my-dejanews.com
Subject: GEM redraws again
Date: 1998/09/21
Message-ID: <6u54io$9i8$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 393221259
X-Http-Proxy: 1.0 x1.dejanews.com:80 (Squid/1.1.22) for client 195.100.4.126
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Mon Sep 21 09:00:09 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/3.01 (Win95; I)

Greetings atarians!

I'll repeat myself and ask a question I've asked before, with a little extension:

>Is it possible to write the image contents of an object tree to memory

>(without viewing it on screen first), or do I have to draw the object on
>screen, and then save the screen contents to memory??

When I asked this I got the answer 'no', from (I think) Jo Even Skarstein.

Now I⌂ve read somewhere on the WWW that it is possible to use something called 'sceen swapping routines' to redirect the output to a dedicated place in memory instead of the physical screen adress.

Could this be used to do what I asked for? Anyone?

Thanks in advance,

Joakim

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

From 3623323508347159415
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,77dc744f1f3545c9
X-Google-Attributes: gid1115ce,public
From: bleuf@algonet.se (Bo Leuf)
Subject: Re: GFA/GEM problem
Date: 1998/09/21
Message-ID: <6u5fok$ik3$1@zingo.tninet.se>#1/1
X-Deja-AN: 393264353
References: <Pine.GSO.3.95q.980919204452.8435A-100000@padding
Organization: Daggskimmer fc3
Newsgroups: comp.sys.atari.programmer

Hi Ben,

On 19 Sep 1998 20:45:09 , Ben Hall wrote:

> ... the cursor is turned off and then properly back on,
> which is exactly what I need to do. Any ideas..?

This sort of thing is a pain unless you have *full* control of the cursor. I suspect that programs that handle this correctly are managing their own cursor draws. I know that in my programming I have a standard bitblit procedure which I then use to "create" blinking or steady cursors at will. Since I am in control, I can effect redraws as required, e.g. as part of the normal redraw process.

/ Bo
--
  Bo Leuf <bo@leuf.org>
  Daggskimmer fc3, Malm⌂, Sweden
  http://www.leuf.org/fc3/fc3.html (English)
  http://www.algonet.se/~bleuf/fc3/index.html (Swedish)

From -1635488119233527444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/09/21
Message-ID: <360674D1.AD78593C@ios.chalmers.se>#1/1
X-Deja-AN: 393317118
Content-Transfer-Encoding: 7bit
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
<35f8a829.2188707@news.demon.co.uk> <35F927C9.45E52AD1@ios.chalmers.se>
<Ez650t.FGx@arisia.stud.uni-hannover.de> <35FD3F67.100E394B@ios.chalmers.se>
<EzCBnC.6tp@arisia.stud.uni-hannover.de> <3600EF02.D39198A0@ios.chalmers.se>
<EzJtyo.160@arisia.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: Chalmers University of Technology
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> No, the TCP state is not directly accessible in public versions of STinG.
> You can wait for a specific TCP state using TCP_wait_state(), or just
> call CNbyte_count() it'll return ELISTEN until the connection becomes
> established. The latter is the usually used method.

But it does work to check the remote IP, right?

> > Then I start the 'active' program, that opens a connection to 127.0.0.1
> > and sends a small string. When the connection is established, the
> > passive program reacts, but it never gets any data, even though the
> > active program reports success when sending.
>
> There must be a bug in your code checking for data. Try a version that
> collects data using CNget_char(), at least that should work alright.

Hmm, I did find a bug, but it had only something to do with the printing
of the remote IP in the passive program. It now prints 127.0.0.1 and not
48.0.0.140.

But I think CNget_block is so simple, I can't figure out what's wrong.
Okey, I'll test CNget_char , but isn't that one quite slow, since it
only gives me one byte at a time? I heard that CNget_NDB is the fastest
way, but forces me to KRfree the block(s) also.

See ya
Henrik

From -7120198379727978772

X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7c69fb2a2e8fa04,start
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <fiolerna@al_ALBATROSS_gonet.se>
Subject: Setting the GEM window size
Date: 1998/09/21
Message-ID: <360687CE.433D@al_ALBATROSS_gonet.se>#1/1
X-Deja-AN: 393339155
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
Organization: Intresseklubben
Mime-Version: 1.0
Reply-To: fiolerna@al_ALBATROSS_gonet.se
Newsgroups: comp.sys.atari.programmer

Greetings atarians!

I have (yes again) a little problem:

-Is it possible to specify the WORKarea of the GEM-window with wind_set?

That⍰s all! Thanks in advance,

/Joakim

From 8134214120849236785
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7c69fb2a2e8fa04
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Setting the GEM window size
Date: 1998/09/21
Message-ID: <6u68seqk1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 393383181
Content-Transfer-Encoding: 8bit
References: <360687CE.433D@al_ALBATROSS_gonet.se>
Content-Type: text/plain; charset=ISO-8859-1
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

Joakim H⍰gberg <fiolerna@al_ALBATROSS_gonet.se> wrote:
> -Is it possible to specify the WORKarea of the GEM-window with wind_set?

Not directly. But you can use wind_calc(WC_BORDER, ...) to calculate the
position and size of a window with a given workarea, which you then use
with wind_set().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -4239467664794279921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77dc744f1f3545c9
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: GFA/GEM problem
Date: 1998/09/21
Message-ID: <EznHo2.Kyw@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 393500559
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <6u5fok$ik3$1@zingo.tninet.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6u5fok$ik3$1@zingo.tninet.se>,
     bleuf@algonet.se (Bo Leuf) writes:

>> ... the cursor is turned off and then properly back on,
>> which is exactly what I need to do. Any ideas..?
>
> This sort of thing is a pain unless you have *full* control of the cursor.

The programmer does have complete control over the cursor, by calling objc_edit
with the proper function codes. I know the documentation of this function is
not very good, but is does work.

From memory : ED_INIT shows the cursor, ED_END removes it. ED_INIT can be used
in redraw code too.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -2290904622176805816
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7c69fb2a2e8fa04
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Setting the GEM window size
Date: 1998/09/21
Message-ID: <EznHs8.KzM@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 393500560
X-Nntp-Posting-Host: localhost
Content-Transfer-Encoding: 8bit
Sender: news@arisia.stud.uni-hannover.de
References: <360687CE.433D@al_ALBATROSS_gonet.se>
Content-Type: text/plain; charset=iso-8859-1
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <360687CE.433D@al_albatross_gonet.se>,
     Joakim H⍰gberg <fiolerna@al_ALBATROSS_gonet.se> writes:

> -Is it possible to specify the WORKarea of the GEM-window with wind_set?

No. You need to call wind_calc first to calculate the total area from the
working area, then call wind_set to set the calculated total area.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From 3105914330802511022
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f476e14381204e88
X-Google-Attributes: gid1115ce,public
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Subject: Re: STiNG LocalTalk
Date: 1998/09/22
Message-ID: <Pine.LNX.3.96.980922110029.16610A-100000@hal.fishpool.com>#1/1
X-Deja-AN: 393573841
References: <35ee408d.0@d2o29.telia.com> <35ef1eb8ee22e1@club-internet.fr>
X-Sender: q-funk@hal.fishpool.com
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Clinet, Espoo, Finland.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

NNTP-Posting-User: q-funk

Check on Yahoo for "The hardware book", it has schematics for that.
Otherwise, Mac shops sell the same adapter ready-made.

On Thu, 3 Sep 1998, Pascal Ricard wrote:

> BTW, is the LAN port on the Falcon compatible with RS232 ? I mean I
> would like try to connect my modem to the LAN port (with a Mac cable ?)
> and then use the Modem2 to talk with a PC (using a nul modem cable I
> suppose).
> What would be the wiring between the modem (DB9) and the LAN port ?

 Martin-Eric Racine The Atari TT030 Homepage with FAQ
 FUNKYWARE CREATIONS inc. http://members.tripod.com/~TT030/

.

From -2100935445382268187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d4ab92ef2f54e06c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,d4ab92ef2f54e06c,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,d4ab92ef2f54e06c,start
X-Google-Attributes: gid1115ce,public
From: Stephen Marriott <steve@spensley.demon.co.uk>
Subject: Re: Lattice C v5.52 FS (UK)
Date: 1998/09/22
Message-ID: <3607745A.73F948BD@spensley.demon.co.uk>#1/1
X-Deja-AN: 393590929
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References: <ffkjaBA$4aA2EwDC@thegibsons.demon.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 906458232 nnrp-10:26039 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
MIME-Version: 1.0
Reply-To: stevem@hisoft.co.uk
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Drew Gibson wrote:

>
> I have a copy of HiSoft Lattice C v5.52 for the ST range of Atari

> computers. Full set of disks and manuals.

So do I ;-)

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 1525 718181 Fax: +44 1525 713716
http://www.hisoft.co.uk/ http://www.cinema4d.com/

From -7247396946407078333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d4ab92ef2f54e06c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d4ab92ef2f54e06c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d4ab92ef2f54e06c
X-Google-Attributes: gid109a67,public
From: Alan Gauton <agauton-remove@usa.net>
Subject: Re: Lattice C v5.52 FS (UK)
Date: 1998/09/22
Message-ID: <360777B1.21B8D410@usa.net>#1/1
X-Deja-AN: 393590930
Content-Transfer-Encoding: 7bit
References: <ffkjaBA$4aA2EwDC@thegibsons.demon.co.uk>
<3607745A.73F948BD@spensley.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Signal Processing Division, Strathclyde University
Mime-Version: 1.0
Reply-To: agauton-remove@usa.net
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Stephen Marriott wrote:
>
> Drew Gibson wrote:
>
> >
> > I have a copy of HiSoft Lattice C v5.52 for the ST range of Atari
> > computers. Full set of disks and manuals.
>
> So do I ;-)

Can I make it three? (-:

--
AG

Alan Gauton + Tel +44 141-548-2686
EEE Department, SPD, + Fax +44 141-552-2487

The University of Strathclyde +   E-Mail ag@spd.eee.strath.ac.uk
204 George St., Glasgow G1 1XW+ http://www.spd.eee.strath.ac.uk/users/ag
---

From 6471130205294201236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/09/22
Message-ID: <36077CB0.F43178E0@ios.chalmers.se>#1/1
X-Deja-AN: 393594374
Content-Transfer-Encoding: 7bit
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
<35f8a829.2188707@news.demon.co.uk> <35F927C9.45E52AD1@ios.chalmers.se>
<Ez650t.FGx@arisia.stud.uni-hannover.de> <35FD3F67.100E394B@ios.chalmers.se>
<EzCBnC.6tp@arisia.stud.uni-hannover.de> <3600EF02.D39198A0@ios.chalmers.se>
<EzJtyo.160@arisia.stud.uni-hannover.de> <360674D1.AD78593C@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: Chalmers University of Technology
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> > There must be a bug in your code checking for data. Try a version that
> > collects data using CNget_char(), at least that should work alright.
>
> Hmm, I did find a bug, but it had only something to do with the printing
> of the remote IP in the passive program. It now prints 127.0.0.1 and not
> 48.0.0.140.
>
> But I think CNget_block is so simple, I can't figure out what's wrong.
> Okey, I'll test CNget_char , but isn't that one quite slow, since it
> only gives me one byte at a time? I heard that CNget_NDB is the fastest
> way, but forces me to KRfree the block(s) also.

Well, now I've found the bug, and of course it was one of the most
simple things possible. I'd calculated the wrong offset for CNget_block,
I thought it was 72bytes from the start of TPL but when I calculated it
again I got 76. So I've been calling CNkick all the time. No wonder it
didn't work. :-P
But now it all works perfectly, and the multiplayer option seems
possible after all. Thank you very much for your help, Guy and Peter and
everyone else!

Regards
Henrik

From -2406283046620383804

X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f476e14381204e88
X-Google-Attributes: gid1115ce,public
From: pricard@club-internet.fr (Pascal Ricard)
Subject: Re: STiNG LocalTalk
Date: 1998/09/22
Message-ID: <3607a2502ca8951@club-internet.fr>#1/1
X-Deja-AN: 393675568
Content-Transfer-Encoding: 8bit
References: <35ee408d.0@d2o29.telia.com> <35ef1eb8ee22e1@club-internet.fr>
<Pine.LNX.3.96.980922110029.16610A-100000@hal.fishpool.com>
X-Sender: NEWSwatch v2.50 BETA#4 (Atari)
X-System: Falcon030-12-FPU MagiC STinG Cab (POP+NEWS)watch Okami
Content-Type: text/plain; charset=iso-8859-1
X-Trace: front3.grolier.fr 906480712 6667 194.158.121.19 (22 Sep 1998 16:11:52
GMT)
Organization: Les Cigales
X-Url: http://perso.club-internet.fr/pricard/index.html
Mime-Version: 1.0
NNTP-Posting-Date: 22 Sep 1998 16:11:52 GMT
Newsgroups: comp.sys.atari.programmer

Hello,

  in article <Pine.LNX.3.96.980922110029.16610A-100000@hal.fishpool.com>
  Martin-Eric Racine wrote on Tue 22-09-98 11:02 (+0300):

> Check on Yahoo for "The hardware book", it has schematics for that.
> Otherwise, Mac shops sell the same adapter ready-made.

Thanx !
BTW, it's more and more difficult to find even Mac shops here in my open
country :-/

BFN,
/Pascal/

--
Pascal, surfing the web on his Falcon...
Otagger 1.22: Today's thought:
"The nickname for Bill Gates: Bugs Bunny."

From -706082906598015148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17cacd250c7fd3f1,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Bad RAM? Or programming error?
Date: 1998/09/23
Message-ID: <6u9s45$m17$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 393901145

Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

While testing a system-level utility I am writing, my TT crashes/hangs.

The code where it crashes looks like this:

```
     move.w   #%01,-(sp)         ; TTRAM only
     move.l   #(4<<20)+65536,-(sp)    ; 4 MB + 64k
     move.w   #m_xalloc,-(sp)         ; Malloc with pref
     trap #1            ; call gemdos
     add.l    #2+4+2,sp ; fix stack
     tst.l    d0        ; null = fail
     beq  fail
     tst.w    d0        ; aligned on 64k boundary?
     beq  aligned       ; yes, so no need to realign it
     add.l    #$10000,d0    ; increment pointer
     eor.w    d0,d0         ; zero low 16 bits
aligned            ; D0 is usually around $01200000
     move.l   d0,a0     ; a0 = pointer
     move.l   #((4<<20)>>2)-1,-(sp)   ; split d0 into d0/d1
     movem.w  (sp)+,d0/d1   ; d0/d1 now have high/low words of counter

tol  ; top of loop
     clr.l    (a0)+     ; IT CRASHES HERE when A0 > $01400000
     dbf  d1,tol    ; clear 64k
     dbf  d0,tol    ; multiples of 64k
```

Everything seems to be OK until A0 reaches $014xxxxxx.

Shortly after this, the TT hangs badly - which it should not do, as I have 16 megs of TT RAM, so the end of RAM would be $02000000 - a good 12 megs beyond where it crashes.

However, debugging reveals that memory at $01400000 is a direct copy of $01000000. Likewise $01800000. And $01C00000.

I took the top off the TT and checked the RAM was properly inserted and the memory board was properly pushed into the fast ram slot of the TT.

But the problem still occurrs.

Do I have bad RAM, or is it something else?

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From -7346406459912656075

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77dc744f1f3545c9
X-Google-Attributes: gid1115ce,public
From: Mikko Larjava <mitala@utu.fi>
Subject: Re: GFA/GEM problem
Date: 1998/09/23
Message-ID: <360908BB.9EF86B5B@utu.fi>#1/1
X-Deja-AN: 394007615
Content-Transfer-Encoding: 7bit
References: <6u5fok$ik3$1@zingo.tninet.se> <EznHo2.Kyw@arisia.stud.uni-hannover.de>
X-Accept-Language: fi
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: usenet@news.utu.fi
X-Trace: news.utu.fi 906561599 13496 130.232.199.119 (23 Sep 1998 14:39:59 GMT)
Organization: University of Turku
Mime-Version: 1.0
NNTP-Posting-Date: 23 Sep 1998 14:39:59 GMT
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
> The programmer does have complete control over the cursor, by calling objc_edit
> with the proper function codes. I know the documentation of this function is
> not very good, but is does work.
>
> From memory : ED_INIT shows the cursor, ED_END removes it. ED_INIT can be used
> in redraw code too.

I wouldn't call that a full control. You can't e.g. set the clipping
rectangle at all with objc_edit().

From 8062338587161118857
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7c69fb2a2e8fa04
X-Google-Attributes: gid1115ce,public
From: bleuf@algonet.se (Bo Leuf)
Subject: Re: Setting the GEM window size
Date: 1998/09/23
Message-ID: <6ub2eo$1lk$1@cubacola.tninet.se>#1/1
X-Deja-AN: 394012540
References: <360687CE.433D@al_ALBATROSS_gonet.se>
Organization: Daggskimmer fc3
Newsgroups: comp.sys.atari.programmer

On 21 Sep 1998 19:07:26 , Joakim H[illegible]gberg wrote:

> -Is it possible to specify the WORKarea of the GEM-window with wind_set?

Given that your external window size and work area are related depending

on which window widgets you have active, yes. You convert the required
internal work area size to window external x y w h using wind_calc, and
then set the window size using these values. Using wind_calc the other
way, you can figure out the effective work area from a given window size.

/ Bo

--
  Bo Leuf <bo@leuf.org>
  Daggskimmer fc3, Malm, Sweden
  http://www.leuf.org/fc3/fc3.html (English)
  http://www.algonet.se/~bleuf/fc3/index.html (Swedish)

From -4931696870732949423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4ab92ef2f54e06c
X-Google-Attributes: gid1115ce,public
From: aprice@postern.demon.co.uk (Alan Price)
Subject: Re: Lattice C v5.52 FS (UK)
Date: 1998/09/23
Message-ID: <906569010.27123.11.nnrp-02.9e987258@news.demon.co.uk>#1/1
X-Deja-AN: 394042261
X-NNTP-Posting-Host: postern.demon.co.uk:158.152.114.88
References: <ffkjaBA$4aA2EwDC@thegibsons.demon.co.uk>
<3607745A.73F948BD@spensley.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 906569010 nnrp-02:27123 NO-IDENT
postern.demon.co.uk:158.152.114.88
Organization: Retired? Ha!
Newsgroups: comp.sys.atari.programmer

On 22 Sep 1998 10:56:43 , Stephen Marriott wrote:
>
>
>Drew Gibson wrote:
>
>>
>> I have a copy of HiSoft Lattice C v5.52 for the ST range of Atari
>> computers. Full set of disks and manuals.
>
>So do I ;-)
>
I've only got v5.04.00, and I can't get it to compile my Hisoft C
interpreter programs. 8-(((

--
Alan Price
http://www.postern.demon.co.uk

From -3948351102772817018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17cacd250c7fd3f1
X-Google-Attributes: gid1115ce,public
From: Matthias Mueller-Reineke <reineke@mail.desy.de>
Subject: Re: Bad RAM? Or programming error?
Date: 1998/09/23
Message-ID: <Pine.GSO.4.02.9809231802200.16958-100000@hasyw02.desy.de>#1/1
X-Deja-AN: 394042262
References: <6u9s45$m17$1@newshost.comnet.co.nz>
To: gem@tos.pl.net
X-Sender: reineke@hasyw02.desy.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Deutsches Elektronen-Synchrotron (DESY)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 23 Sep 1998, Gaven Miller wrote:

```
>    clr.l    (a0)+    ; IT CRASHES HERE when A0 > $01400000

                                 76543210
16^6 = 16777216        1*16777216 = 16777216
16^5 =  1048576        4* 1048576 =  4194304
                       --------
                       20971520 = ca. 20 M
                         ^  ^
> 16 megs of TT RAM, so the end of RAM would be $02000000 - a good 12 megs
```

Don't worry. Your hardware up to 16 M is OK or did I calculate wrong?

Matthias

From 6270800688949376120
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4ab92ef2f54e06c
X-Google-Attributes: gid1115ce,public
From: Stephen Marriott <steve@spensley.demon.co.uk>
Subject: Re: Lattice C v5.52 FS (UK)
Date: 1998/09/23
Message-ID: <360927E3.F0B734FD@spensley.demon.co.uk>#1/1
X-Deja-AN: 394047708
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References: <ffkjaBA$4aA2EwDC@thegibsons.demon.co.uk>
<3607745A.73F948BD@spensley.demon.co.uk>
<906569010.27123.11.nnrp-02.9e987258@news.demon.co.uk>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii

X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 906569722 nnrp-10:14303 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Alan Price wrote:

> On 22 Sep 1998 10:56:43 , Stephen Marriott wrote:
> >
> >
> >Drew Gibson wrote:
> >
> >>
> >> I have a copy of HiSoft Lattice C v5.52 for the ST range of Atari
> >> computers. Full set of disks and manuals.
> >
> >So do I ;-)
> >
> I've only got v5.04.00, and I can't get it to compile my Hisoft C
> interpreter programs. 8-(((
>

Contact sales@hisoft.co.uk for an upgrade.

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 1525 718181 Fax: +44 1525 713716
http://www.hisoft.co.uk/ http://www.cinema4d.com/

From -835874684280598309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17cacd250c7fd3f1
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: Bad RAM? Or programming error?
Date: 1998/09/24
Message-ID: <vyz1zp13hfl.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 394332590
Sender: schwab@issan
References: <6u9s45$m17$1@newshost.comnet.co.nz>
<Pine.GSO.4.02.9809231802200.16958-100000@hasyw02.desy.de>
X-Yow: YOW!! I'm in a very clever and adorable INSANE ASYLUM!!
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Matthias Mueller-Reineke <reineke@mail.desy.de> writes:

```
|> On 23 Sep 1998, Gaven Miller wrote:
|>
|> >     clr.l    (a0)+    ; IT CRASHES HERE when A0 > $01400000
|>
|>                              76543210
|> 16^6 = 16777216     1*16777216 = 16777216
|> 16^5 =  1048576     4* 1048576 =  4194304
|>                     --------
|>                     20971520 = ca. 20 M
|>                       ^  ^
|> > 16 megs of TT RAM, so the end of RAM would be $02000000 - a good 12 megs
|>
|> Don't worry. Your hardware up to 16 M is OK or did I calculate wrong?
```

The latter. Note that TT RAM starts at $01000000 (16M).

--
Andreas Schwab
schwab@issan.informatik.uni-dortmund.de
schwab@gnu.org

"And now for something
completely different"

From 3158448696141788127
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/24
Message-ID: <Ezt480.Cxu@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 394595705
X-Nntp-Posting-Host: localhost
Content-Transfer-Encoding: 8bit
Sender: news@arisia.stud.uni-hannover.de
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
<35f8a829.2188707@news.demon.co.uk> <35F927C9.45E52AD1@ios.chalmers.se>
<Ez650t.FGx@arisia.stud.uni-hannover.de> <35FD3F67.100E394B@ios.chalmers.se>
<EzCBnC.6tp@arisia.stud.uni-hannover.de> <3600EF02.D39198A0@ios.chalmers.se>
<EzJtyo.160@arisia.stud.uni-hannover.de> <360674D1.AD78593C@ios.chalmers.se>
Content-Type: text/plain; charset=iso-8859-1
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <360674D1.AD78593C@ios.chalmers.se>,
        Gilda Henrik <di98gihe@ios.chalmers.se> writes:

>> No, the TCP state is not directly accessible in public versions of STinG.
>> You can wait for a specific TCP state using TCP_wait_state(), or just

>> call CNbyte_count() it'll return ELISTEN until the connection becomes
>> established. The latter is the usually used method.
>
> But it does work to check the remote IP, right?

It should.

> But I think CNget_block is so simple, I can't figure out what's wrong.

CNget_block has a pitfall : It does not return any data if the buffer you want it to fill in is larger than the amount of data that has arrived. So you'll never receive any data if you try

```
   CNget_block (handle, buffer, 1024);
```

but your sending client only ever sends 1000 bytes. Only 1000 bytes will ever arrive, so the buffer, being 1024 bytes large, cannot be filled in completely.

I know this is stupid, but it was decided this way by Steve Adam when he created STiK, and I cannot change it without breaking compatibility.

> Okey, I'll test CNget_char , but isn't that one quite slow, since it
> only gives me one byte at a time? I heard that CNget_NDB is the fastest
> way, but forces me to KRfree the block(s) also.

Yes.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -5441224807572244874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17cacd250c7fd3f1
X-Google-Attributes: gid1115ce,public

From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Bad RAM? Or programming error?
Date: 1998/09/25
Message-ID: <EzuoKM.AL6@cix.compulink.co.uk>#1/1
X-Deja-AN: 394791157
References: <6u9s45$m17$1@newshost.comnet.co.nz>
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

gmiller@inca.co.nz wrote:
>Everything seems to be OK until A0 reaches $014xxxxxx.
>
>Shortly after this, the TT hangs badly - which it should not do, as I have
>16 megs of TT RAM, so the end of RAM would be $02000000 - a good 12 megs
>beyond where it crashes.
>
>However, debugging reveals that memory at $01400000 is a direct copy of
>$01000000. Likewise $01800000. And $01C00000.
>
>I took the top off the TT and checked the RAM was properly inserted and
>the memory board was properly pushed into the fast ram slot of the TT.
>
>But the problem still occurrs.
>
>Do I have bad RAM, or is it something else?

According to the Atari docs I have, TT RAM space ends at $013FFFFF and
memory from $01400000 to FE000000 is reserved. Why do you need to go into
this space?

See my website for "The Atari A to Z" book shareware ASCII files. There is an
extensive memory map in that.

Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

From 3967053304208004046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57f3cecbce2904d1,start
X-Google-Attributes: gid1115ce,public
From: deano@zetnet.co.uk (Deano)
Subject: New Atari CD - Only A Fiver
Date: 1998/09/25
Message-ID: <360cfb8a.9114642@news.zetnet.co.uk>#1/1
X-Deja-AN: 394848142
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 906755068 29762 194.247.40.161 (25 Sep 1998 20:24:28
GMT)
Organization: Silly Software
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk
NNTP-Posting-Date: 25 Sep 1998 20:24:28 GMT
Newsgroups: comp.sys.atari.programmer

I am currently putting together a CD full of Atari PD. If you have
some software you would like included on the CD then please email me.

From -5356029376048127073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,30a54bde6a53c502,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: assembler code for string matching required
Date: 1998/09/26
Message-ID: <360d111c21ab550@the-gap.demon.co.uk>#1/1
X-Deja-AN: 395099212
X-NNTP-Posting-Host: the-gap.demon.co.uk:158.152.228.170
X-Sender: NEWSwatch v2.50 BETA#4 (Atari)
X-Complaints-To: abuse@demon.net
X-Software: STinG 1.15, POPwatch, NEWSwatch, Okami, CAB2.7
X-Hardware: ATARI Falcon030 with Nemesis board
X-Trace: news.demon.co.uk 906826627 nnrp-01:17586 NO-IDENT the-
gap.demon.co.uk:158.152.228.170
Organization: Home of POPwatch, NEWSwatch etc.
Newsgroups: comp.sys.atari.programmer

Hi guys

I've been struggling to convert some C code (taken from NOS) that does a
wildcard matching of two strings; one string and a pattern.
The pattern should be able to contain wildcards such as *, ? etc.
I'm struggling with how to code it so that the following match is detected:

string = alt.fred.rec.pets.gary
pattern = *.rec.pets.*

The above example should match, but I just can't get my head around the
required code :(Trailing stars are obviuosly easy, but it is the leading
star, followed by actual data..... bit that is causing me headaches.

Does anyone have an assembler routine that does this? I'm not that good with
C and really would like an assembler routine.

Thanks for any help,
Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From 163008191085313221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e1ef1a974f2a0c9,start
X-Google-Attributes: gid1115ce,public
From: pkr4@goodnet.com (jau)
Subject: FS: Atari 800 w/drive, joysticks, carts, manuals. All excel.cond.
Date: 1998/09/26
Message-ID: <eN8P1.240$fl2.3141706@news.goodnet.com>#1/1
X-Deja-AN: 395104032
X-Trace: news.goodnet.com 906827978 207.98.183.167 (Sat, 26 Sep 1998 09:39:38 MDT)
MIME-Version: 1.0
NNTP-Posting-Date: Sat, 26 Sep 1998 09:39:38 MDT
Newsgroups: comp.sys.atari.programmer

Everything in excellent condition.
800 unit
18k built in
58 k added memory (3x16, 1x10)
cables, ac adaptor
810 floppy drive
users and programming manual
game cartridges
basic (language) cartridge
two joysticks and cables

$70 or best offer nearest to it.

buyer pays shipping to their location.

jim
pqr4@goodnet.com

From -350009621300709447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17cacd250c7fd3f1
X-Google-Attributes: gid1115ce,public
From: Russell Magee <bigruss@cheetah.spots.ab.ca>
Subject: Re: Bad RAM? Or programming error?
Date: 1998/09/28
Message-ID: <6un89a$6qu$1@f02s02.tac.net>#1/1
X-Deja-AN: 395516975
References: <6u9s45$m17$1@newshost.comnet.co.nz> <EzuoKM.AL6@cix.compulink.co.uk>
Newsgroups: comp.sys.atari.programmer

"Mark Baines" <msbaines@cix.compulink.co.uk> wrote:
> gmiller@inca.co.nz wrote:

> >Everything seems to be OK until A0 reaches $014xxxxxx.
> >
> >Shortly after this, the TT hangs badly - which it should not do, as I have
> >16 megs of TT RAM, so the end of RAM would be $02000000 - a good 12 megs
> >beyond where it crashes.
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> >$01000000. Likewise $01800000. And $01C00000.
> >
> >I took the top off the TT and checked the RAM was properly inserted and
> >the memory board was properly pushed into the fast ram slot of the TT.
> >
> >But the problem still occurrs.
> >
> >Do I have bad RAM, or is it something else?

> According to the Atari docs I have, TT RAM space ends at $013FFFFF and
> memory from $01400000 to FE000000 is reserved. Why do you need to go into
> this space?

Well, my 18 meg TT (16 Meg TT RAM, 2 Meg ST RAM) definitely has memory in the range $1000000 - $1ffffff. Perhaps Atari originally designed a TT RAM expansion board which could only handle 4 Megs, and made a 16-Meg capable one later?

To the original poster: If your RAM isn't unique from $1000000 - $1ffffff, you don't have 16 Megs of functional RAM. (This I should know, I'm working with malfunctioning RAM at work right now, and I have been dreaming in hex lately 8^)

If you do really have 16 megs of TT RAM, perhaps the jumpers are just set wrong on the expansion board.

-Russ

--

From -2993496817900932479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22c193c7a3da6f0a,start
X-Google-Attributes: gid1115ce,public
From: Russell Magee <bigruss@cheetah.spots.ab.ca>
Subject: PalmPilot programming with Atari
Date: 1998/09/28
Message-ID: <6una4u$6qu$4@f02s02.tac.net>#1/1
X-Deja-AN: 395521063
Newsgroups: comp.sys.atari.programmer

Hi all,

I've been working on some tools to let me build PalmPilot applications using my Atari. Basically they take a .PRG or .TOS file and convert it to a PalmOS .PRC file which can then be HotSynced (not on Atari yet -- you need a PC, Mac or Linux to do this right now) and run.

(Anyone working on Hotsync software that will run under single-TOS?)

(For those who don't know, the 3Com PalmPilot is a handheld organizer that uses a Motorola DragonBall CPU -- basically a 68k with extra stuff).

Current support is only for assembler programs (Devpak) and single-pass assembly (no linking), due to the memory model of PalmOS programs.

I posted this here due to the fact that only Atari-heads would be possibly interested in this.. is there anyone else out there trying to program their PalmPilots without using Wintel hardware? Once I fix some more really bad bugs and clean things up I can post them to my web site if anyone's interested.

-Russ

--

From 6700660322758750514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22c193c7a3da6f0a
X-Google-Attributes: gid1115ce,public
From: Rodolphe Pineau <rodolphe.pineau@capway.com>
Subject: Re: PalmPilot programming with Atari
Date: 1998/09/28
Message-ID: <360F3BFA.9DD50730@capway.com>#1/1
X-Deja-AN: 395530949
Content-Transfer-Encoding: 7bit
References: <6una4u$6qu$4@f02s02.tac.net>
Content-Type: text/plain; charset=us-ascii
Organization: ImagiNET
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Russell Magee wrote:

> Hi all,
>
> I've been working on some tools to let me build PalmPilot applications
> using my Atari. Basically they take a .PRG or .TOS file and convert it to
> a PalmOS .PRC file which can then be HotSynced (not on Atari yet --
> you need a PC, Mac or Linux to do this right now) and run.
>

> (Anyone working on Hotsync software that will run under single-TOS?)
>

I've proted the pilot-link utilities to MiNT so you can hotsync with an Atari computer using MiNT.The irl is :
HTTP://www.chez.com/stratos/pilot.htm

> I posted this here due to the fact that only Atari-heads would be
> possibly interested in this.. is there anyone else out there trying to
> program their PalmPilots without using Wintel hardware? Once I fix some
> more really bad bugs and clean things up I can post them to my web site
> if anyone's interested.
>

I've try to port Pilot GCC under MiNt but for the momment it doesn't work.

best regards, Rodolphe.

From -2111776562256186644
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/09/28
Message-ID: <360F991D.3C26AC7A@ios.chalmers.se>#1/1
X-Deja-AN: 395621772
Content-Transfer-Encoding: 8bit
Organization: Chalmers University of Technology
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi everyone!

Thanks to Peter and Guy, I now have two working programs that sends/receives data using STiNG. One of them is passive, the other active.
I run the passive program first. It initialises a passive connection, and then waits for the active program to open a connection to it (loop-back: 127.0.0.1) and send some data.

It works fine to read the data using CNget_block, but since I'm going to use all this in a game, speed has the highest priority. I have therefore tried to replace the use of CNget_block with CNget_NDB. I read in STING.HYP, that I have to KRfree both the incoming data blocks and the NDB structure associated with each block after having processed them.

According to STING.HYP, an NDB consists of a pointer to the base of the block, a pointer to the data of the block, a word saying how many bytes the data is, and a pointer to the next NDB-structure (if there is any).

My passive program waits for the connection from the active program, and then waits for 30 seconds, to give me (the user), enough time to write two small strings of text in the active program and send them to the passive one.
I successfully manage to read the first NDB and its data, but when I try to process the next NDB, the system crashes. Magic reports "systemstapeln ⌂berlaufen", which I interpret as the system stack having been thrashed in some way.

I use the last pointer (*next) in the first NDB-structure to get the address to the next NDB. Is this correct?

the pseudo code for the NDB-processing is like this:

1. call CNget_NDB with the handle
2. was the returned pointer in d0=0? if yes: quit.

3. use the pointer to get the address to the data of the NDB

(*ndata), and how many bytes to read (len).
4. use a small loop to copy the data from the NDB to a buffer,

null-terminate the string, and print it.
5. check the last pointer (*next) to see if there is another NDB to
process. If zero, goto 7.
6. KRfree both the data pointed to by the NDB (*ndata) and the NDB
itself. Goto 3.

7. do the same as 6, except that we don't jump to 3, since the NDB's
are finished now.

I'm cautios about not relying on a0-a2 and d0-d2 after having called KRfree, CNget_NDB or Cconws. Is it correct that the address to the block that I want to free using KRfree, should be passed on the stack?

Regards
Henrik Gild⌂

From -320883512553815905
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90b094fe0dc64b24,start
X-Google-Attributes: gid1115ce,public
From: "Jake Goerzen" <toram@psnw.com>

Subject: MagiC Programming
Date: 1998/09/29
Message-ID: <01bdebf5$bfba1480$75f22bce@toram.psnw.com>#1/1
X-Deja-AN: 396134009
Organization: ProtoSource Network
Newsgroups: comp.sys.atari.programmer

I have a Falcon running MagiC 5. I would like to write some programs under this OS. What kind of languages are available? Is there any thing like Visual C++ or Visual Basic. Any object oriented options? I would like to be able to use GEM functions. In other words be able to put a nice GEM front end on my programs.

Jake
toram@psnw.com

From 1096416634498466291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dca9d50f6fc01163,start
X-Google-Attributes: gid1115ce,public
From: bretelle@autonet.net (Bob Retelle)
Subject: Atari ST books for sale - Abacus, misc
Date: 1998/09/30
Message-ID: <36137e2e.513464665@news.provide.net>
X-Deja-AN: 396174647
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Getting down to the last of the Atari ST items on my shelves. This group includes many of the ABACUS Atari ST Series from Germany.

These books are especially valuable sources of ST info. They haven't been available for many years, and when they're are gone, the information in them pretty much goes with them.

Priority Mail shipping is $3.00 for one or two, or they can be sent at Book Rate which is a little cheaper (and a lot slooower).

Misc. Atari ST Books - $10 each

Compute's ST Programmer's Guide -

The comprehensive guide to programming the Atari ST personal computer. Includes dozens of example programs, details on how to access advanced features and explanations of BASIC and LOGO. Includes writing GEM applications in "C".

Programmer's Guide to GEM - Sybex

A detailed introduction and reference guide for anyone wishing to develop applications for the GEM operating environment. Programming the VDI for portable graphics software, using the Resource Construction Set, a complete guide to AES functions and lots of programming examples in C.

GFA BASIC Book - MichTron

An intermediate programming tutorial for GFA BASIC, written by Frank Ostrowski, the author of GFA BASIC itself. It's designed for the person with a casual knowledge of BASIC who wants to gain an understanding of the more complicated aspects of the programmers' art. It guides you step by step through many intricate facets of BASIC and GEM programming, using GFA. Comes with a disk containing many of the program examples. This book is especially valuable for the practical insights Frank gives from his years of development on the ST.

ABACUS Software Atari ST books - $10 each

Volume 2 - Atari ST Internals -

The authoritative insider's guide. Chips, MIDI, GEMDOS, Sound, BIOS, Interrupts, Errors, almost everything you need to know about the ST.

Volume 3 - Atari ST GEM Programmer's Reference -

The complete guide to programming the ST using the Graphics Environment Manager. GEM, VDI, AES, GDOS, GIOS, programming, development, compiling C, inside GEM. Many example programs in C and 68000 assembly language.

Volume 4 - Atari ST Machine Language -

Complete introduction to machine/assembly language on the ST. Logical operations, bit manipulation, program development, 68000 register structures, memory structure, operating system, and more. Many examples and problems with answers.

Volume 5 - Atari ST Tricks & Tips -

Valuable collection of software tools and programming hints. Using GEM from BASIC, adding machine language to BASIC programs, super fast

RAM disk, print spooler, starting TOS applications automatically and more. Contains program listings and color plates. A collection of info that didn't quite fit into the other volumes.

Volume 8 - Peeks and Pokes -

Keys to revealing the secrets hidden within your Atari ST. Using the BASIC "Peek" and "Poke" functions to: Customize the desktop, change the mouse shape, change the character set, read the keyboard or joystick, make your own fill patterns, direct disk accessing, system variables, pointers and the CPU stack, setting up the RS-232 interface and a lot more. This book packs a lot of valuable information all in one place.

Volume 9 - Atari ST BASIC Training Guide -

Everyone's introduction to ST BASIC. A very functional, educational and well-written introduction to ST BASIC. From problem analysis to algorithms to BASIC commands. It helps teach programming quickly. Includes quizzes on the concepts introduced to reinforce the learning of programming.

Volume 11 - Atari ST BASIC to C -

Move quickly beyond the BASICS with the powerful C language. Use your knowledge of BASIC to move on to programming in C with the help of this useful guide. Shows comparisons between the familiar concepts of BASIC and the equivalents in C to make moving into this more powerful and versatile programming language very easy. Many, many programming examples.

Volume 12 - Atari ST 3D Graphics Programming -

Concepts and techniques. Learn how to create impressive and fascinating 3D graphics on the ST. Covers the basics, then moves on into more advanced concepts. 2D & 3D transformation, hidden lines and surfaces, data structures, spatial projection, screen manipulation, rotation, light and shadows, and more. Includes many programming examples in 68000 assembly language.

Volume 13 - ST Disk Drives: Inside and Out -

Discover the capabilities of the Atari ST disk drives. A book with in-depth coverage of the concepts and techniques of using floppy disks, hard disks and RAM drives. The book explains in detail the file structures, software, firmware and hardware that support disk functions on the ST. BIOS, DMA, controllers, tracks, sectors, clusters, gaps and FATs. Includes an extensive description and

listing for a full-function disk monitor program to help investigate
the ST's disks. Lots of info in this one.

I'd just as soon pack all of these into one big (and heavy) box, so
make me an offer on all of them, or bundles.

If you're planning on sticking with your ST, or are new to the world
of the Atari ST, you need these books!

BobR

From -4517083153459893558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90b094fe0dc64b24
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: MagiC Programming
Date: 1998/09/30
Message-ID: <3611D099.67E1C656@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 396251588
Content-Transfer-Encoding: 7bit
References: <01bdebf5$bfba1480$75f22bce@toram.psnw.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 907137195 10864 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Jake Goerzen wrote:
>
> I have a Falcon running MagiC 5. I would like to write some programs under
> this OS. What kind of languages are available? Is there any thing like
> Visual C++ or Visual Basic. Any object oriented options? I would like to
> be able to use GEM functions. In other words be able to put a nice GEM
> front end on my programs.

There is some kind of VisualAssembler... but for C no. Basic I don't know but
I don't think so. For C++ there is GCC which is also free and one of the
best compilers available. Where to find it, I don't know but most ftp
sites should have it.

//Magnus kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -4217611556853891041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed,start
X-Google-Attributes: gid1115ce,public
From: "Michael Clemmetsen" <mc@syn.beetee.co.uk>
Subject: Lattice C 5.52 on a Falcon
Date: 1998/09/30
Message-ID: <6ut48ffcr1@pheidippides.axion.bt.co.uk>#1/1
X-Deja-AN: 396301699
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=US-ASCII
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: BT Labs, Martlesham Heath, Ipswich, UK
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello,

I've finally managed to get round to installing Lattice C5.52 on my Falcon so that I can teach myself C, but I've been having problems:

The cascading menus in the Integrated Development Environment (IDE) can not be selected.

This is the case if I use TOS 4.04 or Magic 5.11.

If I use Geneva the menus work. However...

Both Magic and Geneva do not allow me to run the DEMO2 program from within the IDE - well it runs, but then I cannot get back to the IDE after pressing a key. (Yes I have followed the tutorial and corrected the intentional errors so it compiles and links correctly). The Geneva task manager shows that Lattice is asleep and that the child program, i.e. PROG2 is running. It is not possible to terminate either task in Geneva or Magic.

Has anyone got Lattice C 5.52 to run satisfactorily on a Falcon, preferably under Magic? I'm beginning to feel that the only way I will be able to use it is in single-tasking mode under Geneva.

Any information/experience/help much appreciated.

Thank you,

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

From -933683908443177539
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/09/30
Message-ID: <361241DB.5AECDB67@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 396356607
Content-Transfer-Encoding: 7bit
References: <6ut48ffcr1@pheidippides.axion.bt.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 907166189 21459 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Michael Clemmetsen wrote:

> Has anyone got Lattice C 5.52 to run satisfactorily on a Falcon, preferably
> under Magic? I'm beginning to feel that the only way I will be able to use
> it is in single-tasking mode under Geneva.

Not 5.52 but 5.60 (I think.....) works just fine under MagiC. If there is a
problem
with 5.52 or not I have no idea. Ask HiSoft. ;-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -3743921330293738908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed
X-Google-Attributes: gid1115ce,public
From: Stephen Marriott <stevem@hisoft.co.uk>
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/09/30
Message-ID: <361246E8.7F9BF9E6@hisoft.co.uk>#1/1
X-Deja-AN: 396356608
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References: <6ut48ffcr1@pheidippides.axion.bt.co.uk>
<361241DB.5AECDB67@NO.SPAM.emw.ericsson.se>
X-Accept-Language: en

Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 907167490 nnrp-08:12166 NO-IDENT
hisoft.demon.co.uk:158.152.209.187
Organization: HiSOFT SYSTEMS
MIME-Version: 1.0
Reply-To: steve@spensley.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg wrote:

> Michael Clemmetsen wrote:
>
> > Has anyone got Lattice C 5.52 to run satisfactorily on a Falcon, preferably
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> > it is in single-tasking mode under Geneva.
>
> Not 5.52 but 5.60 (I think.....) works just fine under MagiC. If there is a
problem
> with 5.52 or not I have no idea. Ask HiSoft. ;-)
>

Contact orders@hisoft.co.uk for upgrade prices.

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 1525 718181 Fax: +44 1525 713716
http://www.hisoft.co.uk/ http://www.cinema4d.com/

From -5176676643898946854
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/09/30
Message-ID: <361248CD.C0DD98F5@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 396362114
Content-Transfer-Encoding: 7bit
References: <6ut48ffcr1@pheidippides.axion.bt.co.uk>
<361241DB.5AECDB67@NO.SPAM.emw.ericsson.se> <361246E8.7F9BF9E6@hisoft.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 907167966 22117 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer

Stephen Marriott wrote:

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No chance that there will be bargins for Lattice C? :-)))

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 5612518123889780877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed
X-Google-Attributes: gid1115ce,public

From: Stephen Marriott <stevem@hisoft.co.uk>
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/09/30

Message-ID: <361253D4.9E2C0B15@hisoft.co.uk>#1/1
X-Deja-AN: 396374713
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: hisoft.demon.co.uk:158.152.209.187
References: <6ut48ffcr1@pheidippides.axion.bt.co.uk>
<361241DB.5AECDB67@NO.SPAM.emw.ericsson.se> <361246E8.7F9BF9E6@hisoft.co.uk>
<361248CD.C0DD98F5@NO.SPAM.emw.ericsson.se>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 907170797 nnrp-08:13546 NO-IDENT
hisoft.demon.co.uk:158.152.209.187

Organization: HiSOFT SYSTEMS

MIME-Version: 1.0
Reply-To: steve@spensley.demon.co.uk

Newsgroups: comp.sys.atari.programmer

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> Stephen Marriott wrote:
>
> > Contact orders@hisoft.co.uk for upgrade prices.
>
> No chance that there will be bargins for Lattice C? :-)))
>

Maybe :-)) Why not check http://www.hisoft.co.uk/atari/ this w/e when

the page will be updated!

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 1525 718181 Fax: +44 1525 713716
http://www.hisoft.co.uk/ http://www.cinema4d.com/

From -382444503295254183
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/30
Message-ID: <F035uI.H7D@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 396549187
X-Nntp-Posting-Host: localhost
Content-Transfer-Encoding: 8bit
Sender: news@arisia.stud.uni-hannover.de
References: <360F991D.3C26AC7A@ios.chalmers.se>
Content-Type: text/plain; charset=iso-8859-1
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <360F991D.3C26AC7A@ios.chalmers.se>,
     Gilda Henrik <di98gihe@ios.chalmers.se> writes:

> the data is, and a pointer to the next NDB-structure (if there is any).

This entry is of no relevance to the application programmer.

> "systemstapeln ⍰berlaufen", which I interpret as the system stack having
> been thrashed in some way.

system stack overflow.

> I use the last pointer (*next) in the first NDB-structure to get the
> address to the next NDB. Is this correct?

Naaaaaah ! ;-)

The entry 'next' is only for internal use of STinG. Didn't I have CNget_NDB()
explizitly write a NULL into that entry before passing it to the application ?
If not, then I should do it. You, as an application programmer, should ignore

it. The next NDB is fetched just like the first one, with CNget_NDB().

> the pseudo code for the NDB-processing is like this:
>
> 1. call CNget_NDB with the handle
> 2. was the returned pointer in d0=0? if yes: quit.
>
> 3. use the pointer to get the address to the data of the NDB

> (*ndata), and how many bytes to read (len).

Ok.

> 4. use a small loop to copy the data from the NDB to a buffer,

> null-terminate the string, and print it.

You know this is the sort of action CNget_NDB is intended to avoid, for speed reasons. What you do here is exactly what does CNget_block() internally. Sure it's ok for testing, but for efficiency you should do the processing 'in place' i.e. without copying to a buffer; otherwise the use of CNget_NDB() is pointless.

> 5. check the last pointer (*next) to see if there is another NDB
to
> process. If zero, goto 7.

Do not do this. Simply omit this step. There is never 'another NDB' as linked to this NDB via the 'next' entry.

> 6. KRfree both the data pointed to by the NDB (*ndata) and the
NDB
> itself. Goto 3.

This must be done regardless of the 'next' entry. Replace the "Goto 3" by "Goto 1"

> Is it correct that the address to the block
> that I want to free using KRfree, should be passed on the stack?

Yes. All parameter passing is done one the stack, so that STinG can be programmed with most languages (very few allow control over which CPU registers are used for which purpose).

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de

http://www.stud.uni-hannover.de/~perot

From 9068300134459009417
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90b094fe0dc64b24
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: MagiC Programming
Date: 1998/09/30
Message-ID: <F03648.H7z@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 396549188
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <01bdebf5$bfba1480$75f22bce@toram.psnw.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <01bdebf5$bfba1480$75f22bce@toram.psnw.com>,
     "Jake Goerzen" <toram@psnw.com> writes:
> I have a Falcon running MagiC 5. I would like to write some programs under
> this OS. What kind of languages are available? Is there any thing like
> Visual C++ or Visual Basic. Any object oriented options?

No Visual * stuff ! Visual * is Microsoft, what do you expect ?

There is about a dozen different C compilers, ranging from poor (old ones)
to very nice. There is GNU C++. There are several BASICs, and compilers
for two or three dozen other programming languages.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From 6915675656738097833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f36006270a4d2ed
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Lattice C 5.52 on a Falcon
Date: 1998/10/01
Message-ID: <36132FFF.7D23E023@NO.SPAM.emw.ericsson.se>#1/1

X-Deja-AN: 396614979
Content-Transfer-Encoding: 7bit
References: <6ut48ffcr1@pheidippides.axion.bt.co.uk>
<361241DB.5AECDB67@NO.SPAM.emw.ericsson.se> <361246E8.7F9BF9E6@hisoft.co.uk>
<361248CD.C0DD98F5@NO.SPAM.emw.ericsson.se> <361253D4.9E2C0B15@hisoft.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 907227154 8089 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Stephen Marriott wrote:
>
> Magnus Kollberg wrote:
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> > Stephen Marriott wrote:
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> > > Contact orders@hisoft.co.uk for upgrade prices.
> >
> > No chance that there will be bargins for Lattice C? :-)))
> >
>
> Maybe :-)) Why not check http://www.hisoft.co.uk/atari/ this w/e when
> the page will be updated!

Okey, I will check it out. Link now saved! :-)

//Magnus Kollberg
--
```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -6337878771208328992
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35aeae0f1bed4425
X-Google-Attributes: gid1115ce,public
From: pierre.tonthat@hol.fr (Pierre TONTHAT)
Subject: Re: menu_popup()
Date: 1998/09/10
Message-ID: <6t9gqvjrg2@news3.isdnet.net>#1/1
X-Deja-AN: 389883431
References: <Pine.BSI.3.96.980910023313.1139A-100000@usr02.pr
Newsgroups: comp.sys.atari.programmer

>How do I get a bigger list items without having to create a 1000 lines
>RSC tree ;)

Strange idea. That will cost a lot of memory to handle 1000 GEM

objects.

A better method is to create only 10 or 15 object for the pop-up, and
you modify them dynamicaly before displaying to screen.
That means writing your own pop-up function, with important variables
such as the start number, an internal table...

Wana have mine in GFA Basic?
(the Joe's calling module pop-up is a good exemple)

Au revoir

Rajah Lone / Queen Meka

From 627256677558980245
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,146008894f83b91a
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: programming-languages for TOS
Date: 1998/09/10
Message-ID: <905431528.314903@tornado.itea.ntnu.no>#1/1
X-Deja-AN: 390469490
Cache-Post-Path: tornado.itea.ntnu.no!joska@pingle.nvg.ntnu.no
Content-Transfer-Encoding: 8bit
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <01bddc9c$9a9b9ba0$9d18018f@fr124157>
<35F7C63B.D4E07632@mygale.REMOVETHIS.org>
Content-Type: text/plain; charset=ISO-8859-1
Organization: The Norwegian University of Science and Technology
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
Mime-Version: 1.0
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Nicholas Bales <bales@mygale.REMOVETHIS.org> wrote:
> Nicolas Repp a ?crit:
>>
>> Hi there,
>> i am interestet in programming for TOS systems and i am want to know, what
>> languages are available. I do some JAVA programming - is there a kind of
>> JDK for the TOS system.
>>
>> Thanx for every response,
>> Nick

> There is no Java for TOS, as it would be too slow and power consuming.

Kaffe (a JVM with 68k JIT) is ported to TOS/MiNT, but you'll need
atleast a TT with 16Mb (atleast) to use it. And there's no AWT, so
it's not very useful (yet).

I don't know if it's released yet, but if anybody is interested then
mail me and I can ask the author.

I don't know if a JDK is available, but I would guess that Sun's javac
is ported (isn't the source available?).

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -5508582114556457542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eab2493a338a0744
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Lattice C bugs on big projs
Date: 1998/09/11
Message-ID: <35fb5893.7581451@news.demon.co.uk>#1/1
X-Deja-AN: 389987816
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <234C8851B63EC0EA.D58EE0EA48355F04.2DD85DFEDA3D722A@library-
proxy.airnews.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 905488968 nnrp-05:9807 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 9 Sep 1998 06:23:06 GMT, michael@fastlane.net (Michael White)
wrote:

>Hey all,
>
>   Anyone out there using Lattice C 5.6 on any large (>285 .c files) projects?
>It seems to crash when attempting to edit a large project. It also fails
>to link properly by refusing to see the math library. And yes, the
>libraries are in the order recommended by the manual:
>
>CSNB.O
>

><about 435 .c files>

Rather a lot!

>LCGSNB.LIB
>LCMSNB.LIB
>LCSNB.LIB

>   If no one has a solution to this, does anyone out there use makefiles
>with Lattice?

I dunno how capable the Lattice make is but with MWC I split up
sources into subdirectories grouped by "subject". Something like this
will serve as an example:

```
SRCLIB--+
        |
        +--G--+
        |     |
        |     +--GEM--+
        |     |       |
        |     |       +--AES--+
        |     |       |       |
        |     |       |       +--FORM
        |     |       |       |
        |     |       |       +--SHEL
        |     |       |       |
        |     |       |      etc
        |     |       |
        |     |       +--VDI
        |     |       |
        |     |       +--MISC
        |     |
        |     +--TOS--etc
        |
        +--U--+
              |
              +--STR
              |
              +--MEM
              |
             etc
```

I used to simply 'cd' to SRCLIB then 'make'. The SRCLIB makefile just
invokes make for G and U. The G makefile invokes make for GEM and TOS
and so down through the subdirectories.

Unfortunately my machine only had 1 meg at the time and there came a
point where this took too much ram. So I resorted to a batchfile which
specificially invokes each make in turn. I've never bothered to change
it back since I got more ram.

>Specifically, I need a makefile that will recursively

>do makes.
>
>I can do it with gcc/make, but I'm not quite sure about lc.ttp
>and clink.ttp with make.

I dunno the capabilites of the lattice linker but with MWC if you put
a load of stuff into an object file then reference something in it,
all the other stuff in the object file gets pulled in as well.

The following is the makefile for my CPU folder ...

```
CFLAGS   =-A

NAM  =_cp_cpu
OBJ  =_cp_peek.o _cp_poke.o _cp_sup.o _cp_usr.o _cp_stk.o
     _cp_stat.o\
     _cp_irq.o _cp_86l.o _cp_86w.o _cp_odda.o _cp_rda6.o
     _cp_boot.o\
     _cp_cook.o _cp_osh.o

HDR  =cpu.h

$(NAM).obj:   $(OBJ)
         rm -v \inc\$(HDR)
         cp -v $(HDR) \inc
         ar rs \lib\libu.a $(OBJ)
         ld -r -o .\$(NAM).obj $(OBJ)
         autodoc $(OBJ)

$(OBJ):       $(HDR)
```

It builds the sources, updates the header file, then has the librarian
(archiver 'ar' here) put the object file for each source into libu.a
thus the MWC linker only pulls in the code referenced, not all the
other files in CPU as well! The linker 'ld' then gets invoked. It
gathers all the individual object files into a single object file thus
the dependancy is satisfied.

autodoc can be ignored. For the curious it extracts documentation from
the sources and builds a documentation file.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4538547679127578343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7afbcc2f3830ac03

X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C stdaux probs
Date: 1998/09/11
Message-ID: <35fc6188.9874859@news.demon.co.uk>#1/1
X-Deja-AN: 389987817
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35f76218.0@d2o29.telia.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 905488969 nnrp-05:9807 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 10 Sep 1998 08:16:34 +0300, "K.Hampf" <k_hampf@yahoo.com>
wrote:

>I tried to do sort of a simple terminal function by just checking stdin and
>stdaux with kbhit() and then getch() and getc(stdaux) for reading keys/chars
>... but it doesn't at all cope with me. Everything freezes when I read from
>stdaux! Writing is ok, the modem happily dials and such.
>   Can this have anything to do with HSModa (7)? Or is it me being bogus?

kbhit? Which compiler is this?

If we're talking about the PC then kbhit() is part of conio.h which
are low level calls whereas stdio.h is high level and very likely
buffered.

If we're talking Atari then I suspect the same. kbhit will probably be
a gemdos or more likely a bios (Bconstat) call and this will not mix
well with stdio either for the same reason.

Btw, I once had a dumb terminal off a mainframe for a few days. I
could get my STFM to send stuff to it which would be displayed fine
but could not get input back from the terminal's keyboard. Bear in
mind I had no info at all on the terminal (and I hadn't had the Atari
long) so anything could have been the cause but for what it's worth,
the STFM did not have HsModem at all.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3693063746392050520

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3f29ddf77cb79ff
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: How to know default path ?
Date: 1998/09/11
Message-ID: <35ff64e0.10730679@news.demon.co.uk>#1/1
X-Deja-AN: 389987818
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35F5600B.B1E04941@wanadoo.fr>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 905488969 nnrp-05:9807 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 08 Sep 1998 18:49:15 +0200, JACCARD Emmanuel
<softjee@wanadoo.fr> wrote:

>Hello to all,
>
>my question is the following :
>
>How to know the path from the program is launching ?
>I explain me, i laucnh the program but how the program know the path
>where he is ?

Usually the path is the same as the program.

Thus:

If you run ...

c:\fred\prog.exe

... then the path is

c:\fred\

ie Dgetdrv(),Dgetpath().

but this is not always true. Multitasking systems allow the user to
change this, and even old Gem versions would not set the path properly
if the user right-clicked on the program (the path would remain set to
the active window).

Gem programs can find out which path they were launched from by
calling shel_read().

Tos programs have to rely on Dgetdrv(),Dgetpath().

Also, programs sometimes use environmental variables like $HOME for
example (to override the above).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5221114068648822785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7768dd226426d72
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Another question
Date: 1998/09/11
Message-ID: <36006806.11536418@news.demon.co.uk>#1/1
X-Deja-AN: 389987819
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35F41A9E.8F412D08@wanadoo.fr>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 905488970 nnrp-05:9807 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 07 Sep 1998 19:40:46 +0200, JACCARD Emmanuel
<softjee@wanadoo.fr> wrote:

>Hello to all !
>
>I begin to be a boring man with my questions ! So my new question is :
>
>Does exist a way to save an IT adress from the system function. I
>explain me because my english is poor...I want to put a new Interruption
>adress for example for Timer A. I have one xbios function (xbtimer) to
>put my new adress and launch the timera but i never see in the system
>functions a function to restore the new adress (to put the old adress)
>and restore all...

Unless somebody knows better I think you have to read it directly.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8134980359328064800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7afbcc2f3830ac03
X-Google-Attributes: gid1115ce,public
From: "K.Hampf" <k_hampf@yahoo.com>
Subject: Re: C stdaux probs
Date: 1998/09/11
Message-ID: <35f8b385.0@d2o29.telia.com>#1/1
X-Deja-AN: 389995055
X-NNTP-Posting-Host: t4o29p118.telia.com
References: <35f76218.0@d2o29.telia.com> <35fc6188.9874859@news.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@internet.telia.com
Organization: Telia Internet Services
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote in message <35fc6188.9874859@news.demon.co.uk>...
>On Thu, 10 Sep 1998 08:16:34 +0300, "K.Hampf" <k_hampf@yahoo.com>
>wrote:

>>I tried to do sort of a simple terminal function by just checking stdin
and
>>stdaux with kbhit() and then getch() and getc(stdaux) for reading
keys/chars
>>... but it doesn't at all cope with me. Everything freezes when I read
from
>>stdaux! Writing is ok, the modem happily dials and such.
>>   Can this have anything to do with HSModa (7)? Or is it me being bogus?

>kbhit? Which compiler is this?

Lattice C 5.6

>If we're talking about the PC then kbhit() is part of conio.h which
>are low level calls whereas stdio.h is high level and very likely
>buffered.

Hmm ... I changed buffering with setvbuf() but no setting helps.

>If we're talking Atari then I suspect the same. kbhit will probably be
>a gemdos or more likely a bios (Bconstat) call and this will not mix
>well with stdio either for the same reason.

Is there any better solution to this, I realize kbhit() might not be the
best. I beleive if I read with getc it will wait for input instead of giving

me EOF of a stream. How do I do?

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

From -462115172833128964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35aeae0f1bed4425
X-Google-Attributes: gid1115ce,public
From: barrilli@club-internet.fr (Vincent Barrilliot)
Subject: Re: menu_popup()
Date: 1998/09/11
Message-ID: <6tb47p$4ct$1@front1.grolier.fr>#1/1
X-Deja-AN: 390090264
References: <Pine.BSI.3.96.980910023313.1139A-100000@usr02.pr
<6t9gqvjrg2@news3.isdnet.net>
X-Trace: front1.grolier.fr 905516089 4509 195.36.154.209 (11 Sep 1998 12:14:49
GMT)
Organization: Club-Internet (France)
NNTP-Posting-Date: 11 Sep 1998 12:14:49 GMT
Newsgroups: comp.sys.atari.programmer

On 10 Sep 1998 21:37:35, Pierre TONTHAT wrote:

>A better method is to create only 10 or 15 object for the pop-up, and
>you modify them dynamicaly before displaying to screen.
>That means writing your own pop-up function, with important variables
>such as the start number, an internal table...
>
>Wana have mine in GFA Basic?
>(the Joe's calling module pop-up is a good exemple)

I'm interested in your function, could you send me it too please ? :)

>Au revoir
A bientot ;)

Vincent

From -4990882417285289875
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/09/11
Message-ID: <35F927C9.45E52AD1@ios.chalmers.se>#1/1

X-Deja-AN: 390109316
Content-Transfer-Encoding: 8bit
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
<35f8a829.2188707@news.demon.co.uk>
Content-Type: text/plain; charset=iso-8859-1
Organization: Chalmers University of Technology
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> >Does CNbyte_count() return how many bytes there are to read in total, or
> >how many bytes to read in this 'block'? If the later is true, would I
> >then have to call CNbyte_count several times until it tells me that
> >there are no more blocks for me to read?
>
> Hmm, I'm not exactly sure what you're asking above.

Nevermind. I now know that there's only one block of data and
CNbyte_count() tells me how big this block is.

> >Does CNget_NDB return the address to the string?
>
> eek! I can't remember what that function does I'm afraid! All I've got
> is the C header file. :-(
>
> Looking at that, whatever it is CNget_NDB() does, it takes a 16 bit
> argument and returns a pointer to a datatype called 'NDB' from which I
> can guess at its purpose. That isn't very useful however!
>
> >> CNbyte_count() returns negative if there's an error, the number of
> >> bytes waiting if positive, and zero if there's nothing. It returns
> >> immediately.
> >
> >And how do I get the address from which I should read the data? (already
> >asked this earlier)
>
> The only function I've used is CNget_char() which simply returns the
> next byte waiting. Easy but probably not very efficient. When somebody
> else answers, I'll be reading as well. :-)

I saw that there's a function called CNget_block(), which probably
copies the data received to a buffer which the programmer specifies. It
takes the handle of the TCP-connection, the adress to which you want the
data copied, and how big the buffer is. So it has to work the way I
think, right? Now I've managed to open a TCP-connection, send some data,
and use CNbyte_count() to know how much is available to read. But since
I only have one falcon (or one atari-computer for that matter) I've been
unable to test anything seriously. I tried to connect to my own
IP-address and to send data to it, but I didn't get any data back. Maybe
STiNG doesn't transfer data if the sender has the same IP-address as the
receiver. TCP_send didn't give me an error message though, so it should
have worked.

But for now I don't have any more questions, since I haven't been able

to test transferring data. I only hope that it'll work when I've got
another atari.

"I'll be back"

Henrik Gild

From -5552900863858236272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,17f82410fd9a0cbd
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112087,17f82410fd9a0cbd
X-Google-Attributes: gid112087,public
X-Google-Thread: f8760,17f82410fd9a0cbd
X-Google-Attributes: gidf8760,public
X-Google-Thread: f5ddf,17f82410fd9a0cbd
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,17f82410fd9a0cbd
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 103c3f,17f82410fd9a0cbd
X-Google-Attributes: gid103c3f,public
X-Google-Thread: f8a03,17f82410fd9a0cbd
X-Google-Attributes: gidf8a03,public
X-Google-Thread: 109a67,17f82410fd9a0cbd
X-Google-Attributes: gid109a67,public
From: "PM" <p_michon@hotmail.com>
Subject: COOOOOOOOOOOOOOL SITE !!!!
Date: 1998/09/11
Message-ID: <6tbf3hhud3@platane.wanadoo.fr>#1/1
X-Deja-AN: 390143173
Organization: Wanadoo - (Client of French Internet Provider)
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups:
comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

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http://www.chez.com/cmpi

ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM .....

From 924172130829835580
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3f29ddf77cb79ff
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: How to know default path ?
Date: 1998/09/11
Message-ID: <6tc9ak$p10$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 390262855
References: <35F5600B.B1E04941@wanadoo.fr> <35ff64e0.10730679@news.demon.co.uk>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> Gem programs can find out which path they were launched from by
> calling shel_read().

But that also isn't always true. For example, the system shell in
MultiTOS does not get its path this way.

Therefore, I use a different method if shel_read() isn't successful:
shel_find(). It's documented that shel_find() first searches the
program's home directory, even if the current dir is set differently.
So, search for your application's filename and parse the path returned
(because it's often a relative path).

Btw, if you just want to load some support files, you even don't need to
know about the application's path, just use shel_find(). rsrc_load()
internally also uses shel_find().

> Tos programs have to rely on Dgetdrv(),Dgetpath().

No, they should rather check argv[0], if it was set by the shell. But
it's not guaranteed that argv[0] contains a path, and as a TOS program
may have been run from a completely different directory, it's actually
impossible to get the program's path in call circumstances.

You can only be sure about it if argv[0] is set _and_ contains an
absolute path.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -1709684164186976822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7afbcc2f3830ac03
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C stdaux probs
Date: 1998/09/12
Message-ID: <35faad19.1065582@news.demon.co.uk>#1/1
X-Deja-AN: 390319423
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35f76218.0@d2o29.telia.com> <35fc6188.9874859@news.demon.co.uk>
<35f8b385.0@d2o29.telia.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 905569777 nnrp-02:26904 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 11 Sep 1998 08:16:12 +0300, "K.Hampf" <k_hampf@yahoo.com>
wrote:

>Guy Harrison wrote in message <35fc6188.9874859@news.demon.co.uk>...
>>On Thu, 10 Sep 1998 08:16:34 +0300, "K.Hampf" <k_hampf@yahoo.com>
>>wrote:
>
>>>I tried to do sort of a simple terminal function by just checking stdin
>and
>>>stdaux with kbhit() and then getch() and getc(stdaux) for reading
>keys/chars
>>>... but it doesn't at all cope with me. Everything freezes when I read
>from
>>>stdaux! Writing is ok, the modem happily dials and such.
>>>   Can this have anything to do with HSModa (7)? Or is it me being bogus?
>
>
>>kbhit? Which compiler is this?
>
>Lattice C 5.6

Okidoki.

>>If we're talking about the PC then kbhit() is part of conio.h which
>>are low level calls whereas stdio.h is high level and very likely
>>buffered.
>
>
>Hmm ... I changed buffering with setvbuf() but no setting helps.

Imo, if ever I have a situation where I need to turn buffering off then I'm inclined to leave it as it is and approach it the problem at a lower level. After all, the main reason for disabling buffering is usually to "see" the behaviour of the operating system. This is machine dependent so the code might as well use the operating system i/o calls in the first place. Doing this also has the benefit it bypasses any inconsistencies that might exist in the compiler's stdio implementation. Who knows what os calls stdio performs - just because buffering is disabled does not mean that it couldn't be making os calls that use their own buffering!

Lastly, there have been reports of Lattice having a 'bug' in its "filing system" (possibly the reason some folks find Newsie does wierd stuff to files). No-one has ever stated specifically what this bug is. It would bother me if I used Lattice!

>>If we're talking Atari then I suspect the same. kbhit will probably be
>>a gemdos or more likely a bios (Bconstat) call and this will not mix
>>well with stdio either for the same reason.
>
>
>Is there any better solution to this, I realize kbhit() might not be the
>best.
>I beleive if I read with getc it will wait for input instead of giving
>me EOF of a stream.

Yes, it will wait for input. It can also return EOF! ;-)

>How do I do?

I'd code for Bconin/Bconout directly and locate the problem. Something like this at both ends ...

[I made this up just now btw] :-)

```
Test()
{char    *op  ="Hello?";
 int16   ch;

 /* loop until "Hello?" sent */
 for (;*op;)  {
     /* ?char waiting? */
     if (Bconstat(BC_AUX))  {/* yes*/
          /* fetch and dump on screen */
          ch = Bconin(BC_AUX);
          Bconout(BC_CON,ch);
```

```
     }
     /* try and send another char then ... */

     /* ?we done sending? */
     if (*op) {/* no */
          /* pause until stream ready */
          while (!Bcostat(BC_AUX))    ;
          /* send next char */
          Bconout(BC_AUX,(int16)*op);
          op++;
     }
 }
}
```

In *theory* running the above on both machines should allow each end to receive chars and transmit them at the same time. If it doesn't work then:

a)
My code is faulty.

b)
The problem lies in the operating system. Is the serial port configured properly and is there anything about 'Bcon' that we don't know - Bconmap springs to mind for instance.

If you are successful please let me know. By strange co-incidence I may need to be doing exactly the same thing myself between a PC and an STE. I've finally managed to dump the PC's internal modem and now have the com ports working again. All I need now is some space to set up the Atari - Yippee! <g>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4744757651281251612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STiNG-programming
Date: 1998/09/12
Message-ID: <35fbb90e.4126143@news.demon.co.uk>#1/1
X-Deja-AN: 390319424
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35F3FA79.B5B47E7B@ios.chalmers.se>

<35f8a829.2188707@news.demon.co.uk> <35F927C9.45E52AD1@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 905569779 nnrp-02:26904 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 11 Sep 1998 15:38:17 +0200, Gilda Henrik
<di98gihe@ios.chalmers.se> wrote:

>> >Does CNbyte_count() return how many bytes there are to read in total, or
>> >how many bytes to read in this 'block'? If the later is true, would I
>> >then have to call CNbyte_count several times until it tells me that
>> >there are no more blocks for me to read?
>>
>> Hmm, I'm not exactly sure what you're asking above.
>
>Nevermind. I now know that there's only one block of data and
>CNbyte_count() tells me how big this block is.
>
>> >Does CNget_NDB return the address to the string?
>>
>> eek! I can't remember what that function does I'm afraid! All I've got
>> is the C header file. :-(
>>
>> Looking at that, whatever it is CNget_NDB() does, it takes a 16 bit
>> argument and returns a pointer to a datatype called 'NDB' from which I
>> can guess at its purpose. That isn't very useful however!
>>
>> >> CNbyte_count() returns negative if there's an error, the number of
>> >> bytes waiting if positive, and zero if there's nothing. It returns
>> >> immediately.
>> >
>> >And how do I get the address from which I should read the data? (already
>> >asked this earlier)
>>
>> The only function I've used is CNget_char() which simply returns the
>> next byte waiting. Easy but probably not very efficient. When somebody
>> else answers, I'll be reading as well. :-)
>
>I saw that there's a function called CNget_block(), which probably
>copies the data received to a buffer which the programmer specifies. It
>takes the handle of the TCP-connection, the adress to which you want the
>data copied, and how big the buffer is. So it has to work the way I
>think, right?

That's what I guessed also. Let's hope we're correct!

>Now I've managed to open a TCP-connection, send some data,
>and use CNbyte_count() to know how much is available to read. But since
>I only have one falcon (or one atari-computer for that matter) I've been

>unable to test anything seriously. I tried to connect to my own
>IP-address and to send data to it, but I didn't get any data back. Maybe
>STiNG doesn't transfer data if the sender has the same IP-address as the
>receiver. TCP_send didn't give me an error message though, so it should
>have worked.

Methinks you'll have to mess with the STiNG settings/routing. The term
"loopback adaptor" comes to mind. This is address 127.0.0.1 iirc and
may be part of what needs sorting to have data sent reappear back
where it started ... but I really am talking about stuff I know
nothing about!

>But for now I don't have any more questions, since I haven't been able
>to test transferring data. I only hope that it'll work when I've got
>another atari.
>
>"I'll be back"

Hehe!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8230745957952784203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,146008894f83b91a
X-Google-Attributes: gid1115ce,public
From: hamishtpb@zetnet.co.uk (Paul Walsh)
Subject: Re: programming-languages for TOS
Date: 1998/09/12
Message-ID: <6teo1a$e3f$3@irk.zetnet.co.uk>#1/1
X-Deja-AN: 390511354
References: <01bddc9c$9a9b9ba0$9d18018f@fr124157>
<35F7C63B.D4E07632@mygale.REMOVETHIS.org>
X-Trace: irk.zetnet.co.uk 905634666 14447 194.247.40.192 (12 Sep 1998 21:11:06
GMT)
Organization: Polar Bear HQ
NNTP-Posting-Date: 12 Sep 1998 21:11:06 GMT
Newsgroups: comp.sys.atari.programmer

On 10 Sep 1998 14:29:47 , Nicholas Bales wrote:
>There is no Java for TOS, as it would be too slow and power consuming.
Don't put the guy off - you don't know, he could have a high end clone system,
a super MAC running MagiCMac...
Don't just assume that TOS means a 16bit 8MHz ST with 512K RAM ;-))

Hamish the Polar Bear - hamishtpb@zetnet.co.uk
Polar Bear Publishing media and design...
HTTP://www.users.zetnet.co.uk/polarbear/

From -2006286250034560241
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35aeae0f1bed4425
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: menu_popup()
Date: 1998/09/12
Message-ID: <Pine.BSI.3.96.980912172907.2816D-100000@usr05.primenet.com>#1/1
X-Deja-AN: 390515110
References: <Pine.BSI.3.96.980910023313.1139A-100000@usr02.primenet.com>
<905419860.196925@tornado.itea.ntnu.no>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@globalcenter.net
Organization: Frontier GlobalCenter Inc.
Mime-Version: 1.0
X-Posted-By: kellis@206.165.6.205 (kellis)
Newsgroups: comp.sys.atari.programmer

Well, HIGH FIVE to Lonny Pursell, he was the only one figuring it out.
Works well, It builds a simple rsc tree adding the number of objects
requested. Simple, short and efficient.
Way to go man!

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -7024087607129721434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Cold and warn reboot
Date: 1998/09/12
Message-ID: <Ez5zLF.Ezq@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 390582067
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <rw5u32tiitr.fsf@polder.inria.fr> <35f2d5d3.3330559@news.demon.co.uk>
<35ef9e89.33968317@news.zetnet.co.uk> <Eyu31J.MpD@suse.modem.stud.uni-hannover.de>
<35fb6e0d.6846990@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii

Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35fb6e0d.6846990@news.zetnet.co.uk>,
     paxton@zetnet.co.uk writes:

>>>>>i would like to know how perform a cold and a warn reboot
>>>>>under plain-TOS (a C example will be welcomed).
>>>>
>>>>The obvious question is why? ;-)
>
>>No, there aren't, not even with the reasons you stated here. If caching
>
> IN YOUR OPINION?.....Lighten up Peter.. open your mind... the world is
> bigger than your front room and your computer you know?.. people have
> different setups and different needs... or are you just having
> (another) bad day :)

Of course it's "IN MY OPINION", you already said that you disagree (as
usually when the two of us talk here :-D), so how could I assume
universality of my statement ? ;-)

>>filesystems are used, a RESET can leave a bad mess on the harddisk that
>
> I don't have a hard drive.. does everyone ?.. or is there a slight
> possibility that some people dont have one..

The big majority of the people using their Atari have a hard drive.
But that's not the point. Caching file systems can be used with floppies
too, if used, they leave the floppy corrupted upon RESET.

It's also not restricted to file systems. Most more sophisticated systems
require some shutdown action in order to gracefully switch off. A RESET
is not an option on such machines.

This is irrelevant if the RESET is triggered by a game that takes the entire
machine anyway, kicking out everything else. I know that you're only concerned
with such stuff.

>>is, if things go bad, not recoverable. I would never, ever let any exe-
>>cutable on my hd do a RESET, apart from the proper shutdown tool. If I
>>find a program that does, it won't stay on my hd any longer.
>
> But what about people with a floppy system.. its no use shouting get a
> hard drive like you always do.. some people do have reasons for a

You heavily misunderstand me. I virtually never say "get a hard drive".
And certainly I won't shout it.

> reset, finding a virus is one.. a good clean cold boot on a floppy
> system is ok.. especialy if your prompted first..
>>
>>
>>> if you find someone is tampering with your
>>> file then theres nothing better than a reset to put them off messing..
>>
>>It's useless, as after the RESET it will succeed doing it.
>
> Hello ?????... wakey wakey Peter ?...if you tampered with a file and
> it reset your luverly hd. would you tamper with it again?... DOH!

The virus, which you cited here, - unless it wasn't a dumbhead who did it - will of course install itself in one of the two regions in memory that TOS will automatically restart. This means, a RESET is useless, the virus will be restarted and succeed to tamper with your files, corrupt your system.

If you didn't know that this is possible with TOS, then it's time that YOU wake up, Tony. After all, the possibility is known since 1986 or so.

Again, this is heavily besides the point. If you find a virus, you're free to hit the RESET button. The subject of this thread deals with programmed RESET. How should that help fighting "programs tampering with files" ? Any idea ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -2319500835713668720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Cold and warn reboot
Date: 1998/09/12
Message-ID: <Ez60Eu.F2B@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 390582068
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <rw5u32tiitr.fsf@polder.inria.fr> <35f2d5d3.3330559@news.demon.co.uk> <35ef9e89.33968317@news.zetnet.co.uk> <Eyu31J.MpD@suse.modem.stud.uni-hannover.de> <rw5iuj09jbh.fsf@polder.inria.fr>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0

Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <rw5iuj09jbh.fsf@polder.inria.fr>,
     Dominique Bereziat <bereziat@polder.inria.fr> writes:

>> is, if things go bad, not recoverable. I would never, ever let any exe-
>> cutable on my hd do a RESET, apart from the proper shutdown tool. If I
>> find a program that does, it won't stay on my hd any longer.
>
> In fact, i'm coding a shutdown tool working under plainTOS. The MagiC shutdown
>
> ...
>
> If you are interesting in, i'll put this on my web page. But currently it is
just
> a personal usage.

Looks like an interesting concept. I think you got the main basics from other postings here. This is what I'd say.

For both, warm and cold, raise the CPU interrupt flags to 7. Move the system stack to a save area (for the following paragraph).

For a cold boot, do the following now : Clear the reset system variables as suggested in parallel postings. Clear the two memory pages that makes programs survive RESET. For safety, I'd erase the entire system variables area. Execute an assembler "RESET" statement to reset hardware (not all TOS versions do that on their own IIRC).

Now for both again, jump across the vector to be found in address 4 (The first eight bytes of the address space are copies of the first bytes of ROM). This is the address too that the CPU reads into the program counter upon RESET. That's all.

You won't have any chance to do a good reset "function" in C. You cannot raise CPU interrupt flags, nor execute "RESET" from C, so you must use assembly language for this.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 3506320349147189536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public

From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/12
Message-ID: <Ez633s.F8y@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 390582069
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <35EE7337.E33460B4@ios.chalmers.se>
<35ef389e.6386733@news.demon.co.uk> <Eyu500.MzI@suse.modem.stud.uni-hannover.de>
<35f7a3fc.1119629@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35f7a3fc.1119629@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

> Am I correct in thinking it is less prone to network delays - but at
> the 'expense' of TCP?

I'm not sure what you mean here. UDP and TCP are treated exactly indentically
by the network layer (IP), so delays that a packet of one type experiences
would be the same as if the packet were the other type.

> ie I read some news article somewhere, where someone was moaning that
> UDP was slowing down TCP. This could have been a load of nonsense,

I think it is. There is no interaction between UDP and TCP, apart from
each one taking bandwidth for delivering the packet which naturally is
not usable for the other protocol.

It could be meant on an implementation level though. TCP is pretty
sophisticated in that it achieves it's goals with little network traffic.
If a reliable data stream concept (i.e. avoid dupes and loss etc.) were
to be build with UDP, it's easy to waste bandwidth doing it in a less
than optimal way. This bandwidth again is not available for TCP, possibly
that was meant by that publication.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -5330210422776212839
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/12
Message-ID: <Ez637v.F9K@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 390582070
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <35F3F2CE.DD982406@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35F3F2CE.DD982406@ios.chalmers.se>,
     Gilda Henrik <di98gihe@ios.chalmers.se> writes:

>> Then you'd do a passive TCP_open at the master's side, i.e. the master
>> will become the server. It can simply try to receive data (will get a
>> E_LISTEN error code as long as not connected), or call TCP_wait_state()
>> to wait for the TESTABLISH state.
>
> How do I do that? With dest_host=0?

That's one way. There is a more flexible way, both are described in detail
in the programming docs. Read the pages on TCP_open in STING.HYP (needs
ST-Guide to view it).

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 5522322689546891582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/12
Message-ID: <Ez646G.FC5@arisia.stud.uni-hannover.de>
X-Deja-AN: 390582072
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <35F3FA79.B5B47E7B@ios.chalmers.se> <RQF2CW@tos.pl.net>
Content-Type: text/plain; charset=us-ascii

Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <RQF2CW@tos.pl.net>,
     mb@tos.pl.net (Mario Becroft) writes:

> In a game such as you are suggesting, a sensible method would be for each
> of the slaves to open a connection to the master. Each slave would have
> one connection open, while the master would have many connections open -
> one for each slave. You would probably open the master first, which would
> listen for connections from a slave. When a slave is started up, it would
> open a connection to the master. That connection would only be closed when
> the slave or the master exits.

Generally, the best solution for the master is keeping always one socket in
LISTEN state, i.e. waiting for a slave to connect to it.

This means TCP_open'ing it, and continually observing it whether it becomes
connected. When it becomes, it is added to some server internal list of
open connections to deal with, and another TCP_open is done to have a new
socket LISTENing.

>: Is there some definition of which sockets i can use for my game? I saw
>: that Mario Becroft's game 'Manouvre' uses socket 13013. Can I use that
>: one too, or is it only for his game from now on?
>
> To be honest I have no idea how one should really go about assigning a
> port number. I just picked that value out of the air. But there shouldn't
> be a problem, since in my networkable game the user can enter his own
> port number.

The latter is certainly a good idea, regarding the master TCP port number.

On the slave's side the master's port number must be specified, so a good
default value which can be edited is a good idea.

If the more flexible TCP_open is used, the local port number must be specified
too. Observe the TCP_open return code, it will tell if any conflicts arise !
Needless to say, this should be done in any case.

You're rather free to choose the port number, just the numbers from 0 to 1023
must be avoided. They are the so-called well-known ports which have a meaning
assigned to them. Port 80 for instance is reserved for WWW, Mario posted some
more :

> Some port numbers, especially the lower ones, are already reserved for
> various uses. For example port 25 does SMTP, for transporting mail, ports
> 20 and 21 are for ftp, and 23 is normally used for telnet. User software
> should normally use higher port numbers.

> ...

>: Does CNbyte_count() return how many bytes there are to read in total, or
>: how many bytes to read in this 'block'? If the later is true, would I
>: then have to call CNbyte_count several times until it tells me that
>: there are no more blocks for me to read?

There is no way even the sending side TCP can know how many data the application will pass to it for delivering to the remote. So how can the remote know how many data is about to come ? ;-)

CNbyte_count returns the number of bytes that can be read from TCP *immediately* without having any further data arrive from the network. Obviously this is data that already *has* arrived, and is stored locally. It is limited by the receive window, so if you have a receive window of, say, 8192 bytes, CNbyte_count will never return a number larger than that one.

>: > CNbyte_count() returns negative if there's an error, the number of
>: > bytes waiting if positive, and zero if there's nothing. It returns
>: > immediately.
>
>: And how do I get the address from which I should read the data? (already
>: asked this earlier)

Not sure what you mean here. CNbyte_count does not deliver data. You'll need to do another call to actually read it (by the application). You can read single bytes by CNget_char, or big blocks by CNget_block or CNget_NDB. Read the docs in STING.HYP

>: I've written a small program that as yet only does the setup. It works
>: fine, it finds the cookie, calls get_dftab, and also prints who made the
>: tcp-layer and what version it is. Now i need another falcon to test this
>: whole thing in a small network. Had better get it.
>
> You could always run two copies of the program on a single machine. This
> is how I tested my networked game during development, and I found it much
> easier to do this than set up two separate machines.

Yep, using the same machine is faster than even Ethernet, no way to introduce trouble configuring a real network, and you do not need to change seats all the time to move to the other machine. Will need multitasking (MagiC or MiNT) though, whereas single-TOS is enough for a two machines test setup.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
----

From 5976912696585613605
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/12
Message-ID: <Ez64nM.FEJ@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 390582073
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
<35f8a829.2188707@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35f8a829.2188707@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

> ... but as you can never tell if the other end is still there then
> some sort of code has to be in place to handle timeouts. The most
> basic response in this case is to close the connection yourself,
> perhaps prompting the user periodically (wait/close).
>
> More elaborate code might allow a connection to be re-established and
> continued but such a feature would serve no useful purpose here! ;-)

Why not ?

>>Does CNget_NDB return the address to the string?
>
> eek! I can't remember what that function does I'm afraid! All I've got
> is the C header file. :-(
>
> Looking at that, whatever it is CNget_NDB() does, it takes a 16 bit
> argument and returns a pointer to a datatype called 'NDB' from which I
> can guess at its purpose. That isn't very useful however!

You haven't read the programming docs. CNget_NDB is a very efficient way to receive data, it must be handled with a little care though. The latter means that, after it has been called, and returned data (not a NULL) indicated by a real pointer (to a NDB), it cannot simply be left alone. After the data has been processed, the application is responsible for properly releasing the NDB, if it doesn't do that, STinG will run out of internal memory eventually. See STING.HYP for example code how to do that (it's easy, but must not be forgotten).

>>> CNbyte_count() returns negative if there's an error, the number of
>>> bytes waiting if positive, and zero if there's nothing. It returns
>>> immediately.
>>
>>And how do I get the address from which I should read the data? (already
>>asked this earlier)
>
> The only function I've used is CNget_char() which simply returns the
> next byte waiting. Easy but probably not very efficient.

Exactly. It's the reason why MGftp is so exorbitantly slow reading directory
contents. It does so using CNget_char ...

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -666840309349898870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/12
Message-ID: <Ez650t.FGx@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 390582074
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
<35f8a829.2188707@news.demon.co.uk> <35F927C9.45E52AD1@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35F927C9.45E52AD1@ios.chalmers.se>,
     Gilda Henrik <di98gihe@ios.chalmers.se> writes:

> I saw that there's a function called CNget_block(), which probably
> copies the data received to a buffer which the programmer specifies. It
> takes the handle of the TCP-connection, the adress to which you want the
> data copied, and how big the buffer is. So it has to work the way I
> think, right?

Right. Note this function has a quirk that is actually a relic from STiK,

which I cannot change without breaking STiK compatibility. It won't copy
any data (return an error) if the block is specified to be bigger that
the amount of data arriving. For instance assume CNbyte_count has returned
1011 bytes are ready to be read. Calling

```
   CNget_block (handle, buffer_ptr, 1024);
```

will lead to an error (no data copied) since the buffer is 1024 bytes large
but there are only 1011 bytes to be copied. It's safe to do the following
though :

```
   number = CNbyte_count (handle);
   error = CNget_block (handle, buffer_ptr, (number > 1024) ? 1024 : number);
   if (error < 0) {
        /* error handling */
      }
```

> Now I've managed to open a TCP-connection, send some data,
> and use CNbyte_count() to know how much is available to read. But since
> I only have one falcon (or one atari-computer for that matter) I've been
> unable to test anything seriously. I tried to connect to my own
> IP-address and to send data to it, but I didn't get any data back.

Have you activated STinG (STING.CPX, "STinG Internals") ?

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From -3433521046083912640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/12
Message-ID: <Ez652v.FHJ@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 390582075
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <35F53311.8B73583C@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35F53311.8B73583C@ios.chalmers.se>,
     Gilda Henrik <di98gihe@ios.chalmers.se> writes:

>>You could always run two copies of the program on a single machine. This
>>is how I tested my networked game during development, and I found it much
>>easier to do this than set up two separate machines.
>
> In order to do that, wouldn't I have to assign each of the two programs
> a different IP? But STiNG only allows one IP/computer, or am I wrong?

No, one IP is enough.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                              http://www.stud.uni-hannover.de/~perot
---

From -691819322849327843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81683e154a296ea7,start
X-Google-Attributes: gid1115ce,public
From: "centek" <vxp@imaginet.fr>
Subject: new web site
Date: 1998/09/13
Message-ID: <6thdpb$ms5$2@news.imaginet.fr>#1/1
X-Deja-AN: 390791577
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Dear Madam, Dear Sir,

After technical problems, we are pleasured to announce you the OFFICIAL
OPENING of our NEW WEB SITE.

www.centek.fr

If you have already visited our site, we propose you to come again.

Except the technical problems we have corrected (NETSCAPE is now running !),
some new informations about the CENTurbo II are available:
- new benchs of the CT2 versus the TT030 and the ST wich will allow you to
  realize the difference between the CT2 and your computer or the new
machines...
- hardware informations for the hardware and software designers and the others,
  especially a very simple 'block diagram' to understand what the extraordinary

power the CT2 brings to the Falcon !

News PHENIX informations will nextly be available, but we want to confirm you that the number of PCI slots is THREE, not TWO ! The new file 1.3 corrects this error.

Don't forget to have a look on the 'NEWS' about the DSP 56301 card and the new management of the IDE HDD by the CT2...and on the new software 'V-TRAX'.

ATTENTION
Caused by an external technical problem, our e-mail centek@graphity.fr stopped to run correctly the 10th July.
If you have wrote us after this date, please send us again your mail at vxp@imaginet.fr
We will answer you as soon as possible...

Yours Sincerely

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Tel: 0344 746 330
Fax: 0344 746 340
http://www.centek.fr
phenix@centek.fr

From 8976778085895550766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: baldrick@dilbert.netset.com (Dan Ackerman)
Subject: Re: STiNG-programming
Date: 1998/09/14
Message-ID: <35fca90b.0@athena.netset.com>#1/1
X-Deja-AN: 390891906
References: <35F3FA79.B5B47E7B@ios.chalmers.se> <RQF2CW@tos.pl.net> <Ez646G.FC5@arisia.stud.uni-hannover.de>
Organization: NetSet Internet Solutions, Inc.
Newsgroups: comp.sys.atari.programmer

CNget_NDB is about the best call available if you are writting your own communications spec.

An NDB is a Network Descriptor Block.

CNget_NDB get's the next one on the queue for the connection.

What is a Network Descriptor Block you ask?

Basically a TCPIP packet with all the low level headers ripped off.

So you can format your own packet, with your own headers. And this call will grab the packet and strip it back down to the same state it was sent in.

Completely halfassed made up example to illustrate the idea.

You want to send a message via a server to another player on the server. So we'll have this great fictitious header setup.

```
0x80 (Send a message for me)
joe blobb (recipient)
I'm going to kill you sucka (the message, maybe topped off with a
                    dual use of \r\n)
```

When the server get's this NDB they will see it the same way
So they can just parse the lines and act on them.

It really does save alot of overhead and trafic on the network if done properly.

Hope this helped.

Dan
aka baldrick@netset.com

From -4720087997904596263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90e88d9856f2b273,start
X-Google-Attributes: gid1115ce,public
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Subject: problem with menu_bar and MAGIC
Date: 1998/09/14
Message-ID: <35FCDA8D.2BCA26F@ief.u-psud.fr>#1/1
X-Deja-AN: 390928203
Content-Transfer-Encoding: 7bit
Organization: Universite Paris-Sud, France.
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello,

I have a problem with MAGIC on my Eureka program. I want to

call menu_bar(NULL,-1) to inquire about the AES id of the menu
bar owner. It is documented like that in the Compendium about
multitasking AES systems, but it doesn't seem to work ...
Anyone can help ... Thanks,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph describer 3D modeller)
E-mail : mailto:lecoat@ief.u-psud.fr
WEB : http://www.ief.u-psud.fr/~lecoat

From -6483578825286891877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Cold and warn reboot
Date: 1998/09/14
Message-ID: <6tiseekkv1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 390950507
References: <rw5u32tiitr.fsf@polder.inria.fr>
<35f2d5d3.3330559@news.demon.co.uk> <35ef9e89.33968317@news.zetnet.co.uk>
<Eyu31J.MpD@suse.modem.stud.uni-hannover.de> <rw5iuj09jbh.fsf@polder.inria.fr>
<Ez60Eu.F2B@arisia.stud.uni-hannover.de>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

Peter Rottengatter <perot@arisia.stud.uni-hannover.de> wrote:
> Clear the two memory pages that makes programs
> survive RESET.

If you're referring to $600 - $800, I wouldn't advise that. Falcons and
TTs store their PMMU tree at $700, so overwriting it will cause a nice
crash.

Also note that one machines with PMMU, you can't actually be sure a cold
boot will be one. For example, a virus could have installed a PMMU tree
which moves away logical $0 to some other physical memory adress, so
that neither overwriting all system variables including memvalids, nor
reading the reset vector from $0 will do the right thing.

Of course, you could also try to switch off the PMMU on affected
processors before performing the reset, but AFAIR this will also cause a
crash - at least on the Falcon - even with interrupts turned off.

So, a really safe cold boot will only be physically switching power off
for at least 10 seconds, then turn it back on.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 7935113431088014701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,153a1691b57321fc,start
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: a problem with the parallel port
Date: 1998/09/14
Message-ID: <vyzpvczovn0.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 390967340
Sender: schwab@issan
References: <87iuiryl9t.fsf@vignes.fr>
X-Yow: Are you mentally here at Pizza Hut??
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Anthony Baire <popov@mail.dotcom.fr> writes:

```
|>   Hello !
|>
|>   I wrote a program to send and recieve some datas with using the
|> parallel port. It works, but it's a little slow. So I decided not to use
|> xbios functions. For example, I replaced XBIOS(28,0,15) with:
|>
|>   move.b   #15,($FF8800)
|>   move.b   ($FF8800),D0
|>
|>   It works, but, sometimes (about once out 2000) the returned value
|> is wrong, and I really don't understand why.
```

Make sure you disable interrupts around the access to the sound chip.
Otherwise the floppy VBL interrupt might interfere, which wants to access
the sound chip as well.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From -3114667591438711461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50

X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/09/14
Message-ID: <35FD3F67.100E394B@ios.chalmers.se>#1/1
X-Deja-AN: 391024349
Content-Transfer-Encoding: 7bit
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
<35f8a829.2188707@news.demon.co.uk> <35F927C9.45E52AD1@ios.chalmers.se>
<Ez650t.FGx@arisia.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: Chalmers University of Technology
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> Right. Note this function has a quirk that is actually a relic from STiK,
> which I cannot change without breaking STiK compatibility. It won't copy
> any data (return an error) if the block is specified to be bigger that
> the amount of data arriving. For instance assume CNbyte_count has returned
> 1011 bytes are ready to be read. Calling
>
>   CNget_block (handle, buffer_ptr, 1024);
>
> will lead to an error (no data copied) since the buffer is 1024 bytes large
> but there are only 1011 bytes to be copied.
> It's safe to do the following
> though :
>
>   number = CNbyte_count (handle);
>   error = CNget_block (handle, buffer_ptr, (number > 1024) ? 1024 : number);
>   if (error < 0) {
>   /* error handling */
>   }
>
> > Now I've managed to open a TCP-connection, send some data,
> > and use CNbyte_count() to know how much is available to read. But since
> > I only have one falcon (or one atari-computer for that matter) I've been
> > unable to test anything seriously. I tried to connect to my own
> > IP-address and to send data to it, but I didn't get any data back.
>
> Have you activated STinG (STING.CPX, "STinG Internals") ?

Yes, I did that, and also set the IP before activating. My program does
this:

1. Locate 'STiK' cookie
2. Get the address to DRV_LIST
3. Check the magic string
4. Call get_dftab with a pointer to a string 'TRANSPORT_TCPIP'
5. Use the pointer returned from get_dftab to call TCP_open, with
IP=64.64.64.64 (just an example) and port=13014 and outputbuffer=100 (at
least I think obuffer stands for outputbuffer). TCP_open returns a
positive value, which I take as the handle.

6. Call TCP_send with the handle, pointer to the string I want to send, and how many bytes to send. TCP_send returns positive (or NULL, I can't remember which)
7. Call CNbyte_count with the handle, but it returns NULL, so somehow the transfer didn't work out.
8. Call CNget_block (quite pointless, since CNbyte_count didn't work, but anyway), and then print the received string to the screen. Since (7.) didn't work no string appears on the screen either.

Maybe there's something in the setup of STiNG that I've missed. Do I have to do something else besides setting IP to 64.64.64.64 and activating? I use the same .TAB file that I use for all other TCP/IP stuff, using HSMODEM 7 and all that, and it works fine.
I tried to do (5.) with STiNG inactive, and it returned an error message, so I can't have messed that up, can I?
Note that (7.) returns NULL, not an error, so doesn't that mean that the actual transfer didn't take place? (and not that the STiK-compatibility 'bug' triggered, since it would have been an error then).
I think I'll try things a bit more now, I 'll report how it all went tomorrow.

Regards
Henrik

btw. I just came to think of something. Maybe my program is too quick att checking if there's some data to read after having sent some. I think I'll wait a second and then try.

From 7017108705871551692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,146008894f83b91a
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: programming-languages for TOS
Date: 1998/09/14
Message-ID: <Ez9noq.9HJ@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 391206953
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <01bddc9c$9a9b9ba0$9d18018f@fr124157>
<35F7C63B.D4E07632@mygale.REMOVETHIS.org> <6teo1a$e3f$3@irk.zetnet.co.uk>
<35fbf275.5924298@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35fbf275.5924298@news.zetnet.co.uk>,
     paxton@zetnet.co.uk writes:
> VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT

> ----------
>
> Hi hamishtpb@zetnet.co.uk (Paul Walsh)
>
>>On 10 Sep 1998 14:29:47 , Nicholas Bales wrote:
>>>There is no Java for TOS, as it would be too slow and power consuming.
>>Don't put the guy off - you don't know, he could have a high end clone system,
>>a super MAC running MagiCMac...
>
> A Mac running Magic can hardly be classed as a clone.. not even in yer
> wildest dreams..thats emulation..

No. There is nothing emulated (if it's not a Power Mac at least). These
Macs run Atari software natively, and MagiC is just an application for
MacOS, and the OS for the Atari software. No emulation, but I admit the
classical "clone" term is not very well suited either - still better
than "emulator".

MagiC-PC is a true emulator.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From 2797904696197602390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac750a22df850ebb,start
X-Google-Attributes: gid1115ce,public
From: Brad Macpherson <bmacpher@student.cowan.edu.au>
Subject: gcc for ST
Date: 1998/09/15
Message-ID: <35FDCBD1.DC588DCA@student.cowan.edu.au>#1/1
X-Deja-AN: 391206952
Content-Transfer-Encoding: 7bit
X-Accept-Language: en-GB
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
Organization: TecHed Creations
Mime-Version: 1.0
Reply-To: bmacpher@student.cowan.edu.au
Newsgroups: comp.sys.atari.programmer

Hello all

This may be a silly question, but does anyone know where I can get my
hands on gcc for the ST?

Cheers

Brad Macpherson
bradmac@geocities.com

From 2028816860373229625
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ac750a22df850ebb
X-Google-Attributes: gid1115ce,public
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Subject: Re: gcc for ST
Date: 1998/09/15
Message-ID: <35FE2B05.76AA77D5@mygale.REMOVETHIS.org>#1/1
X-Deja-AN: 391289758
Content-Transfer-Encoding: 8bit
References: <35FDCBD1.DC588DCA@student.cowan.edu.au>
Content-Type: text/plain; charset=iso-8859-1
Organization: x
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Brad Macpherson a ?crit:
>
> Hello all
>
> This may be a silly question, but does anyone know where I can get my
> hands on gcc for the ST?
>
> Cheers
>
> Brad Macpherson
> bradmac@geocities.com

http://www.umich.edu/~archive/atari/Gnustuff/Tos/Gcc/

Cheers,
Nick
--
```
   |||    Nicholas Bales, France             bales@
===|||================================= mygale.org
  / | \   The Atari ST Quick FAQ
-'  '  `- http://www.mygale.org/~bales/quickfaq.htm
```

From -1361602238548286512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac750a22df850ebb
X-Google-Attributes: gid1115ce,public
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>

Subject: Re: gcc for ST
Date: 1998/09/15
Message-ID: <35fe553a.0@news.utbm.fr>#1/1
X-Deja-AN: 391321432
Content-Transfer-Encoding: 7bit
References: <35FDCBD1.DC588DCA@student.cowan.edu.au>
To: bmacpher@student.cowan.edu.au
Content-Type: text/plain; charset=us-ascii
Organization: LERMPS
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello

You can find the last version of GCC (2.8.1) at:
ftp://ftp.rz.tu-harburg.de/pub/software/systems/atari/gnu/gcc/

It's compiled by Christian Felsh
and it work very well.

bye
--
Olivier.landemarre@UTBM.FR
http://www.utbm.fr/les.personnes/olivier.landemarre/
Auteur de : GCCShell, Decoupe, GNUGenC

From -2571895117954622776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,146008894f83b91a
X-Google-Attributes: gid1115ce,public
From: hamishtpb@zetnet.co.uk (Paul Walsh)
Subject: Re: programming-languages for TOS
Date: 1998/09/15
Message-ID: <6tmbve$s4n$1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 391432109
References: <01bddc9c$9a9b9ba0$9d18018f@fr124157>
<35F7C63B.D4E07632@mygale.REMOVETHIS.org> <6teo1a$e3f$3@irk.zetnet.co.uk>
<35fbf275.5924298@news.zetnet.co.uk>
X-Trace: irk.zetnet.co.uk 905884462 28823 194.247.40.251 (15 Sep 1998 18:34:22
GMT)
Organization: Polar Bear HQ
NNTP-Posting-Date: 15 Sep 1998 18:34:22 GMT
Newsgroups: comp.sys.atari.programmer

>>Don't put the guy off - you don't know, he could have a high end clone system,
>>a super MAC running MagiCMac...
>A Mac running Magic can hardly be classed as a clone.. not even in yer
>wildest dreams..thats emulation..
For the pedantic that should be:

.clone system; a super MAC...
ie a list of seperate items!
:-)

Hamish the Polar Bear - hamishtpb@zetnet.co.uk
Polar Bear Publishing media and design...
HTTP://www.users.zetnet.co.uk/polarbear/

From 6895006792050375982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,be7b2fdcbc47184,start
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Subject: [Fwd: Various]
Date: 1998/09/15
Message-ID: <35FECFD8.2801B6B6@cfcsc.dnd.ca>#1/1
X-Deja-AN: 391467953
Content-Type: multipart/mixed; boundary="------------C2B2648D5BF448B8E299B00F"
Organization: Coll⍰ge des Forces canadiennes - Canadian Forces College
Mime-Version: 1.0
Reply-To: macdonald@cfcsc.dnd.ca
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.
--------------C2B2648D5BF448B8E299B00F
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

--------------C2B2648D5BF448B8E299B00F
Content-Type: message/rfc822
Content-Transfer-Encoding: 7bit
Content-Disposition: inline

Path: news.uunet.ca!tor-nx1.netcom.ca!newsfeed.direct.ca!newsfeed.internetmci.com!
4.1.16.34!cpk-news-hub1.bbnplanet.com!news.bbnplanet.com!firehose.mindspring.net!
cssun.mathcs.emory.edu!uunet!uunet!in2.uu.net!news1.optus.net.au!optus!
news.uwa.edu.au!news.cowan.edu.au!not-for-mail
From: Brad Macpherson <bmacpher@student.cowan.edu.au>
Newsgroups: comp.sys.atari.advocacy
Subject: Re: Various
Date: Mon, 14 Sep 1998 11:07:42 +0800
Organization: TecHed Creations
Message-ID: <35FC887B.4ED0D588@student.cowan.edu.au>
References: <35F8B520.EFDBEA74@student.cowan.edu.au>
<35f931b3.0@diana.idirect.com>
Reply-To: bmacpher@student.cowan.edu.au
NNTP-Posting-Host: whtstump.stu.cowan.edu.au
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-

creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Mailer: Mozilla 4.01 (Macintosh; I; PPC)
X-Priority: 3 (Normal)
Xref: news.uunet.ca comp.sys.atari.advocacy:21592

G'day

Thankyou for the welcome! The reason I don't use the ST much nowdays is that I need to use Java and Ada for my course at Uni, so I had to cross over to the dark side (Mac).

Thinking about it though, there is no free or convenient Ada compiler for the Mac. Now, the Ada compiler we use on the PC-contemptibles at Uni run GNAT Ada95 - the GNu Ada Translator. Could this be a case for a gcc-compatible compiler on the ST? Does such a beastie exist?

If it did this could strike a blow against the PC-owning blockheads who thinks that they invented computers! Can anyone suggest a site that would have a gcc for the ST?

I have to admit at this point that I'm not one-eyed - I also have a softish spot for the Mac. Less soft nowdays though, after Microsoft sticking their fingers into the pie...

Cheers

Brad Macpherson
bradmac@geocities.com

----------C2B2648D5BF448B8E299B00F--

From -7633080132639360917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/15
Message-ID: <EzCAqH.6r4@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 391561616
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <35F3FA79.B5B47E7B@ios.chalmers.se> <RQF2CW@tos.pl.net>
<Ez646G.FC5@arisia.stud.uni-hannover.de> <35fca90b.0@athena.netset.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0

Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35fca90b.0@athena.netset.com>,
     baldrick@dilbert.netset.com (Dan Ackerman) writes:
>
> CNget_NDB is about the best call available if you are writting your own
> communications spec.

It certainly is the most efficient way. But I'd recommend it only after
the programmer understood completely what the call does.

>   You want to send a message via a server to another player on the
> server. So we'll have this great fictitious header setup.
>
>   0x80 (Send a message for me)
>   joe blobb (recipient)
>   I'm going to kill you sucka (the message, maybe topped off with a
>   dual use of \r\n)
>
>   When the server get's this NDB they will see it the same way
>   So they can just parse the lines and act on them.
>
>   It really does save alot of overhead and trafic on the network if
> done properly.

It does save a lot of internal overhead on the receiving side, but compared
to CNget_block it does not save any traffic overhead. CNget_block is a more
generic way of receiving data, at the expense of slightly more CPU overhead.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -4231797185651789490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/15
Message-ID: <EzCBnC.6tp@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 391561617
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <35F3FA79.B5B47E7B@ios.chalmers.se>

<35f8a829.2188707@news.demon.co.uk> <35F927C9.45E52AD1@ios.chalmers.se>
<Ez650t.FGx@arisia.stud.uni-hannover.de> <35FD3F67.100E394B@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35FD3F67.100E394B@ios.chalmers.se>,
     Gilda Henrik <di98gihe@ios.chalmers.se> writes:

>> Have you activated STinG (STING.CPX, "STinG Internals") ?
>
> Yes, I did that, and also set the IP before activating. My program does
> this:

Setting the IP alone is not enough, the corresponding port must be active, otherwise STinG ignores that IP address. I noticed from what you wrote further on that you did this, but you'd also need to have some connection there, and a corresponding route. Better use loopback.

> 1. Locate 'STiK' cookie
> 2. Get the address to DRV_LIST
> 3. Check the magic string
> 4. Call get_dftab with a pointer to a string 'TRANSPORT_TCPIP'
> 5. Use the pointer returned from get_dftab to call TCP_open, with
> IP=64.64.64.64 (just an example) and port=13014 and outputbuffer=100 (at
> least I think obuffer stands for outputbuffer). TCP_open returns a
> positive value, which I take as the handle.
> 6. Call TCP_send with the handle, pointer to the string I want to send,
> and how many bytes to send. TCP_send returns positive (or NULL, I can't
> remember which)
> 7. Call CNbyte_count with the handle, but it returns NULL, so somehow
> the transfer didn't work out.

Of course it doesn't as there was no machine with the address 64.64.64.64. But if CNbyte_count returns zero, it merely means no data has been received yet. It's not an error condition. TCP_open cannot return positive values, it probably was zero.

For connecting to clients or servers on the same machine, you must specify a local IP address, or a loopback address. Loopback addresses are those of the form 127.x.y.z

So do the following :

Have one program (server) do a passive (!) TCP_open by doing

```
   TCP_open (0, 13014);
```

Start this program. It will listen on port 13014, waiting for connections.

Now do in another program (client)

```
   TCP_open (0x7f000001ul, 13014);
```

and start it parallel to the first one. Note 0x7f000001ul == 127.0.0.1.
The second causes TCP to actively open a connection to the "owner" of the port 13014, which is the first program (the server). If the server monitors the connection state while waiting, it will notice that the state changes from TLISTEN to TESTABLISH at the precise moment the client did the TCP_open.

Now the two programs can exchange data using the TCP_send and the CN* calls in a symmetrical network situation. You can have the two programs run on different machines by using the server machine's IP address in the client's TCP_open.

> Maybe there's something in the setup of STiNG that I've missed. Do I
> have to do something else besides setting IP to 64.64.64.64 and
> activating? I use the same .TAB file that I use for all other TCP/IP

ROUTE.TAB must have a line saying

```
0.0.0.0       0.0.0.0       <name of port you activated>
     0.0.0.0
```

> Note that (7.) returns NULL, not an error, so doesn't that mean that the
> actual transfer didn't take place?

TCP_open does not cause any transfer in the sense to be reported by CNbyte_count. CNbyte_count only reports user bytes.

> (and not that the STiK-compatibility
> 'bug' triggered, since it would have been an error then).

What the hell is that ???

> btw. I just came to think of something. Maybe my program is too quick
> att checking if there's some data to read after having sent some. I
> think I'll wait a second and then try.

That's possible. There will be a few milliseconds before the data appears to get received.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From -1859474508029001988
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac750a22df850ebb
X-Google-Attributes: gid1115ce,public
From: Brad Macpherson <bmacpher@student.cowan.edu.au>
Subject: Re: gcc for ST
Date: 1998/09/16
Message-ID: <35FF18EE.D7BF7F7E@student.cowan.edu.au>#1/1
X-Deja-AN: 391556778
Content-Transfer-Encoding: 7bit
References: <35FDCBD1.DC588DCA@student.cowan.edu.au> <35fe553a.0@news.utbm.fr>
X-Accept-Language: en-GB
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
Organization: TecHed Creations
Mime-Version: 1.0
Reply-To: bmacpher@student.cowan.edu.au
Newsgroups: comp.sys.atari.programmer

Thanks guys!

From 788925745830949670
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,153a1691b57321fc
X-Google-Attributes: gid1115ce,public
From: Eric GAUDET <egaudet@francenet.fr>
Subject: Re: a problem with the parallel port
Date: 1998/09/16
Message-ID: <35FF89F3.C1DF7737@francenet.fr>#1/1
X-Deja-AN: 391659512
Content-Transfer-Encoding: 7bit
References: <87iuiryl9t.fsf@vignes.fr>
To: Anthony Baire <popov@mail.dotcom.fr>
Content-Type: text/plain; charset=us-ascii
Organization: AT&T and SAMSUNG
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Anthony Baire wrote:

> Hello !
>
> I wrote a program to send and recieve some datas with using the

> parallel port. It works, but it's a little slow. So I decided not to use
> xbios functions. For example, I replaced XBIOS(28,0,15) with:
>
> move.b #15,($FF8800)
> move.b ($FF8800),D0
>
> It works, but, sometimes (about once out 2000) the returned value
> is wrong, and I really don't understand why.
>

Here's a small devpac source I use.

```
YmRegs=$FFFF8800
YmDataIn=$FFFF8800
YnDataOut=$FFFF8802

write_prn: macro
        move.b    #15,YmRegs.w
        move.b   \1,YmDataOut.w
   endm

read_prn: macro
        move.b    #15,YmRegs.w
        move.b   YmDataIn.w,\1
   endm

usage:
       write_prn    #123

       read_prn     d1
```

 If there's still problems, your cable is perhaps too long / not shield (is the error always on the same bit ?). So you'll have to send your datas in packets with a checksum and the reciever acknowledge each packet after testing it.

hope this helps

salut
Eric

From 4176707658993556758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,153a1691b57321fc
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: a problem with the parallel port
Date: 1998/09/16

Message-ID: <vyzaf40l52w.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 391662869
Sender: schwab@issan
References: <87iuiryl9t.fsf@vignes.fr> <vyzpvczovn0.fsf@issan.informatik.uni-dortmund.de> <874su9jpne.fsf@vignes.fr>
X-Yow: .. Now KEN and BARBIE are PERMANENTLY ADDICTED to MIND-ALTERING DRUGS..
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Anthony Baire <popov@mail.dotcom.fr> writes:

|> Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> writes:
|> >
|> > Anthony Baire <popov@mail.dotcom.fr> writes:
|> >
|> > |> Hello !
|> > |>
|> > |> I wrote a program to send and recieve some datas with using the
|> > |> parallel port. It works, but it's a little slow. So I decided not to use
|> > |> xbios functions. For example, I replaced XBIOS(28,0,15) with:
|> > |>
|> > |> move.b   #15,($FF8800)
|> > |> move.b   ($FF8800),D0
|> > |>
|> > |> It works, but, sometimes (about once out 2000) the returned value
|> > |> is wrong, and I really don't understand why.
|> >
|> > Make sure you disable interrupts around the access to the sound chip.
|> > Otherwise the floppy VBL interrupt might interfere, which wants to access
|> > the sound chip as well.
|> >
|> I tried to disable all interrupts (XBIOS(26,0..15) and it's still wrong.

You need to raise the CPU ipl.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From -141251642608423355
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,153a1691b57321fc
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: a problem with the parallel port
Date: 1998/09/16
Message-ID: <vyzn2809ti0.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 391677377
Sender: schwab@issan
References: <87iuiryl9t.fsf@vignes.fr> <35FF89F3.C1DF7737@francenet.fr>

X-Yow: I Know A Joke
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Eric GAUDET <egaudet@francenet.fr> writes:

```
|> Anthony Baire wrote:
|>
|> >         Hello !
|> >
|> >         I wrote a program to send and recieve some datas with using the
|> > parallel port. It works, but it's a little slow. So I decided not to use
|> > xbios functions. For example, I replaced XBIOS(28,0,15) with:
|> >
|> >         move.b  #15,($FF8800)
|> >         move.b  ($FF8800),D0
|> >
|> >         It works, but, sometimes (about once out 2000) the returned value
|> > is wrong, and I really don't understand why.
|> >
|>
|> Here's a small devpac source I use.
|>
|> YmRegs=$FFFF8800
|> YmDataIn=$FFFF8800
|> YnDataOut=$FFFF8802
|>
|> write_prn: macro
        move.w    sr,-(sp)
        or.w      #$700,sr
|>         move.b    #15,YmRegs.w
|>         move.b   \1,YmDataOut.w
           move.w    (sp)+,sr
|>    endm
|>
|> read_prn: macro
        move.w    sr,-(sp)
        or.w      #$700,sr
|>         move.b    #15,YmRegs.w
|>         move.b   YmDataIn.w,\1
           move.w    (sp)+,sr
|>    endm
|>
```

The added lines are very important.

--
Andreas Schwab
schwab@issan.informatik.uni-dortmund.de
schwab@gnu.org

"And now for something
completely different"

From -1218890941403551312
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,cb8fd05f485fa430,start
X-Google-Attributes: gid1115ce,public
From: Softjee <softjee@wanadoo.fr>
Subject: Horloge externe pour Falcon
Date: 1998/09/16
Message-ID: <35FFF4CF.FB1DDC10@wanadoo.fr>#1/1
X-Deja-AN: 391767293
Content-Transfer-Encoding: 8bit
Organization: Softjee
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Bonjour tous,

Une petite info pour vous annoncer que nous reprennons la production
d'une holorge externe pour Falcon. La NEWCLOCK (original non ?) est donc
une
horloge externe compatible B-CLOCK d livrant donc 2 fr quences : 44,1
Khz et
48 khz programmable par soft. Le boitier de taille 44x40x16 se connecte
 la
sortie DSP et poss de une LED indiquant dans quelle fr quence se trouve
l'horloge.

Le prix est toujours le m me : 340 F !

Voila pour cette news !

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB   : http://perso.wanadoo.fr/softjee/
Mail   : SOFTJEE 47200 LONGUEVILLE (FRANCE)

From 2887826490377913785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,153a1691b57321fc
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: a problem with the parallel port
Date: 1998/09/16
Message-ID: <36003e4e13082040@my-ste.demon.co.uk>#1/1
X-Deja-AN: 391877424
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <87iuiryl9t.fsf@vignes.fr> <vyzpvczovn0.fsf@issan.informatik.uni-

dortmund.de> <874su9jpne.fsf@vignes.fr>
X-Sender: NEWSwatch v2.50 BETA#3 (Atari)
X-Complaints-To: abuse@demon.net
X-Hardware: 68000/8 Atari 520 STE 4Mb
X-Trace: news.demon.co.uk 905989425 nnrp-10:15137 NO-IDENT my-ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Reply-To: dbolt@my-ste.demon.co.uk
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

on Tue 15-09-98 18:40 Anthony Baire wrote:

>Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> writes:
>>
>> Anthony Baire <popov@mail.dotcom.fr> writes:
>>
>> |>   Hello !
>> |>
>> |>   I wrote a program to send and recieve some datas with using the
>> |> parallel port. It works, but it's a little slow. So I decided not to use
>> |> xbios functions. For example, I replaced XBIOS(28,0,15) with:
>> |>
>> |>   move.b   #15,($FF8800)
>> |>   move.b   ($FF8800),D0
>> |>
>> |>   It works, but, sometimes (about once out 2000) the returned value
>> |> is wrong, and I really don't understand why.
>>
>> Make sure you disable interrupts around the access to the sound chip.
>> Otherwise the floppy VBL interrupt might interfere, which wants to access
>> the sound chip as well.
>>
>I tried to disable all interrupts (XBIOS(26,0..15) and it's still wrong.

That's because the VBL isn't accessible via XBIOS(). What you'd need is something like this:

```
read_byte       link    a6,#-4
        clr.l   -(sp)
        move    #$20,-(sp)
        trap    #1              ; go into supervisor mode
        addq.l  #6,sp
        move.l  d0,-(sp)        ; store old supervisor stack for restoration
        move    sr,-4(a6)       ; store status register for restoration
        or      #$700,sr        ; disable all interupts
        move.b  #15,$ffff8800.w ; NB the $xx.w may not work with 32 bit
        move.b  $ffff8800.w,d0  ; memory addressing.
        move    d0,-2(a6)       ; store value
        move    -4(a6),sr       ; restore status register
        move    #$20,-(sp)
        trap    #1              ; back to user mode
```

```
        addq.l  #6,sp
        move    -2(a6),d0
        unlk    a6
        rts
```

What this does it to go into supervisor mode and disables all the interupts, reads the input, enables the interupts and then goes back to user mode. This prevents the values being modified in between selecting the register and getting the input. This will make it quite a bit slower, because of swapping between suvervisor and user modes, so if you know how much you're wanting to read beforehand, it would be better to use something like:

```
read_bytes       link    a6,#-4
        clr.l   -(sp)
        move    #$20,-(sp)
        trap    #1
        addq.l  #6,sp
        move.l  d0,-(sp)
        move    sr,-4(a6)
        or      #$700,sr
        move    8(a6),d1        ; number of bytes to read
        subq    #1,d0
        move    10(a6),a0       ; buffer to store them
.loop
        move.b  #15,$ffff8800.w
        move.b  $ffff8800.w,(a0)+
;
; at this point you'll want to add some form of delay.
;
        dbra    d0,.loop        ; jump back to .loop until d0=-1
        move    d0,-2(a6)
        move    -4(a6),sr
        move    #$20,-(sp)
        trap    #1              ; back to user mode
        addq.l  #6,sp
        move    -2(a6),d0
        unlk    a6
        rts
```

call this routine with:

```
        move.l  #buffer,-(sp)   ; buffer to store the bytes.
        move    #count,-(sp)    ; number of bytes to read
        jsr     read_bytes      ; or bsr read_bytes
        addq.l  #6,sp           ; correct stack
```

The reason for adding a delay is to give time for data to be read from the parallel port and put into the YM-2149 register for you to read.

Regards,
     David.

davjam on #acorn and #atari
Email: dbolt@my-ste.demon.co.uk

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNf/BqPt/J4yyMZyRAQGn/gL8DEXQnNPls3Id45hELW4+LLq16Y+UaLPx
uMISOnoX2JR0hzYUfb3welp+XmMjYo2H7f8xNQb7Vo3lEiocFZkrYoS+tylXn4wo
9NUFyefU4Fig9B0OC1okWzLzN2S6cxic
=gloK
-----END PGP SIGNATURE-----

--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Acorn A3010   2Mb, 260Mb

Never return a kindness---pass it on!

From 6455598041965166927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,153a1691b57321fc
X-Google-Attributes: gid1115ce,public
From: perot@arisia.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: a problem with the parallel port
Date: 1998/09/16
Message-ID: <EzDwHA.37J@arisia.stud.uni-hannover.de>#1/1
X-Deja-AN: 391910305
X-Nntp-Posting-Host: localhost
Sender: news@arisia.stud.uni-hannover.de
References: <87iuiryl9t.fsf@vignes.fr> <vyzpvczovn0.fsf@issan.informatik.uni-dortmund.de> <874su9jpne.fsf@vignes.fr>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <874su9jpne.fsf@vignes.fr>,
     Anthony Baire <popov@mail.dotcom.fr> writes:

>> Make sure you disable interrupts around the access to the sound chip.
>> Otherwise the floppy VBL interrupt might interfere, which wants to access
>> the sound chip as well.
>>
> I tried to disable all interrupts (XBIOS(26,0..15) and it's still wrong.

Oh no ! Use

```
     move.w  sr, d0
     or.w    #$0700, sr
```

to disable interrupts prior to accessing the sound chip, then

```
     move.w  d0, sr
```

afterwards.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 544976196374281412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1caf838b10e3e23e,start
X-Google-Attributes: gid1115ce,public
From: "Mike Murphree" <n4cnw@dont.spam.me.com>
Subject: Megamax C??
Date: 1998/09/16
Message-ID: <6tq18c$e3b$1@camel19.mindspring.com>#1/1
X-Deja-AN: 391934881
X-Server-Date: 17 Sep 1998 03:55:56 GMT
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Organization: MindSpring Enterprises
Newsgroups: comp.sys.atari.programmer

Have been digging through my old ST stuff in hopes
of possibly using it for some special projects and
came across my copies (legal) of Megamax Laser
C and Debugger.

What ever happened to this company?

Were there any updates?

Does anyone still use these tools?

Thanks,
Mike (n4cnw <at> mindspring <dot> com)

From 665714770853755330
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,153a1691b57321fc
X-Google-Attributes: gid1115ce,public

From: "centek" <vxp@imaginet.fr>
Subject: Re: a problem with the parallel port
Date: 1998/09/16
Message-ID: <6ts90i$1pi$1@news.imaginet.fr>#1/1
X-Deja-AN: 392234826
References: <87iuiryl9t.fsf@vignes.fr>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

Hi,
Anthony Baire a ©crit dans le message <87iuiryl9t.fsf@vignes.fr>...
> Hello !
>
> I wrote a program to send and recieve some datas with using the
>parallel port. It works, but it's a little slow. So I decided not to use
>xbios functions. For example, I replaced XBIOS(28,0,15) with:

  You send/receive with 2 computers (perhaps Atari) or with an
external hardware ?

> move.b #15,($FF8800)
> move.b ($FF8800),D0

  This is not enough to read data! You must use a minimum of
handshaking (with ack and strobe). By the way you can write
move.b #15,$ffff8800.w : it's faster and byteless.

> It works, but, sometimes (about once out 2000) the returned value
>is wrong, and I really don't understand why.

  You don't to search to the interrupt: they can destroy data but
you must select and write in Yamaha register in IPL 7 !!!

Sacha Hnatiuk (I write the bios functions for Dolmen, so...)

Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,970b645531f57499,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112087,970b645531f57499,start
X-Google-Attributes: gid112087,public
X-Google-Thread: f8760,970b645531f57499,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: f8a03,970b645531f57499,start
X-Google-Attributes: gidf8a03,public
X-Google-Thread: 109a67,970b645531f57499,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f5ddf,970b645531f57499,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,970b645531f57499,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 103c3f,970b645531f57499,start
X-Google-Attributes: gid103c3f,public
From: "PM" <p_michon@hotmail.com>
Subject: COOOOOOOOOOOOOOL SITE !!!!
Date: 1998/09/17
Message-ID: <6tqk76$5eg$9@platane.wanadoo.fr>#1/1
X-Deja-AN: 391996176
Organization: Wanadoo - (Client of French Internet Provider)
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups:
comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

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ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM .....

From -8032135023917431597
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/09/17
Message-ID: <3600EF02.D39198A0@ios.chalmers.se>#1/1
X-Deja-AN: 392012246
Content-Transfer-Encoding: 7bit
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
<35f8a829.2188707@news.demon.co.uk> <35F927C9.45E52AD1@ios.chalmers.se>
<Ez650t.FGx@arisia.stud.uni-hannover.de> <35FD3F67.100E394B@ios.chalmers.se>
<EzCBnC.6tp@arisia.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: Chalmers University of Technology
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Peter!

> For connecting to clients or servers on the same machine, you must specify
> a local IP address, or a loopback address. Loopback addresses are those
> of the form 127.x.y.z
>
> So do the following :
>
> Have one program (server) do a passive (!) TCP_open by doing
>
>   TCP_open (0, 13014);
>
> Start this program. It will listen on port 13014, waiting for connections.
>
> Now do in another program (client)
>
>   TCP_open (0x7f000001ul, 13014);
>
> and start it parallel to the first one. Note 0x7f000001ul == 127.0.0.1.
> The second causes TCP to actively open a connection to the "owner" of the
> port 13014, which is the first program (the server). If the server monitors
> the connection state while waiting, it will notice that the state changes
> from TLISTEN to TESTABLISH at the precise moment the client did the TCP_open.

Yes I've done almost exactly what you propose. I have made one program
that opens a passive connection as you say, and then it waits for the
remote host IP in the CAB structure to change to something other than
NULL. It checks this every 25ms. When it detects an IP, the program
prints it as 48.0.0.140. The state you're talking about, is it the last
word to be found in the CIB structure? Maybe it's better to check the
state than the remote IP.

Then I start the 'active' program, that opens a connection to 127.0.0.1
and sends a small string. When the connection is established, the
passive program reacts, but it never gets any data, even though the
active program reports success when sending.

> ROUTE.TAB must have a line saying
>
> 0.0.0.0 0.0.0.0 <name of port you activated> 0.0.0.0

Yes I have it that way.

> > (and not that the STiK-compatibility
> > 'bug' triggered, since it would have been an error then).
>
> What the hell is that ???

Nevermind. But shouldn't the transfer be quite quick, since it's done on
the same machine?

Regards
Henrik

From -8689324912392694729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,970b645531f57499
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112087,970b645531f57499
X-Google-Attributes: gid112087,public
X-Google-Thread: 109a67,970b645531f57499
X-Google-Attributes: gid109a67,public
X-Google-Thread: f5ddf,970b645531f57499
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f8a03,970b645531f57499
X-Google-Attributes: gidf8a03,public
X-Google-Thread: 1115ce,970b645531f57499
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,970b645531f57499
X-Google-Attributes: gidf8760,public
X-Google-Thread: 103c3f,970b645531f57499
X-Google-Attributes: gid103c3f,public
From: pfg@cs.rmit.edu.au (Paul Francis Gilbert)
Subject: Re: COOOOOOOOOOOOOOL SITE !!!!
Date: 1998/09/17
Message-ID: <6ts4r2$7b$1@emu.cs.rmit.edu.au>#1/1
X-Deja-AN: 392215519
References: <6tqk76$5eg$9@platane.wanadoo.fr>
X-Complaints-To: abuse@cs.rmit.edu.au
X-Trace: emu.cs.rmit.edu.au 906073762 235 131.170.24.42 (17 Sep 1998 23:09:22 GMT)
Organization: Department of Computer Science, RMIT
X-Posting-User: pfg
NNTP-Posting-Date: 17 Sep 1998 23:09:22 GMT
Newsgroups:

comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.ap
ple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,co
mp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

"PM" <p_michon@hotmail.com> writes:

>ALL about old home computers and game systems.
>Have a look at our collection and technical informations.

Gee, it would help wouldn't if the site was actually in *English*. Not that
I'm discouraging people from keeping the old systems alive just because they
don't do it in English, but it seem a bit inappropriate to be posting the URL
of a non-english website to a predominately english speaking newsgroup, since
most of us won't be able to understand it. ;-)

--
Paul Gilbert | pfg@yallara.cs.rmit.edu.au (The DreamMaster)
Bach App Sci, Bach Eng | The opinions expressed are my own, all my own, and
Year 5, RMIT Melbourne | as such will contain no references to small furry
Australia | creatures from Alpha Centauri.

From 5768659965460056572
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STiNG-programming
Date: 1998/09/18
Message-ID: <35fff2b4.16089605@news.demon.co.uk>#1/1
X-Deja-AN: 392230490
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35EE7337.E33460B4@ios.chalmers.se>
<35ef389e.6386733@news.demon.co.uk> <Eyu500.MzI@suse.modem.stud.uni-hannover.de>
<35f7a3fc.1119629@news.demon.co.uk> <Ez633s.F8y@arisia.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 906077594 nnrp-09:3202 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 12 Sep 1998 10:43:04 GMT, perot@arisia.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35f7a3fc.1119629@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>

>> Am I correct in thinking it is less prone to network delays - but at
>> the 'expense' of TCP?
>
>I'm not sure what you mean here.

Neither am I! Nevertheless you've figured out what I was trying to ask
anyway. ;-)

>UDP and TCP are treated exactly indentically
>by the network layer (IP), so delays that a packet of one type experiences
>would be the same as if the packet were the other type.

Okidoki.

>> ie I read some news article somewhere, where someone was moaning that
>> UDP was slowing down TCP. This could have been a load of nonsense,
>
>I think it is. There is no interaction between UDP and TCP, apart from
>each one taking bandwidth for delivering the packet which naturally is
>not usable for the other protocol.
>
>It could be meant on an implementation level though. TCP is pretty
>sophisticated in that it achieves it's goals with little network traffic.
>If a reliable data stream concept (i.e. avoid dupes and loss etc.) were
>to be build with UDP, it's easy to waste bandwidth doing it in a less
>than optimal way. This bandwidth again is not available for TCP, possibly
>that was meant by that publication.

That would make sense, yes. Ta.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4493313273444337910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STiNG-programming
Date: 1998/09/04
Message-ID: <35ef389e.6386733@news.demon.co.uk>
X-Deja-AN: 387733657
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35EE7337.E33460B4@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net

X-Trace: news.demon.co.uk 904885830 nnrp-10:18923 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 03 Sep 1998 12:45:11 +0200, Gilda Henrik
<di98gihe@ios.chalmers.se> wrote:

>Guy Harrison wrote:
>>
>> It might work but I doubt it. STiK, the predecessor to STiNG
>> implemented a non blocking resolver and iirc this relies on the AES.
>>
>> For an informed answer, hope Peter responds! He'll also be able to
>> answer (1).
>
>Would I have to resolve an IP-address (like 123.456.789.012) before
>sending any data to a recipient?

No, that is done by STiNG.

>Isn't resolving actually for
>translating 'human' addresses (like www.anyhost.com) into IP-addresses
>using a DNS-server?

Yes, that's it exactly. Btw, addresses like 123.456.789.012 are known
as "dotted quads".

I believe you can send either type to the 'resolve' function. You
don't need a DNS server if you pass a dotted quad: obviously - there's
nothing to look up!

If you pass a normal human address, then the resolver will ask the DNS
server for the name's dotted quad. The DNS server address is in one of
the config files. Just look for NAMESERVER and put in the dotted quad
for the DNS server you want to use.

>My game would have to be able to quickly send data
>without confirming any connection otherwise the whole came would stop
>while connection is being established.

Before your game starts, you'll have used STiNG's dialler to connect
to your ISP. STiNG will then start talking to your ISP. It won't be
saying much - enough to prevent the ISP software hanging up the phone.

On the other hand, if you had your game running on two machines which
were connected directly together then there's be no dialling. You'd
just enable STiNG on both machines end they'd talk to each other -
enough to prevent the other one 'hanging up'.

Now you'd have the actual game start. It would open a connection to
the other machine(s) and they'd start talking.

>Well, I read in the docs something about the transfer of IP-packets
>being just 'above' the TCP,ICMP,UDP layers. So when sending an IP-packet
>you may choose which of the protocols to use. I didn't see anything
>about there being a handler to handle TCP packets, but I may have missed
>that.

STiNG does it. The approach is similar to using files. TCP_open is rather like Fcreate/Fopen, TCP_send is like Fwrite. There's other stuff of course but essentially you have a handle, a buffer and the buffer size. You stuff data into TCP_write and STiNG sends it. Meanwhile anything STiNG receives gets bundled together internally waiting for you to read it.

The design of TCP allows its data packets to find their own way around. Certain packets might decide to take one route, other packets could take another. There is no way to tell. This means they can arrive in the wrong order. Some may arrive corrupted. Others may not arrive at all. The corrupted and missing packets require a request be sent to resend them. By the time your code gets data from STiNG all these low level problems have been dealt with you'll no doubt be glad to hear!

I don't know anything about ICMP I'm afraid. I think UDP is a lower level protocol than TCP but I can't remember any details.

>> >4. How do I call the different functions of STiNG in assembler? I saw
>> >something about 'jsr to the required function', but where are the
>> >pointers to these functions?
>>
>> In the TPL structure which is declared in the transprt.h file. You'll
>> see a line ...
>>
>> extern TPL *tpl;
>>
>> ... which is the base address through which all the functions are
>> located. The variable 'tpl' is a pointer to the datatype TPL. Take the
>> TCP_open call for instance. It's declared thus:
>>
>> typedef struct tpl   {
>> [snip lots of other declarations]
>>
>> int16   (*TCP_open)(uint32, int16, int16, uint16);
>>
>> [snip lots of other declarations]
>> }   TPL;
>
>Does the STiNG-cookie contain a pointer to this tpl-structure?

Yes, but indirectly. Amazingly I've located some code from ages ago. Oh no you're probably thinking, "not more C" but further down - I've had MWC output commented assembly. Like I said, the syntax is strange but you'll no doubt find it easy to work out. ;-)

```
#include <stdio.h>
#include <osbind.h>
#include <stik.h>

DRV_LIST *drivers =NULL;
TPL      *tpl     =NULL;

typedef struct {
    long cktag;
    long ckvalue;
} ck_entry;

/*
Search cookie jar for stik cookie, save pointer in DRV_LIST above.
*/
static long
init_drivers()
{
     long i = 0;
     ck_entry *jar = *((ck_entry **) 0x5a0);

     while (jar[i].cktag) {
/* CJTAG = "STiK" (without quotes) */
          if (!strncmp((char *)&jar[i].cktag, CJTAG, 4)) {
               drivers = (DRV_LIST *)jar[i].ckvalue;
               return (0);
          }
          ++i;
     }
     return (0);   /* Pointless return value...     */
}

/*
Set things up so our program can talk to stik. The init_drivers
code must run in supervisor mode (obviously).
*/
bool
stik_init()
{
 Supexec(init_drivers);

 /* See if we got a value   */
 /* ?did init_drivers set non zero in DRV_LIST?
 if (drivers == (DRV_LIST *)NULL) {
     fprintf(stderr,"stik_init() - init_drivers() failed\n");
     return (false);
 }

 /* Check Magic number */
 /* MAGIC = "STiKmagic" (without quotes) */
 if (strcmp(MAGIC, drivers->magic)) {
     fprintf(stderr,"stik_init() - Magic string doesn't match\n");
```

```
    return (false);
 }

 tpl = (TPL *)get_dftab(TRANSPORT_DRIVER);
 if (tpl == (TPL *)NULL) {
    fprintf(stderr,"stik_init() - TPL load failure\n");
    return (false);
 }

 fprintf(stdout,"TPL up, Author %s, ver
%s\n",tpl->author,tpl->version);

 return (true);
}
```

The assembly for the above. / are MWC generated comments, // are ones added by me ...

```
/    line 1: source file 'stik.c'
/    module name stik

     //link into DATA segment
     .prvd

     // global means make name available outside
     // this assembly module.
     .globl drivers_
drivers_:
     .long    0
/    line 5: 'drivers_' ptr:4 struct:22 'drv_list'
     .globl tpl_
tpl_:
     .long    0
/    line 6: 'tpl_' ptr:4 struct:140 'tpl'

     //TEXT segment
     .shri

init_drivers_:
/    line 15: static 'init_drivers_' func long:4

     .strn

// 'L' labels are generated by the compiler as required.
// There are no such variables in the source code.
L6:
     .byte    83
     .byte    84
     .byte    105
     .byte    75
     .byte    0

     .shri
```

```
        link a6, $-8
/       line 15: '{'
        clr.l    -4(a6)
        move.l   1440, -8(a6)
L5:
/       line 16: auto -4 'i' long:4
/       line 17: auto -8 'jar' ptr:4 struct:8 '.2'
/       line 19: ';'
        move.l   -4(a6), d0
        lsl.l    $3, d0
        movea.l  d0, a0
        adda.l   -8(a6), a0
        move.l   (a0), d0
        beq.s    L4
/       line 19: '{'
/       line 20: ';'
        moveq    $4, d0
        move d0, -(a7)
        pea  L6
        move.l   -4(a6), d0
        lsl.l    $3, d0
        add.l    -8(a6), d0
        move.l   d0, -(a7)
        jsr  strncmp_
        adda $10, a7
        move d0, d0
        bne.s    L7
/       line 20: '{'
/       line 21: ';'
        move.l   -4(a6), d0
        lsl.l    $3, d0
        movea.l  d0, a0
        adda.l   -8(a6), a0
        move.l   4(a0), drivers_
/       line 22: ';'
        clr.l    d0
        bra.s    L3
L7:
/       line 24: '}'
/       line 24: ';'
        addq.l   $1, -4(a6)
/       line 26: '}'
        bra.s    L5
L4:
/       line 26: ';'
        clr.l    d0
L3:
/       line 27: '}'
        unlk a6
        rts

        .globl stik_init_
```

```
stik_init_:
/    line 31: 'stik_init_' func int:2

     .strn

L10:
     .byte    115
     .byte    116
     .byte    105
     .byte    107
     .byte    95
     .byte    105
     .byte    110
     .byte    105
     .byte    116
     .byte    40
     .byte    41
     .byte    32
     .byte    45
     .byte    32
     .byte    105
     .byte    110
     .byte    105
     .byte    116
     .byte    95
     .byte    100
     .byte    114
     .byte    105
     .byte    118
     .byte    101
     .byte    114
     .byte    115
     .byte    40
     .byte    41
     .byte    32
     .byte    102
     .byte    97
     .byte    105
     .byte    108
     .byte    101
     .byte    100
     .byte    10
     .byte    0

     .shri


     .strn

L11:
     .byte    83
     .byte    84
     .byte    105
```

```
        .byte    75
        .byte    109
        .byte    97
        .byte    103
        .byte    105
        .byte    99
        .byte    0

        .shri


        .strn

L13:
        .byte    115
        .byte    116
        .byte    105
        .byte    107
        .byte    95
        .byte    105
        .byte    110
        .byte    105
        .byte    116
        .byte    40
        .byte    41
        .byte    32
        .byte    45
        .byte    32
        .byte    77
        .byte    97
        .byte    103
        .byte    105
        .byte    99
        .byte    32
        .byte    115
        .byte    116
        .byte    114
        .byte    105
        .byte    110
        .byte    103
        .byte    32
        .byte    100
        .byte    111
        .byte    101
        .byte    115
        .byte    110
        .byte    39
        .byte    116
        .byte    32
        .byte    109
        .byte    97
        .byte    116
        .byte    99
```

```
    .byte    104
    .byte    10
    .byte    0

    .shri


    .strn

L14:
    .byte    84
    .byte    82
    .byte    65
    .byte    78
    .byte    83
    .byte    80
    .byte    79
    .byte    82
    .byte    84
    .byte    95
    .byte    84
    .byte    67
    .byte    80
    .byte    73
    .byte    80
    .byte    0

    .shri


    .strn

L16:
    .byte    115
    .byte    116
    .byte    105
    .byte    107
    .byte    95
    .byte    105
    .byte    110
    .byte    105
    .byte    116
    .byte    40
    .byte    41
    .byte    32
    .byte    45
    .byte    32
    .byte    84
    .byte    80
    .byte    76
    .byte    32
    .byte    108
    .byte    111
```

```
        .byte    97
        .byte    100
        .byte    32
        .byte    102
        .byte    97
        .byte    105
        .byte    108
        .byte    117
        .byte    114
        .byte    101
        .byte    10
        .byte    0

        .shri


        .strn

L17:
        .byte    84
        .byte    80
        .byte    76
        .byte    32
        .byte    117
        .byte    112
        .byte    44
        .byte    32
        .byte    65
        .byte    117
        .byte    116
        .byte    104
        .byte    111
        .byte    114
        .byte    32
        .byte    37
        .byte    115
        .byte    44
        .byte    32
        .byte    118
        .byte    101
        .byte    114
        .byte    32
        .byte    37
        .byte    115
        .byte    10
        .byte    0

        .shri

        link a6, $0
/       line 31: '{'
/       line 32: ';'
        pea  init_drivers_
```

```
        moveq    $38, d0
        move d0, -(a7)
        trap $14
        addq $6, a7
/       line 35: ';'
        move.l   drivers_, d0
        bne.s    L9
/       line 35: '{'
/       line 36: ';'
        pea  L10
        pea  _stderr_
        jsr  fprintf_
        addq $8, a7
/       line 37: ';'
        clr  d0
        bra  L8
L9:
/       line 41: '}'
/       line 41: ';'
        move.l   drivers_, -(a7)
        pea  L11
        jsr  strcmp_
        addq $8, a7
        move d0, d0
        beq.s    L12
/       line 41: '{'
/       line 42: ';'
        pea  L13
        pea  _stderr_
        jsr  fprintf_
        addq $8, a7
/       line 43: ';'
        clr  d0
        bra.s    L8
L12:
/       line 46: '}'
/       line 46: ';'
        pea  L14
        movea.l  drivers_, a0
        movea.l  10(a0), a0
        jsr  (a0)
        addq $4, a7
        move.l   d0, tpl_
/       line 47: ';'
        move.l   tpl_, d0
        bne.s    L15
/       line 47: '{'
/       line 48: ';'
        pea  L16
        pea  _stderr_
        jsr  fprintf_
        addq $8, a7
/       line 49: ';'
```

```
     clr  d0
     bra.s    L8
L15:
/    line 52: '}'
/    line 52: ';'
     movea.l  tpl_, a0
     move.l   8(a0), -(a7)
     movea.l  tpl_, a0
     move.l   4(a0), -(a7)
     pea  L17
     pea  _stdout_
     jsr  fprintf_
     adda $16, a7
/    line 54: ';'
     moveq    $-1, d0
L8:
/    line 55: '}'
     unlk a6
     rts
/    line 12: extern 'xbios_' func long:4
/    line 33: extern '_stderr_' struct:26 'FILE'
/    line 55: extern 'fprintf_' func void:0
/    line 33: extern '_stdout_' struct:26 'FILE'
/    line 20: extern 'strncmp_' func int:2
/    line 41: extern 'strcmp_' func int:2
/    line 88: struct 'drv_list' struct:22 4 {
/        line 84::0 'magic' array:10 char:1
/        line 85::10 'get_dftab' ptr:4 func ptr:4 struct:12
'drv_header'
/        line 86::14 'ETM_exec' ptr:4 func short:2
/        line 87::18 'cfg' ptr:4 struct:458 'config'
/    }

//you can figure out the offsets for the TPL structure from this.
//E.G. line 115::0 'Krmalloc' ptr:4 func ptr:4 char:1
//-----------a---b-----c--------d-----e---f-----g
//a) source code line. Not a lot of use as I've been editing it!
//b) byte offset of this entry from start of this structure.
//c) function name in the source code.
//d) actual datatype taking up this entry::data size in bytes.
//   ie this entry in the structure is of type 'ptr' (irrelevent)
//   and the type 'ptr' uses 4 bytes.
//e) what the entry is. 'func' is omitted for normal variables.
//f) return type::size
//   ie Krmalloc() returns 'ptr:4' ie 32 bit value.
//g) return type::size
//   ie further modification of return type. That is 'ptr:4' is
//   further modified to be 'char:1'
//   so Krmalloc() returns "(char*)" - pointer to char

/    line 150: struct 'tpl' struct:140 35 {
/        line 115::0 'module' ptr:4 char:1
/        line 116::4 'author' ptr:4 char:1
```

```
/        line 117::8 'version' ptr:4 char:1
/        line 118::12 'KRmalloc' ptr:4 func ptr:4 char:1
/        line 119::16 'KRfree' ptr:4 func void:0
/        line 120::20 'KRgetfree' ptr:4 func long:4
/        line 121::24 'KRrealloc' ptr:4 func ptr:4 char:1
/        line 122::28 'get_err_text' ptr:4 func ptr:4 char:1
/        line 123::32 'getvstr' ptr:4 func ptr:4 char:1
/        line 124::36 'carrier_detect' ptr:4 func short:2
/        line 125::40 'TCP_open' ptr:4 func short:2
/        line 126::44 'TCP_close' ptr:4 func short:2
/        line 127::48 'TCP_send' ptr:4 func short:2
/        line 128::52 'TCP_wait_state' ptr:4 func short:2
/        line 129::56 'TCP_ack_wait' ptr:4 func short:2
/        line 130::60 'UDP_open' ptr:4 func short:2
/        line 131::64 'UDP_close' ptr:4 func short:2
/        line 132::68 'UDP_send' ptr:4 func short:2
/        line 133::72 'CNkick' ptr:4 func short:2
/        line 134::76 'CNbyte_count' ptr:4 func short:2
/        line 135::80 'CNget_char' ptr:4 func short:2
/        line 136::84 'CNget_NDB' ptr:4 func ptr:4 struct:14
'ndb'
/        line 137::88 'CNget_block' ptr:4 func short:2
/        line 138::92 'housekeep' ptr:4 func void:0
/        line 139::96 'resolve' ptr:4 func short:2
/        line 140::100 'ser_disable' ptr:4 func void:0
/        line 141::104 'ser_enable' ptr:4 func void:0
/        line 142::108 'set_flag' ptr:4 func short:2
/        line 143::112 'clear_flag' ptr:4 func void:0
/        line 144::116 'CNgetinfo' ptr:4 func ptr:4 struct:10
'cib'
/        line 145::120 'on_port' ptr:4 func short:2
/        line 146::124 'off_port' ptr:4 func void:0
/        line 147::128 'setvstr' ptr:4 func short:2
/        line 148::132 'query_port' ptr:4 func short:2
/        line 149::136 'g_resolve' ptr:4 func short:2
/    }
/    line 98: typedef 'CIB' struct:10 'cib'
/    line 18: typedef 'ushort' ushort:2
/    line 8: typedef 'ptr' uchar:1
/    line 87: typedef 'NDB' struct:14 'ndb'
/    line 22: typedef 'ulong' ulong:4
/    line 55: typedef 'uint32' ulong:4
/    line 53: typedef 'uint16' ushort:2
/    line 81: typedef 'DRV_HDR' struct:12 'drv_header'
/    line 22: typedef 'FILE' struct:26 'FILE'
/    line 22: struct 'FILE' struct:26 9 {
/        line 13::0 '_cp' ptr:4 uchar:1
/        line 14::4 '_dp' ptr:4 uchar:1
/        line 15::8 '_bp' ptr:4 uchar:1
/        line 16::12 '_cc' int:2
/        line 17::14 '_gt' ptr:4 func int:2
/        line 18::18 '_pt' ptr:4 func int:2
/        line 19::22 '_ff' char:1
```

```
/        line 20::23 '_fd' char:1
/        line 21::24 '_uc' int:2
/    }
/    line 10: typedef 'bool' short:2
/    line 66: struct 'config' struct:458 21 {
/        line 45::0 'client_ip' ulong:4
/        line 46::4 'provider' ulong:4
/        line 47::8 'ttl' ushort:2
/        line 48::10 'ping_ttl' ushort:2
/        line 49::12 'mtu' ushort:2
/        line 50::14 'mss' ushort:2
/        line 51::16 'df_bufsize' ushort:2
/        line 52::18 'rcv_window' ushort:2
/        line 53::20 'def_rtt' ushort:2
/        line 54::22 'time_wait_time' short:2
/        line 55::24 'unreach_resp' short:2
/        line 56::26 'cn_time' long:4
/        line 57::30 'cd_valid' short:2
/        line 58::32 'line_protocol' short:2
/        line 59::34 'old_vec' ptr:4 func void:0
/        line 60::38 'slp' ptr:4 struct:10 'slip'
/        line 61::42 'cv' array:404 ptr:4 char:1
/        line 62::446 'reports' short:2
/        line 63::448 'max_num_ports' short:2
/        line 64::450 'received_data' ulong:4
/        line 65::454 'sent_data' ulong:4
/    }
/    line 11: struct '.2' struct:8 2 {
/        line 9::0 'cktag' long:4
/        line 10::4 'ckvalue' long:4
/    }
/    line 54: typedef 'int32' long:4
/    line 52: typedef 'int16' short:2
/    line 98: struct 'cib' struct:10 4 {
/        line 94::0 'protocol' ushort:2
/        line 95::2 'lport' ushort:2
/        line 96::4 'rport' ushort:2
/        line 97::6 'rhost' ulong:4
/    }
/    line 51: typedef 'uint8' uchar:1
/    line 66: typedef 'CONFIG' struct:458 'config'
/    line 132: struct 'slip' struct:10 3 {
/        line 129::0 'bdev' ptr:4 uchar:1
/        line 130::4 'flags' short:2
/        line 131::6 'comp' ptr:4 struct:104 'slcompress'
/    }
/    line 81: struct 'drv_header' struct:12 3 {
/        line 78::0 'module' ptr:4 char:1
/        line 79::4 'author' ptr:4 char:1
/        line 80::8 'version' ptr:4 char:1
/    }
/    line 150: typedef 'TPL' struct:140 'tpl'
/    line 9: typedef 'BYTE' uchar:1
```

```
/    line 87: struct 'ndb' struct:14 4 {
/        line 83::0 'ptr' ptr:4 char:1
/        line 84::4 'ndata' ptr:4 char:1
/        line 85::8 'len' ushort:2
/        line 86::10 'next' ptr:4 struct:14 'ndb'
/    }
/    line 88: typedef 'DRV_LIST' struct:22 'drv_list'
/    line 20: typedef 'SLONG' long:4
/    line 21: typedef 'ULONG' ulong:4
/    line 10: typedef 'SBYTE' char:1
/    line 11: typedef 'UBYTE' uchar:1
/    line 11: typedef 'ck_entry' struct:8 '.2'
/    line 10: typedef 'uchar' uchar:1
/    line 15: typedef 'SWORD' short:2
/    line 16: typedef 'UWORD' ushort:2
/    line 126: struct 'slcompress' struct:104 6 {
/        line 120::0 'last_cs' ptr:4 struct:136 'cstate'
/        line 121::4 'last_recv' uchar:1
/        line 122::5 'last_xmit' uchar:1
/        line 123::6 'flags' uchar:1
/        line 124::8 'tstate' array:48 ptr:4 struct:136
'cstate'
/        line 125::56 'rstate' array:48 ptr:4 struct:136
'cstate'
/    }
/    line 111: struct 'cstate' struct:136 5 {
/        line 103::0 'cs_next' ptr:4 struct:136 'cstate'
/        line 104::4 'cs_hlen' ushort:2
/        line 105::6 'cs_id' uchar:1
/        line 106::7 'cs_filler' uchar:1
/        line 110::8 'slcs_u' union:128 '.1'
/    }
/    line 110: union '.1' union:128 2 {
/        line 108::0 'csu_hdr' array:128 char:1
/        line 109::0 'csu_ip' struct:20 'ip_header'
/    }
/    line 36: struct 'ip_header' struct:20 11 {
/        line 23: (width:4, shift:0):0 'ver' uint:2
/        line 24: (width:4, shift:4):0 'ihl' uint:2
/        line 25: (width:8, shift:8):0 'tos' uint:2
/        line 26::2 'len' short:2
/        line 27::4 'id' ushort:2
/        line 28::6 'ofst' short:2
/        line 29::8 'ttl' uchar:1
/        line 30::9 'ptcl' uchar:1
/        line 31::10 'sum' ushort:2
/        line 32::12 's_ip' ulong:4
/        line 33::16 'd_ip' ulong:4
/    }
```

Is the above in any way helpful?

>If so

>then i've understood how to call for example tcp_open. But I would still
>need to know the essentials like if STiNG requieres a VBL-interrupt and
>AES.

The dialler/config is a Gem program and there are a couple of CPX's so
in that respect the AES is needed. However, most of the information
they work with exist in simple text files which you can set manually.
That just leaves the dialler. Maybe you could dial then run your game?

As for interrupts, I'm really not too sure. I'll stick my neck out
here and say that it is interrupt driven but I don't know any more
than that. Perhaps you could write a small command line driven STiNG
test program, try it under Gem with STiNG running as normal. Then try
it with your game and Pexec() the test program - see if it still
works?

>> You then need to find out what 'f' is. Looking back it turns out it is
>> a structure of type FRED. FRED contains 3 functions, or to be more
>> precise, FRED contains 3 addresses - one for each function x(), y() ,
>> z(). If FRED happened to start at memory address $1000 then the
>> address of function x() would be at offset 0 ($1000), the address of
>> function y() follows at offset 4 ($1004) and finally comes z() 4 bytes
>> later at offset 8 ($1008). CallZ() [which is really (*f->z)()] is
>> nothing more complex than
>>
>> move.l $1008,a0
>> move.l (a0),a0
>> jsr   (a0)
>>
>> Forgive my assembler - it's been a long while, and the MWC assembler
>> uses really odd syntax!
>
>Actually wouldn't it be right with:
>
>move.l $1008,a0 get pointer at $1008
>jsr (a0)   use that pointer to jsr to
>
>Thats the same way I call my joystick-reading routine in the game.

I think I mean #$1008 :-)

>> So to call TCP_open() we fetch the pointer out of 'tpl', indirect
>> through it to get the TPL base address. Add the TCP_open offset $28,
>> which gets us to the right part of the TPL structure. Read the
>> contents of the address there, then jump through it.
>>
>> move.l tpl,a0   /tpl
>> move.l (a0),a0   /tpl->
>> adda.l #$28,a0   /tpl->TCP_open
>> move.l (a0),a0   /*tpl->TCP_open
>> jsr   (a0)   /(*tpl->TCP_open)()
>
>But isn't 'tpl' already the address to the whole tpl-structure? So

```
>wouldn't
>move.l  (a0),a0
>take out the first pointer in the tpl-structure, which is *module? You
>said your assembler was a bit rusty, eh? ;-)
```

Definately!

>Or am i getting the tpl-structure all wrong?

Nope, just one level of indirection out. :-)
Your code needs to store a pointer to the TPL structure.

```
typedef struct    {
int  x;   /* 2 bytes */
}   FRED;

main()
{FRED    f;   /* whole structure (2 bytes) */
 FRED    *ff; /* pointer (4 bytes) to structure but garbage atm */

 ff = &f; /* ff now valid */

 f.x = -5;

 ff->x = -10; /* overwrites the -5 */
}

/    line 1: source file 'c.c'
/    module name c

     .shri

     .globl main_
main_:
/    line 6: 'main_' func int:2
     link a6, $-6
/    line 6: '{'
/    line 6: auto -2 'f' struct:2 '.1'
/    line 7: auto -6 'ff' ptr:4 struct:2 '.1'

/    line 9: ';'
     lea  -2(a6), a0
     move.l   a0, -6(a6)

/    line 11: ';'
     moveq    $-5, d0
     move d0, -2(a6)

/    line 13: ';'
     movea.l  -6(a6), a0
     moveq    $-10, d0
     move d0, (a0)
```

```
/    line 14: '}'
     unlk a6
     rts

/    line 3: typedef 'FRED' struct:2 '.1'
/    line 3: struct '.1' struct:2 1 {
/        line 2::0 'x' int:2
/    }
```

Hey, this is good. I don't have to write any assembler and get it wrong! <G>

>And results of the function, can I fetch them from the stack too? Please
>excuse my tiny knowledge of the C language.

oops, forgot all about that! This one's easy - register d0, either as a 16 bit or 32 bit value. It doesn't matter what 'type' the C source code says it is. If the value boils down to a WORD then it'll be in d0.w (high word is undefined), and if it boils down to a LONG then it'll be in d0.l. As pointers are always 32 bits on the Atari then they'll always be d0.l as well.

Strictly speaking, a C compiler can use any method it wants but fortunately there is a standard method which can be forced upon the compiler. This standard is:

Push arguments starting with the rightmost argument and work left.
Caller must pop the arguments.
Result returned in d0.w or d0.l
'char' is extended to 'int' (ambiguous - more below).

On the Atari the keywords 'cdecl' and 'stdargs' usually appear along with the functions in the header files. They tell the compiler to use the above convention.

The ambiguous bit ...

The basic unit in C is the 'char'. C has a function called sizeof() which simply returns how much space a particular datatype uses in chars. C has no definition of how big a char is in bytes. All it says is that sizeof(char) == 1. A char could take 13 bits for all we know! Another rule says this:

sizeof(char) <= sizeof(int) <= sizeof(long)

Thus, in theory a char could take up the same space as a long. This is a pain so various conventions are used to denote how much space is really used so people with different compilers know when to make adjustments. On the Atari ...

char (signed or unsigned), 8 bit.
long (signed or unsigned), 32 bit.
int (signed or unsigned), 16 or 32 bits. You have to know which

compiler produced the code. :-(

So people (should) use these instead:

```
int8     signed 8 bit value
uint8         unsigned 8 bit value

WORD = int16  signed 16 bit value
LONG = int32  signed 32 bit value

UWORD = uint16    unsigned 16 bit value
ULONG = uint32    unsigned 32 bit value
```

Therefore we all know what we're talking about!

>I just checked in the 'eng_html.lzh' file. It said that i should use the
>cookie to access the 'drv list' structure.

Yep.

>In it there is a pointer to a
>function called 'get_dftab'

Yep.

>(i think it is at offset 10, if i'm not
>misjudging the structure).

It is.

>i should jsr to that function with a pointer
>to a string 'TRANSPORT_TCPIP',

Yes.

>and will get back a pointer to the 'API'.
>But the docs doesn't say where 'tpl' is to be found.

Hmm, the API pointer you mention is what I'm referring to as the TPL pointer! This is confirmed in the source code way back near the beginning of this post.

I'm using an old header file for STiK. STiNG is backwards compatible so I don't think it is a problem this early in the game - but it might be going under a different name. It would be odd but not impossible.

Just to double check, do a search through the header files using "extern" as the search word. You should come across this:

```
extern TPL *tpl;
```

If you don't, can you post what does match "extern" please?

oo - what a long posting! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1926067529526560461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Windows
Date: 1998/09/04
Message-ID: <35f06972.18886437@news.demon.co.uk>#1/1
X-Deja-AN: 387733658
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35E44EEF.EF993474@wanadoo.fr> <35e8987e.9013000@news.demon.co.uk>
<35E56A61.C70D4024@NO.SPAM.emw.ericsson.se> <35eb8076.15835570@news.demon.co.uk>
<35EE5B90.5107D40C@NO.SPAM.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904885831 nnrp-10:18923 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 03 Sep 1998 11:04:16 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> >> Aside from the obvious use, using this mode is a darn good way of
>> >> testing your redraw code works properly! :-))
>> >
>> >Yup but be aware that if you put dialogs in the window there will be
>> >problems with edit fields and buttons as they do not clip.
>>
>> Exactly! ;-)
>
>Yiha!
>
>> >If you
>> >have made a library for windowd dialogs it's not a major problem
>> >as you can replace the offending routine (I can't remember the name
>> >right now).
>>

>> The name of what?
>
>The function responsible for this mess. It's form_button() for the
>buttons and for the cursor I have no idea... I fixed it by simply dissabeling
>the cursor in the windows not being on top and enabled it when it gets
>active/topped.

I can't remember what I did with my cursor. It either behaves like
yours or is displayed only when the whole edit field happens to be
visible.

>You can only have keyboard input to the top window anyway,
>I think...

Er, I can't remember! It's not that I know the answer. I do remember
that I don't. What I can't remember is if I had the cursor active in
the background just in case it turned out to be possible, or whether
or not I bothered ... or not.

If I had better sense I'd be dragging this post to the trashcan! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7088842427247022834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Cold and warn reboot
Date: 1998/09/04
Message-ID: <35f16b84.19416219@news.demon.co.uk>#1/1
X-Deja-AN: 387733659
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <rw5u32tiitr.fsf@polder.inria.fr> <35f2d5d3.3330559@news.demon.co.uk>
<35ef9e89.33968317@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904885832 nnrp-10:18923 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 02 Sep 1998 21:57:20 GMT, paxton@zetnet.co.uk wrote:

>VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
>---
>
> Hi guy@swampdog.demon.co.uk (Guy Harrison)
>
>>On 31 Aug 1998 11:47:28 +0200, Dominique Bereziat
>><bereziat@polder.inria.fr> wrote:
>>
>>>
>>>Hi everybody,
>>>i would like to know how perform a cold and a warn reboot
>>>under plain-TOS (a C example will be welcomed).
>>
>>The obvious question is why? ;-)
>
>The obvious answer is "Non of yer business mush!" :)

Why? ;-)

>But there are reasons.. if you find someone is tampering with your
>file then theres nothing better than a reset to put them off messing..

or bash 'em over the head with a damp sock!

>If you have made a built in virus detector in your software or or
>or... :)

Good point!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3055015034002133513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Cold and warn reboot
Date: 1998/09/04
Message-ID: <35f26d24.19832667@news.demon.co.uk>#1/1
X-Deja-AN: 387733660
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <rw5u32tiitr.fsf@polder.inria.fr> <35f2d5d3.3330559@news.demon.co.uk>
<35ee2280aab3bc40@my-ste.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net

X-Trace: news.demon.co.uk 904885833 nnrp-10:18923 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 03 Sep 1998 05:41:34 +0100 (BST), dbolt@my-ste.demon.co.uk
(David Bolt) wrote:

>-----BEGIN PGP SIGNED MESSAGE-----
>
>on Wed 02-09-98 17:44 Guy Harrison wrote:
>
>>On 31 Aug 1998 11:47:28 +0200, Dominique Bereziat
>><bereziat@polder.inria.fr> wrote:
>>
>>>
>>>Hi everybody,
>>>i would like to know how perform a cold and a warn reboot
>>>under plain-TOS (a C example will be welcomed).
>>
>>The obvious question is why? ;-)
>
>Probably for fun? ;)

But why? ;-))

>>>Thanx for yours answers.
>>
>>I've never had a need to do this but as no-one else has answered I'll
>>give it a bash. Even more amazingly I'll do with without the safety
>>net of having an Atari to try it on just now! <g>
>
>Have you got a safety line instead.

Will a washing line do? Trouble is I don't think I could hang myself
with that!!

Tremblin' footsteps ...

>>There seem to be four system variables associated with this:
>>
>>uint32 *memvalid=0x420;
>
>You missed out these 2:
>
>uint32 *memvalid2   =0x43a;
>uint32 *memvalid3   =0x51a;

Ah. Easy one that. They weren't documented!

>AFAIR memvalid3 is present, but unchecked, under TOS 1.0. It is checked
>under TOS 1.62 and, probably, TOS 2+.

>
>>uint16 *memctrl =0x424;
>>uint32 resvalid =0x426;
>>uint32 *resvector =0x42a;
>>
>>and the reset address for the cpu is:
>>
>>uint32 *resetpc =0x004;
>>
>>'memctrl' is a copy of the value which got written into the memory
>>controller. I'll ignore it.
>
>That's fine.
>
>>'memvalid' is a flag denoting if the controller's config is valid. It
>>must be - we're running, so I'll ignore that also.
>
>Bad move. If memvalid == 0x31415926, memvalid2 == 0x237698aa and, for
>TOS 1.6+, memvalid3 == 0x5555aaaa then a reset will be warm. If any of
>these don't match the 'magic number' then a cold reset is performed.
>The difference between a cold and warm reset being the check to find out
>how much memory is available.

I thought myself out of that one. It kept nagging me at the back of my
mind that memory config was the key. Then the thought went away and I
was happy again.

>>'resvalid' denotes if the reset routine whose address is in
>>'resvector' is usable or not. I assume this is the warmstart code.
>
>Ooo, assumption is the mother of all programming nightmares. The reset
>routine pointed to with resvector is one that is called before TOS is
>initialized and has nothing to do with warm/cold resets.

... and it was this bit of documentation that made the above thought
go away. Darn.

>As an aside to
>this, this is the way the ghost virus stays resident through warm resets.

Ah.

>>Also it makes sense that the next reset will be a warmstart unless we
>>force otherwise.
>>
>>Finally, I have a vague recollection the value of PI is used to denote
>>that 'resvector' is valid.
>
>That's right.
>> I also assume the contents of 'resvector'
>>has already been set to a warmstart routine by the system.
>
>See above for my feelings about assumptions :)

<G>

```
>>The code, based on the above assumptions ...
>>
>>void
>>Reset(bool coldstart)
>>{uint32 pi  =0x31415926L;
>> void  (*fcp)() =*resetpc;
>>
>> (void)Super(0L);
>> *resvalid = coldstart ? ~pi : pi;
>> (*fcp)();
>>}
>
>Almost right. The only thing wrong with the above is you're playing with
>the wrong *???valid. The code required is almost the same, as below:
>
>void
>Reset(bool coldstart)
>{uint32 valid    =0x752019f3L;     /* magic for memvalid */
> void   (*fcp)() =*resetpc;
>
> (void)Super(0L);
>
>/* clear memvalid. results in memory check/cold boot. */
>
> *memvalid = coldstart ? ~valid : valid;
> (*fcp)();
>}
>
>Still, since you didn't use the safety net, and therefore couldn't test
>it, that's not too bad.
```

Phew. I made it relatively unscathed!!! :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5476573795948300155
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Cold and warn reboot
Date: 1998/09/04
Message-ID: <35f36f1e.20338064@news.demon.co.uk>#1/1

X-Deja-AN: 387733661
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <rw5u32tiitr.fsf@polder.inria.fr> <35f2d5d3.3330559@news.demon.co.uk>
<35EE6DF4.16407ED4@inria.fr>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904885834 nnrp-10:18923 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 03 Sep 1998 12:22:44 +0200, "Dominique B►r►ziat"
<dominique.bereziat@inria.fr> wrote:

```
>Guy Harrison wrote:
>
>>  The obvious question is why? ;-)
>
>a personal use :).
```

oic! <G>

```
>> The code, based on the above assumptions ...
>>
>> void
>> Reset(bool coldstart)
>> {uint32 pi      =0x31415926L;
>>  void   (*fcp)()        =*resetpc;
>>
>>  (void)Super(0L);
>>  *resvalid = coldstart ? ~pi : pi;
>>  (*fcp)();
>> }
>
>Thanx for your explanation,Bye
```

Note David's posting for ammendments ..

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8488559746878222184
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public

From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/09/04
Message-ID: <35F00761.CAAB149D@ios.chalmers.se>
X-Deja-AN: 387863181
Content-Transfer-Encoding: 7bit
Organization: Chalmers University of Technology
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> Yes, that's it exactly. Btw, addresses like 123.456.789.012 are known
> as "dotted quads".

I saw something about 'dest_host' when using TCP_open, and it was a
32bit value. Does it mean that the dotted quad is that value, or is the
value a pointer to a string that is for example '123.456.789.012'?

> >My game would have to be able to quickly send data
> >without confirming any connection otherwise the whole came would stop
> >while connection is being established.
>
> Before your game starts, you'll have used STiNG's dialler to connect
> to your ISP. STiNG will then start talking to your ISP. It won't be
> saying much - enough to prevent the ISP software hanging up the phone.

I didn't mean that. What i meant was that, when using TCP_open to alert
the destination that there is data coming (I guess that it's used that
way anyway), does the TCP_open call halt the whole system while it waits
for an answer? If it is that way my game would halt during that time,
and then suddenly continue. Very annoying.

> On the other hand, if you had your game running on two machines which
> were connected directly together then there's be no dialling. You'd
> just enable STiNG on both machines end they'd talk to each other -
> enough to prevent the other one 'hanging up'.
>
> Now you'd have the actual game start. It would open a connection to
> the other machine(s) and they'd start talking.

Yes, i've already thought about it for awhile. Mario Becroft's game
'Manouver' uses a technique where one of the two computers waits for the
other to send him some sort of alert message. I guess he uses TCP_open
and then TCP_send to send the computer's address to the other recipient.
My game, in which I want as many as 8 players, one of the computers
would have to act as the 'master' and the others as 'slaves'. The master
would then just have to sit and wait for the slaves to alert him,
telling him their addresses.

> STiNG does it. The approach is similar to using files. TCP_open is
> rather like Fcreate/Fopen, TCP_send is like Fwrite. There's other
> stuff of course but essentially you have a handle, a buffer and the
> buffer size. You stuff data into TCP_write and STiNG sends it.

> Meanwhile anything STiNG receives gets bundled together internally
> waiting for you to read it.

I just hope that it isn't exactly like Fopen, because then there would
be that infamous delay which I don't want.

> The design of TCP allows its data packets to find their own way
> around. Certain packets might decide to take one route, other packets
> could take another. There is no way to tell. This means they can
> arrive in the wrong order. Some may arrive corrupted. Others may not
> arrive at all. The corrupted and missing packets require a request be
> sent to resend them. By the time your code gets data from STiNG all
> these low level problems have been dealt with you'll no doubt be glad
> to hear!

So I won't have to check wether the data is alright, since STiNG has
already requested a resend? Yes, I'm glad to hear that. :-)
It doesn't matter which order they appear. I'll just add some type of
clock-value to the string i'm sending. The recipient will then know if
to use the data coming in or to ignore it. Since the game is a racing
game of type 'Lotus' the cars may jerk a bit, if the connection isn't
fast enough, but that's the players' problem. ;-)

> >Does the STiNG-cookie contain a pointer to this tpl-structure?
>
> Yes, but indirectly. Amazingly I've located some code from ages ago.
> Oh no you're probably thinking, "not more C" but further down - I've
> had MWC output commented assembly. Like I said, the syntax is strange
> but you'll no doubt find it easy to work out. ;-)

> Is the above in any way helpful?

Ermm, no... ;-) Sorry
Maybe it would be easier with a pseudo-code example. All I need to know
is what to do in some easy steps. The docs just said that there were
"some strings to check". It didn't say what strings, at which offset,
and what they should be.

> >If so
> >then i've understood how to call for example tcp_open. But I would still
> >need to know the essentials like if STiNG requieres a VBL-interrupt and
> >AES.
>
> The dialler/config is a Gem program and there are a couple of CPX's so
> in that respect the AES is needed. However, most of the information
> they work with exist in simple text files which you can set manually.
> That just leaves the dialler. Maybe you could dial then run your game?

Yes, of course the game would have to rely on the user already having
established the connection. What I really need to now is if the
STiNG-core uses AES-events for its main loop. And what interrupts it

uses. If it uses Timer A for DMA-operations then I'm out of luck,
because I think that's the way the sound-module replay routine transfers
sample data to/from the DSP. (I use the excellent replay rout by
BiTMaSTeR/TCE)

> As for interrupts, I'm really not too sure. I'll stick my neck out
> here and say that it is interrupt driven but I don't know any more
> than that. Perhaps you could write a small command line driven STiNG
> test program, try it under Gem with STiNG running as normal. Then try
> it with your game and Pexec() the test program - see if it still
> works?

I just thought of that. :-)
But an answer from Peter Rottengatter would of course be the best. Isn't
he the one who coded the whole thing?

```
> >> move.l  $1008,a0
> >> move.l  (a0),a0
> >> jsr     (a0)
> >>
> >> Forgive my assembler - it's been a long while, and the MWC assembler
> >> uses really odd syntax!
> >
> >Actually wouldn't it be right with:
> >
> >move.l $1008,a0        get pointer at $1008
> >jsr    (a0)            use that pointer to jsr to
> >
> >Thats the same way I call my joystick-reading routine in the game.
>
> I think I mean #$1008 :-)
```

;-)

> >And results of the function, can I fetch them from the stack too? Please
> >excuse my tiny knowledge of the C language.
>
> oops, forgot all about that! This one's easy - register d0, either as
> a 16 bit or 32 bit value. It doesn't matter what 'type' the C source
> code says it is. If the value boils down to a WORD then it'll be in
> d0.w (high word is undefined), and if it boils down to a LONG then
> it'll be in d0.l. As pointers are always 32 bits on the Atari then
> they'll always be d0.l as well.

So when there's just about success/failure then the low word of d0 will
contain zero for success and -1 for failure (or is it the other way
round?)

> Strictly speaking, a C compiler can use any method it wants but
> fortunately there is a standard method which can be forced upon the
> compiler. This standard is:
>

> Push arguments starting with the rightmost argument and work left.
> Caller must pop the arguments.
> Result returned in d0.w or d0.l
> 'char' is extended to 'int' (ambiguous - more below).
>
> On the Atari the keywords 'cdecl' and 'stdargs' usually appear along
> with the functions in the header files. They tell the compiler to use
> the above convention.

Good you told me, that 'cdecl' was getting on my nerves since I couldn't
figure out what is was for. :-)

It's also good that I've just started attending a course in C++
programming. Now I'll be able to figure things out myself. ;-)

> Hmm, the API pointer you mention is what I'm referring to as the TPL
> pointer! This is confirmed in the source code way back near the
> beginning of this post.

Excellent! Then I think I'm beginning to get the idea of how to make the
whole thing work. :-)
So to sum it all up: the cookie contains a pointer to the DRV_LIST,
which contains a pointer to a function get_dftab, which, if called with
a pointer to a string 'TRANSPORT_TCPIP', returns a pointer to the API
(TPL) structure. And from there on it's just straight autobahn. ;-)

Thanks for all your help!!! :-)

> I'm using an old header file for STiK. STiNG is backwards compatible
> so I don't think it is a problem this early in the game - but it might
> be going under a different name. It would be odd but not impossible.
>
> Just to double check, do a search through the header files using
> "extern" as the search word. You should come across this:
>
> extern TPL *tpl;
>
> If you don't, can you post what does match "extern" please?
>
> oo - what a long posting! <G>

Yepp, but it was helpful. :-)

Regards
Henrik

From 5201126117999316500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: David Knight <david@ritter.demon.co.uk>

Subject: Re: STiNG-programming
Date: 1998/09/04
Message-ID: <m3soi7ydah.fsf@ritter.demon.co.uk>#1/1
X-Deja-AN: 387942815
X-NNTP-Posting-Host: ritter.demon.co.uk:158.152.5.227
References: <35F00761.CAAB149D@ios.chalmers.se>
X-Trace: news.demon.co.uk 904938802 nnrp-02:20545 NO-IDENT
ritter.demon.co.uk:158.152.5.227
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@demon.net

Gilda Henrik <di98gihe@ios.chalmers.se> writes:

> > Yes, that's it exactly. Btw, addresses like 123.456.789.012 are known
> > as "dotted quads".
>
> I saw something about 'dest_host' when using TCP_open, and it was a
> 32bit value. Does it mean that the dotted quad is that value, or is the
> value a pointer to a string that is for example '123.456.789.012'?

the dotted quad is the value. Each of the numbers in the dotted quad
is simply an 8 bit number, meaning the above one is impossible :-)

so for an address of 149.76.12.4 you would use the value $954c0c04

> I didn't mean that. What i meant was that, when using TCP_open to alert
> the destination that there is data coming (I guess that it's used that

TCP_open opens a connection to the destination that stays open until you
close it with TCP_close or the other end closes (in which case you will
receive an error when trying to read/write to that handle)

> way anyway), does the TCP_open call halt the whole system while it waits
> for an answer? If it is that way my game would halt during that time,
> and then suddenly continue. Very annoying.

To actually know there is data to read you will need to check yourself,
either by trying to read the data, or by using CNbyte_count.

David

From 6908904425739152611
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STiNG-programming
Date: 1998/09/05

Message-ID: <35f14306.11093862@news.demon.co.uk>
X-Deja-AN: 388091964
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35F00761.CAAB149D@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904979066 nnrp-07:25553 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 04 Sep 1998 17:29:37 +0200, Gilda Henrik
<di98gihe@ios.chalmers.se> wrote:

I'd better be a bit ruthless and do some snipping ... ;-)

>I saw something about 'dest_host' when using TCP_open, and it was a
>32bit value. Does it mean that the dotted quad is that value,

Yes. Btw, each of the four parts of the dotted quad take values in the
range 0..255 thus 9.10.254.11 is $09.$0A.$FE.$0B and is simply passed
to TCP_open as $090AFE0B

>or is the
>value a pointer to a string that is for example '123.456.789.012'?

You get the dotted quad from the resolve() function. The third
argument is the address to which you want the quad written. Just read
the quad and pass it to TCP_open.

>I didn't mean that. What i meant was that, when using TCP_open to alert
>the destination that there is data coming (I guess that it's used that
>way anyway), does the TCP_open call halt the whole system while it waits
>for an answer? If it is that way my game would halt during that time,
>and then suddenly continue. Very annoying.

I dunno if TCP_open blocks or not (it has different modes) but it
doesn't matter as it would be part of the game initialisation and not
be closed until the game finished.

TCP_open establishes a connection to a "socket". There are various
sockets with different purposes. For example, if you wanted to send an
email you'd connect to socket 25 which knows about the necessary SMTP
posting commands. When you're done you'd use TCP_close to disconnect
from the socket. Beware that either end can disconnect from the socket
at any time. Hopefully they do this gracefully by telling each other,
but sometimes this isn't possible (one end might have crashed) thus
TCP has to rely on timeouts. If one of these triggers your code may
have to decide on the action to take - try again - give up etc.

Assuming there's no problems, the main part of your game would send

data using TCP_send. STiNG constructs the TCP packets and 'injects' them into the socket. They find their own way to the destination.

Receiving is similar. STiNG looks at the TCP packets that arrive. Packets that aren't meant for this host (ie they don't match the dotted quad) either get thrown away or are routed to somewhere closer to where they should be going. The ones that match get stored awaiting your code to read them. Use the CNxxx() functions for this (eg CNbyte_count() - it doesn't block if no data is waiting).

>Yes, i've already thought about it for awhile. Mario Becroft's game
>'Manouver' uses a technique where one of the two computers waits for the
>other to send him some sort of alert message. I guess he uses TCP_open
>and then TCP_send to send the computer's address to the other recipient.

This is a bit tricky, mainly because I have little experience in this area. ;-)

You resolve the hostname and get a quad. You then open a connection to a socket using that quad. Somehow the two machines are talking. Ordinarily STiNG acts as a client and relies on your ISP to figure out the rest but it can act as a server. I think one of the machines running the game will have to act as a server, the others will be clients. It doesn't matter which one of them takes on the job of server as long as one of them does and none of the others do.

I really am treading on thin ice here - I could be wrong!

>My game, in which I want as many as 8 players, one of the computers
>would have to act as the 'master' and the others as 'slaves'. The master
>would then just have to sit and wait for the slaves to alert him,
>telling him their addresses.

Although I know nothing about UDP I think it is worth investigating further. I believe it is less complex than TCP and may allow you to let all the machines talk without the complexities of servers etc. Again, I could be wrong but I'd hate to think of you going to all that trouble only to find UDP was a much better solution.

>> STiNG does it. The approach is similar to using files. TCP_open is
>> rather like Fcreate/Fopen, TCP_send is like Fwrite. There's other
>> stuff of course but essentially you have a handle, a buffer and the
>> buffer size. You stuff data into TCP_write and STiNG sends it.
>> Meanwhile anything STiNG receives gets bundled together internally
>> waiting for you to read it.
>
>I just hope that it isn't exactly like Fopen, because then there would
>be that infamous delay which I don't want.

Nope. :-)

CNbyte_count() returns negative if there's an error, the number of bytes waiting if positive, and zero if there's nothing. It returns

immediately.

>> The design of TCP allows its data packets to find their own way
>> around. Certain packets might decide to take one route, other packets
>> could take another. There is no way to tell. This means they can
>> arrive in the wrong order. Some may arrive corrupted. Others may not
>> arrive at all. The corrupted and missing packets require a request be
>> sent to resend them. By the time your code gets data from STiNG all
>> these low level problems have been dealt with you'll no doubt be glad
>> to hear!
>
>So I won't have to check wether the data is alright, since STiNG has
>already requested a resend? Yes, I'm glad to hear that. :-)

Correct.

>It doesn't matter which order they appear.

They'll come out of STiNG in the same order they went in. If a packet
in the middle goes missing you'll not be able to get at the ones after
it until the missing one arrives.

>I'll just add some type of
>clock-value to the string i'm sending. The recipient will then know if
>to use the data coming in or to ignore it.

The paragraph above might annoy you then. Don't worry though. In
reality, if a packet doesn't arrive then usually none of the others do
because the most likely cause is network delays. If that isn't the
problem then the missing packet will turn up so quickly you'll not
notice.

>Since the game is a racing
>game of type 'Lotus' the cars may jerk a bit, if the connection isn't
>fast enough, but that's the players' problem. ;-)

Yes. :-))

Besides, if you're not transmitting much more than movement
information then network delays becomes the only important factor.
There'll be no strain on the telephone line.

>> Is the above in any way helpful?
>
>Ermm, no... ;-) Sorry

Oh well. I hoped having the assembler for the C source might help -
but there was rather a *lot* of it.

>Maybe it would be easier with a pseudo-code example. All I need to know
>is what to do in some easy steps. The docs just said that there were
>"some strings to check". It didn't say what strings, at which offset,
>and what they should be.

If you give me the url where you got the development docs from I'll go
get a copy myself.

>> As for interrupts, I'm really not too sure. I'll stick my neck out
>> here and say that it is interrupt driven but I don't know any more
>> than that. Perhaps you could write a small command line driven STiNG
>> test program, try it under Gem with STiNG running as normal. Then try
>> it with your game and Pexec() the test program - see if it still
>> works?
>
>I just thought of that. :-)

Hehe!!

>But an answer from Peter Rottengatter would of course be the best. Isn't
>he the one who coded the whole thing?

Yes. He usually frequents this newsgroup. I guess you've been unlucky.
He might be on holiday or something.

>> oops, forgot all about that! This one's easy - register d0, either as
>> a 16 bit or 32 bit value. It doesn't matter what 'type' the C source
>> code says it is. If the value boils down to a WORD then it'll be in
>> d0.w (high word is undefined), and if it boils down to a LONG then
>> it'll be in d0.l. As pointers are always 32 bits on the Atari then
>> they'll always be d0.l as well.
>
>So when there's just about success/failure then the low word of d0 will
>contain zero for success and -1 for failure (or is it the other way
>round?)

It depends on the compiler. C defines false to be zero and true to be
any values that are not false (it makes sense - really). Simply test
for "not zero" and you'll be fine.

In practice:
Typically, false=0 and true=1 but all too often you'll find true=-1
(logical !false is 1, whereas bitwise ~false is -1). As the boolean
datatype is usually defined in terms of 'int' then bool might be a 16
or 32 bit value giving us four probable 'true's ...

$0001
$FFFF
$00000001
$FFFFFFFF

Hence testing for "not zero" is a really good idea!
Use "not zero" unless docs specifically state different.

>It's also good that I've just started attending a course in C++
>programming. Now I'll be able to figure things out myself. ;-)

I'm off to do a C++ course quite soon as well! <G>

>Excellent! Then I think I'm beginning to get the idea of how to make the
>whole thing work. :-)
>So to sum it all up: the cookie contains a pointer to the DRV_LIST,
>which contains a pointer to a function get_dftab, which, if called with
>a pointer to a string 'TRANSPORT_TCPIP', returns a pointer to the API
>(TPL) structure. And from there on it's just straight autobahn. ;-)

Yep. <G>

>Thanks for all your help!!! :-)

No problem. Much better for me than sitting in front of the TV.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8867450992014357178
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ecde793902b979e0,start
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: quel langage choisir??
Date: 1998/09/05
Message-ID: <6ss11hiom1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 388214661
References: <6srbei$e6a$1@platane.wanadoo.fr>
X-Trace: roch.zetnet.co.uk 905021297 19222 194.247.41.26 (5 Sep 1998 18:48:17 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 5 Sep 1998 18:48:17 GMT
Newsgroups: comp.sys.atari.programmer

On 5 Sep 1998 14:34:10 +, "HUILLE Erika" wrote:

>Salut!

Salut, Erika.

Pardonnez moi, ma francais n'est pas bonne. Je responderai en anglais
:-)

>En faite, ce que j'aimerai faire, c'est r?aliser des objets, les faire
>bouger, ...

Games programming? Your best choice would be STOS.

>Mais aussi des petits programmes que je peux lancer sous works ou sous
>windows par exemple.

Ah, serious programs! Many people use C. If you use this too you will
be able to get a lot of advice and help.

If you do not want to spend much time learning you may be better using
a Basic. Have you programmed before? If so I guess you will know some
Basic already.

A bientot, chouchou.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 7348462779408095972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8545812600a10fb
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Help wanted: interrupts in C
Date: 1998/09/05
Message-ID: <Eyu1uE.MIv@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 388303536
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6rtvogorf1@nz12.rz.uni-karlsruhe.de>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6rtvogorf1@nz12.rz.uni-karlsruhe.de>,
    ugg1@rzstud1.rz.uni-karlsruhe.de (Marcus Krummacher) writes:

> Can anyone give me an introduction in programming interrupts in (Pure) C on
> my Atari ST? I want to program a sequencer, so the main program should be
> interrupted to increase the pulse-per-quarter-counter in certain intervals
> depending on the bpms. Please try to explain easily for I had a break in
> programming for a few years.
>
> Please mail and not post!

If you don't bother to read the news, you shouldn't post questions there
in the first place.

Interrupt programming is a bit tricky, since everything must be right, and

you need to worry about all time behaviour, CPU registers usage, stack access etc. of the code. For this reason, I always write wrapping code in assembler if some C code is to be executed from an interrupt. That wrapping code does all the installation, and saves/restores registers etc. You need to know your compiler *very* well if you attempt to do it without.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
----

From 1945408438809380948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: WHO WHAT WHERE
Date: 1998/09/05
Message-ID: <Eyu20o.MJH@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 388307809
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <35c64bb5.4381943@news.zetnet.co.uk>
<35c70f41.1125357398@news.wanadoo.fr> <rw5r9y68ohd.fsf@polder.inria.fr>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <rw5r9y68ohd.fsf@polder.inria.fr>,
     Dominique Bereziat <bereziat@polder.inria.fr> writes:
>
> Hi everybody,
> here a list of my atari productions :
>
> ...
>
> That's all folk

That's pretty impressive. Have you released that all to the public ?

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot

---

From 4833044809984452534
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Cold and warn reboot
Date: 1998/09/05
Message-ID: <Eyu31J.MpD@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 388307810
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <rw5u32tiitr.fsf@polder.inria.fr> <35f2d5d3.3330559@news.demon.co.uk>
<35ef9e89.33968317@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35ef9e89.33968317@news.zetnet.co.uk>,
     paxton@zetnet.co.uk writes:

>>>Hi everybody,
>>>i would like to know how perform a cold and a warn reboot
>>>under plain-TOS (a C example will be welcomed).
>>
>>The obvious question is why? ;-)
>
> The obvious answer is "Non of yer business mush!" :)
>
> But there are reasons..

No, there aren't, not even with the reasons you stated here. If caching filesystems are used, a RESET can leave a bad mess on the harddisk that is, if things go bad, not recoverable. I would never, ever let any executable on my hd do a RESET, apart from the proper shutdown tool. If I find a program that does, it won't stay on my hd any longer.

> if you find someone is tampering with your
> file then theres nothing better than a reset to put them off messing..

It's useless, as after the RESET it will succeed doing it.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -8431354034147803406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2aa20830dd6f999
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/05
Message-ID: <Eyu3u8.Mrr@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 388307811
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <35ED32E4.79C846F4@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35ED32E4.79C846F4@ios.chalmers.se>,
     Gilda Henrik <di98gihe@ios.chalmers.se> writes:

> I'm very interested in using STiNG in my game called Reeking Rubber (for
> the Falcon030), to give the ability of multiplayer mode.

Good move ... ;-)

> I code exclusively in assembly-language.

Have you checked Ronald Andersons STNGPASM package, which contains assembler
libraries for programming STinG ? Find it on my web page for instance.

> I've looked at some docs about coding sting, but it didn't give me the
> essential information I need, like:

Then it's likely you don't need it ;-))

> 1. Does STiNG need a VBL-interrupt to be able to run, or is it driven by
> some other interrupt? Now my game replaces the vbl-vector at $70, so no
> other vbl-interrupts are carried out. IOW my game does not use XBRA to
> link my vbl-routine inbetween the others, because the routine needs to
> be the first to be executed each VBL, to avoid flickering on the screen.

STinG runs from the 200 Hz system timer interrupt.

> 2. Is STiNG relying on AES events to run? I turn off AES in the game, so
> the OS won't do anything to my screens.

No. TOS programs using STinG are perfectly possible. Currently, you only need AES for running STING.CPX at boot time to set STinG active (unless you do not want to do it yourself in your code by using the appropriate STinG call), and AES is not needed anymore afterwards.

> 3. I've understood so far that it might be a good idea to let STiNG call
> a handler to take care of incoming IP-packets, and that I can patch in
> my own handler. It's just that the few examples available is in C. Where
> should the handler expect to find the pointer to the IP-packet?

It depends on which protocol you want to use. Most likely, it's TCP. For TCP the interface does not support callback functions. You can use callback functions for ICMP or IP though. Whether it's feasible to use IP directly depends on the type of your game, if it allows to run other software parallel, you should not use it. This means no callback. However, the CNget_NDB() is very efficient, so you might want to call it from your VBL code. That avoids callback.

> 4. How do I call the different functions of STiNG in assembler? I saw
> something about 'jsr to the required function', but where are the
> pointers to these functions? And input parameters to the functions,
> should they be put on the stack or in some data/address registers?

The functions are declared classic C style, i.e. parameters go on the stack. For the functions pointers, see the C example code that comes with STinG. Basically, the STiK cookie holds a longword that is a pointer to a structure. This structure contains a function pointer which must be called to gain the address of the array of function pointers. See STING.HYP for a more elaborate explanation. You do not need to bother with this scheme though if you use Ronalds assembler library.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From 2828564944197335278
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public

From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/05

Message-ID: <Eyu500.MzI@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 388307812
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <35EE7337.E33460B4@ios.chalmers.se>
<35ef389e.6386733@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35ef389e.6386733@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

> I believe you can send either type to the 'resolve' function. You

Yes.

> don't need a DNS server if you pass a dotted quad: obviously - there's
> nothing to look up!

Wrong. If resolve() is called with a dotted quad, it will still attempt
to figure out the mnemonic name (domain name) associated with that address
- basically the usual resolve function the other way round.

> The design of TCP allows its data packets to find their own way
> around. Certain packets might decide to take one route, other packets
> could take another. There is no way to tell.

This is more a feature of IP, rather than TCP. TCP acts to make this
invisible for the user.

> This means they can
> arrive in the wrong order. Some may arrive corrupted. Others may not
> arrive at all. The corrupted and missing packets require a request be
> sent to resend them. By the time your code gets data from STiNG all
> these low level problems have been dealt with you'll no doubt be glad
> to hear!

Then why scare him with it ? ;-)

> I don't know anything about ICMP I'm afraid.

Conceptually, ICMP is above IP, but by definition it is a part of it. It
is a control protocol used to transmit simple network related messages.

> I think UDP is a lower

> level protocol than TCP but I can't remember any details.

UDP is on the same level as TCP, but provides much less features.

> oops, forgot all about that! This one's easy - register d0, either as
> a 16 bit or 32 bit value. It doesn't matter what 'type' the C source
> code says it is. If the value boils down to a WORD then it'll be in
> d0.w (high word is undefined), and if it boils down to a LONG then
> it'll be in d0.l. As pointers are always 32 bits on the Atari then
> they'll always be d0.l as well.

Oops, should have said that too in my other message, so I'm glad you
pointed it out, Guy. Should add that pointers too are returned in d0
(not a0 as assembler programmers might have guessed).

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -4887122630353421083
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2aa20830dd6f999
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/05
Message-ID: <Eyu42q.MuM@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 388307814
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <35ED32E4.79C846F4@ios.chalmers.se>
<35f0a496.56261129@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35f0a496.56261129@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>4. How do I call the different functions of STiNG in assembler? I saw
>>something about 'jsr to the required function', but where are the
>>pointers to these functions?
>
> In the TPL structure which is declared in the transprt.h file. You'll

> see a line ...
>
> extern TPL *tpl;
>
> ... which is the base address through which all the functions are
> located.

Bad move ! Steve Adams had a reason why he wanted programmers to fetch
the TPL pointer via the get_dftab() function ! And that same reason made
me decide to take out the TPL pointer array from the DRV_HDR array
entirely, since it only tempts the programmer to access it directly.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 4718637564856668015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STiNG-programming
Date: 1998/09/06
Message-ID: <Eyu5K1.n71@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 388307813
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <35F00761.CAAB149D@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35F00761.CAAB149D@ios.chalmers.se>,
     Gilda Henrik <di98gihe@ios.chalmers.se> writes:

> I saw something about 'dest_host' when using TCP_open, and it was a
> 32bit value. Does it mean that the dotted quad is that value, or is the
> value a pointer to a string that is for example '123.456.789.012'?

It's the value. The dotted quad is merely a convenient way to write the
IP address, which by definition is a 32 bit word (not 4 bytes).

>> >My game would have to be able to quickly send data
>> >without confirming any connection otherwise the whole came would stop

>> >while connection is being established.
>>
>> Before your game starts, you'll have used STiNG's dialler to connect
>> to your ISP. STiNG will then start talking to your ISP. It won't be
>> saying much - enough to prevent the ISP software hanging up the phone.
>
> I didn't mean that. What i meant was that, when using TCP_open to alert
> the destination that there is data coming (I guess that it's used that
> way anyway), does the TCP_open call halt the whole system while it waits
> for an answer? If it is that way my game would halt during that time,
> and then suddenly continue. Very annoying.

No. Apart from the calls that carry the word "wait" inside their name
(TCP_wait_ack() for instance) and resolve, no call is blocking, they
all return immediately.

> My game, in which I want as many as 8 players, one of the computers
> would have to act as the 'master' and the others as 'slaves'. The master
> would then just have to sit and wait for the slaves to alert him,
> telling him their addresses.

Then you'd do a passive TCP_open at the master's side, i.e. the master
will become the server. It can simply try to receive data (will get a
E_LISTEN error code as long as not connected), or call TCP_wait_state()
to wait for the TESTABLISH state.

>> STiNG does it. The approach is similar to using files. TCP_open is
>> rather like Fcreate/Fopen, TCP_send is like Fwrite. There's other
>> stuff of course but essentially you have a handle, a buffer and the
>> buffer size. You stuff data into TCP_write and STiNG sends it.
>> Meanwhile anything STiNG receives gets bundled together internally
>> waiting for you to read it.
>
> I just hope that it isn't exactly like Fopen, because then there would
> be that infamous delay which I don't want.

It's done in the background, so no delay. Check out from time to time if
you're connected.

> So I won't have to check wether the data is alright, since STiNG has
> already requested a resend? Yes, I'm glad to hear that. :-)
> It doesn't matter which order they appear. I'll just add some type of
> clock-value to the string i'm sending. The recipient will then know if
> to use the data coming in or to ignore it.

With TCP, that is not necessary. TCP ensures correct order.

> But an answer from Peter Rottengatter would of course be the best. Isn't
> he the one who coded the whole thing?

Yes. With the exception of the resolve() code which is by Ronald Anderson.

> So when there's just about success/failure then the low word of d0 will
> contain zero for success and -1 for failure (or is it the other way
> round?)

It depends on the function you're calling. Check out the docs. Functions
that only return error codes will return E_NORMAL for success, which is
#define'd to zero.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -6791377457456354561
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,ecde793902b979e0
X-Google-Attributes: gid1115ce,public
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Subject: Re: quel langage choisir??
Date: 1998/09/07
Message-ID: <35F39988.303DEB11@mygale.REMOVETHIS.org>#1/1
X-Deja-AN: 388634721
Content-Transfer-Encoding: 8bit
References: <6srbei$e6a$1@platane.wanadoo.fr>
Content-Type: text/plain; charset=iso-8859-1
Organization: x
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

HUILLE Erika a ©crit:
>
> Salut!
> Je veux me lancer dans la programmation, mais je ne sais pas exactement quel
> langage choisir???

En tous cas pas le fran©ais dans un forum international!

> En faite, ce que j'aimerai faire, c'est r©aliser des objets, les faire
> bouger, ...
> Mais aussi des petits programmes que je peux lancer sous works ou sous
> windows par exemple.

Works ou Windows ? On dirait que tu t'es encore plus tromp© ! C'est
Atari ici, pas PC !

Cheers,
Nick
--
```
   |||    Nicholas Bales, France             bales@
===|||================================ mygale.org
  / | \   The Atari ST Quick FAQ
-'  '  `- http://www.mygale.org/~bales/quickfaq.htm
```

From 4164706847459770045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <bereziat@polder.inria.fr>
Subject: Re: WHO WHAT WHERE
Date: 1998/09/07
Message-ID: <rw5k93g9lf3.fsf@polder.inria.fr>#1/1
X-Deja-AN: 388672678
Content-Transfer-Encoding: 8bit
References: <35c64bb5.4381943@news.zetnet.co.uk>
<35c70f41.1125357398@news.wanadoo.fr> <rw5r9y68ohd.fsf@polder.inria.fr>
<Eyu20o.MJH@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=iso-8859-1
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) writes:

> That's pretty impressive. Have you released that all to the public ?
yes, all these products are available on my web page
http://www-air.inria.fr/~bereziat/windom.html. They are not uploaded
to main ftp server yet.
Bye.
--
Dom

From -4606982030437988130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: WHO WHAT WHERE
Date: 1998/09/07
Message-ID: <905169231.491834@tornado.itea.ntnu.no>#1/1
X-Deja-AN: 388681582
Cache-Post-Path: tornado.itea.ntnu.no!joska@pingle.nvg.ntnu.no
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>

References: <35c64bb5.4381943@news.zetnet.co.uk>
<35c70f41.1125357398@news.wanadoo.fr> <rw5r9y68ohd.fsf@polder.inria.fr>
<Eyu20o.MJH@suse.modem.stud.uni-hannover.de> <rw5k93g9lf3.fsf@polder.inria.fr>
Organization: The Norwegian University of Science and Technology
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Dominique Bereziat <bereziat@polder.inria.fr> wrote:
> perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) writes:

>> That's pretty impressive. Have you released that all to the public ?
> yes, all these products are available on my web page
> http://www-air.inria.fr/~bereziat/windom.html. They are not uploaded
> to main ftp server yet.

I just had a look at it, and it looked very impressive :-) I couldn't
understand a word of it though, do you intend to release english
versions?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From -2699408906491143828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <bereziat@polder.inria.fr>
Subject: Re: Cold and warn reboot
Date: 1998/09/07
Message-ID: <rw5iuj09jbh.fsf@polder.inria.fr>#1/1
X-Deja-AN: 388690598
Content-Transfer-Encoding: 8bit
References: <rw5u32tiitr.fsf@polder.inria.fr>
<35f2d5d3.3330559@news.demon.co.uk> <35ef9e89.33968317@news.zetnet.co.uk>
<Eyu31J.MpD@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=iso-8859-1
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) writes:

> In article <35ef9e89.33968317@news.zetnet.co.uk>,
> paxton@zetnet.co.uk writes:
>

> >>>Hi everybody,
> >>>i would like to know how perform a cold and a warn reboot
> >>>under plain-TOS (a C example will be welcomed).
> >>
> >>The obvious question is why? ;-)
> >
> > The obvious answer is "Non of yer business mush!" :)
> >
> > But there are reasons..
>
> No, there aren't, not even with the reasons you stated here. If caching
> filesystems are used, a RESET can leave a bad mess on the harddisk that
> is, if things go bad, not recoverable. I would never, ever let any exe-
> cutable on my hd do a RESET, apart from the proper shutdown tool. If I
> find a program that does, it won't stay on my hd any longer.

In fact, i'm coding a shutdown tool working under plainTOS. The MagiC shutdown with the STOP folder is a great idea because i can update some of configuration files
during the shutdown. I want extend this idea to TOS. Eg: when i start a TOS session, i use a personal environement, for that purpose, i use a login program,
a set of environemental variables (HOME,USER,...) and a logout program. If i modify my NEWDESK.INF, during the shutdown this file is copying in a special folder (in my home dir, depending on $HOME). In the next session, during the login session, this file is copying in my root directory. The reset is used with plainTOS (not multitasking system) by logout to complete the shutdown and restart
the system.

It seems complex, but with two very simple programs, i have a multiuser environmental
with MagiC, MultiTOS and TOS. Each user has to edit 2 files: login.cnf that performs
somes action during boot and logout.cnf that performs some actions during shutdown.
There is a third file 'login.usr' that describe each user (as /etc/passwd in unix).

If you are interesting in, i'll put this on my web page. But currently it is just a personal usage.
--
bye

From 7664673694599991993
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/09/07

Message-ID: <35F3F13E.D8418CBC@ios.chalmers.se>#1/1
X-Deja-AN: 388705963
Content-Transfer-Encoding: 8bit
Organization: Chalmers University of Technology
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> STinG runs from the 200 Hz system timer interrupt.

Yes!!! Then it will surely work with my game! :-)
Because the only interrupts I change during startup is the vbl-vector,
and BiTMaSTeR's replay routine probably uses some DMA-interrupt to feed
the DSP.

> > 2. Is STiNG relying on AES events to run? I turn off AES in the game, so
> > the OS won't do anything to my screens.
>
> No. TOS programs using STinG are perfectly possible. Currently, you only
> need AES for running STING.CPX at boot time to set STinG active (unless
> you do not want to do it yourself in your code by using the appropriate
> STinG call), and AES is not needed anymore afterwards.

Excellent. This makes it even more possible.

Regards
Henrik Gild

From 1462804930717813746
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/09/07
Message-ID: <35F3F2CE.DD982406@ios.chalmers.se>#1/1
X-Deja-AN: 388705964
Content-Transfer-Encoding: 8bit
Organization: Chalmers University of Technology
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> > I saw something about 'dest_host' when using TCP_open, and it was a
> > 32bit value. Does it mean that the dotted quad is that value, or is the
> > value a pointer to a string that is for example '123.456.789.012'?
>
> It's the value. The dotted quad is merely a convenient way to write the
> IP address, which by definition is a 32 bit word (not 4 bytes).

> > My game, in which I want as many as 8 players, one of the computers
> > would have to act as the 'master' and the others as 'slaves'. The master
> > would then just have to sit and wait for the slaves to alert him,
> > telling him their addresses.
>
> Then you'd do a passive TCP_open at the master's side, i.e. the master
> will become the server. It can simply try to receive data (will get a
> E_LISTEN error code as long as not connected), or call TCP_wait_state()
> to wait for the TESTABLISH state.

How do I do that? With dest_host=0?

Regards
Henrik Gild

From -5285243979248338819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/09/07
Message-ID: <35F3FA79.B5B47E7B@ios.chalmers.se>#1/1
X-Deja-AN: 388715860
Content-Transfer-Encoding: 7bit
Organization: Chalmers University of Technology
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> >I saw something about 'dest_host' when using TCP_open, and it was a
> >32bit value. Does it mean that the dotted quad is that value,
>
> Yes. Btw, each of the four parts of the dotted quad take values in the
> range 0..255 thus 9.10.254.11 is $09.$0A.$FE.$0B and is simply passed
> to TCP_open as $090AFE0B

So is it a 32bit longword where each byte is one part of the dotted
quad, or would i just have to add the parts together?

> I dunno if TCP_open blocks or not (it has different modes) but it
> doesn't matter as it would be part of the game initialisation and not
> be closed until the game finished.

So you mean that i wouldn't have to call TCP_open everytime i want to
send something, i would only have to do it once and then the 'channel'
would stay open? Can i have several connections open at once?

> TCP_open establishes a connection to a "socket". There are various

> sockets with different purposes. For example, if you wanted to send an
> email you'd connect to socket 25 which knows about the necessary SMTP
> posting commands.

Is there some definition of which sockets i can use for my game? I saw
that Mario Becroft's game 'Manouvre' uses socket 13013. Can I use that
one too, or is it only for his game from now on?

> When you're done you'd use TCP_close to disconnect
> from the socket. Beware that either end can disconnect from the socket
> at any time. Hopefully they do this gracefully by telling each other,
> but sometimes this isn't possible (one end might have crashed) thus
> TCP has to rely on timeouts. If one of these triggers your code may
> have to decide on the action to take - try again - give up etc.
>
> Assuming there's no problems, the main part of your game would send
> data using TCP_send. STiNG constructs the TCP packets and 'injects'
> them into the socket. They find their own way to the destination.
>
> Receiving is similar. STiNG looks at the TCP packets that arrive.
> Packets that aren't meant for this host (ie they don't match the
> dotted quad) either get thrown away or are routed to somewhere closer
> to where they should be going. The ones that match get stored awaiting
> your code to read them. Use the CNxxx() functions for this (eg
> CNbyte_count() - it doesn't block if no data is waiting).

Does CNbyte_count() return how many bytes there are to read in total, or
how many bytes to read in this 'block'? If the later is true, would I
then have to call CNbyte_count several times until it tells me that
there are no more blocks for me to read?
Does CNget_NDB return the address to the string?

> CNbyte_count() returns negative if there's an error, the number of
> bytes waiting if positive, and zero if there's nothing. It returns
> immediately.

And how do I get the address from which I should read the data? (already
asked this earlier)

> They'll come out of STiNG in the same order they went in. If a packet
> in the middle goes missing you'll not be able to get at the ones after
> it until the missing one arrives.

It doesn't matter. That'll just make the other cars freeze at their
current positions for a while.

> >> As for interrupts, I'm really not too sure. I'll stick my neck out
> >> here and say that it is interrupt driven but I don't know any more
> >> than that. Perhaps you could write a small command line driven STiNG
> >> test program, try it under Gem with STiNG running as normal. Then try
> >> it with your game and Pexec() the test program - see if it still
> >> works?
> >

> >I just thought of that. :-)

I've written a small program that as yet only does the setup. It works
fine, it finds the cookie, calls get_dftab, and also prints who made the
tcp-layer and what version it is. Now i need another falcon to test this
whole thing in a small network. Had better get it.

> >Excellent! Then I think I'm beginning to get the idea of how to make the
> >whole thing work. :-)
> >So to sum it all up: the cookie contains a pointer to the DRV_LIST,
> >which contains a pointer to a function get_dftab, which, if called with
> >a pointer to a string 'TRANSPORT_TCPIP', returns a pointer to the API
> >(TPL) structure. And from there on it's just straight autobahn. ;-)

As you can read above, it works! :-)

> >Thanks for all your help!!! :-)
>
> No problem. Much better for me than sitting in front of the TV.

;-)

Regards
Henrik

From 372198224612561967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <bereziat@polder.inria.fr>
Subject: Re: WHO WHAT WHERE
Date: 1998/09/07
Message-ID: <rw5g1e49dif.fsf@polder.inria.fr>#1/1
X-Deja-AN: 388715861
Content-Transfer-Encoding: 8bit
References: <35c64bb5.4381943@news.zetnet.co.uk>
<35c70f41.1125357398@news.wanadoo.fr> <rw5r9y68ohd.fsf@polder.inria.fr>
<Eyu20o.MJH@suse.modem.stud.uni-hannover.de> <rw5k93g9lf3.fsf@polder.inria.fr>
<905169231.491834@tornado.itea.ntnu.no>
Content-Type: text/plain; charset=iso-8859-1
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein <joska@nuts.edu> writes:

> I just had a look at it, and it looked very impressive :-) I couldn't
> understand a word of it though, do you intend to release english
> versions?

Currently, i'm working on an english version of this page. Be patient, i will put an announce in this forum.

Bye.

From -1435415017600582443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7768dd226426d72,start
X-Google-Attributes: gid1115ce,public
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Subject: Another question
Date: 1998/09/07
Message-ID: <35F41A9E.8F412D08@wanadoo.fr>#1/1
X-Deja-AN: 388765968
Content-Transfer-Encoding: 7bit
Organization: Wanadoo - (Client of French Internet Provider)
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello to all !

I begin to be a boring man with my questions ! So my new question is :

Does exist a way to save an IT adress from the system function. I explain me because my english is poor...I want to put a new Interruption adress for example for Timer A. I have one xbios function (xbtimer) to put my new adress and launch the timera but i never see in the system functions a function to restore the new adress (to put the old adress) and restore all...

Thanks

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

From -7158764924857055212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7793777b958abbf9,start
X-Google-Attributes: gid1115ce,public
From: barrilli@club-internet.fr (Vincent Barrilliot)
Subject: Bus Error when calling Rsrc_gaddr()

Date: 1998/09/08
Message-ID: <6t1um7$83v$1@front4.grolier.fr>#1/1
X-Deja-AN: 388867392
X-Trace: front4.grolier.fr 905215495 8319 195.36.154.196 (8 Sep 1998 00:44:55 GMT)
Organization: Club-Internet (France)
NNTP-Posting-Date: 8 Sep 1998 00:44:55 GMT
Newsgroups: comp.sys.atari.programmer

Hi everybody,

Sorry to ask for such a simple question but I'm learning GEM, I'm
programming my fist dialog box with buttons, file selector and
editables, and there's a strange thing :
when calling Rsrc_gaddr(), it bombs (2 -> bus error). I tried to
find what's the matter but I've got no explanation by now.

I made my ressource file with Ressource Construction Set v3.0

This is a sample of my source :

```
     /* AES init   */
     ap_id=appl_init ();

     /* VDI init   */
     v_opnwk ( work_in, &handle, work_out);

     /* mouse -> arrow  */
     graf_mouse (0, 0L);

     /* load .rsc file  */
     if (!rsrc_load ("convaxen.rsc"))
          form_alert (1,"[3][Impossible de charger|CONVAXEN.RSC ![DIANTRE]");

     else /* get the adresse of the dialog box DIALOGUE  */
          if (!rsrc_gaddr (R_TREE, DIALOGUE, dial_adrs)) /***IT BOMBS HERE***/
               form_alert (1,"[3][Mauvais fichier|ressource ![GARGL !]");
     /*error*/
```

I've no problem when compiling/linking (variables defined, convaxen.h
included, etc).
Any idea or I'll have to tell Scully & Mulder about this affair ? ;)

Thanks for answers !

Vincent

From -7346574944905876417
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7793777b958abbf9
X-Google-Attributes: gid1115ce,public
From: barrilli@club-internet.fr (Vincent Barrilliot)

Subject: Re: Bus Error when calling Rsrc_gaddr()
Date: 1998/09/08
Message-ID: <6t21b5ags1@front4.grolier.fr>#1/1
X-Deja-AN: 388876454
References: <6t1um7$83v$1@front4.grolier.fr>
X-Trace: front4.grolier.fr 905218213 10780 195.36.154.201 (8 Sep 1998 01:30:13 GMT)
Organization: Club-Internet (France)
NNTP-Posting-Date: 8 Sep 1998 01:30:13 GMT
Newsgroups: comp.sys.atari.programmer

Me again ;)

I've found the error : the right call is
Rsrc_gaddr (R_TREE, DIALOGUE, &dial_adrs);
                                ^
the prototype is int rsrc_gaddr(int re_gtype, int re_gindex, void *gaddr);

BUT I have defined dial_adrs : OBJECT *dial_adrs so I don't find it very logical to re-precise it ! As an example, we don't write :
char *source;
char *dest;
 ...

str_cpy(&dest,&source) but str_cpy(dest,source) without '&' ...

Vincent

From 753582113636265603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: STiNG-programming
Date: 1998/09/08
Message-ID: <RQF2CW@tos.pl.net>#1/1
X-Deja-AN: 388955566
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

: So is it a 32bit longword where each byte is one part of the dotted
: quad, or would i just have to add the parts together?

As you could have seen in the example, each number in the "dotted decimal" IP address is one byte in the 32-bit longword.

: So you mean that i wouldn't have to call TCP_open everytime i want to
: send something, i would only have to do it once and then the 'channel'
: would stay open? Can i have several connections open at once?

In STiK, TCP_open() is a function that opens a connection so that you can send data to it, and read data from it. It's rather like opening a file. Once it's open, you can send and receive as much or as little data as you want, when ever you want. You can open any number of connections at once.

In a game such as you are suggesting, a sensible method would be for each of the slaves to open a connection to the master. Each slave would have one connection open, while the master would have many connections open - one for each slave. You would probably open the master first, which would listen for connections from a slave. When a slave is started up, it would open a connection to the master. That connection would only be closed when the slave or the master exits.

Presumably the master would keep track of the game parameters. So if your game included moving objects, for example, the master could calculate the positions and continually update all the slaves as to the current position. And when ever a user on one of the slaves performs an action such as moving the joystick, or whatever other inputs your game uses, it would send a message to the master telling it about the change. All this communication would take place over the sockets that were opened at the beginning, when each of the slaves was loaded.

: Is there some definition of which sockets i can use for my game? I saw
: that Mario Becroft's game 'Manouvre' uses socket 13013. Can I use that
: one too, or is it only for his game from now on?

To be honest I have no idea how one should really go about assigning a port number. I just picked that value out of the air. But there shouldn't be a problem, since in my networkable game the user can enter his own port number. This would be useful if the user wanted to run multiple copies of the game at once, each connected to a different person. In such a case the user could enter a different port number for each copy.

Some port numbers, especially the lower ones, are already reserved for various uses. For example port 25 does SMTP, for transporting mail, ports 20 and 21 are for ftp, and 23 is normally used for telnet. User software should normally use higher port numbers.

I admit I'm not extremely familiar with this area, and someone who knows more about it would be better able to advise you.

: Does CNbyte_count() return how many bytes there are to read in total, or
: how many bytes to read in this 'block'? If the later is true, would I
: then have to call CNbyte_count several times until it tells me that
: there are no more blocks for me to read?

Don't worry about the behind-the-scenes operation of the connection. You simply think of it as a stream. CNbyte_count() tells you how many bytes are waiting, it's as simple as that.

: > CNbyte_count() returns negative if there's an error, the number of
: > bytes waiting if positive, and zero if there's nothing. It returns

: > immediately.

: And how do I get the address from which I should read the data? (already
: asked this earlier)

The number of bytes waiting is the return value from CNbyte_count().

: I've written a small program that as yet only does the setup. It works
: fine, it finds the cookie, calls get_dftab, and also prints who made the
: tcp-layer and what version it is. Now i need another falcon to test this
: whole thing in a small network. Had better get it.

You could always run two copies of the program on a single machine. This
is how I tested my networked game during development, and I found it much
easier to do this than set up two separate machines.

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

From 4968624298780037308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7793777b958abbf9
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Bus Error when calling Rsrc_gaddr()
Date: 1998/09/08
Message-ID: <35f4ff961c4add0@xs4all.nl>#1/1
X-Deja-AN: 388968935
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
References: <6t1um7$83v$1@front4.grolier.fr> <6t21b5ags1@front4.grolier.fr>
Organization: Seni Translation Services
X-XS4ALL-Date: Tue, 08 Sep 1998 10:59:49 CEST
Newsgroups: comp.sys.atari.programmer

on Tue 08-09-98 01:30 Vincent Barrilliot wrote:

```
>Me again ;)
>
>I've found the error : the right call is
>Rsrc_gaddr ( R_TREE, DIALOGUE, &dial_adrs);
>                               ^
>the prototype is int rsrc_gaddr( int re_gtype, int re_gindex, void *gaddr );
>
>BUT I have defined dial_adrs : OBJECT *dial_adrs so I don't find it very
>logical to re-precise it ! As an example, we don't write :
>char *source;
>char *dest;
> ...
>
```

>str_cpy(&dest,&source)   but   str_cpy(dest,source)   without '&' ...

What rsrc_gaddr() returns in gaddr depends on the value of re_gtype.
For values between 0 and 6 it return the address of the pointer, for
other values the content of the pointer.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                              -*-
  "You might as well live." - Dorothy Parker

From -5984177219849428603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7793777b958abbf9
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Bus Error when calling Rsrc_gaddr()
Date: 1998/09/08
Message-ID: <6t2vb7$dp1$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 388984526
References: <6t1um7$83v$1@front4.grolier.fr> <6t21b5ags1@front4.grolier.fr>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

Vincent Barrilliot <barrilli@club-internet.fr> wrote:
> BUT I have defined dial_adrs : OBJECT *dial_adrs so I don't find it very
> logical to re-precise it ! As an example, we don't write :
> char *source;
> char *dest;
> ...
>
> str_cpy(&dest,&source)   but   str_cpy(dest,source)   without '&' ...

Of course you don't call strcpy() this way, but there's a big difference:

strcpy() just needs a pointer to some string, i.e. the address of the
string in memory. strcpy() therefore isn't able to alter the value of
your stringpointer, but only the memory it points to. You don't expect
dest or source to have another value after calling strcpy(), do you? But
you do so for the rsrc_gaddr()-call and your tree parameter.

For rsrc_gaddr() to retrieve the address of an object tree, you want to
receive a pointer to the tree. If you then only pass the address of
another tree in memory, rsrc_gaddr() will still treat it as a pointer to
a pointer to an object tree, as it couldn't return you the address
otherwise.

An example: You do the following:

```
    OBJECT *tree;

    tree = 0L;
    rsrc_gaddr(R_TREE, INFO, tree);
```

This will cause a crash because rsrc_gaddr() expects OBJECT ** and therefore tries to store the address of your INFO-tree in address 0L, because you only passed tree "by value".

```
    rsrc_gaddr(R_TREE, INFO, &tree);
```

This is OK, as you pass the address of your pointer to rsrc_gaddr(), and it's then able to store the address of your INFO-tree where you want it, because you passed tree "by reference".

strcpy() only needs the pointers passed "by value", because it does not want to change dest or source for you.

It may be easier to understand if you don't look at pointers, but at - say - integers:

```
void f1(int number)
{
    number = 0;
}

void f2(int *number)
{
    *number = 0;
}

int main(void)
{
    int a;

    a = 5;
    f1(a)
    printf("a = %d\n", a);
    f2(&a);
    printf("a = %d\n", a);
    return(0);
}
```

You'd never expect a to be different after calling f1(), and that's exactly what happens. But after calling f2(), a has the value 0, because you passed it "by reference" to a function which expects a pointer to an integer. f2() therefore didn't receive 5 as its parameter, but for example 0x10000L, the memory address where the value 5 of a is stored. Inside, f2() doesn't alter its argument, but the value it points to.

In this example, f1() is like strcpy(), f2() like rsrc_gaddr().

Hope that clears up things a bit.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -8300467843664567874
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/09/08
Message-ID: <35F53311.8B73583C@ios.chalmers.se>#1/1
X-Deja-AN: 389027498
Content-Transfer-Encoding: 8bit
Organization: Chalmers University of Technology
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>: And how do I get the address from which I should read the data? (already
>: asked this earlier)
>
>The number of bytes waiting is the return value from CNbyte_count().

Yes, but which function do I call to get the address to read from?

>: I've written a small program that as yet only does the setup. It works
>: fine, it finds the cookie, calls get_dftab, and also prints who made the
>: tcp-layer and what version it is. Now i need another falcon to test this
>: whole thing in a small network. Had better get it.
>
>You could always run two copies of the program on a single machine. This
>is how I tested my networked game during development, and I found it much
>easier to do this than set up two separate machines.

In order to do that, wouldn't I have to assign each of the two programs
a different IP? But STiNG only allows one IP/computer, or am I wrong?

Regards
Henrik Gild

From -7526601805655877929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3f29ddf77cb79ff,start
X-Google-Attributes: gid1115ce,public
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Subject: How to know default path ?
Date: 1998/09/08
Message-ID: <35F5600B.B1E04941@wanadoo.fr>#1/1
X-Deja-AN: 389083996
Content-Transfer-Encoding: 7bit
Organization: Wanadoo - (Client of French Internet Provider)
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello to all,

my question is the following :

How to know the path from the program is launching ?
I explain me, i laucnh the program but how the program know the path
where he is ?

Thanks to all !

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB   : http://perso.wanadoo.fr/softjee/
Mail   : SOFTJEE 47200 LONGUEVILLE (FRANCE)

From 8864266684259849621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3f29ddf77cb79ff
X-Google-Attributes: gid1115ce,public
From: pierre.tonthat@hol.fr (Pierre TONTHAT)
Subject: Re: How to know default path ?
Date: 1998/09/08
Message-ID: <6t42kb$d6o$1@news3.isdnet.net>#1/1
X-Deja-AN: 389138166
References: <35F5600B.B1E04941@wanadoo.fr>
Newsgroups: comp.sys.atari.programmer

On 8 Sep 1998 18:49:15 +, JACCARD Emmanuel wrote:
>How to know the path from the program is launching ?
>I explain me, i laucnh the program but how the program know the path
>where he is ?

```
my_path$=CHR$(GEMDOS(25)+65)+":"+DIR$(GEMDOS(25)+1)+"\"
```

DIR$() is the same as the GEMDOS(71,...

Bye !

Rajah Lone / Queen Meka

From 8494251004542780985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a5452a1ef0430ea,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Bus Error when calling R
Date: 1998/09/08
Message-ID: <307_9809081601@conchbbs.com>#1/1
X-Deja-AN: 389157276
Organization: Fidonet D.U.E. (713)944-7861
X-FTN-To: barrilli@club-internet.f
Newsgroups: comp.sys.atari.programmer

BTW, I have released Pure C source code for a function which uses
the _AKP cookie or palmode to handle the error messages for
rsrc_load() in most of the languages implemented, plus it can then
use fsel_input() to locate the RSC file.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 1375712220928966431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eab2493a338a0744,start
X-Google-Attributes: gid1115ce,public
From: michael@fastlane.net (Michael White)
Subject: Lattice C bugs on big projs
Date: 1998/09/09
Message-ID: <234C8851B63EC0EA.D58EE0EA48355F04.2DD85DFEDA3D722A@library-
proxy.airnews.net>#1/1
X-Deja-AN: 389299365

X-Orig-Message-ID: <6t56sa$12f@library3.airnews.net>
NNTP-Posting-Time: Wed Sep 9 01:23:06 1998
Organization: <<<<>>>>
NNTP-Proxy-Relay: library3
Abuse-Reports-To: abuse at fastlane.net to report improper postings
Newsgroups: comp.sys.atari.programmer

Hey all,

    Anyone out there using Lattice C 5.6 on any large (>285 .c files) projects? It seems to crash when attempting to edit a large project. It also fails to link properly by refusing to see the math library. And yes, the libraries are in the order recommended by the manual:

CSNB.O

<about 435 .c files>

LCGSNB.LIB
LCMSNB.LIB
LCSNB.LIB

    If no one has a solution to this, does anyone out there use makefiles with Lattice? Specifically, I need a makefile that will recursively do makes. I can do it with gcc/make, but I'm not quite sure about lc.ttp and clink.ttp with make.

Thanks in advance,

Michael White (michael@fastlane.net)

From 7472911243832265678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e2439fab3819c2f,start
X-Google-Attributes: gid1115ce,public
From: Benoit Perrin <genwax@geocities.com>
Subject: New release of the Visual Assembler
Date: 1998/09/09
Message-ID: <35F682B2.167EB0E7@geocities.com>#1/1
X-Deja-AN: 389363829
Content-Transfer-Encoding: 7bit
Organization: Gen & Wax
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Atari programmers,

the new release of the Visual Assembler 4.5 pl0 is now available.
Here is a summary of the capacities of this version:

http://www.geocities.com/SiliconValley/Bay/1209/visualuk.html

Version 4.5

4.5 Release 00 by Wax & Gen 7/IX/1998

After nearly one year of hard work, here comes the first Object Oriented Assembler Programming Environment.
[NEW]

* Kernel entirely re-viewed with an "object oriented" programming method.
* Open/evolutive architecture which will allow Network Distributed Applications. (every method-call is like a system message)
* Permits easy class creation and inheritance. (no multiple inheritance for the moment)
* Permits object encapsulation.
* Numerous facilities for programmers compared to C++ thanks to the "local method list".
* Permits easy class import and creation.
* EXCLUSIVITY : the non blocking drop down window-menu. (try it with wind1-menu in SRC/START)
* Infinite Timer and MouseZone automatic sharing to get rid of the GEM limitation. (easy thread programming)
* New library : "Workspace", for programs which need atom-malloc facilities. (for neuron simulation for instance)
* Intelligent internal V.A/programmer error detection with illegal+explanation in (a6).
* Extended debugging with Alert boxes showing methods, parameters ...
* Easy debugging in window with the VA-LOGGER. (a program to be put in accessory)
* User debug messages are possible using the VA-LOGGER. (sources included of course !)
* Keeps the VA 4.1 tree construction for GEM windows, children windows and children objects.
* Warning : Children windows are not yet available in this version !
* Warning : The windows toolabrs are not available in this version, they need the Children Windows.
* Warning : Chained-text object not available in this version !
* Minor bug introduction ;-)

and many more ... lots of libraries, functions and methods.

--
.--.

| Benoit PERRIN - Gen & Wax | e-mail: genwax@geocities.com |
| Visual Assembler once, Visual Assembler forever ! |
| http://www.geocities.com/SiliconValley/Bay/1209/ |
`----------'

From -925762990805312001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b0cf00e74e91660,start
X-Google-Attributes: gid1115ce,public
From: carson.wyndham@ULETH.CA
Subject: Help Looking for midi/sequecing code in asm
Date: 1998/09/09
Message-ID: <35F6C935.42DE599B@ULETH.CA>#1/1
X-Deja-AN: 389486589
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: University of Lethbridge
Mime-Version: 1.0
Reply-To: carson.wyndham@ULETH.CA
Newsgroups: comp.sys.atari.programmer

Im starting work on a x0x roland style sequencer and i have the gem
interface mostly complete. Im looking for some example source on midi or
if someone else has made
a sequencer in 68k asm that i could use to convert over for my new st
grove box prog
please send any info or code to the group or to gabberkid@hotmail.com
thanks
dave

From -4755108694019173631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eab2493a338a0744
X-Google-Attributes: gid1115ce,public
From: tkelly@pressenter.com (Terence Kelly)
Subject: Re: Lattice C bugs on big projs
Date: 1998/09/10
Message-ID: <6t7j54$1ba$1@jair.pressenter.com>#1/1
X-Deja-AN: 389627450
References: <234C8851B63EC0EA.D58EE0EA48355F04.2DD85DFEDA3D72
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

On 9 Sep 1998 06:23:06 , Michael White wrote:
>Hey all,
>
>   Anyone out there using Lattice C 5.6 on any large (>285 .c files) projects?
>It seems to crash when attempting to edit a large project. It also fails

>to link properly by refusing to see the math library. And yes, the
>libraries are in the order recommended by the manual:
>
>CSNB.O
>
><about 435 .c files>
>
>LCGSNB.LIB
>LCMSNB.LIB
>LCSNB.LIB
>
>   If no one has a solution to this, does anyone out there use makefiles
>with Lattice? Specifically, I need a makefile that will recursively
>do makes. I can do it with gcc/make, but I'm not quite sure about lc.ttp
>and clink.ttp with make.
>
>Thanks in advance,
>
>Michael White (michael@fastlane.net)
>.

Michael,

You need to be more specific about when Lattice crashes. Is it when
you try and add more c files ...? Isn't >285 a bit excessive? If
that really is the problem why don't you just combine the source
files to a more workable number or make a library. I have a project
that produces a 400K executable without any problems; no problems
with the math library either. If your project file is flakey, it
could easily produce all kinds of errors in the final link.

--Terry Kelly

From 1925596155789751800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7afbcc2f3830ac03,start
X-Google-Attributes: gid1115ce,public
From: "K.Hampf" <k_hampf@yahoo.com>
Subject: C stdaux probs
Date: 1998/09/10
Message-ID: <35f76218.0@d2o29.telia.com>#1/1
X-Deja-AN: 389643845
X-NNTP-Posting-Host: t3o29p54.telia.com
Organization: Telia Internet Services
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@internet.telia.com

I tried to do sort of a simple terminal function by just checking stdin and

stdaux with kbhit() and then getch() and getc(stdaux) for reading keys/chars
... but it doesn't at all cope with me. Everything freezes when I read from
stdaux! Writing is ok, the modem happily dials and such.
    Can this have anything to do with HSModa (7)? Or is it me being bogus?

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

From -6821579467493476414
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35aeae0f1bed4425,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: menu_popup()
Date: 1998/09/10
Message-ID: <Pine.BSI.3.96.980910023313.1139A-100000@usr02.primenet.com>#1/1
X-Deja-AN: 389659837
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@globalcenter.net
Organization: Frontier GlobalCenter Inc.
Mime-Version: 1.0
X-Posted-By: kellis@206.165.6.202 (kellis)
Newsgroups: comp.sys.atari.programmer

Hi, I have a little problem.
I think menu_popup() is the way to go without going with my own lib.
How is it possible to have:
A list popup (very long list, like 300 items) with the scroll bar?
SO far what I get is the scrollbar but up to the maximum of my RSC
height only. (which is 20 lines right now).
SO it works, but display 8 items out of 20.
How do I get a bigger list items without having to create a 1000 lines
RSC tree ;)

Thanks.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -6001639312757627868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,146008894f83b91a,start
X-Google-Attributes: gid1115ce,public
From: "Nicolas Repp" <060441410-0002@t-online.de>

Subject: programming-languages for TOS
Date: 1998/09/10
Message-ID: <01bddc9c$9a9b9ba0$9d18018f@fr124157>#1/1
X-Deja-AN: 389691544
Organization: Bosch Telecom
Reply-To: "Nicolas Repp" <Michael.Lang@pcm.bosch.de>
Newsgroups: comp.sys.atari.programmer

Hi there,
i am interestet in programming for TOS systems and i am want to know, what
languages are available. I do some JAVA programming - is there a kind of
JDK for the TOS system.

Thanx for every response,
Nick

From 1658225736677641369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,146008894f83b91a
X-Google-Attributes: gid1115ce,public
From: barrilli@club-internet.fr (Vincent Barrilliot)
Subject: Re: programming-languages for TOS
Date: 1998/09/10
Message-ID: <6t88p7$oi8$2@front3.grolier.fr>#1/1
X-Deja-AN: 389697949
References: <01bddc9c$9a9b9ba0$9d18018f@fr124157>
X-Trace: front3.grolier.fr 905422439 25160 195.36.154.213 (10 Sep 1998 10:13:59
GMT)
Organization: Club-Internet (France)
NNTP-Posting-Date: 10 Sep 1998 10:13:59 GMT
Newsgroups: comp.sys.atari.programmer

On 10 Sep 1998 09:19:10, "Nicolas Repp" wrote:
>Hi there,
>i am interestet in programming for TOS systems and i am want to know, what
>languages are available. I do some JAVA programming - is there a kind of
>JDK for the TOS system.
>
>Thanx for every response,
>Nick
>.

I think the only way to have JAVA on a Atari is to use Linux, but it's no
more TOS ;)
Langages on Atari are
asm68k, C, C++ (gnu), pascal, gfa-basic, omikron-basic, STOS basic, forth,
lisp, Eiffel (contact me if you want it !) , maybe other ones ...

Vincent

From 1902179736515655370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35aeae0f1bed4425
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: menu_popup()
Date: 1998/09/10
Message-ID: <905419860.196925@tornado.itea.ntnu.no>#1/1
X-Deja-AN: 389700806
Cache-Post-Path: tornado.itea.ntnu.no!joska@pingle.nvg.ntnu.no
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <Pine.BSI.3.96.980910023313.1139A-100000@usr02.primenet.com>
Organization: The Norwegian University of Science and Technology
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Katherine L Ellis <kellis@primenet.com> wrote:

> A list popup (very long list, like 300 items) with the scroll bar?
> SO far what I get is the scrollbar but up to the maximum of my RSC
> height only. (which is 20 lines right now).
> SO it works, but display 8 items out of 20.
> How do I get a bigger list items without having to create a 1000 lines
> RSC tree ;)

You need to create a tree that contains all items you want to display.
E.g. if you have 1000 items, then you need a 1000 lines high box with
1000 strings.

The popup-tree is very simple, so in your case I would suggest to
create it at run-time, perhaps everytime you need to display it
(depends on how static the contents is). Read the relevant docs in the
Compendium carefully first...

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -486110864289501040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b9a661dfe715dfa8,start
X-Google-Attributes: gid1115ce,public
From: "Nicolas Repp" <060441410-0002@t-online.de>
Subject: Milan

Date: 1998/09/10
Message-ID: <01bddcb8$9ec00740$9d18018f@fr124157>#1/1
X-Deja-AN: 389729193
Organization: Bosch Telecom
Reply-To: "Nicolas Repp" <Michael.Lang@pcm.bosch.de>
Newsgroups: comp.sys.atari.programmer

Hello again,
i am looking forward to buy an MILAN 040 - does someone have experience
with this machine ? Is it recommend ? Some years ago i owned a ST - but we
gave him away to buy a PC. So now i am looking for a newer one.

Nick

From -5915161112966243162
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,146008894f83b91a
X-Google-Attributes: gid1115ce,public
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Subject: Re: programming-languages for TOS
Date: 1998/09/10
Message-ID: <35F7C63B.D4E07632@mygale.REMOVETHIS.org>#1/1
X-Deja-AN: 389733208
Content-Transfer-Encoding: 8bit
References: <01bddc9c$9a9b9ba0$9d18018f@fr124157>
Content-Type: text/plain; charset=iso-8859-1
Organization: x
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Nicolas Repp a ?crit:
>
> Hi there,
> i am interestet in programming for TOS systems and i am want to know, what
> languages are available. I do some JAVA programming - is there a kind of
> JDK for the TOS system.
>
> Thanx for every response,
> Nick

There is no Java for TOS, as it would be too slow and power consuming.

On the Atari Platform you have access to Basic, GFA Basic, C, Assembly,
Pascal, Lisp, etc...

--
```
   |||    Nicholas Bales, France             bales@
===|||================================= mygale.org
  / | \   The Atari ST Quick FAQ
-'  '  `- http://www.mygale.org/~bales/quickfaq.htm
```

From 4133369474511157900
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b9a661dfe715dfa8
X-Google-Attributes: gid1115ce,public
From: Softjee <softjee@wanadoo.fr>
Subject: Re: Milan
Date: 1998/09/10
Message-ID: <35F8102A.ACC3EB50@wanadoo.fr>#1/1
X-Deja-AN: 389816768
Content-Transfer-Encoding: 8bit
References: <01bddcb8$9ec00740$9d18018f@fr124157>
Content-Type: text/plain; charset=iso-8859-1
Organization: Softjee
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

The answer is simple :

What do you want to make with it ?

I will have a Milan soon....

Nicolas Repp a ̂crit:

> Hello again,
> i am looking forward to buy an MILAN 040 - does someone have experience
> with this machine ? Is it recommend ? Some years ago i owned a ST - but we
> gave him away to buy a PC. So now i am looking for a newer one.
>
> Nick

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

From 870529596989038983
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2aa20830dd6f999
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: STiNG-programming
Date: 1998/09/10
Message-ID: <35f6a369.972728@news.demon.co.uk>#1/1
X-Deja-AN: 389870401
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35ED32E4.79C846F4@ios.chalmers.se>
<35f0a496.56261129@news.demon.co.uk> <Eyu42q.MuM@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 905461728 nnrp-10:28924 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 5 Sep 1998 23:32:50 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35f0a496.56261129@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>4. How do I call the different functions of STiNG in assembler? I saw
>>>something about 'jsr to the required function', but where are the
>>>pointers to these functions?
>>
>> In the TPL structure which is declared in the transprt.h file. You'll
>> see a line ...
>>
>> extern TPL *tpl;
>>
>> ... which is the base address through which all the functions are
>> located.
>
>Bad move ! Steve Adams had a reason why he wanted programmers to fetch
>the TPL pointer via the get_dftab() function ! And that same reason made
>me decide to take out the TPL pointer array from the DRV_HDR array
>entirely, since it only tempts the programmer to access it directly.

Ah. That makes a lot of sense. It also explains why Henrik could not
find it. I was relying on some old STiK code from way back!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1257631623968378152
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STiNG-programming
Date: 1998/09/10
Message-ID: <35f7a3fc.1119629@news.demon.co.uk>#1/1
X-Deja-AN: 389870402
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35EE7337.E33460B4@ios.chalmers.se>
<35ef389e.6386733@news.demon.co.uk> <Eyu500.MzI@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 905461730 nnrp-10:28924 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 5 Sep 1998 23:52:48 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35ef389e.6386733@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> I believe you can send either type to the 'resolve' function. You
>
>Yes.
>
>
>> don't need a DNS server if you pass a dotted quad: obviously - there's
>> nothing to look up!
>
>Wrong. If resolve() is called with a dotted quad, it will still attempt
>to figure out the mnemonic name (domain name) associated with that address
>- basically the usual resolve function the other way round.

Oh. I was unaware of this!

>> The design of TCP allows its data packets to find their own way
>> around. Certain packets might decide to take one route, other packets
>> could take another. There is no way to tell.
>
>This is more a feature of IP, rather than TCP. TCP acts to make this
>invisible for the user.
>
>
>> This means they can
>> arrive in the wrong order. Some may arrive corrupted. Others may not
>> arrive at all. The corrupted and missing packets require a request be
>> sent to resend them. By the time your code gets data from STiNG all
>> these low level problems have been dealt with you'll no doubt be glad
>> to hear!

>
>Then why scare him with it ? ;-)

An attempt at the reverse actually. I formed the impression he *might*
be thinking his code had to deal with some of these issues. It seemed
easier to state what some of the problems were then say "forget all
about it" ;-)

>> I don't know anything about ICMP I'm afraid.
>
>Conceptually, ICMP is above IP, but by definition it is a part of it. It
>is a control protocol used to transmit simple network related messages.
>
>
>> I think UDP is a lower
>> level protocol than TCP but I can't remember any details.
>
>UDP is on the same level as TCP, but provides much less features.

Am I correct in thinking it is less prone to network delays - but at
the 'expense' of TCP?

ie I read some news article somewhere, where someone was moaning that
UDP was slowing down TCP. This could have been a load of nonsense,
hence my suggestion UDP be looked into - in case that article did have
relevence.

>> oops, forgot all about that! This one's easy - register d0, either as
>> a 16 bit or 32 bit value. It doesn't matter what 'type' the C source
>> code says it is. If the value boils down to a WORD then it'll be in
>> d0.w (high word is undefined), and if it boils down to a LONG then
>> it'll be in d0.l. As pointers are always 32 bits on the Atari then
>> they'll always be d0.l as well.
>
>Oops, should have said that too in my other message, so I'm glad you
>pointed it out, Guy. Should add that pointers too are returned in d0
>(not a0 as assembler programmers might have guessed).

Yeah, but I forgot it originally as well! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 9155534025319355664
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,765670bacdb00a50
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STiNG-programming
Date: 1998/09/10
Message-ID: <35f8a829.2188707@news.demon.co.uk>
X-Deja-AN: 389870404
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35F3FA79.B5B47E7B@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 905461732 nnrp-10:28924 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 07 Sep 1998 17:23:37 +0200, Gilda Henrik
<di98gihe@ios.chalmers.se> wrote:

>> >I saw something about 'dest_host' when using TCP_open, and it was a
>> >32bit value. Does it mean that the dotted quad is that value,
>>
>> Yes. Btw, each of the four parts of the dotted quad take values in the
>> range 0..255 thus 9.10.254.11 is $09.$0A.$FE.$0B and is simply passed
>> to TCP_open as $090AFE0B
>
>So is it a 32bit longword where each byte is one part of the dotted
>quad,

Yes, but note what Peter stated: it is simply a 32 bit value - nothing
more. The implication of this is that provided the 32 bit value is
preserved it does not matter how it is physically stored. It just
happens to be this way for us. An Intel machine will no doubt subject
it to byte and word swapping.

>or would i just have to add the parts together?

Nope. No need to do anything with it, except preserve the value out of
the resolver and hand it to the functions which require it.

>> I dunno if TCP_open blocks or not (it has different modes) but it
>> doesn't matter as it would be part of the game initialisation and not
>> be closed until the game finished.
>
>So you mean that i wouldn't have to call TCP_open everytime i want to
>send something, i would only have to do it once and then the 'channel'
>would stay open?

Yes.

Both ends of the socket stay open until one of the ends decides to
close (TCP_close) it. Typically this will mean "end of game" ...

... but as you can never tell if the other end is still there then
some sort of code has to be in place to handle timeouts. The most
basic response in this case is to close the connection yourself,
perhaps prompting the user periodically (wait/close).

More elaborate code might allow a connection to be re-established and
continued but such a feature would serve no useful purpose here! ;-)

>Can i have several connections open at once?

Yes. Sometimes this is desirable or even necessary. The protocol
assigned to a socket dictates the range of options for software
connecting to it. There are features that must be supported and
(possibly) some that are optional.

You'll either be connecting to a socket which is reserved for 3rd
party use, or to one which is unassigned. Therefore, you'll be
defining the protocol and can do what you like. :-)

Btw, it'd be a good idea to have the default socket number in the user
options rather than hard coding it into the program.

>> TCP_open establishes a connection to a "socket". There are various
>> sockets with different purposes. For example, if you wanted to send an
>> email you'd connect to socket 25 which knows about the necessary SMTP
>> posting commands.
>
>Is there some definition of which sockets i can use for my game? I saw
>that Mario Becroft's game 'Manouvre' uses socket 13013. Can I use that
>one too, or is it only for his game from now on?

There is an RFC specifically dedicated to sockets. It explains which
socket numbers are used by which protocols. It'll also say which are
unused. Try and locate a site with RFC docs on it and do a search for
"socket" or "socket number"(s).

>> When you're done you'd use TCP_close to disconnect
>> from the socket. Beware that either end can disconnect from the socket
>> at any time. Hopefully they do this gracefully by telling each other,
>> but sometimes this isn't possible (one end might have crashed) thus
>> TCP has to rely on timeouts. If one of these triggers your code may
>> have to decide on the action to take - try again - give up etc.
>>
>> Assuming there's no problems, the main part of your game would send
>> data using TCP_send. STiNG constructs the TCP packets and 'injects'
>> them into the socket. They find their own way to the destination.
>>
>> Receiving is similar. STiNG looks at the TCP packets that arrive.
>> Packets that aren't meant for this host (ie they don't match the
>> dotted quad) either get thrown away or are routed to somewhere closer
>> to where they should be going. The ones that match get stored awaiting
>> your code to read them. Use the CNxxx() functions for this (eg
>> CNbyte_count() - it doesn't block if no data is waiting).

>
>Does CNbyte_count() return how many bytes there are to read in total, or
>how many bytes to read in this 'block'? If the later is true, would I
>then have to call CNbyte_count several times until it tells me that
>there are no more blocks for me to read?

Hmm, I'm not exactly sure what you're asking above.

It returns how many bytes are 'waiting' for you - that is the number
of bytes you can get out of STiNG at the current time. The value
itself is otherwise meaningless to STiNG. It is your responsibility to
decide if it has meaning or not.

Very trivial example (but see further below):
If you'd decided to send data in packets of 10 bytes then obviously
you'd be using doing something like this:

```
LOOP
     if (Cnbyte_count >= 10)
          Read 10 bytes -> packet
          Process packet
     endif
ENDLOOP
```

On the other hand, you might simply transmit data as text, in which
case you'd be looking for a carriage return:

```
LOOP
     if (CNbyte_count >= 1)
          Read & Append 1 byte -> buffer
          if (byte equal(CARRIAGE_RETURN))
               Process buffer
          endif
     endif
ENDLOOP
```

>Does CNget_NDB return the address to the string?

eek! I can't remember what that function does I'm afraid! All I've got
is the C header file. :-(

Looking at that, whatever it is CNget_NDB() does, it takes a 16 bit
argument and returns a pointer to a datatype called 'NDB' from which I
can guess at its purpose. That isn't very useful however!

>> CNbyte_count() returns negative if there's an error, the number of
>> bytes waiting if positive, and zero if there's nothing. It returns
>> immediately.
>
>And how do I get the address from which I should read the data? (already
>asked this earlier)

The only function I've used is CNget_char() which simply returns the

next byte waiting. Easy but probably not very efficient. When somebody
else answers, I'll be reading as well. :-)

>> They'll come out of STiNG in the same order they went in. If a packet
>> in the middle goes missing you'll not be able to get at the ones after
>> it until the missing one arrives.
>
>It doesn't matter. That'll just make the other cars freeze at their
>current positions for a while.

Yes.

>> >> As for interrupts, I'm really not too sure. I'll stick my neck out
>> >> here and say that it is interrupt driven but I don't know any more
>> >> than that. Perhaps you could write a small command line driven STiNG
>> >> test program, try it under Gem with STiNG running as normal. Then try
>> >> it with your game and Pexec() the test program - see if it still
>> >> works?
>> >
>> >I just thought of that. :-)
>
>I've written a small program that as yet only does the setup. It works
>fine, it finds the cookie, calls get_dftab, and also prints who made the
>tcp-layer and what version it is. Now i need another falcon to test this
>whole thing in a small network. Had better get it.

Good luck!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -537861807159094466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7793777b958abbf9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Bus Error when calling Rsrc_gaddr()
Date: 1998/09/10
Message-ID: <35fac8a1.10500619@news.demon.co.uk>#1/1
X-Deja-AN: 389870405
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <6t1um7$83v$1@front4.grolier.fr> <6t21b5ags1@front4.grolier.fr>
<6t2vb7$dp1$1@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 905461732 nnrp-10:28924 NO-IDENT

swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 8 Sep 1998 10:02:15 GMT, Thomas Binder
<gryf@hrzpub.tu-darmstadt.de> wrote:

>This is OK, as you pass the address of your pointer to rsrc_gaddr(), and
>it's then able to store the address of your INFO-tree where you want it,
>because you passed tree "by reference".
---------------------------^^^^^^^^^^^^

oooh, risky - even if it is in quotes! :-)))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6834607397587689461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c265866eb6b89247
X-Google-Attributes: gid1115ce,public
From: Clair ' CDS' Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Programming GEM
Date: 1998/08/26
Message-ID: <NyOt7VAiRG51QwOz@shaw1.demon.co.uk>#1/1
X-Deja-AN: 385772517
X-NNTP-Posting-Host: shaw1.demon.co.uk:194.222.11.177
References: <fbe_9808201921@tor250.org>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904342135 nnrp-09:16477 NO-IDENT
shaw1.demon.co.uk:194.222.11.177
Organization: CDSoft
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.demon.co.uk.no.spam.here>
Newsgroups: comp.sys.atari.programmer

At Tue, 18 Aug 1998, 15:25:00 (message <<fbe_9808201921@tor250.org>>)
Rob Schafrick (from Toronto Atari Federation Message Center & BBS)
<mailto:Rob.Schafrick@taf.ftn.org> sent a 47 line-long message in
comp.sys.atari.programmer called "Programming GEM" saying:

>Where can we get "Interface"?

It's commercial. Don't know where you can get it from...

--

Clair Shaw (Alias: C|D|S or CDS) | /------|_____ /---\ | /-----------------\
Mailto:Clair@Shaw1.demon.co.uk | | /----| \ | | | | |2 Parter joke - |
WWW: http://www.shaw1.demon.co.uk | Delete .NO.SPAM.HERE | |comming soon here |
ICQ: 1043359 | | ___To Reply || | | | |in September! |
Pager:1043359@pager.mirabilis.com | _____|_____/ ___/ | \-----------------/

From -6535144553871826396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b6a12d82a64fd5b2,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: DLLs
Date: 1998/08/27
Message-ID: <6s2gmmiut1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 385138390
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

I am in the finishing stages of my DLL engine for the Atari. (I wanted to have it ready for release late July through early August, but was unable to)

As this is my first programmer-oriented app (previously all my apps were user-oriented), I would like to find out what feature set you would want in a DLL manager.

The manager runs from the AUTO folder, initialises itself, and then scans a folder for libraries.

When it finds one, it will examine it to see if it should be boot loaded. If the "boot me" flag is set, it will load the library, otherwise it is left alone.

Once all the library files in this folder have been searched, the manager will go TSR.

Later, when an application wishes to use a library (or find out if it is already loaded), it can query the manager as to whether the library is available.

If not, it may load a library dynamically and make calls to it.

All calls are via a redirected TRAP vector (although for you speed freaks out there, you can also call a library via a jumptable). Libraries are given a handle number when they are loaded, which is used when making calls to the library, and when unloading the library.

The managers API has the following functions: LibAvailable to find if a library is loaded, LibLoad/LibFree to load or unload a library,

LibFirst/LibNext to enumerate all loaded libraries, LibTest to test a library file on disc, LibCount to count how many libraries are loaded, LibFlagsSet to alter a librarys flags (to make it bootable or not, for example) and LibFileInfo to get the library info block from the library file so that an app can interrogate a library file more closely.

Is there anything obvious library-wise I have left out?

It also has other non-library functionality - such as enumerating the cookie jar, or getting/changing a specific cookie, querying the computers hardware, and so forth.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From -28935357508179903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,958be92d8deb96b8
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: FATS AGAIN...
Date: 1998/08/27
Message-ID: <Pine.BSF.3.96.980827011230.26212A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 385158216
References: <Pine.BSF.3.96.980813134422.25142B-100000@ganymede.cs.mun.ca>
<Pine.A41.3.96.980814131840.14378E-100000@juno.amp.uni-hannover.de>
<Pine.BSF.3.96.980814150709.1865B-100000@ganymede.cs.mun.ca>
<6r4s0l$hk0$1@sun27.hrz.tu-darmstadt.de>
<Pine.BSF.3.96.980818011529.16807B-100000@ganymede.cs.mun.ca>
<35e3d7a6.60695755@news.demon.co.uk>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 26 Aug 1998, Guy Harrison wrote:

> On Tue, 18 Aug 1998 01:25:48 -0230, Scott Harris <harris@cs.mun.ca>
> wrote:
>
> [snip]
> >Still not fully sure of all this yet, but working on it.
>
> I've a load of routines and macros for written in C for this kind of

> low level access which I wrote years and years ago - I'm amazed I've
> still got them!
>
> If there's a general interest I'll post the sources here. Otherwise,
> let me know and I'll email them.

Yep I'd be interested even though I've never used C. I'm sure with a bit reading I could eventually figure it out though. Do any of these routines come with decent commented code? Also anything there on disk layouts?

Scott.

From 2123900649421734398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7ae2659798472955,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Disk Layouts....
Date: 1998/08/27
Message-ID: <Pine.BSF.3.96.980827011717.26212B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 385158217
Organization: Memorial University of Newfoundland
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

I should of posted this in my last responce but...

Does anyone know where to obtain a decent up to date text/document/web page explaining disk layouts. Such as directory sectors, fat sectors, boot sectors e.t.c. Most of the documents I have located seem to be older and the disk formats have changed. Some people here have a great deal of knowledge on this topic and could perhaps post a little article on it if they have the time. This type of information is useful for everyone, not only programmers.

Thanks

   Scott.

From -2826696095526385836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7574c16086fe65f1
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: dial up server, win95>sting
Date: 1998/08/27
Message-ID: <35e58615.4299392@news.demon.co.uk>#1/1
X-Deja-AN: 385166460
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <6r4h9hbhq1@plug.news.pipex.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904194275 nnrp-11:2908 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 15 Aug 1998 17:42:09 GMT, bredroll@hotmail.com (Ian Norton) wrote:

>hi all,
>
>i want to allow my falcon to connect to other machines via
>dial-up networking using ppp between the 2 machines, the other
>is a pc running win95 or NTWS4 i have dialups but it wont answer
>the modem!
>
>i have sing installed and could use ftp server once the copnnection
>is established

There's an option in the modem list with NTWS4 named something like "serial cable between 2 PC's". I installed that and fiddled with RAS to make it a dial-in connection. Using STiK, I got NT as far as realising STiK was sending something whereupon NT "picked up" the line.

Unfortunately, I can't get any further than this due to a PC hardware failure - but it was looking good until then.

The next step would have been to use STiNG for the PPP and get the rest of the NT settings right.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6110234626242092612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d21caf7f3db8a236
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: BETA testers SOP?
Date: 1998/08/27
Message-ID: <35e68fc3.6777425@news.demon.co.uk>#1/1
X-Deja-AN: 385166461
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35D97977.FA20D7D7@cfcsc.dnd.ca>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904194279 nnrp-11:2908 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 18 Aug 1998 08:54:15 -0400, Ken Macdonald
<macdonald@cfcsc.dnd.ca> wrote:

>Salut:
>I sometimes volunteer to do beta testing, but as of yet I've never been
>told what the programmer I am beta testing for wants!!
>odd and irksome.
>so tell me, if you ask for beta testers for feedback, what is it that
>you as a programmer are looking for?

Personally ...

It's difficult to say as I've no idea what the betatester knows
initially. Some may program, some may not, and each produce different
reports equally valid in their own context.

The thing that makes me the happiest is to see the program behaving
the same in all environments. Even if it's a bug I'd prefer to see all
machines fall foul of it than just a few - because you can bet "that
few" are machines you do not have direct access to. Therefore these
problems can be incredibly hard to fix.

>I have a registered Profile2.2, are there other system programs that
>would give you important feedback?
>is there a Standard Operating Procedure that a beta tester can use?

Just one. Try and break the program, preferably in such a way that
your description will allow others to break it. ;-)

>or is there a prg that would run in the background keeping track of
>system calls etc and writing the info to a text file upon a crash! :-)

The program being tested should write its own debug information.

Firstly, it gives the programmer a much better idea of where the buggy
code lies.

Secondly, even the programmer may not have any idea what system calls are invoked by his use of a particular call.

The are bugs in compiler library code and bugs in the operating system. If the programmer cannot not be sure exactly which bit of his code is producing the problem then he'll never be able to say his code is really okay - that something else has caused it to fail by forcing that bit of code to deal with data is should not have to.

>So far I have been just writing down what happens when a prg does a
>crash or something unexpected; along with a Profile2.2 report.
>Is it good enough?

Yep! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5150382046475462532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Windows
Date: 1998/08/27
Message-ID: <35e8987e.9013000@news.demon.co.uk>#1/1
X-Deja-AN: 385166462
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35E44EEF.EF993474@wanadoo.fr>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904194281 nnrp-11:2908 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 26 Aug 1998 20:07:43 +0200, JACCARD Emmanuel
<softjee@wanadoo.fr> wrote:

>Hi everybody !
>
>It is possible to access to a window which is not topped ?

Yes. Other's have answered it.

>I want to
>say, clic on button, object...on a window which isn't on top ?

When background mode is active the window will behave as though it
were on top as far as programming for it is concerned. On systems
which don't support the feature the window will be topped first, and
you'll have to click again just like normal. On systems where the
background mode is active then you need to click on the menubar to get
it topped.

Aside from the obvious use, using this mode is a darn good way of
testing your redraw code works properly! :-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2087594817943993624
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fdfd5f2744f651ea
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Dxreaddir, lattice, MagX
Date: 1998/08/27
Message-ID: <35e4bd10.18374961@news.demon.co.uk>#1/1
X-Deja-AN: 385166463
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <4890_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904194282 nnrp-11:2908 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 26 Aug 98 21:53:00,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>Found the problem (after long testing), you have to skip the first 4 bytes of
>the string returned by Dreaddir or Dxreaddir, I think this is what the
>following means:
>---
>fnamebuf enth⍰lt dabei in den ersten 4 Bytes die Inode-Nummer, die man
>normalerweise nicht braucht (Fehldesign von Dxreaddir) und die in der
>XATTR-Struktur sowieso nochmal drinsteht.

As I understand it ...

The first 4 bytes are an index value, followed by the filename. This index value is present in order to support systems where two or more distinct files of the same name may exist - it allows you to distinguish between them.

In compatibility (ie 8+3) mode the filename starts at the beginning like you'd expect.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4488988521705940465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ca4d9874b6a97c44
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Font system
Date: 1998/08/27
Message-ID: <35e79813.8905455@news.demon.co.uk>#1/1
X-Deja-AN: 385166464
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35DC5FE5.CA5E8DE7@wanadoo.fr>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904194280 nnrp-11:2908 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 20 Aug 1998 19:41:57 +0200, JACCARD Emmanuel
<softjee@wanadoo.fr> wrote:

>Hi Everybody !
>
>I have a special question : How to have the adress of the sytem font
>(8x8) ? (Except LINE A)

I only know of the LineA - unless you can find something in the NVDI docs perhaps?

--

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -9132111475317184822
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fdfd5f2744f651ea
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Dxreaddir, lattice, MagX
Date: 1998/08/27
Message-ID: <35e5091a17f7ab0@xs4all.nl>#1/1
X-Deja-AN: 385194422
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
Content-Transfer-Encoding: 8bit
References: <4890_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-XS4ALL-Date: Thu, 27 Aug 1998 09:23:20 CEST
Content-Type: text/plain; charset=iso-8859-1
Organization: Seni Translation Services
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

on Wed 26-08-98 21:53 Mike De.Petris wrote:

>But please tell me want is the meaning of this:
>----------
>Nach Dateitypmustern wie "*.prg" kann dabei nicht gesucht werden,
>stattessen mu□ man selbst auf regul□re Ausdr□cke abtesten.

It simply means you cannot use wildcards or regular expressions
directly with Dreaddir. You mus read all the items in the dir and then
test the names against wildcards/regexp. yourself.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
  "For any serious purpose, intelligence is a very minor gift."
- G.H. Hardy

From -6120025822518553622
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fdfd5f2744f651ea
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Dxreaddir, lattice, MagX
Date: 1998/08/27
Message-ID: <6s3f85dmn1@sun27.hrz.tu-darmstadt.de>#1/1

X-Deja-AN: 385239719
References: <4890_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
<35e4bd10.18374961@news.demon.co.uk>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> The first 4 bytes are an index value, followed by the filename. This
> index value is present in order to support systems where two or more
> distinct files of the same name may exist - it allows you to
> distinguish between them.

No, it's the other way 'round. On filesystems like MinixFS, files may be hardlinked, i.e. two (or more) directory entries refer to the same file on disk. This is achieved by inodes, each of which conatains all information about the file/dir, like timestamps, length, type, access permissions and which blocks on disk belong to the file. A directory entry on such a filesystem thus does only contain the filename and a reference to the inode. The inode itself has a unique number and a usage count, which is > 1 if more than one directory entry is linked to it.

This inode number is what's returned by D(x)readdir() (also to be found in the index-field of the XATTR structure) and allows to detect whether two different directory entries refer to the same file.

Also note that deleting a file on an inode-base filesystem actually means removing the directory entry decreasing the link count of the inode. Only if it gets zero, the inode itself and the file blocks will be deleted. That's why under UNIX, the system call to remove a file is called 'unlink()'.

Another nifty thing some (or most) inode base filesystems allow you: Opening a file for reading or writing also increases the link count of the inode. Thus, you can safely remove the directory entry after opening the file. The used blocks get automatically freed as soon as the file is closed, as the link count of the inode gets zero, then.

> In compatibility (ie 8+3) mode the filename starts at the beginning
> like you'd expect.

Well, compatibility mode is more a less a "no-no" ;) It does not have any significant advantage over Fsfirst()/next().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de

PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -8113770358048979571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ca4d9874b6a97c44
X-Google-Attributes: gid1115ce,public
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Subject: Thanks
Date: 1998/08/27
Message-ID: <35E594D3.CF7632F5@wanadoo.fr>#1/1
X-Deja-AN: 385338461
Content-Transfer-Encoding: 7bit
References: <35DC5FE5.CA5E8DE7@wanadoo.fr> <35e79813.8905455@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Wanadoo - (Client of French Internet Provider)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi everybody !

Thanks to all person who give me answer for windows and font system
question !!

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB   : http://perso.wanadoo.fr/softjee/
Mail   : SOFTJEE 47200 LONGUEVILLE (FRANCE)

From 9115504722855404253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25203e37b176943,start
X-Google-Attributes: gid1115ce,public
From: "centek" <centek@graphity.fr>
Subject: DRAG & DROP
Date: 1998/08/27
Message-ID: <6s4btt$7aq$1@news.imaginet.fr>#1/1
X-Deja-AN: 385383507
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Hi !
I would like to use the Drag'n Drop protocol. The only documentation I have,
is the good old lame Compendium, and it is not clear at all. It says that
my APP should recieve a header wich indicates the data lenght. But at the

same time, it gives a file name plus an other string (wich I dont understand
the meaning).
Would it be possible that one of you gives me a small source code ?
Thanks.

    Thomas

mailto:thomas.goirand@hol.fr

From 5711052567560358546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,958be92d8deb96b8
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: FATS AGAIN...
Date: 1998/08/27
Message-ID: <35e5221a.44240995@news.demon.co.uk>
X-Deja-AN: 385389946
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <Pine.BSF.3.96.980813134422.25142B-100000@ganymede.cs.mun.ca>
<Pine.A41.3.96.980814131840.14378E-100000@juno.amp.uni-hannover.de>
<Pine.BSF.3.96.980814150709.1865B-100000@ganymede.cs.mun.ca>
<6r4s0l$hk0$1@sun27.hrz.tu-darmstadt.de>
<Pine.BSF.3.96.980818011529.16807B-100000@ganymede.cs.mun.ca>
<35e3d7a6.60695755@news.demon.co.uk>
<Pine.BSF.3.96.980827011230.26212A-100000@ganymede.cs.mun.ca>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904248821 nnrp-07:20586 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 27 Aug 1998 01:15:26 -0230, Scott Harris <harris@cs.mun.ca>
wrote:

>
>
>On Wed, 26 Aug 1998, Guy Harrison wrote:
>
>> On Tue, 18 Aug 1998 01:25:48 -0230, Scott Harris <harris@cs.mun.ca>
>> wrote:
>>
>> [snip]
>> >Still not fully sure of all this yet, but working on it.
>>

>> I've a load of routines and macros for written in C for this kind of
>> low level access which I wrote years and years ago - I'm amazed I've
>> still got them!
>>
>> If there's a general interest I'll post the sources here. Otherwise,
>> let me know and I'll email them.
>
>Yep I'd be interested even though I've never used C. I'm sure with a bit
>reading I could eventually figure it out though. Do any of these routines
>come with decent commented code?

Yes. The routines actually form part of one of my object libraries
which is good news in this respect. I document these at two levels: in
the code like everybody else; and also in special comment markers /*[
and]*/ which can be extracted by a small utility and appended to a
helpfile - 'cos you can guarantee I'll have forgotten how to use it by
the next day! :-)

As an example, here's one of the modules ...

```
#include <cpu.h>
#include <mem.h>
#include "msdos.h"

MSBOOT*
_ms_stb2msb(m,s)
MSBOOT   *m;
STBOOT   *s;
/*[  MSBOOT*  _ms_stb2msb(m,s)
     MSBOOT   *m;
     STBOOT   *s;

_ms_stb2msb() converts a Motorola boot sector to Microsoft format
and returns 'm' to the caller. 's' is the Motorola block,
'm' the Microsoft block.

Note that if s->stb_boot is not NULL then 482 bytes of boot code
is copied from s->stb_boot to m->msb_boot. A NULL value ensures
this does not happen. Note that no format conversion is done on
the boot code.
]*/
{
 /* copy 'bra,oem' as is */
 qmemcpy(&m->msb_bra[0],&s->stb_bra,8);

 /* 24 bit serial no. */
 cp_wrol(&m->msb_serial[0],cp_86long(s->stb_serial));

 /* bytes per sector */
 cp_wrow(&m->msb_bps[0],cp_86word(s->stb_bps));

 /* sectors per cluster */
 m->msb_spc[0] = s->stb_spc;
```

```
 /* reserved sectors unused by TOS */
 cp_wrow(&m->msb_res[0],cp_86word(s->stb_res));

 /* number of FAT tables */
 m->msb_nfats[0] = s->stb_nfats;

 /* number of possible directory entries */
 cp_wrow(&m->msb_ndirs[0],cp_86word(s->stb_ndirs));

 /* number of sectors on media */
 cp_wrow(&m->msb_nsects[0],cp_86word(s->stb_nsects));

 /* media descriptor, unused by TOS */
 m->msb_media[0] = s->stb_media;

 /* sectors in a FAT table */
 cp_wrow(&m->msb_spf[0],cp_86word(s->stb_spf));

 /* sectors in a track */
 cp_wrow(&m->msb_spt[0],cp_86word(s->stb_spt));

 /* number of sides on media */
 cp_wrow(&m->msb_nsides[0],cp_86word(s->stb_nsides));

 /* number of hideen sectors, ?unused by TOS? (zero) */
 cp_wrow(&m->msb_nhid[0],cp_86word(s->stb_nhid));

 /* ?copy boot code? */
 if (s->stb_boot != NULL)   qmemcpy(m->msb_boot,s->stb_boot,482);

 return m;
}
```

>Also anything there on disk layouts?

Not in english but in code, yes. There is stuff to manipulate the bootsector, FAT(s) (12 or 16 bit), and root directory. It's easier if I just post the header file msdos.h. That way you can see for yourself exactly what functions and macros are in it ...

```
#ifndef  MSDOS_H
#define  MSDOS_H  MSDOS_H

#ifndef  STDTYPES_H
#include <stdtypes.h>
#endif

#ifndef  OSBIND_H
#include <osbind.h>
#endif
#define  Rnmabs(bp,nr,sr,drv)   ((Rwabs(2,bp,nr,sr,drv) == 0) ? true :
```

```
false)
#define  Wnmabs(bp,nr,sr,drv)   ((Rwabs(3,bp,nr,sr,drv) == 0) ? true :
false)
#define  Rabs(bp,nr,sr,drv) ((Rwabs(0,bp,nr,sr,drv) == 0) ? true :
false)
#define  Wabs(bp,nr,sr,drv) ((Rwabs(1,bp,nr,sr,drv) == 0) ? true :
false)

typedef struct     {
BYTE msd_stem[8];  /* right padded with spaces as required */
BYTE msd_extn[3];  /* right padded with spaces as required */
UBYTE    msd_attr; /* attributes */
BYTE msd_rsvd[10]; /* unused by MSDOS */
BYTE msd_time[2];  /* bit encoded time stamp */
BYTE msd_date[2];  /* bit encoded data stamp */
BYTE msd_clus[2];  /* index into FAT of first file cluster */
BYTE msd_size[4];  /* exact file size in bytes */
}    MSDIR;

typedef struct     {
char std_name[13]; /* nul terminated filename */
cbits    std_attr; /* TOS file attributes */
ulong    std_dttm; /* date in high word, time in low word */
uint std_clus; /* index into FAT */
ulong    std_size; /* exact file size */
}    STDIR;

char*    _ms_m2n();
STDIR*   _ms_msd2std();
char*    _ms_n2m();
MSDIR*   _ms_std2msd();

#define  ms_msd2std(std,msd)    _ms_msd2std(std,msd)
#define  ms_std2msd(msd,std)    _ms_std2msd(msd,std)
#define  ms_todosnam(mts,nts)   _ms_n2m(mts,nts)
#define  ms_tocnam(nts,mts) _ms_m2n(nts,mts)

typedef struct     {
BYTE msb_bra[2];
BYTE msb_oem[6];
BYTE msb_serial[3];
BYTE msb_bps[2];
BYTE msb_spc[1];
BYTE msb_res[2];
BYTE msb_nfats[1];
BYTE msb_ndirs[2];
BYTE msb_nsects[2];
BYTE msb_media[1];
BYTE msb_spf[2];
BYTE msb_spt[2];
BYTE msb_nsides[2];
BYTE msb_nhid[2];
BYTE msb_boot[482];
```

```
}    MSBOOT;

typedef struct     {
uint stb_bra;  /* written to first word of boot sector */
uchar     stb_oem[6];
ulong     stb_serial;
uint stb_bps;
uint stb_spc;
uint stb_res;
uint stb_nfats;
uint stb_ndirs;
uint stb_nsects;
uint stb_media;
uint stb_spf;
uint stb_spt;
uint stb_nsides;
uint stb_nhid;
ptr  *stb_boot;    /* null or points to exec code/space (482
bytes) */
}    STBOOT;

STBOOT*   _ms_msb2stb();
MSBOOT*   _ms_stb2msb();

/* convert MSDOS boot sector to STBOOT boot sector (ie something
usable!) */
#define   ms_msb2stb(stb,msb)     _ms_msb2stb(stb,msb)

/* convert STBOOT to MSBOOT */
#define   ms_stb2msb(msb,stb)     _ms_stb2msb(msb,stb)

/* calculate byte size of root directory */
#define   ms_rdirsize(stb)   ((stb).stb_ndirs * sizeof(MSDIR))

/* logical record of start of a FAT */
#define   ms_fatpos(stb,i)   (\
                   (stb).stb_res +\
                   ((stb).stb_spf * i)\
                   )

/* logical record of start of root directory */
#define   ms_rdirpos(stb)        (\
                   (stb).stb_res +\
                   ((stb).stb_nfats * (stb).stb_spf)\
                   )

/* calculate logical sector of first data record */
#define   ms_datrec(stb)         (\
                   (stb).stb_res +\
                   (ms_rdirsize(stb) / (stb).stb_bps) +\
                   ((stb).stb_spf * (stb).stb_nfats)\
                   )
```

```
/* calculate logical sector from cluster number */
#define  ms_clus2log(stb,cn)    (((cn - 2) * (stb).stb_spc) +
ms_datrec(stb))

/* calculate cluster number from logical sector */
#define  ms_log2clus(stb,ln)    (((ln - ms_datrec(stb)) /
(stb).stb_spc) + 2)

/* calculate number of clusters on media */
#define  ms_numclus(stb)        (\
                  ((stb).stb_nsects - ms_datrec(stb))\
                  / (stb).stb_spc\
                  )

/* calculate index position in 12 bit FAT */
#define  ms_fat12idx(i)         ((i * 3) >> 1)

/* calculate index position in 16 bit FAT */
#define  ms_fat16idx(i)         (i << 1)

/* 12 bit FAT conversions */
/*
 * Note that 'p' below should be the calculated address from
ms_fat12idx()
 * and that 'f' is false where the index passed to ms_fat12idx() is
even and
 * true where it was odd.
 *
 * ie.   p = malloc(sizeof_FAT_in_bytes)
 *   Rwabs(load_whole_FAT)
 *   v = ms_rdfat12(
 *       p + ms_fat12idx(entry_number),
 *       (entry_number & 1) ? true : false
 *       )
 *   ;
 *   ms_wrfat12(
 *       p + ms_fat12idx(entry_number),
 *       (entry_number & 1) ? true : false,
 *       0xff7
 *       )
 *   ;
 *   Rwabs(save_whole_FAT);
 *
 * would read the FAT entry 'entry_number' into 'v' and then mark it
as
 * bad.
*/
uint _ms_rf12();
uint _ms_wf12();
uint _ms_rf16();
uint _ms_wf16();

/* MSDOS 12 bit FAT entry -> 16 bit MOTOROLA readable form */
```

```
#define  ms_rdfat12(p,f)        _ms_rf12(p,f)

/* MOTOROLA 16 bit -> MSDOS 12 bit FAT entry, preserving critical
nybbles */
#define  ms_wrfat12(p,f,v)  _ms_wf12(p,f,v)

#define  ms_rdfat16(p,f)        _ms_rf16(p,f)
#define  ms_wrfat16(p,f,v)  _ms_wf16(p,f,v)

/*
 * The following help break down FAT's into sections so that the whole
FAT need
 * not be loaded into memory in order to access it.
*/

/* returns true if a FAT entry lies on a sector boundary */
/* this means that the next sector needs to be accessed as well to
obtain */
/* the whole entry */
#define  ms_fat12bound(stb,i)\
     (((ms_fat12idx(i) % stb.stb_bps) == (stb.stb_bps - 1)) ? true
: false)

/* calculate which FAT sector (offset) holds FAT entry 'i' */
/* add ms_fatpos() to calculate the logical sector */
#define  ms_fat12sect(stb,i)    (ms_fat12idx(i) / stb.stb_bps)

/* calculate byte offset into FAT sector for entry 'i' */
#define  ms_fat12off(stb,i) (ms_fat12idx(i) % stb.stb_bps)

/* this should always return false */
#define  ms_fat16bound(stb,i)\
     (((ms_fat16idx(i) % stb.stb_bps) == (stb.stb_bps - 1)) ? true
: false)

#define  ms_fat16sect(stb,i)    (ms_fat16idx(i) / stb.stb_bps)

#define  ms_fat16off(stb,i) (ms_fat16idx(i) % stb.stb_bps)

STBOOT   *_ms_loadboot();
ptr  *_ms_loadfat();
bool _ms_savefat();
uint _ms_searchfat();
STDIR    *_ms_loadroot();
bool _ms_saveroot();

#define  ms_loadboot(device)    _ms_loadboot(device)
#define  ms_loadfat(stbp,fatid,device)\
                  _ms_loadfat(stbp,fatid,device)
#define  ms_savefat(stbp,fatid,device,fatp,rel)\

_ms_savefat(stbp,fatid,device,fatp,rel)
#define  ms_searchfat(stbp,fatp,is16,v,inv,start)\
```

```
_ms_searchfat(stbp,fatp,is16,v,inv,start)
#define  ms_loadroot(stbp,device,msdp)\
                  _ms_loadroot(stbp,device,msdp)
#define  ms_saveroot(stbp,device,rootp,msd,release)\

_ms_saveroot(stbp,device,rootp,msd,release)

#endif   /* MSDOS_H */
```

Ug. My newsreader ain't half made a mess of the formatting!!! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2926626889180942607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25203e37b176943
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: Re: DRAG & DROP
Date: 1998/08/27
Message-ID: <6s4hv1$c4p$1@o.online.no>#1/1
X-Deja-AN: 385408929
References: <6s4btt$7aq$1@news.imaginet.fr>
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

On 27 Aug 1998 17:01:59, "centek" wrote:
>Hi !
>I would like to use the Drag'n Drop protocol. The only documentation I have,
>is the good old lame Compendium, and it is not clear at all. It says that
>my APP should recieve a header wich indicates the data lenght. But at the
>same time, it gives a file name plus an other string (wich I dont understand
>the meaning).
>Would it be possible that one of you gives me a small source code ?
>Thanks.
>

I found the compendium to be very clear on this. It actually gives a step-by-step guide on how to do it. I managed to get a routine going 1st try after reading this. Sure you read the appendix, about the Drag&Drop?

Anyway, if you haven't been able to get some help, send me a private mail, and I'll let you have my Drag&Drop routine.. it's all ASM..

From -8896928365545572856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,aaf860b910110fa1
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112087,aaf860b910110fa1
X-Google-Attributes: gid112087,public
X-Google-Thread: f8760,aaf860b910110fa1
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,aaf860b910110fa1
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 103c3f,aaf860b910110fa1
X-Google-Attributes: gid103c3f,public
X-Google-Thread: f5ddf,aaf860b910110fa1
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 109a67,aaf860b910110fa1
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8a03,aaf860b910110fa1
X-Google-Attributes: gidf8a03,public
From: "PM" <p_michon@hotmail.com>
Subject: GREAT SITE / SUPER SITE !!!!
Date: 1998/08/28
Message-ID: <6s69ii$ad6$1@platane.wanadoo.fr>#1/1
X-Deja-AN: 385617952
Organization: Wanadoo - (Client of French Internet Provider)
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups:
comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.ap
ple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,co
mp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

ALL about old home computers and game systems.
Have a look at our collection and technical informations.
------> NEW !!!! ====> CHAT ROOM / MESSAGE BOARD

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http://www.chez.com/cmpi

ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM .....

From 3412309063700591651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: Windows

Date: 1998/08/28
Message-ID: <6s68rvomi1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 385617953
References: <35E44EEF.EF993474@wanadoo.fr>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

JACCARD Emmanuel <softjee@wanadoo.fr> wrote:
> It is possible to access to a window which is not topped ? I want to
> say, clic on button, object...on a window which isn't on top ?

Another way (besides the already mentioned WF_BEVENT) is to interpret the "WM_TOPPED" message differently, i.e. do not directly top the affected window, but check whether the mouse pointer is currently over an object of interest and handle it like the object was clicked.

Of course, this is a bit of an abuse of GEM messages, but it works with all AESes.

Also note (using either method) that clicking on a free area of the window should always be interpret as "top this window", because otherwise it's very annoying if you can't top the window anymore (except the border elements when using WF_BEVENT).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -2461553418427412262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: Windows
Date: 1998/08/28
Message-ID: <6s6hp4$333$1@nnrp02.primenet.com>#1/1
X-Deja-AN: 385657399
References: <35E44EEF.EF993474@wanadoo.fr>
X-Complaints-To: abuse@globalcenter.net
Organization: JR Enterprises
X-Posted-By: @206.165.22.64 (rojewski)
Newsgroups: comp.sys.atari.programmer

On 26 Aug 1998 20:07:43 , JACCARD Emmanuel wrote:
>Hi everybody !
>
>It is possible to access to a window which is not topped ? I want to
>say, clic on button, object...on a window which isn't on top ?
>
>Thanks.
>
Yes, multitasking OSes like Magic provide the user access to scroll
bars, arrows, etc. to windows that are not the top window. Your
should always make certain you set the clipping rectangle (vs_clip())
according to the rectangle you get when 'walking' the rectangle list
in GEM.

Single tasking OSes usually do not allow access to any bu the top
window.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

From 1893626902112951601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ca4d9874b6a97c44
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Thanks
Date: 1998/08/28
Message-ID: <35E65FC3.CBE735E9@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 386631330
Content-Transfer-Encoding: 7bit
References: <35DC5FE5.CA5E8DE7@wanadoo.fr> <35e79813.8905455@news.demon.co.uk>
<35E594D3.CF7632F5@wanadoo.fr>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 904290243 20529 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

JACCARD Emmanuel wrote:
>
> Hi everybody !
>
> Thanks to all person who give me answer for windows and font system
> question !!

So what are you up to know? Any new cool software in the works? :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -7566909219218898095
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: Windows
Date: 1998/08/29
Message-ID: <6s9rmo$qq2$1@nnrp02.primenet.com>#1/1
X-Deja-AN: 385994864
References: <35E44EEF.EF993474@wanadoo.fr> <6s6hp4$333$1@nnrp02.primenet.com>
<35e73ae815798b0@game-master.com>
X-Complaints-To: abuse@globalcenter.net
Organization: JR Enterprises
X-Posted-By: @206.165.22.1 (rojewski)
Newsgroups: comp.sys.atari.programmer

On 29 Aug 1998 00:04:48 , Ross MacIver wrote:
>on Fri 28-08-98 15:19 John M Rojewski wrote:
>
>>Yes, multitasking OSes like Magic provide the user access to scroll
>>bars, arrows, etc. to windows that are not the top window. Your
>>should always make certain you set the clipping rectangle (vs_clip())
>>according to the rectangle you get when 'walking' the rectangle list
>>in GEM.
>>
>>Single tasking OSes usually do not allow access to any bu the top
>>window.
>
>WINX allows access to non-top windows under single TOS, and doesn't
>seem to need any further programming to use these features correctly.
>Are you folks saying that in a multi-tasking environment you have to
>specifically add this feature?
>
No special things to do programming wise. If you don't perform
clipping correctly, there will be some strange side effects when, say,
clicking the scroll bar, and the window underneath overwrites the top
window without becoming the top window, etc.


```
*
* John Rojewski          email: rojewski@primenet.com
*                        http://www.primenet.com/~rojewski/
```

* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

From -7999843456264619286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43,start
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <bereziat@polder.inria.fr>
Subject: Cold and warn reboot
Date: 1998/08/31
Message-ID: <rw5u32tiitr.fsf@polder.inria.fr>#1/1
X-Deja-AN: 386383204
Content-Transfer-Encoding: 8bit
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi everybody,
i would like to know how perform a cold and a warn reboot
under plain-TOS (a C example will be welcomed).
Thanx for yours answers.
--

Dominique Bereziat | Dominique.Bereziat@inria.fr
Projet AIR | http://www-air.inria.fr/~bereziat
INRIA Rocquencourt |

From 515439876315460788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec59d169c5e4b87,start
X-Google-Attributes: gid1115ce,public
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Subject: News questions
Date: 1998/08/31
Message-ID: <35EAE18E.E1AAA82A@wanadoo.fr>#1/1
X-Deja-AN: 386514341
Content-Transfer-Encoding: 7bit
Organization: Wanadoo - (Client of French Internet Provider)
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi everybody !

I thank you for your answer about "windows".

Now i have a new problem....If you can help me !

I want ot use XBIOS call in a interrupt but its seems there're somes problems.
The interrupt is the TIMER A, i mask all the other and i call my XBIOS function. This call don't run, the stack seems to have a problem after this calling....

So i can't use XBIOS call in interrupt ?

Thanks to all !

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB   : http://perso.wanadoo.fr/softjee/
Mail   : SOFTJEE 47200 LONGUEVILLE (FRANCE)

From 7572328608385094550
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: Windows
Date: 1998/09/01
Message-ID: <904636321.120907@tornado.itea.ntnu.no>#1/1
X-Deja-AN: 386721878
Cache-Post-Path: tornado.itea.ntnu.no!joska@pingle.nvg.ntnu.no
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <35E44EEF.EF993474@wanadoo.fr> <35e8987e.9013000@news.demon.co.uk>
<35E56A61.C70D4024@NO.SPAM.emw.ericsson.se>
Organization: The Norwegian University of Science and Technology
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

>> Aside from the obvious use, using this mode is a darn good way of
>> testing your redraw code works properly! :-))

> Yup but be aware that if you put dialogs in the window there will be
> problems with edit fields and buttons as they do not clip. If you
> have made a library for windowd dialogs it's not a major problem
> as you can replace the offending routine (I can't remember the name
> right now).

Under what AES does this happen? Surely not under N.AES, and I'll be
very surprised if MagiC or Geneva does this as well.

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From 6374396165978115282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,17f82410fd9a0cbd,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112087,17f82410fd9a0cbd,start
X-Google-Attributes: gid112087,public
X-Google-Thread: 103c3f,17f82410fd9a0cbd,start
X-Google-Attributes: gid103c3f,public
X-Google-Thread: 109a67,17f82410fd9a0cbd,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,17f82410fd9a0cbd,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: f5ddf,17f82410fd9a0cbd,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,17f82410fd9a0cbd,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8a03,17f82410fd9a0cbd,start
X-Google-Attributes: gidf8a03,public
From: "PM" <p_michon@hotmail.com>
Subject: COOOOOOOOOOOOOOL SITE !!!!
Date: 1998/09/01
Message-ID: <6sglljsgn$1@platane.wanadoo.fr>#1/1
X-Deja-AN: 386751836
Organization: Wanadoo - (Client of French Internet Provider)
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups:
comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

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FRANCAIS / ENGLISH
http://www.chez.com/cmpi

ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH

C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM .....

From 1928267125934417111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Windows
Date: 1998/09/01
Message-ID: <35EBF760.1058CBB2@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 386778592
Content-Transfer-Encoding: 7bit
References: <35E44EEF.EF993474@wanadoo.fr> <35e8987e.9013000@news.demon.co.uk>
<35E56A61.C70D4024@NO.SPAM.emw.ericsson.se>
<904636321.120907@tornado.itea.ntnu.no>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 904656737 3539 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein wrote:
> >> Aside from the obvious use, using this mode is a darn good way of
> >> testing your redraw code works properly! :-))
>
> > Yup but be aware that if you put dialogs in the window there will be
> > problems with edit fields and buttons as they do not clip. If you
> > have made a library for windowd dialogs it's not a major problem
> > as you can replace the offending routine (I can't remember the name
> > right now).
>
> Under what AES does this happen? Surely not under N.AES, and I'll be
> very surprised if MagiC or Geneva does this as well.

I have found this with all AESes. I must admit that it was a LONG time since
I looked at it and fixed it so I don't exactly remember what needed changing
(I think it's form_button which need attention), but I'm sure all AESs had the
problem and still has it.

This does ofcourse only happen when the window you are using is in the
background and is partly covered by another window. How could the AES know
"where" the object tree is to be drawn anyway? It does not have any clue if
it's coverd by another window or not and it's up to the user to clip it. If
you then use form_button (or whatever it's called...), which is the normal way
of handling button clicks inside a window when a dialog is used, the AES will

just draw the selected button without any clipping. For edit fields you will
see that the "marker" will draw right over the window in front as well.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -306053473370629591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec59d169c5e4b87
X-Google-Attributes: gid1115ce,public
From: gc85@vision.hrz.uni-giessen.de (Konstantinos Xonis)
Subject: Re: News questions
Date: 1998/09/01
Message-ID: <6sh6d0$15ik@c4.hrz.uni-giessen.de>#1/1
X-Deja-AN: 386821828
References: <35EAE18E.E1AAA82A@wanadoo.fr>
Organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
Newsgroups: comp.sys.atari.programmer

JACCARD Emmanuel (softjee@wanadoo.fr) wrote (Mon, 31 Aug 1998 19:46:54 +0200) in
comp.sys.atari.programmer:
: Hi everybody !

[..]

: I want ot use XBIOS call in a interrupt but its seems there're somes
: problems.
: The interrupt is the TIMER A, i mask all the other and i call my XBIOS
: function. This call don't run, the stack seems to have a problem after
: this calling....

: So i can't use XBIOS call in interrupt ?

Yes, exactly you can't !
That is because most, if not all, of the ROM routines
are written in a non reentrant manner, that is, you can't call a function
from XBIOS (e.g.) from an Interrupt, while any other XBIOS routine is
running, that corrupts part of the information the "noninterrupt" call
is relying on. That may cause a crash, but does not have to crash, as in
your case, where just your stack gets corrupted.

: Thanks to all !

: --

: SOFTJEE
: JACCARD Emmanuel
: E-mail : softjee@wanadoo.fr
: WEB   : http://perso.wanadoo.fr/softjee/
: Mail   : SOFTJEE 47200 LONGUEVILLE (FRANCE)
--
-
Konstantinos XONIS (XAKChaos of XAK-Design Wetzlar)
Snail Mail: E-mail:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 390 943
D35576 Wetzlar TEL: +49 6441 390 944 or (mobile) +49 177 7025 529
FR Germany
(Bomb plutonium heroine XTC whitehouse Iraq terror kill kokain cocaine uran)

OMA !!! Stoer mich jetzt nicht, ich fliege !!

From -9082318655509052578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec59d169c5e4b87
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: News questions
Date: 1998/09/01
Message-ID: <6shlh4$1pd$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 386897325
References: <35EAE18E.E1AAA82A@wanadoo.fr> <6sh6d0$15ik@c4.hrz.uni-giessen.de>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

Konstantinos Xonis <gc85@vision.hrz.uni-giessen.de> wrote:
> Yes, exactly you can't !

According to the Profibuch (and personal experience) it is possible to
use BIOS and XBIOS calls from within an interrupt handler, with some
restrictions. The trick is to manually alter the pointer to the memory
area where TOS' trap dispatcher saves registers and return address:

(Code sample taken from Profibuch):

```
savptr = $4a2
amount = 46

; Beginning of interrupt handler
interrupt_routine:
    sub.l   #amount,savptr.w

    [Use BIOS- and XBIOS-calls]
```

```
; End of interrupt handler
    add.l   #amount,savptr.w
    rte
```

The most important restriction: Only one interrupt handler may do this at the same time. Also, the storage savptr points to cannot handle more than three recursions (i.e. it only lasts for 3 * 46 bytes). Another problem that may arise is that TOS' trap dispatcher doesn't lock interrupts when saving/restoring registers, so an interrupt which uses the above trick possibly occurs exactly in that moment, which will also cause serious problems.

But so far I haven't experienced many problems in "real life". TOS2GEM uses this method (a bit different, because it uses its own savptr-area and a temporary supervisor stack) for the VBL-driven refrehs - which even call the VDI! So far no one has ever reported problems, but as it's still possible something goes wrong on some special system, the VBL-refrehsh can be disabled by an external program.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 8714124595334415621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Windows
Date: 1998/09/02
Message-ID: <35eb8076.15835570@news.demon.co.uk>#1/1
X-Deja-AN: 387020096
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35E44EEF.EF993474@wanadoo.fr> <35e8987e.9013000@news.demon.co.uk>
<35E56A61.C70D4024@NO.SPAM.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904710712 nnrp-03:5660 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 27 Aug 1998 16:17:05 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> Aside from the obvious use, using this mode is a darn good way of
>> testing your redraw code works properly! :-))
>
>Yup but be aware that if you put dialogs in the window there will be
>problems with edit fields and buttons as they do not clip.

Exactly! ;-)

>If you
>have made a library for windowd dialogs it's not a major problem
>as you can replace the offending routine (I can't remember the name
>right now).

The name of what?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4390282603583648304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec59d169c5e4b87
X-Google-Attributes: gid1115ce,public
From: gc85@vision.hrz.uni-giessen.de (Konstantinos Xonis)
Subject: Re: News questions
Date: 1998/09/02
Message-ID: <6sj86a$1e30@c4.hrz.uni-giessen.de>#1/1
X-Deja-AN: 387095779
References: <35EAE18E.E1AAA82A@wanadoo.fr> <6sh6d0$15ik@c4.hrz.uni-giessen.de>
<6shlh4$1pd$1@sun27.hrz.tu-darmstadt.de>
Organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
Newsgroups: comp.sys.atari.programmer

Thomas Binder (gryf@hrzpub.tu-darmstadt.de) wrote (1 Sep 1998 20:30:28 GMT) in
comp.sys.atari.programmer:
: Hi!

: Konstantinos Xonis <gc85@vision.hrz.uni-giessen.de> wrote:
: > Yes, exactly you can't !

: According to the Profibuch (and personal experience) it is possible to
: use BIOS and XBIOS calls from within an interrupt handler, with some
: restrictions. The trick is to manually alter the pointer to the memory

: area where TOS' trap dispatcher saves registers and return address:
[..]

OK, i have to admit, I did not knew that, but to have the last word ;)
it is a work around !

"Natively" TOS was not meant to call OS routines from IRQ handlers, I think.

But you are right, it is possible !

: Ciao

: Thomas

: --
: Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
: PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

--
--
-
Konstantinos XONIS (XAKChaos of XAK-Design Wetzlar)
Snail Mail: E-mail:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 390 943
D35576 Wetzlar TEL: +49 6441 390 944 or (mobile) +49 177 7025 529
FR Germany
(Bomb plutonium heroine XTC whitehouse Iraq terror kill kokain cocaine uran)

OMA !!! Stoer mich jetzt nicht, ich fliege !!

From 7781023793061063495
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2aa20830dd6f999,start
X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: STiNG-programming
Date: 1998/09/02
Message-ID: <35ED32E4.79C846F4@ios.chalmers.se>#1/1
X-Deja-AN: 387099671
Content-Transfer-Encoding: 8bit
Organization: Chalmers University of Technology
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi everybody!

I'm very interested in using STiNG in my game called Reeking Rubber (for

the Falcon030), to give the ability of multiplayer mode. I code exclusively in assembly-language.
I've looked at some docs about coding sting, but it didn't give me the essential information I need, like:

1. Does STiNG need a VBL-interrupt to be able to run, or is it driven by some other interrupt? Now my game replaces the vbl-vector at $70, so no other vbl-interrupts are carried out. IOW my game does not use XBRA to link my vbl-routine inbetween the others, because the routine needs to be the first to be executed each VBL, to avoid flickering on the screen.

2. Is STiNG relying on AES events to run? I turn off AES in the game, so the OS won't do anything to my screens.

3. I've understood so far that it might be a good idea to let STiNG call a handler to take care of incoming IP-packets, and that I can patch in my own handler. It's just that the few examples available is in C. Where should the handler expect to find the pointer to the IP-packet?

4. How do I call the different functions of STiNG in assembler? I saw something about 'jsr to the required function', but where are the pointers to these functions? And input parameters to the functions, should they be put on the stack or in some data/address registers?

Thanks in advance
Henrik Gild (Hencox/Nature)

From 4007519253399711159
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec59d169c5e4b87
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: News questions
Date: 1998/09/02
Message-ID: <6sjbandlj1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 387102850
References: <35EAE18E.E1AAA82A@wanadoo.fr> <6sh6d0$15ik@c4.hrz.uni-giessen.de>
<6shlh4$1pd$1@sun27.hrz.tu-darmstadt.de> <6sj86a$1e30@c4.hrz.uni-giessen.de>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

Konstantinos Xonis <gc85@vision.hrz.uni-giessen.de> wrote:
> OK, i have to admit, I did not knew that, but to have the last word ;)
> it is a work around !

But it's a workaround documented by Atari in "Hitchhiker's guide to the BIOS" (IIRC). So it's an official way to do it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 182176800634140866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Cold and warn reboot
Date: 1998/09/02
Message-ID: <35f2d5d3.3330559@news.demon.co.uk>#1/1
X-Deja-AN: 387196254
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <rw5u32tiitr.fsf@polder.inria.fr>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904758263 nnrp-05:22998 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 31 Aug 1998 11:47:28 +0200, Dominique Bereziat
<bereziat@polder.inria.fr> wrote:

>
>Hi everybody,
>i would like to know how perform a cold and a warn reboot
>under plain-TOS (a C example will be welcomed).

The obvious question is why? ;-)

>Thanx for yours answers.

I've never had a need to do this but as no-one else has answered I'll
give it a bash. Even more amazingly I'll do with without the safety
net of having an Atari to try it on just now! <g>

There seem to be four system variables associated with this:

```
uint32   *memvalid=0x420;
uint16   *memctrl =0x424;
uint32   resvalid =0x426;
```

```
uint32   *resvector    =0x42a;
```

and the reset address for the cpu is:

```
uint32   *resetpc  =0x004;
```

'memctrl' is a copy of the value which got written into the memory controller. I'll ignore it.

'memvalid' is a flag denoting if the controller's config is valid. It must be - we're running, so I'll ignore that also.

'resvalid' denotes if the reset routine whose address is in 'resvector' is usable or not. I assume this is the warmstart code. Also it makes sense that the next reset will be a warmstart unless we force otherwise.

Finally, I have a vague recollection the value of PI is used to denote that 'resvector' is valid. I also assume the contents of 'resvector' has already been set to a warmstart routine by the system.

The code, based on the above assumptions ...

```
void
Reset(bool coldstart)
{uint32 pi    =0x31415926L;
 void    (*fcp)()  =*resetpc;

 (void)Super(0L);
 *resvalid = coldstart ? ~pi : pi;
 (*fcp)();
}
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8969680562559066195
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec59d169c5e4b87
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: News questions
Date: 1998/09/02
Message-ID: <35f0d14b.2170631@news.demon.co.uk>#1/1
X-Deja-AN: 387196255
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11

References: <35EAE18E.E1AAA82A@wanadoo.fr>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904758264 nnrp-05:22998 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 31 Aug 1998 19:46:54 +0200, JACCARD Emmanuel
<softjee@wanadoo.fr> wrote:

>Hi everybody !
>
>I thank you for your answer about "windows".
>
>Now i have a new problem....If you can help me !
>
>I want ot use XBIOS call in a interrupt but its seems there're somes
>problems.
>The interrupt is the TIMER A, i mask all the other and i call my XBIOS
>function. This call don't run, the stack seems to have a problem after
>this calling....
>
>So i can't use XBIOS call in interrupt ?

Nope. It is re-entrant to 3 levels but not from interrupts. To stand
any chance of using it you'd have to be able to restore the xbios
context prior to making the xbios call *and* know exactly what that
call did internally.

I seem to recall (from years back) there being an "in-dos" flag in
MSDOS which msdos would set when it was being called. A TSR could sit
there polling the in-dos flag until it was clear, at which point it
could make a hurried dos call. I mention this because MagiC has an
entry of the same name. It *might* be possible it serves a similar
function. Mind you, if you're using MagiC then better solutions could
be found via multitasking.

Anyway, best to keep things simple. If possible, just have your
interrupt set a flag in memory. The flag in turn can be the trigger
for another piece of code (the main app, desktop accessory, or
parallel process under multitasking) to make the xbios call under
better circumstances.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5675544273422563015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Windows
Date: 1998/09/02
Message-ID: <35efd13d.2156591@news.demon.co.uk>#1/1
X-Deja-AN: 387196256
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35E44EEF.EF993474@wanadoo.fr> <35e8987e.9013000@news.demon.co.uk>
<35E56A61.C70D4024@NO.SPAM.emw.ericsson.se>
<904636321.120907@tornado.itea.ntnu.no>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904758265 nnrp-05:22998 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 1 Sep 1998 08:52:32 GMT, Jo Even Skarstein <joska@nuts.edu> wrote:

>Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>
>>> Aside from the obvious use, using this mode is a darn good way of
>>> testing your redraw code works properly! :-))
>
>> Yup but be aware that if you put dialogs in the window there will be
>> problems with edit fields and buttons as they do not clip. If you
>> have made a library for windowd dialogs it's not a major problem
>> as you can replace the offending routine (I can't remember the name
>> right now).
>
>Under what AES does this happen?
>
>Surely not under N.AES, and I'll be
>very surprised if MagiC or Geneva does this as well.

MagiC, version 2 at least. That was the environment being used while I
was implementing this sort of background code. Frankly I'd expect the
same behaviour from all AES's.

For an AES to be able to automatically deal with background windows it
would either have to posess a 'multi-clipping' rectangle list or walk
the redraw rectangles. From a programmer's aspect such a feature would
be pointless as you'd still have to cater for AES's which did not have
the ability. It follows that there is little incentive for a designer
to add it either.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1708249742946506860
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Windows
Date: 1998/09/02
Message-ID: <35eecdf1.1312707@news.demon.co.uk>#1/1
X-Deja-AN: 387196257
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35E44EEF.EF993474@wanadoo.fr> <35e8987e.9013000@news.demon.co.uk>
<35E56A61.C70D4024@NO.SPAM.emw.ericsson.se>
<904636321.120907@tornado.itea.ntnu.no>
<35EBF760.1058CBB2@NO.SPAM.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904758266 nnrp-05:22998 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 01 Sep 1998 15:32:16 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

>Jo Even Skarstein wrote:
>> >> Aside from the obvious use, using this mode is a darn good way of
>> >> testing your redraw code works properly! :-))
>>
>> > Yup but be aware that if you put dialogs in the window there will be
>> > problems with edit fields and buttons as they do not clip. If you
>> > have made a library for windowd dialogs it's not a major problem
>> > as you can replace the offending routine (I can't remember the name
>> > right now).
>>
>> Under what AES does this happen? Surely not under N.AES, and I'll be
>> very surprised if MagiC or Geneva does this as well.
>
>I have found this with all AESes. I must admit that it was a LONG time since
>I looked at it and fixed it so I don't exactly remember what needed changing
>(I think it's form_button which need attention), but I'm sure all AESs had the
>problem and still has it.

The root cause of the problem is objc_draw and objc_change. I can't

remember the details but little niggling inconsistencies with
objc_change resulted in me "emulating it" with objc_draw.

>This does ofcourse only happen when the window you are using is in the
>background and is partly covered by another window. How could the AES know
>"where" the object tree is to be drawn anyway? It does not have any clue if
>it's coverd by another window or not and it's up to the user to clip it. If
>you then use form_button (or whatever it's called...), which is the normal way
>of handling button clicks inside a window when a dialog is used, the AES will
>just draw the selected button without any clipping. For edit fields you will
>see that the "marker" will draw right over the window in front as well.

And what a pain tracking the edit cursor is! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6119067599987695 12
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f97f085702a31f7,start
X-Google-Attributes: gid1115ce,public
From: "Harvey Kennett" <essexnet@enterprise.net>
Subject: STOS and PACIFIST
Date: 1998/09/02
Message-ID: <6sk2a1qb1@news.enterprise.net>#1/1
X-Deja-AN: 387207102
Organization: Enterprise PLC - Internet Services
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups: comp.sys.atari.programmer

Hi,

Does anyone run STOS under Pacifist ? Could I have a look at your Pacifist
config file,
since I am having problems getting it to work.

Thanks

Harvey

From 4422709285863804244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec59d169c5e4b87

X-Google-Attributes: gid1115ce,public
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Subject: Re: News questions
Date: 1998/09/02
Message-ID: <35ED935C.3752D87@wanadoo.fr>#1/1
X-Deja-AN: 387219546
Content-Transfer-Encoding: 7bit
References: <35EAE18E.E1AAA82A@wanadoo.fr> <6sh6d0$15ik@c4.hrz.uni-giessen.de>
<6shlh4$1pd$1@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
Organization: Wanadoo - (Client of French Internet Provider)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Tanks to you Thomas and Konstantinos XONIS which repond me. The routine of
Thomas is rigth and now i haven't any bug !!! So thanks to you Thomas ! Do
you think this tips can run on Hades (i think yes) and Milan ? (i don't
know...)

Another question, why the number 46 ?

Thansk a lot.

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB   : http://perso.wanadoo.fr/softjee/
Mail   : SOFTJEE 47200 LONGUEVILLE (FRANCE)

From 644886135199229034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec59d169c5e4b87
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: News questions
Date: 1998/09/02
Message-ID: <6skdl4afh1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 387269929
References: <35EAE18E.E1AAA82A@wanadoo.fr> <6sh6d0$15ik@c4.hrz.uni-giessen.de>
<6shlh4$1pd$1@sun27.hrz.tu-darmstadt.de> <35ED935C.3752D87@wanadoo.fr>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

JACCARD Emmanuel <softjee@wanadoo.fr> wrote:
> Tanks to you Thomas and Konstantinos XONIS which repond me. The routine of
> Thomas is rigth and now i haven't any bug !!! So thanks to you Thomas ! Do

> you think this tips can run on Hades (i think yes) and Milan ? (i don't
> know...)

You're welcome. And I don't see an obvious reason why it shouldn't work
with the Hades or the Milan, too.

> Another question, why the number 46 ?

This area is used by the trap dispatcher to save registers d3-d7/a3-a7
(10 * 4 bytes), the status register (2 bytes), and the return address (4
bytes), making a total of 46 bytes.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -1102095301908895655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2aa20830dd6f999
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STiNG-programming
Date: 1998/09/02
Message-ID: <35f0a496.56261129@news.demon.co.uk>
X-Deja-AN: 387293772
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35ED32E4.79C846F4@ios.chalmers.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904776914 nnrp-06:29664 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 02 Sep 1998 13:58:28 +0200, Gilda Henrik
<di98gihe@ios.chalmers.se> wrote:

>Hi everybody!
>
>I'm very interested in using STiNG in my game called Reeking Rubber (for
>the Falcon030), to give the ability of multiplayer mode. I code
>exclusively in assembly-language.
>I've looked at some docs about coding sting, but it didn't give me the

>essential information I need, like:
>
>1. Does STiNG need a VBL-interrupt to be able to run, or is it driven by
>some other interrupt? Now my game replaces the vbl-vector at $70, so no
>other vbl-interrupts are carried out. IOW my game does not use XBRA to
>link my vbl-routine inbetween the others, because the routine needs to
>be the first to be executed each VBL, to avoid flickering on the screen.
>
>2. Is STiNG relying on AES events to run? I turn off AES in the game, so
>the OS won't do anything to my screens.

It might work but I doubt it. STiK, the predecessor to STiNG
implemented a non blocking resolver and iirc this relies on the AES.

For an informed answer, hope Peter responds! He'll also be able to
answer (1).

>3. I've understood so far that it might be a good idea to let STiNG call
>a handler to take care of incoming IP-packets, and that I can patch in
>my own handler. It's just that the few examples available is in C. Where
>should the handler expect to find the pointer to the IP-packet?

I'm not at all sure what you mean here, but essentially, the Transport
Layer (below) has calls to do what you what.

>4. How do I call the different functions of STiNG in assembler? I saw
>something about 'jsr to the required function', but where are the
>pointers to these functions?

In the TPL structure which is declared in the transprt.h file. You'll
see a line ...

```
extern TPL *tpl;
```

... which is the base address through which all the functions are
located. The variable 'tpl' is a pointer to the datatype TPL. Take the
TCP_open call for instance. It's declared thus:

```
typedef struct tpl {
[snip lots of other declarations]

int16    (*TCP_open)(uint32, int16, int16, uint16);

[snip lots of other declarations]
}    TPL;
```

Further down there's some macros which make it easier for C
programmers to use them. The one for TCP_open is ...

```
#define TCP_open(h,p,t,o)       (*tpl->TCP_open)(h,p,t,o)
```

So, when you see ...

```
TCP_open(arg1,arg2,arg3,arg4);
```

... in example C code then you should read it as ...

```
(*tpl->TCP_open)(arg1,arg2,arg3,arg4);
```

The TPL structure is quite large. It'll be easier to explain with a smaller example:

```
typedef struct fred    {
uint16   (*x)(int16,char*);
void (*y)(int32);
int16    (*z)(void);
}   FRED;

extern FRED   *f;

#define  CallX(a,b)    (*f->x)(a,b)
#define  CallY(d)  (*f->y)(d)
#define  CallZ()       (*f->z)()
```

Lets imagine you see this in the C code:

```
CallX(0,"Hello");
```

It's a macro so read it as:

```
(*f->x)(0,"Hello");
```

You then need to find out what 'f' is. Looking back it turns out it is a structure of type FRED. FRED contains 3 functions, or to be more precise, FRED contains 3 addresses - one for each function x(), y() , z(). If FRED happened to start at memory address $1000 then the address of function x() would be at offset 0 ($1000), the address of function y() follows at offset 4 ($1004) and finally comes z() 4 bytes later at offset 8 ($1008). CallZ() [which is really (*f->z)()] is nothing more complex than

```
move.l   $1008,a0
move.l   (a0),a0
jsr  (a0)
```

Forgive my assembler - it's been a long while, and the MWC assembler uses really odd syntax! The same applies to TPL. You have to go through it from the beginning figuring out what the offset is for each entry. Afair all the TPL offsets are 4 bytes.

Fine, but we need to know the real base address. This is where 'f' comes in. It holds a pointer to it. Let's say 'f' contains the value $2000 then (*f->z)() would be

```
X    =0
```

```
Y    =4
Z    =8
move.l   f,a0     /f
movel.l (a0),a0        /f->
adda.l   #Z,a0         /f->x
move.l   (a0),a0       /*f->x
jsr  (a0)     /(*f->x)()
```

The first few entries in TPL are:

```
typedef struct tpl {
/* offset */
/* $00 */ char *module;
/* $04 */ char *author;
/* $08 */ char *version;
/* $0C */ char*    (*KRmalloc)(int32);
/* $10 */ void (*KRfree)(char *);
/* $14 */ int32    (*KRgetfree)(int16 x);
/* $18 */ char*    (*KRrealloc)(char *, int32);
/* $1C */ char*    (*get_err_text)(int16);
/* $20 */ char*    (*getvstr)(char *);
/* $24 */ int16    (*carrier_detect)(void);
/* $28 /* int16    (*TCP_open)(uint32, int16, int16, uint16);
[etc]
[snip]
}    TPL;
```

The base pointer is:

```
extern TPL    *tpl;
```

The correspondong macros are:

```
#define KRmalloc(x)             (*tpl->KRmalloc)(x)
#define KRfree(x)               (*tpl->KRfree)(x)
#define KRgetfree(x)            (*tpl->KRgetfree)(x)
#define KRrealloc(x,y)          (*tpl->KRrealloc)(x,y)
#define get_err_text(x)         (*tpl->get_err_text)(x)
#define getvstr(x)              (*tpl->getvstr)(x)
#define carrier_detect()        (*tpl->carrier_detect)()
#define TCP_open(h,p,t,o)       (*tpl->TCP_open)(h,p,t,o)
```

So to call TCP_open() we fetch the pointer out of 'tpl', indirect through it to get the TPL base address. Add the TCP_open offset $28, which gets us to the right part of the TPL structure. Read the contents of the address there, then jump through it.

```
move.l   tpl,a0        /tpl
move.l   (a0),a0       /tpl->
adda.l   #$28,a0       /tpl->TCP_open
move.l   (a0),a0       /*tpl->TCP_open
jsr  (a0)     /(*tpl->TCP_open)()
```

>And input parameters to the functions,
>should they be put on the stack or in some data/address registers?

The stack. C functions push arguments right to left and the caller
gets to unstack them - just like Tos. To complete the above example:

```
uint32   a;
int16    b;
int16    c;
uint16   d;
TCP_open(a,b,c,d);

move.l   tpl,a0        /tpl
move.l   (a0),a0       /tpl->
adda.l   $28,a0        /tpl->TCP_open
move.l   (a0),a0       /*tpl->TCP_open
move.w   d,-(sp)       /push args
move.w   c,-(sp)
move.w   b,-(sp)
move.l   a,-(sp)
jsr  (a0)     /(*tpl->TCP_open)()
adda.l   #$0A,sp       /pop args
```

I forget offhand what registers are preserved/destroyed. Probably the
same as a Gemdos call etc.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6260009018687443782
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,17f82410fd9a0cbd
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112087,17f82410fd9a0cbd
X-Google-Attributes: gid112087,public
X-Google-Thread: f8760,17f82410fd9a0cbd
X-Google-Attributes: gidf8760,public
X-Google-Thread: f8a03,17f82410fd9a0cbd
X-Google-Attributes: gidf8a03,public
X-Google-Thread: f5ddf,17f82410fd9a0cbd
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,17f82410fd9a0cbd
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 103c3f,17f82410fd9a0cbd
X-Google-Attributes: gid103c3f,public
X-Google-Thread: 109a67,17f82410fd9a0cbd
X-Google-Attributes: gid109a67,public

From: dklugh@user.iwaynet.net (Daniel Klugh)
Subject: Re: COOOOOOOOOOOOOOL SITE !!!!
Date: 1998/09/03
Message-ID: <6sllpk$ai6$2@news.iwaynet.net>#1/1
X-Deja-AN: 387424032
References: <6sglljjsgn1@platane.wanadoo.fr>
Followup-To:
comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc
Newsgroups:
comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

PM (p_michon@hotmail.com) wrote:
: ALL about old home computers and game systems.
: Have a look at our collection and technical informations.
: ------> NEW !!!! ====> CHAT ROOM / MESSAGE BOARD

: FRANCAIS / ENGLISH
: http://www.chez.com/cmpi

: ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
: MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
: C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
: VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM .....

I went there and it said to download "Microsoft Internet Explorer" or some such nonsense.I'm pretty sure that I need a IBM for that.Of course if I had a IBM PC/AT,I'd use Netscape (with Linux) which supports JAVAScript.

From -9000578643970786133
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Windows
Date: 1998/09/03
Message-ID: <35EE5B90.5107D40C@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 387424034
Content-Transfer-Encoding: 7bit
References: <35E44EEF.EF993474@wanadoo.fr> <35e8987e.9013000@news.demon.co.uk>
<35E56A61.C70D4024@NO.SPAM.emw.ericsson.se> <35eb8076.15835570@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 904813456 13289 (None) 136.225.229.137
Organization: Ericsson Microwave Systems

Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >> Aside from the obvious use, using this mode is a darn good way of
> >> testing your redraw code works properly! :-))
> >
> >Yup but be aware that if you put dialogs in the window there will be
> >problems with edit fields and buttons as they do not clip.
>
> Exactly! ;-)

Yiha!

> >If you
> >have made a library for windowd dialogs it's not a major problem
> >as you can replace the offending routine (I can't remember the name
> >right now).
>
> The name of what?

The function responsible for this mess. It's form_button() for the
buttons and for the cursor I have no idea... I fixed it by simply dissabeling
the cursor in the windows not being on top and enabled it when it gets
active/topped. You can only have keyboard input to the top window anyway,
I think...

:-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -1172128636242702146
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Windows
Date: 1998/09/03
Message-ID: <6slq67nf1@nyheter.chalmers.se>#1/1
X-Deja-AN: 387434283
References: <35E44EEF.EF993474@wanadoo.fr>
<35E56A61.C70D4024@NO.SPAM.emw.ericsson.se> <35eb8076.15835570@news.demon.co.uk>
<35EE5B90.5107D40C@NO.SPAM.emw.ericsson.se>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <35EE5B90.5107D40C@NO.SPAM.emw.ericsson.se>,
Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
...
>active/topped. You can only have keyboard input to the top window anyway,
>I think...

You are wrong. ;-)

MGIF can be configured for 'point to type' (keyboard entry into the window
below the mouse pointer even if it is partially obscured).
I don't think I made this the default, though, since some people might get
confused (I'm used to X myself and even configure Win95 this way).

Naturally, you can't use the standard text cursor if you do this and the
current (even beta7+) XaAES (don't know about other alternative AESes) has
some trouble with it.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 4395495291817043820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: "Dominique B►r►ziat" <dominique.bereziat@inria.fr>
Subject: Re: Cold and warn reboot
Date: 1998/09/03
Message-ID: <35EE6DF4.16407ED4@inria.fr>#1/1
X-Deja-AN: 387437397
Content-Transfer-Encoding: 7bit
References: <rw5u32tiitr.fsf@polder.inria.fr> <35f2d5d3.3330559@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: INRIA
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> The obvious question is why? ;-)

a personal use :).

> The code, based on the above assumptions ...
>
> void
> Reset(bool coldstart)
> {uint32 pi   =0x31415926L;

```
>  void   (*fcp)()        =*resetpc;
>
>  (void)Super(0L);
>  *resvalid = coldstart ? ~pi : pi;
>  (*fcp)();
> }
```

Thanx for your explanation,Bye

--
Dom

From 7304477481339948625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Windows
Date: 1998/09/03
Message-ID: <35EE6E79.C267CBC4@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 387437398
Content-Transfer-Encoding: 7bit
References: <35E44EEF.EF993474@wanadoo.fr>
<35E56A61.C70D4024@NO.SPAM.emw.ericsson.se> <35eb8076.15835570@news.demon.co.uk>
<35EE5B90.5107D40C@NO.SPAM.emw.ericsson.se> <6slq67nf1@nyheter.chalmers.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 904818297 14085 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Johan Klockars wrote:
>
> In article <35EE5B90.5107D40C@NO.SPAM.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
> ...
> >active/topped. You can only have keyboard input to the top window anyway,
> >I think...
>
> You are wrong. ;-)

What a suprise. ;-)

> MGIF can be configured for 'point to type' (keyboard entry into the window
> below the mouse pointer even if it is partially obscured).
> I don't think I made this the default, though, since some people might get
> confused (I'm used to X myself and even configure Win95 this way).

Yeah, I can not live withpout it under Solaris. I guess you have done your own keyboard handling then. Because I'm almost 100% sure that normally they keyclicks will go to the window on top. I have to try this...

> Naturally, you can't use the standard text cursor if you do this and the
> current (even beta7+) XaAES (don't know about other alternative AESes) has
> some trouble with it.

So I wasn't completely wrong then.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 5886550432186330338
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,765670bacdb00a50,start
X-Google-Attributes: gid1115ce,public
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Subject: Re: STiNG-programming
Date: 1998/09/03
Message-ID: <35EE7337.E33460B4@ios.chalmers.se>#1/1
X-Deja-AN: 387441758
Content-Transfer-Encoding: 8bit
Organization: Chalmers University of Technology
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
>
> It might work but I doubt it. STiK, the predecessor to STiNG
> implemented a non blocking resolver and iirc this relies on the AES.
>
> For an informed answer, hope Peter responds! He'll also be able to
> answer (1).

Would I have to resolve an IP-address (like 123.456.789.012) before sending any data to a recipient? Isn't resolving actually for translating 'human' addresses (like www.anyhost.com) into IP-addresses using a DNS-server? My game would have to be able to quickly send data without confirming any connection otherwise the whole came would stop while connection is being established.

Well, I read in the docs something about the transfer of IP-packets

being just 'above' the TCP,ICMP,UDP layers. So when sending an IP-packet you may choose which of the protocols to use. I didn't see anything about there being a handler to handle TCP packets, but I may have missed that.

```
>
> >4. How do I call the different functions of STiNG in assembler? I saw
> >something about 'jsr to the required function', but where are the
> >pointers to these functions?
>
> In the TPL structure which is declared in the transprt.h file. You'll
> see a line ...
>
> extern TPL *tpl;
>
> ... which is the base address through which all the functions are
> located. The variable 'tpl' is a pointer to the datatype TPL. Take the
> TCP_open call for instance. It's declared thus:
>
> typedef struct tpl      {
> [snip lots of other declarations]
>
> int16   (*TCP_open)(uint32, int16, int16, uint16);
>
> [snip lots of other declarations]
> }       TPL;
```

Does the STiNG-cookie contain a pointer to this tpl-structure? If so then i've understood how to call for example tcp_open. But I would still need to know the essentials like if STiNG requieres a VBL-interrupt and AES.

```
>
> You then need to find out what 'f' is. Looking back it turns out it is
> a structure of type FRED. FRED contains 3 functions, or to be more
> precise, FRED contains 3 addresses - one for each function x(), y() ,
> z(). If FRED happened to start at memory address $1000 then the
> address of function x() would be at offset 0 ($1000), the address of
> function y() follows at offset 4 ($1004) and finally comes z() 4 bytes
> later at offset 8 ($1008). CallZ() [which is really (*f->z)()] is
> nothing more complex than
>
> move.l  $1008,a0
> move.l  (a0),a0
> jsr     (a0)
>
> Forgive my assembler - it's been a long while, and the MWC assembler
> uses really odd syntax!
```

Actually wouldn't it be right with:

```
move.l   $1008,a0 get pointer at $1008
jsr  (a0)     use that pointer to jsr to
```

Thats the same way I call my joystick-reading routine in the game.

```
> So to call TCP_open() we fetch the pointer out of 'tpl', indirect
> through it to get the TPL base address. Add the TCP_open offset $28,
> which gets us to the right part of the TPL structure. Read the
> contents of the address there, then jump through it.
>
> move.l  tpl,a0          /tpl
> move.l  (a0),a0         /tpl->
> adda.l  #$28,a0         /tpl->TCP_open
> move.l  (a0),a0         /*tpl->TCP_open
> jsr     (a0)            /(*tpl->TCP_open)()
```

But isn't 'tpl' already the address to the whole tpl-structure? So wouldn't
move.l   (a0),a0
take out the first pointer in the tpl-structure, which is *module? You said your assembler was a bit rusty, eh? ;-)
Or am i getting the tpl-structure all wrong?

And results of the function, can I fetch them from the stack too? Please excuse my tiny knowledge of the C language.

I just checked in the 'eng_html.lzh' file. It said that i should use the cookie to access the 'drv list' structure. In it there is a pointer to a function called 'get_dftab' (i think it is at offset 10, if i'm not misjudging the structure). i should jsr to that function with a pointer to a string 'TRANSPORT_TCPIP', and will get back a pointer to the 'API'. But the docs doesn't say where 'tpl' is to be found.

Regards
Henrik Gild

```
From 1845399090453903283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f97f085702a31f7
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: STOS and PACIFIST
Date: 1998/09/03
Message-ID: <199809030117168095 6@zetnet.co.uk>#1/1
X-Deja-AN: 387549770
References: <6sk2a1$qb$1@news.enterprise.net>
Newsgroups: comp.sys.atari.programmer
```

Hi

> Does anyone run STOS under Pacifist ? Could I have a look at your Pacifist
> config file,
> since I am having problems getting it to work.

I have just used standard PaCifiST settings....

what TOS version, and what STOS version are you using?

You probably want to upgrade your STOS, or downgrade your TOS (early STOS versions are incompatible with 1.62 - 2.06 versions [depending on which STOS you are useing]. Current STOS will work on them all of course.

  http://www.users.zetnet.co.uk/jacquesa/atari/stos/

Anthony
--

```
--------------------------------------+-----------------------------------
Anthony Jacques         IRC: AnthonyJ | The boy stood on the burning deck
                        ICQ: 11287923 | Whence all but he had fled...
jacquesa@zetnet.co.uk                 | Twit.
http://w3.to/EraserULTRA/             |                      Spike Milligan
--------------------------------------+-----------------------------------
```


From 4156883960661004030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f476e14381204e88,start
X-Google-Attributes: gid1115ce,public
From: "K.Hampf" <k_hampf@yahoo.com>
Subject: STiNG LocalTalk
Date: 1998/09/03
Message-ID: <35ee408d.0@d2o29.telia.com>#1/1
X-Deja-AN: 387556347
X-NNTP-Posting-Host: t3o29p5.telia.com
Organization: Telia Internet Services
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@internet.telia.com

Why is it that the LocalTalk module (by "Uknown Programmer") in STiNG has options for Ethernet-cards like VME and Riebl? What on earth has that to do with LocalTalk? The type is "serial bus type" which would be correct, but then you'd probably want to use a LocalTalk tranceiver for RS-422, but there's no option for Serial Bus Type on LAN ...
   Is there serial bus type options that works in STiNG? Ethernet for example, does it work allright? If it does and you can select LocalTalk adapters, you can easily connect Mega STe's and Falcons by their LAN ports at least for raw TCP/IP, the AppleTalk protocool is a totally different

matter.

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

From -8249430410343876594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179f290ffc6add43
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Cold and warn reboot
Date: 1998/09/03
Message-ID: <35ee2280aab3bc40@my-ste.demon.co.uk>#1/1
X-Deja-AN: 387571176
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <rw5u32tiitr.fsf@polder.inria.fr> <35f2d5d3.3330559@news.demon.co.uk>
X-Sender: NEWSwatch v2.50 BETA#3 (Atari)
X-Complaints-To: abuse@demon.net
X-Hardware: 68000/8 Atari 520 STE 4Mb
X-Trace: news.demon.co.uk 904848288 nnrp-05:799 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Reply-To: dbolt@my-ste.demon.co.uk
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

on Wed 02-09-98 17:44 Guy Harrison wrote:

>On 31 Aug 1998 11:47:28 +0200, Dominique Bereziat
><bereziat@polder.inria.fr> wrote:
>
>>
>>Hi everybody,
>>i would like to know how perform a cold and a warn reboot
>>under plain-TOS (a C example will be welcomed).
>
>The obvious question is why? ;-)

Probably for fun? ;)

>>Thanx for yours answers.
>
>I've never had a need to do this but as no-one else has answered I'll
>give it a bash. Even more amazingly I'll do with without the safety
>net of having an Atari to try it on just now! <g>

Have you got a safety line instead.

>There seem to be four system variables associated with this:
>
>uint32 *memvalid=0x420;

You missed out these 2:

uint32 *memvalid2   =0x43a;
uint32 *memvalid3   =0x51a;

AFAIR memvalid3 is present, but unchecked, under TOS 1.0. It is checked under TOS 1.62 and, probably, TOS 2+.

>uint16 *memctrl =0x424;
>uint32 resvalid =0x426;
>uint32 *resvector   =0x42a;
>
>and the reset address for the cpu is:
>
>uint32 *resetpc =0x004;
>
>'memctrl' is a copy of the value which got written into the memory
>controller. I'll ignore it.

That's fine.

>'memvalid' is a flag denoting if the controller's config is valid. It
>must be - we're running, so I'll ignore that also.

Bad move. If memvalid == 0x31415926, memvalid2 == 0x237698aa and, for TOS 1.6+, memvalid3 == 0x5555aaaa then a reset will be warm. If any of these don't match the 'magic number' then a cold reset is performed. The difference between a cold and warm reset being the check to find out how much memory is available.

>'resvalid' denotes if the reset routine whose address is in
>'resvector' is usable or not. I assume this is the warmstart code.

Ooo, assumption is the mother of all programming nightmares. The reset routine pointed to with resvector is one that is called before TOS is initialized and has nothing to do with warm/cold resets. As an aside to this, this is the way the ghost virus stays resident through warm resets.

>Also it makes sense that the next reset will be a warmstart unless we
>force otherwise.
>
>Finally, I have a vague recollection the value of PI is used to denote
>that 'resvector' is valid.

That's right.
>   I also assume the contents of 'resvector'
>has already been set to a warmstart routine by the system.

See above for my feelings about assumptions :)

```
>The code, based on the above assumptions ...
>
>void
>Reset(bool coldstart)
>{uint32 pi   =0x31415926L;
> void   (*fcp)() =*resetpc;
>
> (void)Super(0L);
> *resvalid = coldstart ? ~pi : pi;
> (*fcp)();
>}
```

Almost right. The only thing wrong with the above is you're playing with the wrong *???valid. The code required is almost the same, as below:

```
void
Reset(bool coldstart)
{uint32 valid =0x752019f3L;     /* magic for memvalid */
 void    (*fcp)() =*resetpc;

 (void)Super(0L);

/* clear memvalid. results in memory check/cold boot. */

 *memvalid = coldstart ? ~valid : valid;
 (*fcp)();
}
```

Still, since you didn't use the safety net, and therefore couldn't test it, that's not too bad.

Regards,
David. Email: dbolt@my-ste.demon.co.uk

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNe4ruvt/J4yyMZyRAQHPIwMAo5bHruwUq0K4RWv1xjptOOUdZJjC7Wbp
bv2yAQJDfPNe6+ApRG93DG0r8wfqoMYvA55iWGHkDZys4YaN1i1K2jChQjsGYVO/
h1GyHEvzGc5zR4zJTMLqh09SAx25RVH0
=t8hl
-----END PGP SIGNATURE-----

--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Acorn A3010   2Mb, 260Mb

Discoveries are made by not following instructions.

From -1502636782526768031
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f476e14381204e88
X-Google-Attributes: gid1115ce,public
From: pricard@club-internet.fr (Pascal Ricard)
Subject: Re: STiNG LocalTalk
Date: 1998/09/03
Message-ID: <35ef1eb8ee22e1@club-internet.fr>#1/1
X-Deja-AN: 387632107
Content-Transfer-Encoding: 8bit
References: <35ee408d.0@d2o29.telia.com>
X-Sender: NEWSwatch v2.50 BETA#4 (Atari)
X-System: Falcon030-12-FPU MagiC STinG Cab (POP+NEWS)watch Okami
Content-Type: text/plain; charset=iso-8859-1
X-Trace: front5.grolier.fr 904860262 25799 195.36.142.124 (3 Sep 1998 22:04:22
GMT)
Organization: Les Cigales
X-Url: http://perso.club-internet.fr/pricard/index.html
Mime-Version: 1.0
NNTP-Posting-Date: 3 Sep 1998 22:04:22 GMT
Newsgroups: comp.sys.atari.programmer

Hello,

  in article <35ee408d.0@d2o29.telia.com>
  K.Hampf wrote:

>   Is there serial bus type options that works in STiNG? Ethernet for
> example, does it work allright? If it does and you can select LocalTalk
> adapters, you can easily connect Mega STe's and Falcons by their LAN ports

BTW, is the LAN port on the Falcon compatible with RS232 ? I mean I
would like try to connect my modem to the LAN port (with a Mac cable ?)
and then use the Modem2 to talk with a PC (using a nul modem cable I
suppose).
What would be the wiring between the modem (DB9) and the LAN port ?

BFN,
/Pascal/

--
Pascal, surfing the web on his Falcon...
Otagger 1.22: Today's thought:
You want it all but you can't have it

From 2355144786893950993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c51e4830d3932ca5,start

X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Lost message...
Date: 1998/08/17
Message-ID: <Pine.BSF.3.96.980817012845.28477B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 381937065
Organization: Memorial University of Newfoundland
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Someone wrote me a message yesterday I think. They stated the information I have on the disk formats is outdated. They then continued to explain how the new disk formats are layed out and how to access them. Well something went wrong with my server and I lost some of the messages. This particular message I wanted to download and save and of course was one of the ones that got chucked. Could this personplease send it again if possible.

Scott.

From 1515078361044478620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe22cea7496d42b9
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: cmp.w #$c9,d0
Date: 1998/08/17
Message-ID: <6r91hn$317$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 381955589
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote in comp.sys.atari.programmer:
> as such a true AES call needs at least the address of the global array of the
> calling application to meet the binding requirements of AES. Luckily there is
> _appl_yield(), it can be called inside the library code as it does not need
> any parameter the value of which the library won't know.

> Calling it does no harm with Geneva, it just means that during execution of
> that blocking call multi-tasking is suspended, just like it would anyway if
> the call had not been called in the first place.

So, how does one call _appl_yield()? Is it just

```
_appl_yield:
     move.w   #$c9,d0
     trap #2
     rts
```

(I haven't delved too deeply into the GEM trap vector)

Are there any restrictions on calling it?

Is it OK from a TOS app?

Is it OK from User mode, or does it require Supervisor mode?

Assuming other tasks aren't resource hogs (CPU/disc etc), how quickly will I get control again? If all other tasks are idle, I'd assume it'd be pretty much immediately.

Given code of the form:

```
  appl_init()
  do GEM stuff
  appl_exit()
  ...
  for a = 1 to largenumber
    do stuff
    if (a mod 100) equals zero  ; remainder( a / 100 ) = 0
      _appl_yield()  ; yield to other processes every 100th iteration
    end if
  next a
  ...
```

will this be OK?

(Just thinking aloud)

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From -4286293865950174658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe22cea7496d42b9
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Undocumented Atari (was: cmp.w #$c9,d0)
Date: 1998/08/17
Message-ID: <6r91mm$317$3@newshost.comnet.co.nz>#1/1
X-Deja-AN: 381955590
References: <6p1ees$mj7$1@newshost.comnet.co.nz> <ExF777.M72@suse.modem.stud.uni-hannover.de>

Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Are/were there any undocumented calls in TOS?

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From -4009968116588453032
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,958be92d8deb96b8
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: FATS AGAIN...
Date: 1998/08/18
Message-ID: <Pine.BSF.3.96.980818011529.16807B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 382226950
References: <Pine.BSF.3.96.980813134422.25142B-100000@ganymede.cs.mun.ca>
<Pine.A41.3.96.980814131840.14378E-100000@juno.amp.uni-hannover.de>
<Pine.BSF.3.96.980814150709.1865B-100000@ganymede.cs.mun.ca>
<6r4s0l$hk0$1@sun27.hrz.tu-darmstadt.de>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 15 Aug 1998, Thomas Binder wrote:

> Scott Harris <harris@cs.mun.ca> wrote:
> > Also I want to be able to read in the fats table to trace file contents,
> > i.e file data is stored in sector 1,4,8,9. I'm trying to write a utility
> > to undelete files, defragment disks, e.t.c.
>
> No offense, but do you really think it's a good idea to write such stuff
> if you even don't know how to determine vital data of a disk/harddisk?

No offense taking.

Well what better way to learn. I'm doing it for experience and I find
hands ist he best way. Reading about what everything does and
understanding it is different than seeing why it does it and making it
do it.

> Also, there are already a lot of programs which allow undelete and/or
> defragmentation (Chkdisk3, Diamond Edge, Diskus, to name just a feq), so

> why do you need that?

Refer to what I said above. What about if we only had one of everything in
the world. One STOS program with no new add ons, one art package, e.t.c.
If we only had one of everything none whould have the right to choose :)

> > So how would I be able to determine on where this starts then? All
> > docmentation I have states the disk layouts are.... [...]
>
> Use Getbpb() for that. It tells you everything you need to know. If
> you're able to read German, you might take a look at the sourcecode of
> CheckFat (it's included in the distribution, look for cfat_r4.lzh).

Got it .

> > Bit 0 read only
> > bit 1 hidden
> > bit 2 system
> > bit 3 volumn lable
> > bit sub directory
> > bit archive bit
> > bits 6/7 not used
>
> Bit 6 is used by MagiC and MiNT's new FATFS for symbolic links. VFAT
> additional entries for the long filenames have all 8 bits set, i.e. the
> attribute is 15.
>
> > These are what I need to retrieve.
>
> You also have to remember that all information that require more than
> one byte are stored in Intel-order, i.e. least significant byte first.
> That applies to directory entries as well as to FAT entries.

Still not fully sure of all this yet, but working on it.

From -7425242764338515141
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d21caf7f3db8a236,start
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Subject: BETA testers SOP?
Date: 1998/08/18
Message-ID: <35D97977.FA20D7D7@cfcsc.dnd.ca>#1/1
X-Deja-AN: 382275131
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Coll⍰ge des Forces canadiennes - Canadian Forces College
Mime-Version: 1.0
Reply-To: macdonald@cfcsc.dnd.ca

Newsgroups: comp.sys.atari.programmer

Salut:
I sometimes volunteer to do beta testing, but as of yet I've never been
told what the programmer I am beta testing for wants!!
odd and irksome.
so tell me, if you ask for beta testers for feedback, what is it that
you as a programmer are looking for?
I have a registered Profile2.2, are there other system programs that
would give you important feedback?
is there a Standard Operating Procedure that a beta tester can use?
or is there a prg that would run in the background keeping track of
system calls etc and writing the info to a text file upon a crash! :-)
So far I have been just writing down what happens when a prg does a
crash or something unexpected; along with a Profile2.2 report.
Is it good enough?

From 3093676008560823753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a0b673edb0d5574,start
X-Google-Attributes: gid1115ce,public
From: bredroll@hotmail.com (Ian Norton)
Subject: new: falcon software directory site
Date: 1998/08/18
Message-ID: <6rccsvsct1@plug.news.pipex.net>#1/1
X-Deja-AN: 382349310
Organization: UUNET UK server (post doesn't reflect views of UUNET UK)
Newsgroups: comp.sys.atari.programmer

hi all

i am 50% through the production of my new site,

it aims to decrease the time it has taken me to
find some software for my falcon, including magic
specific or enhanced applications,

the site will include all the software i have found
useful (shareware+pd) that i have downloaded from
different sites and hard to get english versions
and translations.

it's not finished yet but is coming up on 150 different
items, most of which will be for direct http download,
the rest are links to the authors/supporters site where
more can be found out.

stand by for more info!

ian norton :)

From -462255426262365240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc554dc8731c0044,start
X-Google-Attributes: gid1115ce,public
From: bredroll@hotmail.com (Ian Norton)
Subject: wav to mp2?
Date: 1998/08/18
Message-ID: <6rcd0gsct2@plug.news.pipex.net>#1/1
X-Deja-AN: 382349311
Organization: UUNET UK server (post doesn't reflect views of UUNET UK)
Newsgroups: comp.sys.atari.programmer

can anyone help me?

i need a wav/avr/snd to mp2 convertor

thanx in advance

inorton_badrul@hiotmail.com

Ian norton :)

From -6721041816952283804
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7574c16086fe65f1
X-Google-Attributes: gid1115ce,public
From: "Cy Jones" <cy@cassini.demon.co.uk>
Subject: Re: dial up server, win95>sting
Date: 1998/08/18
Message-ID: <903465501.28527.0.nnrp-11.9e984ea4@news.demon.co.uk>#1/1
X-Deja-AN: 382374372
X-NNTP-Posting-Host: cassini.demon.co.uk:158.152.78.164
References: <6r4h9hbhq1@plug.news.pipex.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 903465501 nnrp-11:28527 NO-IDENT
cassini.demon.co.uk:158.152.78.164
Newsgroups: comp.sys.atari.programmer

Try this:

I have a 24meg TT and a 333Mhz Dell PC

They are talking to each other using Connect on my Atari, and Hyperterminal
on the PC and both utilising ZModem protocol..

I've got a Null Modem cable hooked into the two computers com ports (from
Maplin - £6.00).

Data transfer rate at 19,200 baud is about 10mins per Meg, but I'm working
on it.

Cy Jones

.
Ian Norton wrote in message <6r4h9hbhq1@plug.news.pipex.net>...
>hi all,
>
>i want to allow my falcon to connect to other machines via
>dial-up networking using ppp between the 2 machines, the other
>is a pc running win95 or NTWS4 i have dialups but it wont answer
>the modem!
>
>i have sing installed and could use ftp server once the copnnection
>is established
>
>please help
>
>:)

From -879677343182903247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d21caf7f3db8a236
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: BETA testers SOP?
Date: 1998/08/18
Message-ID: <Pine.BSI.3.96.980818184324.27603A-100000@usr09.primenet.com>#1/1
X-Deja-AN: 382443626
References: <35D97977.FA20D7D7@cfcsc.dnd.ca>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@globalcenter.net
Organization: Frontier GlobalCenter Inc.
Mime-Version: 1.0
X-Posted-By: kellis@206.165.6.209 (kellis)
Newsgroups: comp.sys.atari.programmer

hi ken.
I will just speak for myself, as I know that other programers will ask
a total different thing.
in my opinion, Just the fact that many betatester try a version is
good, because of the different computer/os, setup, auto order, special
tsr, acc etc.
When a betatester experience prob. I hate a simple: "Version x.xx
doesn't work. it crashes!"

What I expect is a small report, on When does it crash exactly? is it random? What is the message when it crashes? What kind of crash? When it crashes, can you reproduce it under another OS? fastram settings? memory protection? Those kind of things are normally done directly by the user trying to get the sofware stable.
Example, I have few prog I know what to do and NOT to do to not crash. This really helps me.
Also a report of the exact auto folder order, or acc.
anyway that's basically how I see it.. probably many other things I forgot.

On Tue, 18 Aug 1998, Ken Macdonald wrote:

>Salut:
>I sometimes volunteer to do beta testing, but as of yet I've never been
>told what the programmer I am beta testing for wants!!
>odd and irksome.
>so tell me, if you ask for beta testers for feedback, what is it that
>you as a programmer are looking for?
>I have a registered Profile2.2, are there other system programs that
>would give you important feedback?
>is there a Standard Operating Procedure that a beta tester can use?
>or is there a prg that would run in the background keeping track of
>system calls etc and writing the info to a text file upon a crash! :-)
>So far I have been just writing down what happens when a prg does a
>crash or something unexpected; along with a Profile2.2 report.
>Is it good enough?
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 1010806330070906235
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629c8286d8b740ec
X-Google-Attributes: gid1115ce,public
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Subject: Re: GCC 2.8.1 on TOS ?
Date: 1998/08/18
Message-ID: <35d92216.0@news.utbm.fr>#1/1
X-Deja-AN: 382451210
Content-Transfer-Encoding: 7bit
References: <35d81b9a.0@news.utbm.fr> <903351995.778744@tornado.itea.ntnu.no>
Content-Type: text/plain; charset=us-ascii
Organization: LERMPS
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer

>> I have already seen a version of GCC 2.8.1 working under Mint, but it
>> don't looks work on TOS or Magic or MagicMac unfortunatly, there is it a
>> version which could work on TOS? for the moment I can use only GCC 2.5.8.

>Christian Felsch has made a port to TOS/MagiC:

>   ftp://ftp.rz.tu-harburg.de/pub/software/systems/atari/gnu/gcc/

Thanks a lot it was the version I have, I have find the bug so it work
now. For information if with GCC I don't use an optimisation option it
don't work. It's not a problem but it was difficult to find!!!

regards

--
Olivier.landemarre@UTBM.FR

From -313850276325730806
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c265866eb6b89247,start
X-Google-Attributes: gid1115ce,public
From: Rob.Schafrick@taf.ftn.org (Rob Schafrick)
Subject: Re: Programming GEM
Date: 1998/08/18
Message-ID: <fbe_9808201921@tor250.org>#1/1
X-Deja-AN: 383156690
Organization: Toronto Atari Federation Message Center & BBS
Newsgroups: comp.sys.atari.programmer
X-FTN-To: Guy@Swampdog.Demon.Co.Uk

 In message 0/32/674, guy@swampdog.demon.co.uk writes:

 > From: guy@swampdog.demon.co.uk (Guy Harrison)
 > Newsgroups: comp.sys.atari.programmer
 > Subject: Re: Programming GEM
 > Organization: SwampDog
 >
 > On Tue, 04 Aug 1998 10:49:20 -0700, Claes Nstn <Claes.N@hehe.com>
 > wrote:
 >
 > >Hi, I have done this small program that converts ,,, and from
 > >the Atari format to PC format, its a TTP program and I would like
 > >to do it in GEM format, is there any book on the net that gives me
 > >information about that, much HELP is needed, and ALL help is
 > >appriciated!

>
> As others have said, the "Compendium" is the book to get hold of.
>
> Also, you will need a piece of software called a "resource editor".
> This creates the .RSC files which contain the visual elements of a Gem
> program. It allows you to design the user interface and allows you to
> give names to the elements of the resource file that your source code
> needs to manipulate.
>
> It is *possible* to create a resource file manually but it is very
> very difficult to get right, so I don't recommend doing it this way.
>
> The best resource editor is a commercial one called "Interface" but
> (free/share)ware ones exist. Afaik most of them assume you program in
> C but Interface allows you to specify other languages should this be
> required. Maybe some of the others do - I dunno.
>
>
> --
> guy@swampdog.demon.co.uk
> http://www.swampdog.demon.co.uk
>
>
>
> ---
> * Origin: SwampDog (1:2424/12.1)

Where can we get "Interface"?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.

From 2366845773015420894
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6f58c173bef7697f,start
X-Google-Attributes: gid1115ce,public
From: "Kent Johansson" <midwinter.removethistoreply@hotmail.com>
Subject: Opensource Wordprocessor project
Date: 1998/08/19
Message-ID: <01bdcb74$35c093e0$6c64a8c0@kent>#1/1
X-Deja-AN: 382631836
X-NNTP-Posting-Host: t1o65p39.telia.com
Organization: Telia Internet Services
Newsgroups: comp.sys.atari.programmer
X-Complaints-To: abuse@internet.telia.com

Hi!

  ABISource have launched an "opensource" project, it's currently a Linux
and WinNT project, but... I woudn't mind if someone would like to port it

to Mint or TOS...

More info on:
  www.abisource.com

  But someone may say, "Oh no, not another hoax project. Remember that Mac OS that turned out to be a copy of Linux source files". I'd like to quote a message posted on Slashdot, "AbiSource is primarily people who worked for Spyglass, Inc ". Well, I think those guys know what they are doing. Atleast they have a pretty cool logo.

Regards..

//Kent Johansson

From 4095463639738028253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d21caf7f3db8a236
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: BETA testers SOP?
Date: 1998/08/19
Message-ID: <0LT1CVS@tos.pl.net>#1/1
X-Deja-AN: 382658551
References: <35D97977.FA20D7D7@cfcsc.dnd.ca>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: I sometimes volunteer to do beta testing, but as of yet I've never been
: told what the programmer I am beta testing for wants!!

There are several reasons why it's helpful to have other people testing your software.

Often the author of the software knows what should and should not be done with the software, and fails to test other possibilities. An other person who is unfamiliar with the software will try out operations that the programmer would never have thought of, and often show up bugs that way that the programmer would never have noticed.

The other aspect is getting the software tested on many different computer configurations. By getting a number of people to test the software, you will find out when the software doesn't work on more unusual hardware or software configurations, or configurations that the programmer didn't think of trying or was unable to try himself.

And finally, it is also very helpful to get feedback on the design and documentation of the program. Although what usually happens here is that you have to make compromises and you cannot please everyone, the suggestions from various people are always useful.

So what should a beta tester do? There are several approaches which are all relevant. Firstly, don't think "I'm beta testing this software, what have I got to do?" but rather, simply use the software in the way that you would do if you weren't beta testing it. Pretend you're an ordinary user who simply wants to get things done with the software. Then when you notice inconsistencies in the software's operation, or crashes, or if you see any areas which could be improved, make a note of it.

Secondly, deliberately do stupid and/or unusual things with the software. For example if you were beta testing a word processor, try loading a binary file into it. Try typing unprintable characters. Try cutting and pasting a spreadsheet document into it, even though you know it doesn't support this. Try editing really huge files. Try loading text files of other formats that the software doesn't recognise, and check that it shows a friendly warning message instead of crashing or behaving unpredictably. Try choosing menu options even if they obviously do not apply to the present situation. Try clicking on all the objects in the program even if you know they're not meant to do anything. Check that the program behaves sensibly when you try to save to a disc which has insufficient free space, or when attempting to load a file that doesn't exist (the program might show a friendly "That file does not exist, do you want to create it?" message).

All that is not very good, however, if the programmer only gets messages like, "I tried the program out and it crashes sometimes." Or, "The buttons don't work properly when you press them." Instead say something like, "While using the word processor on an Hades 040 machine under MultiTOS, I selected the "Save" menu option while no document was loaded, and the program crashed with 7 bomb icons on the screen. The failure is consistent and can be reproduced by selecting the "Save" menu option with no document open." Or "After clicking on the "Calculate" button in the "Math" dialog box, the button flickers but nothing else happens, regardless of the equations entered into the editable field."

Whenever you notice an inconsistency in the operation of the program, note the complete circumstances surrounding the event, and the exact details of the problem. Check whether the problem can be reproduced or is intermittant, and explain exactly how the problem can be reproduced, or if intermittant, attempt to determine under what situations the problem occurs. If you're using MiNT, note all the crash info shown after a crash, since that helps the programmer to track problem the problem down.

Also, in the case of inconsistencies in the operation of the software, try making changes to see whether the problem can be avoided. For example if a program crashes while you're using it under the Geneva AES, try using the program under the Atari AES and see whether the problem goes away.

Well, in any case I think programmers are pleased to receive the valuable assistance of the beta testers, even if none of them are what could be called "a perfect beta tester." So above all, don't get too bogged down in the details, and just get on with trying the software out. That's the most important thing.

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

From -6610592471054873127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ca4d9874b6a97c44,start
X-Google-Attributes: gid1115ce,public
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Subject: Font system
Date: 1998/08/20
Message-ID: <35DC5FE5.CA5E8DE7@wanadoo.fr>#1/1
X-Deja-AN: 383063045
Content-Transfer-Encoding: 7bit
Organization: Wanadoo - (Client of French Internet Provider)
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Everybody !

I have a special question : How to have the adress of the sytem font
(8x8) ? (Except LINE A)

Thanks !

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

From -8041433804116048504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ca4d9874b6a97c44
X-Google-Attributes: gid1115ce,public
From: Rohan Langley <gamemaster@quake.com.sg>
Subject: Re: Font system
Date: 1998/08/21
Message-ID: <35DD027D.F7FE1FAC@quake.com.sg>#1/1
X-Deja-AN: 383240298
Content-Transfer-Encoding: 7bit
References: <35DC5FE5.CA5E8DE7@wanadoo.fr>
Content-Type: text/plain; charset=us-ascii

Organization: Pacific Internet Pte Ltd Staff
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

I seem to remember POKEing address 756 on Atari 8 bit BASIC...?? Is this
the kind of info you're looking for?

Rohan

JACCARD Emmanuel wrote:
>
> Hi Everybody !
>
> I have a special question : How to have the adress of the sytem font
> (8x8) ? (Except LINE A)
>
> Thanks !
>
> --
> SOFTJEE
> JACCARD Emmanuel
> E-mail : softjee@wanadoo.fr
> WEB   : http://perso.wanadoo.fr/softjee/
> Mail   : SOFTJEE 47200 LONGUEVILLE (FRANCE)

From 2120747884956642887
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ca4d9874b6a97c44
X-Google-Attributes: gid1115ce,public
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Subject: Re: Font system
Date: 1998/08/21
Message-ID: <35DD2DF8.FBD6CDCC@wanadoo.fr>#1/1
X-Deja-AN: 383277828
Content-Transfer-Encoding: 8bit
References: <35DC5FE5.CA5E8DE7@wanadoo.fr> <35DD027D.F7FE1FAC@quake.com.sg>
Content-Type: text/plain; charset=iso-8859-1
Organization: Wanadoo - (Client of French Internet Provider)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi, thanks for your answer but i want a system call and not a poke adress
but perhaps the function don't exist....

Thanks

Rohan Langley a ̂crit:

> I seem to remember POKEing address 756 on Atari 8 bit BASIC...?? Is this

> the kind of info you're looking for?
>
> Rohan

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB   : http://perso.wanadoo.fr/softjee/
Mail   : SOFTJEE 47200 LONGUEVILLE (FRANCE)

From -7036904168224821541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d21caf7f3db8a236
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Subject: Re: BETA testers SOP?
Date: 1998/08/21
Message-ID: <35DD6CB0.14B91AA8@cfcsc.dnd.ca>#1/1
X-Deja-AN: 383319704
Content-Transfer-Encoding: 7bit
References: <35D97977.FA20D7D7@cfcsc.dnd.ca>
<Pine.BSI.3.96.980818184324.27603A-100000@usr09.primenet.com>
To: kellis@primenet.com
Content-Type: text/plain; charset=us-ascii
Organization: Coll⍰ge des Forces canadiennes - Canadian Forces College
Mime-Version: 1.0
Reply-To: macdonald@cfcsc.dnd.ca
Newsgroups: comp.sys.atari.programmer

thanks Katherine. that is pretty much what I try to do, with the
addition of Profile2.2 info. Is that info of any use to you?
what about a program like Sha'uri by Boyanique(sp?)

Katherine L Ellis wrote:
>
> hi ken.
> I will just speak for myself, as I know that other programers will ask
> a total different thing.
> in my opinion, Just the fact that many betatester try a version is
> good, because of the different computer/os, setup, auto order, special
> tsr, acc etc.
> When a betatester experience prob. I hate a simple: "Version x.xx
> doesn't work. it crashes!"
>
> What I expect is a small report, on When does it crash exactly? is it
> random? What is the message when it crashes? What kind of crash?

> When it crashes, can you reproduce it under another OS? fastram
> settings? memory protection? Those kind of things are normally done
> directly by the user trying to get the sofware stable.
> Example, I have few prog I know what to do and NOT to do to not crash.
> This really helps me.
> Also a report of the exact auto folder order, or acc.
> anyway that's basically how I see it.. probably many other things I
> forgot.
>
> On Tue, 18 Aug 1998, Ken Macdonald wrote:
>
> >Salut:
> >I sometimes volunteer to do beta testing, but as of yet I've never been
> >told what the programmer I am beta testing for wants!!
> >odd and irksome.
> >so tell me, if you ask for beta testers for feedback, what is it that
> >you as a programmer are looking for?
> >I have a registered Profile2.2, are there other system programs that
> >would give you important feedback?
> >is there a Standard Operating Procedure that a beta tester can use?
> >or is there a prg that would run in the background keeping track of
> >system calls etc and writing the info to a text file upon a crash! :-)
> >So far I have been just writing down what happens when a prg does a
> >crash or something unexpected; along with a Profile2.2 report.
> >Is it good enough?
> >
> >
>
> _____
> Email:Kellis@primenet.com
> Web http://www.primenet.com/~kellis/
> _____

From 3777876825165657132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,698bdb7de9b48d97,start
X-Google-Attributes: gid1115ce,public
From: ugg1@rzstud1.rz.uni-karlsruhe.de (Marcus Krummacher)
Subject: Help wanted: interrupts in C
Date: 1998/08/22
Message-ID: <6rm6vt$9g9$1@nz12.rz.uni-karlsruhe.de>#1/1
X-Deja-AN: 383607124
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: newsmaster@rz.uni-karlsruhe.de
X-Trace: rz.uni-karlsruhe.de 903782205 9737 ugg1 129.13.95.1
Organization: University of Karlsruhe, Germany
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi folks!

I want to program a sequencer in C, but I don't know how to handle the interrupt routines. How do I interrupt the program to increase the pulse-per-quarter counter every ppq msecs? Please try to explain easily.

Thanx,

Yod 2042

From 34631919436491981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,46af5789bce109be,start
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,46af5789bce109be,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,46af5789bce109be,start
X-Google-Attributes: gidf635e,public
X-Google-Thread: 10e505,46af5789bce109be,start
X-Google-Attributes: gid10e505,public
X-Google-Thread: ff2b1,46af5789bce109be,start
X-Google-Attributes: gidff2b1,public
X-Google-Thread: ffc26,46af5789bce109be,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1046d6,46af5789bce109be,start
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f5ddf,46af5789bce109be,start
X-Google-Attributes: gidf5ddf,public
From: "Design2000" <AE@design2000.8m.com>
Subject: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/23
Message-ID: <01bdce63$2d694600$2c4418d2@suker>#1/1
X-Deja-AN: 383834846
Organization: Subscriber of Pacific Internet, Singapore
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

Hi all! Please help me.i have to wrirte a pseudocode but dunno how to.
pls help me.i will give u the qn.

problem:

Jackpot is a popular game in Genting.We want to simulate the jackpot machine on the computer by writing a computer program in pseudocode.The program must simulate the jackpot machine by:

1) Using numbers instead of pics.(no.s range from 0-9.)
2) maintaining a certain amount of money(20 cent denominations) at the

start.Assume $200.
3) Allowing the player to simulate the insertion of 20 cent coins b4 the lever can be pulled.
4) Allowing the player to simulate the pulling of the lever.
5) Simulating the dispensing of coins when theplayer wins.
6) maintaining the amount of coins on the machine.

PART 1:
Write the decision making statements that determine if a player wins.The following are illustrated examples of the rules.

0 0 0 jackpot! (wins all in machine)

2 2 2 all values are same.(wins 50% of amt in machine.)

1 2 3 any consecutive upward sequence.(10% of amt in machine.)

6 5 4 Any consecutive downward sequence(wins 10% of amt in machine.)

2 4 6 Even no. upward or downward sequence (wins 15% of the amt left in the machine)

1 3 5 odd no. upward or downward sequence (wins 15% of the amt left in the machine)

complete the following:

a)Hierachy chart
b)pesudocode.

*hint:: in pseudocode, use the following statement to mean the generation of a random no. between 0 t0 9 that represents one of the three no.s required for the jackpot machine.

number = generate (0-9)

From -8781740076741281760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1046d6,46af5789bce109be

X-Google-Attributes: gid1046d6,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
From: Rob Kendrick <rob.NOSPAM@kiwisoftwaredemon.co.uk>
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/23
Message-ID: <487A10189E%rob.NOSPAM@kiwisoftwaredemon.co.uk>#1/1
X-Deja-AN: 383857024
X-NNTP-Posting-Host: kiwisoftware.demon.co.uk:212.228.91.167
Sender: Rob Kendrick <rob.NOSPAM@kiwisoftwaredemon.co.uk>
References: <01bdce63$2d694600$2c4418d2@suker>
X-Posting-Agent: RISC OS Newsbase 0.60m
X-Apparently-From: rob@kiwisoftware.demon.co.uk
X-Editor: Zap, using ZapEmail 0.21beta
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 903866494 nnrp-07:18755 NO-IDENT
kiwisoftware.demon.co.uk:212.228.91.167
Organization: Kiwi Software
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.s
ys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programme
r
X-Mangled: using ZapEmail's AST (ygolonhceT mapS-itnA)

In message <01bdce63$2d694600$2c4418d2@suker>
"Design2000" <AE@design2000.8m.com> wrote:

> Hi all! Please help me.i have to wrirte a pseudocode but dunno how to.
> pls help me.i will give u the qn.

<fx type="Spank">

I'm sorry, but is this an Acorn specific programming question?

Cheers,
Rob Kendrick

--
E28F0018 E5D02000 E232202A E4C02001 1AFFFFFB E28F0004 EF020002
EF020011 445D456E 5E435D0A 43670A42 59455849 0B5E4C45 0000002A
http://www.kiwisoftware.demon.co.uk
Remove NOSPAM to email personally.

```
10 REPEAT PRINT "Hello world!":UNTIL FALSE
```

From -8459746515566207846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1046d6,46af5789bce109be
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
From: "William Edward Woody" <woody@alumni.caltech.edu>
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/23
Message-ID: <6ropa5rds1@nnrp3.snfc21.pbi.net>#1/1
X-Deja-AN: 383857025
References: <01bdce63$2d694600$2c4418d2@suker>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: Pacific Bell Internet Services
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.s
ys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programme
r

Design2000 wrote in message <01bdce63$2d694600$2c4418d2@suker>...
>Hi all! Please help me.i have to wrirte a pseudocode but dunno how to.
>pls help me.i will give u the qn.

In pseudocode, you outline how you're going to write the program,
but you describe the steps (pseudo-code), rather than actually
write the program.

So, for example, pseudo-code for describing how a program would
connect to a mail server to send a message would be something
like:

```
   Connect to server
   if connection_error then goto handle_error
   send server "HELO" command
```

```
   if connection_error then goto handle_error
  ...

handle_error:
   display error dialog
   goto exit
```

See what I mean? Just describe the steps, but don't write the code.

- Bill Woody woody@pandawave.com
  The PandaWave http://www.pandawave.com

(Who doesn't do other people's homework.)

From -5503469042447536105
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,46af5789bce109be
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
From: Nick.LogicTools@t-online.de (Nick Mueller)
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/23
Message-ID: <6ror0gmln1@news02.btx.dtag.de>#1/1
X-Deja-AN: 383864145
Content-Transfer-Encoding: 8bit
References: <01bdce63$2d694600$2c4418d2@suker>
<487A10189E%rob.NOSPAM@kiwisoftwaredemon.co.uk>
X-Sender: 0895461051-0001@t-online.de
Content-Type: text/plain; charset=iso-8859-1
X-Face: $K-lmH|kF+Z^qw[s??]I<(p~EY"+1qf~*}io>tSTSp3i3#812^CS7y!s8L'
q"ekKMUEA;8FXEFZ(BS'!N"FqTY[%-KM)@[0{
Organization: logic tools
Mime-Version: 1.0

Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.s
ys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programme
r

Rob Kendrick <rob.NOSPAM@kiwisoftwaredemon.co.uk> wrote:

>
> I'm sorry, but is this an Acorn specific programming question?
>
It ain't.
And if you look at the list of groups, this guy is just to lazy to do
his homwork by himself!

Nick

--
  Nick Mueller
  logic tools
  www.logictools.de
  nick@logictools.de

From -6528625995682777136
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1046d6,46af5789bce109be
X-Google-Attributes: gid1046d6,public
From: Ian Molton <mh120608@cr10m.staffs.ac.uk>
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/23
Message-ID: <487a12339cmh120608@staffs.ac.uk>#1/1
X-Deja-AN: 383901002
References: <01bdce63$2d694600$2c4418d2@suker>
X-NNTP-Poster: NewsHound v1.32
X-Trace: irk.zetnet.co.uk 903885090 29751 194.247.40.166 (23 Aug 1998 15:11:30
GMT)
Organization: Hawk Software

NNTP-Posting-Date: 23 Aug 1998 15:11:30 GMT
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.s
ys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programme
r

In article <01bdce63$2d694600$2c4418d2@suker>,
 Design2000 <AE@design2000.8m.com> wrote:
> Hi all! Please help me.i have to wrirte a pseudocode but dunno how to.
> pls help me.i will give u the qn.

> problem:

> Jackpot is a popular game in Genting.We want to simulate the jackpot
> machine on the computer by writing a computer program in pseudocode.The
> program must simulate the jackpot machine by:

This looks like a bit of homework....

--
-Ian aka Lennier
Acorn Computers, the best in the world
http://www.users.zetnet.co.uk/hawk/
BaBe - Women's human rights organisation in Croatia
http://www.users.zetnet.co.uk/hawk/babe/
Preferences: Cats, Zap, Purple

From 8626398007225391050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50f8ae2cfbf6af1f,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Help wanted: interrupts
Date: 1998/08/23
Message-ID: <395_9808241348@conchbbs.com>#1/1
X-Deja-AN: 384281364
Organization: Fidonet D.U.E. (713)944-7861
X-FTN-To: ugg1@rzstud1.rz.uni-karl
Newsgroups: comp.sys.atari.programmer

The interrupt handler for Xbtimer has to be written (at least
partially) in assembler, since it must preserve ALL the registers
(Pure C preserves A2-A7 & D3-D7) and must terminate with an RTE
instruction (not implemented in C).

```
SUPER    ;required for RTE
XREF foo ;C function
XDEF vector   ;interupt handler (shell)

vector:
```

```
    movem.l   A0-A1/D0-D2,-(A7)   ;save registers
    jsr  foo  ;Pure C function
    movem.l   (A7)+,A0-A1/D0-D2   ;restore registers
    rte
```

Also, remember to define the variables which can be changed by the
interupt to be volatile.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -6119466762972468110
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <bereziat@polder.inria.fr>
Subject: Re: WHO WHAT WHERE
Date: 1998/08/24
Message-ID: <rw5r9y68ohd.fsf@polder.inria.fr>#1/1
X-Deja-AN: 384191708
Content-Transfer-Encoding: 8bit
References: <35c64bb5.4381943@news.zetnet.co.uk>
<35c70f41.1125357398@news.wanadoo.fr>
Content-Type: text/plain; charset=iso-8859-1
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi everybody,
here a list of my atari productions :

Programs

#1
Author: Dominique B[illegible]r[illegible]ziat
Title: Notes
Target: All TOS compatible system
Type: Little utilitie to create notices
     on your desktop. An AV-desktop is
     highly recommanded.
Language: Fr/Eng
WIP: vers 2.11

WEB: http://www-air.inria.fr/~bereziat/windom.html

#2
Author: Dominique Brziat
Title: Magic Setup
Target: All TOS compatible system
Type: A graphical shell to setup easily
  your MagiC file configuration (compatible MagiC6).
Language: Fr/Eng
WIP: vers 1.31
WEB: http://www-air.inria.fr/~bereziat/windom.html

#3
Author: Dominique Brziat
Title: Awele
Target: All TOS compatible system
Type: An african game with GEM interface
Language: Fr/Eng
WIP: vers 1.01
WEB: http://www-air.inria.fr/~bereziat/windom.html

#4
Author: Dominique Brziat
Title: SGscan
Target: All TOS compatible system
Type: A ttp utilities t create a ST-Guide image of
  your drive (or folder).
Language: Fr/Eng
WIP: vers 1.1a
WEB: http://www-air.inria.fr/~bereziat/windom.html

#5
Author: Dominique Brziat
Title: Group
Target: All TOS compatible system
Type: A small utilitie to manage group objects as
  Thing with a AV-desktop (including MagXdesk)
Type: All TOS compatible system
Language: Fr
WIP: vers 1.00
WEB: http://www-air.inria.fr/~bereziat/windom.html

#6
Author: Dominique Brziat
Title: Excellent!
Target: All multitasking TOS compatible system (*)
Type: An universal text viewer with an emacs-like
  interface, plug-in modules, programmable
  interface.
Language: Eng
WIP: vers 1.2R2
WEB: http://www-air.inria.fr/~bereziat/windom.html

(*): MagiC, MagicMac, Naes, MultiTOS, Geneva
     problem with plain TOS due to dynamical libs

Developpement tools

#7
Author: Dominique B►r►ziat
Title: WinDom
Target: All TOS compatible
Type: A GEM/TOS Pure C library.
     Previous software are created with this
     library. Sources and complete documentation
     with tutorial avalaible.
Language: Fr
WIP: version 1 (May 98)
WEB: http://www-air.inria.fr/~bereziat/windom.html

#8
Author: Dominique B►r►ziat
Title: WinVdi
Target: All TOS compatible
Type: A Vdi Pure C library to perform vdi call
     into windows. Use WinDom environment.
Language: Fr
WIP: version 1 (Feb 98)
WEB: http://www-air.inria.fr/~bereziat/windom.html

#9
Author: Dominique B►r►ziat
Title: WinEdit
Target: All TOS compatible
Type: A bad texte editable library using WinDom
     environment.
Language: Fr
WIP: beta (Feb 98)
WEB: http://www-air.inria.fr/~bereziat/windom.html

#10
Author: Dominique B►r►ziat
Title: WinRSC
Target: All TOS compatible
Type: A graphical GEM program builder,
     code generated uses WinDom environment.
Language: Fr
WIP: beta (Oct 98), still in developpement,
     a demo version is avalailable in following
     URL:
WEB: http://www-air.inria.fr/~bereziat/windom.html

#11
Author: Dominique B►r►ziat
Title: WinConf
Target: All TOS compatible

Type: To configure WinDom programsllok and feel.
Language: Fr
WIP: vers 1.5
WEB: http://www-air.inria.fr/~bereziat/windom.html

#12
Author: Dominique B[illegible]r[illegible]ziat and Olivier Landemarre
Title: Librairies Dynamiques Gem (Gem Dynamical Libraries)
Target: All TOS compatible
Type: A Gnuc/PureC library to manage dynamicals libraries.
Language: Fr
WIP: vers 0.81 (beta version)
Drawback: bag bugs under plainTOS
WEB: http://www-air.inria.fr/~bereziat/windom.html

That's all folk

byebye
--

Dominique Bereziat | Dominique.Bereziat@inria.fr
Projet AIR | http://www-air.inria.fr/~bereziat
INRIA Rocquencourt |

From 6110302852280415933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,542b94581d1072ea,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: NOS.046 is OUT ! Take it !
Date: 1998/08/24
Message-ID: <4848_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Deja-AN: 384208306
Content-Transfer-Encoding: 8BIT
Content-Type: text/plain; charset=us-ascii
Organization: De Petris Software Development
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

Finally NOS.046 is ready ! I am going to put it on:

ftp.interware.it/users/mike/pub
or go to:
www.interware.it/users/mike
and look for the "public download directory" at the beginning of the page.

You can also request the file at my BBS, +39-40-768412 fidonet+nest
 2:333/608@fidonet.org
 90:700/104@nest.ftn

I can also send you the files by email, tell me what version you need.

nos046.lzh is the 68000 binary+readme
nos04630.lzh is the 68030 binary+readme
nos046_s.lzh is the sources archive

- I added the ability for nntpcli to try GROUP and STAT commands after a failure occurs with the NEWNEWS command, provided that NN_USESTAT was #define'd at compile time. It seems that NEWNEWS is disabled by some Internet Service Providers (ISPs), who think it adds overhead to their NNTP server, and who reason that NEWNEWS is not needed by a news client. Nos can now use typical news client commands to recover from a newnews error, BUT the news groups must be explicitly named, that is, the names must not contain a '*' or '!'. The article numbers for each host and newsgroup are stored in a new file, named "<area>.rc", kept in the same directory as the associated . I modified nntp_job() in nntpcli.c and added statnew().

- I finally included the pop3 mail client, it works as in standard nos doc, try "help popmail" to know more or read here, note that 'pop' command and 'pop2' protocol are not implemented in Atari NOS (do you need them?):

=======
popmail
=======

[N.B. This is different from the 'pop' command].

The Post Office Protocols (POP2 and POP3), are mail protocols designed for use in networks containing hosts that are normally turned off when they are not in use. In this environment it is not possible for an SMTP mail server to deliver mail to these hosts because they are not always available.

The solution to this problem is to designate a mailbox server that is available to the network at all times and can accept SMTP mail for other hosts. When a host comes on-line it uses POP to access the mail in its mailbox(es) on the mailbox server.

The advantage of using a POP server at an area mail gateway is that when mail arrives at the gateway for a station that may not be available, the gateway does not have to waste time trying to establish a connection with that station. Instead it accepts the mail and places it in the addressee's mailbox, just as if the addressee were a normal user on the gateway system (that is, this is the same thing that is done with AX.25 BBSs).

As POP2 and POP3 are different and incompatible protocols, both the POP2 and POP3 servers should be started, to handle all POP requests from clients.

The POP server requires one data file called /popusers.

The POP protocols are very simple, with minimal error handling.

When an error is encountered, an error message is generated and then the connection is terminated. You then have to re-establish a connection to continue.

---

popmail addserver <host> [<seconds>] [<hh:mm-hh:mm>] <protocol>
<mailbox> <username> <password>

Add <host> as a pop server. When <seconds> is given, a timer is started to query the host with that interval for mail.

If not specified no quering to the pop host will be started. You have to do that manually with a 'kick'.

When <hh:mm-hh:mm> is given then only in that exact timeframe are queries to the host made (allowed).

Protocol is either POP2 or POP3, depending on the mail service the host is providing. Note: pop2 is superceded by pop3.

<mailbox> is the mailbox name on the host from which mail has to be picked up.

<username> and <password> are this system's validation parameters for the host (in /popusers).

Note that on entering this command the host name is looked up. If non existent an error message is presented.

>> Example: (all on one line):

```
popmail addserver ns9bob 1800 00:00-03:00 pop3 ns9liz ns9liz
                                                      lizpasswd
```

---

popmail dropserver <host>

Drop host from the list of pop servers to be queried. All references to the entry are deleted from the current system.

>> Example: popmail dropserver ns9bob

---

popmail kick

Kick the local POP client, to get mail from the server. This command is needed when no interval is specified with the 'popmail addserver' command.

```
_________________________________________________________________
popmail list
_________________________________________________________________
List the current popmail server table.



_________________________________________________________________
popmail quiet [on|off]                                Default: off
_________________________________________________________________
Display or set the POP quiet flag.

This flag determines whether the bell sounds when the system
announces that incoming mail has arrived.  When quiet is set to
'off' you hear the bell.

>> Example:  pop quiet on



_________________________________________________________________
popmail trace [<level>]
_________________________________________________________________
Display or set the trace level of POP sessions.

<level> = 0:  no trace
          1:  serious errors reported
          2:  transient errors reported
          3:  session progress reported

All trace output goes to the session log file.

* ----------------------------------------------------------------
* # Example of setup for the POP3 mail client
* popmail addserver 151.99.226.3 POP3 mike mike mikepw
* #popmail quiet on
* fkey 62 "pop kick 151.99.226.3\n"
* ----------------------------------------------------------------
```

- Enhanced Help function. Now you can use '?' as before to list available commands and help <command> <subcommand> as long as you put *.HLP files in the help directory, same sintax as ftp.hlp, I am giving some starting help files with 0.46, how do want to complete the job ?

- I also modified few things like the fkey command, to catch the correct keys from the Atari keyboard, please check how it works.

- Please send me your impressions and requests, maybe I will be able to go on with the project if enough people is interested.

Join the NOS mailing list sending an email to net2net@bbsgate.interware.it with subject: "SUBSCRIBE NOS".

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -8521001225999854336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: WHO WHAT WHERE
Date: 1998/08/24
Message-ID: <19980824190032809 56@zetnet.co.uk>#1/1
X-Deja-AN: 384269040
References: <35c64bb5.4381943@news.zetnet.co.uk>
<35c70f41.1125357398@news.wanadoo.fr> <rw5r9y68ohd.fsf@polder.inria.fr>
Newsgroups: comp.sys.atari.programmer

Dominique Bereziat <bereziat@polder.inria.fr> wrote:

> Hi everybody,
> here a list of my atari productions :

> Programs
> -------

<snip>

> That's all folk

Hehehe, thats all? sure there aren't a few more programs that you
could write? :-)

Anthony
--
```
--------------------------------------+-----------------------------------
Anthony Jacques         IRC: AnthonyJ | The boy stood on the burning deck
                        ICQ: 11287923 | Whence all but he had fled...
jacquesa@zetnet.co.uk                 | Twit.
http://w3.to/EraserULTRA/             |                     Spike Milligan
--------------------------------------+-----------------------------------
```

From 174162576167948911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,46af5789bce109be
X-Google-Attributes: gid1046d6,public
From: lista <lista@cableinet.co.uk>
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/24
Message-ID: <f0e4807a48%lista@cableinet.co.uk>#1/1
X-Deja-AN: 384313725
References: <01bdce63$2d694600$2c4418d2@suker>
X-Posting-Agent: RISC OS Newsbase 0.61a
X-NNTP-Poster: NewsHound v1.35
Organization: Cable Internet (post doesn't reflect views of Cable Internet)
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.s
ys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programme
r

In message <01bdce63$2d694600$2c4418d2@suker>
"Design2000" <AE@design2000.8m.com> wrote:

> Hi all! Please help me.i have to wrirte a pseudocode but dunno how to.
> pls help me.i will give u the qn.
>
> problem:
>
> Jackpot is a popular game in Genting.We want to simulate the jackpot
> machine on the computer by writing a computer program in pseudocode.The
> program must simulate the jackpot machine by:
>
> 1) Using numbers instead of pics.(no.s range from 0-9.)
> 2) maintaining a certain amount of money(20 cent denominations) at the
> start.Assume $200.
> 3) Allowing the player to simulate the insertion of 20 cent coins b4 the
> lever can be pulled.
> 4) Allowing the player to simulate the pulling of the lever.
> 5) Simulating the dispensing of coins when theplayer wins.
> 6) maintaining the amount of coins on the machine.

```
>
> PART 1:
> Write the decision making statements that determine if a player wins.The
> following are illustrated examples of the rules.
>
> 0  0    0        jackpot! (wins all in machine)
>
> 2  2    2        all values are same.(wins 50% of amt in
>                                       machine.)
>
> 1  2    3        any consecutive upward sequence.(10% of
>
>
>          amt in machine. )
>
> 6  5    4        Any consecutive downward sequence(wins
>        10% of amt in machine.)
>
> 2  4    6        Even no. upward or downward sequence
>       (wins 15% of the amt left in the machine)
>
> 1  3    5        odd no. upward or downward sequence (
>                                                wins 15% of the amt left in
> the machine)
>
> complete the following:
>
> a)Hierachy chart
> b)pesudocode.
>
>
>
> *hint:: in pseudocode, use the following statement to mean the generation
> of a random no. between 0 t0 9 that represents one of the three no.s
> required for the jackpot machine.
>
> number = generate (0-9)
>
```

Sounds like an assignment or exam question to me ... If so, shouldn't you have been revising and know how to? ;)

--
Allan Eagle (Lista)
Guitarist from that band called FUSE

Email: lista@cableinet.co.uk
WWW: http://wkweb5.cableinet.co.uk/a.j.eagle/
Band email: fuse.allan@cableinet.co.uk
Band WWW: http://wkweb5.cableinet.co.uk/a.j.eagle/fuse/

From 2349314744245486922
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,aaf860b910110fa1,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112087,aaf860b910110fa1,start
X-Google-Attributes: gid112087,public
X-Google-Thread: 109a67,aaf860b910110fa1,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f5ddf,aaf860b910110fa1,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 103c3f,aaf860b910110fa1,start
X-Google-Attributes: gid103c3f,public
X-Google-Thread: f8a03,aaf860b910110fa1,start
X-Google-Attributes: gidf8a03,public
X-Google-Thread: 1115ce,aaf860b910110fa1,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,aaf860b910110fa1,start
X-Google-Attributes: gidf8760,public
From: "PM" <p_michon@hotmail.com>
Subject: GREAT SITE / SUPER SITE !!!!
Date: 1998/08/25
Message-ID: <6rtsc6$eg5$1@platane.wanadoo.fr>#1/1
X-Deja-AN: 384487684
Organization: Wanadoo - (Client of French Internet Provider)
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Newsgroups:
comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.ap
ple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,co
mp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

All about old home computers and game systems.
Have a look at our collection and technical informations.

FRANCAIS / ENGLISH

http://www.chez.com/cmpi

ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM .....

From -2921418906552258316

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8545812600a10fb,start
X-Google-Attributes: gid1115ce,public
From: ugg1@rzstud1.rz.uni-karlsruhe.de (Marcus Krummacher)
Subject: Help wanted: interrupts in C
Date: 1998/08/25
Message-ID: <6rtvogorf1@nz12.rz.uni-karlsruhe.de>#1/1
X-Deja-AN: 384494779
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: newsmaster@rz.uni-karlsruhe.de
X-Trace: rz.uni-karlsruhe.de 904036944 25455 ugg1 129.13.95.1
Organization: University of Karlsruhe, Germany
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

Can anyone give me an introduction in programming interrupts in (Pure) C on my Atari ST? I want to program a sequencer, so the main program should be interrupted to increase the pulse-per-quarter-counter in certain intervals depending on the bpms. Please try to explain easily for I had a break in programming for a few years.

Please mail and not post!
--
Yod 2042

Tel: +721/21054

From 3122605259251086448
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,15f6f6882f595e2a,start
X-Google-Attributes: gid1115ce,public
From: michael.robillard@the-spa.com (Michael Robillard)
Subject: REMOTE PASSPHRASE
Date: 1998/08/25
Message-ID: <8jwE1.172$2w.475500@newsread.com>#1/1
X-Deja-AN: 384508538
X-Complaints-To: Abuse Role <abuse@the-spa.com>, We Care <abuse@newsread.com>
X-Trace: newsread.com 904040772 207.41.113.240 (Tue, 25 Aug 1998 06:26:12 EDT)
Organization: The Spa! (the-spa.com)
NNTP-Posting-Date: Tue, 25 Aug 1998 06:26:12 EDT
Newsgroups: comp.sys.atari.programmer

Is it possible to view the Compuserve Web Site (www.compuserve.com) main menu for members.They use Remote Passphrase Authentication (R.P.A).I using CAb2.7 demo,SSLOVl

From 3175075944806516912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fdfd5f2744f651ea,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Dxreaddir, lattice, MagX
Date: 1998/08/25
Message-ID: <4863_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 384633942
Content-Transfer-Encoding: 8BIT
Content-Type: text/plain; charset=us-ascii
Organization: De Petris Software Development
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

```
#include <stdio.h>
#include <tos.h>

int main(argc, argv)
int argc;
char **argv;
{
    DTA d;
    int r=0;
    Fsetdta(&d);
    if (!Fsfirst(argv[1], FA_SUBDIR))
    do{
        if (d.d_attrib!=FA_SUBDIR)
        {
            r++;
        }
    }while(!Fsnext());

    return r;
}
```

This simple program returns the number of files matching the wildcard passed as argument (parameter) in the current directory, I just need to adapt it for the VFAT environment.

Could you please suggest how to make it work with MagiC ? I tryed:

```
#include <mintbind.h>
#include <tos.h>
#include "magx.h"
#include "mgx_xfs.h"


void main()
{
//   Pdomain( PDOM_TOS      /* 0 */ );
     Pdomain( PDOM_MINT /* 1 */ );
```

```
{
     XATTR xattr;
     LONG dirhandle;
     LONG err,xr;

     dirhandle = Dopendir(".", DOPEN_NORMAL  /* 0 */  );
     if   (dirhandle >= 0)
     {
          BYTE buf[128]="pippo";
          do   {
               err = Dreaddir(128, dirhandle, buf);
//             err = Dxreaddir(sizeof(buf), dirhandle, buf,
//                      &xattr, &xr);
               printf("%s\n",buf);
//             if   (xr)
//                  printf(".. Fehler bei Fxattr ..\n");
               if   (err)
                    printf(".. Fehler bei Dreaddir ..\n");
               }
          while(!err);
          Dclosedir(dirhandle);
     }
}
}
```

But does not work, a strange string is printed for each file and Dxreaddir is not available in my binding.

Can anybody help me to know what is the rigth binding for Dxreaddir ?
Is there any MagX library I can use with Lattice C ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 5471723556272991529
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,46af5789bce109be
X-Google-Attributes: gid1046d6,public

X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
From: tez@latte.com (Terence Wilson)
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/25
Message-ID: <35e5303f.250236430@news.supernews.com>#1/1
X-Deja-AN: 384692435
Content-Transfer-Encoding: 7bit
References: <01bdce63$2d694600$2c4418d2@suker> <f0e4807a48%lista@cableinet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsabuse@supernews.com
X-Trace: 904081552 CVK/76/ST71771801 usenet40.supernews.com
Organization: http://www.supernews.com, The World's Usenet: Discussions Start Here
Mime-Version: 1.0
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.s
ys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programme
r

I complained to this guy's postmaster and received a reply saying he
had been kicked off the system for x-posting spam. I encourage others
to do the same when innappropriate postings are made. Sometimes it
actually works!

From 7784280345173037480
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1046d6,46af5789bce109be
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
From: jguyer@his.com (Jonathan Guyer)
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/25
Message-ID: <jguyer-2508982320060001@10.0.0.2>#1/1

X-Deja-AN: 384787061
References: <01bdce63$2d694600$2c4418d2@suker> <f0e4807a48%lista@cableinet.co.uk>
<35e5303f.250236430@news.supernews.com> <35E3C643.FAA22196@internex.net.au>
X-Face: %+rCGfu9_'Q9A[*Ej*2Sd=nsFS:oLts;Ko5FQ=t=MY|8.wm&#Z(}p{wq!qQ[a RVCq_Va$3EY!
@J.n5U-?Rx7x3HGFdfX%GEHS)@{'~oH]~rD;=Y'"q;zc
Organization: Heller Information Services
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.s
ys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programme
r

In article <35E3C643.FAA22196@internex.net.au>, omgang@internex.net.au wrote:

> I think the author was
> obviously trying to post a relevant question.

Oh nonsense! The doofus spammed every programming newsgroup this side of
McMurdo Sound with an obvious solicitation for us to do his homework for
him. I don't care whether he loses his computer account; I think he should
be slapped around a little.

--
Jonathan E. Guyer
Join LMESOTENPAMSNFZ
("Let's make everything south of the 89th parallel
  a Microsoft no-fly-zone" AKA "Give Bill the Pole!")

From 4229749062392886155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1046d6,46af5789bce109be
X-Google-Attributes: gid1046d6,public
From: Spierings <omgang@internex.net.au>
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/26
Message-ID: <35E3C643.FAA22196@internex.net.au>#1/1

X-Deja-AN: 384776020
Content-Transfer-Encoding: 7bit
References: <01bdce63$2d694600$2c4418d2@suker> <f0e4807a48%lista@cableinet.co.uk>
<35e5303f.250236430@news.supernews.com>
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
X-Trace: 26 Aug 1998 08:24:55 -1000, 203.34.169.11
Organization: none
MIME-Version: 1.0
Reply-To: omgang@internex.net.au
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.s
ys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programme
r

Terence Wilson wrote:

> I complained to this guy's postmaster and received a reply saying he
> had been kicked off the system for x-posting spam. I encourage others
> to do the same when innappropriate postings are made. Sometimes it
> actually works!

I think you took that a bit far. Normally x-posters are new to the web
and have not yet learnt web etiquette. When I first came to the web I
know that I did a bit of x-posting myself. I think the author was
obviously trying to post a relevant question. Maybe it would have been
better to direct him to a place where his question would be more
relevant, or recommend web sites that are on pseudo code. I would do
the same but I know nothing about pseudo code. It would have at least
been better to write to the author and tell him that you think the post
was inappropriate. If the problem persisted then perhaps you could talk
to his post master.

Andre

From 7969994593852064274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 1046d6,46af5789bce109be
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
From: "Jonathan A. Booth" <kamikaze@NOSPAM.imsa.edu>
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/26
Message-ID: <6rvtja$f8q$1@vixen.cso.uiuc.edu>#1/1
X-Deja-AN: 384781272
References: <01bdce63$2d694600$2c4418d2@suker> <f0e4807a48%lista@cableinet.co.uk>
<35e5303f.250236430@news.supernews.com> <35E3C643.FAA22196@internex.net.au>
Organization: University of Illinois at Urbana-Champaign
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.s
ys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programme
r

1) It was probably against his college/school rules, which could result
in suspension or expulsion.

2) This is not the web. This has nothing to do with web etiquette.

In comp.sys.be.programmer Spierings <omgang@internex.net.au> wrote:
> Terence Wilson wrote:

>> I complained to this guy's postmaster and received a reply saying he
>> had been kicked off the system for x-posting spam. I encourage others
>> to do the same when innappropriate postings are made. Sometimes it
>> actually works!

> I think you took that a bit far. Normally x-posters are new to the web
> and have not yet learnt web etiquette. When I first came to the web I
> know that I did a bit of x-posting myself. I think the author was
> obviously trying to post a relevant question. Maybe it would have been
> better to direct him to a place where his question would be more
> relevant, or recommend web sites that are on pseudo code. I would do
> the same but I know nothing about pseudo code. It would have at least
> been better to write to the author and tell him that you think the post
> was inappropriate. If the problem persisted then perhaps you could talk
> to his post master.

> Andre

--
Jonathan A. Booth kamikaze@N0$PAMimsa.edu
http://www.N0$PAMimsa.edu/~kamikaze jbooth@N0$PAMuiuc.edu
Remove NOSPAM from hostnames. Unsolicited commercial e-mail: access denied

From -6321681911254802466

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <bereziat@polder.inria.fr>
Subject: Re: VFAT (was: Re: FATS TABLE)
Date: 1998/08/26
Message-ID: <rw5k93vg6ib.fsf@polder.inria.fr>#1/1
X-Deja-AN: 384923014
Content-Transfer-Encoding: 8bit
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35c42c887c1280@xs4all.nl> <1998080211102580956@zetnet.co.uk>
<35c588cc267751@xs4all.nl> <35c70d623df8f0@xs4all.nl>
Content-Type: text/plain; charset=iso-8859-1
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

josdb@xs4all.nl (Jos den Bekker) writes:

> Dcreate("C:\LONGDIRECTORYNAME");
hum, don't forget '\' is a special character,
Dcreate("C:\\LONGDIRECTORYNAME");
is correct.
Bye
--
Dom

From -796436434829256650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1046d6,46af5789bce109be
X-Google-Attributes: gid1046d6,public
From: "Andrew McKay" <Mac@kazmax.demon.co.uk>
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/26
Message-ID: <KZMX4810969E@kazmax.demon.co.uk>#1/1
X-Deja-AN: 384977115

X-NNTP-Posting-Host: kazmax.demon.co.uk:194.222.120.24
References: <01bdce63$2d694600$2c4418d2@suker> <f0e4807a48%lista@cableinet.co.uk>
<35e5303f.250236430@news.supernews.com> <35E3C643.FAA22196@internex.net.au>
<jguyer-25089823200600001@10.0.0.2>
To:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.s
ys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programme
r
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904152496 nnrp-05:9147 NO-IDENT
kazmax.demon.co.uk:194.222.120.24
Organization: KazMax Ltd
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.s
ys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programme
r

>Oh nonsense! The doofus spammed every programming newsgroup this side
of
>McMurdo Sound with an obvious solicitation for us to do his homework
for
>him. I don't care whether he loses his computer account; I think he
should
>be slapped around a little.

I am sorry, but I do not agree with you. The original question may
well have been a mistake, and it might even have been someone's
homework.

It is okay for those of you who live in cloud-perfect-land to
criticise the actions of others, but just because you know what
"netiquette" is does not mean, and cannot mean, that everyone else is
so aware. Cripes, we all make mistakes don't we?

If you do not like something, it is simple to ignore it and move on to
the next message. Since when were you voted in to be everyone's
spokesperson on these newsgroups anyway?

Andrew

From -2846288831301811573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a,start
X-Google-Attributes: gid1115ce,public

From: JACCARD Emmanuel <softjee@wanadoo.fr>
Subject: Windows
Date: 1998/08/26
Message-ID: <35E44EEF.EF993474@wanadoo.fr>#1/1
X-Deja-AN: 384999785
Content-Transfer-Encoding: 7bit
Organization: Wanadoo - (Client of French Internet Provider)
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi everybody !

It is possible to access to a window which is not topped ? I want to
say, clic on button, object...on a window which isn't on top ?

Thanks.

(Excuse me for my poor English...)

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB   : http://perso.wanadoo.fr/softjee/
Mail   : SOFTJEE 47200 LONGUEVILLE (FRANCE)

From 1385453877509573515
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1046d6,46af5789bce109be
X-Google-Attributes: gid1046d6,public
From: scott@eviews.com (Scott Ellsworth)
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/26
Message-ID: <6s1mhn$gd6$1@news01.deltanet.com>#1/1

X-Deja-AN: 385008480
References: <01bdce63$2d694600$2c4418d2@suker> <f0e4807a48%lista@cableinet.co.uk> <35e5303f.250236430@news.supernews.com> <35E3C643.FAA22196@internex.net.au> <jguyer-25089823200600001@10.0.0.2> <KZMX4810969E@kazmax.demon.co.uk>
Organization: QMS
Newsgroups: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

In article <KZMX4810969E@kazmax.demon.co.uk>, "Andrew McKay" <Mac@kazmax.demon.co.uk> wrote:
>>Oh nonsense! The doofus spammed every programming newsgroup this side
>>of McMurdo Sound with an obvious solicitation for us to do his homework
>>for him. I don't care whether he loses his computer account; I think
>> he should be slapped around a little.
>

>I am sorry, but I do not agree with you. The original question may
>well have been a mistake, and it might even have been someone's
>homework.

Very likely, given the style in which it was posted. Especially telling is how the problem statement was well edited, and the surrounding text a mishmash. This is a sign of copy and paste, to me.

>It is okay for those of you who live in cloud-perfect-land to
>criticise the actions of others, but just because you know what
>"netiquette" is does not mean, and cannot mean, that everyone else is
>so aware. Cripes, we all make mistakes don't we?

Yep, and when we do, the downside varies according to the magnitude of the error. Had he merely posted his homework question to a single programmer group, he would not have been nailed for spam. He might still face administrative penalties at his home university, but it is not likely that posting a single message will get you nailed as a spammer.

He made a big error - posting to virtually every programming group out there. Had he been let off with a warning that did not inconvenience him, he would have felt no real need to avoid it in the future. Nor would the people reading the group who saw the technique and the results.

Now, a large group of people watching may be a little less quick to post. That has negatives, but it does mean that the group stays civilized for a bit longer. After watching sci.physics.relativity fall from a useful group in which begineers and experts could share ideas to a ceaseless pit of noise, I am not eager to see the programmer groups vanish under the load of the freshman class.

Back when I started with news, I made errors too. I did not, though, cross the major lines. At that point, the big bugaboo was posting commercial ads in inappropriate groups. I was careful partially because I knew of people at my own college who had lost net access because of it. I knew that there were penalties, so I read the rules of usage. Amazingly enough, I even read newsgroups before posting, simply because posting boneheaded posts such that the administrators got complaints could lose you access, and they made sure we knew it.

It is now so easy to get access that losing an account is virtually irrelevant. Get a modem, hook up to dejanews, and you are back in business.

>If you do not like something, it is simple to ignore it and move on to
>the next message. Since when were you voted in to be everyone's
>spokesperson on these newsgroups anyway?

If we do not enforce at least minimal rules, then this becomes complete anarchy. Again, before assuming that I am asking for a net cop, go look at sci.physics.relativity. Look for the content, and look for the kooks. Scary, and it can happen in any newsgroup if the group does not police itself.

comp.sys.mac.programmer.codewarrior has been better than most in that regard. There are groups (comp.lang.java.programmer springs to mind) where moderation better happen soon, else the group is going to be virtually devoid of content. Spammers do hurt, in that they dilute content.

Scott

Scott Ellsworth scott@eviews.com
"When a great many people are unable to find work, unemployment results" - Calvin Coolidge, (Stanley Walker, City Editor, p. 131 (1934))
"The barbarian is thwarted at the moat." - Scott Adams

From -7222266384713907801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: pierre.tonthat@hol.fr (Pierre TONTHAT)
Subject: Re: Windows
Date: 1998/08/26
Message-ID: <6s1lh9$4kr$1@news2.isdnet.net>#1/1
X-Deja-AN: 385010827
References: <35E44EEF.EF993474@wanadoo.fr>
Newsgroups: comp.sys.atari.programmer

On 26 Aug 1998 20:07:43 , JACCARD Emmanuel wrote:

>It is possible to access to a window which is not topped ? I want to
>say, clic on button, object...on a window which isn't on top ?

use:
~WIND_SET(win_handle%,24,1,0,0,0) with GFA
or
wind_get(handle,WF_BEVENT,1) with C

Be carefull with editables objets and the redraws after this
function. To go back to old window managment, use 0 instead of 1.

Cheers.

Pierre

From -7509635780821603590
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: erikhall@mail2.tripnet.se (Erik H⍰ll)
Subject: Re: Windows
Date: 1998/08/26
Message-ID: <6s1n1g$pr9$1@minox.tripnet.se>#1/1
X-Deja-AN: 385018130
References: <35E44EEF.EF993474@wanadoo.fr>
X-Server-Date: 26 Aug 1998 19:18:08 GMT
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

On 26 Aug 1998 20:07:43 , JACCARD Emmanuel wrote:
>Hi everybody !
>
>It is possible to access to a window which is not topped ? I want to
>say, clic on button, object...on a window which isn't on top ?
>

use this after opening of a window

```
#define WF_BEVENT        24
wind_set(handle,WF_BEVENT,0x0001,0,0,0);
```

After this the window is not topped when you click in a object
on a window which isn't on top .
This only works on AES versions supporting this (4.0 or better)

/Erik Hall

Mail:
erikhall@tripnet.se
Erik.Hall@epk.ericsson.se

URL:
http://www2.tripnet.se/~erikhall/index.html

```
                                          |||
                                          |||
                                          /|\  HADES  060
                                         / | \
```

From -5048979942177835580
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1046d6,46af5789bce109be
X-Google-Attributes: gid1046d6,public
From: tez@latte.com (Terence Wilson)
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/26
Message-ID: <35e76940.330365059@news.supernews.com>#1/1
X-Deja-AN: 385024764
Content-Transfer-Encoding: 7bit
References: <01bdce63$2d694600$2c4418d2@suker> <f0e4807a48%lista@cableinet.co.uk> <35e5303f.250236430@news.supernews.com> <35E3C643.FAA22196@internex.net.au>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsabuse@supernews.com
X-Trace: 904161921 CVK/76/ST71771801 usenet47.supernews.com
Organization: http://www.supernews.com, The World's Usenet: Discussions Start Here
Mime-Version: 1.0
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

On Wed, 26 Aug 1998 08:24:48 +0000, Spierings <omgang@internex.net.au>
wrote:

>Terence Wilson wrote:
>
>> I complained to this guy's postmaster and received a reply saying he
>> had been kicked off the system for x-posting spam. I encourage others
>> to do the same when innappropriate postings are made. Sometimes it
>> actually works!
>
>I think you took that a bit far. Normally x-posters are new to the web
>and have not yet learnt web etiquette. When I first came to the web I
>know that I did a bit of x-posting myself. I think the author was
>obviously trying to post a relevant question. Maybe it would have been
>better to direct him to a place where his question would be more
>relevant, or recommend web sites that are on pseudo code. I would do
>the same but I know nothing about pseudo code. It would have at least
>been better to write to the author and tell him that you think the post
>was inappropriate. If the problem persisted then perhaps you could talk
>to his post master.
>
>Andre

It was his postmaster that decided to kick him off not me. I merely
complained about the spamming and will do the same if others post
innappropriate messages repeatedly. The fact that the guy x-posted to
a dozen groups is not offensive in itself but served to compound the
problem in this case. Just think what Usenet would be like if every
newbie behaved like this guy, how would you feel about writing to
dozens of jerks per day telling them that their posts were
innappropriate? I think it is the responsibility of the author to obey
netiquette, 99% of people can figure it out so why shouldn't the
spammers? Incidentally, did you take the time to write to this guy? If
you did not then I think you have a bit of a cheek telling me I took
things too far, at least I took the time to make sure this guy doesn't
spam again.

From 933630542864506177
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fdfd5f2744f651ea
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re: Dxreaddir, lattice, MagX
Date: 1998/08/26
Message-ID: <4890_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 385027657
Content-Transfer-Encoding: 8BIT
Content-Type: text/plain; charset=us-ascii
Organization: De Petris Software Development

Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

Found the problem (after long testing), you have to skip the first 4 bytes of the string returned by Dreaddir or Dxreaddir, I think this is what the following means:

---

fnamebuf enth⌂lt dabei in den ersten 4 Bytes die Inode-Nummer, die man normalerweise nicht braucht (Fehldesign von Dxreaddir) und die in der XATTR-Struktur sowieso nochmal drinsteht.

But please tell me want is the meaning of this:

Nach Dateitypmustern wie "*.prg" kann dabei nicht gesucht werden, stattessen mu⌂ man selbst auf regul⌂re Ausdr⌂cke abtesten.

Btw I post here the example program I have done and that works with Lattice, after correcting mintbind.h and osbind.h (this was also tricky) !!

```
#include <mintbind.h>
#include <tos.h>
#include "magx.h"
#include "mgx_xfs.h"


void main()
{
//   Pdomain( PDOM_TOS      /* 0 */ );
     Pdomain( PDOM_MINT /* 1 */ );
{
     XATTR xattr;
     long dirhandle;
     LONG err,xr;

     dirhandle = Dopendir(".", DOPEN_NORMAL  /* 0 */  );
     if   (dirhandle >= 0)
     {
          char buf[128];
          do   {
//            err = Dreaddir(128, dirhandle, buf);      <-- you can also try this
              err = Dxreaddir(128, dirhandle, buf, &xattr, &xr);
              if   (xr)
                   printf(".. Fehler bei Fxattr: %d ..\n",xr);
              if   (err)
              {
                   if(err!=-49) /* if not end of reading */ //<-- found this by
test
                        printf(".. Fehler bei Dreaddir: %ld ..\n",err);
              }
              else
              {
```

```
                    printf("%s,%u\n",&buf[4],xattr.attr);
//In the following comment lines is how I found the problem
//                  printf("***%c%c%c%c***\n",buf[0],buf[1],buf[2],buf[3]);
//                  printf("%u,%u,%u,%u,%u,%u,%u,%u,%u,%u\n",
//                           buf[0],buf[1],buf[2],buf[3],buf[4],
//                           buf[5],buf[6],buf[7],buf[8],buf[9]);
//                  printf("%lu %lu %lu\n",buf,xattr,xr);
                    if   ((xattr.mode & S_IFMT) == S_IFLNK)
                    {
                         XATTR xa2;

//                       printf("SymLink found %s,%u\n",&buf[4],xattr.attr);
                         err = Fxattr(0, &buf[4], &xa2);
                         if   (!err)
                              xattr = xa2;
                         printf("SymLink dereferenced %s,%u\n",&buf[4],xattr.attr);
                         err = 0;
                    }
               }
          }while(!err);
          Dclosedir(dirhandle);
     }
}
}
```

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 1809193641542797240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0d16a956d7cf43a
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Windows
Date: 1998/08/26
Message-ID: <1998082620472680956@zetnet.co.uk>#1/1
X-Deja-AN: 385038529
References: <35E44EEF.EF993474@wanadoo.fr>
Newsgroups: comp.sys.atari.programmer

Hi

> It is possible to access to a window which is not topped ? I want to
> say, clic on button, object...on a window which isn't on top ?

wind_set(handle,WF_BEVENT,1,0,0,0);

where WF_BFEVENT = 24

This only works under AES 4.x and equivilent, or where indicated by
appl_getinfo() (mode 11, where bit 5 of ap_gout1 is set).

Anthony
--

```
--------------------------------------+-----------------------------------
Anthony Jacques         IRC: AnthonyJ | The boy stood on the burning deck
                        ICQ: 11287923 | Whence all but he had fled...
jacquesa@zetnet.co.uk                 | Twit.
http://w3.to/EraserULTRA/             |                     Spike Milligan
--------------------------------------+-----------------------------------
```


From 5033396884581737553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,958be92d8deb96b8
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: FATS AGAIN...
Date: 1998/08/26

Message-ID: <35e3d7a6.60695755@news.demon.co.uk>#1/1
X-Deja-AN: 385048908
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <Pine.BSF.3.96.980813134422.25142B-100000@ganymede.cs.mun.ca>
<Pine.A41.3.96.980814131840.14378E-100000@juno.amp.uni-hannover.de>
<Pine.BSF.3.96.980814150709.1865B-100000@ganymede.cs.mun.ca>
<6r4s0l$hk0$1@sun27.hrz.tu-darmstadt.de>
<Pine.BSF.3.96.980818011529.16807B-100000@ganymede.cs.mun.ca>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904165519 nnrp-09:14711 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 18 Aug 1998 01:25:48 -0230, Scott Harris <harris@cs.mun.ca>
wrote:

[snip]
>Still not fully sure of all this yet, but working on it.

I've a load of routines and macros for written in C for this kind of
low level access which I wrote years and years ago - I'm amazed I've
still got them!

If there's a general interest I'll post the sources here. Otherwise,
let me know and I'll email them.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -492804445860882886
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c265866eb6b89247
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Programming GEM
Date: 1998/08/26
Message-ID: <35e4d920.61073949@news.demon.co.uk>#1/1
X-Deja-AN: 385048909
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <fbe_9808201921@tor250.org>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 904165520 nnrp-09:14711 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 18 Aug 98 15:25:00 GMT, Rob.Schafrick@taf.ftn.org (Rob Schafrick)
wrote:

>Where can we get "Interface"?

Either keep an eye out for it in news, offered secondhand, or purchase
it new. Unfortunately I don't know where it can be obtained new but
someone else will know. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4329237225762470208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,861aac42bcaaecd3

X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: using the font selector
Date: 1998/08/26
Message-ID: <6s23a7$f5j$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 385077665
References: <6r2b1mocl1@news.imaginet.fr> <6r4s88$hk0$2@sun27.hrz.tu-darmstadt.de> <6rshmt$40$1@news.imaginet.fr>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

centek <centek@graphity.fr> wrote:
> Unfortunately, the Thing documetation only says how to install the
> font-selector,

Well, the German docs /do/ have docs on the font protocol itself, and I actually doubt Joe Connor left them out when translating the hypertext.

But as it's a bit difficult to find them directly, here's how to get there:

From the main screen, go to 'Protocols', then to 'Font protocol' (the names in the translation may differ). From here, use the Forward- and Backward-Buttons of ST-Guide to navigate to the description of the messages used for the Font protocol.

As you might see now, I didn't make a mistake, the docs are there.

Ciao

Thomas

P.S.: ST-Guide has a "Search" function ...

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 4133308021170940548
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fdfd5f2744f651ea
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re: Dxreaddir, lattice, MagX
Date: 1998/08/26
Message-ID: <4895_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1

X-Deja-AN: 385162727
Content-Transfer-Encoding: 8BIT
Content-Type: text/plain; charset=us-ascii
Organization: De Petris Software Development
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

Found the problem (after long testing), you have to skip the first 4 bytes of the string returned by Dreaddir or Dxreaddir, I think this is what the following means:
---
fnamebuf enth⊕lt dabei in den ersten 4 Bytes die Inode-Nummer, die man normalerweise nicht braucht (Fehldesign von Dxreaddir) und die in der XATTR-Struktur sowieso nochmal drinsteht.

But please tell me want is the meaning of this:

Nach Dateitypmustern wie "*.prg" kann dabei nicht gesucht werden, stattessen mu⊕ man selbst auf regul⊕re Ausdr⊕cke abtesten.

Btw I post here the example program I have done and that works with Lattice, after correcting mintbind.h and osbind.h (this was also tricky) !!

```
#include <mintbind.h>
#include <tos.h>
#include "magx.h"
#include "mgx_xfs.h"


void main()
{
//   Pdomain( PDOM_TOS      /* 0 */ );
     Pdomain( PDOM_MINT /* 1 */ );
{
     XATTR xattr;
     long dirhandle;
     LONG err,xr;

     dirhandle = Dopendir(".", DOPEN_NORMAL  /* 0 */  );
     if   (dirhandle >= 0)
     {
          char buf[128];
          do   {
//            err = Dreaddir(128, dirhandle, buf);      <-- you can also try this
               err = Dxreaddir(128, dirhandle, buf, &xattr, &xr);
               if   (xr)
                    printf(".. Fehler bei Fxattr: %d ..\n",xr);
               if   (err)
               {
                    if(err!=-49) /* if not end of reading */ //<-- found this by
test
```

```
                        printf(".. Fehler bei Dreaddir: %ld ..\n",err);
                }
                else
                {
                     printf("%s,%u\n",&buf[4],xattr.attr);
//In the following comment lines is how I found the problem
//                   printf("***%c%c%c%c***\n",buf[0],buf[1],buf[2],buf[3]);
//                   printf("%u,%u,%u,%u,%u,%u,%u,%u,%u,%u\n",
//                            buf[0],buf[1],buf[2],buf[3],buf[4],
//                            buf[5],buf[6],buf[7],buf[8],buf[9]);
//                   printf("%lu %lu %lu\n",buf,xattr,xr);
                     if   ((xattr.mode & S_IFMT) == S_IFLNK)
                     {
                          XATTR xa2;

//                        printf("SymLink found %s,%u\n",&buf[4],xattr.attr);
                          err = Fxattr(0, &buf[4], &xa2);
                          if   (!err)
                               xattr = xa2;
                          printf("SymLink dereferenced %s,%u\n",&buf[4],xattr.attr);
                          err = 0;
                     }
                }
           }while(!err);
           Dclosedir(dirhandle);
      }
}
}
```

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 5031866130137542801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,46af5789bce109be
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,46af5789bce109be
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ff2b1,46af5789bce109be
X-Google-Attributes: gidff2b1,public
X-Google-Thread: ffc26,46af5789bce109be
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,46af5789bce109be
X-Google-Attributes: gid10e505,public
X-Google-Thread: f5ddf,46af5789bce109be
X-Google-Attributes: gidf5ddf,public

X-Google-Thread: 1046d6,46af5789bce109be
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f635e,46af5789bce109be
X-Google-Attributes: gidf635e,public
From: Tyler Riti <fizzboy@mail.utexas.edu>
Subject: Re: help on pseudocode!!!Need by aug.23!!!
Date: 1998/08/26
Message-ID: <Pine.BOS.3.96.980826205531.2197D-100000@fbnp>#1/1
X-Deja-AN: 385200561
References: <01bdce63$2d694600$2c4418d2@suker> <f0e4807a48%lista@cableinet.co.uk>
<35e5303f.250236430@news.supernews.com> <35E3C643.FAA22196@internex.net.au>
<35e76940.330365059@news.supernews.com>
X-Sender: fizzboy@fbnp
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: The University of Texas at Austin, Austin, Texas
Mime-Version: 1.0
Reply-To: Tyler Riti <fizzboy@mail.utexas.edu>
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.s
ys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programme
r

Okay, I think we've beaten this topic around enough. It's good to meet our
neighbors, though (Hi Apple II programmers! ^_^) but I think we can lay this
one to rest.

One last thing though... Isn't it kinda interesting that the Windows
programming groups were strangely left out? Kinda makes you wonder. Maybe
the kid wasn't a lost hope after all? ^_-

--
Tyler Riti -- http://www.cs.utexas.edu/users/fizzboy/
1.79 x 10^12 furlongs per fortnight -- it's not just a good idea, it's
the law!

From 3559242797904893059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48956aad0990fa6f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10d0b7,48956aad0990fa6f
X-Google-Attributes: gid10d0b7,public
From: "Peter Mc Shane" <peter@cylon.DOT.ie>
Subject: Re: DRI linker (.o file) format?
Date: 1998/07/27
Message-ID: <01bdb931$8f2effc0$b5947dc2@peter>
X-Deja-AN: 375237885
References: <35B61497.14A5@AudeSi.com>
Organization: Indigo

Newsgroups: comp.sys.atari.programmer,comp.os.cpm

Russ Magee <rmagee@AudeSi.com> wrote in article
<35B61497.14A5@AudeSi.com>...
> Hi all,
> I am thinking of adapting some existing tools (the c68/jas compiler
> and assembler) for a personal project, and I might also need to create
> a simple custom linker.
> I've looked around a bit and I haven't been able to find the
> definition for DRI object files. Is this documented anywhere? (For
> Motorola 68k object code)
>
> Thanks in advance,
> -Russ Magee
>
Russ,

The DRI .o format used on the Atari ST is the same as that used on
CP/M 68K. If you go to the Unofficial CP/M Web page at

http://cdl.uta.edu/cpm

or the mirror at

http://www.mathcs.emory.edu/~cfs/cpm

you can download the CP/M 68K Programmers Reference Guide which
details this.

DRI defined several output formats for the executable, the main
ones being

CP/M 68K contigious format relocatable and absolute, magic number 601A
GEMDOS contigious format relocatable, magic number 601A
CP/M 68K noncontigious format relocatable and absolute, magic number 601B
CDOS 68K crunched relocatable, magic number 601C

The CP/M 601A relocatable format uses one word of relocation information
for each word of code and data in the program and so produces a file which
is very big. The GEMDOS 601A uses a more compact relocation information
the following is a description of the GEMDOS 601A format from the GEMDOS
manual in the ICATARI user group magazine issue 3.

An executable file consists of a header followed by

images for the text and data segments, zero or more symbol
table entries, a fixup offset, and zero or more fixup
records:

Executable File Parts

```
 ___________________
|    file header   |
|__________________|
|                  |
|   text segment   |
|                  |
|__________________|
|   data segment   |
|__________________|
|      symbols     |
|                  |
|__________________|
| fixup information|
|__________________|
```

The file header contains a "magic" number (a signature to indicate that it is an executable file) and several long-words containing size information:

Executable File Header

Offset	Size	Description
0x00	word	0x601A (magic number)
0x02	long	Size of text segment
0x06	long	Size of data segment
0x0A	long	Size of BSS segment
0x0E	long	Size of symbol table
0x12	long	(reserved)
0x16	long	(reserved)
0x1A	long	(reserved)
0x1E		(start of text segment)

The text and data segment images immediately follow the header. The symbol table, if there is one, follows the data segment.

GEMDOS will "fix up" a longword in the text or data segments by adding the base of the text segment to the value already in the longword. The fixup list specifies which longwords need to be relocated. The first item in the fixup list is a longword specifying the offset of the first fixup;

the longword is NULL (0L) if there are no fixups. Single bytes following the longword specify offsets to more fixups. The longwords _.m_.u_.s_.t start on word boundaries, or the system will crash.

Relocation Bytes

Byte	Description
0	end of relocation information
1	advance 254 bytes, get next byte
2, 4, .. 254	fixup longword at location pointer
3, 5, .. 255	(odd numbers, reserved for future use)

Symbol Table

The symbol table consists of symbol-table entries, formatted as:

Symbol Table Entry

```
 ___________________
|                   |
|                   |
|      8 bytes      |
|    symbol name    |
|___________________|
| WORD symbol type  |
|___________________|
| LONG symbol value |
|                   |
|___________________|
```

Values for Symbol Types

Type	Value
defined	0x8000
equated	0x4000
global	0x2000
equated register	0x1000
external reference	0x0800
data based relocatable	0x0400
text based relocatable	0x0200
BSS based relocatable	0x0100

The Sozobon system extends the symbol table types as described in the documents thet come with it.

The Sozobon linker outputs the GEMDOS format executables only and does not understand 16 bit relocation information or PC relative fixups, it assumes all address references are 32 bit. This is ok for the output from

the Sozobon compiler but is not so good for handeling hand coded assembly files.

I am currently (very sloooowly) working on a modified version of the Sozobon
tools to allow me to use them as a cross development platform for the PC to let me build a working CP/M 68K system when I eventually get some hardware to run it on.

I currently have the linker modified to handle GEMDOS and CP/M 68K 601A format output files, to handle 16 bit address references, PC relative fixups
and to fix one or 2 bugs in the linker.

I plan to add support for 601B and 601C format files and absolute files next.
After that I plan to look at JAS and expand that a bit.

If you want the new linker or need any more info on the DRI 68K file formats
drop me an email to: peter at cylon dot ie.

Regards,
Peter Mc Shane

Russ Magee <rmagee@AudeSi.com> wrote in article
<35B61497.14A5@AudeSi.com>...
> Hi all,
>   I am thinking of adapting some existing tools (the c68/jas compiler
> and assembler) for a personal project, and I might also need to create
> a simple custom linker.
>   I've looked around a bit and I haven't been able to find the
> definition for DRI object files. Is this documented anywhere? (For
> Motorola 68k object code)
>
>   Thanks in advance,
>   -Russ Magee
>

From 7034971238468473911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c5d6a3d6ffb9d2b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: TWAIN scanner support on TOS based systems
Date: 1998/07/27
Message-ID: <6pj1vi$sfq@balaena.bio.vu.nl>#1/1
X-Deja-AN: 375475698
Distribution: world

References: <35BAAAD9.DC39A57A@erols.com> <35bbd4b2.15210593@news2.tmisnet.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

George Crissman (strads@tmisnet.com) wrote:

: Have you sent that request to toscompinfo@wizztronics.com?
: They're currently working on a New And Improved GEM/TOS
: machine with Lotsa Good Stuff -- and this would be a worthwhile
: addition!

Errrm, scanner support doesn't seem to me to be something you should put in the OS -- well, not on any non-Windows anyway... :)
The PARX modules are a better idea, as only programs that want to and know how to use them will load the scanner interface code (pity DLL support still isn't much on Atari... -- That would be a worthwile OS addition, preferably using the same API as one of the existing DLL managers)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

There's no point in being grown up if you can't be childish sometimes.
-- Dr. Who

From 8498520682690672147
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d96df88262a5741,start
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: vr_trnmf() problems. (4-bit to 16-bit forms conv)
Date: 1998/07/28
Message-ID: <6pkd38fde1@o.online.no>#1/1
X-Deja-AN: 375626292
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

Hi, all. I'm trying to write my own rsrc_load() function. This routine is nearly done, except from one thing, which is what I'm asking for help about now. Right now I'm doing the 4 plane forms (color icons) to 16 plane froms. And this is where I need some help.

My problems are those; When I, after converted the icon data from 4 to 16 plane device indipendant format, use vr_trnmf() to transform this into device

indipendant format, it works as it should on the Falcon (Videl, standard 16-bit motorola format, rrrrrggg,gggbbbbb). But, vr_trnmf() don't seem to work with my Crazy Dots 15-bit gfx card (which is 16-plane intel format, gggbbbbb,0rrrrrggg, where bit 0 is not used). Does this mean that vr_trnfm() don't work correctly with byte-swapped gfx modes, like the Crazy Dots?

I then did the transformation to device dependant myself, and this worked exactly as it should, so I KNOW that this problem is within the vr_trnsfm() funtion. I've been trying to read some C sources to see how they do it, and it seems to me that they are actually doing the device independant -> device dependant transformation manually, after checking what the device dependant format looks like. Now, that leads us to my question..

How do I check in a reliable way what format (byte swappted or standard motorola, 15 or 16 bit) I should use?? Any help on this matter is most appreciated.

From -8572777724789396398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1fc1ed855889059,start
X-Google-Attributes: gid1115ce,public
From: "Thomas Sahlin" <thomas.sahlin@home.se>
Subject: Source code for HTML2TXT v1.5 released!
Date: 1998/07/28
Message-ID: <6pkimg$t4h$2@zingo.tninet.se>#1/1
X-Deja-AN: 375647835
Organization: Algonet/Tninet
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Hello all!

Because of lack of time, the development of HTML2TXT v1.5 is progressing slowly. Therefor, I have now released the source code for the program, making it possible for anyone interested to help out with finishing the program.

Visit the HTML2TXT Development Zone for snapshots and more information:

http://user.tninet.se/~jyc891w/h2t/

Regards

Thomas Sahlin

From 1308928209580987346
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,4ed5b1b02a88b9a3,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: WHO WHAT WHERE
Date: 1998/07/28
Message-ID: <6ploarnnj1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 375823643
References: <35c64bb5.4381943@news.zetnet.co.uk>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

paxton@accrington-web.co.uk wrote in comp.sys.atari.programmer:
> I am looking for information on WHO is making WHAT at the current
> moment.. I would like to do a list... or at least print the info in
> ST+

> So can you tell us what your making... and maybe an URL and any other
> info please ?so whats your WIP (Work In Progress), someone must be
> making something...

I am still working on my "Toolbox" DLL engine. (started mid-1992)

It was written in 68k assembly language.

It uses 32k of RAM, runs on TOS 1.0 STs through TTs. (Falcons? Hades?)

A 68000-family CPU is required.

Libraries can be bootloaded, or loaded as needed by applications.

It supports System and User libraries.

There is support for library enumeration and interrogation.

Each library can be used by more than one application.

It can be called from the foreground application via a TRAP. Or, if you
must it can be called via a jumptable.

(Ideally, it would have been ready for public release this week, or early
next week)

Still to do: user and programmer manuals.

(No web page, URL yet)

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From -7146344699781719141
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4ed5b1b02a88b9a3
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: Re: WHO WHAT WHERE
Date: 1998/07/29
Message-ID: <35BF0F72.BB3DE1F9@france2.fr>#1/1
X-Deja-AN: 375968368
Content-Transfer-Encoding: 8bit
References: <35c64bb5.4381943@news.zetnet.co.uk>
Content-Type: text/plain; charset=iso-8859-1
Organization: FTH
Mime-Version: 1.0
Reply-To: l.favard@france2.fr
Newsgroups: comp.sys.atari.programmer

paxton@accrington-web.co.uk a ?crit:

> I am looking for information on WHO is making WHAT at the current
> moment.. I would like to do a list... or at least print the info in
> ST+
>
> So can you tell us what your making... and maybe an URL and any other
> info please ?so whats your WIP (Work In Progress), someone must be
> making something...
>

> Authors: Laurent FAVARD for Softwares and Sebastien FAVARD for hardware.

> Titles: JagOS (Operating System for jaguar), JagStudio98 (Client
> software for ST)

> Target: All TOS computers

> Type: JagStudio98 is a client software which communicate with JagOS a
> small kernel for

the Jaguar. This couple of programs permit to upload a jaguar program and performs somes operations with the kernel. Currently my kernel allows dump memory, read/write serial eeprom, upload program, handles 68000 exceptions, and big memory transfer between ST and Jag and provides about 25 systems calls.

> WIP: Softwares are nearly ready, hardware always under development.
> WEB pages will comes early, demo version not available,
> because hardware is REQUIRED.

From 211836007704801422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18,start
X-Google-Attributes: gid1115ce,public
From: Rodolphe Pineau <rodolphe.pineau@capway.com>
Subject: RE : WHO WHAT WHERE
Date: 1998/07/29
Message-ID: <35BF240F.376EB20E@capway.com>#1/1
X-Deja-AN: 375985828
Content-Transfer-Encoding: 7bit
Organization: ImagiNET
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Me (Rodolphe Pineau) and a friend (Eric Gaudet) are working on the
adaptation of a paralelle pocket ethernet adaptator from PC World to the
Falcon. For the momment, we could read and write adaptator's registers
and read the EEProm to get the hardware adresse.
We hope to code the readpacket and write packet routine next week the
release a beta of the MiNT Net driver.

--
NO'MAD SARL / STraTOS
62, Bd Aristide Briand
77000 Melun FRANCE

SIRET : 411 413 826 00016
RCS Melun B 411 413 826

FAX : (+33) 164 378 228
HTTP://www.chez.com/stratos/
ICQ ID : 15872347

From -5413777662051815762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: "Christian Huaux" <WebyTech@wanadoo.fr>
Subject: Re: WHO WHAT WHERE
Date: 1998/07/29

Message-ID: <6pnadgjea1@platane.wanadoo.fr>#1/1
X-Deja-AN: 375995624
References: <35BF240F.376EB20E@capway.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: Weby Technologies
Newsgroups: comp.sys.atari.programmer

>Me (Rodolphe Pineau) and a friend (Eric Gaudet) are working on the

Salut rodolphe.

Me and some friends (the CloeTeam) are working on the Version two of our 3d modeler/renderer :Cloe2.
For the instant we are only working on the pc version but i want to make the Atari version like the first version of CLOE.

But we need hands. This version of Cloe will be much much powerful than the first version and it will be freeware, but we don't have the time to make the Atari conversion. It's not so much work because it's only minor modification on our windows system. The code of Cloe is OS independant for the user interface. There is a little work to do for the plugin system.
Note i think that for compatibility between vdi we need to use Nvdi because we use much more off-screen than the first version. In the first version this part of code was write in ASM but whith the new graphics mode for the Hades and the other Atari clone ot was not good. So i want pure gem/nvdi coe now.

Waiting for hands.

From -6842701546866253203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: WHO WHAT WHERE
Date: 1998/07/29
Message-ID: <901721945.480155@tornado.itea.ntnu.no>#1/1
X-Deja-AN: 376019588
Cache-Post-Path: tornado.itea.ntnu.no!joska@pingle.nvg.ntnu.no
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <35BF240F.376EB20E@capway.com>
Organization: The Norwegian University of Science and Technology
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Rodolphe Pineau <rodolphe.pineau@capway.com> wrote:

> Me (Rodolphe Pineau) and a friend (Eric Gaudet) are working on the
> adaptation of a paralelle pocket ethernet adaptator from PC World to the
> Falcon. For the momment, we could read and write adaptator's registers
> and read the EEProm to get the hardware adresse.
> We hope to code the readpacket and write packet routine next week the
> release a beta of the MiNT Net driver.

Cool! What kind of ethernet-adapter do you adapt? Hopefully it's
something that's easier to find than the DE600 ;-) It looks like I'm
going to get a Milan this year, so a ethernet-solution for my Falcon
is something I really need.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 5341632619909112290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,58304866d779d05e,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,58304866d779d05e,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105e6b,58304866d779d05e,start
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 109a67,58304866d779d05e,start
X-Google-Attributes: gid109a67,public
From: Konstantinos Xonis <gc85@mailserv.uni-giessen.de>
Subject: [Q]: Object file formats needed...
Date: 1998/07/29
Message-ID: <Pine.GSO.3.95.980729175957.27538A-100000@sun8.hrz.uni-giessen.de>#1/1
X-Deja-AN: 376036675
X-Sender: gc85@sun8.hrz.uni-giessen.de
X-Confirm-Reading-to: Xonis@Physik.Uni-Giessen.DE
Content-Type: TEXT/PLAIN; charset=US-ASCII
XAK-Design: XAKChaos
Organization: University of Giessen, Germany
X-URL: http://home.pages.de/~XAKChaos/
Mime-Version: 1.0
Reply-To: Xonis@Physik.Uni-Giessen.DE
Newsgroups:
de.comp.sys.st,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi !!

I am looking for the object file formats for the different compilers on
the ATARI computers.

In particular, I am interested in the formats of
 PureC, PurePascal - containing the debugging info stored in the object
                     file. Is there any Profiling info stored in the
                     object file, so that PureProfiler can work with ??
 MegaMaxModula 2   - for the definition modules and the implementation
                     modules, also containing debug info, if applicable.
 GNU C/C++/ObjC   - Also need "full details" about the object files.

Any other object file formats are also greatly appreciated.
I am currently writing kind of a ReAssembler, so I need to know anything
that is available about all the object file formats available on the
ATARIs. Is the *.LOD file's format for the Falcon DSP modules anywhere
documented, or do I have to ReAssemble the Falcon ROMs to get the info I
need about ?

--
-
Konstantinos XONIS (XAKChaos of XAK-Design Wetzlar)
Snail Mail: E-mail:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14   FAX: +49 6441 390 943
D35576 Wetzlar   TEL: +49 6441 390 944 or (mobile) +49 177 7025 529
FR Germany
(Bomb plutonium heroine XTC whitehouse Iraq terror kill kokain cocaine uran)

OMA !!! Stoer mich jetzt nicht, ich fliege !!

From 6147170917181038240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Rodolphe Pineau <rodolphe.pineau@capway.com>
Subject: Re: WHO WHAT WHERE
Date: 1998/07/30
Message-ID: <35C024C3.38BDB874@capway.com>#1/1
X-Deja-AN: 376264854
Content-Transfer-Encoding: 7bit
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
Content-Type: text/plain; charset=us-ascii
Organization: ImagiNET
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein wrote:

> Rodolphe Pineau <rodolphe.pineau@capway.com> wrote:
> > Me (Rodolphe Pineau) and a friend (Eric Gaudet) are working on the
> > adaptation of a paralelle pocket ethernet adaptator from PC World to the
> > Falcon. For the momment, we could read and write adaptator's registers
> > and read the EEProm to get the hardware adresse.
> > We hope to code the readpacket and write packet routine next week the
> > release a beta of the MiNT Net driver.
>
> Cool! What kind of ethernet-adapter do you adapt? Hopefully it's
> something that's easier to find than the DE600 ;-) It looks like I'm
> going to get a Milan this year, so a ethernet-solution for my Falcon
> is something I really need.
>

We're using all ethernet adapter based on th RTL8012 from Realtek. Most of
actual adapter are based on this chip (exept the DE620 and the Xircom
ones).After this one we shurely have a look to the DE620 from DLink witch
replace the DE600. We ask Dlink for documentation but they don't aswer :-((
We'll use Linux source code for the DE620 (wheras we've got data sheet for the
RTL8012 and Linux sources :-)))

From 1002429638542168545
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80100076466dec4b,start
X-Google-Attributes: gid1115ce,public
From: Drazen Glojnaric <drazen.glojnaric.zg@crosig.hr>
Subject: TWIST database
Date: 1998/07/30
Message-ID: <35C0C567.3F77@crosig.hr>#1/1
X-Deja-AN: 376311075
Distribution: world
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Croatian Post & Telecommunications
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

How can I make keyboard input in dialog box; I want search some item,
but this item is not pre-defined;search must run through keyboard input!

Any help, syntax or explanation is more then welcome!

dglojna1@pop.tel.hr

From -1300433178130460055
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80100076466dec4b

X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: TWIST database
Date: 1998/07/30
Message-ID: <6pqfsu$c7j$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 376416898
References: <35C0C567.3F77@crosig.hr>
X-Trace: roch.zetnet.co.uk 901825246 12531 194.247.40.130 (30 Jul 1998 19:00:46 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 30 Jul 1998 19:00:46 GMT
Newsgroups: comp.sys.atari.programmer

On 30 Jul 1998 14:11:35 , Drazen Glojnaric wrote:
>How can I make keyboard input in dialog box; I want search some item,
>but this item is not pre-defined;search must run through keyboard input!
>
>Any help, syntax or explanation is more then welcome!

You open the database file.
Click on Query.
You can then either search for free text or you can use the Expression
to fill in a dialogue box with a complex expression for the search
criteria. This is of the form:

<Field Name> <operator> <Expression>

where <Fieldname> is selected from the displayed list
<operator> (= , >, < etc)
<Expression> is built from the list of functions in the scroll box.

Expressions tend to look like expressions in Basic.

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -3790604418109511894
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,58304866d779d05e
X-Google-Attributes: gid111a55,public
X-Google-Thread: 105e6b,58304866d779d05e
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 109a67,58304866d779d05e
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,58304866d779d05e
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: [Q]: Object file formats needed...

Date: 1998/07/31
Message-ID: <vyziukew85l.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 376655694
Sender: schwab@issan
References: <Pine.GSO.3.95.980729175957.27538A-100000@sun8.hrz.uni-giessen.de>
X-Yow: MY income is ALL disposable!
Organization: University of Dortmund
Newsgroups:
de.comp.sys.st,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Konstantinos Xonis <gc85@mailserv.uni-giessen.de> writes:

|> Hi !!
|>
|> I am looking for the object file formats for the different compilers on
|> the ATARI computers.
|> In particular, I am interested in the formats of
[...]
|> GNU C/C++/ObjC   - Also need "full details" about the object files.

This is the plain old a.out format. See man a.out on any BSD derived
system (eg. Sun3/Sun4).

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From 5947278640906868792
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78acdac8a5c72794
X-Google-Attributes: gid1115ce,public
From: "Rene de Bie" <Rene@underground.demon.nl>
Subject: ORNETA 98.............PLEASE REPLY IMMEDIATLY!!!!
Date: 1998/07/31
Message-ID: <901922246.6334.0.rover.d4ee0f47@news.demon.nl>#1/1
X-Deja-AN: 376805886
X-NNTP-Posting-Host: underground.demon.nl:212.238.15.71
References: <memo.19980725091706.215A@mcareyb.compulink.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.nl 901922246 rover:6334 NO-IDENT
underground.demon.nl:212.238.15.71
Newsgroups: comp.sys.atari.programmer

Hi,

Is there someone who can give me correct date/place/address of the ORNETA 98
party.

We have heard that it will take place at 7/8/9 August. But we don't have any

address.

PLEASE REPLY IMMEDIATLY!! Because we have to arrange a vacation and have to travel for 2 days to get there.....

Gtx,
Sysop*TXG & Sysop*Fox-1

E-mail: SysopTXG@underground.demon.nl

From 1477799480474991454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f90a00b6c8c0369,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: redirecting stdout, stdout to /dev/null ?
Date: 1998/08/01
Message-ID: <Pine.BSI.3.96.980801135207.14359A-100000@usr08.primenet.com>#1/1
X-Deja-AN: 377015463
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@globalcenter.net
Organization: Frontier GlobalCenter Inc.
Mime-Version: 1.0
X-Posted-By: kellis@206.165.6.208 (kellis)
Newsgroups: comp.sys.atari.programmer

How would I do that? what is the way of doing for:

pexec a ttp with arguments given to it, and DO NOT display any output produced by it.
Thanks.
I heard I might have to Fforce()? duplicate?

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 6008630336159578619
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,3b10014306f571f4,start
X-Google-Attributes: gid1115ce,public
From: dziur2@aol.com (DZIUR2)
Subject: FS: Atari 2600-VCS + More
Date: 1998/08/01
Message-ID: <1998080118363300.OAA08170@ladder03.news.aol.com>#1/1
X-Deja-AN: 377024160
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

For Address Ect. EMail DZIUR2@AOL.COM!! ++First Called - First Served.++

For Sale:

	Condition	Price
Atari 2600 Core	Very Good	75.00
Add-Ons*		
Joystick	Good	2.50
Box	Good	5.00
Packing	Mint	2.50
Org. Tv/Atari Adaptor	Fair**	2.50

*The 2600 Must Bought The For The Extras. Else All Add-On Are Double Listed.

**Works With Radio Shack Version.

For Address Ect. EMail DZIUR2@AOL.COM!! ++First Called First Served.++
AWCS
Atari World Classic Gaming Systems Opens End Of August!
http://members.aol.com/AtariW/Index.html

From 2357527027430447412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: VFAT (was: Re: FATS TABLE)
Date: 1998/08/02
Message-ID: <35c42c887c1280@xs4all.nl>#1/1
X-Deja-AN: 377161333
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl> <35b4573029ebd1@xs4all.nl>

<6p1n00$aj3$1@sun27.hrz.tu-darmstadt.de> <35b745c442a5ed0@xs4all.nl>
<35b863a21612f20@xs4all.nl> <35B85846.357C@hppool.cs.uni-magdeburg.de>
<35b9b6d41a5c6a1@xs4all.nl>
Organization: Seni Translation Services
X-XS4ALL-Date: Sun, 02 Aug 1998 10:15:59 CEST
Newsgroups: comp.sys.atari.programmer

on Sat 25-07-98 11:50 I wrote:

>But there obviously are problems. Under MagiC and MiNT, Pdomain() is
>set to 1. But in that case, Dcreate(path) will fail if `path' is, or
>contains, a name > 8 chars. But I don't want it to fail. I want it to
>work as under plain TOS, i.e. with names truncated to 8 chars. The
>same goes for Dopendir(), etc. So if I know I have a vfat drive or
>partition, I can bracket those calles with Pdomain(0) and Pdomain(1)
>calls.

What I meant, of course was, a *non-vfat* partition. If I have a
non-vfat partition under MagiC, Dcreate() will fail with long names.
But in that case I want it to work as under single TOS. I could do
this by setting Pdomain(0) temporarily. But for that I have to know
what file system the partition has.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"Whoever picked the end-of-line conventions for MS-DOS and the
Macintosh should be shot!"
- P. Karn's corollary to O'Dell's declaration

From -1901870495848965786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6899a4f120a7a197,start
X-Google-Attributes: gid1115ce,public
From: "kef" <kef@dyadel.net>
Subject: i'm looking for a software able to establish communications between a
Date: 1998/08/02
Message-ID: <6q1ggm$dk8$1@unix39.planete.net>#1/1
X-Deja-AN: 377176716
Organization: Planete.net, France
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Newsgroups: comp.sys.atari.programmer

i'm looking for a software able to establish communications between a
FALCON030 with a PC on the parrallel port or serial port.
if you have any informations contact me.
kef@dyadel.net

From 6294887720739759803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: VFAT (was: Re: FATS TABLE)
Date: 1998/08/02
Message-ID: <1998080211102580956@zetnet.co.uk>#1/1
X-Deja-AN: 377216157
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35c42c887c1280@xs4all.nl>
Newsgroups: comp.sys.atari.programmer

josdb@xs4all.nl (Jos den Bekker) wrote these words:
> on Sat 25-07-98 11:50 I wrote:
>
> >But there obviously are problems. Under MagiC and MiNT, Pdomain() is
> >set to 1. But in that case, Dcreate(path) will fail if `path' is, or
> >contains, a name > 8 chars. But I don't want it to fail. I want it to
> >work as under plain TOS, i.e. with names truncated to 8 chars. The
> >same goes for Dopendir(), etc. So if I know I have a vfat drive or
> >partition, I can bracket those calles with Pdomain(0) and Pdomain(1)
> >calls.
>
> What I meant, of course was, a *non-vfat* partition. If I have a
> non-vfat partition under MagiC, Dcreate() will fail with long names.
> But in that case I want it to work as under single TOS. I could do
> this by setting Pdomain(0) temporarily. But for that I have to know
> what file system the partition has.

I haven't been following this thread in too much detail, but are you
not looking for the call val=Dpathconf(DP_TRUNC); which enquires whether
the filename will be truncated automatically or not?

```
val = 0 (DP_NOTRUNC):   No truncation performed. Invalid filanames cause
                        ERANGE (-64) errors to be returned.
val = 1 (DP_AUTOTRUNC): Filenames are automatically truncated to max length.
val = 2 (DP_DOSTRUNC):  Filenames are truncated to DOS 8.3 format
```

(what is the difference between DP_AUTOTRUNC and DP_DOSTRUNC, as this
 is surely just a specific case of DP_AUTOTRUNC?)

Note that I haven't been following too closely the recent changes to
MiNT's TOSfs, but I guess this is still valid (info taken from compendium).

Also, this talks about filenames, rather than directories... perhaps this is
not respected in Dcreate()? (if so, is this an omission/bug?)

Anthony

--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
ICQ: 11287923 | Whence all but he had fled...
jacquesa@zetnet.co.uk | Twit.
http://w3.to/EraserULTRA | Spike Milligan
----------+----------

From -127165838033680244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: VFAT (was: Re: FATS TABLE)
Date: 1998/08/03
Message-ID: <35c581b44c43a3@xs4all.nl>#1/1
X-Deja-AN: 377421982
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35c42c887c1280@xs4all.nl> <1998080211102580956@zetnet.co.uk>
Organization: Seni Translation Services
X-XS4ALL-Date: Mon, 03 Aug 1998 10:32:42 CEST
Newsgroups: comp.sys.atari.programmer

on Sun 02-08-98 11:10 Anthony Jacques wrote:

>I haven't been following this thread in too much detail, but are you
>not looking for the call val=Dpathconf(DP_TRUNC); which enquires whether
>the filename will be truncated automatically or not?
>
>val = 0 (DP_NOTRUNC): No truncation performed. Invalid filanames cause
> ERANGE (-64) errors to be returned.
>val = 1 (DP_AUTOTRUNC): Filenames are automatically truncated to max length.
>val = 2 (DP_DOSTRUNC): Filenames are truncated to DOS 8.3 format

Yes, that is probably exactly what I was looking for. Never thought
of Dpathconf()! :) In any case, it returns 2 on a non-vfat partition.

>(what is the difference between DP_AUTOTRUNC and DP_DOSTRUNC, as this
> is surely just a specific case of DP_AUTOTRUNC?)

Yes, of course DP_DOSTRUNC is a special case of DP_AUTOTRUNC, but it
works differently, and it's good to know that, because you might have
(several) dots in your file or directory name.

>Also, this talks about filenames, rather than directories... perhaps this is
>not respected in Dcreate()? (if so, is this an omission/bug?)

The funny thing is, it doesn't work with Dcreate(), i.e. Dcreate

returns an error code if the name is too long and Pdomain() is set to
1. It works properly with Pdomain(0). In any case, that is the outcome
of my (brief) testing, but I might be missing something.

I'll do some further testing.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                              -*-
  "I'm nobody! Who are you?"   - Emily Dickinson

From -3012789323305841320
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: VFAT (was: Re: FATS TABLE)
Date: 1998/08/03
Message-ID: <35c588cc267751@xs4all.nl>#1/1
X-Deja-AN: 377427588
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35c42c887c1280@xs4all.nl> <19980802111102580956@zetnet.co.uk>
Organization: Seni Translation Services
X-XS4ALL-Date: Mon, 03 Aug 1998 11:03:08 CEST
Newsgroups: comp.sys.atari.programmer

on Mon 03-08-98 10:17 I wrote:

>The funny thing is, it doesn't work with Dcreate(), i.e. Dcreate
>returns an error code if the name is too long and Pdomain() is set to
>1. It works properly with Pdomain(0). In any case, that is the outcome
>of my (brief) testing, but I might be missing something.

Well, I must certainly correct this. I don't know what happened the
first time I tested it, but it must have been something else that made
Dcreate return an error code, because now it works as it should, i.e.
long names are automatically truncated on non-vfat partitions, whether
they be directories or files, and the directories/files are properly
created with shortened names.

From 9195286064475426990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1d546a6b64a4829,start
X-Google-Attributes: gid1115ce,public
From: bredroll@hotmail.com (Ian Norton)
Subject: SCSI CDROM in falcon

Date: 1998/08/03
Message-ID: <6q4g7ljpa1@plug.news.pipex.net>#1/1
X-Deja-AN: 377485258
Organization: UUNET UK server (post doesn't reflect views of UUNET UK)
Newsgroups: comp.sys.atari.programmer

Hi there

can anyone tell me how i can get my scsi cdrom (known to work fully) to work connected to my falcon.

It shows up on ahdi's initialisation but that's it. metados doesnt even work

it just gives me a drive icon that opens a window with nothing in it, the drive doesnt even read when i do refresh.

i am using hte iso9660f drivers.

any help would be appreciated.

yours

Ian Norton

From 740720030801212139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: VFAT (was: Re: FATS TABLE)
Date: 1998/08/03
Message-ID: <19980803192838809 56@zetnet.co.uk>#1/1
X-Deja-AN: 377563218
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35c581b44c43a3@xs4all.nl>
Newsgroups: comp.sys.atari.programmer

Jos den Bekker wrote:
> on Sun 02-08-98 11:10 Anthony Jacques wrote:
> >I haven't been following this thread in too much detail, but are you
> >not looking for the call val=Dpathconf(DP_TRUNC); which enquires whether
> >the filename will be truncated automatically or not?
>
> Yes, that is probably exactly what I was looking for. Never thought

Glad to be of help :)

> >(what is the difference between DP_AUTOTRUNC and DP_DOSTRUNC, as this
> > is surely just a specific case of DP_AUTOTRUNC?)
>

> Yes, of course DP_DOSTRUNC is a special case of DP_AUTOTRUNC, but it
> works differently, and it's good to know that, because you might have
> (several) dots in your file or directory name.

Ah yes, of course.

Anthony
--

```
-------------------------------------+-----------------------------------
Anthony Jacques         IRC: AnthonyJ | The boy stood on the burning deck
                        ICQ: 11287923 | Whence all but he had fled...
jacquesa@zetnet.co.uk                 | Twit.
http://w3.to/EraserULTRA/             |                     Spike Milligan
-------------------------------------+-----------------------------------
```


From 5478308378483361947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public

From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk (Zaphod)
Subject: Re: WHO WHAT WHERE
Date: 1998/08/03

Message-ID: <MPG.1030448f41bf515c9896cf@news.jpci.net>#1/1
X-Deja-AN: 377617422
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
<35C024C3.38BDB874@capway.com>

Organization: Densci Corp Enterprises
Newsgroups: comp.sys.atari.programmer

Santa Fe Voostra!! Rodolphe Pineau appears thinks that ....
> We're using all ethernet adapter based on th RTL8012 from Realtek. Most of
> actual adapter are based on this chip (exept the DE620 and the Xircom
> ones).After this one we shurely have a look to the DE620 from DLink witch
> replace the DE600. We ask Dlink for documentation but they don't aswer :-((
> We'll use Linux source code for the DE620 (wheras we've got data sheet for the
> RTL8012 and Linux sources :-)))

Such a driver would rule, esp. if someone can get it to communicate
through TCP/IP or Windoze Networking, to communicate with PCs!

That'll be cool!

--

```
==================================================================
Dave Denscombe (aka Zaphod)                        ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk   Web: http://www.42.jpcinet.co.uk
------------------------------------------------------------------
   "I say what it occurs to me to say" - The Man in the Shack
==================================================================
```

From 989693839108980964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1d546a6b64a4829
X-Google-Attributes: gid1115ce,public
From: michael@fastlane.net (Michael White)
Subject: Re: SCSI CDROM in falcon
Date: 1998/08/03
Message-ID: <FFF3DB664C06E06D.CB5DB16EE030A92F.A57A11159F1ECBC0@library-proxy.airnews.net>#1/1
X-Deja-AN: 377625549
References: <6q4g7ljpa1@plug.news.pipex.net>
X-Orig-Message-ID: <6q5da7$ld3@library.airnews.net>
NNTP-Posting-Time: Mon Aug 3 17:24:07 1998
Organization: <<<<>>>>
NNTP-Proxy-Relay: library.airnews.net
Abuse-Reports-To: abuse at fastlane.net to report improper postings
Newsgroups: comp.sys.atari.programmer

On 3 Aug 1998 14:07:49 , Ian Norton wrote:
>Hi there
>
>can anyone tell me how i can get my scsi cdrom (known to work fully) to work
>connected to my falcon.
>
>It shows up on ahdi's initialisation but that's it. metados doesnt even work
>
>it just gives me a drive icon that opens a window with nothing in it, the drive
>doesnt even read when i do refresh.
>
>i am using hte iso9660f drivers.
>
>any help would be appreciated.

I've never had much luck with MetaDOS, especially on a Falcon (and only
marginal luck on a Mega STe). I'd advise buying Extendos, which has
worked great on my Falcon and STe.

Michael White (michael@fastlane.net)

From 7370510043325874230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6899a4f120a7a197
X-Google-Attributes: gid1115ce,public
From: "K.Hampf" <k_hampf@yahoo.com>
Subject: Re: i'm looking for a software able to establish communications between a
Date: 1998/08/03
Message-ID: <35c55307.0@d2o29.telia.com>#1/1
X-Deja-AN: 378545438

X-NNTP-Posting-Host: t2o29p20.telia.com
References: <6q1ggm$dk8$1@unix39.planete.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@internet.telia.com
Organization: Telia Internet Services
Newsgroups: comp.sys.atari.programmer

kef wrote in message <6q1ggm$dk8$1@unix39.planete.net>...
>i'm looking for a software able to establish communications between a
>FALCON030 with a PC on the parrallel port or serial port.
>if you have any informations contact me.
>kef@dyadel.net

If serial will do then my suggestion is that you use a nullmodem cable and the Z-modem transferprotocol, this is what I use myself with satisfaction. And it's free.

For the Falcon you need a comm's program or at least a good implementation of the Zmod. prot., there's some available as shareware and freeware. On the PC you can download Omen Technologies (the inventors of Zmod. prot) version from their homepage (search for it), I have chosen to use the "classic" setup since it really works. Just do a couple of switches and the setup is complete. Around 11Kb/second (660Kb/minute) with good errorchecking and "crash recovery", i.e. you can continue to send on "half sent" files. You can even unplug and replug the nullmodem during transfer and it will still work 100%.

Send a mail if you're intrested in more details.

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

From 3145013994825569499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Karl Samyn <saka@stud.rma.ac.be>
Subject: Re: WHO WHAT WHERE
Date: 1998/08/04
Message-ID: <35C6C6B0.C6925AE@stud.rma.ac.be>#1/1
X-Deja-AN: 377761206
Cache-Post-Path: morlet!unknown@p148-013.rma.ac.be
Content-Transfer-Encoding: 7bit
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
<35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net>
X-Priority: 3 (Normal)
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@belnet.be
X-Trace: naxos.belnet.be 902219501 2486 193.190.207.5 (4 Aug 1998 08:31:41 GMT)

Organization: Royal Military Academy
Mime-Version: 1.0
NNTP-Posting-Date: 4 Aug 1998 08:31:41 GMT
Newsgroups: comp.sys.atari.programmer

Zaphod wrote:
>
> Santa Fe Voostra!! Rodolphe Pineau appears thinks that ....
> > We're using all ethernet adapter based on th RTL8012 from Realtek.
> Most of
> > actual adapter are based on this chip (exept the DE620 and the
> Xircom
> > ones).After this one we shurely have a look to the DE620 from DLink
> witch
> > replace the DE600. We ask Dlink for documentation but they don't
> aswer :-((
> > We'll use Linux source code for the DE620 (wheras we've got data
> sheet for the
> > RTL8012 and Linux sources :-)))
>
> Such a driver would rule, esp. if someone can get it to communicate
> through TCP/IP or Windoze Networking, to communicate with PCs!

I don't know if that might be possible. I mean communicate through the
win network. Guess you'll need some sources from M$ for that... To make
a connection from a PC to the atari (using win network) can be possible
if someone would port the samba server from Linux to Mint...

--
Saka - Karl Samyn
  148 Pol - RMA

* What a weird guy... Oh, but he's Belgian! *

From 4397023069688344220
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d1d546a6b64a4829
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: Re: SCSI CDROM in falcon
Date: 1998/08/04
Message-ID: <35C6E10E.B899C2AE@france2.fr>#1/1
X-Deja-AN: 377779885
Content-Transfer-Encoding: 8bit
References: <6q4g7ljpa1@plug.news.pipex.net>
Content-Type: text/plain; charset=iso-8859-1
Organization: FTH
Mime-Version: 1.0
Reply-To: l.favard@france2.fr
Newsgroups: comp.sys.atari.programmer

Ian Norton a [illegible]crit:

> Hi there
>
> can anyone tell me how i can get my scsi cdrom (known to work fully) to work
> connected to my falcon.
>
> It shows up on ahdi's initialisation but that's it. metados doesnt even work
>
> it just gives me a drive icon that opens a window with nothing in it, the drive
> doesnt even read when i do refresh.
>
> i am using hte iso9660f drivers.
>
> any help would be appreciated.
>
> yours
>
> Ian Norton

You should try Spin which is more efficient than metados and able to do DDS (if you drive can).
i suggest you to have a look at:

http://www.muenster.de/~reschke/soft_e.html

i use it on my Falcon (AB040+Magic) with a sony and it work very well....but no DDS
cause i have unkow problems with my drive...

From 1866553312529122685
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,94a3e74ae0d0862e,start
X-Google-Attributes: gid1115ce,public
From: Claes N[illegible]st[illegible]n <Claes.N@hehe.com>
Subject: Programming GEM
Date: 1998/08/04
Message-ID: <35C749A0.67A6@hehe.com>#1/1
X-Deja-AN: 377782488
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
Organization: Enator Networks
Mime-Version: 1.0
Reply-To: Claes.N@hehe.com
Newsgroups: comp.sys.atari.programmer

Hi, I have done this small program that converts [illegible],[illegible],[illegible], [illegible] and [illegible] from

the Atari format to PC format, it►s a TTP program and I would like
to do it in GEM format, is there any book on the net that gives me
information about that, much HELP is needed, and ALL help is
appriciated!

/Claes N►st►n(new Atari user)

From 5031183002177348102
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,94a3e74ae0d0862e
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: Re: Programming GEM
Date: 1998/08/04
Message-ID: <35C6F4F2.69B62F11@france2.fr>#1/1
X-Deja-AN: 377793140
Content-Transfer-Encoding: 8bit
References: <35C749A0.67A6@hehe.com>
Content-Type: text/plain; charset=iso-8859-1
Organization: FTH
Mime-Version: 1.0
Reply-To: l.favard@france2.fr
Newsgroups: comp.sys.atari.programmer

Claes N►st►n a ►crit:

> Hi, I have done this small program that converts ►,►,►, ► and ► from
> the Atari format to PC format, it►s a TTP program and I would like
> to do it in GEM format, is there any book on the net that gives me
> information about that, much HELP is needed, and ALL help is
> appriciated!
>
> /Claes N►st►n(new Atari user)

Sure, there are the "Atari compendium" from scott sanders, in english
and a very good reference.

I know in french a old book from Micro-application "Atari's developper"
from a German edition, but i don't if it does exist in english.

Atari compendium can be found as a CD-Rom in PDF, html format.

From 5343141682689255812
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: VFAT (was: Re: FATS TABLE)
Date: 1998/08/04
Message-ID: <35c70d623df8f0@xs4all.nl>#1/1
X-Deja-AN: 377804892
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35c42c887c1280@xs4all.nl> <1998080211102580956@zetnet.co.uk>
<35c588cc267751@xs4all.nl>
Organization: Seni Translation Services
X-XS4ALL-Date: Tue, 04 Aug 1998 14:33:23 CEST
Newsgroups: comp.sys.atari.programmer

on Mon 03-08-98 11:03 I wrote:

>Well, I must certainly correct this. I don't know what happened the
>first time I tested it, but it must have been something else that made
>Dcreate return an error code, because now it works as it should, i.e.
>long names are automatically truncated on non-vfat partitions, whether
>they be directories or files, and the directories/files are properly
>created with shortened names.

Another correction, a final one this time, I hope. :)

After extensive testing, I must conclude that it remains a serious
problem. Under MagiC, creating one directory on a non-vfat (i.e.
(DT)OS) drive is no problem. Problems occur if you want to create a
directory tree. If C is a (DT)OS directory, then

```
  Dcreate("C:\LONGDIRECTORYNAME");
```

creates the directory "C:\LONGDIRE".

If you then try to create directory "C:\LONGDIRECTORYNAME\ANYNAME",
however, it fails. This works correctly under plain TOS and setting
Pdomain(0) doesn't help either.

I can only conclude that this is a bug in MagiC. If a directory is a
TOS directory, Dcreate() c.s. should behave as under plain TOS.

Moreover, if I have a file "C:\LONGDIRE\FILE.EXT", a call of
fopen("C:\LONGDIRECTORYNAME\FILE.EXT","MODE") fails under MagiC on a
non-vfat partition, but works correctly under plain TOS.

Has anyone else encountered these problems? Are there perhaps standard
workarounds to overcome it?

Thanks for any feedback.

--
 Jos den Bekker

<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
"Arms are made for hugging."

From -9205092561012404558
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,94a3e74ae0d0862e
X-Google-Attributes: gid1115ce,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: Programming GEM
Date: 1998/08/04
Message-ID: <6q70jn$7uq@newstoo.ericsson.se>#1/1
X-Deja-AN: 377813780
References: <35C749A0.67A6@hehe.com>
Organization: Ericsson Software Technology AB
Reply-To: epkerha@epk.ericsson.se
Newsgroups: comp.sys.atari.programmer

In article <35C749A0.67A6@hehe.com>, Claes N□st□n <Claes.N@hehe.com> writes:
>Hi, I have done this small program that converts □,□,□, □ and □ from
>the Atari format to PC format, it□s a TTP program and I would like
>to do it in GEM format, is there any book on the net that gives me
>information about that, much HELP is needed, and ALL help is
>appriciated!
>
> /Claes N□st□n(new Atari user)

Get the "Atari compendium" from scott sanders.
This compendium can be found as Book and CD-ROM.

/Erik H□ll (Old Atari user)

Mail : Erik.Hall@epk.ericsson.se |||
or erikhall@tripnet.se /|\ Hades 060
URL : http://www2.tripnet.se/~erikhall/index.html / | \

From 8264806491810456220
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: hotline@mediapegs.com.no_spam (Pascal Nowak)
Subject: Re: WHO WHAT WHERE

Date: 1998/08/04
Message-ID: <35c70f41.1125357398@news.wanadoo.fr>#1/1
X-Deja-AN: 377822848
References: <35c64bb5.4381943@news.zetnet.co.uk>
Organization: MediaPEGS
Reply-To: nowak@imaginet.fr
Newsgroups: comp.sys.atari.programmer

```
#1
Author:  Pascal Nowak
Title:   ST2DISK
Target:  All Atari computers and clones
Type:    Small utility to convert Pacifist image disk files
     - Creation of floppies form images
     - Creation of images from floppies
     - Extraction of datas from images
     - convertion ST to MSA and MSA to ST
WIP: V1.04 at present. All the functions not implemented yet
     Freeware but need a key to work correctly
WEB: http://st2disk.atari.org/

#2
Author:  Pascal Nowak
Title:   Game (no name yet)
Target:  STE, Falcon, pacifist & clones
Type:    Reflexion game besed on a new concept
WIP: Under devellopment, no demo available yet

#3
Author:  Pascal Nowak
Title:   WEBMAKER
Target:  All Atari computers and clones
Type:    Wysiwyg HTML composer & editor
WIP: Under devellopment, no demo available yet
```

Pascal Nowak <nowak@imaginet.fr>

ST2DISK homepage : http://st2disk.atari.org/
Just Call Me Internet 2 CDROM page:
http://wwwusers.imaginet.fr/~nowak/jcmi_2/

From -5909170470687177441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: marillat@alpes-net.fr (Christian Marillat)
Subject: Re: WHO WHAT WHERE

Date: 1998/08/04
Message-ID: <a16d452e90B802A1.55@nest.ftn>#1/1
X-Deja-AN: 377927706
Content-Transfer-Encoding: 8bit
References: <35cb2c05.2964171@news.zetnet.co.uk>
X-Sender: NEWSwatch v2.11 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Ftn-Adr: 90:802/1.55
Organization: French Gateway (Atari)
X-ViaGateway-At: 90:802/1.55
Mime-Version: 1.0
Reply-To: marillat@alpes-net.fr
Newsgroups: comp.sys.atari.programmer

Hi Tony,

 >> Author: Pascal Nowak
 >> Title: WEBMAKER
 UU>
 UU> Hey brilliant...
 UU> I will put all this info in the next issue of ST+ Fanzine, Thats
 UU> Issue 32 released the 7th of September as we missed the deadline for
 UU> August,
 UU> Many thanks for the info
 UU>
 UU> Anyone else ? :)

Me ;)

    FiST 2.56C

    Fidonet(NeST,Atarinet)/internet for ST

    Work with LED,NOS,NewsWatch,PopWatch
    (LED is a reader offline for Fidonet)
    For all Atari computers (tested with a Hades 060)

Original code (c)1995, Daron Brewood, Robert Darling, Neil Stewart.
v2.30->2.33 code (c)1996, John Richardson.
v2.40+ code (c)1996,1997,1998 Christian Marillat.

    Freeware

    URL in french (sorry):

    http://www.alpes-net.fr/~marillat/logiciel.htm

Bye, Tony
Christian

Via *FIST* v2.57A beta Gate on alpes-net.fr (90:802/1.55)

From -452197484693325051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: VFAT (was: Re: FATS TABLE)
Date: 1998/08/05
Message-ID: <980805000034$dbolt@my-ste.demon.co.uk>#1/1
X-Deja-AN: 378016350
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <35c70d623df8f0@xs4all.nl>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 902283743 nnrp-05:105 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
X-PGP-bridge-Version: 2.00 (C) D. J. Bolt. 1998/07/31
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 4 Aug 1998 14:33:20 +, Jos den Bekker wrote:

<big snip>

> Has anyone else encountered these problems? Are there perhaps standard
> workarounds to overcome it?

I don't know about any standard solution/workaround, but it might be an
idea to do the truncation yourself. At least that way you know that it's
going to work on non-vfat/vfat partitions. It may not be the best way
of doing things, but if it gets the desired results...

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNcegpPt/J4yyMZyRAQHFrgMAkYUDiWJdegFBbcxKt0I29kBG46xwPC1y
PU90VBwnku/6/y/sj1T/jmqV8ACfIW63VnxoVZFS51OfT0iABAom1nK8Qe+W/1uq
DP01ax1mJQVK0ekuW9sDMqGuyQmRNzXd
=SEcm
-----END PGP SIGNATURE-----

Regards,
     David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

Aural Sex produces eargasms

From 2669535533983759655
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,94a3e74ae0d0862e
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Programming GEM
Date: 1998/08/05
Message-ID: <35ca6741.193143405@news.demon.co.uk>#1/1
X-Deja-AN: 378053849
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35C749A0.67A6@hehe.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 902293089 nnrp-10:641 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 04 Aug 1998 10:49:20 -0700, Claes N[illegible]st[illegible]n <Claes.N@hehe.com>
wrote:

>Hi, I have done this small program that converts [illegible],[illegible],[illegible], [illegible] and [illegible] from
>the Atari format to PC format, it[illegible]s a TTP program and I would like
>to do it in GEM format, is there any book on the net that gives me
>information about that, much HELP is needed, and ALL help is
>appriciated!

As others have said, the "Compendium" is the book to get hold of.

Also, you will need a piece of software called a "resource editor".
This creates the .RSC files which contain the visual elements of a Gem
program. It allows you to design the user interface and allows you to
give names to the elements of the resource file that your source code
needs to manipulate.

It is *possible* to create a resource file manually but it is very
very difficult to get right, so I don't recommend doing it this way.

The best resource editor is a commercial one called "Interface" but
(free/share)ware ones exist. Afaik most of them assume you program in
C but Interface allows you to specify other languages should this be
required. Maybe some of the others do - I dunno.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2145225689694143914
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Arnaud BERCEGEAY <arnaud.bercegeay@wanadoo.fr>
Subject: Re: WHO WHAT WHERE
Date: 1998/08/05
Message-ID: <WS.35c8bac0.00064304.arnaud.bercegeay@wanadoo.fr>#1/1
X-Deja-AN: 378292000
References: <35d37278.21002447@news.zetnet.co.uk>
Organization: Wanadoo - (Client of French Internet Provider)
Newsgroups: comp.sys.atari.programmer

#1
Author : Arnaud BERCEGEAY
Title : G►n►ration
Target : All TOS compatible
Type   : a Family tree software, use SpeedoGDOS to print out
         your trees.
         Only French version for now...
WIP   : version 2.00
WEB   : http://perso.wanadoo.fr/arnaud.bercegeay/

#2
Author : Arnaud BERCEGEAY
Title : ARB_CONV
Target : All TOS compatible
Type   : Convert file between Generation and Family (another
         family tree software from Guillaume TELLO)
WIP   : version 0.24
WEB   : http://perso.wanadoo.fr/arnaud.bercegeay/

#3
Author : Arnaud BERCEGEAY
Title : aH! - Ascii to/from Html !
Target : All TOS compatible
Type   : utility for html files
         convert characters from ascii to html (&entity;), or
         from html to ascii, and more...
WIP   : version 1.31. Freeware still under development
WEB   : http://perso.wanadoo.fr/arnaud.bercegeay/

#4
Author : Arnaud BERCEGEAY
Title : eH! - En-t►te et bas de page des Html ! (html page layout)
Target : All TOS compatible
Type   : utility for html files
         add a head and a foot-line to html file. Have a look at my

```
         web site to see the result, or have a look at the example
         section in the archive.
WIP    : version 1.11. Freeware still under development
WEB    : http://perso.wanadoo.fr/arnaud.bercegeay/

#5
Author : Arnaud BERCEGEAY
Title  : oH! - les Oubli⊕s du Html !
Target : All TOS compatible
Type   : utility for html files
         check your web site and tell you
         - the missing files (wrong 'case' in filename ?)
         - the extra file (file unused by any html files of the site)
         - extern links (link to "http:", "mailto:"...)
         etc...
WIP    : version 1.10. Freeware still under development
WEB    : http://perso.wanadoo.fr/arnaud.bercegeay/

#6
Author : Arnaud BERCEGEAY
Title  : baH! - Background of Html !
Target : All TOS compatible with 16+ colors
Type   : utility for html files
         ajust text/link/vlink color so that the text is be
         readable with the choosen background picture.
WIP    : version 0.63. Freeware still under development
WEB    : http://perso.wanadoo.fr/arnaud.bercegeay/

#7
Author : Arnaud BERCEGEAY
Title  : iH! - Images of Html !
Target : All TOS compatible
Type   : utility for html files
         Check an html file, or a whole web site and complete
         the img tag with the right width and height value if missing,
         or just tell you if the value isn't the real one.
WIP    : version 1.00. Freeware still under development
WEB    : http://perso.wanadoo.fr/arnaud.bercegeay/

--
Arnaud BERCEGEAY
email : arnaud.bercegeay@wanadoo.fr
web   : http://perso.wanadoo.fr/arnaud.bercegeay/
```

```
From -2466956550800224732
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,94a3e74ae0d0862e
X-Google-Attributes: gid1115ce,public
From: matthew@peckham.cix.co.uk (Matthew Carey)
Subject: Re: Programming GEM
```

Date: 1998/08/05
Message-ID: <memo.19980805223552.104B@mcareyb.compulink.co.uk>#1/1
X-Deja-AN: 378304169
References: <35C749A0.67A6@hehe.com>
Organization: CIX - Compulink Information eXchange
Reply-To: mcareyb@cix.co.uk
Newsgroups: comp.sys.atari.programmer

In article <35C749A0.67A6@hehe.com>, Claes.N@hehe.com (Claes N►st►n)
wrote:

> Hi, I have done this small program that converts ►,►,►, ► and ► from
> the Atari format to PC format, it►s a TTP program and I would like
> to do it in GEM format, is there any book on the net that gives me
> information about that, much HELP is needed, and ALL help is
> appriciated!
>
> /Claes N►st►n(new Atari user)
>
You really need a framework to write a proper event handling GEM
program with windows etc. However one that just checks for the absence
of arguments and presents the file selector with a suitable prompt is
easy enough to do. Just call appl_init() then fsel_input() then maybe
form_alert() and appl_exit() at the end.

I based my proper GEM programs on the layout of Compute!'s ST
Application Guide Programming in C, Field, Mandis & Myers. Incredibly
ancient, buggy and aimed at a version of C from the stone age. The
actual division of tasks they layout is sensible and once you have
fixed the bugs it works.

Matthew

(Don't bother to E-Mail me with special offers etc. as I use a content
based SPAM detector/filter and it gets binned before I ever see it)

From -6398493319674702655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk (Zaphod)
Subject: Re: WHO WHAT WHERE
Date: 1998/08/05
Message-ID: <MPG.1032e6711f7ab5e39896d1@news.jpci.net>#1/1
X-Deja-AN: 378319139
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
<35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net>
<35C6C6B0.C6925AE@stud.rma.ac.be>
Organization: Densci Corp Enterprises
Newsgroups: comp.sys.atari.programmer

Santa Fe Voostra!! Karl Samyn appears thinks that ....
> > Such a driver would rule, esp. if someone can get it to communicate
> > through TCP/IP or Windoze Networking, to communicate with PCs!
>
> I don't know if that might be possible. I mean communicate through the
> win network. Guess you'll need some sources from M$ for that... To make
> a connection from a PC to the atari (using win network) can be possible
> if someone would port the samba server from Linux to Mint...

OK, but what about Novell? I could set a cool Netware server up on an
old 386 and.....

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----
"I say what it occurs to me to say" - The Man in the Shack
==========

From 5722247265429535778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: WHO WHAT WHERE
Date: 1998/08/06
Message-ID: <902388204.666737@tornado.itea.ntnu.no>#1/1
X-Deja-AN: 378451858
Cache-Post-Path: tornado.itea.ntnu.no!joska@pingle.nvg.ntnu.no
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
<35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net>
<35C6C6B0.C6925AE@stud.rma.ac.be>
Organization: The Norwegian University of Science and Technology
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Karl Samyn <saka@stud.rma.ac.be> wrote:

> a connection from a PC to the atari (using win network) can be possible
> if someone would port the samba server from Linux to Mint...

The samba-server has been ported ages ago. I can't remember where I
found it but AFAIR I still have the archive on a Zip somewhere. The
new MiNT-distribution (MiNT98) is supposed to come with samba as well.

--

/*

** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From -1041869801988009517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Karl Samyn <saka@stud.rma.ac.be>
Subject: Re: WHO WHAT WHERE
Date: 1998/08/06
Message-ID: <35C97FAA.EF7315C4@stud.rma.ac.be>#1/1
X-Deja-AN: 378469497
Cache-Post-Path: morlet!148_samyn@p148-013.rma.ac.be
Content-Transfer-Encoding: 7bit
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
<35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net>
<35C6C6B0.C6925AE@stud.rma.ac.be> <MPG.1032e6711f7ab5e39896d1@news.jpci.net>
X-Priority: 3 (Normal)
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@belnet.be
X-Trace: naxos.belnet.be 902397930 26413 193.190.207.5 (6 Aug 1998 10:05:30 GMT)
Organization: Royal Military Academy
Mime-Version: 1.0
NNTP-Posting-Date: 6 Aug 1998 10:05:30 GMT
Newsgroups: comp.sys.atari.programmer

Zaphod wrote:
>
> Santa Fe Voostra!! Karl Samyn appears thinks that ....
> > > Such a driver would rule, esp. if someone can get it to
> communicate
> > > through TCP/IP or Windoze Networking, to communicate with PCs!
> >
> > I don't know if that might be possible. I mean communicate through
> the
> > win network. Guess you'll need some sources from M$ for that... To
> make
> > a connection from a PC to the atari (using win network) can be
> possible
> > if someone would port the samba server from Linux to Mint...
>
> OK, but what about Novell? I could set a cool Netware server up on an
> old 386 and.....

I don't know if that code is entirelly free to get.. I started once to
search and found a few things... but I don't know if it's of use.
But I guess that must be possible with a Netware server....
But than you also have to install netware clients on the PC's...

--
Saka - Karl Samyn
  148 Pol - RMA

* What a weird guy... Oh, but he's Belgian! *

From 4282279316077130542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Karl Samyn <saka@stud.rma.ac.be>
Subject: Re: WHO WHAT WHERE
Date: 1998/08/06
Message-ID: <35C98080.2DE7AC77@stud.rma.ac.be>#1/1
X-Deja-AN: 378469498
Cache-Post-Path: morlet!148_samyn@p148-013.rma.ac.be
Content-Transfer-Encoding: 7bit
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
<35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net>
<35C6C6B0.C6925AE@stud.rma.ac.be> <902388204.666737@tornado.itea.ntnu.no>
X-Priority: 3 (Normal)
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@belnet.be
X-Trace: naxos.belnet.be 902398144 26413 193.190.207.5 (6 Aug 1998 10:09:04 GMT)
Organization: Royal Military Academy
Mime-Version: 1.0
NNTP-Posting-Date: 6 Aug 1998 10:09:04 GMT
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein wrote:
>
> Karl Samyn <saka@stud.rma.ac.be> wrote:
>
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> possible
> > if someone would port the samba server from Linux to Mint...
>
> The samba-server has been ported ages ago. I can't remember where I
> found it but AFAIR I still have the archive on a Zip somewhere. The
> new MiNT-distribution (MiNT98) is supposed to come with samba as well.

Oh, didn't know that... That's interesting to know. When will it be
available the MiNT98 distribution?

> ** beer - maria mckee - atari falcon - babylon 5

Allready tryed the belgian beers?

--
Saka - Karl Samyn
  148 Pol - RMA

* What a weird guy... Oh, but he's Belgian! *

From 5442173873099278760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1f3d2825c9f760c,start
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)
Subject: Online PD - The free internet Atari PD library
Date: 1998/08/06
Message-ID: <35d1e0c3.2140849@news.zetnet.co.uk>#1/1
X-Deja-AN: 378562603
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 902422749 6889 194.247.43.11 (6 Aug 1998 16:59:09 GMT)
Organization: Silly Software
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk
NNTP-Posting-Date: 6 Aug 1998 16:59:09 GMT
Newsgroups: comp.sys.atari.programmer

Well it's going ahead. Online PD is a new PDL with a difference. Instead of sending money for PD you can now download it directly from the internet. The site is set out just like a PD catalogue and it has download links to the software you want. Unlike Ftp sites there is no need to wade through loads of folders to check for the software you want - cos everything has a decent description and a direct download link.

If you know of any good PD that I can include in the library then please send me the info. It must be on the internet because I don't have time to upload it anywhere.

When you send me a submission I don't mean send me the actual program. All I want is the following info.

Program Name: (IE: Llamatron)

Program Type: (IE: Game)

Machine: (IE: Is it an ST,STE, or Falcon only program?)

Emulator Compatibilty (IE: Does it work under Pacifist?)

Program Description: (IE: Llamatron is a game by Jeff Minter and a clone of Robotron. The object of the game is to shoot llamas etc...)

(Please supply a detailed description.)

Download Link: (IE: ftp://funet.fi/games/shoot/llama.zip)

This is a good way of getting your program noticed, or any other PD
programs you know of.

 Deano (Silly Software Programmer)
 Email Deano@zetnet.co.uk
 http://www.users.zetnet.co.uk/sillysoftware/
 Join The Silly Software Mailing List - go to
http://www.onelist.com/subscribe.cgi/silly-software

From 5500097241011192063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: VFAT (was: Re: FATS TABLE)
Date: 1998/08/06
Message-ID: <35c9fa3a599e23@xs4all.nl>#1/1
X-Deja-AN: 378580587
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
References: <35c70d623df8f0@xs4all.nl> <980805000034$dbolt@my-ste.demon.co.uk>
Organization: Seni Translation Services
X-XS4ALL-Date: Thu, 06 Aug 1998 19:49:33 CEST
Newsgroups: comp.sys.atari.programmer

on Wed 05-08-98 00:00 David Bolt wrote:

>I don't know about any standard solution/workaround, but it might be an
>idea to do the truncation yourself. At least that way you know that it's
>going to work on non-vfat/vfat partitions. It may not be the best way
>of doing things, but if it gets the desired results...

You're right. I'd better do that. But I balked a little at the amount
of work it'll take.

Thanks.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
  "Arms are made for hugging."

From 8008129694296638330
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk (Zaphod)

Subject: Re: WHO WHAT WHERE
Date: 1998/08/06
Message-ID: <MPG.1034337e8db269af9896d4@news.jpci.net>#1/1
X-Deja-AN: 378644914
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
<35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net>
<35C6C6B0.C6925AE@stud.rma.ac.be> <902388204.666737@tornado.itea.ntnu.no>
<35C98080.2DE7AC77@stud.rma.ac.be>
Organization: Densci Corp Enterprises
Newsgroups: comp.sys.atari.programmer

Santa Fe Voostra!! Karl Samyn appears thinks that ....
> > > a connection from a PC to the atari (using win network) can be
> > possible
> > > if someone would port the samba server from Linux to Mint...
> >
> > The samba-server has been ported ages ago. I can't remember where I
> > found it but AFAIR I still have the archive on a Zip somewhere. The
> > new MiNT-distribution (MiNT98) is supposed to come with samba as well.
>
> Oh, didn't know that... That's interesting to know. When will it be
> available the MiNT98 distribution?

Yeah, good point, but hopefully it'll be backed with a decent Atari
network card. I think that the lack of PC-aware Atari networking is
killing the Atari, it certainly is in my house

> > **   beer - maria mckee - atari falcon - babylon 5
>
> Allready tryed the belgian beers?

Does Stella count? Or isn't that Belgian?

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----
"I say what it occurs to me to say" - The Man in the Shack
==========

From -83596295146237564
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e0907b10cc061a3,start
X-Google-Attributes: gid1115ce,public
From: Barrie Capel <barrie@bjcg.u-net.com>
Subject: TT and IBM 540MB SCSI HDD
Date: 1998/08/06
Message-ID: <35CA2B05.2D1A@bjcg.u-net.com>#1/1
X-Deja-AN: 378644915
Content-Transfer-Encoding: 7bit

Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@u-net.net
X-Trace: newsr2.u-net.net 902441752 194.119.166.54 (Thu, 06 Aug 1998 23:15:52 BST)
Organization: (Posted via) U-NET Internet Ltd.
MIME-Version: 1.0
Reply-To: barrie@bjcg.u-net.com
NNTP-Posting-Date: Thu, 06 Aug 1998 23:15:52 BST
Newsgroups: comp.sys.atari.programmer

Anyone help a new TT owner connecting a hard drive?

I have bought a 540MB IBM DALS-3540 SCSI hard disk and although it appears in the partition table as device 6, when I try to format it, I get a message saying that the TT does not support this drive and I need to update the WINCAP file.

Can anyone please tell me where I can get an updated version of this file?

Best regards...

Barrie Capel

From -8641263806315834514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec1b34a30c30bec3,start
X-Google-Attributes: gid1115ce,public
From: Barrie Capel <barrie@bjcg.u-net.com>
Subject: GFA Basic For TT
Date: 1998/08/06
Message-ID: <35CA2BC2.1B43@bjcg.u-net.com>#1/1
X-Deja-AN: 378652837
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: news@u-net.net
X-Trace: newsr2.u-net.net 902441941 194.119.166.54 (Thu, 06 Aug 1998 23:19:01 BST)
Organization: (Posted via) U-NET Internet Ltd.
MIME-Version: 1.0
Reply-To: barrie@bjcg.u-net.com
NNTP-Posting-Date: Thu, 06 Aug 1998 23:19:01 BST
Newsgroups: comp.sys.atari.programmer

Can any GFA programmers out there tell me which version of the GFA Interpreter runs on the TT in TT mode please?

I have an original V3.5E, but it will only run on the TT when the TT is in one of the ST modes.

Is the TT compatible version later than 3.5E?

Best regards...

Barrie Capel
(barrie@bjcg.u-net.com)

From -9116266555403554728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec1b34a30c30bec3
X-Google-Attributes: gid1115ce,public
From: "Bud Connolly" <budc@harborcom.net>
Subject: Re: GFA Basic For TT
Date: 1998/08/07
Message-ID: <Txsy1.12$e9.135229@iagnews.iagnet.net>#1/1
X-Deja-AN: 378692975
References: <35CA2BC2.1B43@bjcg.u-net.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Organization: The Illuminating Co.
NNTP-Posting-Date: Thu, 06 Aug 1998 21:14:27 EDT
Newsgroups: comp.sys.atari.programmer

Barrie,

3.6 is the TT compatible version.

Bud

Barrie Capel wrote in message <35CA2BC2.1B43@bjcg.u-net.com>...
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>
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>
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>
>Best regards...
>
>Barrie Capel
>(barrie@bjcg.u-net.com)

From 1757672295492813925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Karl Samyn <saka@stud.rma.ac.be>
Subject: Re: WHO WHAT WHERE
Date: 1998/08/07
Message-ID: <35CAB2FB.B0B1CE7B@stud.rma.ac.be>#1/1

X-Deja-AN: 378779232
Cache-Post-Path: morlet!unknown@p148-013.rma.ac.be
Content-Transfer-Encoding: 7bit
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
<35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net>
<35C6C6B0.C6925AE@stud.rma.ac.be> <902388204.666737@tornado.itea.ntnu.no>
<35C98080.2DE7AC77@stud.rma.ac.be> <MPG.1034337e8db269af9896d4@news.jpci.net>
X-Priority: 3 (Normal)
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@belnet.be
X-Trace: naxos.belnet.be 902476603 2181 193.190.207.5 (7 Aug 1998 07:56:43 GMT)
Organization: Royal Military Academy
Mime-Version: 1.0
NNTP-Posting-Date: 7 Aug 1998 07:56:43 GMT
Newsgroups: comp.sys.atari.programmer

Zaphod wrote:
>
> Santa Fe Voostra!! Karl Samyn appears thinks that ....
> > > > a connection from a PC to the atari (using win network) can be
> > > possible
> > > > if someone would port the samba server from Linux to Mint...
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> >
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> network card. I think that the lack of PC-aware Atari networking is
> killing the Atari, it certainly is in my house

Thaught there were a few MiNT drivers available for some ethernet
cards/adaptors. And about what I've heard there are everywhere ppl who
are developping or porting drivers and ethernet interfaces... hopefully
they will continue and will have results pretty soon...
At the moment there is no easy way to connect your atari to a
heterogenious 10baseT ethernet network. That must change.
I think it looks pretty good this time... but who am I :)

> > > ** beer - maria mckee - atari falcon - babylon 5
> >
> > Allready tryed the belgian beers?
>
> Does Stella count? Or isn't that Belgian?

It is Belgian.... but I meant real beers, not just Stella or Jupiler ...
we have thousands of them... ...a real Belgian beer like Palm or

Rodenbach or Chimey...

Greets,

--
Saka - Karl Samyn
  148 Pol - RMA

* What a weird guy... Oh, but he's Belgian! *

From 2761865031347950587
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e0907b10cc061a3
X-Google-Attributes: gid1115ce,public
From: aprice@postern.demon.co.uk (Alan Price)
Subject: Re: TT and IBM 540MB SCSI HDD
Date: 1998/08/07
Message-ID: <902482085.14718.5.nnrp-07.9e987258@news.demon.co.uk>#1/1
X-Deja-AN: 378792300
X-NNTP-Posting-Host: postern.demon.co.uk:158.152.114.88
References: <35CA2B05.2D1A@bjcg.u-net.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 902482085 nnrp-07:14718 NO-IDENT
postern.demon.co.uk:158.152.114.88
Organization: Retired? Ha!
Newsgroups: comp.sys.atari.programmer

On 6 Aug 1998 23:15:33 +, Barrie Capel wrote:
>Anyone help a new TT owner connecting a hard drive?
>
>I have bought a 540MB IBM DALS-3540 SCSI hard disk and although it
>appears in the partition table as device 6, when I try to format it, I
>get a message saying that the TT does not support this drive and I need
>to update the WINCAP file.
>
>Can anyone please tell me where I can get an updated version of this
>file?
>
Does your SCSI interface include a real-time clock? It's often
hard-wired as device 6.

--
Alan Price
http://www.postern.demon.co.uk

From -3175198347336652815
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e0907b10cc061a3

X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: TT and IBM 540MB SCSI HDD
Date: 1998/08/07
Message-ID: <6qejes$h40$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 378798324
References: <35CA2B05.2D1A@bjcg.u-net.com>
X-Trace: roch.zetnet.co.uk 902484252 17536 194.247.40.207 (7 Aug 1998 10:04:12 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 7 Aug 1998 10:04:12 GMT
Newsgroups: comp.sys.atari.programmer

On 6 Aug 1998 23:15:33 +, Barrie Capel wrote:

>Anyone help a new TT owner connecting a hard drive?

I don't know whether I can be of direct help but I have managed to connect a DSAS 3360 to my TT.

>I have bought a 540MB IBM DALS-3540 SCSI hard disk and although it
>appears in the partition table as device 6, when I try to format it, I
>get a message saying that the TT does not support this drive and I need
>to update the WINCAP file.

Not sure of the difference between the DSAS and the DALS (my DSAS came out of a Mac). I had to do a bit of fiddling with the jumpers, principally the ones which controlled Unit Attention and Target Initiated Synchronous Negotiation.

Have you got a data sheet on the drive? You could ring IBM on 01705-561000 to get one.

What driver are you using? Some of these modern drives require a modern driver (HDDriver or CBHD).

>Can anyone please tell me where I can get an updated version of this
>file?

Hmm ... I wouldn't know what to do with a WINCAP (wear it?!) if I had one :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 1987853958603445760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec1b34a30c30bec3

X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: GFA Basic For TT
Date: 1998/08/07
Message-ID: <6qejet$h40$2@roch.zetnet.co.uk>#1/1
X-Deja-AN: 378798325
References: <35CA2BC2.1B43@bjcg.u-net.com>
X-Trace: roch.zetnet.co.uk 902484253 17536 194.247.40.207 (7 Aug 1998 10:04:13 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 7 Aug 1998 10:04:13 GMT
Newsgroups: comp.sys.atari.programmer

On 6 Aug 1998 23:18:42 +, Barrie Capel wrote:

>Can any GFA programmers out there tell me which version of the GFA
>Interpreter runs on the TT in TT mode please?
>
>I have an original V3.5E, but it will only run on the TT when the TT is
>in one of the ST modes.
>
>Is the TT compatible version later than 3.5E?

I have the shareware GFA-compatible compiler MLINU_TRQ which is to
3.5E specs and runs fine on this m/c in TT med.

Oh, whoops, it's the interpreter which is causing trouble isn't it.
MLINU doesn't have one of these.

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 372845468428171821
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk (Zaphod)
Subject: Re: WHO WHAT WHERE
Date: 1998/08/07
Message-ID: <MPG.103549d3b4f191bc9896d5@news.jpci.net>#1/1
X-Deja-AN: 378906820
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no> <35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net> <35C6C6B0.C6925AE@stud.rma.ac.be> <902388204.666737@tornado.itea.ntnu.no> <35C98080.2DE7AC77@stud.rma.ac.be> <MPG.1034337e8db269af9896d4@news.jpci.net> <35CAB2FB.B0B1CE7B@stud.rma.ac.be>
Organization: Densci Corp Enterprises
Newsgroups: comp.sys.atari.programmer

Santa Fe Voostra!! Karl Samyn appears thinks that ....
> Thaught there were a few MiNT drivers available for some ethernet
> cards/adaptors. And about what I've heard there are everywhere ppl who
> are developping or porting drivers and ethernet interfaces... hopefully
> they will continue and will have results pretty soon...
> At the moment there is no easy way to connect your atari to a
> heterogenious 10baseT ethernet network. That must change.
> I think it looks pretty good this time... but who am I :)

Cool, I hope so!

> It is Belgian.... but I meant real beers, not just Stella or Jupiler ...
> we have thousands of them... ...a real Belgian beer like Palm or
> Rodenbach or Chimey...

Hmm. I'd be nervous to try those, simply because the word "Belgium" is
an insult in the Hitch Hiker's Guide to the Galaxy! :-)

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----
   "I say what it occurs to me to say" - The Man in the Shack
==========

From -3984568421504432142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e0907b10cc061a3
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: TT and IBM 540MB SCSI HDD
Date: 1998/08/07
Message-ID: <6qfgbd$kj5$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 378920199
References: <35CA2B05.2D1A@bjcg.u-net.com>
<902482085.14718.5.nnrp-07.9e987258@news.demon.co
X-Trace: roch.zetnet.co.uk 902513837 21093 194.247.41.18 (7 Aug 1998 18:17:17 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 7 Aug 1998 18:17:17 GMT
Newsgroups: comp.sys.atari.programmer

On 7 Aug 1998 09:28:05 G, Alan Price wrote:
>On 6 Aug 1998 23:15:33 +, Barrie Capel wrote:
>>Anyone help a new TT owner connecting a hard drive?
>>
>>I have bought a 540MB IBM DALS-3540 SCSI hard disk and although it
>>appears in the partition table as device 6, when I try to format it, I
>>get a message saying that the TT does not support this drive and I need
>>to update the WINCAP file.

>>
>>Can anyone please tell me where I can get an updated version of this
>>file?
>>
>Does your SCSI interface include a real-time clock? It's often
>hard-wired as device 6.

If he's using the TT's direct SCSI interface he should be able to use
ID 6 OK.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 4880917445406024801
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2b7632a372022d6,start
X-Google-Attributes: gid1115ce,public
From: Wylie Johnson <watchman@cape.net>
Subject: Atari MIDI Studio Liquidation
Date: 1998/08/08
Message-ID: <35CC7C74.B4481244@cape.net>#1/1
X-Deja-AN: 379184247
Content-Transfer-Encoding: 8bit
Organization: Southeast Network Services, Inc.
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello All,

I am liquidating my studio equipment!

I have Atari ST$s, TT$s, Atari 19$ monochrome monitor, MIDI software
including Cubase Score among others, an Tascam 388 8-track reel to reel,

out board gear and MIDI instruments. I have published the list of
equipment at: http://www.cape.net/glgallery/studio.htm

Please pass this URL to any who may be interested.

Thanks, Wylie Johnson (watchman@cape.net)

From -2988646898386037990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,926312351905fb29,start

X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Help needed for GFA Basic
Date: 1998/08/09
Message-ID: <l+FnILAn+az1Qw7H@shaw1.demon.co.uk>#1/1
X-Deja-AN: 379431849
X-NNTP-Posting-Host: shaw1.demon.co.uk:194.222.11.177
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 902677564 nnrp-09:8489 NO-IDENT
shaw1.demon.co.uk:194.222.11.177
Organization: CDSoft
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.demon.co.uk.no.spam.here>
Newsgroups: comp.sys.atari.programmer

I'm trying to write an animator in GFA Basic (makes Animated pictures)

I've got an idea of how to do it, but I need a short/quick way to read
co-ordinates in the file, rather than do this:

```
OPEN "I",#1,a$           ' The a$ string is the file
LINE INPUT #1,text$
IF text$="1"             ' the x co-ordinates in the file
 a=1                     ' made into a number string
ENDIF
IF text$="2"
 a=2
ENDIF
.
.
.
IF text$="300"
 a=300
ENDIF
```

And the same with the y co-ordinates
--
Clair Shaw (Alias: C|D|S or CDS)
Mailto:Clair@Shaw1.demon.co.uk
WWW: http://www.shaw1.demon.co.uk
ICQ: 1043359
Pager: 1043359@pager.mirabilis.com

```
/----------|______  /---\
| /--------|      \ | | |     DELETE THE
| |       |   |)  |  \ \    .NO.SPAM.HERE
| \_______|_      | | | |  ENDING TO REPLY
\__________|______/ \___/
```

From -8293957189212687298
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fe22cea7496d42b9
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: cmp.w #$c9,d0
Date: 1998/08/09

Message-ID: <ExF777.M72@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 379550186
X-Nntp-Posting-Host: localhost
Content-Transfer-Encoding: 8bit
Sender: news@suse.modem.stud.uni-hannover.de
References: <6p1ees$mj7$1@newshost.comnet.co.nz>
<6pb08a$6of$1@nyheter.chalmers.se>
Content-Type: text/plain; charset=iso-8859-1
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6pb08a$6of$1@nyheter.chalmers.se>,
     rand@cd.chalmers.se (Johan Klockars) writes:
> In article <6p1ees$mj7$1@newshost.comnet.co.nz>,
> Gaven Miller <gmiller@inca.co.nz> wrote:
>>Every so often, whilst debugging some code I've written, I see the 68k
>>instruction "cmp.w #$c9,d0" in the start of the code that handles the GEM
>>trap.
>>
>>I know that $73 signals that it is a VDI call, and $C8 is for AES calls,
>>so what does $c9 signify?
>
> I've been tracing a bit in the AES lately (working on XaAES (yes, a new
> (much more stable and better working) version has been released (source
> only for the actual beta7+ so far) and can be found on my ftp site (join
> the XaAES mailing list if you are interested in this)) and as far as I
> could see, the $C9 seems to be used as a kind of AES equivalent of Syield().
> That is, it won't do any work but will cause a 'task' switch if possible.

Precisely.

> This was never documented, AFAIK,

Also correct.

The $c9 opcode has been in all versions of GEM integrated in TOS, as well as NAES and MagiC. It is not present in Geneva. It is used by STinG to allow AES taskswitching while a potentially blocking STinG call is excuting. I've been able to tell that people run Geneva when they complained STinG clients would block task switching :-)

This call which people used to call _appl_yield() (as opposed to appl_yield() which is a proper AES ($c8, that is) call and which only exists in PC-GEM) is quite handy in library-like code. Reason is the following.

Library code is meant to be called by some application. If a library call needs extended time for execution, AES multitasking won't work anymore since it is cooperative multitasking, and the library code needed to relinquish the CPU to the AES regularly. The library call cannot simply call evnt_timer (0); as such a true AES call needs at least the address of the global array of the calling application to meet the binding requirements of AES. Luckily there is

_appl_yield(), it can be called inside the library code as it does not need any parameter the value of which the library won't know.

Calling it does no harm with Geneva, it just means that during execution of that blocking call multi-tasking is suspended, just like it would anyway if the call had not been called in the first place.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 6106160893377667256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ed5b1b02a88b9a3
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: WHO WHAT WHERE
Date: 1998/08/09
Message-ID: <ExF7L7.M9s@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 379550187
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <35c64bb5.4381943@news.zetnet.co.uk>
<6ploarnnj1@newshost.comnet.co.nz> <35c1f357.5827464@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35c1f357.5827464@news.zetnet.co.uk>,
     paxton@accrington-web.co.uk writes:

> ANYONE ELSE! actualy making anything on the ATARI or what ???
>
> Come on..its all good clean fun.. Tell us about it..or mail it to me
>:)

Still working on improving STinG. That's the main thing. Then there are a few things to fix on TelStar, the telnet client. I got a half-finished Telnet server here too, and work on an NFS client is suspended too ATM.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de

http://www.stud.uni-hannover.de/~perot

From 2987119586641164403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: WHO WHAT WHERE
Date: 1998/08/09
Message-ID: <ExFBtB.MqK@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 379550188
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
<35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net>
<35C6C6B0.C6925AE@stud.rma.ac.be> <902388204.666737@tornado.itea.ntnu.no>
<35C98080.2DE7AC77@stud.rma.ac.be> <MPG.1034337e8db269af9896d4@news.jpci.net>
<35CAB2FB.B0B1CE7B@stud.rma.ac.be> <MPG.103549d3b4f191bc9896d5@news.jpci.net>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <MPG.103549d3b4f191bc9896d5@news.jpci.net>,
     zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk (Zaphod) writes:
>
>> It is Belgian.... but I meant real beers, not just Stella or Jupiler ...
>> we have thousands of them... ...a real Belgian beer like Palm or
>> Rodenbach or Chimey...
>
> Hmm. I'd be nervous to try those, simply because the word "Belgium" is
> an insult in the Hitch Hiker's Guide to the Galaxy! :-)

Huh ? I've reread the entire pentology, but I'm not aware of this. Where
is it ?

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From 3724703668423721926
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,926312351905fb29

X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (Ross MacIver)
Subject: Re: Help needed for GFA Basic
Date: 1998/08/09
Message-ID: <35ce1f945a29e0@game-master.com>#1/1
X-Deja-AN: 379586261
References: <l+FnILAn+az1Qw7H@shaw1.demon.co.uk>
X-Sender: NEWSwatch v2.01 (Atari)
X-Complaints-To: abuse@videotron.net
X-Hardware: 68000 Atari MegaSTe 4
X-Trace: wagner.videotron.net 902719059 207.96.243.182 (Sun, 09 Aug 1998 23:17:39 EDT)
Organization: Studio Sunson, Montreal, Canada
Reply-To: rosco@game-master.com
NNTP-Posting-Date: Sun, 09 Aug 1998 23:17:39 EDT
Newsgroups: comp.sys.atari.programmer

on Sun 09-08-98 15:18 Clair Shaw wrote:

```
>I'm trying to write an animator in GFA Basic (makes Animated pictures)
>
>I've got an idea of how to do it, but I need a short/quick way to read
>co-ordinates in the file, rather than do this:
>
>OPEN "I",#1,a$           ' The a$ string is the file
>LINE INPUT #1,text$
>IF text$="1"             ' the x co-ordinates in the file
> a=1                     ' made into a number string
>ENDIF
>IF text$="2"
> a=2
>ENDIF
>.
>.
>.
>IF text$="300"
> a=300
>ENDIF
>
>
>And the same with the y co-ordinates
```

VAL(text$) changes the string into a number. So you just go :

```
           a=VAL(text$)
```

From 216964876812791734
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18

X-Google-Attributes: gid1115ce,public
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk (Zaphod)
Subject: Re: WHO WHAT WHERE
Date: 1998/08/11
Message-ID: <MPG.103990193ac814249896e3@news.jpci.net>#1/1
X-Deja-AN: 379868799
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
<35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net>
<35C6C6B0.C6925AE@stud.rma.ac.be> <902388204.666737@tornado.itea.ntnu.no>
<35C98080.2DE7AC77@stud.rma.ac.be> <MPG.1034337e8db269af9896d4@news.jpci.net>
<35CAB2FB.B0B1CE7B@stud.rma.ac.be> <MPG.103549d3b4f191bc9896d5@news.jpci.net>
<ExFBtB.MqK@suse.modem.stud.uni-hannover.de>
Organization: Densci Corp Enterprises
Newsgroups: comp.sys.atari.programmer

Santa Fe Voostra!! Peter Rottengatter appears thinks that ....
> > Hmm. I'd be nervous to try those, simply because the word "Belgium" is
> > an insult in the Hitch Hiker's Guide to the Galaxy! :-)
>
> Huh ? I've reread the entire pentology, but I'm not aware of this. Where
> is it ?

In the Radio Play it's mentioned just before Zaphod and Ford fall out of
the cup in the sky of a strange planet.

Then later on at the end, when Arthur nicks the Heart of Gold, Zaphod
says "Holy Belgium Man!".

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
---
"I say what it occurs to me to say" - The Man in the Shack
==========

From 8369249976337209211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1d546a6b64a4829
X-Google-Attributes: gid1115ce,public
From: "Julian F. Reschke" <fjr010@email.mot.com>
Subject: Re: SCSI CDROM in falcon
Date: 1998/08/11
Message-ID: <35D0523C.75D03B19@email.mot.com>#1/1
X-Deja-AN: 380058553
Content-Transfer-Encoding: 7bit
References: <6q4g7ljpa1@plug.news.pipex.net> <35C6E10E.B899C2AE@france2.fr>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Motorola Communications Enterprise
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer

Laurent FAVARD wrote:

>
> You should try Spin which is more efficient than metados and able to do DDS (if
> you drive can).
> i suggest you to have a look at:
>
> http://www.muenster.de/~reschke/soft_e.html
>
> i use it on my Falcon (AB040+Magic) with a sony and it work very well....but no
DDS
> cause i have unkow problems with my drive...

Well, which drive do you have? Have you run ddstest.ttp?

Regards, jr

From -7779485844598273863
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1d546a6b64a4829
X-Google-Attributes: gid1115ce,public
From: "Julian F. Reschke" <fjr010@email.mot.com>
Subject: Re: SCSI CDROM in falcon
Date: 1998/08/11
Message-ID: <35D055EC.AFDF9146@email.mot.com>#1/1
X-Deja-AN: 380065074
Content-Transfer-Encoding: 7bit
References: <6q4g7ljpa1@plug.news.pipex.net>
<FFF3DB664C06E06D.CB5DB16EE030A92F.A57A11159F1ECBC0@library-proxy.airnews.net>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Motorola Communications Enterprise
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Michael White wrote:

> I've never had much luck with MetaDOS, especially on a Falcon (and only
> marginal luck on a Mega STe). I'd advise buying Extendos, which has
> worked great on my Falcon and STe.

That's not a question of MetaDOS. It only depends on the BOS driver,
which has to do the communication with the device.

As it has been said before, check out SPIN!
(http://www.muenster.de/~reschke/soft_e.html).

Regards, jr

From -431772667045648810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,926312351905fb29
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Help needed for GFA Basic
Date: 1998/08/11
Message-ID: <rlqU+YAH0B01QwyI@shaw1.demon.co.uk>#1/1
X-Deja-AN: 380524636
X-NNTP-Posting-Host: shaw1.demon.co.uk:194.222.11.177
References: <l+FnILAn+az1Qw7H@shaw1.demon.co.uk>
<35d1d9db.31302897@news.zetnet.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 902955399 nnrp-02:926 NO-IDENT
shaw1.demon.co.uk:194.222.11.177
Organization: CDSoft
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.demon.co.uk.no.spam.here>
Newsgroups: comp.sys.atari.programmer

At Sun, 9 Aug 1998, 18:45:55 (message <<35d1d9db.31302897@news.zetnet.co
.uk>>) (from PAXTON Web) <mailto:paxton@accrington-web.co.uk> sent a 35
line-long message in comp.sys.atari.programmer called "Help needed for
GFA Basic" saying:

```
>VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
>-------------------------------------------------------
>
> Hi Clair Shaw <Clair@shaw1.demon.co.uk>
>
>>I'm trying to write an animator in GFA Basic (makes Animated pictures)
>>
>>I've got an idea of how to do it, but I need a short/quick way to read
>>co-ordinates in the file, rather than do this:
>>
>>OPEN "I",#1,a$           ' The a$ string is the file
>>LINE INPUT #1,text$
>
>Why are you inputting as a string, is there not a command to simply
>input it as a variale
>
>OPEN "I",#1,a$           ' The a$ string is the file
>LINE INPUT #1,text
>
>thus text holds the number,
```

No, it doesn't work, I think because the line is text, and you can't
convert a normal string to a number string!

```
>
>You would probably use a different name.. but the concept is to input
```

>as a variable, no need to do it as text and convert..
>

That can't be done.

>I have never used GFA..But would be amazed if it couldnt input as data
>rather than strin$:)

Thanks anyway
--
Clair Shaw (Alias: C|D|S or CDS) | /------|_____ /---\ | /-----------------\
Mailto:Clair@Shaw1.demon.co.uk | | /----| \ | | | | |The Funny Comment |
WWW: http://www.shaw1.demon.co.uk | Delete .NO.SPAM.HERE | |here has gone on |
ICQ: 1043359 | | ___To Reply || | | | |strike. Back soon!|
Pager:1043359@pager.mirabilis.com | _____|_____/ ___/ | \-----------------/

From -5794150250458713165
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Subject: Re: WHO WHAT WHERE
Date: 1998/08/11
Message-ID: <2K0p2HAG7K01EwLg@thedruid.demon.co.uk>#1/1
X-Deja-AN: 381052251
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 903089609 nnrp-05:22482 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Tony,

 > ANYONE ELSE!!!!!!!! :)

Author: John Richardson
Title: Breakneck
Target: All Atari computers
Type: An automated nodelist processor for fidonet technology
networks. The advantage of this software over other
offerings is that it is fully MAGIC compatible.
WIP: Beta stage is now completed. Release version is due out
shortly. This is a free product.
WEB: N/A, but the latest beta release is available from all Atari
BBS's who take the FANfiles network.

I've half written a replacement for Nodediff which also has trouble
running

under Magic. I don't know if I'll ever get around to finishing it
though, I
don't think there is enough interest.

John.

--

From -5086217396466216095
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ed5b1b02a88b9a3
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: WHO WHAT WHERE
Date: 1998/08/12
Message-ID: <Pine.BSF.3.96.980812105920.20168A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 380401047
References: <35c64bb5.4381943@news.zetnet.co.uk>
<6ploarnnj1@newshost.comnet.co.nz> <35c1f357.5827464@news.zetnet.co.uk>
<ExF7L7.M9s@suse.modem.stud.uni-hannover.de>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 9 Aug 1998, Peter Rottengatter wrote:

> In article <35c1f357.5827464@news.zetnet.co.uk>,
> paxton@accrington-web.co.uk writes:
>
> > ANYONE ELSE! actualy making anything on the ATARI or what ???
> >
> > Come on..its all good clean fun.. Tell us about it..or mail it to me
> >:)
>
> Still working on improving STinG. That's the main thing. Then there are
> a few things to fix on TelStar, the telnet client. I got a half-finished
> Telnet server here too, and work on an NFS client is suspended too ATM.

I'm working on a game in STOS and a disk utility in GFA BASIC.

Scott.

From 2174422061106436115
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,926312351905fb29
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: Help needed for GFA Basic
Date: 1998/08/12
Message-ID: <Pine.BSF.3.96.980812110222.20168B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 380411736
References: <l+FnILAn+az1Qw7H@shaw1.demon.co.uk> <35ce1f945a29e0@game-master.com>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

```
> on Sun 09-08-98 15:18 Clair Shaw wrote:
>
> >I'm trying to write an animator in GFA Basic (makes Animated pictures)
> >
> >I've got an idea of how to do it, but I need a short/quick way to read
> >co-ordinates in the file, rather than do this:
> >
> >OPEN "I",#1,a$           ' The a$ string is the file
> >LINE INPUT #1,text$
> >IF text$="1"             ' the x co-ordinates in the file
> > a=1                     ' made into a number string
> >ENDIF
> >IF text$="2"
> > a=2
> >ENDIF
> >
> >IF text$="300"
> > a=300
> >ENDIF
> >
> >And the same with the y co-ordinates
>
> VAL(text$) changes the string into a number.  So you just go :
>
>            a=VAL(text$)
```

How about using a simple loop to read and convert the co-ordinates...

```
OPEN "I",#1,file.name$ !Open the file
REPEAT                  !Start the loop
 LINE INPUT #1,X$      !Get the x-coordinate - These must read in the same
                                 order as the file
                              coordinates are saves (X
                              first, Y next)
 LINE INPUT #1,Y$      !Get the y-coordinate
```

```
 x=VAL(x$)           !Convert x coordinate to a varible
 y=VAL(y$)           !Convert y coordinate to a varible
UNITL EOF(1)           !This repeats until the end of the file is reached
```

You could also change the loop so that it ends in a particular area within the file. I.e, UNTIL y$="END" or you could use UNTIL x=0 AND y=0. This is sort of decission making but must be set to what ever tag the file uses to say "yes all coordinates are read".

Also if your file has many coordinates whay not put them in an array. Before the loop you could set the array by...

```
DIM x.crd(number.of.x.coordinates)
DIM y.crd(number.of.y.coordinates)
```

Then in the loop use and increase varible like INC loop. Here is an example of how this would work....

```
OPEN "I",#1,file.name$              !Open the file
DIM x.crd(number.of.x.coordinates)  !Set the x-coordinate array
DIM y.crd(number.of.y.coordinates)  !set the y-coordinate array
CLR loop              !Clear loop counter
REPEAT                     !Start the loop
 INC LOOP             !Increase the array counter
 LINE INPUT #1,x$          !Read the x-coordinate
 x.crd(loop)=VAL(x$)                !Store the coordiante in array
 LINE INPUT #1,y$                   !Read the y coordinate
 y.crd=VAL(y$)                     !Store the y coordnate in the array
UNTIL EOF(#1)
```

Remember the coordinates are stored in the arrays starting and number 1 not 0. These line inputs must again be placed to read in the same order as the coordinates were saved to the ani file.

The coordinates could then be read with a simple loop like this...

```
CLR y.loop                            !Clear the y loop read varible
FOR loop=1 TO number.of.x.coordinates  !Loop for all x coordinates
 x=x.crd(loop)                        !reads the x coordinate from array
 INC y.loop                   !Increase y array counter
 IF y.loop<number.y.coordinates        !Make sure not reading beyond array
  y=y.crd(y.loop)                      !Read y coordinate from array
 ENDIF
NEXT loop                !Loop back if not all read
```

Remember the loop varible must be set according to the largest amount of coordinates. I.e if there are a less number.of.x.coordinates than the y coordinates, then loop should equale number.of.y.coordinates and INC y.loop should change to INC x.loop.

Well hope this helps and is not over explained...

Scott.

From -3878878557623375807
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,329e3abbb9fd846b,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: FATS again...
Date: 1998/08/12
Message-ID: <Pine.BSF.3.96.980812113801.20168C-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 380411737
Organization: Memorial University of Newfoundland
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi again everyone...

Thanks for all the help on the fats table. I went to all the suggest net sites and printed off the disk structures and stuff. However, I'm still stuck. How is the fats table layed out, I.e how many bytes for clusters and stuff. Any ideas on how to read the fats table in GFA BASIC. Some simple routines would be a help.

Thanks again.
Scott.

From 4235466952543298396
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,329e3abbb9fd846b
X-Google-Attributes: gid1115ce,public
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Subject: Re: FATS again...
Date: 1998/08/12
Message-ID: <35D1E7A7.709206ED@wanadoo.fr>#1/1
X-Deja-AN: 380494765
Content-Transfer-Encoding: 8bit
References: <Pine.BSF.3.96.980812113801.20168C-100000@ganymede.cs.mun.ca>
Content-Type: text/plain; charset=iso-8859-1
Organization: Wanadoo - (Client of French Internet Provider)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello all,

You can find the number of bits in a FAT in the boot sector strcuture. All informations are here, number of bits, first sector of FAT, FAT length, curter lenght, ...

In GFA Basci , simply use the XBIOS or BIOS function to read the sector (boot sector and after FAT sector) and acces with WORD{} or like.

Bye.

Scott Harris a ©crit:

> Hi again everyone...
>
> Thanks for all the help on the fats table. I went to all the
> suggest net sites and printed off the disk structures and stuff. However,
> I'm still stuck. How is the fats table layed out, I.e how many bytes for
> clusters and stuff. Any ideas on how to read the fats table in GFA BASIC.
> Some simple routines would be a help.
>
> Thanks again.
> Scott.

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

From -1972462562036081897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,281bc5978f70fb12,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: testing file existance
Date: 1998/08/12
Message-ID: <4659_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 380524637
Content-Transfer-Encoding: 8BIT
Content-Type: text/plain; charset=us-ascii
Organization: De Petris Software Development
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

What about testing for the existance of one ore more files in a directory ? I need

a function (ttp program to be called from batch files) that can accept a wildcard as an argument and test for files in the actual directory that match it and return the corrisponding value, maybe the number of files found. This should work with TOS, MagiC VFAT or not.

I need it because I found that Okami Shell (any update) I used for my batches is corrupting the MagiC system, and want to use only MCMD that seems to be the only working CLI. MCMD is simple but you can always call external TTPs like Mupfel Tools, but I did not find a "file EXIST" function. MCMD "IF EXIST" does not accept wildcards. Is there something working, what is your favourite CLI for batches ?

I think I can do it with Lattice C and findfirst/findnext functions, but I want to be sure about longnames.

In the end I just want to tell you that I need this to program NODELIST/NESTLIST compiling on my system, what I was doing with okami CLI before was:

```
IN=D:\INBOUNDP
movetog()
{
     FILE=$IN\$1
     if [ -f $FILE]
     then
          mv $FILE C:\FILES\TESTI\
     else
          echo $FILE not found
     fi
}
#movetog HUB.600
#movetog NET.333
cd D:\INBOUNDP
if [ -f REGION33.??? ]
then
     cd D:\nodelist\
     zip.ttp -xo D:\INBOUNDP\REGION33.z*
     cd D:\INBOUNDP
#    movetog REGION33.ZIP
else
     echo REGION33 not found
fi
cd D:\INBOUNDP
if [ -f NESTLIST.??? ]
then
     cd D:\nodelist\
     lharc.ttp x D:\INBOUNDP\NESTLIST.*
     cd D:\INBOUNDP
#    mv NESTLIST.* C:\FILES\TESTI\
else
     echo NESTLIST not found
fi
cd D:\INBOUNDP
if [ -f NODEDIFF.??? ]
then
```

```
     cd D:\nodelist\
     arc.ttp xo D:\INBOUNDP\NODEDIFF.a*
     zip.ttp -xo D:\INBOUNDP\NODEDIFF.z*
     cd D:\INBOUNDP
#    mv NODEDIFF.* C:\FILES\TESTI\
     cd D:\nodelist
     rm *.bnl
     exec applylst.ttp -clean
     exec btnc.tos
#    rm D:\FILES\TESTI\NODELIST.ZIP
#    zip.ttp -a D:\FILES\TESTI\NODELIST.ZIP D:\QBBS\NODELIST\NODELIST.*
else
     echo NODEDIFF not found
fi
```

This was run just before Jetmail import TIC files.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 1664594135708498208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe22cea7496d42b9
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: cmp.w #$c9,d0
Date: 1998/08/12
Message-ID: <6qqpdhdvs1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 381176187
References: <6p1ees$mj7$1@newshost.comnet.co.nz> <ExF777.M72@suse.modem.stud.uni-hannover.de>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote in comp.sys.atari.programmer:
> The $c9 opcode has been in all versions of GEM integrated in TOS, as well as
> NAES and MagiC. It is not present in Geneva. It is used by STinG to allow
> AES taskswitching while a potentially blocking STinG call is excuting. I've
> been able to tell that people run Geneva when they complained STinG clients
> would block task switching :-)

> Library code is meant to be called by some application. If a library call
> needs extended time for execution, AES multitasking won't work anymore since
> it is cooperative multitasking, and the library code needed to relinquish the
> CPU to the AES regularly. The library call cannot simply call evnt_timer (0);
> as such a true AES call needs at least the address of the global array of the

> calling application to meet the binding requirements of AES. Luckily there is
> _appl_yield(), it can be called inside the library code as it does not need
> any parameter the value of which the library won't know.

> Calling it does no harm with Geneva, it just means that during execution of
> that blocking call multi-tasking is suspended, just like it would anyway if
> the call had not been called in the first place.

So, how does one call _appl_yield()? Is it just

```
_appl_yield:
     move.w   #$c9,d0
     trap #2
     rts
```

Are there any restrictions on calling it?

Is it OK from a TOS app?

Is it OK from User mode, or does it require Supervisor mode?

Assuming other tasks aren't resource hogs (CPU/disc etc), how quickly will
I get control again? If all other tasks are idle, I'd assume it'd be
pretty much immediately.

Given a loop of the form:

```
  for a = 1 to largenumber
    do some processing
    if (a mod 100) equals zero  ; remainder( a / 100 ) = 0
      _appl_yield()  ; yield to other processes every 100th iteration
    end if
  next a
```

will this be OK? (please forgive my pseudo-BASIC pseudocode)

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From 7655158175810763568
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,926312351905fb29
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Help needed for GFA Basic
Date: 1998/08/12

Message-ID: <IlUcebA9Xh01QwXn@shaw1.demon.co.uk>#1/1
X-Deja-AN: 381418522
X-NNTP-Posting-Host: shaw1.demon.co.uk:194.222.11.177
References: <l+FnILAn+az1Qw7H@shaw1.demon.co.uk> <35ce1f945a29e0@game-master.com>
<Pine.BSF.3.96.980812110222.20168B-100000@ganymede.cs.mun.ca>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 903191732 nnrp-06:8926 NO-IDENT
shaw1.demon.co.uk:194.222.11.177
Organization: CDSoft
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.demon.co.uk.no.spam.here>
Newsgroups: comp.sys.atari.programmer

At Wed, 12 Aug 1998, 11:36:47 (message <<Pine.BSF.3.96.980812110222.2016
8B-100000@ganymede.cs.mun.ca>>) Scott Harris (from Memorial University
of Newfoundland) <mailto:harris@cs.mun.ca> sent a 93 line-long message
in comp.sys.atari.programmer called "Help needed for GFA Basic" saying:

```
>
>
>
>> on Sun 09-08-98 15:18 Clair Shaw wrote:
>>
>> >I'm trying to write an animator in GFA Basic (makes Animated pictures)
>> >
>> >I've got an idea of how to do it, but I need a short/quick way to read
>> >co-ordinates in the file, rather than do this:
>> >
>> >OPEN "I",#1,a$           ' The a$ string is the file
>> >LINE INPUT #1,text$
>> >IF text$="1"             ' the x co-ordinates in the file
>> > a=1                     ' made into a number string
>> >ENDIF
>> >IF text$="2"
>> > a=2
>> >ENDIF
>> >
>> >IF text$="300"
>> > a=300
>> >ENDIF
>> >
>> >And the same with the y co-ordinates
>>
>> VAL(text$) changes the string into a number.  So you just go :
>>
>>            a=VAL(text$)
```

Thanks to the poster who sent that. I thought I'd include it here to
save bandwidth <grins>

```
>
>How about using a simple loop to read and convert the co-ordinates...
>
```

```
>OPEN "I",#1,file.name$ !Open the file
>REPEAT                !Start the loop
> LINE INPUT #1,X$      !Get the x-coordinate - These must read in the same
>                                             order as the file
>                                             coordinates are saves (X
>                                             first, Y next)
> LINE INPUT #1,Y$      !Get the y-coordinate
> x=VAL(x$)            !Convert x coordinate to a varible
> y=VAL(y$)            !Convert y coordinate to a varible
>UNITL EOF(1)           !This repeats until the end of the file is reached
>
```

I am. Somewhere...

>You could also change the loop so that it ends in a particular area within
>the file. I.e, UNTIL y$="END" or you could use UNTIL x=0 AND y=0. This is
>sort of decission making but must be set to what ever tag the file uses
>to say "yes all coordinates are read".

Well, yes. I'm just reading 3 lines using LINE INPUT 3 times.

>
>Also if your file has many coordinates whay not put them in an array.
>Before the loop you could set the array by...
>
>DIM x.crd(number.of.x.coordinates)
>DIM y.crd(number.of.y.coordinates)
[snip]

I lost it there. Thanks anyway

>
>Well hope this helps and is not over explained...
>

It *does* help, you give me ideas. The array bit lost me. I just "pick
up" GFA and never really learnt it.

Thanks
--

```
Clair Shaw (Alias: C|D|S or CDS)  | /------|______  /---\ | /------------------\
Mailto:Clair@Shaw1.demon.co.uk    | | /----|      \ | | | | |The Funny Comment |
WWW: http://www.shaw1.demon.co.uk | Delete .NO.SPAM.HERE  | |here has gone on  |
ICQ: 1043359                      | | \___To Reply || | | | |strike. Back soon!|
Pager:1043359@pager.mirabilis.com | \______|______/ \___/ | \------------------/
```


From -3595031036204456910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,926312351905fb29
X-Google-Attributes: gid1115ce,public
From: Eric GAUDET <egaudet@francenet.fr>

Subject: Re: Help needed for GFA Basic
Date: 1998/08/13
Message-ID: <35D24DA1.2208BA0@francenet.fr>#1/1
X-Deja-AN: 380693554
Content-Transfer-Encoding: 7bit
References: <l+FnILAn+az1Qw7H@shaw1.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Wanadoo - (Client of French Internet Provider)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Clair Shaw wrote:

```
> I'm trying to write an animator in GFA Basic (makes Animated pictures)
>
> I've got an idea of how to do it, but I need a short/quick way to read
> co-ordinates in the file, rather than do this:
>
> OPEN "I",#1,a$           ' The a$ string is the file
> LINE INPUT #1,text$
> IF text$="1"             ' the x co-ordinates in the file
>  a=1                     ' made into a number string
> ENDIF
> IF text$="2"
>  a=2
> ENDIF
> .
> .
> .
> IF text$="300"
>  a=300
> ENDIF
>
> And the same with the y co-ordinates
```

do :
LINE INPUT #1,text$
a=val(text$)

From 320450481226782909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,281bc5978f70fb12
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: testing file existance
Date: 1998/08/13
Message-ID: <6quf91$qk7$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 380705847
Content-Transfer-Encoding: 8bit

References: <4659_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Content-Type: text/plain; charset=ISO-8859-1
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

First, please check your newsreader's configuration, as it's posting
endless lines for each paragraph.

Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
> I need it because I found that Okami Shell (any update) I used for my
> batches is corrupting the MagiC system, and want to use only MCMD that
> seems to be the only working CLI. MCMD is simple but you can always call
> external TTPs like Mupfel Tools, but I did not find a "file EXIST"
> function. MCMD "IF EXIST" does not accept wildcards. Is there something
> working, what is your favourite CLI for batches ?

I recommend using Mupfel (http://www.muenster.de/~reschke/soft_e.html).
It's a Unix-style shell with an sh-compatible syntax.

For example, to test for a file's existance, you'd use:

```
if [ -f fileordir -o -d fileordir ]
then
     echo File/directory exists
else
     echo File/directory is missing
fi
```

Anyway, a CLI like MCMD, which isn't capable of expanding wildcards
itself, IMO isn't worth using. Also, it won't work with the Mupfel tools
if you use wildcards, as those expect the shell to expand them - which
is a good thing as it saves code, and prevents different behaviour of
programs due to errors/differences in the wildcard matching routines.

> I think I can do it with Lattice C and findfirst/findnext functions,
> but I want to be sure about longnames.

For that, get the MiNTlib (current is PL49, IIRC) and use it's
POSIX-compliant functions opendir(), readdir(), closedir(), and (to name
all) rewinddir(). Also, get Rich $salz's globbing routine for the
wildcard matching - but note that you'll need to adapt them a little as
at least the versions I found on the net sometimes scan over the end of
the pattern or the matched string, which might cause your program to
crash with memory protection enabled.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 862020686507465722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,281bc5978f70fb12
X-Google-Attributes: gid1115ce,public
From: "Julian F. Reschke" <fjr010@email.mot.com>
Subject: Re: testing file existance
Date: 1998/08/13
Message-ID: <35D2E847.617075FD@email.mot.com>#1/1
X-Deja-AN: 380737762
Content-Transfer-Encoding: 7bit
References: <4659_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Motorola Communications Enterprise
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Mike De.Petris wrote:
>
> What about testing for the existance of one ore more files in a directory ? I need a function (ttp program to be called from batch files) that can accept a wildcard as an argument and test for files in the actual directory that match it and return the corrisponding value, maybe the number of files found. This should work with TOS, MagiC VFAT or not.
>
> I need it because I found that Okami Shell (any update) I used for my batches is corrupting the MagiC system, and want to use only MCMD that seems to be the only working CLI. MCMD is simple but you can always call external TTPs like Mupfel Tools, but I did not find a "file EXIST" function. MCMD "IF EXIST" does not accept wildcards. Is there something working, what is your favourite CLI for batches ?

Why don't you use Mupfel? It certainly works under MiNT and MagiC...

Regards, jr

From -7290698618088654891
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,926312351905fb29
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: Help needed for GFA Basic
Date: 1998/08/13
Message-ID: <Pine.BSF.3.96.980813132059.22967B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 380798928

References: <l+FnILAn+az1Qw7H@shaw1.demon.co.uk>
<35d1d9db.31302897@news.zetnet.co.uk> <rlqU+YAH0B01QwyI@shaw1.demon.co.uk>
<35d51a51.28406210@news.zetnet.co.uk>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 13 Aug 1998 paxton@accrington-web.co.uk wrote:

> Hi Clair Shaw <Clair@shaw1.demon.co.uk>
>
> >No, it doesn't work, I think because the line is text, and you can't
> >convert a normal string to a number string!
>
> val(variables$) does it... however thats not what I was suggesting :)
> >
> >>You would probably use a different name.. but the concept is to input
> >>as a variable, no need to do it as text and convert..
> >>
> >That can't be done.
>
> crappy GFA for you then.. I am amazed GFA doesnt allow a variable to
> be inputted and it has to be text as a string?... that is truly
> amazing...

How can you say GFA is crappy if you've never used it? I would choose GFA over STOS any day Mr. Greenwood :)

Anyhow I believe a varible can be read from a file by using the INP(#n) command. LINE INPUT cannot do so because it is only used for strings. The only fault with the INP command is it only reads one byte at a time which can take quite long for large files.

Here is an example...

```
OPEN "O",#1,file.name$   !Opens the file
ERASE temp()           !Make sure array is cleared
DIM temp(LOF(#1))   !dimension the array
For loop=1 to LOF(#1)    !Start loop to read entire file
 a=INP(#1)               !Get the byte
 temp(loop)=a            !put it the array
NEXT loop                !Loop for all bytes
```

I'm not sure if this will work correctly though. I'm not sure the INP command increases to the next byte of the file. It does'nt hurt to try though. I'm sure GFA has other ways of read varibles/integers from files but I cannot recall them as of now.

Oh and Tony LOOK NO LINE NUMBERS :)

Scott.

From -7375748926624251606
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,926312351905fb29
X-Google-Attributes: gid1115ce,public
From: root@my-ste.demon.co.uk
Subject: Re: Help needed for GFA Basic
Date: 1998/08/13
Message-ID: <35d2f8b0839b721@my-ste.demon.co.uk>#1/1
X-Deja-AN: 380811490
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <l+FnILAn+az1Qw7H@shaw1.demon.co.uk>
<35d1d9db.31302897@news.zetnet.co.uk> <rlqU+YAH0B01QwyI@shaw1.demon.co.uk>
<35d51a51.28406210@news.zetnet.co.uk>
X-Sender: NEWSwatch v2.50 BETA#3 (Atari)
X-Complaints-To: abuse@demon.net
X-Hardware: 68000/8 Atari 520 STE 4Mb
X-Trace: news.demon.co.uk 903029747 nnrp-05:28620 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Reply-To: dbolt@my-ste.demon.co.uk
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

on Thu 13-08-98 00:00 paxton@accrington-web.co.uk wrote:

>VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
>---
>
> Hi Clair Shaw <Clair@shaw1.demon.co.uk>
>
>
>>No, it doesn't work, I think because the line is text, and you can't
>>convert a normal string to a number string!
>
>val(variables$) does it... however thats not what I was suggesting :)
>>
>>>
>>>You would probably use a different name.. but the concept is to input
>>>as a variable, no need to do it as text and convert..
>>>
>>
>>That can't be done.
>
>crappy GFA for you then.. I am amazed GFA doesnt allow a variable to
>be inputted and it has to be text as a string?... that is truly
>amazing...

GFA _will_ input a number directly into a numeric variable, if you use the correct code for it. The problem is Clair is using LINE INPUT instead of INPUT. The former reads a line into a string, whereas the later will input data of the type required for the variable. ie. a string for i$ or a number for i&, i%, i# and i|. Of course if the data being read is a number, and the type is a string, it will be read (in)correctly, whereas the program will give an error if it tries to input a string into a numeric variable.

Regards,
David. Email: dbolt@my-ste.demon.co.uk

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNdKZevt/J4yyMZyRAQGTcwMAlZqw5qi1FmVhG8nSwE+nZEwE8+dAXj/J
yo6/WozRnR4WVl0az5TNh7UCp4EqW7JKkQSpHeiR3KlgoEkhm6QrS1PgR98MQgrZ
lWlQHJmyeWehK1Bpji+kcpgkoJXihCH3
=5dRU
-----END PGP SIGNATURE-----

--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

If you can't be good, be careful

From -6129527184468579529
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,926312351905fb29
X-Google-Attributes: gid1115ce,public
From: root@my-ste.demon.co.uk
Subject: Re: Help needed for GFA Basic
Date: 1998/08/13
Message-ID: <35d2f8b0839b720@my-ste.demon.co.uk>#1/1
X-Deja-AN: 380811491
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <l+FnILAn+az1Qw7H@shaw1.demon.co.uk>
<35d1d9db.31302897@news.zetnet.co.uk> <rlqU+YAH0B01QwyI@shaw1.demon.co.uk>
X-Sender: NEWSwatch v2.50 BETA#3 (Atari)
X-Complaints-To: abuse@demon.net
X-Hardware: 68000/8 Atari 520 STE 4Mb
X-Trace: news.demon.co.uk 903029745 nnrp-05:28620 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Reply-To: dbolt@my-ste.demon.co.uk
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

on Tue 11-08-98 11:29 Clair Shaw wrote:

>At Sun, 9 Aug 1998, 18:45:55 (message <<35d1d9db.31302897@news.zetnet.co
>.uk>>) (from PAXTON Web) <mailto:paxton@accrington-web.co.uk> sent a 35
>line-long message in comp.sys.atari.programmer called "Help needed for
>GFA Basic" saying:
>
>>VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
>>---
>>
>> Hi Clair Shaw <Clair@shaw1.demon.co.uk>
>>
>>>I'm trying to write an animator in GFA Basic (makes Animated pictures)
>>>
>>>I've got an idea of how to do it, but I need a short/quick way to read
>>>co-ordinates in the file, rather than do this:
>>>
>>>OPEN "I",#1,a$ ' The a$ string is the file
>>>LINE INPUT #1,text$
>>
>>Why are you inputting as a string, is there not a command to simply
>>input it as a variale
>>
>>OPEN "I",#1,a$ ' The a$ string is the file
>>LINE INPUT #1,text

You can't use LINE INPUT #1 for numeric variables, although you can use:

INPUT #1,text

to get the values required.

>>
>>thus text holds the number,
>
>No, it doesn't work, I think because the line is text, and you can't
>convert a normal string to a number string!

No, it doesn't work because the LINE INPUT is for inputting a line of text.
The LINE is added so that any ','s are not used as seperators in the INPUT
line.

>
>>
>>You would probably use a different name.. but the concept is to input
>>as a variable, no need to do it as text and convert..
>>
>
>That can't be done.

If you drop the LINE from LINE INPUT it will/should work. Of course there's

also the format of the file you're reading from. If it's just a list of numbers, generated by using something like:

```
OPEN "O",#1,"FILENAME"
FOR i=0 to 319
  FOR j=0 to 199
    PRINT #1,j
  NEXT j
NEXT i
CLOSE #1
```

the file can be read using INPUT #file|,numeric.variable whereas if you used:

```
OPEN "O",#1,"FILENAME"
FOR i=0 to 319
  FOR j=0 to 199 STEP 2
    PRINT #1,j,j+1
  NEXT j
NEXT i
CLOSE #1
```

you can't.

>>I have never used GFA..But would be amazed if it couldnt input as data
>>rather than strin$:)
>
>Thanks anyway

Regards,
David. Email: dbolt@my-ste.demon.co.uk

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNdKXMvt/J4yyMZyRAQH6WAL/cH18VX8oWL21wYCBmkWpHsJf7gul3hN9
vEhIvkJ9/6e1PoDmkmi8x9+GrveNjQ0FuliY6niqb07iNW08Xi8QVZU24EuvJEZq
Jpx/pBI9FMRgs89gdvwWoEXirKCvfZ5F
=h7ha
-----END PGP SIGNATURE-----

--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

Out of Paper...Exit Toilet (Y/N)?

From -8775831925276469842
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,958be92d8deb96b8,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: FATS AGAIN...
Date: 1998/08/13
Message-ID: <Pine.BSF.3.96.980813134422.25142B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 380811492
Organization: Memorial University of Newfoundland
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi again everyone.

I was reading some information on ST disk structures and found that the dirctory sector is what holds the information about files on the disk. On floppies it is on sectors 11 through 17 (7 sectors long), and on hard disks is 16 sectors long.

Does anyone know how to read these sectors into a buffer and then access the buffer in 32 byte segments. Each directory entry id 32 bytes long and there are 16 entries per sector. Therefore I need to read in all the directories into a buffer and access it in 32 byte segments. Within this 32 bytes I must then again access 0-7 bytes for the file name, bytes 8-10 for the extention name e.t.c.

any ideas or routines in GFA BASIC would be greatly appreciated..

Scott.

From 6435870096259932843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: WHO WHAT WHERE
Date: 1998/08/14
Message-ID: <Pine.A41.3.96.980814130733.14378B-100000@juno.amp.uni-hannover.de>#1/1
X-Deja-AN: 381065452
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no> <35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net> <35C6C6B0.C6925AE@stud.rma.ac.be> <902388204.666737@tornado.itea.ntnu.no> <35C98080.2DE7AC77@stud.rma.ac.be> <MPG.1034337e8db269af9896d4@news.jpci.net> <35CAB2FB.B0B1CE7B@stud.rma.ac.be> <MPG.103549d3b4f191bc9896d5@news.jpci.net> <ExFBtB.MqK@suse.modem.stud.uni-hannover.de>

<MPG.103990193ac814249896e3@news.jpci.net>
X-Sender: perot@juno.amp.uni-hannover.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: RRZN - Newsserver
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 11 Aug 1998, Zaphod wrote:

> Santa Fe Voostra!! Peter Rottengatter appears thinks that ....
> > > Hmm. I'd be nervous to try those, simply because the word "Belgium" is
> > > an insult in the Hitch Hiker's Guide to the Galaxy! :-)
> >
> > Huh ? I've reread the entire pentology, but I'm not aware of this. Where
> > is it ?
>
> In the Radio Play it's mentioned just before Zaphod and Ford fall out of
> the cup in the sky of a strange planet.
>
> Then later on at the end, when Arthur nicks the Heart of Gold, Zaphod
> says "Holy Belgium Man!".

Doesn't ring a bell. Is the radio play that much different from the books?
Seems I should purchase a copy ... ;-)

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
----

From 4881480805486259588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,958be92d8deb96b8
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: FATS AGAIN...
Date: 1998/08/14
Message-ID: <Pine.A41.3.96.980814131840.14378E-100000@juno.amp.uni-
hannover.de>#1/1
X-Deja-AN: 381065453
References: <Pine.BSF.3.96.980813134422.25142B-100000@ganymede.cs.mun.ca>
X-Sender: perot@juno.amp.uni-hannover.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: RRZN - Newsserver
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 13 Aug 1998, Scott Harris wrote:

> I was reading some information on ST disk structures and found
> that the dirctory sector is what holds the information about files on the
> disk. On floppies it is on sectors 11 through 17 (7 sectors long), and on
> hard disks is 16 sectors long.
>
> Does anyone know how to read these sectors into a buffer and then
> access the buffer in 32 byte segments. Each directory entry id 32 bytes
> long and there are 16 entries per sector. Therefore I need to read in all
> the directories into a buffer and access it in 32 byte segments. Within
> this 32 bytes I must then again access 0-7 bytes for the file name, bytes
> 8-10 for the extention name e.t.c.
>
> any ideas or routines in GFA BASIC would be greatly appreciated..

What do you wanna do there ? You're messing with stuff deep in the
operating system, which should definitely be avoided unless you write
some rare system tool. So what is it that you want, and for which it is
not enough to use GEMDOS functions ?

The root directory does *not* always start on sector 11 (virtually never
on my disks), especially not on hard disks. And it's neither always 7
sectors long on disks, or 16 on hard disks.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -1406034795785114151
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public

From: Micha Knorpp <micha.knorpp@bk.bosch.de>
Subject: Re: WHO WHAT WHERE
Date: 1998/08/14

Message-ID: <35D45015.40A25322@bk.bosch.de>#1/1
X-Deja-AN: 381096474
Content-Transfer-Encoding: 8bit
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
<35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net>
<35C6C6B0.C6925AE@stud.rma.ac.be> <902388204.666737@tornado.itea.ntnu.no>
<35C98080.2DE7AC77@stud.rma.ac.be> <MPG.1034337e8db269af9896d4@news.jpci.net>
<35CAB2FB.B0B1CE7B@stud.rma.ac.be> <MPG.103549d3b4f191bc9896d5@news.jpci.net>

<ExFBtB.MqK@suse.modem.stud.uni-hannover.de>
<MPG.103990193ac814249896e3@news.jpci.net>
<Pine.A41.3.96.980814130733.14378B-100000@juno.amp.uni-hannover.de>
Content-Type: text/plain; charset=iso-8859-1
Organization: The Bosch Group (Robert Bosch GmbH, Germany)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
>
> Doesn't ring a bell. Is the radio play that much different from the books?
> Seems I should purchase a copy ... ;-)
>
same here. i didn't know a radio play exists. maybe i should try to
catch part 4 and 5 of the books first , haven't read them alredy...

-micha-

From 5258851233055174027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,958be92d8deb96b8
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: FATS AGAIN...
Date: 1998/08/14
Message-ID: <Pine.BSF.3.96.980814150709.1865B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 381198449
References: <Pine.BSF.3.96.980813134422.25142B-100000@ganymede.cs.mun.ca>
<Pine.A41.3.96.980814131840.14378E-100000@juno.amp.uni-hannover.de>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 14 Aug 1998, Peter Rottengatter wrote:

> On Thu, 13 Aug 1998, Scott Harris wrote:
>
> > I was reading some information on ST disk structures and found
> > that the dirctory sector is what holds the information about files on the
> > disk. On floppies it is on sectors 11 through 17 (7 sectors long), and on
> > hard disks is 16 sectors long.
> >
> > Does anyone know how to read these sectors into a buffer and then
> > access the buffer in 32 byte segments. Each directory entry id 32 bytes
> > long and there are 16 entries per sector. Therefore I need to read in all
> > the directories into a buffer and access it in 32 byte segments. Within
> > this 32 bytes I must then again access 0-7 bytes for the file name, bytes
> > 8-10 for the extention name e.t.c.

> >
> > any ideas or routines in GFA BASIC would be greatly appreciated..
>
> What do you wanna do there ? You're messing with stuff deep in the
> operating system, which should definitely be avoided unless you write
> some rare system tool. So what is it that you want, and for which it is
> not enough to use GEMDOS functions ?

I'm wrinting a disk utility/tool and want to find out how many hidden, system, read only, files are on the disk without having to use FSNEXT.

Also I want to be able to read in the fats table to trace file contents, i.e file data is stored in sector 1,4,8,9. I'm trying to write a utility to undelete files, defragment disks, e.t.c.

> The root directory does *not* always start on sector 11 (virtually never
> on my disks), especially not on hard disks. And it's neither always 7
> sectors long on disks, or 16 on hard disks.

So how would I be able to determine on where this starts then? All docmentation I have states the disk layouts are....

Sector		Length in sectors
0	Boot Track	1
1 - 5	First FAT	5 (41 on hard disk)
6 - 10	2nd FAT	5 (41 on hard disk)
11 - 17	Directory	7 (16 on hard disk - may vary)

With the extended FATS length on hard disks, the directory sectors mus also move ahead.

I need to read in the directory sectors, break it down into 32 bytes of 16 entries (512 bytes/sector) then from those 32 bytes retrieve this...

What It is	Bytes
File name	0 - 7
Extention	8 - 10
Attributes	11
Reserved space	12 - 21
Time stamp	22 - 23
Date stamp	24 - 25
Staring Cluster	26 - 27 (an integer)
Length (bytes)	28 - 31 (a 4 byte integer)

All this totals 32 bytes. I need to do this 16 times for each sector in the directory. The attributes hold...

Bit 0 read only
bit 1 hidden
bit 2 system
bit 3 volumn lable

bit sub directory
bit archive bit
bits 6/7 not used

These are what I need to retrieve.

Scott.

From -4360097574897879946
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fd06547963f15e18
X-Google-Attributes: gid1115ce,public
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk (Zaphod)
Subject: Re: WHO WHAT WHERE
Date: 1998/08/14
Message-ID: <MPG.103ea5fbee895fb69896fd@news.jpci.net>#1/1
X-Deja-AN: 381212017
References: <35BF240F.376EB20E@capway.com> <901721945.480155@tornado.itea.ntnu.no>
<35C024C3.38BDB874@capway.com> <MPG.1030448f41bf515c9896cf@news.jpci.net>
<35C6C6B0.C6925AE@stud.rma.ac.be> <902388204.666737@tornado.itea.ntnu.no>
<35C98080.2DE7AC77@stud.rma.ac.be> <MPG.1034337e8db269af9896d4@news.jpci.net>
<35CAB2FB.B0B1CE7B@stud.rma.ac.be> <MPG.103549d3b4f191bc9896d5@news.jpci.net>
<ExFBtB.MqK@suse.modem.stud.uni-hannover.de>
<MPG.103990193ac814249896e3@news.jpci.net>
<Pine.A41.3.96.980814130733.14378B-100000@juno.amp.uni-hannover.de>
<35D45015.40A25322@bk.bosch.de>
Organization: Densci Corp Enterprises
Newsgroups: comp.sys.atari.programmer

Santa Fe Voostra!! Micha Knorpp appears thinks that ....
> > Doesn't ring a bell. Is the radio play that much different from the books?
> > Seems I should purchase a copy ... ;-)
> >
> same here. i didn't know a radio play exists. maybe i should try to
> catch part 4 and 5 of the books first , haven't read them alredy...

The Radio Play takes a completely different direction to the books,
basically after the prehistoric Earth bit.

The books were based on the BBC Radio Play y'know. The Radio Play is the
original. Also very funny :->

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----

From -5959195101600638065
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b55312a799f72a0,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Subject: Re^2: testing file existance
Date: 1998/08/14
Message-ID: <4673_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>#1/1
X-Deja-AN: 381234288
Content-Transfer-Encoding: 8BIT
Content-Type: text/plain; charset=us-ascii
Organization: De Petris Software Development
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 13 Aug 98 gryf@hrzpub.tu-darmstadt.de (2:333/608.1)
scrisse al povero All :
 g> First, please check your newsreader's configuration, as it's posting
 g> endless lines for each paragraph.

Sorry, will check the software (LED, Jetmail, Net2Net, NOS).

 g> I recommend using Mupfel (http://www.muenster.de/~reschke/soft_e.html).
 g> It's a Unix-style shell with an sh-compatible syntax.

Yes I use it, but it's all German 8^(btw the sh shell is standard.

 g> For that, get the MiNTlib (current is PL49, IIRC) and use it's
 g> POSIX-compliant functions opendir(), readdir(), closedir(), and (to
 g> name all) rewinddir(). Also, get Rich $salz's globbing routine for the
 g> wildcard matching - but note that you'll need to adapt them a little as
 g> at least the versions I found on the net sometimes scan over the end of
 g> the pattern or the matched string, which might cause your program to
 g> crash with memory protection enabled.

I hope this works with Lattice.
I am now using this small program I did yesterday:

```
#include <stdio.h>
#include <tos.h>

int main(argc, argv)
int argc;
char **argv;
{
     DTA d;
     int r=0;
```

```
     Fsetdta(&d);
     if (!Fsfirst(argv[1], FA_SUBDIR))
     do{
          if (d.d_attrib!=FA_SUBDIR)
          {
               r++;
          }
     }while(!Fsnext());

     return r;
}
```

This simple program returns the number of files matching the wildcard passed
as argument (parameter) in the current directory, I just need to adapt it
for the VFAT environment.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Butta il PiCcione e prendi un FALCONe !

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 7249991705790917340
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,861aac42bcaaecd3,start
X-Google-Attributes: gid1115ce,public
From: "centek" <centek@graphity.fr>
Subject: using the font selector
Date: 1998/08/14
Message-ID: <6r2b1mocl1@news.imaginet.fr>#1/1
X-Deja-AN: 381240858
Organization: ImagiNET
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Hi !
I need, in my rsc editor, to select a font style for objects.
I know that there are severals of font selector and I want to
try to call them (i.e : XUFS, or the thing's font selector).

The only documentations I manage to find were in german,
so I ccnt understand anything.

Could one of you help me either finding english documentation
or explaning me how to call the fontselector.

Note that I use assembly language but I understant C.

Thanks.

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Tel: 0344 746 330
Fax: 0344 746 340
http://www.centek.fr
phenix@centek.fr

From 8127307578984623184
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,958be92d8deb96b8
X-Google-Attributes: gid1115ce,public
From: "Julian F. Reschke" <fjr010@email.mot.com>
Subject: Re: FATS AGAIN...
Date: 1998/08/15
Message-ID: <35D53E8B.D6AB64EC@email.mot.com>#1/1
X-Deja-AN: 381361324
Content-Transfer-Encoding: 7bit
References: <Pine.BSF.3.96.980813134422.25142B-100000@ganymede.cs.mun.ca>
<Pine.A41.3.96.980814131840.14378E-100000@juno.amp.uni-hannover.de>
<Pine.BSF.3.96.980814150709.1865B-100000@ganymede.cs.mun.ca>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
Organization: Motorola Communications Enterprise
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Scott Harris wrote:

> So how would I be able to determine on where this starts then? All
> docmentation I have states the disk layouts are....

Well. Read the AHDI release notes. They should tell you how to read the
BPB (and what's in there). They will also make you aware that the
logical
sector size is not necessarily 512.

Regards, jr

From -4889346369145085084

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7574c16086fe65f1,start
X-Google-Attributes: gid1115ce,public
From: bredroll@hotmail.com (Ian Norton)
Subject: dial up server, win95>sting
Date: 1998/08/15
Message-ID: <6r4h9hbhq1@plug.news.pipex.net>#1/1
X-Deja-AN: 381456849
Organization: UUNET UK server (post doesn't reflect views of UUNET UK)
Newsgroups: comp.sys.atari.programmer

hi all,

i want to allow my falcon to connect to other machines via
dial-up networking using ppp between the 2 machines, the other
is a pc running win95 or NTWS4 i have dialups but it wont answer
the modem!

i have sing installed and could use ftp server once the copnnection
is established

please help

:)

From -4212661034137989503
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,958be92d8deb96b8
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: FATS AGAIN...
Date: 1998/08/15
Message-ID: <35d4fc1c4fdb670@my-ste.demon.co.uk>#1/1
X-Deja-AN: 381484491
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <Pine.BSF.3.96.980813134422.25142B-100000@ganymede.cs.mun.ca>
<Pine.A41.3.96.980814131840.14378E-100000@juno.amp.uni-hannover.de>
<Pine.BSF.3.96.980814150709.1865B-100000@ganymede.cs.mun.ca>
X-Sender: NEWSwatch v2.50 BETA#3 (Atari)
X-Complaints-To: abuse@demon.net
X-Hardware: 68000/8 Atari 520 STE 4Mb
X-Trace: news.demon.co.uk 903211222 nnrp-11:17849 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Reply-To: dbolt@my-ste.demon.co.uk
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

on Fri 14-08-98 15:24 Scott Harris wrote:

<snipped>

```
>So how would I be able to determine on where this starts then? All
>docmentation I have states the disk layouts are....
>
>Sector                 Length in sectors
>0       Boot Track              1
>1 - 5   First FAT               5 (41 on hard disk)
>6 - 10  2nd FAT                 5 (41 on hard disk)
>11 - 17 Directory               7 (16 on hard disk - may vary)
```

Hmm, looks like the docs are quite old then. Here's how to work out how many sectors are used by what in GFA basic, since that's what you're using.

*****

```
DIM b|(16384)                                          ! buffer to hold a sector
' has to be this big to handle very big hard drives. See below for more info
'
b%=V:b|(0)
~BIOS(4,2,L:b%,1,0,device&)                            ! read boot sector into RAM
' use the BIOS to read boot sector
'
sectors&=256*b|(&H14)+b|(&H13)                         ! number of sectors on the
disc
numsec&=b|(24)                                         ! number of sectors per
track
sides&=b|(26)                                          ! number of sides of the
disc
numfat&=b|(16)                                         ! number of FAT tables
tracks&=DIV(sectors&,MUL(numsec&,side&))
'
space%=sectors&*256*b|(&H0C)+b|(&H0B)                  ! Total formatted disc
capacity
```

*****

Even with the above to get you're still going to need to know whether to use 12 or 16 bit FAT decoding. For this you would need something like:

*****

```
bpb%=BIOS(7,device&)            ! get the BIOS parameter block
secsize%=INT{bpb%}              ! sector size in bytes
clsiz&=INT{bpb%+2}              ! cluster size in sectors
clsizb%=INT{bpb%+4}             ! cluster size in bytes
rdlen&=INT{bpb%+6}              ! directory length in sectors
fsiz&=INT{bpb%+8}               ! FAT size in sectors
fatrec&=INT{bpb%+10}            ! start sector of second FAT table
datrec&=INT{bpb%+12}            ! start sector of first data cluster
numcl%=INT{bpb%+14}             ! number of clusters
fat16!=BTST(INT{bpb%+16},0)     ! TRUE if 16 bit FAT, else FALSE
```

*****

>With the extended FATS length on hard disks, the directory sectors mus
>also move ahead.
>
>I need to read in the directory sectors, break it down into 32 bytes of 16
>entries (512 bytes/sector) then from those 32 bytes retrieve this...

That will work for floppies, and partitions below 16Mb. It won't work for larger hard drives. With a hard drive the logical sector size, which is what you'd be accessing, varies according to the size of the partition. What you end up with is something like this:

Sector size (bytes)	Maximum Partition size (Mbytes)
512	16
1024	32
2048	64
4096	128
8192	256
16384	512

The above depends on the partitioning utility. I don't know about the ICD software, but HD Driver is cabable of doubling the maximum size of the partitions with TOS 1.(0)4 and later.

Anyway before I start rambling on, the above should give you some help.

Regards,
David. Email: dbolt@my-ste.demon.co.uk

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNdUE8Pt/J4yyMZyRAQEUUAMAhMDj4Vu3EL9DQ72AMJTQ0UKXopOdw6Ga
QDJu5NgYSxZujplgyq2v6MD4dzmb+/rz/sjfwCDbRvFtJRvw/qHWdYKvHc8t4ip7
4vTdZ6476r0akjOht75t3XUj5bjdDTtf
=3kHK
-----END PGP SIGNATURE-----

--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34

911..... Press 1 if your house is on fire..... Press 2 if.....

From -2663567911035381420
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,958be92d8deb96b8
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: FATS AGAIN...
Date: 1998/08/15
Message-ID: <6r4s0l$hk0$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 381495973
References: <Pine.BSF.3.96.980813134422.25142B-100000@ganymede.cs.mun.ca>
<Pine.A41.3.96.980814131840.14378E-100000@juno.amp.uni-hannover.de>
<Pine.BSF.3.96.980814150709.1865B-100000@ganymede.cs.mun.ca>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

Scott Harris <harris@cs.mun.ca> wrote:
> Also I want to be able to read in the fats table to trace file contents,
> i.e file data is stored in sector 1,4,8,9. I'm trying to write a utility
> to undelete files, defragment disks, e.t.c.

No offense, but do you really think it's a good idea to write such stuff
if you even don't know how to determine vital data of a disk/harddisk?

Also, there are already a lot of programs which allow undelete and/or
defragmentation (Chkdisk3, Diamond Edge, Diskus, to name just a feq), so
why do you need that?

> So how would I be able to determine on where this starts then? All
> docmentation I have states the disk layouts are.... [...]

Use Getbpb() for that. It tells you everything you need to know. If
you're able to read German, you might take a look at the sourcecode of
CheckFat (it's included in the distribution, look for cfat_r4.lzh).

> Bit 0 read only
> bit 1 hidden
> bit 2 system
> bit 3 volumn lable
> bit sub directory
> bit archive bit
> bits 6/7 not used

Bit 6 is used by MagiC and MiNT's new FATFS for symbolic links. VFAT
additional entries for the long filenames have all 8 bits set, i.e. the
attribute is 15.

> These are what I need to retrieve.

You also have to remember that all information that require more than
one byte are stored in Intel-order, i.e. least significant byte first.
That applies to directory entries as well as to FAT entries.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -3660249675662647629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,861aac42bcaaecd3
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: using the font selector
Date: 1998/08/15
Message-ID: <6r4s88$hk0$2@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 381495974
References: <6r2b1mocl1@news.imaginet.fr>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

centek <centek@graphity.fr> wrote:

> Could one of you help me either finding english documentation
> or explaning me how to call the fontselector.

For English documentation on how to use the font protocol (which is used
by Thing), get the English version 1.09 of Thing from InterActive's
homepage (http://www.cix.cok.uk/~inactive/), the hypertext documentation
contains what you need.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 1496586973512805494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ed5b1b02a88b9a3
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>

Subject: Re: WHO WHAT WHERE
Date: 1998/08/16
Message-ID: <Pine.BSF.3.96.980816122945.8841A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 381850463
References: <35c64bb5.4381943@news.zetnet.co.uk>
<6ploarnnj1@newshost.comnet.co.nz> <35c1f357.5827464@news.zetnet.co.uk>
<ExF7L7.M9s@suse.modem.stud.uni-hannover.de>
<Pine.BSF.3.96.980812105920.20168A-100000@ganymede.cs.mun.ca>
<35d2ad9c.573247@news.zetnet.co.uk>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 12 Aug 1998 paxton@accrington-web.co.uk wrote:

> >> > Come on..its all good clean fun.. Tell us about it..or mail it to me
> >> >:)
> >>
> >I'm working on a game in STOS and a disk utility in GFA BASIC.
>
> INFORMATION
> TITLE
> WEB PAGE
> CONTACTS
> SCREEN SHOT
> ANYTHING.....

Well the game is going to be a city wide chase type. No screen shots or anything yet because I'm still working on graphics problems which I cannot figure out :)

This disk utility is going to be able to (hopefully), defrag disks, format disks, copy disks, and undelete files. Also If your IBM has problems reading A ST formated disk, I'm trying to write a routine to change specific bytes on the ST disk to allow the IBM to read it.

Yes I know there are tons of these around but I'm doing for my own experience. What better way to fully understand how the disk BIOS/XBIOS work other than experimenting with them.

I also wrote a DATA BASE program with catagory references and the such. The program is a point and click interface with ZEST buttons. It is a type of freeware program. The program does have to be registered but its registration is FREE. All the user has to do is send me E-Mail and I'll send them back their own personal code to unlock all the program features. They will also recieve the code. I done it this way so I can keep track of ho many people are using it. This will help me to determine if the program is worth putting the time and effort into updateing it. Anyhow, this program is not in any ftp sites that I know of. I did file tag it

here one time but only had one responce. If anyone else wants to give it a try Just E-Mail me and I'll send you copy. Then again Tony if you want a copy for the magazine I could send you a copy as well.

Scott.

From -5614712612413421200
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,926312351905fb29
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: Help needed for GFA Basic
Date: 1998/08/16
Message-ID: <Pine.BSF.3.96.980816125233.8841C-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 381850464
References: <l+FnILAn+az1Qw7H@shaw1.demon.co.uk>
<35d1d9db.31302897@news.zetnet.co.uk> <rlqU+YAH0B01QwyI@shaw1.demon.co.uk>
<35d51a51.28406210@news.zetnet.co.uk>
<Pine.BSF.3.96.980813132059.22967B-100000@ganymede.cs.mun.ca>
<35d9327c.13361286@news.zetnet.co.uk>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 13 Aug 1998 paxton@accrington-web.co.uk wrote:

> Hi Scott Harris <harris@cs.mun.ca>
>
> >> crappy GFA for you then.. I am amazed GFA doesnt allow a variable to
> >> be inputted and it has to be text as a string?... that is truly
> >> amazing...
> >
> >How can you say GFA is crappy if you've never used it? I would choose GFA
> >over STOS any day Mr. Greenwood :)
>
> I see a lot of GFA questions in here..some of the answers are
> laughable... realms of code to do something that only needs one
> command in stos..
>
> My "crappy" comment was based on being told that you cant read a
> number into a variable..that made me laff.....But now it seems you
> can....GFA is still crappy of course..but not as crappy as I thought 5
> minutes ago :)

You shouldn't base your opinions on others opinions without first experiencing the language for yourself. If someone said million dollars was a crappy thing to have and you had been offered a million dollars,

Would you turn it down :)

```
> >OPEN "O",#1,file.name$   !Opens the file
> >ERASE temp()             !Make sure array is cleared
> >DIM temp(LOF(#1))     !dimension the array
> >For loop=1 to LOF(#1)    !Start loop to read entire file
>
> tut tut...should start at 0, especialy when using an array...
```

Hey the person is only new to GFA so I did'nt want to confuse them right off the start. Also real programmers usually leave in 0 index free in case they want to use a checking string/varible in there to test if it is really their file type :)

```
> > > a=INP(#1)                !Get the byte
> > temp(loop)=a            !put it the array
> >NEXT loop                !Loop for all bytes
>
> f$="filename"+chr$(0)
> if exist$(f$) then open in #1,"filename" else error sub
> dim temp(lof(#1))
> For loop=0 to LOF(#1) :input #1,temp(loop):next
>
> LOOK..Less code AND file exist error checking :.. hahaha
```

```
@test.file(file$)
If test!
 @read.file(file$)
endif
END

PROCEDURE(filename$)
 test!=exist(filename$)
RETURN

PROCEDURE read.file(file.name$)
 erase temp()
 Open "I",#1,filename$
 dim temp(lof(#)1)
 For loop=0 to lof(#1)
  Input #1,temp(loop)
 Next loop
 CLOSE #1
RETURN
```

Now mine will read all files as long as i send the file name to read file() procedure. Being able break a program down into procedure and using lable names for the procedures makes it easier to bug test and call :) There is nothing worse than always haveing to remember what line number you started a procedure in and then calling it by GOSUB 1540 :) what happens if you accendently go 1540 in STOS. There goes the line and you have to re-write it after you remember what it was. It is very hard to

delete lines in GFA by human error :) And yes Tony I know you can set uf procedure lables in STOS but the must be like read.file=1000 and called like GOSUB read.file. This still don't eliminate the cahnces of deleteing or overwritting a line, nor does help debugging processes. You still have to remeber waht line read.file is on :)

> the above shorter routine will work

Mine should work too.

> the problem was that someone told me you cant , hence my comments:)

Like I said before base your opinion on experience not assumption :)

> >Oh and Tony LOOK NO LINE NUMBERS :)
>
> and your point is ?..... ho are you suggesting you can't load a file
> if you use line numbers?...or perhaps you are suggesting it .... well
> what ?... what is the significance of having no line numbers?..

I guess you must have read my big spull on this from above, If you want a copy of my book its $29.95 and there's no table of contents because I don't believe in page numbers either :)

Anyhow believe it or not I do like STOS, I think it is a great simple to learn programming language. Alot of the command names actually refer to what they do such as ZOOM. I'm just having a hard time sticking with it.

> Anyway Scott we better make a run for it before the knitting class get
> here.....<smile>

Jeez I thought that was what we were talking about "Knitting" <grin>

Scott.

From -2584115554640366334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,329e3abbb9fd846b
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: FATS again...
Date: 1998/08/16
Message-ID: <Pine.BSF.3.96.980816124712.8841B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 381850465
References: <Pine.BSF.3.96.980812113801.20168C-100000@ganymede.cs.mun.ca>
<35D1E7A7.709206ED@wanadoo.fr>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer

On Wed, 12 Aug 1998, JACCARD Emmanuel wrote:

> You can find the number of bits in a FAT in the boot sector strcuture. All
> informations are here, number of bits, first sector of FAT, FAT length,
> curter lenght, ...
>
> In GFA Basci , simply use the XBIOS or BIOS function to read the sector (boot
> sector and after FAT sector) and acces with WORD{} or like.

I've already got a routine to read the boot sector. This gives me
information about the disk format. I need to find information about files
on the disk. This is in the directory sectors.

Thanks for the responce though.

Scott.

From -7181664202201846833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,958be92d8deb96b8
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: FATS AGAIN...
Date: 1998/08/16
Message-ID: <Pine.BSF.3.96.980816132613.8841D-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 381850466
References: <Pine.BSF.3.96.980813134422.25142B-100000@ganymede.cs.mun.ca>
<Pine.A41.3.96.980814131840.14378E-100000@juno.amp.uni-hannover.de>
<Pine.BSF.3.96.980814150709.1865B-100000@ganymede.cs.mun.ca>
<35D53E8B.D6AB64EC@email.mot.com>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 15 Aug 1998, Julian F. Reschke wrote:

> Scott Harris wrote:
>
> > So how would I be able to determine on where this starts then? All
> > docmentation I have states the disk layouts are....
>
> Well. Read the AHDI release notes. They should tell you how to read the

> BPB (and what's in there). They will also make you aware that the
> logical
> sector size is not necessarily 512.

Ok I got the BPB part because I've already got a routine for that. It
tells you where the FATS and stuff starts and you can determine where it
end by add the number of sectors it uses. The routine I use also states
how large the sector size is. Is this waht you mean. It returns the number
of bytes per sector the disk contains.

Scott.

From 5660073380610259377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe22cea7496d42b9
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: cmp.w #$c9,d0
Date: 1998/08/16
Message-ID: <ExsnCD.JFs@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 382056824
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6p1ees$mj7$1@newshost.comnet.co.nz> <ExF777.M72@suse.modem.stud.uni-hannover.de> <6qqpdhdvs1@newshost.comnet.co.nz>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6qqpdhdvs1@newshost.comnet.co.nz>,
     gmiller@inca.co.nz (Gaven Miller) writes:

> So, how does one call _appl_yield()? Is it just
>
> _appl_yield:
>   move.w   #$c9,d0
>   trap #2
>   rts

Yes, that's it.

> Are there any restrictions on calling it?
>
> Is it OK from a TOS app?

From a TOS program, you must be aware that people might want to start the

program without having any AES installed (for instance, having MiNT started a CLI from MINT.CFG). I do not know what is done by TRAP #2 before AES is installed, so this is a potentially dangerous situation.

However, if you can be sure that AES is there, you can call it from a TOS program too.

> Is it OK from User mode, or does it require Supervisor mode?

From my experience, it works in both cases.

> Assuming other tasks aren't resource hogs (CPU/disc etc), how quickly will
> I get control again? If all other tasks are idle, I'd assume it'd be
> pretty much immediately.

I'd say you're right, it's pretty much the same as with calling evnt_timer(0); I think.

> Given a loop of the form:
>
> for a = 1 to largenumber
> do some processing
> if (a mod 100) equals zero ; remainder(a / 100) = 0
> _appl_yield() ; yield to other processes every 100th iteration
> end if
> next a
>
> will this be OK? (please forgive my pseudo-BASIC pseudocode)

Sure.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -574058004185429780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5881e2f9175019f9,start
X-Google-Attributes: gid1115ce,public
From: tims@NO_SPAMoneimage.com (Tim S.)
Subject: Programmers win $50!
Date: 1998/08/17
Message-ID: <35d7e05d.0@206.168.123.253>#1/1
X-Deja-AN: 381887174

Newsgroups: comp.sys.atari.programmer

If you are an Atari/Psion programmer, you can win $50! Find out how
on the Atari to Psion Connectivity Homepage at
http://www.oneimage.com/~tims/Psion/

From 3024172979264869152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629c8286d8b740ec,start
X-Google-Attributes: gid1115ce,public
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Subject: GCC 2.8.1 on TOS ?
Date: 1998/08/17
Message-ID: <35d81b9a.0@news.utbm.fr>#1/1
X-Deja-AN: 381927395
Content-Transfer-Encoding: 7bit
Organization: LERMPS
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello

I have already seen a version of GCC 2.8.1 working under Mint, but it
don't looks work on TOS or Magic or MagicMac unfortunatly, there is it a
version which could work on TOS? for the moment I can use only GCC 2.5.8.

Thanks
Olivier

From -3019461712431466808
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629c8286d8b740ec
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: GCC 2.8.1 on TOS ?
Date: 1998/08/17
Message-ID: <903351995.778744@tornado.itea.ntnu.no>#1/1
X-Deja-AN: 381927396
Cache-Post-Path: tornado.itea.ntnu.no!joska@pingle.nvg.ntnu.no
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <35d81b9a.0@news.utbm.fr>
Organization: The Norwegian University of Science and Technology
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))

Newsgroups: comp.sys.atari.programmer

Olivier Landemarre <Olivier.landemarre@utbm.fr> wrote:

> I have already seen a version of GCC 2.8.1 working under Mint, but it
> don't looks work on TOS or Magic or MagicMac unfortunatly, there is it a
> version which could work on TOS? for the moment I can use only GCC 2.5.8.

Christian Felsch has made a port to TOS/MagiC:

   ftp://ftp.rz.tu-harburg.de/pub/software/systems/atari/gnu/gcc/

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From 8709332520784021200
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a41cbfa552049009
X-Google-Attributes: gid1115ce,public
From: cmassey@gate.net (Charlie Massey)
Subject: Re: Search for midi softwares & programmers
Date: 1998/07/16
Message-ID: <6ok3bb$125s$1@news.gate.net>
X-Deja-AN: 371923947
References: <6oiagm$5vh$1@platane.wanadoo.fr>
Organization: Happy Faces Productions
Newsgroups: comp.sys.atari.programmer

Vincent,

This is a real nice accounting program that was special made for the
recording studio. I have run the demo, sometime back and it looked super!

I didn't get it because my business didn't warrant it. The demo was on
Genie which is now becoming part of the www. FWIW

Charlie

Studio Manager - Invoice/Accounting v 1.xx

PRESS RELEASE

We are pleased to announce the commercial-release debut of

STUDIO MANAGER - INVOICE/ACCOUNTING

With the availablity of an inexpensive yet powerful computer platform like the Atari ST, the concept of a computer-based studio management 'system' seemed the obvious way to handle the various 'chores' that exist in the operations of a recording studio.

Armed with a handful of commercial and public domain programs we went 'computerized'. With a stack of manuals to learn and assortment of floppy disks we shuffled through the patchwork. After two years of trying this and that, it was concluded that we have actually create MORE work for ourselves.

We are music people trying to compete in the business world. We were busy studying our craft, be it music theory, arranging, MIDI sequencing or acoustics and recording techniques.

We also wanted everything that left the studio to be of the best quality we could provide; from real-time cassette dubs to our client's invoice statement.

With a 'vision' greater than our budget, the decision was made to barter long days and nites at the computer in designing software to address the unique needs of the recording studio business and, thereby, help us in our overall pursuit. We were surely no stranger to this type of schedule, and the parallels between music production and software development provided pleasant revelations.

From a humble beginning, the 'INVOICE' program developed into a essential tool that was used daily in studio operations.

When other studio people who, looking over our shoulder or just 'checking out the computer scene', showed positive interest in using the 'INVOICE' program for their business, the decision was made to redesign the program architecture to work for any studio. We also gave it a name at that point.

In what was to be a complete source code re-write for the next generation of 'STUDIO MANAGER', with all new logic, features and a new graphic user interface, the motto 'UP ALL NITE' became our theme song.

For some, the closest experience with a keyboard was either a synthesizer or a typewriter, so the program had to be intuitive, easy to learn, and quick.

Documentation notes:

If I told you about one of the more difficult parts of writing this software package, it could easily be the documentation.

When I called on some of the various users of the program to assist in the doc writing process, they laughed saying who needs docs for the program ... it's self-explanatory. Of course, that was one of the fundamental concept that went into the design, so that may help explain some of the difficulties. The 'other' reason was the amount of features within the program that everyone had just grown accustomed to. Fair enough, but while the time drag on during

the doc writing sessions, I began adding requested features that were scheduled for the next version upgrade.

We decided that the outline approach to describe the operation of the program would serve the best beginning.

Other decisions had to do with the final 'form' of the docs. The spectrum of choices boiled down to either pre-printed booklets or the standard ASCII text file on disk.

So, the decision: we go the text file route and offer a special introductory price for a limited time. The user base can help us in making these, and other decision. As for the 'docs' issue, if it is concluded that pre-printed is the way to go, then every registered user will receive them. The expanded user base, along with the on-line support, should provide us insight as to how both the documentation (and software!) should mature.

At the very least, we hope that you find Studio Manager v 1.xx has the basic foundation you've sought in a working solution for your business of music.

I hope that you will join us!

Sincerely,

Ron

Future program development:

This being the debut commercial release of STUDIO MANAGER v 1.xx we have tried to provide a foundation base program to handle the immediate needs of the recording studio business.

The design for future versions will be based upon request from the users as to new features and functions to be implemented.

Aside from the Invoice/Accounting system, other studio related support programs in development include:

A client Fone Book database, Scheduling Calendar, Track Sheets, Tape Labeling and Pre-Production modules.

Be sure to stop in at the GEnie support message base in the MIDI RT (Cat 3 Topic # 2), or Email the author at RHFactor

Mail to:

Ronald Hollins
UP ALL NITE SOFTWARE
1005-B Bent Tree Lane
Columbia, South Carolina 29210

Phone:

(803) 798-4698

-eof----------

On 15 Jul 1998 15:20:24, "CORNEILLIE Vincent" wrote:
>
>Hello,
>
>I'm a french owner of an atari mega Ste
>

>
>Thanks for answering to my email
>
>
>   Vincent CORNEILLIE
>   In Lille, North of France
>
>
>   __________   __________
>   /[][][][][][]|_|[][][][][][]\
> <=O=------=O= =O=------=O=>
>Lille, son beffroi, son m⊕tro automatique...
>
>   vcorneillie@wanadoo.fr
>
>
>.

From 7125865340368384232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b163fc1470cd5de,start
X-Google-Attributes: gid1115ce,public
From: rvdnoord@dds.nl (REMCO)
Subject: looking for C-libraries
Date: 1998/07/17
Message-ID: <35aed002.128190@news.telekabel.nl>#1/1
X-Deja-AN: 372113512
X-Trace: news.telekabel.nl 900616686 10311 194.134.130.178 (16 Jul 1998 19:18:06 GMT)
Organization: TeleKabel
NNTP-Posting-Date: 16 Jul 1998 19:18:06 GMT
Newsgroups: comp.sys.atari.programmer

Hello,

Does anybody know a place on the web where I can find some useful
C-libraries for my Atari ST?

Especially some menu, and other user-interface libs will probably help
me.

Peter van der Noord
petervdnoord@yahoo.com

From 4096018704240996048
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a41cbfa552049009
X-Google-Attributes: gid1115ce,public
From: "CORNEILLIE Vincent" <vcorneillie@wanadoo.fr>
Subject: Re: Search for midi softwares & programmers
Date: 1998/07/18
Message-ID: <6os1ih$8a5$1@platane.wanadoo.fr>#1/1
X-Deja-AN: 372817433
Content-Transfer-Encoding: 8bit
References: <6oiagm$5vh$1@platane.wanadoo.fr> <6ok3bb$125s$1@news.gate.net>
Content-Type: text/plain; charset="x-user-defined"
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: Wanadoo - (Client of French Internet Provider)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Charlie Massey wrote :

>This is a real nice accounting program that was special made for the
>recording studio. I have run the demo, sometime back and it looked super!
>
>Studio Manager - Invoice/Accounting v 1.xx

>
>Mail to:
>   Ronald Hollins
>   UP ALL NITE SOFTWARE

Hello,

Thanks for the reply

The software look (looked ?) Great ! I 'll like to find it... but where ???

Does anyone know if there is a web site or an email where I'll find some
more informations (price, ordering...)

Thanks again.

From north of France

Vincent CORNEILLIE

```
    __________   __________
   /[][][][][][]|_|[][][][][][]\
  <=O=------=O= =O=------=O=>
```

Lille, son beffroi, son m?tro automatique...

vcorneillie@wanadoo.fr

From -3040593074790700214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81e1b2e8805a6cf8
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Code to convert Atari Works STW file into ASCII
Date: 1998/07/20
Message-ID: <6ov5gi$nkh@balaena.bio.vu.nl>#1/1
X-Deja-AN: 373118794
References: <6o9aag$7v$2@newshost.comnet.co.nz>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Gaven Miller (gmiller@inca.co.nz) wrote:

: I am trying to write some user manuals and readme files, using Atari Works.

Hmm...

: If I select "Export file" from the menu, and then choose "plain ASCII", I
: get a file containing a number of _very_ long lines (200-300 characters or
: more) for each paragraph. (read: each paragraph becomes one long line of
: ASCII)

Unformatted ASCII text. Very useful when importing into a DTP program or
wordprocessor...

: Is there some source code somewhere I can use to read and translate the
: STW file that Atari Works saves its text into, into 70-ish width lines?
: Or is there a utility I can use?

Most good text editors should be able to perform a decent word-wrap to
a specified line length, AFAIK... And if not, it shouldn't be _too_ hard
to write a bit of code for that... (after all, this _is_ a programmer
newsgroup :)

: Doing so by hand, using an ASCII editor (like the one included in Devpac,
: Lattice etc) is tedious when the files get lengthy.

Erm, yeah.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/

(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Nothing is faster than the speed of light ...

To prove this to yourself, try opening the refrigerator door before the light comes on.

From 8043795234662525685
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: FATS TABLE
Date: 1998/07/20
Message-ID: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 373145851
Organization: Memorial University of Newfoundland
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello everyone,

I'm writing a disk utility program in GFA BASIC 3.5E. I was wondering if anyone knows or could show me some sample code on how to do any of the following...

(1) Read the disk FATS table and decifer it.
(2) Read how many directories and files are on the disk
(3) Read/Change the disk lable
(4) Probably some formating routines

I really need to find a rountine for the FATS table. I want to be able to find system and hidden files. I also need to find clusters,sectors e.t.c. Also files which have been deleted but their data is still on the disk.

Thank's

Scott.

From 7210966470265521759
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public

From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: FATS TABLE
Date: 1998/07/20
Message-ID: <35B363A2.1F72@mst.tn.utwente.nl>#1/1
X-Deja-AN: 373196386
Content-Transfer-Encoding: 7bit
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Scott Harris wrote:
> I'm writing a disk utility program in GFA BASIC 3.5E. I was
> wondering if anyone knows or could show me some sample code on how to do
> any of the following...
>
> (1) Read the disk FATS table and decifer it.

Use sector read routines to read the FAT.

> (2) Read how many directories and files are on the disk

Use Fsfirst-Fsnext.

> (3) Read/Change the disk lable

Read the directory sector change name write the sector.

> (4) Probably some formating routines

Use the OS format routines.

> I really need to find a rountine for the FATS table. I want to be
> able to find system and hidden files. I also need to find clusters,sectors
> e.t.c. Also files which have been deleted but their data is still on the
> disk.

System and hidden files are found using Fsfirst Fsnext. No need
for FAT's overhere. Maybe you should first read some documentation
about the file system before even thinking about tinkering with
the filesystem. A good place to start is
http://www.komkon.org/fms/MSX/Docs/Disk.txt
which looks like a part of the ST discdoc program.

Maybe you should also browse the disk with a sector editor
so you can learn how things fit together. One of the best
dikeditors ever is (IMHO) norton diskedit. Don't worry
about it being a DOS program because the filesystem
structures are exactly the same. Try to learn about
the diskstructures with that program.

Succes, Hans Wessels

From -5811027686549210643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd68dd2a55fda2ed,start
X-Google-Attributes: gid1115ce,public
From: dziur2@aol.com (DZIUR2)
Subject: Atari World Classic Systems
Date: 1998/07/20
Message-ID: <1998072016261000.MAA11011@ladder03.news.aol.com>#1/1
X-Deja-AN: 373209741
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Atari World Classic Systems Is Coming!
http://members.aol.com/AtariW/Index.htm
AWCS
Atari World Classic Gaming Systems Opens End Of August!
http://members.aol.com/AtariW/Index.html

From -7372225146115210106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: FATS TABLE
Date: 1998/07/20
Message-ID: <6p0f28$dhp@balaena.bio.vu.nl>#1/1
X-Deja-AN: 373311685
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Scott Harris (harris@cs.mun.ca) wrote:

: (1) Read the disk FATS table and decifer it.

That should probably just be FAT (FAT = "File Allocation Table").

: (2) Read how many directories and files are on the disk

Easy. Just step through all the dirs recursively...

: (3) Read/Change the disk lable

Shouldn't be too hard, there's even a GFA-call that can do that IIRC.

: (4) Probably some formating routines

Check out some docs on XBIOS calls if you can find them...

: I really need to find a rountine for the FATS table. I want to be
: able to find system and hidden files. I also need to find clusters,sectors
: e.t.c. Also files which have been deleted but their data is still on the
: disk.

You'll want to get at least the Atari GEMDOS manual, which has an appendix dedicated to FAT-fs structure. It should be on most of the good Atari FTP sites (I think Umich as wel...) or else try my page (see below, and hope the link is still valid...)

Good Luck,

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"It's Like This"

Even the samurai
have teddy bears,
and even the teddy bears
get drunk.

From 2311087348622753059
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
From: optimus@canit.se (Iggy Drougge)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/21
Message-ID: <35b39fae.3967813@nntpserver.swip.net>#1/1
X-Deja-AN: 373427520
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>

<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se> <01bda66d$c6a09260$3e5e0fcb@default>
X-Sender: s-43725@dialup103-2-17.swipnet.se
X-Complaints-To: news-abuse@swip.net
Organization: MrHentai Industries AB
NNTP-Posting-Date: Tue, 21 Jul 1998 09:12:08 MET DST
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari

"Clockmeister" <gerryvdb@tnet.com.au> skrev 3 Jul 1998 10:24:53 GMT
f⍰ljande:

>Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote in article
><359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>...
>> Robert S Ely wrote:
>>
>> >   Speaking of the Amiga, Gateway has announced that they are
>working on a
>> > new Amiga computer. OS 4 will be a tempory OS for software companies to
>> > build apps then when the new machine hits the streets next year, it
>will
>> > have OS5. They said that this machine will be better than any consumer
>> > PC available.
>>
>> If you ask me this new computer doesn't realy sounds like a Amiga at all.
>It will
>> only be compatible with old amiga apps through emulation. The OS will be
>completely
>
>Are you saying that if a new ST was released it would have to be 100%
>backward compatable with the old eighties designed hardware ?.
>Emulation is a great solution for backwards compatability.

I would go for a complete port of the OS with processor emulation for
legacy programs.

>> new and based on a outside developed kernal like BeOS, or Mach. This you
>can already
>
>The kernal will "borrow" parts from other OS's, a lot of the features of
>workbench will be retained and enhanced further.

This upsets me. The Amiga kernel is central to its efficiency and
general behaviour. Using another kernel will make it somwething else
than an AmigaOS.

>> be done under Linux. It will not include a Motorola CPU, it's probably
>going to use
>> intels comming Merced chip, or something else shitty. The "new" amiga
>which will be
>
>Definately not Merced or anything Intel.

We don't know that. In fact, we don't know anything at all.

>> like a bridge to the new platform which will be released later this year
>will be
>> based
>> on the Pentium, so it's clear that they will go for the x86/intel line
>like everyone
>> else. Don't forget that Gateway has only made intel boxes and never even
>seen a PPC.
>
>Gateway wouldn't pay $40 mill for a virtually dead platform with only a
>small user base and then spend money on redevelopment to sell rebadged
>PC's. Who'd buy them ?, Amigans certailny wouldn't and neither would Joe
>Blow.

I'm uncertain, they've stated that they bought Amiga for its
community, and they have previously moved bought user groups to the PC
platform.

>> Basicly it's a completely new computer and OS with the Amiga name on it.
>It's like
>> buying a PC whith the Commodore sign on it. It has got nothing at all to
>do with
>> Commodore.
>
>It's for real dude, and it's an Amiga and it's not a PC.

I'd say it's neither or a little of both.

>I can't see a PC being 5-10X faster then the current PII by end 1999.

If the Amiga can, why not the PC? And how do you know this isn't
vapourware?

>Besides, what the hell is the problem with having another alternative to
>Intel ?.

I welcome all alternatives, but I want to keep the Amiga alive, and
I'm not sure that Gateway are planning to produce an Amiga.
--
/Iggy, the irregular regular.

From -4111744177783729466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: FATS TABLE
Date: 1998/07/21
Message-ID: <35b4573029ebd1@xs4all.nl>#1/1

X-Deja-AN: 373438204
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl>
Organization: Seni Translation Services
X-XS4ALL-Date: Tue, 21 Jul 1998 09:59:29 CEST
Newsgroups: comp.sys.atari.programmer

on Mon 20-07-98 17:34 Hans Wessels wrote:

>> (2) Read how many directories and files are on the disk
>
>Use Fsfirst-Fsnext.

Beware! We have vfat systems nowadays, and with those Fsfirst-Fsnext
don't work. I've just tinkered with this.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                              -*-
  "It is the greatest possible victory to be, to continue to be,
   and to have been. No defeat can deprive us of the success of
   having existed for some moment of time in a universe that seems
   indifferent to us."   - Norbert Wiener

From -6313786827038231073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: FATS TABLE
Date: 1998/07/21
Message-ID: <6p1n00$aj3$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 373451839
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl> <35b4573029ebd1@xs4all.nl>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

Jos den Bekker <josdb@xs4all.nl> wrote:
: Beware! We have vfat systems nowadays, and with those Fsfirst-Fsnext
: don't work. I've just tinkered with this.

If available, one should always use Dopendir(), Dreaddir() and
Dclosedir() to scan a directory. I posted an example here some time ago.

Also note that Fsfirst()/Fsnext() on VFAT partitions with SingleTOS
(i.e. without VFAT enabled) sometimes find the VFAT entries, which is a

bad thing. There are two ways to avoid that: Put HideVFAT into your
Auto-folder (I'll make that available tomorrow), or put a workaround
into your programs, like this:

```
fret = Fsfirst("C:\*.*", 0x17);
while (fret ==0)
{
    if (dta.d_attrib == 0xf) /* Is it a VFAT entry? */
        continue; /* Yes, so skip it */
    /* Do something with the file */
    fret = Fsnext();
}
```

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -1950211007649596509
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: FATS TABLE
Date: 1998/07/21
Message-ID: <Pine.BSF.3.96.980721092115.13824B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 373485983
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl>
To: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 20 Jul 1998, Hans Wessels wrote:

> > any of the following...
> >
> > (1) Read the disk FATS table and decifer it.
>
> Use sector read routines to read the FAT.

What do you mean by the sector read routines? Are you talking about

BIOS/XBIOS parameter blocks?

> > (2) Read how many directories and files are on the disk
>
> Use Fsfirst-Fsnext.

Ok I was thinking about that, but what about the directories and files within directories. FSFIRST-NEXT only reads from the current directory, so this means whenever the loop incounters a folder, it would have to change to that directory and check its contents and so forth. Is there another way? Could I use the FATS table for this purpose. Just read it and count the file ends.

> > > (3) Read/Change the disk lable

> > Read the directory sector change name write the sector.

So the disk lable is stored on a sector on the disk. So its just a read and write routine to that sector.

> > (4) Probably some formating routines
>
> Use the OS format routines.

What do you mean by OS format routines? Do you mean XBIOS(10)?

>
> >   I really need to find a rountine for the FATS table. I want to be
> > able to find system and hidden files. I also need to find clusters,sectors
>
> System and hidden files are found using Fsfirst Fsnext. No need
> for FAT's overhere. Maybe you should first read some documentation
> about the file system before even thinking about tinkering with
> the filesystem. A good place to start is
> http://www.komkon.org/fms/MSX/Docs/Disk.txt
> which looks like a part of the ST discdoc program.
>
> Maybe you should also browse the disk with a sector editor
> so you can learn how things fit together. One of the best
> dikeditors ever is (IMHO) norton diskedit. Don't worry
> about it being a DOS program because the filesystem
> structures are exactly the same. Try to learn about
> the diskstructures with that program.

Thanks for the address, I'll have look. Also thank's for the quick responce and the advice.

Scott.

From -3417525340120112565
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: FATS TABLE
Date: 1998/07/21
Message-ID: <6p2d5r$o9l$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 373539044
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl>
<Pine.BSF.3.96.980721092115.13824B-100000@ganymede.cs.mun.ca>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

Scott Harris <harris@cs.mun.ca> wrote:
: Ok I was thinking about that, but what about the directories and files
: within directories. FSFIRST-NEXT only reads from the current directory, so
: this means whenever the loop incounters a folder, it would have to change
: to that directory and check its contents and so forth. Is there another
: way? Could I use the FATS table for this purpose. Just read it and count
: the file ends.

You could do so, but of course it's nothing to use in an application,
but only in a special disk utility which checks whether the partition
it's reading from is really a FAT one.

: So the disk lable is stored on a sector on the disk. So its just a read
: and write routine to that sector.

To be precise, the disk label for a FAT filesystem is stored in the root
directory as a filename with attribute 0x8 (so, if one is set, it may be
located in any of the root directory's sectors). Simply use
Fsfirst("*.*", 0x8) (or Dreadlabel(), if available) to read it, and
Fcreate(labelname, 0x8) (or Dwritelabel(), if available) to set/change
it. No need to use low-level-stuff for that.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -3803999204537735831
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 1115ce,d95b53045d8a042f,start
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <gokmase_Remove_this@bigfoot.com>
Subject: Read data from MIDI in
Date: 1998/07/21
Message-ID: <35B5507C.71DE@bigfoot.com>#1/1
X-Deja-AN: 373567457
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
Organization: Algonet/Tninet
Mime-Version: 1.0
Reply-To: gokmase_Remove_this@bigfoot.com
Newsgroups: comp.sys.atari.programmer

Greetings Atarians!

How do you (In GFA code) read incoming mididata?

Is there a way to check that the Midi-port really is present, without
making the
system hang, if so isn⍰t the case?

Regards,

/Joakim

http://hem1.passagen.se/gokmase/atari

From -4613793299645233283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
From: maurits@SPAMBLOCK_remove_to_reply.bassment.demon.nl (Maurits van de Kamp)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/21
Message-ID: <slrn6r933r.c0.maurits@bassment.demon.nl>#1/1
X-Deja-AN: 373607537
X-NNTP-Posting-Host: bassment.demon.nl:194.159.227.6
References: <01bda512$98207420$385e0fcb@default>
<35A23038.C16F9193@NO.SPAM.emw.ericsson.se> <slrn6q4f7f.i19.jedi@dementia.mishnet>
<Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>

<6o3543$hqa@panix3.panix.com>
X-Trace: news.demon.nl 901051540 rover:23839 NO-IDENT
bassment.demon.nl:194.159.227.6
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st
X-Complaints-To: abuse@demon.net

>>:
>>: So? When can we see KDE or Gnome ports for MiNT then?
>>:
>>
>>A free implementation of KDE is impossible because of the
>>dependencies to Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just
>>*might* be able to run an Xserver and then open a plip connection to
>>some other machine running an application. Not very useful

One of the first big MiNT distributions, the TAF-kit, came with X11 as default GUI. It works nicely on a 4meg ST. But lemme get this discussion straight, so far the line was that an Amiga can do anything an Alpha can do in Linux because an Amiga will run Linux as well, but that this doesn't go for Ataris because MiNT isn't fully Linux compatible? Are we forgetting that Linux will run on an Atari as well? (And, again, that X will also work under MiNT).

Maurits.

From 7626127536610741681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
From: jedi@dementia.mishnet (jedi)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/21
Message-ID: <slrn6r9v5d.dsl.jedi@dementia.mishnet>#1/1
X-Deja-AN: 373620353
References: <01bda512$98207420$385e0fcb@default>
<35A23038.C16F9193@NO.SPAM.emw.ericsson.se> <slrn6q4f7f.i19.jedi@dementia.mishnet>
<Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>
<6o3543$hqa@panix3.panix.com> <slrn6r933r.c0.maurits@bassment.demon.nl>
X-Complaints-To: newsabuse@supernews.com
X-Trace: 901054267 PLBOPJC1P1FA118EAC usenet76.supernews.com
Organization: http://www.supernews.com, The World's Usenet: Discussions Start Here
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 21 Jul 1998 20:05:40 GMT, Maurits van de Kamp
<maurits@SPAMBLOCK_remove_to_reply.bassment.demon.nl> wrote:
>>>:
>>>: So? When can we see KDE or Gnome ports for MiNT then?
>>>:
>>>
>>>A free implementation of KDE is impossible because of the
>>>dependencies to Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just
>>>*might* be able to run an Xserver and then open a plip connection to
>>>some other machine running an application. Not very useful
>
>One of the first big MiNT distributions, the TAF-kit, came with X11 as default
>GUI. It works nicely on a 4meg ST. But lemme get this discussion straight,
>so far the line was that an Amiga can do anything an Alpha can do in Linux
>because an Amiga will run Linux as well, but that this doesn't go for Ataris
>because MiNT isn't fully Linux compatible? Are we forgetting that Linux will

    It may not necessarily go for MiNT.

    That does not address Atari in general.

    A Falcon will quite happily run Linux and could
    quite happily contribute to a D2 render farm
    right beside an Ameboa, an Alpha, a Sidewinder
    or any other supported platform...

>run on an Atari as well? (And, again, that X will also work under MiNT).

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

From 2712888579919972626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,41884fd443d20e1b,start
X-Google-Attributes: gid1115ce,public
From: "SeanTQuinn" <SeanTQuinn@email.msn.com>
Subject: Atari 520 ste
Date: 1998/07/21
Message-ID: <#377ASPt9GA.74@upnetnews03>#1/1
X-Deja-AN: 373645756
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Newsgroups: comp.sys.atari.programmer

Hi

    Atari 520 STE for sale, in quite good condition. Make me a offer by

emailing me at SeanTQuinn@msn.com

From 572100732556431944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81e1b2e8805a6cf8
X-Google-Attributes: gid1115ce,public
From: norway@interlog.com (David Snowdon)
Subject: Re: Code to convert Atari Works STW file into ASCII
Date: 1998/07/21
Message-ID: <6p3l22$9tt@shell1.interlog.com>#1/1
X-Deja-AN: 373715414
Organization: InterLog Internet Services (416) 975-2655 info@interlog.com
NNTP-Posting-Time: 22 Jul 1998 03:07:48 GMT
Newsgroups: comp.sys.atari.programmer

Gaven Miller (gmiller@inca.co.nz) wrote:
: I am trying to write some user manuals and readme files, using Atari Works.
: If I select "Export file" from the menu, and then choose "plain ASCII", I
: get a file containing a number of _very_ long lines (200-300 characters or
: more) for each paragraph. (read: each paragraph becomes one long line of
: ASCII).
:
: Is there some source code somewhere I can use to read and translate the
: STW file that Atari Works saves its text into, into 70-ish width lines?
: Or is there a utility I can use?
:
: Doing so by hand, using an ASCII editor (like the one included in Devpac,
: Lattice etc) is tedious when the files get lengthy.

Hi Gaven, below is some code I slapped together to solve this problem. It's
written in HiSoft Basic; if you don't have the compiler let me know and
I'll email you the uuencoded .PRG file.

```
' 80-CHARS.BAS
' Format text to 80 columns

DEFINT a-z


REM $include gemaes.bh

LIBRARY "gemaes","gemvdi","gemdos","xbios"

DIM s(50)
s(0) = 1

fsmessage$ = "Enter filename"
```

```
fspath$=CURDIR$+"\*.*"
fsname$=""

fin$ = Fileselect$
PRINT fin$

i=LEN(fin$)
IF i=0 THEN STOP

DO
   ch = ASC(MID$(fin$,i,1))
   IF ch="."% THEN EXIT LOOP
   IF i=1 THEN EXIT LOOP
   DECR i
LOOP
fo$ = LEFT$(fin$,i) + "FMT"

CLS
PRINT fin$;" -----> ";fo$

OPEN "I",#1,fin$
OPEN "O",#2,fo$
pp=0
DO UNTIL EOF(1)
   LINE INPUT #1,a$
   i = LEN(a$)
   IF i>79 THEN
      old_x = 0
      new_line = 0
      x=1
      s=1
      DO
         IF MID$(a$,x,1) = " " THEN
            IF (x - new_line)\76 = 1 THEN
               s(s) = old_x + 1
               INCR s
               new_line = old_x
               old_x = 0
            ELSE
               old_x = x
            END IF
         END IF
      INCR x
      LOOP UNTIL x>i
      s(s) = x

      FOR x=1 TO s
         i = s(x-1)
         s = s(x) - i
         PRINT#2, MID$(a$,i,s)
      NEXT x
   ELSE
      PRINT#2, a$
```

```
   END IF
LOOP
CLOSE


' File selector handler - returns a new pathname
' the global variables fspath$ and fsname$ keep the appropriate
' GEM items.
FUNCTION FileSelect$
SHARED fspath$,fsname$,fsmessage$
STATIC ok,i,ch
fsel_exinput fspath$,fsname$,ok,fsmessage$
IF ok THEN
   i=LEN(fspath$)
   DO
      ch=ASC(MID$(fspath$,i,1))
      IF ch="\"% OR ch=":"% THEN EXIT LOOP
      IF i=1 THEN EXIT LOOP
      DECR i
   LOOP
   FileSelect$=LEFT$(fspath$,i)+fsname$
ELSE
   FileSelect$=""
END IF
END FUNCTION
--
```


---
  norway@interlog.com David Snowdon (VA3DKS)   Toronto, Ontario, CANADA

From 4967227684956601851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe22cea7496d42b9,start
X-Google-Attributes: gid1115ce,public

From: gmiller@inca.co.nz (Gaven Miller)
Subject: cmp.w #$c9,d0
Date: 1998/07/21

Message-ID: <6p1ees$mj7$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 373893753

Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Every so often, whilst debugging some code I've written, I see the 68k instruction "cmp.w #$c9,d0" in the start of the code that handles the GEM trap.

I know that $73 signals that it is a VDI call, and $C8 is for AES calls, so what does $c9 signify?

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From -6138371596217425124
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d95b53045d8a042f
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (Ross MacIver)
Subject: Re: Read data from MIDI in
Date: 1998/07/22
Message-ID: <35b4c15062d650@game-master.com>#1/1
X-Deja-AN: 373715413
Content-Transfer-Encoding: 8bit
References: <35B5507C.71DE@bigfoot.com>
X-Sender: NEWSwatch v2.01 (Atari)
Content-Type: text/plain; charset=iso-8859-1
X-Hardware: 68000 Atari MegaSTe 4
Organization: Studio Sunson, Montreal, Canada
MIME-Version: 1.0
NNTP-Posting-Date: Tue, 21 Jul 1998 23:16:00 EDT
Reply-To: rosco@game-master.com
Newsgroups: comp.sys.atari.programmer

on Tue 21-07-98 19:37 Joakim H⍰gberg wrote:

>Greetings Atarians!
>
>How do you (In GFA code) read incoming mididata?
>
>Is there a way to check that the Midi-port really is present, without
>making the
>system hang, if so isn⍰t the case?

Use INP?(3) to check if there's data available at the MIDI port and
read the data with INP(3).

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

From 2570720862844288370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a53cba5ef98f99,start
X-Google-Attributes: gid1115ce,public
From: ben@imperial.co.uk (Ben Hills)
Subject: C++ on Atari Platform?
Date: 1998/07/22

Message-ID: <6p3vradmc1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 373753901
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Wed Jul 22 06:11:53 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/3.01 (Win95; I) via proxy gateway CERN-HTTPD/3.0
libwww/2.17

Hi All,

I was wondering if anybody out there knows if there is a C++ compiler
for the Atari platform? I can't think of any GEM C++ compilers, but
perhaps there is a MiNT version of the GNU C++ compiler?

Thanks.

Regards,

Ben Hills.
Any replies via E-Mail please : ben@imperial.co.uk

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

From 8794513182823911698
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a53cba5ef98f99
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: C++ on Atari Platform?
Date: 1998/07/22
Message-ID: <901117049.76309@tornado.itea.ntnu.no>#1/1
X-Deja-AN: 373862690
Cache-Post-Path: tornado.itea.ntnu.no!joska@pingle.nvg.ntnu.no
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <6p3vradmc1@nnrp1.dejanews.com>
Organization: The Norwegian University of Science and Technology
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Ben Hills <ben@imperial.co.uk> wrote:

> I was wondering if anybody out there knows if there is a C++ compiler
> for the Atari platform? I can't think of any GEM C++ compilers, but
> perhaps there is a MiNT version of the GNU C++ compiler?

Correct, gcc is ported to MiNT/TOS/MagiC. It's available (with libs)
from all good ftp-sites. Try 'ftp.funet.fi/pub/atari/piwo-mint/Gcc'

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From 5744718825578166423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1050bdab9d2feed0,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: avserver question
Date: 1998/07/22
Message-ID: <Pine.BSI.3.96.980722120135.28264C-100000@usr09.primenet.com>#1/1
X-Deja-AN: 373877914
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@globalcenter.net
Organization: Frontier GlobalCenter Inc.
Mime-Version: 1.0
X-Posted-By: kellis@206.165.6.209 (kellis)
Newsgroups: comp.sys.atari.programmer

Hi I am having a prob (as usual) with my evnt_multi() with the
avserver message it could send me.

ok: it says here on my manual that if I put addr_buffer (in the
evnt_multi()) = 0 it will check for menu(1) to menu(8) mu_mesag.

The thing is< how do I check if I get a message from the avserver?
the ideal would be to put addr_buffer in the evnt_multi and then i
woul dbe able to check that. But then all the regular aes messages
won't be seen at all.

Clear enough?
thanks :)

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -8726366606487048859
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d0b7,48956aad0990fa6f,start
X-Google-Attributes: gid10d0b7,public
X-Google-Thread: 1115ce,48956aad0990fa6f,start

X-Google-Attributes: gid1115ce,public
From: Russ Magee <rmagee@AudeSi.com>
Subject: DRI linker (.o file) format?
Date: 1998/07/22
Message-ID: <35B61497.14A5@AudeSi.com>#1/1
X-Deja-AN: 373883887
X-NNTP-Posting-Host: elmo.cadvision.com
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: AudeSi Technologies, Inc.
MIME-Version: 1.0
Reply-To: rmagee@AudeSi.com
Newsgroups: comp.sys.atari.programmer,comp.os.cpm

Hi all,
I am thinking of adapting some existing tools (the c68/jas compiler and assembler) for a personal project, and I might also need to create a simple custom linker.
I've looked around a bit and I haven't been able to find the definition for DRI object files. Is this documented anywhere? (For Motorola 68k object code)

Thanks in advance,
-Russ Magee

From -1334399992401024829
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1050bdab9d2feed0
X-Google-Attributes: gid1115ce,public
From: erikhall@mail2.tripnet.se (Erik H?ll)
Subject: Re: avserver question
Date: 1998/07/22
Message-ID: <6p56srpjn1@minox.tripnet.se>#1/1
X-Deja-AN: 373900753
References: <Pine.BSI.3.96.980722120135.28264C-100000@usr09.p
X-Server-Date: 22 Jul 1998 17:18:19 GMT
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

On 22 Jul 1998 12:04:44 , Katherine L Ellis wrote:
>Hi I am having a prob (as usual) with my evnt_multi() with the
>avserver message it could send me.
>
>ok: it says here on my manual that if I put addr_buffer (in the
>evnt_multi()) = 0 it will check for menu(1) to menu(8) mu_mesag.
>
>The thing is< how do I check if I get a message from the avserver?
>the ideal would be to put addr_buffer in the evnt_multi and then i
>woul dbe able to check that. But then all the regular aes messages
>won't be seen at all.
>

>Clear enough?
>thanks :)
>
>
Hi i hope this example can help you.

/Erik Hall

```
#define VA_START         0x4711
#define VA_DRAGACCWIND   0x4725
#define AV_STARTPROG     0x4723
#define AV_SENDKEY       0x4710
#define AV_ACCWINDOPEN   0x4724
#define AV_ACCWINDCLOSED 0x4726
#define AV_ASKCONFONT    0x4714
#define VA_PROTOSTATUS   0x4701


event = evnt_multi(
         MU_TIMER | MU_MESAG | MU_BUTTON | MU_KEYBD,
         /* set messages to respond to.              */
         10,               /* Time frame for events.                  */
         1,                /* Keyboard Event mask.                    */
         button,           /* desired key state                       */
         0, 0, 0, 0, 0,  /* rectangle one information (ignored)      */
         0, 0, 0, 0, 0,  /* rectangle two information (ignored)      */
         message,      /* The message buffer                       */
         timer,0,      /* Number of Ticks for Timer event.         */
         &mousex,      /* The x-coordinate of the mouse at event.  */
         &mousey,      /* The y-coordinate of the mouse at event.  */
         &mousebutton, /* The state of the mouse buttons at event. */
         &keymods,     /* The state of the keyboard modifiers.     */
         &keycode,     /* The key code for the key pressed.        */
         &clicks           /* The number of times the event occurred   */
         );


         if (event & MU_MESAG)
         {

              switch (message[0])
              {
                   /*******  Window messages  ********/
                   case WM_REDRAW:
                        redraw_test_window();
                   break;

                   /*** avserver messages *****/
                   case VA_START:
                        do_some_stuff();
                   break;

                   /***********************************
```

```
                    **     OBJECT LINKING MESSAGES    **
                    ***********************************/
                    case OLGA_INIT:
                     olga_init();
                    break;

              }
          }
```

From -4698127691212662315
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a53cba5ef98f99
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: C++ on Atari Platform?
Date: 1998/07/22
Message-ID: <6p5epfrv1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 373933222
References: <6p3vradmc1@nnrp1.dejanews.com>
X-Trace: roch.zetnet.co.uk 901135983 895 194.247.40.175 (22 Jul 1998 19:33:03 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 22 Jul 1998 19:33:03 GMT
Newsgroups: comp.sys.atari.programmer

On 22 Jul 1998 06:11:53 , Ben Hills wrote:
>I can't think of any GEM C++ compilers, but
>perhaps there is a MiNT version of the GNU C++ compiler?

Yes, there is. On Umich perhaps?

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -2970840041862056245
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d95b53045d8a042f
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Read data from MIDI in
Date: 1998/07/22
Message-ID: <980722175502$dbolt@my-ste.demon.co.uk>#1/1
X-Deja-AN: 373939108
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69

References: <35B5507C.71DE@bigfoot.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 901136123 nnrp-09:12242 NO-IDENT my-ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
X-PGP-bridge-Version: 1.11 (C) D. J. Bolt. 1998/07/19
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 21 Jul 1998 19:37:49 , Joakim H[illegible]gberg wrote:
> Greetings Atarians!
>
> How do you (In GFA code) read incoming mididata?
>
> Is there a way to check that the Midi-port really is present, without
> making the
> system hang, if so isn[illegible]t the case?

This will read a single byte from the midi port, only if theres something
to read:

```
IF INP?(3)
  value&=INP(3)
ELSE
  value&=-1
ENDIF
```

The reason for using value& (word) instead of value| (byte) is, if there's
nothing returned, then value& will be -1, whereas if something is available
it will be in the range 0 to 255.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNbYnePt/J4yyMZyRAQEgTQL/dpfeer5PzDBWt9NWUguOcW6rZKrF05dw
PxIs1/ikIFHrgw4wwGUOXlFdV4yyTrjoo23p8ogj+Dh+2l3b6/0kUjzM+lK+NC9Q
9Z9CvHb2ps/THqI7DZLgHogZ1zZXELq3
=R2xS
-----END PGP SIGNATURE-----

Regards,
     David.   Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From 233234487466385034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81e1b2e8805a6cf8
X-Google-Attributes: gid1115ce,public
From: tkelly@pressenter.com (Terence Kelly)
Subject: Re: Code to convert Atari Works STW file in
Date: 1998/07/23
Message-ID: <6p6d44$i00$1@jair.pressenter.com>#1/1
X-Deja-AN: 374068220
References: <6o9aag$7v$2@newshost.comnet.co.nz>
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

On 12 Jul 1998 03:25:04, Gaven Miller wrote:
>I am trying to write some user manuals and readme files, using Atari Works.
>
>If I select "Export file" from the menu, and then choose "plain ASCII", I
>get a file containing a number of _very_ long lines (200-300 characters or
>more) for each paragraph. (read: each paragraph becomes one long line of
>ASCII)
>
>Is there some source code somewhere I can use to read and translate the
>STW file that Atari Works saves its text into, into 70-ish width lines?
>Or is there a utility I can use?
>
>Doing so by hand, using an ASCII editor (like the one included in Devpac,
>Lattice etc) is tedious when the files get lengthy.
>
>--
>
>All email sent to my inca address will fail, however I can now be
>contacted via an intermediary : gem at tos pl net. I would like to
>apologise to the genuine respondents that this may inconvenience.
>
>.

There are any number of programs that would break down the long ascii
lines for you. QED is freeware and can be set to auto wrap long
lines. Many of the standard word processors will also do it.

--Terry Kelly

From 4739345885485393154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1050bdab9d2feed0
X-Google-Attributes: gid1115ce,public
From: pierre.tonthat@hol.fr (Pierre TONTHAT)
Subject: Re: avserver question
Date: 1998/07/23
Message-ID: <6p6ujebkm2@news4.isdnet.net>#1/1
X-Deja-AN: 374118155

References: <Pine.BSI.3.96.980722120135.28264C-100000@usr09.p
Newsgroups: comp.sys.atari.programmer

On 22 Jul 1998 12:04:44 , Katherine L Ellis wrote:

>ok: it says here on my manual that if I put addr_buffer (in the
>evnt_multi()) = 0 it will check for menu(1) to menu(8) mu_mesag.

If I understand you correctly...
The gfa MENU(x) values are not advised when the true EVNT_MULTI is
used. The solution is to link addr_buffer% to the MENU(x) table, so
don't use MENU(x) but your own table such as :

```
FUNCTION ev_multi(em_flags&,em_cl&,em_ma&,em_st&,em_ct%,VAR
em_mx&,em_my&,em_mk&,em_kbd%,em_key%,em_click&)
  '
  INT{ADD(GCONTRL,2)}=16
  INT{ADD(GCONTRL,4)}=7
  INT{ADD(GCONTRL,6)}=1
  INT{ADD(GCONTRL,8)}=0
  '
  INT{GINTIN}=em_flags&
  INT{ADD(GINTIN,2)}=em_cl&
  INT{ADD(GINTIN,4)}=em_ma&
  INT{ADD(GINTIN,6)}=em_st&
  FOR i&=8 TO 24 STEP 4
    LONG{ADD(GINTIN,i&)}=0
  NEXT i&
  INT{ADD(GINTIN,28)}=WORD(em_ct%)
  INT{ADD(GINTIN,30)}=WORD(SWAP(em_ct%))
  '
  LONG{ADDRIN}=addr_table%
  '
  GEMSYS 25
  '
  em_mx&=INT{ADD(GINTOUT,2)}
  em_my&=INT{ADD(GINTOUT,4)}
  em_mk&=INT{ADD(GINTOUT,6)}
  em_kbd%=INT{ADD(GINTOUT,8)}
  em_key%=INT{ADD(GINTOUT,10)}
  em_click&=INT{ADD(GINTOUT,12)}
  '
  FOR i&=0 TO 7
    menu&(SUCC(i&))=INT{ADD(addr_buffer%,SHL&(i&,1))}  ! solution
  NEXT i&
  '
  RETURN GINTOUT(0)
ENDFUNC
```

The simpliest way is to look in INT{attr_buffer%+x*2}

>The thing is< how do I check if I get a message from the avserver?
>the ideal would be to put addr_buffer in the evnt_multi and then i

>woul dbe able to check that. But then all the regular aes messages
>won't be seen at all.

AV_SERVER messages are like AES messages coz they use the same GEM pipe.
                                                            ^^^^

The difference is that AV_SERVER message codes which are higher
(MENU(1) is over 100). See german TOS.HYP (cool developper
documentation for the codes).

Did I answer your question ?

Cheers

Pierre (Rajah Lone)

From 7664406111805470442
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1050bdab9d2feed0
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: Re: avserver question
Date: 1998/07/23
Message-ID: <35B728AE.C2CB9942@france2.fr>#1/1
X-Deja-AN: 374152068
Content-Transfer-Encoding: 8bit
References: <Pine.BSI.3.96.980722120135.28264C-100000@usr09.primenet.com>
Content-Type: text/plain; charset=iso-8859-1
Organization: France 2
Mime-Version: 1.0
Reply-To: l.favard@france2.fr
Newsgroups: comp.sys.atari.programmer

Katherine L Ellis a ©crit:

> Hi I am having a prob (as usual) with my evnt_multi() with the
> avserver message it could send me.
>
> ok: it says here on my manual that if I put addr_buffer (in the
> evnt_multi()) = 0 it will check for menu(1) to menu(8) mu_mesag.
>
> The thing is< how do I check if I get a message from the avserver?
> the ideal would be to put addr_buffer in the evnt_multi and then i
> woul dbe able to check that. But then all the regular aes messages
> won't be seen at all.

>
> Clear enough?
> thanks :)

Hi Katherine,

i'm not sure to understand very well your problem, But it seems that you want to use
evnt_multi()
to get a specific messages from "avserver" and the standards system messages ???

In this case, there are no problems. You do a standard evnt_multi() call like follow:

```
Message    =    evnt_multi(...)
```

and when a message OR any other event will occur, evnt_multi will return these informations into Message.

to know if it is a message AND what is it you need to do:

```
if( Message & MU_MESAG)
    /*    This a message, standard or from another application. So you need to check
what there are
    into the Array message[1..8] , passed in parameters of evnt_multi   */

    if( message[0] = <a message code>)
        /* to what it must do ! */



else if( Message & MU_TIMER)
    /*    For example the GEM timer,  (time elapsed) */
```

check your mail, i will send to you a source example i written... ;-))

From -4461691177203278667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1050bdab9d2feed0
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: avserver question
Date: 1998/07/23
Message-ID: <Pine.BSI.3.96.980723091901.13145B-100000@usr07.primenet.com>#1/1
X-Deja-AN: 374172126
References: <Pine.BSI.3.96.980722120135.28264C-100000@usr09.primenet.com>

<35B728AE.C2CB9942@france2.fr>
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Complaints-To: abuse@globalcenter.net
Organization: Frontier GlobalCenter Inc.
Mime-Version: 1.0
X-Posted-By: kellis@206.165.6.207 (kellis)
Newsgroups: comp.sys.atari.programmer

Thanks to all of you :)
I finally managed to get it to work.
The prob was:
That if I put the addr buffer as argument in my evnt_multi() I
couldn't see the regular aes messages (redraw etc), Because I was
still using MENU() >>> not good ;)

So now it is fine:
evnt_multi(,,,,,varptr(msg&(0)),,,,,)

If event& and mu_mesag
select msg&(0)
case wm_topped
etc
This sheme works :)
Thanks!

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 5566025784422728131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: FATS TABLE
Date: 1998/07/23
Message-ID: <35b745c442a5ed0@xs4all.nl>#1/1
X-Deja-AN: 374172127
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl> <35b4573029ebd1@xs4all.nl>
<6p1n00$aj3$1@sun27.hrz.tu-darmstadt.de>
Organization: Seni Translation Services
X-XS4ALL-Date: Thu, 23 Jul 1998 15:22:34 CEST
Newsgroups: comp.sys.atari.programmer

on Tue 21-07-98 09:28 Thomas Binder wrote:

```
>    if (dta.d_attrib == 0xf) /* Is it a VFAT entry? */
```

I suppose, if I use Fxattr(0,filename,&xattr) instead, I get this value in xattr.attr as well?

The reason I ask this is, that under MiNT and MagiC, when Pdomain() will be naturally set to 1, you might have a non-vfat partition, and then Dcreate() and Dopen() don't work. I suppose this isn't hard to remedy, since I can test for vfat before these calls, set Pdomain(0), and again Pdomain(1) when I'm finished. Is that correct?

I suppose the same goes for Fcreate() and Fopen(). But now another problem occurs with existing compilers and their standard libs. I have PureC and use only fopen(). If, under single TOS, I try to open a file with long name, e.g. X:\longnames\dontknowif\ilikethem.period, then fopen() will find and/or open a file X:\longname\dontknow\ilikethe.per Under MagiC or MiNT, however, fopen() will fail on a non-vfat partition and errno says "Path not found" (this is PureC's fopen()). Do I have to write my own fopen() now, or is there another way around this problem?

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
  "I comme from Italy, on the Atlantic Auction." - Chico Marx

From 1119799132948244120
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81e1b2e8805a6cf8
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Code to convert Atari Works STW file into ASCII
Date: 1998/07/23
Message-ID: <6p72fviun1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 374172128
References: <6o9aag$7v$2@newshost.comnet.co.nz> <6ov5gi$nkh@balaena.bio.vu.nl>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

> Unformatted ASCII text. Very useful when importing into a DTP program or
> wordprocessor...

> : Is there some source code somewhere I can use to read and translate the
> : STW file that Atari Works saves its text into, into 70-ish width lines?
> : Or is there a utility I can use?

> Most good text editors should be able to perform a decent word-wrap to
> a specified line length, AFAIK... And if not, it shouldn't be _too_ hard
> to write a bit of code for that... (after all, this _is_ a programmer
> newsgroup :)

Whoops. I guess I wasn't thinking things through - I could manipulate the ASCII file into the correct format (instead of decoding the STW format into the required type)

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From -1073099022083865555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,36586ecfb3c9b1a,start
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: VA_START, AV protocol
Date: 1998/07/23
Message-ID: <35B73F79.49DBD9BA@france2.fr>#1/1
X-Deja-AN: 374182715
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: France 2
Mime-Version: 1.0
Reply-To: l.favard@france2.fr
Newsgroups: comp.sys.atari.programmer

Hi....

Now it's time for me to put my smalls questions....

1 - What is the VA_START ??

2 - What is an AVSERVER, or avprotocol ?

From 9121541718068542862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: VFAT (was: Re: FATS TABLE)
Date: 1998/07/24
Message-ID: <35b863a21612f20@xs4all.nl>#1/1
X-Deja-AN: 374460646
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]

References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl> <35b4573029ebd1@xs4all.nl>
<6p1n00$aj3$1@sun27.hrz.tu-darmstadt.de> <35b745c442a5ed0@xs4all.nl>
Organization: Seni Translation Services
X-XS4ALL-Date: Fri, 24 Jul 1998 11:42:47 CEST
Newsgroups: comp.sys.atari.programmer

on Thu 23-07-98 15:22 I wrote:

>I suppose, if I use Fxattr(0,filename,&xattr) instead, I get this
>value in xattr.attr as well?

Fxattr() yields non-0 if it can't access the file or directory, so on
second thought it's not a good idea to use that as a test of the
drive/partition.

Is there a good and secure way to test if a drive/partition is vfat or
not?

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                              -*-
  "You might as well live." - Dorothy Parker

From 7276063096111219669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@hppool.cs.uni-magdeburg.de>
Subject: Re: VFAT (was: Re: FATS TABLE)
Date: 1998/07/24
Message-ID: <35B85846.357C@hppool.cs.uni-magdeburg.de>#1/1
X-Deja-AN: 374460647
Content-Transfer-Encoding: 7bit
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl> <35b4573029ebd1@xs4all.nl>
<6p1n00$aj3$1@sun27.hrz.tu-darmstadt.de> <35b745c442a5ed0@xs4all.nl>
<35b863a21612f20@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> Is there a good and secure way to test if a drive/partition is vfat or
> not?

You doesn't need this information. Also, there are other filesystem
available (MinixFS, RAM-FS).

I doesn't see any problem if you use Dopendir/Dreaddir/Dclosedir and the

new calls that support long and casesensitive/casepreserving filenames.

Tschuess
...Frank

--
ATARI FALCON 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ L2

From -3400338945542926385
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: Frank Naumann <fnaumann@hppool.cs.uni-magdeburg.de>
Subject: Re: FATS TABLE
Date: 1998/07/24
Message-ID: <35B858E4.2F13@hppool.cs.uni-magdeburg.de>#1/1
X-Deja-AN: 374460648
Content-Transfer-Encoding: 7bit
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl> <35b4573029ebd1@xs4all.nl>
<6p1n00$aj3$1@sun27.hrz.tu-darmstadt.de> <35b745c442a5ed0@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Otto-von-Guericke-Universitaet Magdeburg
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> I suppose, if I use Fxattr(0,filename,&xattr) instead, I get this
> value in xattr.attr as well?

No. The VFAT entries are not visible for you. Only if you access the
device direct.
Also, the FAT entries are also not visible.
And, there are other filesystems available with a completly different
structure.
Your program doesn't need any information about the phyisical structure
of the filesystem.

Tschuess
...Frank

--
ATARI FALCON 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ L2

From -6244949268807552192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a53cba5ef98f99
X-Google-Attributes: gid1115ce,public
From: "Doug Little" <doug@innerworkings.co.uk>
Subject: GNU C++ v2.8.1
Date: 1998/07/24
Message-ID: <6p9mtp$sqg@news5-gui.server.cableol.net>#1/1
X-Deja-AN: 374465988
References: <6p3vradmc1@nnrp1.dejanews.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Organization: NTL Internet
Newsgroups: comp.sys.atari.programmer

Hi,

I'm looking for the Atari version of GNU C++ v2.8.1, which I have been
(reliably) informed is now available. Does anyone know where I can find it?
I am currently using v2.7.3 which works very well - but it would be nice to
have the latest one.

Doug Little @ InnerWorkings.

From 8500487910049129665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48956aad0990fa6f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10d0b7,48956aad0990fa6f
X-Google-Attributes: gid10d0b7,public
From: "Doug Little" <doug@innerworkings.co.uk>
Subject: Re: DRI linker (.o file) format?
Date: 1998/07/24
Message-ID: <6p9n74$t06@news5-gui.server.cableol.net>#1/1
X-Deja-AN: 374465989
References: <35B61497.14A5@AudeSi.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Organization: NTL Internet
Newsgroups: comp.sys.atari.programmer,comp.os.cpm

Russ Magee wrote in message <35B61497.14A5@AudeSi.com>...
>Hi all,
> I am thinking of adapting some existing tools (the c68/jas compiler
>and assembler) for a personal project, and I might also need to create
>a simple custom linker.
> I've looked around a bit and I haven't been able to find the
>definition for DRI object files. Is this documented anywhere? (For
>Motorola 68k object code)

I remember going through this nightmare about a year ago, when I
was trying to link GENST generated assembler with GCC object
files.

The closest I got was finding sourcecode for a freeware linker, but
I can't remember the name. The source for the GCC linker is also
easily available, but it doesn't support DRI or GST formats. You must
convert these to the GCC linkable format using another tool. :/

Sorry I can't help more than this. But the linkable file formats have
always been a bit of a problem on Atari - documenation wise and
availability wise.

Doug Little @ InnerWorkings

From -5780749284158109480
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a53cba5ef98f99
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: GNU C++ v2.8.1
Date: 1998/07/24
Message-ID: <901276391.806018@tornado.itea.ntnu.no>#1/1
X-Deja-AN: 374477236
Cache-Post-Path: tornado.itea.ntnu.no!joska@pingle.nvg.ntnu.no
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <6p3vradmc1@nnrp1.dejanews.com> <6p9mtp$sqg@news5-
gui.server.cableol.net>
Organization: The Norwegian University of Science and Technology
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Doug Little <doug@innerworkings.co.uk> wrote:

> I'm looking for the Atari version of GNU C++ v2.8.1, which I have been
> (reliably) informed is now available. Does anyone know where I can find it?
> I am currently using v2.7.3 which works very well - but it would be nice to
> have the latest one.

ftp.funet.fi/pub/atari/piwo-mint/Gcc

--

/*

** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From 1078497645152551048
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: FATS TABLE
Date: 1998/07/24
Message-ID: <6pa7pemnl1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 374532471
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl> <35b4573029ebd1@xs4all.nl>
<6p1n00$aj3$1@sun27.hrz.tu-darmstadt.de> <35b745c442a5ed0@xs4all.nl>
<35B858E4.2F13@hppool.cs.uni-magdeburg.de>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

Frank Naumann <fnaumann@hppool.cs.uni-magdeburg.de> wrote:
: No. The VFAT entries are not visible for you. Only if you access the
: device direct.

Or - as already mentioned - if you use Fsfirst()/next() with certain
versions of SingleTOS and certain search attributes. That's why there's
HideVFAT for SingleTOS, which I'll upload in a few minutes to
ftp.cs.tu-berlin.de

Oh, I forgot: You'll also need HideVFAT with MiNT prior to 1.15 (which
is still in alpha state), because Dopendir() & Co. internally also use
the Fsfirst()/next() of the underlying TOS on FAT partitions, and
therefore 'find' the additional VFAT entries. This may be dependent on
the TOS you're using, but it is true for TOS 4.04 at least.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 8856410553361846675

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a53cba5ef98f99
X-Google-Attributes: gid1115ce,public
From: "Doug Little" <doug@innerworkings.co.uk>
Subject: Re: GNU C++ v2.8.1
Date: 1998/07/24
Message-ID: <6padj8$7e4@news5-gui.server.cableol.net>#1/1
X-Deja-AN: 374560579
References: <6p3vradmc1@nnrp1.dejanews.com> <6p9mtp$sqg@news5-
gui.server.cableol.net> <901276391.806018@tornado.itea.ntnu.no>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Organization: NTL Internet
Newsgroups: comp.sys.atari.programmer

>> I'm looking for the Atari version of GNU C++ v2.8.1, which I have been
>> (reliably) informed is now available. Does anyone know where I can find
it?
>> I am currently using v2.7.3 which works very well - but it would be nice
to
>> have the latest one.
>
>ftp.funet.fi/pub/atari/piwo-mint/Gcc

Thanks very much old matey-skip sonny-me-lad. :)

Doug.

From -5944714238821015767
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: pricard@club-internet.fr (Pascal Ricard)
Subject: Re: FATS TABLE
Date: 1998/07/24
Message-ID: <35b8b6a29dbbf0@club-internet.fr>#1/1
X-Deja-AN: 374620756
Content-Transfer-Encoding: 8bit
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl> <35b4573029ebd1@xs4all.nl>
<6p1n00$aj3$1@sun27.hrz.tu-darmstadt.de> <35b745c442a5ed0@xs4all.nl>
X-Sender: NEWSwatch v2.11 (Atari)
X-System: Falcon030-12-FPU MagiC 5.13
Content-Type: text/plain; charset=iso-8859-1
X-Trace: front4.grolier.fr 901312093 10446 194.158.121.30 (24 Jul 1998 20:28:13
GMT)
Organization: Les Cigales

X-Url: http://perso.club-internet.fr/pricard/index.html
X-Internet-Softwares: STinG Cab 2.7 (POP+NEWS)watch Okami
Mime-Version: 1.0
NNTP-Posting-Date: 24 Jul 1998 20:28:13 GMT
Newsgroups: comp.sys.atari.programmer

Hello,

  in article <35b745c442a5ed0@xs4all.nl>
  Jos den Bekker wrote:

> PureC and use only fopen(). If, under single TOS, I try to open a file
> with long name, e.g. X:\longnames\dontknowif\ilikethem.period, then
> fopen() will find and/or open a file X:\longname\dontknow\ilikethe.per
> Under MagiC or MiNT, however, fopen() will fail on a non-vfat
> partition and errno says "Path not found" (this is PureC's fopen()).

Maybe Andreas could patch Magic for it to act as single Tos does ?

Bye,
/Pascal/

--
Pascal, surfing the web on his Falcon...
Otagger 1.02: I know the depths I reach are limitless

From -6247832082659341981
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fe22cea7496d42b9
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: cmp.w #$c9,d0
Date: 1998/07/24
Message-ID: <6pb08a$6of$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 374642274
References: <6p1ees$mj7$1@newshost.comnet.co.nz>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <6p1ees$mj7$1@newshost.comnet.co.nz>,
Gaven Miller <gmiller@inca.co.nz> wrote:
>Every so often, whilst debugging some code I've written, I see the 68k
>instruction "cmp.w #$c9,d0" in the start of the code that handles the GEM
>trap.
>
>I know that $73 signals that it is a VDI call, and $C8 is for AES calls,
>so what does $c9 signify?

I've been tracing a bit in the AES lately (working on XaAES (yes, a new
(much more stable and better working) version has been released (source
only for the actual beta7+ so far) and can be found on my ftp site (join

the XaAES mailing list if you are interested in this)) and as far as I could see, the ĉC9 seems to be used as a kind of AES equivalent of Syield(). That is, it won't do any work but will cause a 'task' switch if possible.

This was never documented, AFAIK, but it has also been used to test for the presence of an AES, which is why you'll find it in for example the XaAES trap code.

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 7288855081725473260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78acdac8a5c72794,start
X-Google-Attributes: gid1115ce,public

From: matthew@peckham.cix.co.uk (Matthew Carey)
Subject: 256 colour rgb tables
Date: 1998/07/25

Message-ID: <memo.19980725091706.215A@mcareyb.compulink.co.uk>#1/1
X-Deja-AN: 374754065

Organization: CIX - Compulink Information eXchange
Reply-To: mcareyb@cix.co.uk
Newsgroups: comp.sys.atari.programmer

256 colour rgb tables
Is there a fool proof way of getting these correct. I wrote a programette a while ago that converted Mac icons into Atari icons in a resource file? An American user has just mailed me

> I use MagiCMac and also have an Atari TT030. I use Icon-verter
> frequently to convert icons from mac os to GEM, but I have noticed
> the B&W and 16 color icons are always fine, but the 256 color
> versions never have the correct pallette - did you perform any
> pallette mapping from the mac os pallette to the standard GEM
> system pallette?

On my LC475 with MacMagic and Ease they look fine using the RGB table that Interface generates when it saves colour icons in RSH long format as the Atari RGB table.

If I try to build a table using vq_colour() values it is terrible.

At present I just use a secondary program to compare the Atari RGB table with the Mac 'clut' resource and generate a Mac resource source file that contains a table where the index is the Mac Colour and the data is the corresponding Atari colour. (Mac 'clut' RGB table is expressed in values of 0-65535 while the Atari is in 0-1000).

Any ideas.

Matthew

From -1322967148423400413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: VFAT (was: Re: FATS TABLE)
Date: 1998/07/25
Message-ID: <35b9b6d41a5c6a1@xs4all.nl>#1/1
X-Deja-AN: 374766086
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl> <35b4573029ebd1@xs4all.nl>
<6p1n00$aj3$1@sun27.hrz.tu-darmstadt.de> <35b745c442a5ed0@xs4all.nl>
<35b863a21612f20@xs4all.nl> <35B85846.357C@hppool.cs.uni-magdeburg.de>
Organization: Seni Translation Services
X-XS4ALL-Date: Sat, 25 Jul 1998 11:50:10 CEST
Newsgroups: comp.sys.atari.programmer

on Fri 24-07-98 11:47 Frank Naumann wrote:

>> Is there a good and secure way to test if a drive/partition is vfat or
>> not?
>
>You doesn't need this information. Also, there are other filesystem
>available (MinixFS, RAM-FS).
>
>I doesn't see any problem if you use Dopendir/Dreaddir/Dclosedir and the
>new calls that support long and casesensitive/casepreserving filenames.

But there obviously are problems. Under MagiC and MiNT, Pdomain() is
set to 1. But in that case, Dcreate(path) will fail if `path' is, or
contains, a name > 8 chars. But I don't want it to fail. I want it to
work as under plain TOS, i.e. with names truncated to 8 chars. The
same goes for Dopendir(), etc. So if I know I have a vfat drive or
partition, I can bracket those calles with Pdomain(0) and Pdomain(1)
calls.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                              -*-
  "We've got the world's grossest national product." - Archie Bunker

From -7630009619017873370
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,cae378c67f3096f1
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: FATS TABLE
Date: 1998/07/25
Message-ID: <35b9b6d41a5c6a2@xs4all.nl>#1/1
X-Deja-AN: 374766087
X-NNTP-Posting-Host: xs2.xs4all.nl [194.109.6.43]
References: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
<35B363A2.1F72@mst.tn.utwente.nl> <35b4573029ebd1@xs4all.nl>
<6p1n00$aj3$1@sun27.hrz.tu-darmstadt.de> <35b745c442a5ed0@xs4all.nl>
<35B858E4.2F13@hppool.cs.uni-magdeburg.de>
Organization: Seni Translation Services
X-XS4ALL-Date: Sat, 25 Jul 1998 11:50:14 CEST
Newsgroups: comp.sys.atari.programmer

on Fri 24-07-98 11:50 Frank Naumann wrote:

>> I suppose, if I use Fxattr(0,filename,&xattr) instead, I get this
>> value in xattr.attr as well?
>
>No. The VFAT entries are not visible for you. Only if you access the
>device direct.

Hu? I was talking about a program with Pdomain() set to 1. Surely the
vfat entries are visible then, aren't they?

But as it happens, you can have a non-vfat partition under MagiC and
MiNT as well. How do I test that?

>And, there are other filesystems available with a completly different
>structure.

Well, I don't know about those other filesystems. What do you mean?
Can they be accessed and used under MagiC and/or MiNT?

>Your program doesn't need any information about the phyisical structure
>of the filesystem.

What I want to know is: Do I have a drive/partition that doesn't
support long, and/or case-sensitive, filenames? Because if I have it,
Dcreate(), etc. fail with Pdomain() set to 1.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
  "He who can, does. He who cannot, teaches." - George Bernard Shaw

From -2107152767798847072
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,8b3edef3f0934d,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: FS: ST and Jaguar
Date: 1998/07/25
Message-ID: <1998072516035400.MAA11503@ladder01.news.aol.com>#1/1
X-Deja-AN: 374827339
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

FS: I am selling a bunch of my Atari stuff in order to raise some money toward the purchase of a TOS clone. I haven't decided which clone to buy yet, it'll be a toss up between the Milan and Wizztronics machine.
I have divided the stuff up into two groups. The Jaquar Group and the ST Group, and that's how I want to sell them. I live in Loudoun County, Virginia which is in the greater Washington, D.C. Metro area, so I'm looking for buyers primarily in that area , it'll cut down on the cost of shipping :).

JAGUAR GROUP
Complete Atari Jaguar
Complete Jag CD
11 Carts and 3 CD's

ST GROUP
Complete 520ST with 4megs of memory
19 Programs, 27 games, and 1 joystick

Interested persons may email me at: Seahawker@juno.com
Thanks,
Sam Ferrer

Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

From -6286484470235631208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c5d6a3d6ffb9d2b,start
X-Google-Attributes: gid1115ce,public
From: Eon Man <eonicman@erols.com>
Subject: TWAIN scanner support on TOS based systems
Date: 1998/07/26
Message-ID: <35BAAAD9.DC39A57A@erols.com>#1/1
X-Deja-AN: 374957177
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@rcn.com
X-Trace: winter.news.erols.com 901425977 26972 207.172.123.45 (26 Jul 1998 04:06:17 GMT)
Organization: eonic systems
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer

Anyone interested in writing TWAIN scanner support for TOS based systems (preferably through the use of Parx's M&E System Folder) can do so by downloading specification 1.7 from the TWAIN Working Group's webpage. This way, we can finally get to use those inexpensive Visioneer PaperPort scanners on our lowly Atari computers! I'd love to hook up the Mac version to my Falcon's LAN port.

Peter Ross

http://www.twain.org/

--
When it is dark enough, you can see the stars. -- Emerson

From -8308527430919246314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c5d6a3d6ffb9d2b
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: TWAIN scanner support on TOS based systems
Date: 1998/07/27
Message-ID: <35bbd4b2.15210593@news2.tmisnet.com>#1/1
X-Deja-AN: 375165525
Distribution: world
References: <35BAAAD9.DC39A57A@erols.com>
X-Trace: news7.ispnews.com 901502545 3774 204.216.206.59 (27 Jul 1998 01:22:25 GMT)
Organization: ISPNews http://ispnews.com
NNTP-Posting-Date: 27 Jul 1998 01:22:25 GMT
Newsgroups: comp.sys.atari.programmer

Have you sent that request to toscompinfo@wizztronics.com?
They're currently working on a New And Improved GEM/TOS
machine with Lotsa Good Stuff -- and this would be a worthwhile
addition!

-- George Crissman
-- strads@tmisnet.com

On Sun, 26 Jul 1998 00:04:41 -0400, Eon Man <eonicman@erols.com>
wrote:

>Anyone interested in writing TWAIN scanner support for TOS based systems
>(preferably through the use of Parx's M&E System Folder) can do so by
>downloading specification 1.7 from the TWAIN Working Group's webpage. This
>way, we can finally get to use those inexpensive Visioneer PaperPort scanners
>on our lowly Atari computers! I'd love to hook up the Mac version to my
>Falcon's LAN port.

>
>Peter Ross
>
>http://www.twain.org/
>
>
>--
>When it is dark enough, you can see the stars. -- Emerson

Member Of The Atari WebRing, Featuring USA Links
<http://www.tmisnet.com/~strads/hq/atari.html>
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 1900999737755888283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/06
Message-ID: <35A0EE5A.49BA@mst.tn.utwente.nl>#1/1
X-Deja-AN: 368925450
Content-Transfer-Encoding: 7bit
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
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<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
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<6njvc7$fun@usenet.pa.dec.com> <6nmmhj$j2f$1@ash.prod.itd.earthlink.net>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Steve Duff wrote:
>
> On 04 Jul 98 01:08:12 William Wong wrote about "Re: Atari mentioned in CNET 30

Years Article":
>
> > Titanic was officially render on Alphas running Linux.
> > Amiga can probably do that, they did an great job in babylon 5, but the
> > Titanic team decided to use Alpha/Linux combination.
>
> What app did they use? I wasn't aware of any major 3D app available for Linux, so this should be interesting.
>
> I'd love a DEC Alpha machine -- all I need is to see NT have better game support, along with hardware support for > Voodoo2. Maybe a Matrox MGA-G200? :>

They used Photorealistic RenderMan from Pixar. This is a quite expensive aplication, only used for rendering. The RIB data (RenderMan Interface Bytestream) was generated by an export function of 3D-Software Softimage.

A even better renderer is freely available for Linux, the Blue Moon Rendering Tools (BMRT) of Larry Gritz. This software is a combination of a raytracing and radiosity renderer.

As 3D modeling tools you can use Amapi 2.11, SCED, Leo3D or AC3D. For correctly moving physical bodies you could use Xaero.

And ofcourse you have good old POV ray, whici can be a very fast renderer when you are yousing a Beowulf configuration.

I am quite sure this list wasn't complete.
So there are some 3D tools available for Linux.

(No I am not a 3D software specialist. I am just a reader of the excelent German magazin C't (Computer Technik), they have a very good coverage of Linux items.)

Hans

From -572438265302278727
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9ba885d0f3be3de,start
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: MiNT <- PLIP -> Linux
Date: 1998/07/06
Message-ID: <Pine.OSF.3.95.980706194222.9097A-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 368965838
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Newsgroups: comp.sys.atari.programmer

Hello!

Has anyone here succesfully set up a plip connection between an atari/MiNT box and a Linux/PC?


```
    -o         Jens M Andreasen
    ([  o-     Bastugatan 45, S 118 25 Stockholm
    -` (|      +46 8 669 81 71
       '-
  ---o---------jens-and@dsv.su.se-------------------c[]--C---
```


"Linux! The choice of a networking generation."

From -5074642431894062462
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public

From: "K.Hampf" <k_hampf@mail.bip.net>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/06
Message-ID: <35a06f42.0@d2o29.telia.com>#1/1
X-Deja-AN: 370215166
X-NNTP-Posting-Host: t1o29p118.telia.com
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<01bda5d2$ce590e60$475e0fcb@default> <359CF277.612EA1B5@NO.SPAM.emw.ericsson.se>
<6nliqnrfb1@nthfen.demon.co.uk> <6nnnc3$so9@usenet.pa.dec.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@internet.telia.com
Organization: Telia Internet Services
Newsgroups:

comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari

William Wong wrote in message <6nnnc3$so9@usenet.pa.dec.com>...
>In article <6nliqnrfb1@nthfen.demon.co.uk>, "David Cowderoy"
<david@nthfen.demon.co.uk> wrote:
>>Hehehehe. Don't forget Intel own the Alpha Technology now
>
>Well, that's just tell you how much better is Alpha over P2. They would not
>have bothered to buy it if P2 or IA-64 is far superior than Alpha today.
Why
>buy something worst, heh? Obviously, they want to copy it.

AFAIK Alpha processors are manufactured by Digital which is now owned by
Compaq and they're the one who own the technology. Judging from your
conversation Intel have bought or licenced Alpha technology, is this true?
If that's the case, where can I find more information about this since I
have obviously missed something.

But this copy part is ridiculous, Intel needs the latest in technology just
because of their efforts to keep the old structure and concept they used in
the Intel x86 processors. A concept dating back more than Intel CPU's and
that was great ... back in the 80's in the first Z80 home computers. Today
Alpha and PowerPC processors are way ahead if you compare the ratio between
technology used and performance given. Intel has often used better
technology if you look at plain electronics involved. Still they get
outperformed by relatively simple and cheap RISC processors.

Regards, K. Hampf
e-mail: k_hampf@yahoo.com

From 6322052587483458464
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/07
Message-ID: <35A1FB0D.3759B04@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 369184985
Content-Transfer-Encoding: 7bit
References: <3597B64D.7EB161CC@csfb.com>

<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com>
<slrn6q07m7.af3.jedi@dementia.mishnet> <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>
<slrn6q1php.c9c.jedi@dementia.mishnet>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 899808013 16866 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

jedi wrote:

> >>   Amigas, could indeed, reproduce the efforts accomplished by
> >>   the Titanic render farm even without the Toasters...
> >
> >I guess you could use a C64 if you ported POV to it, so who cares? Anything
> >with a CPU could do it.
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>   The point was: Amiga can ALREADY run the OS an necessary
>   support tools. All D2 would need to is to copy them over
>   to the Amiga farm and re-run make.

So Pixars tools works on Amigas as well? I didn't know that.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -8300943208729515768
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
From: jedi@dementia.mishnet (jedi)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/07
Message-ID: <slrn6q40eo.gkq.jedi@dementia.mishnet>#1/1

X-Deja-AN: 369204614
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com>
<slrn6q07m7.af3.jedi@dementia.mishnet> <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>
<slrn6q1php.c9c.jedi@dementia.mishnet> <35A1FB0D.3759B04@NO.SPAM.emw.ericsson.se>
X-Complaints-To: newsabuse@supernews.com
X-Trace: 899810866 PLBOPJC1P1FA118EAC usenet77.supernews.com
Organization: The World's Usenet -- http://www.Supernews.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

On Tue, 07 Jul 1998 12:40:13 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
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>
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     Linux/68k ~ Linux/Alpha...

     It's the OS, not the hardware that's the central
     point. D2 is a unix shop so any other Unixen fit
     in rather easily there...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from
what was previously larger classes of machines altogether.
This is perhaps Bill's single greatest accomplishment.

```
|||
/ | \
```

From 8763486055889827994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public

X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/07
Message-ID: <35A23038.C16F9193@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 369234525
Content-Transfer-Encoding: 7bit
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<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com>
<slrn6q07m7.af3.jedi@dementia.mishnet> <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>
<slrn6q1php.c9c.jedi@dementia.mishnet> <35A1FB0D.3759B04@NO.SPAM.emw.ericsson.se>
<slrn6q40eo.gkq.jedi@dementia.mishnet>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 899821624 18245 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

jedi wrote:

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>
> Linux/68k ~ Linux/Alpha...
>
> It's the OS, not the hardware that's the central
> point. D2 is a unix shop so any other Unixen fit
> in rather easily there...

If that is the case you can still do it with most things with a CPU
and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
so what is the bid deal?

//Magnus Kollberg
--

```
+-----------------------------------------------------+
|  http://www.geocities.com/SiliconValley/Way/5132/   |
|       email: Magnus.Kollberg@emw.ericsson.se        |
+-----------------------------------------------------+
```


From -7994208377065041138
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
From: jedi@dementia.mishnet (jedi)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/07
Message-ID: <slrn6q4f7f.i19.jedi@dementia.mishnet>#1/1
X-Deja-AN: 369249065
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
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<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com>
<slrn6q07m7.af3.jedi@dementia.mishnet> <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>
<slrn6q1php.c9c.jedi@dementia.mishnet> <35A1FB0D.3759B04@NO.SPAM.emw.ericsson.se>
<slrn6q40eo.gkq.jedi@dementia.mishnet> <35A23038.C16F9193@NO.SPAM.emw.ericsson.se>
X-Complaints-To: newsabuse@supernews.com
X-Trace: 899825767 PLBOPJC1P1FA118EAC usenet76.supernews.com
Organization: The World's Usenet -- http://www.Supernews.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

On Tue, 07 Jul 1998 16:27:04 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>jedi wrote:
>
>> >So Pixars tools works on Amigas as well? I didn't know that.
>>
>>   Linux/68k ~ Linux/Alpha...
>>
>>   It's the OS, not the hardware that's the central
>>   point. D2 is a unix shop so any other Unixen fit
>>   in rather easily there...
>
>If that is the case you can still do it with most things with a CPU
>and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
>so what is the bid deal?

     Genuine ubiquity vs. that smoke and mirrors version that
     Monopolysoft had been pushing for so long...

     So? When can we see KDE or Gnome ports for MiNT then?

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||

what was previously larger classes of machines altogether.   / | \
This is perhaps Bill's single greatest accomplishment.

From 1535465856895336914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e64fb1ac3a6b198
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: EXIST() through GEMDOS
Date: 1998/07/07
Message-ID: <6ntfkr$rv1$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 369256323
References: <35972AA1.514F@bigfoot.com>
<Pine.BSI.3.96.980704120947.25032A-100000@usr01.primenet.com>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <Pine.BSI.3.96.980704120947.25032A-100000@usr01.primenet.com>,
     Katherine L Ellis <kellis@primenet.com> writes:

```
> function exist(p$)
>  $F%
>  local r!,e&,sdta%
>  inline dta%,64
>  p$=p$+chr$(false)
>  sdta%=gemdos(47)    ! get old dta
>  ~gemdos(26,L:dta%)  ! set new dta
>  e&=gemdos(78,L:V:p$,W:false)
>  ~gemdos(26,L:sdta%) ! reset the old dta
> [...]
```

An even better method would be to try Fxattr() first, as Fsfirst() (which is used here) can't handle long and case sensitive filenames correctly.

As I'm not such a good Gfa-coder, so please don't bash on me if the following is not fully correct:

```
[beginning of function (up to and including the inline-statement) as above]
  local xattr&(22) ! 23 words (0-22) for the XATTR result (46 bytes)
  local xr% ! Fxattr() return value, must be a long to check for EINVFN
  '
  p$ = p$ + chr$(0)
  xr% = gemdos(&h12c, 0, l:varptr(p$), l:varptr(xattr&(0)))
  if xr% <> -32
    ' Fxattr() is supported by the OS, so check whether it succeeded
    if xr% = 0 then
      return true
```

```
    else
      return false
  else
    [insert code of original function from sdta%=... onwards]
endfunc
```

Note, though, that both the call to Fxattr() and the call to Fsfirst() do not check whether the found item is really a file or not. It may be anything, a file, a directory, and (for Fxattr()) a fifo, a device, a process file, etc.

Also note that my call to Fxattr() does dereference symbolic links, e.g. it checks for the existance of the file a symbolic link points to, if the given name refers to a symbolic link. If you don't want this, exchange the 0 in the gemdos(&h12c)-line into a 1.

As far as I know, Gfa does not allow structures (or records, if you want), so using the stuff Fxattr() put into the word array is a bit tricky, as you have to know the exact offsets and especially because some members are longs, not words. But you'd only need that to check whether the directory entry p$ really is a file, and nothing else.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 2477198523507970343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/07
Message-ID: <Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 369297392
References: <01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl> <6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default> <6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com> <slrn6q07m7.af3.jedi@dementia.mishnet> <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>

<slrn6q1php.c9c.jedi@dementia.mishnet> <35A1FB0D.3759B04@NO.SPAM.emw.ericsson.se>
<slrn6q40eo.gkq.jedi@dementia.mishnet> <35A23038.C16F9193@NO.SPAM.emw.ericsson.se>
<slrn6q4f7f.i19.jedi@dementia.mishnet>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 7 Jul 1998, jedi wrote:

:On Tue, 07 Jul 1998 16:27:04 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
:>jedi wrote:
:>
:>> >So Pixars tools works on Amigas as well? I didn't know that.
:>>
:>> Linux/68k ~ Linux/Alpha...
:>>
:>> It's the OS, not the hardware that's the central
:>> point. D2 is a unix shop so any other Unixen fit
:>> in rather easily there...
:>
:>If that is the case you can still do it with most things with a CPU
:>and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
:>so what is the bid deal?

You will have to do it on time as well. The audience is watching the
screen and they don't wan't to see black frames with tiny messages
reading: "This frame will be added in the next service release ... ".

:
: Genuine ubiquity vs. that smoke and mirrors version that
: Monopolysoft had been pushing for so long...
:
: So? When can we see KDE or Gnome ports for MiNT then?
:

A free implementation of KDE is impossible because of the dependencies to
Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just *might* be able to
run an Xserver and then open a plip connection to some other machine
running an application. Not very useful.
:

-o Jens M Andreasen
([o- Bastugatan 45, S 118 25 Stockholm

```
    -` (|      +46 8 669 81 71
       '-
  ---o---------jens-and@dsv.su.se-------------------c[]--C---


       "Linux! The choice of a networking generation."
```

From 2575898130680039947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
From: jedi@dementia.mishnet (jedi)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/07
Message-ID: <slrn6q4qv3.iha.jedi@dementia.mishnet>#1/1
X-Deja-AN: 369311330
References: <01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com>
<slrn6q07m7.af3.jedi@dementia.mishnet> <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>
<slrn6q1php.c9c.jedi@dementia.mishnet> <35A1FB0D.3759B04@NO.SPAM.emw.ericsson.se>
<slrn6q40eo.gkq.jedi@dementia.mishnet> <35A23038.C16F9193@NO.SPAM.emw.ericsson.se>
<slrn6q4f7f.i19.jedi@dementia.mishnet>
<Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>
X-Complaints-To: newsabuse@supernews.com
X-Trace: 899838209 PLBOPJC1P1FA118EAC usenet52.supernews.com
Organization: The World's Usenet -- http://www.Supernews.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

On Tue, 7 Jul 1998 20:08:43 +0200, Jens M Andreasen <jens-and@dsv.su.se> wrote:
>
>
>On Tue, 7 Jul 1998, jedi wrote:
>
>:On Tue, 07 Jul 1998 16:27:04 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>:>jedi wrote:
>:>
>:>> >So Pixars tools works on Amigas as well? I didn't know that.
>:>>
>:>>   Linux/68k ~ Linux/Alpha...
>:>>

>:>>   It's the OS, not the hardware that's the central
>:>>   point. D2 is a unix shop so any other Unixen fit
>:>>   in rather easily there...
>:>
>:>If that is the case you can still do it with most things with a CPU
>:>and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
>:>so what is the bid deal?
>
>You will have to do it on time as well. The audience is watching the
>screen and they don't wan't to see black frames with tiny messages
>reading: "This frame will be added in the next service release ... ".
>
>:
>:   Genuine ubiquity vs. that smoke and mirrors version that
>:   Monopolysoft had been pushing for so long...
>:
>:   So? When can we see KDE or Gnome ports for MiNT then?
>:
>
>A free implementation of KDE is impossible because of the dependencies to
>Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just *might* be able to

     Download the source and re-compile it on your Falcon or
     Ameoba. This should work with Linux as the rest of the
     system is open source.

>run an Xserver and then open a plip connection to some other machine
>running an application. Not very useful.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from
what was previously larger classes of machines altogether.
This is perhaps Bill's single greatest accomplishment.

```
  |||
 / | \
```

From -4284735719548356021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
From: dmaxwell@iwaynet.net
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/07
Message-ID: <35a2ac9e.341263@news.iwaynet.net>#1/1

X-Deja-AN: 369387869
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com>
<slrn6q07m7.af3.jedi@dementia.mishnet> <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>
<slrn6q1php.c9c.jedi@dementia.mishnet>
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

> The point was: Amiga can ALREADY run the OS an necessary
> support tools. All D2 would need to is to copy them over
> to the Amiga farm and re-run make.
>

But how many Amigas do you want to use to do it? Rendering is strictly a number crunching affair. Rendering has nothing to do with the graphics hardware that makes the Amiga special. One Alpha machine running at 533 Mhz can probably do what 50 to 100 '040 Amigas could do. Just the savings on power consumption would justify the use and purchase of ONE Alpha as opposed to upty million Amigas. And the Titanic people were using a FARM of Alpha's to do the rendering. And yes, other tools were used to generate the scenes. If I remember correctly Mac, NT, and Unix boxes were used to generate the scenes.

From -6838516905513274500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
From: jedi@dementia.mishnet (jedi)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/07
Message-ID: <slrn6q5hkt.jht.jedi@dementia.mishnet>#1/1
X-Deja-AN: 369408347
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com>
<slrn6q07m7.af3.jedi@dementia.mishnet> <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>

<slrn6q1php.c9c.jedi@dementia.mishnet> <35a2ac9e.341263@news.iwaynet.net>
X-Complaints-To: newsabuse@supernews.com
X-Trace: 899861611 PLBOPJC1P1FA118EAC usenet52.supernews.com
Organization: The World's Usenet -- http://www.Supernews.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 07 Jul 1998 23:22:29 GMT, dmaxwell@iwaynet.net <dmaxwell@iwaynet.net>
wrote:
>
>> The point was: Amiga can ALREADY run the OS an necessary
>> support tools. All D2 would need to is to copy them over
>> to the Amiga farm and re-run make.
>>
>
>But how many Amigas do you want to use to do it? Rendering is strictly

    ...as many as it takes. The real concern would be price
    per MFLOP. When Titanic was in production, the price/
    performance leader just happened to be Alpha.

>a number crunching affair. Rendering has nothing to do with the
>graphics hardware that makes the Amiga special. One Alpha machine

    I never said nor implied such a thing actually.
    Although those coprocessors might get put to
    good use if someone's crafty about their shared
    libs.

>running at 533 Mhz can probably do what 50 to 100 '040 Amigas could
>do. Just the savings on power consumption would justify the use and
>purchase of ONE Alpha as opposed to upty million Amigas. And the
>Titanic people were using a FARM of Alpha's to do the rendering. And
>yes, other tools were used to generate the scenes. If I remember
>correctly Mac, NT, and Unix boxes were used to generate the scenes.

    I doubt that a Unix shop like D2 would put up with Mac
    & they likey only put up with NT because of it's market
    inertia/vendor support.

    NT was the frontend, Linux was the backend. Although a
    port of Lightwave to yet another Unix shouldn't be too
    strenuous...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from
what was previously larger classes of machines altogether.
This is perhaps Bill's single greatest accomplishment.

From -6354573838460180979
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/08
Message-ID: <Pine.OSF.3.95.980708051924.22203A-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 369434990
References: <01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com>
<slrn6q07m7.af3.jedi@dementia.mishnet> <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>
<slrn6q1php.c9c.jedi@dementia.mishnet> <35a2ac9e.341263@news.iwaynet.net>
<slrn6q5hkt.jht.jedi@dementia.mishnet>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 7 Jul 1998, jedi wrote:

:>But how many Amigas do you want to use to do it? Rendering is strictly
:
: ...as many as it takes. The real concern would be price
: per MFLOP. When Titanic was in production, the price/
: performance leader just happened to be Alpha.

A full discussion can be found at:

  http://www.ssc.com/lj/issue46/2494.html

From 7717824090327702553
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9e64fb1ac3a6b198
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: EXIST() through GEMDOS
Date: 1998/07/08

Message-ID: <35a4e27d.33002394@news.demon.co.uk>#1/1
X-Deja-AN: 369448759
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35972AA1.514F@bigfoot.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 899870901 nnrp-03:4366 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 28 Jun 1998 22:48:17 -0700, Joakim H⍰gberg
<I_don⍰t_like_spam!@bigfoot.com> wrote:

>Greetings Atarians!
>
>I⍰ve learned that the GFA-function EXIST() should be avoided for some
>good reason,
>and that it can be replaced by a GEMDOS call.
>Can someone please tell me how (in details!) to do this, or point me in
>some appropriate direction? 8)

What is EXIST supposed to do btw?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3892459438979596060
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9e64fb1ac3a6b198
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: EXIST() through GEMDOS
Date: 1998/07/08
Message-ID: <35a5e2dd.33098703@news.demon.co.uk>#1/1
X-Deja-AN: 369448760
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35972AA1.514F@bigfoot.com> <35a085fad6b820@club-internet.fr>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 899870902 nnrp-03:4366 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

On Mon, 06 Jul 1998 08:37:20 +0200 (MET DST), pricard@club-internet.fr
(Pascal Ricard) wrote:

>Hello,
>
> in article <35972AA1.514F@bigfoot.com>
> Joakim H[illegible]gberg wrote:
>
>> Greetings Atarians!
>>
>> I[illegible]ve learned that the GFA-function EXIST() should be avoided for some
>> good reason,
>
>What's this good reason ?

Judging from the replies, it looks like EXIST doesn't set a DTA
buffer, or sets it incorrectly.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5600516479292211531
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77575e63e01e32a6
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Midi-input and Aes-events?
Date: 1998/07/08
Message-ID: <35a7e4b5.33570391@news.demon.co.uk>#1/1
X-Deja-AN: 369448761
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <01bda4ce$9004bdd0$82b35982@pczaal30>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 899870902 nnrp-03:4366 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 1 Jul 1998 08:59:31 GMT, "Student" <student@pczaal.utwente.nl>
wrote:

>Is it possible to create within the Midi-In-Interrupt a timer-, keyboard-

>or message-eventfor the AES-function Event-Multi?

Possibly.

>any suggestions?

You'd have to write some code to insert relevent data into one of the
buffers used by Kbdvbase() and have some scheme whereby you could tell
it was really midi data when the app received it.

An easier and (imo) better solution would be to send the midi data
straight to your application via appl_write().

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8981384868283724985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77575e63e01e32a6
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (Ross MacIver)
Subject: Re: Midi-input and Aes-events?
Date: 1998/07/09
Message-ID: <35a3b650958910@game-master.com>#1/1
X-Deja-AN: 369720783
References: <01bda4ce$9004bdd0$82b35982@pczaal30>
<35a7e4b5.33570391@news.demon.co.uk>
X-Sender: NEWSwatch v2.01 (Atari)
X-Hardware: 68000 Atari MegaSTe 4
Organization: Studio Sunson, Montreal, Canada
Reply-To: rosco@game-master.com
NNTP-Posting-Date: Wed, 08 Jul 1998 21:29:30 EDT
Newsgroups: comp.sys.atari.programmer

on Wed 08-07-98 04:02 Guy Harrison wrote:

>An easier and (imo) better solution would be to send the midi data
>straight to your application via appl_write().

Can you explain how this would be done?

How does appl_write() distinguish between different types of data?

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

From -3401261354551349913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea74ae19de5916d1,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: DSP Jpegd
Date: 1998/07/09
Message-ID: <6o2lfj$chs@balaena.bio.vu.nl>#1/1
X-Deja-AN: 369883660
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Can anyone supply me with some working code that uses the the Falcon DSP
JPEG decoder (the one from Brainstorm)? I wrote some myself, but that didn't
seem to work very well...
Thanks,
-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From 5639572884983978688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,360fa279430aa97f,start
X-Google-Attributes: gid1115ce,public
From: codc01@gel.usherb.ca
Subject: TOS and Free Pascal.
Date: 1998/07/09
Message-ID: <6o2s0r$h8d$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 369892973
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Jul 09 16:44:11 1998 GMT
Newsgroups: comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.05 [en] (Win95; I ;Nav)

Greetings, FPK-Pascal (FPC), can now correctly produce m68k code, i'd like
to know if someone would be interested in porting the run-time-library to the
Atari... In all cases, an Amiga binary version should be available within
weeks. Please contact me via e-mail if interested.

Carl Eric Codere
http://www-edu.gel.usherb.ca/codc01

-----== Posted via Deja News, The Leader in Internet Discussion ==-----

http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

From -1318245954521273357
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af2e59d8820627,start
X-Google-Attributes: gid1115ce,public
From: djamm <djamm@club-internet.fr>
Subject: Try this
Date: 1998/07/09
Message-ID: <35A4B205.420E780B@club-internet.fr>#1/1
X-Deja-AN: 369943670
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Sunlikamelo-d
Mime-Version: 1.0
Reply-To: djamm@club-internet.fr
Newsgroups: comp.sys.atari.programmer

http://www.error-404.com/Atari/

:)

From 1403423525713745858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
From: reynolds@panix.com (Brian Reynolds)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/09
Message-ID: <6o3543$hqa@panix3.panix.com>#1/1
X-Deja-AN: 369963043
References: <01bda512$98207420$385e0fcb@default>
<35A23038.C16F9193@NO.SPAM.emw.ericsson.se> <slrn6q4f7f.i19.jedi@dementia.mishnet>
<Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>
Organization: Panix
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st
X-Newsposter: trn 4.0-test55 (26 Feb 97)

In article <Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>,
Jens M Andreasen <jens-and@dsv.su.se> wrote:

>
>
>On Tue, 7 Jul 1998, jedi wrote:
>
>:
>: So? When can we see KDE or Gnome ports for MiNT then?
>:
>
>A free implementation of KDE is impossible because of the
>dependencies to Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just
>*might* be able to run an Xserver and then open a plip connection to
>some other machine running an application. Not very useful.
>

In 1988/89 I was running X11R3 on a 4MB Sun 3/50 (68020 based UNIX
workstation) and other Sun 3 machines. There is no problem running X
in 4MB. Of course I don't know how big a footprint MiNT has (my Mega
4ST has been in storage for a few years).

--
Brian Reynolds | "Humans explore the Universe with five
reynolds@panix.com | senses and call the adventure science."
http://www.panix.com/~reynolds/ | - Edwin P. Hubble

From -7719733777399738903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2239a987d219f572,start
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (Ross MacIver)
Subject: WF_KIND to change window elements
Date: 1998/07/09
Message-ID: <35a4fd222b17e0@game-master.com>#1/1
X-Deja-AN: 370004887
X-Sender: NEWSwatch v2.01 (Atari)
X-Hardware: 68000 Atari MegaSTe 4
Organization: Studio Sunson, Montreal, Canada
Reply-To: rosco@game-master.com
NNTP-Posting-Date: Thu, 09 Jul 1998 18:27:39 EDT
Newsgroups: comp.sys.atari.programmer

Does anyone know how to use WF_KIND() to add window elements to an
existing window?

I want to add a vertical slider and arrows to an existing (and open)
window. I'm using the GFA call

```
      ~WIND_SET(handle,1,&X111001011,0,0,0)
```

Theoretically this should do the trick, but nothing happens. I've
tried closing the window first then reopening it, doing a redraw...

I could delete the window and then create a new one, but I'd prefer to
just change the existing one.

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

From -6790680490781453041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,704a38293b701e73,start
X-Google-Attributes: gid1115ce,public
From: Joakim H[illegible]gberg <gokmase_Remove_this@bigfoot.com>
Subject: Border on GEM-windows
Date: 1998/07/10
Message-ID: <35A5DF3B.4EF9@bigfoot.com>#1/1
X-Deja-AN: 370063024
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Algonet/Tninet
Mime-Version: 1.0
Reply-To: gokmase_Remove_this@bigfoot.com
Newsgroups: comp.sys.atari.programmer

Greetings Atarians!

I wonder if a GEM-window can have another borderwidth than 1 pixel?
If so,

* What AES is capable of handling this?
* How can I find out the current width?
* How do I set border width value?

Thanks in advance...

/Joakim

http://hem1.passagen.se/gokmase/atari

From 5524443827488963885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e97000c9c7f71d2,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,6e97000c9c7f71d2,start
X-Google-Attributes: gid109a67,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Scancodes for extra keys
Date: 1998/07/10
Message-ID: <GWKZCXG@tos.pl.net>#1/1

X-Deja-AN: 370063029
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Are there any scancodes defined for the extra keys present on some keyboards (I am looking at a AT keyboard), for example the F11 and F12 keys, End, Page up, Page down, Scroll lock, Num lock, Print Screen and Pause. Also some newer keyboards have a few extra keys as well, such as the "Windows" key.

If there are not any scancodes assigned to these keys, how should they be handled on such a keyboard? What should keys like Scroll lock and Num lock do? What does Scroll lock do on a normal IBM compatible?

With Num lock I could make it simply return number keys when on or arrow/alternative keys when off on the number pad, is this the correct behaviour, or will this be handled by TOS if I make Num lock send the correct scancode? If the latter, how should I know when to turn the num lock light on the keyboard on and off?

As for caps lock, the computer can at any time change the state of the caps lock without telling the keyboard, I believe, so is there any way I can know what state the caps lock light should be in (on or off) at any time?

(I'm talking from the point of view of the keyboard.)

Thank you for any hints.

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

From -8347742971848387918
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,704a38293b701e73
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Border on GEM-windows
Date: 1998/07/10
Message-ID: <4ZKZC0M@tos.pl.net>#1/1
X-Deja-AN: 370105109
References: <35A5DF3B.4EF9@bigfoot.com>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Joakim H[illegible]gberg (gokmase_Remove_this@bigfoot.com) wrote:
: I wonder if a GEM-window can have another borderwidth than 1 pixel?
: If so,

:   * What AES is capable of handling this?
:   * How can I find out the current width?
:   * How do I set border width value?

The border around the window can be any width. Your application software doesn't have to know how wide it is, but you can find out by using wind_get. The original Atari AES never used a border wider than 1 pixel, and there's no way to set that. If some other AES does allow that size to be configured, you would have to look at the documentation for the particular program, since there's no standard way of doing it. Application software doesn't need to worry about the border width anyhow.

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

From 6064721882553735176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2239a987d219f572
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: WF_KIND to change window elements
Date: 1998/07/10
Message-ID: <vyzemvtkj61.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 370169297
Sender: schwab@issan
References: <35a4fd222b17e0@game-master.com>
X-Yow: I like your SNOOPY POSTER!!
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

rosco@game-master.com (Ross MacIver) writes:

|> Does anyone know how to use WF_KIND() to add window elements to an
|> existing window?

AFAIK, this is not implemented, at least not in any builtin AES upto TOS 3.x.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From -8537763934587785076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2239a987d219f572
X-Google-Attributes: gid1115ce,public

From: rosco@game-master.com (Ross MacIver)
Subject: Re: WF_KIND to change window elements
Date: 1998/07/10
Message-ID: <35a60e326564f0@game-master.com>#1/1
X-Deja-AN: 370256464
References: <35a4fd222b17e0@game-master.com>
<vyzemvtkj61.fsf@issan.informatik.uni-dortmund.de>
X-Sender: NEWSwatch v2.01 (Atari)
X-Hardware: 68000 Atari MegaSTe 4
Organization: Studio Sunson, Montreal, Canada
Reply-To: rosco@game-master.com
NNTP-Posting-Date: Fri, 10 Jul 1998 13:53:20 EDT
Newsgroups: comp.sys.atari.programmer

on Fri 10-07-98 14:03 Andreas Schwab wrote:

>|> Does anyone know how to use WF_KIND() to add window elements to an
>|> existing window?
>
>AFAIK, this is not implemented, at least not in any builtin AES upto TOS
>3.x.

Strange that it's documented... Was it intended as a future addition?

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

From 3986015018749460228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d5bb0faa8bc163c,start
X-Google-Attributes: gid1115ce,public
From: Russell Magee <bigruss@cheetah.spots.ab.ca>
Subject: Sozobon C -mlong problems
Date: 1998/07/11
Message-ID: <6o6vta$pe1$1@f02s02.tac.net>#1/1
X-Deja-AN: 370423235
Organization: Telus Advanced Communications
Newsgroups: comp.sys.atari.programmer

Hi,
I'm trying to compile some code using SozobonX 2.05 (?I think). The code will compile with the default (-mshort) int size, but if I compile with -mlong, the code bus errors somewhere during C startup, before main is entered. (Looks like somewhere during or slightly after parsing the environment variables, in MonST). I'm running on an Atari TT/030, TOS 3.06.
Is the -mlong option just broken, or do I need to include special libs, or what?

Thanks,
-Russ

From -958238188855255971
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91dcbd403c26c23c,start
X-Google-Attributes: gid1115ce,public
From: "Carl Daugherty" <crdaugh@ix.netcom.com>
Subject: STOS
Date: 1998/07/11
Message-ID: <6o7jmm$ba8@sjx-ixn9.ix.netcom.com>#1/1
X-Deja-AN: 370465911
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Organization: ICGNetcom
X-NETCOM-Date: Sat Jul 11 4:52:54 AM PDT 1998
Newsgroups: comp.sys.atari.programmer

I'm just getting back into the ST and I'd like to recapture some memories.
Anyone have a STOS manual and possibly a gamemakers book they'd like
to get rid of. I'm willing to buy or trade generously.

Thanks

From 7758703037809290135
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,704a38293b701e73
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Border on GEM-windows
Date: 1998/07/11
Message-ID: <05a_9807140433@conchbbs.com>#1/1
X-Deja-AN: 371287046
Organization: Fidonet D.U.E. (713)944-7861
X-FTN-To: gokmase_Remove_this@bigf
Newsgroups: comp.sys.atari.programmer

g > I wonder if a GEM-window can have another borderwidth than 1
g > pixel?

Geneva can give you complete access to the OBJECT tree which makes
up a particular window frame. I've used this feature to replace the
FULLER button. Needless to say, the code is not portable.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -3099093494988910163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2239a987d219f572
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: WF_KIND to change window elements
Date: 1998/07/12
Message-ID: <35a7f9be332761@the-gap.demon.co.uk>#1/1
X-Deja-AN: 370605883
X-NNTP-Posting-Host: the-gap.demon.co.uk:158.152.228.170
References: <35a4fd222b17e0@game-master.com>
<vyzemvtkj61.fsf@issan.informatik.uni-dortmund.de> <35a60e326564f0@game-
master.com>
X-Sender: NEWSwatch v2.11 (Atari)
X-Complaints-To: abuse@demon.net
X-Hardware: ATARI Falcon030/Nemesis running STinG 1.15
X-Trace: news.demon.co.uk 900204698 nnrp-02:17852 NO-IDENT the-
gap.demon.co.uk:158.152.228.170
Organization: Home of POPwatch, NEWSwatch etc.
Newsgroups: comp.sys.atari.programmer

on Fri 10-07-98 17:53 Ross MacIver wrote:

>on Fri 10-07-98 14:03 Andreas Schwab wrote:
>
>>|> Does anyone know how to use WF_KIND() to add window elements to an
>>|> existing window?
>>
>>AFAIK, this is not implemented, at least not in any builtin AES upto TOS
>>3.x.
>
>Strange that it's documented... Was it intended as a future addition?

Documented where? I've never heard of it!

Gary

--

 Gary Priest,Southampton,England gary@the-gap.demon.co.uk

From 977262276349764708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1c15f56cc1405f8,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,1c15f56cc1405f8,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,1c15f56cc1405f8,start
X-Google-Attributes: gid1115ce,public
From: bretelle@autonet.net (Bob Retelle)
Subject: FS - Abacus ST books
Date: 1998/07/12
Message-ID: <35a93f2c.29423260@news.provide.net>#1/1
X-Deja-AN: 370646234
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

If anyone's interested in picking up the Abacus Software series of
books on the Atari ST, I've put a couple up on the ebay auction site.

If there's enough interest I'll post more of the series, as well as
some 68000 assembly language books.

BobR

Atari ST Tips & Tricks - Abacus book #5

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=20947366

Atari ST 3D Graphics Programming - Abacus #12

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=20948384

From 726692793749812689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2239a987d219f572
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (Ross MacIver)
Subject: Re: WF_KIND to change window elements
Date: 1998/07/12
Message-ID: <35a7d10e114c430@game-master.com>#1/1
X-Deja-AN: 370715582

References: <35a4fd222b17e0@game-master.com>
<vyzemvtkj61.fsf@issan.informatik.uni-dortmund.de> <35a60e326564f0@game-
master.com> <35a7f9be332761@the-gap.demon.co.uk>
X-Sender: NEWSwatch v2.01 (Atari)
X-Hardware: 68000 Atari MegaSTe 4
Organization: Studio Sunson, Montreal, Canada
Reply-To: rosco@game-master.com
NNTP-Posting-Date: Sun, 12 Jul 1998 09:40:10 EDT
Newsgroups: comp.sys.atari.programmer

on Sun 12-07-98 00:47 Gary Priest wrote:

>>>|> Does anyone know how to use WF_KIND() to add window elements to an
>>>|> existing window?
>>>
>>>AFAIK, this is not implemented, at least not in any builtin AES upto TOS
>>>3.x.
>>
>>Strange that it's documented... Was it intended as a future addition?
>
>Documented where? I've never heard of it!

It's in the GFA manual at least...

There are some programs around (like KIVI QWK) that allow you to
customize window elements on the fly. I would imagine that WF_KIND is
used for this purpose, unless there's another call that I haven't come
across.

In KIVI the change of window elements is very smooth and it sure
doesn't seem like the window is being deleted and then re-created with
new elements. How do I do this?

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

From 6294705115906222204
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e218a59919ded474,start
X-Google-Attributes: gid1115ce,public
From: Chris Swinson <chris.swinson@zetnet.co.uk>
Subject: interviews wanted
Date: 1998/07/12
Message-ID: <1998071221495587781@zetnet.co.uk>#1/1
X-Deja-AN: 370800074
Newsgroups: comp.sys.atari.programmer

HI all,

I am after people to interview for MEGA issue 3, If you run a
softwhere house, PD libary or similer then I would like to do a quick
interview with you. makes good free addvertising as well.

If you know any good links to interviews such as the crew in Star
Trek then I would like to use them.

Anyone who helps I will of course add you to the credits in issue 3.
Thats if you give me your name that is ;-)

chris.swinson@zetnet.co.uk

www.users.globalnet.co.uk/~mega01/

From -9172724775478955458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2239a987d219f572
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: WF_KIND to change window elements
Date: 1998/07/12
Message-ID: <980712202240$dbolt@my-ste.demon.co.uk>#1/1
X-Deja-AN: 370800075
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <35a7d10e114c430@game-master.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 900276345 nnrp-08:28153 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
X-PGP-bridge-Version: 1.10
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 12 Jul 1998 13:40:10 , Ross MacIver wrote:
> on Sun 12-07-98 00:47 Gary Priest wrote:
>
> >>>|> Does anyone know how to use WF_KIND() to add window elements to an
> >>>|> existing window?
> >>>
> >>>AFAIK, this is not implemented, at least not in any builtin AES upto TOS
> >>>3.x.
> >>
> >>Strange that it's documented... Was it intended as a future addition?
> >
> >Documented where? I've never heard of it!
>
> It's in the GFA manual at least...

It's also in the Abacus GEM programmers reference and Compute!'s Technical

reference guide Atari ST: AES, so it has been documented. I wonder if it's
in the Compendium, anyone with a copy care to look and see?

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNakbFPt/J4yyMZyRAQFBgAL/epQkRoKWb0/dJz7V+A+iPW3M87B1iRJW
wiVAD/Nq1YrA+clmFCDKz8TQ4/O1r3IFkJsNfMvU2vhOflcqE4Ibyh/BrSryDfzQ
EvWb9ocUMsipMQgliWTk3hELNKIZAsIF
=B97+
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From -1686480885602606091
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
From: "David Cowderoy" <david@nthfen.demon.co.uk>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/12
Message-ID: <6o9slk$e7l$1@nthfen.demon.co.uk>#1/1
X-Deja-AN: 370824560
X-NNTP-Posting-Host: nthfen.demon.co.uk:194.222.28.133
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<01bda5d2$ce590e60$475e0fcb@default> <359CF277.612EA1B5@NO.SPAM.emw.ericsson.se>
<6nliqnrfb1@nthfen.demon.co.uk> <6nnnc3$so9@usenet.pa.dec.com>
<35a06f42.0@d2o29.telia.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@demon.net

X-Trace: news.demon.co.uk 900282640 nnrp-08:10399 NO-IDENT
nthfen.demon.co.uk:194.222.28.133
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

K.Hampf wrote in message <35a06f42.0@d2o29.telia.com>...
>
>AFAIK Alpha processors are manufactured by Digital which is now owned by
>Compaq and they're the one who own the technology. Judging from your
>conversation Intel have bought or licenced Alpha technology, is this true?
>If that's the case, where can I find more information about this since I
>have obviously missed something.
>

It was several months ago. I read it in a mag, so I probably won't find the
mention of it.

David Cowderoy/The Berserker

From 3043121764165196552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81e1b2e8805a6cf8,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Code to convert Atari Works STW file into ASCII
Date: 1998/07/12
Message-ID: <6o9aag$7v$2@newshost.comnet.co.nz>#1/1
X-Deja-AN: 372006587
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

I am trying to write some user manuals and readme files, using Atari Works.

If I select "Export file" from the menu, and then choose "plain ASCII", I
get a file containing a number of _very_ long lines (200-300 characters or
more) for each paragraph. (read: each paragraph becomes one long line of
ASCII)

Is there some source code somewhere I can use to read and translate the
STW file that Atari Works saves its text into, into 70-ish width lines?
Or is there a utility I can use?

Doing so by hand, using an ASCII editor (like the one included in Devpac,
Lattice etc) is tedious when the files get lengthy.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From -8884485056615635478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2239a987d219f572
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: WF_KIND to change window elements
Date: 1998/07/13
Message-ID: <6obne8$3of$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 370864561
References: <35a4fd222b17e0@game-master.com> <35a7f9be332761@the-gap.demon.co.uk>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Gary Priest (gary@the-gap.demon.co.uk) wrote in comp.sys.atari.programmer:
> on Fri 10-07-98 17:53 Ross MacIver wrote:

> >on Fri 10-07-98 14:03 Andreas Schwab wrote:
> >
> >>|> Does anyone know how to use WF_KIND() to add window elements to an
> >>|> existing window?
> >>
> >>AFAIK, this is not implemented, at least not in any builtin AES upto TOS
> >>3.x.
> >
> >Strange that it's documented... Was it intended as a future addition?

> Documented where? I've never heard of it!

WF_KIND used to be listed as a parameter to wind_set() and wind_get()
earlier on (pre-1990).

```
     ie "wind_set( handle, WF_KIND, NAME|CLOSER|MOVER, ...)"
```

I can vaguely recall seeing it listed in the (circa 1986) Megamax C
manual.

And WF_KIND is still #defined in the Lattice C 5.60 aes.h file, but isn't
defined in either the v5.06 (ring-bound! one function to a page! hooray!)
or the 5.60 (perfect bound. many-funcs per page. boo!) manuals.

```
     #define WF_KIND         1
```

--

All email sent to my inca address will fail, however I can now be

contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From -7871349674932349530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2239a987d219f572
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (Ross MacIver)
Subject: Re: WF_KIND to change window elements
Date: 1998/07/13
Message-ID: <35a928a077a540@game-master.com>#1/1
X-Deja-AN: 370868735
References: <35a7d10e114c430@game-master.com> <980712202240$dbolt@my-
ste.demon.co.uk>
X-Sender: NEWSwatch v2.01 (Atari)
X-Hardware: 68000 Atari MegaSTe 4
Organization: Studio Sunson, Montreal, Canada
Reply-To: rosco@game-master.com
NNTP-Posting-Date: Sun, 12 Jul 1998 22:22:28 EDT
Newsgroups: comp.sys.atari.programmer

on Sun 12-07-98 20:22 David Bolt wrote:

>> >>>|> Does anyone know how to use WF_KIND() to add window elements to an
>> >>>|> existing window?
>> It's in the GFA manual at least...
>
>It's also in the Abacus GEM programmers reference and Compute!'s Technical
>reference guide Atari ST: AES, so it has been documented. I wonder if it's
>in the Compendium, anyone with a copy care to look and see?

What does it say about it in these two books? I really would like to
use something that could change window elements on the fly. CAB does
it, KIVI does it...how do they do it?

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

From -2844115691265039464
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>

Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/13
Message-ID: <Pine.OSF.3.95.980713044540.26708A-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 370875938
References: <01bda512$98207420$385e0fcb@default>
<35A23038.C16F9193@NO.SPAM.emw.ericsson.se> <slrn6q4f7f.i19.jedi@dementia.mishnet>
<Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>
<6o3543$hqa@panix3.panix.com>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On 9 Jul 1998, Brian Reynolds wrote:

:In 1988/89 I was running X11R3 on a 4MB Sun 3/50 (68020 based UNIX
:workstation) and other Sun 3 machines. There is no problem running X
:in 4MB. Of course I don't know how big a footprint MiNT has (my Mega
:4ST has been in storage for a few years).

According to reports (years ago) in this forum you can have X with an
xterm and a shell up and running without problems (in 4 meg), but thats
about it. MiNT itself is not the problem. The Xservers I have here are
sized in the range 2.5 - 3.5 megabyte. I'd guess that the one for ST is
about the same size.

```
  (
   )
 c[]  //  Jens M Andreasen
```

From -1883628706724213176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2239a987d219f572
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: WF_KIND to change window elements
Date: 1998/07/13
Message-ID: <35A9BE9C.EA3E1468@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 370931001
Content-Transfer-Encoding: 7bit
References: <35a7d10e114c430@game-master.com> <980712202240$dbolt@my-
ste.demon.co.uk> <35a928a077a540@game-master.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 900316828 25176 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Ross MacIver wrote:

Hi,

> What does it say about it in these two books? I really would like to
> use something that could change window elements on the fly. CAB does
> it, KIVI does it...how do they do it?

I don't know about KIVI, but CAB uses "faked" window gadgets. It's not
real window gadgets, but self build which acts just like the real thing.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 987364752357083671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,12ce33fd525bce0a,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 106d72,12ce33fd525bce0a,start
X-Google-Attributes: gid106d72,public
X-Google-Thread: 1115ce,12ce33fd525bce0a,start
X-Google-Attributes: gid1115ce,public
From: alex@argonaut.com
Subject: WTD:Amiga -> Lynx devkit
Date: 1998/07/13
Message-ID: <6od4fa$7qt$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 370988428
X-Http-Proxy: 1.0 INTGATE:8080
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Mon Jul 13 14:09:47 1998 GMT
Newsgroups:
comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.atari.programmer
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows 98)

Hi there,
        along time ago there was this cool little hand held console
called the Lynx. Unfortunately it was too bulky and had too short a
battery life and was discontinued.

The Lynx Development kit was little box from a company called Epyx,
who originaly designed the "Handy" console (a.k.a. Lynx), and the
engineers also worked on the original Amiga!!!

This little box, called Howard I think, linked to the Amiga via the
parallel port.

I was wondering if anyone had one of these development kits and the

software, possibly in a dusty corner somewhere....

Perhaps your company did Lynx development and you have a couple of
devkits in the warehouse gathering dust??

I'd really like to get hold of one, so if you have one get in touch

Cheers
Alex Holland

P.s. I dont read Usenet too often so email me direct could you??
Mailto: alex@argonaut.com
21 Hill View Gardens
Kingsbury
North London
NW9 0TE
ENGLAND
+44(0)181 621 4451
+44(0)181 951 6151

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

From 4272893797508036558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2239a987d219f572
X-Google-Attributes: gid1115ce,public
From: Manfred Lippert <ft195@fen.baynet.de>
Subject: Re: WF_KIND to change window elements
Date: 1998/07/13
Message-ID: <6od2pjrtj1@freenet-b.fen.baynet.de>#1/1
X-Deja-AN: 370993670
Content-Transfer-Encoding: 8bit
References: <35a7d10e114c430@game-master.com> <980712202240$dbolt@my-
ste.demon.co.uk> <35a928a077a540@game-master.com>
Content-Type: text/plain; charset=iso-8859-1
Organization: Free-Net Erlangen Nuernberg Fuerth, Germany
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>I really would like to
>use something that could change window elements on the fly.
It isn't possible at this time. Not in TOS. Not in MagiC. Not in N.AES.

>CAB does
>it, KIVI does it...how do they do it?
CAB uses its own window elements (because of Frames).

Bye,
Mani

From 8509248065007494349
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76eab9bbc1013f1b,start
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)
Subject: ST World Magazine Info
Date: 1998/07/13
Message-ID: <35b4394c.1918260@news.zetnet.co.uk>#1/1
X-Deja-AN: 371037080
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 900348405 13611 194.247.41.114 (13 Jul 1998 16:46:45 GMT)
Organization: Silly Software
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk
NNTP-Posting-Date: 13 Jul 1998 16:46:45 GMT
Newsgroups: comp.sys.atari.programmer

I believe there was once a commerical magazine called '"ST World"
which was the first of the ST Mags to die. Is there anyone who can
provide me with some info about it including a screenshot of the cover
in Gif format? I want to write an article on it and I need to know...

1. What year (and month if known) was the first issue released?
2. What year (and month if known) was the last issue released?
3. Why did it cease publication.
4. General info about the contents IE: tutorials ran, regular features
(news, PD Reviews, other reviews etc).

I would be grateful if anyone could give me as much info as possible
on this.

Note: I am talking about ST World and not Atari World, two different
magazines.

 Deano (Silly Software Programmer)
 Email Deano@zetnet.co.uk
 http://www.users.zetnet.co.uk/sillysoftware/
 Join The Silly Software Mailing List - go to
http://www.onelist.com/subscribe.cgi/silly-software

From -8455475691125871330
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2239a987d219f572
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: WF_KIND to change window elements
Date: 1998/07/13
Message-ID: <35ae28a5.16332855@news.demon.co.uk>#1/1
X-Deja-AN: 371049725
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <35a7d10e114c430@game-master.com> <980712202240$dbolt@my-ste.demon.co.uk> <35a928a077a540@game-master.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 900350354 nnrp-11:28721 NO-IDENT swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 13 Jul 1998 02:22:28 GMT, rosco@game-master.com (Ross MacIver) wrote:

>on Sun 12-07-98 20:22 David Bolt wrote:
>
>>> >>>|> Does anyone know how to use WF_KIND() to add window elements to an
>>> >>>|> existing window?
>>> It's in the GFA manual at least...
>>
>>It's also in the Abacus GEM programmers reference and Compute!'s Technical
>>reference guide Atari ST: AES, so it has been documented. I wonder if it's
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>
>What does it say about it in these two books? I really would like to
>use something that could change window elements on the fly. CAB does
>it, KIVI does it...how do they do it?

Most likely via manipulating a normal OBJECT tree.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7063550788431889803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9ba885d0f3be3de
X-Google-Attributes: gid1115ce,public
From: joes@chem.sintef.no (Jo Even Skarstein)
Subject: Re: MiNT <- PLIP -> Linux
Date: 1998/07/13
Message-ID: <35a9ce4d.508414761@news.sintef.no>#1/1
X-Deja-AN: 371419183

Cache-Post-Path: halvan.trd.sintef.no!unknown@129.241.6.128
References: <Pine.OSF.3.95.980706194222.9097A-100000@tellus.dsv.su.se>
Organization: SINTEF Norway
Newsgroups: comp.sys.atari.programmer

On Mon, 6 Jul 1998 19:47:27 +0200, Jens M Andreasen
<jens-and@dsv.su.se> wrote:

>Has anyone here succesfully set up a plip connection between an atari/MiNT
>box and a Linux/PC?

It's not possible, Linux and MiNT use different protocols for IP on
the parallell-port. Unfortunelately the ST's (and all other models for
that matter) parallell-port doesn't support all signals used in
Linux-PLIP, so Linux will have to adapt to MiNT in this case...

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
*/

From 5065255584373496728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3097f3d3869ea319,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1055eb,3097f3d3869ea319,start
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,3097f3d3869ea319,start
X-Google-Attributes: gid1115ce,public
From: "y.song" <y.song@eat78rpm.demon.co.uk>
Subject: For Sale: Atari ST - the Advanced Programmer's Guide
Date: 1998/07/14
Message-ID: <35ABA017.571C0B8D@eat78rpm.demon.co.uk>#1/1
X-Deja-AN: 371394113
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: eat78rpm.demon.co.uk:212.228.123.101
X-Priority: 3 (Normal)
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-
creator="4D4F5353"
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 900436426 nnrp-07:3119 NO-IDENT
eat78rpm.demon.co.uk:212.228.123.101
MIME-Version: 1.0
Reply-To: y.song@eat78rpm.demon.co.uk
Newsgroups:
comp.sys.atari.programmer,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st

For Sale: Atari ST - the Advanced Programmer's Guide by Mark Harrison
Book

I have one copy of this book for sale.

Published by Sigma Press 1986. 288 Pages.

Offers please in English Pounds to y.song@eat78rpm.demon.co.uk

It's in good condition.

thanks

Y. Song

From -6803387395201462650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3097f3d3869ea319
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3097f3d3869ea319
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1055eb,3097f3d3869ea319
X-Google-Attributes: gid1055eb,public
From: "y.song" <y.song@eat78rpm.demon.co.uk>
Subject: For Sale: Atari ST - the Advanced Programmer's Guide
Date: 1998/07/14
Message-ID: <35ABA039.5DB46555@eat78rpm.demon.co.uk>#1/1
X-Deja-AN: 371394114
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: eat78rpm.demon.co.uk:212.228.123.101
X-Priority: 3 (Normal)
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854"; x-mac-creator="4D4F5353"
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 900436457 nnrp-07:3119 NO-IDENT eat78rpm.demon.co.uk:212.228.123.101
MIME-Version: 1.0
Reply-To: y.song@eat78rpm.demon.co.uk
Newsgroups: comp.sys.atari.programmer,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st

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It's in good condition.

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Y. Song

From 1769884250497349787
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2239a987d219f572
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: WF_KIND to change window elements
Date: 1998/07/14
Message-ID: <980714172652$dbolt@my-ste.demon.co.uk>#1/1
X-Deja-AN: 371442696
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <35a928a077a540@game-master.com>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 900446363 nnrp-10:11968 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
X-PGP-bridge-Version: 1.10
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 13 Jul 1998 02:22:28 , Ross MacIver wrote:
> on Sun 12-07-98 20:22 David Bolt wrote:
>
> >> >>>|> Does anyone know how to use WF_KIND() to add window elements to an
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> >> It's in the GFA manual at least...
> >
> >It's also in the Abacus GEM programmers reference and Compute!'s Technical
> >reference guide Atari ST: AES, so it has been documented. I wonder if it's
> >in the Compendium, anyone with a copy care to look and see?
>
> What does it say about it in these two books? I really would like to
> use something that could change window elements on the fly. CAB does
> it, KIVI does it...how do they do it?

According to both Compute!'s AES and GEM programmers, it's supposed to set
the window control flags, as you'd think it should do, although from the
returned value when trying it out, it doesn't exist.

The only thing I can think of, and it's a wild guess, is that these two,
and some other manuals and programming guides, took the info from the
PC-GEM docs rather from what had been implemented in ST-GEM.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNatWiPt/J4yyMZyRAQFyvwMAlHf39j/EAXvhkRBhYTPZ7dMj2LA6GCpI
CCUXescuc21n65gnB+3ft0N99IZyhvsCsHej0XQKUFf+LtuxhQm/lMB/0mamPiyo
WCzysWYwIzh1n3BpsPtD4FB0/OPtHjL3
=W3/U
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From 3408916577068464487
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a41cbfa552049009,start
X-Google-Attributes: gid1115ce,public
From: "CORNEILLIE Vincent" <vcorneillie@wanadoo.fr>
Subject: Search for midi softwares & programmers for Ste
Date: 1998/07/15
Message-ID: <6oiagm$5vh$1@platane.wanadoo.fr>#1/1
X-Deja-AN: 371677780
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: Wanadoo - (Client of French Internet Provider)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello,

I'm a french owner of an atari mega Ste

1) ****** I'm looking for softwares for it *******

I'm looking for

TRAX Recording Studio Utilities
(Tracksheet plus)
by Quentin Rice
(c) Quinsoft 1990

I had a demo of this and I'll like to buy the full version.

(It allows you to print a cue list, a track sheet, a mix sheet and you can store the names and adress of the consummers and musicians in a database.)

I also looking for :
-'Studio module' for Cubase V3.0 Atari.
- Dr T's XOR (Universal Patch Librarian for Synth's sounds)
- other Editor/patch/Librarian witch is fully compatible with Notator/softlink and can manage sounds of Roland D70 and Yamaha SY99

2) ****** I'm looking for a programmer on Atari St********

2.1) If I can't find Trax (see above...)
I'll like to have a soft for manage a small recording studio

2.2) the 2nd software must be faster because :

It must be able to show 41 differents "midi control changes" on one screen like 41 bar graph.

The control changes are showing the moves of the faders of an automated mixing console Tascam M3700. For each fader (32+8+1=41) the console send 3 midi bytes like :

-in midi : Controlchange,fader n°,Value
-in hexa : Bn,yy,xx where 'n' is the midi channel (0h to Fh), 'yy' is the number of the fader (00h to 25h), 'xx' the level of the fader (00h to 7Fh)
-in deci : 176+(n),yy,xx where 'n' is the midi channel (0 to 16), 'yy' is the number of the fader (0 to 41), 'xx' the level of the fader (0 to 127)

I tried with the cubase midimixer but there is 3 problems :

-1) The fist fader send a CTRL CHGE n°0 and this is not reconize by Cubase
-2) Because of the size of the cubase's faders, you can't see 41 faders in the same time on the screen (you must scroll the bars)
-3) I already use midimixer's objects for FX programming and I can use only 127 object simultaneously

I don't know if some software for other mixing consoles can work (Allen & Heath,
Soundtracks, Soundcraft ??...) I'm specialy thinking about 'Spirit Auto' Software or 'big by langley'.

Thanks for answering to my email

Vincent CORNEILLIE
In Lille, North of France

  __________   __________
 /[][][][][][]|_|[][][][][][]\
<=O=------=O= =O=------=O=>
Lille, son beffroi, son m?tro automatique...

vcorneillie@wanadoo.fr

From 6422278282023006940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3dcc51f2a0bb6bc,start
X-Google-Attributes: gid1115ce,public
From: Stanislav Opichal <opichals@alpha.inf.upol.cz>
Subject: Re: I NEED AN HASH Function
Date: 1998/06/25
Message-ID: <Pine.OSF.3.94.980625125410.16315B-100000@alpha.inf.upol.cz>#1/1
X-Deja-AN: 365936766
References: <358b6a2d.529122@news.interbusiness.it>
Mime-Version: 1.0
To: KamBolo <apagliar@fresnet.it>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Technical University of Brno, Czech Republic
Newsgroups: comp.sys.atari.programmer

On Sat, 20 Jun 1998, KamBolo wrote:

> I'm looking for a HASH Function that returns a number depending on a
> input string
> It's very urgent!!
> Could you please send me your code?
> Thanx in advance
> Bye
>
Here you are: It is only a simple one, but it is goodenough for not very
large amounth of strings (up to 10000 I think)

```
long Hash(char* string) {
long res;
     for(int i=0;i<strlen(string);i++) res += res << 4 + string[i];
     return res;
}
```

stay tuned

Stan

     Stanislav Opichal * JAY Software * Summer Workshop 1996,97

e-mail: Opichals@risc.upol.cz www: http://www.inf.upol.cz/~opichals
address: Za vodojemem 8, Olomouc, 77900, Czech republic
********** JAY Software - JAYSoft@cyberstrider.org **********
www.inf.upol.cz/~krupkaj/jay or www.jaysoft.cyberstrider.org

From 9086748456613636612
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7b7230d4649312bf,start
X-Google-Attributes: gid1115ce,public
From: inorton_badrul@hotmail.com (Ian Norton)
Subject: CAB, Frameborder tag & Iframe
Date: 1998/06/25
Message-ID: <6mu5c0acc1@flex.london.pipex.net>#1/1
X-Deja-AN: 366051335
Organization: UUNET UK server (post doesn't reflect views of UUNET UK)
Newsgroups: comp.sys.atari.programmer

Hi all, A Clauss, ASH, etc

Is there any chance that the new CAB version will evaluate and
use the iframe tag from IE4 and the frameborder="no" or 0 extension
as these tags are quite useful,

cheer/
Ian Norton

bredroll@hotmail.com

From 4794628529485660460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b7230d4649312bf
X-Google-Attributes: gid1115ce,public
From: osian@zetnet.co.uk (Chris Simon)
Subject: Re: CAB, Frameborder tag & Iframe
Date: 1998/06/25
Message-ID: <6muf0qctu1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 366097505
References: <6mu5c0acc1@flex.london.pipex.net>
NNTP-Posting-Date: 25 Jun 1998 21:21:30 GMT
X-Trace: roch.zetnet.co.uk 898809690 13246 194.247.41.77 (25 Jun 1998 21:21:30
GMT)
Newsgroups: comp.sys.atari.programmer

On 25 Jun 1998 18:36:48, Ian Norton wrote:
> Is there any chance that the new CAB version will evaluate and
> use the iframe tag from IE4 and the frameborder="no" or 0 extension
> as these tags are quite useful.

Don't know, but I would hope CAB would stick to HTML 4.0. Is this an
IE4 specific tag?

--
Chris Simon Mae OBLIVION yma - paid ag edrych i lawr ! ! !
osian@zetnet.co.uk "Hounds freeze in silence" ! ! !
                                                ! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

From 464066501866620554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3dcc51f2a0bb6bc
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: I NEED AN HASH Function
Date: 1998/06/26
Message-ID: <vyzhg18a1cg.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 366262725
Sender: schwab@issan
References: <358b6a2d.529122@news.interbusiness.it>
<Pine.OSF.3.94.980625125410.16315B-100000@alpha.inf.upol.cz>
X-Yow: I'm continually AMAZED at th'breathtaking effects of WIND EROSION!!
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Stanislav Opichal <opichals@alpha.inf.upol.cz> writes:

|> On Sat, 20 Jun 1998, KamBolo wrote:
|>
|> > I'm looking for a HASH Function that returns a number depending on a
|> > input string
|> > It's very urgent!!
|> > Could you please send me your code?
|> > Thanx in advance
|> > Bye
|> >
|> Here you are: It is only a simple one, but it is goodenough for not very
|> large amounth of strings (up to 10000 I think)
|>
|> long Hash(char* string) {
|> long res;
|> for(int i=0;i<strlen(string);i++) res += res << 4 + string[i];
|> ^^^^^^^^^^^^^^
|> return res;
|> }

This will make it *very* inefficient especially for large strings, and you
are discarding most of the info from string contents anyway.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From -546802421138517502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3dcc51f2a0bb6bc
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Re: I NEED AN HASH Function
Date: 1998/06/26
Message-ID: <Ev6JCr.BKD@uia.ua.ac.be>#1/1
X-Deja-AN: 366437799
Sender: news@uia.ua.ac.be (News database)
X-Nntp-Posting-Host: hsins.uia.ac.be
References: <358b6a2d.529122@news.interbusiness.it>
<Pine.OSF.3.94.980625125410.16315B-100000@alpha.inf.upol.cz>
<vyzhg18a1cg.fsf@issan.informatik.uni-dortmund.de>
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer

Why don't you use the 'mother of hashkind' :

```
int HashCode(char *string)
{
 char ch;
 int code = 0;

 while((ch = string++)
 {
  code += ch;
 }

 return ch;
}
```

It's dirty code, I know, but the idea is to just add all ASCII values in
a integer ; it will wrap around to negative when the upper limit is exceeded.

Greetz,

```
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
```

+----------+

--
"- The question is : what is a mana-mana ?
 - The question is : who cares ?!"
   - 'The Muppet Show'

From 7045165034499268760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76cdb8fca04dc253
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: I have a problem...
Date: 1998/06/27
Message-ID: <3594f1a4.182432494@news.demon.co.uk>#1/1
X-Deja-AN: 366518418
Content-Transfer-Encoding: 7bit
References: <01bd9de0$1f3a6e00$5400a8c0@its00242>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 898925266 nnrp-04:23390 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 22 Jun 1998 13:12:14 GMT, "George Shore"
<george2048@yahoo.com> wrote:

>I have a problem...
>I compiled a program and while I was testing it, I noticed that the rand()
>function wasn't working. So I tried it by itself in a seperate program. It
>worked!
>Anybody any ideas as to what's happening?

rand() should return a fixed set of random numbers. That is, each
successive call returns the same random number as last time you ran
it. This may seem odd but the advantage is you can debug programs this
way. For true (pseudo) random number generation you have to 'seed' it
with srand(). The number you pass to srand() should be 'evenly
distributed' - that is, at the point you do srand(whatever) then
'whatever' should have as good a chance of being one value as any
another. Typically, using the system 200Hz timer does the job.

Additionally, if rand() relies on the system Random() call then note
that Random() has 50% distribution on the lower bit, according to
docs. This will make bit 0 useless so >>1 etc.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4407345641519893880
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,bec953aa083d4b20,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Redraw routines
Date: 1998/06/27
Message-ID: <3595561a.208150815@news.demon.co.uk>#1/1
X-Deja-AN: 366518419
Content-Transfer-Encoding: 8bit
References: <35826FB4.5434@algonet.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 898925267 nnrp-04:23390 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Sat, 13 Jun 1998 05:25:25 -0700, Joakim H⍰gberg
<fiolerna_BULKMAIL_SUCK_@algonet.se> wrote:

>Greetings Atarians!
>
>In redraw routines it seems to be quite common to keep a copy of the
>objects that appear on the screen in some part of memory, to be able to
>make fast redraws. Now I have a (maybe silly) question:
>
>Is it possible to write the image contents of an object tree to memory
>(without viewing it on screen first), or do I have to draw the object on
>screen, and then save the screen contents to memory??

objc_draw() writes to the logical screen address but multitasking
systems prevent you from making effective use of it, as might a video
card.

>(If I sound like I⍰m confused.. ...that⍰s probably because I am.. 8)

If at all possible you're best off responding to the normal WM_REDRAW
message in the usual way. Faster machine's will be able to cope and
such operating systems as MagiC have their own redraw enhancements
where unecessary redraws are eliminated, in addition to such schemes
as NVDI's font cache and other optimizations.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2084651321321527232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,880617f88e4305e8,start
X-Google-Attributes: gid1115ce,public
From: inorton_badrul@hotmail.com (Ian Norton)
Subject: Atari Artist
Date: 1998/06/27
Message-ID: <6n36mr$7hg$4@soap.news.pipex.net>#1/1
X-Deja-AN: 366614127
Organization: UUNET UK server (post doesn't reflect views of UUNET UK)
Newsgroups: comp.sys.atari.programmer

hi all

anyone out there want an artist to do some graphics for a program

ian norton

bredroll@hotmail.com

From -7744088830290799142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b7230d4649312bf
X-Google-Attributes: gid1115ce,public
From: inorton_badrul@hotmail.com (Ian Norton)
Subject: Re: CAB, Frameborder tag & Iframe
Date: 1998/06/27
Message-ID: <6n36rh$7hg$5@soap.news.pipex.net>#1/1
X-Deja-AN: 366614128
References: <6mu5c0acc1@flex.london.pipex.net> <6muf0qctu1@roch.zetnet.co.uk>
Organization: UUNET UK server (post doesn't reflect views of UUNET UK)
Newsgroups: comp.sys.atari.programmer

On 25 Jun 1998 21:21:30, Chris Simon wrote:
>On 25 Jun 1998 18:36:48, Ian Norton wrote:
>> Is there any chance that the new CAB version will evaluate and
>> use the iframe tag from IE4 and the frameborder="no" or 0 extension
>> as these tags are quite useful.
>

>Don't know, but I would hope CAB would stick to HTML 4.0. Is this an
>IE4 specific tag?
>
>--
>Chris Simon   Mae OBLIVION yma - paid ag edrych i lawr   ! ! !
>osian@zetnet.co.uk   "Hounds freeze in silence"   ! ! !
>   ! ! !
>** Beware of a bearded man with a spoon up his nose **   !   !   !
>.

They are IE4 introduced but as much as i dislike msoft they are useful and
are supported by netscape 4.

atleast the frame border tag for normal frames would be good.

have fun :)

ian norton
bredroll@hotmail.com

From -6061168627401954116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,880617f88e4305e8
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Atari Artist
Date: 1998/06/28
Message-ID: <K19cKFAcShl1Qw$+@shaw1.demon.co.uk>#1/1
X-Deja-AN: 367167067
X-NNTP-Posting-Host: shaw1.demon.co.uk:194.222.11.177
References: <6n36mr$7hg$4@soap.news.pipex.net>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 899144136 nnrp-04:28828 NO-IDENT
shaw1.demon.co.uk:194.222.11.177
Organization: CDSoft
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.demon.co.uk.no.spam.here>
Newsgroups: comp.sys.atari.programmer

At Sat, 27 Jun 1998, 16:30:19 (message <<6n36mr$7hg$4@soap.news.pipex.ne
t>>) Ian Norton (from UUNET UK server (post doesn't reflect views of
UUNET UK)) <mailto:inorton_badrul@hotmail.com> sent a 7 line-long
message in comp.sys.atari.programmer called "Atari Artist" saying:

>hi all
>
>anyone out there want an artist to do some graphics for a program

Depends what language, and what you want.

--
Clair Shaw Alias: C|D|S
Mailto:Clair@Shaw1.demon.co.uk WWW: http://www.shaw1.demon.co.uk
ICQ: 1043359 Pager: 1043359@pager.mirabilis.com

Change the email address when replying. (To stop spam)

From -1923605449002937679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3dcc51f2a0bb6bc
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: I NEED AN HASH Function
Date: 1998/06/29
Message-ID: <EvBq6F.FKL@cix.compulink.co.uk>#1/1
X-Deja-AN: 367152489
References: <358b6a2d.529122@news.interbusiness.it>
<Pine.OSF.3.94.980625125410.16315B-100000@alpha.inf.upol.cz>
<vyzhg18a1cg.fsf@issan.info <Ev6JCr.BKD@uia.ua.ac.be>
Organization: Immaculate
Newsgroups: comp.sys.atari.programmer

s970707@uia.ua.ac.be wrote:

```
> Why don't you use the 'mother of hashkind' :
>
> int HashCode(char *string)
> {
>  char ch;
>  int code = 0;
>
>  while((ch = string++)
>  {
>   code += ch;
>  }
>
>  return ch;
> }
>
```

> It's dirty code, I know, but the idea is to just add all ASCII values in
> a integer ; it will wrap around to negative when the upper limit is exceeded.

But this will generate lots of identical hash codes, say for anagrams or post codes or telephone numbers making it useless for data lookup....

Take this into account by making the order of the characters part of the hash function.

Personally I use Lattice C's _hash() function which has never produced duplicate values so far.

Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

From -6807166574684863131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3dcc51f2a0bb6bc
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Re: I NEED AN HASH Function
Date: 1998/06/29
Message-ID: <EvBxCK.GvL@uia.ua.ac.be>#1/1
X-Deja-AN: 367201126
Sender: news@uia.ua.ac.be (News database)
References: <358b6a2d.529122@news.interbusiness.it>
<Pine.OSF.3.94.980625125410.16315B-100000@alpha.inf.upol.cz>
<vyzhg18a1cg.fsf@issan.info <Ev6JCr.BKD@uia.ua.ac.be>
<EvBq6F.FKL@cix.compulink.co.uk>
X-Nntp-Posting-Host: hsins.uia.ac.be
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer

Mark Baines (msbaines@cix.compulink.co.uk) scribbled:
: s970707@uia.ua.ac.be wrote:
: > It's dirty code, I know, but the idea is to just add all ASCII values in
: > a integer ; it will wrap around to negative when the upper limit is exceeded.
: But this will generate lots of identical hash codes, say for anagrams or
: post codes or telephone numbers making it useless for data lookup....

 True, but then you assume you know what your strings look like. If your
 strings are random, then this one is good enough (I used it recently in
 a compiler to hash identifiers, and had no problems with too many
 collisions).

: Take this into account by making the order of the characters part of the
: hash function.

 Then I recommend the Fletcher Checksum : easy and takes care of position.

: Personally I use Lattice C's _hash() function which has never produced
: duplicate values so far.

 Well then, I suppose the writers of Lattice C have shattered all Computer

Science theory ;) Never, you say ? How do you know ? Have you checked
them all ? [Just kidding].

Bye,

```
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-----------------------------------------------------------------+
```

--
"Murder most foul, as in the best it is;
But this most foul, strange and unnatural."
- 'Hamlet', William Shakespeare

From 6858863378349618908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ca1491766dbc8289,start
X-Google-Attributes: gid1115ce,public
From: Chris Swinson <chris.swinson@zetnet.co.uk>
Subject: MEGA change
Date: 1998/06/29
Message-ID: <1998062923250487781@zetnet.co.uk>#1/1
X-Deja-AN: 367235178
Newsgroups: comp.sys.atari.programmer

Please note that my mail address has changed to..

chris.swinson@zetnet.co.uk

I am no longer mega01@globalnet.co.uk so don't try sending mail
there. My site will remain the same for a while, while I create my new site.

Chris.

MEGA DISCZINE.

chris.swinson@zetnet.co.uk

www.users.globalnet.co.uk/~mega01/

From -394188802591953161
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a,start

X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,75bc147ad17bf9a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,75bc147ad17bf9a,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,75bc147ad17bf9a,start
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,75bc147ad17bf9a,start
X-Google-Attributes: gid1056fc,public
From: Curt Vendel <curt.vendel.2@csfb.com>
Subject: Atari mentioned in CNET 30 Years Article
Date: 1998/06/29
Message-ID: <3597B64D.7EB161CC@csfb.com>#1/1
X-Deja-AN: 367536264
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Reply-To: cvendel@aol.com
Distribution: world
Content-Type: text/plain; charset=us-ascii
Organization: The Atari Prototypes Site: www.atari.nu
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

C|NET Central did an article about 30 years of Windows and make several
references to Atari, the 8-bit OS and the ST's using GEM. Here's the
link:

http://www.cnet.com/Content/Features/Special/30Years/index.html?dd.sd

From -1972859168099726507
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3dcc51f2a0bb6bc
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: I NEED AN HASH Function
Date: 1998/06/30
Message-ID: <6n9d51$h87$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 367274235
References: <358b6a2d.529122@news.interbusiness.it> <Ev6JCr.BKD@uia.ua.ac.be>
<EvBq6F.FKL@cix.compulink.co.uk> <EvBxCK.GvL@uia.ua.ac.be>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <EvBxCK.GvL@uia.ua.ac.be>,
David.DeRidder <s970707@uia.ua.ac.be> wrote:
>Mark Baines (msbaines@cix.compulink.co.uk) scribbled:
>: s970707@uia.ua.ac.be wrote:
>: > It's dirty code, I know, but the idea is to just add all ASCII values in
>: > a integer ; it will wrap around to negative when the upper limit is exceeded.

You'll need strings of more than 256 characters for that wrap around to
happen...

>: But this will generate lots of identical hash codes, say for anagrams or
>: post codes or telephone numbers making it useless for data lookup....
>
> True, but then you assume you know what your strings look like. If your
> strings are random, then this one is good enough (I used it recently in

If your strings are random you don't need a hash function!
Just take the first couple of bytes and use that... ;-)

> a compiler to hash identifiers, and had no problems with too many
> collisions).

In most programs there tend to be lots of variable names with one to four
characters and with your scheme they would all get a hash number less
than a couple of hundred. Actually, things are much worse than that since
characters only use a very narrow range of numbers.

Still, unless you have to worry about large programs with thousands of
identifiers, you can probably get away with it.

>: Take this into account by making the order of the characters part of the
>: hash function.
>
> Then I recommend the Fletcher Checksum : easy and takes care of position.

Haven't heard about that, but a simple shift of the 'sum' before adding
each new value is lots better than what you suggested. Even on an old
68000, the speed difference should be very small.

>: Personally I use Lattice C's _hash() function which has never produced
>: duplicate values so far.
>
> Well then, I suppose the writers of Lattice C have shattered all Computer
> Science theory ;) Never, you say ? How do you know ? Have you checked

He said he'd used it personally, so it would of course be for the data
he has thrown at it.

--
Chalmers University of Technology | Why are these .signatures | e-mail: rand@cd.chalmers.se
johan@rand.thn.htu.se

```
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -8106827069669419414
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
From: szhays@dogbert.ucdavis.edu (Eric Hays)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/06/30
Message-ID: <6nbm6o$jv9$1@mark.ucdavis.edu>#1/1
X-Deja-AN: 367548217
Distribution: world
References: <3597B64D.7EB161CC@csfb.com>
Followup-To:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari
Organization: University of California, Davis
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Curt Vendel (curt.vendel.2@csfb.com) wrote:
: C|NET Central did an article about 30 years of Windows and make several
: references to Atari, the 8-bit OS and the ST's using GEM. Here's the
: link:
:
: http://www.cnet.com/Content/Features/Special/30Years/index.html?dd.sd

This is a hilarious article. I haven't even gotten to the Atari bits yet
and I am already ROTFL-ing.

--
.....
: Eric Hays, The Internship & Career Center - http://icc.ucdavis.edu :
: 530-752-2819 - Office hours 8 am to noon & 1 pm to 4 pm Mon -> Fri :
+---+

From 4493965964281180018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
From: Andrew S Chadick <sirandrew@sprintmail.com>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/06/30
Message-ID: <3599CC3F.10C3DFB1@sprintmail.com>#1/1
X-Deja-AN: 367666867
Content-Transfer-Encoding: 7bit
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Paulson Computer Systems
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari

Depressing

From -6188200881551573913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
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X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
From: "Alan Sharkis" <asharkis@erols.com>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/01
Message-ID: <01bda487$c29496e0$2ac3accf@asharkis.erols.com>#1/1

X-Deja-AN: 367592446
References: <3597B64D.7EB161CC@csfb.com>
X-Complaints-To: abuse@erols.com
X-Trace: winter.news.erols.com 899253454 1444 207.172.195.42 (1 Jul 1998 00:37:34 GMT)
Organization: Unknown Organization
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Curt Vendel <curt.vendel.2@csfb.com> wrote in article
<3597B64D.7EB161CC@csfb.com>...
> C|NET Central did an article about 30 years of Windows and make several
> references to Atari, the 8-bit OS and the ST's using GEM. Here's the
> link:

I guess we all agree: Atari could have been a contender, but it suffered through several managements that just didn't manage. It's no sadder today than when you and I first discussed it; in fact, I think the situation is even brighter today than six months ago because of what I see in this ng, on the mailing lists, in FidoNet, and from users in general.

From 8563268054123534494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
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X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
From: "Clockmeister" <gerryvdb@tnet.com.au>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/01
Message-ID: <01bda4b7$cc1c0240$365e0fcb@default>#1/1
X-Deja-AN: 367666866
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
Organization: Telstra Internet Browse Server
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

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From -3345379916861363942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77575e63e01e32a6,start
X-Google-Attributes: gid1115ce,public
From: "Student" <student@pczaal.utwente.nl>
Subject: Midi-input and Aes-events?
Date: 1998/07/01
Message-ID: <01bda4ce$9004bdd0$82b35982@pczaal30>#1/1
X-Deja-AN: 367696449
Organization: University of Twente, Enschede, The Netherlands
Newsgroups: comp.sys.atari.programmer

Is it possible to create within the Midi-In-Interrupt a timer-, keyboard-
or message-eventfor the AES-function Event-Multi?
any suggestions?
mail to
     c.a.adler@student.utwente.nl

From 4588994922764883094
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
From: Robert S Ely <rely@ix.netcom.com>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/01
Message-ID: <359A1AD3.59A3AAED@ix.netcom.com>#1/1
X-Deja-AN: 367721678
Content-Transfer-Encoding: 7bit
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default>
Mime-Version: 1.0
Reply-To: rsely@dhs.state.nj.us
To: Clockmeister <gerryvdb@tnet.com.au>
Content-Type: text/plain; charset=us-ascii
Organization: ICGNetcom
X-NETCOM-Date: Wed Jul 01 6:17:42 AM CDT 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

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> <01bda487$c29496e0$2ac3accf@asharkis.erols.com>...
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PC available.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us   -or-   rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

From 8956808704856956033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
From: "Clockmeister" <gerryvdb@tnet.com.au>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/01
Message-ID: <01bda512$98207420$385e0fcb@default>#1/1
X-Deja-AN: 367802408
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
Organization: Telstra Internet Browse Server
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari

<SNIP>

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> PC available.
>
Gateway actually haven't announced anything (AFAIK) but Amiga International
have released those details. They do have full support from Gateway
however, including substantional financial support.
PPC has been dropped in favour of an as yet unavailable CPU/Processor which
supposedly will feature a programmable instruction set.
The new system due in 1999 will be 5-10 times faster then current PII
400Mhz/100Mhz bus systems.
OS 5.0 will be the OS running on this system, with the developer OS 4.0 and
machine (Amiga/PC hybrid) released later this year to allow developers time
to develop applications for the new system and to have them ready when the
new machine is officially released.

Current PPC upgrades will continue to be sold and supported with the
manufacturers of these boards (finally) working together to support the
Amiga community until the new machine is available.
The OS 3.5 upgrade has been cancelled by AI.

With Gateways backing the Amiga could once again be a viable platform.
Besides, we must be due for another platform to kick the shit out of the
current Mac and PC systems. How stale can it get ?.

Regards,

Clockmeister.

From -349780953940586802
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
From: dmaxwell@iwaynet.net
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/02
Message-ID: <359ad9a2.1199376@news.iwaynet.net>#1/1
X-Deja-AN: 367929217
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default>
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

On 1 Jul 1998 16:59:45 GMT, "Clockmeister" <gerryvdb@tnet.com.au>
wrote:

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>current Mac and PC systems. How stale can it get ?.
>

Yes, but only if the the system is open and if people are eventually
able to build one themselves from modular components as well as use
industry standard cases, video cards, etc. etc. I don't care WHAT
cool things they put in it if it is going to be another eighties
style closed up box that can only be minimally upgraded with
manufacturer supplied parts.

Apple will yet die of this disease. We don't need another carrier of
it.

From 4897915360662069185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/02
Message-ID: <359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 368054838
Content-Transfer-Encoding: 7bit
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 899380002 2915 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

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> build apps then when the new machine hits the streets next year, it will
> have OS5. They said that this machine will be better than any consumer
> PC available.

If you ask me this new computer doesn't realy sounds like a Amiga at all. It will
only be compatible with old amiga apps through emulation. The OS will be
completely
new and based on a outside developed kernal like BeOS, or Mach. This you can
already
be done under Linux. It will not include a Motorola CPU, it's probably going to
use
intels comming Merced chip, or something else shitty. The "new" amiga which will
be
like a bridge to the new platform which will be released later this year will be
based
on the Pentium, so it's clear that they will go for the x86/intel line like

everyone
else. Don't forget that Gateway has only made intel boxes and never even seen a PPC.

Basicly it's a completely new computer and OS with the Amiga name on it. It's like buying a PC whith the Commodore sign on it. It has got nothing at all to do with Commodore.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 6547076577573929189
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public

From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/02

Message-ID: <359BA45B.153D@mst.tn.utwente.nl>#1/1
X-Deja-AN: 368106463
Content-Transfer-Encoding: 7bit
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default>
Content-Type: text/plain; charset=us-ascii

Organization: Universiteit Twente

Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl

Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Clockmeister wrote:

> With Gateways backing the Amiga could once again be a viable platform.

> Besides, we must be due for another platform to kick the shit out of the
> current Mac and PC systems. How stale can it get ?.

What about the Digital Alpha work stations?

That are real computers! After an 8 bit spectrum and a 16/32 bit
Atari it is time to scale up again. Not to a lousy 32bit system. That
was interesting 10 years ago. Nope, time to get 64 bit hardware, that
is progress!

The Alpha processor is for serveral years the fastest processor
available. The newest stuff if quite expensive. But if you go for
the outdated stuff you get a good price. Outdated are:
300-400MHz 21164 processors, they come typically with 96kB
2nd level cache and 1Mb 3rd level cache.
(My system, 300 MHz Alpha 21164, 1MB cache, 64MB RAM, SCSI CD ROM,
1GB SCSI harddisk, Matrox Millenium graphics card and ethernet
network was about NLG 2500 or about 1250 US$, half a year ago.)

Take as OS Linux and you have some real computing power on
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Bye, Hans

From -3043914916960670648
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
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X-Deja-AN: 368114941
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
Organization: Telstra Internet Browse Server
Newsgroups:
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X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
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X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public

From: "Clockmeister" <gerryvdb@tnet.com.au>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/02
Message-ID: <01bda5d3$6fb5a660$475e0fcb@default>#1/1
X-Deja-AN: 368114942
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359ad9a2.1199376@news.iwaynet.net>
Organization: Telstra Internet Browse Server
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

dmaxwell@iwaynet.net wrote in article
<359ad9a2.1199376@news.iwaynet.net>...
> On 1 Jul 1998 16:59:45 GMT, "Clockmeister" <gerryvdb@tnet.com.au>
> wrote:
>
>
> >
> >With Gateways backing the Amiga could once again be a viable platform.
> >Besides, we must be due for another platform to kick the shit out of the
> >current Mac and PC systems. How stale can it get ?.
> >
>
> Yes, but only if the the system is open and if people are eventually
> able to build one themselves from modular components as well as use
> industry standard cases, video cards, etc. etc. I don't care WHAT
> cool things they put in it if it is going to be another eighties
> style closed up box that can only be minimally upgraded with
> manufacturer supplied parts.

Modular and PCI slots for the use of cheap PC accesories.

> Apple will yet die of this disease. We don't need another carrier of
> it.
>

From -8601520525159560428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3dcc51f2a0bb6bc
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: I NEED AN HASH Function
Date: 1998/07/02
Message-ID: <EvHAIC.5r2@cix.compulink.co.uk>#1/1

X-Deja-AN: 368143904
References: <358b6a2d.529122@news.interbusiness.it>
<Pine.OSF.3.94.980625125410.16315B-100000@alpha.inf.upol.cz>
<vyzhg18a1cg.fsf@issan.info <Ev6JCr.BKD@uia.ua.ac.be>
<EvBq6F.FKL@cix.compulink.co.uk>
Organization: Immaculate
Newsgroups: comp.sys.atari.programmer

s970707@uia.ua.ac.be wrote:
> True, but then you assume you know what your strings look like. If your
> strings are random, then this one is good enough
For long enough strings, yes I suppose so. Depends on the data as you suggest.

>: Personally I use Lattice C's _hash() function which has never produced
>: duplicate values so far.
>
> Well then, I suppose the writers of Lattice C have shattered all Computer
> Science theory ;) Never, you say ? How do you know ? Have you checked
> them all ? [Just kidding].
In all the projects I have used the _hash function in (see my CPXs on my web
site) I know what the data file is as I construct it :-) and I run it through
a test program first to make sure that there are no duplicate hash values.
I've no idea what algorithm they chose but so far so good :-)

Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

From 8794386833404759571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
From: wongck@letterbox.com (William Wong)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/03

Message-ID: <6nhdbr$ums@usenet.pa.dec.com>#1/1
X-Deja-AN: 368270658
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
Organization: DEC
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

In article <359BA45B.153D@mst.tn.utwente.nl>, mr_ni@mst.tn.utwente.nl wrote:
>
>What about the Digital Alpha work stations?
>
>Take as OS Linux and you have some real computing power on
>your desk.
>

And you can render your own Titanic movies with them :-)

William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
 http://probehouse.home.ml.org   / | \486DX100/40M/1GB/W95

From -3083533271528276382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
From: Liam Busey <liam1@ix.netcom.com>
Subject: Re: Atari mentioned in CNET 30 Years Article

Date: 1998/07/03
Message-ID: <359C7831.4E16@ix.netcom.com>#1/1
X-Deja-AN: 368326803
Content-Transfer-Encoding: 7bit
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359ad9a2.1199376@news.iwaynet.net>
Mime-Version: 1.0
Reply-To: liam1@ix.netcom.com
Content-Type: text/plain; charset=us-ascii
Organization: Netcom
X-NETCOM-Date: Thu Jul 02 11:14:11 PM PDT 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari

dmaxwell@iwaynet.net wrote:

> Yes, but only if the the system is open and if people are eventually
> able to build one themselves from modular components as well as use
> industry standard cases, video cards, etc. etc. I don't care WHAT
> cool things they put in it if it is going to be another eighties
> style closed up box that can only be minimally upgraded with
> manufacturer supplied parts.
>
> Apple will yet die of this disease. We don't need another carrier of
> it.

Apple has been around for over 20 years. That's a long time for a
computer manufacturer. I don't think they'll be disappearing any time
soon.

From -765444056972219983
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
From: "Clockmeister" <gerryvdb@tnet.com.au>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/03

Message-ID: <01bda66d$c6a09260$3e5e0fcb@default>#1/1
X-Deja-AN: 368365045
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>
Organization: Telstra Internet Browse Server
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote in article
<359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>...
> Robert S Ely wrote:
>
> > Speaking of the Amiga, Gateway has announced that they are
working on a
> > new Amiga computer. OS 4 will be a tempory OS for software companies to
> > build apps then when the new machine hits the streets next year, it
will
> > have OS5. They said that this machine will be better than any consumer
> > PC available.
>
> If you ask me this new computer doesn't realy sounds like a Amiga at all.
It will
> only be compatible with old amiga apps through emulation. The OS will be
completely

Are you saying that if a new ST was released it would have to be 100%
backward compatable with the old eighties designed hardware ?.
Emulation is a great solution for backwards compatability.

> new and based on a outside developed kernal like BeOS, or Mach. This you
can already

The kernal will "borrow" parts from other OS's, a lot of the features of
workbench will be retained and enhanced further.

> be done under Linux. It will not include a Motorola CPU, it's probably
going to use
> intels comming Merced chip, or something else shitty. The "new" amiga
which will be

Definately not Merced or anything Intel.

> like a bridge to the new platform which will be released later this year
will be
> based
> on the Pentium, so it's clear that they will go for the x86/intel line

like everyone
> else. Don't forget that Gateway has only made intel boxes and never even
seen a PPC.

Gateway wouldn't pay $40 mill for a virtually dead platform with only a
small user base and then spend money on redevelopment to sell rebadged
PC's. Who'd buy them ?, Amigans certailny wouldn't and neither would Joe
Blow.

>
> Basicly it's a completely new computer and OS with the Amiga name on it.
It's like
> buying a PC whith the Commodore sign on it. It has got nothing at all to
do with
> Commodore.

It's for real dude, and it's an Amiga and it's not a PC.
I can't see a PC being 5-10X faster then the current PII by end 1999.

Besides, what the hell is the problem with having another alternative to
Intel ?.

Sour grapes ?
:-)

Regards,

Clockmeister.

From -2541654568422972883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/03
Message-ID: <359CBBD0.299E@mst.tn.utwente.nl>#1/1
X-Deja-AN: 368374655

Content-Transfer-Encoding: 7bit
References: <3597B64D.7EB161CC@csfb.com>
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<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
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Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari

Clockmeister wrote:
>
> Hans Wessels <mr_ni@mst.tn.utwente.nl> wrote in article
> <359BA45B.153D@mst.tn.utwente.nl>...
> >
> > What about the Digital Alpha work stations?
> >
> > That are real computers! After an 8 bit spectrum and a 16/32 bit
> > Atari it is time to scale up again. Not to a lousy 32bit system. That
> > was interesting 10 years ago. Nope, time to get 64 bit hardware, that
> > is progress!
> >
>
> Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.

The Alpha 21264 is, esp. on the floatingpoint part. Integer
specs are a bit less. And this processor is shiping now. It's
not some magical vapor ware like Intel Merced or a 'quantum
processor' to be released in 1999. It is simply the fastest
processor available.

Bye, Hans

From -2579106215946009931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,75bc147ad17bf9a

X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/03
Message-ID: <359CF0E1.D961B11F@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 368418024
Content-Transfer-Encoding: 7bit
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
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X-Trace: news.mo.emw.ericsson.se 899477729 13583 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Clockmeister wrote:

> > new and based on a outside developed kernal like BeOS, or Mach. This you
> can already
>
> The kernal will "borrow" parts from other OS's, a lot of the features of
> workbench will be retained and enhanced further.

Who says?

> > Basicly it's a completely new computer and OS with the Amiga name on it.
> It's like
> > buying a PC whith the Commodore sign on it. It has got nothing at all to
> do with
> > Commodore.
>
> It's for real dude, and it's an Amiga and it's not a PC.

And it's not a Amiga.

> I can't see a PC being 5-10X faster then the current PII by end 1999.

5-10x times faster than what? A sluggish 266MHz P2, or a 400MHz? I wonder
how they define "todays PCs"?

And which is this mysterious CPU?

> Besides, what the hell is the problem with having another alternative to
> Intel ?.

Nothing! Did you say that?

> Sour grapes ?

For what? I think you have missed something obvious and the funny thing is that you doesn't even know it.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 4896994249933050794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public

From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/03
Message-ID: <359CF277.612EA1B5@NO.SPAM.emw.ericsson.se>#1/1

X-Deja-AN: 368418025

Content-Transfer-Encoding: 7bit
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<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
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<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<01bda5d2$ce590e60$475e0fcb@default>
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X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 899478135 13583 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Clockmeister wrote:
>
> Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.

The current Alpha (available since last year) is 4-7 times as fast
as a P2. Next one out next year will be between 8-15 times as fast.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -8251644088510322616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public

From: "Clockmeister" <gerryvdb@tnet.com.au>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/03

Message-ID: <01bda69e$f39f7840$375e0fcb@default>#1/1
X-Deja-AN: 368436043

References: <3597B64D.7EB161CC@csfb.com>
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<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com>
Organization: Telstra Internet Browse Server
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari

William Wong <wongck@letterbox.com> wrote in article
<6nhdbr$ums@usenet.pa.dec.com>...
> In article <359BA45B.153D@mst.tn.utwente.nl>, mr_ni@mst.tn.utwente.nl
wrote:
> >
> >What about the Digital Alpha work stations?
> >
> >Take as OS Linux and you have some real computing power on
> >your desk.

> >
>
> And you can render your own Titanic movies with them :-)
>
> William

And the Amiga II will also be able to do that, for $500 US. (approx)

> ---
> Windows 95 (n) - 32-bit extensions and a graphical
> shell for a 16-bit patch to an 8-bit operating system
> originally coded for a 4-bit microprocessor, written
> by a 2-bit company that can't stand 1 bit of competition
>
> ,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
> William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
> Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
> http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95
>

From 5416560952211936837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b44f6452e152c0de,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b44f6452e152c0de,start
X-Google-Attributes: gid1115ce,public
From: rousseau@wallace.gemplus.fr (Ludovic Rousseau)
Subject: Zorg available in freeware
Date: 1998/07/03
Message-ID: <slrn6ppafn.lrn.rousseau@gromit.gemenos.south-europe.gemplus>#1/1
X-Deja-AN: 368501819
X-Server-Date: 3 Jul 1998 09:52:55 GMT
Organization: Gemplus-Crypto
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

I have decided to release my program Zorg as a freeware under GPL.

The archives are on ftp.lip6.fr in /pub/atari/Incoming and should be
moved to the Disk/ directory soon.

The files are:
- ZORG_210.LZH for the binary without any limitation
- ZORG_SRC.LZH for the sources (Purce C 1.1)

If someone wants to continue the developpement please contact me.

Questions and/or answers by mail as I have no time to read these
newsgroups.

--
Ludovic Rousseau
Ludovic.Rousseau@wallace.gemplus.fr
-- Normaliser Unix c'est comme pasteuriser le Camembert, L.R. --

From -1353790686603943093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da3563bf950e5f27,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fb1f6,da3563bf950e5f27,start
X-Google-Attributes: gidfb1f6,public
From: m w grossmann <mwg@select-ware.com>
Subject: Disk/system info please
Date: 1998/07/03
Message-ID: <359D70B5.1AFC@select-ware.com>#1/1
X-Deja-AN: 368540098
Content-Transfer-Encoding: 7bit
MIME-Version: 1.0
Reply-To: mwg@select-ware.com
X-NNTP-Posting-Host: 207.240.142.61
Content-Type: text/plain; charset=us-ascii
Organization: select ware, inc.
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8-bit

I've provided a lot of Atari system info to people who worked on emulators then stopped. Finally, the Atari800Win is out and there's good reason to get to work on this myself.

Since I haven't been able to find it out there, I am going to work on a programme to allow the PC to read Atari disks so that the data can be saved. I need ANY info you might have concerning this project. Info on programmes such as MacDrive95 would also be useful, since that programme hooks into Win and allows the PC to read/write/format foreign (Mac) disks.

The programme will probably work under DOS and may use an older version of MS or IBM DOS, like 6.0, 5.0 or even 3.2. Transfer will also probably only be to the 3 1/2" floppy to avoid having to deal with the hard drive and the FAT16/32 and long names systems.

I and my partner were the largest Atari software and hardware err... "experts"... in the '80s and are both interested in making a lot of the now-defunct software available for archival purposes (standard MAME-type disclaimer here). He also wrote a couple special "mini-DOS"es to load multiple programmes/cartridges (we placed many on diskettes) and we'll make these available for the emulator, too. We have more than 3000 (no typo) disks, both boot and binary files, that we want to save. Many are already being lost to aging.

As further temptation, we have most of the cart games/programmes in

binary form and also have a lot of the languages and boot games. Oh...
we also have all the 5200-to-800 conversions (and the source code AND a
way to convert all the new 5200 images that are out there to 800).

Your help is greatly appreciated.

Respond/reply to bad_doggie@hotmail.com please.

Cheers-

m w grossmann

From -2390967531263018287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
From: wongck@letterbox.com (William Wong)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/04
Message-ID: <6njvc7$fun@usenet.pa.dec.com>#1/1
X-Deja-AN: 368549743
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
Organization: DEC
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

In article <01bda69e$f39f7840$375e0fcb@default>, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:
>
>
>>
>> And you can render your own Titanic movies with them :-)
>>
>And the Amiga II will also be able to do that, for $500 US. (approx)
>

Titanic was officially render on Alphas running Linux.
Amiga can probably do that, they did an great job in babylon 5, but the
Titanic team decided to use Alpha/Linux combination.

W

From 2856290824838490197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8bf340659fe1c26,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8bf340659fe1c26,start
X-Google-Attributes: gid1115ce,public
From: Jarkko Hietaniemi <jhi@alpha.hut.fi>
Subject: Perl on MiNT: betatesters wanted
Date: 1998/07/04
Message-ID: <oeen2apvku5.fsf@alpha.hut.fi>#1/1
X-Deja-AN: 368652315
Distribution: inet
Organization: IKI ry, Finland
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

I am looking for some brave souls to try out a Perl 5.005 beta
release on MiNT.

Background: a guy called Guido Flohr did the port for an earlier Perl
release last year. I now upgraded his patches to the current Perl
5.005 beta -- but Guido isn't answering his email (maybe he is on
vacation or something) and I don't have MiNT to test the code on.

So, if any of you kind people who have MiNT and some time to spare,
could you please grab

    http://www.iki.fi/jhi/perl5.004_69+mint+mpeix+mvs.tar.gz

and give it a good MiNTing.

Note that some experience in Bourne shell scripting, C programming and
debugging, and the Perl language itself may be needed to get 100%
"make test", depending on how badly I botched up Guido's work...

Having built Perl on other platforms would be also a definite plus
because then you probably don't need to read the "INSTALL" file and
you know what "running Configure" means.

--

```
$jhi++; # http://www.iki.fi/~jhi/
        # There is this special biologist word we use for 'stable'.
        # It is 'dead'. -- Jack Cohen
```

From -7616674275341624749
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8bf340659fe1c26
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8bf340659fe1c26
X-Google-Attributes: gid1115ce,public
From: Jarkko Hietaniemi <jhi@alpha.hut.fi>
Subject: Re: Perl on MiNT: betatesters wanted
Date: 1998/07/04
Message-ID: <oeelnq9vkep.fsf@alpha.hut.fi>#1/1
X-Deja-AN: 368655764
References: <oeen2apvku5.fsf@alpha.hut.fi>
Reply-To: jhi@iki.fi
Distribution: inet
Organization: IKI ry, Finland
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Oh yes, I forgot to say, please contact me directly at jhi@iki.fi if
you have any questions or comments, a newsgroup is not a good place
to conduct code development.

--
$jhi++; # http://www.iki.fi/~jhi/
        # There is this special biologist word we use for 'stable'.
        # It is 'dead'. -- Jack Cohen

From -5880960979637049342
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
From: sinclair2246@my-dejanews.com
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/05
Message-ID: <6nogcd$c2n$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 368687336
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>

<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359ad9a2.1199376@news.iwaynet.net>
X-Http-User-Agent: Mozilla/4.04 (Macintosh; I; PPC, Nav)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Sun Jul 05 18:24:14 1998 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

In article <359ad9a2.1199376@news.iwaynet.net>,
  dmaxwell@iwaynet.net wrote:

> Yes, but only if the the system is open and if people are eventually
> able to build one themselves from modular components as well as use
> industry standard cases, video cards, etc. etc. I don't care WHAT
> cool things they put in it if it is going to be another eighties
> style closed up box that can only be minimally upgraded with
> manufacturer supplied parts.
>
> Apple will yet die of this disease. We don't need another carrier of
> it.

And what will they die from? I guess you have not been keeping up with the
happenings in Cupertino lately.. With the imac on the verge of being released
and continued high G3 sales moving forward, what more could you want?

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

From -4617163356985717506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
From: atari8@usa.net
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/05
Message-ID: <6np3p6qib1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 368689623
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>

<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com>
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows 95)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Sun Jul 05 23:55:17 1998 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

In article <6njvc7$fun@usenet.pa.dec.com>,
  wongck@letterbox.com (William Wong) wrote:
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> In article <01bda69e$f39f7840$375e0fcb@default>, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:
> >
> >
> >>
> >> And you can render your own Titanic movies with them :-)
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> >And the Amiga II will also be able to do that, for $500 US. (approx)
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>
> Titanic was officially render on Alphas running Linux.
> Amiga can probably do that, they did an great job in babylon 5, but the
> Titanic team decided to use Alpha/Linux combination.

They did a great job on the first *FEW* episodes of B5, but they went to more
powerful equipment later. Also, it was an Amiga coupled with the Video
Toaster, not just an Amiga alone.

John Collins ("Not NWPAC")
bosco@REMOVEME.axtek.com

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

From -6839578578511616388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
From: jedi@dementia.mishnet (jedi)

Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/05
Message-ID: <slrn6q07m7.af3.jedi@dementia.mishnet>#1/1
X-Deja-AN: 368759997
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com>
X-Complaints-To: newsabuse@supernews.com
X-Trace: 899687114 PLBOPJC1P1FA118EAC usenet87.supernews.com
Organization: The World's Usenet -- http://www.Supernews.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

On Sun, 05 Jul 1998 23:55:17 GMT, atari8@usa.net <atari8@usa.net> wrote:
>In article <6njvc7$fun@usenet.pa.dec.com>,
> wongck@letterbox.com (William Wong) wrote:
>>
>> In article <01bda69e$f39f7840$375e0fcb@default>, "Clockmeister"
><gerryvdb@tnet.com.au> wrote:
>> >
>> >
>> >>
>> >> And you can render your own Titanic movies with them :-)
>> >>
>> >And the Amiga II will also be able to do that, for $500 US. (approx)
>> >
>>
>> Titanic was officially render on Alphas running Linux.
>> Amiga can probably do that, they did an great job in babylon 5, but the
>> Titanic team decided to use Alpha/Linux combination.
>
>They did a great job on the first *FEW* episodes of B5, but they went to more
>powerful equipment later. Also, it was an Amiga coupled with the Video
>Toaster, not just an Amiga alone.

    Amigas, could indeed, reproduce the efforts accomplished by
    the Titanic render farm even without the Toasters...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from
what was previously larger classes of machines altogether.
This is perhaps Bill's single greatest accomplishment.

```
  |||
 / | \
```

From 7296886954215124231

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
From: wongck@letterbox.com (William Wong)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/06
Message-ID: <6npa8l$ope@usenet.pa.dec.com>#1/1
X-Deja-AN: 368766849
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6nmmhj$j2f$1@ash.prod.itd.earthlink.net>
Organization: DEC
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

In article <6nmmhj$j2f$1@ash.prod.itd.earthlink.net>, Steve Duff
<steveduff@earthlink.net> wrote:

>
>What app did they use? I wasn't aware of any major 3D app available for Linux,
> so this should be interesting.
>

The article was from First! by NewsEdge Corp. You can find them on
http://www.newspage.com, but that was several weeks ago.

The were using some of their own programs. I cannot recall what's the name of
the program.

Rgds
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
 http://probehouse.home.ml.org   / | \486DX100/40M/1GB/W95

From 6529183055959080950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
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X-Google-Thread: f8760,75bc147ad17bf9a
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From: wongck@letterbox.com (William Wong)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/06
Message-ID: <6npabg$ope@usenet.pa.dec.com>#1/1
X-Deja-AN: 368766850
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com>
Organization: DEC
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6np3p6qib1@nnrp1.dejanews.com>, atari8@usa.net wrote:

>
>They did a great job on the first *FEW* episodes of B5, but they went to more
>powerful equipment later. Also, it was an Amiga coupled with the Video
>Toaster, not just an Amiga alone.
>

Oh. I didn't know that. Thought it was all on Amiga + Toaster.

Rgds
WW

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
 http://probehouse.home.ml.org   / | \486DX100/40M/1GB/W95

From -3037742385140278650
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9e64fb1ac3a6b198,start
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: EXIST() through GEMDOS
Date: 1998/07/06
Message-ID: <6npc9b$5il$1@cletus.bright.net>#1/1
X-Deja-AN: 368776619
References: <35972AA1.514F@bigfoot.com>
Organization: ENCOM
Newsgroups: comp.sys.atari.programmer

On 28 Jun 1998 22:48:17, Joakim H⍰gberg wrote:
>Greetings Atarians!
>
>I⍰ve learned that the GFA-function EXIST() should be avoided for some
>good reason,
>and that it can be replaced by a GEMDOS call.
>Can someone please tell me how (in details!) to do this, or point me in
>some appropriate direction? 8)

This will work to replace EXIST() i gfa.

```
FUNCTION exist(p$) !v0.05
  $F%
  LOCAL r!,e&
  p$=p$+CHR$(FALSE)
  ~GEMDOS(26,L:BASEPAGE+128) !set dta
  e&=GEMDOS(78,L:V:p$,W:FALSE)
  IF e&=FALSE
    r!=TRUE
  ELSE
    r!=FALSE
  ENDIF
  RETURN r!
ENDFUNC
```

Atari Computer User: Lonny Pursell   E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/   IRC: lp @ #Atari @ IRCnet

From 5178200766975575034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,75bc147ad17bf9a
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,75bc147ad17bf9a
X-Google-Attributes: gid109a67,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/06
Message-ID: <35A070C4.9392C9F@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 368818691
Content-Transfer-Encoding: 7bit
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6nmmhj$j2f$1@ash.prod.itd.earthlink.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 899707076 5754 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari

Steve Duff wrote:

> What app did they use? I wasn't aware of any major 3D app available for Linux,
so this should be interesting.

I would think that the Alphas only did the rendering, so it shouldn't be to hard
to
port a
renderer to it. The editing probably took place one something else.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

From -2872623524829140887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/06
Message-ID: <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 368824362
Content-Transfer-Encoding: 7bit
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com>
<slrn6q07m7.af3.jedi@dementia.mishnet>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.mo.emw.ericsson.se 899707663 5754 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

jedi wrote:

> Amigas, could indeed, reproduce the efforts accomplished by
> the Titanic render farm even without the Toasters...

I guess you could use a C64 if you ported POV to it, so who cares? Anything
with a CPU could do it.

//Magnus kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 2850148825955380941

X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9e64fb1ac3a6b198
X-Google-Attributes: gid1115ce,public
From: pricard@club-internet.fr (Pascal Ricard)
Subject: Re: EXIST() through GEMDOS
Date: 1998/07/06
Message-ID: <35a085fad6b820@club-internet.fr>#1/1
X-Deja-AN: 368828532
Content-Transfer-Encoding: 8bit
References: <35972AA1.514F@bigfoot.com>
X-Sender: NEWSwatch v2.01 (Atari)
X-System: Falcon030-14-FPU MagiC 5.13
Content-Type: text/plain; charset=iso-8859-1
Organization: Les Cigales
X-Url: http://perso.club-internet.fr/pricard/index.html
X-Internet-Softwares: STinG Cab 2.7 (POP+NEWS)watch Okami
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello,

in article <35972AA1.514F@bigfoot.com>
Joakim H⍰gberg wrote:

> Greetings Atarians!
>
> I⍰ve learned that the GFA-function EXIST() should be avoided for some
> good reason,

What's this good reason ?

Bye,
/Pascal/

--
!!! Allez les bleus !!!

From 3140385903096972971
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,75bc147ad17bf9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,75bc147ad17bf9a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,75bc147ad17bf9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,75bc147ad17bf9a
X-Google-Attributes: gidf8760,public
From: jedi@dementia.mishnet (jedi)
Subject: Re: Atari mentioned in CNET 30 Years Article
Date: 1998/07/06

Message-ID: <slrn6q1php.c9c.jedi@dementia.mishnet>#1/1
X-Deja-AN: 368913348
References: <3597B64D.7EB161CC@csfb.com>
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>
<01bda4b7$cc1c0240$365e0fcb@default> <359A1AD3.59A3AAED@ix.netcom.com>
<01bda512$98207420$385e0fcb@default> <359BA45B.153D@mst.tn.utwente.nl>
<6nhdbr$ums@usenet.pa.dec.com> <01bda69e$f39f7840$375e0fcb@default>
<6njvc7$fun@usenet.pa.dec.com> <6np3p6qib1@nnrp1.dejanews.com>
<slrn6q07m7.af3.jedi@dementia.mishnet> <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>
X-Complaints-To: newsabuse@supernews.com
X-Trace: 899737082 PLBOPJC1P1FA118EAC usenet85.supernews.com
Organization: The World's Usenet -- http://www.Supernews.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

On Mon, 06 Jul 1998 08:47:43 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>jedi wrote:
>
>>   Amigas, could indeed, reproduce the efforts accomplished by
>>   the Titanic render farm even without the Toasters...
>
>I guess you could use a C64 if you ported POV to it, so who cares? Anything
>with a CPU could do it.

     The point was: Amiga can ALREADY run the OS an necessary
     support tools. All D2 would need to is to copy them over
     to the Amiga farm and re-run make.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether.   / | \
This is perhaps Bill's single greatest accomplishment.

From -6729410065987355427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c27503b754f44c85
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: STOS Compiler
Date: 1998/06/14
Message-ID: <jOomUcAe96g1QwB5@shaw1.demon.co.uk>#1/1
X-Deja-AN: 362647621
References: <6lrtck$g18$1@zingo.tninet.se>
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@shaw1.demon.co.uk.no.spam.here>

X-NNTP-Posting-Host: shaw1.demon.co.uk:194.222.11.177
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897865686 nnrp-08:18234 NO-IDENT
shaw1.demon.co.uk:194.222.11.177
Organization: CDSoft
Newsgroups: comp.sys.atari.programmer

At Fri, 12 Jun 1998, 20:52:57 (message <<6lrtck$g18$1@zingo.tninet.se>>)
Darkie (from Algonet/Tninet) <mailto:*****@******.**> sent a 5 line-long
message in comp.sys.atari.programmer called "STOS Compiler" saying:

>Where can i find it?

I think you get it with STOS itself. Either way you should be able to
get it from any good PD library. (It's called COMPILER.ACB, ran in by
hitting HELP)

--
Clair Shaw Alias: C|D|S
Mailto:Clair@Shaw1.demon.co.uk WWW: http://www.shaw1.demon.co.uk
ICQ: 1043359 Pager: 1043359@pager.mirabilis.com

Change the email address when replying. (To stop spam)

From 4914981619782296069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c2f61fe40b2982b
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Magic and long command lines
Date: 1998/06/14
Message-ID: <EuJMxu.MqJ@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 362692302
Sender: news@suse.modem.stud.uni-hannover.de
References: <897608601.13465.0.nnrp-08.9e98f145@news.demon.co.uk>
<3583f382.3837447@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <3583f382.3837447@news.demon.co.uk>,
    guy@swampdog.demon.co.uk (Guy Harrison) writes:

> I've noticed inconsistencies with ARGV. It was invented by Mark
> Williams Company and formed part of their compiler. The docs are
> reasonable upon this matter and the runtime startup sources (asm) are

> available also, making the matter abundantly clear. Unfortunately,
> what Mwc invented was not quite what got implemented. I have no idea
> if someone misunderstood the Mwc ARGV implementation (understandable)
> or decided to improve upon it (unforgivable), or just never knew Mwc
> had already implemented it (unlikely).

Another explanation could be that they did not quite implement what was
specified by Ken Badertscher, Atari. I do not know who was first, but Atari
had the rights to do the specification, so that is the only valid one.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -6309985099963213023
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9824c265ca14ee1
X-Google-Attributes: gid1115ce,public

From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Weird problem in my code.
Date: 1998/06/14

Message-ID: <EuJn6J.Mr5@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 362692303
Sender: news@suse.modem.stud.uni-hannover.de
References: <Pine.BSI.3.96.980612043331.29133C-100000@usr08.primenet.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <Pine.BSI.3.96.980612043331.29133C-100000@usr08.primenet.com>,
Katherine L Ellis <kellis@primenet.com> writes:

> Well, in short, I tried it under singletos with the aes of my falcon,
> it will start fine, I open it, I use it fine, but if I close it, OR
> run a prog, then it is all messed up, It won't open anymore. Will use
> some cpu time (like if it was running, but I can't see it running)
> etc.
> The weird part is That this is NOT an OS related problem, but really
> an AES. As IF I load gem.sys (aes 4.1) for example, STILL under
> singletos, my acc will run fine. (oh yes my prog is an acc).

Do you allocate memory, and keep it allocated for any significant time ?
Or do you keep files open for any significant time ?

Since under singleTOS all main application and accessories are the same
GEMDOS process, both will lead to serious trouble, possibly what you've
observed. Particularly the dependency on running a program will show up.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -2025140958530507344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,405ecbb208065660
X-Google-Attributes: gid1115ce,public

From: Olivier Landemarre <Olivier.landemarre@utbm.fr>

Subject: Re: redirecting stdout
Date: 1998/06/15
Message-ID: <3584bcc3.0@news.utbm.fr>#1/1
X-Deja-AN: 362730274
Content-Transfer-Encoding: 7bit
References: <6lch7l$s40$1@jair.pressenter.com> <6lhch3prf1@news00.btx.dtag.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: LERMPS
Newsgroups: comp.sys.atari.programmer

>Hi Terence!
>>Is there an easy way to redirect the output to the console (STDOUT)
>>to a file under TOS when programming in C?

>Just use GEMDOS Fforce(1, handle) to redirect stdout to a file you >opened
>using Fopen. For example, the following redirects stdout to >"output.txt".

```
>{
>        long handle;
>
>        handle = Fopen("output.txt",1);
>        Fforce(1,(word)handle);
>        puts("This goes to output.txt");
>        Fforce(1,1);
>        Fclose((word)handle);
>}
```

This exemple work fine for STDOUT but most software use STDERR
(handle=2), the redirection is the same for most systems but don't work
with MINT.

Olivier

From -1192909261798092665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,55b4c3987c02c55e
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: MDESK prob
Date: 1998/06/15
Message-ID: <3584D5F7.BE98BE55@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 362749931
Content-Transfer-Encoding: 7bit
References: <897608603.13465.1.nnrp-08.9e98f145@news.demon.co.uk>
<3580DEEB.1C33857D@NO.SPAM.emw.ericsson.se>
<Pine.BSI.3.96.980612043113.29133B-100000@usr08.primenet.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 897897976 4735 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Katherine L Ellis wrote:
>
> hi magnus, I have found a bug in your MDESK it seems.
> Ran from a falcon 14meg of STram and NO TTRAM. If the RAM option from
> the mdesk.inf is set to TRUE (or ON whatever), it will just crash.
> At first I thought it crashed because of some bug in the windowing.
> but it really seems it comes from this TTRAM checking thing.

Yeah, I have heard about it before. The solution is to remove the
RAM checking for now or get a AB040 with Fast-RAM. :-)

> Could you take a look?

Maybe..... as it's far from finished anyway I would not recomend anyone
to use it. I'm not sure I will ever finish it either as I don't realy
use it my self. Do you actually use it or did you just try it?

//Magnus Kollberg
--
+----------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------+

From -731564558654664736
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,55b4c3987c02c55e
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Drag and Drop under Magic
Date: 1998/06/15
Message-ID: <3584D8D8.A41C946D@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 362754311
Content-Transfer-Encoding: 8bit
References: <3580DEEB.1C33857D@NO.SPAM.emw.ericsson.se>
<897779040.25152.0.nnrp-02.9e98f145@news.demon.co.uk>
<1998061400361480956@zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 897898712 4951 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
>
> > > I have got sources for it
> > > right here which I got from Erik H?ll. I could mail it to you if it's
> > > alright for Erik or you could ask him your self. He is always very helpfull.
> >
> > I haven't got Eriks email address, so if you can let me know, I can ask him
> > for it. That is if he hasn't already said it's okay.
>
> Well if Erik doesn't want to distribute them (unlikely) then I have

I would not think so either as it's taken straight from one of his sources
and contains lots of more or less usefull stuff.

> no objection to distributing my D'n'D routine... hmm... actually, they
> are already distributed I think as IIRC GEM-DEU has the routines...

AFAIK GEM-DEU can only handle a drag'n'drop message, not create it.

> well, anyway, I've been meaning to put these (with some explanation)
> on my WWW pages, so if you want them just shout.

That would be nice.

//Magnus Kollberg
--
+----------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------+

From -5135327383407754950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eda30cf59f651da0
X-Google-Attributes: gid1115ce,public
From: Christof Donat <Christof.Donat@student.uni-ulm.de>
Subject: Re: C++ and Atari
Date: 1998/06/15
Message-ID: <3584fb83.0@news.uni-ulm.de>#1/1
X-Deja-AN: 362783399
Sender: Christof Donat <s_cdonat@peter.rz.uni-ulm.de>
References: <357C458A.46BD037B@algonet.se>
X-Trace: 15 Jun 1998 12:46:27 +0100, 134.60.5.101
Organization: University of Ulm, Germany
User-Agent: tin/pre-1.4-980514 (UNIX) (OSF1/V4.0 (alpha))
Newsgroups: comp.sys.atari.programmer

Andersson <dtanet@algonet.se> wrote:
: don't know what files I need for it. Help? Is it possible to program GEM
: under gcc? Please help me start to program for the Atari again!

There is a Libary called Gem++ which is a Gem Libary for C++. it looks good.
I personaly have not yet tried it.

Christof

From -7981746097243232476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,55b4c3987c02c55e
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: MDESK prob
Date: 1998/06/15
Message-ID: <Pine.BSI.3.96.980615114109.23514B-100000@usr07.primenet.com>#1/1
X-Deja-AN: 362852756
References: <897608603.13465.1.nnrp-08.9e98f145@news.demon.co.uk>
<3580DEEB.1C33857D@NO.SPAM.emw.ericsson.se>
<Pine.BSI.3.96.980612043113.29133B-100000@usr08.primenet.com>
<3584D5F7.BE98BE55@NO.SPAM.emw.ericsson.se>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
MIME-Version: 1.0
X-Posted-By: kellis@206.165.6.207 (kellis)
Newsgroups: comp.sys.atari.programmer

On Mon, 15 Jun 1998, Magnus Kollberg wrote:

>Maybe..... as it's far from finished anyway I would not recomend anyone
>to use it. I'm not sure I will ever finish it either as I don't realy
>use it my self. Do you actually use it or did you just try it?

Just tried it. But wanted to let you know the prob I experienced.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -3900751765767922734
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ade35f9940359eb5,start
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Assembly programmer
Date: 1998/06/15
Message-ID: <EuLsoD.MK@cix.compulink.co.uk>#1/1
X-Deja-AN: 362889337
Organization: Immaculate
Newsgroups: comp.sys.atari.programmer

Hi

I've been using some assembly code from Jon Ellis (ST Applications article) which determines the type of 680x0 CPU it is run on. Up till now it worked well but recently it fails badly (causes a 4 or 6 bomb crash) on a new Veloce+ 68020 add on board for a ST from The Upgrade Shop.

Jon doesn't seem to be around any more so is there any one that may look at the code for me and check it over. It's in Lattice C assembler format but that shouldn't matter too much only the C interface stuff.

Also, any one with a 68020 add-on who might run a little test program for me to see if the problem is specific to this one board?

Many thanks

Slainte mhath
Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

From 4041464804603374281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0f4f55fb397302c
X-Google-Attributes: gid1115ce,public
From: dwilgaREMOVE@mtholyoke.edu (Dan Wilga)
Subject: Re: act_pd
Date: 1998/06/15
Message-ID: <dwilgaREMOVE-1506981536480001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 362920823
References: <357ba581.0@news.uni-ulm.de> <357ea1ac.157087049@news.demon.co.uk>
<dwilgaREMOVE-0906981534300001@wilga.mtholyoke.edu>
<357f49c2.1614751@news.demon.co.uk>
<dwilgaREMOVE-1206980932160001@wilga.mtholyoke.edu>
<3581f2a9.3620315@news.demon.co.uk>
X-NNTP-Posting-Host: 138.110.10.65
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <3581f2a9.3620315@news.demon.co.uk>, guy@swampdog.demon.co.uk
(Guy Harrison) wrote:

> On Fri, 12 Jun 1998 09:32:16 -0400, dwilgaREMOVE@mtholyoke.edu (Dan
> Wilga) wrote:
>
> >In article <357f49c2.1614751@news.demon.co.uk>, guy@swampdog.demon.co.uk
> >(Guy Harrison) wrote:
> >
> >> On Tue, 09 Jun 1998 15:34:30 -0400, dwilgaREMOVE@mtholyoke.edu (Dan
> >> Wilga) wrote:
> >>
> >> >In article <357ea1ac.157087049@news.demon.co.uk>, guy@swampdog.demon.co.uk
> >> >(Guy Harrison) wrote:
> >> >
> >> >> You might not need it. It is true that an acc using Malloc causes the
> >> >> memory obtained to be owned by the main application, thus when the
> >> >> main application terminates the memory is lost. However, memory
> >> >> allocated before the first AES call made by the acc *is* owned by the
> >> >> acc. Therefore, if you are able to determine your memory requirements
> >> >> before appl_init() in effect, you don't need to fiddle with p_run.
> >> >
> >> >Actually, it's owned by the AES itself, but the end result is pretty much
> >> >the same. Trivial, I know! :-)
> >>
> >> Ah but it made me think of a question so perhaps not! ;-)
> >>
> >> Any idea if things would still work ok if the acc set p_run to its own
> >> basepage? I've always wondered why someone hasn't dreamed up a
> >> workaround for this problem.
> >

> >Yes, it works fine. That's exactly what I do in several DA's I've written.
> >This not only solves the problem of memory getting deallocated when the
> >main app quits, it also keeps file handles from being closed in the same
> >situation.
> >
> >Just a reminder: don't do this if there is multitasking of any sort.
>
> So it is enough to check global[1 iirc] (concurrent process value) in
> order to determine if fiddling with p_run is necessary?
>
> if (global[1] > 1)   /* dont fiddle */
> else   /* fiddle */
>
> If this is the case then I might knock up a workaround for others to
> use.

AFAIK, yes, almost. Don't check for >1, though, check for != 1. Geneva and
MultiTOS both set global[1] to -1, meaning "unlimited". The last I knew,
MagiC set it to some positive number >1.

Dan Wilga   dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

From -8218828779721709744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,55b4c3987c02c55e
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Drag and Drop under Magic
Date: 1998/06/15
Message-ID: <1998061518242680956@zetnet.co.uk>#1/1
X-Deja-AN: 362926532
References: <3580DEEB.1C33857D@NO.SPAM.emw.ericsson.se>
<897779040.25152.0.nnrp-02.9e98f145@news.demon.co.uk>
<1998061400361480956@zetnet.co.uk> <3584D8D8.A41C946D@NO.SPAM.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

Magnus wrote:
> Anthony Jacques wrote:
> > no objection to distributing my D'n'D routine... hmm... actually, they
> > are already distributed I think as IIRC GEM-DEU has the routines...
>
> AFAIK GEM-DEU can only handle a drag'n'drop message, not create it.

Ah, yes, you are right... well, in that case I have more than is in GEM-DEU. :)

> > well, anyway, I've been meaning to put these (with some explanation)
> > on my WWW pages, so if you want them just shout.
>
> That would be nice.

Ok, I'll do it when I get some time....

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
----------+----------

From -3703042322407979551
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c27503b754f44c85
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: STOS Compiler
Date: 1998/06/15
Message-ID: <1998061518290480956@zetnet.co.uk>#1/1
X-Deja-AN: 362931750
References: <6lrtck$g18$1@zingo.tninet.se> <jOomUcAe96g1QwB5@shaw1.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

Clair Shaw <Clair@shaw1.demon.co.uk> wrote:

> message in comp.sys.atari.programmer called "STOS Compiler" saying:
> >Where can i find it?
>
> I think you get it with STOS itself.

Actually, it was sold seperately (it wasn't finished when STOS was launched).

> Either way you should be able to
> get it from any good PD library.

Do you feel like nameing a few? ....officially, STOS is not PD.

> (It's called COMPILER.ACB, ran in by
> hitting HELP)

It also needs the contents of \compiler\ to work. And once you have a
copy of the compiler, download my patched "207beta2" as it fixes a few
bugs, in particular compatibility problems...

Anthony
--
----------+----------

Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
---+---

From -1349433525975358834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,594db874b8b0349c,start
X-Google-Attributes: gid1115ce,public
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Subject: Re: Ordering of words on an MC688000
Date: 1998/06/17
Message-ID: <Pine.LNX.3.96.980617114802.3026A-100000@macbeth.ecs.soton.ac.uk>#1/1
X-Deja-AN: 363479565
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Electronics and Computer Science, University of Southampton
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <1105_897907544@rodolphe>,
  rodolphe.pineau@capway.com wrote:
> The following code:
>   move.l #$12345678,(A0)
>
> is equivalent to:
>   move.w #$1234,(A0)
>   move.w #$5678,2(A0)
>
> The 680x0 are Big endian processor sor byte (and words) are
> store in memory with the MSB at the first memory location
> so when you make move.l #$12345678,addr the byte are store
> in this oreder
>
> adrr   addr+1 addr+2 addr+3
> $12 $34 $56 $78
I wasn't so much refering to the endianness of the processor, although I
did get this wrong in my original post. I was really interested in knowing
the order in which words will be physically transferred over the data bus.
If I make a more concrete example it might clarify things:

The DMA chip has two 16-bit registers located (IIRC) at $FF8604 and
$FF8606.
  $FF8604 is the data register
  $FF8606 is the control register

The contents of the control register affects what value is currently
available in the data register. Normally, you would access these registers

as follows:
  move.w #select_data_register,$FF8606
  move.w #write_data_register,$FF8604

But could the two instructions be compressed into a single one, such as:
  move.w #(write_data_register<<8)+select_data_register,$FF8604

Ie, will the single instruction first select the correct data register,
then write the data, or will it write the data using the previous settings
and then select a different data register.

TOS 1.00 uses such an optimisation, and I need to know whether it is a bug
or an intended feature.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

From 7324781907457253082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,594db874b8b0349c
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: Ordering of words on an MC688000
Date: 1998/06/17
Message-ID: <vyzra0ousuy.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 363494415
Sender: schwab@issan
References: <Pine.LNX.3.96.980617114802.3026A-100000@macbeth.ecs.soton.ac.uk>
X-Yow: I love ROCK 'N ROLL! I memorized all the WORDS to ``WIPE-OUT'' in 1965!!
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Sam Ellis <sce196@ecs.soton.ac.uk> writes:

|> The DMA chip has two 16-bit registers located (IIRC) at $FF8604 and
|> $FF8606.
|> $FF8604 is the data register
|> $FF8606 is the control register
|>
|> The contents of the control register affects what value is currently
|> available in the data register. Normally, you would access these registers
|> as follows:
|>   move.w #select_data_register,$FF8606
|>   move.w #write_data_register,$FF8604
|>
|> But could the two instructions be compressed into a single one, such as:

|>   move.w #(write_data_register<<8)+select_data_register,$FF8604
|>
|> Ie, will the single instruction first select the correct data register,
|> then write the data, or will it write the data using the previous settings
|> and then select a different data register.

The cpu will write out the value with increasing addresses when talking to
a narrow port. This is true for all 68000 variants with dynamic bus
sizing.

|> TOS 1.00 uses such an optimisation, and I need to know whether it is a bug
|> or an intended feature.

This is guaranteed to work.

--
Andreas Schwab
schwab@issan.informatik.uni-dortmund.de
schwab@gnu.org

"And now for something
completely different"

From -1679102168544967495
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1a78955eb0309969
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Magic's *.BAT
Date: 1998/06/17
Message-ID: <6m8d0d$377$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 363494416
References: <6m1013$9ek$1@news2.isdnet.net>
NNTP-Posting-Date: 17 Jun 1998 12:32:13 GMT
X-Trace: roch.zetnet.co.uk 898086733 3303 194.247.41.103 (17 Jun 1998 12:32:13
GMT)
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 14 Jun 1998 17:07:47, Frederic Dinh wrote:

>I've noticed some applications, CAB and Atarirc for example, come with
>install.bat files.
>
>Where can I find docs (in English if possible) on the way batches must be
>written ?

Use a DOS manual. The syntax is practically identical.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -399234576524812702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5df07438b4b1465,start
X-Google-Attributes: gid1115ce,public
From: uh@postconsult.de (Uwe Hax)
Subject: Help: Patch for Pure-Debugger
Date: 1998/06/17
Message-ID: <6m8k7j$g50$1@unlisys.unlisys.net>#1/1
X-Deja-AN: 363526922
Content-Type: text/plain; charset=US-ASCII
Organization: Deutsche Post Consult GmbH
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Where can I find the Pure-Debugger-patch for MagicMac? Can anyone help me?

Uwe

From 3524643333055463117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ec13656c0e26da5a,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ec13656c0e26da5a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ec13656c0e26da5a,start
X-Google-Attributes: gid109a67,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: ATARI parts wanted
Date: 1998/06/17
Message-ID: <6m99c7lbt1@heliodor.xara.net>#1/1
X-Deja-AN: 363633184
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone help me out with a STFM MMU and Video Shifter IC.

It would be great if anyone has I bust ST where I can buy cheaply these 2
IC's.

Please mail me if you can supply me with them.

(pref. in the UK)

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

 - - - > A t A r I F o R e V e R < - - -

From 7860146857333831313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dd058bb2a9a63dc,start
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)
Subject: Mummies Playtime Now One Meg
Date: 1998/06/17
Message-ID: <358d2d08.16512036@news.zetnet.co.uk>#1/1
X-Deja-AN: 363637819
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
NNTP-Posting-Date: 17 Jun 1998 21:02:58 GMT
Reply-To: Deano@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 898117378 7036 194.247.40.37 (17 Jun 1998 21:02:58 GMT)
Organization: Silly Software
Newsgroups: comp.sys.atari.programmer

I have converted my latest game to work on one meg machines which you
can get from my Atari Page. It works under Pacifist but I couldn't get
it to play the samples under V0.48. Note if you downloaded the old two
meg version then you will have to re-download all the zips files for
the new One Meg version to work.

 Yours Faithfully (In a very Silly way)
 Deano (Silly Software Programmer)
 Email Deano@zetnet.co.uk
 http://www.users.zetnet.co.uk/sillysoftware/

From 1791950803449756534
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1a78955eb0309969
X-Google-Attributes: gid1115ce,public
From: frederic.dinh@hol.fr (Frederic Dinh)

Subject: Re: Magic's *.BAT
Date: 1998/06/17
Message-ID: <6m9bop$30u$1@news3.isdnet.net>#1/1
X-Deja-AN: 363643142
References: <6m1013$9ek$1@news2.isdnet.net> <6m8d0d$377$1@roch.zetnet.co.uk>
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Hello Roger,
> Use a DOS manual. The syntax is practically identical.

Yes, I noticed that, but look at the following (it's Atarirc's install.bat):

```
STiK's IRC-Client (PRG/ACC-Release)
$mkdir @DOC
$mkdir @DOC\ATARIRC
$mkdir @ATARIRC
$copy atarirc.app @atarirc\atarirc.app
$copy atarirc.rsc @atarirc\atarirc.rsc
$copy atarirc.doc @doc\atarirc\atarirc.doc
$copy changes.txt @doc\atarirc\changes.txt
```

If you run it, it gives "Kommando night gefunden" for each line under Magx shell.
See those "$" and "@", probably to disable the commands? Seems there is a convention as I've seen it in other batches. And if there is, I'd like to know more about.
Bye !

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/
Allez la France !!

From -1279967149972151293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ade35f9940359eb5
X-Google-Attributes: gid1115ce,public
From: Jeff.Thomas@taf.ftn.org (Jeff Thomas)
Subject: Assembly programmer
Date: 1998/06/17
Message-ID: <8db_9806180206@tor250.org>#1/1
X-Deja-AN: 363774147
Organization: Toronto Atari Federation Message Center & BBS
X-FTN-To: Msbaines@Cix.Compulink.Co
Newsgroups: comp.sys.atari.programmer

MS>I've been using some assembly code from Jon Ellis (ST Applications artic

MS>which determines the type of 680x0 CPU it is run on. Up till now it work
MS>well but recently it fails badly (causes a 4 or 6 bomb crash) on a new
MS>Veloce+ 68020 add on board for a ST from The Upgrade Shop.
Have you tried polling the Cookie Jar? According to The Atari Compendium
processor and coprocessor info can be placed there.
Later...

  SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.

From 7893854441378780688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1a78955eb0309969
X-Google-Attributes: gid1115ce,public
From: pricard@club-internet.fr (Pascal Ricard)
Subject: Re: Magic's *.BAT
Date: 1998/06/18
Message-ID: <3588636a1e464f2@club-internet.fr>#1/1
X-Deja-AN: 363688585
References: <6m1013$9ek$1@news2.isdnet.net> <6m8d0d$377$1@roch.zetnet.co.uk>
<6m9bop$30u$1@news3.isdnet.net>
X-Sender: NEWSwatch v2.00 (Atari)
X-System: Falcon030-14-FPU MagiC 5.13
Organization: Les Cigales
X-Url: http://perso.club-internet.fr/pricard/index.html
X-Internet-Softwares: STinG Cab 2.6 (POP+NEWS)watch Okami
Newsgroups: comp.sys.atari.programmer

Hello,

  in article <6m9bop$30u$1@news3.isdnet.net>
  Frederic Dinh wrote:

> Hello Roger,
> > Use a DOS manual. The syntax is practically identical.
>
> Yes, I noticed that, but look at the following (it's Atarirc's install.bat):
[.../...]

Il semble que tu ais fait une erreur: ces fichiers servent pour le
programme d'installation du package www.

(it seems you made a mistake: those files are for the install program
found in the www package)

Bye,
/Pascal/

--
Pascal, surfing the web on his Falcon...

From 6989996483835183133
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,594db874b8b0349c
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Ordering of words on an MC688000
Date: 1998/06/18
Message-ID: <3588D953.3E4E@mst.tn.utwente.nl>#1/1
X-Deja-AN: 363802294
Content-Transfer-Encoding: 7bit
References: <Pine.LNX.3.96.980617114802.3026A-100000@macbeth.ecs.soton.ac.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Sam Ellis wrote:
>
> I wasn't so much refering to the endianness of the processor, although I
> did get this wrong in my original post. I was really interested in knowing
> the order in which words will be physically transferred over the data bus.
> If I make a more concrete example it might clarify things:
>
> The DMA chip has two 16-bit registers located (IIRC) at $FF8604 and
> $FF8606.
> $FF8604 is the data register
> $FF8606 is the control register
>
> The contents of the control register affects what value is currently
> available in the data register. Normally, you would access these registers
> as follows:
> move.w #select_data_register,$FF8606
> move.w #write_data_register,$FF8604
>
> But could the two instructions be compressed into a single one, such as:
> move.w #(write_data_register<<8)+select_data_register,$FF8604
>
> Ie, will the single instruction first select the correct data register,
> then write the data, or will it write the data using the previous settings
> and then select a different data register.
>
> TOS 1.00 uses such an optimisation, and I need to know whether it is a bug
> or an intended feature.

The same trick is used for programming the soundchip,

$ff8800 is register select
and
$ff8802 is write selected register
lots of programs using the soundchip use a long to select a soundchip
register and write data to it. i.e.:
    move.l   d0,$ff8800

The 68000 will write, in compliance with its spcifications, first to the
lowest adres and then the higher adresses. This is also true for
move multiple instructions.

Hans

From -1755125131973016531
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec13656c0e26da5a
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: ATARI parts wanted
Date: 1998/06/18
Message-ID: <6mb1rtvc1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 363839225
References: <6m99c7lbt1@heliodor.xara.net>
X-Trace: roch.zetnet.co.uk 898173629 1004 194.247.41.58 (18 Jun 1998 12:40:29 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 18 Jun 1998 12:40:29 GMT
Newsgroups: comp.sys.atari.programmer

On 17 Jun 1998 21:40:09, "Chris Swinson - MEGA Disczine" wrote:
>Can anyone help me out with a STFM MMU and Video Shifter IC.
>
>It would be great if anyone has I bust ST where I can buy cheaply these 2
>IC's.

The Upgrade Shop will have them. 01625-503448

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 9195599503032426937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9af40b69068fc944,start
X-Google-Attributes: gid1115ce,public
From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Subject: !!Crown of Creation home page!!

Date: 1998/06/18
Message-ID: <35895962.712E@ws.rz.tu-bs.de>#1/1
X-Deja-AN: 363928983
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Distribution: world
Content-Type: text/plain; charset=us-ascii
Organization: TU-Braunschweig, Rechenzentrum
Newsgroups: comp.sys.atari.programmer

Hello there!

Crown of Creation 3D, the ultimate space-action simulation for the Falcon030, finally got its own homepage!

After the overwhelmingly positive reactions of many players and magazines, now the latest facts on this standard-setting game can be accessed via internet.

Simply go to http://www.tu-bs.de/~y0001569 to see this:

- The story
- The features
- Test reports
- CPU-/DSP speeder support
- Online order CoC 3D
- Get the latest updates (V1.3b)
- Screenshots

All pages in Deutsch/English.

See you soon!

From 8859198021091198687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2ec150a2347e308f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2ec150a2347e308f,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2ec150a2347e308f,start
X-Google-Attributes: gid109a67,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: MEGA quick questions
Date: 1998/06/18
Message-ID: <6mbri2$c0f$1@heliodor.xara.net>#1/1
X-Deja-AN: 363961675
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

From MEGA Disczine.

If you have seen MEGA why not fill in the following and ruturn it to me. Or fill in the questionnaire in MEGA 2.

Please use ^ for more, - for don't mind, x for less.

1) Humor/jokes/ funny stories :
2) Electronics :
3) Science/technology :
4) Dream related :
5) Horror/tales and facts :
6) Atari games reviews :
7) PC game reviews :
8) STOS tutorials :
9) Fiction/sci-fi info/stories :
10)Other things in the world :
11) Wibble pages :
12) UFO artciles :

Have any other ideas on what to include for issue 3, or anything at all, please fell free to mail me with your ideas.

Thanks.

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

 - - - > A t A r I F o R e V e R < - - -

From 7713952627286896081
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,ee1cf22a2f124c29,start
X-Google-Attributes: gid1115ce,public
From: marcus.muehlpfordt@student.uni-halle.de (Have a nice day!)
Subject: Junior-Prommer am PC
Date: 1998/06/19
Message-ID: <358dc836.11001460@news.uni-halle.de>#1/1
X-Deja-AN: 363917494

Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=ISO-8859-1
Organization: University Halle, Germany
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hallo,

mich interessiert stark, ob mein Junior-Prommer (Maxon) auch an einem
PC betrieben werden kann.
Wenn ja, welche Software w?re dazu geeignet bzw. zu welchem Modell ist
er kompatibel (Quickbyte 2.0 Eprommer, Eprommer der Fima
REX-Datentechnik)?

Hat damit schon jemand Erfahrungen gesammelt?

Besten Dank - M.M.

From -7760515619546101642
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d3d23288bcc4132c,start
X-Google-Attributes: gid1115ce,public
From: joes@chem.sintef.no (Jo Even Skarstein)
Subject: Re: Redraw routines
Date: 1998/06/19
Message-ID: <358a23db.45994226@news.sintef.no>#1/1
X-Deja-AN: 364133774
Cache-Post-Path: halvan.trd.sintef.no!unknown@129.241.6.128
References: <35826FB4.5434@algonet.se>
Organization: SINTEF Norway
Newsgroups: comp.sys.atari.programmer

On Sat, 13 Jun 1998 05:25:25 -0700, Joakim H?gberg
<fiolerna_BULKMAIL_SUCK_@algonet.se> wrote:

>Is it possible to write the image contents of an object tree to memory
>(without viewing it on screen first), or do I have to draw the object on
>screen, and then save the screen contents to memory??

You can't, atleast not legally. Since you can't specify what
VDI-workstation objc_draw() works on, it will only draw to the device
that the AES use (i.e. the screen).

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
*/

From 7575034779650832393
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,ee1cf22a2f124c29
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: Re: Junior-Prommer am PC
Date: 1998/06/19
Message-ID: <358A3FB1.6562C0B1@france2.fr>#1/1
X-Deja-AN: 364148366
Content-Transfer-Encoding: 8bit
References: <358dc836.11001460@news.uni-halle.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Organization: France 2
Newsgroups: comp.sys.atari.programmer

Have a nice day! wrote:

> Hallo,
>
> mich interessiert stark, ob mein Junior-Prommer (Maxon) auch an einem
> PC betrieben werden kann.
> Wenn ja, welche Software w?re dazu geeignet bzw. zu welchem Modell ist
> er kompatibel (Quickbyte 2.0 Eprommer, Eprommer der Fima
> REX-Datentechnik)?
>
> Hat damit schon jemand Erfahrungen gesammelt?
>
> Besten Dank - M.M.

%-(Sorry...I don't understand German ! Can you re-send it in english (Or
for me in French ;-))
But...does anyone have somethings about the junior promer, cause in
France, we had never saw it at all, and i'll expect to found somes plans
and documentations about it...

From -4737665613725491689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31e93a8d6e6b7ab7,start
X-Google-Attributes: gid1115ce,public
From: "Clyde Wallace" <cwallace@symgroup.com>
Subject: FS: Atari disk duplicators
Date: 1998/06/19
Message-ID: <6me7il$2b$1@siesta.packet.net>#1/1
X-Deja-AN: 364249679

X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3007.0
Organization: PacketWorks Public Newsserver
Newsgroups: comp.sys.atari.programmer

For Sale:

Two high speed disk duplicators.

Autoloading, autoverify. Batch processing for multiple master capability.

Formats or duplicates.

Handles Atari, PC, Mac, Amiga formats.

Contact Clyde Wallace
Will sell both for $1000 with spare drive.

From 8044110850948079773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1a78955eb0309969
X-Google-Attributes: gid1115ce,public
From: Thomas.Goirand@hol.fr (Thomas GOIRAND)
Subject: Re: Magic's *.BAT
Date: 1998/06/20
Message-ID: <6mf278$f2g$1@news2.isdnet.net>#1/1
X-Deja-AN: 364357887
References: <6m1013$9ek$1@news2.isdnet.net>
Organization: Centek / IUT Nantes
Newsgroups: comp.sys.atari.programmer

On 14 Jun 1998 17:07:47, Frederic Dinh wrote:
>Hi everyone,
>
>I've noticed some applications, CAB and Atarirc for example, come with
>install.bat files.
>
>Where can I find docs (in English if possible) on the way batches must be
>written ?

Why dont you use a CSH shell giving a CSH scrpit ?
Making a small executable who will launch this script sould
not be complicated, this sould be easyer to make because
you'll have all the documentation you'll need, and more
over this could run an a simple ST under single task TOS !

--- end of message ---

--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
---
--- mailto:thomas.goirand@hol.fr (when in holidays :)) ---
--- mailto:thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---
---

From -4750543318740995093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90e08c355d26db84,start
X-Google-Attributes: gid1115ce,public
From: "Charlie Wood" <spidersi@sprint.ca>
Subject: Looking for Mega ST Main Board
Date: 1998/06/20
Message-ID: <898387976.808178@michelob>#1/1
X-Deja-AN: 364592135
Cache-Post-Path: michelob!unknown@spc-isp-vic-uas-01-21.sprint.ca
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Sprint Canada Inc.
Newsgroups: comp.sys.atari.programmer

Looking for a Mega ST main board with minimum 2Mb
email cost of board plus mailing/shipping costs
mailing address is below to calculate shipping cost
I live in Canada will pay via international money order

Thanks,
Charlie

--
Spider's Eye Designs
Victoria, BC,
Canada
V8V 1J6

Tel: (250) 381-6649
Fax: (250) 381-6659
E-mail: spidersi#sprint.ca
Change the '#' to @ in the email address

From 1322849303063290533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb9854e41d68118a,start

X-Google-Attributes: gid1115ce,public
From: frederic.dinh@hol.fr (Frederic Dinh)
Subject: VA_START msg format : a Pascal string?
Date: 1998/06/21
Message-ID: <6mjc1k$14g$1@news4.isdnet.net>#1/1
X-Deja-AN: 364732893
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Hi everyone,

I finally got VA_START working with the following:
pointer = * ((char **) message + 3)

(thanks guys!)

Surprisingly, when I display it in a window info line (wind_set (wid, WF_INFO, pointer)), I get a Pascal string: there is a "prefix" caracter, for exemple the bell (ascii 10) if I drop a 10 caracter filename on my prog.

So my question is: is the VA_START message is in Pascal format? The few docs I have don't mention that. I tested with Magxdesk with or without AV_SERVER, and the results are the same.

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/
Allez la France !!

From -8031762113159976748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90e08c355d26db84
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall])
Subject: Re: Looking for Mega ST Main Board
Date: 1998/06/21
Message-ID: <6mjpv8$l7n$4@news.campus.mci.net>#1/1
X-Deja-AN: 364781856
References: <898387976.808178@michelob>
Organization: The DarkForce! BBS
Newsgroups: comp.sys.atari.programmer

On 20 Jun 1998 17:08:14, "Charlie Wood" wrote:
->Looking for a Mega ST main board with minimum 2Mb
->email cost of board plus mailing/shipping costs
->mailing address is below to calculate shipping cost
->I live in Canada will pay via international money order
->

->Thanks,
->Charlie
->
->--
->Spider's Eye Designs
->Victoria, BC,
->Canada
->V8V 1J6
->
->Tel: (250) 381-6649
->Fax: (250) 381-6659
->E-mail: spidersi#sprint.ca
->Change the '#' to @ in the email address

Contact Brad Coda at Best Electronics. He has an incredible inventory of parts... ;-)

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA. 95126-1127
Phone 1-408-243-6950
E-Mail: bestelec@concentric.net

Hope this helps! ;-)

```
     ___________________________________________________________________
    /               /               /                 /               /\
   /    --T--      /   Sysop of The DarkForce! BBS   /     /\        / /
  /  -A T A R I-  /   Phone 1-606-886-9014 Today!   /  Dark><Chyld  / /
 /      --G--    /   The Fuji -still- Lives...!!   /       \/      / /
/_______________/_______________/_________________/_______________/ /
\___________________________________________________________________\/
```

From -3068070266524545255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5cd4194303e16b1,start
X-Google-Attributes: gid1115ce,public
From: joes@chem.sintef.no (Jo Even Skarstein)
Subject: Fonts in userdefs
Date: 1998/06/22
Message-ID: <358e543a.20250538@news.sintef.no>#1/1
X-Deja-AN: 364961778
Cache-Post-Path: halvan.trd.sintef.no!unknown@129.241.6.128
Organization: SINTEF Norway
Newsgroups: comp.sys.atari.programmer

Hi!

I'm trying to change font in a userdef, but for some reason it doesn't work.

Even if I do something like:

```
  vst_font(vw, fontid);
  v_gtext(vw, "some text");
```

...the text is always written with the system-font. I *know* that the font-ID is correct, and that I use the correct virtual workstation-handle. Is there something obvious I'm missing? I have no problems in changing fonts in other parts of the same program.

```
/*
** Jo Even Skarstein  http://www.stud.ntnu.no/~josk/
*/
```

From -9196483453503855959
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76cdb8fca04dc253,start
X-Google-Attributes: gid1115ce,public
From: "George Shore" <george2048@yahoo.com>
Subject: I have a problem...
Date: 1998/06/22
Message-ID: <01bd9de0$1f3a6e00$5400a8c0@its00242>#1/1
X-Deja-AN: 364961779
NNTP-Posting-Date: Mon, 22 Jun 1998 14:12:14 BST
Newsgroups: comp.sys.atari.programmer

I have a problem...
I compiled a program and while I was testing it, I noticed that the rand() function wasn't working. So I tried it by itself in a seperate program. It worked!
Anybody any ideas as to what's happening?
I was using C68k on a 4Meg 520 STe, if that helps...

Thanks in advance,
George Shore.

From 7365001965974822376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5cd4194303e16b1
X-Google-Attributes: gid1115ce,public
From: mitala@utu.fi (Mikko Larjava)
Subject: Re: Fonts in userdefs
Date: 1998/06/22
Message-ID: <6mls5s$836$1@ankka.csc.fi>#1/1
X-Deja-AN: 364991447

References: <358e543a.20250538@news.sintef.no>
Organization: A poorly-installed InterNetNews site
Newsgroups: comp.sys.atari.programmer

joes@chem.sintef.no (Jo Even Skarstein) writes:

> vst_font(vw, fontid);
> v_gtext(vw, "some text");
>...the text is always written with the system-font. I *know* that the

vst_load_fonts() is probably missing. It's hard to remember. At least
I allways forget it.

From 4185057382376479642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5cd4194303e16b1
X-Google-Attributes: gid1115ce,public
From: dwilgaREMOVE@mtholyoke.edu (Dan Wilga)
Subject: Re: Fonts in userdefs
Date: 1998/06/22
Message-ID: <dwilgaREMOVE-2206981421230001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 365052125
X-NNTP-Posting-Host: 138.110.10.65
References: <358e543a.20250538@news.sintef.no>
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <358e543a.20250538@news.sintef.no>, joes@chem.sintef.no (Jo
Even Skarstein) wrote:

> Hi!
>
> I'm trying to change font in a userdef, but for some reason it doesn't
> work.
>
> Even if I do something like:
>
>   vst_font(vw, fontid);
>   v_gtext(vw, "some text");
>
> ...the text is always written with the system-font. I *know* that the
> font-ID is correct, and that I use the correct virtual
> workstation-handle. Is there something obvious I'm missing? I have no
> problems in changing fonts in other parts of the same program.
>
> /*
> ** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
> */

You might want to check to make sure you are definitely opening your own workstation (via v_opnvwk()) rather than simply using the AES's workstation, as returned by graf_handle().

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

From -6005418774812458898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5cd4194303e16b1
X-Google-Attributes: gid1115ce,public
From: Thomas.Goirand@hol.fr (Thomas GOIRAND)
Subject: Re: Fonts in userdefs
Date: 1998/06/22
Message-ID: <6mm8e7$jd6$1@news4.isdnet.net>#1/1
X-Deja-AN: 365052126
References: <358e543a.20250538@news.sintef.no>
Organization: Centek / IUT Nantes
Newsgroups: comp.sys.atari.programmer

On 22 Jun 1998 12:59:00, Jo Even Skarstein wrote:
>Hi!
>
>I'm trying to change font in a userdef, but for some reason it doesn't
>work.
>
>Even if I do something like:
>
> vst_font(vw, fontid);
> v_gtext(vw, "some text");
>
>....the text is always written with the system-font. I *know* that the
>font-ID is correct, and that I use the correct virtual
>workstation-handle. Is there something obvious I'm missing? I have no
>problems in changing fonts in other parts of the same program.
>
>/*
>** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
>*/
>.

But why do you want to use a USERDEF ? You can use a normal text object with the voctor font attribute ! It works well with AES up to 4.0, and it draws a system font in others... and you can edit your RSC file with the patched Atari's editor.

--- end of message ---

--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
---
--- mailto:thomas.goirand@hol.fr (when in holidays :)) ---
--- mailto:thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---
---

From 6091451867375972645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a4107ebbd7220bb9,start
X-Google-Attributes: gid1115ce,public
From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Subject: Video Titler / Degas PC1 display
Date: 1998/06/22
Message-ID: <6mmc1n$3t2$1@news.asu.edu>#1/1
X-Deja-AN: 365074035
Organization: Arizona State University
Newsgroups: comp.sys.atari.programmer

Hello,
  I have a mini-project to turn a STfm into a video titler machine feeding a video projector (via the built-in composite video output!) for a sing-along application. Right now, I am using Degas Elite to create slides of the verses, and the SHOWPIC2 program that came with Degas to put them up.

The problem here is that SHOWPIC, like all the other slide show programs I have seen, simply picks the files off the disk in the order they were loaded on and displays them automatically, with an option for manual pause. There is no opportunity for starting at an arbitrary point in the sequence, or for going back to a slide if you made a mistake and unpaused too quick. Furthermore, if you have a bad slide or data error, the show is over, since there is no other option for recovery than starting from the top.

What I would like to see is a program that displays Degas PC1 slides, using a text list of filenames that can be arranged externally with an editor, with advance or backup via the up and down arrow keys. Furthermore, the list can be brought up for the user, say via the Esc key, and a cursor moved up or down (note: no mouse required) to pick an arbitrary start point.

This doesn't really sound too tough, and if I were closer to picking up ST programming, I might try it myself. But since my requirement is NOW, I would like to ask

1) Does this sort of program already exist somewhere? If so,
where can I lay my hands on it?

2) If it does not, do any of you hacks want to take a quick go
at it?
--
****
* David Ormand | Be Different!   *
* dlormand@aztec.asu.edu) | Support resistance computers! *
* Tucson, Arizona | TI-99/4A   Atari ST   *

From 3586174876950536534
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a4107ebbd7220bb9
X-Google-Attributes: gid1115ce,public
From: saif@zetnet.co.uk (Saif Ahmed)
Subject: Re: Video Titler / Degas PC1 display
Date: 1998/06/22
Message-ID: <6mmh2hsru1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 365092670
References: <6mmc1n$3t2$1@news.asu.edu>
X-Trace: irk.zetnet.co.uk 898549649 29566 194.247.41.18 (22 Jun 1998 21:07:29 GMT)
NNTP-Posting-Date: 22 Jun 1998 21:07:29 GMT
Newsgroups: comp.sys.atari.programmer

On 22 Jun 1998 19:41:43, DAVID L. ORMAND wrote:
> NOW, I would like to ask
>1) Does this sort of program already exist somewhere? If so,
>where can I lay my hands on it?

Try videotitler from David Munsie available at all good PD sources.
also on ST Review cover disk issue 12.

rgds

Saif

From 8150348116025624241
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76cdb8fca04dc253
X-Google-Attributes: gid1115ce,public
From: michael@fastlane.net (Michael White)
Subject: Re: I have a problem...
Date: 1998/06/22
Message-ID: <7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-
proxy.airnews.net>#1/1
X-Deja-AN: 365115678

References: <01bd9de0$1f3a6e00$5400a8c0@its00242>
X-Orig-Message-ID: <6mmksh$2qe@library.airnews.net>
NNTP-Posting-Time: Mon Jun 22 17:12:34 1998
Abuse-Reports-To: abuse at fastlane.net to report improper postings
Organization: <<<<>>>>
NNTP-Proxy-Relay: library.airnews.net
Newsgroups: comp.sys.atari.programmer

On 22 Jun 1998 13:12:14, "George Shore" wrote:
>I have a problem...
>I compiled a program and while I was testing it, I noticed that the rand()
>function wasn't working. So I tried it by itself in a seperate program. It
>worked!
>Anybody any ideas as to what's happening?
>I was using C68k on a 4Meg 520 STe, if that helps...

Do you have the segment of code that uses it? That would help even more.
Also, what do you mean by "rand() wasn't working"?

Michael White (michael@fastlane.net)

From 1798339365803020939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5cd4194303e16b1
X-Google-Attributes: gid1115ce,public
From: joes@chem.sintef.no (Jo Even Skarstein)
Subject: Re: Fonts in userdefs
Date: 1998/06/23
Message-ID: <358f4f78.56447597@news.sintef.no>#1/1
X-Deja-AN: 365225755
Cache-Post-Path: halvan.trd.sintef.no!unknown@129.241.6.128
References: <358e543a.20250538@news.sintef.no> <6mls5s$836$1@ankka.csc.fi>
Organization: SINTEF Norway
Newsgroups: comp.sys.atari.programmer

On 22 Jun 1998 15:10:52 GMT, mitala@utu.fi (Mikko Larjava) wrote:

>joes@chem.sintef.no (Jo Even Skarstein) writes:
>
>> vst_font(vw, fontid);
>> v_gtext(vw, "some text");
>>...the text is always written with the system-font. I *know* that the
>
>vst_load_fonts() is probably missing. It's hard to remember. At least
>I allways forget it.

Guess what, you're right :-) Thanks.

/*

** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
*/

From 835349104330282740
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90e08c355d26db84
X-Google-Attributes: gid1115ce,public
From: "Charlie Wood" <spidersi@sprint.ca>
Subject: Re: Looking for Mega ST Main Board
Date: 1998/06/23
Message-ID: <898586366.969767@michelob>#1/1
X-Deja-AN: 365236543
References: <898387976.808178@michelob> <6mjpv8$l7n$4@news.campus.mci.net>
Cache-Post-Path: michelob!unknown@spc-isp-vic-uas-02-13.sprint.ca
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Sprint Canada Inc.
Newsgroups: comp.sys.atari.programmer

> Contact Brad Coda at Best Electronics. He has an incredible inventory of
> parts... ;-)
>
> Best Electronics
> 2021 The Alameda, Suite 290
> San Jose, CA. 95126-1127
> Phone 1-408-243-6950
> E-Mail: bestelec@concentric.net
>
> Hope this helps! ;-)
>

Hey DarkChyld,
Thanks for the info.

I managed to pick up two Mega ST's through private sales. :-)

Charlie

From -5121409247472761376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76cdb8fca04dc253
X-Google-Attributes: gid1115ce,public
From: "George Shore" <george2048@yahoo.com>
Subject: Re: I have a problem...
Date: 1998/06/23

Message-ID: <01bd9e94$ff3edc20$3600a8c0@its00257>#1/1
X-Deja-AN: 365269112
References: <01bd9de0$1f3a6e00$5400a8c0@its00242>
<7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-proxy.airnews.net>
NNTP-Posting-Date: Tue, 23 Jun 1998 11:47:02 BST
Newsgroups: comp.sys.atari.programmer

Michael White <michael@fastlane.net> wrote in article
<7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-proxy.airnews.ne
t>...
>
> Do you have the segment of code that uses it? That would help even more.

Ok. Here it is:

```
double frand(double x)
{
   return fmod((rand() % 100) * .01 + rand() % 10000, x);
}
```

> Also, what do you mean by "rand() wasn't working"?

What I meant was that when it was called, rand() wasnt giving me a random
number but always 0, and when I tested rand() out by itself it was. Sorry
about my vagueness. :-)
>
> Michael White (michael@fastlane.net)
>

George Shore

From 4593548867625966482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76cdb8fca04dc253
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: I have a problem...
Date: 1998/06/23
Message-ID: <358FE66B.3B15@mst.tn.utwente.nl>#1/1
X-Deja-AN: 365371171
Content-Transfer-Encoding: 7bit
References: <01bd9de0$1f3a6e00$5400a8c0@its00242>
<7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-proxy.airnews.net>
<01bd9e94$ff3edc20$3600a8c0@its00257>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

George Shore wrote:
>
> Michael White <michael@fastlane.net> wrote in article
> <7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-proxy.airnews.ne
> t>...
> >
> > Do you have the segment of code that uses it? That would help even more.
>
> Ok. Here it is:
> double frand(double x)
> {
>   return fmod((rand() % 100) * .01 + rand() % 10000, x);
> }
>
> > Also, what do you mean by "rand() wasn't working"?
>
> What I meant was that when it was called, rand() wasnt giving me a random
> number but always 0, and when I tested rand() out by itself it was. Sorry
> about my vagueness. :-)
> >
> > Michael White (michael@fastlane.net)
> >
>
> George Shore

Hi,

I compiled this program in Pure C and it is working good:

```
-------------------8<-----------------------------------

#include <stdio.h>
#include <math.h>
#include <stdlib.h>

double frand(double x)
{
   return fmod((rand() % 100) * .01 + rand() % 10000, x);
}

int main(void)
{
  int i=9;
  double x=12.34;
  do
  {
    printf("%i frand(%lf) = %lf\n",i ,x, frand(x));
  }
  while(--i>=0);
  return 0;
}
-------------------------->8------------------------
```

Bye, Hans

From -6142853367970741585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76cdb8fca04dc253
X-Google-Attributes: gid1115ce,public
From: michael@fastlane.net (Michael White)
Subject: Re: I have a problem...
Date: 1998/06/23
Message-ID: <E2D738EE9A7C6A56.C14545A77D24C989.6A09BB8046904E92@library-proxy.airnews.net>#1/1
X-Deja-AN: 365450445
References: <01bd9de0$1f3a6e00$5400a8c0@its00242> <7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-proxy.airnews.net> <01bd9e94$ff3edc20$3600a8c0@its00257> <358FE66B.3B15@mst.tn.utwente.nl>
X-Orig-Message-ID: <6mp9i9$c9c@library3.airnews.net>
NNTP-Posting-Time: Tue Jun 23 17:17:45 1998
Abuse-Reports-To: abuse at fastlane.net to report improper postings
Organization: <<<<>>>>
NNTP-Proxy-Relay: librarytest.airnews.net
Newsgroups: comp.sys.atari.programmer

On 23 Jun 1998 19:31:23, Hans Wessels wrote:
>George Shore wrote:
>>
>> Michael White <michael@fastlane.net> wrote in article
>> <7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-proxy.airnews.ne
>> t>...
>> >
>> > Do you have the segment of code that uses it? That would help even more.
>>
>> Ok. Here it is:
>> double frand(double x)
>> {
>>   return fmod((rand() % 100) * .01 + rand() % 10000, x);
>> }
>>
>> > Also, what do you mean by "rand() wasn't working"?
>>
>> What I meant was that when it was called, rand() wasnt giving me a random
>> number but always 0, and when I tested rand() out by itself it was. Sorry
>> about my vagueness. :-)
>> >
>> > Michael White (michael@fastlane.net)
>> >
>>
>> George Shore
>
>Hi,

```
>
>I compiled this program in Pure C and it is working good:
>
>-------------------8<-----------------------------------
>
>#include <stdio.h>
>#include <math.h>
>#include <stdlib.h>
>
>double frand(double x)
>{
>   return fmod((rand() % 100) * .01 + rand() % 10000, x);
>}
>
>int main(void)
>{
>  int i=9;
>  double x=12.34;
>  do
>  {
>    printf("%i frand(%lf) = %lf\n",i ,x, frand(x));
>  }
>  while(--i>=0);
>  return 0;
>}
```

It seems like it should work. This may be a dumb question, but do you have any other functions named "rand()" that may be getting linked in? Aside from that, I can't think of much else...

Michael White (michael@fastlane.net)

From -2235955115238542682
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,ee1cf22a2f124c29
X-Google-Attributes: gid1115ce,public
From: marcus.muehlpfordt@student.uni-halle.de (Have a nice day!)
Subject: Re: Junior-Prommer am PC
Date: 1998/06/24
Message-ID: <359447cc.1922594@news.uni-halle.de>#1/1
X-Deja-AN: 365334827
Content-Transfer-Encoding: 8bit
References: <358dc836.11001460@news.uni-halle.de>
Content-Type: text/plain; charset=ISO-8859-1
Organization: University Halle, Germany
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 19 Jun 1998 10:51:00 +0100, Michael_Schwingen@AC2.maus.de
(Michael Schwingen) wrote:

>Kann er. Software gibt es angeblich als JPROM* in der Maus RO.
>
Besten Dank erst einmal f⿰r die Tips - leider konnte ich noch nichts
passendes finden - zugang zu Mausnetz habe ich leider nicht -
ftp-search war nicht erfolgreich.
Daher noch einmal an alle - gibt es Software, die mich meinen
Juniorprommer auch an einem PC bertreiben lassen und k⿰nnte jemand
evtl. einen Link daf⿰r posten???

Vieles Gro⿰es Dankesch⿰n - M.M.

From 5925752889979544243
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1e416ecf342835c,start
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: Magic mailing list
Date: 1998/06/24
Message-ID: <3590B9B2.49A25E67@france2.fr>#1/1
X-Deja-AN: 365582066
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Reply-To: l.favard@france2.fr
Content-Type: text/plain; charset=us-ascii
Organization: France 2
Newsgroups: comp.sys.atari.programmer

Hi everyone

since somes days ago, a new mailing list does exist, about Magic. If you
want to subscrib it, take a look at the URL:

http://www.onelist.com/welcome.cgi?listname=magic_os

From -4893801973591737103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76cdb8fca04dc253
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: I have a problem...

Date: 1998/06/24
Message-ID: <6mqg86$1t1$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 365591382
References: <01bd9de0$1f3a6e00$5400a8c0@its00242>
<01bd9e94$ff3edc20$3600a8c0@its00257> <358FE66B.3B15@mst.tn.utwente.nl>
<E2D738EE9A7C6A56.C14545A77D24C989.6A09BB8046904E92@library-proxy.airnews.net>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <E2D738EE9A7C6A56.C14545A77D24C989.6A09BB8046904E92@library-proxy.airnews.net>,
Michael White <michael@fastlane.net> wrote:
>On 23 Jun 1998 19:31:23, Hans Wessels wrote:
>>George Shore wrote:
>>>
>>> Michael White <michael@fastlane.net> wrote in article
>>> <7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-proxy.airnews.ne
...
>>> double frand(double x)
>>> {
>>>   return fmod((rand() % 100) * .01 + rand() % 10000, x);
>>> }
...
>>> What I meant was that when it was called, rand() wasnt giving me a random
>>> number but always 0, and when I tested rand() out by itself it was. Sorry
>>> about my vagueness. :-)
...
>It seems like it should work. This may be a dumb question, but do you have
>any other functions named "rand()" that may be getting linked in? Aside
>from that, I can't think of much else...

There's also the apparent lack on an srand() call, which might cause
problems. From the docs I have, it looks like the default seed value
should be 1, but that may not be standardized. It is possible that the
algorithm used in rand() will return all zeros if the seed happens to
start at 0.

On another matter, are you using a 16 bit compiler (like PureC)?
If so, the return value from rand() is most likely 16 bit and then it
looks to me like the %10000 wouldn't be a very good idea.
The maximum number would be 32767, which means that there are four
possibilities for 0-2767 to occur, but only three for 2768-9999.
There would still be a skew in the probabilities if you have 32 bit ints,
but then it would be very much smaller.

Another thing to remember about 'random' number generators is that the
number as a whole is usually a lot more 'random' than the low order bits
(rand() % 2 might give 1,0,1,0,1,0,...), but you should not be running
into that here.
I've seen some very funny effects of this in image processing software,
such as pixel spreads that tend to go mostly right and down and 'noise'
with very obvious patterns.

```
--
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 3957152365542864920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d8586b75793adf0d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,d8586b75793adf0d,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,d8586b75793adf0d,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d8586b75793adf0d,start
X-Google-Attributes: gid109a67,public
From: "Roagie" <roagie@hotmail.com>
Subject: FA: MegaSTE, SC1224 Monitor, ST1024 + Extras... all in one lot
Date: 1998/06/09
Message-ID: <01bd93bc95205220b4632599@Schnappy.pop.weasle>#1/1
X-Deja-AN: 361056306
Organization: Thrush-o-matic
Newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech

These are complete systems. Everything works and is in immaculate shape,
see this URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=16877914

Thanks

From -7372533955919113100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eda30cf59f651da0
X-Google-Attributes: gid1115ce,public
From: Mathias <mpichotz@reis.e-technik.fh-lausitz.de>
Subject: Re: C++ and Atari
Date: 1998/06/09
Message-ID: <357D622F.2D21@reis.e-technik.fh-lausitz.de>#1/1
X-Deja-AN: 361062945
Content-Transfer-Encoding: 7bit
References: <357C458A.46BD037B@algonet.se>
Content-Type: text/plain; charset=us-ascii
Organization: LAUNOC
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer

Andersson wrote:
>
> Greetings,
>
> I am an "old" Atari owner how has just recently returned to this
> wounderful platform. For a while now I have been programming C++ on the
> PC, but now I would like to use it on my Atari. Is there a C++ compiler
> for the Atari? I have heard of Gnu C++ being ported to Atari, but I
> don't know what files I need for it. Help? Is it possible to program GEM
> under gcc? Please help me start to program for the Atari again!
>
> Shine on you crazy diamond(s)
>
> /Tobias
looking also for a c++ compiler for st

From 6328019286537014070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,423f73a48869fed2
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: How can I recognize ascii files from binary ?
Date: 1998/06/09
Message-ID: <357cb2f2.1267961@news.tmisnet.com>#1/1
X-Deja-AN: 361077362
References: <6le863$i9e$2@news4.isdnet.net>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

IIRC, True ASCII is a 7-bit code (0-127), which means
you won't find any byte-sized values larger than 128
anywhere in the file.

-- George Crissman
-- strads@tmisnet.com

On 7 Jun 1998 14:30:27 GMT, frederic.dinh@hol.fr (Frederic Dinh)
wrote:

>Hello all,
>
>I'd like to know how to make a difference between ascii and binary files so
>my printing program won't load binary files.
>
>Do you think scanning some bytes, say 64, at the beginning of the file should
>be reliable ? Can I say that, if i find an ascii caracter <32, it is a binary

>file ?
>
>
>--
>Freder:c D:nh -> frederic.dinh@hol.fr
>http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
>ajoutez-vous !

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -7623749717450338059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0f4f55fb397302c
X-Google-Attributes: gid1115ce,public
From: dwilgaREMOVE@mtholyoke.edu (Dan Wilga)
Subject: Re: act_pd
Date: 1998/06/09
Message-ID: <dwilgaREMOVE-0906981534300001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 361118235
References: <357ba581.0@news.uni-ulm.de> <357ea1ac.157087049@news.demon.co.uk>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <357ea1ac.157087049@news.demon.co.uk>, guy@swampdog.demon.co.uk
(Guy Harrison) wrote:

> You might not need it. It is true that an acc using Malloc causes the
> memory obtained to be owned by the main application, thus when the
> main application terminates the memory is lost. However, memory
> allocated before the first AES call made by the acc *is* owned by the
> acc. Therefore, if you are able to determine your memory requirements
> before appl_init() in effect, you don't need to fiddle with p_run.

Actually, it's owned by the AES itself, but the end result is pretty much
the same. Trivial, I know! :-)

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

From 8978076360319839498
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,423f73a48869fed2
X-Google-Attributes: gid1115ce,public
From: curis@news.ens.fr (Emmanuel Curis)

Subject: Re: How can I recognize ascii files from binary ?
Date: 1998/06/09
Message-ID: <6lk6obnfl1@nef.ens.fr>#1/1
X-Deja-AN: 361136492
References: <6le863$i9e$2@news4.isdnet.net> <357cb2f2.1267961@news.tmisnet.com>
Organization: ⍰cole Normale Sup⍰rieure, Paris
Reply-To: Emmanuel.Curis@ens.fr
Newsgroups: comp.sys.atari.programmer

Bonsoir,

Dans l'article <357cb2f2.1267961@news.tmisnet.com>,
George Crissman, <strads@tmisnet.com> a ⍰crit :
>IIRC, True ASCII is a 7-bit code (0-127), which means
>you won't find any byte-sized values larger than 128
>anywhere in the file.

Not at all reliable for any other language than English... As I don't want any program to reject my French texts only because I use accents (all coded after 128), please FORGET THAT RULE...

Even if, in fact, pure original ASCII defines only codes on 7-bit... That's history now. Present is ISO codings (8 bits or more...).

--

Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html

From -6085942031508456569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c21990f7a97d2869,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c21990f7a97d2869,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: ICTARI again...
Date: 1998/06/09
Message-ID: <42149191_000034_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 361169675
X-NNTP-Posting-Host: elis.demon.co.uk:194.222.41.182
X-Sender: NEWSwatch v1.30 (Atari)
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897432559 nnrp-05:6477 NO-IDENT
elis.demon.co.uk:194.222.41.182
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk (G Greenway)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Just a brief note to say that the links to FuNet should work now,
and the Geocities site has been fixed.

It's all at:

http://www.elis.demon.co.uk/ictari/ictari.htm

"Augeas"

--


```
 ____________________________
/ \ augeas@elis.demon.co.uk  \      "I'm only ever punk in drublic, and
\/_\  ________________________\_    I'd rather be a  gunk than a poth."
    \/ \                        \
     \_/________________________/
```


From 1338325483661823235
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5aad09198feb02df
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Problem with VA_START command line
Date: 1998/06/10

Message-ID: <357ef724.1009191@news.demon.co.uk>#1/1
X-Deja-AN: 361268898
Content-Transfer-Encoding: 7bit
References: <6le85j$i9e$1@news4.isdnet.net> <357c9e30.156195567@news.demon.co.uk>
<6lj5r7$5gd$2@sun27.hrz.tu-darmstadt.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897457288 nnrp-07:15096 NO-IDENT
swampdog.demon.co.uk:158.152.224.11

Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 9 Jun 1998 11:21:11 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <357c9e30.156195567@news.demon.co.uk>,

```
>    guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> /* this is a bit extreme but is legible */
>> int   mesag[8];
>> uint  lo_word,hi_word;
>> ulong lo,hi;
>> char  *pointer;
>>
>> hi_word = mesag[3];
>> lo_word = mesag[4];
>> lo = lo_word;
>> hi = hi_word;
hi <<= 16;
>> pointer = (char*)(hi | lo);
>
>Well, this won't ever work, either. pointer will still contain a
>16-bit-value aftwards. For example, let mesag[3/4] be 0xaaaa and 0x5555:
>pointer will be 0xffff afterwards, which sure isn't what you want.
>
>I can't think of a (simple) way to do it without shifting in plain C.

eek! I did did meant to put in a shift but it looks like the bit
shifting monster came and gobbled up that line!!!


--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```


From 7342766348336049812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eda30cf59f651da0
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C++ and Atari
Date: 1998/06/10

Message-ID: <3580f870.1341769@news.demon.co.uk>#1/1
X-Deja-AN: 361268899
Content-Transfer-Encoding: 7bit
References: <357C458A.46BD037B@algonet.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897457289 nnrp-07:15096 NO-IDENT
swampdog.demon.co.uk:158.152.224.11

Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 08 Jun 1998 22:11:54 +0200, Andersson <dtanet@algonet.se>
wrote:

>Greetings,
>
>I am an "old" Atari owner how has just recently returned to this
>wounderful platform. For a while now I have been programming C++ on the
>PC, but now I would like to use it on my Atari. Is there a C++ compiler
>for the Atari? I have heard of Gnu C++ being ported to Atari, but I
>don't know what files I need for it. Help? Is it possible to program GEM
>under gcc? Please help me start to program for the Atari again!

Afaik the only C++ compiler for the atari is the Gnu one. I've never
used it myself although from what I've heard most folks who use it
tend to do so from a unix environment (which is called MiNT for
machines with lower spec 680x0 processors).

I guess it would be possible to get it running under a suitable
command shell but again I've never tried. Hopefully my reply will give
rise to some more useful responses!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1384331502006051909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,423f73a48869fed2
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: How can I recognize ascii files from binary ?
Date: 1998/06/10
Message-ID: <357ff7e3.1200155@news.demon.co.uk>#1/1
X-Deja-AN: 361268900
Content-Transfer-Encoding: 7bit
References: <6le863$i9e$2@news4.isdnet.net> <357cb2f2.1267961@news.tmisnet.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897457289 nnrp-07:15096 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Tue, 09 Jun 1998 16:01:12 GMT, strads@tmisnet.com (George Crissman)
wrote:

>IIRC, True ASCII is a 7-bit code (0-127), which means
>you won't find any byte-sized values larger than 128
>anywhere in the file.

This is correct but there's one small point: the text file might not
be in ascii. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3515056281634448386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,52a80ea4b3a0b125
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,52a80ea4b3a0b125
X-Google-Attributes: gid1115ce,public
From: Stanislav Opichal <opichals@alpha.inf.upol.cz>
Subject: Re: ST-Guide WYSIWYG Editor
Date: 1998/06/10
Message-ID: <Pine.OSF.3.94.980610113612.10105C-100000@alpha.inf.upol.cz>#1/1
X-Deja-AN: 361312129
References: <Pine.OSF.3.94.980604222416.18143B-100000@alpha.inf.upol.cz>
<Eu4tB7.E2z@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
To: perot@pallas.amp.uni-hannover.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Technical University of Brno, Czech Republic
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

On Sat, 6 Jun 1998, Peter Rottengatter wrote:

> In article <Pine.OSF.3.94.980604222416.18143B-100000@alpha.inf.upol.cz>,
> Stanislav Opichal <opichals@alpha.inf.upol.cz> writes:
>
> > Does anybody here use ST-Guide here for more than to read HYPs? i.g. for
> > write them? I'm looking for person who tried to play with ST-guide closer
> > tham just write @node blablabla @endnode.
> > Is there anybody like that?
>

> The author should. Try to contact Holger Weets.

I did.

> I did slightly more too. But I'm not an expert I'd guess.

OK, we can try to cooperate. Further mail send only directly to me.

STan

Stanislav Opichal * JAY Software * Summer Workshop 1996,97
e-mail: Opichals@risc.upol.cz www: http://www.inf.upol.cz/~opichals
address: Za vodojemem 8, Olomouc, 77900, Czech republic
********** JAY Software - JAYSoft@cyberstrider.org **********
www.inf.upol.cz/~krupkaj/jay or www.jaysoft.cyberstrider.org

From 12961475821986535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5aad09198feb02df
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Problem with VA_START command line
Date: 1998/06/10
Message-ID: <6llr4f$2kr$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 361330126
References: <6le85j$i9e$1@news4.isdnet.net> <357c9e30.156195567@news.demon.co.uk>
<6lj5r7$5gd$2@sun27.hrz.tu-darmstadt.de>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <6lj5r7$5gd$2@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
>Hi!
>
>In article <357c9e30.156195567@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> /* this is a bit extreme but is legible */
>> int mesag[8];
>> uint lo_word,hi_word;
>> ulong lo,hi;
>> char *pointer;
...
>Well, this won't ever work, either. pointer will still contain a
...
>I can't think of a (simple) way to do it without shifting in plain C.

The easiest way, IMHO, is to do as follows:

pointer = *(char **)&mesag[3];

That is, take the address of the fourth array element and use it as a

pointer to the character pointer we want to get.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -957940108017661567
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1af9f84bafcdca58
X-Google-Attributes: gid1115ce,public
From: "K.Hampf" <k_hampf@yahoo.com>
Subject: Re: Falcon resolution and the OS
Date: 1998/06/10
Message-ID: <357e75eb.0@d2o29.telia.com>#1/1
X-Deja-AN: 361337731
X-NNTP-Posting-Host: t2o29p34.telia.com
References: <35724bf2.0@d2o29.telia.com> <6liv1q$la3@balaena.bio.vu.nl>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@internet.telia.com
Organization: Telia Internet Services
Newsgroups: comp.sys.atari.programmer

Levien van Zon wrote in message <6liv1q$la3@balaena.bio.vu.nl>...
>Hmm, strange... VI (Videl Inside) seems to be able to do it. And
>setting overscan followed by a desktop res change also works fine.
>What method are you using to change the resolution? XBIOS or direct
>video register access?

Direct access ...

Regards, K.hampf
e-mail: k_hampf@yahoo.com

From 3823236107235306697
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb61381ad1f87aeb,start
X-Google-Attributes: gid1115ce,public
From: mperezjr@bellsouth.net
Subject: Atari Falcon for sale
Date: 1998/06/10
Message-ID: <3583b1f0.8965075@news.msy.bellsouth.net>#1/1

X-Deja-AN: 361397720
Content-Transfer-Encoding: 7bit
MIME-Version: 1.0
NNTP-Posting-Date: Wed, 10 Jun 1998 12:13:37 EST
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

I have an Atari Falcon for sale with loads of software , books and extra hardware. Make Offer. You can contact me at mperezjr@bellsouth.net for more info.

From 7558350129648729874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ee81e28b854c173
X-Google-Attributes: gid1115ce,public
From: SysopTXG@underground.demon.nl (Rene de Bie)
Subject: Re: Atari 8-bit and Slip/PPP connection
Date: 1998/06/10
Message-ID: <357ee2c9.4158996@news.demon.nl>#1/1
X-Deja-AN: 361466786
X-NNTP-Posting-Host: underground.demon.nl:212.238.15.71
References: <357ad476.2766660@news.demon.nl> <Eu75s4.902@uia.ua.ac.be>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.nl 897508600 spot:22946 NO-IDENT
underground.demon.nl:212.238.15.71
Newsgroups: comp.sys.atari.programmer

On Sun, 7 Jun 1998 19:50:28 GMT, s970707@uia.ua.ac.be (David.DeRidder) wrote:

>Rene de Bie (SysopTXG@underground.demon.nl) scribbled:
>: I am wondering if I could use my ATARI 1040STE as gateway for my Atari
>: 8-bit computer.
>:
>: What I mean is that I want to connect to my internet provider with my
>: STE and then run all other software from my Atari 8-bit with a
>: terminal or something like that. The STE (only) has to keep the
>: Slip/ppp connection going...
>
> If you install MintNet on your STE (may be a problem for memory), then
> you can dial-in (by modem or directly by null-modem) to your STE with a
> terminal program on your 8bit box. The STE will need pppd and mgetty or
> getty for that purpose. BTW, a potential problem is the fact that the
> STE has only 1 serial port, so how do you want to connect *both* modem
> and 8bit Atari ?
>
>
Maybe by making a connection with the parallel interface from ST, I

need some software that can emulatie the Computer serial signal, must
not be so hard because the ATARI ST XFORMER was able to read floppy's
with the parallel cable from the ATARI 8-bit 1050 drive and that runs
at the same speed as the computer that send serial data to the rs232c
interface 850. Max. 19.200 bps ASYNC....

>: I want this because this way I can probably connect my 8-bit BBS to my
>: e-mail box at my provider and automaticly import/export it to the
>: internet.
>
> Hmm, don't know if that will be easy. I have little experience with BBSs.

But I could try...
>
>
>: Is there somebody who has made such a link in the past ???
>
> Well, I have set up a small Atari-only Intranet (TCP/IP based) a while
> ago. It had one Falcon as server, and two other Atari's as clients. It
> supported FTP, HTTP, etc. If you have any questions on that, just reply
> to this post.

Now, you will see I did....
>
> Greetz,
>

Gtx,
Sysop*TXG

From -2046921865304559561
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68995a2e23a88393,start
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)
Subject: Mummies Playtime Beta v1.00
Date: 1998/06/10
Message-ID: <3581fbb6.19442335@news.zetnet.co.uk>#1/1
X-Deja-AN: 361489618
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
NNTP-Posting-Date: 10 Jun 1998 21:34:59 GMT
Reply-To: Deano@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 897514499 3470 194.247.40.201 (10 Jun 1998 21:34:59
GMT)
Organization: Silly Software
Newsgroups: comp.sys.atari.programmer

The game is finished apart from a couple of small bits such as title
screen and intro. This version of the game has been uploaded for
testing purposes only. If you would like to test the game then go to
http://www.users/zetnet.co.uk/sillysoftware/playtime.htm

There are five zips files to download but none of them are more than
500kb. Note, once you have downloaded the first four then you will
only need to download the fifth (MAIN) when the game is updated.

Full instructions are in the file info.doc

Note: I couldn't get it to run under Pacifist v0.46 or v0.48, if
anyone can please let me know.

 Yours Faithfully (In a very Silly way)
 Deano (Silly Software Programmer)
 Email Deano@zetnet.co.uk
 http://www.users.zetnet.co.uk/sillysoftware/

From 5986614410020385762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68995a2e23a88393
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)
Subject: Mummies Playtime Beta v1.00
Date: 1998/06/10
Message-ID: <3582fbd6.19474076@news.zetnet.co.uk>#1/1
X-Deja-AN: 361489619
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
NNTP-Posting-Date: 10 Jun 1998 21:37:21 GMT
Reply-To: Deano@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 897514641 3470 194.247.40.201 (10 Jun 1998 21:37:21
GMT)
Organization: Silly Software
Newsgroups: comp.sys.atari.programmer

Ignore the other similar message....I got the url wrong.

The game is finished apart from a couple of small bits such as title
screen and intro. This version of the game has been uploaded for
testing purposes only. If you would like to test the game then go to
http://www.users.zetnet.co.uk/sillysoftware/playtime.htm

There are five zips files to download but none of them are more than
500kb. Note, once you have downloaded the first four then you will
only need to download the fifth (MAIN) when the game is updated.

Full instructions are in the file info.doc

Note: I couldn't get it to run under Pacifist v0.46 or v0.48, if
anyone can please let me know.

 Yours Faithfully (In a very Silly way)
 Deano (Silly Software Programmer)
 Email Deano@zetnet.co.uk
 http://www.users.zetnet.co.uk/sillysoftware/

From 1506237258221539281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ee81e28b854c173
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Re: Atari 8-bit and Slip/PPP connection
Date: 1998/06/10
Message-ID: <EuCx0I.Dvr@uia.ua.ac.be>#1/1
X-Deja-AN: 361511420
Sender: news@uia.ua.ac.be (News database)
X-Nntp-Posting-Host: hsins.uia.ac.be
References: <357ad476.2766660@news.demon.nl> <Eu75s4.902@uia.ua.ac.be>
<357ee2c9.4158996@news.demon.nl>
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer

Rene de Bie (SysopTXG@underground.demon.nl) scribbled:
: On Sun, 7 Jun 1998 19:50:28 GMT, s970707@uia.ua.ac.be (David.DeRidder)
: wrote:
:
: > getty for that purpose. BTW, a potential problem is the fact that the
: > STE has only 1 serial port, so how do you want to connect *both* modem
: > and 8bit Atari ?
: >
: >
: Maybe by making a connection with the parallel interface from ST, I
: need some software that can emulatie the Computer serial signal, must
: not be so hard because the ATARI ST XFORMER was able to read floppy's
: with the parallel cable from the ATARI 8-bit 1050 drive and that runs
: at the same speed as the computer that send serial data to the rs232c
: interface 850. Max. 19.200 bps ASYNC....

 Well, I have almost zip experience with 'The Old Ones', so I'll leave that
 to the techheadz. However, it's a nice idea, and it would certainly be
 great if you could use the parallel port as a serial port. What would
 be fantastic, is when someone would write a Mint extension to use the
 printer port as a serial device. Then all your worries should be over.

: > Hmm, don't know if that will be easy. I have little experience with BBSs.
:
: But I could try...

 And you should...

: >: Is there somebody who has made such a link in the past ???
: >
: > Well, I have set up a small Atari-only Intranet (TCP/IP based) a while
: > ago. It had one Falcon as server, and two other Atari's as clients. It
: > supported FTP, HTTP, etc. If you have any questions on that, just reply
: > to this post.
:
: Now, you will see I did....

 Well, here are some details : I had one regular Falcon as the server. It
 has Mint 1.12 and MintNet installed with KEMD rev 2. Check out :

 http://www.primenet.com/~kellis/

 It ran SMTP (mail) and FTP, and NCSA httpd 1.3. I installed a huge existing
 website on it, and it all worked well (clients connecting with CAB). To
 connect the clients, I used SLIP connections, because PPP did not work.
 The clients were : Apple Powerbook with MagicMac, MEGA ST 4, and a
 boosted Falcon. All worked well, except the LAN port on the Falcon did
 not work with the SLIP. Terminal connections are *no* problem. I tested
 that with Connect 2.46

 If you have any specific questions, fire away.

 Greetz,

```
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-----------------------------------------------------------------+
```

--
Septimus' quote for today :

"Oh please don't make us watch it again !"
   - 'The Muppet Show'

From -3086622281076035097
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,aac3ecd04919e987,start
X-Google-Attributes: gid1115ce,public
From: "centek" <centek@graphity.fr>

Subject: Phenix news
Date: 1998/06/10
Message-ID: <6lppe7$47v$4@news.imaginet.fr>
X-Deja-AN: 361853376
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

```
*********************************
*    PHENIX 040® Workstation    *
*      FIXED FEATURES V.1.0  <-- YEAH !! *
*********************************
```

® MAY 1998, CENTEK

This computer is NOT a TOS clone or a PC compatible !
It is a NEW computer including NEW HARDWARE and NEW OPERATING SYSTEM named DOLMEN®.
A software EMULATION support into the system allows to run softwares from the old operating system named TOS®.

- MOTOROLA® MC68040® at 40 MHz (BCLK).
  NOTE : The 040 instruction execution units are CLOCKED by the BCLK and NOT the PCLK (80 MHz) - See Section 10 page 10-4 of the MC68040® DATABOOK (M68040UM/AD Rev.1) and our technical files on this site !
  By example : - Afterburner® is a 040 at 32 MHz !
  - Hades® 040 is a 040 at 32 MHz !
  - Milan® 040 is a 040 at 25 or 33 MHz.
  People who present the 040 as a x2 (i.e 64 MHz) clocked processor are liars !!!
  CENTEK refuses to use the same 'commercial' politic !

  - Can be updated with a 060 at 80 MHz (BUS at 40 MHz).

- BUS : 32-Bit DATA / 32-Bit ADDRESS / 40 MHz Frequency.

- Three SIMM sockets : 32-Bit RAM up to 192 MB.

- MOTOROLA DSP 56301® at 80 MHz (80 MIPS !).
  - 24-Bit HOST port with 3 clock cycles access :
    80 MB/s DMA transfert (or 26 MWords (DSP 24-Bit words).
  - On-Chip Memories : - 2048 * 24-Bit X Data RAM.
    - 2048 * 24-Bit Y Data RAM.
    - 3072 * 24-Bit Program RAM.
    - 1024 * 24-Bit Instruction CACHE.
    - 192 * 24-Bit Bootstrap ROM.
  - Off-Chip Memories : 384 kB 15ns SRAM (=128 kWords 24-Bit).
  - External DSP connector (Falcon signal upward compatible).
    - HD SUB-D 44 pins.

- MOTOROLA MC68360 - QUICC® at 40 MHz.
  (QUICC® : QUad Integrated Communications Controller).
  - CPU 32 Core (68030) - 7.2 MIPS at 40 MHz.
  - 32-Bit DATA and ADDRESS lines.
  - Four General-Purpose 16-Bit Timers.
  - Sixteen 16-Bit software Timers.
  - Two Independent DMA (IDMA) with Single Address Mode
    (up to 80 MB/s at 40 MHz per DMA channel).
  - Communications RISC Processor (35 MIPS @ 40 MHz) with 14 DMA
    channels :
    - Ethernet/IEEE 802.3 Optional (Full 10-Mbps Support).
      - A motherboard slot is dedicated for this option.
      - 32-Bit DMA transfert.
    - RS-422/GeoPort® up to 4 Mbit/s full duplex.
      - Mini-DIN 9 connector.
      - LocalTalk® and AppleTalk® backwardly compatible.
      - 6 kV ESD protection.
      - 32-Bit DMA transfert.
    - RS-232 up to 1 Mbit/s.
      - Standart SUB-D9 conector.
      - 15 kV ESD protection (European standart).
      - 32-Bit DMA transfert.
    - Full CENTRONICS® IEEE 1284 parallel port.
      - Up to 4 Mbit/s half duplex.
      - 32-Bit DMA transfert.
    - TWO MIDI (In/Out/Thru) channel.
      - DIN-5 standart connectors.
      - 32-Bit DMA transfert.
    - One SPI® channel.
      - The 3 pins are on the DSP connector.
      - 32-Bit DMA transfert.

- THREE 8-Bit ADC channels for external DATA acquisition.
    - The pins are on the DSP connector.

- PCI® controller : - MASTER and SLAVE.
      - Two DMA channels (up to 132 MB/s).
      - PCI 2.1 compliant.
      - Support of the PCI 3.3v signaling.
      - Support of the I2O® new PCI messaging.
      - Two PCI slots.

- USB® controller for 2 HOST USB connectors :
    - 32-Bit DMA transfert.
    - one is used by the keyboard.
    - the second is available for all the USB peripherals...

- 128 kB FLASH Eprom containing the BIOS (SET UP/AUTOTEST/BOOT).
                The FLASH enables the software updates.

- ULTRA-SCSI bus (SCSI Controller with 16-Bit DMA) :
          - The SCSI bus maximum rate is 20 MB/s.

- The HOST DMA maximum rate is 40 MB/s.

- VIDEO : S3 VIRGE DX with 4 MB of EDO RAM.
  - This card occupies one of the two PCI slots.

- SOUND : You can choose a card between :
  - Stereo 16-Bit 33/44.1/48 kHz :
    - 2 CINCH Inputs / 2 CINCH Outputs
    - 1 Mini-Jack for a microphone.
    - 1 PC compatible GAME port
    &
  - Professional 24-Bit 48/96 kHz Card including :
    - 8 INPUTs / 8 OUTPUTs, SPDIF®/AES®/EBU® Interface.
    - 2 others MIDI channels

- VOCAL : TI® Speech Processor for the
  Speech Recognition, Speech & Music Synthesis,
  Access Control, and Software ONLINE HELP !
  ** This feature will be fixed later **

- TIME : Timekeeping® module with 242 bytes of NVRAM (Non Volatile
  Ram) with RESUME mode to Wake up the PHENIX®.

- SLOTS : - Two PCI slots (one is used by the Graphic card).
  - One DIRECT 040 Processor slot for Hardware expansions :
    - others CPU (040/060) card.
    - PowerPC® card (to mute the softwares to .....)
    - others DSP 56301 card.
    - VME® bus.
    - Memory adding card (up to 256 new MB).
  - One AUDIO slots (it is used by the Audio card).

- KEYBOARD : USB Keyboard !!
  - This one may be a KEYTRONICS® Natural® keyboard.

- MOUSE : PS/2 mouse.
  - it is connected to the USB® keyboard.

- CASE : Standard Middle ATX 2.0 Tower.
  and CENTEK desktop case...later.

- POWER : ATX 2.0 compatible.

- OPERATING SYSTEM : DOLMEN®
  - Multi-tasking
  - 100 % 040 ASM code !
  - AES & VDI backwardly compatible.
  - The VDI uses all the 2D/3D S3 VIRGE® functions.
  - Easy to update by the Flash and the HD.

****

```
* FINAL USERS INFORMATIONS *
****************************

-> The PHENIX complete configuration includes
   - MOTOROLA 040 CPU (may be updated to 060)
   - LS120 Drive (120 MB disks & floppy 1.44 MB compatible)
   - 16 MB 32-Bit RAM.
   - S3 VIRGE DX 4MB 3D Graphic card
   - One 16-Bit Audio card.
   - 3.2 Go ULTRA SCSI Hard Drive.
   - 24x IDE CD-ROM Drive.
   - USB 105 touchs NATURAL® Keyboard.
   - PS/2 mouse.
   - ATX Middle Tower.

PRICE : 9990 FF (French VAT included).
        1380 USD (no local taxes included).

OPTIONS :
   - MULTISYNC 17' 0.26 pitch monitor : + 2690 FF
   - DVD-ROM® drive : + 1700 FF

-> MOTHERBOARD ALONE (with the 040) : 4990 FF
                                       690 USD


***********************************************
* HARDWARE & SOFTWARE DEVELOPERS INFORMATIONS *
***********************************************

  COMPLETE configuration       : 6490 FF TTC (including French VAT).
  MOTHERBOARD ALONE (with 040) : 3290 FF TTC.

  These configurations include :
  - CD-ROM (AND PAPER) complete Documentation (Software and Hardware
    (slots)) and SYSTEM HOTLINE (Phone/E-mail) for the developers !
  - CD-ROM with the developer package :
    - CENTinel® The ultimate 040/060/DSP56301/68360 debugger.
    - CENTasm®  The 040/060/DSP56301 assembler.
    - CENTedit® The universal color editor.
    - FASHION®  The RSC builder for DOLMEN.
    - GNUC++ 040 pack.
    - and the other things some developers will bring.

*****************************************************************
  You'd like to become a PHENIX DEVELOPER ?
  You will need a CONFIDENTIAL agreement !
  Please contact us by e-mail to be registered and receive further
  informations !
  We need you to support the PHENIX !
  The list of the official developers will be given nextly
*****************************************************************
```

We know you are hundreds people waiting for the availability of
this dreaming NEW computer. This last will not be available before
the quarter 4 of 1998.

WE MAY PRESENT THE FIRST PHENIX MOTHERBOARD AT THE
NEUSS - 2 & 3 OCTOBER 98

If you want to be automatically informed, please
register you in our mail-list.

PHENIX 040/060 : THE ALTERNATIVE COMPUTING !

CENTEK
Tour Blanche de Castille
4 av St Exupery
F-60180 NOGENT s/ OISE
Phone : +33 344 746 330 (Tuesday to Saturday / 12:00am to 7:00pm)
HOTLINE : +33 344 746 330 (Tuesday to Saturday / 9:00pm to 11:00pm)
Fax : +33 344 746 340 (24/24 h)
e-mail : centek@graphity.fr
WEB : centek.graphity.fr
www.graphity.fr/centek

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their respective owners.

END

From 9025995021043457200
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,423f73a48869fed2
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: How can I recognize ascii files from binary ?
Date: 1998/06/11
Message-ID: <357FF85C.3E8C@mst.tn.utwente.nl>#1/1
X-Deja-AN: 361723429
Content-Transfer-Encoding: 8bit
References: <6le863$i9e$2@news4.isdnet.net> <357cb2f2.1267961@news.tmisnet.com>
<6lk6obnfl1@nef.ens.fr>
Content-Type: text/plain; charset=iso-8859-1
Organization: Universiteit Twente

Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Emmanuel Curis wrote:
>
> Bonsoir,
>
> Dans l'article <357cb2f2.1267961@news.tmisnet.com>,
> George Crissman, <strads@tmisnet.com> a ©crit :
> >IIRC, True ASCII is a 7-bit code (0-127), which means
> >you won't find any byte-sized values larger than 128
> >anywhere in the file.
>
> Not at all reliable for any other language than English... As I don't
> want any program to reject my French texts only because I use accents (all
> coded after 128), please FORGET THAT RULE...
> Even if, in fact, pure original ASCII defines only codes on
> 7-bit... That's history now. Present is ISO codings (8 bits or more...).

I think the best way is to determine the ratio of the characters 10, 13,
the characters between 20-127 and the total character count, if it is
about 80% or more you can be pretty sure to have an ASCII file.

Hans

From -2741844829193347206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c2f61fe40b2982b,start
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Magic and long command lines
Date: 1998/06/11
Message-ID: <897608601.13465.0.nnrp-08.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 361853373
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897608601 nnrp-08:13465 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

While writing a program to convert upper case filenames to lower case, I've
come across a problem with Magic. According to the programmer docs, Magic
supports the ARGV format for extended command lines. The trouble is, when I
do a getenv("ARGV"), I get a null pointer, although a getenv("GV") returns
the correct ARGV list. What appears to happen is the ARGV=... is turned into

A[NULL]GV=... which breaks the search.

What I want to know is, is this a fault with my installation, or is it something wrong in Magic itself? Anyone else have a problem with this, or even noticed it?

I'm using Sozobon C v2.0, DLibs v1.12 (with a few extras), Magic 5.11 and a 4Mb STE, just in case any of these have any bearing.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNYBf5leKRkq5A+OlAQGE2gIAoZllZin8YGVk9j5KDcBmGAPgkwUK5G7Z
QFbf5J55n/4vaB0T5yVR8jjaFz/47zm78qJRRN9FCqbNHiGlyCt6Sg==
=bu5o
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From -8694283770922470676
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,55b4c3987c02c55e,start
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Drag and Drop under Magic
Date: 1998/06/11
Message-ID: <897608603.13465.1.nnrp-08.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 361853374
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897608603 nnrp-08:13465 NO-IDENT my-ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

Anyone got any tips on how to add support for 'drag and drop' under Magic? I've been trying for over a week to figure out how it's done, and finally given up with the VA_? messages, as Magic doesn't use these to let my app know about it. I've got as far as figuring out that a message (63) is sent when a file is dropped on the window, but I don't know how to handle

it.

BTW, I've tried using the Magic 5 programmers docs, but I can't read German
and the translation makes only a little more sense.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNYBhaFeKRkq5A+OlAQGt7gH+PSnIbxloHcsmD8bTT9E6pyQOT/KVHF7v
c83qh4GweL1WjZIusC7SxUpKsKfUKggldmJOyC5Gomg387ZqneVkOQ==
=qJRM
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From -1259388059956940315
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0f4f55fb397302c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: act_pd
Date: 1998/06/12
Message-ID: <357f49c2.1614751@news.demon.co.uk>#1/1
X-Deja-AN: 361925808
Content-Transfer-Encoding: 7bit
References: <357ba581.0@news.uni-ulm.de> <357ea1ac.157087049@news.demon.co.uk>
<dwilgaREMOVE-0906981534300001@wilga.mtholyoke.edu>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897628825 nnrp-03:13690 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Tue, 09 Jun 1998 15:34:30 -0400, dwilgaREMOVE@mtholyoke.edu (Dan
Wilga) wrote:

>In article <357ea1ac.157087049@news.demon.co.uk>, guy@swampdog.demon.co.uk
>(Guy Harrison) wrote:
>

>> You might not need it. It is true that an acc using Malloc causes the
>> memory obtained to be owned by the main application, thus when the
>> main application terminates the memory is lost. However, memory
>> allocated before the first AES call made by the acc *is* owned by the
>> acc. Therefore, if you are able to determine your memory requirements
>> before appl_init() in effect, you don't need to fiddle with p_run.
>
>Actually, it's owned by the AES itself, but the end result is pretty much
>the same. Trivial, I know! :-)

Ah but it made me think of a question so perhaps not! ;-)

Any idea if things would still work ok if the acc set p_run to its own
basepage? I've always wondered why someone hasn't dreamed up a
workaround for this problem.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1079584409634775588
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,55b4c3987c02c55e
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Drag and Drop under Magic
Date: 1998/06/12
Message-ID: <3580DEEB.1C33857D@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 361952725
Content-Transfer-Encoding: 8bit
References: <897608603.13465.1.nnrp-08.9e98f145@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 897638123 1494 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

David Bolt wrote:
>
> -----BEGIN PGP SIGNED MESSAGE-----
>
> Anyone got any tips on how to add support for 'drag and drop' under Magic?

It works just like under MiNT. ;-)

Seriously, it's not very hard when you have figured it out. It's explained

in the compendium and probably somewhere else. I have got sources for it
right here which I got from Erik H⍰ll. I could mail it to you if it's
alright for Erik or you could ask him your self. He is always very helpfull.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 5103612525348458019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,55b4c3987c02c55e
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: MDESK prob
Date: 1998/06/12
Message-ID: <Pine.BSI.3.96.980612043113.29133B-100000@usr08.primenet.com>#1/1
X-Deja-AN: 361955877
References: <897608603.13465.1.nnrp-08.9e98f145@news.demon.co.uk>
<3580DEEB.1C33857D@NO.SPAM.emw.ericsson.se>
MIME-Version: 1.0
To: Magnus Kollberg <magnus.kollbergl@emw.ericsson.se>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.6.208 (kellis)
Newsgroups: comp.sys.atari.programmer

hi magnus, I have found a bug in your MDESK it seems.
Ran from a falcon 14meg of STram and NO TTRAM. If the RAM option from
the mdesk.inf is set to TRUE (or ON whatever), it will just crash.
At first I thought it crashed because of some bug in the windowing.
but it really seems it comes from this TTRAM checking thing.
Could you take a look?
Thanks

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -5196397923841127197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9824c265ca14ee1,start
X-Google-Attributes: gid1115ce,public

From: Katherine L Ellis <kellis@primenet.com>
Subject: Weird problem in my code.
Date: 1998/06/12
Message-ID: <Pine.BSI.3.96.980612043331.29133C-100000@usr08.primenet.com>#1/1
X-Deja-AN: 361959448
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
MIME-Version: 1.0
X-Posted-By: kellis@206.165.6.208 (kellis)
Newsgroups: comp.sys.atari.programmer

Hi, I have made this prog, has been developed under mint and made FOR
mint. however I noticed that it could be used from singletos as I
didn't access any Mint specific routine.
Well, in short, I tried it under singletos with the aes of my falcon,
it will start fine, I open it, I use it fine, but if I close it, OR
run a prog, then it is all messed up, It won't open anymore. Will use
some cpu time (like if it was running, but I can't see it running)
etc.
The weird part is That this is NOT an OS related problem, but really
an AES. As IF I load gem.sys (aes 4.1) for example, STILL under
singletos, my acc will run fine. (oh yes my prog is an acc).
If ran from MiNT and aes 4.1 or naes, it works fine.
If even ran from Magic! it will runs perfect.
SO, my question, am I hiting a bug (known?) that was in all aes <4.x ?
If, yes which one? how to avoid it?

Lemme recap quickly: The prog is an ACC.

singletos (old aes) > crash
singletos (new aes) > good
all multitasking(mint, magic) > good
didn't try under geneva, so I couldn't tell.
Thanks.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -7048099537794973861
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1af9f84bafcdca58
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Falcon resolution and the OS
Date: 1998/06/12
Message-ID: <6lqvqj$735@balaena.bio.vu.nl>#1/1

X-Deja-AN: 361973356
References: <35724bf2.0@d2o29.telia.com> <6liv1q$la3@balaena.bio.vu.nl>
<357e75eb.0@d2o29.telia.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

K.Hampf (k_hampf@yahoo.com) wrote:

: >What method are you using to change the resolution? XBIOS or direct
: >video register access?
: Direct access ...

Ah, that would explain why the OS doesn't know about your res change....
Unfortunately I don't know enough about these things to be able to tell you
what to do about it, so you'll have to ask someone else :-)
Good luck,
-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From -9148884785476831086
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,19d5129d3788c8b4
X-Google-Attributes: gid1115ce,public
From: Bo.XK.Leuf@trab.se
Subject: Re: GFA compiling problems
Date: 1998/06/12
Message-ID: <EuFwut.FAx@malmo.trab.se>#1/1
X-Deja-AN: 362003881
Sender: news@malmo.trab.se
X-Nntp-Posting-Host: ppp136.malmo.trab.se
References: <3570DB30.3116@algonet.se> <357f6e8b.4417662@news.demon.co.uk>
<3572721F.6F1E@algonet.se> <Eu4t8E.E2D@suse.modem.stud.uni-hannover.de>
<35795EDB.305C@algonet.se>
Organization: Daggskimmer fc3
Newsgroups: comp.sys.atari.programmer

On 6 Jun 1998 08:23:07 , Joakim Hogberg wrote:
> I also have some trouble with WINDOW TITLE/INFOBAR getting full of
> garbage characters.. ...do I (in some way I don't know of) have to
> reserve memory for these areas? If so, please tell me how!

The AES will on every window redraw look at the pointers given to where
these strings are supposed to be. Therefore the addresses provided must be

longterm stable, in other words the strings must be either in a malloc area, or in an INLINE or stored in a numerical array which is known not to move about at runtime (i.e. DIM'ed early at startup with nothing later deleted from "underneath it").

(I would guess that you simply passed the value V:a$.)

http://www.geocities.com/Athens/5272/gfa.htm

/ Bo Leuf <bleuf@acm.org>
  Daggskimmer fc3, Malm, Sweden
  http://www.geocities.com/Athens/5272

From 7540696198244052213
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0f4f55fb397302c
X-Google-Attributes: gid1115ce,public
From: dwilgaREMOVE@mtholyoke.edu (Dan Wilga)
Subject: Re: act_pd
Date: 1998/06/12
Message-ID: <dwilgaREMOVE-1206980932160001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 362007905
References: <357ba581.0@news.uni-ulm.de> <357ea1ac.157087049@news.demon.co.uk>
<dwilgaREMOVE-0906981534300001@wilga.mtholyoke.edu>
<357f49c2.1614751@news.demon.co.uk>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <357f49c2.1614751@news.demon.co.uk>, guy@swampdog.demon.co.uk
(Guy Harrison) wrote:

> On Tue, 09 Jun 1998 15:34:30 -0400, dwilgaREMOVE@mtholyoke.edu (Dan
> Wilga) wrote:
>
> >In article <357ea1ac.157087049@news.demon.co.uk>, guy@swampdog.demon.co.uk
> >(Guy Harrison) wrote:
> >
> >> You might not need it. It is true that an acc using Malloc causes the
> >> memory obtained to be owned by the main application, thus when the
> >> main application terminates the memory is lost. However, memory
> >> allocated before the first AES call made by the acc *is* owned by the
> >> acc. Therefore, if you are able to determine your memory requirements
> >> before appl_init() in effect, you don't need to fiddle with p_run.
> >
> >Actually, it's owned by the AES itself, but the end result is pretty much
> >the same. Trivial, I know! :-)
>
> Ah but it made me think of a question so perhaps not! ;-)
>

> Any idea if things would still work ok if the acc set p_run to its own
> basepage? I've always wondered why someone hasn't dreamed up a
> workaround for this problem.

Yes, it works fine. That's exactly what I do in several DA's I've written. This not only solves the problem of memory getting deallocated when the main app quits, it also keeps file handles from being closed in the same situation.

Just a reminder: don't do this if there is multitasking of any sort.

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

From -6651183257729057385
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,aac3ecd04919e987
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: Phenix news
Date: 1998/06/12
Message-ID: <6lr8usrci1@testinfo.uoguelph.ca>#1/1
X-Deja-AN: 362023261
References: <6lppe7$47v$4@news.imaginet.fr>
Organization: University of Guelph
Newsgroups: comp.sys.atari.programmer

```
:               ********************************
:               *    PHENIX 040® Workstation    *
:               *      FIXED FEATURES V.1.0  <-- YEAH !! *
:               ********************************

:       ® MAY 1998, CENTEK

: This computer is NOT a TOS clone or a PC compatible !
: It is a NEW computer including NEW HARDWARE and NEW OPERATING
: SYSTEM named DOLMEN®.
```

[...]

Heh...Using the WinQVT/Net terminal emulator here at work, the above date comes out as 1/2 May 1998. And the trademark symbols (at least, that's what I think they're supposed to be) are shown as upside down question marks. I wonder if this is indicative of any vapourware status...

THeo

From -3746430475570179856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0f4f55fb397302c
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: act_pd
Date: 1998/06/12
Message-ID: <2b5_9806121051@conchbbs.com>#1/1
X-Deja-AN: 362045493
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

g > Any idea if things would still work ok if the acc set p_run to
g > its own basepage?

I've been doing that for some time now. Just remember to set it
back again.

I used to check for multitasking by comparing *p_run to the current
basepage. Later I decided that it was faster just to reset it.
While *p_run may be volatile, under any form of multitasking it will
always contain your basepage WHEN YOU ACCESS IT.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 796959963627373012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46b71851cc43ff49,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Weird problem in my code
Date: 1998/06/12
Message-ID: <2b6_9806121051@conchbbs.com>#1/1
X-Deja-AN: 362045494
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: kellis@primenet.com
Newsgroups: comp.sys.atari.programmer

The first thing you need to do is find out what AES command is

causing the crash, either using a source level debugger or by
inserting form_alert()s to narrow down the bad section.

It is likely you are using an AES command not supported for early
TOS versions (e.g. fsel_xinput).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 5634038911484086796
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,19d5129d3788c8b4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GFA compiling problems
Date: 1998/06/12
Message-ID: <3580ba27.92448564@news.demon.co.uk>#1/1
X-Deja-AN: 362077787
Content-Transfer-Encoding: 8bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3570DB30.3116@algonet.se> <357f6e8b.4417662@news.demon.co.uk>
<3572721F.6F1E@algonet.se> <Eu4t8E.E2D@suse.modem.stud.uni-hannover.de>
<35795EDB.305C@algonet.se>
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897673088 nnrp-03:1331 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 06 Jun 1998 08:23:07 -0700, Joakim H$gberg
<fiolerna_BULKMAIL_SUCK_@algonet.se> wrote:

>Sure, there seems like there are quite a few bugs in GFA, but is there a
>way around this one..?
>
>I also have some trouble with WINDOW TITLE/INFOBAR getting full of
>garbage characters.. ...do I (in some way I don't know of) have to
>reserve memory for these areas? If so, please tell me how!

Yes. WF_NAME and WF_INFO just store the pointer to the string, not the
string so never use local variables for the string.

There is also another issue which came to light not long back. It is wise to ensure your strings do not exceed about 200 chars as this can cause corruption also.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2029566235026381377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c27503b754f44c85,start
X-Google-Attributes: gid1115ce,public
From: "Darkie" <*****@******.**>
Subject: STOS Compiler
Date: 1998/06/12
Message-ID: <6lrtck$g18$1@zingo.tninet.se>#1/1
X-Deja-AN: 362097051
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Where can i find it?

// Darkie

From -6292616407125458423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23da4b006a0c6359,start
X-Google-Attributes: gid1115ce,public
From: David Knight <david@ritter.demon.co.uk>
Subject: Iconifiying from a menu item
Date: 1998/06/12
Message-ID: <btryfej2.fsf@ritter.demon.co.uk>#1/1
X-Deja-AN: 362154571
X-NNTP-Posting-Host: ritter.demon.co.uk:158.152.5.227
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897690485 nnrp-03:11861 NO-IDENT
ritter.demon.co.uk:158.152.5.227
Newsgroups: comp.sys.atari.programmer

I while back I was asking about a way to do this subject.

I have though of a way but was wondering how "clean" the idea is.

you can find out the w and h that your window needs to be with a
wind_get() call, cant remember the number.
Using this information could you do something like,

```
for(int x=0; x<max_X ; x+=width of an iconified window)
{
  if (wind_find(x,max_Y)==0)
    {
      x2=x;
      x=max_X;
    }
}
```

so that x2 will point to place to put your iconified window?
The y coord to place it at being calculated by,

y = max_Y - height of an iconified window

you then use wind_set() to iconify it to the calculated position.

I've not actually got around to testing the above so it may not even
work.

David

From 6920943403491454144
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23da4b006a0c6359
X-Google-Attributes: gid1115ce,public
From: root <root@ritter.demon.co.uk>
Subject: Re: Iconifiying from a menu item
Date: 1998/06/13
Message-ID: <emwu9mwq.fsf@ritter.demon.co.uk>#1/1
X-Deja-AN: 362181063
References: <btryfej2.fsf@ritter.demon.co.uk>
X-NNTP-Posting-Host: ritter.demon.co.uk:158.152.5.227
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897697158 nnrp-09:24312 NO-IDENT
ritter.demon.co.uk:158.152.5.227
Newsgroups: comp.sys.atari.programmer

Whoops, forget it.
I forgot about other windows covering any iconified ones!
That'll teach me to post so late at night.

David

From 4119962699216170753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0f4f55fb397302c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: act_pd
Date: 1998/06/13
Message-ID: <3581f2a9.3620315@news.demon.co.uk>#1/1
X-Deja-AN: 362251466
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <357ba581.0@news.uni-ulm.de> <357ea1ac.157087049@news.demon.co.uk>
<dwilgaREMOVE-0906981534300001@wilga.mtholyoke.edu>
<357f49c2.1614751@news.demon.co.uk>
<dwilgaREMOVE-1206980932160001@wilga.mtholyoke.edu>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897723002 nnrp-05:3329 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 12 Jun 1998 09:32:16 -0400, dwilgaREMOVE@mtholyoke.edu (Dan
Wilga) wrote:

>In article <357f49c2.1614751@news.demon.co.uk>, guy@swampdog.demon.co.uk
>(Guy Harrison) wrote:
>
>> On Tue, 09 Jun 1998 15:34:30 -0400, dwilgaREMOVE@mtholyoke.edu (Dan
>> Wilga) wrote:
>>
>> >In article <357ea1ac.157087049@news.demon.co.uk>, guy@swampdog.demon.co.uk
>> >(Guy Harrison) wrote:
>> >
>> >> You might not need it. It is true that an acc using Malloc causes the
>> >> memory obtained to be owned by the main application, thus when the
>> >> main application terminates the memory is lost. However, memory
>> >> allocated before the first AES call made by the acc *is* owned by the
>> >> acc. Therefore, if you are able to determine your memory requirements
>> >> before appl_init() in effect, you don't need to fiddle with p_run.
>> >
>> >Actually, it's owned by the AES itself, but the end result is pretty much
>> >the same. Trivial, I know! :-)
>>
>> Ah but it made me think of a question so perhaps not! ;-)

>>
>> Any idea if things would still work ok if the acc set p_run to its own
>> basepage? I've always wondered why someone hasn't dreamed up a
>> workaround for this problem.
>
>Yes, it works fine. That's exactly what I do in several DA's I've written.
>This not only solves the problem of memory getting deallocated when the
>main app quits, it also keeps file handles from being closed in the same
>situation.
>
>Just a reminder: don't do this if there is multitasking of any sort.

So it is enough to check global[1 iirc] (concurrent process value) in
order to determine if fiddling with p_run is necessary?

```
if (global[1] > 1) /* dont fiddle */
else          /* fiddle */
```

If this is the case then I might knock up a workaround for others to
use.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5286854351350020583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0f4f55fb397302c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: act_pd
Date: 1998/06/13
Message-ID: <3582f34e.3785603@news.demon.co.uk>#1/1
X-Deja-AN: 362251467
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <2b5_9806121051@conchbbs.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897723003 nnrp-05:3329 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 12 Jun 98 09:55:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

>g > Any idea if things would still work ok if the acc set p_run to
>g > its own basepage?
>
>I've been doing that for some time now. Just remember to set it
>back again.
>
>I used to check for multitasking by comparing *p_run to the current
>basepage. Later I decided that it was faster just to reset it.
>While *p_run may be volatile, under any form of multitasking it will
>always contain your basepage WHEN YOU ACCESS IT.

Yeah, I see your point!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1227378450383043629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9824c265ca14ee1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Weird problem in my code.
Date: 1998/06/13
Message-ID: <3585fdef.6506445@news.demon.co.uk>#1/1
X-Deja-AN: 362251468
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <Pine.BSI.3.96.980612043331.29133C-100000@usr08.primenet.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897723005 nnrp-05:3329 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 12 Jun 1998 01:40:01 -0700, Katherine L Ellis <kellis@primenet.com>
wrote:

>Hi, I have made this prog, has been developed under mint and made FOR
>mint. however I noticed that it could be used from singletos as I
>didn't access any Mint specific routine.
>Well, in short, I tried it under singletos with the aes of my falcon,
>it will start fine, I open it, I use it fine, but if I close it, OR
>run a prog, then it is all messed up, It won't open anymore. Will use

>some cpu time (like if it was running, but I can't see it running)
>etc.
>The weird part is That this is NOT an OS related problem, but really
>an AES. As IF I load gem.sys (aes 4.1) for example, STILL under
>singletos, my acc will run fine. (oh yes my prog is an acc).
>If ran from MiNT and aes 4.1 or naes, it works fine.
>If even ran from Magic! it will runs perfect.
>SO, my question, am I hiting a bug (known?) that was in all aes <4.x ?
>If, yes which one? how to avoid it?

Generally speaking, the older the Gem version the more sensitive it is. Worse still, the problem has a habit of 'persisting'. By that I mean you could have a bug in your development program which upsets Gem slightly. You can then mess around for the rest of the day changing the source - only to find you'd fixed it hours ago and Gem is just mucking you about. With singletasking Gems I'd always advise a reset between runs on a buggy prog. It's a pain but there's no other way.

>Lemme recap quickly: The prog is an ACC.
>
>singletos (old aes) > crash
>singletos (new aes) > good
>all multitasking(mint, magic) > good
>didn't try under geneva, so I couldn't tell.

I'll start with the obvious one. Is Malloc etc being used?

Next most likely culprit is your window. Gem is none too forgiving about you attempting to open a window which is already open or closing one which is already closed. This is one of those things which can 'upset' it as described above.

Another thing is doesn't like is you pumping data into the message pipe so that it overflows. SingleGem has a very small message pipe compared with the multitasking versions and there is no way to detect if you've overflowed with its version of appl_write. If the window size isn't within reasonable limits then expect it to sulk also. Null/silly pointers for the WF_NAME and WF_INFO lines are good for a laugh [not] as well. Check the code isn't getting stuck in evnt_multi etc.

Dunno how it manages to do it so often but SingleGem has a habit of managing to corrupt your code when it's in a mood. If you get really desperate, move your functions around in the source code [or otherwise cause the linker to rearrange the object code] and see if there is any difference in behaviour. If there is, track down the function being corrupted. Print its address and start hunting for data pointers with value in or below the TEXT segment.

Finally, if the darn thing works fine when using a debugger, then you're almost certainly looking at a memory leak.

One last thought: 'multigem' may not mind you issuing wind_close in an

Acc after AC_CLOSE but singlegem probably will.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8273050002712899272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c2f61fe40b2982b
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Magic and long command lines
Date: 1998/06/13
Message-ID: <3583f382.3837447@news.demon.co.uk>
X-Deja-AN: 362251470
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <897608601.13465.0.nnrp-08.9e98f145@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897723004 nnrp-05:3329 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 11 Jun 1998 23:43:21 GMT, dbolt@my-ste.demon.co.uk (David
Bolt) wrote:

>-----BEGIN PGP SIGNED MESSAGE-----
>
>While writing a program to convert upper case filenames to lower case, I've
>come across a problem with Magic. According to the programmer docs, Magic
>supports the ARGV format for extended command lines. The trouble is, when I
>do a getenv("ARGV"), I get a null pointer, although a getenv("GV") returns
>the correct ARGV list. What appears to happen is the ARGV=... is turned into
>A[NULL]GV=... which breaks the search.
>
>What I want to know is, is this a fault with my installation, or is it
>something wrong in Magic itself? Anyone else have a problem with this, or
>even noticed it?
>
>I'm using Sozobon C v2.0, DLibs v1.12 (with a few extras), Magic 5.11 and a
>4Mb STE, just in case any of these have any bearing.

I've noticed inconsistencies with ARGV. It was invented by Mark
Williams Company and formed part of their compiler. The docs are

reasonable upon this matter and the runtime startup sources (asm) are available also, making the matter abundantly clear. Unfortunately, what Mwc invented was not quite what got implemented. I have no idea if someone misunderstood the Mwc ARGV implementation (understandable) or decided to improve upon it (unforgivable), or just never knew Mwc had already implemented it (unlikely).

I decided to write another Mwc startup which used the implemented ARGV and found like you that MagiC/Ease was doing something different yet again. It seems there are at least 3 different ARGV implementations. This alone was reason enough for me to forget ARGV until someone could explain why. No-one has yet!

For those tempted to jump in half cocked ... ;-)

This was quite some time ago so I can't remember the technicalities. Aside from that I've no interest in getting into a "this ARGV is better than that ARGV" debate. All I'm interested in is hearing if the matter gets resolved. Here's the Mwc runtime startup for perusal ...

```
/
/ ST C run time startup.
/
     .prvd
     .globl   errno_
     .globl   environ_
     .globl   _stksize_
     .globl   _start_
errno_:       .word 0
environ_:.long    0

/
/ Parse TOS environment list into vector at end of bss.
/    a0 = base of envp[]
/    a1 = past end of envp[] or argv[]
/    a2 = pointer to next word to parse
/    a3 = pointer to last word parsed
/    a4 = unused
/    a5 = base page pointer
/    d0 = base of argv[] if found
/    d1 = terminator character for parse
/    d2 = character temporary
/    d3 = argv found flag
/    _iovector_ = value of ARGV parameter if any
/    environ_ = where envp[] gets stored for getenv()
/    _stksize_ = a long size for stack allocation
/        overwritten at runtime to make a stack limit
/    _start_ = program text base
/

     .shri
_start_:
/?accessory?
```

```
    move.l   a0, d0
    bne  acc

/ nope - Gem or TOS
    movea.l  4(a7), a5     / Fetch base page pointer
    movea.l  24(a5), a0        / Fetch bss base
    adda.l   28(a5), a0        / + size of bss = envp[]
    movea.l  44(a5), a2        / Fetch environment pointer
    clr.l    d0            / no argv[]
    movea.l  a0, a1            / Begin envp[]
    tst.b    (a2)          / Test for empty envp[]
    beq.s    8f
    move.l   a2, (a1)      / Store first element of
vector
0:  movea.l  a2, a3
    movea.l  (a1)+, a2
9:  tst.b    (a2)+
    bne.s    9b
    move.l   a2, (a1)
    tst.b    (a2)          / Test next byte.
    beq.s    1f            / End of environment
/ Look for ARGV
    cmpi.b   $0x41, (a3)+      / 'A' ?
    bne.s    0b
    cmpi.b   $0x52, (a3)+      / 'R' ?
    bne.s    0b
    cmpi.b   $0x47, (a3)+      / 'G' ?
    bne.s    0b
    cmpi.b   $0x56, (a3)+      / 'V' ?
    bne.s    0b
/ ARGV found, look for iovector.
    cmpi.b   $0x3D, (a3)+      / '=' ?
    bne.s    0f
    tst.b    (a3)
    beq.s    0f
    move.l   a3, _iovector_
/ ARGV found, rest of environ is argv[]
0:  clr.l    (a1)+             / terminate envp
    move.l   a1, d0            / Save base of argv[]
    move.l   a2, (a1)      / start of arguments
0:  movea.l  a2, a3
    movea.l  (a1)+, a2
9:  tst.b    (a2)+
    bne.s    9b
    move.l   a2, (a1)
    tst.b    (a2)          / detect end
    bne.s    0b
/ End of envp[] or envp[] and argv[]
1:  move.l   d0, d3            / See if argv[] found
    bne.s    2f
/ ARGV= not found, parse command tail
8:  clr.l    (a1)+             / terminate envp
    move.l   a1, d0            / Save base of argv[]
```

```
    move.l   $_cmdname_, (a1)+  / Store canned name for
argv[0]
    lea  128(a5), a2        / Command tail buffer ==
argv[1]
    move.b   (a2)+, d2      / Fetch count
    ext  d2
    clr.b    0(a2, d2)      / Nul terminate the cmdtail
    moveq    $0x20, d1      / Space terminator
0:  move.b   (a2)+, d2      / If it isn't empty
    beq.s    2f             / end of command tail
    cmp.b    d1, d2             / Strip spaces
    beq.s    0b
    subq $1, a2             / Unstrip character
    move.l   a2, (a1)+      / Store into vector
9:  move.b   (a2)+, d2      / Fetch character
    beq.s    2f             / end of command tail
    cmp.b    d1, d2             / Terminator
    bne.s    9b
1:  clr.b    -1(a2)             / Terminate argv[argc]
    bra.s    0b             / Continue
/ End of envp[] and argv[]
2:  clr.l    (a1)+              / Terminate argv[]
/ Allocate stack, a1 points beyond vectors
    move.l   a1, d1             / Save end of vectors for argc
    adda.l   _stksize_, a1      / Allocate _stksize_ bytes of
stack
    move.l   d1, _stksize_      / Save end of vectors for
stack limit
    movea.l  a1, a7             / Set the initial stack.
    move.l   a1, 4(a5)      / Save current brk for sbrk
/ Push arguments for main(argc, argv, envp)
    move.l   a5, -(a7)      / basepage
    move.l   a0, environ_       / envp[]
    move.l   a0, -(a7)      / envp[]
    move.l   d0, -(a7)      / argv[]
    sub.l    d0, d1             / (argc+1) * sizeof(char *)
    asr.l    $2, d1             / (argc+1)
    subq $1, d1             / argc
    move d1, -(a7)
/ Release unused memory to the system pool.
    suba.l   a5, a1             / Compute size of retained
memory
    move.l   a1, -(a7)
    move.l   a5, -(a7)      / Base of retained memory
    clr  -(a7)              / Must be zero
    move $0x4A, -(a7)       / Mshrink opcode
    trap $1             / Gemdos
    adda $12, a7            / Pop arguments
/ Fixup the stderr file handle if we're off the desktop
/ Something is weird here, trying same without close's
    tst.l    d3
    bne.s    0f
    move $4, -(a7) / dup2(d7 = dup(2), 4), close(d7)
```

```
     move $2, -(a7)
     jsr  dup_
/    move d0, d7
     move d0, (a7)
     jsr  dup2_
/    move d7, (a7)
/    jsr  close_
     move $2, 2(a7) / dup2(d7 = dup(0), 2), close(d7)
     clr  (a7)
     jsr  dup_
/    move d0, d7
     move d0, (a7)
     jsr  dup2_
/    move d7, (a7)
/    jsr  close_
     addq $4, a7        / pop
0:
/ Call main(argc, argv, envp)
     suba a6, a6             / Zero frame pointer
     jsr  main_              / Call main line
     adda $10, a7            / Pop arguments
/ Exit with return from main
     move d0, -(a7)     / Push status
     jsr  exit_              / Call extended exit()
     move $0x4C, -(a7)       / Terminate
     trap $1

     .shri
acc:
/    Compute size of required memory
/        = text segment size + data segment size + bss segment
size
/        + stack size + base page size

     move.l   a0,d0         /acc basepage
     add.l    $256,d0       /basepage
     add.l    12(a0),d0 /p_tlen
     add.l    20(a0),d0 /p_dlen
     add.l    28(a0),d0 /p_blen
     add.l    _stksize_,d0  /our stack
     andi.b   $0xfc,d0  /long align
     movea.l  d0,a7

     move.l   a0,-(sp)  /basepage
     clr.l    -(sp)         /no envp[]
     clr.l    -(sp)         /no argv[]
     move.w   $-1,-(sp) /argc - now we can tell we are an acc
     suba a6,a6         /zero frame
     jsr  main_         / Execute the desk accessory
     adda.w   $14,sp

/ never gets here hopefully
     clr  -(a7)         / Function 0
```

```
     trap $1        / Gemdos (Pterm0())
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6934838852128342736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23da4b006a0c6359
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Iconifiying from a menu item
Date: 1998/06/13
Message-ID: <3587050f.8330057@news.demon.co.uk>#1/1
X-Deja-AN: 362251471
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <btryfej2.fsf@ritter.demon.co.uk> <emwu9mwq.fsf@ritter.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897723006 nnrp-05:3329 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 13 Jun 1998 01:16:05 +0100, root <root@ritter.demon.co.uk> wrote:

>
>Whoops, forget it.
>I forgot about other windows covering any iconified ones!
>That'll teach me to post so late at night.

Try doing similar but scan through the window pile instead, ignoring
those windows which are not the size of an iconified one.

Yeah, and I wrote this at 05:57 as well. Typical innit, got a long day
ahead so I wake up at 3:30 in the morning!!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 884454443615865669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e46e3b20ede5648
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Subject: SCC Falcon ports programming
Date: 1998/06/13
Message-ID: <bGviFJA4Vmg1Ewuw@thedruid.demon.co.uk>#1/1
X-Deja-AN: 362283921
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897738582 nnrp-02:2381 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Stan,

> Is here anybody, who knows $subj?

What do you want to know?

John.

--

From 7312087889376176158
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,55b4c3987c02c55e
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Drag and Drop under Magic
Date: 1998/06/13
Message-ID: <897779040.25152.0.nnrp-02.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 362408319
References: <3580DEEB.1C33857D@NO.SPAM.emw.ericsson.se>
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897779040 nnrp-02:25152 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 12 Jun 1998 09:55:23, Magnus Kollberg wrote:
> David Bolt wrote:
> >
> > -----BEGIN PGP SIGNED MESSAGE-----
> >
> > Anyone got any tips on how to add support for 'drag and drop' under Magic?
>
> It works just like under MiNT. ;-)
>
> Seriously, it's not very hard when you have figured it out. It's explained
> in the compendium and probably somewhere else.

I haven't got the compendium, although I sometimes wish I had. I've had
a look for some MiNT docs, but haven't found that much as yet.

> I have got sources for it
> right here which I got from Erik H⍰ll. I could mail it to you if it's
> alright for Erik or you could ask him your self. He is always very helpfull.

I haven't got Eriks email address, so if you can let me know, I can ask him
for it. That is if he hasn't already said it's okay.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNYKxMleKRkq5A+OlAQGGXgH+MfkYYOYSf2ud1E238H3yLURmLhnPPLVW
326Oky0Jg5YES5GcmI04AQdFsMA9aZ1P1e5Hbl40Mi07i9g01fBhJQ==
=hqSv
-----END PGP SIGNATURE-----

Regards,
     David.   Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From 4655209458402052393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3b7ceb054e7ad61f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3b7ceb054e7ad61f,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ff096,3b7ceb054e7ad61f,start
X-Google-Attributes: gidff096,public

From: "Darkie" <*****@******.**>
Subject: STOS extensions
Date: 1998/06/14
Message-ID: <6lv7m9$504$1@cubacola.tninet.se>#1/1
X-Deja-AN: 362430515
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,swnet.pryltorg

Does anyone have the missing link and misty extension for STOS?
(Registred)

Or do you know where i can find them on the net.

// Darkie

mailto:zsmurf@hotmail.com

From -7757324213529604290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3b7ceb054e7ad61f
X-Google-Attributes: gid111a55,public
X-Google-Thread: ff096,3b7ceb054e7ad61f
X-Google-Attributes: gidff096,public
X-Google-Thread: 1115ce,3b7ceb054e7ad61f
X-Google-Attributes: gid1115ce,public
From: "Darkie" <*****@******.**>
Subject: STOS extensions
Date: 1998/06/14
Message-ID: <6lv7oj$50e$1@cubacola.tninet.se>#1/1
X-Deja-AN: 362430516
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,swnet.pryltorg

Does anyone have the missing link and misty extension for STOS?
(Registred)

Or do you know where i can find them on the net.

// Darkie

mailto:zsmurf@hotmail.com

From 3977330189950087904
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3b7ceb054e7ad61f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3b7ceb054e7ad61f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ff096,3b7ceb054e7ad61f
X-Google-Attributes: gidff096,public
From: "Darkie" <*****@******.**>
Subject: STOS extensions
Date: 1998/06/14
Message-ID: <6lv7tt$514$1@cubacola.tninet.se>#1/1
X-Deja-AN: 362430517
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,swnet.pryltorg

Does anyone have the missing link and misty extension for STOS?
(Registred)

Or do you know where i can find them on the net.

// Darkie

mailto:zsmurf@hotmail.com

From -4013312067194290560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3b7ceb054e7ad61f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3b7ceb054e7ad61f
X-Google-Attributes: gid1115ce,public

X-Google-Thread: ff096,3b7ceb054e7ad61f
X-Google-Attributes: gidff096,public
From: "Darkie" <*****@******.**>
Subject: STOS extensions
Date: 1998/06/14
Message-ID: <6lvecj$69q$1@cubacola.tninet.se>#1/1
X-Deja-AN: 362445701
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,swnet.pryltorg

Does anyone have the missing link and misty extension for STOS?
(Registred)

Or do you know where i can find them on the net.

// Darkie

mailto:zsmurf@hotmail.com

From -7487480552703291617
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,55b4c3987c02c55e
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Drag and Drop under Magic
Date: 1998/06/14
Message-ID: <1998061400361480956@zetnet.co.uk>#1/1
X-Deja-AN: 362494564
References: <3580DEEB.1C33857D@NO.SPAM.emw.ericsson.se>
<897779040.25152.0.nnrp-02.9e98f145@news.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

> > I have got sources for it
> > right here which I got from Erik H⍰ll. I could mail it to you if it's
> > alright for Erik or you could ask him your self. He is always very helpfull.
>
> I haven't got Eriks email address, so if you can let me know, I can ask him
> for it. That is if he hasn't already said it's okay.

Well if Erik doesn't want to distribute them (unlikely) then I have
no objection to distributing my D'n'D routine... hmm... actually, they

are already distributed I think as IIRC GEM-DEU has the routines...

well, anyway, I've been meaning to put these (with some explanation)
on my WWW pages, so if you want them just shout.

Anthony
--

```
----------------------------------------+-------------------------------
Anthony Jacques           IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
                          ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk                   | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
----------------------------------------+-------------------------------
```


From 6595040823022648723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,96cf59c894a9e9a6,start
X-Google-Attributes: gid1115ce,public
From: frenchybot@aol.com (FrenchyBot)
Subject: WTB: Assembler Editor (ATARI 800XL, 130XE)
Date: 1998/06/14
Message-ID: <1998061413404800.JAA23306@ladder01.news.aol.com>#1/1
X-Deja-AN: 362531466
X-Admin: news@aol.com
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer

WTB: Assembler Editor cartridge for ATARI 800XL and 130XE. Very flexible on price; Documentation prefered. E-mail AlexDover@aol.com with your price.

From 675161831878704895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1a78955eb0309969,start
X-Google-Attributes: gid1115ce,public
From: frederic.dinh@hol.fr (Frederic Dinh)
Subject: Magic's *.BAT
Date: 1998/06/14
Message-ID: <6m1013$9ek$1@news2.isdnet.net>#1/1
X-Deja-AN: 362570441
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Hi everyone,

I've noticed some applications, CAB and Atarirc for example, come with

install.bat files.

Where can I find docs (in English if possible) on the way batches must be
written ?
Thanks.

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/
Allez la France !!

From -4353597329101728327
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bbe00ad9ee72cc2,start
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)
Subject: Mummies Playtime Completed and Released
Date: 1998/06/14
Message-ID: <358d2263.3572565@news.zetnet.co.uk>#1/1
X-Deja-AN: 362599527
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 897852156 7057 194.247.40.28 (14 Jun 1998 19:22:36 GMT)
Organization: Silly Software
Mime-Version: 1.0
NNTP-Posting-Date: 14 Jun 1998 19:22:36 GMT
Reply-To: Deano@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

I have finally released Mummies Playtime, and you can download it if
you go to my site from my Atari Page. It needs two meg to work but I
haven't been able to get it to work under Pacifist.

If you downloaded a test version then you will need to get rid of that
and download ALL the zips. I originally said you would only need to
download the main zip file after but I've had to alter a few things on
the other disks....

Please let me know what you think.

 Yours Faithfully (In a very Silly way)
 Deano (Silly Software Programmer)
 Email Deano@zetnet.co.uk
 http://www.users.zetnet.co.uk/sillysoftware/

From -667476410700263581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: United mp3 player effort?
Date: 1998/06/05
Message-ID: <6l9c1j$i3a@balaena.bio.vu.nl>#1/1
X-Deja-AN: 359903677
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
<3576aac5.152312733@news.wavetech.net>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Callum Lerwick (look@my.sig) wrote:

: In theory, mpg123 should compile no problem on a Linux-68k system. Hacking
: it for MiNT/TOS can't be that hard... :) I wish I could try it myself...

Takes only a few minor ajustments if you use GCC and MiNT Libs.
I even compiled it with Sozobon once. The sound quality was awful though,
so it wasn't a very good port :-)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Confidence is the feeling you have before you understand the
situation.

From -7264382220183935275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEM text input questions
Date: 1998/06/05
Message-ID: <6l9bls$i3a@balaena.bio.vu.nl>#1/1
X-Deja-AN: 359903678
References: <6kc3u5$lkj@balaena.bio.vu.nl> <35701526.24351064@news.demon.co.uk>
<6l6pbo$76n@balaena.bio.vu.nl>
Organization: VU Biology, Amsterdam, The Netherlands

Newsgroups: comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote:

: I tried it. It didn't work. I think I've just found a bug in XGEMFAST :-)
: I'll try to get the latest XGEMFAST sources and fix it...

I haven't been able to locate the sources yet, but I hacked together
a little binding of my own which worked perfectly, sort of...
Thanks to everyone who helped or tried to... :)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Confidence is the feeling you have before you understand the
situation.

From 4745838234479190225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e7dfb9cb6bbf0e32,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e7dfb9cb6bbf0e32,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: The Lost ICTARIs.
Date: 1998/06/05
Message-ID: <85880600_000034_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 359963981
Reply-To: augeas@elis.demon.co.uk (G Greenway)
X-NNTP-Posting-Host: elis.demon.co.uk:194.222.41.182
X-Sender: NEWSwatch v1.30 (Atari)
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897083943 nnrp-05:26698 NO-IDENT
elis.demon.co.uk:194.222.41.182
Organization: Thee Augean Stables
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Okay folks, issues 20-37 of ICTARI are not on the regular ICTARI
page, and they're not yet on the FTP sites, but can now be found
at:

http://www.geocities.com/SiliconValley/Hills/3271/

There is also a link to this from the main ICTARI site:

http://www.elis.demon.co.uk/ictari/ictari.htm

For those that *still* don't know, ICTARI is/was the disk-zine devoted to programing Atari machines. If I ever get enough interest or contributions, then I shall try to do another one. In the meantime, there are now 52 disks worth of programming information out on the 'net. -Just put it to good use. One day there might be a complete HTML table of contents and index.

If you are going to distribute ICTARI via your PD library or user group, please give the snail contact address. If you want to link this site, please get the URL right. If you do there's a chance ICTARI could be a going concern again.

Enjoy Theeself,
"Augeas"

--


```
 ____________________________
/ \ augeas@elis.demon.co.uk  \      "I'm only ever punk in drublic, and
\/_\  _________________________\_    I'd rather be a  gunk than a poth."
    \/ \                          \
     \_/_________________________/
```


From 1661896977433364349
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: ST programming resources?
Date: 1998/06/05
Message-ID: <35786ee9.1181427@news.tmisnet.com>#1/1
X-Deja-AN: 359978841
Distribution: world
References: <6iruf4$34q$1@nnrp1.dejanews.com> <355ab1c4.7920138@news.demon.co.uk>
<896091942.14911.0.nnrp-06.9e987258@news.demon.co.uk>
<356ace30.12956510@news.demon.co.uk>
<896865207.3527.2.nnrp-04.9e987258@news.demon.co.uk>
<357a5e99.335322@news.demon.co.uk>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

On Fri, 05 Jun 1998 17:28:31 GMT, guy@swampdog.demon.co.uk (Guy Harrison) wrote:

>On Wed, 03 Jun 1998 09:13:27 GMT, aprice@postern.demon.co.uk (Alan
>Price) wrote:
>>The Hisoft C Toolbox is a 'library' of windows management routines which
>>simplify the use of the GEM and VDI libraries, and are available without
>>explicit declaration. "The Hisoft C Toolbox is supplied already compiled
>>as a library for use with Lattice C, and can simply be linked
>>in." (Lattice C User Manual).
>If the library is supplied with Lattice it would make sense for Hisoft
>to have included an example?

Like most C compiler suppliers, HiSoft only supplies
enough information with Lattice C to permit those who
already know how to use the library use the library.

Now if they had a companion tutorial, like the HiSoft
BASIC package, the system would be MUCH more user
friendly.

-- George Crissman
-- strads@tmisnet.com

See you at the World of Atari Show 1998 in Las Vegas!
Details at http://www.atarihq.com/atari98/
http://www.tmisnet.com/~strads/hq/atari.html

From -8856621542927582786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8b197dc8aa9713
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Programming the serial port : I'm looking for asm routines
Date: 1998/06/05
Message-ID: <35786f4a.1278542@news.tmisnet.com>#1/1
X-Deja-AN: 359978842
Distribution: world
References: <01bd923b$cf593e20$LocalHost@default>
<3576c8f9.41791573@news.demon.co.uk>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

On Fri, 05 Jun 1998 17:28:30 GMT, guy@swampdog.demon.co.uk (Guy
Harrison) wrote:

>How about the cartridge port? That just starts at $FA0000 and ends at
>$FBFFFF inclusive. Does anybody know of a reason why that wouldn't
>work? The only thing I can think of offhand is to avoid accidentally
>making the ST think there's a real diagnostic or application cartridge
>in there?

The only thing to watch out for is attempting to
write to the cartridge space -- that causes a bus
error. The cartridge port is read only.

-- George Crissman
-- strads@tmisnet.com

BTW: There must be some tricky way to make the port
think you are reading when actually writing, but I
don't know how it's done.

See you at the World of Atari Show 1998 in Las Vegas!
Details at http://www.atarihq.com/atari98/
http://www.tmisnet.com/~strads/hq/atari.html

From 6826132860360543936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bfd03af875847a91,start
X-Google-Attributes: gid1115ce,public
From: Jeff.Thomas@taf.ftn.org (Jeff Thomas)
Subject: How do I convert PC sampl
Date: 1998/06/05
Message-ID: <1d3_9806070935@tor250.org>#1/1
X-Deja-AN: 360374427
Organization: Toronto Atari Federation Message Center & BBS
X-FTN-To: Deano@Zetnet.Co.Uk
Newsgroups: comp.sys.atari.programmer

DE>Can anyone help. I have tried recording samples from tape but keep
DE>getting too much background noise. I want to record my samples on the
DE>PC and convert them so they work on the STFM. I can get them to work
DE>on the STE but they don't sound right on the FM. Any sample converters
DE>that will convert PC recorded samples to work on the FM?
Soundlab should handle WAV files from the PC world.
Later...

  SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.

From 454467843475835520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11891096af82cb6a
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Text output via the VDI
Date: 1998/06/06
Message-ID: <3579d36c.13314855@news.demon.co.uk>#1/1
X-Deja-AN: 360057561
Content-Transfer-Encoding: 7bit
References: <6km2bk$j22$1@nyheter.chalmers.se>
<3571151c.89877016@news.demon.co.uk> <6kplnu$274$1@nyheter.chalmers.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897111848 nnrp-03:230 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 30 May 1998 19:13:02 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

[snip]

>Just download the normal fVDI v0.84
>archive (for information on how to set it up) and the new fvdi_85c.lzh
>(only via ftp from my site in /pub/Other) and

I haven't had any success at all in finding either version. :-(
Could you give the complete path to each please.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2483315960457458374
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ST programming resources?
Date: 1998/06/06
Message-ID: <3578d1ee.12932205@news.demon.co.uk>#1/1
X-Deja-AN: 360057562
Content-Transfer-Encoding: 7bit
References: <6iruf4$34q$1@nnrp1.dejanews.com> <355ab1c4.7920138@news.demon.co.uk>
<896091942.14911.0.nnrp-06.9e987258@news.demon.co.uk>
<356ace30.12956510@news.demon.co.uk>
<896865207.3527.2.nnrp-04.9e987258@news.demon.co.uk>

<357a5e99.335322@news.demon.co.uk> <35786ee9.1181427@news.tmisnet.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897111847 nnrp-03:230 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Fri, 05 Jun 1998 22:39:55 GMT, strads@tmisnet.com (George Crissman)
wrote:

>On Fri, 05 Jun 1998 17:28:31 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>>On Wed, 03 Jun 1998 09:13:27 GMT, aprice@postern.demon.co.uk (Alan
>>Price) wrote:
>>>The Hisoft C Toolbox is a 'library' of windows management routines which
>>>simplify the use of the GEM and VDI libraries, and are available without
>>>explicit declaration. "The Hisoft C Toolbox is supplied already compiled
>>>as a library for use with Lattice C, and can simply be linked
>>>in." (Lattice C User Manual).
>>If the library is supplied with Lattice it would make sense for Hisoft
>>to have included an example?
>
>Like most C compiler suppliers, HiSoft only supplies
>enough information with Lattice C to permit those who
>already know how to use the library use the library.
>
>Now if they had a companion tutorial, like the HiSoft
>BASIC package, the system would be MUCH more user
>friendly.

If they supply a non standard library then they're going to have to
say which Lattice options are required to use it. If the library were
standard it would link would it not?

In any case there must be a 'librarian' - some utility equivilent to
such command line tools as 'ar' (which manages object libraries
amongst other things) or 'nm' which prints out the symbol table for a
given object file. This would detail the exact names used in the HC
library. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2900607972295017810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8b197dc8aa9713
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Programming the serial port : I'm looking for asm routines
Date: 1998/06/06
Message-ID: <357ad437.13517607@news.demon.co.uk>#1/1
X-Deja-AN: 360057563
Content-Transfer-Encoding: 7bit
References: <01bd923b$cf593e20$LocalHost@default>
<3576c8f9.41791573@news.demon.co.uk> <35786f4a.1278542@news.tmisnet.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897111849 nnrp-03:230 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Fri, 05 Jun 1998 22:40:05 GMT, strads@tmisnet.com (George Crissman)
wrote:

>On Fri, 05 Jun 1998 17:28:30 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>
>>How about the cartridge port? That just starts at $FA0000 and ends at
>>$FBFFFF inclusive. Does anybody know of a reason why that wouldn't
>>work? The only thing I can think of offhand is to avoid accidentally
>>making the ST think there's a real diagnostic or application cartridge
>>in there?
>
>The only thing to watch out for is attempting to
>write to the cartridge space -- that causes a bus
>error. The cartridge port is read only.

Ah! I had a nagging doubt in my mind as I wrote. Now I know what it
was. :-)

>-- George Crissman
>-- strads@tmisnet.com
>
>BTW: There must be some tricky way to make the port
>think you are reading when actually writing, but I
>don't know how it's done.

Maybe there's no write line or the mmu or summint prevents it. Dunno!

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

From 7347564375512931920
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: "Christian Ratsch" <ratsch@atari-computer.de>
Subject: Re: United mp3 player effort?
Date: 1998/06/06
Message-ID: <3578e9d4.0@news.uni-X.net>#1/1
X-Deja-AN: 360076389
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se> <3577184B.222F@wxs.nl>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi Vince!

>IMHO I would for starters also be very glad to have a (slow) mp3
>encoder/decoder for atari (falcon) so at least it is possible to
>exchange files with various resources :)
>decode them offline and play them as wav of aif or avr or whatever.
The docoder should be possible, the Fraunhofer IIS (the developer of the format) says the code is available for variuos processors, also for Motorola DSP56000 family, so the Falcon could do a good job. The encoder could be a problem, because even my P200MMX needs about 5-10 times the length of the input wave to encode it. An Atari is about 50-100 times slower, you know what that means...

>Couldn't that be a starting point? (instead of directly going all the
>DSP way)
That would be the only way at all!

>The Fraunhofer decoder routines I compiled on Falcon have not ever
>worked yet...
>lots of sync problems.
Hmmmm.

--
Tsch
Christian

Reply to: ratsch@atari-computer.de !!!
www.atari-computer.de/ratsch/

From 4577189133688235998
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4295b0e428e5eb7d
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Partition splitter?
Date: 1998/06/06
Message-ID: <6lb2un$k7$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 360091822
References: <CZTd1.39$tg6.861688@wagner.videotron.net>
NNTP-Posting-Date: 6 Jun 1998 09:42:47 GMT
X-Trace: roch.zetnet.co.uk 897126167 647 194.247.40.165 (6 Jun 1998 09:42:47 GMT)
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 5 Jun 1998 15:16:50 , Martin-Eric Racine wrote:
>Is there any utility that allows splitting a partition in half?
>
>The idea is, you only loose data that is on the partition you split;
>you don't need to repartition the whole hard-disk and reinstall every
>application on every partition.

Diamond Edge has a function in the 'Partition' section which allows
you to 'Write partition Info Only'. I think this is principally there
to allow mending of damaged boot sectors but it should do the job you
want if you are careful with the arithmetic. It would probably be a
good idea to 'Zero' the two new partitions afterwards so that their
FATs are sanitary.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 8570748488998481178
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ba1b4095739aebc5,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ba1b4095739aebc5,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ba1b4095739aebc5,start
X-Google-Attributes: gid109a67,public
From: "David Wyn Davies" <ansawdd@compuserve.com>
Subject: WTB: (UK) STOS & Book

Date: 1998/06/06
Message-ID: <01bd904f$a2bdb640$ca1de8c3@default>#1/1
X-Deja-AN: 360099087
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I'm currently looking for another copy of STOS (boxed with manual) and a copy of
the Game Maker's Manual.

I had both at one time but sold 'em when I sold the ST. I now find that I need 'em.

Alternatively, if there's anyone in the UK who'd be willing to lend 'em to me for a
couple of weeks then I'll refund the postage. I've started work on a STOS-like
language for the PC and need to see how STOS banks and modules are structured
so that I can build-in a bit of compatability.

David Wyn Davies
Anglesey

From -1995556673147277533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56b77025f096ce63
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Subject: Re: What sould I do with an assembler ?
Date: 1998/06/06
Message-ID: <1MKuHFACYSe1Ew6G@thedruid.demon.co.uk>#1/1
X-Deja-AN: 360105201
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897132132 nnrp-09:818 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Hi Popov,

> And I would like to know what is the adress of the parallel port on
> an atari st ?

Okay the parallel port is accessed by means of the sound chip. This is
located at the following addresses:

```
 $FF8800 Register Select/Read Data
 $FF8802 Write Data
```

The parallel port is connected to registers 14 and 15. The important part of
register 14 is bit 5, this is the strobe. Register 15 is where you put the actual 8 bit data.

To send data:

```
  Do
    Select register 15
    Write byte
    Select register 14
    Strobe
    Delay
  Repeat Until all characters are sent
```

Also bit 0 of the GPIP on the ST-MFP is used to indicate readiness to send. This is addressed to $fffa01. You should note that although the port is bi-directional there is no hardware method to indicate that a new byte is ready to be recieved. I can't remember where the switch to change direction is located.

John.

--


```
--
 +-----------------------------------------------------------------+
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
 |  I  I  +-------------------------------------------------+  | |
 |                  gatekeeper@thedruid.demon.co.uk              | |
 +-----------------------------------------------------------------+ |
   +-----------------------------------------------------------------+
```


From -1791227604910680846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11891096af82cb6a
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Text output via the VDI
Date: 1998/06/06
Message-ID: <6lc8nk$kr4$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 360210127
References: <6km2bk$j22$1@nyheter.chalmers.se>
<3571151c.89877016@news.demon.co.uk> <6kplnu$274$1@nyheter.chalmers.se>
<3579d36c.13314855@news.demon.co.uk>

Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <3579d36c.13314855@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On 30 May 1998 19:13:02 GMT, rand@cd.chalmers.se (Johan Klockars)
>wrote:
>
>[snip]
>
>>Just download the normal fVDI v0.84
>>archive (for information on how to set it up) and the new fvdi_85c.lzh
>>(only via ftp from my site in /pub/Other) and
>
>I haven't had any success at all in finding either version. :-(

The first one is (only, but I could copy it if necessary) available via
the fVDI WWW page, which you can find a link to from my top page at:
  http://rand.thn.htu.se

>Could you give the complete path to each please.

I can't give you a more complete path than what I did, since that's all
there is to it. If you're using a Web browser to do ftp, you should try:
  ftp://rand.thn.htu.se/pub/Other/
Among other things you'll find the file mentioned (fvdi_85c.lzh) there.

Actually, fvdi_85d.lzh is the latest right now and fvdi_85e.lzh will
most likely be uploaded tomorrow.

If you still can't find it (which is very strange since several people
have already downloaded it), email me and I'll send it to you. It's
less than 30kbyte, so that shouldn't be a problem.

Version 0.85e is actually quite nice even in 16 colour mode on my machine.
All solid blits seem to work fine now (all blits are currently done as
solid) and solid fills work as they should. There's still no real text
acceleration (should be faster than the standard VDI, though) and all
text and other mono-expand blits, as well as patterned fills) are black
and white only.
On my AB040, this version (when the shadow buffer is turned on and the
cache operates in copyback mode) is between 50% and 200% of NVDI's speed.
The slowest numbers are for text drawing and the fastest for blitting.
Since the monochrome version is very close to NVDI on text drawing (and
actually up to five times faster for small text), I expect the 4 bit
driver to be as well once the real text acceleration is kicked in. :-)
(The shadow buffer is a copy of the screen which is kept in FastRAM.
 That way no reads need to be done from the real screen in slow ST-RAM.
 Without an '040, the shadow buffer is probably not a good idea.)

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -4534423690102858842
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4295b0e428e5eb7d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4295b0e428e5eb7d
X-Google-Attributes: gid109a67,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Partition splitter?
Date: 1998/06/06
Message-ID: <6lcers$km8@balaena.bio.vu.nl>#1/1
X-Deja-AN: 360232808
References: <CZTd1.39$tg6.861688@wagner.videotron.net>
Followup-To: comp.sys.atari.st.tech,comp.sys.atari.programmer
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Martin-Eric Racine (q-funk@megacom.net) wrote:
: Is there any utility that allows splitting a partition in half?

Er, not as such, AFAIK...

: The idea is, you only loose data that is on the partition you split;
: you don't need to repartition the whole hard-disk and reinstall every
: application on every partition.

It shouldn't be _too_ hard to write... You'd just need some info on the structure of the partition table and rootsector (can be found in the linux-68k sources, in one of the header files).
You'd need to change the partition info in the table, the number of clusters, FAT size, etc. in the rootsector and -if you use a FAT filesystem- the FAT sectors themselves...

: I know the DOS market has such a utility, but I would need the same
: for my Atari. Either a GEM/TOS program or a MiNT port of some Unix
: utility is perfectly fine for me.

The problem is that nearly every system has its own parttion table format... (although the DOS and TOS ones are fairly similar, IIRC)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Mark's Dental-Chair Discovery:
    Dentists are incapable of asking questions that require a
simple yes or no answer.

From 3804197120034049228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,405ecbb208065660,start
X-Google-Attributes: gid1115ce,public
From: tkelly@pressenter.com (Terence Kelly)
Subject: redirecting stdout
Date: 1998/06/06
Message-ID: <6lch7l$s40$1@jair.pressenter.com>#1/1
X-Deja-AN: 360239245
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

Is there an easy way to redirect the output to the console (STDOUT)
to a file under TOS when programming in C? I know how to do it under
MS Dos. Is there a way just as simple under TOS?

--Terence Kelly

From -6690053060283829719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8b197dc8aa9713
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Programming the serial port : I'm looking for asm routines
Date: 1998/06/06
Message-ID: <Eu4sGp.Dz6@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 360288940
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bd923b$cf593e20$LocalHost@default>
<3576c8f9.41791573@news.demon.co.uk> <35786f4a.1278542@news.tmisnet.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35786f4a.1278542@news.tmisnet.com>,
    strads@tmisnet.com (George Crissman) writes:

> BTW: There must be some tricky way to make the port
> think you are reading when actually writing, but I
> don't know how it's done.

Easy stuff. The address lines are output lines even at the cartridge port. So a

```
   lea     $fa0000, a0
   tst.b   (a0, d0)
```

outputs the lower 16 bit of D0 to the cartridge port. The AS line, ORed with one of the two select lines at the cartridge port, can be used to tell some register at the port to latch the data appearing at the address lines.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -8177158696533111976
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,19d5129d3788c8b4
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: GFA compiling problems
Date: 1998/06/06
Message-ID: <Eu4t8E.E2D@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 360288941
X-Nntp-Posting-Host: localhost
Content-Transfer-Encoding: 8bit
Sender: news@suse.modem.stud.uni-hannover.de
References: <3570DB30.3116@algonet.se> <357f6e8b.4417662@news.demon.co.uk>
<3572721F.6F1E@algonet.se>
Content-Type: text/plain; charset=iso-8859-1
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <3572721F.6F1E@algonet.se>,
     Joakim H[illegible]gberg <fiolerna_BULKMAIL_SUCK_@algonet.se> writes:
> Thanks everybody who have bothered to answer my questions so far.. 8)
> I have now noticed that the compiled program runs fine
> if I don[illegible]t limit the memory with $MXXXXX.
>
> Any ideas why it won[illegible]t run it can[illegible]t have access to all memory?

Bugs in the GFA libraries. GFA is well known to cause bad code, i.e.
ignoring many of Ataris specs, therefore causing trouble all over the
place with modern systems.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -4154103621762928697
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e46e3b20ede5648
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: SCC Falcon ports programming
Date: 1998/06/06
Message-ID: <Eu4t2L.E1r@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 360288942
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <Pine.OSF.3.94.980604222554.18143D-100000@alpha.inf.upol.cz>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <Pine.OSF.3.94.980604222554.18143D-100000@alpha.inf.upol.cz>,
     Stanislav Opichal <opichals@alpha.inf.upol.cz> writes:
> Hi!
>
> Is here anybody, who knows $subj?

Harun Scheutzow does very well. And he's written a system extension for it
called HSMODEM, with it you do not need to mess with the hardware.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -4737429436932445330

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,52a80ea4b3a0b125
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,52a80ea4b3a0b125
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: ST-Guide WYSIWYG Editor
Date: 1998/06/06
Message-ID: <Eu4tB7.E2z@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 360288943
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <Pine.OSF.3.94.980604222416.18143B-100000@alpha.inf.upol.cz>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <Pine.OSF.3.94.980604222416.18143B-100000@alpha.inf.upol.cz>,
     Stanislav Opichal <opichals@alpha.inf.upol.cz> writes:

> Does anybody here use ST-Guide here for more than to read HYPs? i.g. for
> write them? I'm looking for person who tried to play with ST-guide closer
> tham just write @node blablabla @endnode.
> Is there anybody like that?

The author should. Try to contact Holger Weets.

I did slightly more too. But I'm not an expert I'd guess.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From -801970152810648044
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8b197dc8aa9713
X-Google-Attributes: gid1115ce,public
From: look@my.sig (Callum Lerwick)
Subject: Re: Programming the serial port : I'm looking for asm routines
Date: 1998/06/07
Message-ID: <357a041b.25297592@news.wavetech.net>#1/1
X-Deja-AN: 360281612
References: <01bd923b$cf593e20$LocalHost@default>
<3576c8f9.41791573@news.demon.co.uk> <35786f4a.1278542@news.tmisnet.com>

<357ad437.13517607@news.demon.co.uk>
Organization: Bigtime Networks Inc.
Newsgroups: comp.sys.atari.programmer

>>BTW: There must be some tricky way to make the port
>>think you are reading when actually writing, but I
>>don't know how it's done.
>
>Maybe there's no write line or the mmu or summint prevents it. Dunno!

Easy, just use the address lines as data-out lines. Of course this makes it
hard to read (or write...) to more than one address, think of it as a high
speed parallel-ish port...

--
Email should go to a username of lerwick that belongs to yet another annoyed
spam victim at a server who is listed in the DNS as freenet.msp.mn.us
And my homepage URL can be easily figured out from my email address
(bite me spammers)

From 8002253408822951436
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: Eric GAUDET <egaudet@francenet.fr>
Subject: Re: United mp3 player effort?
Date: 1998/06/07
Message-ID: <357A0EB7.6616A4CA@francenet.fr>#1/1
X-Deja-AN: 360292030
Content-Transfer-Encoding: 8bit
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
<896886530.805735@tornado.itea.ntnu.no> <35764368.783920@news.utrecht.nl.net>
<357688A1.62F09D71@francenet.fr> <01bd8fda$5313f020$85a4f482@sven133>
Content-Type: text/plain; charset=iso-8859-1
Organization: AT&T and SAMSUNG
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Sven Persson wrote:

> Hi Eric!
>
> > And why don't you begin with a _real time_ MP2 player for falcon (or TT),
> and
> > then a MP3->MP2 translator, not real time (because of lack of speed). The
> only

> > MP2 players I saw for falcon are only C ports of PC sources : takes 10
> minutes to
>
> There is a realtime MP2 player for the Falcon! Uses DSP! Made by NoCrew or
> whatever they're called!
> A MP3-MP2 translator would really be great!
>
> Cheers!
>
> /Peter

  Where can I get it ?

From 5690167676428725623
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tomas@nocrew.org>
Subject: Re: United mp3 player effort?
Date: 1998/06/07
Message-ID: <yz8iumd7d7i.fsf@sara.lysator.liu.se>#1/1
X-Deja-AN: 360339472
Content-Transfer-Encoding: 8bit
Sender: tobe@sara.lysator.liu.se
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
<896886530.805735@tornado.itea.ntnu.no> <35764368.783920@news.utrecht.nl.net>
<357688A1.62F09D71@francenet.fr> <01bd8fda$5313f020$85a4f482@sven133>
<357A0EB7.6616A4CA@francenet.fr>
Mime-Version: 1.0 (generated by tm-edit 7.106)
Content-Type: text/plain; charset=ISO-8859-1
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University,
Sweden
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Eric GAUDET <egaudet@francenet.fr> writes:

> > There is a realtime MP2 player for the Falcon! Uses DSP! Made by NoCrew or
> > whatever they're called!
> > A MP3-MP2 translator would really be great!
>
>   Where can I get it ?

http://noring.org/mp2/

Tomas - tomas[@.]nocrew.org

From -6794986513150137277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8b197dc8aa9713
X-Google-Attributes: gid1115ce,public
From: aprice@postern.demon.co.uk (Alan Price)
Subject: Re: Programming the serial port : I'm l
Date: 1998/06/07
Message-ID: <897213824.11970.7.nnrp-04.9e987258@news.demon.co.uk>#1/1
X-Deja-AN: 360341685
References: <01bd923b$cf593e20$LocalHost@default>
<3576c8f9.41791573@news.demon.co.uk> <35786f4a.1278542@news.tmisnet.com>
<357ad437.13517607@news.demon.co.uk>
X-NNTP-Posting-Host: postern.demon.co.uk:158.152.114.88
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897213824 nnrp-04:11970 NO-IDENT
postern.demon.co.uk:158.152.114.88
Organization: Retired? Ha!
Newsgroups: comp.sys.atari.programmer

On 6 Jun 1998 05:39:17 , Guy Harrison wrote:
>On Fri, 05 Jun 1998 22:40:05 GMT, strads@tmisnet.com (George Crissman)
>wrote:
>>
>>The only thing to watch out for is attempting to
>>write to the cartridge space -- that causes a bus
>>error. The cartridge port is read only.
>
>>BTW: There must be some tricky way to make the port
>>think you are reading when actually writing, but I
>>don't know how it's done.
>
It must be possible- there's a read/write parallel port adaptor which
runs in the cartridge port, and it certainly supports writing to ZIP
drives.

--
Alan Price
http://www.postern.demon.co.uk

From 2403999857584781363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5aad09198feb02df,start
X-Google-Attributes: gid1115ce,public
From: frederic.dinh@hol.fr (Frederic Dinh)
Subject: Problem with VA_START command line
Date: 1998/06/07

Message-ID: <6le85j$i9e$1@news4.isdnet.net>#1/1
X-Deja-AN: 360381477
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Hello all,

I'm implementing VA_START in one of my programs, and I've got some problems.
The command line passed via VA_START is displayed in the info line of the
window (it's a window form). I use Pure C.

Sometimes the line is perfectly readable, sometimes not (melt of low ascii
caracters or a string somewhere in memory but surely not a filename) so my
'load a file' routine fails.

To get this string, I do the following :

```
  int mesag[8]; /* the event buffer */
  long pointer;    /* a pointer for the string */
  ...
  pointer = ( (long) mesag[3]<<16 ) + mesag[4];
  wind_set (id, WF_INFO, pointer);
```

(I tried a char * pointer but apparently it didn't change anything except more
curious strings !!).

Sometimes I also get Magic hangs (system stack overflow, the system will stop)
when I drop files onto my prog desk icon (not talking about drag n'drop).
I don't have any idea of the cause. I free all the buffers I don't need but it
makes system stops.
Can somebody give me clues ?
Thanks a lot.

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
ajoutez-vous !

From 4559635775994854907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,423f73a48869fed2,start
X-Google-Attributes: gid1115ce,public
From: frederic.dinh@hol.fr (Frederic Dinh)
Subject: How can I recognize ascii files from binary ?
Date: 1998/06/07
Message-ID: <6le863$i9e$2@news4.isdnet.net>#1/1
X-Deja-AN: 360381478
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Hello all,

I'd like to know how to make a difference between ascii and binary files so my printing program won't load binary files.

Do you think scanning some bytes, say 64, at the beginning of the file should be reliable ? Can I say that, if i find an ascii caracter <32, it is a binary file ?

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
ajoutez-vous !

From 2291071299828875532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,4295b0e428e5eb7d
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,4295b0e428e5eb7d
X-Google-Attributes: gid1115ce,public
From: Dan Phillips <xiting@worldnet.att.net>
Subject: Re: Partition splitter?
Date: 1998/06/07
Message-ID: <6lebld$cmn@bgtnsc02.worldnet.att.net>#1/1
X-Deja-AN: 360394534
Content-Transfer-Encoding: 7bit
References: <CZTd1.39$tg6.861688@wagner.videotron.net>
Mime-Version: 1.0
Reply-To: xiting@worldnet.att.net
Content-Type: text/plain; charset=us-ascii
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

How did you partition your hard drive?

I believe if you have ICD Pro or an ICD host, it's a simple matter of using ICDFMT to go in and redefine your partitions. Use the setting to only write the info for the old partition and the new one you create, though, because you could repartition the whole drive by mistake.

Dan

Martin-Eric Racine wrote:
>
> Is there any utility that allows splitting a partition in half?
>
> The idea is, you only loose data that is on the partition you split;
> you don't need to repartition the whole hard-disk and reinstall every

> application on every partition.
>
> I know the DOS market has such a utility, but I would need the same
> for my Atari. Either a GEM/TOS program or a MiNT port of some Unix
> utility is perfectly fine for me.
>
> Please Cc your reply to my e-mail, if you have a positive answer.
> Thanks.

From 4872158679961224050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,423f73a48869fed2
X-Google-Attributes: gid1115ce,public
From: steve@steverosie.demon.co.uk (Steve Stupple)
Subject: Re: How can I recognize ascii files from bi
Date: 1998/06/07
Message-ID: <897240410.11703.1.nnrp-07.c1ed1184@news.demon.co.uk>#1/1
X-Deja-AN: 360420513
References: <6le863$i9e$2@news4.isdnet.net>
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897240410 nnrp-07:11703 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: Steve's PD/Atari Aid & A.S.X
Newsgroups: comp.sys.atari.programmer

On 7 Jun 1998 14:30:27 , Frederic Dinh wrote:
>Hello all,
>
>I'd like to know how to make a difference between ascii and binary files so
>my printing program won't load binary files.
>
>Do you think scanning some bytes, say 64, at the beginning of the file should
>be reliable ? Can I say that, if i find an ascii caracter <32, it is a binary
>file ?
>
>
>--
>Freder:c D:nh -> frederic.dinh@hol.fr
>http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
>ajoutez-vous !
>.

Hi

Some characters will be less the 32 as these can be CR and FF
(carriage return & form feed) along with possibly other control
characters.

I do believe there is a program that can help determine what the file

is, I can't recall the title off-hand.
Cheers! for now
Steve

```
 *---------------------->>>> Quote Of The Month <<<<--------------------*
 * 'Do not use a hatchet to remove a fly from your friend's forehead.' *
 *----------------------------------------------------------------------*
 * Email: steve@steverosie.demon.co.uk |         IRC Channels          *
 *   URL: www.steverosie.demon.co.uk   |      #atari #jesuscafe        *
 *   IRC: mockbird                     |  #atari1 if #atari on invite  *
 *----------------------------------------------------------------------*
         Location: Narberth, Pembrokeshire, Wales, United Kingdom
         *******************************************************
```

From 2017194767750240088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ee81e28b854c173,start
X-Google-Attributes: gid1115ce,public
From: SysopTXG@underground.demon.nl (Rene de Bie)
Subject: Atari 8-bit and Slip/PPP connection
Date: 1998/06/07
Message-ID: <357ad476.2766660@news.demon.nl>#1/1
X-Deja-AN: 360428888
X-NNTP-Posting-Host: underground.demon.nl:212.238.15.71
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.nl 897242997 rover:14038 NO-IDENT
underground.demon.nl:212.238.15.71
Newsgroups: comp.sys.atari.programmer

Hello,

I am wondering if I could use my ATARI 1040STE as gateway for my Atari 8-bit computer.

What I mean is that I want to connect to my internet provider with my STE and then run all other software from my Atari 8-bit with a terminal or something like that. The STE (only) has to keep the Slip/ppp connection going...

I want this because this way I can probably connect my 8-bit BBS to my e-mail box at my provider and automaticly import/export it to the internet.

Is there somebody who has made such a link in the past ???

Gtx,
Sysop*TXG -= The Underground Node #472 BBS =-

Running BBS Pro! V5.0b on ATARI 130XE with Black-box 140Mb scsi drive

and 28K8 Us robotics sportster...

E-mail: SysopTXG@underground.demon.nl

From -8937947964384802193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8b197dc8aa9713
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Programming the serial port : I'm l
Date: 1998/06/07
Message-ID: <897249731.27608.0.nnrp-09.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 360454846
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <357ad437.13517607@news.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897249731 nnrp-09:27608 NO-IDENT my-ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 6 Jun 1998 05:39:17 , Guy Harrison wrote:
> On Fri, 05 Jun 1998 22:40:05 GMT, strads@tmisnet.com (George Crissman)
> wrote:

> >The only thing to watch out for is attempting to
> >write to the cartridge space -- that causes a bus
> >error. The cartridge port is read only.
>
> Ah! I had a nagging doubt in my mind as I wrote. Now I know what it
> was. :-)

It is read only, although there is a way to make it so you can read/write a 64Kb block. I can't remember where I got it, but I've a small (~8Kb) archive that contains the construction info for such an interface. The only problem with it, is it needs a PAL to work.

> >-- George Crissman
> >-- strads@tmisnet.com
> >
> >BTW: There must be some tricky way to make the port
> >think you are reading when actually writing, but I
> >don't know how it's done.
>
> Maybe there's no write line or the mmu or summint prevents it. Dunno!

There isn't a write line and trying to write to it gets a bus error. Not

sure who generates it, probably the glue chip.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNXm9WleKRkq5A+OlAQGnxAH/fECNLL87IgQ7E6uRi5+Ik19+8yGshZf4
ivhkdxerE4K8C2R1pZ+WynZsS8sCy0ZmhyFQgfxE2IeaFe2SE90IWg==
=wjEA
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From 8273211851844760964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ee81e28b854c173
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Re: Atari 8-bit and Slip/PPP connection
Date: 1998/06/07
Message-ID: <Eu75s4.902@uia.ua.ac.be>#1/1
X-Deja-AN: 360454847
Sender: news@uia.ua.ac.be (News database)
X-Nntp-Posting-Host: hsins.uia.ac.be
References: <357ad476.2766660@news.demon.nl>
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer

Rene de Bie (SysopTXG@underground.demon.nl) scribbled:
: I am wondering if I could use my ATARI 1040STE as gateway for my Atari
: 8-bit computer.
:
: What I mean is that I want to connect to my internet provider with my
: STE and then run all other software from my Atari 8-bit with a
: terminal or something like that. The STE (only) has to keep the
: Slip/ppp connection going...

If you install MintNet on your STE (may be a problem for memory), then you can dial-in (by modem or directly by null-modem) to your STE with a terminal program on your 8bit box. The STE will need pppd and mgetty or getty for that purpose. BTW, a potential problem is the fact that the STE has only 1 serial port, so how do you want to connect *both* modem and 8bit Atari ?

: I want this because this way I can probably connect my 8-bit BBS to my
: e-mail box at my provider and automaticly import/export it to the
: internet.

 Hmm, don't know if that will be easy. I have little experience with BBSs.

: Is there somebody who has made such a link in the past ???

 Well, I have set up a small Atari-only Intranet (TCP/IP based) a while
 ago. It had one Falcon as server, and two other Atari's as clients. It
 supported FTP, HTTP, etc. If you have any questions on that, just reply
 to this post.

 Greetz,

```
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-----------------------------------------------------------------+
```

--
Septimus' quote for today :

"Like death itself love is rotting inside of me
 But there'll be no protection for you :
 you cannot hide me."
 - Anne Clark

From 7500628660809252724
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bbebe6d84095666e,start
X-Google-Attributes: gid1115ce,public
From: David Knight <david@ritter.demon.co.uk>
Subject: Timer A
Date: 1998/06/07
Message-ID: <emx1vsbm.fsf@ritter.demon.co.uk>#1/1
X-Deja-AN: 360470399
X-NNTP-Posting-Host: ritter.demon.co.uk:158.152.5.227
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897254164 nnrp-07:20772 NO-IDENT
ritter.demon.co.uk:158.152.5.227
Newsgroups: comp.sys.atari.programmer

Could anyone help me with the following?

I'm attempting to write a D2D playback routine which doesn't seem to work.

I've included part of the code (asm) below.
The first part of the buffer plays and the interrupt does occur, but the second half of the buffer doesn't play.

As a test I changed the timer I was using to Timer B, which did play all the sample, but had the expected result of playing it all extremely fast and also crashing the machine. Well I think it played it all, no real way of telling other than the disk activity.

The program is executing an evnt_multi() loop check a flag (called d2dNext) which is set by the interrupt routine. When this is 1 the code for playing and loading the next parts of the sample is executed.

David

* Code *

```
dmaPlayD2D
     cmpi.w   #16,sampleResolution(a3)
     bne  .not16
     super    #0
     move.l   dmaSound,d1
     andi.l   #4,d1
     beq  cantPlay16
     super    d0
not16
     lea  optionsTable,a1
     move.w   optionD2DSize(a1),d0
     bgt.s    .do
; no D2D Buffer
     bra  cantAllocateD2D
do
     ext.l    d0
     move.l   #1024,d1
     jsr  long_mul
; buffer size in d0
     move.l   blockSize,d1
     cmp.l    d0,d1
     bgt  .greaterThanBuffer
     move.l   d1,d0    ; set buffer size 2 use
greaterThanBuffer
     asr.l    #1,d0    ; half d0
     move.l   d0,d2dPlaySize
     move.l   d1,d2dTotalSize
     move.l   D2DBuffer,d2dFirst
     move.l   D2DBuffer,d2dSecond
     add.l    d0,d2dSecond
;open file
     lea  samplePathname(a3),a4
     f_open   #0,a4
     move.w   d0,d2dHandle
```

```
; set pointer at start of sample data
     f_seek   #0,sampleHeaderSize(a3),d2dHandle
; read 1st half of buffer
     f_read   d2dFirst,d2dPlaySize,d2dHandle

d2dPlayNext   ; d2dFirst = play address, d2dSecond = load address
     clr.w    d2dNext

     super    #0
     move.l   d2dFirst,d4
     move.l   d4,d5
     add.l    d2dPlaySize,d5
     move.b   d4,$ffff8907.w     ; low
     move.b   d4,$ffff890d.w
     lsr.w    #8,d4
     move.b   d4,$ffff8905.w     ; mid
     move.b   d4,$ffff890b
     swap d4
     move.b   d4,$ffff8903.w     ; high
     move.b   d4,$ffff8909.w
     sub.l    #4,d5
     move.b   d5,$ffff8913.w     ; low
     lsr.w    #8,d5
     move.b   d5,$ffff8911.w     ; mid
     swap d5
     move.b   d5,$ffff890f.w     ; high
     move.b   DMARate,$ffff8921  ; rate
     move.l   d0,d5
     lea  sampleInfoTable,a3
     cmpi.w   #16,sampleResolution(a3)
     bne  .not16
     ori.b    #64,$ffff8921
not16
     move.l   d2dTotalSize,d0
     sub.l    d2dPlaySize,d0
     bmi  .noLoad
     move.l   d0,d2dTotalSize
     Xbtimer  #d2dTriggerNext,#1,#8,#0
     move.b   #1,$ffff8901
     super    d5

     move.l   d2dTotalSize,d0
     cmp.l    d2dPlaySize,d0
     bgt  .load
     move.l   d0,d2dTotalSize
load
     f_read   d2dSecond,d2dPlaySize,d2dHandle
     move.l   d2dSecond,d0
     move.l   d2dFirst,d2dSecond
     move.l   d0,d2dFirst


     rts
```

```
noLoad
     f_close   d2dHandle
     Xbtimer   #d2dTriggerNext,#0,#0,#0
     move.b    #0,$ffff8901
     super     d5
     rts
d2dTriggerNext
     move.w    #1,d2dNext
     bclr.b    #5,$fffffa0f.w
     rte
```

From -6839141459871630549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0f4f55fb397302c,start
X-Google-Attributes: gid1115ce,public
From: Christof Donat <Christof.Donat@student.uni-ulm.de>
Subject: act_pd
Date: 1998/06/08
Message-ID: <357ba581.0@news.uni-ulm.de>#1/1
X-Deja-AN: 360605159
Sender: Christof Donat <s_cdonat@ignaz.rz.uni-ulm.de>
X-Trace: 8 Jun 1998 10:49:05 +0100, 134.60.5.105
Organization: University of Ulm, Germany
User-Agent: tin/pre-1.4-980514 (UNIX) (OSF1/V4.0 (alpha))
Newsgroups: comp.sys.atari.programmer

Hi

Someone told me that I need do chenge act_pd to make save Memory
allocation in an Accessory. This seems to be a System Variable
That holds the Process Descriptor of the current Programm.

Where do I find this variable?

Christof

From 7636843355677034364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,423f73a48869fed2
X-Google-Attributes: gid1115ce,public
From: Eric GAUDET <egaudet@francenet.fr>
Subject: Re: How can I recognize ascii files from binary ?
Date: 1998/06/08
Message-ID: <357BBDF0.16BAAD42@francenet.fr>#1/1
X-Deja-AN: 360624978
Content-Transfer-Encoding: 7bit
References: <6le863$i9e$2@news4.isdnet.net>

Content-Type: text/plain; charset=us-ascii
Organization: AT&T and SAMSUNG
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Frederic Dinh wrote:

> Hello all,
>
> I'd like to know how to make a difference between ascii and binary files so
> my printing program won't load binary files.
>
> Do you think scanning some bytes, say 64, at the beginning of the file should
> be reliable ? Can I say that, if i find an ascii caracter <32, it is a binary
> file ?
>
> --
> Freder:c D:nh -> frederic.dinh@hol.fr
> http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
> ajoutez-vous !

  There isn't one-way : here's some hints.
- If the file begins with $601A, it's a gemdos executable.
- If there is zeros (bytes), should not be a text (same for weird <32 chars :
1-8, 11, 14-26, 28-31)
- If there is many cr/lf chars (13,10), it's _probably_ a text. (same for
spaces=32)
You can define yourself some heuristics ...

(oui, c'est encore moi ;-)
Eric

From 4096116701320130264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5aad09198feb02df
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Problem with VA_START command line
Date: 1998/06/08
Message-ID: <6lgffa$8q$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 360628749
References: <6le85j$i9e$1@news4.isdnet.net>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <6le85j$i9e$1@news4.isdnet.net>,
     frederic.dinh@hol.fr (Frederic Dinh) writes:

```
>   int mesag[8]; /* the event buffer */
>   long pointer;  /* a pointer for the string */
>   ...
>   pointer = ( (long) mesag[3]<<16 ) + mesag[4];
>   wind_set (id, WF_INFO, pointer);
```

Make sure you calculate with unsigned values here, or limit them to 16 bits. 'int' is signed, so if mesag[4] happens to be >= 0x8000, it's a negative value and you won't get the correct result. Better use something like this:

```
pointer = ((long)mesag[3] << 16L) + ((long)mesag[4]) & 0xffffL);
```

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 2354252636239328395
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0f4f55fb397302c
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: act_pd
Date: 1998/06/08
Message-ID: <6lgfle$8q$2@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 360628750
References: <357ba581.0@news.uni-ulm.de>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <357ba581.0@news.uni-ulm.de>,
     Christof Donat <Christof.Donat@student.uni-ulm.de> writes:

```
> Someone told me that I need do chenge act_pd to make save Memory
> allocation in an Accessory.
```

But /only/ with single tasking AESes, so check whether global[1] is == 1 before doing so!

> This seems to be a System Variable
> That holds the Process Descriptor of the current Programm.
>
> Where do I find this variable?

You find a pointer to act_pd in the TOS header. If you need more
information, I can look it up for you.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 508953974820545884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ae7e9803afc1a3d
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Atari C compilers
Date: 1998/06/08
Message-ID: <6lgg6q$85i@balaena.bio.vu.nl>#1/1
X-Deja-AN: 360632486
References: <c50_9805312349@tor250.org> <35733b97.1799727@news.nwlink.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

mibweb@nwlink.com wrote:

: I'm just gettng started and really don't know what's out there. Do
: you have a URL for Heat'n'Serve?

It should be on most of the bigger atari FTP sites, just as Sozobon C,
c68 and GNU C/C++, the other free compilers...

If you haven't got any FTP links, try my page:
http://huizen.dds.nl/~levjenno/atari/ (doesn't work well with MS Internet
Explorer though...)

     -=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/

(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

In Blythe, California, a city ordinance declares that a person must own
at least two cows before he can wear cowboy boots in public.

From 4163969756661809733
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,5aad09198feb02df
X-Google-Attributes: gid1115ce,public
From: curis@news.ens.fr (Emmanuel Curis)
Subject: Re: Problem with VA_START command line
Date: 1998/06/08
Message-ID: <6lghdofgf1@nef.ens.fr>#1/1
X-Deja-AN: 360632487
References: <6le85j$i9e$1@news4.isdnet.net>
Organization: Ecole Normale Supérieure, Paris
Reply-To: Emmanuel.Curis@ens.fr
Newsgroups: comp.sys.atari.programmer

Bonjour,
Cc:

Dans l'article <6le85j$i9e$1@news4.isdnet.net>,

>To get this string, I do the following :
>
> int mesag[8]; /* the event buffer */
> long pointer; /* a pointer for the string */
> ...
> pointer = ((long) mesag[3]<<16) + mesag[4];
> wind_set (id, WF_INFO, pointer);
>
>(I tried a char * pointer but apparently it didn't change anything except more
>curious strings !!).

Tu ferais de toute façon nettement mieux d'utiliser un char * : c'est bien
plus propre.

La façon la plus simple d'éviter des problèmes douteux avec des trucs
aussi peu propres (convertir 2 ints en en char *, c'est la porte ouverte aux
ennuis...), le mieux est de profiter des unions :

```
typedef union
{
  int type; /* Le type du message : toujours le premier int des 8 */
  int general[8]; /* Message générique : 8 int */
  struct
  {
     int entier_1, entier_2, entier_3; /* Oublié le sens, mais bon :-) */
```

```
     char *chaine;
     /* Et la suite */
  } message_va;
} Message;

Message truc;

evnt_multi(MU_MESG, ..., &(truc.general), ...);

switch (truc.type)
{
case ...
...

case VA_START:

     chaine = truc.message_va.chaine;
     printf("Chaine transmise : %s\n", chaine);
     ...
}
```

C'est plus lourd, mais au moins on est s□r que □a marche...

Plus l□ger, mais moins propre (mais alors, franchement moins...) :

```
char *chaine;
int message[8];

chaine =  *( (char **) (message + 3) );
```

--

Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html

From 126050197117141537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,feda98ecfea38110,start
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: How can I recognize ascii files fro
Date: 1998/06/08
Message-ID: <897326662.5007.0.nnrp-03.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 360732520
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <897240410.11703.1.nnrp-07.c1ed1184@news.demon.co
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897326662 nnrp-03:5007 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!

Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 7 Jun 1998 17:26:50 , Steve Stupple wrote:
> On 7 Jun 1998 14:30:27 , Frederic Dinh wrote:
> >Hello all,
> >
> >I'd like to know how to make a difference between ascii and binary files so
> >my printing program won't load binary files.
> >
> >Do you think scanning some bytes, say 64, at the beginning of the file should
> >be reliable ? Can I say that, if i find an ascii caracter <32, it is a binary
> >file ?
> >
> >
> >--
> >Freder:c D:nh -> frederic.dinh@hol.fr
> >http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
> >ajoutez-vous !
> >.
>
> Hi
>
> Some characters will be less the 32 as these can be CR and FF
> (carriage return & form feed) along with possibly other control
> characters.
>
> I do believe there is a program that can help determine what the file
> is, I can't recall the title off-hand.

I think it's called 'WHATIS', or similar. It's hidden somewhere on one of the ST Format or ST User coverdiscs. Not sure which one it is... Right, version 6.7 is on the ST Format coverdisc 74, and is 16.5Kb long. It's presently an accessory, although it works as a application as well. It works under Magic, but it's not too good at recognising some types of files. It thinks that GFA basic and resource files are Tiny format pictures.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNXtasleKRkq5A+OlAQGhawH9Gs0/R9sszpCnvtaJnI3mjX7eAJeecc0H
w4vCSt/R0ESweaOf197qDtvrexv6Tw59IHrUEPQTnim5oofMmNiPIg==
=GJRU
-----END PGP SIGNATURE-----

Regards,
     David. Email: dbolt@my-ste.demon.co.uk
--

Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From 5004476783487798843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,405ecbb208065660
X-Google-Attributes: gid1115ce,public
From: Lars.Froehlich@t-online.de (Lars Froehlich)
Subject: Re: redirecting stdout
Date: 1998/06/08
Message-ID: <6lhch3prf1@news00.btx.dtag.de>#1/1
X-Deja-AN: 360778300
Content-Transfer-Encoding: 8bit
References: <6lch7l$s40$1@jair.pressenter.com>
Mime-Version: 1.0
X-Sender: 0415199005-0001@t-online.de
Content-Type: text/plain; charset=iso-8859-1
Organization: T-offline
Newsgroups: comp.sys.atari.programmer

Hi Terence!

>Is there an easy way to redirect the output to the console (STDOUT)
>to a file under TOS when programming in C?

Just use GEMDOS Fforce(1, handle) to redirect stdout to a file you opened
using Fopen. For example, the following redirects stdout to "output.txt".

```
{
     long handle;

     handle = Fopen("output.txt",1);
     Fforce(1,(word)handle);
     puts("This goes to output.txt");
     Fforce(1,1);
     Fclose((word)handle);
}
```

Hope that helps,
     Lars

////////////////
// PGP fingerprint
// 24 2D 0C 80 E3 F2 69 79 69 52 A7 27 E6 99 FC 1B
////////
// If debugging means removing errors, programming means producing them.
///

From 5322074497153566418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eda30cf59f651da0,start
X-Google-Attributes: gid1115ce,public
From: Andersson <dtanet@algonet.se>
Subject: C++ and Atari
Date: 1998/06/08
Message-ID: <357C458A.46BD037B@algonet.se>#1/1
X-Deja-AN: 360798638
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Algonet/Tninet
Mime-Version: 1.0
Reply-To: dtanet@algonet.se
Newsgroups: comp.sys.atari.programmer

Greetings,

I am an "old" Atari owner how has just recently returned to this
wounderful platform. For a while now I have been programming C++ on the
PC, but now I would like to use it on my Atari. Is there a C++ compiler
for the Atari? I have heard of Gnu C++ being ported to Atari, but I
don't know what files I need for it. Help? Is it possible to program GEM
under gcc? Please help me start to program for the Atari again!

Shine on you crazy diamond(s)

/Tobias

From -507573841147376704
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,5aad09198feb02df
X-Google-Attributes: gid1115ce,public
From: frederic.dinh@hol.fr (Frederic Dinh)
Subject: Re: Problem with VA_START command line
Date: 1998/06/08
Message-ID: <6lhir6fho3@news4.isdnet.net>#1/1
X-Deja-AN: 360798639
References: <6le85j$i9e$1@news4.isdnet.net> <6lghdofgf1@nef.ens.fr>
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Yo Emmanuel, tu m'a bluff! !!
Sorry, I was telling Emmanuel he mastered me !!

> La fa!on la plus simple d'!viter des probl!mes douteux avec des trucs
> aussi peu propres (convertir 2 ints en en char *, c'est la porte ouverte aux

> ennuis...), le mieux est de profiter des unions :

D►j►, ca s'annonce chaud... j'ai jamais utilis► les unions...
<gonna be hot... never used unions before...>

```
> typedef union
> {
>   int type; /* Le type du message : toujours le premier int des 8 */
>   int general[8]; /* Message g►n►rique : 8 int */
>   struct
>   {
>      int entier_1, entier_2, entier_3; /* Oubli► le sens, mais bon :-) */
>      char *chaine;
>      /* Et la suite */
>   } message_va;
> } Message;
```

Arrgh ! Trop fort !
<woosh! I've been smashed!>

```
> Message truc;
>
> evnt_multi(MU_MESG, ..., &(truc.general), ...);
> switch (truc.type)
> {
> case ...
> ....
>
> case VA_START:
>    chaine = truc.message_va.chaine;
>    printf("Chaine transmise : %s\n", chaine);
>    ...
> }
```

C'est b► ! M►me si j'ai du mal ► suivre ! Les entiers entier_x servent ►
"aligner" chaine sur le 4►me mot du tableau (mon mesag[3], quoi), c'est ►a ?
<My! Lemme some time to understand>

```
>    C'est plus lourd, mais au moins on est s►r que ►a marche...
>    Plus l►ger, mais moins propre (mais alors, franchement moins...) :
> char *chaine;
> int message[8];
> chaine =  *( (char **) (message + 3) );
```

Te moques pas, j'ai d►croch► - et dire que c'est plus l►g► ! Je vais passer un
peu de temps ► piger l'indirection (c'est bien ►a non ?) et je reviendrai...

<Enough of translation... He killed me... back to studies! Well, I still
welcome ideas on my problem, though>

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...

ajoutez-vous !

From 8610685344140016491
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,5aad09198feb02df
X-Google-Attributes: gid1115ce,public
From: curis@news.ens.fr (Emmanuel Curis)
Subject: Re: Problem with VA_START command line
Date: 1998/06/08
Message-ID: <6lhklv$jq3$1@nef.ens.fr>#1/1
X-Deja-AN: 360798640
References: <6le85j$i9e$1@news4.isdnet.net> <6lghdofgf1@nef.ens.fr>
<6lhir6fho3@news4.isdnet.net>
Organization: Ecole Normale Supérieure, Paris
Reply-To: Emmanuel.Curis@ens.fr
Newsgroups: comp.sys.atari.programmer

Bonsoir,

Quelques explications (en français parce que c'est du C pas de l'atari alors :-), qui j'espère seront plus simples.

Dans l'article <6lhir6fho3@news4.isdnet.net>,
Frederic Dinh, <frederic.dinh@hol.fr> a écrit :

>> La façon la plus simple d'éviter des problèmes douteux avec des trucs
>> aussi peu propres (convertir 2 ints en en char *, c'est la porte ouverte aux
>> ennuis...), le mieux est de profiter des unions :
>
>Déjà, ca s'annonce chaud... j'ai jamais utilisé les unions...

En deux mots:
- une union est une façon propre de déclarer quelque chose dont le type est variable. Exemple type sous GEM : le champ ob_spec des objets. Classiquement, on dit que c'est un long et on fait ensuite des bidouilles. En fait, l'idéal serait de dire que c'est _à la fois_ un long, un char *, un TEDINFO *, un... Chance, ça se fait en C avec le union. Ce serait donc:

```
union
{
  long divers;
  TEDINFO *tedinfo;
  ICONBLK *icone;
  char *texte;
  ...
} ob_spec;
```

Dans ce cas, si tu utilises ob_spec.divers, il sait que c'est un long; si tu utilises ob_spec.texte, il sait que c'est un pointeur sur une chaîne; ainsi de suite.

La syntaxe d'utilisation est exactement celle d'une structure apr►s►:

ob_spec.divers indique l'►l►ment divers de l'union.

Ce qu'il faut savoir (c'est ce qui le rend tr►s pratique)►:
- la taille r►ellement occup►e est celle de l'objet le plus gros de l'union►;
- les donn►es sont mises dedans ► en vrac►► et donc leur nature ne d►pend que de l'objet que tu appelles. Exemple : si tu fais

```
ob_spec.tedinfo = NULL;
printf("%f\n", ob_spec.divers + 2);
printf("%p\n", ob_spec.tedinfo + 2);
```

Tu auras en sortie►:

```
2 ( = 2L + 0L)
2*sizeof(TEDINFO) (= NULL + (TEDINFO *) 2) = 56 si ma m►moire est bonne
       et en m►moire, ► l'adresse &(ob_spec)►: 0x00000000
```

Est-ce que le r►le de l'union est plus clair maintenant ?
(Le gros avantage : contrairement au cast brutal (char *) depuis un long, ►a ne suppose pas que sizeof(char *) = sizeof(long), ce qui marche sur l'atari mais est d'une portabilit► douteuse... [tu me diras, avec le GEM... Je dirais►: m►fiance si tu veux utiliser, par exemple, la lib X/GEM que je d►veloppe :-)]

```
><gonna be hot... never used unions before...>
>
>> typedef union
>> {
>>   int type; /* Le type du message : toujours le premier int des 8 */
>>   int general[8]; /* Message g►n►rique : 8 int */
>>   struct
>>   {
>>      int entier_1, entier_2, entier_3; /* Oubli► le sens, mais bon :-) */
>>      char *chaine;
>>      /* Et la suite */
>>   } message_va;
>> } Message;
>
>Arrgh ! Trop fort !
```

Donc l►, le type Message est _► la fois_

```
1) un entier               : champ type
2) un tableau de 8 entiers : champ general
3) une structure contenant 3 entiers puis un pointeur de cha►ne (il faudrait
les 3 entiers manquant pour bien faire...)
```

Si en m►moire tu as un truc du genre

```
0x0001    = Message.type  = Message.general[0] = Message.message_va.entier_1
0x0002                    =                 1  = Message.message_va.entier_2
0x0003                    =                 2  =                           3
0x0004                    =                 3  } = Message.message_va.chaine
0x0005                    =                 4  }
0x0006                    =                 5
```

```
 0x0007                    =                 6
 0x0008                    =                 7
```

>C'est b€ ! M€me si j'ai du mal € suivre ! Les entiers entier_x servent €
>"aligner" chaine sur le 4€me mot du tableau (mon mesag[3], quoi), c'est €a ?

    Oui. En fait, entier_1 = message[0],...

>> C'est plus lourd, mais au moins on est s€r que €a marche...
>> Plus l€ger, mais moins propre (mais alors, franchement moins...) :
>> char *chaine;
>> int message[8];
>> chaine = *((char **) (message + 3));
>
>Te moques pas, j'ai d€croch€ - et dire que c'est plus l€g€ ! Je vais passer un
>peu de temps € piger l'indirection (c'est bien €a non ?) et je reviendrai...

    message[] est un tableau d'int donc message + 3 = &(message[3])€; on
fait croire au compilo que l'adresse de message[3] est en fait un pointeur sur
une cha€ne (char *), et on prend la valeur de ce pointeur de cha€ne (*(...)).

--

Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html

From 1631297678131860471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bb6a7682c0596dcc,start
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: No Atari Updates In Three Days
Date: 1998/06/09
Message-ID: <357bfbf2.1012283@news.tmisnet.com>#1/1
X-Deja-AN: 360916963
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

The usenet feed to my ISP has had NOTHING NEW
on ANY of the Atari newsgroups for three days.
I'm posting this test message to a little-used
Atari group to determine whether I still have
access to Atari ng's!

There is no need to respond.

-- George Crissman
-- strads@tmisnet.com

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -5344693381788796150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5aad09198feb02df
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Problem with VA_START command line
Date: 1998/06/09
Message-ID: <357c9e30.156195567@news.demon.co.uk>#1/1
X-Deja-AN: 360937488
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <6le85j$i9e$1@news4.isdnet.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897374745 nnrp-05:6033 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 7 Jun 1998 14:30:11 GMT, frederic.dinh@hol.fr (Frederic Dinh)
wrote:

```
>Hello all,
>
>I'm implementing VA_START in one of my programs, and I've got some problems.
>The command line passed via VA_START is displayed in the info line of the
>window (it's a window form). I use Pure C.
>
>Sometimes the line is perfectly readable, sometimes not (melt of low ascii
>caracters or a string somewhere in memory but surely not a filename) so my
>'load a file' routine fails.
>
>To get this string, I do the following :
>
>  int mesag[8]; /* the event buffer */
>  long pointer;   /* a pointer for the string */
>  ...
>  pointer = ( (long) mesag[3]<<16 ) + mesag[4];
>  wind_set (id, WF_INFO, pointer);
>
```

>(I tried a char * pointer but apparently it didn't change anything except more
>curious strings !!).
>
>Sometimes I also get Magic hangs (system stack overflow, the system will stop)
>when I drop files onto my prog desk icon (not talking about drag n'drop).
>I don't have any idea of the cause. I free all the buffers I don't need but it
>makes system stops.
>Can somebody give me clues ?

Imagine mesag[4] is $8765 and mesag[3] is $4321. The result you are after is $43218765 but this is what really happens:

mesag[3] is promoted from signed int to signed long, so $4321 becomes $00004321. It is then shifted left 16 bits to become $43210000. Okay so far (but technically incorrect).

As the compiler has promoted one argument to signed long it is obliged to do so with the other arguments. In this case mesag[4] is promoted from signed int to signed long so $8765 becomes $FFFF8765. Finally, this is added to $43210000 giving a result of $43208765.

The answer is to use unsigned math when manipulating pointers. It is also more usual to use bitmasking rather than addition. There are two ways of doing this. You can declare some intermediate variables or use the required casts.

```
/* this is a bit extreme but is legible */
int  mesag[8];
uint lo_word,hi_word;
ulong    lo,hi;
char *pointer;

hi_word = mesag[3];
lo_word = mesag[4];
lo = lo_word;
hi = hi_word;
pointer = (char*)(hi | lo);
```

whereas casting would require this

```
int  mesag[8];
char *pointer;

pointer = (char*)(
(((ulong)(uint)mesag[3]) << 16) |
((ulong)(uint)mesag[4])
);
```

which can be simplified of course.

On another matter. There is an undocumented limit on how long the string can be for a window name (WF_NAME) under MagiC. This may apply to the WF_INFO line also. Thus it is wise to manually truncate the

line with a nul should it exceed (roughly) 200 chars.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6332952367371514358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,423f73a48869fed2
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: How can I recognize ascii files from binary ?
Date: 1998/06/09
Message-ID: <357d9fa6.156569915@news.demon.co.uk>#1/1
X-Deja-AN: 360937489
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <6le863$i9e$2@news4.isdnet.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897374745 nnrp-05:6033 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 7 Jun 1998 14:30:27 GMT, frederic.dinh@hol.fr (Frederic Dinh)
wrote:

>Hello all,
>
>I'd like to know how to make a difference between ascii and binary files so
>my printing program won't load binary files.
>
>Do you think scanning some bytes, say 64, at the beginning of the file should
>be reliable ? Can I say that, if i find an ascii caracter <32, it is a binary
>file ?

Unfortunately no. There isn't a method which is 100% reliable. Any
given file could contain any value in the range 0->255 and still be a
valid text file, or vice-versa.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5955927088156912982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0f4f55fb397302c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: act_pd
Date: 1998/06/09
Message-ID: <357ea1ac.157087049@news.demon.co.uk>#1/1
X-Deja-AN: 360937490
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <357ba581.0@news.uni-ulm.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897374746 nnrp-05:6033 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 8 Jun 1998 10:49:05 +0100, Christof Donat
<Christof.Donat@student.uni-ulm.de> wrote:

>Hi
>
>Someone told me that I need do chenge act_pd to make save Memory
>allocation in an Accessory. This seems to be a System Variable
>That holds the Process Descriptor of the current Programm.

Another name for this variable is p_run and although you can mess with
it you shouldn't because it is documented read-only.

>Where do I find this variable?

You might not need it. It is true that an acc using Malloc causes the
memory obtained to be owned by the main application, thus when the
main application terminates the memory is lost. However, memory
allocated before the first AES call made by the acc *is* owned by the
acc. Therefore, if you are able to determine your memory requirements
before appl_init() in effect, you don't need to fiddle with p_run.

Additionally, such operating systems as MagiC don't suffer from this
problem - and the accessory is best executed as a normal process in
any case. You should be safe interrogating the entry in the global[]
array which specifies the maximum number of concurrent processes. If
it is not 1 then you are multitasking and can start a normal process.
If it is 1 then you should start as an accessory.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 375831749602564631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1af9f84bafcdca58,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Falcon resolution and the OS
Date: 1998/06/09
Message-ID: <6liv1q$la3@balaena.bio.vu.nl>#1/1
X-Deja-AN: 360963207
References: <35724bf2.0@d2o29.telia.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

K.Hampf (k_hampf@yahoo.com) wrote:

: How do you give the OS (both MagiC and GEM/TOS) a hint about what resolution
: they are in? It's easy to set a custom resolution on Falcon, but the OS does
: not notice it.

Hmm, strange... VI (Videl Inside) seems to be able to do it. And
setting overscan followed by a desktop res change also works fine.
What method are you using to change the resolution? XBIOS or direct
video register access?

: Furthermore, where to find a nice GEM reference for assembler (Devpac
: 3.1)and C (Lattice C 5 and Sozobon 2) programming? I seem to know more about
: hacking the hardware than communicating nicely with the GUI, and I need to
: change that ;)

Indeed. :-)
Try "Professional GEM" (ProGEM) by Tim Oren, it's a good text to start with.
It should be on most big Atari FTP sites...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

God is a comic playing to an audience that's afraid to laugh

From 5616698213452934338
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,5aad09198feb02df
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Problem with VA_START command line
Date: 1998/06/09
Message-ID: <6lj5at$5gd$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 360984325
Content-Transfer-Encoding: 8bit
References: <6le85j$i9e$1@news4.isdnet.net> <6lghdofgf1@nef.ens.fr>
<6lhir6fho3@news4.isdnet.net> <6lhklv$jq3$1@nef.ens.fr>
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <6lhklv$jq3$1@nef.ens.fr>,
     curis@news.ens.fr (Emmanuel Curis) writes:
>   Quelques explications (en fran﹠ais parce que c'est du C pas de l'atari
> alors :-), qui j'esp﹠re seront plus simples.

Even though there might be people who want to read it, but do not speak
French fluently. Furthermore, posting slightly off-topic is no reason not
to use the preferred langauge for a newsgroup, is it? You could have used
private mail, instead.

No offense, though, just a hint.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -5852429755832638794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5aad09198feb02df
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Problem with VA_START command line
Date: 1998/06/09

Message-ID: <6lj5r7$5gd$2@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 360987901
References: <6le85j$i9e$1@news4.isdnet.net> <357c9e30.156195567@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <357c9e30.156195567@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

```
> /* this is a bit extreme but is legible */
> int    mesag[8];
> uint   lo_word,hi_word;
> ulong  lo,hi;
> char   *pointer;
>
> hi_word = mesag[3];
> lo_word = mesag[4];
> lo = lo_word;
> hi = hi_word;
> pointer = (char*)(hi | lo);
```

Well, this won't ever work, either. pointer will still contain a
16-bit-value aftwards. For example, let mesag[3/4] be 0xaaaa and 0x5555:
pointer will be 0xffff afterwards, which sure isn't what you want.

I can't think of a (simple) way to do it without shifting in plain C.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -542428157136211490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87cea038baea04a8
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: objc_change(...,SELECTED,1) doesn't work ?
Date: 1998/05/30
Message-ID: <35701140.88889716@news.demon.co.uk>#1/1
X-Deja-AN: 357975002
Content-Transfer-Encoding: 7bit

X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <6k4bkj$988$1@news4.isdnet.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 896549508 nnrp-03:467 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 22 May 1998 17:11:47 GMT, frederic.dinh@hol.fr (Frederic Dinh)
wrote:

>Hello all,
>
>I wonder why objc_change(... DISABLED,1) or any other ob_state works, but not
>with SELECTED.
>
>If I want my button to be redrawn immediately, I have to use objc_draw(). This
>occurs under TOS 4.01 and Magic 5.13.
>Thanks for all answer.

I can't recall what my problem was but I do remember having one with
objc_change() so now I always use objc_draw(). In fact, as all my
forms are windowed and can be active in the background I actually
perform a proper redraw.

Now that I think about it, the problem I had might have been that
objc_change could select something but not _always_ unselect it. Can't
be sure after all this time though.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4518163719674015289
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEM text input questions
Date: 1998/05/30
Message-ID: <6kpi2a$706@balaena.bio.vu.nl>#1/1
X-Deja-AN: 357987904
References: <6kc3u5$lkj@balaena.bio.vu.nl> <356e8038a29af2@xs4all.nl>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Jos den Bekker (josdb@xs4all.nl) wrote:

: I don't see any key or event values passed to this function, nor is
: there a key value passed to objc_edit, so I get the the itchy feeling

Erm... Look again:

short Xdial_ParseKeybd (XDIAL *dial, short key, short ctrl)

This function is called from an event loop, with key and ctrl containing the values for the key pressed and the control keys. After some checking, the key value is passed to objc_edit:

objc_edit (dial->tree, dial->obj_edit, key, &dial->edit_pos, EDCHAR);

: that you're not in an evnt_multi() loop. You do realize, I hope, you
: have to be in an evnt_multi() loop and call objc_edit() for each
: keyboard event?

Hence the function name ParseKeybd ...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Drawing on my fine command of language, I said nothing."

From -8398188256968800065
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEM text input questions
Date: 1998/05/30
Message-ID: <6kphqf$706@balaena.bio.vu.nl>#1/1
X-Deja-AN: 357987905
References: <6kc3u5$lkj@balaena.bio.vu.nl> <356a8e0c1334a13@xs4all.nl>
<356e8038a29af0@xs4all.nl>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Jos den Bekker (josdb@xs4all.nl) wrote:

: >That might be a sensible way, but maybe not what Levien was asking for.

: >That table contains the codes for the keys without any of Shift CTRL or Alt
: >keys, while he explicitly asked for the kombination with Alt. The XBios
: >Keytbl does not provide access to Alt kombinations.

: So what he wanted was the ASCII value of `key', and I gave him a neat
: way to get it. The ALT value can simply be gotten from key_shift after
: a keyboard event.

Indeed. So it should do just fine...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Drawing on my fine command of language, I said nothing."

From 9011959612118364984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11891096af82cb6a
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Text output via the VDI
Date: 1998/05/30
Message-ID: <6kplnu$274$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 357996114
References: <6km2bk$j22$1@nyheter.chalmers.se>
<3571151c.89877016@news.demon.co.uk>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <3571151c.89877016@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On 29 May 1998 10:23:48 GMT, rand@cd.chalmers.se (Johan Klockars)
>wrote:
>
>>
>>While trying to finish up fVDI v0.85, I've run into problems with two
>>applications: CAB and AtariWorks. For some reason, those two programs
>>insist on drawing text on _very_ widely separated lines under fVDI
...
>Are the lines double spaced? Might be a "single pixel" problem. If

No, there's far more space than that between them. I'd say at least ten
lines worth. At least for CAB, I also think that some text is actually
missing completely.

>Gut feeling on my part is some sort of character cell issue but there
>are 101 ways that could arise.

On the tests I've done, fVDI and NVDI have reported the same size for characters and strings. I guess it still _must_ be something like that, though.

>Likely. The interaction between vqt_extent and vqt_font_info can be
>quite complex for instance, especially when using "special effects".

fVDI currently doesn't support any text effects.

>>If anyone has any ideas about what might be going wrong (or have some
>>similar program (doing 'advanced' text output)
>
>Can you be more specific about what 'advanced' text output consists

Well, that would be whatever it is that CAB and AtariWorks does which isn't done by ordinary text editors. ;-)
From what I've seen of Papyrus (old version), that program doesn't seem to have any problems either, but I suspect it only uses the VDI to blit things it draws in internal buffers.

Perhaps the programs set/check font sizes in some strange way. They certainly use varying alignments and justification.
I don't see why any of that should be a problem, but something must be.

>If you can describe the attributes of the problem line(s) well enough
>then perhaps I could cobble together a small program to send to you -

All lines exhibit this problem. It doesn't matter if they are drawn in proportional fonts or not and neither does size matter.

If you have CAB (I found the problem with a demo version) or AtariWorks it's easy enough to test it yourself. Just download the normal fVDI v0.84 archive (for information on how to set it up) and the new fvdi_85c.lzh (only via ftp from my site in /pub/Other) and
- create an fvdi.sys file (normally on c:)
- put 1_plane.sys (the monochrome driver) in the same directory as your fonts
  (usually mentioned via the PATH variable in fvdi.sys)
- switch to a monochrome graphics mode
- run fvdi.prg
  (note that current fvdi versions _can't_ run in the autofolder)

Everything should now look just about as it used to, but fVDI will be running instead of the previous VDI.
Things to check for to make sure its really fVDI:
- A small font is used for the menu and a few other things (for a while)
- XOR mode only works for lines that are vertical or horizontal
- There are no line patterns
- No text effects are available

If you were running the standard VDI before, things should also be a lot quicker.

>hopefully it will "screw" up as well. The bug should then be pretty
>easily located as you'll be able to use a debugger on fVDI whilst
>following my source code.

I don't even need source code as long as the cause and the effect are
reasonably close. Unfortunately, that doesn't seem to be the case with
the programs I mentioned.

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 8431284226492498052
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e6f4b28d7237df
X-Google-Attributes: gid1115ce,public

From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Re: Mint Kernel crash ?
Date: 1998/05/30

Message-ID: <EtsM6y.5uJ@uia.ua.ac.be>#1/1
X-Deja-AN: 358047960
Sender: news@uia.ua.ac.be (News database)
References: <EswDEE.9EG@uia.ua.ac.be> <6kmkg2$f4m$1@news3.isdnet.net>
X-Nntp-Posting-Host: hsins.uia.ac.be
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer

Thomas GOIRAND (Thomas.Goirand@hol.fr) scribbled:
: On 13 May 1998 13:27:50, David.DeRidder wrote:
: > Is it possible that the Mint kernel itself crashes ? I suspect my problem
: > is triggered by some NULL pointer somewhere, but I have memory protection,
: > so normally it should be caught, no ?
:
: It SHOULD but it does not ! The fact is that the MiNT's memory
: protection si lame, and it doesn't protect a lot ! If you have a NULL
: pointer problem, try to look at YOUR program first.

Well, it's all solved now. Still, I don't think a NULL pointer (if that was
really the problem) should crash my Mint for several reasons :

* Mint does not seem to use logical address spaces (for compatibility I
  guess), so a NULL pointer is almost always out-of-bounds, thus should
  generate a Bus error, segment violation or whatever.
* Address 0 lies within the 2048 'supervisor bytes' and therefore should
  generate a Bus error, whether under Mint or SingleTOS or any 680x0 system.

Greetings,

```
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-----------------------------------------------------------------+
```

--
Septimus' quote for today :

"Lies fall out of your mouth like love,
 that's so shallow to become so disposable."
 - Anne Clark

From -9025653286092180542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19d5129d3788c8b4,start
X-Google-Attributes: gid1115ce,public
From: Joakim H□gberg <fiolerna_BULKMAIL_SUCK_@algonet.se>
Subject: GFA compiling problems
Date: 1998/05/30
Message-ID: <3570DB30.3116@algonet.se>#1/1
X-Deja-AN: 359476893
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Algonet/Tninet
Mime-Version: 1.0
Reply-To: fiolerna_BULKMAIL_SUCK_@algonet.se
Newsgroups: comp.sys.atari.programmer

Greetings Atarians!

I made some adjustments to an example program for window-handling
(which I found at some ICTARI issue) so that it can show the
content that I want in GEM-windows.

My problem is that it throughs a zillion of bombs at me when I try to
run the compiled program, although it runs OK when run from the editor.

I guess that it can be caused by a lot of things, but if someone has
even the faintest idea what do look out for, please let me know!

thanks in advance! /Joakim

http://hem1.passagen.se/gokmase/atari

From 6921048754691315583
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,56b77025f096ce63

X-Google-Attributes: gid1115ce,public
From: "popov" <popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
Subject: Re: What sould I do with an assembler ?
Date: 1998/05/31
Message-ID: <01bd8c65$8e1ea340$680f03c3@default>#1/1
X-Deja-AN: 358125525
References: <01bd8a70$f7ecbf60$LocalHost@default>
<35711c12.26123824@news.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

I can program in assembler on a pc, so I think I could do this on an atari.
So what should I do ?

And I would like to know what is the adress of the parallel port on an
atari st ?

Guy Harrison <guy@swampdog.demon.co.uk> a écrit dans l'article
<35711c12.26123824@news.demon.co.uk>...
> On 28 May 1998 19:48:17 GMT, "popov"
> <popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
> wrote:
>
> >I'm making a little electronic assembly (made by me!) and I'd like to
use
> >it with the parallel port on my atari (1040ste).
> >So I gonna make a program with the gfa basic 2.0 and I'd like to know
how
> >to :
> >1) get the condition of a pin
> >2) set or reset some other pins
> >I think it's feasible with peek and poke.
>
> It may be, but the thing to watch out for is what peek and poke
> actually do. They may result in multiple accesses and thus have side
> effects! A tiny bit of assembler would be safer.
>
>
> --
> guy@swampdog.demon.co.uk
> http://www.swampdog.demon.co.uk
>
>
>

From -7723550306931875144
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f05f848dfd621084,start
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)

Subject: How do I convert PC samples to work on a STFM?
Date: 1998/05/31
Message-ID: <3574aae6.31340488@news.zetnet.co.uk>#1/1
X-Deja-AN: 358235755
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
NNTP-Posting-Date: 31 May 1998 19:10:25 GMT
Reply-To: Deano@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 896641825 19312 194.247.41.3 (31 May 1998 19:10:25 GMT)
Organization: Silly Software
Newsgroups: comp.sys.atari.programmer

Can anyone help. I have tried recording samples from tape but keep
getting too much background noise. I want to record my samples on the
PC and convert them so they work on the STFM. I can get them to work
on the STE but they don't sound right on the FM. Any sample converters
that will convert PC recorded samples to work on the FM?

 Yours Faithfully (In a very Silly way)
 Deano (Silly Software Programmer)
 Email Deano@zetnet.co.uk
 http://www.users.zetnet.co.uk/sillysoftware/

From -1896107512756129076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: GEM text input questions
Date: 1998/05/31
Message-ID: <Ettvzr.J3M@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 358337231
Sender: news@suse.modem.stud.uni-hannover.de
References: <6kc3u5$lkj@balaena.bio.vu.nl> <356a8e0c1334a13@xs4all.nl>
<EtM127.MD0@suse.modem.stud.uni-hannover.de> <356e8038a29af0@xs4all.nl>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <356e8038a29af0@xs4all.nl>,
     josdb@xs4all.nl (Jos den Bekker) writes:

> Dearest Peter, this is what he asked for:

>
>>Firstly, what is the best way to get the ASCII value of a key when
>>pressed simultaneously with ALT? I'd assumed that the ASCII value
>>would be returned in the low byte after an event, but to my surprise
>>I only got the scancode back, and 0 for ASCII. I think I'm beginning
>>to understand why people have language incompatibility problems
>>with ALT+[key] combinations... Anyway, what is the best method to get
>>the ASCII value of [key] in this case?
>
> So what he wanted was the ASCII value of `key', and I gave him a neat
> way to get it. The ALT value can simply be gotten from key_shift after
> a keyboard event.

Hmm, considering Leviens

> Indeed. So it should do just fine...

apparently this is what he asked for. To me however it clearly looked as if
he wanted the (due to the ALT key) *modified* ASCII code of the key. The
concept of "*the* ASCII code for a key" is not defined, since already pressing
the shift key makes "the" ASCII code become entirely different. Both values
can be obtained by looking up the tables returned by Keytbl(). However pressing
ALT makes the code become different again for many keys, and this new value
cannot be obtained from these BIOS tables. This is all what I pointed out,
since for me it was clear that it was that what Levien asked for.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 8987312000824588042
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ae7e9803afc1a3d
X-Google-Attributes: gid1115ce,public
From: Jeff.Thomas@taf.ftn.org (Jeff Thomas)
Subject: Atari C compilers
Date: 1998/05/31
Message-ID: <c50_9805312349@tor250.org>#1/1
X-Deja-AN: 358346060
Organization: Toronto Atari Federation Message Center & BBS
X-FTN-To: Mibweb@Nwlink.Com
Newsgroups: comp.sys.atari.programmer

MI>I am looking for information on Atari C compilers. Please post to
MI>this group. Thanks
What exactly were you hoping for? I use Heat'n'Serve C because it works

well, and it's freeware. Also because it's based on the Alcyon C from the
Atari devkit it is nicely compatible with all the code examples I find
in the old programming books.
I also use the object linker for linking my DEVPAC v2 assembly code while
I'm studying a book called "Compute!'s Atari ST Machine Language Programmin
Guide". The code examples make external calls to the Alcyon object
libraries, and DEVPAC v2 lacks a DRI object file format compatible linker
and libraries.
Later...

  SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.

From -8584581200519759740
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b656d3398f885d0,start
X-Google-Attributes: gid1115ce,public
From: tross3@hamtel.tds.net (Terry Ross)
Subject: Perl/sHTTPd (w/Magic)
Date: 1998/06/01
Message-ID: <6kt1ct$oas@news2.tds.net>#1/1
X-Deja-AN: 358321866
Organization: ST+ Fanzine US distributor
Newsgroups: comp.sys.atari.programmer

I'm trying to test some scripts in a server environment using Magic (I
am eventually going to be using Mint) - While I can get sHTTPd to
access compiled programs, and batch files, I can't get it to use
perl.ttp. Does anyone have this set up, and can they explain how
they're doing it?

TIA
Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/   (ARD/ST+/More!)
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
                            SUM ERGO COGITO

From -1102662093035244081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ae7e9803afc1a3d
X-Google-Attributes: gid1115ce,public
From: Thomas.Goirand@hol.fr (Thomas GOIRAND)

Subject: Re: Atari C compilers
Date: 1998/06/01
Message-ID: <6kuo39$4lh$1@news3.isdnet.net>#1/1
X-Deja-AN: 358509788
References: <c50_9805312349@tor250.org>
Organization: Centek / IUT Nantes
Newsgroups: comp.sys.atari.programmer

On 31 May 98 04:19:00 G, Jeff Thomas wrote:
>MI>I am looking for information on Atari C compilers. Please post to
>MI>this group. Thanks
>What exactly were you hoping for? I use Heat'n'Serve C because it works
>well, and it's freeware. Also because it's based on the Alcyon C from the
>Atari devkit it is nicely compatible with all the code examples I find
>in the old programming books.
>I also use the object linker for linking my DEVPAC v2 assembly code while
>I'm studying a book called "Compute!'s Atari ST Machine Language Programmin
>Guide". The code examples make external calls to the Alcyon object
>libraries, and DEVPAC v2 lacks a DRI object file format compatible linker
>and libraries.
>Later...
>---
> SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
>--
>| Gated by the premier Fido Technology Networks gateway .
>| Providing USENET, Internet Email and FTP hub facilities.
>| See "http://www.ftn.org" for details.
>.

--- end of message ---

--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
---
--- mailto:thomas.goirand@hol.fr (when in holidays :))   ---
--- mailto:thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---
---

From 6370023109714552748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8b197dc8aa9713,start
X-Google-Attributes: gid1115ce,public
From: "popov" <popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
Subject: Programming the serial port : I'm looking for asm routines
Date: 1998/06/01
Message-ID: <01bd923b$cf593e20$LocalHost@default>#1/1
X-Deja-AN: 358515793
Newsgroups: comp.sys.atari.programmer

Hello,

I realised that using the parallel port wasn't easy. So I think that I could use the pins RTS, CTS, DSR, DTR, RI and DCD on the serial port.
I still want to program with the gfa basic, but I noticed that I can include ASM routines with the function call.
So I'd like to know how to :
1) set and reset the pins RTS and DTR
2) get the condition of the pins CTS, DSR, RI and DCD

Now, I think (I hope ;-) that it's going to work correctly.

Thanks in advance for your answers !

From -6729897861668740383
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: GEM text input questions
Date: 1998/06/01
Message-ID: <3572fb74496100@xs4all.nl>#1/1
X-Deja-AN: 358521423
References: <6kc3u5$lkj@balaena.bio.vu.nl> <356e8038a29af2@xs4all.nl>
<6kpi2a$706@balaena.bio.vu.nl>
X-XS4ALL-Date: Mon, 01 Jun 1998 20:06:36 CEST
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Sat 30-05-98 18:10 Levien van Zon wrote:

>Erm... Look again:
>
>short Xdial_ParseKeybd (XDIAL *dial, short key, short ctrl)

You're absolutely right! Sorry about that. I never saw that code, because I thought I had reached the end of the message. :)

>This function is called from an event loop, with key and ctrl containing the
>values for the key pressed and the control keys. After some checking, the
>key value is passed to objc_edit:
>
>objc_edit (dial->tree, dial->obj_edit, key, &dial->edit_pos, EDCHAR);

Try

```
  int new_objc;
  if (form_keybd(dial->tree,dial->obj_edit,dial->obj_edit,key,&new_objc,&key);
    objc_edit (dial->tree, dial->obj_edit, key, &dial->edit_pos, EDCHAR);
```

instead.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                              -*-
  "It is the greatest possible victory to be, to continue to be,
   and to have been. No defeat can deprive us of the success of
   having existed for some moment of time in a universe that seems
   indifferent to us."   - Norbert Wiener

From -6428116868991455823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ae7e9803afc1a3d
X-Google-Attributes: gid1115ce,public
From: mibweb@nwlink.com
Subject: Re: Atari C compilers
Date: 1998/06/01
Message-ID: <35733b97.1799727@news.nwlink.com>#1/1
X-Deja-AN: 358618715
References: <c50_9805312349@tor250.org>
Organization: Northwest Link
Newsgroups: comp.sys.atari.programmer

Jeff:

I'm just gettng started and really don't know what's out there. Do
you have a URL for Heat'n'Serve?

On 31 May 98 04:19:00 GMT, Jeff.Thomas@taf.ftn.org (Jeff Thomas)
wrote:

>MI>I am looking for information on Atari C compilers. Please post to
>MI>this group. Thanks
>What exactly were you hoping for? I use Heat'n'Serve C because it works
>well, and it's freeware. Also because it's based on the Alcyon C from the
>Atari devkit it is nicely compatible with all the code examples I find
>in the old programming books.
>I also use the object linker for linking my DEVPAC v2 assembly code while
>I'm studying a book called "Compute!'s Atari ST Machine Language Programmin
>Guide". The code examples make external calls to the Alcyon object
>libraries, and DEVPAC v2 lacks a DRI object file format compatible linker
>and libraries.
>Later...
>---
> SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
>--
>| Gated by the premier Fido Technology Networks gateway .

>| Providing USENET, Internet Email and FTP hub facilities.
>| See "http://www.ftn.org" for details.

Jim Cox

* Antispam Warning: Replace "web" in my email address *
*   with "a51" to reply via email.   *

From 2687192368972064780
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,19d5129d3788c8b4
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <fiolerna_BULKMAIL_SUCK_@algonet.se>
Subject: Re: GFA compiling problems
Date: 1998/06/01
Message-ID: <3572721F.6F1E@algonet.se>#1/1
X-Deja-AN: 359903676
Content-Transfer-Encoding: 8bit
References: <3570DB30.3116@algonet.se> <357f6e8b.4417662@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: fiolerna_BULKMAIL_SUCK_@algonet.se
Content-Type: text/plain; charset=iso-8859-1
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Thanks everybody who have bothered to answer my questions so far.. 8)
I have now noticed that the compiled program runs fine
if I don⍰t limit the memory with $MXXXXX.

Any ideas why it won⍰t run it can⍰t have access to all memory?

Thanks in advance!

Joakim H⍰gberg

http://hem1.passagen.se/gokmase/atari

From -6889895411157835398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: GEM text input questions
Date: 1998/06/02
Message-ID: <3573d6841b80310@xs4all.nl>#1/1
X-Deja-AN: 358741166
References: <6kc3u5$lkj@balaena.bio.vu.nl> <356a8e0c1334a13@xs4all.nl>

<EtM127.MD0@suse.modem.stud.uni-hannover.de> <356e8038a29af0@xs4all.nl>
<Ettvzr.J3M@suse.modem.stud.uni-hannover.de>
X-XS4ALL-Date: Tue, 02 Jun 1998 11:41:19 CEST
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Sun 31-05-98 15:50 Peter Rottengatter wrote:

>Hmm, considering Leviens
>
>> Indeed. So it should do just fine...
>
>apparently this is what he asked for. To me however it clearly looked as if
>he wanted the (due to the ALT key) *modified* ASCII code of the key. The
>concept of "*the* ASCII code for a key" is not defined, since already pressing
>the shift key makes "the" ASCII code become entirely different. Both values
>can be obtained by looking up the tables returned by Keytbl(). However pressing
>ALT makes the code become different again for many keys, and this new value
>cannot be obtained from these BIOS tables. This is all what I pointed out,
>since for me it was clear that it was that what Levien asked for.

It is the value in `key' and `key_shift' that is modified by ALT and
SHIFT etc. after a keyboard event, but I have never heard this called
the `ASCII code'. What remains constant - or should remain constant -
is key>>8. You can use that value to look up the real ASCII code in
different tables pointed to by Keytbl(), depending on the value of
key_shift. Maybe the terminology wasn't one hundred percent right, but
the idea was, to me at least, clear.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                              -*-
  "It is very easy for a constitutionally vigorous mind to fritter
   its power away in trivialities."   - Norbert Wiener

From -9144739003267668692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,726a97e49aca77fe,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe,start
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tomas@nocrew.org>
Subject: United mp3 player effort?
Date: 1998/06/02
Message-ID: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>#1/1
X-Deja-AN: 358774973
Sender: tobe@sara.lysator.liu.se
Content-Type: text/plain; charset=US-ASCII
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University,

Sweden
Mime-Version: 1.0 (generated by tm-edit 7.106)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi Atari friends!

For those of you who don't know me, I'm aka NoBrain of NoCrew. I was one of the two making the mp2 player for Falcon.

I also started a project of making an mp3 player, by converting from C sources of the amp player. This is however dropped now, for some reasons.

I've heard of a few people also working on, or thinking of making, an mp3 player for Falcon. I therefore have the suggestion of instead of some people trying at their side, we'd try to unite the effort, or at least share what we have done so far, or ideas that we have.

NoCrew has a mailing list running, nocrew-mp3@nocrew.org. This was mainly put up when I was working on the player, and has been very dead for a long time. But, it would be a good place to discuss the development of a player. You subscribe by sending a mail to nocrew-mp3-request@nocrew.org with the subject "subscribe".

Although I can't forbid anyone to join the list (well, I could :), this is what I would like it to be:

Talk about development of a possible mp3 player for Falcon.
_NO_ questions like, where can I get mp3 files, this and that song.
_NO_ mails simply asking how things are going.

I know a lot of people wants to have a player, but few are willing to try to write one. A few things that everyone might not know. An mp3 player on Falcon _will_ use the DSP, so you'd have to be able to program the DSP to make one, obviously.

Alright, this was my idea. Now, all it takes are people who want to join. :) If you know the DSP and don't have anything better to do, what are you waiting for? :)

Comments?

Tomas - tomas[@.]nocrew.org

From -6462991661095915380
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e938edbad803d732
X-Google-Attributes: gid1115ce,public

From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Subject: Re: Path of AES-Applications
Date: 1998/06/02
Message-ID: <3573FD97.741B@ws.rz.tu-bs.de>#1/1
X-Deja-AN: 358783469
Content-Transfer-Encoding: 7bit
References: <Pine.HPP.3.95.980515092259.15178A-100000@rzpool03.rz.tu-bs.de>
<3565c591.18082441@news.demon.co.uk>
Mime-Version: 1.0
Distribution: world
Content-Type: text/plain; charset=us-ascii
Organization: TU-Braunschweig, Rechenzentrum
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
>
> I don't use MiNT but even so, I'm not too sure what it is you are
> wanting to do? Is it some sort of idea like the one in MagiC where
> processes are *killed* prior to (say) a resolution change?
>
> >Anyone knowing a clean AES-method for this?
>
> Only the usual one - send each application a shutdown message keeping
> your fingers crossed they all respond.
>
> >Otherwise a tricky solution
> >with GEMDOS/ BASEPAGE would help me, too.
>
> Is there a SIGABORT type signal? Perhaps you could hack the process id
> and issue it to each process killing them that way? Dunno really - a
> wild guess!

Sorry I didn't make clear what I really wanted. Making other apps
terminate wasn't the problem. I only want to know where on the hard disk
they can be found, so that during shutdown I can save all their names.
When booting up again I can start all apps from disk via shell_write().
The result: My system boots in just the mode I quit it.
I think 'Multistrip' does sth. alike, so it should be possible.

Michael Nau
m.nau@tu-bs.de

From -6136054883038757955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f05f848dfd621084
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: How do I convert PC samples to work on a STFM?
Date: 1998/06/02

Message-ID: <357424CA.105E@mst.tn.utwente.nl>#1/1
X-Deja-AN: 358833474
Content-Transfer-Encoding: 7bit
References: <3574aae6.31340488@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Deano wrote:
>
> Can anyone help. I have tried recording samples from tape but keep
> getting too much background noise. I want to record my samples on the
> PC and convert them so they work on the STFM. I can get them to work
> on the STE but they don't sound right on the FM. Any sample converters
> that will convert PC recorded samples to work on the FM?

The STe play signed samples, most ST sample players are using
unsigned samples. (ie STe: MIN = 128, ZERO = 0, MAX = 127, and
ST: MIN= 0, ZERO = 128, MAX = 255)

To convert the sample to ST format XOR every byte value
with 128 (=0x80).

Hope this helps,

Hans

From 488327414954099318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56b77025f096ce63
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Programming the parallel port
Date: 1998/06/02
Message-ID: <35742E36.52F4@mst.tn.utwente.nl>#1/1
X-Deja-AN: 358844961
Content-Transfer-Encoding: 7bit
References: <01bd8a70$f7ecbf60$LocalHost@default>
<896468650.17567.0.nnrp-09.9e98f145@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

On 28 May 1998 19:48:17, "popov" wrote:
> I'm making a little electronic assembly (made by me!) and I'd like to use

> it with the parallel port on my atari (1040ste).
> So I gonna make a program with the gfa basic 2.0 and I'd like to know how
> to :
> 1) get the condition of a pin
> 2) set or reset some other pins
> I think it's feasible with peek and poke.

It is not that hard to do it with some peek and pokes,
but it is easy to blow up your printer port, and with it the
soundchip on an Atari.

The parallel port on an Atari is controlled by the soundchip
(all data lines plus strobe) and the MFP (busy). More
lines are not available on an Atari.

Bits are counted form 0-7, with 0 lsb and 7 msb

How to control them:
You have to program the soundchip. The soundchip
has two registers:

Adress	Acces	Name	Function
$ff8800	R	giread	Read the selected register
	W	giselect	Select a chip register
$ff8802	W	giwrite	Write the selected register

Relevant registers:
7: Mix control + IO port select
   Bit 0: 1 = Sound A off
   Bit 1: 1 = Sound B off
   Bit 2: 1 = Sound C off
   Bit 3: 1 = Noise A off
   Bit 4: 1 = Noise B off
   Bit 5: 1 = Noise C off
   Bit 7: 0 = Port A on IN
           1 = Port A on OUT
   Bit 8: 0 = Port B on IN
           1 = Port B on OUT

14: I/O Port A (used as output)
   Bit 0: disk side 1=side 0
   Bit 1: drive select A 0=select
   Bit 2: drive select B 0=select
   Bit 3: RS 232 RTS
   Bit 4: RS 232 DTR
   Bit 5: Strobe parallel port
   Bit 6: P3 monitor bus
   Bit 7: Not used on ST's

15: I/O Port B data lines

So to set data on the printer port, you have to switch
it to output (normal configuration):

```
reg is of type byte

poke $ff8800,7       'IO select
reg= peek($ff8800)   'read register
reg = reg OR 128     'set port on out
poke $ff8800,7       'IO select
poke $ff8802,reg     'write register

' I/O B is now on output

poke $ff8800,15      'I/O port B
poke $ff8802,192     'bit 7 and 6 are now high
```

Note that you have to disable the interrupts when writing
to the soundchip. System interrupts are also accessing
the soundchip.

You can get clean acces whit the OS function Giaccess (XBIOS 28)
char Giaccess(char data, WORD regno)

Return is the value of the selected register
regno: select register 0..15, add 128 for writing to the register
(-> 128..143).
data: data to write in case of write select.

The busy line can be read from the MFP:
$fffa01 R GPIP data register
  bit 0: BUSY from parallel port
  bit 1: RS 232 DCD
  bit 2: RS 232 CTS
  bit 3: GPU done
  bit 4: IRQ keyboard or MIDI ACIA
  bit 5: INT from FDC/ACSI bus
  bit 6: RS 232 RI
  bit 7: Mono monitor detect

This is in a nutshell the parallel port of tha Atari ST.

Hans

From -7094542740746734257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8b197dc8aa9713
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Programming the serial port : I'm looking for asm routines
Date: 1998/06/02
Message-ID: <35742ED9.5EA4@mst.tn.utwente.nl>#1/1
X-Deja-AN: 358844962
Content-Transfer-Encoding: 7bit

References: <01bd923b$cf593e20$LocalHost@default>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

popov wrote:
>
> Hello,
>
> I realised that using the parallel port wasn't easy. So I think that I
> could use the pins RTS, CTS, DSR, DTR, RI and DCD on the serial port.
> I still want to program with the gfa basic, but I noticed that I can
> include ASM routines with the function call.
> So I'd like to know how to :
> 1) set and reset the pins RTS and DTR
> 2) get the condition of the pins CTS, DSR, RI and DCD
>
> Now, I think (I hope ;-) that it's going to work correctly.
>
> Thanks in advance for your answers !

Well, with the registers of the parallel port I gave you also
all available registers off the serial port.

Hans

From 1749705803680709320
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: cwesterh@dds.nl (Cecil Westerhoff)
Subject: Re: United mp3 player effort?
Date: 1998/06/03
Message-ID: <3574ef54.308698@news.utrecht.nl.net>#1/1
X-Deja-AN: 359054010
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
Organization: NLnet
Reply-To: cwesterh@dds.nl
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

On 02 Jun 1998 14:50:40 +0200, Tomas Berndtsson <tomas@nocrew.org>
wrote:

>I've heard of a few people also working on, or thinking of making, an
>mp3 player for Falcon. I therefore have the suggestion of instead of

>some people trying at their side, we'd try to unite the effort, or at
>least share what we have done so far, or ideas that we have.
>

Why don't you make it more general. I have a TT and would like to use
a player to. Is it not possible to make the software use the DSP when
it is there and otherwise the normal processor, just like sometimes
done with the floating point processor?

Cecil Westerhoff.

--

Cecil Westerhoff
E-Mail : cecilld@dds.nl

The whole world is using MS-DOS and Windows.
Am I glad that I am not the whole world.

```
 ____  ____     __  ___  _  _  ___  ___
(_  _)(_  _)   / ,)(  _)( )( )(  _)(  ,)
  )(    )(    (_  _)) _) \\//  ) _) )  \  _
 (__)  (__)     (_)(___) (__) (___)(_)\_)(_)
```

From -340007105423372286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: aprice@postern.demon.co.uk (Alan Price)
Subject: Re: ST programming resources?
Date: 1998/06/03
Message-ID: <896865207.3527.2.nnrp-04.9e987258@news.demon.co.uk>#1/1
X-Deja-AN: 359081297
References: <6iruf4$34q$1@nnrp1.dejanews.com> <355ab1c4.7920138@news.demon.co.uk>
<896091942.14911.0.nnrp-06.9e987258@news.demon.co.uk>
<356ace30.12956510@news.demon.co.uk>
X-NNTP-Posting-Host: postern.demon.co.uk:158.152.114.88
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 896865207 nnrp-04:3527 NO-IDENT
postern.demon.co.uk:158.152.114.88
Organization: Retired? Ha!
Newsgroups: comp.sys.atari.programmer

On 29 May 1998 19:47:25, Guy Harrison wrote:
>On Mon, 25 May 1998 10:25:42 GMT, aprice@postern.demon.co.uk (Alan

>Price) wrote:
>
>>On 13 May 1998 13:35:11, Guy Harrison wrote:
>>>Lattice and PureC are the two Ansi compilers. You should be able to
>>>get one second hand. The manuals will have most of the Atari specific
>>>stuff in as well actually, aside from how to compile with the darn
>>>things of course!

>>I have obtained
>>Lattice C (compiler), and followed all the instructions I can find about
>>porting Hisoft C programs- "Normally fairly simple, requiring few
>>changes to the source code" it says. The problem is with the Hisoft C
>>toolbox- at link time, all the routines I use from the toolbox report as
>>missing. Anyone sugest what stupid mistake I am making?
>
>The most obvious one is a link problem - essentially not specifiying
>the object library which contains the functions.

The Hisoft C Toolbox is a 'library' of windows management routines which
simplify the use of the GEM and VDI libraries, and are available without
explicit declaration. "The Hisoft C Toolbox is supplied already compiled
as a library for use with Lattice C, and can simply be linked
in." (Lattice C User Manual). The compiler finds the headers ok, but
linker reports that library routines which are in Toolbox cannot be
found. The toolbox library file is in the library folder, and I have
edited the default linker command line to tell it to include the file in
the library file list.

>Probably the best way
>to start figuring this out is to take the simplest Hisoft program
>you've got which is failing and make a note of the function names that
>fail to link with it under Lattice.

Done that- they are all toolbox routines.

>With Hisoft
>being interpreted it wouldn't suprise me if the "ease of use"
>philosophy extended to linking also, so it may be pulling in library
>functions that do not exist under a "standard link".
>
Yes- see above.
>
>The two other libraries are to do with Gem. One is a library
>containing all the VDI function calls. The other contains all the AES
>function calls. Again, I must specifically tell Mwc to scan these
>libraries during a link other such functions as v_gtext() or
>appl_init() will not resolve. Lattice probably has a specific option
>for linking Gem programs within the workbench.
>
Yes- it's a menu option, and yes, I have selected it.
>
>Finally, I assume there was an original installation program. Check
>the options on this as it might have been possible to install in such

>a way that the libraries never got transferred.
>
The libraries are listed in the manual, and all are in the library
folder- including the toolbox library.

>In any case, a list of some of the unresolved function names will help
>us sort it out.
>
open_window, clear_window, pos_window, print_window, close_window,
init_box, draw_box, text_box, button_box, readstr_box, edit_box, main
and Malloc. ('main' in the program has to be replaced by ic_main, so
that the initialistion code in 'main' runs before the rest of the
program.)

>>Hisoft no longer provide helpline support for Lattice C- the people who
>>know about it left last year.
>
>Hmm, that's a shame. Pity they couldn't have posted their support docs
>as public domain.
>
Even a FAQ file would have been useful. All that accumulated experience
of user problems lost!

--
Alan Price
http://www.postern.demon.co.uk

From 8682283072254612437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tomas@nocrew.org>
Subject: Re: United mp3 player effort?
Date: 1998/06/03
Message-ID: <yz8emx6r3j4.fsf@sara.lysator.liu.se>#1/1
X-Deja-AN: 359136121
Sender: tobe@sara.lysator.liu.se
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net>
Content-Type: text/plain; charset=US-ASCII
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University,
Sweden
Mime-Version: 1.0 (generated by tm-edit 7.106)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

cwesterh@dds.nl (Cecil Westerhoff) writes:

> >I've heard of a few people also working on, or thinking of making, an
> >mp3 player for Falcon. I therefore have the suggestion of instead of
> >some people trying at their side, we'd try to unite the effort, or at
> >least share what we have done so far, or ideas that we have.
>
> Why don't you make it more general. I have a TT and would like to use
> a player to. Is it not possible to make the software use the DSP when
> it is there and otherwise the normal processor, just like sometimes
> done with the floating point processor?

The problem is that even a "fast" CPU as 32MHz 030 is too slow for mp3
decoding. The FPU surely helps a lot, but still not enough to be able
to do it in realtime. There are some ways to make the decoder much
fast, if the quality of the sound is reduce significally.

Although optimization for CPU/FPU and DSP assembler are quite
different, you're probably right in that development of both can take
advantage from each other. You're free to try ;)

Tomas - tomas[@.]nocrew.org

From 5643393919844356591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: United mp3 player effort?
Date: 1998/06/03
Message-ID: <896886530.805735@tornado.itea.ntnu.no>#1/1
X-Deja-AN: 359159043
Cache-Post-Path: tornado.itea.ntnu.no!unknown@pingle.nvg.ntnu.no
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
Organization: The Norwegian University of Science and Technology
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In comp.sys.atari.programmer Tomas Berndtsson <tomas@nocrew.org> wrote:

> The problem is that even a "fast" CPU as 32MHz 030 is too slow for mp3
> decoding. The FPU surely helps a lot, but still not enough to be able
> to do it in realtime. There are some ways to make the decoder much
> fast, if the quality of the sound is reduce significally.

The Amiga has several mp3-players, a few of them even works in
real-time on 14MHz 020. Sure, the sound-quality isn't the best, but
I'm sure that one of these players can be converted to a 030-Atari.
Not that I want to do it... ;-)

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -2762714710989418217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: cwesterh@dds.nl (Cecil Westerhoff)
Subject: Re: United mp3 player effort?
Date: 1998/06/04
Message-ID: <3576422e.470334@news.utrecht.nl.net>#1/1
X-Deja-AN: 359399499
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
Reply-To: cwesterh@dds.nl
Organization: NLnet
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

On 03 Jun 1998 15:57:51 +0200, Tomas Berndtsson <tomas@nocrew.org>
wrote:

>> Why don't you make it more general. I have a TT and would like to use
>> a player to. Is it not possible to make the software use the DSP when
>> it is there and otherwise the normal processor, just like sometimes
>> done with the floating point processor?
>
>The problem is that even a "fast" CPU as 32MHz 030 is too slow for mp3
>decoding. The FPU surely helps a lot, but still not enough to be able
>to do it in realtime. There are some ways to make the decoder much
>fast, if the quality of the sound is reduce significally.
>
>Although optimization for CPU/FPU and DSP assembler are quite
>different, you're probably right in that development of both can take
>advantage from each other. You're free to try ;)
>

I would not mind to try, but I do not know anything about mp3 on the
technical level. Also I almost only program in C. I have done a little

bit assembler, but that has been in the far past. And the floating point processor I have never used. (Maybe some programs, but I understand most programs do not use it.) But if you think it would be possible for me to contribute to the Atari community. I would be glad to keep the Atari a little more interesting to the userbase.

Cecil Westerhoff.

--

Cecil Westerhoff
E-Mail : cecilld@dds.nl

The whole world is using MS-DOS and Windows.
Am I glad that I am not the whole world.

```
 ____  ____     __  ___  _  _  ___  ___
(_  _)(_  _)   / ,)(  _)( )( )(  _)(  ,)
  )(    )(    (_  _)) _) \\//  ) _) )  \  _
 (__)  (__)     (_)(___) (__) (___)(_)\_)(_)
```

From 4673452690095422751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: cwesterh@dds.nl (Cecil Westerhoff)
Subject: Re: United mp3 player effort?
Date: 1998/06/04
Message-ID: <35764368.783920@news.utrecht.nl.net>#1/1
X-Deja-AN: 359399500
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
<896886530.805735@tornado.itea.ntnu.no>
Reply-To: cwesterh@dds.nl
Organization: NLnet
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

On 3 Jun 1998 15:11:28 GMT, Jo Even Skarstein <joska@nuts.edu> wrote:

>The Amiga has several mp3-players, a few of them even works in
>real-time on 14MHz 020. Sure, the sound-quality isn't the best, but
>I'm sure that one of these players can be converted to a 030-Atari.
>Not that I want to do it... ;-)

>
Is it possible to obtain the code for this?

Cecil Westerhoff.

--

Cecil Westerhoff
E-Mail   : cecilld@dds.nl

The whole world is using MS-DOS and Windows.
Am I glad that I am not the whole world.

```
 ____  ____     __  ___  _  _  ___  ___
(_  _)(_  _)   / ,)(  _)( )( )(  _)(  ,)
  )(    )(    (_  _)) _) \\//  ) _) )  \  _
 (__)  (__)     (_)(___) (__) (___)(_)\_)(_)
```

From 7030311812792551429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (DarkChyld)
Subject: Re: United mp3 player effort?
Date: 1998/06/04
Message-ID: <6l64rphhv2@news.campus.mci.net>#1/1
X-Deja-AN: 359463120
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
<896886530.805735@tornado.itea.ntnu.no> <35764368.783920@news.utrecht.nl.net>
Organization: The DarkForce! BBS
Newsgroups: comp.sys.atari.programmer

On 4 Jun 1998 06:49:50 , Cecil Westerhoff wrote:
]-On 3 Jun 1998 15:11:28 GMT, Jo Even Skarstein <joska@nuts.edu> wrote:
]-
]->The Amiga has several mp3-players, a few of them even works in
]->real-time on 14MHz 020. Sure, the sound-quality isn't the best, but
]->I'm sure that one of these players can be converted to a 030-Atari.
]->Not that I want to do it... ;-)
]->
]-Is it possible to obtain the code for this?
]-
]-Cecil Westerhoff.

This sounds like something we need. Surely if a 14mhz '020 Amiga A1200 can do it, then my 14 meg, 25mhz '030 (Nemesis), 50mhz DSP, 50mhz FPU, equipped Falcon can! Let alone a Falcon like Jo Even Skarsteins (Beer! Maria! Falcon! Babylon 5!) AfterBurner model! ;-)

```
     ___________________________________________________________________
    /               /               /                 /               /\
   /    --T--      /   Sysop of The DarkForce! BBS   /     /\        / /
  /  -A T A R I-  /   Phone 1-606-886-9014 Today!   /  Dark><Chyld  / /
 /      --G--    /   The Fuji -still- Lives...!!   /       \/      / /
/_______________/_______________/_________________/_______________/ /
\___________________________________________________________________\/
```

From -4324317853262695929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: Vincent Bakker <v.bakker@wxs.nl>
Subject: Re: United mp3 player effort?
Date: 1998/06/04
Message-ID: <3577184B.222F@wxs.nl>#1/1
X-Deja-AN: 359466907
Content-Transfer-Encoding: 7bit
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
Mime-Version: 1.0
Reply-To: v.bakker@wxs.nl
Content-Type: text/plain; charset=us-ascii
Organization: Business Networks Services
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

> >The problem is that even a "fast" CPU as 32MHz 030 is too slow for mp3
> >decoding. The FPU surely helps a lot, but still not enough to be able
> >to do it in realtime. There are some ways to make the decoder much
> >fast, if the quality of the sound is reduce significally.

IMHO I would for starters also be very glad to have a (slow) mp3 encoder/decoder for atari (falcon) so at least it is possible to exchange files with various resources :)
decode them offline and play them as wav of aif or avr or whatever.

Couldn't that be a starting point? (instead of directly going all the DSP way)

The Fraunhofer decoder routines I compiled on Falcon have not ever

worked yet...
lots of sync problems.
--
greetz,
Vince

http://home.pi.net/~bakkerv/

From -8354866269627354709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: Eric GAUDET <egaudet@francenet.fr>
Subject: Re: United mp3 player effort?
Date: 1998/06/04
Message-ID: <357688A1.62F09D71@francenet.fr>#1/1
X-Deja-AN: 359527401
Content-Transfer-Encoding: 7bit
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
<896886530.805735@tornado.itea.ntnu.no> <35764368.783920@news.utrecht.nl.net>
Content-Type: text/plain; charset=us-ascii
Organization: AT&T and SAMSUNG
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Cecil Westerhoff wrote:

> On 3 Jun 1998 15:11:28 GMT, Jo Even Skarstein <joska@nuts.edu> wrote:
>
> >The Amiga has several mp3-players, a few of them even works in
> >real-time on 14MHz 020. Sure, the sound-quality isn't the best, but
> >I'm sure that one of these players can be converted to a 030-Atari.
> >Not that I want to do it... ;-)
> >
> Is it possible to obtain the code for this?
>
> Cecil Westerhoff.
>

And why don't you begin with a _real time_ MP2 player for falcon (or TT), and
then a MP3->MP2 translator, not real time (because of lack of speed). The only
MP2 players I saw for falcon are only C ports of PC sources : takes 10 minutes to

decode 1 minute of music !
That would interest me.

Eric

From 5393695921707852629
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: "Sven Persson" <sven.persson@mbox301.swipnet.se>
Subject: Re: United mp3 player effort?
Date: 1998/06/04
Message-ID: <01bd8fda$5313f020$85a4f482@sven133>#1/1
X-Deja-AN: 359532420
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
<896886530.805735@tornado.itea.ntnu.no> <35764368.783920@news.utrecht.nl.net>
<357688A1.62F09D71@francenet.fr>
Cache-Post-Path: mn8!s-263628@dialup164-3-5.swipnet.se
X-Complaints-To: news-abuse@swip.net
X-Trace: mn5.swip.net 896979712 5265 (None) 192.71.180.98
Organization: A customer of Tele2
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi Eric!

> And why don't you begin with a _real time_ MP2 player for falcon (or TT),
and
> then a MP3->MP2 translator, not real time (because of lack of speed). The
only
> MP2 players I saw for falcon are only C ports of PC sources : takes 10
minutes to

There is a realtime MP2 player for the Falcon! Uses DSP! Made by NoCrew or
whatever they're called!
A MP3-MP2 translator would really be great!

Cheers!

/Peter

From -951947752597483686
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19d5129d3788c8b4
X-Google-Attributes: gid1115ce,public
From: "Sven Persson" <sven.persson@mbox301.swipnet.se>
Subject: Re: GFA compiling problems

Date: 1998/06/04
Message-ID: <01bd8fdc$0fa21720$85a4f482@sven133>#1/1
X-Deja-AN: 359539107
References: <3570DB30.3116@algonet.se>
Cache-Post-Path: mn8!s-263628@dialup164-3-5.swipnet.se
X-Complaints-To: news-abuse@swip.net
X-Trace: mn5.swip.net 896980458 6903 (None) 192.71.180.98
Organization: A customer of Tele2
Newsgroups: comp.sys.atari.programmer

Hi Joakim!

Could be a bug in the compiler... There is lots of them :)

/Peter, getting drunk as usual

From 7820486723267074533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: United mp3 player effort?
Date: 1998/06/04
Message-ID: <1998060418481080956@zetnet.co.uk>#1/1
X-Deja-AN: 359551282
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
<896886530.805735@tornado.itea.ntnu.no> <35764368.783920@news.utrecht.nl.net>
<357688A1.62F09D71@francenet.fr>
Newsgroups: comp.sys.atari.programmer

Hi

> And why don't you begin with a _real time_ MP2 player for falcon (or TT), and

Well, it already exists for the Falcon [see NoBrain's original post].

> then a MP3->MP2 translator, not real time (because of lack of speed). The only

That will be extremely slow... MP3 encoding is very slow, and I'm pretty sure
that MP2 encoding is of a similar speed... whether you can take a short-cut
because its already in MP3, I dont know...

> MP2 players I saw for falcon are only C ports of PC sources : takes 10 minutes
to
> decode 1 minute of music !
> *That* would interest me.

Look again then.... NoCrew pages...

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
----------+----------

From -2950659543033725869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEM text input questions
Date: 1998/06/04
Message-ID: <6l6pbo$76n@balaena.bio.vu.nl>#1/1
X-Deja-AN: 359569123
References: <6kc3u5$lkj@balaena.bio.vu.nl> <35701526.24351064@news.demon.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Try this. The executable is in there so you can see what should be
: happening ...

I tried it. It didn't work. I think I've just found a bug in XGEMFAST :-)
Come to think of it, it does explain some compatibility problems I had in
the past...
I'll try to get the latest XGEMFAST sources and fix it...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From -3648424211807880278
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e46e3b20ede5648,start
X-Google-Attributes: gid1115ce,public

From: Stanislav Opichal <opichals@alpha.inf.upol.cz>
Subject: SCC Falcon ports programming
Date: 1998/06/04
Message-ID: <Pine.OSF.3.94.980604222554.18143D-100000@alpha.inf.upol.cz>#1/1
X-Deja-AN: 359588220
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Technical University of Brno, Czech Republic
Newsgroups: comp.sys.atari.programmer

Hi!

Is here anybody, who knows $subj?

Contact me please

Stan


```
---------------------------------------------------------------------
     Stanislav Opichal * JAY Software * Summer Workshop 1996,97
 e-mail: Opichals@risc.upol.cz  www: http://www.inf.upol.cz/~opichals
       address: Za vodojemem 8, Olomouc, 77900, Czech republic
 ************* JAY Software - JAYSoft@cyberstrider.org **************
   www.inf.upol.cz/~krupkaj/jay   or   www.jaysoft.cyberstrider.org
---------------------------------------------------------------------
```


From 522026342740458894
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,52a80ea4b3a0b125,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,52a80ea4b3a0b125,start
X-Google-Attributes: gid1115ce,public
From: Stanislav Opichal <opichals@alpha.inf.upol.cz>
Subject: ST-Guide WYSIWYG Editor
Date: 1998/06/04
Message-ID: <Pine.OSF.3.94.980604222416.18143B-100000@alpha.inf.upol.cz>#1/1
X-Deja-AN: 359596654
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Technical University of Brno, Czech Republic
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi!

We (with my friend) are writting $subj recently. Nowadays, there is
available "only" unfinished viewer of STG files.
Does anybody here use ST-Guide here for more than to read HYPs? i.g. for
write them? I'm looking for person who tried to play with ST-guide closer

tham just write @node blablabla @endnode.
Is there anybody like that?

Anyway, what are you thinking about such a program?

regards

Stan

BTW: More info about our products (JAY MSA, JAZ Formatter, ZebuLand, DSPDOC.HYP, COMPEND.HYP (distribution prohibited by the author of the book Scott Sanders).... and more useful utilities) is on our page.

Stanislav Opichal * JAY Software * Summer Workshop 1996,97
e-mail: Opichals@risc.upol.cz www: http://www.inf.upol.cz/~opichals
address: Za vodojemem 8, Olomouc, 77900, Czech republic
********** JAY Software - JAYSoft@cyberstrider.org **********
www.inf.upol.cz/~krupkaj/jay or www.jaysoft.cyberstrider.org

From -3666535659989155079
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tomas@nocrew.org>
Subject: Re: United mp3 player effort?
Date: 1998/06/05
Message-ID: <yz8d8cox12g.fsf@tinget.lysator.liu.se>#1/1
X-Deja-AN: 359627144
Sender: tobe@tinget.lysator.liu.se
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
<896886530.805735@tornado.itea.ntnu.no> <35764368.783920@news.utrecht.nl.net>
<357688A1.62F09D71@francenet.fr> <1998060418481080956@zetnet.co.uk>
Content-Type: text/plain; charset=US-ASCII
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University, Sweden
Mime-Version: 1.0 (generated by tm-edit 7.106)
Newsgroups: comp.sys.atari.programmer

Anthony Jacques <jacquesa@zetnet.co.uk> writes:

> > then a MP3->MP2 translator, not real time (because of lack of speed). The only
>
> That will be extremely slow... MP3 encoding is very slow, and I'm pretty sure
> that MP2 encoding is of a similar speed... whether you can take a short-cut
> because its already in MP3, I dont know...

No, not really. I don't know much about encoding, more than that it's
a very complex algorhitm andtakes quite a lot memory and time. The
very last part of the decoding is the same for MP2 as for MP3, but all
before is different in several ways. So, a translator would pretty
much be an MP3 decoding followed by an MP2 encoding. IMHO, it wouldn't
be worth the effort.

Tomas - tomas[@.]nocrew.org

From -6006408806559817603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: look@my.sig (Callum Lerwick)
Subject: Re: United mp3 player effort?
Date: 1998/06/05
Message-ID: <3576aac5.152312733@news.wavetech.net>#1/1
X-Deja-AN: 359693576
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
Organization: Bigtime Networks Inc.
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

>> Why don't you make it more general. I have a TT and would like to use
>> a player to. Is it not possible to make the software use the DSP when
>> it is there and otherwise the normal processor, just like sometimes
>> done with the floating point processor?
>
>The problem is that even a "fast" CPU as 32MHz 030 is too slow for mp3
>decoding. The FPU surely helps a lot, but still not enough to be able
>to do it in realtime. There are some ways to make the decoder much
>fast, if the quality of the sound is reduce significally.

Yeah, its unlikely that a stock TT could decode a full 128kbs mp3, but I'd
still like to hear from someone who's actually* tried* how it manages on
low bitrates, ones suitable for streaming audio. (wink wink :) Say, 8kbps
which is the lowest l3enc will go...

In theory, mpg123 should compile no problem on a Linux-68k system. Hacking
it for MiNT/TOS can't be that hard... :) I wish I could try it myself...

--
Email should go to a username of lerwick that belongs to yet another annoyed
spam victim at a server who is listed in the DNS as freenet.msp.mn.us
And my homepage URL can be easily figured out from my email address
(bite me spammers)

From 1553654843784698465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: look@my.sig (Callum Lerwick)
Subject: Re: United mp3 player effort?
Date: 1998/06/05
Message-ID: <3576b00c.153664214@news.wavetech.net>#1/1
X-Deja-AN: 359693577
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
<3574ef54.308698@news.utrecht.nl.net> <yz8emx6r3j4.fsf@sara.lysator.liu.se>
<896886530.805735@tornado.itea.ntnu.no> <35764368.783920@news.utrecht.nl.net>
<6l64rphhv2@news.campus.mci.net>
Organization: Bigtime Networks Inc.
Newsgroups: comp.sys.atari.programmer

This sounds like something we need. Surely if a 14mhz '020 Amiga A1200
can
> do it, then my 14 meg, 25mhz '030 (Nemesis), 50mhz DSP, 50mhz FPU, equipped
> Falcon can! Let alone a Falcon like Jo Even Skarsteins (Beer! Maria! Falcon!
> Babylon 5!) AfterBurner model! ;-)

I'm telling you, install Linux-68k, and compile mpg123. In theory it
shouldn't be any problem. :)

Damn I wish I had something better than a MegaST... I'll just have to be
content with this p200... >;}

--
Email should go to a username of lerwick that belongs to yet another annoyed
spam victim at a server who is listed in the DNS as freenet.msp.mn.us
And my homepage URL can be easily figured out from my email address
(bite me spammers)

From 8875939309697093629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: look@my.sig (Callum Lerwick)
Subject: Re: United mp3 player effort?
Date: 1998/06/05
Message-ID: <3576b166.154009795@news.wavetech.net>#1/1
X-Deja-AN: 359693578
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se> <3577184B.222F@wxs.nl>
Organization: Bigtime Networks Inc.
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

>IMHO I would for starters also be very glad to have a (slow) mp3
>encoder/decoder for atari (falcon) so at least it is possible to
>exchange files with various resources :)
>decode them offline and play them as wav of aif or avr or whatever.

Yeah, forget realtime for now. I see no reason why a plain ST couldn't
decode an MP3 given the proper software and enough time... ;)

Ack, gotta get my MegaST4 back from my dad... Otherwise I have to make do
with a 1mb 520STfm, I doubt SozobonX is gonna like the mpg123 source... :)

>Couldn't that be a starting point? (instead of directly going all the
>DSP way)

I would think one of the existing Unix players (mpg123!) would be trivial
to get running under Linux-68k, (I say again :) as a starting point. Then
you could move on to a MiNT port, and then plain TOS... Now where did I put
that GCC...

--
Email should go to a username of lerwick that belongs to yet another annoyed
spam victim at a server who is listed in the DNS as freenet.msp.mn.us
And my homepage URL can be easily figured out from my email address
(bite me spammers)

From -8882226743083598280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,726a97e49aca77fe
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,726a97e49aca77fe
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tomas@nocrew.org>
Subject: Re: United mp3 player effort?
Date: 1998/06/05
Message-ID: <yz84sy0m708.fsf@tinget.lysator.liu.se>#1/1
X-Deja-AN: 359791136
Sender: tobe@tinget.lysator.liu.se
References: <yz8n2bw9dcv.fsf@sara.lysator.liu.se> <3577184B.222F@wxs.nl>
<3576b166.154009795@news.wavetech.net>
Content-Type: text/plain; charset=US-ASCII
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University,
Sweden
Mime-Version: 1.0 (generated by tm-edit 7.106)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

look@my.sig (Callum Lerwick) writes:

> >IMHO I would for starters also be very glad to have a (slow) mp3

> >encoder/decoder for atari (falcon) so at least it is possible to
> >exchange files with various resources :)
> >decode them offline and play them as wav of aif or avr or whatever.
>
> Yeah, forget realtime for now. I see no reason why a plain ST couldn't
> decode an MP3 given the proper software and enough time... ;)
>
> Ack, gotta get my MegaST4 back from my dad... Otherwise I have to make do
> with a 1mb 520STfm, I doubt SozobonX is gonna like the mpg123 source... :)
>
> >Couldn't that be a starting point? (instead of directly going all the
> >DSP way)
>
> I would think one of the existing Unix players (mpg123!) would be trivial
> to get running under Linux-68k, (I say again :) as a starting point. Then
> you could move on to a MiNT port, and then plain TOS... Now where did I put
> that GCC...

I have compiled the amp player without problem in Linux/m68k, it was
what I used when I first tried to convert it into DSP code. There
should be no problem at all to make a MiNT version as well. The
mpegaudio package, with encoder and decoder, is already ported to
MiNT. AFAIK, that package also includes Layer 3.

The amp player when decoding an mp3 on my 16MHz 030 + FPU in Linux,
was about 40 times as slow as realtime.

The reason why I requested for a realtime player, is that it's slow to
convert (mp3 decoding plus mp2 encoding) and it takes up much
space. There are already ways to convert it now, for people who would
have spent a little time to compile some of the programs that are
available.

Personally, I use Linux far more than MiNT and TOS on my Falcon, and I
don't have gcc more than for Linux.

If you don't know where to find sources for Unix players, look at
http://www.mpeg3.com

About the Amiga players, I've mailed the author of one of them, and am
waiting for answer.

Tomas - tomas[@.]nocrew.org

From -2868129055991865480
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: tkelly@pressenter.com (Terence Kelly)

Subject: Re: ST programming resources?
Date: 1998/06/05
Message-ID: <6l8uho$ep0$1@jair.pressenter.com>#1/1
X-Deja-AN: 359837150
References: <6iruf4$34q$1@nnrp1.dejanews.com> <355ab1c4.7920138@news.demon.co.uk>
<896091942.14911.0.nnrp-06.9e987258@news.demon.co.uk>
<356ace30.12956510@news.demon.co.uk>
<896865207.3527.2.nnrp-04.9e987258@news.demon.co.
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

>The Hisoft C Toolbox is a 'library' of windows management routines which
>simplify the use of the GEM and VDI libraries, and are available without
>explicit declaration. "The Hisoft C Toolbox is supplied already compiled
>as a library for use with Lattice C, and can simply be linked
>in." (Lattice C User Manual). The compiler finds the headers ok, but
>linker reports that library routines which are in Toolbox cannot be
>found. The toolbox library file is in the library folder, and I have
>edited the default linker command line to tell it to include the file in
>the library file list.

>Alan Price
>http://www.postern.demon.co.uk
>
>.

Maybe editing the default linker command line is not the way to go.
List the toolbox.lib file (or whatever it's called) in your project
file. This is the only way I have ever gotten my own libraries to be
linked in Lattice.

--Terence Kelly

From -9148548878748633177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4295b0e428e5eb7d,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4295b0e428e5eb7d,start
X-Google-Attributes: gid109a67,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: Partition splitter?
Date: 1998/06/05
Message-ID: <CZTd1.39$tg6.861688@wagner.videotron.net>#1/1
X-Deja-AN: 359853386
NNTP-Posting-Date: Fri, 05 Jun 1998 11:16:50 EDT
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Is there any utility that allows splitting a partition in half?

The idea is, you only loose data that is on the partition you split;
you don't need to repartition the whole hard-disk and reinstall every
application on every partition.

I know the DOS market has such a utility, but I would need the same
for my Atari. Either a GEM/TOS program or a MiNT port of some Unix
utility is perfectly fine for me.

Please Cc your reply to my e-mail, if you have a positive answer.
Thanks.

From -7950048065645453786
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,56b77025f096ce63
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: What sould I do with an assembler ?
Date: 1998/06/05
Message-ID: <3575b8d2.37656837@news.demon.co.uk>#1/1
X-Deja-AN: 359886382
Content-Transfer-Encoding: 8bit
References: <01bd8a70$f7ecbf60$LocalHost@default>
<35711c12.26123824@news.demon.co.uk> <01bd8c65$8e1ea340$680f03c3@default>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897068000 nnrp-07:26279 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 31 May 1998 07:28:15 GMT, "popov"
<popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
wrote:

>I can program in assembler on a pc, so I think I could do this on an atari.
>So what should I do ?
>
>And I would like to know what is the adress of the parallel port on an
>atari st ?

Silly me. When you said "parallel port" I was thinking "cartridge
port"!!!

I've not programmed the printer port myself but according to the

Compendium it uses port B of the Programmable Sound Generator (PSG) which is a Yamaha (YM-2149) chip which is accessed via two locations at $FF8800 and $FF8802. The Strobe line is bit5 of port A on the PSG.

The BUSY signal is attached to the Multi Function Processor (MFP) chip which is an MK68901. It's bit0 of the Active Edge Register (AER).

The are two XBIOS calls which set and clear bits in port A of the PSG, Ongibit() and Offgibit(). The xbios call Mfpint() defines an interrupt handler for the MFP. The xbios functions Jenabint() and Jdisint() enable and disable the interrupt. I've never used any of these OS calls either.

If you mess with the ports directly or need to change the processor interrupt level then you'll need to have it running in supervisor mode. There is a call for this also, called Super().

Hopefully someone else will see this and correct any mistakes I may have made, or even better, post some example code which reads and writes the port!

>Guy Harrison <guy@swampdog.demon.co.uk> a ⍰crit dans l'article
><35711c12.26123824@news.demon.co.uk>...
>> On 28 May 1998 19:48:17 GMT, "popov"
>> <popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
>> wrote:
>>
>> >I'm making a little electronic assembly (made by me!) and I'd like to
>use
>> >it with the parallel port on my atari (1040ste).
>> >So I gonna make a program with the gfa basic 2.0 and I'd like to know
>how
>> >to :
>> >1) get the condition of a pin
>> >2) set or reset some other pins
>> >I think it's feasible with peek and poke.
>>
>> It may be, but the thing to watch out for is what peek and poke
>> actually do. They may result in multiple accesses and thus have side
>> effects! A tiny bit of assembler would be safer.
>>
>>
>> --
>> guy@swampdog.demon.co.uk
>> http://www.swampdog.demon.co.uk
>>
>>
>>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -351070086193110037
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8b197dc8aa9713
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Programming the serial port : I'm looking for asm routines
Date: 1998/06/05
Message-ID: <3576c8f9.41791573@news.demon.co.uk>#1/1
X-Deja-AN: 359886383
Content-Transfer-Encoding: 7bit
References: <01bd923b$cf593e20$LocalHost@default>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897068001 nnrp-07:26279 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 1 Jun 1998 17:45:56 GMT, "popov"
<popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
wrote:

> Hello,
>
> I realised that using the parallel port wasn't easy. So I think that I
>could use the pins RTS, CTS, DSR, DTR, RI and DCD on the serial port.
> I still want to program with the gfa basic, but I noticed that I can
>include ASM routines with the function call.
> So I'd like to know how to :
> 1) set and reset the pins RTS and DTR
> 2) get the condition of the pins CTS, DSR, RI and DCD

All that lot is in the 68901. It starts at [um I've forgotten, $FFFA01
iirc].

> Now, I think (I hope ;-) that it's going to work correctly.
>
> Thanks in advance for your answers !

How about the cartridge port? That just starts at $FA0000 and ends at
$FBFFFF inclusive. Does anybody know of a reason why that wouldn't
work? The only thing I can think of offhand is to avoid accidentally
making the ST think there's a real diagnostic or application cartridge
in there?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -411791280643152467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ST programming resources?
Date: 1998/06/05
Message-ID: <357a5e99.335322@news.demon.co.uk>#1/1
X-Deja-AN: 359886384
Content-Transfer-Encoding: 7bit
References: <6iruf4$34q$1@nnrp1.dejanews.com> <355ab1c4.7920138@news.demon.co.uk>
<896091942.14911.0.nnrp-06.9e987258@news.demon.co.uk>
<356ace30.12956510@news.demon.co.uk>
<896865207.3527.2.nnrp-04.9e987258@news.demon.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897068002 nnrp-07:26279 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Wed, 03 Jun 1998 09:13:27 GMT, aprice@postern.demon.co.uk (Alan
Price) wrote:

>The Hisoft C Toolbox is a 'library' of windows management routines which
>simplify the use of the GEM and VDI libraries, and are available without
>explicit declaration. "The Hisoft C Toolbox is supplied already compiled
>as a library for use with Lattice C, and can simply be linked
>in." (Lattice C User Manual).

If the library is supplied with Lattice it would make sense for Hisoft
to have included an example?

>The compiler finds the headers ok, but
>linker reports that library routines which are in Toolbox cannot be
>found. The toolbox library file is in the library folder, and I have
>edited the default linker command line to tell it to include the file in
>the library file list.

If there's an example then I'd be surprised if it didn't include a
project file. This would be much more preferable than editing the
default project file. From what I've heard Lattice has a myriad of

options. For instance, it is convention for C functions to have a leading underscrore prepended to their names within the object libraries. There are sometimes options for discarding this automatic conversion and for implementing all sorts of other possibilities, all dependant upon the compiler. Support for foreign languages is not unusual. An option for linking object code written in Pascal would typically require the compiler to convert all your function names to uppercase and plonk the @ symbol in front of each.

I'm certain this is just a linker configuration problem. Locating an HC project file would solve this.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -733758323506349530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GEM text input questions
Date: 1998/06/05
Message-ID: <357c6da3.4185738@news.demon.co.uk>#1/1
X-Deja-AN: 359886385
Content-Transfer-Encoding: 7bit
References: <6kc3u5$lkj@balaena.bio.vu.nl> <35701526.24351064@news.demon.co.uk>
<6l6pbo$76n@balaena.bio.vu.nl>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897068003 nnrp-07:26279 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 4 Jun 1998 18:34:32 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: Try this. The executable is in there so you can see what should be
>: happening ...
>
>I tried it. It didn't work. I think I've just found a bug in XGEMFAST :-)

Goody iyswim!

>Come to think of it, it does explain some compatibility problems I had in
>the past...
>I'll try to get the latest XGEMFAST sources and fix it...
>
>   -=El Vienno
>
>------
>Levien van Zon (lvzon@bio.vu.nl)
>MALEB Homepage: http://huizen.dds.nl/~levjenno/
>(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
>------

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1913246185963994419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e938edbad803d732
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Path of AES-Applications
Date: 1998/06/05
Message-ID: <357b68cb.2945825@news.demon.co.uk>#1/1
X-Deja-AN: 359886386
Content-Transfer-Encoding: 7bit
References: <Pine.HPP.3.95.980515092259.15178A-100000@rzpool03.rz.tu-bs.de>
<3565c591.18082441@news.demon.co.uk> <3573FD97.741B@ws.rz.tu-bs.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897068003 nnrp-07:26279 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Tue, 02 Jun 1998 15:26:47 +0200, Michael Nau
<y0005609@ws.rz.tu-bs.de> wrote:

>Guy Harrison wrote:
>>
>> I don't use MiNT but even so, I'm not too sure what it is you are
>> wanting to do? Is it some sort of idea like the one in MagiC where
>> processes are *killed* prior to (say) a resolution change?
>>
>> >Anyone knowing a clean AES-method for this?

>>
>> Only the usual one - send each application a shutdown message keeping
>> your fingers crossed they all respond.
>>
>> >Otherwise a tricky solution
>> >with GEMDOS/ BASEPAGE would help me, too.
>>
>> Is there a SIGABORT type signal? Perhaps you could hack the process id
>> and issue it to each process killing them that way? Dunno really - a
>> wild guess!
>
>
>Sorry I didn't make clear what I really wanted. Making other apps
>terminate wasn't the problem. I only want to know where on the hard disk
>they can be found, so that during shutdown I can save all their names.
>When booting up again I can start all apps from disk via shell_write().
>The result: My system boots in just the mode I quit it.

I get the idea.

You might get away with using shel_read and modifying the global array
to fool the Aes into thinking it is the original app which made the
call. shel_read is a bit idiosyncratic though!

The other possibility is to perform a simple Dgetdrv()+Dgetpath()
whilst whilst using the process id of each of the apps. As you're
shutting down you might get away with hacking p_run.

>I think 'Multistrip' does sth. alike, so it should be possible.

Dunno what Multistrip is. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 264189900350975702
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,19d5129d3788c8b4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GFA compiling problems
Date: 1998/06/05
Message-ID: <357f6e8b.4417662@news.demon.co.uk>#1/1
X-Deja-AN: 359886387
Content-Transfer-Encoding: 8bit
References: <3570DB30.3116@algonet.se>
MIME-Version: 1.0

X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=ISO-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 897068004 nnrp-07:26279 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Sat, 30 May 1998 21:23:12 -0700, Joakim H$\hat{o}$gberg
<fiolerna_BULKMAIL_SUCK_@algonet.se> wrote:

>Greetings Atarians!
>
>I made some adjustments to an example program for window-handling
>(which I found at some ICTARI issue) so that it can show the
>content that I want in GEM-windows.

This is related to the memory leak problem below. In a standard ST
display: draw off the right edge and it'll just corrupt the left edge.
This is easy to see. Draw off the top or bottom and things will
usually go pear-shaped.

>My problem is that it throughs a zillion of bombs at me when I try to
>run the compiled program, although it runs OK when run from the editor.

Zillians of bombs result typically result from multiple processor
exceptions, the cause of which will be corruption of your compiled
code, causing the processor to jump somewhere stupid.

>I guess that it can be caused by a lot of things, but if someone has
>even the faintest idea what do look out for, please let me know!

Sometimes memory leaks go undetected when editing because they just so
happen to be corrupting part of the editor/compilation-environment
which doesn't happen to be critical at the time. It happens more often
than you would think.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8303137184151472010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76f768e070b004a6
X-Google-Attributes: gid1115ce,public
From: "Braunstein Armin" <Armin.Braunstein@at.origin-it.com>
Subject: Re: Script maker

Date: 1998/05/20
Message-ID: <01bd83cd$b969e0a0$230a9282@Braunstein.vie.at.origin-it.com>#1/1
X-Deja-AN: 354897017
References: <6jth1v$jl8$1@ash.ridgecrest.ca.us>
Newsgroups: comp.sys.atari.programmer

Hello Mike!

I don't now about such a program,
but I can write such a program in Omikron.Basic for you if you want so.
It is also possible to compile it.

E-Mail me, when you are interested in it.

Armin

From -5642223553770558700
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76f768e070b004a6
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (Ross MacIver)
Subject: Re: Script maker
Date: 1998/05/20
Message-ID: <35629c96ccf4f0@game-master.com>#1/1
X-Deja-AN: 354956934
References: <6jth1v$jl8$1@ash.ridgecrest.ca.us>
X-Hardware: 68000 Atari MegaSTe 4
NNTP-Posting-Date: Wed, 20 May 1998 10:08:21 EDT
Reply-To: rosco@game-master.com
X-Sender: NEWSwatch v2.00 (Atari)
Organization: Studio Sunson, Montreal, Canada
Newsgroups: comp.sys.atari.programmer

on Wed 20-05-98 03:01 Michael Grove wrote:

>Are there any utilites that can read a directory and create an ascii
>script of the contents (for use with applications that need
>DIR:\filename*.*)?

Quite a few come to mind : MAXIFILE, UIS, DIRECT DRIVE, maybe DIAMOND
EDGE, and I'm sure there's more.

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

From 6350669102003918267
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b038a0918f3285c,start
X-Google-Attributes: gid1115ce,public
From: pwest@fortress.org.uk (pwest)
Subject: ST+ Fanzine STOS CORNER + New STOS Manual
Date: 1998/05/21
Message-ID: <3156_pwest@fortress.org.uk>#1/1
X-Deja-AN: 355128770
Content-transfer-encoding: 8BIT
MIME-Version: 1.0
Reply-To: pwest@fortress.org.uk
Content-Type: text/plain; charset=us-ascii
Organization: The <Fortress> BBS
Newsgroups: comp.sys.atari.programmer

FROM: pwest@fortress.org.uk
SUBJ: ST+ Fanzine STOS CORNER + New STOS Manual

In a message of <04.05.98>, Deano@zetnet.co.uk (90:102/0.99) writes:
 D> Theres one thing I think about every time I create the STOS Corner
 D> for the Fanzine, that is...how many people actually read and enjoy
 D> it.
 D> The next issue sees the start of a game creating tutorial and I
 D> wondered, with it being such hard work to create such a tutorial,
 D> would it be worth it.

 Although I do not program, I like reading about it and I find your
 contributions in ST+ very interesting - it gives me some insight into
 what's involved.

 D> So basically I am asking.....should I keep the STOS Corner or should
 D> I drop it? After all, if noone reads it its a waste of time.

 Please keep it!

 D> Also, if I wrote a manual like the Games Maker Manual by Stephen
 D> Hill which showed in detail how to write various programs like games,
 D> databases, art packages etc and sold it at a reasonable price
 D> would anyone be interested. If so, please send me an email with New
 D> STOS Manual as the subject, and if enough people show interest in
 D> purchasing such a manual then I will write it.

 Might be interested just to gain info - depends on the price. Must
 confess I haven't read the main STOS manual properly yet :-(

 Regards
        /Peter/

--
"If only we could reverse polarise the anti-felching sub-system?"

--

From 2101407083529907985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b788b06c131e7340,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: My C-Lab Falcon MKII
Date: 1998/05/21
Message-ID: <1998052116043300.MAA29438@ladder03.news.aol.com>#1/1
X-Deja-AN: 355269735
X-Admin: news@aol.com
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer

I have a C-Lab Falcon MKII which I purchased from Toad Computers 2-3 years ago. Since December of last year I had been having trouble booting the Falcon with the cdrom drive and scsi cable connected to the Falcon's scsi port. Every time I tried booting the Falcon in this way, the boot partition would become corrupted and I would have to reload the boot files. The other day, I tried it one more time and the worst happened...the Falcon no longer operates. The fan comes on, the hard drive starts to spin up, and nothing else happens. I disconnected the hard drive and tried to boot from floppy---nothing. The fan comes on and the power indicater light comes on but that's it. No floppy activity. Does this mean that my $1400.00 computer is now junk? I am now very frustated, sad, and angry. What can I do now to rectify this situation that won't cost me an arm and a leg to fix? All I really want to do is to get the machine up and running again in order to be able to use it as trade in for a TOS clone motherboard/cpu.
Thank you,
Sam Ferrer

Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

From -4521803046696499758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d6a0a3fee80f5798
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d6a0a3fee80f5798
X-Google-Attributes: gid1115ce,public
From: noSPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: CLI menu accessory
Date: 1998/05/21
Message-ID: <noSPAMdwilga-2105981322040001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 355295390

References: <6j94h3$duj@co-op.newsguy.com> <Esy61L.nK6@suse.modem.stud.uni-hannover.de>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <Esy61L.nK6@suse.modem.stud.uni-hannover.de>,
perot@pallas.amp.uni-hannover.de wrote:

> In article <6j94h3$duj@co-op.newsguy.com>,
>   robin@px.uk.com writes:
>
> > I am looking for a good command line interpretor in the form of a desk
> > accessory. It would have to run external programs such as gcc, make, etc. and be
> > able to set envioroment variables.
>
> You'll have bad luck. Accessories may not launch other programs under
> SingleTOS, this is due to OS internal limitations. So you won't find any
> such thing that works reliable.

NeoDesk combined with the NeoDesk CLI can launch any TOS or GEM-based program reliably, with any version of TOS. It's all in the way the CLI tells NeoDesk to run the program, rather than running it itself.

Dan Wilga
Gribnif Software
www.pair.com/gribnif

From -2221699741387462949
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,16294b4007060b70,start
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: MiNT drives
Date: 1998/05/22
Message-ID: <6k4674unm2@roch.zetnet.co.uk>#1/1
X-Deja-AN: 355579914
X-Trace: roch.zetnet.co.uk 895851556 31478 194.247.40.165 (22 May 1998 15:39:16 GMT)
Organization: Home of 'Arcane' Wisdom
NNTP-Posting-Date: 22 May 1998 15:39:16 GMT
Newsgroups: comp.sys.atari.programmer

I don't know a lot about MiNT but I am trying to install the system on this TT. I am using the 1.14.6 version in the MINT030.PRG configuration.

The first thing I notice is that it will not recognise drives beyond

P:

Is this a restriction on ALL MiNT versions or is there some .CNF
parameter which I can use to extend the drive map?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 8924137730987994698
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87cea038baea04a8,start
X-Google-Attributes: gid1115ce,public
From: frederic.dinh@hol.fr (Frederic Dinh)
Subject: objc_change(...,SELECTED,1) doesn't work ?
Date: 1998/05/22
Message-ID: <6k4bkj$988$1@news4.isdnet.net>#1/1
X-Deja-AN: 355601708
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Hello all,

I wonder why objc_change(... DISABLED,1) or any other ob_state works, but not
with SELECTED.

If I want my button to be redrawn immediately, I have to use objc_draw(). This
occurs under TOS 4.01 and Magic 5.13.
Thanks for all answer.

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
ajoutez-vous !

From -7721528890295125832
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a70a622ddb048674
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STOS sprites...
Date: 1998/05/22
Message-ID: <3564bf3c.16461991@news.demon.co.uk>#1/1
X-Deja-AN: 355671982
Content-Transfer-Encoding: 7bit
References: <Pine.BSF.3.96.980508201750.9509B-100000@ganymede.cs.mun.ca>

<6j6buq$4r0@balaena.bio.vu.nl>
<Pine.BSF.3.96.980512065604.8645A-100000@ganymede.cs.mun.ca>
<355cbdc4.10992596@news.demon.co.uk> <1998051418034480956@zetnet.co.uk>
<35604979.E013A0B0@iwaynet.net>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 895872542 nnrp-05:3345 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 18 May 1998 10:45:13 -0400, The Doctor <dklugh@iwaynet.net>
wrote:

>Anthony Jacques wrote:
>>
>> Its been a LONG time since I touched standard STOS sprites, so I'm a little
>> shakey on how they work...
>
>My understanding was that the ST didn't really have sprites

It does.

>and that it was just emulated in the software.

Sort of true. Sprites "just are" - how they are implemented is nothing
to do with sprites themselves. On the ST sprites are implemented via
the LineA interface. The LineA refers to a set of unused instructions
in the processor, all of which start with an opcode of $Axxx, hence
the name (there is also a LineF on the 68000 as well). LineA and LineF
cause a processor exception, the handler for which dispatches the
processor to the required routine.

>(perhaps to take advantage of a later hardware upgrade?)

LineA calls will take advantage of the blitter chip if one is fitted.
Perversely, recent software add-ons are so efficient that greater
speed can be obtained by turning the blitter *off*!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2727102210861618494
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,6552a6519e544416
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: TOS-Windows - how to show an output in a window
Date: 1998/05/22
Message-ID: <3566c7b7.18632632@news.demon.co.uk>#1/1
X-Deja-AN: 355671983
Content-Transfer-Encoding: 7bit
References: <01bd82ff$a9e265e0$230a9282@Braunstein.vie.at.origin-it.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 895872544 nnrp-05:3345 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Tue, 19 May 1998 10:25:41 +0200, "Braunstein Armin"
<Armin.Braunstein@at.origin-it.com> wrote:

>I want to show text-outputs in a GEM-Window.
>Does anybody know, how I can do this in Omikron.Basic
>or in GnuCC?

Others will be able to advise if there are suitable libraries which
provide this.

Failing that you have two choices. "Bodge" it or do it yourself.

Bodging
=======
This works very well for simple output. You just create an object tree
with G_STRING or G_TEXT objects in it and write the lines to them, and
a scroll can be implemented quite easily. Being a tree in a window the
rest of the code is not much different from any other windowed tree.

Do it Yourself
==============
This can be as simple or as complex as you like. For a monospaced font
it isn't too hard. Maintain a "console buffer" somewhere in memory and
write to that. Update the screen from the console buffer when
required. The more features you add to the console the more work is
involved (bold, underlined, colours etc) as these must be remembered
in the console buffer as well.

Proportional fonts are trickier because not only do you come up
against the problems of implementing it, you are forced to figure out
how to do so in such a way that output doesn't slow to a crawl. Use
baseline alignment.

The single most important thing you can do to increase speed is

perform "line/string" output rather than character output. This is
especially true with proportional fonts. Prefill the background then
use v_gtext in transparent mode, it's faster. Save the results of
vqt_extent in an "extent" buffer because it takes nearly as long as
v_gtext does.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1475569466885352996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e938edbad803d732
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Path of AES-Applications
Date: 1998/05/22
Message-ID: <3565c591.18082441@news.demon.co.uk>#1/1
X-Deja-AN: 355671984
Content-Transfer-Encoding: 7bit
References: <Pine.HPP.3.95.980515092259.15178A-100000@rzpool03.rz.tu-bs.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 895872543 nnrp-05:3345 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Fri, 15 May 1998 09:31:52 +0200, Michael Nau
<y0005609@ws.rz.tu-bs.de> wrote:

>Hi, out there!
>
>I posted this once already, but didn't get a response. So next try:
>For a shutdown master I urgently need to know the full names (including
>path) under which other running AES-applications were started. I already
>know their AES- and MiNT-IDs.

I don't use MiNT but even so, I'm not too sure what it is you are
wanting to do? Is it some sort of idea like the one in MagiC where
processes are *killed* prior to (say) a resolution change?

>Anyone knowing a clean AES-method for this?

Only the usual one - send each application a shutdown message keeping

your fingers crossed they all respond.

>Otherwise a tricky solution
>with GEMDOS/ BASEPAGE would help me, too.

Is there a SIGABORT type signal? Perhaps you could hack the process id
and issue it to each process killing them that way? Dunno really - a
wild guess!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3669285909827784467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e938edbad803d732
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Path of AES-Applications
Date: 1998/05/22
Message-ID: <3565f8ba.830366@news.tmisnet.com>#1/1
X-Deja-AN: 355697485
References: <Pine.HPP.3.95.980515092259.15178A-100000@rzpool03.rz.tu-bs.de>
<3565c591.18082441@news.demon.co.uk>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

On Fri, 22 May 1998 21:24:35 GMT, guy@swampdog.demon.co.uk (Guy
Harrison) wrote:

>Only the usual one - send each application a shutdown message keeping
>your fingers crossed they all respond.

Respond? Uh-oh ... I thought sending an acknowledgement
caused an error, so I merely cause the application to exit
when it receives a shutdown message from the pipe.

-- George Crissman
-- strads@tmisnet.com

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -3566996697330411123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6552a6519e544416
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: TOS-Windows - how to show an output in a window
Date: 1998/05/22
Message-ID: <3565f960.996485@news.tmisnet.com>#1/1
X-Deja-AN: 355697486
References: <01bd82ff$a9e265e0$230a9282@Braunstein.vie.at.origin-it.com>
<3566c7b7.18632632@news.demon.co.uk>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

If anyone writes an app note on this topic,
going into detail about the hows and whys,
and showing lots of well-commented code, I'd
certainly be willing to pay for a copy of it!

-- George Crissman
-- strads@tmisnet.com

On Fri, 22 May 1998 21:24:36 GMT, guy@swampdog.demon.co.uk (Guy
Harrison) wrote:

>On Tue, 19 May 1998 10:25:41 +0200, "Braunstein Armin"
><Armin.Braunstein@at.origin-it.com> wrote:
>
>>I want to show text-outputs in a GEM-Window.
>>Does anybody know, how I can do this in Omikron.Basic
>>or in GnuCC?
>
>Others will be able to advise if there are suitable libraries which
>provide this.
>
>Failing that you have two choices. "Bodge" it or do it yourself.
>
>Bodging
>=======
>This works very well for simple output. You just create an object tree
>with G_STRING or G_TEXT objects in it and write the lines to them, and
>a scroll can be implemented quite easily. Being a tree in a window the
>rest of the code is not much different from any other windowed tree.
>
>Do it Yourself
>==============
>This can be as simple or as complex as you like. For a monospaced font
>it isn't too hard. Maintain a "console buffer" somewhere in memory and
>write to that. Update the screen from the console buffer when

>required. The more features you add to the console the more work is
>involved (bold, underlined, colours etc) as these must be remembered
>in the console buffer as well.
>
>Proportional fonts are trickier because not only do you come up
>against the problems of implementing it, you are forced to figure out
>how to do so in such a way that output doesn't slow to a crawl. Use
>baseline alignment.
>
>The single most important thing you can do to increase speed is
>perform "line/string" output rather than character output. This is
>especially true with proportional fonts. Prefill the background then
>use v_gtext in transparent mode, it's faster. Save the results of
>vqt_extent in an "extent" buffer because it takes nearly as long as
>v_gtext does.
>
>
>--
>guy@swampdog.demon.co.uk
>http://www.swampdog.demon.co.uk
>
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 399288177594941323
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,673d05ed1dfc2ee3,start
X-Google-Attributes: gid1115ce,public
From: bwarren@ibm.net
Subject: Spectrum 512
Date: 1998/05/23
Message-ID: <35675510.DEC@ibm.net>#1/1
X-Deja-AN: 355947519
Content-Transfer-Encoding: 7bit
X-Notice: should be forwarded in their entirety to postmaster@ibm.net
Content-Type: text/plain; charset=us-ascii
X-Trace: 24 May 1998 00:01:30 GMT, 32.100.175.143
Organization: IBM.NET
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Has anyony played with the file format of Spectrum (SPU)? I'm curiors
on how it's formatted. I have a short description but it doesn't
explain how the palette data is formatted.

Also, how does it display on the screen? Does it break the screen up

into threes? I have a C program that claim to return the index but I'm unsure how the display works. Thanks.

-The Doctor <?>

From -8377718075358511447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae04b833d9475058,start
X-Google-Attributes: gid1115ce,public
From: "D.J. Hatfield" <ldw9e@virginia.edu>
Subject: Need original 600XL/800XL OS binary file
Date: 1998/05/24
Message-ID: <3567E0B5.AE2@virginia.edu>#1/1
X-Deja-AN: 356022209
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: University of Virginia
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi all,
I Happen to have a non-functional Atari 600XL. I have used a Universal Device programmer to test the individual logic ICs and was able to locate one bad IC. However, just replacing that one IC did not work. Further investigation revealed that the OS prom was getting really HOT. I popped out the OS prom and read it with a Universal Device programmer which revealed no data (i.e. the prom was dead). I have been searching everywhere on the web for the 600XL's original OS binary file so I can program a 27128 EPROM and get my machine back up and running (to no avail). Would anyone happen to know where I can get this file or where I can get a comparable OS that would let me boot up into BASIC? If anyone out there has one of these machines and access to an EPROM/PROM reader, could you possibly copy the OS prom to a binary file and send it (email) to me? The part number on the OS prom is CO615988B.

Any help with this would be greatly appreciated.

Best Regards,
D.J. Hatfield

From 3877182766009653760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76f768e070b004a6
X-Google-Attributes: gid1115ce,public
From: aprice@postern.demon.co.uk (Alan Price)
Subject: Re: Script maker
Date: 1998/05/25
Message-ID: <896091940.14911.0.nnrp-06.9e987258@news.demon.co.uk>#1/1

X-Deja-AN: 356287527
References: <6jth1v$jl8$1@ash.ridgecrest.ca.us>
X-NNTP-Posting-Host: postern.demon.co.uk:158.152.114.88
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 896091940 nnrp-06:14911 NO-IDENT
postern.demon.co.uk:158.152.114.88
Organization: Retired? Ha!
Newsgroups: comp.sys.atari.programmer

On 20 May 1998 03:01:19, Michael Grove wrote:
>Hi,
>
>Are there any utilites that can read a directory and create an ascii
>script of the contents (for use with applications that need
>DIR:\filename*.*)?
>
There's an ACC, DIR_2000, which will read a directory and gives the
option of display/print/write an ASCII file- options include how much
information about each file or folder you want including. You would have
to edit the result for your particular requirements.
HTH.

--
Alan Price
http://www.postern.demon.co.uk

From 3848553704638886744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: aprice@postern.demon.co.uk (Alan Price)
Subject: Re: ST programming resources?
Date: 1998/05/25
Message-ID: <896091942.14911.0.nnrp-06.9e987258@news.demon.co.uk>#1/1
X-Deja-AN: 356287528
References: <6iruf4$34q$1@nnrp1.dejanews.com> <355ab1c4.7920138@news.demon.co.uk>
X-NNTP-Posting-Host: postern.demon.co.uk:158.152.114.88
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 896091942 nnrp-06:14911 NO-IDENT
postern.demon.co.uk:158.152.114.88
Organization: Retired? Ha!
Newsgroups: comp.sys.atari.programmer

On 13 May 1998 13:35:11, Guy Harrison wrote:
>On Thu, 07 May 1998 04:21:41 -0600, screenstyles@hotmail.com wrote:
>
>>Hello,
>>I'd really appreciate any help you can give me.

>
>Lattice and PureC are the two Ansi compilers. You should be able to
>get one second hand. The manuals will have most of the Atari specific
>stuff in as well actually, aside from how to compile with the darn
>things of course!
>
Ay, there's the rub! I have been using Hisoft C (interpreter) for some
time, having decided it's about time I moved on from Modula-2, but it
doesn't like my Falcon AB40 (it's very unforgiving about non-standard
screen resolutions) and very slow for serious work. I have obtained
Lattice C (compiler), and followed all the instructions I can find about
porting Hisoft C programs- "Normally fairly simple, requiring few
changes to the source code" it says. The problem is with the Hisoft C
toolbox- at link time, all the routines I use from the toolbox report as
missing. Anyone sugest what stupid mistake I am making?

Hisoft no longer provide helpline support for Lattice C- the people who
know about it left last year.

--
Alan Price
http://www.postern.demon.co.uk

From 5453230311591106898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a70a622ddb048674
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: STOS sprites...
Date: 1998/05/25
Message-ID: <Pine.BSF.3.96.980525084355.4209D-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 356301193
References: <Pine.BSF.3.96.980508201750.9509B-100000@ganymede.cs.mun.ca>
<35586A96.DD2@myself.com>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 12 May 1998, Phil Young wrote:

> >   I'm currently writing a game in STOS BASIC. I've made a title
> > screen and have letters i.e sprites fall down the title screen into their
> > positons. The problem I'm having is when the letters fall their
> > backgroung color overwrites where the have fallen to. I only want the
> > characters to be displayed and not the backround color on which they were
> > displayed. Any ideas?

>
> Are you using the STOS sprite commands or some from an extension (such
> as the missing link)??
> If you are using the standard STOS ones, then all you have to do is copy
> your forground screen display into the background screen. This
> background screen is used to redraw the bits in the foreground where the
> sprites have moved over.
> e.g. screencopy logic to back
> should do the trick i think
>

Well I'm using the normal STOS sprite commands for now because it is
nothing major and does not require alot of speed e.t.c. I tried this but
the problem is not that the sprite leaves behind a trail as it falls but
the problem is the sprites backgound color. Such as if I had the letter O
I want ot be able to see what is underneath the O through the center.
Therefore, I need to sprites background color to be see through.

Scott.

From -8622123136126102308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: GEM text input questions
Date: 1998/05/25
Message-ID: <6kc3u5$lkj@balaena.bio.vu.nl>#1/1
X-Deja-AN: 356361064
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Hi everyone,
it's the irritating Dutch bloke without a Compendium again,
with two little GEM related questions:

I've been working on a new (more or less OO) dialog handler/manager for
a while now, but ran into a few problems yesterday with the keyboard
input handler...

Firstly, what is the best way to get the ASCII value of a key when
pressed simultaneously with ALT? I'd assumed that the ASCII value
would be returned in the low byte after an event, but to my surprise
I only got the scancode back, and 0 for ASCII. I think I'm beginning
to understand why people have language incompatibility problems
with ALT+[key] combinations... Anyway, what is the best method to get
the ASCII value of [key] in this case?

And secondly, I can't get objc_edit() to work. It should be simple
enough, but no matter what I try, nothing seems to happen. I can't pass
any keys, I can't even get a cursor... I use Sozobon's XGEMFAST
lib and call objc_edit() in what I think is the correct manner:

```
objc_edit (tree, obj, key, &pos, mode);
```

First with mode EDINIT (same as ED_INIT, depending on which lib is used)
to init the edit field, then with EDCHAR for each character entered
into the field (scancode stripped for valid ASCII chars),
and finally with EDEND on leaving the field...
I checked the input values, they seemed fine, and the return value
was 1 in all cases (which means that there was no error).
Anyone got a simple working example or can tell me what I could be
doing wrong?

Thanks,

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I don't like spinach, and I'm glad I don't, because if I liked it I'd
eat it, and I just hate it."
-- Clarence Darrow

From -8507049825330695312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8948660d3f87a5f2
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Whiteline Linux 2.0 CD Installation
Date: 1998/05/25
Message-ID: <6kc313$lkj@balaena.bio.vu.nl>#1/1
X-Deja-AN: 356361065
Distribution: world
References: <35619f10.1547477@news.tmisnet.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

George Crissman (strads@tmisnet.com) wrote:

: I've visited the various Linux-for-Atari websites,
: and I'm pretty certain about the need for ataboot,
: vmlinux, and newfilesys -- but they're not included

: in an executable form for single-tasking GEM!

Try the Linux68k FTP site at, I think, ftp.uni-erlangen.de
(have a look at the Alt OS page on my atari site to be sure:
http://huizen.dds.nl/~levjenno/atari)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I don't like spinach, and I'm glad I don't, because if I liked it I'd
eat it, and I just hate it."
-- Clarence Darrow

From -626670911440084247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,673d05ed1dfc2ee3
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Spectrum 512
Date: 1998/05/25
Message-ID: <6kc49s$lkj@balaena.bio.vu.nl>#1/1
X-Deja-AN: 356361066
References: <35675510.DEC@ibm.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

bwarren@ibm.net wrote:

: Has anyony played with the file format of Spectrum (SPU)? I'm curiors
: on how it's formatted. I have a short description but it doesn't
: explain how the palette data is formatted.

I would guess that the data is in standard ST palette format. Assuming that
you got you info from "ST Picture Formats" by David Bagget, look at the top
of the file. The palette format is in the Introductory Information.

: Also, how does it display on the screen? Does it break the screen up
: into threes?

Hmm, from what I can remember, the display routine "simply" changes the
palette three times per scanline.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I don't like spinach, and I'm glad I don't, because if I liked it I'd
eat it, and I just hate it."
-- Clarence Darrow

From -1873250282189181150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,552f7c316eefa91f,start
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)
Subject: Mummies Playtime Beta 2
Date: 1998/05/25
Message-ID: <356ad71d.6112547@news.zetnet.co.uk>#1/1
X-Deja-AN: 356434318
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
NNTP-Posting-Date: 25 May 1998 20:38:54 GMT
Reply-To: Deano@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
X-Trace: roch.zetnet.co.uk 896128734 4096 194.247.40.175 (25 May 1998 20:38:54
GMT)
Organization: Silly Software
Newsgroups: comp.sys.atari.programmer

Download it by clicking on this link.

http://www.users.zetnet.co.uk/sillysoftware/playtime.zip

Falcon and Tos 206 users might have to patch it using STOS Fix or
GenFix.

Please test this and let me know if you find any bugs, or have ideas
for improvements.

Includes all four sub games although the fourth is not quite finished
yet.

Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

From 1974149306302385888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,747905dbb51128e6,start
X-Google-Attributes: gid1115ce,public
From: jdaddin9@airmail.net (Jared Addington)
Subject: Forcing TOS/TTP in window
Date: 1998/05/26
Message-ID: <219B5D47AAF868B2.C928ACE0E6DCA35B.8D84012639EBEBFA@library-proxy.airnews.net>#1/1
X-Deja-AN: 356482800
X-Orig-Message-ID: <6kd18g$u4@library.airnews.net>
NNTP-Posting-Time: Mon May 25 19:09:53 1998
Organization: Internet America
NNTP-Proxy-Relay: library.airnews.net
Abuse-Reports-To: abuse at airmail.net to report improper postings
Newsgroups: comp.sys.atari.programmer

How is it possible to force a TOS program to run in a window using a multi-tasking environment such as MiNT without using an external program like MINIWIN? Thanks.

-Jared

From 3419656501044976682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: GEM text input questions
Date: 1998/05/26
Message-ID: <356a8e0c1334a13@xs4all.nl>#1/1
X-Deja-AN: 356570317
References: <6kc3u5$lkj@balaena.bio.vu.nl>
X-XS4ALL-Date: Tue, 26 May 1998 10:42:22 CEST
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Mon 25-05-98 15:49 "the irritating Dutch bloke without a Compendium" wrote:

>Firstly, what is the best way to get the ASCII value of a key when
>pressed simultaneously with ALT? I'd assumed that the ASCII value
>would be returned in the low byte after an event, but to my surprise
>I only got the scancode back, and 0 for ASCII. I think I'm beginning
>to understand why people have language incompatibility problems
>with ALT+[key] combinations... Anyway, what is the best method to get
>the ASCII value of [key] in this case?

Try

```
  KEYTAB *key_tab = Keytbl((void*)-1,(void*)-1,(void*)-1);
  unsigned char ascii_value;

  evnt_multi(......,&key,&key_shift,...);
  ascii_value = key_tab->unshift[key>>8];
```

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"We had to live on food and water for 30 days." - W.C. Fields

From -8307355756685080294
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,16294b4007060b70
X-Google-Attributes: gid1115ce,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: Re: MiNT drives
Date: 1998/05/26
Message-ID: <IKBa1.26$mm5.673702@wagner.videotron.net>#1/1
X-Deja-AN: 356663491
References: <6k4674unm2@roch.zetnet.co.uk>
Organization: Conception Web Funkyware
NNTP-Posting-Date: Tue, 26 May 1998 12:04:56 EDT
Newsgroups: comp.sys.atari.programmer

On 22 May 1998 15:39:16, Roger Cain wrote:
>I don't know a lot about MiNT but I am trying to install the system on
>this TT. I am using the 1.14.6 version in the MINT030.PRG configuration.
>
>The first thing I notice is that it will not recognise drives beyond
>P:
>
>Is this a restriction on ALL MiNT versions or is there some .CNF
>parameter which I can use to extend the drive map?

Rather odd, cause one of the main features of MiNT is to extend drive
letters beyond P...

From -5990560605720882650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,16294b4007060b70
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: MiNT drives

Date: 1998/05/26
Message-ID: <896210836.631197@tornado.itea.ntnu.no>#1/1
X-Deja-AN: 356725453
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <6k4674unm2@roch.zetnet.co.uk>
<IKBa1.26$mm5.673702@wagner.videotron.net>
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
Cache-Post-Path: tornado.itea.ntnu.no!unknown@pingle.nvg.ntnu.no
Organization: The Norwegian University of Science and Technology
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine <q-funk@megacom.net> wrote:

> >The first thing I notice is that it will not recognise drives beyond
> >P:
> >
> >Is this a restriction on ALL MiNT versions or is there some .CNF
> >parameter which I can use to extend the drive map?

> Rather odd, cause one of the main features of MiNT is to extend drive
> letters beyond P...

?? MiNT relies on GEMDOS, so it won't recognise drives beyond P unless
you install something like BigDOS or perhaps MetaDOS (not sure about
MD).

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

From -6191601206484530233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: GEM text input questions
Date: 1998/05/26
Message-ID: <EtJy5v.MyB@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 356930073
Sender: news@suse.modem.stud.uni-hannover.de
References: <6kc3u5$lkj@balaena.bio.vu.nl>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii

Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <6kc3u5$lkj@balaena.bio.vu.nl>,
    lvzon@bio.vu.nl (Levien van Zon) writes:

> Firstly, what is the best way to get the ASCII value of a key when
> pressed simultaneously with ALT? I'd assumed that the ASCII value
> would be returned in the low byte after an event, but to my surprise
> I only got the scancode back, and 0 for ASCII. I think I'm beginning
> to understand why people have language incompatibility problems
> with ALT+[key] combinations... Anyway, what is the best method to get
> the ASCII value of [key] in this case?

I believe the low byte contains the ASCII value for a few ALT key
kombinations. So I'd suggest to check for a zero, and use the value
if it's not zero, and do something different otherwise. I'm not sure
though what would be the smartest thing to do in that case.

> objc_edit (tree, obj, key, &pos, mode);
>
> First with mode EDINIT (same as ED_INIT, depending on which lib is used)
> to init the edit field, then with EDCHAR for each character entered
> into the field (scancode stripped for valid ASCII chars),
> and finally with EDEND on leaving the field..

That's about correct.

> I checked the input values, they seemed fine, and the return value
> was 1 in all cases (which means that there was no error).
> Anyone got a simple working example or can tell me what I could be
> doing wrong?

Dunno. Maybe you should post a piece of your source code. I never had
problems when using objc_edit().

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 6373111145193431116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,747905dbb51128e6
X-Google-Attributes: gid1115ce,public

From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Forcing TOS/TTP in window
Date: 1998/05/26
Message-ID: <EtJyAE.Myx@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 356930074
Sender: news@suse.modem.stud.uni-hannover.de
References: <219B5D47AAF868B2.C928ACE0E6DCA35B.8D84012639EBEBFA@library-proxy.airnews.net>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <219B5D47AAF868B2.C928ACE0E6DCA35B.8D84012639EBEBFA@library-proxy.airnews.net>,
     jdaddin9@airmail.net (Jared Addington) writes:
> How is it possible to force a TOS program to run in a window using a
> multi-tasking environment such as MiNT without using an external program
> like MINIWIN? Thanks.

Have the external TOS program launched parallel, i.e. non-blocking. Before launch, Fforce() it's stdin and stdout into pipes, the other end of which are read/written by the launching program and displayed in a window.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 8530384290237118952
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,16294b4007060b70
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: MiNT drives
Date: 1998/05/27
Message-ID: <6kh05b$c2s$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 356956390
References: <6k4674unm2@roch.zetnet.co.uk> <IKBa1.26$mm5.673702@wagner.videotron.net> <896210836.631197@tornado.itea.ntnu.no>
NNTP-Posting-Date: 27 May 1998 12:15:39 GMT
X-Trace: roch.zetnet.co.uk 896271339 12380 194.247.40.251 (27 May 1998 12:15:39 GMT)
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 26 May 1998 19:29:50, Jo Even Skarstein wrote:

>> >The first thing I notice is that it will not recognise drives beyond
>> >P:
>> >
>> >Is this a restriction on ALL MiNT versions or is there some .CNF
>> >parameter which I can use to extend the drive map?
>
>> Rather odd, cause one of the main features of MiNT is to extend drive
>> letters beyond P...
>
>?? MiNT relies on GEMDOS, so it won't recognise drives beyond P unless
>you install something like BigDOS or perhaps MetaDOS (not sure about
>MD).

Ah, this would explain a lot. I had been under the impression that
MiNT replaced the WHOLE OS (like Magic). So ..I just need a better
DOS.

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 775330891054505088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: GEM text input questions
Date: 1998/05/27
Message-ID: <EtM127.MD0@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 357526002
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6kc3u5$lkj@balaena.bio.vu.nl> <356a8e0c1334a13@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <356a8e0c1334a13@xs4all.nl>,
     josdb@xs4all.nl (Jos den Bekker) writes:

>   KEYTAB *key_tab = Keytbl((void*)-1,(void*)-1,(void*)-1);
>   unsigned char ascii_value;

```
>
>   evnt_multi(......,&key,&key_shift,...);
>   ascii_value = key_tab->unshift[key>>8];
```

That might be a sensible way, but maybe not what Levien was asking for. That table contains the codes for the keys without any of Shift CTRL or Alt keys, while he explicitly asked for the kombination with Alt. The XBios Keytbl does not provide access to Alt kombinations.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -3766445304905839431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEM text input questions
Date: 1998/05/28
Message-ID: <6kjtsb$4sc@balaena.bio.vu.nl>#1/1
X-Deja-AN: 357316584
References: <6kc3u5$lkj@balaena.bio.vu.nl> <EtJy5v.MyB@suse.modem.stud.uni-hannover.de>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter (perot@suse.modem.stud.uni-hannover.de) wrote:

: > I checked the input values, they seemed fine, and the return value
: > was 1 in all cases (which means that there was no error).
: > Anyone got a simple working example or can tell me what I could be
: > doing wrong?

: Dunno. Maybe you should post a piece of your source code. I never had
: problems when using objc_edit().

These are the two routines that deal with objc_edit(), for now (the redraw routines might also want to do so as soon as I can get this to work...)

The problem is simple: nothing happens. No cursor, no input...

```
/* Compiled using SozobonX version 2-point-something and XGEMFast */

/* Set new editable object */

short new_edit (XDIAL *dial, short obj)
{
    /* [Stuff removed] */

    if (dial->tree[obj].ob_flags & EDITABLE) {

        if (curr_ed_dial != dial) {     /* Disable editing in old dialog */
            if (curr_ed_dial->obj_edit >= 0)
                objc_edit (curr_ed_dial->tree, curr_ed_dial->obj_edit, 0,
                           &curr_ed_dial->edit_pos, EDEND);
            curr_ed_dial = dial;

        } else if (dial->obj_edit >= 0)     /* Disable previous field */
            objc_edit (dial->tree, dial->obj_edit, 0, &dial->edit_pos, EDEND);

        dial->obj_edit = obj;       /* Set new field */
        dial->edit_pos = 0;         /* Reset cursor */

        objc_edit (dial->tree, obj, 0, &dial->edit_pos, EDINIT);
        return (obj);

    } else
        return (NO_OBJECT);
}


/* Parse keyboard events */

short Xdial_ParseKeybd (XDIAL *dial, short key, short ctrl)
{
    /* [Lots of Stuff removed] */

    if ((key || raw) && dial->obj_edit >= 0) {
        if (dial->tree[dial->obj_edit].ob_flags & EDITABLE) {
            objc_edit (dial->tree, dial->obj_edit, key, &dial->edit_pos, EDCHAR);
        }
    }
}
```

Thanks,
 -=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

We can predict everything, except the future.

From -3785742339793204840
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEM text input questions
Date: 1998/05/28
Message-ID: <6kju54$4sc@balaena.bio.vu.nl>#1/1
X-Deja-AN: 357326530
References: <6kc3u5$lkj@balaena.bio.vu.nl> <356a8e0c1334a13@xs4all.nl>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Jos den Bekker (josdb@xs4all.nl) wrote:

```
:   KEYTAB *key_tab = Keytbl((void*)-1,(void*)-1,(void*)-1);
```

Ah! Perfect!
That's one of those XBIOS calls of which you never see the use,
until you need it, at which time you have, of course, forgotten
it exists. :)

Veel dank en Gegroet,
-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

We can predict everything, except the future.

From 9021276856114540966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: GEM text input questions
Date: 1998/05/28
Message-ID: <6kk1jr$q9h$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 357336004
References: <6kc3u5$lkj@balaena.bio.vu.nl> <356a8e0c1334a13@xs4all.nl>
<6kju54$4sc@balaena.bio.vu.nl>

Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <6kju54$4sc@balaena.bio.vu.nl>,
    lvzon@bio.vu.nl (Levien van Zon) writes:
> That's one of those XBIOS calls of which you never see the use,
> until you need it, at which time you have, of course, forgotten
> it exists. :)

It's similar to the ftw() function you find in most UNIX libraries,
including the MiNT-Lib ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 6896953145102633413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56b77025f096ce63,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1055eb,56b77025f096ce63,start
X-Google-Attributes: gid1055eb,public
X-Google-Thread: fd4c9,56b77025f096ce63,start
X-Google-Attributes: gidfd4c9,public
From: "popov" <popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
Subject: Programming the parallel port
Date: 1998/05/28
Message-ID: <01bd8a70$f7ecbf60$LocalHost@default>#1/1
X-Deja-AN: 357396697
Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.programmer

I'm making a little electronic assembly (made by me!) and I'd like to use
it with the parallel port on my atari (1040ste).
So I gonna make a program with the gfa basic 2.0 and I'd like to know how
to :
1) get the condition of a pin
2) set or reset some other pins
I think it's feasible with peek and poke.

From 1656368491970884702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f5aec559fb24094,start
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: ---> MEGA Disczine <---
Date: 1998/05/28
Message-ID: <6kkg7trua3@heliodor.xara.net>#1/1
X-Deja-AN: 357406552
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Hello all,

If you have read MEGA disczine please fill in the questionnaire. It will hep us decide to put in future issues.

Thanks goto the other people who have sent me theirs.

If you recive mail from me, But don't what to , you may be on our maliing list. Please ask to be removed if you no long with tho recive mail.

If you would like to be added to our mailing list then simply say so.

Please take the time to support MEGA, Anything you can do no matter how small or wired it may be I would like to hear from you.

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

- - - > A t A r I F o R e V e R < - - -

From -6024149259780216324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ff2b1,acbc5666ffd78f39,start

X-Google-Attributes: gidff2b1,public
X-Google-Thread: f5ddf,acbc5666ffd78f39,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f635e,acbc5666ffd78f39,start
X-Google-Attributes: gidf635e,public
X-Google-Thread: ff6a6,acbc5666ffd78f39,start
X-Google-Attributes: gidff6a6,public
X-Google-Thread: 10e505,acbc5666ffd78f39,start
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1115ce,acbc5666ffd78f39,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1046d6,acbc5666ffd78f39,start
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc26,acbc5666ffd78f39,start
X-Google-Attributes: gidffc26,public
From: myst <myst@hkstar.com>
Subject: Help Me please !!!
Date: 1998/05/29
Message-ID: <356E23C9.4A97F@hkstar.com>#1/1
X-Deja-AN: 357508618
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Netvigator
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.ibm.pc.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help

Dear Sir,

I'm a HK student, i'm very like to made
program...

I have a big problem...
How to captrue DirectX Game Screen !?

May you teach me ?

Thankyou very Much !!!

From Myst Ho.(myst@hkstar.com)

From 5039914255218199667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9aa85185ddc15189,start
X-Google-Attributes: gid1115ce,public

From: michael.robillard@the-spa.com (Michael Robillard)
Subject: oaesis.cnf
Date: 1998/05/29
Message-ID: <2Prb1.70$FN.524082@newsread.com>#1/1
X-Deja-AN: 357543142
NNTP-Posting-Date: Fri, 29 May 1998 01:35:58 EDT
Organization: The Spa! (the-spa.com)
Newsgroups: comp.sys.atari.programmer

What number do I use to get ST HIGH 256 colors at AE_REZ=?

From -1748864461758358109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: GEM text input questions
Date: 1998/05/29
Message-ID: <356e8038a29af0@xs4all.nl>#1/1
X-Deja-AN: 357572490
References: <6kc3u5$lkj@balaena.bio.vu.nl> <356a8e0c1334a13@xs4all.nl>
<EtM127.MD0@suse.modem.stud.uni-hannover.de>
X-XS4ALL-Date: Fri, 29 May 1998 10:32:30 CEST
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Wed 27-05-98 09:58 Peter Rottengatter wrote:

```
>>   KEYTAB *key_tab = Keytbl((void*)-1,(void*)-1,(void*)-1);
>>   unsigned char ascii_value;
>>
>>   evnt_multi(......,&key,&key_shift,...);
>>   ascii_value = key_tab->unshift[key>>8];
>
```

>That might be a sensible way, but maybe not what Levien was asking for.
>That table contains the codes for the keys without any of Shift CTRL or Alt
>keys, while he explicitly asked for the kombination with Alt. The XBios
>Keytbl does not provide access to Alt kombinations.

Dearest Peter, this is what he asked for:

>Firstly, what is the best way to get the ASCII value of a key when
>pressed simultaneously with ALT? I'd assumed that the ASCII value
>would be returned in the low byte after an event, but to my surprise
>I only got the scancode back, and 0 for ASCII. I think I'm beginning
>to understand why people have language incompatibility problems
>with ALT+[key] combinations... Anyway, what is the best method to get
>the ASCII value of [key] in this case?

So what he wanted was the ASCII value of `key', and I gave him a neat
way to get it. The ALT value can simply be gotten from key_shift after
a keyboard event.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                                -*-
  "I have ... seemed to myself broken off from mankind; a kind of
   solitary wanderer in the wilds of life, without any direction,
   or fixed point of view: a gloomy glazer on the world to which I
   have little relation."
                                                - Samuel Johnson

From -63853139131301309
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: GEM text input questions
Date: 1998/05/29
Message-ID: <356e8038a29af1@xs4all.nl>#1/1
X-Deja-AN: 357572491
Content-Transfer-Encoding: 8bit
References: <6kc3u5$lkj@balaena.bio.vu.nl> <356a8e0c1334a13@xs4all.nl>
<6kju54$4sc@balaena.bio.vu.nl> <6kk1jr$q9h$1@sun27.hrz.tu-darmstadt.de>
Mime-Version: 1.0
X-XS4ALL-Date: Fri, 29 May 1998 10:32:34 CEST
Content-Type: text/plain; charset=iso-8859-1
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Thu 28-05-98 15:58 Thomas Binder wrote:

>It's similar to the ftw() function you find in most UNIX libraries,
>including the MiNT-Lib ...

Hu? the ftw() function, under UNIX and under MiNT, is for recursively
searching directories!

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                                -*-
  "Es f⍰llt die Menschen beim Lesen oder Studiren gar nicht ein, wissen
   zu wollen, was wahr sei; sondern sie wollen bloss wissen, was
   gesagt worden ist."   - Arthur Schopenhauer

From 5906194855445668534
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,129ee498ec299a2b
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: GEM text input questions
Date: 1998/05/29
Message-ID: <356e8038a29af2@xs4all.nl>#1/1
X-Deja-AN: 357572492
References: <6kc3u5$lkj@balaena.bio.vu.nl> <EtJy5v.MyB@suse.modem.stud.uni-hannover.de> <6kjtsb$4sc@balaena.bio.vu.nl>
X-XS4ALL-Date: Fri, 29 May 1998 10:32:37 CEST
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Thu 28-05-98 14:55 Levien van Zon wrote:

>These are the two routines that deal with objc_edit(), for now
>(the redraw routines might also want to do so as soon as I can
>get this to work...)
>
>The problem is simple: nothing happens. No cursor, no input...

I don't see any key or event values passed to this function, nor is there a key value passed to objc_edit, so I get the the itchy feeling that you're not in an evnt_multi() loop. You do realize, I hope, you have to be in an evnt_multi() loop and call objc_edit() for each keyboard event?

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
  "I'm nobody! Who are you?"   - Emily Dickinson

From 2830643181349123897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11891096af82cb6a,start
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Text output via the VDI
Date: 1998/05/29
Message-ID: <6km2bk$j22$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 357596145
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

While trying to finish up fVDI v0.85, I've run into problems with two applications: CAB and AtariWorks. For some reason, those two programs insist on drawing text on _very_ widely separated lines under fVDI (well, AtariWorks is usually OK with a file that has just been loaded, but as soon as I try to change anything, things break down).

I'm pretty sure I've got all the normal character and string size functions right (after all, no other program I've tried exhibits these strange problems), but perhaps there's something I might have missed? Strange as it may sound, I have very little previous experience with the VDI.

If anyone has any ideas about what might be going wrong (or have some similar program (doing 'advanced' text output) and would be willing to test it with fVDI), please let me know.

There's no use trying to test this with fVDI v0.84, since that is nowhere near as good as v0.85 at these kinds of things. There is a small archive (only engine and monochrome driver) of fVDI v0.85c on my ftp site (/pub/Other/fvdi_085c.lzh), however, which is only a week old. If you attempt to use the newer fVDI, please get in touch with me.

--

Chalmers University of Technology	Why are these .signatures so hard to do well?	e-mail:	rand@cd.chalmers.se johan@rand.thn.htu.se
Gothenburg, Sweden		WWW/ftp:	rand.thn.htu.se (MGIFv5, QLem, BAD MOOD)

From 6698624049239659613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e6f4b28d7237df
X-Google-Attributes: gid1115ce,public
From: Thomas.Goirand@hol.fr (Thomas GOIRAND)
Subject: Re: Mint Kernel crash ?
Date: 1998/05/29
Message-ID: <6kmkg2$f4m$1@news3.isdnet.net>#1/1
X-Deja-AN: 357667650
References: <EswDEE.9EG@uia.ua.ac.be>
Organization: Centek / IUT Nantes
Newsgroups: comp.sys.atari.programmer

On 13 May 1998 13:27:50, David.DeRidder wrote:
> Hi,
>
> I'm developing a Pearl90 compiler on my Mint-ed Falcon030 with gcc. I have
> FreeMint 1.12. Now, when I execute the [Pearl] compiler on certain sources
> (which are meant to stress my compiler), Mint totally blocks. The cursor
> stops blinking, no more disk activity, virtual consoles don't work anymore...

> Is it possible that the Mint kernel itself crashes ? I suspect my problem
> is triggered by some NULL pointer somewhere, but I have memory protection,
> so normally it should be caught, no ?

It SHOULD but it does not ! The fact is that the MiNT's memory
protection si lame, and it doesn't protect a lot ! If you have a NULL
pointer problem, try to look at YOUR program first.

--- end of message ---

--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
---
--- mailto:thomas.goirand@hol.fr (when in holidays :)) ---
--- mailto:thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---
---

From -5112245832317002938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56b77025f096ce63
X-Google-Attributes: gid1115ce,public

From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Programming the parallel port
Date: 1998/05/29

Message-ID: <896468650.17567.0.nnrp-09.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 357726635
References: <01bd8a70$f7ecbf60$LocalHost@default>
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 896468650 nnrp-09:17567 NO-IDENT my-
ste.demon.co.uk:158.152.241.69

Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 28 May 1998 19:48:17, "popov" wrote:
> I'm making a little electronic assembly (made by me!) and I'd like to use
> it with the parallel port on my atari (1040ste).
> So I gonna make a program with the gfa basic 2.0 and I'd like to know how
> to :
> 1) get the condition of a pin
> 2) set or reset some other pins
> I think it's feasible with peek and poke.

I don't think you'll be able to do this with peek and poke, but you should
be able to do this with INP(1) and OUT 1,xx. Another thing you can't do is
find out if there's a character waiting to be read from the port, although
you can see if it's ready to receive one.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNW6CXFeKRkq5A+OlAQFTFwH/dHBNz12l+YM/O2wMqtuhJxVrWarEpLe/
frZfSXt31m4Xv/t2MPiCvW9ZO8/PDv7FwdGMLzVVW+aA2wb3+gRMZw==
=VRKZ
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From -1542633990453087720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ST programming resources?
Date: 1998/05/29
Message-ID: <356ace30.12956510@news.demon.co.uk>#1/1
X-Deja-AN: 357736860
Content-Transfer-Encoding: 7bit
References: <6iruf4$34q$1@nnrp1.dejanews.com> <355ab1c4.7920138@news.demon.co.uk>
<896091942.14911.0.nnrp-06.9e987258@news.demon.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 896471526 nnrp-02:839 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 25 May 1998 10:25:42 GMT, aprice@postern.demon.co.uk (Alan
Price) wrote:

>On 13 May 1998 13:35:11, Guy Harrison wrote:
>>On Thu, 07 May 1998 04:21:41 -0600, screenstyles@hotmail.com wrote:
>>
>>>Hello,
>>>I'd really appreciate any help you can give me.
>>
>>Lattice and PureC are the two Ansi compilers. You should be able to

>>get one second hand. The manuals will have most of the Atari specific
>>stuff in as well actually, aside from how to compile with the darn
>>things of course!
>>
>Ay, there's the rub! I have been using Hisoft C (interpreter) for some
>time, having decided it's about time I moved on from Modula-2, but it
>doesn't like my Falcon AB40 (it's very unforgiving about non-standard
>screen resolutions) and very slow for serious work. I have obtained
>Lattice C (compiler), and followed all the instructions I can find about
>porting Hisoft C programs- "Normally fairly simple, requiring few
>changes to the source code" it says. The problem is with the Hisoft C
>toolbox- at link time, all the routines I use from the toolbox report as
>missing. Anyone sugest what stupid mistake I am making?

The most obvious one is a link problem - essentially not specifiying
the object library which contains the functions. Probably the best way
to start figuring this out is to take the simplest Hisoft program
you've got which is failing and make a note of the function names that
fail to link with it under Lattice. I would be surprised if things
such as printf() were failing to link for instance (unless you've made
some wierd alterations to Lattice without realising). With Hisoft
being interpreted it wouldn't suprise me if the "ease of use"
philosophy extended to linking also, so it may be pulling in library
functions that do not exist under a "standard link".

I don't use Lattice but I'll explain how Mwc does it which will get
the idea across ...

Mwc has four separate object libraries. The standard one contains
"standard functions" such as printf(), malloc(), memcpy() etc - all
the things common to a C compiler on any machine. Lattice probably has
similar.

There is also a maths libray which has to be specifically linked by
me. If I forget it then such functions as tan() ans sin() fail to be
resolved at link time. Lattice probably has similar.

The two other libraries are to do with Gem. One is a library
containing all the VDI function calls. The other contains all the AES
function calls. Again, I must specifically tell Mwc to scan these
libraries during a link other such functions as v_gtext() or
appl_init() will not resolve. Lattice probably has a specific option
for linking Gem programs within the workbench.

The most important two things to check are these ...

a)
The path to the object libraries has been specified correctly. I dunno
how you do this. It might be specified in the project file or you
might set a variable in the workbench. I can't help with this as I use
a 'makefile' with Mwc. I believe Lattice can do so also but iirc this
feature is nowhere near as easy (or desirable) to use as a project
file within the workbench.

b)
That the project file being used is valid.

Finally, I assume there was an original installation program. Check
the options on this as it might have been possible to install in such
a way that the libraries never got transferred.

In any case, a list of some of the unresolved function names will help
us sort it out.

>Hisoft no longer provide helpline support for Lattice C- the people who
>know about it left last year.

Hmm, that's a shame. Pity they couldn't have posted their support docs
as public domain.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8488899662516736079
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e938edbad803d732
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Path of AES-Applications
Date: 1998/05/29
Message-ID: <356bd56d.14809534@news.demon.co.uk>#1/1
X-Deja-AN: 357736861
Content-Transfer-Encoding: 7bit
References: <Pine.HPP.3.95.980515092259.15178A-100000@rzpool03.rz.tu-bs.de>
<3565c591.18082441@news.demon.co.uk> <3565f8ba.830366@news.tmisnet.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 896471527 nnrp-02:839 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Fri, 22 May 1998 22:20:07 GMT, strads@tmisnet.com (George Crissman)
wrote:

>On Fri, 22 May 1998 21:24:35 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:

>
>>Only the usual one - send each application a shutdown message keeping
>>your fingers crossed they all respond.
>
>Respond? Uh-oh ... I thought sending an acknowledgement
>caused an error, so I merely cause the application to exit
>when it receives a shutdown message from the pipe.

Terminating quietly is the correct "response". You only need to reply
(with AP_TFAIL) if your application cannot shut down.

Sorry my wording worried you! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7781316595803069933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6552a6519e544416
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: TOS-Windows - how to show an output in a window
Date: 1998/05/29
Message-ID: <35720e0f.22536075@news.demon.co.uk>#1/1
X-Deja-AN: 357736862
Content-Transfer-Encoding: 7bit
References: <01bd82ff$a9e265e0$230a9282@Braunstein.vie.at.origin-it.com>
<3566c7b7.18632632@news.demon.co.uk> <3565f960.996485@news.tmisnet.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 896471528 nnrp-02:839 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Fri, 22 May 1998 22:20:09 GMT, strads@tmisnet.com (George Crissman)
wrote:

>If anyone writes an app note on this topic,
>going into detail about the hows and whys,
>and showing lots of well-commented code, I'd
>certainly be willing to pay for a copy of it!

Some depressing info ...

I spent weeks and hundreds of lines of code (for each attempt) figuring out the best way to add this feature. It had: user defined console size, font changes anywhere (and wrap round correctly if desired), attribute changes anywhere, foreground and background colour changes anywhere, and the whole lot was overlayed onto a standard Gem OBJECT tree where the console was defined to be the area covered by one of the objects in the tree. As any object could have a console it was possible to have multiple consoles per tree. I got to the stage where I was ready to write the final version, combine all these features together and add it into Pug - which would have meant the object tree was automatically windowed and was active (ie buttons would work etc) as well. The consoles would have been used via a printf() type function call to pug using escape codes to implement the features.

I asked for Lattice and PureC techies in order to iron out any problems of those compilers calling Mwc object code. I got zero responses, so no release could be made. One night I binned the console code in disgust.

... told you it was depressing.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6482744548904563877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b970ecf15502a61e,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b970ecf15502a61e,start
X-Google-Attributes: gid1115ce,public
From: Brond <brond@csi.com>
Subject: [Fwd: ATARI STuff 4 SALE (UK)]
Date: 1998/05/29
Message-ID: <356DF584.8D151097@csi.com>#1/1
X-Deja-AN: 357755276
MIME-Version: 1.0
Content-Type: multipart/mixed; boundary="------------91B45EBB8346834C47A5F2BA"
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

This is a multi-part message in MIME format.
--------------91B45EBB8346834C47A5F2BA
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Here is some ST stuff I have for Sale.
Make me an offer.

HiSoft Lattice C 5.5 ST/STE/TT/Falcon All manuals, still boxed.

HiSoft Devpac 3 ST/STE/TT/Falcon All manuals, still boxed.

HiSoft Forth

Prospero Software Pascal

NeoDesk 3.04

Virus Killer v3.9

68000 Assembly Language Programming 2nd Edition (Osborne McGraw Hill)

Atari ST : The Concise Atari ST 68000 Programmers Reference Guide (V
Good)

Mail me

mailto:brond@compuserve.com

----------91B45EBB8346834C47A5F2BA
Content-Type: message/rfc822
Content-Transfer-Encoding: 7bit
Content-Disposition: inline

Message-ID: <3530BE81.FFE4A06E@csi.com>
Date: Sun, 12 Apr 1998 14:15:45 +0100
From: Brond <brond@csi.com>
X-Mailer: Mozilla 4.04 [en] (Win95; I)
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: ATARI STuff 4 SALE (UK)
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Here is some ST stuff I have for Sale.
Make me an offer.

HiSoft Lattice C 5.5 ST/STE/TT/Falcon All manuals, still boxed.

HiSoft Devpac 3 ST/STE/TT/Falcon All manuals, still boxed.

HiSoft Forth

Prospero Software Pascal

NeoDesk 3.04

Virus Killer v3.9

68000 Assembly Language Programming 2nd Edition (Osborne McGraw Hill)

Atari ST : The Concise Atari ST 68000 Programmers Reference Guide (V
Good)

Mail me

mailto:brond@compuserve.com

----------91B45EBB8346834C47A5F2BA--

From -788848732427025995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf166d312285b1c,start
X-Google-Attributes: gid1115ce,public
From: Jeff.Thomas@taf.ftn.org (Jeff Thomas)
Subject: Spectrum 512
Date: 1998/05/29
Message-ID: <d2a_9805300816@tor250.org>#1/1
X-Deja-AN: 357923958
Organization: Toronto Atari Federation Message Center & BBS
X-FTN-To: Bwarren@Ibm.Net
Newsgroups: comp.sys.atari.programmer

BW>Has anyony played with the file format of Spectrum (SPU)? I'm curiors
BW>on how it's formatted. I have a short description but it doesn't
BW>explain how the palette data is formatted.
BW>Also, how does it display on the screen? Does it break the screen up
BW>into threes? I have a C program that claim to return the index but I'm
BW>unsure how the display works. Thanks.
You need a copy of the text file called PIXFMT.TXT or PICFMT.TXT or what
ever, it's been floating around for a couple years now. It has decent
detail about the SPU/SPC file formats from Spectrum 512.
Later...

  SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.

| See "http://www.ftn.org" for details.

From 3659836519159295198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ae7e9803afc1a3d,start
X-Google-Attributes: gid1115ce,public
From: mibweb@nwlink.com
Subject: Atari C compilers
Date: 1998/05/30
Message-ID: <356fadd9.1753041@news.nwlink.com>#1/1
X-Deja-AN: 357875176
Organization: Northwest Link
Newsgroups: comp.sys.atari.programmer

I am looking for information on Atari C compilers. Please post to
this group. Thanks
Jim Cox

* Antispam Warning: Replace "web" in my email address *
*   with "a51" to reply via email.   *

From -8892133967883291333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56b77025f096ce63
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Programming the parallel port
Date: 1998/05/30
Message-ID: <35711c12.26123824@news.demon.co.uk>#1/1
X-Deja-AN: 357975000
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <01bd8a70$f7ecbf60$LocalHost@default>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 896549506 nnrp-03:467 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 28 May 1998 19:48:17 GMT, "popov"
<popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
wrote:

>I'm making a little electronic assembly (made by me!) and I'd like to use
>it with the parallel port on my atari (1040ste).

>So I gonna make a program with the gfa basic 2.0 and I'd like to know how
>to :
>1) get the condition of a pin
>2) set or reset some other pins
>I think it's feasible with peek and poke.

It may be, but the thing to watch out for is what peek and poke
actually do. They may result in multiple accesses and thus have side
effects! A tiny bit of assembler would be safer.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8705583362598377033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11891096af82cb6a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Text output via the VDI
Date: 1998/05/30
Message-ID: <3571151c.89877016@news.demon.co.uk>#1/1
X-Deja-AN: 357975001
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <6km2bk$j22$1@nyheter.chalmers.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 896549509 nnrp-03:467 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 29 May 1998 10:23:48 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>
>While trying to finish up fVDI v0.85, I've run into problems with two
>applications: CAB and AtariWorks. For some reason, those two programs
>insist on drawing text on _very_ widely separated lines under fVDI
>(well, AtariWorks is usually OK with a file that has just been loaded,
> but as soon as I try to change anything, things break down).

Are the lines double spaced? Might be a "single pixel" problem. If
perhaps, fVDI is returning info where it is a single pixel out it
could be causing those programs to insert blank lines.

Gut feeling on my part is some sort of character cell issue but there
are 101 ways that could arise.

>I'm pretty sure I've got all the normal character and string size
>functions right (after all, no other program I've tried exhibits these
>strange problems), but perhaps there's something I might have missed?

Likely. The interaction between vqt_extent and vqt_font_info can be
quite complex for instance, especially when using "special effects".

>Strange as it may sound, I have very little previous experience with
>the VDI.
>If anyone has any ideas about what might be going wrong (or have some
>similar program (doing 'advanced' text output)

Can you be more specific about what 'advanced' text output consists
of?

>and would be willing to
>test it with fVDI), please let me know.

If you can describe the attributes of the problem line(s) well enough
then perhaps I could cobble together a small program to send to you -
hopefully it will "screw" up as well. The bug should then be pretty
easily located as you'll be able to use a debugger on fVDI whilst
following my source code.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3601222339263937064
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d6a0a3fee80f5798
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: CLI menu accessory
Date: 1998/05/13
Message-ID: <355ec6e3.13327103@news.demon.co.uk>#1/1
X-Deja-AN: 352876117
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <6j94h3$duj@co-op.newsguy.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 895066764 nnrp-01:4769 NO-IDENT
swampdog.demon.co.uk:158.152.224.11

Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 12 May 1998 02:24:51 -0700, robin@px.uk.com wrote:

>Hello,
>
>I am looking for a good command line interpretor in the form of a desk
>accessory. It would have to run external programs such as gcc, make, etc. and be
>able to set envioroment variables.

Don't bother. I only ever saw one CLI acc (years ago) and it didn't
work very well. The way accessories work with the system makes this
sort of thing nigh on impossible. :-(

If you must have access to a CLI while running another app then I
suggest you purchase MagiC. It has a window driven VT52 emulator
application which quite happily runs my command line driven MWC
compiler (and multiples thereof).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2950215593909813457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Re: ST programming resources?
Date: 1998/05/13
Message-ID: <6jc7gr$9lf$1@cubacola.tninet.se>#1/1
X-Deja-AN: 352876118
References: <6iruf4$34q$1@nnrp1.dejanews.com>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

On 7 May 1998 04:21:41 , screenstyles@hotmail.com wrote:
>I've been using my ST to make music for years. Now, having been inspired by
>Electronic Cow and others, I want to learn a bit of programming.
>Unfortunately I know NOTHING.
>Are there any essential bits of reading to do? On-line, or are there books?
>Should I be learning C, or some kind of Visual Basic?
>What about compilers?
>Where, in other words, do I start?

There's a newly started Basic tutorial in Atari Computing, and this would probably be a good place to start. You can also order the Atari Computing cover disk that included HiSoft Basic.

Regards

Thomas Sahlin

---
thomas.sahlin@home.se
http://user.tninet.se/~jyc891w/

From -8276696195335383256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,748a4b32912b7a9d
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Atari Update Suggestions Due Soon
Date: 1998/05/13
Message-ID: <355895a7.723259@news.demon.co.uk>
X-Deja-AN: 352876120
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3986_hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<35459faa.799333@news.zetnet.co.uk> <35467f14.10518803@news.tmisnet.com>
<354892E3.3710@cfcsc.dnd.ca> <35489a01.3839324@news.tmisnet.com>
<35503635.3995855@news.demon.co.uk> <35512315.937557@news.tmisnet.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 895066760 nnrp-01:4769 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 07 May 1998 04:10:30 GMT, strads@tmisnet.com (George Crissman) wrote:

>On Wed, 06 May 1998 19:31:26 GMT, (Guy Harrison) wrote:
>>On Thu, 30 Apr 1998 15:55:46 GMT, (George Crissman)>wrote:
>>>Wouldn't it be nice to have a form_progress(), an
>>>easy-to-use standardized progress bar similar in
>>>concept to form_alert?
>
>>That's a bit too specific, a 'form_print' could serve
>>the same purpose.
>
>Well, sure, you could have a special-purpose progress bar
>alert box for printing operations, but a general-purpose

>form_progress() box would also work for printing functions
>just fine.

We're at cross purposes here. ;-)

I meant a printf() kind of form_print() where you passed a text string to the function and it displayed that string. With this in mind you can see why I mentioned the control codes (CR etc) below, to implement some limited text processing.

>In addition, form_progress() would also lend itself to
>file downloading operations, user-decision/timeout
>activity, file format translations, and other
>hey-I'm-working-on-it / wait-until-I'm-finished
>situations.

Yep. I was thinking of a textual "progress" form.

>>If you think about it, even if form_progress only
>>dealt with single lines you would still have to have
>>the ability to "word wrap" just in case the text
>>string was too wide for a particular resolution.
>
>Display text used in form_alert() is limited to a
>maximum of 30 characters per line, IIRC, making
>word-wrapping unnecessary.

The 30 char/5 line limit is nothing more than a cop-out by Atari. More on this below.

>Using the same
>prompting mechanism in form_progress() (with an
>added progress bar, of course) would work in all
>resolutions, all the way back to ST low for those
>who enjoy looking at large, readable characters.

They could have implemented form_alert using a scrollable text area of user defined size: the system could have downsized this where it won't fit a given resolution and autowrapping would take care of the line length.

>As a bonus, using the same construction from a
>programming standpoint would lessen the confusion
>(and potentially reduce space demands on the RSC
>file) that occurs when two similar calls implement
>identical functions in different ways.

Due to the blocking nature of form_alert I really only use it for 'critical' errors. Given a file write error say, ideally you would want to display something like this...

Tos error number ??
{error message}

{filename}

... and as we need space for 30*5 chars plus a trailing nul plus the line break char (max 4 * '|') we need 155 chars workspace (assuming your limits are correct - I can't remember offhand and it doesn't alter my point anyway). Then we have to figure out where to insert the '|' so that no line is over 30 chars, only this looks messy so we need a better algorithm which attempts to insert the '|' over whitespace chars (if we can).

In my case I have no idea how long {error message} is going to be as I obtain it from errno.h not from the resource file. That aside, we have no idea how long {filename} is going to be either. The total could exceed 155 chars and we are in trouble.

Thus as far as I am concerned, sticking to the limits presents me with more difficulties than rewriting form_alert from scratch (which I have done)!

>>This in turn requires the generation of an object
>>tree on the fly so that the required amount of
>>G_STRING or G_TEXT objects could be generated -
>>then you have to create and open a window of the
>>correct size.
>
>It would be no different from the existing form_alert()
>which can display an icon (if desired), 1 to 5 lines
>of programmer-supplied text, and 1 to 3 exit buttons
>(one of which may be defined as the default exit by
>the programmer).

This can be done with a dynamically generated tree.

>It's not necessary to open a window to display a
>form_alert(), IIRC,

That is correct.

>and I don't envision opening a
>window to display a form_progress() although a
>window-like handle might be needed to handle updates
>to the progress bar (i.e., 100, 237, 862, all the way
>up to 1000) since the form is supposed to be non-modal
>in nature.

There are two ways of looking at modality. A given object is either modal to an application or non modal to an application. With the former, the application will block until the modal object is removed. With the latter the application may continue reguardless.

The "form" library is useless in this respect because it is neither. In essence it is modal to the system and causes all applications to block the moment they attempt to perform a visual change. This is why

your form_progress needs a window!

>Does form_alert() really generate an object tree
>on the fly?

I doubt it. Otherwise it would not be as limited as it is. I would
imagine the AES has a single "fixed" tree containing the maximum
required objects then simply unlinks those which are not visually
required from the tree.

>>Having gone to this much trouble you might as well
>>add in the ability to process simple control codes
>>such as CR,
>
>... operates the default exit button, if chosen ...

I meant that if those codes occured in the text string they would be
interpreted as simple control codes.

>> LF, CLS, HOME
>
>... perform no function ... and just out of
>curiosity, how would the general user create
>an LF on a keyboard when both the ENTER and
>RETURN keys generate a CR/LF sequence?
>
>> and (maybe) TAB. ;-)
>
>... normally used to move from one editable line
>to another, but there are no user-editable lines
>in an alert box.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6374613495801028932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e6f4b28d7237df,start
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Mint Kernel crash ?
Date: 1998/05/13
Message-ID: <EswDEE.9EG@uia.ua.ac.be>#1/1
X-Deja-AN: 352876121
Sender: news@uia.ua.ac.be (News database)
X-Nntp-Posting-Host: hsins.uia.ac.be
Organization: U.I.A. University of Antwerp

Newsgroups: comp.sys.atari.programmer

Hi,

I'm developing a Pearl90 compiler on my Mint-ed Falcon030 with gcc. I have FreeMint 1.12. Now, when I execute the [Pearl] compiler on certain sources (which are meant to stress my compiler), Mint totally blocks. The cursor stops blinking, no more disk activity, virtual consoles don't work anymore... Is it possible that the Mint kernel itself crashes ? I suspect my problem is triggered by some NULL pointer somewhere, but I have memory protection, so normally it should be caught, no ?

Start sending those comments, please !


```
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-----------------------------------------------------------------+
```


--
Septimus' quote for today :

```
"Gonzo   : - I just don't understand you people. Immortality is up for grabs !
             But you don't deserve it...
 Old man : - No, but you do !"
   - 'The Muppet Show'
```

From -5668656939026346780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: ST programming resources?
Date: 1998/05/13
Message-ID: <Pine.BSI.3.96.980513113606.21932A-100000@usr06.primenet.com>#1/1
X-Deja-AN: 352906526
References: <6iruf4$34q$1@nnrp1.dejanews.com> <355ab1c4.7920138@news.demon.co.uk>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
MIME-Version: 1.0
X-Posted-By: kellis@206.165.6.206 (kellis)
Newsgroups: comp.sys.atari.programmer

On Wed, 13 May 1998, Guy Harrison wrote:

```
>Lattice and PureC are the two Ansi compilers. You should be able to
             ^^^^^ ?
```
PureC ansi compiler? you sure? lattice, yes, sozobon yes, gcc yes. but

I really doubt about purec.

>get one second hand. The manuals will have most of the Atari specific
>stuff in as well actually, aside from how to compile with the darn
>things of course!
>
>
>--
>guy@swampdog.demon.co.uk
>http://www.swampdog.demon.co.uk
>
>
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -7793484345131789895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7bb2885eb0c772f,start
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)
Subject: Full Version of Grafix Art Tutor availible
Date: 1998/05/13
Message-ID: <355bf523.10235020@news.zetnet.co.uk>#1/1
X-Deja-AN: 352965942
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Silly Software
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Go here for more details.
http://www.users.zetnet.co.uk/sillysoftware/grafix.htm

 Yours Faithfully (In a very Silly way)
 Deano (Silly Software Programmer)
 Email Deano@zetnet.co.uk
 http://www.users.zetnet.co.uk/sillysoftware/

From 4019793129511046874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: "zerzawy" <zerzawy@pop.agri.ch>
Subject: Re: ST cartridge port docs
Date: 1998/05/13
Message-ID: <6jcvbb$l3k$1@ubnnews.unisource.ch>#1/1
X-Deja-AN: 352981940
References: <VIA51.29$cL3.643322@wagner.videotron.net>
X-Mimeole: Produced By Microsoft MimeOLE V4.71.1712.3
X-Complaints-To: news@ubnnews.unisource.ch
X-Trace: ubnnews.unisource.ch 895090859 21620 (None) 195.65.49.235
Organization: Unisource Business Networks
Newsgroups: comp.sys.atari.programmer

Hi,

there is a german book 'ATARI ST Profibuch', which explains the cardridge HW
and how to write a program to make it run from there. Maybe the book was
translated to english ?

The books number is ISB N 3-88745-501-0 from SYBEX, Authors Hans-Dieter
Jankowski, Julian F.Reschke, Dietmar Rabich

maybe this helps

greetings

>I've been trying to find extensive docs about the ST cartrige port,
>but without much success. What I'm trying to achieve is to burn an
>EPROM that would install as a read-only drive upon bootup. Ideas?
>

From 7482395736526685352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6d691fe0485968c
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: GFA Bug?
Date: 1998/05/13
Message-ID: <6jd2cdsmh1@cletus.bright.net>#1/1
X-Deja-AN: 352992823
References: <6j7kdt$66f$1@irk.zetnet.co.uk>
Organization: ENCOM

Newsgroups: comp.sys.atari.programmer

On 11 May 1998 19:43:57, Robert Guy Casey wrote:
>Does anyone know if there is a bug in the MAT READ x() command inGFA
>Basic v3.6TT?
>
>The following code stops with the error 'Out of Data'
>
>DATA 1,2,3,4
>DIM a(2,2)
>MAT READ a()

I think you need more values in the DATA statement. DIM a(2,2) would allow 0,1, and 2 in both directions. You can either add more values or add MAT BASE 1 at the top of the program. It depends on if you need the '0' element or not. Hope this help...

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From -7569547278440789024
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b11946a5dc2087db,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: clipbrd questions:
Date: 1998/05/13
Message-ID: <Pine.BSI.3.96.980513185300.2296D-100000@usr07.primenet.com>#1/1
X-Deja-AN: 353025756
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.6.207 (kellis)
Newsgroups: comp.sys.atari.programmer

Why is the clipbrd need to be totally emptied when copying to it?

Example, in my prog I dump some info in the clipbrd.
A user (with the help of the compendium) told me that I should erase the whole content of the clipbrd folder (scrap.*).
I find this a little stupid, and can find any good reason. Anyone has a logical answer to that? so I THEN migh follow that way of doing.

Also, should I lock the clipbrd folder when using it from my code? if yes, why? (considering that it is running under MiNT).

Thanks

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 6868673085226373301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6d691fe0485968c
X-Google-Attributes: gid1115ce,public
From: rgc@zetnet.co.uk (Robert Guy Casey)
Subject: Re: GFA Bug?
Date: 1998/05/13
Message-ID: <6jdajh$d80$1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 353030280
References: <6j7kdt$66f$1@irk.zetnet.co.uk> <6jd2cdsmh1@cletus.bright.net>
Newsgroups: comp.sys.atari.programmer

On 13 May 1998 21:12:45, Lonny Pursell wrote:
>On 11 May 1998 19:43:57, Robert Guy Casey wrote:
>>Does anyone know if there is a bug in the MAT READ x() command inGFA
>>Basic v3.6TT?
>>
>>The following code stops with the error 'Out of Data'
>>
>>DATA 1,2,3,4
>>DIM a(2,2)
>>MAT READ a()
>
>I think you need more values in the DATA statement. DIM a(2,2) would
>allow 0,1, and 2 in both directions. You can either add more values
>or add MAT BASE 1 at the top of the program. It depends on if you
>need the '0' element or not. Hope this help...

I have tried having 15 numbers in the DATA line (which should be more
than enough) and I still have the same problem :(

From 4344785888090465155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ST cartridge port docs
Date: 1998/05/14
Message-ID: <35690663.65857668@news.demon.co.uk>#1/1
X-Deja-AN: 353039987
Content-Transfer-Encoding: 7bit

X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <VIA51.29$cL3.643322@wagner.videotron.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 895104887 nnrp-03:23520 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 11 May 1998 10:49:25 GMT, q-funk@megacom.net (Martin-Eric
Racine) wrote:

>I've been trying to find extensive docs about the ST cartrige port,
>but without much success. What I'm trying to achieve is to burn an
>EPROM that would install as a read-only drive upon bootup. Ideas?

I have an ancient atari book somewhere that has some details on
hardware and software. The downside is it was badly proof-read and has
many errors (although for all I know the cartridge info may be fine).
I could root around for it if you want and scan the relevent pages?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5337609997792221225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6d691fe0485968c
X-Google-Attributes: gid1115ce,public
From: mitala@utu.fi (Mikko Larjava)
Subject: Re: GFA Bug?
Date: 1998/05/14
Message-ID: <6jdjmd$3e4$1@news.utu.fi>#1/1
X-Deja-AN: 353067297
References: <6j7kdt$66f$1@irk.zetnet.co.uk> <6jd2cdsmh1@cletus.bright.net>
<6jdajh$d80$1@irk.zetnet.co.uk>
Organization: University of Turku, Finland
Newsgroups: comp.sys.atari.programmer

rgc@zetnet.co.uk (Robert Guy Casey) writes:

>>>The following code stops with the error 'Out of Data'
>>>
>>>DATA 1,2,3,4
>>>DIM a(2,2)

>>>MAT READ a()
>>
>I have tried having 15 numbers in the DATA line (which should be more
>than enough) and I still have the same problem :(

Tried using RESTORE before MAT READ? After one read the internal pointer is pointing to next unread value and next read would cause a "Out of data" because there's no more DATA to read. e.g. this won't work

```
DATA 1,2,3,4
DIM a(1,1)
FOR i=1 TO 10
  MAT READ a()
NEXT i
```

but this will:

```
just_a_label:
DATA 1,2,3,4
DIM a(1,1)
FOR i=1 TO 10
  RESTORE just_a_label
  MAT READ a()
NEXT i
```

"just_a_label" is a point where the next READ will happen.

Haven't tried these...

From -5069126065881784599
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27e1e24e05a1fa0f,start
X-Google-Attributes: gid1115ce,public
From: Jose Moreno <jose_m@internetmci.com>
Subject: 8-bit atari ppp anyone ??
Date: 1998/05/14
Message-ID: <355A70AF.D0AED29A@internetmci.com>#1/1
X-Deja-AN: 353093860
Content-Transfer-Encoding: 7bit
MIME-Version: 1.0
NNTP-Posting-Date: Thu, 14 May 1998 00:19:52 EDT
Content-Type: text/plain; charset=us-ascii
Organization: The Moreno Robotivs Project
Newsgroups: comp.sys.atari.programmer

hey there !!

does anyone know if anyone has come up with a ppp for the 8-bit atari
yeat ???
if so, please send me e-mail

thanks

Jose

From 7154831138782182431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Subject: Re: ST programming resources?
Date: 1998/05/14
Message-ID: <355AC632.659E@neo-interaktiv.no>#1/1
X-Deja-AN: 353147573
Content-Transfer-Encoding: 7bit
References: <6iruf4$34q$1@nnrp1.dejanews.com> <355ab1c4.7920138@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: vegard@neo-interaktiv.no
Content-Type: text/plain; charset=us-ascii
Organization: Neo Interaktiv AS
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
>
> On Thu, 07 May 1998 04:21:41 -0600, screenstyles@hotmail.com wrote:
>
> >Should I be learning C, or some kind of Visual Basic?
>
> If you mean 'Visual Basic' as in the Windoze equivilent then there
> isn't one. There are Basic interpreters and compilers though.

Actually, Face Value (http://home.sol.no/~veg/faceval.html) comes pretty
close to being a kind of "Visual Basic", using GFA Basic. Version 2 is
released, but the website is not updated yet.

Vegard Hofsoy

From 8520530218345628482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: ST programming resources?
Date: 1998/05/14
Message-ID: <355AD8A4.387@mst.tn.utwente.nl>#1/1
X-Deja-AN: 353172671

Content-Transfer-Encoding: 7bit
References: <6iruf4$34q$1@nnrp1.dejanews.com> <355ab1c4.7920138@news.demon.co.uk>
<Pine.BSI.3.96.980513113606.21932A-100000@usr06.primenet.com>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Katherine L Ellis wrote:
>
> On Wed, 13 May 1998, Guy Harrison wrote:
>
> >Lattice and PureC are the two Ansi compilers. You should be able to
> ^^^^^ ?
> PureC ansi compiler? you sure? lattice, yes, sozobon yes, gcc yes. but
> I really doubt about purec.

I haven't found much deviations between the ANSI standard and Pure C.
I think it is save to call it an ANSI C compiler. It is at least
not a K&R compiler.

Bye, Hans

From -7792738988249601374
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3feb86350164fe06
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Atari C compiler
Date: 1998/05/14
Message-ID: <6jelvf$mvq@balaena.bio.vu.nl>#1/1
X-Deja-AN: 353175867
References: <6ivqqt$j2t$1@news.imaginet.fr> <1998051216052380956@zetnet.co.uk>
<6jbvhe$9fe@balaena.bio.vu.nl> <3559891D.F8CB8269@france2.fr>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Laurent FAVARD (l.favard@france2.fr) wrote:

: Can you tell me the FTP site's address, where we can found "Atari's GEMDOS
: manual" ??
: thank you !

Sure. It's on umich or one of it's mirrors. From Europe you'd best
try this one:

ftp://ftp.doc.ic.ac.uk/Mirrors/atari.archive.umich.edu/Programming/gemdos.arc

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"If value corrupts then absolute value corrupts absolutely"

From -9122175425927611221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: ST cartridge port docs
Date: 1998/05/14
Message-ID: <6jem4m$mvq@balaena.bio.vu.nl>#1/1
X-Deja-AN: 353175868
References: <VIA51.29$cL3.643322@wagner.videotron.net>
<6jcvbb$l3k$1@ubnnews.unisource.ch>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

zerzawy (zerzawy@pop.agri.ch) wrote:

: there is a german book 'ATARI ST Profibuch', which explains the cardridge HW
: and how to write a program to make it run from there. Maybe the book was
: translated to english ?

The Profibuch was never translated AFAIK, it was only published in German.

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"If value corrupts then absolute value corrupts absolutely"

From 6339947473669345969
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6075758b7bc94fb
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)

Subject: Re: Port to X11 and/or Windows 95
Date: 1998/05/14
Message-ID: <6jem7t$mvq@balaena.bio.vu.nl>#1/1
X-Deja-AN: 353175869
References: <35598bf428c8c00@xs4all.nl>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Jos den Bekker (josdb@xs4all.nl) wrote:

: Has anyone ever attempted a port of a GEM program to X11 Windows
: and/or Windows 95?

A while back I heard rumours about a library for X designed to port Atari programs. Sort of a GEM implementation on X. Anyone know if this exists?

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"If value corrupts then absolute value corrupts absolutely"

From -2547155574855699637
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: Re: ST cartridge port docs
Date: 1998/05/14
Message-ID: <SbD61.8$fs5.170680@wagner.videotron.net>#1/1
X-Deja-AN: 353206087
References: <VIA51.29$cL3.643322@wagner.videotron.net>
<6jcvbb$l3k$1@ubnnews.unisource.ch> <6jem4m$mvq@balaena.bio.vu.nl>
NNTP-Posting-Date: Thu, 14 May 1998 10:28:02 EDT
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer

On 14 May 1998 11:56:06, Levien van Zon wrote:
>zerzawy (zerzawy@pop.agri.ch) wrote:
>
>: there is a german book 'ATARI ST Profibuch', which explains the cardridge HW
>: and how to write a program to make it run from there. Maybe the book was
>: translated to english ?
>
>The Profibuch was never translated AFAIK, it was only published in German.

>

Which is a shame, because people who have it tell me it's even better
than the Compendium on several aspects. Still, while my german isn't
as good as it was in high-school, I can get by... anyone selling their
copy of the Profibuch, by any chance? ;-)

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
----
Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From -6900238812076454058
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b11946a5dc2087db
X-Google-Attributes: gid1115ce,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: Re: clipbrd questions:
Date: 1998/05/14
Message-ID: <lfD61.9$fs5.170680@wagner.videotron.net>#1/1
X-Deja-AN: 353212086
References: <Pine.BSI.3.96.980513185300.2296D-100000@usr07.pr
Organization: Conception Web Funkyware
NNTP-Posting-Date: Thu, 14 May 1998 10:31:45 EDT
Newsgroups: comp.sys.atari.programmer

On 13 May 1998 15:57:00, Katherine L Ellis wrote:
>Why is the clipbrd need to be totally emptied when copying to it?
>
>Also, should I lock the clipbrd folder when using it from my code?
>if yes, why? (considering that it is running under MiNT).

If this is specifically a MiNT app, might as well use /tmp instead
of the Clipboard..

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
----
Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From 3292534418590836262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a70a622ddb048674
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: STOS sprites...
Date: 1998/05/14
Message-ID: <1998051418034480956@zetnet.co.uk>#1/1
X-Deja-AN: 353256312
References: <Pine.BSF.3.96.980508201750.9509B-100000@ganymede.cs.mun.ca>
<6j6buq$4r0@balaena.bio.vu.nl>
<Pine.BSF.3.96.980512065604.8645A-100000@ganymede.cs.mun.ca>
<355cbdc4.10992596@news.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

Its been a LONG time since I touched standard STOS sprites, so I'm a little shakey on how they work...

> >Well could'nt find and transparent in the manual or a blit :(However I
> >now know around what lines I'm looking for.

It sounds like you are using the standard STOS sprites (most people dont anymore, as extensions such as TML give MUCH faster sprite routines), so here are a few commands to look up: "sprite", "autoback", "update", and "screencopy".

TML's "bob" command gives much better performance, but restoring the screen is harder

> I don't use STOS either ...
>
> A 'blit' (Bit Line Image Transfer iirc) is simply the term used in the
> Gem world for copying an image from one place to another.

Yes, there are various "blit" commands - STOS's command is called "screencopy", although the blitter extension, Misty, and The Missing Link all provide blit-type instructions under various names (as well as the Falcon aware copy in my extension).

> A 'transparent' blit is such a copy performed so that the image
> background remains the same. That is, we're talking "OR" mode.

When drawing sprites via the "sprite" command, STOS always automatically respects a transparent background.

> Look at the STOS command which is moving the images (sprites) and see
> if it has a "mode" parameter. If it doesn't then you might be using
> the wrong command. Assuming the command is correct then you could have
> to look at the sprite foreground and background masks (if such items
> exist).

They exist, but the STOS programmer doesn't get to see them while writing
the code. If using standard routines, it should handle a certain amount
if it for you. The important bit with STOS is the "back" and "logic"
screens (draw to logic, restore from back, and physic [sometimes same
as logic] is what is displayed on screen).

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
----------+----------

From -3799016007440712654
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,748a4b32912b7a9d
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Atari Update Suggestions Due Soon
Date: 1998/05/14
Message-ID: <Esy56r.nEr@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 354568546
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <3986_hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<354892E3.3710@cfcsc.dnd.ca> <35489a01.3839324@news.tmisnet.com>
<EsL0rs.Fu@suse.modem.stud.uni-hannover.de> <6j720d$140$1@nyheter.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6j720d$140$1@nyheter.chalmers.se>,
rand@cd.chalmers.se (Johan Klockars) writes:

>>This effect is not even achievable by linking own code before the AES's
>>evnt_multi() call, but requires changes deep in the AES.
>
> You should be able to get the same effect by using a multithreaded
> application. Just let one small thread do the evnt_multi() and then send
> the messages along to the main code via a pipe (which can then be used in a
> select()) when they occur.

Sure, but there is no performance benefit. Still each application that needs
this has to employ it's own evnt_multi() thread, so the same kind of system

blocking occurs if several such programs run at the same time.

The situation would be eased though if all such applications could query a common program for doing this, so that only that single program needs to do evnt_multi() with MU_TIMER all the time. However, it's *very* unlikely that a significant portion of programmers would achieve to agree on such a mechanism. This would be different if it were built into the OS.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
                    http://www.stud.uni-hannover.de/~perot

From 2318322627106616609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: ST programming resources?
Date: 1998/05/14
Message-ID: <Esy5Jy.nH6@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 354568547
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6iruf4$34q$1@nnrp1.dejanews.com> <355ab1c4.7920138@news.demon.co.uk>
<Pine.BSI.3.96.980513113606.21932A-100000@usr06.primenet.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <Pine.BSI.3.96.980513113606.21932A-100000@usr06.primenet.com>,
    Katherine L Ellis <kellis@primenet.com> writes:
> On Wed, 13 May 1998, Guy Harrison wrote:
>
>>Lattice and PureC are the two Ansi compilers. You should be able to
>   ^^^^^ ?
> PureC ansi compiler? you sure? lattice, yes, sozobon yes, gcc yes. but
> I really doubt about purec.

Why ? Where do you think does it deviate ?

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -4059003131635794244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc94e86c1f1179d0
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Drawing in memory
Date: 1998/05/14
Message-ID: <Esy5oC.nHs@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 354568548
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6j4oq9kmb1@news4.isdnet.net> <6j6c6b$4r0@balaena.bio.vu.nl>
<6j7dpp$4u5$1@zingo.tninet.se> <6j7je0rc1@news4.isdnet.net>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6j7je0rc1@news4.isdnet.net>,
     frederic.dinh@hol.fr (Frederic Dinh) writes:
> Hi Thomas you wrote:
>
>> I think there's an XBIOS call the lets you alter the logical and physical
>> address of the screen, so you can draw on an "invisible" screen. At least
>> on the ST models.
>
> I know about that solution, but I wonder if it is reliable under multitasking.
> What if at least 2 applications make this call ?

Chaos. There is very good reason why Atari strongly discouraged use of
Physbase, Logbase and Setscreen. Also, it's not portable, i.e. won't work
on most modern machines.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From 6894439411248544157
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,d6a0a3fee80f5798
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d6a0a3fee80f5798
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: CLI menu accessory
Date: 1998/05/14
Message-ID: <Esy61L.nK6@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 354568549
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6j94h3$duj@co-op.newsguy.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <6j94h3$duj@co-op.newsguy.com>,
    robin@px.uk.com writes:

> I am looking for a good command line interpretor in the form of a desk
> accessory. It would have to run external programs such as gcc, make, etc. and be
> able to set envioroment variables.

You'll have bad luck. Accessories may not launch other programs under
SingleTOS, this is due to OS internal limitations. So you won't find any
such thing that works reliable.

Go for true multitasking, you'll like it ;-)

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From 4989725839525305762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6075758b7bc94fb
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Port to X11 and/or Windows 95
Date: 1998/05/14
Message-ID: <Esy650.nKs@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 354568550
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de

References: <35598bf428c8c00@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35598bf428c8c00@xs4all.nl>,
    josdb@xs4all.nl (Jos den Bekker) writes:
> Has anyone ever attempted a port of a GEM program to X11 Windows
> and/or Windows 95?

A little while ago someone mentioned that he's working on a library for
both GEM and X-Window that would make an X program out of a GEM application
by just recompiling. Dunno how far he's got.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -2934089729059212704
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b11946a5dc2087db
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: clipbrd questions:
Date: 1998/05/14
Message-ID: <Esy6JL.nn6@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 354568551
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <Pine.BSI.3.96.980513185300.2296D-100000@usr07.primenet.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <Pine.BSI.3.96.980513185300.2296D-100000@usr07.primenet.com>,
    Katherine L Ellis <kellis@primenet.com> writes:

> Why is the clipbrd need to be totally emptied when copying to it?

It isn't. Only all files matching "SCRAP.*" need to be deleted. Reason
is data consistency. What do you expect a both graphics and text tool to

insert from the clipboard, if some (other ?) graphics tool copied some graphics (SCRAP.GEM) into the clipboard but forgot to delete the text (SCRAP.TXT) that was copied there before by a text editor ? Ambiguity is even worse if a word processor wrote some SCRAP.RTF and a text editor writes a SCRAP.TXT but does not delete the RTF.

> Example, in my prog I dump some info in the clipbrd.
> A user (with the help of the compendium) told me that I should erase
> the whole content of the clipbrd folder (scrap.*).
> I find this a little stupid, and can find any good reason. Anyone has

It is not stupid but absolutely necessary, see above.

> a logical answer to that? so I THEN migh follow that way of doing.
>
> Also, should I lock the clipbrd folder when using it from my code? if
> yes, why? (considering that it is running under MiNT).

Probably not, I guess it is not the purpose of the clipboard to get some SCRAP file and then get locked so that no other program can access it.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 2548771517891729000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e938edbad803d732,start
X-Google-Attributes: gid1115ce,public
From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Subject: Path of AES-Applications
Date: 1998/05/15
Message-ID: <Pine.HPP.3.95.980515092259.15178A-100000@rzpool03.rz.tu-bs.de>#1/1
X-Deja-AN: 353441970
Distribution: world
X-Sender: y0005609@rzpool03.rz.tu-bs.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: TU Braunschweig, Germany
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi, out there!

I posted this once already, but didn't get a response. So next try:

For a shutdown master I urgently need to know the full names (including path) under which other running AES-applications were started. I already know their AES- and MiNT-IDs.
Anyone knowing a clean AES-method for this? Otherwise a tricky solution with GEMDOS/ BASEPAGE would help me, too.

Thanks!


```
--------------------------------------
                  _/_  _ _/  _/_   _/
Michael Nau      _/_/__/_/  _/_/_ _/
m.nau@tu-bs.de  _/  _/ _/  _/  _/_/
               _/     _/  _/    _/
--------------------------------------
```


From 5574980051562311960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b11946a5dc2087db
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: clipbrd questions:
Date: 1998/05/15
Message-ID: <6jhdou$31g$1@testinfo.uoguelph.ca>#1/1
X-Deja-AN: 353502492
References: <Pine.BSI.3.96.980513185300.2296D-100000@usr07.primenet.com>
Organization: University of Guelph
Newsgroups: comp.sys.atari.programmer

: Why is the clipbrd need to be totally emptied when copying to it?

: Example, in my prog I dump some info in the clipbrd.
: A user (with the help of the compendium) told me that I should erase
: the whole content of the clipbrd folder (scrap.*).
: I find this a little stupid, and can find any good reason. Anyone has
: a logical answer to that? so I THEN migh follow that way of doing.

The short answer is consistency -- so that the clipboard behaves the way the user expects it to, the way it does on other platforms. Remember that programs using the clipboard are supposed to write out as many formats as they can to the clipboard folder when cutting or copying. Papyrus, for example, might write out SCRAP.PAP, SCRAP.RTF and SCRAP.ASC. Programs reading from the clipboard are supposed to use the format with the maximum information content. Now suppose I'm using EvereST to edit some code which I'm going to insert in a Papyrus document. EvereST will write out SCRAP.TXT or SCRAP.ASC to the clipboard when I'm transferring the code to Papyrus. What happens if EvereST _doesn't_ erase everything in the clipboard folder? There might still be SCRAP.PAP and SCRAP.RTF from previous use of the clipboard by Papyrus in the folder. Papyrus will load these, rather than the desired SCRAP.TXT/SCRAP.ASC, since they contain more

information, but that's not at all what I would want in this
no-so-hypothetical situation.

: Also, should I lock the clipbrd folder when using it from my code? if
: yes, why? (considering that it is running under MiNT).

Why bother? I just checked the man page for flock() (to "apply or remove
an advisory lock on an open file"). Since the locks are advisory, they are
not enforced by the OS; if programmers don't check for them, they can be
ignored, and will be ignored by every non-MiNT-specific application.
Also, it's hard to imagine a situation where two processes would be
accessing the clipboard "simulataneously", since every action with respect
to the clipboard takes place at the behest of the user, and the user
interacts with only one application at a time.

THeo

From 633626137675152604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: Wolfgang Heidtmann <Wolfgang.Heidtmann@prompt.de>
Subject: Re: ST cartridge port docs
Date: 1998/05/15
Message-ID: <355C4063.3450@prompt.de>#1/1
X-Deja-AN: 353502493
Content-Transfer-Encoding: 7bit
References: <VIA51.29$cL3.643322@wagner.videotron.net>
<6jcvbb$l3k$1@ubnnews.unisource.ch> <6jem4m$mvq@balaena.bio.vu.nl>
<SbD61.8$fs5.170680@wagner.videotron.net>
Mime-Version: 1.0
Cache-Post-Path: services!unknown@192.168.2.47
Content-Type: text/plain; charset=us-ascii
Organization: prompt!
Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine wrote:
> Which is a shame, because people who have it tell me it's even better
> than the Compendium on several aspects. Still, while my german isn't
> as good as it was in high-school, I can get by... anyone selling their
> copy of the Profibuch, by any chance? ;-)

Never!

From -7747348089098136254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,785bfe691f36b0bb,start
X-Google-Attributes: gid1115ce,public

From: rumpf.1@osu.edu (Robert Rumpf)
Subject: FS: Atari Portfolio - The Original Palmtop
Date: 1998/05/15
Message-ID: <rumpf.1-1505980959260001@128.146.74.157>#1/1
X-Deja-AN: 353508745
Organization: The Ohio State University
Newsgroups: comp.sys.atari.programmer

The world's first palmtop computer! The Atari Portfolio runs MSDOS applications and comes with a suite of built-in software including calendar, addressbook, text editor, Lotus-compatible spreadsheet, and file-transfer utilities. Plus there are plenty of third-party shareware apps, including games and productivity tools, available for download. This package includes the Atari Portfolio, a parallel port adapter so you can hook it to your desktop for file transfers, a 64k storage card, manuals, and AC adapter. This is a real collectible! Buyer pays shipping. For more info on the Portfolio, check out this page:
http://www.ncsc.dni.us/fun/user/tcc/cmuseum/Portfoli.htm

The auction is at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14157247

From 6664848688306489907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b11946a5dc2087db
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: clipbrd questions:
Date: 1998/05/15
Message-ID: <Pine.BSI.3.96.980515111258.6489B-100000@usr04.primenet.com>#1/1
X-Deja-AN: 353531954
References: <Pine.BSI.3.96.980513185300.2296D-100000@usr07.primenet.com>
<6jhdou$31g$1@testinfo.uoguelph.ca>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
MIME-Version: 1.0
X-Posted-By: kellis@206.165.6.204 (kellis)
Newsgroups: comp.sys.atari.programmer

Theodore, Thanks, Finaly someone added some sense to it. Especially the example you gave. So yes, I will erase all SCRAP.* files. thanks again.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 2237751349899733882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c411a149c18bbfb
X-Google-Attributes: gid1115ce,public
From: pricard@club-internet.fr (Pascal Ricard)
Subject: Re: f030 mod player
Date: 1998/05/15
Message-ID: <355c87d4ce3e90@club-internet.fr>#1/1
X-Deja-AN: 353569997
References: <6hv8l3$d72$1@plug.news.pipex.net>
<35443ECB.EEA6B8BF@NO.SPAM.emw.ericsson.se> <35449aec12a86a1@club-internet.fr>
<354581EF.6C1B32D8@NO.SPAM.emw.ericsson.se>
X-Url: http://perso.club-internet.fr/pricard/index.html
X-Internet-Softwares: STinG Cab 2.6 (POP+NEWS)watch Okami
X-Sender: NEWSwatch v2.00 (Atari)
X-System: Falcon030-14-FPU MagiC 5.13
Organization: Les Cigales
Newsgroups: comp.sys.atari.programmer

Hello,

  in article <354581EF.6C1B32D8@NO.SPAM.emw.ericsson.se>
  Magnus Kollberg wrote in an old message :-)

> > > there is only one and it's multitasking friendly. It works
> > > very well under MagiC. This is called MIDPLAY and you can
> >   ^^^^^^^^^^^^^^^^^^^^^
> >   Ah ? Maybe I should upgrade my copy

Done ! (1.06)

> Hmm.... on the other hand I do have got a AB040 so my computer is
> pretty fast. What is your problem? Atleast on my AB040 there are
> no problems at all, but I guess a slow Falcon might have some
> problems as it's quite a demanding program and I have heard that
> under a multitasking system it can cause some keyboard troubles.

Yes, that was the problem (mouse problem).

> BTW. You realy should see MIDPLAY on a 040. The load is almost none

Argh!

> existant. It hardly show at all! If I turn off the caches the computer
> hit the roof but with the caches enabled (which are bigger on the
> 040 than on the 030 as well) I get no slowdown what so ever. It's
> marvelous what caches can do for you. :-)))

My (rather stock) Falcon is a bit too slow to play say more than 4 or five voices at the same time with velocity (or medium) in action. I need to go back to the 'cut' option and then it's ok.

AB040: the word that kills (even the thought empties my purse ;-)). Maybe the forthcoming 'Centurbo 2' will give some punch to My Falcon. It'll be less than the price of an AB040...

Bye,
/Pascal/

--
Pascal, surfing the web on his Falcon...

From -1017497709899144960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ST programming resources?
Date: 1998/05/16
Message-ID: <355f39b0.1812135@news.demon.co.uk>#1/1
X-Deja-AN: 353744021
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <6iruf4$34q$1@nnrp1.dejanews.com> <355ab1c4.7920138@news.demon.co.uk>
<355AC632.659E@neo-interaktiv.no>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 895303100 nnrp-05:6404 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 14 May 1998 11:23:47 +0100, Vegard Hofsoy
<vegard@neo-interaktiv.no> wrote:

>Guy Harrison wrote:
>>
>> On Thu, 07 May 1998 04:21:41 -0600, screenstyles@hotmail.com wrote:
>>
>> >Should I be learning C, or some kind of Visual Basic?
>>
>> If you mean 'Visual Basic' as in the Windoze equivilent then there
>> isn't one. There are Basic interpreters and compilers though.
>
>Actually, Face Value (http://home.sol.no/~veg/faceval.html) comes pretty
>close to being a kind of "Visual Basic", using GFA Basic. Version 2 is
>released, but the website is not updated yet.

I'll bow to your judgement on that, as I've not used Visual Basic or
GFA/Face Value!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4740568992768503585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10e1c3,c94bd4e8a3afe567,start
X-Google-Attributes: gid10e1c3,public
X-Google-Thread: 1056fc,c94bd4e8a3afe567,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,c94bd4e8a3afe567,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,c94bd4e8a3afe567,start
X-Google-Attributes: gidf8760,public
From: "Oz Good" <robbh@flash.net>
Subject: Atari Executive???
Date: 1998/05/16
Message-ID: <6jjntoqia1@excalibur.flash.net>#1/1
X-Deja-AN: 353766158
Sender: robbh@209.62.52.2
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Flashnet Communications, http://www.flash.net
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,rec.games.video.arcade.collecting

Anybody know who the former textile executive was (is?) who headed
the Warner Entertainment Conglomerate and drove Atari into the
toilet. As described on pages 324-325 of Steven Levy's 'Hackers',
he refered to the hackers who designed and wrote Atari's games as
'towel designers'. Mr. Levy chose not name him, as there wasn't much
good to be said of him, but I'd like to know his name, if he is still
breathing, and what he has screwed up since.

Thanx in advance.

From 3722975281407502442
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 10e1c3,c94bd4e8a3afe567
X-Google-Attributes: gid10e1c3,public
X-Google-Thread: 1056fc,c94bd4e8a3afe567
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,c94bd4e8a3afe567
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,c94bd4e8a3afe567
X-Google-Attributes: gidf8760,public
From: Landon Dyer <landon@shell9.ba.best.com>
Subject: Re: Atari Executive???
Date: 1998/05/16
Message-ID: <6jk9cfqbh2@nntp1.ba.best.com>#1/1
X-Deja-AN: 353810845
References: <6jjntoqia1@excalibur.flash.net>
X-Trace: 895330511 26993 landon 206.184.139.132
User-Agent: tin/pre-1.4-980226 (UNIX) (FreeBSD/2.2.6-STABLE (i386))
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,rec.games.video.arcade.collecting

In comp.sys.atari.programmer Oz Good <robbh@flash.net> wrote:
:>Anybody know who the former textile executive was (is?) who headed
:>the Warner Entertainment Conglomerate and drove Atari into the
:>toilet. As described on pages 324-325 of Steven Levy's 'Hackers',
:>he refered to the hackers who designed and wrote Atari's games as
:>'towel designers'. Mr. Levy chose not name him, as there wasn't much
:>good to be said of him, but I'd like to know his name, if he is still
:>breathing, and what he has screwed up since.

  Ray Kassar, used to sell Egyption cotton [underwear, i think]

  [i just deleted a bunch of stuff about his rumored personal
   habits. dunno if he's still alive. don't care, except that i
   don't want to get sued. not my favorite exec...]

  then there was the exec from the tobacco company phillip-morris. he
was basically a one-person smoke filled room. hoo boy. then warner
bros. brought in the headsmen (spring/summer '84)

--

landon@best.com

  "Sundial with a great hand, sweeping dust across the floor,
     Puts a strain on a sane man, 'til he knows what he's looking for."
       -- Kim Carnes

From 3709261167347874491
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 1115ce,e6075758b7bc94fb
X-Google-Attributes: gid1115ce,public
From: curis@news.ens.fr (Emmanuel Curis)
Subject: Re: Port to X11 and/or Windows 95
Date: 1998/05/17
Message-ID: <6jngth$9uc$1@nef.ens.fr>#1/1
X-Deja-AN: 354098276
References: <35598bf428c8c00@xs4all.nl> <6jem7t$mvq@balaena.bio.vu.nl>
Organization: ⍰cole Normale Sup⍰rieure, Paris
Reply-To: Emmanuel.Curis@ens.fr
Newsgroups: comp.sys.atari.programmer

Bonsoir,

Dans l'article <6jem7t$mvq@balaena.bio.vu.nl>,
Levien van Zon, <lvzon@bio.vu.nl> a ⍰crit :

⍰⍰: Has anyone ever attempted a port of a GEM program to X11 Windows
⍰⍰: and/or Windows 95?

I'm doing that now, for X11 R 6.
For the moment, it's mainly a kind of common library for GEM and X, based on GEM & VDI. But it should be possible to complete it so that one could directly use GEM functions [in fact, a few of them are already made, as menu_bar, rsrc_load or evnt_multi [partly]].
For an example : see

http://www.eleves.ens.fr:8080/home/curis/anneau.html [in French...]

where you can download
- the GEM version of the programm [exafs.zip]
- the X code of it, ready to recompile [well, if everything is ok :-)] [XExafs.zip]

so you can compare :-)
The only big thing currently missing [for the needs of that programm... that means, in that common-library] is the file selector.

For the moment, the X version has been tested on falcon/linux, Sparcstation/SunOS [machine I use to develop], SGI Indigo II/Irix, PC/Linux & DEC-alpha/linux.
Currently in development, so don't expect too much :-)

For more informations, please ask...

For the Win95 version⍰: if somebody wants to adapt, I'll be very happy :-) [I think W95 programming is closer to X11 programming than to GEM programming, but I'm not sure...]

⍰⍰A while back I heard rumours about a library for X designed to port Atari ⍰⍰programs. Sort of a GEM implementation on X. Anyone know if this exists?

May be it answers your question (ever if I don't know if it's this one you're speaking about...)

--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html

From -392251106731594027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c411a149c18bbfb
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: f030 mod player
Date: 1998/05/18
Message-ID: <356011B9.C3B2A880@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 354251939
Content-Transfer-Encoding: 7bit
References: <6hv8l3$d72$1@plug.news.pipex.net>
<35443ECB.EEA6B8BF@NO.SPAM.emw.ericsson.se> <35449aec12a86a1@club-internet.fr>
<354581EF.6C1B32D8@NO.SPAM.emw.ericsson.se> <355c87d4ce3e90@club-internet.fr>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 895488441 16487 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Pascal Ricard wrote:

> > > > there is only one and it's multitasking friendly. It works
> > > > very well under MagiC. This is called MIDPLAY and you can
> > > ^^^^^^^^^^^^^^^^^^^^^
> > > Ah ? Maybe I should upgrade my copy
>
> Done ! (1.06)

Hm... I wonder what my version is...

> > Hmm.... on the other hand I do have got a AB040 so my computer is
> > pretty fast. What is your problem? Atleast on my AB040 there are
> > no problems at all, but I guess a slow Falcon might have some
> > problems as it's quite a demanding program and I have heard that
> > under a multitasking system it can cause some keyboard troubles.
>
> Yes, that was the problem (mouse problem).

Did it work better with the new version?

> > BTW. You realy should see MIDPLAY on a 040. The load is almost none
>
> Argh!

:-)

> > existant. It hardly show at all! If I turn off the caches the computer
> > hit the roof but with the caches enabled (which are bigger on the
> > 040 than on the 030 as well) I get no slowdown what so ever. It's
> > marvelous what caches can do for you. :-)))
>
> My (rather stock) Falcon is a bit too slow to play say more than 4 or five
> voices at the same time with velocity (or medium) in action. I need to go
> back to the 'cut' option and then it's ok.

Okey. I don't know where the limit is on my computer but it's higher than that.
With EXPAND I can atleast play more than 16 voices if I use 8-bit sounds. If I
use 16-bit it lowers a bit.

> AB040: the word that kills (even the thought empties my purse ;-)). Maybe
> the forthcoming 'Centurbo 2' will give some punch to My Falcon. It'll be
> less than the price of an AB040...

Yes that should make a huge difference as well if it ever gets released.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 3258570483463564518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a70a622ddb048674
X-Google-Attributes: gid1115ce,public
From: The Doctor <dklugh@iwaynet.net>
Subject: Re: STOS sprites...
Date: 1998/05/18
Message-ID: <35604979.E013A0B0@iwaynet.net>#1/1
X-Deja-AN: 354311273
Content-Transfer-Encoding: 7bit
References: <Pine.BSF.3.96.980508201750.9509B-100000@ganymede.cs.mun.ca>
<6j6buq$4r0@balaena.bio.vu.nl>
<Pine.BSF.3.96.980512065604.8645A-100000@ganymede.cs.mun.ca>
<355cbdc4.10992596@news.demon.co.uk> <1998051418034480956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
>
> Its been a LONG time since I touched standard STOS sprites, so I'm a little
> shakey on how they work...

My understanding was that the ST didn't really have sprites and that it
was just emulated in the software.
(perhaps to take advantage of a later hardware upgrade?)

From -4134475222748204705
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: ST cartridge port docs
Date: 1998/05/18
Message-ID: <35604EE6.5720@mst.tn.utwente.nl>#1/1
X-Deja-AN: 354311274
Content-Transfer-Encoding: 7bit
References: <VIA51.29$cL3.643322@wagner.videotron.net>
<6jcvbb$l3k$1@ubnnews.unisource.ch> <6jem4m$mvq@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Levien van Zon wrote:
>
> zerzawy (zerzawy@pop.agri.ch) wrote:
>
> : there is a german book 'ATARI ST Profibuch', which explains the cardridge HW
> : and how to write a program to make it run from there. Maybe the book was
> : translated to english ?
>
> The Profibuch was never translated AFAIK, it was only published in German.

There was a Dutch version of the old Profibuch. I have got all versions:
1 old German
1 dutch translation
2 new German
One new German copy is at the university, the old and the new German
are at home and the dutch version is at my parents home. So I always
have a reference manual to the Atari at my elbow.

Bye, Hans

From 4559291165939445086
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: Re: ST cartridge port docs
Date: 1998/05/18
Message-ID: <%yZ71.75$hH2.781891@wagner.videotron.net>#1/1
X-Deja-AN: 354344778
References: <VIA51.29$cL3.643322@wagner.videotron.net>
<6jcvbb$l3k$1@ubnnews.unisource.ch> <6jem4m$mvq@balaena.bio.vu.nl>
<35604EE6.5720@mst.tn.utwente.nl>
Organization: Conception Web Funkyware
NNTP-Posting-Date: Mon, 18 May 1998 12:43:39 EDT
Newsgroups: comp.sys.atari.programmer

On 18 May 1998 17:08:23, Hans Wessels wrote:
 >> The Profibuch was never translated AFAIK, it was only published in German.
 >
 >There was a Dutch version of the old Profibuch. I have got all versions:
 >1 old German
 >1 dutch translation
 >2 new German
 >One new German copy is at the university, the old and the new German
 >are at home and the dutch version is at my parents home. So I always
 >have a reference manual to the Atari at my elbow.
 >
 >Bye, Hans
 >.

Just wondering, WHERE can I buy the new german version?

Thanks.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
---
 Unsollicited material will be proof-read for $100 USD per word,
 payable within 10 days. Submission of your advertisement to my
 address constitutes your formal acceptance of these terms.

 <TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From 4960930908848967743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a70a622ddb048674
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>

Subject: Re: STOS sprites...
Date: 1998/05/18
Message-ID: <1998051818214380956@zetnet.co.uk>#1/1
X-Deja-AN: 354361732
References: <Pine.BSF.3.96.980508201750.9509B-100000@ganymede.cs.mun.ca>
<6j6buq$4r0@balaena.bio.vu.nl>
<Pine.BSF.3.96.980512065604.8645A-100000@ganymede.cs.mun.ca>
<355cbdc4.10992596@news.demon.co.uk> <1998051418034480956@zetnet.co.uk>
<35604979.E013A0B0@iwaynet.net>
Newsgroups: comp.sys.atari.programmer

> > Its been a LONG time since I touched standard STOS sprites, so I'm a little
> > shakey on how they work...
>
> My understanding was that the ST didn't really have sprites and that it
> was just emulated in the software.
> (perhaps to take advantage of a later hardware upgrade?)

Erm, it is true that the ST doesn't have hardware sprites (although line-a, part of the OS of older machines had sprite routines), but the question was specifically about sprites in STOS - a games programming language - which provides sprite routines.

Anthony
--

```
----------------------------------------+-------------------------------
Anthony Jacques           IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
                          ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk                   | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
----------------------------------------+-------------------------------
```


From -126453400414111316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89a7e9800b48aab7,start
X-Google-Attributes: gid1115ce,public
From: bwarren@ibm.net
Subject: Spec-Tech
Date: 1998/05/18
Message-ID: <3560CD46.934@ibm.net>#1/1
X-Deja-AN: 354475941
Content-Transfer-Encoding: 7bit
X-Notice: should be forwarded in their entirety to postmaster@ibm.net
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Trace: 19 May 1998 01:08:21 GMT, 32.100.186.208
Organization: IBM.NET

Newsgroups: comp.sys.atari.programmer

Here I go again. I'm having no luck looking for the code examples for spectrum. It's really depressing that I lost the code I had years ago. I used to have some code (which I modified) that would allow you to draw in spectrum mode in GFA. You could create graphics on the fly. I modified it for several routines to animate and rund super color graphics.

I wish I could remember where I got it from (a magizine, BBS?) I wish I could find something simple (or write it) to handle rasters (like neocrome does.)

I've pretty well given up on the overscan (not that important really) but I still search for code examples using Spectrum. I have a displayer, but not one that can modify the graphic.

Maybe if I could create a spectrum-compatible file and display it! Ah that would be cool!

Could anyone help? Anyone played around with the old spec-tech or with rasters? I'd love to be able to raster a scan line and use the cool technique many games do for extra color.

-Thanks for anyone's wisdom.

From -4412841557835990003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6075758b7bc94fb
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Port to X11 and/or Windows 95
Date: 1998/05/19
Message-ID: <35614becbc1a80@xs4all.nl>#1/1
X-Deja-AN: 354559050
References: <35598bf428c8c00@xs4all.nl> <6jem7t$mvq@balaena.bio.vu.nl>
<6jngth$9uc$1@nef.ens.fr>
X-XS4ALL-Date: Tue, 19 May 1998 10:11:46 CEST
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Sun 17-05-98 20:22 Emmanuel Curis wrote:

>   I'm doing that now, for X11 R 6.
>   For the moment, it's mainly a kind of common library for GEM and X,
>based on GEM & VDI. But it should be possible to complete it so that one could
>directly use GEM functions [in fact, a few of them are already made, as
>menu_bar, rsrc_load or evnt_multi [partly]].
>   For an example : see

>
>http://www.eleves.ens.fr:8080/home/curis/anneau.html [in French...]
>
>   where you can download
> - the GEM version of the programm [exafs.zip]
> - the X code of it, ready to recompile [well, if everything is ok :-)]
>[XExafs.zip]

I downloaded it and on first sight it looks great! I haven't studied
it in detail yet, or tried to compile it, but I most certainly will.

Is it all right to contact you if I have specific problems?

Thanks.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                              -*-
  "I never liked a man I didn't meet." - Dorothy Parker

From 8555632268222608588
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e6075758b7bc94fb
X-Google-Attributes: gid1115ce,public
From: curis@news.ens.fr (Emmanuel Curis)
Subject: Re: Port to X11 and/or Windows 95
Date: 1998/05/19
Message-ID: <6jrfd1$ar7$1@nef.ens.fr>#1/1
X-Deja-AN: 354562492
References: <35598bf428c8c00@xs4all.nl> <6jem7t$mvq@balaena.bio.vu.nl>
<6jngth$9uc$1@nef.ens.fr> <35614becbc1a80@xs4all.nl>
Reply-To: Emmanuel.Curis@ens.fr
Organization: ©cole Normale Sup©rieure, Paris
Newsgroups: comp.sys.atari.programmer

     Bonjour,

Dans l'article <35614becbc1a80@xs4all.nl>,
Jos den Bekker, <josdb@xs4all.nl> a ©crit :

©©I downloaded it and on first sight it looks great! I haven't studied
©©it in detail yet, or tried to compile it, but I most certainly will.
©©
©©Is it all right to contact you if I have specific problems?

     No problem. I'm really interested by any bug-report or installation
problems.
--
                    Emmanuel CURIS
                    Emmanuel.Curis@ens.fr

From -5843083593485464006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6552a6519e544416,start
X-Google-Attributes: gid1115ce,public
From: "Braunstein Armin" <Armin.Braunstein@at.origin-it.com>
Subject: TOS-Windows - how to show an output in a window
Date: 1998/05/19
Message-ID: <01bd82ff$a9e265e0$230a9282@Braunstein.vie.at.origin-it.com>#1/1
X-Deja-AN: 354562493
Newsgroups: comp.sys.atari.programmer

I want to show text-outputs in a GEM-Window.
Does anybody know, how I can do this in Omikron.Basic
or in GnuCC?

From -4763261348783675706
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e6075758b7bc94fb
X-Google-Attributes: gid1115ce,public
From: curis@news.ens.fr (Emmanuel Curis)
Subject: Re: Port to X11 and/or Windows 95
Date: 1998/05/19
Message-ID: <6jrmq6$il2$1@nef.ens.fr>#1/1
X-Deja-AN: 354579951
References: <35598bf428c8c00@xs4all.nl> <Esy650.nKs@suse.modem.stud.uni-hannover.de>
Reply-To: Emmanuel.Curis@ens.fr
Organization: Ecole Normale Supérieure, Paris
Newsgroups: comp.sys.atari.programmer

Bonjour,

Dans l'article <Esy650.nKs@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter, <perot@pallas.amp.uni-hannover.de> a écrit :

>>A little while ago someone mentioned that he's working on a library for
>>both GEM and X-Window that would make an X program out of a GEM application
>>by just recompiling. Dunno how far he's got.

-> the part >>library of common functions for X & GEM/VDI<< is in good
progress. That means, if someone wants to start a new development and wishes
to make it usable on both X & GEM, I think he can use it.

-> the part recode the GEM functions is not really started, so just recompiling an existing soft doesn't work for the moment.

Anyway, a simple porting will never be enough, essentially because of some choices under X : each objetc is a window, which means that (for simplicity) changing an object size by OB_HEIGHT() won't have any effect till the tree is closed and reopened. One must use my own functions for that (that means, for instance, to do a slider...)

More details on demand...
See the address given in another message for an example.

--

Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html

From -1986856196239013974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: ST cartridge port docs
Date: 1998/05/19
Message-ID: <35616CA1.7EBD@mst.tn.utwente.nl>#1/1
X-Deja-AN: 354591562
Content-Transfer-Encoding: 7bit
References: <VIA51.29$cL3.643322@wagner.videotron.net>
<6jcvbb$l3k$1@ubnnews.unisource.ch> <6jem4m$mvq@balaena.bio.vu.nl>
<35604EE6.5720@mst.tn.utwente.nl> <%yZ71.75$hH2.781891@wagner.videotron.net>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine wrote:
>
> >> The Profibuch was never translated AFAIK, it was only published in German.

> Just wondering, WHERE can I buy the new german version?

AFIAK both the new and the old version are sold out. You will have
to find a store that has some still on stock.

The old Profibuch is the first edition, original title:
ATARI ST Profibuch
The new profibuch is called:

ATARI Profibuch
ST - STE - TT
The books were re-printed at least 10 times as I have got the
tenth printing.

Bye, Hans

From -8707279232620118425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8948660d3f87a5f2,start
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Whiteline Linux 2.0 CD Installation
Date: 1998/05/19
Message-ID: <35619f10.1547477@news.tmisnet.com>#1/1
X-Deja-AN: 354673248
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

I picked up the newly-released Linux 2.0 for
Atari CD and discovered that it has the same
problem I've found on previous releases
(Toad, etc.). It's simple, really: you can't
load the Linux OS until you've got the Linux OS
already running.

In this case, it means I cannot even open the
folders containing the code! All I can do is
read the README files (using a German to English
translation program) that apologize for the fact
the instructions are not in English.

<sigh>

I've visited the various Linux-for-Atari websites,
and I'm pretty certain about the need for ataboot,
vmlinux, and newfilesys -- but they're not included
in an executable form for single-tasking GEM!

So I'm stuck. Again.

Has anyone else been able to install Linux 2.0 from
the CD, using only the CD?

Thanks!

-- George Crissman
-- strads@tmisnet.com

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 3327703017514374993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76f768e070b004a6,start
X-Google-Attributes: gid1115ce,public
From: grovem@BLOCKridgecrest.ca.us (Michael Grove)
Subject: Script maker
Date: 1998/05/20
Message-ID: <6jth1v$jl8$1@ash.ridgecrest.ca.us>#1/1
X-Deja-AN: 354827936
Organization: Evil Dead
Newsgroups: comp.sys.atari.programmer

Hi,

Are there any utilites that can read a directory and create an ascii
script of the contents (for use with applications that need
DIR:\filename*.*)?

Thank,

Mike

From -4850557452525060269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,748a4b32912b7a9d
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Atari Update Suggestions Due Soon
Date: 1998/05/10
Message-ID: <3555e88e.7028123@news.tmisnet.com>#1/1
X-Deja-AN: 352003525
References: <3986_hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<35459faa.799333@news.zetnet.co.uk> <35467f14.10518803@news.tmisnet.com>
<354892E3.3710@cfcsc.dnd.ca> <35489a01.3839324@news.tmisnet.com>
<EsL0rs.Fu@suse.modem.stud.uni-hannover.de>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

A customizable evnt_multi() is an excellent
idea! Have you sent this suggestion to
Wizztronics? I would definitely support this

as a must-have improvement to the system!

-- George Crissman
-- strads@tmisnet.com

On Thu, 7 May 1998 10:21:28 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35489a01.3839324@news.tmisnet.com>,
>   strads@tmisnet.com (George Crissman) writes:
>
>> Wouldn't it be nice to have a form_progress(), an
>> easy-to-use standardized progress bar similar in
>
>Hmm, up to now I've only seen proposals that move frequently used stuff
>into the OS. Although that certainly is desirable, it is not an important
>matter. I consider suggestions far more important that *ENABLE* new
>functionality that was not achievable up to now. An example what I'd
>really appreciate is a evnt_multi() extension that allows linking code
>that checks for additional events, similar to what MiNT does with it's
>select() call for files. Right now, an application needing to wait for
>some event needs to do so via polling and employing MU_TIMER, which is
>not efficient and blocks the system if several applications use this.
>This effect is not even achievable by linking own code before the AES's
>evnt_multi() call, but requires changes deep in the AES.
>
>
>Cheers Peter
>--
>--
>   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
>   http://www.stud.uni-hannover.de/~perot
>--

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 4404233836352471933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: ST programming resources?
Date: 1998/05/10
Message-ID: <3555e990.7286471@news.tmisnet.com>#1/1
X-Deja-AN: 352003526
References: <6iruf4$34q$1@nnrp1.dejanews.com>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

Hmmmm ... this is hard to answer gently and effectively. Using a well-written program is easy, writing a well-written program can be very difficult.

You need to be aware of:

a) standard implementation techniques (does File, New open a window or clear the existing one?)
b) expectations of the program user ("it doesn't do what I mean!")
c) bugs in various versions of the operating system and how to squash them.
d) "features" in OS calls that don't work the way they're described, but in a manner that makes sense ... kinda.
e) how the programming language works.

My recommendation -- get a copy of HiSoft Basic for your computer, then hit the used book stores for an "Introduction to Microsoft Quick Basic" book (You'll find the two are AMAZINGLY similar...).

Read the book, do the exercises, and get comfortable with the language even though you won't be doing much windowing to start.

When you reach the point where you can comfortably define a project and program it to completion, you're ready for GEM. And with one of the "From Basic to C" books, you'll be able to use Lattice C (not one of the friendliest compilers out there, BTW).

It's been said that a programmer new to the windowing environment takes a year to become productive. With a bit of dedication, and the experience that comes through time, you'll be able to experience the joys and frustrations of programming on your own computer.

Just don't get discouraged -- take the successes as they occur, and you'll do just fine. Besides, we're all friendly in here and glad to help out.

Does this answer the question?

-- George Crissman
-- strads@tmisnet.com

On Thu, 07 May 1998 04:21:41 -0600, screenstyles@hotmail.com wrote:

>Hello,
>I need YOUR help.
>I've been using my ST to make music for years. Now, having been inspired by
>Electronic Cow and others, I want to learn a bit of programming.
>Unfortunately I know NOTHING.
>Are there any essential bits of reading to do? On-line, or are there books?
>Should I be learning C, or some kind of Visual Basic?
>What about compilers?
>Where, in other words, do I start?
>I'd really appreciate any help you can give me.
>Please mail me at screenstyles@hotmail.com.
>Thanks,
>Paul.
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -1114806657278323415
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0eba4a26c390373
X-Google-Attributes: gid1115ce,public
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Subject: Re: Falcon DSP Modem?
Date: 1998/05/10
Message-ID: <6j5q96$26h@bgtnsc02.worldnet.att.net>#1/1
X-Deja-AN: 352096717
Content-Transfer-Encoding: 7bit
References: <6i5v24$do5@bgtnsc03.worldnet.att.net>
Content-Type: text/plain; charset=us-ascii
Organization: http://www.geocities.com/TimesSquare/Arcade/8341 - The Atari Times (US)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

I wrote:

> Hey all,
>
> I remember reading some time back about how the DSP in the Falcon would
> be able to emulate a modem. I know the MWave card in my PC does this and
> I was wondering if anyone ever wrote one for the Falcon?

I see by the huge response to this message that there is either:

A. No modem software that was ever written.

B. It was written, but no one thinks it's important enough to say.
C. All Falcon owners who use newsgroups already have modems and just don't care anyway.


```
 ------------------------------------------------------------
   |||     Greg George
   |||     Editor, The Atari Times(US)
  / | \    greggeorge@worldnet.att.net
  ATARI
  TIMES    http://www.geocities.com/TimesSquare/Arcade/8341
  FREE!    http://venus.beseen.com/boardroom/c/17653/Date
 ------------------------------------------------------------
```


From 443992811321770581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0eba4a26c390373
X-Google-Attributes: gid1115ce,public
From: "K.Hampf" <k_hampf@yahoo.com>
Subject: Re: Falcon DSP Modem?
Date: 1998/05/11
Message-ID: <35569129.0@d2o29.telia.com>#1/1
X-Deja-AN: 352120767
References: <6i5v24$do5@bgtnsc03.worldnet.att.net>
<6j5q96$26h@bgtnsc02.worldnet.att.net>
X-NNTP-Posting-Host: t1o29p33.telia.com
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@internet.telia.com
Organization: Telia Internet Services
Newsgroups: comp.sys.atari.programmer

Gregory D. George wrote in message <6j5q96$26h@bgtnsc02.worldnet.att.net>...
>> I remember reading some time back about how the DSP in the Falcon would
>> be able to emulate a modem. I know the MWave card in my PC does this and
>> I was wondering if anyone ever wrote one for the Falcon?

>
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>
>A. No modem software that was ever written.
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>C. All Falcon owners who use newsgroups already have modems and just don't
>care anyway.

There was a software-modem under developement, supposed to run at about
14.4Kbps, but due to someone's stupidity, most likely Atari Corp. going

Jaguar and not really caring about anything else, it got forgotten. The product was one of many reasons to buy a Falcon in the first place. I beleive I once also heard that the developers wanted too much money for the product, and that was one reason for why it never got to the market.

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

From -7999755379649910950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f3b0075c3bd6ca7
X-Google-Attributes: gid1115ce,public
From: "K.Hampf" <k_hampf@yahoo.com>
Subject: Re: Forcing a media change
Date: 1998/05/11
Message-ID: <35569491.0@d2o29.telia.com>#1/1
X-Deja-AN: 352120768
References: <35514fd2.0@d2o29.telia.com>
<894677520.2331.0.nnrp-06.9e98f145@news.demon.co.uk>
X-NNTP-Posting-Host: t1o29p100.telia.com
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@internet.telia.com
Organization: Telia Internet Services
Newsgroups: comp.sys.atari.programmer

David Bolt wrote in message
<894677520.2331.0.nnrp-06.9e98f145@news.demon.co.uk>...
>> Back in the old days it took about the same amount of time to avoid Sozobon
>> C's internal bugs that it took to troubleshoot your own ones ;)
>
>Would you care to tell me what these bugs are/were, as I've not noticed any.
>And as the programs I write in C are compiled with Sozobon, I'd like to know
>if there are likely to be any problems.

I wrote K&R ANSI-C code only as I was taking classes in C/C++ and was supposed to use Borland's C++ which was a bit truoblesome when I had no IBM PC clone. I had a lot of problems that I can't remember, but I remember that you could get rid of some errors by moving your code some lines up or down, without really changing anything. Since there is a new version I beleive many of the v.1 bugs have been fixed, and it should be safe to use it now. I've already downloaded v.2 and will try it out as soon as I get time to, let's say in a couple of years ;)
    I remember all those hours with the lousy photocopied papers from the class, K&R's book on the C language, coffee (and more coffee) and my Mega

2ST hooked up in a clauset ... accessing drives an generating millions of errors on the dusty little screen. Today I barely have time to use my Falcon, and I've got so much problems with HD casings, drivers, OS's and so forth ... there is no longer time to do anything productive and creative with your Atari ... you need to upgrade ;)

BTW, do you know if Sozobon C runs under MagiC? ... Then I would definately run Sozo!

Regards, K. Hampf
e-mail: k_hampf@yahoo.com

From 5940290926805435331
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a70a622ddb048674
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: STOS sprites...
Date: 1998/05/11
Message-ID: <6j6buq$4r0@balaena.bio.vu.nl>#1/1
X-Deja-AN: 352150769
References: <Pine.BSF.3.96.980508201750.9509B-100000@ganymede.cs.mun.ca>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Scott Harris (harris@cs.mun.ca) wrote:

: I'm currently writing a game in STOS BASIC. I've made a title
: screen and have letters i.e sprites fall down the title screen into their
: positons. The problem I'm having is when the letters fall their
: backgroung color overwrites where the have fallen to. I only want the
: characters to be displayed and not the backround color on which they were
: displayed. Any ideas?

You need to do a transparent blit. Don't ask me how, I don't use STOS. Should probably be in the user manual somewhere. Look up "transparent" in the index.

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Second Law of Business Meetings:
If there are two possible ways to spell a person's name, you

will pick the wrong one.

Corollary:
    If there is only one way to spell a name, you will spell it
wrong, anyway.

From 8066709239730817468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc94e86c1f1179d0
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Drawing in memory
Date: 1998/05/11
Message-ID: <6j6c6b$4r0@balaena.bio.vu.nl>#1/1
X-Deja-AN: 352150770
References: <6j4oq9kmb1@news4.isdnet.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Frederic Dinh (frederic.dinh@hol.fr) wrote:

: I'd like to know how to draw in memory without using a GDOS (if it is
: possible) under a multitasking environment.

Use either an offscreen bitmap (you'll need an EdDI compatible VDI,
either NVDI or use the VDI enhancer) or draw to the screen and then blit to
memory (not always a good idea...)

    -=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

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    If there are two possible ways to spell a person's name, you
will pick the wrong one.

Corollary:
    If there is only one way to spell a name, you will spell it
wrong, anyway.

From 1336938499659464620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,90af3ed5e93b5d16,start
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,90af3ed5e93b5d16,start
X-Google-Attributes: gid1115ce,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: ST cartridge port docs
Date: 1998/05/11
Message-ID: <VIA51.29$cL3.643322@wagner.videotron.net>#1/1
X-Deja-AN: 352172987
Followup-To: comp.sys.atari.programmer
Organization: Conception Web Funkyware
NNTP-Posting-Date: Mon, 11 May 1998 06:49:25 EDT
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I've been trying to find extensive docs about the ST cartrige port,
but without much success. What I'm trying to achieve is to burn an
EPROM that would install as a read-only drive upon bootup. Ideas?

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
---
 Unsollicited material will be proof-read for $100 USD per word,
 payable within 10 days. Submission of your advertisement to my
 address constitutes your formal acceptance of these terms.

 <TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From -4128605864815471566
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0eba4a26c390373
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Falcon DSP Modem?
Date: 1998/05/11
Message-ID: <6j6kj3$c62@balaena.bio.vu.nl>#1/1
X-Deja-AN: 352176911
References: <6i5v24$do5@bgtnsc03.worldnet.att.net>
<6j5q96$26h@bgtnsc02.worldnet.att.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Gregory D. George (greggeorge@worldnet.att.net) wrote:

: I see by the huge response to this message that there is either:
: A. No modem software that was ever written.

That seems to be the case for the Falcon, or at least, no one seems to have
heard of such software ever being released...

: B. It was written, but no one thinks it's important enough to say.

It might have been written for the DSP 52001 (is this the one in the Falcon? can't remember...) by Motorola or something, but it has never been adapted for the Falcon. In this case, a look at the motorola DSP site might help (www.mot.com), they have a (link to a) DSP software library somewhere...

: C. All Falcon owners who use newsgroups already have modems and just don't
: care anyway.

Additionally, that could also be a factor of some importance.. :)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

How come only your friends step on your new white sneakers?

From 2935337147117584932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: Yves Gablin <yves.gablin@imag.fr>
Subject: Re: ST cartridge port docs
Date: 1998/05/11
Message-ID: <3556E595.41C6@imag.fr>#1/1
X-Deja-AN: 352184198
Content-Transfer-Encoding: 7bit
References: <VIA51.29$cL3.643322@wagner.videotron.net>
Content-Type: text/plain; charset=us-ascii
Organization: Multicom CLIPS-IMAG
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine wrote:
>
> I've been trying to find extensive docs about the ST cartrige port,
> but without much success. What I'm trying to achieve is to burn an
> EPROM that would install as a read-only drive upon bootup. Ideas?
>

I thought that was the normal use of the cartrige port. Standard, I
mean, even if many other uses were made.

From 3201365750462928754

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,748a4b32912b7a9d
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Atari Update Suggestions Due Soon
Date: 1998/05/11
Message-ID: <6j720d$140$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 352225694
References: <3986_hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<354892E3.3710@cfcsc.dnd.ca> <35489a01.3839324@news.tmisnet.com>
<EsL0rs.Fu@suse.modem.stud.uni-hannover.de>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <EsL0rs.Fu@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>In article <35489a01.3839324@news.tmisnet.com>,
> strads@tmisnet.com (George Crissman) writes:
>
>> Wouldn't it be nice to have a form_progress(), an
>> easy-to-use standardized progress bar similar in
>
>Hmm, up to now I've only seen proposals that move frequently used stuff
>into the OS. Although that certainly is desirable, it is not an important

Exactly!
People also seem to forget that these things actually won't make programming
for Atari machines in general any easier. You still have to provide code
for all non-Wizztronics machines...

When it comes to hardware, I gave up on Wizztronics years ago (anyone else
remember the Barracuda and more recently the Hawk?), and we certainly don't
need (IMHO) any further OS compatibility problems.

'Ease of use' things belong in libraries, preferably shared ones.

>matter. I consider suggestions far more important that *ENABLE* new
>functionality that was not achievable up to now. An example what I'd
>really appreciate is a evnt_multi() extension that allows linking code
>that checks for additional events, similar to what MiNT does with it's

I agree that things like that would be useful, but only if they are
available in all OSes, or at least in a free one, like OAESis or XaAES
(or MiNT, fVDI etc depending on the OS level in question).

>This effect is not even achievable by linking own code before the AES's
>evnt_multi() call, but requires changes deep in the AES.

You should be able to get the same effect by using a multithreaded
application. Just let one small thread do the evnt_multi() and then send
the messages along to the main code via a pipe (which can then be used in a
select()) when they occur.

Not as nice as real AES-level support of course (and there will be some performance penalty (probably not very much)), but I think it would work.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -8787784377818711764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0eba4a26c390373
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tomas@nocrew.org>
Subject: Re: Falcon DSP Modem?
Date: 1998/05/11
Message-ID: <yz8pvhku7c8.fsf@sara.lysator.liu.se>#1/1
X-Deja-AN: 352257371
Sender: tobe@sara.lysator.liu.se
References: <6i5v24$do5@bgtnsc03.worldnet.att.net>
<6j5q96$26h@bgtnsc02.worldnet.att.net>
Content-Type: text/plain; charset=US-ASCII
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University, Sweden
Mime-Version: 1.0 (generated by tm-edit 7.106)
Newsgroups: comp.sys.atari.programmer

"Gregory D. George" <greggeorge@worldnet.att.net> writes:

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>
> A. No modem software that was ever written.
> B. It was written, but no one thinks it's important enough to say.
> C. All Falcon owners who use newsgroups already have modems and just don't
> care anyway.

Probably both A and C. I haven't heard of any such software, and from what I heard in the early days, it wouldn't be possible to practically make a modem that was fast enough to compete with serial modems. It would still take hardware to do it, and there's probably no business in it, since modems are so cheap nowadays anyhow.

This is what I've heard, and my oppinions. If anyone knows better than me, please tell. :)

Tomas - tomas[@.]nocrew.org

From 8354585215802371254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0eba4a26c390373
X-Google-Attributes: gid1115ce,public
From: firebird@noln.com
Subject: Re: Falcon DSP Modem?
Date: 1998/05/11
Message-ID: <firebird-1105981336380001@pm3s18.shscomputer.com>#1/1
X-Deja-AN: 352257372
References: <6i5v24$do5@bgtnsc03.worldnet.att.net>
<6j5q96$26h@bgtnsc02.worldnet.att.net> <6j6kj3$c62@balaena.bio.vu.nl>
Organization: National On-Line Networks, Inc.
Newsgroups: comp.sys.atari.programmer

In article <6j6kj3$c62@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van
Zon) wrote:

> Gregory D. George (greggeorge@worldnet.att.net) wrote:
>
> : I see by the huge response to this message that there is either:
> : A. No modem software that was ever written.
>
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>
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>
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>
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>
> Additionally, that could also be a factor of some importance.. :)
>
>   -=Levien
>
> ------
> Levien van Zon (lvzon@bio.vu.nl)
> MALEB Homepage: http://huizen.dds.nl/~levjenno/
> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
> ------
>
> How come only your friends step on your new white sneakers?

The answer is yes it can be used as a modem if the software is designed for it. However alot of software written for the falcon relies alot on the dsp56001 and taxes the available power it has. If you use the dsp in the falcon as a modem for the internet instead of an external modem, jpegs and any other software that uses the dsp would be alot slower. Using the dsp as a modem would be a good idea if newer falcons are developed with a 040/060 cpu, a faster dsp 56002 66/80 mhz, and faster custom chips where the dsp would have the extra cycles to spare and less software would have to use it to make up for the slow cpu.

Garland Sexton
firebird@noln.com

From 3129864959588045176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: steve@steverosie.demon.co.uk (Steve Stupple)
Subject: Re: ST cartridge port docs
Date: 1998/05/11
Message-ID: <894908403.6666.0.nnrp-06.c1ed1184@news.demon.co.uk>#1/1
X-Deja-AN: 352257373
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <VIA51.29$cL3.643322@wagner.videotron.net> <3556E595.41C6@imag.fr>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894908403 nnrp-06:6666 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: Steve's PD/Atari Aid & A.S.X
Newsgroups: comp.sys.atari.programmer

On 11 May 1998 13:48:39, Yves Gablin wrote:
>Martin-Eric Racine wrote:
>>
>> I've been trying to find extensive docs about the ST cartrige port,
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>>
>
>I thought that was the normal use of the cartrige port. Standard, I
>mean, even if many other uses were made.
>.

There are 2 standards: (1) Applications & (2) Diagnostics.

Cheers! for now
Steve

```
*********************************************************************
| Email:                          | "If fame is to come after death, |
|  steve@steverosie.demon.co.uk  |        I am in no hurry for it." |
```

```
**********************************              =====              |
| Web Site:                       |      Marcus Valerius Martial     |
|  www.steverosie.demon.co.uk    |                    (A.D. 40-102) |
**********************************************************************
```

From -9186837572074753518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: steve@steverosie.demon.co.uk (Steve Stupple)
Subject: Re: ST cartridge port docs
Date: 1998/05/11
Message-ID: <894908484.6666.0.nnrp-06.c1ed1184@news.demon.co.uk>#1/1
X-Deja-AN: 352257374
X-NNTP-Posting-Host: steverosie.demon.co.uk:193.237.17.132
References: <VIA51.29$cL3.643322@wagner.videotron.net> <3556E595.41C6@imag.fr>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894908484 nnrp-06:6666 NO-IDENT
steverosie.demon.co.uk:193.237.17.132
Organization: Steve's PD/Atari Aid & A.S.X
Newsgroups: comp.sys.atari.programmer

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>
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Steve


```
**********************************              =====              |
| Web Site:                       |      Marcus Valerius Martial     |
|  www.steverosie.demon.co.uk    |                    (A.D. 40-102) |
**********************************************************************
```

From -9137706786017261479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc94e86c1f1179d0
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Re: Drawing in memory
Date: 1998/05/11
Message-ID: <6j7dpp$4u5$1@zingo.tninet.se>#1/1
X-Deja-AN: 352281682
References: <6j4oq9kmb1@news4.isdnet.net> <6j6c6b$4r0@balaena.bio.vu.nl>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

On 11 May 1998 08:17:15, Levien van Zon wrote:
>Frederic Dinh (frederic.dinh@hol.fr) wrote:
>
>: I'd like to know how to draw in memory without using a GDOS (if it is
>: possible) under a multitasking environment.
>
>Use either an offscreen bitmap (you'll need an EdDI compatible VDI,
>either NVDI or use the VDI enhancer) or draw to the screen and then blit to
>memory (not always a good idea...)

I think there's an XBIOS call the lets you alter the logical and physical
address of the screen, so you can draw on an "invisible" screen. At least
on the ST models.

Regards

Thomas Sahlin

---
thomas.sahlin@home.se
http://user.tninet.se/~jyc891w/

From 3992386495478894160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc94e86c1f1179d0
X-Google-Attributes: gid1115ce,public
From: frederic.dinh@hol.fr (Frederic Dinh)
Subject: Re: Drawing in memory
Date: 1998/05/11
Message-ID: <6j7je0rc1@news4.isdnet.net>#1/1
X-Deja-AN: 352307385
References: <6j4oq9kmb1@news4.isdnet.net> <6j6c6b$4r0@balaena.bio.vu.nl>
<6j7dpp$4u5$1@zingo.tninet.se>
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Hi Thomas you wrote:

> I think there's an XBIOS call the lets you alter the logical and physical
> address of the screen, so you can draw on an "invisible" screen. At least
> on the ST models.

I know about that solution, but I wonder if it is reliable under multitasking.
What if at least 2 applications make this call ?

--
<---------- fredd ---------->
Freder:c D:nh -> frederic.dinh@ffv.fr
http://wwwperso.hol.fr/~fdinh

From -1819042467750743585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc94e86c1f1179d0
X-Google-Attributes: gid1115ce,public
From: frederic.dinh@hol.fr (Frederic Dinh)
Subject: Re: Drawing in memory
Date: 1998/05/11
Message-ID: <6j7je8rc2@news4.isdnet.net>#1/1
X-Deja-AN: 352307386
References: <6j4oq9kmb1@news4.isdnet.net> <6j6c6b$4r0@balaena.bio.vu.nl>
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Hi Levien, you wrote:

> Use either an offscreen bitmap (you'll need an EdDI compatible VDI,
> either NVDI or use the VDI enhancer) or draw to the screen and then blit to
> memory (not always a good idea...)

Wow. I think I will find information about offscreen drivers in a NVDI doc.
What is the VDI Enhancer ? What is EdDI ? Extended Device Interface ?
Is it an official feature from Atari or a independent project ?

Thanks.

--
<---------- fredd ---------->
Freder:c D:nh -> frederic.dinh@ffv.fr
http://wwwperso.hol.fr/~fdinh

From -4405288555623779521
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6d691fe0485968c,start

X-Google-Attributes: gid1115ce,public
From: rgc@zetnet.co.uk (Robert Guy Casey)
Subject: GFA Bug?
Date: 1998/05/11
Message-ID: <6j7kdt$66f$1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 352307387
Newsgroups: comp.sys.atari.programmer

Does anyone know if there is a bug in the MAT READ x() command inGFA
Basic v3.6TT?

The following code stops with the error 'Out of Data'

```
DATA 1,2,3,4
DIM a(2,2)
MAT READ a()
```

Can anyone help (quite soon please)? :)

Robert Casey

From -6078038322037597316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6d691fe0485968c
X-Google-Attributes: gid1115ce,public
From: mitala@utu.fi (Mikko Larjava)
Subject: Re: GFA Bug?
Date: 1998/05/11
Message-ID: <6j7n2a$2b9$1@news.utu.fi>#1/1
X-Deja-AN: 352307388
References: <6j7kdt$66f$1@irk.zetnet.co.uk>
Organization: University of Turku, Finland
Newsgroups: comp.sys.atari.programmer

rgc@zetnet.co.uk (Robert Guy Casey) writes:

>Does anyone know if there is a bug in the MAT READ x() command inGFA
>Basic v3.6TT?

>The following code stops with the error 'Out of Data'

```
>DATA 1,2,3,4
>DIM a(2,2)
>MAT READ a()
```

DIM a(2,2) makes a table sized 3 x 3 and you only have data for 2 x 2.
Change the base from 0 to 1 or DIM a(1,1). I hope that MAT READ is
supposed to fill the array from DATA?

From -9109655925419130714
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0eba4a26c390373
X-Google-Attributes: gid1115ce,public
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Subject: Re: Falcon DSP Modem?
Date: 1998/05/11
Message-ID: <6j88gg$bbn@bgtnsc01.worldnet.att.net>#1/1
X-Deja-AN: 352400944
Content-Transfer-Encoding: 7bit
References: <6i5v24$do5@bgtnsc03.worldnet.att.net>
<6j5q96$26h@bgtnsc02.worldnet.att.net> <yz8pvhku7c8.fsf@sara.lysator.liu.se>
Content-Type: text/plain; charset=us-ascii
Organization: http://www.geocities.com/TimesSquare/Arcade/8341 - The Atari Times
(US)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Tomas Berndtsson wrote:

> "Gregory D. George" <greggeorge@worldnet.att.net> writes:
>
> > > I remember reading some time back about how the DSP in the Falcon would
> > > be able to emulate a modem. I know the MWave card in my PC does this and
> > > I was wondering if anyone ever wrote one for the Falcon?
> >
> > I see by the huge response to this message that there is either:
> >
> > A. No modem software that was ever written.
> > B. It was written, but no one thinks it's important enough to say.
> > C. All Falcon owners who use newsgroups already have modems and just don't
> > care anyway.
>
> Probably both A and C. I haven't heard of any such software, and from
> what I heard in the early days, it wouldn't be possible to practically
> make a modem that was fast enough to compete with serial modems. It
> would still take hardware to do it, and there's probably no business
> in it, since modems are so cheap nowadays anyhow.

Thanks for the responses guys.

While it is doubtless that such software wouldn't make much (if any) money, I would be interested to see if it could be done. Shoot, my Linux friend is dying to get his hands on my 1040STe to try some new Linux variant on it. He's just wants to see if it's possible!

I wonder... If it were written, how would you connect the Falcon to the phone line? I suppose you'd have to build a DSP interface. Or was there something else in mind?

--Greg G.

From 2429792143783218731
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0eba4a26c390373
X-Google-Attributes: gid1115ce,public
From: "K.Hampf" <k_hampf@yahoo.com>
Subject: Re: Falcon DSP Modem?
Date: 1998/05/12
Message-ID: <3557db7e.0@d2o29.telia.com>#1/1
X-Deja-AN: 352449517
References: <6i5v24$do5@bgtnsc03.worldnet.att.net>
<6j5q96$26h@bgtnsc02.worldnet.att.net> <yz8pvhku7c8.fsf@sara.lysator.liu.se>
<6j88gg$bbn@bgtnsc01.worldnet.att.net>
X-NNTP-Posting-Host: t2o29p18.telia.com
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@internet.telia.com
Organization: Telia Internet Services
Newsgroups: comp.sys.atari.programmer

Gregory D. George wrote in message <6j88gg$bbn@bgtnsc01.worldnet.att.net>...
>While it is doubtless that such software wouldn't make much (if any) money,
I
>would be interested to see if it could be done. Shoot, my Linux friend is
dying
>to get his hands on my 1040STe to try some new Linux variant on it. He's
just
>wants to see if it's possible!

A lot of computing is just testing and trying out ...

>I wonder... If it were written, how would you connect the Falcon to the
phone
>line? I suppose you'd have to build a DSP interface. Or was there something
else
>in mind?

There was a special interface that fitted the DSP connector at the back of
Falcon. I tried to remember and I know that Atari let all the ST magazines
of the time know that they were just about to release 14.4Kbps modem
software. I beleive they got the product ready but then they let it all go
due to the price of it all.

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

From -1343269799781206026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: ST cartridge port docs
Date: 1998/05/12
Message-ID: <C7QXCZJ@tos.pl.net>#1/1
X-Deja-AN: 352453902
References: <VIA51.29$cL3.643322@wagner.videotron.net>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine (q-funk@megacom.net) wrote:
: I've been trying to find extensive docs about the ST cartrige port,
: but without much success. What I'm trying to achieve is to burn an
: EPROM that would install as a read-only drive upon bootup. Ideas?

You don't say what area of the cartridge port you need to know about - do you want to know how to electrically connect the EPROM to the cartridge port, or do you need to know what to burn into the EPROM?

Well to look briefly at the hardware:

The ROM cartridge uses a 40-way edge connector and plugs into the ROM port at the side of the ST. 128K of ROM is available in the address range $FA0000 to $FBFFFF. Having never used the port I can't say precisely, but it seems that the ROM3 and ROM4 select (active low) enable one of two banks to be selected in order to access the full 128K of space, my documentation is a bit vague on this. Otherwise the port looks quite straight-forward.

And from the Compendium:

There are two types of cartridge - diagnostic and application. Since you're interested in the latter, I'll skip straight to that. Application cartridges should contain one or more application headers beginning at location 0xFA0004 as follows:

Name	Offset	Meaning
CA_NEXT	0x00	Pointer to next app. header or NULL if no more
CA_INIT	0x04	Pointer to app init code. High 8 bits have special meaning:

Bit Set	Meaning
0	Execute prior to disp. mem. and int. vec. init.
1	Execute just before GEMDOS initialised
2	Unused
3	Execute prior to boot disc
4	Unused

```
                   5         Application is a desk accessory
                   6         Application is not a GEM application
                   7         Application needs parameters
CA_RUN    0x08     Pointer to application's main entry point.
CA_TIME   0x0C     Standard GEMDOS time stamp
CA_DATE   0x0E     Standard GEMDOS date stamp
CA_SIZE   0x10     Size of application in bytes
CA_NAME   0x14     Null terminated ASCII filename in standard GEMDOS 8+3 format.
```

Unfortunately the Compendium does not explain exactly how the CA_INIT and CA_RUN entries are used.

The cartridge can then be accessed as a lower-case `c' drive, with the applications listed like ordinary files.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/~mario/tariland/

```
      |\__/,|   (`\
    _.|o o  |_   ) )
--(((---(((--------
```

From -1180461942459975783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3ff387ac15c6fe0
X-Google-Attributes: gid1115ce,public
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Subject: Re: event_multi() with mu_timer
Date: 1998/05/12
Message-ID: <3557f5e1.0@news.utbm.fr>#1/1
X-Deja-AN: 352469300
Content-Transfer-Encoding: 7bit
References: <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>
Mime-Version: 1.0
To: kellis@primenet.com
Content-Type: text/plain; charset=us-ascii
Organization: LERMPS
Newsgroups: comp.sys.atari.programmer

Hello
>Hi, I have a prob with this:
>My event_multi() IF mu_timer will not fetch all the redraw messages
>correctly.
>If I remove the mu_timer flag, everything works fine.
>Any idea why the aes gem message get messed up and not reliable?
>What Am I doing wrong?

I see only one possibility when you use evnt_multi() to know if there is a message you must verify that evnt_multi()&0x10 is true and not verify evnt_multi()==0x10 that is fault.

bye
Olivier

From -2241823832601524460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a70a622ddb048674
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: STOS sprites...
Date: 1998/05/12
Message-ID: <Pine.BSF.3.96.980512065604.8645A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 352495540
References: <Pine.BSF.3.96.980508201750.9509B-100000@ganymede.cs.mun.ca>
<6j6buq$4r0@balaena.bio.vu.nl>
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

On 11 May 1998, Levien van Zon wrote:

> Scott Harris (harris@cs.mun.ca) wrote:
>
> : I'm currently writing a game in STOS BASIC. I've made a title
> : screen and have letters i.e sprites fall down the title screen into their
> : positons. The problem I'm having is when the letters fall their
> : backgroung color overwrites where the have fallen to. I only want the
>
> You need to do a transparent blit. Don't ask me how, I don't use STOS.
> Should probably be in the user manual somewhere. Look up "transparent" in
> the index.

Well could'nt find and transparent in the manual or a blit :(However I
now know around what lines I'm looking for.

Thanks,

Scott.

From 4474914361230797447

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc94e86c1f1179d0
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: Drawing in memory
Date: 1998/05/12
Message-ID: <Pine.BSF.3.96.980512070216.8645B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 352498109
References: <6j4oq9kmb1@news4.isdnet.net> <6j6c6b$4r0@balaena.bio.vu.nl>
<6j7dpp$4u5$1@zingo.tninet.se>
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

On 11 May 1998, Thomas Sahlin wrote:

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> >Frederic Dinh (frederic.dinh@hol.fr) wrote:
> >
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> >: possible) under a multitasking environment.
> >
> >Use either an offscreen bitmap (you'll need an EdDI compatible VDI,
>
> I think there's an XBIOS call the lets you alter the logical and physical
> address of the screen, so you can draw on an "invisible" screen. At least
> on the ST models.

I know in GFA BASIC phy%=xbios(2) returns the physical screen address and logic%=xbios(3) return the logic address. Perhaps (If your using GFA) you could use logic%=xbios(3) to return the logical screen address, then use then set that to the current active screen somehow. All thte drawing functions should go to the logical screen and not be seen. You could then get the physical screen up and running again by using the physical screen address. As a matter of fact you should be able to swap the physical address with logical.

From 9206060431359755799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d6a0a3fee80f5798,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d6a0a3fee80f5798,start
X-Google-Attributes: gid1115ce,public
From: robin@px.uk.com
Subject: CLI menu accessory

Date: 1998/05/12
Message-ID: <6j94h3$duj@co-op.newsguy.com>#1/1
X-Deja-AN: 352501793
Organization: Newsguy News Service [http://co-op.newsguy.com]
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hello,

I am looking for a good command line interpretor in the form of a desk accessory. It would have to run external programs such as gcc, make, etc. and be able to set envioroment variables.

I know I could use Mint with toswin and a shell like bash but that is a bit too complex for my needs.

If anybody could send any information via email on such an accessory I would be very grateful.

Thanks alot, Robin Grant.
robin@px.uk.com

From -4286188348105336585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc94e86c1f1179d0
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Drawing in memory
Date: 1998/05/12
Message-ID: <6j996q$q28@balaena.bio.vu.nl>#1/1
X-Deja-AN: 352509085
References: <6j4oq9kmb1@news4.isdnet.net> <6j6c6b$4r0@balaena.bio.vu.nl> <6j7je8rc2@news4.isdnet.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Frederic Dinh (frederic.dinh@hol.fr) wrote:

: Wow. I think I will find information about offscreen drivers in a NVDI doc.

Indeed. Try the NVDI v4 programmers guide (should be available from the Natural Born Programmers site, maybe on my site as well, if the link's still valid...)

: What is the VDI Enhancer ?

It's a little program written by the guys that did NVDI, to implement EdDI calls in existing VDI's (don't know if this'll work for all VDI's though...)
It's freeware and should be on most FTP sites...

: What is EdDI ? Extended Device Interface ?

It seems to be some kind of protocol or standard to inplement extended VDI features. It implements offscreen bitmaps, some new calls to get more info on workstations and a few other bits...

: Is it an official feature from Atari or a independent project ?

It's independant. It was implemented in NVDI and MagiC and can be added to older VDI's using the enhancer, so it's pretty well supported. I hope it will be added to FVDI as wel...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

It was one of those perfect summer days -- the sun was shining, a breeze was blowing, the birds were singing, and the lawn mower was broken ...
-- James Dent

From 7444147801362296679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc94e86c1f1179d0
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Drawing in memory
Date: 1998/05/12
Message-ID: <6j98k2$q28@balaena.bio.vu.nl>#1/1
X-Deja-AN: 352509086
References: <6j4oq9kmb1@news4.isdnet.net> <6j6c6b$4r0@balaena.bio.vu.nl>
<6j7dpp$4u5$1@zingo.tninet.se>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Thomas Sahlin (thomas.sahlin@home.se) wrote:

: I think there's an XBIOS call the lets you alter the logical and physical
: address of the screen,

Indeed, there is...

: so you can draw on an "invisible" screen. At least
: on the ST models.

And that's just the problem with this method: it won't work on graphics

cards! Lots of people use graphics cards nowadays...
And besides, it not a good idea to do this in a GEM program anyway,
it's definitely not clean GEM programming...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

It was one of those perfect summer days -- the sun was shining, a
breeze was blowing, the birds were singing, and the lawn mower was
broken ...
-- James Dent

From -8477036873152599163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f3b0075c3bd6ca7
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Forcing a media change
Date: 1998/05/12
Message-ID: <6j98ee$q28@balaena.bio.vu.nl>#1/1
X-Deja-AN: 352509087
References: <35514fd2.0@d2o29.telia.com>
<894677520.2331.0.nnrp-06.9e98f145@news.demon.co.uk> <35569491.0@d2o29.telia.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

K.Hampf (k_hampf@yahoo.com) wrote:

: BTW, do you know if Sozobon C runs under MagiC? ... Then I would definately
: run Sozo!

It runs under MiNT (even in the MiNT domain!) and under TOS without problem,
so it should run under MagiC as well... (It's even got a global variable,
__MagiC or something, which is set when MagiC is present...)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

It was one of those perfect summer days -- the sun was shining, a
breeze was blowing, the birds were singing, and the lawn mower was

broken ...
         -- James Dent

From 1810362131108563307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0eba4a26c390373
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tomas@nocrew.org>
Subject: Re: Falcon DSP Modem?
Date: 1998/05/12
Message-ID: <yz8iunbhgk2.fsf@sara.lysator.liu.se>#1/1
X-Deja-AN: 352513781
Sender: tobe@sara.lysator.liu.se
References: <6i5v24$do5@bgtnsc03.worldnet.att.net>
<6j5q96$26h@bgtnsc02.worldnet.att.net> <yz8pvhku7c8.fsf@sara.lysator.liu.se>
<6j88gg$bbn@bgtnsc01.worldnet.att.net>
Mime-Version: 1.0 (generated by tm-edit 7.106)
Content-Type: text/plain; charset=US-ASCII
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University,
Sweden
Newsgroups: comp.sys.atari.programmer

"Gregory D. George" <greggeorge@worldnet.att.net> writes:

> I wonder... If it were written, how would you connect the Falcon to the phone
> line? I suppose you'd have to build a DSP interface. Or was there something else
> in mind?

Yes, you would have to have some hardware. I don't know the details of
what would be needed, nor how to make the DSP program itself. I
believe Motorola's DSP56001 manual mentions that the DSP _can_ be used
as a modem, but I don't know if Atari's implementation in the Falcon
allows for this. They skipped out on some things, e.g. handshaked DMA
tranfers, which is supported my the DSP, but not the Atari hardware.
There are ways around that thing though, kinda. :)

Tomas - tomas[@.]nocrew.org

From -8534691964997388203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d6a0a3fee80f5798
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d6a0a3fee80f5798
X-Google-Attributes: gid1115ce,public
From: Yves Gablin <yves.gablin@imag.fr>
Subject: Re: CLI menu accessory
Date: 1998/05/12
Message-ID: <35583A29.41C6@imag.fr>#1/1

X-Deja-AN: 352522414
Content-Transfer-Encoding: 7bit
References: <6j94h3$duj@co-op.newsguy.com>
Content-Type: text/plain; charset=us-ascii
Organization: Multicom CLIPS-IMAG
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

> I know I could use Mint with toswin and a shell like bash but that is a bit too
> complex for my needs.

I still think the most powerful is to have TosWin because:
TosWin can be used without MiNT. So not very complex, is it?

Yves.

Note: there is a new release of TosWin which cannot be used without
MiNT.

From -5754075952134505743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: Re: ST cartridge port docs
Date: 1998/05/12
Message-ID: <5sY51.72$cL3.1398796@wagner.videotron.net>#1/1
X-Deja-AN: 352544480
References: <VIA51.29$cL3.643322@wagner.videotron.net> <C7QXCZJ@tos.pl.net>
Organization: Conception Web Funkyware
NNTP-Posting-Date: Tue, 12 May 1998 09:49:53 EDT
Newsgroups: comp.sys.atari.programmer

On 12 May 1998 10:23:12, Mario Becroft wrote:
>Martin-Eric Racine (q-funk@megacom.net) wrote:
>: I've been trying to find extensive docs about the ST cartrige port,
>: but without much success. What I'm trying to achieve is to burn an
>: EPROM that would install as a read-only drive upon bootup. Ideas?
>
>You don't say what area of the cartridge port you need to know about - do
>you want to know how to electrically connect the EPROM to the cartridge
>port, or do you need to know what to burn into the EPROM?

Both.
I'm aware of how to burn an EPROM already. However, I only have the
edge connector pinout from my user manual (no info about which pins
access which cartrige mode, for instance) and the incomplete coding
data found in the Compendium.

Seems you barely have more info than me.. <g>.
Thanks for your reply anyways! ;-)

>Well to look briefly at the hardware:

[...]

>my documentation is a bit vague on this. Otherwise the port looks quite
>straight-forward.
>
>And from the Compendium:

[...]

>Unfortunately the Compendium does not explain exactly how the CA_INIT and
>CA_RUN entries are used.
>
>The cartridge can then be accessed as a lower-case `c' drive, with the
>applications listed like ordinary files.

Yep. I remember that drive letter. That's what I'm trying to achieve,
except I need about 2 Mb worth of memory. I guess I'll have to use those
128 Kb for the small application that bootstraps drive 'd'.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
---
Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From -3174221444015164136
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a70a622ddb048674
X-Google-Attributes: gid1115ce,public
From: Phil Young <philyoung@myself.com>
Subject: Re: STOS sprites...
Date: 1998/05/12
Message-ID: <35586A96.DD2@myself.com>#1/1
X-Deja-AN: 352571158
Content-Transfer-Encoding: 7bit
References: <Pine.BSF.3.96.980508201750.9509B-100000@ganymede.cs.mun.ca>
Content-Type: text/plain; charset=us-ascii
Organization: JANET Netnews Service
Mime-Version: 1.0
Reply-To: philyoung@myself.com
Newsgroups: comp.sys.atari.programmer

Scott Harris wrote:
>
> Hello everyone,
>
> I'm currently writing a game in STOS BASIC. I've made a title
> screen and have letters i.e sprites fall down the title screen into their
> positons. The problem I'm having is when the letters fall their
> backgroung color overwrites where the have fallen to. I only want the
> characters to be displayed and not the backround color on which they were
> displayed. Any ideas?

Are you using the STOS sprite commands or some from an extension (such
as the missing link)??
If you are using the standard STOS ones, then all you have to do is copy
your forground screen display into the background screen. This
background screen is used to redraw the bits in the foreground where the
sprites have moved over.
  e.g. screencopy logic to back
  should do the trick i think

Hope this helps

Phil

Phil Young

philyoung@myself.com
http://www.cms.dmu.ac.uk/~c96py/

From -8247911014483346125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3feb86350164fe06
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Atari C compiler
Date: 1998/05/12
Message-ID: <1998051216052380956@zetnet.co.uk>#1/1
X-Deja-AN: 352580610
References: <6ivqqt$j2t$1@news.imaginet.fr>
Newsgroups: comp.sys.atari.programmer

> I am looking for informations about the way Atri C compilers store their
> debugging informations in executable files.

> Any informations about Pure C, Lattice C & GCC would REALLY help a lot !!!

Modern Atari System Software (available still from HiSoft?) contains the
object file formats for Lattice, GST and DRI. I'm not sure how much of

the debugging information is detailed in here though.

Craig Graham created a MiNT based source-level Lattice C debugger, and both source and binaries are available from his WWW pages.

GDB sources are available, which should provide access to the GCC debugging structures.

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
----------+----------

From -8026758328335379155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90af3ed5e93b5d16
X-Google-Attributes: gid1115ce,public
From: Dennis McGuire <mcguired@erie.net>
Subject: Re: ST cartridge port docs
Date: 1998/05/12
Message-ID: <Pine.LNX.3.95.980512135545.10470E-100000@moose.erie.net>#1/1
X-Deja-AN: 352615718
References: <VIA51.29$cL3.643322@wagner.videotron.net> <C7QXCZJ@tos.pl.net>
<5sY51.72$cL3.1398796@wagner.videotron.net>
Mime-Version: 1.0
To: Martin-Eric Racine <q-funk@megacom.net>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: ISPNews http://ispnews.com
Newsgroups: comp.sys.atari.programmer

On Tue, 12 May 1998, Martin-Eric Racine wrote:

> On 12 May 1998 10:23:12, Mario Becroft wrote:
> >Martin-Eric Racine (q-funk@megacom.net) wrote:
> >: I've been trying to find extensive docs about the ST cartrige port,
> >: but without much success. What I'm trying to achieve is to burn an
> >: EPROM that would install as a read-only drive upon bootup. Ideas?

> I'm aware of how to burn an EPROM already. However, I only have the
> edge connector pinout from my user manual (no info about which pins
> access which cartrige mode, for instance) and the incomplete coding
> data found in the Compendium.
>
>

I have a Lakmeyer EPROM burner (made in the UK) which came with "ROMdrive" software. I beleive this does exactly what you want to do, although I have never used it. It makes the cartridge appear as an open window on the desktop with whatever programs you have saved in the EPROM.

I also have a "Back Pack" cartridge, again from the UK, which included a set of desktop utility programs (calculator, address book, appointment calendar, etc.). I was pretty impressed with this cartridge back in the days of the 520 ST with only 512K of RAM.

There is also some documentation on writing to the cartridge port at Vezz's ST hardware web site. Sorry, I don't have the URL handy, but if you can't find it, let me know and I'll look it up.

BTW, if anyone else is familar with or has the Lakmeyer EPROM burner, I'd like to know what the latest version of the software is.

From 88621648104420092
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,495aaed49ccaecba
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: disk read during interrupt
Date: 1998/05/12
Message-ID: <3554c65f.5045595@news.demon.co.uk>#1/1
X-Deja-AN: 352619983
Content-Transfer-Encoding: 7bit
References: <6iiimk$s16$1@news2.xs4all.nl>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894997301 nnrp-02:22292 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Sun, 03 May 1998 21:03:06 GMT, arjanbok@pop.xs4all.nl wrote:

>Is there a way to read/write data from/to a harddisk
>during an end of sound buffer interrupt routine?
>(on a FALCON)
>
>I tried several functions: rwabs, dmaread and Fread,
>but the all freeze the system so that even a ctrl+alt+del
>does not work.
>This is probably because these are BIOS, XBIOS AND GEMDOS functions.
>

>Does anyone know of a way that does work, or is what
>I want imposible?

You could just set a flag then have another process (eg an accessory) poll that flag in order to decide if data should be written. In practice, it will probably involve implementing some sort of ring buffer of suitable size so that no data gets lost.

A (possible) MagiC solution ...

In the MagiC header file MAGX.H one of the system structures contains an "in_dos" flag. If this behaves in a similar manner to the flag of the same name used in the PC world then it *might* be possible to do it that way. If memory serves, the flag gets set when a dos call is being made and is cleared when dos is exited. This makes it possible for TSR's to make dos calls. They simply poll the flag until it is clear - then they know a dos call can be made without re-entrancy problems. This feature could allow an IRQ to make a dos call (subject to timing constraints etc).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -590566314105722329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3ff387ac15c6fe0
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: event_multi() with mu_timer
Date: 1998/05/12
Message-ID: <3555c9b7.5901676@news.demon.co.uk>#1/1
X-Deja-AN: 352619984
Content-Transfer-Encoding: 7bit
References: <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>
<354f8a64.2892575@news.tmisnet.com> <6ioireptd1@o.online.no>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894997302 nnrp-02:22292 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 6 May 1998 02:45:02 GMT, oskancke@online.no (Odd Skancke) wrote:

>On 5 May 1998 21:54:28 , George Crissman wrote:
>>You probably already know not to use a value of "0"
>>for both the high-time and low-time values used with
>>evnt_timer / evnt_multi(MU_TIMER) in a desk accessory,
>>right?
>>
>>And you ARE using evnt_multi, not event_multi, right?
> ^^^^^^^^^^^   ^^^^^^^^^^^
>
> What is the difference between the two?? I thought that only evnt_multi()
> existed.... What is event_multi then and where can I read about it?

Some compilers (Lattice iirc) use a specialised "EVNT_MULTI" structure
which is neater than passing all those arguments. It also allows the
compiler to stack the strucure a bit more efficiently.

Perhaps that was what was meant?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4683658982905273533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,65fef7f07eded910
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MagiC's VT52 crashing
Date: 1998/05/12
Message-ID: <3556cadc.6194336@news.demon.co.uk>#1/1
X-Deja-AN: 352619985
Content-Transfer-Encoding: 7bit
References: <29376423_000003_OASIS_NEWS@the-gap.demon.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894997303 nnrp-02:22292 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Tue, 5 May 98 19:07:58 GMT, gary@the-gap.demon.co.uk (Gary Priest)
wrote:

>I'm having problems with a .TTP program that I've written when it runs in
>MagiC's VT52 window. Every so often it crashes and the VT52 program then

>hangs and has to be killed.
>
>This seems to be related to the length of lines being output, but I'm not
>sure.
>
>All my program does is a Cconws of a string, and I suspect the problem is
>actually not my program, but VT52.

What sort of length are we talking about?

>Does anyone know if this is a known bug in the VT52 program, or could it be
>something I'm doing?

Either. I've had situations in the past where the program I'm developing appears to be ok whilst other apps intermittantly get kicked out and VT52 invariably bears the brunt of this as it is usually the parent process of my development programs. In almost all cases the bug has been mine - usually my prog corrupts some memory area belonging to another process which in turn may corrupt something else until the corruption reaches the point where MagiC picks it up, whereupon it kicks out the process which owns the corrupted memory block, rather than the one responsible for the corruption.

>If it's a bug, does anyone know if there is a more
>reliable replacement for VT52 under MagiC?

If memory serves, I did send my MagiC version 2 VT52 to someone (ah who was it?) with a later version of MagiC who had problems, and it solved it in his case.

>Thanks for any help,

On the assumption your app has no bugs then methinks the line length might be the key. Try fiddling with the refresh and buffering options and see if that has an effect (perhaps even try vt52 singletasking). We don't know the internals of VT52 so who knows, but it is feasible that if a given number of chars in a given font takes longer than a given time (iyswim) to be buffered/displayed then some internal limit may be reached.

You might also try MEMEXAMN at various stages in the crashes and hangs and compare them. This is the tool I used to figure out which process was at fault. Although a bit hit & miss you get lucky eventually!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7717286141950186709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7130ad9987117773,start
X-Google-Attributes: gid1115ce,public
From: frederic.dinh@hol.fr (Frederic Dinh)
Subject: SE Protocoll software
Date: 1998/05/12
Message-ID: <6jac2t$1jg$2@news3.isdnet.net>#1/1
X-Deja-AN: 352658775
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Hi everybody,
I'd like to experiment SE protocoll. Where could I find a version of PCShell supporting this protocoll ? I tried some FTP sites but only found a version dating back to 94.
Thanks !

--
<------------- fredd ---------------->
Freder:c D:nh -> frederic.dinh@ffv.fr
http://wwwperso.hol.fr/~fdinh

From -3551610422317374477
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6d691fe0485968c
X-Google-Attributes: gid1115ce,public
From: atari@bright.net (Lonny Pursell)
Subject: Re: GFA Bug?
Date: 1998/05/13
Message-ID: <6jaoan$b8a$2@cletus.bright.net>#1/1
X-Deja-AN: 352718328
References: <6j7kdt$66f$1@irk.zetnet.co.uk>
Organization: ENCOM
Newsgroups: comp.sys.atari.programmer

On 11 May 1998 19:43:57, Robert Guy Casey wrote:
>Does anyone know if there is a bug in the MAT READ x() command inGFA
>Basic v3.6TT?
>
>The following code stops with the error 'Out of Data'
>
>DATA 1,2,3,4
>DIM a(2,2)
>MAT READ a()
>
>Can anyone help (quite soon please)? :)

I have used the MAT commands however the manual states there is a

MAT BASE command much like OPTION BASE. I think a() would have the
range 0,1,2 for each dimension thus you don't have enough values in
your DATA statement. This would result in the error.
Try adding 2 more values to the DATA statement or adding MAT BASE 1
to the top of the program.

Hope this help...

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

From 765879541748013805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f3b0075c3bd6ca7
X-Google-Attributes: gid1115ce,public

From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Forcing a media change
Date: 1998/05/13

Message-ID: <895034864.28130.0.nnrp-11.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 352779376
References: <35569491.0@d2o29.telia.com>
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 895034864 nnrp-11:28130 NO-IDENT my-
ste.demon.co.uk:158.152.241.69

Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 11 May 1998 08:59:32, "K.Hampf" wrote:

> PC clone. I had a lot of problems that I can't remember, but I remember that
> you could get rid of some errors by moving your code some lines up or down,
> without really changing anything.

I remember having to do that as well. Usually when I'd wanted a long value
returned, rather than an int. I think Sozo came out 'bad second declaration'
or something similar.

> I remember all those hours with the lousy photocopied papers from the
> class, K&R's book on the C language, coffee (and more coffee) and my Mega
> 2ST hooked up in a clauset ... accessing drives an generating millions of
> errors on the dusty little screen.

I've not witten anything that big, although I've managed something in the
region of a couple of hundred errors. Forgot to include a couple of
#includes at the start :(Put them in, added the ';'s that were missing
and no more errors (until it ran)

>   Today I barely have time to use my
> Falcon, and I've got so much problems with HD casings, drivers, OS's and so
> forth ... there is no longer time to do anything productive and creative
> with your Atari ... you need to upgrade ;)

The 'joys' of trying to use windows I gather. I think I'll keep what little
sanity I have just a bit longer ;)

>
> BTW, do you know if Sozobon C runs under MagiC? ... Then I would definately
> run Sozo!

It seems to do so here, in a nice little vt52 window. This is nice in that
I can leave the output window on screen and correct any errors that have
come up. The only trouble I've got is I don't have a debugger that will work
under Magic. 'Tis a bit of a pain when trying to sort something out. To
get round it I debug under TOS and then check with Magic just to make sure.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNVh1ZFeKRkq5A+OlAQErqQH/VwTX+2k77miLqUP754XJPEys6pMMts1F
SR3pbBK79X3cCQSJD7Q6KVJSksFMrmjzjQQzPx1MrWyk+/j9U27LoA==
=kb+0
-----END PGP SIGNATURE-----

Regards,
     David.   Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From -2267035985680277245
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e6075758b7bc94fb,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Port to X11 and/or Windows 95
Date: 1998/05/13
Message-ID: <35598bf428c8c00@xs4all.nl>#1/1
X-Deja-AN: 352843802
Content-Transfer-Encoding: 8bit
Mime-Version: 1.0
X-XS4ALL-Date: Wed, 13 May 1998 13:06:35 CEST
Content-Type: text/plain; charset=iso-8859-1
Organization: Seni Translation Services, Amsterdam

Newsgroups: comp.sys.atari.programmer

Has anyone ever attempted a port of a GEM program to X11 Windows
and/or Windows 95?

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa﹟ol e ingl﹟s
-*-

From -2565248793615333319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3feb86350164fe06
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Atari C compiler
Date: 1998/05/13
Message-ID: <6jbvhe$9fe@balaena.bio.vu.nl>#1/1
X-Deja-AN: 352847538
References: <6ivqqt$j2t$1@news.imaginet.fr> <1998051216052380956@zetnet.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Anthony Jacques (jacquesa@zetnet.co.uk) wrote:

: Modern Atari System Software (available still from HiSoft?) contains the
: object file formats for Lattice, GST and DRI. I'm not sure how much of
: the debugging information is detailed in here though.

IIRC, the DRI object file format should also be in Atari's GEMDOS manual,
which can be found on several FTP sites.
And Sozobon 2.x uses an extended version of this object format.

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The end of the world will occur at 3:00 p.m., this Friday, with
symposium to follow.

From 6761017374903351250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3feb86350164fe06
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: Re: Atari C compiler
Date: 1998/05/13
Message-ID: <3559891D.F8CB8269@france2.fr>#1/1
X-Deja-AN: 352850792
Content-Transfer-Encoding: 7bit
References: <6ivqqt$j2t$1@news.imaginet.fr> <1998051216052380956@zetnet.co.uk>
<6jbvhe$9fe@balaena.bio.vu.nl>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: France 2
Newsgroups: comp.sys.atari.programmer

Can you tell me the FTP site's address, where we can found "Atari's GEMDOS
manual" ??
thank you !

From 639840756917495082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3feb86350164fe06
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Atari C compiler
Date: 1998/05/13
Message-ID: <6jc07i$9fe@balaena.bio.vu.nl>#1/1
X-Deja-AN: 352854536
References: <6ivqqt$j2t$1@news.imaginet.fr> <1998051216052380956@zetnet.co.uk>
<6jbvhe$9fe@balaena.bio.vu.nl>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

: IIRC, the DRI object file format should also be in Atari's GEMDOS manual,
: which can be found on several FTP sites.
: And Sozobon 2.x uses an extended version of this object format.

More info in the sources at
ftp.uni-erlangen.de/pub/atari/languages/c/packages/sozobon/scsrc20.lzh

-=Levien

Levien van Zon (lvzon@bio.vu.nl)

MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Remember, UNIX spelled backwards is XINU.

From -7039393323051689945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d08426a715d4671,start
X-Google-Attributes: gid1115ce,public
From: Vincent Bakker <bakkerv@pi.net>
Subject: falcon dsp prog questions
Date: 1998/05/13
Message-ID: <355A1146.1A2C@pi.net>#1/1
X-Deja-AN: 352858335
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Reply-To: bakkerv@pi.net
Content-Type: text/plain; charset=us-ascii
Organization: Business Networks Services
Newsgroups: comp.sys.atari.programmer

Hello all,

is it possible to do devconnects on different clock speeds at the same time, e.g. connect dmaplay to dsp on 22k050 and connect dsp to dac with 44k1 and let the dsp fill in the gaps? or is the dsp input freq always the same as the output freq?

do I have to use handshake mode to handle this correctly?

--
greetz,
Vince

http://home.pi.net/~bakkerv/

From 1089364308443019614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f3b0075c3bd6ca7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Forcing a media change
Date: 1998/05/13
Message-ID: <3559acdb.6663231@news.demon.co.uk>#1/1
X-Deja-AN: 352876114
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11

References: <894497691.18664.1.nnrp-11.9e98f145@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 895066761 nnrp-01:4769 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 06 May 1998 23:34:51 GMT, dbolt@my-ste.demon.co.uk (David
Bolt) wrote:

>-----BEGIN PGP SIGNED MESSAGE-----
>
>I've written a small utility to rename files, giving them the lowercase
>version of their name. There are a few things I would like to add,
>especially the ability to force a media change so Magic will update the
>directory windows to reflect the changes to the altered directories. The
>problem is I've no idea how to do this so, and am hoping that someone will
>know how to do this and give me a few pointers. BTW, just in case it helps,
>the language I'm using is Sozobon C v2.

Try this ...

```
extern int16       gl_apid;

#define  SH_WDRAW 72
#define  WH_DESKTOP    0

main()
{int16   msg[8];
 int16   which    =-1;
 int16   apid;

 apid = appl_init();
 msg[0] = SH_WDRAW;
 msg[1] = gl_apid;
 msg[2] = 0;
 msg[3] = which;
 appl_write(WH_DESKTOP,16,msg);
 appl_exit();
 exit(0);
}
```

... and from the MagiC 2 manual ...

"The shell is informed by the application that the contents of a drive
have changed and so the shell window should be updated. The drive
numbers are specified in msg[3], whereby 0 zero means drive A:. If
msg[3] is -1, all windows will be updated by the shell. This message
is supported by MAGXDESK, EASE3 and GEMINI 2."

Note:
I've used 'gl_apid' as I'm not sure if Sozobon is one of those
compilers which mangles the return value from appl_init(). If it
doesn't then take out the 'gl_apid' stuff and use 'msg[1]=apid'
instead. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8050645797975960709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a70a622ddb048674
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STOS sprites...
Date: 1998/05/13
Message-ID: <355cbdc4.10992596@news.demon.co.uk>#1/1
X-Deja-AN: 352876115
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <Pine.BSF.3.96.980508201750.9509B-100000@ganymede.cs.mun.ca>
<6j6buq$4r0@balaena.bio.vu.nl>
<Pine.BSF.3.96.980512065604.8645A-100000@ganymede.cs.mun.ca>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 895066763 nnrp-01:4769 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 12 May 1998 06:58:14 -0230, Scott Harris <harris@cs.mun.ca>
wrote:

>
>
>On 11 May 1998, Levien van Zon wrote:
>
>> Scott Harris (harris@cs.mun.ca) wrote:
>>
>> :   I'm currently writing a game in STOS BASIC. I've made a title
>> : screen and have letters i.e sprites fall down the title screen into their
>> : positons. The problem I'm having is when the letters fall their
>> : backgroung color overwrites where the have fallen to. I only want the
>>
>> You need to do a transparent blit. Don't ask me how, I don't use STOS.

>> Should probably be in the user manual somewhere. Look up "transparent" in
>> the index.
>
>Well could'nt find and transparent in the manual or a blit :(However I
>now know around what lines I'm looking for.

I don't use STOS either ...

A 'blit' (Bit Line Image Transfer iirc) is simply the term used in the
Gem world for copying an image from one place to another.

A 'transparent' blit is such a copy performed so that the image
background remains the same. That is, we're talking "OR" mode.

Look at the STOS command which is moving the images (sprites) and see
if it has a "mode" parameter. If it doesn't then you might be using
the wrong command. Assuming the command is correct then you could have
to look at the sprite foreground and background masks (if such items
exist).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1658431370742913328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ST programming resources?
Date: 1998/05/13
Message-ID: <355ab1c4.7920138@news.demon.co.uk>#1/1
X-Deja-AN: 352876116
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <6iruf4$34q$1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 895066762 nnrp-01:4769 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 07 May 1998 04:21:41 -0600, screenstyles@hotmail.com wrote:

>Hello,

>I need YOUR help.
>I've been using my ST to make music for years. Now, having been inspired by
>Electronic Cow and others, I want to learn a bit of programming.
>Unfortunately I know NOTHING.

If you have never programmed at all before then you might get put off
if you tried C first. This is because if you tell it to do something
stupid it will usually *do* something stupid simply because it assumes
you're the boss and know what you are doing. This is what makes it so
powerful - and so difficult to debug!

>Are there any essential bits of reading to do? On-line, or are there books?

Grab a few general purpose C and Basic books from a library and see
how you get on with understanding them.

>Should I be learning C, or some kind of Visual Basic?

If you mean 'Visual Basic' as in the Windoze equivilent then there
isn't one. There are Basic interpreters and compilers though.

C doesn't actually have many commands so it easy to learn the language
itself. Its power comes from the flexible ways it can manipulate data
and its ability to let you add your own commands (called functions) to
it so that they become part of the language. There are also an awful
lot of prewritten functions which you can use. Some of these are
"standard" ones (which a general purpose book will teach you) then
there are the non standard ones for accessing the Atari operating
system for example.

Thus, if you do choose C, any "standard" stuff you learn will be
useful on any Ansi compiler on any machine.

>What about compilers?

Generally, compilers are best for creating programs and interpreters
are best for learning to program. On the other hand I only know of one
C interpreter and it hasn't been supported for years.

>Where, in other words, do I start?

If you choose C then get an ANSI conforming compiler and some general
purpose programming books. You don't want anything "machine" specific
to start with. Just learn the stuff which is common to all C compilers
(which is all a decent general purpose book should cover). When you're
happy with that then try some Atari specific stuff.

>I'd really appreciate any help you can give me.

Lattice and PureC are the two Ansi compilers. You should be able to
get one second hand. The manuals will have most of the Atari specific
stuff in as well actually, aside from how to compile with the darn
things of course!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6282195205068462642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,38049d3361b5fc3e
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Drag to lowercase utility?
Date: 1998/05/04
Message-ID: <894313580.1035.0.nnrp-07.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 350223216
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <1998050309531580956@zetnet.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894313580 nnrp-07:1035 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 3 May 1998 09:53:15 , Anthony Jacques wrote:
> The message <6igp42$t5c$1@newshost.comnet.co.nz>
>   from gmiller@inca.co.nz (Gaven Miller) contains these words:
>
>
> > David Bolt (dbolt@my-ste.demon.co.uk) wrote in comp.sys.atari.st:
> > > FOR i&=1 to LEN(the.string$)
> > >   MID$(the.string$,i&,1)=CHR$(PEEK(table%+ASC(MID$(the.string$,i&,1))))
> > > NEXT i&
> >
> > (I can't tell which version of BASIC you are using, so some of these
> > suggestions may not yield any improvement in code size or speed)
>
> Hisoft BASIC, I think (its the &'s that give it away).

It's GFA Basic. I found it more 'comfortable' than Hisoft Basic. Not that
Hisoft was that 'uncomfortable', but with GFA, it's easier to see where
something mucks up.

> > So, it becomes:
> >
> >   address = adr(the.string)
> >   length = len(the.string)

```
> >   for i = 1 to length
> >     address = address + 1
> >     bytepoke address, bytepeek( adr( table + bytepeek( address ) ) )
> >   next i
> >
> > I haven't coded seriously in basic in about a decade, so these suggestions
> > on code optimisations may not be worth the effort of changing your code.
>
> ... but I think it is highly likely that they are worth changing, as (IMO) it
> is unlikely that it is automatically making these optimisations.
```

That's basically how the final function looks. The bit I wrote was a (bad) example of how it worked. The snippet above is how the assembler version looks, more or less.


```
-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNU1GgFeKRkq5A+OlAQEtWwH/SLhR0fe49MNdSb7Fmi6GSKJX5gTcEeRf
HfSLpP9dY+vqWInjsnJLzMq7bxrK+VI338kc6m35rtxaD/XL77n+/Q==
=MVZv
-----END PGP SIGNATURE-----
```


Regards,

David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From -3755190149247860272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f59d4f817cc57622
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: ---> SUPPORT MEGA 3 <---
Date: 1998/05/04
Message-ID: <6il8v5$5j5$1@heliodor.xara.net>#1/1
X-Deja-AN: 350223217
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

For those of you who have not seen the best disczine around send a E-mail to me and request issue 1 or 2.

If you have seen MEGA why have you not supported this new zine. There are lots of you out there who must of liked something in it. But you don't tell

us what you liked and what you didn't.

It only takes a moment to return the questionnaire, or to offer some ideas of your own. We need your support NOW. The more support we get the faster MEGA will be produced.

The MEGA member list is getting slowly longer but we need more feedback, We need to know that people are reading it and liking it, There would be little point in producing a zine if there is now one reading it.

So come on, Lets have some feedback, I want to make it YOUR zine, Let us know what your would like to see happen and the MEGA team will support your idea.

Why not send in something in, Ramble on about anything you like, We want to hear from you. Get your name added to the credits list at the same time.

I have mailed MEGA 1 and 2 to god knows how many people over the last month, Well, Ok, It has not appeared on my site yet, But you can get it now if you wish. Simply join the mailing list and you will get MEGA before it goes onto my site. Out of all those people how now have got it, only a handful have had any comments. This is good but we need more now !

Issue 3 WILL appear but how soon all depends on you. So get writing and send something in, or at least tell us what you though about MEGA. It only takes a moment so why not go for it, your not going to loose anything by sending a mail to me.

If you have seen UFOST by Lee Round then please support his UFO zine with you UFO related material. Lee is now in 2 minds weather or not to do issue 3 because of all of you how seam to be scared or writing a letter to him.

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

- - - > A t A r I F o R e V e R < - - -

From -1032642795076109490
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,a0bbba185ed6cc5,start
X-Google-Attributes: gid1115ce,public
From: "Omega-1" <kombat@icanect.net>
Subject: For Sale: Atari 1040 STF / SC1224 RGB Monitor / 20 MB Supra HD
Date: 1998/05/04
Message-ID: <6ilov4$i0u$1@news.icanect.net>#1/1
X-Deja-AN: 350288892
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: Icanect
Newsgroups: comp.sys.atari.programmer

Hi,
I've got an Atari 1040 STF with an SC1224 atari RGB monitor and an external 20 MB Supra hard drive.
$120 buys it all.
Everything works, and is in very good condition.
And yes, I have the mouse.
Also, the monitor has built-in speakers.

You also get 3 years worth of disks from START magazine, a few games, and Mark Williams C compiler with manual.

Please mail me if interested.

kombat@icanect.net

From -430838003067643920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0dca90ed1f18431
X-Google-Attributes: gid1115ce,public
From: Eric GAUDET <egaudet@francenet.fr>
Subject: Re: help playing 44k1 audio samples on a falcon
Date: 1998/05/05
Message-ID: <354E75EC.66704F2F@francenet.fr>#1/1
X-Deja-AN: 350421433
Content-Transfer-Encoding: 7bit
References: <354E2E01.217B@pi.net>
To: bakkerv@pi.net
Content-Type: text/plain; charset=us-ascii
Organization: AT&T and SAMSUNG
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Vincent Bakker wrote:

> Can anyone help me with a piece of C code that can do DMA play on 44k1?
>
> I can get DMA play to work on falcon sample rates, so I know how to get
> DMA play to work, but not with an external (44k1) clock signal and it's
> really the external clock part I'm looking for (my guess it's about one
> line of code...)
>
> Purpose is a fast'n'simple player to scan samples (avr, wav and aif) on
> cd-roms without having to start (and close!) an application.
>
> btw I tried several pieces of source that claim to use the external
> clock I found on the internet but none produces any audible results.
>
> --
> greetz,
> Vince

You *need* an external clock : it's a small electronic device you plug on the dsp expansion port.

From -3908308123981452891
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0dca90ed1f18431
X-Google-Attributes: gid1115ce,public
From: Eric GAUDET <egaudet@francenet.fr>
Subject: Re: help playing 44k1 audio samples on a falcon
Date: 1998/05/05
Message-ID: <354E7650.2D4341D7@francenet.fr>#1/1
X-Deja-AN: 350421434
Content-Transfer-Encoding: 7bit
References: <354E2E01.217B@pi.net>
To: bakkerv@pi.net
Content-Type: text/plain; charset=us-ascii
Organization: AT&T and SAMSUNG
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

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>
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>
> btw I tried several pieces of source that claim to use the external
> clock I found on the internet but none produces any audible results.
>
> --
> greetz,
> Vince

  You *need* an external clock : it's a small electronic device you plug on the dsp expansion port.

From -413033541201529369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3ff387ac15c6fe0,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: event_multi() with mu_timer
Date: 1998/05/05
Message-ID: <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>#1/1
X-Deja-AN: 350473418
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.6.206 (kellis)
Newsgroups: comp.sys.atari.programmer

Hi, I have a prob with this:
My event_multi() IF mu_timer will not fetch all the redraw messages correctly.
If I remove the mu_timer flag, everything works fine.
Any idea why the aes gem message get messed up and not reliable?
What Am I doing wrong?

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -3702355071150614789
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3ff387ac15c6fe0
X-Google-Attributes: gid1115ce,public
From: Mikko Larjava <mitala@utu.fi>

Subject: Re: event_multi() with mu_timer
Date: 1998/05/05
Message-ID: <354F529E.99D5FEC3@utu.fi>#1/1
X-Deja-AN: 350493898
Content-Transfer-Encoding: 7bit
References: <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>
Content-Type: text/plain; charset=us-ascii
Organization: University of Turku, Finland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Katherine L Ellis wrote:
> Hi, I have a prob with this:
> My event_multi() IF mu_timer will not fetch all the redraw messages
> correctly.
> If I remove the mu_timer flag, everything works fine.
> Any idea why the aes gem message get messed up and not reliable?
> What Am I doing wrong?

Well one think comes to mind. event_multi() may return multiple events
at once so you should check for every event everytime not just one.
e.g.

```
event = event_multi(...);

if (event & MU_TIMER) { ... }
if (event & MU_MESAG) { ... }
if (event & MU_KEYBD) { ... }
etc...
```

and not like this:

```
if (event & MU_TIMER) { ...}
else if (event & MU_MESAG) { ... }
else if (event & MU_KEYBD) { ... }
etc...
```

other than that I don't know...

From 7171124053394216305
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3ff387ac15c6fe0
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Re: event_multi() with mu_timer
Date: 1998/05/05
Message-ID: <6inkofosj1@zingo.tninet.se>#1/1
X-Deja-AN: 350508591
References: <Pine.BSI.3.96.980505122746.5539A-100000@usr06.pr
Organization: Algonet/Tninet

Newsgroups: comp.sys.atari.programmer

On 5 May 1998 09:30:00 , Katherine L Ellis wrote:
>Hi, I have a prob with this:
>My event_multi() IF mu_timer will not fetch all the redraw messages
>correctly.
>If I remove the mu_timer flag, everything works fine.
>Any idea why the aes gem message get messed up and not reliable?
>What Am I doing wrong?

Maybe you don't test all the possible return messages individually? The evnt_multi() function returns a bit array stating which conditions that were fulfilled, so a timer event may occur at the same time as your program receives a message.

Regards

Thomas Sahlin

---
thomas.sahlin@home.se
http://user.tninet.se/~jyc891w/

From 5224612880439570872
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,65fef7f07eded910,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,65fef7f07eded910,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: MagiC's VT52 crashing
Date: 1998/05/05
Message-ID: <29376423_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 350524263
X-NNTP-Posting-Host: the-gap.demon.co.uk:158.152.228.170
X-Sender: NEWSwatch v2.00 (Atari)
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894395467 nnrp-03:18937 NO-IDENT the-gap.demon.co.uk:158.152.228.170
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I'm having problems with a .TTP program that I've written when it runs in MagiC's VT52 window. Every so often it crashes and the VT52 program then hangs and has to be killed.

This seems to be related to the length of lines being output, but I'm not sure.

All my program does is a Cconws of a string, and I suspect the problem is actually not my program, but VT52.

Does anyone know if this is a known bug in the VT52 program, or could it be something I'm doing? If it's a bug, does anyone know if there is a more reliable replacement for VT52 under MagiC?

Thanks for any help,
Gary

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From 4140452052858588834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7d7539aa0f27772,start
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: --->MEGA 3 Links<---
Date: 1998/05/05
Message-ID: <6ins0e$b9u$3@heliodor.xara.net>#1/1
X-Deja-AN: 350544015
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

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The MEGA member list is getting slowly longer but we need more feedback, We need to know that people are reading it and liking it, There would be little point in producing a zine if there is now one reading it. This would be a great shame as there is now other zine like it.

So come on, Lets have some feedback, I want to make it YOUR zine, Let us know what your would like to see happen and the MEGA team will support your idea.

Why not send in something in, Ramble on about anything you like, We want to hear from you. Get your name added to the credits list at the same time.

I have mailed MEGA 1 and 2 to god knows how many people over the last month, Well, Ok, It has not appeared on my site yet, But you can get it now if you wish. Simply join the mailing list and you will get MEGA before it goes onto my site. Out of all those people how now have got it, only a handful have had any comments. This is good but we need more now !

Issue 3 WILL appear but how soon all depends on you. So get writing and send something in, or at least tell us what you though about MEGA. It only takes a moment so why not go for it, your not going to loose anything by sending a mail to me.

If you have seen UFOST by Lee Round then please support his UFO zine with you UFO related material. Lee is now in 2 minds weather or not to do issue 3 because of all of you how seam to be scared or writing a letter to him.

I have issue 2 ready for E-mail should you dare to ask for it. Sorry but it has not yet been added to my site, Keep trying though !!

Here are the URL's for issue 2.

ftp://ftp.funet.fi/pub/atari/mag/mega/mega2_d1.zip

ftp://ftp.funet.fi/pub/atari/mag/mega/mega2_d2.zip

Thanks to Deano for the upload.

Visit his site at....

Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

- - - > A t A r I F o R e V e R < - - -

From -6072151953616260669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3ff387ac15c6fe0
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: event_multi() with mu_timer
Date: 1998/05/05
Message-ID: <354f8a64.2892575@news.tmisnet.com>#1/1
X-Deja-AN: 350561228
Distribution: world
References: <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

You probably already know not to use a value of "0"
for both the high-time and low-time values used with
evnt_timer / evnt_multi(MU_TIMER) in a desk accessory,
right?

And you ARE using evnt_multi, not event_multi, right?

-- George Crissman
-- strads@tmisnet.com

Just checking ... these are mistakes I've made ....

On 5 May 1998 09:30:00 -0700, Katherine L Ellis <kellis@primenet.com>
wrote:

>Hi, I have a prob with this:
>My event_multi() IF mu_timer will not fetch all the redraw messages
>correctly.
>If I remove the mu_timer flag, everything works fine.
>Any idea why the aes gem message get messed up and not reliable?
>What Am I doing wrong?
>
>
>_____
>Email:Kellis@primenet.com
>Web http://www.primenet.com/~kellis/

>_____
>

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 5711662216816576794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3ff387ac15c6fe0
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: event_multi() with mu_timer
Date: 1998/05/05
Message-ID: <Pine.BSI.3.96.980506022039.6412A-100000@usr06.primenet.com>#1/1
X-Deja-AN: 350683197
References: <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>
<354F529E.99D5FEC3@utu.fi>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.6.206 (kellis)
Newsgroups: comp.sys.atari.programmer

Thanks guys. I found the prob. Actually someone here gave me the clue
:)

Was just the way I was checking for the messages, It worked, but not
consistent, Now I use if event and mu_button for example, with all the
rest, and everything if caught properly :)
so thanks again.

(about the event_multi() and evnt_multi() yes, of course, well, As I
said, it worked, but not consistent if I added the | mu_timer, so if
my mistake was that big, I think it wouldn't have worked at all :)
bye

_____
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
_____

From 8122887880804599711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3ff387ac15c6fe0
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)

Subject: Re: event_multi() with mu_timer
Date: 1998/05/06
Message-ID: <6ioireptd1@o.online.no>#1/1
X-Deja-AN: 350636622
References: <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>
<354f8a64.2892575@news.tmisnet.com>
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

On 5 May 1998 21:54:28 , George Crissman wrote:
>You probably already know not to use a value of "0"
>for both the high-time and low-time values used with
>evnt_timer / evnt_multi(MU_TIMER) in a desk accessory,
>right?
>
>And you ARE using evnt_multi, not event_multi, right?
                  ^^^^^^^^^^^   ^^^^^^^^^^^

 What is the difference between the two?? I thought that only evnt_multi()
 existed.... What is event_multi then and where can I read about it?

>-- George Crissman
>-- strads@tmisnet.com
>
>Just checking ... these are mistakes I've made ....
>
>On 5 May 1998 09:30:00 -0700, Katherine L Ellis <kellis@primenet.com>
>wrote:
>
>>Hi, I have a prob with this:
>>My event_multi() IF mu_timer will not fetch all the redraw messages
>>correctly.
>>If I remove the mu_timer flag, everything works fine.
>>Any idea why the aes gem message get messed up and not reliable?
>>What Am I doing wrong?
>>
>>
>>____
>>Email:Kellis@primenet.com
>>Web http://www.primenet.com/~kellis/
>>____
>>
>
>Member Of The Atari WebRing, Featuring USA Links
>http://www.tmisnet.com/~strads/hq/atari.html
>Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.
>.

~~~~~~
Odd Skancke   # ## # Atari TT with 4MB ST and 16MB TT ram
EMail   # ## # 250MB Seagate, 2.1GB Quantum Fireball,
~~~~~~

oskancke@online.no
Snailmail
Sandesundveien 58 (1. etg.)
1705 SARPSBORG
N Norway

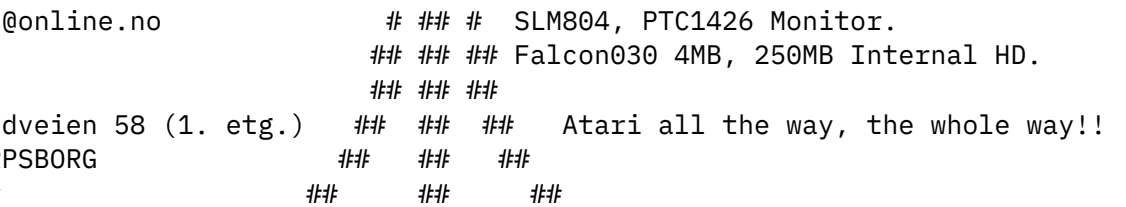


~~~
~~~

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59b97d1b68640255,start
X-Google-Attributes: gid1115ce,public
From: Waxman <pin_christophe@hotmail.com>
Subject: Atari to Sell
Date: 1998/05/06
Message-ID: <3550A101.2222@hotmail.com>#1/1
X-Deja-AN: 350834868
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: iris
Mime-Version: 1.0
Reply-To: pin_christophe@hotmail.com
Newsgroups: comp.sys.atari.programmer

Hello, I have a 520 STe Atari and I'd like to sell it.
I'm a South Franchie. So, if you are interrested, send me a mail:
pin_christophe@hotmail.com

From 2745547695749969944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Atari mouse port 3rd button query
Date: 1998/05/06
Message-ID: <354f2819.383751@news.demon.co.uk>#1/1
X-Deja-AN: 350873167
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <OZAXC6K@tos.pl.net> <3550a339.2900080@news.demon.co.uk>
<354DB602.3705@cfcsc.dnd.ca>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894483328 nnrp-04:6371 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 04 May 1998 07:35:14 -0500, Ken Macdonald
<macdonald@cfcsc.dnd.ca> wrote:

>Guy Harrison wrote:
>> On Mon, 27 Apr 1998 20:47:00 GMT, mb@tos.pl.net (Mario Becroft) wrote:
>> >I noticed after looking at the Atari mouse port pinout in my TT030 user's
>> >manual that on pin 5 there is room for a third (middle) mouse button.
>> >While I don't know of any software that makes use of the third button, I
>> >wonder if the facility is there for a third button on pin 5, or is pin 5

>> >simply not connected or ignored by the keyboard? If pin 5 is not ignored
>> >by the keyboard, does TOS support the third button? Is there any GEM
>> >software that uses the middle mouse button?
>>
>> Gem is theoretically capable of dealing with lots of buttons.
>>
>> >I ask as I am working on an adaptor to allow a serial mouse to be
>> >connected to the Atari ST mouse port. I would like to make the third
>> >button do something useful, but if pin 5 is disconnected or ignored it
>> >would not be sensible for me to use it. The other option is to make the
>> >third button act as a double click or as a simultanious left and right
>> >click, but I would not want to exclude users of perhaps X Windows or
>> >something that does make use of the third button on pin 5.
>>
>> iirc, 8 bits are used so 8 buttons could be used. In reality though,
>> this would be unrealistic as only 7 buttons could be used because of
>> software constraints. Having said that, for the same reasons, I
>> wouldn't expect software to "see" more than two buttons.
>
>Is it really a question of the software seeing the physical buttons?
>I would have thought it would be possible through the OS to have a
>button
>press assigned to whatever event you want? i.e. clicking the third
>button
>send a signal to the closer of the window the cursor happens to be
>topping then.
>or the third button could be assigned to any system event you chose,
>non?
>loading a mouse driver would allow all sorts of setups, as all mouse
>actions
>would be interpreted by the driver and the way it was configured.
>am I way off base here?

Nope. There are lots of stages involved though and if any one of them
is deficient in some way then it may not work.

Firstly the keyboard processor must (a) posess hardware to detect the
third button, (b) posess the software to process such a third button.

Secondly the keyboard processor passes this information as keypress
codes. One is sent each time the mouse "changes" and they are caught
by a general interrupt routine which then dispatches incoming data to
the relevent drivers - keyboard, joystick, mouse etc. Thus the general
routine must be capable of detecting and dispatching these 'new' mouse
codes to the mouse driver and the mouse driver must be able to
preserve them.

The third stage is the VDI mouse handler. It must be capable of
handling the new codes and translating them according to the
requirements of the AES which finally will make them visible via such
system calls as evnt_multi etc.

In turn the applications being run will need to be able to process

them. Alternatively, as you suggest, if the third button is to be used to generate existing messages instead, then at some point between the VDI mouse handler and the AES, a message (such as WM_CLOSED) must be injected into Gem. This would require the "injector" to have access to both the active window handle, and the relevent application's message pipe - which may be impossible as these internals will not be known.

On the other hand, a suitable (say) accessory could make use of a 3 button evnt_multi upon which it could send a WM_CLOSED with the desktop id to the window under the mouse, which would fool most applications. This isn't a clean method however and can lead to problems.

I'm not saying >2 buttons is impossible - just that there are a lot of things which can get in the way! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -9071346265408281532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,748a4b32912b7a9d
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Atari Update Suggestions Due Soon
Date: 1998/05/06
Message-ID: <35503635.3995855@news.demon.co.uk>#1/1
X-Deja-AN: 350873168
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <3986_hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<35459faa.799333@news.zetnet.co.uk> <35467f14.10518803@news.tmisnet.com>
<354892E3.3710@cfcsc.dnd.ca> <35489a01.3839324@news.tmisnet.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894483329 nnrp-04:6371 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 30 Apr 1998 15:55:46 GMT, strads@tmisnet.com (George Crissman) wrote:

>Wouldn't it be nice to have a form_progress(), an
>easy-to-use standardized progress bar similar in

>concept to form_alert? It could be non-modal so
>that several could be active at the same time. This
>would be perfect for multitasking environments or
>multiple-simultaneous-file-downloads when using PPP.

That's a bit too specific, a 'form_print' could serve the same purpose. If you think about it, even if form_progress only dealt with single lines you would still have to have the ability to "word wrap" just in case the text string was too wide for a particular resolution. This in turn requires the generation of an object tree on the fly so that the required amount of G_STRING or G_TEXT objects could be generated - then you have to create and open a window of the correct size. Having gone to this much trouble you might as well add in the ability to process simple control codes such as CR, LF, CLS, HOME and (maybe) TAB. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3530618559009477613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f3b0075c3bd6ca7,start
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Forcing a media change
Date: 1998/05/06
Message-ID: <894497691.18664.1.nnrp-11.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 350938858
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894497691 nnrp-11:18664 NO-IDENT my-ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

I've written a small utility to rename files, giving them the lowercase version of their name. There are a few things I would like to add, especially the ability to force a media change so Magic will update the directory windows to reflect the changes to the altered directories. The problem is I've no idea how to do this so, and am hoping that someone will know how to do this and give me a few pointers. BTW, just in case it helps, the language I'm using is Sozobon C v2.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNVDtzleKRkq5A+OlAQGSHAIAgywnc2u3iZ3WYqcet1ZjbuGWz5401Jpp
8OSLUb8PeCVDahgkagjd5DHAat6sM9xniHJP9pcq/Zb1MlrGdDNFkg==
=xINB
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From -7895975340466556834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,505c2ea132d45a28,start
X-Google-Attributes: gid1115ce,public
From: bwarren@ibm.net
Subject: STe
Date: 1998/05/06
Message-ID: <35512D36.3BD0@ibm.net>#1/1
X-Deja-AN: 351002784
Content-Transfer-Encoding: 7bit
X-Notice: should be forwarded in their entirety to postmaster@ibm.net
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Trace: 7 May 1998 04:41:15 GMT, 32.100.174.157
Organization: IBM.NET
Newsgroups: comp.sys.atari.programmer

Does anyone have some source code to control and create rasters? I'm looking for anything that I could use (GFA, C, etc...) to create rasters and change palette registers for any given scanline.

From 8532025791466913457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
From: Eric GAUDET <egaudet@francenet.fr>
Subject: Re: Atari mouse port 3rd button query
Date: 1998/05/07
Message-ID: <355123CC.DFAC4A2B@francenet.fr>#1/1
X-Deja-AN: 350989997
Content-Transfer-Encoding: 7bit

References: <OZAXC6K@tos.pl.net> <3550a339.2900080@news.demon.co.uk>
<354DB602.3705@cfcsc.dnd.ca> <354f2819.383751@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: AT&T and SAMSUNG
Newsgroups: comp.sys.atari.programmer

I know that's not the current question, but I rewired a pc mouse to an atari mouse (trackball, in fact), and there was 3 buttons. Originally the 3rd button was used as a 'first button on/off'. It was managed by the microcontroller of the mouse. Some pc mouse use the 3rd button as 'first-double click'.
I choosed a new way : my third button is the "return" and I find it usefull for default (gem)buttons.
What I'm trying to say is : If a pc mouse is connected to a falcon's serial port (serial, lan, midi), the soft has to redirect the mouse messages as if it is form the original keyboard. This soft could propose several options to use the 3rd button.
Just an idea ...

Eric

From -4273032482448211652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,748a4b32912b7a9d
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Atari Update Suggestions Due Soon
Date: 1998/05/07
Message-ID: <35512315.937557@news.tmisnet.com>#1/1
X-Deja-AN: 351002785
References: <3986_hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<35459faa.799333@news.zetnet.co.uk> <35467f14.10518803@news.tmisnet.com>
<354892E3.3710@cfcsc.dnd.ca> <35489a01.3839324@news.tmisnet.com>
<35503635.3995855@news.demon.co.uk>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

On Wed, 06 May 1998 19:31:26 GMT, (Guy Harrison) wrote:
>On Thu, 30 Apr 1998 15:55:46 GMT, (George Crissman)>wrote:
>>Wouldn't it be nice to have a form_progress(), an
>>easy-to-use standardized progress bar similar in
>>concept to form_alert?

>That's a bit too specific, a 'form_print' could serve
>the same purpose.

Well, sure, you could have a special-purpose progress bar

alert box for printing operations, but a general-purpose form_progress() box would also work for printing functions just fine.

In addition, form_progress() would also lend itself to file downloading operations, user-decision/timeout activity, file format translations, and other hey-I'm-working-on-it / wait-until-I'm-finished situations.

>If you think about it, even if form_progress only
>dealt with single lines you would still have to have
>the ability to "word wrap" just in case the text
>string was too wide for a particular resolution.

Display text used in form_alert() is limited to a maximum of 30 characters per line, IIRC, making word-wrapping unnecessary. Using the same prompting mechanism in form_progress() (with an added progress bar, of course) would work in all resolutions, all the way back to ST low for those who enjoy looking at large, readable characters.

As a bonus, using the same construction from a programming standpoint would lessen the confusion (and potentially reduce space demands on the RSC file) that occurs when two similar calls implement identical functions in different ways.

>This in turn requires the generation of an object
>tree on the fly so that the required amount of
>G_STRING or G_TEXT objects could be generated -
>then you have to create and open a window of the
>correct size.

It would be no different from the existing form_alert() which can display an icon (if desired), 1 to 5 lines of programmer-supplied text, and 1 to 3 exit buttons (one of which may be defined as the default exit by the programmer).

It's not necessary to open a window to display a form_alert(), IIRC, and I don't envision opening a window to display a form_progress() although a window-like handle might be needed to handle updates to the progress bar (i.e., 100, 237, 862, all the way up to 1000) since the form is supposed to be non-modal in nature.

Does form_alert() really generate an object tree on the fly?

>Having gone to this much trouble you might as well

>add in the ability to process simple control codes
>such as CR,

... operates the default exit button, if chosen ...

> LF, CLS, HOME

... perform no function ... and just out of
curiosity, how would the general user create
an LF on a keyboard when both the ENTER and
RETURN keys generate a CR/LF sequence?

> and (maybe) TAB. ;-)

... normally used to move from one editable line
to another, but there are no user-editable lines
in an alert box.

-- George Crissman
-- strads@tmisnet.com

<<< Leftover quoted text from above >>>
>>It could be non-modal so
>>that several could be active at the same time. This
>>would be perfect for multitasking environments or
>>multiple-simultaneous-file-downloads when using PPP.
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -5507114737273850764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f3b0075c3bd6ca7
X-Google-Attributes: gid1115ce,public
From: "K.Hampf" <k_hampf@yahoo.com>
Subject: Re: Forcing a media change
Date: 1998/05/07
Message-ID: <35514fd2.0@d2o29.telia.com>#1/1
X-Deja-AN: 351011671
X-NNTP-Posting-Host: t3o29p35.telia.com
References: <894497691.18664.1.nnrp-11.9e98f145@news.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@internet.telia.com
Organization: Telia Internet Services
Newsgroups: comp.sys.atari.programmer

David Bolt wrote in message
<894497691.18664.1.nnrp-11.9e98f145@news.demon.co.uk>...

>BTW, just in case it helps, the language I'm using is Sozobon C v2.

How supported is Sozobon C today? Where can one find more info about the current version?
Back in the old days it took about the same amount of time to avoid Sozobon C's internal bugs that it took to troubleshoot your own ones ;)

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

From -3730927210270323036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ab78925bee932f,start
X-Google-Attributes: gid1115ce,public
From: screenstyles@hotmail.com
Subject: ST programming resources?
Date: 1998/05/07
Message-ID: <6iruf4$34q$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 351044933
X-Http-User-Agent: Mozilla/3.03 (Win16; I)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu May 07 09:21:41 1998 GMT
Newsgroups: comp.sys.atari.programmer

Hello,
I need YOUR help.
I've been using my ST to make music for years. Now, having been inspired by Electronic Cow and others, I want to learn a bit of programming.
Unfortunately I know NOTHING.
Are there any essential bits of reading to do? On-line, or are there books?
Should I be learning C, or some kind of Visual Basic?
What about compilers?
Where, in other words, do I start?
I'd really appreciate any help you can give me.
Please mail me at screenstyles@hotmail.com.
Thanks,
Paul.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From -5204920077030950741
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,29d2685ec567d7d0,start
X-Google-Attributes: gid1115ce,public

From: screenstyles@hotmail.com
Subject: STTODSK.TTP
Date: 1998/05/07
Message-ID: <6is8j0$f7l$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 351075164
X-Http-User-Agent: Mozilla/3.03 (Win16; I)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu May 07 12:14:24 1998 GMT
Newsgroups: comp.sys.atari.programmer

I'm having problems expanding .ST files using STTODSK.TTP.
I have placed my .ST file on a disk along with the application, and typed every likely command line I can think of.
What am I doing wrong? (on my 1040 STf)

please mail screenstyles@hotmail.com if you can help.
Peace.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From 8728557364887960067
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecd9fc1a3b921bf7,start
X-Google-Attributes: gid1115ce,public
From: screenstyles@hotmail.com
Subject: TOS images
Date: 1998/05/07
Message-ID: <6is909frb1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 351075169
X-Http-User-Agent: Mozilla/3.03 (Win16; I)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu May 07 12:21:29 1998 GMT
Newsgroups: comp.sys.atari.programmer

And another thing...
I realise that TOS IMG files are used by people running ST emulators on PCs, but is it possible to create ST boot-up disks from TOS IMG files - to use as a kind of software TOS update?
Forgive me for asking what are probably bloody obvious questions. I've owned an ST + Cubase for years, but I've never seen an ST manual, and conquesquently I have some large and fundamental gaps in my knowledge.

Any illumination would be gratefully received at screenstyles@hotmail.com

Thank you.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From 3598523242299121172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f3b0075c3bd6ca7
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Forcing a media change
Date: 1998/05/07
Message-ID: <6isdpv$d82@balaena.bio.vu.nl>#1/1
X-Deja-AN: 351105953
References: <894497691.18664.1.nnrp-11.9e98f145@news.demon.co.uk>
<35514fd2.0@d2o29.telia.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

K.Hampf (k_hampf@yahoo.com) wrote:

: How supported is Sozobon C today?

Not very.

: Where can one find more info about the
: current version?

The current version should always be on
ftp://ftp.fu-berlin.de/pub/atari/programming/sozobon/

: Back in the old days it took about the same amount of time to avoid Sozobon
: C's internal bugs that it took to troubleshoot your own ones ;)

Well, it's not that bad.
I've been using Sozobon for several years now, but I haven't found any real
bugs. Just some incompatibilities in the libs, which are mosly irritating
when trying to port stuff...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From -7298237574047990381
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c5f96e9837e629d5,start
X-Google-Attributes: gid1115ce,public

From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Subject: application name
Date: 1998/05/07
Message-ID: <3551CC8D.232C@ws.rz.tu-bs.de>#1/1
X-Deja-AN: 351121622
Distribution: world
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: TU-Braunschweig, Rechenzentrum
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi, everyone!

I've got a problem: For a shutdown-master for multitasking-OS like N.AES
I need to know the name including full path under which other running
applications/ accessories were started. Provided I know the particular
AES-IDs, can anyone give me a clean AES-method to achieve this?
Otherwise something with GEMDOS/ BASEPAGE would be fine, too.

Thanks already.


```
--------------------------------------
                  _/_  _ _/  _/_   _/
Michael Nau      _/_/__/_/  _/_/_ _/
m.nau@tu-bs.de  _/  _/ _/  _/  _/_/
               _/     _/  _/    _/
--------------------------------------
```


From 4714749033379563105
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e4525cee94ec154,start
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: ---> Support MEGA 3 <---
Date: 1998/05/07
Message-ID: <6it4im$26d$3@heliodor.xara.net>#1/1
X-Deja-AN: 351204200
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

For those of you who have not seen the best disczine around Click on the
links at the end of this message and get disc 1 and 2 of issue 2 of MEGA
DISCZINE.

If you have seen MEGA why have you not supported this new zine. There are
lots of you out there who must of liked something in it. But you don't tell

us what you liked and what you didn't. There are a lot of people who have not yet seen MEGA so get downloading there or over 200 articles on the 2 discs with a nice shall which anyone can use without any info at all on it.

There are many sections in this zine, Some or 1 off and are very interesting to read, It would be impossible to list them all so heres a quick rundown.

True horror/ghost tales, STOS, Tesla, Electronics, jokes and humour, Dreams what they mean and stuff, get rich, UFO articles, stories, Anti car crime, Reviews, Returned questionnaires, Science, Black holes, and much more. Simply take a look and you will be amazed on what we have found for you. There should be something for everyone in issue 2. Lets here what YOU would like to see appear !!

It only takes a moment to return the questionnaire, or to offer some ideas of your own. We need your support NOW. The more support we get the faster MEGA will be produced. Anything you do will be included in issue 3 which is currently been done by the MEGA team.

I want to make MEGA "YOUR" zine, so tell me what you want and we will include that page in the next issue. Any ideas not matter who obscure or small they be, are more than welcome.

The MEGA member list is getting slowly longer but we need more feedback, We need to know that people are reading it and liking it, There would be little point in producing a zine if there is now one reading it. This would be a great shame as there is now other zine like it.

Why not send in something in, Ramble on about anything you like, We want to hear from you. Get your name added to the credits list at the same time.

I have mailed MEGA 1 and 2 to god knows how many people over the last month, Well, Ok, It has not appeared on my site yet, But you can get it now if you wish. Simply join the mailing list and you will get MEGA before it goes onto my site. Out of all those people how now have got it, only a handful have had any comments. This is good but we need more now !

Everyone who has sent me mail over the last few weeks has not been added to the list. If you would like to be added to the mailing list then please re-mail me so I can add you to the list. Please check if you have requested to be added to make sure you have been added.

Issue 3 WILL appear but how soon all depends on you. So get writing and send something in, or at least tell us what you though about MEGA. It only takes a moment so why not go for it, your not going to loose anything by sending a mail to me.

If you have seen UFOST by Lee Round then please support his UFO zine with you UFO related material. Lee is now in 2 minds weather or not to do issue

3 because of all of you how seam to be scared or writing a letter to him.
If you would like to send Lee mail, Send it to me but put "FOR LEE ROUND" in the subject box and I will be happy to pass it onto him. If your interested in UFO's or related stuff then request issue 2 of UFOST now, I regret it still has not been added to my site. Send me a mail if you would like a copy.

I have issue 2 ready for E-mail should you dare to ask for it. Sorry but it has not yet been added to my site, Keep trying though !!

Here are the URL's for MEGA Disczine issue 2.

ftp://ftp.funet.fi/pub/atari/mag/mega/mega2_d1.zip

ftp://ftp.funet.fi/pub/atari/mag/mega/mega2_d2.zip

Thanks to Deano for the upload of issue 2.

Visit his site at....

Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favourite zines !!

- - - > A t A r I F o R e V e R < - - -

From -4918332503375367291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e2526cdedd42380,start

X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: CD ROM PROBLEMS
Date: 1998/05/07
Message-ID: <1998050722090400.SAA18759@ladder01.news.aol.com>#1/1
X-Deja-AN: 351241665
X-Admin: news@aol.com
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer

Hello All,
I have a C-Lab Falcon 030 with a Toshiba internal 2.5" 540meg scsi hard drive, and an external NEC scsi CDR-MV2 1x cdrom drive.
My problem is that when ever I boot my Falcon with the cdrom connected to the Falcon's scsi port, my boot partition gets scrambled and I end up having to rebuild the partition and reloading the files placed therein. I have tried 3 different external scsi cdrom drives and have replaced the cable all to no avail. Can anyone out there figure out what the problem is and let me know so I can rectify it and make use of my cdrom drive? Thanks! :)
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI

From -3580298838417621021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,748a4b32912b7a9d
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Atari Update Suggestions Due Soon
Date: 1998/05/07
Message-ID: <EsL0rs.Fu@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 351382630
Sender: news@suse.modem.stud.uni-hannover.de
References: <3986_hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<35459faa.799333@news.zetnet.co.uk> <35467f14.10518803@news.tmisnet.com>
<354892E3.3710@cfcsc.dnd.ca> <35489a01.3839324@news.tmisnet.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <35489a01.3839324@news.tmisnet.com>,
strads@tmisnet.com (George Crissman) writes:

> Wouldn't it be nice to have a form_progress(), an
> easy-to-use standardized progress bar similar in

Hmm, up to now I've only seen proposals that move frequently used stuff into the OS. Although that certainly is desirable, it is not an important

matter. I consider suggestions far more important that *ENABLE* new functionality that was not achievable up to now. An example what I'd really appreciate is a evnt_multi() extension that allows linking code that checks for additional events, similar to what MiNT does with it's select() call for files. Right now, an application needing to wait for some event needs to do so via polling and employing MU_TIMER, which is not efficient and blocks the system if several applications use this. This effect is not even achievable by linking own code before the AES's evnt_multi() call, but requires changes deep in the AES.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -7968498249764766833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b17d1c702a096eba
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Regular expressions with pure c
Date: 1998/05/07
Message-ID: <EsL4sI.p5@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 351382631
Sender: news@suse.modem.stud.uni-hannover.de
References: <354d34a0.0@news1.ottawa.cyberus.ca>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <354d34a0.0@news1.ottawa.cyberus.ca>,
s1383700@uottawa.ca (Gilles Charron) writes:

> Anybody here got some regular expression matching
> and substituting going with pure c? Is there a library
> available to do this stuff? I know that GCC can
> handle it, but is there a way to stick to pure c?

Of course it is, I wrote such a thing a couple of years ago. It was a nice exercise in parsing and recursive programming.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 5261878724700058447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9edac4c01de6baf2
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,9edac4c01de6baf2
X-Google-Attributes: gid109a67,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Middle mouse button, how reported?
Date: 1998/05/07
Message-ID: <EsL47q.M5@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 351382632
Sender: news@suse.modem.stud.uni-hannover.de
References: <7CGXCEZ@tos.pl.net>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <7CGXCEZ@tos.pl.net>,
mb@tos.pl.net (Mario Becroft) writes:
> How is the middle mouse button state reported by the keyboard processor?
> According to the compendium a relative mouse packet header byte reads as
> follows:
>
> 0xF8 - No buttons pressed
> 0xF9 - Left button pressed
> 0xFA - Right button pressed
> 0xFB - Both buttons pressed
>
> How is the middle button reported?

The keyboard processor knows only two buttons, i.e. two inputs. The button
you hook to the one is treated as the left, the button at the other input
is treated as the right button. No more buttons are supported.

You can connect a serial mouse to a serial port, but I do not know the
details how buttons are reported.

> And can anyone tell me on which machines the middle button works and on
> which it doesn't? I think someone mentioned before that it works on the
> Mega STE but not the ST. What about the TT, Falcon, STacy, Mega ST or any
> other machines?

AFAIK they all use the same keyboard processor.

> What about the new Atari clones, do they even have an
> Atari mouse port?

Probably not if they employ PC keyboards.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -7526972560218056733
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,495aaed49ccaecba
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: disk read during interrupt
Date: 1998/05/07
Message-ID: <EsL4ox.oJ@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 351382633
Sender: news@suse.modem.stud.uni-hannover.de
References: <6iiimk$s16$1@news2.xs4all.nl>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <6iiimk$s16$1@news2.xs4all.nl>,
     arjanbok@pop.xs4all.nl writes:
> Is there a way to read/write data from/to a harddisk
> during an end of sound buffer interrupt routine?
> (on a FALCON)
>
> I tried several functions: rwabs, dmaread and Fread,
> but the all freeze the system so that even a ctrl+alt+del
> does not work.
> This is probably because these are BIOS, XBIOS AND GEMDOS functions.
>
> Does anyone know of a way that does work, or is what
> I want imposible?

This is a tricky thing to do as neither GEMDOS nor BIOS nor XBIOS are

reentrant. With MagiC, they are, so you can call, say, GEMDOS from
interrupt; but this will work with no other system (not even MiNT !).

What you can do is link into the traps #1, #13 and #14 to set and reset
a flag indicating that a GEMDOS etc. call is being executed. Then, have
the end-of-buffer interrupt enable some code that is periodically executed,
say, from the 200 Hz interrupt. This code checks the flags mentioned above
and jumps to the floppy access code if neither is set, or does nothing
otherwise, until that periodical interrupt fires again.

You'll need to be very careful to make this code portable such that it
will work will all systems.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -394221935164858866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3ff387ac15c6fe0
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: event_multi() with mu_timer
Date: 1998/05/07
Message-ID: <EsL4zq.rJ@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 351382634
Sender: news@suse.modem.stud.uni-hannover.de
References: <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>,
     Katherine L Ellis <kellis@primenet.com> writes:

> Hi, I have a prob with this:
> My event_multi() IF mu_timer will not fetch all the redraw messages
> correctly.
> If I remove the mu_timer flag, everything works fine.
> Any idea why the aes gem message get messed up and not reliable?
> What Am I doing wrong?

You might have fallen into a well frequented pitfall ;-)

evnt_multi() does return more than one event on occasion. So

```
   event = evnt_multi (MU_TIMER | MU_MESAG, ...);

   if (event == MU_TIMER) { ... }
   if (event == MU_MESAG) { ... }
```

is broken code and can produce precisely the effect you describe.
Use

```
   event = evnt_multi (MU_TIMER | MU_MESAG, ...);

   if (event & MU_TIMER) { ... }
   if (event & MU_MESAG) { ... }
```

instead.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From -6503805174254187840
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3ff387ac15c6fe0
X-Google-Attributes: gid1115ce,public

From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: event_multi() with mu_timer
Date: 1998/05/07

Message-ID: <EsL53o.s6@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 351382635
Sender: news@suse.modem.stud.uni-hannover.de
References: <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>
<354f8a64.2892575@news.tmisnet.com> <6ioireptd1@o.online.no>
<vyzd8drd78n.fsf@issan.informatik.uni-dortmund.de>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <vyzd8drd78n.fsf@issan.informatik.uni-dortmund.de>,
     Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> writes:
> Odd Skancke <oskancke@online.no> writes:
>

>|> On 5 May 1998 21:54:28 , George Crissman wrote:
>|>> You probably already know not to use a value of "0"
>|>> for both the high-time and low-time values used with
>|>> evnt_timer / evnt_multi(MU_TIMER) in a desk accessory,
>|>> right?
>|>>
>|>> And you ARE using evnt_multi, not event_multi, right?
>|> ^^^^^^^^^^^^ ^^^^^^^^^^^^
>
>|> What is the difference between the two?? I thought that only evnt_multi()
>|> existed....
>
> Yes, that's exactly the difference.

ROTFL ! ;-)

AFAIK event_multi() is provided by some GEM libraries. Talking about the
AES, true, only evnt_multi() exists.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
----

From -152944216976388779
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3865b90ec5d42d48,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: ttram question.
Date: 1998/05/07
Message-ID: <Pine.BSI.3.96.980508012220.19422E-100000@usr04.primenet.com>#1/1
X-Deja-AN: 351467417
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.6.204 (kellis)
Newsgroups: comp.sys.atari.programmer

what is the best way of knowing how much TTram you have, not what's
left, but what's installed.
so far I am using a pointer to $5a4 then - 16meg, but it seems not
reliable on every case, example some TT with some g.card, not all
though!. very weird.
any idea?

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 2046128682040346307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,fac6f7a1c958c141
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,fac6f7a1c958c141
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
From: lmcclure1@mindspring.com (Lonnie McClure)
Subject: Re: Atari mouse port 3rd button query
Date: 1998/05/08
Message-ID: <3552d815.10106531@news.mindspring.com>#1/1
X-Deja-AN: 351382639
References: <OZAXC6K@tos.pl.net>
X-Server-Date: 8 May 1998 10:09:50 GMT
Reply-To: lmcclure1@mindspring.com
Organization: MindSpring Enterprises
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

On Mon, 27 Apr 1998 20:47:00 GMT mb@tos.pl.net (Mario Becroft) wrote:

>And finally, would there be any interest in such an adaptor? There is a
>serial mouse driver available allowing a serial mouse to be used on a
>serial port, but then you have the mouse port doing nothing while on the
>ST, with only one serial port, you have no serial ports left. Wouldn't it
>be better to be able to connect a serial mouse to the mouse port, leaving
>your serial port free for a modem? What do you think?

FWIW, there is already such an adapter for the Amiga, called
"Topolino" or similar. Since the only difference between Amiga and
Atari mice are the pinouts (which is why most aftermarket mice are
switchable between the two), anyone needed such a solution tomorrow
could purchase a Topolino and wire up and adapter.

BTW, if you incorporate a switch into your device, you could market it
to both Atari and Amiga owners, something the makers of the Topolino
overlooked.

On the subject of third button support, it would be nice if support
for the "fourth button" some mice now have (usually on the side, like
the current top of the line Logitech mouse, and the newest version of
the inexpensive Genius Netmouse), as well as scroll wheels. About the

only way I could see to support that, however, would be to make use of
the second joystick port for the signals (and either a custom driver
or software written to spec would be required, of course).

==========
lmcclure1@mindspring.com

From -4849721698449049328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,fac6f7a1c958c141
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,fac6f7a1c958c141
X-Google-Attributes: gid109a67,public
From: Dennis McGuire <mcguired@erie.net>
Subject: Re: Atari mouse port 3rd button query
Date: 1998/05/08
Message-ID: <Pine.LNX.3.95.980508085225.22796A-100000@moose.erie.net>#1/1
X-Deja-AN: 351412864
References: <OZAXC6K@tos.pl.net> <3552d815.10106531@news.mindspring.com>
To: Lonnie McClure <lmcclure1@mindspring.com>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: ISPNews http://ispnews.com
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

On Fri, 8 May 1998, Lonnie McClure wrote:

> On Mon, 27 Apr 1998 20:47:00 GMT mb@tos.pl.net (Mario Becroft) wrote:
>
> >And finally, would there be any interest in such an adaptor? There is a
> >serial mouse driver available allowing a serial mouse to be used on a
> >serial port, but then you have the mouse port doing nothing while on the
> >ST, with only one serial port, you have no serial ports left. Wouldn't it
> >be better to be able to connect a serial mouse to the mouse port, leaving
> >your serial port free for a modem? What do you think?
>
> FWIW, there is already such an adapter for the Amiga, called
> "Topolino" or similar. Since the only difference between Amiga and
> Atari mice are the pinouts (which is why most aftermarket mice are
> switchable between the two), anyone needed such a solution tomorrow
> could purchase a Topolino and wire up and adapter.

Topolino is a nice device, but at $40 it costs twice as much as an
Atari mouse!

From 5531382376387198214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3feb86350164fe06,start
X-Google-Attributes: gid1115ce,public
From: "centek" <centek@graphity.fr>
Subject: Atari C compiler
Date: 1998/05/08
Message-ID: <6ivqqt$j2t$1@news.imaginet.fr>#1/1
X-Deja-AN: 351538175
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

I am looking for informations about the way Atri C compilers store their debugging informations in executable files.

This is important because I want CENTinel (our 68030/040/060 & 56001/56301 Debugger) to provide Source Level Debugging.

Any informations about Pure C, Lattice C & GCC would REALLY help a lot !!!

Ronan CARDAUT

-
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Tel: 0344 746 330
Fax: 0344 746 340
http://www.centek.graphity.fr
http://www.graphity.fr/centek

From -1005989754291524425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3ff387ac15c6fe0
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: event_multi() with mu_timer
Date: 1998/05/08
Message-ID: <Pine.BSI.3.96.980508184802.20403A-100000@usr02.primenet.com>#1/1
X-Deja-AN: 351568658
References: <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>
<EsL4zq.rJ@suse.modem.stud.uni-hannover.de>

Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
MIME-Version: 1.0
X-Posted-By: kellis@206.165.6.202 (kellis)
Newsgroups: comp.sys.atari.programmer

And this is what was happenning :) exactly that :)
I was using the first example. Then upon the advice from someone here
I change to the other, and it fixed it :)
Many thanks :)

On Thu, 7 May 1998, Peter Rottengatter wrote:

```
>In article <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>,
>    Katherine L Ellis <kellis@primenet.com> writes:
>
>> Hi, I have a prob with this:
>> My event_multi() IF mu_timer will not fetch all the redraw messages
>> correctly.
>> If I remove the mu_timer flag, everything works fine.
>> Any idea why the aes gem message get messed up and not reliable?
>> What Am I doing wrong?
>
>You might have fallen into a well frequented pitfall ;-)
>
>evnt_multi() does return more than one event on occasion. So
>
>   event = evnt_multi (MU_TIMER | MU_MESAG, ...);
>
>   if (event == MU_TIMER) { ... }
>   if (event == MU_MESAG) { ... }
>
>is broken code and can produce precisely the effect you describe.
>Use
>
>   event = evnt_multi (MU_TIMER | MU_MESAG, ...);
>
>   if (event & MU_TIMER) { ... }
>   if (event & MU_MESAG) { ... }
>
>instead.
>
>
>Cheers  Peter
>--
>-----------------------------------------------------------------------
>   Peter Rottengatter       perot@pallas.amp.uni-hannover.de
>                            http://www.stud.uni-hannover.de/~perot
>-----------------------------------------------------------------------
>
>
```

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 2227113418884781682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a70a622ddb048674,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: STOS sprites...
Date: 1998/05/08
Message-ID: <Pine.BSF.3.96.980508201750.9509B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 351717521
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello everyone,

I'm currently writing a game in STOS BASIC. I've made a title screen and have letters i.e sprites fall down the title screen into their positons. The problem I'm having is when the letters fall their backgroung color overwrites where the have fallen to. I only want the characters to be displayed and not the backround color on which they were displayed. Any ideas?

From 8682137383666166222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f3b0075c3bd6ca7
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Forcing a media change
Date: 1998/05/09
Message-ID: <894677520.2331.0.nnrp-06.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 351604842
References: <35514fd2.0@d2o29.telia.com>
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894677520 nnrp-06:2331 NO-IDENT my-ste.demon.co.uk:158.152.241.69

Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 7 May 1998 09:05:31 , "K.Hampf" wrote:
> David Bolt wrote in message
> <894497691.18664.1.nnrp-11.9e98f145@news.demon.co.uk>...
> >BTW, just in case it helps, the language I'm using is Sozobon C v2.
>
>
> How supported is Sozobon C today? Where can one find more info about the
> current version?

I've no idea. I've been using v2 for about 2 years, and used v1.? for a
few years before that. I haven't seen much in the way of updates, but then
again, I haven't really been on the lookout for them.

> Back in the old days it took about the same amount of time to avoid Sozobon
> C's internal bugs that it took to troubleshoot your own ones ;)

Would you care to tell me what these bugs are/were, as I've not noticed any.
And as the programs I write in C are compiled with Sozobon, I'd like to know
if there are likely to be any problems.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNVMSIleKRkq5A+OlAQGjzQH/YLv+vxRfCDNt7MatpGpixozlhg4NeBrp
ZOCbsKmvF9p3ftA1d1J21+kMH3ulIRAUw3kKcXr1TIzkDKlHmhwjFg==
=uWKI
-----END PGP SIGNATURE-----

Regards,
     David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From 181368868940778626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f3b0075c3bd6ca7
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Forcing a media change
Date: 1998/05/09

Message-ID: <894677522.2331.0.nnrp-06.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 351604843
References: <6isdpv$d82@balaena.bio.vu.nl>
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894677522 nnrp-06:2331 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 7 May 1998 13:43:27 , Levien van Zon wrote:
> K.Hampf (k_hampf@yahoo.com) wrote:

> : Back in the old days it took about the same amount of time to avoid Sozobon
> : C's internal bugs that it took to troubleshoot your own ones ;)
>
> Well, it's not that bad.
> I've been using Sozobon for several years now, but I haven't found any real
> bugs. Just some incompatibilities in the libs, which are mosly irritating
> when trying to port stuff...

One good thing about Sozobon is the source for the libraries are available,
if you're using dlibs, so any real problems can be sorted out by rewriting
and recompiling the relavent functions. I did that to add desk accessory
support directly into the init code, with a variable to check the PRG/ACC
status, as well as adding support for atexit().

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNVMT2leKRkq5A+OlAQEptgH+MAzXbIA588qGpyVQijhbqBLJZfkkejbf
A8OoeZ53rmaQqmqHJkknxqPHBzytl63sRZHvyUDTDuedX2hQn8XR9w==
=LL1w
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

From 7048030349769647837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3feb86350164fe06
X-Google-Attributes: gid1115ce,public

From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Atari C compiler
Date: 1998/05/09
Message-ID: <6j1gm0$msv@balaena.bio.vu.nl>#1/1
X-Deja-AN: 351701023
References: <6ivqqt$j2t$1@news.imaginet.fr>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

centek (centek@graphity.fr) wrote:

: I am looking for informations about the way Atri C compilers store their
: debugging informations in executable files.
: Any informations about Pure C, Lattice C & GCC would REALLY help a lot !!!

The sources for the GCC debugger (gdb, I think, if it's available for Atari)
should be freely available...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The sheep that fly over your head are soon to land.

From -4998211422289789947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3865b90ec5d42d48
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: ttram question.
Date: 1998/05/09
Message-ID: <6j1grb$msv@balaena.bio.vu.nl>#1/1
X-Deja-AN: 351701024
References: <Pine.BSI.3.96.980508012220.19422E-100000@usr04.primenet.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Katherine L Ellis (kellis@primenet.com) wrote:

: so far I am using a pointer to $5a4 then - 16meg, but it seems not
: reliable on every case, example some TT with some g.card, not all
: though!. very weird.

And don't forget the problems with the Falcon TOS, which can report FastRAM
when there is none, and with Virtual Memory, which sometime disguises itself

as FastRAM... (for both, see FreeMiNT 1.14.xx)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The sheep that fly over your head are soon to land.

From -3403442371726814167
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,208dda4017522e88,start
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Re: structs and binary trees
Date: 1998/05/09
Message-ID: <Esp3Lx.FFv@uia.ua.ac.be>#1/1
X-Deja-AN: 351733062
Sender: news@uia.ua.ac.be (News database)
X-Nntp-Posting-Host: hsins.uia.ac.be
References: <1998050814491700.KAA29060@ladder03.news.aol.com>
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer

Twinkle900 (twinkle900@aol.com) wrote:

```
: struct  part_record
: {
:  int part_num;
:  int price;
:  int quantity;
: }
: i know how to do basic maniputlations of binary trees, like transversing trees
: and all, but i am not sure of how to store a struct in a binary tree.
```

In fact, binary trees are rather easy. You should smth like :

```
typedef struct {
    int partnumber;
    int price;
    int quantity;
    } PartInfo;
```

and then :

```
typedef struct Node {
    PartInfo data;
```

```
    struct Node *left;
    struct Node *right;
    } PartNode;
```

Then, you can access your fields through :

```
{
 PartNode *p;

 /* ...SOME CODE... */

 p->data.quantity = 100;

 /* ...SOME CODE... */
}
```

Now remains the question how your Binary tree will be ordered. Does it have to be sorted by price, quantity or partnumber ? There's no use in this case to use a binary tree if it isn't for searching (hence, a Binary Search Tree).

If you have any further questions, just ask.

Good luck !


```
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-----------------------------------------------------------------+
```


--
Septimus' quote for today :

"The grit in your eye soon enters your heart
 and all that was strength is just falling apart."
 - Anne Clark

From -8488864139465104988
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5bea86cae941653,start
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: ---> MEGA 3, Support needed NOW ! <---
Date: 1998/05/09
Message-ID: <6j2i8m$2d5$3@heliodor.xara.net>
X-Deja-AN: 351803619
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

MEGA 2 is now added to my site, Still working on the other links so please bare with me. Or you can get MEGA 2 by clicking on the links near the end of the message.

If you have seen MEGA why have you not supported this new zine. There are lots of you out there who must of liked something in it. But you don't tell us what you liked and what you didn't. There are a lot of people who have not yet seen MEGA so get downloading there or over 200 articles on the 2 discs with a nice shall which anyone can use without any info at all on it.

There are many sections in this zine, Some or 1 off and are very interesting to read, It would be impossible to list them all so heres a quick rundown. True horror/ghost tales, STOS, Tesla, Electronics, jokes and humour, Dreams what they mean and stuff, get rich, UFO articles, stories, Anti car crime, Reviews, Returned questionnaires, Science, Black holes, and much more. Simply take a look and you will be amazed on what we have found for you. There should be something for everyone in issue 2. Lets here what YOU would like to see appear !!

It only takes a moment to return the questionnaire, or to offer some ideas of your own. We need your support NOW. The more support we get the faster MEGA will be produced. Anything you do will be included in issue 3 which is currently been done by the MEGA team.

I want to make MEGA "YOUR" zine, so tell me what you want and we will include that page in the next issue. Any ideas not matter who obscure or small they be, are more than welcome.

Can you suggest a good articles site, Something you may think could be of interest to other MEGA readers ? No matter what it is we would like to here from you. Just look at the area of topics we are covering, You name it, we will do it. Anything you may think could possibly help please mail me the links, If I use the site I will give you credit (of course) for giving me the site URL.

The MEGA member list is getting slowly longer but we need more feedback, We need to know that people are reading it and liking it, There would be little point in producing a zine if there is now one reading it. This would be a great shame as there is now other zine like it.

Why not send in something in, Ramble on about anything you like, We want to hear from you. Get your name added to the credits list at the same time. Get on the MEGA mailing list, or ask if you are already on it just to make sure (I may have missed you off for some silly reason).

I have mailed MEGA 1 and 2 to god knows how many people over the last month, Well, Ok, It has not appeared on my site yet, But you can get it now if you wish. Simply join the mailing list and you will get MEGA before it goes onto my site. Out of all those people how now have got it, only a handful have had any comments. This is good but we need more now !

Everyone who has sent me mail over the last few weeks has not been added to the list. If you would like to be added to the mailing list then please re-mail me so I can add you to the list. Please check if you have requested to be added to make sure you have been added.

Issue 3 WILL appear but how soon all depends on you. So get writing and send something in, or at least tell us what you though about MEGA. It only takes a moment so why not go for it, your not going to loose anything by sending a mail to me.

Issue 3 is really taking off now, We need your suppot now ! We have had good responce for MEGA but no one knows how they can help, First of all fill in the questionnaire. I will try to suggest a article that you can write about, you then simply write it and have the sortcut to fame in issue 3.

If you have seen UFOST by Lee Round then please support his UFO zine with you UFO related material. Lee is now in 2 minds weather or not to do issue 3 because of all of you how seam to be scared or writing a letter to him. If you would like to send Lee mail, Send it to me but put "FOR LEE ROUND" in the subject box and I will be happy to pass it onto him. If your interested in UFO's or related stuff then request issue 2 of UFOST now, I regret it still has not been added to my site. Send me a mail if you would like a copy.

I have issue 2 ready for E-mail should you dare to ask for it. Sorry but it has not yet been added to my site, Keep trying though !!

Here are the URL's for MEGA Disczine issue 2.

ftp://ftp.funet.fi/pub/atari/mag/mega/mega2_d1.zip

ftp://ftp.funet.fi/pub/atari/mag/mega/mega2_d2.zip

Thanks to Deano for the upload of issue 2.

Visit his site at....

Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favourite zines !!

- - - > A t A r I F o R e V e R < - - -

From -456871837114408071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e2526cdedd42380
X-Google-Attributes: gid1115ce,public
From: "Bud Connolly" <budc@harborcom.net>
Subject: Re: CD ROM PROBLEMS
Date: 1998/05/09
Message-ID: <6j38khsll1@supernews.com>#1/1
X-Deja-AN: 351866718
References: <1998050722090400.SAA18759@ladder01.news.aol.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: newsabuse@supernews.com
X-Trace: 894772689 V05IEJEQH056BCE9EC usenet87.supernews.com
Organization: The Illuminating Co.
Newsgroups: comp.sys.atari.programmer

Sounds like you don't have the SCSI cable terminated properly. Only the last device should be terminated, either on the device itself or you can place a SCSI Terminator at the end of the cable.

OR

Both devices have the same SCSI ID. Make sure each device has a unique SCSI ID and don't use 7, it is reserved for the SCSI Controller.

ANGIEF18 wrote in message
<1998050722090400.SAA18759@ladder01.news.aol.com>...
>Hello All,
>I have a C-Lab Falcon 030 with a Toshiba internal 2.5" 540meg scsi hard drive,
>and an external NEC scsi CDR-MV2 1x cdrom drive.
>My problem is that when ever I boot my Falcon with the cdrom connected to the
>Falcon's scsi port, my boot partition gets scrambled and I end up having to
>rebuild the partition and reloading the files placed therein. I have tried 3

>different external scsi cdrom drives and have replaced the cable all to no
>avail. Can anyone out there figure out what the problem is and let me know
so
>I can rectify it and make use of my cdrom drive? Thanks! :)
>Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI

From -3802200181320521163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,62566f396a33d4b0,start
X-Google-Attributes: gid1115ce,public
From: angief18@aol.com (ANGIEF18)
Subject: Help!
Date: 1998/05/10
Message-ID: <1998051014361900.KAA13754@ladder03.news.aol.com>#1/1
X-Deja-AN: 351947711
X-Admin: news@aol.com
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer

Hello all,
My name is Sam and I'm the one who sent out the CDRom Problems message a few
days ago. Thanks to everyone who responded with ideas and suggestions.
Unfortunately, I haven't been able to try any of the suggestions because my
Falcon won't even boot now! :(When I turn on my Falcon, you can here the
power supply kick on and the hard drive starts to boot, then it stops. When I
disconnect the hard drive and attempt to boot from floppy, the only thing that
comes on is the power supply. Can anyone tell me what to do so that I can at
least get my Falcon to boot?
Getting desparate,
Sam
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

From -4608897254337868858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc94e86c1f1179d0,start
X-Google-Attributes: gid1115ce,public
From: frederic.dinh@hol.fr (Frederic Dinh)
Subject: Drawing in memory
Date: 1998/05/10
Message-ID: <6j4oq9kmb1@news4.isdnet.net>#1/1
X-Deja-AN: 351987389
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Hi all,
I'd like to know how to draw in memory without using a GDOS (if it is possible) under a multitasking environment.
Thanks !
--
<---------- fredd ---------->
Freder:c D:nh -> frederic.dinh@ffv.fr
http://wwwperso.hol.fr/~fdinh

From -3701599977218616444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: wind_get using wf_iconify
Date: 1998/04/17
Message-ID: <35371619.6A7EEF3C@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 344952820
Content-Transfer-Encoding: 7bit
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
<1998041618204480956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 892802585 17927 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> Check my WWW pages, as they have details on "active iconify". This works
> for me (both from menu, and using the shortcut <CTRL>-Space).

Have you come up with this your self (ctrl space), or is this mentioned somewhere for which shortcuts to use?

//Magnus Kollberg
--
+----------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------+

From 8932199801684252203

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9bd375df20cb635,start
X-Google-Attributes: gid1115ce,public
From: "Student" <student@pczaal.utwente.nl>
Subject: new Motorola syntax
Date: 1998/04/17
Message-ID: <01bd69ef$e0597060$83b35982@pczaal31>#1/1
X-Deja-AN: 344973931
Organization: University of Twente, Enschede, The Netherlands
Newsgroups: comp.sys.atari.programmer

looking voor a list of conversion program with the new Motorola syntax for
the GNU assembler.
What is the meaning of things such as 'moveml a6@,#0x43c' or 'jra
0x16584'?
What is the new interpretation of the 'old' mnmonics 'movem.l' of 'addx.l'?

reactions to:
     c.a.adler@student.utwente.nl

From -4910717947593866113
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: stirrell@portland.com (Scott Tirrell)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/17
Message-ID: <stirrell-1704980841090001@portland15.portland.com>#1/1
X-Deja-AN: 345014069
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
<MPG.f9dffb11b1c1947989890@news1.force9.net> <6h2ict$qb1$1@nnrp1.dejanews.com>
<slrn6j9mjc.1f5.jedi@dementia.mishnet>
<stirrell-1604980832470001@portland15.portland.com>
<slrn6jcbug.1p6.jedi@dementia.mishnet>
Organization: Guy Gannett Communications
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata

ri.st

>
>   Ouch! 95+Office+486?
>
Honestly, it runs along at a nice pace! Keep in mind, I;ve used high-end Power Macs, Suns, Pentium IIs and while it can't compare to those systems, it runs nicely. Especially for simple tasks like Microsoft Office. I do have 28 megs of RAM but even under 16 it wasn't bad.

>   The major linux vendors distribute it (like Redhat or Caldera)
>   and you can find it in places like *linuxmall*. For games that
>   have been 'un'released, you can just pick up the game at CompUsa
>   and download the Linux version of the executable (QII, UO).

I have seen Redhat at Electronics Boutique. The problem I might have with Linux is that I only have a 500 meg hard drive.... Are these commercial versions easy-to setup as, say, other major OSes? Like a nice setup program?

>
>   There's also a 'freeware' ST emulator called STonX that
>   you might want to try out. You'll have to provide ROM
>   images however (not hard to find on the web).

I have heard good things about it. Does it allow different resolutions other than the three standard ST ones?

>
>   Linux will likely run more responsively on the hardware
>   you're using now. Although, unless you have lots of ram,
>   I would not expect much out of either '95 or linux.
>   Although Linux is a lot easier to trim and tune.

If by trimming and tuning I have to wade through tons of configuration files, I am not sure I want to. Are many packages for Linux "complete" or do you have to compile most packages yourself? Sorry I am so clueless on Unix.

>
>   I never found the performance of M$ OSes to my liking.
>   I also found the registry and plug-n-pray quite annoying
>   as well.

The registry is fairly easy to configure, IMHO. Also, for some odd reason (I know I am in the minority), Plug-n-Play has worked flawlessly for me. Windows detected all of my components and I had no conflicts. Strange ;-)

Thanks for all the responses and help!

-scott tirrell

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

From 3088495150032745810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b80a6bfacbd33326
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: What image types in RSC?
Date: 1998/04/17
Message-ID: <35369c6b.407687@news.tmisnet.com>#1/1
X-Deja-AN: 345052247
Distribution: world
References: <352F19D9.5266@algonet.se> <Er7z22.A2t@uia.ua.ac.be>
<3533D95B.4163@algonet.se> <6h3673bgh2@news02.btx.dtag.de>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

ResourceMaster was on Reader Disc #6 of Atari
Computing. In upcoming issue #9, look for a
how-to-do-it article using ResourceMaster.

-- George Crissman
-- strads@tmisnet.com

On 15 Apr 1998 20:44:19 GMT, Lars.Froehlich@t-online.de (Lars
Froehlich) wrote:

>Hi Joakim!
>
>>> Yes. "Zoom" is designed to develop icons in RSC files. It can even import
>>> (or export, I'm not sure) Windows 3.x iconfiles.
>>> "Interface" kan incorporate images in RSC files (might be .IMGs)
>>
>>Where can I find these programs? Are they commercial, or free to use..?
>>Thanx again! 8)
>
>Zoom + Interface are commercial, but I've heard of a new (free?) RCS called
>"ResourceMaster". Does anyone know where to find it?
>
>Ciao,
> Lars
>
>
>//////////////////
>// PGP fingerprint
>// 24 2D 0C 80 E3 F2 69 79 69 52 A7 27 E6 99 FC 1B

>/////////
>// If debugging means removing errors, programming means producing them.
>///

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 2592985865938503261
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: jedi@dementia.mishnet (jedi)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/17
Message-ID: <slrn6jf9hb.735.jedi@dementia.mishnet>#1/1
X-Deja-AN: 345120892
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
<MPG.f9dffb11b1c1947989890@news1.force9.net> <6h2ict$qb1$1@nnrp1.dejanews.com>
<slrn6j9mjc.1f5.jedi@dementia.mishnet>
<stirrell-1604980832470001@portland15.portland.com>
<slrn6jcbug.1p6.jedi@dementia.mishnet>
<stirrell-1704980841090001@portland15.portland.com>
Organization: All USENET -- http://www.Supernews.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

On Fri, 17 Apr 1998 08:41:09 -0400, Scott Tirrell <stirrell@portland.com> wrot
e:
>>
>>   Ouch! 95+Office+486?
>>
>Honestly, it runs along at a nice pace! Keep in mind, I;ve used high-end
>Power Macs, Suns, Pentium IIs and while it can't compare to those systems,
>it runs nicely. Especially for simple tasks like Microsoft Office. I do
>have 28 megs of RAM but even under 16 it wasn't bad.

Run 'nicely' is not something I would describe of
any version of Windows. They're far too bloated
for too little actual functionality. Until I switched
to Linux, I was constantly contemplating an ST
emulator so that I could run more efficient (yet
useful) applications.

That fixation is gone. (although STonX is still
kinda nifty)

>
>> The major linux vendors distribute it (like Redhat or Caldera)
>> and you can find it in places like *linuxmall*. For games that
>> have been 'un'released, you can just pick up the game at CompUsa
>> and download the Linux version of the executable (QII, UO).
>
>I have seen Redhat at Electronics Boutique. The problem I might have with
>Linux is that I only have a 500 meg hard drive.... Are these commercial
>versions easy-to setup as, say, other major OSes? Like a nice setup
>program?

Yup. Hardware configuration is more Win 3.1ish. There is
some plug-n-pray but that's primarily with PCI devices.
Whether or not this is a good thing tends to correlate
to one's Win95 experiences (good or bad). For LInux,
500 may be a bit tight. I would expect it to be tight
for Win95 as well. If you dont have any intention of
using the linux dev tools are some of the more hardcore
unix utilities (like tex) you should be fine.

>
>>
>> There's also a 'freeware' ST emulator called STonX that
>> you might want to try out. You'll have to provide ROM
>> images however (not hard to find on the web).
>
>I have heard good things about it. Does it allow different resolutions
>other than the three standard ST ones?

Yes, but it only runs in 256 color mode.

>
>>
>> Linux will likely run more responsively on the hardware
>> you're using now. Although, unless you have lots of ram,
>> I would not expect much out of either '95 or linux.
>> Although Linux is a lot easier to trim and tune.
>
>If by trimming and tuning I have to wade through tons of configuration
>files, I am not sure I want to. Are many packages for Linux "complete" or
>do you have to compile most packages yourself? Sorry I am so clueless on
>Unix.

Yes, there is configuration overhead. Unix is a system
where you boss around the OS, instead of vice-versa.

>
>>
>> I never found the performance of M$ OSes to my liking.
>> I also found the registry and plug-n-pray quite annoying
>> as well.
>
>The registry is fairly easy to configure, IMHO. Also, for some odd reason
>(I know I am in the minority), Plug-n-Play has worked flawlessly for me.
>Windows detected all of my components and I had no conflicts. Strange ;-)

Win95 did detect my 2nd CDROM drive, my tape drive & still
doesn't have a proper driver for it, didn't have a useful
monitor type for my monitor & misconfigured my ethernet
card disabling my modem in the process. Yes YMMV.

The registry is too prone to corruption & not a help to me
as I would be directly modifying it anyways to bend the
machine to suit me.

From -2449108176182279931
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9bd375df20cb635
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: new Motorola syntax
Date: 1998/04/18
Message-ID: <6h8rfkmor1@nyheter.chalmers.se>#1/1
X-Deja-AN: 345201186
References: <01bd69ef$e0597060$83b35982@pczaal31>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <01bd69ef$e0597060$83b35982@pczaal31>,
Student <student@pczaal.utwente.nl> wrote:
>looking voor a list of conversion program with the new Motorola syntax for
>the GNU assembler.

Am I correct in assuming that you want to assemble 'normal' mnemonics
under GAS? If so, there is a program for such conversions in the MiNT
source distribution (it's probably available on its own somewhere as well).

The GAS m68k assembly syntax is not the new Motorola syntax, by the way.
I don't know why anyone would have wanted to invent something different
for GAS (especially since it also supports something that looks much more
like the 'standard', if you compile it with the right settings), but IIRC
it's usually called MIT syntax.

The new Motorola syntax is

```
  move.w  14(a0),d2     ->    move.w   (14,a0),d2
  move.b  d0,temp       ->    move.b   d0,(temp).l
```

and so on.
Does anyone happen to know of an Atari assembler that handles the code to the right above, by the way?

>What is the meaning of things such as 'moveml a6@,#0x43c' or 'jra >0x16584'?

The '@' is the GAS way of doing indirect addressing.
GCC does not create normal register lists for MOVEM for some reason, but rather gives the extension word (with a bit for each register) directly (GAS can handle register lists just fine).
Hexadecimal numbers are given with '0x', like in C, instead of the usual '$'.
IIRC, GAS handles all the usual branch mnemonics, but it also has a couple of extra ones that are used by GCC for some reason.

>What is the new interpretation of the 'old' mnmonics 'movem.l' of 'addx.l'?

I think (normal) GAS will throw an error for those, or possibly interpret them as labels.

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 5251748343727164856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5adb194c4d5d8bfa,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: TOS calls that alter their stacked params
Date: 1998/04/18
Message-ID: <6h9f9mkvr1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 345276219
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Are there any TOS calls (GEMDOS/BIOS/XBIOS) that obliterate any of their stacked parameters?

Given a TOS call of the form:

```
     pea  address
     move.l   #datum,-(sp)
     move.w   #funcnum,-(sp)
     trap #X
```

can I rely on the stacked funcnum and address remaining untouched?

(I am thinking of a code optimisation whereby a number of similar OS calls in a row can use the already stacked parameters and just alter the function number [or vice-versa: keeping the func num the same but altering the stacked parameter] before issuing the next trap call to the OS)

So the above example may be followed by:

```
     add.l    #itemsize,2+4(sp)
     trap #X
```

without having to :

```
     pea  address+itemsize
     move.l   #datum,-(sp)
     move.w   #funcnum,-(sp)
     trap #X
```

(ie: datum and funcnum remain the same)

It seems OK on my TOS 3.05 TT, but, as I no longer own any other Atari 68k system, I am unable to test my ideas out

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From -6050143933468108134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: Geoff Oltmans <geoff@sprynet.com>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/18
Message-ID: <3538BD47.A9CB09A1@sprynet.com>#1/1
X-Deja-AN: 345378561
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>

<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
<MPG.f9dffb11b1c1947989890@news1.force9.net> <6h2ict$qb1$1@nnrp1.dejanews.com>
<slrn6j9mjc.1f5.jedi@dementia.mishnet>
<stirrell-1604980832470001@portland15.portland.com>
<slrn6jcbug.1p6.jedi@dementia.mishnet>
<stirrell-1704980841090001@portland15.portland.com>
Content-Type: text/plain; charset=us-ascii
Organization: Sprynet News Service
Mime-Version: 1.0
Reply-To: geoff@sprynet.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

Scott Tirrell wrote:

> I have seen Redhat at Electronics Boutique. The problem I might have with
> Linux is that I only have a 500 meg hard drive.... Are these commercial
> versions easy-to setup as, say, other major OSes? Like a nice setup
> program?

I haven't personally installed Redhat before, but I've heard it's a good
installation. 500 meg should be plenty (I used to use Slackware and
XFree86 on a 500 meg drive and I still had room to spare).
>
> If by trimming and tuning I have to wade through tons of configuration
> files, I am not sure I want to. Are many packages for Linux "complete" or
> do you have to compile most packages yourself? Sorry I am so clueless on
> Unix.

As an end-user I had to reconfigure the kernal to support my hardware,
and if I wanted to connect to the internet, I had to write my own script
to connect to my provider and start the pppd daemon. There are books
that explain this, but they aren't terribly clear. Also configuring
XFree86 (the Xwindows) can be a real pain in the butt. Other than that,
that was about it. :)

Geoff!
--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

From -1448043401808263288
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,92f37240ac60412,start
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,92f37240ac60412,start
X-Google-Attributes: gid1115ce,public
From: "Marco Lagendijk" <marcola@xs4all.nl>
Subject: Line-F
Date: 1998/04/19
Message-ID: <6hceaa$n3n$1@news2.xs4all.nl>#1/1
X-Deja-AN: 345590012
X-XS4ALL-Date: Sun, 19 Apr 1998 10:57:46 CEST
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: XS4ALL, networking for the masses
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Has anyone got information on the LINE-F routines in TOS? I's like to know
what they do in the highest possible detail.
Seems to be undocumented stuff: I can find much documentation on LINE-A, but
not on LINE-F (??).

Thanks, Marco.

From -8084983660715728346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,92f37240ac60412
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,92f37240ac60412
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Line-F
Date: 1998/04/19
Message-ID: <yz87m4lex3l.fsf@sara.lysator.liu.se>#1/1
X-Deja-AN: 345639819
Sender: tobe@sara.lysator.liu.se
References: <6hceaa$n3n$1@news2.xs4all.nl>
Mime-Version: 1.0 (generated by tm-edit 7.106)
Content-Type: text/plain; charset=US-ASCII
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University,
Sweden
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

"Marco Lagendijk" <marcola@xs4all.nl> writes:

> Has anyone got information on the LINE-F routines in TOS? I's like to know
> what they do in the highest possible detail.
> Seems to be undocumented stuff: I can find much documentation on LINE-A, but
> not on LINE-F (??).

LINE-F is used by the FPU, if one is installed. Otherwise, any LINE-F

call will give 11 bombs.

Greetings,

Tomas - tomas[@.]nocrew.org

From 6247083537550019073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e81679ccbbc2c19f,start
X-Google-Attributes: gid1115ce,public
From: inorton_badrul@hotmail.com (Ian Norton)
Subject: Descent on F030
Date: 1998/04/19
Message-ID: <6hdee6$g55$1@plug.news.pipex.net>#1/1
X-Deja-AN: 345699171
Organization: UUNet UK server (post doesn't reflect views of UUNet UK)
Newsgroups: comp.sys.atari.programmer

Hi everyone :)

Has anyone thought of porting descent from interplay to the falcon?

after all it runs quite well even on 386 sx machines and only requires 4mb of RAM and to top that it only uses around 128 colours!

The falcon, especially ones with co processors would be easily capable of it

(only just thought of this because i have borrowed a 33mhz 486 (no floppy drive) to play against a friend in death match.

i don't know anything about this sort of programing but it sounds like a good and possibly popular idea

:) Ian Norton

From 7058538855120878136
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7910e7409b34f9e7,start
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Resolution change. How?
Date: 1998/04/20
Message-ID: <353AF57B.7424D5DA@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 345866936
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se

X-Trace: news.emw.ericsson.se 893056379 4003 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi there,

I wonder if anyone know how to change resolutions in the correctway in order to let the OS know about it restart the AES and reload the ACCs?

The thing is that I'm writing a resolutions changer for the Nova cards but I can't get it to work properly. How is it realy ment to be done and when should I do the physical resolution change?

I think I have got a problem as I can only do a immediate resolution change on the Nova, so I have to change resolution before my program exit. The thing is that I think it's the AES which sets the resolution just before it restarts.

I guess this all sounds wacky and it is. :-)

Any ideas anyone? Or does such thing exist for the Nova cards?

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -1104831217608037512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,92f37240ac60412
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,92f37240ac60412
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: Line-F
Date: 1998/04/20
Message-ID: <vyzvhs466o5.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 345921589
Sender: schwab@issan
References: <6hceaa$n3n$1@news2.xs4all.nl> <yz87m4lex3l.fsf@sara.lysator.liu.se>
X-Yow: Isn't this my STOP?!
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Tomas Berndtsson <tobe@lysator.liu.se> writes:

|> "Marco Lagendijk" <marcola@xs4all.nl> writes:

|>> Has anyone got information on the LINE-F routines in TOS? I's like to know
|>> what they do in the highest possible detail.
|>> Seems to be undocumented stuff: I can find much documentation on LINE-A, but
|>> not on LINE-F (??).

|> LINE-F is used by the FPU, if one is installed. Otherwise, any LINE-F
|> call will give 11 bombs.

Not exactly true. Earlier TOS versions (upto 1.4(?)) (mis-)used LINE-F in
the AES part to squeeze a few bytes out of it. But this was as internal
as you can get, and you won't find any docs about that.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From 448065259154827085
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9bd375df20cb635
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: new Motorola syntax
Date: 1998/04/20
Message-ID: <vyzu37o66gu.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 345921590
Sender: schwab@issan
References: <01bd69ef$e0597060$83b35982@pczaal31>
<6h8rfkmor1@nyheter.chalmers.se>
X-Yow: How do you explain Wayne Newton's POWER over millions? It's th'
MOUSTACHE... Have you ever noticed th' way it radiates SINCERITY, HONESTY &
WARMTH? It's a MOUSTACHE you want to take HOME and introduce to NANCY SINATRA!
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Johan Klockars <rand@cd.chalmers.se> writes:

|> The new Motorola syntax is
|> move.w 14(a0),d2 -> move.w (14,a0),d2
|> move.b d0,temp -> move.b d0,(temp).l
|> and so on.
|> Does anyone happen to know of an Atari assembler that handles the code
|> to the right above, by the way?

GAS can handle them without problems.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From -2544568845745115542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5adb194c4d5d8bfa
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: TOS calls that alter their stacked params
Date: 1998/04/20
Message-ID: <vyzson866dc.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 345921591
Sender: schwab@issan
References: <6h9f9mkvr1@newshost.comnet.co.nz>
X-Yow: I had pancake makeup for brunch!
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Gaven Miller <gmiller@inca.co.nz> writes:

|> Are there any TOS calls (GEMDOS/BIOS/XBIOS) that obliterate any of their
|> stacked parameters?

|> Given a TOS call of the form:

```
|>   pea  address
|>   move.l   #datum,-(sp)
|>   move.w   #funcnum,-(sp)
|>   trap #X
```

|> can I rely on the stacked funcnum and address remaining untouched?

I don't know if that was ever documented, but it should be true for all
TOS versions.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From 7945852011326135036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ddd6fda7b9a699f
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: cpx help programing.
Date: 1998/04/20
Message-ID: <6hfieh$muj@balaena.bio.vu.nl>#1/1
X-Deja-AN: 345942482
References: <Pine.BSI.3.96.980410111504.6991B-100000@usr07.primenet.com>

<1998041018142580956@zetnet.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

: > hi, in order to work on a cpx I need some info about it.

Apart from the Compendium, there should also be some pieces if example code
floating around on the Atari FTP sites somewhere. I might even have a link
to it on my (hugely outdated) Atari Developers page.

: > I am not using C, so the cpx header or lib that could exist won't
: > help directly.

: Well, if you are planning on doing it in GFA, I would give up, 'cause
: I doubt that it is possible. The CPX "init" code passes back a set of
: call-back functions that the control panel will call when certain
: things happen. I am not sure, but I dont think GFA has the concept
: of addresses of functions (appart from embedded asm routines).

Hmm, I seem to recall GFA having a function to call C-style routines...
If so, he should be able to use that...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"My life is a soap opera, but who has the rights?"
-- MadameX

From -8867315401695972553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b97e4de20ba7db1,start
X-Google-Attributes: gid1115ce,public
From: inorton_badrul@hotmail.com (Ian Norton)
Subject: Bootup pics on falcon
Date: 1998/04/20
Message-ID: <6hfjqv$f9q$2@plug.news.pipex.net>#1/1
X-Deja-AN: 345948362
Organization: UUNet UK server (post doesn't reflect views of UUNet UK)
Newsgroups: comp.sys.atari.programmer

anyone know of a simple little program that'll show a
pic and play a sound on boot for a falcon 030? if possible same
for shutdown (magic5)

From -1955974106831472976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: wind_get using wf_iconify
Date: 1998/04/20
Message-ID: <Erq3IH.63B@cix.compulink.co.uk>#1/1
X-Deja-AN: 346019331
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk> <892682603.6429.0.nnrp-09.9e9805e3@new
<1998041718382780956@zetnet.co.uk>
Organization: Immaculate
Newsgroups: comp.sys.atari.programmer

jacquesa@zetnet.co.uk wrote:
>> Have you come up with this your self (ctrl space), or is this mentioned
>> somewhere for which shortcuts to use?
>
>I didn't just make it up, but I dont think it is documented anywhere -
>I found a number of other programs (not many, but a couple) which used
>this keyboard shortcut.
>
>I mentioned it here so that anyone else implementing it (hopefully) uses
>the same as me/us, so that even though it isn't formally documented anywhere
>it becomes a standard (and <CTRL>-Space is not defined in either MASS or
>the Compendium as any other shortcut).
The GEM-list keyboard standard (more or less agreed to years ago and used
mostly by the Germans but also by others) uses CNTL-D for Diminish a window,
that is, iconify.

There was an Atari standard keyboard short-cut list which hardly any one
adopted. I think the list in TAC and MASS is this one.

However, this list already conflicted with standards emerging from Germany
and so a group of commercial, shareware and PD programmers got together on
the Internet in 1994 to agree on an alternative set of keyboard equivalents
which became known as the GEM-List Keyboard Short-cut Standard.

Table K2: GEM-List Keyboard Equivalents

Key combination	Meaning
[Cntl-I]	Show Info about selected object
Window Manipulation	
[Cntl-Tab]	Cycle windows
[Cntl-W]	Cycle windows
[Shift-Cntl-Tab]	Reverse cycle windows
[Shift-Cntl-W]	Reverse cycle windows
[Cntl-Esc]	Close top window

[Cntl-U]	Close top window
[Shift-Cntl-Tab]	Close all windows
[Shift-Cntl-U]	Close all windows
[Cntl-D]	Diminish window (put in a menu or iconify)
[Cntl-<*>]	Full window
[Cntl-<+>]	Zoom in/larger font
[Cntl-<->]	Zoom out/smaller font
[Cntl-<0>]	Zoom 100%

I/O

[Cntl-O]	Open
[Cntl-N]	New
[Cntl-S]	Save
[Shift-Cntl-S]	Save as...
[Cntl-P]	Print
[Shift-Cntl-P]	Printer configuration
[Shift-Cntl-L]	Page layout
[Cntl-L]	Go to line
[Cntl-Q]	Quit
[Cntl-X]	Cut
[Cntl-C]	Copy
[Shift-Cntl-C]	Append/add (to clipboard)
[Cntl-V]	Paste
[Shift-Cntl-V]	Insert (paste) file

Editing

[Cntl-A]	Select all
[Shift-Cntl-A]	Deselect all
[Cntl-F]	Find
[Cntl-G]	Find next
[Shift-Cntl-G]	Find previous
[Cntl-R]	Replace
[Cntl-T]	Replace next
[Shift-Cntl-T]	Replace previous
[Help]	Open context help window
[Cntl-Help]	Display help contents
[Shift-Help]	Enable/disable help mode
[Shift-Cntl-Help]	Other help function
[Undo]	Undo last operation
[Cntl-Undo]	Redo last operation
[Shift-Undo]	Revert (abandon all changes and reload)
[Cntl-Backspace]	Delete word to left
[Cntl-Delete]	Delete word to right
[Shift-Cntl-Delete]	Delete to end of line
[Shift-Cntl-Backspace]	Delete from start of line
[Cntl-Y]	Delete line
[Shift-Cntl-Y]	Delete paragraph
[Delete]	Delete selected objects
[Insert]	Toggle insert/overwrite mode
[Cntl-Z]	Font selector
[Shift-Cntl-Z]	Character map (text processor/editor)

Moving

```
    [Cntl->/<]              Move one word right/left
    [Cntl-up/down]          Move to top/bottom of page/frame
    [ClrHome]               Move to top of document
    [Shift-ClrHome]         Move to bottom of document
    [Shift->/<]             Move to end/start of line
    [Shift-up/down]         Scroll one screen up/down

    Blocks
    [Cntl-B]                Set block start
    [Cntl-E]                Set block end
    [Shift-Cntl-B]          Move to block start
    [Shift-Cntl-E]          Move to block end

    Dialog Boxes
    [Return]                OK, Yes, etc...
    [Undo]                  Cancel, Abort, etc...

    <> means numeric keypad
```

The complete list and introductory text is taken from The Atari A-Z.

Slainte mhath
Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

From -3283243161859627906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23d5424bdfb0eda2,start
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Need information on the VA Protocol
Date: 1998/04/20
Message-ID: <6hg67ujnn1@cubacola.tninet.se>#1/1
X-Deja-AN: 346047239
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Hi there!

Can anyone give me a hint on where I can find information concerning the VA Protocol? I downloaded a copy of Gemini somewhere, but that package did not offer any programming manuals.

Regards

Thomas Sahlin

---
thomas.sahlin@home.se
http://user.tninet.se/~jyc891w/

From -7759349834970143439
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,adf6d9d16ca8a97b
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Netscape
Date: 1998/04/20
Message-ID: <ErpBL9.JLF@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 346163748
X-Nntp-Posting-Host: localhost
Content-Transfer-Encoding: 8bit
Sender: news@suse.modem.stud.uni-hannover.de
References: <352c65d4.0@d2o29.telia.com>
Content-Type: text/plain; charset=iso-8859-1
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <352c65d4.0@d2o29.telia.com>,
     "K?re Hampf" <k_hampf@yahoo.com> writes:

> Anyone thougth of making a version for Atari now when they released some
> sources as free.

Many people did.

> I reccon it's a too big task for me alone ;)

Virtually all of them did this too ;-)

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -7468084090583993642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ddd6fda7b9a699f
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: cpx help programing.
Date: 1998/04/20
Message-ID: <ErpC3r.Jnu@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 346173128
Sender: news@suse.modem.stud.uni-hannover.de
References: <Pine.BSI.3.96.980410111504.6991B-100000@usr07.primenet.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <Pine.BSI.3.96.980410111504.6991B-100000@usr07.primenet.com>,
     Katherine L Ellis <kellis@primenet.com> writes:

> I need to know this: How do I embed my window(fixed w and h as
> someone told me (but don't remember the value off hand)) into the
> control panel?

The CPX "contents" are a usual resource tree as saved by all Resource Construction Sets. Most of those allow saving the tree as C source code which you can use to include the tree into the binary (a must for a CPX).

Upon loading, the CPX binary returns a list of function pointers to the CPX server. For most CPXs, only one pointer is important, which is the one to be called when the CPX is invoked by the user. As a parameter to that function, the CPX gets a pointer passed that points to a structure with all sort of important information, amongst those the info needed to objc_draw() the tree into the window.

> what if I move the control panel? what wm_moved message do I get?

None. The CPX server handles that bit. The CPX only gets a REDRAW message when necessary.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -2302088142549743039
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b80a6bfacbd33326
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: What image types in RSC?
Date: 1998/04/20
Message-ID: <ErpCK3.Jq8@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 346173129
Content-Transfer-Encoding: 8bit
Sender: news@suse.modem.stud.uni-hannover.de
References: <352F19D9.5266@algonet.se>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=iso-8859-1
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <352F19D9.5266@algonet.se>,
     Joakim H⍰gberg <fiolerna_BULKMAIL_SUCK_@algonet.se> writes:

> I wonder what kind of image types (ICN, IMG, or other)
> that should be used within RSC-files.

You can use whichever you want, depending on how you want to use that resource tree. Usually your program will want to display it using the AES objc_draw() call, for that you need to use the special image format used by AES. This format is entirely internal to RSCs and has no name.

If you use some other display code that objc_draw(), or if you set the OBJECT.ob_type to G_USERDEF, you can design your own image format or use any existing one.

> Secondly, does
> anyone know of a program that could be used to create
> icons or/and buttons in these formats.?

Most resource construction sets will place images into RSC files only by using the special AES format mentioned above. Images loaded from ICN or IMG files will be converted by those RCS.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -6662639243319871063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: wind_get using wf_iconify
Date: 1998/04/20
Message-ID: <ErpCq2.Jqu@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 346173130
Sender: news@suse.modem.stud.uni-hannover.de
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>,
     "David Knight" <David@ritter.demon.co.uk> writes:
>
> Guy Harrison wrote in message <3538f28e.13556503@news.demon.co.uk>...
>>On Tue, 14 Apr 1998 17:37:04 +0100, "David Knight"
>><David@ritter.demon.co.uk> wrote:
>>
>>>using wind_get wf_iconify returns the width and height to iconify to but
> is
>>>there a way to find the correct x,y coordinates to place the window at?
>>
>>iirc, you'll find the dimensions of the iconified window in the
>>message buffer associated with the WM_ICONIFIED message you got from
>>evnt_mesag(...) or evnt_multi(msg[8]). Simply ...
>>
>>wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])
>
>
> correct when you are iconifying after receiving the WM_ICONIFIED message but
> I wish to iconify from a menu entry.

It's the OS' task to keep track of x, y, width and heigth for the iconified
windows. IIRC there is a wind_get() call sub-code for inquiring this.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -1577252701872932730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: wind_get using wf_iconify
Date: 1998/04/20
Message-ID: <ErpD7A.Jtu@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 346173131
Sender: news@suse.modem.stud.uni-hannover.de
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
<35363d64.6171033@news.demon.co.uk> <1998041701024380956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <1998041701024380956@zetnet.co.uk>,
     Anthony Jacques <jacquesa@zetnet.co.uk> writes:
>> method is better imo). When you get the WM_UNICONIFIED message simply
>> interrogate WF_PREVXYWH then pass those values to
>> wind_set(WF_UNICONIFY).
>
> IIRC, this screws up if the user has moved the iconified window, as it
> will get the last location of the iconified version, not the maximized
> window...
>
> And I guess you work with Magic (and again IIRC, from my tests, I couldn't
> get it to work correctly with AES 4.1 without the wind_close/open).

Most people consider this one of the many bugs in AES 4.1. No docs I've
seen mention this as required. So basically this is one of the many work-
arounds we'd need to add to keep the intrepid users of AES 4.1 happy.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -6547035759080645435

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: wind_get using wf_iconify
Date: 1998/04/20
Message-ID: <ErpCyF.Jt8@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 346173132
Sender: news@suse.modem.stud.uni-hannover.de
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
<Pine.BSI.3.96.980416000338.20123D-100000@usr06.primenet.com>
<35373faf.6758598@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <35373faf.6758598@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
> On 15 Apr 1998 21:05:02 -0700, Katherine L Ellis <kellis@primenet.com>
> wrote:
>
>>David, I also want to know, when you find out, pliz tell me.
>>I basically need to use ICONIFY (of the aes), but without having a
>>ICONIFY widget, I don't know how to make it to work.
>
> This will get you started ...
>
```
> typedef struct   {
> int16   x,y,w,h;
> }  Rect;
> #define PRECT(a)  &a.x,&a.y,&a.w,&a.h
> #define NIL       -1
>
> main()
> {int    w;
>  Rect   rr;
>
>  appl_init();
>  w = wind_create(NAME | MOVER | CLOSER,100,100,100,100);
```

A program that allows iconification from a menu but as no ICONIFIER gadget ?
Very confusing, mildly stated ;-) You should adjust the wind_kind parameter
to contain the iconifier too.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 3043441145881218350
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b97e4de20ba7db1
X-Google-Attributes: gid1115ce,public
From: wongck@letterbox.com (William Wong)
Subject: Re: Bootup pics on falcon
Date: 1998/04/21
Message-ID: <6hgs8a$6bj@usenet.pa.dec.com>#1/1
X-Deja-AN: 346150603
References: <6hfjqv$f9q$2@plug.news.pipex.net>
Organization: DEC
Newsgroups: comp.sys.atari.programmer

In article <6hfjqv$f9q$2@plug.news.pipex.net>, inorton_badrul@hotmail.com (Ian Norton) wrote:
>anyone know of a simple little program that'll show a
>pic and play a sound on boot for a falcon 030? if possible same
>for shutdown (magic5)

On audio, you can try PH Player.
Try http://www.geocities.com/SiliconValley/6880/phsw.html

Rdgs
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
 http://probehouse.home.ml.org   / | \486DX100/40M/1GB/W95

From 3456392690654624282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92f37240ac60412
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David bolt)
Subject: Re: Line-F
Date: 1998/04/21

Message-ID: <893125094.21133.0.nnrp-11.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 346163747
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <yz87m4lex3l.fsf@sara.lysator.liu.se>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 893125094 nnrp-11:21133 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 19 Apr 1998 15:53:50, Tomas Berndtsson wrote:
> "Marco Lagendijk" <marcola@xs4all.nl> writes:
>
> > Has anyone got information on the LINE-F routines in TOS? I's like to know
> > what they do in the highest possible detail.
> > Seems to be undocumented stuff: I can find much documentation on LINE-A, but
> > not on LINE-F (??).
>
> LINE-F is used by the FPU, if one is installed. Otherwise, any LINE-F
> call will give 11 bombs.

IIRC, with TOS 1.00 the LINE-F is used internally for GEM AES and VDI calls.
I don't know where it changed to bombs, but with 1.62 it does.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQBVAgUBNTtcQFeKRkq5A+OlAQHEfAIAoULECiCf4ijoGEE/Cwdj2kAE83BVhXOJ
0BSaSK/tr46DysWZTwgQWQ7XzLsidK2ii3QQePqNRtPYOjKeesNVPA==
=Bjl7
-----END PGP SIGNATURE-----

Regards,
     David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, V.34
Atari 1040STE 4Mb

From 8276757002729896800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,92f37240ac60412
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,92f37240ac60412
X-Google-Attributes: gid1115ce,public

From: Kent Johansson <midwinter@hotmail.com>
Subject: Re: Line-F
Date: 1998/04/21
Message-ID: <353C5952.4613A2A7@hotmail.com>#1/1
X-Deja-AN: 346236684
Content-Transfer-Encoding: 7bit
References: <6hceaa$n3n$1@news2.xs4all.nl> <yz87m4lex3l.fsf@sara.lysator.liu.se>
Mime-Version: 1.0
X-NNTP-Posting-Host: t5o62p45.telia.com
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@internet.telia.com
Organization: Telia Internet Services
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Tomas Berndtsson wrote:

> "Marco Lagendijk" <marcola@xs4all.nl> writes:
>
> > Has anyone got information on the LINE-F routines in TOS? I's like to know
>
> LINE-F is used by the FPU, if one is installed. Otherwise, any LINE-F

Is there any software emulating a FPU that catches the Line-F calls and acts like a (slow) FPU? I know there is some thing like that for Linux, but for Tos usage?

//Kent Johansson

From -8863598860040354029
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92f37240ac60412
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David bolt)
Subject: Re: Line-F
Date: 1998/04/21
Message-ID: <893186921.11118.0.nnrp-04.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 346391425
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
References: <vyzvhs466o5.fsf@issan.informatik.uni-dortmund.de
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 893186921 nnrp-04:11118 NO-IDENT my-ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 20 Apr 1998 14:04:10, Andreas Schwab wrote:

> Not exactly true. Earlier TOS versions (upto 1.4(?)) (mis-)used LINE-F in
> the AES part to squeeze a few bytes out of it. But this was as internal
> as you can get, and you won't find any docs about that.

ST Internals (Abacus) gives a bit of info about it, saying that it contains self-modifying code. The idea was that a single 0xf??? opcode, with bit 0 set, replaced the following code:

```
     tst.l      (a7)+
     movem.l    (a7)+,dx-dy/ax-ay
     unlk       a6
     rts
```

The dx-dy and ax-ay were selected by ANDing the opcode with 0x0ffe, and left shifting 2 bits. By copying this word into the LINE-F code, the movem.l could 'unstack' any of the registers between d3 and d7, and between a0 and a5.

If bit 0 of the opcode was clear, it was taken as an offset in a jump table. The jumptable entries corespond to 0xf000 to 0xf9cc. What each of these did is anyones guess.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQBVAgUBNTzqjleKRkq5A+OlAQF3GgH/Y882L/DKSh4/5ljzvkOnv9IoO2o0hU5A
NUEtMrWmu4mWhDIllcAzQph9MKYueos0BOzaaibZ48Tayc2bRC0H+Q==
=8fz9
-----END PGP SIGNATURE-----

Regards,
     David.   Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, V.34
Atari 1040STE 4Mb

From -3224817304111307149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c517b1ee4cce4d63,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Looking for and wnating to know...
Date: 1998/04/22
Message-ID: <Pine.BSF.3.96.980422004834.10221A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 346552965
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII

Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Hello everyone,

Tab does anyone know where I can locate a decent movie player for MPEG, AVI, e.t.c. I got one here and am using on a mega/ste with 2 megs of RAM but it very seldom works and usally only in greyscale when it does. I also have a copy of 1st guide, but this displays the movies very pixely. If you stand back from the screen about 7 feet you can sort of pick out the movie :) and greyscale is hopeless in this as well. Anyhow if anyone has any ideas on where to locate a player/multi-media program, please let me know.

As well, what kind of RAM fits thte MEGA/STE. I really don't want to open it and look at the sockets to determine. Can simms fit it?

Scott.

From 4724117126166971582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23d5424bdfb0eda2
X-Google-Attributes: gid1115ce,public
From: "Theo Ros" <theo.ros@rnw.nl>
Subject: Re: Need information on the VA Protocol
Date: 1998/04/22
Message-ID: <01bd6dda$e6a65340$c0cb3a91@naladmin.rnw.nl>#1/1
X-Deja-AN: 346604500
References: <6hg67ujnn1@cubacola.tninet.se>
Organization: Nederlandse Publieke Omroep
Newsgroups: comp.sys.atari.programmer

Try browsing through the ICTARI disks at
http://www.elis.demon.co.uk/ictari/issues.htm

You'll find stuff in GfA Basic for the VA protocol (and more) on number 39 and 41
PS. if you are a programmer who likes to share his work with others, please also think about uploading some stuff to e-mail: augeas@elis.demon.co.uk

Hope you find what you're looking for,

Theo Ros (theo.ros@rnw.nl)

Thomas Sahlin <thomas.sahlin@home.se> wrote in article

<6hg67ujnn1@cubacola.tninet.se>...
> Hi there!
>
> Can anyone give me a hint on where I can find information concerning the
> VA Protocol? I downloaded a copy of Gemini somewhere, but that package
did
> not offer any programming manuals.
>
> Regards
>
> Thomas Sahlin
>
> ----------
> thomas.sahlin@home.se
> http://user.tninet.se/~jyc891w/
>

From 8447449553928568384
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81c51378d1f5eead,start
X-Google-Attributes: gid1115ce,public
From: Ecoplus@knoware.nl (Barry Schut)
Subject: GFA BASIC routines for ste/TT DMA wanted
Date: 1998/04/22
Message-ID: <893267509.825425@ns2.knoware.nl>#1/1
X-Deja-AN: 346707490
Cache-Post-Path: ns2.knoware.nl!unknown@dynaisdn-184.knoware.nl
Organization: The FUJI Lives!
Newsgroups: comp.sys.atari.programmer

Hi all

I was looking around for DMA (music) libraries for GFA basic, does
anyone know where to find them?

From 7468678593357629299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7c99d97c0283a129,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,7c99d97c0283a129,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,7c99d97c0283a129,start
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: ---> MEGA ISSUE 3 ? <---
Date: 1998/04/22
Message-ID: <6hlk5q$e5n$1@heliodor.xara.net>#1/1

X-Deja-AN: 346750929
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Only if you help us out !

I am currently working on issue 3, We have had some new members to support the new zine but I am sure there are a lot of you out there how would like to write somthing.

If you would but dont know how, then write a articles for the WIBBLE section of MEGA. Simply keep typing the first things that come into your head for a line or 100, and mail it to me.

Have any ideas on stuff to include, I like to hear from you.

Sorry to all those people who are waiting for MEGA to appear on my site, It should be there shortly. I will mail it to people who request it.

If you have already got MEGA, Make sure you have got the disc_1a.zip and disc_2a.zip files, The ones without the "a" are a faulty version. This was mailed in a almighty cock up on my part. The main problems are bottoms of files missing, a few not on the disc and the music will not turn on if you turn it off.

Anyone who I sent my questionnaire to , all have now been removed from the mailing list as they have not given permission for me to keep them on recored.

Please take a few moment to send your support to MEGA, I know there are a lot of readers out there, so Keep the mag going and offer your help. Support you ATARI computer, don't hide behind your keyboard, let the world hear you !!

ATARI FOREVER

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

 - - - > A t A r I F o R e V e R < - - -

From -54566122245537070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7ecb4f7cc64f99ba
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: Re: ICTARI R.I.P. ?
Date: 1998/04/22
Message-ID: <17856097_000034_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 346786273
X-NNTP-Posting-Host: elis.demon.co.uk:194.222.41.182
References: <I7VR6OA1nVM1Ew+5@thedruid.demon.co.uk>
<892499721.9092.0.nnrp-02.9e98f145@news.demon.co.uk>
X-Sender: NEWSwatch v1.30 (Atari)
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 893284672 nnrp-02:8067 NO-IDENT
elis.demon.co.uk:194.222.41.182
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk (G Greenway)
Newsgroups: comp.sys.atari.programmer

In article <892499721.9092.0.nnrp-02.9e98f145@news.demon.co.uk>
dbolt@my-ste.demon.co.uk (David bolt) wrote:-

>-----BEGIN PGP SIGNED MESSAGE-----
>
>On 13 Apr 1998 01:19:01, johnr@thedruid.demon.co.R.e.m.o.v.e.T.o wrote:
>>
>> Hi Augeas,
>>
>> > In the meantime, issue 52 is at the usual place:
>> >
>> >   http://www.elis.demon.co.uk/ictari/ictari.htm
>>
>> Any chance you could make this available via fidonet technology? This
>> way it
>> would reach many Atarians who like myself do not have full net access.
>
>If the whole of issue 52 is archived, it could be distributed in the same
>way as Atariphile was.

I can't imagine when I'd have time to start messing around with
Fido or NeST, but I've no problem with anyone else having a go.
-It'd be nice to include a note saying where you got the issues
from, and what ICTARI is meant to be about. The issues I upload
eventually end up as ST-Club disks, which I'm happy about.

Issue 48 is now fixed, by the way...

Have Fun,
"Augeas"

--

```
 ____________________________
/ \ augeas@elis.demon.co.uk  \
\/_\  _________________________\_
    \/ \                        \
     \_/_________________________/
```


"We won't leave this town, until we go underground, burried in a black square box, under square cold rocks, hanging from the cell, in a town named Squaresville..." -Wild Billy Childish.

From 945711289980473046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c517b1ee4cce4d63
X-Google-Attributes: gid1115ce,public
From: ben@imperial.co.uk (Ben Hills)
Subject: Re: Looking for and wnating to know...
Date: 1998/04/23
Message-ID: <6hmlck$vt8$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 346895261
References: <Pine.BSF.3.96.980422004834.10221A-100000@ganymede.cs.mun.ca>
X-Http-User-Agent: Mozilla/3.01 (Win95; I) via proxy gateway CERN-HTTPD/3.0 libwww/2.17
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Apr 23 05:59:47 1998 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

>
>
> Hello everyone,
>
> Tab does anyone know where I can locate a decent movie player for
> MPEG, AVI, e.t.c. I got one here and am using on a mega/ste with 2 megs
> of RAM but it very seldom works and usally only in greyscale when it does.
> I also have a copy of 1st guide, but this displays the movies very pixely.
> If you stand back from the screen about 7 feet you can sort of pick out
> the movie :) and greyscale is hopeless in this as well. Anyhow if anyone
> has any ideas on where to locate a player/multi-media program, please let
> me know.
>
> As well, what kind of RAM fits thte MEGA/STE. I really don't want
> to open it and look at the sockets to determine. Can simms fit it?
>
> Scott.
>
You could try Aniplay. It works very well on my system:

http://perso.wanadoo.fr/didierm/index-e.htm

Regards,

Ben Hills.

Ben Hills - UNIX, Windows & Atari programmer
ben@imperial.co.uk - http://www2.imperial.co.uk/home/ben

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From -7901859148929468006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c517b1ee4cce4d63
X-Google-Attributes: gid1115ce,public
From: grovem@BLOCKridgenet.net (Michael Grove)
Subject: Re: Looking for and wnating to know...
Date: 1998/04/23
Message-ID: <6hms0kdsj1@ash.ridgecrest.ca.us>#1/1
X-Deja-AN: 346907766
References: <Pine.BSF.3.96.980422004834.10221A-100000@ganymede.cs.mun.ca>
<6hmlck$vt8$1@nnrp1.dejanews.com>
Organization: Evil Dead
Newsgroups: comp.sys.atari.programmer

On 23 Apr 1998 00:59:47, Ben Hills wrote:
>Hi,
>
>>
>>
>> Hello everyone,
>>
>> Tab does anyone know where I can locate a decent movie player for
>> MPEG, AVI, e.t.c. I got one here and am using on a mega/ste with 2 megs
>> of RAM but it very seldom works and usally only in greyscale when it does.
>> I also have a copy of 1st guide, but this displays the movies very pixely.
>> If you stand back from the screen about 7 feet you can sort of pick out
>> the movie :) and greyscale is hopeless in this as well. Anyhow if anyone
>> has any ideas on where to locate a player/multi-media program, please let
>> me know.
>>
>> As well, what kind of RAM fits thte MEGA/STE. I really don't want
>> to open it and look at the sockets to determine. Can simms fit it?
>>
>> Scott.
>>
>You could try Aniplay. It works very well on my system:
>
> http://perso.wanadoo.fr/didierm/index-e.htm

>
>Regards,
>
>Ben Hills.

Like Ben said Aniplay works very well as does M_Player. Remember you
only have 16 colors however.

Your STE will accept standard 30 pin simms, 8 or 9 chip. Even 100ns
would work, I guess to a point, the faster the better. If you already
have two megs, you just need two more simms.

Mike

From -3607357126412264035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,92f37240ac60412
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,92f37240ac60412
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Line-F
Date: 1998/04/23
Message-ID: <6hn8ev$344@balaena.bio.vu.nl>#1/1
X-Deja-AN: 346944075
References: <6hceaa$n3n$1@news2.xs4all.nl> <yz87m4lex3l.fsf@sara.lysator.liu.se>
<353C5952.4613A2A7@hotmail.com>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Kent Johansson (midwinter@hotmail.com) wrote:

: > LINE-F is used by the FPU, if one is installed. Otherwise, any LINE-F

: Is there any software emulating a FPU that catches the Line-F calls and acts
like
: a (slow) FPU? I know there is some thing like that for Linux, but for Tos
usage?

Linux 68k currently uses some code from FreeBSD, thoughit's not in the
official source distribution because the BSD liscense and the GNU liscense
are not 100% compatible. My guess is that with some modifications for the
lowlevel stuff the FreeBSD could be adapted for TOS as well, although most
TOS programs don't rely on an FPU...
The code used in Linux/BSD can be found in the Linux 68k FPU-emulation code
patch on the NoCrew FTP site.

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From -7843564164491897982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81c51378d1f5eead
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (Ross MacIver)
Subject: Re: GFA BASIC routines for ste/TT DMA wanted
Date: 1998/04/23
Message-ID: <353eefb0f67830@game-master.com>#1/1
X-Deja-AN: 346972391
References: <893267509.825425@ns2.knoware.nl>
X-Sender: NEWSwatch v2.00 BETA #05 (Atari)
X-Hardware: 68000/8 Atari MegaSTe 4
Organization: Private UUCP site, Aachen, FRG
NNTP-Posting-Date: Thu, 23 Apr 1998 09:44:48 EDT
Newsgroups: comp.sys.atari.programmer

on Wed 22-04-98 17:51 Barry Schut wrote:

>I was looking around for DMA (music) libraries for GFA basic, does
>anyone know where to find them?

I have something called d_sound for GFA. I can send it to you if
you like.

--
Ross MacIver
<rosco@game-master.com>

From -8823905645921985833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,92f37240ac60412
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,92f37240ac60412
X-Google-Attributes: gid1115ce,public
From: "Marco Lagendijk" <marcola@xs4all.nl>
Subject: Re: Line-F
Date: 1998/04/23
Message-ID: <6hnqc5$ba4$1@news2.xs4all.nl>#1/1
X-Deja-AN: 347012747
References: <6hceaa$n3n$1@news2.xs4all.nl> <yz87m4lex3l.fsf@sara.lysator.liu.se>

<353C5952.4613A2A7@hotmail.com> <6hn8ev$344@balaena.bio.vu.nl>
X-XS4ALL-Date: Thu, 23 Apr 1998 18:31:01 CEST
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: XS4ALL, networking for the masses
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Thanks all for your help on this subject.
It has made me find my bug, which was not decrementing the Program counter by 2 before creating the stack frame.
Result: instead of analyzing the Line-F code, an arbitray other value was being analyzed...

Marco

From -4323391986692644605
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81c51378d1f5eead
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Re: GFA BASIC routines for ste/TT DMA w
Date: 1998/04/23
Message-ID: <6ho3ev$lj0$1@zingo.tninet.se>#1/1
X-Deja-AN: 347059367
References: <893267509.825425@ns2.knoware.nl> <353eefb0f67830@game-master.com>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

>I was looking around for DMA (music) libraries for GFA basic, does
>anyone know where to find them?

GFA has some inbuilt commands for this. If I remember correctly they are DMASOUND, MWOUT, STE?, TT? or something like that. I can give you a more detailed description if you like.

Regards

Thomas Sahlin

From 6285393124409526824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b97e4de20ba7db1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: Bootup pics on falcon
Date: 1998/04/23
Message-ID: <353b9d8a.3367492@news.demon.co.uk>#1/1
X-Deja-AN: 347097677
Content-Transfer-Encoding: 7bit
References: <6hfjqv$f9q$2@plug.news.pipex.net>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 893366560 nnrp-08:11739 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 20 Apr 1998 13:50:23 GMT, inorton_badrul@hotmail.com (Ian Norton)
wrote:

>anyone know of a simple little program that'll show a
>pic

No, but there must be one. It is certainly trivial to do on an ST(e)
with Setscrn(), Getrez() and a Degas image.

>and play a sound on boot for a falcon 030?

Sorry, I've never done a thing with sound!

>if possible same
>for shutdown (magic5)

Yes but it probably would be a little more involved.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7082675699926180177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wind_get using wf_iconify
Date: 1998/04/23
Message-ID: <3546642e.1408996@news.demon.co.uk>#1/1
X-Deja-AN: 347097678
Content-Transfer-Encoding: 7bit

References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<ErpD7A.Jtu@suse.modem.stud.uni-hannover.de> <1998042118471580956@zetnet.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 893366567 nnrp-08:11739 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Tue, 21 Apr 1998 18:47:15 +0100, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>> > And I guess you work with Magic (and again IIRC, from my tests, I couldn't
>> > get it to work correctly with AES 4.1 without the wind_close/open).
>>
>> Most people consider this one of the many bugs in AES 4.1. No docs I've
>> seen mention this as required. So basically this is one of the many work-
>> arounds we'd need to add to keep the intrepid users of AES 4.1 happy.
>
>I am told the same is true for N.AES.
>
>As I have never seen any official documentation for this, I cannot comment
>on it being a bug, except that to say as AES defined the standard, and
>N.AES / Magic are supposed to be compatible AES's, people should write for
>the standard, not the clone.

It's an obvious bug in my opinion Anthony. Imagine this ... there you
are with an iconification message, you close the window then horror of
horrors the window will not open again! Same problem in reverse.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2954765552947394375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wind_get using wf_iconify
Date: 1998/04/23
Message-ID: <3545635b.1197862@news.demon.co.uk>#1/1
X-Deja-AN: 347097679
Content-Transfer-Encoding: 7bit
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>

<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
<Pine.BSI.3.96.980416000338.20123D-100000@usr06.primenet.com>
<35373faf.6758598@news.demon.co.uk> <ErpCyF.Jt8@suse.modem.stud.uni-hannover.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 893366566 nnrp-08:11739 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 20 Apr 1998 08:01:27 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <35373faf.6758598@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> On 15 Apr 1998 21:05:02 -0700, Katherine L Ellis <kellis@primenet.com>
>> wrote:
>>
>>>David, I also want to know, when you find out, pliz tell me.
>>>I basically need to use ICONIFY (of the aes), but without having a
>>>ICONIFY widget, I don't know how to make it to work.
>>
>> This will get you started ...
>>
>> typedef struct {
>> int16 x,y,w,h;
>> } Rect;
>> #define PRECT(a) &a.x,&a.y,&a.w,&a.h
>> #define NIL -1
>>
>> main()
>> {int w;
>> Rect rr;
>>
>> appl_init();
>> w = wind_create(NAME | MOVER | CLOSER,100,100,100,100);
>
>A program that allows iconification from a menu but as no ICONIFIER gadget ?

Just answering a question.

>Very confusing, mildly stated ;-)

I wholeheartedly agree!

>You should adjust the wind_kind parameter
>to contain the iconifier too.

Hmm, do you reckon that might be handy? I guess so. ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3007691530947733465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wind_get using wf_iconify
Date: 1998/04/23
Message-ID: <353da0ff.4252905@news.demon.co.uk>#1/1
X-Deja-AN: 347097680
Content-Transfer-Encoding: 7bit
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
<35363d64.6171033@news.demon.co.uk> <1998041701024380956@zetnet.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 893366561 nnrp-08:11739 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Fri, 17 Apr 1998 01:02:43 +0100, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>> method is better imo). When you get the WM_UNICONIFIED message simply
>> interrogate WF_PREVXYWH then pass those values to
>> wind_set(WF_UNICONIFY).
>
>IIRC, this screws up if the user has moved the iconified window, as it
>will get the last location of the iconified version, not the maximized
>window...

Yes, it wouldn't surprise me if it did. Saving PREV somewhere
immediately after iconification would be a wise precaution.

>And I guess you work with Magic (and again IIRC, from my tests, I couldn't
>get it to work correctly with AES 4.1 without the wind_close/open).

Oh gawd. As if iconification wasn't badly thought out enough as it is!

>[as you may have guessed, it was about a year ago that I played with this
> code - ever since its just been in my standard library, so I cannot
> remember the reasons 100% why it looks as it does]

I know that situation all too well! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5583880105930674733
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wind_get using wf_iconify
Date: 1998/04/23
Message-ID: <354966af.2049036@news.demon.co.uk>#1/1
X-Deja-AN: 347097681
Content-Transfer-Encoding: 7bit
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
<35363d64.6171033@news.demon.co.uk> <35371587.62BD5615@NO.SPAM.emw.ericsson.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 893366563 nnrp-08:11739 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Fri, 17 Apr 1998 10:40:39 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> oic! In this case send yourself a WM_ICONIFIED message with msg[4..7]
>> set to -1 (or simply wind_set(WF_ICONIFY,-1,-1,-1,-1) but the first
>> method is better imo). When you get the WM_UNICONIFIED message simply
>> interrogate WF_PREVXYWH then pass those values to
>> wind_set(WF_UNICONIFY).
>
>The last step wont work very well if you of some reason have moved the
>iconified window (or maybe this is a special case?).

I don't know. Iconification is a mess so I keep it simple. I use
wind_set(WF_ICONIFY,msg[...]) when I get the iconification message and
wind_set(WF_UNICONIFY,msg[...]) when its counterpart is received.

>So it's better to
>save the position before iconifying it like Anthony said.

He's most likely right. I didn't think of it as I whipped up my
example! Iconification should never have been left to the programmer
in the first place - it is a system function and the only part the
programmer should play in it is to have the ability to ignore the
original iconification message. I'm not even sure if the uniconify
message ahould even be "visible". Depends on the implementation.
Anyway, we're stuck with it as it is. ;-|

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 554398521725830359
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5adb194c4d5d8bfa
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: TOS calls that alter their stacked params
Date: 1998/04/23
Message-ID: <3542606f.449686@news.demon.co.uk>#1/1
X-Deja-AN: 347097682
Content-Transfer-Encoding: 7bit
References: <6h9f9mkvr1@newshost.comnet.co.nz>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 893366563 nnrp-08:11739 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 18 Apr 1998 05:56:06 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Are there any TOS calls (GEMDOS/BIOS/XBIOS) that obliterate any of their
>stacked parameters?

I'm not sure. In some docs somewhere I have seen mention of a save
area for either BIOS or XBIOS calls. What the implications of this
are, however, is another matter.

Can anybody else shed light on this?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8013985760727655365
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dd00d8d2b3c87fee,start
X-Google-Attributes: gid1115ce,public
From: Franz Kruhm <fkruhm@one.net>
Subject: Compiling Atari ST bins on a PC?
Date: 1998/04/23
Message-ID: <353FC62A.7FBBE69A@one.net>#1/1
X-Deja-AN: 347103194
Content-Transfer-Encoding: 7bit
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: OneNet Communications News Hub
Newsgroups: comp.sys.atari.programmer

is it possible? cause the compilers (in C) i have for the ST wont work
with WinSton... any ideas?
please email at fkruhm@one.net
Franz Kruhm

From -9187513839173239429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ac9362c10831fac,start
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: A bug in Lattice C?
Date: 1998/04/24
Message-ID: <354035D4.5D9693A5@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 347225680
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 893400532 26382 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Hi,

I wonder if anyone else using Lattice C has got this problem.

If I compile a program and then set the load program into
Fast-RAM flag, my program takes up twice as much memory!

Has anyone noticed this????

Am I the only one with this problem?

Am I the only one who has got Fast-RAM and wants to use it?

Anyone???

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 5273917805343152462
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,81c51378d1f5eead
X-Google-Attributes: gid1115ce,public
From: "Theo Ros" <theo.ros@rnw.nl>
Subject: Re: GFA BASIC routines for ste/TT DMA wanted
Date: 1998/04/24
Message-ID: <01bd6f8d$c5a8fc60$c0cb3a91@naladmin.rnw.nl>#1/1
X-Deja-AN: 347312646
References: <893267509.825425@ns2.knoware.nl> <353eefb0f67830@game-master.com>
Organization: Nederlandse Publieke Omroep
Newsgroups: comp.sys.atari.programmer

Try downloading Ictari disk #51 from
http://www.elis.demon.co.uk/ictari/issues.htm
Currently I am working on new routines to deal with samples (µ-law, A-law
conversions etc) and I will send these as an update to Ictari soonest.
If you have anything you are willing to share with other (GfA) programmers,
please consider uploading something too.

Theo Ros (theo.ros@rnw.nl)

From -8178304401356644936
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: wind_get using wf_iconify
Date: 1998/04/24
Message-ID: <1998042418315880956@zetnet.co.uk>#1/1
X-Deja-AN: 347393971
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<ErpD7A.Jtu@suse.modem.stud.uni-hannover.de> <1998042118471580956@zetnet.co.uk>
<3546642e.1408996@news.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

> >As I have never seen any official documentation for this, I cannot comment
> >on it being a bug, except that to say as AES defined the standard, and
> >N.AES / Magic are supposed to be compatible AES's, people should write for
> >the standard, not the clone.
>
> It's an obvious bug in my opinion Anthony. Imagine this ... there you
> are with an iconification message, you close the window then horror of
> horrors the window will not open again! Same problem in reverse.

Yes, I see your point, that could be rather problematic. :)

Anthony
--

```
----------------------------------------+-------------------------------
Anthony Jacques           IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
                          ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk                   | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
----------------------------------------+-------------------------------
```


From -8010951750270431012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e81679ccbbc2c19f
X-Google-Attributes: gid1115ce,public
From: "Sven Persson" <sven.persson@mbox301.swipnet.se>
Subject: Re: Descent on F030
Date: 1998/04/25
Message-ID: <01bd7031$23023ea0$37a6f482@sven133>#1/1
X-Deja-AN: 347542941
Cache-Post-Path: mn8!s-263628@dialup166-1-55.swipnet.se
References: <6hdee6$g55$1@plug.news.pipex.net>
X-Complaints-To: news-abuse@swip.net
X-Trace: mn5.swip.net 893498481 16186 (None) 192.71.180.98
Organization: A customer of Tele2
Newsgroups: comp.sys.atari.programmer

Hi!

> Hi everyone :)
> Has anyone thought of porting descent from interplay to the falcon?

I noticed something about that on DHS webpage.. Rumors say TBL is working
on it.

/Peter

From -2070837403279606051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81c51378d1f5eead
X-Google-Attributes: gid1115ce,public
From: rosco@game-master.com (Ross MacIver)
Subject: Re: GFA BASIC routines for ste/TT DMA wanted
Date: 1998/04/25
Message-ID: <3541b9fa5fa850@game-master.com>#1/1
X-Deja-AN: 347589820
References: <893267509.825425@ns2.knoware.nl>
X-Hardware: 68000/8 Atari MegaSTe 4
NNTP-Posting-Date: Sat, 25 Apr 1998 11:29:00 EDT
X-Sender: NEWSwatch v2.00 (Atari)
Organization: Private UUCP site, Aachen, FRG
Newsgroups: comp.sys.atari.programmer

on Wed 22-04-98 17:51 Barry Schut wrote:

>I was looking around for DMA (music) libraries for GFA basic, does
>anyone know where to find them?

I have something called d_sound for GFA. I can send it to you if
you like.

--
Ross MacIver
<rosco@game-master.com>

From -9456963989938228 51
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dd00d8d2b3c87fee
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Compiling Atari ST bins on a PC?
Date: 1998/04/25

Message-ID: <35451e50.933952@news.demon.co.uk>#1/1
X-Deja-AN: 347660512
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <353FC62A.7FBBE69A@one.net>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 893539205 nnrp-02:22355 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 23 Apr 1998 17:52:26 -0500, Franz Kruhm <fkruhm@one.net>
wrote:

>is it possible? cause the compilers (in C) i have for the ST wont work
>with WinSton... any ideas?

Perhaps you could try a different emulator - Pacifist perhaps? I
haven't heard of any problems with using Lattice C or PureC with
MagicPC - well no more than with standard MagiC anyway. Mark Williams
C (which is command line based) certainly works with the demo, so I
would expect Sozobon and GNU would also.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3207926233173383610
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,73e8004c987fd93c,start
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Your Input Needed: How Would YOU Improve TOS/GEM?
Date: 1998/04/26
Message-ID: <35428cad.2265235@news.tmisnet.com>#1/1
X-Deja-AN: 347705302
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

I've been having problems posting this ... if you've
seen it twice already, please accept my apologies!
!@#$%^&* Free Agent, someday I'll get my Falcon on-line!

For quite awhile now, Wizztronics
(http://www.wizztronics.com) has been asking
for comments and requests about what we would like
to see in their forthcoming TOS/GEM clone computer.

I've sent in a bunch of email suggestions, and recently
asked when the promised survey would be posted to their
web page. Part of the reply from Steve Cohen read:

>> After reading Email, almost daily I find many users
>> come up with brilliant suggestions. I'm sorry we do
>> not reply to each message sent, it would simply
>> take too much time away from developement.

I asked him if it would be okay to publish this comment
to the Usenet, and he said:

>Yes I have no objections to your request. We want
>users and prospective users to know what's going
>on. We do not want people to think we forgot
>about, or that we do not read their mail. All
>responses received from customers, and users of
>the TOS platform are important to us.

Now is the time to get that suggestion in writing and
emailed off to toscompinfo@wizztronics.com !! You
don't have to be a computer scientist to make a
suggestion, either -- if you've ever said to yourself
"I wish my computer would..." or "I wish I could do
this with my machine...", write it down and send it in!

On other computer platforms, you only get what they
have to offer. On our platform, you get a chance to
directly influence the features and capability of the
next update to the operating system & hardware.

Now's your chance!

-- George Crissman
-- strads@tmisnet.com

No, I'm not affiliated with Wizztronics. I'm just excited.
http://www.tmisnet.com/~strads/hq/atari.html

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 3401831996677588218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b9ee84239119233d,start
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)
Subject: Visit the Silly Software emulation Site
Date: 1998/04/26
Message-ID: <35471f6b.6509525@news.zetnet.co.uk>#1/1
X-Deja-AN: 347792368
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Silly Software
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Visit the Silly Software emulation site: Lists all the top emulators
you can use on the Atari ST, Amiga, and PC...also with links to Rom
Sites. The url is http://www.users.zetnet.co.uk/sillysoftware/emu.htm

---
 Yours Faithfully (In a very Silly way)
 Deano (Silly Software Programmer)
 Email Deano@zetnet.co.uk
 http://www.users.zetnet.co.uk/sillysoftware/

From 4812693863442820172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c411a149c18bbfb,start
X-Google-Attributes: gid1115ce,public
From: inorton_badrul@hotmail.com (Ian Norton)
Subject: f030 mod player
Date: 1998/04/26
Message-ID: <6hv8l3$d72$1@plug.news.pipex.net>#1/1
X-Deja-AN: 347794494
Organization: UUNet UK server (post doesn't reflect views of UUNet UK)
Newsgroups: comp.sys.atari.programmer

hi

can anyone reccomend a good mid file player for the falcon,
ideally multitask compatible

cheers

Ian Norton :)

inorton_badrul@hotmail.com

From 7307068721156882555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dd00d8d2b3c87fee
X-Google-Attributes: gid1115ce,public
From: John Sohn <jsohn@ee.net>
Subject: Re: Compiling Atari ST bins on a PC?
Date: 1998/04/26
Message-ID: <35438BD0.938BB1BD@ee.net>#1/1
X-Deja-AN: 347882130
Content-Transfer-Encoding: 7bit
References: <353FC62A.7FBBE69A@one.net> <35451e50.933952@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: eNET Inc.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

I've got Sozobon C running in Windows 95 as a Win32 command
prompt. You can use it to create an Atari ST executable. I'm hacking
with it in my spare time and may add onto it as time goes by.
You can find information on it at:

http://www.geocities.com/SiliconValley/Peaks/3562/

Regards,
John Sohn
jsohn@ee.net
http://www.geocities.com/SiliconValley/Peaks/3562/

From -3550558432571555254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,caa577b732bde56e,start
X-Google-Attributes: gid1115ce,public
From: grovem@BLOCKridgenet.net (Michael Grove)
Subject: Pure C help
Date: 1998/04/27
Message-ID: <6i1ae7$pb5$1@ash.ridgecrest.ca.us>#1/1
X-Deja-AN: 348008908
Organization: Evil Dead
Newsgroups: comp.sys.atari.programmer

I was playing around with the source code (Pure C) that was included
with my ScreenEye video digitizer and Lattice C. I didn't have much
luck working with it, mostly because I don't know what I am doing, and
also I think that some of the lib's required for the program to be
compiled are from the Pure C package. I had asked Remi Vanel (author of
Mountain) about this as Mountain works well on the NOVA as does

M_Player.
He gave me an assembly example below, but I am even worse at that:).
He is also very busy with studies, so I hate to bother him to much.

>Is there anyway to report the video mode to the ScreenEye software so
>it will display properly on the NOVA video card?

>Argg, *very* difficult if you don't have the source code.
>In the code, when a dot is drawn you juste have to replace :

```
>move.w (a0)+,(a1)+
```

>by:

```
>    move.w   (a0)+,d5
>    ror.l        #5,d5
>    lsr      #1,d5
>    rol.l        #5,d5
>    ror      #8,d5
>    move.w   d5,(a1)+
```

>where d5 is an unused register.

>As there is more instructions in the second methode, it will be too hard (for me)
>to patch directly the executable.

>Maybe you can ask the author... ?

(No! Software looks to be the author of at least some of the package.
Matrix the rest).

I have what I think is the complete source and other related files
needed to compile this under Pure C.

If anyone thinks they might be able to help out, it would be worth an
HBS T-36 for their ST/MST if I was able to get the software up and
running on my Falcon/NOVA setup.

Thanks,

Mike

Remove BLOCK from my email address to reply

From -2561910920594672596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c411a149c18bbfb
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: f030 mod player
Date: 1998/04/27

Message-ID: <35443ECB.EEA6B8BF@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 348024684
Content-Transfer-Encoding: 7bit
References: <6hv8l3$d72$1@plug.news.pipex.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 893664972 13852 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Ian Norton wrote:
>
> hi
>
> can anyone reccomend a good mid file player for the falcon,
> ideally multitask compatible

Do you want a "module" player or a "midi" file player? If you
are after a midifile player which cam play sounds as well
there is only one and it's multitasking friendly. It works
very well under MagiC. This is called MIDPLAY and you can
find out more about it here:

http://perso.wanadoo.fr/softjee/

If you want a midi file player without sound you can find one
there as well, it's called PRETTY.

If you want a module player I don't know as I have got none
which works properly. There were one called MEGAPLAYER which was
pretty good and could play most formats, but it doesn't work
on my computer at all.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -2433024954771810978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,fac6f7a1c958c141,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,fac6f7a1c958c141,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,fac6f7a1c958c141,start
X-Google-Attributes: gid109a67,public
From: mb@tos.pl.net (Mario Becroft)

Subject: Atari mouse port 3rd button query
Date: 1998/04/27
Message-ID: <OZAXC6K@tos.pl.net>#1/1
X-Deja-AN: 348030839
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

I noticed after looking at the Atari mouse port pinout in my TT030 user's manual that on pin 5 there is room for a third (middle) mouse button.

While I don't know of any software that makes use of the third button, I wonder if the facility is there for a third button on pin 5, or is pin 5 simply not connected or ignored by the keyboard? If pin 5 is not ignored by the keyboard, does TOS support the third button? Is there any GEM software that uses the middle mouse button?

I ask as I am working on an adaptor to allow a serial mouse to be connected to the Atari ST mouse port. I would like to make the third button do something useful, but if pin 5 is disconnected or ignored it would not be sensible for me to use it. The other option is to make the third button act as a double click or as a simultanious left and right click, but I would not want to exclude users of perhaps X Windows or something that does make use of the third button on pin 5.

Another question - I observe that when the mouse is moved too quickly on my TT the mouse cursor moves in the reverse direction for a moment. I have noticed the same behaviour on other Atari ST series machines. (The effect is more noticable with third-party mice as they are faster than the Atari mouse.) I guessed that this must be caused by a movement count in the keyboard processor overflowing when the mouse is moved too quickly, and causing the sign to change. Is this really the reason? Is there anything I can do about that?

And finally, would there be any interest in such an adaptor? There is a serial mouse driver available allowing a serial mouse to be used on a serial port, but then you have the mouse port doing nothing while on the ST, with only one serial port, you have no serial ports left. Wouldn't it be better to be able to connect a serial mouse to the mouse port, leaving your serial port free for a modem? What do you think?

I look forward to your comments.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/~mario/tariland/

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    _.|o o  |_   ) )
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From 6179601662025640947
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,5adb194c4d5d8bfa
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: TOS calls that alter their stacked params
Date: 1998/04/27
Message-ID: <35446F33.43FF@mst.tn.utwente.nl>#1/1
X-Deja-AN: 348055386
Content-Transfer-Encoding: 7bit
References: <6h9f9mkvr1@newshost.comnet.co.nz>
<3542606f.449686@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
>
> I'm not sure. In some docs somewhere I have seen mention of a save
> area for either BIOS or XBIOS calls. What the implications of this
> are, however, is another matter.
>
> Can anybody else shed light on this?

The TRAP dispatcher uses a fixed memory location to save
the registers and return adresses. The pointer to this
area is savptr (0x4A2). This says also nothing about
the routines changing their parameters on the stack.
I wouldn't count on those parameters staying unaltered.

Hans

From 2403322774834979955
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Subject: Re: Atari mouse port 3rd button query
Date: 1998/04/27
Message-ID: <35447917.4A@cfcsc.dnd.ca>#1/1
X-Deja-AN: 348064463
Content-Transfer-Encoding: 8bit
References: <OZAXC6K@tos.pl.net>
Mime-Version: 1.0
Reply-To: macdonald@cfcsc.dnd.ca
Content-Type: text/plain; charset=iso-8859-1
Organization: Canadian Forces College-Coll⍰ge des Forces canadiennes
Newsgroups: comp.sys.atari.programmer

Mario Becroft wrote:
> I noticed after looking at the Atari mouse port pinout in my TT030 user's
> manual that on pin 5 there is room for a third (middle) mouse button.
> While I don't know of any software that makes use of the third button, I
> wonder if the facility is there for a third button on pin 5, or is pin 5
> simply not connected or ignored by the keyboard? If pin 5 is not ignored
> by the keyboard, does TOS support the third button? Is there any GEM
> software that uses the middle mouse button?

I beleive that FaST Club sells a Mouse Tricks program that allows you to
use the third button on a mouse. all sorts of other tricks also.

> And finally, would there be any interest in such an adaptor? There is a
> serial mouse driver available allowing a serial mouse to be used on a
> serial port, but then you have the mouse port doing nothing while on the
> ST, with only one serial port, you have no serial ports left. Wouldn't it
> be better to be able to connect a serial mouse to the mouse port, leaving
> your serial port free for a modem? What do you think?

bloody right it is a marvellous idea. Amiga mice are getting hard to
find,
Atari mice even harder. a thingy that would allow you to use a serial
mouse
on an ST mouse port is _such_ a good idea! I think I speak for all
owners
of the excellent Atari (sic) mouse that this would revolutionize usage.
I mean, if you can get a standard PC mouse hooked up, then wouldn't
other
possibilities such as track balls (maybe even tablets??) also work?
plus the added factor of not having to constantly unplug and plug in the
ST mouse connector might be an option as well, non?
YES!

> I look forward to your comments.

> Mario Becroft Auckland, New Zealand
> mb@tos.pl.net http://www.pl.net/~mario/
> Tariland, Atari Support in New Zealand
> tariland@tos.pl.net http://www.pl.net/~mario/tariland/

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      |\__/,|   (`\
    _.|o o  |_   ) )
--(((---(((--------
```

--
thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Coll⍰ge des Forces canadiennes ken.macdonald@taf.ftn.org

From -6493767010311849066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,fac6f7a1c958c141
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,fac6f7a1c958c141

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,fac6f7a1c958c141
X-Google-Attributes: gid109a67,public
From: Branko Badrljica <brankob@svet-el.si>
Subject: Re: Atari mouse port 3rd button query
Date: 1998/04/27
Message-ID: <35447759.F2D41F61@svet-el.si>#1/1
X-Deja-AN: 348069596
Content-Transfer-Encoding: 7bit
References: <OZAXC6K@tos.pl.net>
Content-Type: text/plain; charset=us-ascii
Organization: AX Elektronika d.o.o.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Mario Becroft wrote:

> I noticed after looking at the Atari mouse port pinout in my TT030 user's
> manual that on pin 5 there is room for a third (middle) mouse button.
>

IMHO Atari ST (at least) does not have hardware provisions for 3-button mouse.
This "extra" pin is simply empty.

Regards,

Branko

From -9010339633275706174
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c411a149c18bbfb
X-Google-Attributes: gid1115ce,public
From: pricard@club-internet.fr (Pascal Ricard)
Subject: Re: f030 mod player
Date: 1998/04/27
Message-ID: <35449aec12a86a1@club-internet.fr>#1/1
X-Deja-AN: 348089308
References: <6hv8l3$d72$1@plug.news.pipex.net>
<35443ECB.EEA6B8BF@NO.SPAM.emw.ericsson.se>
X-Hardware: Falcon030-14-FPU
X-Url: http://perso.club-internet.fr/pricard/
X-Internet-Softwares: STinG + Cab 2.6 + (POP+NEWS)watch + Okami
X-Sender: NEWSwatch v2.00 (Atari)
Organization: Les Cigales
Newsgroups: comp.sys.atari.programmer

Hello,

  in article <35443ECB.EEA6B8BF@NO.SPAM.emw.ericsson.se>
  Magnus Kollberg wrote:

> there is only one and it's multitasking friendly. It works
> very well under MagiC. This is called MIDPLAY and you can
  ^^^^^^^^^^^^^^^^^^^^^
  Ah ? Maybe I should upgrade my copy

--
Pascal, surfing the web on his Falcon...

From -5807350676577689877
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,fac6f7a1c958c141
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,fac6f7a1c958c141
X-Google-Attributes: gid109a67,public
From: curis@news.ens.fr (Emmanuel Curis)
Subject: Re: Atari mouse port 3rd button query
Date: 1998/04/27
Message-ID: <6i257f$e88$1@nef.ens.fr>#1/1
X-Deja-AN: 348099273
References: <OZAXC6K@tos.pl.net> <35447759.F2D41F61@svet-el.si>
<3566833d.13867428@news.zetnet.co.uk>
Reply-To: Emmanuel.Curis@ens.fr
Organization: ©cole Normale Sup©rieure, Paris
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

     Bonjour,

Dans l'article <3566833d.13867428@news.zetnet.co.uk>,
Tony Greenwood, <paxton@zetnet.co.uk> a ©crit :

©©>IMHO Atari ST (at least) does not have hardware provisions for 3-button mouse.
©©>This "extra" pin is simply empty.
©©
©©I believe the ATARI has 4 Mouse settings..well mine does...
©©
©©1=left mouse button
©©2=right mouse button
©©3=both mouse buttons
©©4=nothing (deep man!)
©©
©©Detecting third mouse button simply replaces option 3...I think!!

     Not with standard functions... It seems that GEM/VDI functions

theoretically allow one button per bit of the returned word for the mouse-buttons state.

That is, if 3 buttons :

%000 -> no button pressed
%001 -> button 1 pressed
%010 -> button 2 pressed (makes 2)
%011 -> button 1 & 2 pressed (makes 3)
%100 -> button 3 pressed (makes 4)
and so on...

The matter is that it seems that mouse-controller doesn't seem to be made for using these capacities...

I had an optical 3-buttons mouse. As far as I could remember, pressing the middle button had no effect on 520 but was recognized on Mega STE. But the returned word was incorrectly set.

It was a long time ago, I can't give more details...

--

Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html

From 3175869931635379382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c411a149c18bbfb
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: f030 mod player
Date: 1998/04/27
Message-ID: <6i25ko$p7q@balaena.bio.vu.nl>#1/1
X-Deja-AN: 348103445
References: <6hv8l3$d72$1@plug.news.pipex.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Ian Norton (inorton_badrul@hotmail.com) wrote:

: can anyone reccomend a good mid file player for the falcon,
: ideally multitask compatible

There's one that simply plays over the MIDI port. It's called SMF and should be available at most Atari FTP sites in the MIDI/Music area.

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From 5903926876586326416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae2a7db1627fdb08,start
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: "International" str(case)cmp?
Date: 1998/04/27
Message-ID: <6i28gi$ln4$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 348113718
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

I'd like to know if there's an implemnation of strcmp() and strcasecmp() out there which respects foreign characters correctly, so that sorting via those functions does "the right thing". I could do this for the German "umlauts", but not for all the Scandinavian, French and Spanish national characters. So, is there anybody who has done that?

Alternatively, could people from one of the above mentioned countries post (or mail) a list of their national characters and how they get sorted in the alphabet, with and without attention to upper/lower case?

Ciao

Thomas

P.S.: I need that for Thing, as some people have sent requests for correct sorting ...

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 5765820791886358624
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Atari mouse port 3rd button query

Date: 1998/04/27
Message-ID: <3544a459.1733028@news.tmisnet.com>#1/1
X-Deja-AN: 348113719
Distribution: world
References: <OZAXC6K@tos.pl.net> <35447917.4A@cfcsc.dnd.ca>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

I've taken the liberty of emailing this suggestion
to Wizztronics, since they're working on a new
TOS/GEM clone.

-- George Crissman
-- strads@tmisnet.com

On Mon, 27 Apr 1998 07:24:55 -0500, Ken Macdonald
<macdonald@cfcsc.dnd.ca> wrote:

>Mario Becroft wrote:
>> I noticed after looking at the Atari mouse port pinout in my TT030 user's
>> manual that on pin 5 there is room for a third (middle) mouse button.
>> While I don't know of any software that makes use of the third button, I
>> wonder if the facility is there for a third button on pin 5, or is pin 5
>> simply not connected or ignored by the keyboard? If pin 5 is not ignored
>> by the keyboard, does TOS support the third button? Is there any GEM
>> software that uses the middle mouse button?
>
>I beleive that FaST Club sells a Mouse Tricks program that allows you to
>use the third button on a mouse. all sorts of other tricks also.
>
>> And finally, would there be any interest in such an adaptor? There is a
>> serial mouse driver available allowing a serial mouse to be used on a
>> serial port, but then you have the mouse port doing nothing while on the
>> ST, with only one serial port, you have no serial ports left. Wouldn't it
>> be better to be able to connect a serial mouse to the mouse port, leaving
>> your serial port free for a modem? What do you think?
>
>bloody right it is a marvellous idea. Amiga mice are getting hard to
>find,
>Atari mice even harder. a thingy that would allow you to use a serial
>mouse
>on an ST mouse port is _such_ a good idea! I think I speak for all
>owners
>of the excellent Atari (sic) mouse that this would revolutionize usage.
>I mean, if you can get a standard PC mouse hooked up, then wouldn't
>_other_
>possibilities such as track balls (maybe even tablets??) also work?
>plus the added factor of not having to constantly unplug and plug in the
>ST mouse connector might be an option as well, non?
>YES!

>
>> I look forward to your comments.
>
>> Mario Becroft Auckland, New Zealand
>> mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
>> Tariland, Atari Support in New Zealand _.|o o |_))
>> tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((-------
>
>--
>**thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr**
>Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
>GraphicArts TOS 1.04-1.62-2.05-4.04
>Coll⍰ge des Forces canadiennes ken.macdonald@taf.ftn.org

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -562216159056902861
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab2d3bc31de2e213,start
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Keyboard commands
Date: 1998/04/27
Message-ID: <6i2kgb$2jd$2@zingo.tninet.se>#1/1
X-Deja-AN: 348167114
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Hi there!

Mikael Folkesson (mikaelf@triton.tripnet.se) asked me to post this
message in the newsgroup:

Ruffly translated shortcuts (from German): (These ones are the real
standarised ones. Control-Space is no standardised shortcut!)

Standardised after decision of the developerconference (August '89):

Keyboard shortcut	Function
Control-C	copy
Control-F	find
Control-O	open
Control-Q	quit
Control-V	paste
Control-X	cut

Shift-"arrow up"	one page back
Shift-"arrow down"	one page ahead
Shift-"arrow left"	Cursor to beginning of line
Shift-"arrow right"	Cursor to end of line
Control-"arrow left"	cursor one word back
Control-"arrow right"	cursor one word ahead
Home	to beginning of document
Shift-Home (Clr)	to end of document

Not standardised, but de facto-standard:

Keyboard shortcut	Function
Control-A	select all
Control-G	search next
Control-M	save as...
Control-N	new document
Control-P	print
Control-S	save
Control-R	replace
Control-U	close top window
Control-W	cycle to next window
Control-Y	cut line to clipboard
Control-Z	start shell
Alt-Control-Space	iconify top window
Shift-Alt-Control-Space	iconify application

NB: All 'Alternate-Control'-keyboard shortcuts are reserved for the system.

From -9041456846292908080
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9c411a149c18bbfb
X-Google-Attributes: gid1115ce,public
From: Bernd_Mueller@du3.ohse.de (=?ISO-8859-1?Q?Bernd_M=FCller?=)
Subject: Re: f030 mod player
Date: 1998/04/28
Message-ID: <199804280240.a55475@du3.maus.de>#1/1
X-Deja-AN: 348278621
Content-Transfer-Encoding: 8bit
References: <6hv8l3$d72$1@plug.news.pipex.net> <6i25ko$p7q@balaena.bio.vu.nl>
Content-Type: text/plain; charset=ISO-8859-1

X-Gateway-Admin: uwe@tirka.ohse.de
Organization: QUARK Duisburg 3 +49-203-735844
X-Gateway: Mauscon(0.9.4)/tirka.ohse.de, MausTausch
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hey,

>There's one that simply plays over the MIDI port. It's called SMF and
>should be available at most Atari FTP sites in the MIDI/Music area.

Sure butit works only if you hav connect a midikeyboard to you comp.

bye
/ Bernd /


```
/-^-^-^-^-^-^-^-^-^-^-^-^-^-^-^-^-^-^-^-^-^-^-\
/ Bernd_Mueller@mausdu3.ohse.de ( no Mails >16 Kb ) \
/ Bernd_Mueller@bbs.vobis.de    ( for Mails > 16 Kb ) \
/     www.geocities.com/SiliconValley/Horizon/8196      \
}-----------------------------------------------------------{
|          ATARI Mega ST4 + PAK/3 + FRAK + Linux          |
`-----------------------------------------------------------'
```


From -2244604063492955712
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dd00d8d2b3c87fee
X-Google-Attributes: gid1115ce,public
From: jhaslam@fortress.org.uk (jhaslam)
Subject: Compiling Atari ST bins on a PC?
Date: 1998/04/28
Message-ID: <2385_jhaslam@fortress.org.uk>#1/1
X-Deja-AN: 348308599
Content-transfer-encoding: 8BIT
MIME-Version: 1.0
Reply-To: jhaslam@fortress.org.uk
Content-Type: text/plain; charset=us-ascii
Organization: The <Fortress> BBS
Newsgroups: comp.sys.atari.programmer

fkruhm@one.net wibbled to All about: Compiling Atari ST bins on a PC? in area
'COMP.SYS.ATARI.PROGRAMMER'

Wotcha fkruhm@one.net!

f> Organization: OneNet Communications News Hub
f>

f> is it possible? cause the compilers (in C) i have for the ST wont
f> work with WinSton... any ideas?

WinSton is not a very good emulator on the PC. Its really meant for running games, but doesn't even do this as well as PacifiST.

Have you tried TOSBOX? Thats probably the stablest emulator around, and its designed to run serious software.

Failing that, (and spending money) get MagicPC.

Cheers!

James

/ James Haslam Internet: jhaslam@fortress.org.uk \

\ FidoNet: 2:254/105.2 NeST: 90:102/0.2 BBSNet: 405:100/78.2 /

--

From -5071980353681426816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c411a149c18bbfb
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: f030 mod player
Date: 1998/04/28
Message-ID: <354581EF.6C1B32D8@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 348341582
Content-Transfer-Encoding: 7bit
References: <6hv8l3$d72$1@plug.news.pipex.net>
<35443ECB.EEA6B8BF@NO.SPAM.emw.ericsson.se> <35449aec12a86a1@club-internet.fr>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 893747696 5349 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Pascal Ricard wrote:
>
> Hello,
>
> in article <35443ECB.EEA6B8BF@NO.SPAM.emw.ericsson.se>

>   Magnus Kollberg wrote:
>
> > there is only one and it's multitasking friendly. It works
> > very well under MagiC. This is called MIDPLAY and you can
>   ^^^^^^^^^^^^^^^^^^^^^
>   Ah ? Maybe I should upgrade my copy

Hmm.... on the other hand I do have got a AB040 so my computer is
pretty fast. What is your problem? Atleast on my AB040 there are
no problems at all, but I guess a slow Falcon might have some
problems as it's quite a demanding program and I have heard that
under a multitasking system it can cause some keyboard troubles.
BTW. You realy should see MIDPLAY on a 040. The load is almost none
existant. It hardly show at all! If I turn off the caches the computer
hit the roof but with the caches enabled (which are bigger on the
040 than on the 030 as well) I get no slowdown what so ever. It's
marvelous what caches can do for you. :-)))

//Magnus Kollberg
--

```
+-----------------------------------------------------+
|  http://www.geocities.com/SiliconValley/Way/5132/  |
|       email: Magnus.Kollberg@emw.ericsson.se       |
+-----------------------------------------------------+
```


From 5247102566576802118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,fac6f7a1c958c141
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,fac6f7a1c958c141
X-Google-Attributes: gid109a67,public
From: Benoit Perrin <genwax@geocities.com>
Subject: Re: Atari mouse port 3rd button query
Date: 1998/04/28
Message-ID: <35459739.41C67EA6@geocities.com>#1/1
X-Deja-AN: 348347085
Content-Transfer-Encoding: 7bit
References: <OZAXC6K@tos.pl.net> <35447759.F2D41F61@svet-el.si>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Gen & Wax
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Branko Badrljica wrote:
>
> Mario Becroft wrote:
>
> > I noticed after looking at the Atari mouse port pinout in my TT030 user's

> > manual that on pin 5 there is room for a third (middle) mouse button.
> >
>
> IMHO Atari ST (at least) does not have hardware provisions for 3-button mouse.
> This "extra" pin is simply empty.
>
> Regards,
>
> Branko

It seems that X11 can use the third button as I saw a friend using this
button on a falcon under Linux.

But he has a Mega-STE keyboard and not the original Falcon keyboard.
Perhaps these keyboards (and the TT-Keyboards) are quite different from
others.

Regards,

Benoit
--
.--.
| Benoit PERRIN - Gen & Wax | e-mail: genwax@geocities.com |
| Visual Assembler once, Visual Assembler forever ! |
| http://www.geocities.com/SiliconValley/Bay/1209/ |
`--'

From 7582683535760269990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,fac6f7a1c958c141
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,fac6f7a1c958c141
X-Google-Attributes: gid109a67,public
From: Uwe Seimet <us@ooc.de>
Subject: Re: Atari mouse port 3rd button query
Date: 1998/04/28
Message-ID: <35458A9F.3916@ooc.de>#1/1
X-Deja-AN: 348347086
Content-Transfer-Encoding: 7bit
Sender: nobody@bam.bruker.de
References: <OZAXC6K@tos.pl.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Object-Oriented Concepts GmbH
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Mario Becroft wrote:

> While I don't know of any software that makes use of the third button, I
> wonder if the facility is there for a third button on pin 5, or is pin 5
> simply not connected or ignored by the keyboard? If pin 5 is not

The Atari SVR4 Unix for the TT and Linux support the third mouse button.

--

```
          Dr. Uwe Seimet     | I really hate this damned machine,
                             |     I wish that they would sell it.
Internet: us@ooc.de          | It never does that what I mean
 MausNet: Uwe Seimet @ KA2   |     but only what I tell it.
     WWW: http://acp5.chemie.uni-kl.de/seimet/index.html
```


From -3434769014345691158
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,fac6f7a1c958c141
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,fac6f7a1c958c141
X-Google-Attributes: gid109a67,public
From: Rodolphe Pineau <rodolphe.pineau@capway.com>
Subject: Re: Atari mouse port 3rd button query
Date: 1998/04/28
Message-ID: <35458E7C.CE7B6BC9@capway.com>#1/1
X-Deja-AN: 348347087
Content-Transfer-Encoding: 7bit
References: <OZAXC6K@tos.pl.net> <35447759.F2D41F61@svet-el.si>
<35459739.41C67EA6@geocities.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: NO'MAD SARL / STraTOS
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Benoit Perrin wrote:

> Branko Badrljica wrote:
> >
> > Mario Becroft wrote:
> >
> > > I noticed after looking at the Atari mouse port pinout in my TT030 user's
> > > manual that on pin 5 there is room for a third (middle) mouse button.
> > >
> >
> > IMHO Atari ST (at least) does not have hardware provisions for 3-button mouse.
> > This "extra" pin is simply empty.

> >
> > Regards,
> >
> > Branko
>
> It seems that X11 can use the third button as I saw a friend using this
> button on a falcon under Linux.
>
> But he has a Mega-STE keyboard and not the original Falcon keyboard.
> Perhaps these keyboards (and the TT-Keyboards) are quite different from
> others.
>
> Regards,
>
> Benoit
> --
> .--.
> | Benoit PERRIN - Gen & Wax | e-mail: genwax@geocities.com |
> | Visual Assembler once, Visual Assembler forever ! |
> | http://www.geocities.com/SiliconValley/Bay/1209/ |
> `--'

Yes it'me, and effectively the third button work as a real third button with my
MegaSTE keyboard whereas, before, it doesn't work with the original one. So i
think
TT & MSTE keyboard are able to recognise 3 buttons mouse. I will take time to look
on TT keyboard datasheet this evening to confirm this information and eventualy
i'll
try to disassemble the 6301 code to check the existance of the third button
routine.

--
NO'MAD SARL / STraTOS
62, Bd Aristide Briand
77000 Melun FRANCE

SIRET : 411 413 826 00016
RCS Melun B 411 413 826

FAX : (+33) 164 378 228
HTTP://www.chez.com/stratos/

From 2457114985899900008
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae2a7db1627fdb08
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: "International" str(case)cmp?

Date: 1998/04/28
Message-ID: <vyzra2ixo08.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 348368911
Sender: schwab@issan
References: <6i28gi$ln4$1@sun27.hrz.tu-darmstadt.de>
X-Yow: I'm DESPONDENT... I hope there's something DEEP-FRIED under this miniature DOMED STADIUM...
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Thomas Binder <gryf@hrzpub.tu-darmstadt.de> writes:

|> I'd like to know if there's an implemnation of strcmp() and strcasecmp()
|> out there which respects foreign characters correctly, so that sorting via
|> those functions does "the right thing". I could do this for the German
|> "umlauts", but not for all the Scandinavian, French and Spanish national
|> characters. So, is there anybody who has done that?

Check out strcoll and strxfrm.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From 6369345627460167845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c411a149c18bbfb
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: f030 mod player
Date: 1998/04/28
Message-ID: <6i4p12$43m@balaena.bio.vu.nl>#1/1
X-Deja-AN: 348434317
References: <6hv8l3$d72$1@plug.news.pipex.net> <6i25ko$p7q@balaena.bio.vu.nl> <199804280240.a55475@du3.maus.de>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

(Bernd_Mueller@du3.ohse.de) wrote:

: >There's one that simply plays over the MIDI port. It's called SMF and
: >should be available at most Atari FTP sites in the MIDI/Music area.

: Sure butit works only if you hav connect a midikeyboard to you comp.

Indeed, hence it works over the MIDI port (as opposed to DMA sound).
As I said.

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From 5693255487306789812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1bc386aef7ab71f0,start
X-Google-Attributes: gid1115ce,public
From: Mathias <mpichotz@reis.e-technik.fh-lausitz.de>
Subject: ST-Protracker <2.0
Date: 1998/04/28
Message-ID: <354607FA.578D@reis.e-technik.fh-lausitz.de>#1/1
X-Deja-AN: 348462071
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: LAUNOC
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

looking for Protracker <2.0 for STFM
bye mathias

From -389117576787674048
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c0eba4a26c390373,start
X-Google-Attributes: gid1115ce,public
From: "Gregory D. George" <greggeorgeNO@SPAMworldnet.att.net>
Subject: Falcon DSP Modem?
Date: 1998/04/28
Message-ID: <6i5v24$do5@bgtnsc03.worldnet.att.net>#1/1
X-Deja-AN: 348602528
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: http://www.geocities.com/TimesSquare/Arcade/8341 - The Atari Times (US)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hey all,

I remember reading some time back about how the DSP in the Falcon would be able to emulate a modem. I know the MWave card in my PC does this and

I was wondering if anyone ever wrote one for the Falcon?

--

```
 ------------------------------------------------------------
   |||     Greg George
   |||     Editor, The Atari Times(US)
  / | \    greggeorge@worldnet.att.net
  ATARI
  TIMES    http://www.geocities.com/TimesSquare/Arcade/8341
  FREE!    http://venus.beseen.com/boardroom/c/17653/Date
 ------------------------------------------------------------
```


From -1950350583033634430
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,748a4b32912b7a9d,start
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Atari Update Suggestions Due Soon
Date: 1998/04/29
Message-ID: <35467f14.10518803@news.tmisnet.com>#1/1
X-Deja-AN: 348602529
Distribution: world
References: <3986_hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<35459faa.799333@news.zetnet.co.uk>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

(This was going to be a quick note ... sorry it
ran so long. Just excitable, I guess.)

> I'm still amazed that something like this
> hasn't been mentioned here before though...

Well, they're busy working on the new machine, and
I'm trying not to drool excitedly in public. Plus,
I'm not really associated with the project, so it's
hard to know just how much I should say.

I do know (via email) that the promised survey on the
Wizztronics page will be posted Sometime In May, which
is why I'm suggesting that the deadline for ideas and
suggestions is drawing near.

Since I consider myself a "recreational programmer"
(I know enough to get by, but not enough to create a
sale-able program), I'm doing two things:

1/ Sending in suggestions to make recreational

programming easier, both from a hardware
standpoint and from a GEM/AES standpoint
(since ease of use AND ease of programming
causes system growth and acceptance), and
2/ Advising the experts I come across that their
input is needed, right now!

The 680x0 architecture is already MUCH more efficient than the x86 architecture, and GEM ... for those who choose to use it ... is already MUCH more efficient than MS-Windows; so concentrating on ease of use and ease of program development is an important consideration at this time!

Since Microsoft's[s&m] house-of-cards[tm] seems to be nearing it's critical height, the availability of another stable, reliable operating system (TOS) and operating environment (GEM, MAGIC, et. al.) gives us an edge we haven't had in years. There's a slight chance we could overcome the dominant industry system, in much the same way Microsoft overwhelmed the prior dominant industry system (CP/M).

You may think your idea is "so obvious" that they can't help but implement it, but my passing reference to an "evnt_joypad()" call resulted in several postings and an email or two that said "How come they haven't done that yet?"

Just to be on the safe side, SUGGEST THE OBVIOUS!

In addition, Steve Cohen has stated for public consumption that he receives email suggestions daily, and that many of the ones he reads are "...brilliant!"

Just to be on the safe side, SUGGEST THE OBVIOUS!

Thanks for letting me ramble.

-- George Crissman
-- strads@tmisnet.com

Resources:
Wizztronics: http://www.wizztronics.com/
Suggestions: mailto:toscompinfo@wizztronics.com
Falcon Page: http://www.tmisnet.com/~strads/hq/atari.html

On Tue, 28 Apr 1998 11:19:14 GMT, paxton@zetnet.co.uk (Tony Greenwood) wrote:

>Hey! hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk (Harry
>Sideras) wasn't it Mon, 27 Apr 98 04:14:00 that you wrote:
>
>
>> s> http://www.wizztronics.com and look for their request for input.
>> s>
>> s> Don't take too long, something's about to happen.
>>
>>Thanks for the pointer, George. I'm still amazed that something like this
>>hasn't been mentioned here before though...
>
>But it has..that's how come everyone enswering you already knows about
>it :)
>
>.
>
>- Cheers - Tony Greenwood - paxton@zetnet.co.uk
>Computer Games Maker,HTML,STOS,Javascript,Filos
>PAXTONweb http://www.users.zetnet.co.uk/paxton/
>----------

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -5758543237154495630
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,fac6f7a1c958c141
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,fac6f7a1c958c141
X-Google-Attributes: gid109a67,public
From: Bernd Harries <bharries@vossnet.de>
Subject: Re: Atari mouse port 3rd button query
Date: 1998/04/29
Message-ID: <Pine.LNX.3.96.980429151958.523B-100000@hexe.bis.uni-oldenburg.de>#1/1
X-Deja-AN: 348754170
References: <OZAXC6K@tos.pl.net>
X-Sender: bharries@hexe.bis.uni-oldenburg.de
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Voss Net GmbH
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Hi!

It works indeed!

I have a TT keyboard on my Medusa and shortly bought an Alfa data 3-button mouse for Amiga. I had to switch 2 little jumpers and now it works...

Linux supports the middle button. Before that I had to set Emulate3Buttons in the XF86Config and press both buttons together without shifting the mouse. But that was messy.

If you have a 'normal' ST keyboard you can just connect the UP line of the Joysick 2 port also to pin 5 of the mouse port. That's it!

Bernd Harries

bharries@freeyellow.com http://www.freeyellow.com/members/bharries
bharries@vossnet.de Tel.: +49 421 809 7351 priv. | Linux-m68k
harries@atlas.de +49 421 457 3966 offi. | Medusa T40
bernd@linux-m68k.org

From -2856704161269788516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae2a7db1627fdb08
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: "International" str(case)cmp?
Date: 1998/04/29
Message-ID: <6i84gl$208$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 348868605
References: <6i28gi$ln4$1@sun27.hrz.tu-darmstadt.de>
<vyzra2ixo08.fsf@issan.informatik.uni-dortmund.de>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> wrote:
: Check out strcoll and strxfrm.

Well, that doesn't help me much for the MiNT-Lib:

```
/* dummy implementations for strcoll and strxfrm, that doesn't know about
 *    locales */
```

(That's a quote from strcoll.c ...)

So, my question remains: Has anybody an implementation of a local character aware str(case)cmp() for the Atari's charset?

And just an implementation of strcoll() or strxfrm() also won't be enough,

because as far as I've understood them, they don't provide case
insensitivity. I'd also need a locale aware implemenation of toupper()
(or alternatively of tolower()), which the MiNT-Lib doesn't provide,
either ...

Ciao

Thomas

P.S.: That refers to PL46 of the MiNT-Lib

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From 1382412557443306869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f498c528ee4c9669,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f498c528ee4c9669,start
X-Google-Attributes: gid1115ce,public
From: "Gregory D. George" <greggeorgeNO@SPAMworldnet.att.net>
Subject: BEST Atari System Poll
Date: 1998/04/29
Message-ID: <6i8sog$og7@bgtnsc03.worldnet.att.net>#1/1
X-Deja-AN: 348953162
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: http://www.geocities.com/TimesSquare/Arcade/8341 - The Atari Times
(US)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hey everyone,

I've got a poll set up where you can vote for the BEST Atari system.
Please stop by and place your vote! Right now the Lynx is in the lead
with the 2600 is 2nd place and the Jaguar in 3rd. Of course, I'd really
like to see the ST and 8-bit have a presence too...

Here's the votin' place:

http://www.geocities.com/TimesSquare/Arcade/8341/poll_syst.html

--

||| Greg George

  ||| Editor, The Atari Times(US)
 / | \   greggeorge@worldnet.att.net
 ATARI
 TIMES   http://www.geocities.com/TimesSquare/Arcade/8341
 FREE!   http://venus.beseen.com/boardroom/c/17653/Date

From -5749652576855270006
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,748a4b32912b7a9d
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Subject: Re: Atari Update Suggestions Due Soon
Date: 1998/04/30
Message-ID: <354892E3.3710@cfcsc.dnd.ca>#1/1
X-Deja-AN: 349077169
Content-Transfer-Encoding: 8bit
References: <3986_hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<35459faa.799333@news.zetnet.co.uk> <35467f14.10518803@news.tmisnet.com>
Content-Type: text/plain; charset=iso-8859-1
Organization: Canadian Forces College-Coll⍰ge des Forces canadiennes
Mime-Version: 1.0
Reply-To: macdonald@cfcsc.dnd.ca
Newsgroups: comp.sys.atari.programmer

George Crissman wrote:
> I do know (via email) that the promised survey on the
> Wizztronics page will be posted Sometime In May, which
> is why I'm suggesting that the deadline for ideas and
> suggestions is drawing near.
-snip-
what?
It seems to me that it is _during_ the survey that one makes
suggestions. Unless this survey is a compilation of info,
rather than requesting info? The Wizz page seems to suggest to me
that the survey form will be posted and one can input then, non?
-snip-
> -- George Crissman
> -- strads@tmisnet.com
> Resources:
> Wizztronics: http://www.wizztronics.com/
> Suggestions: mailto:toscompinfo@wizztronics.com
> Falcon Page: http://www.tmisnet.com/~strads/hq/atari.html

--
thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts   TOS 1.04-1.62-2.05-4.04

Coll⍰ge des Forces canadiennes ken.macdonald@taf.ftn.org

From 3611998312786975216
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,748a4b32912b7a9d
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Atari Update Suggestions Due Soon
Date: 1998/04/30
Message-ID: <35489a01.3839324@news.tmisnet.com>#1/1
X-Deja-AN: 349099631
References: <3986_hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<35459faa.799333@news.zetnet.co.uk> <35467f14.10518803@news.tmisnet.com>
<354892E3.3710@cfcsc.dnd.ca>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

On Thu, 30 Apr 1998 10:04:03 -0500, Ken Macdonald
<macdonald@cfcsc.dnd.ca> wrote:

>George Crissman wrote:
>> I do know (via email) that the promised survey on the
>> Wizztronics page will be posted Sometime In May,
>what?
>It seems to me that it is _during_ the survey that one makes
>suggestions.

IIRC, the reason they added the toscompinfo@wizztronics.com
email address was to handle the suggestions they were receiving.

> Unless this survey is a compilation of info,
>rather than requesting info? The Wizz page seems to suggest to me
>that the survey form will be posted and one can input then, non?

Yes, the Wizz page /does/ make that implication. If it
wasn't for the fact that I'd received an email from
Wizztronics noting the receipt of many good ideas
from a variety of Atarians daily and stressing the fact
they can't reply to every suggestion received, I'd be
inclined to wait, too.

I'm looking forward to the survey, sensing it will be
a "which do you prefer, this or that" type of document
(just guessing, here).

-- George Crissman
-- strads@tmisnet.com

Wouldn't it be nice to have a form_progress(), an

easy-to-use standardized progress bar similar in
concept to form_alert? It could be non-modal so
that several could be active at the same time. This
would be perfect for multitasking environments or
multiple-simultaneous-file-downloads when using PPP.

>> Resources:
>> Wizztronics: http://www.wizztronics.com/
>> Suggestions: mailto:toscompinfo@wizztronics.com
>> Falcon Page: http://www.tmisnet.com/~strads/hq/atari.html
>
>--
>**thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr**
>Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
>GraphicArts TOS 1.04-1.62-2.05-4.04
>Coll⍰ge des Forces canadiennes ken.macdonald@taf.ftn.org

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 1541828445517547310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,9edac4c01de6baf2,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,9edac4c01de6baf2,start
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Middle mouse button, how reported?
Date: 1998/05/02
Message-ID: <7CGXCEZ@tos.pl.net>#1/1
X-Deja-AN: 349525032
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

How is the middle mouse button state reported by the keyboard processor?
According to the compendium a relative mouse packet header byte reads as
follows:

0xF8 - No buttons pressed
0xF9 - Left button pressed
0xFA - Right button pressed
0xFB - Both buttons pressed

How is the middle button reported?

And can anyone tell me on which machines the middle button works and on
which it doesn't? I think someone mentioned before that it works on the
Mega STE but not the ST. What about the TT, Falcon, STacy, Mega ST or any
other machines? What about the new Atari clones, do they even have an

Atari mouse port?

Thank you for your assistance.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/~mario/tariland/

```
      |\__/,|   (`\
    _.|o o  |_   ) )
--(((---(((--------
```

From -5834017425420096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae2a7db1627fdb08
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: "International" str(case)cmp?
Date: 1998/05/03
Message-ID: <3551a355.2928420@news.demon.co.uk>#1/1
X-Deja-AN: 349725095
Content-Transfer-Encoding: 7bit
References: <6i28gi$ln4$1@sun27.hrz.tu-darmstadt.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894160493 nnrp-07:2706 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 27 Apr 1998 15:33:38 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>I'd like to know if there's an implemnation of strcmp() and strcasecmp()

I know very little (if not nothing!) about this, but I would think
that you ought to be investigating 'wide' character sets to see if
they have a portable scheme for this problem.

>out there which respects foreign characters correctly, so that sorting via
>those functions does "the right thing". I could do this for the German
>"umlauts", but not for all the Scandinavian, French and Spanish national
>characters.

Is this simply because you don't know which are upper/lowercase ir
because the order they appear in different fonts changes (or both)?

>So, is there anybody who has done that?

Certainly not me! :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2647383293604652431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Atari mouse port 3rd button query
Date: 1998/05/03
Message-ID: <3550a339.2900080@news.demon.co.uk>#1/1
X-Deja-AN: 349725096
Content-Transfer-Encoding: 7bit
References: <OZAXC6K@tos.pl.net>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 894160494 nnrp-07:2706 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 27 Apr 1998 20:47:00 GMT, mb@tos.pl.net (Mario Becroft) wrote:

>I noticed after looking at the Atari mouse port pinout in my TT030 user's
>manual that on pin 5 there is room for a third (middle) mouse button.
>
>While I don't know of any software that makes use of the third button, I
>wonder if the facility is there for a third button on pin 5, or is pin 5
>simply not connected or ignored by the keyboard? If pin 5 is not ignored
>by the keyboard, does TOS support the third button? Is there any GEM
>software that uses the middle mouse button?

Gem is theoretically capable of dealing with lots of buttons.

>I ask as I am working on an adaptor to allow a serial mouse to be
>connected to the Atari ST mouse port. I would like to make the third
>button do something useful, but if pin 5 is disconnected or ignored it
>would not be sensible for me to use it. The other option is to make the
>third button act as a double click or as a simultanious left and right
>click, but I would not want to exclude users of perhaps X Windows or
>something that does make use of the third button on pin 5.

iirc, 8 bits are used so 8 buttons could be used. In reality though, this would be unrealistic as only 7 buttons could be used because of software constraints. Having said that, for the same reasons, I wouldn't expect software to "see" more than two buttons.

>Another question - I observe that when the mouse is moved too quickly on
>my TT the mouse cursor moves in the reverse direction for a moment. I have
>noticed the same behaviour on other Atari ST series machines. (The effect
>is more noticable with third-party mice as they are faster than the Atari
>mouse.) I guessed that this must be caused by a movement count in the
>keyboard processor overflowing when the mouse is moved too quickly, and
>causing the sign to change. Is this really the reason? Is there anything I
>can do about that?

The keyboard processor reports mouse movement as keyboard "make" and "break" actions. If it reports it faster than the serial line or interrupt service routine can cope with then things are going to go "pear shaped".

>And finally, would there be any interest in such an adaptor? There is a
>serial mouse driver available allowing a serial mouse to be used on a
>serial port, but then you have the mouse port doing nothing while on the
>ST, with only one serial port, you have no serial ports left. Wouldn't it
>be better to be able to connect a serial mouse to the mouse port, leaving
>your serial port free for a modem? What do you think?

It would indeed be better to have it conected to the normal mouse port, certainly for folks who are "online".

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2055795769547784181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,476bc92747e6bc2a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,38049d3361b5fc3e,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Drag to lowercase utility?
Date: 1998/05/03
Message-ID: <6igp42$t5c$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 349748821
References: <6icjhkrkf1@irk.zetnet.co.uk>
<894161237.2997.1.nnrp-07.9e98f145@news.demon.co.uk>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND

Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

David Bolt (dbolt@my-ste.demon.co.uk) wrote in comp.sys.atari.st:
> > Why the lookup table? Surely you just need to check it 's an alphabetic
> > character then add or subtract a fixed offset from its ASCII value?

> While this works for A-Z -> a-z, it fails for the chars above 128. That's
> the only reason for the LUT. I've toyed with the idea of re-doing the
> basic part in m/code, just to add a touch of speed. The idea I had was
> pass the address and length of the string, and let the code do the rest.
> Much nicer than:

```
> FOR i&=1 to LEN(the.string$)
>   MID$(the.string$,i&,1)=CHR$(PEEK(table%+ASC(MID$(the.string$,i&,1))))
> NEXT i&
```

(I can't tell which version of BASIC you are using, so some of these suggestions may not yield any improvement in code size or speed)

First optimisation: calculate the string length _before_ entering the loop. Depending on how good your BASIC is, it may already do this. But, it doesn't have to. So, the code becomes:

```
  length = len( the.string$ )
  For i = 1 to length
    do stuff
  Next i
```

Second optimisation: You've calculated the same address twice as part of two MID$ statements. Calculate it once, and use the calculated result later.

```
     address = adr( mid$( the.string$, i, 1 ) )
     bytepoke address, bytepeek( adr( table + bytepeek( address ) ) )
```

Third optimisation: move the address calculation out of the loop - you only need to find the start of the.string$, and you'll be stepping through it byte by byte, so there is no need to recalculate the address on every iteration.

So, it becomes:

```
  address = adr( the.string )
  length = len( the.string )
  for i = 1 to length
    address = address + 1
    bytepoke address, bytepeek( adr( table + bytepeek( address ) ) )
  next i
```

I haven't coded seriously in basic in about a decade, so these suggestions
on code optimisations may not be worth the effort of changing your code.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From 1577082221905558938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,38049d3361b5fc3e
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Drag to lowercase utility?
Date: 1998/05/03
Message-ID: <1998050309531580956@zetnet.co.uk>#1/1
X-Deja-AN: 349785940
References: <6icjhkrkf1@irk.zetnet.co.uk>
<894161237.2997.1.nnrp-07.9e98f145@news.demon.co.uk>
<6igp42$t5c$1@newshost.comnet.co.nz>
Newsgroups: comp.sys.atari.programmer

The message <6igp42$t5c$1@newshost.comnet.co.nz>
  from gmiller@inca.co.nz (Gaven Miller) contains these words:

> David Bolt (dbolt@my-ste.demon.co.uk) wrote in comp.sys.atari.st:
> > FOR i&=1 to LEN(the.string$)
> >   MID$(the.string$,i&,1)=CHR$(PEEK(table%+ASC(MID$(the.string$,i&,1))))
> > NEXT i&
>
> (I can't tell which version of BASIC you are using, so some of these
> suggestions may not yield any improvement in code size or speed)

Hisoft BASIC, I think (its the &'s that give it away).

> So, it becomes:
>
>   address = adr(the.string)
>   length = len(the.string)
>   for i = 1 to length
>   address = address + 1
>   bytepoke address, bytepeek(adr(table + bytepeek(address)))
>   next i
>
> I haven't coded seriously in basic in about a decade, so these suggestions
> on code optimisations may not be worth the effort of changing your code.

... but I think it is highly likely that they are worth changing, as (IMO) it is unlikely that it is automatically making these optimisations.

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
----------+----------

From 3099558855979516156
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,495aaed49ccaecba,start
X-Google-Attributes: gid1115ce,public
From: arjanbok@pop.xs4all.nl
Subject: disk read during interrupt
Date: 1998/05/03
Message-ID: <6iiimk$s16$1@news2.xs4all.nl>#1/1
X-Deja-AN: 349898559
Content-Transfer-Encoding: 8Bit
X-XS4ALL-Date: Sun, 03 May 1998 22:05:40 CEST
Content-Type: text/plain; charset=iso-8859-1
Organization: XS4ALL, networking for the masses
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Is there a way to read/write data from/to a harddisk
during an end of sound buffer interrupt routine?
(on a FALCON)

I tried several functions: rwabs, dmaread and Fread,
but the all freeze the system so that even a ctrl+alt+del
does not work.
This is probably because these are BIOS, XBIOS AND GEMDOS functions.

Does anyone know of a way that does work, or is what
I want imposible?

regards, Arjan

C-LAB Falcon MK-it-your-selve
Blowup-FX 16Mb, SP/dif

From -3664733053181032470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f59d4f817cc57622,start
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: ---> SUPPORT MEGA 3 <---
Date: 1998/05/03
Message-ID: <6iimrk$k9n$1@heliodor.xara.net>#1/1
X-Deja-AN: 349912092
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

For those of you who have not seen the best disczine around send a E-mail to me and request issue 1 or 2.

If you have seen MEGA why have you not supported this new zine. There are lots of you out there who must of liked something in it. But you don't tell us what you liked and what you didn't.

It only takes a moment to return the questionnaire, or to offer some ideas of your own. We need your support NOW. The more support we get the faster MEGA will be produced.

The MEGA member list is getting slowly longer but we need more feedback, We need to know that people are reading it and liking it, There would be little point in producing a zine if there is now one reading it.

So come on, Lets have some feedback, I want to make it YOUR zine, Let us know what your would like to see happen and the MEGA team will support your idea.

Why not send in something in, Ramble on about anything you like, We want to hear from you. Get your name added to the credits list at the same time.

I have mailed MEGA 1 and 2 to god knows how many people over the last month, Well, Ok, It has not appeared on my site yet, But you can get it now if you wish. Simply join the mailing list and you will get MEGA before it goes onto my site. Out of all those people how now have got it, only a handful have had any comments. This is good but we need more now !

Issue 3 WILL appear but how soon all depends on you. So get writing and send something in, or at least tell us what you though about MEGA. It only takes a moment so why not go for it, your not going to loose anything by sending a mail to me.

If you have seen UFOST by Lee Round then please support his UFO zine with

you UFO related material. Lee is now in 2 minds weather or not to do issue 3 because of all of you how seam to be scared or writing a letter to him.

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

- - - > A t A r I F o R e V e R < - - -

From -767471002197361079
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b17d1c702a096eba,start
X-Google-Attributes: gid1115ce,public
From: s1383700@uottawa.ca (Gilles Charron)
Subject: Regular expressions with pure c
Date: 1998/05/04
Message-ID: <354d34a0.0@news1.ottawa.cyberus.ca>#1/1
X-Deja-AN: 349983921
Newsgroups: comp.sys.atari.programmer

Hi!

Anybody here got some regular expression matching and substituting going with pure c? Is there a library available to do this stuff? I know that GCC can handle it, but is there a way to stick to pure c?

Thanx!
Gilles

From -9101286137196499127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,748a4b32912b7a9d
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Atari Update Suggestions Due Soon
Date: 1998/05/04
Message-ID: <354D8047.86DC7556@NO.SPAM.emw.ericsson.se>#1/1

X-Deja-AN: 350037194
Content-Transfer-Encoding: 7bit
References: <3986_hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<35459faa.799333@news.zetnet.co.uk> <35467f14.10518803@news.tmisnet.com>
<354892E3.3710@cfcsc.dnd.ca> <35489a01.3839324@news.tmisnet.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 894271559 24163 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

George Crissman wrote:

> Wouldn't it be nice to have a form_progress(), an
> easy-to-use standardized progress bar similar in
> concept to form_alert? It could be non-modal so
> that several could be active at the same time. This
> would be perfect for multitasking environments or
> multiple-simultaneous-file-downloads when using PPP.

What about something like:

```
#define GFX_MODULE   0x01;
#define DTP_MODULE   0x02;
#define TXT_MODULE   0x04;
#define.....

void main()
{
 while(do_program(GFX_MODULE|DTP_MODULE|TXT_MODULE));
}
```

Which will give you a program with those modules? Cool eh?

:-)

//Magnus kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -2158464003088129311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b17d1c702a096eba
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Regular expressions with pure c

Date: 1998/05/04
Message-ID: <354DA91B.6D6C@mst.tn.utwente.nl>#1/1
X-Deja-AN: 350066981
Content-Transfer-Encoding: 7bit
References: <354d34a0.0@news1.ottawa.cyberus.ca>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Gilles Charron wrote:
> Anybody here got some regular expression matching
> and substituting going with pure c? Is there a library
> available to do this stuff? I know that GCC can
> handle it, but is there a way to stick to pure c?

Port de GNU C library to Pure C. I might have
it lying around somewhere. Will have a look for
you if you are intrested (I also have the complete
string lib).

Bye, Hans

From 2246725557500798750
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0dca90ed1f18431,start
X-Google-Attributes: gid1115ce,public
From: Vincent Bakker <bakkerv@pi.net>
Subject: help playing 44k1 audio samples on a falcon
Date: 1998/05/04
Message-ID: <354E2E01.217B@pi.net>#1/1
X-Deja-AN: 350074458
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Reply-To: bakkerv@pi.net
Content-Type: text/plain; charset=us-ascii
Organization: Business Networks Services
Newsgroups: comp.sys.atari.programmer

Can anyone help me with a piece of C code that can do DMA play on 44k1?

I can get DMA play to work on falcon sample rates, so I know how to get
DMA play to work, but not with an external (44k1) clock signal and it's
really the external clock part I'm looking for (my guess it's about one
line of code...)

Purpose is a fast'n'simple player to scan samples (avr, wav and aif) on
cd-roms without having to start (and close!) an application.

btw I tried several pieces of source that claim to use the external
clock I found on the internet but none produces any audible results.

--
greetz,
Vince

From 4957478057454854159
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fac6f7a1c958c141
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Subject: Re: Atari mouse port 3rd button query
Date: 1998/05/04
Message-ID: <354DB602.3705@cfcsc.dnd.ca>#1/1
X-Deja-AN: 350078939
Content-Transfer-Encoding: 8bit
References: <OZAXC6K@tos.pl.net> <3550a339.2900080@news.demon.co.uk>
Content-Type: text/plain; charset=iso-8859-1
Organization: Canadian Forces College-Coll⍰ge des Forces canadiennes
Mime-Version: 1.0
Reply-To: macdonald@cfcsc.dnd.ca
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
> On Mon, 27 Apr 1998 20:47:00 GMT, mb@tos.pl.net (Mario Becroft) wrote:
> >I noticed after looking at the Atari mouse port pinout in my TT030 user's
> >manual that on pin 5 there is room for a third (middle) mouse button.
> >While I don't know of any software that makes use of the third button, I
> >wonder if the facility is there for a third button on pin 5, or is pin 5
> >simply not connected or ignored by the keyboard? If pin 5 is not ignored
> >by the keyboard, does TOS support the third button? Is there any GEM
> >software that uses the middle mouse button?
>
> Gem is theoretically capable of dealing with lots of buttons.
>
> >I ask as I am working on an adaptor to allow a serial mouse to be
> >connected to the Atari ST mouse port. I would like to make the third
> >button do something useful, but if pin 5 is disconnected or ignored it
> >would not be sensible for me to use it. The other option is to make the
> >third button act as a double click or as a simultanious left and right
> >click, but I would not want to exclude users of perhaps X Windows or
> >something that does make use of the third button on pin 5.
>
> iirc, 8 bits are used so 8 buttons could be used. In reality though,
> this would be unrealistic as only 7 buttons could be used because of
> software constraints. Having said that, for the same reasons, I
> wouldn't expect software to "see" more than two buttons.

Is it really a question of the software seeing the physical buttons?
I would have thought it would be possible through the OS to have a
button
press assigned to whatever event you want? i.e. clicking the third
button
send a signal to the closer of the window the cursor happens to be
topping then.
or the third button could be assigned to any system event you chose,
non?
loading a mouse driver would allow all sorts of setups, as all mouse
actions
would be interpreted by the driver and the way it was configured.
am I way off base here?

> guy@swampdog.demon.co.uk
> http://www.swampdog.demon.co.uk

--
thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Coll⍰ge des Forces canadiennes ken.macdonald@taf.ftn.org

From -4467384640599184880
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fcbb2eafb4808723,start
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)
Subject: ST+ Fanzine STOS CORNER + New STOS Manual
Date: 1998/05/04
Message-ID: <3551b907.1045417@news.zetnet.co.uk>#1/1
X-Deja-AN: 350078940
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Silly Software
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Theres one thing I think about every time I create the STOS Corner for
the Fanzine, that is...how many people actually read and enjoy it.

The next issue sees the start of a game creating tutorial and I
wondered, with it being such hard work to create such a tutorial,
would it be worth it.

Therefore, I would apperciate it if you could post your comments
either to this list or direct to me at Deano@zetnet.co.uk

So basically I am asking.....should I keep the STOS Corner or should I

drop it? After all, if noone reads it its a waste of time.

Also, if I wrote a manual like the Games Maker Manual by Stephen Hill
which showed in detail how to write various programs like games,
databases, art packages etc and sold it at a reasonable price would
anyone be interested. If so, please send me an email with New STOS
Manual as the subject, and if enough people show interest in
purchasing such a manual then I will write it.

 Yours Faithfully (In a very Silly way)
 Deano (Silly Software Programmer)
 Email Deano@zetnet.co.uk
 http://www.users.zetnet.co.uk/sillysoftware/

From 494219364518426795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,caa577b732bde56e
X-Google-Attributes: gid1115ce,public

From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Pure C help (ScreenEye & NOVA)
Date: 1998/05/04

Message-ID: <6ikh5u$255@balaena.bio.vu.nl>#1/1
X-Deja-AN: 350095790
References: <6i1ae7$pb5$1@ash.ridgecrest.ca.us>

Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Michael Grove (grovem@BLOCKridgenet.net) wrote:

: >Is there anyway to report the video mode to the ScreenEye software so
: >it will display properly on the NOVA video card?

: >move.w (a0)+,(a1)+

: >by:

```
: >  move.w   (a0)+,d5
: >  ror.l        #5,d5
: >  lsr      #1,d5
: >  rol.l        #5,d5
: >  ror      #8,d5
: >  move.w   d5,(a1)+
```

: >where d5 is an unused register.

Hmm, shouldn't the ror.l and rol.l be ror.w and rol.w?
Anyway, if this is supposed to do what I think it's supposed to do,
it just converts a pixel with Falcon bit-ordering to a little-endian

(intel-style) 15-bit pixel:

Falcon bit-order: rrrrrgggggxbbbbb
(where x is either an overlay/genlock bit or an extra green bit)

NOVA bit-order: bbxrrrrrgggggbbb (where x is an overlay/genlock bit)

In C this would be:

```
dest = (src >> 9) | ((src & 0xff00) << 5) | ((src & 0x1f) << 9);
```

This would be _much_ slower than the assembly code, though...

: I have what I think is the complete source and other related files
: needed to compile this under Pure C.

Is the source commented? If so, you'd just have to look up the plot or line-conversion routines (whatever it uses) and modify them for the NOVA pixel format. (Does the NOVA have a 16-bit mode? If so, you could simply swap the bytes in the output pixels)

: If anyone thinks they might be able to help out, it would be worth an
: HBS T-36 for their ST/MST

What's that then? :)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Every program has at least one bug and can be shortened by at least one instruction -- from which, by induction, one can deduce that every program can be reduced to one instruction which doesn't work.

From 8046835530390704462
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b80a6bfacbd33326
X-Google-Attributes: gid1115ce,public
From: Joakim H[illegible]gberg <fiolerna_BULKMAIL_SUCK_@algonet.se>
Subject: Re: What image types in RSC?
Date: 1998/04/11
Message-ID: <352FEB6B.7769@algonet.se>#1/1
X-Deja-AN: 343065015
Content-Transfer-Encoding: 8bit
References: <352F19D9.5266@algonet.se> <Er7z22.A2t@uia.ua.ac.be>
Mime-Version: 1.0

Reply-To: fiolerna_BULKMAIL_SUCK_@algonet.se
Content-Type: text/plain; charset=iso-8859-1
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

David.DeRidder wrote:

> Yes. "Zoom" is designed to develop icons in RSC files. It can even import
> (or export, I'm not sure) Windows 3.x iconfiles.

Ok, I'll try to find that program, and see if it can do what I
want to. Thanks!

/Joakim

From -5583567061363803451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59bfb8a6175af03a
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: --> MEGA & UFOST Disczine <--
Date: 1998/04/11
Message-ID: <6gol9easj1@heliodor.xara.net>#1/1
X-Deja-AN: 343161788
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Greetings all ATARI lovers.

Mega Disczine Issue 2 is now out, If you missed issue 1 then goto my site
and download it from there. Also UFOST issue 1.

There has been a few bug reports mailed to me so this issue is the NEW
version, V1.1
Bugs are mostly end of files been cut off and a few files which were missing
off the disc. A few other Shell bits have been updated as well.

http://www.users.globalnet.co.uk/~mega01/

MEGA Issue 2 is on 2 discs and has over 200 articles covering just about
everything we can think of. There should be something there for everyone.
If there isn't then why not write about it or suggest new pages. If you
don't then we won't know will we !!

Also UFOST issue 2 is available, Dedicated to UFO's abductions and

sightings. Not to be missed if you are interested in this type of thing.
This is produced by Lee Round.

If you would liked to be mailed issue 2 of either disczine then send your E-mail address and request it. I will then Mail it to you. Or you can wait until it is uploaded onto my site.

Please contribute to MEGA & UFOST and support it, else it will be one more nail in the coffin for ATARI. Any articles are welcome, If you have idea on one
why not mail me and tell me about it.

All comments and suggestions are more than welcome. Please feel free to mail me at any time. Any support you can give is gratefully received.

Tell me a little about yourself, It will help me in producing MEGA if I get some idea on what people like to read about. Don't hide behind you keyboard, let the world hear you...

Mail me at. mega01@globalnet.co.uk Now for issues.

Please take the time to send a letter to Lee Round (UFOST) else he may not produce future issues, Currently he has almost completed issue 3. Please take time to send him a article or 2, A blank disc is not very encouraging.

If you want issue 3 then send a letter to Lee (not on the net as yet) and request it from him. Issue 3 will be uploaded onto my site, but not for a while.

Send a disc with a S+E to

Lee Round (UFOST)
23 Fellrose Court,
Pelton Fell,
Ch-Le-Str,
Co Durham,
England,
DH2 2QB.

Tell him that I sent you (Chris Swinson).

Please support MEGA NOW, If we don't get some REAL support for issue 3 then we may not produce another zine, Its up to you .

If you would like to help but don't know how then please feel free to ask me waht you can do.

From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

- - - > A t A r I F o R e V e R < - - -

From -4119192243610636771
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1aa55c441a02099d
X-Google-Attributes: gid1115ce,public
From: Bernd_Mueller@du3.ohse.de (=?ISO-8859-1?Q?Bernd_M=FCller?=)
Subject: Re: Extending MintNet after install
Date: 1998/04/12
Message-ID: <199804121604.a54748@du3.maus.de>#1/1
X-Deja-AN: 343441972
Content-Transfer-Encoding: 8bit
References: <HHQWCE1@tos.pl.net>
Content-Type: text/plain; charset=ISO-8859-1
X-Gateway-Admin: uwe@tirka.ohse.de
Organization: QUARK Duisburg 3 +49-203-735844
X-Gateway: Mauscon(0.9.4)/tirka.ohse.de, MausTausch
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hey,

>I'm not really the right person to answer this as I'm not very familiar
>with KGMD, but since nobody else has... I believe all that stuff is in the
>KGMD compiler package. I think you can just untar the compiler package and
>copy the extra items into your existing system. Someone else can tell you
>where to get the most up to date versions, the compiler in the KGMD is
>very old. Maybe you would be better off posting to the MiNT mailing list,
>I can't remember how you subscribe but you should be able to find out at

You can "update" the KGMD very easy! cat all files together und untar them.
(cat compiler.a* | gzip -dc | tar -xf -) after them you got the usr/ and
var/ tree including all the files you need. The next step is to update the
old (2.5.8) binarys/libs with the new compiler (2.7.2) in the binary and
the lib dirs.

Don't know where to get the new files 'cause i have all on CD :-) but search
for it with any searchengine.

bye
/ Bernd /

/-^-\
/ Bernd_Mueller@mausdu3.ohse.de (no Mails >16 Kb) \
/ Bernd_Mueller@bbs.vobis.de (for Mails > 16 Kb) \
/ www.geocities.com/SilliconValley/Horizon/8196 \
}----------{
| ATARI Mega ST4 + PAK/3 + FRAK + Linux |
`----------´

PS: Does anyone knows for a new port. from gcc 2.8.0 to ST???

From 2142253358016969633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f930ecdb2d8bdf96
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Subject: Re: I need information on GEM programming using C
Date: 1998/04/13
Message-ID: <JLPRWIAenVM1Ew9q@thedruid.demon.co.uk>#1/1
X-Deja-AN: 343445793
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892427878 nnrp-02:13755 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Phil,

> I also believe in some ways that products which are no longer sold by
> a company or its distributors, (deep breath) have no value to the
> company. Therefore to pay what they are worth is to pay nothing.
> Therefore to pay nothing is to pay what it is worth. i.e. Paying
> nothing, or 'piracy', is actually a lesser form of piracy than it is
> for a (presently) commercial product.

Firstly, Lattice C at least is still sold commercially. Secondly, the amount of damages a company may sue for a copyright breach would depend on the country. In the UK the courts would only award compensation and that is based on the amount of money the company have lost due to the copyright breach. However, in the USA and some other countries the copyright holder can be awarded punitive (or punishment) damages this would add up to a lot of money, the amount would depend on the means of the thief since the award is designed to punish.

> You do realise that typically 2nd hand software is illegal, don't
> you? Look at the license agreement for most software - you can't pass
> on the license to a third party.

Any such statement is invalid. Copyright only covers the copying of software
it does not cover the sale of materials that it happens to be resident on.
Selling software second hand is like selling a book.

> If you look at copyright over software in a similar way to trademarks,
> it's only illegal if the owner enforces it (no, I'm not suggesting
> companies pay to enforce it. i.e. that they exercise the copyright by
> still making copies, or by distributing it as (non-free) shareware.

This is of course true.

> Hey, I just want to be able to scavenge in the dustbin for stuff
> that's past its sell by date.

The expiry of copyright is 75 years after the oweners death.

> Who's looking to buy a 2nd hand copy of GFA basic - anyone wish to
> aid and abet me in this crime?

What crime? :*)

John.

--

From -4837354168840474777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7ecb4f7cc64f99ba
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Subject: ICTARI R.I.P. ?
Date: 1998/04/13
Message-ID: <I7VR6OA1nVM1Ew+5@thedruid.demon.co.uk>#1/1
X-Deja-AN: 343445794
X-NNTP-Posting-Host: thedruid.demon.co.uk:158.152.231.228
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892427882 nnrp-02:13755 NO-IDENT
thedruid.demon.co.uk:158.152.231.228
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Augeas,

> In the meantime, issue 52 is at the usual place:
>
>   http://www.elis.demon.co.uk/ictari/ictari.htm

Any chance you could make this available via fidonet technology? This
way it
would reach many Atarians who like myself do not have full net access.

John.

--

From -8054851811661254908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7ecb4f7cc64f99ba
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David bolt)
Subject: Re: ICTARI R.I.P. ?
Date: 1998/04/13
Message-ID: <892499721.9092.0.nnrp-02.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 343704188
References: <I7VR6OA1nVM1Ew+5@thedruid.demon.co.uk>
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892499721 nnrp-02:9092 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 13 Apr 1998 01:19:01, johnr@thedruid.demon.co.R.e.m.o.v.e.T.o wrote:
>
> Hi Augeas,
>
> > In the meantime, issue 52 is at the usual place:
> >
> >   http://www.elis.demon.co.uk/ictari/ictari.htm
>
> Any chance you could make this available via fidonet technology? This
> way it
> would reach many Atarians who like myself do not have full net access.

If the whole of issue 52 is archived, it could be distributed in the same
way as Atariphile was.
-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i

Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQBVAgUBNTIb9FeKRkq5A+OlAQEBwAH/fmZPudIpXie6UZBGtOGP9zPwT9qv73SQ
xYBMk2Hr2o2cThBULVdbkZ9ihgK/fgbJrb4IlZDCaJFhdeYYTMLFlA==
=p5iF
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, V.34
Atari 1040STE 4Mb

From 3487160629104884795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,557b39ae66955e73,start
X-Google-Attributes: gid1115ce,public
From: arjanbok@pop.xs4all.nl
Subject: setinterrupt(src_inter,cause);
Date: 1998/04/13
Message-ID: <6h0emk$jj9$1@news2.xs4all.nl>#1/1
X-Deja-AN: 344045138
Content-Transfer-Encoding: 8Bit
X-XS4ALL-Date: Tue, 14 Apr 1998 21:50:44 CEST
Content-Type: text/plain; charset=iso-8859-1
Organization: XS4ALL, networking for the masses
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Is there anyone who has used the FALCON soundsys call:
long setinterrupt(src_inter, cause) ?

According to the developers toolkit it is supposed to set
up either a timer A or a MFP i7 interrupt.
But when i try to use it in an audio player program of mine,
I can only detect one MFPi7 interrupt. I thought it should give
a interrupt every time the play or record pointer hits the end of
the buffer. But it seems like it only occures when the playback or
record is stopped by changing the buffoper mode.

I want to use this interrupt if posible instead of having to check
the pointer continously to pass the half of the buffer before
refilling it.

regards, arjan

From 6135160325666187564
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b80a6bfacbd33326
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <fiolerna_BULKMAIL_SUCK_@algonet.se>
Subject: Re: What image types in RSC?
Date: 1998/04/14
Message-ID: <3533D95B.4163@algonet.se>#1/1
X-Deja-AN: 343932133
Content-Transfer-Encoding: 8bit
References: <352F19D9.5266@algonet.se> <Er7z22.A2t@uia.ua.ac.be>
Content-Type: text/plain; charset=iso-8859-1
Organization: Algonet/Tninet
Mime-Version: 1.0
Reply-To: fiolerna_BULKMAIL_SUCK_@algonet.se
Newsgroups: comp.sys.atari.programmer

David.DeRidder wrote:
> Yes. "Zoom" is designed to develop icons in RSC files. It can even import
> (or export, I'm not sure) Windows 3.x iconfiles.
> "Interface" kan incorporate images in RSC files (might be .IMGs)

Yeah, it⍰s me again.. 8)
Where can I find these programs? Are they commercial, or free to use..?
Thanx again! 8)

From 6535095930543072986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/04/14
Message-ID: <352cce1a.11436815@news.demon.co.uk>#1/1
X-Deja-AN: 344018779
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<351A8D49.2E9@mst.tn.utwente.nl> <351bfecf.525405@news.demon.co.uk>
<35225D67.1216@mst.tn.utwente.nl> <35249e38.3667794@news.demon.co.uk>
<35236252.610B@mst.tn.utwente.nl> <352917fa.4112223@news.demon.co.uk>
<352A114C.33D8@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net

X-Trace: news.demon.co.uk 892579011 nnrp-09:16752 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 07 Apr 1998 13:43:08 +0200, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>
>> >A second use is to force coorrect behaviour when using the
>> >setjmp - longjmp functions. The C-standard is not quite clear
>> >on the use of these functions, esp. on what should happen to
>> >register variables.
>>
>> I have never used, and can never see, any reason to make use of either
>> of these two functions in user code. If people want to jump in and out
>> of functions then they should program in Basic! ;-)
>
>You can implement the C++ try...catch megansim in C using the
>setjmp - longjmp functions.

Good point.

>The try...catch meganism is (IMHO)
>a very elegant way to deal with errors; no need for checking
>error flags function results for error values. When a function
>stumles on an error it simply throws an exception. The part of
>the program dedicated to error handling will catch it and handle
>the problem.

Hmm, I just thought. My C++ is pretty poor and I've not used try/catch
myself yet. However, C++ Bulder wraps a Windoze application up in one.
If I understand it correctly then C++ will unwind the stack to whoever
catches the exception but it'll also have to call all the appropriate
destructers? If so, how do you simulate those with setjmp/longjmp?

(free'ing dynamic memory is what I'm thinking of rather than the local
stack frames)

>> >Different behaviour is observed from
>> >different compilers.
>>
>> Indicating perhaps that there are serious problems which wouldn't
>> exist if the functions themselves did not.
>
>Yes, but the big problem is a lousy definition by the standard.

Too many cooks spoil the broth! <G>

>> After all, the same effect can be obtained simply by linking in a

>> function written in assembler.
>
>That wouldn't be portable.

But at least it is predictable!

>We are using C for our ARJ project because
>C is very portable. Trying to exploit the language to the maximum caused
>us to run into features like this.

A method I've used to good effect in the past is to put the speed
critical sections into their own function(s) but keep them as C until
the program is debugged and working. Then I replace those functions
with asm. The original C versions can always be used for an initial
port to another compiler (or machine I guess).

[snip 1st bit]
>> >But then also
>> >   move.w (a0),d0
>> >   add.w   d0,d0
>> >   add.w   d0,d0
>> >   move.w d0,(a0)
[snip]

>I mean the second bit for:
>{
> x = *fred;
> x = x + x;
> *fred = x;
>}

I guessed so - just thought I'd better to check. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4125359675426163299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22f481e29349bbcd
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: programmierung des Fa
Date: 1998/04/14
Message-ID: <3532dbc4.14934484@news.demon.co.uk>#1/1
X-Deja-AN: 344018780
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11

References: <dEHkVCAtxqI1Ewv9@thedruid.demon.co.uk>
<35270e9f.1717319@news.demon.co.uk> <EqyI5A.CIr@suse.modem.stud.uni-hannover.de>
<3529FE19.75B3@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892579016 nnrp-09:16752 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 07 Apr 1998 12:21:13 +0200, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Peter Rottengatter wrote:
>>
>> In article <35270e9f.1717319@news.demon.co.uk>,
>>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>
>> >> >> Not entirely true: MOVE SR,<ea> is a user mode instruction on the
>> >> >> 68000, but requires supervisor mode on the 68030.
>
>> > compared to the 6809) then that would explain why the above
>> > instruction became a supervisor mode one - and would probably indicate
>> > an oversight in the 68000 design rather than later cpu's. All imo of
>> > course!
>>
>> It's absolutely stupid IMHO. Sure writing to SR must be priviledged, but
>> what the heck, no application can do any harm by reading SR. What do you
>> do in a situation where you don't know if you run in Super mode oder
>> User mode ? Calling Supexec() wastes a lot of time if already in Super
>> mode, and also cannot be used in all circumstances. Also, it's stupid,
>> if all you wanted to find out is if you run in Super mode ...
>
>That's exactly why reading the SR became a privilidged instruction
>on the 68010 and later. It should be impossible to figure out whether
>you are in supervisor mode or not. This to make perfect virtual machines
>possible.

I aggree with Peter that it is stupid but as you'll see in that
response I have a slightly different reason.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4547135591955528298

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdd722ec69b4890c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Passing a command-line through VT52
Date: 1998/04/14
Message-ID: <3533dc89.15131167@news.demon.co.uk>#1/1
X-Deja-AN: 344018781
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <Eqs27A.E10@suse.modem.stud.uni-hannover.de>
<891744134.18170.0.nnrp-02.9e98f145@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892579016 nnrp-09:16752 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 05 Apr 1998 02:42:14 GMT, dbolt@my-ste.demon.co.uk (David
bolt) wrote:

>There is a way of setting the password as an environment variable, but that
>then means it would be available to anyone who decided to have a good look.
>This then causes a security risk, as far as I'm concerned, and would be
>unacceptable.

Use the "environment" pointer of Pexec() when you execute PGP to set
up the password variable and value. When PGP returns the old
environment will be restored. (Ideally you should duplicate the entire
environment and add your bit in).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5333238262038018646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/04/14
Message-ID: <352fd5c3.13397875@news.demon.co.uk>#1/1
X-Deja-AN: 344018782
Content-Transfer-Encoding: 7bit

X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<EqJtI3.G5x@suse.modem.stud.uni-hannover.de> <3524d2c7.1747112@news.demon.co.uk>
<Eqq4At.D3r@suse.modem.stud.uni-hannover.de> <35260a13.553505@news.demon.co.uk>
<EqyHxr.CI5@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892579013 nnrp-09:16752 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 5 Apr 1998 19:53:51 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35260a13.553505@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>> Yeah, it does look like a bug - I wonder how it comes about. Does it
>>>> behave the same with signed integers?
>>>
>>>How do you mean ?
>>
>> You used unsigned int bitfields in your structure example. I simply
>> wondered if it was the same with those bitfields declared as signed
>> int instead?
>>
>> Mwc accepts both unsigned and signed for bitfields and the sign is
>> taken into account.
>
>IIRC this is not according to the C standard. IMHO it also does not make
>any sense. A bit is unsigned by definition; a signed one would mean the
>one bit is taken as the sign, and zero bits for the absolute. That's silly
>isn't it ?

I certainly agree which is why I almost always choose to use unsigned
bitfields. Sometimes (very rarely) it is handy to have a signed
multibit bitfield though.

>I don't quite know about ANSI C though.
>
>
>> Mwc accepts both unsigned and signed for bitfields and the sign is
>> taken into account. ie "int fred:1" when set to any non zero value
>
>The compiler should not accept this, as a bitfield is not an "int". Note
>a bitfield is declared by
>
>   unsigned fred : 1
>

>and not
>
>   unsigned int fred : 1

I see. It looks like there might be a (deliberate?) oversight in Mwc.
Okay, you say that a bit field is not an "int" but "unsigned" is taken
to be "unsigned int" thus it follows that the natural size for an
"unsigned" bitfield would be sizeof(unsigned int) anyway. I dunno!

>> have the impression that ANSI only allows "int". I could be wrong
>
>ANSI must allow unsigned, as that was the original version also described in
>K&R. However I don't really know about signed.

Okidoki.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3002967546262432663
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/04/14
Message-ID: <352dd4d2.13156147@news.demon.co.uk>#1/1
X-Deja-AN: 344018783
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<EqJtI3.G5x@suse.modem.stud.uni-hannover.de> <3524d2c7.1747112@news.demon.co.uk>
<Eqq4At.D3r@suse.modem.stud.uni-hannover.de> <35260a13.553505@news.demon.co.uk>
<Pine.OSF.3.95.980405083135.29324B-100000@tellus.dsv.su.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892579012 nnrp-09:16752 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 5 Apr 1998 08:39:54 +0200, Jens M Andreasen
<jens-and@dsv.su.se> wrote:

>
>
>On Sat, 4 Apr 1998, Guy Harrison wrote:
>
>:Mwc accepts both unsigned and signed for bitfields and the sign is
>:taken into account. ie "int fred:1" when set to any non zero value
>:returns a value of -1 whereas "uint fred:1" will return +1 when set to
>:any non zero value. Although I almost always use "uint" myself I do
>:have the impression that ANSI only allows "int". I could be wrong
>:about this however. I just think I saw it somewhere.
>:
>
>ANSI definately allows unsigned int in bitfields. I believe it is
>recommended for single bits.

This is good to hear. Signed bitfields are not as useful as unsigned
ones and don't make a lot of sense for fields which are only one bit
wide!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -369208112508695224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22f481e29349bbcd
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: programmierung des Fa
Date: 1998/04/14
Message-ID: <3531da40.14546386@news.demon.co.uk>#1/1
X-Deja-AN: 344018784
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <dEHkVCAtxqI1Ewv9@thedruid.demon.co.uk>
<35270e9f.1717319@news.demon.co.uk> <EqyI5A.CIr@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892579015 nnrp-09:16752 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 5 Apr 1998 19:58:22 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35270e9f.1717319@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>> >> Not entirely true: MOVE SR,<ea> is a user mode instruction on the
>>> >> 68000, but requires supervisor mode on the 68030.
>>>
>>>Nightmare more like! Any other such oddities?
>>
>> I don't think so. If you take into account the "Purist" design
>> philosophy applied to the 68000 (ie PC relative code is crippled
>> compared to the 6809) then that would explain why the above
>> instruction became a supervisor mode one - and would probably indicate
>> an oversight in the 68000 design rather than later cpu's. All imo of
>> course!
>
>It's absolutely stupid IMHO. Sure writing to SR must be priviledged, but
>what the heck, no application can do any harm by reading SR.

It might. I agree it is stupid but for a slightly different reason.
The instruction should not be privilidged in >68000 cpu's - all they
need do was guarantee the "supervisor bits" were always set or cleared
unless the cpu performed the instruction within superstate.

>What do you
>do in a situation where you don't know if you run in Super mode oder
>User mode ?

You shouldn't be able to tell. ;-)

>Calling Supexec() wastes a lot of time if already in Super
>mode, and also cannot be used in all circumstances. Also, it's stupid,
>if all you wanted to find out is if you run in Super mode ...

Certainly on Atari systems as entering superstate is permissable. I
would hazard a guess that such abilities are extremely rare on other
systems.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2391597067230692937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/04/14

Message-ID: <3530d914.14246695@news.demon.co.uk>#1/1
X-Deja-AN: 344018785
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<EqJtI3.G5x@suse.modem.stud.uni-hannover.de> <3524d2c7.1747112@news.demon.co.uk>
<35225FBA.4324@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892579014 nnrp-09:16752 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 01 Apr 1998 17:39:38 +0200, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>
>> >This 'feature'
>> >makes Pure C's bit arrays useless if you got to match some externally
>> >defined structures (I had that trouble with various network protocol header
>> >definitions).
>>
>> Yeah, it does look like a bug - I wonder how it comes about. Does it
>> behave the same with signed integers?
>
>It looks like a bug, it might be a bug in the compiler, but
>it is perfectly legal according to the C standard.

Yeah. If I'd thought about it a little more. After all my waffling
about fields in structures and how they *might* be represented, then
there wouldn't be any particular rule on how bitfields were
represented either!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2837940274391948986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdd722ec69b4890c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Passing a command-line through VT52

Date: 1998/04/14
Message-ID: <3534ddac.15422926@news.demon.co.uk>#1/1
X-Deja-AN: 344018786
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <352a1890.4262178@news.demon.co.uk>
<891807363.14357.0.nnrp-09.9e98f145@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892579018 nnrp-09:16752 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 05 Apr 1998 20:16:03 GMT, dbolt@my-ste.demon.co.uk (David
bolt) wrote:

>-----BEGIN PGP SIGNED MESSAGE-----
>
>On 4 Apr 1998 21:13:09 , Guy Harrison wrote:
>
>> >The trouble is I need to call vt52 as a child of my program and AFAIK using
>> >shel_write() would make it wait until my program has quit.
>>
>> Hmm, I may have misunderstood. I assumed when you mentioned VT52 that
>> you were referring to the MagiC VT52 window in which case the above
>> would work - the text would appear in the vt52 application window, and
>> your process would carry on working in parallel but here it would
>> simply wait for the CH_EXIT message which MagiC sends your process
>> when the "child parallel process" terminates.
>
>That is what i would like to do, use the VT52 window I mean, but doing that
>excedes my knowledge ATM. I've been given a suggestion of using AV_START to
>do this, and maybe that would be the way to go. The thing is, I still can't
>see how I'd be able to pass the command-line to PGP.TTP, going through VT52.
>Once I can, it should be a small(ish) change to use VT52. Then all I've got
>to do is check if Magic is in use.

You pass it to shel_write() in the same way as for Pexec().

>> >This than causes
>> >a problem since I have to separate the message from the header before
>> >editing so PGP only signs/encrypts the message, and not the header. Once
>> >PGP has finished, the signed/encrypted output is then added to the end of
>> >the messager header and the resulting file is what Newsie uses as its temp.
>>
>> Yes, the normal shel_write can only "chain" programs. If I have
>> misunderstood then you should use Pexec() and redirect the output as
>> Peter suggests.
>
>The trouble is, I can't redirect the output. If I do and there's a typing

>error when entering the pass phrase/word, the user wouldn't know unless
>they tried again after 5 mins of nothing happening.
>
>I'm looking at another method of passing the pass phrase/word via the
>command-line, and if it works, I can possibly remove PGPs display. That
>is, if the +force option and/or +verbose=0, turn off the output. I'll
>have to do a bit more checking, but that could be another way to go. I'm
>not too happy, since I'd then need to add another line to the dialog for
>the pass phrase/word to be entered into, and since I'm using form_do(),
>I can't hide it from view.

Have a look at my other response in this thread. In fact there is no
need to use shel_write() at all. If you've disabled the PGP output and
your program has to wait for PGP to finish then there's no point
launching PGP as a parallel process in the first place, so Pexec()
will do just fine. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6680156051873350011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9,start
X-Google-Attributes: gid1115ce,public
From: "David Knight" <David@ritter.demon.co.uk>
Subject: wind_get using wf_iconify
Date: 1998/04/14
Message-ID: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>#1/1
X-Deja-AN: 344045137
X-NNTP-Posting-Host: ritter.demon.co.uk:158.152.5.227
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892583335 nnrp-11:3760 NO-IDENT
ritter.demon.co.uk:158.152.5.227
Newsgroups: comp.sys.atari.programmer

using wind_get wf_iconify returns the width and height to iconify to but is
there a way to find the correct x,y coordinates to place the window at?

David

From 4650882271824277529
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b80a6bfacbd33326
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: What image types in RSC?
Date: 1998/04/14
Message-ID: <J666GfAa90M1QwHn@shaw1.demon.co.uk>#1/1
X-Deja-AN: 344094097
Content-Transfer-Encoding: 8bit
References: <352F19D9.5266@algonet.se>
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
X-NNTP-Posting-Host: shaw1.demon.co.uk:194.222.11.177
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892592523 nnrp-09:25982 NO-IDENT
shaw1.demon.co.uk:194.222.11.177
Organization: none
Newsgroups: comp.sys.atari.programmer

At Sat, 11 Apr 1998,00:20:57 (message <352F19D9.5266@algonet.se>) Joakim
H⍰gberg (from Algonet/Tninet) at mailto:fiolerna_BULKMAIL_SUCK_@algonet.
se sent a 10 line-long message in comp.sys.atari.programmer called What
image types in RSC? saying:
>Greetings Atarians!
>
>I wonder what kind of image types (ICN, IMG, or other)
>that should be used within RSC-files. Secondly, does
>anyone know of a program that could be used to create
>icons or/and buttons in these formats.?

The one I use uses IMG.

--
Clair Shaw (alias CDS) | A Atarian's Quote:
Mailto:Clair@Shaw1.demon.co.uk |
ICQ: 1043359 | In a world without walls
ICQ Pager mailto:1043359@pager.mirabilis.com | and fences, who needs
WWW: http://www.shaw1.demon.co.uk | Gates and Windows?

From -8039407783909002680
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,557b39ae66955e73
X-Google-Attributes: gid1115ce,public
From: erikhall@mail2.tripnet.se (Erik H⍰ll)
Subject: Re: setinterrupt(src_inter,cause);
Date: 1998/04/15
Message-ID: <6h1fqhcgn1@minox.tripnet.se>#1/1

X-Deja-AN: 344199923
References: <6h0emk$jj9$1@news2.xs4all.nl>
X-Server-Date: 15 Apr 1998 05:16:01 GMT
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

You have to tell the MFP that the interrupt is served
Example:

```
asm{
     bclr.b  #7,0xfffffa0f       ;tell MFP that the interrupt is served
     rte                         ;return from exeption
}
```

and here is a working initiate code

```
/*****************************************************
 Description : Init end-of-sample interrupt

 Entry       : None
 Exit        : None
*****************************************************/
int init_sound_interrupt()
{
     long adr;

     Jdisint(15);

     old_sound_vect = xbios(0x0d,15,EndOSINT);

     setinterrupt(1,1);

     adr=Super(0L);
     asm{
          bset.b #7,0xfffffa03 ; set active edge in MFP
     }
     Super(adr);

     Jenabint(15);

}
```

and a working restore code

```
/*****************************************************
 Description: Restore and disable end-of-sample interrupt

 Entrys     : None
 Exit       : None
```

```
*****************************************************/
int restore_sound_interrupt()
{
     long adr;
     Jdisint(15);

     adr=Super(0L);
     asm{
          bclr.b #7,0xfffffa03 ;active edge in MFP
     }
     Super(adr);

     if(old_sound_vect != 0L)
     {
          xbios(0x0d,15,old_sound_vect);
          old_sound_vect = 0L;
     }

}
```

Best Regards
Erik H⍰ll

On 13 Apr 1998 22:58:16, arjanbok@pop.xs4all.nl wrote:
>
>Is there anyone who has used the FALCON soundsys call:
>long setinterrupt(src_inter, cause) ?
>
>According to the developers toolkit it is supposed to set
>up either a timer A or a MFP i7 interrupt.
>But when i try to use it in an audio player program of mine,
>I can only detect one MFPi7 interrupt. I thought it should give
>a interrupt every time the play or record pointer hits the end of
>the buffer. But it seems like it only occures when the playback or
>record is stopped by changing the buffoper mode.
>
>I want to use this interrupt if posible instead of having to check
>the pointer continously to pass the half of the buffer before
>refilling it.
>
>
>.


```
---------------------------------------------------------------
Mail:
erikhall@mail2.tripnet.se                      |||
Erik.Hall@epk.ericsson.se                      |||
                                               /|\  HADES  060
URL:                                          / | \
http://www2.tripnet.se/~erikhall/index.html

---------------------------------------------------------------
```

From 6323188921961772556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: dd@denscicorp.force9.co.uk (Zaphod)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/15
Message-ID: <MPG.f9dffb11b1c1947989890@news1.force9.net>#1/1
X-Deja-AN: 344252935
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
Organization: Densci Corp Enterprises
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

Holy Zarquons, Singing Fish! Benjamin.Ryzman@SOLsoft.Com says ....
> At the time, Sinclair had been producing a multitasking (even if it was just
> task switching, really) computer running a windowed environnement on a
> Motorola 68008 (8/16bits microprocessor).

Ermm, the Sinclair QL, was definitely true preemptive multitasking, you
could even set the priorities and stuff.

--
==========
Dave Denscombe (aka Zaphod)
"There's a guy who really knows where
his towel is" - Ford Prefect

ICQ: 3719723
E-mail: dd@denscicorp.force9.net
Web site: http://www.denscicorp.force9.co.uk
==========

From 458570329918460018
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Register optimization (w
Date: 1998/04/15
Message-ID: <35349BF9.1F53@mst.tn.utwente.nl>#1/1
X-Deja-AN: 344272781
Content-Transfer-Encoding: 7bit
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<351A8D49.2E9@mst.tn.utwente.nl> <351bfecf.525405@news.demon.co.uk>
<35225D67.1216@mst.tn.utwente.nl> <35249e38.3667794@news.demon.co.uk>
<35236252.610B@mst.tn.utwente.nl> <352917fa.4112223@news.demon.co.uk>
<352A114C.33D8@mst.tn.utwente.nl> <352cce1a.11436815@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
>
> On Tue, 07 Apr 1998 13:43:08 +0200, Hans Wessels
> <mr_ni@mst.tn.utwente.nl> wrote:

> >You can implement the C++ try...catch megansim in C using the
> >setjmp - longjmp functions.

> Hmm, I just thought. My C++ is pretty poor and I've not used try/catch
> myself yet. However, C++ Bulder wraps a Windoze application up in one.
> If I understand it correctly then C++ will unwind the stack to whoever
> catches the exception but it'll also have to call all the appropriate
> destructers? If so, how do you simulate those with setjmp/longjmp?
>
> (free'ing dynamic memory is what I'm thinking of rather than the local
> stack frames)

You can't automagicly deallocate allocated memory with the C try...catch
implementation using the setjmp() longjmp() functions, wish it could.
You have to deallocate malloced RAM yourself. Every malloc() free() pair
has to be allocated within a try...catch block so you can free the
allocated RAM on exceptions and then rethrow the exception.

> >We are using C for our ARJ project because
> >C is very portable. Trying to exploit the language to the maximum caused
> >us to run into features like this.
>
> A method I've used to good effect in the past is to put the speed
> critical sections into their own function(s) but keep them as C until
> the program is debugged and working. Then I replace those functions
> with asm. The original C versions can always be used for an initial
> port to another compiler (or machine I guess).

I am using macros like
#ifndef NOT_USE_STD_find_dictionary
around functions (here find_dictionary). If the macro is defined
the standard function is replaced by an alternative one. It might
be an assembley version, or an optimized C or whatever. As long
as the linker can find the alternative function all goes well.

The macros are comming from a headerfile with settings. There
every system and compiler can define which original functions
to keep and which to replace.

Cu, Hans

From 2700195762770772260
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,557b39ae66955e73
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: setinterrupt(src_inter,cause);
Date: 1998/04/15
Message-ID: <vyzg1jfuw8n.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 344280929
Sender: schwab@issan
References: <6h0emk$jj9$1@news2.xs4all.nl> <6h1fqhcgn1@minox.tripnet.se>
X-Yow: I once decorated my apartment entirely in ten foot salad forks!!
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Erik H⍰ll <erikhall@mail2.tripnet.se> writes:

|> and here is a working initiate code

```
|> /****************************************************
|>  Description : Init end-of-sample interrupt

|>  Entry       : None
|>  Exit        : None
|> ****************************************************/
|> int init_sound_interrupt()
|> {
|>   long adr;

|>   Jdisint(15);

|>   old_sound_vect = xbios(0x0d,15,EndOSINT);

|>   setinterrupt(1,1);

|>   adr=Super(0L);
```

```
|>   asm{
|>        bset.b #7,0xfffffa03 ; set active edge in MFP
|>   }
```

Why don't you just write that in C?

```
     *(volatile char *)0xfffffa03 |= 0x80;
```

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From 3567387558159088836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,211d409a98dd40a2,start
X-Google-Attributes: gid1115ce,public
From: zap_25@hotmail.com
Subject: Lan drivers for Falcon?
Date: 1998/04/15
Message-ID: <6h2hrrpdo1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 344297753
X-Http-User-Agent: Mozilla/3.01 (X11; I; HP-UX B.10.20 9000/804)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Wed Apr 15 14:56:59 1998 GMT
Newsgroups: comp.sys.atari.programmer

Are there any drivers available for the Lan port on the Falcon?

There isn't by any chance anyone around who happens to have
a complete tcp/ip implemantation lying around, is there :)

Thanx in advance

Zzap.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From -2351932027353189917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50

X-Google-Attributes: gid1115ce,public
From: rojasdelap@yahoo.com
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/15
Message-ID: <6h2ict$qb1$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 344298005
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
<MPG.f9dffb11b1c1947989890@news1.force9.net>
X-Http-User-Agent: Mozilla/3.0 (Win95; I)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Wed Apr 15 15:06:05 1998 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

OK, guys, here is my little contribution to the subject:

I've own Ataris for mor than 10 years, it is IMHO one of the best designed computer systems of all times, but, as time goes by so computers, i don't own PC's, but i work with them all day long, the main reason i don't wanna buy a PC is the tech groundbreak, i've been thinking buying one just because i want APE for my Atari, anyhow, i don't think Hasbro or anyone will take the A8 out of the basquet, the many out there who own one of the newer game consoles know exactly why, in the meantime we are seeing a resurrection of old 8-bit tiltes, the last one, i think, is robotron for the N64.... So, games we will see lots of resurrections, systems, i don't think we'll see any.... Still, i buy any piece of A8 hardware that crosses my path.

Javier.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From -115092139512468373
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Register optimization (w

Date: 1998/04/15
Message-ID: <6h2dmqsci1@nyheter.chalmers.se>#1/1
X-Deja-AN: 344300162
References: <ed2_9803151537@conchbbs.com> <35260a13.553505@news.demon.co.uk>
<EqyHxr.CI5@suse.modem.stud.uni-hannover.de> <352fd5c3.13397875@news.demon.co.uk>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <352fd5c3.13397875@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On Sun, 5 Apr 1998 19:53:51 GMT, perot@suse.modem.stud.uni-hannover.de
>(Peter Rottengatter) wrote:
>
>>In article <35260a13.553505@news.demon.co.uk>,
>> guy@swampdog.demon.co.uk (Guy Harrison) writes:
...
>>> Mwc accepts both unsigned and signed for bitfields and the sign is
>>> taken into account.
>>
>>IIRC this is not according to the C standard. IMHO it also does not make

The copy of K&R v2 that I looked in (a Swedish translation) stated clearly
that both unsigned and signed int are OK as bitfields.

>>any sense. A bit is unsigned by definition; a signed one would mean the
>>one bit is taken as the sign, and zero bits for the absolute. That's silly
>>isn't it ?

What's silly is the idea that C would use sign-magnitude integers!
I know there have been one or two computers that have done that, but it's
very uncommon.
All modern computers use two-complement integers, where a single bit can
well be signed (with the possible values -1 and 0).

>>> Mwc accepts both unsigned and signed for bitfields and the sign is
>>> taken into account. ie "int fred:1" when set to any non zero value
>>
>>The compiler should not accept this, as a bitfield is not an "int". Note
>>a bitfield is declared by
>>
>> unsigned fred : 1
>>
>>and not
>>
>> unsigned int fred : 1

In C, 'unsigned' is a synonym for 'unsigned int'.

The K&Rv2 I checked clearly states that bitfields must be specified as
'int' and it recommends adding 'signed'/'usingned' for portability.

--

Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From -1468416002739751913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: jedi@dementia.mishnet (jedi)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/15
Message-ID: <slrn6j9mjc.1f5.jedi@dementia.mishnet>#1/1
X-Deja-AN: 344347201
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
<MPG.f9dffb11b1c1947989890@news1.force9.net> <6h2ict$qb1$1@nnrp1.dejanews.com>
Organization: All USENET -- http://www.Supernews.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

On Wed, 15 Apr 1998 10:06:05 -0600, rojasdelap@yahoo.com <rojasdelap@yahoo.com
> wrote:
>
>
>
> OK, guys, here is my little contribution to the subject:
>
> I've own Ataris for mor than 10 years, it is IMHO one of the best
>designed computer systems of all times, but, as time goes by so computers,
>i don't own PC's, but i work with them all day long, the main reason i don't

If you decide to 'go PC', I suggest trying Linux or
FreeBSD first. They, as unixen, tend to be a bit
harsher on newcomers but, they're much more reliable
than WinXX and perform better (more responsive) on
similar hardware. You will likely be quite shocked

with how much computing horsepower it takes to just
do basic computing with WinXX.

>wanna buy a PC is the tech groundbreak, i've been thinking buying one just
>because i want APE for my Atari, anyhow, i don't think Hasbro or anyone
>will take the A8 out of the basquet, the many out there who own one of the
>newer game consoles know exactly why, in the meantime we are seeing a
>resurrection of old 8-bit tiltes, the last one, i think, is robotron for the
>N64.... So, games we will see lots of resurrections, systems, i don't think
>we'll see any.... Still, i buy any piece of A8 hardware that crosses my path.

From -1936073112209613125
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,557b39ae66955e73
X-Google-Attributes: gid1115ce,public
From: erikhall@mail2.tripnet.se (Erik H□ll)
Subject: Re: setinterrupt(src_inter,cause);
Date: 1998/04/15
Message-ID: <6h2nhc$v7$1@minox.tripnet.se>#1/1
X-Deja-AN: 344357885
References: <6h0emk$jj9$1@news2.xs4all.nl> <6h1fqhcgn1@minox.tripnet.se>
<vyzg1jfuw8n.fsf@issan.informatik.uni-dortmund.de
X-Server-Date: 15 Apr 1998 16:33:48 GMT
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

On 15 Apr 1998 14:04:24, Andreas Schwab wrote:
>Erik H□ll <erikhall@mail2.tripnet.se> writes:
>
>|> and here is a working initiate code
>
>|> /***
>|> Description : Init end-of-sample interrupt
>
>|> Entry   : None
>|> Exit   : None
>|> ***/
>|> int init_sound_interrupt()
>|> {
>|> long adr;
>
>|> Jdisint(15);
>
>|> old_sound_vect = xbios(0x0d,15,EndOSINT);
>
>|> setinterrupt(1,1);
>
>|> adr=Super(0L);
>|> asm{
>|>   bset.b #7,0xfffffa03 ; set active edge in MFP

```
>|>  }
>
>Why don't you just write that in C?
>
>    *(volatile char *)0xfffffa03 |= 0x80;
```

Now you have done it ;-)

/Erik


```
---------------------------------------------------------------
Mail:
erikhall@mail2.tripnet.se                      |||
Erik.Hall@epk.ericsson.se                      |||
                                               /|\  HADES  060
URL:                                          / | \
http://www2.tripnet.se/~erikhall/index.html

---------------------------------------------------------------
```


From -7306208430745736167
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,73f50063644e3b6d
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Re: PC to Atari file transfer!!!
Date: 1998/04/15
Message-ID: <6h2sbq$hb8$2@zingo.tninet.se>#1/1
X-Deja-AN: 344380715
References: <01bd60d1$c3a454c0$LocalHost@vigor-c200>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

On 5 Apr 1998 20:31:40 , "Horea Pascu" wrote:
>I need to transfer my PC midi files to a friend's of mine Atari. Do you
>know how can I do it as long as the Atari does not read DOS formatted
>floppy-disks?

The Atari should be able to read DOS formatted disks, at least if you
format them to 720kB.

Regards

Thomas Sahlin

From 1136158449800668849
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9

X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wind_get using wf_iconify
Date: 1998/04/15
Message-ID: <3538f28e.13556503@news.demon.co.uk>#1/1
X-Deja-AN: 344447163
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892676114 nnrp-01:27080 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 14 Apr 1998 17:37:04 +0100, "David Knight"
<David@ritter.demon.co.uk> wrote:

>using wind_get wf_iconify returns the width and height to iconify to but is
>there a way to find the correct x,y coordinates to place the window at?

iirc, you'll find the dimensions of the iconified window in the
message buffer associated with the WM_ICONIFIED message you got from
evnt_mesag(...) or evnt_multi(msg[8]). Simply ...

wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4126945226380166773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/04/15
Message-ID: <3537ef9c.12802298@news.demon.co.uk>#1/1
X-Deja-AN: 344447164
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <ed2_9803151537@conchbbs.com> <35260a13.553505@news.demon.co.uk>
<EqyHxr.CI5@suse.modem.stud.uni-hannover.de> <352fd5c3.13397875@news.demon.co.uk>
<6h2dmqsci1@nyheter.chalmers.se>

Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892676114 nnrp-01:27080 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 15 Apr 1998 13:46:02 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>In article <352fd5c3.13397875@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
^^^

<3533D95B.4163@algonet.se>
X-Sender: 0415199005-0001@t-online.de
Content-Type: text/plain; charset=iso-8859-1
Organization: T-offline
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Joakim!

>> Yes. "Zoom" is designed to develop icons in RSC files. It can even import
>> (or export, I'm not sure) Windows 3.x iconfiles.
>> "Interface" kan incorporate images in RSC files (might be .IMGs)
>
>Where can I find these programs? Are they commercial, or free to use..?
>Thanx again! 8)

Zoom + Interface are commercial, but I've heard of a new (free?) RCS called
"ResourceMaster". Does anyone know where to find it?

Ciao,
     Lars

////////////////
// PGP fingerprint
// 24 2D 0C 80 E3 F2 69 79 69 52 A7 27 E6 99 FC 1B
/////////
// If debugging means removing errors, programming means producing them.
///

From 8901772397600434323
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: wind_get using wf_iconify
Date: 1998/04/15
Message-ID: <Pine.BSI.3.96.980416000338.20123D-100000@usr06.primenet.com>#1/1
X-Deja-AN: 344553669
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.6.206 (kellis)
Newsgroups: comp.sys.atari.programmer

David, I also want to know, when you find out, pliz tell me.

I basically need to use ICONIFY (of the aes), but without having a
ICONIFY widget, I don't know how to make it to work.

Thanks

On Thu, 16 Apr 1998, David Knight wrote:

>
>Guy Harrison wrote in message <3538f28e.13556503@news.demon.co.uk>...
>>On Tue, 14 Apr 1998 17:37:04 +0100, "David Knight"
>><David@ritter.demon.co.uk> wrote:
>>
>>>using wind_get wf_iconify returns the width and height to iconify to but
>is
>>>there a way to find the correct x,y coordinates to place the window at?
>>
>>iirc, you'll find the dimensions of the iconified window in the
>>message buffer associated with the WM_ICONIFIED message you got from
>>evnt_mesag(...) or evnt_multi(msg[8]). Simply ...
>>
>>wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])
>
>
>correct when you are iconifying after receiving the WM_ICONIFIED message but
>I wish to iconify from a menu entry.
>
>
>David
>
>
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 4818563041966651126
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: "David Knight" <David@ritter.demon.co.uk>
Subject: Re: wind_get using wf_iconify
Date: 1998/04/16
Message-ID: <892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>#1/1
X-Deja-AN: 344478078
X-NNTP-Posting-Host: ritter.demon.co.uk:158.152.5.227
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>

X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892682603 nnrp-09:6429 NO-IDENT
ritter.demon.co.uk:158.152.5.227
Newsgroups: comp.sys.atari.programmer

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><David@ritter.demon.co.uk> wrote:
>
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>>there a way to find the correct x,y coordinates to place the window at?
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>iirc, you'll find the dimensions of the iconified window in the
>message buffer associated with the WM_ICONIFIED message you got from
>evnt_mesag(...) or evnt_multi(msg[8]). Simply ...
>
>wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])

correct when you are iconifying after receiving the WM_ICONIFIED message but
I wish to iconify from a menu entry.

David

From 7324780202910018322
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: stirrell@portland.com (Scott Tirrell)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/16
Message-ID: <stirrell-1604980832470001@portland15.portland.com>#1/1
X-Deja-AN: 344644408
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>

<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
<MPG.f9dffb11b1c1947989890@news1.force9.net> <6h2ict$qb1$1@nnrp1.dejanews.com>
<slrn6j9mjc.1f5.jedi@dementia.mishnet>
Organization: Guy Gannett Communications
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

> If you decide to 'go PC', I suggest trying Linux or
> FreeBSD first. They, as unixen, tend to be a bit
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> than WinXX and perform better (more responsive) on
> similar hardware. You will likely be quite shocked
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> do basic computing with WinXX.

I am running Windows 95 on a 486DX-66 and it runs decently. Seems almost as responsive as my Macintosh at work (7200/75). I run Microsoft Office products and have never had a complaint about performance.

I would like to try Linux but it does seem intimidating. Also, where does one get software for it (like word processing, graphic)? This is an honest question.

-scott

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

From 2862296259362042804
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: wind_get using wf_iconify
Date: 1998/04/16
Message-ID: <35360753.76561169@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 344655462
Content-Transfer-Encoding: 7bit
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
<Pine.BSI.3.96.980416000338.20123D-100000@usr06.primenet.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 892733267 23958 (None) 136.225.229.137

Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Katherine L Ellis wrote:

> >>wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])
> >
> >
> >correct when you are iconifying after receiving the WM_ICONIFIED message but
> >I wish to iconify from a menu entry.

I think you can do it by doing this (Anthony, correct me if I'm wrong):

wind_set(WF_ICONIFY,-1,-1,-1,-1);

I have not tested it my self, but I think this works.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 2022355996136408652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public

From: Geoff Oltmans <geoff@sprynet.com>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/16

Message-ID: <35361B07.E62FE967@sprynet.com>#1/1
X-Deja-AN: 344687927
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
<MPG.f9dffb11b1c1947989890@news1.force9.net> <6h2ict$qb1$1@nnrp1.dejanews.com>
<slrn6j9mjc.1f5.jedi@dementia.mishnet>

<stirrell-1604980832470001@portland15.portland.com>
Content-Type: text/plain; charset=us-ascii
Organization: Sprynet News Service
Mime-Version: 1.0
Reply-To: geoff@sprynet.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

Scott Tirrell wrote:

> I would like to try Linux but it does seem intimidating. Also, where does
> one get software for it (like word processing, graphic)? This is an
> honest question.

There's a free (not for profit) office suite called Star Office available for Linux. I've got it, I use it very occasionally. I end up using Word 97 more often because I don't get the same quality print in Linux that I do in Windows. I'm using a Canon BJ-200ex. Printing in Linux is primarily done with postscript, so if you have a postscript printer you should have no problem. I, on the other hand, don't so I have to use a postscript filter (apsfilter) to make it work with my printer...and then I have to use a BJ-200e driver (which is half the resolution).

StarOffice is not bad. It supports conversion of various format documents (albeit, not Word 97, but will do Word 6.0). It has everything you'd expect in a word processor. I especially like having the mathematical formula editor...which comes with the package.

Geoff!
--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

From 60074219300660852
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: jedi@dementia.mishnet (jedi)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/16

Message-ID: <slrn6jcc1c.1p6.jedi@dementia.mishnet>#1/1
X-Deja-AN: 344708062
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
<MPG.f9dffb11b1c1947989890@news1.force9.net> <6h2ict$qb1$1@nnrp1.dejanews.com>
<slrn6j9mjc.1f5.jedi@dementia.mishnet>
<stirrell-1604980832470001@portland15.portland.com>
<35361B07.E62FE967@sprynet.com>
Organization: All USENET -- http://www.Supernews.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

On Thu, 16 Apr 1998 09:51:51 -0500, Geoff Oltmans <geoff@sprynet.com> wrote:
>Scott Tirrell wrote:
>
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>
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>Linux that I do in Windows. I'm using a Canon BJ-200ex. Printing in
>Linux is primarily done with postscript, so if you have a postscript
>printer you should have no problem. I, on the other hand, don't so I
>have to use a postscript filter (apsfilter) to make it work with my
>printer...and then I have to use a BJ-200e driver (which is half the
>resolution).

     Have you tried the printfilters in the latest Redhats?

From 5699494535528744463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: jedi@dementia.mishnet (jedi)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/16

Message-ID: <slrn6jcbug.1p6.jedi@dementia.mishnet>#1/1
X-Deja-AN: 344708063
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
<MPG.f9dffb11b1c1947989890@news1.force9.net> <6h2ict$qb1$1@nnrp1.dejanews.com>
<slrn6j9mjc.1f5.jedi@dementia.mishnet>
<stirrell-1604980832470001@portland15.portland.com>
Organization: All USENET -- http://www.Supernews.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

On Thu, 16 Apr 1998 08:32:47 -0400, Scott Tirrell <stirrell@portland.com> wrote
:
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>>   similar hardware. You will likely be quite shocked
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>
>I am running Windows 95 on a 486DX-66 and it runs decently. Seems almost
>as responsive as my Macintosh at work (7200/75). I run Microsoft Office
>products and have never had a complaint about performance.

     Ouch! 95+Office+486?

>
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>one get software for it (like word processing, graphic)? This is an
>honest question.

     The major linux vendors distribute it (like Redhat or Caldera)
     and you can find it in places like *linuxmall*. For games that
     have been 'un'released, you can just pick up the game at CompUsa
     and download the Linux version of the executable (QII, UO).

     There's also a 'freeware' ST emulator called STonX that
     you might want to try out. You'll have to provide ROM
     images however (not hard to find on the web).

     Linux will likely run more responsively on the hardware
     you're using now. Although, unless you have lots of ram,
     I would not expect much out of either '95 or linux.
     Although Linux is a lot easier to trim and tune.

I never found the performance of M$ OSes to my liking.
I also found the registry and plug-n-pray quite annoying
as well.

From -2429030063239828671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/16
Message-ID: <353639CE.FA0@cfcsc.dnd.ca>#1/1
X-Deja-AN: 344718470
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
<MPG.f9dffb11b1c1947989890@news1.force9.net> <6h2ict$qb1$1@nnrp1.dejanews.com>
<slrn6j9mjc.1f5.jedi@dementia.mishnet>
<stirrell-1604980832470001@portland15.portland.com>
<35361B07.E62FE967@sprynet.com>
Content-Type: text/plain; charset=us-ascii
Organization: Canadian Forces College - Coll⍰ge des Forces canadiennes
Mime-Version: 1.0
Reply-To: macdonald@cfcsc.dnd.ca
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

Geoff Oltmans wrote:
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> have to use a postscript filter (apsfilter) to make it work with my
> printer...and then I have to use a BJ-200e driver (which is half the
> resolution).

have you tried by chance the PaPyrus for Linux?

> *Geoff!*

From -4530037634422699179
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,211d409a98dd40a2
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: Lan drivers for Falcon?
Date: 1998/04/16
Message-ID: <IDQQEDALUP@data.rhein-main.de>#1/1
X-Deja-AN: 344752493
Content-Transfer-Encoding: 7bit
References: <6h2hrrpdo1@nnrp1.dejanews.com>
Content-Type: text/plain; charset=US-ASCII
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In <6h2hrrpdo1@nnrp1.dejanews.com> zap_25@hotmail.com wrote:

>Are there any drivers available for the Lan port on the Falcon?
>
>There isn't by any chance anyone around who happens to have
>a complete tcp/ip implemantation lying around, is there :)

Have a look to HSMODEM7 and STinG
Regards, Robert

--
```
   ###   robscha@data.rhein-main.de      -= Home of DOITF030 =-
   ###   ___________________________________________________________
  # # #             F030-520ST-Jaguar-Mac Lynx I + II
 #  #  #    http://www.rhein-main.de/people/robert/homepage.htm
```

From 3033616240858017733
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50

X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/16
Message-ID: <35365dea.437994@news.tmisnet.com>#1/1
X-Deja-AN: 344778615
Distribution: world
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
<MPG.f9dffb11b1c1947989890@news1.force9.net> <6h2ict$qb1$1@nnrp1.dejanews.com>
<slrn6j9mjc.1f5.jedi@dementia.mishnet>
<stirrell-1604980832470001@portland15.portland.com>
<slrn6jcbug.1p6.jedi@dementia.mishnet>
Organization: MaximumAccess Internet Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

Atari dealers are taking reservations on a
Linux 2.x CD-ROM, rumored to be available
Real Soon Now.

-- George Crissman
-- strads@tmisnet.com

On Thu, 16 Apr 1998 16:20:32 +0000, jedi@dementia.mishnet (jedi)
wrote:

>>I would like to try Linux but it does seem intimidating. Also, where does
>>one get software for it (like word processing, graphic)? This is an
>>honest question.
>
> The major linux vendors distribute it (like Redhat or Caldera)
> and you can find it in places like *linuxmall*. For games that
> have been 'un'released, you can just pick up the game at CompUsa
> and download the Linux version of the executable (QII, UO).

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 4364078887444290791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wind_get using wf_iconify
Date: 1998/04/16
Message-ID: <35363d64.6171033@news.demon.co.uk>#1/1
X-Deja-AN: 344789504
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892761164 nnrp-03:11 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 16 Apr 1998 00:18:53 +0100, "David Knight"
<David@ritter.demon.co.uk> wrote:

>
>Guy Harrison wrote in message <3538f28e.13556503@news.demon.co.uk>...
>>On Tue, 14 Apr 1998 17:37:04 +0100, "David Knight"
>><David@ritter.demon.co.uk> wrote:
>>
>>>using wind_get wf_iconify returns the width and height to iconify to but
>is
>>>there a way to find the correct x,y coordinates to place the window at?
>>
>>iirc, you'll find the dimensions of the iconified window in the
>>message buffer associated with the WM_ICONIFIED message you got from
>>evnt_mesag(...) or evnt_multi(msg[8]). Simply ...
>>
>>wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])
>
>
>correct when you are iconifying after receiving the WM_ICONIFIED message but
>I wish to iconify from a menu entry.

oic! In this case send yourself a WM_ICONIFIED message with msg[4..7]
set to -1 (or simply wind_set(WF_ICONIFY,-1,-1,-1,-1) but the first
method is better imo). When you get the WM_UNICONIFIED message simply
interrogate WF_PREVXYWH then pass those values to
wind_set(WF_UNICONIFY).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2507317900313088510
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wind_get using wf_iconify
Date: 1998/04/16
Message-ID: <35373faf.6758598@news.demon.co.uk>#1/1
X-Deja-AN: 344789505
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
<Pine.BSI.3.96.980416000338.20123D-100000@usr06.primenet.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892761164 nnrp-03:11 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 15 Apr 1998 21:05:02 -0700, Katherine L Ellis <kellis@primenet.com>
wrote:

>David, I also want to know, when you find out, pliz tell me.
>I basically need to use ICONIFY (of the aes), but without having a
>ICONIFY widget, I don't know how to make it to work.

This will get you started ...

```
typedef struct     {
int16    x,y,w,h;
}    Rect;
#define  PRECT(a)  &a.x,&a.y,&a.w,&a.h
#define  NIL       -1

main()
{int w;
 Rect    rr;

 appl_init();
 w = wind_create(NAME | MOVER | CLOSER,100,100,100,100);
 wind_open(w,100,100,100,100);
 evnt_timer(3000,0);
 wind_set(w,WF_ICONIFY,NIL,NIL,NIL,NIL);
 evnt_timer(3000,0);
 wind_get(w,WF_PREVXYWH,PRECT(rr));
```

```
 wind_set(w,WF_UNICONIFY,rr);
 evnt_timer(3000,0);
 wind_close(w);
 wind_delete(w);
 appl_exit();
 return 0;
}
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4779168021839968579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wind_get using wf_iconify
Date: 1998/04/16
Message-ID: <3538405f.6934911@news.demon.co.uk>#1/1
X-Deja-AN: 344789506
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk:158.152.224.11
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
<Pine.BSI.3.96.980416000338.20123D-100000@usr06.primenet.com>
<35360753.76561169@NO.SPAM.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892761165 nnrp-03:11 NO-IDENT
swampdog.demon.co.uk:158.152.224.11
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 16 Apr 1998 15:27:47 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

```
>Katherine L Ellis wrote:
>
>> >>wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])
>> >
>> >
>> >correct when you are iconifying after receiving the WM_ICONIFIED message but
>> >I wish to iconify from a menu entry.
>
```

>I think you can do it by doing this (Anthony, correct me if I'm wrong):
>
>wind_set(WF_ICONIFY,-1,-1,-1,-1);
>
>I have not tested it my self, but I think this works.

It does. Still better to rely on the user clicking the ICONIFY gadget
though. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -272759509845333922
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bbef1ea435c08070,start
X-Google-Attributes: gid1115ce,public
From: arjanbok@pop.xs4all.nl
Subject: Re: setinterrupt(src_inter, cause)
Date: 1998/04/16
Message-ID: <6h5sbq$90g$1@news2.xs4all.nl>#1/1
X-Deja-AN: 344789507
Content-Transfer-Encoding: 8Bit
X-XS4ALL-Date: Thu, 16 Apr 1998 23:14:34 CEST
Content-Type: text/plain; charset=iso-8859-1
Organization: XS4ALL, networking for the masses
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Thanks Erik, that should do the job ;-)

But why do you use nr 15 in Jdisint, Jenabint and the xbios call? According to the
help in pure-C number 15 is is the monochrom-monitor detect interrupt???

best regard, arjan

On 15 Apr 1998 05:16:01, erikhall@mail2.tripnet.se wrote:
>You have to tell the MFP that the interrupt is served
>Example:
>
>asm{
>   bclr.b #7,0xfffffa0f   ;tell MFP that the >interrupt is served
>   rte   ;return from exeption
>}
>

```
>
>and here is a working initiate code
>
>/*****************************************************
> Description : Init end-of-sample interrupt
>
> Entry       : None
> Exit        : None
>*****************************************************/
>int init_sound_interrupt()
>{
>    long adr;
>
>    Jdisint(15);
>
>    old_sound_vect = xbios(0x0d,15,EndOSINT);
>
>    setinterrupt(1,1);
>
>    adr=Super(0L);
>    asm{
>        bset.b #7,0xfffffa03 ; set active edge in MFP
>    }
>    Super(adr);
>
>    Jenabint(15);
>
>}
```


From 9133751710109823922
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public

From: jedi@dementia.mishnet (jedi)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/04/16
Message-ID: <slrn6jd3nl.2kk.jedi@dementia.mishnet>#1/1

X-Deja-AN: 344835322

References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>

<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
<MPG.f9dffb11b1c1947989890@news1.force9.net> <6h2ict$qb1$1@nnrp1.dejanews.com>
<slrn6j9mjc.1f5.jedi@dementia.mishnet>
<stirrell-1604980832470001@portland15.portland.com>
<slrn6jcbug.1p6.jedi@dementia.mishnet> <35365dea.437994@news.tmisnet.com>
Organization: All USENET -- http://www.Supernews.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Thu, 16 Apr 1998 19:44:59 GMT, George Crissman <strads@tmisnet.com> wrote:
>Atari dealers are taking reservations on a
>Linux 2.x CD-ROM, rumored to be available
>Real Soon Now.

Eagle will be nice and all. However, most Atari's
still floating around now are still limited to 4M
which for GEM is nice but for Unix even in curses
mode, it's a bit cramped. That's just the RAM,
mind you, and not even getting into storage...

>
>-- George Crissman
>-- strads@tmisnet.com
>
>On Thu, 16 Apr 1998 16:20:32 +0000, jedi@dementia.mishnet (jedi)
>wrote:
>
>>>I would like to try Linux but it does seem intimidating. Also, where does
>>>one get software for it (like word processing, graphic)? This is an
>>>honest question.
>>
>> The major linux vendors distribute it (like Redhat or Caldera)
>> and you can find it in places like *linuxmall*. For games that
>> have been 'un'released, you can just pick up the game at CompUsa
>> and download the Linux version of the executable (QII, UO).
>
>Member Of The Atari WebRing, Featuring USA Links
>http://www.tmisnet.com/~strads/hq/atari.html
>Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 4306640859563894945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c2908caefeab15f,start
X-Google-Attributes: gid1115ce,public
From: pwest@fortress.org.uk (pwest)
Subject: Re: Search for DOC and RTF file format
Date: 1998/04/17
Message-ID: <2146_pwest@fortress.org.uk>#1/1

X-Deja-AN: 344887270
Content-transfer-encoding: 8BIT
Content-Type: text/plain; charset=us-ascii
Organization: The <Fortress> BBS
MIME-Version: 1.0
Reply-To: pwest@fortress.org.uk
Newsgroups: comp.sys.atari.programmer

FROM: pwest@fortress.org.uk
SUBJ: Search for DOC and RTF file format

In a message of <09.04.98>, pierre.tonthat@hol.fr (90:102/0.99) writes:

 pt> I was speaking about the atarian FIRST WORDPLUS file format.
 pt> Really don't need to take the path to heel exploring the M$Word00
 pt> file format.

Many years ago (1989) GST (who sold 1WP) published a /1st Word Plus/
/Software Developers' Guide/ that had all the info you need. Long out of
print, but I could sell you my copy for what I paid for it then, 3 UKP if I
recall right, plus postage. Or 12 International Reply Coupons. :-)
If you are only after the text styles, then you can read about it in the
IdeaList manual. It uses a similar arrangement except that it shifts the
Escape characters down by $20 so that they can be typed from the keyboard

Alternatively, take a look at the Shareware TUC universal converter, which
has a module for 1WP conversion included. Studying it will tell you what
substitutions are necessary.

Regards
        /Peter/

--
Mr Worf, set phasers to Tea, Earl Grey, warm-up-a-bit-more.

--

From 1138658108241290072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdd722ec69b4890c
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David bolt)
Subject: Re: Passing a command-line through VT52
Date: 1998/04/17
Message-ID: <892786629.21461.1.nnrp-04.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 344903669
References: <3533dc89.15131167@news.demon.co.uk>
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Complaints-To: abuse@demon.net

X-Trace: news.demon.co.uk 892786629 nnrp-04:21461 NO-IDENT my-
ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 14 Apr 1998 18:33:27, Guy Harrison wrote:
> On Sun, 05 Apr 1998 02:42:14 GMT, dbolt@my-ste.demon.co.uk (David
> bolt) wrote:
>
> >There is a way of setting the password as an environment variable, but that
> >then means it would be available to anyone who decided to have a good look.
> >This then causes a security risk, as far as I'm concerned, and would be
> >unacceptable.
>
> Use the "environment" pointer of Pexec() when you execute PGP to set
> up the password variable and value. When PGP returns the old
> environment will be restored. (Ideally you should duplicate the entire
> environment and add your bit in).

At present I'm passing it on the command-line. However this way restricts
the maximum length of the password to 26 chars, and the email addresses to
32 chars. While this may be long enough for PGP to distinguish between the
names/addresses, I don't think that the password is long enough. I'm just
doing a small rewrite of that part to extended the length to 48 chars, which
I think is about right, and pass it via the environment instead. If it
works, I'll lengthen it to a maximum of about 62 and do it that way.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQBVAgUBNTbSwFeKRkq5A+OlAQFbxgH/cQzsFNMyvUFK2m1+UEfJPRQOaNhVL35n
WOLzvXXQW6LctRs1xBqjD0ex/WgDXAfKW9+8omZvW6N3nEh4TnzIfw==
=9pou
-----END PGP SIGNATURE-----

Regards,
     David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, V.34
Atari 1040STE 4Mb

From 9136186840706814980
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,cdd722ec69b4890c
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David bolt)
Subject: Re: Passing a command-line through VT52
Date: 1998/04/17
Message-ID: <892786632.21461.2.nnrp-04.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 344903670
References: <3534ddac.15422926@news.demon.co.uk>
X-NNTP-Posting-Host: my-ste.demon.co.uk:158.152.241.69
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892786632 nnrp-04:21461 NO-IDENT my-ste.demon.co.uk:158.152.241.69
Organization: I wish!!!
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 14 Apr 1998 18:33:28, Guy Harrison wrote:
> On Sun, 05 Apr 1998 20:16:03 GMT, dbolt@my-ste.demon.co.uk (David
> bolt) wrote:

<snipped>

> >I'm looking at another method of passing the pass phrase/word via the
> >command-line, and if it works, I can possibly remove PGPs display. That
> >is, if the +force option and/or +verbose=0, turn off the output. I'll
> >have to do a bit more checking, but that could be another way to go. I'm
> >not too happy, since I'd then need to add another line to the dialog for
> >the pass phrase/word to be entered into, and since I'm using form_do(),
> >I can't hide it from view.
>
> Have a look at my other response in this thread. In fact there is no
> need to use shel_write() at all. If you've disabled the PGP output and
> your program has to wait for PGP to finish then there's no point
> launching PGP as a parallel process in the first place, so Pexec()
> will do just fine. :-)

I did manage to get the output from PGP down to a bare minimum. It still
displays a single message on-screen to say it's created the clear-sig.
Apart from that, there is no other output, even for a password error.
Instead of displaying an error message, it just quits, and since I'm
ignoring any errors from PGP ATM, it is as though PGP wasn't called. I'll
put something in to let the user know if, and what type of, error occured
later.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQBVAgUBNTbV8leKRkq5A+OlAQEbIAH/R92Vur7TaUJNV0YqMqCDzdLOoJpQySId
/EapVYIAY8QnLOcrqFHFqXz16y5SwtCBVWUyQnTeegq+FFbSHgaFmQ==

=3Ult
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, V.34
Atari 1040STE 4Mb

From 101001371584562567
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a960911b090d8cd9
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: wind_get using wf_iconify
Date: 1998/04/17
Message-ID: <35371587.62BD5615@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 344952819
Content-Transfer-Encoding: 7bit
References: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
<3538f28e.13556503@news.demon.co.uk>
<892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
<35363d64.6171033@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 892802439 17927 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> oic! In this case send yourself a WM_ICONIFIED message with msg[4..7]
> set to -1 (or simply wind_set(WF_ICONIFY,-1,-1,-1,-1) but the first
> method is better imo). When you get the WM_UNICONIFIED message simply
> interrogate WF_PREVXYWH then pass those values to
> wind_set(WF_UNICONIFY).

The last step wont work very well if you of some reason have moved the
iconified window (or maybe this is a special case?). So it's better to
save the position before iconifying it like Anthony said.

//Magnus Kollberg
--
```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -6166367622575203200
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public
From: Bo.XK.Leuf@trab.se
Subject: Re: TOS 1.09
Date: 1998/04/06
Message-ID: <EqzKsI.8Hy@malmo.trab.se>#1/1
X-Deja-AN: 341302791
Sender: news@malmo.trab.se
References: <6fvs1tivm2@newshost.comnet.co.nz>
<6g0lmf$23l$1@peuplier.wanadoo.fr> <6g0tc3$2s7$1@plug.news.pipex.net>
<MPG.f92a622d4cccb09896d3@gazette.stortek.com>
X-Nntp-Posting-Host: ppp134.malmo.trab.se
Organization: Daggskimmer fc3
Newsgroups: comp.sys.atari.programmer

> > TOS 1.02 is often mentioned as TOS 1.2
> > TOS 1.04 (Was in another dead ST i found) is sometimes confused with TOS 1.4

Not confused, same version. Different programs would report the version numbers differently. The short explanation is that version numbers are stored as major and minor 16-bit words. So if you read the major of 1 and minor of 2, that was TOS 1.2. Then Atari decided to make the versions read as hundreths, i.e. 1.02, 1.04, 1.06.
However that broke down somewhat when the patched version of 1.6 was released, since the minor of 1.06 was 6 but 1.62 had the minor value 62.

> So where does this 1.09 fit ?

Could be someone's patched release. Over the years a large number of "patch" codes have been released by programmers that fix various bugs or improve certain routines in the ROM. The "WinX" ROMs come to mind as perhaps the better known.

> "Little Guide to TOS Revisions, version 1.0" written by John Townsend
> from Atari Corporation, there are:
>
> ROM TOS (1.00)
> MEGA TOS (1.02) with blitter support
> RAINBOW TOS (1.04) blitter, GEM autorun, foldrxxx patch.
> STE TOS (1.06) supports STE hardware
> STE TOS rev 2 (1.62) fixes bugs in the above.
> Mega STE TOS (2.05)

And TOS 2.06 which was made more hardware independent and would fit in any machine that could address the &E placement of a ROM.

Generally, only even numbers were official releases.

> I think it's 14Mb, but only if the MMU is able to address that much
> memory, which doesn't seem to be the case on any ST/STE machines.

True. Some motherboards require that a couple of new address lines are
soldered to the MMU holder. Others may require a change of MMU.

Cheers all,
/ Bo
/ Bo Leuf <bleuf@acm.org>
  Daggskimmer fc3, Malm, Sweden
  http://www.geocities.com/Athens/5272

From -8971088508759853928
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,81905411013ff8c8
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: txt-file transfer ste-PC
Date: 1998/04/06
Message-ID: <6gaidp$u7u$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 341336289
References: <3527EE99.C52CC0F1@ci.educ.lu>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 5 Apr 1998 22:50:33 , gerard biever wrote:
>Trying to tramsfer my Atari-txt-files to a PC for laser printout I lost
>several characters.
>
>My ATARI is an MEGA STE 4 with french keyboard, the PC has French/swiss
>keyboard. The changed characters are special french characters only like
> they are replaced by other ones.

You should find that the file will print OK even if it does not
display properly. It is only the keyboard/video -> ASCII mapping which
has been fooled.

>Hope that somebody has an idea how to get the right characters or to
>transcript the atari txt files.

If you want to change the keyboard mapping use KEYEDIT.PRG. It will
produce and AUTO program which will change the mapping at boot-up.

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -1334882142740714001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,73f50063644e3b6d
X-Google-Attributes: gid109a67,public
X-Google-Thread: fd4c9,73f50063644e3b6d
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,73f50063644e3b6d
X-Google-Attributes: gid1115ce,public
From: * <*@star.com>
Subject: Re: PC to Atari file transfer!!!
Date: 1998/04/06
Message-ID: <3528CA23.2F0590F9@star.com>#1/1
X-Deja-AN: 341341265
Cache-Post-Path: michelob!unknown@spc-isp-edm-uas-01-44.sprint.ca
Content-Transfer-Encoding: 7bit
References: <01bd60d1$c3a454c0$LocalHost@vigor-c200>
Content-Type: text/plain; charset=us-ascii
Organization: Sprint Canada Inc.
Mime-Version: 1.0
Newsgroups: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

I need to transfer my PC midi files to a friend's of mine Atari. Do you
know how can I do it as long as the Atari does not read DOS formatted
floppy-disks?
Reply here or mail me at hpascu@netsoft.ro
--
HoReA

You could use a nul modem or if your friend has a modem, call his place
with a modem call.

From -4165500276166065303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ab506e9e339a78d
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Atari ST programming vs. PC programming
Date: 1998/04/06
Message-ID: <6galcr$8kl@balaena.bio.vu.nl>#1/1
X-Deja-AN: 341354310
References: <3523E5C3.4C78F95A@forestmeister.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Joseph Zorzin (redoak@forestmeister.com) wrote:

: But now I'm getting ready to tackle Windows programming. On my Atari I
: wrote several programs for myself that use primarily dialogue boxes with
: lots of buttons. I didn't really have a need for drop down menus. So I
: want to get up to speed quick in Windows, at least for dialogue boxes.
: Is it going to be that much more difficult? Or easier? Any
: recomendations of good books?

It's certainly more difficult (more complex), as Winows has loads more functions than GEM. Of course this can be a good thing, as you don't have to write your own functions for everything.
I'd probably have to suggest the books from Micros*ft themselves, as these are pretty solid and use plain C and are the only ones I know. :-)

: I bought one book for Windows programming in the C++ language, but then
: of course I'll have to learn C++ first. I'd rather do the Windows
: programming in C and learn C++ later.

I've seen a lot of "Learn Windows programming in *** in twenty days" type of stuff. Avoid these. *A lot* of programming for W*ndows is done in C++, by the way. These guys really love the OO stuff (just have a look at the adverts in Dr. Dobbs)

: I'd love to have an expert Atari C programmer write a tutorial that
: would compare programming the Atari vs. the PC for Windows.

Not likely to happen. :-)

: BTW, the ST computer isn't being made anymore is it?

Nope.

: When was the last one made?

Err, a while back. (I think early nineties, the STE)

: Is there actually any serious programming still being done for
: the Atari?

Certainly, what d'ya think this newsgroup is for?

: Is it still popular in Europe where I think more were sold.

Probably more so than in eg. the US.

-=Levien

PS. I _Don't_ do any Windows programming myself! I just know someone who does. :-) If I were to write something non-Atari it would be for Unix/X (or Linux or BSD or...)

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/

(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Time is an illusion; lunchtime, doubly so.
         -- Ford Prefect

From -1204040658754027049
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d9d0,1aa55c441a02099d,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,1aa55c441a02099d,start
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Extending MintNet after install
Date: 1998/04/06
Message-ID: <Eqzvnt.59H@uia.ua.ac.be>#1/1
X-Deja-AN: 341354311
Sender: news@uia.ua.ac.be (News database)
X-Nntp-Posting-Host: hsins.uia.ac.be
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech

Hi,

I have installed MintNet with KEMD 2 (K. Ellis & Frank Bartels are great people !). I installed the Basic + Net packages, plus some other tools.

It all works fine now, I even have NCSA 1.3 httpd running. PPP works, SLIP works, in other words : just perfect.

But now I want to add gcc + libraries + g++ (it does exist for Mint, doesn't it ?) on my system. Of course WITHOUT reinstalling all the other packages again or erasing my file system. Is this possible ?

If so, where can I get the compilers + libraries (recent versions?) ? An ftp URL would be great.

My last question : do lex, yacc, bison or flex exist for Mint ? Again : where do I find them ?

Thanks anyway,

```
+-------------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-------------------------------------------------------------------+
```

--
Septimus' quote for today :

"My friends call me John, but you can call me Jack."

From 8254781796636158580
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,793ff454e87b89b3
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: New programmer seeking advice....
Date: 1998/04/06
Message-ID: <6ganle$8kl@balaena.bio.vu.nl>#1/1
X-Deja-AN: 341358939
References: <6g7tkr$3gf$2@irk.zetnet.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Chris Crosskey (chrisc@zetnet.co.uk) wrote:

: I'm going to try to learn to program in Lattice C, purely for my own interest I
: guess, but partly because I'm getting annoyed at how no modern synths have Atari
: editors. What I want to do is program not editors themselves, but an editor
: creator. Does this sound sane?

Not a clue. Don't know much about MIDI synths. :-)

: If not, why not?.....maion problem is, apart from
: a really basic Basic course at college ten years ago I haven't programmed
: anything other than a TI58-C calculator at school (fifteen years ago)....are
: there any books, example source-code for MIDI handling, tech-yourself guides
: etc,

I would suggest you first get a decent book on C programming (K&R seems to
be the best). When you've got the hang of that, you should go looking for
docs on MIDI protocols (books or internet docs, try a websearch)
You'd also need to know something about addressing the MIDI ports on the
Atari and possibly about writing a user interface. MIDI I/O is done using
simple GEMDOS calls, so a simple GEMDOS reference manual should suffice
(again, a book (the Atari Compendium) or one of the online docs (try the
various Atari FTP sites, there should be a GEMDOS reference manual
floating around somewhere. I might even have a working link on my Homepage))
For the latter (GEM programming) I suggest you have a look at "Professional
GEM" by Tim Oren, which is available on several FTP sites.
Good Luck!

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Time is an illusion; lunchtime, doubly so.
         -- Ford Prefect

From -7891857838979408521
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,378387e89ed6e2ad
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Test Subject
Date: 1998/04/06
Message-ID: <6gan47$8kl@balaena.bio.vu.nl>#1/1
X-Deja-AN: 341358940
References: <FN_35263382_faltrion@news.alfaskop.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Christian Andersson (faltrion@earthling.net) wrote:

: OK, I need some helps, recently I have encountered an AES-Message sent to
: FireNews (when I had installed Stewart (unregistered)) and I cannot find
: anything that tells me what this message is....
: Can anyone help me and tell me wht this message is, and what it does?

There should be a fairly complete list of GEM messages floating around
somewhere (try some Atari FTP sites). Maybe it's in there...

     -=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Time is an illusion; lunchtime, doubly so.
         -- Ford Prefect

From -7836101996499144200
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Register optimization (w
Date: 1998/04/06
Message-ID: <6gaoqbrnq1@laas.laas.fr>#1/1
X-Deja-AN: 341358941

References: <Pine.OSF.3.95.980404090127.17586A-100000@tellus.dsv.su.se>
Reply-To: prajoux@REMOVE_THIS.laas.fr
Distribution: world
Organization: LAAS/CNRS, Toulouse, France
Newsgroups: comp.sys.atari.programmer

Jens,

Quite frankly, I don't see what is your point...

In article <Pine.OSF.3.95.980404090127.17586A-100000@tellus.dsv.su.se>, Jens M Andreasen <jens-and@dsv.su.se> writes:

```
>: - A compiler has no way to know where a pointer points at, generally speaking.
>It has, really! Try:
>char array[42];char *p = array;
>char foo(char *c){ *p;} /* returns first char of some array */
>/* Now we can do:
>foo(array);
>foo(p);
>/* foo() will not know what kind of pointer it got
> * so that part of your argument is true
            ??????????

>What then if foo() actually did something ?
>char foo2(char *p2){--p2; return *p2;} /* returns previous char */
>char foo3(char *p2){  return *(p2-1);} /* returns previous char */
>char foo3(char *p3){  return  p2[-1];} /* returns previous char */
>This might crash or return various amounts of junk depended on
>what p2 actually points to. It is up to the programmer to stay
                             ^^^^^^^^^^^^^^^^^^^^^^^^^^^
>within limits :-(
```

Well, so it is the programmer's duty and not the compiler's, and you agree with me ;-)

```
> * but if we try:
>++p; /* works */
>++array; /* error */
>/* Wow, the compiler actually knew that
> * an array is not a pointer :-)
```

'p' is a variable symbol, 'array' is a constant symbol, this is the reason for the error. This is another issue than knowing where we are pointing at.

Also note that, if instead of using a constant index, one uses a variable index, say array[i], then the situation for the compiler is exactly the same with the array than when using a pointer, i.e. it has no idea of the validity of the operation it is performing.

Cheers.

Roland
prajoux@laas.fr

LAAS/CNRS, Toulouse, France.

From 3749185763940386716
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d9d0,1aa55c441a02099d
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,1aa55c441a02099d
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: Extending MintNet after install
Date: 1998/04/06
Message-ID: <Pine.BSI.3.96.980406110522.20975A-100000@usr02.primenet.com>#1/1
X-Deja-AN: 341370811
References: <Eqzvnt.59H@uia.ua.ac.be>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
MIME-Version: 1.0
X-Posted-By: kellis@206.165.6.202 (kellis)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech

On Mon, 6 Apr 1998, David.DeRidder wrote:

> Hi,
>
> I have installed MintNet with KEMD 2 I installed the Basic +
Net packages, plus some other tools.

good.

> But now I want to add gcc + libraries + g++ (it does exist for Mint,
> doesn't it ?) on my system. Of course WITHOUT reinstalling all the
> other packages again or erasing my file system. Is this possible ?
if you want to install some extra package from kgmd without
reinstalling the whole thing, you can get all the files you want,
Example:
compiler.aa, compiler.ab etc etc
then: cat compiler.* >>compiler.tar (was it tar.gz? try both)
then untar or untgz this new file.

> If so, where can I get the compilers + libraries (recent versions?) ?
> An ftp URL would be great.
you can get gcc 2.7.2 (2.7.2.3 too) from several atari ftp.
Along with newer libs. try ftp.funet.fi etc. or you can start from my
homepage, from there you'll see some mint links.

>
> My last question : do lex, yacc, bison or flex exist for Mint ?
yes. (along with m4, perl, python etc)

> Again : where do I find them ?

check my www page, some interesting link for minters.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 5530208236227327899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f930ecdb2d8bdf96
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: I need information on GEM programming using C
Date: 1998/04/06
Message-ID: <3529c0a9.633702@news.zetnet.co.uk>#1/1
X-Deja-AN: 341403702
Content-Transfer-Encoding: 7bit
References: <6g23fu$q96@maia.cc.upv.es> <6g2hp1$ds2$1@laas.laas.fr>
<EqyI96.CKw@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Sun, 5 Apr 1998 20:00:42 GMT that you wrote:

>>> I have the Lattice C compiler, Turbo C and another; but because they have
>>>been downloaded from Internet I do not have any manuals.
>>
>> WHAT??????????
>> Lattice C at least is a commercial product. What you have done is completely
>> ILLEGAL. I wonder where on the Internet you've got it.

One word....."PaCifiST"

.

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

From -5172584479249634616
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,f930ecdb2d8bdf96
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Subject: I need information on GEM programming using C
Date: 1998/04/06
Message-ID: <MhRw8LA9iPK1EwPB@thedruid.demon.co.uk>#1/1
X-Deja-AN: 341409828
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Jose,

> I have the Lattice C compiler, Turbo C and another; but because they
> have been downloaded from Internet I do not have any manuals.

These products are commercial, you realise that you are incriminating yourself and leaving yourself open to prosecution. You can buy a second hand copy of Lattice with all the manuals perfectly legally for about ukp20. I'm sure you've made an honest mistake here and will delete these infringing copies immediately. If you really want a free compiler try GNU C.

> I need to
> make a program using Dialog Boxes, Menus, and all that GEM stuff. Can
> any one help me?

A good tutorial was written by Tim Oren, it is available in two files one contains the text and one the source code. It should be available from most Atari archives and BBSs.

John.

PS. Please think about what you are doing if you continue to use this pirated software, especially in todays fragile Atari market.

--

From 987602228286253262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f4f25257771f222

X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: VA_START questions
Date: 1998/04/06
Message-ID: <6gbbp0$s6f@nntp02.primenet.com>#1/1
X-Deja-AN: 341456841
References: <6ftnfp$ind@nntp02.primenet.com>
<FN_3522aa74_faltrion@news.alfaskop.net>
Organization: JR Enterprises
X-Posted-By: @206.165.23.21 (rojewski)
Newsgroups: comp.sys.atari.programmer

On 1 Apr 1998 21:58:28, Christian Andersson wrote:
>in message <6ftnfp$ind@nntp02.primenet.com>,
>   John M Rojewski wrote:
>
>> Q: To use the AV_SENDKEY message to send a keystroke to the AV Server,
>> must a client first issue the AV_PROTOKOLL (and later the AV_EXIT)
>> message?
>
>OK, here's a sollution for you..
>
>since I've jsut introduced this into FireNews and Babel I know that you do
>not have to tell the AV-Server that you know the AV-Protokoll. However you
>must search for the correct name...
>Lets asume this, you have Thing for AV-Server
>
>your shel_env command will give you this back "THING" (unless ofcourse you
>specified some other AVSERVER or have not specified it at all)
>The problem then is that the appl_find call expects an 8-char long string to
>find the app-id... but what you send in is not an 8-char long string....
>it's a 5 char long string... What you need to do is to add spaces to the end
>of that string so that the string is 8 chars long..
>ie "THING" will become "THING   "
>
The avserver name is 'AVSERVER' which is 8 characters. I would need
this expansion to work with other avservers, but this should not be
significant with the 'AVSERVER' name.

John

*
* John Rojewski   email: rojewski@primenet.com
*   http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

From -2129602902950724981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71cf6a6410af8345,start

X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: --> MEGA DISCZINE issue 2 now avaliable <--
Date: 1998/04/06
Message-ID: <6gbdgb$nb3$1@heliodor.xara.net>#1/1
X-Deja-AN: 341456842
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Greatings all ATARI lovers.

Mega Disczine Issue 2 is now out, If you missed issue 1 then goto my site
and download it from there.

www.users.globalnet.co.uk/~mega01/

Issue 2 is on 2 discs and has over 200 articles covering just about
everything we can think of. There should be something there for everyone.

If you would liked to be mailed issue 2 then send you E-mail address and
request it. I will then Mail it to you. Or you can wait until it is
uploaded onto my site in a few days.

Please contribute to MEGA and support it, else it will be one more nail
in the coffin for ATARI.

All comments and suggestions are more than welcome. Please feel free to
mail
me at any time.

Tell me a little about yourself, It will help me in producing MEGA if I get
some
idea on what people like to read about.

Mail me at. mega01@globalnet.co.uk   Now for issue 2.

Chris Swinson.

From -3347891396227767475
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6a1220e755a3239,start
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: ---> UFOST issue 2 now avaliable <---
Date: 1998/04/06

Message-ID: <6gbdgm$nb3$6@heliodor.xara.net>#1/1
X-Deja-AN: 341456843
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Hello all ATARI lovers.

UFOST issue 2 now avaliable by Lee Round. UFOST is another disczine
for the Atari range of computers.

UFOST is a new UFO based zine covering all UFO abductions, encounters and
sightings plus a lot more.

Keep an eye on my web site for issue 2 or mail me if you cannot wait.

Please take the time to send a letter to Lee else he may not produce future
issues, Currently he has almost compleated issue 3.

If you want issue 3 then send a letter to Lee (not on the net as yet) and
request it from him. Issue 3 will be uploaded onto my site, but not for a
while yet.

Send a disc with a S+E to

Lee Round (UFOST)
23 Fellrose Court,
Pelton Fell,
Ch-Le-Str,
Co Durham,
England,
DH2 2QB.

--
From Chris Swinson.

www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

From -1806007345702129766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf6a62fa47b1926f,start
X-Google-Attributes: gid1115ce,public

From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: Own a ATARI, Live in Uttoexter ?
Date: 1998/04/06
Message-ID: <6gbdgr$nb3$9@heliodor.xara.net>#1/1
X-Deja-AN: 341456844
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

If you own a Atari and live in the Uttoxeter, Staffordshire area,
why not tell me a rough location to where you are, You never know
you may be living right nextdoor to MEGA Disczine H.Q.

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

- - - > A t A r I F o R e V e R < - - -

From -2509733912060618426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f930ecdb2d8bdf96
X-Google-Attributes: gid1115ce,public
From: Phil Carmody <papc@techprt.co.uk>
Subject: Re: I need information on GEM programming using C
Date: 1998/04/06
Message-ID: <3529278E.9D2390F@techprt.co.uk>#1/1
X-Deja-AN: 342457724
Content-Transfer-Encoding: 7bit
References: <6g23fu$q96@maia.cc.upv.es> <6g2hp1$ds2$1@laas.laas.fr>
<EqyI96.CKw@suse.modem.stud.uni-hannover.de>
To: perot@pallas.amp.uni-hannover.de
Content-Type: text/plain; charset=x-UNICODE-2-0-UTF-7
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Peter, and group,
This may appear controvercial, as amongst other things I wish to
'greyscale' piracy.

Firstly, it's not so much a legal issue, it's more of a moral issue. In
several countries piracy is legal. However, the residents of that
country still have a very hard job of describing it as moral.

I also believe in some ways that products which are no longer sold by a

company or its distributors, (deep breath) have no value to the company. Therefore to pay what they are worth is to pay nothing. Therefore to pay nothing is to pay what it is worth. i.e. Paying nothing, or 'piracy', is actually a lesser form of piracy than it is for a (presently) commercial product.

You do realise that typically 2nd hand software is illegal, don't you? Look at the license agreement for most software - you can't pass on the license to a third party.

If you look at copyright over software in a similar way to trademarks, it's only illegal if the owner enforces it (no, I'm not suggesting companies pay to enforce it. i.e. that they exercise the copyright by still making copies, or by distributing it as (non-free) shareware.

Hey, I just want to be able to scavenge in the dustbin for stuff that's past its sell by date.

Phil Carmody

Who's looking to buy a 2nd hand copy of GFA basic - anyone wish to aid and abet me in this crime?

PS. Anyone got a GFABasic -> C converter whilst I'm about it, or do I have to write one myself? (I have thousands of lines of GFA stuff I wrote when I was a wee nipper with an ST, but now I'm a C boffin)

Peter Rottengatter wrote:
>
> In article <6g2hp1$ds2$1@laas.laas.fr>,
> prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:
> > In article <6g23fu$q96@maia.cc.upv.es>,
> > jotego@teleco.upv.es (Jose Tejada Gomez) writes:
> >> I have the Lattice C compiler, Turbo C and another; but because they have
> >>been downloaded from Internet I do not have any manuals.
> >
> > WHAT??????????
> > Lattice C at least is a commercial product. What you have done is completely
> > ILLEGAL. I wonder where on the Internet you've got it.
>
> For Turbo-C it's illegal as well.
>
> Cheers Peter
> --
> ---
>   Peter Rottengatter perot@pallas.amp.uni-hannover.de
> http://www.stud.uni-hannover.de/+AH4-perot
> ---

From -4438929553553846270
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,73f50063644e3b6d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,73f50063644e3b6d
X-Google-Attributes: gid109a67,public
X-Google-Thread: fd4c9,73f50063644e3b6d
X-Google-Attributes: gidfd4c9,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: PC to Atari file transfer!!!
Date: 1998/04/07
Message-ID: <35299e4f.844571@news.tmisnet.com>#1/1
X-Deja-AN: 341589273
References: <01bd60d1$c3a454c0$LocalHost@vigor-c200> <3528CA23.2F0590F9@star.com>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

The Atari ST reads both single-sided and double-sided
single-density and double-density diskettes using the
same format as IBM clone computers.

The Atari Falcon additionally reads single-sided and
double-sided HIGH density diskettes using the same
format as IBM clone computers.

Cheers!

-- George Crissman
-- strads@tmisnet.com

On Mon, 06 Apr 1998 06:27:16 -0600, * <*@star.com> wrote:

>I need to transfer my PC midi files to a friend's of mine Atari. Do you
>know how can I do it as long as the Atari does not read DOS formatted
>floppy-disks?
>Reply here or mail me at hpascu@netsoft.ro
>--
>HoReA
>
>You could use a nul modem or if your friend has a modem, call his place
>with a modem call.
>

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 3905407220890444824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22f481e29349bbcd

X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: programmierung des Fa
Date: 1998/04/07
Message-ID: <3529FE19.75B3@mst.tn.utwente.nl>#1/1
X-Deja-AN: 341658868
Content-Transfer-Encoding: 7bit
References: <dEHkVCAtxqI1Ewv9@thedruid.demon.co.uk>
<35270e9f.1717319@news.demon.co.uk> <EqyI5A.CIr@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
>
> In article <35270e9f.1717319@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
> >> >> Not entirely true: MOVE SR,<ea> is a user mode instruction on the
> >> >> 68000, but requires supervisor mode on the 68030.

> > compared to the 6809) then that would explain why the above
> > instruction became a supervisor mode one - and would probably indicate
> > an oversight in the 68000 design rather than later cpu's. All imo of
> > course!
>
> It's absolutely stupid IMHO. Sure writing to SR must be priviledged, but
> what the heck, no application can do any harm by reading SR. What do you
> do in a situation where you don't know if you run in Super mode oder
> User mode ? Calling Supexec() wastes a lot of time if already in Super
> mode, and also cannot be used in all circumstances. Also, it's stupid,
> if all you wanted to find out is if you run in Super mode ...

That's exactly why reading the SR became a privilidged instruction
on the 68010 and later. It should be impossible to figure out whether
you are in supervisor mode or not. This to make perfect virtual machines
possible.

So it should be possible to have a program running in user mode,
but the program itself thinks it's in supermode. All privilidged
instructions will be trapped and emulated by a higher level program
so the environtment looks exactly like a super environment. This
would be spoiled if reading the SR would be a user instruction; it
wouldn't be traped so the super bit can't be set.

Cu, Hans

From 6727150327193610979

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fd4c9,73f50063644e3b6d
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,73f50063644e3b6d
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,73f50063644e3b6d
X-Google-Attributes: gid1115ce,public
From: Carsten Krumnow <krumnow@uni-koblenz.de>
Subject: Re: PC to Atari file transfer!!!
Date: 1998/04/07
Message-ID: <Pine.LNX.3.96.980407120621.4959A-100000@golf.uni-koblenz.de>#1/1
X-Deja-AN: 341666207
References: <01bd60d1$c3a454c0$LocalHost@vigor-c200> <3528CA23.2F0590F9@star.com>
<35299e4f.844571@news.tmisnet.com>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: University Koblenz / CC
Mime-Version: 1.0
Newsgroups: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi!

On Tue, 7 Apr 1998, George Crissman wrote:

> The Atari ST reads both single-sided and double-sided
> single-density and double-density diskettes using the
> same format as IBM clone computers.

AFAIK single density means FM format (low level format mode, usually MFM
is used). The ATARI's floppy controller can read and write FM disks, but
you need a little hardware modification. Besides, I never saw those.

> The Atari Falcon additionally reads single-sided and
> double-sided HIGH density diskettes using the same
> format as IBM clone computers.

There should be no single sided high density disks...

Greetings,
Carsten

```
    |||     Carsten Krumnow    comp.science student   Koblenz, Germany
****|||*************************************************************
   / | \    http://www.uni-koblenz.de/~krumnow    (under construction)
 -'  '  `-  ------------ it's not a trick - it's a tari! -------------
```

From 7798955047185187188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Register optimization (w
Date: 1998/04/07
Message-ID: <352A0BCE.2BE7@mst.tn.utwente.nl>#1/1
X-Deja-AN: 341670435
Content-Transfer-Encoding: 7bit
References: <351bfecf.525405@news.demon.co.uk> <6ftbja$ef1$1@laas.laas.fr>
<35225E3D.2726@mst.tn.utwente.nl>
<Pine.OSF.3.95.980404092914.17586B-100000@tellus.dsv.su.se>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Jens M Andreasen wrote:
>
> On Wed, 1 Apr 1998, Hans Wessels wrote:
>
> :Example:
> :{
> : char* pointer=(char*)0;
> : char k;
> : k=pointer[-1]; /* this will cause bombs on an ST */
> :}
> :
> Yes, but the "-1" is not involved here. You can do:
>
> k=pointer[0];
>
> .. and that should crash an atari as well. That area of
> memory is protected (both of them)

Not when you are in Supervisor mode. But in most cases
it will crash.

Hans

From 660151959307137720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Register optimization (w
Date: 1998/04/07

Message-ID: <352A114C.33D8@mst.tn.utwente.nl>#1/1
X-Deja-AN: 341674223
Content-Transfer-Encoding: 7bit
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<351A8D49.2E9@mst.tn.utwente.nl> <351bfecf.525405@news.demon.co.uk>
<35225D67.1216@mst.tn.utwente.nl> <35249e38.3667794@news.demon.co.uk>
<35236252.610B@mst.tn.utwente.nl> <352917fa.4112223@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >A second use is to force coorrect behaviour when using the
> >setjmp - longjmp functions. The C-standard is not quite clear
> >on the use of these functions, esp. on what should happen to
> >register variables.
>
> I have never used, and can never see, any reason to make use of either
> of these two functions in user code. If people want to jump in and out
> of functions then they should program in Basic! ;-)

You can implement the C++ try...catch megansim in C using the
setjmp - longjmp functions. The try...catch meganism is (IMHO)
a very elegant way to deal with errors; no need for checking
error flags function results for error values. When a function
stumles on an error it simply throws an exception. The part of
the program dedicated to error handling will catch it and handle
the problem.

> >Different behaviour is observed from
> >different compilers.
>
> Indicating perhaps that there are serious problems which wouldn't
> exist if the functions themselves did not.

Yes, but the big problem is a lousy definition by the standard.

> After all, the same effect can be obtained simply by linking in a
> function written in assembler.

That wouldn't be portable. We are using C for our ARJ project because
C is very portable. Trying to exploit the language to the maximum caused
us to run into features like this.

> >> In effect I'd be happy to code this ...
> >>
> >> volatile int   *fred;
> >> int   x;

```
> >>
> >> x = *fred;
> >> x = x + x;
> >> *fred = x;
> >>
> >> ... whereas I'd be worried about this ...
> >>
> >> *fred = *fred + *fred;
> >
> >Don't see a problem here. Maybe you are thinking too
> >much in assembly here?
> >    add.w   (a0),(a0)
> >    add.w   (a0),(a0)
> >But then also
> >    move.w  (a0),d0
> >    add.w   d0,d0
> >    add.w   d0,d0
> >    move.w  d0,(a0)
> >Which makes no sense.
>
> But it does. What if the reference to the address stored in a0 has a
> side effect like clearing some hardware status when written to? Your
> first bit of assembler clears this twice whereas the second bit only
> does it the once.
```

I mean the second bit for:

```
{
  x = *fred;
  x = x + x;
  *fred = x;
}
```

> Similarly with reading - what if two items are mapped onto the same
> hardware address and it toggles between them. The first time you read
> it, it could be fred, the next time it could be some status value.

Yep, you are completely right. Now I understand what you were trying
to say.

Bye, Hans

From 502316993736951346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d5586f26be9237f
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: IDEal AUTO folder loading
Date: 1998/04/07
Message-ID: <6gd5ce$m9k$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 341682296
References: <351F6C2B.41C6@myself.com> <6fordm$1dm$1@roch.zetnet.co.uk>

Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <6fordm$1dm$1@roch.zetnet.co.uk>,
     rcain@zetnet.co.uk (Roger Cain) writes:
> Way back in the distant past I remember there being a program called,
> believe it or not, CAUTO which did the job you want.

Just to do some advertising, AutoMore (you may find it at
ftp://ftp.uni-kl.de/pub/atari/automrr6.lzh) also offers this and a lot of
other stuff ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -7950326266926116244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,73f50063644e3b6d
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,73f50063644e3b6d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,73f50063644e3b6d
X-Google-Attributes: gidfd4c9,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: PC to Atari file transfer!!!
Date: 1998/04/07
Message-ID: <6gdbaq$8sp@balaena.bio.vu.nl>#1/1
X-Deja-AN: 341701095
References: <01bd60d1$c3a454c0$LocalHost@vigor-c200> <3528CA23.2F0590F9@star.com>
<35299e4f.844571@news.tmisnet.com>
<Pine.LNX.3.96.980407120621.4959A-100000@golf.uni-koblenz.de>
Followup-To: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

Carsten Krumnow (krumnow@uni-koblenz.de) wrote:

: AFAIK single density means FM format (low level format mode, usually MFM

: is used). The ATARI's floppy controller can read and write FM disks, but
: you need a little hardware modification.

Does it? The WD1770 in my BBC Micro can read and write single and double density floppy's without a problem... But then again, it might have the modification you mentionded...

: Besides, I never saw those.

Indeed not very common on Atari... (maybe 5"1/4'?)

: There should be no single sided high density disks...

Well, there _could_ be... :-)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The shortest distance between two points is under construction.
-- Noelie Alito

From -397089371350411295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d9d0,1aa55c441a02099d
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,1aa55c441a02099d
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Re: Extending MintNet after install
Date: 1998/04/07
Message-ID: <Er1qq4.3nz@uia.ua.ac.be>#1/1
X-Deja-AN: 341705715
Sender: news@uia.ua.ac.be (News database)
X-Nntp-Posting-Host: hsins.uia.ac.be
References: <Eqzvnt.59H@uia.ua.ac.be>
<Pine.BSI.3.96.980406110522.20975A-100000@usr02.primenet.com>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.tech
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech

Katherine L Ellis (kellis@primenet.com) wrote:

: > But now I want to add gcc + libraries + g++ (it does exist for Mint,
: > doesn't it ?) on my system. Of course WITHOUT reinstalling all the
: > other packages again or erasing my file system. Is this possible ?

: if you want to install some extra package from kgmd without
: reinstalling the whole thing, you can get all the files you want,
: Example:
: compiler.aa, compiler.ab etc etc
: then: cat compiler.* >>compiler.tar (was it tar.gz? try both)
: then untar or untgz this new file.

 OK. Does anyone know what the exact content is of this package ?
 (Version numbers, libraries, gcc or g++ etc.)

: > If so, where can I get the compilers + libraries (recent versions?) ?
: > An ftp URL would be great.
: you can get gcc 2.7.2 (2.7.2.3 too) from several atari ftp.

 I found it and fetched it. Thank you very much.

: Along with newer libs. try ftp.funet.fi etc. or you can start from my
: homepage, from there you'll see some mint links.
: > My last question : do lex, yacc, bison or flex exist for Mint ?
: yes. (along with m4, perl, python etc)
:
: > Again : where do I find them ?
:
: check my www page, some interesting link for minters.

 Well, I did. I followed ALL links related to Mint and the only thing I found
 was Bison (which is a start). I couldn't find any reference to lex or flex.
 Does anyone know whether these exist for Mint, and where I can find them ?
 I even looked in the mailing list, but nothing there...

 Thanks anyway,


```
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-----------------------------------------------------------------+
```


--
Septimus' quote for today :

"Men and women are different, but they are equal.
 They are equal, but different."
 - Desmond Morris

From -1051494992364984688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d9d0,1aa55c441a02099d
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,1aa55c441a02099d
X-Google-Attributes: gid1115ce,public

From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Extending MintNet after install
Date: 1998/04/07
Message-ID: <6gdc1e$8sp@balaena.bio.vu.nl>#1/1
X-Deja-AN: 341711436
References: <Eqzvnt.59H@uia.ua.ac.be>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.tech
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech

David.DeRidder (s970707@uia.ua.ac.be) wrote:

: But now I want to add gcc + libraries + g++ (it does exist for Mint,
: doesn't it ?) on my system. Of course WITHOUT reinstalling all the
: other packages again or erasing my file system. Is this possible ?

Sure, just unpack the tar.gz archives in your rootdir and remove the old
gcc and cc symlinks... (see installation docs for gcc 2.7.2)

: If so, where can I get the compilers + libraries (recent versions?) ?
: An ftp URL would be great.

site: ftp://ftp.fu-berlin.de/pub/atari/
dir: mint/gnu/

Although for some reason GCC 2.7.2 (both 68000 and 680x0 versions)
crashes with a bus error (in cc1) after a while every time I try to compile
something with it (anyone know why?), so you might be better of with 2.6.x...

: My last question : do lex, yacc, bison or flex exist for Mint ?
: Again : where do I find them ?

Same site, in mint/tools or gnu/ (non-mint?)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The shortest distance between two points is under construction.
-- Noelie Alito

From 4822155722207636382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1aa55c441a02099d
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)

Subject: Re: Extending MintNet after install
Date: 1998/04/07
Message-ID: <Er1sGI.99C@uia.ua.ac.be>#1/1
X-Deja-AN: 341711437
Sender: news@uia.ua.ac.be (News database)
X-Nntp-Posting-Host: hsins.uia.ac.be
References: <Eqzvnt.59H@uia.ua.ac.be>
<Pine.BSI.3.96.980406110522.20975A-100000@usr02.primenet.com>
<Er1qq4.3nz@uia.ua.ac.be>
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer

[I must have multiple personalities, following up one of my own messages]

David.DeRidder (s970707@uia.ua.ac.be) wrote:

: Well, I did. I followed ALL links related to Mint and the only thing I found
: was Bison (which is a start). I couldn't find any reference to lex or flex.
: Does anyone know whether these exist for Mint, and where I can find them ?
: I even looked in the mailing list, but nothing there...

Well David, I tried a search on the Web using the almighty MetaCrawler
(www.metacrawler.com, you know), and surprisingly found flex for Mint.

In case any other Minters are interested (that's what newsgroups are for),
here's the http URL :

All gnu-C text processing tools can be found there.

Bye,

```
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-----------------------------------------------------------------+
```

--
Septimus' quote for today :

"Men and women are different, but they are equal.
They are equal, but different."
- Desmond Morris

From 2228865124310387764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,73f50063644e3b6d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,73f50063644e3b6d

X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,73f50063644e3b6d
X-Google-Attributes: gid109a67,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: PC to Atari file transfer!!!
Date: 1998/04/07
Message-ID: <352a35e4.731364@news.tmisnet.com>#1/1
X-Deja-AN: 341720293
Distribution: world
References: <01bd60d1$c3a454c0$LocalHost@vigor-c200> <3528CA23.2F0590F9@star.com>
<35299e4f.844571@news.tmisnet.com>
<Pine.LNX.3.96.980407120621.4959A-100000@golf.uni-koblenz.de>
<6gdbaq$8sp@balaena.bio.vu.nl>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

A quick check of Windows95 shows support only for
720K and 1.44M diskettes -- i.e., double-sided only.

Another reason to consider the Atari.

-- George Crissman
-- strads@tmisnet.com

On 7 Apr 1998 13:56:42 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Carsten Krumnow (krumnow@uni-koblenz.de) wrote:
>
>: AFAIK single density means FM format (low level format mode, usually MFM
>: is used). The ATARI's floppy controller can read and write FM disks, but
>: you need a little hardware modification.
>
>Does it? The WD1770 in my BBC Micro can read and write single and double
>density floppy's without a problem... But then again, it might have the
>modification you mentionded...
>
>: Besides, I never saw those.
>
>Indeed not very common on Atari... (maybe 5"1/4'?)
>
>: There should be no single sided high density disks...
>
>Well, there _could_ be... :-)
>
> -=Levien
>
>------
>Levien van Zon (lvzon@bio.vu.nl)
>MALEB Homepage: http://huizen.dds.nl/~levjenno/
>(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
>------
>

>The shortest distance between two points is under construction.
>   -- Noelie Alito

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 773883577378780566
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e9f7e6f4a9766d96,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e9f7e6f4a9766d96,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e9f7e6f4a9766d96,start
X-Google-Attributes: gid109a67,public
From: Curt Vendel <curt.vendel.2@csfb.com>
Subject: Final Chance: Atari Network Cards
Date: 1998/04/07
Message-ID: <352A6FEB.8FAC36C7@csfb.com>#1/1
X-Deja-AN: 341785079
Distribution: world
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: The Atari Prototypes Site: www.atari.nu
Mime-Version: 1.0
Reply-To: cvendel@aol.com
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi everyone,

Well supplies are almost exhausted, I only have a small handful of Atari/Riebl Ethernet cards remaing with Atari ANS network drivers, I have 1, possibly 2 Atari Mega ST network cards left: $150 each

I have 4 Atari/Riebl Mega STe/TT030 VME bus ethernet cards left: $150 each

I have 6 Atari DMA MetaDOS ASCI network cards with MetaDOS drivers, these need SF354/SF314 type power supplies, do not have cases and are more suited towards hardware hackers who want to play around with these: $50 each

I Have 1 left Image Systems Atari Mega ST video card with amazing color and resolution capabilites with all drivers: $350

Thats about it, all other supplies are exhausted, sorry guys this is you last chance at these, I am taking email reserves, send me an email and I will reserve a card for you for 2 weeks until payment is received.

Curt

From 8383449479984968076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,5eaf049369b26dd2,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,5eaf049369b26dd2,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,5eaf049369b26dd2,start
X-Google-Attributes: gid109a67,public
From: Curt Vendel <curt.vendel.2@csfb.com>
Subject: Atari Transputer Farm Cards
Date: 1998/04/07
Message-ID: <352A7051.73E8BEAE@csfb.com>#1/1
X-Deja-AN: 341785080
Distribution: world
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: The Atari Prototypes Site: www.atari.nu
Mime-Version: 1.0
Reply-To: cvendel@aol.com
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi everyone,

For those who have asked me on several occassions, yes I have located 2 and only 2 Atari Transputer INMOS multi-CPU Farm Cards, these cards are $75 each. You must email me and reserve your order, I will hold for 2 weeks, if no payment is received by then I will sell them to the next in line.

Curt

From 2215495958022440524
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59bfb8a6175af03a,start
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: --> MEGA & UFOST Disczine <--
Date: 1998/04/07
Message-ID: <6ge68k$cv9$1@heliodor.xara.net>#1/1
X-Deja-AN: 341828378

X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Greetings all ATARI lovers.

Mega Disczine Issue 2 is now out, If you missed issue 1 then goto my site and download it from there. Also UFOST issue 1.

http://www.users.globalnet.co.uk/~mega01/

MEGA Issue 2 is on 2 discs and has over 200 articles covering just about everything we can think of. There should be something there for everyone.

Also UFOST issue 2 is available, Dedicated to UFO's abductions and sightings. Not to be missed if you are interested in this type of thing. This is produced by Lee Round.

If you would liked to be mailed issue 2 of either disczine then send your E-mail address and request it. I will then Mail it to you. Or you can wait until it is uploaded onto my site.

Please contribute to MEGA & UFOST and support it, else it will be one more nail
in the coffin for ATARI. Any articles are welcome, If you have idea on one why not mail me and tell me about it.

All comments and suggestions are more than welcome. Please feel free to mail me at any time. Any support you can give is gratefully received.

Tell me a little about yourself, It will help me in producing MEGA if I get some idea on what people like to read about. Don't hide behind you keyboard, let the world hear you...

Mail me at. mega01@globalnet.co.uk Now for issues.

Please take the time to send a letter to Lee Round (UFOST) else he may not produce future issues, Currently he has almost completed issue 3. Please take time to send him a article or 2, A blank disc is not very encouraging.

If you want issue 3 then send a letter to Lee (not on the net as yet) and request it from him. Issue 3 will be uploaded onto my site, but not for a while.

Send a disc with a S+E to

Lee Round (UFOST)
23 Fellrose Court,
Pelton Fell,
Ch-Le-Str,

Co Durham,
England,
DH2 2QB.

Tell him that I sent you (Chris Swinson).

Additional.....

Due to the mass response to both issues, I may have missed a few people who have requested issues. If you have not as yet received what you have asked for then please mail me back, Sorry to all who I have missed.

Thankyou for you time :-)

From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

- - - > A t A r I F o R e V e R < - - -

From -3129558614196882888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,73f50063644e3b6d
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,73f50063644e3b6d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,73f50063644e3b6d
X-Google-Attributes: gidfd4c9,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: PC to Atari file transfer!!!
Date: 1998/04/08
Message-ID: <352B2D4F.77A0@mst.tn.utwente.nl>#1/1
X-Deja-AN: 341991293
Content-Transfer-Encoding: 7bit
References: <01bd60d1$c3a454c0$LocalHost@vigor-c200> <3528CA23.2F0590F9@star.com>
<35299e4f.844571@news.tmisnet.com>
<Pine.LNX.3.96.980407120621.4959A-100000@golf.uni-koblenz.de>
<6gdbaq$8sp@balaena.bio.vu.nl>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

Levien van Zon wrote:
>

> Carsten Krumnow (krumnow@uni-koblenz.de) wrote:
>
> : AFAIK single density means FM format (low level format mode, usually MFM
> : is used). The ATARI's floppy controller can read and write FM disks, but
> : you need a little hardware modification.
>
> Does it? The WD1770 in my BBC Micro can read and write single and double
> density floppy's without a problem... But then again, it might have the
> modification you mentionded...

The pin DDEN (Double Density ENable), pin 26, is grounded. Make it high
and it wil write in FM format.

> : There should be no single sided high density disks...
>
> Well, there _could_ be... :-)

There are. Both 3.5" and 5.25"

Cu, Hans

From -8143940405037830865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,970a0862396e608e,start
X-Google-Attributes: gid1115ce,public
From: "Student" <student@pczaal.utwente.nl>
Subject: Joystick routines?
Date: 1998/04/08
Message-ID: <01bd62ce$dd2fe310$1bb35982@pczaal18>#1/1
X-Deja-AN: 342001683
Organization: University of Twente, Enschede, The Netherlands
Newsgroups: comp.sys.atari.programmer

I'm looking voor a routine to read the st-joystick.
mail to:
    c.a.adler@student.utwente.nl

From 6286440333358198984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59bfb8a6175af03a
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>
Subject: --> MEGA & UFOST Disczine <--
Date: 1998/04/08
Message-ID: <6ggl9valv1@heliodor.xara.net>#1/1
X-Deja-AN: 342175303
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

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Additional.....

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Thankyou for you time :-)

From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

- - - > A t A r I F o R e V e R < - - -

From -6464654305224842509
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7ecb4f7cc64f99ba,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7ecb4f7cc64f99ba,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: ICTARI R.I.P. ?
Date: 1998/04/08
Message-ID: <99822651_000034_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 342275219
Reply-To: augeas@elis.demon.co.uk (G Greenway)
X-NNTP-Posting-Host: elis.demon.co.uk:194.222.41.182
X-Sender: NEWSwatch v1.30 (Atari)
X-Complaints-To: abuse@demon.net
X-Trace: news.demon.co.uk 892088128 nnrp-09:27234 NO-IDENT
elis.demon.co.uk:194.222.41.182
Organization: Thee Augean Stables
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

[For those who haven't been following the plot, ICTARI is a disk-zine / user group for Atari programmers.]

Is ICTARI dead ? Not if I can help it, but I'm not sure that I *can* help

it. The latest issue is months late due to the slow trickle of contributions.

Want to know why your code doesn't work ? Send it for some constructive criticism. Got a programming problems ? -Ask. Want to share some routines ? -I'd be very gratefull. ICTARI can't continue without the cooperation of others, as the lateness of the new (short) issue shows. I will continue to try an make more back issues available, but surely ICTARI can still be a going concern ? Tell your non-netted friends and user groups, and please send me something worth publishing ! I can't have any enthusiasm unless someone else shows some.

In the meantime, issue 52 is at the usual place:

http://www.elis.demon.co.uk/ictari/ictari.htm

What it does have going for it is Mark Wherry's[1] new iPL scripting language.

Have Fun,
"Augeas"

[1] Mark, my mail to your HotMail account keeps bouncing.

--


```
 ____________________________
/ \ augeas@elis.demon.co.uk  \
\/_\  _________________________\_
    \/ \                        \
     \_/_________________________/
```


"We won't leave this town, until we go underground, burried in a black square box, under square cold rocks, hanging from the cell, in a town named Squaresville..." -Wild Billy Childish.

From 3453524092702657743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public
From: PWest@fortress.org.uk (PWest)
Subject: Re: TOS 1.09
Date: 1998/04/08
Message-ID: <1781_PWest@fortress.org.uk>#1/1
X-Deja-AN: 343475725
Content-transfer-encoding: 8BIT
MIME-Version: 1.0
Reply-To: PWest@fortress.org.uk
Content-Type: text/plain; charset=us-ascii
Organization: The <Fortress> BBS
Newsgroups: comp.sys.atari.programmer

FROM: pwest@fortress.org.uk
SUBJ: TOS 1.09

In a message of <02.04.98>, inorton_badrul@hotmail.com (90:102/0.99) writes:
 ib> On 2 Apr 1998 20:34:08 , "Jerome LEGRAS" wrote:
 >> My french 1040 STF has a TOS 1.09. It can support a blitter, and it's
 >> not a STE TOS. It's the last TOS especially for STF.
 >>
 >>> What exactly is TOS 1.09?
 >>>
 >>> From the late 1980s, British Atari mags frequently mentioned TOS
 >>> 1.09, but, AFAIK, there never was a TOS version labelled 1.09.
 >> .
 ib> Erm My 520 STFM that originally has a single sided floppy drive DID
 ib> have TOS 1.09,

 From what I've read this is incorrect - there was /no/ TOS 1.09; it's
 just that some programs that tried to read out the TOS version got it
 wrong! This was in fact TOS 1.02 which first appeared on the Mega ST
 and supports the blitter. It came with GEM 0.19, which may be the
 source of the confusion.

 ib> TOS 1.02 is often mentioned as TOS 1.2
 ib> TOS 1.04 (Was in another dead ST i found) is sometimes confused with
 ib> TOS 1.4 TOS 1.4 is also called 'Rainbow TOS' as it has a multi
 ib> coloured atari symbol in the desktop info bit.
 ib> TOS 1.6 in in STEs and the last STFMs(the ones that has blitters) is
 ib> sometimes confused with TOS 1.62

 TOS 1.6/1.06 was in the early STEs (520 & 1040).

 ib> TOS 1.62 is in 99% of all STes
 ib>
 ib> Please correct me if i am wrong in any of this but it is what i have
 ib> learned after doing atari stuff (not on www) for the last 6/7 years.

 Yes, that's OK. The TOS version can be read with a memory editor at
 _sysbase+2 longs (16 bytes), which is $FC0002 with TOS 1.xx, in binary-
 coded decimal format. That will read 01 00 / 01 02 / 01 04 / 01 06/ 01 62
 etc. Some people thought that the second byte should be read reversed, in
 the Intel order, and it wasn't until the minor change from TOS 1.60 to
 1.62 came about that people realised this was incorrect. Atari themselves
 weren't all that logical about it -- I never understood why they didn't
 put the TOS version into the Info dialogue instead of just the
 copyright dates...

 Regards
        /Peter/

--
ASCII stupid question, get a stupid ANSI!

--

From -2740340317391845970
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,adf6d9d16ca8a97b,start
X-Google-Attributes: gid1115ce,public
From: "K□re Hampf" <k_hampf@yahoo.com>
Subject: Netscape
Date: 1998/04/09
Message-ID: <352c65d4.0@d2o29.telia.com>#1/1
X-Deja-AN: 342328655
X-NNTP-Posting-Host: t4o29p88.telia.com
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
X-Complaints-To: abuse@internet.telia.com
Organization: Telia Internet Services
Newsgroups: comp.sys.atari.programmer

Anyone thougth of making a version for Atari now when they released some
sources as free. I reccon it's a too big task for me alone ;)

Regards K□re Hampf

From 6044946982565808512
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,adf6d9d16ca8a97b
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Re: Netscape
Date: 1998/04/09
Message-ID: <Er5D2H.IA8@uia.ua.ac.be>#1/1
X-Deja-AN: 342400168
Sender: news@uia.ua.ac.be (News database)
References: <352c65d4.0@d2o29.telia.com>
X-Nntp-Posting-Host: hsins.uia.ac.be
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer

K□re Hampf (k_hampf@yahoo.com) wrote:
: Anyone thougth of making a version for Atari now when they released some
: sources as free. I reccon it's a too big task for me alone ;)

I hate to spoil your idea, but have you ever given it serious thought
what kind Atari you would need to run that ? Or will it be smth for
"future platforms" (like in the PC-world) ?

However, their might be some interesting things buried in that code...
...if you can read it... ;-)

Greetings,

```
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-----------------------------------------------------------------+
```

--
Septimus' quote for today :

"- Hi neighbour ! I'm Flanders, but my friends call me Ned.
- (long silence) Hi, Flanders."
Homer Simpson in 'The Simpsons'

From -1873689034188545556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6001ced876a76609
X-Google-Attributes: gid1115ce,public
From: hyc@frisky.la.platinum.com (Howard Chu)
Subject: Re: Search for DOC and RTF file format decription
Date: 1998/04/09
Message-ID: <6gitlg$e6g@frisky.la.platinum.com>#1/1
X-Deja-AN: 342457723
References: <6g0t9apvv1@news4.isdnet.net>
Organization: Locus Computing Corporation, Los Angeles, California
Newsgroups: comp.sys.atari.programmer

In article <6g0t9apvv1@news4.isdnet.net>,
Pierre TONTHAT <pierre.tonthat@hol.fr> wrote:
>Hye all !

Hello...

>I'm author of an HTML text editor called Joe (version 1.35). I need
>the Word+ and RTF file format description to translate automatically
>the DOC or RTF to HTML format when Joe is loading a text.

I did some work on a program like this. You can find complete documentation for RTF format on MicroSoft's web site. There is *NO* published spec for the DOC format, MicroSoft keeps that private. You might be able to find some info from a web search; I haven't tried that.

RTF conversion to HTML is pretty easy for the most part; I couldn't decide what to do about embedded figures/drawings/graphics. I suppose the simplest

thing to do would be to render it into a 100dpi GIF file or something and
spit it out as a separate file.

>Thanks for the help.

>You can download it at http://www.mygale.org/05/nef/

>I'm also thinking (not working, I'm too busy these months) about
>text generator modules for <BODY> and <TABLE>. Have you some
>suggestions for another modules ? or for the program itself ?
--
Howard Chu - Principal Member/Tech Staff - PLATINUM technology, Los Angeles Lab
hyc@locus.com,chu@platinum.com visit my band! http://www.highlandsun.com
Advertisements proof-read for US$100 per word, payable within 10 days. Delivery
of your ad to my email address constitutes your acceptance of these terms.

From -375535972102522955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f930ecdb2d8bdf96
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: I need information on GEM programming using C
Date: 1998/04/09
Message-ID: <352f0ff8.20343999@news.zetnet.co.uk>#1/1
X-Deja-AN: 342490556
Content-Transfer-Encoding: 7bit
References: <6g23fu$q96@maia.cc.upv.es> <6g2hp1$ds2$1@laas.laas.fr>
<EqyI96.CKw@suse.modem.stud.uni-hannover.de> <3529278E.9D2390F@techprt.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Phil Carmody <papc@techprt.co.uk> wasn't it Mon, 06 Apr 1998
20:05:50 +0100 that you wrote:

>Firstly, it's not so much a legal issue, it's more of a moral issue. In
>several countries piracy is legal. However, the residents of that

If it's legal then why do they call it Piracy ?

>I also believe in some ways that products which are no longer sold by a
>company or its distributors, (deep breath) have no value to the company.

But they do have a value to people who own legally bought copies.....

>actually a lesser form of piracy than it is for a (presently) commercial
>product.

If it looks, smells, sounds and tastes like Piracy.. then chances
are.. its Piracy...no lesser or bigger, its all the same thing..

>You do realise that typically 2nd hand software is illegal, don't you?

Define typically and what laws you refer to.. Reselling in the UK is
NOT illegal.....Also when people pirate software, do they restrict
there piracy just to certain countries? I doubt it..

>Who's looking to buy a 2nd hand copy of GFA basic - anyone wish to aid
>and abet me in this crime?

I have seen adverts in this newsgroup many times from honest ATARI
users who want to sell a copy of GFA that they bought and no longer
need.. If GFA is now put out in pirated form then all our fellow GFA
owners will lose out... not fair surely ?

>
>PS. Anyone got a GFABasic -> C converter whilst I'm about it, or do I
>have to write one myself? (I have thousands of lines of GFA stuff I
>wrote when I was a wee nipper with an ST, but now I'm a C boffin)

Then why not make something instead of promoting piracy ?

There are other good reasons NOT to pirate software, for a start it
doesnt exactly help those of us still here programming... what chance
have we hobbyist making software if the internet gets flooded with
commercialy quality software for free download..

The trouble with Piracy is that the pirates are only thinking of
themselves.. not of existing programmers or honest people who own
software or the community they invade..

The ATARI platform does not want an influx of pirated software, and
you arriving in this newsgroup and telling everyone its right is just
showing that you don't care for the ATARI community....

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

From 6863242682502986660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6001ced876a76609
X-Google-Attributes: gid1115ce,public
From: pierre.tonthat@hol.fr (Pierre TONTHAT)
Subject: Re: Search for DOC and RTF file format
Date: 1998/04/09
Message-ID: <6gj719keu1@news4.isdnet.net>#1/1
X-Deja-AN: 342505035

References: <6g0t9apvv1@news4.isdnet.net> <6gitlg$e6g@frisky.la.platinum.com>
Newsgroups: comp.sys.atari.programmer

On 9 Apr 1998 09:40:16 , Howard Chu wrote:
In article <6g0t9apvv1@news4.isdnet.net>,
Pierre TONTHAT <pierre.tonthat@hol.fr> wrote:
>Hye all !

Hello...

>>I'm author of an HTML text editor called Joe (version 1.35). I need
>>the Word+ and RTF file format description to translate automatically
>>the DOC or RTF to HTML format when Joe is loading a text.
>I did some work on a program like this. You can find complete documentation
>for RTF format on MicroSoft's web site.
Thanks for the help. A guy advised me a good site for the RTF file
format.
>There is *NO* published spec for the
>DOC format, MicroSoft keeps that private. You might be able to find some
>info from a web search; I haven't tried that.
I was speaking about the atarian FIRST WORDPLUS file format. Really
don't need to take the path to heel exploring the M$Word00 file
format.

Bye !

Rajah Lone

From -5598872865310857275
X-Google-Language: FRENCH,ASCII-7-bit
X-Google-Thread: 1115ce,8d0a1bd4904e3a65,start
X-Google-Attributes: gid1115ce,public
From: pierre.tonthat@hol.fr (Pierre TONTHAT)
Subject: Help : palette Degas Shifter vers VDI
Date: 1998/04/09
Message-ID: <6gjcin$6vu$1@news2.isdnet.net>#1/1
X-Deja-AN: 342531298
Newsgroups: comp.sys.atari.programmer

Salut a tous.

J'ai un big probleme a propos de la conversion de la palette 16
couleurs shifter (type celle du fichier PI1) vers le format VDI.
Ca donne :

SEEK #23,2

```
BGET #23,m_color1%,32
FOR i%=0 TO 15
  dummy%=WORD{m_color1%+sft2vdi&(i%)*2}
  INT{m_color2%+i%*6}=INT(AND(SHR(dummy%,8),&HF)*1000/7)
  INT{m_color2%+i%*6+2}=INT(AND(SHR(dummy%,4),&HF)*1000/7)
  INT{m_color2%+i%*6+4}=INT(AND(dummy%,&HF)*1000/7)
NEXT i%
```

avec

```
DIM sft2vdi&(15)
sft2vdi&(0)=0
sft2vdi&(1)=15
sft2vdi&(2)=1
sft2vdi&(3)=2
sft2vdi&(4)=4
sft2vdi&(5)=6
sft2vdi&(6)=3
sft2vdi&(7)=5
sft2vdi&(8)=7
sft2vdi&(9)=8
sft2vdi&(10)=9
sft2vdi&(11)=10
sft2vdi&(12)=12
sft2vdi&(13)=14
sft2vdi&(14)=11
sft2vdi&(15)=13
```

La resultat est completement aberrant. certaines couleurs sont les bonnes, mais pas toutes.
Quelqu'un pourrait me mailer la sol ? Please ! C'est pour que ca marche sur les compatibles Atari, au sujet d'un editeur de tableau 16*16 cases, pour bricoler un jeu par la suite.

Bye !

Rajah Lone / Queen Meka

From -3067603308753117809
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22f481e29349bbcd
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: programmierung des Fa
Date: 1998/04/09
Message-ID: <Er5LCn.90E@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 342619314
Sender: news@suse.modem.stud.uni-hannover.de
References: <dEHkVCAtxqI1Ewv9@thedruid.demon.co.uk>

<35270e9f.1717319@news.demon.co.uk> <EqyI5A.CIr@suse.modem.stud.uni-hannover.de>
<3529FE19.75B3@mst.tn.utwente.nl>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <3529FE19.75B3@mst.tn.utwente.nl>,
    Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

> So it should be possible to have a program running in user mode,
> but the program itself thinks it's in supermode. All privilidged
> instructions will be trapped and emulated by a higher level program
> so the environtment looks exactly like a super environment. This
> would be spoiled if reading the SR would be a user instruction; it
> wouldn't be traped so the super bit can't be set.

That is true, but how many virtual machines have we got ? Maybe this is
important for other platforms, but for us (me at least ;-)) it is more
important that sr read access being priviledged can be a bad handicap.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 331731147249712830
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fd4c9,73f50063644e3b6d
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,73f50063644e3b6d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,73f50063644e3b6d
X-Google-Attributes: gid109a67,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: PC to Atari file transfer!!!
Date: 1998/04/09
Message-ID: <Er5LJs.910@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 342619315
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bd60d1$c3a454c0$LocalHost@vigor-c200> <3528CA23.2F0590F9@star.com>
<35299e4f.844571@news.tmisnet.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost

Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <35299e4f.844571@news.tmisnet.com>,
     strads@tmisnet.com (George Crissman) writes:
> The Atari ST reads both single-sided and double-sided
> single-density and double-density diskettes using the
> same format as IBM clone computers.

No that's wrong. There is no Atari machine that reads single-density
disks.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -3253057226269437960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d9d0,1aa55c441a02099d
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,1aa55c441a02099d
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Extending MintNet after install
Date: 1998/04/09
Message-ID: <HHQWCE1@tos.pl.net>#1/1
X-Deja-AN: 342716684
References: <Eqzvnt.59H@uia.ua.ac.be>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.tech
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech

David.DeRidder (s970707@uia.ua.ac.be) wrote:
: But now I want to add gcc + libraries + g++ (it does exist for Mint,
: doesn't it ?) on my system. Of course WITHOUT reinstalling all the
: other packages again or erasing my file system. Is this possible ?

: If so, where can I get the compilers + libraries (recent versions?) ?
: An ftp URL would be great.

: My last question : do lex, yacc, bison or flex exist for Mint ?
: Again : where do I find them ?

I'm not really the right person to answer this as I'm not very familiar

with KGMD, but since nobody else has... I believe all that stuff is in the
KGMD compiler package. I think you can just untar the compiler package and
copy the extra items into your existing system. Someone else can tell you
where to get the most up to date versions, the compiler in the KGMD is
very old. Maybe you would be better off posting to the MiNT mailing list,
I can't remember how you subscribe but you should be able to find out at

http://aire.ncl.ac.uk/Atari/Mailing-Lists/MiNT-List.index.html

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/~mario/tariland/

```
|\__/,|   (`\
_.|o o  |_   ) )
--(((---(((--------
```

From 6723645203628748048
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fd4c9,73f50063644e3b6d
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,73f50063644e3b6d
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,73f50063644e3b6d
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: PC to Atari file transfer!!!
Date: 1998/04/10
Message-ID: <352daf09.28317840@news.tmisnet.com>#1/1
X-Deja-AN: 342670618
Distribution: world
References: <01bd60d1$c3a454c0$LocalHost@vigor-c200> <3528CA23.2F0590F9@star.com>
<35299e4f.844571@news.tmisnet.com> <Er5LJs.910@suse.modem.stud.uni-hannover.de>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

Whoops! Well, this is certainly my month
to state obvious inaccuracies with authority.

I'll go to my room now....

-- George Crissman
-- strads@tmisnet.com

... you know ... there's a project that doubles the
clock speed to the floppies so they can use the
high density format ... maybe there's another one
that halves the clock speed so that single density ...
nah ... maybe not.

Never mind.

On Thu, 9 Apr 1998 15:55:04 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35299e4f.844571@news.tmisnet.com>,
>   strads@tmisnet.com (George Crissman) writes:
>> The Atari ST reads both single-sided and double-sided
>> single-density and double-density diskettes using the
>> same format as IBM clone computers.
>
>No that's wrong. There is no Atari machine that reads single-density
>disks.
>
>
>Cheers Peter
>--
>--
>   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
>   http://www.stud.uni-hannover.de/~perot
>--

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 4553427031335408909
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,adf6d9d16ca8a97b
X-Google-Attributes: gid1115ce,public
From: erikhall@mail2.tripnet.se (Erik H⍰ll)
Subject: Re: Netscape
Date: 1998/04/10
Message-ID: <6gkle6$8cs$1@minox.tripnet.se>#1/1
X-Deja-AN: 342687081
References: <352c65d4.0@d2o29.telia.com>
X-Server-Date: 10 Apr 1998 08:32:06 GMT
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

I have downloaded the source code and is looking on the code
and if i can do anything with it.

Erik Hall

On 9 Apr 1998 09:06:15 , "K⍰re Hampf" wrote:
>Anyone thougth of making a version for Atari now when they released some
>sources as free. I reccon it's a too big task for me alone ;)
>
>Regards K⍰re Hampf

>
>
>.

Mail:
erikhall@mail2.tripnet.se
Erik.Hall@epk.ericsson.se

URL:
http://www2.tripnet.se/~erikhall/index.html

```
                                          |||
                                          |||
                                          /|\  HADES  060
                                         / | \
```

From 3381093049081851263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ddd6fda7b9a699f,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: cpx help programing.
Date: 1998/04/10
Message-ID: <Pine.BSI.3.96.980410111504.6991B-100000@usr07.primenet.com>#1/1
X-Deja-AN: 342778796
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
MIME-Version: 1.0
X-Posted-By: kellis@206.165.6.207 (kellis)
Newsgroups: comp.sys.atari.programmer

hi, in order to work on a cpx I need some info about it.
 I am not using C, so the cpx header or lib that could exist won't
help directly.
I need to know this: How do I embed my window(fixed w and h as
someone told me (but don't remember the value off hand)) into the
control panel?
what if I move the control panel? what wm_moved message do I get?

(the header for the cpx is not the prob itself), I just need to know
about the redraw, move and parent tree.
Anyone helps me?

Thanks.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 6266702361860334201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fd4c9,73f50063644e3b6d
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,73f50063644e3b6d
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,73f50063644e3b6d
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: PC to Atari file transfer!!!
Date: 1998/04/10
Message-ID: <Pine.BSF.3.96.980410171628.4582D-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 342864593
References: <01bd60d1$c3a454c0$LocalHost@vigor-c200>
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

> I need to transfer my PC midi files to a friend's of mine Atari. Do you
> know how can I do it as long as the Atari does not read DOS formatted
> floppy-disks?

I think it depends on the atari computer your using. I use a mega/ste and
I transfer files between my dos machine and the atari all the time. I
usally format the disk in the IBM. I find the only times it don't work is
when I make directories on the disk or delete some files from it. If you
could fromat the disk in DOS format copy the file to it and do nothing
elase it might work. Also, I think there are programs out there which
allow atari computers to read dos formated disks. Don't hold me on that
though. If you've got internet access search some of the shareware search
sites.

Scott.

From -4225116119807687448
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b80a6bfacbd33326,start
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Re: What image types in RSC?
Date: 1998/04/10
Message-ID: <Er7z22.A2t@uia.ua.ac.be>#1/1

X-Deja-AN: 342903810
Sender: news@uia.ua.ac.be (News database)
X-Nntp-Posting-Host: hsins.uia.ac.be
References: <352F19D9.5266@algonet.se>
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer

Joakim H⍰gberg (fiolerna_BULKMAIL_SUCK_@algonet.se) wrote:
: Greetings Atarians!
:
: I wonder what kind of image types (ICN, IMG, or other)
: that should be used within RSC-files. Secondly, does

 No idea. Sorry.

: anyone know of a program that could be used to create
: icons or/and buttons in these formats.?

 Yes. "Zoom" is designed to develop icons in RSC files. It can even import
 (or export, I'm not sure) Windows 3.x iconfiles.
 "Interface" kan incorporate images in RSC files (might be .IMGs) AFAIK.

 Regards,

```
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-----------------------------------------------------------------+
```

--
Septimus' quote for today :

"Every dog has its day, and today's mine."
 Terry Borer after winning the Masters finals at the New York M:TG Pro Tour

From -5492120469299083802
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b80a6bfacbd33326
X-Google-Attributes: gid1115ce,public
From: Joakim H⍰gberg <fiolerna_BULKMAIL_SUCK_@algonet.se>
Subject: What image types in RSC?
Date: 1998/04/11
Message-ID: <352F19D9.5266@algonet.se>#1/1
X-Deja-AN: 342898664
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Algonet/Tninet
Mime-Version: 1.0
Reply-To: fiolerna_BULKMAIL_SUCK_@algonet.se

Newsgroups: comp.sys.atari.programmer

Greetings Atarians!

I wonder what kind of image types (ICN, IMG, or other)
that should be used within RSC-files. Secondly, does
anyone know of a program that could be used to create
icons or/and buttons in these formats.?

Thanks in advance/

Joakim

From 5479503675158711090
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e564cf2a1f3ee7e
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Making GEM Easier....
Date: 1998/04/02
Message-ID: <35229b74.2959555@news.demon.co.uk>#1/1
X-Deja-AN: 340109496
Content-Transfer-Encoding: 7bit
References: <351deb09.845925@news.tmisnet.com> <3525d611.2589623@news.demon.co.uk>
<35220f4b.1965946@news.tmisnet.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Wed, 01 Apr 1998 10:25:14 GMT, strads@tmisnet.com (George Crissman)
wrote:

>I hope you send your suggestion in to Wizztronics.
>Given the chance to ask for the OS changes of your
>dreams, I would think there'd be a lot of chatter
>here in c.s.a.programmer about the most worthwhile
>manner of implementing the desired changes.
>
>Oh, well. Maybe it's all happening in secret.

Such a call would only be of use to the rest of us if they implemented
a module which could be applied to older Gem versions giving the same
functionality. Unfortunately such a thing is highly unlikely and more
probably - nearly impossible. :-(

What is possible, is that such new functions as are developed are run
by the MagiC and Geneva authors. At least there would be a slim

chance.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3380474638010660617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/04/02
Message-ID: <35249e38.3667794@news.demon.co.uk>#1/1
X-Deja-AN: 340109497
Content-Transfer-Encoding: 7bit
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<351A8D49.2E9@mst.tn.utwente.nl> <351bfecf.525405@news.demon.co.uk>
<35225D67.1216@mst.tn.utwente.nl>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Wed, 01 Apr 1998 17:29:43 +0200, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>
>> >I am very sure that a negative subscript is not illegal.
>>
>> I'm not so sure as 'C' arrays always start at zero. As I've probably
>> said before though (<G>), I regularly use negative subscripts myself
>> as I consider it "more readable" than a pointer+offset in some cases.
>>
>> >Accessing
>> >memory outside arrayboundaries is however.
>>
>> Yeah, again a grey area. For all intents and purposes, the boundaries
>> of an array (or anything for that matter) are what we mentally
>> consider them to be at the time of manipulating them (machine
>> limitations aside). I mention this only because it is (possibly) my
>> personal favorite reason for liking C so much. :-)
>
>Well, that is on non memory protected machines like the ST. On Unix

>it is a complete other story.

Yep. Naturally memory protection will make a difference but only if we don't make the necessary declarations.

>I am not sure whether is wil see
>accessing memory outside an array but inside a struct, but
>lot of other cases will be catched.

I'm not sure which of the above you are saying is "the case" and which is "not" so we may or may not be agreeing below ... <g>

Structs should present no problem. The base address and the upper limit are both known. I see no point in implementing hardware protection for structs however, as these can be trapped during compilation. Similarly, an array base address is always known and the upper limit might be and again I see little advantage in setting up hardware protection during these accesses either. Protection for different segments is extremely useful as would be comprehensive protection for dynamic memory.

>> >If you can get a copy of the book do it! I think it's one of the
>> >best books about C.
>>
>> Ah. I used to live in a shared flat and one of the things on the
>> bookshelf was the K&R book. I've read it many times but that was years
>> ago so buying my own copy of it always takes second place to something
>> new. You're right though, I ought to get it.
>
>Be sure you get K&R2, the one about ANSI C.

I ought to get both as MWC is mainly K&R :-)

>> I've been wondering if all of us are talking the same thing when we
>> say "volatile". I understand it to mean the compiler must, at each
>> reference to the volatile, reload it from its storage (or behave as
>> though it has).
>
>And put it back in storage after the variable is modified.

Oops, yes. I got carried away and forgot that bit!

Strictly, I believe the requirement is only to put it back in storage when an "assignment" to it is made. I haven't considered if this slight change in terminology actually makes a difference or not, as it would only leave us with another unknown (ie that some modifiers may not technically be assignments!).

>It's
>very usefull vor variables that are changed by interrupt routines.

Yes. It is imo, about the only time I can see a use for it (hence my complete inability to see any use for structs being volatile by

default).

In effect I'd be happy to code this ...

```
volatile int  *fred;
int      x;

x = *fred;
x = x + x;
*fred = x;
```

... whereas I'd be worried about this ...

```
*fred = *fred + *fred;
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5365842697806483771
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Register optimization (w
Date: 1998/04/02
Message-ID: <35236252.610B@mst.tn.utwente.nl>#1/1
X-Deja-AN: 340136462
Content-Transfer-Encoding: 7bit
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<351A8D49.2E9@mst.tn.utwente.nl> <351bfecf.525405@news.demon.co.uk>
<35225D67.1216@mst.tn.utwente.nl> <35249e38.3667794@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> Yes. It is imo, about the only time I can see a use for it (hence my
> complete inability to see any use for structs being volatile by
> default).

A second use is to force coorrect behaviour when using the
setjmp - longjmp functions. The C-standard is not quite clear

on the use of these functions, esp. on what should happen to
register variables. Different behaviour is observed from
different compilers. Pure C and Dec C (for Alpha) restore
register variables into their original state (saving the
processor status). GCC and MVC don't. Using volatiles
solves that problem.

```
> In effect I'd be happy to code this ...
>
> volatile int    *fred;
> int             x;
>
> x = *fred;
> x = x + x;
> *fred = x;
>
> ... whereas I'd be worried about this ...
>
> *fred = *fred + *fred;
```

Don't see a problem here. Maybe you are thinking too
much in assembly here?

```
    add.w   (a0),(a0)
    add.w   (a0),(a0)
```

But then also

```
    move.w  (a0),d0
    add.w   d0,d0
    add.w   d0,d0
    move.w  d0,(a0)
```

Which makes no sense.

Our are you troubled with fred changing between
the two readouts? Then you will have to make the
operation atomic, with functions like

```
enter_critical_section();
*fred=*fred+*fred;
leave_critical_section();
```

Bye, Hans

From 2725182842316848325
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,5437b346cd4661a5,start
X-Google-Attributes: gid109a67,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: TOS 1.09
Date: 1998/04/02
Message-ID: <6fvs1tivm2@newshost.comnet.co.nz>#1/1

X-Deja-AN: 340148919
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

What exactly is TOS 1.09?

From the late 1980s, British Atari mags frequently mentioned TOS 1.09,
but, AFAIK, there never was a TOS version labelled 1.09.

From descriptions of it, I am led to believe that it is really TOS 1.02
"Blitter TOS" (or "Mega TOS", if you prefer)

Can anyone enlighten me as to where the moniker "1.09" came from?

AFAICR, none of the internal version numbers (AES, GEMDOS etc) in that TOS
version were 1.09, so it is unlikely to be a case of transposed version
numbers.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From -5433572091346662972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,5437b346cd4661a5
X-Google-Attributes: gid109a67,public
From: "Arfa" <arfa@clara.net>
Subject: Re: TOS 1.09
Date: 1998/04/02
Message-ID: <6g0bbt$t8j$1@eros.clara.net>#1/1
X-Deja-AN: 340205573
References: <6fvs1tivm2@newshost.comnet.co.nz>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

>From the late 1980s, British Atari mags frequently mentioned TOS 1.09,
>but, AFAIK, there never was a TOS version labelled 1.09.
>
>From descriptions of it, I am led to believe that it is really TOS 1.02
>"Blitter TOS" (or "Mega TOS", if you prefer)

I seem to remember seeing this in an ST Format once, but it'll take me ages
to sift through all the feedback/STA columns. I think that it was just

another (wrong) number for a TOS version, or a TOS version that was never released.

It doesn't exist as v1.09 anyway, but apparantly some programmes had trouble detecting certain TOS versions...

James Arthur
jaa@arfa.clara.net

From -2933283030951109005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,5437b346cd4661a5
X-Google-Attributes: gid109a67,public
From: "Jerome LEGRAS" <j.n.legras@wanadoo.fr>
Subject: Re: TOS 1.09
Date: 1998/04/02
Message-ID: <6g0lmf$23l$1@peuplier.wanadoo.fr>#1/1
X-Deja-AN: 340262274
Content-Transfer-Encoding: 7bit
References: <6fvs1tivm2@newshost.comnet.co.nz>
Content-Type: text/plain; charset="iso-8859-1"
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: Wanadoo - (Client of French Internet Provider)
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

My french 1040 STF has a TOS 1.09. It can support a blitter, and it's not a STE TOS. It's the last TOS especially for STF.

>What exactly is TOS 1.09?
>
>From the late 1980s, British Atari mags frequently mentioned TOS 1.09,
>but, AFAIK, there never was a TOS version labelled 1.09.
>

From 5437453034140421957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ab506e9e339a78d,start
X-Google-Attributes: gid1115ce,public

From: Joseph Zorzin <redoak@forestmeister.com>
Subject: Atari ST programming vs. PC programming
Date: 1998/04/02
Message-ID: <3523E5C3.4C78F95A@forestmeister.com>#1/1
X-Deja-AN: 340268263
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

I programmed with Laser C from about '87 to '94, then I bought a Pentium and only recently got any programmin tools- MS VC++ 5.0. Now I'm overwhelmed. So far, I'm just typing in some simple "C" stuff and seeing what happens, what sort of things are different at the elementary level- by elementary I mean non GUI stuff- and I now seem to have the hang of slapping together a simple DOS program.

But now I'm getting ready to tackle Windows programming. On my Atari I wrote several programs for myself that use primarily dialogue boxes with lots of buttons. I didn't really have a need for drop down menus. So I want to get up to speed quick in Windows, at least for dialogue boxes.

Is it going to be that much more difficult? Or easier? Any recomendations of good books?

I bought one book for Windows programming in the C++ language, but then of course I'll have to learn C++ first. I'd rather do the Windows programming in C and learn C++ later.

I'd love to have an expert Atari C programmer write a tutorial that would compare programming the Atari vs. the PC for Windows.

BTW, the ST computer isn't being made anymore is it? When was the last one made? Is there actually any serious programming still being done for the Atari? Is it still popular in Europe where I think more were sold.

Joe Zorzin

From -4991932285350113326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6001ced876a76609,start
X-Google-Attributes: gid1115ce,public
From: pierre.tonthat@hol.fr (Pierre TONTHAT)
Subject: Search for DOC and RTF file format decription
Date: 1998/04/02
Message-ID: <6g0t9apvv1@news4.isdnet.net>#1/1
X-Deja-AN: 340299250
Newsgroups: comp.sys.atari.programmer

Hye all !

I'm author of an HTML text editor called Joe (version 1.35). I need
the Word+ and RTF file format description to translate automatically
the DOC or RTF to HTML format when Joe is loading a text.

Thanks for the help.

You can download it at http://www.mygale.org/05/nef/

I'm also thinking (not working, I'm too busy these months) about
text generator modules for <BODY> and <TABLE>. Have you some
suggestions for another modules ? or for the program itself ?

Bye !

Rajah Lone / Queen Meka

From -7746127954977080839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public
From: inorton_badrul@hotmail.com (Ian Norton)
Subject: Re: TOS 1.09
Date: 1998/04/02
Message-ID: <6g0tc3$2s7$1@plug.news.pipex.net>#1/1
X-Deja-AN: 340299251
References: <6fvs1tivm2@newshost.comnet.co.nz>
<6g0lmf$23l$1@peuplier.wanadoo.fr>
Organization: UUNet UK server (post doesn't reflect views of UUNet UK)
Newsgroups: comp.sys.atari.programmer

On 2 Apr 1998 20:34:08 , "Jerome LEGRAS" wrote:
>My french 1040 STF has a TOS 1.09. It can support a blitter, and it's not a
>STE TOS. It's the last TOS especially for STF.
>
>
>>What exactly is TOS 1.09?
>>
>>From the late 1980s, British Atari mags frequently mentioned TOS 1.09,
>>but, AFAIK, there never was a TOS version labelled 1.09.
>>
>
>
>.
Erm My 520 STFM that originally has a single sided floppy drive DID have TOS 1.09,

In fact I still have the ROMS but now my STFM has TOS 1.4 which i found in a 'dead'
STFM outside a PUB in Basildon Essex, TOS 1.09 is bug free in every way as far a general
usage and the mother of all incompatibilities STOS are concerned, Although no auto start
feature was annoying when I got TERADESK.

As far as I have found out over the years...

TOS 1.02 is often mentioned as TOS 1.2
TOS 1.04 (Was in another dead ST i found) is sometimes confused with TOS 1.4
TOS 1.4 is also called 'Rainbow TOS' as it has a multi coloured atari symbol in the desktop info bit.
TOS 1.6 in in STEs and the last STFMs(the ones that has blitters) is sometimes confused with TOS 1.62
TOS 1.62 is in 99% of all STes

Please correct me if i am wrong in any of this but it is what i have learned after doing atari stuff (not on www)
for the last 6/7 years.

i hear that TOS 2.06 supports 12Mb of RAM, is this true?

ian Norton (newt)

---eof---

From 1771707231386264483
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ab506e9e339a78d
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Atari ST programming vs. PC programming
Date: 1998/04/02
Message-ID: <352befd8.42637237@news.zetnet.co.uk>#1/1
X-Deja-AN: 340342310
Content-Transfer-Encoding: 7bit
References: <3523E5C3.4C78F95A@forestmeister.com>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Joseph Zorzin <redoak@forestmeister.com> wasn't it Thu, 02 Apr
1998 14:23:47 -0500 that you wrote:

>one made? Is there actually any serious programming still being done for
>the Atari? Is it still popular in Europe where I think more were sold.

Why do you think we need a newsgroup for the subject ?..... THINK!!

.

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

From 5226044402391583326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdd722ec69b4890c
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Passing a command-line through VT52
Date: 1998/04/02
Message-ID: <Eqs27A.E10@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 340391664
Sender: news@suse.modem.stud.uni-hannover.de
References: <890978441.27662.0.nnrp-06.9e98f145@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <890978441.27662.0.nnrp-06.9e98f145@news.demon.co.uk>,
dbolt@my-ste.demon.co.uk (David Bolt) writes:

> The question is how do I call a TTP, using VT52 to redirect the output to a
> window, without typing in the command-line at the dialog? At the moment I'm
> opening a window that covers the entire desktop, and using wind_update() to
> freeze screen output, just before PGP is called, and closing it after PGP
> quits.

Yuck ! ;-)

I'd probably Pexec() the TTP, but having redirected (using Fforce()) the
stdout channel to some file or pipe. This way, the TTP causes no screen
output in the first place, while the output is kept in that file or pipe,
and you can display it in a window by your own (internal to your program)
means. This is even compatible with SingleTOS.

Cheers Peter

PS.: From your other message I deduce the result is intented to be a PGP

tool for NEWSie, and hopefully other E-mail clients. This is great
stuff. If you need more help, just let me know.
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 3205957505393667997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f4f25257771f222
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: VA_START questions
Date: 1998/04/02
Message-ID: <Eqs2Br.E3F@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 340395806
Sender: news@suse.modem.stud.uni-hannover.de
References: <6ftnfp$ind@nntp02.primenet.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <6ftnfp$ind@nntp02.primenet.com>,
rojewski@primenet.com (John M Rojewski) writes:
> Q: To use the AV_SENDKEY message to send a keystroke to the AV Server,
> must a client first issue the AV_PROTOKOLL (and later the AV_EXIT)
> message?
>
> I am sending the AV_SENDKEY to the Application name returned by:
> env = getenv(AVSERVER);
> aes_id = appl_find (env);
> if (aes_id==-1) { /* no server */ return; }
>
> buffer[0] = AV_SENDKEY;
> buffer[x] = etc.
> appl_write(aes_id, 16, buffer);
>
> But nothing seems to happen on the desktop, etc. if I pass say a
> ctl-o (Open).

What do you need that for ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 6434666943428099920
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6001ced876a76609
X-Google-Attributes: gid1115ce,public
From: "Sven Persson" <sven.persson@mbox301.swipnet.se>
Subject: Re: Search for DOC and RTF file format decription
Date: 1998/04/03
Message-ID: <01bd5ecf$ef429000$214ef482@sven133>#1/1
X-Deja-AN: 340446140
References: <6g0t9apvv1@news4.isdnet.net>
Cache-Post-Path: nn1!s-263628@dialup78-1-33.swipnet.se
X-Complaints-To: news-abuse@swip.net
X-Trace: mn5.swip.net 891587519 8653 (None) 192.71.220.195
Organization: A customer of Tele2
Newsgroups: comp.sys.atari.programmer

Hi!

> I'm also thinking (not working, I'm too busy these months) about
> text generator modules for <BODY> and <TABLE>. Have you some
> suggestions for another modules ? or for the program itself ?

I haven't tried your prodram, but it sounds like a great idea to me!

Keep us posted! :)

/Peter Persson

From 2851589415192746151
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f930ecdb2d8bdf96,start
X-Google-Attributes: gid1115ce,public
From: jotego@teleco.upv.es (Jose Tejada Gomez)
Subject: I need information on GEM programming using C
Date: 1998/04/03
Message-ID: <6g23fu$q96@maia.cc.upv.es>#1/1
X-Deja-AN: 340458021
Organization: UPV
Newsgroups: comp.sys.atari.programmer

Hello,

I have the Lattice C compiler, Turbo C and another; but because they have

been downloaded from Internet I do not have any manuals. I need to make a program using Dialog Boxes, Menus, and all that GEM stuff. Can any one help me?

 Thanks in advanced, Jose (author of Grytra -Gryzor/Contra emulator)

jotego@teleco.upv.es

From 5620722142227486906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: TOS 1.09
Date: 1998/04/03
Message-ID: <352f2209.55488061@news.zetnet.co.uk>#1/1
X-Deja-AN: 340484177
Content-Transfer-Encoding: 7bit
References: <6fvs1tivm2@newshost.comnet.co.nz>
<6g0lmf$23l$1@peuplier.wanadoo.fr> <6g0tc3$2s7$1@plug.news.pipex.net>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! inorton_badrul@hotmail.com (Ian Norton) wasn't it 2 Apr 1998
20:44:51 GMT that you wrote:

>usage and the mother of all incompatibilities STOS are concerned,

What may I ask is STOS incompatible with ????

>Please correct me if i am wrong in any of this but it is what i

Your saying STOS is incompatable THATS WRONG....
.

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

From -885186988905420394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f930ecdb2d8bdf96
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: I need information on GEM programming using C

Date: 1998/04/03
Message-ID: <6g2hp1$ds2$1@laas.laas.fr>#1/1
X-Deja-AN: 340487615
Distribution: world
References: <6g23fu$q96@maia.cc.upv.es>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@REMOVE_THIS.laas.fr
Newsgroups: comp.sys.atari.programmer

In article <6g23fu$q96@maia.cc.upv.es>, jotego@teleco.upv.es (Jose Tejada Gomez) writes:
> I have the Lattice C compiler, Turbo C and another; but because they have
>been downloaded from Internet I do not have any manuals.

WHAT??????????
Lattice C at least is a commercial product. What you have done is completely ILLEGAL. I wonder where on the Internet you've got it.

Don't use pirated software.

Roland

From 8132680146916276216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public
From: "Arfa" <arfa@clara.net>
Subject: Re: TOS 1.09
Date: 1998/04/03
Message-ID: <6g2n1pctv1@eros.clara.net>#1/1
X-Deja-AN: 340500953
References: <6fvs1tivm2@newshost.comnet.co.nz>
<6g0lmf$23l$1@peuplier.wanadoo.fr> <6g0tc3$2s7$1@plug.news.pipex.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

>As far as I have found out over the years...
>
>TOS 1.02 is often mentioned as TOS 1.2

There was also an earlier version of TOS (disc-based as I remember) - TOS 1.0

>TOS 1.04 (Was in another dead ST i found) is sometimes confused with TOS 1.4

>TOS 1.4 is also called 'Rainbow TOS' as it has a multi coloured atari symbol in the desktop info bit.

Nope, they're the same thing (Rainbow TOS is actually called TOS 1.04)

>TOS 1.6 in in STEs and the last STFMs(the ones that has blitters) is sometimes confused with TOS 1.62

As fas as I know, TOS 1.6 was distributed in STEs only. It was designed to take advantage of the new hardware on an STE. I don't know if it can actually be used on an STFM? Besides, who would want to "upgrade" from 1.04 to 1.06?

>TOS 1.62 is in 99% of all STes

I wish it was in mine...

James Arthur
jaa@arfa.clara.net

From 3265662829193007972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public
From: "Arfa" <arfa@clara.net>
Subject: Re: TOS 1.09
Date: 1998/04/03
Message-ID: <6g2n79cuj1@eros.clara.net>#1/1
X-Deja-AN: 340500954
References: <6fvs1tivm2@newshost.comnet.co.nz>
<6g0lmf$23l$1@peuplier.wanadoo.fr> <6g0tc3$2s7$1@plug.news.pipex.net>
<352f2209.55488061@news.zetnet.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

>>usage and the mother of all incompatibilities STOS are concerned,
>
>What may I ask is STOS incompatible with ????
>
>>Please correct me if i am wrong in any of this but it is what i
>
>Your saying STOS is incompatable THATS WRONG....
>.

Leave it, Tony, It's not worth it :^)

I agree with you, though; but you must admit that it was when it first came out.

James Arthur
jaa@arfa.clara.net

From -5364637937845389338
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (DarkChyld)
Subject: Re: TOS 1.09
Date: 1998/04/03
Message-ID: <6g2vmm$e4u$2@news.campus.mci.net>#1/1
X-Deja-AN: 340530410
References: <6fvs1tivm2@newshost.comnet.co.nz>
<6g0lmf$23l$1@peuplier.wanadoo.fr> <6g0tc3$2s7$1@plug.news.pipex.net>
<6g2n1pctv1@eros.clara.net>
Organization: The DarkForce! BBS
Newsgroups: comp.sys.atari.programmer

On 3 Apr 1998 14:05:40 , "Arfa" wrote:
]-
]->As far as I have found out over the years...
]->
]->TOS 1.02 is often mentioned as TOS 1.2

  Yes, as TOS 1.4 is 1.04 as well. If I remember correctly, some bug caused some versions of TOS to be read this way... (somebody jump in here and explain this better!) ;-)

]-There was also an earlier version of TOS (disc-based as I remember) - TOS
]-1.0

  TOS was originally disk based, on the earliest ST's. Then the decision came to make it ROM based. TOS 1.0 wound up as a ROM OS as well...

]->TOS 1.04 (Was in another dead ST i found) is sometimes confused with TOS
]-1.4
]->TOS 1.4 is also called 'Rainbow TOS' as it has a multi coloured atari
]-symbol in the desktop info bit.
]-

]-
]-Nope, they're the same thing (Rainbow TOS is actually called TOS 1.04)

  Right, TOS 1.04, TOS 1.4, and Rainbow TOS are all the same thing.

]->TOS 1.6 in in STEs and the last STFMs(the ones that has blitters) is
]-sometimes confused with TOS 1.62

  Don't know why they would be confused, TOS 1.62 was a patch upgrade for
  1.6 to get rid of the medium res bug, AFAIR...

]-As fas as I know, TOS 1.6 was distributed in STEs only. It was designed to
]-take advantage of the new hardware on an STE. I don't know if it can
]-actually be used on an STFM? Besides, who would want to "upgrade" from 1.04
]-to 1.06?

  No, you can't use TOS 1.6 or 1.62 on an ST...(F or M) I tried, and the
  machine wouldn't even boot up...

]->TOS 1.62 is in 99% of all STes

  Not sure about that figure, but it was both TOS 1.60 and 1.62...

```
      ___________________________________________________________________
     /               /               /                 /               /\
    /    --T--      /   Sysop of The DarkForce! BBS   /     /\        / /
   /  -A T A R I-  /   Phone 1-606-886-9014 Today!   /  Dark><Chyld  / /
  /      --G--    /   The Fuji -still- Lives...!!   /       \/      / /
 /_______________/_______________/_________________/_______________/ /
 \___________________________________________________________________\/
```

From 4600746996031481013
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: TOS 1.09
Date: 1998/04/03
Message-ID: <3525f9a8.12798033@news.zetnet.co.uk>#1/1
X-Deja-AN: 340552088
Content-Transfer-Encoding: 7bit
References: <6fvs1tivm2@newshost.comnet.co.nz>
<6g0lmf$23l$1@peuplier.wanadoo.fr> <6g0tc3$2s7$1@plug.news.pipex.net>
<352f2209.55488061@news.zetnet.co.uk> <6g2n79cuj1@eros.clara.net>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! "Arfa" <arfa@clara.net> wasn't it Fri, 3 Apr 1998 14:08:36 +0100
that you wrote:

>>Your saying STOS is incompatable THATS WRONG....
>>.
>
>
>Leave it, Tony, It's not worth it :^)

Hold me back lads!.....:))

>I agree with you, though; but you must admit that it was when it first came
>out.

very much so....but as always I respond to whats posted..not what the
poster was maybe thinking :)

.

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

From 2700911845657486022
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public
From: inorton_badrul@hotmail.com (Ian Norton)
Subject: Re: TOS 1.09 /STOS
Date: 1998/04/03
Message-ID: <6g354b$kq9$1@plug.news.pipex.net>#1/1
X-Deja-AN: 340559083
References: <6fvs1tivm2@newshost.comnet.co.nz>
<6g0lmf$23l$1@peuplier.wanadoo.fr> <6g0tc3$2s7$1@plug.news.pipex.net>
<352f2209.55488061@news.zetnet.co.uk> <6g2n79cuj1@eros.clara.net>
<3525f9a8.12798033@news.zetnet.co.uk>
Organization: UUNet UK server (post doesn't reflect views of UUNet UK)
Newsgroups: comp.sys.atari.programmer

On 3 Apr 1998 16:38:01 , Tony Greenwood wrote:
>Hey! "Arfa" <arfa@clara.net> wasn't it Fri, 3 Apr 1998 14:08:36 +0100
>that you wrote:
>
>>>Your saying STOS is incompatable THATS WRONG....
>>>.
>>
>>
>>Leave it, Tony, It's not worth it :^)
>

>Hold me back lads!.....:))
>
>>I agree with you, though; but you must admit that it was when it first came
>>out.
>
>very much so....but as always I respond to whats posted..not what the
>poster was maybe thinking :)
>
>..
I didnt mean that STOS is bad because you have to use genfixer to get stuff to work on all
machines but it is one of it's few failings, I program in STOS too and have been luck with
the things that I have written for myself and my college mates but there is STOS stuff
about that never seem to work on either my STFM or My Falcon. STOS is an ideal programming
system if it wasn't i wouldn't use it,

:)

Ian Norton... (newt)

From -5934848121613674587
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ab506e9e339a78d
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Atari ST programming vs. PC programming
Date: 1998/04/03
Message-ID: <352514df.1998422@news.tmisnet.com>#1/1
X-Deja-AN: 340582319
Distribution: world
References: <3523E5C3.4C78F95A@forestmeister.com>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

On Thu, 02 Apr 1998 14:23:47 -0500, Joseph Zorzin
<redoak@forestmeister.com> wrote:

>BTW, the ST computer isn't being made anymore is it? When was the last
>one made? Is there actually any serious programming still being done for
>the Atari? Is it still popular in Europe where I think more were sold.

There are six known clones of Atari computers,
either announced or already in production. Check
out the list at http://www.tmisnet.com/~strads/hq/clones.html

-- George Crissman
-- strads@tmisnet.com

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -7385640026666176705
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: TOS 1.09 /STOS
Date: 1998/04/03
Message-ID: <35272fed.26692747@news.zetnet.co.uk>#1/1
X-Deja-AN: 340588297
Content-Transfer-Encoding: 7bit
References: <6fvs1tivm2@newshost.comnet.co.nz>
<6g0lmf$23l$1@peuplier.wanadoo.fr> <6g0tc3$2s7$1@plug.news.pipex.net>
<352f2209.55488061@news.zetnet.co.uk> <6g2n79cuj1@eros.clara.net>
<3525f9a8.12798033@news.zetnet.co.uk> <6g354b$kq9$1@plug.news.pipex.net>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! inorton_badrul@hotmail.com (Ian Norton) wasn't it 3 Apr 1998
17:09:31 GMT that you wrote:

>I didnt mean that STOS is bad because you have to
>use genfixer to get stuff to work on all

bollox..what are you talking about ?.... STOS written programs run on
everything from a standard st..through ste, megas, falcons and even TT

NO FIXING REQUIRED!!!! its 1998 not 1987

>machines but it is one of it's few failings, I program in STOS too

Then get yourself the latest compiler and stop telling everyone that
STOS need fixing...or that stos has a failing.... the correct saying
may be that programs written with OLDER stos compilers need fixing and
stuff written with older stos and compilers have failings.... but
please dont just make sweeping statements giving the impression that
we are still in the dark ages :)

>about that never seem to work on either my STFM or My Falcon. STOS

Thats because its old stuff.. you never mentioned old stuff did you?

>is an ideal programming

eeerm I know :)

>system if it wasn't i wouldn't use it,

I would humbly suggest checking on things STOS before telling a
worldwide public newsgroup something...You make somehting now and it
dont need fixing for anyone..... hey I know my stos :))

.

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

From -5129094444666082446
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ab506e9e339a78d
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Atari ST programming vs. PC programming
Date: 1998/04/03
Message-ID: <Eqtvrr.DA0@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 340706595
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <3523E5C3.4C78F95A@forestmeister.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <3523E5C3.4C78F95A@forestmeister.com>,
     Joseph Zorzin <redoak@forestmeister.com> writes:

> BTW, the ST computer isn't being made anymore is it?

Not ST, but compatible machines are still being built, and even completely
newly designed machines see the light of the day. This all is not by Atari
of course.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -6244935714632902892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Register optimization (w
Date: 1998/04/04
Message-ID: <Pine.OSF.3.95.980404090127.17586A-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 340761109
References: <351bfecf.525405@news.demon.co.uk> <6ftbja$ef1$1@laas.laas.fr>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 1 Apr 1998, Roland Prajoux wrote:

:
:One more opinion about negative subscripts.
:
: - A compiler has no way to know where a pointer points at, generally speaking.

It has, really! Try:

```
char array[42];char *p = array;

char foo(char *c){ *p;} /* returns first char of some array */

/* Now we can do:
*/
foo(array);
foo(p);

/* foo() will not know what kind of pointer it got
 * so that part of your argument is true
 * but if we try:
*/

++p; /* works */
++array; /* error */

/* Wow, the compiler actually knew that
 * an array is not a pointer :-)
*/
```

What then if foo() actually did something ?

```
char foo2(char *p2){--p2; return *p2;} /* returns previous char */
char foo3(char *p2){  return *(p2-1);} /* returns previous char */
```

```
char foo3(char *p3){  return  p2[-1];} /* returns previous char */
```

This might crash or return various amounts of junk depended on
what p2 actually points to. It is up to the programmer to stay
within limits :-(


```
    -o         Jens M Andreasen
    (| o-      Bastugatan 45, S 118 25 Stockholm
    -` |)      +46 8 669 81 71
       '-
  ---o---------jens-and@dsv.su.se-------------------c[]--C---
```


From -4166580436352313597
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Register optimization (w
Date: 1998/04/04
Message-ID: <Pine.OSF.3.95.980404092914.17586B-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 340761110
References: <351bfecf.525405@news.demon.co.uk> <6ftbja$ef1$1@laas.laas.fr>
<35225E3D.2726@mst.tn.utwente.nl>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 1 Apr 1998, Hans Wessels wrote:

```
:Example:
:{
:  char* pointer=(char*)0;
:  char k;
:  k=pointer[-1]; /* this will cause bombs on an ST */
:}
:
```

Yes, but the "-1" is not involved here. You can do:

```
k=pointer[0];
```

.. and that should crash an atari as well. That area of

memory is protected (both of them)


```
    -o         Jens M Andreasen
    (| o-      Bastugatan 45, S 118 25 Stockholm
    -` |)      +46 8 669 81 71
       '-
  ---o---------jens-and@dsv.su.se-------------------c[]--C---
```


From -7919560989015820363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6001ced876a76609
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Search for DOC and RTF file format decription
Date: 1998/04/04
Message-ID: <3525d959.2114868@news.tmisnet.com>#1/1
X-Deja-AN: 340763942
Distribution: world
References: <6g0t9apvv1@news4.isdnet.net>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

I've had a bit of experience with RTF, having written
a WinHelp file in pure RTF (using NOTEPAD.EXE, much to
the extreme horror of the rest of the development team).
Development looked daunting, especially since RTF is a
word-processing standard, but the task went rather easy.

The RTF language is much richer than HTML 3.2, directly
supporting non-scrolling regions at the top of the display,
audio, and video -- this may cause conversion problems.

However! Your gut instinct that RTF lends itself to the
hypertext concept is accurate, and with a bit of effort ...
make that a lot of effort ... you would have a very
useful (even marketable) program on your hands!

Go for it! And if you'd like to search the net for the
RTF language definition instead of subsidizing Micro$oft
Publishing House, may I humbly suggest my list of search
engines at http://www.tmisnet.com/~strads/search/index.html .

I'm especially fond of the Meta Searchers, such as Ask Jeeves
and Debriefing. Either is a quick, fast way to search the net.

-- George Crissman
-- strads@tmisnet.com

On 2 Apr 1998 20:43:22 GMT, pierre.tonthat@hol.fr (Pierre TONTHAT)
wrote:

>Hye all !
>
>I'm author of an HTML text editor called Joe (version 1.35). I need
>the Word+ and RTF file format description to translate automatically
>the DOC or RTF to HTML format when Joe is loading a text.
>
>Thanks for the help.
>
>You can download it at http://www.mygale.org/05/nef/
>
>I'm also thinking (not working, I'm too busy these months) about
>text generator modules for <BODY> and <TABLE>. Have you some
>suggestions for another modules ? or for the program itself ?
>
>Bye !
>
>Rajah Lone / Queen Meka
>
>
>
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 2463103506592767418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4d2678c43ad2c2e4,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,4d2678c43ad2c2e4,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,4d2678c43ad2c2e4,start
X-Google-Attributes: gid1115ce,public
From: Brond <brond@compuserve.com>
Subject: ATARI STuff 4 SALE (UK)
Date: 1998/04/04
Message-ID: <352585E6.D7858482@compuserve.com>#1/1
X-Deja-AN: 340790528
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here is some ST stuff I have for Sale.
Make me an offer.

HiSoft Lattice C 5.5 ST/STE/TT/Falcon All manuals, still boxed.

HiSoft Devpac 3 ST/STE/TT/Falcon All manuals, still boxed.

HiSoft Forth

Prospero Software Pascal

NeoDesk 3.04

Virus Killer v3.9

68000 Assembly Language Programming 2nd Edition (Osborne McGraw Hill)

Atari ST : The Concise Atari ST 68000 Programmers Reference Guide (V
Good)

Mail me

mailto:brond@compuserve.com

From 4369355891020533172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/04/04
Message-ID: <35260a13.553505@news.demon.co.uk>#1/1
X-Deja-AN: 340906465
Content-Transfer-Encoding: 7bit
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<EqJtI3.G5x@suse.modem.stud.uni-hannover.de> <3524d2c7.1747112@news.demon.co.uk>
<Eqq4At.D3r@suse.modem.stud.uni-hannover.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Wed, 1 Apr 1998 07:18:29 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <3524d2c7.1747112@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>

>>>This 'feature'
>>>makes Pure C's bit arrays useless if you got to match some externally
>>>defined structures (I had that trouble with various network protocol header
>>>definitions).
>>
>> Yeah, it does look like a bug - I wonder how it comes about. Does it
>> behave the same with signed integers?
>
>How do you mean ?

You used unsigned int bitfields in your structure example. I simply wondered if it was the same with those bitfields declared as signed int instead?

Mwc accepts both unsigned and signed for bitfields and the sign is taken into account. ie "int fred:1" when set to any non zero value returns a value of -1 whereas "uint fred:1" will return +1 when set to any non zero value. Although I almost always use "uint" myself I do have the impression that ANSI only allows "int". I could be wrong about this however. I just think I saw it somewhere.

>With 'normal' data types, I never found any similar inconsistency, So you
>can mix char, int and long mutually and with their unsigned counterparts;
>and what I've seen so far, an extra (unused) byte is inserted only when
>a 16 or 32 bit type follows a char that's at an even address.

Same with Mwc.

>I never looked at the situation involving float and double, since I
>rarely use them.

Ditto. I have no idea if alignment would take place in Mwc either. I could easily check but there's no point as we know each compiler uses its own floating point formats.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1714185742655094158
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22f481e29349bbcd
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: programmierung des Fa
Date: 1998/04/04
Message-ID: <35270e9f.1717319@news.demon.co.uk>#1/1
X-Deja-AN: 340906466

Content-Transfer-Encoding: 7bit
References: <dEHkVCAtxqI1Ewv9@thedruid.demon.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Wed, 1 Apr 1998 22:06:53 +0100,
johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk wrote:

>
>Hi,
>
> >> Not entirely true: MOVE SR,<ea> is a user mode instruction on the
> >> 68000, but requires supervisor mode on the 68030.
> >
> > Oops!
>
>Nightmare more like! Any other such oddities?

I don't think so. If you take into account the "Purist" design
philosophy applied to the 68000 (ie PC relative code is crippled
compared to the 6809) then that would explain why the above
instruction became a supervisor mode one - and would probably indicate
an oversight in the 68000 design rather than later cpu's. All imo of
course!

Simply enter superstate on the 68000 before the instruction and drop
back to userstate after and the problem is solved.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5940508836569945653
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/04/04
Message-ID: <352917fa.4112223@news.demon.co.uk>#1/1
X-Deja-AN: 340906467
Content-Transfer-Encoding: 7bit
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>

<351A8D49.2E9@mst.tn.utwente.nl> <351bfecf.525405@news.demon.co.uk>
<35225D67.1216@mst.tn.utwente.nl> <35249e38.3667794@news.demon.co.uk>
<35236252.610B@mst.tn.utwente.nl>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Thu, 02 Apr 1998 12:02:58 +0200, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>
>> Yes. It is imo, about the only time I can see a use for it (hence my
>> complete inability to see any use for structs being volatile by
>> default).
>
>A second use is to force coorrect behaviour when using the
>setjmp - longjmp functions. The C-standard is not quite clear
>on the use of these functions, esp. on what should happen to
>register variables.

I have never used, and can never see, any reason to make use of either
of these two functions in user code. If people want to jump in and out
of functions then they should program in Basic! ;-)

>Different behaviour is observed from
>different compilers.

Indicating perhaps that there are serious problems which wouldn't
exist if the functions themselves did not.

>Pure C and Dec C (for Alpha) restore
>register variables into their original state (saving the
>processor status). GCC and MVC don't. Using volatiles
>solves that problem.

There's nothing wrong with having such functions. I'm sure the
compiler vendors make very good use of them. There is also nothing
wrong with documenting them so that folks can make use of them for
enhancing their compilers but they should be left documented as
"internal" and left at that.

After all, the same effect can be obtained simply by linking in a
function written in assembler.

>> In effect I'd be happy to code this ...
>>
>> volatile int   *fred;
>> int   x;
>>

```
>> x = *fred;
>> x = x + x;
>> *fred = x;
>>
>> ... whereas I'd be worried about this ...
>>
>> *fred = *fred + *fred;
>
>Don't see a problem here. Maybe you are thinking too
>much in assembly here?
>    add.w   (a0),(a0)
>    add.w   (a0),(a0)
>But then also
>    move.w  (a0),d0
>    add.w   d0,d0
>    add.w   d0,d0
>    move.w  d0,(a0)
>Which makes no sense.
```

But it does. What if the reference to the address stored in a0 has a side effect like clearing some hardware status when written to? Your first bit of assembler clears this twice whereas the second bit only does it the once.

Similarly with reading - what if two items are mapped onto the same hardware address and it toggles between them. The first time you read it, it could be fred, the next time it could be some status value.

>Our are you troubled with fred changing between
>the two readouts?

It is certainly a concern although the above reason is more important.

```
>Then you will have to make the
>operation atomic, with functions like
>enter_critical_section();
>*fred=*fred+*fred;
>leave_critical_section();
```

Which at best makes volatile totally redundant (you might as well replace enter/leave_critical_section and *fred=*fred+*fred with process_fred()) and at worst has no different effect than that of the assembly above - ie possibly undefined.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2986364464555025729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdd722ec69b4890c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Passing a command-line through VT52
Date: 1998/04/04
Message-ID: <352a1890.4262178@news.demon.co.uk>#1/1
X-Deja-AN: 340906468
Content-Transfer-Encoding: 7bit
References: <351e06e8.2598756@news.demon.co.uk>
<891472202.16659.0.nnrp-04.9e98f145@news.demon.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Wed, 01 Apr 1998 23:10:02 GMT, dbolt@my-ste.demon.co.uk (David
bolt) wrote:

>On 1 Apr 1998 00:07:45 , Guy Harrison wrote:
>> On Fri, 27 Mar 1998 06:00:41 GMT, dbolt@my-ste.demon.co.uk (David
>> Bolt) wrote:
>>
>> >-----BEGIN PGP SIGNED MESSAGE-----
>> >
>> >Lets start at the beginning. I've written a PGP interface, sign and encrypt
>> >only, for NEWSie. The problem is PGP writes to the screen as a TOS program,
>> >and under a multitasking settup this corrupts the desktop. To get round
>> >this, I want to use VT52 to redirect the output to a window, while passing
>> >the command-line to PGP. The only trouble is VT52 takes the command-line as
>> >its own and displays a dialog to enter the command-line for PGP.
>> >
>> >The question is how do I call a TTP, using VT52 to redirect the output to a
>> >window, without typing in the command-line at the dialog? At the moment I'm
>> >opening a window that covers the entire desktop, and using wind_update() to
>> >freeze screen output, just before PGP is called, and closing it after PGP
>> >quits. While this works to an extent, forcing all the windows open to be
>> >redrawn, I'd like to use VT52 if possible.
>>
>> One of the options to MagiC's shel_write() is "isgr" (or "isgem")
>> which tells the system if the child process is a gem program or a tos
>> one. Set this to the correct value (zero or one) and you'll find the
>> vt52 window is invoked automatically just like you want.
>
>The trouble is I need to call vt52 as a child of my program and AFAIK using
>shel_write() would make it wait until my program has quit.

Hmm, I may have misunderstood. I assumed when you mentioned VT52 that
you were referring to the MagiC VT52 window in which case the above
would work - the text would appear in the vt52 application window, and

your process would carry on working in parallel but here it would
simply wait for the CH_EXIT message which MagiC sends your process
when the "child parallel process" terminates.

>This than causes
>a problem since I have to separate the message from the header before
>editing so PGP only signs/encrypts the message, and not the header. Once
>PGP has finished, the signed/encrypted output is then added to the end of
>the messager header and the resulting file is what Newsie uses as its temp.

Yes, the normal shel_write can only "chain" programs. If I have
misunderstood then you should use Pexec() and redirect the output as
Peter suggests.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1518454057761914632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ab506e9e339a78d
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Atari ST programming vs. PC programming
Date: 1998/04/04
Message-ID: <352b1b0b.4897592@news.demon.co.uk>
X-Deja-AN: 340906470
Content-Transfer-Encoding: 7bit
References: <3523E5C3.4C78F95A@forestmeister.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Thu, 02 Apr 1998 14:23:47 -0500, Joseph Zorzin
<redoak@forestmeister.com> wrote:

>I programmed with Laser C from about '87 to '94, then I bought a Pentium
>and only recently got any programmin tools- MS VC++ 5.0. Now I'm
>overwhelmed. So far, I'm just typing in some simple "C" stuff and seeing
>what happens, what sort of things are different at the elementary level-
>by elementary I mean non GUI stuff- and I now seem to have the hang of
>slapping together a simple DOS program.
>
>But now I'm getting ready to tackle Windows programming.

I've written one Windoze program atm. It is a port of an Atari program I wrote which is itself a Gem rewrite of the SPLITTER program. I don't know very much but as nobody else has replied yet I'll dive in with my tuppence worth ... ;-)

>On my Atari I
>wrote several programs for myself that use primarily dialogue boxes with
>lots of buttons.

Modern Atari programs are now expected to work within a window so that the multitasking operating systems now available will not "block".

>I didn't really have a need for drop down menus. So I
>want to get up to speed quick in Windows, at least for dialogue boxes.

I've only ever tried MVC 3 and thought it was a dog so went out and bought C++ Builder (BCB). I hope later versions of MVC are better. I could well be wrong but I don't think there is any Windoze equivilent of dialogue boxes. From what I've seen it all goes in a window - the nearest you get to a dialog box is to tell windoze to display the window modally.

>Is it going to be that much more difficult?

There's a lot code involved to make an Atari program run a dialog box in a window. It is not hard but long winded and thus subject to silly errors. From what (little) I bothered to look at in MVC3 it gave the impression of being at much the same level.

>Or easier?

Should be much easier on the PC. You should take a good look at the MFC library. Although BCB has it, I use Borland's own thing called the VCL (Visual Component Library). If they bear any resemblence to each other then the class library route is by far the best to take.

>Any
>recomendations of good books?

C++ for Dummies.

>I bought one book for Windows programming in the C++ language, but then
>of course I'll have to learn C++ first. I'd rather do the Windows
>programming in C and learn C++ later.

That's what I thought. I was wrong. Learn at least enough C++ to make use of the class libraries. You can write the rest of your stuff in C if you want. Here's why (but I'll have to talk about BCB) ...

It revolves around a resource editor. You drag visual components onto the forms (ie windows) you create. This is nothing more complex than designing how each window looks. Each element on the form has properties which you set much the same as an atari resource editor.

There the similarities stop:

Each visual component also has the ability to react to events or actions which might occur upon it and these are listed for each component. You simply click on the events you want that component to be able to handle - up pops the editor with the function template already written for you and you just type in some code for it.

Consider this. I have dragged my logo onto the main window, named it and want it to respond by opening another window when it is clicked upon. I click on the "single left mouse click" event and BCB generates this ...

```
void __fastcall TForm1::F0SwampDogClick(TObject *Sender)
{
}
```

... into which I type

```
 Form2->Show();
```

... because I want to open and display the "about this program" form. ie the whole thing is:

```
void __fastcall TForm1::F0SwampDogClick(TObject *Sender)
{
 Form2->Show();
}
```

Compare this with having to do it manually - waiting for a mouse click, finding which object it is over, constructing a window, positioning it, creating a handle, opening it, drawing (and redrawing) the contents, waiting for the window close message, closing it, deleting it and dealing with all the associated errors that can occur along the way - not to mention the zillion other messages flying around the system as well.

>I'd love to have an expert Atari C programmer write a tutorial that
>would compare programming the Atari vs. the PC for Windows.

I doubt this would ever happen. There is only one C++ compiler and it requires too much space for a lot of people to use. Additionally, folks have written different libraries which add all sorts of things to Gem, and Gem can be programmed in many languages. I still program Gem with a K&R C compiler!

>BTW, the ST computer isn't being made anymore is it?

Nope, but clones are and very much faster than the ST. Basically the situation is more geared toward machines compatible with the Atari operating system (or equivilents thereof). Thus you'll not only find dedicated "Tos" machines such as the Falcon, Hades etc, but also on the Mac (MagicMac), PC (MagicPC, PacifiST, TosWin) and even unix

(STonX).

>When was the last
>one made?

The clones still are.

>Is there actually any serious programming still being done for
>the Atari?

Very much so.

>Is it still popular in Europe where I think more were sold.

Yes.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7115064934597763196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f930ecdb2d8bdf96
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: I need information on GEM programming using C
Date: 1998/04/04
Message-ID: <352c2f78.10126390@news.demon.co.uk>#1/1
X-Deja-AN: 340906471
Content-Transfer-Encoding: 7bit
References: <6g23fu$q96@maia.cc.upv.es>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 3 Apr 1998 07:35:26 GMT, jotego@teleco.upv.es (Jose Tejada Gomez)
wrote:

>Hello,
>
> I have the Lattice C compiler, Turbo C and another; but because they have
>been downloaded from Internet I do not have any manuals.

Lattice C is still being sold so you shouldn't have been able to get
it off the internet. I assume you didn't know this or you wouldn't

have posted here.

You'll have to purchase a new or second hand copy (5.6 is the latest
iirc) for two reasons aside from the above:

1) You don't know it is all there or installed properly.
2) A compiler is useless without its manuals.

>I need to make a
>program using Dialog Boxes, Menus, and all that GEM stuff. Can any one help
>me?

This will be explained in the manuals. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4710196827596539152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,378387e89ed6e2ad,start
X-Google-Attributes: gid1115ce,public
From: Christian Andersson <faltrion@earthling.net>
Subject: Test Subject
Date: 1998/04/04
Message-ID: <FN_35263382_faltrion@news.alfaskop.net>#1/1
X-Deja-AN: 340937330
Organization: FireSTorm Atari Center
X-Url: http://www.alfaskop.net/~faltrion
Reply-To: Christian Andersson <faltrion@bigfoot.com>
Newsgroups: comp.sys.atari.programmer

OK, I need some helps, recently I have encountered an AES-Message sent to
FireNews (when I had installed Stewart (unregistered)) and I cannot find
anything that tells me what this message is....
The Message is 0x4d8f nad it is sent to FireNews after the Evaluation period
of 30 minutes (in Stewart) has gone.. ie after Stewart has turned itself off
(it is still active in memory though) IF I delete Stewart from memory this
message is not sent, so I guess it is Stewart that sends it to me..

Can anyone help me and tell me wht this message is, and what it does?

--
Christian Andersson FireSTorm Atari Center
MAIL: faltrion@bigfoot.com WWW: http://faltrion.home.ml.org
IRC : faltrion @ #Atari
Current Projects:

- FireNews: News-reader for STIK/STiNG/GlueSTiK
- Babel: News-Fetcher/Sender/Maintainer
- FireCall: Caller ID utility
- S.O.S (to be revealed in a couple of years :)

From 5387716968060647251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdd722ec69b4890c
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David bolt)
Subject: Re: Passing a command-line through VT52
Date: 1998/04/05
Message-ID: <891744134.18170.0.nnrp-02.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 340968945
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
References: <Eqs27A.E10@suse.modem.stud.uni-hannover.de>
Organization: I wish!!
Newsgroups: comp.sys.atari.programmer

On 2 Apr 1998 08:28:22 , Peter Rottengatter wrote:
> In article <890978441.27662.0.nnrp-06.9e98f145@news.demon.co.uk>,
> dbolt@my-ste.demon.co.uk (David Bolt) writes:
>
> > The question is how do I call a TTP, using VT52 to redirect the output to a
> > window, without typing in the command-line at the dialog? At the moment I'm
> > opening a window that covers the entire desktop, and using wind_update() to
> > freeze screen output, just before PGP is called, and closing it after PGP
> > quits.
>
> Yuck ! ;-)

I know. That was what I felt about it, but it was the only way I could think of that would ensure no updates while PGP was working, and that would make sure that windows would be redrawn, clearing up PGPs output.

> I'd probably Pexec() the TTP, but having redirected (using Fforce()) the
> stdout channel to some file or pipe. This way, the TTP causes no screen
> output in the first place, while the output is kept in that file or pipe,
> and you can display it in a window by your own (internal to your program)
> means. This is even compatible with SingleTOS.

The trouble with using Fforce() would be knowing when to input the password or phrase and, more importantly, re-enter it if it was misstyped. Apart from that, it would be the best idea.

There is a way of setting the password as an environment variable, but that then means it would be available to anyone who decided to have a good look. This then causes a security risk, as far as I'm concerned, and would be unacceptable.

>
>
> Cheers Peter
>
> PS.: From your other message I deduce the result is intented to be a PGP
>   tool for NEWSie, and hopefully other E-mail clients. This is great
>   stuff. If you need more help, just let me know.

That is the idea. It was a stop-gap measure since John was/is looking at
including PGP support directly. Any E-mail client that calls an external
editor would work with it.

At the moment I'm having to get it back to it's fully (or almost) debugged
position. I lost (sort of) the final version when my EZ-drive died. I'm
just lucky I had an earlier copy of the source on a floppy, so I don't have
to do a full re-write. Sort of taught me to keep a back-up.

Regards,
     David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, Magic 5.11, V.34
Atari 1040STE 4Mb

From -6755344084808123044
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Register optimization (w
Date: 1998/04/05
Message-ID: <Pine.OSF.3.95.980405083135.29324B-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 341008614
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<EqJtI3.G5x@suse.modem.stud.uni-hannover.de> <3524d2c7.1747112@news.demon.co.uk>
<Eqq4At.D3r@suse.modem.stud.uni-hannover.de> <35260a13.553505@news.demon.co.uk>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 4 Apr 1998, Guy Harrison wrote:

:Mwc accepts both unsigned and signed for bitfields and the sign is
:taken into account. ie "int fred:1" when set to any non zero value
:returns a value of -1 whereas "uint fred:1" will return +1 when set to

:any non zero value. Although I almost always use "uint" myself I do
:have the impression that ANSI only allows "int". I could be wrong
:about this however. I just think I saw it somewhere.
:

ANSI definately allows unsigned int in bitfields. I believe it is
recommended for single bits.

// Jens M Andreasen

From 6008203681816841155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,793ff454e87b89b3,start
X-Google-Attributes: gid1115ce,public
From: chrisc@zetnet.co.uk (Chris Crosskey)
Subject: New programmer seeking advice....
Date: 1998/04/05
Message-ID: <6g7tkr$3gf$2@irk.zetnet.co.uk>#1/1
X-Deja-AN: 341055525
Organization: Abingdon Synthesis Projects
Newsgroups: comp.sys.atari.programmer

Hi Folks,
I'm going to try to learn to program in Lattice C, purely for my own interest I
guess, but partly because I'm getting annoyed at how no modern synths have Atari
editors. What I want to do is program not editors themselves, but an editor
creator. Does this sound sane? If not, why not?.....maion problem is, apart from
a really basic Basic course at college ten years ago I haven't programmed
anything other than a TI58-C calculator at school (fifteen years ago)....are
there any books, example source-code for MIDI handling, tech-yourself guides
etc,

Mnay thanks for all help given

chrisc

From -8533199411804984757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdd722ec69b4890c
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David bolt)
Subject: Re: Passing a command-line through VT52
Date: 1998/04/05
Message-ID: <891807363.14357.0.nnrp-09.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 341144084
References: <352a1890.4262178@news.demon.co.uk>

X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 4 Apr 1998 21:13:09 , Guy Harrison wrote:

> >The trouble is I need to call vt52 as a child of my program and AFAIK using
> >shel_write() would make it wait until my program has quit.
>
> Hmm, I may have misunderstood. I assumed when you mentioned VT52 that
> you were referring to the MagiC VT52 window in which case the above
> would work - the text would appear in the vt52 application window, and
> your process would carry on working in parallel but here it would
> simply wait for the CH_EXIT message which MagiC sends your process
> when the "child parallel process" terminates.

That is what i would like to do, use the VT52 window I mean, but doing that excedes my knowledge ATM. I've been given a suggestion of using AV_START to do this, and maybe that would be the way to go. The thing is, I still can't see how I'd be able to pass the command-line to PGP.TTP, going through VT52. Once I can, it should be a small(ish) change to use VT52. Then all I've got to do is check if Magic is in use.

> >This than causes
> >a problem since I have to separate the message from the header before
> >editing so PGP only signs/encrypts the message, and not the header. Once
> >PGP has finished, the signed/encrypted output is then added to the end of
> >the messager header and the resulting file is what Newsie uses as its temp.
>
> Yes, the normal shel_write can only "chain" programs. If I have
> misunderstood then you should use Pexec() and redirect the output as
> Peter suggests.

The trouble is, I can't redirect the output. If I do and there's a typing error when entering the pass phrase/word, the user wouldn't know unless they tried again after 5 mins of nothing happening.

I'm looking at another method of passing the pass phrase/word via the command-line, and if it works, I can possibly remove PGPs display. That is, if the +force option and/or +verbose=0, turn off the output. I'll have to do a bit more checking, but that could be another way to go. I'm not too happy, since I'd then need to add another line to the dialog for the pass phrase/word to be entered into, and since I'm using form_do(), I can't hide it from view.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQBVAgUBNSejDleKRkq5A+OlAQHK/wH9HjyxKMptERntooMBAnzVaxendjT2kxXn
zgW+4oN8P0qGX6PDyEQqz5mslUOq+a/9Vk0sxy4M43WqWul8gql2xw==
=PigN
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, Magic 5.11, V.34
Atari 1040STE 4Mb

From -2190037827198041561
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,68daba9620f912eb,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,68daba9620f912eb,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,68daba9620f912eb,start
X-Google-Attributes: gid109a67,public
From: gerard biever <gerard.biever@ci.educ.lu>
Subject: Mega STe 4 TOS
Date: 1998/04/05
Message-ID: <3527E647.DF722533@ci.educ.lu>#1/1
X-Deja-AN: 341153522
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I need to contact an user of a MEGA STE 4 with german keyboard, or even
better with an french/suisse keyboard (clavier franco/suisse =
qwertzuiop ►►, ►►, ►►, ►).

I need help on the TOS of this computer.
Even if you are only an owner with no special tos experience please
contact me at:
gerard.biever@ci.educ.lu

Thanks

From 7565382871441620478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1eebf9c546988b15,start
X-Google-Attributes: gid1115ce,public
From: "Chris Swinson - MEGA Disczine" <mega01@globalnet.co.uk>

Subject: --> MEGA DISCZINE issue 2 now avaliable <--
Date: 1998/04/05
Message-ID: <6g8rqq$l3q$1@heliodor.xara.net>#1/1
X-Deja-AN: 341158130
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Greatings all ATARI lovers.

Mega Disczine Issue 2 is now out, If you missed issue 1 then goto my site and download it from there.

www.users.globalnet.co.uk/~mega01/

Issue 2 is on 2 discs and has over 200 articles covering just about everything we can think of. There should be something there for everyone.

If you would liked to be mailed issue 2 then send you E-mail address and request it. I will then Mail it to you. Or you can wait until it is uploaded onto my site.

Mail me at. mega01@globalnet.co.uk   Now for issue 2.

Chris Swinson.

From 4236799377786431868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fd4c9,73f50063644e3b6d,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,73f50063644e3b6d,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,73f50063644e3b6d,start
X-Google-Attributes: gid109a67,public
From: "Horea Pascu" <hpascu@netsoft.ro>
Subject: PC to Atari file transfer!!!
Date: 1998/04/05
Message-ID: <01bd60d1$c3a454c0$LocalHost@vigor-c200>#1/1
X-Deja-AN: 341158131
Organization: Taide Net
Newsgroups: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

I need to transfer my PC midi files to a friend's of mine Atari. Do you know how can I do it as long as the Atari does not read DOS formatted floppy-disks?
Reply here or mail me at hpascu@netsoft.ro

--
HoReA

From -1681979327698693662
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,81905411013ff8c8,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,81905411013ff8c8,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,81905411013ff8c8,start
X-Google-Attributes: gid109a67,public
From: gerard biever <gerard.biever@ci.educ.lu>
Subject: txt-file transfer ste-PC
Date: 1998/04/05
Message-ID: <3527EE99.C52CC0F1@ci.educ.lu>#1/1
X-Deja-AN: 341162518
Content-Transfer-Encoding: 8bit
Mime-Version: 1.0
Reply-To: gerard.biever@pop2.lu
Content-Type: text/plain; charset=iso-8859-1
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Trying to tramsfer my Atari-txt-files to a PC for laser printout I lost
several characters.

My ATARI is an MEGA STE 4 with french keyboard, the PC has French/swiss
keyboard. The changed characters are special french characters only like
they are replaced by other ones.

Hope that somebody has an idea how to get the right characters or to
transcript the atari txt files.

Thanks
g rard biever
gerard.biever@ci.educ.lu

From 4623930524824382940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,73f50063644e3b6d
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: PC to Atari file transfer!!!
Date: 1998/04/05
Message-ID: <3527f598.4489044@news.zetnet.co.uk>#1/1
X-Deja-AN: 341162519
Content-Transfer-Encoding: 7bit
References: <01bd60d1$c3a454c0$LocalHost@vigor-c200>

Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! "Horea Pascu" <hpascu@netsoft.ro> wasn't it 5 Apr 1998 20:31:40
GMT that you wrote:

>I need to transfer my PC midi files to a friend's of mine Atari. Do you
>know how can I do it as long as the Atari does not read DOS formatted

as long as atari doesnt read dos disks then you cant..

BUT the fact that an ATARI does read a disk formatted on a PC then
there shouldnt be a problem.. perhaps you should check before telling
everyone it can't ? :)

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

From -3736854782080033073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22f481e29349bbcd
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: programmierung des Fa
Date: 1998/04/05
Message-ID: <EqyI5A.CIr@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 341227872
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <dEHkVCAtxqI1Ewv9@thedruid.demon.co.uk>
<35270e9f.1717319@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35270e9f.1717319@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

>> >> Not entirely true: MOVE SR,<ea> is a user mode instruction on the
>> >> 68000, but requires supervisor mode on the 68030.
>>
>>Nightmare more like! Any other such oddities?
>

> I don't think so. If you take into account the "Purist" design
> philosophy applied to the 68000 (ie PC relative code is crippled
> compared to the 6809) then that would explain why the above
> instruction became a supervisor mode one - and would probably indicate
> an oversight in the 68000 design rather than later cpu's. All imo of
> course!

It's absolutely stupid IMHO. Sure writing to SR must be priviledged, but
what the heck, no application can do any harm by reading SR. What do you
do in a situation where you don't know if you run in Super mode oder
User mode ? Calling Supexec() wastes a lot of time if already in Super
mode, and also cannot be used in all circumstances. Also, it's stupid,
if all you wanted to find out is if you run in Super mode ...

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 8971468582468787361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Register optimization (w
Date: 1998/04/05
Message-ID: <EqyHxr.CI5@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 341227873
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<EqJtI3.G5x@suse.modem.stud.uni-hannover.de> <3524d2c7.1747112@news.demon.co.uk>
<Eqq4At.D3r@suse.modem.stud.uni-hannover.de> <35260a13.553505@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <35260a13.553505@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>> Yeah, it does look like a bug - I wonder how it comes about. Does it
>>> behave the same with signed integers?
>>
>>How do you mean ?

>
> You used unsigned int bitfields in your structure example. I simply
> wondered if it was the same with those bitfields declared as signed
> int instead?
>
> Mwc accepts both unsigned and signed for bitfields and the sign is
> taken into account.

IIRC this is not according to the C standard. IMHO it also does not make
any sense. A bit is unsigned by definition; a signed one would mean the
one bit is taken as the sign, and zero bits for the absolute. That's silly
isn't it ?

I don't quite know about ANSI C though.

> Mwc accepts both unsigned and signed for bitfields and the sign is
> taken into account. ie "int fred:1" when set to any non zero value

The compiler should not accept this, as a bitfield is not an "int". Note
a bitfield is declared by

```
   unsigned  fred : 1
```

and not

```
   unsigned int  fred : 1
```

> have the impression that ANSI only allows "int". I could be wrong

ANSI must allow unsigned, as that was the original version also described in
K&R. However I don't really know about signed.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From 3310006945854045234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f930ecdb2d8bdf96
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: I need information on GEM programming using C
Date: 1998/04/05
Message-ID: <EqyI96.CKw@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 341227874

X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6g23fu$q96@maia.cc.upv.es> <6g2hp1$ds2$1@laas.laas.fr>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6g2hp1$ds2$1@laas.laas.fr>,
prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:
> In article <6g23fu$q96@maia.cc.upv.es>, jotego@teleco.upv.es (Jose Tejada Gomez) writes:
>> I have the Lattice C compiler, Turbo C and another; but because they have
>>been downloaded from Internet I do not have any manuals.
>
> WHAT??????????
> Lattice C at least is a commercial product. What you have done is completely
> ILLEGAL. I wonder where on the Internet you've got it.

For Turbo-C it's illegal as well.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -9010870712874562356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,378387e89ed6e2ad
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Test Subject
Date: 1998/04/05
Message-ID: <EqyIG0.Cn0@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 341227875
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <FN_35263382_faltrion@news.alfaskop.net>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <FN_35263382_faltrion@news.alfaskop.net>,

Christian Andersson <faltrion@earthling.net> writes:
> OK, I need some helps, recently I have encountered an AES-Message sent to
> FireNews (when I had installed Stewart (unregistered)) and I cannot find
> anything that tells me what this message is....
> The Message is 0x4d8f nad it is sent to FireNews after the Evaluation period
> of 30 minutes (in Stewart) has gone.. ie after Stewart has turned itself off
> (it is still active in memory though) IF I delete Stewart from memory this
> message is not sent, so I guess it is Stewart that sends it to me..
>
> Can anyone help me and tell me wht this message is, and what it does?

I would just ignore it. That's the proper reaction anyway. With newer
software, you may receive more unknown AES messages. If you don't know
them, ignore them.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 7548937086323195700
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5437b346cd4661a5
X-Google-Attributes: gid1115ce,public

From: bales@hol.REMOVE.THIS.fr (Nicholas Bales)
Subject: Re: TOS 1.09
Date: 1998/04/06

Message-ID: <MPG.f92a622d4cccb09896d3@gazette.stortek.com>#1/1
X-Deja-AN: 341285269
References: <6fvs1tivm2@newshost.comnet.co.nz>
<6g0lmf$23l$1@peuplier.wanadoo.fr> <6g0tc3$2s7$1@plug.news.pipex.net>

Organization: probably something cool
Newsgroups: comp.sys.atari.programmer

On 2 Apr 1998 20:44:51 GMT, for some strange reason Ian Norton
(inorton_badrul@hotmail.com) wrote this...

> TOS 1.02 is often mentioned as TOS 1.2
> TOS 1.04 (Was in another dead ST i found) is sometimes confused with TOS 1.4

aren't they the same ???

> TOS 1.4 is also called 'Rainbow TOS' as it has a multi coloured atari symbol in
the desktop info bit.
> TOS 1.6 in in STEs and the last STFMs(the ones that has blitters) is sometimes
confused with TOS 1.62

I always understood that 1.6 didn't work in STFMs (did any STFMs really have blitters ?), because it was STE only, you know the DMA sound, blitter, and hardware scrolling stuff.

> TOS 1.62 is in 99% of all STes

So where does this 1.09 fit ?

>
> Please correct me if i am wrong in any of this but it is what i have learned after doing atari stuff (not on www)
> for the last 6/7 years.

According the

"Little Guide to TOS Revisions, version 1.0" written by John Townsend from Atari Corporation, there are:

ROM TOS (1.00)
MEGA TOS (1.02) with blitter support
RAINBOW TOS (1.04) blitter, GEM autorun, foldrxxx patch.
STE TOS (1.06) supports STE hardware
STE TOS rev 2 (1.62) fixes bugs in the above.
Mega STE TOS (2.05)

This text file ends here as far as ST TOSses go.

Note that there is no mention of TOS 1.09. I suspect that some test programs did not interpret correctly the TOS rev number, thus the confusion.

This document is available at
ftp://ftp.cs.tu-berlin.de/pub/atari/Doc/tosguide.lzh

>
> i hear that TOS 2.06 supports 12Mb of RAM, is this true?
>

I think it's 14Mb, but only if the MMU is able to address that much memory, which doesn't seem to be the case on any ST/STE machines.

--
   ||| Nicholas Bales, Toulouse, France   bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
  / | \   http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

From 543215040358486312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f930ecdb2d8bdf96

X-Google-Attributes: gid1115ce,public
From: jotego@teleco.upv.es (Jose Tejada Gomez)
Subject: Re: I need information on GEM programming using C
Date: 1998/04/06
Message-ID: <6ga54u$f8s@maia.cc.upv.es>#1/1
X-Deja-AN: 341294301
References: <6g23fu$q96@maia.cc.upv.es> <352c2f78.10126390@news.demon.co.uk>
Organization: UPV
Newsgroups: comp.sys.atari.programmer

Sorry, I thought it was not in the stores yet; at least in my country it is not. By the way, I am making charity with the old Atari STe making any program for it; you should be glad to see that someone still code for it (I always can use my brilliant new -and original- Visual C++ 5.0)

Thanks for nothing, Josephus.

P.D.: I will delete the Lattice C file.

From 754869568119079748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f302a282ed66ebf2,start
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: ARKUS
Date: 1998/03/26
Message-ID: <6fdlei$hl3$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 337886993
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

Does anyone know the latest state of the ARKUS font manager for the ST?

The last demo version I have obtained is v1.16 but I cannot find anything later from Christian Lehmann, the author.

Anyone know if he produced later versions?

... his e-mail address?

... does he still accept registrations (am Roten Hang, Kronberg)?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -4594484025540611480
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d61d71fec4e8b54a,start
X-Google-Attributes: gid1115ce,public
From: "Phil Costantinou" <pcostantinou@icthomasson.com>
Subject: trackball for sale
Date: 1998/03/26
Message-ID: <01bd58d7$bbc673c0$059c41cf@pconstantinou.isdn.net>#1/1
X-Deja-AN: 337940350
Newsgroups: comp.sys.atari.programmer

I've got an Atari CX22 trackball for sale (with original box and
documentation). Reasonable.
If anyone is interested, please reply or call me at below phone number.

Phil Costantinou
(615) 383-6821

From -1852928099077978460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Register optimization (w
Date: 1998/03/26
Message-ID: <351A8D49.2E9@mst.tn.utwente.nl>#1/1
X-Deja-AN: 337951075
Content-Transfer-Encoding: 7bit
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
>
<big snip>

Hi Guy, I agree with your reasoning. This real hard stuff
and multiple interpretations are possible.

> In any case, I'm (almost) certain that a negative array subscript is
> illegal. Again, I know we all use it but that isn't the issue.

I am very sure that a negative subscript is not illegal. Accessing memory outside arrayboundaries is however. I am not sure how these rules apply to structures. The best course in these situations is to play it save if you want to be portable. Jens M Andreasen <jens-and@dsv.su.se> has found a good and 100% portable solution.

> I don't have the book so I hope you've got it right. I'm only going on
> what you said are the rules!

If you can get a copy of the book do it! I think it's one of the best books about C.

> I'm not saying you are wrong. It's simply that I see more
> disadvantages to them being volatile than not.

I never have seen a C compiler that treats structures as nonvolatile. Even the very optimizing DEC Alpha C compilers do. And on Alpha's the are lot's of registers to hold structures. But then again, this says nothing about it being illegal.

Bye, Hans

From -4721742262118441814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50d94758f5c42894
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Register optimization
Date: 1998/03/26
Message-ID: <85a_9803301715@conchbbs.com>#1/1
X-Deja-AN: 339281635
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: jens-and@dsv.su.se
Newsgroups: comp.sys.atari.programmer

j > Now your pascal.str[-1] hack will work.

I wasn't trying to get it to work. I was testing the compiler.

(Normally I just use a char array and cast the first byte as unsigned when I read it.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|

| Standard disclaimer: The views of this user are strictly his own.

From 4482972979990872866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdd722ec69b4890c,start
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Passing a command-line through VT52
Date: 1998/03/27
Message-ID: <890978441.27662.0.nnrp-06.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 338163860
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
Organization: home
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

Lets start at the beginning. I've written a PGP interface, sign and encrypt only, for NEWSie. The problem is PGP writes to the screen as a TOS program, and under a multitasking settup this corrupts the desktop. To get round this, I want to use VT52 to redirect the output to a window, while passing the command-line to PGP. The only trouble is VT52 takes the command-line as its own and displays a dialog to enter the command-line for PGP.

The question is how do I call a TTP, using VT52 to redirect the output to a window, without typing in the command-line at the dialog? At the moment I'm opening a window that covers the entire desktop, and using wind_update() to freeze screen output, just before PGP is called, and closing it after PGP quits. While this works to an extent, forcing all the windows open to be redrawn, I'd like to use VT52 if possible.

Thanks in advance,

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQCVAgUBNRqwxDs8KHmsLG/JAQHDDQQArThtfdiz1w09+Zg1yUOq8HaIz2bnyPkA
5uO4ks71fpwjy8WQGZUHtmD8eswddkjEh7yaxnXY4G1IWiXu4bFujNxcQDCCqijw
4vXA5H51QB5SDv+ggivDnRDbgUQLEQTSulsctX0w6gIZRum+CHy03Yyk+RIECkHc
mmv/zUT2rjY=
=fM78
-----END PGP SIGNATURE-----

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk

--
/**********\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
**********/

From -7555580650607167423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22f481e29349bbcd
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: programmierung des Fa
Date: 1998/03/27
Message-ID: <351ace2f.3020863@news.demon.co.uk>#1/1
X-Deja-AN: 338163861
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <d3c_9803251213@conchbbs.com>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 25 Mar 98 09:58:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

>g > From a programming point of view, not much if each cpu is
>g > programmed in 'user' mode - the 68030 understands all the
>g > instructions the 68000 does so 68000 docs will do fine to
>g > start with.
>
>Not entirely true: MOVE SR,<ea> is a user mode instruction on the
>68000, but requires supervisor mode on the 68030.

Oops!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8457073979006163584
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39cfe1ac2198ade5
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ACSpro
Date: 1998/03/27
Message-ID: <351bcf37.3284152@news.demon.co.uk>#1/1
X-Deja-AN: 338163862
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <6f96ovioh1@news.zeelandnet.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 24 Mar 1998 20:58:07 GMT, mars@zeelandnet.nl (Marcel van Sabben)
wrote:

>I am writing a program using ACSpro and Pure Pascal.
>I created a window with menu and toolbar. The problem is how
>to create objects in the workspace of the window when the
>program is running, like an object oriented drawing program.
>The ACS example programs don't do what I want and the
>manual only shows the different types and routines withouth
>example.
>Are there more people who use ACSpro?

Doesn't look like there are any here. I don't even know what ACS does
myself. If you can explain a little then perhaps we can help.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6513352998674351845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/03/27
Message-ID: <351ccfae.3403964@news.demon.co.uk>#1/1
X-Deja-AN: 338163863
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl>
<Pine.OSF.3.95.980325220108.14294C-100000@tellus.dsv.su.se>
Content-Type: text/plain; charset=us-ascii

Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 25 Mar 1998 22:10:17 +0100, Jens M Andreasen
<jens-and@dsv.su.se> wrote:

```
>
>
>
>:> >struct {
>:> >    unsigned char len;
>:> >    char str[255];
>:> > } pascal;
>:> >
>:> >    pascal.len = 4;
>:> >    pascal.str[-1] = 3;
>:> >    if(pascal.len != (unsigned) pascal.str[-1]) abort();
>
>Try this:
>
>struct {
>  unsigned char len [256]
>  char *str
>}
>/* init */
>
>str = (char*) &(len[1])
>...
>
>Now your pascal.str[-1] hack will work.
```

That's a neat way round it. :-)

The real question is though - is the use of a negative array subscript
technically legal or not?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3001833157385669428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Icons in menus?

Date: 1998/03/27
Message-ID: <351dd0c9.3686520@news.demon.co.uk>#1/1
X-Deja-AN: 338163864
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <35117ece.19629736@news.demon.co.uk>
<890369097.27600.1.nnrp-05.9e98f145@news.demon.co.uk>
<351cebab.207268@news.demon.co.uk> <6fbmq4$6iu@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 25 Mar 1998 19:44:04 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: Tbh, I liked BBC Basic. It was way ahead of the others at the time,
>: the best bit being local variables.
>
><off topic mode>
>
>Yeah, BBC Basic was great! Could do functions, procedures, local vars,
>inline assembly, the lot... (of course GfA can too...) Just a pity about the
>"editor" though. The "COPY" key wasn't the best editing mechanism
>conceivable. Lots better than eg. the C64 method though..

Or a ZX81 - use a hammer and a nail just to press a key! ;-)

></off topic mode>
>
>Did you know that there's a BBC OS "emulator" for the Atari?
>It's pretty crap, but it does work :-)

<still off topic>

There were a couple iirc. One was awful but the other seemed to do
Basic reasonably enough.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 62796296178189190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcb6966ebb615594,start
X-Google-Attributes: gid1115ce,public

From: gmiller@inca.co.nz (Gaven Miller)
Subject: Atari DLLs
Date: 1998/03/27
Message-ID: <6ffi3vcfo1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 338173950
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Just an update on my Toolbox DLL engine:

Since my last post regarding my DLL-like engine for the ST family, I've been busy ironing out the few bugs that surfaced shortly after I announced it in c.s.a.p

It still requires a 68000 (or better) based computer.

The TRAP based interface is now leaner, faster and more reliable. (The direct-call interface [ie not via the TRAP interface] is still there)

It now consumes slightly less RAM.

It now supports two types of loadables - system and user libraries. System libs are intended to extend the system (ie 3D interface elements on older TOS versions, joystick control etc) or patch holes in it. User libs are intended to be modules within software or system-wide utilities (graphics converters, archivers) that can be called by the foreground apps.

I've started work on a user and a programmer manual.

The header files are designed for Lattice C using 32-bit integers, but should be easily modifiable for systems with 16-bit integers..

(My ISP has been having problems with its news server over the last few weeks, and has switched from its local Auckland NNTP server to its Wellington based one [650 kilometres/400 miles away]. It appears to be working OK now)

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From -5375904477239597896
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public

From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Register optimization (w
Date: 1998/03/27
Message-ID: <Pine.OSF.3.95.980327075731.15767B-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 338180287
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl>
<Pine.OSF.3.95.980325220108.14294C-100000@tellus.dsv.su.se>
<351ccfae.3403964@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Newsgroups: comp.sys.atari.programmer

:
:The real question is though - is the use of a negative array subscript
:technically legal or not?
:
:
:--
:guy@swampdog.demon.co.uk
:http://www.swampdog.demon.co.uk

Negative arraysubscripts are not legal, but then again, where does the
array start?

```
char array[42]
char *p= array+1;

p[-1]; /* Welldefined and legal  */
p[-2]; /* Braindead, illegal, might crash */

++p;

p[-2] /* Yes, legal, points to *array (array[0]) */
```

It is not p that is the object, it is "array[]", so we must stay
within the limits of "array[]".


```
     -o        Jens M Andreasen
     (|  o-    Bastugatan 45, S 118 25 Stockholm
     -` (|     +46 8 669 81 71
        '-
  ---o---------jens-and@dsv.su.se---------------------c[]--C---
```

From 168253286924264646
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,30cff87cadd2920e
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Re: Testing the water
Date: 1998/03/27
Message-ID: <EqH6x8.7J2@uia.ua.ac.be>#1/1
X-Deja-AN: 338223441
Sender: news@uia.ua.ac.be (News database)
X-Nntp-Posting-Host: hsins.uia.ac.be
References: <35180AD1.ABAFCA17@asdf.org> <01bd580e$aa00af80$afa4f482@sven133>
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer

Sven Persson (sven.persson@mbox301.swipnet.se) wrote:
: > How 'alive' is the Falcon, how many _active_ coders of both real
: > utilities and demos are there? I inquire because I've just bought one,
: > and am interested in using the DSP and possibly doing some composing.
:
: Coding and composing. Yep, that's me :)
:
: > Can people give me a lovely warm feeling, an mail me to tell me what
: > kinds of stuff they write, and what tools they use?
:
: Working on a software synthersizer with _great_ filters :)

 Groovy ! Something like Rebirth then ?
 What kind of filters ? [or is this still top-secret?]

 Greetz,

```
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-----------------------------------------------------------------+
```
--
Septimus' quote for today :

"Gonzo   : - It's just a question of mind over matter.
 Old man : - That's right : you don't mind and we don't matter !"
   - 'The Muppet Show'

From 8466255396155315652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eac0abfc3d3e2b0a,start
X-Google-Attributes: gid1115ce,public
From: inorton_badrul@hotmail.com (Ian Norton)
Subject: STOS Falcon Help

Date: 1998/03/28
Message-ID: <6fjm15$q8k$3@plug.news.pipex.net>#1/1
X-Deja-AN: 338650111
Organization: UUNet UK server (post doesn't reflect views of UUNet UK)
Newsgroups: comp.sys.atari.programmer

hello...

I have Anthony Jacques Falcon Extension, how can i make use of the falcon's screen modes without ending up with rubbish on screen! I have read to docs and sotr of understand, can someone write me a subrouting to demonstrate this

greatfully

Newt

inorton_badrul@hotmail.com

--eof--

From -2594776613449057955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Register optimization (w
Date: 1998/03/28
Message-ID: <EqJtI3.G5x@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 338722212
Sender: news@suse.modem.stud.uni-hannover.de
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk> <351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <3521f5ef.2835096@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

> So far ...
>
> struct {
> int16 a;
> int16 b;
> }
>

> 'b' must have a greater address than 'a'. Fine, but so far we have
> nothing that prevents the compiler assigning 'a' a zero offset and 'b'
> an offset of 3024. It would be a very stupid compiler but nevertheless
> possible.

It should be pointed out that Pure C does a similar thing in an inconsistent way. I consider it a bug in the code that handles bit arrays, although strictly speaking (i.e. the C definition) it's not. Define a structure

```
struct {
   unsigned test1 : 4;
   unsigned test2 : 4;
   unsigned test3 : 8;
 } sample1;
```

and you'll find that sizeof(sample1) is 2, while sizeof(sample2) with

```
struct {
   unsigned test1 : 5;
   unsigned test2 : 3;
   unsigned test3 : 8;
 } sample2;
```

yields 3, because Pure C puts each part in it's own byte here. This 'feature' makes Pure C's bit arrays useless if you got to match some externally defined structures (I had that trouble with various network protocol header definitions).

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From 8552008444896602995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e564cf2a1f3ee7e,start
X-Google-Attributes: gid1115ce,public

From: strads@tmisnet.com (George Crissman)
Subject: Making GEM Easier....
Date: 1998/03/29

Message-ID: <351deb09.845925@news.tmisnet.com>#1/1
X-Deja-AN: 338761770

Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

Haven't you ever wanted a new GEM command to

make programming easier, such as evnt_joypad(),
or evnt_mediach() ? How about a built-in ximg
compression/decompression command?

If so ... send your suggestion to Wizztronics!
They're developing an Atari Clone computer, and
they've asked for public input to make it better.

I've been having fun sending suggested AES calls
I'd like to see (that's them up in the first
paragraph), knowing they'd make application programming
much easier and productive for me.

Visit their web site at http://www.wizztronics.com
to see what's going on, then email your suggestions
to toscompinfo@wizztronics.com going into as much
details as you see fit.

If you've ever wanted to influence the development of
a "new and improved" computer, nows your chance!

-- George Crissman
-- strads@tmisnet.com

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 3044393441635688001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22ecdd4ea9f8ec2c
X-Google-Attributes: gid1115ce,public
From: "Kelsey McClanahan" <mcclanahan@isat.com>
Subject: Re: M.A.M.E.
Date: 1998/03/29
Message-ID: <6fl6di$512$1@nnrp1.snfc21.pbi.net>#1/1
X-Deja-AN: 338784118
Content-Transfer-Encoding: 7bit
References: <32400_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<noSPAMdwilga-1703981000460001@wilga.mtholyoke.edu>
Content-Type: text/plain; charset="ISO-8859-1"
Organization: Pacific Bell Internet Services
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>
> About a year ago, I got a version of MAME working on the TT, but it was
> too slow to be playable. I even went so far as to write my own
> direct-to-screen routines, but I was only able to get it to draw 10 frames

> per second, at most.
>

Did you test with multiple games? I've found that some games emulate faster than others. For example, Space Invaders runs about the fastest and usually plays on the slowest PC's and Macs. Another game that doesn't require too much overhead is Asteroids. Basically, many of the old original arcade classics (B&W w/ simple graphics) will run smoothly on older machines...

---> Kelsey McClanahan

From 7856560746415562542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcb6966ebb615594
X-Google-Attributes: gid1115ce,public
From: david RENE-LOISEAU <david.reneloiseau@hol.fr>
Subject: Re: Atari DLLs
Date: 1998/03/29
Message-ID: <351E7675.8CC0E8D3@hol.fr>#1/1
X-Deja-AN: 338854090
References: <6ffi3vcfo1@newshost.comnet.co.nz>
Content-Type: multipart/mixed; boundary="----------FA4E0C4E58273D0EBCD97860"
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.
----------FA4E0C4E58273D0EBCD97860
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

where can I find, the archive of the toolbox???

----------FA4E0C4E58273D0EBCD97860
Content-Type: text/x-vcard; charset=us-ascii; name="vcard.vcf"
Content-Transfer-Encoding: 7bit
Content-Description: Card for david RENE-LOISEAU
Content-Disposition: attachment; filename="vcard.vcf"

begin: vcard
fn: david RENE-LOISEAU
n: RENE-LOISEAU;david
email;internet: david.reneloiseau@hol.fr
title: chief programmer of Studio Son
note: Realization: Studio Son, MediaListe, Diderot, Chrysalide
x-mozilla-cpt: ;0
x-mozilla-html: TRUE
version: 2.1
end: vcard

----------FA4E0C4E58273D0EBCD97860--

From 7663699311668094293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcbf6a597e247d4b,start
X-Google-Attributes: gid1115ce,public
From: Tim Langen <elangen@rz-online.de>
Subject: Free Compiler ?
Date: 1998/03/29
Message-ID: <351E0CDB.9E6C542E@rz-online.de>#1/1
X-Deja-AN: 338897042
Content-Transfer-Encoding: 7bit
X-Priority: 3 (Normal)
Content-Type: text/plain; charset=us-ascii
Organization: Rhein-Zeitung
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Does anyone know , where I can get a FREE Basic or C Compiler
for Atari ST ?

Please send your answers to elangen@rz-online.de

From -8601996297551502207
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcbf6a597e247d4b
X-Google-Attributes: gid1115ce,public
From: "Tim Langen" <langen@rz-online.de>
Subject: Free Compiler ?
Date: 1998/03/29
Message-ID: <6flmln$q21$1@news.rhein-zeitung.de>#1/1
X-Deja-AN: 338897043
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Rhein-Zeitung
Newsgroups: comp.sys.atari.programmer

Does anyone know where I can get a free
BASIC or C Compiler for Atari ST .

elangen@rz-online.de

From -2610138697621082535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d5586f26be9237f,start
X-Google-Attributes: gid1115ce,public
From: Phil Young <philyoung@myself.com>
Subject: IDEal AUTO folder loading
Date: 1998/03/30
Message-ID: <351F6C2B.41C6@myself.com>#1/1
X-Deja-AN: 339075888
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: University of Warwick, UK
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

I've just bought an IDEal interface and drive from TUS which gives me an internal IDE drive in my STE. Unfortunately I've only got TOS 1.62 which means that I can't boot from an IDE drive directly.

This means that I have to load a driver from a floppy, which then recognises the drive, and gets GEM to load acc's and desktop.inf from the IDE drive.

Only one problem, I can't load AUTO folder programs from the C drive, only desk acc's. Would it be possible to simply write a program to execute all programs from the auto folder on C:\ ??

Does TOS actually change into the AUTO folder before executing the programs or does it just run them with the currect directory being the root of C ??

Would the following work?

```
change into c:\auto\
loop
  execute next auto program
until no more programs
change back to c:\
```

Cheers

Phil

--
Phil Young
c96py@dmu.ac.uk
http://www.cms.dmu.ac.uk/~c96py

From 5817625709015048131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22ecdd4ea9f8ec2c
X-Google-Attributes: gid1115ce,public
From: noSPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: M.A.M.E.
Date: 1998/03/30
Message-ID: <noSPAMdwilga-3003981121560001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 339157769
References: <32400_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<noSPAMdwilga-1703981000460001@wilga.mtholyoke.edu>
<6fl6di$512$1@nnrp1.snfc21.pbi.net>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <6fl6di$512$1@nnrp1.snfc21.pbi.net>, "Kelsey McClanahan"
<mcclanahan@isat.com> wrote:

> >
> > About a year ago, I got a version of MAME working on the TT, but it was
> > too slow to be playable. I even went so far as to write my own
> > direct-to-screen routines, but I was only able to get it to draw 10 frames
> > per second, at most.
> >
>
> Did you test with multiple games? I've found that some games emulate faster
> than others. For example, Space Invaders runs about the fastest and usually
> plays on the slowest PC's and Macs. Another game that doesn't require too
> much overhead is Asteroids. Basically, many of the old original arcade
> classics (B&W w/ simple graphics) will run smoothly on older machines...

I tried Centipede and the very old Z80 CPU game Circus. If Circus couldn't
be emulated fast enough to be playable, I don't know what could!

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

From 7004481810262905886
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcbf6a597e247d4b
X-Google-Attributes: gid1115ce,public
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Subject: Re: Free Compiler ?
Date: 1998/03/30
Message-ID: <351feb3c.0@news.utbm.fr>#1/1
X-Deja-AN: 339201216
Content-Transfer-Encoding: 7bit
References: <351E0CDB.9E6C542E@rz-online.de>

To: elangen@rz-online.de
Content-Type: text/plain; charset=us-ascii
Organization: LERMPS
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>Does anyone know , where I can get a FREE Basic or C Compiler
>for Atari ST ?

SozobonC or GCC at ftp.lip6.fr

From -4071517555880844655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d5586f26be9237f
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: IDEal AUTO folder loading
Date: 1998/03/30
Message-ID: <6fordm$1dm$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 339212612
References: <351F6C2B.41C6@myself.com>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 30 Mar 1998 10:55:55, Phil Young wrote:

>Only one problem, I can't load AUTO folder programs from the C drive,
>only desk acc's. Would it be possible to simply write a program to
>execute all programs from the auto folder on C:\ ??

Way back in the distant past I remember there being a program called,
believe it or not, CAUTO which did the job you want. I can't, for the
life of me, remember which application it came with.

Perhaps someone else, whose neurones are not so rusty, can help out on
this.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -5564334658420567478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcb6966ebb615594
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Atari DLLs
Date: 1998/03/31
Message-ID: <6fpo45$23q$1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 339354884
References: <6ffi3vcfo1@newshost.comnet.co.nz> <351E7675.8CC0E8D3@hol.fr>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

david RENE-LOISEAU wrote in comp.sys.atari.programmer:
> where can I find, the archive of the toolbox???

ATM, there are no public releases of the Toolbox DLL engine.

(Earlier Toolbox releases exist, but aren't extensible or fully compatible with the DLL spec I invented)

I was almost ready to do a public release of v1.24, but just at the last moment I spotted a glitch, and spent most of the weekend fixing and testing it. (I prefer to delay a release to kill bugs, than release with seventeen patches shortly thereafter)

I should be able to release it shortly. (The manual still needs to be written beyond the introductory phases - unless I over-comment the example source files in the archive and leave you to deduce how to use it until the manuals are completed, but this approach seems a bit less than desirable)

Sorry for the delay.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 6232199245928843647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d5586f26be9237f
X-Google-Attributes: gid1115ce,public
From: ben@imperial.co.uk (Ben Hills)
Subject: Re: IDEal AUTO folder loading
Date: 1998/03/31

Message-ID: <6fq1s5vhn1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 339386096
References: <351F6C2B.41C6@myself.com> <6fordm$1dm$1@roch.zetnet.co.uk>
X-Http-User-Agent: Mozilla/3.01 (Win95; I) via proxy gateway CERN-HTTPD/3.0 libwww/2.17
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Tue Mar 31 06:21:28 1998 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

>
> On 30 Mar 1998 10:55:55, Phil Young wrote:
>
> >Only one problem, I can't load AUTO folder programs from the C drive,
> >only desk acc's. Would it be possible to simply write a program to
> >execute all programs from the auto folder on C:\ ??
>
> Way back in the distant past I remember there being a program called,
> believe it or not, CAUTO which did the job you want. I can't, for the
> life of me, remember which application it came with.
>
> Perhaps someone else, whose neurones are not so rusty, can help out on
> this.
>
> ----------
> Roger Cain, Manchester, UK   NeST:90:100/103
> TT 6Mb/MagiC 5/NVDI 4
> ----------
>

I think CAUTO was part of the TOS 4.92 archive (tos492.lzh). If I remember correctly, it was included so that Falcon owners could boot TOS 4.92 from floppy and then carry on running their normall AUTO folder programs from drive C:

Regards,

Ben Hills.

Ben Hills - UNIX, Windows & Atari programmer
ben@imperial.co.uk - http://www2.imperial.co.uk/home/ben

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From 3219879700171745796
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,22ecdd4ea9f8ec2c
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: M.A.M.E.
Date: 1998/03/31
Message-ID: <352092E0.BE69290@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 339386097
Content-Transfer-Encoding: 7bit
References: <32400_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<noSPAMdwilga-1703981000460001@wilga.mtholyoke.edu>
<6fl6di$512$1@nnrp1.snfc21.pbi.net>
<noSPAMdwilga-3003981121560001@wilga.mtholyoke.edu>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 891327162 21290 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Dan Wilga wrote:
>
> I tried Centipede and the very old Z80 CPU game Circus. If Circus couldn't
> be emulated fast enough to be playable, I don't know what could!

Still, why not release the sources for the Atari port? It would allow
others to take a look at it and surely a Hades or maybe even a Falcon with
a AB040 would be able to play something.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -1617609032492139200
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d5586f26be9237f
X-Google-Attributes: gid1115ce,public
From: Phil Young <philyoung@myself.com>
Subject: Re: IDEal AUTO folder loading
Date: 1998/03/31
Message-ID: <3520C78F.6078@myself.com>#1/1
X-Deja-AN: 339435555
Content-Transfer-Encoding: 7bit
References: <351F6C2B.41C6@myself.com> <6fordm$1dm$1@roch.zetnet.co.uk>
<1998033022400680956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: University of Warwick, UK
Mime-Version: 1.0

Reply-To: philyoung@myself.com
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
>
> > Way back in the distant past I remember there being a program called,
> > believe it or not, CAUTO which did the job you want. I can't, for the
> > life of me, remember which application it came with.
>
> Well, I got it with the TOS 4.92 alpha that is floating around. IIRC,
> the docs indicated that it originally came from the disk-loading version
> of TOS 1.04.

I found the program you mentioned in hensa (now at cyberstrider).

Cheers to anyone who helped!!

Phil

--
Phil Young

philyoung@myself.com
http://www.cms.dmu.ac.uk/~c96py/

From -1315815008778141933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22ecdd4ea9f8ec2c
X-Google-Attributes: gid1115ce,public
From: noSPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: M.A.M.E.
Date: 1998/03/31
Message-ID: <noSPAMdwilga-3103981026500001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 339498979
References: <32400_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
<noSPAMdwilga-1703981000460001@wilga.mtholyoke.edu>
<6fl6di$512$1@nnrp1.snfc21.pbi.net>
<noSPAMdwilga-3003981121560001@wilga.mtholyoke.edu>
<352092E0.BE69290@NO.SPAM.emw.ericsson.se>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <352092E0.BE69290@NO.SPAM.emw.ericsson.se>, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

> Dan Wilga wrote:
> >

> > I tried Centipede and the very old Z80 CPU game Circus. If Circus couldn't
> > be emulated fast enough to be playable, I don't know what could!
>
> Still, why not release the sources for the Atari port? It would allow
> others to take a look at it and surely a Hades or maybe even a Falcon with
> a AB040 would be able to play something.

Mostly because I don't have the time to get them into shape that would be
of any use to you :-) I tend to code first and add comments later. Still,
I'll see if I can dig them out at some point, after I get the taxes done
(Blah!)

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

From -4240387982488072585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e7f37540a4d4d40
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: AES evnt_button() pro
Date: 1998/03/31
Message-ID: <3521194b.2549863@news.tmisnet.com>#1/1
X-Deja-AN: 339536010
Distribution: world
References: <a4c_9803241739@conchbbs.com> <35184e57.526755@news.tmisnet.com>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

I booted up my compiler and tested the call ... the
Compendium was wrong and the posters were right!

It really IS clicks that should be or'd with 0x0100
and not mask.

Thanks, everyone, for your indulgence.

-- George Crissman
-- strads@tmisnet.com

On Wed, 25 Mar 1998 02:04:57 GMT, strads@tmisnet.com (George Crissman)
wrote:

>I was quoting from the Holy Compendium, page 6.61, which
>states:
>
>WORD evnt_button(clicks, mask, state, mx, my, button, kstate)
>
>[...]

>
>COMMENTS A previously undocumented feature of this call is
>accessed by logically OR'ing the _mask_ parameter with 0x100.
>This causes the call to return when independent buttons are
>depressed. For example, a _mask_ value of 0x03 will return
>when both the left and right mouse buttons are depressed. A
>_mask_ value of 0x103 will cause the call to return when
>either button is pressed.
>
>------ end of quote, underlines as-shown in the text ------
>
>That method using bclicks is intriguing ... and worth
>experimenting with the next time I've got free time!
>
>-- George Crissman
>-- strads@tmisnet.com
>
>On 24 Mar 98 11:15:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
>wrote:
>
>>s > #define LEFT_BUTTON   0x0001
>>s > #define RIGHT_BUTTON 0x0002
>>s > #define MID_BUTTON   0x0004 /* Not Currently Available... */
>>s > #define EITHER_BUTTON 0x0100
>>s >
>>s > then in the function, I'll build the mask I need by 'or'ing
>>s > the various numbers together:
>>s >
>>s > mask = LEFT_BUTTON | RIGHT_BUTTON | EITHER_BUTTON ;
>>
>>Actually it's bclicks, not bmask, that should have bit 8 set.
>>
>>What this does is change the logic from returning when (button &
>>bmask == bstate) to returning when (button & mask != bstate). So to
>>return when either button is clicked you need
>>
>>bclicks = 0x101;
>>bmask = 3;
>>bstate = 0;
>>
>>
>>
>>___ Mountain Reader II - #00000053
>>--
>>|Fidonet: John Kormylo 1:106/7861
>>|Internet: John.Kormylo@7861.conchbbs.com
>>|
>>| Standard disclaimer: The views of this user are strictly his own.
>>
>
>The Relationship Stress Test (For Guys) Measures Her Commitment
>http://www.tmisnet.com/~strads/stress/index.html
>Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 8779869920545975217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/04/01
Message-ID: <351d028f.1485395@news.demon.co.uk>#1/1
X-Deja-AN: 339660398
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl>
<Pine.OSF.3.95.980325220108.14294C-100000@tellus.dsv.su.se>
<351ccfae.3403964@news.demon.co.uk>
<Pine.OSF.3.95.980327075731.15767B-100000@tellus.dsv.su.se>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 27 Mar 1998 08:08:33 +0100, Jens M Andreasen
<jens-and@dsv.su.se> wrote:

>
>:
>:The real question is though - is the use of a negative array subscript
>:technically legal or not?
>:
>:
>:--
>:guy@swampdog.demon.co.uk
>:http://www.swampdog.demon.co.uk
>
>Negative arraysubscripts are not legal, but then again, where does the
>array start?

Wherever we decide at the time of processing it! :-)

```
>char array[42]
>char *p= array+1;
>
>p[-1]; /* Welldefined and legal  */
```

Don't you mean "technically illegal" (negative subscript) but in

practice legal enough to expect any C compiler to do what we expect -
then I totally agree, I use negative subscripts regularly myself and
would be very upset to find a compiler it failed on!

```
>p[-2]; /* Braindead, illegal, might crash */
>
>++p;
>
>p[-2] /* Yes, legal, points to *array (array[0]) */
>
```
>It is not p that is the object, it is "array[]", so we must stay
>within the limits of "array[]".

This is one of the main reasons I think C is such a good language. It
allows us to go with the mental concept rather than being forced to
stick with the original definition.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 761720703396529942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/04/01
Message-ID: <351bfecf.525405@news.demon.co.uk>#1/1
X-Deja-AN: 339660399
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<351A8D49.2E9@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 26 Mar 1998 18:15:53 +0100, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>>
><big snip>
>

>Hi Guy, I agree with your reasoning. This real hard stuff
>and multiple interpretations are possible.

Hehe!

>> In any case, I'm (almost) certain that a negative array subscript is
>> illegal. Again, I know we all use it but that isn't the issue.
>
>I am very sure that a negative subscript is not illegal.

I'm not so sure as 'C' arrays always start at zero. As I've probably
said before though (<G>), I regularly use negative subscripts myself
as I consider it "more readable" than a pointer+offset in some cases.

>Accessing
>memory outside arrayboundaries is however.

Yeah, again a grey area. For all intents and purposes, the boundaries
of an array (or anything for that matter) are what we mentally
consider them to be at the time of manipulating them (machine
limitations aside). I mention this only because it is (possibly) my
personal favorite reason for liking C so much. :-)

>I am not sure how these
>rules apply to structures. The best course in these situations
>is to play it save if you want to be portable. Jens M Andreasen
><jens-and@dsv.su.se> has found a good and 100% portable solution.

Yes, it was rather good wasn't it. Another reason for liking C -
there's usually a solution to anything!

>> I don't have the book so I hope you've got it right. I'm only going on
>> what you said are the rules!
>
>If you can get a copy of the book do it! I think it's one of the
>best books about C.

Ah. I used to live in a shared flat and one of the things on the
bookshelf was the K&R book. I've read it many times but that was years
ago so buying my own copy of it always takes second place to something
new. You're right though, I ought to get it.

>> I'm not saying you are wrong. It's simply that I see more
>> disadvantages to them being volatile than not.
>
>I never have seen a C compiler that treats structures as
>nonvolatile. Even the very optimizing DEC Alpha C compilers
>do. And on Alpha's the are lot's of registers to hold
>structures. But then again, this says nothing about it being
>illegal.

I've been wondering if all of us are talking the same thing when we
say "volatile". I understand it to mean the compiler must, at each

reference to the volatile, reload it from its storage (or behave as
though it has).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 44397374053961005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdd722ec69b4890c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Passing a command-line through VT52
Date: 1998/04/01
Message-ID: <351e06e8.2598756@news.demon.co.uk>#1/1
X-Deja-AN: 339660400
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <890978441.27662.0.nnrp-06.9e98f145@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 27 Mar 1998 06:00:41 GMT, dbolt@my-ste.demon.co.uk (David
Bolt) wrote:

>-----BEGIN PGP SIGNED MESSAGE-----
>
>Lets start at the beginning. I've written a PGP interface, sign and encrypt
>only, for NEWSie. The problem is PGP writes to the screen as a TOS program,
>and under a multitasking settup this corrupts the desktop. To get round
>this, I want to use VT52 to redirect the output to a window, while passing
>the command-line to PGP. The only trouble is VT52 takes the command-line as
>its own and displays a dialog to enter the command-line for PGP.
>
>The question is how do I call a TTP, using VT52 to redirect the output to a
>window, without typing in the command-line at the dialog? At the moment I'm
>opening a window that covers the entire desktop, and using wind_update() to
>freeze screen output, just before PGP is called, and closing it after PGP
>quits. While this works to an extent, forcing all the windows open to be
>redrawn, I'd like to use VT52 if possible.

One of the options to MagiC's shel_write() is "isgr" (or "isgem")
which tells the system if the child process is a gem program or a tos
one. Set this to the correct value (zero or one) and you'll find the
vt52 window is invoked automatically just like you want.

As for the arguments, change the extender to "prg". This will stop the system prompting with a dialog box for them. It is then a simple matter to pass them directly to shel_write().

If I've not been clear I think can dig out some C code with a bit of luck - Sduu used to work like this before I integrated the encoder into the program itself.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1324163262592631319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/04/01
Message-ID: <3524d2c7.1747112@news.demon.co.uk>#1/1
X-Deja-AN: 339660401
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<EqJtI3.G5x@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 28 Mar 1998 21:39:39 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <3521f5ef.2835096@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> So far ...
>>
>> struct {
>> int16 a;
>> int16 b;
>> }
>>
>> 'b' must have a greater address than 'a'. Fine, but so far we have
>> nothing that prevents the compiler assigning 'a' a zero offset and 'b'

>> an offset of 3024. It would be a very stupid compiler but nevertheless
>> possible.
>
>It should be pointed out that Pure C does a similar thing in an inconsistent
>way. I consider it a bug in the code that handles bit arrays, although
>strictly speaking (i.e. the C definition) it's not. Define a structure
>
>struct {
>   unsigned test1 : 4;
>   unsigned test2 : 4;
>   unsigned test3 : 8;
> } sample1;
>
>and you'll find that sizeof(sample1) is 2, while sizeof(sample2) with
>
>struct {
>   unsigned test1 : 5;
>   unsigned test2 : 3;
>   unsigned test3 : 8;
> } sample2;
>
>yields 3, because Pure C puts each part in it's own byte here.

Nope, not very clever is it!

>This 'feature'
>makes Pure C's bit arrays useless if you got to match some externally
>defined structures (I had that trouble with various network protocol header
>definitions).

Yeah, it does look like a bug - I wonder how it comes about. Does it
behave the same with signed integers?

Of course, neither does it help with Lattice aligning its bits the
other way round. Causes me no end of mental alignment problems with
the Compendium :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1197817302553893180
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e564cf2a1f3ee7e
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Making GEM Easier....
Date: 1998/04/01

Message-ID: <3525d611.2589623@news.demon.co.uk>#1/1
X-Deja-AN: 339660402
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <351deb09.845925@news.tmisnet.com>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 29 Mar 1998 06:44:26 GMT, strads@tmisnet.com (George Crissman)
wrote:

>Haven't you ever wanted a new GEM command to
>make programming easier, such as evnt_joypad(),

evnt_joypad / evnt_joystick is something that I'm amazed is still
missing. I would have expected to see this call in tos 1.2 and even
then would still wonder why it never made it into tos 1.0!!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7895031761279745734
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d5586f26be9237f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: IDEal AUTO folder loading
Date: 1998/04/01
Message-ID: <3526d709.2837930@news.demon.co.uk>#1/1
X-Deja-AN: 339660403
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <351F6C2B.41C6@myself.com>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 30 Mar 1998 10:55:55 +0100, Phil Young <philyoung@myself.com>
wrote:

>I've just bought an IDEal interface and drive from TUS which gives me an
>internal IDE drive in my STE. Unfortunately I've only got TOS 1.62

>which means that I can't boot from an IDE drive directly.
>
>This means that I have to load a driver from a floppy, which then
>recognises the drive, and gets GEM to load acc's and desktop.inf from
>the IDE drive.
>
>Only one problem, I can't load AUTO folder programs from the C drive,
>only desk acc's. Would it be possible to simply write a program to
>execute all programs from the auto folder on C:\ ??

Yes.

>Does TOS actually change into the AUTO folder before executing the
>programs or does it just run them with the currect directory being the
>root of C ??

The latter. This why most "auto" program datafiles end up in the root.

>Would the following work?
>
>change into c:\auto\
>loop
> execute next auto program
>until no more programs
>change back to c:\

Nearly. A minor modification and some C-like pseudocode ...

```
Dsetdrv('C:')
Dsetpath("\\");
if (Fsfirst("\\AUTO\\*.PRG) == E_OK)  {
     do   {
          s = Dgetdrv() + ":\\AUTO\\" + progname;
          Pexec(0,progname,emptycmdline,NULL);
     }while (FsNext() == E_OK);
}
```

... leaves us in the root while the auto folder programs run and
executes them in the same order as would Tos.

I'm not completely sure about "emptycmdline" and the NULL environment
pointer except I cant see any reason why Tos would be passing a
command line and the only sensible thing to do with the environment is
inherit the current one!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3489530228956304850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d5586f26be9237f
X-Google-Attributes: gid1115ce,public
From: derryck@NOSPAMHEREcix.co.uk (Derryck Croker)
Subject: Re: IDEal AUTO folder loading
Date: 1998/04/01
Message-ID: <6fsoc5$bq8$3@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 339755052
References: <351F6C2B.41C6@myself.com>
Organization: <none>
Newsgroups: comp.sys.atari.programmer

On 30 Mar 1998 10:55:55, Phil Young wrote:
>I've just bought an IDEal interface and drive from TUS which gives me an
>internal IDE drive in my STE. Unfortunately I've only got TOS 1.62

>Only one problem, I can't load AUTO folder programs from the C drive,
>only desk acc's. Would it be possible to simply write a program to
>execute all programs from the auto folder on C:\ ??

Already been done :-)) Look for an accessory called "Autoloader" which once
loaded continues to load and run programs in turn from a list.

It claims to be (C) Brutel Solutions 1991 but I'm fairly sure it came either
from a cover disk or PD library.

Rgds, Derryck

From 1243211723713172536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e564cf2a1f3ee7e
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Making GEM Easier....
Date: 1998/04/01
Message-ID: <35220f4b.1965946@news.tmisnet.com>#1/1
X-Deja-AN: 339799874
References: <351deb09.845925@news.tmisnet.com> <3525d611.2589623@news.demon.co.uk>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

I hope you send your suggestion in to Wizztronics.
Given the chance to ask for the OS changes of your
dreams, I would think there'd be a lot of chatter
here in c.s.a.programmer about the most worthwhile
manner of implementing the desired changes.

Oh, well. Maybe it's all happening in secret.

-- George Crissman
-- strads@tmisnet.com

On Wed, 01 Apr 1998 00:07:48 GMT, guy@swampdog.demon.co.uk (Guy
Harrison) wrote:

>On Sun, 29 Mar 1998 06:44:26 GMT, strads@tmisnet.com (George Crissman)
>wrote:
>
>>Haven't you ever wanted a new GEM command to
>>make programming easier, such as evnt_joypad(),
>
>evnt_joypad / evnt_joystick is something that I'm amazed is still
>missing. I would have expected to see this call in tos 1.2 and even
>then would still wonder why it never made it into tos 1.0!!!
>
>
>--
>guy@swampdog.demon.co.uk
>http://www.swampdog.demon.co.uk
>
>

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 3893848332047267062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Register optimization (w
Date: 1998/04/01
Message-ID: <6ftbja$ef1$1@laas.laas.fr>#1/1
X-Deja-AN: 339814021
References: <351bfecf.525405@news.demon.co.uk>
Reply-To: prajoux@REMOVE_THIS.laas.fr
Distribution: world
Organization: LAAS/CNRS, Toulouse, France
Newsgroups: comp.sys.atari.programmer

One more opinion about negative subscripts.

 - A compiler has no way to know where a pointer points at, generally speaking.
Then, pointer[-1] should be legal.

 - Conversely, if a symbol relates to a fixed (identified) area in memory,
then symbol[-1] should be illegal.

I precise.
If one defines:

```
    char *pointer ;
    char symbol[64] ;
```

then:

```
    - 'pointer' is a variable and pointer[-1] should be legal,
    - 'symbol' is a constant and symbol[-1] should be illegal.
```

Cheers.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

From -7263496525985467241
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: Register optimization (w
Date: 1998/04/01
Message-ID: <vyziuotk7f5.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 339824914
Sender: schwab@issan
References: <351bfecf.525405@news.demon.co.uk> <6ftbja$ef1$1@laas.laas.fr>
X-Yow: BELA LUGOSI is my co-pilot..
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Roland Prajoux <prajoux@REMOVE_THIS.laas.fr> writes:

|> One more opinion about negative subscripts.

|> - A compiler has no way to know where a pointer points at, generally speaking.
|> Then, pointer[-1] should be legal.

It can still be undefined in the standard's sense. This is independent on
whether this is provable or not (and it is very often unprovable).

--
Andreas Schwab
schwab@issan.informatik.uni-dortmund.de
schwab@gnu.org

"And now for something
 completely different"

From -3471364708134064943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Register optimization (w
Date: 1998/04/01
Message-ID: <35225D67.1216@mst.tn.utwente.nl>#1/1
X-Deja-AN: 339854914
Content-Transfer-Encoding: 7bit
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<351A8D49.2E9@mst.tn.utwente.nl> <351bfecf.525405@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >I am very sure that a negative subscript is not illegal.
>
> I'm not so sure as 'C' arrays always start at zero. As I've probably
> said before though (<G>), I regularly use negative subscripts myself
> as I consider it "more readable" than a pointer+offset in some cases.
>
> >Accessing
> >memory outside arrayboundaries is however.
>
> Yeah, again a grey area. For all intents and purposes, the boundaries
> of an array (or anything for that matter) are what we mentally
> consider them to be at the time of manipulating them (machine
> limitations aside). I mention this only because it is (possibly) my
> personal favorite reason for liking C so much. :-)

Well, that is on non memory protected machines like the ST. On Unix
it is a complete other story. I am not sure whether is wil see
accessing memory outside an array but inside a struct, but
lot of other cases will be catched.

> >If you can get a copy of the book do it! I think it's one of the
> >best books about C.
>
> Ah. I used to live in a shared flat and one of the things on the
> bookshelf was the K&R book. I've read it many times but that was years
> ago so buying my own copy of it always takes second place to something
> new. You're right though, I ought to get it.

Be sure you get K&R2, the one about ANSI C.

> I've been wondering if all of us are talking the same thing when we
> say "volatile". I understand it to mean the compiler must, at each
> reference to the volatile, reload it from its storage (or behave as
> though it has).

And put it back in storage after the variable is modified. It's
very usefull vor variables that are changed by interrupt routines.

Bye, Hans

From -4862765029545960572
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Register optimization (w
Date: 1998/04/01
Message-ID: <35225E3D.2726@mst.tn.utwente.nl>#1/1
X-Deja-AN: 339854915
Content-Transfer-Encoding: 7bit
References: <351bfecf.525405@news.demon.co.uk> <6ftbja$ef1$1@laas.laas.fr>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Roland Prajoux wrote:
>
> One more opinion about negative subscripts.
>
> - A compiler has no way to know where a pointer points at, generally speaking.
> Then, pointer[-1] should be legal.
> - Conversely, if a symbol relates to a fixed (identified) area in memory,
> then symbol[-1] should be illegal.
>
> I precise.
> If one defines:
>   char *pointer ;
>   char symbol[64] ;
> then:
>   - 'pointer' is a variable and pointer[-1] should be legal,
>   - 'symbol' is a constant and symbol[-1] should be illegal.

Pointer[-1] could be legal, dependend where is is pointing to. If
it is inside an char array it is legal. Otherwise teh result is
undefined.
Example:
```
{
  char* pointer=(char*)0;
```

```
  char k;
  k=pointer[-1]; /* this will cause bombs on an ST */
}
```

bye, Hans

From 2249592841769012416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Register optimization (w
Date: 1998/04/01
Message-ID: <35225FBA.4324@mst.tn.utwente.nl>#1/1
X-Deja-AN: 339861055
Content-Transfer-Encoding: 7bit
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<EqJtI3.G5x@suse.modem.stud.uni-hannover.de> <3524d2c7.1747112@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >This 'feature'
> >makes Pure C's bit arrays useless if you got to match some externally
> >defined structures (I had that trouble with various network protocol header
> >definitions).
>
> Yeah, it does look like a bug - I wonder how it comes about. Does it
> behave the same with signed integers?

It looks like a bug, it might be a bug in the compiler, but
it is perfectly legal according to the C standard.

There is nothing compatible on bitfields. It should be only
for internal use. They are completely implementation dependent.

Bye, Hans

From 7734295050443833329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f4f25257771f222,start
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)

Subject: VA_START questions
Date: 1998/04/01
Message-ID: <6ftnfp$ind@nntp02.primenet.com>#1/1
X-Deja-AN: 339861056
Organization: JR Enterprises
X-Posted-By: @206.165.24.248 (rojewski)
Newsgroups: comp.sys.atari.programmer

Q: To use the AV_SENDKEY message to send a keystroke to the AV Server, must a client first issue the AV_PROTOKOLL (and later the AV_EXIT) message?

I am sending the AV_SENDKEY to the Application name returned by:

```
     env = getenv( AVSERVER );
     aes_id = appl_find ( env );
     if (aes_id==-1) { /* no server */ return; }

     buffer[0] = AV_SENDKEY;
     buffer[x] = etc.
     appl_write( aes_id, 16, buffer );
```

But nothing seems to happen on the desktop, etc. if I pass say a ctl-o (Open).

Ideas?
John

```
*
* John Rojewski          email: rojewski@primenet.com
*                        http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari
```

From 1395196513080404623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Register optimization (w
Date: 1998/04/01
Message-ID: <6ftpslqhk1@laas.laas.fr>#1/1
X-Deja-AN: 339872052
Distribution: world
References: <vyziuotk7f5.fsf@issan.informatik.uni-dortmund.de>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@REMOVE_THIS.laas.fr
Newsgroups: comp.sys.atari.programmer

In article <vyziuotk7f5.fsf@issan.informatik.uni-dortmund.de>, Andreas Schwab
<schwab@issan.informatik.uni-dortmund.de> writes:
>|> - A compiler has no way to know where a pointer points at, generally
speaking.
>|> Then, pointer[-1] should be legal.
>
>It can still be undefined in the standard's sense. This is independent on
>whether this is provable or not (and it is very often unprovable).

Yes, of course.
Even *pointer, although legal, can be undefined!

Sticking to my example, my point was that one can be sure that symbol[-1] is
undefined, while there is no such certitude for pointer[-1].

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

From -4134051613616798435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Register optimization (w
Date: 1998/04/01
Message-ID: <Eqq4At.D3r@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 339949912
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl> <3521f5ef.2835096@news.demon.co.uk>
<EqJtI3.G5x@suse.modem.stud.uni-hannover.de> <3524d2c7.1747112@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <3524d2c7.1747112@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>This 'feature'
>>makes Pure C's bit arrays useless if you got to match some externally
>>defined structures (I had that trouble with various network protocol header
>>definitions).
>
> Yeah, it does look like a bug - I wonder how it comes about. Does it

> behave the same with signed integers?

How do you mean ?

With 'normal' data types, I never found any similar inconsistency, So you can mix char, int and long mutually and with their unsigned counterparts; and what I've seen so far, an extra (unused) byte is inserted only when a 16 or 32 bit type follows a char that's at an even address. I never looked at the situation involving float and double, since I rarely use them.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -8303274297442524536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f4f25257771f222
X-Google-Attributes: gid1115ce,public
From: Christian Andersson <faltrion@earthling.net>
Subject: Re: VA_START questions
Date: 1998/04/01
Message-ID: <FN_3522aa74_faltrion@news.alfaskop.net>#1/1
X-Deja-AN: 339961392
References: <6ftnfp$ind@nntp02.primenet.com>
Organization: FireSTorm Atari Center
X-Url: http://www.alfaskop.net/~faltrion
Reply-To: Christian Andersson <faltrion@bigfoot.com>
Newsgroups: comp.sys.atari.programmer

in message <6ftnfp$ind@nntp02.primenet.com>,
    John M Rojewski wrote:

> Q: To use the AV_SENDKEY message to send a keystroke to the AV Server,
> must a client first issue the AV_PROTOKOLL (and later the AV_EXIT)
> message?

OK, here's a sollution for you..

since I've jsut introduced this into FireNews and Babel I know that you do not have to tell the AV-Server that you know the AV-Protokoll. However you must search for the correct name...
Lets asume this, you have Thing for AV-Server

your shel_env command will give you this back "THING" (unless ofcourse you specified some other AVSERVER or have not specified it at all)

The problem then is that the appl_find call expects an 8-char long string to find the app-id... but what you send in is not an 8-char long string.... it's a 5 char long string... What you need to do is to add spaces to the end of that string so that the string is 8 chars long..
ie "THING" will become "THING   "

Then it should work...

--
Christian Andersson FireSTorm Atari Center
MAIL: faltrion@bigfoot.com WWW: http://faltrion.home.ml.org
IRC : faltrion @ #Atari
Current Projects:
  - FireNews: News-reader for STIK/STiNG/GlueSTiK
  - Babel: News-Fetcher/Sender/Maintainer
  - FireCall: Caller ID utility
  - S.O.S (to be revealed in a couple of years :)

From 3794649927455501948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22f481e29349bbcd
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Subject: Re: programmierung des Fa
Date: 1998/04/01
Message-ID: <dEHkVCAtxqI1Ewv9@thedruid.demon.co.uk>#1/1
X-Deja-AN: 339961393
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi,

 >> Not entirely true: MOVE SR,<ea> is a user mode instruction on the
 >> 68000, but requires supervisor mode on the 68030.
 >
 > Oops!

Nightmare more like! Any other such oddities?

John.

--

--
 +----------+

```
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
 |  I  I  +-------------------------------------------------+  | |
 |                   gatekeeper@thedruid.demon.co.uk              | |
 +-----------------------------------------------------------------+ |
   +-------------------------------------------------------------+
```

From -4948378843774238773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcbf6a597e247d4b
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Subject: Free Compiler ?
Date: 1998/04/01
Message-ID: <fElk1GAlyqI1EwOk@thedruid.demon.co.uk>#1/1
X-Deja-AN: 339961394
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
Organization: The Druid Wales UK
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi Tim,

  langen@rx-online.de.:
 > Does anyone know where I can get a free
 > BASIC or C Compiler for Atari ST .

I know of no free BASIC compiler, but in the C stakes there are a few:

Sozobon C,
Heat and Serve C, (a later version of Sozobon)
GNU C and
GNU C++

GNU C++ only works on machines with larger memories (4Meg at least), all
the
others should be okay with 1Meg. They should all be available from any
Atari
archive.

John.

--

--
 +---+

| ======   The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.uk | |
+---+ |
  +---+

From -4779997856444423695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdd722ec69b4890c
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David bolt)
Subject: Re: Passing a command-line through VT52
Date: 1998/04/01
Message-ID: <891472202.16659.0.nnrp-04.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 339990440
References: <351e06e8.2598756@news.demon.co.uk>
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
Newsgroups: comp.sys.atari.programmer

On 1 Apr 1998 00:07:45 , Guy Harrison wrote:
> On Fri, 27 Mar 1998 06:00:41 GMT, dbolt@my-ste.demon.co.uk (David
> Bolt) wrote:
>
> >-----BEGIN PGP SIGNED MESSAGE-----
> >
> >Lets start at the beginning. I've written a PGP interface, sign and encrypt
> >only, for NEWSie. The problem is PGP writes to the screen as a TOS program,
> >and under a multitasking settup this corrupts the desktop. To get round
> >this, I want to use VT52 to redirect the output to a window, while passing
> >the command-line to PGP. The only trouble is VT52 takes the command-line as
> >its own and displays a dialog to enter the command-line for PGP.
> >
> >The question is how do I call a TTP, using VT52 to redirect the output to a
> >window, without typing in the command-line at the dialog? At the moment I'm
> >opening a window that covers the entire desktop, and using wind_update() to
> >freeze screen output, just before PGP is called, and closing it after PGP
> >quits. While this works to an extent, forcing all the windows open to be
> >redrawn, I'd like to use VT52 if possible.
>
> One of the options to MagiC's shel_write() is "isgr" (or "isgem")
> which tells the system if the child process is a gem program or a tos
> one. Set this to the correct value (zero or one) and you'll find the
> vt52 window is invoked automatically just like you want.

The trouble is I need to call vt52 as a child of my program and AFAIK using
shel_write() would make it wait until my program has quit. This than causes
a problem since I have to separate the message from the header before
editing so PGP only signs/encrypts the message, and not the header. Once
PGP has finished, the signed/encrypted output is then added to the end of

the messager header and the resulting file is what Newsie uses as its temp.

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, Magic 5.11, V.34
Atari 1040STE 4Mb

From -3452519841845033791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d5586f26be9237f
X-Google-Attributes: gid1115ce,public
From: Lars.Froehlich@t-online.de (Lars Froehlich)
Subject: Re: IDEal AUTO folder loading
Date: 1998/04/01
Message-ID: <6fu910ugv1@news02.btx.dtag.de>#1/1
X-Deja-AN: 340016870
Content-Transfer-Encoding: 8bit
References: <351F6C2B.41C6@myself.com>
X-Sender: 0415199005-0001@t-online.de
Content-Type: text/plain; charset=iso-8859-1
Organization: T-offline
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 30 Mar 1998 10:55:55, Phil Young wrote:
>Only one problem, I can't load AUTO folder programs from the C drive,
>only desk acc's. Would it be possible to simply write a program to
>execute all programs from the auto folder on C:\ ??
Why not? I guess there are some boot selectors doing it this way. Also MiNT
can be configured to start programs when booting ("exec ...").

>Does TOS actually change into the AUTO folder before executing the
>programs or does it just run them with the currect directory being the
>root of C ??
The current directory on startup is the root dir of the boot drive ("C:\" or
something similar).

>Would the following work?
>
>change into c:\auto\
>loop
> execute next auto program
>until no more programs
>change back to c:\
Should work with most progs, but there are some which look for config files
on the boot drive instead of the actual drive. You can either put these
files onto the boot diskette or write a short piece of code to change the

"official" boot drive to C: (AFAIR it is a sysvar?)

Hope that helps,
     Lars

From -8473691292401452891
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: tkelly@mail.pressenter.com (Terence Kelly)
Subject: Re: VQT_NAME
Date: 1998/03/22
Message-ID: <6f3nq0$h66$1@jair.pressenter.com>#1/1
X-Deja-AN: 336589049
References: <6eni5q$b41$1@o.online.no> <35112102.12158833@news.demon.co.uk>
<6etako$m62$1@nyheter.chalmers.se>
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

>Currently all specified fonts are loaded at startup and are then
>immediately available (has anyone run into any problems with this?).
>If there are lots of fonts this is of course not such a good idea, but
>then neither is loading everything at vst_loadfonts().
>In fact, vst_loadfonts() doesn't really make much sense in a multitasking
>environment, since the fonts may very well be loaded by another
>application already, anyway (fonts are read-only and therefore global).
>
>What I'm planning to do is set up a font structure for every specified
>font, but not load the actual data until the font is actually used.
>Font data will also be unloaded later using some kind of cache algorithm
>(that's needed for rendered vector font characters anyway).
>

Basically, whatever speedo and NVDI do now is what you would have to
do in FVDI. Any programmer wanting to use loadable fonts does it
transparently now, i.e he doesn't have to provide a memory buffer or
cache for those fonts. Speedo/NVDI takes care of all that for all
programs. The vst_loadfonts lets you know what fonts are available
and lets NVDI know your workstation is using them. When you "unload
the fonts" no memory is returned to the system although NVDI may
flush its cache. The names of the routines apply more to their
original use under the first GDOS. Of course, there was no
multitasking then.

--Terry Kelly

From -6880701097743848586

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: VQT_NAME
Date: 1998/03/22
Message-ID: <6f3pe1cj1@newshost.comnet.co.nz>#1/1
X-Deja-AN: 336602024
References: <6eni5q$b41$1@o.online.no> <35112102.12158833@news.demon.co.uk>
<Eq6K5s.Ly0@suse.modem.stud.uni-hannover.de>
Organization: Comnet Technologies Ltd, Wellington, NEW ZEALAND
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter (perot@suse.modem.stud.uni-hannover.de) wrote in
comp.sys.atari.programmer:
> Sounds ok, as long as vst_loadfonts can still be used to find out the number
> of fonts available. (There is no other way AFAIK ?)

Isn't there a "number of faces available" value one can get from v_opnvwk
and vq_extnd?

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From 5779798083233442553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,70b224c1e7504339
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Data base program written in GFA 3.5E
Date: 1998/03/22
Message-ID: <OrDvcdAbqNF1Qw$K@shaw1.demon.co.uk>#1/1
X-Deja-AN: 336622486
References: <Pine.BSF.3.96.980311095526.11633D-101000@ganymede.cs.mun.ca>
<vsdX9GA5NqD1QwbW@shaw1.demon.co.uk> <350f85c2aa1fc0@club-internet.fr>
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
Organization: none
Newsgroups: comp.sys.atari.programmer

In article <350f85c2aa1fc0@club-internet.fr>, Pascal Ricard
<pricard@club-internet.fr> writes
>Hello,
>

> in article <vsdX9GA5NqD1QwbW@shaw1.demon.co.uk>
> Clair Shaw wrote:
>
>> I put it on disk (I use a PC for the net) and when I tried to unzip it
>> using STZIP it said it was a currupt/not a zip file.
>>
>> Anyone else got this problem?
>
>Not me.
>The program works *only* in medium ST rez :(
>

The Daztabase prg? I can't get it unzipped!

--
Clair Shaw (alias CDS) | A Atarian's Quote:
Mailto:Clair@Shaw1.demon.co.uk |
ICQ: 1043359 | In a world without walls
ICQ Pager mailto:1043359@pager.mirabilis.com | and fences, who needs
WWW: http://www.shaw1.demon.co.uk | Gates and Windows?

From 8893115823060838596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8267b233c62cddf4
X-Google-Attributes: gid1115ce,public
From: merciful@worldaccess.nl (Eabe Kuik)
Subject: Re: programmierung des Falcon030
Date: 1998/03/22
Message-ID: <6f42gu$nk16@reader3.wxs.nl>#1/1
X-Deja-AN: 336641166
References: <6f10vfdig1@news02.btx.dtag.de>
Organization: World Access
Newsgroups: comp.sys.atari.programmer

On 21 Mar 1998 18:30:06, Daniel Pralle wrote:
>I want to program my F030 (in assembly language). I had lot of
>experience with the Atari XL/XE (6502), but the F030 is a little bit
>harder.
>I don`t know how to start. Therefore I need some litreture.
>Further: what is the diffrence between 68000 and 68030.
>   how about coding the DSP?

The book 'Atari St machine code' from Roger Pearson helped me getting started on the Atari range of computers. It's a good book if you already know the basics of asm.

Cheers,
Eabe

----
mail: merciful@worldaccess.nl
home: http://www.worldaccess.nl/~merciful

Who killed mr. Moonlight?

From -300679604019687068
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c93a2d4fd13f5ce7
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Subject: Re: Face Value and multiple userwindows?
Date: 1998/03/23
Message-ID: <351636F5.33AC@neo-interaktiv.no>#1/1
X-Deja-AN: 336778628
Content-Transfer-Encoding: 8bit
References: <01bd54c7$6f089360$LocalHost@default>
Content-Type: text/plain; charset=iso-8859-1
Organization: Neo Interaktiv AS
Mime-Version: 1.0
Reply-To: vegard@neo-interaktiv.no
Newsgroups: comp.sys.atari.programmer

Kenneth Medin wrote:
>
> I am working on a project in GFA using Face Value.
> I need to open several userwindows of toolstrip type. The toolstrip
> contains a radiopopup. As all windows share the same toolstrip tree I only
> get one radiopop_var&.
>
> When the user makes a selection in the radiopopup I copy the radiopop_var&
> to the window array. When the "main" window area needs to be redrawn it's
> easy to know the radiopopup selection by just checking the window array.
>
> For the radiopopup itself to be redrawn with correct selection I need to
> copy back the actual setting to radiopop_var& before Face Value's internal
> redraw mechanism starts. Is this possible to do at all in a clean way. If
> not, any comments on which procedure to hack into?

Hi, Kenneth.

There is currently no documented way to do this. It is a problem that I
am aware of, and several solutions have been discussed. For now, I would
reckomend including multiple trees, so you can use one tree pr. window.
This is a less than ideal solution, but it is safe, quick, and
painless...

Bye,

Vegard

PS: Face Value 2 will be out in a couple of weeks. Lots of improvements
(but this is not one of them, I'm afraid...)

From 3936204506899541944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d7787f51cf9461ed
X-Google-Attributes: gid1115ce,public
From: s970707@uia.ua.ac.be (David.DeRidder)
Subject: Re: 3D on ST
Date: 1998/03/23
Message-ID: <Eq9qLM.3LF@uia.ua.ac.be>#1/1
X-Deja-AN: 336787003
Sender: news@uia.ua.ac.be (News database)
References: <ee$U#cbU9GA.303@upnetnews02.moswest.msn.net>
X-Nntp-Posting-Host: hsins.uia.ac.be
Organization: U.I.A. University of Antwerp
Newsgroups: comp.sys.atari.programmer

Mike (mike@NOSPAM.heliovisionsproductions.fr) wrote:
: I'm trying to do some 3D stuff, and I'm wondering about projection.
:
: Imagine I've 3D cordinates (X,Y,Z).
: After rotations, I obtain (X',Y',Z')
:
: What is the fastest method (no need of code, I'm talking about method) for
: projecting (X' Y' Z') for having 2D coordinates (Xp,Yp). ???
:
: I'm using something like:
:
: zoom=a+b/z
:
: xp=cx+zoom*X'
: yp=cy+zoom*Y'
:
: where a and b are constants that defines the projection plane/depth
: and cx,cy are the coordinates of the centre of the screen.

What EXACTLY do you mean by a and b ?

: Is it possible to do that without multiplications and/or divistion, even if
: it reduces the precision ? Perhaps by using tables ? But I'm a little bit
: short in memory, so it must be as little as possible.

There are two generally used methods to do projection :

1) Parallel projection : This is rather lame, but sometimes used for
   technical draw. Hardly any method : just drop the Z component. In
   your case : x := cx + X'

```
                y := cy + Y'

    I believe this is not the type of projection you're looking for though.

 2) Perspective projection : This is what you are doing :

    x := cx + X'/Z'
    y := cy + Y'/Z'

    Several ways to eliminate the number of 'projectible' points exist :

    * trivial one : discard all points with Z' < 1.00, where z is
                    assumed to be zero in the eye-point and 1 on
                    the projection plane. This technique is called
                    front-plane clipping ( I think). The underlying idea is
                    that points lying 'in' or behind your eye are discarded.

    * back-plane clipping : identical to supra, but when Z' exceeds
                            a given treshold value. The idea here is that
                            points beyond a given distance become
                            'invisible'.

 Now, table methods are fine, but they HOG memory, certainly in this case,
 where you'll need an entry for every possible (x,y,z) tuple. Their size
 automatically depends on the range of your x/y/z components. But by
 using tables, you could speed up your transformations since those can be
 incorporated in the tables too (but transforming the table data my
 prove to make things even slower...)

 BTW, what do you need it for ? There exist several rendering techniques
 WITHOUT perspective projections.

 Any time,

--
+-----------------------------------------------------------------+
|   David 'Septimus' De Ridder   | "Never underestimate the       |
|                                |  power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> |   - 'Essence Flare', M:TG      |
+-----------------------------------------------------------------+

--
Septimus' quote for today :

"Youthful beauty always dies.
 True beauty never does."
```


From -362322196324421291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fed457a4fb7ad127
X-Google-Attributes: gid1115ce,public

From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: print to printer in C, Atari method vs. PC method
Date: 1998/03/23
Message-ID: <vyzsoo98w0y.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 336796790
Sender: schwab@issan
References: <3512F2CE.DAE68B87@forestmeister.com>
<1998032115103480956@zetnet.co.uk>
X-Yow: Will it improve my CASH FLOW?
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Anthony Jacques <jacquesa@zetnet.co.uk> writes:

|> Use the stdprn file-handle - this is part of the standard C libraries, and
|> should be available everywhere.

This is wrong, it's a PCism.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From -6864200581733065124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,51fd3b1afc5769e3,start
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: AES evnt_button() problems
Date: 1998/03/23
Message-ID: <6f6906$1ad$2@zingo.tninet.se>#1/1
X-Deja-AN: 336897918
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

This is the syntax for the AES evnt_button() call:

evnt_button(clicks, mask, state, mx, my, button, kstate)

Does anyone know how to set the mask and state parameters in order to get
the system to wait for either a left or a right mouse click? I can get it
to wait for just the left button, just the right button, or both. But I
can not get it to wait for either.

Thanks

Thomas Sahlin

----
thomas.sahlin@home.se
http://user.tninet.se/~jyc891w/

From -5427929958746476683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8267b233c62cddf4
X-Google-Attributes: gid1115ce,public
From: arjanbok@pop.xs4all.nl
Subject: Re: programmierung des Falcon030
Date: 1998/03/23
Message-ID: <6f69o6$21q$1@news2.xs4all.nl>#1/1
X-Deja-AN: 336897919
Content-Transfer-Encoding: 8Bit
References: <6f10vfdig1@news02.btx.dtag.de>
X-XS4ALL-Date: Mon, 23 Mar 1998 19:30:30 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: XS4ALL, networking for the masses
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>From: 050321316-0001@t-online.de (Daniel Pralle)
>Date: 21 Mar 1998 18:30:06 GMT
>
>!!! TO ALL !!!
>I need help!
>I want to program my F030 (in assembly language). I >had lot of
>experience with the Atari XL/XE (6502), but the F030 >is a little bit
>harder.
>I don`t know how to start. Therefore I need some >litreture.
>Further: what is the diffrence between 68000 and >68030.
>   how about coding the DSP?
>I hope you can help me!!!

Hi there,

I used to do some stuf in assembly on the ST. But since I've got my 030 i switched to C. It is much better to use when you are creating larger programmes.
The package I use is pure C 1.1 from ASH. It also contains an assembler. The debugger can also work on assembly level. And the whole package commes with a 'real' paper manual of 450 pages. If you want to do some special stuf that has to be in assembly it is quite easy to cal an assembly routine from C.

A great book on assembly on the 68000 is 'Introducing ATARI ST machine code' by R.Pearson & S.Hodgson from zzSoft. There is a disk with this book that contains an assembler and debugger. It also works on a Falcon, but the editor and debugger only work in High res ST compatible mode. (ISBN 1 873423 01 2)

I don't know the exact differences between a 68000 and a 68030. The latest probably has more op-codes and is faster because it has a 32 bit data bus instead

of a 16 bit, so it can read or write a longword in one cycle instead of two.

regards, Arjan

From 8446683282324021239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fed457a4fb7ad127
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: print to printer in C, Atari method vs. PC method
Date: 1998/03/23
Message-ID: <1998032318450080956@zetnet.co.uk>#1/1
X-Deja-AN: 336909181
References: <3512F2CE.DAE68B87@forestmeister.com>
<vyzsoo98w0y.fsf@issan.informatik.uni-dortmund.de>
Newsgroups: comp.sys.atari.programmer

The message <vyzsoo98w0y.fsf@issan.informatik.uni-dortmund.de>
  from Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
contains these words:
> Anthony Jacques <jacquesa@zetnet.co.uk> writes:
> |> Use the stdprn file-handle - this is part of the standard C libraries, and
> |> should be available everywhere.
>
> This is wrong, it's a PCism.

I'm sorry, I (wrongly) assumed as it existed in stdio.h of both of
the compilers
that I have easily to hand (DJGPP and BC4.5) that it was part of STDLib. It is
not mapped to anything in either GCC or Lattice on the Atari, however I note
that it is defined in Prospero C's stdio.h.

BC's help does mention that it is not part of the unix stdlib in the
help files (what is it doing in stdio.h then?? surely it should be
somewhere else?).

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | Ho hum...
                               |
jacquesa@zetnet.co.uk | Quake 3? cool...
http://www.users.zetnet.co.uk/jacquesa/ |
----------+----------

From -1614772449593207109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,51fd3b1afc5769e3
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: Re: AES evnt_button() problems
Date: 1998/03/23
Message-ID: <6f6g26bph1@o.online.no>#1/1
X-Deja-AN: 336931004
References: <6f6906$1ad$2@zingo.tninet.se>
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

On 23 Mar 1998 18:17:42, Thomas Sahlin wrote:
>This is the syntax for the AES evnt_button() call:
>
>evnt_button(clicks, mask, state, mx, my, button, kstate)
>
>Does anyone know how to set the mask and state parameters in order to get
>the system to wait for either a left or a right mouse click? I can get it
>to wait for just the left button, just the right button, or both. But I
>can not get it to wait for either.
>
>Thanks
>
>Thomas Sahlin
>
>----------
>thomas.sahlin@home.se
>http://user.tninet.se/~jyc891w/
>.

Ok, I had the same problem some time ago, and found this text in one of issue of ICTARI (don't remember which). I'm posting the whole text, as this is very important info :)) I hope the ICTAR ppl don't mind...check that magacine out, btw. It's a ST magazine for programmers...

http://www.elis.demon.co.uk/ictari/ictari.htm ICTARI -The ATARI programmer's user group

Ok, here it is....

Using the right mouse button with evnt_multi in Assembler
==========

You will probably have noticed that very few applications for the Atari make much use of the right mouse button. The reason given was that

there was no simple way for a GEM program to do it. It turns out that there has been a legal way to do it all along - Atari finally got around to documenting it a couple of years ago, but only to registered developers.

The evnt_multi AES call can be programmed to recognise either the left OR right button click by setting the clicks parameter to 256+1 and the mask parameter to 3. For example using the HiSoft MACRO call :-

```
evnt_multi     #flags,#clicks,#mask,#bstate,#m1flags,etc,etc
```

In the 'flags' parameter, bit 1 should be set so that mouse button events will be recognised as well as any other bits required.

'clicks' should be set to 1 or 2 to recognise one or two clicks as normal and bit 8 also set to detect the right button event. It is recommended that the parameter is written as #256+1 or #256+2 so that it is obvious what conditions are being monitored.

The 'mask' parameter should be set to 3 so that left and right buttons are recognised.

The 'bstate' parameter should be set to 0 to recognise 'mouse down' events.

The remaining parameters are set as normal depending on which facilities are required.

On return from evnt_multi the program should examine the int_out+6 store to determine which button was actually pressed, i.e. left button = 1 and right button = 2.

See C\EVNT_BUT\EVNT_BUT.TXT file on this disk for further information on the history of this function.

From: arjanbok@pop.xs4all.nl
Subject: Re: AES evnt_button() problems
Date: 1998/03/23
Message-ID: <6f6kkk$h2l$1@news2.xs4all.nl>#1/1
X-Deja-AN: 336946872
Content-Transfer-Encoding: 8Bit
References: <6f6906$1ad$2@zingo.tninet.se>
Mime-Version: 1.0
X-XS4ALL-Date: Mon, 23 Mar 1998 22:36:20 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: XS4ALL, networking for the masses
Newsgroups: comp.sys.atari.programmer

>This is the syntax for the AES evnt_button() call:
>
>evnt_button(clicks, mask, state, mx, my, button, >kstate)
>
>Does anyone know how to set the mask and state >parameters in order to get
>the system to wait for either a left or a right mouse >click? I can get it
>to wait for just the left button, just the right >button, or both. But I
>can not get it to wait for either.

What you want ther can not be done by the AES event.
It can although be done with a special trick wich is described in 'Introducing ATARI ST machine code' by R.Pearson on page 347. I typed it over for you:

"One solution is to use the VDI call 'vex_butv'. Every time a mouse button is pressed we can pass a short routine to this call which it will run before GEM learns of the results of the button press. If the routine examines d0 it will find the result of the button press there, whether right, left, none, or both. If a right button is pressed we can pass a value to a symbol set aside for this purpose At the same time we can place a one in d0 so that GEM thinks a left mouse button has been pressed. As this is all done under on an interrupt basis it is transparent to our main program. Now all we have to do is to set up 'evnt_multi' or 'evnt_button' to look for a left button and when it drops through when we press the right mouse button we look at our holder to see whether a right mouse button has actually occured.

```
* Source code of new mouse handler so that we can use evnt_multi with
* it set to recognize right button press- evnt_multi can only recognize
* either a left OR a right button press.
* Install a new mouse handler that recognises the right mouse
* button using the vex_butv() VDI call. Mouse button status is same as
* vq_mouse() with values returned in d0. 0=no button 1=left, 2=right, 3=both
* Every time the right mouse button is pressed 'button_state'
* is passed a value of 1, and 1 is passed to the handler to simulate
* a left mouse button. This ensures that when the right button is
* pressed evnt_multi sees it as a left button press and we can use
* evnt_multi as usual. We then examine button state to see whether the
* right mouse button was pressed when we have fallen through evnt_multi.
* Zie introducing ATARI ST machine code blz. 347.
```

```
EXPORT   instal_R_mouse
EXPORT   deinstal_R_mouse
EXPORT   button_state


TEXT

install_R_mouse:

        move    #125,contrl
        move.w  #0,contrl+2
        move.w  #0,contrl+6
        move.w  gr_handle,contrl+12    ; physical screen device handle
        move.l  #new_mouse,contrl+14    ; address of new mouse handler
        jsr     vdi

        move.l  contrl+18,old_mouse_addr


deinstall_R_mouse:

       move    #125,contrl
       move.w  #0,contrl+2
       move.w  #0,contrl+6
       move.w  gr_handle,contrl+12
       move.l  old_mouse_addr,contrl+14
       jsr     vdi


new_mouse:
        cmpi.w  #2,d0          ; right button
        bne     nowt           ; was bne.s - not acceptable by zzSoft's asembler
        move    #1,button_state
        moveq   #1,d0          ; pretend it was left button
nowt:
        move.l  old_mouse_addr,-(sp)
        rts


DATA

button_state:          ds.w 1
old_mouse_addr:        ds.l 1
```

The 'new_mouse' routine should be installed at the start of our application. The old address of the routine can be found from 'contrl+18' and is placed in 'old_mouse_addr' for safe keeping. When our application exits back to the desktop we should de-install our new mouse handler and pass it the old mouse address via 'old_mouse_addr'

Now when 'event_multi' or 'event_button' is used, it should be set up to recognize a left mouse button event, and if the right mouse button is pressed it will think that a left mouse button event has occured. We should then examine 'button_state'

to see if a left or right button was pressed and then act accordingly. The value of button_state should always be set to zero after it has been examined after every 'evnt_multi/button' call, 'clr.w button_state' "

Although I am using this methode currently in a program I'am developing it is not neat programming, and I don't know what will happen in a multi tasking system. (got to check it myself) In a single task TOS sytem however it works fine. I've even got parts of it transformed to C.

regards, arjan

e-mail: arjanbok@xs4all.nl

"A man's reach should exeed his grasp,
     or else what's heaven for?"

From 5804035070066645138
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,51fd3b1afc5769e3
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: AES evnt_button() problems
Date: 1998/03/23
Message-ID: <3516e72a.1909388@news.tmisnet.com>#1/1
X-Deja-AN: 336989472
Distribution: world
References: <6f6906$1ad$2@zingo.tninet.se> <6f6g26bph1@o.online.no>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

Yeah, what he said!

To avoid documentation snafus in C (really common,
given my standard coding technique), I usually use:

```
                              /* Mouse Button Designations  */
#define LEFT_BUTTON   0x0001
#define RIGHT_BUTTON  0x0002
#define MID_BUTTON    0x0004  /* Not Currently Available... */
#define EITHER_BUTTON 0x0100
```

then in the function, I'll build the mask I need by 'or'ing
the various numbers together:

```
mask = LEFT_BUTTON | RIGHT_BUTTON | EITHER_BUTTON ;

after which I plug 'mask' into the evnt_button
or evnt_multi call.

Hope this helps!

-- George Crissman
-- strads@tmisnet.com

On 23 Mar 1998 20:18:14 GMT, oskancke@online.no (Odd Skancke) wrote:

>On 23 Mar 1998 18:17:42, Thomas Sahlin wrote:
>>This is the syntax for the AES evnt_button() call:
>>
>>evnt_button(clicks, mask, state, mx, my, button, kstate)
>>
>>Does anyone know how to set the mask and state parameters in order to get
>>the system to wait for either a left or a right mouse click? I can get it
>>to wait for just the left button, just the right button, or both. But I
>>can not get it to wait for either.
>>
>>Thanks
>>
>>Thomas Sahlin
>>
>>----------
>>thomas.sahlin@home.se
>>http://user.tninet.se/~jyc891w/
>>.
>
>  Ok, I had the same problem some time ago, and found this text in one of
>issue of ICTARI (don't remember which). I'm posting the whole text, as
>this is very important info :)) I hope the ICTAR ppl don't mind...check
>that magacine out, btw. It's a ST magazine for programmers...
>
>http://www.elis.demon.co.uk/ictari/ictari.htm ICTARI -The ATARI
>programmer's user group
>
>
>Ok, here it is....
>
>
>           Using the right mouse button with evnt_multi in Assembler
>           ==========================================================
>
>    You will probably have noticed that very few applications for the Atari
>    make much use of the  right  mouse  button.  The  reason given was that
>    there was no simple way for a GEM  program  to do it. It turns out that
>    there has been a legal  way  to  do  it  all  along - Atari finally got
>    around to documenting it a couple of  years ago, but only to registered
>    developers.
>
```

>   The evnt_multi AES call can be programmed to recognise either the left
>   OR right button click by setting the clicks parameter to 256+1 and the
>   mask parameter to 3. For example using the HiSoft MACRO call :-
>
>   evnt_multi   #flags,#clicks,#mask,#bstate,#m1flags,etc,etc
>
>   In the 'flags' parameter, bit 1 should be set so that mouse button
>   events will be recognised as well as any other bits required.
>
>   'clicks' should be set to 1 or 2 to recognise one or two clicks as
>   normal and bit 8 also set to detect the right button event. It is
>   recommended that the parameter is written as #256+1 or #256+2 so that
>   it is obvious what conditions are being monitored.
>
>   The 'mask' parameter should be set to 3 so that left and right buttons
>   are recognised.
>
>   The 'bstate' parameter should be set to 0 to recognise 'mouse down'
>   events.
>
>   The remaining parameters are set   as normal depending on which
>   facilities are required.
>
>   On return from evnt_multi the program should examine the int_out+6
>   store to determine which button was actually pressed, i.e. left button
>   = 1 and right button = 2.
>
>   See C\EVNT_BUT\EVNT_BUT.TXT file on this disk for further information
>   on the history of this function.
>
>~~~

Subject: Re: Face Value and multiple userwindows?
Date: 1998/03/24
Message-ID: <01bd570b$3b793d60$LocalHost@default>#1/1
X-Deja-AN: 337131522
Content-Transfer-Encoding: 8bit
References: <01bd54c7$6f089360$LocalHost@default> <351636F5.33AC@neo-interaktiv.no>
X-Server-Date: 24 Mar 1998 10:04:52 GMT
Content-Type: text/plain; charset=ISO-8859-1
Organization: Tripnet AB
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Vegard Hofsoy <vegard@neo-interaktiv.no> skrev i inl⍰gg
<351636F5.33AC@neo-interaktiv.no>...
> Kenneth Medin wrote:
> >
> > I am working on a project in GFA using Face Value.
> > I need to open several userwindows of toolstrip type. The toolstrip
> > contains a radiopopup. As all windows share the same toolstrip tree I
only
> > get one radiopop_var&.
> >

>
> There is currently no documented way to do this. It is a problem that I
> am aware of, and several solutions have been discussed. For now, I would
> reckomend including multiple trees, so you can use one tree pr. window.
> This is a less than ideal solution, but it is safe, quick, and
> painless...

I have managed to make it work by "refreshing" the single toolstrip tree
when GEM messages 20 and 21 appear in @user_gem_messages() and by some
extra redrawing of the toolstrip objects at the beginning of
@user_window_content().

> PS: Face Value 2 will be out in a couple of weeks. Lots of improvements
> (but this is not one of them, I⍰m afraid...)

Great news even though multiple user-windows is a definite must IMHO. Any
thoughts on how I can upgrade my 1.1 version?

/Kenneth Medin

From 8618034438537199981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,51fd3b1afc5769e3
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)

Subject: Re: AES evnt_button() problems
Date: 1998/03/24
Message-ID: <6f8qtj$jam@balaena.bio.vu.nl>#1/1
X-Deja-AN: 337246411
References: <6f6906$1ad$2@zingo.tninet.se>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Thomas Sahlin (thomas.sahlin@home.se) wrote:

: Does anyone know how to set the mask and state parameters in order to get
: the system to wait for either a left or a right mouse click? I can get it
: to wait for just the left button, just the right button, or both. But I
: can not get it to wait for either.

It is possible, via a _very_ poorly documented method that is described in
ProGEM by Tim Oren (get it at any good atari FTP site). It involves setting
some bits somewhere, I could look it up for you if you can't find ProGEM
("Professional GEM", try an AltaVista search for ("Tim Oren" +GEM) or
something...) You should get it anyway, as it's very useful when you want
to write good GEM programs...)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Justice always prevails ... three times out of seven!
-- Michael J. Wagner

From 8591666544143469945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,457455595d42092f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Window MOVER erases window TITLE
Date: 1998/03/24
Message-ID: <35179389.122225@news.demon.co.uk>#1/1
X-Deja-AN: 337246412
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <3510b84d.45928@news.tmisnet.com>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 19 Mar 1998 06:22:27 GMT, strads@tmisnet.com (George Crissman)
wrote:

>Whenever I click on the move bar of a window in
>TOS 4.04, the window title is erased. The only
>way to redisplay the window title is to go through
>the wind_set(win_handle, WF_NAME, ADDR(default_name)
>process again.
>
>None of the OS windows erase the title during movement,
>and none of the third-party windows do either.
>
>What do I do after wind_set() to tell the OS
>not to erase the window title during movement?

Sounds like the memory holding the title string is being "lost". Make
the string static or obtain it with a Malloc type call.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 9102469062075365607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the COOKIE
Date: 1998/03/24
Message-ID: <351993b9.170445@news.demon.co.uk>
X-Deja-AN: 337246414
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <309_9803041305@conchbbs.com> <350d9317.6695998@news.demon.co.uk>
<6eja6v$5v7$1@nyheter.chalmers.se> <35113a03.2018422@news.demon.co.uk>
<6ep1kg$8jo$1@nyheter.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 18 Mar 1998 17:52:16 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>In article <35113a03.2018422@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:

>>On 16 Mar 1998 13:41:51 GMT, rand@cd.chalmers.se (Johan Klockars)
>>wrote:
>>
>>>In article <350d9317.6695998@news.demon.co.uk>,
>>>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>>>On Wed, 11 Mar 1998 20:30:50 +0100, Hans Wessels
>>>><mr_ni@mst.tn.utwente.nl> wrote:
>>>>
>>>>>Guy Harrison wrote:
>>>>>> Out of interest, how does it cope with this sort if situation?
>...
>>>I would never consider using a compiler that didn't see something that
>>>obvious.
>>
>>Remember that only GCC has been updated anything like recently!
>
>This isn't about recent updates. Optimization techniques like this have
>been used since the very first compilers were written.
>It's basic textbook stuff.

No doubt it is. If I had to choose one particular catagory of computer
programming as the "most impressive" it would be compiler writing.
(Perhaps because I wouldn't have a clue how to go about it!)

>PureC simply isn't an optimizing compiler.
>It seems to have a reasonably good code generator and a great register
>allocator, though (at least I've not seen it do anything really stupid
>with the registers, unlike some other compilers).

While I think of it. How recent are the GCC sources? I had a half
hearted look for some (for the compiler) but had no real success.

>>>>Hmm. Good job I ran it through Mwc. It won't let me bind any sort of
>>>>array definition to a register - only references, thus I had to modify
>>>
>>>According to Lattice it's an error and GCC warns about it.
>>>I wonder what the C standard has to say about this.
>>
>>Mwc flags it as a warning also. I've no idea what the standard says
>>but offhand I can't see any reason why a compiler couldn't use a
>>register if it wanted to.
>
>Naturally, the compiler could use a register. The question is if it's
>actually legal to use the register keyword for a local array. That would
>depend on what the standard has to say, which definitely isn't always
>obvious. None of the Atari compilers are ANSI certified, however, so I
>guess we should not believe any of them.

Agreed. There is of course the same problem with static arrays also so
I would assume both would be subject to the same rules.

>>>If Mwc is as bad as you seem to describe, you really should get GCC.
>>

>>It's not bad, it's just old and doesn't do much in the way of
>>optimisation. Actually, I have it set so it does no optimisation at
>
>Well, I guess it depends on your definition of 'bad'. I didn't mean to
>imply that it produced faulty code, just inefficient code.

 :-)

>>all. That way I get no surprises and I know what code it is generating
>>so I can usually get my optimisation done simply by declaring things
>>in a certain way. Plus I can hand optimise the assembly if I really
>
>I much prefer writing readable code to tailoring it for specific
>compilers/processors. That's not saying I don't do it too, however. ;-)

That's the approach I take. I don't like to be in a position where I
have to rely on optimisation to get the job done.

>>>Lattice claims it's an _error_ to declare local arrays 'register',
>>>complaining about taking addresses of things that don't have any.
>>
>>It may well be right but calling it an error rather than a warning
>>could be a little extreme, especially when it has done just that in
>>its optimisation by using a0 and a1!
>
>Lattice C may well be right, though, you know.
>Programming language standards can be very mysterious at times.

Very true!

>Strength reduction - the replacement of an expensive operation (the array
>index calculation) by a cheap one (an addition).

oic - neatly and concisely explained. :-)

>As you could see below, GCC does this as well, but Lattice adds some
>'induction variable elimination', to get rid of the unneeded 'i' and 'j',
>which adds the final icing on the cake. ;-)
>
>Lattice can get silly with this sometimes, though. I once had some kind
>array clear loop, which was supposed to clear a long word at a time.
>Lattice happily got rid of the index variable, but changed the loop to
>clear a _byte_ at a time...

Hehe. Very odd.

>>> jbsr _foo
>>>
>>>Nothing strange here.
>>>With another version of 68k-gcc I tried, I actually managed to get rid
>>>of this call completely. The compiler tried to inline the function and
>>>discovered that it did nothing.
>>

>>Rather clever in one sense but also one of the reasons I dislike
>>optimisation. If I put useless code into a program then I expect it to
>>stay there. All in my opinion of course! ;-)
>
>I'm happy as long as the code still does what it's supposed to do.
>If I tell the computer to do nothing, I expect it done very swiftly. ;-)

A perfectly valid opinion.

>>I assume you at least got a warning about it and could turn it off if
>>you wanted?
>
>There's no reason to warn about it (the function was still there in
>its original form in case it got called from outside that module).

That's not so bad then.

>It only happened with -O3 (highest optimization setting), however, which
>I don't normally use (it's not always better than -O2).
>GCC also has a gazillion optimization flags, so I'm pretty sure there's
>an -fno-inline-functions to complement -finline-functions.

Even better - no complaints if it can be turned off.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1436544028809821068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the COOKIE
Date: 1998/03/24
Message-ID: <351a97c8.1209168@news.demon.co.uk>#1/1
X-Deja-AN: 337246415
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <309_9803041305@conchbbs.com> <350a30e2.17530587@news.demon.co.uk>
<3506E669.429F@mst.tn.utwente.nl> <350d9317.6695998@news.demon.co.uk>
<Eq2Duu.nC4@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 19 Mar 1998 11:42:30 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

```
>>>void foo(void)
>>>{
>>> (void) 0;/* whatever */
>>>}
>>>
>>>int main(void)
>>>{
>>>  register int i,j,jj,ii;
>>>  register int a[8][8],b[8][8]; /* whatever */
>>>  jj=8;
>>>  ii=8;
>>>  for (j = 0; j < jj; j += 1)
>>>  {
>>>   for (i = 0; i < ii; i += 1)
>>>   {
>>>     a[i][j] = b[i][j];
>>>     foo();
>>>    }
>>>  }
>>>  return 0;
>>>}
>
>Hmmm, what about
>
>int main (void)
>{
>   int  a[8][8], b[8][8];
>
>   memcpy (& a[0][0], & b[0][0], 8 * 8 * sizeof(int));
>
>   return 0;
> }
>
>;-))
```

Hehe!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1619602740473931548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Icons in menus?
Date: 1998/03/24
Message-ID: <351cebab.207268@news.demon.co.uk>#1/1
X-Deja-AN: 337246416
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <35117ece.19629736@news.demon.co.uk>
<890369097.27600.1.nnrp-05.9e98f145@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 20 Mar 1998 04:44:57 GMT, dbolt@my-ste.demon.co.uk (David
Bolt) wrote:

>On 18 Mar 1998 19:03:39, Guy Harrison wrote:
>> Sod's Law. I wrote MagX down in the code below and MAGX up here. Being
>> too lazy to walk across the room and check I guessed which it was
>> (rather than have it made obvious I was too lazy to check by writing
>> MagX in one place and MAGX in another). ;-))
>
>It's always the case that when you can't be bothered to check something,
>what you think it is isn't what it should be. Or that's what I usually find
>anyway :(

Yep. Same here.

>> >And once you've
>> >found it, it's anyones guess what the value means. It isn't the version
>> >number, although it may be a pointer to a structure that contains it.
>>
>> Correct about it being a pointer and there is rather a lot of it.
>
><snipped a lot of useful info>
>
>Looks like you're becoming a goldmine of information. First it's the
>40 folder bug, now magic. What else is hiding up that sleeve of yours?

oo-er!

[snip]
>> Hey cool, my pseudoGFA wasn't a million miles removed! <G>
>
>Not that far off. We'll have you programming in Basic before long. <VBG>

Never! :-)))

Tbh, I liked BBC Basic. It was way ahead of the others at the time,
the best bit being local variables.

L
--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7095916284145205972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Icons in menus?
Date: 1998/03/24
Message-ID: <351dec20.324636@news.demon.co.uk>#1/1
X-Deja-AN: 337246417
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <889197421.85648@tornado.itea.ntnu.no>
<3$ThZVAPRZA1Qwxu@shaw1.demon.co.uk> <3506fe7f.4631860@news.demon.co.uk>
<KaaXraAFGcB1QwMC@shaw1.demon.co.uk> <3511b337.14919683@news.demon.co.uk>
<Eq2E0x.nCr@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 19 Mar 1998 11:46:09 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <3511b337.14919683@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> Actually, it wouldn't surprise me if the other multitasking systems do
>> the same thing with the menubar (but I don't know) in which case you
>> might be better off interrogating the number of concurrent processes
>> and only enabling the icon if it is 1.
>
>I'm pretty sure they indeed do that.

I can't think of a better way of doing it!

>A better check is inquiring the
>global[1] entry after calling appl_init();

Yeah, that's the one whose name I couldn't think of. :-)

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

From -5832006144002080429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/03/24
Message-ID: <3521f5ef.2835096@news.demon.co.uk>#1/1
X-Deja-AN: 337246418
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 18 Mar 1998 18:18:21 +0100, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

```
>Guy Harrison wrote:
>>
>> On 15 Mar 98 10:32:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
>> wrote:
>> >struct {
>> >    unsigned char len;
>> >    char str[255];
>> > } pascal;
>> >
>> >    pascal.len = 4;
>> >    pascal.str[-1] = 3;
>> >    if(pascal.len != (unsigned) pascal.str[-1]) abort();
>>
>> I'm afraid this is not valid for our discussion. The compiler does not
>> know that pascal.len and pascal.str[-1] are the same thing and would
>> require both to be treated as volatile in order to work. Having
>> seemingly agreed with you I'm afraid there is another reason why it
>> would work by accident - sequence points.
>>
>> >This is not a case of array overflow,
>>
>> It is. If you think about it, there is no guarantee pascal.len will
>> exist in the byte before pascal.str[0] because the compiler is at
>> liberty to use padding in a structure if it wants.
>
```

>I don't agree with you, quoting K&R2 page (translated to dutch,
>retranslated by me, but englisch pages 214-214):
>"Members of a structure have ascending adresses in the order
>they have been declared.

So far ...

```
struct   {
int16    a;
int16    b;
}
```

'b' must have a greater address than 'a'. Fine, but so far we have nothing that prevents the compiler assigning 'a' a zero offset and 'b' an offset of 3024. It would be a very stupid compiler but nevertheless possible.

>A member of structure which is not
>a field is aligned on the memoryboundary of the type of the
>member."

Which unfortunately doesn't help your argument. 'unsigned char len' is a different type to that of 'char str[255]'. There is no reason for 'unsigned char' and '(signed) char' to use the same amount of memory, or for that matter, even be represented the same. Thus, it is possible for padding to occur between 'len' and 'str'. Highly unlikely I agree but still possible.

Even if both were 'char', 'len is a simple char and 'str' is an array of them and I'm not even sure you could guarantee one would directly follow the other. Here's what I'm thinking ... imagine some processor exists which can handle strings really efficiently but in order to do this it requires each char in the array to be word aligned. In this case you could find a padding byte between 'len' and 'str' to make the first char of 'str' word aligned (and each char would occupy a word of course with one byte 'ignored').

In any case, I'm (almost) certain that a negative array subscript is illegal. Again, I know we all use it but that isn't the issue.

>Wow, it's quit hard to translate stuff like this. Hope you
>still understand it.

I don't have the book so I hope you've got it right. I'm only going on what you said are the rules!

>My interpretation is that the standard
>requires that two subsequent chars in an struct are in memory
>just one char apart.

Assuming your interpretation is correct 'unsigned char', 'signed char' and arrays thereof are not the same so the rule does not apply - only that they be aligned according to their type.

>This makes it reasonable to suppose that all members of
>structures should be regarded as volatile.

Even if you ignore all the above what are the advantages of them being
volatile against the disadvantages. In turn, what are the advantages
or them not being volatile against the advantages?

>> Can you think of something else a bit more legal? <G>
>
>I think is _IS_ legal.

I'm not saying you are wrong. It's simply that I see more
disadvantages to them being volatile than not.

It is unfortunate. As was said (iirc by Johan) non of the atari
compilers are ansi conforming. Actually, Mwc does adhere, but only to
the draft standard as there was no standard per se at the time. The
'volatile' keyword is allowed but that is all - it has no meaning
otherwise I could do some tests. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8045401779876821413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: VQT_NAME
Date: 1998/03/24
Message-ID: <3522f7f7.3355354@news.demon.co.uk>#1/1
X-Deja-AN: 337246419
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <6eni5q$b41$1@o.online.no> <35112102.12158833@news.demon.co.uk>
<6etako$m62$1@nyheter.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 20 Mar 1998 08:50:32 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>In article <35112102.12158833@news.demon.co.uk>,

>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On 18 Mar 1998 04:22:18 GMT, oskancke@online.no (Odd Skancke) wrote:
>...
>>I don't know the actual documentation on this but with Nvdi
>>vst_loadfonts() only applies to bitmap fonts. Vector fonts can be used
>>reguardless of whether you call vst_loadfonts() beforehand or not.
>
>Would there ever be a problem if all fonts are made available even
>without a vst_loadfonts() call?

I can only think of one - that would be where the caller/program relied on vst_loadfonts() in order to decide to continue or not. This could be overcome by having vst_loadfonts() look for bitmap fonts and return how many there were. The fact that they had already been loaded would be irrelevent then.

>I've not really used VDI fonts before (only for my rotated font output
>in MGIF) and have been thinking about how to deal with this in fVDI.
>
>Currently all specified fonts are loaded at startup and are then
>immediately available (has anyone run into any problems with this?).
>If there are lots of fonts this is of course not such a good idea, but
>then neither is loading everything at vst_loadfonts().
>In fact, vst_loadfonts() doesn't really make much sense in a multitasking
>environment, since the fonts may very well be loaded by another
>application already, anyway (fonts are read-only and therefore global).
>
>What I'm planning to do is set up a font structure for every specified
>font, but not load the actual data until the font is actually used.
>Font data will also be unloaded later using some kind of cache algorithm
>(that's needed for rendered vector font characters anyway).

That seems reasonable. There's only one small problem I can think of and that's where a program has used vst_loadfonts() above then the situation arises where there is not enough memory to display a given bitmap font - the program will naturally assume it can use all the bitmaps because they have already been loaded. You would therefore need to ensure fVDI always maintains at least enough memory to process the largest bitmap (you've probably thought of this anyway). Other than that the idea to leave bitmap data unloaded until needed is a good one. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2432929764106290723
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: VQT_NAME
Date: 1998/03/24
Message-ID: <3524fce6.4618681@news.demon.co.uk>#1/1
X-Deja-AN: 337246420
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <6eni5q$b41$1@o.online.no> <FN_3513e0a6_merciful@news.wxs.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 21 Mar 1998 16:45:42, Eabe Kuik <merciful@worldaccess.nl> wrote:

>in message <6eni5q$b41$1@o.online.no>,
>   Odd Skancke wrote:
>
>> Hi, all. I need to know what the call VQT_NAME() returns if you pass it
>> an index higher than the actual number of loaded fonts. Is there a way to
>> make it return the number of loaded fonts? Or is there some other call
>> that does that besides VST_LOADFONTS() ? Anyone?
>>
>
>Vst_load_fonts returns the number of loaded fonts in intout. Therefor
>you should always use this call prior to the use of any font (except
>the system font). Only in this way you are sure it will work with
>gdos/fontgdos/speedo/nvdi etc.
>
>This means that you should use this call even if you can use other
>fonts without the call (nvdi vector fonts).

I'm pretty sure vst_loadfonts() does not know about vector fonts under
Nvdi 3.x at least. It only returns the number of bitmap fonts it
loaded.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1845103998179843669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50d94758f5c42894
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: Register optimization
Date: 1998/03/24
Message-ID: <3525fd6c.4752673@news.demon.co.uk>#1/1
X-Deja-AN: 337246421
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <a26_9803181536@conchbbs.com>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 18 Mar 98 11:35:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>g > Can you think of something else a bit more legal? <G>
>
>Just variations on the same theme: taking advantage of the relative
>locations in RAM for members of data structures, arrays and unions
>and accessing them via pointers or array indexes in a non-obvious
>manner.

Oh well. Maybe one day one of us will find out which of non volatile and volatile is the case.

>Admittedly the resulting code is not platform independent, but there
>is a place for platform dependent code. (My dictionary defines
>machine independent code as code which will not work on any machine.)

I have a tendancy to agree with that. ;-)

>Looking at the giant kludge of #ifdef/#endif statements in what
>passes for portable code, I would prefer to have non-portable code I
>can read and modify for my platform than unreadable code which works
>on hundreds of platforms (but not mine).

I definately agree with this. I've a distinct feeling the #ifdef etc code comes about simply because the author had access to all the machines involved. I say this because of the number of times such code has failed when it is documented to work - and the bug invariably turns out to be due to *newer* 'portable' modifications.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 486756727733257329

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: VQT_NAME
Date: 1998/03/24
Message-ID: <3527029c.6080693@news.demon.co.uk>#1/1
X-Deja-AN: 337246422
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <6eni5q$b41$1@o.online.no> <35112102.12158833@news.demon.co.uk>
<Eq6K5s.Ly0@suse.modem.stud.uni-hannover.de> <6f3pe1cj1@newshost.comnet.co.nz>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 22 Mar 1998 19:39:45 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Peter Rottengatter (perot@suse.modem.stud.uni-hannover.de) wrote in
comp.sys.atari.programmer:
>> Sounds ok, as long as vst_loadfonts can still be used to find out the number
>> of fonts available. (There is no other way AFAIK ?)
>
>Isn't there a "number of faces available" value one can get from v_opnvwk
>and vq_extnd?

Yeah but iirc v_opnvwk() only returns the system font and I don't
think vq_extnd() gets updated. Again under Nvdi 3.x

Does somebody know for sure else I guess it looks like I'm going to
have to re-experiment.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1284932350983815998
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: VQT_NAME
Date: 1998/03/24
Message-ID: <3523fbbb.4319280@news.demon.co.uk>#1/1
X-Deja-AN: 337246423
Content-Transfer-Encoding: 7bit

X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <6eni5q$b41$1@o.online.no> <6esp1a$15l$1@jair.pressenter.com>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 20 Mar 1998 03:50:02 GMT, tkelly@mail.pressenter.com (Terence
Kelly) wrote:

>On 18 Mar 1998 04:22:18, Odd Skancke wrote:
>>
>> Hi, all. I need to know what the call VQT_NAME() returns if you pass it
>>an index higher than the actual number of loaded fonts. Is there a way to
>>make it return the number of loaded fonts? Or is there some other call
>>that does that besides VST_LOADFONTS() ? Anyone?
>>
>> Until next time... Take Care ;-)
>>
>>
>
>I don't really know as I never wanted to know the name of a font
>that wasn't there.:-) Why not just try it and see? Is there some
>reason why you can't use VST_LOADFONTS?

If memory serves, vst_loadfonts() does not return vector font
information under Nvdi 3.x thus I used vqt_name() which knows about
both. Whether this is specific to Nvdi or documented (or some better
way is available) is another matter.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1586643726401896989
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,30cff87cadd2920e,start
X-Google-Attributes: gid1115ce,public
From: Phil Carmody <pc@asdf.org>
Subject: Testing the water
Date: 1998/03/24
Message-ID: <35180AD1.ABAFCA17@asdf.org>#1/1
X-Deja-AN: 337265943
Content-Transfer-Encoding: 7bit
MIME-Version: 1.0
Content-Type: text/plain; charset=x-UNICODE-2-0-UTF-7
Newsgroups: comp.sys.atari.programmer

How 'alive' is the Falcon, how many _active_ coders of both real
utilities and demos are there? I inquire because I've just bought one,
and am interested in using the DSP and possibly doing some composing.

Can people give me a lovely warm feeling, an mail me to tell me what
kinds of stuff they write, and what tools they use?

Phil

fatphil.asdf@org (do the obvious swap)

From 8805218137597879600
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,30cff87cadd2920e
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: Re: Testing the water
Date: 1998/03/24
Message-ID: <6f936e$o76$1@o.online.no>#1/1
X-Deja-AN: 337283428
References: <35180AD1.ABAFCA17@asdf.org>
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

On 24 Mar 1998 19:34:41, Phil Carmody wrote:
>How 'alive' is the Falcon, how many _active_ coders of both real
>utilities and demos are there? I inquire because I've just bought one,
>and am interested in using the DSP and possibly doing some composing.
>
>Can people give me a lovely warm feeling, an mail me to tell me what
>kinds of stuff they write, and what tools they use?
>
>Phil
>
>fatphil.asdf@org (do the obvious swap)
>.

Hi, Just wanted to throw my hand in the air and shout; I'm coding for the
Atari!! But it's not Falcon spesific :)

Take Care

~~~
~~~

oskancke@online.no
Snailmail
Sandesundveien 58 (1. etg.)
1705 SARPSBORG
N Norway

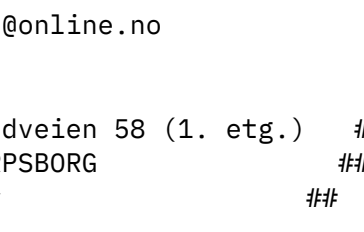

SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.

Atari all the way, the whole way!!

~~~
~~~

s >
s > then in the function, I'll build the mask I need by 'or'ing
s > the various numbers together:
s >
s > mask = LEFT_BUTTON | RIGHT_BUTTON | EITHER_BUTTON ;

Actually it's bclicks, not bmask, that should have bit 8 set.

What this does is change the logic from returning when (button &
bmask == bstate) to returning when (button & mask != bstate). So to
return when either button is clicked you need

```
bclicks = 0x101;
bmask = 3;
bstate = 0;
```

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -2754693148546202619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,51fd3b1afc5769e3
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: AES evnt_button() problems
Date: 1998/03/24
Message-ID: <EqBnDu.IrK@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 337411432
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6f6906$1ad$2@zingo.tninet.se> <6f6g26bph1@o.online.no>
<3516e72a.1909388@news.tmisnet.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <3516e72a.1909388@news.tmisnet.com>,
     strads@tmisnet.com (George Crissman) writes:

```
>                               /* Mouse Button Designations  */
> #define LEFT_BUTTON   0x0001
```

```
> #define RIGHT_BUTTON  0x0002
> #define MID_BUTTON    0x0004  /* Not Currently Available... */
> #define EITHER_BUTTON 0x0100
>
> then in the function, I'll build the mask I need by 'or'ing
> the various numbers together:
>
> mask = LEFT_BUTTON | RIGHT_BUTTON | EITHER_BUTTON ;
>
> after which I plug 'mask' into the evnt_button
> or evnt_multi call.
```

Although this gives the desired effect, it is fairly confusing, as the underlying semantics is not followed.

The semantics of evnt_button is that mask specifies which events must occur all *at once* to trigger the event. This means, setting both the mask and the state to three means, the left button must be pressed, *AND* the right button must be pressed, in order to trigger evnt_button. Correspondingly, with a three button mouse system, a mask of seven would specify all three buttons to be pressed.

Now what Atari never officially documented is that setting bit 8 does not specify button 8 on an imaginary 8 button mouse, but to INVERT the condition upon which then event triggers. So instead of having the call trigger on

```
        (Left_Mouse AND Right_Mouse),
```

which means Left and Right must be down (pressed, clicked), setting bit 8 achieves triggering on

```
    NOT (Left_Mouse AND Right_Mouse)
```

Booleans arithmetics tells you the latter being equivalent to

```
    (NOT Left_Mouse) OR (NOT Right_Mouse)
```

Now you ended up with the desired OR in the middle, i.e. triggering on the left button OR the right button. However, since there are still those NOTs, you need to set the state to zero, i.e. button NOT pressed.

This is a lot of mathbabble, in more common language it is this :

evnt_button can only ever test for ANDed conditions. Full Stop.
Using evnt_button(1, 3, 3) (i.e. mask = state = 3) one tests for both buttons (mask = 3) pressed (state = 3) at the same time. Since you rarely press both buttons at once, you need instead to test for the contrary condition, i.e. both buttons NOT pressed (state = 0). This leads to evnt_button(1, 3, 0). This will lead to trigger the event whenever both buttons are released, and remains untriggered as long as one (any one)

of the buttons is pressed. This is close, but not quite the desired effect.
The wanted effect was to invert the behaviour, i.e. *trigger* it if any
botton is pressed, and remain untriggered as long as neither button is
pressed. To achieve this inverting, one has to set bit 8 of the mask,
i.e. use evnt_button(1, 256 + 3, 0)

Keeping this semantics in mind, you can construct calls that wait for more
complex situations too.

```
>>Ok, here it is....
>>
>>
>>           Using the right mouse button with evnt_multi in Assembler
>>           ==========================================================
```

Why the hell did you cite all that stuff once again ? Have you ever found
out how to edit news messages you want to reply to, before sending the
reply off ?

Cheers Peter
--

```
-----------------------------------------------------------------------
   Peter Rottengatter       perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
-----------------------------------------------------------------------
```


From -4968166390541288635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,51fd3b1afc5769e3
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: AES evnt_button() problems
Date: 1998/03/24
Message-ID: <EqBo2v.Iu4@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 337411433
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6f6906$1ad$2@zingo.tninet.se> <6f6kkk$h2l$1@news2.xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6f6kkk$h2l$1@news2.xs4all.nl>,
     arjanbok@pop.xs4all.nl writes:

>>Does anyone know how to set the mask and state >parameters in order to get
>>the system to wait for either a left or a right mouse >click? I can get it
>>to wait for just the left button, just the right >button, or both. But I
>>can not get it to wait for either.
>
> What you want ther can not be done by the AES event.

Yes, it can be done. See other mail.

> It can although be done with a special trick wich is described in 'Introducing
ATARI ST machine code' by R.Pearson on page 347. I typed it over for you:
>
> "One solution is to use the VDI call 'vex_butv'. Every time a mouse button is
pres

Don't ever do that ! This is very bad stuff. While using AES, the screen
workstation belongs to the AES. While there is a mechanism for sharing
output to the same workstation (virtual workstations), this cannot be done
for input ! The reason is quite obvious. A program doing that would steal
input that was meant to be processed by the AES. While this can still be
managed within the own application by tricky usage of semaphores or similar
stuff, the program will badly fail in a multitasking environment. Other
programs that are supposed to work in parallel, cannot be operated anymore,
mouseclicks supposed to do something in some window or dialog are without
effect suddenly, because that bad stuff in the background steals them.

So please refrain from this.

I'll put this book by Pearson on my black list of bad books recommending
silly, non-portable, specs-violating methods. It's sometimes depressing
to see how much bad stuff is there, the authors of which apparently never
read the tiniest bit of Atari's specifications on how things are supposed
to be done.

> Although I am using this methode currently in a program I'am developing it is
not
> neat programming, and I don't know what will happen in a multi tasking system.
(got
> to check it myself) In a single task TOS sytem however it works fine. I've even
got
> parts of it transformed to C.

It's actually worse. It will give problems under single-tasking as well
as soon as accessories are used.

> "One solution is to use the VDI call 'vex_butv'. Every time a mouse button is
pressed we can pass a short routine to this call which it will run before GEM
learns of the results of the button press. If the routine examines d0 it will find
the result of
the button press there, whether right, left, none, or both. If a right button is

pressed we can pass a value to a symbol set aside for this purpose At the same time we can place a one in d0 so that GEM thinks a left mouse button has been pressed. As this
i
s all done under on an interrupt basis it is transparent to our main program. Now all we have to do is to set up 'evnt_multi' or 'evnt_button' to look for a left button and when it drops through when we press the right mouse button we look at our holder t
o see whether a right mouse button has actually occured.

Can't you configure your news reader to write proper Usenet compliant output ?? This is truely annoying. Either reconfigure it, or refrain from using ASH Emailer in the first place.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -4235238546550743707
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e7f37540a4d4d40
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: AES evnt_button() pro
Date: 1998/03/25
Message-ID: <35184e57.526755@news.tmisnet.com>#1/1
X-Deja-AN: 337391824
References: <a4c_9803241739@conchbbs.com>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

I was quoting from the Holy Compendium, page 6.61, which states:

WORD evnt_button(clicks, mask, state, mx, my, button, kstate)

[...]

COMMENTS A previously undocumented feature of this call is accessed by logically OR'ing the _mask_ parameter with 0x100. This causes the call to return when independent buttons are depressed. For example, a _mask_ value of 0x03 will return when both the left and right mouse buttons are depressed. A _mask_ value of 0x103 will cause the call to return when either button is pressed.

------ end of quote, underlines as-shown in the text ------

That method using bclicks is intriguing ... and worth
experimenting with the next time I've got free time!

-- George Crissman
-- strads@tmisnet.com

On 24 Mar 98 11:15:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

```
>s > #define LEFT_BUTTON   0x0001
>s > #define RIGHT_BUTTON  0x0002
>s > #define MID_BUTTON    0x0004  /* Not Currently Available... */
>s > #define EITHER_BUTTON 0x0100
>s >
>s > then in the function, I'll build the mask I need by 'or'ing
>s > the various numbers together:
>s >
>s > mask = LEFT_BUTTON | RIGHT_BUTTON | EITHER_BUTTON ;
>
>Actually it's bclicks, not bmask, that should have bit 8 set.
>
>What this does is change the logic from returning when (button &
>bmask == bstate) to returning when (button & mask != bstate).  So to
>return when either button is clicked you need
>
>bclicks = 0x101;
>bmask = 3;
>bstate = 0;
>
>
>
>___ Mountain Reader II - #00000053
>--
>|Fidonet:  John Kormylo 1:106/7861
>|Internet: John.Kormylo@7861.conchbbs.com
>|
>| Standard disclaimer: The views of this user are strictly his own.
>
```

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -7940333945383930162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: tkelly@mail.pressenter.com (Terence Kelly)

Subject: Re: VQT_NAME
Date: 1998/03/25
Message-ID: <6fa63erks1@jair.pressenter.com>#1/1
X-Deja-AN: 337430764
References: <6eni5q$b41$1@o.online.no> <6esp1a$15l$1@jair.pressenter.com>
<3523fbbb.4319280@news.demon.co.uk>
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

>
>If memory serves, vst_loadfonts() does not return vector font
>information under Nvdi 3.x thus I used vqt_name() which knows about
>both. Whether this is specific to Nvdi or documented (or some better
>way is available) is another matter.
>
>
>--

I don't think this is true. vst_load_fonts returns vecter fonts as
well. You should use vqt_f_name to get the names of vector fonts. I
can't be certain since I don't have NVDI 3, but I do know that vector
fonts are returned with vst_load_fonts under speedo and under NVDI 4.

--Terry Kelly

From 1065369323351146899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e43e366b3033b3a2
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Interface ques
Date: 1998/03/25
Message-ID: <3529038b.6319647@news.demon.co.uk>#1/1
X-Deja-AN: 337438811
Content-Transfer-Encoding: 7bit
References: <6f01cd$pc4$3@ash.ridgecrest.ca.us>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 21 Mar 1998 09:30:53 GMT, grovem@removetoreplyridgecrest.ca.us
(Michael Grove) wrote:

>I recently purchased CAB 2.6 from ASH and was working on my own
>private English RSC file. I have an older German version of Interface

>I was using, and find it pretty simple. I did however have one
>problem. It seems that Interface saves "to" an RSC, adding files
>with the end of each edit session unless you save the RSC under a
>different name. Is this normal, or is there something in the pref file
>that I am missing? I didn't notice this just editing the menus, but it
>was when I copied them from another RSC this occured.

I'm not 100% sure what you mean actually!

One thing to be very careful about is ensuring you don't make such
changes as to cause the resource editor to rearrange any of its trees.
Copying items from another resource will almost certainly cause this
to happen. Ideally you should limit yourself to retyping the german as
english and don't drag any objects about. Also try to keep the strings
the same length - this rarely matters but you don't know what the
program's requirements are. The only way to be 100% certain you can
find the problems is to make one change at a time then test it by
running the program. Tedious but a fact!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5411974589627518701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8267b233c62cddf4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: programmierung des Falcon030
Date: 1998/03/25
Message-ID: <352a05d8.6908814@news.demon.co.uk>#1/1
X-Deja-AN: 337438812
Content-Transfer-Encoding: 7bit
References: <6f10vfdig1@news02.btx.dtag.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 21 Mar 1998 18:30:06 GMT, 050321316-0001@t-online.de (Daniel
Pralle) wrote:

>!!! TO ALL !!!
>I need help!
>I want to program my F030 (in assembly language). I had lot of
>experience with the Atari XL/XE (6502), but the F030 is a little bit

>harder.
>I don`t know how to start. Therefore I need some litreture.
>Further: what is the diffrence between 68000 and 68030.

From a programming point of view, not much if each cpu is programmed in 'user' mode - the 68030 understands all the instructions the 68000 does so 68000 docs will do fine to start with.

In supervisor mode there are differences. You will need supervisor mode if you want to access the hardware directly. I don't have a 68030 machine so I'll leave the details for someone else to explain ...

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2924010850730790123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,51fd3b1afc5769e3
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: AES evnt_button() problems
Date: 1998/03/25
Message-ID: <352c0bb8.8412336@news.demon.co.uk>#1/1
X-Deja-AN: 337438813
Content-Transfer-Encoding: 7bit
References: <6f6906$1ad$2@zingo.tninet.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 23 Mar 1998 18:17:42 GMT, thomas.sahlin@home.se (Thomas Sahlin) wrote:

>This is the syntax for the AES evnt_button() call:
>
>evnt_button(clicks, mask, state, mx, my, button, kstate)
>
>Does anyone know how to set the mask and state parameters in order to get
>the system to wait for either a left or a right mouse click? I can get it
>to wait for just the left button, just the right button, or both. But I
>can not get it to wait for either.

Here's how to do it with evnt_multi() ...

Set argument 2 (clicks) to clicks OR 0x100 (eg 0x102).
Set argument 3 (button) to 0x003.
Set argument 4 (bstate) to 0x000.

... and you will get left/right button single and double clicks detected and returned (interrogate the button state and number of clicks on output).

By masking 0x100 into clicks you have told evnt_multi() to invert what it is looking for and by setting bstate to zero you have told it to wait for both buttons up (ie inverted). Thus rather than it waiting for

```
A.B
```

it is now waiting for

```
---
- -
A.B
```

which works out the same as

```
- -
- -
A+B
```

which reduces to

```
A+B
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -9158819631950089916
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,30cff87cadd2920e
X-Google-Attributes: gid1115ce,public
From: "Sven Persson" <sven.persson@mbox301.swipnet.se>
Subject: Re: Testing the water
Date: 1998/03/25
Message-ID: <01bd580e$aa00af80$afa4f482@sven133>#1/1
X-Deja-AN: 337573449
References: <35180AD1.ABAFCA17@asdf.org>
Cache-Post-Path: mn8!s-263628@dialup164-3-47.swipnet.se
X-Complaints-To: news-abuse@swip.net
X-Trace: mn5.swip.net 890844931 14930 (None) 192.71.180.98

Organization: A customer of Tele2
Newsgroups: comp.sys.atari.programmer

> How 'alive' is the Falcon, how many _active_ coders of both real
> utilities and demos are there? I inquire because I've just bought one,
> and am interested in using the DSP and possibly doing some composing.

Coding and composing. Yep, that's me :)

> Can people give me a lovely warm feeling, an mail me to tell me what
> kinds of stuff they write, and what tools they use?

Working on a software synthersizer with _great_ filters :)

/Peter Persson

From -6255655926735222516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22f481e29349bbcd,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: programmierung des Fa
Date: 1998/03/25
Message-ID: <d3c_9803251213@conchbbs.com>#1/1
X-Deja-AN: 337601258
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

g > From a programming point of view, not much if each cpu is
g > programmed in 'user' mode - the 68030 understands all the
g > instructions the 68000 does so 68000 docs will do fine to
g > start with.

Not entirely true: MOVE SR,<ea> is a user mode instruction on the
68000, but requires supervisor mode on the 68030.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -2205215962036156324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Icons in menus?
Date: 1998/03/25
Message-ID: <6fbmq4$6iu@balaena.bio.vu.nl>#1/1
X-Deja-AN: 337634233
References: <35117ece.19629736@news.demon.co.uk>
<890369097.27600.1.nnrp-05.9e98f145@news.demon.co.uk>
<351cebab.207268@news.demon.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Tbh, I liked BBC Basic. It was way ahead of the others at the time,
: the best bit being local variables.

<off topic mode>

Yeah, BBC Basic was great! Could do functions, procedures, local vars,
inline assembly, the lot... (of course GfA can too...) Just a pity about the
"editor" though. The "COPY" key wasn't the best editing mechanism
conceivable. Lots better than eg. the C64 method though..

</off topic mode>

Did you know that there's a BBC OS "emulator" for the Atari?
It's pretty crap, but it does work :-)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Life is like an analogy

From -9072352776705203176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Molesting the COOKIE
Date: 1998/03/25
Message-ID: <Pine.OSF.3.95.980325212735.14294B-100000@tellus.dsv.su.se>#1/1

X-Deja-AN: 337647560
References: <309_9803041305@conchbbs.com> <350a30e2.17530587@news.demon.co.uk>
<3506E669.429F@mst.tn.utwente.nl> <350d9317.6695998@news.demon.co.uk>
<6eja6v$5v7$1@nyheter.chalmers.se>
Mime-Version: 1.0
Reply-To: Jens M Andreasen <jens-and@dsv.su.se>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Newsgroups: comp.sys.atari.programmer

About the register array[8][8] thingy,

What if you do:

```
int array[8][8]  /* arrange for an the array on the stack */
register int *pointer = array;

pointer[x] [y] = ...
```

// Jens M Andreasen

```
   -o
   (| o-
   -` |)
      '-
 --Linux-----------------------------------------------------c[]--C----
```

From 1806417792531018997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Register optimization (w
Date: 1998/03/25
Message-ID: <Pine.OSF.3.95.980325220108.14294C-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 337656800
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
<351001DD.196C@mst.tn.utwente.nl>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

```
:> >struct {
:> >    unsigned char len;
:> >    char str[255];
:> > } pascal;
:> >
:> >    pascal.len = 4;
:> >    pascal.str[-1] = 3;
:> >    if(pascal.len != (unsigned) pascal.str[-1]) abort();
```

Try this:

```
struct {
  unsigned char len [256]
  char *str
}
/* init */

str = (char*) &(len[1])
...
```

Now your pascal.str[-1] hack will work.

// Jens M Andreasen

From 4355938308855096604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e7f37540a4d4d40
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: AES evnt_button() pro
Date: 1998/03/25
Message-ID: <EqDFD5.I6M@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 337778209
Sender: news@suse.modem.stud.uni-hannover.de
References: <a4c_9803241739@conchbbs.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <a4c_9803241739@conchbbs.com>,
     John.Kormylo@7861.conchbbs.com (John Kormylo) writes:

> s > then in the function, I'll build the mask I need by 'or'ing
> s > the various numbers together:
> s >
> s > mask = LEFT_BUTTON | RIGHT_BUTTON | EITHER_BUTTON ;
>
> Actually it's bclicks, not bmask, that should have bit 8 set.

Oops, yes, you're right of course. That's the price if one doesn't look it up but relies on earlier messages suggesting that bmask needs to be used ;-)

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 8086889752463045908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e43e366b3033b3a2
X-Google-Attributes: gid1115ce,public
From: grovem@BLOCKridgecrest.ca.us (Michael Grove)
Subject: Re: Interface ques
Date: 1998/03/26
Message-ID: <6fc7ts$7hm$1@ash.ridgecrest.ca.us>#1/1
X-Deja-AN: 337720634
References: <6f01cd$pc4$3@ash.ridgecrest.ca.us>
<3529038b.6319647@news.demon.co.uk>
Organization: Evil Dead II
Newsgroups: comp.sys.atari.programmer

On 25 Mar 1998 06:41:16, Guy Harrison wrote:
>On 21 Mar 1998 09:30:53 GMT, grovem@removetoreplyridgecrest.ca.us
>(Michael Grove) wrote:
>
>>I recently purchased CAB 2.6 from ASH and was working on my own
>>private English RSC file. I have an older German version of Interface
>>I was using, and find it pretty simple. I did however have one
>>problem. It seems that Interface saves "to" an RSC, adding files
>>with the end of each edit session unless you save the RSC under a
>>different name. Is this normal, or is there something in the pref file
>>that I am missing? I didn't notice this just editing the menus, but it
>>was when I copied them from another RSC this occured.
>
>I'm not 100% sure what you mean actually!
>
>One thing to be very careful about is ensuring you don't make such
>changes as to cause the resource editor to rearrange any of its trees.
>Copying items from another resource will almost certainly cause this

>to happen. Ideally you should limit yourself to retyping the german as
>english and don't drag any objects about. Also try to keep the strings
>the same length - this rarely matters but you don't know what the
>program's requirements are. The only way to be 100% certain you can
>find the problems is to make one change at a time then test it by
>running the program. Tedious but a fact!
>
>

Thanks Guy,
That is exactally what I was doing, and sure enough, the problem you
mention might happen did:). After several "test" I am finding the bugs
I introduced, and things are going well.

Regards,

Mike

From -875976204439210798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Molesting the COOKIE
Date: 1998/03/26
Message-ID: <Pine.OSF.3.95.980326064051.22614A-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 337804134
References: <309_9803041305@conchbbs.com> <350a30e2.17530587@news.demon.co.uk>
<3506E669.429F@mst.tn.utwente.nl> <350d9317.6695998@news.demon.co.uk>
<6eja6v$5v7$1@nyheter.chalmers.se>
<Pine.OSF.3.95.980325212735.14294B-100000@tellus.dsv.su.se>
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Newsgroups: comp.sys.atari.programmer

I wrote

```
:int array[8][8]  /* arrange for an the array on the stack */
:register int *pointer = array;
```

should be:

```
int array[8][8]  /* arrange for an the array on the stack */
register int (*pointer)[8] = array;
```

From -250024881892290719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: VQT_NAME
Date: 1998/03/26
Message-ID: <35194867.426763@news.demon.co.uk>#1/1
X-Deja-AN: 337810696
Content-Transfer-Encoding: 7bit
References: <6eni5q$b41$1@o.online.no> <6esp1a$15l$1@jair.pressenter.com>
<3523fbbb.4319280@news.demon.co.uk> <6fa63erks1@jair.pressenter.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 25 Mar 1998 05:52:46 GMT, tkelly@mail.pressenter.com (Terence
Kelly) wrote:

>
>>
>>If memory serves, vst_loadfonts() does not return vector font
>>information under Nvdi 3.x thus I used vqt_name() which knows about
>>both. Whether this is specific to Nvdi or documented (or some better
>>way is available) is another matter.
>>
>>
>>--
>
>I don't think this is true. vst_load_fonts returns vecter fonts as
>well. You should use vqt_f_name to get the names of vector fonts. I
>can't be certain since I don't have NVDI 3, but I do know that vector
>fonts are returned with vst_load_fonts under speedo and under NVDI 4.

Looks like I'd better knock up a little test program to make sure I'm
correct ...

... Hmm, vst_loadfonts returns the number of fonts (minus the system
one). Looks like I was wrong so apologies to everyone!!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6927533844610070560

X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c93a2d4fd13f5ce7
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Subject: Re: Face Value and multiple userwindows?
Date: 1998/03/26
Message-ID: <351A2833.6BB4@neo-interaktiv.no>#1/1
X-Deja-AN: 337846232
Content-Transfer-Encoding: 8bit
References: <01bd54c7$6f089360$LocalHost@default> <351636F5.33AC@neo-interaktiv.no> <01bd570b$3b793d60$LocalHost@default>
Mime-Version: 1.0
Reply-To: vegard@neo-interaktiv.no
Content-Type: text/plain; charset=iso-8859-1
Organization: Neo Interaktiv AS
Newsgroups: comp.sys.atari.programmer

Kenneth Medin wrote:
>
> Vegard Hofsoy <vegard@neo-interaktiv.no> skrev i inl⊗gg
> <351636F5.33AC@neo-interaktiv.no>...
> > Kenneth Medin wrote:
> > >Any
> thoughts on how I can upgrade my 1.1 version?

I will announce availability & upgrade pricing here when it is ready.

Bye,
Vegard

From -2712168552966773009
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d1f0d98cacd6b3ff,start
X-Google-Attributes: gid1115ce,public
From: Cbregardis@CIPCINSA.insa-lyon.fr (Cedric Michel Bregardis)
Subject: parallel port and GFA
Date: 1998/03/26
Message-ID: <6fdhul$9sc$1@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 337874390
Mime-Version: 1.0
Content-Type: Text/Plain; charset=ISO-8859-1
Organization: INSA Centre Informatique du 1er Cycle.
Newsgroups: comp.sys.atari.programmer

I would know how can I use the parallel port with my FALCON for write (DATA OUT)
What pins must I use, and how...
(Sorry for my English)
Thanks,

C⍰dric.

From 713935765563323363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,95f5e531ffe3f1fe,start
X-Google-Attributes: gid1115ce,public
From: "Student" <student@pczaal.utwente.nl>
Subject: coding Falcon's sound-system>?
Date: 1998/03/26
Message-ID: <01bd58b9$c6e8edf0$0ab35982@pczaal14>#1/1
X-Deja-AN: 337886991
Reply-To: c.a.adler@student.utwente.nl
Organization: University of Twente, Enschede, The Netherlands
Newsgroups: comp.sys.atari.programmer

I've some trouble with initialising the sound-system.
I tried to code in C a little delay, but the Falcon records only a feedback tone.
I think some devinitions at <falcon.h> are wrong.

Wat is the good initialisation voor recording and playing?
Is it possible to record one track while plaback an other?

.please answer to:
c.a.adler@student.utwente.nl

From 2899975441372420515
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e43e366b3033b3a2
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Interface ques
Date: 1998/03/26
Message-ID: <6fdecs$kb8$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 337886992
References: <6f01cd$pc4$3@ash.ridgecrest.ca.us>
<3529038b.6319647@news.demon.co.uk> <6fc7ts$7hm$1@ash.ridgecrest.ca.us>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <6fc7ts$7hm$1@ash.ridgecrest.ca.us>,
     grovem@BLOCKridgecrest.ca.us (Michael Grove) writes:

> That is exactally what I was doing, and sure enough, the problem you
> mention might happen did:). After several "test" I am finding the bugs
> I introduced, and things are going well.

Note that Interface has a special feature that locks objects, e.g. you can't do any changes to a resource file which would affect object numbering. It's called something like "Objektnummern fest" in the German version and is a menu entry of its own.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

From -6361900436423479125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Icons in menus?
Date: 1998/03/18
Message-ID: <3511bc98.13636558@news.demon.co.uk>#1/1
X-Deja-AN: 335112381
Content-Transfer-Encoding: 7bit
References: <889197421.85648@tornado.itea.ntnu.no>
<3$ThZVAPRZA1Qwxu@shaw1.demon.co.uk> <3506fe7f.4631860@news.demon.co.uk>
<KaaXraAFGcB1QwMC@shaw1.demon.co.uk> <3511b337.14919683@news.demon.co.uk>
<CxCMKVAHkXD1QwvX@shaw1.demon.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 16 Mar 1998 19:09:59 +0000, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:

>In article <3511b337.14919683@news.demon.co.uk>, Guy Harrison
><guy@swampdog.demon.co.uk> writes
>
>>On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw
>
>><Clair@shaw1.demon.co.uk> wrote:
>
>

>>>Gah! *why* did they have to invent MagiC?
>>
>>'Cos it's cool! :-))
>
>No it aint! I can't program sutable programs which work on it. Same with
>Falcons.

You just have to persevere! I haven't written a program from scratch
in years. I just bolt together code I've written in the past then add
to it - that's the secret. ;-)

>>>I *hate* it!
>>
>>Naa! There's always a way round everything. Don't draw the icon if
>>magic is present - just make do with the text in the menubar.
>>
>
>Yes...
>
>>To check for any version of magic is easy. Simply scan the cookie jar
>>for a cookie named 'MAGX' without the quotes.
>>
>
>Hows that done in GFA then? I know you can do it.

You really only need a way of getting at memory whilst in supervisor
mode so you'd probably find the Gfa PEEK command would be suitable.

The cookie jar is just an array which can be anywhere in memory. To
find where it is in memory you look in location $5A0. The long (32
bit) value there is the base address of the array. After that, all you
do is look in each array element in turn until you either find what
you are looking for or get to the end of the array.

A cookie consists of two long values. The first long value is the
cookie name. The second long value can be anything - it depends on the
cookie.

Afaik, Gfa does not possess structures which makes it a doddle. As
just about all docs are in C then knowing about structures enables you
to simulate them. Bear with me because this can be applied to any
language with structures such as Pascal for example.

To simulate a structure you need to know how many bytes each one takes
up. This is reasonably easy on the atari. A 'long' takes 4 bytes, a
'short' takes 2 bytes and a 'char' takes 1 byte (with a problem I'm
ignoring because it is irrelevent here). The only complication is how
much space an 'int' takes up. On some compilers they take 2 bytes, on
others they take 4 bytes. This isn't a problem with manuals etc
because they tend to use LONG (4 bytes), WORD (2 bytes), and CHAR or
BYTE (1 byte).

The following is how just one cookie would look like in a manual using

C ...

```
typedef struct     {
LONG cookie_name;
LONG cookie_value;
}    COOKIE;
```

COOKIE contains two LONGs which means it takes 8 bytes of memory. If COOKIE happened to be stored at memory location $100 then it would use up memory locations $100,$101,$102,$103,$104,$105,$106,$107. cookie_name comes first so it takes up the first four $100,$101,$102,$103 and cookie_value comes next so it takes up $104,$105,$106,$107 and that is all we need to know to write the code in Gfa.

Now, I don't know any Gfa and it's years since I did any Basic so I'm going to assume these commands exist ...

LPEEK(memory_location) This command enters supervisor mode, reads the contents of 'memory_location' reverts back to user mode, then returns the LONG value that is there back to the caller. Also a similar command PEEK(memory_location) which just returns a BYTE.

```
rem find cookie array
base = LPEEK($5A0)

done = 0
WHILE (done = 0)
     name = LPEEK(base)
     IF (name <> 0)     THEN
          IF   (PEEK(base+0) = ASC('M')) AND
               (PEEK(base+1) = ASC('A')) AND
               (PEEK(base+2) = ASC('G')) AND
               (PEEK(base+3) = ASC('X')) THEN

               done = 1
               value = LPEEK(base+4)
          ENDIF
     ELSE done = 2

     rem offset to next cookie in array
     base = base + 8
ENDWHILE
```

'done' will be 2 if the end of the cookie jar was reached without finding the MAGX cookie (the last entry has a name which is zero) otherwise 'done' will be 1 and 'value' will contain the MAGX cookie's value.

>>Actually, it wouldn't surprise me if the other multitasking systems do
>>the same thing with the menubar (but I don't know) in which case you
>>might be better off interrogating the number of concurrent processes
>>and only enabling the icon if it is 1.

>
>erm.. Whatever. :-)

Each Gem application has a header block whose name I cannot remember.
One of the entries in it says how many processes this particular
version of Gem in capable of running at the same time (concurrent).
Normal Gem has this set to 1 because it can only run one main
application (accessories do not count). Geneva and MagiC etc will have
a higher value.

>>Even simpler is to have an option in the menubar to turn the feature
>>on and off. See lots of solutions! ;-))
>>
>
>I could do that.

<grin>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4984116007823064489
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Icons in menus?
Date: 1998/03/18
Message-ID: <890190375.21682.0.nnrp-11.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 335117227
References: <CxCMKVAHkXD1QwvX@shaw1.demon.co.uk>
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
Organization: home
Newsgroups: comp.sys.atari.programmer

On 16 Mar 1998 19:09:59, Clair Shaw wrote:
> In article <3511b337.14919683@news.demon.co.uk>, Guy Harrison
> <guy@swampdog.demon.co.uk> writes
>
> >On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw
>
> ><Clair@shaw1.demon.co.uk> wrote:
>
>
> >>Gah! *why* did they have to invent MagiC?
> >

> >'Cos it's cool! :-))
>
> No it aint! I can't program sutable programs which work on it. Same with
> Falcons.

And debugging any compiled language is a bit of a pain.

> >To check for any version of magic is easy. Simply scan the cookie jar
> >for a cookie named 'MAGX' without the quotes.
                      ^^^^
To check for Magic requires a search for the 'MagX' cookie. And once you've found it, it's anyones guess what the value means. It isn't the version number, although it may be a pointer to a structure that contains it.

> Hows that done in GFA then? I know you can do it.

How about something like this:

```
FUNCTION find_cookie(cookie$,VAR value%)    ! wanted cookie in cookie$,
  '                                         ! value returned in value%
  LOCAL cookie.address%,temp1%,temp2%,exit!
  IF LEN(cookie$)<>4                        ! if the cookie length isn't 4,
    cookie$=LEFT$(cookie$+SPACE$(4),4)      ! pad with spaces. Should really
  ENDIF                                     ! be a search error since it
  '                                         ! should be 4 chars.
  '
  cookie.address%=LPEEK(&H5A0)              ! get address of cookie jar
  IF cookie.address%=0                      ! if 0 then doesn't exist
    RETURN -1                               ! and return -1 to say so
  ENDIF
  exit!=FALSE
  DO
    EXIT IF LPEEK(cookie.address%)=0        ! 0 (NULL) marks end of list
    temp1%=LPEEK(cookie.address%)           ! the cookie
    temp2%=LPEEK(cookie.address%+4)         ! the value
    ADD cookie.address%,8                   ! set to address of next cookie
    IF MKL$(temp1%)=cookie$                 ! check if the cookie is the
      '                                     ! wanted one.
      '
      value%=temp2%                         ! if it is, get the value,
      exit!=TRUE                            ! say it's been found
    ENDIF
    EXIT IF exit!                           ! and exit the search loop
  LOOP
  RETURN ABS(exit!)                         ! finally returning 1 if found,
  '                                         ! or 0 if not.
ENDFUNC
```

Regards,
      David   E-Mail :- dbolt@my-ste.demon.co.uk
--
/***\
*   *

```
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
*                                                           *
\*********************************************************/
```

From -1670924280650493713
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da,start
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: VQT_NAME
Date: 1998/03/18
Message-ID: <6eni5q$b41$1@o.online.no>#1/1
X-Deja-AN: 335132263
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

Hi, all. I need to know what the call VQT_NAME() returns if you pass it an index higher than the actual number of loaded fonts. Is there a way to make it return the number of loaded fonts? Or is there some other call that does that besides VST_LOADFONTS() ? Anyone?

Until next time... Take Care ;-)

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Odd Skancke                       # ## #  Atari TT with 4MB ST and 16MB TT ram
EMail                             # ## #  250MB Seagate, 2.1GB Quantum Fireball,
 oskancke@online.no               # ## #  SLM804, PTC1426 Monitor.
                                 ## ## ## Falcon030 4MB, 250MB Internal HD.
Snailmail                        ## ## ##
 Sandesundveien 58 (1. etg.)    ##  ##  ##   Atari all the way, the whole way!!
 1705 SARPSBORG                ##   ##   ##
 N Norway                    ##     ##     ##
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

From -4651594015951150033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Register optimization (w
Date: 1998/03/18
Message-ID: <3513439b.4474874@news.demon.co.uk>#1/1

X-Deja-AN: 335159227
Content-Transfer-Encoding: 7bit
References: <ed2_9803151537@conchbbs.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 15 Mar 98 10:32:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>> (Pure C requires that functions preserve A2-A7 and D3-D7).
>
>g > Is A2 a typo for A3? Otherwise if PureC called an MWC
>g > compiled function things could go bad as MWC preserves
>g > D3-D7/A3-A7.
>
>No, in fact the first thing all the GEMDOS etc. bindings do is push
>A2 onto the stack.

That must be because PureC is using A2 then. Gemdos trashes d0-d2/a0-a2 (and a6 in one LineA call!).

>As for compatibility, Pure C has some compiler options to create
>more compatible code (pass parameters using the stack, use standard
>stack frames, create DRI object code, etc). I'm not sure how they
>affect register usage, though.
>
>g > Hmm, I can't think of any advantage to the contents being
>g > volatile - the reverse actually! Have you got one in mind? I
>g > must admit to a posessing a distinct aversion to the volatile
>g > keyword so make it a good one! <G>
>
```
>struct {
>    unsigned char len;
>    char str[255];
> } pascal;
>
>    pascal.len = 4;
>    pascal.str[-1] = 3;
>    if(pascal.len != (unsigned) pascal.str[-1]) abort();
```

I'm afraid this is not valid for our discussion. The compiler does not know that pascal.len and pascal.str[-1] are the same thing and would require both to be treated as volatile in order to work. Having seemingly agreed with you I'm afraid there is another reason why it would work by accident - sequence points.

>This is not a case of array overflow,

It is. If you think about it, there is no guarantee pascal.len will

exist in the byte before pascal.str[0] because the compiler is at
liberty to use padding in a structure if it wants.

>Now it may be possible to make a compiler smart enough to handle the
>above using registers, but a clever enough programmer is bound to
>find something the compiler can't handle correctly (e.g. Lattice C).

The purpose of "sequence points" are to ensure the state of any two
conforming compilers are similar at those points. As I understand it,
this does not mean that (say) pascal.len must *contain* the correct
value at a sequence point. Rather pascal.len must *behave* as though
it contains the correct value at a sequence point. Not the same thing
as it leaves the compiler free to do whatever it likes reguards
storage.

Thus pascal.len=4 may or may not result in the value 4 being stored
within pascal.len, it only means that when the value 3 gets assigned
to pascal.str[-1] that the correct 'holder' of '4' (ie register) gets
updated with its new value of 3 - except it doesn't ... ;-)

... as far as the compiler is concerned with the above example,
pascal.str[-1] is not pascal.len so it has no obligation to update
pascal.len when you assign 3 to pascal.str[-1], it is only obliged to
maintain the two independant values you have told it about. If both
are in registers then there is no way to tell which one will end up
finally being stored in pascal.len.

The easiest way by far to cope with sequence points is to ensure the
lvalues get updated on reaching one. This unfortunately has exactly
the same effect here as if they were being treated as volatile. Thus,
I have no way of disproving anything if it happens to work!

Can you think of something else a bit more legal? <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1663030857019499721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the COOKIE
Date: 1998/03/18
Message-ID: <35113a03.2018422@news.demon.co.uk>
X-Deja-AN: 335159229
Content-Transfer-Encoding: 7bit

References: <309_9803041305@conchbbs.com> <350a30e2.17530587@news.demon.co.uk>
<3506E669.429F@mst.tn.utwente.nl> <350d9317.6695998@news.demon.co.uk>
<6eja6v$5v7$1@nyheter.chalmers.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 16 Mar 1998 13:41:51 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

```
>In article <350d9317.6695998@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On Wed, 11 Mar 1998 20:30:50 +0100, Hans Wessels
>><mr_ni@mst.tn.utwente.nl> wrote:
>>
>>>Guy Harrison wrote:
>>>> Out of interest, how does it cope with this sort if situation?
>...
>>>Well, I did put it through PC:
>>
>>I guess I'll have to run it through MWC now ;-)
>
>You'll find GCC and Lattice code below.
>
>>>int main(void)
>>>{
>>>  register int i,j,jj,ii;
>>>  register int a[8][8],b[8][8]; /* whatever */
>>>  jj=8;
>>>  ii=8;
>>>  for (j = 0; j < jj; j += 1)
>>>  {
>>>   for (i = 0; i < ii; i += 1)
>>>   {
>>>     a[i][j] = b[i][j];
>>>     foo();
>>>    }
>>>  }
>>>  return 0;
>>>}
>>>
>
>>>; a[i][j] = b[i][j];
>>>.loop1:
>>>     move.w  d6,d0
>>>     lsl.w   #4,d0
>>>     move.w  d5,d1
>>>     add.w   d1,d1
>>>     add.w   d1,d0
>>>     move.w  d6,d2
```

```
>>>     lsl.w   #4,d2
>>>     add.w   d1,d2           ; surprising, it still knows
>>
>>Yes, quite clever to remember that.
>
>Clever?
>Well, I guess it's more optimization than PureC normally does...
>
>I would never consider using a compiler that didn't see something that
>obvious.
```

Remember that only GCC has been updated anything like recently!

```
>>Hmm. Good job I ran it through Mwc. It won't let me bind any sort of
>>array definition to a register - only references, thus I had to modify
>
>According to Lattice it's an error and GCC warns about it.
>I wonder what the C standard has to say about this.
```

Mwc flags it as a warning also. I've no idea what the standard says but offhand I can't see any reason why a compiler couldn't use a register if it wanted to.

```
>>... so Mwc hasn't got the brains to use spare registers to hold the
>>base addresses for a and b. This tallies with what I meant below. I
>
>It's kind of interesting that neither Lattice nor GCC does it either.
>See below.
>
>>haven't posted the Mwc assembly code 'cos it's not comparing like with
>>like any more. :-(
>
>If Mwc is as bad as you seem to describe, you really should get GCC.
```

It's not bad, it's just old and doesn't do much in the way of optimisation. Actually, I have it set so it does no optimisation at all. That way I get no surprises and I know what code it is generating so I can usually get my optimisation done simply by declaring things in a certain way. Plus I can hand optimise the assembly if I really need to (which is very rare).

```
>This is what Lattice C produces with 32 bit integers and the best
>possible (I think) optimization settings.
>Lattice normally hates 16 bit integers, but in this case the code
>is actually pretty similar.
>
>       | 0000  4e75                            rts
>
>This is that dummy function.
```

Mwc will always produce link,unlk,rts for a dummy function.

```
>       | 0002  4e56 fdf8                       link      a6,#$fdf8
```

```
>       | 0006  48e7 0300                       movem.l   d6-d7,-(a7)
>       | 000a  7e00                            moveq     #$00,d7
>       | 000c  6026                            bra.b     $0034
>       | 000e  7c00                            moveq     #$00,d6
>       | 0010  6018                            bra.b     $002a
>
>Function and loop startup code.
>
>       | 0012  41ee fdf8                       lea       $fdf8(a6),a0
>       | 0016  d1c6                            adda.l    d6,a0
>       | 0018  d1c7                            adda.l    d7,a0
>       | 001a  43ee fef8                       lea       $fef8(a6),a1
>
>If the arrays are sent as parameters Lattice will put their addresses
>in registers, but apparently not otherwise.
>
>Lattice claims it's an _error_ to declare local arrays 'register',
>complaining about taking addresses of things that don't have any.
```

It may well be right but calling it an error rather than a warning could be a little extreme, especially when it has done just that in its optimisation by using a0 and a1!

```
>       | 001e  d3c6                            adda.l    d6,a1
>       | 0020  d3c7                            adda.l    d7,a1
>
>No calculations needed.
>
>       | 0022  2290                            move.l    (a0),(a1)
>
>Strange that no indexed addressing mode is used.
>
>       | 0024  61da                            bsr.b     $0000
>
>Nothing strange here.
>
>       | 0026  7020                            moveq     #$20,d0
>       | 0028  dc80                            add.l     d0,d6
>       | 002a  0c86 0000 0100                  cmpi.l    #$00000100,d6
>       | 0030  6de0                            blt.b     $0012
>       | 0032  5887                            addq.l    #4,d7
>       | 0034  7020                            moveq     #$20,d0
>       | 0036  be80                            cmp.l     d0,d7
>       | 0038  6dd4                            blt.b     $000e
>
>Lattice C is very fond of strength reduction (that's what this kind of
>optimization is called).
```

Can you explain that in more detail?

```
>       | 003a  7000                            moveq     #$00,d0
>       | 003c  4cdf 00c0                       movem.l   (a7)+,d6-d7
>       | 0040  4e5e                            unlk      a6
```

```
>       | 0042  4e75                          rts
>
>
>
>This is what GCC (2.5.8) did when using 32 bit integers.
>In my experience GCC usually does relatively well with 16 bit integers
>as well, but in this case it was about as bad as PureC for some reason.
>
>.globl _foo
>_foo:
>    rts
>
>Nothing much to say there.
>
>.globl _main
>_main:
>    addw #-516,sp
>    moveml #0x3e20,sp@-
>    jbsr ___main
>
>Well, the example function was called 'main' and some compilers do strange
>things with that special function.
```

Obviously! :-)

```
>    moveq #8,d6
>    movel d6,d5
>    moveq #0,d4
>L10:
>    moveq #0,d2
>    cmpl d2,d5
>    jle L5
>
>    movel d4,d3
>    asll #2,d3
>    lea sp@(536),a2
>
>This is of course only needed once per 'j'-loop.
>Strange that it doesn't point a2 directly at one of the arrays, though.
>
>L9:
>    lea a2@(-256),a1
>    lea a2@(-512),a0
>    movel a0@(d3:l),a1@(d3:l)
>
>If the arrays are made smaller, gcc will get rid of the LEAs and
>incorporate the constants into the MOVE.
>
>GCC doesn't give an error if the arrays are declared 'register', but it
>does warn about it.
>
>If the arrays are parameters to the function, there will be nothing
>but the MOVE and only another ADDW will be added below!
```

>
>
>   jbsr _foo
>
>Nothing strange here.
>With another version of 68k-gcc I tried, I actually managed to get rid
>of this call completely. The compiler tried to inline the function and
>discovered that it did nothing.

Rather clever in one sense but also one of the reasons I dislike
optimisation. If I put useless code into a program then I expect it to
stay there. All in my opinion of course! ;-)

I assume you at least got a warning about it and could turn it off if
you wanted?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8248806801850899768
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the COOKIE
Date: 1998/03/18
Message-ID: <351240f6.3797780@news.demon.co.uk>#1/1
X-Deja-AN: 335159230
Content-Transfer-Encoding: 7bit
References: <309_9803041305@conchbbs.com> <350a30e2.17530587@news.demon.co.uk>
<6ej96n$5s4$1@nyheter.chalmers.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 16 Mar 1998 13:24:39 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>In article <350a30e2.17530587@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On 04 Mar 98 10:54:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
>>wrote:
>...
>>I'm thinking of what PureC does with the register variables when it

>>has to call foo()?
>>
>>Mwc promptly stacks all the stuff it has in registers at foo() then
>>unstacks them when foo() returns, causing more overhead than if there
>
>Now that's a _really_ strange thing to do!

It is, and I can't for the life of me get it to do this atm - but I
know it has done this or similar in the past on more than one
occasion. Typical Sod's Law!

>The only reasonable way is to do what every normal C compiler does:
>Let the called function make sure that it doesn't modify any registers
>that the caller might want to keep. Normally there are a few scratch
>registers (say d0-d2/a0-a1) that are free to destroy, though.

Yep.

>The reason it's done this way is of course that the caller has no way of
>knowing what registers the called function is going to need.

Yes.

Perhaps I got it slightly wrong. It may have been that it unstacked
the register variables and restored the stack before making the
function call then stacked the registers and reloaded them after the
call. I only remember thinking it was a really stupid thing to do.
Anyway, I can't get it to do it at all now. Perhaps it was a "feature"
of one of the older mwc versions.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5567333847941239738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d534bc88cc1f53
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: HELP, bombs on my screen!
Date: 1998/03/18
Message-ID: <35144565.4932833@news.demon.co.uk>#1/1
X-Deja-AN: 335159231
Content-Transfer-Encoding: 7bit
References: <350fa1c5.3569592@news.euronet.nl>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii

Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 17 Mar 1998 16:16:20 GMT, rich@demon.nl (Rem) wrote:

>From time to time i get black bombs on my screen and then my atari
>crashes. Is this a virus?

No. The bombs tell you what type of crash happened to the atari.

>Does anybody know something about it?

If it happens when the same program(s) are running or some sort of
pattern like that can be established then it is most likely a bug in
one of the programs.

If there is no pattern at all to when it happens (or it seems time or
heat related) then it might possibly be a hardware problem.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1900432150254315681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,70b224c1e7504339
X-Google-Attributes: gid1115ce,public
From: pricard@club-internet.fr (Pascal Ricard)
Subject: Re: Data base program written in GFA 3.5E
Date: 1998/03/18
Message-ID: <350f85c2aa1fc0@club-internet.fr>#1/1
X-Deja-AN: 335183461
References: <Pine.BSF.3.96.980311095526.11633D-101000@ganymede.cs.mun.ca>
<vsdX9GA5NqD1QwbW@shaw1.demon.co.uk>
X-Hardware: Falcon030-14-FPU
X-Sender: NEWSwatch v2.00 BETA #03 (Atari)
Organization: Les Cigales
Newsgroups: comp.sys.atari.programmer

Hello,

  in article <vsdX9GA5NqD1QwbW@shaw1.demon.co.uk>
  Clair Shaw wrote:

> I put it on disk (I use a PC for the net) and when I tried to unzip it
> using STZIP it said it was a currupt/not a zip file.

>
> Anyone else got this problem?

Not me.
The program works *only* in medium ST rez :(

--
Pascal, surfing the web on his Falcon...

From -3939931173957570948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Icons in menus?
Date: 1998/03/18
Message-ID: <6eo6dl$7l7@balaena.bio.vu.nl>#1/1
X-Deja-AN: 335201896
References: <889197421.85648@tornado.itea.ntnu.no>
<3$ThZVAPRZA1Qwxu@shaw1.demon.co.uk> <3506fe7f.4631860@news.demon.co.uk>
<KaaXraAFGcB1QwMC@shaw1.demon.co.uk> <3511b337.14919683@news.demon.co.uk>
<CxCMKVAHkXD1QwvX@shaw1.demon.co.uk> <3511bc98.13636558@news.demon.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >>To check for any version of magic is easy. Simply scan the cookie jar
: >>for a cookie named 'MAGX' without the quotes.
: >>
: >
: >Hows that done in GFA then? I know you can do it.

: You really only need a way of getting at memory whilst in supervisor
: mode so you'd probably find the Gfa PEEK command would be suitable.

You should probably use SPEEK (or something like that) when you want to do
things in supervisor mode. I should still have some GFA routines laying
around for working with the cookie jar. From way back, in my dark GfA
years.. :) I'll see if I can find them...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"His super power is to turn into a scotch terrier."

From 8324724888270817169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1a3d18724371f5f7,start
X-Google-Attributes: gid1115ce,public
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Subject: [FREEWARE] Eureka 2.12 2D Graph describer 3D modeller
Date: 1998/03/18
Message-ID: <350FAB88.211A5CC1@ief.u-psud.fr>#1/1
X-Deja-AN: 335208446
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Universite Paris-Sud, France.
Newsgroups: comp.sys.atari.programmer

Hello everybody,

I have released the March revision of my program Eureka 2.12.
It's designed to draw graphs and surfaces in 3D. It exports
various 3D formats including VRML 1 and 2. This program is
tested on various ATARI platforms and emulators and is
developed on my HADES 060. It is available on my home page
at :
http://www.ief.u-psud.fr/~lecoat
and on karl SAMYN's FTP at RMA (Belgium) :
ftp://193.190.205.13/archive/atari/
on mathematics directory.
Karl is maintaining the English documentation, and a new
revision is available till now, every month on both sites.
If you have any remark, I would be interested.
This program is also ditributed under Cyberstrider scheme.
Have fun with it.
Regards,

-- Francois LE COAT
E-mail : mailto:lecoat@ief.u-psud.fr

From -7705773435093067873
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac8f9757af597fd0
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: FreeType for TOS
Date: 1998/03/18
Message-ID: <6eoou5$730$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 335263261
References: <6ekcu5hmc1@nyheter.chalmers.se> <6em6us$h2b$1@nnrp1.dejanews.com>

Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <6em6us$h2b$1@nnrp1.dejanews.com>, <paa@patra.hol.gr> wrote:
>In article <6ekcu5hmc1@nyheter.chalmers.se>,
> rand@cd.chalmers.se (Johan Klockars) wrote:
>
>> By the way, I compiled FreeType (a free TrueType rendering library) for
>> TOS this weekend (that is of course going into fVDI in the future ;-).
...
>I compiled FreeType too, with Pure C. Did you have any problems? I get a

No problems at all with GCC (well, except for an unusable library at first
when I left the default -g option in the makefile).

>divide by zero error at Div64by32 function. I think that the code is not 100%
>sizeof int independent.

GCC has long long, which I assume was used for those functions.

>Needless to say I have defined SIZEOF_INT 2 at ft_conf.h

As I'm sure you know, it's not unusual for UNIX code to dislike 16 bit ints.
PureC seems to have more than its share of such problems.

I thought I saw it mentioned somewhere in the code/docs that you could do
without that function, with some loss of precision. Anyway, you should be
able to write a replacement in assembly relatively easy.

>Panayiotis Andriopoulos (yes, the JPEGD one ;-)

Ah! Hi! (No wonder I can never seem to remember your name. ;-)

I guess you've seen that people are still doing new attempts at reverse
engineering JPEGD? I'm pretty sure you were the first, though. ;-)

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 7202943433290535412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Register optimization (w
Date: 1998/03/18
Message-ID: <351001DD.196C@mst.tn.utwente.nl>#1/1

X-Deja-AN: 335297339
Content-Transfer-Encoding: 7bit
References: <ed2_9803151537@conchbbs.com> <3513439b.4474874@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
>
> On 15 Mar 98 10:32:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
> wrote:
> >struct {
> >   unsigned char len;
> >   char str[255];
> > } pascal;
> >
> >   pascal.len = 4;
> >   pascal.str[-1] = 3;
> >   if(pascal.len != (unsigned) pascal.str[-1]) abort();
>
> I'm afraid this is not valid for our discussion. The compiler does not
> know that pascal.len and pascal.str[-1] are the same thing and would
> require both to be treated as volatile in order to work. Having
> seemingly agreed with you I'm afraid there is another reason why it
> would work by accident - sequence points.
>
> >This is not a case of array overflow,
>
> It is. If you think about it, there is no guarantee pascal.len will
> exist in the byte before pascal.str[0] because the compiler is at
> liberty to use padding in a structure if it wants.

I don't agree with you, quoting K&R2 page (translated to dutch,
retranslated by me, but englisch pages 214-214):
"Members of a structure have ascending adresses in the order
they have been declared. A member of structure which is not
a field is aligned on the memoryboundary of the type of the
member."

Wow, it's quit hard to translate stuff like this. Hope you
still understand it. My interpretation is that the standard
requires that two subsequent chars in an struct are in memory
just one char apart.

This makes it reasonable to suppose that all members of
structures should be regarded as volatile.

> Can you think of something else a bit more legal? <G>

I think is _IS_ legal.

Hans

From 6114019581030278967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Molesting the COOKIE
Date: 1998/03/18
Message-ID: <6ep1kg$8jo$1@nyheter.chalmers.se>
X-Deja-AN: 335309267
References: <309_9803041305@conchbbs.com> <350d9317.6695998@news.demon.co.uk>
<6eja6v$5v7$1@nyheter.chalmers.se> <35113a03.2018422@news.demon.co.uk>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <35113a03.2018422@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On 16 Mar 1998 13:41:51 GMT, rand@cd.chalmers.se (Johan Klockars)
>wrote:
>
>>In article <350d9317.6695998@news.demon.co.uk>,
>>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>>On Wed, 11 Mar 1998 20:30:50 +0100, Hans Wessels
>>><mr_ni@mst.tn.utwente.nl> wrote:
>>>
>>>>Guy Harrison wrote:
>>>>> Out of interest, how does it cope with this sort if situation?
...
>>I would never consider using a compiler that didn't see something that
>>obvious.
>
>Remember that only GCC has been updated anything like recently!

This isn't about recent updates. Optimization techniques like this have
been used since the very first compilers were written.
It's basic textbook stuff.

PureC simply isn't an optimizing compiler.
It seems to have a reasonably good code generator and a great register
allocator, though (at least I've not seen it do anything really stupid
with the registers, unlike some other compilers).

>>>Hmm. Good job I ran it through Mwc. It won't let me bind any sort of
>>>array definition to a register - only references, thus I had to modify
>>
>>According to Lattice it's an error and GCC warns about it.
>>I wonder what the C standard has to say about this.
>

>Mwc flags it as a warning also. I've no idea what the standard says
>but offhand I can't see any reason why a compiler couldn't use a
>register if it wanted to.

Naturally, the compiler could use a register. The question is if it's actually legal to use the register keyword for a local array. That would depend on what the standard has to say, which definitely isn't always obvious. None of the Atari compilers are ANSI certified, however, so I guess we should not believe any of them.

>>If Mwc is as bad as you seem to describe, you really should get GCC.
>
>It's not bad, it's just old and doesn't do much in the way of
>optimisation. Actually, I have it set so it does no optimisation at

Well, I guess it depends on your definition of 'bad'. I didn't mean to imply that it produced faulty code, just inefficient code.

>all. That way I get no surprises and I know what code it is generating
>so I can usually get my optimisation done simply by declaring things
>in a certain way. Plus I can hand optimise the assembly if I really

I much prefer writing readable code to tailoring it for specific compilers/processors. That's not saying I don't do it too, however. ;-)

>>Lattice claims it's an _error_ to declare local arrays 'register',
>>complaining about taking addresses of things that don't have any.
>
>It may well be right but calling it an error rather than a warning
>could be a little extreme, especially when it has done just that in
>its optimisation by using a0 and a1!

Lattice C may well be right, though, you know.
Programming language standards can be very mysterious at times.

```
>>       | 0026  7020                          moveq     #$20,d0
>>       | 0028  dc80                          add.l     d0,d6
>>       | 002a  0c86 0000 0100                cmpi.l    #$00000100,d6
>>       | 0030  6de0                          blt.b     $0012
>>       | 0032  5887                          addq.l    #4,d7
>>       | 0034  7020                          moveq     #$20,d0
>>       | 0036  be80                          cmp.l     d0,d7
>>       | 0038  6dd4                          blt.b     $000e
>>
```

>>Lattice C is very fond of strength reduction (that's what this kind of
>>optimization is called).
>
>Can you explain that in more detail?

Strength reduction - the replacement of an expensive operation (the array index calculation) by a cheap one (an addition).
As you could see below, GCC does this as well, but Lattice adds some

'induction variable elimination', to get rid of the unneeded 'i' and 'j',
which adds the final icing on the cake. ;-)

Lattice can get silly with this sometimes, though. I once had some kind
array clear loop, which was supposed to clear a long word at a time.
Lattice happily got rid of the index variable, but changed the loop to
clear a _byte_ at a time...

>> jbsr _foo
>>
>>Nothing strange here.
>>With another version of 68k-gcc I tried, I actually managed to get rid
>>of this call completely. The compiler tried to inline the function and
>>discovered that it did nothing.
>
>Rather clever in one sense but also one of the reasons I dislike
>optimisation. If I put useless code into a program then I expect it to
>stay there. All in my opinion of course! ;-)

I'm happy as long as the code still does what it's supposed to do.
If I tell the computer to do nothing, I expect it done very swiftly. ;-)

>I assume you at least got a warning about it and could turn it off if
>you wanted?

There's no reason to warn about it (the function was still there in
its original form in case it got called from outside that module).

It only happened with -O3 (highest optimization setting), however, which
I don't normally use (it's not always better than -O2).
GCC also has a gazillion optimization flags, so I'm pretty sure there's
an -fno-inline-functions to complement -finline-functions.

--
  Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
     of Technology | .signatures | johan@rand.thn.htu.se
                       | so hard to do | WWW/ftp: rand.thn.htu.se
   Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From 4573289719209296381
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Icons in menus?
Date: 1998/03/18
Message-ID: <35117ece.19629736@news.demon.co.uk>
X-Deja-AN: 335325882
Content-Transfer-Encoding: 8bit
References: <CxCMKVAHkXD1QwvX@shaw1.demon.co.uk>
<890190375.21682.0.nnrp-11.9e98f145@news.demon.co.uk>

MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=ISO-8859-1
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Wed, 18 Mar 1998 03:06:15 GMT, dbolt@my-ste.demon.co.uk (David
Bolt) wrote:

>On 16 Mar 1998 19:09:59, Clair Shaw wrote:
>> In article <3511b337.14919683@news.demon.co.uk>, Guy Harrison
>> <guy@swampdog.demon.co.uk> writes
>>
>> >On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw
>>
>> ><Clair@shaw1.demon.co.uk> wrote:
>>
>>
>> >>Gah! *why* did they have to invent MagiC?
>> >
>> >'Cos it's cool! :-))
>>
>> No it aint! I can't program sutable programs which work on it. Same with
>> Falcons.
>
>And debugging any compiled language is a bit of a pain.
>
>> >To check for any version of magic is easy. Simply scan the cookie jar
>> >for a cookie named 'MAGX' without the quotes.
>   ^^^^
>To check for Magic requires a search for the 'MagX' cookie.

Sod's Law. I wrote MagX down in the code below and MAGX up here. Being
too lazy to walk across the room and check I guessed which it was
(rather than have it made obvious I was too lazy to check by writing
MagX in one place and MAGX in another). ;-))

>And once you've
>found it, it's anyones guess what the value means. It isn't the version
>number, although it may be a pointer to a structure that contains it.

Correct about it being a pointer and there is rather a lot of it.

It is defined thus as per the magx.h that came with MagiC2 plus a bit
added by me that was in the v2 manual but not in the structure ...

```
typedef struct     {
long config_status;
DOSVARS   *dosvars;
AESVARS   *aesvars;
}    MAGX_COOKIE;
```

ie the above MAGX_COOKIE structure is what the cookie value points to.

```
typedef struct
   {
   char      *in_dos;                /* Adresse der DOS- Semaphore */
   int       *dos_time;              /* Adresse der DOS- Zeit      */
   int       *dos_date;              /* Adresse des DOS- Datums    */
   long      res1;                   /*                            */
   long      res2;                   /*                            */
   long      res3;                   /* ist 0L                     */
   ptr      *act_pd;                /* Laufendes Programm         */
   long      res4;                   /*                            */
   int       res5;                   /*                            */
   short    res6;                   /*                            */
   short    res7;                   /* interne DOS- Speicherliste */
   void      (*resv_intmem)();       /* DOS- Speicher erweitern    */
   long      (*etv_critic)();        /* etv_critic des GEMDOS      */
   char    *((*err_to_str)(/*char e*/));/* Umrechnung Code->Klartext */
   long      res8;                   /*                            */
   long      res9;                   /*                            */
   long      res10;                  /*                            */
   } DOSVARS;

typedef struct
     {
     long magic;                  /* mu$ $87654321 sein         */
     ptr *membot;                /* Ende der AES- Variablen    */
     ptr *aes_start;             /* Startadresse               */
     long magic2;                 /* ist 'MAGX'                 */
     long date;                   /* Erstelldatum               */
     void (*chgres)(/*int res, int txt*/);  /* Aufl$sung $ndern
*/
     long (**shel_vector)(/*void*/);   /* residentes Desktop
*/
     char *aes_bootdrv;           /* von hieraus wurde gebootet */
     int  *vdi_device;            /* vom AES benutzter Treiber  */
/*
 The following have been added from the manual by me as this header
 seems a bit out of date. The version and release work anyway!
*/
    short *reservd1,
      *reservd2,
      *reservd3;
    int   version;
    int   release;
     } AESVARS;
```

>> Hows that done in GFA then? I know you can do it.
>
>How about something like this:
>

```
>FUNCTION find_cookie(cookie$,VAR value%)    ! wanted cookie in cookie$,
>  '                                         ! value returned in value%
```

```
>  LOCAL cookie.address%,temp1%,temp2%,exit!
>  IF LEN(cookie$)<>4                        ! if the cookie length isn't 4,
>    cookie$=LEFT$(cookie$+SPACE$(4),4)      ! pad with spaces. Should really
>  ENDIF                                     ! be a search error since it
>  '                                         ! should be 4 chars.
>  '
>  cookie.address%=LPEEK(&H5A0)              ! get address of cookie jar
>  IF cookie.address%=0                      ! if 0 then doesn't exist
>    RETURN -1                               ! and return -1 to say so
>  ENDIF
>  exit!=FALSE
>  DO
>    EXIT IF LPEEK(cookie.address%)=0        ! 0 (NULL) marks end of list
>    temp1%=LPEEK(cookie.address%)           ! the cookie
>    temp2%=LPEEK(cookie.address%+4)         ! the value
>    ADD cookie.address%,8                   ! set to address of next cookie
>    IF MKL$(temp1%)=cookie$                 ! check if the cookie is the
>      '                                     ! wanted one.
>      '
>      value%=temp2%                         ! if it is, get the value,
>      exit!=TRUE                            ! say it's been found
>    ENDIF
>    EXIT IF exit!                           ! and exit the search loop
>  LOOP
>  RETURN ABS(exit!)                         ! finally returning 1 if found,
>  '                                         ! or 0 if not.
>ENDFUNC
>
>Regards,
>      David              E-Mail :- dbolt@my-ste.demon.co.uk
```

Hey cool, my pseudoGFA wasn't a million miles removed! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5196900151120744084
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50

X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: jmelbo@pressenter.com (Jon D. Melbo)
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/18
Message-ID: <35101d0f.41971012@news.pressenter.com>#1/1
X-Deja-AN: 335331401
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>
<35088366.175E7030@aol.com> <350abb00.1380513@news.demon.co.uk>
<6ejdgf$5gq@crcnis3.unl.edu> <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu>
<6emnof$kmh@dfw-ixnews5.ix.netcom.com>
Mime-Version: 1.0
Reply-To: jmelbo@pressenter.com
Content-Type: text/plain; charset=us-ascii
Organization: PressEnter
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

On 17 Mar 1998 20:51:27 GMT, lvpy67c@ix.netcom.com(BELJAN E) wrote:

>In <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu> "Greg
>Easterly" <gregory_xeasterly@bus.emory.edu> writes:
>>
>>
>>
>>James D. Keim <jkeim@unlinfo.unl.edu> wrote in article
>>> I'd say there is probably a _very_ limited market for 1-dimensional
>>> games. But, what are we talking about here?
>>
>>
>>A one dimensional game? Wouldn't that be like an infinitely thin line
>on
>>the screen? Wow, that'd be kinda like playing pong with a toothpick
>shaped
>>monitor!
>>:0
>>
>Just for thought, has anyone ever considered calling a 2D game 3D
>because it is playing from a Picture Tube which in itself is 3D? That
>would be funny, by that definition, all side scrollers would now be
>considered 3D games.

Actually, all computer games are 2D because the CRT has a disply that
is is only two dimensions. In order to be true 3D, one would have to
use one of the available stereoscopic methods like LCD shutter glasses
and such with it.

Hehehe.

*** Please make sure responses are also sent via email.

From -4871125773975111454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/18
Message-ID: <6epbq2$7rl@sjx-ixn5.ix.netcom.com>#1/1
X-Deja-AN: 335353831
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>
<35088366.175E7030@aol.com> <350abb00.1380513@news.demon.co.uk>
<6ejdgf$5gq@crcnis3.unl.edu> <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu>
<6emnof$kmh@dfw-ixnews5.ix.netcom.com> <35101d0f.41971012@news.pressenter.com>
Organization: Netcom
X-NETCOM-Date: Wed Mar 18 12:45:54 PM PST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <35101d0f.41971012@news.pressenter.com> jmelbo@pressenter.com (Jon
D. Melbo) writes:
>
>>Just for thought, has anyone ever considered calling a 2D game 3D
>>because it is playing from a Picture Tube which in itself is 3D? That
>>would be funny, by that definition, all side scrollers would now be
>>considered 3D games.
>
>Actually, all computer games are 2D because the CRT has a disply that
>is is only two dimensions. In order to be true 3D, one would have to
>use one of the available stereoscopic methods like LCD shutter glasses
>and such with it.
>
No, that cannot be theoretically possible because the Phosphers on the
CRT must be a few molecules thick, hence they are 3D, therefore the 2D

game is really 3D. My theory on this would only make sense if you are a cheap skate video game company trying to make money by calling 2D games 3D. I wonder if it could be argued in court ;) Think of it this way most CRTs are not flat, they are rounded meaning they are actually 3D. The phosphers must be 3D anyway you put it because they have some height width and depth. Therefore the phosphors are 3D. If you display something on 3D it must be 3D. The CRT itself is also not flat, the electron gun sticks out the back, but relating the fact that a 3D setup is projecting images than the image must be deduction be 3D. Pretty interesting theory isnt it? Now I need someone to argue the 1D games for me...

From -4763603822852437147
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50d94758f5c42894,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Register optimization
Date: 1998/03/18
Message-ID: <a26_9803181536@conchbbs.com>#1/1
X-Deja-AN: 335368591
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

g > Can you think of something else a bit more legal? <G>

Just variations on the same theme: taking advantage of the relative locations in RAM for members of data structures, arrays and unions and accessing them via pointers or array indexes in a non-obvious manner.

Admittedly the resulting code is not platform independent, but there is a place for platform dependent code. (My dictionary defines machine independent code as code which will not work on any machine.)

Looking at the giant kludge of #ifdef/#endif statements in what passes for portable code, I would prefer to have non-portable code I can read and modify for my platform than unreadable code which works on hundreds of platforms (but not mine).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 8359139492111799981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: Scott 'Steg' Hansen <steg@airmail.net>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/18
Message-ID: <4DC1F327AF7B0052.BA2E742F9FAD80DA.0FBFFFF46EC84F21@library-proxy.airnews.net>#1/1
X-Deja-AN: 335445674
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca> <6e9mh1$i4a@james.hwcn.org> <350B38FF.2781@gte.net> <6efq19$6t4@dfw-ixnews6.ix.netcom.com>
X-Orig-Message-ID: <351084FF.4302@airmail.net>
NNTP-Posting-Time: Wed Mar 18 20:38:48 1998
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: INTERNET AMERICA
NNTP-Proxy-Relay: library.airnews.net
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

BELJAN E wrote:
>
> In <350B38FF.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
> writes:
> >
> >Well, the Jaguar II design (AKA Project Midsummer) was completed, and
> >was supposedly quite powerful. I believe the hardware could compete if
> >they came up with some good software for it. But I would sooner bet
> >that
> >Hasbro is a Project X licensee then say they intend to revive the
> >Midsummer architecture.
> >

> I heard somewhere that it could supposedly do 5,000,000 polygons a
> second, which if true would make it plenty powerful.

Thats probably 5,000,000 'marketing polygons'... =)
--
Scott 'Steg' Hansen
==========
Home: http://www.geocities.com/SoHo/3926
==========
Check out the best C64 Cart List on the net!
http://www.geocities.com/SoHo/3926/c64_list.html
==========

From -4561825182473513233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: VQT_NAME
Date: 1998/03/19
Message-ID: <35112102.12158833@news.demon.co.uk>#1/1
X-Deja-AN: 335475648
Content-Transfer-Encoding: 7bit
References: <6eni5q$b41$1@o.online.no>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 18 Mar 1998 04:22:18 GMT, oskancke@online.no (Odd Skancke) wrote:

>
> Hi, all. I need to know what the call VQT_NAME() returns if you pass it
>an index higher than the actual number of loaded fonts.

The system font index.

>Is there a way to
>make it return the number of loaded fonts?

Yes, you can figure it out with this call.

>Or is there some other call
>that does that besides VST_LOADFONTS()?

I don't know the actual documentation on this but with Nvdi
vst_loadfonts() only applies to bitmap fonts. Vector fonts can be used
reguardless of whether you call vst_loadfonts() beforehand or not.

>Anyone?

I can't remember the exact details offhand but a simple test program will sort it out for you. Just do something like this ...

```
for (i = a; i < x; i++) {
     id = vqt_name(handle,i,buffer[32])
     /* print vqt_name details */
}
```

... where 'x' is a bit bigger than the number of fonts currently loaded on the system. You'll see that once it runs out of font's it repeatedly returns the system font and its index. You'll also get a value for 'a' (use zero for the test above).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7969721523411462619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,457455595d42092f,start
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Window MOVER erases window TITLE
Date: 1998/03/19
Message-ID: <3510b84d.45928@news.tmisnet.com>#1/1
X-Deja-AN: 335505235
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

Whenever I click on the move bar of a window in TOS 4.04, the window title is erased. The only way to redisplay the window title is to go through the wind_set(win_handle, WF_NAME, ADDR(default_name) process again.

None of the OS windows erase the title during movement, and none of the third-party windows do either.

What do I do after wind_set() to tell the OS not to erase the window title during movement?

Thank you!

-- George Crissman

-- strads@tmisnet.com

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -2713904066420140979
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Icons in menus?
Date: 1998/03/19
Message-ID: <6eqmvh$h83@balaena.bio.vu.nl>#1/1
X-Deja-AN: 335529182
References: <CxCMKVAHkXD1QwvX@shaw1.demon.co.uk>
<890190375.21682.0.nnrp-11.9e98f145@news.demon.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

David Bolt (dbolt@my-ste.demon.co.uk) wrote:

: > Hows that done in GFA then? I know you can do it.

: How about something like this:

: FUNCTION find_cookie(cookie$,VAR value%)   ! wanted cookie in cookie$,
: <stuff>

Well, that's more or less what I did as well:

```
CLS
~FN find_cookie("*")   ! Just for testing
~INP(2)
END
'
FUNCTION find_cookie(string$)        ! This is the actual function
  LOCAL jar,id,counter&,value
  jar=LPEEK(&H5A0)                     ! Get Cookie Jar address
  REPEAT                               ! Loop to check all cookies
    id=LPEEK(jar+counter&)             ! Get cookie ID (name)
    value=LPEEK(jar+counter&+4)        ! Get cookie value
    ADD counter&,8                     ! Next cookie
    IF MKL$(id)=string$                ! If cookie matches string...
      RETURN value                     ! Return cookie value
      ' ----------------------------------  You don't really need this bit
    ELSE IF string$="*"                 ! "Wildcard", prints all cookies
      IF id=0                           ! Check for NULL cookie
        PRINT "NULL"                    ! End of list
```

```
        PRINT "------------------------"
        PRINT "Jar size:"'value'"slots"  ! Print jar size
      ELSE
        PRINT MKL$(id),"$";HEX$(value)   ! Print cookie and value
      ENDIF
      ' ----------------------------------
    ENDIF
  UNTIL id=0                            ! Until NULL cookie (end of jar)
  RETURN 0                              ! Cookie not found
ENDFUNC
```

I wrote a command shell in GfA once (I know, sick idea, but it actually worked pretty well...) and used this routine. When digging it up yesterday I discovered some bugs in it though... ;-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I have two very rare photographs: one is a picture of Houdini locking his keys in his car; the other is a rare photograph of Norman Rockwell beating up a child."
-- Steven Wright

From -9048610454298862993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0adbd549726a1bb
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100493,e0adbd549726a1bb
X-Google-Attributes: gid100493,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Press Any Key....
Date: 1998/03/19
Message-ID: <6eqnge$h83@balaena.bio.vu.nl>#1/1
X-Deja-AN: 335529183
References: <35074ac0.410905@news.tmisnet.com> <6egcng$r5g@balaena.bio.vu.nl>
<350f0534.934129@news.tmisnet.com>
Followup-To: comp.sys.atari.programmer,comp.sources.atari.st
Distribution: world
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer,comp.sources.atari.st

George Crissman (strads@tmisnet.com) wrote:

: > and .TOS programs should _not_ pause after doing
: > text output.

: If they print to the screen as they exit, the text
: is cleared so quickly that it cannot be read. The
: pause is important!

Yep, but the caller application (eg. the desktop) should take care of that
if needed. Unfortunately, as I said before, the GEM Desktop is not very
bright... (replacement desktops usually do have this option)
It may be possible to install a "viewer" program for .TOS and .TTP files
in the DESKTOP.INF. This program could ask for a commandline if needed
(maybe even using XARG, so we can get a decent commandline length!),
run the "client" program with the specified commandline, and pause after the
"client" has quit.

Or use the utility you mentioned. ;-)

     -=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I have two very rare photographs: one is a picture of Houdini locking
his keys in his car; the other is a rare photograph of Norman Rockwell
beating up a child."
         -- Steven Wright

From 5792464369427521364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,457455595d42092f
X-Google-Attributes: gid1115ce,public
From: noSPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Window MOVER erases window TITLE
Date: 1998/03/19
Message-ID: <noSPAMdwilga-1903981120370001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 335618665
References: <3510b84d.45928@news.tmisnet.com>
Distribution: world
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <3510b84d.45928@news.tmisnet.com>, strads@tmisnet.com (George
Crissman) wrote:

> Whenever I click on the move bar of a window in
> TOS 4.04, the window title is erased. The only
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> the wind_set(win_handle, WF_NAME, ADDR(default_name)
> process again.
>
> None of the OS windows erase the title during movement,
> and none of the third-party windows do either.
>
> What do I do after wind_set() to tell the OS
> not to erase the window title during movement?

One undocumented thing about the way wind_set() works in Atari's AES: The arguments you pass to it for WF_NAME and WF_INFO must be static. In C, you should declare them as global rather than as part of the function, so this:

```
void settitle( char *string ) {
   wind_set( handle, WF_NAME, string );
}
```

needs to be more like this:

```
char title[100];
void settitle( char *string ) {
   strcpy( title, string );
   wind_set( handle, WF_NAME, title );
}
```

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

From -2827371242319451760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: he110@cleveland.Freenet.Edu (Bill R. Core)
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/19
Message-ID: <6es7g6puh1@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 335738466
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>

<35088366.175E7030@aol.com> <350abb00.1380513@news.demon.co.uk>
<6ejdgf$5gq@crcnis3.unl.edu> <350DCFB2.967965CD@sprynet.com>
Reply-To: he110@cleveland.Freenet.Edu (Bill R. Core)
Organization: Case Western Reserve University, Cleveland, OH (USA)
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

re: 1 dimensional games...

I think PONG is the closest we will get to a '1-Dimensional'
game. If there was only a paddle, and no puck. ;-)
--
 ||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

From 1579306693113126794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/19
Message-ID: <6esa7j$gg7@sjx-ixn4.ix.netcom.com>#1/1
X-Deja-AN: 335756707
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <350B38FF.2781@gte.net> <6efq19$6t4@dfw-ixnews6.ix.netcom.com>
<4DC1F327AF7B0052.BA2E742F9FAD80DA.0FBFFFF46EC84F21@library-proxy.airnews.net>
Organization: Netcom
X-NETCOM-Date: Thu Mar 19 3:37:23 PM PST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In
<4DC1F327AF7B0052.BA2E742F9FAD80DA.0FBFFFF46EC84F21@library-proxy.airne
s.net> Scott 'Steg' Hansen <steg@airmail.net> writes:
>
>BELJAN E wrote:
>>
>> In <350B38FF.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
>> writes:
>> >
>> >Well, the Jaguar II design (AKA Project Midsummer) was completed,
and
>> >was supposedly quite powerful. I believe the hardware could compete
if
>> >they came up with some good software for it. But I would sooner bet
>> >that
>> >Hasbro is a Project X licensee then say they intend to revive the
>> >Midsummer architecture.
>> >
>> I heard somewhere that it could supposedly do 5,000,000 polygons a
>> second, which if true would make it plenty powerful.
>
>Thats probably 5,000,000 'marketing polygons'... =)
>
Well.....

From 5809138162771873581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Molesting the COOKIE
Date: 1998/03/19
Message-ID: <Eq2Duu.nC4@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 335818449
Sender: news@suse.modem.stud.uni-hannover.de
References: <309_9803041305@conchbbs.com> <350a30e2.17530587@news.demon.co.uk>
<3506E669.429F@mst.tn.utwente.nl> <350d9317.6695998@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

>>void foo(void)
>>{
>> (void) 0;/* whatever */
>>}
>>
>>int main(void)

```
>>{
>>  register int i,j,jj,ii;
>>  register int a[8][8],b[8][8]; /* whatever */
>>  jj=8;
>>  ii=8;
>>  for (j = 0; j < jj; j += 1)
>>  {
>>   for (i = 0; i < ii; i += 1)
>>   {
>>     a[i][j] = b[i][j];
>>     foo();
>>    }
>>  }
>>  return 0;
>>}
```

Hmmm, what about

```
int main (void)
{
   int  a[8][8], b[8][8];

   memcpy (& a[0][0], & b[0][0], 8 * 8 * sizeof(int));

   return 0;
 }
```

;-))

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 3332460549462603431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Icons in menus?
Date: 1998/03/19
Message-ID: <Eq2E0x.nCr@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 335818450
Sender: news@suse.modem.stud.uni-hannover.de
References: <889197421.85648@tornado.itea.ntnu.no>
<3$ThZVAPRZA1Qwxu@shaw1.demon.co.uk> <3506fe7f.4631860@news.demon.co.uk>
<KaaXraAFGcB1QwMC@shaw1.demon.co.uk> <3511b337.14919683@news.demon.co.uk>
Mime-Version: 1.0

Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <3511b337.14919683@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

> Actually, it wouldn't surprise me if the other multitasking systems do
> the same thing with the menubar (but I don't know) in which case you
> might be better off interrogating the number of concurrent processes
> and only enabling the icon if it is 1.

I'm pretty sure they indeed do that. A better check is inquiring the
global[1] entry after calling appl_init();

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From 2913341697305087188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,457455595d42092f
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Window MOVER erases window TITLE
Date: 1998/03/19
Message-ID: <Eq2Eo5.nFB@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 335818451
Sender: news@suse.modem.stud.uni-hannover.de
References: <3510b84d.45928@news.tmisnet.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <3510b84d.45928@news.tmisnet.com>,
     strads@tmisnet.com (George Crissman) writes:

> Whenever I click on the move bar of a window in
> TOS 4.04, the window title is erased. The only
> way to redisplay the window title is to go through

> the wind_set(win_handle, WF_NAME, ADDR(default_name)
> process again.

I suspect your "default_name" is some local variable or similar,
i.e. some storage that is volatile. Note the wind_set stores
only the address, if the storage is reused by the program, the
title string will vanish (or get replaced by rubbish) as soon
as the AES are about to redraw the window title.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
----

From -236172865650998704
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: he110@cleveland.Freenet.Edu (Bill R. Core)
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/20
Message-ID: <6eshnp$2t9$1@pale-rider.INS.CWRU.Edu>#1/1
X-Deja-AN: 335788548
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>
<35088366.175E7030@aol.com> <350abb00.1380513@news.demon.co.uk>
<6ejdgf$5gq@crcnis3.unl.edu> <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu>
<6emnof$kmh@dfw-ixnews5.ix.netcom.com>
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: he110@cleveland.Freenet.Edu (Bill R. Core)
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

re: 3d vs 2d...

Your argument regarding "since the projecting apparatusis 3d,
then the image must be 3d" breaks down when you consider a
slide projector. When it projects an image to a theoretically
perfect screen, the image itself has no depth unless you look
at light as a particle. But so far we have not been able to
resolve the particle/wave dispute. My own idea is that it is
something _else_, that we as humans in our particular frame of
reference cannot see it as it is. Perhaps it is 4-D or more in
nature, and humand find it difficult at best to perceive more
than 3 simultaneous dimensions.
--
 ||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

From 8962424970011793974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: tkelly@mail.pressenter.com (Terence Kelly)
Subject: Re: VQT_NAME
Date: 1998/03/20
Message-ID: <6esp1a$15l$1@jair.pressenter.com>#1/1
X-Deja-AN: 335818448
References: <6eni5q$b41$1@o.online.no>
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

On 18 Mar 1998 04:22:18, Odd Skancke wrote:
>
> Hi, all. I need to know what the call VQT_NAME() returns if you pass it
>an index higher than the actual number of loaded fonts. Is there a way to
>make it return the number of loaded fonts? Or is there some other call
>that does that besides VST_LOADFONTS() ? Anyone?
>
> Until next time... Take Care ;-)
>
>

I don't really know as I never wanted to know the name of a font
that wasn't there.:-) Why not just try it and see? Is there some
reason why you can't use VST_LOADFONTS?

--Terry Kelly

From -4684254419461920751
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,70b224c1e7504339
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: Data base program written in GFA 3.5E
Date: 1998/03/20
Message-ID: <Pine.BSF.3.96.980320003244.2165E-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 335830298
References:
<Pine.BSF.3.96.980311095526.11633D-101000@ganymede.cs.mun.ca><vsdX9GA5NqD1QwbW@sha
w1.demon.co.uk> <350f85c2aa1fc0@club-internet.fr>
To: Pascal Ricard <pricard@club-internet.fr>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 18 Mar 1998, Pascal Ricard wrote:

> > I put it on disk (I use a PC for the net) and when I tried to unzip it
> > using STZIP it said it was a currupt/not a zip file.
> >
> > Anyone else got this problem?
>
> Not me.
> The program works *only* in medium ST rez :(

I'm sorry about that. It was originally suppose to be for high res as
well, but my mono monitor bit the dust so I have no way of testing the
global coordinates. Perhaps when I get some extra time on my hands I'll
try to make compatible in high res. Thanks for given it a whirl though,
its my first program.

Scott.

From 6963741185579289921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Icons in menus?
Date: 1998/03/20
Message-ID: <890369097.27600.1.nnrp-05.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 335830299
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
References: <35117ece.19629736@news.demon.co.uk>
Organization: home

Newsgroups: comp.sys.atari.programmer

On 18 Mar 1998 19:03:39, Guy Harrison wrote:
> On Wed, 18 Mar 1998 03:06:15 GMT, dbolt@my-ste.demon.co.uk (David
> Bolt) wrote:
>
> >On 16 Mar 1998 19:09:59, Clair Shaw wrote:
> >> In article <3511b337.14919683@news.demon.co.uk>, Guy Harrison
> >> <guy@swampdog.demon.co.uk> writes
> >>
> >> >On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw
> >>
> >> ><Clair@shaw1.demon.co.uk> wrote:
> >>
> >>
> >> >>Gah! *why* did they have to invent MagiC?
> >> >
> >> >'Cos it's cool! :-))
> >>
> >> No it aint! I can't program sutable programs which work on it. Same with
> >> Falcons.
> >
> >And debugging any compiled language is a bit of a pain.
> >
> >> >To check for any version of magic is easy. Simply scan the cookie jar
> >> >for a cookie named 'MAGX' without the quotes.
> >   ^^^^
> >To check for Magic requires a search for the 'MagX' cookie.
>
> Sod's Law. I wrote MagX down in the code below and MAGX up here. Being
> too lazy to walk across the room and check I guessed which it was
> (rather than have it made obvious I was too lazy to check by writing
> MagX in one place and MAGX in another). ;-))

It's always the case that when you can't be bothered to check something,
what you think it is isn't what it should be. Or that's what I usually find
anyway :(

> >And once you've
> >found it, it's anyones guess what the value means. It isn't the version
> >number, although it may be a pointer to a structure that contains it.
>
> Correct about it being a pointer and there is rather a lot of it.

<snipped a lot of useful info>

Looks like you're becoming a goldmine of information. First it's the
40 folder bug, now magic. What else is hiding up that sleeve of yours?

> /*
> The following have been added from the manual by me as this header
> seems a bit out of date. The version and release work anyway!

```
> */
>     short *reservd1,
>      *reservd2,
>      *reservd3;
>     int   version;
>     int   release;
```

Works with mine as well. This means that

```
version#=0
release&=0
SELECT @find_cookie("MagX",value)
CASE -1
  ~FORM_ALERT(1,"[3][No cookie jar found][Okay]")
CASE 0
  ~FORM_ALERT(1,"[3][Cookie jar present,|although Magic isn't!][Okay]")
CASE 1
  a=LPEEK(value+8)
  version#=VAL(HEX$(DPEEK(a+48)))/100
  release&=DPEEK(a+50)
  a$="version is "+STR$(version#)+"|release "+STR$(release&)
  ~FORM_ALERT(1,"[0][Magic is present.|"+a$+"][Okay]")
ENDSELECT
```

will display an alert with the correct version/release of Magic, if it's present.

> Hey cool, my pseudoGFA wasn't a million miles removed! <G>

Not that far off. We'll have you programming in Basic before long. <VBG>

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/**\
*   *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
*   *
**/

From 7311515420802030855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: 'remove'tim_k@post1.com (Tim K.)

Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/20
Message-ID: <3511f412.11684909@news.abs.net>#1/1
X-Deja-AN: 335839787
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<6ecegr$3hb$1@nnrp1.dejanews.com> <350a64eb.118756143@news.abs.net>
<6eehoe$ls2@ds2.acs.ucalgary.ca>
Organization: ABSnet Internet Services, Inc. - (410)-685-2000 - info@abs.net
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

>But Tim - was the 'product' not a roaring success - in my view these
>fine products failed to attract a very large market share solely due
>to the lack of 'marketing' - most people never even heard of 'Atari'
>other than for the older games machines that were well promoted in
>their time.
>
>When the 'Trammels' got involved in their money laundering operation
>(at least that's how it seemed) they made absolutely no attempt to
>'market' the product - which - upgraded a bit for the times - could be
>successfully marketed today.
>
>Or am I reading it wrong ???
>
>The Canadian Curmudgeon (in cool, cloudy, Calgary)

I'm just a little bitter from what I consider being betrayed by the
Trammels. After hearing so many times that 'this year' would be 'the
year of Atari' only to see them only market in the New York City area
or maybe a couple of other local areas, it burns me up. I tried to do
my part by buying hundreds of dollars worth of hardware and software
only to see it become worthless as fewer and fewer places supported
the platform. I hate being at the mercy of Microsoft. But what's the
alternative? Even the Mac may not last much longer. I suppose if my
needs were simpler, I could get by with my old 520 ST running Word Up
etc., but for my needs, it won't do. There- I got that off my chest.

Tim

From 5414452627533051942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22ecdd4ea9f8ec2c
X-Google-Attributes: gid1115ce,public
From: pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk (Paul Baker)
Subject: Re: M.A.M.E.
Date: 1998/03/20
Message-ID: <127_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>#1/1
X-Deja-AN: 335848263
Content-transfer-encoding: 8BIT

MIME-Version: 1.0
Reply-To: pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk
X-NNTP-Posting-Host: mettav.demon.co.uk [158.152.163.101]
Content-Type: text/plain; charset=us-ascii
Organization: The Tavern BBS
Newsgroups: comp.sys.atari.programmer

In a previous message noSPAMdwilga@mtholyoke.edu wrote
> Organization: Mount Holyoke College
>
> In article <32400_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>,
> pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk wrote:
>
>> Having just seen the above for the PC (MAME stands for Multiple
>> Arcade Machine Emulator) , is there anyone out there thinking of
>> compiling this
> for
>> the Atari?
>>
>> The source IS available...
>
> About a year ago, I got a version of MAME working on the TT, but it
> was too slow to be playable. I even went so far as to write my own
> direct-to-screen routines, but I was only able to get it to draw 10
> frames per second, at most.
>

do you still have the program ?

--

~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis MNP 2-5 24 Hours |
| **>   44-(0)181-364-8268   <** |
~~~~~~

From 2274776417437024620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: VQT_NAME
Date: 1998/03/20
Message-ID: <6etako$m62$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 335882479
References: <6eni5q$b41$1@o.online.no> <35112102.12158833@news.demon.co.uk>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <35112102.12158833@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On 18 Mar 1998 04:22:18 GMT, oskancke@online.no (Odd Skancke) wrote:
...
>I don't know the actual documentation on this but with Nvdi
>vst_loadfonts() only applies to bitmap fonts. Vector fonts can be used
>reguardless of whether you call vst_loadfonts() beforehand or not.

Would there ever be a problem if all fonts are made available even
without a vst_loadfonts() call?

I've not really used VDI fonts before (only for my rotated font output
in MGIF) and have been thinking about how to deal with this in fVDI.

Currently all specified fonts are loaded at startup and are then
immediately available (has anyone run into any problems with this?).
If there are lots of fonts this is of course not such a good idea, but
then neither is loading everything at vst_loadfonts().
In fact, vst_loadfonts() doesn't really make much sense in a multitasking
environment, since the fonts may very well be loaded by another
application already, anyway (fonts are read-only and therefore global).

What I'm planning to do is set up a font structure for every specified
font, but not load the actual data until the font is actually used.
Font data will also be unloaded later using some kind of cache algorithm
(that's needed for rendered vector font characters anyway).

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 420508400790111216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fed457a4fb7ad127,start
X-Google-Attributes: gid1115ce,public
From: Joseph Zorzin <redoak@forestmeister.com>
Subject: print to printer in C, Atari method vs. PC method
Date: 1998/03/20
Message-ID: <3512F2CE.DAE68B87@forestmeister.com>#1/1
X-Deja-AN: 336087464
Content-Transfer-Encoding: 7bit
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

I've done a lot of programming on my Atari ST. If I want to print to the
printer I open a file as follows-

fp=fopen("PRT:", "w")

Then I can use the fprintf() command to print to the printer.

But now I'm trying to learn C on my PC. The above command won't work. One old C book suggests using a constant of "prn" and another shows the use of PRN, but those don't work either.

I'm using MS VC++. First I'm just trying to enter and compile some simple files out of books, as I haven't programmed on the Atari in 4 years so I'm rusty.

So, how the hell do you print to a printer with a PC?

From -6515784262825178819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b62c6225c1d48b7,start
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Print to printer via SpeedoGDOS
Date: 1998/03/21
Message-ID: <351337cf.6375689@news.tmisnet.com>#1/1
X-Deja-AN: 336162299
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

As long as we're addressing printing techniques,
where is the SpeedoGDOS manual for programmers?
Is it kept online somewhere? It'd be kinda nice
to use all those neat fonts when outputting.

Thanks!

-- George Crissman
-- strads@tmisnet.com

http://www.tmisnet.com/~strads/hq/atari.html

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -1263705590206544900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e044cf132ff0ac9,start
X-Google-Attributes: gid1115ce,public

From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Data base program written in GFA 3.
Date: 1998/03/21
Message-ID: <890456728.8094.0.nnrp-07.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 336178785
References: <Pine.BSF.3.96.980320003244.2165E-100000@ganymede
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
Organization: home
Newsgroups: comp.sys.atari.programmer

On 20 Mar 1998 00:36:48, Scott Harris wrote:
>
>
> On Wed, 18 Mar 1998, Pascal Ricard wrote:
>
> > > I put it on disk (I use a PC for the net) and when I tried to unzip it
> > > using STZIP it said it was a currupt/not a zip file.
> > >
> > > Anyone else got this problem?
> >
> > Not me.
> > The program works *only* in medium ST rez :(
>
> I'm sorry about that. It was originally suppose to be for high res as
> well, but my mono monitor bit the dust so I have no way of testing the
> global coordinates. Perhaps when I get some extra time on my hands I'll
> try to make compatible in high res. Thanks for given it a whirl though,
> its my first program.

It does work in high res if you patch the program code. It will even work in ST low, but some of the dialogs don't quite fit, and the info bar at the top of the screen is a bit cramped. Looking at it, it seems as though you've done the following:

```
IF XBIOS(4)-1
  ' tell the user it only works in medium res.
  ' clear up and quit
ELSE
  ' continue with the program as normal.
ENDIF
```

If you change the XBIOS(4)-1 to XBIOS(4)=0, ie so it isn't tried in ST low, it should work. Then again, you could use:

```
IF WORK_OUT(0)<639 OR WORK_OUT(1)<199  ! this is the width/height of ST
  '                                    ! medium res
  ' inform the user the screen res
  ' should be higher and exit
ELSE
  ' continue
```

This would then make the program more machine/mode independant and allow

it's use on Falcons/TTs and above.

As for the version that you distributed, the change is at an offset of $38A (906) bytes from the start of the file. With a disc editor, look for the following at offset $380:

3F3C 0004 548F 5380 6738 4EB9

If you change the $67 to a $6C (BEQ.S $38 to BGE.S $38) the program will then work in ST high res.

>
> Scott.
>
>

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/**********\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
**********/

From 7454613501435064544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: NOSPAMmauricem@bigfoot.com (Maurice Molyneaux)
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/21
Message-ID: <351381a5.1888692@news.pacbell.net>#1/1
X-Deja-AN: 336213659
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>
<35088366.175E7030@aol.com> <350abb00.1380513@news.demon.co.uk>
<6ejdgf$5gq@crcnis3.unl.edu> <351378e4.1561865@news.demon.co.uk>
Organization: Pacific Bell Internet Services

Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

On Sat, 21 Mar 1998 08:23:04 GMT,
sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk (Sam.) wrote:

>Even Frogger is 1-d. Although you can move left and right, you're only
>really choosing which "column" of cars to occupy. The essence of the
>game is timing when to go backwards or forwards.

You're really stretching credibility with some of your examples,
Frogger particularly.

--Maurice

mauricem@spambigfoot.com
http://members.tripod.com/~Molyneaux

From 4661011852721874194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e43e366b3033b3a2,start
X-Google-Attributes: gid1115ce,public
From: grovem@removetoreplyridgecrest.ca.us (Michael Grove)
Subject: Interface ques
Date: 1998/03/21
Message-ID: <6f01cd$pc4$3@ash.ridgecrest.ca.us>#1/1
X-Deja-AN: 336216417
Organization: Evil Dead II
Newsgroups: comp.sys.atari.programmer

I recently purchased CAB 2.6 from ASH and was working on my own
private English RSC file. I have an older German version of Interface
I was using, and find it pretty simple. I did however have one
problem. It seems that Interface saves "to" an RSC, adding files
with the end of each edit session unless you save the RSC under a
different name. Is this normal, or is there something in the pref file
that I am missing? I didn't notice this just editing the menus, but it
was when I copied them from another RSC this occured.

TIA,

Mike

From 5888444982905444318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c93a2d4fd13f5ce7,start

X-Google-Attributes: gid1115ce,public
From: "Kenneth Medin" <kennethm@tripnet.se>
Subject: Face Value and multiple userwindows?
Date: 1998/03/21
Message-ID: <01bd54c7$6f089360$LocalHost@default>#1/1
X-Deja-AN: 336249054
Content-Transfer-Encoding: 7bit
X-Server-Date: 21 Mar 1998 12:53:41 GMT
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

I am working on a project in GFA using Face Value.
I need to open several userwindows of toolstrip type. The toolstrip contains a radiopopup. As all windows share the same toolstrip tree I only get one radiopop_var&.

When the user makes a selection in the radiopopup I copy the radiopop_var& to the window array. When the "main" window area needs to be redrawn it's easy to know the radiopopup selection by just checking the window array.

For the radiopopup itself to be redrawn with correct selection I need to copy back the actual setting to radiopop_var& before Face Value's internal redraw mechanism starts. Is this possible to do at all in a clean way. If not, any comments on which procedure to hack into?

/Kenneth Medin

From -5487720743020968400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b62c6225c1d48b7
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Print to printer via SpeedoGDOS
Date: 1998/03/21
Message-ID: <1998032115174180956@zetnet.co.uk>#1/1
X-Deja-AN: 336272298
References: <351337cf.6375689@news.tmisnet.com>
Newsgroups: comp.sys.atari.programmer

> As long as we're addressing printing techniques,
> where is the SpeedoGDOS manual for programmers?

Dunno if such a thing exists (maybe given to official registered developers) - I have never seen it. However, both Modern Atari System Software, and the Atari Compendium (and I guess the Profibuch) document the SpeedoGDOS extensions.

> Is it kept online somewhere? It'd be kinda nice
> to use all those neat fonts when outputting.

Well, you can use a vector font in the same way as any other GDOS font,
although there are extensions.

The NVDI 4.1 Programmers guide gives details of the "Speedo" calls.
This is available online (in English and German) from ASH's pages, IIRC.

Anthony
--


```
----------------------------------------+-------------------------------
Anthony Jacques           IRC: AnthonyJ | Ho hum...
                                        |
jacquesa@zetnet.co.uk                   | Quake 3? cool...
http://www.users.zetnet.co.uk/jacquesa/ |
----------------------------------------+-------------------------------
```


From -8502757538189825982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fed457a4fb7ad127
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: print to printer in C, Atari method vs. PC method
Date: 1998/03/21
Message-ID: <1998032115103480956@zetnet.co.uk>#1/1
X-Deja-AN: 336272299
References: <3512F2CE.DAE68B87@forestmeister.com>
Newsgroups: comp.sys.atari.programmer

> I've done a lot of programming on my Atari ST. If I want to print to the
> printer I open a file as follows-
>
> fp=fopen("PRT:", "w")
>
> Then I can use the fprintf() command to print to the printer.

try just: fprintf(stdprn, "test\n");

stdprn is automatically opened on startup, and is defined in <stdio.h>

> But now I'm trying to learn C on my PC. The above command won't work.
> One old C book suggests using a constant of "prn" and another shows the
> use of PRN, but those don't work either.

Use the stdprn file-handle - this is part of the standard C libraries, and
should be available everywhere.

Anthony

From 206031343332180478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: Eabe Kuik <merciful@worldaccess.nl>
Subject: Re: VQT_NAME
Date: 1998/03/21
Message-ID: <FN_3513e0a6_merciful@news.wxs.nl>#1/1
X-Deja-AN: 336294042
References: <6eni5q$b41$1@o.online.no>
X-Url: http://www.alfaskop.net/~faltrion/
Reply-To: Eabe Kuik <merciful@worldaccess.nl>
Organization: Merciful
Newsgroups: comp.sys.atari.programmer

in message <6eni5q$b41$1@o.online.no>,
    Odd Skancke wrote:

> Hi, all. I need to know what the call VQT_NAME() returns if you pass it
> an index higher than the actual number of loaded fonts. Is there a way to
> make it return the number of loaded fonts? Or is there some other call
> that does that besides VST_LOADFONTS() ? Anyone?
>

Vst_load_fonts returns the number of loaded fonts in intout. Therefor
you should always use this call prior to the use of any font (except
the system font). Only in this way you are sure it will work with
gdos/fontgdos/speedo/nvdi etc.

This means that you should use this call even if you can use other
fonts without the call (nvdi vector fonts).

--

Cheers,
Eabe

```
     Confusion in her eyes,
     thats what says it all....
     ....she is using Windows 95

-------------------------------------------------------------------
|               e-mail: merciful@worldaccess.nl                   |
-------------------------------------------------------------------
|           -> Atari Falcon 030 ;14Mb ; 1.7Gb Scsi                |
|              Atari TT030      ; 6Mb ;  40Mb Scsi                |
```

```
|              Atari STE        ; 4Mb ;  60Mb Acsi               |
|              Atari 520ST      ; 1Mb ;  20Mb Acsi               |
-------------------------------------------------------------------
```

From 3810695459893612336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: Eabe Kuik <merciful@worldaccess.nl>
Subject: Re: VQT_NAME
Date: 1998/03/21
Message-ID: <FN_3513e400_merciful@news.wxs.nl>#1/1
X-Deja-AN: 336294043
References: <6eni5q$b41$1@o.online.no> <35112102.12158833@news.demon.co.uk>
<6etako$m62$1@nyheter.chalmers.se>
X-Url: http://www.alfaskop.net/~faltrion/
Reply-To: Eabe Kuik <merciful@worldaccess.nl>
Organization: Merciful
Newsgroups: comp.sys.atari.programmer

in message <6etako$m62$1@nyheter.chalmers.se>,
    Johan Klockars wrote:

> In article <35112102.12158833@news.demon.co.uk>,
> Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On 18 Mar 1998 04:22:18 GMT, oskancke@online.no (Odd Skancke) wrote:
> ....
> Currently all specified fonts are loaded at startup and are then
> immediately available (has anyone run into any problems with this?).
> If there are lots of fonts this is of course not such a good idea, but
> then neither is loading everything at vst_loadfonts().
> In fact, vst_loadfonts() doesn't really make much sense in a multitasking
> environment, since the fonts may very well be loaded by another
> application already, anyway (fonts are read-only and therefore global).

Well it does make sence even in multitasking. If you use fonts
without loading them first the vdi may unload them if the app that
loaded them before your app calls vst_unload_fonts. And if you are
using any loaded bitmap font your app wil run into trouble there the
font is not longer there.

So the function of Vst_load_fonts is more than only loading fonts. It
also keeps track of witch workstations use them.

--

Cheers,
Eabe

```
     Confusion in her eyes,
     thats what says it all....
     ....she is using Windows 95

-----------------------------------------------------------------
|               e-mail: merciful@worldaccess.nl                 |
-----------------------------------------------------------------
|           -> Atari Falcon 030 ;14Mb ; 1.7Gb Scsi              |
|              Atari TT030      ; 6Mb ;  40Mb Scsi              |
|              Atari STE        ; 4Mb ;  60Mb Acsi              |
|              Atari 520ST      ; 1Mb ;  20Mb Acsi              |
-----------------------------------------------------------------
```


From 8350919726208467013
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public

From: Dan & Jennifer <dan-jen@mindspring.com>
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/21
Message-ID: <35144452.1C52@mindspring.com>#1/1
X-Deja-AN: 336435546
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>
<35088366.175E7030@aol.com> <350abb00.1380513@news.demon.co.uk>
<6ejdgf$5gq@crcnis3.unl.edu> <351378e4.1561865@news.demon.co.uk>
X-Server-Date: 22 Mar 1998 03:50:11 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises
Mime-Version: 1.0
Reply-To: dan-jen@mindspring.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Sam. wrote:

>
> jkeim@unlinfo.unl.edu (James D. Keim) wrote:

> Combat is essentially 1-dimensional, since when you fire, your bullet
> only ever goes in a straight line, and to avoid being hit you just
> avoid the line. While the lines and tanks *can* move, at any instant
> in time the attributes of the game are all 1-D.
>
> Even Frogger is 1-d. Although you can move left and right, you're only
> really choosing which "column" of cars to occupy. The essence of the
> game is timing when to go backwards or forwards.
>
> Pong / Breakout are 1-D, since the ball is the element you actually
> move, and it only has one vector, so does the bat. There's loads of
> them. They base their rules on intersecting lines, rather than
> intersecting blocks like say Mario or Ghouls 'n' Ghosts.

Huh? If a game has x and y movement, it is two dimensional.

A vector used to describe the velocity of the "Pong" ball or "Combat"
bullet would need both x and y components.

You're turning simple math into something difficult.

Later,

Dan

From 594930396793723675
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c667796d005783da
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: VQT_NAME
Date: 1998/03/21
Message-ID: <Eq6K5s.Ly0@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 336435547
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6eni5q$b41$1@o.online.no> <35112102.12158833@news.demon.co.uk>
<6etako$m62$1@nyheter.chalmers.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6etako$m62$1@nyheter.chalmers.se>,
     rand@cd.chalmers.se (Johan Klockars) writes:

>>I don't know the actual documentation on this but with Nvdi
>>vst_loadfonts() only applies to bitmap fonts. Vector fonts can be used
>>reguardless of whether you call vst_loadfonts() beforehand or not.
>
> Would there ever be a problem if all fonts are made available even
> without a vst_loadfonts() call?

Sounds ok, as long as vst_loadfonts can still be used to find out the number
of fonts available. (There is no other way AFAIK ?)

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -1587329405682732590
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8267b233c62cddf4,start
X-Google-Attributes: gid1115ce,public
From: 050321316-0001@t-online.de (Daniel Pralle)
Subject: programmierung des Falcon030
Date: 1998/03/21
Message-ID: <6f10vfdig1@news02.btx.dtag.de>#1/1
X-Deja-AN: 336502394
Content-Transfer-Encoding: 7bit
X-Sender: 050321316-0001@t-online.de
X-Priority: 3 (Normal)
Content-Type: text/plain; charset=us-ascii
Organization: T-Online
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

!!! TO ALL !!!
I need help!
I want to program my F030 (in assembly language). I had lot of
experience with the Atari XL/XE (6502), but the F030 is a little bit
harder.
I don`t know how to start. Therefore I need some litreture.
Further: what is the diffrence between 68000 and 68030.
         how about coding the DSP?
I hope you can help me!!!

From 5554131124412527665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c25bcc9c907e6a6a,start

X-Google-Attributes: gid1115ce,public
From: "Jerome LEGRAS" <j.n.legras@wanadoo.fr>
Subject: Wanting official docs
Date: 1998/03/22
Message-ID: <6f2u44$r79$1@peuplier.wanadoo.fr>#1/1
X-Deja-AN: 336507225
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: Wanadoo - (Client of French Internet Provider)
Newsgroups: comp.sys.atari.programmer

I am looking for official and technical documentations from ATARI Corp.

If you have them for :

ST
STE
TT
Falcon 030
Jaguar 64

and if you don't need them, feel free to contact me : j.n.legras@wanadoo.fr

Thanks

Jerome LEGRAS
FRANCE

From 2554788809097625172
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c93a2d4fd13f5ce7
X-Google-Attributes: gid1115ce,public
From: "Kenneth Medin" <kennethm@tripnet.se>
Subject: Re: Face Value and multiple userwindows?
Date: 1998/03/22
Message-ID: <01bd558f$f3772d00$LocalHost@default>#1/1
X-Deja-AN: 336515538
Content-Transfer-Encoding: 8bit
References: <01bd54c7$6f089360$LocalHost@default>
X-Server-Date: 22 Mar 1998 12:49:16 GMT
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

Kenneth Medin <kennethm@tripnet.se> skrev i inl⍰gg
<01bd54c7$6f089360$LocalHost@default>...
> I am working on a project in GFA using Face Value.

> I need to open several userwindows of toolstrip type. The toolstrip
> contains a radiopopup. As all windows share the same toolstrip tree I
only
> get one radiopop_var&.
>
> When the user makes a selection in the radiopopup I copy the
radiopop_var&
> to the window array. When the "main" window area needs to be redrawn it's
> easy to know the radiopopup selection by just checking the window array.
>
> For the radiopopup itself to be redrawn with correct selection I need to
> copy back the actual setting to radiopop_var& before Face Value's
internal
> redraw mechanism starts. Is this possible to do at all in a clean way. If
> not, any comments on which procedure to hack into?

No responses so far but I have come up with a solution myself:

If I put the following code at the beginning of @user_window_content() the
popup object gets redrawn with correct selection. This does change the clip
rectangle so I have to set the clip rectangle manually. Not a perfectly
clean solution perhaps but it does seem to work.

```
'
radiopop_var&=window_array&(index&,27)
@rsc_setup_tree(tolstrip&)
@rsc_ob_draw(index&,radiopop&)
'
@win_get_workarea(index&,wx&,wy&,ww&,wh&)
SUB wy&,window_array&(index&,13)
SUB wx&,window_array&(index&,12)
CLIP cx&,cy&,cw&,ch& OFFSET
wx&+window_array&(index&,12),wy&+window_array&(index&,13)
'
```

/Kenneth Medin

From -8202519057669240943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Icons in menus?
Date: 1998/03/15
Message-ID: <3511b337.14919683@news.demon.co.uk>#1/1
X-Deja-AN: 334221761
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <889197421.85648@tornado.itea.ntnu.no>
<3$ThZVAPRZA1Qwxu@shaw1.demon.co.uk> <3506fe7f.4631860@news.demon.co.uk>
<KaaXraAFGcB1QwMC@shaw1.demon.co.uk>
Content-Type: text/plain; charset=us-ascii

Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:

>In article <3506fe7f.4631860@news.demon.co.uk>, Guy Harrison
><guy@swampdog.demon.co.uk> writes
>>On Sat, 7 Mar 1998 18:39:11 +0000, Clair Shaw
>><Clair@shaw1.demon.co.uk> wrote:
>>
>>>In article <889197421.85648@tornado.itea.ntnu.no>, Jo Even Skarstein
>>><joska@nuts.edu> writes
>>>>
>>>>Is it possible to use both a icon and a string as a meny-entry? And if
>>>>so, how?
>>>>
>>>>
>>>
>>>I *could* be really complicated now, and say yes, if you want it to be
>>>the TITLE of the menu. (what appears when not selected. Inverted when
>>>selected)
>>>
>>>Here's how: (This theary tested using GFA BASIC only)
>>>
>>>1) Make the menu pop up.
>>>2) Make sure there's enough room to place the icon/string
>>>3) Put the icon/string where you want it to go.
>>>4) Let the user play!
>>>
>>>Any colours will be inverted.
>>
>>But what happens when MagiC changes context to another application
>>which posesses a menubar? ;-)
>>
>>You see, MagiC has to keep track of all the different menubars and
>>draws the menubar which belongs to whatever application has just
>>become the foreground application. Thus, when MagiC redraws the
>>menubar for your application the icon/text you placed there yourself
>>will vanish - it must be part of the menubar! <G>
>>
>>
>
>Gah! *why* did they have to invent MagiC?

'Cos it's cool! :-))

>I *hate* it!

Naa! There's always a way round everything. Don't draw the icon if
magic is present - just make do with the text in the menubar.

To check for any version of magic is easy. Simply scan the cookie jar
for a cookie named 'MAGX' without the quotes.

Actually, it wouldn't surprise me if the other multitasking systems do
the same thing with the menubar (but I don't know) in which case you
might be better off interrogating the number of concurrent processes
and only enabling the icon if it is 1.

Even simpler is to have an option in the menubar to turn the feature
on and off. See lots of solutions! ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4987662362325800673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: robertm@jagunet.com (Rob Merritt)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/15
Message-ID: <350c2ae9.841531@news.jagunet.com>#1/1
X-Deja-AN: 334276879
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <6eea78ejm1@nnrp1.dejanews.com>
<ICOTEDAPUP@data.rhein-main.de>
Organization: jaguNET Access Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

robscha@data.rhein-main.de (Robert Schaffner) wrote:

>In <6eea78ejm1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:
>
>
>>Don't tell me that Hasbro is going to reintroduce the Jag console in it

>
>>Peter S.
>
>Sincflop?
>Yeah, that's the voice how we are missing for some month!!
>We can't live without your famous intelligence..
>
>Back to the roots..
>

Yesh, if this keeps up, it will just be like the old days.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

From -1690006187763487729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 100493,e0adbd549726a1bb
X-Google-Attributes: gid100493,public
X-Google-Thread: 1115ce,e0adbd549726a1bb
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Press Any Key....
Date: 1998/03/15
Message-ID: <6egcng$r5g@balaena.bio.vu.nl>#1/1
X-Deja-AN: 334326576
Distribution: world
References: <35074ac0.410905@news.tmisnet.com>
Followup-To: comp.sys.atari.programmer,comp.sources.atari.st
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer,comp.sources.atari.st

George Crissman (strads@tmisnet.com) wrote:

: There was a recently-posted request that
: programs should stop after printing text
: to the screen (when exiting) so the user
: could view the information before the
: desktop reappears.

GEM programs should _never_ output text directly to the screen, and .TOS programs should _not_ pause after doing text output. This is _very_ annoying for people who use a shell (these people use lots of .TOS and .TTP programs as well). If a program does want to pause, it should definately not circumvent the GEMDOS character input routines, coz' the program's input/output is often redirected into a pipe!
Pause should be handled by whichever program runs the .TOS program, however, the standard desktop isn't that smart...

Maybe a good idea would be to check the extension of the program (in argv[0]) and if it is .tos or .ttp, pause after execution, but if there's no extension (ie. it's probably on a Minix FS) just quit without pause.
Or something like that... :)

: A compiled GEM program containing this
: function will be posted as "Two Bit Tutorial
: Number 1" (probably in the binaries group)
: soon. It will NOT need a resource (*.RSC)
: file for proper operation, so don't worry
: that it doesn't have one! (You can rename
: it PAUSE.TOS, if the lack of a resource
: file causes problems.)

Why would a GEM program want to do text output to the screen anyway?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Whatever is not nailed down is mine. What I can pry loose is not nailed down.
-- Collis P. Huntingdon

From 1308361651803320114
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,35d3142b13ec0f40,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,35d3142b13ec0f40,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,35d3142b13ec0f40,start
X-Google-Attributes: gid109a67,public
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Subject: Lattice C v5.52 + Personal Pascal v2.05 for sale
Date: 1998/03/15
Message-ID: <4lTKkEAteAD1EwxR@thegibsons.demon.co.uk>#1/1
X-Deja-AN: 334345438
MIME-Version: 1.0
X-NNTP-Posting-Host: thegibsons.demon.co.uk [194.222.132.41]
Organization: is sadly lacking
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi All,

I have Lattice C v5.52 full disk set and all manuals (originally from HiSoft) and Personal Pascal (originally from an ST Format cover disk, but I got the manual from Hisoft).

Prices (inc P+P in the UK):-

Lattice C ; 50 UK pounds

Personal Pascal ; 10 UK pounds

Contact me at my email address if interested.
--
Cheers, >>> drew@thegibsons.demon.co.uk <<<
>>> ICQ 392790 IRC Gibby <<<
Drew ;^) >>> http://www.thegibsons.demon.co.uk <<<

From -4234018155297185676
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcba603b22984878,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Register optimization (w
Date: 1998/03/15
Message-ID: <ed2_9803151537@conchbbs.com>#1/1
X-Deja-AN: 334349971
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

> (Pure C requires that functions preserve A2-A7 and D3-D7).

g > Is A2 a typo for A3? Otherwise if PureC called an MWC
g > compiled function things could go bad as MWC preserves
g > D3-D7/A3-A7.

No, in fact the first thing all the GEMDOS etc. bindings do is push A2 onto the stack.

As for compatibility, Pure C has some compiler options to create more compatible code (pass parameters using the stack, use standard stack frames, create DRI object code, etc). I'm not sure how they affect register usage, though.

g > Hmm, I can't think of any advantage to the contents being
g > volatile - the reverse actually! Have you got one in mind? I
g > must admit to a posessing a distinct aversion to the volatile
g > keyword so make it a good one! <G>

```
struct {
    unsigned char len;
```

```
    char str[255];
 } pascal;

    pascal.len = 4;
    pascal.str[-1] = 3;
    if(pascal.len != (unsigned) pascal.str[-1]) abort();
```

This is not a case of array overflow, since pascal.len is supposed to be equivalent to pascal.str[-1]. That's part of the whole point of using data structures.

Now it may be possible to make a compiler smart enough to handle the above using registers, but a clever enough programmer is bound to find something the compiler can't handle correctly (e.g. Lattice C).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -8471638372676270251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: ad329@james.hwcn.org (Chris Cracknell)
Subject: Re: Project X this and Project X that
Date: 1998/03/15
Message-ID: <6ehlb9$dtt@james.hwcn.org>#1/1
X-Deja-AN: 334372389
References: <6ee973$7vf@bgtnsc03.worldnet.att.net> <3506DA34.FB7D3F06@aol.com>
<6e6vssbfp1@news1.Radix.Net>
Distribution: world
Organization: Hamilton-Wentworth FreeNet
Newsgroups:

comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

>Keith Scroggins wrote:
>> Maybe Hasbro has a game system in the works and wants to use the Atari
>> label.....
>>
>> I'm sure in the coming months rumors will start to appear everywhere!
~^~^~^

In article <6eea78ejm1@nnrp1.dejanews.com>, sinclair2000@earthlink.net wrote:

>Don't tell me that Hasbro is going to reintroduce the Jag console in it
>current technelogical form considering that the Playstation kicks it and now
>is in it's last legs of the product life cycle.
~^~^~^

>
> Hi, everybody. I'm in need for some help....again :) I'm trying to
>use the vector/outline-fonts provided by NVDI, SpeedoGDOS and similar
>system extensions. Now, my problem is that I don't know how to
>calculate the advance vector for each font. Take a look at the small
>routine below, cause this is the code I use to set up a table with
>advance vectors (pixels). My problem is...do I calculate the pixel
>offset correctly? The Compendium tells me that to make an integer of
>the fix31 number returned by vqt_advance32() can be calculated like
>this;
>
> x_integer = (word) ([x_fix31] + 32768 >> 16)
>
>It nearly works, but not entirely...
>

> What's wrong, is that the width of the line is not entirely correct.
>I suspect it's got something to do with the code above. It's
>not VERY wrong, but still...it's wrong :) Seems to be some small
>errors in the calculations...Heeelp :)
>
> I could use vqt_extent(), but that would make it hard and the code
>slow when finding the correct character under the mouse-pointer,
>updating cursor, and so on... so I would rather not...
>
> Oh, and.. to use the advx, advy, xrem and yrem returned by the
>vqt_advance() call, the compendium says that the x/yrem values are
>reminder values as a modulus of 16384. Could someone please explain
>this to me in detail?? I tried this too, but couldn't make any sense
>out of it.
>
>
> Any help is appreciated..Thanks.

Odd,

I don't program in assembler but here is the code that I use when
editing lines of speedo text in C:

```
if (speedo)
{
     vqt_advance32(handle,char,&advx,&advy);
     exactx+=advx;
     x=(exactx+32768)>>16;
   v_ftext(handle,x,y,rstring);
}
```

exactx is used to keep track of the x coordinate value in fix31. X
is the actual coordinate to use to display a character on the screen.
This works fine for me in placing a cursor correctly anywhere within
a line of text displayed with v_ftext().

There are two possible reasons why the width would be close but not quite right. One is you are not maintaining a continuous update of the fix 31 exactx (my assembler is too poor to tell from your code). Make sure you never calculate from the normal word value of x. Only use that to place your cursor or draw a character.

The other is that you may be noticing that speedo does not scale at the resolution documented for the atari screen. In other words, why do you say that the width is close but not correct -- what are you comparing it too that tells you it is not correct?

That may not make any sense unless you have tried to print out your text on the screen in relation to other vdi drawing primitives. When doing so, the programmer must scale the drawing primitives based on the relationship between the screen resolution and the printing resolution. The atari mono screen is documented in various places as 90 dpi or 91 dpi. You would expect to use a 300/90 ratio to get your drawing primitives the correct size on a 300 dpi printer. You do not have the opportunity to set the scale for speedo however; it handles that for you. If you use the 300/90 ratio, you will notice that speedo text is not the correct size in relationship to vdi primitives on the printed page. For some reason speedo uses the ratio 300/91.5 when it scales. This is a pain in the rear when trying to maintain the proper relationship between text and graphics in a printout.

--Terry Kelly

From -793977709881151456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: Dan Mazurowski <smedley.antispam@gte.net>
Subject: Re: Project X this and Project X that
Date: 1998/03/15
Message-ID: <350C7A5D.2781@gte.net>#1/1
X-Deja-AN: 334391920

Content-Transfer-Encoding: 7bit
References: <6ee973$7vf@bgtnsc03.worldnet.att.net> <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net> <6ehlb9$dtt@james.hwcn.org>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: WANTED: Wico joystick & keypad for Atari 5200
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote:
>
>
> Speaking of rumours, just what the heck is this "Project X" thing everyone
> is talking about? Am I the only person on the planet who has no clue what
> this is about?
>

Possibly! ;)

Project X (I think it is also called Merlin) is a new game system designed by VM Labs. Many former Atari people worked on the design, including one or two of the engineers who designed the Jaguar and Midsummer machines, and programmer Jeff Minter (Tempest 2000, Llamatron, Defender 2000, and so on.) And Bill Rehbock, another former Atarian, left his position at Sony to head up the recruitment of third party developers for Project X.

The marketing model sounds similair to the 3DO - multiple manufacturers sign a license to build hardware. There are supposedly several "Sony sized" manufacturers already signed on, but the only one known at this time is Phillips. They have said we will learn a lot more at E3.

It is the clear Atari connection to the hardware's designers that makes many people feel like this console will be the unofficial heir to the Atari legacy. In fact there was a rumor that Phillips was seeking to license the Atari name from JTS for their model of the Project X console. So while their is no concrete connection between Project X and Hasbro's purchase, many of us hope that there will bo one eventually.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

From -5247517533924597054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: Geoff Oltmans <geoff@sprynet.com>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/15
Message-ID: <350C541A.A7B87966@sprynet.com>#1/1
X-Deja-AN: 334416994
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <350a6fd0.0@news1.ibm.net>
Mime-Version: 1.0
Reply-To: geoff@sprynet.com
Content-Type: text/plain; charset=us-ascii
Organization: Sprynet News Service
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,rec.games.video.atari

The Lamberts wrote:

> The problem with everyone's speculations as to whether or not "Atari"
> can rise from the ashes is...public perception. I spent 13 years as a
> video game/computer software store manager. Up until a year and 1/2
> ago. Problem is that right now the public, by and large, perceive
> the company called "Atari" (and they DON'T know the difference
> between Midway's Atari and Hasbro's Atari!) is for the most part a
> has-been company. An outfit that makes sucky products that are
> now being cleared out for $50 per console at a toy store chain. A
> company that used to be cool, but can no longer cut the mustard.
>
> Obviously, NOT MY OPINION. But, realistically, the opinion of the
> vast majority of folks who spend $$$$$'s out there, and aren't "in
> the know". Mention Atari to anyone who owns a PSX or N64, and they
> start talking about the VCS they have in their attic. They would
> not dream that you could be talking about anything after that!
>
> Obviously, for the name "ATARI" to become a powerhouse name once
> more, it will take more than a cook, killer console. It will take
> lots of well-done PR, probably in "stealth" mode (the public can't
> be aware that they're trying to have their hearts won back over to
> the name once more). Part of me thinks it will be much, MUCH easier
> to turn a new, different name into a powerhouse than it will be to
> find a way to rehabilitate the public's opinion's of an outfit

> called "Atari".

I've think you've got the right idea. Stealth PR is not a bad idea. Besides, I think we can all safely say that Atari's public enemy #1 is the press. Judging from the Jaguar press that was received, "Jag is not 64-bits" "Jag is 16-bit" "Jag uses two 32-bit processors in tandem" yadda yadda yadda. Basically I think the Atari name needs to stay out of gaming magazines since most of the writers for these magazines are idiots.

Basically, good private PR and a big CES showing would be the prescribed medicine.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

From -7238735688617814181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: Geoff Oltmans <geoff@sprynet.com>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/15
Message-ID: <350C554F.2084BCC1@sprynet.com>#1/1
X-Deja-AN: 334416995
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net> <6ecegr$3hb$1@nnrp1.dejanews.com> <350a64eb.118756143@news.abs.net>
Mime-Version: 1.0
Reply-To: geoff@sprynet.com
Content-Type: text/plain; charset=us-ascii
Organization: Sprynet News Service
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Tim K. wrote:

> Face facts people. The Lynx, Jaguar, and ST were all better than their
> competition, yet all bombed. I got burnt a number of times by buying

> Atari. Don't get your hopes up for a new and improved anything with
> the Atari name.

I wouldn't get my hopes up for any more Atari Computers period. After all, Atari computers division lost all of their computer development team (that's the ST/TT and Falcon crowd), they'd either have to track down the old people (which have jobs elsewhere) or get new people (which would require training/learning time).

I think it far more likely that we'll see Atari games for the PC or other platforms, and possibly a re-release of the Lynx or something of the sort.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

From 3827824501930750243
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/16
Message-ID: <6ei5fl$r5o@bgtnsc03.worldnet.att.net>#1/1
X-Deja-AN: 334416996
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
Organization: AT&T WorldNet Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Robert Schaffner <robscha@data.rhein-main.de> wrote in article
<ICPFFCCFUP@data.rhein-main.de>...

> In <350b1c48.3325037@news.jagunet.com> Rob Merritt wrote:

    > I don't like the tramiels.
    > (From the first day he put his thick fingers into atari)

That is an all-too-common theme of many of these messages, but lets be realistic here. Granted, the Tramiels marketing blunders obviously doomed TOS to eventual failure in the marketplace, but without the Tramiels, Atari would have been dead and burried in 1983 after Warner Communications ran the company into the ground. Without the Tramiels, there would have been _NO_ Atari 130XE, 520ST, 1040ST, Portfolio, STe, MegaST, SLM804, MegaSTe, SLM605, TT030, Falcon, Lynx, Jaguar, etc.

As frustrating as all the Tramiel's marketing blunders obviously are to us diehard Atarians, keep in mind that without them, we wouldn't even have had any of these incredible systems. Because of these systems, we Atarians were able to enjoy user-friendly operating systems and software a full decade ahead of the rest of the personal computer industry, and a reliable, frustration-free operating system that is still unequalled even by today's most current systems.

Sheldon (Computer STudio - Asheville, NC)

From 3108248730615888683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dcf5ef082489c74
X-Google-Attributes: gid1115ce,public
From: "Centek" <centek@graphity.fr>
Subject: Re: JPEG DSP
Date: 1998/03/16
Message-ID: <01bd5087$c0eb6020$100844c3@p-d-mou>#1/1
X-Deja-AN: 334416998
References: <01bd419e$8d6226a0$100844c3@p-d-mou> <6dmatn$e6u@balaena.bio.vu.nl>
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

> I assume these functions all have a long return value.
> Is it negative for errors?

i do think so,but to know you must
send a buggy jpeg,which i didn't try yet :-)

> What about support for Greyscale JPEG's? What are/should be these values
for
> greyscale output?

i think pixel size=1 will do fine for straight greyscale....

>

> : JPGDUser1   RS.L 4 * Pointer to User Routine / NULL
>
> What does this do?

it's called during decompression but still i don't know
exactly when, i didn't try ...

>
> : JPGDComp1GammaPtr RS.L 1 * Component 1 Gamma Table / NULL
>
> What is the format for these tables?

usually gamma tables are 256 bytes arrays that
remap the 256 levels of each component into 256
other values, which is faster than calculating gamma
ratio each time...when the pointer is Null they're
just mapped to themselves....
this allows setting not only gamma effect
but light and contrast also....
you can simulate light/contrast by using
a simple function y=ax+b with "y" being
the gamma table entry "a" is the 'contrast'
and "b" the 'light' and x the index between
0 and 255.....in this case normal 'contrast'
must be 1.00 and normal 'lightness' 0.00
however this is a 'coarse' method but it
is also extremely fast :-)

n'cha
DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
http://www.graphity.fr/centek

From 373724187937491849
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public

X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Project X this and Project X that
Date: 1998/03/16
Message-ID: <6ei7uk$23r@sjx-ixn6.ix.netcom.com>#1/1
X-Deja-AN: 334429769
References: <6ee973$7vf@bgtnsc03.worldnet.att.net> <3506DA34.FB7D3F06@aol.com>
<6e6vssbfp1@news1.Radix.Net> <6ehlb9$dtt@james.hwcn.org>
Organization: Netcom
X-NETCOM-Date: Sun Mar 15 7:57:08 PM PST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <6ehlb9$dtt@james.hwcn.org> ad329@james.hwcn.org (Chris Cracknell)
writes:
>
>>Keith Scroggins wrote:
>>> Maybe Hasbro has a game system in the works and wants to use the
Atari
>>> label.....
>>>
>>> I'm sure in the coming months rumors will start to appear
everywhere!
>~^
^~^~^~
>
>Speaking of rumours, just what the heck is this "Project X" thing
everyone
>is talking about? Am I the only person on the planet who has no clue
what
>this is about?
>
Its the mystery video game system from VM Labs. It is rumored to be
more powerful than Sega's Katana and may use a DVD but other than that
details are few and far between.

From -8225441649212904376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22ecdd4ea9f8ec2c,start
X-Google-Attributes: gid1115ce,public
From: pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk (Paul Baker)
Subject: M.A.M.E.
Date: 1998/03/16
Message-ID: <32400_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>#1/1
X-Deja-AN: 334458912
Content-transfer-encoding: 8BIT

MIME-Version: 1.0
Reply-To: pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk
X-NNTP-Posting-Host: mettav.demon.co.uk [158.152.163.101]
Content-Type: text/plain; charset=us-ascii
Organization: The Tavern BBS
Newsgroups: comp.sys.atari.programmer

Having just seen the above for the PC (MAME stands for Multiple Arcade Machine Emulator) , is there anyone out there thinking of compiling this for the Atari?

The source IS available...

--

In article <6ei5fl$r5o@bgtnsc03.worldnet.att.net>,
  "Sheldon H. Winick" <s.winick@worldnet.att.net> wrote:
>
> Robert Schaffner <robscha@data.rhein-main.de> wrote in article
> <ICPFFCCFUP@data.rhein-main.de>...
> > In <350b1c48.3325037@news.jagunet.com> Rob Merritt wrote:
>
>   > I don't like the tramiels.
>   > (From the first day he put his thick fingers into atari)
>
> That is an all-too-common theme of many of these messages, but lets be
> realistic here. Granted, the Tramiels marketing blunders obviously doomed
> TOS to eventual failure in the marketplace, but without the Tramiels, Atari
> would have been dead and burried in 1983 after Warner Communications ran
> the company into the ground. Without the Tramiels, there would have been
> _NO_ Atari 130XE, 520ST, 1040ST, Portfolio, STe, MegaST, SLM804, MegaSTe,
> SLM605, TT030, Falcon, Lynx, Jaguar, etc.
>
> As frustrating as all the Tramiel's marketing blunders obviously are to us
> diehard Atarians, keep in mind that without them, we wouldn't even have had
> any of these incredible systems. Because of these systems, we Atarians
> were able to enjoy user-friendly operating systems and software a full
> decade ahead of the rest of the personal computer industry, and a reliable,
> frustration-free operating system that is still unequalled even by today's
> most current systems.

That simply isn't true. The Atari ST was a cheap design. It was designed too quickly with no real innovation (try to think about the Sinclair QL, which was almost the same design and was produced 2 years before, or about the Amiga which was first introduced as a prototype a whole year before the ST).

The Tramiel management was very chaotic. They failed in marketing the computers. They also failed in designing them (come on, the Mega STs were more or less multi-megabyte memory STs in a new box, no magic here). They had this poor policy of making announcements about new designs years before actually producing them (or even not producing them).

Also, the Lynx was not created by them. It was bought from Epyx.

Granted, without the Tramiels, Atari's story would have been very different : we don't know who would have bought it back from Warner. But the Tramiels leading Atari was a total failure.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/   Now offering spam-free web-based newsreading

From -1194916034516385296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba

X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Molesting the COOKIE
Date: 1998/03/16
Message-ID: <6ej96n$5s4$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 334531648
References: <309_9803041305@conchbbs.com> <350a30e2.17530587@news.demon.co.uk>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <350a30e2.17530587@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On 04 Mar 98 10:54:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
>wrote:
...
>I'm thinking of what PureC does with the register variables when it
>has to call foo()?
>
>Mwc promptly stacks all the stuff it has in registers at foo() then
>unstacks them when foo() returns, causing more overhead than if there

Now that's a _really_ strange thing to do!

The only reasonable way is to do what every normal C compiler does:
Let the called function make sure that it doesn't modify any registers
that the caller might want to keep. Normally there are a few scratch
registers (say d0-d2/a0-a1) that are free to destroy, though.

The reason it's done this way is of course that the caller has no way of
knowing what registers the called function is going to need.

>I read somewhere that modern compilers tend to ignore all the
>programmer's register variable declarations because, as you said, they

Yes, any modern compiler should do that.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 8279361536258901890
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,13bad6ad23192438,start
X-Google-Attributes: gid1115ce,public
From: paa@patra.hol.gr
Subject: Looking for the Score Perfect font format
Date: 1998/03/16
Message-ID: <6ejcs8$405$1@nnrp1.dejanews.com>#1/1

X-Deja-AN: 334534697
X-Http-User-Agent: Mozilla/4.04 [en] (Win95; I ;Nav)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Mon Mar 16 14:29:11 1998 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

I'm looking for the format of the SPF files. If you have any info available please post.

Thank you very much

Panayiotis

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From -630098792394633384
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Molesting the COOKIE
Date: 1998/03/16
Message-ID: <6eja6v$5v7$1@nyheter.chalmers.se>
X-Deja-AN: 334537174
References: <309_9803041305@conchbbs.com> <350a30e2.17530587@news.demon.co.uk>
<3506E669.429F@mst.tn.utwente.nl> <350d9317.6695998@news.demon.co.uk>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <350d9317.6695998@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On Wed, 11 Mar 1998 20:30:50 +0100, Hans Wessels
><mr_ni@mst.tn.utwente.nl> wrote:
>
>>Guy Harrison wrote:
>>> Out of interest, how does it cope with this sort if situation?
...
>>Well, I did put it through PC:
>
>I guess I'll have to run it through MWC now ;-)

You'll find GCC and Lattice code below.

```
>>int main(void)
>>{
>>  register int i,j,jj,ii;
```

```
>>  register int a[8][8],b[8][8]; /* whatever */
>>  jj=8;
>>  ii=8;
>>  for (j = 0; j < jj; j += 1)
>>  {
>>   for (i = 0; i < ii; i += 1)
>>   {
>>     a[i][j] = b[i][j];
>>     foo();
>>    }
>>  }
>>  return 0;
>>}
>>
```

```
>>; a[i][j] = b[i][j];
>>.loop1:
>>     move.w  d6,d0
>>     lsl.w   #4,d0
>>     move.w  d5,d1
>>     add.w   d1,d1
>>     add.w   d1,d0
>>     move.w  d6,d2
>>     lsl.w   #4,d2
>>     add.w   d1,d2           ; surprising, it still knows
>
```

>Yes, quite clever to remember that.

Clever?
Well, I guess it's more optimization than PureC normally does...

I would never consider using a compiler that didn't see something that
obvious.

>Hmm. Good job I ran it through Mwc. It won't let me bind any sort of
>array definition to a register - only references, thus I had to modify

According to Lattice it's an error and GCC warns about it.
I wonder what the C standard has to say about this.

>... so Mwc hasn't got the brains to use spare registers to hold the
>base addresses for a and b. This tallies with what I meant below. I

It's kind of interesting that neither Lattice nor GCC does it either.
See below.

>haven't posted the Mwc assembly code 'cos it's not comparing like with
>like any more. :-(

If Mwc is as bad as you seem to describe, you really should get GCC.

This is what Lattice C produces with 32 bit integers and the best

possible (I think) optimization settings.
Lattice normally hates 16 bit integers, but in this case the code
is actually pretty similar.

```
       | 0000  4e75                          rts
```

This is that dummy function.

```
       | 0002  4e56 fdf8                      link      a6,#$fdf8
       | 0006  48e7 0300                      movem.l   d6-d7,-(a7)
       | 000a  7e00                           moveq     #$00,d7
       | 000c  6026                           bra.b     $0034
       | 000e  7c00                           moveq     #$00,d6
       | 0010  6018                           bra.b     $002a
```

Function and loop startup code.

```
       | 0012  41ee fdf8                      lea       $fdf8(a6),a0
       | 0016  d1c6                           adda.l    d6,a0
       | 0018  d1c7                           adda.l    d7,a0
       | 001a  43ee fef8                      lea       $fef8(a6),a1
```

If the arrays are sent as parameters Lattice will put their addresses
in registers, but apparently not otherwise.

Lattice claims it's an _error_ to declare local arrays 'register',
complaining about taking addresses of things that don't have any.

```
       | 001e  d3c6                           adda.l    d6,a1
       | 0020  d3c7                           adda.l    d7,a1
```

No calculations needed.

```
       | 0022  2290                           move.l    (a0),(a1)
```

Strange that no indexed addressing mode is used.

```
       | 0024  61da                           bsr.b     $0000
```

Nothing strange here.

```
       | 0026  7020                           moveq     #$20,d0
       | 0028  dc80                           add.l     d0,d6
       | 002a  0c86 0000 0100                 cmpi.l    #$00000100,d6
       | 0030  6de0                           blt.b     $0012
       | 0032  5887                           addq.l    #4,d7
       | 0034  7020                           moveq     #$20,d0
       | 0036  be80                           cmp.l     d0,d7
       | 0038  6dd4                           blt.b     $000e
```

Lattice C is very fond of strength reduction (that's what this kind of
optimization is called).

```
       | 003a  7000                          moveq     #$00,d0
       | 003c  4cdf 00c0                     movem.l   (a7)+,d6-d7
       | 0040  4e5e                          unlk      a6
       | 0042  4e75                          rts
```

This is what GCC (2.5.8) did when using 32 bit integers.
In my experience GCC usually does relatively well with 16 bit integers as well, but in this case it was about as bad as PureC for some reason.

```
.globl _foo
_foo:
     rts
```

Nothing much to say there.

```
.globl _main
_main:
     addw #-516,sp
     moveml #0x3e20,sp@-
     jbsr ___main
```

Well, the example function was called 'main' and some compilers do strange things with that special function.

```
     moveq #8,d6
     movel d6,d5
     moveq #0,d4
L10:
     moveq #0,d2
     cmpl d2,d5
     jle L5

     movel d4,d3
     asll #2,d3
     lea sp@(536),a2
```

This is of course only needed once per 'j'-loop.
Strange that it doesn't point a2 directly at one of the arrays, though.

```
L9:
     lea a2@(-256),a1
     lea a2@(-512),a0
     movel a0@(d3:l),a1@(d3:l)
```

If the arrays are made smaller, gcc will get rid of the LEAs and incorporate the constants into the MOVE.

GCC doesn't give an error if the arrays are declared 'register', but it does warn about it.

If the arrays are parameters to the function, there will be nothing

but the MOVE and only another ADDW will be added below!

```
     jbsr _foo
```

Nothing strange here.
With another version of 68k-gcc I tried, I actually managed to get rid of this call completely. The compiler tried to inline the function and discovered that it did nothing.

```
     addw #32,a2
```

Good idea!

```
     addql #1,d2
     cmpl d2,d5
     jgt L9
L5:
     addql #1,d4
     cmpl d4,d6
     jgt L10
     moveq #0,d0
     moveml sp@+,#0x47c
     addw #516,sp
     rts
```

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -605327211765778206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: jkeim@unlinfo.unl.edu (James D. Keim)
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/16

Message-ID: <6ejdgf$5gq@crcnis3.unl.edu>#1/1
X-Deja-AN: 334546887
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>
<35088366.175E7030@aol.com> <350abb00.1380513@news.demon.co.uk>
Followup-To:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic
Organization: University of Nebraska--Lincoln
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Sam. (sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk) wrote:
: Curt Vendel <cvendel@aol.com> wrote:

: >Retro PC Atari titles and titles for other systems, and hope for a
: >Project X licensing with Atari on the case and Atari Retro Project X software,

: It's never really been that successful in the past though. It didn't
: save the Jag, and Tempest 2000 wasn't an amazing success. I think
: there's a limited market for 1-dimensional games that only last 3
: minutes, which basically is most of the Atari licenses.

I'd say there is probably a _very_ limited market for 1-dimensional
games. But, what are we talking about here?

--James Keim

From -8907394047854439089
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/16
Message-ID: <350D5CCE.873EDA71@kaa.bbn.hp.com>#1/1
X-Deja-AN: 334591981
Content-Transfer-Encoding: 8bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>

<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net>
MIME-Version: 1.0
X-Disclaimer: All opinions expressed herein are of personal nature and do not
reflect the opinion of third parties.
Content-Type: text/plain; charset=iso-8859-1
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,rec.games.video.atari

> the company into the ground. Without the Tramiels, there would have been
> _NO_ Atari 130XE, 520ST, 1040ST, Portfolio, STe, MegaST, SLM804, MegaSTe,
> SLM605, TT030, Falcon, Lynx, Jaguar, etc.
> diehard Atarians, keep in mind that without them, we wouldn't even have had
> any of these incredible systems. Because of these systems, we Atarians

As for the Lynx and the Portfolio they were both developed from other
companies. Everything the Tramiels did, was to buy the rights and to
sell them under the ATARI brand name. There were no improvements done by
ATARI.
So if the Tramiels hadn't bought the systems other companies would have
done this.

Tschuess,
Frank

From -8317400859683375688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,64ce259c54620169
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: Re: GDOS Fonts, and how to use them!
Date: 1998/03/16
Message-ID: <6ejobh$6gi$1@o.online.no>#1/1
X-Deja-AN: 334601192
References: <6edos8$pl5$1@o.online.no> <6ehojg$f7b$1@jair.pressenter.com>
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

On 15 Mar 1998 23:35:12, Terence Kelly wrote:
>On 14 Mar 1998 11:15:20, Odd Skancke wrote:
>> *** TABS to 16 ***
>>
>>
>> x_integer = (word) ([x_fix31] + 32768 >> 16)
>>
>>It nearly works, but not entirely...
>>

```
>
>Odd,
>
>I don't program in assembler but here is the code that I use when
>editing lines of speedo text in C:
>
>if (speedo)
>{
>    vqt_advance32(handle,char,&advx,&advy);
>    exactx+=advx;
>    x=(exactx+32768)>>16;
>   v_ftext(handle,x,y,rstring);
>}
>
```

Hi, and thanks for the help. I suddenly found out why my calculations didn't work, right after posting for help :) Boy, how stupid one can get sometimes... What I did was that I created a table of advance offsets that was already rounded! This is wrong, as this introduces lots of errors. Now, I just keep the advance vectors in this table as fix31 values, and don't to the rouding until all characters to print have been added. This is the correct way :)


```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Odd Skancke                       # ## #  Atari TT with 4MB ST and 16MB TT ram
EMail                             # ## #  250MB Seagate, 2.1GB Quantum Fireball,
 oskancke@online.no               # ## #  SLM804, PTC1426 Monitor.
                                 ## ## ## Falcon030 4MB, 250MB Internal HD.
Snailmail                        ## ## ##
 Sandesundveien 58 (1. etg.)   ##  ##  ##   Atari all the way, the whole way!!
 1705 SARPSBORG               ##   ##   ##
 N Norway                   ##     ##     ##
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```



```
From 8403963370952063887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
```

X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: Lawrence Lamb <l_lamb@yahoo.com>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/16
Message-ID: <350D677B.3046B70@yahoo.com>#1/1
X-Deja-AN: 334609548
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<6ee973$7vf@bgtnsc03.worldnet.att.net> <6eei9n$664@sjx-ixn8.ix.netcom.com>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

BELJAN E wrote:
>
> In <6ee973$7vf@bgtnsc03.worldnet.att.net> Dan Phillips
> <xiting@worldnet.att.net> writes:
> >
> >What really gets me is they seem to have paid $5 million for $45
> million
> >in Atari debt (and of course, the technology). They _really_ paid $50
> >million for the assets. They are obviously planning to do something
> real
> >with it, simply suing for patent and copyright infringement and
> selling
> >licensing won't generate that kind of revenue.
> >
> Well first they bought Tiger Electronics not Atari? Why would they buy
> both unless they had something planned, would be too much a waste of
> money. Game.com is not moving on shelves too well. Perhaps they want to
> do something in the way of video games but need a largely remembered
> name like Atari. Suing for patent and copyright infingement could get
> you good money depending on who or what is involvled. If it is simply
> Jon Doe's Video Game Inc infinged on the patent of a design of
> something totally meaningless by todays standard, you wouldnt get much,
> but if it was Nintendo, Sony or Sega you could fetch more (Atari did
> once already on Sega) especially if it had to do with something in the
> Playstation console itself that couldnt be changed they could claim
> damages millions and maybe make quite a bit of money.

Hasbro bought Tiger because of their excellent position in children's electronics. Tiger makes tons of handheld games, including all of the game show units (Wheel, Family Feud, Jeopardy!, etc.), Giga Pets, and the children's educational "computers" (they are the only real competition to V-Tech). Hasbro is trying to keep up with Mattel in the toy industry; both are running around buying up all of the smaller toy companies that complement the businesses that they already own. Tiger was attractive to them because they really don't have anything in the

way of handheld electronics or kid's computers. They also got ahold of the game show licenses, which their other divisions can use, like Parker Brothers, Milton Bradley, and CAP Toys (candy - you've probably seen the Connect Four and Monopoly candy...expect more!)

Tiger was also bought by Hasbro, Inc., while Atari was purchased by Hasbro Interactive. This may mean nothing, but it may signal that Tiger is considered more of a toy company to Hasbro, while Atari is considered more of a software company. I personally would expect HI to use the software licenses first, making new versions of the titles that they now own, then maybe look at the videogame market to see if it is a viable market for them. They don't own facilities to make something as large as a CD console system and would not be able to make one as cheaply as someone like Philips, but they might license the Atari name. The portable market is about to change a bit with the new Nintendo color portable, so if they're smart, they will wait and see what happens there. Just my $0.02 (still $0.02 with tax!!)

From -3759412854957707898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Icons in menus?
Date: 1998/03/16
Message-ID: <CxCMKVAHkXD1QwvX@shaw1.demon.co.uk>#1/1
X-Deja-AN: 334679083
References: <889197421.85648@tornado.itea.ntnu.no>
<3$ThZVAPRZA1Qwxu@shaw1.demon.co.uk> <3506fe7f.4631860@news.demon.co.uk>
<KaaXraAFGcB1QwMC@shaw1.demon.co.uk> <3511b337.14919683@news.demon.co.uk>
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
Organization: none
Newsgroups: comp.sys.atari.programmer

In article <3511b337.14919683@news.demon.co.uk>, Guy Harrison
<guy@swampdog.demon.co.uk> writes

>On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw

><Clair@shaw1.demon.co.uk> wrote:

>>Gah! *why* did they have to invent MagiC?
>
>'Cos it's cool! :-))

No it aint! I can't program sutable programs which work on it. Same with Falcons.

>
>>I *hate* it!
>
>Naa! There's always a way round everything. Don't draw the icon if
>magic is present - just make do with the text in the menubar.
>

Yes...

>To check for any version of magic is easy. Simply scan the cookie jar
>for a cookie named 'MAGX' without the quotes.
>

Hows that done in GFA then? I know you can do it.

>Actually, it wouldn't surprise me if the other multitasking systems do
>the same thing with the menubar (but I don't know) in which case you
>might be better off interrogating the number of concurrent processes
>and only enabling the icon if it is 1.

erm.. Whatever. :-)

>
>Even simpler is to have an option in the menubar to turn the feature
>on and off. See lots of solutions! ;-))
>

I could do that.

--
Clair Shaw (alias CDS)
Mailto:Clair@Shaw1.demon.co.uk
ICQ: 1043359
ICQ Pager mailto:1043359@pager.mirabilis.com
WWW: http://www.shaw1.demon.co.uk

| A Atarian's Quote:
|
| In a world without walls
| and fences, who needs
| Gates and Windows?

From -1627982534102289959
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac8f9757af597fd0,start
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: fVDI v0.84 released (with driver source)
Date: 1998/03/16
Message-ID: <6ekcu5hmc1@nyheter.chalmers.se>#1/1
X-Deja-AN: 334700976
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

I don't know if any of you read on c.s.a.s two weeks ago (or in the

short note in one of the threads here) about the first fVDI release.
Only two people (out of the sixty or so who fetched it) have been in
touch with me about it and they both had Falcons. I'd _really_ like
to know how the monochrome driver works on STs and TTs.

Anyway, I've just released a second version, v0.84, and this time I hope
to get a few programmers interested since the complete sources for the
new 15/16 bit driver are included (and it's now possible to write most
of the drivers in C). Naturally, the rest of the sources can be had as
well if you're serious about helping me with this project.

As for fVDI v0.80, v0.84 should work in any Atari monochrome or four
plane (16 colours) graphics mode and now Falcon true colour is also
supported. The monochrome driver from v0.80 apparently worked well with
the NOVA cards and there's no reason why the same shouldn't be true
with this release. There are, however, now also two variations of the
15/16 bit driver that will hopefully also work fine on the NOVA. A beta
version had some trouble with the colours, which I think I've corrected.
(Does anyone happen to know how the various graphics cards deal with
16 and 24/32 bit colour?)

The monochrome driver accelerates everything that fVDI currently
supports (line, fill, mono-expand (vrt_cpyfm), fill and blit) while
the 4 bit driver only accelerates lines and the true colour driver only
fills. This means that the colour drivers will do almost everything
pixel by pixel, which of course is _very_ slow.

This is of course still far from a complete VDI implementation, but
quite a lot of software seems to work fine as it is.
Please, let me know of any problems you run into if you test it.

I'd expect performance (in monochrome) to be somewhere between Atari's
VDI and NVDI on most machines. Later versions will improve on this (the
goal is to be at least as fast as NVDI), especially in the text drawing
area (lots of overhead per character with the current implementation).
Since I can only test fVDI on my Falcon+AB040, I'd be very interested
in hearing how it performs on other hardware.

To download fVDI (or just to read more about it), go to my WWW pages.

By the way, I compiled FreeType (a free TrueType rendering library) for
TOS this weekend (that is of course going into fVDI in the future ;-).
If anyone wants to try it out, let me know.
I won't make any files generally available until I have GEM and greyscale
output working, and I don't have the time to work on that right now.
Perhaps someone else does?

--
  Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
     of Technology | .signatures | johan@rand.thn.htu.se

```
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 4877028496769712397
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
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X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: Geoff Oltmans <geoff@sprynet.com>
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/16
Message-ID: <350DCFB2.967965CD@sprynet.com>#1/1
X-Deja-AN: 334733822
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>
<35088366.175E7030@aol.com> <350abb00.1380513@news.demon.co.uk>
<6ejdgf$5gq@crcnis3.unl.edu>
Mime-Version: 1.0
Reply-To: geoff@sprynet.com
Content-Type: text/plain; charset=us-ascii
Organization: Sprynet News Service
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

James D. Keim wrote:

> I'd say there is probably a _very_ limited market for 1-dimensional
> games. But, what are we talking about here?

Wow! Where can I get 1-dimensional games?? I've always wanted to see one
of those. :P

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

From -5152708122521155351
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
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X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: Geoff Oltmans <geoff@sprynet.com>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/16
Message-ID: <350DD1B8.C0395F00@sprynet.com>#1/1
X-Deja-AN: 334733823
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
Mime-Version: 1.0
Reply-To: geoff@sprynet.com
Content-Type: text/plain; charset=us-ascii
Organization: Sprynet News Service
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Benjamin.Ryzman@SOLsoft.Com wrote:

> That simply isn't true. The Atari ST was a cheap design. It was designed too
> quickly with no real innovation (try to think about the Sinclair QL, which
> was almost the same design and was produced 2 years before, or about the
> Amiga which was first introduced as a prototype a whole year before the ST).

I don't know if I'd classify the ST as a "cheap" design. After all, some prominent computer experts, including Dr. Jerry Pournelle, liked the ST more than the Amiga. However, it may be true that it was put to market too early. Early models didn't include the BliTTER, for example...

I suspect that what happened with the ST is that since Amiga was slipped out from under Atari by Commodore, they wanted to have a product to compete, and wanted to get to the market at or before the Amiga made it so that they would have a fighting chance.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

From 7723730957985882916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
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X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: John & Vicki Hale <hale@onet.net>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/16
Message-ID: <350DC94F.D9F39252@onet.net>#1/1
X-Deja-AN: 334744426
Content-Transfer-Encoding: 7bit
References: <6eea78ejm1@nnrp1.dejanews.com> <6e6vfq$pv2$2@gte1.gte.net>
<3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e9mh1$i4a@james.hwcn.org>
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<6ehlbb$du7@james.hwcn.org>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: On-Net Services Inc.
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Chris Cracknell wrote:

snip
>
> Will consumers either stop purchasing new machines because they're pissed
> off that the machine they just dropped $200 on is obsolete and discontinued.
> Or will they wait for the current technology to become discontinued
> so they can buy it at bargain basement prices? (or like me, wait for
> it to become really really old so they can buy it for $5 at the
> Salvation Army).
>

It's already started in PC's, where the advice "buy as much machine as
you can, to avoid obsolescence as long as you can" has been replaced by
"buy as cheap as you can since the most expensive system will be
obsolete next week anyway." Accordingly, the $1000 and under PC's have

taken off by some estimates to equal up to %70 of sales. The only problem with seeing this extend to game consoles is that their $150 to $200 cost doesn't carry the sticker shock of PCs' considerably higher price tags, making a cheaper "oldie" console (a Super Nintendo, for instance) not that attractive to gamers demanding the latest.

John Hale
Long live the 800XL!

From -342024938191067155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
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X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: Glenn Saunders <krishna@primenet.com>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/16
Message-ID: <6ekulc$i8r@nntp02.primenet.com>#1/1
X-Deja-AN: 334784411
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <350D5CCE.873EDA71@kaa.bbn.hp.com>
<350ddd82.2734507@news.jagunet.com>
Organization: Primenet (602)416-7000
X-Posted-By: krishna@206.165.6.209 (krishna)
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

The mortal Rob Merritt wrote:
: I'm not sure about the Lynx. It was a horrible mess when Atari got it
: from Epyx. No where near production and suitors were limited.

Could you elaborate rather than just handing off a statement like this
without corroboration?

From 8323898956553445888
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: robertm@jagunet.com (Rob Merritt)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/17
Message-ID: <350ddd82.2734507@news.jagunet.com>#1/1
X-Deja-AN: 334700975
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <350D5CCE.873EDA71@kaa.bbn.hp.com>
Organization: jaguNET Access Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Frank Szymanski <franks@kaa.bbn.hp.com> wrote:

>So if the Tramiels hadn't bought the systems other companies would have
>done this.

I'm not sure about the Lynx. It was a horrible mess when Atari got it
from Epyx. No where near production and suitors were limited.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

From 1464842660892379842
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
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X-Google-Attributes: gid100a3b,public
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X-Google-Attributes: gid109a67,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: "Greg Easterly" <gregory_xeasterly@bus.emory.edu>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/17
Message-ID: <01bd5163$5f27d4e0$3efa8caa@geaster.dialup.emory.edu>#1/1
X-Deja-AN: 334789817
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<6ee973$7vf@bgtnsc03.worldnet.att.net> <6eei9n$664@sjx-ixn8.ix.netcom.com>
<350D677B.3046B70@yahoo.com>
Organization: Emory University
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Lawrence Lamb <l_lamb@yahoo.com> wrote in article

. I personally would expect HI to use the
> software licenses first, making new versions of the titles that they now
> own, then maybe look at the videogame market to see if it is a viable
> market for them. They don't own facilities to make something as large
> as a CD console system and would not be able to make one as cheaply as
> someone like Philips, but they might license the Atari name. The
> portable market is about to change a bit with the new Nintendo color
> portable, so if they're smart, they will wait and see what happens
> there. Just my $0.02 (still $0.02 with tax!!)
>

That is EXACTLY what they will do. Anyone notice the popularity of the rerelease of Frogger for Playstation and PC? Hasbro is going to revamp and rerelease some of the old Atari games like Missile Command in similar fashion. I wouldn't expect to see a new atari-branded console from them, though. Read more in today's Wall Street Journal, by the way. Good story about the deal that even mentions retrogaming's current popularity (it talks a little bit about the MAME arcade emulator in there).
Greg

From 6637729551189478027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
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X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: "Greg Easterly" <gregory_xeasterly@bus.emory.edu>
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/17
Message-ID: <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu>#1/1
X-Deja-AN: 334789818
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>
<35088366.175E7030@aol.com> <350abb00.1380513@news.demon.co.uk>
<6ejdgf$5gq@crcnis3.unl.edu>
Organization: Emory University
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

James D. Keim <jkeim@unlinfo.unl.edu> wrote in article
> I'd say there is probably a _very_ limited market for 1-dimensional
> games. But, what are we talking about here?

A one dimensional game? Wouldn't that be like an infinitely thin line on
the screen? Wow, that'd be kinda like playing pong with a toothpick shaped
monitor!
:0

Greg

From 3361530147198552038
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: Benjamin.Ryzman@SOLsoft.Com
Subject: Re: Hasbro/Atari Speculations/Fantasies

Date: 1998/03/17
Message-ID: <6elbsefff1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 334818963
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com>
X-Http-User-Agent: Mozilla/4.04 [en] (X11; I; Linux 2.0.30 i586)
X-Http-Proxy: 1.0 www.hsc.:8080 (Squid/1.NOVM.20) for client 192.70.106.61
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Tue Mar 17 08:24:31 1998 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

In article <350DD1B8.C0395F00@sprynet.com>,
  geoff@sprynet.com wrote:
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> Benjamin.Ryzman@SOLsoft.Com wrote:
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> > quickly with no real innovation (try to think about the Sinclair QL, which
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> > Amiga which was first introduced as a prototype a whole year before the
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> prominent computer experts, including Dr. Jerry Pournelle, liked the ST
> more than the Amiga. However, it may be true that it was put to market
> too early. Early models didn't include the BliTTER, for example...

Nor a floppy disk drive :-)
Let me clarify my statement about "cheap" design. The ST family of home
computers was not revolutionary: basically it was just a 68k computer
running a modified version of Digital Research OS. The software was not new.
The concept was not new either (Apple Lisa and Macintosh were the first
commercial implementation). The hardware was not new (Motorola 16/32 bits
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cheap design that made their commercial success.

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The Amiga had just been introduced. It was basically the same design as the

ST, only with the technical edge given by the specialized ASICs and the true multitasking environnement. (Jack Tramiel's) Atari had forked $1 million (or was it 10?) to help it's development. Commodore offered more money than Atari (by an order of magnitude) to buy the design. This other Atari failure forced them to create the ST.

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Yes exactly. But Atari didn't ever catch up with the Amiga technology. It had it's share of success (mostly due to the popular MIDI interface and cheaper price tag at the begining of the ST life), but the Amiga became slowly more popular after the Amiga 500 was introduced.

The point I'm trying to make is that, for the first two years, Atari sold a lot more STs than Commodore sold Amiga. They had the money to evolve the ST and to create radical new designs. They had the market advantage. They didn't use it to get the technological edge. They just created cheaper designs when they were in the position to revolutionize the computer industry.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From -4539647064832887299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac8f9757af597fd0
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: fVDI v0.84 released (with driver source)
Date: 1998/03/17
Message-ID: <350E28DE.D351731B@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 334820787
Content-Transfer-Encoding: 7bit
References: <6ekcu5hmc1@nyheter.chalmers.se>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 890120362 27085 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Johan Klockars wrote:
>
> I don't know if any of you read on c.s.a.s two weeks ago (or in the
> short note in one of the threads here) about the first fVDI release.
> Only two people (out of the sixty or so who fetched it) have been in
> touch with me about it and they both had Falcons. I'd _really_ like
> to know how the monochrome driver works on STs and TTs.

Great! I will try to get some time to look at it, but currently I'm trying
to figure out how to change resolution on my Nova card....

Also, their defenitly is a bug in NovaVDI regarding offscreen bitmaps which
makes it useless, or there is a bug in CAB. So fVDI with full Mach64 support
would be just great. I guess it wont happen over a day though.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 6802648530100289201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Compiler
Date: 1998/03/17

Message-ID: <6eloa7$g7v@balaena.bio.vu.nl>#1/1
X-Deja-AN: 334864952
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <1998022719404880956@zetnet.co.uk>
<34fb7fa7.4899645@news.demon.co.uk> <01bd44b8$f90a1260$160844c3@p-d-mou>
<34fe573c.3392688@news.demon.co.uk> <6e61oi$t72@balaena.bio.vu.nl>
<350fa72d.11837912@news.demon.co.uk>

Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I would hope (and expect) the first 16 colours of a 256 colour display
: to match the 16 colours used on a 16 colour display,

They do. (only with the standard palette of course)

: just as the first
: four of the 16 colour display match those of the 4 colour display,
: which in turn match the monochrome disply iyswim. ;-)

They would have to do, in order to correctly display icons with less
colours than the system can display (for palette modes anyway) without
having to remap them all...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

This planet has -- or rather had -- a problem, which was this: most of the people living on it were unhappy for pretty much of the time. Many solutions were suggested for this problem, but most of these were largely concerned with the movements of small green pieces of paper, which is odd because on the whole it wasn't the small green pieces of paper that were unhappy.
-- Douglas Adams

From -9184940469293770741
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/17
Message-ID: <6elq1v$g7v@balaena.bio.vu.nl>#1/1
X-Deja-AN: 334869964
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
Followup-To:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Benjamin.Ryzman@SOLsoft.Com wrote:

: > As frustrating as all the Tramiel's marketing blunders obviously are to us
: > diehard Atarians, keep in mind that without them, we wouldn't even have had
: > any of these incredible systems. Because of these systems, we Atarians
: > were able to enjoy user-friendly operating systems and software a full
: > decade ahead of the rest of the personal computer industry, and a reliable,

: > frustration-free operating system that is still unequalled even by today's
: > most current systems.

: That simply isn't true. The Atari ST was a cheap design. It was designed too
: quickly with no real innovation (try to think about the Sinclair QL, which
: was almost the same design and was produced 2 years before, or about the
: Amiga which was first introduced as a prototype a whole year before the ST).

Absolutely. The ST and TOS were designed, built/programmed within one year.
The guys from Atari just used a user-interface written by Digital Research
for the PC and wrote a kind of MS-DOS-emulator they called GEMDOS.
The Amiga for instance was far superiour both in hardware and in software
design. The Amiga OS was fully pre-emptive multitasking, had dynamically
loadable libs (or something like it), etc, etc. The hardware for graphics
and sound was also a lot better (DMA stereo sound, hardware sprites, fast
blitter, more colours...)
The main things that made the ST series still sort of a success were the
built-in MIDI ports, the ability to use a nice monochrome-monitor and maybe
the MS-DOS compatibility (diskwise)...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

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From -845520944477515492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: robertm@jagunet.com (Rob Merritt)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/17

Message-ID: <350e885c.1047617@news.jagunet.com>#1/1
X-Deja-AN: 334901536
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com> <ICPFFCCFUP@data.rhein-main.de>
<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <350D5CCE.873EDA71@kaa.bbn.hp.com>
<350ddd82.2734507@news.jagunet.com> <6ekulc$i8r@nntp02.primenet.com>
Organization: jaguNET Access Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,rec.games.video.atari

Glenn Saunders <krishna@primenet.com> wrote:

>The mortal Rob Merritt wrote:
>: I'm not sure about the Lynx. It was a horrible mess when Atari got it
>: from Epyx. No where near production and suitors were limited.
>
>Could you elaborate rather than just handing off a statement like this
>without corroboration?

Lets see... The story is from, I believe, Video Games and Computer
Entertainment. When Atari came in, the Lynx was still nothing but a
bunch a hand wired boards connected to an Amiga. Nothing was done in
the way of prototypes, figuring out battery usage, nor where to get
color LCD screens. Atari originally was just helping Epyx out with the
idea it was going to be join project but once it appeared that the
project wasn't going fast enough, Atari bought the Lynx from Epyx out
right and finished the project.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/
micro.html

From -3192065190223371671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Subject: Re: Icons in menus?
Date: 1998/03/17
Message-ID: <350E8FA7.79F@neo-interaktiv.no>#1/1
X-Deja-AN: 334901537
Content-Transfer-Encoding: 7bit
References: <889197421.85648@tornado.itea.ntnu.no>
<3$ThZVAPRZA1Qwxu@shaw1.demon.co.uk> <3506fe7f.4631860@news.demon.co.uk>
<KaaXraAFGcB1QwMC@shaw1.demon.co.uk> <3511b337.14919683@news.demon.co.uk>

<CxCMKVAHkXD1QwvX@shaw1.demon.co.uk>
Mime-Version: 1.0
Reply-To: vegard@neo-interaktiv.no
Content-Type: text/plain; charset=us-ascii
Organization: Neo Interaktiv AS
Newsgroups: comp.sys.atari.programmer

Clair Shaw wrote:
>
> In article <3511b337.14919683@news.demon.co.uk>, Guy Harrison
> <guy@swampdog.demon.co.uk> writes
>
> >On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw
>
> ><Clair@shaw1.demon.co.uk> wrote:
>
> >>Gah! *why* did they have to invent MagiC?
> >
> >'Cos it's cool! :-))
>
> No it aint! I can't program sutable programs which work on it. Same with
> Falcons.

From the snipped part of your post, it appears that you use GFA. If so,
you _can_ program for Magic, Falcon & any other TOS-compatible system.
You just need to conform to GEM standards and avoid certain commands in
GFA that, while being easy to use, will not work with many systems.

Bye,
Vegard Hofsoy

From 6255041096581479987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: Patrick Mulvey <pmulvey@erols.com>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/17
Message-ID: <350EBA6D.98EEA813@erols.com>#1/1
X-Deja-AN: 334906295
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>

<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
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<6ei5fl$r5o@bgtnsc03.worldnet.att.net> <6eivcdnas1@nnrp1.dejanews.com>
<350DD1B8.C0395F00@sprynet.com> <6elbsefff1@nnrp1.dejanews.com>
X-Priority: 3 (Normal)
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@erols.com
X-Trace: winter.news.erols.com 890146944 10432 207.172.194.149 (17 Mar 1998
15:02:24 GMT)
Organization: Erol's Internet Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

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> had it's share of success (mostly due to the popular MIDI interface
> and
> cheaper price tag at the begining of the ST life), but the Amiga
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> slowly more popular after the Amiga 500 was introduced.
>

Amiga was a 16 bit equlivent to the 8 bit 800. Both designs involved
thework of Jay Minor, he pushed for a 16 bit design. Amiga development
stalled
because projections showed that the cost of completing the development
was too high and simply no one was willing to risk taking the plunge.
The Amiga wasn't "slipped out" from under Atari, it sat idle for a
significant
time. Jack Tramiel brought the design for the ST. with him from
Commodore
and that is what Atari developed. The Amiga company was later acquired
by Commodore and development was completed. Initially Commodore withheld

information about the operating system to insure their ability to
maintain
control over the computer, but this had the undesirable effect of
slowing
sales due to the small software base.

> The point I'm trying to make is that, for the first two years, Atari
> sold a
> lot more STs than Commodore sold Amiga. They had the money to evolve
> the ST
> and to create radical new designs. They had the market advantage. They
> didn't
> use it to get the technological edge. They just created cheaper
> designs when
> they were in the position to revolutionize the computer industry.
>

The Tramiel philosophy was "Power without the price" Tramiel wanted to
bea business success not lead the technological front. Again he said
"Business is war!" I don't necessarily agree with this philosophy but
that is how
Atari was handled.

Patrick Mulvey

> -----== Posted via Deja News, The Leader in Internet Discussion
> ==-----
> http://www.dejanews.com/ Now offering spam-free web-based
> newsreading

From -5105320978636427112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22ecdd4ea9f8ec2c
X-Google-Attributes: gid1115ce,public
From: noSPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: M.A.M.E.
Date: 1998/03/17
Message-ID: <noSPAMdwilga-1703981000460001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 334906296
References: <32400_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <32400_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>,
pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk wrote:

> Having just seen the above for the PC (MAME stands for Multiple Arcade
> Machine Emulator) , is there anyone out there thinking of compiling this for
> the Atari?
>
> The source IS available...

About a year ago, I got a version of MAME working on the TT, but it was
too slow to be playable. I even went so far as to write my own
direct-to-screen routines, but I was only able to get it to draw 10 frames
per second, at most.

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

From -2665554667586900741
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac8f9757af597fd0
X-Google-Attributes: gid1115ce,public
From: paa@patra.hol.gr
Subject: FreeType for TOS
Date: 1998/03/17
Message-ID: <6em6us$h2b$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 334915852
References: <6ekcu5hmc1@nyheter.chalmers.se>
X-Http-User-Agent: Mozilla/4.04 [en] (Win95; I ;Nav)
X-Http-Proxy: 1.0 topaz.hol.gr:8080 (Squid/1.1.20) for client 194.30.196.42
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Tue Mar 17 16:06:43 1998 GMT
Newsgroups: comp.sys.atari.programmer

In article <6ekcu5hmc1@nyheter.chalmers.se>,
  rand@cd.chalmers.se (Johan Klockars) wrote:

> By the way, I compiled FreeType (a free TrueType rendering library) for
> TOS this weekend (that is of course going into fVDI in the future ;-).
> If anyone wants to try it out, let me know.
> I won't make any files generally available until I have GEM and greyscale
> output working, and I don't have the time to work on that right now.
> Perhaps someone else does?

Hi Johan

I compiled FreeType too, with Pure C. Did you have any problems? I get a
divide by zero error at Div64by32 function. I think that the code is not 100%
sizeof int independent.

Needless to say I have defined SIZEOF_INT 2 at ft_conf.h

Panayiotis Andriopoulos (yes, the JPEGD one ;-)

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From -6398189094643537755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d534bc88cc1f53,start
X-Google-Attributes: gid1115ce,public
From: rich@demon.nl (Rem)
Subject: HELP, bombs on my screen!
Date: 1998/03/17
Message-ID: <350fa1c5.3569592@news.euronet.nl>#1/1
X-Deja-AN: 334922954
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: EuroNet Internet
Newsgroups: comp.sys.atari.programmer

From time to time i get black bombs on my screen and then my atari
crashes. Is this a virus? Does anybody know something about it?

Peter van der Noord
peter007@dds.nl

From 3869384189523378190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d534bc88cc1f53
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: HELP, bombs on my screen!
Date: 1998/03/17
Message-ID: <6emk8g$d8a$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 334937263
References: <350fa1c5.3569592@news.euronet.nl>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 17 Mar 1998 16:16:20, Rem wrote:
>From time to time i get black bombs on my screen and then my atari
>crashes. Is this a virus? Does anybody know something about it?

You don't say which machine but I think it very unlikely it is a
virus. The number of bombs will give you a clue. If you get 2 or 4 (or
2+4) it is likely that the store system is faulty. This is usually
caused by chips becoming insecure in the chip carriers.

To fix this properly you need to access the PCB and reseat all
socketed chips.

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -675955726511139259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/17
Message-ID: <6emnof$kmh@dfw-ixnews5.ix.netcom.com>#1/1
X-Deja-AN: 334975749
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>
<35088366.175E7030@aol.com> <350abb00.1380513@news.demon.co.uk>
<6ejdgf$5gq@crcnis3.unl.edu> <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu>
Organization: Netcom
X-NETCOM-Date: Tue Mar 17 2:51:27 PM CST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu> "Greg
Easterly" <gregory_xeasterly@bus.emory.edu> writes:
>
>
>
>James D. Keim <jkeim@unlinfo.unl.edu> wrote in article
>> I'd say there is probably a _very_ limited market for 1-dimensional
>> games. But, what are we talking about here?
>
>
>A one dimensional game? Wouldn't that be like an infinitely thin line

on
>the screen? Wow, that'd be kinda like playing pong with a toothpick
shaped
>monitor!
>:0
>
Just for thought, has anyone ever considered calling a 2D game 3D
because it is playing from a Picture Tube which in itself is 3D? That
would be funny, by that definition, all side scrollers would now be
considered 3D games.

From -3362334852594557370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,70b224c1e7504339,start
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Data base program written in GFA 3.5E
Date: 1998/03/17
Message-ID: <vsdX9GA5NqD1QwbW@shaw1.demon.co.uk>#1/1
X-Deja-AN: 334975750
References: <Pine.BSF.3.96.980311095526.11633D-101000@ganymede.cs.mun.ca>
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
Organization: none
Newsgroups: comp.sys.atari.programmer

In article <Pine.BSF.3.96.980311095526.11633D-
101000@ganymede.cs.mun.ca>, Scott Harris <harris@cs.mun.ca> writes
>
>Hi everyone,
>
>   I've just finished a simple data base program written in GFA BASIC
>3.5E. I want to distribute it to get some feedback on it, Yes I know
>another DBS program :(but its the first program I've ever completed.
>I've file tagged it here so you guys can bash me first :)
>
>If your using pine you can push V to view then S to save the file on disk.
>
>Thank's
>
> Scott.
>
>[A MIME APPLICATION / ZIP part was included here.]
>

I put it on disk (I use a PC for the net) and when I tried to unzip it
using STZIP it said it was a currupt/not a zip file.

Anyone else got this problem?

--
Clair Shaw (alias CDS) | A Atarian's Quote:
Mailto:Clair@Shaw1.demon.co.uk |
ICQ: 1043359 | In a world without walls
ICQ Pager mailto:1043359@pager.mirabilis.com | and fences, who needs
WWW: http://www.shaw1.demon.co.uk | Gates and Windows?

From 7886525498534048404
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/17
Message-ID: <6emnrc$s37@sjx-ixn4.ix.netcom.com>#1/1
X-Deja-AN: 334985409
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<6ee973$7vf@bgtnsc03.worldnet.att.net> <6eei9n$664@sjx-ixn8.ix.netcom.com>
<350D677B.3046B70@yahoo.com> <01bd5163$5f27d4e0$3efa8caa@geaster.dialup.emory.edu>
Organization: Netcom
X-NETCOM-Date: Tue Mar 17 12:53:00 PM PST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <01bd5163$5f27d4e0$3efa8caa@geaster.dialup.emory.edu> "Greg
Easterly" <gregory_xeasterly@bus.emory.edu> writes:
>
>
>
>Lawrence Lamb <l_lamb@yahoo.com> wrote in article
>
>. I personally would expect HI to use the
>> software licenses first, making new versions of the titles that they
now
>> own, then maybe look at the videogame market to see if it is a
viable

>> market for them. They don't own facilities to make something as
large
>> as a CD console system and would not be able to make one as cheaply
as
>> someone like Philips, but they might license the Atari name. The
>> portable market is about to change a bit with the new Nintendo color
>> portable, so if they're smart, they will wait and see what happens
>> there. Just my $0.02 (still $0.02 with tax!!)
>>
>
>That is EXACTLY what they will do. Anyone notice the popularity of the
>rerelease of Frogger for Playstation and PC? Hasbro is going to revamp
and
>rerelease some of the old Atari games like Missile Command in similar
>fashion. I wouldn't expect to see a new atari-branded console from
them,
>though. Read more in today's Wall Street Journal, by the way. Good
story
>about the deal that even mentions retrogaming's current popularity (it
>talks a little bit about the MAME arcade emulator in there).
>
>
Some games have already been revamped. It certainly would take some
serious thought for me to go out and by another revamp of Missle
Command after Missle Command 3D unless it was a masterpiece of some
type.

From -7060614686362087457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: jperez@Hawaii.Edu (John Perez)
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/17
Message-ID: <6emgs1$hr9@news.Hawaii.Edu>#1/1
X-Deja-AN: 335005068
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>
<35088366.175E7030@aol.com> <350abb00.1380513@news.demon.co.uk>
Followup-To:

comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic
Organization: University of Hawaii
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Sam. (sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk) wrote:
: save the Jag, and Tempest 2000 wasn't an amazing success. I think
: there's a limited market for 1-dimensional games that only last 3
: minutes, which basically is most of the Atari licenses.

I don't mean to be annoying, but doesn't the description:

"1-dimensional games that only last 3 minutes"

apply to just about any console game? In general, I have always preferred
computer games to console fighting, platform, and other low depth genre's.
With games like AvP, the Jaguar had the potential to bring more
computerish titles to the console market, but they instead dropped that
sort of development in favor of SNES style titles.

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

From -6892643754943078287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 100493,e0adbd549726a1bb
X-Google-Attributes: gid100493,public
X-Google-Thread: 1115ce,e0adbd549726a1bb
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Press Any Key....
Date: 1998/03/17
Message-ID: <350f0534.934129@news.tmisnet.com>#1/1
X-Deja-AN: 335060866
References: <35074ac0.410905@news.tmisnet.com> <6egcng$r5g@balaena.bio.vu.nl>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer,comp.sources.atari.st

On 15 Mar 1998 11:06:24 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:
>George Crissman (strads@tmisnet.com) wrote:

>GEM programs should _never_ output text
>directly to the screen,

Very true, but a lot of programs do it anyway --
usually during an initialization failure. The
original request for a TSR program that would
stop the computer AFTER a program exit and BEFORE
the desktop was redisplayed was finally satisfied
with TOSX (Atari GEMINI CD).

> and .TOS programs should _not_ pause after doing
> text output.

If they print to the screen as they exit, the text
is cleared so quickly that it cannot be read. The
pause is important!

> This is _very_ annoying for people who use a shell
>(these people use lots of .TOS and .TTP programs
>as well). If a program does want to pause, it should
>definately not circumvent the GEMDOS character input
>routines, coz' the program's input/output is often
>redirected into a pipe!

Good point.

>   -=Levjenno

-- George Crissman
-- strads@tmisnet.com

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -169288030381011386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d7787f51cf9461ed,start
X-Google-Attributes: gid1115ce,public
From: "Mike" <mike@NOSPAM.heliovisionsproductions.fr>
Subject: 3D on ST
Date: 1998/03/17
Message-ID: <ee$U#cbU9GA.303@upnetnews02.moswest.msn.net>#1/1
X-Deja-AN: 335860459
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

I'm trying to do some 3D stuff, and I'm wondering about projection.

Imagine I've 3D cordinates (X,Y,Z).
After rotations, I obtain (X',Y',Z')

What is the fastest method (no need of code, I'm talking about method) for projecting (X' Y' Z') for having 2D coordinates (Xp,Yp). ???

I'm using something like:

zoom=a+b/z

xp=cx+zoom*X'
yp=cy+zoom*Y'

where a and b are constants that defines the projection plane/depth and cx,cy are the coordinates of the centre of the screen.

Is it possible to do that without multiplications and/or divistion, even if it reduces the precision ? Perhaps by using tables ? But I'm a little bit short in memory, so it must be as little as possible.

Thank in advance,
Mike.

From -6362969399549219945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Icons in menus?
Date: 1998/03/18
Message-ID: <3510bb72.13342695@news.demon.co.uk>#1/1
X-Deja-AN: 335112380
Content-Transfer-Encoding: 7bit
References: <889197421.85648@tornado.itea.ntnu.no> <7SPVC7C@tos.pl.net> <3503349c.1547761@news.tmisnet.com> <3509af2a.800156@news.tmisnet.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Fri, 13 Mar 1998 22:17:54 GMT, strads@tmisnet.com (George Crissman) wrote:

>I've found a bit more information on customizing

>menu bar entries in the Mark Williams Resource
>Compiler documentation. Apparently, you can
>dynamically change a defined menu bar into a form
>and back again.

Yes, this is possible but there is a limit to how much customisation
can be performed before the Mwc editor refuses to change it back to a
menu. This is not to say the form won't work as a menu or course but I
guess the chances are it won't.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7958512477324209976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: ad329@james.hwcn.org (Chris Cracknell)
Subject: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/12
Message-ID: <6e9mh1$i4a@james.hwcn.org>#1/1
X-Deja-AN: 333481413
Distribution: world
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
Organization: Hamilton-Wentworth FreeNet
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In article <6e6vfq$pv2$2@gte1.gte.net>, John Schnittker <jschnitt@gte.net> wrote:
>I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
>division and home console games division. Hehe MAybe we'll see a new
>atari console; then again maybe not hehehe.

~^~^~^

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: cb541@cleveland.Freenet.Edu (James R. Gilbert)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/12
Message-ID: <6e9srrgfm1@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 333502777
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org>
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: cb541@cleveland.Freenet.Edu (James R. Gilbert)
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

(speculation)
10. Hasbro wants to sue somebody because they are copyright
freaks. (Nobody interested in Atari has any money, so
they can't get any money.)
Comment on sale of Atari to Hasbro.
From my point of view, it means that a large, active (in
Atari) corporation now owns the rights to all Atari
copyrights.
Being a bit paranoid, I'd suggest that any sites carrying
Pac-Man, Star Raiders, or any other Atari held product
should think about what Hasbro might want to do with those
products, ie. be careful about having Atari products up for
download. They may justifiably say such activities interfere
with their ability to make a profit, even if the activities
are without profit motive.
Russ

From 1001758604405797717
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50

X-Google-Attributes: gid111a55,public
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X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: Curt Vendel <cvendel@aol.com>
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/12
Message-ID: <35088366.175E7030@aol.com>#1/1
X-Deja-AN: 333513569
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>
Mime-Version: 1.0
Distribution: world
To: Chris Cracknell <ad329@james.hwcn.org>
Content-Type: text/plain; charset=us-ascii
Organization: The Atari Prototypes Site: www.atari.nu
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Guys,

In all seriousness, the Jaguar is DEAD, it will not be revived, there wont be a Jag II, forget any hopes on that, there is a possibility (slim) for the Lynx though. If there will be a console system it will be a Project X console or this rumor of a 68040 console, but guys get it through your heads, Jag is DEAD. I love my Jag but its DEAD. Look for Retro PC Atari titles and titles for other systems, and hope for a Project X licensing with Atari on the case and Atari Retro Project X software, THAT is the only reality here.

We all love the Jag, but it is DEAD, get used to it, no Jag in the future.

Perhaps the Atari 26000 ??? Maybe.

Curt

From -4576658356533522123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
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X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: "Sal Manfredonia" <hysteria@gti.net>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/12
Message-ID: <6ea3ujldb1@usenet76.supernews.com>#1/1
X-Deja-AN: 333534763
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: GTI
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote in message <6e9mh1$i4a@james.hwcn.org>...
>Speculation: (in order of likely-hood)
>
>1) Hasbro plans to make a new toy that incorporates technology for which
>Atari owns the patent so they bought to Atari assets to avoid any lisencing
>difficulties.

I doubt it. After all, why pay $5 million for all of the rights just to
avoid licensing one of Atari's patents? Nintendo, Sega, and Sony are always
bumping into one or more of Atari's patents every day, yet this doesn't
bother them one bit.

>2) Hasbro is only interested in the game franchises so that they can make
>games for other systems using Atari owned characters and lisences.

I think this is the most likely possibility, myself.

>Fantasy: (In order of what I'd most wish for)
>
>1) Atari will be fully revived and once again take it's rightful place
>as a leader and innovator in the computer and video games industry.

I'm with you 100% on this one! :)

Sal Manfredonia (hysteria@gti.net)
http://www.gti.net/hysteria
"Your influence counts...use it!" -- Bob Grant

From -7963764723303092440
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
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X-Google-Attributes: gid100a3b,public
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X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: "Sal Manfredonia" <hysteria@gti.net>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6ea4nambp1@usenet76.supernews.com>#1/1
X-Deja-AN: 333540560
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<35074de0.1211135@news.tmisnet.com> <6e7lnq$nuf@dfw-ixnews12.ix.netcom.com>
<350807de4b7ec81@post1.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: GTI
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Hallvard Tangeraas wrote in message <350807de4b7ec81@post1.com>...
>Can you all please stop crossposting this discussion to all the Atari
>groups and use the "advocacy" group for this?
>
>I'm posting this from the "comp.sys.atari.st" group which is intended for
>discussions on the use of the Atari ST series, not who owns which stocks

>etc..

I apologize if this sounds rude, as I don't intend it that way.

What amounts to the changing of hands of Atari ownership, IMHO, is pretty darn relevant to any Atari-related newsgroup. I would imagine that most Atari fans were elated at the news. Even though I don't know what plans Hasbro has for their newly acquired Atari properties (which, BTW, does include the ST line), I'd bet my bottom dollar that it's a whole hell of a lot more than what JTS has done.

I don't blame anyone one bit for crossposting. To an Atari aficionado, this is front page news; it deserves to be seen by anyone who shares even a remote interest in anything to do with Atari.

Sal Manfredonia (hysteria@gti.net)
http://www.gti.net/hysteria
"Your influence counts...use it!" -- Bob Grant

From -3529143156066466493
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
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X-Google-Attributes: gid1115ce,public
From: sinclair2000@earthlink.net
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/12
Message-ID: <6ea93r$hc2$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 333573599
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org>
X-Http-User-Agent: Mozilla/3.01-C-MACOS8 (Macintosh; I; PPC)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Fri Mar 13 03:29:13 1998 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6e9mh1$i4a@james.hwcn.org>,
  ad329@james.hwcn.org (Chris Cracknell) wrote:

> Speculation: (in order of likely-hood)
>
> 1) Hasbro plans to make a new toy that incorporates technology for which
> Atari owns the patent so they bought to Atari assets to avoid any lisencing
> difficulties.
>
> 2) Hasbro is only interested in the game franchises so that they can make
> games for other systems using Atari owned characters and lisences.
>
> 3) Hasbro wants to enter the handheld game market and plans to rerelease
> the Lynx.
>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.
>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.
>
> Fantasy: (In order of what I'd most wish for)
>
> 1) Atari will be fully revived and once again take it's rightful place
> as a leader and innovator in the computer and video games industry.
>
> 2) Hasbro wants to make a very cheap hand held game machine. What they
> make is actually a small, portable Atari 7800 with a built in backlit
> LCD screen. They rerelease the entire Atari catalogue of 7800 and 2600
> games which sell for 50 cents each and the hand held unit itself sells
> for under $30.
>
> Okay, so let's here your speculations and fantasies as to what this
> buyout of the Atari assets will mean.
>

Yea...And Commodore will rise from the ashes..

> CRACKERS
> (Exciting news from hell!!!!!!)

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From 308232418399908121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
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X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: Alan Christie <94chrisv@scar.utoronto.ca>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>#1/1
X-Deja-AN: 333593891
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e6v03ctm2@usenet41.supernews.com>
Mime-Version: 1.0
To: tom cody <tom_cody@one.net>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: University of Toronto at Scarborough
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Wow... A once million dollar business, Atari has been sold for a mere
$5,000 US... the once powerful dominator of the 80s video game industry
has been reduced to $5,000... Do you know what Hasbro plans for the Atari
Fuji symbol et al?

Alan
University of Toronto
Computer Science, Management and Economics

From 2282729490569388833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
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X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: NOSPAMmauricem@bigfoot.com (Maurice Molyneaux)

Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/13
Message-ID: <3508b8ef.331031654@news.pacbell.net>#1/1
X-Deja-AN: 333575654
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
Organization: Pacific Bell Internet Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:

<snip>
> $5 million for Atari is a good chunk of money.

Um, a lot of video games there days are costing $3 million, so $5 mil
for an entie library of assets, patents, titles and a name is chicken
feed.

From -2698745383825990422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
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X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: "Gregory D. George" <greggeorgeNO@SPAMworldnet.att.net>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/13
Message-ID: <6eaen3$i5@bgtnsc02.worldnet.att.net>#1/1
X-Deja-AN: 333579811
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<3507211e.27174297@news.vt.edu> <6e7gc3jbp1@news1.Radix.Net>
Content-Type: text/plain; charset=us-ascii
Organization: http://www.geocities.com/TimesSquare/Arcade/8341 - The Atari Times
(US)
Mime-Version: 1.0
Newsgroups:

comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Keith Scroggins wrote:

> Why would they want to do something with the Lynx, although it probably
> was the cheapest portable game technology they could get, could make them
> cheap now...

The Lynx is probably one of the primary reasons for the purchase. It's not really outdated when you compare it to the LameBoy.

You all might want to check out Jaguar Interactive II. There's someone there (who I believe is from Hasbro) posting much information on this deal. The Lynx is definitely part of it too...

http://www.atarihq.com/cgi-bin/cgiwrap/atarihq/jag/postit.cgi


```
 ------------------------------------------------------------
|  |||     Greg George                                       |
|  |||     Editor, The Atari Times(US)                       |
| / | \    greggeorge@worldnet.att.net                       |
| ATARI                                                      |
| TIMES    http://www.geocities.com/TimesSquare/Arcade/8341 |
| FREE!    http://venus.beseen.com/boardroom/c/17653/Date   |
 ------------------------------------------------------------
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X-Google-Attributes: gid1115ce,public
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X-Google-Attributes: gid109a67,public
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X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public

From: tiltonj@erols.com (Jay Tilton)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/13
Message-ID: <35091e15.80649375@news.erols.com>#1/1

X-Deja-AN: 333654896
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e6v03ctm2@usenet41.supernews.com>
<Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>
X-Complaints-To: abuse@erols.com
X-Trace: winter.news.erols.com 889790134 9789 207.172.62.95 (13 Mar 1998 11:55:34
GMT)
Organization: none yet
Reply-To: tiltonj@erols.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>Wow... A once million dollar business, Atari has been sold for a mere
>$5,000 US...

Missed it by a few orders of magnitude. Five million dollars.
--
Jay Tilton
tiltonj@erols.com

From -1850573909733163495
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
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X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/13
Message-ID: <6ebca9jlj8@nets3.rz.RWTH-Aachen.DE>#1/1
X-Deja-AN: 333672798
References: <3506DA34.FB7D3F06@aol.com>
Organization: Rechenzentrum, RWTH Aachen
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games

In article <3506DA34.FB7D3F06@aol.com>, Curt Vendel <cvendel@aol.com> says:
>
>Hello to all,
>
>
>   I was given an email earlier this morning from an individual who
>gave me a link for the Techstocks website, within the website it
>reference that JTS had filed an 8K form for the sale of assets,
>specifically Atari to Hasbro Interactive.
>
>   I decided the only way to know for sure if this was fact or fiction
>was to go to the source, since JTS is a publicly traded I went to the
>SEC site at www.sec.gov
>
> So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
>JTS for the ticker and Viola!!!   You get for February 23, 1998 the sale
>of most Atari assests to
>Hasbro for (GET THIS!!!) only $5,000,00!!!
>
>
>Its real, its true and its official, Atari has been
>sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
>
>Curt Vendel
>Atari Prototypes & Vaporwares Site
>www.atari.nu

OOOOOOOOOOOH   YES!!!

CU   Mathy Van Nisselroy

PS isn't it ironic. We're finally a GAME COMPUTER :-)

From 3503469347175198874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Compiler
Date: 1998/03/13
Message-ID: <6ebie5$cf4@balaena.bio.vu.nl>#1/1
X-Deja-AN: 333704628
References: <34d4df77.10153750@news.demon.co.uk> <34FEE4DE.6D4@mst.tn.utwente.nl>
<1998030520573780956@zetnet.co.uk> <6e62gc$t72@balaena.bio.vu.nl>
<1998031120104680956@zetnet.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Anthony Jacques (jacquesa@zetnet.co.uk) wrote:

: > Can a 060 do 100Mhz?
: I assume so, as thats what Peter keeps quoting (isn't it double-clocked 50Mhz?)

That sounds more likely...

: > : PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
: >
: > That desperate, eh?

: You haven't read the update then, I take it.

I have read it, and commented on it as well (monday, I believe)...

: I have been *seriously* questioning whether to stay with the Atari,
: or to jump ship, and wanted to know peoples opinions on the subject...
: I am still interested in comments, although I have 99% decided which
: route to go...

Well, I can't blame you, whatever you do :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Rules for Academic Deans:
(1) HIDE!!!!
(2) If they find you, LIE!!!!
-- Father Damian C. Fandal

From -3618794792080963314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
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X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public

From: The Maverick <themaverick@volcano.net>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/13
Message-ID: <35095760.635E@volcano.net>#1/1
X-Deja-AN: 333710579
Post-Path: nntpcache1.nortel.net!unknown@firewall.volcano.net
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org>
Content-Type: text/plain; charset=us-ascii
Organization: Quodtegitur BBS (209) 223-1590
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote:
>
>
> Speculation: (in order of likely-hood)
>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.
>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.

You let a couple of fantasies slip onto your speculation list...

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
 http://www.volcano.net/~themaverick
The Classic Microgames Museum
 http://www.angelfire.com/ca/themav/micind.html
The Macho Women with Guns Homage Page
 http://www.geocities.com/TimesSquare/Lair/6747

From -9076632352631623795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50

X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: Frank Traut <save2600@ticon.net>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/13
Message-ID: <35096B42.2874@ticon.net>#1/1
X-Deja-AN: 333737394
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e6v03ctm2@usenet41.supernews.com>
<Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>
Mime-Version: 1.0
Reply-To: save2600@ticon.net
Content-Type: text/plain; charset=us-ascii
Organization: Atari 2600 games wanted - http://www.ticon.net/~save2600
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Alan Christie wrote:
>
> Wow... A once million dollar business, Atari has been sold for a mere
> $5,000 US... the once powerful dominator of the 80s video game industry
> has been reduced to $5,000...

For $5000, one of us would have bought it ;-)

You forgot to add a few zero's to that figure. The Atari name definately
has some worth left in it. Hopefully with the renewed interest in
classic
gaming, Hasbro will capitalize on this. We'll see what happens though...

  -Frank

From 836007021590126252
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50

X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/13
Message-ID: <3509b0ce.1219847@news.tmisnet.com>#1/1
X-Deja-AN: 333826436
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Actually, the management at Hasbro has been
amazed at the tenacity and loyalty of Atari
owners and figures they could add to their
core customer base of reliable shoppers that
will stick with them through thick and thin.

-- George Crissman
-- strads@tmisnet.com

On 12 Mar 1998 17:10:41 -0500, ad329@james.hwcn.org (Chris Cracknell)
wrote:

>In article <6e6vfq$pv2$2@gte1.gte.net>, John Schnittker <jschnitt@gte.net> wrote:
>>I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
>>division and home console games division. Hehe MAybe we'll see a new
>>atari console; then again maybe not hehehe.
>~^~
>
>Jack never owned the Atari arcade devision so he couldn't have sold that
>to Hasbro. As for what Hasbro has in mind, I have no idea. It's obvious
>they're after someone, nobody would shell out 5 million for the Atari
>assets just for the hell of it. Here are my guesses as to what's in
>store...
>
>Speculation: (in order of likely-hood)
>
>1) Hasbro plans to make a new toy that incorporates technology for which
>Atari owns the patent so they bought to Atari assets to avoid any lisencing
>difficulties.
>
>2) Hasbro is only interested in the game franchises so that they can make
>games for other systems using Atari owned characters and lisences.

>
>3) Hasbro wants to enter the handheld game market and plans to rerelease
>the Lynx.
>
>4) Hasbro wants to enter the home console market and plans to rerelease
>the Jaguar as a "budget" home video game console for around $50.
>
>5) Hasbro wants to enter the home console market and plans to release
>an upgraded Jaguar to compete against the N-64 and PS.
>
>Fantasy: (In order of what I'd most wish for)
>
>1) Atari will be fully revived and once again take it's rightful place
>as a leader and innovator in the computer and video games industry.
>
>2) Hasbro wants to make a very cheap hand held game machine. What they
>make is actually a small, portable Atari 7800 with a built in backlit
>LCD screen. They rerelease the entire Atari catalogue of 7800 and 2600
>games which sell for 50 cents each and the hand held unit itself sells
>for under $30.
>
>Okay, so let's here your speculations and fantasies as to what this
>buyout of the Atari assets will mean.
>
>   CRACKERS
>   (Exciting news from hell!!!!!!)
>
>--
>
>Accordionist - Wethifl Musician - Atari 2600 Collector | /\/\
>*NEW CrAB URL* http://www.hwcn.org/~ad329/crab.html ***| \^^/
>Bira Bira Devotee - FES Member - Samurai Pizza Cats Fan| =\/=
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -8846535651902727933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Icons in menus?
Date: 1998/03/13
Message-ID: <3509af2a.800156@news.tmisnet.com>#1/1
X-Deja-AN: 333826437
References: <889197421.85648@tornado.itea.ntnu.no> <7SPVC7C@tos.pl.net>
<3503349c.1547761@news.tmisnet.com>
Distribution: world
Organization: MaximumAccess Internet Services

Newsgroups: comp.sys.atari.programmer

I've found a bit more information on customizing
menu bar entries in the Mark Williams Resource
Compiler documentation. Apparently, you can
dynamically change a defined menu bar into a form
and back again.

After changing it to a form, the strings can be
changed to icons. When done, just change it back
to an icon. Perhaps I'll dig my 520ST out of
storage and give it a try.

-- George Crissman
-- strads@tmisnet.com

On Mon, 09 Mar 1998 00:21:32 GMT, strads@tmisnet.com (George Crissman)
wrote:

>There was a Clever Hack in the past, in which you
>placed the string as the menu entry, then edited
>the entry, changing it from the "string" object to
>an "icon" object.
>
>I've forgotten the details, but maybe this will
>trigger someone else's memory...!
>
>-- George Crissman
>-- strads@tmisnet.com
>
>The San Diego Trolley -- Under Budget, Ahead of Schedule
>http://www.tmisnet.com/~strads/trolley/index.html
>
>
>
>On Sat, 7 Mar 1998 09:41:12 GMT, mb@tos.pl.net (Mario Becroft) wrote:
>
>>Jo Even Skarstein (joska@nuts.edu) wrote:
>>
>>: Is it possible to use both a icon and a string as a meny-entry? And if
>>: so, how?
>>
>>You can simply place an icon in a menu, in the same way that you would
>>place it in any other form. You may have problems when the icons are not
>>scaled for different font sizes etc. I guess it might not be a good idea
>>to put icons in menus at all.
>>
>>--
>>Mario Becroft Auckland, New Zealand
>>mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\

>>Tariland, Atari Support in New Zealand _.|o o |_))
>>tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------
>
>The Relationship Stress Test (For Guys) Measures Her Commitment
>http://www.tmisnet.com/~strads/stress/index.html
>Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -7576312141551900010
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Subject: Re: C Compiler
Date: 1998/03/13
Message-ID: <3509BFCF.5DFD@cfcsc.dnd.ca>#1/1
X-Deja-AN: 333831131
Content-Transfer-Encoding: 8bit
References: <34d4df77.10153750@news.demon.co.uk> <34FEE4DE.6D4@mst.tn.utwente.nl>
<1998030520573780956@zetnet.co.uk> <6e62gc$t72@balaena.bio.vu.nl>
<1998031120104680956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: macdonald@cfcsc.dnd.ca
To: Anthony Jacques <jacquesa@zetnet.co.uk>
Content-Type: text/plain; charset=iso-8859-1
Organization: Canadian Forces College-Coll⍰ge des Forces canadiennes
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
> > : PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
> > That desperate, eh?
> You haven't read the update then, I take it.
> I have been *seriously* questioning whether to stay with the Atari,
> or to jump ship, and wanted to know peoples opinions on the subject...
> I am still interested in comments, although I have 99% decided which
> route to go...
> Anthony
> PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...

I did not see this line, else I would have been to your page sooner,...

> ----------+----------
> Anthony Jacques IRC: AnthonyJ |
> | Please read the latest update
> jacquesa@zetnet.co.uk | to my WWW pages and comment...
> http://www.users.zetnet.co.uk/jacquesa/ |
> ----------+----------

>
As it is I have just read it...
Anthony, if some jerk gets their kicks from someone who has contributed to the
Atari scene, then what can their opinion worth? maybe they just had a bad day?
But I would not like to see you go, and I think that I would benefit from any
coding you may be interested in doing.
You've already done a lot vis-a-vis your extensions for STOS.
About the question of feedback, that's a tough one.
-bug reports
When a program goes wrong on me I usually don't know what is _really_ at
fault. order of programs in auto folder? order of acc's? badly written software
(acc, or auto prg, or previous prg that left some stuff in memory???)
I am _also_ very busy, and when something doesn't work, I often just move on
because I have got STuff to do!! The few times I have gotten down to actually look
at prgs that give me problems, it takes a little time to figure out whats
running, what _exactly_ goes wrong, what messages are written, fortunately
Profile2.2 allows me to easily give a snapshot of my system.
-praise
not often enuf really. I remember sending a thank you to Tony Greenwood
on behalf of my nephews for HERO2! but it is not often I thank a programmer.
so thank you Anthony. regardless of whether or not you stay in the Atari
scene programming.
but I would like to see you continue programming for the Atari scene.

btw, isn't ZControl up to .24? :)

--
thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Coll⍰ge des Forces canadiennes ken.macdonald@taf.ftn.org

From -4520336422954907635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50

X-Google-Attributes: gid1115ce,public
From: duvallg@salestech.com
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/13
Message-ID: <6ecegr$3hb$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 333834161
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
X-Http-User-Agent: Mozilla/4.04 [en] (WinNT; I)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Fri Mar 13 23:14:01 1998 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Think about it, guys. Didn't Project X's Jeff Minter state they had the backing of a MAJOR company at some point? Who's to say that major company wasn't HASBRO? If you think like I do, then I think you can start to see some sort of correlation here.

1) Project X is created by a bunch of former Atari Employees and aficiandos.

2) Project X becomes a rality, but is still secret, teasing us with the line: "We have the backing of a MAJOR corporation..." And, they're waiting for the right time to release it.

3) HASBRO buys Atari for $5,000,000. Hasbro is a huge company.

4) Hasbro now has the Atari name, products, trademarks, et al.

Theoretically, Hasbro could be that huge company Project X is signing onto, and they were working between Project X and JTS to get the name and the products so these former employees could use the Atari name on their new Project X. Granted, Atari isn't exactly an unsoiled name in the industry after the Tramiels got done with it, but if Hasbro and Project X can work this properly, I think it'd be a valid shot. This is also considering Hasbro would have the money to do an all-out advertising campaign, comparable to those of Sony and Nintendo. Enter the Lynx. The Lynx never had the following it could have had, and, being a color handheld with more power than any other, Hasbro has the library of games as well as the technology and advertising capability to really kick the Lynx's ass back into the ring. Also, third-party developers would be more inclined to develop for a well-advertised system, because it lowers the possibility of taking a loss on the venture. And...if Hasbro played their cards right, the Atari Jaguar could be resurrected as a 'low-cost gaming alternative' to the current array of systems. Open up the market for public-domain development materials on a larger-scale. It's a marketting idea for geeks, I know, but it'd reap rewards as being educational AND fun. And just think of all the developers that never gave the Jaguar a chance but could really get their name out on a larger scale if the Jaguar was indeed advertised and its games would get published on a regular basis? With a two-tiered philosophy (low-cost vs. premium) including Tiger Electronic's Game.com (low cost), Lynx (premium), Jaguar (low-cost), and the almighty Project X (premium), there's no doubt that they'd reap rewards off such a

deal. The right time is now, people.

If this is some sort of underlying conspiracy, let the conspiracy begin!

Regards,
Gary T. DuVall
Sanctuary Internet Design Group
http://www.sidg.net/

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From 9142516655138271745
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: Richard Mauren <silvadel@eclipse.net>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/13
Message-ID: <3509EABB.E82B15BE@eclipse.net>#1/1
X-Deja-AN: 333879537
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e6v03ctm2@usenet41.supernews.com>
<Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>
<35096B42.2874@ticon.net>
Mime-Version: 1.0
To: save2600@ticon.net
Content-Type: text/plain; charset=us-ascii
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Actually for $5000 about 50 of us would be FIGHTING for it :)

From -8654888073507688421
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: jdaddin9@airmail.net (Jared Addington)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/14
Message-ID: <8F4CFA04CEA024B9.867FAB12479C323F.42B572793A69D612@library-proxy.airnews.net>#1/1
X-Deja-AN: 333870684
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca> <6e6vfq$pv2$2@gte1.gte.net> <35077385.59E2@gte.net>
X-Orig-Message-ID: <6ecohu$3p@library.airnews.net>
NNTP-Posting-Time: Fri Mar 13 20:03:43 1998
Organization: Internet America
NNTP-Proxy-Relay: library.airnews.net
Newsgroups: comp.sys.atari.programmer

On 11 Mar 1998 23:32:53, Dan Mazurowski wrote:
>John Schnittker wrote:

>Atari does NOT have an arcade division. It's a long story, but the end
>result of it all is that Atari Games, the arcade game maker, is now a
>division of Williams (maker of Defender, Sinistar, etc...).
>
I must have really fallen behind. I thought Atari Games was still a
division of TWI.

-Jared

From -3590014569850344549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold (100% Facts)

Date: 1998/03/14
Message-ID: <6ed2or$iqq@sjx-ixn3.ix.netcom.com>#1/1
X-Deja-AN: 333909456
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e6v03ctm2@usenet41.supernews.com>
<Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>
<35096B42.2874@ticon.net> <3509EABB.E82B15BE@eclipse.net>
Organization: Netcom
X-NETCOM-Date: Fri Mar 13 8:58:03 PM PST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <3509EABB.E82B15BE@eclipse.net> Richard Mauren
<silvadel@eclipse.net> writes:
>
>Actually for $5000 about 50 of us would be FIGHTING for it :)
>
>
For $5000... I would have called all developers and asked for ports of
everything to Jag....

From -8725725037117740414
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: robertm@jagunet.com (Rob Merritt)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/14
Message-ID: <350a37df.1748172@news.jagunet.com>#1/1
X-Deja-AN: 333909457
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
Organization: jaguNET Access Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,rec.games.video.atari

sinclair2000@earthlink.net wrote:
>

>Yea...And Commodore will rise from the ashes..

Atari is dead. It died when JTS merged with it. The question is, will
a new company called Atari, with the spirt of old, will come into
being. The worse thing that will happen is that the Atari name and
some old Atari games will come out in new updated software titles.
Hasbro isn't a stupid little company.
Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/
micro.html

From 8989309029886332674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/14
Message-ID: <ICOHAFATUP@data.rhein-main.de>#1/1
X-Deja-AN: 333942833
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com>
MIME-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,rec.games.video.atari

In <350a37df.1748172@news.jagunet.com> Rob Merritt wrote:

>Hasbro isn't a stupid little company.

That's exaclty what i think. Nobody spends $5Mio Dollar for nothing.
I hope they are firm enough to use the technical base!

Regards, Robert

Atari isn't death. 'Atari' dies with the last user ...

We are the family :)

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

From 422169508178047871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/03/14
Message-ID: <350c5009.1135659@news.zetnet.co.uk>#1/1
X-Deja-AN: 333961201
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <34FEE4DE.6D4@mst.tn.utwente.nl>
<1998030520573780956@zetnet.co.uk> <6e62gc$t72@balaena.bio.vu.nl>
<1998031120104680956@zetnet.co.uk> <3509BFCF.5DFD@cfcsc.dnd.ca>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Ken Macdonald <macdonald@cfcsc.dnd.ca> wasn't it Fri, 13 Mar 1998
18:22:55 -0500 that you wrote:

>not often enuf really. I remember sending a thank you to Tony Greenwood
>on behalf of my nephews for HERO2! but it is not often I thank a
>programmer.

As a FRREware programmer I have to emphasise that the only reason I
still program on the ATARI is thanks to people like you Ken who do
respond... Because no response = no reason to carry on :)

One email in private makes up for 20 PUBLIC postings about how it
would be better in the trash :)))

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From 2306493145698655585
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: 'remove'tim_k@post2.com (Tim K.)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/14
Message-ID: <350a64eb.118756143@news.abs.net>#1/1
X-Deja-AN: 333967377
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<6ecegr$3hb$1@nnrp1.dejanews.com>
Organization: ABSnet Internet Services, Inc. - (410)-685-2000 - info@abs.net
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

> but if Hasbro and Project X can work this
>properly, I think it'd be a valid shot. This is also considering Hasbro would
>have the money to do an all-out advertising campaign, comparable to those of
>Sony and Nintendo.

Face facts people. The Lynx, Jaguar, and ST were all better than their
competition, yet all bombed. I got burnt a number of times by buying
Atari. Don't get your hopes up for a new and improved anything with
the Atari name.

Tim

From 4812027107596428637
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,64ce259c54620169,start
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: GDOS Fonts, and how to use them!
Date: 1998/03/14
Message-ID: <6edos8$pl5$1@o.online.no>#1/1
X-Deja-AN: 333967378
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

   *** TABS to 16 ***

 Hi, everybody. I'm in need for some help....again :) I'm trying to
use the vector/outline-fonts provided by NVDI, SpeedoGDOS and similar
system extensions. Now, my problem is that I don't know how to

calculate the advance vector for each font. Take a look at the small routine below, cause this is the code I use to set up a table with advance vectors (pixels). My problem is...do I calculate the pixel offset correctly? The Compendium tells me that to make an integer of the fix31 number returned by vqt_advance32() can be calculated like this;

```
 x_integer = (word) ([x_fix31] + 32768 >> 16 )
```

It nearly works, but not entirely...

```
;=== Build a width table from the currently set font ===
     ;D0 = VDI handle
     ;A1 = Pointer to a table to fill
mfntwtab  reg d0-a6
make_fnt_wtab movem.l  d0-a6,-(sp)

     cmp.l    #-2,gdos_v(a6)
     beq.s    .no_gdos
     moveq    #0,d1
     move.w   #255,d2

get_wtab  bsr  vqt_advance
     move.w   ptsout+8(a6),d3 ;Get fix31
     swap d3
     move.w   ptsout+10(a6),d3
     add.l    #32768,d3 ;Is this correct???
     swap d3  ;Get rounded integer
     move.b   d3,(a1)+  ;I hope a byte will do
     addq.w   #1,d1    ;Next ASCII
     dbra d2,.get_wtab
     bra.s    .exit

     ;This part work, as if this is executed, GDOS is not
     ;present, and the cell-width of the current character
     ;set is used.
no_gdos  bsr  vqt_attributes
     move.w   ptsout+4(a6),d3
     move.w   #255,d2
fill_wtab move.b   d3,(a1)+
     dbra d2,.fill_wtab

exit movem.l  (sp)+,d0-a6
     rts
```

This is the the steps I do to print a line;

1. Get character from string to print
2. Check if it is a control character (mark-start/mark-end, NULL,.)
   If it is, goto 6.
3. Get width of that character and add it (advance) to the width of the current line

4. Put the character into the intin array
5. goto 1.

6. If NULL, clear rest of line - exit
7. Clear the area these characters are gonna overwrite at X & Y (vr_recfl)
8. Print the characters in the intin array at X & Y.
9. Switch vdi handle (either normal or inverted display)
10. Add width of printed characters to X
11. Clear the width-variable, then goto 1.

What's wrong, is that the width of the line is not entirely correct. I suspect it's got something to do with the code above. It's not VERY wrong, but still...it's wrong :) Seems to be some small errors in the calculations...Heeelp :)

I could use vqt_extent(), but that would make it hard and the code slow when finding the correct character under the mouse-pointer, updating cursor, and so on... so I would rather not...

Oh, and.. to use the advx, advy, xrem and yrem returned by the vqt_advance() call, the compendium says that the x/yrem values are reminder values as a modulus of 16384. Could someone please explain this to me in detail?? I tried this too, but couldn't make any sense out of it.

Any help is appreciated..Thanks.

X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: The Lamberts <unicorn@NOSPAM!.ibm.net>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/14
Message-ID: <350a6fd0.0@news1.ibm.net>#1/1
X-Deja-AN: 333973247
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com>
X-Notice: should be forwarded in their entirety to postmaster@ibm.net
Content-Type: text/plain; charset=us-ascii
X-Trace: 14 Mar 1998 11:53:52 GMT, 129.37.210.153
Organization: The Enchanted Forest
MIME-Version: 1.0
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,rec.games.video.atari

Rob Merritt wrote:
> Atari is dead. It died when JTS merged with it. The question is, will
> a new company called Atari, with the spirt of old, will come into
> being. The worse thing that will happen is that the Atari name and
> some old Atari games will come out in new updated software titles.
> Hasbro isn't a stupid little company.

The problem with everyone's speculations as to whether or not "Atari" can rise from the ashes is...public perception. I spent 13 years as a video game/computer software store manager. Up until a year and 1/2 ago. Problem is that right now the public, by and large, perceive the company called "Atari" (and they DON'T know the difference between Midway's Atari and Hasbro's Atari!) is for the most part a has-been company. An outfit that makes sucky products that are now being cleared out for $50 per console at a toy store chain. A company that used to be cool, but can no longer cut the mustard.

Obviously, NOT MY OPINION. But, realistically, the opinion of the vast majority of folks who spend $$$$$'s out there, and aren't "in the know". Mention Atari to anyone who owns a PSX or N64, and they start talking about the VCS they have in their attic. They would not dream that you could be talking about anything after that!

Obviously, for the name "ATARI" to become a powerhouse name once more, it will take more than a cook, killer console. It will take lots of well-done PR, probably in "stealth" mode (the public can't be aware that they're trying to have their hearts won back over to the name once more). Part of me thinks it will be much, MUCH easier to turn a new, different name into a powerhouse than it will be to

find a way to rehabilitate the public's opinion's of an outfit
called "Atari".

No, Hasbro will do much better pushing the trademarks of the GAMES
that have names that folks fondly remember: Centipede, Warlords,
Asteroids, etc. Even Yar's Revenge (which started life as a Star
Castle home version) is still held in high regard with many folks
going down memory lane. New versions or collections with these
have a much better chance of making back the 5 mill that Hasbro
spent, IMHO. Unless the public starts getting tired of the new
90's versions of old games. How far can that go, exactly?

DAVE
--
```
         _ /        =======   ======     ==      ==
   ____~//\    _      ===     ==  ===    = ==  == =
~~(______)    / \     ===     =====      ==  ==  ==
~  \ \ \ \   / a_\    ===     ==  ===    ==      == .NET
~  / / / /   \___   =======   ======     ==      ==
```
unicorn AT ibm DOT net   DAVID/STEPHANIE/STEPHEN LAMBERT

From 4695012520231316098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: sinclair2000@earthlink.net
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/14
Message-ID: <6eea78ejm1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 334015929
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com>
X-Http-User-Agent: Mozilla/3.01-C-MACOS8 (Macintosh; I; PPC)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Sat Mar 14 16:12:58 1998 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

In article <350a37df.1748172@news.jagunet.com>,
  robertm@jagunet.com (Rob Merritt) wrote:
>

> sinclair2000@earthlink.net wrote:
> >
> >Yea...And Commodore will rise from the ashes..
>
> Atari is dead. It died when JTS merged with it. The question is, will
> a new company called Atari, with the spirt of old, will come into
> being. The worse thing that will happen is that the Atari name and
> some old Atari games will come out in new updated software titles.
> Hasbro isn't a stupid little company.

Don't tell me that Hasbro is going to reintroduce the Jag console in it
current technelogical form considering that the Playstation kicks it and now
is in it's last legs of the product life cycle.

> Rob Merritt
> My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
> My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/
micro.html
>

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From -93918671426139451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: Dan Phillips <xiting@worldnet.att.net>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/14
Message-ID: <6ee973$7vf@bgtnsc03.worldnet.att.net>#1/1
X-Deja-AN: 334017775
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
Content-Type: text/plain; charset=us-ascii
Organization: AT&T WorldNet Services
Mime-Version: 1.0

Reply-To: xiting@worldnet.att.net
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Keith Scroggins wrote:
>
> Now, the question is, will Hasbro Interactive do anything worthwhile with
> Atari. I did notice that the computers were specifically listed as being
> part of the deal. It makes me curious that they specifically mentioned
> the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
> some plan to use this for something? I mean, $5 million for Atari is a
> good chunk of money. I wonder who we can get to tell more of this deal.
> Sure enough $5 mil is not worth it for Atari's management.....
>
> Maybe Hasbro has a game system in the works and wants to use the Atari
> label.....
>
> I'm sure in the coming months rumors will start to appear everywhere!
>

What really gets me is they seem to have paid $5 million for $45 million
in Atari debt (and of course, the technology). They _really_ paid $50
million for the assets. They are obviously planning to do something real
with it, simply suing for patent and copyright infringement and selling
licensing won't generate that kind of revenue.

Secondly, I am puzzled by the omission of the TT in the hardware
listing. I gues they just hit on the biggies (though I would think there
are more TTs than Falcons), or is the TT an "ST".

I'm _still_ glad I sold the stock as soon as I came back up to
break-even. JTS isn't looking too healthy is it?

Dan

From -1488696848808628786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,632bc131622bfb4c,start
X-Google-Attributes: gid1115ce,public
From: derryck@NOSPAMcix.co.uk (Derryck Croker)
Subject: Re: Data base program written in GFA 3.5E
Date: 1998/03/14
Message-ID: <6ee9ek$n9d$1@plutonium.compulink.co.uk>#1/1
X-Deja-AN: 334017776
References: <Pine.BSF.3.96.980311095526.11633D-101000@ganymed
Organization: <none>
Newsgroups: comp.sys.atari.programmer

On 11 Mar 1998 10:02:16, Scott Harris wrote:

>I've file tagged it here so you guys can bash me first :)

Consider yourself bashed - do you know why?

Rgds, Derryck

From 5837693753049751737
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: Alan Christie <94chrisv@scar.utoronto.ca>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/14
Message-ID: <Pine.GSO.3.95.980314103923.3703J-100000@fissure.scar.utoronto.ca>#1/1
X-Deja-AN: 334030615
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e6v03ctm2@usenet41.supernews.com>
<Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: University of Toronto at Scarborough
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

On Thu, 12 Mar 1998, Alan Christie wrote:

> Wow... A once million dollar business, Atari has been sold for a mere
> $5,000 US... the once powerful dominator of the 80s video game industry
> has been reduced to $5,000... Do you know what Hasbro plans for the Atari
> Fuji symbol et al?

As many people have pointed out, I forgot a few zeroes on that figure..
whoops.. serves me right for reading mail at school when I should be
programming. :) <grin>

Alan
University of Toronto
Computer Science, Management and Economics

From 2602021268318123121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: VE6HY <besmith@calcna.ab.ca>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/14
Message-ID: <6eehoe$ls2@ds2.acs.ucalgary.ca>#1/1
X-Deja-AN: 334064876
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<6ecegr$3hb$1@nnrp1.dejanews.com> <350a64eb.118756143@news.abs.net>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Calgary Community Network Assoc.
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

On Sat, 14 Mar 1998, Tim K. wrote:

> Face facts people. The Lynx, Jaguar, and ST were all better than their
> competition, yet all bombed. I got burnt a number of times by buying
> Atari. Don't get your hopes up for a new and improved anything with
> the Atari name.

But Tim - was the 'product' not a roaring success - in my view these
fine products failed to attract a very large market share solely due
to the lack of 'marketing' - most people never even heard of 'Atari'
other than for the older games machines that were well promoted in
their time.

When the 'Trammels' got involved in their money laundering operation
(at least that's how it seemed) they made absolutely no attempt to
'market' the product - which - upgraded a bit for the times - could be
successfully marketed today.

Or am I reading it wrong ???

The Canadian Curmudgeon (in cool, cloudy, Calgary)

From 2863141267289991543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/14
Message-ID: <6eei9n$664@sjx-ixn8.ix.netcom.com>#1/1
X-Deja-AN: 334077508
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<6ee973$7vf@bgtnsc03.worldnet.att.net>
Organization: Netcom
X-NETCOM-Date: Sat Mar 14 10:29:11 AM PST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <6ee973$7vf@bgtnsc03.worldnet.att.net> Dan Phillips
<xiting@worldnet.att.net> writes:
>
>What really gets me is they seem to have paid $5 million for $45
million
>in Atari debt (and of course, the technology). They _really_ paid $50
>million for the assets. They are obviously planning to do something
real
>with it, simply suing for patent and copyright infringement and
selling
>licensing won't generate that kind of revenue.
>
Well first they bought Tiger Electronics not Atari? Why would they buy
both unless they had something planned, would be too much a waste of

money. Game.com is not moving on shelves too well. Perhaps they want to
do something in the way of video games but need a largely remembered
name like Atari. Suing for patent and copyright infingement could get
you good money depending on who or what is involvled. If it is simply
Jon Doe's Video Game Inc infinged on the patent of a design of
something totally meaningless by todays standard, you wouldnt get much,
but if it was Nintendo, Sony or Sega you could fetch more (Atari did
once already on Sega) especially if it had to do with something in the
Playstation console itself that couldnt be changed they could claim
damages millions and maybe make quite a bit of money.

From 946837430899604309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: The Maverick <themaverick@volcano.net>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/14
Message-ID: <350AED9D.78BA@volcano.net>#1/1
X-Deja-AN: 334081258
Post-Path: nntpcache2.nortel.net!unknown@firewall.volcano.net
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e6v03ctm2@usenet41.supernews.com>
<Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>
<35096B42.2874@ticon.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Quodtegitur BBS (209) 223-1590
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Frank Traut wrote:
>
> For $5000, one of us would have bought it ;-)

I believe that was the minimum bid when it was put up for auction on

Ebay. ;-)

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
 http://www.volcano.net/~themaverick
The Classic Microgames Museum
 http://www.angelfire.com/ca/themav/micind.html
The Macho Women with Guns Homage Page
 http://www.geocities.com/TimesSquare/Lair/6747

From 5784143538184590845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/14
Message-ID: <6eek4n$pk6@sjx-ixn3.ix.netcom.com>#1/1
X-Deja-AN: 334085694
References: <3506DA34.FB7D3F06@aol.com> <6e9k1v$8mq@james.hwcn.org>
<35088366.175E7030@aol.com> <350abb00.1380513@news.demon.co.uk>
Organization: Netcom
X-NETCOM-Date: Sat Mar 14 11:00:39 AM PST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <350abb00.1380513@news.demon.co.uk>
sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk (Sam.) writes:
>
>Maybe they'll re-release the Jaguar or something?
>
The only way they could make any money with Jaguar anymore would be to
get the Jag/Jag CD combo out at well under $100. That way they could
attract some 3rd party developers to the CD, but IMO it is too late in
the current generation to make enough that way, especially now that the

Saturn will be officially canned at the end of the month. Another problem is power, the Jaguar is supposedly more powerful than Saturn (the Jag CD supposedly allows optimum access to this power) but is still is not at the level of Playstation in 3D. It probably could turn out convincing 2D platformers and 2D fighters though. I think a Project X liscense would be a better bet for the Atari name.

From -8232302178377652765
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/14
Message-ID: <6eers8mam1@news2.tor.accglobal.net>#1/1
X-Deja-AN: 334085695
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<6ecegr$3hb$1@nnrp1.dejanews.com> <350a64eb.118756143@news.abs.net>
<6eehoe$ls2@ds2.acs.ucalgary.ca>
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I was just thinking, NOW might be a good time to contact Hasbro and request they release the sources of all TOS versions and of other TOS software produced by Atari.

FreeTOS sounds like a good idea to persue and it would allow any capable authors to upgrade TOS 2.06/3.06 with better AES, serial routines and other essential patches, in a collective group like what is happening with FreeMiNT.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

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<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From 7663902783122472450
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0adbd549726a1bb
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)

Subject: Re: Press Any Key....
Date: 1998/03/14
Message-ID: <350aeed0.798693@news.tmisnet.com>#1/1
X-Deja-AN: 334098398
Distribution: world
References: <35074ac0.410905@news.tmisnet.com> <1998031220335680956@zetnet.co.uk>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

On Thu, 12 Mar 1998 20:33:56 GMT, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>Hi
>
>> There was a recently-posted request that
>> programs should stop after printing text
>> to the screen (when exiting) so the user
>> could view the information before the
>> desktop reappears.
>
>Sounds like a reasonable request to me.
>
>> After some toying around with a variety of
>> commands, I've come up with a fairly-simple
>> (although heavily commented!) demonstration
>> function called pause_here(). It won't stop
>> existing programs, but programmers developing
>> new software will find this code easy to
>> implement.
>
>I would be supprised if anyone producing
>(useful) software couldn't code their own
>"wait key" routine...

True. But it's surprising how many of them
do not recognize a SHIFT or CONTROL keypress.
For best coverage, Bconis() and Bconin()
worked the best ... and that was the point.

Also -- a bit of research turned up a program
that does what the original poster requested:
TOSX is a terminate-and-stay-resident program
that senses when a program stops, and prevents
the desktop from appearing on-screen until the
user presses a key.

I found it on the Atari GEMini CD in
files\other\tosx

-- George Crissman
-- strads@tmisnet.com

BTW: Yes, I DO have a method for placing icons
in the drop-down menu bar using a resource
construction set. I'm writing some test code
to see if the AES will use it properly.

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 7420314919459586264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: rcollins@freenet.columbus.oh.us (Raymond Collins)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/14
Message-ID: <6ef20l$i3e@login.freenet.columbus.oh.us>#1/1
X-Deja-AN: 334106322
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<6ecegr$3hb$1@nnrp1.dejanews.com> <350a64eb.118756143@news.abs.net>
<6eehoe$ls2@ds2.acs.ucalgary.ca> <6eers8mam1@news2.tor.accglobal.net>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st
Organization: The Greater Columbus FreeNet
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Martin-Eric Racine (q-funk@megacom.net) wrote:
: I was just thinking, NOW might be a good time to contact Hasbro
: and request they release the sources of all TOS versions and of
: other TOS software produced by Atari.

: FreeTOS sounds like a good idea to persue and it would allow any
: capable authors to upgrade TOS 2.06/3.06 with better AES, serial
: routines and other essential patches, in a collective group like
: what is happening with FreeMiNT.

Good Luck.
Remember there are several contracts that still exist as license
agreements with other companies for the use of TOS.
Like Medusa Computersystem for TOS 3.06 or the soon to be released Milan
(Milan homepage at http://www.milan.atari.de).

I would imagine you would to sign an agreement with some cash up front
to get these sources of TOS.

I hope you can do it.

BTW, did you sell all of your Atari wares just recently.

--
Raymond Collins	Ohio State University
Collins.197@osu.edu	Neuropathology
rcollins@freenet.columbus.oh.us	Research Assistant

From 1931253518699844904
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: ad329@james.hwcn.org (Chris Cracknell)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/14
Message-ID: <6ef2a3$ne@james.hwcn.org>#1/1
X-Deja-AN: 334118171
Distribution: world
References: <350a64eb.118756143@news.abs.net> <3506DA34.FB7D3F06@aol.com>
<6e6vssbfp1@news1.Radix.Net> <6ecegr$3hb$1@nnrp1.dejanews.com>
Organization: Hamilton-Wentworth FreeNet
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <350a64eb.118756143@news.abs.net>, 'remove'tim_k@post2.com (Tim K.)
wrote:

>Face facts people. The Lynx, Jaguar, and ST were all better than their
>competition, yet all bombed. I got burnt a number of times by buying
>Atari. Don't get your hopes up for a new and improved anything with
>the Atari name.
~^~^~^

"The rise and fall, and rise and fall, and rise of Atari" ;)

CRACKERS
(never say die from hell!!!!!)

--

Accordionist - Wethifl Musician - Atari 2600 Collector | /\/\
NEW CrAB URL http://www.hwcn.org/~ad329/crab.html ***| \^^/
Bira Bira Devotee - FES Member - Samurai Pizza Cats Fan| =\/=

From 1431451709606631094
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: Dan Mazurowski <smedley.antispam@gte.net>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/14
Message-ID: <350B243F.167E@gte.net>#1/1
X-Deja-AN: 334128636
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e6v03ctm2@usenet41.supernews.com>
<Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>
<35096B42.2874@ticon.net> <3509EABB.E82B15BE@eclipse.net>
<3505A217.1BFD6F08@blkbox.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: WANTED: Bounty Bob for Atari 5200
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

djneo wrote:
>

> They should have just put it on ebay.
>

Good one! I'll be lauging my ass off for DAYS!!!

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

From 1934258859511606280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: Dan Mazurowski <smedley.antispam@gte.net>
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/14
Message-ID: <350B38FF.2781@gte.net>#1/1
X-Deja-AN: 334142943
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org>
Content-Type: text/plain; charset=us-ascii
Organization: WANTED: Bounty Bob for Atari 5200
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote:
>
> Speculation: (in order of likely-hood)
>
> 1) Hasbro plans to make a new toy that incorporates technology for which
> Atari owns the patent so they bought to Atari assets to avoid any lisencing

> difficulties.

Nah. Considering how desperate JTS is for cash, they could have gotten the license for said technology much cheaper.

>
> 2) Hasbro is only interested in the game franchises so that they can make
> games for other systems using Atari owned characters and lisences.

This sounds very likely. Regardless of what else Hasbro may do with the Atari properties, I am quite sure we'll see this.

>
> 3) Hasbro wants to enter the handheld game market and plans to rerelease
> the Lynx.

This also sounds possible to me. Purchasing Tiger shows they have an interest in the handheld market, and perhaps even gives them a plant or two to manufacture the Lynx in. Perhaps even the ability to fabricate their own LCD screens? Should bring down manufacturing costs considerably!

Wouldn't a faster, higher-resolution Lynx be cool? Woo-hoo! (Imagine a Lynx with a 320x200 screen, running at double the clock speed, with 3D support in hardware, and a built-in [or bundled] TV tuner, all for only $99. I like it!)

But man, I really hope they don't try to sell it as the Tiger Lynx! Yuck.

>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.

No way, they couldn't manufacture the Jaguar chep enough to really meet this price point. And the Jaguar's dated technology and poor reputation would really be unable to compete against the strong current market share of the PSX and N64. I love my Jaguar, but I'm afaid it is too dead for this.

>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.

Well, the Jaguar II design (AKA Project Midsummer) was completed, and was supposedly quite powerful. I believe the hardware could compete if they came up with some good software for it. But I would sooner bet that Hasbro is a Project X licensee then say they intend to revive the Midsummer architecture.

>
> Fantasy: (In order of what I'd most wish for)
>

> 1) Atari will be fully revived and once again take it's rightful place
> as a leader and innovator in the computer and video games industry.

Any notion of Hasbro putting the Atari logo on a piece of hardware
pretty much goes hand-in-hand with this one!

>
> 2) Hasbro wants to make a very cheap hand held game machine. What they
> make is actually a small, portable Atari 7800 with a built in backlit
> LCD screen. They rerelease the entire Atari catalogue of 7800 and 2600
> games which sell for 50 cents each and the hand held unit itself sells
> for under $30.

Never happen. And personally, I'd rather see the Lynx come back. Though
it would be cool to see a 2600/7800 emulator for the Lynx. You could
easily cram a couple dozen games on a single Lynx cart, along with the
emu software. (Hey, it could happen - the Lynx does have a 6502-based
CPU, after all!)

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

From -1325191935696931652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/14
Message-ID: <ICOTEDAPUP@data.rhein-main.de>#1/1
X-Deja-AN: 334179214
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <6eea78ejm1@nnrp1.dejanews.com>
MIME-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

In <6eea78ejm1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:

>Don't tell me that Hasbro is going to reintroduce the Jag console in it

>Peter S.

Sincflop?
Yeah, that's the voice how we are missing for some month!!
We can't live without your famous intelligence..

Back to the roots..

Regards, Robert

--

```
   ###   robscha@data.rhein-main.de      -= Home of DOITF030 =-
   ###   ___________________________________________________________
  # # #             F030-520ST-Jaguar-Mac Lynx I + II
 #  #  #    http://www.rhein-main.de/people/robert/homepage.htm
```


From 4909409497821116467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: robertm@jagunet.com (Rob Merritt)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/15
Message-ID: <350b1c48.3325037@news.jagunet.com>#1/1
X-Deja-AN: 334165233
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
Organization: jaguNET Access Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,rec.games.video.atari

robscha@data.rhein-main.de (Robert Schaffner) wrote:

>In <350a37df.1748172@news.jagunet.com> Rob Merritt wrote:
>
>>Hasbro isn't a stupid little company.
>
>That's exaclty what i think. Nobody spends $5Mio Dollar for nothing.
>I hope they are firm enough to use the technical base!

It would be fun to see them try the home computer/game computer
concept again using an upgrade of one of the Atari platforms. I doubt
its going to happen. We'll probably just see software and if we do see
hardware it'll be something new.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/
micro.html

From -6013713401359451504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/15
Message-ID: <6efq19$6t4@dfw-ixnews6.ix.netcom.com>#1/1
X-Deja-AN: 334182893
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <350B38FF.2781@gte.net>
Organization: Netcom
X-NETCOM-Date: Sat Mar 14 11:47:21 PM CST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <350B38FF.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
writes:

>
>Well, the Jaguar II design (AKA Project Midsummer) was completed, and
>was supposedly quite powerful. I believe the hardware could compete if
>they came up with some good software for it. But I would sooner bet
>that
>Hasbro is a Project X licensee then say they intend to revive the
>Midsummer architecture.
>
I heard somewhere that it could supposedly do 5,000,000 polygons a
second, which if true would make it plenty powerful.

From 708350782184541745
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
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X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: Hasbro/Atari Speculations/Fantasies
Date: 1998/03/15
Message-ID: <ICPFFCCFUP@data.rhein-main.de>#1/1
X-Deja-AN: 334185791
Content-Transfer-Encoding: 7bit
References: <6e6vfq$pv2$2@gte1.gte.net> <3506DA34.FB7D3F06@aol.com>
<6e6ol5$pn3$1@uuneo.neosoft.com> <7cCN.103$hW6.99365@newsgate.direct.ca>
<6e9mh1$i4a@james.hwcn.org> <6ea93r$hc2$1@nnrp1.dejanews.com>
<350a37df.1748172@news.jagunet.com> <ICOHAFATUP@data.rhein-main.de>
<350b1c48.3325037@news.jagunet.com>
MIME-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,rec.games.video.atari

In <350b1c48.3325037@news.jagunet.com> Rob Merritt wrote:

>It would be fun to see them try the home computer/game computer
>concept again using an upgrade of one of the Atari platforms. I doubt
>its going to happen. We'll probably just see software and if we do see
>hardware it'll be something new.

Well, i don't now..
We have to wait.

Two days ago i was suprised to read some messages about the deal.

It's realy great, the best message since lightyears.. :->

I don't like the tramiels.
(From the first day he put his thick fingers into atari)

Regards, Robert
--

```
   ###   robscha@data.rhein-main.de      -= Home of DOITF030 =-
   ###   ___________________________________________________________
  # # #             F030-520ST-Jaguar-Mac Lynx I + II
 #  #  #    http://www.rhein-main.de/people/robert/homepage.htm
```


From -5981471090570441135
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public

From: jmelbo@pressenter.com (Jon D. Melbo)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/15

Message-ID: <350d8956.37487194@news.pressenter.com>#1/1
X-Deja-AN: 334203561
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e6v03ctm2@usenet41.supernews.com>
<Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>
Content-Type: text/plain; charset=us-ascii
Organization: PressEnter
Mime-Version: 1.0
Reply-To: jmelbo@pressenter.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

On Thu, 12 Mar 1998 23:14:10 -0500, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>Wow... A once million dollar business, Atari has been sold for a mere
>$5,000 US... the once powerful dominator of the 80s video game industry
>has been reduced to $5,000... Do you know what Hasbro plans for the Atari
>Fuji symbol et al?

Here is a quote from the EDGAR system... "...for $5,000,000 in cash."
That sure looks like FIVE MILLION to me. I cut and pasted that so it
is not a typing error on my part.

*** Please make sure responses are also sent via email.

From 6360441679819109926
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the COOKIE
Date: 1998/03/15
Message-ID: <350d9317.6695998@news.demon.co.uk>#1/1
X-Deja-AN: 334221757
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <309_9803041305@conchbbs.com> <350a30e2.17530587@news.demon.co.uk>
<3506E669.429F@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 11 Mar 1998 20:30:50 +0100, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

```
>Guy Harrison wrote:
>> Out of interest, how does it cope with this sort if situation?
>>
>> main()
>> {register int i,j;
>>  register blah a[][],b[][]; /* whatever */
>>
>>  for (j = 0; j < jj; j += 1)    {
>>         for (i = 0; i < ii; i += 1)     {
>>                 a[i][j] = b[i][j]
>>                 foo();
>>         }
>>  }
>> }
>
>> I'm thinking of what PureC does with the register variables when it
>> has to call foo()?
>
```

```
>I didn't compile the stuff, but Pure C will allocate i and j in
>D3 and D4, a and b will go into A2 and A3, and for each a[][]=b[][]
>the whole adres calculation will be done in d0 and d1. As foo() will
>only distroy D0-D2 and A0-A1 there is no need for saving registers.
>
>Well, I did put it through PC:
```

I guess I'll have to run it through MWC now ;-)

```
>void foo(void)
>{
> (void) 0;/* whatever */
>}
>
>int main(void)
>{
>  register int i,j,jj,ii;
>  register int a[8][8],b[8][8]; /* whatever */
>  jj=8;
>  ii=8;
>  for (j = 0; j < jj; j += 1)
>  {
>   for (i = 0; i < ii; i += 1)
>   {
>     a[i][j] = b[i][j];
>     foo();
>    }
>  }
>  return 0;
>}
>
>; void foo(void)
>foo:
>     rts
>
>; int main(void)
>     movem.l d3-d6/a3,-(a7)
>     lea.l   -$100(a7),a7
>; jj=8
>     moveq   #$08,d3
>     move.w  d3,d4          ; this is ii=8
>; for (j=0; j<jj; j+=1)
>     clr.w   d5             ; j=0
>     lea     $80(a7),a3
>     bra.s   .label0
>; for (i=0; i<ii; i+=1)
>.loop0:
>     clr.w   d6;            ; i=0
>     bra.s   .label1
>; a[i][j] = b[i][j];
>.loop1:
>     move.w  d6,d0
>     lsl.w   #4,d0
```

```
>     move.w  d5,d1
>     add.w   d1,d1
>     add.w   d1,d0
>     move.w  d6,d2
>     lsl.w   #4,d2
>     add.w   d1,d2           ; surprising, it still knows
```

Yes, quite clever to remember that.

```
>     move.w  (a7,d0.w),(a3,d2.w)
>; foo();
>     bsr     foo
>; for (i=0; i<ii; i+=1)
>     addq.w  #1,d6
>label1:
>     cmp.w   d6,d4
>     bgt.s   .loop1
>; for (j=0; j<jj; j+=1)
>     addq.w  #1,d5
>.label0:
>     cmp.w   d5,d3
>     bgt.s   .loop0
>; return 0;
>     clr.w   d0
>     lea     $100(a7),a7
>     movem.l (a7)+,d3-d6/a3
>     rts
>
>> Mwc promptly stacks all the stuff it has in registers at foo() then
>> unstacks them when foo() returns, causing more overhead than if there
>> were no register variables used in the first place.
>
>Well, not so smart. Why saving all registers? Are they completely
>free in MWC functions?
```

Sorry. I meant that it stacks all the stuff it has in register variables before calling a function except that it behaved itself for this example!! See below however.

Hmm. Good job I ran it through Mwc. It won't let me bind any sort of array definition to a register - only references, thus I had to modify the above slightly to ...

```
foo()
{
}

bob(a,b)
register int a[8][8],b[8][8];
{register int i,j,ii,jj;

 /* rest unchanged */
}
```

```
main()
{int a[8][8],b[8][8];

 bob(a,b);
}
```

... so Mwc hasn't got the brains to use spare registers to hold the base addresses for a and b. This tallies with what I meant below. I haven't posted the Mwc assembly code 'cos it's not comparing like with like any more. :-(

>> I read somewhere that modern compilers tend to ignore all the
>> programmer's register variable declarations because, as you said, they
>> can do better.
>
>Pure C does AFAIK.
>
>> >Just remember that arrays,
>> >structures and unions will always be treated as volatile.
>>
>> I take it that is part of the definition of C? I was aware that Mwc
>> does this but never thought about it in its wider context.
>
>Not AFAIK.

Well I had just assumed it was because Mwc was old and not too good on optimisation although I was thinking of the base address rather than the accesses to array contents when I asked the above (none too clearly). I'm amazed I forgot Mwc can't bind registers to arrays but then again I have forgotten even more fundamental things in the past. I picked a really lousy example from the Mwc point of view!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2856902542529817092
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the COOKIE
Date: 1998/03/15
Message-ID: <350ea0ad.10173779@news.demon.co.uk>#1/1
X-Deja-AN: 334221758
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]

References: <44b_9803111449@conchbbs.com>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 11 Mar 98 12:00:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

```
>void foo(void) {return;}
>
>main()
> {
> register int i,j;
> register long a[4][4],b[4][4];
>
> for (j = 0; j < 4; j += 1) {
>  for (i = 0; i < 4; i += 1) {
>   a[i][j] = b[i][j];
>   foo();
>   }
>  }
> return(0);
> }
>
```

>I've never defined a register array before, but I assume that what
>it does is assign an address register to the array address, rather
>than attempt to define a data register to every element.

It should but I've just (re)discovered a bit of a problem with MWC - it doesn't let you bind an array definition to a register. It'll let you bind an array reference of course as this is simply a pointer, rather than an offset and a pointer which is required for the definition. Having said that, there is no reason why it could not use spare address registers when available but it doesn't.

>You get the exact same code in the above example with or without
>using register variables. Removing the call to foo() only changes
>the use of A3 to A1 (Pure C requires that functions preserve A2-A7
>and D3-D7).

Is A2 a typo for A3? Otherwise if PureC called an MWC compiled function things could go bad as MWC preserves D3-D7/A3-A7.

>However, I have found cases where adding register variables does
>make a difference, so Pure C doesn't totally ignore the "register"
>keyword. It only comes into play when you start running out of
>registers.

I see.

>> Just remember that arrays, structures and unions will always

>> be treated as volatile.
>
>g > I take it that is part of the definition of C? I was aware
>g > that Mwc does this but never thought about it in its wider
>g > context.
>
>Beats the heck out of me. But since all have defined relationships
>between their components wrt their locations in RAM, one could get
>into big trouble if the value in RAM was not kept current. So the
>compiler might as well treat them as volatile and avoid possible
>bugs.

Ah. I thought you meant the base addresses (or pointers), not their
contents. Hmm, I can't think of any advantage to the contents being
volatile - the reverse actually! Have you got one in mind? I must
admit to a posessing a distinct aversion to the volatile keyword so
make it a good one! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4704966989475869315
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Compiler
Date: 1998/03/15
Message-ID: <350fa72d.11837912@news.demon.co.uk>#1/1
X-Deja-AN: 334221759
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <1998022719404880956@zetnet.co.uk>
<34fb7fa7.4899645@news.demon.co.uk> <01bd44b8$f90a1260$160844c3@p-d-mou>
<34fe573c.3392688@news.demon.co.uk> <6e61oi$t72@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 11 Mar 1998 12:57:54 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>

>: >if you want to know the structure of video
>: >memories on different machines/cards it's
>: >not difficult,there is Atari and Non-atari,
>: >atari modes are bit-planed and others
>: >are not...for example 16 colors on video
>: >cards (specktrum,etc...) is organised 2
>: >pixels per byte, and like any PC cards
>: >the truecolor modes are ordered B/V/R
>
>: BVR? I can't think offhand what this means but I guess it means
>: "luminance, saturation and hue" iyswim?
>
>No, 'V' simply stands for "Vert", which is French for "Green", so
>should actually be 'G' in English. You'd get BGR, which is RGB in
>Intel-mode. Had to read a lot of French or French-English translated
>in the past. :-)

Aha. That makes things a bit clearer!!

>I'm curious though, would the 2 pixel per byte 4 bp mode register as
>a Non-atari bitplane mode? (when inquired from the VDI)

I have absolutely no idea. I consider the vdi to be what it's name
suggests, a virtual device. All I care about is the screen width and
height and how many colours it can display. The only time I've ever
enquired the number of bitplanes is when allocating memory to make
copies of the screen.

>: >then,all the rest is easy,the only thing
>: >to really take care is the palette order,
>: >but everyone knows how to translate
>: >Vdi index into Hard index, don't you ??
>
>: I might but then again I might not. I understand the relationship for
>: 16 colours and less, but have no idea one way or the other if it holds
>: true for 256 colours.
>
>There should be an NVDI call for this, IIRC. There is also a somewhat more
>primitive method. It was discussed in a thread last year...

I would hope (and expect) the first 16 colours of a 256 colour display
to match the 16 colours used on a 16 colour display, just as the first
four of the 16 colour display match those of the 4 colour display,
which in turn match the monochrome disply iyswim. ;-)

>: Thanks for the offer but it was the desire to avoid going into this
>: sort of detail that prompted me to request a resource file. <G>
>: As it happens, no-one has obliged by sending me one so it looks like
>: people are more interested in debating the subject than actually doing
>: anything about it!
>
>What resource file was that?

It was simply to animate a couple of icons to test some theories
people have been discussing about animation using the vdi. Not
important now as I just drew a red "sprite" with v_bar() because the
animation routines are (hopefully) resolution independant. The
bottleneck will obviously be on STF machines.

>I skipped large parts of this thread,
>coz' I hadn't read it for three weeks. Was about 300 messages to plow
>though... :(

I know what you mean. It is bad enough getting behind but worse is you
can't remember what is going on and have to read and re-read stuff you
wouldn't have needed to otherwise (or bin it all and join in the new
threads).

Such is life! ;-|

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2646835629317340834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Compiler
Date: 1998/03/15
Message-ID: <3510abd0.13024358@news.demon.co.uk>#1/1
X-Deja-AN: 334221760
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34d4df77.10153750@news.demon.co.uk>
<6d61pa$7q0$1@nyheter.chalmers.se> <1998022719404880956@zetnet.co.uk>
<34fb7fa7.4899645@news.demon.co.uk> <6e0dcelh1@nyheter.chalmers.se>
<35072d89.16673204@news.demon.co.uk> <1998031120143580956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 11 Mar 1998 20:14:35 GMT, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>> >If the destination screen is in the same colour mode, just another
>> >resolution, there already is a VDI function that can do such a blit.
>> >Just give it a properly set up MFBD and blit away.

>>
>> It should work with STOS. I assume it writes directly to the screen
>> thus the vdi should have no trouble in this respect as it would be low
>> medium or high rez.
>
>It depends what you mean by STOS... The original STOS graphics routines
>(line, box, that sort of thing) use line-a. All extensions, and I
>believe the original STOS sprite routines all write directly to screen
>memory.

Both should be fine as the end result is an ST screen. The screen
which you normally see when playing the game would not actually be
visible but STOS would not know that. Regular calls could be made to
copy/translate it to the current display by the host machine.

>> >>hard part would be for the Gem application to get at information it
>> >>requires and to prevent STOS making machine specific calls. This would
>> >>require an STOS extention, preferably where STOS only makes info
>> >>available to the Gem application, not where STOS has to obtain
>> >
>> >How does STOS switch screens as it is?
>>
>> Anthony will have to answer this although I suspect all it does is
>> fiddle with the physical screen base.
>
>I am not 100% certain on this, but I believe that it does it by directly
>accessing the physbase register (not sure though). Still, wouldn't be
>that hard to search through it and replace accesses to these regs with
>another (cleaner) routine...

Such as Setscrn() which could then be trapped by the host machine so
it could cleanly keep track of which screen STOS is currently using as
its visible screen.

>> >Couldn't you 'just' replace the switch call with a 'blit to GEM window'
>> >call?
>>
>> Hopefully!
>
>Maybe, although I've found that STOS does some *very* strange things to
>GEM.

These would have to be addressed of course.

>Before something like this could actually be put into practice (for
>STOS) you would probably have to re-write a chunk of memory-management
>routines (it [wrongly] assumes it can use any RAM from the end of the
>executable to the end of RAM).

Perhaps this can be solved by the host again - simply by having it
load the game high up in memory so that the lower remains unused?

>There are other issues that come into

>play when dealing with STOS...

No doubt. :-)

Basically the idea is to make it self contained. Visualise it as
getting to a point where STOS will run happily in its own little
cacoon without upsetting the host. If that is possible without making
so many changes as to affect ST games then figure out the i/o.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5355705881698300257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/11
Message-ID: <35069046.938E35AA@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 332966772
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<6d0mqsiuv4@news.emw.ericsson.se> <6d440dhat1@ratatosk.uio.no>
<6e5snn$t72@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 889622538 10260 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Levien van Zon wrote:
>
> Petter Toneff (pettert@notam.uio.no) wrote:
>
> : There's a good breakout at:
> : ftp.uni-regensburg.de/pub/freeware/software/atari/falcon/games/
> : walz_201.zip
>
> : Runs in a gem window, but Falcon only, I think - the colors are
> : corrupted on my TT/Cr.dots.
>
> Runs in a window on resolutions >320x200. Works on ST's as well IIRC...

Hmmm... looks like the complete atari directory is gone!

Anyone who could mail this program to me? Please...

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 5371442926693517874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Compiler
Date: 1998/03/11
Message-ID: <6e62q4$t72@balaena.bio.vu.nl>#1/1
X-Deja-AN: 332966773
References: <34d4df77.10153750@news.demon.co.uk>
<6do9p5$i3i$1@news.emw.ericsson.se>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg (magnus.kollberg**@**emw.ericsson.se) wrote:

: Talking about VBLs, will you even have a correct VBL with a graphics
: card?
: I can't imagine that the Nova card can provide a true VBL, or can it? I
: would guess that you will get the "old" VBL and not the VBL from the
: Nova card.

Wasn't there some kind of "VBL emulation" on the Falcon as well?

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I'll rob that rich person and give it to some poor deserving slob.
That will *prove* I'm Robin Hood."
-- Daffy Duck, "Robin Hood Daffy", [1958, Chuck Jones]

From 9121615891929374628
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038

X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Compiler
Date: 1998/03/11
Message-ID: <6e62gc$t72@balaena.bio.vu.nl>#1/1
X-Deja-AN: 332966774
References: <34d4df77.10153750@news.demon.co.uk> <34FEE4DE.6D4@mst.tn.utwente.nl>
<1998030520573780956@zetnet.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Anthony Jacques (jacquesa@zetnet.co.uk) wrote:

: > TT VGA is 60Hz.

: I think the Falcon's VGA is 70Hz (well, maybe not, as everything is different,
: but official "vga" is 73.xHz, IIRC...)

The VGA reate can be anything your monitor and video hardware can handle...
IIRC "standard" VGA is something like 65 Hz, it flickers like hell.
(You'd be surprised at how many PC owners leave their video settings
at standard VGA, while having hardware capable of at least 90 Hz!)
Standard SVGA might be the 73.xHz you mentioned, I don't know about that.
I myself use 78Hz on my Falcon...

: As Peter is fond of saying, there should be no problem doing this
: on a 100Mhz 060.

Can a 060 do 100Mhz?

: > you have to program directly on the hardware with all tricks you can
: > find otherwise the game will be too slow.

: Well said.

Indeed...

: PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...

That desperate, eh?

-=El V.

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

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-- Daffy Duck, "Robin Hood Daffy", [1958, Chuck Jones]

From -8408274232814289823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: Curt Vendel <cvendel@aol.com>
Subject: Atari Has been Sold (100% Facts)
Date: 1998/03/11
Message-ID: <3506DA34.FB7D3F06@aol.com>#1/1
X-Deja-AN: 333058130
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Distribution: world
Content-Type: text/plain; charset=us-ascii
Organization: The Atari Prototypes Site: www.atari.nu
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Hello to all,

I was given an email earlier this morning from an individual who gave me a link for the Techstocks website, within the website it reference that JTS had filed an 8K form for the sale of assets, specifically Atari to Hasbro Interactive.

I decided the only way to know for sure if this was fact or fiction was to go to the source, since JTS is a publicly traded I went to the SEC site at www.sec.gov

So go to www.sec.gov, go to the Edgar Archives, select 8K and type in JTS for the ticker and Viola!!! You get for February 23, 1998 the sale of most Atari assests to
Hasbro for (GET THIS!!!) only $5,000,00!!!

Its real, its true and its official, Atari has been

sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Curt Vendel
Atari Prototypes & Vaporwares Site
www.atari.nu

From -4505882390370879753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: jdfix@thompson-grp.ns.com (Joe Fix)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/11
Message-ID: <6e6ol5$pn3$1@uuneo.neosoft.com>#1/1
X-Deja-AN: 333069254
References: <3506DA34.FB7D3F06@aol.com>
Distribution: world
Organization: TPG
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In article <3506DA34.FB7D3F06@aol.com>, cvendel@aol.com says...
>
>Hello to all,

>Its real, its true and its official, Atari has been
>sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
>
>Curt Vendel
>Atari Prototypes & Vaporwares Site
>www.atari.nu

Here is the link, if you're interested:

http://www.sec.gov/Archives/edgar/data/941167/0001047469-98-009085.txt

-Joe

From -2696499757114039790
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Molesting the COOKIE
Date: 1998/03/11
Message-ID: <3506E669.429F@mst.tn.utwente.nl>#1/1
X-Deja-AN: 333069255
Content-Transfer-Encoding: 7bit
References: <309_9803041305@conchbbs.com> <350a30e2.17530587@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

```
> Out of interest, how does it cope with this sort if situation?
>
> main()
> {register int i,j;
>  register blah a[][],b[][]; /* whatever */
>
>  for (j = 0; j < jj; j += 1)    {
>         for (i = 0; i < ii; i += 1)     {
>                 a[i][j] = b[i][j]
>                 foo();
>         }
>  }
> }
```

> I'm thinking of what PureC does with the register variables when it
> has to call foo()?

I didn't compile the stuff, but Pure C will allocate i and j in
D3 and D4, a and b will go into A2 and A3, and for each a[][]=b[][]
the whole adres calculation will be done in d0 and d1. As foo() will
only distroy D0-D2 and A0-A1 there is no need for saving registers.

Well, I did put it through PC:

```
void foo(void)
{
 (void) 0;/* whatever */
}

int main(void)
{
  register int i,j,jj,ii;
  register int a[8][8],b[8][8]; /* whatever */
  jj=8;
  ii=8;
  for (j = 0; j < jj; j += 1)
  {
   for (i = 0; i < ii; i += 1)
   {
     a[i][j] = b[i][j];
     foo();
    }
  }
  return 0;
}

; void foo(void)
foo:
     rts

; int main(void)
     movem.l d3-d6/a3,-(a7)
     lea.l   -$100(a7),a7
; jj=8
     moveq   #$08,d3
     move.w  d3,d4          ; this is ii=8
; for (j=0; j<jj; j+=1)
     clr.w   d5             ; j=0
     lea     $80(a7),a3
     bra.s   .label0
; for (i=0; i<ii; i+=1)
.loop0:
     clr.w   d6;            ; i=0
     bra.s   .label1
; a[i][j] = b[i][j];
.loop1:
     move.w  d6,d0
     lsl.w   #4,d0
     move.w  d5,d1
     add.w   d1,d1
     add.w   d1,d0
     move.w  d6,d2
     lsl.w   #4,d2
     add.w   d1,d2           ; surprising, it still knows
     move.w  (a7,d0.w),(a3,d2.w)
; foo();
     bsr     foo
```

```
; for (i=0; i<ii; i+=1)
     addq.w  #1,d6
label1:
     cmp.w   d6,d4
     bgt.s   .loop1
; for (j=0; j<jj; j+=1)
     addq.w  #1,d5
.label0:
     cmp.w   d5,d3
     bgt.s   .loop0
; return 0;
     clr.w   d0
     lea     $100(a7),a7
     movem.l (a7)+,d3-d6/a3
     rts
```

> Mwc promptly stacks all the stuff it has in registers at foo() then
> unstacks them when foo() returns, causing more overhead than if there
> were no register variables used in the first place.

Well, not so smart. Why saving all registers? Are they completely
free in MWC functions?

> I read somewhere that modern compilers tend to ignore all the
> programmer's register variable declarations because, as you said, they
> can do better.

Pure C does AFAIK.

> >Just remember that arrays,
> >structures and unions will always be treated as volatile.
>
> I take it that is part of the definition of C? I was aware that Mwc
> does this but never thought about it in its wider context.

Not AFAIK.

Bye, Hans

From -5854866343187863879
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
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X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: "Siren" <beruche@concentric.net>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/11
Message-ID: <7cCN.103$hW6.99365@newsgate.direct.ca>#1/1
X-Deja-AN: 333080281
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
NNTP-Posting-Date: Wed, 11 Mar 1998 12:09:39 PST
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

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>

You know, I've seen some trades that are that complicated. o.o;

- Siren

From 125821676450641087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/03/11
Message-ID: <1998031120104680956@zetnet.co.uk>#1/1
X-Deja-AN: 333085751
References: <34d4df77.10153750@news.demon.co.uk> <34FEE4DE.6D4@mst.tn.utwente.nl>
<1998030520573780956@zetnet.co.uk> <6e62gc$t72@balaena.bio.vu.nl>
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> (You'd be surprised at how many PC owners leave their video settings
> at standard VGA, while having hardware capable of at least 90 Hz!)

Heehe yea.. :-)

> Standard SVGA might be the 73.xHz you mentioned, I don't know about that.
> I myself use 78Hz on my Falcon...

I cannot for the life of me remember where I got it from, but I'm sure
I heard that figure somewhere :-)

Maybe its just my memory...

> : As Peter is fond of saying, there should be no problem doing this
> : on a 100Mhz 060.
>
> Can a 060 do 100Mhz?

I assume so, as thats what Peter keeps quoting (isn't it double-clocked 50Mhz?)

> : PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
>
> That desperate, eh?

You haven't read the update then, I take it.

I have been *seriously* questioning whether to stay with the Atari,
or to jump ship, and wanted to know peoples opinions on the subject...
I am still interested in comments, although I have 99% decided which
route to go...

Anthony
--
PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...


```
----------------------------------------+-------------------------------
Anthony Jacques           IRC: AnthonyJ |
                                        | Please read the latest update
jacquesa@zetnet.co.uk                   | to my WWW pages and comment...
http://www.users.zetnet.co.uk/jacquesa/ |
----------------------------------------+-------------------------------
```


From 5710344211738629849
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/03/11
Message-ID: <1998031120143580956@zetnet.co.uk>#1/1
X-Deja-AN: 333085752
References: <34d4df77.10153750@news.demon.co.uk>
<6d61pa$7q0$1@nyheter.chalmers.se> <1998022719404880956@zetnet.co.uk>
<34fb7fa7.4899645@news.demon.co.uk> <6e0dcelh1@nyheter.chalmers.se>
<35072d89.16673204@news.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

> >If the destination screen is in the same colour mode, just another
> >resolution, there already is a VDI function that can do such a blit.
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> thus the vdi should have no trouble in this respect as it would be low
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It depends what you mean by STOS... The original STOS graphics routines (line, box, that sort of thing) use line-a. All extensions, and I believe the original STOS sprite routines all write directly to screen memory.

> >>hard part would be for the Gem application to get at information it
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> >How does STOS switch screens as it is?
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I am not 100% certain on this, but I believe that it does it by directly accessing the physbase register (not sure though). Still, wouldn't be that hard to search through it and replace accesses to these regs with another (cleaner) routine...

> >Couldn't you 'just' replace the switch call with a 'blit to GEM window'
> >call?
>
> Hopefully!

Maybe, although I've found that STOS does some *very* strange things to GEM. Before something like this could actually be put into practice (for STOS) you would probably have to re-write a chunk of memory-management routines (it [wrongly] assumes it can use any RAM from the end of the executable to the end of RAM). There are other issues that come into play when dealing with STOS...

Anthony

--
PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
----------+----------
Anthony Jacques IRC: AnthonyJ |
| Please read the latest update
jacquesa@zetnet.co.uk | to my WWW pages and comment...
http://www.users.zetnet.co.uk/jacquesa/ |
----------+----------

From -3017091878476075589
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Molesting the COOKIE
Date: 1998/03/11
Message-ID: <44b_9803111449@conchbbs.com>#1/1
X-Deja-AN: 333092161
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

```
void foo(void) {return;}

main()
 {
 register int i,j;
 register long a[4][4],b[4][4];

 for (j = 0; j < 4; j += 1) {
  for (i = 0; i < 4; i += 1) {
   a[i][j] = b[i][j];
   foo();
   }
  }
 return(0);
 }
```

I've never defined a register array before, but I assume that what it does is assign an address register to the array address, rather than attempt to define a data register to every element.

You get the exact same code in the above example with or without using register variables. Removing the call to foo() only changes the use of A3 to A1 (Pure C requires that functions preserve A2-A7 and D3-D7).

However, I have found cases where adding register variables does

make a difference, so Pure C doesn't totally ignore the "register" keyword. It only comes into play when you start running out of registers.

> Just remember that arrays, structures and unions will always
> be treated as volatile.

g > I take it that is part of the definition of C? I was aware
g > that Mwc does this but never thought about it in its wider
g > context.

Beats the heck out of me. But since all have defined relationships between their components wrt their locations in RAM, one could get into big trouble if the value in RAM was not kept current. So the compiler might as well treat them as volatile and avoid possible bugs.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 1630275657911076134
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Cool! Now A toy company(Hasbro) owns Atari!!!

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From: tom_cody@one.net (tom cody)
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<7cCN.103$hW6.99365@newsgate.direct.ca>
X-Complaints-To: newsabuse@supernews.com
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Organization: All USENET -- http://www.Supernews.com
Newsgroups:
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PUBLIC DOCUMENT COUNT: 2
CONFORMED PERIOD OF REPORT: 19980223
ITEM INFORMATION:
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FILED AS OF DATE: 19980309
SROS: NASD

FILER:

COMPANY DATA:
COMPANY CONFORMED NAME: JTS CORP
CENTRAL INDEX KEY: 0000941167
STANDARD INDUSTRIAL CLASSIFICATION: COMPUTER STORAGE DEVICES [3572]
IRS NUMBER: 770364572
FISCAL YEAR END: 0202

FILING VALUES:
FORM TYPE: 8-K
SEC ACT:
SEC FILE NUMBER: 001-14442
FILM NUMBER: 98560313

BUSINESS ADDRESS:
STREET 1: 166 BAYPOINTE PARKWAY
CITY: SAN JOSE
STATE: CA
ZIP: 95134
BUSINESS PHONE: 4084681800

FORMER COMPANY:
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SECURITIES AND EXCHANGE COMMISSION
WASHINGTON, D.C. 20549

FORM 8-K

CURRENT REPORT PURSUANT TO SECTION 13 OR 15(D) OF THE
SECURITIES EXCHANGE ACT OF 1934

DATE OF REPORT
(DATE OF EARLIEST EVENT REPORTED)

FEBRUARY 23, 1998

JTS CORPORATION
(EXACT NAME OF REGISTRANT AS SPECIFIED IN ITS CHARTER)

DELAWARE	COMMISSION FILE NUMBER	77-0364572
(STATE OR OTHER JURISDICTION OF INCORPORATION OR ORGANIZATION)	0-21085	(IRS EMPLOYER IDENTIFICATION NO.)

166 BAYPOINTE PARKWAY, SAN JOSE, CA 95134
(ADDRESS OF PRINCIPAL EXECUTIVE OFFICES, INCLUDING ZIP CODE)

(408) 468-1800
(REGISTRANT'S TELEPHONE NUMBER, INCLUDING AREA CODE)

-

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-

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Item 2. Acquisition or Disposition of Assets.
- ---

On February 23, 1998, JTS Corporation (the "Company") sold substantially all of the assets of the Company's Atari Division, consisting primarily of Atari home computer games and the intellectual property rights and license agreements associated with such games (the "Atari Assets"), to HIACXI, Corp. ("HIAC"), a

wholly-owned subsidiary of Hasbro Interactive, Inc., for $5,000,000 in cash. The purchase price was determined based upon arm's-length negotiations between the Company and HIAC. The Atari Assets were acquired by the Company in July 1996 when the Company merged with Atari Corporation. There is no material relationship between HIAC and the Company, any of its affiliates, any director or officer of the Company, or any associate of any such director or officer.

Item 7. Financial Statements and Exhibits.

(a) Financial statements of business acquired.

Not applicable.

(b) Pro forma financial information.

Unaudited Pro Forma Condensed Combined Financial Statements of the Company.

(c) Exhibits

99.1 Asset Purchase Agreement, dated February 23, 1998, between the Company and HIAC.

SIGNATURES

Pursuant to the requirements of the Securities Exchange Act of 1934, JTS Corporation has duly caused this report to be signed on its behalf by the undersigned hereunto duly authorized.

JTS CORPORATION

Date: March 9, 1998

BY /s/ Joseph Prezioso

Joseph Prezioso
Chief Financial Officer

<PAGE>

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED FINANCIAL STATEMENTS

The following unaudited pro forma condensed financial statements give effect to the disposition of the Atari Division which was consummated on February 23, 1998. The accompanying pro forma condensed balance sheet as of November 2, 1997 assumes that the disposition of the Atari Division by the Company took place on November 2, 1997. The accompanying pro forma condensed statements of operations for the year ended February 2, 1997 and the nine months ended November 2, 1997 assumes that the disposition took place as of the beginning of the periods. The pro forma condensed statements of operations do not include the effect of any nonrecurring charges directly attributable to the disposition. The results are not necessarily indicative of what would have occurred had the disposition actually been made at the beginning of each of the respective periods presented or of future operations of the Company.

<PAGE>

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED BALANCE SHEET
(IN THOUSANDS)

<TABLE>
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AS OF NOVEMBER 2, 1997

HISTORICAL JTS	PRO FORMA ADJUSTMENTS	PRO FORMA
<S>		
<C>	<C>	<C>
	ASSETS	
CURRENT ASSETS:		
Cash, and cash equivalents and restricted cash.		
$ 1,986	5,000 (b)	$ 6,986
Trade and other receivable.		
6,644		6,644
Inventories		
7,463		7,463
Prepaid and other current assets.		
1,006		1,006
Total current assets		
17,099		22,099

EQUIPMENT AND LEASEHOLD IMPROVEMENTS, NET . . . . . .
26,440 26,440
OTHER INTANGIBLES . . . . . .
383 383

TOTAL . . . . . .
43,922 48,922

LIABILITIES AND STOCKHOLDERS' DEFICIT

CURRENT LIABILITIES:
Bank line of credit and short-term borrowing. . . . . .
$ 8,833 $ 8,833
Accounts payable -- Trade . . . . . .
60,553 60,553
Accrued liabilities . . . . . .
23,836 23,836
Current portion of capitalized lease obligations and long-term debt . .
3,152 3,152

Total current liabilities . . . . . .
96,374 96,374
LONG-TERM LIABILITES. . . . . .
52,305 52,305
STOCKHOLDERS' DEFICIT:
Preferred stock. . . . . .
-- --
Common stock . . . . . .
165 165
Additional paid-in capital. . . . . .
364,317 364,317
Notes receivable from stockholders. . . . . .
(2,460) (2,460)
Accumulated deficit . . . . . .
(466,779) 5,000 (b) (461,779)

Total Stockholders Equity. . . . . .
(104,757) (99,757)

TOTAL. . . . . .
43,922 48,922

</TABLE>

See notes to unaudited pro forma condensed financial statements.

<PAGE>

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED STATEMENT OF OPERATIONS
(IN THOUSANDS, EXCEPT PER SHARE DATA)

<TABLE>
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	FOR THE NINE MONTHS ENDED NOVEMBER 2, 1997		
	HISTORICAL JTS	PRO FORMA ADJUSTMENTS	PRO FORMA
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REVENUES	125,806	(1,689)(a)	124,117
COST OF SALES	(174,092)		(174,092)
GROSS MARGIN (DEFICIT)	(48,286)		(49,975)
OPERATING EXPENSES:			
Write off of in process R&D	(38,008)		(38,008)
Research and development	(15,880)		(15,880)
Selling, general and administrative	(17,488)	879 (a)	(16,609)
Amortisation of existing technology & goodwill	(2,388)		(2,388)
OPERATING LOSS	(122,050)		(122,860)
OTHER INCOME (EXPENSE):			
Interest expense	(6,038)		(6,038)
Other, net	(2,566)	5,000 (b)	2,433
NET LOSS	(130,654)		(126,464)
Dividends	(975)		(975)
NET LOSS ATTRIBUTABLE TO COMMON STOCKHOLDERS	(131,629)		(127,439)
NET LOSS PER COMMON SHARE	$ (1.04)		$ (1.01)
SHARES USED IN COMPUTING NET LOSS PER SHARE	126,429		126,429

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See notes to unaudited pro forma condensed financial statements.

<PAGE>

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION
NOTES TO UNAUDITED PRO FORMA CONDENSED FINANCIAL STATEMENTS

NOTE 1.

The disposition of the Atari Division assets was effective February 23, 1998. These pro forma condensed financial statements illustrate the impact on the nine months ended November 2, 1997 as if the disposition occurred on November 2, 1997 for the pro forma condensed balance sheet and as at February 2, 1997 for the pro forma condensed statement of operations.

NOTE 2. PRO FORMA ADJUSTMENTS

Certain pro forma adjustments have been made to the accompanying pro forma
condensed balance sheet and statement of operations as described below:

(a) Elimination of the revenue and expenses for the Atari Division.

(b) Reflects the profit on disposal of the Atari Assets.

<PAGE>

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED STATEMENT OF OPERATIONS
(IN THOUSANDS, EXCEPT PER SHARE DATA)

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FOR
THE YEAR ENDED FEBRUARY 2, 1997

	HISTORICAL JTS	PRO FORMA ADJUSTMENTS	PRO FORMA
<S>	<C>	<C>	<C>
REVENUES.....	90,530	(4,479)(a)	86,051

COST OF SALES	5,655 (a)	(94,673)	(100,328)
GROSS MARGIN (DEFICIT)		(8,622)	(9,798)
OPERATING EXPENSES:			
Write off of in process R&D		(110,012)	(110,012)
Research and development	679 (a)	(12,170)	(12,849)
Selling, general and administrative	3,647 (a)	(9,420)	(13,067)
Amortization of existing technology & goodwill		(3,923)	(3,923)
OPERATING LOSS		(144,147)	(149,649)
OTHER INCOME (EXPENSE):			
Interest expense		(3,545)	(3,545)
Other, net	5,000 (b)	1,564	699
	(4,135)(a)		
NET LOSS		(146,128)	(152,495)
DIVIDENDS		(227)	(227)
NET LOSS ATTRIBUTABLE TO COMMON STOCKHOLDERS		(146,355)	(152,722)
NET LOSS PER COMMON SHARE		$ (1.74)	$ (1.81)
SHARES USED IN COMPUTING NET LOSS PER SHARE		84,322	84,322

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See notes to unaudited pro forma condensed financial statements.

<PAGE>

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION
NOTES TO UNAUDITED PRO FORMA CONDENSED FINANCIAL STATEMENTS

NOTE 1.

The disposition of the Atari Division assets was effective February 23, 1998. These pro forma condensed financial statements illustrate the impact on the year ended February 2, 1997 as if the disposal occurred at the beginning of
the period.

NOTE 2. PRO FORMA ADJUSTMENTS

Certain pro forma adjustments have been made to the accompanying pro forma
condensed balance sheet and statement of operations as described below:

(a) Elimination of the Atari Division revenue and associated cost of sales and expenses from the 1997 results.

(b) Reflects the gain on sale of the Atari Assets.

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Exhibit 99.1

ASSET PURCHASE AGREEMENT

THIS ASSET PURCHASE AGREEMENT (THIS "AGREEMENT") IS ENTERED INTO ON FEBRUARY 23, 1998, BY HIAC XI, CORP., A DELAWARE CORPORATION ("BUYER"), AND JTS
CORPORATION, A DELAWARE CORPORATION ("SELLER").

RECITALS

This Agreement contemplates a transaction in which Buyer shall purchase

certain assets (and assume certain future obligations) of Seller in return for the consideration described herein. Buyer is a wholly-owned subsidiary of Hasbro Interactive, Inc.

NOW, THEREFORE, the parties, intending to be legally bound, hereby agree as
follows:

I. CERTAIN DEFINITIONS. As used in this Agreement, the following terms have the meaning given to them below:

"Acquired Assets" means the following assets of Seller:

A. All right, title and interest in and to the Seller's Products;

A. All Intellectual Property associated with the Seller's Products,
including the Intellectual Property identified on SCHEDULE 1, and remedies past
and future against infringements thereof and rights to protection of interest therein;

A. The license agreements listed on SCHEDULE 2 (the "License Agreements");

(d) All of Seller's claims, causes of action, choses in action, rights of recovery, set-off and recoupment relating to or arising out of any right, property or asset included in the Acquired Assets; and

(e) all business and financial records, books, files, plans, documents, correspondence, lists, drawings, notebooks, specifications, creative
materials, advertising and promotional materials, marketing materials, studies and reports of Seller, whether written or electronically stored or otherwise recorded if, and only to the extent, that such foregoing items relate to the Acquired Assets (not including the items of this clause (e) for these purposes)
or Assumed Liabilities (subject to Section 5(b)).

Notwithstanding the foregoing, the Acquired Assets shall not include the Excluded Assets.

<PAGE>

"Assumed Liabilities" means only liabilities and obligations arising after the Closing under each License Agreement actually assigned to Buyer pursuant to this Agreement.

"Atari Hardware Platforms" means the following hardware platforms: Atari 2600, 5200, 7800, Lynx hand-held and Jaguar game system hardware, Atari 800, ST and Falcon 030 computer family hardware, TOS operating system, 8-bit operating system, and Portfolio palmtop computer.

"Excluded Assets" means the following assets:

(a) inventory, receivables, furniture, fixtures and equipment;

(b) any tax assets of Seller, including pre-paid taxes, tax credits and tax carryovers;

(c) all tax returns and tax records whether or not related to the Acquired Assets;

(d) the $45,000 balance of the royalty guarantee owed to Seller on December 31, 1997 by Interplay Productions, Inc. under Amendment One to the Game License Agreement dated July 29, 1996, between Atari Corporation and Interplay Productions, Inc. and as otherwise identified in SCHEDULE 3;

(e) software developed by or for Seller or its predecessor under license of intellectual property rights from a third party or third parties for use on the Atari Hardware Platforms to the extent that such software is not related to or associated with any of the trademarks and copyrights set forth in SCHEDULE 1 or any of the game titles set forth in SCHEDULE 3;

(f) Hardware embodying Intellectual Property (other than Seller's Intellectual Property) that is licensed from third Persons.

(g) all assets associated with or related to Seller's disk drive business.

"Hardware" means equipment, components, circuitry, integrated circuits, processors, casings, layouts (including synthesizable code), mask works, manufacturing data, and all designs, schematics, tooling, formulae, processes, and know how therefor (whether or not any such items are presently embodied in physical components) and related Intellectual Property.

"Intellectual Property" means any or all of the following and all statutory and/or common law rights throughout the world in, arising out of, or associated therewith: (i) all patents and applications therefor and all reissues, divisions, renewals, extensions, provisionals, continuations and continuations-in-part thereof; (ii) all inventions (whether patentable or not), invention disclosures and improvements, all trade

<PAGE>

secrets, proprietary information, know-how and technology; (iii) all works of authorship, "moral rights", copyrights (including derivative works thereof), mask works, copyright and mask work registrations and applications; (iv) all industrial designs and any registrations and applications therefor; (v) all trade names, logos, trademarks and service marks, trademark and service mark registrations and applications together with the good will of the business symbolized by the names and the marks; (vi) all computer software including

all
source code, object code, firmware, development tools, files, records and data,
all media on which any of the foregoing is recorded; (vii) Uniform Resource Locators, World Wide Web site addresses and domain names; (viii) any similar, corresponding or equivalent rights to any of the foregoing; (ix) all documentation related to any of the foregoing; and (x) all goodwill associated with any of the foregoing.

"Key Marks" means each of the following marks: Atari, the Fuji logo,
Asteroids, Battlezone, Breakout, Centipede, Combat, Crystal Castles, Millipede,
Missile Command, Night Driver, Pong, Ultra Pong, Tempest, Warlords and Yar's Revenge.

"Knowledge" means actual knowledge of (i) the senior executives of Seller or (ii) John Skruch.

"Lien" means any mortgage, pledge, lien, security interest, charge, claim, equity, encumbrance, restriction on transfer, conditional sale or other title retention device or arrangement (including a capital lease), transfer for
the purpose of subjection to the payment of any indebtedness, or restriction on
the creation of any of the foregoing, whether relating to any property or right
or the income or profits therefrom.

"Person" means an individual, a partnership, a corporation, an association, a joint stock company, a trust, a joint venture, an unincorporated
organization, or a governmental entity (or any department, agency, or political
subdivision thereof).

"Registered Intellectual Property" means all United States, international and foreign: (i) utility and design patents, design registrations
and utility models and all pending applications (both regular and provisional) for any of the foregoing; (ii) registered trademarks, service marks or trade names, applications to register trademarks, service marks or trade names, intent-to-use applications, or other registrations or applications related to trademarks, service marks or trade names; (iii) registered copyrights and applications for copyright registration; (iv) any mask work registrations and applications to register mask works; (v) Uniform Resource Locators, World Wide Web site addresses and domain names and (vi) any other Seller Intellectual Property that is the subject of an application, certificate, filing, registration or other document issued by, filed with, or recorded by, any state,
government or other public legal authority.

"Seller Hardware" means Hardware included in the Acquired Assets.

"Seller's Intellectual Property" means Intellectual Property of Seller that constitutes an Acquired Asset.

"Seller's Products" means (i) those products of Seller acquired by Seller pursuant to the merger of Atari Corporation, a Nevada corporation, with and into Seller on July 30, 1996, and any other products of Seller thereafter derived therefrom, including products relating to or associated with the trademarks set forth in SCHEDULE 1 (including video and computer games, games for handheld devices, consoles, Internet play, all other games for play on any platform whatsoever (subject to the License Agreements), and merchandise bearing any Intellectual Property relating to or associated with the foregoing, whether now offered for sale or license by Seller or discontinued) and (ii) all of Seller's products that are listed on SCHEDULE 3.

I. SALE AND PURCHASE; ASSUMPTION OF LIABILITIES; PURCHASE PRICE; CLOSING.

A. SALE AND PURCHASE OF THE ACQUIRED ASSETS. At the Closing (as defined below), on the terms and subject to the conditions of this Agreement, Seller shall sell and Buyer shall purchase all of the Acquired Assets for the sum of $5 million to be paid at the Closing by wire transfer to an account designated by Seller.

A. ASSUMPTION OF LIABILITIES. In addition, at the Closing, on the terms and subject to the conditions of this Agreement, Buyer agrees to assume and become responsible for all of the Assumed Liabilities at the Closing. Buyer shall not assume or have any responsibility, however, with respect to any other obligation or liability of Seller that is not an Assumed Liability. Without limiting the foregoing, Buyer shall not assume or be responsible for any liabilities relating to events arising or occurring prior to the Closing, regardless of when payable, and all such liabilities shall be for the account of Seller.

A. CLOSING; CLOSING DELIVERABLES. The closing shall occur in the offices of Wilson Sonsini Goodrich & Rosati, 650 Page Mill Road, Palo Alto, California 94304 upon the execution and delivery of this Agreement by the parties hereto ("Closing"). At the Closing the parties will deliver the following documents, and such additional documents as the parties may agree to transfer ownership of the Acquired Assets to Buyer (which shall be in form satisfactory to both parties) :

1. Seller shall deliver:

(A) A bill of sale for the Acquired Assets.

(B) Global trademark assignments.

(C) Country-specific trademark assignments.

<PAGE>

(D) Patent assignments in recordable form.

(E) Assignment of the License Agreements.

(F) Copyright assignment.

(G) Global powers of attorney respecting trademarks.

(H) Country-specific powers of attorney respecting trademarks.

(I) Assignment of Internet domain name.

(J) Disclosure Schedule (as defined below).

1. Buyer shall deliver:

(A) The purchase price by wire transfer.

(B) An instrument of assumption of the Assumed Liabilities.

A. ASSIGNMENT OF CONTRACTS AND RIGHTS. Anything in this Agreement to the contrary notwithstanding, neither this Agreement nor the consummation of the transactions contemplated hereby shall constitute an assignment, or an agreement to assign, any Acquired Asset or any claim or right or any benefit arising thereunder or resulting therefrom (a "Consent-Required Asset") if an attempted assignment of such Consent-Required Asset, without consent of one or more third parties, would constitute a breach or other contravention thereof or would in any way adversely affect the rights of Buyer or Seller thereunder; PROVIDED, HOWEVER, that once all such consents are obtained, this Agreement shall automatically effect an immediate assignment of such Consent-Required Asset without further action by either party hereto. Buyer and Seller will use their commercially reasonable efforts (which shall not be deemed to require any payment of money or other value by Seller or Buyer) to obtain the consent of the other parties to any such Consent-Required Asset for the assignment thereof to Buyer as Buyer may reasonably request. If such consent is not obtained, or if an attempted assignment thereof would be ineffective or would adversely affect the rights of Seller thereunder so that Buyer would not in fact receive all such rights, Seller and Buyer will cooperate in a mutually agreeable arrangement under which Buyer would obtain the benefits and assume the obligations

thereunder in accordance with this Agreement, including sub-contracting or sub-licensing to Buyer, or under which Seller would enforce for the benefit of Buyer, with Buyer assuming Seller's obligations, any and all rights of Seller against a third party thereto. Seller will promptly pay or assign to Buyer when received all monies received by Seller with respect to any Consent-Required Asset and any claim or right or any benefit arising thereunder, except to the extent the same

<PAGE>

represents an Excluded Asset. Nothing in this Section 2(d) shall be construed to diminish the representations, warranties and covenants of Seller respecting such consents.

I. REPRESENTATIONS AND WARRANTIES OF SELLER. Seller represents and warrants to Buyer that the statements contained in this Section 3 are correct and complete as of the Closing, except as set forth in the disclosure schedule separately delivered by Seller to Buyer with this Agreement, which schedule shall be initialed for identification by the parties (the "Disclosure Schedule"). Except as expressly set forth in this Agreement and the Disclosure Schedule, Seller hereby expressly disclaims any and all other warranties of any kind or nature, whether express, implied or statutory, relating to the Acquired Assets, including the implied warranties of title, non-infringement, merchantability and fitness for a particular purpose. Buyer acknowledges that the Seller Hardware is transferred "as is" and that, notwithstanding anything to the contrary in this Agreement and the Disclosure Schedule, Seller makes no representation or warranty of any kind with respect to the Seller Hardware.

A. ORGANIZATION OF SELLER. Seller is a corporation duly organized, validly existing, and in good standing under the laws of the State of Delaware.

A. AUTHORIZATION OF TRANSACTION. Seller has full corporate power and authority to execute and deliver this Agreement and to perform its obligations hereunder. Without limiting the generality of the foregoing, Seller has taken all corporate and other action required for the execution, delivery and performance of this Agreement by Seller, including the sale of the Acquired Assets as provided herein. This Agreement constitutes the valid and legally binding obligation of Seller, enforceable in accordance with its terms. The persons who have executed this Agreement on behalf of Seller have been duly authorized to do so.

A. NONCONTRAVENTION. Neither the execution and the delivery of this Agreement, nor the consummation of the transactions contemplated hereby, shall

(i) violate any statute, regulation, rule, judgment, order, decree, stipulation, injunction, charge, or other restriction of any government, governmental agency, or court to which Seller is subject or any provision of the charter or bylaws of Seller or (ii) conflict with, result in a breach of, constitute a default under, result in the acceleration of, create in any party the right to accelerate, terminate, modify, or cancel, or require a notice under any contract, lease, sublease, license, sublicense, franchise, permit, indenture, agreement or mortgage for borrowed money, instrument of indebtedness, security interest, or other arrangement to which Seller is a party or by which it is bound or to which any of its assets is subject, except where the violations, conflicts, breaches, defaults, accelerations, terminations, modifications, cancellations or failures to give notice, individually or in the aggregate, would not have a material adverse effect on the Acquired Assets, the Assumed Liabilities or the ability of the parties to consummate the transactions contemplated by this Agreement (a "Material Adverse Effect"). Seller need not give any notice to, make any filing with, or obtain any authorization, consent, or approval of any government or governmental agency in order for the parties to consummate the transactions

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contemplated by this Agreement, except where the failure to do so, individually or in the aggregate, would not have a Material Adverse Effect.

A. CONSENTS. No approvals or consents of or assignments by any person (including any federal, state or local governmental or administrative authorities) are necessary in connection with the execution, delivery or performance of this Agreement.

A. TITLE TO THE ACQUIRED ASSETS. Seller has good and marketable title, free and clear of all Liens, (i) to the Acquired Assets identified on SCHEDULE 1 (other than copyrights that are not identified on SCHEDULE 4), SCHEDULE 3 and SCHEDULE 4 and (ii) to its Knowledge, to all other Acquired Assets. At the Closing, Buyer shall obtain good and marketable title, free and clear of all Liens (i) to the Acquired Assets identified on SCHEDULE 1 (other than copyrights that are not identified on SCHEDULE 4), SCHEDULE 3 and SCHEDULE 4 and (ii) to its Knowledge, to all other Acquired Assets.

A. MATERIAL CONTRACTS. True, correct and complete copies of the License Agreements have been delivered to Buyer. Seller has performed in all material respects all obligations required to be performed by Seller under the License Agreements. To the Knowledge of Seller, each of the other parties to

the License Agreements has performed in all material respects all the obligations required to be performed by them thereunder to date. Each License Agreement (i) is valid, binding and enforceable in accordance with its terms, (ii) is in full force and effect with no default or dispute existing or, to the Knowledge of Seller, threatened with respect thereto, and (iii) shall not be terminated or otherwise affected by the execution and delivery of this Agreement or the consummation of the transactions contemplated hereby. No consent of any third party is required for the assignment of any License Agreement to Buyer. Seller has provided Buyer with a complete and accurate list of payments paid to Seller by each licensee under the License Agreements, indicating the licensee and the month paid, from June 30, 1996 to present. Seller has not received any advanced payments (including prepayments of royalties, or other payments by reason of which a licensee is entitled to reduce its current or future royalty or payment obligations) under the License Agreements which have not been earned by Seller.

A. INTELLECTUAL PROPERTY.

1. To the Knowledge of Seller, SCHEDULE 1 contains a list of all trademarks and service marks and applications therefor included in the Acquired Assets that have not lapsed and that are, except as qualified therein, Registered Intellectual Property (the "Registered Marks"), all patents and applications therefor that are included in the Acquired Assets that are Registered Intellectual Property (the "Registered Patents"), and United States copyrights included in the Acquired Assets, certain of which are Registered Intellectual Property. SCHEDULE 3 contains certain game titles that are included in the Acquired Assets. To the Knowledge of Seller, (A) the description of the Registered Marks on SCHEDULE 1 contains, to the extent set forth and

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except as qualified therein, the true and accurate date of registration, registration number, registered owner and the class of the Registered Marks, (B) the description of the Registered Patents on SCHEDULE 1 contains the true and accurate patent number and file date of the Registered Patents, and (C) the description of the United States registered copyrights on SCHEDULE 1 included in the Acquired Assets that are Registered Intellectual Property contains the number of such copyright registration.

1. Since July 30, 1996, to the extent that any Seller's Intellectual Property has been developed by any Person other than Seller for which Seller has, directly or indirectly, paid, Seller has a written agreement with such Person with respect thereto and thereby has obtained ownership of,

and
recordable title to, and is the exclusive owner of, all developed Seller's Intellectual Property by operation of law or by valid assignment.

1. Except as set forth in any License Agreement, Seller has not transferred ownership of or granted any license of or right to use or authorized the retention of any rights to use any Seller's Intellectual Property to any other Person.

1. The Seller's Intellectual Property constitutes all Intellectual Property used in and/or necessary to the conduct of Seller's Atari division business as currently being conducted by Seller.

1. To the Knowledge of Seller, neither Seller's Products included in the Acquired Assets nor the use of Seller's Intellectual Property, (A) infringes upon or misappropriates the Intellectual Property of any Person, (B) violates the rights of any Person (including rights to privacy or publicity), or (C) constitutes unfair competition or trade practices under the laws of any jurisdiction. Seller has received no notice from any Person claiming that Seller's Products included in the Acquired Assets nor the use of Seller's Intellectual Property infringes upon or misappropriates the Intellectual Property of any Person or constitutes unfair competition or trade practices under the laws of any jurisdiction (nor, to the Knowledge of Seller, is there any basis therefor).

1. There are no contracts, licenses or agreements between Seller and any other Person with respect to Seller's Intellectual Property under which there is, to the Knowledge of Seller, any dispute or any threatened dispute regarding the scope of such agreement, or performance under such agreement including with respect to any payments to be made or received by Seller thereunder.

1. To the Knowledge of Seller, no Person is infringing or misappropriating any Key Mark, other than such infringements or misappropriations that, individually or in the aggregate, would not have a Material Adverse Effect on such Key Mark.

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1. Seller and, to the Knowledge of Seller, each prior owner of the Seller's Intellectual Property have taken whatever reasonable steps that are required to protect rights in confidential information and trade secrets of such Person and its successors.

1. None of the Seller's Intellectual Property is subject to any

proceeding or outstanding decree, order, judgment, agreement or stipulation that
restricts in any manner the use, transfer or licensing thereof by Seller or may
affect the validity, use or enforceability of such Seller's Intellectual Property.

1. Seller is not required to make or accrue any royalty payment
to any third party in connection with the sale, distribution, license, transfer
or other disposition or exploitation of any of the Acquired Assets.

1. Seller has not developed any new video game software since July 30, 1996.

1. Seller owns no Intellectual Property not included in the Acquired Assets that is directly or indirectly competitive with the Seller's Intellectual Property.

1. (A) Alan Helbush is the Administrative Contact listed in the domain name record on file with Network Solutions, Inc./InterNIC Registration Services, and (B) Seller controls the domain name "ATARI.COM".

1. None of the Intellectual Property associated with the Seller's Products, including the Intellectual Property identified on SCHEDULE 1,
or remedies past and future against infringements thereof and rights to protection of interest therein is an asset specified in clause (g) of the definition of "Excluded Assets" set forth in Section 1.

A. SUFFICIENCY OF ASSETS. The Acquired Assets include all assets, properties and rights necessary for compliance by Buyer with all obligations relating to the Assumed Liabilities.

A. LITIGATION. There is no claim, dispute, action, proceeding (including arbitration), suit or appeal, or investigation, at law or in equity,
pending (other than those, if any, with respect to which service of process or similar notice has not yet been made and which are not within the Knowledge of Seller) or, to the Knowledge of Seller, threatened against Seller or involving any of the assets or properties of Seller before any court, agency, authority, arbitration panel or other tribunal that would have a Material Adverse Effect.

There is no outstanding order, writ, injunction or decree of any court, agency,
authority, arbitration panel or other tribunal, and Seller is not in default with respect to any notice, order, writ, injunction, or decree, in each case relating to, or affecting the Acquired Assets, the Assumed Liabilities or the Seller's Products.

A. UNDERLYING DOCUMENTS. Copies of all documents listed or described in the Disclosure Schedule and the Schedules hereto have been furnished or made available to Buyer. All such documents are true, correct and complete copies, and there are no amendments or modifications thereto.

A. BROKERS' FEES. Seller has no liability or obligation to pay any fees or commissions to any broker, finder, or agent with respect to the transactions contemplated by this Agreement for which Buyer or its affiliates could become liable or obligated.

A. COMPLIANCE WITH BULK SALES LAWS. The sale, transfer and assignment by Seller to Buyer hereunder and the consummation of the other transactions contemplated hereby do not constitute a "bulk sale" by Seller, and it is not necessary under the laws of any jurisdiction that Seller comply with the bulk sales laws of such jurisdiction.

A. DISCLOSURE. Neither this Agreement nor any of the Schedules nor, to the Knowledge of Seller, any other documents delivered by Seller in connection with this Agreement contains any untrue statement of a material fact or omits a material fact necessary to make the statements contained herein or therein, in light of the circumstances in which they were made, not misleading, and, to the Knowledge of Seller, there is no fact that has not been disclosed to Buyer that materially affects adversely or could reasonably be anticipated to materially affect adversely the Acquired Assets, or the operation of the Acquired Assets by Buyer as currently conducted by Seller.

I. REPRESENTATIONS AND WARRANTIES OF BUYER. Buyer represents and warrants to Seller that the statements contained in this Section 4 are correct and complete as of the Closing.

A. ORGANIZATION OF BUYER. Buyer is a corporation duly organized, validly existing, and in good standing under the laws of the state of Delaware.

A. AUTHORIZATION OF TRANSACTION. Buyer has full power and authority (including full corporate power and authority) to execute and deliver this Agreement and to perform its obligations hereunder. This Agreement constitutes the valid and legally binding obligation of Buyer, enforceable in accordance with its terms. The person who has executed this Agreement on behalf of Buyer has been duly authorized to do so.

A. BROKERS' FEES. Buyer has no liability or obligation to pay any fees or commissions to any broker, finder, or agent with respect to the transactions contemplated by this Agreement for which Seller or its affiliates

could become liable or obligated.

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A. NONCONTRAVENTION. Neither the execution and delivery of this Agreement by Buyer, nor the consummation by Buyer of the transactions contemplated hereby, will violate (a) any provision of the Certificate of Incorporation or bylaws, as amended, of Buyer or (b) any statute, regulation, rule, judgment, order, decree, stipulation, injunction, charge or other restriction of any government, governmental agency or court to which Buyer is subject.

A. ASSESSMENT OF VALUE. Buyer has been authorized by its ultimate parent entity to make a good faith assessment of the fair market value of the Acquired Assets, has made such assessment, and has determined that the fair market value of the Acquired Assets as of the Closing is less than $15,000,000.

I. POST-CLOSING COVENANTS AND AGREEMENTS.

A. COOPERATION. Each party shall, at all times following the Closing, not take any action inconsistent with the satisfaction of its obligations hereunder and, subject to the following sentence, shall promptly take any further action necessary or desirable to carry out the purposes of this Agreement (including the execution and delivery of such further instruments and documents) as the other party may reasonably request. Seller shall take all actions reasonably requested by Buyer, at Buyer's expense (provided that Buyer shall not be obligated for any cost to Seller in respect of the time of Seller's employees, officers or directors), to enable Buyer to establish a recordable chain of title to the Acquired Assets, including contacting prior owners of items thereof to request appropriate instruments for recordation.

A. DELIVERY. Immediately following the Closing Seller shall deliver to Buyer, and Buyer shall accept and remove from Seller's premises at Buyer's expense within 30 days of the date of Closing, all copies of tangible embodiments of Acquired Assets transferred to Seller (other than software and code, and such other items as the parties may mutually agree, which shall be transferred electronically on or immediately following the Closing and all tangible embodiments of which shall thereafter be destroyed by Seller); PROVIDED, HOWEVER, that (i) any information contained in such materials listed in clause (e) of the definition of "Acquired Assets" that does not relate to the Acquired Assets may be deleted by Seller before such materials are delivered to Buyer and (ii) Seller may make copies of any business or financial documents (other than documents containing Seller Intellectual Property) prior to delivering them to Buyer. Except as provided in Section 5(c), Seller shall cease use of the Seller's Intellectual Property, including the name Atari and the "Fuji" logo relating thereto.

A. SELLER INVENTORY. Seller owns certain unsold inventory of games bearing the Atari and/or Fuji trademark, and certain other Registered Marks and containing other Seller's Intellectual Property (the "Inventory"). Buyer hereby grants to Seller an irrevocable, worldwide, royalty-free license, for a period of one year from the date of the Closing to use the Registered Marks and other applicable Seller's Intellectual

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Property relating to such Inventory solely for the purpose of selling the Inventory. Except as set forth in the previous sentence, after the Closing Seller shall have no right to exploit the Seller's Intellectual Property. Without limiting the foregoing, Seller shall not, following the expiration of the one-year license period set forth above, sell any product referred to in clause (e) of the definition of "Excluded Assets" set forth in Section 1. Seller warrants that the Inventory sold pursuant to this Section 5(c) shall be of like kind and quality to that previously sold by Atari Corporation in the ordinary course of its business.

A. NOTICE OF DEVELOPMENTS. Seller shall give prompt written notice to Buyer of any material development that could have a Material Adverse Effect. Each party shall give prompt written notice to the other of any material development affecting the ability of the parties to perform their post-Closing obligations under this Agreement.

A. ENFORCEMENT OF RIGHTS. In connection with the enforcement of its rights of ownership of the Acquired Assets and the enjoyment thereof, Buyer may bring actions in the name of Seller, or cause Seller to join any such action as a party, as reasonably necessary, provided that Buyer shall indemnify Seller with respect thereto.

A. MAINTENANCE OF INTELLECTUAL PROPERTY; DELIVERY OF NOTICES. After the Closing, Seller shall not be responsible for the maintenance or renewal of any registration with respect to the Acquired Assets, such responsibility to belong to Buyer as the owner of the Acquired Assets; PROVIDED, HOWEVER, that Seller shall promptly forward to Seller any and all notices and correspondence which it may receive pertaining to the Acquired Assets; and FURTHER PROVIDED that Seller shall remain responsible for the maintenance and renewal of registration with respect to all of the Consent-Required Assets retained by Seller pursuant to Section 2(d) of this Agreement as a consequence of the failure to obtain a required consent of a third party until such time as the applicable consent is obtained.

A. LITIGATION SUPPORT. In the event and for so long as Seller actively is contesting or defending against any action, suit, proceeding, hearing, investigation, charge, complaint, claim or demand in connection with any fact, situation, circumstance, status, condition, activity, practice, plan, occurrence, event, incident, action, failure to act, or transaction involving the Acquired Assets or the Assumed Liabilities, Buyer will provide access upon prior request and during its regular business hours to the books, records and other items specified in clause (e) of the definition of Acquired Assets set forth in Section 1 as shall be reasonably necessary in connection with the contest or defense, all at the sole cost and expense of Seller and subject to Seller's execution and delivery of Buyer's standard form of confidentiality agreement with respect to such items.

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I. INDEMNIFICATION.

A. INDEMNIFICATION AND REIMBURSEMENT OF BUYER'S LOSSES. Seller shall indemnify Buyer and its affiliates, together with their respective officers, directors and employees (each a "Seller's Indemnitee") against Losses (as defined below) as set forth in this Section 6. If a Seller's Indemnitee shall have suffered a Loss by reason of (i) the breach of any of the representations or warranties made by Seller herein, (ii) any matter arising prior to the Closing with respect to the Seller's business, an Acquired Asset or an Assumed Liability, (iii) any liability of Seller that is not an Assumed Liability or (iv) any breach of a covenant of Seller hereunder, Seller's Indemnitee shall be reimbursed for such Loss by Seller as set forth in this Section 6. For purposes hereof, "Loss" shall mean any losses, liabilities, claims, damages and expenses incurred or reasonably expected to be incurred, including penalties, fines, interest, amounts paid in settlement and reasonable fees and disbursements of counsel, and expenses incurred in connection with any investigation, action, suit or proceeding instituted against an indemnified party. Notwithstanding the foregoing, Seller shall have no obligation to indemnify Seller's Indemnitees for Losses which, cumulatively, total less than $25,000; PROVIDED, HOWEVER, that if cumulative Losses equal or exceed said $25,000, then Seller shall indemnify Seller's Indemnitees for all of such Losses. Liquidated Claims (as defined below) actually paid by Seller under this Section 6 shall be limited to an aggregate of $5 million.

A. INDEMNIFICATION AND REIMBURSEMENT OF SELLER'S LOSSES. Buyer shall indemnify Seller and its affiliates, together with their respective officers, directors and employees (each a "Buyer's Indemnitee") against Losses as set forth in this Section 6. If a Buyer's Indemnitee shall have suffered a Loss by reason of (i) the breach of any of the representations or warranties made by Buyer herein, (ii) any matter arising after the Closing with respect to the Buyer's business, an Acquired Asset or an Assumed Liability, provided such

matter is not related to or arising from any breach of a covenant, representation or warranty of Seller or any act or omission by Seller involving
wilful misconduct, fraud or bad faith, or (iii) any breach of a covenant of Buyer hereunder, Buyer's Indemnitee shall be reimbursed for such Loss by Buyer as set forth in this Section 6. Notwithstanding the foregoing, Buyer shall have
no obligation to indemnify Buyer's Indemnitees for Losses which, cumulatively, total less than $25,000, provided however that if cumulative Losses equal or exceed said $25,000, then Buyer shall indemnify Buyer's Indemnitees for all of such Losses. Liquidated Claims actually paid by Buyer under this Section 6 shall be limited to an aggregate of $5 million.

A. PAYMENT. At such time as the reimbursable amount of a Claim or a
Third Party Claim has been determined in accordance with this Section 6 (a "Liquidated Claim"), the indemnifying party shall immediately pay the Person to
be indemnified hereunder (an "Indemnitee") the amount of the Liquidated Claim.

No forbearance of an Indemnitee in demanding payment from the indemnifying party
shall act as a waiver of any right of an Indemnitee to receive payment from the
indemnifying

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party, nor shall it relieve the indemnifying party of any obligation to an Indemnitee under this Agreement.

A. NOTICE OF CLAIMS. In the event an Indemnitee has any claim for indemnification under Section 6(a) or Section 6(b) (a "Claim"), it shall give prompt written notice thereof to the indemnifying party, including in such notice a brief description of the facts upon which such claim is based and the amount thereof.

A. THIRD PARTY CLAIMS.

1. If any third party shall notify an Indemnitee with respect to any matter (a "Third Party Claim") that may give rise to a claim for indemnification against a party hereto (the "Indemnifying Party") under this Section 6, then the Indemnitee shall promptly notify the Indemnifying Party thereof in writing; PROVIDED, HOWEVER, that no delay on the part of the Indemnitee in notifying the Indemnifying Party shall relieve the Indemnifying Party from any obligation hereunder, unless (and then solely to the extent) that
the Indemnifying Party is prejudiced.

1. The Indemnifying Party shall have the right to defend the Indemnitee against the Third Party Claim with counsel of the Indemnifying Party's choice reasonably satisfactory to the Indemnitee so long as (A) the Indemnifying Party notifies the Indemnitee within 15 days after the Indemnitee

has given notice of the Third Party Claim that the Indemnifying Party will indemnify the Indemnitee as required by (and subject to the limitations of) this
Section 6 for Losses arising out of, relating to, in the nature of, or caused by
the Third Party Claim; (B) the Indemnifying Party provides the Indemnitee with evidence reasonably acceptable to the Indemnitee that the Indemnifying Party will have the financial resources to defend against the Third Party Claim and fulfill its indemnification obligations hereunder; (C) the Third Party Claim involves only money damages and does not seek an injunction or other equitable relief; (D) settlement of, or an adverse judgment with respect to, the Third Party Claim is not, in the good faith judgment of the Indemnitee, likely to establish a precedential custom or practice materially adverse to the continuing
business interest of the Indemnitee; and (E) the Indemnifying Party conducts the
defense of the Third Party Claim actively and diligently.

1. So long as the Indemnifying Party is conducting the defense
of the Third Party Claim in accordance with Section 6(e)(ii) above, (A) the Indemnitee may retain separate co-counsel at its sole cost and expense and participate in the defense of the Third Party Claim; (B) the Indemnitee shall not consent to the entry of any judgment or enter into any settlement with respect to the Third Party Claim without the prior written consent of the Indemnifying Party (not to be withheld unreasonably); and (C) the Indemnifying Party shall not consent to the entry of any judgment or enter into any settlement with respect to the Third Party Claim without the prior written consent of the Indemnitee (not to be withheld unreasonably).

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1. In the event any of the conditions in Section 6(e)(ii) above
is or becomes unsatisfied, however, (A) the Indemnitee may defend against, and consent to the entry of any judgment or enter into any settlement with respect to, the Third Party claim in any manner it reasonably may deem appropriate (and
the Indemnitee need not consult with or obtain any consent from, any Indemnifying Party in connection therewith); (B) the Indemnifying Party shall reimburse the Indemnitee promptly and periodically for the reasonable costs of defending against the Third Party Claim (including attorneys' fees and expenses), and (C) the Indemnifying Party shall remain responsible for any Losses the Indemnitee may suffer resulting from, arising out of, relating to, in
the nature of, or caused by the Third Party Claim to the fullest extent provided
in this Section 6.

A. DISPUTED CLAIMS. If Seller objects to any Claim or Third Party Claim, it shall give written notice of such objection and brief statement of the
grounds of such objection to Indemnitee within 20 business days after notice

is
received. If no such objection is given, such Claim or Third Party Claim, as the case may be, shall be a Liquidated Claim. If such objection is made, Indemnitee and Seller shall meet and use their best efforts to settle the dispute in writing that when resolved shall be a Liquidated Claim.

A. SURVIVAL. The provisions of this Section 6 shall survive the Closing. Notwithstanding anything to the contrary in this Agreement, no Claim or Third Party Claim may be asserted by a Seller's Indemnitee under this Section
6: (i) with respect to Losses arising in connection with the obligation to pay
taxes, following the date of the expiration of the applicable statute of limitations for such obligation; (ii) with respect to a Loss arising out of or in connection with a License Agreement, following the termination of such License Agreement in accordance with its terms; and (iii) with respect to all other Losses, following August 31, 2000. No Claim or Third Party Claim may be asserted by a Buyer's Indemnitee under this Section 6, other than Losses arising
with respect to the Assumed Liabilities, following August 31, 2000. Notwithstanding the preceding sentence, an Indemnitee may assert a Claim or Third Party Claim under this Section 6 with respect to Losses that are the result of fraud or wilful misconduct by the Indemnifying Party at any time within the applicable statute of limitations for such claim.

A. The right of each party hereto to assert Claims and receive indemnification payments pursuant to this Section 6 shall be the sole and exclusive right and remedy exercisable by such party with respect to any breach
by the other party hereto of any representation or warranty or failure to perform any covenant required to be performed by such other party; PROVIDED, HOWEVER, that the above shall not prevent a party hereto from seeking specific performance of a covenant which another party hereto has failed to perform under
this Agreement.

I. MISCELLANEOUS.

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A. NO THIRD PARTY BENEFICIARIES. Except as otherwise specified herein, this Agreement shall not confer any rights or remedies upon any person other than the parties and their respective successors and permitted assigns.

A. ENTIRE AGREEMENT. This Agreement (including the documents referred to herein) constitutes the entire agreement between the parties and supersedes any prior understandings, agreements, or representations by or between the parties, written or oral, that may have related in any way to the subject matter hereof.

A. SUCCESSION AND ASSIGNMENT. This Agreement shall be binding upon
and inure to the benefit of the parties named herein and their respective

successors and permitted assigns. Seller shall not assign any of its rights, interests or obligations hereunder without the prior written consent of Buyer.

Buyer may assign its right, interests and obligations hereunder to any Person provided that such permitted assignee agrees to be bound by the terms hereof and
to assume all obligations of Buyer hereunder.

A. COUNTERPARTS. This Agreement may be executed in one or more counterparts, each of which shall be deemed an original but all of which together shall constitute one and the same instrument.

A. HEADINGS. The section headings contained in this Agreement are inserted for convenience only and shall not affect in any way the meaning or interpretation of this Agreement.

A. NOTICES. All notices, requests, demands, claims, and other communications hereunder in writing. Any notice, request, demand, claim, or other communication hereunder shall be deemed duly given five business days after mailing if sent by registered or certified mail, return receipt requested,
postage prepaid and addressed to the intended recipient as set forth below:

If to Seller:

JTS Corporation
1661 Baypointe Parkway
San Jose, California 95134
Attention: President

Copy to:

Cooley Godward LLP
5 Palo Alto Square
Palo Alto, California 94306
Attention: Andrei M. Manoliu, Esq.

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If to Buyer:

HIAC XI, Corp.
1027 Newport Avenue
Pawtucket, Rhode Island 02862
Attention: President

Copy to:

Hasbro, Inc.
1027 Newport Avenue
Pawtucket, Rhode Island, 02862
Attention: General Counsel

Copy to:

Wilson Sonsini Goodrich & Rosati
650 Page Mill Road
Palo Alto, California 94304
Attention: Eric W. Wright, Esq.

Any party may give any notice, request, demand, claim, or other communication hereunder using any other means (including personal delivery, expedited courier, messenger service, facsimile, telex, ordinary mail, or electronic mail), but no such notice, request, demand, claim, or other communication shall be deemed to have been duly given unless and until it is received by the person for whom it is intended. Any party may change the address to which notices, requests, demands, claims, and other communications hereunder are to be delivered by giving the other party notice in the manner herein set forth.

A. GOVERNING LAW. This Agreement shall be governed by and construed in accordance with the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California by California residents.

A. AMENDMENTS AND WAIVERS. No amendment of any provision of this Agreement shall be valid unless the same shall be in writing and signed by Buyer and Seller.

A. EXPENSES. Each of Buyer and Seller shall bear its own costs and expenses (including legal fees and expenses) incurred in connection with the negotiation and preparation of this Agreement and the transactions contemplated hereby. Buyer shall, pursuant to Section 5(a) of this Agreement, bear all costs and expenses of the recordation of chain of title to the Acquired Assets, including preparation and recordation of appropriate assignments of the Acquired Assets.

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A. CONSTRUCTION. The language used in this Agreement shall be deemed to be the language chosen by the parties to express their mutual intent, and no rule of strict construction shall be applied against any party. Any reference to any federal, state, local, or foreign statute or law shall be deemed also to refer to all rules and regulations promulgated thereunder, unless the context requires otherwise. Except as otherwise specified, references in this Agreement to Sections and Schedules are to Sections of, and Schedules

attached to, this Agreement. Except where the context clearly requires to the contrary, "including" shall mean "including, without limitation".

A. SCHEDULES. The Schedules identified in this Agreement are incorporated herein by reference and made a part hereof.

A. TRANSFER TAXES. Any and all sales, use or other transfer taxes arising from the transactions contemplated by this Agreement shall be paid by Seller.

A. CONFIDENTIALITY OF INFORMATION. All information given to a party by the other party in connection with this Agreement ("Confidential Information") shall be used only for purposes related to the consummation of the transactions contemplated herein, and shall be disclosed to the receiving party's employees and representatives only on a "need to know" basis in connection with such purposes. If the Closing does not occur for any reason, each party shall maintain in confidence all Confidential Information of the other party, shall return to the disclosing party all tangible embodiments (and all copies) of such Confidential Information and shall not use such Confidential Information for any purpose; PROVIDED, HOWEVER, that the forgoing restrictions shall not apply to: (i) information that is or becomes a matter of public knowledge through no act or failure to act of the receiving party, its representatives or employees, (ii) information that becomes available to the receiving party from a source not under an obligation of confidentiality to the disclosing party, or (iii) information that was known to receiving party prior to its disclosure to the receiving party by the disclosing party.

IN WITNESS WHEREOF, the parties have executed this Asset Purchase Agreement on the date first above written.

HIAC XI, CORP.

By:

Title:

JTS CORPORATION

By:
D. Thomas Mitchell
President & Chief Executive

Officer

By:
John Skruch
Director of Licensing

</TEXT>
</DOCUMENT>
</SEC-DOCUMENT>
-----END PRIVACY-ENHANCED ME

From 8610172855173862231
X-Google-Language: ENGLISH,ASCII-7-bit
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X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
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X-Google-Attributes: gid1056fc,public
From: John Schnittker <jschnitt@gte.net>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/11
Message-ID: <6e6vfq$pv2$2@gte1.gte.net>#1/1
X-Deja-AN: 333103517
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca>
Content-Type: text/plain; charset=us-ascii
Organization: NA
X-Auth: 5C16D59E0898508456120412
Mime-Version: 1.0
Reply-To: jschnitt@gte.net
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
division and home console games division. Hehe MAybe we'll see a new
atari console; then again maybe not hehehe.

From -1392258562123242885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: kws@Radix.Net (Keith Scroggins)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/11
Message-ID: <6e6vssbfp1@news1.Radix.Net>#1/1
X-Deja-AN: 333103519
Distribution: world
References: <3506DA34.FB7D3F06@aol.com>
Followup-To:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic
Organization: RadixNet Internet Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Now, the question is, will Hasbro Interactive do anything worthwhile with Atari. I did notice that the computers were specifically listed as being part of the deal. It makes me curious that they specifically mentioned the computers (8-bit, ST, Falcon, and TOS), so does that mean there is some plan to use this for something? I mean, $5 million for Atari is a good chunk of money. I wonder who we can get to tell more of this deal. Sure enough $5 mil is not worth it for Atari's management.....

Maybe Hasbro has a game system in the works and wants to use the Atari label.....

I'm sure in the coming months rumors will start to appear everywhere!

Curt Vendel (cvendel@aol.com) wrote:
: Hello to all,

: I was given an email earlier this morning from an individual who
: gave me a link for the Techstocks website, within the website it
: reference that JTS had filed an 8K form for the sale of assets,

: specifically Atari to Hasbro Interactive.

:   I decided the only way to know for sure if this was fact or fiction
: was to go to the source, since JTS is a publicly traded I went to the
: SEC site at www.sec.gov

:   So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
: JTS for the ticker and Viola!!!   You get for February 23, 1998 the sale
: of most Atari assests to
: Hasbro for (GET THIS!!!) only $5,000,00!!!

: Its real, its true and its official, Atari has been
: sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!

: Curt Vendel
: Atari Prototypes & Vaporwares Site
: www.atari.nu

From -2256684066774499903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: "Johnny Zymurgy" <thehelmet@hotmail.com>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/11
Message-ID: <6e72eb$9u9@dfw-ixnews7.ix.netcom.com>#1/1
X-Deja-AN: 333121493
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Netcom
X-NETCOM-Date: Wed Mar 11 4:15:39 PM CST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata

ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

$5 million is actually a very small sum of money for the name alone, if the right people can act upon the right memories of the right consumers. That the computer lines are included is either complementary or central to their plans; that's what we'll be watching for. Don't necessarily expect anything right off the bat. Many wise investors, seeing an opportunity, act well in advance of any plans, buying when others are fleeing... a la Warren Buffet buying 20% of worldwide above-ground silver reserves recently. He's just waiting... he can afford to.

I thought I recently heard that Hasbro was laying off several hundred employees and closing a plant. I wonder if the Atari purchase has anything to do with this. Could be a refocusing of their management's vision. Hmmm... an Atari web-box? No reason you can't sell one today for $99.

Keith Scroggins wrote in message <6e6vssbfp1@news1.Radix.Net>...
>Now, the question is, will Hasbro Interactive do anything worthwhile with
>Atari. I did notice that the computers were specifically listed as being
>part of the deal. It makes me curious that they specifically mentioned
>the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
>some plan to use this for something? I mean, $5 million for Atari is a
>good chunk of money. I wonder who we can get to tell more of this deal.
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>
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>
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>
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>
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>
>: I decided the only way to know for sure if this was fact or fiction
>: was to go to the source, since JTS is a publicly traded I went to the
>: SEC site at www.sec.gov
>
>: So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
>: JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
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>: Hasbro for (GET THIS!!!) only $5,000,00!!!
>
>
>: Its real, its true and its official, Atari has been
>: sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>

>
>: Curt Vendel
>: Atari Prototypes & Vaporwares Site
>: www.atari.nu
>
>
>
>

From -845016650514334191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: rbarbaga@cs.uml.edu (Ralph Barbagallo)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/11
Message-ID: <6e76vkvum1@jupiter.cs.uml.edu>#1/1
X-Deja-AN: 333135288
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
Organization: UMass Lowell Computer Science
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Considering Hasbro's success with the Frogger remake (as lousy as it was, it did sell), I bet Hasbro is just chomping at the bit to re-release some of Atari's back catalog in anticipation of similar success. Somehow I doubt Hasbro will do anything with the hardware, but who knows. Maybe they will incorporate it into some kind of toy, like a Pico-style device.
--
*Ralph Barbagallo http://www.cs.uml.edu/~rbarbaga *rbarbaga@cs.uml.edu*
"I have known many game designers; they encompass a broad range of personalities. Yet all these disparate people share one common trait; they all sport towering egos."--Chris Crawford, 1987.

From 1080010268231977206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: slight@bev.net (Steven L Cox)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/11
Message-ID: <3507211e.27174297@news.vt.edu>#1/1
X-Deja-AN: 333141217
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
Content-Type: text/plain; charset=us-ascii
Organization: Virginia Tech, Blacksburg, Virginia
Mime-Version: 1.0
Reply-To: slight@bev.net
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
>Now, the question is, will Hasbro Interactive do anything worthwhile with
>Atari. I did notice that the computers were specifically listed as being
>part of the deal. It makes me curious that they specifically mentioned
>the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
>some plan to use this for something? I mean, $5 million for Atari is a
>good chunk of money. I wonder who we can get to tell more of this deal.
>Sure enough $5 mil is not worth it for Atari's management.....

5 million is chump change for Hasbro, especially after just having
purchased Tiger Electronics last month (Feb 9th) for 335 million.
Which leads me to....

>Maybe Hasbro has a game system in the works and wants to use the Atari
>label.....

My conspiratorial mind is highly curious if there might end up being
some form of game.com / Atari collaboration now. Perhaps use the Lynx

technology to give the Com a much-needed shot in the arm?

>I'm sure in the coming months rumors will start to appear everywhere!

Why wait months when we can start now? :)

_____
Steven L Cox (slight@bev.net)

Slight's Unofficial game.com Homepage:
http://www.fastservers.net/~slight/gamecom/index.html

From 7938958393298542045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: Brian Wiklem <brian_wiklem@playstation.sony.com>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/11
Message-ID: <3507314D.505D@playstation.sony.com>#1/1
X-Deja-AN: 333156721
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<3507211e.27174297@news.vt.edu>
Content-Type: text/plain; charset=us-ascii
Organization: SISA
Mime-Version: 1.0
Reply-To: brian_wiklem@playstation.sony.com
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

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> >part of the deal. It makes me curious that they specifically mentioned

> >the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
> >some plan to use this for something?

Not necessarily, the agreement merely spells out that Hasbro gets all
the
assets of Atari, from video games to computers. It doesn't mean Hasbro
is
going to release computers, just says they now own all the
rights/patents/etc.
to the computer line.

Essentially, JTS is transferring everything under the Atari label to
Hasbro.

>
> My conspiratorial mind is highly curious if there might end up being
> some form of game.com / Atari collaboration now. Perhaps use the Lynx
> technology to give the Com a much-needed shot in the arm?
>

who knows, but Hasbro has been trying to do their own game system for
God knows
how long...

They started with the VCR based system (Sewer Shark, Night Trap were
spawned from) and
not to long ago, where experimenting with an elaborate Virtual Reality
system that
suddenly went away.....

I'm sure we'll know something perhaps by E3.....

my best guess...

-Brian

opinions are mine, not my employer

From -185379783430619709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Icons in menus?
Date: 1998/03/11
Message-ID: <EpnG6G.In0@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 333197753
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de

References: <889197421.85648@tornado.itea.ntnu.no>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Xcanpos: shelf.01/199803260501!0042122625
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <889197421.85648@tornado.itea.ntnu.no>,
    Jo Even Skarstein <joska@nuts.edu> writes:

> Is it possible to use both a icon and a string as a meny-entry? And if
> so, how?

Just place them there, should work. If you want *both* being combined into a single entry, try to make the string rectangle larger such that it covers the icon, this should work if G_ENTRY is transparent (I'm not sure). If it's not, put another IBOX on top of both, and use the IBOX as the menu entry for getting inverted etc.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 5707468409206982163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: Dan Mazurowski <smedley.antispam@gte.net>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/11
Message-ID: <35077385.59E2@gte.net>#1/1
X-Deja-AN: 333226095
Content-Transfer-Encoding: 7bit

References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e6vfq$pv2$2@gte1.gte.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: WANTED: Bounty Bob for Atari 5200
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

John Schnittker wrote:
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> I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
> division and home console games division. Hehe MAybe we'll see a new
> atari console; then again maybe not hehehe.

Atari does NOT have an arcade division. It's a long story, but the end
result of it all is that Atari Games, the arcade game maker, is now a
division of Williams (maker of Defender, Sinistar, etc...).

As for a new Atari console... I wonder if Hasbro is a Project X
licensee?

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

From -5390057082960410229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: Dan Mazurowski <smedley.antispam@gte.net>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/11
Message-ID: <350774C0.1CFB@gte.net>#1/1
X-Deja-AN: 333230946

Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: WANTED: Bounty Bob for Atari 5200
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Keith Scroggins wrote:
>
> I mean, $5 million for Atari is a
> good chunk of money.

Not really. Consider the staggering number of patents and licenses
involved. Hell, just look at those "key marks" that are mentioned - the
Atari name, Fuji logo, Centipede, Crystal Castles, Yar's Revenge, and so
on, and so on! That alon is worth a ton of bucks. (Well, to me anyway!)

>
> Maybe Hasbro has a game system in the works and wants to use the Atari
> label.....
>

That would be my guess.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

From -1831095926324729000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1375c0a9c3832c8d,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Person Looking For GFA COMPILIER
Date: 1998/03/11
Message-ID: <Pine.BSF.3.96.980311094353.11633A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 333664604
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Hello,

I'm looking for the person who posted a little while back about obtaining
a compilier for GFA BASIC. Well I've seemed to loose your E-Mail
address so if you see this message, please Re-Email me so I can get your
E-Mail address once again.

From -2534250704231361439
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e3c59c77ed1474
X-Google-Attributes: gid1115ce,public
From: res1@vcf-com.fr (Olivier Booklage)
Subject: Re: STinG and Mint => Privilege Violati
Date: 1998/03/12
Message-ID: <6e7967$g4q$1@news2.isdnet.net>#1/1
X-Deja-AN: 333146217
References: <6cafn0$l9g$1@news2.isdnet.net> <EoIsxI.K3@suse.modem.stud.uni-
hannover.de>
Organization: vcf-com.fr
Newsgroups: comp.sys.atari.programmer

On 17 Feb 1998 11:22:30, Peter Rottengatter wrote:

>> For testing my WEB server sHTTPd with long filename, I have try to run STinG
>> with Mint, but all servers, clients and CPX run a privilege violation error!
>> I have try to set STING.PRG in global memory but nothing is better :(
>
>Why don't you read the FAQ ? It's all explained there. Due to insufficiencies
>in MiNT, every AUTO program that bends system vectors needs to run *after*
>MiNT in the AUTO folder ! This holds for STinG too.

Maybe because is in english :) thank you.

Best Regards,
Olivier.

From Boulogne Billancourt FRANCE

 Atari STe   4Mo
 Atari Falcon 14Mo
 Macintosh classic ;)
 IntraNet STinG/PPP/Masquerade

Fido : 2:325/3.50@fidonet.org
email : res1@vcf-com.fr
web   : http://services.worldnet.net/vcf-com/ (194.2.128.248)

From -3662170389914256440
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: tiltonj@erols.com (Jay Tilton)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e7dt7$5vr$1@winter.news.erols.com>#1/1
X-Deja-AN: 333169013
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
Reply-To: tiltonj@erols.com
X-Complaints-To: abuse@erols.com
X-Trace: winter.news.erols.com 889666279 6139 207.172.61.99 (12 Mar 1998 01:31:19 GMT)
Organization: none yet
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Didn't Hasbro already inherit the corpse of Coleco? Fifteen years
after the 1982 home video game wars, the two big players end up as
bunkmates. :)
--
Jay Tilton
tiltonj@erols.com

From 617662382461261337
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50

X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: kws@Radix.Net (Keith Scroggins)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e7gc3jbp1@news1.Radix.Net>#1/1
X-Deja-AN: 333179662
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<3507211e.27174297@news.vt.edu>
Followup-To:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic
Organization: RadixNet Internet Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

: 5 million is chump change for Hasbro, especially after just having
: purchased Tiger Electronics last month (Feb 9th) for 335 million.
: Which leads me to....

Atually, for all that Atari embodies, $5 million is dirt cheap. The
question is, did they finally get rid of the Tramiel family...

: My conspiratorial mind is highly curious if there might end up being
: some form of game.com / Atari collaboration now. Perhaps use the Lynx
: technology to give the Com a much-needed shot in the arm?

Why would they want to do something with the Lynx, although it probably
was the cheapest portable game technology they could get, could make them
cheap now...

: Why wait months when we can start now? :)

Basically I see three scenarios....

1) They wanted the games, to follow the froger path...
2) They wanted the name for a new game system or other application...
3) They couldn't pass on the price with all of the pack ins they are
getting.... all of Ataris technology and patents for the last 20 years....

From 5577574485106007447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
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X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <35074de0.1211135@news.tmisnet.com>#1/1
X-Deja-AN: 333193380
Distribution: world
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
Organization: MaximumAccess Internet Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:

>Now, the question is, will Hasbro Interactive do anything worthwhile with
>Atari.

Somehow, the "Hasbro Falcon030" just doesn't have
the same cachet. (I'd even prefer a "Wizztronics
Falcon030", come to think of it!)

-- George Crissman
-- strads@tmisnet.com

Atari Falcon Resources
http://www.tmisnet.com/~strads/hq/atari.html

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 4988482525440798276
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,e0adbd549726a1bb,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100493,e0adbd549726a1bb,start
X-Google-Attributes: gid100493,public
From: strads@tmisnet.com (George Crissman)
Subject: Press Any Key....
Date: 1998/03/12
Message-ID: <35074ac0.410905@news.tmisnet.com>#1/1
X-Deja-AN: 333193381
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer,comp.sources.atari.st

Greetings!

There was a recently-posted request that programs should stop after printing text to the screen (when exiting) so the user could view the information before the desktop reappears.

After some toying around with a variety of commands, I've come up with a fairly-simple (although heavily commented!) demonstration function called pause_here(). It won't stop existing programs, but programmers developing new software will find this code easy to implement.

It recognizes any user's keypress (even the wiseguys who press SHIFT or CONTROL) with the exception of CAPS LOCK, which apparently only connects to the IKBD processor and not to the Central Processing Unit. As a bonus, it will recognize mouse clicks, as well.

A compiled GEM program containing this function will be posted as "Two Bit Tutorial Number 1" (probably in the binaries group) soon. It will NOT need a resource (*.RSC) file for proper operation, so don't worry that it doesn't have one! (You can rename it PAUSE.TOS, if the lack of a resource file causes problems.)

-- George Crissman
-- strads@tmisnet.com
-- March 11, 1998

Internet Data Mining -- The Perfect Way To Dig For Data!
http://www.tmisnet.com/~strads/index.html

```
      -- Source Code From 2B_TUT01.ZIP --

/***************** pause_here *****************/
/* Waits For Any Keypress (Except CAPS LOCK), */
/* Or Any Mouse Button Press.  Uses GEM Text  */
/* Mode, Typically Available During System    */
/* Boot And Program Termination.              */
/*                                            */
/* Bconstat() and Bconin() are capable of     */
/* recognizing ALL keypresses except for      */
/* CAPS LOCK.  Cconis(), Cconin(), Cconrs(),  */
/* and evnt_keybd() ignore a variety of keys  *
/* such as:  F1-F10, RETURN, ENTER, HELP,     */
/* UNDO, arrow keys, DELETE, INSERT, and      */
/* CLRHOME.                                   */
/*                                            */
/* Note -- To enhance readability:  explicit  */
/* comparisons are shown ( x == y ), "if"     */
/* blocks are surrounded by { } even though   */
/* not required for single statements, all    */
/* fixed numbers have been #defined, and      */
/* there are absolutely way too many comments.*/
/*                                            */
/* George Crissman             March 11, 1998 */
/* C-Lab Falcon MKII  GEM/TOS   Lattice C 5.6 */
/**********************************************/

/* Duplicate List of #defines for reference purposes:
 *
 * #define CON_PORT     2   Console / Keyboard Identification
 * #define KEY_PRESSED -1
 * #define NONE         0   May Be Omitted, Defined In AES.H
 * #define TRUE         1
 */

void pause_here()

{ int key_qty   = NONE ; /* Count Of Characters Pressed On Keyboard */
  int shiftcode = NONE ;        /* User Presses SHIFT, CTRL, or ALT */
  int mousecode = NONE ;                      /* Mouse Button Press */
  int mouse_x ;                       /* Mouse X Position On Screen */
  int mouse_y ;                       /* Mouse Y Position On Screen */

  long kb_status  = (long)NONE ;  /* Is Keypress Waiting For Input? */
  long user_input = (long)NONE ;  /* Information Received From User */

  char *key_message = "Press <any button> on the keyboard or
mouse.\r\n" ;

       /* Note: v_enter_cur is NOT USED since it clears the screen, */
           /* defeating the purpose of stop-and-look-at-the-output. */
```

```
  v_hide_c(  scrn_handle ) ;   /* Remove Mouse Pointer From Display */
  v_curtext( scrn_handle, key_message ) ;      /* Message On Screen */
  v_show_c(  scrn_handle, TRUE ) ;         /* Restore Mouse Pointer */

                                  /* Loop Waits For User To Respond */
  while( key_qty == NONE && shiftcode == NONE && mousecode == NONE )
  {                                            /* Check For Keypress */
     kb_status = Bconstat( CON_PORT ) ;     /* Is Keypress Waiting? */
     if( kb_status == (long)KEY_PRESSED )               /* If so... */
       { key_qty++ ;        /* Character Waiting Increments Counter */
         user_input = Bconin( CON_PORT ) ;        /* Clear Keypress */
       }
                    /* Check For Shift, Control, Alternate Keypress */

     vq_key_s( scrn_handle, &shiftcode ) ;

                                    /* Check For Mouse Button Press */
     vq_mouse( scrn_handle, &mousecode, &mouse_x, &mouse_y ) ;
  }
}
```

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -6881395719164307893
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public

From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12

Message-ID: <6e7k9g$40h@sjx-ixn5.ix.netcom.com>#1/1
X-Deja-AN: 333197752
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>

Organization: Netcom
X-NETCOM-Date: Wed Mar 11 7:20:16 PM PST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata

ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <6e6vssbfp1@news1.Radix.Net> kws@Radix.Net (Keith Scroggins)
writes:
>
>Now, the question is, will Hasbro Interactive do anything worthwhile
with
>Atari. I did notice that the computers were specifically listed as
being
>part of the deal. It makes me curious that they specifically
mentioned
>the computers (8-bit, ST, Falcon, and TOS), so does that mean there is

>some plan to use this for something? I mean, $5 million for Atari is
a
>good chunk of money. I wonder who we can get to tell more of this
deal.
>Sure enough $5 mil is not worth it for Atari's management.....
>
>Maybe Hasbro has a game system in the works and wants to use the Atari

>label.......
>
>I'm sure in the coming months rumors will start to appear everywhere!
>
Well, it is a possibility that Hasbro could distribute Project X units
made by an outside vendor and choose to use the Atari name...

From -4791669868341721696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e7lg2$gjd@sjx-ixn11.ix.netcom.com>#1/1
X-Deja-AN: 333202620
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>

<3507211e.27174297@news.vt.edu>
Organization: Netcom
X-NETCOM-Date: Wed Mar 11 7:40:50 PM PST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <3507211e.27174297@news.vt.edu> slight@bev.net (Steven L Cox)
writes:
>
>5 million is chump change for Hasbro, especially after just having
>purchased Tiger Electronics last month (Feb 9th) for 335 million.
>Which leads me to....
>
>>Maybe Hasbro has a game system in the works and wants to use the
Atari
>>label.....
>
>My conspiratorial mind is highly curious if there might end up being
>some form of game.com / Atari collaboration now. Perhaps use the Lynx
>technology to give the Com a much-needed shot in the arm?
>
This makes sense too. First of all the Lynx is by no means outdated
considering how far handheld consoles go these days. Secondly no one
seems to want a Tiger Game.com, maybe they want and Atari Game.com.
Secondly, purchasing two game companies leads me to believe they have
something planned. Perhaps Hasbro will make a console, portable or
standard (or even liscense Project X) and use technology from both
companies or names to form something.

From 4527230733701009546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
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X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
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X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e7lnq$nuf@dfw-ixnews12.ix.netcom.com>#1/1

X-Deja-AN: 333202621
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<35074de0.1211135@news.tmisnet.com>
Organization: Netcom
X-NETCOM-Date: Wed Mar 11 9:44:58 PM CST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <35074de0.1211135@news.tmisnet.com> strads@tmisnet.com (George
Crissman) writes:
>
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>
>>Now, the question is, will Hasbro Interactive do anything worthwhile
with
>>Atari.
>
>Somehow, the "Hasbro Falcon030" just doesn't have
>the same cachet. (I'd even prefer a "Wizztronics
>Falcon030", come to think of it!)
>
I would think the want the Atari name perhaps for something else. Maybe
they want to release the Jaguar 2 and try to beat Playstation, in
theory it is more powerful than current consoles and could compete with
the next according to the few rumors surrounding it.

From -6587217976652934079
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: Patrick Mulvey <pmulvey@erols.com>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <3507A445.AED6E4D2@erols.com>#1/1
X-Deja-AN: 333235368
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com>

X-Priority: 3 (Normal)
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: abuse@erols.com
X-Trace: winter.news.erols.com 889682519 18974 207.172.194.120 (12 Mar 1998
06:01:59 GMT)
Organization: Erol's Internet Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Curt Vendel wrote:

> Hello to all,
>
> I was given an email earlier this morning from an individual who
> gave me a link for the Techstocks website, within the website it
> reference that JTS had filed an 8K form for the sale of assets,
> specifically Atari to Hasbro Interactive.
>
> I decided the only way to know for sure if this was fact or fiction
>
> was to go to the source, since JTS is a publicly traded I went to the
> SEC site at www.sec.gov
>
> So go to www.sec.gov, go to the Edgar Archives, select 8K and type
> in
> JTS for the ticker and Viola!!! You get for February 23, 1998 the
> sale
> of most Atari assests to
> Hasbro for (GET THIS!!!) only $5,000,00!!!
>
> Its real, its true and its official, Atari has been
> sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
> Curt Vendel
> Atari Prototypes & Vaporwares Site
> www.atari.nu

 Thanks for the info. I read the document and one very interesting part
is
the fact that Hasbro will take the rights to the website domain
"atari.com"
It looks like Hasbro will be using the name Atari for something, but
what
that might be is still up for speculation.

When Atari bought into JTS there were many who said that Atari was DEAD!

It definately looks like some restoration will be happening.

Thank you Hasbro in advance for whatever you may do!

Patrick Mulvey
Pres. LIAUG

(and thanks again Curt!)

From -9011911552434111448
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
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X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
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X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: "Harold Alley Jr." <ataripc@2die4.com>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <35078754.7B15E565@2die4.com>#1/1
X-Deja-AN: 333246637
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<3507211e.27174297@news.vt.edu> <6e7lg2$gjd@sjx-ixn11.ix.netcom.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: AlleyCat Computer Systems
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

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AtariGames.com is own by Atari Games Corporation a subsidiary of
Bally/Midway

From 2941589447369103026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
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X-Google-Thread: 1056fc,746ee2f1f74b8f50
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X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <35078F75.129D629D@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 333250555
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<35074de0.1211135@news.tmisnet.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 889687869 5509 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

George Crissman wrote:
>

> On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
>
> >Now, the question is, will Hasbro Interactive do anything worthwhile with
> >Atari.
>
> Somehow, the "Hasbro Falcon030" just doesn't have
> the same cachet. (I'd even prefer a "Wizztronics
> Falcon030", come to think of it!)

Hehehee.. I'm not sure I like any of them. Someone wanted to start some rumors, here is one. I guess you all know of VM-Labs which are supposed to cooperate with a number of big companies. I have no idea what Hasbro does, but maybe JHasbro+VM-Labs have something to do with this as well? :-)

Another possibility would be that it would be esier for a seconde company to buy out the computer part and TOS. As they sold the whole shit for 5 mill, I guess the computer part would be very cheap as I guess this is not what they were after in the first place.

Well, maybe IBM could buy the computer and release a PPC TOS box, or Compac or Dell could buy it just for the fun to rival Gateway2000? The price for the computer part would be a fart in space for those guys. :-)))))

Anyway, here you are.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 7967519178646014977
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/12
Message-ID: <350795B3.C7E5C688@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 333258387
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<6do9p5$i3i$1@news.emw.ericsson.se> <6e62q4$t72@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 889689466 6159 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Levien van Zon wrote:
>
> Magnus Kollberg (magnus.kollberg**@**emw.ericsson.se) wrote:
>
> : Talking about VBLs, will you even have a correct VBL with a graphics
> : card?
> : I can't imagine that the Nova card can provide a true VBL, or can it? I
> : would guess that you will get the "old" VBL and not the VBL from the
> : Nova card.
>
> Wasn't there some kind of "VBL emulation" on the Falcon as well?

That is the point. With a Nova card you wont even get a useable VBL so
you can't make games which runs on graphics cards to use the VBL like
Peter said, or whoever it was talking about VBLs.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -3636988946441833672
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X-Google-Attributes: gid111a55,public
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X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: "Kent Johansson" <midwinter@hotmail.com>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <01bd4d9f$44010be0$0500a8c0@kent2>#1/1
X-Deja-AN: 333282097
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
X-NNTP-Posting-Host: t5o62p23.telia.com
X-Complaints-To: abuse@internet.telia.com
Organization: Telia Internet Services
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata

ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Keith Scroggins <kws@Radix.Net> wrote
> part of the deal. It makes me curious that they specifically mentioned
> the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
> some plan to use this for something? I mean, $5 million for Atari is a

If they aren't intrested in the computer line or TOS, perhaps we can see
TOS under a open license or even freely aviable. The same goes for the
hardware schematics, sadly there isn't much money left in a computerline
that was abadoned some 5 years ago, even if one as a enthusiast like myself
don't like that fact. Today people buys a PC not a homecomputer... ;-(But
perhaps Hasbro are more open than JTS where.

Just my 2 cents.

Regards..

//Kent Johansson

From 8531928139676608470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
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X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: warday@ultranet.com (Chris Lanteigne)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <3507b8fb.1889200@news.ma.ultranet.com>#1/1
X-Deja-AN: 333286661
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<6e72eb$9u9@dfw-ixnews7.ix.netcom.com>
X-Ultra-Time: 12 Mar 1998 10:30:02 GMT
X-Complaints-To: abuse@ultra.net
Organization: UltraNet Communications, Inc. http://www.ultranet.com/
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

>I thought I recently heard that Hasbro was laying off several hundred
>employees and closing a plant. I wonder if the Atari purchase has anything
>to do with this. Could be a refocusing of their management's vision.
>Hmmm... an Atari web-box? No reason you can't sell one today for $99.

i believe those lay offs were planned to come at the factory in rhode
island. though i doubt that really has anything to do with the atari
purchase.

~chris

From 3692293068089980070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: grayc@btm0qt.se.bel.alcatel.be (Chris Gray)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <GRAYC.98Mar12145308@btm0qt.se.bel.alcatel.be>#1/1
X-Deja-AN: 333325770
Distribution: world
References: <3506DA34.FB7D3F06@aol.com>
Organization: Alcatel/Bell
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In article <3506DA34.FB7D3F06@aol.com> Curt Vendel <cvendel@aol.com> writes:

> So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
> JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
> of most Atari assests to
> Hasbro for (GET THIS!!!) only $5,000,00!!!

You're just jealous Curt, because you didn't buy it for yourself. :)

(BTW the checque for the Riebl card is In The Mail. At last.)

--

  Chris Gray

From 4803615993770903459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: "Johnny Zymurgy" <thehelmet@hotmail.com>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e976t$2un@dfw-ixnews9.ix.netcom.com>#1/1
X-Deja-AN: 333392954
References: <3506DA34.FB7D3F06@aol.com>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Netcom
X-NETCOM-Date: Thu Mar 12 11:49:17 AM CST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

It occurs to me that if we all pooled our money together, WE could have
bought Atari! C'mon guys, 50 of us with $100K a piece could do it.

Chris

Curt Vendel wrote in message <3506DA34.FB7D3F06@aol.com>...
>Hello to all,
>
>
>   I was given an email earlier this morning from an individual who
>gave me a link for the Techstocks website, within the website it

>reference that JTS had filed an 8K form for the sale of assets,
>specifically Atari to Hasbro Interactive.

From 4360230685080218976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
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X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: me_trebor@hotmail.com
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e9ejs$t1u$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 333425048
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<6e72eb$9u9@dfw-ixnews7.ix.netcom.com>
X-Http-User-Agent: Mozilla/2.0 (compatible; MSIE 3.02; Windows 95)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Mar 12 19:57:07 1998 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

In article <6e72eb$9u9@dfw-ixnews7.ix.netcom.com>,
  "Johnny Zymurgy" <thehelmet@hotmail.com> wrote:
>
> I thought I recently heard that Hasbro was laying off several hundred
> employees and closing a plant. I wonder if the Atari purchase has anything
> to do with this. Could be a refocusing of their management's vision.

The layoff had to do with Hasbro doing away with unprofitable toy lines and
closing down an out of date factory. Nothing that doesn't happen from time to
time.

Rob Merritt

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/   Now offering spam-free web-based newsreading

From 7272997410489558637
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
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X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
From: me_trebor@hotmail.com
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e9cti$rk1$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 333425273
References: <3506DA34.FB7D3F06@aol.com>
X-Http-User-Agent: Mozilla/2.0 (compatible; MSIE 3.02; Windows 95)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Mar 12 19:27:58 1998 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

In article <3506DA34.FB7D3F06@aol.com>,
  Curt Vendel <cvendel@aol.com> wrote:
>
>   So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
> JTS for the ticker and Viola!!!   You get for February 23, 1998 the sale
> of most Atari assests to
> Hasbro for (GET THIS!!!) only $5,000,00!!!

Which was probably paid from the profits from Frogger alone.
>
> Its real, its true and its official, Atari has been
> sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Whew! i want to say that I dont care if Hasbro does nothing with Atari. Just
so long as Atari didn't die at the hands of the Trameils!!!! I hope this all
works out and Atari escapes to Hasbro. JTS is about to be eaten by
stockholders.

Rob Merritt

Rob Merritt

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/   Now offering spam-free web-based newsreading

From 931245798373388268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public

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X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: me_trebor@hotmail.com
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e9dqn$s93$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 333425617
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<3507211e.27174297@news.vt.edu>
X-Http-User-Agent: Mozilla/2.0 (compatible; MSIE 3.02; Windows 95)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Mar 12 19:43:44 1998 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

In article <3507211e.27174297@news.vt.edu>,
  slight@bev.net wrote:

> 5 million is chump change for Hasbro, especially after just having
> purchased Tiger Electronics last month (Feb 9th) for 335 million.
> Which leads me to....
>
> >Maybe Hasbro has a game system in the works and wants to use the Atari
> >label.....
>
> My conspiratorial mind is highly curious if there might end up being
> some form of game.com / Atari collaboration now. Perhaps use the Lynx
> technology to give the Com a much-needed shot in the arm?
>
> >I'm sure in the coming months rumors will start to appear everywhere!
>
> Why wait months when we can start now? :)

Yeah, why not? :) Seriously. not more than three months ago I was reading
that Atari and the logo is still one of the most reconized brand names in the
world. On par with Coke, and RCA. My pet theory is has Hasbro
interactive/Tiger will become Atari for name awareness purposes. Rumors about
a year ago were running around that Tiger was developing a console system. I
imagine that, even with the bad press Atari has gotten, an Atari system will
sell better than a Tiger system. In the short term, I imagine that we'll see
retro games with Atari on it. Let me throw a few more logs in the rumor mill.
(Mostly from speculation) 1. Notice that midway and WMS were spliting up? I
wonder if Atari Games will come available for sale? hmmmmm... 2. Everyone is
saying Project X. I think if that was the case, next Generation would be
crowing louder. They know who the Project X partners are already. Oh the
other hand, maybe thats why they didn't want to say to much back in Janurary.
in either case, I'm sure we'll hear it there first. 3. Yars Revenge X...

<drool>

Rob Merritt

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/   Now offering spam-free web-based newsreading

From 6850276881888610574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
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X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
From: me_trebor@hotmail.com
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e9e7sslg1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 333425640
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<3507211e.27174297@news.vt.edu> <6e7lg2$gjd@sjx-ixn11.ix.netcom.com>
<35078754.7B15E565@2die4.com>
X-Http-User-Agent: Mozilla/2.0 (compatible; MSIE 3.02; Windows 95)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Mar 12 19:50:45 1998 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

In article <35078754.7B15E565@2die4.com>,
  "Harold Alley Jr." <ataripc@2die4.com> wrote:
> AtariGames.com is own by Atari Games Corporation a subsidiary of
> Bally/Midway

Rob Merritt

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/   Now offering spam-free web-based newsreading

From 7771856569813886251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50

X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
From: me_trebor@hotmail.com
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e9ebmsom1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 333425648
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<3507211e.27174297@news.vt.edu> <6e7gc3jbp1@news1.Radix.Net>
X-Http-User-Agent: Mozilla/2.0 (compatible; MSIE 3.02; Windows 95)
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Thu Mar 12 19:52:47 1998 GMT
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st

In article <6e7gc3jbp1@news1.Radix.Net>,
  kws@Radix.Net (Keith Scroggins) wrote:
>
> Atually, for all that Atari embodies, $5 million is dirt cheap. The
> question is, did they finally get rid of the Tramiel family...
>

I'm having visions: "Jack, while you were out of the office...."

Rob Merritt

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/   Now offering spam-free web-based newsreading

From 4576152819632971300
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0adbd549726a1bb
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Press Any Key....
Date: 1998/03/12
Message-ID: <1998031220335680956@zetnet.co.uk>#1/1
X-Deja-AN: 333443320
References: <35074ac0.410905@news.tmisnet.com>
Newsgroups: comp.sys.atari.programmer

Hi

> There was a recently-posted request that
> programs should stop after printing text

> to the screen (when exiting) so the user
> could view the information before the
> desktop reappears.

Sounds like a reasonable request to me.

> After some toying around with a variety of
> commands, I've come up with a fairly-simple
> (although heavily commented!) demonstration
> function called pause_here(). It won't stop
> existing programs, but programmers developing
> new software will find this code easy to
> implement.

I would be supprised if anyone producing
(useful) software couldn't code their own
"wait key" routine...

```
> /* and evnt_keybd() ignore a variety of keys  *
> /* such as:  F1-F10, RETURN, ENTER, HELP,     */
> /* UNDO, arrow keys, DELETE, INSERT, and      */
> /* CLRHOME.                                   */
```

Actually, thats not true, it works fine here (just different, as they
all have an ASCII code of zero - you have to use scancode instead).

Anthony
--
PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...


```
----------------------------------------+-------------------------------
Anthony Jacques           IRC: AnthonyJ |
                                        | Please read the latest update
jacquesa@zetnet.co.uk                   | to my WWW pages and comment...
http://www.users.zetnet.co.uk/jacquesa/ |
----------------------------------------+-------------------------------
```


From -4836108523871820008
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50

X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e9ir2$sug@dfw-ixnews3.ix.netcom.com>#1/1
X-Deja-AN: 333453605
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e6vfq$pv2$2@gte1.gte.net>
<35077385.59E2@gte.net>
Organization: Netcom
X-NETCOM-Date: Thu Mar 12 3:07:46 PM CST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <35077385.59E2@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
writes:
>
>As for a new Atari console... I wonder if Hasbro is a Project X
>licensee?
>
I had a few thoughts of this myself, will they perhaps distribute them
under that Atari name? I heard Phillips was interested in the Atari
name for Project X, would they liscense its use from Hasbro?

From 5451968833317416352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e9j1q$fn5@sjx-ixn4.ix.netcom.com>#1/1
X-Deja-AN: 333460318
References: <3506DA34.FB7D3F06@aol.com> <3507A445.AED6E4D2@erols.com>
Organization: Netcom

X-NETCOM-Date: Thu Mar 12 1:11:22 PM PST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <3507A445.AED6E4D2@erols.com> Patrick Mulvey <pmulvey@erols.com>
writes:
>
> Thanks for the info. I read the document and one very interesting
>part
>is
>the fact that Hasbro will take the rights to the website domain
>"atari.com"
>It looks like Hasbro will be using the name Atari for something, but
>what
>that might be is still up for speculation.
>
Thats true, I suppose they could have let the site die if they had no
use for it, but since they took the site it would seem that they plan
on using it for something. I also noticed if I try to go to
http://www.atari.com it just sits hangs, claiming it is connecting, but
nothing becomes of it.

From -6062389522384495104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e9j4t$ck0@dfw-ixnews8.ix.netcom.com>#1/1
X-Deja-AN: 333460319
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<3507211e.27174297@news.vt.edu> <6e7lg2$gjd@sjx-ixn11.ix.netcom.com>
<35078754.7B15E565@2die4.com>
Organization: Netcom
X-NETCOM-Date: Thu Mar 12 3:13:01 PM CST 1998
Newsgroups:

comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <35078754.7B15E565@2die4.com> "Harold Alley Jr." <ataripc@2die4.com>
writes:
>
>
>
>BELJAN E wrote:
>
>> In <3507211e.27174297@news.vt.edu> slight@bev.net (Steven L Cox)
>> writes:
>> >
>> >5 million is chump change for Hasbro, especially after just having
>> >purchased Tiger Electronics last month (Feb 9th) for 335 million.
>> >Which leads me to....
>> >
>> >>Maybe Hasbro has a game system in the works and wants to use the
>> Atari
>> >>label.....
>> >
>> >My conspiratorial mind is highly curious if there might end up
being
>> >some form of game.com / Atari collaboration now. Perhaps use the
Lynx
>> >technology to give the Com a much-needed shot in the arm?
>> >
>> This makes sense too. First of all the Lynx is by no means outdated
>> considering how far handheld consoles go these days. Secondly no one
>> seems to want a Tiger Game.com, maybe they want and Atari Game.com.
>
>AtariGames.com is own by Atari Games Corporation a subsidiary of
>Bally/Midway
>
I was referring to the Tiger Game.com console perhaps being renamed as
something dealing with Atari since they are not selling well.

From 1869412950095719056
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50

X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: ad329@james.hwcn.org (Chris Cracknell)
Subject: Re: Atari Has been Sold/Jag Comeback?
Date: 1998/03/12
Message-ID: <6e9k1v$8mq@james.hwcn.org>#1/1
X-Deja-AN: 333465862
Distribution: world
References: <3506DA34.FB7D3F06@aol.com>
Organization: Hamilton-Wentworth FreeNet
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In article <3506DA34.FB7D3F06@aol.com>, Curt Vendel <cvendel@aol.com> wrote:
>Hello to all,
>
>
>   I was given an email earlier this morning from an individual who
>gave me a link for the Techstocks website, within the website it
>reference that JTS had filed an 8K form for the sale of assets,
>specifically Atari to Hasbro Interactive.
~^~^~^

X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
From: lvpy67c@ix.netcom.com(BELJAN E)
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/12
Message-ID: <6e9jdp$cqh@dfw-ixnews8.ix.netcom.com>#1/1
X-Deja-AN: 333470997
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<01bd4d9f$44010be0$0500a8c0@kent2>
Organization: Netcom
X-NETCOM-Date: Thu Mar 12 3:17:45 PM CST 1998
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <01bd4d9f$44010be0$0500a8c0@kent2> "Kent Johansson"
<midwinter@hotmail.com> writes:
>
>Keith Scroggins <kws@Radix.Net> wrote
>> part of the deal. It makes me curious that they specifically
mentioned
>> the computers (8-bit, ST, Falcon, and TOS), so does that mean there
is
>> some plan to use this for something? I mean, $5 million for Atari
is a
>
>If they aren't intrested in the computer line or TOS, perhaps we can
see
>TOS under a open license or even freely aviable. The same goes for the
>hardware schematics, sadly there isn't much money left in a
computerline
>that was abadoned some 5 years ago, even if one as a enthusiast like
myself
>don't like that fact. Today people buys a PC not a homecomputer... ;-(
 But
>perhaps Hasbro are more open than JTS where.
>
>Just my 2 cents.
>
I would guess JTS was too strapped for cash to try to do anything with
Atari. Perhaps that is why they were not open with Atari, they wanted
to liscense stuff to make money.

From -2109315504471271486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,746ee2f1f74b8f50
X-Google-Attributes: gidf8760,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50
X-Google-Attributes: gid104d7a,public
X-Google-Thread: 109a67,746ee2f1f74b8f50
X-Google-Attributes: gid109a67,public
From: crow@coos.dartmouth.edu (Preston F. Crow)
Subject: Re: Atari Has been Sold (10% Facts)
Date: 1998/03/12
Message-ID: <6e9op9jg1@dartvax.dartmouth.edu>#1/1
X-Deja-AN: 333476185
References: <3506DA34.FB7D3F06@aol.com> <6e6vssbfp1@news1.Radix.Net>
<01bd4d9f$44010be0$0500a8c0@kent2> <6e9jdp$cqh@dfw-ixnews8.ix.netcom.com>
Organization: Dartmouth College, Hanover, NH, USA
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

So perhaps we should petition Hasbro to make some of the old Atari
8-bit and ST stuff freeware.

Maybe make the custom chip details public, and license theem for free
non-comercial (or limited production, say under 1000 units) use.

Perhaps relase the source for the various operating systems under
something like the Netscape Public License.

I think we should think about what they could do that would:
 a) make us hobiests happy
 b) not provide any advantage to their competitors
 c) not deprive them of potential future revenue
 d) not cost them much of anything to release

--PC

--
     "I'm guilty of a lot of things, but I didn't ever do that.''
          --Bill Clinton, on why he had astroturf lining the
                  back of his pickup truck

From -3387898002703143003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f,start
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Icons in menus?
Date: 1998/03/06
Message-ID: <889197421.85648@tornado.itea.ntnu.no>#1/1
X-Deja-AN: 331416267
Cache-Post-Path: tornado.itea.ntnu.no!unknown@pingle.nvg.ntnu.no
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Organization: The Norwegian University of Science and Technology
X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Is it possible to use both a icon and a string as a meny-entry? And if
so, how?

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -6810273716368741901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7891e1bb9a742b4
X-Google-Attributes: gid1115ce,public
From: Mark Slagell <bald_soprano@usa.net>
Subject: Re: Text cursor coordinates
Date: 1998/03/06
Message-ID: <35003D57.3C4A@usa.net>#1/1
X-Deja-AN: 331468772
Content-Transfer-Encoding: 7bit
References: <35015098.4089830@news.demon.co.uk> <6dmc6nmht1@laas.laas.fr>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Lunar Hostility Studies
Newsgroups: comp.sys.atari.programmer

I'm not convinced that all use of line-A is ill advised, especially when
there seems no other way to do what you are doing. Using $Axxx calls to
create graphics or text should no longer be done, true. But once you

know where the line-a variables are, I don't see a problem with
accessing them from within a BIOS handler, or wherever; because that has
long been a common practice, I think all TOS versions and all existing
display drivers and accelerators support those variables, at least those
documented variables having to do with VT52 (does anyone here know
otherwise?). You probably want to keep your $a000 call in the
installation phase, rather than invoking it on the fly later, again to
keep line-A calls out of the bios handler. Probably you already are
doing this.

Roland Prajoux wrote:
>

> The patch deals with bugs in the VT52 emulator. Here is how it works, briefly.
> The patch steals the Bconout(console) vector and sits there. When a non-bugged
> escape sequence comes in, it just let the original handler do the work.
> If it is a bugged one, then it does its own stuff and returns. To operate,
> the patch MUST know the current text cursor position (as well as character
> cell sizes). I obtain a lot of information via a cookie installed by the
> card driver, but cursor position is given ONLY by LineA, to my knowledge.
>
> Let me insist. The information is needed from WITHIN A BIOS HANDLER. I can't
> make any VDI call, for example, from there...
>
> Any idea, anyone?

--
"Apart from the known and the unknown, what else is there?"
  -- Harold Pinter

From -565373481430443667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: noSPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Icons in menus?
Date: 1998/03/06
Message-ID: <noSPAMdwilga-0603981359150001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 331479318
References: <889197421.85648@tornado.itea.ntnu.no>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <889197421.85648@tornado.itea.ntnu.no>, Jo Even Skarstein
<joska@nuts.edu> wrote:

> Is it possible to use both a icon and a string as a meny-entry? And if
> so, how?

The only way I can think of to do this and have it work would be to use G_PROGDEFs and roll your own. The AES is very picky about the hierarchy of menus, and you can't just add a new object.

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

From -73695349796008410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7d28f9052531744a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f5ab3,7d28f9052531744a
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: 1115ce,7d28f9052531744a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,7d28f9052531744a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,7d28f9052531744a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,7d28f9052531744a
X-Google-Attributes: gid109a67,public
From: ad329@james.hwcn.org (Chris Cracknell)
Subject: Microsoft and Atari
Date: 1998/03/06
Message-ID: <6dphhe$i24@james.hwcn.org>#1/1
X-Deja-AN: 331490256
Distribution: world
References: <6dnrmb$pme@bgtnsc02.worldnet.att.net>
<P3Vt5FAynv+0EwKC@donut.demon.co.uk> <6dhvo3$r4q@brtph500.bnr.ca>
Organization: Hamilton-Wentworth FreeNet
Newsgroups:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In article <6dnrmb$pme@bgtnsc02.worldnet.att.net>, Dan Phillips
<xiting@worldnet.att.net> wrote:

>Why Gates would ever think that users of computers with a Digital
>Research based OS would use an MS product is beyond me...
~^~^~^

ST.

CRACKERS
(Scary thought from hell!!!)

--

Accordionist - Wethifl Musician - Atari 2600 Collector | /\/\
NEW CrAB URL http://www.hwcn.org/~ad329/crab.html ***| \^^/
Bira Bira Devotee - FES Member - Samurai Pizza Cats Fan| =\/=

From -2213499348976004059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,77f2cd8140186bcd,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1049df,77f2cd8140186bcd,start
X-Google-Attributes: gid1049df,public
X-Google-Thread: 1115ce,77f2cd8140186bcd,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,77f2cd8140186bcd,start
X-Google-Attributes: gid109a67,public
From: "Marco Lagendijk" <marcola@xs4all.nl>
Subject: TOS documentation
Date: 1998/03/06
Message-ID: <6dpkat$9s3$1@news2.xs4all.nl>#1/1
X-Deja-AN: 331490842
X-XS4ALL-Date: Fri, 06 Mar 1998 20:55:09 CET
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: XS4ALL, networking for the masses
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.
software

Anyone an idea where to find commented TOS assembler documentation? I've
been searching the world for this.

Gratefully yours,
Marco

From 8910870359498469575
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/03/06
Message-ID: <35006319.14478317@news.zetnet.co.uk>#1/1
X-Deja-AN: 331530988
Content-Transfer-Encoding: 7bit
References: <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34f7e679.1200052@news.zetnet.co.uk>
<34FAAF15.402@mst.tn.utwente.nl> <34fed045.6413689@news.zetnet.co.uk>
<Ep8HLK.np1@suse.modem.stud.uni-hannover.de> <34fe24b3.2536251@news.zetnet.co.uk>
<EpC9Hv.MMs@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 5 Mar 1998 09:10:43 GMT that you wrote:

I hope I havn't missed anything.. ZETNET not given any news for 24hrs
and now the news is back... it looks like the ones for last 24 hrs are
lost :(

>> OK you cant or wont try the games...but there are plenty of colour
>> screen shots of them on my web pages that would give you a better idea
>> ?..I wish you would take the time to at least look :)
>>
>> http://www.users.zetnet.co.uk/paxton/
>
>Hmm, something wrong here ? Couldn't find any screen shots. Found all sorts
>of neat things, but no screen shots, looking in every corner where the link
>sounded remotely like it could lead to shots. So you'd need to give me the
>direct URL for the shots.

ho dear...sorry

http://www.users.zetnet.co.uk/paxton/stosser/home.htm

This will take you to the main STOSSER pages.. as could have got to
from paxton :)

From here simple choose STOSSER Titles, there you will get a list of
all titles.. you click on and get a full rundown including screen
shots and independant reviews where applicable,

OR....you can simple download the whole STOSSER site as a zip file for
offline reading at
http://www.users.zetnet.co.uk/paxton/zips/stosser.zip

Its 736kb but holds maybe 70 gifs and about 70+ html files all
pertaining to stosser software :)

I take it you saw the ST+Fanzine site... its doing well. lots of
companies are now taking it and giving copies away with orders...
advertising is FREE .<SMILE>

You can grab the whole ST+ Fanzine site for offline reading as well
http://www.users.zetnet.co.uk/paxton/zips/stp.zip

>Cheers Peter

HTH :)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -1537316841526524560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/03/06
Message-ID: <EpEA2u.M37@suse.modem.stud.uni-hannover.de>
X-Deja-AN: 331611022
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk> <EpAM1x.noL@suse.modem.stud.uni-
hannover.de> <1998030521372880956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <1998030521372880956@zetnet.co.uk>,
     Anthony Jacques <jacquesa@zetnet.co.uk> writes:
>> >> If just a defined delay is required, one could also simply access the 200 Hz
>> >> counter, for which one does not need to install interrupt handlers.
>> >
>> > Yea, and then you get some great effects with redrawing the screen while the
>> > play watches...
>>
>> If you do it such that those effects remain that you should perhaps take a
>> course in programming ! This is pretty fundamental stuff.
>
> right, so in a GEM game, where you cannot page-flip, and you are not aware of

> when the VBL takes place (unless you are recommending that a GEM program
> should call a blocking call such as Vsync, which IMO destroys many of the
> benefits of using a modern GEM! [multitasking]), how do you make sure this
> doesn't happen?

<Course in fundamental programming on> ;-)

Write your drawing routing such that it can be executed from the VBL queue. This avoids flicker as drawing is done during the flyback gap, and still does not exclude system calls if done properly. There is no requirement at all to *wait* for the VBL. Let the drawing be done *by* the VBL, and only do the game progress be done in the main program, but use an independent timing source. This way, even the effect mentioned by Hans of duplicated output is avoided.

Consider a jump'n-run game. Your little sprite is moved by joystick, mouse, whatever. The main program does a loop :

1) Watch the 200 Hz system variable until it has changed (increased by one). This means 5 ms have elapsed since this point was done last time.
2) Inquire about the state of the joystick.
3) Apply the state to some internal coordinates of your jump'n-run thing, but do not draw anything !
4) Handle all other stuff, like collisions, "gun fire" etc. etc. but make sure this is finished before the 5 ms time slice is over.
5) Go back to point 1).

Now hook a VBL routine into the VBL queue, that does the following :

a) Get last sprite position as saved by point e).
b) Undraw the sprite at position determined in point a).
c) Sample the new sprite coordinate from the internal variable mentioned in point 3).
d) Draw the sprite at position determined by point c).
e) Save the position determined by point c) into some internal variable.

With this scheme, all the game will always be of the same speed regardless of the video hardware, since point 1) ensures that each movement takes precisely 5 ms.

With this scheme, no flicker can happen, as all drawing is done in the VBL exclusively.

With this scheme, it cannot happen that any two successive "screens" show the same picture, as the screen is updated each 20 ms (ST-Low 50 Hz), 16 ms (ST-Low 60 Hz) or 14 ms (VGA/ST-High, 70 Hz), while a movement takes place each 5 ms, which gives at least two, or even more, movements before a "screen" refresh happens, therefore no "jerky animation".

<Course in fundamental programming off> ;-)

Of course this is pretty basic, and for a fully grown game a fair bit of other stuff is required, but I think it shows how a game can be constructed

that has all the discussed advantages, but does not suffer from the mentioned drawbacks.

> Yea, but if it works on the slowest machine, as my examples do, it is possible,
> as there isn't a machine not capable.

No there are machines "not capable", as speed will depend on either CPU power or video hardware. And as Tony has pointed out, even with the latter the speed variances can well be intolerable.

>> the box has plenty CPU power compared to most other Ataris, and since
>> timing is not derived from VBL but the fixed 200 Hz clock, the games works
>> with the same speed as on a small ST.
>
> Yea, except you get jerky animation.

No. Only if you do it wrong.

>> > eg. Say I wrote a (generic, any-machine) doom game that runs fine on a Falcon,
>> > but runs at FPS. Should I say "for all Ataris"? I dont think so.
>>
>> What's FPS ?
>
> sorry, I missed a few words out... "runs 1 FPS on an ST". FPS=Frames
> Per Second.
> "Speed" would perhaps have been a better word.

It's my whole point that FPS is not an appropriate speed unit, as it is not constant but depends badly on hardware.

>> > Thats why an "enquire available modes" (as I suggested in another post) call
>> > is a good idea, IMO.
>>
>> Definitely agreed. But a method like the one provided by Setscreen is trash,
>> as minor changes to a mode would require another mode code, which then again
>> is not known by software. What is needed is an extensive get_mode_info call
>> that fills in a structure with all relevant information.
>
> But surely it is better than nothing? The VDI does not (currently) offer
> any equivelent...

It provides every information that is possible with the *current* resolution. In the context of multitasking (which is the very context that also leads to the desire of games running in a GEM window) this is all what is needed. v_opnwk() / v_opnvwk() both provide a fair bit of information on what is possible. vq_extnd() provides an additional lot.

>> > No, I think it should be the PROGRAMMERS choice. The environment that the
>>>
>> Ok, but then you end up with the current situation with lots of games that
>> are not acceptable for many users.
>
> "many". I still haven't been convinced that Hades/Medusa/Nova users are a
> significant portion of the games "market".

Do you really lack the imagination to find out yourself, why this is the
case ? It is because you guys have abandoned their hardware long ago. It
is because they've given up on the hope that games programmer might one
day become open minded enough to write the games such that they will run
on their hardware too, they simply don't bother anymore to ask each time
a new game comes out if it does run on their hardware too. But they are
there, and as every human being they like games too. Get into the business
of software that is not games (like networking in my case), and you'll see
how many people are there with hardware that does not support ST-Low anymore.
I'd bet you'd be surprised.

>> A user that wants it full-screen can still
>> extend to window to cover the whole screen, while it gives additional flexi-
>> bility for those who want it.
>
> Yea, at a significant cost.

You've never tried.

>> >> Some improvements can be done by using hacks (this is
>> >> what I call fiddling with hardware to set video modes), but it leads to
>> >> the situation that few users can use the program. I know, people don't care
>> >
>> > So what do you call using documented OS calls?
>>
>> Sticking to official documents of the institution that provides the standards.
>> The latter is a bit of a problem for the Atari world, as Atari doesn't exist
>> anymore, but earlier on they released an official paper that said "Don't use
>> Setscreen anymore."
>
> True, but that was with the release of the TT. In the Falcon, they extended the
> functionality of Setscreen. Why, if it wasn't supposed to be used anymore?

No, not for that purpose. It was just as said in official documents : To
enhance the likelyhood that old software will run on the new machine. For
nothing more it was extended.

>> My developing machine has 960x544 on an SM124, still I prefer to use a smaller
>> font than the system font, yet I can sit there for hours and work with it.
>
> Wow... I couldn't use that on a regular basis... I guess you sit pretty close
> to your monitor?

50 to 80 cm, is that close ? It's closer than I'm to my TV set when
watching TV. ;-)

>> Don't say emulated fine scrolling is too slow, be aware of the
>> 100 MHz 68060 machine.
>
> Sorry, but I really dont see why every programmer working on a lower-end
> Atari should have to write all this sort of routine for the high end machines,
> when it could be emulated at the system level by hades owners/programmers...

The latter is not possible, that's the difference. Think twice and you'll
see why.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 5232593998818693921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7891e1bb9a742b4
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Text cursor coordinates
Date: 1998/03/06
Message-ID: <EpEAq3.M8L@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 331611023
Sender: news@suse.modem.stud.uni-hannover.de
References: <6dgkfu$f12$1@laas.laas.fr> <35015098.4089830@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <35015098.4089830@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>I have written for my own usage a utility program. Its operation needs to be
>>able to obtain the current alphanumeric (VT52) cursor position (row, column).
>>To do this, I make at the initialisation phase the LineA call 0 to get
>>the address of the LineA data structure. This structure contains the information
>>that I need.
>>

>>The program runs fine.
>>However, I would like to get rid of LineA. Well, but I am unable to figure out
>>how to do what I want without it.
>
> I don't know of a way without having to keep track of it yourself.

There is one, see below.

>>--> Who knows a "legal" method for obtaining the current X-Y position of the
text
>>cursor?
>
> If you place a virtual vdi workstation into proper text mode

That's the proper way. Use VDI exclusively ! Enter alpha mode by calling
v_enter_cur(), then do a vq_curaddress() which returns the cursor's row
and column position. There is VDI functions for all moving and setting
cursors, erasing parts or whole screen, and outputting text (the latter
being faster than calling GEMDOS Cconws() or others !).

>>Incidentally, what is exactly the situation with LineA for '030 and up Atari
>>computers. I have heard inconsistent things on the subject.

The $a000 function (initialisation) is kept so that programs can find out
about system fonts, and can read the VDI escape variables which are docu-
mented for read access only by Atari in the S.A.L.A.D. document. All other
LineA functions are gone or about to go away.

Personally I'd discourage people from using the $a000 function too, but
definitely it's not wise to use any of the other LineA functions.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 8774297443605944451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e7bbe880ed8817a,start
X-Google-Attributes: gid1115ce,public
From: "Marc" <ema@imaginet.fr>
Subject: HD DRIVER
Date: 1998/03/07
Message-ID: <6dq408$be8$1@news.imaginet.fr>#1/1
X-Deja-AN: 331566061
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

Could someone help me :
I am looking for a HD driver for Falcon to be able to make big patitions of the HD (more than 1 Giga) ?
Thanks
Marc

From -478164205485155038
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Icons in menus?
Date: 1998/03/07
Message-ID: <7SPVC7C@tos.pl.net>#1/1
X-Deja-AN: 331587903
References: <889197421.85648@tornado.itea.ntnu.no>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein (joska@nuts.edu) wrote:

: Is it possible to use both a icon and a string as a meny-entry? And if
: so, how?

You can simply place an icon in a menu, in the same way that you would
place it in any other form. You may have problems when the icons are not
scaled for different font sizes etc. I guess it might not be a good idea
to put icons in menus at all.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

From -6049288055587260203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dcf5ef082489c74
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: JPEG DSP
Date: 1998/03/07

Message-ID: <6dr00a$h22$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 331654168
References: <01bd419e$8d6226a0$100844c3@p-d-mou> <6dmatn$e6u@balaena.bio.vu.nl>
<6dp5d3$fio_001@salford.ac.uk>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <6dp5d3$fio_001@salford.ac.uk>,
S.J.Tattersall <MCP574@news.salford.ac.uk> wrote:
>
>Sorry, missed the start of this thread...

I did too for some reason.

>I've been hacking around the JPEG decoder by myself without any documentation,
>but have got some code to work, including using the executable within your
>program rather than relying on the AUTO-folder program. The code will be in

Uhm, I don't follow you there. AFAICR, the AUTO-folder program is where
the DSP code is loaded from. How would you make it work without that?

>I wish I had had that documentation about a month ago!

It's always a good idea to ask on Usenet about these kinds of things.
MGIF has had support for using JPGD for a long (might well be two years
or more) time, and the sources for that are available. The code I use is
based on the reverse engineering which was done even earlier by another guy.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 632046632424791930
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Icons in menus?
Date: 1998/03/07
Message-ID: <3$ThZVAPRZA1Qwxu@shaw1.demon.co.uk>#1/1
X-Deja-AN: 331788996
References: <889197421.85648@tornado.itea.ntnu.no>
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
Organization: none
Newsgroups: comp.sys.atari.programmer

In article <889197421.85648@tornado.itea.ntnu.no>, Jo Even Skarstein
<joska@nuts.edu> writes
>
>Is it possible to use both a icon and a string as a meny-entry? And if
>so, how?
>
>

I *could* be really complicated now, and say yes, if you want it to be
the TITLE of the menu. (what appears when not selected. Inverted when
selected)

Here's how: (This theary tested using GFA BASIC only)

1) Make the menu pop up.
2) Make sure there's enough room to place the icon/string
3) Put the icon/string where you want it to go.
4) Let the user play!

Any colours will be inverted.

(BTW - you can see this in action in the next version of CDSdraw, out
next year)

--
Clair Shaw (alias CDS) | When there's a
Mailto:Clair@Shaw1.demon.co.uk | will there's
ICQ: 1043359 | almost NEVER a
ICQ Pager mailto:1043359@pager.mirabilis.com | way.
WWW: http://www.shaw1.demon.co.uk |

From 1366462025065400508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7d28f9052531744a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f5ab3,7d28f9052531744a
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: 1056fc,7d28f9052531744a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,7d28f9052531744a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7d28f9052531744a
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,7d28f9052531744a
X-Google-Attributes: gidf8760,public
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Subject: Re: Microsoft and Atari
Date: 1998/03/07
Message-ID: <6dsh4e$tj@bgtnsc02.worldnet.att.net>#1/1

X-Deja-AN: 331796932
References: <6dnrmb$pme@bgtnsc02.worldnet.att.net>
<P3Vt5FAynv+0EwKC@donut.demon.co.uk> <6dhvo3$r4q@brtph500.bnr.ca>
<6dphhe$i24@james.hwcn.org>
Organization: AT&T WorldNet Services
Newsgroups:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Chris Cracknell <ad329@james.hwcn.org> wrote in article
<6dphhe$i24@james.hwcn.org>...
> In article <6dnrmb$pme@bgtnsc02.worldnet.att.net>, Dan Phillips
<xiting@worldnet.att.net> wrote:
>
> I have an old Antic magazine that says Atari considered using Microsoft's
> Windows OS before they decided on GEM. I wonder how history would have
> played out if that had been the case?

There was a good article on Atari's history in one of the mainstream computer magazines a year or so ago that talked about that fact in more detail (sorry, I can't remember which magazine it was, but I probably still have a copy of it at the office somewhere if anyone's interested). From what I remember, Microsoft couldn't produce a Windows OS within the timeframe Atari required for introduction of the ST. Microsoft wanted a year or so for development, while GEM was essentially ready to go. And, at that time, the Tramiels were anxious to produce a new system to help revive the company they had just taken over and take it back from the ashes of its former glory.

Sheldon (Computer STudio - Asheville, NC)

From -6633071421619930744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2533b123164f96c,start
X-Google-Attributes: gid1115ce,public
From: "David Knight" <David@ritter.demon.co.uk>
Subject: MagiC PC and DMA sound
Date: 1998/03/07
Message-ID: <889310624.12501.0.nnrp-07.9e9805e3@news.demon.co.uk>#1/1
X-Deja-AN: 331805681
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Has anyone else noticed that MagiC PC reports that it has 8 bit DMA sound capability in the _SND cookie?

Despite claiming to have this capability DMA sound does not play.

David

From 4047206004264500907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/03/07
Message-ID: <EpGnKu.M5s@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 331863672
Sender: news@suse.modem.stud.uni-hannover.de
References: <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34f7e679.1200052@news.zetnet.co.uk>
<34FAAF15.402@mst.tn.utwente.nl> <34fed045.6413689@news.zetnet.co.uk>
<Ep8HLK.np1@suse.modem.stud.uni-hannover.de> <34fe24b3.2536251@news.zetnet.co.uk>
<EpC9Hv.MMs@suse.modem.stud.uni-hannover.de> <35006319.14478317@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <35006319.14478317@news.zetnet.co.uk>,
     paxton@zetnet.co.uk (Tony Greenwood) writes:

> http://www.users.zetnet.co.uk/paxton/stosser/home.htm
>
> This will take you to the main STOSSER pages.. as could have got to
> from paxton :)

Found it this time. Nice graphics actually. Will try next time I hook up
an ST to my TV set.

HTML is lousy however, you should work on it. With Netscape Gold, part of
the text is hardly readable.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -2292078889440938378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7891e1bb9a742b4
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Text cursor coordinates
Date: 1998/03/08
Message-ID: <6dsuvdmfk1@nyheter.chalmers.se>#1/1
X-Deja-AN: 331847893
References: <6dgkfu$f12$1@laas.laas.fr> <35015098.4089830@news.demon.co.uk>
<EpEAq3.M8L@suse.modem.stud.uni-hannover.de>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <EpEAq3.M8L@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>In article <35015098.4089830@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>I have written for my own usage a utility program. Its operation needs to be
>>>able to obtain the current alphanumeric (VT52) cursor position (row, column).
>>>To do this, I make at the initialisation phase the LineA call 0 to get
...
>>>However, I would like to get rid of LineA. Well, but I am unable to figure out
...
>> If you place a virtual vdi workstation into proper text mode
>
>That's the proper way. Use VDI exclusively ! Enter alpha mode by calling
>v_enter_cur(), then do a vq_curaddress() which returns the cursor's row

If this is done from within a real TRAP handler (as opposed to via some
vectored routine) , it's quite possible to call the VDI. TOS's reentrancy
problems don't come into play then (you haven't yet entered TOS).

>and column position. There is VDI functions for all moving and setting
>cursors, erasing parts or whole screen, and outputting text (the latter
>being faster than calling GEMDOS Cconws() or others !).

Does anyone know of any programs that use those VDI routines?
(I'd like to have something to test fVDI with when I get around to
 implementing them.)

>The $a000 function (initialisation) is kept so that programs can find out
>about system fonts, and can read the VDI escape variables which are docu-
...
>Personally I'd discourage people from using the $a000 function too, but

That's indeed a good idea.

fVDI will not be able to support the lineA variables fully (among other
things, there will not necessarily be _one_ screen).
For compatibility, a call to $a000 is planned to set up a memory block
with much the same information (some may not be available), but those
values will not be updated as they would with standard lineA/VDI.
This means that if you want to access the current values (such as in the
program discussed in this thread), you can't rely on an address supplied
by an earlier $a000 call. You have to make a call before every read or
you may well read the same cursor coordinates over and over again.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -2932172101640747282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e7bbe880ed8817a
X-Google-Attributes: gid1115ce,public

From: Chris Reijnen <pe1nib@telebyte.nl>
Subject: Re: HD DRIVER
Date: 1998/03/08

Message-ID: <3502D9B3.99C35575@telebyte.nl>#1/1
X-Deja-AN: 331908041
Content-Transfer-Encoding: 7bit
References: <6dq408$be8$1@news.imaginet.fr>
To: Marc <ema@imaginet.fr>
Content-Type: text/plain; charset=us-ascii
Organization: Telebyte
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Marc wrote:

> Could someone help me :
> I am looking for a HD driver for Falcon to be able to make big patitions of
> the HD (more than 1 Giga) ?
> Thanks
> Marc

check out HD driver from Uwe Seimet, demo available at
http://www.acp5.chemie.uni-kl.de/seimet/hddriver_english.html

this is the best driver around...and it is available for a fair price.

greetz Chris

Email: pe1nib@telebyte.nl

From 8031566857544439146
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb2c13fd5f90a620,start
X-Google-Attributes: gid1115ce,public
From: ad329@james.hwcn.org (Chris Cracknell)
Subject: Programming the Atari 2600 with an Atari ST
Date: 1998/03/08
Message-ID: <6dumjv$77i@james.hwcn.org>#1/1
X-Deja-AN: 332000063
Distribution: world
Organization: Hamilton-Wentworth FreeNet
Newsgroups: comp.sys.atari.programmer

No doubt many of you Atari ST enthusiast remember the old Atari 2600 VCS. If you're like me it was probably the first video game system you ever had.

It may suprise some of you to know that there are still people out there who collect for and play these old machines and it may suprise some of you even more that there are people who actually write new programmes for this machine (even producing them on cartridges, of course they're Eprom based instead of Rom).

The easiest method to write new games for the Atari 2600 is to use the Starpath Supercharger. It's a device that plugged into the cartridge port of the Atari 2600 and then had a plug that went into a cassette deck.

Currently there are Atari 2600 development platforms on almost every computer except, ironically enough, the Atari computers.

You can find 2600 development tools for:

The C-64 (Playbin.prg - a programme that takes binary files and turns
them into audio for the Supercharger Tapes)

The Apple][(This was the machine used to originally develope Supercharger
games for the 2600. As with the C-64, the bulk of the work
is just done with whatever 6502 assembler you like. But with
the Apple][, no special programme was needed to save the

```
              programme to cassette tape since the Supercharger uses the
              same tape format as the Apple ][)

The Amiga (Distella - a programme that disassembles 2600 BINary files
           DASM - a 6502 assembler
           Make Wav - a programme that turns 2600 BINs into WAVs to
                      be played to the Supercharger
           Cheetah  - similar to Make Wav, but allows you to enter game
                      codes before playing.)

The Macintosh (Bin2tape - A programme that turns 2600 BINs into WAVs for
                          playing into the Supercharger)

The PC (Distella, DASM, Make Wav, Cheetah and
        Win PlayBin - a programme that turns 2600 BINs directly into
                      audio to be played into a Superchrager through
                      your sound card, or recorded onto cassette tape)
```

I've been using my PC to develope new games for the old Atari 2600 and have no complaints about the development system, but it just strikes me as odd that there isn't a development system for at least one Atari computer. The development tools for the 2600 are all public domain and the source codes for many of them are available on Bob Colbert's Atari 2600 programming webpage.

http://www.novia.net/~rcolbert/

Bob wrote or ported many of the PC and Amiga development tools. And is currently working on a visual 2600 development system for Windows 95.

Anyways, I was wondering if there happened to be any ambitious Atari ST programmers here who would also like to write games for the Atari 2600 (It's a 6507 processor, almost the same as a 6502. It's also an extremely challenging machine to write for) and would be interested in porting the development tools over to the Atari ST platform.

One of the biggest advantages the PC and Mac 2600 developers have is working Atari 2600 emulators on their machines. But a 2600 emulator would likely be beyond the capabilities of any of the atari machines.

If you're interested in learning to programme the Atari 2600 there are two mailing lists...

stella@biglist.com (an Atari 2600 only programming E-mail List)
gametech@rbkc.gov.uk (an E-mail list for programming all classic machines)

and two newsgroups

rec.games.video.classic
alt.atari.2600.programming (this is a new group)

I hope there are some Atari ST users/programmers out there who also have an interest in developing new games for the old Atari 2600.

CRACKERS
(Programming with no video memory from hell!!!!!!)

--

Accordionist - Wethifl Musician - Atari 2600 Collector | /\/\
NEW CrAB URL http://www.hwcn.org/~ad329/crab.html ***| \^^/
Bira Bira Devotee - FES Member - Samurai Pizza Cats Fan| =\/=

From -8739729560009193705
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7891e1bb9a742b4
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Text cursor coordinates
Date: 1998/03/08
Message-ID: <EpIMIL.L9n@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 332115568
Sender: news@suse.modem.stud.uni-hannover.de
References: <6dgkfu$f12$1@laas.laas.fr> <35015098.4089830@news.demon.co.uk>
<EpEAq3.M8L@suse.modem.stud.uni-hannover.de> <6dsuvdmfk1@nyheter.chalmers.se>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <6dsuvdmfk1@nyheter.chalmers.se>,
     rand@cd.chalmers.se (Johan Klockars) writes:

>>and column position. There is VDI functions for all moving and setting
>>cursors, erasing parts or whole screen, and outputting text (the latter
>>being faster than calling GEMDOS Cconws() or others !).
>
> Does anyone know of any programs that use those VDI routines?
> (I'd like to have something to test fVDI with when I get around to
> implementing them.)

You have it too ! The standard desktop uses them for displaying a file's
contents. I'm not entirely sure if that desktop jumps via the trap #2,
or calls the ROM VDI internally. I'd guess the latter, but - who knows ?

Cheers Peter

--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -6633046924511304296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9d8fef99edddafcb,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9d8fef99edddafcb,start
X-Google-Attributes: gid1115ce,public
From: "Gregory D. George" <greggeorgeNO@SPAMworldnet.att.net>
Subject: STOS Compiler
Date: 1998/03/08
Message-ID: <6dvpc8$ps0@bgtnsc03.worldnet.att.net>#1/1
X-Deja-AN: 332115572
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: http://www.geocities.com/TimesSquare/Arcade/8341 - The Atari Times (US)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hello everyone,

I've have a game I wrote in STOS that is practically finished (I have 10% to go) except that my version on the compiler will not compile the Ninja Tracker code correctly. I was wondering if anyone (Tony?) who has the latest version of the compiler could send it to me?

When I'm finished with the game, I'm planning to release it as freeware (like I could get any money out of it anyway...) I just want to finish this thing which has been on my conscience for a long time (almost 2 years)!

Thanks,

Greg George
greggeorge@worldnet.att.net

Visit my message board!
http://venus.beseen.com/boardroom/c/17653/Date

From -1556405650586601548

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Icons in menus?
Date: 1998/03/09
Message-ID: <3503349c.1547761@news.tmisnet.com>#1/1
X-Deja-AN: 332082603
References: <889197421.85648@tornado.itea.ntnu.no> <7SPVC7C@tos.pl.net>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

There was a Clever Hack in the past, in which you
placed the string as the menu entry, then edited
the entry, changing it from the "string" object to
an "icon" object.

I've forgotten the details, but maybe this will
trigger someone else's memory...!

-- George Crissman
-- strads@tmisnet.com

The San Diego Trolley -- Under Budget, Ahead of Schedule
http://www.tmisnet.com/~strads/trolley/index.html

On Sat, 7 Mar 1998 09:41:12 GMT, mb@tos.pl.net (Mario Becroft) wrote:

>Jo Even Skarstein (joska@nuts.edu) wrote:
>
>: Is it possible to use both a icon and a string as a meny-entry? And if
>: so, how?
>
>You can simply place an icon in a menu, in the same way that you would
>place it in any other form. You may have problems when the icons are not
>scaled for different font sizes etc. I guess it might not be a good idea
>to put icons in menus at all.
>
>--
>Mario Becroft Auckland, New Zealand
>mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
>Tariland, Atari Support in New Zealand _.|o o |_))
>tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -2591672452776066247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7891e1bb9a742b4
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Text cursor coordinates
Date: 1998/03/09
Message-ID: <6e0bcu$d6$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 332181434
References: <6dgkfu$f12$1@laas.laas.fr> <EpEAq3.M8L@suse.modem.stud.uni-hannover.de> <6dsuvdmfk1@nyheter.chalmers.se> <EpIMIL.L9n@suse.modem.stud.uni-hannover.de>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <EpIMIL.L9n@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>In article <6dsuvdmfk1@nyheter.chalmers.se>,
> rand@cd.chalmers.se (Johan Klockars) writes:
>
>>>and column position. There is VDI functions for all moving and setting
>>>cursors, erasing parts or whole screen, and outputting text (the latter
>>>being faster than calling GEMDOS Cconws() or others !).
>>
>> Does anyone know of any programs that use those VDI routines?
...
>You have it too ! The standard desktop uses them for displaying a file's

Ah!
I never knew that, but I guess it makes sense.

Still, that would only test the text output routine and possibly the
full screen clear, right? There is a whole bunch of other routines I'd
like to test as well.

>contents. I'm not entirely sure if that desktop jumps via the trap #2,
>or calls the ROM VDI internally. I'd guess the latter, but - who knows ?

Just give me two minutes with my VDI profiler and I'll know. ;-)

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -1578945036399682396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038

X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: C Compiler
Date: 1998/03/09
Message-ID: <6e0dcelh1@nyheter.chalmers.se>#1/1
X-Deja-AN: 332185573
References: <34d4df77.10153750@news.demon.co.uk>
<6d61pa$7q0$1@nyheter.chalmers.se> <1998022719404880956@zetnet.co.uk>
<34fb7fa7.4899645@news.demon.co.uk>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <34fb7fa7.4899645@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On Fri, 27 Feb 1998 19:40:48 GMT, Anthony Jacques
><jacquesa@zetnet.co.uk> wrote:
>
>> rand@cd.chalmers.se (Johan Klockars) writes these words:
>>> In article <6crq32kts4@news.emw.ericsson.se>,
>[snip]
>>> If you people could stop fighting and instead do some constructive thinking
>>> on this subject, I'm open to ideas for implementation in fVDI.
...
>What about emulating ST low with the vdi (or any rez for that matter
...
>STOS writes to what it thinks is a low rez screen but this is in fact
>a vdi memory block which has been described to the vdi exactly as a
>low rez screen is layed out. The vdi then gets the job of translating

If the destination screen is in the same colour mode, just another
resolution, there already is a VDI function that can do such a blit.
Just give it a properly set up MFBD and blit away.

I guess it would be useful to have more general support, though.

>machine run the Gem application. Make this "stos" Gem application
>supply STOS with the memory it needs for its screens and make the Gem
>application responsible for producing the screen output from those
>screens.

Something like that should indeed be possible.

>Assuming the above, then what I've suggested is the easy part. The

;-)

>hard part would be for the Gem application to get at information it
>requires and to prevent STOS making machine specific calls. This would
>require an STOS extention, preferably where STOS only makes info
>available to the Gem application, not where STOS has to obtain

How does STOS switch screens as it is?

Couldn't you 'just' replace the switch call with a 'blit to GEM window' call?

>Heck. It *might* even allow 256 colour sprites without Tony having to
>write a line of code for them. All the host machine need do when it
>sees a 16 colour sprite is replace it with its 256 colour equivilent!

A simple blitting scheme like above would of course not handle that, but a replacement of the sprite routines could. There's not much difference between a 4 bit plane and an 8 bit plane blitting routine. For chunky screen modes blitting is incredibly simple, but then you need to convert all the sprites in advance.

>the flickering made me realise there was a dire need to write some
>offscreen vdi routines. I never went back to the game but I did
>complete those routines, and made them so they worked in all three ST
>screen modes. I'm certain they run on any screen and 95% certain
>they'll run with any colour depth.

Sounds like something I'd be interested in for fVDI.

>I'm willing to post these routines if I can be convinced of the
>remaining 5% which would require me cobbling up a test program. Is

Perhaps you wouldn't need to do much extra work at all if those routines could be incorporated in an fVDI device driver.
What kind of routines are you talking about?

>someone prepared to prepare a resource file with a 256 colour icon in
>it? If so, make it thus ...

I've never done any colour icons (apart from adding/modifying a few in my desktop resource file), but I may be able to do it, if necessary.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 4533942868616334729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9d8fef99edddafcb
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9d8fef99edddafcb
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: STOS Compiler
Date: 1998/03/09
Message-ID: <3506b6bf.1244140@news.zetnet.co.uk>#1/1
X-Deja-AN: 332194800

Content-Transfer-Encoding: 7bit
References: <6dvpc8$ps0@bgtnsc03.worldnet.att.net>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hey! "Gregory D. George" <greggeorgeNO@SPAMworldnet.att.net> wasn't it
Sun, 08 Mar 1998 22:57:33 -0500 that you wrote:

>Ninja Tracker code correctly. I was wondering if anyone (Tony?) who has
>the latest version of the compiler could send it to me?

Replied by email :))

.
Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -7455112090082392042
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/09
Message-ID: <3503DD36.D52BAC23@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 332228502
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <EpAM1x.noL@suse.modem.stud.uni-hannover.de> <19980305213728809 56@zetnet.co.uk> <EpEA2u.M37@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 889445626 10178 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:

> <Course in fundamental programming on> ;-)
>
> Write your drawing routing such that it can be executed from the VBL queue.
> This avoids flicker as drawing is done during the flyback gap, and still
> does not exclude system calls if done properly. There is no requirement at
> all to *wait* for the VBL. Let the drawing be done *by* the VBL, and only

> do the game progress be done in the main program, but use an independent
> timing source. This way, even the effect mentioned by Hans of duplicated
> output is avoided.

Still, with a Nova card I don't belive that you will get a correct VBL.
With the
Falcon you even switch of the Videl to get extra performance (no point
with having
the Videl take clock cycles to update a screen which doesn't even exist)
and I
would belive that it's the Videl which handles the VBL on a Falcon. The
same would
apply ot a ST or TT with a gfx card. Maybe I'm wrong but I don't think
so.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -7892527746822724191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7891e1bb9a742b4
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Text cursor coordinates
Date: 1998/03/09
Message-ID: <6e0o72$9a7$1@laas.laas.fr>#1/1
X-Deja-AN: 332235591
References: <35003D57.3C4A@usa.net>
Reply-To: prajoux@REMOVE_THIS.laas.fr
Distribution: world
Organization: LAAS/CNRS, Toulouse, France
Newsgroups: comp.sys.atari.programmer

Mark Slagell:
>You probably want to keep your $a000 call in the
>installation phase, rather than invoking it on the fly later, again to
>keep line-A calls out of the bios handler. Probably you already are
>doing this.
Yes, this is exactly what I am doing! The only thing done from within the bios
handler is just reading cursor position into the Line-A array.

Peter Rottengatter:
>The $a000 function (initialisation) is kept so that programs can find out
>about system fonts, and can read the VDI escape variables which are docu-
>mented for read access only by Atari in the S.A.L.A.D. document. All other

>LineA functions are gone or about to go away.
Well, very interesting. I do have a developer's doc bought in 93 (I think), but I don't remember that document. Anyway I will stick to that and keep my program unchanged...
(BTW, sorry Peter, the rest of your message about vq_curraddress() was killed by my 2nd message telling why I can't use that call).

Johan Klockars:
>If this is done from within a real TRAP handler (as opposed to via some
>vectored routine) , it's quite possible to call the VDI. TOS's reentrancy
>problems don't come into play then (you haven't yet entered TOS).
Sorry, you cannot speak of "TOS reentrancy". BIOS and XBIOS are reentrant up to 3 levels (to some extent, but I don't want to elaborate on this here), provided that you operate in a manner documented by Atari (the reentrancy is not automatically handled!). GEMDOS and AES are not reentrant, and probably not VDI as well.
Anyway, in my case, I am not directly inside a VDI trap handler, but inside a BIOS handler. However, the BIOS was called by the VDI... I won't dare making a VDI call from there.

>fVDI will not be able to support the lineA variables fully (among other
>things, there will not necessarily be _one_ screen).
Perhaps you could provide an array of Line-A structures, one for each screen, the 1st one being the 'main' screen. This would provide some sort of compatibility, if what I am saying makes sense (?).
>For compatibility, a call to $a000 is planned to set up a memory block
>with much the same information
Yes, I think this is really needed, many programs use $A000.
>but those values will not be updated as they would with standard lineA/VDI.
Why not?
>you can't rely on an address supplied by an earlier $a000 call.
Why again? Forgive my ignorance about fVDI internals, but I don't see the necessity to change that address once it has been set up.

>>contents. I'm not entirely sure if that desktop jumps via the trap #2,
>>or calls the ROM VDI internally. I'd guess the latter, but - who knows ?
>Just give me two minutes with my VDI profiler and I'll know. ;-)
My guess is that the desktop uses a regular VDI call, otherwise desktop windows will not show up properly with graphics cards.

Thanks a lot to all of you who answered.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

From 162693345515328702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7891e1bb9a742b4

X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Text cursor coordinates
Date: 1998/03/09
Message-ID: <6e119l$44j$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 332274721
References: <35003D57.3C4A@usa.net> <6e0o72$9a7$1@laas.laas.fr>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <6e0o72$9a7$1@laas.laas.fr>,
Roland Prajoux <prajoux@REMOVE_THIS.laas.fr> wrote:
...
>Johan Klockars:
>>If this is done from within a real TRAP handler (as opposed to via some
>>vectored routine) , it's quite possible to call the VDI. TOS's reentrancy
>>problems don't come into play then (you haven't yet entered TOS).
>Sorry, you cannot speak of "TOS reentrancy". BIOS and XBIOS are reentrant

TOS has reentrancy problems, which is what I said. I didn't specify any
specific part of TOS, since I've never checked if some might actually be
written in a reasonable way.

>up to 3 levels (to some extent, but I don't want to elaborate on this here),
>provided that you operate in a manner documented by Atari (the reentrancy

I've seen TOS use three separate stacks. I'd _really_ like to know why
anyone thought that was a good idea.

>is not automatically handled!). GEMDOS and AES are not reentrant, and probably
>not VDI as well.

If they have written the VDI in any kind of sensible way, it would be quite
safe to use the query functions from inside any other part of TOS.
I'm not saying they did, though. The TOS TRAP dispatchers can make you weep.

In fVDI or NVDI I can't think of any reason to worry about it. AFAIK, neither
writes anything in their internal structures at such calls and they don't
set up any new stacks.

Perhaps we should check out all the usual VDIs and 'retro document' that
it's safe? Anything to get rid of those nasty lineA calls!

>Anyway, in my case, I am not directly inside a VDI trap handler, but inside
>a BIOS handler. However, the BIOS was called by the VDI... I won't dare making
>a VDI call from there.

I can quite understand that (even if I'd be surprised if there was a
problem with the cursor position call under NVDI or fVDI).
How about if I guarantee that it will be safe under fVDI? Then you could
special case that and all will be well. ;-)

Why would the VDI want to call the BIOS, by the way. That doesn't sound very reasonable to me. Keyboard I/O?

>Perhaps you could provide an array of Line-A structures, one for each screen,
>the 1st one being the 'main' screen. This would provide some sort of
>compatibility, if what I am saying makes sense (?).

I've not yet decided on how to do this. The main problem is that you don't know _which_ screen an application is interested in when it does that $a000.

>>For compatibility, a call to $a000 is planned to set up a memory block
>>with much the same information
>Yes, I think this is really needed, many programs use $A000.

Even the current version of fVDI itself. ;-)

I wonder what lineA variables are commonly used?
Screen size and graphics mode are probably common, but I doubt the cursor coordinates interest many. Anything else?

>>but those values will not be updated as they would with standard lineA/VDI.
>Why not?

Take your cursor coordinate thing as an example. There would be a separate set of such coordinates for every physical screen workstation, while $a000 can't ask for a specific one.

I guess I _could_ update some of the variables, but there's still no way to make sure the $a000 call gets access to the values for the screen the application was really interested in.

>>you can't rely on an address supplied by an earlier $a000 call.
>Why again? Forgive my ignorance about fVDI internals, but I don't see
>the necessity to change that address once it has been set up.

With current VDIs there is indeed no need. If I do what I plan with fVDI, however, the lineA variables in question don't really exist. The $a000 call will just set up a table of some, hopefully, adequate numbers. Half a second later those numbers may be totally wrong, since the screen they referred to may no longer exist.

If there is a good solution to all this, I really want to know about it. It would be a pity to break applications only because they use a few lineA variables.

>My guess is that the desktop uses a regular VDI call, otherwise desktop windows
>will not show up properly with graphics cards.

The desktop certainly uses TRAP #2 for normal VDI calls (otherwise VDI replacements wouldn't be able to display anything). The question was if the text 'browser' did too, which seems likely.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -5403053319491114886
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7d28f9052531744a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f5ab3,7d28f9052531744a
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: f8760,7d28f9052531744a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,7d28f9052531744a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,7d28f9052531744a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,7d28f9052531744a
X-Google-Attributes: gid109a67,public
From: Michael Olin <molin@smurfy.tcimet.net>
Subject: Re: Microsoft and Atari
Date: 1998/03/09
Message-ID: <350429CD.C0DA4C3B@smurfy.tcimet.net>#1/1
X-Deja-AN: 332326598
Content-Transfer-Encoding: 7bit
References: <6dnrmb$pme@bgtnsc02.worldnet.att.net>
<P3Vt5FAynv+0EwKC@donut.demon.co.uk> <6dhvo3$r4q@brtph500.bnr.ca>
<6dphhe$i24@james.hwcn.org> <6dsh4e$tj@bgtnsc02.worldnet.att.net>
To: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Content-Type: text/plain; charset=us-ascii
Organization: MOlin's Den
Mime-Version: 1.0
Newsgroups:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Sheldon H. Winick wrote:

> what I remember, Microsoft couldn't produce a Windows OS within the
> timeframe Atari required for introduction of the ST. Microsoft wanted a
> year or so for development, while GEM was essentially ready to go. And, at
> that time, the Tramiels were anxious to produce a new system to help revive
> the company they had just taken over and take it back from the ashes of its
> former glory.

Ashes to ashes, dust to dust. The world, according to Atari...

--


```
      ._________. http://people.mw.mediaone.net/olinm/ ._________.
                                    |||
```

```
     Keep up the fight           |||           I love my country but
     or lose the right          / | \           I fear my government
```

It only stands to reason that where there's sacrifice, there's someone collecting the sacrificial offerings. Where there's service, there is someone being served. Make no mistake about it, the man who speaks to you of sacrifice is speaking of slaves and masters - and he intends to be the master.

-- Ayn Rand

From 3406678737300207061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/03/09
Message-ID: <350430A3.4DF@mst.tn.utwente.nl>#1/1
X-Deja-AN: 332333414
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <34FEE4DE.6D4@mst.tn.utwente.nl>
<1998030520573780956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
> I think the Falcon's VGA is 70Hz (well, maybe not, as everything is different,
> but official "vga" is 73.xHz, IIRC...)

The old VGA standard is 60Hz (Even the Matrox millenium starts
by default in a 60Hz mode). The Falcon right out of the box will
produce a 60Hz VGA (AFAIK). You can change the refresh rate on
a Falcon to almost any value you like.

Bye, Hans

From 3784171090014139858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/03/09
Message-ID: <350431B5.78AF@mst.tn.utwente.nl>#1/1

X-Deja-AN: 332339737
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <Ep6u6w.oH1@suse.modem.stud.uni-hannover.de> <1998030319355480956@zetnet.co.uk> <EpAM1x.noL@suse.modem.stud.uni-hannover.de> <34FEE4DE.6D4@mst.tn.utwente.nl> <6do9p5$i3i$1@news.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg wrote:
> Talking about VBLs, will you even have a correct VBL with a graphics
> card?
> I can't imagine that the Nova card can provide a true VBL, or can it? I
> would guess that you will get the "old" VBL and not the VBL from the
> Nova
> card.

Most PC graphics card do have something like a vsync indicator. I
don't know wether it can be used to generate an interrupt. There
has to be something like the VBL interrupt for the OS to work.

Bye, Hans

From -3520995503631528341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/03/09
Message-ID: <350433F7.D4C@mst.tn.utwente.nl>#1/1
X-Deja-AN: 332339738
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net> <1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se> <6d61pa$7q0$1@nyheter.chalmers.se> <35019c29.2802570@news.zetnet.co.uk> <34f96eee.618289@news.demon.co.uk> <34FAB2A8.2B5D@mst.tn.utwente.nl> <34fdcffb.6339584@news.zetnet.co.uk> <34FEE803.3E8D@mst.tn.utwente.nl> <34feeb6f.9233879@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
> >For a good examble have a look at "The dark side of the spoon"

> >demo by ULM. The main menu is fast 8 way scrolling in 400x200
>
> arrrgh... sorry but I dont have any demos, dont know where to get
> demos and have never wasted my time looking at demos... I have never
> actualy seen the point of a demo...

Well, you shoud have a look at
http://grelb.src.gla.ac.uk:8000/~mjames/computers/atari/
"The dark side of the spoon" is available overthere too. You
will be suprised what you ST can do.
Some other good ones are:
"Flippo demo", "Ooh Crickey, Wot A Scorcher!" and
"Synergy mega demo".

I consider a demo like a pice of artwork. Suppose you
don't like art either.

Bye, Hans

From 6783222909777244884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7d28f9052531744a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f5ab3,7d28f9052531744a
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: f8760,7d28f9052531744a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,7d28f9052531744a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,7d28f9052531744a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,7d28f9052531744a
X-Google-Attributes: gid1056fc,public
From: Bsmith@ix.netcom.com (Bill Smith)
Subject: Re: Atari ST Owners
Date: 1998/03/09
Message-ID: <6e1fip$mhs2@eccws1.dearborn.ford.com>#1/1
X-Deja-AN: 332363932
Distribution: world
References: <P3Vt5FAynv+0EwKC@donut.demon.co.uk>
Organization: Genesys Computers
Mime-Version: 1.0
Newsgroups:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit

I can probably get you a copy of that disk. Please verify if it is MS
Write or not.

In article <P3Vt5FAynv+0EwKC@donut.demon.co.uk>,
robert.davis@donut.demon.co.uk says...
>
>
>Dear Atari owners,
>
>I am wondering if anyone can help me.
>
>I own an Atari Mega 1 that I use for music. It originally came with
>Microsoft Word for ST and I currently need to do some word processing on
>it.
>
>Unfortunately, though I still have the mauals and documentation, the
>Word disk was stolen and I need to get a replacement. Does anyone have a
>copy of Word for ST they can send me or email me?
>
>Please email me directly since I do not receive all postings to the
>group.
>
>Thank you for your assistance,
>
>Robert Davis
>
>p.s. Please don't flame me about software piracy. I have purchased all
>the software I use, I do own a licence for this package and this package
>is not currently sold commercially.
>
>-----
>Robert Davis
>-----
>robert.davis@donut.demon.co.uk
>-----

From 2780269765356630853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7d28f9052531744a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f5ab3,7d28f9052531744a
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: f8760,7d28f9052531744a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,7d28f9052531744a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,7d28f9052531744a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7d28f9052531744a
X-Google-Attributes: gid109a67,public
From: Rudy <pax@golden.net>

Subject: Re: Atari ST Owners (word processors)
Date: 1998/03/10
Message-ID: <Pine.BSI.3.96.980310063138.22154C-100000@shell.golden.net>#1/1
X-Deja-AN: 332593926
Cache-Post-Path: lurbitz.golden.net!pax@shell.golden.net
References: <P3Vt5FAynv+0EwKC@donut.demon.co.uk> <6dhvo3$r4q@brtph500.bnr.ca>
<6dnrmb$pme@bgtnsc02.worldnet.att.net>
To: Dan Phillips <xiting@worldnet.att.net>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Golden Triangle Online
Mime-Version: 1.0
Reply-To: Rudy <pax@golden.net>
Newsgroups:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Hi

Saw the replies and noted no mention of "Edhack" which can be both an
accessory and Program. Good old Word Writer St, St Writer, St writer Elete
1ST Word & 1ST Word +

Though Pagestream is great; as a word processor it is clumsy, as is
WordUP, Calamus etc (there are others) these are for desktop publishing

Word Writer has both Dictionary & Thesaurus capability is O L D came out
when the 1st ST's did but for simplistic writing is fine.

Has anyone checked with Toad to see if they have something good.

Edhack is by far the nicest little editor/word processor

Rudy <pax@golden.net>

From -3214086407696723203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7d28f9052531744a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f5ab3,7d28f9052531744a
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: 109a67,7d28f9052531744a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,7d28f9052531744a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,7d28f9052531744a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,7d28f9052531744a
X-Google-Attributes: gidf8760,public
From: lvzon@bio.vu.nl (Levien van Zon)

Subject: Re: Microsoft and Atari
Date: 1998/03/10
Message-ID: <6e3gc7$o4d@balaena.bio.vu.nl>#1/1
X-Deja-AN: 332622151
Distribution: world
References: <6dnrmb$pme@bgtnsc02.worldnet.att.net>
<P3Vt5FAynv+0EwKC@donut.demon.co.uk> <6dhvo3$r4q@brtph500.bnr.ca>
<6dphhe$i24@james.hwcn.org>
Followup-To:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Chris Cracknell (ad329@james.hwcn.org) wrote:

: (was Windows 3.1 even out at that
: time).

In 1985? 3.1? I doubt it...

: With Microsoft pushing the ST over the PC would the machine
: still be around today? Or would Windows on the ST have been just as crappy
: as Windows on the PC if not worse, bringing an even earlier demise to the
: ST.

I don't think it would have been worse... :)

:   (Scary thought from hell!!!)

Yep...

     -=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

They spell it "da Vinci" and pronounce it "da Vinchy". Foreigners
always spell better than they pronounce.
         -- Mark Twain

From -8322702644386017035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7891e1bb9a742b4
X-Google-Attributes: gid1115ce,public

From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Text cursor coordinates
Date: 1998/03/10
Message-ID: <6e40e4$5rp$1@laas.laas.fr>#1/1
X-Deja-AN: 332697930
Distribution: world
References: <6e119l$44j$1@nyheter.chalmers.se>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@REMOVE_THIS.laas.fr
Newsgroups: comp.sys.atari.programmer

Johan Klockars:
>Why would the VDI want to call the BIOS, by the way. That doesn't sound
>very reasonable to me.
Well, I am not sure. It is apparently the case with Nova VDI, when that VDI outputs text in _alphanumeric_ mode.

>If I do what I plan with fVDI,
>however, the lineA variables in question don't really exist. The $a000
>call will just set up a table of some, hopefully, adequate numbers.
Yes, this is the correct thing to do.

>Half a second later those numbers may be totally wrong, since the screen
>they referred to may no longer exist.
>If there is a good solution to all this, I really want to know about it.
>It would be a pity to break applications only because they use a few
>lineA variables.
Here is what I propose.
 - For 'old' applications, we speak here only of applications reading values. Those writing values, in view of a $A00x call, x!=0, cannot be supported anyway.
 - Set up at boot time an array of Line-A structures.
 - Don't modify the address of that array later on, and make its address public with the $A000 call.
 - Each structure in the array will correspond to a given physical screen. Since there is a unique VDI handle for a given physical screen, there will be a de facto one-to-one correspondance between VDI handles and structure indexes. Provide a call to obtain the index corresponding to a handle.
 - An application aware of this mechanism knows which screens it has opened, thus will know which indexes correspond to these screens. The application can therefore access to the correct structures inside the array returned by $A000, and only these ones.
 - If you keep at index 0 the main screen, i.e. the one on which the desktop runs, an old application launched from the desktop will access the correct Line-A structure, without even knowing that there are others...

A final remark. The Line-A structure contains a read area, the one we are dealing with here, and a write area for parameter passing. Normally, preserving only the read area would be sufficient. However, I would suggest to keep also the write area in place. That way, any unsupported old program can write its garbage there. The program will not work, but perhaps not crash the system.

What do you think?

Cheers.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

From -6749430095606154851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the COOKIE
Date: 1998/03/10
Message-ID: <350a30e2.17530587@news.demon.co.uk>#1/1
X-Deja-AN: 332703523
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <309_9803041305@conchbbs.com>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 04 Mar 98 10:54:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

```
>g > Actually I do both because Mwc has no register optimisation
>g > schemes of its own. This is quite good in a way because when I
>g > do need to use registers I know it is not going to screw it up
>g > for me behind the scenes!
>
>I use Pure C (which also optimizes the FPU registers).  I can always
>check the register usage using the debugger (which can show you the
>assembler translation for each line of C code).
>
>I used to declare register variables all the time, but I found that
>Pure C did as good a job itself.
```

Out of interest, how does it cope with this sort if situation?

```
main()
{register int i,j;
 register blah a[][],b[][]; /* whatever */

 for (j = 0; j < jj; j += 1)     {
```

```
     for (i = 0; i < ii; i += 1) {
          a[i][j] = b[i][j]
          foo();
     }
 }
}

foo()
{
 /* whatever */
}
```

I'm thinking of what PureC does with the register variables when it has to call foo()?

Mwc promptly stacks all the stuff it has in registers at foo() then unstacks them when foo() returns, causing more overhead than if there were no register variables used in the first place.

I read somewhere that modern compilers tend to ignore all the programmer's register variable declarations because, as you said, they can do better.

>Just remember that arrays,
>structures and unions will always be treated as volatile.

I take it that is part of the definition of C? I was aware that Mwc does this but never thought about it in its wider context.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5619319276100954179
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Icons in menus?
Date: 1998/03/10
Message-ID: <3505f697.2607499@news.demon.co.uk>#1/1
X-Deja-AN: 332703524
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <889197421.85648@tornado.itea.ntnu.no>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

On 6 Mar 1998 15:18:04 GMT, Jo Even Skarstein <joska@nuts.edu> wrote:

>
>Is it possible to use both a icon and a string as a meny-entry? And if
>so, how?

That would depend entirely on the AES being used. If you're thinking what I think you are thinking then no. The structure of a menu is quite rigid and there is no requirement for it to support anything but G_TITLE, G_STRING and G_BOX (iirc). This in itself might not be the problem however. You could well find (and I suspect you would) that all AES happen to use objc_draw() say, to implement the menu and thus be capable of drawing any object type. The problem I'm thinking of is the depth that it makes its objc_draw calls to might cause parts of the menu never to be drawn. Example ...

Standard drop down menu consists of a G_BOX which is completely covered by G_STRING objects. If you were to cover the G_BOX with (say) a G_IBOX for each G_STRING then have each G_IBOX posess a G_STRING and a G_ICON as children of each respective G_IBOX then you could well find the aes only draws the drop down G_BOX plus all the G_IBOX's without their children. So you would never see the drop down contents.

Looking at it from another angle, you could make do with the G_STRING objects as per normal but widen the underlying G_BOX to make space for your G_ICON objects. You could then link in each G_ICON as a sibling to its respective G_STRING (iyswim). This would make no changes to the depth and would stand the bext chance of getting drawn. The disadvantage would be that the icon and the text would return two distinct values whereas the first method (if it worked) *might* return a single index (the underlying G_IBOX) and if you were amazingly lucky, might even do this with all Aes's. Certainly worth checking.

A third method would be to use a font which contains the desired icons as characters.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6566907748315429389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: Icons in menus?
Date: 1998/03/10
Message-ID: <3506fe7f.4631860@news.demon.co.uk>#1/1
X-Deja-AN: 332703525
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <889197421.85648@tornado.itea.ntnu.no>
<3$ThZVAPRZA1Qwxu@shaw1.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 7 Mar 1998 18:39:11 +0000, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:

>In article <889197421.85648@tornado.itea.ntnu.no>, Jo Even Skarstein
><joska@nuts.edu> writes
>>
>>Is it possible to use both a icon and a string as a meny-entry? And if
>>so, how?
>>
>>
>
>I *could* be really complicated now, and say yes, if you want it to be
>the TITLE of the menu. (what appears when not selected. Inverted when
>selected)
>
>Here's how: (This theary tested using GFA BASIC only)
>
>1) Make the menu pop up.
>2) Make sure there's enough room to place the icon/string
>3) Put the icon/string where you want it to go.
>4) Let the user play!
>
>Any colours will be inverted.

But what happens when MagiC changes context to another application
which posesses a menubar? ;-)

You see, MagiC has to keep track of all the different menubars and
draws the menubar which belongs to whatever application has just
become the foreground application. Thus, when MagiC redraws the
menubar for your application the icon/text you placed there yourself
will vanish - it must be part of the menubar! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1385647113971462477
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77f2cd8140186bcd
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: TOS documentation
Date: 1998/03/10
Message-ID: <350806b8.6736506@news.demon.co.uk>#1/1
X-Deja-AN: 332703526
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <6dpkat$9s3$1@news2.xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 6 Mar 1998 20:54:25 +0100, "Marco Lagendijk"
<marcola@xs4all.nl> wrote:

>Anyone an idea where to find commented TOS assembler documentation? I've
>been searching the world for this.

Many of the books written for C programmers do in fact possess
assembler bindings for making the calls. The Compendium for instance.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3789884684072822481
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Compiler
Date: 1998/03/10
Message-ID: <35072d89.16673204@news.demon.co.uk>
X-Deja-AN: 332703528
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34d4df77.10153750@news.demon.co.uk>
<6d61pa$7q0$1@nyheter.chalmers.se> <1998022719404880956@zetnet.co.uk>
<34fb7fa7.4899645@news.demon.co.uk> <6e0dcelh1@nyheter.chalmers.se>

Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 9 Mar 1998 09:39:26 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>In article <34fb7fa7.4899645@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On Fri, 27 Feb 1998 19:40:48 GMT, Anthony Jacques
>><jacquesa@zetnet.co.uk> wrote:
>>
>>> rand@cd.chalmers.se (Johan Klockars) writes these words:
>>>> In article <6crq32kts4@news.emw.ericsson.se>,
>>[snip]
>>>> If you people could stop fighting and instead do some constructive thinking
>>>> on this subject, I'm open to ideas for implementation in fVDI.
>...
>>What about emulating ST low with the vdi (or any rez for that matter
>...
>>STOS writes to what it thinks is a low rez screen but this is in fact
>>a vdi memory block which has been described to the vdi exactly as a
>>low rez screen is layed out. The vdi then gets the job of translating
>
>If the destination screen is in the same colour mode, just another
>resolution, there already is a VDI function that can do such a blit.
>Just give it a properly set up MFBD and blit away.

It should work with STOS. I assume it writes directly to the screen
thus the vdi should have no trouble in this respect as it would be low
medium or high rez.

>I guess it would be useful to have more general support, though.
>
>>machine run the Gem application. Make this "stos" Gem application
>>supply STOS with the memory it needs for its screens and make the Gem
>>application responsible for producing the screen output from those
>>screens.
>
>Something like that should indeed be possible.
>
>>Assuming the above, then what I've suggested is the easy part. The
>
>;-)
>
>>hard part would be for the Gem application to get at information it
>>requires and to prevent STOS making machine specific calls. This would
>>require an STOS extention, preferably where STOS only makes info
>>available to the Gem application, not where STOS has to obtain
>
>How does STOS switch screens as it is?

Anthony will have to answer this although I suspect all it does is
fiddle with the physical screen base.

>Couldn't you 'just' replace the switch call with a 'blit to GEM window'
>call?

Hopefully!

>>Heck. It *might* even allow 256 colour sprites without Tony having to
>>write a line of code for them. All the host machine need do when it
>>sees a 16 colour sprite is replace it with its 256 colour equivilent!
>
>A simple blitting scheme like above would of course not handle that,
>but a replacement of the sprite routines could. There's not much
>difference between a 4 bit plane and an 8 bit plane blitting routine.
>For chunky screen modes blitting is incredibly simple, but then you
>need to convert all the sprites in advance.

Yes. I made the assumption that the 16 colour sprites would be
ordered/named in some way so that 256 colour ones could be substituted
for the 16 colour ones - I just forgot to mention it! :-)

>>the flickering made me realise there was a dire need to write some
>>offscreen vdi routines. I never went back to the game but I did
>>complete those routines, and made them so they worked in all three ST
>>screen modes. I'm certain they run on any screen and 95% certain
>>they'll run with any colour depth.
>
>Sounds like something I'd be interested in for fVDI.

There's not that much to them - except it took an age to figure out
what parameters went where. I had no vdi docs to speak of at the time.
Not many now!

>>I'm willing to post these routines if I can be convinced of the
>>remaining 5% which would require me cobbling up a test program. Is
>
>Perhaps you wouldn't need to do much extra work at all if those routines
>could be incorporated in an fVDI device driver.
>What kind of routines are you talking about?

Nothing more complex than vro_cpyfm() in various easy to call
disguises. They came about from wanting to drag my own custom built
windows around. There's the usual one to copy a rectangle from one
place on the screen to another. Then I built one to grab an image off
the screen into memory (which can allocate the memory as well),
another to blit it back to the screen.

Like I said, the flickering that was associated with restoring a
complete window whilst dragging it annoyed me. This is where we come
to the useful routines as far as our vdi animation purposes are
concerned. They treat the offscreen image as a screen (the same size

as the "grabbed" image) in its own right which allows portions of the screen to transferred to/from portions of the offscreen image. Thus moving a window around in real time became a job of saving the portion which was about to be covered, copying the onscreen image to its new position, then restoring the little bit of background that had been uncovered by this action.

>>someone prepared to prepare a resource file with a 256 colour icon in
>>it? If so, make it thus ...
>
>I've never done any colour icons (apart from adding/modifying a few in my
>desktop resource file), but I may be able to do it, if necessary.

It doesn't matter now. I've put together a little test program (using the above routines) which I've posted in a separate thread. Rather than an icon, it just draws a red box with v_bar() then animates that. If the test program doesn't get any reports of glitches on exotic machines then I'd be happy to dig out the sources for them. You'd probably understand the source code better than me!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8453391270867831110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Compiler
Date: 1998/03/10
Message-ID: <350b313e.17622740@news.demon.co.uk>#1/1
X-Deja-AN: 332703532
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34feaad1.2187986@news.demon.co.uk>
<34FE7895.DB1F7886@emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 05 Mar 1998 11:04:05 +0100, Magnus Kollberg
<emwoll@emw.ericsson.se> wrote:

>Guy Harrison wrote:
>>
>> On Fri, 27 Feb 1998 16:30:28 +0100, Magnus Kollberg
>> <magnus.kollberg**@**emw.ericsson.se> wrote:
>>
>> >Also for those who would like to try my little attempt to a PacMan
>> >clone,
>> >I have now updated it and hopefully it now works on a regular ST....
>> >it did crash under STonX (and so does Marios game) so maybe I use
>> >something
>> >that the ST doesn't like.... could be some AES 4 stuff. But I don't have
>> >time
>> >to try it out more.
>>
>> Still doesn't work. :-(
>
>Arrghhh....
>
>> There still seems to be problems with the sound. I booted my STE off
>> floppy and it wouldn't unlock the sound system. Oddly it must have got
>> a little further when MagiC was running because no such alert
>> appeared, but it did bomb out out with either an illegal instruction
>> or a double bus error (ie 4 bombs).
>
>So you still get it??? Are you sure you are using the latest version? It
>should
>be 0.21 I think. You should not get that alert anymore if it's not a
>Falcon. I
>do not get it under STonX using TOS 2.06.

It did still say 0.20 but I just assumed you'd forgotten to update the
html. Odd though if you hadn't updated it because it beahved
differently to the last one I downloaded.

One of those "strange" occurrences it is best not to dwell on for too
long I suppose!

>> Can you just disable the sound completely. All I want to see is if the
>> animation works? <G>
>
>Okey I will do it...

Goody!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6474989054128151963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7891e1bb9a742b4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Text cursor coordinates
Date: 1998/03/10
Message-ID: <350c31d1.17769591@news.demon.co.uk>#1/1
X-Deja-AN: 332703533
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <35015098.4089830@news.demon.co.uk> <6dmc6nmht1@laas.laas.fr>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 5 Mar 1998 14:17:59 GMT, prajoux@REMOVE_THIS.laas.fr (Roland
Prajoux) wrote:

>
>Hi, Guy,
>
>Thank you for your sound answer.

No problem!

[snip]
>I have written a patch for the driver of my Nova graphics card. This patch
>works very well. I am using it constantly. Let's even say that I can't live
>without it! So, I have decided to make it public. And then came the question
>of having it programmed as cleanly as possible, as opposed as just working
>for ME!
>
>The patch deals with bugs in the VT52 emulator. Here is how it works, briefly.
>The patch steals the Bconout(console) vector and sits there. When a non-bugged
>escape sequence comes in, it just let the original handler do the work.
>If it is a bugged one, then it does its own stuff and returns. To operate,
>the patch MUST know the current text cursor position (as well as character
>cell sizes). I obtain a lot of information via a cookie installed by the
>card driver, but cursor position is given ONLY by LineA, to my knowledge.
>
>Let me insist. The information is needed from WITHIN A BIOS HANDLER. I can't
>make any VDI call, for example, from there...

I've only one more idea. Hook into the <esc>Y cursor move sequence
then follow the driver code until you locate where the Nova driver
stores its cursor position information. Ordinarily this would be a
very bad idea but in the case of a patch like this it is quite

acceptable imo.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5865874859320794526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: Re: C Compiler
Date: 1998/03/10
Message-ID: <aN$JAQAvCcB1Ewma@thedruid.demon.co.uk>#1/1
X-Deja-AN: 333052550
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Hi,

> BTW Tony: if you call Heartland fast scrolling, how would you
> call a game that scrolls twice as fast? (I mean here a screen
> update every vbl in stead of every second vbl.)

Very fast scrolling? :)

John.

--

From -1162158332353940309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a892283cc380363f
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Icons in menus?
Date: 1998/03/10
Message-ID: <KaaXraAFGcB1QwMC@shaw1.demon.co.uk>#1/1

X-Deja-AN: 333433044
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
References: <889197421.85648@tornado.itea.ntnu.no>
<3$ThZVAPRZA1Qwxu@shaw1.demon.co.uk> <3506fe7f.4631860@news.demon.co.uk>
Organization: none
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

In article <3506fe7f.4631860@news.demon.co.uk>, Guy Harrison
<guy@swampdog.demon.co.uk> writes
>On Sat, 7 Mar 1998 18:39:11 +0000, Clair Shaw
><Clair@shaw1.demon.co.uk> wrote:
>
>>In article <889197421.85648@tornado.itea.ntnu.no>, Jo Even Skarstein
>><joska@nuts.edu> writes
>>>
>>>Is it possible to use both a icon and a string as a meny-entry? And if
>>>so, how?
>>>
>>>
>>
>>I *could* be really complicated now, and say yes, if you want it to be
>>the TITLE of the menu. (what appears when not selected. Inverted when
>>selected)
>>
>>Here's how: (This theary tested using GFA BASIC only)
>>
>>1) Make the menu pop up.
>>2) Make sure there's enough room to place the icon/string
>>3) Put the icon/string where you want it to go.
>>4) Let the user play!
>>
>>Any colours will be inverted.
>
>But what happens when MagiC changes context to another application
>which posesses a menubar? ;-)
>
>You see, MagiC has to keep track of all the different menubars and
>draws the menubar which belongs to whatever application has just
>become the foreground application. Thus, when MagiC redraws the
>menubar for your application the icon/text you placed there yourself
>will vanish - it must be part of the menubar! <G>
>
>

Gah! *why* did they have to invent MagiC?

I *hate* it!

--
Clair Shaw (alias CDS) | A Atarian's Quote:

Mailto:Clair@Shaw1.demon.co.uk |
ICQ: 1043359 | In a world without walls
ICQ Pager mailto:1043359@pager.mirabilis.com | and fences, who needs
WWW: http://www.shaw1.demon.co.uk | Gates and Windows?

From -5793653811823023837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,746ee2f1f74b8f50,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,746ee2f1f74b8f50,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,746ee2f1f74b8f50,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,746ee2f1f74b8f50,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 100a3b,746ee2f1f74b8f50,start
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 104d7a,746ee2f1f74b8f50,start
X-Google-Attributes: gid104d7a,public
X-Google-Thread: f8760,746ee2f1f74b8f50,start
X-Google-Attributes: gidf8760,public
From: djneo <djneo@blkbox.com>
Subject: Re: Atari Has been Sold (100% Facts)
Date: 1998/03/10
Message-ID: <3505A217.1BFD6F08@blkbox.com>#1/1
X-Deja-AN: 333924153
Content-Transfer-Encoding: 7bit
References: <3506DA34.FB7D3F06@aol.com> <6e6ol5$pn3$1@uuneo.neosoft.com>
<7cCN.103$hW6.99365@newsgate.direct.ca> <6e6v03ctm2@usenet41.supernews.com>
<Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>
<35096B42.2874@ticon.net> <3509EABB.E82B15BE@eclipse.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: www.geocities.com/TimesSquare/Fortress/6223/
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

They should have just put it on ebay.

Richard Mauren wrote:
>
> Actually for $5000 about 50 of us would be FIGHTING for it :)

--
Visit my new web page at:
http://www.geocities.com/TimesSquare/Fortress/6223/

From -5104321076923137504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Compiler
Date: 1998/03/11
Message-ID: <6e5sct$t72@balaena.bio.vu.nl>#1/1
X-Deja-AN: 332941977
References: <34d4df77.10153750@news.demon.co.uk> <EozDqn.H7@suse.modem.stud.uni-hannover.de>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter (perot@suse.modem.stud.uni-hannover.de) wrote:

: It can all be done in a 100 % portable way by using VDI, so it's that
: what is pretty much a must for portable programming. Pity that so many
: people here have a personal dislike for it, especially as it's really
: powerful.

: Of course there is a standard : VDI ! Newer NVDI even support switching
: resolution IIRC.

Are there any docs on this, as I have _never_ seen any VDI calls for
setting video modes...
It would be nice if I knew how to use them...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The District of Columbia has a law forbidding you to exert pressure on
a balloon and thereby cause a whistling sound on the streets.

From -8255982594793220033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Compiler
Date: 1998/03/11
Message-ID: <6e5snn$t72@balaena.bio.vu.nl>#1/1
X-Deja-AN: 332950144
References: <34d4df77.10153750@news.demon.co.uk>
<6d0mqsiuv4@news.emw.ericsson.se> <6d440dhat1@ratatosk.uio.no>

Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Petter Toneff (pettert@notam.uio.no) wrote:

: There's a good breakout at:
: ftp.uni-regensburg.de/pub/freeware/software/atari/falcon/games/
: walz_201.zip

: Runs in a gem window, but Falcon only, I think - the colors are
: corrupted on my TT/Cr.dots.

Runs in a window on resolutions >320x200. Works on ST's as well IIRC...

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The District of Columbia has a law forbidding you to exert pressure on
a balloon and thereby cause a whistling sound on the streets.

From 955202952253312548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/11
Message-ID: <35067FC7.5088D49B@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 332950145
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <Ep6u6w.oH1@suse.modem.stud.uni-hannover.de> <1998030319355480956@zetnet.co.uk> <EpAM1x.noL@suse.modem.stud.uni-hannover.de> <34FEE4DE.6D4@mst.tn.utwente.nl> <6do9p5$i3i$1@news.emw.ericsson.se> <350431B5.78AF@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 889618317 7820 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hans Wessels wrote:
>
> Magnus Kollberg wrote:
> > Talking about VBLs, will you even have a correct VBL with a graphics
> > card?

> > I can't imagine that the Nova card can provide a true VBL, or can it? I
> > would guess that you will get the "old" VBL and not the VBL from the
> > Nova
> > card.
>
> Most PC graphics card do have something like a vsync indicator. I
> don't know wether it can be used to generate an interrupt. There
> has to be something like the VBL interrupt for the OS to work.

I guess so, but with MagiC I noticed a funny thing when using Geirs
Videl shutdown program.I'm not sure what this does but, but if I did not
have the VGA adapter plugged into my original Falcon video port I could
not move my mouse! I do believe that this had to do with a missing VBL.
Could the mouse get updated by the VBL under MagiC?

If this is the case I guess you don't get any sensible VBL from the Nova
card but you have to relay on the VBL produced by the Videl which will
not be correct. The same must go for a TT and ST with graphics card.

//Magnus Kollberg
--


```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -2418033236809577961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/11
Message-ID: <350680E5.51DBD383@NO.SPAM.emw.ericsson.se>#1/1
X-Deja-AN: 332954585
Content-Transfer-Encoding: 7bit
References: <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34feaad1.2187986@news.demon.co.uk>
<34FE7895.DB1F7886@emw.ericsson.se> <350b313e.17622740@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 889618604 7820 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >So you still get it??? Are you sure you are using the latest version? It
> >should
> >be 0.21 I think. You should not get that alert anymore if it's not a
> >Falcon. I
> >do not get it under STonX using TOS 2.06.
>
> It did still say 0.20 but I just assumed you'd forgotten to update the
> html. Odd though if you hadn't updated it because it beahved
> differently to the last one I downloaded.

It should say 0.21 on the webpage and be something like 48kb (the old was 43kb) when zipped. I still can't see what happens. Do you still get that dialogbox about the soundsystem being locked??? You should not get that at all now, if you computer
doesn't report it self as a Falcon....

I will look at it, but I can't promiss when...

> One of those "strange" occurrences it is best not to dwell on for too
> long I suppose!

Probably. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -7286635256642722778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Compiler
Date: 1998/03/11
Message-ID: <6e61oi$t72@balaena.bio.vu.nl>#1/1
X-Deja-AN: 332962707
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <1998022719404880956@zetnet.co.uk>
<34fb7fa7.4899645@news.demon.co.uk> <01bd44b8$f90a1260$160844c3@p-d-mou>
<34fe573c.3392688@news.demon.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >if you want to know the structure of video
: >memories on different machines/cards it's
: >not difficult,there is Atari and Non-atari,
: >atari modes are bit-planed and others
: >are not...for example 16 colors on video
: >cards (specktrum,etc...) is organised 2
: >pixels per byte, and like any PC cards
: >the truecolor modes are ordered B/V/R

: BVR? I can't think offhand what this means but I guess it means
: "luminance, saturation and hue" iyswim?

No, 'V' simply stands for "Vert", which is French for "Green", so
should actually be 'G' in English. You'd get BGR, which is RGB in
Intel-mode. Had to read a lot of French or French-English translated
in the past. :-)

I'm curious though, would the 2 pixel per byte 4 bp mode register as
a Non-atari bitplane mode? (when inquired from the VDI)

: >then,all the rest is easy,the only thing
: >to really take care is the palette order,
: >but everyone knows how to translate
: >Vdi index into Hard index, don't you ??

: I might but then again I might not. I understand the relationship for
: 16 colours and less, but have no idea one way or the other if it holds
: true for 256 colours.

There should be an NVDI call for this, IIRC. There is also a somewhat more
primitive method. It was discussed in a thread last year...

: Thanks for the offer but it was the desire to avoid going into this
: sort of detail that prompted me to request a resource file. <G>
: As it happens, no-one has obliged by sending me one so it looks like
: people are more interested in debating the subject than actually doing
: anything about it!

What resource file was that? I skipped large parts of this thread,
coz' I hadn't read it for three weeks. Was about 300 messages to plow
though... :(

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I'll rob that rich person and give it to some poor deserving slob.
That will *prove* I'm Robin Hood."

-- Daffy Duck, "Robin Hood Daffy", [1958, Chuck Jones]

From 7947091735056479505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b4e768f88c00fa7,start
X-Google-Attributes: gid1115ce,public
From: "Nicklas Larsson" <kilsmo@lysator.liu.se>
Subject: ANN: Glasnost
Date: 1998/03/03
Message-ID: <6dh614qhg1@newsy.ifm.liu.se>#1/1
X-Deja-AN: 330425056
Content-Transfer-Encoding: quoted-printable
Mime-Version: 1.0
Content-Type: text/plain; charset="iso-8859-1"
Organization: Link⊕ping University, Sweden
Newsgroups: comp.sys.atari.programmer

Glasnost is a game programming language.
Visit the home page at: =20
http://www.lysator.liu.se/~kilsmo/glasnost/

// Nicklas Larsson

From 7178143887862335674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f0194a6e7ff8c28
X-Google-Attributes: gid1115ce,public
From: "Mike" <mike@NOSPAM.heliovisionsproductions.fr>
Subject: Re: Atomic Compression routines
Date: 1998/03/03
Message-ID: <eX3KRbsR9GA.322@upnetnews02.moswest.msn.net>#1/1
X-Deja-AN: 330458620
References: <34FB11D9.7E3FDCD3@cam.ac.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

>I've got a question which has been bugging me for some time now. I've
>heard that the atomic decompression routines, (as used in quite a lot of
>demos/games) aren't compatible with the falcon. Is this true? If so can
>anyone explain why? They don't seem to do a lot hardware specific calls,
>they mainly just do a lot of complicated bit operations, and rely on the
>flag resgister an awful lot, does the falcon flag register behave
>slightly differently or something, or am I just missing something really
>obvious? :-)
If I remember well, it's a trouble with self modifying code. There is a
version

of the Atomic packer that works fine on Falcon. I do not remember wich one.

Mike.

~~~~~~~~~ Dbug's Atari/Oric HomePage ~~~~~~~
Mike (mpointie@hol.fr) says:
"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!

From -2729075865016453505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/03/03
Message-ID: <1998030319355480956@zetnet.co.uk>
X-Deja-AN: 330504510
References: <34d4df77.10153750@news.demon.co.uk> <Ep6u6w.oH1@suse.modem.stud.uni-hannover.de>
Newsgroups: comp.sys.atari.programmer

> > Well, for one thing (minor point), if you are sitting on a TT, Falcon, or
> > whatever with a VGA monitor, its 70vbl's per sec, unlike the 50/60 you get
> > on an ST - so if the game is running at 1vbl then you could potentially be
> > playing a game that is running 40% faster than it should be.
>
> I wasn't talking about the VBLs of course, they are bad for this. But the
> 200 Hz interrupt runs far more precise than is required.

Sorry, but this just shows your ignorance of games programming. Games
are usually
"tied" to a VBL so that artifacts are not created by allowing screen-redraw
of data while it is still being written to by the game engine...

> If just a defined delay is required, one could also simply access the 200 Hz
> counter, for which one does not need to install interrupt handlers.

Yea, and then you get some great effects with redrawing the screen while the
play watches...

> > Also, in general, the higher the resolution, the slower the machine gets. So,
> > how do you know if the machine is fast enough to cope with the game at the
> > "intended" speed?
>
> That's not the programmer's worry. Maybe you should mention it in your readme
> files that goes with the game, that it may be too slow with the chosen reso-
~~~~~~~~~

> lution, and the player should switch resolution in order to enhance speed.

Maybe, but it is up to the programmer to make sure the game is playable, and runs as intended - which includes the speed that it runs.

> I should add : There is no point in refusing to run a game in 1024x800 on any
> Atari, because you cannot know if the player has miraculously sped up the
> machine a lot.

Maybe...

> Then I should add, there are machines out there where CPU speed is not
> affected by screen resolution, because all the graphics work is handled by
> a graphics coprocessor.

Yea, and that is done infinately quick, and so doesn't take any time?

> So making such assumptions is bad programming style. I'm not saying that your
> style is bad, but your statement above might mislead some other programmers
> to using such style, which should be avoided.

Hehehe.... yea, right. :-)

Maybe it isn't good programming style, with regards to portability, but making it so generic/flexible that it doesn't run properly on slower machines, and not being able to say whether a given machine is good enough is equally bad style when it comes to games...

eg. Say I wrote a (generic, any-machine) doom game that runs fine on a Falcon, but runs at FPS. Should I say "for all Ataris"? I dont think so.

> > It was their failure to provide a generic call in the ST that has caused this
> > problem.
>
> I guess we can agree on this. ;-)

Good. :)

> But if they had, the problem would still
> be there, only slightly relieved. This is because different hardware supports
> usually not just additional resolution settings, but supports *different*
> settings. So on some hardware 800x600 will exist, but no 1024x800, then
> other hardware might support the latter but not the former. This is why it's
> important that software is able to adapt.

Thats why an "enquire available modes" (as I suggested in another post) call is a good idea, IMO.

> I've been told it's in NVDI V4. I don't have V4, just V3.02, and that's why
> I said AFAIK. I gotta ask others for this.

Somebody, please speak up...

> > If I want to play an arcade game, I dont want it running in a small window
> > in the top-left corner of the screen (or whatever), I want it full-screen
> > no distractions.
>
> That should be the user's choice, don't you think so ? Or are you thinking

No, I think it should be the PROGRAMMERS choice. The environment that the
game uses, what it looks like, and the options available to the gamer should
all (IMO) be controlled by the programmer, and not the user.

> everybody else will think the same way as you do ?

No, but it should be up to the programmer, not to the user, IMO.

> > Find my someone who likes playing Quake no the PC in a window
> > - you certainly wont find many who dont play full-screen.
>
> Because they can't. I'm sure I'd find some who would if it were possible.

Sorry, but you clearly haven't hit <CNTL>-Enter in Quake (or Quake2, or
even Heretic and other games of its age) as DOES work. [3dfx users can
only have full-screen mode due to limitations of their hardware, unless
they install WGlide, which is a third party driver]

It should probably be pointed out that it is significantly slower...

> > Equally, its hassle for me as a user to be TOLD to change resolution by
> > a program, when I know full well that it is capable of doing it for itself.
>
> If you "know" that, then - sorry - you're entirely wrong on this. No program
> can be sure if it will be capable of switching resolutions properly by it's
> own.

"as a user".

ie. If I run a game from 640x480x4bit on my Falcon, and the game needs a 16bpp
mode, I *know* that it is possible for the program to change into
this resolution
cleanly on my machine, using documented OS calls. I would be rather pissed
if it came up with a dialogue saying "Sorry, I refuse to change into 16bpp,
do it yourself".

> > This seems a very strange way of doing it... IMO not what the games-playing
> > public want.
>
> Because they aren't aware of the situation. But you, as a programmer, are,
> and you should be able to teach them on this, by writing an appropriate
> paragraph in the README.

Maybe... but in my experience, nobody reads the documentation anyway :-)
[I know I dont...]

> The user is not in the situation of dictating what

> is possible - if he were then I'd ask my hardware to support 3000x2000
> True-Color modes ;-)

Yea, but you want everything. :)

> Some improvements can be done by using hacks (this is
> what I call fiddling with hardware to set video modes), but it leads to
> the situation that few users can use the program. I know, people don't care

So what do you call using documented OS calls?

As for compatibility, shouldn't gfx cards be changing the _VDO cookie to show
that they cannot cope with the facilities of the machine? This is surely
what atari intended this for...

> if their favourite program works on their neighbors machine, but I do not
> think this is something that should be encouraged. People should be made
> understand that the little hassle (if it's needed in the first place) is
> essential in order to let others have fun too with that program.

Yea, point taken... but again, if it causes problems on the low end machines,
its a decision that must be made by the programmer on a game by game basis.

> > But then, would anyone actually try and PLAY that many games at once? The
>
> Depends on the type of games. I'm not a fanatic of arcade games, and as such,
> the type of game I usually prefer is that of which several ones can be played
> at the same time.

Yea, but do you ever really try and play solitare, patience, landmine etc.
all at once? You must have a really good ability to concentrate on many things
at once. :-)

> > answer is of course no, you would only want to play one game at a time,
>
> There is an often made mistake. People tend to think their own opinion
> would hold for the whole world.

Yea... maybe it is a silly assumption to think that people only want to
play one game at once, but then maybe its silly to assume people are
sensible...

> So please accept that for this reason the line of yours that I quoted above
> is rubbish, especially the "of course".

Yea, the "of course" maybe was a little over the top, but I am supprised
that people actually try to play > 1 game at a time...

> > so why have it only taking up 1/9th of your screen, with the rest displaying
> > the desktop?
>
> There are more reasons for one or the other than you can remotely guess.
> Therefore it's pretty arrogant to dismiss half of them, by denying existence

> of reasons to restrict a game to only 1/9th of the screen.

Yea, but if you are just interested in playing the game (do you accept that
this should be the primary purpose of a game?) then you usually dont want
to strain your eyes...

> >> > requires ST compatible resolutions, but that isn't the programs support -
if
> >> > the machine cannot do what an ST can do, users should EXPECT games designed
> >> > for the ST not to work.
>
> There are programming techniques that make such expectations obsolete. It
> CAN be done, games that run on all machines. So there is no reason to expect

Yea, by limiting the functionality available to the programmer. For a start,
the STe/TT/Falcon's hardware scrolling cannot be used.

> such a thing. The current situation merely makes me *suspect* that a given
> game won't run, and as it can be done, I'd be happy if this could be changed.
> Currently it's sadly prevented by certain people simply refusing to try other
> techniques, techniques that in some cases even save work.

It certainly wouldn't save tony any work, as he would have to write a bunch
of new sprite routines, not to mention learn a new language (or wait for
someone to finish GEMMA).

> >> Why design such games in the first place ? The Atari world is a lot bigger
> >> nowadays (in terms of different models), and it's far from impossible to
> >> design games such that they run on most if not all models.
> >
> > Yea, but the "most if not all" models are the low end STs,
>
> Sorry but this is rubbish, especially the "if not all" in your sentence.
> If it holded then there were no other models, and the discussion had never
> started in the first place.

Sorry, I didn't write what I meant too say.... I was quoting from your sentence
"such that they run on most if not all models". "most" implies that there
are some which it may not work, which (probably) means the low end ST, which
is what Tony (and others) is (are) developing on.

> You might be judging from the situation in the UK, maybe the "most" is true
> there,

I have no idea. I only know one other local Atari owner (Falcon).

> Agreed. But it doesn't help. A system that does not provide any ST video
> mode may still make Setscreen behave is if ST-Low is used (or were present).
> This was a descision by Atari to not break older software that cannot deal
> with getting other video modes as return values from those XBios calls.

I wonder how many programs there are? I have an idea, and will report back
here in a few days (hopefully) with results...

> > Oh, I'm not the one advocating that you change the way you program... thats
> > you, telling Tony to switch to using the VDI, which will not benefit him one
> > iota, appart from making you happy...
>
> Oh, I'm not telling him to do so. I'm merely trying to convince him to just
> *try* once to program using GEM methods. The experience might let him use

Erm, so whats the difference? you are trying to convince him to change,
aren't you?

> it for programs that do not require super-fast scrolling on small machines.
> If he only does that then I'm happy ;-)

Hehehe...

Unfortunately, as has already been pointed out (quite a while ago... probably
around message 20-50), STOS doesn't provide access to GEM in a compiled
environment (the GEMMA extension provides it in the interpreter, but the
compiler code isn't finished. Source code is available though), and Tony
doesn't know C.

> > If Hades/Medusa/Milan owners want games that make use of their systems,
> > then they should consider writing them themselves, rather than expecting
> > people with a bottom of the range ST to write them...
>
> All what I'm saying is that there are many types of games that can be
> developed on a basic off-the-shelf 8 MHz ST to run even on the fasted
> machines in a sensible and enjoyable way.

"many". so you recognise that for some software this isn't possible
in this environment? In particular, this software is (IMO) a large chunk
of the topic of this thread... Heartland, Diamond Ice, Billy Boy...

> It merely needs a little
> discipline and use of standardized methods to achieve this.

And a significant amount of work from myself/Paul Jones/anyone else to
make GEMMA a reality for compiled software, for this to be practical
under STOS.

[btw, I have no intention of doing any more code on GEMMA, having written
 90% of the interpreted code... I believe Paul has also stopped.]

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From -276446237134256683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/03/03
Message-ID: <1998030319395180956@zetnet.co.uk>#1/1
X-Deja-AN: 330504511
References: <34d4df77.10153750@news.demon.co.uk> <Ep6uw4.oJF@suse.modem.stud.uni-hannover.de>
Newsgroups: comp.sys.atari.programmer

> > Well I don't think NVDI is the answer for 2 reasons. a) It take up a sizeable
> > proportion of memory on the ST,
>
> Only if you install vector fonts. This might be a problem though with 512 k
> machines, are there many of them left ?

Many ST games cannot even be run from Desktop because of the extra memory requirements imposed by GEM...

> > and secondly, (unless I'm mistaken.) doesn't it
> > cost quite a lot of money?
>
> No. It costs money, so much is true, but I think it's rather cheap compared
> to what it does.

Yes, although fVDI does very well on my machine in mono, and is free.

> > BTW: Does anyone know if any java applet viewers have been written for the atari
> > range of computers? And how fast are they? Java seems rather slow even on my PC,
>
> Craig Graham has done it, but the rights are with his employer if I under-
> stood correctly, therefore he can't release it.

Yes, and IIRC, he said it was pretty fast on his Falcon ("fast" is a relative term, so who knows...)

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)

----------+----------

From 3559642406331452748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Compiler
Date: 1998/03/03
Message-ID: <34fd56f4.3320895@news.demon.co.uk>#1/1
X-Deja-AN: 330509848
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<19980221121711809 56@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <35019c29.2802570@news.zetnet.co.uk>
<34f96eee.618289@news.demon.co.uk> <34FAB2A8.2B5D@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 02 Mar 1998 14:22:48 +0100, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>> Changing the subject away from compatibility for a moment (I think I'm
>> allowed, I started this thread <g>), why do you not use hardware
>> scrolling? It's the same on ST and ST(e) isn't it? And for all I know
>> the Falcon low-rez might be laid out the same anyway?
>
>No! A normal ST has no harware scrolling. The only thing that comes
>close is an complex scheme of opening upper left and right borders to
>get the screen start on word alignment, but you can't get that to
>work on accelarated ST's.
>
>The STe has real hardware scrolling. You can set the screenbase on
>a word boundary and delay the screen output for n pixels, getting
>scrolling on pixel level both in x and y directions.

[blush]

I dunno what possesed me to write the above paragraph. Well, I do
actually. Too much "amber nectar" ;-)

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

From 3030244660485637108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Compiler
Date: 1998/03/03
Message-ID: <34fe573c.3392688@news.demon.co.uk>#1/1
X-Deja-AN: 330509849
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <1998022719404880956@zetnet.co.uk>
<34fb7fa7.4899645@news.demon.co.uk> <01bd44b8$f90a1260$160844c3@p-d-mou>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 1 Mar 1998 02:16:12 GMT, "Centek" <Acces.Journaliste@wanadoo.fr>
wrote:

>> WHITE G_BOX as the ROOT
>> 256 colour icon as object index 1
>> 16 colour equivilent or it as object index 2
>
>bad idea !
>256 colours icons don't display correctly
>in truecolor mode on Falcon Tos !!!

I'm not pretending to know anything about the Falcon specific screen
modes but truecolour isn't 256 colours is it? Besides, if 256 colour
icons do not display properly in truecolour then that is a falcon
problem surely?

>if you want to know the structure of video
>memories on different machines/cards it's
>not difficult,there is Atari and Non-atari,
>atari modes are bit-planed and others
>are not...for example 16 colors on video
>cards (specktrum,etc...) is organised 2
>pixels per byte, and like any PC cards
>the truecolor modes are ordered B/V/R

BVR? I can't think offhand what this means but I guess it means

"luminance, saturation and hue" iyswim?

>then,all the rest is easy,the only thing
>to really take care is the palette order,
>but everyone knows how to translate
>Vdi index into Hard index, don't you ??

I might but then again I might not. I understand the relationship for 16 colours and less, but have no idea one way or the other if it holds true for 256 colours.

>if you want more , just mail me ;-)

Thanks for the offer but it was the desire to avoid going into this sort of detail that prompted me to request a resource file. <G>

As it happens, no-one has obliged by sending me one so it looks like people are more interested in debating the subject than actually doing anything about it!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1914323885712039885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Game writing in C
Date: 1998/03/03
Message-ID: <35036778.7548033@news.demon.co.uk>#1/1
X-Deja-AN: 330509850
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se> <1998022618445780956@zetnet.co.uk>
<6d6o8t$6a7$3@news.emw.ericsson.se> <1998022720032480956@zetnet.co.uk>
<34f86e1a.406174@news.demon.co.uk> <6def5m$7jq@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 2 Mar 1998 14:19:34 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: Iconification or lack thereof under MagiC would not cause any problems
>: but the gadget to send the window into the background might. This is
>: because MagiC handles it automatically unless your application
>: specifically takes over control of it. In effect, a game which thinks
>: it is running in the foreground might suddenly find itself covered by
>: other windows and be oblivious to the fact.
>
>Hmmm, what's the best way around that? (coz' it means some of my software
>isn't 100% Magic-compliant :)

iirc (and its been a long while) it goes like this ...

mask in BACKDROP (from magx.h) when you create the window (but see below).

```
#define  BACKDROP  0x2000
eg
KIND =(NAME | CLOSER | BACKDROP)
wind_create(KIND...)
```

so now MagiC lets your app deal with the message, which you would simply ignore. If you did want to handle it then you're looking at two messages which are WM_M_BDROPPED (from magx.h) and WM_BOTTOM (from wherever your aes messages are)

```
#define  WM_M_BDROPPED 100
#define  WM_BOTTOM 33
```

Version 3 upward (iirc) use the normal WM_BOTTOM message but lower versions use the KAOS WM_M_BDROPPED value. It doesn't matter which version uses what if you implement both which is nothing more complex than

```
switch (message_number) {
     /* blah */
     case WM_M_BDROPPED:
     case WM_BOTTOM:
     Handle_Bottomed(); /* possibly do nothing */
     break;

     default:
     break;
}
```

What I'm not sure about is, if MagiC versions >2 automatically bottom the windows or not, or if it is limited to versions less than 3 (ie the ones sending WM_M_BDROPPED) only. It doesn't really matter. If you implement the above you have all situations covered.

The only caveat, is when I glanced in the pug code I find that I specifically check if MagiC is present before masking BACKDROP into "KIND" which leads to a slight worry - that BACKDROP is not associated with the "bottom" gadget at all, but that it is associated with allowing a background window to receive mouse clicks without bringing it to the top. This has slipped my mind 'til just now.

Unfortunately, as there are no english docs (and I don't even have the MagiC2 manual to hand) I am unable to give a definitive answer. :-(

The worst case scenario with the above solution is that you will be implementing code which is not required for your purposes (ie you're keeping the window on top). Even though you have enabled background messages (MU_BUTTON) this will be irrelevent because you won't be allowing the window to be put into the background, or if you do, the game will be informed of the fact and act appropriately.

Sorry about waffling so much!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2524841568112679542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Game writing in C
Date: 1998/03/03
Message-ID: <35005b09.4365987@news.demon.co.uk>#1/1
X-Deja-AN: 330509851
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se> <1998022618445780956@zetnet.co.uk>
<6d6o8t$6a7$3@news.emw.ericsson.se> <34f70f89.51147676@news.demon.co.uk>
<Ep34uJ.1t@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sat, 28 Feb 1998 10:51:55 GMT,

perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34f70f89.51147676@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> The only major problem I've ever had was in using bits 10 and 11 of
>> OBJECT.ob_flags for Pug's CHECKABLE, OUTLINEABLE and CROSSABLE
>> attributes. This was before I got online and the docs I had then said
>> they were reserved for the programmer. Unknown to me Atari went and
>> used them,
>
>Hahaha, Guy did you think by using the term "programmer" Atari referred to
>you ?

Yes. The MWC lexicon uses the term "programmer" throughout
specifically in reguard to (me) the programmer so it is an
understandable mistake!

>They've meant their own programmers of course, programmers of the AES.
>The word "reserved" should tell enough, shouldn't it ? It doesn't make any
>sense to "reserve" flags for the applications programmer, the user won't
>be tempted to use it ! So take it for granted that if the word "reserved"
>is used, the item in question is reserved for the vendor himself.

I can't be certain exactly what was written 'cos I ain't reading all
my manuals again!

>Concerning OBJECT data, the only bit a programmer is allowed to use freely
>is the upper byte of ob_type. You can put your flags there.

Yep, I've known that since flinny first tried to "16 colourise" the
resource file for the original www installer 2 or 3 years ago. I'm
ordinarily very quick on fixing bugs but not with this one!!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6595782242075358967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9adff957ec35de
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: BubbleGem and GFA
Date: 1998/03/03
Message-ID: <3501634f.6483242@news.demon.co.uk>#1/1
X-Deja-AN: 330509852
Content-Transfer-Encoding: 7bit

X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <a24a691290B802A1.55@nest.ftn> <$PXjVEA0dZ60QwnQ@shaw1.demon.co.uk>
<34f3ec48.7830830@news.demon.co.uk> <NN0PlQAgqb80QwQv@shaw1.demon.co.uk>
<34f32261.3416242@news.demon.co.uk> <6dedqc$7jq@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 2 Mar 1998 13:56:28 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: >Oh dear, what is the world comming to?
>
>: An abrupt end if you happen to be unlucky enough to be wired up to a
>: machine in intensive care, come 23:59.59 1999 !!! [aledgedly] ;-))
>
>Nah. In our hospital they use Sun Sparc workstations in intensive care. :-)

Not a line of cobol in sight then? ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2187408277557514517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7d28f9052531744a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f5ab3,7d28f9052531744a
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: f8760,7d28f9052531744a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,7d28f9052531744a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,7d28f9052531744a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,7d28f9052531744a
X-Google-Attributes: gid109a67,public
From: Brian Grier <"reirgjb"@ac.letron (reverse each half for email)>
Subject: Re: Atari ST Owners
Date: 1998/03/03
Message-ID: <6dhvo3$r4q@brtph500.bnr.ca>#1/1
X-Deja-AN: 330554114
Content-Transfer-Encoding: 7bit
References: <P3Vt5FAynv+0EwKC@donut.demon.co.uk>

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Nortel
Newsgroups:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Robert Davis wrote:

> Dear Atari owners,
>
> I am wondering if anyone can help me.
>
> I own an Atari Mega 1 that I use for music. It originally came with
> Microsoft Word for ST and I currently need to do some word processing on
> it.
>
> Unfortunately, though I still have the mauals and documentation, the
> Word disk was stolen and I need to get a replacement. Does anyone have a
> copy of Word for ST they can send me or email me?
>
> Please email me directly since I do not receive all postings to the
> group.
>
> Thank you for your assistance,
>
> Robert Davis

I think we have had enough fun at his expense, so to answer his question...

What you have is most likely Microsoft WRITE, not WORD. Microsoft dropped
support for this product within a year of introducing it. They reasoned that
if the
Atari users were not willing to support Microsoft they would not support
Atari.
This was the result of really bad reviews of the software, and a general
bashing
of the product by those that claimed to have purchased it.

I have not seen a copy of this in years. You would do much better by
getting
yourself a copy of WordUp.

Brian

From -7692895535978766539
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the COOKIE
Date: 1998/03/03
Message-ID: <34fc65a0.72612451@news.demon.co.uk>#1/1
X-Deja-AN: 330554798
Content-Transfer-Encoding: 7bit
References: <5da_9802280018@conchbbs.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 27 Feb 98 23:05:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

>g > To obtain the correct result you need to write ... (-1)[cp]
>
>I stand corrected. I still prefer *(cp-1) unless cp really is an
>array (in which case you shouldn't be trying to access the [-1]
>entry).

I know, but I still do it! :-)

>BTW, one of my favorite tricks is to use pointer arrays to access 2
>(or more) dimensional arrays:
>
>   double a[6][8],*pa[8];
>   for(i=0; i<8; i++) pa[i] = a[i];
>
>Accessing pa[i][j] is faster than a[i][j] and can be passed as an
>argument using variable dimensions.

I agree. I've used quite similar to good effect myself. It beats
declaring 'a' as a register variable by a large margin (on Mwc at
least). Actually I do both because Mwc has no register optimisation
schemes of its own. This is quite good in a way because when I do need
to use registers I know it is not going to screw it up for me behind
the scenes!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3744824100272355080

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/03/03
Message-ID: <Ep8HLK.np1@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 330632588
Sender: news@suse.modem.stud.uni-hannover.de
References: <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34f7e679.1200052@news.zetnet.co.uk>
<34FAAF15.402@mst.tn.utwente.nl> <34fed045.6413689@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34fed045.6413689@news.zetnet.co.uk>,
     paxton@zetnet.co.uk (Tony Greenwood) writes:

>>> Let's see. 30 times ST-Low, that's 5 times ST-Low in x and 6 times ST-Low in
>
> Sorry Peter as above, I was a mile off....27 screens by 8 screens, on
> a One meg FM from floppy..... hehehe

Aha, that is 8 * 27 = 216 screens, thats indeed a mile off 30 screens ;-)
That's more than seven times as much. True, there is probably only about
a dozen sets of hardware being able to do that in the world.

But, wait a moment. Take a PC mainboard well fitted with PCI slots, then
stick seven high-end graphics cards like the Millennium into it, let each
have it's own monitor, and put all the monitors in a row - Now ? :-))

To be serious again, it entirely depends on the complexity of those screens
if they all fit onto one disk.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 3855606492238688128
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/03/03
Message-ID: <Ep8H0q.nMn@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 330632589
Sender: news@suse.modem.stud.uni-hannover.de
References: <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34f7e679.1200052@news.zetnet.co.uk>
<34FAAF15.402@mst.tn.utwente.nl>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34FAAF15.402@mst.tn.utwente.nl>,
     Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

> jsh.4 oi-.4t352tz5pok??2=?
> ojwnvreens vertical.

What's this ?

> Peter Rottengatter wrote:
>> Let's see. 30 times ST-Low, that's 5 times ST-Low in x and 6 times ST-Low in
>> y direction. 5 * 6 tiles is 30 tiles, each covering a 320x200 area. That is
>> 5 * 320 in x, gives 1600, while 6 * 200 in y, gives 1200 pixels. In total
>> 1600x1200 is required. That is not really a problem for my Matrox Millennium,
>> even though True-Colour is not possible anymore, I must go back to 65536
>> colours. But I'd just need to stick a bit more wRAM onto it to have True-
>> Colour in that resolution too. Gives you whole Heartland without scrolling.
>> :-))
> Sorry Peter, even the milennium won't do this, the maximum horizontal
> resolution of a milennium is 2000 pixels

Can you read ?? Nowhere I mentioned any resolution above 2000. I said
1600x1200 is required, which is 30 times the area of a 320x200 screen,
which is what Tony stated for Heartland. Any my Millenium is absolutely
capable of displaying that, it can do even more !

> (Ok, don't know the specs by
> head, could also be 3000 or even 4000, but I think it was 2000), so
> there is now way you can get it on your milennium.

You can be very sure that I know pretty well what my hardware is capable
of !

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 3935128496438283341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/03/03
Message-ID: <Ep8I03.nrG@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 330632590
Sender: news@suse.modem.stud.uni-hannover.de
References: <3504a103.4045392@news.zetnet.co.uk> <34FABA1F.22E@mst.tn.utwente.nl>
<3500d64e.7958704@news.zetnet.co.uk> <34FAF569.5675@mst.tn.utwente.nl>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34FAF569.5675@mst.tn.utwente.nl>,
     Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

> Setting standards like this you need to say something
> about the speed. It is possible to do it all, including
> 20 free moving sprites in a GEM window, screen updates
> will cost some time, but you didn't say anything about
> speed, so anyone doing this in a GEM window will
> satisfy to your challenge.

Hmm, seems that what I'm saying all the time. And even for the most
demanding games (scrolling etc) let it execute by some high clocked
68040 or '060 and you'll even have speed.

Tony:

> You already qualify, because you are the ONLY person in this
> newsgroup who has the balls to back up what he says :)

Sounds as if one has to release a game before you'd acknowledge that
it makes sense what one says. Simple logical argueing is not enough.
:-(

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -2944928811763653874
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2f669eb925d987eb
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <bereziat@ozone.inria.fr>
Subject: Re: menu in infoline?
Date: 1998/03/04
Message-ID: <rw5pvk2btmc.fsf@ozone.inria.fr>#1/1
X-Deja-AN: 330710819
Content-Transfer-Encoding: 8bit
References: <6dfadl$ga5$1@news1.tor.acc.ca>
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Newsgroups: comp.sys.atari.programmer

q-funk@megacom.net (Martin-Eric Racine) writes:

>
> I was wondering if anyone knows of C bindings that will allow
> putting a menu in the GEM window infoline?
>
> I know GFA has some library functions that do it, but I haven't
> been able to locate C bindings to achieve a similar result...
>
> Otherwise, how could one install a menu within a dialogue, with
> proper handling of the menu's pulldown?
>
> Please Cc reply through e-mail. Thanks.
Hi,
there is no easy way to add a menu in a window. Most of customized
Gem libraries supportes this feature, and my own Gem lib too.
You can uses it because the source are included in the distrib.
My version works with all TOS.

Looks at:
 http://www-air.inria.fr/People/bereziat/windom.html

yours
--
Dominique B[illegible]r[illegible]ziat

From -3555062884937116411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/03/04
Message-ID: <34fd1d6b.672531@news.zetnet.co.uk>#1/1
X-Deja-AN: 330713916
Content-Transfer-Encoding: 7bit
References: <3504a103.4045392@news.zetnet.co.uk> <34FABA1F.22E@mst.tn.utwente.nl>
<3500d64e.7958704@news.zetnet.co.uk> <34FAF569.5675@mst.tn.utwente.nl>
<Ep8I03.nrG@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Tue, 3 Mar 1998 08:24:03 GMT that you wrote:

>Tony:
Peter::)

>> You already qualify, because you are the ONLY person in this
>> newsgroup who has the balls to back up what he says :)
>
>Sounds as if one has to release a game before you'd acknowledge that
>it makes sense what one says. Simple logical argueing is not enough.
>:-(

 Yes and no, I learn a lot from these postings, I would never deny
that, But if we get to a stale mate where one side believes one thing
and the other side believes another... then the deciding factor has to
be the actual proof, It certainly is not a case of me ignoring
everything said because there is no proof, thats unfair.. only when we
reach a stalemate.....

 Look at it in black and white for a moment,

I make lots of arcade style games.
AFAIK? You have made none.

I say this is the correct way.
You say that is the correct way.

I can show you the results of my argument.
You can only talk.

Thus yes you are correct the deciding factor would have to be the actual proof, I have learnt over the years of game making that a lot of things look very nice on paper, but when it comes down to implimenting them.. thats another story. I am sure you have come accross this in your line of programming so you understand my meaning..

I have no personal reason for not wanting to make Falcon enhanced games, I have made every effort to support machines I do not own, thus if I could go a step furthur then surely I would, I just do not believe it is possible to make "Enhanced" games for higher spec machines... on an STe..... Because even if all your suggestion work.... I can NOT test them... and even the people advocating that testing is not needed have inadvertantly proved beyound doubt that I am right and testing is neaded :)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -5075685032680314542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/03/04
Message-ID: <34fe24b3.2536251@news.zetnet.co.uk>#1/1
X-Deja-AN: 330713917
Content-Transfer-Encoding: 7bit
References: <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34f7e679.1200052@news.zetnet.co.uk>
<34FAAF15.402@mst.tn.utwente.nl> <34fed045.6413689@news.zetnet.co.uk>
<Ep8HLK.np1@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Tue, 3 Mar 1998 08:15:20 GMT that you wrote:

>> Sorry Peter as above, I was a mile off....27 screens by 8 screens, on
>> a One meg FM from floppy..... hehehe
>
>Aha, that is 8 * 27 = 216 screens, thats indeed a mile off 30 screens ;-)

 Yup sorry..In my defence this was a couple of years ago and I have
made 3 major games, one updated game and a couple of utilities since
then....Plus two games and two utilities on the go at the moment.I
just recall it being big..

>That's more than seven times as much. True, there is probably only about
>a dozen sets of hardware being able to do that in the world.

I may be missing something.. but even if it where 30...or 20 screens
and you could display them.. you wouldn't be able to see the detail
needed to complete the game in the puzzle type one at least...

>To be serious again, it entirely depends on the complexity of those screens
>if they all fit onto one disk.

hmm you won't find any screens on disk (I said the play area is the
equivelant of)... and had it not verged on the rediculous then I could
have doubled the size or even tripled and it still worked on one meg
fm and one floppy, and before you ask... all reviews made a special
mention of the excellent graphics and background scenery of the
maps...I can assure you that none of the 216 screen where repeated..or
randomly generated,

OK you have not seen my games..But you maybe have seen Sonic the
hedgehog?, well thats a big play area... but investigate the graphics,
all areas are different... but investigate more and you will see that
its the same set of graphics throughout the game but placed
differently like a Jigsaw, Thats the concept used in my games, I have
a set of background graphics and place them on screen where and when
needed.........this is why I mention the reviews saying the background
where good, I dont want you thinking they would be boring and repeated
:)

All the peices of the jigsaw are 16x16 and preshifted, every screen
update we have to know what every block has to be and place it on the
screen, this is yet more work for the game that people do not know
about..

If you havn't learnt anything from the above, then I am sure someone
reading must....

OK you cant or wont try the games...but there are plenty of colour
screen shots of them on my web pages that would give you a better idea

?..I wish you would take the time to at least look :)
.

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From 918104378216974562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9adff957ec35de
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: BubbleGem and GFA
Date: 1998/03/04
Message-ID: <6djgkm$pms@balaena.bio.vu.nl>#1/1
X-Deja-AN: 330724934
References: <a24a691290B802A1.55@nest.ftn> <$PXjVEA0dZ60QwnQ@shaw1.demon.co.uk>
<34f3ec48.7830830@news.demon.co.uk> <NN0PlQAgqb80QwQv@shaw1.demon.co.uk>
<34f32261.3416242@news.demon.co.uk> <6dedqc$7jq@balaena.bio.vu.nl>
<3501634f.6483242@news.demon.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >: An abrupt end if you happen to be unlucky enough to be wired up to a
: >: machine in intensive care, come 23:59.59 1999 !!! [aledgedly] ;-))
: >
: >Nah. In our hospital they use Sun Sparc workstations in intensive care. :-)

: Not a line of cobol in sight then? ;-))

I surely hope not.
I wouldn't want my life to be hanging on to a line of Cobol :)
Only lines in sight are graphs of someone's hartbeat
and body temperature ;)

-=El V.

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin

From 2861445716317519186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21588789be517ad2
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GPIC 1B
Date: 1998/03/04
Message-ID: <6djgnn$pms@balaena.bio.vu.nl>#1/1
X-Deja-AN: 330724935
References: <34FA6C27.7DED@mst.tn.utwente.nl> <6de0rpjfi4@news.emw.ericsson.se>
<1998030218553180956@zetnet.co.uk> <6dgu6tfbs1@news.emw.ericsson.se>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg (magnus.kollberg**@**emw.ericsson.se) wrote:

: > Magnus, shame on you... read the message - its a TRON clone. :-)
: Forgive me for my ignorance, but for someone who has never played
: TRON, what kind of game is it? :-)

I believe it is the one involving one or more lines and a wall. :)

-=L.

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin

From -7468945592207705533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/04
Message-ID: <6dji8ggqp2@news.emw.ericsson.se>#1/1
X-Deja-AN: 330728584
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <1998022719404880956@zetnet.co.uk>
<34fb7fa7.4899645@news.demon.co.uk> <01bd44b8$f90a1260$160844c3@p-d-mou>

<34fe573c.3392688@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 889015376 17241 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >bad idea !
> >256 colours icons don't display correctly
> >in truecolor mode on Falcon Tos !!!
>
> I'm not pretending to know anything about the Falcon specific screen
> modes but truecolour isn't 256 colours is it? Besides, if 256 colour
> icons do not display properly in truecolour then that is a falcon
> problem surely?

..and MagiC's and N.AES and probably all versions of TOS, not only TOS 4.04. I have been told that version 5.2 of MagiC has this fixed, but what does that help me when I still havn't got my MagiC update!!!!

I guess I have to order MagiC 6, when it's available, directly from ASH.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -6198612471387892366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/04
Message-ID: <6dji1sgqp1@news.emw.ericsson.se>#1/1
X-Deja-AN: 330728585
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <Ep6u6w.oH1@suse.modem.stud.uni-hannover.de> <1998030319355480956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 889015164 17241 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> > I've been told it's in NVDI V4. I don't have V4, just V3.02, and that's why
> > I said AFAIK. I gotta ask others for this.
>
> Somebody, please speak up...

I have looked through the documentation which you cand find on the net
for NVDI
4.1 (both the english and german release) and I can't find anything
about this
anywhere and these docs are listing all the VDI calls available from
NVDI 1 and up.
So Peter is apperently talking about something he hasn't to a clue
about. I don't
think such call exist, if it does, please tell us, as I can't find
anything about
this.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -1214421562909806756
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/03/04
Message-ID: <1998030401235380956@zetnet.co.uk>#1/1
X-Deja-AN: 330814590
References: <34d4df77.10153750@news.demon.co.uk> <Ep6u6w.oH1@suse.modem.stud.uni-hannover.de> <1998030319355480956@zetnet.co.uk>
Newsgroups: comp.sys.atari.programmer

I wrote:
> > > Find my someone who likes playing Quake no the PC in a window
> > > - you certainly wont find many who dont play full-screen.
> >
> > Because they can't. I'm sure I'd find some who would if it were possible.
>
> Sorry, but you clearly haven't hit <CNTL>-Enter in Quake (or Quake2, or
> even Heretic and other games of its age) as DOES work. [3dfx users can

Spot the mistake... its ALT-ENTER of course (assuming you haven't disabled this keyboard shortcut in the PIF options). Oh, and insert the "it" in "as it DOES work"...

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From -4470933631935661714
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b4e768f88c00fa7
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: ANN: Glasnost
Date: 1998/03/04
Message-ID: <1998030418322680956@zetnet.co.uk>#1/1
X-Deja-AN: 330820315
References: <6dh614qhg1@newsy.ifm.liu.se>
Newsgroups: comp.sys.atari.programmer

"Nicklas Larsson" <kilsmo@lysator.liu.se> wrote these words:
> Glasnost is a game programming language.

I remember. :)

> Visit the home page at:
> http://www.lysator.liu.se/~kilsmo/glasnost/

Right, I'll update my link... how goes the coding?

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From 8368753931618461918
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Molesting the COOKIE
Date: 1998/03/04
Message-ID: <309_9803041305@conchbbs.com>#1/1
X-Deja-AN: 330830611
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

g > Actually I do both because Mwc has no register optimisation
g > schemes of its own. This is quite good in a way because when I
g > do need to use registers I know it is not going to screw it up
g > for me behind the scenes!

I use Pure C (which also optimizes the FPU registers). I can always check the register usage using the debugger (which can show you the assembler translation for each line of C code).

I used to declare register variables all the time, but I found that Pure C did as good a job itself. Just remember that arrays, structures and unions will always be treated as volatile.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -9208659796261817828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f0194a6e7ff8c28
X-Google-Attributes: gid1115ce,public
From: "Rich Davey" <rich@fatal-design.com>
Subject: Re: Atomic Compression routines
Date: 1998/03/04
Message-ID: <34fdbcd4.0@london.netkonect.net>#1/1
X-Deja-AN: 330857115
References: <34FB11D9.7E3FDCD3@cam.ac.uk>
<eX3KRbsR9GA.322@upnetnews02.moswest.msn.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: Fatal Design
Newsgroups: comp.sys.atari.programmer

Mike wrote in message ...
>If I remember well, it's a trouble with self modifying code. There is a
>version
>of the Atomic packer that works fine on Falcon. I do not remember wich one.

3.5 IIRC
Used to use it all the time on my Falcon.

Cheers,

Rich
http://www.fatal-design.com

From 4267071711637853583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/03/04
Message-ID: <EpAM1x.noL@suse.modem.stud.uni-hannover.de>
X-Deja-AN: 330968499
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk> <Ep6u6w.oH1@suse.modem.stud.uni-hannover.de> <1998030319355480956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <1998030319355480956@zetnet.co.uk>,
     Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> > Well, for one thing (minor point), if you are sitting on a TT, Falcon, or
>> > whatever with a VGA monitor, its 70vbl's per sec, unlike the 50/60 you get
>> > on an ST - so if the game is running at 1vbl then you could potentially be
>> > playing a game that is running 40% faster than it should be.
>>
>> I wasn't talking about the VBLs of course, they are bad for this. But the
>> 200 Hz interrupt runs far more precise than is required.
>
> Sorry, but this just shows your ignorance of games programming.

Thank you, but this merely shows your limited understanding of what I said.

> Games
> are usually
> "tied" to a VBL so that artifacts are not created by allowing screen-redraw
> of data while it is still being written to by the game engine...

This is an entirely different issue. Avoiding flicker is one thing, timing is another one. At first they've got nothing to do with each other. I have nowhere said that all the game should run in the 200 Hz interrupt. I only said that timing should be done there.

True, a lazy programmer combines them completely, accepting the drawback of the game running at different speed on different video hardware. Heck, even the same video hardware can run at two different speeds ! I can make ST-Low work with 50 Hz and with 60 Hz. Already this should be reason enough to do timing not in the VBL, but choose an independent source. Your statements above only shows your ignorance of this, actually pretty basic, issue, which is a big one for sophisticated programming.

>> If just a defined delay is required, one could also simply access the 200 Hz
>> counter, for which one does not need to install interrupt handlers.
>
> Yea, and then you get some great effects with redrawing the screen while the
> play watches...

If you do it such that those effects remain that you should perhaps take a course in programming ! This is pretty fundamental stuff.

>> > Also, in general, the higher the resolution, the slower the machine gets. So,
>> > how do you know if the machine is fast enough to cope with the game at the
>> > "intended" speed?
>>
>> That's not the programmer's worry. Maybe you should mention it in your readme
>> files that goes with the game, that it may be too slow with the chosen reso-
>> lution, and the player should switch resolution in order to enhance speed.
>
> Maybe, but it is up to the programmer to make sure the game is playable, and
> runs as intended - which includes the speed that it runs.

Ok, but it involves doing a couple of timing loops at the beginning of the game, using a proper reference like the 200 Hz clock, to find out. But I doubt that you'd be ready to spend that effort. Still this judgement by the code is unreliable, as data access to other RAM areas might be of different speed (Fast-RAM compared to ST-RAM) etc.

>> Then I should add, there are machines out there where CPU speed is not
>> affected by screen resolution, because all the graphics work is handled by

>> a graphics coprocessor.
>
> Yea, and that is done infinately quick, and so doesn't take any time?

No but that's not the point. The point is you can't tell unless you do
extensive timing measurement like I said above.

>> So making such assumptions is bad programming style. I'm not saying that your
>> style is bad, but your statement above might mislead some other programmers
>> to using such style, which should be avoided.
>
> Hehehe.... yea, right. :-)
>
> Maybe it isn't good programming style, with regards to portability, but making
> it so generic/flexible that it doesn't run properly on slower machines, and
> not being able to say whether a given machine is good enough is equally
> bad style when it comes to games...

I'm saying the latter holds for all software, so adopting this definition,
all software is badly programmed. Software *simply isn't* able to tell if
it will run fast enough. This is mainly for machine dependencies.

Being consequent, and accepting this, means that games should be designed
such that it's timing won't vary significantly amongst machines. This can
only be achieved by using a fixed reference, like the 200 Hz timer. This
does not necessarily slow down the games significantly, if done properly,
but it ensures that the game is playable not only on the machine it was
designed for, but all machines, provided there is enough CPU power. So
your example of the TT's VGA with 70 Hz does not cause problems anymore,
the box has plenty CPU power compared to most other Ataris, and since
timing is not derived from VBL but the fixed 200 Hz clock, the games works
with the same speed as on a small ST.

> eg. Say I wrote a (generic, any-machine) doom game that runs fine on a Falcon,
> but runs at FPS. Should I say "for all Ataris"? I dont think so.

What's FPS ?

>> settings. So on some hardware 800x600 will exist, but no 1024x800, then
>> other hardware might support the latter but not the former. This is why it's
>> important that software is able to adapt.
>
> Thats why an "enquire available modes" (as I suggested in another post) call
> is a good idea, IMO.

Definitely agreed. But a method like the one provided by Setscreen is trash,
as minor changes to a mode would require another mode code, which then again
is not known by software. What is needed is an extensive get_mode_info call
that fills in a structure with all relevant information.

>> That should be the user's choice, don't you think so ? Or are you thinking
>
> No, I think it should be the PROGRAMMERS choice. The environment that the
> game uses, what it looks like, and the options available to the gamer should
> all (IMO) be controlled by the programmer, and not the user.

Ok, but then you end up with the current situation with lots of games that
are not acceptable for many users. A user that wants it full-screen can still
extend to window to cover the whole screen, while it gives additional flexi-
bility for those who want it.

It's a bit more effort for the programmer, I guess that's all what you're
afraid of.

>> everybody else will think the same way as you do ?
>
> No, but it should be up to the programmer, not to the user, IMO.

That's the lazy programmer's position. It makes virtually no difference for
the user, only for the programmer.

>> > Find my someone who likes playing Quake no the PC in a window
>> > - you certainly wont find many who dont play full-screen.
>>
>> Because they can't. I'm sure I'd find some who would if it were possible.
>
> Sorry, but you clearly haven't hit <CNTL>-Enter in Quake (or Quake2, or
> even Heretic and other games of its age) as DOES work. [3dfx users can

Oh, good. Is it a true window, i.e. allowing other software use the freed
space ?

As I said, I'm not much of an action game player, I never played Quake.

>> Because they aren't aware of the situation. But you, as a programmer, are,
>> and you should be able to teach them on this, by writing an appropriate
>> paragraph in the README.
>
> Maybe... but in my experience, nobody reads the documentation anyway :-)

I know, it's a nuisance.

>> Some improvements can be done by using hacks (this is
>> what I call fiddling with hardware to set video modes), but it leads to
>> the situation that few users can use the program. I know, people don't care
>
> So what do you call using documented OS calls?

Sticking to official documents of the institution that provides the standards.
The latter is a bit of a problem for the Atari world, as Atari doesn't exist
anymore, but earlier on they released an official paper that said "Don't use
Setscreen anymore."

> As for compatibility, shouldn't gfx cards be changing the _VDO cookie to show
> that they cannot cope with the facilities of the machine? This is surely
> what atari intended this for...

I'm not sure what gfx cards can do, but I suppose they should.

>> > But then, would anyone actually try and PLAY that many games at once? The
>>
>> Depends on the type of games. I'm not a fanatic of arcade games, and as such,
>> the type of game I usually prefer is that of which several ones can be played
>> at the same time.
>
> Yea, but do you ever really try and play solitare, patience, landmine etc.
> all at once? You must have a really good ability to concentrate on many things
> at once. :-)

Practising is everything ;-)

Try writing another game while playing all those games !
:-))

> Yea, the "of course" maybe was a little over the top, but I am supprised
> that people actually try to play > 1 game at a time...

As I said, it solely depends on the type of games. Note a good game of chess
can go on for weeks or months. Should I refrain from touching other games
meanwhile ?

>> > so why have it only taking up 1/9th of your screen, with the rest displaying
>> > the desktop?
>>
>> There are more reasons for one or the other than you can remotely guess.
>> Therefore it's pretty arrogant to dismiss half of them, by denying existence
>> of reasons to restrict a game to only 1/9th of the screen.
>
> Yea, but if you are just interested in playing the game (do you accept that
> this should be the primary purpose of a game?) then you usually dont want
> to strain your eyes...

I don't understand that "strain your eyes" people come up with so often.
My developing machine has 960x544 on an SM124, still I prefer to use a smaller
font than the system font, yet I can sit there for hours and work with it.

A friend of mine, however, has a 17 inch monitor, uses 800x600 (a PC), and

still prefers a larger font than usual.

The point is, it depends on the user. There are so many different users with different habits with different machines in different parts of the world, a programmer *cannot* take all into account. The only escape it making everything configurable.

"Everything" is a strong word of course, but at least the important issues should be covered that way. The part of the screen is one of those for all software IMHO.

>> >> > requires ST compatible resolutions, but that isn't the programs support - if
>> >> > the machine cannot do what an ST can do, users should EXPECT games designed
>> >> > for the ST not to work.
>>
>> There are programming techniques that make such expectations obsolete. It
>> CAN be done, games that run on all machines. So there is no reason to expect
>
> Yea, by limiting the functionality available to the programmer. For a start,
> the STe/TT/Falcon's hardware scrolling cannot be used.

You're free to check if the hardware in question is there. If you need it, just add a bit of code that emulates the function on machines that haven't got it. Don't say emulated fine scrolling is too slow, be aware of the 100 MHz 68060 machine. It is happens to be too slow on some machine, well, provided you optimised the code, this is something not even the programmer can do anything about.

>> such a thing. The current situation merely makes me *suspect* that a given
>> game won't run, and as it can be done, I'd be happy if this could be changed.
>> Currently it's sadly prevented by certain people simply refusing to try other
>> techniques, techniques that in some cases even save work.
>
> It certainly wouldn't save tony any work, as he would have to write a bunch
> of new sprite routines, not to mention learn a new language (or wait for
> someone to finish GEMMA).

I wasn't specifically referring to Tony. I do not understand his situation well enough (in fact I think, considering all the praise he gets he seems to be a pretty good programmer for the limited (by STOS) means). But I've seen stuff in C that had all the discussed drawbacks, so there are such people.

>> > Oh, I'm not the one advocating that you change the way you program... thats
>> > you, telling Tony to switch to using the VDI, which will not benefit him one
>> > iota, appart from making you happy...
>>
>> Oh, I'm not telling him to do so. I'm merely trying to convince him to just
>> *try* once to program using GEM methods. The experience might let him use

>
> Erm, so whats the difference? you are trying to convince him to change,
> aren't you?

Ok, in this very wide notion I try to change you too, as I'm trying to
convince you of certain things. In that way, all discussion is aimed at
"changing people".

I'm trying to change that Tony turns down GEM methods for games whereever
they are mentioned.

> Unfortunately, as has already been pointed out (quite a while ago... probably
> around message 20-50), STOS doesn't provide access to GEM in a compiled
> environment (the GEMMA extension provides it in the interpreter, but the
> compiler code isn't finished. Source code is available though), and Tony
> doesn't know C.

As STOS is a compiler language, it can't be too difficult to provide a
reasonably fast GEM library, I'd guess. Provided all the usual elements
are there, arrays of 16 bit integers, inquiring the address of such an
array etc.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -2613618211576134272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c426dbc08c73a1b4,start
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)
Subject: All issues of STOSSER availible for download.
Date: 1998/03/05
Message-ID: <3500f225.18425390@news.zetnet.co.uk>#1/1
X-Deja-AN: 330884580
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Organization: Silly Software
Newsgroups: comp.sys.atari.programmer

All issues of STOSSER are now availible for download at
http://www.users.zetnet.co.uk/sillysoftware/stosser.htm

 Yours Faithfully (In a very Silly way)
 Deano (Silly Software Programmer)
 Email Deano@zetnet.co.uk

      Visit The Silly Software Web Site
 http://www.users.zetnet.co.uk/sillysoftware/
        The Silly Site for Silly people

From -7481233828573371800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7891e1bb9a742b4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Text cursor coordinates
Date: 1998/03/05
Message-ID: <35015098.4089830@news.demon.co.uk>#1/1
X-Deja-AN: 331004808
Content-Transfer-Encoding: 7bit
References: <6dgkfu$f12$1@laas.laas.fr>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 3 Mar 1998 10:02:38 GMT, prajoux@REMOVE_THIS.laas.fr (Roland
Prajoux) wrote:

>
>Hi, everybody,
>
>I have written for my own usage a utility program. Its operation needs to be
>able to obtain the current alphanumeric (VT52) cursor position (row, column).
>To do this, I make at the initialisation phase the LineA call 0 to get
>the address of the LineA data structure. This structure contains the information
>that I need.
>
>The program runs fine.
>However, I would like to get rid of LineA. Well, but I am unable to figure out
>how to do what I want without it.

I don't know of a way without having to keep track of it yourself.

>--> Who knows a "legal" method for obtaining the current X-Y position of the text
>cursor?

If you place a virtual vdi workstation into proper text mode
(v_enter_cur) then delve through the related functions you might get

lucky and find a cursor position call. I don't remember ever having
seen one however. On the other hand, I've only ever used v_enter_cur
once just to see what it did.

What I *can* say, is that it's no use attempting to directly access
the vdi virtual workstation structures in case it crosses your mind to
try it. I spent an age doing/hacking this once in order to find where
each workstation stored its clipping rectangle so that I could
preserve the current settings (I forget why but it was important at
the time). This worked very nicely up until I bought nvdi whereupon it
all dropped dead. The workstation structures are not the same. I had
hoped that although undocumented to us, they were documented to
developers/DRI. No such luck!

I remember this was the point where I decided to dump all the LineA
stuff (and I had wrote a *lot* of it) and migrate to the vdi properly.

>Incidentally, what is exactly the situation with LineA for '030 and up Atari
>computers. I have heard inconsistent things on the subject.

You and me both. Some people say not to use it on "pain of death"
whilst others don't seem to mind. The only thing which definately is
lacking is definate information. [!?!!?]

Hopefully someone knows for certain although I have a suspicion that
the only way to really find out is to get people to test it. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1651524002082716608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9adff957ec35de
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: BubbleGem and GFA
Date: 1998/03/05
Message-ID: <34fda776.1328450@news.demon.co.uk>#1/1
X-Deja-AN: 331004809
Content-Transfer-Encoding: 7bit
References: <a24a691290B802A1.55@nest.ftn> <$PXjVEA0dZ60QwnQ@shaw1.demon.co.uk>
<34f3ec48.7830830@news.demon.co.uk> <NN0PlQAgqb80QwQv@shaw1.demon.co.uk>
<34f32261.3416242@news.demon.co.uk> <6dedqc$7jq@balaena.bio.vu.nl>
<3501634f.6483242@news.demon.co.uk> <6djgkm$pms@balaena.bio.vu.nl>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii

Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 4 Mar 1998 12:15:18 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: >: An abrupt end if you happen to be unlucky enough to be wired up to a
>: >: machine in intensive care, come 23:59.59 1999 !!! [aledgedly] ;-))
>: >
>: >Nah. In our hospital they use Sun Sparc workstations in intensive care. :-)
>
>: Not a line of cobol in sight then? ;-))
>
>I surely hope not.
>I wouldn't want my life to be hanging on to a line of Cobol :)
>Only lines in sight are graphs of someone's hartbeat
>and body temperature ;)

Are you sure? I mean it could just be the Windows NT task manager
showing cpu performance? [hehe] !!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7599139849883026381
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Compiler
Date: 1998/03/05
Message-ID: <34feaad1.2187986@news.demon.co.uk>#1/1
X-Deja-AN: 331004810
Content-Transfer-Encoding: 7bit
References: <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog

Newsgroups: comp.sys.atari.programmer

On Fri, 27 Feb 1998 16:30:28 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Also for those who would like to try my little attempt to a PacMan
>clone,
>I have now updated it and hopefully it now works on a regular ST....
>it did crash under STonX (and so does Marios game) so maybe I use
>something
>that the ST doesn't like.... could be some AES 4 stuff. But I don't have
>time
>to try it out more.

Still doesn't work. :-(

There still seems to be problems with the sound. I booted my STE off
floppy and it wouldn't unlock the sound system. Oddly it must have got
a little further when MagiC was running because no such alert
appeared, but it did bomb out out with either an illegal instruction
or a double bus error (ie 4 bombs).

Can you just disable the sound completely. All I want to see is if the
animation works? <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3480943976047978185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/05
Message-ID: <34FE7895.DB1F7886@emw.ericsson.se>#1/1
X-Deja-AN: 331033372
Content-Transfer-Encoding: 7bit
References: <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34feaad1.2187986@news.demon.co.uk>
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 889092180 16424 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
>
> On Fri, 27 Feb 1998 16:30:28 +0100, Magnus Kollberg
> <magnus.kollberg**@**emw.ericsson.se> wrote:
>
> >Also for those who would like to try my little attempt to a PacMan
> >clone,
> >I have now updated it and hopefully it now works on a regular ST....
> >it did crash under STonX (and so does Marios game) so maybe I use
> >something
> >that the ST doesn't like.... could be some AES 4 stuff. But I don't have
> >time
> >to try it out more.
>
> Still doesn't work. :-(

Arrghhh....

> There still seems to be problems with the sound. I booted my STE off
> floppy and it wouldn't unlock the sound system. Oddly it must have got
> a little further when MagiC was running because no such alert
> appeared, but it did bomb out out with either an illegal instruction
> or a double bus error (ie 4 bombs).

So you still get it??? Are you sure you are using the latest version? It
should
be 0.21 I think. You should not get that alert anymore if it's not a
Falcon. I
do not get it under STonX using TOS 2.06.

> Can you just disable the sound completely. All I want to see is if the
> animation works? <G>

Okey I will do it...

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 4446389344608854542
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,21588789be517ad2
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: GPIC 1B
Date: 1998/03/05
Message-ID: <34FE797B.8CC91418@emw.ericsson.se>#1/1
X-Deja-AN: 331033373
Content-Transfer-Encoding: 7bit
References: <34FA6C27.7DED@mst.tn.utwente.nl> <6de0rpjfi4@news.emw.ericsson.se>
<1998030218553180956@zetnet.co.uk> <6dgu6tfbs1@news.emw.ericsson.se>
<6djgnn$pms@balaena.bio.vu.nl>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 889092410 16424 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Levien van Zon wrote:
>
> Magnus Kollberg (magnus.kollberg**@**emw.ericsson.se) wrote:
>
> : > Magnus, shame on you... read the message - its a TRON clone. :-)
> : Forgive me for my ignorance, but for someone who has never played
> : TRON, what kind of game is it? :-)
>
> I believe it is the one involving one or more lines and a wall. :)

Ah, that one. ;-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 7763961704717620079
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7891e1bb9a742b4
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Text cursor coordinates
Date: 1998/03/05
Message-ID: <6dmc6nmht1@laas.laas.fr>#1/1
X-Deja-AN: 331089363
References: <35015098.4089830@news.demon.co.uk>
Reply-To: prajoux@REMOVE_THIS.laas.fr
Distribution: world
Organization: LAAS/CNRS, Toulouse, France

Newsgroups: comp.sys.atari.programmer

Hi, Guy,

Thank you for your sound answer.

In article <35015098.4089830@news.demon.co.uk>, guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>However, I would like to get rid of LineA. Well, but I am unable to figure out
>>how to do what I want [knowing text cursor position] without it.
>I don't know of a way without having to keep track of it yourself.
I can't reliably.

>>--> Who knows a "legal" method for obtaining the current X-Y position of the text
>>cursor?
>If you place a virtual vdi workstation into proper text mode
>(v_enter_cur) then delve through the related functions you might get
>lucky and find a cursor position call.
Yes, it is vq_curaddress().
I cannot use it, see below.

>What I *can* say, is that it's no use attempting to directly access
>the vdi virtual workstation structures in case it crosses your mind to
>try it.
No, it didn't. I want to use only documented features...

>The workstation structures are not the same. I had hoped that although
>undocumented to us, they were documented to developers/DRI. No such luck!
I am not surprised. ;-)

>>Incidentally, what is exactly the situation with LineA for '030 and up Atari
>>computers. I have heard inconsistent things on the subject.
>You and me both. Some people say not to use it on "pain of death"
>whilst others don't seem to mind. The only thing which definately is
>lacking is definate information. [!?!!?]
Oh, thanks a lot. Maybe I am not so ignorant after all!

>Hopefully someone knows for certain although I have a suspicion that
>the only way to really find out is to get people to test it. :-(
Yes. I suspect that my thing will end up that way...

Now, I would like to describe more accurately my problem.
Originally, I didn't want to inflate my first message, but I should have.

I have written a patch for the driver of my Nova graphics card. This patch works very well. I am using it constantly. Let's even say that I can't live without it! So, I have decided to make it public. And then came the question of having it programmed as cleanly as possible, as opposed as just working

for ME!

The patch deals with bugs in the VT52 emulator. Here is how it works, briefly.
The patch steals the Bconout(console) vector and sits there. When a non-bugged
escape sequence comes in, it just let the original handler do the work.
If it is a bugged one, then it does its own stuff and returns. To operate,
the patch MUST know the current text cursor position (as well as character
cell sizes). I obtain a lot of information via a cookie installed by the
card driver, but cursor position is given ONLY by LineA, to my knowledge.

Let me insist. The information is needed from WITHIN A BIOS HANDLER. I can't
make any VDI call, for example, from there...

Any idea, anyone?

Cheers.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

From -4325780011625664220
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b9e3f97ab291df4,start
X-Google-Attributes: gid1115ce,public
From: Jo'ogn <joogn.o@fhtw-berlin.de>
Subject: ? Back Up PSX CDs via SCSI with Atari ?
Date: 1998/03/05
Message-ID: <34FEBAF0.327F@fhtw-berlin.de>#1/1
X-Deja-AN: 331089364
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Trace: fu-berlin.de 889109328 17611 (none) 141.45.128.50
Organization: FHTW
X-Access: 16 1315 1316
Newsgroups: comp.sys.atari.programmer

is there any software that can back up Playstation CDs to HD ?
or copy them directly to another CD, like the PC DAO software ?

--
****
* Please answer NEWS with personal emails ! Thank you !
* PLEASE USE: joogn.o@fhtw-berlin.de
* http://www.f4.fhtw-berlin.de/people/joogn/
* 606 91 85 (:
****

From -5701654935666079739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/03/05
Message-ID: <34FEE4DE.6D4@mst.tn.utwente.nl>#1/1
X-Deja-AN: 331141285
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <Ep6u6w.oH1@suse.modem.stud.uni-hannover.de> <1998030319355480956@zetnet.co.uk> <EpAM1x.noL@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
>
> In article <1998030319355480956@zetnet.co.uk>,
>   Anthony Jacques <jacquesa@zetnet.co.uk> writes:
> > Games
> > are usually
> > "tied" to a VBL so that artifacts are not created by allowing screen-redraw
> > of data while it is still being written to by the game engine...
>
> This is an entirely different issue. Avoiding flicker is one thing, timing
> is another one. At first they've got nothing to do with each other. I have
> nowhere said that all the game should run in the 200 Hz interrupt. I only
> said that timing should be done there.

>
> True, a lazy programmer combines them completely, accepting the drawback
> of the game running at different speed on different video hardware. Heck,
> even the same video hardware can run at two different speeds ! I can make
> ST-Low work with 50 Hz and with 60 Hz. Already this should be reason
> enough to do timing not in the VBL, but choose an independent source. Your
> statements above only shows your ignorance of this, actually pretty basic,
> issue, which is a big one for sophisticated programming.

Forcing a game rate compareble to 50 frames per second on a 60 Hz
updated screen would result in a very annoying hickup, because every
sixth screen 2 screens will be the same. This is very visible. Changing
the graphics so that they will move at 5/6 of the 50Hz speed in a 60Hz
screen mode is not possible (unless you start with floating point
operations in a game). The best solution is to run the game at 6/5
of it's intended speed. This won't make a game unplayable.

> Being consequent, and accepting this, means that games should be designed
> such that it's timing won't vary significantly amongst machines. This can
> only be achieved by using a fixed reference, like the 200 Hz timer. This
> does not necessarily slow down the games significantly, if done properly,
> but it ensures that the game is playable not only on the machine it was
> designed for, but all machines, provided there is enough CPU power. So
> your example of the TT's VGA with 70 Hz does not cause problems anymore,

TT VGA is 60Hz.

> the box has plenty CPU power compared to most other Ataris, and since
> timing is not derived from VBL but the fixed 200 Hz clock, the games works
> with the same speed as on a small ST.

It will, but the smoothness of the animations will be lost and that is
more important then splaying exactly at the same speed.

I think the best way to get games written for th ST running on
the more exotic mordern hardware will be a coversio routine converting
ST low screens somewhere in the memory at 50 frames per second to a
VDI screen, or even better a GEM window. For a good game on a ST
you have to program directly on the hardware with all tricks you can
find otherwise the game will be too slow.

Bye, Hans Wessels

From -5933199607931171772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/03/05
Message-ID: <34FEE803.3E8D@mst.tn.utwente.nl>#1/1
X-Deja-AN: 331146548
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <35019c29.2802570@news.zetnet.co.uk>
<34f96eee.618289@news.demon.co.uk> <34FAB2A8.2B5D@mst.tn.utwente.nl>
<34fdcffb.6339584@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
>

> Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Mar 1998
> 14:22:48 +0100 that you wrote:
>
> >> scrolling? It's the same on ST and ST(e) isn't it? And for all I know
> >> the Falcon low-rez might be laid out the same anyway?
> >
> >No! A normal ST has no harware scrolling. The only thing that comes
>
> We call it "Cheap Hardware scrolling" on the FM, I can show you full
> screen cheap hardware scrolling on a fm easy in one vbl, but only
> vertical :) and its not real ...IYSWIM

I suppose you mean moving the screen start adres eight lines up
or down? (By adding 1280 to shte screen adres.)

BTW: Full screens in my terminology are 400x240 screens. You know,
those screens without borders. Using the same techniques needed
for fullscreens you can start the screen adres at word boundarys.

For a good examble have a look at "The dark side of the spoon"
demo by ULM. The main menu is fast 8 way scrolling in 400x200
resolution and they are playing a MOD file at the same time. And
all this on a play 8 MHz ST.

Bye, Hans

From -6633342089615262848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21588789be517ad2
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: GPIC 1B
Date: 1998/03/05
Message-ID: <34FEE900.2424@mst.tn.utwente.nl>#1/1
X-Deja-AN: 331146549
Content-Transfer-Encoding: 7bit
References: <34FA6C27.7DED@mst.tn.utwente.nl> <6de0rpjfi4@news.emw.ericsson.se>
<19980302185531809 56@zetnet.co.uk> <6dgu6tfbs1@news.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg wrote:
> Forgive me for my ignorance, but for someone who has never played
> TRON, what kind of game is it? :-)

Compile the sources in the articles and you know.

Hans

From -2778868697447112901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,594123e2eb867fe6,start
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: My WWW Pages
Date: 1998/03/05
Message-ID: <1998030518343080956@zetnet.co.uk>#1/1
X-Deja-AN: 331152115
Newsgroups: comp.sys.atari.programmer

Hi

I've just posted an update on my WWW pages... please read/respond (by email, preferably)...

Thanks

Anthony
--
```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```

From -188968663794841627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/03/05
Message-ID: <34feeb6f.9233879@news.zetnet.co.uk>#1/1
X-Deja-AN: 331194359
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net> <1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se> <6d61pa$7q0$1@nyheter.chalmers.se> <35019c29.2802570@news.zetnet.co.uk> <34f96eee.618289@news.demon.co.uk> <34FAB2A8.2B5D@mst.tn.utwente.nl> <34fdcffb.6339584@news.zetnet.co.uk> <34FEE803.3E8D@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0

Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Thu, 05 Mar 1998 18:59:31 +0100 that you wrote:

>Tony Greenwood wrote:

>> We call it "Cheap Hardware scrolling" on the FM, I can show you full
>> screen cheap hardware scrolling on a fm easy in one vbl, but only

>I suppose you mean moving the screen start adres eight lines up
>or down? (By adding 1280 to shte screen adres.)

 :) you can get 4 pixel but it takes twice the memory..but yes thats the trick.. not a great lot of use.. accept you can mkae yourself a nice little ripper program by loading a game or something into memory and scrolling through it :)

>BTW: Full screens in my terminology are 400x240 screens. You know,

 just the way its said.. when I say full screen i usualy mean standard work area..however it is open to confusion..

>those screens without borders. Using the same techniques needed
>for fullscreens you can start the screen adres at word boundarys.

 I can display full screen and made a program called SHOWTIME... quite a few years ago.. that would search your hard drive and take all your neo or pi1 pictures and plonk them on the screen stretched and displayed at 100% overscan.. a long time ago and its only value was as stated in the docs.. a novelty slide show ..
 However I never tried moving one...I find removing borders or whatever to be far too unstable....probably STOS fault..:)
>
>For a good examble have a look at "The dark side of the spoon"
>demo by ULM. The main menu is fast 8 way scrolling in 400x200

 arrrgh... sorry but I dont have any demos, dont know where to get demos and have never wasted my time looking at demos... I have never actualy seen the point of a demo...

 (Now watch the feathers fly! <grin>)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From 4729373232350095837

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,291a2d1702c495ee,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,291a2d1702c495ee,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,291a2d1702c495ee,start
X-Google-Attributes: gid109a67,public
From: Steve Brown <maxdaisy@nospam.arn.net>
Subject: FS: Atari 1040STf and Monitor
Date: 1998/03/05
Message-ID: <34FF11B2.5173@nospam.arn.net>#1/1
X-Deja-AN: 331194360
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: All USENET -- http://www.Supernews.com
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi, I have some Atari stuff for sale.

Atari 1040STf for $60.00
Atari SC1224 Color Monitor for $40.00
Marcus Trackball (RB2-114) for $10.00

Or all three for $90.00

Please contact me at maxdaisy@<nospam>arn.net. (without the <nospam>)

Thanks,
Steve Brown

From 8457902394905645282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/03/05
Message-ID: <1998030520573780956@zetnet.co.uk>#1/1
X-Deja-AN: 331198992
References: <34d4df77.10153750@news.demon.co.uk> <34FEE4DE.6D4@mst.tn.utwente.nl>
Newsgroups: comp.sys.atari.programmer

Hans wrote:
> operations in a game). The best solution is to run the game at 6/5
> of it's intended speed. This won't make a game unplayable.

Which is why I described it as a "minor point" when I raised this subject.

> > designed for, but all machines, provided there is enough CPU power. So
> > your example of the TT's VGA with 70 Hz does not cause problems anymore,
>
> TT VGA is 60Hz.

I think the Falcon's VGA is 70Hz (well, maybe not, as everything is different,
but official "vga" is 73.xHz, IIRC...)

> I think the best way to get games written for th ST running on
> the more exotic mordern hardware will be a coversio routine converting

As Peter is fond of saying, there should be no problem doing this
on a 100Mhz 060.

> ST low screens somewhere in the memory at 50 frames per second to a
> VDI screen, or even better a GEM window. For a good game on a ST
> you have to program directly on the hardware with all tricks you can
> find otherwise the game will be too slow.

Well said.

Anthony
--
PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...


```
----------------------------------------+-------------------------------
Anthony Jacques           IRC: AnthonyJ |
                                        | Please read the latest update
jacquesa@zetnet.co.uk                   | to my WWW pages and comment...
http://www.users.zetnet.co.uk/jacquesa/ |
----------------------------------------+-------------------------------
```


From 7334419324518304017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/03/05

Message-ID: <1998030521372880956@zetnet.co.uk>
X-Deja-AN: 331198995
References: <34d4df77.10153750@news.demon.co.uk> <EpAM1x.noL@suse.modem.stud.uni-hannover.de>
Newsgroups: comp.sys.atari.programmer

> >> If just a defined delay is required, one could also simply access the 200 Hz
> >> counter, for which one does not need to install interrupt handlers.
> >
> > Yea, and then you get some great effects with redrawing the screen while the

> > play watches...
>
> If you do it such that those effects remain that you should perhaps take a
> course in programming ! This is pretty fundamental stuff.

right, so in a GEM game, where you cannot page-flip, and you are not aware of
when the VBL takes place (unless you are recommending that a GEM program
should call a blocking call such as Vsync, which IMO destroys many of the
benefits of using a modern GEM! [multitasking]), how do you make sure this
doesn't happen?

> > Maybe it isn't good programming style, with regards to portability, but making
> > it so generic/flexible that it doesn't run properly on slower machines, and
> > not being able to say whether a given machine is good enough is equally
> > bad style when it comes to games...
>
> I'm saying the latter holds for all software, so adopting this definition,
> all software is badly programmed. Software *simply isn't* able to tell if
> it will run fast enough. This is mainly for machine dependencies.

Yea, but if it works on the slowest machine, as my examples do, it is possible,
as there isn't a machine not capable. You are saying that we should take these
programs, slow them down, and then not be able to easily identify
which machines
it wont be playable on... right...

> the box has plenty CPU power compared to most other Ataris, and since
> timing is not derived from VBL but the fixed 200 Hz clock, the games works
> with the same speed as on a small ST.

Yea, except you get jerky animation.

> > eg. Say I wrote a (generic, any-machine) doom game that runs fine on a Falcon,
> > but runs at FPS. Should I say "for all Ataris"? I dont think so.
>
> What's FPS ?

sorry, I missed a few words out... "runs 1 FPS on an ST". FPS=Frames
Per Second.
"Speed" would perhaps have been a better word.

> > Thats why an "enquire available modes" (as I suggested in another post) call
> > is a good idea, IMO.
>
> Definitely agreed. But a method like the one provided by Setscreen is trash,
> as minor changes to a mode would require another mode code, which then again
> is not known by software. What is needed is an extensive get_mode_info call
> that fills in a structure with all relevant information.

But surely it is better than nothing? The VDI does not (currently) offer
any equivelent...

> > No, I think it should be the PROGRAMMERS choice. The environment that the

>>
> Ok, but then you end up with the current situation with lots of games that
> are not acceptable for many users.

"many". I still haven't been convinced that Hades/Medusa/Nova users are a
significant portion of the games "market".

> A user that wants it full-screen can still
> extend to window to cover the whole screen, while it gives additional flexi-
> bility for those who want it.

Yea, at a significant cost.

> It's a bit more effort for the programmer, I guess that's all what you're
> afraid of.

No, I'm not afraid of anything in this area... but

> > No, but it should be up to the programmer, not to the user, IMO.
>
> That's the lazy programmer's position. It makes virtually no difference for
> the user, only for the programmer.

So why should it up to the users if it makes virtually no difference?

> >> > Find my someone who likes playing Quake no the PC in a window
> >> > - you certainly wont find many who dont play full-screen.
> >>
> >> Because they can't. I'm sure I'd find some who would if it were possible.
> >
> > Sorry, but you clearly haven't hit <CNTL>-Enter in Quake (or Quake2, or
<ALT>
> > even Heretic and other games of its age) as DOES work. [3dfx users can
>
> Oh, good. Is it a true window, i.e. allowing other software use the freed
> space ?

Yes, of course - I just tested it while writing this email.

> As I said, I'm not much of an action game player, I never played Quake.

Well, it drops down from about 30fps to ~5fps on my machine. Now tell me
that writing to a window is just as fast (using the PC's API there is no
difference to the game, except for the fact that when it requests a window
it may set a flag for FULLSCREEN mode).

> >> Some improvements can be done by using hacks (this is
> >> what I call fiddling with hardware to set video modes), but it leads to
> >> the situation that few users can use the program. I know, people don't care
> >
> > So what do you call using documented OS calls?
>
> Sticking to official documents of the institution that provides the standards.

> The latter is a bit of a problem for the Atari world, as Atari doesn't exist
> anymore, but earlier on they released an official paper that said "Don't use
> Setscreen anymore."

True, but that was with the release of the TT. In the Falcon, they extended the
functionality of Setscreen. Why, if it wasn't supposed to be used anymore?

> > Yea, but do you ever really try and play solitare, patience, landmine etc.
> > all at once? You must have a really good ability to concentrate on many things
> > at once. :-)
>
> Practising is everything ;-)

Hehehe :)

> Try writing another game while playing all those games !
> :-))

Well I've played Tetris while coding before...

> > Yea, the "of course" maybe was a little over the top, but I am supprised
> > that people actually try to play > 1 game at a time...
>
> As I said, it solely depends on the type of games. Note a good game of chess
> can go on for weeks or months. Should I refrain from touching other games
> meanwhile ?

True, but then if its an on-going game, you aren't really playing it - you
just have it open at the same time (maybe).

> > Yea, but if you are just interested in playing the game (do you accept that
> > this should be the primary purpose of a game?) then you usually dont want
> > to strain your eyes...
>
> I don't understand that "strain your eyes" people come up with so often.

Maybe its because I have dodgy eyes...

> My developing machine has 960x544 on an SM124, still I prefer to use a smaller
> font than the system font, yet I can sit there for hours and work with it.

Wow... I couldn't use that on a regular basis... I guess you sit pretty close
to your monitor?

> A friend of mine, however, has a 17 inch monitor, uses 800x600 (a PC), and
> still prefers a larger font than usual.

I use 1152x864 on a 17" with the standard font size...

> The point is, it depends on the user. There are so many different users with
> different habits with different machines in different parts of the world,
> a programmer *cannot* take all into account. The only escape it making every-
> thing configurable.

> "Everything" is a strong word of course, but at least the important issues
> should be covered that way. The part of the screen is one of those for all
> software IMHO.

> >> There are programming techniques that make such expectations obsolete. It
> >> CAN be done, games that run on all machines. So there is no reason to expect
> >
> > Yea, by limiting the functionality available to the programmer. For a start,
> > the STe/TT/Falcon's hardware scrolling cannot be used.
>
> You're free to check if the hardware in question is there. If you need it,
> just add a bit of code that emulates the function on machines that haven't
> got it.

Yea, fine...

> Don't say emulated fine scrolling is too slow, be aware of the
> 100 MHz 68060 machine.

Sorry, but I really dont see why every programmer working on a lower-end
Atari should have to write all this sort of routine for the high end machines,
when it could be emulated at the system level by hades owners/programmers...

> > Erm, so whats the difference? you are trying to convince him to change,
> > aren't you?
>
> Ok, in this very wide notion I try to change you too, as I'm trying to
> convince you of certain things. In that way, all discussion is aimed at
> "changing people".

Yea, true...

> I'm trying to change that Tony turns down GEM methods for games whereever
> they are mentioned.

I agree to some extent. Tony wouldn't like a GEM based file-viewer - but
this is largely influenced by the fact that running on an STe in ST-Medium
with TOS 2.06 really isn't the best environment for this...

> > around message 20-50), STOS doesn't provide access to GEM in a compiled
> > environment (the GEMMA extension provides it in the interpreter, but the
> > compiler code isn't finished. Source code is available though), and Tony
>
> As STOS is a compiler language, it can't be too difficult to provide a
> reasonably fast GEM library, I'd guess. Provided all the usual elements
> are there, arrays of 16 bit integers, inquiring the address of such an
> array etc.

yea, thats all present... but STOS does some rather odd things, which
makes it pretty difficult to make it work (if you saw their memory management
routines, you would go mad! Until I patched it, it caused a bus error just

to find out what TOS version you used!)

For many years, it was stated as FACT that it was impossible to call GEM from STOS (even the authors said this). This has been shown to be incorrect, but it certainly isn't simple.

Anthony
--
PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
----------+----------
Anthony Jacques IRC: AnthonyJ |
| Please read the latest update
jacquesa@zetnet.co.uk | to my WWW pages and comment...
http://www.users.zetnet.co.uk/jacquesa/ |
----------+----------

From 2010105804016463185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,594123e2eb867fe6
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: My WWW Pages
Date: 1998/03/05
Message-ID: <35021bee.21650456@news.zetnet.co.uk>#1/1
X-Deja-AN: 331204437
Content-Transfer-Encoding: 7bit
References: <1998030518343080956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Anthony Jacques <jacquesa@zetnet.co.uk> wasn't it Thu, 5 Mar 1998 18:34:30 GMT that you wrote:

>Hi
>
>I've just posted an update on my WWW pages... please read/

Read it.. welcome to ATARI IRC.. one side of which use and enjoy irc, the other side just sit there.... watching.. waiting... I even had one so called ATARIan attack me as soon as I went on the channel because I was using mirc... what!...four fecking yrs I have been using channel atari .. then some arsehole tells me off.. suggests that the channel is for real ATARIns and not for ex ATARI users.... what a bunch of tossers.....

Well I carry on using the channel.. I was there before most of them

and will be there long after they have moved on.. No one can have a
dig at me for not supporting ATARI and I suggest you take the same
line.. anyone having a dig at you for not supporting the platform are
just sad know nothings... wish I had been there mate :)

Ignore them is what I say...or wind them up... Thats the advice you
gave me when I got some nasty emails about downloads on my page...

You have angoing ATARI projects.. most of us do.. let the sad tossers
who spend all day on #atari irc keep attacking us because we also have
a PC... they simply dont have the brains to compete mate... deep
breath , count to ten... then slap'em :)))

>respond (by email,preferably)...

What and miss all the fun ? :)

.

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -190112273206595747
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7d28f9052531744a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f5ab3,7d28f9052531744a
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: f8760,7d28f9052531744a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,7d28f9052531744a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7d28f9052531744a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,7d28f9052531744a
X-Google-Attributes: gid1056fc,public
From: Dan Phillips <xiting@worldnet.att.net>
Subject: Re: Atari ST Owners
Date: 1998/03/05
Message-ID: <6dnrmb$pme@bgtnsc02.worldnet.att.net>#1/1
X-Deja-AN: 331293715
Content-Transfer-Encoding: 7bit
References: <P3Vt5FAynv+0EwKC@donut.demon.co.uk> <6dhvo3$r4q@brtph500.bnr.ca>
Mime-Version: 1.0
Reply-To: xiting@worldnet.att.net
Content-Type: text/plain; charset=us-ascii
Organization: AT&T WorldNet Services
Newsgroups:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Brian Grier wrote:
>
> Robert Davis wrote:
>
> > Dear Atari owners,
> >
> > I am wondering if anyone can help me.
> >
> > I own an Atari Mega 1 that I use for music. It originally came with
> > Microsoft Word for ST and I currently need to do some word processing on
> > it.
> >
> > Unfortunately, though I still have the mauals and documentation, the
> > Word disk was stolen and I need to get a replacement. Does anyone have a
> > copy of Word for ST they can send me or email me?
> >
> > Please email me directly since I do not receive all postings to the
> > group.
> >
> > Thank you for your assistance,
> >
> > Robert Davis
>
> I think we have had enough fun at his expense, so to answer his question...
>
> What you have is most likely Microsoft WRITE, not WORD. Microsoft dropped
> support for this product within a year of introducing it. They reasoned that
> if the
> Atari users were not willing to support Microsoft they would not support
> Atari.
> This was the result of really bad reviews of the software, and a general
> bashing
> of the product by those that claimed to have purchased it.
>
> I have not seen a copy of this in years. You would do much better by
> getting
> yourself a copy of WordUp.
>
> Brian

I concur. If you ever actually _used_ MS Write and got any kind of
decent output, you're a far better man than I. Write was way worse than
worthless (damn! what's a synonym for than that starts with w?). Even
Word Writer would be better, though WordUp is a good replacement.
Personally, I would go with a cheap copy of Calamus 1.09n or Pagestream.
They're overkill, but they're cheap!

Why Gates would ever think that users of computers with a Digital
Research based OS would use an MS product is beyond me...

Dan

From -1761635892775315581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/03/05
Message-ID: <EpC9Hv.MMs@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 331298110
Sender: news@suse.modem.stud.uni-hannover.de
References: <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34f7e679.1200052@news.zetnet.co.uk>
<34FAAF15.402@mst.tn.utwente.nl> <34fed045.6413689@news.zetnet.co.uk>
<Ep8HLK.np1@suse.modem.stud.uni-hannover.de> <34fe24b3.2536251@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

> OK you cant or wont try the games...but there are plenty of colour
> screen shots of them on my web pages that would give you a better idea
> ?..I wish you would take the time to at least look :)
>
> http://www.users.zetnet.co.uk/paxton/

Hmm, something wrong here ? Couldn't find any screen shots. Found all sorts of neat things, but no screen shots, looking in every corner where the link sounded remotely like it could lead to shots. So you'd need to give me the direct URL for the shots.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -7983869910538002950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dcf5ef082489c74
X-Google-Attributes: gid1115ce,public

From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: JPEG DSP
Date: 1998/03/05
Message-ID: <6dmatn$e6u@balaena.bio.vu.nl>#1/1
X-Deja-AN: 331346224
References: <01bd419e$8d6226a0$100844c3@p-d-mou>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Centek (Acces.Journaliste@wanadoo.fr) wrote:

Wow! This is useful info! :)
Still a few questions though...

```
: JPGDVersion RS.L 1
: JPGDOpenDriver   RS.L 1
: JPGDCloseDriver  RS.L 1
: JPGDGetStructSize    RS.L 1
: JPGDGetImageInfo RS.L 1
: JPGDGetImageSize RS.L 1
: JPGDDecodeImage  RS.L 1
```

I assume these functions all have a long return value.
Is it negative for errors?

```
: JPGDInComponents RS.W 1 * JPEG Image Components Number (1->4)
: JPGDOutComponents    RS.W 1 * Output Components Number (1->4)
: JPGDOutPixelSize RS.W 1 * Output Pixel Size (1->4)
```

What about support for Greyscale JPEG's? What are/should be these values for greyscale output?

```
: JPGDUser1        RS.L 4 * Pointer to User Routine / NULL
```

What does this do?

```
: JPGDComp1GammaPtr    RS.L 1 * Component 1 Gamma Table / NULL
```

What is the format for these tables?

```
: hope this will help many
: of you using this fine decoder...
```

Thanks!

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Labor, n.:
    One of the processes by which A acquires property for B.
        -- Ambrose Bierce, "The Devil's Dictionary"

From 5614386299784354550
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/06
Message-ID: <6do9p5$i3i$1@news.emw.ericsson.se>#1/1
X-Deja-AN: 331339691
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <Ep6u6w.oH1@suse.modem.stud.uni-hannover.de> <19980303193554809 56@zetnet.co.uk> <EpAM1x.noL@suse.modem.stud.uni-hannover.de> <34FEE4DE.6D4@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 889170533 18546 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hans Wessels wrote:

> > True, a lazy programmer combines them completely, accepting the drawback
> > of the game running at different speed on different video hardware. Heck,
> > even the same video hardware can run at two different speeds ! I can make
> > ST-Low work with 50 Hz and with 60 Hz. Already this should be reason
> > enough to do timing not in the VBL, but choose an independent source. Your
> > statements above only shows your ignorance of this, actually pretty basic,
> > issue, which is a big one for sophisticated programming.
>
> Forcing a game rate compareble to 50 frames per second on a 60 Hz
> updated screen would result in a very annoying hickup, because every
> sixth screen 2 screens will be the same. This is very visible. Changing
> the graphics so that they will move at 5/6 of the 50Hz speed in a 60Hz
> screen mode is not possible (unless you start with floating point
> operations in a game). The best solution is to run the game at 6/5
> of it's intended speed. This won't make a game unplayable.

Talking about VBLs, will you even have a correct VBL with a graphics
card?
I can't imagine that the Nova card can provide a true VBL, or can it? I
would guess that you will get the "old" VBL and not the VBL from the
Nova
card.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

From 2906569026457996451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dcf5ef082489c74
X-Google-Attributes: gid1115ce,public
From: MCP574@news.salford.ac.uk (S.J.Tattersall)
Subject: Re: JPEG DSP
Date: 1998/03/06
Message-ID: <6dp5d3$fio_001@salford.ac.uk>#1/1
X-Deja-AN: 331368073
References: <01bd419e$8d6226a0$100844c3@p-d-mou> <6dmatn$e6u@balaena.bio.vu.nl>
Organization: University of Salford
Newsgroups: comp.sys.atari.programmer

Sorry, missed the start of this thread...

I've been hacking around the JPEG decoder by myself without any documentation, but have got some code to work, including using the executable within your program rather than relying on the AUTO-folder program. The code will be in the next issue of Maggie which is due out in about 2 weeks (assuming Chris Holland gets all the other stuff in time)

I wish I had had that documentation about a month ago!

Steve (tat)

From -7599678660040915096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7d28f9052531744a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f5ab3,7d28f9052531744a
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: 1115ce,7d28f9052531744a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,7d28f9052531744a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,7d28f9052531744a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,7d28f9052531744a

X-Google-Attributes: gid109a67,public
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Subject: Re: Atari ST Owners
Date: 1998/03/06
Message-ID: <6dp224$nrk@bgtnsc02.worldnet.att.net>#1/1
X-Deja-AN: 331410833
References: <P3Vt5FAynv+0EwKC@donut.demon.co.uk> <6dhvo3$r4q@brtph500.bnr.ca>
<6dnrmb$pme@bgtnsc02.worldnet.att.net>
Organization: AT&T WorldNet Services
Newsgroups:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Dan,

> Why Gates would ever think that users of computers
> with a Digital Research based OS would use an MS
> product is beyond me...

The problem wasn't that Microsoft Write (or more commonly known as "Microsoft Wrong") was a MS product --- the problem was that its was BAD software (even by Microsoft standards). About the only way that Atari could help promote it was to give it away for free by bundling it with its systems in the late 80's.

As an Atari dealer, I found it much less aggrevating to REMOVE it, throw it in the trash can and substitute Word Writer in the bundle before delivering new systems to buyers. There's nothing worse than delivering a new Atari system to a customer and then having to try to explain why he or she couldn't get the bundled software to work properly and have face needless hours of total frustration.

Atarians didn't buy their systems to have to face that kind of aggrevation. We EXPECT our systems and software to install and work easily and properly WITHOUT having to read exhaustive manuals, 'made-easy' books, or undergo hours of needless frustration.

Most ANYTHING would be a better choice for word processing than Microsoft Wrong!

Sheldon (Computer STudio - Asheville, NC)

From -7291211582224910484
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,800d1daf6345b27b,start
X-Google-Attributes: gid1115ce,public
From: spro68000@aol.com (S PRO68000)
Subject: I'm looking for .S files !
Date: 1998/03/06

Message-ID: <19980306144700.JAA12984@ladder02.news.aol.com>#1/1
X-Deja-AN: 331411365
X-Admin: news@aol.com
Organization: AOL, http://www.aol.fr
Newsgroups: comp.sys.atari.programmer

I own GenST (DEVPAC assembler) but I don' have anymore three files (missing, and I have to work with them) : XBIOS.S, GEMDOS.S, EZMAC.S.
I you have these (those ?) three files, or if you know where I could buy again DEVPAC assembler, please tell it to me !
Many thanks to you all.

From 7226977167487402114
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the COOKIE
Date: 1998/02/27
Message-ID: <34f651b2.2548324@news.demon.co.uk>#1/1
X-Deja-AN: 329144463
Content-Transfer-Encoding: 7bit
References: <1e6_9802191531@conchbbs.com> <34ef0a68.15542248@news.demon.co.uk> <6d1jpi$jm0$1@news.nacamar.de> <EozFHJ.tv@suse.modem.stud.uni-hannover.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Thu, 26 Feb 1998 10:51:19 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <6d1jpi$jm0$1@news.nacamar.de>,
> gryf@arago.de (Thomas Binder) writes:
>
>> In article <34ef0a68.15542248@news.demon.co.uk>,
>> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>> -1[cp] ??? ;-)
>>
>> Yes, that yields the same result as cp[-1]. a[b] is in fact *(a + (b)), so
>> it's irrelevant what you put first, the pointer or the index.
>
>Oh shit. I was mildly irritated too when I saw John saying that.

Sorry to reply to your post Peter, but Thomas's hasn't appeared yet.

Yes, I agree on *(a + (b)) but as I interpret it that still doesn't

make it work. Unary minus has right/left associativity. As I interpret it, [] has highest precedence so that expression is evaluated first. The expression is not simply [cp] but 1[cp], then the unary minus gets applied. To obtain the correct result you need to write ...

(-1)[cp]

... otherwise *(a + (b)) would need to be redefined as *((a) + (b)) which, to my knowledge, is not its definition. -1[cp] is really performing cp[1] then applying unary minus to the result which is nonsense.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7557423816731941859
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c885c36fb0aa9dad
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the COOKIE Jar.
Date: 1998/02/27
Message-ID: <34f865ff.7745968@news.demon.co.uk>#1/1
X-Deja-AN: 329144464
Content-Transfer-Encoding: 7bit
References: <0$1Oe2po$Wm7@cantva.canterbury.ac.nz> <34edf6ee2534800@xs4all.nl>
<34f6254e.4165960@news.demon.co.uk> <EozFDH.rA@suse.modem.stud.uni-hannover.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Thu, 26 Feb 1998 10:48:53 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34f6254e.4165960@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> Perhaps the real error was in mixing pointers and arrays? Rather than
>> taking "cp = (Cookie*)$5A0" literally it is better to visualise it as
>> "cp = (Cookie[])$5A0" which is its documented meaning. Thus, imo,
>> cp[-1].item would be preferable to (&cp[-1])->item or (cp-1)->item.
>
>Don't mix things up.

It isn't me guvnor, honest!

>The number $5a0 is not (COOKIE *), but (COOKIE **).

Yep, Silly me.

>So you should write "cp = (COOKIE **) 0x5a0;" and only then you'd get
>the first cookie by "**cp".

It's that lovely subjective area of 'C' isn't it. I meant to write "cp
= *(Cookie**)$5A0" but mentally took out one level of indirection
because I was thinking "array access". Bum! :-(

Hopefully I haven't made a similar mistake in my last posting. Coming
to a newsgroup near you soon... ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1416359884077981964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/02/27
Message-ID: <34fb955a.1059727@news.zetnet.co.uk>#1/1
X-Deja-AN: 329144465
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <34f47232.1228075@news.demon.co.uk>
<34ffb965.55796132@news.zetnet.co.uk> <EozBBo.7s@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 26 Feb 1998 09:21:24 GMT that you wrote:

>>>as well! At least it came up with an error message and terminated
>>>leaving a clean system - no need to reboot! ;-)
>>
>> Whats wrong with rebooting?

>
>Aaaaarrrghh ! After all these discussions this guy is still not able to
>expand his view of the world beyond his limited horizon :-((We accept

 Ho give me a break, If you quote all the paragraph you would have
included the bit about him having to reboot his PC and the lots of
smilies.. I know no other way of showing it was a Joke, other than a
big sign especialy for you...Come on Peter I aint that bad :), It was
aboviously a humorous dig at Guy and rebooting... tsk ?

>I agree entirely with Guy ! Software must have the option to exit cleanly,
>not leaving a messed up machine.

So do I, and I have very intricate error handling routines in my
software, with STOS you have many options, the glory of line numbers
:), you can give the user the option to try the offending line again,
jump to another line of code, soft boot or cold boot or just clean
exit to gem... I have these as a standard subroutine I import into my
software.....I agree with you both, there is no reason why it
should lock up and just sit there....

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -4177567414934220234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <34fd9763.1580857@news.zetnet.co.uk>#1/1
X-Deja-AN: 329144466
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crpkfkts3@news.emw.ericsson.se>
<EovLF4.oEy@suse.modem.stud.uni-hannover.de> <3501f1c2.4682239@news.zetnet.co.uk>
<EozBy8.A7@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 26 Feb 1998 09:34:56 GMT that you wrote:

>Tony you'd be far better off if you did not try to read "between the lines"
>all the time. Read what's there, and try to understand what the writer meant,
>not what is easiest to attack.

 But where would be the fun in that ? :))))))

 OK I agree I do have a tendancie to do this, But I try not to swear
or personaly insult anyone or there efforts in the ATARI comminity, I
just like to have a good heated debate.....its fun, its not real
life and it doesnt actualy harm anyone,

 IF! anyone wants to wade through this thread there is two ways of
looking at it.. either a load of fools fighting.. or they can sift
through the information and learn, because I know I have picked up a
few things along the way :) in and debate like this, lots of
information is bandied about :)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From 5193306215138391917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <34fe97d2.1691988@news.zetnet.co.uk>#1/1
X-Deja-AN: 329144467
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <1998022112171180956@zetnet.co.uk>
<34F1B82D.7847@mst.tn.utwente.nl> <EovLM4.oHC@suse.modem.stud.uni-hannover.de>
<3502f1d9.4705229@news.zetnet.co.uk> <EozCnx.Eq@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 26 Feb 1998 09:50:21 GMT that you wrote:

>>>Which Atari gaming market ? Is there any left ?
>>

>> As you don't smile then I take this to be a serious question...
>>
>> My response is....
>> I MAKE GAMES.....GO FIGURE IT OUT!
>
>A 'market' implies that some exchange takes place. Do you actually SELL the
>games ? What amount of money do you take for them ?

 You should already know that my titles are FREEware, I do not believe
in sharware or commercialism on the ATARI market in this day and age..
but hey thats another deabte ..

 A market to me is defined as supply and demand, I am making a game at
the moment and people are testing it and poeple still ask me when it
will be ready,

 Thus there is a demand (albiet slight) for games, if there was no
demand at all then i would make other things, But I enjoy making games
and while someone wants them.. then there is a market isn't there ?

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From 7021679746840250109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <34ff98e8.1970117@news.zetnet.co.uk>#1/1
X-Deja-AN: 329144468
Content-Transfer-Encoding: 7bit
References: <1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 26 Feb 1998 10:40:07 GMT that you wrote:

>In article <6d14g0ris2@news.emw.ericsson.se>,

> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>Ya know, Tony loves scrolling. That's why he gets so excited by superfast
>scrolling games, and why he always mentions fast scrolling as the prime
>feature of any game. I guess games without scrolling aren't really games
>for him ;-)

 You are correct to a point... I can play missile command for hours, I
find it very therapeutic and theres no scrolling,

 8 way scrolling is very hard to do on a FM thus its the most
impressive, I think you have to see heartland or diamond ice running
on a one meg FM to understand what I am talking about,

 Plus its the difference...I believe something like a Chess game could
easily be made to the specifications you people want, to run on every
machine with an ATARI logo, but the games I make ...well ?

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -6930416695845134271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <35009ab8.2433511@news.zetnet.co.uk>#1/1
X-Deja-AN: 329144469
Content-Transfer-Encoding: 7bit
References: <34dfa77f.5537792@news.demon.co.uk> <34d94775.141042
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crqh1kts5@news.emw.ericsson.se> <6crqvfkts6@news.emw.ericsson.se>
<EovLq7.oHy@suse.modem.stud.uni-hannover.de> <6d0p00jvg1@news.emw.ericsson.se>
<350e03ca.9298860@news.zetnet.co.uk> <EozDvr.II@suse.modem.stud.uni-hannover.de>
<34F67179.51E9C0F4@cam.ac.uk>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Andrew Gower <acg29@cam.ac.uk> wasn't it Fri, 27 Feb 1998
07:55:38 +0000 that you wrote:

>> The problem with you is your rantings. And your almost religious belief

>> that VDI is no good.

>programming, However I know next to everything about ST programming, so
>that's what I'm going to talk about. :-)

>programmer, try to explain to 2 non-games programmers the problems with VDI
>or writing for a computer you don't have, for some bizzare reason under the

 I think you hit the nail on the head here, I know Peter is an
excellent programmer ..... But until he or the others in this thread
have made an arcade style game that works on everything from a 1 meg
FM up to and including all the machines you mention.. then I don't see
how they can preach to me,

 (I mean they havn't even looked at my software! thats the bit that
sticks in my throat :( )

 Because I certainly would never dream of trying to tell you how to
make the software you are good at... because its simple not my field,

>subject heading C compiler??????). If i've misunderstood anyone's meaning

 It mutated from another subject :))

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From 7106734941820003708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <35019c29.2802570@news.zetnet.co.uk>#1/1
X-Deja-AN: 329144470
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! rand@cd.chalmers.se (Johan Klockars) wasn't it 27 Feb 1998
09:42:02 GMT that you wrote:

>If you people could stop fighting and instead do some constructive thinking

 we are not fighting, we are having a heated debate :)

>>make
>>it work on any TOS box you just install fVDI and the correct driver and
>>off you go.
>
>Now, wouldn't that be nice? :-)

 Sounds nice.....

>>> If you read his post above, even Magnus doesn't believe games like Tonys
>>> are possible on a plain ST.
>>
>>Well a 8-way scrolling game is a bit much.... but still with a fast
>
>If hardware scrolling isn't used there's nothing that says it wouldn't be

 I never use hardware scrolling as my games work on one meg FM's as
well,

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -7893981133142412962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <3504a103.4045392@news.zetnet.co.uk>#1/1
X-Deja-AN: 329144471
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

This is getting silly... so lets clear the air a little. cards on the
table :)

This is what I do.....

<start>----------

A standard Arcade style game

1) 8 way scrolling.
2) Optimum screen size of 200x200 remainder taken by info
3) 32x32 main charactor sprite
4) 20 individual free roaming sprites (Free roaming does NOT mean set paths, the sprites act on object placed or removed by main sprite) also this is per level,
5) 16 Colours
6) Screen overlay, so sprites move behind scenery
7) Full one meg of memory (to include standard floppy disk setups)
8) Background Music AND Sampled sound for FX, split into following
    FM=Background sound only
    STe=Background sound and sampled FX
    Falcon and above Sampled FX only
    Falcon to have enhanced sound quality
9) Animated backdrops, Unlimited animation on game backgrounds
10) Joystick support
11) Support for Minimum 1 meg FM to Falcons with Nemesis or other fingies?, Also TT's and megas

STOSSER Software games support all the above, Older releases may of course not, but the last half dozen games will implement at least some of the obove, with at least one game supporting ALL of the above thus proving it can be done,

<end>----------

1) If you can do all of the above AND better, then please do give me the benefit of your knowledge and I will gladly read and learn and be thankfull :))

2) If you can not manage at least the above (and I don't just mean in your head) then you still have the right to offer advice, but you hardly have the right to TELL ME! I am programming the wrong way?

NOTE...we can all take each of the above game points to pieces and offer better, but can you offer better and support the rest of the spec at the same time?...

I really don't mind you people telling me I am doing it all wrong and how you all know better :), but you havn't even looked at my software so I don't understand how you can say the same things can be put in a GEM window ?,

I dont appreciate people telling me all I need is an art package capable of 256 colours to be able to make Falcon enhanced games :(

I don't appreciate people telling me I should make Falcon enhanced games... but don't need to test them?, this is equaly as silly as the

256 color argument,

BTW, I am enjoying this thread and contrary to popular belief I have
the greatest respect for the people I am conversing with and see this
as a debate and not an argument :))))

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -1731174066097436569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <6d6l42$5qb$1@news.emw.ericsson.se>#1/1
X-Deja-AN: 329144472
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <IBYXDAAFUP@alkor.sax.de>
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Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888592322 5963 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Uwe Haase wrote:
>
> In <1998022112171180956@zetnet.co.uk> Anthony Jacques wrote:
>
> >Provided it supports the defined XBIOS calls (eg. Setscreen for changing
> >to ST modes) then it will work. "fixing" is not required for new binaries,
> >as the table that fixing has always patched is now calculated on startup
> >by my loader code.
>
> How would you switch from 1024 x 768 x 24 bit true color at 80 Hz to
> 320 x 200 x 16 at 50 Hz and back (!!!) via Setscreen?
> Do you think that Setscreen will work with ISA/PCI graphic cards?

Could someone please tell us how to change resolution on a GFX card?
If we want games to work on our gfx cards people must know how to
set up the correct mode and it must also me defined so that all
gfx cards drivers support it.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

From 7640098153671207665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <6d6ljd$5qb$2@news.emw.ericsson.se>#1/1
X-Deja-AN: 329144473
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crpkfkts3@news.emw.ericsson.se>
<EovLF4.oEy@suse.modem.stud.uni-hannover.de> <6d0mqsiuv4@news.emw.ericsson.se>
<EozCJz.CL@suse.modem.stud.uni-hannover.de>
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X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888592813 5963 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:

> > I have this as well. It's quite nice, but you get bored of it after a
> > while.
>
> I guess it depends on how often it is played. I play it occasionly after a
> tedious session of programming. But true, the diversity of ideas is rather
> limited ;-)

Yeah. :-)

> > It's also only a mono game (mono graphics), so it doesn't look very
> > exciting.
>
> Ah, didn't know. But the programmer released the source code IIRC, so you can
> add colour into it.

If you have Pure-C, maybe... but I use Lattice so it would be to much
work

to do it. I don't think I have seen the sources for it either for that matter.

Shit, I feel like a dog today.... :-\

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -7226330173997874319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <6d6m4f$5qb$3@news.emw.ericsson.se>#1/1
X-Deja-AN: 329144474
Content-Transfer-Encoding: 7bit
References: <6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <19980218194457809 56@zetnet.co.uk>
<6cgom2pfd2@news.emw.ericsson.se> <34ed1bab.1586844@news.zetnet.co.uk>
<6chhou$6mv$2@news.emw.ericsson.se> <34ed5141.3920638@news.zetnet.co.uk>
<Eop6z9.uC@suse.modem.stud.uni-hannover.de> <6crp80kts2@news.emw.ericsson.se>
<EovnAv.oKp@suse.modem.stud.uni-hannover.de> <6d0nbdiuv5@news.emw.ericsson.se>
<350d0306.9102445@news.zetnet.co.uk> <6d14g0ris2@news.emw.ericsson.se>
<EozEyv.oG@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
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X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888593359 5963 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
>
> In article <6d14g0ris2@news.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>
> >> Yeagh lests see someone put obsession in a GEM window on a STe..
> >> hahahaha dream on people...
> >
> > Why not? If you run it in mono you will atleast get a screen area as big
> > as Obsession and you will get rid of that annoying scrolling screen
> > which
> > is a pain in the arse if you ask me.
>

> Ya know, Tony loves scrolling. That's why he gets so excited by superfast
> scrolling games, and why he always mentions fast scrolling as the prime
> feature of any game. I guess games without scrolling aren't really games
> for him ;-)

Hehehe.. I would guess he loves scrolling bacause he uses such a low
resolution. Even if he has got an area covering 2 screens in a pinball
game he still only have 320x400. I have atleas 800x600 minus menues and
window borders taking it down to lets say, 800x540. Still plenty of room
for the playarea. ;-)

Also for those who would like to try my little attempt to a PacMan
clone,
I have now updated it and hopefully it now works on a regular ST....
it did crash under STonX (and so does Marios game) so maybe I use
something
that the ST doesn't like.... could be some AES 4 stuff. But I don't have
time
to try it out more.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -2727436976000152297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <6d6m5q$5qb$4@news.emw.ericsson.se>#1/1
X-Deja-AN: 329144475
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<6d0mqsiuv4@news.emw.ericsson.se> <6d440dhat1@ratatosk.uio.no>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888593402 5963 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Petter Toneff wrote:
>
> On 25 Feb 1998 10:05:41, Magnus Kollberg wrote:
> >There is that breakout clone by Atari which is quite funny, but of some

> >reason
> >is the sprite is corrupted under MagiC. A new breakcout clone would be
> >nice as
> >well. Hmmm... that can't be to hard....
>
> There's a good breakout at:
> ftp.uni-regensburg.de/pub/freeware/software/atari/falcon/games/
> walz_201.zip
>
> Runs in a gem window, but Falcon only, I think - the colors are
> corrupted on my TT/Cr.dots.

I guess it wont work on my Nova either then. :-\

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 6073485679531001694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <6d6ngp$6a7$1@news.emw.ericsson.se>#1/1
X-Deja-AN: 329144476
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888594777 6471 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Johan Klockars wrote:

> >Ataris VDI will be way to slow. Now when Johan in working on the next
> >generation
> >VDI called fVDI, why not put in some optimized routines for games? So to
>
> Yes, why not?

Go for it! :-)

> The problem with NVDI/fVDI for games is not that they have slow drawing
> routines (they don't, in general), but that there's such a lot of overhead
> to deal with. That doesn't matter when you're scrolling an entire screen,
> but for 16x16 sprites it makes a _lot_ of difference. The current VDIs
> also lack some features that are useful for games, such as single pass
> masked blitting.

Aha, so here it's room for improvments. To sad that I don't know enough
of
this to be to much help. :-\

> Comments or suggestions, anyone?

Ehhh... sounds find to me. :-)

> Since I don't program games myself, I won't attempt to create a useful
> VDI extension for it. If something can be agreed on, though, I'll
> definitely help implement it in fVDI.

Okey, we will remember that.

> If we're going to have any games at all for the TOS/MiNT/Fenix/MagiC/Dolmen
> platform in the future, we _have_ to make it possible to write them using
> a standard graphics interface.

It sure would be nice and it sure would help alot.

This is an idea. Make a STOS compatible VID library and jsut recompile
your STOS
games and hey, they will run under any TOS version with fVDI. ;-)))

> >make
> >it work on any TOS box you just install fVDI and the correct driver and
> >off you go.
>
> Now, wouldn't that be nice? :-)

Yeah.

> >Maybe an extension to fVDI and why not OpenGL support with the help of
> >Doug. :-)
>
> Actually, 3D APIs were discussed a little at the beginning of the fVDI
> design phase. It's not in the current plan, though.

Could be added later. No problem. :-)

> On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
> ;-)

Hehehe... I wonder why Tony removed that part? :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

From 1549807120088339076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <6d6nuf$6a7$2@news.emw.ericsson.se>#1/1
X-Deja-AN: 329144477
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
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<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crqh1kts5@news.emw.ericsson.se>
<6crqvfkts6@news.emw.ericsson.se> <EovLq7.oHy@suse.modem.stud.uni-hannover.de>
<6d0p00jvg1@news.emw.ericsson.se> <350e03ca.9298860@news.zetnet.co.uk>
<EozDvr.II@suse.modem.stud.uni-hannover.de> <34F67179.51E9C0F4@cam.ac.uk>
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X-Trace: news.emw.ericsson.se 888595215 6471 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Andrew Gower wrote:

> So stop talking rubbish. If you REALLY want tony to write games that will
> run on your machines, re-write the missing-link so that all the graphics
> commands take IDENTICAL inputs, except work for 256 colour screens instead.
> Then there would be decent standard that people wanting to write
> cross-platform games could use. There is no-way you can expect other people
> who don't own falcons to write these routine for you, it just wouldn't be
> possible, but if you wrote them, and you wrote them well. Anyone could
> write a falcon enhanced game wihout needing a falcon.

Well I think someone missed something here. I did never say that ALL
games
should be made to run in GEM, but many could and it would solve alot of
problems and make some of them even nicer to run. Not to mention that
a few people havn't access to ST-Low. We are not just talking about
Tony's

games, we are talking globaly. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -8414974849203766055
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/02/27
Message-ID: <6d6o8t$6a7$3@news.emw.ericsson.se>#1/1
X-Deja-AN: 329144478
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se> <1998022618445780956@zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888595549 6471 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> > Well, I'm only suing some routines I got from Anthony. Nothing fancy at
> > all. :-)
>
> Hehehe... definately not. :)

But they work! :-)

> > BTW. Will these routines work on a STe as well?
>
> Well, if its the code I think you are talking about (soundcmd(), devconnect()
> etc) then no, its Falcon only stuff.

Yup. I figured it out by looking in the Commpendium.

> > which may cause problems. I turn off the keyclicks and as there are
> > no OS calls for making this I have to write directly to a register. Will
> > this work on a ST as well or have they changed it? Maybe I have to

> > remove that as well....
>
> You have to be careful with that one... it is the same on the ST, and
> other machines, but IIRC, there is other stuff in that register (like
> the Falcon's IDE on/off switch, and summat for the TT), so be sure that
> you only change the correct bit.
>
> Who knows what it'd do on a Hades/whatever...

Well, I removed it if it doesn't detect a Falcon (you can disable it in
the
settings dialog to try and see what happens on a ST/TT/Hades). I must
say
that the code was very strange in a few parts and I wonder what I was up
to.

Also, it looks like there migh be a problem when I'm trying to open the
game
window. Will a ST crash if have added the "SMALLER" button or will it
only
give a error message? On TOS 4.04 it's just ignored. There might be some
other
AES stuff which might clash with something.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 8149957128533202915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/27

Message-ID: <34f7e679.1200052@news.zetnet.co.uk>#1/1
X-Deja-AN: 329144479
Content-Transfer-Encoding: 7bit
References: <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii

Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Fri, 27 Feb 1998 16:30:28 +0100 that you wrote:

>> Ya know, Tony loves scrolling. That's why he gets so excited by superfast

>Hehehe.. I would guess he loves scrolling bacause he uses such a low
>resolution. Even if he has got an area covering 2 screens in a pinball

 Heartland uses the equivelant of around (ho dear, i cant
remember..<smile>) eeerm around 30 PI1 screens, thats a BIG scroll
area :)

>game he still only have 320x400. I have atleas 800x600 minus menues and

 ha!, try sticking 30 320x200 screens together and see what you get :)

>window borders taking it down to lets say, 800x540. Still plenty of room
>for the playarea. ;-)

 Dont fink so!
>
>Also for those who would like to try my little attempt to a PacMan
>clone,I have now updated it and hopefully it now works on a regular ST....

So eerm where is it ?

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From 4911643660687993433
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <34f8e746.1404217@news.zetnet.co.uk>#1/1
X-Deja-AN: 329144480
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<6d0mqsiuv4@news.emw.ericsson.se> <6d440dhat1@ratatosk.uio.no>
<6d6m5q$5qb$4@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Fri, 27 Feb 1998 16:31:11 +0100 that you wrote:

>> walz_201.zip
>>
>> Runs in a gem window, but Falcon only, I think - the colors are
>> corrupted on my TT/Cr.dots.
>
>I guess it wont work on my Nova either then. :-\

Kinda defeats the whole object of pointing it out ?, sound's like my
stuff works on more setups ?

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From 4784773889068789197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <34f9e7c4.1531093@news.zetnet.co.uk>#1/1
X-Deja-AN: 329144481
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <6d6ngp$6a7$1@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Fri, 27 Feb 1998 16:54:05 +0100 that you wrote:

>> On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
>> ;-)
>
>Hehehe... I wonder why Tony removed that part? :-)

ahem!, you wanna talk screens?.. 4bit ? I am looking at 16bit now,
Dont show off until you have something to show off with :)))))

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -358739144801492061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76c69c514cddb4a4,start
X-Google-Attributes: gid1115ce,public
From: norway@interlog.com (David Snowdon)
Subject: I need help with F2C
Date: 1998/02/27
Message-ID: <6d72sv$c9s@shell1.interlog.com>#1/1
X-Deja-AN: 329261282
Organization: InterLog Internet Services (416) 975-2655 info@interlog.com
Newsgroups: comp.sys.atari.programmer

Can someone try to compile the fortran code listed below using the F2C code converter? I can convert it to C, but when I try to compile it (gcc -v -O nbase.c -lf2cslow -lpml -o nbase.tos) using the TOS 2.5.8 version of gnu-C I keep getting these error messages from gcc-ld:

```
rsfe.o : Undefined symbol _rd_ed referenced from text
rsfe.o : Undefined symbol _rd_ned referenced from text
```

From the readme file:

This archive contains an Atari ST/TT implementation of a Fortran-to-C compiler, developed by AT&T Bell Laboratories and Bellcore.

```
- notice       information about copyright, warranty etc.
- f2c.ttp      the compiler itself
- f2c.1        man page
- f2c.1t       man page for nroff/troff
- f2c.ps       Technical report about f2c
- f2c.h        include file
- f2c.olb      library for 68020/30 machines with 68881 (i.e. Atari TT)
- f2cslow.olb  library for any Atari ST/TT (68000, no FPU)
```

The last three files depend on the C compiler being used to compile the C programs produced by f2c. The versions included can be used with GNU-C 1.40 and probably also later releases. In the following it is assumed that you have a working installation of GNU-C on your system.

Perhaps the f2c utility and library code needs to be re-compiled using a new version of GNU-C? I've tried to do this (God only knows

how I've tried!!) but have been unsuccessful.

Any help would be appreciated !

```
---snip here--------------snip here---------------snip here-----------
     program nbase
c
c     Written by Terry E. Koontz
c Original: Jan. 12, 1988       Revised:  Jul. 20, 1989
c
c Description:     Convert a number between bases 2 thru 62
c
     character*32 a,b,userp1
     integer*4 c,r1,r2,v,v2
     double precision t

10   write(*,1)
1       format(' Convert the number (0 to quit) ',$)
        read(*,2) a
2    format(a32)
     v=ichar(a(1:1))
     if (v.eq.48) goto 999

20   write(5,21)
21      format(' From base ',$)
     read(*,*) r1
     if ((r1.lt.2).or.(r1.gt.62)) then
       write(*,*) '2 to 62 only'
       goto 20
     else
     endif

30   write(5,31)
31      format(' To base ',$)
     read(*,*) r2
     if ((r2.lt.2).or.(r2.gt.62)) then
       write(*,*) '2 to 62 only'
       goto 30
     else
     endif

     t=0
     do 100 c=1,len(a)
       v=ichar(a(c:c))
       if (v.eq.32) goto 40
       if ((v.ge.48).and.(v.le. 57)) v2=v-48
       if ((v.ge.65).and.(v.le. 90)) v2=v-55
       if ((v.ge.97).and.(v.le.122)) v2=v-61
       if (v2.ge.r1) then
         write(*,*) 'Character ',v,' invalid for base ',r1
         goto 10
       else
       endif
```

```
      t=t*r1+v2
100  continue

40      b='                    '
     c=20
200  if (t.eq.0) goto 300
      v2=t-aint(t/r2)*r2
      t=(t-v2)/r2
      if (v2.le.9) v=v2+48
      if ((v2.ge.10).and.(v2.le.35)) v=v2+55
      if (v2.ge.36) v=v2+61
      b(c:c)=char(v)
      c = c-1
       00

300  write(*,*) 'The answer is: ',b(c:20)
     goto 10

999  end
---snip here--------------snip here---------------snip here-----------
```

--

norway@interlog.com David Snowdon (VA3DKS) Toronto, Ontario, CANADA

From 3209267146947520056
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <1998022719023880956@zetnet.co.uk>
X-Deja-AN: 329261284
References: <34d4df77.10153750@news.demon.co.uk> <EozDqn.H7@suse.modem.stud.uni-hannover.de>
Newsgroups: comp.sys.atari.programmer

> > You dont - see my other post about Atari's lack of support for this. However,
> > STOS is aware of Falcon resolutions, and correctly handles these. Otherwise,
>
> It's been quite a while (many years in fact) ago that Atari officially
> announced that XBios is not to be used anymore for Video related things.

True, but you really cannot expect (timing dependent) games to be written in resolution independent video modes.

> Since then at least, switching video modes via Setscreen, or inquiring
> video modes and screen addresses by XBios means is a no-no, i.e. to be

Yes, I agree that Atari said to do, but they didn't really give much choice!

> It can all be done in a 100 % portable way by using VDI, so it's that
> what is pretty much a must for portable programming. Pity that so many
> people here have a personal dislike for it, especially as it's really
> powerful.

So powerful you cannot even request that the machine changes video mode.
If a machine supports 16-bit graphics, shouldn't a game be able to request
that the machine use that mode?

> >> Do you think that Setscreen will work with ISA/PCI graphic cards?
> >
> > No, but what alternative is there? None. If a standard existed, there would
> > be not problem, but there IS NOT a standard way of handling it.
>
> Of course there is a standard : VDI !

It cannot change resolution though, which is what I was talking about.

> Newer NVDI even support switching
> resolution IIRC.

Well, I could find no mention of this in the NVDI 4.1 (english) documentation.
AES 4.x supports a resolution change, however, but this is not useful for this
purpose.

> >> "It is maintained fo backward compatibility with existing ST programs only.
> >
> > Yea, so it should WORK AS DEFINED FOR THE ST.
>
> The problem is it CAN'T.

If the machine can display ST Low, then it should be able to use setscreen
to change into it. If it doesn't, then the program wont work, as it clearly
requires ST compatible resolutions, but that isn't the programs support - if
the machine cannot do what an ST can do, users should EXPECT games designed
for the ST not to work.

> There are so many technological reasons why it
> must fail. With graphics hardware that does not support 320x200, there is
> no way a Setscreen could switch it to that. With graphics hardware that

Correct, but then people shouldn't complain that a game that was principally
designed for the ST doesn't work if your machine doesn't provide an ST
compatible video mode.

> keeps the screen buffer on the card and not main memory, there IS NO WAY
> one could access it by inquiring an address from Physbase.

Why not? you can write to video memory on the PC, so Physbase could easily
just return the address that the video ram is mapped to. Of course, moving

the physbase could be problematical.

> BTW You refuse to read :
>
> >> "It is maintained fo backward compatibility with existing ST programs only.
>
> This means : You must not use it anymore ! Even if you think with the program
> you're writing ST resolutions are enough. It means you cannot rely on

True, but then, STOS is an existing ST program...

> > WORK AS DEFINED FOR THE ST.
>
> It means if it fails for some old program than it's bad luck for the program,
> but then it's the program that's to be considered broken. That is what "back-
> ward compatibility" really means.

Well its not compatible if its not supported... surely you aren't saying that
its ok to drop OS calls as and when you want to, and still call it compatible?

If, say, Super()/Supexec() was removed from user programs (as has been
suggested!) under a multiuser environment, would you still call it TOS
compatible, even though many (most) programs would no longer work?

> > Yea, and prey tell, how does the VDI change in to ST-low then?
>
> If the hardware does not support ST-Low, you cannot switch to ST-Low. Period.

And if it does? How do I tell the VDI to change into ST low on an ST in medium
res? How do I do it on a Falcon [ignoring the hack in Vsetscreen, as you say
I shouldn't use this]? How do I tell the VDI to change into ST Low on a TT?

All of these machines support ST-Low, but the VDI cannot change into
it - either
telling the user to change into that mode or using the xbios or directly
accessing the hardware are the only options. Telling the user to change mode
has already been complained about in this thread (I think it was Magnus).

> So you'd better make your software deal with a variety of resolutions.

Why? this adds an extra variable to a game which can make it play incorrectly.
Next you'll be telling me that all games should make use of dithering in
mono.

> >> There is no working Setscreen call on the newer machines. All you can
> >> interrogate are VDI functions. (current resolution & color depth)
> >
> > Wrong - Falcon has Vsetscreen, and Vsetmode.
>
> No it's true. Or do you consider the Falcon a newer machine ?

I consider it significantly newer than the ST, and it was definately after
the TT, which is where the quote was taken from.

Anthony

From -5475838669900089268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <1998022719404880956@zetnet.co.uk>#1/1
X-Deja-AN: 329261285
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se>
Newsgroups: comp.sys.atari.programmer

rand@cd.chalmers.se (Johan Klockars) writes these words:
> In article <6crq32kts4@news.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:
> >Anthony Jacques wrote:
> >> Well, in my experience, the VDI simply isn't quick enough. The routines that
> >> Tony uses are optimised specifically for the video mode, and do not have
> >> to be general purpose etc.
> >>
> >> I admit that I have not profiled the VDI, but you cannot tell me that the
>
> I've written a VDI profiler that does very accurate timing. If anyone
> wants to try it out, let me know.

Interesting. Until I've profiled the TML routines there isn't much to
compare it against (except for NVDI/fVDI/VDI which I guess you already
have done :)

> >> nice generic routines in the VDI are going to be anywhere near as fast.
> >> Particularly if you use Atari's VDI, rather than NVDI (plain standard ST,
>
> I don't know about Atari's VDI, but NVDI and fVDI have lots of very
> specialized routines. It shouldn't be possible to speed up the actual
> drawing operations very much for common operations.

I would guess this is one of the reasons why NVDI is faster than Ataris?

> >Ataris VDI will be way to slow. Now when Johan in working on the next
> >generation
> >VDI called fVDI, why not put in some optimized routines for games? So to
>
> Yes, why not?

Sounds a good idea to me.

> (By the way, the first public version of fVDI will very likely be released
> this week. Most of the information about it is already on my WWW pages.)

Excelent news. :-)

> The problem with NVDI/fVDI for games is not that they have slow drawing
> routines (they don't, in general), but that there's such a lot of overhead
> to deal with. That doesn't matter when you're scrolling an entire screen,
> but for 16x16 sprites it makes a _lot_ of difference. The current VDIs

Yea, and if the whole screen is made of a tile of 16x16 sprites, with many
further sprites plotted on top, the setup time could become pretty big...

> If you people could stop fighting and instead do some constructive thinking
> on this subject, I'm open to ideas for implementation in fVDI.

Good :)

> For example:
> - Reduced bitplane drawing
> - Masked blitting
> - Multiple blits

For anyone who doesn't know, all of these optimisations are used in The
Missing Link (STOS extension).

> Comments or suggestions, anyone?

Adding the above to the VDI would be nice. I would guess that blits are
also written in such a way that they run faster when word-aligned?

A way for a program to request a different video mode would be a big bonus.
something like v_requestmode(short xres, short yres, short planes). The
call could return the "closest match" to the requested resolution, and allow
the program to reject the mode if it is not good (or close) enough.

I guess this would need to be a "full-screen" mode, or whatever, so some
method of preventing other processes to write to the screen would be
necessary.

I'm sure there are a number of other things, but I cannot think of any
right now.

> Since I don't program games myself, I won't attempt to create a useful

Well, appart from the odd bit of Bad Mood. :)

> VDI extension for it. If something can be agreed on, though, I'll
> definitely help implement it in fVDI.

> If we're going to have any games at all for the TOS/MiNT/Fenix/MagiC/Dolmen

> platform in the future, we _have_ to make it possible to write them using
> a standard graphics interface.

I agree, we need a standard that is capable of supporting these things...

> >make
> >it work on any TOS box you just install fVDI and the correct driver and
> >off you go.
>
> Now, wouldn't that be nice? :-)

Yea, it would. :)

> >Maybe an extension to fVDI and why not OpenGL support with the help of
> >Doug. :-)
>
> Actually, 3D APIs were discussed a little at the beginning of the fVDI
> design phase. It's not in the current plan, though.

Hehehe... now that would be cool (as would fVDI with all the things you
have planned).

> >> If you read his post above, even Magnus doesn't believe games like Tonys
> >> are possible on a plain ST.
> >
> >Well a 8-way scrolling game is a bit much.... but still with a fast
>
> If hardware scrolling isn't used there's nothing that says it wouldn't be

Yea, Tony doesn't use this, as only a few extensions (mine included) support
this in the sprite routines.

> as fast in a window. It's the same memory, you can force the window to
> be word aligned and you could simply stop the game temporarily if its
> window gets overlapped by another. Naturally, you'd have to allow the
> game to change the palette colours when its window is on top, but there
> are ordinary GEM programs that do that already.

But I wonder what putting an event_multi() loop into a game would do...

> On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
> ;-)

Yea, plenty on my 1152x864x16-bit with 17" display. :)

When using my Falcon I have a slightl lower res than yours though (~900x608).

Anthony

From -5299397746066173766

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Game writing in C
Date: 1998/02/27
Message-ID: <1998022719575680956@zetnet.co.uk>#1/1
X-Deja-AN: 329261286
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <EozAwz.5D@suse.modem.stud.uni-hannover.de>
Newsgroups: comp.sys.atari.programmer

> >>> Maybe I should fix it then? This one is _realy_ easy to fix. Would
> >>> take me 5 minutes if I did it.
> >>
> >>Yea, but this is an EXCELENT example of why its stupid to try and
> >>write a game that is specifically designed for another machine. Magnus
>
> Writing a game "that is specifically designed for" a machine is precisely

Well, a 256+ colour game is certainly not AT ALL designed for Tonys development machine, which is what you were advocating.

Writing a 16-colour game that will run in any resolution with a big enough colour-depth is one thing, writing a 256 colour game on a machine with only 16 colours is something completely different. That certainly is not a portability issue.

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -2376884683738224678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <1998022719525380956@zetnet.co.uk>#1/1
X-Deja-AN: 329261287
References: <34d4df77.10153750@news.demon.co.uk>
<6d6nuf$6a7$2@news.emw.ericsson.se>

Newsgroups: comp.sys.atari.programmer

Magnus wrote:
> Well I think someone missed something here. I did never say that ALL
> games should be made to run in GEM, but many could and it would solve alot of
> problems and make some of them even nicer to run. Not to mention that
> a few people havn't access to ST-Low. We are not just talking about
> Tony's games, we are talking globaly. :-)

a quote from Peter (I'm sure I'll be accused of taking this out of
context, but...)

8<- - - - -

BTW You refuse to read :

>> "It is maintained fo backward compatibility with existing ST programs only.

This means : You must not use it anymore ! Even if you think with the program
you're writing ST resolutions are enough. It means you cannot rely on

8<- - - - -

Maybe I'm misunderstanding this, but to me it is pretty clear that Peter
thinks that *all* new programs should be written using the VDI (part of
GEM).

I agree with Magnus' above paragraph that some games would be enhanced
by the VDI (after all, I do have high-rez output), but I dont agree that
all programs should - particularly those developed on a lowly Ste with no
hard-disk and only a single 720k DD, where the intended majority of users
are ST users, and the games themselves are pushing the limits of the ST
hardware.

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -7166431059027047785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public

From: Anthony Jacques <jacquesa@zetnet.co.uk>

Subject: Re: Game writing in C
Date: 1998/02/27
Message-ID: <1998022720032480956@zetnet.co.uk>#1/1
X-Deja-AN: 329261288
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se> <1998022618445780956@zetnet.co.uk>
<6d6o8t$6a7$3@news.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

Magnus wrote:
> Anthony Jacques wrote:
> > > Well, I'm only suing some routines I got from Anthony. Nothing fancy at
> > > all. :-)
> >
> > Hehehe... definately not. :)
>
> But they work! :-)

Yea :)

> > You have to be careful with that one... it is the same on the ST, and
> > other machines, but IIRC, there is other stuff in that register (like
> > the Falcon's IDE on/off switch, and summat for the TT), so be sure that
> > you only change the correct bit.
> >
> > Who knows what it'd do on a Hades/whatever...
>
> Well, I removed it if it doesn't detect a Falcon (you can disable it in
> the settings dialog to try and see what happens on a ST/TT/Hades). I must

Probably a good idea.

> say that the code was very strange in a few parts and I wonder what I was up
> to.

hehehe... I know the feeling. :)

> Also, it looks like there migh be a problem when I'm trying to open the
> game window. Will a ST crash if have added the "SMALLER" button or will it
> only give a error message? On TOS 4.04 it's just ignored. There might be some

Its ignored on TOS 1.00. I haven't specifically tested this on any other
TOS version (well, except for TOS 4.92, in which you will get the SMALLER,
but it works differently so you will screw things up as you will not get any
WM_ICONIFY messages).

> other AES stuff which might clash with something.

Yea, maybe some Magic stuff. :)

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From -812752844370949918
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Game writing in C
Date: 1998/02/27
Message-ID: <34f70f89.51147676@news.demon.co.uk>#1/1
X-Deja-AN: 329261289
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se> <1998022618445780956@zetnet.co.uk>
<6d6o8t$6a7$3@news.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 27 Feb 1998 17:06:58 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Anthony Jacques wrote:
>
>> > Well, I'm only suing some routines I got from Anthony. Nothing fancy at
>> > all. :-)
>>
>> Hehehe... definately not. :)
>
>But they work! :-)
>
>> > BTW. Will these routines work on a STe as well?
>>
>> Well, if its the code I think you are talking about (soundcmd(), devconnect()
>> etc) then no, its Falcon only stuff.

>
>Yup. I figured it out by looking in the Commpendium.
>
>> > which may cause problems. I turn off the keyclicks and as there are
>> > no OS calls for making this I have to write directly to a register. Will
>> > this work on a ST as well or have they changed it? Maybe I have to
>> > remove that as well....
>>
>> You have to be careful with that one... it is the same on the ST, and
>> other machines, but IIRC, there is other stuff in that register (like
>> the Falcon's IDE on/off switch, and summat for the TT), so be sure that
>> you only change the correct bit.
>>
>> Who knows what it'd do on a Hades/whatever...
>
>Well, I removed it if it doesn't detect a Falcon (you can disable it in
>the
>settings dialog to try and see what happens on a ST/TT/Hades). I must
>say
>that the code was very strange in a few parts and I wonder what I was up
>to.
>
>Also, it looks like there migh be a problem when I'm trying to open the
>game
>window. Will a ST crash if have added the "SMALLER" button or will it
>only
>give a error message? On TOS 4.04 it's just ignored.

Same on older Tos's. You can be fairly certain when setting these
extra attributes (ie OBJECT trees also) that older Gem's will ignore
attributes it does not know about. It was designed like that so future
versions could add extra features.

>There might be some other AES stuff which might clash with something.

The only major problem I've ever had was in using bits 10 and 11 of
OBJECT.ob_flags for Pug's CHECKABLE, OUTLINEABLE and CROSSABLE
attributes. This was before I got online and the docs I had then said
they were reserved for the programmer. Unknown to me Atari went and
used them, and as anyone whose tried to hack one of my resource files
will know, when they set BACKGROUND OR ACTIVATOR on an object, they
are also telling Pug to draw a check mark when the object was
activated. ;-|

As I was certain these flags would never need to change they got hard
coded into Pug all over the place (70+ source files involved).
Needless to say, it is only with Pug version 0.9 that this has been
fixed for sure. Now I can finally make 16 colour programs by golly!!

So the moral of the story is, assume it might change 'cos it darn well
will if you don't cater for it!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7075086079404786248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b369529e188a1f43
X-Google-Attributes: gid1115ce,public
From: Bernd_Mueller@du3.ohse.de (=?ISO-8859-1?Q?Bernd_M=FCller?=)
Subject: Re: Software needed for Review.
Date: 1998/02/27
Message-ID: <199802272356.a52924@du3.maus.de>#1/1
X-Deja-AN: 329310552
References: <34f61127.1963498@news.zetnet.co.uk>
<34f5cc02.1163882@news.tmisnet.com>
X-Gateway-Admin: uwe@tirka.ohse.de
X-Gateway: Mauscon(0.9.4)/tirka.ohse.de, MausTausch
Organization: QUARK Duisburg 3 +49-203-735844
Newsgroups: comp.sys.atari.programmer

Hey,

look at ftp.uni-erlangen.de! There should be a german review.

bye
/ Bernd /

```
     /\                      /-------------\                      /\
    /  \=^=^=^=^=^=^=^=^=^=/ Bernd Mueller \=^=^=^=^=^=^=^=^=^=/  \
   /    \ http://www.geocities.com/SiliconValley/Horizon/8196 /    \
  /      \  for mails >16 Kb use Bernd_Mueller@bbs.vobis.de  /      \
 /  Mega ST # Pak 68030 # Linux #### P75 # AMD K6 Overdrive # Linux  \
/=====================================================================\
```

From 6702852457096656766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Molesting the COOKIE
Date: 1998/02/27
Message-ID: <5da_9802280018@conchbbs.com>#1/1
X-Deja-AN: 329387453
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: guy@swampdog.demon.co.uk

Newsgroups: comp.sys.atari.programmer

g > To obtain the correct result you need to write ... (-1)[cp]

I stand corrected. I still prefer *(cp-1) unless cp really is an
array (in which case you shouldn't be trying to access the [-1]
entry).

BTW, one of my favorite tricks is to use pointer arrays to access 2
(or more) dimensional arrays:

```
    double a[6][8],*pa[8];
    for(i=0; i<8; i++) pa[i] = a[i];
```

Accessing pa[i][j] is faster than a[i][j] and can be passed as an
argument using variable dimensions.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -7421899342973049007
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: "Centek" <Acces.Journaliste@wanadoo.fr>
Subject: Re: C Compiler
Date: 1998/02/28
Message-ID: <01bd43fe$e8585860$d2aefcc1@p-d-mou>#1/1
X-Deja-AN: 329354182
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <IBYXDAAFUP@alkor.sax.de>
<6d6l42$5qb$1@news.emw.ericsson.se>
Organization: Wanadoo - (Client of French Internet Provider)
Newsgroups: comp.sys.atari.programmer

> > How would you switch from 1024 x 768 x 24 bit true color at 80 Hz to
> > 320 x 200 x 16 at 50 Hz and back (!!!) via Setscreen?
> > Do you think that Setscreen will work with ISA/PCI graphic cards?

Dolmen o/s Xbios layer includes video mode

selection that accepts x,y and bit depth as a
parameter and functions to handle hardware
scrolling and virtual screens, runs on the
Falcon (with or without accelerating boards
extended resolution) and is also provided
for backward compatibility as a standalone
Auto folder program called "CentScreen 3.0"
it will handle correctly resolution switches
on video cards too....
developer information can be obtained by
requesting it by e-mail !

anyway SetScreen is not so bad when you
know how to use it...

bye,
DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
http://www.graphity.fr/centek/

From -8852372018475262336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: "Centek" <Acces.Journaliste@wanadoo.fr>
Subject: Re: Game writing in C
Date: 1998/02/28
Message-ID: <01bd43ff$ac9c7c60$d2aefcc1@p-d-mou>#1/1
X-Deja-AN: 329354183
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se> <1998022618445780956@zetnet.co.uk>
<6d6o8t$6a7$3@news.emw.ericsson.se> <1998022720032480956@zetnet.co.uk>
Organization: Wanadoo - (Client of French Internet Provider)
Newsgroups: comp.sys.atari.programmer

> > > the Falcon's IDE on/off switch

according to hardware specs,
this is not a On/Off switch but a RESET
switch, when it's low the drive(s) spin
down ,that's because people believe

it's a on/off switch,but don't keep it
low too long because it's not a normal
status for the drive and it may not
like it very much .....
there are Ide commands to spin down
in a cleaner way !

bye,
DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
http://www.graphity.fr/centek/

From -1242310169299191497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: C Compiler
Date: 1998/02/28
Message-ID: <6d91e7flo1@nyheter.chalmers.se>
X-Deja-AN: 329437049
References: <34d4df77.10153750@news.demon.co.uk>
<6crq32kts4@news.emw.ericsson.se> <6d61pa$7q0$1@nyheter.chalmers.se>
<1998022719404880956@zetnet.co.uk>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <1998022719404880956@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> wrote:
> rand@cd.chalmers.se (Johan Klockars) writes these words:
>> In article <6crq32kts4@news.emw.ericsson.se>,
>> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:
>> >Anthony Jacques wrote:
...
>> I've written a VDI profiler that does very accurate timing. If anyone
>> wants to try it out, let me know.
>
>Interesting. Until I've profiled the TML routines there isn't much to

My profiler is mostly intended to examine the VDI in normal operation,
but the actual timing code could be used for other things as well. The
accuracy is somewhere around 1/30000s (I'm reading the timer registers
themselves as well as counting interrupts), which is enough to make even
the very fastest VDI routines (like line colour setting) register on my
AB040 (but it's down to one 'click' per call in that case).

>compare it against (except for NVDI/fVDI/VDI which I guess you already
>have done :)

So far the program has mainly been used to test the general VDI usage.
There is no reasonable VDI performance test program yet, that I know of.

>> I don't know about Atari's VDI, but NVDI and fVDI have lots of very
>> specialized routines. It shouldn't be possible to speed up the actual
>> drawing operations very much for common operations.
>
>I would guess this is one of the reasons why NVDI is faster than Ataris?

Yes, of course.

>> The problem with NVDI/fVDI for games is not that they have slow drawing
>> routines (they don't, in general), but that there's such a lot of overhead
>> to deal with. That doesn't matter when you're scrolling an entire screen,
>> but for 16x16 sprites it makes a _lot_ of difference. The current VDIs
>
>Yea, and if the whole screen is made of a tile of 16x16 sprites, with many
>further sprites plotted on top, the setup time could become pretty big...

It sure would.

>> For example:
>> - Reduced bitplane drawing
>> - Masked blitting
>> - Multiple blits
>
>For anyone who doesn't know, all of these optimisations are used in The
>Missing Link (STOS extension).

I would imagine so. ;-)

Any chance of some cooperation? I haven't written much of the low level
code beyond monochrome yet.

>Adding the above to the VDI would be nice. I would guess that blits are
>also written in such a way that they run faster when word-aligned?

I'm sure NVDI does that, but fVDI doesn't worry much about sub-'040
processors at this time (a shift or two takes no time compared to the
actual screen accesses with an AB040). There were quite enough versions of
the blitter code to write, anyway, just to make things _work_. I believe
that the monochrome blitter source (which should handle all the vro_cpyfm
operations) is more than 30kbyte assembly as it is.

>A way for a program to request a different video mode would be a big bonus.
>something like v_requestmode(short xres, short yres, short planes). The
>call could return the "closest match" to the requested resolution, and allow
>the program to reject the mode if it is not good (or close) enough.

Yes, something like that is needed.

>I guess this would need to be a "full-screen" mode, or whatever, so some
>method of preventing other processes to write to the screen would be
>necessary.

How about: wind_update(BEG_UPDATE) ;-)

That works just fine under MultiTOS etc.

Anyway, I think there should be a way to get at a private screen, since
games often need double buffering. The actual drawing operations in fVDI
already rely on the VDI handle (which is actually an index into a table
of pointers to VDI structures) for all information about where to draw.
Implementing things like off-screen bitmaps would be very simple.

In combination with the Fenix AES, fVDI is supposed to be able to deal
with switchable 'screens' in different sizes and with different colour
depths.

>Hehehe... now that would be cool (as would fVDI with all the things you
>have planned).

So, you've visited the WWW pages?
There are indeed quite a few nice ideas there, but if I don't get any
help with the programming...

>> as fast in a window. It's the same memory, you can force the window to
>> be word aligned and you could simply stop the game temporarily if its
>> window gets overlapped by another. Naturally, you'd have to allow the
>> game to change the palette colours when its window is on top, but there
>> are ordinary GEM programs that do that already.
>
>But I wonder what putting an event_multi() loop into a game would do...

As long as you use an AES that can return immediately when there are no
messages to process, there shouldn't be a problem (I wouldn't expect an
action game to run in a non-topped window). Some new mechanism to get at
keyboard/joystick/mouse input might be needed, though.
Perhaps we should take a look at DirectX?

Also, fDI is fully reentrant (and will later on be callable without using
TRAPs), so you can call it from an interrupt if you need to.

>> On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
>> ;-)
>
>Yea, plenty on my 1152x864x16-bit with 17" display. :)

I'm using that on a 15" monitor on my PC, but I've got good eyes. ;-)

--
  Chalmers University | Why are these | e-mail: rand@cd.chalmers.se

```
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -5708626593309901029
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ce08c08e1701e633,start
X-Google-Attributes: gid1115ce,public
From: "Arfa" <arfa@clara.net>
Subject: Programming extensions for STOS query
Date: 1998/02/28
Message-ID: <6d9ctv$i81$1@eros.clara.net>#1/1
X-Deja-AN: 329470503
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Hi

I'm writing an extension for STOS, but I can't find a way to get the commands in the compiler extension to talk to each other. I know it's possible because the Control Extension does it - there is a command which sets the screen size, and one that sets the cliping area: the rest of the screen commands use the variables set up by these two commands. I am after something similar...

Any ideas? All the docs I've got on extension writing say it's impossible.

Actually, an even better idea would be to use the commands to set up the screen from the Control extension. This would mean that you'd need Control to run my extension but it would save on an extra two clip commands, and everyone has Control anyway don't they?

Cheers,

James Arthur
jaa@arfa.clara.net

PS A beta of my extension will be available at my website at http://home.clara.net/arfa/stos from a few weeks time, and I am always on the lookout for new ideas so any suggestions would be appreciated.

From 3556475343679605651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,32438e5a260d4efb,start
X-Google-Attributes: gid1115ce,public
From: Christian Andersson <faltrion@alfaskop.net>

Subject: Test Subject
Date: 1998/02/28
Message-ID: <FN_34f86b8a_faltrion@news.alfaskop.net>#1/1
X-Deja-AN: 329509722
Reply-To: Christian Andersson <faltrion@bigfoot.com>
Organization: FireSTorm Atari Center
Newsgroups: comp.sys.atari.programmer

Hi all!

I was wonderingif someone here might be able to help me.

I need to have a function that returns a random value, and a function that initiates the randomizer.

I know that the system provides this to me, but I need one that is system-independent.

So can anyone help me with these functions?

--
Christian Andersson FireSTorm Atari Center
MAIL: faltrion@bigfoot.com WWW: http://faltrion.home.ml.org
IRC : faltrion @ #Atari
Current Projects:
  - FireNews: News-reader for STIK/STiNG/GlueSTiK
  - Babel: News-Fetcher/Sender/Maintainer
  - FireCall: Caller ID utility
  - S.O.S (to be revealed in a couple of years :)

From 6879298913561349189
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ce08c08e1701e633
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Programming extensions for STOS query
Date: 1998/02/28
Message-ID: <19980228182357809 56@zetnet.co.uk>#1/1
X-Deja-AN: 329513891
References: <6d9ctv$i81$1@eros.clara.net>
Newsgroups: comp.sys.atari.programmer

Hi

> I'm writing an extension for STOS,

Welcome to the club. :)

BTW, do you know about the STOS mailing list?

> but I can't find a way to get the
> commands in the compiler extension to talk to each other. I know it's

You mean a common data area? Its a bit wierd at first, but once you've sorted it out its not too bad.

> possible because the Control Extension does it - there is a command which
> sets the screen size, and one that sets the cliping area: the rest of the
> screen commands use the variables set up by these two commands. I am after
> something similar...

Right, after the "parameter lists", you have the Cold-Start routine, which is called on start-up. well, simply use something like this...

```
* jump to the real COLDSTART routine
DATA bra COLDST

* here is our data area. Put as much as you like in here (although with older
* versions of the compiler there is an accidental limit...)
* note that adding stuff here expands the size of the binary...
planes  dc.w 4
xres  dc.w 320
yres  dc.w 200

* The REAL initialisation code

COLDST lea END(pc),a2
 rts
```

All sounds easy, so far, yes? well, here comes the slightly odd bit... At the top of any instruction wishing to access this data area, use the following code:

```
* set video(xres, yres, planes)
LIB1 dc.w 0  ; no external calls used...

 move.l $92c(a5),a3 ; $92c is a predefined offset
 move.l 0(a3,d1.w),a3 ; do not corrupt d1 before doing this
    ; and make sure you dont corrupt a3 after this!

 move.l (a6)+,d2 ; get the parameters from STOS
 move.l (a6)+,d1
 move.l (a6)+,d0

 move.w d0,xres-DATA(a3) ; move data into the global area
 move.w d1,yres-DATA(a3) ; I think you can work out how to
 move.w d2,planes-DATA(a3) ; get the data back out again.

 rts   ; drop back out...
```

Thats all you have to do...

There is another way to do it by manipulating a0 in the coldstart routine, but personally I dont like this method - its only really suitable if you want a chunk of memory, rather for global variables. Shout if you want details of this...

> Any ideas? All the docs I've got on extension writing say it's impossible.

The Games Makers Manual description for how to do this is really poor, but it does mention it... ISTR that there is an example of this in my "skeleton" extension on my WWW pages.

> Actually, an even better idea would be to use the commands to set up the
> screen from the Control extension. This would mean that you'd need Control

This is something I haven't worked out. I'm sure it must be possible, but I haven't worked out how to share common data between extensions (appart from providing specific STOS commands such as:-

```
   a=data_area_extn_1 : set_data_area_extn_2(a)
```

which would require that you get Les to update Control, and tell you about his data formats... which isn't going to happen (I haven't heard from Les for quite a while).

Actually, you could maybe do it using "internal library" instructions, but there is very little documentation on this (and looking at disassembled versions of various extensions, I am not aware of anyone who has implemented these...)

I believe this is the reason why TML requires that you pass so many parameters - I dont think TopNotch worked out how to share data between the 3 separate extensions...

> to run my extension but it would save on an extra two clip commands, and
> everyone has Control anyway don't they?

No, I dont use the Control (although I have it... a pre-release beta).

> PS A beta of my extension will be available at my website at
> http://home.clara.net/arfa/stos from a few weeks time, and I am always on
> the lookout for new ideas so any suggestions would be appreciated.

I'll take a look at your pages to find out what you've already thought of.

Anthony
--


```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```

From -2289013329407085496
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/28
Message-ID: <1998022819045380956@zetnet.co.uk>#1/1
X-Deja-AN: 329513892
References: <34d4df77.10153750@news.demon.co.uk>
<6crq32kts4@news.emw.ericsson.se> <6d61pa$7q0$1@nyheter.chalmers.se>
<1998022719404880956@zetnet.co.uk> <6d91e7flo1@nyheter.chalmers.se>
Newsgroups: comp.sys.atari.programmer

> themselves as well as counting interrupts), which is enough to make even
> the very fastest VDI routines (like line colour setting) register on my
> AB040 (but it's down to one 'click' per call in that case).

Pretty impressive. :-)

> >compare it against (except for NVDI/fVDI/VDI which I guess you already
> >have done :)
>
> So far the program has mainly been used to test the general VDI usage.
> There is no reasonable VDI performance test program yet, that I know of.

'tis a shame...

> Any chance of some cooperation? I haven't written much of the low level
> code beyond monochrome yet.

Well I have some rather braindead 8/16bpp mode stuff, although I'm sure its
nothing you couldn't work out. I have quite a fast setpixel() routine that
that works in most planar modes (2->8).

I've (sort of) got access to the TML 4bpp modes, but theses are all hard
coded for 320x200, and are not too easy to understand (and appart from
putpixel/setpixel, and various copy ops, it doesn't have any non-sprite
based graphics routines)

As for time, if I'm going to get this BadC stuff working, I cannot really
write much code for fVDI...

> >Adding the above to the VDI would be nice. I would guess that blits are
> >also written in such a way that they run faster when word-aligned?
>
> I'm sure NVDI does that, but fVDI doesn't worry much about sub-'040
> processors at this time (a shift or two takes no time compared to the

> actual screen accesses with an AB040). There were quite enough versions of

Yea... same on a normal Falcon, I would guess... but it will definately
be needed for the ST.

> the blitter code to write, anyway, just to make things _work_. I believe
> that the monochrome blitter source (which should handle all the vro_cpyfm
> operations) is more than 30kbyte assembly as it is.

hmm... yea, pretty big...

> >I guess this would need to be a "full-screen" mode, or whatever, so some
> >method of preventing other processes to write to the screen would be
> >necessary.
>
> How about: wind_update(BEG_UPDATE) ;-)

well yea, there is that. :-)

> That works just fine under MultiTOS etc.

Hehehe. Why do I always forget about that call? I was actually thinking
about the proposed singletasking mode, but this is definately nicer. :)

> Anyway, I think there should be a way to get at a private screen, since
> games often need double buffering. The actual drawing operations in fVDI

Yea.

> Implementing things like off-screen bitmaps would be very simple.

Good. :)

> In combination with the Fenix AES, fVDI is supposed to be able to deal
> with switchable 'screens' in different sizes and with different colour
> depths.

Yea, I remember that... Any idea how fAES is going? I dont suppose you've
heard anything from Sven about the kernel have you?

> >Hehehe... now that would be cool (as would fVDI with all the things you
> >have planned).
>
> So, you've visited the WWW pages?

Yup, I certainly have. And I also have your Fenix VDI Plan from way back.

> There are indeed quite a few nice ideas there, but if I don't get any
> help with the programming...

Yea.... if I can make some time, I'll mail you...

> >But I wonder what putting an event_multi() loop into a game would do...

>
> As long as you use an AES that can return immediately when there are no
> messages to process, there shouldn't be a problem (I wouldn't expect an

I guess thats Magic, N.AES, oAESis, XaAES, and maybe AES 4.1?

> action game to run in a non-topped window). Some new mechanism to get at
> keyboard/joystick/mouse input might be needed, though.

Yea...

> Perhaps we should take a look at DirectX?

Perhaps. I haven't actually looked that the API myself, but I have heard
a lot of critism of the 3D api for ease of use, so I wouldn't bet on any
of it being any different...

> Also, fDI is fully reentrant (and will later on be callable without using
> TRAPs), so you can call it from an interrupt if you need to.

Excelent.

> >Yea, plenty on my 1152x864x16-bit with 17" display. :)
>
> I'm using that on a 15" monitor on my PC, but I've got good eyes. ;-)

Hehehe not like me then. :)

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From 3996955957703304876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Game writing in C
Date: 1998/02/28
Message-ID: <34f86e1a.406174@news.demon.co.uk>#1/1
X-Deja-AN: 329522127
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>

<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se> <1998022618445780956@zetnet.co.uk>
<6d6o8t$6a7$3@news.emw.ericsson.se> <1998022720032480956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>> other AES stuff which might clash with something.
>
>Yea, maybe some Magic stuff. :)

Bit of trivia ... ;-)

Iconification or lack thereof under MagiC would not cause any problems
but the gadget to send the window into the background might. This is
because MagiC handles it automatically unless your application
specifically takes over control of it. In effect, a game which thinks
it is running in the foreground might suddenly find itself covered by
other windows and be oblivious to the fact.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8129291315798310465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Compiler
Date: 1998/02/28
Message-ID: <34f96eee.618289@news.demon.co.uk>#1/1
X-Deja-AN: 329541020
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <35019c29.2802570@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 27 Feb 1998 11:47:10 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! rand@cd.chalmers.se (Johan Klockars) wasn't it 27 Feb 1998
>09:42:02 GMT that you wrote:
>
>
>>If you people could stop fighting and instead do some constructive thinking
>
> we are not fighting, we are having a heated debate :)

Damn. I missed Mrs Merton this week!

>>>make
>>>it work on any TOS box you just install fVDI and the correct driver and
>>>off you go.
>>
>>Now, wouldn't that be nice? :-)
>
> Sounds nice.....
>
>>>> If you read his post above, even Magnus doesn't believe games like Tonys
>>>> are possible on a plain ST.
>>>
>>>Well a 8-way scrolling game is a bit much.... but still with a fast
>>
>>If hardware scrolling isn't used there's nothing that says it wouldn't be
>
> I never use hardware scrolling as my games work on one meg FM's as
>well,

Changing the subject away from compatibility for a moment (I think I'm
allowed, I started this thread <g>), why do you not use hardware
scrolling? It's the same on ST and ST(e) isn't it? And for all I know
the Falcon low-rez might be laid out the same anyway?

PS. I've got bigger bottles this weekend - some might even refer to
them as cans! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1179814330994195442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Compiler
Date: 1998/02/28
Message-ID: <34fb7fa7.4899645@news.demon.co.uk>#1/1
X-Deja-AN: 329541021
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<19980221121711809 56@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <19980227194048809 56@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 27 Feb 1998 19:40:48 GMT, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

> rand@cd.chalmers.se (Johan Klockars) writes these words:
>> In article <6crq32kts4@news.emw.ericsson.se>,
[snip]
>> If you people could stop fighting and instead do some constructive thinking
>> on this subject, I'm open to ideas for implementation in fVDI.
>
>Good :)

What about emulating ST low with the vdi (or any rez for that matter
but we'll stick with lowrez for now)?

I'll elaborate ...

STOS writes to what it thinks is a low rez screen but this is in fact
a vdi memory block which has been described to the vdi exactly as a
low rez screen is layed out. The vdi then gets the job of translating
this into whatever applies to the screen of the machine in question.
Exactly *what* the machine in question does with this is up to it - it
could blit it to a 320x200 area on the physical screen or do something
more elaborate.

For various reasons we all agree STOS and Gem don't mix so why bother
arguing about it? Why not leave STOS oblivious to the fact and let the
horsepower of the host machine do the donkey work? Let the host
machine run the Gem application. Make this "stos" Gem application
supply STOS with the memory it needs for its screens and make the Gem
application responsible for producing the screen output from those
screens.

Okay, so this is not possible in practice *but* provided there is
enough power in the host machine then it could be if someone were to
write such a Gem application.

Assuming the above, then what I've suggested is the easy part. The

hard part would be for the Gem application to get at information it requires and to prevent STOS making machine specific calls. This would require an STOS extention, preferably where STOS only makes info available to the Gem application, not where STOS has to obtain information in return.

All in all though, if it could be done, then it would affect STOS (and its programmers) not a bit (which is important for lower spec machines like the ST) as they can carry on ignoring Gem but we (Royal 'we', I've got an STE) get to play all the games we couldn't before!

Heck. It *might* even allow 256 colour sprites without Tony having to write a line of code for them. All the host machine need do when it sees a 16 colour sprite is replace it with its 256 colour equivilent!

>> For example:
>> - Reduced bitplane drawing
>> - Masked blitting
>> - Multiple blits
>
>For anyone who doesn't know, all of these optimisations are used in The
>Missing Link (STOS extension).
>
>> Comments or suggestions, anyone?

Yeah, I once made a half-hearted attempt at a mono Tetris type game in C on my STFM. Nothing came of it (it flickered like hell) except that the flickering made me realise there was a dire need to write some offscreen vdi routines. I never went back to the game but I did complete those routines, and made them so they worked in all three ST screen modes. I'm certain they run on any screen and 95% certain they'll run with any colour depth.

I'm willing to post these routines if I can be convinced of the remaining 5% which would require me cobbling up a test program. Is someone prepared to prepare a resource file with a 256 colour icon in it? If so, make it thus ...

WHITE G_BOX as the ROOT
256 colour icon as object index 1
16 colour equivilent or it as object index 2

All I plan to do is draw it with objc_draw() then have my routines grab it off the screen, invert it offscreen, then dump it back. If the colour depth is wrong then it'll screw up right?

Such a routine will be short enough to post here for everybody to try.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -9152339389366010424
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,32438e5a260d4efb
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Test Subject
Date: 1998/02/28
Message-ID: <7b1_9802281626@conchbbs.com>#1/1
X-Deja-AN: 329548778
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: faltrion@alfaskop.net
Newsgroups: comp.sys.atari.programmer

I believe the subject is discussed in Sedgewick (Algorithms). If
you don't already have a copy, shame on you!

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 7929392880213970245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/28
Message-ID: <Ep3A51.Gn@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329608725
Sender: news@suse.modem.stud.uni-hannover.de
References: <34dfa77f.5537792@news.demon.co.uk> <34d94775.141042
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crqh1kts5@news.emw.ericsson.se>
<6crqvfkts6@news.emw.ericsson.se> <EovLq7.oHy@suse.modem.stud.uni-hannover.de>
<6d0p00jvg1@news.emw.ericsson.se> <350e03ca.9298860@news.zetnet.co.uk>
<EozDvr.II@suse.modem.stud.uni-hannover.de> <34F67179.51E9C0F4@cam.ac.uk>
<35009ab8.2433511@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost

Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <35009ab8.2433511@news.zetnet.co.uk>,
    paxton@zetnet.co.uk (Tony Greenwood) writes:

> (I mean they havn't even looked at my software! thats the bit that
> sticks in my throat :( )

How could I ? I had to rearrange all my hardware to connect one of my STs
to my TV set. I do it on some rare occasions, but never had your games
lying around to try. Maybe you should send me a selection of them ? ;-)
So that next time the latter is not the case anymore. Where can I down-
load them ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 5388121624178563123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/28
Message-ID: <Ep3Av6.J8@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329608726
Sender: news@suse.modem.stud.uni-hannover.de
References: <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34f7e679.1200052@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34f7e679.1200052@news.zetnet.co.uk>,

paxton@zetnet.co.uk (Tony Greenwood) writes:

> Heartland uses the equivelant of around (ho dear, i cant
> remember..<smile>) eeerm around 30 PI1 screens, thats a BIG scroll
> area :)
>
>>game he still only have 320x400. I have atleas 800x600 minus menues and
>
> ha!, try sticking 30 320x200 screens together and see what you get :)

Let's see. 30 times ST-Low, that's 5 times ST-Low in x and 6 times ST-Low in y direction. 5 * 6 tiles is 30 tiles, each covering a 320x200 area. That is 5 * 320 in x, gives 1600, while 6 * 200 in y, gives 1200 pixels. In total 1600x1200 is required. That is not really a problem for my Matrox Millennium, even though True-Colour is not possible anymore, I must go back to 65536 colours. But I'd just need to stick a bit more wRAM onto it to have True-Colour in that resolution too. Gives you whole Heartland without scrolling. :-))

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 4619318851782286185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Game writing in C
Date: 1998/02/28
Message-ID: <Ep34Iq.p9C@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329608727
Sender: news@suse.modem.stud.uni-hannover.de
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se> <1998022618445780956@zetnet.co.uk>
<6d6o8t$6a7$3@news.emw.ericsson.se> <1998022720032480956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <1998022720032480956@zetnet.co.uk>,
     Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> Also, it looks like there migh be a problem when I'm trying to open the
>> game window. Will a ST crash if have added the "SMALLER" button or will it
>> only give a error message? On TOS 4.04 it's just ignored. There might be some
>
> Its ignored on TOS 1.00. I haven't specifically tested this on any other
> TOS version (well, except for TOS 4.92, in which you will get the SMALLER,
> but it works differently so you will screw things up as you will not get any
> WM_ICONIFY messages).

ICONIFY is one of the few extensions that you can use in all programs without
checking for TOS versions. It's simply ignored by all older TOS versions.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From 7833183683419261639
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Game writing in C
Date: 1998/02/28
Message-ID: <Ep3449.p6C@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329608728
Sender: news@suse.modem.stud.uni-hannover.de
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <EozAwz.5D@suse.modem.stud.uni-
hannover.de> <1998022719575680956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <1998022719575680956@zetnet.co.uk>,
     Anthony Jacques <jacquesa@zetnet.co.uk> writes:

> Well, a 256+ colour game is certainly not AT ALL designed for Tonys
> development machine, which is what you were advocating.
>
> Writing a 16-colour game that will run in any resolution with a big enough
> colour-depth is one thing, writing a 256 colour game on a machine with only

> 16 colours is something completely different. That certainly is not a
> portability issue.

Why not ? Why is everybody here against "graceful degradation", which is one of the basic principles of portable programming ? Why not converting all 256 colour graphics into 16 colour ones at program start ? There are good dithering algorithms around, what they achieve that only little worse the constructing with 16 colours in the first place. This holds particularly if the original 256 colours graphics were created with this in mind.

Sure it's a bit more work, but is the capability of running on so much more machines rewarding enough ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -4719099571056056036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/28
Message-ID: <Ep38Es.BI@suse.modem.stud.uni-hannover.de>
X-Deja-AN: 329608730
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk> <EozDqn.H7@suse.modem.stud.uni-hannover.de> <1998022719023880956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <1998022719023880956@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> > You dont - see my other post about Atari's lack of support for this. However,
>> > STOS is aware of Falcon resolutions, and correctly handles these. Otherwise,
>>
>> It's been quite a while (many years in fact) ago that Atari officially
>> announced that XBios is not to be used anymore for Video related things.
>
> True, but you really cannot expect (timing dependent) games to be written in

> resolution independent video modes.

Why not ? The Atari features several mechanisms that you can use to built whatever timing you want into your software.

>> Since then at least, switching video modes via Setscreen, or inquiring
>> video modes and screen addresses by XBios means is a no-no, i.e. to be
>
> Yes, I agree that Atari said to do, but they didn't really give much choice!

It wasn't really dictated by Atari. It was dictated by the hardware develop-
ments, and Atari's statement on that was only a sensible reaction to those.

>> It can all be done in a 100 % portable way by using VDI, so it's that
>> what is pretty much a must for portable programming. Pity that so many
>> people here have a personal dislike for it, especially as it's really
>> powerful.
>
> So powerful you cannot even request that the machine changes video mode.

That's been a minor design flaw that can easily be changed. AFAIK is HAS BEENhas
beenchanged already with recent NVDI.

BTW I find it seldomly desirable to have any software change resolution. It
should better adapt to the resolution it finds, or run in a window.

> If a machine supports 16-bit graphics, shouldn't a game be able to request
> that the machine use that mode?

Not really. Depends on what you mean by "request". IMHO the game should not
change video modes on it's own.

The better situation IMHO would be asking the user to change the video mode,
and if the user refuses to do so, gracefully running in the less desirable
(from the game's point of view) video mode. Sure the game might not be as
nice anymore, but the user's decision should be respected.

If some vital point REQUIRES a better video mode, sure the game may refuse
to run (but must tell so and leave properly then) if the user refused to
change video modes.

>> > Yea, so it should WORK AS DEFINED FOR THE ST.
>>
>> The problem is it CAN'T.
>
> If the machine can display ST Low, then it should be able to use setscreen
> to change into it. If it doesn't, then the program wont work, as it clearly

You really think so ??? Remember Johan Klockars

> On my 1008x608x4bit screen there's room for a lot of ST-low games at once.

This would work indeed if the games would run in windows, and used VDI.
But any setting of video mode by the game on it's own screws up the lot.

> requires ST compatible resolutions, but that isn't the programs support - if
> the machine cannot do what an ST can do, users should EXPECT games designed
> for the ST not to work.

Why design such games in the first place ? The Atari world is a lot bigger
nowadays (in terms of different models), and it's far from impossible to
design games such that they run on most if not all models.

>> keeps the screen buffer on the card and not main memory, there IS NO WAY
>> one could access it by inquiring an address from Physbase.
>
> Why not? you can write to video memory on the PC, so Physbase could easily
> just return the address that the video ram is mapped to. Of course, moving
> the physbase could be problematical.

Have you ever worked out how writing into a card's memory works on a PC ?
Why would every piece of hardware for PCs come with drivers ?

A video card's memory is not necessarily mapped into the CPU's address space !
So the simple scheme of writing into the memory by CPU write instructions
does not work.

Additionally, you cannot rely on any organisation of pixels in the memory.
Take just ST-Low as an example. The way the screen memory is organised in
ST-Low is most unusual.

>> BTW You refuse to read :
>>
>> >> "It is maintained fo backward compatibility with existing ST programs only.
>>
>> This means : You must not use it anymore ! Even if you think with the program
>> you're writing ST resolutions are enough. It means you cannot rely on
>
> True, but then, STOS is an existing ST program...
>
>> > WORK AS DEFINED FOR THE ST.
>>
>> It means if it fails for some old program than it's bad luck for the program,
>> but then it's the program that's to be considered broken. That is what "back-
>> ward compatibility" really means.
>
> Well its not compatible if its not supported... surely you aren't saying that
> its ok to drop OS calls as and when you want to, and still call it compatible?

It is an *attempt* to keep it compatible. How well an existing program works with it depends on how it uses these calls. If the program relies on everything to work like in a ST, then it won't work anymore, because it can't. With newer video hardware 100 % compatibility is impossible.

It merely means the OS has done it's best to ensure compatibility. If the program now really relies on everything to work like in a ST, then it is it's own fault, and not the OS's. This is why I said in that case the program must be considered broken.

> If, say, Super()/Supexec() was removed from user programs (as has been
> suggested!) under a multiuser environment, would you still call it TOS
> compatible, even though many (most) programs would no longer work?

That's not the point, there is no hardware dictated need to make Super() Supexec() incompatible, or even remove them entirely.

But it's all up to the vendor. An OS changes with time. This means the mere meaning of "compatibility with that OS" changes too. If Atari had not ceased to exist, and proceeded on the way to a secure multitasking OS, they'd eventually come up with a system (OS) where Super() and Supexec() would not really switch to super mode anymore. They had the right to call this OS still TOS, and a lot of nowadays software were not TOS compatible anymore. The term compatibility is not a static one !

>> So you'd better make your software deal with a variety of resolutions.
>
> Why? this adds an extra variable to a game which can make it play incorrectly.
> Next you'll be telling me that all games should make use of dithering in
> mono.

Yep. The art of programming is controlling all those variables such that they DO play correctly. And don't say dithering is too slow. You cannot know if I got a 100 MHz 68060 in my machine !

Of course you can say the few users that will gain from it are not worth the effort. That's your own decision of course. But don't tell others to decide the same way !!! You should not assume that others are not ready to spend the work just because you're not.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
----

From -8153311102919616065
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/28
Message-ID: <Ep39q2.E9@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329608731
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crqh1kts5@news.emw.ericsson.se> <6crqvfkts6@news.emw.ericsson.se>
<EovLq7.oHy@suse.modem.stud.uni-hannover.de> <6d0p00jvg1@news.emw.ericsson.se>
<350e03ca.9298860@news.zetnet.co.uk> <EozDvr.II@suse.modem.stud.uni-hannover.de>
<34F67179.51E9C0F4@cam.ac.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34F67179.51E9C0F4@cam.ac.uk>,
     Andrew Gower <acg29@cam.ac.uk> writes:

> I don't know what VDI is like on the falcon, but I can tell you that on the
> ST it complete and utter rubbish for writing games, it wasn't designed to
> be used for that sort of thing. There is absolutely NO-WAY you are going to
> write even a have a descent arcade game for the ST using VDI. I find it

Nobody said you should do it with the original VDI ! There is NVDI which
is a hell faster. And there is the upcoming and promising fVDI project by
Johan Klockars. It is possible to write arcade games with NVDI, and it should
be possible with fVDI too, if it holds what Johan promises.

> So stop talking rubbish. If you REALLY want tony to write games that will
> run on your machines, re-write the missing-link so that all the graphics
> commands take IDENTICAL inputs, except work for 256 colour screens instead.
> Then there would be decent standard that people wanting to write
> cross-platform games could use. There is no-way you can expect other people
> who don't own falcons to write these routine for you, it just wouldn't be
> possible, but if you wrote them, and you wrote them well. Anyone could
> write a falcon enhanced game wihout needing a falcon.

Would like to know what I've got to do with Falcons. You're admitting clearly
here that you jumped into this threaded with hardly having read more than
five messages. Go back and read all the thread, then let's talk again. Until

then, I leave your rubbish uncommented.

> If you could actually be bothered to do any programming,

If you mentioned the word "game" in this sentence, it would make a little bit of sense, just a bit. But the way it's there, I find this the most ridicolous line I've ever read in Usenet, hahahahahahaha.

Go on if you really wanna make a fool of yourself.

> wouldn't be that difficult to patch the operating system so that when it
> receives a request for a mode your computer can no longer do, it just
> emulates it instead.

You'd be surprised. I did something very similar.

> Oh, and don't anyone think about the usual trick of accusing me of reading
> between the lines, or answering a question that isn't there. I've been
> reading this newsgroup for ages now,

They how comes that you missed most of this thread ?

> subject heading C compiler??????). If i've misunderstood anyone's meaning
> then I strongly suggest you practice expressing yourselves a LOT more
> clearly,

I should not judge my own capabilities, but quite a few people on c.s.a.s. appreciated some "well written" (as they said) mini tutorials by me. Looks as if rather you are not capable of understanding what I write, than my writing not being well worded.

Cheers Peter

PS.: Apologies to anyone (except Andrew Gower) who feels bored by this. But
I felt unable to leave this entirely uncommented. Tony, it's not quite
this what you call a heated debate, is it ? ;-)

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 7231162281550362145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/28
Message-ID: <Ep35FG.4u@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329608732
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crpkfkts3@news.emw.ericsson.se> <EovLF4.oEy@suse.modem.stud.uni-hannover.de>
<3501f1c2.4682239@news.zetnet.co.uk> <EozBy8.A7@suse.modem.stud.uni-hannover.de>
<34fd9763.1580857@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34fd9763.1580857@news.zetnet.co.uk>,
     paxton@zetnet.co.uk (Tony Greenwood) writes:

>>Tony you'd be far better off if you did not try to read "between the lines"
>>all the time. Read what's there, and try to understand what the writer meant,
>>not what is easiest to attack.
>
> But where would be the fun in that ? :))))))

:-))

> OK I agree I do have a tendancie to do this, But I try not to swear
> or personaly insult anyone or there efforts in the ATARI comminity, I
> just like to have a good heated debate.....its fun, its not real
> life and it doesnt actualy harm anyone,

But in real life (i.e. face to face) it's safer as it's easier to understand
how words are meant. On Usenet you gotta rely on smilies, which are easily
forgotten. Also I for one tend to ignore smilies more or less because in the
recent years there has been a huge inflation in their use, i.e. excessive use
of them, which means they've become pretty meaningless.

Also if someone misunderstands something and starts flaming, he might have
no chance to rectify it, if his computer breaks, or the ISP goes crazy etc.
IMHO Usenet is too unreliable for risking a reputation.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -6131513292089807168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Game writing in C
Date: 1998/02/28
Message-ID: <Ep34uJ.1t@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329608733
Sender: news@suse.modem.stud.uni-hannover.de
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se> <1998022618445780956@zetnet.co.uk>
<6d6o8t$6a7$3@news.emw.ericsson.se> <34f70f89.51147676@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34f70f89.51147676@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> The only major problem I've ever had was in using bits 10 and 11 of
> OBJECT.ob_flags for Pug's CHECKABLE, OUTLINEABLE and CROSSABLE
> attributes. This was before I got online and the docs I had then said
> they were reserved for the programmer. Unknown to me Atari went and
> used them,

Hahaha, Guy did you think by using the term "programmer" Atari referred to you ? They've meant their own programmers of course, programmers of the AES. The word "reserved" should tell enough, shouldn't it ? It doesn't make any sense to "reserve" flags for the applications programmer, the user won't be tempted to use it ! So take it for granted that if the word "reserved" is used, the item in question is reserved for the vendor himself.

Concerning OBJECT data, the only bit a programmer is allowed to use freely is the upper byte of ob_type. You can put your flags there.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -6527173335036821689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: "Centek" <Acces.Journaliste@wanadoo.fr>
Subject: Re: C Compiler
Date: 1998/03/01
Message-ID: <01bd44b8$f90a1260$160844c3@p-d-mou>#1/1
X-Deja-AN: 329590880
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <1998022719404880956@zetnet.co.uk>
<34fb7fa7.4899645@news.demon.co.uk>
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

> WHITE G_BOX as the ROOT
> 256 colour icon as object index 1
> 16 colour equivilent or it as object index 2

bad idea !
256 colours icons don't display correctly
in truecolor mode on Falcon Tos !!!
if you want to know the structure of video
memories on different machines/cards it's
not difficult,there is Atari and Non-atari,
atari modes are bit-planed and others
are not...for example 16 colors on video
cards (specktrum,etc...) is organised 2
pixels per byte, and like any PC cards
the truecolor modes are ordered B/V/R
then,all the rest is easy,the only thing
to really take care is the palette order,
but everyone knows how to translate
Vdi index into Hard index, don't you ??
if you want more , just mail me ;-)

DAVID GODEC
--
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4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
http://www.graphity.fr/centek/

From -4843078091952623741
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Andrew Gower <acg29@cam.ac.uk>
Subject: Re: C Compiler
Date: 1998/03/01
Message-ID: <34F9195E.551394DC@cam.ac.uk>#1/1
X-Deja-AN: 329645909
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crqh1kts5@news.emw.ericsson.se> <6crqvfkts6@news.emw.ericsson.se>
<EovLq7.oHy@suse.modem.stud.uni-hannover.de> <6d0p00jvg1@news.emw.ericsson.se>
<350e03ca.9298860@news.zetnet.co.uk> <EozDvr.II@suse.modem.stud.uni-hannover.de>
<34F67179.51E9C0F4@cam.ac.uk> <Ep39q2.E9@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: University of Cambridge, England
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:

> Nobody said you should do it with the original VDI ! There is NVDI which
> is a hell faster. And there is the upcoming and promising fVDI project by
> Johan Klockars. It is possible to write arcade games with NVDI, and it should
> be possible with fVDI too, if it holds what Johan promises.

Well I don't think NVDI is the answer for 2 reasons. a) It take up a sizeable proportion of memory on the ST, and secondly, (unless I'm mistaken.) doesn't it cost quite a lot of money? It would hardly be ideal that anyone wanting to play that particular game has to fork out huge amounts of money first to get the upgrade. The fVDI does sound very promising though. How expensive is it likely to be though? I really can't afford to be forking out large dollops of money, poor student that I am :-). (If this issue has already been raised I apologise, my memory is terrible, and I don't want to have to read about 200 messages again just to find out :-)

> Would like to know what I've got to do with Falcons. You're admitting clearly
> here that you jumped into this threaded with hardly having read more than
> five messages. Go back and read all the thread, then let's talk again. Until
> then, I leave your rubbish uncommented.

No, I really have read all the messages my news-server would give to me. Obviously the really old ones have expired, which is a bit inconveniant. I've just quickly re-read all your messages now, and I still can't work out what you

have to do with falcons though!, do you have any cool projects on the go at the moment? It is apparent that you know quite a lot about them :-)

> If you mentioned the word "game" in this sentence, it would make a little
> bit of sense, just a bit. But the way it's there, I find this the most
> ridicolous line I've ever read in Usenet, hahahahahahaha.

Yes, when I re-read my message after sending it I was a bit shocked that, that line had been left in! I meant to take it out - honest :-) It's quite obviously not true, so I hope you weren't too insulted :-) I was just getting a bit upset that people were becoming rather insulting towards tony, and his programs, and he IS a really good programmer too. :-)

> > wouldn't be that difficult to patch the operating system so that when it
> > receives a request for a mode your computer can no longer do, it just
> > emulates it instead.
>
> You'd be surprised. I did something very similar.
>

You mean I'd be suprised that is would be quite difficult? I can't see why it should be that hard, after all on the ST there was an excellent little program called sebra which could emulate a monochrome screen on a colour monitor. I thought this would be much harder to do, as you're emulating a resolution of a HIGHER detail than the one you're really in, so you have to use clever dithering, and you haven't got lots of spare CPU power to do it in, like you would on a falcon emulting an ST screen.

Surely all the falcon would have to do is install an interrupt which runs a certain number of times a second, and each time looks at physbase to find out where the ST thinks the screen is, and then just convert and copy it to the real falcon screen. You can override any resoultion switches the program makes which you don't want, just by making patches to the x-bios. If the program starts writing directly to video-registers you may be in trouble, but I doubt STOS programs do that. How much of this sort of thing did the 'backwards' emulator do anyway? I assume you can't use this as it still relies on the computer supporting st-low ?

> They how comes that you missed most of this thread ?

I didn't, I've just got a terrible memory. :-)

> PS.: Apologies to anyone (except Andrew Gower) who feels bored by this. But
> I felt unable to leave this entirely uncommented. Tony, it's not quite
> this what you call a heated debate, is it ? ;-)

Is this a little knock at me by any chance? Ok so I admit one of my lines wasn't very nice, and I was shocked as you were when I realised I'd left it in, but what was wrong with the rest of my message? I even made some suggestions as how to try and improve compatability issues, so I thought I was contributing. :-(

BTW: Does anyone know if any java applet viewers have been written for the atari range of computers? And how fast are they? Java seems rather slow even on my PC,

although with each new version things improve. Java's looking like it might be the next big thing, if it's supported well on the atari, the fact that it is platform independant means you could potentially have a whole load of new software coming out once more. I am currently engaged in writing java games, and I'd love to see how they work on other computers, java currently has a lot of the same problems with VDI, in that it is a bit slow for games writing, but it's what I'm getting paid to do. :-)

Andrew

From 4893955621807520118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Andrew Gower <acg29@cam.ac.uk>
Subject: Re: C Compiler
Date: 1998/03/01
Message-ID: <34F91BCE.4F1E3130@cam.ac.uk>#1/1
X-Deja-AN: 329648935
Content-Transfer-Encoding: 7bit
References: <34dfa77f.5537792@news.demon.co.uk> <34d94775.141042
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crqh1kts5@news.emw.ericsson.se>
<6crqvfkts6@news.emw.ericsson.se> <EovLq7.oHy@suse.modem.stud.uni-hannover.de>
<6d0p00jvg1@news.emw.ericsson.se> <350e03ca.9298860@news.zetnet.co.uk>
<EozDvr.II@suse.modem.stud.uni-hannover.de> <34F67179.51E9C0F4@cam.ac.uk>
<35009ab8.2433511@news.zetnet.co.uk> <Ep3A51.Gn@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: University of Cambridge, England
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:

> In article <35009ab8.2433511@news.zetnet.co.uk>,
> paxton@zetnet.co.uk (Tony Greenwood) writes:
>
> > (I mean they havn't even looked at my software! thats the bit that
> > sticks in my throat :( )
>
> How could I ? I had to rearrange all my hardware to connect one of my STs
> to my TV set. I do it on some rare occasions, but never had your games
> lying around to try. Maybe you should send me a selection of them ? ;-)
> So that next time the latter is not the case anymore. Where can I download
> them ?

I don't think the problem is that you haven't looked at the games, but rather the factthat you passed judgement on them (to a certain extent) without

trying them first. :-)

Try the URL which is at the bottom of all of tony's messages :-)
Then click on STOSSER software, then downloads.

Andrew

From 7928273144370552676
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/03/01
Message-ID: <34fa47f1.725482@news.zetnet.co.uk>#1/1
X-Deja-AN: 329670447
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <EozAwz.5D@suse.modem.stud.uni-hannover.de> <1998022719575680956@zetnet.co.uk> <Ep3449.p6C@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Sat, 28 Feb 1998 10:36:09 GMT that you wrote:

>algorithms around, what they achieve that only little worse the constructing
>with 16 colours in the first place. This holds particularly if the original
>256 colours graphics were created with this in mind.
>
>Sure it's a bit more work, but is the capability of running on so much more
>machines rewarding enough ?

 I don't think the trade off is worth it and I doubt very much the
artist does, It would have to be a damm near perfect conversion :)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -8711502398903328455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038

X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/03/01
Message-ID: <34fb486b.847135@news.zetnet.co.uk>#1/1
X-Deja-AN: 329673000
Content-Transfer-Encoding: 7bit
References: <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crqh1kts5@news.emw.ericsson.se>
<6crqvfkts6@news.emw.ericsson.se> <EovLq7.oHy@suse.modem.stud.uni-hannover.de>
<6d0p00jvg1@news.emw.ericsson.se> <350e03ca.9298860@news.zetnet.co.uk>
<EozDvr.II@suse.modem.stud.uni-hannover.de> <34F67179.51E9C0F4@cam.ac.uk>
<35009ab8.2433511@news.zetnet.co.uk> <Ep3A51.Gn@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Sat, 28 Feb 1998 12:46:13 GMT that you wrote:

>In article <35009ab8.2433511@news.zetnet.co.uk>,
>   paxton@zetnet.co.uk (Tony Greenwood) writes:
>
>> (I mean they havn't even looked at my software! thats the bit that
>> sticks in my throat :( )

>So that next time the latter is not the case anymore. Where can I down-
>load them ?

My web page may give you a hint, also all available on funet.fi and
90% of titles are on suzyb2 cd and all titles avaioable in any uk pdl
:)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -8984318064471854495
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/03/01
Message-ID: <1998030112202380956@zetnet.co.uk>
X-Deja-AN: 329683500
References: <34d4df77.10153750@news.demon.co.uk> <Ep38Es.BI@suse.modem.stud.uni-
hannover.de>

Newsgroups: comp.sys.atari.programmer

Peter wrote:
> > True, but you really cannot expect (timing dependent) games to be written in
> > resolution independent video modes.
>
> Why not ? The Atari features several mechanisms that you can use to built
> whatever timing you want into your software.

Well, for one thing (minor point), if you are sitting on a TT, Falcon, or
whatever with a VGA monitor, its 70vbl's per sec, unlike the 50/60 you get
on an ST - so if the game is running at 1vbl then you could potentially be
playing a game that is running 40% faster than it should be.

Also, in general, the higher the resolution, the slower the machine gets. So,
how do you know if the machine is fast enough to cope with the game at the
"intended" speed?

> >> Since then at least, switching video modes via Setscreen, or inquiring
> >> video modes and screen addresses by XBios means is a no-no, i.e. to be
> >
> > Yes, I agree that Atari said to do, but they didn't really give much choice!
>
> It wasn't really dictated by Atari. It was dictated by the hardware develop-
> ments, and Atari's statement on that was only a sensible reaction to those.

It was their failure to provide a generic call in the ST that has caused this
problem. However, they then made another mistake by not creating such a
generic routine in the TT or the Falcon - each time they tied the video
mode selection down to the specific hardware, which means that there is no
standard method across machines.

> >> It can all be done in a 100 % portable way by using VDI, so it's that
> >> what is pretty much a must for portable programming. Pity that so many
> >> people here have a personal dislike for it, especially as it's really
> >> powerful.
> >
> > So powerful you cannot even request that the machine changes video mode.
>
> That's been a minor design flaw that can easily be changed.

"Minor design flaw" that is the a major part of the subject of this thread?

> AFAIK is HAS
> BEENhas beenchanged already with recent NVDI.

Please tell me what call to use then. As I mentioned in another post,
I couldn't
find this call in the NVDI Programming docs, so if you can shed some light
on this I would be very grateful.

> BTW I find it seldomly desirable to have any software change resolution. It

> should better adapt to the resolution it finds, or run in a window.

I disagree completely.

If I want to play an arcade game, I dont want it running in a small window
in the top-left corner of the screen (or whatever), I want it full-screen
no distractions. Find my someone who likes playing Quake no the PC in a window
- you certainly wont find many who dont play full-screen.

Equally, its hassle for me as a user to be TOLD to change resolution by
a program, when I know full well that it is capable of doing it for itself.

> > If a machine supports 16-bit graphics, shouldn't a game be able to request
> > that the machine use that mode?
>
> Not really. Depends on what you mean by "request". IMHO the game should not
> change video modes on it's own.

This is where we disagree.

> The better situation IMHO would be asking the user to change the video mode,
> and if the user refuses to do so, gracefully running in the less desirable
> (from the game's point of view) video mode. Sure the game might not be as
> nice anymore, but the user's decision should be respected.

This seems a very strange way of doing it... IMO not what the games-playing
public want.

> > If the machine can display ST Low, then it should be able to use setscreen
> > to change into it. If it doesn't, then the program wont work, as it clearly
>
> You really think so ??? Remember Johan Klockars

Did you finish this? Anyway... yes, I do think that setscreen() should be
made to work if the machine can do it. It would be quite possible to make a
little patch to store the current mode somewhere else, and the screenmode
being restored to reset it to the mode it was in before.

> > On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
>
> This would work indeed if the games would run in windows, and used VDI.
> But any setting of video mode by the game on it's own screws up the lot.

But then, would anyone actually try and PLAY that many games at once? The
answer is of course no, you would only want to play one game at a time,
so why have it only taking up 1/9th of your screen, with the rest displaying
the desktop?

> > requires ST compatible resolutions, but that isn't the programs support - if
> > the machine cannot do what an ST can do, users should EXPECT games designed
> > for the ST not to work.
>
> Why design such games in the first place ? The Atari world is a lot bigger

> nowadays (in terms of different models), and it's far from impossible to
> design games such that they run on most if not all models.

Yea, but the "most if not all" models are the low end STs, on which many
of these games are developed! No games programmer is going to write games
which they cannot run on their own machines.

> > Why not? you can write to video memory on the PC, so Physbase could easily
> > just return the address that the video ram is mapped to. Of course, moving
> > the physbase could be problematical.
>
> Have you ever worked out how writing into a card's memory works on a PC ?
> Why would every piece of hardware for PCs come with drivers ?

Well, there is this thing called standardisation, and it exists on the PC...
Yes, they all come with drivers - but these are principally for driving
the acceleration logic that is on the cards nowadays rather than changing
video mode - they all use a standard (VESA 1.2 or 2) which means that any
program can ask what the graphics card is capable of, and switch into the
closest mode to what is requested.

> A video card's memory is not necessarily mapped into the CPU's address space !
> So the simple scheme of writing into the memory by CPU write instructions
> does not work.

Well, that certainly works on the NOVA (if Bad Mood is anything to go by).

> Additionally, you cannot rely on any organisation of pixels in the memory.
> Take just ST-Low as an example. The way the screen memory is organised in
> ST-Low is most unusual.

Yes, it is, which is why I keep saying "if possible". If the machine supports
ST-Low, then it should be possible to request it.

> It merely means the OS has done it's best to ensure compatibility. If the
> program now really relies on everything to work like in a ST, then it is it's
> own fault, and not the OS's. This is why I said in that case the program must
> be considered broken.

I'm sorry, but I can see this when it comes to directly accessing the hardware
etc. but when simply calling an OS call? I dont think you can blame a program
for using an OS call, when the only other mechanism for doing what it wants
is to directly access the hardware. Now, if there were another OS call that
was more appropriate, then yes, I would agree - but there isn't (except for
this possible NVDI one, which certainly is not well documented, and is from
after Atari left us).

> > If, say, Super()/Supexec() was removed from user programs (as has been
>
> That's not the point, there is no hardware dictated need to make Super()
> Supexec() incompatible, or even remove them entirely.

But on a machine that is capable of displaying ST-Low, there is no need

to break setscreen() either. If the hardware vendor has made the decision
not to provide ST-low compatibility, then you could take it up with them.

> But it's all up to the vendor. An OS changes with time. This means the mere
> meaning of "compatibility with that OS" changes too. If Atari had not ceased
> to exist, and proceeded on the way to a secure multitasking OS, they'd
> eventually come up with a system (OS) where Super() and Supexec() would not
> really switch to super mode anymore. They had the right to call this OS still
> TOS, and a lot of nowadays software were not TOS compatible anymore. The term
> compatibility is not a static one !

I take your point, but then, if this stable-m/t'ing OS were not retro-fitted
to STs, people would STILL be making software for the ST, and people would
be complaining as you are right now that it wouldn't work on their machines.
Well, tough, is all I would say to those people... if software developed and
designed on a low end machine doesn't run, then go and buy the programmer
a new super-duper flash computer instead of complaining.

> Yep. The art of programming is controlling all those variables such that they
> DO play correctly. And don't say dithering is too slow. You cannot know if
> I got a 100 MHz 68060 in my machine !

Yea, and someone with a 1040st with a SM-124 is going to be happy? Most
STOS games are developed on a plain ST[e], remember...

> Of course you can say the few users that will gain from it are not worth the
> effort. That's your own decision of course. But don't tell others to decide
> the same way !!! You should not assume that others are not ready to spend the
> work just because you're not.

Oh, I'm not the one advocating that you change the way you program... thats
you, telling Tony to switch to using the VDI, which will not benefit him one
iota, appart from making you happy...

Its fine with me if people want to write VDI based games, but people who
choose not to should not be "attacked" (too strong a word, I know... I just
cannot think of the right word atm...) for this.

If Hades/Medusa/Milan owners want games that make use of their systems,
then they should consider writing them themselves, rather than expecting
people with a bottom of the range ST to write them...

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From 8434436953102577569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: madmax@bfree.on.ca (Brian Van Tilborg)
Subject: Re: C Compiler
Date: 1998/03/01
Message-ID: <6dci73dil4@newsbell.bellglobal.com>#1/1
X-Deja-AN: 329799513
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<EovnHE.on3@suse.modem.stud.uni-hannover.de>
Organization: CyBORG RACING
Newsgroups: comp.sys.atari.programmer

On 24 Feb 1998 09:53:38, Peter Rottengatter wrote:
>
>BTW.: There is a fix for the harddisk folders problems in TOS 1.0x !
>

What fix is that? Something other than folderxxx.prg? Because the 40folder bug really gets you fast with CAB. I imagine that a TOS1.04 machine only delays the problem.

>
>Cheers Peter
>--
>--
>   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
>   http://www.stud.uni-hannover.de/~perot
>--
>.

```
-------------------------------------------------------------------
          __\   C /-\  /\  /^\||\ |/^\  () 520ST,2.5meg ram
  /172`__/ ;\>  Y | / /__\ |  || ||| __ )( TOS 1.0, SH204 hd
  (+)`====='(+) B | \/    \\_/|| |/\_/  () SLM 804 LASER prt.
 ************** R ********************** [and SURF HAPPY! :-)]
-------------------------------------------------------------------
```

From -4539171292214411428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9235778520c7655f,start
X-Google-Attributes: gid1115ce,public

From: bdc2@po.cwru.edu (boris d. cahan)
Subject: wdialog in english and for lattice
Date: 1998/03/01
Message-ID: <6dcjhehdj1@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 329803627
Organization: cwru
Newsgroups: comp.sys.atari.programmer

1) Does a version of wdialog exist in english, and where can it be gotten?
2) Does a version of the files, possibly including the sample files exist in english?
   Any help will be appreciated

Boris

---
bdc2@bdc2-ra.cwru.edu

From -2462816263356281417
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,32438e5a260d4efb
X-Google-Attributes: gid1115ce,public
From: Christian Andersson <faltrion@alfaskop.net>
Subject: Re: Test Subject
Date: 1998/03/01
Message-ID: <FN_34f95eae_faltrion@news.alfaskop.net>#1/1
X-Deja-AN: 330005836
References: <7b1_9802281626@conchbbs.com>
Organization: FireSTorm Atari Center
Reply-To: Christian Andersson <faltrion@bigfoot.com>
Newsgroups: comp.sys.atari.programmer

in message <7b1_9802281626@conchbbs.com>,
    John Kormylo wrote:

> I believe the subject is discussed in Sedgewick (Algorithms). If
> you don't already have a copy, shame on you!

why should I be ashamed? how can you be shure that this book (I assume it is a book) can be found in Sweden where I live, and Why should I ahve bought it, even if it does exist?

Instead of giving me "poiters" of where to look, Why not be helpfull and tell me what that book says.....

--
Christian Andersson FireSTorm Atari Center
MAIL: faltrion@bigfoot.com WWW: http://faltrion.home.ml.org

IRC : faltrion @ #Atari
Current Projects:
  - FireNews: News-reader for STIK/STiNG/GlueSTiK
  - Babel: News-Fetcher/Sender/Maintainer
  - FireCall: Caller ID utility
  - S.O.S (to be revealed in a couple of years :)

From 4507683792400270215
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <6ddj70sdm1@nyheter.chalmers.se>#1/1
X-Deja-AN: 329926019
References: <34d4df77.10153750@news.demon.co.uk>
<350e03ca.9298860@news.zetnet.co.uk> <EozDvr.II@suse.modem.stud.u
<34F9195E.551394DC@cam.ac.uk>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <34F9195E.551394DC@cam.ac.uk>,
Andrew Gower <acg29@cam.ac.uk> wrote:
>Peter Rottengatter wrote:
>
>> Nobody said you should do it with the original VDI ! There is NVDI which
>> is a hell faster. And there is the upcoming and promising fVDI project by
>> Johan Klockars. It is possible to write arcade games with NVDI, and it should
>> be possible with fVDI too, if it holds what Johan promises.

If anyone wants to try it out, fVDI v0.80 has now been released.
I've included both a monochrome and a four plane device driver, but the
latter is _very_ slow (everything but lines and solid fills are done pixel
by pixel).

As I've said before, the current code is mainly written for the '040, so
don't expect the best possible speed on normal Atari machines even for
things like blitting and filling.
Text drawing is done via internal calls to vrt_cpyfm (the routine that's
used to draw monochrome images) and is therefore a lot slower than it will
be when real font support is added.
Naturally, many things are still not supported, but most things I've tried
actually work well. Please, let me know what you find out.

I would be interested in some performance numbers (monochrome) from users
of more ordinary machines than my Falcon+AB040.

>upgrade. The fVDI does sound very promising though. How expensive is it likely to
>be though? I really can't afford to be forking out large dollops of money, poor

Like all software I write in my free time, fVDI is FreeWare.
It's possible, however, that third party device drivers (if any ever
are written) will cost money.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -1273122510789493499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77b701da39000478,start
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: GPIC 1A
Date: 1998/03/02
Message-ID: <34FA6ADD.2545@mst.tn.utwente.nl>
X-Deja-AN: 329944984
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Game programming in C Part 1A

Legal stuff

Game programming in C Part 1A
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Free Software Foundation.

Introduction

This is a series of articles about writing
games for the Atari ST in C. The articles
were posted by Hans Wessels in the newsgroup
comp.sys.atari.programmer
Back issues are available at:
www.dejanews.com
Planned number of articles: CLASSIFIED
Release date of next article: CLASSIFIED

Getting started

First off all you need a ANSI C compiler,
secondly some experience with your C compiler.
You should a least have compiled and executed
the 'hello world' program when you start with
this series.

C is an excelent language to write portable
programs but as this is exactly what we are
NOT going to do, some modifications of the
source code might be necessarry to get the
program working on an other C compiler as the
Pure C 1.1 compiler I am using for this series.
To make everything as compiler independent as
possible I tried to handle all compiler
specifics in the include file 'general.h'.
Project files are also very compiler specific,
it is assumed that you know how to make a
project file for the C compiler you are using.

Further this is not a course in writing very
portable and resolution independent programs.
The targert is to make an arcade game running
in ST low on an Atari ST. This means that most
routines are written for a 320 x 200 display
with 4 interleaved bitplanes. But most routines
should easily be adapted to an other resolution
with a different number of bitplanes (for example
TT medium or TT low). You will have to start all
over again if you want to code for a graphics
mode without bitplanes (for example Falcon
high color).

GENERAL.H

The include file 'general.h' is at this moment:
file: general.h
----------->8----------

```
/* some general definitions */

#ifndef GENERAL_H__
#define GENERAL_H__

#include <tos.h>

/* bytes words and longwords */
typedef unsigned char      uint8;
typedef unsigned short int uint16;
typedef unsigned long int  uint32;

typedef signed char      int8;
typedef signed short int int16;
typedef signed long int  int32;

/* special functions */
void move_sr(int16 value) 0x46c0; /* move D0,SR */

#endif
```

---------->8----------

The headerfile 'tos.h' is included. This header file contains all OS specific variables and routines, as long as it isn't a part of the VDI and AES.
The typedefs are to get signed and unsigned 8, 16 and 32 bit integers. ANSI C specifies only the minimum number of bits for integers. With these typedefs I make sure everybody (especially C compilers) knows what I am talking about when I say uint16. As far as I know all Atari C compilers will generate variables with the right size when I use these typedefs. Note the on some Atari C compilers the size of an int is 16 bits (Pure C) and on some others 32 bits (GNU C).

The function
void move_sr(int16 value) 0x46c0;
is in Pure C an assembly inline fuction moving the argument in D0 to the processor's status register. On systems without an inline possibility like this the function can be replaced by it's assembley equvalent:

```
; move_sr(int16 value)

EXPORT move_sr     ; make this label extern

move_sr:
     move  D0,SR
     rts
```

The function is used to disable the interrupts when manipulating interrupt routines and/or vectors. The

function can be omitted but this might result in a program that crashes so now end then.

Getting player input

The most important part of an arcade game is interaction with the player. So I will start with some routines to read the keyboard and joysticks. All this work is done in 'joystick.c'.

file: joystick.c

```
--------------->8-----------------------------
#include <stdio.h>

#include "general.h"
#include "joystick.h"

key_handler_info key_info;
static void *old_kbd;

void key_handle(void);

void init_keyboard(int mouse)
{
  Bconout(4, 0x13); /* stop data transfer */
  Vsync();
  Vsync();
  Vsync(); /* Voodoo code */
  { /* flush keyboard */
    uint8 *p=(uint8 *)0xfffffc00UL;
    move_sr(0x2700);
    while(*p&1)
    {
      uint8 tmp=p[2];
      (void) tmp;
    }
  }
  { /* install routines */
    KBDVBASE *base;
    base=Kbdvbase();
    old_kbd=base->kb_kbdsys;
    base->kb_kbdsys=key_handle;
    move_sr(0x2300);
  }
  if(mouse==0)
  { /* disable mouse, enable joystick */
    Bconout(4, 0x14);
  }
  else
  {
    Bconout(4, 0x08); /* enable mouse */
  }
  Vsync();
```

```
  Vsync();
  Vsync();
}

void restore_keyboard(void)
{
  Bconout(4, 0x13); /* stop data transfer */
  Vsync();
  Vsync();
  Vsync(); /* Voodoo code */
  { /* flush keyboard */
    uint8 *p=(uint8 *)0xfffffc00UL;
    move_sr(0x2700);
    while(*p&1)
    {
      uint8 tmp=p[2];
      (void) tmp;
    }
  }
  { /* restore keyboard */
    KBDVBASE *base;
    base=Kbdvbase();
    base->kb_kbdsys=old_kbd;
    move_sr(0x2300);
  }
  Bconout(4, 0x08); /* enable mouse */
  Vsync();
  Vsync();
  Vsync();
}

void key_handle(void)
{
  uint8 key;
  key=*(uint8*)0xfffffc02UL;
  if(key_info.status==0)
  {
    switch(key)
    {
      case 0xff:
      key_info.status=-1; /* joy 1 is comming */
      break;
      case 0xfe:
      key_info.status=1;  /* joy 0 is comming */
      break;
      case 0xf8:
      key_info.buttons=0; /* no mouse buttons */
      key_info.status=3; /* mouse packet is comming */
      break;
      case 0xf9:
      key_info.buttons=1; /* mouse buttons */
      key_info.status=3; /* mouse packet is comming */
      break;
```

```
    case 0xfa:
    key_info.buttons=2; /* mouse muis buttons */
    key_info.status=3; /* mouse packet is comming */
    break;
    case 0xfb:
    key_info.buttons=3; /* mouse muis buttons */
    key_info.status=3; /* mouse packet is comming */
    break;
    case 72: /* cursor up */
    key_info.joy2|=JOY_UP;
    break;
    case 72+128:
    key_info.joy2&=~JOY_UP;
    break;
    case 75: /* cursor left */
    key_info.joy2|=JOY_LEFT;
    break;
    case 75+128:
    key_info.joy2&=~JOY_LEFT;
    break;
    case 77: /* cursor right */
    key_info.joy2|=JOY_RIGHT;
    break;
    case 77+128:
    key_info.joy2&=~JOY_RIGHT;
    break;
    case 80: /* cursor down */
    key_info.joy2|=JOY_DOWN;
    break;
    case 80+128:
    key_info.joy2&=~JOY_DOWN;
    break;
    case 57: /* space */
    key_info.joy2|=JOY_FIRE;
    break;
    case 57+128:
    key_info.joy2&=~JOY_FIRE;
    break;
    default:
    key_info.last_key=key;
    break;
  }
}
else
{
  if(key_info.status<0)
  { /* joy1 */
    key_info.joy1=key;
    key_info.status=0;
  }
  else
  {
    if(key_info.status==1)
```

```
      { /* joy0 */
        key_info.joy0=key;
        key_info.status=0;
      }
      else
      {
        if(key_info.status==2)
        { /* mouse y */
          key_info.status=0;
          key_info.mousey+=(signed char)key;
        }
        else
        { /* mouse x */
          key_info.status=2;
          key_info.mousex+=(signed char)key;
        }
      }
    }
  }
}
---------------->8-----------------------------
```

There are three functions in this file. The first,
void init_keyboard(int mouse);
initializes our own keyboard hanler. The parameter
'int mouse' indentifies whether wil will use 2
joystick inputs (mouse==0) or joystick and mouse
(mouse!=0).
First the routine disables all keyboard output.
The Vsync()s create a delay that should be long
enhough to complete the Bconout.
Then the interrupts are disabled and data is
being read from the keyboard until no more
packets are send.
Then the new keyboard handler is installed in the
keyboard vector. The old vector is saved.
As last the routine enables the keyboard output by
enable either the mouse or joystick mode.

The installed function key_handle() is now called by
the OS every time a keyboard packed arrives. The routine
reads the data directly from the ACIA data register. The
key_info.status determines what to do with the data:
 0: a new packed is received
    if the packet is a normal scan code the scancode
    is stored in key_info.last_key. The scancodes of the
    cursor keys and the space bar are used to emulate
    a keyboard joystick, called joy2.
    Mouse and joystick announce packets change the
    key_info.status into the appropiate value.
-1: a joystick 1 packed is comming
 1: a joystick 0 packed is comming
 2: mouse y info is comming

```
 3: mouse x info is comming
```

The last function restore_keyboard restores the original keyboard vector the same way as init_keyboard changed it to our own.

The headerfile that comes with this C file defines the external interface of the routines.

file: joystick.h

```
--------------->8-----------------------------
/* interface to joystick.c */

#ifndef JOYSTICK_H__
#define JOYSTICK_H__

#define JOY_UP 1
#define JOY_LEFT 4
#define JOY_RIGHT 8
#define JOY_DOWN 2
#define JOY_FIRE 128

/* key handeler info */
typedef struct
{
  volatile uint8 joy0;
  volatile uint8 joy1;
  volatile uint8 joy2; /* cursor joystick */
  volatile uint8 last_key;
  volatile int mousex;
  volatile int mousey;
  volatile uint8 buttons; /* muis knoppen */
  int status;
} key_handler_info;

extern key_handler_info key_info;

/* functions */
void init_keyboard(int mouse);
void restore_keyboard(void);

#endif
--------------->8-----------------------------
```

The values for joystic up, down, left and right are defined, the key_handler_info struct is defined and the prototype of the external keyboard functions is here.

The only thing missing is a program to test the routines:
file: game0.c

```
--------------->8-----------------------------
/* game0.c, the game routines */

#include <stdio.h>

#include "general.h"
#include "joystick.h"

#define MOUSEMODE 0     /* 0=2 joystick, 1= mouse and joystick */

void main_game(void);
void read_kbd(void);

int main(void)
{
  Supexec((long)(main_game));
  return 0;
}

static int stop=0;

void main_game(void)
{
  init_keyboard(MOUSEMODE);
  for(;;)
  {
    read_kbd();
    if(stop)
    {
      break;
    }
  }
  restore_keyboard();
}

void read_kbd(void)
{
  #if MOUSEMODE
  printf("Mouse x: %05i  Mouse y: %05i   Buttons: %02i\r",
          key_info.mousex, key_info.mousey, key_info.buttons);
  #else
  printf("joy0: %02X    joy1: %02X    joy2: %02X    key: %02X\r",
          key_info.joy0, key_info.joy1, key_info.joy2,
key_info.last_key);
  #endif
  if(key_info.last_key==1)
  { /* Escape key pressed? */
    stop=1;
  }
}
--------------->8-----------------------------
```

This C file includes both headerfiles we made. The only thing the main routine does is executing the function

main_game() in supervisor mode.
The function main_game() first installs the keyboard routines. The macro MOUSEMODE defines whether the keyboard routines are installed in mouse or joystick mode.
Then comes a endless loop calling the function read_kbd().
If the (global) variable stops becomes true (1) the loop is exited by a break. The original keyboard routine is restored and the function finishes.
The function read_kbd prints the values in the key_info struct. Now you can see what happens to the key_info variables by pressing keys and moving the joysticks.
The variable stop is set to one by pressing the escape key (==scancode 1).

Last but not least the project file I used:
file: game.prj

```
---------------->8-----------------------------
; game.prj

game.tos           ; name of executable program
.C [ -Y ]
.L [ -L -Y ]
.S [ -Y ]
=                  ; list of modules follows...

e:\pc\lib\original\PCSTART.s ; startup code

game0.c            (general.h, joystick.h)
joystick.c         (general.h, joystick.h)

PCFLTLIB.LIB       ; floating point library
PCSTDLIB.LIB       ; standard library

PCEXTLIB.LIB       ; extended library
PCTOSLIB.LIB       ; TOS library
PCGEMLIB.LIB       ; AES and VDI library
---------------->8-----------------------------
```

Have fun with trying this code.

Hans Wessels

```
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/   |/ / /  \ \ \|   \
\   |\ \ \  / / /|   /   a.k.a. Mr Ni! (the Great)
 \  | \ \ \/ / / |  /    member of the TOS-crew
  \ |  \ \/\/ /  | /     Fidelus Bittus et Fuckus Clockcyclus!
   \|   \/\/\/   |/
```

From 3188117838824043612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21588789be517ad2,start
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: GPIC 1B
Date: 1998/03/02
Message-ID: <34FA6C27.7DED@mst.tn.utwente.nl>
X-Deja-AN: 329944987
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Game programming in C Part 1B

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Introduction

This is a serie of articles about writing
games for the Atari ST in C. The articles
were posted by Hans Wessels in the newsgroup
comp.sys.atari.programmer
Back issues are available at:
www.dejanews.com
Planned number of articles: CLASSIFIED

Release date of next article: CLASSIFIED

Making a game

Now we have some working keyboard routines. Let's try them in a little game. Because we haven't any graphics routines yet we'll use the OS to display some graphics. We will do it the clean way using the VDI.

file: plotrout.c

```
--------------->8-----------------------------
/* plot routines */

#include <vdi.h>
#include <aes.h>
#include <stdlib.h>

void do_exit(void);

int
  work_in[] = { 1,1,1,1,1,1,1,1,1,1,2 },
  work_out[57],
  gr_handle,
  clippts[] = { 0,0,639,399 };  /* clipping rectangle */

GRECT
  desk;

void cls(void)
{
  v_clrwk(gr_handle);
}

void line(int x1, int y1, int x2, int y2, int color)
{
  int array[4];
  array[0] = x1;
  array[1] = y1;
  array[2] = x2;
  array[3] = y2;
  vsl_color(gr_handle, color);
  v_pline(gr_handle, 2, array);
}

void getwindow(int *x, int *y, int *w, int *h)
{
  *x=clippts[0];
  *y=clippts[1];
  *w=clippts[2];
  *h=clippts[3];
}

void setpixel(int x, int y, int color)
```

```
{
  int array[2];
  array[0] = x;
  array[1] = y;
  vsm_color(gr_handle, color);
  v_pmarker(gr_handle, 1, array);
}

int getpixel(int x, int y)
{
  int pel, index;
  v_get_pixel(gr_handle, x, y, &pel, &index);
  return index;
}

void init_plotrout(void)
{
  appl_init();
  atexit(do_exit);
  v_opnvwk(work_in, &gr_handle, work_out);
  /* set clipping and other stuff */
  /* get screen size */
  wind_get(0, WF_CURRXYWH, &desk.g_x,&desk.g_y,&desk.g_w,&desk.g_h);
  clippts[0] = desk.g_x;
  clippts[1] = desk.g_y;
  clippts[2] = desk.g_x + desk.g_w;
  clippts[3] = desk.g_y + desk.g_h;
  vs_clip(gr_handle, 1, clippts);
/* modes for following function
 * MD_REPLACE      1  Replace
 * MD_TRANS        2  Transparent
 * MD_XOR          3  Xor
 * MD_ERASE        4  Reverse Transparent
 */
  vswr_mode(gr_handle, MD_REPLACE);
  /* influences set pixel type */
  vsm_type(gr_handle, 1);     /* mark with points */
  /* influences lines */
  vsl_type(gr_handle, 1);     /* straight line */
  vsl_ends(gr_handle, 0, 0);  /* begin and end style */
  vsl_width(gr_handle, 1);    /* line width */
}

void set_mode(int mode)
{
  /* modes for following function
   * MD_REPLACE      1  Replace
   * MD_TRANS        2  Transparent
   * MD_XOR          3  Xor
   * MD_ERASE        4  Reverse Transparent
   */
  vswr_mode(gr_handle, mode);
}
```

```
void do_exit(void)
{
  appl_exit();
}
```

---------->8----------

This C file defines some usefull functions for displaying graphics. How they work can be read in any good ST programming book. We only want to use them. A short overview is given in the interface definition of the code; plotrout.h.

file: plotrout.h

---------->8----------

```
/* interface to plotroutines */

#ifndef PLOTROUT_H__
#define PLOTROUT_H__

void init_plotrout(void);
void cls(void);
void line(int x1, int y1, int x2, int y2, int color);
void setpixel(int x, int y, int color);
int getpixel(int x, int y);
void set_mode(int mode);
void getwindow(int *x, int *y, int *w, int *h);

#endif
```

---------->8----------

We now have the following functions:

```
init_plotrout(): initializes the graphics functions.
cls(): clear screen
line(x1, y1, x2, y2, color): draw a line from x1,y1 to
  x2,y2 in color color.
setpixel(x, y, color): plot a pixel at x,y in color color.
getpixel(x, y): get the pixel color at x,y.
set_mode(mode): set drawing mode:
  MD_REPLACE      1  Replace
  MD_TRANS        2  Transparent
  MD_XOR          3  Xor
  MD_ERASE        4  Reverse Transparent
getwindow(x, y, width, height) get the size of the screen.
```

These functions are resolution independent. You can inquire the size of the screen with get window. The routines are far from complete, but there is enough for a simple game like Tron.

file: game1.c

---------->8----------

```
/* game1.c, the game routines */
/* Tron */

#include <stdio.h>
```

```
#include "general.h"
#include "joystick.h"
#include "plotrout.h"

void main_game(void);
void read_kbd(void);

int main(void)
{
  init_plotrout();
  Supexec((long)(main_game));
  return 0;
}

void main_game(void)
{
  int sx;
  int sy;
  int sw;
  int sh;
  init_keyboard(0);
  getwindow(&sx, &sy, &sw, &sh);
  for(;;)
  {
    int stop=0;
    int p1x=sx+sw/4;
    int p1y=sy+sh/2;
    int p1dir=0;
    int p2dir=2;
    int p2x=sx+(sw*3)/4;
    int p2y=sy+sh/2;
    cls();
    /* draw playfield */
    line(sx,      sy     , sx+sw-1, sy     , 3);
    line(sx+sw-1, sy     , sx+sw-1, sy+sh-1, 3);
    line(sx+sw-1, sy+sh-1, sx     , sy+sh-1, 3);
    line(sx,      sy+sh-1, sx     , sy     , 3);
    for(;;)
    {
      if(getpixel(p1x, p1y)!=0)
      {
        fprintf(redir, "Game over! Player 2 Wins!\nPress fire to
restart.\n");
        while((JOY_FIRE & (key_info.joy0 | key_info.joy1 |
key_info.joy2))==0)
        {
          ;
        }
        break;
      }
      setpixel(p1x, p1y, 1);
      if(getpixel(p2x, p2y)!=0)
      {
```

```
        printf("Game over! Player 1 Wins!\nPress fire to restart.\n");
        while((JOY_FIRE & (key_info.joy0 | key_info.joy1 |
key_info.joy2))==0)
        {
          ;
        }
        break;
      }
      setpixel(p2x, p2y, 2);
      Vsync();
      {
        uint8 key=key_info.joy0 | key_info.joy2;
        switch(p1dir)
        {
        case 0:
        case 2:
          if(key&JOY_UP)
          {
            p1dir=3;
          }
          else
          {
            if(key&JOY_DOWN)
            {
              p1dir=1;
            }
          }
          break;
        case 1:
        case 3:
          if(key&JOY_LEFT)
          {
            p1dir=2;
          }
          else
          {
            if(key&JOY_RIGHT)
            {
              p1dir=0;
            }
          }
          break;
        }
      }
      {
        uint8 key=key_info.joy1;
        switch(p2dir)
        {
        case 0:
        case 2:
          if(key&JOY_UP)
          {
            p2dir=3;
```

```
    }
    else
    {
      if(key&JOY_DOWN)
      {
        p2dir=1;
      }
    }
    break;
  case 1:
  case 3:
    if(key&JOY_LEFT)
    {
      p2dir=2;
    }
    else
    {
      if(key&JOY_RIGHT)
      {
        p2dir=0;
      }
    }
    break;
  }
}
switch(p1dir)
{
case 0:
  p1x++;
  break;
case 1:
  p1y++;
  break;
case 2:
  p1x--;
  break;
case 3:
  p1y--;
  break;
}
switch(p2dir)
{
case 0:
  p2x++;
  break;
case 1:
  p2y++;
  break;
case 2:
  p2x--;
  break;
case 3:
  p2y--;
```

```
        break;
      }
      if(key_info.last_key==1)
      { /* Escape key pressed? */
        stop=1;
        break;
      }
    }
    if(stop)
    {
      break;
    }
  }
  restore_keyboard();
}
```

----------->8----------

In main the graphics routines are initialized and
the function main_game() is called in supervisor mode.
The function main_game() installs the keyboard routines
in joystick mode.
The size of the screen is determined.
In an endless loop (which is exited by a break when
the variable stop becomes true), the start coordinates
and directions of the two players are initialized.
The screen is cleared and the playfield is drawn in
color 3.
Then the game loop is entered. Before a pixel is plotted
on the current position of the players it is checked
whether the pixel already has been set. When this is the
case the game is finished and de winning player is printed
on the screen, pauzing the game until fire is pressed.
Then a Vsync, waiting for the next screen to be displayed.
without the Vsync the game would be too fast.
Then the new directions of the players are determined using
the values in the key_info struct.
0 is right
1 is down
2 is left
3 is up.
Player 1 can use the joystick in the mouse port or the arrow
keys. Player 2 uses the joystick in the joystick port.
After the new directions of the players is determined the
new coordinates are calculated.
Then it is checked if escape has been pressed, when this is
the case the game is stopped.
Then loop is looped.
On exit the original keyboard routines are restored.

For those who wnat to know, the project file

----------->8----------

```
; game.prj

game.tos           ; name of executable program
```

```
.C [ -Y ]
.L [ -L -Y ]
.S [ -Y ]
=                  ; list of modules follows...

e:\pc\lib\original\PCSTART.s ; startup code

game1.c            (general.h, plotrout.h, joystick.h)
plotrout.c         (general.h, plotrout.h)
joystick.c         (general.h, joystick.h)

PCFLTLIB.LIB       ; floating point library
PCSTDLIB.LIB       ; standard library

PCEXTLIB.LIB       ; extended library
PCTOSLIB.LIB       ; TOS library
PCGEMLIB.LIB       ; AES and VDI library
--------------->8-----------------------------
```

It's almost exactly the same as the privious one, only the plotrouts are added and the name of the game file is changed.

Interesting additions to this program are a smart computer player and/or the addition of more human or computer players. It is possible to add extra 'virtual' joysticks to the keyboard routines, making keyboard joysticks for extra players.

Have fun with trying this simple game.

Hans Wessels

```
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 /  | / / /\ \ \ |  \    mr_ni@mst.tn.utwente.nl
/   |/ / /  \ \ \|   \
\   |\ \ \  / / /|   /   a.k.a. Mr Ni! (the Great)
 \  | \ \ \/ / / |  /    member of the TOS-crew
  \ |  \ \/\/ /  | /     Fidelus Bittus et Fuckus Clockcyclus!
   \|   \/\/\/   |/
```

From -4229058108666789790
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9adaa8a8e8d51bd1,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Selecting a Programming Language
Date: 1998/03/02
Message-ID: <34fa6f65.0@comnet.co.nz>#1/1
X-Deja-AN: 329944988
Newsgroups: comp.sys.atari.programmer

[Article crossposted from rec.humor.funny.reruns]
[Author was Brian Wilson]
[Posted on Thu, 29 Jan 98 19:20:03 EST]

Selecting a Programming Language Made Easy

Daniel Solomon & David Rosenblueth
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Waterloo, Ontario, Canada N2L 3G1

With such a large selection of programming languages it can be difficult to choose one for a particular project. Reading the manuals to evaluate the languages is a time consuming process. On the other hand, most people already have a fairly good idea of how various automobiles compare. So in order to assist those trying to choose a language, we have prepared a chart that matches programming languages with comparable automobiles.

{point Assembler } A Formula I race car. Very fast, but difficult to drive and expensive to maintain.

{point FORTRAN II } A Model T Ford. Once it was king of the road.

{point FORTRAN IV } A Model A Ford.

{point FORTRAN 77 } A six-cylinder Ford Fairlane with standard transmission and no seat belts.

{point COBOL } A delivery van. It's bulky and ugly, but it does the work.

{point BASIC} A second-hand Rambler with a rebuilt engine and patched upholstry. Your dad bought it for you to learn to drive. You'll ditch the car as soon as you can afford a new one.

{point PL/I } A Cadillac convertible with automatic transmission, a two- tone paint job, white-wall tires, chrome exhaust pipes, and fuzzy dice hanging in the windshield

{point C} A black Firebird, the all-macho car. Comes with optional seat belts (lint) and optional fuzz buster (escape to assembler).

{point ALGOL 60 } An Austin Mini. Boy, that's a small car.

{point Pascal } A Volkswagon Beetle. It's small but sturdy. Was once popular with intellectuals.

{point Modula II} A Volkswagon Rabbit with a trailer hitch.

{point ALGOL 68 } An Astin Martin. An impressive car, but not just anyone can drive it.

{point LISP} An electric car. It's simple but slow. Seat belts are not available.

{point PROLOG/LUCID} Prototype concept-cars.

{point Maple/MACSYMA} All-terrain vehicles.

{point FORTH} A go-cart.

{point LOGO} A kiddie's replica of a Rolls Royce. Comes with a real engine and a working horn.

{point APL} A double-decker bus. Its takes rows and columns of passengers to the same place all at the same time. But, it drives only in reverse gear, and is instrumented in Greek.

{point Ada} An army-green Mercedes-Benz staff car. Power steering, power brakes and automatic transmission are all standard. No other colors or options are available. If it's good enough for the generals, it's good enough for you. Manufacturing delays due to difficulties reading the design specification are starting to clear up.

--
From the RHF archives as selected by Brad Templeton, Maddi Hausmann and Jim Griffith. This newsgroup posts former jokes from the newsgroup rec.humor.funny. Visit http://comedy.clari.net/rhf to browse the RHF pages and archives on the web.

Join and contribute to the Electronic Frontier Foundation (EFF) today.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 1864841307318270954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <6ddtee$j5o$1@news.emw.ericsson.se>#1/1
X-Deja-AN: 329954654
Content-Transfer-Encoding: 7bit

References: <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34f7e679.1200052@news.zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888830222 19640 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >Hehehe.. I would guess he loves scrolling bacause he uses such a low
> >resolution. Even if he has got an area covering 2 screens in a pinball
>
> Heartland uses the equivelant of around (ho dear, i cant
> remember..<smile>) eeerm around 30 PI1 screens, thats a BIG scroll
> area :)

Ehhhh.. but wasn't we talking about a pinball game now? You are quick to
change game type so that you can pick on us. :-)

> >game he still only have 320x400. I have atleas 800x600 minus menues and
>
> ha!, try sticking 30 320x200 screens together and see what you get :)

Wow, so Obsession is build up of 30 320x200 screens! I didn't know that!
;-)

> >window borders taking it down to lets say, 800x540. Still plenty of room
> >for the playarea. ;-)
>
> Dont fink so!

You must have a super duper version of Obsession which I have never even
heard of. :-)

> >Also for those who would like to try my little attempt to a PacMan
> >clone,I have now updated it and hopefully it now works on a regular ST....
>
> So eerm where is it ?

I wont tell you, but if you managed to read my signature you would find
it.
I still suspect that it might fail on ST's... :-(

//Magnus Kollberg
--

+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

From 2275408719620590491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <6ddu8bjbo1@news.emw.ericsson.se>#1/1
X-Deja-AN: 329954655
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <EozDqn.H7@suse.modem.stud.uni-hannover.de> <19980227190238809 56@zetnet.co.uk> <Ep38Es.BI@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888831051 19832 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:

> > So powerful you cannot even request that the machine changes video mode.
>
> That's been a minor design flaw that can easily be changed. AFAIK is HAS BEEN
> has beenchanged already with recent NVDI.

Lot's of "AFAIK" here, but still noone has said how it's done, so how can people
do it when noone knows how to do it?

It; like shooting on a dead horse.

> BTW I find it seldomly desirable to have any software change resolution. It
> should better adapt to the resolution it finds, or run in a window.

This is starting to get out of hands, even for me. So you can't live with the
fact that some games are mroe playbale if they cover the whole screen in a
lower resolution? Not even I wold like to run all games in a 320x200 window
on my 1024x768 desktop. It would just be to small! Some games are fine to
run in a window but some just aint. Also shifint 1024x768 16-bit even on

the
fastest TOS clone is but much. Even most PCs will chooke.

> > If a machine supports 16-bit graphics, shouldn't a game be able to request
> > that the machine use that mode?
>
> Not really. Depends on what you mean by "request". IMHO the game should not
> change video modes on it's own.
>
> The better situation IMHO would be asking the user to change the video mode,
> and if the user refuses to do so, gracefully running in the less desirable
> (from the game's point of view) video mode. Sure the game might not be as
> nice anymore, but the user's decision should be respected.

Yes, this is one solution. Also some games on the PC have got 2 modes.
Either
full screen (a resultion change is most often necessary) or in a window.
But
in order to make this possiblen and not being forced to write 2 versions
of the
game some pwoerfull library would be needed. Maybe fVDI could handle
that as
well by adding a games library.

> > Why not? you can write to video memory on the PC, so Physbase could easily
> > just return the address that the video ram is mapped to. Of course, moving
> > the physbase could be problematical.
>
> Have you ever worked out how writing into a card's memory works on a PC ?
> Why would every piece of hardware for PCs come with drivers ?

Isn't this how Bad Mood does it, writing directly into Video RAM on the
Nova?
I still havn't been able to test it as I can't get the damned thing to
compile
for Nova, or compile at all for that matter. :-\

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 7766285663205820370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/02

Message-ID: <6ddufvjbo2@news.emw.ericsson.se>#1/1
X-Deja-AN: 329957579
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <Ep38Es.BI@suse.modem.stud.uni-hannover.de> <1998030112202380956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888831295 19832 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> If Hades/Medusa/Milan owners want games that make use of their systems,
> then they should consider writing them themselves, rather than expecting
> people with a bottom of the range ST to write them...

Well, I would say that we would need a army of games prpgrammers. Not
just
one lone rider called Tony, even thought he try to work like a small
army
on his own. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 7065297563654007971
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <6ddv7djfi1@news.emw.ericsson.se>#1/1
X-Deja-AN: 329957580
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<6crq32kts4@news.emw.ericsson.se> <6d61pa$7q0$1@nyheter.chalmers.se>
<1998022719404880956@zetnet.co.uk> <6d91e7flo1@nyheter.chalmers.se>
<1998022819045380956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888832045 19954 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
>

> > There are indeed quite a few nice ideas there, but if I don't get any
> > help with the programming...
>
> Yea.... if I can make some time, I'll mail you...

It sure would be nice if we all could cooperate. If fVDI gets usefull
for games maybe even some old STOS coders cold be persuaded to code
with it. And a good way to do a resolution change would certainly be
needed as well as an extended ent_multi() with joystick and joypad
support.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 371348562807509711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/03/02
Message-ID: <6de03njfi2@news.emw.ericsson.se>#1/1
X-Deja-AN: 329960563
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se> <1998022618445780956@zetnet.co.uk>
<6d6o8t$6a7$3@news.emw.ericsson.se> <1998022720032480956@zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888832951 19954 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> > But they work! :-)

>
> Yea :)

Maybe I should add, They work on a Falcon. :-)

> > say that the code was very strange in a few parts and I wonder what I was up
> > to.
>
> hehehe... I know the feeling. :)

Some code was _very_ weird indeed, like the dialog handling. Very
strange and
I still don't know what I do. :-)

> > Also, it looks like there migh be a problem when I'm trying to open the
> > game window. Will a ST crash if have added the "SMALLER" button or will it
> > only give a error message? On TOS 4.04 it's just ignored. There might be some
>
> Its ignored on TOS 1.00. I haven't specifically tested this on any other
> TOS version (well, except for TOS 4.92, in which you will get the SMALLER,
> but it works differently so you will screw things up as you will not get any
> WM_ICONIFY messages).

Hmm... I wonder what the problem is under STonX then.

> > other AES stuff which might clash with something.
>
> Yea, maybe some Magic stuff. :)

I don't use any as there isn't much to use. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -6017573755129850451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/03/02

Message-ID: <6de07jjfi3@news.emw.ericsson.se>#1/1
X-Deja-AN: 329960564
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>

<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se> <1998022618445780956@zetnet.co.uk>
<6d6o8t$6a7$3@news.emw.ericsson.se> <1998022720032480956@zetnet.co.uk>
<Ep34Iq.p9C@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888833075 19954 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:

> >> Also, it looks like there migh be a problem when I'm trying to open the
> >> game window. Will a ST crash if have added the "SMALLER" button or will it
> >> only give a error message? On TOS 4.04 it's just ignored. There might be some
> >
> > Its ignored on TOS 1.00. I haven't specifically tested this on any other
> > TOS version (well, except for TOS 4.92, in which you will get the SMALLER,
> > but it works differently so you will screw things up as you will not get any
> > WM_ICONIFY messages).
>
> ICONIFY is one of the few extensions that you can use in all programs without
> checking for TOS versions. It's simply ignored by all older TOS versions.

Okey, thanks. That was what I suspected but I got a bit wondering as it
did not work under STonX. I guess there is something else going on.

//Magnus Kollberg
--

+----------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------+

From 2435739118191363419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21588789be517ad2
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: GPIC 1B
Date: 1998/03/02
Message-ID: <6de0rpjfi4@news.emw.ericsson.se>#1/1
X-Deja-AN: 329963592
Content-Transfer-Encoding: 7bit
References: <34FA6C27.7DED@mst.tn.utwente.nl>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888833721 19954 (None) 136.225.229.137

Organization: Systems
Newsgroups: comp.sys.atari.programmer

Hans Wessels wrote:
>
> Game programming in C Part 1B

I'm not sure if it say waht type of game this is, but could
you make something else than a PacMan clone (if that is what
it is)? Mario has already done a very good PacMan running in
GEM window, so it would be nice without something which we
don't have right now.

Bomberman clone?
Breakout clone?
Pinball cone?
xxx clone?

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -2514941928750902405
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9235778520c7655f
X-Google-Attributes: gid1115ce,public
From: Michael Clemmetsen <m.clemmetsen@sunderland.ac.uk>
Subject: Re: wdialog in english and for lattice
Date: 1998/03/02
Message-ID: <34FA9397.AFD764AF@sunderland.ac.uk>#1/1
X-Deja-AN: 329969316
Content-Transfer-Encoding: 7bit
References: <6dcjhehdj1@alexander.INS.CWRU.Edu>
Mime-Version: 1.0
To: "boris d. cahan" <bdc2@po.cwru.edu>
Content-Type: text/plain; charset=us-ascii
Organization: University of Sunderland
Newsgroups: comp.sys.atari.programmer

Hi Boris,

IIRC wdialog.prg comes with cops (COntrol Panel Server) the Xcontrol
replacement. Try:

http://www.uni-karlsruhe.de/~Thomas.Much/nbp.html

Michael

boris d. cahan wrote:
>
> 1) Does a version of wdialog exist in english, and where can it be gotten?
> 2) Does a version of the files, possibly including the sample files exist
> in english?

From 8288259287200580950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <6de65l$14m$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 329976718
References: <34d4df77.10153750@news.demon.co.uk>
<1998022719404880956@zetnet.co.uk> <6d91e7flo1@nyheter.chalmers.se>
<1998022819045380956@zetnet.co.uk>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <1998022819045380956@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> wrote:
>> themselves as well as counting interrupts), which is enough to make even
>> the very fastest VDI routines (like line colour setting) register on my
>> AB040 (but it's down to one 'click' per call in that case).
>
>Pretty impressive. :-)

Actually, it seems my memory isn't what it should be. When I checked
a few things yesterday it turned out that while vsl_color did indeed get
clocked for one 'click' on most calls, there were a few faster calls.

I think I could increase the timer frequency, but for all useful VDI
operations it seems allright as it is, even with an '040.

>Well I have some rather braindead 8/16bpp mode stuff, although I'm sure its
>nothing you couldn't work out. I have quite a fast setpixel() routine that

It's not so much a question about whether I can work something out (which
I definitely can), as how quickly fVDI will develop if I have to write
every single line of code for it.

>that works in most planar modes (2->8).

The speed of set_pixel is, unfortunately, not very relevant for the current
fVDI since there's such a lot of overhead anyway when that is needed.
Still, it would be interesting to see if I might have missed something

in my own implementations.

>I've (sort of) got access to the TML 4bpp modes, but theses are all hard
>coded for 320x200, and are not too easy to understand (and appart from

Hard-coding is usually not difficult to remove and I think it's an
inherent characteristic of fast bitplane drawing code (especially for
multiple interleaved bitplanes) that it's difficult to understand...

>putpixel/setpixel, and various copy ops, it doesn't have any non-sprite
>based graphics routines)

Sprite drawing routines should be mostly the same as normal vro_cpyfm
(D = S mode) blitting. Perhaps with some masking added.

>As for time, if I'm going to get this BadC stuff working, I cannot really
>write much code for fVDI...

I understand that. The BadC module interface is used for the device
drivers in the current fVDI, though, so if you have any new ideas... ;-)

>> that the monochrome blitter source (which should handle all the vro_cpyfm
>> operations) is more than 30kbyte assembly as it is.
>
>hmm... yea, pretty big...

Fortunately, that includes four very similar duplicates of large parts
of the code (S = D code, generic code and shadow screen versions for all
of that).

>Yea, I remember that... Any idea how fAES is going? I dont suppose you've

The Fenix developer mailing list has been quiet for more than three
months, so I'm not sure _anything_ is happening.

>heard anything from Sven about the kernel have you?

Heard from Sven? Are you joking? ;-)

>> There are indeed quite a few nice ideas there, but if I don't get any
>> help with the programming...
>
>Yea.... if I can make some time, I'll mail you...

Anyone else?

>> As long as you use an AES that can return immediately when there are no
>> messages to process, there shouldn't be a problem (I wouldn't expect an
>
>I guess thats Magic, N.AES, oAESis, XaAES, and maybe AES 4.1?

I don't know about Magic or N.AES and would be surprised if Atari managed
it, but last time I looked at oAESis it seemed fine. The test version of

XaAES that I released long ago also returned quickly, but I think
something happened later on to slow things down again.

There is a small program called LINES.PRG (IIRC) that runs a _lot_ faster
with an AES that has quick evnt_multi calls. I'm not sure if it was the one
Atari included with MultiTOS or the one in the XaAES distribution, though.

>> Perhaps we should take a look at DirectX?
>
>Perhaps. I haven't actually looked that the API myself, but I have heard
>a lot of critism of the 3D api for ease of use, so I wouldn't bet on any

I don't think the other parts (DirectDraw, DirectSound etc) have received
that much criticism, but I haven't looked at them myself yet. Currently
I'm mostly looking into Win32/GDI (I intend to write a graphics test
program for the PC and Atari at the same time) and RRedline (the native
3D API for the Rendition graphics chips).

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 8171837393804559653
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/03/02

Message-ID: <34FAA182.4E68@mst.tn.utwente.nl>#1/1
X-Deja-AN: 329980991
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crpkfkts3@news.emw.ericsson.se>
<EovLF4.oEy@suse.modem.stud.uni-hannover.de> <6d0mqsiuv4@news.emw.ericsson.se>
<EozCJz.CL@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
> But for that I have the other games that I described in some parallel message.
> And this is also the reason why I still play C64 games from time to time. In

> terms of ideas they are so much superior to anything that exists today. Of
> course technologically speaking they are inferior, but the inferior hardware
> was one of the reasons the programmer concentrated on a sophisticated (in
> terms of game ideas) implementation, rather than superfast scrolling, 3d
> shading etc. etc. Sure technologically speaking Tony's games are superior,
> but if I want to play technologically superior games, then I switch my Linux
> box (Pentium 133, Matrox Millenium) into DOS mode and play games with a tech-
> nological quality Tony can only dream of.

Don't agree to this. Most DOS game are on implementation technology
inferior to most Atari games. The implementation relies on brute
force power of the computer. Great games like 'No second price',
'Wings of death' and 'Enchanted land' get the maximum from the ST
hardware. DOS games more or less work.

Bye, Hans

From -8093818767293660187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <34FAA8F0.11CE@mst.tn.utwente.nl>#1/1
X-Deja-AN: 329990725
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crqh1kts5@news.emw.ericsson.se>
<6crqvfkts6@news.emw.ericsson.se> <EovLq7.oHy@suse.modem.stud.uni-hannover.de>
<6d0p00jvg1@news.emw.ericsson.se> <350e03ca.9298860@news.zetnet.co.uk>
<EozDvr.II@suse.modem.stud.uni-hannover.de> <34F67179.51E9C0F4@cam.ac.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Andrew Gower wrote:
> So stop talking rubbish. If you REALLY want tony to write games that will
> run on your machines, re-write the missing-link so that all the graphics
> commands take IDENTICAL inputs, except work for 256 colour screens instead.

Some of the writers of messages requesting Tony to write 256 color
games assumed the STOS routines were universal enough that a change
from 16 to 256 color sprites would be enough to create those games.
They didn't know that most of the STOS extensions only work in ST LOW.

> Then there would be decent standard that people wanting to write
> cross-platform games could use. There is no-way you can expect other people
> who don't own falcons to write these routine for you, it just wouldn't be
> possible, but if you wrote them, and you wrote them well. Anyone could
> write a falcon enhanced game wihout needing a falcon.

Ack! I will try to design the C routines in my GPIC series to do
exactly that!

Bye, Hans

From 8224143560882269722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <34FAAF15.402@mst.tn.utwente.nl>#1/1
X-Deja-AN: 329995895
Content-Transfer-Encoding: 7bit
References: <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34f7e679.1200052@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
> Heartland uses the equivelant of around (ho dear, i cant
> remember..<smile>) eeerm around 30 PI1 screens, thats a BIG scroll
> area :)

I know, Have got the C source right in front of me :-)

The resolution of the heartlan map is 8640x1600 pixels, or,
to speak in ST low screen sizes 27 screens horizontal and
8 screens vertical.

Peter Rottengatter wrote:
> Let's see. 30 times ST-Low, that's 5 times ST-Low in x and 6 times ST-Low in
> y direction. 5 * 6 tiles is 30 tiles, each covering a 320x200 area. That is
> 5 * 320 in x, gives 1600, while 6 * 200 in y, gives 1200 pixels. In total

> 1600x1200 is required. That is not really a problem for my Matrox Millennium,
> even though True-Colour is not possible anymore, I must go back to 65536
> colours. But I'd just need to stick a bit more wRAM onto it to have True-
> Colour in that resolution too. Gives you whole Heartland without scrolling.
> :-))

Sorry Peter, even the milennium won't do this, the maximum horizontal
resolution of a milennium is 2000 pixels (Ok, don't know the specs by
head, could also be 3000 or even 4000, but I think it was 2000), so
there is now way you can get it on your milennium.

Bye Hans

BTW Tony: if you call Heartland fast scrolling, how would you
call a game that scrolls twice as fast? (I mean here a screen
update every vbl in stead of every second vbl.)

From -5335806919107693344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <34FAB0F0.1D7@mst.tn.utwente.nl>#1/1
X-Deja-AN: 330001154
Content-Transfer-Encoding: 7bit
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <1998021819445780956@zetnet.co.uk>
<34EC6BCE.5B18@mst.tn.utwente.nl> <34ec7d09.15130180@news.zetnet.co.uk>
<34ECAD1E.403E@mst.tn.utwente.nl> <Eop7K4.xC@suse.modem.stud.uni-hannover.de>
<34F1B1F2.1569@mst.tn.utwente.nl> <EovnHE.on3@suse.modem.stud.uni-hannover.de>
<34F442EA.6DA@mst.tn.utwente.nl> <EozF62.qM@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
>
> In article <34F442EA.6DA@mst.tn.utwente.nl>,
> Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:
>
> > KAOS. I am totally addicted to the genial drop back
> >

> > Also harddisk performance is great with KAOS. My
>
> All what you ask for exists in MagiC too ... and CAB likes MagiC very
> much. ;-)

Might be, but I also need also a lot of RAM to debug ARJ. This
weekend I had to switch off all autofolder programs and
accessoiries to find a nasty bug. For normal runs (without
debuger) I am just on the right side of the memory limit. So
I can't spend some extra memory on thing like magic and why
should I Kaos works fine for me, it's Cab that had problems.

Hans

From -159049717878344889
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <34FAB2A8.2B5D@mst.tn.utwente.nl>#1/1
X-Deja-AN: 330001155
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <35019c29.2802570@news.zetnet.co.uk>
<34f96eee.618289@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
> Changing the subject away from compatibility for a moment (I think I'm
> allowed, I started this thread <g>), why do you not use hardware
> scrolling? It's the same on ST and ST(e) isn't it? And for all I know
> the Falcon low-rez might be laid out the same anyway?

No! A normal ST has no harware scrolling. The only thing that comes
close is an complex scheme of opening upper left and right borders to
get the screen start on word alignment, but you can't get that to
work on accelarated ST's.

The STe has real hardware scrolling. You can set the screenbase on
a word boundary and delay the screen output for n pixels, getting
scrolling on pixel level both in x and y directions.

Bye, Hans

From 8721533742668194976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <34FABA1F.22E@mst.tn.utwente.nl>#1/1
X-Deja-AN: 330005837
Content-Transfer-Encoding: 7bit
References: <3504a103.4045392@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
> This is what I do.....
>
> <start>----------
>
> A standard Arcade style game
>
> 1) 8 way scrolling.
> 2) Optimum screen size of 200x200 remainder taken by info
> 3) 32x32 main charactor sprite
> 4) 20 individual free roaming sprites (Free roaming does NOT mean set
> paths, the sprites act on object placed or removed by main sprite)
> also this is per level,

I am afraid I don't understand this part, please elaborate.

> 5) 16 Colours
> 6) Screen overlay, so sprites move behind scenery
> 7) Full one meg of memory (to include standard floppy disk setups)
> 8) Background Music AND Sampled sound for FX, split into following
> FM=Background sound only

Why not playing a chip tune?

> STe=Background sound and sampled FX
> Falcon and above Sampled FX only
> Falcon to have enhanced sound quality

Where are the effects? Even in Heartland I did them on the Falcon.
What do you do on a TT?

> 9) Animated backdrops, Unlimited animation on game backgrounds

> 10) Joystick support
> 11) Support for Minimum 1 meg FM to Falcons with Nemesis or other
> fingies?, Also TT's and megas
>
> STOSSER Software games support all the above, Older releases may of
> course not, but the last half dozen games will implement at least some
> of the obove, with at least one game supporting ALL of the above thus
> proving it can be done,

And it's speed, screen updates every VNL, second VBL, 3rd VBL...?

>
> <end>----------
>
> 1) If you can do all of the above AND better, then please do give me
> the benefit of your knowledge and I will gladly read and learn and be
> thankfull :))

Mmmm, must have missed something, where are you doing this?
Especially those 20 extra sprites sound quite impressive, are
they all visible at the same time? Do they also move behind
backgroud objects?

Well, you know what my specs are:
8 way scrolling, 160x320 playfield, chip music and sound FX on ST,
STe, TT and Falcon. DMA music on STe, TT and Falcon. 32x21 sprite,
screen overlay. Running in 512kB. All in two vbl's, on Falcon and
TT one vbl mode.

Do I qualify?

Bye, Hans

From -2425430082343519168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9adff957ec35de
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: BubbleGem and GFA
Date: 1998/03/02
Message-ID: <6dedqc$7jq@balaena.bio.vu.nl>#1/1
X-Deja-AN: 330011580
References: <a24a691290B802A1.55@nest.ftn> <$PXjVEA0dZ60QwnQ@shaw1.demon.co.uk>
<34f3ec48.7830830@news.demon.co.uk> <NN0PlQAgqb80QwQv@shaw1.demon.co.uk>
<34f32261.3416242@news.demon.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >Oh dear, what is the world comming to?

: An abrupt end if you happen to be unlucky enough to be wired up to a
: machine in intensive care, come 23:59.59 1999 !!! [aledgedly] ;-))

Nah. In our hospital they use Sun Sparc workstations in intensive care. :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The devil finds work for idle circuits to do.

From 4828570383174672943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Game writing in C
Date: 1998/03/02
Message-ID: <6def5m$7jq@balaena.bio.vu.nl>#1/1
X-Deja-AN: 330016368
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se> <1998022618445780956@zetnet.co.uk>
<6d6o8t$6a7$3@news.emw.ericsson.se> <1998022720032480956@zetnet.co.uk>
<34f86e1a.406174@news.demon.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Iconification or lack thereof under MagiC would not cause any problems
: but the gadget to send the window into the background might. This is
: because MagiC handles it automatically unless your application
: specifically takes over control of it. In effect, a game which thinks
: it is running in the foreground might suddenly find itself covered by
: other windows and be oblivious to the fact.

Hmmm, what's the best way around that? (coz' it means some of my software
isn't 100% Magic-compliant :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The devil finds work for idle circuits to do.

From 2195820531164530997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <34fdcffb.6339584@news.zetnet.co.uk>#1/1
X-Deja-AN: 330053408
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
<6d61pa$7q0$1@nyheter.chalmers.se> <35019c29.2802570@news.zetnet.co.uk>
<34f96eee.618289@news.demon.co.uk> <34FAB2A8.2B5D@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Mar 1998
14:22:48 +0100 that you wrote:

>> scrolling? It's the same on ST and ST(e) isn't it? And for all I know
>> the Falcon low-rez might be laid out the same anyway?
>
>No! A normal ST has no harware scrolling. The only thing that comes

 We call it "Cheap Hardware scrolling" on the FM, I can show you full
screen cheap hardware scrolling on a fm easy in one vbl, but only
vertical :) and its not real ...IYSWIM

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -9161159405098548253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <34fed045.6413689@news.zetnet.co.uk>#1/1
X-Deja-AN: 330053409
Content-Transfer-Encoding: 7bit
References: <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
<6d0nbdiuv5@news.emw.ericsson.se> <350d0306.9102445@news.zetnet.co.uk>
<6d14g0ris2@news.emw.ericsson.se> <EozEyv.oG@suse.modem.stud.uni-hannover.de>
<6d6m4f$5qb$3@news.emw.ericsson.se> <34f7e679.1200052@news.zetnet.co.uk>
<34FAAF15.402@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Mar 1998
14:07:33 +0100 that you wrote:

>> Heartland uses the equivelant of around (ho dear, i cant
>> remember..<smile>) eeerm around 30 PI1 screens, thats a BIG scroll

>I know, Have got the C source right in front of me :-)

 HEHE, Mine is on disk for the ATARI, and I was too lazy to boot up,
find disk and load STOS then load the BASIC then find the info, just
to answer an email, so I guessed :)
>
>The resolution of the heartlan map is 8640x1600 pixels, or,

 Sounds better, now who is going to show that without scrolling :)))

>to speak in ST low screen sizes 27 screens horizontal and
>8 screens vertical.

 8x27 pi1 screens... well it was a few years ago... but I was well off
wasn't I :)

>
>Peter Rottengatter wrote:
>> Let's see. 30 times ST-Low, that's 5 times ST-Low in x and 6 times ST-Low in

 Sorry Peter as above, I was a mile off....27 screens by 8 screens, on
a One meg FM from floppy..... hehehe

>BTW Tony: if you call Heartland fast scrolling, how would you
>call a game that scrolls twice as fast? (I mean here a screen
>update every vbl in stead of every second vbl.)

You have to remember I never said "THE fastest" just fast, and I know you agree it is :), Compared to a lot of games I have seen then it is, and as everyone expects STOS to equal jerky and flip screen, then "fast" seemed to be appropriate ?

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -8315136938617546035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <3500d64e.7958704@news.zetnet.co.uk>#1/1
X-Deja-AN: 330053410
Content-Transfer-Encoding: 7bit
References: <3504a103.4045392@news.zetnet.co.uk> <34FABA1F.22E@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Mar 1998 14:54:39 +0100 that you wrote:

>> 4) 20 individual free roaming sprites (Free roaming does NOT mean set
>> paths, the sprites act on object placed or removed by main sprite)
>> also this is per level,
>
>I am afraid I don't understand this part, please elaborate.

A lot of games have baddies that will move on set paths, maybe 100 pixels to left then 100 to right, just set paths, this is simple to do and not to heavy on the processor time....

However in H.E.R.O. the baddies look where they are going, if they reach a door then they stop... however if Jim our main sprite has opened that door, then the next time the baddie reaches it, it will go through the door until it reaches the next thing to stop it,

Drops of green goo drip from broken pipes and cielings, lets say some is dripping onto a lift, if you send the lift down a couple of screens, then the drips will drip down to wherever the lift is,

OK not exactly state of the art IE but it does take a lot more proc

time and its not something you see too often is it!, its an
enhancenebt to the game... and thus mentioned,

>> 8) Background Music AND Sampled sound for FX, split into following
>>   FM=Background sound only
>
>Why not playing a chip tune?

 eeerm thats what it is... FM has a chipmusic playing in the
background...no sampled sound, or it has no music but uses chip sfx,
of which I only know one ands thats from the Killing game show, wish
there where more..

>>   Falcon to have enhanced sound quality
>
>Where are the effects? Even in Heartland I did them on the Falcon.

 better sound quality I said.. there should be the same sample, but
sampled at a better rate, if extra memory or falcon is detected then
it loads and uses the better sample, pretty sure this was implemented
for diamond Ice, cant remeber for heartland.. :)
 I could have used bigger and better sampled, BUT what everyone seems
to forget when talking about enhancements, is that we still have to
support the lower machine, and floppy disk users, what floppy disk
user wants extra couple of meg sample files that he cant even hear ?

>What do you do on a TT?

 Seems to play them all according to game testers ? chip music and
samples... and as a TT always has more memory then it gets the
enhanced sound,

>> of the obove, with at least one game supporting ALL of the above thus
>> proving it can be done,
>
>And it's speed, screen updates every VNL, second VBL, 3rd VBL...?

 hmmm I don't see the need for this question.. beauty is in the eye of
the beholder surely?.... <smile> a game player does not care how many
vbl's, he does not care if the code is speghetti (like mine is) and he
doesnt care what language was used (this is supposing he is a little
more mature than to refuse to try it just because its STOS)

>Mmmm, must have missed something, where are you doing this?
>Especially those 20 extra sprites sound quite impressive, are

 HERO has 20 baddies in every level, all are being drawn, not all are
on screen at the same time, that would be SILLY!,

 BTW to maybe impress you even more, the 20 sprites consist of 5
different types of baddies, all that move and act differently so must
have seperate routines, eg: flying or floor walking or droping from
cieling etc..

The above 20 sprites not include the animated burning water or the animated lazer beams :))

>they all visible at the same time? Do they also move behind
>backgroud objects?

None..not even the main charactor moves behind objects in this example, hmmm did I say at least one game features everything ?... I amy have said that.. whoops sorry my mistake :)
>
>Well, you know what my specs are:
>8 way scrolling, 160x320 playfield, chip music and sound FX on ST,

But your version was no more compatable than my version, also your version did not have everything in it when I saw it..???

You proved beyond doubt that it could be achieved in C, but as for compatability, yours would not run on more machines than my version.. and theres no prrof it would even run on as many ?

>STe, TT and Falcon. DMA music on STe, TT and Falcon. 32x21 sprite,
>screen overlay. Running in 512kB. All in two vbl's, on Falcon and
>TT one vbl mode.
>
>Do I qualify?

You already qualify, because you are the ONLY person in this newsgroup who has the balls to back up what he says :)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -203543084842374210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,32438e5a260d4efb
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Test Subject
Date: 1998/03/02
Message-ID: <d1d_9803021146@conchbbs.com>#1/1
X-Deja-AN: 330073258
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: faltrion@alfaskop.net
Newsgroups: comp.sys.atari.programmer

f > why should I be ashamed? how can you be shure that this book
f > (I assume it is a book) can be found in Sweden where I live,

f > and Why should I ahve bought it, even if it does exist?

"Algorithms" by Sedgewick is one of the best references on
programming ever written. Another is "The Art of Computer
Programming" by Knuth.

f > Instead of giving me "poiters" of where to look, Why not be
f > helpfull and tell me what that book says.....

He devotes an entire chapter to the subject. However, the most
commonly used method is as follows:

```
  a[0] = seed;
  for(i=1; i<N, i++) a[i] = mod( a[i-1]*b + 1, m);
```

for some constants b and m. The trick is finding a good value for b
(for a particular m). This is usually done by trial and error.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 8949309261019972757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <34FAF569.5675@mst.tn.utwente.nl>#1/1
X-Deja-AN: 330079365
Content-Transfer-Encoding: 7bit
References: <3504a103.4045392@news.zetnet.co.uk> <34FABA1F.22E@mst.tn.utwente.nl>
<3500d64e.7958704@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
>
> Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Mar 1998
> 14:54:39 +0100 that you wrote:

> >> of the obove, with at least one game supporting ALL of the above thus
> >> proving it can be done,
> >
> >And it's speed, screen updates every VBL, second VBL, 3rd VBL...?
>
> hmmm I don't see the need for this question.. beauty is in the eye of
> the beholder surely?.... <smile> a game player does not care how many

Setting standards like this you need to say something
about the speed. It is possible to do it all, including
20 free moving sprites in a GEM window, screen updates
will cost some time, but you didn't say anything about
speed, so anyone doing this in a GEM window will
satisfy to your challenge.

> vbl's, he does not care if the code is speghetti (like mine is) and he
> doesnt care what language was used (this is supposing he is a little
> more mature than to refuse to try it just because its STOS)

Nor does he care for the number of sprites and so on. You set
here a technical challenge so you have to specify something
about speed.

BTW: going from two VBL to one VBL code makes a great
difference in gameplay.

> >Mmmm, must have missed something, where are you doing this?
> >Especially those 20 extra sprites sound quite impressive, are
>
> HERO has 20 baddies in every level, all are being drawn, not all are
> on screen at the same time, that would be SILLY!,

Why would dat be silly? Ever played Llamatron? That has a real
huge baddy count and is definitly not silly.

> BTW to maybe impress you even more, the 20 sprites consist of 5
> different types of baddies, all that move and act differently so must
> have seperate routines, eg: flying or floor walking or droping from
> cieling etc..

Doesn't impress me at all.

> >they all visible at the same time? Do they also move behind
> >backgroud objects?
>
> None..not even the main charactor moves behind objects in this
> example, hmmm did I say at least one game features everything ?... I
> amy have said that.. whoops sorry my mistake :)

You surely have said that. Time to rewrite the original specs:
---------->8----------
Tony Greenwood wrote:
This is what I do.....

<start>----------

A standard Arcade style game

1) 8 way scrolling.
2) Optimum screen size of 200x200 remainder taken by info
3) 32x32 main charactor sprite
4) 20 individual free roaming sprites (Free roaming does NOT mean set paths, the sprites act on object placed or removed by main sprite) also this is per level,

Number of sprites visible at the same time:
( ) 1
( ) 2
( ) 3

5) 16 Colours
6) Screen overlay, so sprites move behind scenery
Not always
7) Full one meg of memory (to include standard floppy disk setups)
8) Background Music AND Sampled sound for FX, split into following
FM=Background sound only
STe=Background sound and sampled FX
Falcon and above Sampled FX only
Falcon to have enhanced sound quality
9) Animated backdrops, Unlimited animation on game backgrounds
10) Joystick support
11) Support for Minimum 1 meg FM to Falcons with Nemesis or other fingies?, Also TT's and megas

12) gamespeed: screen updated every second VBL?
----------8<----------

> >Well, you know what my specs are:
> >8 way scrolling, 160x320 playfield, chip music and sound FX on ST,
>
> But your version was no more compatable than my version, also your
> version did not have everything in it when I saw it..???
>
> You proved beyond doubt that it could be achieved in C, but as for
> compatability, yours would not run on more machines than my version..
> and theres no prrof it would even run on as many ?

My version runs on 512kB STs too, yours didn't.

>
> >STe, TT and Falcon. DMA music on STe, TT and Falcon. 32x21 sprite,
> >screen overlay. Running in 512kB. All in two vbl's, on Falcon and
> >TT one vbl mode.
> >
> >Do I qualify?
>

> You already qualify, because you are the ONLY person in this
> newsgroup who has the balls to back up what he says :)

Thank you!

Bye, Hans

From 2843467657854337546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7d28f9052531744a,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f5ab3,7d28f9052531744a,start
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: f8760,7d28f9052531744a,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,7d28f9052531744a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,7d28f9052531744a,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,7d28f9052531744a,start
X-Google-Attributes: gid109a67,public
From: Robert Davis <robert.davis@donut.demon.co.uk>
Subject: Atari ST Owners
Date: 1998/03/02
Message-ID: <P3Vt5FAynv+0EwKC@donut.demon.co.uk>#1/1
X-Deja-AN: 330085068
MIME-Version: 1.0
Distribution: world
X-NNTP-Posting-Host: donut.demon.co.uk [158.152.90.42]
Organization: Solaris
Newsgroups:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Dear Atari owners,

I am wondering if anyone can help me.

I own an Atari Mega 1 that I use for music. It originally came with Microsoft Word for ST and I currently need to do some word processing on it.

Unfortunately, though I still have the mauals and documentation, the Word disk was stolen and I need to get a replacement. Does anyone have a copy of Word for ST they can send me or email me?

Please email me directly since I do not receive all postings to the group.

Thank you for your assistance,

Robert Davis

p.s. Please don't flame me about software piracy. I have purchased all
the software I use, I do own a licence for this package and this package
is not currently sold commercially.

Robert Davis
---
robert.davis@donut.demon.co.uk

From -2801345629461767620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21588789be517ad2
X-Google-Attributes: gid1115ce,public

From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: GPIC 1B
Date: 1998/03/02

Message-ID: <1998030218553180956@zetnet.co.uk>#1/1
X-Deja-AN: 330096817
References: <34FA6C27.7DED@mst.tn.utwente.nl> <6de0rpjfi4@news.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

> Hans Wessels wrote:
> >
> > Game programming in C Part 1B
>
> I'm not sure if it say waht type of game this is, but could
> you make something else than a PacMan clone (if that is what
> it is)?

Magnus, shame on you... read the message - its a TRON clone. :-)

Nice one Hans... keep going. :)

Anthony
--

----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From -3280163786232766197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f0194a6e7ff8c28,start
X-Google-Attributes: gid1115ce,public
From: Andrew Gower <acg29@cam.ac.uk>
Subject: Atomic Compression routines
Date: 1998/03/02
Message-ID: <34FB11D9.7E3FDCD3@cam.ac.uk>#1/1
X-Deja-AN: 330117583
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: University of Cambridge, England
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi everyone,
I've got a question which has been bugging me for some time now. I've heard that the atomic decompression routines, (as used in quite a lot of demos/games) aren't compatible with the falcon. Is this true? If so can anyone explain why? They don't seem to do a lot hardware specific calls, they mainly just do a lot of complicated bit operations, and rely on the flag resgister an awful lot, does the falcon flag register behave slightly differently or something, or am I just missing something really obvious? :-)

Andrew

P.S I think I was a bit rude in my previous messages, (sorry Peter!) I don't know what came over me! Rest assured that I am now sane once again! :-)

From -6139042072438998117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f669eb925d987eb,start
X-Google-Attributes: gid1115ce,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: menu in infoline?
Date: 1998/03/02
Message-ID: <6dfadl$ga5$1@news1.tor.acc.ca>#1/1
X-Deja-AN: 330158346
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer

I was wondering if anyone knows of C bindings that will allow putting a menu in the GEM window infoline?

I know GFA has some library functions that do it, but I haven't

been able to locate C bindings to achieve a similar result...

Otherwise, how could one install a menu within a dialogue, with
proper handling of the menu's pulldown?

Please Cc reply through e-mail. Thanks.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

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 <TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From 1407426846066552417
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9235778520c7655f
X-Google-Attributes: gid1115ce,public
From: Thomas.Much@stud.uni-karlsruhe.de
Subject: Re: wdialog in english and for lattice
Date: 1998/03/02
Message-ID: <6dfcat$46u$1@nz12.rz.uni-karlsruhe.de>#1/1
X-Deja-AN: 330165169
Content-Transfer-Encoding: 8Bit
References: <6dcjhehdj1@alexander.INS.CWRU.Edu>
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
X-Complaints-To: newsmaster@rz.uni-karlsruhe.de
X-Trace: rz.uni-karlsruhe.de 888878237 4318 uk48 129.13.95.2
Organization: University of Karlsruhe, Germany
Newsgroups: comp.sys.atari.programmer

>Does a version of wdialog exist in english, and where can it be gotten?

There's a separate archive with WDIALOG 1.98 on my home page:

  http://www.uni-karlsruhe.de/~Thomas.Much/nbp.html

bye, Thomas

From -6056627930739332294
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f0194a6e7ff8c28

X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Atomic Compression routines
Date: 1998/03/02
Message-ID: <1998030223051780956@zetnet.co.uk>#1/1
X-Deja-AN: 330178410
References: <34FB11D9.7E3FDCD3@cam.ac.uk>
Newsgroups: comp.sys.atari.programmer

Hi

> I've got a question which has been bugging me for some time now. I've
> heard that the atomic decompression routines, (as used in quite a lot of
> demos/games) aren't compatible with the falcon. Is this true?
For the self extracting routines, yes. I believe the "extract an atomic
archive" routines work ok, but not as useful...

If so can
> anyone explain why? They don't seem to do a lot hardware specific calls,

They use self modifying code, IIRC, which screws up if you have separate
data and instruction caches, like in the 030, because the data cache holds
the modified code, and the instruction cache holds the original code.

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                   (Spike Milligan)
----------------------------------------+-----------------------------------
```


From 4176524512559189671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f669eb925d987eb
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: menu in infoline?
Date: 1998/03/02
Message-ID: <1998030223074380956@zetnet.co.uk>#1/1
X-Deja-AN: 330178411
References: <6dfadl$ga5$1@news1.tor.acc.ca>
Newsgroups: comp.sys.atari.programmer

Hi Qfunk

> I was wondering if anyone knows of C bindings that will allow
> putting a menu in the GEM window infoline?

The last release of FLDLIB (0.94b?) had menus attached to the windowed dialogues. Personally I dont like these, so I haven't really looked at how it works in detail, although I do remember that FLDLib used AES 3.4 popups in its implementation (for simplicity, I guess... you could write generic versions if you wanted to).

Anthony
--


```
----------------------------------------+----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+----------------------------------
```


From 7570376241938934662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <Ep6u6w.oH1@suse.modem.stud.uni-hannover.de>
X-Deja-AN: 330261323
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk> <Ep38Es.BI@suse.modem.stud.uni-hannover.de> <1998030112202380956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <1998030112202380956@zetnet.co.uk>,
     Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> Why not ? The Atari features several mechanisms that you can use to built
>> whatever timing you want into your software.
>
> Well, for one thing (minor point), if you are sitting on a TT, Falcon, or
> whatever with a VGA monitor, its 70vbl's per sec, unlike the 50/60 you get
> on an ST - so if the game is running at 1vbl then you could potentially be
> playing a game that is running 40% faster than it should be.

I wasn't talking about the VBLs of course, they are bad for this. But the 200 Hz interrupt runs far more precise than is required.

If just a defined delay is required, one could also simply access the 200 Hz counter, for which one does not need to install interrupt handlers.

> Also, in general, the higher the resolution, the slower the machine gets. So,
> how do you know if the machine is fast enough to cope with the game at the
> "intended" speed?

That's not the programmer's worry. Maybe you should mention it in your readme files that goes with the game, that it may be too slow with the chosen resolution, and the player should switch resolution in order to enhance speed.

I can ask the other way round : How do you know the machine is too slow to cope with the game at the given resolution ? There is no point in refusing to run a game in 1024x800 on a Hades entirely due to speed assumptions, because the Hades is fast enough to handle it.

I should add : There is no point in refusing to run a game in 1024x800 on any Atari, because you cannot know if the player has miraculously sped up the machine a lot.

Then I should add, there are machines out there where CPU speed is not affected by screen resolution, because all the graphics work is handled by a graphics coprocessor.

So making such assumptions is bad programming style. I'm not saying that your style is bad, but your statement above might mislead some other programmers to using such style, which should be avoided.

> It was their failure to provide a generic call in the ST that has caused this
> problem.

I guess we can agree on this. ;-) But if they had, the problem would still be there, only slightly relieved. This is because different hardware supports usually not just additional resolution settings, but supports *different* settings. So on some hardware 800x600 will exist, but no 1024x800, then other hardware might support the latter but not the former. This is why it's important that software is able to adapt.

>> AFAIK is HAS
>> BEENhas beenchanged already with recent NVDI.
>
> Please tell me what call to use then. As I mentioned in another post,
> I couldn't
> find this call in the NVDI Programming docs, so if you can shed some light
> on this I would be very grateful.

I've been told it's in NVDI V4. I don't have V4, just V3.02, and that's why

I said AFAIK. I gotta ask others for this.

> If I want to play an arcade game, I dont want it running in a small window
> in the top-left corner of the screen (or whatever), I want it full-screen
> no distractions.

That should be the user's choice, don't you think so ? Or are you thinking
everybody else will think the same way as you do ?

I will usually play such a game when I have some idle time, waiting for an
FTP download to finish or similar. In such a case I want the FTP window on
the screen next to my game so that I know when it's done. Mario Becroft's
Pacman is very nice in this respect, it is an arcade game running exactly
the way some people here are saying is impossible.

> Find my someone who likes playing Quake no the PC in a window
> - you certainly wont find many who dont play full-screen.

Because they can't. I'm sure I'd find some who would if it were possible.

> Equally, its hassle for me as a user to be TOLD to change resolution by
> a program, when I know full well that it is capable of doing it for itself.

If you "know" that, then - sorry - you're entirely wrong on this. No program
can be sure if it will be capable of switching resolutions properly by it's
own. Sure it can attempt to, but it's likely the program will not have any
chance to tell if it succeeded, only the user can tell when he sees a garbled
screen output.

> This seems a very strange way of doing it... IMO not what the games-playing
> public want.

Because they aren't aware of the situation. But you, as a programmer, are,
and you should be able to teach them on this, by writing an appropriate
paragraph in the README. The user is not in the situation of dictating what
is possible - if he were then I'd ask my hardware to support 3000x2000
True-Color modes ;-) Some improvements can be done by using hacks (this is
what I call fiddling with hardware to set video modes), but it leads to
the situation that few users can use the program. I know, people don't care
if their favourite program works on their neighbors machine, but I do not
think this is something that should be encouraged. People should be made
understand that the little hassle (if it's needed in the first place) is
essential in order to let others have fun too with that program.

>> > On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
>>
>> This would work indeed if the games would run in windows, and used VDI.
>> But any setting of video mode by the game on it's own screws up the lot.

>
> But then, would anyone actually try and PLAY that many games at once? The

Depends on the type of games. I'm not a fanatic of arcade games, and as such, the type of game I usually prefer is that of which several ones can be played at the same time.

> answer is of course no, you would only want to play one game at a time,

There is an often made mistake. People tend to think their own opinion would hold for the whole world. This is an assumption that has led to so much hardship in the history of our planet, that I had guessed everyone nowadays should be ready to accept that other people in other circumstances will grow entirely different opinions and habits.

So please accept that for this reason the line of yours that I quoted above is rubbish, especially the "of course".

> so why have it only taking up 1/9th of your screen, with the rest displaying
> the desktop?

There are more reasons for one or the other than you can remotely guess. Therefore it's pretty arrogant to dismiss half of them, by denying existence of reasons to restrict a game to only 1/9th of the screen.

>> > requires ST compatible resolutions, but that isn't the programs support - if
>> > the machine cannot do what an ST can do, users should EXPECT games designed
>> > for the ST not to work.

There are programming techniques that make such expectations obsolete. It CAN be done, games that run on all machines. So there is no reason to expect such a thing. The current situation merely makes me *suspect* that a given game won't run, and as it can be done, I'd be happy if this could be changed. Currently it's sadly prevented by certain people simply refusing to try other techniques, techniques that in some cases even save work.

>> Why design such games in the first place ? The Atari world is a lot bigger
>> nowadays (in terms of different models), and it's far from impossible to
>> design games such that they run on most if not all models.
>
> Yea, but the "most if not all" models are the low end STs,

Sorry but this is rubbish, especially the "if not all" in your sentence. If it holded then there were no other models, and the discussion had never started in the first place.

You might be judging from the situation in the UK, maybe the "most" is true there, but here in Germany the situation is entirely different, and in other countries the situation is different again. I thought only bloody germans

are so self centered when it comes to Atari software, but I begin to realise
that UK people can do just as "well". ;-)

>> > If, say, Super()/Supexec() was removed from user programs (as has been
>>
>> That's not the point, there is no hardware dictated need to make Super()
>> Supexec() incompatible, or even remove them entirely.
>
> But on a machine that is capable of displaying ST-Low, there is no need
> to break setscreen() either. If the hardware vendor has made the decision
> not to provide ST-low compatibility, then you could take it up with them.

Agreed. But it doesn't help. A system that does not provide any ST video
mode may still make Setscreen behave is if ST-Low is used (or were present).
This was a descision by Atari to not break older software that cannot deal
with getting other video modes as return values from those XBios calls.

> Oh, I'm not the one advocating that you change the way you program... thats
> you, telling Tony to switch to using the VDI, which will not benefit him one
> iota, appart from making you happy...

Oh, I'm not telling him to do so. I'm merely trying to convince him to just
try once to program using GEM methods. The experience might let him use
it for programs that do not require super-fast scrolling on small machines.
If he only does that then I'm happy ;-)

> If Hades/Medusa/Milan owners want games that make use of their systems,
> then they should consider writing them themselves, rather than expecting
> people with a bottom of the range ST to write them...

All what I'm saying is that there are many types of games that can be
developed on a basic off-the-shelf 8 MHz ST to run even on the fasted
machines in a sensible and enjoyable way. It merely needs a little
discipline and use of standardized methods to achieve this.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 2962870881521783853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)

Subject: Re: C Compiler
Date: 1998/03/02
Message-ID: <Ep6uw4.oJF@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 330261324
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crqh1kts5@news.emw.ericsson.se>
<6crqvfkts6@news.emw.ericsson.se> <EovLq7.oHy@suse.modem.stud.uni-hannover.de>
<6d0p00jvg1@news.emw.ericsson.se> <350e03ca.9298860@news.zetnet.co.uk>
<EozDvr.II@suse.modem.stud.uni-hannover.de> <34F67179.51E9C0F4@cam.ac.uk>
<Ep39q2.E9@suse.modem.stud.uni-hannover.de> <34F9195E.551394DC@cam.ac.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34F9195E.551394DC@cam.ac.uk>,
     Andrew Gower <acg29@cam.ac.uk> writes:

>> Nobody said you should do it with the original VDI ! There is NVDI which
>> is a hell faster. And there is the upcoming and promising fVDI project by
>> Johan Klockars. It is possible to write arcade games with NVDI, and it should
>> be possible with fVDI too, if it holds what Johan promises.
>
> Well I don't think NVDI is the answer for 2 reasons. a) It take up a sizeable
> proportion of memory on the ST,

Only if you install vector fonts. This might be a problem though with 512 k
machines, are there many of them left ?

> and secondly, (unless I'm mistaken.) doesn't it
> cost quite a lot of money?

No. It costs money, so much is true, but I think it's rather cheap compared
to what it does.

> It would hardly be ideal that anyone wanting to play
> that particular game has to fork out huge amounts of money first to get the
> upgrade.

NVDI is installed on about 70% to 85% of all german Ataris that are still
in use. So even though I don't know the numbers elsewhere, I think this is
not too much an issue, especially as I do not consider the price a "huge
amount of money".

>> Would like to know what I've got to do with Falcons. You're admitting clearly
>> here that you jumped into this threaded with hardly having read more than
>> five messages. Go back and read all the thread, then let's talk again. Until
>> then, I leave your rubbish uncommented.
>
> No, I really have read all the messages my news-server would give to me.
> Obviously the really old ones have expired, which is a bit inconveniant. I've
> just quickly re-read all your messages now, and I still can't work out what you
> have to do with falcons though!, do you have any cool projects on the go at the
> moment? It is apparent that you know quite a lot about them :-)

Does that mean I do a lot on Falcons ? I don't own even one of them. Thorough
knowledge of all systems that potentially run one's software is a rather
desirable prerequisite for writing good portable software.

>> If you mentioned the word "game" in this sentence, it would make a little
>> bit of sense, just a bit. But the way it's there, I find this the most
>> ridicolous line I've ever read in Usenet, hahahahahahaha.
>
> Yes, when I re-read my message after sending it I was a bit shocked that, that
> line had been left in! I meant to take it out - honest :-) It's quite obviously
> not true, so I hope you weren't too insulted :-) I was just getting a bit upset

An insulted person won't laugh, would he ? This was to much ridicolous to
be any insulting for me.

> that people were becoming rather insulting towards tony, and his programs, and
he
> IS a really good programmer too. :-)

I do not say that he is not a good programmer. I only say that he is a fair
bit stubborn when it comes to using GEM methods.

>> > wouldn't be that difficult to patch the operating system so that when it
>> > receives a request for a mode your computer can no longer do, it just
>> > emulates it instead.
>>
>> You'd be surprised. I did something very similar.
>
> You mean I'd be suprised that is would be quite difficult? I can't see why it

No, in the context of me never doing any programming, you'd be surprised
that I wrote such patches.

>> PS.: Apologies to anyone (except Andrew Gower) who feels bored by this. But
>>   I felt unable to leave this entirely uncommented. Tony, it's not quite
>>   this what you call a heated debate, is it ? ;-)

>
> Is this a little knock at me by any chance? Ok so I admit one of my lines wasn't

Maybe, so here is a special "sorry" for you ;-)

> BTW: Does anyone know if any java applet viewers have been written for the atari
> range of computers? And how fast are they? Java seems rather slow even on my PC,

Craig Graham has done it, but the rights are with his employer if I under-
stood correctly, therefore he can't release it.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 186763879590253889
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,7d28f9052531744a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f5ab3,7d28f9052531744a
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: f8760,7d28f9052531744a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,7d28f9052531744a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,7d28f9052531744a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,7d28f9052531744a
X-Google-Attributes: gid1115ce,public
From: "Nicholas Bales" <bales@GET.THIS.OUT.hol.fr>
Subject: Re: Atari ST Owners
Date: 1998/03/02
Message-ID: <6dga7r$l55$1@news3.isdnet.net>#1/1
X-Deja-AN: 330303444
References: <P3Vt5FAynv+0EwKC@donut.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Newsgroups:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Robert Davis a ̂crit dans le message ...
>
>Dear Atari owners,
>

>I am wondering if anyone can help me.
>
>I own an Atari Mega 1 that I use for music. It originally came with
>Microsoft Word for ST and I currently need to do some word processing on
>it.
>
>Unfortunately, though I still have the mauals and documentation, the
>Word disk was stolen and I need to get a replacement. Does anyone have a
>copy of Word for ST they can send me or email me?
>

Maybe you could ask the Microsoft hotline

Huh, haha, HAAHAA, MMHHHAAAHHAAHAAAAA <hysteric laughter> ;-)

Cheers,
Nick
--

```
   |||    Nicholas Bales, Toulouse, France              bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
  / | \   http://wwwperso.hol.fr/~nbales/quickfaq.htm
-'  '  `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
```


From -1634361818925420631
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fb3d599bff4f7a49
X-Google-Attributes: gid1115ce,public

From: rincewind@tubul.dascon.de (Michael Schwingen)
Subject: Re: 68k buserr
Date: 1998/03/02

Message-ID: <6df24t$1s2$1@tubul.dascon.de>#1/1
X-Deja-AN: 330464344

References: <34df90b7.0@comnet.co.nz> <EoGpvD.nuq@suse.modem.stud.uni-hannover.de>
<6cuc80$qp4@a-tuin.dascon.de> <EoxDrn.9u@suse.modem.stud.uni-hannover.de>
Organization: Discworld.dascon.de - private UUCP site
Newsgroups: comp.sys.atari.programmer

In article <EoxDrn.9u@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:

>Taking strictly what Gaven wrote in his recent message (mentioning restarting
>an instruction), you're right. Maybe Centek jumped on that too. But that was
>not the issue here. I may cite from the message that started the thread (by
>Gaven too) :

Since you quoted exactly that part, I responded to exactly that. There were
multiple question in the original posting, and these needed to be answered
separate.

>This while talking about code that checks for RAM.

I read that, and I think I stated that this will work.

>If he wanted to do a RERUN, then "the 68000 doesn't put enough info into its
>BUSERR stack frame to allow it to continue/restart the failing instruction"
>is still rubbish since in this context it implies that the 68000 could do it
>if just enough info were there. It requires a little more in the CPU core.

No - it is sufficient to put enough information in the stack frame so that
the expection handler can do what is necessary without restarting the
instruction. If only the address of the faulting instruction were p?resent
in the stack frame, the exception handler could do what is necessary
(although this would require some effort).

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen

From 1093229924007399888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,542639fab265245c
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: TLBX (was: DLLs on the Atari, Part 2)
Date: 1998/03/03
Message-ID: <34fb5ecc.0@comnet.co.nz>#1/1
X-Deja-AN: 330222637
References: <34e695df.0@comnet.co.nz> <6c9n75$lf6@balaena.bio.vu.nl>
<34ea14aa.0@comnet.co.nz> <6chetp$a0@balaena.bio.vu.nl>
Newsgroups: comp.sys.atari.programmer

The Toolbox is a 32k TSR which runs from the AUTO folder during bootup.

Once it initialises itself, it will then go looking for libraries to load
(in the "\TLBX" folder of the boot drive)

It will search this location and then checks each file it finds there to
see if it fits the profile of a library. If so, it will be loaded (if it
has the "boot me" flag set)

The Toolbox will then go TSR, with all libraries loaded so far being kept.

Later on, an application can use the Toolbox to call existing libraries,
to load or release libraries it may have loaded, to query library files
on disc and so forth.

To do so, one must first locate the Toolbox. This is done by calling
XBIOS function xtlbxID() (number 0x7462, 'tb').

The interface for this function is as follows:

```
uint32 xtlbxID( uint32 zero );

xtlbxID:
     clr.l     -(sp)
     move.w    #'tb',-(sp)
     trap #14
     addq.w    #2+4,sp
```

This will return 0x545C5268 ("TLBX") in data register D0. Any other value
means that The Toolbox does not exist.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From 2179003606693662463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b8f72514d0ed57b,start
X-Google-Attributes: gid1115ce,public
From: flux@stack.nl (Mark van der Aalst)
Subject: Looking for SozobonX programmers
Date: 1998/03/03
Message-ID: <6dfrcq$66j@toad.stack.nl>#1/1
X-Deja-AN: 330243264
Organization: MCGV Stack, Eindhoven University of Technology, the Netherlands.
Newsgroups: comp.sys.atari.programmer

[Article crossposted from comp.sys.atari.st]
[Author was Mark van der Aalst]
[Posted on 3 Mar 1998 03:49:43 +0100]

G'day, I've been trying to find the guys who upgraded the Sozobon 2.0
compiler (to SozobonX) - all email adresses seem to have gone invalid,
does anybody know where I could find any of these guys ?

Cheers, flux.

From 3785808003065696033

X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,7d28f9052531744a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f5ab3,7d28f9052531744a
X-Google-Attributes: gidf5ab3,public
X-Google-Thread: f8760,7d28f9052531744a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,7d28f9052531744a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,7d28f9052531744a
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,7d28f9052531744a
X-Google-Attributes: gid109a67,public
From: "Krister Sundstr⍰m" <support@axxess.se>
Subject: Re: Atari ST Owners
Date: 1998/03/03
Message-ID: <34fbc9a7.0@d2o1.telia.com>#1/1
X-Deja-AN: 330333644
References: <P3Vt5FAynv+0EwKC@donut.demon.co.uk>
X-NNTP-Posting-Host: t8o1p53.telia.com
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
X-Complaints-To: abuse@internet.telia.com
Organization: Telia Internet Services
Newsgroups:
alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progr
ammer,comp.sys.atari.advocacy,comp.sys.atari.8bit

>
>Dear Atari owners,
>
>I am wondering if anyone can help me.
>
>I own an Atari Mega 1 that I use for music. It originally came with
>Microsoft Word for ST and I currently need to do some word processing on
>it.
>
>Unfortunately, though I still have the mauals and documentation, the
>Word disk was stolen and I need to get a replacement. Does anyone have a
>copy of Word for ST they can send me or email me?
>
>Please email me directly since I do not receive all postings to the
>group.
>
>Thank you for your assistance,
>
>Robert Davis
>
>p.s. Please don't flame me about software piracy. I have purchased all
>the software I use, I do own a licence for this package and this package
>is not currently sold commercially.

Ohh, you are using Microsoft Word. Now, that's a cool program!!! Call Bill Gates, he probobly has a copy in his pocket!

Krister

>
>----------
>Robert Davis
>----------
>robert.davis@donut.demon.co.uk
>----------

From -1209321114869453885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7891e1bb9a742b4,start
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Text cursor coordinates
Date: 1998/03/03
Message-ID: <6dgkfu$f12$1@laas.laas.fr>#1/1
X-Deja-AN: 330347723
Distribution: world
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@REMOVE_THIS.laas.fr
Newsgroups: comp.sys.atari.programmer

Hi, everybody,

I have written for my own usage a utility program. Its operation needs to be able to obtain the current alphanumeric (VT52) cursor position (row, column). To do this, I make at the initialisation phase the LineA call 0 to get the address of the LineA data structure. This structure contains the information that I need.

The program runs fine.
However, I would like to get rid of LineA. Well, but I am unable to figure out how to do what I want without it.

--> Who knows a "legal" method for obtaining the current X-Y position of the text cursor?

Incidentally, what is exactly the situation with LineA for '030 and up Atari computers. I have heard inconsistent things on the subject.

Thanks in advance.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

From 2058440354285797955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Compiler
Date: 1998/03/03
Message-ID: <6dgq4r$cpi@balaena.bio.vu.nl>#1/1
X-Deja-AN: 330375484
References: <EnBnw5.E7r@iglou.com> <34d66c84.26925987@news.demon.co.uk>
<EoMCB0.n4r@suse.modem.stud.uni-hannover.de>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg (magnus.kollberg**@**emw.ericsson.se) wrote:

: Also, having a Falcon it's realy sad to try st games as you want more
: than 16 colours, so I usually doesn't bother.

Tisk, tisk...

: excist. Actually I think most Falcon owners thinks like me. Atleast 256
: colours or it's not worth it. Maybe we are narrow minded, but who cares?

I haven't seen many _good_ Falcon-only games yet (except the ones by the
Reservoir Gods, good stuff!). I have tons of really good ST-games.

Anyway, I *hate* that awful Falcon 256 colour mode, with its 8-interleaved
bitplanes. I once wrote some assembly code to handle this bitplane format.
Not surprisingly, it ended up being *at lot* bigger (and slower!) than
the code for a 'normal' 256 colour mode.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The devil finds work for idle circuits to do.

From -5866876158045727856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Compiler
Date: 1998/03/03
Message-ID: <6dgqtl$cpi@balaena.bio.vu.nl>#1/1
X-Deja-AN: 330375485
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <6asbdo$obt@balaena.bio.vu.nl>
<34D600C9.1BD8@mst.tn.utwente.nl> <6c9ktc$lf6@balaena.bio.vu.nl>
<34E9D2C1.D35@mst.tn.utwente.nl> <6ce9gq$4cf@balaena.bio.vu.nl>
<34EC6E8F.759F@mst.tn.utwente.nl>
Followup-To: comp.sys.atari.st,comp.sys.atari.programmer
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hans Wessels (mr_ni@mst.tn.utwente.nl) wrote:

: Levien van Zon wrote:
: Wow, that was some time ago... Phew, what was it called? Mod player
: the luxe or something like that?

Er, could be... It ran in ST-high though, which I thought was pretty cool at
the time :)

: Did you ever see it's successor,
: with nice Gem shell and functions to play Mad Max and Count Zero
: .mus files?

Er, no, I think I missed that one. I got most of my Atari stuff from BBS
Waterland at the time, and they mostly had old stuff. Actually, I think I'm
still a co-sysop there for the Atari SIG ;)

: Well, that's in the same building as the physics department. That's
: where I am right now (TN = Technische Natuurkunde, MST = Meet en
: Systeem Techniek).

Wow, TN, that's cool... :)
Although I once knew a guy who had done TN in Delft, and he wasn't very
bright... But then, that was in Delft. ;)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Put your Nose to the Grindstone!
-- Amalgamated Plastic Surgeons and Toolmakers, Ltd.

From -7986449580002393964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21588789be517ad2
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: GPIC 1B
Date: 1998/03/03
Message-ID: <6dgu6tfbs1@news.emw.ericsson.se>#1/1
X-Deja-AN: 330386261
Content-Transfer-Encoding: 7bit
References: <34FA6C27.7DED@mst.tn.utwente.nl> <6de0rpjfi4@news.emw.ericsson.se>
<1998030218553180956@zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888929309 15740 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
>
> > Hans Wessels wrote:
> > >
> > > Game programming in C Part 1B
> >
> > I'm not sure if it say waht type of game this is, but could
> > you make something else than a PacMan clone (if that is what
> > it is)?
>
> Magnus, shame on you... read the message - its a TRON clone. :-)

It is? I didn't read through it as I know he was talking about PacMan
erlier. :-)

Forgive me for my ignorance, but for someone who has never played
TRON, what kind of game is it? :-)

> Nice one Hans... keep going. :)

Yup. Great!!!!

//Magnus Kollberg

--
  +---+
  | http://www.geocities.com/SiliconValley/Way/5132/ |
  | email: Magnus.Kollberg@emw.ericsson.se |
  +---+

From -4643132880939439464
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <350e03ca.9298860@news.zetnet.co.uk>#1/1
X-Deja-AN: 328482425
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crqh1kts5@news.emw.ericsson.se> <6crqvfkts6@news.emw.ericsson.se>
<EovLq7.oHy@suse.modem.stud.uni-hannover.de> <6d0p00jvg1@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Wed, 25 Feb 1998 10:42:33 +0100 that you wrote:

>http://www.ak.planet.gen.nz/~mario/
>
>But be aware that they are not yet available. They do look nice though.

Thats the problem with you two.. you keep talking about things that
dont exist :))

.-- Cheers   !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -5043072487767171754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public

From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <35110cb4.11581045@news.zetnet.co.uk>#1/1
X-Deja-AN: 328482426
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <6d10ae$qg6$1@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Wed, 25 Feb 1998 12:47:33 +0100 that you wrote:

>Arrghh..... I guess I have to test it on a STe before I release any new
>version, or atleast check which machine it's running on as I don't do
>that
>now. :-)

Well to be serious for a moment...Isn't the above what you and
everyone else is telling me I don't need to do to make a Falcon
enhanced game, Three people, yourslef, Mario and Peter all say I
should be able to do it without testing,

No fooling....Do you see my dillema ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -5502988393876782614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <35120d2d.11701801@news.zetnet.co.uk>#1/1
X-Deja-AN: 328482427
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>

<6d0m6kiuv3@news.emw.ericsson.se> <3504f258.4832349@news.zetnet.co.uk>
<6d10m6$qg6$2@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Wed, 25 Feb 1998 12:53:49 +0100 that you wrote:

>> So the games I make will work on ST,STF,STFM,STe MEGA, MEGASTe,
>> Falcons and TT, with no fixing..
>
>No fixing? On your webpage there are special version for TT/Falcon,
>atleast for Diamond Edge.

 Yes....and you run them on a TT or Falcon and thats it, you don't
need to do anything special to them ie: no fixing.. ho come now, you
do know what we are reffering to, how old STOS games used to have to
be fixed.. well mine don't :)

>> work on Nova ? and say I should program it properly?, and you say this
>> is the way it should be done?... hahahahaha won't even work on a STe
>
>This is a bug an I'm sorry about it. I will fix it, don't worry.

 I have to apologise, I did not know you had written it, I thought it
was a game you where offering as an example of how game making should
be done... I missunderstood :)

>Just because you are such a lovely person I will fix the bug (because it
>is
>a BUG) and upload it. Then you can say whatever you want.

 I had not tried it.. but as you have made it and your such a cutie
then give me the url....hehehe

.

.-- Cheers   !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 3674900249037351377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038

X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <6d14g0ris2@news.emw.ericsson.se>#1/1
X-Deja-AN: 328490364
Content-Transfer-Encoding: 7bit
References: <6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <19980218194457809 56@zetnet.co.uk>
<6cgom2pfd2@news.emw.ericsson.se> <34ed1bab.1586844@news.zetnet.co.uk>
<6chhou$6mv$2@news.emw.ericsson.se> <34ed5141.3920638@news.zetnet.co.uk>
<Eop6z9.uC@suse.modem.stud.uni-hannover.de> <6crp80kts2@news.emw.ericsson.se>
<EovnAv.oKp@suse.modem.stud.uni-hannover.de> <6d0nbdiuv5@news.emw.ericsson.se>
<350d0306.9102445@news.zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888411456 28252 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >- Pong. Why havn't anyone made this one???
>
> Cause it boring and been done like a trillion times

I have not seen a decent version for even an ST, certainly not running
in
a GEM window.

> >- Breakout. Atari did a version but it doesn't like MagiC at all.
>
> I like these type.. but when I tried to make one.. many moons ago...
> I couldnt get my head around it..

:-) So this would be something to do in GEM then.

> >- A PinBall game! Another game which should be possible to make and they
>
> Personaly..I only make games that i think I can better exisiting
> versions or are different, I do not believe it is possible to beat
> Obsession, ever, :))

Why not? I don't find obsession that cool.

> > realy fun to play. Even some fancy graphics should be possible in 256
> >colour
> > modes on a gfx card. The same goes for the above.
>
> >Anyone wanting to try?
>

> Yeagh lests see someone put obsession in a GEM window on a STe..
> hahahaha dream on people...

Why not? If you run it in mono you will atleast get a screen area as big as Obsession and you will get rid of that annoying scrolling screen which
is a pain in the arse if you ask me.

If you then have a Falcon you can run in atleast 800x600 256 colours and you wont need any scrolling screen. Moving around a ball in a GEM window on a regular Falcon or on a ST for the matter can't be that hard. I guess
getting the ball to move decent isn't to easy, but it should surely be possible even on a ST.

I can agree that making GEM games running on a ST in ST low is rather pointless but there are others not using ST-low. They either have a ST with mono monitor or a Falcon or TT or something else. What about those? Should they not be able to play games?

//Magnus Kollberg
--


```
+-----------------------------------------------------+
|  http://www.geocities.com/SiliconValley/Way/5132/  |
|       email: Magnus.Kollberg@emw.ericsson.se       |
+-----------------------------------------------------+
```


From -4178650821257548388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/25

Message-ID: <6d14iuris3@news.emw.ericsson.se>#1/1
X-Deja-AN: 328490365
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crqh1kts5@news.emw.ericsson.se> <6crqvfkts6@news.emw.ericsson.se>
<EovLq7.oHy@suse.modem.stud.uni-hannover.de> <6d0p00jvg1@news.emw.ericsson.se>
<350e03ca.9298860@news.zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888411550 28252 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
>
> Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
> Wed, 25 Feb 1998 10:42:33 +0100 that you wrote:
>
> >http://www.ak.planet.gen.nz/~mario/
> >
> >But be aware that they are not yet available. They do look nice though.
>
> Thats the problem with you two.. you keep talking about things that
> dont exist :))

Rubbish. I guess it's an illusion what I have got here then. It does
exist, it has just not been released yet to the public because of lack
of levels.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -6013497189233762848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/02/25

Message-ID: <6d14nlris4@news.emw.ericsson.se>#1/1
X-Deja-AN: 328490366
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <3504f258.4832349@news.zetnet.co.uk>
<6d10m6$qg6$2@news.emw.ericsson.se> <35120d2d.11701801@news.zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888411701 28252 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >Just because you are such a lovely person I will fix the bug (because it
> >is

> >a BUG) and upload it. Then you can say whatever you want.
>
> I had not tried it.. but as you have made it and your such a cutie
> then give me the url....hehehe

:-)

It's not very good, as I'm not very good at programming this sort of
stuff, but you can find it at my webpage. See the url below. Also,
it is apprently not STe compatible right now.... okey, so shot me!

:-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 2953619709681512950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <6d14qdris5@news.emw.ericsson.se>#1/1
X-Deja-AN: 328490367
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <6d10ae$qg6$1@news.emw.ericsson.se>
<35110cb4.11581045@news.zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888411789 28252 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
>
> Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
> Wed, 25 Feb 1998 12:47:33 +0100 that you wrote:
>
> >Arrghh..... I guess I have to test it on a STe before I release any new
> >version, or atleast check which machine it's running on as I don't do
> >that

> >now. :-)
>
> Well to be serious for a moment...Isn't the above what you and
> everyone else is telling me I don't need to do to make a Falcon
> enhanced game, Three people, yourslef, Mario and Peter all say I
> should be able to do it without testing,

Ofcourse. The thing was that I though STOS was supposed to handle
this stuff as it's such a great language. But I can see that it's
a problem, ofcourse.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 8154665148338598596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <34F442EA.6DA@mst.tn.utwente.nl>#1/1
X-Deja-AN: 328535303
Content-Transfer-Encoding: 7bit
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <1998021819445780956@zetnet.co.uk>
<34EC6BCE.5B18@mst.tn.utwente.nl> <34ec7d09.15130180@news.zetnet.co.uk>
<34ECAD1E.403E@mst.tn.utwente.nl> <Eop7K4.xC@suse.modem.stud.uni-hannover.de>
<34F1B1F2.1569@mst.tn.utwente.nl> <EovnHE.on3@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
> BTW.: There is a fix for the harddisk folders problems in TOS 1.0x !

Yes, I know, but that's not the only reason I like
KAOS. I am totally addicted to the genial drop back
buttons. Don't like any windowing system that lacks
theze buttons.

Also harddisk performance is great with KAOS. My
20MHz ST compiles the complete ARJ project some
times faster then a Falcon (using the same SCSI
harddisk system).

Bye, Hans

From -7862397968139824858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <34F449DD.6BB7@mst.tn.utwente.nl>#1/1
X-Deja-AN: 328546512
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >I'm afraid it didn't get too far. I got an alert saying the
> >soundsystem is locked by another application. Then it quits
> >reguardless of clicking on yes/no.
>
> hahahahahahahahahahhahahahhahahahah
>
> IT DONT EVEN WORK ON A STE! HAHAHAHAHAHAHA
>
> Get a STOS game they work on STe, Falcon, TT, hahahahahahaha

STOS doesn't guarantee it will work on those machines,
a (stupid) programmer kan make a game incompatible
by using machine specific functions. STOS won't
prefent you doing stupid things, nor any other
language.

Bye, Hans

From -6206912460384823827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f4a714490218c4d
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: STOS / Falcon Artist
Date: 1998/02/25
Message-ID: <34F44BC6.4E20@mst.tn.utwente.nl>#1/1
X-Deja-AN: 328546513
Content-Transfer-Encoding: 7bit
References: <6crrp8$3j7$1@plug.news.pipex.net> <6cu77d$j4d$1@news.emw.ericsson.se>
<34f8b86f.7811113@news.zetnet.co.uk> <6culgb$of8$2@news.emw.ericsson.se>
<34f7f890.24230978@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
> >Also, why not make the Falcon extension works under GEMULATOR
>
> Gemulator does not support Falcon ?.. the one I have doesn't
>
> >running in 256 colours? There is always a way to do it if you
> >realy want. But now I forgot my self again... it's STOS we are
> >talking about, so it can't be done!
>
> eh? STOS works under Gemulator...it is gemulator that does not
> emulate a Falcon.. how is that STOS fault ?

You don't need a Falcon to get 256 colors, a TT can do
it too, and gemulator, and magic PC and all Atari
clones. So when STOS is running in 256 color mode of the
Gemulator you can design and test 256 color games on the
Gemulator in 256 color mode. Right?

If STOS can't do 256 color games in 256 color mode
of the Gemulator that's clearly STOS fault, but that
won't be the case, STOS being such a great language
as you tell everybody.

Bye, Hans

From -6886318238722911954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: gryf@arago.de (Thomas Binder)
Subject: Re: Molesting the COOKIE

Date: 1998/02/25
Message-ID: <6d1jpi$jm0$1@news.nacamar.de>#1/1
X-Deja-AN: 328551852
References: <1e6_9802191531@conchbbs.com> <34ef0a68.15542248@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: arago GmbH
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <34ef0a68.15542248@news.demon.co.uk>,
    guy@swampdog.demon.co.uk (Guy Harrison) writes:
> -1[cp] ???   ;-)

Yes, that yields the same result as cp[-1]. a[b] is in fact *(a + (b)), so
it's irrelevant what you put first, the pointer or the index.

This variant is often used in submissions for the IOCCC, as some people
don't know about it and therefore get confused (which is the goal of
these submissions :)

Ciao

Thomas

--
#include <std-disclaimer>

From 534681639468758911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <34f47105.37265380@news.zetnet.co.uk>#1/1
X-Deja-AN: 328625995
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <34F449DD.6BB7@mst.tn.utwente.nl>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Wed, 25 Feb 1998
17:42:05 +0100 that you wrote:

>> IT DONT EVEN WORK ON A STE! HAHAHAHAHAHAHA
>>
>> Get a STOS game they work on STe, Falcon, TT, hahahahahahaha
>
>STOS doesn't guarantee it will work on those machines,
>a (stupid) programmer kan make a game incompatible

 Wow! I wouldn't stand for that Magnus!.... ;-)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -5051642179495212690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <19980225212010809 56@zetnet.co.uk>#1/1
X-Deja-AN: 328638099
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<19980221121711809 56@zetnet.co.uk> <IBYXDAAFUP@alkor.sax.de>
Newsgroups: comp.sys.atari.programmer

> >Provided it supports the defined XBIOS calls (eg. Setscreen for changing
> >to ST modes) then it will work. "fixing" is not required for new binaries,
> >as the table that fixing has always patched is now calculated on startup
> >by my loader code.
>
> How would you switch from 1024 x 768 x 24 bit true color at 80 Hz to
> 320 x 200 x 16 at 50 Hz and back (!!!) via Setscreen?

You dont - see my other post about Atari's lack of support for this. However,
STOS is aware of Falcon resolutions, and correctly handles these. Otherwise,
it has to fall back on the only other Atari defined standard - ie. that
setscreen will return the current mode, and setting mode 0 will change to
ST-Low. STOS "assumes" that when it uses setscreen again with the "current
mode" on startup that it will restore the mode to previous settings. This
isn't true, but it COULD be handled by relevent software/hardware updates.

> Do you think that Setscreen will work with ISA/PCI graphic cards?

No, but what alternative is there? None. If a standard existed, there would be not problem, but there IS NOT a standard way of handling it.

> Have you read the atari documentations:

Not Atari's, but I've read the comendium and MASS.

> "It is maintained fo backward compatibility with existing ST programs only.

Yea, so it should WORK AS DEFINED FOR THE ST. If some PCI gfx card doesn't support this, people should NOT whine about compatiblity with programs designed for the ST.

> It should not be used for new programs. It will not keep pace with future
> hardware or software improvements. The VDI should be used."

Yea, and prey tell, how does the VDI change in to ST-low then?

> There is no working Setscreen call on the newer machines. All you can
> interrogate are VDI functions. (current resolution & color depth)

Wrong - Falcon has Vsetscreen, and Vsetmode.

> So STOS applications are running under MagiC (Single Mode) and MagiC PC/Mac?

Too hardware dependent for MagicMac. Dunno about MagicPC, however there is an issue with Magic yet too be resolved, I believe (I neither have, nor want Magic, so I am unable to directly debug this problem).

> How many of these "new" STOS applications do exist?

Well, all Tony's games are "new", and there are several others producing them. Tony's diskmag shells are used by a lot of diskmags.

> > cannot comment on this, but it does seem to me a pity that these games
> > are so limited by the language they are written in, and that Tony refuses
> > to believe this...
> >
> >It is limited, but not as limited as some people have portrayed here. How
> >many people dont have access to ST resolutions? well, there are:
> > * medusa owners (presumably)
> > * hades owners (presumably)
> > * directt owners (presumably)
> > * Falcon+nova owners (although magnus indicated that he is able to disable
it)
> > * ST owners who have made custom modifications to the video hardware
> > * any others I've forgotten?
> >
> >Is anyone here saying that these people are a major factor in the Atari gaming
> >market? I dont believe they are.

> From an german ATARI magazine (december 1997, evaluation of the reader inquiry):

> [...]
> Which type of monitor do you use?

>   DTP monitor   12.6%
>   VGA monitor   50%
>   SM 124 (or combatible) 21%
>   RGB monitor   16.4%   (ST RGB/TV + FALCON RGB monitors)
> [...]
> This ATARI magazine is sold more than 20 000 times per month.

> How many _active_ ATARI users do you know worldwide in 1998?
> Are >16 000 _counted_ _active_ german users without access to st low
> a negligible minority?

Er, sorry? I can get ST-Low, Medium, and Hi on both RGB and VGA on my Falcon.
So there is 76.4% (15280) of your 20000 people. I dont know what a
"DTP Monitor"
is, but I guess you mean that they dont have ST Low. As for SM124, that only
supports ST-Hi, and has already been pointed out a number of times, STOS *does*
support this resolution.

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -3882116264013324318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <1998022522521180956@zetnet.co.uk>#1/1
X-Deja-AN: 328649192
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <6d10ae$qg6$1@news.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

> > Get a STOS game they work on STe, Falcon, TT, hahahahahahaha
>
> Maybe I should fix it then? This one is _realy_ easy to fix. Would

> take me 5 minutes if I did it.

Yea, but this is an EXCELENT example of why its stupid to try and write a game that is specifically designed for another machine. Magnus has proved its hard enough to even make a game compatible with other machines, let alone writing a game that wont even run on your development machine.

This bug may be an easy one to fix, but you can bet that a major project like a multi-directional scroller, in a >=256 mode (using >16 colours) when working on an STe would have something a lot bigger than this go wrong.

> Arrghh..... I guess I have to test it on a STe before I release any new
> version, or atleast check which machine it's running on as I don't do
> that now. :-)

Oh dear... and this raises another question... you guys are worried about "clone" compatibilty... well, AIUI, none of these have Atari compatible sound-systems (certainly not the Hades/Medusa, as these use either PC soundblasters, or the StarTrack, neither of which uses the Atari defined frequencies) so how the hell is a game (with sound - you wont find any without it) supposed to run correctly on these machines?

Ok, so you could check the cookie jar, assuming they set it correctly (if they dont, the designers should be shot), but the game is not going to run "correctly" due to the abscence of features, so some would argue that it should simply exit gracefully and report that the machine isn't good enough...

BTW. could anyone tell me what the clones put in the cookie-jar? (eg. _MCH's value would be interesting, as would _SND/_VDO).

Anthony
--

```
----------------------------------------+----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+----------------------------------
```


From -6733298863027488400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Game writing in C
Date: 1998/02/25

Message-ID: <1998022522575480956@zetnet.co.uk>#1/1
X-Deja-AN: 328649193
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <6d10ae$qg6$1@news.emw.ericsson.se>
<35110cb4.11581045@news.zetnet.co.uk> <6d14qdris5@news.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

> Ofcourse. The thing was that I though STOS was supposed to handle
> this stuff as it's such a great language. But I can see that it's
> a problem, ofcourse.

Well, STOS does just the same as Lattice... A STOS program can be
made incompatible with everything quite easily by the programmer
in just the same way as in any language that allows direct access
to the hardware and/or the OS.

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From 388942911688728895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <34f47232.1228075@news.demon.co.uk>#1/1
X-Deja-AN: 328655113
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Wed, 25 Feb 1998 10:32:06 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>On Wed, 25 Feb 1998 07:06:33 GMT, in comp.sys.atari.programmer you
>wrote:
>
>>On Mon, 16 Feb 1998 10:28:14 +0100, Magnus Kollberg
>><magnus.kollberg**@**emw.ericsson.se> wrote:
>>
>>>Guy Harrison wrote:
>>>
>>>> >Yeah, lets go for it. If you want a Pac-Man game in GEM written
>>>> >completely in C, take a look at my webpage. ;-)
>>>>
>>>> I'll take a look tonight!
>
>>I'm afraid it didn't get too far. I got an alert saying the
>>soundsystem is locked by another application. Then it quits
>>reguardless of clicking on yes/no.
>
> Magnus.. this is the game you are telling people to try, to prove how
>it should be done ? hahahahahahahahahhahahah
>
> hahahahahahahahahahhahahahhahahahah
>
> IT DONT EVEN WORK ON A STE! HAHAHAHAHAHAHA
>
> Get a STOS game they work on STe, Falcon, TT, hahahahahahaha
>
>>
>>This is a clean "rainbow" tos 4Mb ste in low rez.
>
> hahahaha NEXT!

It is consistent though Tony. It behaved exactly the same under MagiC
as well! At least it came up with an error message and terminated
leaving a clean system - no need to reboot! ;-)

A little more seriously. I was quite sad it didn't work as personally
I'm not too bothered about sound (here). What I wanted to see was the
animation and try it out under different environments in order to gain
an idea what sort of problems are involved with "compatibility".

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6685387914613186535

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <34f573fb.1685623@news.demon.co.uk>#1/1
X-Deja-AN: 328655114
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Wed, 25 Feb 1998 09:54:53 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> >I bet it will be to slow. Maybe it will work in mono.... but who knows.
>>
>> I'm afraid it didn't get too far. I got an alert saying the
>> soundsystem is locked by another application. Then it quits
>> reguardless of clicking on yes/no.
>
>Oppssss... that is not nice.

Better than a blank screen!

>> This is a clean "rainbow" tos 4Mb ste in low rez.
>
>I have never tried it on something like that. Maybe the XBIOS calls used
>for sound isn't the same on the STe?

I am the worst person to ask about sound. I've never done anything
with it (apart from electrocute myself, but that's another story).

For the purposes of this thread it wouldn't bother me in the slightest
if you just disabled the sound completely for now. It's the animation
under different environments I'm interested in atm - not gameplay.

>I don't remember what I do at startup anyway. :-)

I can't remember what I did a few hours ago!

>> >> >Anyway, I think it would be a great idea.
>> >>

>> >> Maybe you want the sources then? ;-))
>> >
>> >I didn't say that. :-)
>> >
>> >I have got a hard time getting time to do anything I want as it is...
>>
>> I know the feeling. Everytime I get round to trying to revamp my
>> website some disaster strikes!
>
>Yup. :-(((
>If I quit work I may get some time to do what I want, but then I wont
>have much money to do anything.

Such is life!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3930584277427882668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb3d599bff4f7a49
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: 68k buserr
Date: 1998/02/25
Message-ID: <EoxDrn.9u@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 328728644
Sender: news@suse.modem.stud.uni-hannover.de
References: <34df90b7.0@comnet.co.nz> <Eo8I3x.nF8@suse.modem.stud.uni-hannover.de>
<34e78505.0@comnet.co.nz> <EoGpvD.nuq@suse.modem.stud.uni-hannover.de>
<6cuc80$qp4@a-tuin.dascon.de>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <6cuc80$qp4@a-tuin.dascon.de>,
     rincewind@a-tuin.dascon.de (Michael Schwingen) writes:
> In article <EoGpvD.nuq@suse.modem.stud.uni-hannover.de>,
> Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>
>>> I've been informed that the 68000 doesn't put enough info into its BUSERR
>>> stack frame to allow it to continue/restart the failing instruction"
>>

>>Then your informer told you a fair bit of rubbish. The info that's there is
>>perfectly enough to recover from the bus error completely.
>
> No, he is definitely right. The 68000 *can't* restart an instruction that
> failed due to a buserror. You can skip it and jump elsewhere, but you can't
> do a restart of the failing instruction, as on 680x0 with x>2 (read the
> 68030 programmers manual on buserror stackframes, esp. the part about the
> rerun bit or what it was called).

Taking strictly what Gaven wrote in his recent message (mentioning restarting an instruction), you're right. Maybe Centek jumped on that too. But that was not the issue here. I may cite from the message that started the thread (by Gaven too) :

> However, will there be any problems if I just ignore the buserr, and just
> JMP to the next instruction after the test loop? I am using a 68030
> system, and no harm seems to befall it when I do, but will a 68000 be able
> to survive?

This while talking about code that checks for RAM.

This tells clearly that Gaven is not after restarting the instruction. He wants to abandon the instruction that gave him the bus error, and execute the next one. This is clearly possible with every 680x0, even 68000, and does not require the RERUN feature of later CPUs. Why should he want to rerun the instruction when checking for RAM ? If he got a bus error then probably there is no RAM there, which makes rerunning the instruction pointless as it would just give another bus error.

Probably it's just not clear for many people that restarting an instruction is *not* the same as "ignore the buserr, and just JMP to the next instruction" which Gaven mentioned is what he wanted.

If he wanted to do a RERUN, then "the 68000 doesn't put enough info into its BUSERR stack frame to allow it to continue/restart the failing instruction" is still rubbish since in this context it implies that the 68000 could do it if just enough info were there. It requires a little more in the CPU core.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -634363973957471828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/25
Message-ID: <EoxCMw.7A@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 328728646
Sender: news@suse.modem.stud.uni-hannover.de
References: <6ba195$214$1@infomania.emw.ericsson.se> <34D99DAE.19A0@ooc.de>
<Eny8Hq.o0s@suse.modem.stud.uni-hannover.de>
<6bmhlhdmk1@infomania.emw.ericsson.se> <Eo8IwH.nHo@suse.modem.stud.uni-
hannover.de> <6bu95mbuh1@infomania.emw.ericsson.se>
<EoMDIw.nA3@suse.modem.stud.uni-hannover.de>
<888352582.23483.0.nnrp-06.c1edb97e@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <888352582.23483.0.nnrp-06.c1edb97e@news.demon.co.uk>,
     "Rory Street" <Rory@athenabbs.demon.co.uk> writes:

>>anyway. Sorry for my pages then, as most likely you'll say that they have
>>no design either.
>
> Got a back ground using Internet Explorer 4

On my pages ? That's amazing, as there is none there ! ;-)

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -9082795059919356945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <Pine.BSI.3.96.980226013650.26919B-100000@usr01.primenet.com>#1/1
X-Deja-AN: 328757412
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>

<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <6d10ae$qg6$1@news.emw.ericsson.se>
<1998022522521180956@zetnet.co.uk> <3503bc60.56559317@news.zetnet.co.uk>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.6.201 (kellis)
Newsgroups: comp.sys.atari.programmer

Tony. I totally agree.

I would Just say that:
"Can" is good, but "do" is better.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -8033547743182735096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/02/26
Message-ID: <34ffb965.55796132@news.zetnet.co.uk>#1/1
X-Deja-AN: 328681329
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <34f47232.1228075@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

On Wed, 25 Feb 1998 23:00:01 GMT, in comp.sys.atari.programmer you
wrote:

>>>This is a clean "rainbow" tos 4Mb ste in low rez.
>>
>> hahahaha NEXT!
>
>It is consistent though Tony. It behaved exactly the same under MagiC

Ho so a game that consistantly does NOT work , is better than one
that only works on most ?....

>as well! At least it came up with an error message and terminated
>leaving a clean system - no need to reboot! ;-)

Whats wrong with rebooting? you ahve a PC don't ya, you should be
used to it by now :))
>
>A little more seriously. I was quite sad it didn't work as personally

Not half as sad as Magnus was....hehehe ho dear hehehe

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -4317876591240802225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/02/26
Message-ID: <3501b9bd.55884923@news.zetnet.co.uk>#1/1
X-Deja-AN: 328681330
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <6d10ae$qg6$1@news.emw.ericsson.se>
<35110cb4.11581045@news.zetnet.co.uk> <6d14qdris5@news.emw.ericsson.se>
<1998022522575480956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Anthony Jacques <jacquesa@zetnet.co.uk> wasn't it Wed, 25 Feb
1998 22:57:54 GMT that you wrote:

>> Ofcourse. The thing was that I though STOS was supposed to handle
>> this stuff as it's such a great language. But I can see that it's
>> a problem, ofcourse.
>
>Well, STOS does just the same as Lattice... A STOS program can be
>made incompatible with everything quite easily by the programmer

I have Tempest By ATARI Corp, It is totaly unplayable on a speeded up

Falcon, thats in ASM .....yet mine work ok..
 OK its old, but proof that not even the best can program for the
future..

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -8701025301044712062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/02/26
Message-ID: <3503bc60.56559317@news.zetnet.co.uk>#1/1
X-Deja-AN: 328681331
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <6d10ae$qg6$1@news.emw.ericsson.se>
<1998022522521180956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

On Wed, 25 Feb 1998 22:52:11 GMT, in comp.sys.atari.programmer you
wrote:

>> Maybe I should fix it then? This one is _realy_ easy to fix. Would
>> take me 5 minutes if I did it.
>
>Yea, but this is an EXCELENT example of why its stupid to try and
>write a game that is specifically designed for another machine. Magnus

 I think your flogging a dead horse Anthony, they all seem to think
that if you have access to 256 colours, even if its under Gemulator?
then you can make enhanced games that work on all machines... and hey
you don't even have to test them,
 I can quote Peter, Magnus, Mario and Hans all advocating the above,

 Yet tell them its not that simple and they say I am talking crap...

 Well they can TALK all they want.. while I make yet another game for
the ATARI ST,FM,STe Mega and MegaSTe, Falcons enhanced or not and even
TT's...while I make a game that works fine on all these machines, all
the "Know it alls" in this group can sit here telling everyone how

crap I am and how I can't program them correctly.... But while I prove
"yet again" what I can do.. they can just sit here and TALK...

 STOSSER Software 1 v Knitting Class 0

E O F

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -7911335396324879668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: C Compiler
Date: 1998/02/26
Message-ID: <T4FVCIF@tos.pl.net>#1/1
X-Deja-AN: 328724167
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <350e03ca.9298860@news.zetnet.co.uk>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Tony Greenwood (paxton@zetnet.co.uk) wrote:
: Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
: Wed, 25 Feb 1998 10:42:33 +0100 that you wrote:

: >http://www.ak.planet.gen.nz/~mario/
: >
: >But be aware that they are not yet available. They do look nice though.

: Thats the problem with you two.. you keep talking about things that
: dont exist :))

Actually they do exist. It's just that I still need to make some
improvements before distributing them. A number of beta testers have
working versions of the games already.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

From -9063912784013848447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/02/26
Message-ID: <6d3e1o$rc7$2@news.emw.ericsson.se>#1/1
X-Deja-AN: 328795309
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <34f47232.1228075@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888486776 28039 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> > hahahaha NEXT!
>
> It is consistent though Tony. It behaved exactly the same under MagiC
> as well! At least it came up with an error message and terminated
> leaving a clean system - no need to reboot! ;-)
>
> A little more seriously. I was quite sad it didn't work as personally
> I'm not too bothered about sound (here). What I wanted to see was the
> animation and try it out under different environments in order to gain
> an idea what sort of problems are involved with "compatibility".

Well as I said it's not a great program and when I tried it yesterday
it realy looked horrible compared to some other games out there. :-)

But I will try to get the time to fix it tonight and upload it
tomorrow.

I guess I better say that it probably will be slow on a ST. I'm no
super duper programmer who can find 10 bugs in TOS and it's all
written in C and doesn't use any fancy tricks at all.

BTW. I tried Centipade yesterday in 800x600 256 colours and it was
realy realy realy fast. Actaully to fast so I had to slow it down.
And this game has got many sprites moving on the screen at the same
time at a crazy speed on my AB040/Nova.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 6990910687009100390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/02/26
Message-ID: <6d3e46$rc7$3@news.emw.ericsson.se>#1/1
X-Deja-AN: 328795310
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <34f47232.1228075@news.demon.co.uk>
<34ffb965.55796132@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888486854 28039 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >A little more seriously. I was quite sad it didn't work as personally
>
> Not half as sad as Magnus was....hehehe ho dear hehehe

Shit, I guess I will be hearing this for the rest of my active Atari
life.
Maybe it's better to move platform before it's to late. ;-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 7608148697604662820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/02/26
Message-ID: <6d3ecv$rc7$4@news.emw.ericsson.se>#1/1
X-Deja-AN: 328795311
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888487135 28039 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >Oppssss... that is not nice.
>
> Better than a blank screen!

But not much. :-)
After all, I did check for the soundsystem and didn't take anything for
granted,
so I should atleast get some credit for that ! :-))

> >> This is a clean "rainbow" tos 4Mb ste in low rez.
> >
> >I have never tried it on something like that. Maybe the XBIOS calls used
> >for sound isn't the same on the STe?
>
> I am the worst person to ask about sound. I've never done anything
> with it (apart from electrocute myself, but that's another story).

Well, I'm only suing some routines I got from Anthony. Nothing fancy at
all. :-)

BTW. Will these routines work on a STe as well?

> For the purposes of this thread it wouldn't bother me in the slightest
> if you just disabled the sound completely for now. It's the animation
> under different environments I'm interested in atm - not gameplay.

I will do that. I think there might be another thing in there as well
which may cause problems. I turn off the keyclicks and as there are
no OS calls for making this I have to write directly to a register. Will
this work on a ST as well or have they changed it? Maybe I have to
remove
that as well....

> >I don't remember what I do at startup anyway. :-)
>
> I can't remember what I did a few hours ago!

Sounds just like me!

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 2021837584681667061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/02/26
Message-ID: <34f650e4.676469@news.zetnet.co.uk>#1/1
X-Deja-AN: 328814157
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <6d10ae$qg6$1@news.emw.ericsson.se>
<1998022522521180956@zetnet.co.uk> <3503bc60.56559317@news.zetnet.co.uk>
<Pine.BSI.3.96.980226013650.26919B-100000@usr01.primenet.com>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Katherine L Ellis <kellis@primenet.com> wasn't it 25 Feb 1998
23:39:00 -0700 that you wrote:

>Tony. I totally agree.
>
>I would Just say that:
>"Can" is good, but "do" is better.

 It took me dozens of messages and a thousands or so words and you
managed to get the message accross in half a line....Thank you :)

.

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

From -4117251638352426139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: pettert@notam.uio.no (Petter Toneff)
Subject: Re: C Compiler
Date: 1998/02/26
Message-ID: <6d440dhat1@ratatosk.uio.no>#1/1
X-Deja-AN: 328867582
References: <34d4df77.10153750@news.demon.co.uk>
<6d0mqsiuv4@news.emw.ericsson.se>
Organization: University of Oslo, Norway
Newsgroups: comp.sys.atari.programmer

On 25 Feb 1998 10:05:41, Magnus Kollberg wrote:
>There is that breakout clone by Atari which is quite funny, but of some
>reason
>is the sprite is corrupted under MagiC. A new breakcout clone would be
>nice as
>well. Hmmm... that can't be to hard....

There's a good breakout at:
ftp.uni-regensburg.de/pub/freeware/software/atari/falcon/games/
walz_201.zip

Runs in a gem window, but Falcon only, I think - the colors are
corrupted on my TT/Cr.dots.

 - Petter -

From 24944850738170392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Game writing in C
Date: 1998/02/26
Message-ID: <34F5A057.6D39@mst.tn.utwente.nl>#1/1
X-Deja-AN: 328877769
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <6d10ae$qg6$1@news.emw.ericsson.se>
<1998022522521180956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl

Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
> > Maybe I should fix it then? This one is _realy_ easy to fix. Would
> > take me 5 minutes if I did it.
>
> Yea, but this is an EXCELENT example of why its stupid to try and
> write a game that is specifically designed for another machine. Magnus
> has proved its hard enough to even make a game compatible with other
> machines, let alone writing a game that wont even run on your development
> machine.
>
> This bug may be an easy one to fix, but you can bet that a major project
> like a multi-directional scroller, in a >=256 mode (using >16 colours)
> when working on an STe would have something a lot bigger than this go
> wrong.

Don't think that's realy the case. The only thing you need to
change in my Heartland is the graphic output. The whole game
engine stays the same. The main thing is to realize that there
are 8 bitplanes in stead of four. The whole graphics engine
has to do twice the work it does in 4 bitplane mode. All
testing can be done in 4 bitplane mode. Switching to 8
bitplanes can be done with a simple define.

Doing true color stuff on an ST is a lot harder. (I know,
I did it once.)

> Oh dear... and this raises another question... you guys are worried about
> "clone" compatibilty... well, AIUI, none of these have Atari compatible
> sound-systems (certainly not the Hades/Medusa, as these use either PC
> soundblasters, or the StarTrack, neither of which uses the Atari defined
> frequencies) so how the hell is a game (with sound - you wont find any
> without it) supposed to run correctly on these machines?

The Hades has the ST sounchip on board and plays without problems
de Crapman musics, it doesn't display anything usefull though.
I started Crapman on a Hades 060, the game music comes up, you can
play a game and quit it, returning to the Hades desktop but there
isn't much to see from the game.

> Ok, so you could check the cookie jar, assuming they set it correctly
> (if they dont, the designers should be shot), but the game is not going
> to run "correctly" due to the abscence of features, so some would argue
> that it should simply exit gracefully and report that the machine isn't
> good enough...

If there is no sound chip present you don't play chip music. Same
is true for digimusic between ST and STe's.

> BTW. could anyone tell me what the clones put in the cookie-jar? (eg. _MCH's
> value would be interesting, as would _SND/_VDO).

AFAIK for the Hades 060:
_CPU = 60
_FPU = Bit 3 is set
_MCH = TT
_SND = Bit 0 is set
_VDO = don't know, maybe someone can fill me in here.

Hans

From 4162057041724084961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Game writing in C
Date: 1998/02/26
Message-ID: <1998022618375380956@zetnet.co.uk>#1/1
X-Deja-AN: 328904600
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <34f47232.1228075@news.demon.co.uk>
<6d3e1o$rc7$2@news.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

> BTW. I tried Centipade yesterday in 800x600 256 colours and it was
> realy realy realy fast. Actaully to fast so I had to slow it down.

Ho ho ho.... yet another example of timing problems on "platform
independent" software. :-)

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -5948061515670780345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95

X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Game writing in C
Date: 1998/02/26
Message-ID: <1998022618445780956@zetnet.co.uk>#1/1
X-Deja-AN: 328904601
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <34f573fb.1685623@news.demon.co.uk>
<6d3ecv$rc7$4@news.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

> > >I have never tried it on something like that. Maybe the XBIOS calls used
> > >for sound isn't the same on the STe?
> >
> > I am the worst person to ask about sound. I've never done anything
> > with it (apart from electrocute myself, but that's another story).
>
> Well, I'm only suing some routines I got from Anthony. Nothing fancy at
> all. :-)

Hehehe... definately not. :)

> BTW. Will these routines work on a STe as well?

Well, if its the code I think you are talking about (soundcmd(), devconnect()
etc) then no, its Falcon only stuff.

The *only* sound XBIOS call that is defined that is available on STe and
above is Waveplay() (the SAM installed routine, so not in any version by
default, but can be retro fitted). Otherwise, you have to directly access
the DMA registers yourself.

> which may cause problems. I turn off the keyclicks and as there are
> no OS calls for making this I have to write directly to a register. Will
> this work on a ST as well or have they changed it? Maybe I have to
> remove that as well....

You have to be careful with that one... it is the same on the ST, and
other machines, but IIRC, there is other stuff in that register (like
the Falcon's IDE on/off switch, and summat for the TT), so be sure that
you only change the correct bit.

Who knows what it'd do on a Hades/whatever...

Anthony
--
--+----------------------------------
Anthony Jacques   IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.

http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From 2676313010517183175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b369529e188a1f43,start
X-Google-Attributes: gid1115ce,public
From: Deano@zetnet.co.uk (Deano)
Subject: Software needed for Review.
Date: 1998/02/26
Message-ID: <34f61127.1963498@news.zetnet.co.uk>#1/1
X-Deja-AN: 328904602
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: Silly Software
Mime-Version: 1.0
Reply-To: Deano@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Have you written any ST/STE software in the last six months. If so
then email me with the details and where I can get it. I review the
latest ST Software in the ST+ Fanzine every month and I'm always on
the lookout for new software.

 Yours Faithfully (In a very Silly way)
 Deano (Silly Software Programmer)
 Email Deano@zetnet.co.uk

      Visit The Silly Software Web Site
 http://www.users.zetnet.co.uk/sillysoftware/
        The Silly Site for Silly people

From -7390121833844769412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9adff957ec35de
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: BubbleGem and GFA
Date: 1998/02/26
Message-ID: <888524081.23233.0.nnrp-04.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 328926835
References: <34f32261.3416242@news.demon.co.uk>
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
Organization: home

Newsgroups: comp.sys.atari.programmer

On 25 Feb 1998 07:06:47, Guy Harrison wrote:
> On Mon, 23 Feb 1998 18:06:24 +0000, Clair Shaw
> <Clair@shaw1.demon.co.uk> wrote:
>
> >In article <34f3ec48.7830830@news.demon.co.uk>, Guy Harrison
> ><guy@swampdog.demon.co.uk> writes
> >>On Tue, 17 Feb 1998 13:58:12 +0000, Clair Shaw
> >><Clair@shaw1.demon.co.uk> wrote:
> >>
> >>>In article <a24a691290B802A1.55@nest.ftn>, Christian Marillat
> >>><marillat@alpes-net.fr> writes
> >>>>Hi,
> >>>>
> >>>>How to programm bubblegem with GFA basic 3.xx ?
> >>
> >>Dunno but it ain't that hard!
> >>
> >>>I could do with wanting to know that too...
> >>
> >>The following is fairly easy to follow ...
> >>
> >>#include <gem.h>
> >>#include <evnt.h>
> >[snip]
> >>apid=APPL_INIT
> >>bubble_id=APPL_FIND("BUBBLE ")
> >>APPL_WRITE(bubble_id,msg[])
> >>WAITFOR BUBBLEGEM_ACK
> >>[continue program]
> >>
> >>
> >
> >I don't program in C myself, but that looks Uncanningly like C code!
>
> All the stuff you snipped was. It's there to support the pseudocode
> above. Tell me how to call "appl_init", "appl_find", "appl_write" and
> "evnt_multi" (evnt_mesag would be simpler here though) in GFA basic
> and I'll come up with a reasonable approximation! <G>

GFA Basic 3 has a very large similarity to C in so far as most of the AES functions are directly available, unlike v2. The 'reasonable' approximation was what you put above, although the correct code should be something like this, hopefully.

```
dim bubble.message.buffer&(8)
' set aside an array for the message to BubbleGEM
'
ap_id&=APPL_INIT()
' Get GFAs/our ap_id. This is a dummy function as it returns the
```

```
' interpretors ap_id, if not compiled. When compiled, I think the startup
' code does an appl_init() and this is returned when the function is called.
'
bubble_id&=APPL_FIND("BUBBLE  ")
' get BubbleGEMs ap_id
'
IF bubble_id&<>-1
  ' if it's NOT -1, BubbleGEM is installed
  '
  message$="It works in GFA basic too"+mki$(0)
  ' The MKI$(0) was added to ensure message$ has a '\0' for C compatability
  ' This is the message that should be displayed.
  '
  bubble.message.buffer&(0)=&Hbabb
  ' BUBBLEGEM show flag
  '
  bubble.message.buffer&(1)=ap_id&
  ' calling ap_id, ie. ours
  '
  bubble.message.buffer&(2)=0
  ' since we're only sending 16 bytes, this is set to 0
  '
  ~EVNT_MULTI(32,0,0,0,0,0,0,0,0,0,0,0,0,0,bubble.message.buffer&(0),0)
  ' call evnt_multi with a timer event (instant return) to get present
  ' mouse position/button state.
  '
  bubble.message.buffer&(3)=MENU(10)
  ' horizontal mouse position
  '
  bubble.message.buffer&(4)=MENU(11)
  ' vertical mouse position
  '
  LPOKE V:bubble.message.buffer&(5),V:message$
  ' this is a quicker way of doing the following since needs no calculations
  '
  ' bubble.message.buffer&(5)=AND(ror(V:message$,16),&Hffff)
  ' bubble.message.buffer&(6)=and(V:message$,&Hffff)
  '
  bubble.message.buffer&(7)=0
  ' set to 0, just for safety
  '
  IF MENU(12)=2
    ' right mouse button down
    '
    ~APPL_WRITE(bubble_id&,16,V:bubble.message.buffer&(0))
    ' send the message to BubbleGEM
    '
    DO
      ~EVNT_MESAG(0)
      ' wait for an event.
      '
      SELECT MENU(1)
      CASE &Hbabc
```

```
        ' If BubbleGEM ack received, do anything else wanted
        '
      EXIT IF TRUE
        ' then exit the loop
        '
      DEFAULT
        ' don't do anything.
        '
      ENDSELECT
    LOOP
  ENDIF
ELSE
  ' stuff here is executed if BubbleGEM isn't present.
ENDIF
```

> >Oh dear, what is the world comming to?
>
> An abrupt end if you happen to be unlucky enough to be wired up to a
> machine in intensive care, come 23:59.59 1999 !!! [aledgedly] ;-))

I'll book mine for after Jan 1st then, just to be on the safe side ;-)

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/**********\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
**********/

From -693197897833250816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b369529e188a1f43
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Software needed for Review.
Date: 1998/02/26
Message-ID: <34f5cc02.1163882@news.tmisnet.com>#1/1
X-Deja-AN: 328939287
References: <34f61127.1963498@news.zetnet.co.uk>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

If you can find a way to review the Zero-X
audio program (distributed by Wizztronics
in the US), I'd go out of my way to obtain
that issue of ST+ Fanzine! It's important
to know more about the software before spending

US$230.00 on it!

-- George Crissman
-- strads@tmisnet.com

Falcon Support Page lists Dealers, Developers, Distributors
http://www.tmisnet.com/~strads/hq/atari.html

On Thu, 26 Feb 1998 06:56:26 GMT, Deano@zetnet.co.uk (Deano) wrote:

>Have you written any ST/STE software in the last six months. If so
>then email me with the details and where I can get it. I review the
>latest ST Software in the ST+ Fanzine every month and I'm always on
>the lookout for new software.
>
>----------
> Yours Faithfully (In a very Silly way)
> Deano (Silly Software Programmer)
> Email Deano@zetnet.co.uk
>----------
> Visit The Silly Software Web Site
> http://www.users.zetnet.co.uk/sillysoftware/
> The Silly Site for Silly people
>----------

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -6197901776858303556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Game writing in C
Date: 1998/02/26
Message-ID: <EozAwz.5D@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329019092
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <6d10ae$qg6$1@news.emw.ericsson.se>
<1998022522521180956@zetnet.co.uk> <3503bc60.56559317@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <3503bc60.56559317@news.zetnet.co.uk>,
     paxton@zetnet.co.uk (Tony Greenwood) writes:
> On Wed, 25 Feb 1998 22:52:11 GMT, in comp.sys.atari.programmer you
> wrote:
>
>>> Maybe I should fix it then? This one is _realy_ easy to fix. Would
>>> take me 5 minutes if I did it.
>>
>>Yea, but this is an EXCELENT example of why its stupid to try and
>>write a game that is specifically designed for another machine. Magnus
>
> I think your flogging a dead horse Anthony, they all seem to think
> that if you have access to 256 colours, even if its under Gemulator?
> then you can make enhanced games that work on all machines... and hey
> you don't even have to test them,
> I can quote Peter, Magnus, Mario and Hans all advocating the above,

No. You're mixing things up here. We said we advocate portable programming. If you do that, and strictly follow the rules, testing just on few machines is required to get the game off the ground on all machines. This still does not mean it would run perfect in every respect on all machines. But it will get it running, so that the user of another machine can tell precisely what he wants improved in which way.

Writing a game "that is specifically designed for" a machine is precisely that what we all advocated against. But again this does not mean that one shouldn't check what kind of machine the program is gonna run on, it's sometimes essential to know which methods to employ. Of course this requires some thorough knowledge how certain things are (supposed to be) done in the Atari world.

I mentioned that Centipede game. AFAIK it's been tested on only two machines, yet it runs on every Atari I know of !

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -5405821226074279078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/26

Message-ID: <EozDqn.H7@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329019093
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <IBYXDAAFUP@alkor.sax.de>
<1998022521201080956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <1998022521201080956@zetnet.co.uk>,
     Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> >Provided it supports the defined XBIOS calls (eg. Setscreen for changing
>> >to ST modes) then it will work. "fixing" is not required for new binaries,
>> >as the table that fixing has always patched is now calculated on startup
>> >by my loader code.
>>
>> How would you switch from 1024 x 768 x 24 bit true color at 80 Hz to
>> 320 x 200 x 16 at 50 Hz and back (!!!) via Setscreen?
>
> You dont - see my other post about Atari's lack of support for this. However,
> STOS is aware of Falcon resolutions, and correctly handles these. Otherwise,

It's been quite a while (many years in fact) ago that Atari officially
announced that XBios is not to be used anymore for Video related things.
Since then at least, switching video modes via Setscreen, or inquiring
video modes and screen addresses by XBios means is a no-no, i.e. to be
avoided in portable programming. Uwe basically cited that in his earlier
posting.

It can all be done in a 100 % portable way by using VDI, so it's that
what is pretty much a must for portable programming. Pity that so many
people here have a personal dislike for it, especially as it's really
powerful.

>> Do you think that Setscreen will work with ISA/PCI graphic cards?
>
> No, but what alternative is there? None. If a standard existed, there would
> be not problem, but there IS NOT a standard way of handling it.

Of course there is a standard : VDI ! Newer NVDI even support switching
resolution IIRC.

>> Have you read the atari documentations:
>
> Not Atari's, but I've read the comendium and MASS.
>
>> "It is maintained fo backward compatibility with existing ST programs only.
>
> Yea, so it should WORK AS DEFINED FOR THE ST.

The problem is it CAN'T. There are so many technological reasons why it must fail. With graphics hardware that does not support 320x200, there is no way a Setscreen could switch it to that. With graphics hardware that keeps the screen buffer on the card and not main memory, there IS NO WAY one could access it by inquiring an address from Physbase.

BTW You refuse to read :

>> "It is maintained fo backward compatibility with existing ST programs only.

This means : You must not use it anymore ! Even if you think with the program you're writing ST resolutions are enough. It means you cannot rely on

> WORK AS DEFINED FOR THE ST.

It means if it fails for some old program than it's bad luck for the program, but then it's the program that's to be considered broken. That is what "backward compatibility" really means.

> Yea, and prey tell, how does the VDI change in to ST-low then?

If the hardware does not support ST-Low, you cannot switch to ST-Low. Period. So you'd better make your software deal with a variety of resolutions.

>> There is no working Setscreen call on the newer machines. All you can
>> interrogate are VDI functions. (current resolution & color depth)
>
> Wrong - Falcon has Vsetscreen, and Vsetmode.

No it's true. Or do you consider the Falcon a newer machine ?

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
----

From 7937127834384915848
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/26
Message-ID: <EozBy8.A7@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329019094
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crpkfkts3@news.emw.ericsson.se>
<EovLF4.oEy@suse.modem.stud.uni-hannover.de> <3501f1c2.4682239@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <3501f1c2.4682239@news.zetnet.co.uk>,
     paxton@zetnet.co.uk (Tony Greenwood) writes:
> Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
> it Tue, 24 Feb 1998 09:09:04 GMT that you wrote:
>
>>>> has better graphics. Tony's PC would be perfect for drawing the graphics
>>>> with. If it's done the right way, the better graphics will then work on
>>>> any machine that has a suitable graphics mode whether it's a Falcon or
>>>> not. You don't even need to test it in order to know this. (Of course it
>>
>>Agreed.
>
> I thought you might agree :(, so you are advocating that all I need
> to do to make a Falcon enhanced game is get some 256 color artwork ?,
> thats what you just agreed to...and you agree that I should make a
> falcon ENHANCED..not just compatible ..game on a STe and release it
> without testing,

If you're learned reading in school then please reread what I have agreed
with, and what Magnus has written. Read carefully. Read what's written, and
not what you'd like to interpret from it.

Magnus did not advocate Falcon enhanced games. He mentioned a different
method of programming, that by it's own gives better graphics on the Falcon,
and will give on all machines with advanced video hardware. That is not
"Falcon enhanced".

Tony you'd be far better off if you did not try to read "between the lines"
all the time. Read what's there, and try to understand what the writer meant,
not what is easiest to attack.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 9136032487831160349
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/26
Message-ID: <EozCnx.Eq@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329019095
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <1998022112171180956@zetnet.co.uk>
<34F1B82D.7847@mst.tn.utwente.nl> <EovLM4.oHC@suse.modem.stud.uni-hannover.de>
<3502f1d9.4705229@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <3502f1d9.4705229@news.zetnet.co.uk>,
     paxton@zetnet.co.uk (Tony Greenwood) writes:

>>>> Is anyone here saying that these people are a major factor in the Atari
gaming
>>>> market? I dont believe they are.
>>
>>Which Atari gaming market ? Is there any left ?
>
> As you don't smile then I take this to be a serious question...
>
> My response is....
> I MAKE GAMES.....GO FIGURE IT OUT!

A 'market' implies that some exchange takes place. Do you actually SELL the
games ? What amount of money do you take for them ?

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -8660381291694206217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/26
Message-ID: <EozCJz.CL@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329019096
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crpkfkts3@news.emw.ericsson.se>
<EovLF4.oEy@suse.modem.stud.uni-hannover.de> <6d0mqsiuv4@news.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6d0mqsiuv4@news.emw.ericsson.se>,
     Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>> >> Of course you are right that it can be done. Admittedly I don't have
>> >> anything real to back this up, only a couple of simple GEM games
>> >> (Asteroids and Pacman, see my WWW page) but then I'm no games programmer,
>>
>> I've mentioned elsewhere a nice centipede game that is completely in
>> a window and still is very neat and fast. It's definitely a very good
>> example for an excellent game written completely with GEM. It's info
>> says that spreading it is definitely desired. So everybody who wants
>> it can mail me, I'll send the uucoded binary in the reply.
>
> I have this as well. It's quite nice, but you get bored of it after a
> while.

I guess it depends on how often it is played. I play it occasionly after a
tedious session of programming. But true, the diversity of ideas is rather
limited ;-)

But for that I have the other games that I described in some parallel message. And this is also the reason why I still play C64 games from time to time. In terms of ideas they are so much superior to anything that exists today. Of course technologically speaking they are inferior, but the inferior hardware was one of the reasons the programmer concentrated on a sophisticated (in terms of game ideas) implementation, rather than superfast scrolling, 3d shading etc. etc. Sure technologically speaking Tony's games are superior, but if I want to play technologically superior games, then I switch my Linux box (Pentium 133, Matrox Millenium) into DOS mode and play games with a technological quality Tony can only dream of.

> It's also only a mono game (mono graphics), so it doesn't look very
> exciting.

Ah, didn't know. But the programmer released the source code IIRC, so you can add colour into it.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 478054936752553070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/26
Message-ID: <EozDvr.II@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329019097
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crqh1kts5@news.emw.ericsson.se>
<6crqvfkts6@news.emw.ericsson.se> <EovLq7.oHy@suse.modem.stud.uni-hannover.de>
<6d0p00jvg1@news.emw.ericsson.se> <350e03ca.9298860@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <350e03ca.9298860@news.zetnet.co.uk>,
     paxton@zetnet.co.uk (Tony Greenwood) writes:

> Thats the problem with you two.. you keep talking about things that
> dont exist :))

The problem with you is your rantings. And your almost religious belief
that VDI is no good.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -5232884873813498112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/26
Message-ID: <EozEyv.oG@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329019098
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <19980218194457809 56@zetnet.co.uk>
<6cgom2pfd2@news.emw.ericsson.se> <34ed1bab.1586844@news.zetnet.co.uk>
<6chhou$6mv$2@news.emw.ericsson.se> <34ed5141.3920638@news.zetnet.co.uk>
<Eop6z9.uC@suse.modem.stud.uni-hannover.de> <6crp80kts2@news.emw.ericsson.se>
<EovnAv.oKp@suse.modem.stud.uni-hannover.de> <6d0nbdiuv5@news.emw.ericsson.se>
<350d0306.9102445@news.zetnet.co.uk> <6d14g0ris2@news.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6d14g0ris2@news.emw.ericsson.se>,
     Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>> Yeagh lests see someone put obsession in a GEM window on a STe..
>> hahahaha dream on people...
>
> Why not? If you run it in mono you will atleast get a screen area as big
> as Obsession and you will get rid of that annoying scrolling screen
> which

> is a pain in the arse if you ask me.

Ya know, Tony loves scrolling. That's why he gets so excited by superfast scrolling games, and why he always mentions fast scrolling as the prime feature of any game. I guess games without scrolling aren't really games for him ;-)

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From -3620272067898529597
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Game writing in C
Date: 1998/02/26
Message-ID: <EozBBo.7s@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329019099
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk> <34f47232.1228075@news.demon.co.uk>
<34ffb965.55796132@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

>>as well! At least it came up with an error message and terminated
>>leaving a clean system - no need to reboot! ;-)
>
> Whats wrong with rebooting?

Aaaaarrrghh ! After all these discussions this guy is still not able to expand his view of the world beyond his limited horizon :-((We accept that you do not use harddisks and a sophisticated environment. But please acknowledge that others do, and respect the needs that follow from it. What if one uses a filesystem that does a lot of buffering, and that must be sync'ed before the machine is switched off or rebooted ?

I agree entirely with Guy ! Software must have the option to exit cleanly,

not leaving a messed up machine.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -5097148458804526224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/26
Message-ID: <EozF62.qM@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329019100
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <19980218194457809 56@zetnet.co.uk>
<34EC6BCE.5B18@mst.tn.utwente.nl> <34ec7d09.15130180@news.zetnet.co.uk>
<34ECAD1E.403E@mst.tn.utwente.nl> <Eop7K4.xC@suse.modem.stud.uni-hannover.de>
<34F1B1F2.1569@mst.tn.utwente.nl> <EovnHE.on3@suse.modem.stud.uni-hannover.de>
<34F442EA.6DA@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <34F442EA.6DA@mst.tn.utwente.nl>,
     Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

> KAOS. I am totally addicted to the genial drop back
>
> Also harddisk performance is great with KAOS. My

All what you ask for exists in MagiC too ... and CAB likes MagiC very
much. ;-)

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 6579398143710698212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Molesting the COOKIE
Date: 1998/02/26
Message-ID: <EozFHJ.tv@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329019101
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <1e6_9802191531@conchbbs.com> <34ef0a68.15542248@news.demon.co.uk>
<6d1jpi$jm0$1@news.nacamar.de>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6d1jpi$jm0$1@news.nacamar.de>,
     gryf@arago.de (Thomas Binder) writes:

> In article <34ef0a68.15542248@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> -1[cp] ???   ;-)
>
> Yes, that yields the same result as cp[-1]. a[b] is in fact *(a + (b)), so
> it's irrelevant what you put first, the pointer or the index.

Oh shit. I was mildly irritated too when I saw John saying that.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 8225966285338191701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c885c36fb0aa9dad

X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Molesting the COOKIE Jar.
Date: 1998/02/26
Message-ID: <EozFDH.rA@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329019102
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <0$1Oe2po$Wm7@cantva.canterbury.ac.nz> <34edf6ee2534800@xs4all.nl>
<34f6254e.4165960@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <34f6254e.4165960@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

> Perhaps the real error was in mixing pointers and arrays? Rather than
> taking "cp = (Cookie*)$5A0" literally it is better to visualise it as
> "cp = (Cookie[])$5A0" which is its documented meaning. Thus, imo,
> cp[-1].item would be preferable to (&cp[-1])->item or (cp-1)->item.

Don't mix things up. The number $5a0 is not (COOKIE *), but (COOKIE **).
So you should write "cp = (COOKIE **) 0x5a0;" and only then you'd get
the first cookie by "**cp".

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -486067056712682720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/26
Message-ID: <EozEpn.Lt@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 329019103
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>

<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crqh1kts5@news.emw.ericsson.se>
<6crqvfkts6@news.emw.ericsson.se> <EovLq7.oHy@suse.modem.stud.uni-hannover.de>
<6d0p00jvg1@news.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6d0p00jvg1@news.emw.ericsson.se>,
    Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>> >> Hwy I just manged to get on your webpage.
>> > ...
>> >
>> > Just realized that I can't download any of them. :-((((
>>
>> Can please somebody repost the address ? The cited article did not make it
>> to my news server. I'd like to try those too.
>
> http://www.ak.planet.gen.nz/~mario/
>
> But be aware that they are not yet available. They do look nice though.

I guess you're referring to Pacman and Asteroids ? Mario states clearly that
he has not made them public yet, but apparently he's only waiting for you to
do a few Pacman levels ;-)

I downloaded Manoeuvre, which I was delighted to see that it's a network
game based on STiK / STinG.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -4728507033240485899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Andrew Gower <acg29@cam.ac.uk>
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <34F67179.51E9C0F4@cam.ac.uk>#1/1
X-Deja-AN: 329099591
Content-Transfer-Encoding: 7bit

References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <6cjf5asfm1@news.emw.ericsson.se>
<KRAVC8K@tos.pl.net> <6crqh1kts5@news.emw.ericsson.se>
<6crqvfkts6@news.emw.ericsson.se> <EovLq7.oHy@suse.modem.stud.uni-hannover.de>
<6d0p00jvg1@news.emw.ericsson.se> <350e03ca.9298860@news.zetnet.co.uk>
<EozDvr.II@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: University of Cambridge, England
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:

> In article <350e03ca.9298860@news.zetnet.co.uk>,
>   paxton@zetnet.co.uk (Tony Greenwood) writes:
>
> > Thats the problem with you two.. you keep talking about things that
> > dont exist :))
>
> The problem with you is your rantings. And your almost religious belief
> that VDI is no good.

Before I start I have to admit that I know next to nothing about falcon programming, However I know next to everything about ST programming, so that's what I'm going to talk about. :-)

I don't know what VDI is like on the falcon, but I can tell you that on the ST it complete and utter rubbish for writing games, it wasn't designed to be used for that sort of thing. There is absolutely NO-WAY you are going to write even a have a descent arcade game for the ST using VDI. I find it hard to believe it's much better on the falcon. OK, so the falcon is fast enough to make up for it, but you're just wasting huge amounts of power. You might be able to do a centipede or asteroids game in VDI, but that's hardly the limit of the falcons abilities. You might as well say. "Just about every computer has a spectrum emulator, so if everyone writes their games for the spectrum, everyone will be able to play them! no problems!".

So stop talking rubbish. If you REALLY want tony to write games that will run on your machines, re-write the missing-link so that all the graphics commands take IDENTICAL inputs, except work for 256 colour screens instead. Then there would be decent standard that people wanting to write cross-platform games could use. There is no-way you can expect other people who don't own falcons to write these routine for you, it just wouldn't be possible, but if you wrote them, and you wrote them well. Anyone could write a falcon enhanced game wihout needing a falcon.

Finally can you PLEASE stop moaning that you can't run ST games on your machine. If you've gone and upgraded it so much that it's no longer backwards comptible I'm not suprised! If you can't run Tony's games then I'll bet you can't run 99.99% of other ST games either. Again there is a

solution.... If you could actually be bothered to do any programming, it wouldn't be that difficult to patch the operating system so that when it receives a request for a mode your computer can no longer do, it just emulates it instead.

Oh, and don't anyone think about the usual trick of accusing me of reading between the lines, or answering a question that isn't there. I've been reading this newsgroup for ages now, (watching a really good games programmer, try to explain to 2 non-games programmers the problems with VDI or writing for a computer you don't have, for some bizzare reason under the subject heading C compiler??????). If i've misunderstood anyone's meaning then I strongly suggest you practice expressing yourselves a LOT more clearly, because that's certainly the way it comes across.

Andrew

>
>
> Cheers Peter
> --
> ----------
>   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
>   http://www.stud.uni-hannover.de/~perot
> ----------

From 4078559868453374217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: C Compiler
Date: 1998/02/27
Message-ID: <6d61pa$7q0$1@nyheter.chalmers.se>#1/1
X-Deja-AN: 329114392
References: <34d4df77.10153750@news.demon.co.uk> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <6crq32kts4@news.emw.ericsson.se>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <6crq32kts4@news.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:
>Anthony Jacques wrote:
...
>> > I can't even understand why anyone could think that such a game cannot be
>> > done under GEM. Could someone explain why everyone believes this? I would
>>
>> Well, in my experience, the VDI simply isn't quick enough. The routines that

>> Tony uses are optimised specifically for the video mode, and do not have
>> to be general purpose etc.
>>
>> I admit that I have not profiled the VDI, but you cannot tell me that the

I've written a VDI profiler that does very accurate timing. If anyone
wants to try it out, let me know.

>> nice generic routines in the VDI are going to be anywhere near as fast.
>> Particularly if you use Atari's VDI, rather than NVDI (plain standard ST,

I don't know about Atari's VDI, but NVDI and fVDI have lots of very
specialized routines. It shouldn't be possible to speed up the actual
drawing operations very much for common operations.

>Ataris VDI will be way to slow. Now when Johan in working on the next
>generation
>VDI called fVDI, why not put in some optimized routines for games? So to

Yes, why not?
(By the way, the first public version of fVDI will very likely be released
this week. Most of the information about it is already on my WWW pages.)

The problem with NVDI/fVDI for games is not that they have slow drawing
routines (they don't, in general), but that there's such a lot of overhead
to deal with. That doesn't matter when you're scrolling an entire screen,
but for 16x16 sprites it makes a _lot_ of difference. The current VDIs
also lack some features that are useful for games, such as single pass
masked blitting.

If you people could stop fighting and instead do some constructive thinking
on this subject, I'm open to ideas for implementation in fVDI.
For example:
- Reduced bitplane drawing
  Forcing the VDI to draw in only four bitplanes on eight bit hardware,
  for example. This has always been planned for fVDI (mostly to speed up
  things like editors, which usually work fine with just black and white).
- Masked blitting
  With the current VDI you have to do a masking pass on the destination
  before you can blit the real graphics, if its not a rectangle (the
  blitter has this same limitation in hardware).
  This _will_ be in fVDI no matter what (will speed up icon drawing for
  desktops that are aware of the functionality).
- Multiple blits
  This would be the way to get around the overhead I mentioned. Instead
  of using the VDI once for every single blit you would create some kind
  of table with the necessary information and then tell the VDI to do it
  all at once. I see no reason why this wouldn't be very nearly as fast
  as any specialized library.

Comments or suggestions, anyone?
Since I don't program games myself, I won't attempt to create a useful
VDI extension for it. If something can be agreed on, though, I'll

definitely help implement it in fVDI.

If we're going to have any games at all for the TOS/MiNT/Fenix/MagiC/Dolmen platform in the future, we _have_ to make it possible to write them using a standard graphics interface.

>make
>it work on any TOS box you just install fVDI and the correct driver and
>off you go.

Now, wouldn't that be nice? :-)

>Should be possible to make some speedy routines in there especially for
>games.

See above.

>Maybe an extension to fVDI and why not OpenGL support with the help of
>Doug. :-)

Actually, 3D APIs were discussed a little at the beginning of the fVDI design phase. It's not in the current plan, though.

>> If you read his post above, even Magnus doesn't believe games like Tonys
>> are possible on a plain ST.
>
>Well a 8-way scrolling game is a bit much.... but still with a fast

If hardware scrolling isn't used there's nothing that says it wouldn't be as fast in a window. It's the same memory, you can force the window to be word aligned and you could simply stop the game temporarily if its window gets overlapped by another. Naturally, you'd have to allow the game to change the palette colours when its window is on top, but there are ordinary GEM programs that do that already.

On my 1008x608x4bit screen there's room for a lot of ST-low games at once. ;-)

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -4495536737522932081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a80eeae6aab973e,start
X-Google-Attributes: gid1115ce,public
From: "Mike" <mike@NOSPAM.heliovisionsproductions.fr>
Subject: Looking for source code converter
Date: 1998/02/27

Message-ID: <OBL7fB3Q9GA.184@upnetnews04>#1/1
X-Deja-AN: 329144462
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Please, reply to (mpointie@hol.fr)

Do you know if it is possible to find converter programs that can translate
680x0 source codes in C.
(Or better, than can translate 68000 source code in 6502)
Of course, I know that such a program will generate crappy code...
My objective is just to have something I can recompile, and that I will
optimise after.
If I cannot find, I will have to do it myself :(
This converter wouldn't have to handle self-modifying code. The syntax used
in assembler can be adapted by me, it's not really a trouble.
It should be able to locate and handle correctly CODE / DATA / BSS sections.

Thanks.
If you want to reply me, please send a copy directly to my following email:

~~~~~~~~~~~~~~~~~ Dbug's HomePage ~~~~~~~~~~~~~~~~
Mike (mpointie@hol.fr) says:
"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!

From -7042016549562671154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e3c59c77ed1474
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: STinG and Mint => Privilege Violati
Date: 1998/02/20
Message-ID: <6ck5h1$121$2@news.campus.mci.net>#1/1
X-Deja-AN: 326944468
References: <6cafn0$l9g$1@news2.isdnet.net> <EoIsxI.K3@suse.modem.stud.uni-hannover.de> <6cete5nqq2@news.campus.mci.net>
<EoME4A.nF8@suse.modem.stud.uni-hannover.de>
Organization: The DarkForce! BBs
Newsgroups: comp.sys.atari.programmer
~~~~~~~~~~~~~~~~~

On 19 Feb 1998 09:52:58, Peter Rottengatter wrote:

]-No, not at all. Where precisely does it happen ? Replace one module after
]-the other, so that you find out which module gives you the problem.

  Just as soon as the new modules start loading up from the AUTO folder, it
  2 bomb crashes. Okay, I'll do that and get back to you...

]-No. I don't know in which ways MTOS modifies the system. Maybe it's
]-messing with interrupts, unlinking STinG's main handler ? Does a ping
]-to 127.0.0.1 work, with STinG switched on in the "STinG Internals" ?
]-Does the Dialer get beyond the success, i.e. to the point where the
]-dialing window closes again ?

  Could be, I'm not familiar enough with it to make that call, or what
  changes were made from AES 4.0 to AES 4.1. I didn't try any pings but
  I will, and yes-the dialer's dialing window does close after it reports
  success. (at that point, I really thought I had it working-but if I try
  to use CAB or NEWSie, they won't resolve). Thanks for your reply and I
  will try your suggestions out and get back to you.

```
     ___________________________________________________________________
    /               /               /                 /               /\
   /    --T--      /   Sysop of The DarkForce! BBS   /     /\        / /
  /  -A T A R I-  /   Phone 1-606-886-9014 Today!   /  Dark><Chyld  / /
 /      --G--    /   The Fuji -still- Lives...!!   /       \/      / /
/_______________/_______________/_________________/_______________/ /
\___________________________________________________________________\/
```

From -3952756917024416273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <6ck6hq$8gg$3@news.emw.ericsson.se>#1/1
X-Deja-AN: 326949439
Content-Transfer-Encoding: 7bit
References: <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<34fcd67e.9600598@news.zetnet.co.uk> <6cgobmpfd1@news.emw.ericsson.se>
<34f41f91.2584626@news.zetnet.co.uk> <6chhkv$6mv$1@news.emw.ericsson.se>
<34ec4e6d.3196569@news.zetnet.co.uk> <6cje68$s3b$1@news.emw.ericsson.se>
<34f66773.4849159@news.zetnet.co.uk>
Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 887987578 8720 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >task to write any game for any graphics type/card whatever. But I guess
> >that
> >will not happen as it would probbably mean rewriting STOS. While we are
>
> Why will that never happen... you are very narrow minded for a
> computer enthusiast, I would have thought that you could see furthur
> forward than that... please excplain why you think this may never
> happen ?....is the world going to end... is it flat ? :)))

No but there are very few enough competente programmers to do it and I
don't
think you are up to it.

> >on
> >it, why not rewrite STOS? Anthiny has made so many patches to it so it's
> >basicly already is a new program.
>
> yet a paragrpah ago you said it probably won't happen.. and now you
> say why not do it..... late night was it ?

Well if you know Anthony you would also know that he hasn't got much
time
to look at this Falcon these days. He is programming on his PC now and
he
even doesn't have a monitor to his Falcon anylonger. So how can you do
something when there is noone to do it? Maybe you should start doing
some
assembler programming and patch STOS your self? Maybe you already does,
but
I don't think so. Sorry if I'm wrong.

That should trigger Anthony off! :-)))

> >> hmm, Well 5 years ago when lots of people where making games, I was
> >> getting 80-90 scores.....
> >
> >You did? Cool, but 5 years ago wasn't exactly very busy games wise
>
> eh ?.....excuse me for being big headed... but havnt you seen the
> software I made all those years ago ?, please do (if you have time)
> pop along to my web site.. all titles are listed with screen shots and
> independant reviews and a whole load more....

I guess I have to take a look then. :-)

> >> put my software "in the trash", this is what got me to respond in this
> >> way, it was not exactly supportive was it :(
> >
> >No, but it still doesn't work on my Nova no matter how good it is. ;-)
>
> ok... this makes it alright for you to say all these things in a
> public newsgroup... because YOU have a nova?... ooooer

Get one your self.

> >I was thinking of the graphics. I can understand that it's hard to make
>
> haaa. right.. something else you are not aware of... sorry but I am
> not even capable of drawing a box. I am terrible at art, I really am..
> so I have to get a contact.. he has exactly the same setup as me.. ste
> 4meg.. no HD.. but he does have a drive B that must be handy :)
>
> believe me it took a couple of years to find this guy... artists are
> very hard to find.. very hard.. believe me I know :(

Aha, better tell him to move on and buy a Falcon then.

> >If it is as easy to do with STOS as it should be you don't even have to
> >test it as the only thing you did was to change the graphics from the
> >ST version.
>
> ha!....dont be silly... hahahaha... you think it is that simple...
> hahahaha sorry but it is not that simple at all...hahahahaha

That is the problem but I guess you doesn't see it as you are laughing
your head off.

//Magnus kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 6337428131076229723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a51f9ac0923a7da
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Text Cursor
Date: 1998/02/20
Message-ID: <6ck6gmkdd1@laas.laas.fr>#1/1
X-Deja-AN: 326949440
References: <887563959.6923.0.nnrp-05.9e9805e3@news.demon.co.uk>

Reply-To: prajoux@REMOVE_THIS.laas.fr
Distribution: world
Organization: LAAS/CNRS, Toulouse, France
Newsgroups: comp.sys.atari.programmer

In article <887563959.6923.0.nnrp-05.9e9805e3@news.demon.co.uk>, "David Knight"
<David@ritter.demon.co.uk> writes:
>Is there a VDI call that enables a text cursor in GEM windows?
No, there is not.

>I'm trying to write a simple text editor and just can't find a way of
>showing a cursor other than keeping track of the position
Yes, I'm afraid you must do this in any case.

> and using v_box() to draw the cursor.
You can also draw a black rectangle (v_recfl() iirc) of size equal to that of
a character, using the XOR drawing mode. This would allow to nicely display
in reverse video the character on top of which is your cursor.
You can also think about making it blinking, by using timer events in
the evnt_multi() call in the main loop of your program. The best way to achieve
this is writing alternately rectangle/character/rectangle/character/etc...

Cheers.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France

From -6764101586497475540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <6ck6n7$8gg$4@news.emw.ericsson.se>#1/1
X-Deja-AN: 326954602
Content-Transfer-Encoding: 7bit
References: <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <6cjf5asfm1@news.emw.ericsson.se>
<34f7680f.5005450@news.zetnet.co.uk>

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 887987751 8720 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> Can you see something like HERO2 or Diamond Ice or any other fast
> blah blah game working in a GEM window ?... and if you can.. then why
> ? what good reson for doing this ?

Okey you have convinced me. If HERO2 or Diamind Ice, or maybe both,
works on my AB040 Falcon I will download them and try them and come
back here telling you what I thought. Okey?

I can live with that I have to bypass the Nova this time... ;-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -6812098778365162883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <34f9a238.19897040@news.zetnet.co.uk>#1/1
X-Deja-AN: 326960311
Content-Transfer-Encoding: 7bit
References: <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<34fcd67e.9600598@news.zetnet.co.uk> <6cgobmpfd1@news.emw.ericsson.se>
<34f41f91.2584626@news.zetnet.co.uk> <6chhkv$6mv$1@news.emw.ericsson.se>
<34ec4e6d.3196569@news.zetnet.co.uk> <6cje68$s3b$1@news.emw.ericsson.se>
<34f66773.4849159@news.zetnet.co.uk> <6ck6hq$8gg$3@news.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it

Fri, 20 Feb 1998 16:14:14 +0100 that you wrote:

>> >will not happen as it would probbably mean rewriting STOS. While we are

>> forward than that... please excplain why you think this may never
>> happen ?....is the world going to end... is it flat ? :)))
>
>No but there are very few enough competente programmers to do it and I
>don't think you are up to it.

 hahahaha, thats a coincidence.. niether do I :)).. but its not a
matter of not being up to it ?, I program in BASIC and to rewrite STOS
takes something of a lower level language would you not agree ..
hahaha I never for one moment suggested i could attampt to do it.. In
fact if you take the time to read the paragraph , it is quite possible
that me and you may not even be alive when it happens... I did not put
a tiem scale on it :)

>assembler programming and patch STOS your self? Maybe you already does,
>but I don't think so. Sorry if I'm wrong.

 Well you are absoloutly right, I hate the look of ASM or C, or any
other language, I like the fun of BASIC,
>
>That should trigger Anthony off! :-)))

 It did.... ho you mean the other Anthony ?.....

>> eh ?.....excuse me for being big headed... but havnt you seen the
>> software I made all those years ago ?, please do (if you have time)

>I guess I have to take a look then. :-)

 That would be nice.. then you may know a little more of what you are
reffering to.. always guessing is not a good idea :)

>> >If it is as easy to do with STOS as it should be you don't even have to
>> >test it as the only thing you did was to change the graphics from the
>> >ST version.
>>
>> ha!....dont be silly... hahahaha... you think it is that simple...
>> hahahaha sorry but it is not that simple at all...hahahahaha
>
>That is the problem but I guess you doesn't see it as you are laughing
>your head off.

 eeerm apologies.. But I don't understand the above statement at all ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -1620872296089115829
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b876378e574e4c7
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Molesting the Cookie Jar.
Date: 1998/02/20
Message-ID: <6ckboc$n3m$1@laas.laas.fr>#1/1
X-Deja-AN: 326977948
References: <PRL1fTxnJ55+@cantva.canterbury.ac.nz>
Reply-To: prajoux@REMOVE_THIS.laas.fr
Distribution: world
Organization: LAAS/CNRS, Toulouse, France
Newsgroups: comp.sys.atari.programmer

>I can't see that writing a function to delete a cookie would prove to be
>much of a problem, I just don't know how to do it that's all. ;-)

Sure it is possible to write such a function, and Gaven Miller gave you
an example.

My point is that removing a cookie is sort of illegal, or contrary to the
spirit of what is a cookie jar, whatever way you put it.

Most cookies are set up by TSR (resident) programs, and they refer to something
that remains in memory. In other cases the cookie is set up by a program that
itself disappears, e.g. to install some information about the hardware that
TOS is not aware of. In all cases, the concept of being permanent is there.

In the case of one program putting and removing a cookie and another one accessing
that cookie, it cannot work (even in a single tasking environment because one
of them can be an accessory) due to conflicts. Otherwise, if there is only
one program playing with a cookie, this would be useless.

I can't see an example of a situation in which it would be meaningful to
remove a cookie.

Cheers.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France

From 3216383181814019229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6fce391dbce2848c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,6fce391dbce2848c,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,6fce391dbce2848c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,6fce391dbce2848c,start
X-Google-Attributes: gid109a67,public
From: Curt Vendel <webmaster@atari.nu>
Subject: ST Network Cards & Video Cards 4 Sale
Date: 1998/02/20
Message-ID: <34EDC555.6C4BCA4F@atari.nu>#1/1
X-Deja-AN: 327007029
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Distribution: world
Content-Type: text/plain; charset=us-ascii
Organization: The Atari Prototypes Site: www.atari.nu
Newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech

For Sale:

Riebl VME Ethernet Adapters for Atari Mega STE and Atari TT030 computers

Works with Linux, BSD/Net Atari, Atari Unix System. Cards will be
supplied with TOS
drivers. $150.00 each

Riebl MegaBUS Ethernet adapters for the Atari Mega ST computers
I have only 2 of these cards remaining, all others were sold
immeadiately. $150.00 each

1 Matrix TC1208 VME graphics card (spec's unknown) $350

1 Matrix C110ZV VME graphics card (256 colors out of 16 million)
1280X960 color
at 75hz, mono 4096X4096 at 125hz $350

1 Crazy Dots VME graphics card: $350

1 ISAC MegaBUS graphics card (16 colors out of 4096) 1024X768
(duochromatic) 800X600 at 50hz: $375

Atari DMA bus Ethernet adapters: These adapters work on all Atari ST's
with DMA ports on them. These card wer built by Atari in 1990 to allow

ST's to work over ethernet. These cards require Atari ST external power supplies (not included) and I have no drivers for these cards, I have a very limited quantity of these cards: $50 each

NOTE: Attention Mega STE owners, if you intend to purchase a network or video card, please be certain that you have PALs/TALs installed near your VME bus port, if the sockets are empty you will need to purchase these chips. They can be purchased at B&C Atari Sales & Service: 916-295-9270 or www.myatari.com

Shipping: (within the contential US) is $5.00 for USPS Priority shipping

NOTE: Overseas buyers, if you are not in the contential US, shipping will be $9.00 ground (5-6 weeks) or $14 for air shipping.

Please email me if you are interested in any of the above.
webmaster@atari.nu

Curt

From 933062573672108015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e3c59c77ed1474
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: STinG and Mint => Privilege Violati
Date: 1998/02/20
Message-ID: <6ckl1v$a68$2@news.campus.mci.net>#1/1
X-Deja-AN: 327024136
References: <6cafn0$l9g$1@news2.isdnet.net> <EoIsxI.K3@suse.modem.stud.uni-hannover.de> <6cete5nqq2@news.campus.mci.net> <EoME4A.nF8@suse.modem.stud.uni-hannover.de> <6ck5h1$121$2@news.campus.mci.net>
Organization: The DarkForce! BBs
Newsgroups: comp.sys.atari.programmer

On 20 Feb 1998 14:55:29, Ronald J. Hall wrote:

]-On 19 Feb 1998 09:52:58, Peter Rottengatter wrote:
]-
]-]-No, not at all. Where precisely does it happen ? Replace one module after
]-]-the other, so that you find out which module gives you the problem.

Okay, ignore that first message, I got it wrong, it 2 bomb errors out when you run the dialer, right before you get to the point where it usually says success. I did replace the modules one by one, and the SERIAL.STX is the culprit. I'm using it right now with the other 3 new modules. BTW, with the new modules, do you have to change anything in DEFAULT.CFG or DIAL.SCR? I'm still using the same ones I've always used. Do you want me to send the DEBUG.LOG? (would it help?)

(just wanted to make sure that you knew the above paragraph applies to Single-TOS)

]-]-No. I don't know in which ways MTOS modifies the system. Maybe it's
]-]-messing with interrupts, unlinking STinG's main handler ? Does a ping
]-]-to 127.0.0.1 work, with STinG switched on in the "STinG Internals" ?
]-]-Does the Dialer get beyond the success, i.e. to the point where the
]-]-dialing window closes again ?

Okay, running under MultiTos (Freemint 1.14/AES 4.10) it calls in just fine, connects, reports success, the dialer window closes, and then I can ping 127.0.0.1 just fine. Also, I can ping the dynamic IP address thats assigned to me for this session just fine. What I can NOT do is ping anywhere else, even though my US Robotics modem's send and receive lights are both blinking like mad, the packets are only reported as going out and not coming back in...and of course in this state, if I try to use CAB or NEWSie, they just won't resolve. BTW, if I set memory protection to "on", STing errors out with a supervisor error. (I know this is probably MTOS's fault!)

Peter, this is all just for the fun of it, I know that MultiTos is a very incomplete and buggy OS, I'm just curious if I can get it to work...it is probably not really worth wasting any time over...I've got Geneva/NeoDesk, and STing works fine under it, single TOS, and MultiTos with AES 4.0. I would love to try N.AES, but apparently you can not get it in N. America, at least at this time... ;(

Thanks for all your help! ;-)

```
     ___________________________________________________________________
    /               /               /                 /               /\
   /    --T--      /   Sysop of The DarkForce! BBS   /     /\        / /
  /  -A T A R I-  /   Phone 1-606-886-9014 Today!   /  Dark><Chyld  / /
 /      --G--    /   The Fuji -still- Lives...!!   /       \/      / /
/_______________/_______________/_________________/_______________/ /
\___________________________________________________________________\/
```

From -8234771915240189431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6fce391dbce2848c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6fce391dbce2848c

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,6fce391dbce2848c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,6fce391dbce2848c
X-Google-Attributes: gid1056fc,public
From: dd@denscicorp.force9.co.uk (Zaphod)
Subject: Re: ST Network Cards & Video Cards 4 Sale
Date: 1998/02/20
Message-ID: <MPG.f57edaedbdaf76e9896e3@news1.force9.net>#1/1
X-Deja-AN: 327029515
References: <34EDC555.6C4BCA4F@atari.nu>
Organization: Densci Corp Enterprises
Newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech

Holy Zarquons, Singing Fish! Curt Vendel says that ....
> Atari DMA bus Ethernet adapters: These adapters work on all Atari ST's
> with DMA ports on them. These card wer built by Atari in 1990 to allow
> ST's to work over ethernet. These cards require Atari ST external
> power supplies (not included) and I have no drivers for these cards, I
> have a very limited quantity of these cards: $50 each

Hmm, would be interesting to get one of these and see what's in 'em!
Then make a new version!

Still waiting for Atari Falcon ethernet cards!! :-((((((

--
==========
Dave Denscombe (aka Zaphod)
"There's a guy who really knows where
his towel is" - Ford Prefect

ICQ: 3719723
E-mail: dd@denscicorp.force9.net
Web site: http://www.denscicorp.force9.co.uk
==========

From 4127610842858066316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2317b0ecb2e28857
X-Google-Attributes: gid1115ce,public
From: marillat@alpes-net.fr (Christian Marillat)
Subject: Re: BubbleGEM & GFA
Date: 1998/02/20
Message-ID: <a24d16e690B802A1.55@nest.ftn>#1/1
X-Deja-AN: 327029516
Content-Transfer-Encoding: 8bit
References: <34EC9B36.2CC9@neo-interaktiv.no>

Content-Type: text/plain; charset=iso-8859-1
X-Ftn-Adr: 90:802/1.55
Organization: French Gateway (Atari)
X-ViaGateway-At: 90:802/1.55
Mime-Version: 1.0
Reply-To: marillat@alpes-net.fr
Newsgroups: comp.sys.atari.programmer

Hi Vegard,

 >> >How to programm bubblegem with GFA basic 3.xx ?
 >>
 >> I could do with wanting to know that too...
 VH>
 VH> You can find a implementation of BubbleGEM for GFA in the FAQ-site for
 VH> Face Value. Have a look at the UTIL-section at:
 VH>
 VH> http://www.geocities.com/ResearchTriangle/4558/starteng.htm
 VH>
 VH> It is spesific to the Face Value engine (http://home.sn.no/~veg/), but
 VH> you should have no problem adapting it to your own program if you do not
 VH> use FV. And remember to send Manfred Ssykor a note of thanks (he wrote
 VH> the BubbleGEM routines)...

Thanks.

I have already writed the same code with a mistake for msg&(5).

Bye, Vegard
Christian

Via *FIST* v2.55A beta Gate on alpes-net.fr (90:802/1.55)

From -7221780806107081538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <19980220190707809 56@zetnet.co.uk>#1/1
X-Deja-AN: 327039711
References: <34cd820a.15060305@news.demon.co.uk> <EoMD4w.n7y@suse.modem.stud.uni-hannover.de>
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
> > If someone wrote a diskzine shell for 16-bit mode it would work though

> > - I have written a prog (in STOS of course) which works nicely in
> > 640x480x16bit on my machine. I haven't put in the intel byte ordering
> > stuff for NOVA though...
>
> I'll never understand why diskzines need their own, proprietary, non-GEM
> shell, so that you surely can't do anything else in the background. I like

Yea, nor will I... I agree completely, but while the disk-mag authors want
shells, they are going to use them.

> > Yea, but this isn't the case. On the Falcon, STOS 2.07 beta1 and above
> > (- the next release will be beta 4, if I ever fix this damn bug) handles
> > Falcon video modes correctly. NOVA, well who knows? Magnus, if you mail me
> > I'll get you to run a few tests...
>
> Good, but there is more to modern computing environments than resolution
> independence. I agree with Magnus, and would say that software that seizes
> the entire system is, if not stone age, then bronze age.

Yea, I agree with this to a certain extent. There are times (eg. many games)
when this is a "Must have" feature, where multitasking just complicates the
issue too much.

I have attempted to patch STOS enough so that it will happily co-exist in
a modern multitasking environment, but I dont think this is really practical
without a full re-write (not much chance of that). For now, we'll just have
to satisfy ourselves with the fact that it can be run from MiNT, and although
it will stop all multitasking, it will restore the system on exit.

Anthony
--


```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                   (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -4922824495572118570
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <1998022018593780956@zetnet.co.uk>#1/1
X-Deja-AN: 327039712
References: <EnBnw5.E7r@iglou.com> <34d66c84.26925987@news.demon.co.uk>
<EoMCB0.n4r@suse.modem.stud.uni-hannover.de>

Newsgroups: comp.sys.atari.programmer

> many different screen resolutions. I take care to make my software work
> with your screen setup, while you refuse to even think about making your
> software deal with 960x544 and 1024x864. I still have a machine with

The ill-fated GEMMA extension promised to allow standard AES/VDI calls
to be used from STOS - using the interpreter extension, working in such
a resolution is currently possible. The compiler extension is not finished
(and may never be finished - source is available though) allows STOS
compiled programs to be written to work with any resolution - if you are
prepared to sacrifice the speed etc. - which Tony is not.

> ST-High, but as far as I've been told, STOS software won't even run on
> that one (and that's a standard resolution, that's for sure).

Well you've been told wrong then. STOS works fine in ST-High.

Some STOS extensions, and some STOS written software does not work in ST-High
though, but you can say the same about programs written in any language.

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From 6055144753402734251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <1998022019582580956@zetnet.co.uk>#1/1
X-Deja-AN: 327039713
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>

<1998021918461880956@zetnet.co.uk> <6cjfr0sfm3@news.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

Hi

> > > Also, you can make STOS games with more colours on a Falcon but as far
> > > as I know there are none.
> >
> > I know of 2, but I dont know if they have been released. I also know of
> > another two aborted games (left the Atari scene).
>
> Are they any good?

Yea, not at all bad. I also have unfinished (what a supprise) source to
two games of my own, both running in TC mode.

Anyone who registered was sent a bunch of source, including a (very basic)
horizontal scroller in TC mode.

> > > If Tony could make "real" Falcon versions of his
> > > games with enhanced graphics it would be very nice indeed.
> >
> > It would, but it'll only happen if someone GIVES tony a Falcon. :-)
>
> Why? Is it impossible to recompile them with enhanced graphics without a
> Falcon?
> Do you need to change stuff in ther as well?

Yea, unfortunately both of the two Falcon extensions do not use code-compatible
routines with TML (the best ST extension - the one Tony uses for his sprites).
TML has some odd ways of doing things, so you'd have to make an effort to be
compatible with it...

The video mode selection stuff is obviously different, and writing it so
that it handles both RGB/VGA, without access to either might be fun.

Timing issues are obviously important, and would need addressing.

> > > Just making Falcon
> > > compatible games isn't enough.
> >
> > Its better than nothing, but I agree - I really dont play many ST games...
>
> Exactly. Talking about games, I tried Lotus 0.6 yesterday and this
> looked cool!

Hmm.. is this a new Falcon game? I haven't heard about it?

> > Maybe, maybe not. IIRC, BM has code to write directly to the screen, so it
>
> I realy wonder about this. I do also recall Doug saying something like
> that, but is it true? I have never dared to try. Maybe I should. You can't find

I'd have thought that would be one of the first things you tried on
your NOVA :)

> anything
> about it in the sources? Has anyone looked?

Yea, I have. It seems to be in there - un-comment the equate "intel" (top of
DOOM.S), and reassemble. This seems to activate a few "ror.w"'s in LIGHTING.S,
just before drawing to the screen (or at least thats what it looked like at a
30second glance). I'd say that'd be pretty bloody easy to support in my Falcon
extension.

> > is definately possible. Adding it to my existing 16-bit mode routines wouldn't
> > be too hard. Actually, I have been thinking about releasing the source code
> > to my extension, so if anyone wants to try this, mail me...
>
> Someone... that is the problem. We need more "someones". :-)

yea. :-)

If you like, I'll make a version of my extension with the necessary
ror.w before
rendering to the screen, and you can try a few of my test programs in TC mode
with a NOVA. :-)

> Well, I'm not sure how it works or if it's the "VDI" who takes care of
> it or if it's the "Nova VDI" or whatever it is... Maybe I should try to find
> out.

Well neither would make a difference to STOS, as it usually bypasses the
VDI completely. Calling the VDI from inside STOS is just about
possible though...

Hmm... "N" VDI... I bet thats confusing. :)

> > Yea, well GEMMA source is available as well - anyone wanting to patch the
> > compiler so that we can compile AES/VDI stuff is welcome to try. :)
>
> Hehehe... sure. :-)

Yea. :-)

I should warn anyone wanting to try that they'll also need to hack about inside
the STOS compiler itself as well. :)

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)

----------+----------

From 7161829162318158819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <1998022019422380956@zetnet.co.uk>#1/1
X-Deja-AN: 327039714
References: <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<34fcd67e.9600598@news.zetnet.co.uk> <6cgobmpfd1@news.emw.ericsson.se>
<34f41f91.2584626@news.zetnet.co.uk> <6chhkv$6mv$1@news.emw.ericsson.se>
<34ec4e6d.3196569@news.zetnet.co.uk> <6cje68$s3b$1@news.emw.ericsson.se>
<34f66773.4849159@news.zetnet.co.uk> <6ck6hq$8gg$3@news.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

> > >task to write any game for any graphics type/card whatever. But I guess
> > >that will not happen as it would probbably mean rewriting STOS. While we are
> >
> > Why will that never happen... you are very narrow minded for a
> > computer enthusiast, I would have thought that you could see furthur
> > forward than that... please excplain why you think this may never
> > happen ?....is the world going to end... is it flat ? :)))
>
> No but there are very few enough competente programmers to do it and I
> don't think you are up to it.

Nor me... Doing "Compilers", and "Advanced Compilers" courses at uni completely
put me off the idea of re-written STOS. :-)

> > >it, why not rewrite STOS? Anthiny has made so many patches to it so it's
> > >basicly already is a new program.

Actually, its only about 100 lines of asm added - although if you count my
Falcon extension it is just a tad bigger (its a 245k binary, with very little
static data), but most people aren't using that.

> > yet a paragrpah ago you said it probably won't happen.. and now you
> > say why not do it..... late night was it ?
>
> Well if you know Anthony you would also know that he hasn't got much
> time to look at this Falcon these days. He is programming on his PC now and

Yea, but also on my Falcon - I posted to the Bad Mood list about my latest plans only last week. :)

> he even doesn't have a monitor to his Falcon anylonger. So how can you do

Now that is a bit low! You know very well that its only for two weeks. Also, I have it hooked up to a TV (although dont expect any BadC updates, as I hate working in interlaced mode, and dont particularly enjoy 768x240...)

> That should trigger Anthony off! :-)))

Hehehe... yea, that worked, didn't it? You and Tony are really a-like. :-)

> > >If it is as easy to do with STOS as it should be you don't even have to
> > >test it as the only thing you did was to change the graphics from the
> > >ST version.
> >
> > ha!....dont be silly... hahahaha... you think it is that simple...
> > hahahaha sorry but it is not that simple at all...hahahahaha
>
> That is the problem but I guess you doesn't see it as you are laughing
> your head off.

Sadly its not as easy as it should be... I did have plans to make it this way, but its not gunna work out like that...

Anthony
--


```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From 4155686746892632503
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <1998022020110380956@zetnet.co.uk>#1/1
X-Deja-AN: 327039715
References: <34cd820a.15060305@news.demon.co.uk> <EoMCI1.n5D@suse.modem.stud.uni-hannover.de>
Newsgroups: comp.sys.atari.programmer

> > STOS != ST-Low only. STOS itself gets on fine with ST-Hi, and with the aid
> > of my extension handles many other resolutions.
>
> Aha. I didn't know that, some other people's statements sounded just
> completely different.

Yea. Its because the most popular extensions were coded by people without access to ST-Hi, so they didn't attempt to add support for it. Shame really. STOS provides XRES, YRES and MODE variables, but few programs check them, because TML (probably the best extension) assumes 320x200xST-Low.

STOS' own routines can be patched to work in extended modes - this is the route that the "other" Falcon extension author took - he has standard STOS sprites working in 640x480x256 etc. I chose not to go this route because nobody uses the standard STOS routines because they are slow anyway...

> So are there any interesting pieces of software in STOS that were written
> with ST-High in mind (or even better resolutions still) ? I'd like to give
> it a try.

Well, GEMMA comes with an example of a GEM program in STOS, which should work in any resolution, and maybe on various bits of kit. Its still rather flaky though, and I wouldn't bet it running cleanly everywhere (although on the GEMMA homepage there is a picture of it working under AES 4.1 in 768x480x16 on a Falcon).

There is very little software using ST-Hi, as people quickly realised that the extensions were better than the standard STOS commands, and sadly these lacked support for different resolutions.

As for extended resolutions, well this is currently Falcon only, appart from via GEMMA. For the Falcon, you can get a FLI+MOD player, and a few other bits. Sadly, most things that I've heard about dont ever get finished...

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -1266720274121137322
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c885c36fb0aa9dad
X-Google-Attributes: gid1115ce,public

From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Molesting the COOKIE Jar.

Date: 1998/02/20
Message-ID: <34edf6ee2534800@xs4all.nl>#1/1
X-Deja-AN: 327056095
Content-Transfer-Encoding: 8bit
References: <0$1Oe2po$Wm7@cantva.canterbury.ac.nz>
Mime-Version: 1.0
X-XS4ALL-Date: Fri, 20 Feb 1998 22:37:22 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Thu 19-02-98 20:40 kma54@csc.canterbury.ac.nz wrote:

>> The other error seems to be a Lattice peculiarity. "cp[-1]" should point
>> to one element prior to cp, but lattice parses this as incorrect.
>> To fix this, I've just changed it to "(&cp[-1])"

What a strange way. It's like, if you want to pass a pointer *p, you'd
write &(*p) instead of just p. (cp-1) is fine.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From -3562818321637427611
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9adff957ec35de
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: BubbleGem and GFA
Date: 1998/02/20
Message-ID: <34f3ec48.7830830@news.demon.co.uk>#1/1
X-Deja-AN: 327066109
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <a24a691290B802A1.55@nest.ftn> <$PXjVEA0dZ60QwnQ@shaw1.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 17 Feb 1998 13:58:12 +0000, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:

>In article <a24a691290B802A1.55@nest.ftn>, Christian Marillat

><marillat@alpes-net.fr> writes
>>Hi,
>>
>>How to programm bubblegem with GFA basic 3.xx ?

Dunno but it ain't that hard!

>I could do with wanting to know that too...

The following is fairly easy to follow ...

```
#include <gem.h>
#include <evnt.h>

#define  BUBBLEGEM_SHOW    0xbabb
#define  BUBBLEGEM_ACK 0xbabc

static EVM    evm;
static bool   done =false;
static int    apid;

static void
Hndl_MESAG()
{
 switch (evm.evm_msg[0])    {
     case WM_CLOSED:    done = true;  break;

     case BUBBLEGEM_ACK:
     Form_Printf(NIL,NIL,2," Got BUBBLEGEM_ACK ");
     break;

     default:           break;
 }
}

static void
Hndl_BUTTON()
{int msg[8];
 char    *bubble_text  ="F**k me, it works!!";
 int bubble_id =appl_find("BUBBLE  ");

 if (bubble_id < 0)    {
     Form_Printf(NIL,NIL,5," BUBBLEGEM ain't loaded yer plonker!
\n");
     return;
 }

 msg[0] = BUBBLEGEM_SHOW;
 msg[1] = apid;
 msg[2] = 0;
 msg[3] = evm.evm_mousex;
 msg[4] = evm.evm_mousey;
 msg[5] = (WORD)(((LONG) bubble_text >> 16) & 0x0000ffff);
```

```
 msg[6] = (WORD)((LONG) bubble_text & 0x0000ffff);
 msg[7] = 0;
 appl_write(bubble_id, 16, msg);
}

main()
{uint    ev;
 int msg[8],
     wh;
 Rect    wr   ={150,150,150,150};

 apid = appl_init();

 /* replace with suitable event_multi code */
 ev = Evnt_Multi(&evm,true,msg);

 /* enable detection of right mouse button */
 evm.evm_event |= MU_BUTTON;
 evm.evm_button = 0x0003;
 evm.evm_bstate = 0x0000;
 evm.evm_clicks = 0x0102;

 /* kludge up a window with no contents */
 wh = wind_create(CLOSER,wr);
 wind_open(wh,wr);

 /* basically, wait for closer or right mouse button */
 do  {
     ev = Evnt_Multi(&evm,false);

     if (ev & MU_MESAG) Hndl_MESAG();
     if (ev & MU_BUTTON)    Hndl_BUTTON();
 }while (!done);

 wind_close(wh);
 wind_delete(wh);

 appl_exit();
 exit(0);
}
```

ie: Use appl_find() to find if bubblegem is loaded (the trailing spaces *are* important). If it exists send it the following message ...

```
 msg[0] = BUBBLEGEM_SHOW;
 msg[1] = apid;    /* your application id */
 msg[2] = 0;

 /* current mouse position (hotspot) */
 msg[3] = evm.evm_mousex;
 msg[4] = evm.evm_mousey;
```

```
 /* upper word of message text */
 msg[5] = (WORD)(((LONG) bubble_text >> 16) & 0x0000ffff);
 /* lower word of message text */
 msg[6] = (WORD)((LONG) bubble_text & 0x0000ffff);

 msg[7] = 0;
 appl_write(bubble_id, 16, msg);
```

The message now displays at the current mouse position. It goes away when the mouse is moved a few pixels away from the current position (hot spot). At this point you get the BUBBLEGEM_ACK message back from bubblegem.

In pseudocode nothing more complex than this:

```
apid=APPL_INIT
bubble_id=APPL_FIND("BUBBLE  ")
APPL_WRITE(bubble_id,msg[])
WAITFOR BUBBLEGEM_ACK
[continue program]
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 751727744159724786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e3c59c77ed1474
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STinG and Mint => Privilege Violation
Date: 1998/02/20
Message-ID: <Eop86I.zr@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 327160533
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6cafn0$l9g$1@news2.isdnet.net> <6cbdij$145$1@nnrp1.dejanews.com>
<EoLK6M.oq7@suse.modem.stud.uni-hannover.de>
<Pine.BSI.3.96.980219034702.21310B-100000@usr07.primenet.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <Pine.BSI.3.96.980219034702.21310B-100000@usr07.primenet.com>,
     Katherine L Ellis <kellis@primenet.com> writes:

> Totally agree, Beside they really are stupid tryng to run sting under
> mint when they can run mintnet!!.
> If I was running sting, might as well get magic too.
> Same concept as: buying a mac to run winsoft 95. If you run only run
> win95 emulated, might as well get a pc!.
> Same idea, same stupid things.

While I agree of course on the latter example, I do not completely agree on the first statement. It's certainly true that STinG is more fun on MagiC (for MagiC's advantages, STinG is the same on both MagiC and MiNT), and it's true as well that MiNT and MiNTnet have the benefit of being more servers (and a bit more clients too) available. But I can well imagine the situation that someone would want to run STinG on MiNT. MagiC costs money while MiNT is free. And there is neither a GEM based Telnet nor a GEM based IRC client for MiNTnet, while there is two of each for STinG.

Sure, if one is free to dismiss GEM entirely, MiNT/MiNTnet would probably be the choice.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -9200363381228975586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <Eop7Ht.wq@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 327160534
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <1998021819445780956@zetnet.co.uk>
<34EC6BCE.5B18@mst.tn.utwente.nl> <34ec7d09.15130180@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <34ec7d09.15130180@news.zetnet.co.uk>,
     paxton@zetnet.co.uk (Tony Greenwood) writes:

>>If I am not mistaking all those problems with disk magazines
>>were solved ages ago by Richard Karsmakers and his ST NEWS
>
> haha,, hardly.. as the last issue of ST NEWS I saw.. you could not
> run it on a ST unless it had a Hard Drive, Thus someone like me who
> loves diskzines never got to read it :(, whats the point of making a
> diskmagazine work in all resolutions.. then not letting people read it
> unless they have a hard drive... utterly stupid.... you will now tell

Aha. I can agree here. But I'd say something else, being equally valid
(on STOS based zines) :
                                                    .. you could not
  run it on a ST unless it supported ST-Low, thus someone like me who
  likes diskzines never got to read them, what's the point of making a
  diskmagazine work without hard drive, then not letting people read it
  unless they have ST-Low ... utterly stupid.   You will now tell

> me the same old story how everyone has a HD and I will say not the uk
> OFF line community and blah blah blah.....

  me the same old story how everyone has ST-Low and I will say that's
  just not true and blah blah blah .....

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 175987798324767410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <Eop6z9.uC@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 327160535
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>

<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <34ed5141.3920638@news.zetnet.co.uk>,
     paxton@zetnet.co.uk (Tony Greenwood) writes:

> posting then you will see where I did get that impresion :), especialy
> in the same thread as the other STOS hater Peter....Who starts the
> fight then runs off ?

Where did you get the impression that I'd run off ?

And I'm not exactly a STOS hater. I'm merely fighting the assumption that everybody has ST-Low in his machine. This assumption is so dead wrong, I don't know how one could be so narrow-minded and just ignore all the recent (i.e. the last five years) developments on Atari hardware. It just happens that a fair lot of STOS programmers seem to share this assumption; this and your habit of feeling personally insulted if one utters negative criticism regarding STOS made you believe that I'm a STOS hater.

This silly assumption leads for instance to the situation of diskzines that a fair percentage of all Atarians cannot read, simply because they haven't got ST-Low. I'd be interested in reading them, but I can't, and this is truely annoying.

It's just not true that every Atari has ST-Low. But there is a thing that every Atari indeed has, that is GEM. Make your software use GEM, and everybody will be satisfied. I'm not saying AES should be used, with VDI alone the appearance, the look and feel of the software can be preserved, gaining the huge advantage of leaving everybody capable of using the software.

>>> >If you used VDI it would be no problem. You could even make them run in
>>> >a GEM window. ;-)
>>>
>>> tsk...GEM....you love GEM so much....how sad :(
>>
>>The reason is simple. It works.
>
> Yep great for a nice WP... not so great for an 8 way scrolling
> platformer.....

Stupid crap. This is the prejudice of someone who refuses to try decent GEM software (interesting to note here, as you are complaining about us not

trying STOS software). I suppose you never even tried to program a decent game using VDI. I've seen a few games that use both VDI *and* AES, and that are still fast enough (using NVDI) to make many games directly accessing the video hardware look old and outdated.

There is a saying in german computer science. A programmer saying that his hardware or the OS he's using is too slow to run his software, he is usually meaning that he's too stupid to optimize the code.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -6580565035834468177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/20

Message-ID: <Eop7K4.xC@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 327160536
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <1998021819445780956@zetnet.co.uk>
<34EC6BCE.5B18@mst.tn.utwente.nl> <34ec7d09.15130180@news.zetnet.co.uk>
<34ECAD1E.403E@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <34ECAD1E.403E@mst.tn.utwente.nl>,
    Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

> Better not. The last time I tries CAB (before it went comercial),
> it wouldn't work on my machine (unless I switched to an other TOS
> version, but don't like that). I think that ST Guide is more

Which TOS version is that that CAB did not like ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 8983626433311071532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a51f9ac0923a7da
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: Text Cursor
Date: 1998/02/20
Message-ID: <IgUd7GAqVh70EwD8@thedruid.demon.co.uk>#1/1
X-Deja-AN: 327246648
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Hi David,

> I'm trying to write a simple text editor and just can't find a way of
> showing a cursor other than keeping track of the position and using
> v_box() to draw the cursor.

You mean v_bar or vr_recfl? Anyway, the method you suggest is the only way, I'm afraid.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.uk | |
+---+ |
+---+

From 7810566976202015819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/21
Message-ID: <34ef617a.68865740@news.zetnet.co.uk>#1/1
X-Deja-AN: 327171789
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <34EC6BCE.5B18@mst.tn.utwente.nl>
<34ec7d09.15130180@news.zetnet.co.uk> <Eop7Ht.wq@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Fri, 20 Feb 1998 22:22:41 GMT that you wrote:

>Aha. I can agree here. But I'd say something else, being equally valid
>(on STOS based zines) :
> .. you could not
> run it on a ST unless it supported ST-Low, thus someone like me who

 wrong....I have made many diskzine shells that work in Med 640x200x4,
again you are talking without knowing your facts (no suprise there),

 I state my games work in low.. why do you think diskzines only work
in st-low ?.... good guess but no cigar..again!

> me the same old story how everyone has ST-Low and I will say that's
> just not true and blah blah blah .....
>

 I will agree its not true... but look back over the thread... I never
said it was true.....I never said all machines have low rez so why are
you going on about it all the time ?.... can't you think of any facts
to have a debate on.... do you have to make it all up ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -6630558695482568772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/21
Message-ID: <34f06284.69132348@news.zetnet.co.uk>#1/1
X-Deja-AN: 327171790
Content-Transfer-Encoding: 7bit
References: <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Fri, 20 Feb 1998 22:11:33 GMT that you wrote:

>In article <34ed5141.3920638@news.zetnet.co.uk>,
> paxton@zetnet.co.uk (Tony Greenwood) writes:
>
>> posting then you will see where I did get that impresion :), especialy
>> in the same thread as the other STOS hater Peter....Who starts the
>> fight then runs off ?
>
>Where did you get the impression that I'd run off ?

 Your reading you mail out of order, the above was posted BEFORE
others you have replied to.. is this more of your silly games to try
and make yourself look clever... tsk :(

>
>And I'm not exactly a STOS hater. I'm merely fighting the assumption that
>everybody has ST-Low in his machine. This assumption is so dead wrong, I

 Duh!....No one is saying or assuming all machines have ST-Low.. This
is why I tell everyone that my software will run on blah blah machines
with ST=Low.....Your the one moaning..not me?

>that a fair lot of STOS programmers seem to share this assumption; this and
>your habit of feeling personally insulted if one utters negative criticism
>regarding STOS made you believe that I'm a STOS hater.

Its not the fact that people don't like STOS..thats ok.. I don't blame people for not liking it sometimes :), It is people like you who know so little about it... and try to tell everyone how it works...I hate the way people saw STOS 10yrs ago and for some reason think it is the same....

If you can for one moment take your head out of the sand you will see that STOS games are good, it is only a small.. very small percentage that dont have access to st-low... I always state my software (games) run from st-low.. I make other software to run from med and high... I suppose you also havnt seen my page .....

I never suggested my games would work on any other screen resolution and this whole argument started because you missquoted me and printed lies about what i had said.....I am not defending stos.. I am defending your attack on my software.....

>
>This silly assumption leads for instance to the situation of diskzines that
>a fair percentage of all Atarians cannot read, simply because they haven't

a fair percentage..... I think you mean a samll percentage ?

>It's just not true that every Atari has ST-Low. But there is a thing that

we know that

>every Atari indeed has, that is GEM. Make your software use GEM, and every-

GEM ... show me a game like the ones I make. that works in GEM ?,

>body will be satisfied. I'm not saying AES should be used, with VDI alone
>the appearance, the look and feel of the software can be preserved, gaining
>the huge advantage of leaving everybody capable of using the software.

OK clever clogs.. show me one ?.....It all comes down to what can be done.. not what can be talked about... what i say can be done and is there for downloading.. what you say can be done is where ????? in your head... not good enough is it :)

>>>> >If you used VDI it would be no problem. You could even make them run in
>>>> >a GEM window. ;-)

>> Yep great for a nice WP... not so great for an 8 way scrolling
>> platformer.....
>
>Stupid crap. This is the prejudice of someone who refuses to try decent GEM
>software (interesting to note here, as you are complaining about us not
>trying STOS software). I suppose you never even tried to program a decent
>game using VDI. I've seen a few games that use both VDI *and* AES, and that

Just a moment... someone trying STOS can do that for free.... what you are suggesting I can not do for free.... a big difference don't

you think ?????

>There is a saying in german computer science. A programmer saying that his
>hardware or the OS he's using is too slow to run his software, he is usually
>meaning that he's too stupid to optimize the code.

 Childish insults Peter.....tsk :(..... show me where I ever said any
of the above ?...

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 4126936627552791540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: C Compiler
Date: 1998/02/21
Message-ID: <KRAVC8K@tos.pl.net>#1/1
X-Deja-AN: 327225938
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg (magnus.kollberg**@**emw.ericsson.se) wrote:
: Tony Greenwood wrote:

: > Yep great for a nice WP... not so great for an 8 way scrolling
: > platformer.....

: Why not? Because someone hasn't done it it's not said that it can't be
: done,
: atleast with a decent box with a graphics card. On a ST it wont be
: possible
: if you don't use mono mode and maybe even then it can't be done.

Of course you are right that it can be done. Admittedly I don't have
anything real to back this up, only a couple of simple GEM games
(Asteroids and Pacman, see my WWW page) but then I'm no games programmer,
these are the first two games I've ever written. I do plan on writing a
real-time platform type game for GEM sometime, maybe you will believe it
then when you see it :-) But I have lots of other more important things to
do, so it might be a while before you see this game.

I can't even understand why anyone could think that such a game cannot be done under GEM. Could someone explain why everyone believes this? I would like to understand what this is that I'm missing here, that makes it perfectly possible for me, but nobody else. (Except Magnus?)

Also...
I don't want to go into this again (after what happened last time...) but everybody seems to me missing the point completely so I think I must answer at last: Tony keeps saying that STOS is great and it works on any machine and all that... but the fact is that if the program was done like it should be done then it would truly work on any machine. Under STOS it has to be patched to suit every new machine. It should simply be that the software would work on any machine, whether it's an ST, Falcon, Medusa or a machine that does not exist yet, and no patches would be needed at all. You would know this without even having to try it on such new machines. This is surely the real point, isn't it?

Tony always mentions that he cannot write a "Falcon enhanced" game with better than 16 colour graphics because he doesn't have access to a Falcon. But the fact is you *don't need a Falcon* in order to write a game that has better graphics. Tony's PC would be perfect for drawing the graphics with. If it's done the right way, the better graphics will then work on any machine that has a suitable graphics mode whether it's a Falcon or not. You don't even need to test it in order to know this. (Of course it won't hurt to test the software on a variety of machines just to ensure there are no bugs that only show up in certain situations, but this doesn't change the fact.)

That's not to say that Tony's games are no good. I never play games so I cannot comment on this, but it does seem to me a pity that these games are so limited by the language they are written in, and that Tony refuses to believe this...

Well I think that's enough for now. I hope it doesn't cause too many bad feelings.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/~mario/tariland/

```
      |\__/,|   (`\
    _.|o o  |_   ) )
--(((---(((--------
```

From 7434969729814239456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/21
Message-ID: <34f1c729.1474642@news.zetnet.co.uk>#1/1

X-Deja-AN: 327241025
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! mb@tos.pl.net (Mario Becroft) wasn't it Sat, 21 Feb 1998 20:43:46
GMT that you wrote:

>I don't want to go into this again (after what happened last time...) but

 But you feel compelled to do you ?...ok :))

>answer at last: Tony keeps saying that STOS is great and it works on any
>machine and all that... but the fact is that if the program was done like

 NO I DO NOT... You of all people suprise me.. I can not see why you
would utter such lies in a public newsgroup.. Please show me any
message, in here or on the STOS list where I have said STOS will work
on any machine, I have never said this.. why are you telling everyone
I have ?

>Tony always mentions that he cannot write a "Falcon enhanced" game with
>better than 16 colour graphics because he doesn't have access to a Falcon.

 Correct..

>But the fact is you *don't need a Falcon* in order to write a game that

Ho dear... HOW WOULD I KNOW IT WORKS!..what programmer releases
software that he has not tested ????????? THINK MAN...THINK!

>has better graphics. Tony's PC would be perfect for drawing the graphics

IF YOU HAVE THE GOOD MANNERS TO READ THE MESSAGES IN THE THREAD YOU
ARE POSTING TO you will see that I already wrote I can not do
artwork.. It was a hard job finding a good artist and he only has a
ST... please read the thread ?

>with. If it's done the right way, the better graphics will then work on
>any machine that has a suitable graphics mode whether it's a Falcon or

 yeagh yeagh... and all you have to do to make a falcon enhanced game
that works on a fm and a falcon 040 nova blah blah blah is draw 256
colour pictures is it?... get real :(((

>not. You don't even need to test it in order to know this. (Of course it

 This is where you argument falls over....what happens if you dont
test it.. and you got soemthing wrong.. its stupid.. please dont tell
me to do stupid things.. software should be tested.. and you coming
into a programming forum and saying we should release software without
testing is real silly when you think about it...

>That's not to say that Tony's games are no good. I never play games so I
>cannot comment on this, but it does seem to me a pity that these games

 ho ffs... another know all who hasnt tried it... this newsgroup is
full of people who want to comment about my software.. but havnt tried
it... how clever of you all...

>are so limited by the language they are written in, and that Tony refuses
>to believe this...

 what!!!!!!! where does this come from!, how can you post such lies
about me.. how can you tell people what i think...how insulting!,

>Well I think that's enough for now. I hope it doesn't cause too many bad
>feelings.

your joking.. you enter a thread you have not even had the good
manners to read, you post lies about me... and hope theres no bad
feelings...amazing :(.... go make up some lies about perverts and
spammers... dont come here making lies up about people trying to
support ATARI.... I never said or even think the things you have
posted... :((((

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 7140837252655788454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/21
Message-ID: <1998022112171180956@zetnet.co.uk>
X-Deja-AN: 327278856
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
Newsgroups: comp.sys.atari.programmer

> : Why not? Because someone hasn't done it it's not said that it can't be
> : done,
> : atleast with a decent box with a graphics card. On a ST it wont be
> : possible
> : if you don't use mono mode and maybe even then it can't be done.
>
> Of course you are right that it can be done. Admittedly I don't have

I dont believe a game like Tonys can be done on a plain 8Mhz ST using the VDI. When I say like Tony's games, I MEAN like Tonys - ie. not "mono only" and with other limitations. Perhaps Hans could take his C based heartland clone, and replace whatever libraries he used for gfx (ST-low dependent) with VDI calls, and then we would see.

> these are the first two games I've ever written. I do plan on writing a
> real-time platform type game for GEM sometime, maybe you will believe it
> then when you see it :-) But I have lots of other more important things to

Yes, please do. I'd like to be proved wrong... but I dont believe it can happen...

> I can't even understand why anyone could think that such a game cannot be
> done under GEM. Could someone explain why everyone believes this? I would

Well, in my experience, the VDI simply isn't quick enough. The routines that Tony uses are optimised specifically for the video mode, and do not have to be general purpose etc.

I admit that I have not profiled the VDI, but you cannot tell me that the nice generic routines in the VDI are going to be anywhere near as fast. Particularly if you use Atari's VDI, rather than NVDI (plain standard ST, remember).

> like to understand what this is that I'm missing here, that makes it
> perfectly possible for me, but nobody else. (Except Magnus?)

If you read his post above, even Magnus doesn't believe games like Tonys are possible on a plain ST.

On a Falcon, TT, or other machines, yea, fine, I agree that the VDI is probably fast enough... but not on an 8Mhz 1040 ST. Hell, a 1Mb machine hasnt even got enough memory for some of Tony's games if you have NVDI installed.

> Also...
> I don't want to go into this again (after what happened last time...) but

Hehehe

> everybody seems to me missing the point completely so I think I must
> answer at last: Tony keeps saying that STOS is great and it works on any
> machine and all that... but the fact is that if the program was done like

> it should be done then it would truly work on any machine. Under STOS it
> has to be patched to suit every new machine. It should simply be that the

Provided it supports the defined XBIOS calls (eg. Setscreen for changing to ST modes) then it will work. "fixing" is not required for new binaries, as the table that fixing has always patched is now calculated on startup by my loader code.

> software would work on any machine, whether it's an ST, Falcon, Medusa or
> a machine that does not exist yet, and no patches would be needed at all.

If its ST compatible, it will. If it is not 100% compatible, then surely you should sometimes expect problems? (I mean at the TOS call level, not hardware level).

TOS version shouldn't make a difference any more, as the TOS version dependent table is now generated on run-time.

> Tony always mentions that he cannot write a "Falcon enhanced" game with
> better than 16 colour graphics because he doesn't have access to a Falcon.
> But the fact is you *don't need a Falcon* in order to write a game that
> has better graphics. Tony's PC would be perfect for drawing the graphics

he is not the artist.

> with. If it's done the right way, the better graphics will then work on
> any machine that has a suitable graphics mode whether it's a Falcon or
> not. You don't even need to test it in order to know this. (Of course it

You are assuming that the libraries that are available support multiple resolutions, or that there are call compatible libraries. As has already been mentioned in this thread, this is NOT the case, sadly.

This *would* have been the case, if I'd had any feedback when I proposed to make a call compatible extension about 1-2 years ago. Lack of feedback to programmers is slowly killing the Atari market, IMO.

> won't hurt to test the software on a variety of machines just to ensure
> there are no bugs that only show up in certain situations, but this
> doesn't change the fact.)

I find it amaizing that people are suggesting that Tony writes a game he cannot test. Try writing a BBS system without a modem, internet applications without a TCP/IP stack, or a 3d model viewer without any 3d models.

> cannot comment on this, but it does seem to me a pity that these games
> are so limited by the language they are written in, and that Tony refuses
> to believe this...

It is limited, but not as limited as some people have portrayed here. How many people dont have access to ST resolutions? well, there are:

* medusa owners (presumably)
* hades owners (presumably)

  * directt owners (presumably)
  * Falcon+nova owners (although magnus indicated that he is able to
disable it)
  * ST owners who have made custom modifications to the video hardware
  * any others I've forgotten?

Is anyone here saying that these people are a major factor in the Atari gaming
market? I dont believe they are.

> Well I think that's enough for now. I hope it doesn't cause too many bad
> feelings.

Not from me, and Tony is not as wound up as he makes on - he just likes an
argument. :-)

Anthony
--

--+----------------------------------
Anthony Jacques   IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

From 1202253082169287268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e3c59c77ed1474
X-Google-Attributes: gid1115ce,public

From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: STinG and Mint => Privilege Violation
Date: 1998/02/21

Message-ID: <Pine.BSI.3.96.980221115623.13512A-100000@usr01.primenet.com>#1/1
X-Deja-AN: 327290951
References: <6cafn0$l9g$1@news2.isdnet.net>   <6cbdij$145$1@nnrp1.dejanews.com>
<EoLK6M.oq7@suse.modem.stud.uni-hannover.de>
<Pine.BSI.3.96.980219034702.21310B-100000@usr07.primenet.com>
<Eop86I.zr@suse.modem.stud.uni-hannover.de>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.6.201 (kellis)
Newsgroups: comp.sys.atari.programmer

On Fri, 20 Feb 1998, Peter Rottengatter wrote:

>In article <Pine.BSI.3.96.980219034702.21310B-100000@usr07.primenet.com>,
>   Katherine L Ellis <kellis@primenet.com> writes:
>

>> Totally agree, Beside they really are stupid tryng to run sting under
>> mint when they can run mintnet!!.
>> If I was running sting, might as well get magic too.
>> Same concept as: buying a mac to run winsoft 95. If you run only run
>> win95 emulated, might as well get a pc!.
>> Same idea, same stupid things.
>
>While I agree of course on the latter example, I do not completely agree
>on the first statement. It's certainly true that STinG is more fun on MagiC
>(for MagiC's advantages, STinG is the same on both MagiC and MiNT), and it's
>true as well that MiNT and MiNTnet have the benefit of being more servers
>(and a bit more clients too) available.
a bit? just a bit?? ;) you are exagerating here.

>But I can well imagine the situation
>that someone would want to run STinG on MiNT. MagiC costs money while MiNT
>is free. And there is neither a GEM based Telnet nor a GEM based IRC client
>for MiNTnet, while there is two of each for STinG.
I agree, however I don't see the relation where you would replace
mintnet by stik, sting etc, but well :)
irc client? are you talking about atarirc and fracirc?
If yes, I don't see/have any problem here with these client, ever
heard/used gluestik? Redirect stik/sting calls to mintnet ones.

>Sure, if one is free to dismiss GEM entirely, MiNT/MiNTnet would probably
>be the choice.
hm Just for the mintovl for cab, it is worth it in GEM. 2) Aftp
doesn't have any equivalent in stik/sting, Even Aftp version for stik
doesn't work correctly. Only the mintnet version works like it shold,
like an ftp program should. And Aftp is gem afaik :)

>Cheers Peter
cheers, in any case, sting is a great program, keep up the Excellent
work.
1 good point sting has over mintnet is ip masquerading.
2 that it works with singleTOS machine
3 easy configuration, installation

That's it, no need to try to find the BAAAADS of mintnet or find the
gooood of sting. Like saying no GEM prog, etc, that's just not a good
argument :) if you want to defend sting, pick some of the 3
arguments I just said 8 lines above :)

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 8012569441770875335
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,393156219c22f248,start
X-Google-Attributes: gid1115ce,public
From: pettert@notam.uio.no (Petter Toneff)
Subject: STOS and resolutions
Date: 1998/02/21
Message-ID: <6cn35sobp1@ratatosk.uio.no>#1/1
X-Deja-AN: 327300391
Organization: University of Oslo, Norway
Newsgroups: comp.sys.atari.programmer

I've been following the discussions between Tony, Magnus, Peter etc. with some interrest. Ever since I got my first Atari (a "stoneage" 520ST) the problem with different resolutions has been a constant source of irritation. Things got somewhat better when I bought a Falcon, but regarding games the problem was still there: I download a new flashy game only to find it requires some bizzarre resolution that aren't even described in the docs.

Now I've got a TT with a CrazyDots graphics card and the situation is even worse than on the Falcon regarding games. Only GEM stuff works...

On the Falcon, there were a *few* nice exceptions. Some programmers were actually making games with CLEAN res-changing routines that made the game run directly from the desktop, change res and restore the original res on exit. A couple even worked fine under Magic. Some such games spring to mind: CRAPMAN, Martin Steen's HI-color games and good old STONEAGE always worked without having to reboot, change monitor etc. (I've also tried some STOS games without sucess..)

In order to make this hopeless situation better, I asked a friend to code a res-changer for the Falcon (I'm unfortunately not a programmer). The tool works by being installed as an application for different extentions, i.e. *.PR1 for ST low res, *.PR2 for med res and so on up to *.PR6 for Falcon high color (32k), runs the game and switches to the desired resolution according to the extention and restores the original res on exit. The first beta's of this res-changer worked fine with ST-low/med games renamed to the *.PR1 and *.PR2 extentions but had problems with the other res'es. Unfortunately, the programmer became too busy to continue developement of the tool and I've searched for someone to take over - so far in vain. But I've got source code for res-changing routines from Martin Steen, from the author of Crapman and from Guillaume Tello (M-player). And the sources for the res-changer, of course.

So instead of continuing the quarrelling that goes on here now, I hope some programmer would take an interrest in the res-changer project and continue development. If the program could be fixed for other res'es as well as those that already work, programmers wouldn't have to worry about writing res-changing routines into their games, but could use this external tool instead. If it could also be extended to work with graphics cards (if this is at all possible) it would be great.

So let me have some feedback on this idea - I've got the sources right here if anyone is interrested...

 - Petter -

From -291807969415797947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/21
Message-ID: <34f00681.17693487@news.zetnet.co.uk>#1/1
X-Deja-AN: 327317487
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

On Sat, 21 Feb 1998 12:17:11 GMT, in comp.sys.atari.programmer you wrote:

>> Well I think that's enough for now. I hope it doesn't cause too many bad
>> feelings.
>
>Not from me, and Tony is not as wound up as he makes on - he just likes an
>argument. :-)

 I wasn't going to tell them that until the thread got to 100 postings hehehehehe... Like taking Candy from a Baby... I can't even wind up my own kids this easy :)))

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 6504445083645699103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56489b56a436e32,start
X-Google-Attributes: gid1115ce,public
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Subject: Info about cookie jar
Date: 1998/02/21
Message-ID: <WS.34ef0e9a.00012f0c.lafabrie@club-internet.fr>#1/1
X-Deja-AN: 327483906
Organization: Grolier Interactive Europe
Newsgroups: comp.sys.atari.programmer

Hello,

I'm research some information about cookie jar. In fact I want to know the structure of some cookie. For example, about DEPI, or Edi. If you have a lot of information about all the pointer structure of cookie jar, thank's for your answer.

Best regard.

From -4503448321695804595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: C Compiler
Date: 1998/02/22
Message-ID: <KXBVCPN@tos.pl.net>#1/1
X-Deja-AN: 327476642
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <34f1c729.1474642@news.zetnet.co.uk>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Tony Greenwood (paxton@zetnet.co.uk) wrote:
: Hey! mb@tos.pl.net (Mario Becroft) wasn't it Sat, 21 Feb 1998 20:43:46
: GMT that you wrote:

: >answer at last: Tony keeps saying that STOS is great and it works on any
: >machine and all that... but the fact is that if the program was done like

: NO I DO NOT... You of all people suprise me.. I can not see why you

Ok, maybe you didn't say those exact words. That was not my point at all.

: >But the fact is you *don't need a Falcon* in order to write a game that

: Ho dear... HOW WOULD I KNOW IT WORKS!..what programmer releases
: software that he has not tested ????????? THINK MAN...THINK!

Well I don't test my software on all possible machines, that is not possible to do. Especially when these machines do not exist yet. Yet it still works in any graphics mode.

: >has better graphics. Tony's PC would be perfect for drawing the graphics

: IF YOU HAVE THE GOOD MANNERS TO READ THE MESSAGES IN THE THREAD YOU
: ARE POSTING TO you will see that I already wrote I can not do
: artwork.. It was a hard job finding a good artist and he only has a
: ST... please read the thread ?

Yes, but that is not relevant to the point that I was making, that is that you don't need a Falcon in order to make a game with graphics with more than 16 colours.

In fact you can draw graphics with more than 16 colours on an ST (any decent graphics program supports this) although it would be more difficult to visualise the result since the dithering required can obscure the picture somewhat.

: >with. If it's done the right way, the better graphics will then work on
: >any machine that has a suitable graphics mode whether it's a Falcon or

: yeagh yeagh... and all you have to do to make a falcon enhanced game
: that works on a fm and a falcon 040 nova blah blah blah is draw 256
: colour pictures is it?... get real :(((

Well it is for all the software that I write. That is what I am trying to say, that it is entirely possible to write software that works in any graphics mode. This is what everybody seems to be missing here.

: >not. You don't even need to test it in order to know this. (Of course it

: This is where you argument falls over....what happens if you dont
: test it.. and you got soemthing wrong.. its stupid.. please dont tell
: me to do stupid things.. software should be tested.. and you coming
: into a programming forum and saying we should release software without
: testing is real silly when you think about it...

That's right, that's why I said that it should still be tested (now it's you who is mis-quoting me...) I think it's easy enough to send the software to a Falcon owner to make absolutely sure it works on that particular machine. The point is that unless you made some other error, which you could just as well have made if you were not using 256 colour graphics, then it would work. You'll only ever need to try it once. I think you'll agree that it's easy enough to do this.

: >That's not to say that Tony's games are no good. I never play games so I
: >cannot comment on this, but it does seem to me a pity that these games

: ho ffs... another know all who hasnt tried it... this newsgroup is
: full of people who want to comment about my software.. but havnt tried
: it... how clever of you all...

I'm not commenting on your games so much as the possibility of supporting
different graphics modes.

: >are so limited by the language they are written in, and that Tony refuses
: >to believe this...

: what!!!!!! where does this come from!, how can you post such lies
: about me.. how can you tell people what i think...how insulting!,

Sorry, but this is how it appeared to me.

: your joking.. you enter a thread you have not even had the good
: manners to read, you post lies about me... and hope theres no bad
: feelings...amazing :(.... go make up some lies about perverts and
: spammers... dont come here making lies up about people trying to
: support ATARI.... I never said or even think the things you have
: posted... :((((

I'm not trying to make up lies about you, and I did in fact read every
single message in the thread. I think it's great that you are supporting
the Atari. I'm just trying to clear up this misconception that everybody
seems to have, see above. And if you would make your games have improved
graphics and proper compatibility then that would be even better. Maybe I
would even play them then... as it is it's too much bother for me to have
to dig up an old ST just to play a game.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/~mario/tariland/

```
|\__/,|   (`\
_.|o o  |_   ) )
--(((---(((--------
```

From -7570487623871841554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,393156219c22f248
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: STOS and resolutions
Date: 1998/02/22
Message-ID: <1998022211225480956@zetnet.co.uk>#1/1
X-Deja-AN: 327488523
References: <6cn35sobp1@ratatosk.uio.no>
Newsgroups: comp.sys.atari.programmer

> I've been following the discussions between Tony, Magnus, Peter etc.
> with some interrest. Ever since I got my first Atari (a "stoneage"
> 520ST) the problem with different resolutions has been a constant
> source of irritation. Things got somewhat better when I bought a

Yea. Probably because Atari didn't think about it when they defined
how you change resolution - each machine/upgrade has a different way
of doing it...

What would be nice would be a standardised method of enquiring/setting
video modes, that could be retro-fitted to old machines, and supported
by any new hardware.

> Falcon, but regarding games the problem was still there: I download
> a new flashy game only to find it requires some bizzarre resolution
> that aren't even described in the docs.

Thats because the videl is cool, in that if you fiddle with the registers
you can make your own resolutions. If you dont correctly set all of the
registers, then problems occur (eg. some games cannot cope with being
run from ST compatibility modes). You may have seen problems when changing
to/from MONO modes - there is (apparently) a problem with setting the
registers in an "incorrect" order... not all routines get it right.

> Now I've got a TT with a CrazyDots graphics card and the situation
> is even worse than on the Falcon regarding games. Only GEM stuff
> works...

Thats because only GEM stuff knows what resolution/system you have. Eg,
how would a standard ST game know how to restore the Crazydots screen mode?

> On the Falcon, there were a *few* nice exceptions. Some programmers
> were actually making games with CLEAN res-changing routines that made
> the game run directly from the desktop, change res and restore the
> original res on exit.

Well, all the best programs will do this. There are problems regarding
extended screen resolutions sometimes, and with STOS I have found problems
with NVDI when using standard ST compatible setscreen calls on a Falcon.

> A couple even worked fine under Magic. Some such
> games spring to mind: CRAPMAN, Martin Steen's HI-color games and good
> old STONEAGE always worked without having to reboot, change monitor etc.
> (I've also tried some STOS games without sucess..)

New, or old? Those compiled with the last "official" release of STOS are
not Falcon aware, so only use setscreen() to set/restore the screen, and
so drop you in a sort-of ST compat resolution on exit.

From STOS 2.07 beta 1 to beta 3, vsetmode() was used (or was it vsetscreen?)
when a Falcon was detected - which worked with both extended resolutions
(via BlowUP etc) and standard Falcon resolutions. Problems are encountered

when NVDI is installed with these versions.

From STOS 2.07 beta 4 (aka STOS 2.08) the videl registers are stored directly, and so it will exit cleanly, even if NVDI is installed. This is not yet released, due to a bug introduced elsewhere into the code.

> programmer). The tool works by being installed as an application for
> different extentions, i.e. *.PR1 for ST low res, *.PR2 for med res and
> so on up to *.PR6 for Falcon high color (32k), runs the game and
> switches to the desired resolution according to the extention and
> restores the original res on exit. The first beta's of

Sounds a bit like backwards, or simular, only not handling features other than resolution changing.

> continue development. If the program could be fixed for other res'es
> as well as those that already work, programmers wouldn't have to worry
> about writing res-changing routines into their games, but could use

Well, with STOS they dont have to worry about it, as it is all built into the bootstrap code in STOS.

> this external tool instead. If it could also be extended to work with
> graphics cards (if this is at all possible) it would be great.

Anyone with details of how to change/restore video modes with graphics cards is welcome to contact me, and I'll include it into the next release of a patched STOS.

> So let me have some feedback on this idea - I've got the sources right
> here if anyone is interrested...

Sounds like a good idea - a positive response. Thanks. :-)

Anthony

From 5175735202735381117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12556724831cbd45
X-Google-Attributes: gid1115ce,public
From: "Erlend Nagel" <error@euronet.nl>
Subject: Re: Degas image pallette
Date: 1998/02/22
Message-ID: <01bd3fa5$c1049a60$0a0286c2@erlend2>#1/1
X-Deja-AN: 327523366
References: <Pine.SOL.3.96.980211135318.4161A-100000@sutf12.reading.ac.uk>
<34e492f8.41219620@news.demon.co.uk> <34e6704c.2520773@news.zetnet.co.uk>
<1998021412144680956@zetnet.co.uk>
Organization: EuroNet Internet
Newsgroups: comp.sys.atari.programmer

Anthony Jacques <jacquesa@zetnet.co.uk> wrote in article
<19980214121446809 56@zetnet.co.uk>...

> and yes, it does say WORDS - although maybe its wrong... there is a doc
> thats been around for years which details all the common ST file formats
> (although not many PC) including Degas and Neo.

It happens that I've been looking for this particular file today. Haven't found it though, so if anyone has this file, please send it to me in e-mail (error@euronet.nl). The file was composed by Dave Baggett, whom some of you may remember for his many posts about the downfall of atari ;-) Of course he had also been screwed by Atari on the game development system he had written for the Atari and specifically the Falcon.

Cheers,

Erlend.

From -2973184464696734094
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: madmax@bfree.on.ca (Brian Van Tilborg)
Subject: Re: C Compiler
Date: 1998/02/22
Message-ID: <6cppfc$k9b$6@newsbell.bellglobal.com>#1/1
X-Deja-AN: 327557254
References: <34cd820a.15060305@news.demon.co.uk> <EoIpIB.DE@suse.modem.stud.uni-hannover.de>
Organization: CyBORG RACING
Newsgroups: comp.sys.atari.programmer

On 17 Feb 1998 10:08:35, Peter Rottengatter wrote:
>In article <34f07d3c.15076029@news.zetnet.co.uk>,
>
>Now it's you who's talking crap. It's a dead wrong assumption that Atari Low
>resolution is available on all machines. Meanwhile there is in fact a huge
>number of machines not providing Low resolution at all. Neither my enhanced
>520ST+, nor my Mega ST has Atari Low, and people using Medusas and Hades,
>let alone Macs with MagiCMac, and MagiC-PC probably have never seen ST-Low.
>I doubt very much that the upcoming Milan will have ST-Low.

ST low is a crappy standard that must be maintained. I didn't know that Hades didn't support it. Your Mega ST must have it, just not available depending on your monitor? If you alter you machine to not have ST low, that is different.

Now TT low, there is a standard that really caught on:-).
Anyways, ST low provides a commonality between the TOS platforms for low res colour.
>
>BTW Have you ever considered that for many many people, whose machines really
>do have ST-Low, it's a real hassle to switch to ST-Low ?

Now thats a stretch. Its a pain, but not a hassle. Also many programs can be launched from Medium Resolution to Low Resolution, such as CAD 3D and Cyber Paint, (all of which are TOS 2.0 incompatible:-).
I boot to ST low for pretty pictures, and was hoping to use a Viewer in CAB that shows pictures in low res for the most colour, while using Cab in med res. Since I am using Hi res now, I have not bothered doing it yet:-).

>I still have a 1040
>machine with ST-Low, but I'd need to carry it around and probably find a TV
>set to connect it to, because I (and never of my local friends) do not have
>any colour monitor.

Well, colour monitor may not be very good, but you can find them very very cheap, time for a downgrade. Grab one and enjoy:-).

>A diskzine that uses STOS is crap for me, I cannot read
>it.

A diskzine must be usable by all if that is the intent.

>.


```
-------------------------------------------------------------------
          __\   C /-\  /\  /^\||\ |/^\  () 520ST,2.5meg ram
  /172`__/ ;\>  Y | / /__\ |  || ||| __ )( TOS 1.0, SH204 hd
  (+)`====='(+) B | \/    \\_/|| |/\_/  () SLM 804 LASER prt.
 ************** R ********************** [and SURF HAPPY! :-)]
-------------------------------------------------------------------
```


From 3505688113746010008
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/22

Message-ID: <34f174b1.8885868@news.zetnet.co.uk>#1/1
X-Deja-AN: 327566578
Content-Transfer-Encoding: 7bit

References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <34f1c729.1474642@news.zetnet.co.uk> <KXBVCPN@tos.pl.net>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! mb@tos.pl.net (Mario Becroft) wasn't it Sun, 22 Feb 1998 21:55:44
GMT that you wrote:

>: >answer at last: Tony keeps saying that STOS is great and it works on any
>: >machine and all that... but the fact is that if the program was done like
>
>: NO I DO NOT... You of all people suprise me.. I can not see why you
>
>Ok, maybe you didn't say those exact words. That was not my point at all.

 Ho well I responded to the posting you made.. not the posting you
thought about making....duh :(

 Wanna try again with a posting that you mean... just take out the
blatent lies you posted about me and try again...

>would even play them then... as it is it's too much bother for me to have
>to dig up an old ST just to play a game.

 But you wanna join a thread on the subject..sheeesh

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 7409707767529320234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Bernd_Mueller@du3.ohse.de (=?ISO-8859-1?Q?Bernd_M=FCller?=)
Subject: Re: C Compiler
Date: 1998/02/22
Message-ID: <199802222322.a52664@du3.maus.de>#1/1
X-Deja-AN: 327665486
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<Eop7K4.xC@suse.modem.stud.uni-hannover.de>
X-Gateway-Admin: uwe@tirka.ohse.de
Organization: QUARK Duisburg 3 +49-203-735844
X-Gateway: Mauscon(0.9.4)/tirka.ohse.de, MausTausch

Newsgroups: comp.sys.atari.programmer

Hey,

>Which TOS version is that that CAB did not like ?

could be a DISK-TOS 1.00 ;->

bye
/ Bernd /

From -3239010414439974895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6fce391dbce2848c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6fce391dbce2848c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,6fce391dbce2848c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,6fce391dbce2848c
X-Google-Attributes: gid1056fc,public
From: Dan Phillips <xiting@worldnet.att.net>
Subject: Re: ST Network Cards & Video Cards 4 Sale
Date: 1998/02/22
Message-ID: <6cqtal$5d9@bgtnsc02.worldnet.att.net>#1/1
X-Deja-AN: 327705961
Content-Transfer-Encoding: 7bit
References: <34EDC555.6C4BCA4F@atari.nu>
Mime-Version: 1.0
Reply-To: xiting@worldnet.att.net
Content-Type: text/plain; charset=us-ascii
Organization: AT&T WorldNet Services
Newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech

Curt Vendel wrote:
>
> For Sale:

Snip!

> Atari DMA bus Ethernet adapters: These adapters work on all Atari ST's
> with DMA ports on them. These card wer built by Atari in 1990 to allow
> ST's to work over ethernet. These cards require Atari ST external
> power supplies (not included) and I have no drivers for these cards, I
> have a very limited quantity of these cards: $50 each

By DMA, do you mean ACSI, the Atari hard disk port? Do you at least have
the manual or the data transfer spec? And does anyone know of any
drivers for TOS or, more importantly, Linux or MintNet support?

Dan

From 1796644299756891662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/23
Message-ID: <6cro43kle1@news.emw.ericsson.se>#1/1
X-Deja-AN: 327804149
Content-Transfer-Encoding: 7bit
References: <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<34fcd67e.9600598@news.zetnet.co.uk> <6cgobmpfd1@news.emw.ericsson.se>
<34f41f91.2584626@news.zetnet.co.uk> <6chhkv$6mv$1@news.emw.ericsson.se>
<34ec4e6d.3196569@news.zetnet.co.uk> <6cje68$s3b$1@news.emw.ericsson.se>
<34f66773.4849159@news.zetnet.co.uk> <6ck6hq$8gg$3@news.emw.ericsson.se>
<1998022019422380956@zetnet.co.uk>
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X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888234947 21166 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> > No but there are very few enough competente programmers to do it and I
> > don't think you are up to it.
>
> Nor me... Doing "Compilers", and "Advanced Compilers" courses at uni completely
> put me off the idea of re-written STOS. :-)

:-)

> > Well if you know Anthony you would also know that he hasn't got much
> > time to look at this Falcon these days. He is programming on his PC now and
>
> Yea, but also on my Falcon - I posted to the Bad Mood list about my latest
> plans only last week. :)

I know.

> > he even doesn't have a monitor to his Falcon anylonger. So how can you do
>
> Now that is a bit low! You know very well that its only for two weeks. Also,
> I have it hooked up to a TV (although dont expect any BadC updates, as I
> hate working in interlaced mode, and dont particularly enjoy 768x240...)

I know. I was just trying to wind you up and make some new excellent
hacks.

> > That should trigger Anthony off! :-)))
>
> Hehehe... yea, that worked, didn't it? You and Tony are really a-like. :-)

Arrrgghhhhhh..... don't say something like that! Shit. :-\

:-)

> > > >If it is as easy to do with STOS as it should be you don't even have to
> > > >test it as the only thing you did was to change the graphics from the
> > > >ST version.
> > >
> > > ha!....dont be silly... hahahaha... you think it is that simple...
> > > hahahaha sorry but it is not that simple at all...hahahahaha
> >
> > That is the problem but I guess you doesn't see it as you are laughing
> > your head off.
>
> Sadly its not as easy as it should be... I did have plans to make it this
> way, but its not gunna work out like that...

I know. The world isn't completely round, is it?

:-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 2588045520798092457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/23
Message-ID: <6croo8kts1@news.emw.ericsson.se>#1/1
X-Deja-AN: 327804150
Content-Transfer-Encoding: 7bit

References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<1998021918461880956@zetnet.co.uk> <6cjfr0sfm3@news.emw.ericsson.se>
<1998022019582580956@zetnet.co.uk>
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X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888235592 21436 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> > Are they any good?
>
> Yea, not at all bad. I also have unfinished (what a supprise) source to
> two games of my own, both running in TC mode.

Have anyone got a webpage with links to all games available on the
web/ftp?
That would be a neat idea, like a games index there you can download all
games available and a short description.

> Anyone who registered was sent a bunch of source, including a (very basic)
> horizontal scroller in TC mode.

I wonder if anyone did anything with it.

> > > > If Tony could make "real" Falcon versions of his
> > > > games with enhanced graphics it would be very nice indeed.
> > >
> > > It would, but it'll only happen if someone GIVES tony a Falcon. :-)
> >
> > Why? Is it impossible to recompile them with enhanced graphics without a
> > Falcon?
> > Do you need to change stuff in ther as well?
>
> Yea, unfortunately both of the two Falcon extensions do not use code-compatible
> routines with TML (the best ST extension - the one Tony uses for his sprites).
> TML has some odd ways of doing things, so you'd have to make an effort to be
> compatible with it...

Ah, that was what I was after. So it's not that easy to parot them to
the
Falcon in a decent way. Bad. :-(

> Timing issues are obviously important, and would need addressing.

Yup, would not be that funny otherwise to play.

> > Exactly. Talking about games, I tried Lotus 0.6 yesterday and this
> > looked cool!
>
> Hmm.. is this a new Falcon game? I haven't heard about it?

It's a new cool game (does not work very well on my AB040 though).
Something
like all those car racers on the Playstation or something like OutRun
but
with nice graphics and texture mapping. Actually looks very nice indeed.

> > > Maybe, maybe not. IIRC, BM has code to write directly to the screen, so it
> >
> > I realy wonder about this. I do also recall Doug saying something like
> > that, but is it true? I have never dared to try. Maybe I should. You can't
find
>
> I'd have thought that would be one of the first things you tried on
> your NOVA :)

Well I did try it and it did not work.

> > anything
> > about it in the sources? Has anyone looked?
>
> Yea, I have. It seems to be in there - un-comment the equate "intel" (top of
> DOOM.S), and reassemble. This seems to activate a few "ror.w"'s in LIGHTING.S,
> just before drawing to the screen (or at least thats what it looked like at a
> 30second glance). I'd say that'd be pretty bloody easy to support in my Falcon
> extension.

Aha, that I have to try. I guess I have to launch in in TC mode then as
well,
but that sounds like it could work. I did not know that I had to
recompile it
in order to get it working. Sounds cool and I hope it works! I got to
download
the sources first....

I must figure out how to change res on the Nova so that new programs can
support
it.

> > > is definately possible. Adding it to my existing 16-bit mode routines
wouldn't
> > > be too hard. Actually, I have been thinking about releasing the source code
> > > to my extension, so if anyone wants to try this, mail me...

> >
> > Someone... that is the problem. We need more "someones". :-)
>
> yea. :-)
>
> If you like, I'll make a version of my extension with the necessary
> ror.w before
> rendering to the screen, and you can try a few of my test programs in TC mode
> with a NOVA. :-)

Ofcourse I would like to try it!!!!!!!!!!!! Do it!!!!!!!!!

:-))))))))))))))))))

> > Well, I'm not sure how it works or if it's the "VDI" who takes care of
> > it or if it's the "Nova VDI" or whatever it is... Maybe I should try to find
> > out.
>
> Well neither would make a difference to STOS, as it usually bypasses the
> VDI completely. Calling the VDI from inside STOS is just about
> possible though...
>
> Hmm... "N" VDI... I bet thats confusing. :)

;-)

> > > Yea, well GEMMA source is available as well - anyone wanting to patch the
> > > compiler so that we can compile AES/VDI stuff is welcome to try. :)
> >
> > Hehehe... sure. :-)
>
> Yea. :-)
>
> I should warn anyone wanting to try that they'll also need to hack about inside
> the STOS compiler itself as well. :)

Ouchh.... doesn't sound that funny....

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 4112528966697646667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler

Date: 1998/02/23
Message-ID: <6crp80kts2@news.emw.ericsson.se>#1/1
X-Deja-AN: 327808935
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888236096 21436 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:

> > Yep great for a nice WP... not so great for an 8 way scrolling
> > platformer.....
>
> Stupid crap. This is the prejudice of someone who refuses to try decent GEM
> software (interesting to note here, as you are complaining about us not
> trying STOS software). I suppose you never even tried to program a decent
> game using VDI. I've seen a few games that use both VDI *and* AES, and that
> are still fast enough (using NVDI) to make many games directly accessing the
> video hardware look old and outdated.

If oyu know of any GEM games, couild you point me at them? I did find a
rather nice 3D maze running in a GEM window, but it was not finshed
and not realy fluid (it worked like Dungun Master. It would be nice
to see if the author had made it move in smaller steps. It was very
fast in the current way.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -1087224826145539450
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler

Date: 1998/02/23
Message-ID: <6crpkfkts3@news.emw.ericsson.se>#1/1
X-Deja-AN: 327808936
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
Mime-Version: 1.0
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X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888236495 21436 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Mario Becroft wrote:
Hi,

> Of course you are right that it can be done. Admittedly I don't have
> anything real to back this up, only a couple of simple GEM games
> (Asteroids and Pacman, see my WWW page) but then I'm no games programmer,
> these are the first two games I've ever written. I do plan on writing a
> real-time platform type game for GEM sometime, maybe you will believe it
> then when you see it :-) But I have lots of other more important things to
> do, so it might be a while before you see this game.

Yeah, sounds cool. I would love to see that platform game. Are the other
two
games using colour sprites? I have found a couple of GEM games but they
are all using mon sprites. Not that cool when you have got a 24-bit gfx
card! Atleast 16 colours should be used, or better, use as many colours
as you have and dither them at loading. :-)

Oh I tried you webpage below and I got "hostname unknown". :-\

> I can't even understand why anyone could think that such a game cannot be
> done under GEM. Could someone explain why everyone believes this? I would
> like to understand what this is that I'm missing here, that makes it
> perfectly possible for me, but nobody else. (Except Magnus?)

:-) I belive you, I just wished more would try to do it.

> Tony always mentions that he cannot write a "Falcon enhanced" game with
> better than 16 colour graphics because he doesn't have access to a Falcon.
> But the fact is you *don't need a Falcon* in order to write a game that
> has better graphics. Tony's PC would be perfect for drawing the graphics
> with. If it's done the right way, the better graphics will then work on
> any machine that has a suitable graphics mode whether it's a Falcon or
> not. You don't even need to test it in order to know this. (Of course it
> won't hurt to test the software on a variety of machines just to ensure
> there are no bugs that only show up in certain situations, but this

> doesn't change the fact.)

Just what I was trying to say.... but apperently it's not that easy as
STOS is such a patched language that it's almost impossible to make
something
which works on all computers without to much hassel.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 6706057619149321308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/23
Message-ID: <6crq32kts4@news.emw.ericsson.se>#1/1
X-Deja-AN: 327808937
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk>
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X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888236962 21436 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> > these are the first two games I've ever written. I do plan on writing a
> > real-time platform type game for GEM sometime, maybe you will believe it
> > then when you see it :-) But I have lots of other more important things to
>
> Yes, please do. I'd like to be proved wrong... but I dont believe it can
> happen...

Ofcourse can't everything be done in GEM but most things could if you
have got
a fast ebnough machine, like a Mac running MagiC MAC and a TOS clone.

> > I can't even understand why anyone could think that such a game cannot be
> > done under GEM. Could someone explain why everyone believes this? I would

>
> Well, in my experience, the VDI simply isn't quick enough. The routines that
> Tony uses are optimised specifically for the video mode, and do not have
> to be general purpose etc.
>
> I admit that I have not profiled the VDI, but you cannot tell me that the
> nice generic routines in the VDI are going to be anywhere near as fast.
> Particularly if you use Atari's VDI, rather than NVDI (plain standard ST,
> remember).

Ataris VDI will be way to slow. Now when Johan in working on the next
generation
VDI called fVDI, why not put in some optimized routines for games? So to
make
it work on any TOS box you just install fVDI and the correct driver and
off you go.
Should be possible to make some speedy routines in there especially for
games.
Maybe an extension to fVDI and why not OpenGL support with the help of
Doug. :-)

Hehehee... :-)

> > like to understand what this is that I'm missing here, that makes it
> > perfectly possible for me, but nobody else. (Except Magnus?)
>
> If you read his post above, even Magnus doesn't believe games like Tonys
> are possible on a plain ST.

Well a 8-way scrolling game is a bit much.... but still with a fast
enough
computer. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 1981047331234310185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/23
Message-ID: <6crqh1kts5@news.emw.ericsson.se>#1/1
X-Deja-AN: 327813940
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>

<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
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X-Trace: news.emw.ericsson.se 888237409 21436 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Mario Becroft wrote:

> Of course you are right that it can be done. Admittedly I don't have
> anything real to back this up, only a couple of simple GEM games
> (Asteroids and Pacman, see my WWW page) but then I'm no games programmer,
> these are the first two games I've ever written. I do plan on writing a
> real-time platform type game for GEM sometime, maybe you will believe it
> then when you see it :-) But I have lots of other more important things to
> do, so it might be a while before you see this game.

Hwy I just manged to get on your webpage.

Shit, this looks cool! I will try them as soon as I get home. Make my
own
PacMan look like a joke. :-)

Great stuff!

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -1530730029836451814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/23
Message-ID: <6crqvfkts6@news.emw.ericsson.se>#1/1
X-Deja-AN: 327813941
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crqh1kts5@news.emw.ericsson.se>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii

X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888237871 21436 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg wrote:
>
> Mario Becroft wrote:
>
> > Of course you are right that it can be done. Admittedly I don't have
> > anything real to back this up, only a couple of simple GEM games
> > (Asteroids and Pacman, see my WWW page) but then I'm no games programmer,
> > these are the first two games I've ever written. I do plan on writing a
> > real-time platform type game for GEM sometime, maybe you will believe it
> > then when you see it :-) But I have lots of other more important things to
> > do, so it might be a while before you see this game.
>
> Hwy I just manged to get on your webpage.
>
> Shit, this looks cool! I will try them as soon as I get home. Make my
> own
> PacMan look like a joke. :-)

Just realized that I can't download any of them. :-((((
Is there a "futuristic" look for Asteroids as well? Filled coloured
polygons
maybe?

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -3551749034938969527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f4a714490218c4d,start
X-Google-Attributes: gid1115ce,public
From: "The Billericay School" <billschool@rmplc.co.uk>
Subject: STOS / Falcon Artist
Date: 1998/02/23
Message-ID: <6crrp8$3j7$1@plug.news.pipex.net>#1/1
X-Deja-AN: 327813942
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: UUNet UK server (post doesn't reflect views of UUNet UK)
Newsgroups: comp.sys.atari.programmer

Hello, If you want someone to make some greate graphics for falcon games and

ST games then send messages to billschool@rmplc.co.uk I have a falcon and an ST, both with Magic5 and two hard disks, I don't know many other atari people around here (essex, Uk).

I am also a keen MIDI ZAP fan and have tried to regester it, where does the author live now? i got no reply!!!

Thanx in advance

Ninja Badger :-) (ian norton-badrul)

From 8016339111586081633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/23
Message-ID: <34f17c52.2794467@news.zetnet.co.uk>#1/1
X-Deja-AN: 327840854
Content-Transfer-Encoding: 7bit
References: <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<1998021918461880956@zetnet.co.uk> <6cjfr0sfm3@news.emw.ericsson.se>
<1998022019582580956@zetnet.co.uk> <6croo8kts1@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Mon, 23 Feb 1998 13:07:47 +0100 that you wrote:

>Ah, that was what I was after. So it's not that easy to parot them to
>the
>Falcon in a decent way. Bad. :-(
>
>> Timing issues are obviously important, and would need addressing.
>
>Yup, would not be that funny otherwise to play.

At last someone realises that it is NOT just a case of changing the graphics to 256 color ones.. maybe other people can start to realise this.. Just having 256 colour gfx does not make a falcon enhanced

game.. at last you are starting to see the light :)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 1699629136909190188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,680c3200bf7d098e,start
X-Google-Attributes: gid1115ce,public
From: "Fox McCloud" <foxmaccloud@yahoo.com>
Subject: STOS Comipler
Date: 1998/02/23
Message-ID: <01bd4073$16f7d7c0$8700a8c0@its00255>#1/1
X-Deja-AN: 327860265
Organization: British Telecom
Newsgroups: comp.sys.atari.programmer

Hi!
Anyone know where I can get a STOS compiler?

Thanks

From -6017370105993214280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/02/23
Message-ID: <34F1B1F2.1569@mst.tn.utwente.nl>#1/1
X-Deja-AN: 327893094
Content-Transfer-Encoding: 7bit
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <1998021819445780956@zetnet.co.uk>
<34EC6BCE.5B18@mst.tn.utwente.nl> <34ec7d09.15130180@news.zetnet.co.uk>
<34ECAD1E.403E@mst.tn.utwente.nl> <Eop7K4.xC@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl

Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
>
> In article <34ECAD1E.403E@mst.tn.utwente.nl>,
>   Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:
>
> > Better not. The last time I tries CAB (before it went comercial),
> > it wouldn't work on my machine (unless I switched to an other TOS
> > version, but don't like that). I think that ST Guide is more
>
> Which TOS version is that that CAB did not like ?

KAOS 1.4.2, on a 1040ST, 20MHz 68000, 4Mb RAM and SCSI
harddisks. CAB loads, says clunt and it's time to hit
the reset button. It did work with 1.04, but that
TOS version has too much problems with the amount
of folders on my harddrive. So it WAS bye bye CAB, have
a nice trip to my trashcan.

Bye, Hans

From -2391989096387048006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/02/23
Message-ID: <34F1B82D.7847@mst.tn.utwente.nl>#1/1
X-Deja-AN: 327899269
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> I dont believe a game like Tonys can be done on a plain 8Mhz ST using the
> VDI. When I say like Tony's games, I MEAN like Tonys - ie. not "mono only"
> and with other limitations. Perhaps Hans could take his C based heartland
> clone, and replace whatever libraries he used for gfx (ST-low dependent)
> with VDI calls, and then we would see.

The gfx library doesn't exist. They are just routines writing
directly to the screen, just the way I would do it in assembly.

The way of getting it into a GEM window is using a routine
converting the screen output into a datablock that can be
used by the VDI. Machines with grafix cards are usually
power full machines, having enhough processor time to
convert an ST LOW screen into VDI output every VBL.

> On a Falcon, TT, or other machines, yea, fine, I agree that the VDI is
> probably fast enough... but not on an 8Mhz 1040 ST. Hell, a 1Mb machine hasnt
> even got enough memory for some of Tony's games if you have NVDI installed.

That's a problem on Tony's side. If you get into Heartland
you will find that all background sprites are preshifted
on nibble level. Tony is using only the on byte level
preshifted sprites, so that's 2*2*128*16*16
(2 preshifts, sprites plus backgrouds, 128 sprites
16 lines per sprite, 16 bytes per line= 128k wasted).

There are serveral other structures used in Heartland
that could be done more memory efficient.

I think the C version will work in half a Meg, but never
tested it.

> It is limited, but not as limited as some people have portrayed here. How
> many people dont have access to ST resolutions? well, there are:
> * medusa owners (presumably)
> * hades owners (presumably)
> * directt owners (presumably)
> * Falcon+nova owners (although magnus indicated that he is able to
> disable it)
> * ST owners who have made custom modifications to the video hardware
> * any others I've forgotten?

All ST owners using a high res monitor. The ST they are using can
generate ST low, but the monitor wont display it. Those having
a ST with modulator can go to their living room with their ST to
plug it on their television set but I don't think that's a
workable situation, especially not when the ST is nicily
installed in their midi installation.

> Is anyone here saying that these people are a major factor in the Atari gaming
> market? I dont believe they are.

Don't thik so either.

Bye, Hans

From 2159881238567646876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/02/23
Message-ID: <34F1B99F.144B@mst.tn.utwente.nl>#1/1
X-Deja-AN: 327899270
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <EoMCI1.n5D@suse.modem.stud.uni-hannover.de> <1998022020110380956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> Yea. Its because the most popular extensions were coded by people without
> access to ST-Hi, so they didn't attempt to add support for it. Shame really.
> STOS provides XRES, YRES and MODE variables, but few programs check them,
> because TML (probably the best extension) assumes 320x200xST-Low.
>
> STOS' own routines can be patched to work in extended modes - this is the route
> that the "other" Falcon extension author took - he has standard STOS sprites
> working in 640x480x256 etc. I chose not to go this route because nobody
> uses the standard STOS routines because they are slow anyway...
>
> > So are there any interesting pieces of software in STOS that were written
> > with ST-High in mind (or even better resolutions still) ? I'd like to give
> > it a try.
>
> Well, GEMMA comes with an example of a GEM program in STOS, which should
> work in any resolution, and maybe on various bits of kit. Its still rather
> flaky though, and I wouldn't bet it running cleanly everywhere (although on
> the GEMMA homepage there is a picture of it working under AES 4.1 in 768x480x16
> on a Falcon).
>
> There is very little software using ST-Hi, as people quickly realised that
> the extensions were better than the standard STOS commands, and sadly
> these lacked support for different resolutions.
>
> As for extended resolutions, well this is currently Falcon only, appart from
> via GEMMA. For the Falcon, you can get a FLI+MOD player, and a few other
> bits. Sadly, most things that I've heard about dont ever get finished...

So ST LOW is the only resolution to do the real stuff. Doing other
resolutions is possible, but the great extensions you need for
the games Tony is talking about are missing. Tony doing Heartland

with the same features in ST high (profided he has got the
right graphics) is not possible (he has ST HIGH with Pacifist
on is DOS computer so that can't be the limiting factor).

Bye, Hans

From 2508613440853309808
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/02/23
Message-ID: <34F1BBC9.3E12@mst.tn.utwente.nl>#1/1
X-Deja-AN: 327899271
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crpkfkts3@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg wrote:
> Yeah, sounds cool. I would love to see that platform game. Are the other
> two
> games using colour sprites? I have found a couple of GEM games but they
> are all using mon sprites. Not that cool when you have got a 24-bit gfx
> card! Atleast 16 colours should be used, or better, use as many colours
> as you have and dither them at loading. :-)

If you write me a routine that should be called with:

```
void do_the_vdi(char* screen, char* colors)
```

ingoing:
screen: a pointer to 32000 bytes containing the
  screen in ST LOW format that has to be transfered
  to the VDI screen.
colors: a pointer to a color table in ST register format.

I can make you a game running on every resolution.
If I may snatch all intterupt vectors I might
even do a conversion of crapman.

Bye, Hans

From -7139858524950812985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,680c3200bf7d098e
X-Google-Attributes: gid1115ce,public
From: "Arfa" <arfa@clara.net>
Subject: Re: STOS Comipler
Date: 1998/02/23
Message-ID: <6csifl$o5b$1@eros.clara.net>#1/1
X-Deja-AN: 327919606
References: <01bd4073$16f7d7c0$8700a8c0@its00255>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Fox McCloud wrote in message <01bd4073$16f7d7c0$8700a8c0@its00255>...
>Hi!
>Anyone know where I can get a STOS compiler?
>
>Thanks

I know of one place that used to sell it. Try looking at the Atari Computing Magazine. Subscribe at www.ataricomputing.com

arfa@clara.net

From 9076321416289929791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9adff957ec35de
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: BubbleGem and GFA
Date: 1998/02/23
Message-ID: <NN0PlQAgqb80QwQv@shaw1.demon.co.uk>#1/1
X-Deja-AN: 327974944
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
References: <a24a691290B802A1.55@nest.ftn> <$PXjVEA0dZ60QwnQ@shaw1.demon.co.uk>
<34f3ec48.7830830@news.demon.co.uk>
Organization: none
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

In article <34f3ec48.7830830@news.demon.co.uk>, Guy Harrison

<guy@swampdog.demon.co.uk> writes
>On Tue, 17 Feb 1998 13:58:12 +0000, Clair Shaw
><Clair@shaw1.demon.co.uk> wrote:
>
>>In article <a24a691290B802A1.55@nest.ftn>, Christian Marillat
>><marillat@alpes-net.fr> writes
>>>Hi,
>>>
>>>How to programm bubblegem with GFA basic 3.xx ?
>
>Dunno but it ain't that hard!
>
>>I could do with wanting to know that too...
>
>The following is fairly easy to follow ...
>
>#include <gem.h>
>#include <evnt.h>
[snip]
>apid=APPL_INIT
>bubble_id=APPL_FIND("BUBBLE ")
>APPL_WRITE(bubble_id,msg[])
>WAITFOR BUBBLEGEM_ACK
>[continue program]
>
>

I don't program in C myself, but that looks Uncanningly like C code!

Oh dear, what is the world comming to?

--
Clair Shaw (alias CDS) | Listen to advice.
Mailto:Clair@Shaw1.demon.co.uk | Hey, it's free
ICQ: 1043359 | isn't it?
ICQ Pager mailto:1043359@pager.mirabilis.com |
WWW: http://www.shaw1.demon.co.uk |

From 6010812506358563858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/23
Message-ID: <1998022322451880956@zetnet.co.uk>#1/1
X-Deja-AN: 327974945
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>

<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<19980218194457809 56@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<19980219184618809 56@zetnet.co.uk> <6cjfr0sfm3@news.emw.ericsson.se>
<19980220195825809 56@zetnet.co.uk> <6croo8kts1@news.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

Hi

> > > Are they any good?
> >
> > Yea, not at all bad. I also have unfinished (what a supprise) source to
> > two games of my own, both running in TC mode.
>
> Have anyone got a webpage with links to all games available on the
> web/ftp?

Not that I know of. I have a "games" section in my download bay, but these
are just selected games, not a definiative list.

> That would be a neat idea, like a games index there you can download all
> games available and a short description.

Yea, a nice idea.

> > Anyone who registered was sent a bunch of source, including a (very basic)
> > horizontal scroller in TC mode.
>
> I wonder if anyone did anything with it.

I doubt it - it was mainly intended as a demo of how to do it (using hardware
scrolling), rather than a "game engine".

> > Yea, unfortunately both of the two Falcon extensions do not use code-
compatible
> > routines with TML (the best ST extension - the one Tony uses for his sprites).
> > TML has some odd ways of doing things, so you'd have to make an effort to be
> > compatible with it...

> Ah, that was what I was after. So it's not that easy to parot them to
> the Falcon in a decent way. Bad. :-(

Yea, a shame eh? I wish I had time to do something with FML, but I just
couldn't justify it...

> > Timing issues are obviously important, and would need addressing.
>
> Yup, would not be that funny otherwise to play.

Yep. This is a big reason why coding a game blind is not really feasable.

> > > Exactly. Talking about games, I tried Lotus 0.6 yesterday and this
> > > looked cool!
> >
> > Hmm.. is this a new Falcon game? I haven't heard about it?
>
> It's a new cool game (does not work very well on my AB040 though).
> Something like all those car racers on the Playstation or something like
> OutRun but with nice graphics and texture mapping. Actually looks very
> nice indeed.

Cool - I'll have to get it. :)

> > Yea, I have. It seems to be in there - un-comment the equate "intel" (top of
> > DOOM.S), and reassemble. This seems to activate a few "ror.w"'s in LIGHTING.S,
> > just before drawing to the screen (or at least thats what it looked like at a
> > 30second glance). I'd say that'd be pretty bloody easy to support in my Falcon
> > extension.
>
> Aha, that I have to try. I guess I have to launch in in TC mode then as
> well, but that sounds like it could work. I did not know that I had to
> recompile it in order to get it working. Sounds cool and I hope it works! I
> got to download the sources first....

Damn annoying that doug ignores our requests for the 3.07 source... I think the
source on rand is way out of date - if you want 3.06 I'll upload it to johans
site.

> I must figure out how to change res on the Nova so that new programs can
> support it.

yea, would be nice. :)

> > If you like, I'll make a version of my extension with the necessary
> > ror.w before rendering to the screen, and you can try a few of my test
> > programs in TC mode with a NOVA. :-)
>
> Ofcourse I would like to try it!!!!!!!!!!!! Do it!!!!!!!!!

Hehehee :-)

There will of course be a performance hit, but it shouldn't be *that* big. :)

> :-))))))))))))))))))

No promises... but sometime fairly soon...

> > > > Yea, well GEMMA source is available as well - anyone wanting to patch the
> > > > compiler so that we can compile AES/VDI stuff is welcome to try. :)
> >
> > I should warn anyone wanting to try that they'll also need to hack about
inside
> > the STOS compiler itself as well. :)

>
> Ouchh.... doesn't sound that funny....

Well, the changes necessary should be fairly portable from the interpreter version, although the compiler is NOWHERE near as well commented...

Anthony

From -4860472183816583384
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56489b56a436e32
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Info about cookie jar
Date: 1998/02/23
Message-ID: <Eourpz.LD@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 328053945
Sender: news@suse.modem.stud.uni-hannover.de
References: <WS.34ef0e9a.00012f0c.lafabrie@club-internet.fr>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <WS.34ef0e9a.00012f0c.lafabrie@club-internet.fr>,
     LAFABRIE Florent <lafabrie@club-internet.fr> writes:

> I'm research some information about cookie jar. In fact I want to know the
> structure of some cookie. For example, about DEPI, or Edi. If you have a
> lot of information about all the pointer structure of cookie jar, thank's
> for your answer.

It's pretty basic. Address $5a0 contains a pointer to the first entry in the cookie jar (it contains NULL if no jar exists). The jar itself is simply an array of cookies. Each cookie is simply two longs, the first of which is interpreted as four characters being the name of the cookie (for instance 'STiK' is a cookie, the first longword is $5354694B), the second is simply a long the meaning of which entirely depends on the cookie itself. The cookie list is terminated by the Null cookie, for which the name is 0L, and the value (the second longword) is the number of entries the jar can hold.

In C :

```
typedef struct cookie {
    long  name;
    long  value;
 }
```

```
COOKIE  jar[];

$5a0  contains   (long) & jar[0]

So create a new jar by

COOKIE  jar[NUM_ENTRIES] = { 0L, NUM_ENTRIES };

* (COOKIE **) 0x5a0 = & jar[0];

(Execute the latter line in Supervisor mode !)


Cheers  Peter
--
----------------------------------------------------------------------
   Peter Rottengatter       perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----------------------------------------------------------------------
```

From 279596621040112157
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7ae1739651fe435,start
X-Google-Attributes: gid1115ce,public
From: GSRV83B@prodigy.com (Eric Aros)
Subject: where to find list of Atari games?
Date: 1998/02/24
Message-ID: <6ctakb$47p6$1@newssvr04-int.news.prodigy.com>#1/1
X-Deja-AN: 328032421
X-Auth-User: 000000000/2320746f3534b67b
Distribution: world
X-Post-Time: 24 Feb 1998 02:17:47 GMT
Organization: Prodigy Services Company 1-800-PRODIGY
X-Problems-To: abuse@prodigy.net
Newsgroups: comp.sys.atari.programmer

Does someone have a list for games for the following systems:
400, 800, 2600, 5200, 7800?

Thanks,

Eric

e-mail if possible please

From -3950231187067503120
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb3d599bff4f7a49
X-Google-Attributes: gid1115ce,public
From: "Centek" <Acces.Journaliste@wanadoo.fr>
Subject: Re: 68k buserr
Date: 1998/02/24
Message-ID: <01bd40d1$d95dfd40$100844c3@p-d-mou>#1/1
X-Deja-AN: 328040350
References: <34df90b7.0@comnet.co.nz><Eo8I3x.nF8@suse.modem.stud.uni-hannover.de><34e78505.0@comnet.co.nz> <EoGpvD.nuq@suse.modem.stud.uni-hannover.de>
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

> Why ? Why shouldn't I add RAM at those addresses ? Neither of my machines
> has ROM there. The only reserved bit is the area beyond $ff0000 (and
$ffff0000
> on 680x0 CPUs). Everyone who puts RAM there violates specifications by
Atari.

hello peter,
i must say what you're telling is not exactly
true,many computers have ROM at $e00000,
because since STE machines (tos1.6) the tos
is between $e00000 and $effff f (256 Kb on
tos 1.6 and 512 Kb for the later TOS 4.0x)
so,if you put RAM there,you break Atari specs !!
for older machines such as STF, the address
of Roms was $fc0000,so if you put ram there
some old software may not run properly.....
in fact,there is no interest in putting ram there
because it's a small area !!
anyone putting ram in the $ffffxxxx zone does
NOT violate atari specs , this zone is the I/O
zone,and there is no problem to handle RAM
as i/o , such as video memory for video
cards as a simple example !!

wrong also:
the only reserved bit is NOT $ffffxxxx
because on the Falcon030 hardware map
the IDE port is at $fff0xxxx !!!
in fact ,according to Atari, the I/O zone
is any adress with bit 31 set, since the
68030 machines i.e from $80000000 to $ffffffff
this is handled with proper setting of
the TT0/TT1 pmmu registers in the boot
code of tt030/falcon030 TOS...

> BTW.: The only way the CPU is affected by the bus error is that the state
is
> set to Supervisor mode. That's all. Concerning memory, some info is

placed
> on the system stack, you gotta remove it for recovering from the bus error.
> You also need to restore the status register, which is part of the saved info.

well,you seem to like simple things :)
bus error is the most complicated exception
procedure on 680x0 processors, so complex
that there are several formats for it...
informations stored on the stack are very
important,it's not correct just removing those
from the stack !!!!! you absolutely need to 'RTE' !!
the state of the pipeline stages and other internal
registers of 030 are stored there so if you
don't get back correctly, your pipeline will
crash...also you must know that a 68000 bus
error and a 68030 (and later) bus error are
definitely not the same !!! just because the
recent processors have a Pmmu and the
handling of memory faults is much more
complex ! Do you know ONE single instruction
on the 030 can cause up to TEN bus errors !!!
so do you really think it's simple to handle ????
everybody knows that anyway exception
stackframes are just not the same size
since 68010 so it's silly to tell it's exactly
the same way on a 000 and a 030 !!!

the correct answers to the guy are:
YES,you CAN stop testing memory at 14Mb
BUT it's just STRAM you MUST then test for
TTRAM between $1000000 and $7fffffff if
you have a 32 bits address bus !
and for that purpose bus error can be
used BUT it does not work the same
way on 000 and 030 and it works even
in another way on the 040 !

i hope this will help him !

DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
www.graphity.fr/centek/

From -8867418311502476073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afa74b935a7825f1,start
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Testing, do not read
Date: 1998/02/24
Message-ID: <34f24380.1863300@news.tmisnet.com>#1/1
X-Deja-AN: 328053946
References: <34f2c2b9.5864208@news1.wavenet.co.uk>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

Really??!!? Mark William! Here in our newsgroup!!!
No ... it couldn't be ... the ... Mark Williams,
could it. No. It ... it ... couldn't be.

-- George Crissman
-- strads@tmisnet.com

(Are you a C programmer, by any chance, Mark?)

On Mon, 23 Feb 1998 00:28:57 GMT, markw@wavenet.co.uk (Mark Williams)
wrote:

>TEST

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 9018708328702287913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <6ctvmg$g38$1@news.emw.ericsson.se>#1/1
X-Deja-AN: 328103481
Content-Transfer-Encoding: 7bit
References: <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<1998021918461880956@zetnet.co.uk> <6cjfr0sfm3@news.emw.ericsson.se>
<1998022019582580956@zetnet.co.uk> <6croo8kts1@news.emw.ericsson.se>
<34f17c52.2794467@news.zetnet.co.uk>

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888308240 16488 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >Yup, would not be that funny otherwise to play.
>
> At last someone realises that it is NOT just a case of changing the
> graphics to 256 color ones.. maybe other people can start to realise
> this.. Just having 256 colour gfx does not make a falcon enhanced
> game.. at last you are starting to see the light :)

Looks like the main problem is what Anthony said in another mail.
He never got any response when he started on his STOS extension
amd his intention was to make it TSL (or whatever it's called)
compatible but unfortunately it never happened. :-(

I wonder how much work it would mean to rewrite it?

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 1157559335249898790
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <6cu0ci$g38$2@news.emw.ericsson.se>#1/1
X-Deja-AN: 328103482
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<1998021918461880956@zetnet.co.uk> <6cjfr0sfm3@news.emw.ericsson.se>

<1998022019582580956@zetnet.co.uk> <6croo8kts1@news.emw.ericsson.se>
<1998022322451880956@zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888308946 16488 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

Hi,

> > Have anyone got a webpage with links to all games available on the
> > web/ftp?
>
> Not that I know of. I have a "games" section in my download bay, but these
> are just selected games, not a definiative list.

I will take a look. Atleast its better than nothing.

> > That would be a neat idea, like a games index there you can download all
> > games available and a short description.
>
> Yea, a nice idea.

Like the UTC but with more info on the games and even screen shots if
possible.

> > > > Exactly. Talking about games, I tried Lotus 0.6 yesterday and this
> > > > looked cool!
> > >
> > > Hmm.. is this a new Falcon game? I haven't heard about it?
> >
> > It's a new cool game (does not work very well on my AB040 though).
> > Something like all those car racers on the Playstation or something like
> > OutRun but with nice graphics and texture mapping. Actually looks very
> > nice indeed.
>
> Cool - I'll have to get it. :)

Latest version is 0.71 but I can't find it... 0.6 had a bug which made
it
not to work on the AB040.

Take a look at: http://www.update.uu.se/~yomat/hencox/welcome.html

> > Aha, that I have to try. I guess I have to launch in in TC mode then as
> > well, but that sounds like it could work. I did not know that I had to
> > recompile it in order to get it working. Sounds cool and I hope it works! I
> > got to download the sources first....
>

> Damn annoying that doug ignores our requests for the 3.07 source... I think the
> source on rand is way out of date - if you want 3.06 I'll upload it to johans
> site.

That would be a good start. Johan has only got 3.03.
Hopefully Doug will get some more time soon and maybe release it.

> > I must figure out how to change res on the Nova so that new programs can
> > support it.
>
> yea, would be nice. :)

If I only knew how... does anyone know? I think there is something
in the cookie, but I'm not sure. Then you must know what to do with it.

> > > If you like, I'll make a version of my extension with the necessary
> > > ror.w before rendering to the screen, and you can try a few of my test
> > > programs in TC mode with a NOVA. :-)
> >
> > Ofcourse I would like to try it!!!!!!!!!!!! Do it!!!!!!!!!
>
> Hehehee :-)

:-)

> There will of course be a performance hit, but it shouldn't be *that* big. :)

Hopefully my AB040 will take care of that.

> > :-)))))))))))))))))
>
> No promises... but sometime fairly soon...

Cool. You must not try to cahge res though. You need to make it work in
the
current resolution or it wont work very well. I think BM uses the
current res,
like it does if you launch in in TC mode. You could check for the Nova
cookies.

If you like I could even mail you some Nova examples. It might even have
some
reschange stuff, but I don't realy understand how it works.

> > > > > Yea, well GEMMA source is available as well - anyone wanting to patch
the
> > > > > compiler so that we can compile AES/VDI stuff is welcome to try. :)
> > >
> > > I should warn anyone wanting to try that they'll also need to hack about
inside
> > > the STOS compiler itself as well. :)
> >
> > Ouchh.... doesn't sound that funny....

>
> Well, the changes necessary should be fairly portable from the interpreter
> version, although the compiler is NOWHERE near as well commented...

Forget it. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -3471294414915902280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f4a714490218c4d
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: STOS / Falcon Artist
Date: 1998/02/24

Message-ID: <6cu77d$j4d$1@news.emw.ericsson.se>#1/1
X-Deja-AN: 328128775
Content-Transfer-Encoding: 7bit
References: <6crrp8$3j7$1@plug.news.pipex.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888315949 19597 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

The Billericay School wrote:
>
> Hello, If you want someone to make some greate graphics for falcon games and
> ST games then send messages to billschool@rmplc.co.uk I have a falcon and an
> ST, both with Magic5 and two hard disks, I don't know many other atari
> people around here (essex, Uk).

Where is little Tony now???

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 6688680718609680630

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <34f3aab5.4297249@news.zetnet.co.uk>#1/1
X-Deja-AN: 328138980
Content-Transfer-Encoding: 7bit
References: <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<1998021918461880956@zetnet.co.uk> <6cjfr0sfm3@news.emw.ericsson.se>
<1998022019582580956@zetnet.co.uk> <6croo8kts1@news.emw.ericsson.se>
<34f17c52.2794467@news.zetnet.co.uk> <6ctvmg$g38$1@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Tue, 24 Feb 1998 09:18:35 +0100 that you wrote:

>> >Yup, would not be that funny otherwise to play.
>>
>> At last someone realises that it is NOT just a case of changing the
>> graphics to 256 color ones.. maybe other people can start to realise

>Looks like the main problem is what Anthony said in another mail.
>He never got any response when he started on his STOS extension

Great...yet another point you are finally seeing, If people with
these setups do not come forward to test, then you can see why we get
so upset when you cry about it,

>amd his intention was to make it TSL (or whatever it's called)
>compatible but unfortunately it never happened. :-(

He was willing to make it, I was willing to use it.. but people like
you was NOT willing to test, but are willing to moan when it has not
happened.... great you finally understand :))

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 5317726376607601326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f4a714490218c4d
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: STOS / Falcon Artist
Date: 1998/02/24
Message-ID: <34f8b86f.7811113@news.zetnet.co.uk>#1/1
X-Deja-AN: 328153081
Content-Transfer-Encoding: 7bit
References: <6crrp8$3j7$1@plug.news.pipex.net> <6cu77d$j4d$1@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Tue, 24 Feb 1998 11:27:01 +0100 that you wrote:

>The Billericay School wrote:
>>
>> Hello, If you want someone to make some greate graphics for falcon games and
>> ST games then send messages to billschool@rmplc.co.uk I have a falcon and an
>> ST, both with Magic5 and two hard disks, I don't know many other atari
>> people around here (essex, Uk).
>
>Where is little Tony now???

 6ft and about 13 stone.. wow you must be big if I am little ?

 I don't see your point.. I have an artist who makes 16 color
pictures, what use would 256 color pictures be when you already
conceded in another post that this is not the answer ? I still would
not be able to see them in action on a Falcon would I ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 3440177152161133452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <6cul3b$of8$1@news.emw.ericsson.se>#1/1

X-Deja-AN: 328180328
Content-Transfer-Encoding: 7bit
References: <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<1998021918461880956@zetnet.co.uk> <6cjfr0sfm3@news.emw.ericsson.se>
<1998022019582580956@zetnet.co.uk> <6croo8kts1@news.emw.ericsson.se>
<34f17c52.2794467@news.zetnet.co.uk> <6ctvmg$g38$1@news.emw.ericsson.se>
<34f3aab5.4297249@news.zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888330155 25064 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >Looks like the main problem is what Anthony said in another mail.
> >He never got any response when he started on his STOS extension
>
> Great...yet another point you are finally seeing, If people with
> these setups do not come forward to test, then you can see why we get
> so upset when you cry about it,

If I understand Anthony correct you are _wrong_. It was not _our_ fault
but _yours_, the STOS _users_. He wanted _input_ on his _extension_, not
people to test it (okey maybe he needed that as well but he would still
be able to test it best him self).

> >amd his intention was to make it TSL (or whatever it's called)
> >compatible but unfortunately it never happened. :-(
>
> He was willing to make it, I was willing to use it.. but people like
> you was NOT willing to test, but are willing to moan when it has not
> happened.... great you finally understand :))

If I understod Anthony correct (see above) it's actually _we_ who should
laugh our asses off over _you_ ,you sad old soob! :-))))))

Correct me if I'm wrong but I think this is what Anthony said and this
is
realy funny if it was.
HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAAHAHHHAHAHAHHHAHAHAHAH!

Eat that!

Shit, I have still not figured out how to get back old artciles in
Netscape...
I realy should go back using Emacs even though it didn't work very well
from

time to time!

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -1206204606608810995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f4a714490218c4d
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: STOS / Falcon Artist
Date: 1998/02/24

Message-ID: <6culgb$of8$2@news.emw.ericsson.se>#1/1
X-Deja-AN: 328180329
Content-Transfer-Encoding: 7bit
References: <6crrp8$3j7$1@plug.news.pipex.net> <6cu77d$j4d$1@news.emw.ericsson.se>
<34f8b86f.7811113@news.zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888330571 25064 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >Where is little Tony now???
>
> 6ft and about 13 stone.. wow you must be big if I am little ?
>
> I don't see your point.. I have an artist who makes 16 color
> pictures, what use would 256 color pictures be when you already
> conceded in another post that this is not the answer ? I still would
> not be able to see them in action on a Falcon would I ?

So you are saying that you have no need for another graphics artist?
This was something new, so you can't make 16 colour graphics with a
Falcon nowdays. Cool. Also, I guess you have never heard of dithering
before. Oh, right this is STOS we are talking about, not any fancy
programming language like C or assembler where you do this all the time
to make them resolutions independent but tgen we have the extension
problem. A tricky one.

Also, why not make the Falcon extension works under GEMULATOR
running in 256 colours? There is always a way to do it if you
realy want. But now I forgot my self again... it's STOS we are

talking about, so it can't be done!

//Magnus Kollberg
--
+----------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------+

From -2912055217420463549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb3d599bff4f7a49
X-Google-Attributes: gid1115ce,public
From: rincewind@a-tuin.dascon.de (Michael Schwingen)
Subject: Re: 68k buserr
Date: 1998/02/24
Message-ID: <6cuc80$qp4@a-tuin.dascon.de>#1/1
X-Deja-AN: 328222369
References: <34df90b7.0@comnet.co.nz> <Eo8I3x.nF8@suse.modem.stud.uni-hannover.de>
<34e78505.0@comnet.co.nz> <EoGpvD.nuq@suse.modem.stud.uni-hannover.de>
Organization: The turtle which carries the discworld
Newsgroups: comp.sys.atari.programmer

In article <EoGpvD.nuq@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:

>> I've been informed that the 68000 doesn't put enough info into its BUSERR
>> stack frame to allow it to continue/restart the failing instruction
>
>Then your informer told you a fair bit of rubbish. The info that's there is
>perfectly enough to recover from the bus error completely.

No, he is definitely right. The 68000 *can't* restart an instruction that
failed due to a buserror. You can skip it and jump elsewhere, but you can't
do a restart of the failing instruction, as on 680x0 with x>2 (read the
68030 programmers manual on buserror stackframes, esp. the part about the
rerun bit or what it was called).

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen

From 7056092613227595130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)

Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <34f6f7b6.24012945@news.zetnet.co.uk>#1/1
X-Deja-AN: 328228046
Content-Transfer-Encoding: 7bit
References: <6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <1998021819445780956@zetnet.co.uk>
<6cgom2pfd2@news.emw.ericsson.se> <1998021918461880956@zetnet.co.uk>
<6cjfr0sfm3@news.emw.ericsson.se> <1998022019582580956@zetnet.co.uk>
<6croo8kts1@news.emw.ericsson.se> <34f17c52.2794467@news.zetnet.co.uk>
<6ctvmg$g38$1@news.emw.ericsson.se> <34f3aab5.4297249@news.zetnet.co.uk>
<6cul3b$of8$1@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Tue, 24 Feb 1998 15:23:48 +0100 that you wrote:

>Tony Greenwood wrote:
>
>> >Looks like the main problem is what Anthony said in another mail.
>> >He never got any response when he started on his STOS extension
>>
>> Great...yet another point you are finally seeing, If people with
>> these setups do not come forward to test, then you can see why we get
>> so upset when you cry about it,
>
>If I understand Anthony correct you are _wrong_. It was not _our_ fault
>but _yours_, the STOS _users_. He wanted _input_ on his _extension_, not

 You realy are thick arn't you ?....have a think about it Magnus, the
penny will drop soon.. then you are going to feel such a fool...:)

 Here is a hint... he wasn't looking for input from me with my STe was
he? or from a friend of mine with a FM..... yes? no? want me to draw
some pictures to help you understand ?

>laugh our asses off over _you_ ,you sad old soob! :-))))))

 hmmm old ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 4984393215363872816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f4a714490218c4d
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: STOS / Falcon Artist
Date: 1998/02/24
Message-ID: <34f7f890.24230978@news.zetnet.co.uk>#1/1
X-Deja-AN: 328228047
Content-Transfer-Encoding: 7bit
References: <6crrp8$3j7$1@plug.news.pipex.net> <6cu77d$j4d$1@news.emw.ericsson.se>
<34f8b86f.7811113@news.zetnet.co.uk> <6culgb$of8$2@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Tue, 24 Feb 1998 15:30:45 +0100 that you wrote:

>> I don't see your point.. I have an artist who makes 16 color
>> pictures, what use would 256 color pictures be when you already
>> conceded in another post that this is not the answer ? I still would
>> not be able to see them in action on a Falcon would I ?
>
>So you are saying that you have no need for another graphics artist?

 Yup :)

>This was something new, so you can't make 16 colour graphics with a
>Falcon nowdays. Cool. Also, I guess you have never heard of dithering

 Yes you can make 16 color pictures with a Falcon.. again you lie and
pretend I have said soemthing I have not.. why not try facts to help
you win a debate....duh that wouldn't work would it :)

>before. Oh, right this is STOS we are talking about, not any fancy
>programming language like C or assembler where you do this all the time

 eeerm you don't need STOS to make graphics ?

>to make them resolutions independent but tgen we have the extension
>problem. A tricky one.

 Nope.. I don't understand what you are talking about.....do you?

>Also, why not make the Falcon extension works under GEMULATOR

 Gemulator does not support Falcon ?.. the one I have doesn't

>running in 256 colours? There is always a way to do it if you

>realy want. But now I forgot my self again... it's STOS we are
>talking about, so it can't be done!

 eh? STOS works under Gemulator...it is gemulator that does not
emulate a Falcon.. how is that STOS fault ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 6745589338332570024
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <1998022400104780956@zetnet.co.uk>#1/1
X-Deja-AN: 328245318
References: <34cd820a.15060305@news.demon.co.uk> <EoMCI1.n5D@suse.modem.stud.uni-hannover.de> <1998022020110380956@zetnet.co.uk> <34F1B99F.144B@mst.tn.utwente.nl>
Newsgroups: comp.sys.atari.programmer

Hans Wessels wrote these words:
> Anthony Jacques wrote:
>
> > Yea. Its because the most popular extensions were coded by people without
> > access to ST-Hi, so they didn't attempt to add support for it. Shame really.
> > STOS provides XRES, YRES and MODE variables, but few programs check them,
> > because TML (probably the best extension) assumes 320x200xST-Low.
>
> So ST LOW is the only resolution to do the real stuff. Doing other
> resolutions is possible, but the great extensions you need for
> the games Tony is talking about are missing. Tony doing Heartland

Yes, sadly this is the case. Mainly 'cause the authors of said
extensions didn't have mono monitors, and didn't see the need...

> with the same features in ST high (profided he has got the
> right graphics) is not possible (he has ST HIGH with Pacifist
> on is DOS computer so that can't be the limiting factor).

PaCifiST has an annoying bug in the keyboard routines, which
makes it difficult to use for typing up code (key-repeat goes mad
every now and then - particularly the delete key). However, yes,
you are right - this is not the only reason Tony doesn't code for
Hi.

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From -2086143192357525426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <1998022400063680956@zetnet.co.uk>#1/1
X-Deja-AN: 328245319
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <34F1B82D.7847@mst.tn.utwente.nl>
Newsgroups: comp.sys.atari.programmer

> > and with other limitations. Perhaps Hans could take his C based heartland
> > clone, and replace whatever libraries he used for gfx (ST-low dependent)
> > with VDI calls, and then we would see.
>
> The gfx library doesn't exist. They are just routines writing
> directly to the screen, just the way I would do it in assembly.

Yea, thought as much.

> The way of getting it into a GEM window is using a routine
> converting the screen output into a datablock that can be
> used by the VDI. Machines with grafix cards are usually
> power full machines, having enhough processor time to
> convert an ST LOW screen into VDI output every VBL.

Yea, that'd work... but there isn't much chance of it working on a 1040st...
(as was the point)

> That's a problem on Tony's side. If you get into Heartland
> you will find that all background sprites are preshifted
> on nibble level. Tony is using only the on byte level

Interesting. :)

> > It is limited, but not as limited as some people have portrayed here. How
> > many people dont have access to ST resolutions? well, there are:
>
> All ST owners using a high res monitor. The ST they are using can

ST-High is a standard ST resolution, and is supported by STOS (although
admittedly not by many STOS programs).

Anthony
--


```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -4806454119570876383
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <34ff1604.31771794@news.zetnet.co.uk>#1/1
X-Deja-AN: 328250483
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <EoMCI1.n5D@suse.modem.stud.uni-hannover.de> <1998022020110380956@zetnet.co.uk> <34F1B99F.144B@mst.tn.utwente.nl> <1998022400104780956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Anthony Jacques <jacquesa@zetnet.co.uk> wasn't it Tue, 24 Feb
1998 00:10:47 GMT that you wrote:

>> right graphics) is not possible (he has ST HIGH with Pacifist
>> on is DOS computer so that can't be the limiting factor).
>
>PaCifiST has an annoying bug in the keyboard routines, which
>makes it difficult to use for typing up code (key-repeat goes mad

 Thus shooting down all claims that I use the PC and emulation to

program, as printed in Maggie diskzine :)))

>every now and then - particularly the delete key). However, yes,
>you are right - this is not the only reason Tony doesn't code for

 Correct.....

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 2514706109530675960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <1998022419215180956@zetnet.co.uk>#1/1
X-Deja-AN: 328261717
References: <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<1998021918461880956@zetnet.co.uk> <6cjfr0sfm3@news.emw.ericsson.se>
<1998022019582580956@zetnet.co.uk> <6croo8kts1@news.emw.ericsson.se>
<34f17c52.2794467@news.zetnet.co.uk> <6ctvmg$g38$1@news.emw.ericsson.se>
<34f3aab5.4297249@news.zetnet.co.uk> <6cul3b$of8$1@news.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

Hi

> > >Looks like the main problem is what Anthony said in another mail.
> > >He never got any response when he started on his STOS extension
> >
> > Great...yet another point you are finally seeing, If people with
> > these setups do not come forward to test, then you can see why we get
> > so upset when you cry about it,
>
> If I understand Anthony correct you are _wrong_. It was not _our_ fault

Well you are both wrong, sort of, although Tony is more wrong. :)

> but _yours_, the STOS _users_. He wanted _input_ on his _extension_, not
> people to test it (okey maybe he needed that as well but he would still
> be able to test it best him self).

Yes, I wanted input on the extension - whether it was wanted. However, it

would only be wanted by FALCON progammers using STOS (or who would prefer STOS to learning C/asm) - ie. Tony doesn't really count.

> > >amd his intention was to make it TSL (or whatever it's called)
> > >compatible but unfortunately it never happened. :-(
> >
> > He was willing to make it, I was willing to use it.. but people like
> > you was NOT willing to test, but are willing to moan when it has not
> > happened.... great you finally understand :))

Sadly, Tony, it wasnt testers that I needed, but > 3 people willing to use it.

> If I understod Anthony correct (see above) it's actually _we_ who should
> laugh our asses off over _you_ ,you sad old soob! :-))))))

Nobody should be laughing, as it just means we Falcon owners dont get a bunch more games (it wouldn't have taken much work to get several good ST games running Falcon enhanced). :-(

> Shit, I have still not figured out how to get back old artciles in
> Netscape...

Well, I dunno about local (a while since I read news with NS), but you can always go to www.dejanews.com and read their archives.

> I realy should go back using Emacs even though it didn't work very well

Emacs? Urgh! :-))

Anthony
--


```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -7557897268981840983
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/24

Message-ID: <350622ca.35043020@news.zetnet.co.uk>#1/1
X-Deja-AN: 328268425
Content-Transfer-Encoding: 7bit

References: <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <1998021819445780956@zetnet.co.uk>
<6cgom2pfd2@news.emw.ericsson.se> <1998021918461880956@zetnet.co.uk>
<6cjfr0sfm3@news.emw.ericsson.se> <1998022019582580956@zetnet.co.uk>
<6croo8kts1@news.emw.ericsson.se> <34f17c52.2794467@news.zetnet.co.uk>
<6ctvmg$g38$1@news.emw.ericsson.se> <34f3aab5.4297249@news.zetnet.co.uk>
<6cul3b$of8$1@news.emw.ericsson.se> <1998022419215180956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Anthony Jacques <jacquesa@zetnet.co.uk> wasn't it Tue, 24 Feb
1998 19:21:51 GMT that you wrote:

>> If I understand Anthony correct you are _wrong_. It was not _our_ fault
>
>Well you are both wrong, sort of, although Tony is more wrong. :)

 hehehehehe....

>would only be wanted by FALCON progammers using STOS (or who would prefer
>STOS to learning C/asm) - ie. Tony doesn't really count.

 Story of my life :)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 2829785494768260540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
From: "Rory Street" <Rory@athenabbs.demon.co.uk>
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/24
Message-ID: <888352582.23483.0.nnrp-06.c1edb97e@news.demon.co.uk>#1/1
X-Deja-AN: 328276704
References: <6ba195$214$1@infomania.emw.ericsson.se> <34D99DAE.19A0@ooc.de>
<Eny8Hq.o0s@suse.modem.stud.uni-hannover.de>
<6bmhlhdmk1@infomania.emw.ericsson.se> <Eo8IwH.nHo@suse.modem.stud.uni-
hannover.de> <6bu95mbuh1@infomania.emw.ericsson.se>
<EoMDIw.nA3@suse.modem.stud.uni-hannover.de>

X-NNTP-Posting-Host: athenabbs.demon.co.uk [193.237.185.126]
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

>
>Hmm. Indeed I find it more important that the pages are readable, than that
>they show a great design. Certainly I'd call unreadable pages a bad design
>anyway. Sorry for my pages then, as most likely you'll say that they have
>no design either.
>
>

Got a back ground using Internet Explorer 4

Cya!

Rory

From -940424741280474145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb3d599bff4f7a49
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: 68k buserr
Date: 1998/02/24
Message-ID: <EovKqE.oCJ@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 328391639
Sender: news@suse.modem.stud.uni-hannover.de
References: <34df90b7.0@comnet.co.nz> <Eo8I3x.nF8@suse.modem.stud.uni-hannover.de>
<34e78505.0@comnet.co.nz> <EoGpvD.nuq@suse.modem.stud.uni-hannover.de>
<01bd40d1$d95dfd40$100844c3@p-d-mou>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <01bd40d1$d95dfd40$100844c3@p-d-mou>,
     "Centek" <Acces.Journaliste@wanadoo.fr> writes:

> i must say what you're telling is not exactly
> true,many computers have ROM at $e00000,
> because since STE machines (tos1.6) the tos
> is between $e00000 and $effff (256 Kb on
> tos 1.6 and 512 Kb for the later TOS 4.0x)

> so,if you put RAM there,you break Atari specs !!

No I don't. Simply the fact that Atari has put ROM there does in no way constitute a specification by Atari. There is no paper by Atari that says this address reagion is reserved, therefore I'm allowed to do with it what I want. If I'd manage to construct a transparently working bank-switching scheme, I could even put RAM there *while* using TOS 2.x or TOS 3.x !

Atari has put out very few specifications on hardware, one of them being that the uppermost 64 kB in the 16 MB address space is reserved for I/O. It's only that part that I'm not allowed to touch.

> the only reserved bit is NOT $ffffxxxx
> because on the Falcon030 hardware map
> the IDE port is at $fff0xxxx !!!

Atari have violated their own specs here. Hardly anybody cares as seldomly this creates problems. But thanks for pointing out.

>> on the system stack, you gotta remove it for recovering from the bus
> error.
>> You also need to restore the status register, which is part of the saved
> info.
>
> well,you seem to like simple things :)
> bus error is the most complicated exception
> procedure on 680x0 processors, so complex
> that there are several formats for it...
> informations stored on the stack are very
> important,it's not correct just removing those
> from the stack !!!!! you absolutely need to 'RTE' !!
> the state of the pipeline stages and other internal
> registers of 030 are stored there so if you
> don't get back correctly, your pipeline will
> crash...

Pipelines are flushed whenever an exception happens. RTE does nothing more but remove a piece of information from the stack, and loads PC and SR.

Funny attempt of telling me that all my software doesn't work. It does here, and apparently does for hundreds or even thousands of other people in the world.

> also you must know that a 68000 bus
> error and a 68030 (and later) bus error are
> definitely not the same !!! just because the
> recent processors have a Pmmu and the
> handling of memory faults is much more
> complex ! Do you know ONE single instruction

> on the 030 can cause up to TEN bus errors !!!

It's not that bad on the 68000, but a similar thing can happen there.

Anyway you'd need to do pretty stupid things, or have a completely corrupted system for anything like this to happen.

> so do you really think it's simple to handle ????

You're free to invent an exception handler as complicated as you think you need. I'll stick to a simple version that does just what it needs, and so far, there is no Atari that refuses to run my software. STinG uses a bus error handler in one place, and uses priviledge violation exceptions all over the place. I've seen it working well on plain STs (68000), PAKed STs (68020), TTs (68030), Medusas (68040) and Hades (68060).

> everybody knows that anyway exception
> stackframes are just not the same size
> since 68010 so it's silly to tell it's exactly
> the same way on a 000 and a 030 !!!

I said *some* info must be removed. I did not mention the exact size. And it's not that difficult to find out in the code.

> the correct answers to the guy are:

That's ridiculous.

> YES,you CAN stop testing memory at 14Mb
> BUT it's just STRAM you MUST then test for
> TTRAM between $1000000 and $7fffffff if
> you have a 32 bits address bus !
> and for that purpose bus error can be
> used BUT it does not work the same
> way on 000 and 030 and it works even
> in another way on the 040 !
>
> i hope this will help him !

It will unnecessarily complicate things for him.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
----

From 5528659012100075522
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <EovLF4.oEy@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 328391640
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crpkfkts3@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

The original article did not get to me, so I'm citing from Magnus reply :

>> Of course you are right that it can be done. Admittedly I don't have
>> anything real to back this up, only a couple of simple GEM games
>> (Asteroids and Pacman, see my WWW page) but then I'm no games programmer,

I've mentioned elsewhere a nice centipede game that is completely in
a window and still is very neat and fast. It's definitely a very good
example for an excellent game written completely with GEM. It's info
says that spreading it is definitely desired. So everybody who wants
it can mail me, I'll send the uucoded binary in the reply.

My e-mail address is in the signature, the "From:" address won't work.

>> I can't even understand why anyone could think that such a game cannot be
>> done under GEM. Could someone explain why everyone believes this? I would
>> like to understand what this is that I'm missing here, that makes it
>> perfectly possible for me, but nobody else. (Except Magnus?)

And except me. I *know* games in GEM windows are well possible.

>> Tony always mentions that he cannot write a "Falcon enhanced" game with
>> better than 16 colour graphics because he doesn't have access to a Falcon.
>> But the fact is you *don't need a Falcon* in order to write a game that
>> has better graphics. Tony's PC would be perfect for drawing the graphics
>> with. If it's done the right way, the better graphics will then work on

>> any machine that has a suitable graphics mode whether it's a Falcon or
>> not. You don't even need to test it in order to know this. (Of course it

Agreed.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 4392443900680306638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <EovLM4.oHC@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 328391641
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk> <34F1B82D.7847@mst.tn.utwente.nl>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34F1B82D.7847@mst.tn.utwente.nl>,
     Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

>> Is anyone here saying that these people are a major factor in the Atari gaming
>> market? I dont believe they are.

Which Atari gaming market ? Is there any left ?

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -1369478374868793785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <EovLq7.oHy@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 328391642
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crqh1kts5@news.emw.ericsson.se> <6crqvfkts6@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <6crqvfkts6@news.emw.ericsson.se>,
    Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>> Hwy I just manged to get on your webpage.
> ...
>
> Just realized that I can't download any of them. :-((((

Can please somebody repost the address ? The cited article did not make it
to my news server. I'd like to try those too.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From 6382664000379790010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)

Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <EovnAv.oKp@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 328391643
Sender: news@suse.modem.stud.uni-hannover.de
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <6crp80kts2@news.emw.ericsson.se>,
     Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
> Peter Rottengatter wrote:
>
>> > Yep great for a nice WP... not so great for an 8 way scrolling
>> > platformer.....
>>
>> Stupid crap. This is the prejudice of someone who refuses to try decent GEM
>> software (interesting to note here, as you are complaining about us not
>> trying STOS software). I suppose you never even tried to program a decent
>> game using VDI. I've seen a few games that use both VDI *and* AES, and that
>> are still fast enough (using NVDI) to make many games directly accessing the
>> video hardware look old and outdated.
>
> If oyu know of any GEM games, couild you point me at them?

I do not play games often, and correspondingly I do not know where to download them. I can get excited about interesting, well designed and programmed, GEM integrated games, and therefore I have a few lingering on my harddisk. But it must be more than two years ago that I downloaded them, and therefore have no idea where from.

The mentioned Centipede is the only good action game in a GEM window. For other sorts of games it's fairly obvious that they can work in windows, as speed is not such an important factor. Those other, non-action games I've got are Pille Palle (Tetris clone), Yukon (Solitaire clone), and a Minesweeper (MineX). There is Ballerburg 2 (two players each with a fortress, they got to shot each other, got elements of strategy games too), DTE 2 (Defend the earth, an invaders type game like the old "BOUNCE", nice, but not quite as well done as Centipede), and Magic Stone (another Tetris clone, has three variations of the main game idea).

These games are all GEM integrated, and either public domain or shareware. For some of them the language is german.

Send me an e-mail and you'll get Centipede in return.

> I did find a
> rather nice 3D maze running in a GEM window, but it was not finshed
> and not realy fluid (it worked like Dungun Master. It would be nice
> to see if the author had made it move in smaller steps. It was very
> fast in the current way.

I guess I remember it, but wasn't it rather old ? I'd had thought the autor went away from Atari ... but I don't really know. Anyway this kind of game should be fairly easy to do.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -8711289893898053067
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/24
Message-ID: <EovnHE.on3@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 328391644
Sender: news@suse.modem.stud.uni-hannover.de
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <19980218194457809 56@zetnet.co.uk>
<34EC6BCE.5B18@mst.tn.utwente.nl> <34ec7d09.15130180@news.zetnet.co.uk>
<34ECAD1E.403E@mst.tn.utwente.nl> <Eop7K4.xC@suse.modem.stud.uni-hannover.de>
<34F1B1F2.1569@mst.tn.utwente.nl>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34F1B1F2.1569@mst.tn.utwente.nl>,
     Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

>> Which TOS version is that that CAB did not like ?
>
> KAOS 1.4.2, on a 1040ST, 20MHz 68000, 4Mb RAM and SCSI
> harddisks. CAB loads, says clunt and it's time to hit
> the reset button. It did work with 1.04, but that
> TOS version has too much problems with the amount
> of folders on my harddrive. So it WAS bye bye CAB, have
> a nice trip to my trashcan.

If you have any friend using a newer CAB, maybe you can do a quick test if
that one would run. CAB works well with MagiC, and since MagiC is a successor
of KAOS ...

BTW.: There is a fix for the harddisk folders problems in TOS 1.0x !

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 4856048362119328000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <IBYXDAAFUP@alkor.sax.de>#1/1
X-Deja-AN: 328330707
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<1998022112171180956@zetnet.co.uk>
Content-Type: text/plain; charset=US-ASCII
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In <1998022112171180956@zetnet.co.uk> Anthony Jacques wrote:

>Provided it supports the defined XBIOS calls (eg. Setscreen for changing
>to ST modes) then it will work. "fixing" is not required for new binaries,
>as the table that fixing has always patched is now calculated on startup
>by my loader code.

How would you switch from 1024 x 768 x 24 bit true color at 80 Hz to
320 x 200 x 16 at 50 Hz and back (!!!) via Setscreen?
Do you think that Setscreen will work with ISA/PCI graphic cards?

Have you read the atari documentations:

"It is maintained fo backward compatibility with existing ST programs only.
It should not be used for new programs. It will not keep pace with future
hardware or software improvements. The VDI should be used."

(TT030 TOS Release Notes, ATARI Corporation, october 8th 1990.)

There is no working Setscreen call on the newer machines. All you can
interrogate are VDI functions. (current resolution & color depth)

>TOS version shouldn't make a difference any more, as the TOS version
>dependent table is now generated on run-time.

So STOS applications are running under MagiC (Single Mode) and MagiC PC/Mac?

How many of these "new" STOS applications do exist?

> cannot comment on this, but it does seem to me a pity that these games
> are so limited by the language they are written in, and that Tony refuses
> to believe this...
>
>It is limited, but not as limited as some people have portrayed here. How
>many people dont have access to ST resolutions? well, there are:
> * medusa owners (presumably)
> * hades owners (presumably)
> * directt owners (presumably)
> * Falcon+nova owners (although magnus indicated that he is able to disable it)
> * ST owners who have made custom modifications to the video hardware
> * any others I've forgotten?
>
>Is anyone here saying that these people are a major factor in the Atari gaming
>market? I dont believe they are.

From an german ATARI magazine (december 1997, evaluation of the reader inquiry):
[...]
Which type of monitor do you use?

DTP monitor	12.6%	
VGA monitor	50%	
SM 124 (or combatible)	21%	
RGB monitor	16.4%	(ST RGB/TV + FALCON RGB monitors)

[...]
This ATARI magazine is sold more than 20 000 times per month.

How many _active_ ATARI users do you know worldwide in 1998?
Are >16 000 _counted_ _active_ german users without access to st low
a negligible minority?

Greetings,
  Uwe.

--
eMail: haase@alkor.sax.de

From -3295706653758319618
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4dcf5ef082489c74,start
X-Google-Attributes: gid1115ce,public
From: "Centek" <Acces.Journaliste@wanadoo.fr>
Subject: JPEG DSP
Date: 1998/02/25
Message-ID: <01bd419e$8d6226a0$100844c3@p-d-mou>#1/1
X-Deja-AN: 328382494
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

hi there !
some days (weeks ??) ago, someone
asked me for information about how
to use BrainStorm's DSP Jpeg Decoder...
well,i'm sorry but i had a lack of
time since, but ,anyway,here it comes !

first thing,
you must know about the structure
pointed to by the related cooky "_JPD":
(sorry i'm extracting it from ASM code,
but it's not difficult to translate to
other languages,sorry for the aspect)

```
         RSRESET
JPGDVersion   RS.L 1
JPGDOpenDriver    RS.L 1
JPGDCloseDriver   RS.L 1
JPGDGetStructSize  RS.L 1
JPGDGetImageInfo   RS.L 1
JPGDGetImageSize   RS.L 1
JPGDDecodeImage    RS.L 1
```

as you can see,the first long is a
version number (usually 1.0x), and
the following are pointers to the
functions that perform the decoding
of the jpeg file....

(in the following,a6 points to the above
structure...)

first call, you MUST inquire about
the size of local memory structures
required for decoding process,
with something like:

```
         jsr  ([a6,JPGDGetStructSize])
```

you get in D0 register the size required
(it's recommended to Malloc it right now...)

here is the structure of the local stuff:

```
         RSRESET
JPGDInPointer RS.L 1 * JPEG Image Pointer
JPGDOutPointer     RS.L 1 * Output Buffer
JPGDInSize    RS.L 1 * JPEG Image Size (Bytes)
JPGDOutSize   RS.L 1 * Output Image Size (Bytes)
JPGDInComponents   RS.W 1 * JPEG Image Components Number (1->4)
JPGDOutComponents  RS.W 1 * Output Components Number (1->4)
JPGDOutPixelSize   RS.W 1 * Output Pixel Size (1->4)
JPGDOutFlag   RS.W 1 * 0 (RAM Output) / -1 (Disk Output)
JPGDXLoopCounter   RS.W 1 * Number of MCUs per Row
JPGDYLoopCounter   RS.W 1 * Number of MCUs per Column
JPGDUser1     RS.L 4 * Pointer to User Routine / NULL
JPGDComp1GammaPtr  RS.L 1 * Component 1 Gamma Table / NULL
JPGDComp2GammaPtr  RS.L 1 * Component 2 Gamma Table / NULL
JPGDComp3GammaPtr  RS.L 1 * Component 3 Gamma Table / NULL
JPGDComp4GammaPtr  RS.L 1 * Component 4 Gamma Table / NULL
JPGDUser2     RS.L 1 * Called during Decompression / NULL
JPGDOutTmpPointer  RS.L 1 * Current OutPointer
                * Temporary Disk Buffer Pointer
JPGDMCUsCounter    RS.W 1 * Number of MCUs not Decoded
JPGDOutTmpHeight   RS.W 1 * Number of Lines in OutTmpPointer
JPGDUser3     RS.L 2 * Free, Available for User
JPGDOutHandle RS.W 1 * 0 / Output File Handle (see OutFlag)
JPGDMFDB      RS.W 8 * Output Image MFDB
```

then,you can really begin and open
the driver itself , remember you
must always give the address of the
structure you've just 'Malloced' above
as a parameter in A0 register.

```
         jsr  ([a6,JPGDOpenDriver])
```

then,the easiest way is to load the
whole jpeg file (they're usually small)
when this is done,you must give a pointer

on the memory containing the file in the
decoder's local structure (JPGDInPointer)
,also give the size (JPGDInSize).
then call:

```
         jsr  ([a6,JPGDGetImageInfo])
```

you can then read some parameters
about the picture, width, height,
and so... which are stored in the
MFDB structure (JPGDMFDB)

you must then choose the output parameters
for the decoder.usually:
JPGDOutComponents=3 (i.e. r+v+b)
JPGDOutPixelSize=2 or 3
this last one depends whether you want
to output directly in 24 bits (=3) or in
Falcon 16 bits truecolor (=2), etc...
warning:in the truecolor local MFDB ,i remember
that the 'wordw' parameter was usually
wrong,so you'd better not copy it
directly, just put (width+15)/16 as usual...

here,you can call:

```
         jsr  ([a6,JPGDGetImageSize])
```

if you want to know the size of the output
picture (according to your previous output
settings)

here,you're nearly done:

```
         jsr  ([a6,JPGDDecodeImage])

         jsr  ([a6,JPGDCloseDriver])
```

and,then display the bitmap !!!

that's how i use it in CentView® with
direct falcon truecolor output and
it works fine...

hope this will help many
of you using this fine decoder...

n'cha
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
www.graphity.fr/centek

From -4478440370771098447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <34ee05b8.14342813@news.demon.co.uk>#1/1
X-Deja-AN: 328426467
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 16 Feb 1998 10:28:14 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> >Yeah, lets go for it. If you want a Pac-Man game in GEM written
>> >completely in C, take a look at my webpage. ;-)
>>
>> I'll take a look tonight!
>
>Scary. :-)

I forgot all about doing this. Somehow it got marked "read". Anyway,
here goes ...

>> >It's not very good, but it sort of works. Maybe I should try to
>> >finish it someday. It has got a few nasty bugs.... also I havn't
>> >got a clue on how fast it is on regular Falcons or STs (if it works
>> >at all on them).
>>
>> You'll know soon - I've got an STe.
>
>I bet it will be to slow. Maybe it will work in mono.... but who knows.

I'm afraid it didn't get too far. I got an alert saying the
soundsystem is locked by another application. Then it quits
reguardless of clicking on yes/no.

This is a clean "rainbow" tos 4Mb ste in low rez.

>> >Anyway, I think it would be a great idea.
>>
>> Maybe you want the sources then? ;-))
>
>I didn't say that. :-)
>
>I have got a hard time getting time to do anything I want as it is...

I know the feeling. Everytime I get round to trying to revamp my
website some disaster strikes!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7032336294853257906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the COOKIE
Date: 1998/02/25
Message-ID: <34ef0a68.15542248@news.demon.co.uk>#1/1
X-Deja-AN: 328426468
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <1e6_9802191531@conchbbs.com>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 19 Feb 98 14:34:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

>I've always prefered *(cp-1) to cp[-1] or -1[cp] when cp is a
>pointer.

-1[cp] ??? ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5712540756273271037
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9adff957ec35de
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: BubbleGem and GFA
Date: 1998/02/25
Message-ID: <34f32261.3416242@news.demon.co.uk>#1/1
X-Deja-AN: 328426469
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <a24a691290B802A1.55@nest.ftn> <$PXjVEA0dZ60QwnQ@shaw1.demon.co.uk>
<34f3ec48.7830830@news.demon.co.uk> <NN0PlQAgqb80QwQv@shaw1.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 23 Feb 1998 18:06:24 +0000, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:

>In article <34f3ec48.7830830@news.demon.co.uk>, Guy Harrison
><guy@swampdog.demon.co.uk> writes
>>On Tue, 17 Feb 1998 13:58:12 +0000, Clair Shaw
>><Clair@shaw1.demon.co.uk> wrote:
>>
>>>In article <a24a691290B802A1.55@nest.ftn>, Christian Marillat
>>><marillat@alpes-net.fr> writes
>>>>Hi,
>>>>
>>>>How to programm bubblegem with GFA basic 3.xx ?
>>
>>Dunno but it ain't that hard!
>>
>>>I could do with wanting to know that too...
>>
>>The following is fairly easy to follow ...
>>
>>#include <gem.h>
>>#include <evnt.h>
>[snip]
>>apid=APPL_INIT
>>bubble_id=APPL_FIND("BUBBLE ")
>>APPL_WRITE(bubble_id,msg[])
>>WAITFOR BUBBLEGEM_ACK
>>[continue program]
>>
>>
>

>I don't program in C myself, but that looks Uncanningly like C code!

All the stuff you snipped was. It's there to support the pseudocode above. Tell me how to call "appl_init", "appl_find", "appl_write" and "evnt_multi" (evnt_mesag would be simpler here though) in GFA basic and I'll come up with a reasonable approximation! <G>

>Oh dear, what is the world comming to?

An abrupt end if you happen to be unlucky enough to be wired up to a machine in intensive care, come 23:59.59 1999 !!! [aledgedly] ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3524479713977108059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c885c36fb0aa9dad
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the COOKIE Jar.
Date: 1998/02/25
Message-ID: <34f6254e.4165960@news.demon.co.uk>#1/1
X-Deja-AN: 328426470
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <0$1Oe2po$Wm7@cantva.canterbury.ac.nz> <34edf6ee2534800@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 20 Feb 1998 22:37:20 +0100, josdb@xs4all.nl (Jos den Bekker) wrote:

>on Thu 19-02-98 20:40 kma54@csc.canterbury.ac.nz wrote:
>
>>> The other error seems to be a Lattice peculiarity. "cp[-1]" should point
>>> to one element prior to cp, but lattice parses this as incorrect.
>>> To fix this, I've just changed it to "(&cp[-1])"
>
>What a strange way. It's like, if you want to pass a pointer *p, you'd
>write &(*p) instead of just p. (cp-1) is fine.

Perhaps the real error was in mixing pointers and arrays? Rather than taking "cp = (Cookie*)$5A0" literally it is better to visualise it as "cp = (Cookie[])$5A0" which is its documented meaning. Thus, imo,

cp[-1].item would be preferable to (&cp[-1])->item or (cp-1)->item.

As to the Lattice peculiarity, I'm not an expert on this but I see nothing wrong with Lattice flagging an error. "cp[-1]" does indeed point to 1 element prior to cp - but a *whole* Cookie element. Lattice was being asked to stack both members of cp[-1] (not a pointer to them) then try and dereference them as a pointer in order to gain access to the members it had just stacked! Confused? I am!

I recall the comments were C++ ones. Was this simply to save typing or was it a C++ compiler. I believe that there are differences between C and C++ in this area?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1390456821024130676
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <6d0lj0iuv1@news.emw.ericsson.se>#1/1
X-Deja-AN: 328446128
Content-Transfer-Encoding: 7bit
References: <6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <1998021819445780956@zetnet.co.uk>
<6cgom2pfd2@news.emw.ericsson.se> <1998021918461880956@zetnet.co.uk>
<6cjfr0sfm3@news.emw.ericsson.se> <1998022019582580956@zetnet.co.uk>
<6croo8kts1@news.emw.ericsson.se> <34f17c52.2794467@news.zetnet.co.uk>
<6ctvmg$g38$1@news.emw.ericsson.se> <34f3aab5.4297249@news.zetnet.co.uk>
<6cul3b$of8$1@news.emw.ericsson.se> <34f6f7b6.24012945@news.zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888396192 19423 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >> >Looks like the main problem is what Anthony said in another mail.
> >> >He never got any response when he started on his STOS extension
> >>
> >> Great...yet another point you are finally seeing, If people with

> >> these setups do not come forward to test, then you can see why we get
> >> so upset when you cry about it,
> >
> >If I understand Anthony correct you are _wrong_. It was not _our_ fault
> >but _yours_, the STOS _users_. He wanted _input_ on his _extension_, not
>
> You realy are thick arn't you ?....have a think about it Magnus, the
> penny will drop soon.. then you are going to feel such a fool...:)

Yeah? Read Anthony's response and weep. :-)

> Here is a hint... he wasn't looking for input from me with my STe was
> he? or from a friend of mine with a FM..... yes? no? want me to draw
> some pictures to help you understand ?

No, just reading you is funny enough. :-)

> >laugh our asses off over _you_ ,you sad old soob! :-)))))))
>
> hmmm old ?

:-)

Yeah, if we are gone see how many titles you have made compared to the
average programmer you must be stone old, in a positive way. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 7025849034267347837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <6d0lnniuv2@news.emw.ericsson.se>#1/1
X-Deja-AN: 328446129
Content-Transfer-Encoding: 7bit
References: <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<1998021918461880956@zetnet.co.uk> <6cjfr0sfm3@news.emw.ericsson.se>
<1998022019582580956@zetnet.co.uk> <6croo8kts1@news.emw.ericsson.se>
<34f17c52.2794467@news.zetnet.co.uk> <6ctvmg$g38$1@news.emw.ericsson.se>
<34f3aab5.4297249@news.zetnet.co.uk> <6cul3b$of8$1@news.emw.ericsson.se>

<1998022419215180956@zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888396343 19423 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> > If I understand Anthony correct you are _wrong_. It was not _our_ fault
>
> Well you are both wrong, sort of, although Tony is more wrong. :)

Yeah! ;-)

> > but _yours_, the STOS _users_. He wanted _input_ on his _extension_, not
> > people to test it (okey maybe he needed that as well but he would still
> > be able to test it best him self).
>
> Yes, I wanted input on the extension - whether it was wanted. However, it
> would only be wanted by FALCON progammers using STOS (or who would prefer
> STOS to learning C/asm) - ie. Tony doesn't really count.

I get the point.

> > > >amd his intention was to make it TSL (or whatever it's called)
> > > >compatible but unfortunately it never happened. :-(
> > >
> > > He was willing to make it, I was willing to use it.. but people like
> > > you was NOT willing to test, but are willing to moan when it has not
> > > happened.... great you finally understand :))
>
> Sadly, Tony, it wasnt testers that I needed, but > 3 people willing to use
> it.

Sad, isn't it?

> > If I understod Anthony correct (see above) it's actually _we_ who should
> > laugh our asses off over _you_ ,you sad old soob! :-))))))
>
> Nobody should be laughing, as it just means we Falcon owners dont get a
> bunch more games (it wouldn't have taken much work to get several good ST
> games running Falcon enhanced). :-(

I know, I know. Whole this STOS story is a realy sad story.

> > Shit, I have still not figured out how to get back old artciles in
> > Netscape...
>
> Well, I dunno about local (a while since I read news with NS), but you
> can always go to www.dejanews.com and read their archives.

Sure, but I'm to lazy fo doing that.

> > I realy should go back using Emacs even though it didn't work very well
>
> Emacs? Urgh! :-))

:-)

XEmacs is actually pretty cool. If we would have had something like this
for
the Atari it would be great.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -6873452352697317618
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <6d0m6kiuv3@news.emw.ericsson.se>#1/1
X-Deja-AN: 328449204
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888396820 19423 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >I bet it will be to slow. Maybe it will work in mono.... but who knows.
>
> I'm afraid it didn't get too far. I got an alert saying the
> soundsystem is locked by another application. Then it quits
> reguardless of clicking on yes/no.

Oppssss... that is not nice.

> This is a clean "rainbow" tos 4Mb ste in low rez.

I have never tried it on something like that. Maybe the XBIOS calls used
for sound isn't the same on the STe? I don't remember what I do at
startup anyway. :-)

> >> >Anyway, I think it would be a great idea.
> >>
> >> Maybe you want the sources then? ;-))
> >
> >I didn't say that. :-)
> >
> >I have got a hard time getting time to do anything I want as it is...
>
> I know the feeling. Everytime I get round to trying to revamp my
> website some disaster strikes!

Yup. :-(((
If I quit work I may get some time to do what I want, but then I wont
have much money to do anything.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 8662302002749741378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <6d0mqsiuv4@news.emw.ericsson.se>#1/1
X-Deja-AN: 328449205
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crpkfkts3@news.emw.ericsson.se> <EovLF4.oEy@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888397468 19423 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
>
> The original article did not get to me, so I'm citing from Magnus reply :

So I'm still not in your kill file? ;-)

:-)

> >> Of course you are right that it can be done. Admittedly I don't have
> >> anything real to back this up, only a couple of simple GEM games
> >> (Asteroids and Pacman, see my WWW page) but then I'm no games programmer,
>
> I've mentioned elsewhere a nice centipede game that is completely in
> a window and still is very neat and fast. It's definitely a very good
> example for an excellent game written completely with GEM. It's info
> says that spreading it is definitely desired. So everybody who wants
> it can mail me, I'll send the uucoded binary in the reply.

I have this as well. It's quite nice, but you get bored of it after a
while.
It's also only a mono game (mono graphics), so it doesn't look very
exciting.
It does however work. :-)

There is that breakout clone by Atari which is quite funny, but of some
reason
is the sprite is corrupted under MagiC. A new breakcout clone would be
nice as
well. Hmmm... that can't be to hard....

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 1259070240703799297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <6d0nbdiuv5@news.emw.ericsson.se>#1/1
X-Deja-AN: 328452827
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>

<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
<6crp80kts2@news.emw.ericsson.se> <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888397997 19423 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:

> > If oyu know of any GEM games, couild you point me at them?
>
> I do not play games often, and correspondingly I do not know where to download
> them. I can get excited about interesting, well designed and programmed, GEM
> integrated games, and therefore I have a few lingering on my harddisk. But it
> must be more than two years ago that I downloaded them, and therefore have no
> idea where from.

The same here.

> The mentioned Centipede is the only good action game in a GEM window. For other
> sorts of games it's fairly obvious that they can work in windows, as speed is
> not such an important factor. Those other, non-action games I've got are Pille
> Palle (Tetris clone), Yukon (Solitaire clone), and a Minesweeper (MineX). There
> is Ballerburg 2 (two players each with a fortress, they got to shot each other,
> got elements of strategy games too), DTE 2 (Defend the earth, an invaders type
> game like the old "BOUNCE", nice, but not quite as well done as Centipede), and
> Magic Stone (another Tetris clone, has three variations of the main game idea).

Okey. I have got a bunch of Tetris clones and one which has a few
different
types of Tetris themes in the same game, like Coltris which my
girlfriend loves
(she has got the highscore on that one as well...). Maybe it's Magic
Stone.

For Mines I have got Ataris own version which is pretty good.

The others doesn't sounds to exciting.

> These games are all GEM integrated, and either public domain or shareware. For
> some of them the language is german.

Doesn't realy matter in which language they are as they are quite easy
to
understand.

> Send me an e-mail and you'll get Centipede in return.

I have already got it, but thanks anyway.

> > I did find a
> > rather nice 3D maze running in a GEM window, but it was not finshed
> > and not realy fluid (it worked like Dungun Master. It would be nice
> > to see if the author had made it move in smaller steps. It was very
> > fast in the current way.
>
> I guess I remember it, but wasn't it rather old ? I'd had thought the autor
> went away from Atari ... but I don't really know. Anyway this kind of game
> should be fairly easy to do.

Hmm... I don't think it's _that_ old, I do think the programmer doesn't
do
much for Atari these days though.

Here are a few games I would like to see and they all would be very easy
to make.

- Pong. Why havn't anyone made this one???

- Breakout. Atari did a version but it doesn't like MagiC at all.

- A PinBall game! Another game which should be possible to make and they
are
  realy fun to play. Even some fancy graphics should be possible in 256
colour
  modes on a gfx card. The same goes for the above.

Anyone wanting to try?

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 442800277926824497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <6d0p00jvg1@news.emw.ericsson.se>#1/1
X-Deja-AN: 328456074
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>

<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crqh1kts5@news.emw.ericsson.se> <6crqvfkts6@news.emw.ericsson.se>
<EovLq7.oHy@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888399680 20464 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
>
> In article <6crqvfkts6@news.emw.ericsson.se>,
>   Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>
> >> Hwy I just manged to get on your webpage.
> > ...
> >
> > Just realized that I can't download any of them. :-((((
>
> Can please somebody repost the address ? The cited article did not make it
> to my news server. I'd like to try those too.

http://www.ak.planet.gen.nz/~mario/

But be aware that they are not yet available. They do look nice though.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

From -2493701317096447832
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <3501f1c2.4682239@news.zetnet.co.uk>#1/1
X-Deja-AN: 328462224
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<6crpkfkts3@news.emw.ericsson.se> <EovLF4.oEy@suse.modem.stud.uni-hannover.de>

Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Tue, 24 Feb 1998 09:09:04 GMT that you wrote:

>>> has better graphics. Tony's PC would be perfect for drawing the graphics
>>> with. If it's done the right way, the better graphics will then work on
>>> any machine that has a suitable graphics mode whether it's a Falcon or
>>> not. You don't even need to test it in order to know this. (Of course it
>
>Agreed.

I thought you might agree :(, so you are advocating that all I need
to do to make a Falcon enhanced game is get some 256 color artwork ?,
thats what you just agreed to...and you agree that I should make a
falcon ENHANCED..not just compatible ..game on a STe and release it
without testing,

Both statements are wrong, everyone else agrees they are wrong.. even
the original poster has seen the error of posting that all it needs is
better gfx... yet you agree..
..

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -5452335964140263649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <3502f1d9.4705229@news.zetnet.co.uk>#1/1
X-Deja-AN: 328462225
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.141042 <6cjf5asfm1@news.emw.ericsson.se>
<6cjf5asfm1@news.emw.ericsson.se> <KRAVC8K@tos.pl.net>
<19980221121711809 56@zetnet.co.uk> <34F1B82D.7847@mst.tn.utwente.nl>
<EovLM4.oHC@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0

Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Tue, 24 Feb 1998 09:13:16 GMT that you wrote:

>In article <34F1B82D.7847@mst.tn.utwente.nl>,
>   Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:
>
>>> Is anyone here saying that these people are a major factor in the Atari gaming
>>> market? I dont believe they are.
>
>Which Atari gaming market ? Is there any left ?

 As you don't smile then I take this to be a serious question...

 My response is....
 I MAKE GAMES........GO FIGURE IT OUT!

 Sheeeesh :(

.

.-- Cheers   !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 2115361212341536305
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <3503f24a.4817953@news.zetnet.co.uk>#1/1
X-Deja-AN: 328462226
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

On Wed, 25 Feb 1998 07:06:33 GMT, in comp.sys.atari.programmer you
wrote:

>On Mon, 16 Feb 1998 10:28:14 +0100, Magnus Kollberg
><magnus.kollberg**@**emw.ericsson.se> wrote:
>
>>Guy Harrison wrote:
>>
>>> >Yeah, lets go for it. If you want a Pac-Man game in GEM written
>>> >completely in C, take a look at my webpage. ;-)
>>>
>>> I'll take a look tonight!

>I'm afraid it didn't get too far. I got an alert saying the
>soundsystem is locked by another application. Then it quits
>reguardless of clicking on yes/no.

 Magnus.. this is the game you are telling people to try, to prove how
it should be done ? hahahahahahahahahhahahah

 hahahahahahahahahahhahahahhahahahah

 IT DONT EVEN WORK ON A STE! HAHAHAHAHAHAHA

 Get a STOS game they work on STe, Falcon, TT, hahahahahahaha

>
>This is a clean "rainbow" tos 4Mb ste in low rez.

 hahahaha NEXT!

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -5558456043156186885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <3504f258.4832349@news.zetnet.co.uk>#1/1

X-Deja-AN: 328462227
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Wed, 25 Feb 1998 09:54:53 +0100 that you wrote:

>Guy Harrison wrote:
>
>> >I bet it will be to slow. Maybe it will work in mono.... but who knows.
>>
>> I'm afraid it didn't get too far. I got an alert saying the
>> soundsystem is locked by another application. Then it quits
>> reguardless of clicking on yes/no.
>
>Oppssss... that is not nice.

 Especialy when YOU say this is how it should be done..

 ever hear the expression EGG ON YER FACE!!!!
>
>> This is a clean "rainbow" tos 4Mb ste in low rez.
>
>I have never tried it on something like that. Maybe the XBIOS calls used
>for sound isn't the same on the STe? I don't remember what I do at
>startup anyway. :-)

 So the games I make will work on ST,STF,STFM,STe MEGA, MEGASTe,
Falcons and TT, with no fixing.. no problems yet you moan that it wont
work on Nova ? and say I should program it properly?, and you say this
is the way it should be done?... hahahahaha won't even work on a STe

 You and Peter both know so much... yet you are both all talk, you can
prove nothing....

 I PROVE MY CLAIMS as they are there to download,

 Magnus proves it with a game that does not work on a STe?
 Peter Rottengatter proves it with a centerpede clone ???

 hahahahahahah... come on guys, this is below you.. time to STOP
talking and start proving what you say.. you are both TALK TALK TALK,
lets see you prove it... I can prove my claims, lets see you prove
yours.. or concede defeat and admit you are both talking through your
bottoms :))))))

hahahaha show me a fast action arcade style 8 way scrolling, stereo sound, animated backdrop, 100 individual sprites, blah blah like I make, show me one working in a GEM window or start apologising for talking crap!

No excuses, it is you two who come into this newsgroup preaching to a game maker and telling him how it should be done.. yeagh well prove it, because I say you are both talking bollocks and thats all it is talk a.....PROVE IT! just show me such a game...you can't can you ?... I wonder why,

You should both maybe THINK before speaking...If you can not back up what you say, then why say it?

This is an open public challenge for you to prove what you are saying.. I have proved what I say... now its your turn, and no lame excuses...you found the time to come into this group and publicly try to tell me how to make games.. so find the time to back it up...

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -236579725104573549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <6d10ae$qg6$1@news.emw.ericsson.se>#1/1
X-Deja-AN: 328474983
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<3503f24a.4817953@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888407182 27142 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >I'm afraid it didn't get too far. I got an alert saying the
> >soundsystem is locked by another application. Then it quits
> >reguardless of clicking on yes/no.
>
> Magnus.. this is the game you are telling people to try, to prove how
> it should be done ? hahahahahahahahahahhahahah

:-)

> hahahahahahahahahahhahahahhahahahah

I guess you have got a point there...

> IT DONT EVEN WORK ON A STE! HAHAHAHAHAHAHA

:-)

> Get a STOS game they work on STe, Falcon, TT, hahahahahahaha

Maybe I should fix it then? This one is _realy_ easy to fix. Would
take me 5 minutes if I did it.

> >This is a clean "rainbow" tos 4Mb ste in low rez.
>
> hahahaha NEXT!

Arrghh..... I guess I have to test it on a STe before I release any new
version, or atleast check which machine it's running on as I don't do
that
now. :-)

//Magnus Kollberg
--


```
+-----------------------------------------------------+
|  http://www.geocities.com/SiliconValley/Way/5132/  |
|       email: Magnus.Kollberg@emw.ericsson.se       |
+-----------------------------------------------------+
```


From 5603264986167745769
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/02/25
Message-ID: <6d10m6$qg6$2@news.emw.ericsson.se>#1/1
X-Deja-AN: 328474984
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>

<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
<6c90ot$7lg$1@infomania.emw.ericsson.se> <34ee05b8.14342813@news.demon.co.uk>
<6d0m6kiuv3@news.emw.ericsson.se> <3504f258.4832349@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 888407558 27142 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >> >I bet it will be to slow. Maybe it will work in mono.... but who knows.
> >>
> >> I'm afraid it didn't get too far. I got an alert saying the
> >> soundsystem is locked by another application. Then it quits
> >> reguardless of clicking on yes/no.
> >
> >Oppssss... that is not nice.
>
> Especialy when YOU say this is how it should be done..

:-)

> ever hear the expression EGG ON YER FACE!!!!

No, but I can figure out what it mean.

> >> This is a clean "rainbow" tos 4Mb ste in low rez.
> >
> >I have never tried it on something like that. Maybe the XBIOS calls used
> >for sound isn't the same on the STe? I don't remember what I do at
> >startup anyway. :-)
>
> So the games I make will work on ST,STF,STFM,STe MEGA, MEGASTe,
> Falcons and TT, with no fixing..

No fixing? On your webpage there are special version for TT/Falcon,
atleast
for Diamond Edge.

> no problems yet you moan that it wont
> work on Nova ? and say I should program it properly?, and you say this
> is the way it should be done?... hahahahaha won't even work on a STe

This is a bug an I'm sorry about it. I will fix it, don't worry.

> You and Peter both know so much... yet you are both all talk, you can
> prove nothing....

Because of a silly bug? Get serious. It's also my very first try top
make

something resambling a game. I have not said that it's very good either,
it was just an atempt to make something for my self.

> I PROVE MY CLAIMS as they are there to download,
>
> Magnus proves it with a game that does not work on a STe?
> Peter Rottengatter proves it with a centerpede clone ???

:-)

> You should both maybe THINK before speaking...If you can not back up
> what you say, then why say it?

Just because you are such a lovely person I will fix the bug (because it
is
a BUG) and upload it. Then you can say whatever you want.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -7313603678260985137
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/25
Message-ID: <350d0306.9102445@news.zetnet.co.uk>#1/1
X-Deja-AN: 328482424
Content-Transfer-Encoding: 7bit
References: <6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <19980218194457809 56@zetnet.co.uk>
<6cgom2pfd2@news.emw.ericsson.se> <34ed1bab.1586844@news.zetnet.co.uk>
<6chhou$6mv$2@news.emw.ericsson.se> <34ed5141.3920638@news.zetnet.co.uk>
<Eop6z9.uC@suse.modem.stud.uni-hannover.de> <6crp80kts2@news.emw.ericsson.se>
<EovnAv.oKp@suse.modem.stud.uni-hannover.de> <6d0nbdiuv5@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Wed, 25 Feb 1998 10:14:30 +0100 that you wrote:

>Here are a few games I would like to see and they all would be very easy

>to make.
>
>- Pong. Why havn't anyone made this one???

 Cause it boring and been done like a trillion times
>
>- Breakout. Atari did a version but it doesn't like MagiC at all.

 I like these type.. but when I tried to make one.. many moons ago...
I couldnt get my head around it..
>
>- A PinBall game! Another game which should be possible to make and they

 Personaly..I only make games that i think I can better exisiting
versions or are different, I do not believe it is possible to beat
Obsession, ever, :))

> realy fun to play. Even some fancy graphics should be possible in 256
>colour
> modes on a gfx card. The same goes for the above.

>Anyone wanting to try?

 Yeagh lests see someone put obsession in a GEM window on a STe..
hahahaha dream on people...

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 8649494292270283317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: "Mike" <NOSPAM_mike@heliovisionsproductions.fr>
Subject: Re: C Compiler
Date: 1998/02/18
Message-ID: <ekni00FP9GA.149@upnetnews03>#1/1
X-Deja-AN: 326181966
References: <34cd820a.15060305@news.demon.co.uk>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cafv6$19p$1@due.unit.no>
<19980216235731809 56@zetnet.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Newsgroups: comp.sys.atari.programmer

>> I admit I haven't tried the latest diskmags on my Falcon, but I
>> assumed ("assumptions is the mother of all fuck-ups") that they didn't
>> work since I couldn't get the latest STOS-games to work either.
These kind of trouble is not always due to the STOS, the GFA, or the
programer itself !
I know many people that have been disapointed to see that 80% of
games/demoes crash on the falcon (including 100% ,68000 or C, written code)
because they were using MadMax musics.
and half of the menu-disk I try were playing musics,
and 90% of theses musics was made by Mad Max.
and so 100% of theses crashed.

Not because of using STOS language.

Everybody happy ?

Mike. (Dbug / NeXT)

~~~~~~~~ Dbug's Atari/Oric HomePage ~~~~~~~
Mike (mpointie@hol.fr) says:
"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!

From 3729756654860251873
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/18
Message-ID: <34efbdaa.3243675@news.zetnet.co.uk>#1/1
X-Deja-AN: 326189880
Content-Transfer-Encoding: 7bit
References: <EnBnw5.E7r@iglou.com> <34d66c84.26925987@news.demon.co.uk>
<EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<EoIpIB.DE@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer
~~~~~~~~

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Tue, 17 Feb 1998 10:08:35 GMT that you wrote:

>> running on enhanced falcons and TT's, *NO* fixing, *NO* backwards,
>> just plonk on a HD and run in atari low rez, ..
>
>Now it's you who's talking crap. It's a dead wrong assumption that Atari Low
>resolution is available on all machines. Meanwhile there is in fact a huge

Big snip

>set to connect it to, because I (and never of my local friends) do not have
>any colour monitor. A diskzine that uses STOS is crap for me, I cannot read
>it.

I snipped your comments and refuse to discuss them because you admit
at the end that you never tried my software (so how can you comment)
and you don't have a standard atari setup capable of atari low rez

I don't understand how you even attempt to join in this thread when
you haven't even got a normal ATARI...how can I talk to you about low
rez software when you don't own a low rez setup..

I look forward to a conversation with you when we talk about other
resolutions you are capable of achieving ok :)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -1920031085927560933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/18
Message-ID: <34fad132.8243871@news.zetnet.co.uk>#1/1
X-Deja-AN: 326197751
Content-Transfer-Encoding: 7bit
References: <34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>

<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cafv6$19p$1@due.unit.no>
<1998021623573180956@zetnet.co.uk> <ekni00FP9GA.149@upnetnews03>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! "Mike" <NOSPAM_mike@heliovisionsproductions.fr> wasn't it Wed, 18
Feb 1998 12:09:13 +0100 that you wrote:

>I know many people that have been disapointed to see that 80% of
>games/demoes crash on the falcon (including 100% ,68000 or C, written code)
>because they were using MadMax musics.

Yes I know about this... and all my software detects Falcon.. and
plays samples instead....even diskmags detect falcon and refuse to
play music or give music options,

Also a lot of software was packed with the very nice Atomic.. I used
it a lot in then past, then we discovered this fell down on the Falcon
so stopped using it,

Special compilers are made to help us with better Falcon and TT and
future os compatibility

new Ways of programming are effected and sometimes stfm has to suffer
to accommodate these, all to help falcon and TT owners

A lot of effort goes into making software Falcon compatible and TT
compatible, this is not easy when all some of us own is an STe,

This is why it is then insulting for people to come along and complain
that they can't run it because they disabled functions on there
machines...

Instead of complaining and crying like a baby that they haven't got
low rez...why not offer feedback advice and encouragement to those of
us who are trying to support YOUR machines with our lesser ones.. stop
moaning and start helping is what I say :)

And yes..I am very happy :)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------

email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 8049197215442087597
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/18
Message-ID: <34fcd67e.9600598@news.zetnet.co.uk>#1/1
X-Deja-AN: 326202332
Content-Transfer-Encoding: 7bit
References: <EnBnw5.E7r@iglou.com> <34d66c84.26925987@news.demon.co.uk>
<EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Tue, 17 Feb 1998 08:54:39 +0100 that you wrote:

>> just plonk on a HD and run in atari low rez, ..
>
>Oh, so you are saying that they work on my Falcon/AB040/Nova box in
>16-bit high res? Cool.

No I am saying it will run on any ATARI up to and including TT and
Falcons in ATARI low resolution, even enhanced ones,. why do you
people keep adding stupid things to what i say.. I always stated ATARI
low rez..why are you posting lies ?
>
>I still have to find a GEM shell which doesn't and have to launch a
>program in a certain resolution sounds like stone age to me. It will go into the
>trash evenbefore it comes near my computer. We are not still living in the middle
>ages you know.

I do not own a Falcon , My computer is an STe with standard STe
resolutions, but I do spend many many hours and a lot of effort trying
to support your machines.. yet you and Peter come along and instead of
helping people support you, you insult us instead,

I have asked in these forums many times for people with Falcons and
TT's who have enhanced them to come forward and test the software, you

all sit there and do NOT offer this help, then when I make software
you tell me you will trash it, or you make stupid childish and
insulting comments, ** Please think about this paragraph :(**

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 6648958395266068556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e3c59c77ed1474
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: STinG and Mint => Privilege Violati
Date: 1998/02/18
Message-ID: <6cete5nqq2@news.campus.mci.net>#1/1
X-Deja-AN: 326237355
References: <6cafn0$l9g$1@news2.isdnet.net> <EoIsxI.K3@suse.modem.stud.uni-hannover.de>
Organization: The DarkForce! BBs
Newsgroups: comp.sys.atari.programmer

On 17 Feb 1998 11:22:30, Peter Rottengatter wrote:

]-Why don't you read the FAQ ? It's all explained there. Due to insufficiencies
]-in MiNT, every AUTO program that bends system vectors needs to run *after*
]-MiNT in the AUTO folder ! This holds for STinG too.
]-
]-
]-Cheers Peter

Hi Peter! Just a couple of things I wanted to ask...I'm using the latest versions of STing -except- for the modules. When I add the new modules I get a 2-bomb bus error. Replace the older modules and everything works fine...any ideas?

Also, I got STing to work with MultiTos using AES v4.0 (with STing loaded after MINTNP.PRG, like you said), however I've been unable to get STing to work with MultiTos using AES 4.1...it looks like its working, even to the point of reporting "success" in the dialer window, but none of my Internet apps will work...Any ideas there? (other than scrapping M-TOS!) <grin>

Thanks in advance...! ;-)

_____
/ / / / /\

/   --T--   /   Sysop of The DarkForce! BBS   /   /\   / /
/ -A T A R I- /   Phone 1-606-886-9014 Today!   / Dark><Chyld / /
/   --G--   /   The Fuji -still- Lives...!!   /   \/   / /
/_____/_____/_____/_____/ /
_____\/

From 7011799728196797996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21cc4a9f5d99a254,start
X-Google-Attributes: gid1115ce,public
From: Jim Kinsey <shu96jek@reading.ac.uk>
Subject: GFA Compiler (vague question...)
Date: 1998/02/18
Message-ID: <Pine.SOL.3.96.980218163749.5292C-100000@sutf16.reading.ac.uk>#1/1
X-Deja-AN: 326271158
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: University of Reading
Newsgroups: comp.sys.atari.programmer

Hi

A couple of weeks ago I posted asking on the availability of the GFABAsic 3.5e compiler, and someone replied in a post giving a contact for uh, someone or other to do with a SHAG(?!?!) meeting. Can anyone repost this information, or mail it to me?

Thanks

Jim

/-------oo--o-o-oo)
| http://www.rdg.ac.uk/~shu96jek/
\----------oooo-o---oo-oo-o)

From 3999117940817602464
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/18
Message-ID: <1998021819320880956@zetnet.co.uk>#1/1
X-Deja-AN: 326327668
References: <34cd820a.15060305@news.demon.co.uk> <EoIpIB.DE@suse.modem.stud.uni-hannover.de>

Newsgroups: comp.sys.atari.programmer

> Now it's you who's talking crap. It's a dead wrong assumption that Atari Low
> resolution is available on all machines. Meanwhile there is in fact a huge
> number of machines not providing Low resolution at all. Neither my enhanced

STOS can cope with ST-Hi as well, although I dont think Tony's diskzines can.
His games dont, obviously. Admittedly people with Hades/Medusa are
still stuffed,
but IMO they aren't a big issue.

> BTW Have you ever considered that for many many people, whose machines really
> do have ST-Low, it's a real hassle to switch to ST-Low ? I still have a 1040

Assuming you have a monitor capable of it, STOS will change into it (including
from Falcon resolutions) and restore the screen nicely on exit. Not sure about
TT, as I have no info on this.

> machine with ST-Low, but I'd need to carry it around and probably find a TV
> set to connect it to, because I (and never of my local friends) do not have
> any colour monitor. A diskzine that uses STOS is crap for me, I cannot read
> it.

STOS != ST-Low only. STOS itself gets on fine with ST-Hi, and with the aid
of my extension handles many other resolutions.

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -3387647112569818167
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/18
Message-ID: <1998021819445780956@zetnet.co.uk>#1/1
X-Deja-AN: 326327669
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>

<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

> Tony Greenwood wrote:

> > >is good at. But try booting one of those shells on my
> > >Falcon/Afterburner...
> >
> > And what!?....they DO WORK?...what are you saying? that they don't?.
>
> Oh, so you are saying that they work on my Falcon/AB040/Nova box in
> 16-bit high
> res? Cool.

No, but unless the nova disables the rest of the Falcons video system
(possible) then it'll just switch to ST low, and on exit it will restore
the system to the mode it was in before starting (although there is
a bug in the current release that has problems with extended resolutions
as provided by BlowUP etc. and NVDI).

If someone wrote a diskzine shell for 16-bit mode it would work though
- I have written a prog (in STOS of course) which works nicely in
640x480x16bit on my machine. I haven't put in the intel byte ordering
stuff for NOVA though...

> I still have to find a GEM shell which doesn't and have to launch a
> program in a certain resolution sounds like stone age to me.

Yea, but this isn't the case. On the Falcon, STOS 2.07 beta1 and above
(- the next release will be beta 4, if I ever fix this damn bug) handles
Falcon video modes correctly. NOVA, well who knows? Magnus, if you mail me
I'll get you to run a few tests...

TT, well, it just uses the standard ST setscreen(...,0) call to change mode
and restores the mode it was in before via setscreen. I dont know of a
TT setvideo() equivalent, so no code for it.

> ;-)

Wind up merchants, the lot of ya. :-)

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From 3949031097757456478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cbd308d923072ade,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Serial driver
Date: 1998/02/18
Message-ID: <fd3_9802181526@conchbbs.com>#1/1
X-Deja-AN: 326352286
Organization: Fidonet: D.U.E. (713)944-7861
Newsgroups: comp.sys.atari.programmer

After a 2 month hiatus, I'm working on my serial driver again.

It seems to have a problem with things like Zmodem. I was wondering
it these sorts of programs mess around with the IOREC directly
instead of going through the BIOS vectors, and if so what sort of
behaviors do I need to emulate in order to be compatible?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 8275907815423776878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b876378e574e4c7
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Molesting the Cookie Jar.
Date: 1998/02/18
Message-ID: <34eb58dc.0@comnet.co.nz>#1/1
X-Deja-AN: 326358146
References: <VeLZFSgRBmh0@cantva.canterbury.ac.nz>
Newsgroups: comp.sys.atari.programmer

The code I posted to the newsgroup was written while online, and had a
couple of errors, one of which was the line you pointed out. The other
was where the cookie pointer gets assigned a value.

```
     Cookie *cp = 0x5a0
```

should have been

```
     Cookie *cp = *(Cookie *)0x5a0;
```

The former assigns the value 5a0 to cp, the latter assigns the value in 5a0 to cp. (which is what it should have done)

The other error seems to be a Lattice peculiarity. "cp[-1]" should point to one element prior to cp, but lattice parses this as incorrect.

To fix this, I've just changed it to "(&cp[-1])"

Here is a complete, tested (on my TT) sample app to show the correct code and use of the routine.

Written in Lattice C 5.60

(If you have 5.06, you'll need to write your own cookie.h funcs like getcookie, putcookie etc, as they didn't arrive until 5.50 or so)

(I used "int = 32 bit, near code, near data, 030 code, allow multi-char constants, disable stack checks", but this should compile OK for a 68000 STE)

```
#include <cookie.h>    // for putcookie() def
#include <string.h>    // for memmove() def
#include <osbind.h>    // for Super() def

#include "0/types.h"   // for definition of uint32

#define TEST_COOKIE    'X24A'

typedef struct  {
     uint32 item;
     uint32 value;
} Cookie;

void deletecookie( uint32 cookie )
{
  register Cookie *cp;  // pointer to cookies
  void *sp = NULL;  // saved stack pointer

  if( !Super( (void *)1L ) )  // are we in supervisor mode?
    sp = Super( NULL );  // no, so change to it

  cp = *(Cookie **) 0x5a0;  // get pointer to cookie jar
  if( cp )  {   // if jar exists
    // while{...} is essentially a getcookie
```

```
    while( cp -> item )  {  // are we at end of list?
      if( cp -> item == cookie )  // is this the cookie we want to delete?
        break;     // yep, so break out of loop
      cp++;   // increment pointer
    }
    if( cp -> item )  {  // is this a null cookie?
      do {  // overwrite this cookie with next in list
        // (cp + 1) points to next cookie   ie addr + 8
        memmove( cp, cp + 1, sizeof( Cookie ) );
        cp++; // increment pointer
      } while( (&cp[-1]) -> item );  // loop until null cookie copied
    }
  }

  if( sp )    // if we switched stacks
    Super( sp );   // restore old stack
}

void main( void )
{
     putcookie( TEST_COOKIE, 32 );    // put a bogus cookie in jar

     deletecookie( TEST_COOKIE );     // now remoce it
}
```

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 761564439087762467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e3c59c77ed1474
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STinG and Mint => Privilege Violation
Date: 1998/02/18
Message-ID: <EoLK6M.oq7@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 326459772
Sender: news@suse.modem.stud.uni-hannover.de
References: <6cafn0$l9g$1@news2.isdnet.net> <6cbdij$145$1@nnrp1.dejanews.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <6cbdij$145$1@nnrp1.dejanews.com>,
ben@imperial.co.uk writes:

> I have experienced similar problems with MiNT and STinG. Version 1.04
> was OK, but v1.12 crashed all the time. I found the problem was with
> the order in which MiNT and STinG were loading from the AUTO folder.
> I found that if STinG loaded before MiNT, STinG would crash, and a
> privilege violation error would appear on screen.

One could argue here, which program crashes. Would you call the toppling tower a badly designed one, if the only reason it topples is that stupid people dig away the soil beneath it ? Here you go. The tower is STinG, the soil is STinG's priviledge violation handler, and the stupid people is MiNT, which recklessly unlinks STinG's priviledge violation handler.

This is a MiNT bug.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -6553122312722399491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c885c36fb0aa9dad,start
X-Google-Attributes: gid1115ce,public
From: kma54@csc.canterbury.ac.nz
Subject: Re: Molesting the COOKIE Jar.
Date: 1998/02/19
Message-ID: <0$1Oe2po$Wm7@cantva.canterbury.ac.nz>#1/1
X-Deja-AN: 326513902
Organization: University of Canterbury, Christchurch, New Zealand
Newsgroups: comp.sys.atari.programmer

Greetings Gaven,

yep, it works great! :-)

> The code I posted to the newsgroup was written while online, and had a
> couple of errors,
I'll forgive you this time. ;-) That's not bad going considering it was off the top of your head.

> The other error seems to be a Lattice peculiarity. "cp[-1]" should point
> to one element prior to cp, but lattice parses this as incorrect.

> To fix this, I've just changed it to "(&cp[-1])"
I'd never have worked that one out!

Anyway, thanks again.
Cheers, Karl.

--

```
/*
 *                       -0x29a PRODUCTIONS-
 *
 *          Karl Ashton  <kma54@student.canterbury.ac.nz>
 *
 *  . ATARI STE 4meg . SM124 . LINK '97 . QUANTUM LP240S . LYNX .
 *
 */
```

From -3940832921848367568
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <6cgobmpfd1@news.emw.ericsson.se>#1/1
X-Deja-AN: 326513903
Content-Transfer-Encoding: 7bit
References: <EnBnw5.E7r@iglou.com> <34d66c84.26925987@news.demon.co.uk>
<EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <34fcd67e.9600598@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 887874742 26093 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >I still have to find a GEM shell which doesn't and have to launch a
> >program in a certain resolution sounds like stone age to me. It will go into
the
> >trash evenbefore it comes near my computer. We are not still living in the
middle

> >ages you know.
>
> I do not own a Falcon , My computer is an STe with standard STe
> resolutions, but I do spend many many hours and a lot of effort trying
> to support your machines.. yet you and Peter come along and instead of
> helping people support you, you insult us instead,

Sorry, but I don't even have access to ST-Low these days. I'm to lazy to
crawl down on the floor and change monitor output and fiddle in complete
darkness before I can get a picture at all. As long as games doesn't
work
with gfx cards it must be a hell of a good game before I even consider
to change.

Also, having a Falcon it's realy sad to try st games as you want more
than 16
colours, so I usually doesn't bother. If they had had TC or atleast 256
colours
I would test them, but now I just hate it. This is me but I guess many
others
can stand with 16 colour STOS games so I let them test them, if those
people
excist. Actually I think most Falcon owners thinks like me. Atleast 256
colours
or it's not worth it. Maybe we are narrow minded, but who cares? We want
good
looking colour full games for our Falcons.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 9007276584144297149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <6cgom2pfd2@news.emw.ericsson.se>#1/1
X-Deja-AN: 326517602
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>

<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 887875074 26093 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> > Oh, so you are saying that they work on my Falcon/AB040/Nova box in
> > 16-bit high
> > res? Cool.
>
> No, but unless the nova disables the rest of the Falcons video system
> (possible) then it'll just switch to ST low, and on exit it will restore
> the system to the mode it was in before starting (although there is
> a bug in the current release that has problems with extended resolutions
> as provided by BlowUP etc. and NVDI).

I know. I wasn't reaky serious when I wrote the above. I knew how Tony
would
react. :-)

> If someone wrote a diskzine shell for 16-bit mode it would work though
> - I have written a prog (in STOS of course) which works nicely in
> 640x480x16bit on my machine. I haven't put in the intel byte ordering
> stuff for NOVA though...

Yes that is a pain in the arse, the intel byte order. :-((((
Also, you can make STOS games with more colours on a Falcon but as far
as
I know there are none. If Tony could make "real" Falcon versions of his
games
with enhanced graphics it would be very nice indeed. Just making Falcon
compatible
games isn't enough.

> > I still have to find a GEM shell which doesn't and have to launch a
> > program in a certain resolution sounds like stone age to me.
>
> Yea, but this isn't the case. On the Falcon, STOS 2.07 beta1 and above
> (- the next release will be beta 4, if I ever fix this damn bug) handles
> Falcon video modes correctly. NOVA, well who knows? Magnus, if you mail me
> I'll get you to run a few tests...

Would it be possible to make STOS games work on the Nova? I think NOVA
VDI
supports resolution changes on the fly, but I have no looked into it
yet.

If you used VDI it would be no problem. You could even make them run in
a GEM
window. ;-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 4732829990366894199
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e3c59c77ed1474
X-Google-Attributes: gid1115ce,public

From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: STinG and Mint => Privilege Violation
Date: 1998/02/19

Message-ID: <Pine.BSI.3.96.980219034702.21310B-100000@usr07.primenet.com>#1/1
X-Deja-AN: 326525501
References: <6cafn0$l9g$1@news2.isdnet.net> <6cbdij$145$1@nnrp1.dejanews.com>
<EoLK6M.oq7@suse.modem.stud.uni-hannover.de>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.6.207 (kellis)
Newsgroups: comp.sys.atari.programmer

Totally agree, Beside they really are stupid tryng to run sting under
mint when they can run mintnet!!.
If I was running sting, might as well get magic too.
Same concept as: buying a mac to run winsoft 95. If you run only run
win95 emulated, might as well get a pc!.
Same idea, same stupid things.

On Wed, 18 Feb 1998, Peter Rottengatter wrote:

>In article <6cbdij$145$1@nnrp1.dejanews.com>,
> ben@imperial.co.uk writes:
>
>> I have experienced similar problems with MiNT and STinG. Version 1.04
>> was OK, but v1.12 crashed all the time. I found the problem was with
>> the order in which MiNT and STinG were loading from the AUTO folder.
>> I found that if STinG loaded before MiNT, STinG would crash, and a
>> privilege violation error would appear on screen.
>
>One could argue here, which program crashes. Would you call the toppling
>tower a badly designed one, if the only reason it topples is that stupid

>people dig away the soil beneath it ? Here you go. The tower is STinG,
>the soil is STinG's priviledge violation handler, and the stupid people
>is MiNT, which recklessly unlinks STinG's priviledge violation handler.
>
>This is a MiNT bug.
>
>
>Cheers Peter
>--
>----------
>   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
>   http://www.stud.uni-hannover.de/~perot
>----------
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -4007206163865950607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <34f41f91.2584626@news.zetnet.co.uk>#1/1
X-Deja-AN: 326567210
Content-Transfer-Encoding: 7bit
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <34fcd67e.9600598@news.zetnet.co.uk>
<6cgobmpfd1@news.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Thu, 19 Feb 1998 08:53:41 +0100 that you wrote:

>> I do not own a Falcon , My computer is an STe with standard STe

>with gfx cards it must be a hell of a good game before I even consider
>to change.

But this is my whole point !, how do you know if it is a hell of a good game or not if you are not going to try it ?
Games that recieve 90 and 95% in recent ATARI Computing magazine, are they not good enough... what do they have to recieve before you think its good enough to try ? please do tell ?

>Also, having a Falcon it's realy sad to try st games as you want more
>than 16 colours, so I usually doesn't bother.

I agree, If I had a Falcon I would want 256 color games, I understand this.. but the concencus of opinion seemed to be that good quality 16 colour games are better than no games at all...

>can stand with 16 colour STOS games so I let them test them, if those
>people excist. Actually I think most Falcon owners thinks like me. Atleast 256
>colours

H.E.R.O.2 and the recently Falcon and TT patched Diamond Ice, feel free to ask your fellow falcon owners to tell you how crap this game is on there Falcon..

>or it's not worth it. Maybe we are narrow minded, but who cares? We want

"we" just exactly who are you spoksman for now ?."we" ?

So you are the spoksman for the Falcon owning community are you.. My apologies I had not realised I was speaking with someone so important:)

So it is the WHOLE falcon community as in "we" that say my software should be trashed before using... tsk sorry... I thought that was your opinion... now I see you say its everyone with a Falcon.. you all think my software should be trashed....well thats told me hasn't it....

>good looking colour full games for our Falcons.

I agree with this.. I do not blame you one bit... I would feel exactly the same.. But that is no reason not to have quality 16 colour games as well,

Perhaps i should withdraw falcon software and stop supporting the falcon.. and when people ask me why..i will tell them to speak to there spokesman.....

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 787686789202722578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <34ed1bab.1586844@news.zetnet.co.uk>#1/1
X-Deja-AN: 326567211
Content-Transfer-Encoding: 7bit
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <1998021819445780956@zetnet.co.uk>
<6cgom2pfd2@news.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Thu, 19 Feb 1998 08:59:13 +0100 that you wrote:

>I know. I wasn't reaky serious when I wrote the above. I knew how Tony
>would
>react. :-)

 The same way you would react if I insulted the software you make.. in
an ATARI programmers group...

 Ho but it is alright.. you have since told us all (in another post)
that you speak for the whole Falcon owning community havn't you... its
not your personal opinion.. its the opinion of everyone that owns a
Falcon that my software should be trashed before trying... your just
the spokesman.....

>If you used VDI it would be no problem. You could even make them run in
>a GEM window. ;-)

 tsk...GEM....you love GEM so much....how sad :(

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 241329213418543010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,542639fab265245c
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: DLLs on the Atari, Part 2
Date: 1998/02/19
Message-ID: <6chetp$a0@balaena.bio.vu.nl>#1/1
X-Deja-AN: 326599745
References: <34e695df.0@comnet.co.nz> <6c9n75$lf6@balaena.bio.vu.nl>
<34ea14aa.0@comnet.co.nz>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Gaven Miller (gmiller@inca.co.nz) wrote:

: I can upload the zip file to the University Of Michigan site (was that
: alt.archives.umich.edu? I haven't used it in yonks, so that might be in
: error).

Dunno, I've stopped using the USA sites 'coz of slow transfer rates
to and from Europe.

: (It costs me in data-transfer charges to email/ftp/web etc, so if there is
: a better site that will be reachable by more users, please tell us)

You could upload the thing to an FTP site or mail it to me, then I would be
able to upload it to a few other sites as well...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

They spell it "da Vinci" and pronounce it "da Vinchy". Foreigners
always spell better than they pronounce.
-- Mark Twain

From -2419926333163000373
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <6chhkv$6mv$1@news.emw.ericsson.se>#1/1
X-Deja-AN: 326610821
Content-Transfer-Encoding: 7bit
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <34fcd67e.9600598@news.zetnet.co.uk>
<6cgobmpfd1@news.emw.ericsson.se> <34f41f91.2584626@news.zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 887900639 6879 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >> I do not own a Falcon , My computer is an STe with standard STe
>
> >with gfx cards it must be a hell of a good game before I even consider
> >to change.
>
> But this is my whole point !, how do you know if it is a hell of a
> good game or not if you are not going to try it ?

No, but does they work on a Nova card? No.

> Games that recieve 90 and 95% in recent ATARI Computing magazine, are
> they not good enough... what do they have to recieve before you think
> its good enough to try ? please do tell ?

Well, I have not tried them as they just don't work (Nova you know).

> >Also, having a Falcon it's realy sad to try st games as you want more
> >than 16 colours, so I usually doesn't bother.
>
> I agree, If I had a Falcon I would want 256 color games, I understand
> this.. but the concencus of opinion seemed to be that good quality 16
> colour games are better than no games at all...

Ofcourse, but are they that good? Maybe they are. And get 90% rating in
Atari Computing can't be very hard when you see what you have to compare
with. I'm not saying that your games are crap, just that the Atari

gaming industry, which doesn't even excist, is crap.

I would like to try CoC, but there is no demo of it to try first.

If someone could make all old ST-games work on my Falcon running from HD
and in any res I would by more than thankfull.

> >can stand with 16 colour STOS games so I let them test them, if those
> >people excist. Actually I think most Falcon owners thinks like me. Atleast 256
> >colours
>
> H.E.R.O.2 and the recently Falcon and TT patched Diamond Ice, feel
> free to ask your fellow falcon owners to tell you how crap this game
> is on there Falcon..

Did I say that they were crap? Shit, I don't hear what I'm saying
anymore. ;-)

> >or it's not worth it. Maybe we are narrow minded, but who cares? We want
>
> "we" just exactly who are you spoksman for now ?."we" ?

Sorry I ment to say "I am". I don't know why I wrote "we"... but maybe I
was right? Scray thought. :-)

> So you are the spoksman for the Falcon owning community are you.. My
> apologies I had not realised I was speaking with someone so
> important:)

Hehehee... sure if you say so. Ask me first! :-)

> So it is the WHOLE falcon community as in "we" that say my software
> should be trashed before using... tsk sorry... I thought that was your
> opinion... now I see you say its everyone with a Falcon.. you all
> think my software should be trashed....well thats told me hasn't
> it....

I still don't understand where I wrote that your games were trash?
Where?

> >good looking colour full games for our Falcons.
>
> I agree with this.. I do not blame you one bit... I would feel
> exactly the same.. But that is no reason not to have quality 16 colour
> games as well,

Well, how hard would it be to add better graphics to the Falcon
versions?
You do have a PC don't you? Or can it only display 16 colours as well?

> Perhaps i should withdraw falcon software and stop supporting the
> falcon.. and when people ask me why..i will tell them to speak to
> there spokesman.....

Funny guy. Now you finaly got someone to blame when you stop making
games
or atleast Falcon compatible games.

Can't Anthony make some cool extension to let you use the same code
for both version without any patching and at the same time support
more colourfull graphics?

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 6527538298593190924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <6chhou$6mv$2@news.emw.ericsson.se>#1/1
X-Deja-AN: 326610822
Content-Transfer-Encoding: 7bit
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <19980218194457809 56@zetnet.co.uk>
<6cgom2pfd2@news.emw.ericsson.se> <34ed1bab.1586844@news.zetnet.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 887900766 6879 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
>
> Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
> Thu, 19 Feb 1998 08:59:13 +0100 that you wrote:
>
> >I know. I wasn't reaky serious when I wrote the above. I knew how Tony
> >would
> >react. :-)
>
> The same way you would react if I insulted the software you make.. in

> an ATARI programmers group...

I was NOT insulting your software! If you thought I did, I'm truely
sorry.

> Ho but it is alright.. you have since told us all (in another post)
> that you speak for the whole Falcon owning community havn't you... its
> not your personal opinion.. its the opinion of everyone that owns a
> Falcon that my software should be trashed before trying... your just
> the spokesman.....

Yeah I know. It's sad is it not? :-)

> >If you used VDI it would be no problem. You could even make them run in
> >a GEM window. ;-)
>
> tsk...GEM....you love GEM so much....how sad :(

The reason is simple. It works.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 929900613844283532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <34ec4e6d.3196569@news.zetnet.co.uk>#1/1
X-Deja-AN: 326643338
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<34fcd67e.9600598@news.zetnet.co.uk> <6cgobmpfd1@news.emw.ericsson.se>
<34f41f91.2584626@news.zetnet.co.uk> <6chhkv$6mv$1@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it

Thu, 19 Feb 1998 16:05:16 +0100 that you wrote:

>> But this is my whole point !, how do you know if it is a hell of a
>> good game or not if you are not going to try it ?
>
>No, but does they work on a Nova card? No.

 Wouldn't it be nice if people like you came forward and helped us
find out if it was possible.. rather than just moan ? If you people
with these things are not prepared to test software then how do we
achieve this ?

>Ofcourse, but are they that good? Maybe they are. And get 90% rating in
>Atari Computing can't be very hard when you see what you have to compare

 hmm, Well 5 years ago when lots of people where making games, I was
getting 80-90 scores.....

 But I do see what you mean.. I am obviously biased for my games :),

>> H.E.R.O.2 and the recently Falcon and TT patched Diamond Ice, feel
>> free to ask your fellow falcon owners to tell you how crap this game
>> is on there Falcon..
>
>Did I say that they were crap? Shit, I don't hear what I'm saying
>anymore. ;-)

 Sorry.....But in my house you put all the rubish in the trash can...
this is where you told everyone in a public newsgroup where you would
put my software "in the trash", this is what got me to respond in this
way, it was not exactly supportive was it :(
>
>> >or it's not worth it. Maybe we are narrow minded, but who cares? We want
>>
>> "we" just exactly who are you spoksman for now ?."we" ?
>
>Sorry I ment to say "I am". I don't know why I wrote "we"... but maybe I
>was right? Scray thought. :-)

 hehe, I just picked up on the we...glad I didn't say it :)

>I still don't understand where I wrote that your games were trash?
>Where?

 You said you would throw them in the trash... Normal people don't
throw good stuff in the trash do they ?

>Well, how hard would it be to add better graphics to the Falcon
>versions?

 For me very hard.....but for a Falcon owner it would be easy..

You could let me borrow your Falcon for 6 months and I will return it
with a kick arse game <smile>

>You do have a PC don't you? Or can it only display 16 colours as well?

Eeerm what would that have to do with it?, I have had a PC in one
form or another for around 4 or maybe 5 yrs... it has nothing to do
with making games falcon enhanced?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 8416514468994648541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <34ed5141.3920638@news.zetnet.co.uk>#1/1
X-Deja-AN: 326643339
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Thu, 19 Feb 1998 16:07:24 +0100 that you wrote:

>> The same way you would react if I insulted the software you make.. in
>> an ATARI programmers group...
>
>I was NOT insulting your software! If you thought I did, I'm truely
>sorry.

OK fair enough...<fx:shakes hands> But if you re-read your original
posting then you will see where I did get that impresion :), especialy
in the same thread as the other STOS hater Peter....Who starts the

fight then runs off ?

>> >If you used VDI it would be no problem. You could even make them run in
>> >a GEM window. ;-)
>>
>> tsk...GEM....you love GEM so much....how sad :(
>
>The reason is simple. It works.

 Yep great for a nice WP... not so great for an 8 way scrolling
platformer.....

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 4943629750313260444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <34EC6BCE.5B18@mst.tn.utwente.nl>#1/1
X-Deja-AN: 326655739
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> If someone wrote a diskzine shell for 16-bit mode it would work though
> - I have written a prog (in STOS of course) which works nicely in
> 640x480x16bit on my machine. I haven't put in the intel byte ordering
> stuff for NOVA though...

If I am not mistaking all those problems with disk magazines
were solved ages ago by Richard Karsmakers and his ST NEWS
team. They were using a Gem Shell for their great magazine.
I don't know about the Gfa compiler they used but if the
compiler produced TT and Falcon compatible code, the old
issues will still work on high color and high res machines.

I am sometimes wondering why I have to swich to ST low (or
medium) just to read some more or less interesting articles.
They are equally well (even better) read on overscanned ST
high. A good axample is the ATOS magazine, they are
publishing their magazine in ST Guide format. So graphics
and links are possible. And as ST guide is a well designed
GEM program there are no problems with resolutions and
graphics cards.

Only problem with ATOS is that it is German, so the whole
englisch community doesn't know about it.

Bye, Hans

From -3203971910602807461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <34EC6E8F.759F@mst.tn.utwente.nl>#1/1
X-Deja-AN: 326655740
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <6asbdo$obt@balaena.bio.vu.nl>
<34D600C9.1BD8@mst.tn.utwente.nl> <6c9ktc$lf6@balaena.bio.vu.nl>
<34E9D2C1.D35@mst.tn.utwente.nl> <6ce9gq$4cf@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Levien van Zon wrote:
>
> Hans Wessels (mr_ni@mst.tn.utwente.nl) wrote:
>
> : Hoe bedoel je dat?

>
> Oh, never mind. It's just that one of the first music programs I ran on my ST
> years ago was a certain Noisetracker player... That was also my first
> encounter with a scroller. :)

Wow, that was some time ago... Phew, what was it called? Mod player
the luxe or something like that? Did you ever see it's successor,
with nice Gem shell and functions to play Mad Max and Count Zero
.mus files?

> By the way, I notice from the Email address that you seem to be on
> TU Twente. My little brother is planning to come and study Elecronics
> there next year...

Well, that's in the same building as the physics department. That's
where I am right now (TN = Technische Natuurkunde, MST = Meet en
Systeem Techniek).

Bye, Hans

From 5357236752080705052
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Konstantinos Xonis <gc85@mailserv.uni-giessen.de>
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <Pine.GSO.3.95.980219193335.16012A-100000@sun4.hrz.uni-giessen.de>#1/1
X-Deja-AN: 326681788
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <6asbdo$obt@balaena.bio.vu.nl>
<34D600C9.1BD8@mst.tn.utwente.nl> <6c9ktc$lf6@balaena.bio.vu.nl>
<34E9D2C1.D35@mst.tn.utwente.nl> <6ce9gq$4cf@balaena.bio.vu.nl>
XAK-Design: XAKChaos
X-URL: http://home.pages.de/~XAKChaos/
Mime-Version: 1.0
Reply-To: Xonis@Physik.Uni-Giessen.DE
X-Sender: gc85@sun4.hrz.uni-giessen.de
X-Confirm-Reading-to: Xonis@Physik.Uni-Giessen.DE
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: University of Giessen, Germany
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

On 18 Feb 1998, Levien van Zon wrote:

[...]

>
> I just printed out some 160 pages containing the DSP instruction set from
> the original PDF Motorola manual. Anyone interested in this cut-down
> Postscript version of the Manual?
>
[...]

You just can get the complete Users Manual from Motorola just
by asking them for document number MC56002UM/AD

I just did so, and got it the next week free of charge...

--
-
Konstantinos XONIS (XAKChaos of XAK-Design Wetzlar)
Snail Mail: E-mail:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 390 943
D35576 Wetzlar TEL: +49 6441 390 944 or (mobile) +49 177 7025 529
FR Germany
(Bomb plutonium heroine XTC whitehouse Iraq terror kill kokain cocaine uran)

OMA !!! Stoer mich jetzt nicht, ich fliege !!

From -1661680434748112643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <1998021918461880956@zetnet.co.uk>#1/1
X-Deja-AN: 326692040
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

Magnus wrote:
> > > Oh, so you are saying that they work on my Falcon/AB040/Nova box in
> > > 16-bit high
> > > res? Cool.

> >
> > No, but unless the nova disables the rest of the Falcons video system
> > (possible) then it'll just switch to ST low, and on exit it will restore
>
> I know. I wasn't reaky serious when I wrote the above. I knew how Tony
> would react. :-)

Yea, I thought it might be... You are as bad as each other. :-)

> > 640x480x16bit on my machine. I haven't put in the intel byte ordering
> > stuff for NOVA though...
>
> Yes that is a pain in the arse, the intel byte order. :-((((

Yup...

> Also, you can make STOS games with more colours on a Falcon but as far
> as I know there are none.

I know of 2, but I dont know if they have been released. I also know of
another two aborted games (left the Atari scene).

> If Tony could make "real" Falcon versions of his
> games with enhanced graphics it would be very nice indeed.

It would, but it'll only happen if someone GIVES tony a Falcon. :-)

> Just making Falcon
> compatible games isn't enough.

Its better than nothing, but I agree - I really dont play many ST games...

> > Falcon video modes correctly. NOVA, well who knows? Magnus, if you mail me
> > I'll get you to run a few tests...
>
> Would it be possible to make STOS games work on the Nova? I think NOVA

Maybe, maybe not. IIRC, BM has code to write directly to the screen, so it
is definately possible. Adding it to my existing 16-bit mode routines wouldn't
be too hard. Actually, I have been thinking about releasing the source code
to my extension, so if anyone wants to try this, mail me...

> VDI supports resolution changes on the fly, but I have no looked into it
> yet.

Well STOS doesn't get on too well with the VDI...

> If you used VDI it would be no problem. You could even make them run in
> a GEM window. ;-)

Yea, well GEMMA source is available as well - anyone wanting to patch the
compiler so that we can compile AES/VDI stuff is welcome to try. :)

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From -1324448495032950334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <1998021918513380956@zetnet.co.uk>#1/1
X-Deja-AN: 326692041
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <34fcd67e.9600598@news.zetnet.co.uk>
<6cgobmpfd1@news.emw.ericsson.se> <34f41f91.2584626@news.zetnet.co.uk>
<6chhkv$6mv$1@news.emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

> Funny guy. Now you finaly got someone to blame when you stop making
> games
> or atleast Falcon compatible games.
>
> Can't Anthony make some cool extension to let you use the same code
> for both version without any patching and at the same time support
> more colourfull graphics?

That was actually planned - I even started (called "Falcon Missing Link"
- on my WWW pages) but I dont have the time, or the enthusiasm (only about
3 people wanted it) to do it.

Hehehe... actually, I seem to remember telling you about this one... :-)

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.

From 6697864148705133029
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2317b0ecb2e28857,start
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Subject: BubbleGEM & GFA
Date: 1998/02/19
Message-ID: <34EC9B36.2CC9@neo-interaktiv.no>#1/1
X-Deja-AN: 326703803
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: SOL Internett
Newsgroups: comp.sys.atari.programmer

Clair Shaw wrote:
>
> In article <a24a691290B802A1.55@nest.ftn>, Christian Marillat
> <marillat@alpes-net.fr> writes
> >Hi,
> >
> >How to programm bubblegem with GFA basic 3.xx ?
>
> I could do with wanting to know that too...

You can find a implementation of BubbleGEM for GFA in the FAQ-site for
Face Value. Have a look at the UTIL-section at:

http://www.geocities.com/ResearchTriangle/4558/starteng.htm

It is spesific to the Face Value engine (http://home.sn.no/~veg/), but
you should have no problem adapting it to your own program if you do not
use FV. And remember to send Manfred Ssykor a note of thanks (he wrote
the BubbleGEM routines)...

Bye,
Vegard Hofsoy
<vegard@neo-interaktiv.no>

From 1026090623608770864
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dfb99ac389267ba,start
X-Google-Attributes: gid1115ce,public

From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Molesting the COOKIE
Date: 1998/02/19
Message-ID: <1e6_9802191531@conchbbs.com>#1/1
X-Deja-AN: 326714525
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: kma54@csc.canterbury.ac.
Newsgroups: comp.sys.atari.programmer

I've always prefered *(cp-1) to cp[-1] or -1[cp] when cp is a
pointer.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -26517335193661616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <34ec7d09.15130180@news.zetnet.co.uk>#1/1
X-Deja-AN: 326714526
Content-Transfer-Encoding: 7bit
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <1998021819445780956@zetnet.co.uk>
<34EC6BCE.5B18@mst.tn.utwente.nl>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Thu, 19 Feb 1998
18:28:46 +0100 that you wrote:

>> If someone wrote a diskzine shell for 16-bit mode it would work though

>> - I have written a prog (in STOS of course) which works nicely in

>If I am not mistaking all those problems with disk magazines
>were solved ages ago by Richard Karsmakers and his ST NEWS

 haha,, hardly.. as the last issue of ST NEWS I saw.. you could not
run it on a ST unless it had a Hard Drive, Thus someone like me who
loves diskzines never got to read it :(, whats the point of making a
diskmagazine work in all resolutions.. then not letting people read it
unless they have a hard drive... utterly stupid.... you will now tell
me the same old story how everyone has a HD and I will say not the uk
OFF line community and blah blah blah.....

but whats the difference between me forcing a resolution.. and st news
forcing a HD ?

>high. A good axample is the ATOS magazine, they are
>publishing their magazine in ST Guide format. So graphics

 I would have thought a better example would be in HTML, I have always
advocated that this is the best thing for a diskmag... I made shells
for people who asked for them for there own diskmags... but personaly
I would prefer html any day... even off line readers would benefit and
who cares what machine and what resolution..

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 2477966028825875985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <34ECAD1E.403E@mst.tn.utwente.nl>#1/1
X-Deja-AN: 326725385
Content-Transfer-Encoding: 7bit
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <1998021819445780956@zetnet.co.uk>
<34EC6BCE.5B18@mst.tn.utwente.nl> <34ec7d09.15130180@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente

Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
>
> Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Thu, 19 Feb 1998
> 18:28:46 +0100 that you wrote:

> >If I am not mistaking all those problems with disk magazines
> >were solved ages ago by Richard Karsmakers and his ST NEWS
>
> haha,, hardly.. as the last issue of ST NEWS I saw.. you could not
> run it on a ST unless it had a Hard Drive, Thus someone like me who
> loves diskzines never got to read it :(, whats the point of making a
> diskmagazine work in all resolutions.. then not letting people read it
> unless they have a hard drive... utterly stupid.... you will now tell
> me the same old story how everyone has a HD and I will say not the uk
> OFF line community and blah blah blah.....

Right, so you know how to do it right. Make it work in
all resolutions and from all posible drives.

> but whats the difference between me forcing a resolution.. and st news
> forcing a HD ?

You know evrybody has.... :-)

> >high. A good axample is the ATOS magazine, they are
> >publishing their magazine in ST Guide format. So graphics
>
> I would have thought a better example would be in HTML, I have always
> advocated that this is the best thing for a diskmag... I made shells

Better not. The last time I tries CAB (before it went comercial),
it wouldn't work on my machine (unless I switched to an other TOS
version, but don't like that). I think that ST Guide is more
common then HTML browsers are. But there is no reason to publish
it both in HTML and ST Guide format (I think there is a utility
to convert them into each other).

Bye, Hans

From 5217908839582523548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/19

Message-ID: <34f5b676.29833415@news.zetnet.co.uk>#1/1
X-Deja-AN: 326738768
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<19980218194457809 56@zetnet.co.uk> <34EC6BCE.5B18@mst.tn.utwente.nl>
<34ec7d09.15130180@news.zetnet.co.uk> <34ECAD1E.403E@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Thu, 19 Feb 1998
23:07:26 +0100 that you wrote:

>> loves diskzines never got to read it :(, whats the point of making a
>> diskmagazine work in all resolutions.. then not letting people read it
>> unless they have a hard drive... utterly stupid.... you will now tell
>> me the same old story how everyone has a HD and I will say not the uk
>> OFF line community and blah blah blah.....
>
>Right, so you know how to do it right. Make it work in
>all resolutions and from all posible drives.

I don't understand your question or reasoning here ?... I stated it
was stupid to make it work in all resolutions but force it to need a
hard drive... my point is obvious... yours is somewhat confusing and I
don't understand the question or why you are asking it.. I made no
claims as to what i can do.. or are you just trying to be sarcastic ??

>> but whats the difference between me forcing a resolution.. and st news
>> forcing a HD ?
>
>You know evrybody has.... :-)

hehe...nope I am NOT falling for it....again :)

>> I would have thought a better example would be in HTML, I have always
>> advocated that this is the best thing for a diskmag... I made shells
>
>Better not. The last time I tries CAB (before it went comercial),
>it wouldn't work on my machine (unless I switched to an other TOS

So HTML is also not good for your ATARI,, lets see... atari low res
is no good, and you machine doesnt like html... you sure its a bloody
atari ?

>version, but don't like that). I think that ST Guide is more

>common then HTML browsers are. But there is no reason to publish
>it both in HTML and ST Guide format (I think there is a utility
>to convert them into each other).

html can also be read on other machines that might be interested in
the content... surely you knew I would say that ? :)

eeerm thats all other machines accept yours it would seem ? BTW CAB
is not the only HTML reader.....

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 9120275773466373354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <EoMCB0.n4r@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 326814106
Sender: news@suse.modem.stud.uni-hannover.de
References: <EnBnw5.E7r@iglou.com> <34d66c84.26925987@news.demon.co.uk>
<EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<EoIpIB.DE@suse.modem.stud.uni-hannover.de> <34efbdaa.3243675@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34efbdaa.3243675@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:

> I snipped your comments and refuse to discuss them because you admit
> at the end that you never tried my software (so how can you comment)

> and you don't have a standard atari setup capable of atari low rez

You said yourself that you need standard resolutions for your software to work with. My main machine (a hacked 520 ST+) does not support any standard resolutions. You said yourself that one would need ST-Low in order to run all STOS derived software.

If the programmer himself says his product won't run on my machine, I won't go through the hassle of trying it. The programmer should know. Or are you saying you don't ?

> I don't understand how you even attempt to join in this thread when
> you haven't even got a normal ATARI...

Aha. One definitely needs a normal (whatever that is) Atari in order to join a thread, the subject line of which reads "C Compiler". What a piece of bullshit.

So finding out that some machines won't run your software under no circumstances, you simply divide the Atari world into two classes of machines : One will run your software when set up properly, the other doesn't. Fair enough, so far. Then you label the former "normal Ataris", and the latter "non-normal". That's a bit lame isn't it ? Furthermore you deny people with "non-normal" machines the right to discuss these matters ? That's more than lame, that's rather a silly excuse (saying "Sorry, I can't do any better") than any sensible statement.

I'm ready to discuss any drawback of C people will come up with for discussion in a sensible way; you however jump into people's face if they dare to mention anything even faintly negative about STOS.

> how can I talk to you about low
> rez software when you don't own a low rez setup..

I've seen it, I played games using it (MidiMaze rules !), I know how it works in terms of both hardware and software. I see no reason why you should have problems talking to me about low rez software. This is of course meant in a sensible way, I do not accept dogmatic statements.

I just do not have any permanent ST-Low setup, because I find one cannot really work with it. Still I make sure that my software will run perfectly in ST-Low.

> I look forward to a conversation with you when we talk about other
> resolutions you are capable of achieving ok :)

I doubt that that will ever happen, because resolution dependent software is not state of the art anymore. Too many people have machines with too many different screen resolutions. I take care to make my software work

with your screen setup, while you refuse to even think about making your software deal with 960x544 and 1024x864. I still have a machine with ST-High, but as far as I've been told, STOS software won't even run on that one (and that's a standard resolution, that's for sure).

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -6626123927145882752
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <EoMCI1.n5D@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 326814107
Sender: news@suse.modem.stud.uni-hannover.de
References: <34cd820a.15060305@news.demon.co.uk> <EoIpIB.DE@suse.modem.stud.uni-hannover.de> <1998021819320880956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <1998021819320880956@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> machine with ST-Low, but I'd need to carry it around and probably find a TV
>> set to connect it to, because I (and never of my local friends) do not have
>> any colour monitor. A diskzine that uses STOS is crap for me, I cannot read
>> it.
>
> STOS != ST-Low only. STOS itself gets on fine with ST-Hi, and with the aid
> of my extension handles many other resolutions.

Aha. I didn't know that, some other people's statements sounded just completely different.

So are there any interesting pieces of software in STOS that were written with ST-High in mind (or even better resolutions still) ? I'd like to give it a try.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 7037099366299557172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/19
Message-ID: <EoMD4w.n7y@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 326814108
Sender: news@suse.modem.stud.uni-hannover.de
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <1998021819445780956@zetnet.co.uk>,
     Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> Oh, so you are saying that they work on my Falcon/AB040/Nova box in
>> 16-bit high
>> res? Cool.
>
> No, but unless the nova disables the rest of the Falcons video system
> (possible) then it'll just switch to ST low, and on exit it will restore
> the system to the mode it was in before starting (although there is
> a bug in the current release that has problems with extended resolutions
> as provided by BlowUP etc. and NVDI).
>
> If someone wrote a diskzine shell for 16-bit mode it would work though
> - I have written a prog (in STOS of course) which works nicely in
> 640x480x16bit on my machine. I haven't put in the intel byte ordering

> stuff for NOVA though...

I'll never understand why diskzines need their own, proprietary, non-GEM shell, so that you surely can't do anything else in the background. I like the Atari Times for being HTML, I can read it using CAB and still have an IRC conversation going on in the background for instance.

>> I still have to find a GEM shell which doesn't and have to launch a
>> program in a certain resolution sounds like stone age to me.
>
> Yea, but this isn't the case. On the Falcon, STOS 2.07 beta1 and above
> (- the next release will be beta 4, if I ever fix this damn bug) handles
> Falcon video modes correctly. NOVA, well who knows? Magnus, if you mail me
> I'll get you to run a few tests...

Good, but there is more to modern computing environments than resolution independence. I agree with Magnus, and would say that software that seizes the entire system is, if not stone age, then bronze age.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -9115472675557470727
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b876378e574e4c7
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Molesting the Cookie Jar.
Date: 1998/02/19
Message-ID: <EoMDs9.nCt@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 326814109
Sender: news@suse.modem.stud.uni-hannover.de
References: <VeLZFSgRBmh0@cantva.canterbury.ac.nz> <34eb58dc.0@comnet.co.nz>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34eb58dc.0@comnet.co.nz>,
     gmiller@inca.co.nz (Gaven Miller) writes:

> The other error seems to be a Lattice peculiarity. "cp[-1]" should point

> to one element prior to cp, but lattice parses this as incorrect.
>
> To fix this, I've just changed it to "(&cp[-1])"

It's not a Lattice peculiarity, it's standard behaviour. After all, cp[0]
gives you the zeroth element, and not a pointer to it. Why do you expect
it to return a pointer to the element before the zeroth, if you write cp[-1] ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
                    http://www.stud.uni-hannover.de/~perot

From 1068601517685385449
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e3c59c77ed1474
X-Google-Attributes: gid1115ce,public

From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STinG and Mint => Privilege Violati
Date: 1998/02/19

Message-ID: <EoME4A.nF8@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 326814110

Sender: news@suse.modem.stud.uni-hannover.de
References: <6cafn0$l9g$1@news2.isdnet.net> <EoIsxI.K3@suse.modem.stud.uni-hannover.de> <6cete5nqq2@news.campus.mci.net>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <6cete5nqq2@news.campus.mci.net>,
     thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

>   Hi Peter! Just a couple of things I wanted to ask...I'm using the latest
>   versions of STing -except- for the modules. When I add the new modules I
>   get a 2-bomb bus error. Replace the older modules and everything works
>   fine...any ideas?

No, not at all. Where precisely does it happen ? Replace one module after
the other, so that you find out which module gives you the problem.

>   Also, I got STing to work with MultiTos using AES v4.0 (with STing loaded
>   after MINTNP.PRG, like you said), however I've been unable to get STing to
>   work with MultiTos using AES 4.1...it looks like its working, even to the

>   point of reporting "success" in the dialer window, but none of my Internet
>   apps will work...Any ideas there? (other than scrapping M-TOS!) <grin>

No. I don't know in which ways MTOS modifies the system. Maybe it's
messing with interrupts, unlinking STinG's main handler ? Does a ping
to 127.0.0.1 work, with STinG switched on in the "STinG Internals" ?
Does the Dialer get beyond the success, i.e. to the point where the
dialing window closes again ?

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From 1773726310278361327
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public

From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/19

Message-ID: <EoMDLu.nC7@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 326814111

Sender: news@suse.modem.stud.uni-hannover.de
References: <6ba195$214$1@infomania.emw.ericsson.se> <34D99DAE.19A0@ooc.de>
<Eny8Hq.o0s@suse.modem.stud.uni-hannover.de>
<6bmhlhdmk1@infomania.emw.ericsson.se> <Eo8Js2.nLC@suse.modem.stud.uni-
hannover.de> <6buq50$j6t$1@infomania.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <6buq50$j6t$1@infomania.emw.ericsson.se>,
     Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

> Hehehee.. you realy have something against www.atari.de, don't you? ;-)

Not really. They should fix it, and I'll stop my complaints ;-)

> Have you mailed them about your complaints? They will harly fix it if
> someone
> doesn't tell them about it.

Tried. Bounced. Sigh.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -8230396766258697909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/19
Message-ID: <EoMDIw.nA3@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 326814112
Sender: news@suse.modem.stud.uni-hannover.de
References: <6ba195$214$1@infomania.emw.ericsson.se> <34D99DAE.19A0@ooc.de>
<Eny8Hq.o0s@suse.modem.stud.uni-hannover.de>
<6bmhlhdmk1@infomania.emw.ericsson.se> <Eo8IwH.nHo@suse.modem.stud.uni-
hannover.de> <6bu95mbuh1@infomania.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <6bu95mbuh1@infomania.emw.ericsson.se>,
     Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>> All the following pages, for instance http://www.atari.de/messe.htm.
>> Someone said there was a background graphic, but even though I haven't
>> switched background graphics off, I did not get it. Still there is folx
>> who do switch them off, and they will definitely end up with white text
>> on white background, being utterly unreadable.
>
> I know, but as above, no problems here. ;-)
>

> You just need the right harware to display them on. ;-)

Choose :

  * A 12 MHz 520 ST+ with SM 124 (resolution 960x544 monochrome) using
    CAB.

  * A Pentium 133 (64 MB) with Matrox Millennium (1280 x 1024 TrueColor)
    on an Eizo F56, using Netscape on Linux.

Which one is the right hardware ? With both it gave me white pages.

> Maybe not in the respect as you said above, but from a design point of view they
> look dreadfull mainly becuase they have no design. I guess it's not that
important
> how the web pages look but what products they deliver, but as a fist impression
> (which normaly is VERY important) it's very bad indeed.

Hmm. Indeed I find it more important that the pages are readable, than that
they show a great design. Certainly I'd call unreadable pages a bad design
anyway. Sorry for my pages then, as most likely you'll say that they have
no design either.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -7593712417063052131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <6cje68$s3b$1@news.emw.ericsson.se>#1/1
X-Deja-AN: 326871984
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<34fcd67e.9600598@news.zetnet.co.uk> <6cgobmpfd1@news.emw.ericsson.se>
<34f41f91.2584626@news.zetnet.co.uk> <6chhkv$6mv$1@news.emw.ericsson.se>
<34ec4e6d.3196569@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii

X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 887962632 28779 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >No, but does they work on a Nova card? No.
>
> Wouldn't it be nice if people like you came forward and helped us
> find out if it was possible.. rather than just moan ? If you people
> with these things are not prepared to test software then how do we
> achieve this ?

Good question. But in the case with Novas I don't think it's going to be
very easy, unfortunately, as it hsa got a completely different screen
layout. If STOS would use some kind of graphics library which it
used for all screen outputs (like Apex 3 have there you just replace
the screen driver with either a Videl or Nova driver) it would be an
easy
task to write any game for any graphics type/card whatever. But I guess
that
will not happen as it would probbably mean rewriting STOS. While we are
on
it, why not rewrite STOS? Anthiny has made so many patches to it so it's
basicly already is a new program.

> >Ofcourse, but are they that good? Maybe they are. And get 90% rating in
> >Atari Computing can't be very hard when you see what you have to compare
>
> hmm, Well 5 years ago when lots of people where making games, I was
> getting 80-90 scores.....

You did? Cool, but 5 years ago wasn't exactly very busy games wise
either.
Talk about 87-92 when you could read about 20 new game reviews every
month.
That was a time to live in.

> But I do see what you mean.. I am obviously biased for my games :),

:-)

> >> H.E.R.O.2 and the recently Falcon and TT patched Diamond Ice, feel
> >> free to ask your fellow falcon owners to tell you how crap this game
> >> is on there Falcon..
> >
> >Did I say that they were crap? Shit, I don't hear what I'm saying
> >anymore. ;-)
>
> Sorry.....But in my house you put all the rubish in the trash can...

> this is where you told everyone in a public newsgroup where you would
> put my software "in the trash", this is what got me to respond in this
> way, it was not exactly supportive was it :(

No, but it still doesn't work on my Nova no matter how good it is. ;-)

> >I still don't understand where I wrote that your games were trash?
> >Where?
>
> You said you would throw them in the trash... Normal people don't
> throw good stuff in the trash do they ?

Unfortunaly you sometimes have to as they just don't work!

> >Well, how hard would it be to add better graphics to the Falcon
> >versions?
>
> For me very hard.....but for a Falcon owner it would be easy..

Why would it be hard for you?

> You could let me borrow your Falcon for 6 months and I will return it
> with a kick arse game <smile>

Ask Anthony. He has already borrowed his monitor to some bloke.

> >You do have a PC don't you? Or can it only display 16 colours as well?
>
> Eeerm what would that have to do with it?, I have had a PC in one
> form or another for around 4 or maybe 5 yrs... it has nothing to do
> with making games falcon enhanced?

I was thinking of the graphics. I can understand that it's hard to make
256
colour graphics or 16-bit graphics on a ST but as you have got a PC you
can do it on that thingy. Then you just recompile your games with these
new graphics and there you have a nice looking Falcon game! Easy isn't
it?
If it is as easy to do with STOS as it should be you don't even have to
test it as the only thing you did was to change the graphics from the
ST version.

:-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 6128935761091481812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <6cjf5asfm1@news.emw.ericsson.se>#1/1
X-Deja-AN: 326876941
Content-Transfer-Encoding: 7bit
References: <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 887963626 29174 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >I was NOT insulting your software! If you thought I did, I'm truely
> >sorry.
>
> OK fair enough...<fx:shakes hands> But if you re-read your original
> posting then you will see where I did get that impresion :), especialy
> in the same thread as the other STOS hater Peter....Who starts the
> fight then runs off ?

;-)

You must not read so much between the lines all the times. Sometimes we
are
more or less ironic and you shouldn't take everything so personal. After
all
we all know how you react and sometimes we just can't help it and we say
a few things which we knows will trigger you off. Atleast that it how I
sees
on it, but as I speak for everyone in here it's the truth. ;-)

:-)

> >> >If you used VDI it would be no problem. You could even make them run in
> >> >a GEM window. ;-)
> >>
> >> tsk...GEM....you love GEM so much....how sad :(

> >
> >The reason is simple. It works.
>
> Yep great for a nice WP... not so great for an 8 way scrolling
> platformer.....

Why not? Because someone hasn't done it it's not said that it can't be
done,
atleast with a decent box with a graphics card. On a ST it wont be
possible
if you don't use mono mode and maybe even then it can't be done.

For strategy games GEM should be used. In games like the old great
Popoulus
or Civialzations if would be preferd if GEM was used and it would also
have
ment that it would work on everything from a ST to the latest clones.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -5313966521696370888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <6cjfbasfm2@news.emw.ericsson.se>#1/1
X-Deja-AN: 326876942
Content-Transfer-Encoding: 7bit
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<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
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<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <1998021819445780956@zetnet.co.uk>
<34EC6BCE.5B18@mst.tn.utwente.nl> <34ec7d09.15130180@news.zetnet.co.uk>
<34ECAD1E.403E@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 887963818 29174 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hans Wessels wrote:

> > >high. A good axample is the ATOS magazine, they are
> > >publishing their magazine in ST Guide format. So graphics
> >
> > I would have thought a better example would be in HTML, I have always
> > advocated that this is the best thing for a diskmag... I made shells
>
> Better not. The last time I tries CAB (before it went comercial),
> it wouldn't work on my machine (unless I switched to an other TOS
> version, but don't like that). I think that ST Guide is more
> common then HTML browsers are. But there is no reason to publish
> it both in HTML and ST Guide format (I think there is a utility
> to convert them into each other).

So what is the problem? ATOS is great (even though it's all in german)
and is available in both ST-Guide format _and_ html. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -1677650753257752532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <6cjfr0sfm3@news.emw.ericsson.se>#1/1
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<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
<1998021819445780956@zetnet.co.uk> <6cgom2pfd2@news.emw.ericsson.se>
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Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 887964320 29174 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> > I know. I wasn't reaky serious when I wrote the above. I knew how Tony
> > would react. :-)
>
> Yea, I thought it might be... You are as bad as each other. :-)

:-)

> > Also, you can make STOS games with more colours on a Falcon but as far
> > as I know there are none.
>
> I know of 2, but I dont know if they have been released. I also know of
> another two aborted games (left the Atari scene).

Are they any good?

> > If Tony could make "real" Falcon versions of his
> > games with enhanced graphics it would be very nice indeed.
>
> It would, but it'll only happen if someone GIVES tony a Falcon. :-)

Why? Is it impossible to recompile them with enhanced graphics without a
Falcon?
Do you need to change stuff in ther as well?

> > Just making Falcon
> > compatible games isn't enough.
>
> Its better than nothing, but I agree - I really dont play many ST games...

Exactly. Talking about games, I tried Lotus 0.6 yesterday and this
looked cool!
Have you tried it?

> > > Falcon video modes correctly. NOVA, well who knows? Magnus, if you mail me
> > > I'll get you to run a few tests...
> >
> > Would it be possible to make STOS games work on the Nova? I think NOVA
>
> Maybe, maybe not. IIRC, BM has code to write directly to the screen, so it

I realy wonder about this. I do also recall Doug saying something like
that, but
is it true? I have never dared to try. Maybe I should. You can't find
anything
about it in the sources? Has anyone looked?

> is definately possible. Adding it to my existing 16-bit mode routines wouldn't
> be too hard. Actually, I have been thinking about releasing the source code
> to my extension, so if anyone wants to try this, mail me...

Someone... that is the problem. We need more "someones". :-)

> > VDI supports resolution changes on the fly, but I have no looked into it
> > yet.
>
> Well STOS doesn't get on too well with the VDI...

Well, I'm not sure how it works or if it's the "VDI" who takes care of
it or
if it's the "Nova VDI" or whatever it is... Maybe I should try to find
out.

> > If you used VDI it would be no problem. You could even make them run in
> > a GEM window. ;-)
>
> Yea, well GEMMA source is available as well - anyone wanting to patch the
> compiler so that we can compile AES/VDI stuff is welcome to try. :)

Hehehe... sure. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 444362408329516264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <34f466f8.4725981@news.zetnet.co.uk>#1/1
X-Deja-AN: 326904391
Content-Transfer-Encoding: 7bit
References: <EnJE5C.6uK@iglou.com> <34d797ef.3542048@news.zetnet.co.uk>
<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<EoIpIB.DE@suse.modem.stud.uni-hannover.de> <34efbdaa.3243675@news.zetnet.co.uk>
<EoMCB0.n4r@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 19 Feb 1998 09:13:48 GMT that you wrote:

>> and you don't have a standard atari setup capable of atari low rez

>standard resolutions. You said yourself that one would need ST-Low in
>order to run all STOS derived software.

No I did not!!... You are telling lies to try and win a debate,

>If the programmer himself says his product won't run on my machine, I

The programmer says the software he makes, will work on all ATARI's
up to and including Falcons and TT machines capable of ATARI low res..

The above is what i said..why change it? why tell lies and why try to
twist my words.. they are there in all the thread plain for everyone
to see... well everyone bar you it would seem ?

>it works in terms of both hardware and software. I see no reason why
>you should have problems talking to me about low rez software. This

Because you do not have an ATARI machine capable of seeing low rez
and thus cannot try the software in question and thus cannot make a
judgment as to wether it is worth the effort of obtaining that
resolution.. please explain what part of this you are having such
difficulty with?

>software deal with 960x544 and 1024x864. I still have a machine with
>ST-High, but as far as I've been told, STOS software won't even run on
>that one (and that's a standard resolution, that's for sure).
>

STOS has been capable of high rez since it was original made..

The trouble with you Peter is that you are listening to people who
dont know.. you are listening to rumours... this is why you cant talk
about it.. because you havent seen it... you are guessing ... i am
talking to someone who doesnt know what he is talking about..how can
you even attempt to debate something that you know nothing about ?....

Ho yeagh... you could always try and lie your way through the
debate...

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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From -3262270491650245830
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <34f15fd0.2894367@news.zetnet.co.uk>#1/1
X-Deja-AN: 326904392
Content-Transfer-Encoding: 7bit
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<34d4df77.10153750@news.demon.co.uk> <34e2dec0.24725145@news.zetnet.co.uk>
<34dfa77f.5537792@news.demon.co.uk> <34d94775.1410424@news.zetnet.co.uk>
<34dd7d8b.30651013@news.demon.co.uk> <34de4014.1123794@news.zetnet.co.uk>
<6c9oss$7ib$2@due.unit.no> <34f07d3c.15076029@news.zetnet.co.uk>
<6cbflf$4q2$1@infomania.emw.ericsson.se> <19980218194457809 56@zetnet.co.uk>
<EoMD4w.n7y@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 19 Feb 1998 09:31:44 GMT that you wrote:

>I'll never understand why diskzines need their own, proprietary, non-GEM
>shell, so that you surely can't do anything else in the background. I like

Its called Mutimedia presentation and started well before the
popularity of mutitasking enviroments, people with presentation in
mind thought it worth the effort for people to use the resolution to
read the diskzine,

A diskzine is normaly something you run and take your time to read..
like a good magazine only on disk, If it where an APP or a tool that
was only run for a short period then yes you would be right..but some
consider the effort worth it,

However as I already conceded.. HTML or simmilar is far better
equipped for the task.. but then its many years since I ran a
diskmag... I just made the shells for others at there requests... If I
was to run a diskmag now.. it would surely be in HTML and definatly
not with one of the shells I make...

>Good, but there is more to modern computing environments than resolution
>independence. I agree with Magnus, and would say that software that seizes
>the entire system is, if not stone age, then bronze age.

But how can you say that when you can't try the software to make the
decision as to wether its worth the effort ?... ho yeagh. your
guessing again arn't you ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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From -1971185613392230060
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/20
Message-ID: <34f66773.4849159@news.zetnet.co.uk>#1/1
X-Deja-AN: 326904393
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<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
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Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Fri, 20 Feb 1998 09:18:30 +0100 that you wrote:

>> with these things are not prepared to test software then how do we
>> achieve this ?
>
>Good question. But in the case with Novas I don't think it's going to be
>very easy, unfortunately, as it hsa got a completely different screen

 I recall around 20 yrs ago seeing a program on UK tv called
"Tommorows World", they suggested that one day all homes would have a
computer more powerfull than any currently in existance, that all
homes would have the ability to show there own films, and a whole lot
more...
 I didn't believe a word of it.....then I grew up

 The moral being.. I am going nowhere yet...One day it will happen :)

>layout. If STOS would use some kind of graphics library which it
>used for all screen outputs (like Apex 3 have there you just replace
>the screen driver with either a Videl or Nova driver) it would be an
>easy
>task to write any game for any graphics type/card whatever. But I guess
>that
>will not happen as it would probbably mean rewriting STOS. While we are

 Why will that never happen... you are very narrow minded for a
computer enthusiast, I would have thought that you could see furthur
forward than that... please excplain why you think this may never
happen ?....is the world going to end... is it flat ? :)))

>on
>it, why not rewrite STOS? Anthiny has made so many patches to it so it's
>basicly already is a new program.

 yet a paragrpah ago you said it probably won't happen.. and now you
say why not do it..... late night was it ?

>> hmm, Well 5 years ago when lots of people where making games, I was
>> getting 80-90 scores.....
>
>You did? Cool, but 5 years ago wasn't exactly very busy games wise

 eh ?.....excuse me for being big headed... but havnt you seen the
software I made all those years ago ?, please do (if you have time)
pop along to my web site.. all titles are listed with screen shots and
independant reviews and a whole load more....

>Talk about 87-92 when you could read about 20 new game reviews every
>month.That was a time to live in.

 I am using the same ATARI computer that was available then... that
everyone else had.. I amke the games today on a STe... so maybe I
could have got rich back then :)

>> put my software "in the trash", this is what got me to respond in this
>> way, it was not exactly supportive was it :(
>
>No, but it still doesn't work on my Nova no matter how good it is. ;-)

 ok... this makes it alright for you to say all these things in a
public newsgroup... because YOU have a nova?... ooooer

>> >Well, how hard would it be to add better graphics to the Falcon
>> >versions?
>>
>> For me very hard.....but for a Falcon owner it would be easy..
>

>Why would it be hard for you?

 Duh! because I don't have a Falcon..... I can support the falcon and make games that work on them... But I would be working blind if I tried to use falcon enhancements... ho its ok saying use game testers.... but I may compile a game 20 times in one day near the end... this would be unworkable.. plus I would still not be able to see what they see or judge anything..

 I like to ask for game testers who have a TT and ST or falcon and ST then they can run on both.... if they both run the same then success:) and I know what the falcon version looks like...

>> >You do have a PC don't you? Or can it only display 16 colours as well?
>>
>> Eeerm what would that have to do with it?, I have had a PC in one

>I was thinking of the graphics. I can understand that it's hard to make

 haaa. right.. something else you are not aware of... sorry but I am not even capable of drawing a box. I am terrible at art, I really am.. so I have to get a contact.. he has exactly the same setup as me.. ste 4meg.. no HD.. but he does have a drive B that must be handy :)

 believe me it took a couple of years to find this guy... artists are very hard to find.. very hard.. believe me I know :(

>If it is as easy to do with STOS as it should be you don't even have to
>test it as the only thing you did was to change the graphics from the
>ST version.

 ha!....dont be silly... hahahaha... you think it is that simple... hahahaha sorry but it is not that simple at all...hahahahaha

 I want to support the falcon as well... I dont want to make falcon games and NOT fm games do I?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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From -1295460657884444517
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<34f07d3c.15076029@news.zetnet.co.uk> <6cbflf$4q2$1@infomania.emw.ericsson.se>
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<34ed1bab.1586844@news.zetnet.co.uk> <6chhou$6mv$2@news.emw.ericsson.se>
<34ed5141.3920638@news.zetnet.co.uk> <6cjf5asfm1@news.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Fri, 20 Feb 1998 09:35:03 +0100 that you wrote:

>> OK fair enough...<fx:shakes hands> But if you re-read your original

>we all know how you react and sometimes we just can't help it and we say
>a few things which we knows will trigger you off. Atleast that it how I

 This is fair.. I do exactly the same to other people, (I can take it
as well as give it <grin>) I even know the keywords to get people
going.. but when we do this, then surely we must expect a response, It
is hardly fair for you to wind me up... then complain when I respond?

>sees
>on it, but as I speak for everyone in here it's the truth. ;-)

 hehe

>For strategy games GEM should be used. In games like the old great

 yes..but you widen the goalposts yet again...

>Popoulus or Civialzations if would be preferd if GEM was used and it would also
>have ment that it would work on everything from a ST to the latest clones.

 I agree with the above....

 Can you see something like HERO2 or Diamond Ice or any other fast
blah blah game working in a GEM window ?... and if you can.. then why
? what good reson for doing this ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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From 1733896371526629846
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,97214f9387c554d6,start
X-Google-Attributes: gid1115ce,public
From: inet2 <vohburg@in-net.de>
Subject: Autoren gesucht f►r Milan
Date: 1998/02/20
Message-ID: <34ED7F6F.EFE3CDB3@in-net.de>#1/1
X-Deja-AN: 326910444
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
Organization: RMC, 82256 Fuerstenfeldbruck, Germany
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Suche Software Autoren und Buchautoren f►r den Milan.
Bitte Interessengebiete angeben.
Mehr Info►s unter Stichwort Milan Autor:
A+L Verlag, PF 1236, D-93328 Neustadt/Donau

Mit freundlichem Gru►
Ludwig Braun

From -4858282992957755819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/20
Message-ID: <6cjvqr$5ud$1@news.emw.ericsson.se>#1/1
X-Deja-AN: 326924733
Content-Transfer-Encoding: 7bit
References: <6ba195$214$1@infomania.emw.ericsson.se> <34D99DAE.19A0@ooc.de>
<Eny8Hq.o0s@suse.modem.stud.uni-hannover.de>
<6bmhlhdmk1@infomania.emw.ericsson.se> <Eo8IwH.nHo@suse.modem.stud.uni-

hannover.de> <6bu95mbuh1@infomania.emw.ericsson.se>
<EoMDIw.nA3@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 887980699 6093 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Peter Rottengatter wrote:

> > I know, but as above, no problems here. ;-)
> >
> > You just need the right harware to display them on. ;-)
>
> Choose :
>
> * A 12 MHz 520 ST+ with SM 124 (resolution 960x544 monochrome) using
> CAB.
>
> * A Pentium 133 (64 MB) with Matrox Millennium (1280 x 1024 TrueColor)
> on an Eizo F56, using Netscape on Linux.
>
> Which one is the right hardware ? With both it gave me white pages.

I guess you didn't see the smileys, did you? I was trying to joke, a bad
one,
bad still a joke. You can choose which damned machine you want.

> > Maybe not in the respect as you said above, but from a design point of view
they
> > look dreadfull mainly becuase they have no design. I guess it's not that
important
> > how the web pages look but what products they deliver, but as a fist
impression
> > (which normaly is VERY important) it's very bad indeed.
>
> Hmm. Indeed I find it more important that the pages are readable, than that
> they show a great design. Certainly I'd call unreadable pages a bad design
> anyway. Sorry for my pages then, as most likely you'll say that they have
> no design either.

Did I say that your pages are bad? They are not, infact they are quite
good if you
ask me and why do you have to pick on the www.atar.de site all the time?
Don't
you have better things to do? They have made a misstake, but most people
wont even
notice it. Tell them insteed of just saying it's a crap page, as it
isn't. For
a change they even tries to do something usefull with the pages and
offer others

to join them with their own pages under the atari.de domain which is a
great idea.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -5159154940923447467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/20
Message-ID: <6cjvu9$5ud$2@news.emw.ericsson.se>#1/1

X-Deja-AN: 326924734

Content-Transfer-Encoding: 7bit
References: <6ba195$214$1@infomania.emw.ericsson.se> <34D99DAE.19A0@ooc.de>
<Eny8Hq.o0s@suse.modem.stud.uni-hannover.de>
<6bmhlhdmk1@infomania.emw.ericsson.se> <Eo8Js2.nLC@suse.modem.stud.uni-
hannover.de> <6buq50$j6t$1@infomania.emw.ericsson.se>
<EoMDLu.nC7@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: news.emw.ericsson.se 887980809 6093 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Peter Rottengatter wrote:
>
> In article <6buq50$j6t$1@infomania.emw.ericsson.se>,
>   Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>
> > Hehehee.. you realy have something against www.atari.de, don't you? ;-)
>
> Not really. They should fix it, and I'll stop my complaints ;-)

;-)

> > Have you mailed them about your complaints? They will harly fix it if
> > someone
> > doesn't tell them about it.

>
> Tried. Bounced. Sigh.

I did and it didn't bounce (but I don't know if it came through either).
I guess
you are still using the "wrong" hardware. ;-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -4551955115781610799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,542639fab265245c
X-Google-Attributes: gid1115ce,public

From: grovem@spamblockridgecrest.ca.us (Michael Grove)
Subject: Re: DLLs on the Atari, Part 2
Date: 1998/02/15

Message-ID: <6c6hv9fmv2@ash.ridgecrest.ca.us>#1/1
X-Deja-AN: 325241909

References: <34e695df.0@comnet.co.nz>
Organization: Evil Dead II
Newsgroups: comp.sys.atari.programmer

On 15 Feb 98 07:14:39 G, Gaven Miller wrote:
>Among my current projects is a DLL-like manager for the Atari ST family of
>computers, from a lowly half megabyte 520ST up to TT030's with dozens of
>megabytes of RAM, and Falcons.
>
>I started writing it in 1991/1992, calling it "The Toolbox", and it is now
>up to v1.22.
>
>It was written in 68k assembly language, runs in around 32k of RAM, and
>requires a 520ST or better computer, running TOS 1.0 or better.
>
>It's almost finished, and ready to go off to beta testers, before being
>adopted as an Atari Standard.
>
>--
>
>All email sent to my inca address will fail, however I can now be
>contacted via an intermediary : gem at tos pl net. I would like to
>apologise to the genuine respondents that this may inconvenience.
>
>.

Sounds pretty interesting. You say a DLL like manager. So the "DLL"

would be Atari specific? Example; I have an ISA adapter (for an ATI
Mach 64 video card) installed on my Falcon. I would love to be able to
utilize the ISA adapter for other cards (aka video capture) but alas
no driver or software is available.

Mike

From -7197323150923094073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12556724831cbd45
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tomas@nocrew.org>
Subject: Re: Degas image pallette
Date: 1998/02/15
Message-ID: <yz8vhuh85c3.fsf@sara.lysator.liu.se>#1/1
X-Deja-AN: 325244294
Sender: tobe@sara.lysator.liu.se
References: <Pine.SOL.3.96.980211135318.4161A-100000@sutf12.reading.ac.uk>
<34e492f8.41219620@news.demon.co.uk> <34e6704c.2520773@news.zetnet.co.uk>
Mime-Version: 1.0 (generated by tm-edit 7.106)
Content-Type: text/plain; charset=US-ASCII
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University,
Sweden
Newsgroups: comp.sys.atari.programmer

paxton@zetnet.co.uk (Tony Greenwood) writes:

> Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sat, 14 Feb
> 1998 04:28:02 GMT that you wrote:
>
> >Not too sure on this but I have a vague recollection Degas images have
> >16 bytes added to the saved file. This is the palette. It's either the
> >first 16 bytes of the file or the last 16.
>
> PI1 the pallette is at 32000, the pi1 file is actualy 32034, after
> the palette is not used, you can poke some ascii charactors in and
> sign the pictures or whatever

No, first word is the type of the picture, i.e. if it's PI1, PI2,
etc. After that, 16 words (32 bytes) palette. At offset 34 is the
picture data. At the end of the file, SOME programs save an extra
32 byte, used for colour animation, I believe, but I'm not sure about
that. Those 32 bytes are usually not used on normal viewers, but they
may very well be.

Tomas - nobrain[@\.]nocrew.org

From -2265636553263304993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a51f9ac0923a7da,start
X-Google-Attributes: gid1115ce,public
From: "David Knight" <David@ritter.demon.co.uk>
Subject: Text Cursor
Date: 1998/02/15
Message-ID: <887563959.6923.0.nnrp-05.9e9805e3@news.demon.co.uk>#1/1
X-Deja-AN: 325300904
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Is there a VDI call that enables a text cursor in GEM windows?

I'm trying to write a simple text editor and just can't find a way of
showing a cursor other than keeping track of the position and using v_box()
to draw the cursor.

David

From -914006227933654157
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9adff957ec35de,start
X-Google-Attributes: gid1115ce,public
From: marillat@alpes-net.fr (Christian Marillat)
Subject: BubbleGem and GFA
Date: 1998/02/15
Message-ID: <a24a691290B802A1.55@nest.ftn>#1/1
X-Deja-AN: 325309207
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
X-Ftn-Adr: 90:802/1.55
Organization: French Gateway (Atari)
X-ViaGateway-At: 90:802/1.55
Mime-Version: 1.0
Reply-To: marillat@alpes-net.fr
Newsgroups: comp.sys.atari.programmer

Hi,

How to programm bubblegem with GFA basic 3.xx ?

Bye,
Christian

Via *FIST* v2.54C beta Gate on alpes-net.fr (90:802/1.55)

From -8315278684838504310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,542639fab265245c
X-Google-Attributes: gid1115ce,public
From: SEVIN Roland <upsis@club-internet.fr>
Subject: Re: DLLs on the Atari, Part 2
Date: 1998/02/15
Message-ID: <34E75EBB.86FC651@club-internet.fr>#1/1
X-Deja-AN: 325350454
Content-Transfer-Encoding: 7bit
References: <34e695df.0@comnet.co.nz>
Mime-Version: 1.0
Reply-To: upsis@club-internet.fr
Content-Type: text/plain; charset=us-ascii
Organization: Le Sud a Du Sel
Newsgroups: comp.sys.atari.programmer

Hello,

y am a french programmer (and a very bad english speaker),
Y am very interesting by your DLL like project on Atari

On my WEB site you can find my work.

bye.

--


```
 -----------------------------------------------------
| SEVIN Roland     upsis@club-internet.fr             |
|                  166 Route Nationale de la Gavotte  |
|                  13170 LES PENNES MIRABEAU - FRANCE |
|         http://www.mygale.org/02/eazygem/index.shtm |
 -----------------------------------------------------
```


From 695580841581119646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,542639fab265245c
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: DLLs on the Atari, Part 2
Date: 1998/02/15
Message-ID: <34e77a5b.0@comnet.co.nz>#1/1

X-Deja-AN: 325377433
References: <34e695df.0@comnet.co.nz> <6c6hv9fmv2@ash.ridgecrest.ca.us>
Newsgroups: comp.sys.atari.programmer

Michael Grove wrote in comp.sys.atari.programmer:
> On 15 Feb 98 07:14:39 G, I wrote:
> >Among my current projects is a DLL-like manager for the Atari ST family of
> >computers, from a lowly half megabyte 520ST up to TT030's with dozens of
> >megabytes of RAM, and Falcons.
> >
> >I started writing it in 1991/1992, calling it "The Toolbox", and it is now
> >up to v1.22.
> >
> >It was written in 68k assembly language, runs in around 32k of RAM, and
> >requires a 520ST or better computer, running TOS 1.0 or better.
> >
> >It's almost finished, and ready to go off to beta testers, before being
> >adopted as an Atari Standard.

> Sounds pretty interesting. You say a DLL like manager. So the "DLL"
> would be Atari specific? Example; I have an ISA adapter (for an ATI
> Mach 64 video card) installed on my Falcon. I would love to be able to
> utilize the ISA adapter for other cards (aka video capture) but alas
> no driver or software is available.

Yes. It would be Atari specific. It doesn't handle Wintel DLLs.

All one would need to do is add a few lines to the applications to check
for the presence of the Toolbox.

Once the Toolbox has been found by an application, the app can make calls
to it, and load/unload libraries (which could be software modules for
application programs, drivers for hardware, system patches/extensions).

Libraries can be loaded at boot time, and made available for all apps. Or
an application can load one of its own libraries at run time.

(It is _NOT_ an "overlay manager". Libraries run in one part of RAM,
separate from the application)

It does not need MiNT, but will happily coexist.

I'll be making the API available shortly.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From 3515478672077354647
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ddb7f8e582136d2
X-Google-Attributes: gid1115ce,public
From: jlog@zetnet.co.uk (JI Logan)
Subject: Re: Please read this!
Date: 1998/02/15
Message-ID: <6c7u9q$f4m$1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 325377434
References: <6bhaql$39e$1@zingo.tninet.se> <6bho4h$9de$2@news.campus.mci.net>
<6bp03c$c85$1@globe.lynx.bc.ca> <6bv6h1$q44$1@news.campus.mci.net>
<6c6glh$ni0$1@zingo.tninet.se>
Newsgroups: comp.sys.atari.programmer

On 15 Feb 1998 11:40:47, "Thomas Sahlin" wrote:

|> Hell no, where did you get a crazy idea like that? NEWSie is a very solid
|> E-mail, FTP, and Newsgroup app for Atari computers...!!! ;-)
|
|The problem is that I can't see my own e-mails, which I think is pretty
|weird! Can there be any settings in NEWSie that I haven't made correctly?
|Please reply to my e-mail address since I'm having a hard time reading this

Thomas

If what you say about not being able to read e-mail is literally true
then perhaps that is the problem. Is there not a difference between
e-mail and newsgroups? I have upgraded to Newsie 0.84, have de-selected
the Thread options and have no difficulty in reading postings I have
made to newsgroups. I cannot, however, read my e-mails unless I send a
copy to myself.

John Logan (jlog@zetnet.co.uk)

From 9062911181545556685
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d1cb57e4026feef0
X-Google-Attributes: gid1115ce,public
From: rincewind@tubul.dascon.de (Michael Schwingen)
Subject: Re: cdecl in Pure C
Date: 1998/02/15
Message-ID: <6c7l6d$a6a$1@tubul.dascon.de>#1/1
X-Deja-AN: 325589642
References: <6bl697$lk2$1@xenon.inbe.net> <Eo3svI.ny6@suse.modem.stud.uni-
hannover.de>
Organization: Discworld.dascon.de - private UUCP site
Newsgroups: comp.sys.atari.programmer

In article <Eo3svI.ny6@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>
>causes Pure C to assume both parameters on the stack, as every C compiler must
>be able to do, and which also is the standard passing scheme for GEMDOS and
>(X)BIOS functions.

Um - why should a compiler need to have this feature?

It is nice for compatibility, but definitely not a must. As far as GEMDOS
and (X)BIOS is concerned, it is useless since you can't tell the compiler to
put a trap instead of the jsr/bsr instruction, so you need a callable
library for these functions anyway.

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen

From -1352814530191812345
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: feb3e,fb3d599bff4f7a49
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: 1115ce,fb3d599bff4f7a49
X-Google-Attributes: gid1115ce,public
From: rincewind@tubul.dascon.de (Michael Schwingen)
Subject: Re: 68k buserr
Date: 1998/02/15
Message-ID: <6c7lm2$a6p$1@tubul.dascon.de>#1/1
X-Deja-AN: 325589737
References: <34df90b7.0@comnet.co.nz>
Organization: Discworld.dascon.de - private UUCP site
Newsgroups: comp.sys.m68k,comp.sys.atari.programmer

In article <34df90b7.0@comnet.co.nz>, Gaven Miller <gmiller@inca.co.nz> wrote:
>
>The 16 bit Ataris have a 4 meg physical Standard-RAM limit, but the 32 bit

Um - No. There are 1040/MegaST machines with up to 15.5MB of ST-RAM. Do not
assume a 'standard' upper limit of 4MB.

>machines lifted this to 10, and then 14 megs. ("Fast RAM" is addressed
>from $01000000 up to address $FF000000)

>However, will there be any problems if I just ignore the buserr, and just
>JMP to the next instruction after the test loop? I am using a 68030
>system, and no harm seems to befall it when I do, but will a 68000 be able
>to survive?

Yes. This method is used all over the TOS and is save.

>I seem to recall something about the 68000 not being able to recover
>properly from buserrors (or was it just restart/continue)

It can't do a restart/rerun of the command that caused the error, which makes it (neraly) impossible to implement virtual memory schemes.

Note: The 68030 does a restart by default, which means that setting the buserror vector to RTE will work on the 68000, but will yield an endless loop on the '030.

```
>My loop looks something like this:
>
>    ; 14 meg address space, in multiples of half-a-meg
>    ; we need to loop (14*2) times, but use a DBF value of 27
>    move.w   #(14*2)-1,d0  ; d0 = dbf count
>    move.l   #524288,d1    ; increment = 512k
>    lea  0,a0     ; base address = 0
>    move.l   buserr(a1),a2 ; save old buserr handler
>    move.l   #mybus,buserr(a1)  ; set new handler
>    move.l   sp,a3         ; save stack pointer
>tol tst.b    (a0)     ; does byte exist? (buserr possible)
>    add.l    d1,a0         ; increment pointer
>    dbf  d0,tol        ; loop
>ool move.l   a2,buserr(a1) ; restore old buserr handler
>    move.l   a0,ram        ; save top of standard RAM
>    ...
>
>
>mybus   move.l   a3,sp    ; reset SP to old value
>    bra  ool  ; go to next instruction beyond memtest loop
```

This looks just fine - except for the fact that you won't find the correct amount of memory in STs equipped with a MagnumST ramcard. These have the normal ST RAM (up to 4MB), plus up to three blocks of alternate RAM (one up to $DFFFFF, and two 512K blocks not starting on 512K boundaries somewhere above).

Furthermore, your scan may confuse other expansions, and it mmight mix up memory on a non-ram expansion board (eg. video card, ethernet etc.) with main memory.

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen

From 1211816481581160543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb3d599bff4f7a49

X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: 68k buserr
Date: 1998/02/16
Message-ID: <34e78505.0@comnet.co.nz>#1/1
X-Deja-AN: 325386254
References: <34df90b7.0@comnet.co.nz> <Eo8I3x.nF8@suse.modem.stud.uni-hannover.de>
Followup-To: comp.sys.atari.programmer
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote in comp.sys.m68k:
> gmiller@inca.co.nz (Gaven Miller) writes:

> > The 16 bit Ataris have a 4 meg physical Standard-RAM limit, but the 32 bit
> > machines lifted this to 10, and then 14 megs. ("Fast RAM" is addressed
> > from $01000000 up to address $FF000000)

oops - my error : $FE000000 to $FEFFFFFF is reserved for 24-bit VME,
according to the Compendium.

I also test from $01000000 up to $FE000000, but didn't include it in the
source I posted with my first message to this thread. (I abort the
memtest at the first buserr, or when hitting addr 4064 MB [=$FE000000])

> Do not make any such assumptions ! You have to test for 16 MB on a 68000
> system and for 4GB on a 680x0 system (x being 2 and larger).

Does such hardware exist? (I'd have thought it'd be better to put memory
as one contiguous block from $01000000 [$01000000-$88FFFFFF], instead of
$01000000-$01FFFFFF, $80000000-$87FFFFFF, for example)

> With your way, you'd miss memory that I'd put, say, at $80000000 !

What about the system ROMs at $00E00000 (or $00FC0000 for the older ones)

I would think it's better to stop at 14M when testing standard RAM.

> > However, will there be any problems if I just ignore the buserr, and just
> > JMP to the next instruction after the test loop? I am using a 68030
> > system, and no harm seems to befall it when I do, but will a 68000 be able
> > to survive?

> Of course the 68000 is perfectly capable of surviving bus errors properly.
> TOS uses them during initialization stage !

I've been informed that the 68000 doesn't put enough info into its BUSERR
stack frame to allow it to continue/restart the failing instruction

> I'd strongly suggest to disable all interrupts during your memory testing :
> or #$0700, sr

Done.

Thanks for the response.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 5478233709821834128
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b79f7051ca422a12,start
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: XFS Driver with Magic5
Date: 1998/02/16
Message-ID: <34E8144A.A81DFD31@france2.fr>#1/1
X-Deja-AN: 325501996
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: France 2
Newsgroups: comp.sys.atari.programmer

i'm looking for explanations how to write our own XFS driver, cause i would like to write a driver for Magic 5. does exist a documentation, or does someone have got a simple example of a XFS driver. Please, if anyone have, help me, with an example...

From 1889141091402622927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b79f7051ca422a12
X-Google-Attributes: gid1115ce,public
From: David Knight <D.A.Knight@ncl.ac.uk>
Subject: Re: XFS Driver with Magic5
Date: 1998/02/16
Message-ID: <D.A.Knight-1602981045510001@eighton.ncl.ac.uk>#1/1
X-Deja-AN: 325507860
References: <34E8144A.A81DFD31@france2.fr>
Organization: University of Newcastle upon Tyne
Newsgroups: comp.sys.atari.programmer

In article <34E8144A.A81DFD31@france2.fr>, Laurent FAVARD
<l.favard@france2.fr> wrote:

> i'm looking for explanations how to write our own XFS driver, cause i
> would like to write a driver for Magic 5. does exist a documentation, or
> does someone have got a simple example of a XFS driver. Please, if
> anyone have, help me, with an example...

Its explained in the MagiC programming docs, which unfortunetly for many
of us are only available in German.

David

From 8909248264161542755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb3d599bff4f7a49
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: 68k buserr
Date: 1998/02/16
Message-ID: <vyz4t1zbta4.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 325531196
Sender: schwab@issan
References: <34df90b7.0@comnet.co.nz> <Eo8I3x.nF8@suse.modem.stud.uni-hannover.de>
<34e78505.0@comnet.co.nz>
X-Yow: I feel partially hydrogenated!
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Gaven Miller <gmiller@inca.co.nz> writes:

|> Peter Rottengatter wrote in comp.sys.m68k:
|>> gmiller@inca.co.nz (Gaven Miller) writes:

|>> Of course the 68000 is perfectly capable of surviving bus errors properly.
|>> TOS uses them during initialization stage !

|> I've been informed that the 68000 doesn't put enough info into its BUSERR
|> stack frame to allow it to continue/restart the failing instruction

You don't want to continue or restart it, but simply abort it, which is
possible on any m68k model, eg. like this:

```
     move.l   %sp,%a0       | save stack pointer
     move.l   8,%a1         | save old buserror handler
     move.l   #buserr,8 | set new buserror handler
     clr.l    %d0      | initialize flag
     tst.b    (%a2)         | %a2 is address to test
     nop           | synchronize with bus
     moveq    #1,%d0        | set flag if it worked
buserr:
     move.l   %a0,%sp       | discard exception frame, if any
```

```
     move.l   %a1,8         | restore buserror handler
```

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From 4252228629984359543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddb7f8e582136d2
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Please read this!
Date: 1998/02/16
Message-ID: <6c9jlbjnc1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 325553066
References: <6bhaql$39e$1@zingo.tninet.se> <6bho4h$9de$2@news.campus.mci.net>
<6bp03c$c85$1@globe.lynx.bc.ca> <6bv6h1$q44$1@news.campus.mci.net>
<6c6glh$ni0$1@zingo.tninet.se> <6c7u9q$f4m$1@irk.zetnet.co.uk>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 15 Feb 1998 23:38:34, JI Logan wrote:

|If what you say about not being able to read e-mail is literally true
|then perhaps that is the problem. Is there not a difference between
|e-mail and newsgroups? I have upgraded to Newsie 0.84, have de-selected
|the Thread options and have no difficulty in reading postings I have
|made to newsgroups. I cannot, however, read my e-mails unless I send a
|copy to myself.

But they will be in your OUTBOX ... Mail/Open Mailbox../OUTBOX. No
real need to send a copy.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 2800952649855516477
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,27a79805c579af92,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,27a79805c579af92,start
X-Google-Attributes: gid1115ce,public
From: Larry Serflaten <serflaten@mail.usinternet.com>
Subject: 8-Bit game programmers - Check this!

Date: 1998/02/16
Message-ID: <34E85340.795C@mail.usinternet.com>#1/1
X-Deja-AN: 325561625
Content-Transfer-Encoding: 7bit
MIME-Version: 1.0
Reply-To: serflaten@usinternet.com
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit

Are you still programming your old 8-bit? Do you specialize in
writing games?

Lots of people (well, say several at least) still want new software
for their old Atari 8-bit (400-800 XL/XE) computer systems. A certain
national distributor I know (Video 61 / Atari Sales) wants to fashon
cartridge games from new software. His deal with me is (X amount) per
cartridge which he pays when he makes them up. No, Im not getting
rich, but I do have a place to go to get some cash, while helping
the Atari community (who else will?)

I have to supply the software formatted for his E-Prom burner (not
difficult) along with the instructions on how to play. He gets to
decide how many to make (usually 6 at a time) and sells them to his
customers.

If you can write games that are 16K or less, and want to get in on this
action, click on the link below (or reply E-mail) for more information.

By the way, games may sell better, but anything that would be useful
on a cartridge might be acceptable!!!

Again, THIS IS NOT A GET RICH QUICK SCHEME (scam) :)

What I plan to do is to compile a list of interested parties, (by
about March 13th) then send him the list. He indicated he wanted more
programmers, so he may contact you. Note, he is already very
busy answering the phone for orders and such so that I wont post his
voice number here, his BBS # is (612) 462-3680 (BBS Express Pro).

"Games keep people happy"

Larry Serflaten, President (Oh boy!)
ChildsPlay Software

mailto:serflaten@usinternet.com

From 8087397287334323266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Compiler
Date: 1998/02/16
Message-ID: <6c9ktc$lf6@balaena.bio.vu.nl>#1/1
X-Deja-AN: 325561626
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <6asbdo$obt@balaena.bio.vu.nl>
<34D600C9.1BD8@mst.tn.utwente.nl>
Followup-To: comp.sys.atari.st,comp.sys.atari.programmer
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hans Wessels (mr_ni@mst.tn.utwente.nl) wrote:

Wow, is that _the_ Mr. Ni? :-)

: Levien van Zon wrote:
: > Well that's certainly true. I've been planning to do a game in C and
: > assembly for about a year now. Wouldn't even know where to start. :-)

: Well, I have got a complete game in C. If you are interested I
: can mail you the source code. It has got all the important
: routines for handling the keyboard, joystick, screen, colors
: and music.

Well, that's not the main problem in my case... As I want to do some
complicated 3D stuff I know nothing about. That's the problem. :)
And getting the routines to run decently fast on a Falcon (compared to a
Pentium 75 running Linux). Would have to use the DSP...

: The best way to start is calling Superexec() to get into
: supervisor mode (needed when you want to access the hardware
: registers.

Well that's certainly true.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You know the great thing about TV? If something important happens
anywhere at all in the world, no matter what time of the day or night,
you can always change the channel.
-- Jim Ignatowski

From -8961509306046554574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,27a79805c579af92
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,27a79805c579af92
X-Google-Attributes: gid1115ce,public
From: jhardie@pipeline.com (John Hardie)
Subject: Re: 8-Bit game programmers - Check this!
Date: 1998/02/16
Message-ID: <34e861b0.835939@news.pipeline.com>#1/1
X-Deja-AN: 325566892
Content-Transfer-Encoding: 7bit
References: <34E85340.795C@mail.usinternet.com>
X-Server-Date: 16 Feb 1998 15:59:35 GMT
Content-Type: text/plain; charset=us-ascii
Organization: MindSpring Enterprises, Inc.
Mime-Version: 1.0
Reply-To: jhardie@pipeline.com
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit

ANYTHING involving Video 61 is probably a scam.

Larry Serflaten <serflaten@mail.usinternet.com> wrote:

>Are you still programming your old 8-bit? Do you specialize in
>writing games?
>
>Lots of people (well, say several at least) still want new software
>for their old Atari 8-bit (400-800 XL/XE) computer systems. A certain
>national distributor I know (Video 61 / Atari Sales) wants to fashon
>cartridge games from new software. His deal with me is (X amount) per
>cartridge which he pays when he makes them up. No, Im not getting
>rich, but I do have a place to go to get some cash, while helping
>the Atari community (who else will?)

>snip ---

From 8734112182904995869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77011c01d10782ef
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: What format does GAS Save?
Date: 1998/02/16

Message-ID: <6c9mvf$lf6@balaena.bio.vu.nl>#1/1
X-Deja-AN: 325572111
References: <34E4C81D.4EA@nortel.ca.DEATHTOSPAM>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Nima Montaser (nima@nortel.ca.DEATHTOSPAM) wrote:

:   Does any body know what formats the GNU assembler saves the object
: file as?

I've also had problems with this (and gave up), my guess is that GAS uses
something a.out-ish. You'd have to take a look at the binutil sources
(and headerfiles!) to get more info. These should be available from most
Atari FTP sites.

:   Is it possible to convert them to PureC or DRI compatible somehow,
: or any other usable format other than GNU's?

Er, yeah, that would be nice... I dunno. You could try compiling with -S and
then use another assembler on the output files, although I doubt that would
work as GNU assembly syntax is a bit weird.

     -=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You know the great thing about TV? If something important happens
anywhere at all in the world, no matter what time of the day or night,
you can always change the channel.
         -- Jim Ignatowski

From 5010311943337192981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,542639fab265245c
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: DLLs on the Atari, Part 2
Date: 1998/02/16
Message-ID: <6c9n75$lf6@balaena.bio.vu.nl>#1/1
X-Deja-AN: 325572112
References: <34e695df.0@comnet.co.nz>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Gaven Miller (gmiller@inca.co.nz) wrote:

: I started writing it in 1991/1992, calling it "The Toolbox", and it is now
: up to v1.22.
: It was written in 68k assembly language, runs in around 32k of RAM, and
: requires a 520ST or better computer, running TOS 1.0 or better.
: It's almost finished, and ready to go off to beta testers, before being
: adopted as an Atari Standard.

I'd be interested to see how it compares to the MiNT Component Manager (ie.
what the main differences are). Have you done any docs yet?

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You know the great thing about TV? If something important happens
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you can always change the channel.
-- Jim Ignatowski

From 6458739410115748836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: C Compiler
Date: 1998/02/16
Message-ID: <6c9oss$7ib$2@due.unit.no>#1/1
X-Deja-AN: 325572115
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk>
Organization: The Norwegian University of Science and Technology
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st Tony Greenwood <paxton@zetnet.co.uk> wrote:

>>I only think less of it because it it difficult to do anything with it
>>that it has not been designed to do. In the same manner, I think less

> It was designed for game making, but look at all the diskzine
> shells?, more diskzines use STOS shells than any other, Even ST Format

And what does those diskzine-shells consist of? Animations, scrollers, music, sprites... Much like a game really, and exactly the thing STOS is good at. But try booting one of those shells on my Falcon/Afterburner...

>>of any language that is subject to the same restrictions. What STOS

> No restrictions here mate? :)

Well, try writing a threaded GEM-application in STOS... I'm sure it can be done with a lot of pokes and peeks, but I prefer using a language designed for "serious" (flamebait!) programming and save myself a lot of time and problems.

And the other way around: If I want to write a hardware-dependent platform-game I'd probably do it in STOS with one of those (pretty cool I have to admit) extensions. It can be done in C as well, but then I'd have to spend a lot of time writing a graphics-library and reinventing the wheel. But if somebody wrote such a library for me I'd use C...

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -818861147559974780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/16
Message-ID: <34f07d3c.15076029@news.zetnet.co.uk>#1/1
X-Deja-AN: 325601930
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>

<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Jo Even Skarstein <joska@nuts.edu> wasn't it 16 Feb 1998 16:18:36
GMT that you wrote:

>> shells?, more diskzines use STOS shells than any other, Even ST Format

>is good at. But try booting one of those shells on my
>Falcon/Afterburner...

 And what!?....they DO WORK?...what are you saying? that they don't?.
Have you tried the very latest diskmag shells I have made, tested and
running on enhanced falcons and TT's, *NO* fixing, *NO* backwards,
just plonk on a HD and run in atari low rez, ..

If you have tried them then they should/must work, if you havn't tried
them then why do you say such things in a public forum?,

 Why not get your facts right BEFORE talking crap :(((

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -7529368159594428583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e3c59c77ed1474,start
X-Google-Attributes: gid1115ce,public
From: res1@vcf-com.fr (Olivier Booklage)
Subject: STinG and Mint => Privilege Violation
Date: 1998/02/16
Message-ID: <6cafn0$l9g$1@news2.isdnet.net>#1/1
X-Deja-AN: 325682157
Organization: vcf-com.fr
Newsgroups: comp.sys.atari.programmer

Hello,
For testing my WEB server sHTTPd with long filename, I have try to run STinG
with Mint, but all servers, clients and CPX run a privilege violation error!
I have try to set STING.PRG in global memory but nothing is better :(

Anybody may help me ?

Cheers,
Olivier.

From -8241909969373260118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: C Compiler
Date: 1998/02/16
Message-ID: <6cafv6$19p$1@due.unit.no>#1/1
X-Deja-AN: 325682158
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <34cd820a.15060305@news.demon.co.uk>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk>
Organization: The Norwegian University of Science and Technology
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Tony Greenwood <paxton@zetnet.co.uk> wrote:

>>is good at. But try booting one of those shells on my
>>Falcon/Afterburner...

> And what!?....they DO WORK?...what are you saying? that they don't?.
> Have you tried the very latest diskmag shells I have made, tested and
> running on enhanced falcons and TT's, *NO* fixing, *NO* backwards,
> just plonk on a HD and run in atari low rez, ..

Are you saying that there actually exist software written in STOS that
works on a Afterburner? I have never managed to get STOS-games to
work on my AB... OK, so I haven't tried it since you released your
latest platformer (Was it Heartland? I can't remember, but I
downloaded it from your website four/five months ago), but that's
pretty recent. But it didn't work. Worked fine on my Mega though :-)

> If you have tried them then they should/must work, if you havn't tried
> them then why do you say such things in a public forum?,

I admit I haven't tried the latest diskmags on my Falcon, but I
assumed ("assumptions is the mother of all fuck-ups") that they didn't

work since I couldn't get the latest STOS-games to work either.

> Why not get your facts right BEFORE talking crap :(((

You're pretty sensitive when it comes to your favourite
programming-language Tony...

--

/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/

From -8394491765904898556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/16
Message-ID: <34efcfe6.7308707@news.zetnet.co.uk>#1/1
X-Deja-AN: 325701247
Content-Transfer-Encoding: 7bit
References: <34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cafv6$19p$1@due.unit.no>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Jo Even Skarstein <joska@nuts.edu> wasn't it 16 Feb 1998 22:52:22
GMT that you wrote:

>>>Falcon/Afterburner...
>
>> And what!?....they DO WORK?...what are you saying? that they don't?.

>Are you saying that there actually exist software written in STOS that
>*works* on a Afterburner? I have never managed to get STOS-games to

 First of all I do not own a Falcon, But from feedback I have been
told yes! they do :)

>work on my AB... OK, so I haven't tried it since you released your
>latest platformer (Was it Heartland? I can't remember, but I

 After Heartland was Diamond Ice, After that was BillyBoy and
inbetween was Autoview and a new diskmag shell, Also a made to order
Cheat database soemone is filling up for release and then there was
the re-release of diamond Ice for TT owners...Thinker was almost
completed before the artist went Awol and I started a whole new
venture that needed a new web page making, Also I started a VidIgrid
v3 especialy for Falcon and TT owners...

 So a few things since Heartland <smile>

>downloaded it from your website four/five months ago), but that's
>pretty recent. But it didn't work. Worked fine on my Mega though :-)

 hehe Glad to hear it..But no I had not implemented the new routines
at that time and we have had yet another upgraded STOS compiler or two
since then :)

>assumed ("assumptions is the mother of all fuck-ups") that they didn't
>work since I couldn't get the latest STOS-games to work either.

 You CAN get the latest STOS games to work, maybe not the ones you
tried, and Heartland as explained is far from the latest,
>
>> Why not get your facts right BEFORE talking crap :(((
>
>You're pretty sensitive when it comes to your favourite
>programming-language Tony...

 Yes....But as you already know that, then you must have expected the
response? <Big Smile> no insults where intended ....

 BTW you should have seen the first draft of my reply...phew! ;-)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -5936005247358006457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb3d599bff4f7a49
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: 68k buserr
Date: 1998/02/16

Message-ID: <EoGpvD.nuq@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 325743964
Sender: news@suse.modem.stud.uni-hannover.de
References: <34df90b7.0@comnet.co.nz> <Eo8I3x.nF8@suse.modem.stud.uni-hannover.de>
<34e78505.0@comnet.co.nz>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34e78505.0@comnet.co.nz>,
     gmiller@inca.co.nz (Gaven Miller) writes:

>> Do not make any such assumptions ! You have to test for 16 MB on a 68000
>> system and for 4GB on a 680x0 system (x being 2 and larger).
>
> Does such hardware exist? (I'd have thought it'd be better to put memory
> as one contiguous block from $01000000 [$01000000-$88FFFFFF], instead of
> $01000000-$01FFFFFF, $80000000-$87FFFFFF, for example)

It's better, but in no way enforced by the system. The hardware hacker might have good reason to add memory in two chunks.

BTW.: There is no really proper way to achieve your initial goal. Some hardware add-ons provide RAM on-card. As an example, I have a Riebl ethernet card here. You'll detect RAM from $e00000 to $e0ffff, which is not distinguishable from ordinary system RAM, yet you must not access it because otherwise you'll badly disturb the hardware driver's operation. Consequently, it's *not* added to the system via Maddalt().

If you're after the amount of memory that you're allowed to access freely in your software, I recommend a completely different approach :

```
go_to_supervisor_mode;
switch_interrupts_off_entirely;

do {
     use_Malloc(-1)_to_find_out_size_of_largest_block;
     feed_that_number_into_Malloc()_to_allocate_the_block;
     put_address_of_block_into_a_list;
     sum_up_block_size;
 } while (block_size > 2);

walk_the_list,_with_each_entry {
     feed_address_into_Mfree()_to_free_the_block_again;
   }

switch_interrupts_on_like_has_been_before;
leave_supervisor_mode;
```

You'll end up with the true amount of free memory summed up during the
first loop.

> What about the system ROMs at $00E00000 (or $00FC0000 for the older ones)
>
> I would think it's better to stop at 14M when testing standard RAM.

Why ? Why shouldn't I add RAM at those addresses ? Neither of my machines
has ROM there. The only reserved bit is the area beyond $ff0000 (and $ffff0000
on 680x0 CPUs). Everyone who puts RAM there violates specifications by Atari.

>> > However, will there be any problems if I just ignore the buserr, and just
>> > JMP to the next instruction after the test loop? I am using a 68030
>> > system, and no harm seems to befall it when I do, but will a 68000 be able
>> > to survive?
>
>> Of course the 68000 is perfectly capable of surviving bus errors properly.
>> TOS uses them during initialization stage !
>
> I've been informed that the 68000 doesn't put enough info into its BUSERR
> stack frame to allow it to continue/restart the failing instruction

Then your informer told you a fair bit of rubbish. The info that's there is
perfectly enough to recover from the bus error completely.

BTW.: The only way the CPU is affected by the bus error is that the state is
set to Supervisor mode. That's all. Concerning memory, some info is placed
on the system stack, you gotta remove it for recovering from the bus error.
You also need to restore the status register, which is part of the saved info.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 8470312041543776442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/16
Message-ID: <1998021623573180956@zetnet.co.uk>#1/1
X-Deja-AN: 325932772

References: <34cd820a.15060305@news.demon.co.uk>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk> <6cafv6$19p$1@due.unit.no>
Newsgroups: comp.sys.atari.programmer

> > And what!?....they DO WORK?...what are you saying? that they don't?.
> > Have you tried the very latest diskmag shells I have made, tested and
> > running on enhanced falcons and TT's, *NO* fixing, *NO* backwards,
> > just plonk on a HD and run in atari low rez, ..
>
> Are you saying that there actually exist software written in STOS that
> *works* on a Afterburner?

I cannot confirm that, but I can say that STOS works well on my FX'd
Falcon - both normal ST compatible software, and Falcon enhanced/only.

STOS doesn't make use of the PMMU, and Tony's software doesn't touch the
cache, so I dont see any real reason for it to behave any differently on
an 040 to an 030 - although I dont know details of 040 problems (mail me
if you find some with STOS and I'll try and fix 'em!). STOS will *not*
make use of ALT-ram, though (without directly calling mxalloc, which
is not currently done by any routine/extension).

> I have never managed to get STOS-games to
> work on my AB... OK, so I haven't tried it since you released your

Details of what the problem was might be helpful... Nobody has mailed me
about AB040 compatibility... (I am the one who has released the recent
compatibility patches to STOS). Maybe this is the same problem as Tony
has trying to find TT testers (very few come forward).

This comment is not particularly aimed at you Jo, but why do people sit
on bug reports like this? It is sometimes possible to solve compatibility
problems, but if you dont know that they exist 'cause people just give
up and say "oh well, it didn't work" then it'll never get solved!

> > If you have tried them then they should/must work, if you havn't tried
> > them then why do you say such things in a public forum?,
>
> I admit I haven't tried the latest diskmags on my Falcon, but I
> assumed ("assumptions is the mother of all fuck-ups") that they didn't
> work since I couldn't get the latest STOS-games to work either.

Never assume, 'cause you'll make an ASS out of U and ME. :)

> > Why not get your facts right BEFORE talking crap :(((
>

> You're pretty sensitive when it comes to your favourite
> programming-language Tony...

Yea, but seeing as your post was entirely based on a (possibly incorrect)
assumption that was critical of Tony's software, you can understand why. :)

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From 1191209356890784021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/02/16
Message-ID: <6c90ot$7lg$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 326193681
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se> <34e6cc64.4814963@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 887621213 7856 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >Yeah, lets go for it. If you want a Pac-Man game in GEM written
> >completely in C, take a look at my webpage. ;-)
>
> I'll take a look tonight!

Scary. :-)

> >It's not very good, but it sort of works. Maybe I should try to
> >finish it someday. It has got a few nasty bugs.... also I havn't
> >got a clue on how fast it is on regular Falcons or STs (if it works
> >at all on them).
>

> You'll know soon - I've got an STe.

I bet it will be to slow. Maybe it will work in mono.... but who knows.

> >Anyway, I think it would be a great idea.
>
> Maybe you want the sources then? ;-))

I didn't say that. :-)

I have got a hard time getting time to do anything I want as it is...

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -7412797272555519233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b79f7051ca422a12
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: XFS Driver with Magic5
Date: 1998/02/16
Message-ID: <6c9m40$b8u$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 326193682
Content-Transfer-Encoding: 7bit
References: <34E8144A.A81DFD31@france2.fr>
<D.A.Knight-1602981045510001@eighton.ncl.ac.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 887643072 11550 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

David Knight wrote:
>
> In article <34E8144A.A81DFD31@france2.fr>, Laurent FAVARD
> <l.favard@france2.fr> wrote:
>
> > i'm looking for explanations how to write our own XFS driver, cause i
> > would like to write a driver for Magic 5. does exist a documentation, or
> > does someone have got a simple example of a XFS driver. Please, if
> > anyone have, help me, with an example...
>
> Its explained in the MagiC programming docs, which unfortunetly for many
> of us are only available in German.

It should be rather straight forward I think. I also think that there
were a
short example with the docs, or?

Also Thomas Binder has made a XFS drive so maybe he can help.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 8805334789152555857
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e3c59c77ed1474
X-Google-Attributes: gid1115ce,public
From: ben@imperial.co.uk
Subject: Re: STinG and Mint => Privilege Violation
Date: 1998/02/17
Message-ID: <6cbdij$145$1@nnrp1.dejanews.com>#1/1
X-Deja-AN: 325800482
References: <6cafn0$l9g$1@news2.isdnet.net>
Organization: Deja News - The Leader in Internet Discussion
X-Article-Creation-Date: Tue Feb 17 07:17:40 1998 GMT
X-Http-User-Agent: Mozilla/3.01 (Win95; I) via proxy gateway CERN-HTTPD/3.0
libwww/2.17
Newsgroups: comp.sys.atari.programmer
X-Originating-IP-Addr: 194.201.73.171

Hi,

>
> Hello,
> For testing my WEB server sHTTPd with long filename, I have try to run STinG
> with Mint, but all servers, clients and CPX run a privilege violation error!
> I have try to set STING.PRG in global memory but nothing is better :(
>
> Anybody may help me ?
>
> Cheers,
> Olivier.
>

I have experienced similar problems with MiNT and STinG. Version 1.04
was OK, but v1.12 crashed all the time. I found the problem was with
the order in which MiNT and STinG were loading from the AUTO folder.
I found that if STinG loaded before MiNT, STinG would crash, and a
privilege violation error would appear on screen. Re-arranging the

AUTO folder so that STinG loaded last and after MiNT solved this
problem, and I havn't had a crash since.

Hope this helps.

Regards,

Ben Hills.
ben@imperial.co.uk

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

From 7811844591567460742
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27a79805c579af92
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,27a79805c579af92
X-Google-Attributes: gidf8760,public
From: "Graham Thornton" <dangermouse@prodigy.nospam.net>
Subject: Re: 8-Bit game programmers - Check this!
Date: 1998/02/17
Message-ID: <01bd3baa$821475e0$b0f7c9c7@dangermouse>#1/1
X-Deja-AN: 325866512
References: <34E85340.795C@mail.usinternet.com>
<34e861b0.835939@news.pipeline.com>
X-Auth-User: 000313622/a1c8a260f8de27e8
X-Post-Time: 17 Feb 1998 13:51:55 GMT
Organization: Prodigy Services Corp
X-Problems-To: abuse@prodigy.net
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit

John Hardie <jhardie@pipeline.com> wrote in article
<34e861b0.835939@news.pipeline.com>...
> ANYTHING involving Video 61 is probably a scam.
>
>
Who are Video 61??

Graham.

From 1030573148236396994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fba44a153ff866a8,start
X-Google-Attributes: gid1115ce,public
From: "Mike" <NOSPAM_mike@heliovisionsproductions.fr>

Subject: 68k to C
Date: 1998/02/17
Message-ID: <OLEwLz7O9GA.306@upnetnews03>#1/1
X-Deja-AN: 325902654
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Do you know if it is possible to find converter programs that can translate
680x0 source codes in C.
(Or better, than can translate 68000 source code in 6502)
Of course, I know that such a program will generate crappy code...
My objective is just to have something I can recompile, and that I will
optimise after.
If I cannot find, I will be able to do it myself :(
This converter wouldn't have to handle self-modifying code. The syntax used
in assembler can be adapted by me, it's not really a trouble.
It should be able to locate and handle correctly CODE / DATA / BSS sections.

Thanks.
If you want to reply me, please send a copy directly to my following email:

~~~~~~~~~~~~~~~~~ Dbug's HomePage ~~~~~~~~~~~~~~~~
Mike (mpointie@hol.fr) says:
"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!

From 5920461554381607601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1cb57e4026feef0
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: cdecl in Pure C
Date: 1998/02/17
Message-ID: <6ccfdd$f6j@balaena.bio.vu.nl>#1/1
X-Deja-AN: 325917574
References: <6bl697$lk2$1@xenon.inbe.net> <Eo3svI.ny6@suse.modem.stud.uni-
hannover.de> <6c7l6d$a6a$1@tubul.dascon.de>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Michael Schwingen (rincewind@tubul.dascon.de) wrote:

: >causes Pure C to assume both parameters on the stack, as every C compiler must
: >be able to do, and which also is the standard passing scheme for GEMDOS and
: >(X)BIOS functions.
~~~~~~~~~~~~~~~~~

: Um - why should a compiler need to have this feature?

It does come in handy when you want to use shared libs or DLL's...

: It is nice for compatibility, but definitely not a must.

Depends. It is a must if you want a _decent_ (ie. not completely
incompatible binary-wise) C compiler.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From -6751986239940752874
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d1cb57e4026feef0
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: cdecl in Pure C
Date: 1998/02/17
Message-ID: <34E9CD63.4D75@mst.tn.utwente.nl>#1/1
X-Deja-AN: 325927649
Content-Transfer-Encoding: 8bit
References: <6bl697$lk2$1@xenon.inbe.net> <Eo3svI.ny6@suse.modem.stud.uni-hannover.de> <6c7l6d$a6a$1@tubul.dascon.de>
Content-Type: text/plain; charset=iso-8859-1
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Michael Schwingen wrote:
>
> In article <Eo3svI.ny6@suse.modem.stud.uni-hannover.de>,
> Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
> >
> >causes Pure C to assume both parameters on the stack, as every C compiler must
> >be able to do, and which also is the standard passing scheme for GEMDOS and
> >(X)BIOS functions.
>
> Um - why should a compiler need to have this feature?
>
> It is nice for compatibility, but definitely not a must. As far as GEMDOS
> and (X)BIOS is concerned, it is useless since you can't tell the compiler to
> put a trap instead of the jsr/bsr instruction, so you need a callable

> library for these functions anyway.

With this calling convention you can use object files
generated by other compilers (C, Fortran, Pascal,
Mudula, assembler etc.), in your C program and,
ofcourse, the other way around, use C functions in
one of the other languages. There is a standard
calling convention and object file format, so you can
use objectfiles of different compilers to create a
program.

Bye, Hans

From 6201542617419322289
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/02/17
Message-ID: <34E9D2C1.D35@mst.tn.utwente.nl>#1/1
X-Deja-AN: 325932775
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <6asbdo$obt@balaena.bio.vu.nl>
<34D600C9.1BD8@mst.tn.utwente.nl> <6c9ktc$lf6@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Levien van Zon wrote:

> Hans Wessels (mr_ni@mst.tn.utwente.nl) wrote:
>
> Wow, is that _the_ Mr. Ni? :-)

Hoe bedoel je dat?

> Well, that's not the main problem in my case... As I want to do some
> complicated 3D stuff I know nothing about. That's the problem. :)
> And getting the routines to run decently fast on a Falcon (compared to a
> Pentium 75 running Linux). Would have to use the DSP...

Well, can't help you on that, haven't got a Falcon and never

did anything with a DSP. Can do some math but, I think, you
too.

Bye, Hans

PS: Aanstaande zaterdag ben ik op de computerclub in Huizen. VU en
Amsterdam lijkt me niet zo heel ver weg. Zin om langs te komen en
hi tegen elkaar te zeggen?

From 4808506009433631855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7591e815cad59b2b
X-Google-Attributes: gid1115ce,public
From: "Mike" <NOSPAM_mike@heliovisionsproductions.fr>
Subject: Re: help on asm gem
Date: 1998/02/17
Message-ID: <eIkPYZ9O9GA.306@upnetnews03>#1/1
X-Deja-AN: 325948363
References: <kHRmiPAO7G30EwU7@thedruid.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

>GEM and Assembly Language are two things that don't go together easily.
Hum.
I will say definitely NO.
I will perhaps say some bullshits in what follows, but since I do not
program on ST since 2 years I think I can be excused....
If you're using Devpack (or GenST if you prefer), with MonST, it's really
easy to code GEM applications in 680x0.
First, theses packages come with a lot of usefull MACROES that helps you
implement any system call (BIOS,XBIOS,GEMDOS,AES,VDI). If some functions are
missing, it's really to add what you want in these macro files.
An example of GEM code (from the real world: The complete source code is on
my home page [with French comments, sorry]), made using this method:

```
...
type_window=win_name+win_closer+win_mover+win_info
...
; Compute window size, base on formular size
form_center        ptr_main_page
move.l                 ptr_main_page,a0
wind_calc #0,#type_window,ob_x(a0),ob_y(a0),ob_l(a0),ob_h(a0)
; Memorize window size
move.l int_out+2,x_win
move.l int_out+6,w_win

; Read again window size
movem x_win,d0-d3
; Create the window
wind_create #type_win,x_win,y_win,w_win,h_win
```

```
;  Memorize window handle
move d0,handle_win

; String address
move.l #window_title,int_in+4
; Set the window title
wind_set handle_fen,#2

; String address
move.l #infos_window,int_in+4
; Set the window information line
wind_set handle_fen,#3

; Open the window
wind_open handle_win,x_win,y_win,w_win,h_win
...
...
...
```

And so on. It's easy to Init the application, to read the cookie jar, to convert and reallocate
ressource file, to change object flags...

>To be absolutely honest, I doubt you would understand the source code without
>understanding the mechanisms first. Windows are the worst of all and can be
>problematic at best even in C. I suggest you read; 'The ST Assembly Language
>Workshop Vol II' by Clayton Walnum and the ProGEM series by Tim Oren. Both
>are published in electronic form and are shareware and freeware respectively.
>You can find them in most Atari archives.
Coding GEM in C, ASM, or Basic, (or in Modula 2 ?) is not the question. If you know how GEM is working, and it's philosophy... you can code it efficiently in the language you want.

>Good luck.
Same thing !

For those people that want to download the (complete) source code, just look for the REMBRANDT archive on my Atari download page.
The code is fully functionning, is fully commented (in french of course :), and contain plenty of interesting stuff in GEM, NON GEM, all is in 68030 !!!! (meaning: Falcon or TT only).
But the GEM part is compatible with any ST compatible computer.

See ya,
Mike.

~~~~~~~ Dbug's ATARI/Oric HomePage ~~~~~~~~
Mike (mpointie@hol.fr) says:
~~~~~~~

"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!

From 375020322503420695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b876378e574e4c7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Molesting the Cookie Jar.
Date: 1998/02/17
Message-ID: <34eb8fc1.2736064@news.demon.co.uk>#1/1
X-Deja-AN: 325994532
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <PRL1fTxnJ55+@cantva.canterbury.ac.nz>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 13 Feb 98 22:11:29 +1300, kma54@csc.canterbury.ac.nz wrote:

>
>Greetings all,
>
>In Lattice C 5.6 there are two functions defined in the cookie.h file,
>these being - getcookie(), and putcookie().
>Both are straight forward to understand and use, but how does one go
>about deleting or overwriting an existing cookie? There are no functions
>defined for doing this.
>
>I can't see that writing a function to delete a cookie would prove to be
>much of a problem, I just don't know how to do it that's all. ;-)

I don't use Lattice so am not familiar with these functions. However, there is nothing stopping you doing whatever you want to any cookie in the jar (the side effects might be undesirable though). The cookie pointer is stored in location $5A0 and this will be NULL if there is no jar at all. Otherwise, it will be the address of the cookie array. This array is of unknown size to you initially - you have to look at each entry in turn until you come across the last one which is denoted by the fact it has no name (NULL). The value for this unnamed cookie specifies how big the jar currently is. So if the last entry is using the last slot you have to be prepared to make the jar bigger - current_size + 8 more slots seems to be the convention. Your program

must allocate the memory, copy all the current cookie entries to the
new space and set up the unnamed one correctly. This is why your
program cannot terminate.

>Overwriting an existing cookie with a new value; perhaps putcookie() will
>do this anyway? ...hmm, I forgot to check.

Btw, in versions of tos < 1.6 you need code to clear the cookie on a
system reset.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3740370527492274225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c26345f56ac527c4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Changing resolution problem.
Date: 1998/02/17
Message-ID: <34ea8b62.1617085@news.demon.co.uk>#1/1
X-Deja-AN: 325994533
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <B8W+NBLXHI4g@cantva.canterbury.ac.nz>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 13 Feb 98 22:15:17 +1300, kma54@csc.canterbury.ac.nz wrote:

>
>Greetings all,
>
>Under MagiC (4.02 at least), when you change resolution all programmes
>that use the #_AUT feature in the magx.inf file get loaded again. Now,
>while this may be of use in some situations, for the password programme
>I've written this is dammed annoying! Who wants to retype their password
>each time they change resolution?! Arrggghh irritating!!!
>   so.....
>An idea I've come up with involves putting a cookie into the jar with
>some magic value to indicate the current rez (i.e: top 16 bits = X; lower
>16 bits = Y), if the programme is loaded again it can compare the value in
>the cookie against the resolution it's being launch in, and if they differ
>- abort loading.

>Does this sound like a suitable way of using the cookie jar? I don't have
>much in the way of documentation for the rules governing the use of this
>system feature.

The level of security you want to implement is important. At its most basic you could simply create a cookie with a FALSE value via an auto folder program provided it does not already exist. Your login program will check this and terminate quietly if the value is TRUE. When the value is FALSE then it will require a password and only set the cookie to TRUE when a valid one has been entered.

>Perhaps there's already a way round my little problem or, there's a serious
>flaw in my design, but I guess that's why I've posted my message here. ;-)

The security may or may not be an issue. It would be relatively easy to bypass the above simply by writing a small auto folder routine which creates a cookie of the required name with a value of TRUE. This could be considered acceptable however, because someone with the knowledge to do this would find it much easier to boot the machine off a floppy, load the hard disk driver manually then delete your login program.

Another problem is that the cookie you use is "documented" in that its name and contents are available to any utility which cares to examine it.

Possibly you could write a small gem parallel process to be loaded from the magic auto/apps folder. This would stay resident until it received an AP_TERM message whereupon action could be taken to ensure the next login is bypassed. Unfortunately I'm not sure what the situation would be if one of the processes currently running ignored its AP_TERM. You'd need to experiment with this.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 86042426003759827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9adff957ec35de
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: BubbleGem and GFA
Date: 1998/02/17
Message-ID: <$PXjVEA0dZ60QwnQ@shaw1.demon.co.uk>#1/1
X-Deja-AN: 325994534
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
References: <a24a691290B802A1.55@nest.ftn>

Organization: none
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

In article <a24a691290B802A1.55@nest.ftn>, Christian Marillat
<marillat@alpes-net.fr> writes
>Hi,
>
>How to programm bubblegem with GFA basic 3.xx ?

I could do with wanting to know that too...

--
Clair Shaw (aka. CDS) | Listen to advice.
Mailto:Clair@Shaw1.demon.co.uk | Hey, it's free
ICQ: 1043359 | isn't it?
ICQ Pager mailto:1043359@pager.mirabilis.com |
WWW: http://www.shaw1.demon.co.uk |

From -2485796984554005965
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,542639fab265245c
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: DLLs on the Atari, Part 2
Date: 1998/02/17
Message-ID: <34ea14aa.0@comnet.co.nz>#1/1
X-Deja-AN: 326010729
References: <34e695df.0@comnet.co.nz> <6c9n75$lf6@balaena.bio.vu.nl>
Newsgroups: comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote in comp.sys.atari.programmer:
> I'd be interested to see how it compares to the MiNT Component Manager (ie.
> what the main differences are). Have you done any docs yet?

It's not quite as "buzzword compliant" as the component manager.

No docs yet. Every time I sit down to write them, I seem to either get
called away to do something, or find another place where the Toolbox code
can be further improved, which leads me into another five or six hours of
coding.

The zip file contains the Toolbox, C header files, an [admittedly
simplistic] example library, and an "About Your Atari" info program which
uses some of the builtin Toolbox funcs, and a library enumerator program
to tell you which libs are loaded and info about them

I can upload the zip file to the University Of Michigan site (was that

alt.archives.umich.edu? I haven't used it in yonks, so that might be in error).

(It costs me in data-transfer charges to email/ftp/web etc, so if there is a better site that will be reachable by more users, please tell us)

I've made some major changes to it architecturally since I took part in an email discussion about six months ago with a few other people interested in DLL schemes.

The <quote> "slow and overprotecting" <unquote> OO-like scheme for loading, unloading, and calling libraries is still there, but a faster, unprotected direct-call interface now exists.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 5673433195992380428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b876378e574e4c7
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Molesting the Cookie Jar.
Date: 1998/02/17
Message-ID: <34ea1f7d.0@comnet.co.nz>#1/1
X-Deja-AN: 326026302
References: <PRL1fTxnJ55+@cantva.canterbury.ac.nz>
Newsgroups: comp.sys.atari.programmer

kma54@csc.canterbury.ac.nz wrote in comp.sys.atari.programmer:
> I can't see that writing a function to delete a cookie would prove to be
> much of a problem, I just don't know how to do it that's all. ;-)

Here is a simple minded routine to delete a cookie

```
typedef struct  {
     uint32 item;
     uint32 value;
} Cookie;

void deletecookie( uint32 cookie )
{
  register Cookie *cp;  // pointer to cookies
  void *sp = NULL; // saved stack pointer

  if( !Super( 1L ) )   // are we in supervisor mode?
```

```
    sp = Super( NULL );  // no, so change to it

  cp = (Cookie *) 0x5a0;    // get pointer to cookie jar
  if( cp )  {          // if jar exists
    while( cp -> item )  {  // are we at end of list?
      if( cp -> item == cookie )  // is this the cookie we want to delete?
         break;   // yep, so break out of loop
      cp++;   // increment pointer
    }
    if( cp -> item )  {  // is this a null cookie?
      do  {   // overwrite this cookie with next in list
        // (cp + 1) points to next cookie  ie addr + 8
        memmove( cp, cp + 1, sizeof( Cookie ) );
     cp++;    // increment pointer
      } while( cp[-1] -> item );  // loop until null cookie copied
    }
  }

  if( sp )  // if we switched stacks
    Super( sp );   // restore old stack
```

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From -5427403390170702420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compiler
Date: 1998/02/17
Message-ID: <EoIpIB.DE@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 326174640
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de

Newsgroups: comp.sys.atari.programmer

In article <34f07d3c.15076029@news.zetnet.co.uk>,
     paxton@zetnet.co.uk (Tony Greenwood) writes:

>>is good at. But try booting one of those shells on my
>>Falcon/Afterburner...
>
> And what!?....they DO WORK?...what are you saying? that they don't?.
> Have you tried the very latest diskmag shells I have made, tested and
> running on enhanced falcons and TT's, *NO* fixing, *NO* backwards,
> just plonk on a HD and run in atari low rez, ..

Now it's you who's talking crap. It's a dead wrong assumption that Atari Low
resolution is available on all machines. Meanwhile there is in fact a huge
number of machines not providing Low resolution at all. Neither my enhanced
520ST+, nor my Mega ST has Atari Low, and people using Medusas and Hades,
let alone Macs with MagiCMac, and MagiC-PC probably have never seen ST-Low.
I doubt very much that the upcoming Milan will have ST-Low.

> If you have tried them then they should/must work,

Only really proper programming "should/must work", and proper programming
is resolution independent.

BTW Have you ever considered that for many many people, whose machines really
do have ST-Low, it's a real hassle to switch to ST-Low ? I still have a 1040
machine with ST-Low, but I'd need to carry it around and probably find a TV
set to connect it to, because I (and never of my local friends) do not have
any colour monitor. A diskzine that uses STOS is crap for me, I cannot read
it.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 6063467361543050659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e3c59c77ed1474

X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: STinG and Mint => Privilege Violation
Date: 1998/02/17
Message-ID: <EoIsxI.K3@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 326174641
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6cafn0$l9g$1@news2.isdnet.net>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6cafn0$l9g$1@news2.isdnet.net>,
    res1@vcf-com.fr (Olivier Booklage) writes:

> For testing my WEB server sHTTPd with long filename, I have try to run STinG
> with Mint, but all servers, clients and CPX run a privilege violation error!
> I have try to set STING.PRG in global memory but nothing is better :(

Why don't you read the FAQ ? It's all explained there. Due to insufficiencies
in MiNT, every AUTO program that bends system vectors needs to run *after*
MiNT in the AUTO folder ! This holds for STinG too.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -1846285618737238995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1cb57e4026feef0
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: cdecl in Pure C
Date: 1998/02/17
Message-ID: <EoIsr7.Hp@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 326174642
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6bl697$lk2$1@xenon.inbe.net> <Eo3svI.ny6@suse.modem.stud.uni-
hannover.de> <6c7l6d$a6a$1@tubul.dascon.de>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0

Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6c7l6d$a6a$1@tubul.dascon.de>,
     rincewind@tubul.dascon.de (Michael Schwingen) writes:
> In article <Eo3svI.ny6@suse.modem.stud.uni-hannover.de>,
> Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>>
>>causes Pure C to assume both parameters on the stack, as every C compiler must
>>be able to do, and which also is the standard passing scheme for GEMDOS and
>>(X)BIOS functions.
>
> Um - why should a compiler need to have this feature?
>
> It is nice for compatibility, but definitely not a must.

Ok, it's not a must by definition, but it certainly is for any sensible
programmer. There is only one common, definitely compatible way of passing
parameters, and that's this one. If you think compatibility is not important
here, then you've never worked with third party libraries for which usually
the source code is not available. Take any of the number of GEM libraries
available as an example. They cannot be used unless the compiler is capable
of standard argument passing.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 7333728971728729082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: C Compiler
Date: 1998/02/17
Message-ID: <6cbflf$4q2$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 326193683
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
<34de4014.1123794@news.zetnet.co.uk> <6c9oss$7ib$2@due.unit.no>
<34f07d3c.15076029@news.zetnet.co.uk>

Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 887701999 4930 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >is good at. But try booting one of those shells on my
> >Falcon/Afterburner...
>
> And what!?....they DO WORK?...what are you saying? that they don't?.
> Have you tried the very latest diskmag shells I have made, tested and
> running on enhanced falcons and TT's, *NO* fixing, *NO* backwards,
> just plonk on a HD and run in atari low rez, ..

Oh, so you are saying that they work on my Falcon/AB040/Nova box in
16-bit high
res? Cool.

I still have to find a GEM shell which doesn't and have to launch a
program in
a certain resolution sounds like stone age to me. It will go into the
trash even
before it comes near my computer. We are not still living in the middle
ages
you know.

;-)

//Magnus Kollberg
--

```
+-----------------------------------------------------+
|  http://www.geocities.com/SiliconValley/Way/5132/  |
|       email: Magnus.Kollberg@emw.ericsson.se       |
+-----------------------------------------------------+
```


From 3686946958613542050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b876378e574e4c7
X-Google-Attributes: gid1115ce,public
From: kma54@csc.canterbury.ac.nz
Subject: Re: Molesting the Cookie Jar.
Date: 1998/02/18
Message-ID: <VeLZFSgRBmh0@cantva.canterbury.ac.nz>#1/1
X-Deja-AN: 326104082
Organization: University of Canterbury, Christchurch, New Zealand
Newsgroups: comp.sys.atari.programmer

Greetings Gaven, thanks for the code, but...

```
typedef struct  {
        uint32 item;
        uint32 value;
} Cookie;

[snip]

    cp = (Cookie *) 0x5a0;          // get pointer to cookie jar

    [snip]

    if( cp -> item )  {     // is this a null cookie?
      do  {                 // overwrite this cookie with next in list
        // (cp + 1) points to next cookie  ie addr + 8
        memmove( cp, cp + 1, sizeof( Cookie ) );
        cp++;                       // increment pointer
      } while( cp[-1] -> item );    // loop until null cookie copied
    }
                  /\
                 /||\
                  ||
                 Error: invalid structure reference.
```

This is the error generated by LC 5.6. I can't work out what you may have meant by this, so I'm stuck. I do appriecate your help, and good use of comments too (i.e. heaps of 'em, very handy!), but the code is no good to me at the moment. I tried compiling it without the [-1] and although it compilied ok, it wouldn't delete the cookie I asked it to do.

Karl.

--

```
/*
 *                       -0x29a PRODUCTIONS-
 *
 *          Karl Ashton  <kma54@student.canterbury.ac.nz>
 *
 *  . ATARI STE 4meg . SM124 . LINK '97 . QUANTUM LP240S . LYNX .
 *
 */
```

From -8995244974625162703
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,fb3d599bff4f7a49
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: 68k buserr
Date: 1998/02/18
Message-ID: <34ef09d9.28943118@news.demon.co.uk>#1/1
X-Deja-AN: 326114049
Content-Transfer-Encoding: 7bit
References: <34df90b7.0@comnet.co.nz> <Eo8I3x.nF8@suse.modem.stud.uni-hannover.de>
<34e78505.0@comnet.co.nz>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 16 Feb 98 00:15:01 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>I've been informed that the 68000 doesn't put enough info into its BUSERR
>stack frame to allow it to continue/restart the failing instruction

Ah! There is enough information to "regain control" lets say but there
isn't enough information there to be able to guarantee a restart of
the offending instruction - iirc not enough info is stored to tell
whereabouts in the instruction the program counter was when it went
pear-shaped.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7808537016314217586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a51f9ac0923a7da
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Text Cursor
Date: 1998/02/18
Message-ID: <34f00bd7.29453101@news.demon.co.uk>#1/1
X-Deja-AN: 326114050
Content-Transfer-Encoding: 7bit
References: <887563959.6923.0.nnrp-05.9e9805e3@news.demon.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Sun, 15 Feb 1998 15:11:12 -0000, "David Knight"
<David@ritter.demon.co.uk> wrote:

>Is there a VDI call that enables a text cursor in GEM windows?

Er, no really. :-((

>I'm trying to write a simple text editor and just can't find a way of
>showing a cursor other than keeping track of the position and using v_box()
>to draw the cursor.

The only text cursor the vdi has (other than being in text mode
proper) is the one displayed by an editable text box which I doubt is
going to be particularly suitable for your needs!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7167049046364778976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Compiler
Date: 1998/02/18
Message-ID: <6ce9gq$4cf@balaena.bio.vu.nl>#1/1
X-Deja-AN: 326163320
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <6asbdo$obt@balaena.bio.vu.nl>
<34D600C9.1BD8@mst.tn.utwente.nl> <6c9ktc$lf6@balaena.bio.vu.nl>
<34E9D2C1.D35@mst.tn.utwente.nl>
Followup-To: comp.sys.atari.st,comp.sys.atari.programmer
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hans Wessels (mr_ni@mst.tn.utwente.nl) wrote:

: > Wow, is that _the_ Mr. Ni? :-)
: Hoe bedoel je dat?

Oh, never mind. It's just that one of the first music programs I ran on my ST years ago was a certain Noisetracker player... That was also my first encounter with a scroller. :)

: > Pentium 75 running Linux). Would have to use the DSP...
: Well, can't help you on that, haven't got a Falcon and never
: did anything with a DSP.

I just printed out some 160 pages containing the DSP instruction set from the original PDF Motorola manual. Anyone interested in this cut-down Postscript version of the Manual?

: Can do some math but, I think, you too.

Yep. And I borrowed a massive Computer Graphics bible from a friend. Only problem is reading it, as the first page alone is enough to give one a rather large headache... :-)

: PS: Aanstaande zaterdag ben ik op de computerclub in Huizen. VU en
: Amsterdam lijkt me niet zo heel ver weg. Zin om langs te komen en
: hi tegen elkaar te zeggen?

Nice idea, however, I won't be in Amsterdam on saturday.
By the way, I notice from the Email address that you seem to be on TU Twente. My little brother is planning to come and study Elecronics there next year...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Imagine if every Thursday your shoes exploded if you tied them the usual way. This happens to us all the time with computers, and nobody thinks of complaining."
-- Jeff Raskin, interviewed in Doctor Dobb's Journal

From 4255605604823039954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7591e815cad59b2b
X-Google-Attributes: gid1115ce,public
From: "Mike" <NOSPAM_mike@heliovisionsproductions.fr>
Subject: Re: help on asm gem
Date: 1998/02/18
Message-ID: <uHAMVEFP9GA.278@upnetnews02.moswest.msn.net>#1/1
X-Deja-AN: 326167493
References: <kHRmiPAO7G30EwU7@thedruid.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Newsgroups: comp.sys.atari.programmer

[Since I've got trouble with news server when I send this post, I post it again. Sorry if it is duplicated !]

>GEM and Assembly Language are two things that don't go together easily.
Hum.
I will say definitely NO.
I will perhaps say some bullshits in what follows, but since I do not program on ST since 2 years I think I can be excused....
If you're using Devpack (or GenST if you prefer), with MonST, it's really easy to code GEM applications in 680x0.
First, theses packages come with a lot of usefull MACROES that helps you implement any system call (BIOS,XBIOS,GEMDOS,AES,VDI). If some functions are missing, it's really to add what you want in these macro files.
An example of GEM code (from the real world: The complete source code is on my home page [with French comments, sorry]), made using this method:

```
...
type_window=win_name+win_closer+win_mover+win_info
...
; Compute window size, base on formular size
form_center        ptr_main_page
move.l                 ptr_main_page,a0
wind_calc #0,#type_window,ob_x(a0),ob_y(a0),ob_l(a0),ob_h(a0)
; Memorize window size
move.l int_out+2,x_win
move.l int_out+6,w_win

; Read again window size
movem x_win,d0-d3
; Create the window
wind_create #type_win,x_win,y_win,w_win,h_win
;  Memorize window handle
move d0,handle_win

; String address
move.l #window_title,int_in+4
; Set the window title
wind_set handle_fen,#2

; String address
move.l #infos_window,int_in+4
; Set the window information line
wind_set handle_fen,#3

; Open the window
wind_open handle_win,x_win,y_win,w_win,h_win
...
...
...
```

And so on. It's easy to Init the application, to read the cookie jar, to convert and reallocate
ressource file, to change object flags...

>To be absolutely honest, I doubt you would understand the source code without
>understanding the mechanisms first. Windows are the worst of all and can be
>problematic at best even in C. I suggest you read; 'The ST Assembly Language
>Workshop Vol II' by Clayton Walnum and the ProGEM series by Tim Oren. Both
>are published in electronic form and are shareware and freeware respectively.
>You can find them in most Atari archives.
Coding GEM in C, ASM, or Basic, (or in Modula 2 ?) is not the question. If you know how GEM is working, and it's philosophy... you can code it efficiently in the language you want.

>Good luck.
Same thing !

For those people that want to download the (complete) source code, just look for the REMBRANDT archive on my Atari download page.
The code is fully functionning, is fully commented (in french of course :), and contain plenty of interesting stuff in GEM, NON GEM, all is in 68030 !!!! (meaning: Falcon or TT only).
But the GEM part is compatible with any ST compatible computer.

See ya,
Mike.

~~~~~~~ Dbug's ATARI/Oric HomePage ~~~~~~~~
Mike (mpointie@hol.fr) says:
"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!

From -208231643182452222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fba44a153ff866a8
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: 68k to C
Date: 1998/02/18
Message-ID: <6ceacd$4cf@balaena.bio.vu.nl>#1/1
X-Deja-AN: 326171009
References: <OLEwLz7O9GA.306@upnetnews03>
Organization: VU Biology, Amsterdam, The Netherlands
~~~~~~~

Newsgroups: comp.sys.atari.programmer

Mike (NOSPAM_mike@heliovisionsproductions.fr) wrote:

: Do you know if it is possible to find converter programs that can translate
: 680x0 source codes in C.

I don't know of any...

: (Or better, than can translate 68000 source code in 6502)

That wouldn't be easy, as the 6502 has a lot less registers...
Why would you want to do that anyway?

: Of course, I know that such a program will generate crappy code...

If such a program does exsist, I think the generated C code would
be hard to read at the very least. :-)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

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usual way. This happens to us all the time with computers, and nobody
thinks of complaining."
-- Jeff Raskin, interviewed in Doctor Dobb's Journal

From -5702067300873095379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2dd80ecc2a811fcd,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2dd80ecc2a811fcd,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2dd80ecc2a811fcd,start
X-Google-Attributes: gid109a67,public
From: Curt Vendel <webmaster@atari.nu>
Subject: Wanted: Atari TTM195 Monitor
Date: 1998/02/09
Message-ID: <34DF80E6.1823ADE1@atari.nu>#1/1
X-Deja-AN: 323552921
Distribution: world
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: The Atari Prototypes Site: www.atari.nu
Mime-Version: 1.0

Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Wanted:

Atari TTM195 monitor is good working shape, no cracks or damage to case or tube. Prefer to purchase from someone in the NY/NJ area to cut-out shipping costs, however I will buy one from someone if the price is right.

Curt

From 4790733157558271036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Subject: Re: Game writing in C
Date: 1998/02/09
Message-ID: <6bnvdjjf1@due.unit.no>#1/1
X-Deja-AN: 323552922
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk> <34DF385C.4BED@mst.tn.utwente.nl>
Organization: The Norwegian University of Science and Technology
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

Hans Wessels <mr_ni@mst.tn.utwente.nl> wrote:

> VDI? That's defenitly not my way. I will go directly to
> the hardware, bypassing the OS as much as possible. The
> price you have to pay is compatibility (the game won't
> work on the Hades, Medusa, Milan and all other clones
> using a PC graphics card), the thing you win is speed.

> But someone else may throw a second stone and to some
> awfull VDI stuff.

VDI on a decent graphics-card will be a lot faster than anything you can do in assembler on the Videl... But to make games on older computers (i.e. ST->TT) VDI is a no-no for anything else than Pacman and Tetris.

--

/*

```
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -6794835609095586820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: feb3e,fb3d599bff4f7a49,start
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: 1115ce,fb3d599bff4f7a49,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: 68k buserr
Date: 1998/02/09
Message-ID: <34df90b7.0@comnet.co.nz>#1/1
X-Deja-AN: 323569017
Newsgroups: comp.sys.m68k,comp.sys.atari.programmer

As part of a system-level utility I am writing for the 68000-based Atari ST, I need to validate the amount of RAM in the computer.

To do this, I wrote a small loop testing bytes at pre-defined intervals, until I receive a buserror or I have reached the end of the documented RAM space.

The 16 bit Ataris have a 4 meg physical Standard-RAM limit, but the 32 bit machines lifted this to 10, and then 14 megs. ("Fast RAM" is addressed from $01000000 up to address $FF000000)

However, will there be any problems if I just ignore the buserr, and just JMP to the next instruction after the test loop? I am using a 68030 system, and no harm seems to befall it when I do, but will a 68000 be able to survive?

I seem to recall something about the 68000 not being able to recover properly from buserrors (or was it just restart/continue)

My loop looks something like this:

```
     ; 14 meg address space, in multiples of half-a-meg
     ; we need to loop (14*2) times, but use a DBF value of 27
     move.w   #(14*2)-1,d0  ; d0 = dbf count
     move.l   #524288,d1    ; increment = 512k
     lea  0,a0     ; base address = 0
     move.l   buserr(a1),a2 ; save old buserr handler
     move.l   #mybus,buserr(a1)  ; set new handler
     move.l   sp,a3         ; save stack pointer
tol  tst.b    (a0)     ; does byte exist? (buserr possible)
     add.l    d1,a0         ; increment pointer
```

```
     dbf  d0,tol        ; loop
ool  move.l   a2,buserr(a1) ; restore old buserr handler
     move.l   a0,ram        ; save top of standard RAM
     ...


mybus    move.l   a3,sp    ; reset SP to old value
     bra  ool  ; go to next instruction beyond memtest loop
```

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From 2493300170791091555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1cb57e4026feef0
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: cdecl in Pure C
Date: 1998/02/09
Message-ID: <Eo3svI.ny6@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 323620760
Sender: news@suse.modem.stud.uni-hannover.de
References: <6bl697$lk2$1@xenon.inbe.net>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <6bl697$lk2$1@xenon.inbe.net>,
     "De Meester" <mdemeester@village.uunet.be> writes:

> Hello, can anyone give me an explanation of the command 'cdecl' in pure C???
> I can't work with the command. I use Pure C 1.0.

cdecl declares a function to use standard C parameter passing. Normally, if
you define a function

```
   void test (int foo, long *bar)
   {
    }
```

then Pure C will expect "foo" in CPU register D0, and "bar" in A0 ('cos it's a pointer), this is for efficiency.

For interfacing to external functions, sometimes standard passing is required. So

```
   void cdecl test (int foo, long *bar)
   {
    }
```

causes Pure C to assume both parameters on the stack, as every C compiler must be able to do, and which also is the standard passing scheme for GEMDOS and (X)BIOS functions.

cdecl therefore is a modifier, and not a command. Be aware that if you write prototypes separately, the cdecl must be in both prototype and definition of the function.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From -1970280019314803049
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddb7f8e582136d2
X-Google-Attributes: gid1115ce,public

From: "Eugene Wong" <eugenewong@spiderweb.ca>
Subject: Re: Please read this!
Date: 1998/02/09

Message-ID: <6bp03c$c85$1@globe.lynx.bc.ca>#1/1
X-Deja-AN: 323681283
References: <6bhaql$39e$1@zingo.tninet.se> <6bho4h$9de$2@news.campus.mci.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4

Organization: Lynx Internet
Newsgroups: comp.sys.atari.programmer

Ronald J. Hall wrote in message <6bho4h$9de$2@news.campus.mci.net>...
>On 7 Feb 1998 09:51:17 , Thomas Sahlin wrote:
>->Hi there! Could anyone please send this mail back to me so I know that I
>->can send news properly with NEWSie. It sometimes doesn't seem to be sent
>->at all. Anyway the address is: thomas.sahlin@home.se

>->
>->Thomas Sahlin

Isn't NEWSie just a spam program that puts you on its mailing list when people reply?

From -7803526484194801722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2dd80ecc2a811fcd
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2dd80ecc2a811fcd
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2dd80ecc2a811fcd
X-Google-Attributes: gid109a67,public
From: ag352@chebucto.ns.ca (John S. Gray)
Subject: Re: Wanted: Atari TTM195 Monitor
Date: 1998/02/10
Message-ID: <6bon2t$3hp$2@News.Dal.Ca>#1/1
X-Deja-AN: 323647414
Distribution: world
References: <34DF80E6.1823ADE1@atari.nu>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Organization: Chebucto Community Net
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I want one too! preferably with a TT though.

(still using an old 1040 to lay out XEST newsletter,)

From -6083967763791862918
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddb7f8e582136d2
X-Google-Attributes: gid1115ce,public
From: bales@hol.DELETE.THIS.fr (Nicholas Bales)
Subject: Re: Please read this!
Date: 1998/02/10
Message-ID: <6bp3b3$ng8$1@news.stortek.com>#1/1
X-Deja-AN: 323686058
References: <6bhaql$39e$1@zingo.tninet.se> <6bho4h$9de$2@news.campus.mci.net>
<6bp03c$c85$1@globe.lynx.bc.ca>
Content-Type: text/plain; charset=US-ASCII
Organization: Storage Technology Corporation
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <6bp03c$c85$1@globe.lynx.bc.ca>, "Eugene Wong"
<eugenewong@spiderweb.ca> wrote:
>
>Ronald J. Hall wrote in message <6bho4h$9de$2@news.campus.mci.net>...
>>On 7 Feb 1998 09:51:17 , Thomas Sahlin wrote:
>>->Hi there! Could anyone please send this mail back to me so I know that I
>>->can send news properly with NEWSie. It sometimes doesn't seem to be sent
>>->at all. Anyway the address is: thomas.sahlin@home.se
>>->
>>->Thomas Sahlin
>
>
>Isn't NEWSie just a spam program that puts you on its mailing list when
>people reply?
>
>

What are you talking about ?

Cheers,

Nick.
--
```
   |||    Nicholas Bales, Toulouse, France              bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
  / | \   http://wwwperso.hol.fr/~nbales/quickfaq.htm
-'  '  `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
```


From -4596533281475687849
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9ed5b11cc90e8be,start
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: re: cdecl wit pure-c
Date: 1998/02/10
Message-ID: <34E05A2C.53D798A1@france2.fr>#1/1
X-Deja-AN: 323742234
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: France 2
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

cdecl is a directive that tell to the compiler how to put and get
parameters for a C function. you must know that the directive is very
usefull with pure-c, because it use another technics to pass parameters.

pure-c work with registers. instead of to put and get paramters from the

stack, as a lot of compiler C does, it'll try to pass parameters with d0,d1,a0...

for example,   int toto(int a) . 'a' parameter will be put in the d0 register

but: int cdecl toto(int a). 'a' will be put in the stack.

so, in this function, if you write it in 680x0, you need to know if you want to use the register or the stack.
cdecl is standard C call parameters, and for example, i write always my 680x0 routines with this declaration, because i can use any C compiler with them, whereas if used the pure-c technics, it be possible only with the pure-c compiler... as you want....!!

conclusion:

cdecl = parameters in and from the stack
no directive = parameters in registers as possible.

(TOS use cdecl directive...because it is the C standard call.)

From 2621129334617111132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: feb3e,fb3d599bff4f7a49
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: 1115ce,fb3d599bff4f7a49
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: 68k buserr
Date: 1998/02/10
Message-ID: <34e07e35.2603689@news.tmisnet.com>#1/1
X-Deja-AN: 323792171
References: <34df90b7.0@comnet.co.nz>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.m68k,comp.sys.atari.programmer

Hmmm ... can't help you much, but here's what I've got:

1. TOS keeps track of the physical top of
   ST-compatible RAM at the appropriately-
   named phystop, hex location 0x0000042E.
   0x00000432   _membot points to the
                 bottom of the system heap.
   0x00000436   _memtop points to the
                 top of the system heap.

2. ST compatible RAM space:

```
    0x000005B4    Beginning of ST RAM
    0x009FFFFF    End of ST RAM

3.  Reserved Space for Hardware Developers
    from the end of ST RAM to:
    0x00A00000    Mega STe
    0x00E00000    All other Atari computers

4.  VME A24:D16 Address Space (Mega STe only)
    (Used by Falcon030 for RAM)
    0x00A00000    Beginning of VME space
    0x00DEFFFF    End of VME space

5.  VME A16:D16 Address Space (Mega STe only)
    (Used by Falcon030 for RAM)(Available for
    ST-compatible RAM or I/O space)
    0x00DF0000    Beginning of VME space
    0x00DFFFFF    End of VME space

6.  System ROMs as of TOS 1.06
    0x00E00000    Beginning of System ROM
    0x00EFFFFF    End of System ROM

7.  Cartridge ROM
    0x00FA0000    Beginning of Cartridge ROM
    0x00FBFFFF    End of Cartridge ROM

8.  System ROMs before TOS 2.00
    0x00FC0000    Beginning of System ROM
    0x00FEFFFF    End of System ROM

9.  TT Fast RAM
    0x01000000    Beginning of Fast RAM
    0x01FFFFFF    End of Fast RAM

10. TT Reserved Space
    0x20000000    Beginning of Reserved Space
    0xFDFFFFFF    End of Reserved Space

11. VME A24:D16 Area
    0xFE000000    Beginning of VME Area
    0xFEFEFFFF    End of VME Area

12. VME A16:D16 Area
    0xFEFF0000    Beginning of VME Area
    0xFEFFFFFF    End of VME Area

13. Shadow Image (i.e., "unused" or "unusable")
    0xFF000000    Beginning of ST Compatibility Space
    0xFFFFFFFF    End of ST Compatibility Space

Source:  The Atari Compendium by Scott Sanders.
Toad Computers may still have the Compendium CD
```

available if you need one.

I've left out a lot of the non-memory stuff
(hardware addresses, etc.) since that's not
of interest to you at this time.

Hope this helps.

-- George Crissman
-- strads@tmisnet.com

http://www.tmisnet.com/~strads/hq/atari.html

On 9 Feb 98 23:26:47 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

```
>As part of a system-level utility I am writing for the 68000-based Atari
>ST, I need to validate the amount of RAM in the computer.
>
>To do this, I wrote a small loop testing bytes at pre-defined intervals,
>until I receive a buserror or I have reached the end of the documented RAM
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>
>The 16 bit Ataris have a 4 meg physical Standard-RAM limit, but the 32 bit
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>
>However, will there be any problems if I just ignore the buserr, and just
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>
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>properly from buserrors (or was it just restart/continue)
>
>My loop looks something like this:
>
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>    ; we need to loop (14*2) times, but use a DBF value of 27
>    move.w   #(14*2)-1,d0  ; d0 = dbf count
>    move.l   #524288,d1    ; increment = 512k
>    lea  0,a0     ; base address = 0
>    move.l   buserr(a1),a2 ; save old buserr handler
>    move.l   #mybus,buserr(a1)  ; set new handler
>    move.l   sp,a3         ; save stack pointer
>tol tst.b    (a0)     ; does byte exist? (buserr possible)
>    add.l    d1,a0         ; increment pointer
>    dbf  d0,tol        ; loop
>ool move.l   a2,buserr(a1) ; restore old buserr handler
>    move.l   a0,ram        ; save top of standard RAM
>    ...
>
>
```

```
>mybus   move.l   a3,sp    ; reset SP to old value
>    bra  ool  ; go to next instruction beyond memtest loop
>
>--
>
```
>All email sent to my inca address will fail, however I can now be
>contacted via an intermediary : gem at tos pl net. I would like to
>apologise to the genuine respondents that this may inconvenience.

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -3901374550806780050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,544ec25cd86ec428
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Re: Test mail, don't read
Date: 1998/02/10
Message-ID: <6bq480$gg8$1@cubacola.tninet.se>#1/1
X-Deja-AN: 323808707
References: <6b21nb$2ka$1@zingo.tninet.se> <6b2s0u$5dm$1@roch.zetnet.co.uk>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

On 1 Feb 1998 22:12:46 , Roger Cain wrote:
>It does. let's be hearing more from you, Thomas.

Yes it does! Great! Can anyone tell me why it takes a few days before the
mails appear so I can see them myself? Is this normal?

Thomas Sahlin

---
thomas.sahlin@home.se
http://user.tninet.se/~jyc891w/

From -7386079062105631704
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,544ec25cd86ec428
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Test mail, don't read
Date: 1998/02/10
Message-ID: <6bqimfgjd1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 323875705
References: <6b21nb$2ka$1@zingo.tninet.se> <6b2s0u$5dm$1@roch.zetnet.co.uk>

<6bq480$gg8$1@cubacola.tninet.se>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 10 Feb 1998 17:54:08, Thomas Sahlin wrote:

>Yes it does! Great! Can anyone tell me why it takes a few days before the
>mails appear so I can see them myself? Is this normal?

Hmm .. it's something to do with your ISP. When I connect to mine
Newsie sends my messages OUT before reading messages IN. I usually get
my OUT message returned to me in the same connection.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -3643531466101824539
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e1f605fe198ef29,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: Problems with cubase audio 2.03 and atari falcon 030
Date: 1998/02/10
Message-ID: <Pine.BSI.3.96.980210191407.18499A-100000@usr02.primenet.com>#1/1
X-Deja-AN: 323920597
References: <6bqmu4ohj1@diana.bcn.ibernet.es>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.6.202 (kellis)
Newsgroups: comp.sys.atari.programmer

h, yes cubase audio is now version 2.06. Just upgrade it from
steinberg ftp site, it;s the full software, the only thing you need is
the dongle you have been using with your version 2.03.
That's all :)

On Wed, 11 Feb 1998, SOLO PEACEMAKER wrote:

>Hi I'm new here.
>
>I'm having problems with Cubase audio 2.03, the fact is that when I load the
>songs from the SCSI HD or from the floopy some tracks are corrupted and
>notes are missing, if i try loading again the song 3 or 4 times the problem
>desapears.

>
>If anyone can help me please leave a message in the newsgroup or contact to
>me at solod@mx3.redestb.es
>
>Thanks .
>
>
>
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -3790487436680781619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e1f605fe198ef29
X-Google-Attributes: gid1115ce,public
From: "SOLO PEACEMAKER" <solod@mx3.redestb.es>
Subject: Problems with cubase audio 2.03 and atari falcon 030
Date: 1998/02/11
Message-ID: <6bqmu4ohj1@diana.bcn.ibernet.es>#1/1
X-Deja-AN: 323899413
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Unisource Espana NEWS SERVER
Newsgroups: comp.sys.atari.programmer

Hi I'm new here.

I'm having problems with Cubase audio 2.03, the fact is that when I load the
songs from the SCSI HD or from the floopy some tracks are corrupted and
notes are missing, if i try loading again the song 3 or 4 times the problem
desapears.

If anyone can help me please leave a message in the newsgroup or contact to
me at solod@mx3.redestb.es

Thanks .

From 1758275475025170852
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddb7f8e582136d2

X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Please read this!
Date: 1998/02/11
Message-ID: <Eo75w4.Fnr@iglou.com>#1/1
X-Deja-AN: 323995060
Sender: news@iglou.com (News)
References: <6bhaql$39e$1@zingo.tninet.se> <6bho4h$9de$2@news.campus.mci.net>
<6bp03c$c85$1@globe.lynx.bc.ca>
X-Nntp-Posting-User: rsg0910
Reply-To: rsg0910@iglou.com
X-Nntp-Posting-Host: iglou1
Organization: IgLou
Newsgroups: comp.sys.atari.programmer

In article <6bp03c$c85$1@globe.lynx.bc.ca>, Eugene Wong wrote:

>Isn't NEWSie just a spam program that puts you on its mailing list when
>people reply?

You're thinking of another program, probably NewsExpress or something like
that, for the IBM systems. NEWSie is for the Atari ST systems, and is a
news reader.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From -1880559289807666808
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1cb57e4026feef0
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: cdecl in Pure C
Date: 1998/02/11
Message-ID: <vyz90rixoif.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 324103106
Sender: schwab@issan
References: <6bl697$lk2$1@xenon.inbe.net> <34DF3528.3597@mst.tn.utwente.nl>
X-Yow: If Robert Di Niro assassinates Walter Slezak, will Jodie Foster marry
Bonzo??
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

|> De Meester wrote:
|>> Hello, can anyone give me an explanation of the command 'cdecl' in pure C???
|>> I can't work with the command. I use Pure C 1.0.

|> It is used in function definitions to force the compiler
|> to put (and get) parameters to that function over the stack.

|> Example:

```
|> int add(int a1, int a2)
|> {
|>   return a1+a2;
|> }
```

|> The compiler will put the arguments a1 and a2 in the registers D0
|> and D1. The answer will be in D0.

|> but with

```
|> int cdecl add(int a1, int a2)
|> {
|>   return a1+a2;
|> }
```

|> the compiler will put the parameters a1 and a2 on the stack and
|> de function will put the anser on the stack.

The function return value will still be put in D0, which is the standard
m68k calling convention.

--
Andreas Schwab
schwab@issan.informatik.uni-dortmund.de
schwab@gnu.org

"And now for something
completely different"

From 8876512658191276240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,540f4beb265c8bff,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,540f4beb265c8bff,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102b99,540f4beb265c8bff,start
X-Google-Attributes: gid102b99,public
X-Google-Thread: 109a67,540f4beb265c8bff,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f485c,540f4beb265c8bff,start
X-Google-Attributes: gidf485c,public
X-Google-Thread: 1056fc,540f4beb265c8bff,start
X-Google-Attributes: gid1056fc,public

From: Curt Vendel <webmaster@atari.nu>
Subject: FS: Atari Network Adapter cards
Date: 1998/02/11
Message-ID: <34E1F554.A38EA57@atari.nu>#1/1
X-Deja-AN: 324197210
Distribution: world
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: The Atari Prototypes Site: www.atari.nu
Mime-Version: 1.0
Newsgroups:
comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari
.st.tech,ny.forsale,nyc.forsale

For Sale:

Very limited quantity network Adapter cards for the following Atari
Computer Systems:

Atari Mega ST's (MegaBus version)
Atari Mega STE and Atari TT030 (VME Version)

Note: The Atari Mega STE and TT030 slot can only accomodate (1) one
device, so if you are using a graphics card and want to also use the
network card this is NOT possible in a stock system

WARNING: Many Atari Mega STe's were sold with their VME PAL chips
removed, you will need to buy a set of PAL's and install then for these
adapters to work. To check and see if you have the PAL, open your Mega
STE and look at the 2 sockets close to the VME bus slot, if they are
present you are set, if they are missing you will need to contact B&C
Computervisions (Atari Sales & Service Center) 916-295-9270 or BEST
Electronics 408-243-6950 and order a set.

These cards are compatible with Linux, BSDnet/Atari, and Atari System V
Unix which all have the drivers to use these Ethernet adapter cards for
TCP/IP communication.

I have just recently acquired TOS drivers written by Atari Germany for
these cards, most of it is in Germany, but easy enough to understand,
the drivers are called TOS ANS (Atari Network Services), if someone can
upload these drivers to UMICH or someplace public I would like to place
these drivers up onto the Internet for everyones benefit.

Both versions (MegaBus and VME) are the same price:

Riebl Ethernet Adapters: $150 each (Includes 1 3.5" disk with TOS ANS
drivers and 1
"T" connector for the Ethernet card)

Shipping within the U.S. is $5.00 USPS Priority Mail, Shipping outside the US via ground is $8.00, via Air is $14.00

NOTE: Quantities are very limited, please contact me by email prior to sending payment to reserve a card.

Curt
www.atari.nu

From 8739085066157092641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12556724831cbd45,start
X-Google-Attributes: gid1115ce,public
From: Jim Kinsey <shu96jek@reading.ac.uk>
Subject: Degas image pallette
Date: 1998/02/11
Message-ID: <Pine.SOL.3.96.980211135318.4161A-100000@sutf12.reading.ac.uk>#1/1
X-Deja-AN: 324267894
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: University of Reading
Newsgroups: comp.sys.atari.programmer

Hi!

I've been programming an Art package(yes, another one...) in GFA Basic 3.5, but have run into an unfortunate snag when it comes to the palette.

I can load a Degas image onto the screen using BLOAD, and get it's palette to the screen using the ~XBIOS(6... call; but how can I get the values for the RGB intensities? I'd like to use them in a slider system for changing colours in the palette. The only way I've been able to get round this so far is by creating my own image format, but for compatibility's sake I'd like to be able to load Degas and/or Neochrome images.

Can anyone help?

Thanx in advance

Jim

/-------oo--o-o-oo)
| http://www.rdg.ac.uk/~shu96jek/
\-------------oooo-o---oo-oo-o)

From 3948168633729689221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12556724831cbd45
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Degas image pallette
Date: 1998/02/11
Message-ID: <34e23842.0@comnet.co.nz>#1/1
X-Deja-AN: 324272562
References: <Pine.SOL.3.96.980211135318.4161A-100000@sutf12.reading.ac.uk>
Newsgroups: comp.sys.atari.programmer

Jim Kinsey (shu96jek@reading.ac.uk) wrote in comp.sys.atari.programmer:
> I've been programming an Art package(yes, another one...) in GFA Basic
> 3.5, but have run into an unfortunate snag when it comes to the palette.

> I can load a Degas image onto the screen using BLOAD, and get it's palette
> to the screen using the ~XBIOS(6... call; but how can I get the values for
> the RGB intensities? I'd like to use them in a slider system for changing
> colours in the palette. The only way I've been able to get round this so
> far is by creating my own image format, but for compatibility's sake I'd
> like to be able to load Degas and/or Neochrome images.

(Never used GFA, but hopefully this info will come in handy)

The Degas header consisits of 34 bytes (as 17 two-byte words) prepended to the image data.

The first word (bytes zero and one) give the screen rez the image was for, and a flag saying "I'm Compressed". If bit 15 of this word is set, then the image file is a compressed Degas file. The low three bits (bits zero, one and two) give the screen resolution as returned by the Xbios call Getrez()

Following this word are 16 two byte words giving the palette, such that one could use a Setpalette() XBIOS call.

After the palette comes the image data - eithe compressed or uncompressed, depending on whether it is a PI? or PC? file.

(At least that is what i can recall of the Degas file format, when I last programmed it into an app of mine around 1992/3)

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 1049384897848976877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/11
Message-ID: <Eo8IwH.nHo@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 324309131
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6ba195$214$1@infomania.emw.ericsson.se> <34D99DAE.19A0@ooc.de>
<Eny8Hq.o0s@suse.modem.stud.uni-hannover.de>
<6bmhlhdmk1@infomania.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <6bmhlhdmk1@infomania.emw.ericsson.se>,
     Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>> > These pages were created by the editors of the German Atari magazine ST
>> > Computer/Atari Inside.
>>
>> You forgot the word 'poorly' before the word 'created' ;-)
>
> They are? I looked at them today and I think they look quite nice.

Sure, you have standard video, i.e. resolution etc. These pages have a fixed
width for instance, which is horrible for anything else but standard video.
The whole point of HTML is that the pages look well on all hardware.

> before. They are also under construction. so don't judge them to early.

They have big graphics, wasting bandwidth. IIRC they even put text into
graphics which is most stupid. They won't have done that if the final version
was meant to be different.

>> It's been the first time that I've seen somebody using white text on a
>> white background (!) It's ridiculous.
>

> Where did you find this? On your own pages? ;-)
> Seriously I couldn't find this anywhere at all. Tell me where?

All the following pages, for instance http://www.atari.de/messe.htm.
Someone said there was a background graphic, but even though I haven't
switched background graphics off, I did not get it. Still there is folx
who do switch them off, and they will definitely end up with white text
on white background, being utterly unreadable.

> BTW. Background colours looks to be something that they havn't masterd
> at all. Maybe it's a limitation in the webdesign program they use.

If so, the program should go into the bin. Still if they had to use it,
they would refrain from using color specifications at all, if they had
the faintest idea what they are doing (which they don't).

> for Atari users. Look at Wizztronics web pages. They are pathetic and
> looks like a bunch of kids have knocked them togheter in 5 minutes.

I can hardly believe that those pages should be worse.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 8691443162713067915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/11
Message-ID: <Eo8Js2.nLC@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 324309132
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <6ba195$214$1@infomania.emw.ericsson.se> <34D99DAE.19A0@ooc.de>
<Eny8Hq.o0s@suse.modem.stud.uni-hannover.de>
<6bmhlhdmk1@infomania.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: Private

Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <6bmhlhdmk1@infomania.emw.ericsson.se>,
    Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

> for Atari users. Look at Wizztronics web pages. They are pathetic and
> looks like a bunch of kids have knocked them togheter in 5 minutes.

Just had a chance to look them up. True, they are not glorious, but a fair
lot better than www.atari.de.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -3093096132012065455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: feb3e,fb3d599bff4f7a49
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: 1115ce,fb3d599bff4f7a49
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: 68k buserr
Date: 1998/02/11
Message-ID: <Eo8I3x.nF8@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 324309190
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34df90b7.0@comnet.co.nz>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.m68k,comp.sys.atari.programmer

In article <34df90b7.0@comnet.co.nz>,
    gmiller@inca.co.nz (Gaven Miller) writes:

> The 16 bit Ataris have a 4 meg physical Standard-RAM limit, but the 32 bit
> machines lifted this to 10, and then 14 megs. ("Fast RAM" is addressed
> from $01000000 up to address $FF000000)

Do not make any such assumptions ! You have to test for 16 MB on a 68000

system and for 4GB on a 680x0 system (x being 2 and larger). With your
way, you'd miss memory that I'd put, say, at $80000000 !

> However, will there be any problems if I just ignore the buserr, and just
> JMP to the next instruction after the test loop? I am using a 68030
> system, and no harm seems to befall it when I do, but will a 68000 be able
> to survive?

Of course the 68000 is perfectly capable of surviving bus errors properly.
TOS uses them during initialization stage !

I'd strongly suggest to disable all interrupts during your memory testing :
  or #$0700, sr

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -1481247926093830925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddb7f8e582136d2
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: Please read this!
Date: 1998/02/12
Message-ID: <6bv6h1$q44$1@news.campus.mci.net>#1/1
X-Deja-AN: 324465316
References: <6bhaql$39e$1@zingo.tninet.se> <6bho4h$9de$2@news.campus.mci.net>
<6bp03c$c85$1@globe.lynx.bc.ca>
Organization: The DarkForce! BBS
Newsgroups: comp.sys.atari.programmer

On 9 Feb 1998 23:39:27 , "Eugene Wong" wrote:
->
->Ronald J. Hall wrote in message <6bho4h$9de$2@news.campus.mci.net>...
->>On 7 Feb 1998 09:51:17 , Thomas Sahlin wrote:
->>->Hi there! Could anyone please send this mail back to me so I know that I
->>->can send news properly with NEWSie. It sometimes doesn't seem to be sent
->>->at all. Anyway the address is: thomas.sahlin@home.se
->>->
->>->Thomas Sahlin
->
->
->Isn't NEWSie just a spam program that puts you on its mailing list when
->people reply?

Hell no, where did you get a crazy idea like that? NEWSie is a very solid
E-mail, FTP, and Newsgroup app for Atari computers...!!! ;-)

```
     ___________________________________________________________________
    /               /               /                 /               /\
   /    --T--      /   Sysop of The DarkForce! BBS   /     /\        / /
  /  -A T A R I-  /   Phone 1-606-886-9014 Today!   /  Dark><Chyld  / /
 /      --G--    /   The Fuji -still- Lives...!!   /       \/      / /
/_______________/_______________/_________________/_______________/ /
\___________________________________________________________________\/
```


From -1920398480118949746
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public

From: mdw@catbert.ebi.ac.uk (Mark Wooding)
Subject: Re: Basic programming
Date: 1998/02/12
Message-ID: <slrn6e5smv.qkv.mdw@catbert.ebi.ac.uk>#1/1
X-Deja-AN: 324475886
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6amvgn$6r$3@Nordschleife.modem.informatik.tu-muenchen.de>
<6aq971ned1@208.207.70.125> <EnLC4t.MyL@suse.modem.stud.uni-hannover.de>
Organization: MRC Human Genome Mapping Project Resource Centre
Reply-To: mdw@ebi.ac.uk
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

Peter Rottengatter <perot@suse.modem.stud.uni-hannover.de> wrote:
> > can proudly say that I have absolutely no idea how printf works.
>
> But printf is not C. It's no C "command", but a simple library function.
> Throw away the library, and printf is gone, but you can still program
> in C (however it's more or less a pain).

First, a factual point. The standard C library \emph{is} a part of the language. Every hosted implementation of C must have it. C without `printf' is an oxymoron.

Secondly, on the subject of C++ and printf; I've written a few bits of C++, and much prefer the C stdio interface to the filesystem. It's terse, easily read and easy to customise; C++'s iostreams are cumbersome, messy, awkward to configure and hideously complex. And the use of shift operators to do I/O is a ghastly abuse of operator overloading.

I suggest that every C++ at least learn how to use printf, and decide on its merits h(im|er)self.
--
[mdw]

`A shiny love song, a quick incision...'
-- `Valentine', by Andrew Eldritch

From 7868422976036232604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
From: !smentzer@ecom.net (Steve Mentzer)
Subject: Re: Basic programming
Date: 1998/02/12
Message-ID: <6bvd63jah1@client2.news.psi.net>#1/1
X-Deja-AN: 324496314
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>

<6amvgn$6r$3@Nordschleife.modem.informatik.tu-muenchen.de>
<6aq971ned1@208.207.70.125> <EnLC4t.MyL@suse.modem.stud.uni-hannover.de>
<slrn6e5smv.qkv.mdw@catbert.ebi.ac.uk>
Content-Type: Text/Plain; charset=US-ASCII
Organization: Organization? What's that?
Mime-Version: 1.0
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

>
>First, a factual point. The standard C library \emph{is} a part of the
>language. Every hosted implementation of C must have it. C without
>`printf' is an oxymoron.

Not totally true. C is the standard definition of a core set of keywords that perform particular functions. The standard C libraries are just routines that compile under the syntax guidelines for standard C. Without the libraries, you still have C. You can do everything you would be able to do without the standard libraries, it is just a lot more work, and a hell of a lot more complex to code the functions yourself.

>
>Secondly, on the subject of C++ and printf; I've written a few bits of
>C++, and much prefer the C stdio interface to the filesystem. It's
>terse, easily read and easy to customise; C++'s iostreams are
>cumbersome, messy, awkward to configure and hideously complex. And the
>use of shift operators to do I/O is a ghastly abuse of operator
>overloading.

I totally agree. I cannot stand using C++'s cout, cin and anything else derived from *stream. I think printf and fprintf (and the slew of other functions) are a hell of alot easier to use, and easier to read in code. I personally think that people who rely on *stream classes don't understand pointers :)

However, recently, I needed an "elegant" method to redirect output to a stream generated by a script engine. The ability to use the << operator to redirect output to a child class was a great boon, and simplified the code a great deal.

>
>I suggest that every C++ at least learn how to use printf, and decide on
>its merits h(im|er)self.

Ditto...

My philosophy : Use the right tool for the job.

smentzer@ecom.net

From -281118899804395182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
From: "Kirk Strauser" <kstrauser@pcis.net>
Subject: Re: Basic programming
Date: 1998/02/12
Message-ID: <6bvfbb$l63$0@208.207.70.147>#1/1
X-Deja-AN: 324506562
References: <6alglr$cr4$9@208.207.70.70>
<6amvgn$6r$3@Nordschleife.modem.informatik.tu-muenchen.de>
<6aq971ned1@208.207.70.125> <EnLC4t.MyL@suse.modem.stud.uni-hannover.de>
<slrn6e5smv.qkv.mdw@catbert.ebi.ac.uk>
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help

On 12-Feb-98 07:02:23, Mark Wooding (mdw@catbert.ebi.ac.uk) wrote:
>Peter Rottengatter <perot@suse.modem.stud.uni-hannover.de> wrote:
>> > can proudly say that I have absolutely no idea how printf works.
>>
>> But printf is not C. It's no C "command", but a simple library function.
>> Throw away the library, and printf is gone, but you can still program
>> in C (however it's more or less a pain).

>Secondly, on the subject of C++ and printf; I've written a few bits of
>C++, and much prefer the C stdio interface to the filesystem. It's
>terse, easily read and easy to customise; C++'s iostreams are
>cumbersome, messy, awkward to configure and hideously complex.

From a C++ programmer's POV, I find the exact same arguments to hold true

for printf. Hey, I do have one question about this: In C++, you can make an object that refers to a generic I/O type (screen, file, printer, whatever). In all of those cases,

```
   ReceiveObject << data;
```

generates identical output. Is there a way to printf() to a file or other output device without reworking the code? This isn't a smart-alecked question, either - I'm honestly curious.

>And the use of shift operators to do I/O is a ghastly abuse of operator
>overloading.

You've got a point, but then again it could've just as easily been any other operator. And doesn't

```
   stream << outputData;
and
   stream >> inputData;
```

look like data is moving from into and out from the stream? I always thought that was pretty spiffy. :)

>I suggest that every C++ at least learn how to use printf, and decide on
>its merits h(im|er)self.

You're probably right, but I really like the method I've been given, and it seems totally intuitive and comfortable to me. Admittedly, that adds up to little incentive to experiment.

Kirk Strauser | Member // | Teknique on Undernet/#AmigaCafe,
kstrauser@pcis.net | Team AMIGA \X/ | http://www.pcis.net/kstrauser/

From 4211688574456707189
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59419298e63a419b,start
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Where to find Mint programming docs
Date: 1998/02/13
Message-ID: <887332305.23400.0.nnrp-01.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 324606589
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
Organization: home
Newsgroups: comp.sys.atari.programmer

Does anyone know where I can find any docs on the extra functions that Mint supplies? So far, the only ones I've found give little in detail and what is is mostly in the form of a C function prototype. What I

need is a fairly detailed description of each function, including it's function number.

Thanks in advance.

Regards,
      David   E-Mail :- dbolt@my-ste.demon.co.uk
--
/**\
*   *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
*   *
**/

Regards,
      David   E-Mail :- dbolt@my-ste.demon.co.uk
--
/**\
*   *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
*   *
**/

From -531996211079342468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b5b6b8ae548b6927,start
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Where to find MPACK/MUNPACK source
Date: 1998/02/13
Message-ID: <887332307.23400.1.nnrp-01.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 324606590
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
Organization: home
Newsgroups: comp.sys.atari.programmer

Anyone know where to find the source for M(UN)PACK? I'd like it to add long filename support but can't find it. Alternatively, if anyones got a version that doesn't truncate long names, especially if it works with VFAT...

Thanks in advance.

Regards,
      David   E-Mail :- dbolt@my-ste.demon.co.uk
--
/**\
*   *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
*   *
**/

Regards,
      David   E-Mail :- dbolt@my-ste.demon.co.uk
--
/**\
*   *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
*   *
**/

From 8785039590320046118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b876378e574e4c7,start
X-Google-Attributes: gid1115ce,public
From: kma54@csc.canterbury.ac.nz
Subject: Molesting the Cookie Jar.
Date: 1998/02/13
Message-ID: <PRL1fTxnJ55+@cantva.canterbury.ac.nz>#1/1
X-Deja-AN: 324705479
Organization: University of Canterbury, Christchurch, New Zealand
Newsgroups: comp.sys.atari.programmer

Greetings all,

In Lattice C 5.6 there are two functions defined in the cookie.h file,
these being - getcookie(), and putcookie().
Both are straight forward to understand and use, but how does one go
about deleting or overwriting an existing cookie? There are no functions
defined for doing this.

I can't see that writing a function to delete a cookie would prove to be
much of a problem, I just don't know how to do it that's all. ;-)

Overwriting an existing cookie with a new value; perhaps putcookie() will
do this anyway? ...hmm, I forgot to check.

Thanks, Karl.

--

/*
 *   -0x29a PRODUCTIONS-
 *
 *   Karl Ashton <kma54@student.canterbury.ac.nz>
 *
 * . ATARI STE 4meg . SM124 . LINK '97 . QUANTUM LP240S . LYNX .
 *
 */

From 2701251373998575542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c26345f56ac527c4,start
X-Google-Attributes: gid1115ce,public
From: kma54@csc.canterbury.ac.nz
Subject: Changing resolution problem.
Date: 1998/02/13
Message-ID: <B8W+NBLXHI4g@cantva.canterbury.ac.nz>#1/1
X-Deja-AN: 324705480
Organization: University of Canterbury, Christchurch, New Zealand
Newsgroups: comp.sys.atari.programmer

Greetings all,

Under MagiC (4.02 at least), when you change resolution all programmes that use the #_AUT feature in the magx.inf file get loaded again. Now, while this may be of use in some situations, for the password programme I've written this is dammed annoying! Who wants to retype their password each time they change resolution?! Arrggghh irritating!!!

so.....

An idea I've come up with involves putting a cookie into the jar with some magic value to indicate the current rez (i.e: top 16 bits = X; lower 16 bits = Y), if the programme is loaded again it can compare the value in the cookie against the resolution it's being launch in, and if they differ - abort loading.

Does this sound like a suitable way of using the cookie jar? I don't have much in the way of documentation for the rules governing the use of this system feature.

Perhaps there's already a way round my little problem or, there's a serious flaw in my design, but I guess that's why I've posted my message here. ;-)

Thanks, Karl.

--

/*
 *   -0x29a PRODUCTIONS-
 *
 *   Karl Ashton <kma54@student.canterbury.ac.nz>
 *
 * . ATARI STE 4meg . SM124 . LINK '97 . QUANTUM LP240S . LYNX .
 *
 */

From 2637611089846810643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59419298e63a419b
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <joska@nuts.edu>
Subject: Re: Where to find Mint programming docs
Date: 1998/02/13
Message-ID: <6c1oo8$538$1@due.unit.no>#1/1
X-Deja-AN: 324776118
Sender: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
References: <887332305.23400.0.nnrp-01.9e98f145@news.demon.co.uk>
Organization: The Norwegian University of Science and Technology
User-Agent: tin/pre-1.4-980202 (UNIX) (Linux/2.0.32 (i486))
Newsgroups: comp.sys.atari.programmer

David Bolt <dbolt@my-ste.demon.co.uk> wrote:
> Does anyone know where I can find any docs on the extra functions that
> Mint supplies? So far, the only ones I've found give little in detail
> and what is is mostly in the form of a C function prototype. What I
> need is a fairly detailed description of each function, including it's
> function number.

The Atari Compendium covers most of the MiNT-spesific functions. You
can also download TOS.HYP if you read German.

--

```
/*
** Jo Even Skarstein   http://www.stud.ntnu.no/~josk/
**
**   beer - maria mckee - atari falcon - babylon 5
*/
```

From -6121070399499538018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33b07253204edf03,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Changing resolution prob
Date: 1998/02/13
Message-ID: <341_9802131102@conchbbs.com>#1/1
X-Deja-AN: 324795133
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: kma54@csc.canterbury.ac.
Newsgroups: comp.sys.atari.programmer

k > Does this sound like a suitable way of using the cookie jar? I

k > don't have much in the way of documentation for the rules
k > governing the use of this system feature.

You can put anything into the cookie jar you want (after the name that is), but don't expect MagiC to pay any attention to it. If you mean to check the cookie using your own program (after it is loaded, of course) and abort, go ahead. Or you could add an abort button to the password dialog.

A better approach would be write a disk file saving the password and program status when the AP_TERM message is received, then use that file to restore the program when reloaded.

Unfortunately, this introduces a way to bypass the password protection, but shouldn't be a problem if you overwrite then delete the file after you read it. One could also use encryption and/or a time/date stamp to reduce the chance of this file being abused.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 7560154497066770076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77011c01d10782ef,start
X-Google-Attributes: gid1115ce,public
From: Nima Montaser <nima@nortel.ca.DEATHTOSPAM>
Subject: What format does GAS Save?
Date: 1998/02/13
Message-ID: <34E4C81D.4EA@nortel.ca.DEATHTOSPAM>#1/1
X-Deja-AN: 324881320
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Nortel
Newsgroups: comp.sys.atari.programmer

Hi,
Does any body know what formats the GNU assembler saves the object file as?
Is it possible to convert them to PureC or DRI compatible somehow, or any other usable format other than GNU's?

Thanks,

Nima

--
NOTE:
   Remove DEATHTOSPAM at the end of the email address in order
to reply. Thank you.

****

  My opinions are strictly my own, and not that of my employer!

****

From -4656433659796943232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da955b2e974db110,start
X-Google-Attributes: gid1115ce,public
From: sgrolosobao griolona <lif0295@iperbole.bologna.it>
Subject: ISO R56 R90 C21 ATARI FALCON VALUES
Date: 1998/02/13
Message-ID: <6c2kn0$26g$2@news.nettuno.it>#1/1
X-Deja-AN: 324896278
Content-Transfer-Encoding: 7bit
X-URL: news:comp.sys.atari.programmer
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: NETTuno
Newsgroups: comp.sys.atari.programmer

in order of cubase audio 2.0 manual I had do in my atari falcon 030 the
following
suggested modifies for decrease the input audio internal port gain:
I had removed R56; R57; R90; R92; C21; C81;
I had changed R66 and R87 from 100K to 47K
I had put 470 pF in parallel to R67 and R88
I had put 100 pF in parallel to R66 and R87

The audio sensibility of my falcon is now orrible not better of the
original state.

So, I'm looking for the original values, for re-replace it, of the
follow components:

R56 =?
R57 =?
R90 =?
R92 =?
C21 =?
C81 =?

THANK YOU!!!

ISO R56 R90 C21 ATARI FALCON VALUES

From -6402228840905561866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59419298e63a419b
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Where to find Mint programming docs
Date: 1998/02/13
Message-ID: <EoBB4I.MAM@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 324941053
Sender: news@suse.modem.stud.uni-hannover.de
References: <887332305.23400.0.nnrp-01.9e98f145@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <887332305.23400.0.nnrp-01.9e98f145@news.demon.co.uk>,
     dbolt@my-ste.demon.co.uk (David Bolt) writes:

> Does anyone know where I can find any docs on the extra functions that
> Mint supplies? So far, the only ones I've found give little in detail
> and what is is mostly in the form of a C function prototype. What I
> need is a fairly detailed description of each function, including it's
> function number.

Look out for TOS.HYP, which is an elaborate ST-Guide hypertext, describing
all of the functions in detail.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 8446261896884465047
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,540f4beb265c8bff
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,540f4beb265c8bff
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102b99,540f4beb265c8bff
X-Google-Attributes: gid102b99,public
X-Google-Thread: 109a67,540f4beb265c8bff
X-Google-Attributes: gid109a67,public
X-Google-Thread: f485c,540f4beb265c8bff
X-Google-Attributes: gidf485c,public
X-Google-Thread: 1056fc,540f4beb265c8bff
X-Google-Attributes: gid1056fc,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: FS: Atari Network Adapter cards
Date: 1998/02/13
Message-ID: <EoBB1I.MA0@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 324941054
Sender: news@suse.modem.stud.uni-hannover.de
References: <34E1F554.A38EA57@atari.nu>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups:
comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari
.st.tech,ny.forsale,nyc.forsale

In article <34E1F554.A38EA57@atari.nu>,
     Curt Vendel <webmaster@atari.nu> writes:

> Both versions (MegaBus and VME) are the same price:
>
> Riebl Ethernet Adapters: $150 each (Includes 1 3.5" disk with TOS ANS
> drivers and 1
> "T" connector for the Ethernet card)

It's not my task to judge the price, but I think it should be mentioned that
Best Electronics sold those for $60 each at the last Atari fair in Neuss.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 1775950313163436647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,544ec25cd86ec428
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Test mail, don't read
Date: 1998/02/14
Message-ID: <34e3c643.3245356@news.demon.co.uk>#1/1
X-Deja-AN: 324958127
Content-Transfer-Encoding: 7bit
References: <6b21nb$2ka$1@zingo.tninet.se> <6b2s0u$5dm$1@roch.zetnet.co.uk>
<6bq480$gg8$1@cubacola.tninet.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 10 Feb 1998 17:54:08 GMT, thomas.sahlin@home.se (Thomas Sahlin)
wrote:

>On 1 Feb 1998 22:12:46 , Roger Cain wrote:
>>It does. let's be hearing more from you, Thomas.
>
>Yes it does! Great! Can anyone tell me why it takes a few days before the
>mails appear so I can see them myself? Is this normal?

Yes and No. ;-)

Like Roger said, ideally you should get the stuff you just posted the
next time you connect to the news server.

In practice though, there is usually a delay of a few minutes while
your ISP processes them. This can sometimes rise to a few hours when
they get overloaded or have problems.

If it is consistently taking days for your postings to appear then
that is unacceptable!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5845927352019927268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Game writing in C
Date: 1998/02/14
Message-ID: <34e4c97c.4070402@news.demon.co.uk>#1/1

X-Deja-AN: 324958128
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<34dc3f2c.891850@news.zetnet.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Sat, 07 Feb 1998 11:21:26 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Fri, 06 Feb
>1998 23:35:34 GMT that you wrote:
>
>
>>>thinking about writing a Pacman game as an example of C (and
>>>combined C and assembley) game coding.
>
>>A Pacman game would not use too many resources so you might consider
>>"killing two birds with one stone", and implementing it using VDI
>
>This is exactly what happened to the last person that tried a C
>tutorial, *I know* your intentions are only helpfull and for the best,
>
>
>.. but this time your doing it before he even starts ? <smile>

Ah, but I did say "ignore me". I wouldn't have posted at all except
that I do have some useful VDI functions going to waste.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6370660209447255195
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Game writing in C
Date: 1998/02/14
Message-ID: <34e5ca61.4299552@news.demon.co.uk>#1/1
X-Deja-AN: 324958129
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>

<34DF385C.4BED@mst.tn.utwente.nl>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 09 Feb 1998 18:09:48 +0100, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>> A Pacman game would not use too many resources so you might consider
>> "killing two birds with one stone", and implementing it using VDI
>> calls. I should be able to dig out some useful sources for that if you
>> want.
>
>VDI? That's defenitly not my way.

I suspected you would say that. ;-)

>I will go directly to
>the hardware, bypassing the OS as much as possible. The
>price you have to pay is compatibility (the game won't
>work on the Hades, Medusa, Milan and all other clones
>using a PC graphics card), the thing you win is speed.

Yep, the less the cpu is wasted the more potential there is for a good
game.

>But someone else may throw a second stone and to some
>awfull VDI stuff.

Which is why I referred to Pacman. The vdi could just about manage to
move those sprites around. Anything more complex, and your way is the
best!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1528388101544325563
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Game writing in C
Date: 1998/02/14

Message-ID: <34e6cc64.4814963@news.demon.co.uk>#1/1
X-Deja-AN: 324958130
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 09 Feb 1998 10:24:13 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Guy Harrison wrote:
>>
>> On Fri, 06 Feb 1998 17:28:44 +0100, Hans Wessels
>> <mr_ni@mst.tn.utwente.nl> wrote:
>>
>> >Hello,
>> >
>> >After I offered the C sources of a game to Levien van Zon, I
>> >got multiple requests for a copy of the source. Maybe I should
>> >give a short course in how to program a game in C? I was
>> >thinking about writing a Pacman game as an example of C (and
>> >combined C and assembley) game coding.
>> >
>> >I will use the Pure C compiler. Most of the code will be
>> >ANSI C but because I will do some low level programming there
>> >will be some implementation specific issues too. So I can not
>> >guarantee it will directly work on other C compilers (esp. the
>> >assembley parts).
>> >
>> >Let me hear form you (in this newsgroup or by e-mail) if you
>> >are interested.
>>
>> I think it is a good idea! <G>
>>
>> A Pacman game would not use too many resources so you might consider
>> "killing two birds with one stone", and implementing it using VDI
>> calls. I should be able to dig out some useful sources for that if you
>> want.
>
>Yeah, lets go for it. If you want a Pac-Man game in GEM written
>completely in C, take a look at my webpage. ;-)

I'll take a look tonight!

>It's not very good, but it sort of works. Maybe I should try to
>finish it someday. It has got a few nasty bugs.... also I havn't
>got a clue on how fast it is on regular Falcons or STs (if it works
>at all on them).

You'll know soon - I've got an STe.

>Anyway, I think it would be a great idea.

Maybe you want the sources then? ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8590955675319138962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1cb57e4026feef0
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: cdecl in Pure C
Date: 1998/02/14
Message-ID: <34e9e245.10415246@news.demon.co.uk>#1/1
X-Deja-AN: 324958131
Content-Transfer-Encoding: 7bit
References: <6bl697$lk2$1@xenon.inbe.net>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Sun, 8 Feb 1998 21:57:38 +0100, "De Meester"
<mdemeester@village.uunet.be> wrote:

>Hello, can anyone give me an explanation of the command 'cdecl' in pure C???
>I can't work with the command. I use Pure C 1.0.

Firstly, note that Lattice has a command '_stdargs_' which means
exactly the same thing as cdecl.

Part of the default way for C to call a function is to push the
function arguments right to left onto the stack, but a lot of the time
the arguments are passed in unused machine registers because it is
faster and more efficient. cdecl forces the compiler to use the stack
which makes it possible (but not certain) for one compiler to call
functions compiled by another compiler.

A standard stack frame on the atari looks like this ...

int16

```
foo(int16 a, int32 b, char *c)
{
 a = a;  /* pointless but clear */
 b = b;
 c = c;
 return 0;
}

main()
{int16   r;
 int16   a;
 int32   b;
 char    *c;

 r = foo(a,b,c);
}

main_:
     /push args starting with rightmost one
     move.l   c,-(sp)
     move.l   b,-(sp)
     move.w   a,-(sp)
     jsr  foo_
     adda 10,sp    /pop args
     move.w   d0,r /r=

foo_:
     link a6,0     /typical local stack (empty)
     move.w   8(a6),8(a6)   /a=a
     move.l   10(a6),10(a6) /b=b
     move.l   14(a6),14(a6) /c=c
     clr.w    d0       /return 0
     unlk a6
     rts
```

Assume you are compiling main() but that foo() has been produced by another compiler. If you took 'cdecl' out of the foo() prototype then your compiler is free do optimise the calling code in any way it sees fit. Perhaps like this ...

```
main_:
     move.l   a,d1
     move.l   b,d2
     move.l   c,a0
     jsr  foo_
     /... etc
```

... which obviously totally screws things up for foo()!!

The same thing applies in reverse. If you were writing foo() with the intention of making the compiled function available to other people then you would need to use cdecl in its definition and also in its declaration - ie in the header file you supply to third parties.

Btw, this is much easier to understand than explain. Best thing to do
is try a simple 2 function example like the above with and without all
the combinations of cdecl then trace it with the machine level
debugger.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 790951593876754730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1cb57e4026feef0
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: cdecl in Pure C
Date: 1998/02/14
Message-ID: <34e8e177.10209190@news.demon.co.uk>#1/1
X-Deja-AN: 324958132
Content-Transfer-Encoding: 7bit
References: <6bl697$lk2$1@xenon.inbe.net> <34DF3528.3597@mst.tn.utwente.nl>
<vyz90rixoif.fsf@issan.informatik.uni-dortmund.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 11 Feb 1998 14:24:56 +0100, Andreas Schwab
<schwab@issan.informatik.uni-dortmund.de> wrote:

>Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:
>
>|> De Meester wrote:
>|>> Hello, can anyone give me an explanation of the command 'cdecl' in pure C???
>|>> I can't work with the command. I use Pure C 1.0.
>
>|> It is used in function definitions to force the compiler
>|> to put (and get) parameters to that function over the stack.
>
>|> Example:
>
>|> int add(int a1, int a2)
>|> {
>|>   return a1+a2;
>|> }
>

```
>|> The compiler will put the arguments a1 and a2 in the registers D0
>|> and D1. The answer will be in D0.
>
>|> but with
>
>|> int cdecl add(int a1, int a2)
>|> {
>|>   return a1+a2;
>|> }
>
>|> the compiler will put the parameters a1 and a2 on the stack and
>|> de function will put the anser on the stack.
>
>The function return value will still be put in D0, which is the standard
>m68k calling convention.
```

Yes, for "simple" types such as integers and pointers. Structures and floating point are implementation specific I believe.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8227000191170414070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12556724831cbd45
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Degas image pallette
Date: 1998/02/14
Message-ID: <34e492f8.41219620@news.demon.co.uk>#1/1
X-Deja-AN: 324958133
Content-Transfer-Encoding: 7bit
References: <Pine.SOL.3.96.980211135318.4161A-100000@sutf12.reading.ac.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Wed, 11 Feb 1998 14:00:47 +0000, Jim Kinsey
<shu96jek@reading.ac.uk> wrote:

```
>Hi!
>
>I've been programming an Art package(yes, another one...) in GFA Basic
>3.5, but have run into an unfortunate snag when it comes to the palette.
```

>
>I can load a Degas image onto the screen using BLOAD, and get it's palette
>to the screen using the ~XBIOS(6... call; but how can I get the values for
>the RGB intensities?

int16 Setcolor(int16 index, int16 new)

index palette entry being referenced.
new value to put in entry.

Setcolor() returns the value that was in the entry. If you pass 'new'
as -1 then nothing gets changed but a value is still returned. Thus
setcolor(x,-1) returns the current colour of entry 'x'. Setcolor() is
XBIOS(7) btw.

Btw, you might want to investigate using the VDI. It is more
compatible - iirc Setcolor() has wierd bit ordering due to differences
in the ST/STE palettes etc.

>I'd like to use them in a slider system for changing
>colours in the palette.
>The only way I've been able to get round this so
>far is by creating my own image format, but for compatibility's sake I'd
>like to be able to load Degas and/or Neochrome images.

Not too sure on this but I have a vague recollection Degas images have
16 bytes added to the saved file. This is the palette. It's either the
first 16 bytes of the file or the last 16.

>Can anyone help?

Or that might be the Neochrome file format! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2262939290107864834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/14

Message-ID: <34e38319.37156087@news.demon.co.uk>#1/1
X-Deja-AN: 324958137
Content-Transfer-Encoding: 7bit
References: <6ba195$214$1@infomania.emw.ericsson.se> <34D99DAE.19A0@ooc.de>
<Eny8Hq.o0s@suse.modem.stud.uni-hannover.de>
<6bmhlhdmk1@infomania.emw.ericsson.se> <Eo8IwH.nHo@suse.modem.stud.uni-
hannover.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Wed, 11 Feb 1998 22:09:53 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>If so, the program should go into the bin. Still if they had to use it,
>they would refrain from using color specifications at all, if they had
>the faintest idea what they are doing (which they don't).

I just had a look myself at the homepage and messe.htm. Out of
curiosity I wondered if the package they'd used had done the same
thing microsoft publisher did to most of my site - it has a habit of
merging text and graphics into one huge image for no apparent reason.
Actually, there is a reason: if two things overlap they get converted
into an image. This new image in turn may then overlap something else
and so on. Trouble is, it's idea of what overlaps and our idea of what
overlaps just ain't the same. It has a good paper-plane making wizard
though ;-) I digress!

It turns out they were done with Netscape Communicator 4.01. This is
one of the "better" editors. After a quick check I discover it is nigh
on impossible *not* to notice this problem, and it is easily fixed.

If someone wants to email them, tell them this ...

Right click on the background image - then "Page Properties-> Page
Colors-> Use custom colors-> Background" and change the bugger from
white to black.

This will ensure if the background image is not loaded the white text
will still be visible. Some redesign is still needed however because
16 colour browsing with that background image enabled is a 'no-no'.

If you want to embarrass them then tell them it's next to the option
for specifying the background image (where it sez words to the effect
of "if background image isn't displayed this will be the background
colour")!! ;-)

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

From -4072254897706378138
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12556724831cbd45
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Degas image pallette
Date: 1998/02/14
Message-ID: <34e6704c.2520773@news.zetnet.co.uk>#1/1
X-Deja-AN: 325011342
Content-Transfer-Encoding: 7bit
References: <Pine.SOL.3.96.980211135318.4161A-100000@sutf12.reading.ac.uk>
<34e492f8.41219620@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sat, 14 Feb
1998 04:28:02 GMT that you wrote:

>Not too sure on this but I have a vague recollection Degas images have
>16 bytes added to the saved file. This is the palette. It's either the
>first 16 bytes of the file or the last 16.

PI1 the pallette is at 32000, the pi1 file is actualy 32034, after
the palette is not used, you can poke some ascii charactors in and
sign the pictures or whatever

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 7625112829448962213
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12556724831cbd45
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Degas image pallette
Date: 1998/02/14
Message-ID: <1998021412144680956@zetnet.co.uk>#1/1
X-Deja-AN: 325020375

References: <Pine.SOL.3.96.980211135318.4161A-100000@sutf12.reading.ac.uk>
<34e492f8.41219620@news.demon.co.uk> <34e6704c.2520773@news.zetnet.co.uk>
Newsgroups: comp.sys.atari.programmer

> >Not too sure on this but I have a vague recollection Degas images have
> >16 bytes added to the saved file. This is the palette. It's either the
> >first 16 bytes of the file or the last 16.
>
> PI1 the pallette is at 32000, the pi1 file is actualy 32034, after
> the palette is not used, you can poke some ascii charactors in and
> sign the pictures or whatever

from my Degas Elite manual:

PI? files
---
1 WORD: resolution Flag
16 WORDS: colour palette
32000 bytes: Picture image data
4 WORDS: left animation limit table (for colour cycling - 4 channels)
4 WORDS: right animation limit table (ditto)
4 WORDS: animation channel direction flags
4 WORDS: animation channel delay

Of course, filling the animation stuff with ASCII wont hurt the picture,
but a display routine that uses it might be interesting. :)

and yes, it does say WORDS - although maybe its wrong... there is a doc
thats been around for years which details all the common ST file formats
(although not many PC) including Degas and Neo.

BTW. I believe Original Degas files (as opposed to Degas Elite) didn't
have the cycling information, and your loader has to cope with this.

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -2928954911265872786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12556724831cbd45
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)

Subject: Re: Degas image pallette
Date: 1998/02/14
Message-ID: <34e58a79.9222727@news.zetnet.co.uk>#1/1
X-Deja-AN: 325020376
Content-Transfer-Encoding: 7bit
References: <Pine.SOL.3.96.980211135318.4161A-100000@sutf12.reading.ac.uk>
<34e492f8.41219620@news.demon.co.uk> <34e6704c.2520773@news.zetnet.co.uk>
<1998021412144680956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Anthony Jacques <jacquesa@zetnet.co.uk> wasn't it Sat, 14 Feb
1998 12:14:46 GMT that you wrote:

>> PI1 the pallette is at 32000, the pi1 file is actualy 32034, after

>from my Degas Elite manual:
>
>PI? files
>---------
>1 WORD: resolution Flag
>16 WORDS: colour palette
>32000 bytes: Picture image data

Anthony are you saying the pallete for a PI1 is at the front..and not
at 32000? because I always get and put the palette at 32000 and it
always works ?:)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 8109366707484588893
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12556724831cbd45
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Degas image pallette
Date: 1998/02/14
Message-ID: <1998021413564880956@zetnet.co.uk>#1/1
X-Deja-AN: 325078600
References: <Pine.SOL.3.96.980211135318.4161A-100000@sutf12.reading.ac.uk>
<34e492f8.41219620@news.demon.co.uk> <34e6704c.2520773@news.zetnet.co.uk>
<1998021412144680956@zetnet.co.uk> <34e58a79.9222727@news.zetnet.co.uk>
Newsgroups: comp.sys.atari.programmer

> >> PI1 the pallette is at 32000, the pi1 file is actualy 32034, after
>
> >from my Degas Elite manual:
> >
> >PI? files
> >---------
> >1 WORD: resolution Flag
> >16 WORDS: colour palette
> >32000 bytes: Picture image data
>
> Anthony are you saying the pallete for a PI1 is at the front..and not
> at 32000? because I always get and put the palette at 32000 and it
> always works ?:)

Hehehe... well thats what Tom Hudson, author of Degas said in the manual
- he may well have been lying though. :-)

Tell you what though... STOS "screen" banks are made of 32000bytes of
screen data followed by the palette. Maybe when you use the "load"
command to load a PI1 it fiddles around with it (unless you are
bload'ing them)?

My main point was that its not "unused" data at the end though :)

Anthony

From -7420824981435677236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59419298e63a419b
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Where to find Mint programming docs
Date: 1998/02/15
Message-ID: <887508257.3748.0.nnrp-06.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 325167915
References: <6c1oo8$538$1@due.unit.no>
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
Organization: home
Newsgroups: comp.sys.atari.programmer

On 13 Feb 1998 15:27:04, Jo Even Skarstein wrote:
> David Bolt <dbolt@my-ste.demon.co.uk> wrote:
> > Does anyone know where I can find any docs on the extra functions that
> > Mint supplies? So far, the only ones I've found give little in detail
> > and what is is mostly in the form of a C function prototype. What I
> > need is a fairly detailed description of each function, including it's

> > function number.
>
> The Atari Compendium covers most of the MiNT-spesific functions. You
> can also download TOS.HYP if you read German.

Is the Compendium still available in print? I don't have a CD-Rom, and my
knowledge of German is almost non-existant.

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/**********\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
**********/

From -7261976320139823673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,542639fab265245c,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: DLLs on the Atari, Part 2
Date: 1998/02/15
Message-ID: <34e695df.0@comnet.co.nz>#1/1
X-Deja-AN: 325215397
Newsgroups: comp.sys.atari.programmer

Among my current projects is a DLL-like manager for the Atari ST family of
computers, from a lowly half megabyte 520ST up to TT030's with dozens of
megabytes of RAM, and Falcons.

I started writing it in 1991/1992, calling it "The Toolbox", and it is now
up to v1.22.

It was written in 68k assembly language, runs in around 32k of RAM, and
requires a 520ST or better computer, running TOS 1.0 or better.

It's almost finished, and ready to go off to beta testers, before being
adopted as an Atari Standard.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

From 8896789732832457320
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ddb7f8e582136d2
X-Google-Attributes: gid1115ce,public
From: "Thomas Sahlin" <thomas.sahlin@home.se>
Subject: Re: Please read this!
Date: 1998/02/15
Message-ID: <6c6glh$ni0$1@zingo.tninet.se>#1/1
X-Deja-AN: 325239872
References: <6bhaql$39e$1@zingo.tninet.se> <6bho4h$9de$2@news.campus.mci.net>
<6bp03c$c85$1@globe.lynx.bc.ca> <6bv6h1$q44$1@news.campus.mci.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

> Hell no, where did you get a crazy idea like that? NEWSie is a very solid
> E-mail, FTP, and Newsgroup app for Atari computers...!!! ;-)

The problem is that I can't see my own e-mails, which I think is pretty
weird! Can there be any settings in NEWSie that I haven't made correctly?
Please reply to my e-mail address since I'm having a hard time reading this
:-)

Thomas Sahlin

From -9064669771357593941
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Compiler
Date: 1998/01/30
Message-ID: <6asbdo$obt@balaena.bio.vu.nl>#1/1
X-Deja-AN: 320532274
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk>
Followup-To: comp.sys.atari.st,comp.sys.atari.programmer
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Tony Greenwood (paxton@zetnet.co.uk) wrote:

: I could take a complete beginer, someone who has never programmed
: before, cut out all the trial and error and pass on the end results in
: a rediculously short period, a complete novice could make the above
: mentioned game in 3 months, anyone who knwos how to use Variables and
: has an understanding of an ATARI screen layout ..half that,

Well that's certainly true. I've been planning to do a game in C and
assembly for about a year now. Wouldn't even know where to start. :-)
What I've seen of STOS code (a few years back), it's absolutely perfect for
creating games. And what I've seen of recent STOS games confirms that.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From -7311952906019827587
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
From: A.B.Whittle@ncl.ac.uk
Subject: Re: Basic programming
Date: 1998/01/30
Message-ID: <n7180913-3001981328590001@blaydon.ncl.ac.uk>#1/1
X-Deja-AN: 320554378
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
Organization: University of Newcastle upon Tyne
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>, "Blaze"
<blago1@yahoo.com> wrote:

>   I am just staring out in programming and would appreciate some
pointers

Heres the best pointer of all - RTFM!!!!!!!!!!

Andy

From 520471671951526080
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: A.B.Whittle@ncl.ac.uk
Subject: Re: Basic programming
Date: 1998/01/30
Message-ID: <n7180913-3001981327430001@blaydon.ncl.ac.uk>#1/1
X-Deja-AN: 320554391
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
<34cac713.8876694@news.demon.co.uk> <EnDFDA.Jzo@iglou.com>
<34d04a73.18204436@news.demon.co.uk> <EnFpn7.2oK@iglou.com>
<EnHIpF.M7x@suse.modem.stud.uni-hannover.de> <EnJDIy.6E3@iglou.com>
<6aq6pp$pr9@balaena.bio.vu.nl> <6as4huhgi4@news.stortek.com>
Organization: University of Newcastle upon Tyne
Newsgroups: comp.sys.atari.programmer

In article <6as4huhgi4@news.stortek.com>, bales@hol.DELETE.THIS.fr
(Nicholas Bales) wrote:

> In article <6aq6pp$pr9@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van
Zon) wrote:
> >Robert Goodwin (rsg0910@iglou.com) wrote:
> >
> >: The 8bits had the ability, as you know by now, to shorten the
> >: commands, to get more bang for your line limitations.
> >
> >Saved having to RENUM your programs every ten minutes :-)
> >Was a bitch to debug a 255-char-line program though.
> >
>
> I remember a section in an Amstrad magazine I used to read at the time, where
> the game was to write the most sophisticated program in 10 lines of basic.
>
> You should have seen some of them were pretty impressive. I remember seeing

> word processors, disk editors, a few demos, and some pretty cool games too.
>
>
Lets guess the lines were really long :P

Andy W

From -7677354662301903443
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f0d97724e1b1aefb
X-Google-Attributes: gid1115ce,public
From: A.B.Whittle@ncl.ac.uk
Subject: Re: Mega 4STE to SYquest cartridge Drive?
Date: 1998/01/30
Message-ID: <n7180913-3001981331150001@blaydon.ncl.ac.uk>#1/1
X-Deja-AN: 320558106
References: <jregan-2201981429540001@ns.compulink.com>
Organization: University of Newcastle upon Tyne
Newsgroups: comp.sys.atari.programmer

Yep, you'll need some system software either PD or try Syquest, also you
will need an ASCI to SCSI link cable which should set you back about
£30-50 quid which you may still be able to get from Hisoft or the upgrade
shop

andy

> Is it possible to connect a Syquest 5.25 cartridge drive to the ACSI port
> on a Mega 4STE?
> If so, what hardware or software do I need?
> Thanks
> James
>
> Thanks.
>
> James e-mail---jregan@idirect.com
> Brampto,Ontario Canada
> Visit "Webpage Jingles" at:http://webhome.idirect.com/~jregan

From -4997718625325203011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c

X-Google-Attributes: gid1046d6,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
From: tfischer@codamusic.remov2email.com (Tim Fischer)
Subject: Re: Basic programming
Date: 1998/01/30
Message-ID: <tfischer-3001981058450001@news2.minn.net>#1/1
X-Deja-AN: 320599632
Content-Transfer-Encoding: 8bit
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<n7180913-3001981328590001@blaydon.ncl.ac.uk>
Content-Type: text/plain; charset=ISO-8859-1
Organization: Coda Music Technology
Mime-Version: 1.0
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

In article <n7180913-3001981328590001@blaydon.ncl.ac.uk>,
A.B.Whittle@ncl.ac.uk wrote:

> In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>, "Blaze"
> <blago1@yahoo.com> wrote:
>
> >   I am just staring out in programming and would appreciate some
> pointers
>
> Heres the best pointer of all - RTFM!!!!!!!!!!

Perhaps he was asking for advice as to which F#&*#& manual to read?

-Tim

--

Tim Fischer
Coda Music Technology - Speaking for myself, of course.

The following email address is mangled to prevent automated
unsolicited junk mail. Remove the 'remov2email' from my email address
when replying (e.g. my domain should be 'codamusic.com':

tfischer@codamusic.DELETE.com

From 8887202556214709874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Basic programming
Date: 1998/01/30
Message-ID: <EnLCB8.n10@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 320628929
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6ana37$3a3$1@pump1.york.ac.uk> <5145.333T525T12040625@ihug.co.nz>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
,EMail.

In article <5145.333T525T12040625@ihug.co.nz>,
     "Nelson Sandalwood" <bayliss@ihug.co.nz> writes:
> MW> K&R C is horrible. ANSI C took most of the nice bits of C++ and munged
> MW> them in. It's a reasonable language.
>
> Yeah, have you seen this?
>
> ----8<-----8<-----8<-----8<----
>
> CREATORS ADMIT   UNIX, C   "AN ELABORATE PRANK"
>

> In an announcement that has stunned the computer industry, Ken Thompson, Dennis
> Ritchie and Brian Kernighan admitted that the Unix operating system and C

Shit, is that an ancient joke. Haven't seen it for many years though.
It was funny at the time.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -7486737201593965655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Basic programming
Date: 1998/01/30
Message-ID: <EnLC4t.MyL@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 320628930
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6amvgn$6r$3@Nordschleife.modem.informatik.tu-muenchen.de>
<6aq971ned1@208.207.70.125>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer

.

> can proudly say that I have absolutely no idea how printf works.

But printf is not C. It's no C "command", but a simple library function.
Throw away the library, and printf is gone, but you can still program
in C (however it's more or less a pain).

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 8952107830993352721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Pure C
Date: 1998/01/30
Message-ID: <EnLBCB.Muz@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 320628942
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34C0AC8B.323CD143@IAEhv.nl> <En4Mrt.Mo4@suse.modem.stud.uni-
hannover.de> <6adavc$4hp$7@newsbell.bellglobal.com>
<EnC78E.n7w@suse.modem.stud.uni-hannover.de>
<NUutqEAhIEz0Ewxx@valeofdreams.demon.co.uk> <EnGs6w.nwD@suse.modem.stud.uni-
hannover.de> <$uNK+FAFj7z0Ewl7@valeofdreams.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <$uNK+FAFj7z0Ewl7@valeofdreams.demon.co.uk>,
     Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk> writes:

> Will any code I have written in C be portable then?

No. It's easy to write completely unportable code. But it takes little extra
effort to do the contrary : Code that does not need much change in order to
compile and run on other machines.

> I thought it was due to problems with how the response field to the form

> stores the response in the memory, but I gather now that this is an
> issue with the browser itself?

Yes. The network standards clearly define how such fields must be filled in when transferred across the net. When filled in this way, no problems will arise from this. If violating the standard, then of course you'll get problems, but saying that it's due to the way the PC does something, is a rather lame excuse by the programmer.

> I know I'm being totally thick here, but I was under the impression the
> script excetues on the server, and then essentially collects a response
> in ASCII text from the users machine, but some CGI's also pull across
> IP's etc

That's all alright.

> which can cause problems with Amiga/ST's.

But this isn't. If it does, it's due to bugs in some implementation. Generally it's not easy to determine which one is at fault. The popular way of dealing with this is saying "But millions of machines running Windows work with it", but this is of course silly nonsense, which already has brought us some really devastating problems on the net.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 299512758932399281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Pure C
Date: 1998/01/30
Message-ID: <EnLBKM.MvL@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 320628943
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34C0AC8B.323CD143@IAEhv.nl>
<$uNK+FAFj7z0Ewl7@valeofdreams.demon.co.uk> <6aq65i$pr9@balaena.bio.vu.nl>
<tKuOHJAUyP00Ew83@valeofdreams.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private

Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <tKuOHJAUyP00Ew83@valeofdreams.demon.co.uk>,
     Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk> writes:

> which should get around the problem. Any idea how the ST browers
> 'report' themselves to the server to which they are connecting?

With HTTP of course, what did you think ;-)

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From 8050367248095167125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Basic programming
Date: 1998/01/30
Message-ID: <EnLByr.Mxz@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 320628944
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
<34cac713.8876694@news.demon.co.uk> <EnDFDA.Jzo@iglou.com>
<34d04a73.18204436@news.demon.co.uk> <EnFpn7.2oK@iglou.com>
<EnHIpF.M7x@suse.modem.stud.uni-hannover.de> <EnJDIy.6E3@iglou.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <EnJDIy.6E3@iglou.com>,
     rsg0910@iglou.com (Robert Goodwin) writes:
> In article <EnHIpF.M7x@suse.modem.stud.uni-hannover.de>, Peter
> Rottengatter wrote:

>
>>Remember Commodore BASIC ? You did not need to care about space anywhere.
>>That's until you did an anded if construct involving the system variable
>>ST :
>
> I never did program on the Commodores, though I did read some and modify a
> few. The 8bits had the ability, as you know by now, to shorten the
> commands, to get more bang for your line limitations.
>
> I think the line limit was 255 characters?

Actually the line limit was 255 tokens, which means each BASIC command took only one single byte (!). So in fact a line could hold up to twice as many commands as was possible even with the shortened commands. However, the only way to enter such a line was manually converting the commands to tokens and enter them byte by byte using the system monitor.

> heh... Funny thing, that no-space thing in the Commodores. What did the ST
> system variable do?

It contained various flags. For instance bit 7 (128) set meant that the last read operation on an opened file ran across an EOF. This made the mentioned problem even worse as testing for a single bit, it's obvious to do such a "ST AND 128" operation which would trigger the problem again if the space was omitted.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
----

From 2039463340980429952
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public

From: stone@enetis.net (Kevin and Brian Stone)
Subject: Re: Basic programming
Date: 1998/01/30
Message-ID: <6aufjl$g1t$1@enet1.enetis.net>#1/1
X-Deja-AN: 320783713
References: <34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6ana37$3a3$1@pump1.york.ac.uk> <5145.333T525T12040625@ihug.co.nz>
<19980129.220611.52@cheesey.demon.co.uk>
Followup-To:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.
Organization: E-Net Information Services
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.

Rik Griffin (mouse@cheesey.demon.co.uk) wrote:
: In article <5145.333T525T12040625@ihug.co.nz>,
: bayliss@ihug.co.nz ("Nelson Sandalwood") wrote:

: Yep, seen this article before, it's very funny, and even funnier if you
: know a reasonable amount about C :)

 I thought it was a little too corney. I don't find "dumb humor" to be
 very humorus. I didn't watch enough B movies as a child I guess. :)

: > We stopped when we got a clean compile on the following syntax
: >
: > for(;P("\n"),R-;P("|"))for(e=C;e-C);P("_"+(*u++/8)%2))P("|"+(*u/4)%2);

: However, correct me if I am wrong, that's not legal C.
:
: for(; P("\n") , R- ; P("|"))
:
: R- is not a valid expression.

 You're right about ANSI-C, but I don't know about Traditional C. It
 might actualy be valid for some reason. I've only read about, but never
 actualy used, traditional C.

 The thing that caught my eye is that "u++" thing. I belive the uniary ++
 operator didn't exist until 1989 when ANSI announced standard C.
 Although, I don't know if any C compilers used it before it was a
 standard.

: for(e = C ; e - C);
:
: that for has a ; missing inside the parentheses.
:
: P("_"+(*u++/8)%2)) P("|"+(*u/4)%2);

:
: And surely there's a ; missing before the second P(

 Definitly.

: Please feel free to correct me if I am wrong :-)

 Nope, I think your right. :)

-- Brian Stone
   Stone Entertainment
   www.StoneEntertainment.com
   stone@enetis.net

From -3157125746298013125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Basic programming
Date: 1998/01/31
Message-ID: <EnMnGK.Bs8@iglou.com>#1/1
X-Deja-AN: 320745935
Sender: news@iglou.com (News)
X-Nntp-Posting-Host: iglou2
References: <34cac713.8876694@news.demon.co.uk> <EnDFDA.Jzo@iglou.com>
<34d04a73.18204436@news.demon.co.uk> <EnFpn7.2oK@iglou.com>
<EnHIpF.M7x@suse.modem.stud.uni-hannover.de> <EnJDIy.6E3@iglou.com>
<EnLByr.Mxz@suse.modem.stud.uni-hannover.de>
X-Nntp-Posting-User: rsg0910
Organization: IgLou
Reply-To: rsg0910@iglou.com
Newsgroups: comp.sys.atari.programmer

In article <EnLByr.Mxz@suse.modem.stud.uni-hannover.de>, Peter
Rottengatter wrote:

>Actually the line limit was 255 tokens, which means each BASIC command took
>only one single byte (!). So in fact a line could hold up to twice as many
>commands as was possible even with the shortened commands. However, the only
>way to enter such a line was manually converting the commands to tokens and
>enter them byte by byte using the system monitor.

But I seem to remember a limit of 3 lines, even if the left margin was set
to 0 via a POKE command. However, I've not used the system monitor, as I
never went that far.

>It contained various flags. For instance bit 7 (128) set meant that the last
>read operation on an opened file ran across an EOF. This made the mentioned

>problem even worse as testing for a single bit, it's obvious to do such a
>"ST AND 128" operation which would trigger the problem again if the space was
>omitted.

I seem to remember the 8bits having something like this, somewhere in a
POKE command or somewhere.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From -4725265299097794650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C Compiler
Date: 1998/01/31
Message-ID: <EnMoHF.Dt8@iglou.com>#1/1
X-Deja-AN: 320750070
Sender: news@iglou.com (News)
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk>
X-Nntp-Posting-User: rsg0910
Reply-To: rsg0910@iglou.com
X-Nntp-Posting-Host: iglou2
Organization: IgLou
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

In article <34d797ef.3542048@news.zetnet.co.uk>, Tony Greenwood wrote:

>I know most people have a downer on STOS, But the fact is I can make a
>fast 8 way scrolling platform game that would rival Sonic, and it will
>work on anything from a one meg FM through STe. megas, TT's and
>Falcons with afterburner and nemesis, this isnt showing off, its been
>done, No one needs fix or do anything special, just run your TT
>,Falcon or bog standard ST and the game plays..and its smooth and fast
>as others should testify.....

That's due to it being Basic, and a lot of people don't think Basic has
the ability to do certain things. They just have to try it, which is
usually all it takes.

What we can use are some documentation and source code samples, like what they have with other platforms, like Unix and Gnus. What is out there right now is just about broke up all over the place, and that makes it harder to find it. Maybe UMich could do something like this, as well as mirrors in other countries. Once that's done, a CD ROM could be burnt, thus helping even more.

>I could take a complete beginer, someone who has never programmed
>before, cut out all the trial and error and pass on the end results in
>a rediculously short period, a complete novice could make the above
>mentioned game in 3 months, anyone who knwos how to use Variables and
>has an understanding of an ATARI screen layout ..half that,

That's just it. Those who haven't really done much programming on the STs, are sometimes having problems due to insufficient documentation on certain areas that they want to program on. There's plenty of books out there on C programming, but just about all of them are for IBM-based stuff. Now, like I said, putting together documentation and source code in some sort of archive can work to an extent.

>Unfortunalty theres a LOT of biased people out there who wont even
>download and try a game simply because of the word STOS, they all
>believe its still in the past :(No matter how I try I cannot get them
>to realise what it can do.....

After seeing Heartland, I must say I'm impressed, after playing with that game for awhile. What can it not do? Seems it's unlimited only by your imagination. How about modem/serial port access?

>So anyway :) I honestly wouldnt have the incentive to do the above for
>one or two people, but if I could get ten people who are determined to
>make a quality game and dont have a pre defined bias towards STOS and
>do have a couple of months then I would do it en bloc

What incentive do you need for just placing it on the internet on a webpage, and allowing everyone to access it? That's more than enough, as you got a whole lotta lurkers who will just rather surf than post. How about other things than games? I'm sure it'll do nicely.

We're talking educational stuff, something that'll challenge your brain cells, as well as allow you to learn.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From -5204874778326848644
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Basic programming
Date: 1998/01/31
Message-ID: <34dc9889.3493733@news.demon.co.uk>#1/1
X-Deja-AN: 320774281
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6amvgn$6r$3@Nordschleife.modem.informatik.tu-muenchen.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

On 28 Jan 1998 00:00:00 GMT, fischerj@informatik.tu-muenchen.de
(fischerj@informatik.tu-muenchen.de) wrote:

>Kirk Strauser <kstrauser@pcis.net> wrote:
>
>> Actually, I've taken C++ in college, and don't know a thing about C. To be
>> honest, after looking at some old C source, I'm rather happy about that. :)
>
>how can someone know C++ and know nothing about C ?

Try C++ Builder!

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

From 2970640990841286180
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/31
Message-ID: <34da8f36.1106881@news.demon.co.uk>#1/1
X-Deja-AN: 320774286
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <990_9801240609@conchbbs.com> <34cba8b1.1098289@news.demon.co.uk>
<EnDtE8.n1q@suse.modem.stud.uni-hannover.de> <34cf6df3.1552091@news.demon.co.uk>
<EnHI3A.M5D@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 28 Jan 1998 07:57:10 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

```
>In article <34cf6df3.1552091@news.demon.co.uk>,
>    guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>Quite easy : Call the system task scheduler from time to time :
>>>
>>>_appl_yield:
>>>         move.w    #$c9, d0
>>>         trap      #2
>>>         rts
>>>
>>>That's all !
>>
>> Does that work without appl_init() etc?
>
>Yes. You'll note from the opcode that this call is GEM but neither VDI nor
>AES, correspondingly no parameter arrays are needed. It is available in all
>TOS versions. It's the function AES calls internally to do the multi-tasking.
```

I'll be adding it to mwc in due course. I'm just amazed I never knew
of it before!

```
>You must not confuse this _appl_yield() with appl_yield(). Latter does the
>same, but is a true AES function which also needs the AES parameter arrays.
>AFAIK it's available only in PC-GEM.
```

This one I knew of but also do not know if MagiC implements it or not.
Previously I have simply used evnt_timer(1,0) but will now use
_appl_yield where appropriate. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5710905714717386548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Basic programming
Date: 1998/01/31
Message-ID: <34db9230.1868286@news.demon.co.uk>#1/1
X-Deja-AN: 320774287
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
<34cac713.8876694@news.demon.co.uk> <YpoKsTAu$fz0QwI$@shaw1.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 27 Jan 1998 15:40:30 +0000, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:

>In article <34cac713.8876694@news.demon.co.uk>, Guy Harrison
><guy@swampdog.demon.co.uk> writes
>>On Sun, 25 Jan 1998 03:38:17 GMT, rsg0910@iglou.com (Robert Goodwin)
>>wrote:
>>
>>>In article <34d42e5d.9720988@news.demon.co.uk>, Guy Harrison wrote:
>>>
>>>>Good way to get on the wrong side of a lecturer ...
>>>
>>>Another way would be to write code the way you like it, not to his specs.
>>
>>Indeed. This was the time Jackson Structure Diagrams were all the
>>rage. I absolutely detested them and made it known. This was fine at

>>college but not at university.
>>
>>>>Student:
>>>>Yeah. You're right, I keep getting interrupted.
>>>
>>>I once did an assembler program all in my head, then transferred it to
>>>paper. You should have seen my roommate at the time when he was trying to
>>>get my attention and I was waving him off. Bugs? Just a couple minor ones.
>>
>>Hey - wierd co-incidence of opposites. I wrote a disassembler on paper
>>and ended up with a major "bug". I spent ages and ages checking it all
>>by hand until I was happy. It was only when I typed it in that the
>>"bug" became apparent - the 6502 source code was heavily reliant on a
>>non existent zero page addressing mode!!! (oops)
>>
>>With not enough time left to make the necessary changes I added some
>>code to emulate it and buried it in the middle of the program. I guess
>>the examiner missed it 'cos I got into university. ;-)
>>
>>Since then I have usually approached programming on a "2 shot" basis.
>>Code gets typed straight in off the top of my head. By the time it all
>>starts grinding to a halt in a horrible mess I know where the problems
>>areas are. Then I think about it and do it properly.
>>
>>Works for me. <G>
>
>In other words you type it in? I do too.

Mostly, but my method can and does vary. My preference is to remove
strain from the compiler and place it on the linker - it makes for
speedier compile/run/debug cycles with mwc. Thus, I have a vast object
library and many tasks simply involve bolting these functions
together. This is just as well because I tend to make the same silly
mistakes over and over again.

Hehe - I seem incapable of typing "make" with any speed. This is why
you will find there is a batchfile called "amke" on my system. This
prints "type make you fool" then proceeds to call "make" anyway!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 7150541320298723246
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f635e,b2af77db86eb5f9c

X-Google-Attributes: gidf635e,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
From: Andy Armstrong <andy@wonderworks.co.uk>
Subject: Re: Basic programming
Date: 1998/01/31
Message-ID: <3WwwREAaqv00Ew+Z@wndrwrks.demon.co.uk>#1/1
X-Deja-AN: 320811199
Distribution: world
X-NNTP-Posting-Host: wndrwrks.demon.co.uk [158.152.185.108]
References: <34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6ana37$3a3$1@pump1.york.ac.uk> <5145.333T525T12040625@ihug.co.nz>
<19980129.220611.52@cheesey.demon.co.uk> <6aufjl$g1t$1@enet1.enetis.net>
Organization: WonderWorks
MIME-Version: 1.0
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games

In article <6aufjl$g1t$1@enet1.enetis.net>, Kevin and Brian Stone
<stone@enetis.net> writes
[snip]
> You're right about ANSI-C, but I don't know about Traditional C. It
> might actualy be valid for some reason. I've only read about, but never
> actualy used, traditional C.

No, that's never been valid.

> The thing that caught my eye is that "u++" thing. I belive the uniary ++
> operator didn't exist until 1989 when ANSI announced standard C.
> Although, I don't know if any C compilers used it before it was a
> standard.

Pre and post increment and decrement have been part of C from the year
dot.

--
http://www.wonderworks.co.uk --> Free RISC OS software
Andy Armstrong, WonderWorks

From -1144560203640391007

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
From: "Kirk Strauser" <kstrauser@pcis.net>
Subject: Re: Basic programming
Date: 1998/01/31
Message-ID: <6avm9vmfh2@208.207.70.140>#1/1
X-Deja-AN: 320871365
References: <34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6ana37$3a3$1@pump1.york.ac.uk> <5145.333T525T12040625@ihug.co.nz>
<19980129.220611.52@cheesey.demon.co.uk> <6aufjl$g1t$1@enet1.enetis.net>
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.

On 31-Jan-98 00:16:21, Kevin and Brian Stone (stone@enetis.net) wrote:
>
> The thing that caught my eye is that "u++" thing. I belive the uniary ++
> operator didn't exist until 1989 when ANSI announced standard C.
> Although, I don't know if any C compilers used it before it was a
> standard.

I think it's been around longer than that, but remember that I proudly
don't know any C and thus can't be considered an expert. Anyway, C++ was
named after that operator, and it's existed for quite some time now.

Kirk Strauser | Member // | Teknique on Undernet/#AmigaCafe,
kstrauser@pcis.net | Team AMIGA \X/ | http://www.pcis.net/kstrauser/

From 6290203706999911315
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: f635e,b2af77db86eb5f9c

X-Google-Attributes: gidf635e,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
From: graff@cfa0.harvard.edu (Gareth V. Williams)
Subject: Re: Basic programming
Date: 1998/01/31
Message-ID: <34d3592e.0@cfanews.harvard.edu>#1/1
X-Deja-AN: 320875403
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6ana37$3a3$1@pump1.york.ac.uk> <5145.333T525T12040625@ihug.co.nz>
Followup-To:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
,EMail.
Organization: Harvard University University Information Systems
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
,EMail.

Nelson Sandalwood (bayliss@ihug.co.nz) wrote:
: Yeah, have you seen this?

: ----8<-----8<-----8<-----8<----

: CREATORS ADMIT UNIX, C "AN ELABORATE PRANK"

<BIG SNIP>

  Yes, that is a rather old joke. It's included in 'The Unix-Haters Handbook' by Garfinkel, Weise and Strassmann. This book is a classic and includes such gems as "C++ is to C as lung cancer is to lung". I keep the book by my desk so that I can hit U**x weenies with it when they sneer at us for using OpenVMS systems... The barf bag that comes with the book is attached to the wall above the one U**x machine that we have--it just handles some of our e-mailing.

--

Gareth V. Williams, MS 18, 60 Garden Street, Cambridge, MA 02138, U.S.A.
Associate Director, IAU Minor Planet Center

E-mail address suppressed http://cfa-www.harvard.edu/iau/mpc.html
OpenVMS & RISC OS: refined choices in operating systems

From 8466896448315502827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1055eb,83cee283127b806,start
X-Google-Attributes: gid1055eb,public
X-Google-Thread: f8760,83cee283127b806,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: fd4c9,83cee283127b806,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,83cee283127b806,start
X-Google-Attributes: gid1115ce,public
From: "Chip Towle" <ctowle@mediaone.net>
Subject: Atari 800 System For Sale-cheap
Date: 1998/01/31
Message-ID: <6b02dvij1@lwnws01.ne.highway1.com>#1/1
X-Deja-AN: 320916859
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: MediaOne -=- Northeast Region
Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hello!

I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
A whole box of cartridges and games. 2 boxes of stuff ready to go.

Everything works.

I prefer not to throw this in a landfill, and I saw these newsgroups.

I live in the greater Boston area, so if you're local come and get it!!

If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
guessing probably around $30 per box for shipping, etc.

Please let me know soon...

-Chip

From 7368070622843374068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1055eb,83cee283127b806
X-Google-Attributes: gid1055eb,public
X-Google-Thread: f8760,83cee283127b806
X-Google-Attributes: gidf8760,public

X-Google-Thread: fd4c9,83cee283127b806
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,83cee283127b806
X-Google-Attributes: gid1115ce,public
From: "Chip Towle" <ctowle@mediaone.net>
Subject: Atari 800 System For Sale-cheap
Date: 1998/01/31
Message-ID: <6b02gm$k9$1@lwnws01.ne.highway1.com>#1/1
X-Deja-AN: 320916860
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: MediaOne -=- Northeast Region
Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

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-Chip

From -7155744769366783827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,83cee283127b806
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,83cee283127b806
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,83cee283127b806
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1055eb,83cee283127b806
X-Google-Attributes: gid1055eb,public
From: "Chip Towle" <ctowle@mediaone.net>
Subject: Atari 800 System For Sale-cheap
Date: 1998/01/31
Message-ID: <6b02tnut1@lwnws01.ne.highway1.com>#1/1
X-Deja-AN: 320916861

X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: MediaOne -=- Northeast Region
Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

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Please let me know soon...

-Chip

From -1302386672792784473
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1055eb,83cee283127b806
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,83cee283127b806
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,83cee283127b806
X-Google-Attributes: gidf8760,public
X-Google-Thread: fd4c9,83cee283127b806
X-Google-Attributes: gidfd4c9,public
From: "Chip Towle" <ctowle@mediaone.net>
Subject: Atari 800 System For Sale-cheap
Date: 1998/01/31
Message-ID: <6b030avq1@lwnws01.ne.highway1.com>#1/1
X-Deja-AN: 320916862
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: MediaOne -=- Northeast Region
Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

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Please let me know soon...

-Chip

From -5565660291335964493
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,83cee283127b806
X-Google-Attributes: gidf8760,public
X-Google-Thread: fd4c9,83cee283127b806
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1055eb,83cee283127b806
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,83cee283127b806
X-Google-Attributes: gid1115ce,public
From: "Chip Towle" <ctowle@mediaone.net>
Subject: Atari 800 System For Sale-cheap
Date: 1998/01/31
Message-ID: <6b03f6$1ao$1@lwnws01.ne.highway1.com>#1/1
X-Deja-AN: 320916863
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: MediaOne -=- Northeast Region
Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

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Please let me know soon...

-Chip

From -4398492915242265573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,241e044afb788b1a,start
X-Google-Attributes: gid1115ce,public
From: tkelly@mail.pressenter.com (Terence Kelly)
Subject: GFA on the TT
Date: 1998/01/31
Message-ID: <6b06ah$g0b$1@jair.pressenter.com>#1/1
X-Deja-AN: 320926243
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

I recently moved from a MegaSte to a TT with large screen monitor. I got around to trying to adjust one of my old GFA basic programs to work on the large screen. I found that my version of GFA basic (3.5E) is finicky on the TT. It won't run under MagiC, and while the interpreter will run under TOS, I can't get the compiler/linker to work properly. I see references to a version 3.6. Is this version stable on the TT and can you still get a copy/upgrade somewhere?

--Terry Kelly

From -6525149676328726951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)

Subject: Re: C Compiler
Date: 1998/01/31
Message-ID: <34d4b4cf.13986513@news.zetnet.co.uk>#1/1
X-Deja-AN: 320946356
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <EnMoHF.Dt8@iglou.com>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hey! rsg0910@iglou.com (Robert Goodwin) wasn't it Sat, 31 Jan 1998
03:03:15 GMT that you wrote:

>>,Falcon or bog standard ST and the game plays..and its smooth and fast
>>as others should testify.....
>
>That's due to it being Basic, and a lot of people don't think Basic has
>the ability to do certain things. They just have to try it, which is
>usually all it takes.

 Absoloutly.. hey look at Visual Basic, fourth most sought after
programmer on the pc according to surveys
>
>What we can use are some documentation and source code samples, like what

 Earlier in this thread, while in c.s.a.st i listed these, theres tons
and tons of the stuff and all in one place :)

>right now is just about broke up all over the place, and that makes it
>harder to find it. Maybe UMich could do something like this, as well as

 nope not for stos..like i say..its all on the stos file site... well
maybe that should read "at" not "on"

>>I could take a complete beginer, someone who has never programmed
>>before, cut out all the trial and error and pass on the end results in

>>Unfortunalty theres a LOT of biased people out there who wont even
>>download and try a game simply because of the word STOS, they all

>After seeing Heartland, I must say I'm impressed, after playing with that

 haaa, so thats at least one i converted :))))

>game for awhile. What can it not do? Seems it's unlimited only by your
>imagination. How about modem/serial port access?

no problem, i thought of taking all the baddies out of hero, putting another main charactor in with different clothes and making it a 2 player modem game... death match hero.. the concept of a modem game is quite simple, all you send accross modems are a few variables.... no artwork or sounds.. just variables for each program to know what the other is doing :) but i dont know anyone local to test it on.. far too expensive otherwise..

>>one or two people, but if I could get ten people who are determined to
>>make a quality game and dont have a pre defined bias towards STOS and

>What incentive do you need for just placing it on the internet on a

there are tutorials, guides, articles and even idiot guides and around 15-20 meg of source as well as all the tools needed to do all this, at the one site...

Just check out the STOS FAQ on my STOSSER Pages for the urls and info for the stos file site :)

>We're talking educational stuff, something that'll challenge your brain
>cells, as well as allow you to learn.

beats the hell out of playing games, and twice as addictive :)
.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 5524915342308266342
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
From: "Nelson Sandalwood" <bayliss@ihug.co.nz>
Subject: Re: Basic programming
Date: 1998/02/01
Message-ID: <688.336T1461T5312165@ihug.co.nz>#1/1
X-Deja-AN: 320909625

References: <34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6ana37$3a3$1@pump1.york.ac.uk> <5145.333T525T12040625@ihug.co.nz>
<19980129.220611.52@cheesey.demon.co.uk> <6aufjl$g1t$1@enet1.enetis.net>
Organization: The Internet Group Ltd
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.

```
 KaB>: > We stopped when we got a clean compile on the following syntax
 KaB>: >
 KaB>: > for(;P("\n"),R-;P("|"))for(e=C;e-C);P("_"+(*u++/8)%2))P("|"+(*u/4)%2
 KaB>: > );

 KaB>: However, correct me if I am wrong, that's not legal C.
```

I think you have all missed the point, if the letter was/is for real then the above line of /code/ is supposed to be giberish. Thats the whole point, that they had made C so complex and full of BS that it would actually accept that line...

Old jokes are often the best, just because many of us here have seen it before does not make it magicaly un-funny...

```
  nelson  sandalwood
     --===<>===--

  member  team *AMIGA*
  The viable alternative
```

From 3853846277726394086
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: Basic programming
Date: 1998/02/01
Message-ID: <34d42277.3446305@news.demon.co.uk>#1/1
X-Deja-AN: 320967288
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6ana37$3a3$1@pump1.york.ac.uk> <5145.333T525T12040625@ihug.co.nz>
<19980129.220611.52@cheesey.demon.co.uk> <6aufjl$g1t$1@enet1.enetis.net>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.

On 30 Jan 1998 23:16:21 -0700, stone@enetis.net (Kevin and Brian
Stone) wrote:

> The thing that caught my eye is that "u++" thing. I belive the uniary ++
> operator didn't exist until 1989 when ANSI announced standard C.
> Although, I don't know if any C compilers used it before it was a
> standard.

It exists in K&R.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6515216862717387639
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Compiler
Date: 1998/02/01
Message-ID: <34d63446.8005921@news.demon.co.uk>#1/1
X-Deja-AN: 320967299
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <34cf3861.2584950@news.zetnet.co.uk>
<34d461ac.24149705@news.demon.co.uk> <34d3ba3d.3028513@news.zetnet.co.uk>

Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

On Tue, 27 Jan 1998 11:15:06 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>On Tue, 27 Jan 1998 05:15:31 GMT, in comp.sys.atari.st you wrote:
>
>
>>>>I'm a bit disappointed with the lack of responses so far though Hans!
>>>
>>> Did you post to comp.sys.atari.programmer
>>
>>It should have been crossposted but looks like it wasn't.
>
> Most people interested in that group take this one as well, but best
>make sure?,

Oki.

>>> I see you are interested in getting people to join the small band of
>>>atari programmers and start learning.. well thats a big job mate, its
>>>hardly the platform to attract wannabe programmers is it,
>>
>>But you've gotta try!
>
> ha bless him :)

[tries to look cute but fails dismally] ;-))

>>On the other hand, in a few years time there's going to be a lot of
>>people out there who'll be calling themselves programmers who'll be
>>nothing more than "bolt it together" merchants, not unlike PC
>>companies are today.
>
> a few years time ?... closer than that methinks :(

Yep. I keeps reminding me of Asimov's "Foundation" books, where the
galactic empire stagnates and slowly collapses. When they realise
technology has ground to a halt there's nobody about who knows how it
works or how to fix it.

>>>c.s.a.programmer and in here who say they program and seem to know
>>>enough to prove they can.... but what are they making ? Nothing, well
>>>not for ATARI anyway.....
>>
>>In my case I've run out of ideas. Well, not ideas as such. Rather
>>something that appeals. My mind has been blank of late. :-(
>
> ho dear.....I wondered why had that mistified look about

>you...hehehe

Darn. Can't even think of a witty rejoinder atm! <G>

> OK from other posts I have (after being slow on the uptake) sussed
>out what your up to, have a look at the following site, new for the
>PC, is this the sort of thing you have in mind.. but for the PC ?
>
>http://www.games.ndirect.co.uk/

I had a quick shufty. Er, I dunno! I don't know what I've got in mind
really. That depends on what transpires in the thread etc. Maybe,
maybe not. There - I'm definately sitting on the fence. Well, for now,
I think! <G>

>>> Get existing programmers busy on the ATRAI is what I say.... how ?...
>>>dunno, have a compo or summat, some incentive, get them off there bums
>>>:))
>>
>>Hmm, that's not a bad idea! <G>
>
>hehe, different catagories, for different languages, BASIC, C ASM etc
>GAMES,DEMOS and APPS for each language

A central repository would certainly be nice.

>I wonder.....:)

Indeed!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1843047225798804801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Compiler
Date: 1998/02/01
Message-ID: <34d4df77.10153750@news.demon.co.uk>#1/1
X-Deja-AN: 320967301
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>

<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

On Thu, 29 Jan 1998 15:11:53 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! rsg0910@iglou.com (Robert Goodwin) wasn't it Thu, 29 Jan 1998
>08:27:12 GMT that you wrote:
>
>>>there so few potential new programmers left to make it unworthwhile?
>
>>and a bunch of others. It's still worthwhile. We just pass it on to the
>>new programmers who will then pass it on as well.
>
>OK heres a thought I have been kicking around for ages...but?
>
>I know most people have a downer on STOS, But the fact is I can make a
>fast 8 way scrolling platform game that would rival Sonic, and it will
>work on anything from a one meg FM through STe. megas, TT's and
>Falcons with afterburner and nemesis, this isnt showing off, its been
>done, No one needs fix or do anything special, just run your TT
>,Falcon or bog standard ST and the game plays..and its smooth and fast
>as others should testify.....
>
>Now its taken quite a few years with a hell of a lot of trial and
>error :(and new add ons being made to get to the point where the
>above can be done, Most of the time taken up with experimenting..
>
>I could take a complete beginer, someone who has never programmed
>before, cut out all the trial and error and pass on the end results in
>a rediculously short period, a complete novice could make the above
>mentioned game in 3 months, anyone who knwos how to use Variables and
>has an understanding of an ATARI screen layout ..half that,
>
>Unfortunalty theres a LOT of biased people out there who wont even
>download and try a game simply because of the word STOS, they all
>believe its still in the past :(No matter how I try I cannot get them
>to realise what it can do.....

Don't tell them! I don't think I've ever mentioned in documentation
what language I write my stuff in.

[tangent mode on]
I was reading a totally unrelated thread in a borland newsgroup a
couple of days back. I forget the exact details but it went something
like this ...

C++ programmer sez to company "yes I can develop your Visual Basic DLL's provided you let me use this new add-on for it that lets you write VB DLL's in C++". Programmer then proceeds to use a C++ compiler.

... and I'm not so sure it was a joke either!
[tangent mode off]

>So anyway :) I honestly wouldnt have the incentive to do the above for
>one or two people, but if I could get ten people who are determined to
>make a quality game and dont have a pre defined bias towards STOS and
>do have a couple of months then I would do it en bloc

That's the problem - not enough bodies!

>If interested then go get Heartland to see what i mean as thats what I
>would teach everyone to make but with your own artwork:) ho and thats
>a couple of yrs old now, I can make it more compatable than it is :)

You're right. STOS does what it does well - and there are more users of it than Mwc! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2130980244131112662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
From: singer@ox.compsoc.org.uk (Steven Singer)
Subject: Re: Basic programming
Date: 1998/02/01
Message-ID: <886303311.singer@ox.compsoc.org.uk>#1/1
X-Deja-AN: 320983770
References: <34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>

<6ana37$3a3$1@pump1.york.ac.uk> <5145.333T525T12040625@ihug.co.nz>
<19980129.220611.52@cheesey.demon.co.uk> <6aufjl$g1t$1@enet1.enetis.net>
<688.336T1461T5312165@ihug.co.nz>
Followup-To:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games
Organization: Oxford University Computer Society
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games

Nelson Sandalwood (bayliss@ihug.co.nz) wrote:

```
:  KaB>: > We stopped when we got a clean compile on the following syntax
:  KaB>: >
:  KaB>: > for(;P("\n"),R-;P("|"))for(e=C;e-C);P("_"+(*u++/8)%2))P("|"+(*u/4)%2
:  KaB>: > );

:  KaB>: However, correct me if I am wrong, that's not legal C.

: I think you have all missed the point, if the letter was/is for real then the
: above line of /code/ is supposed to be giberish.  Thats the whole point, that
: they had made C so complex and full of BS that it would actually accept that
: line...
```

Bzzzt, and thank you for playing. The line is from a real C program, it has just been mistyped somewhere along its travels (perhaps deliberately, though I would have thought leaving the line as is would have been better). It should be:

```
for(;P("\n"),R--;P("|"))for(e=C;e--;P("_ "+(*u++/8)%2))P("| "+(*u/4)%2);
               ^                  ^     ^                  ^
```

(The ^s mark the differences).

The original letter was published in an April 1st issue of Computerworld (I don't know which year), so it's probably been retyped by hand a few times.

Interestingly enough, I have a copy of the same letter in computer readable form, and the line quoted in my copy is also wrong, but it's wrong in different ways:

```
for(;P("\n"),R=;P("|"))for(e=C;e=;P("_"+(*u++/8)%2))P("| "+(*u/4)%2);
              ^                 ^     ^
```

The program this was taken from was the grand prize winner of the 1985 obfuscated C code competition and was written by Carl Shapiro.

See http://reality.sgi.com/csp/ioccc/ for more truly wonderful examples of C.

- Steven

PS. The Newsgroups line of this thread appears to have been truncated
somewhere along the way, but this is probably a good thing.

From 1535069943222012895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: C Compiler
Date: 1998/02/01
Message-ID: <1998020101055580956@zetnet.co.uk>#1/1
X-Deja-AN: 321046307
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <EnMoHF.Dt8@iglou.com>
<34d4b4cf.13986513@news.zetnet.co.uk>
Newsgroups: comp.sys.atari.programmer

> >right now is just about broke up all over the place, and that makes it
> >harder to find it. Maybe UMich could do something like this, as well as
>
> nope not for stos..like i say..its all on the stos file site... well
> maybe that should read "at" not "on"

Except that the links to my stuff still all point to my old manchester
account (which disappeared a while ago). Please update the links. :-))

http://www.cs.man.ac.uk/~jacquesa/ -> http://www.users.zetnet.co.uk/jacquesa/

> player modem game... death match hero.. the concept of a modem game is
> quite simple, all you send accross modems are a few variables.... no
> artwork or sounds.. just variables for each program to know what the
> other is doing :) but i dont know anyone local to test it on.. far too
> expensive otherwise..

The easiest way to test this sort of thing is with two machines locally
and not bother with the modem while testing... How about linking your
ST and PC, and testing with PaCifiST/GEMulator?

> >What incentive do you need for just placing it on the internet on a
>
> there are tutorials, guides, articles and even idiot guides and
> around 15-20 meg of source as well as all the tools needed to do all
> this, at the one site...

The dis-insentive for putting a tutorial such as Tony is suggesting on

a WWW site is that you get (much) less feedback, which would be a key
thing in a project such as this...

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From 6599679245242148181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,241e044afb788b1a
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: GFA on the TT
Date: 1998/02/01
Message-ID: <6b1p76vlg1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 321056262
References: <6b06ah$g0b$1@jair.pressenter.com>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 31 Jan 1998 21:50:09, Terence Kelly wrote:

<about GFA Basic on the TT>

Have you tried the Shareware compiler MNLU Tranquil, Terry? It comes
in a package called MNLU_TRQ.ZIP/LZH. It is said to be compatible with
3.5E.

I have the package here but have never used it in anger so can't vouch
that it will solve your problem.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -1049041582278428021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public

From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/01
Message-ID: <34d67cf6.383739@news.zetnet.co.uk>#1/1
X-Deja-AN: 321083567
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <EnMoHF.Dt8@iglou.com>
<34d4b4cf.13986513@news.zetnet.co.uk> <1998020101055580956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! Anthony Jacques <jacquesa@zetnet.co.uk> wasn't it Sun, 1 Feb 1998
01:05:55 GMT that you wrote:

>> nope not for stos..like i say..its all on the stos file site... well
>> maybe that should read "at" not "on"
>
>Except that the links to my stuff still all point to my old manchester
>account (which disappeared a while ago). Please update the links. :-))

 Who me ?.... I set up the STOS File site but handed it over to people
with the room and time to run it...early last year mate ? suprised you
think its still me.... brain going at last, or too much pop after
bath! ;-)

>> other is doing :) but i dont know anyone local to test it on.. far too
>> expensive otherwise..
>
>The easiest way to test this sort of thing is with two machines locally
>and not bother with the modem while testing... How about linking your

 But would you get the same feel for the speed?... hmm

>ST and PC, and testing with PaCifiST/GEMulator?

 Hmmm not a bad idea.....but...

>> >What incentive do you need for just placing it on the internet on a

>The dis-insentive for putting a tutorial such as Tony is suggesting on
>a WWW site is that you get (much) less feedback, which would be a key
>thing in a project such as this...

 Spot on...Hence the reason I said I would want around 10, that was
just a ball park figure, as the response has been 0 then still doing

it and putting it on a web page has little pull If you see what I mean
:)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 8971361621287198041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/01
Message-ID: <34e2dec0.24725145@news.zetnet.co.uk>#1/1
X-Deja-AN: 321083569
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sun, 01 Feb
1998 00:03:23 GMT that you wrote:

>>Unfortunalty theres a LOT of biased people out there who wont even
>>download and try a game simply because of the word STOS, they all

>Don't tell them! I don't think I've ever mentioned in documentation
>what language I write my stuff in.

 I have a feeling that "Programmed By Tony Greenwood" might also have
the same effect :)))

>>If interested then go get Heartland to see what i mean as thats what I

>You're right. STOS does what it does well - and there are more users

 I am not sure what you mean by that comment and am holding judgemt,
STOS does what it does well ?... whats that all about then ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 6639835362585345834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,544ec25cd86ec428,start
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Test mail, don't read
Date: 1998/02/01
Message-ID: <6b21nb$2ka$1@zingo.tninet.se>#1/1
X-Deja-AN: 321086569
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

This is a test mail to see if my mail program works.

From -5834657113813381803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52e38c9a05fe9f1,start
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Another test mail
Date: 1998/02/01
Message-ID: <6b21rp$dl2$1@cubacola.tninet.se>#1/1
X-Deja-AN: 321086570
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

This is another test mail.

From -3561412347338807951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1055eb,83cee283127b806
X-Google-Attributes: gid1055eb,public
X-Google-Thread: 1115ce,83cee283127b806
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,83cee283127b806
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: f8760,83cee283127b806
X-Google-Attributes: gidf8760,public

From: tom_cody@one.net (tom cody)
Subject: Re: Atari 800 System For Sale-cheap
Date: 1998/02/01
Message-ID: <34d4c7f0.0@news.one.net>#1/1
X-Deja-AN: 321135437
References: <6b02gm$k9$1@lwnws01.ne.highway1.com>
Organization: OneNet Communications News Hub
Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

In article <6b02gm$k9$1@lwnws01.ne.highway1.com>, "Chip Towle"
<ctowle@mediaone.net> wrote:
>Hello!
>
>I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
>A whole box of cartridges and games. 2 boxes of stuff ready to go.
>
>Everything works.
>
>I prefer not to throw this in a landfill, and I saw these newsgroups.
>
>I live in the greater Boston area, so if you're local come and get it!!
>
>If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
>guessing probably around $30 per box for shipping, etc.
>
>Please let me know soon...
>
>-Chip
>

I'll take it, I wrote you email last night
>
>
>

From -5634280345796957534
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fcaebaf34aa4aef3,start
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Test mail
Date: 1998/02/01
Message-ID: <6b2kqp$3rn$1@cubacola.tninet.se>#1/1
X-Deja-AN: 321148946
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

This is a test mail.

From 22621076242869725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,544ec25cd86ec428
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Test mail, don't read
Date: 1998/02/01
Message-ID: <6b2s0u$5dm$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 321174736
References: <6b21nb$2ka$1@zingo.tninet.se>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 1 Feb 1998 14:43:55 , Thomas Sahlin wrote:
>This is a test mail to see if my mail program works.

It does. let's be hearing more from you, Thomas.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -3127702507660884148
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,241e044afb788b1a
X-Google-Attributes: gid1115ce,public
From: vjanzen@aol.com (VJanzen)
Subject: Re: GFA on the TT
Date: 1998/02/01
Message-ID: <19980201231701.SAA12298@ladder02.news.aol.com>#1/1
X-Deja-AN: 321190284
Content-Transfer-Encoding: 8bit
References: <6b06ah$g0b$1@jair.pressenter.com>
Content-Type: text/plain; charset=ISO-8859-1
X-Admin: news@aol.com
Organization: AOL Bertelsmann Online GmbH & Co. KG http://www.germany.aol.com
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

>It won't run under MagiC, and while the
>interpreter will run under TOS, I can't get the compiler/linker to
>work properly. I see references to a version 3.6. Is this version

>stable on the TT and can you still get a copy/upgrade somewhere?

GFA Basic only works with a patch under MagiC. I don't know where you can get these patches in the WWW, I only know that I found them on the Face Value Disk and in some german BBS. AFAIK works version 3.6 proper on the TT.

Bye,
  Volker

Homepage: http://members.aol.com/VJanzen/index.html

From 7709651099491474332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8d0c37afd89e2c1,start
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Pure C and stderr
Date: 1998/02/01
Message-ID: <6b329r$s95$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 321199803
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

I'm sorry my reply comes so late, but I didn't have much time in the last days.

Unfortunately, my newsserver does no longer carry the arcticle I wanted to reply to, so I have to start a new thread.

The problem was that redirecting stderr of Pure C compiled programs doesn't seem to work.

After re-checking things (I haven't worked with Pure C's original startup code and libs for a long time), I found the reason: Pure C has - as I already mentioned - stderr's output handle set to -1. This is fixed data in pcstdlib.lib. Therefore, it never does any real output redirection (i.e. Fforce()), but simply always uses handle -1 (CON:) for stderr.

A direct result of this is that you will /never/ be able to redirect stderr of programs linked with Pure C's original startup code and standard lib.

One solution would be to patch pcstdlib.lib (change the -1 for stderr's output handle to 2) and add something like

```
if (isatty(2) && (getenv("STDERR") == NULL))
     Fforce(2, -1);
```

to pcstart.s (of course, in assembler, not C). The getenv()-thing is used because some shells set this variable to indicate stderr is under their control and programs shouldn't call Fforce(2, -1).

A much better approach to solve this problem, though, is to forget about pcstart.o and pcstdlib.lib and switch to the MiNT-lib, as I've been praying before ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -675260697106861324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Long Filename support
Date: 1998/02/01
Message-ID: <Enpv42.nBH@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 321230305
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <990_9801240609@conchbbs.com> <34cba8b1.1098289@news.demon.co.uk>
<EnDtE8.n1q@suse.modem.stud.uni-hannover.de> <34cf6df3.1552091@news.demon.co.uk>
<EnHI3A.M5D@suse.modem.stud.uni-hannover.de> <34da8f36.1106881@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <34da8f36.1106881@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>Yes. You'll note from the opcode that this call is GEM but neither VDI nor
>>AES, correspondingly no parameter arrays are needed. It is available in all
>>TOS versions. It's the function AES calls internally to do the multi-tasking.
>
> I'll be adding it to mwc in due course. I'm just amazed I never knew

> of it before!

That's because you unsubscribed from the STiK developers list ages ago. ;-)
This has been discussed there more than a year ago, and is used now in STinG
in several instances.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -5517494855774705110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C Compiler
Date: 1998/02/02
Message-ID: <Enq8w5.6Hv@iglou.com>#1/1
X-Deja-AN: 321217193
Sender: news@iglou.com (News)
X-Nntp-Posting-Host: iglou2
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <EnMoHF.Dt8@iglou.com>
<34d4b4cf.13986513@news.zetnet.co.uk>
X-Nntp-Posting-User: rsg0910
Organization: IgLou
Reply-To: rsg0910@iglou.com
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

In article <34d4b4cf.13986513@news.zetnet.co.uk>, Tony Greenwood wrote:

> Absoloutly.. hey look at Visual Basic, fourth most sought after
>programmer on the pc according to surveys

Hmm... The fourth one? Which are the first three? In one of the AOL
chatrooms I've been in, it's one of the most-used, or so it seems. I've
yet to see anything about C, Pascal, and others.

> Earlier in this thread, while in c.s.a.st i listed these, theres tons
>and tons of the stuff and all in one place :)

I'll look for that message, hoping it's not rolled off my provider's

servers. Mind reposting it? If it's not yet in the FAQ or miniFAQ, it should be. I'll check on it when it's reposted.

> nope not for stos..like i say..its all on the stos file site... well
>maybe that should read "at" not "on"

Have you considered a mirror site? There was mention of a place that had 10 megs of webspace...

> haaa, so thats at least one i converted :))))

heh... I still have yet to read through it. I will admit it's something I didn't give a chance when I first heard about it.

> no problem, i thought of taking all the baddies out of hero, putting
>another main charactor in with different clothes and making it a 2
>player modem game... death match hero.. the concept of a modem game is
>quite simple, all you send accross modems are a few variables.... no
>artwork or sounds.. just variables for each program to know what the
>other is doing :) but i dont know anyone local to test it on.. far too
>expensive otherwise..

A Doom clone of sorts, including Rise of the Triad and others, could easily be done. Apogee and id software would be prolly incensed to know we could easily rival their games like that.

Now for a BBS of sorts, or something like CAB and related programs, it could be done.

> there are tutorials, guides, articles and even idiot guides and
>around 15-20 meg of source as well as all the tools needed to do all
>this, at the one site...

How about a mirror site, as I've said before? That way, if one site's unreachable, the other could be.

And yes, I'll be checking the FAQ out. I'm not that big on games, though I play them from time to time.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From 8038469175717214449
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public

X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: Basic programming
Date: 1998/02/02
Message-ID: <vyziuqy2ms8.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 321346480
Sender: schwab@issan
References: <34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6ana37$3a3$1@pump1.york.ac.uk> <5145.333T525T12040625@ihug.co.nz>
<19980129.220611.52@cheesey.demon.co.uk> <6aufjl$g1t$1@enet1.enetis.net>
<3WwwREAaqv00Ew+Z@wndrwrks.demon.co.uk>
X-Yow: The Osmonds! You are all Osmonds!! Throwing up on a freeway at dawn!!!
Organization: University of Dortmund
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games

Andy Armstrong <andy@wonderworks.co.uk> writes:

|> In article <6aufjl$g1t$1@enet1.enetis.net>, Kevin and Brian Stone
|> <stone@enetis.net> writes
|> [snip]
|>> You're right about ANSI-C, but I don't know about Traditional C. It
|>> might actualy be valid for some reason. I've only read about, but never
|>> actualy used, traditional C.

|> No, that's never been valid.

Unless `R' expands to something like `x-', thus `R-' is parsed as `x--' in
traditional C. Of course, this is invalid in ISO C.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From -4179291365402315085
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/02/02
Message-ID: <34D600C9.1BD8@mst.tn.utwente.nl>#1/1
X-Deja-AN: 321402781
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <6asbdo$obt@balaena.bio.vu.nl>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Levien van Zon wrote:
> Well that's certainly true. I've been planning to do a game in C and
> assembly for about a year now. Wouldn't even know where to start. :-)

Well, I have got a complete game in C. If you are interested I
can mail you the source code. It has got all the important
routines for handling the keyboard, joystick, screen, colors
and music.

The best way to start is calling Superexec() to get into
supervisor mode (needed when you want to access the hardware
registers.

Bye, Hans

From -3402092033321895990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/02
Message-ID: <34de028e.26730243@news.zetnet.co.uk>#1/1
X-Deja-AN: 321417172
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>

<34d797ef.3542048@news.zetnet.co.uk> <6asbdo$obt@balaena.bio.vu.nl>
<34D600C9.1BD8@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Feb 1998
18:22:17 +0100 that you wrote:

>Levien van Zon wrote:
>> Well that's certainly true. I've been planning to do a game in C and
>> assembly for about a year now. Wouldn't even know where to start. :-)
>
>Well, I have got a complete game in C. If you are interested I

Hi Hans..whats the game ? :)

.

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 3228434288124582396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: C Compiler
Date: 1998/02/02
Message-ID: <34D6134B.677E@mst.tn.utwente.nl>#1/1
X-Deja-AN: 321422937
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <6asbdo$obt@balaena.bio.vu.nl>
<34D600C9.1BD8@mst.tn.utwente.nl> <34de028e.26730243@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Tony Greenwood wrote:
>
> Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Feb 1998
> 18:22:17 +0100 that you wrote:
>
> >Levien van Zon wrote:
> >> Well that's certainly true. I've been planning to do a game in C and
> >> assembly for about a year now. Wouldn't even know where to start. :-)
> >
> >Well, I have got a complete game in C. If you are interested I
>
> Hi Hans..whats the game ? :)

Just guess once! :-)

Hans

From -4925018888894244317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/02
Message-ID: <34d61b3d.33050567@news.zetnet.co.uk>#1/1
X-Deja-AN: 321444670
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <6asbdo$obt@balaena.bio.vu.nl>
<34D600C9.1BD8@mst.tn.utwente.nl> <34de028e.26730243@news.zetnet.co.uk>
<34D6134B.677E@mst.tn.utwente.nl>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Feb 1998
19:41:15 +0100 that you wrote:

>> >Well, I have got a complete game in C. If you are interested I
>>
>> Hi Hans..whats the game ? :)
>
>Just guess once! :-)

hehehe, I didn't want to presume, However that answers the
question.... <Big Smile>

.

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 1431677916628557773
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e8d0c37afd89e2c1
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Pure C and stderr
Date: 1998/02/03
Message-ID: <34d6ebf86db1d1@xs4all.nl>#1/1
X-Deja-AN: 321628909
Content-Transfer-Encoding: 8bit
References: <6b329r$s95$1@sun27.hrz.tu-darmstadt.de>
X-XS4ALL-Date: Tue, 03 Feb 1998 11:07:42 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: Seni Translation Services, Amsterdam
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

on Sun 01-02-98 23:59 Thomas Binder wrote:

>A direct result of this is that you will /never/ be able to redirect
>stderr of programs linked with Pure C's original startup code and
>standard lib.
>
>One solution would be to patch pcstdlib.lib (change the -1 for stderr's
>output handle to 2) and add something like
>
>if (isatty(2) && (getenv("STDERR") == NULL))
>   Fforce(2, -1);
>
>to pcstart.s (of course, in assembler, not C). The getenv()-thing is
>used because some shells set this variable to indicate stderr is under
>their control and programs shouldn't call Fforce(2, -1).
>
>A much better approach to solve this problem, though, is to forget about
>pcstart.o and pcstdlib.lib and switch to the MiNT-lib, as I've been
>praying before ;)

Yes, but then it works only for you own programs, not for other, older
programs, compiled with PureC.

But how do programs which run .ttp programs in a window, like your own tos2gem, work then? Don't they use redirection?

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
    vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From -1448581221725820972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d790eb769b7ea871
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Re: keyboard interrupt vector
Date: 1998/01/26
Message-ID: <6aiugfisp1@cubacola.tninet.se>#1/1
X-Deja-AN: 319460897
References: <2yMfDsOH6c7o@cantva.canterbury.ac.nz>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

On 11 Jan 98 20:14:56 +, kma54@csc.canterbury.ac.nz wrote:
>
>Greetings all,
>
>   I wrote to Andreas Kromke recently, asking if it was possible to
>_temporarily_ disable the Task Manger & pull down menu of MagiC?
>and his reply...
>
>> No way.
>> You could only change the keyboard interrupt vector.
>
There's no need to change the keyboard interrupt. Simply open a window covering the menu line and you won't be able to get the pull down menu to appear! If you want to temporarily disable the Ctrl-Alt-Tab feature as well you need to set the window update flag to 1. In GFA:
~WIND_UPDATE(1)

Keep in mind that the menu line will not be updated automatically when you close the window. The method described will not disable the Ctrl-Alt-Esc feature though.

Thomas Sahlin

From 8834752252551702582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Subject: Re: Pure C
Date: 1998/01/26
Message-ID: <NUutqEAhIEz0Ewxx@valeofdreams.demon.co.uk>#1/1
X-Deja-AN: 319467755
Distribution: world
X-NNTP-Posting-Host: valeofdreams.demon.co.uk [193.237.78.114]
References: <34C0AC8B.323CD143@IAEhv.nl> <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de> <6adavc$4hp$7@newsbell.bellglobal.com>
<EnC78E.n7w@suse.modem.stud.uni-hannover.de>
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

How do the present borwsers available for the St react to Java Script?
How compaible are CGI scripts written in C on a PC? Although I have -soe- programming expreience in C++ on a PC, I hve only recently realised my childhood dream (sad, I know) of owning an ST and its been an uphill battle so far...

I know that certain Amgia browsers just crash and freeze when they come across nything like the above, someone told me it wa sdue to how C is compiled on a PC.

Could anyone put me right on this?
--
Mark Ormerod

From 9208040953489856997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,112c31077fa7d6c3,start
X-Google-Attributes: gid1115ce,public
From: PWest@fortress.org.uk (Peter West)
Subject: Re: GFA Basic 3.5 Compiler
Date: 1998/01/26
Message-ID: <287_PWest@fortress.org.uk>#1/1
X-Deja-AN: 319477883
Content-transfer-encoding: 8BIT
MIME-Version: 1.0
Reply-To: PWest@fortress.org.uk
Content-Type: text/plain; charset=us-ascii
Organization: The <Fortress> BBS
Newsgroups: comp.sys.atari.programmer

In a message of <18.01.98>, Clair@shaw1.demon.co.uk (90:102/0.99) writes:
 >> This is my first post to this group, so I don't know if I've got the

>> right place for this query, but: Does anyone know where I might be
>> able to get a copy of the GFA Basic 3 compiler? I recently exhumed my

There was a copy of the V3.5 package available *very* cheaply at a recent
SHAG meeting. I think it included the compiler. Try ringing Gordon on 01438
238695 or contacting him at 100:105/0.4@turbonet.ftn or 90:102/200.4@nest.ft

Regards
/Peter/

--
Backup not found: (A)bort (R)etry (T)hrowup

--

From -4134031280572818101
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
From: "Dave Bistolas" <crazydave@ica.net>
Subject: Re: Basic programming
Date: 1998/01/26
Message-ID: <34cd2155.0@lightning.ica.net>#1/1
X-Deja-AN: 319501035
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

C'Mon, Guys! Is this any way to show how friendly BeOS advocates are?

Blaze, In the early '80s, you could have gotten a good answer. Today's

computers are
dangerously complex. I would recommend you look into the "Teach Yourself
<insert language here> in 21 days" books. I found them to start you out
right. As for the language, I see two choices for you:

C

or

C++.

C++ is an extention of C, but because of it's complexity, you may want to
start out with C first.
However, you may not.

Have Fun.

CrazyDave
Blaze wrote in message <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>...
>
>
> I am just staring out in programming and would appreciate some pointers

From -4117848103601054322
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Long Filename support
Date: 1998/01/26
Message-ID: <EnDtE8.n1q@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 319547963
Sender: news@suse.modem.stud.uni-hannover.de
References: <990_9801240609@conchbbs.com> <34cba8b1.1098289@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34cba8b1.1098289@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> A threaded redraw would be nice at times. More importantly, how the
> heck do you co-operatively multitask a non Gem program?

Quite easy : Call the system task scheduler from time to time :

```
_appl_yield:
         move.w    #$c9, d0
         trap      #2
         rts
```

That's all !

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -3070822891557336201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,112c31077fa7d6c3
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: GFA Basic 3.5 Compiler
Date: 1998/01/27
Message-ID: <34d61b96.14114811@news.zetnet.co.uk>#1/1
X-Deja-AN: 319511888
Content-Transfer-Encoding: 7bit
References: <287_PWest@fortress.org.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! PWest@fortress.org.uk (Peter West) wasn't it Mon, 26 Jan 98
04:00:06 that you wrote:

>There was a copy of the V3.5 package available *very* cheaply at a recent
>SHAG meeting. I think it included the compiler. Try ringing Gordon on 01438
>238695 or contacting him at 100:105/0.4@turbonet.ftn or 90:102/200.4@nest.ft

 Gordon now has an internet account, gordonstorey@zetnet.co.uk

.

.
.-- Cheers !ynoT ----- Tony Greenwood (BASIC Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------- ATARI dead my Arse! ----------

From -402683752796033234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/27
Message-ID: <34ce3c50.14585633@news.demon.co.uk>#1/1
X-Deja-AN: 319574346
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <e7b_9801252049@conchbbs.com>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 25 Jan 98 09:48:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

>> Nor do I regard memory redirection
>
>g > Uh?
>
>MiNT uses the PMMU so that each process sees an entirely different
>memory space, and cannot access RAM outside its binary image. This
>way when a program has a memory overflow, it only crashes itself and
>not the whole system.

Ah. I thought you meant something like that.

>(Memory overflows definitely qualify as a bad
>programming practice.)

Most definately. Decent hardware protection does force better
debugging of course. I mean, if the OS kills your program then you
have to do something about it rather than not caring or more likely
never being aware of it.

>g > More importantly, how the heck do you co-operatively multitask
>g > a non Gem program?
>
>Don't write non-GEM programs.

eek! We could be opening a major debate if we go into that one too
much, so we'll agree to differ. ;-)

>Even computationally intense programs
>should show progress on a slide bar and provide an abort option.

True - and also an option for it to be "quiet" on demand.

>OTOH, if your goal is to port UNIX programs with a minimum of
>re-writing, then MiNT is exactly what you want.

Having a command line compiler and MagiC puts me in the middle
somewhat. When I've made global changes to Pug a "make" takes nearly
3/4 of an hour so I set it off in a vt52 window and get on with
something else. This would be pointless with only co-operative
multitasking because make and its compiler phases would hog all the
processor time.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6080423563563798491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1710c46febe4c2a0
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Getting started with Lattice C
Date: 1998/01/27
Message-ID: <34cf428b.16180035@news.demon.co.uk>#1/1
X-Deja-AN: 319574347
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <165_DCroker@fortress.org.uk> <34d40809.25506967@news.demon.co.uk>
<34cc3243.1018705@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 25 Jan 1998 13:43:58 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sun, 25 Jan
>1998 09:42:07 GMT that you wrote:
>
>
>>> c> got a copy of Lattice C v5, what I need is a beginners guide to how to
>>> c> program
>
>>>Some while ago such a series started in this newsgroup but it seemed to peter
>>>out a year ago unfortunately.
>
>Unfortunatly the helpfull and I might say brave person who started

>that tutorial, who obviously only had the best of intentions, got so
>many mails moaning at him about..no do it like this, or someone else
>cotradicting that one or whatever, so many people have so many
>different ways to do the SAME thing, all work but all think theres is
>the best way.... no wonder he packed it in :(

Especially with C. It's so "loose". Given a 10 line program, there's
probably 20 ways of arranging it to do the same job.

>Anyone who remembers will know this is true..

Yep. I remember. It wouldn't be quite so bad with magazine articles
though - and quite welcome in a way. Like politics ... bad publicity
is better than no publicity! <G>

I wouldn't write code more complex than necessary in any case. After
all ...

```
if ((fp=fopen("blah","r")) == NULL)  /* fail */
```

... (which is what I'd normally write) is exactly the same as ...

```
fp = fopen("blah","r");
if (fp == NULL)   /* fail */
```

There's more chance of grasping the latter than the former, so that's
what would appear. If folks wanted to improve it they could by posting
here. If I got flak saying I should have done it differently then
there would be nowt for it but to say "sod off, you didn't volunteer".
[grin]

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8718668701781155627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Basic programming
Date: 1998/01/27
Message-ID: <34d04a73.18204436@news.demon.co.uk>#1/1
X-Deja-AN: 319574348
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>

<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
<34cac713.8876694@news.demon.co.uk> <EnDFDA.Jzo@iglou.com>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 26 Jan 1998 03:07:58 GMT, rsg0910@iglou.com (Robert Goodwin) wrote:

>The Jackson Structure Diagrams? How is this different from the normal
>diagramming that is taught by programming classes in the States, and
>possibly other places?

I dunno. You tell me - they go something like this. Yuck, haven't had to do this for over ten years! ;-)

```
             +---------------+
             |PROGRAM TOLOWER|
             +---------------+
              /        |      \
             /        |        \
                  /         |       \
                 /          |        \
       +--------------+  +-------+   +-----------+
       |INITIALISATION|  |PROCESS|   |TERMINATION|
       |(1)(4)        |  +-------+   |(5)(6)    |
       +--------------+     |       +-----------+
                   |
              +--------+
                   |(C1)(C2)|
                  |PROCESS |
                  | IPCHAR |
              |      * |
                        +--------+
              /    \
                /   \
               /         \
              /           \
     +----------------+ +-----------------+
     |char = uppercase| |char <> uppercase|
     |(2)(3)(4)    @|   |(3)(4)        @|
     +----------------+ +-----------------+
```

* =iteration.
@ =decision.

(1) Open IP & OP files. Zero vars.
(2) Convert to lowercase.
(3) Write IPCHAR

(4) Read IPCHAR
(5) Close IP & OP files.
(6) Write status information.

(C1) Until eof.
(C2) Until error.

One of the rules is all blocks are distinct thus there is no method which allows two blocks to share the same code. If C2 detects a recoverable error it is nigh on impossible to deal with it - you can't just put (6) in another box because that links them.

It doesn't take a genius to realise that this is distinctly Cobol orientated and thus not suitable for a general programming course.

>heh... That'll do it every time. When I was doing my top ten program, for
>some strange reason, I was locking up the computer in one place, forcing
>me to turn it off and reboot. It's usually the stupid mistake, that missed
>period, comma, semicolon, bracket, or whatever, that will drive you
>bonkers. Bitflipping was done quite a bit in my program for some strange
>reason, which may have been something to do with Mark Williams C.

Missing out appl_init() in a Gem program can drive you bonkers 'cos it invariably does *nothing* or you might get random crashes. You know what's there MUST work but it's not so easy to spot the code that *isn't* there.

>The problem with doing it all at once, over doing it modularly, is that
>you can introduce bugs all over the program. Do it one piece at a time...
>Some will do it on a 3-shot, and others will take more than one shot. You
>first got the thing in your head, write down the pseudocode, then the
>code, and then go from there onto the computer.

Yeah, that's the crux of the matter - just like in life, each new problem is solved in different ways.

>start of program
>read in data
>sort by logons
>save to disk
>sort by downloads
>save to disk
>sort by uploads
>save to disk
>sort by posts
>save to disk
>end of program

or ;-)

create index arrays for logon, downloads, uploads, posts.
load data
sort by each of the above putting indices into arrays.

save arrays, leaving data unsorted.

Doesn't matter which method gets used when you're a lone programmer.
It's when you have to work in a team that things get complex.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 869696498989269696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Basic programming
Date: 1998/01/27
Message-ID: <34d15e9f.23368532@news.demon.co.uk>#1/1
X-Deja-AN: 319574349
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <34d22d52.9453243@news.demon.co.uk>
<34cb31e3.922717@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 25 Jan 1998 13:43:56 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sun, 25 Jan
>1998 03:07:51 GMT that you wrote:
>
>
>>>>break the code into seperate procedures. I,e startup routine, main
>>>>rountine, wait for acommands, decide commands, screen updates, e.t.c.
>>>
>>> Whats up ?... no one like Speghetti ? :)))
>>
>>Not with tomato sauce.
>
> I am starting to wonder if ANYONE actualy understood the pun ?:))

Haven't seen ANYONE around lately. Perhaps he's been ill?

What's a pun btw? Oh, I know! it's what a C compiler sez when you try
to implicity cast pointers to integers and vice-versa. <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1920455435872795920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Basic programming
Date: 1998/01/27
Message-ID: <34d25faa.23635876@news.demon.co.uk>#1/1
X-Deja-AN: 319574350
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <6a6fi3$mn9$1@globe.lynx.bc.ca>
<#WhPEL#J9GA.277@ntdwwaaw.compuserve.com> <EnC7yn.nDu@suse.modem.stud.uni-
hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Sun, 25 Jan 1998 11:30:23 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>> --
>> Will Dwinnell
>> Commercial Intelligence
>
>Oh, good, a clever intellect is helpful when programming. I didn't know
>that it can be upgraded, but apparently this guys sells some. He indeed
>must be very intelligent if he is able to sell some spare intelligence.
>
>:-))

LOL!!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -8365409642317283564
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Pure C
Date: 1998/01/27
Message-ID: <34cd3f38.872754@news.demon.co.uk>#1/1
X-Deja-AN: 319574351
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34C0AC8B.323CD143@IAEhv.nl> <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de> <6adavc$4hp$7@newsbell.bellglobal.com> <EnC78E.n7w@suse.modem.stud.uni-hannover.de> <NUutqEAhIEz0Ewxx@valeofdreams.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 26 Jan 1998 07:58:25 +0000, Mark Ormerod
<atari@valeofdreams-dot-demon-dot-co-dot.uk> wrote:

>How do the present borwsers available for the St react to Java Script?

It's just ignored. There's no java of any kind implemented. Neither
will you find ActiveX.

>How compaible are CGI scripts written in C on a PC?

Er, I thought CGI was done on the server side? In any case, the CGI
scripts which my ISP allows all ran fine with Cab. If memory serves,
client side CGI can be insecure.

>Although I have -
>soe- programming expreience in C++ on a PC, I hve only recently realised
>my childhood dream (sad, I know) of owning an ST

Good for you.

>and its been an uphill
>battle so far...

Stick with it. Unlike the PC where it's a constant uphill struggle,
once you've learnt a few things it remains easy. That knowledge works
in reverse also, and you'll gain a greater understanding of what the
PC is doing, why it isn't working, how to fix it, and most importantly
what ought to be disabled and why. ;-)

>I know that certain Amgia browsers just crash and freeze when they come
>across nything like the above, someone told me it wa sdue to how C is
>compiled on a PC.

I can't figure out what they meant when they said that.

>Could anyone put me right on this?

Hopefully I have! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6648768052939225074
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Scrollable edit-field
Date: 1998/01/27
Message-ID: <34ce4541.2417736@news.demon.co.uk>#1/1
X-Deja-AN: 319574352
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk> <6a4b9bdcn1@infomania.emw.ericsson.se>
<34ca11cb.2406870@news.demon.co.uk> <6ahj29iej1@infomania.emw.ericsson.se>
<D.A.Knight-2601980951370001@dinley.ncl.ac.uk>
<6ai8cporl3@infomania.emw.ericsson.se>
<885847640.16303.0.nnrp-03.9e9805e3@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 26 Jan 1998 19:50:00 -0000, "David Knight"
<David@ritter.demon.co.uk> wrote:

>
>Magnus Kollberg wrote in message <6ai8cporl3@infomania.emw.ericsson.se>...
>>David Knight wrote:
>>>
>
>>> Does wdialog not support scrolling edit fields? I was under the
>>> impression that it supplied many of Magics aes features.

>>
>>Well the thing is that we doesn't even know if MagiC does support them
>>or now. Maybe it does, but who knows? Andreas should know.
>
>
>Its mentioned in the Magic programming docs if you dig around a little,
>there is also some example code IIRC.

Yet another reason they ought to be in english as well. I'm going to
keep harping on about this 'til the cows come home! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2440154115437217555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/27
Message-ID: <34cf6df3.1552091@news.demon.co.uk>#1/1
X-Deja-AN: 319578118
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <990_9801240609@conchbbs.com> <34cba8b1.1098289@news.demon.co.uk>
<EnDtE8.n1q@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 26 Jan 1998 08:10:56 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34cba8b1.1098289@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> A threaded redraw would be nice at times. More importantly, how the
>> heck do you co-operatively multitask a non Gem program?
>
>Quite easy : Call the system task scheduler from time to time :
>
>_appl_yield:
>   move.w   #$c9, d0
>   trap   #2

```
>         rts
>
>That's all !
```

Does that work without appl_init() etc?

ie:

```
main()
{
 for (;;) _appl_yield();
}
```

wouldn't hang the system?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5562651038847925527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
From: "Luigi 'Gigi' Ballabio" <ballabio@tsl.uu.se>
Subject: Re: Basic programming
Date: 1998/01/27
Message-ID: <B0F3B13C-2D478@130.238.68.162>#1/1
X-Deja-AN: 319642034
Content-Transfer-Encoding: 7bit
References: <34cd2155.0@lightning.ica.net>
Content-Type: text/plain; charset=US-ASCII
X-Newsgroups-TO: nntp://nntp.tsl.uu.se/comp.sys.acorn.programmer, nntp://
nntp.tsl.uu.se/comp.sys.amiga.programmer, nntp://nntp.tsl.uu.se/
comp.sys.apple2.programmer, nntp://nntp.tsl.uu.se/comp.sys.atari.programmer,

nntp://nntp.tsl.uu.se/comp.sys.be.programmer, nntp://nntp.tsl.uu.se/
comp.sys.mac.programmer.codewarrior, nntp://nntp.tsl.uu.se/
comp.sys.mac.programmer.games, nntp://nntp.tsl.uu.se/
comp.sys.mac.programmer.help, nntp://nntp.tsl.uu.se/comp.sys.mac.programmer.
X-News-Servers: nntp.tsl.uu.se
MIME-Version: 1.0
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

On Mon, Jan 26, 1998 12:51 PM, Dave Bistolas <mailto:crazydave@ica.net>
wrote:
>C'Mon, Guys! Is this any way to show how friendly BeOS advocates are?
>
>Blaze, In the early '80s, you could have gotten a good answer. Today's
>computers are
>dangerously complex. I would recommend you look into the "Teach Yourself
><insert language here> in 21 days" books. I found them to start you out
>right. As for the language, I see two choices for you:
>
>C
>
>or
>
>C++.
>
>C++ is an extention of C, but because of it's complexity, you may want to
>start out with C first.
>However, you may not.

Just my 2 cents: it's probably easier to start with C, but when you switch
to C++ you could get a bias towards "making things the C way" which is
often less efficient than using the C++ way. I didn't entirely get over
such bias myself...
Bye,
         Luigi

From 644325002858524107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77c8748c9407d1a4
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: !! HELP URGENTLY NEEDED TO SET UP ATARI
Date: 1998/01/27

Message-ID: <6aktmn$95s@balaena.bio.vu.nl>#1/1
X-Deja-AN: 319647732
References: <Pine.GSO.3.95q.980119180712.21619A-100000@swindo
<6ag5lq$41$1@news00.btx.dtag.de>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Lars Froehlich (Lars.Froehlich@t-online.de) wrote:

: >2. After trawling through old newsgroup stuff I have found mention of
: >newer versions of the compiler than 2.5.8. Do these exist and if so
: >what do they need to run? (ie Mint or Falcon/TT). Are they more
: >stable/better versions?
: 2.7.2 is really stable. I guess MiNT is not really required, but it is
: advisable to use a partition with long filenames.

2.7.2 does need MiNT according to the docs.

: >I have got SO FRUSTRATED trying to set this monster up
: So have I, but it is really an experience to have it compile a "hello world"
: after some nights of setting it up :-)

That's not so hard. It doesn't use floating points. :-)
My version of GCC would compile hello.c without to much problems,
but apparently it assumes I have an FPU (even if I use -msoft_float
or whatever the thing's called), so most UNIX sources go pop.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

THE STORY OF CREATION
or
THE MYTH OF URK

In the beginning there was data. The data was without form and null,
and darkness was upon the face of the console; and the Spirit of IBM
was moving over the face of the market. And DEC said, "Let there be
registers"; and there were registers. And DEC saw that they carried;
and DEC separated the data from the instructions. DEC called the data
Stack, and the instructions they called Code. And there was evening
and there was morning, one interrupt ...
-- Rico Tudor

From 2848586676391963292

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Basic programming
Date: 1998/01/27
Message-ID: <EnFpn7.2oK@iglou.com>#1/1
X-Deja-AN: 319662085
Sender: news@iglou.com (News)
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
<34cac713.8876694@news.demon.co.uk> <EnDFDA.Jzo@iglou.com>
<34d04a73.18204436@news.demon.co.uk>
X-Nntp-Posting-User: rsg0910
Reply-To: rsg0910@iglou.com
X-Nntp-Posting-Host: iglou1
Organization: IgLou
Newsgroups: comp.sys.atari.programmer

In article <34d04a73.18204436@news.demon.co.uk>, Guy Harrison wrote:

>I dunno. You tell me - they go something like this. Yuck, haven't had
>to do this for over ten years! ;-)

Yep... That looks quite similar to the usual diagramming I used to do, but somewhat different. That's more of a top-down style of programming, where you do the main part, and go from there.

>It doesn't take a genius to realise that this is distinctly Cobol
>orientated and thus not suitable for a general programming course.

That's it, yes. I've done Cobol programming, and I know what a well-written program looks like. However, you need to add on the remarks, so when you come back to it some time later, you will remember what you were doing. I had this class, and I did this one program that was distinctly different than everyone else, in the way that I used arrays and that kind of thing, that wasn't taught yet. That was due to my having a class some years ago, and it was coming back to me. The kicker is that I was always one programming assignment ahead.

One must remember that C and Cobol are quite different. But jeez... Try some complex calculations on it. MULTIPLY this TO this, DIVIDE this, ADD this TO this, and so on. Yeek... I watched one person have a screenload of these calculations at one point. I gotta dig out my Cobol books for maybe a short demo here, but then again, it'll be too damned long.

Remember the TRS-80? I learned to program Basic on there. It had a weird ability of these edit commands, and if you edited a line too often, it would seemingly error out that line. One particular line had TAB Y that

read as TABY, which was normal, and the system would add the space. In this case, it didn't. Drove some of us in this high school class bonkers til I and another student figured it out before the teacher did.

>Missing out appl_init() in a Gem program can drive you bonkers 'cos it
>invariably does *nothing* or you might get random crashes. You know
>what's there MUST work but it's not so easy to spot the code that
>*isn't* there.

Hmm... I don't have the manual with me, otherwise I'd know what appl_init() does. Adding little echo lines that will tell you where the program is can help. I don't like running a program and it doesn't say what it's doing. That's why I said do it modularly, do it in parts, and test them as you go.

>Yeah, that's the crux of the matter - just like in life, each new
>problem is solved in different ways.

A class of 20 people will get a program written 20 different ways.

>create index arrays for logon, downloads, uploads, posts.
>load data
>sort by each of the above putting indices into arrays.
>save arrays, leaving data unsorted.

You got it. What I did earlier was merely the beginning. That above was similar to the next thing I did. I can't find the notebook I used for my notes when I was writing that program, otherwise I'd be posting some of those notes here. [sigh]

>Doesn't matter which method gets used when you're a lone programmer.
>It's when you have to work in a team that things get complex.

I did it before. Thus, the argument of "it works for me" can easily get you in a lot of trouble, like getting yelled at, kicked off the team, or worse, fired. Program exchanges in teams aren't uncommon.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From -5137052226060865467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Scrollable edit-field

Date: 1998/01/27
Message-ID: <6ak7gvmfl1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 319662086
Content-Transfer-Encoding: 7bit
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk> <6a4b9bdcn1@infomania.emw.ericsson.se>
<34ca11cb.2406870@news.demon.co.uk> <6ahj29iej1@infomania.emw.ericsson.se>
<D.A.Knight-2601980951370001@dinley.ncl.ac.uk>
<6ai8cporl3@infomania.emw.ericsson.se>
<885847640.16303.0.nnrp-03.9e9805e3@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885891423 23029 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

David Knight wrote:
>
> Magnus Kollberg wrote in message <6ai8cporl3@infomania.emw.ericsson.se>...
> >David Knight wrote:
> >>
>
> >> Does wdialog not support scrolling edit fields? I was under the
> >> impression that it supplied many of Magics aes features.
> >
> >Well the thing is that we doesn't even know if MagiC does support them
> >or now. Maybe it does, but who knows? Andreas should know.
>
> Its mentioned in the Magic programming docs if you dig around a little,
> there is also some example code IIRC.

Aha! I will check it out.

Yup, MagiC has got something called:

```
void init_scrlted(OBJECT *o, WORD is_scroll, XTED *xted,
                  char *txt, char *tmplt, WORD len);
```

But I don't know where this function is defined. It will also only work
with MagiC
as I don't think N.AES supports it. Maybe next release of N.AES will
support
some of MagiC functions?

//Magnus Kollberg
--

+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

From 5699146676628419 68
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d30765a4d78be138,start
X-Google-Attributes: gid1115ce,public
From: John Whatty <meva.tele@virgin.net>
Subject: New ST web browser!
Date: 1998/01/27
Message-ID: <34CDE1FD.5A82@virgin.net>#1/1
X-Deja-AN: 319684172
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Reply-To: meva.tele@virgin.net
Content-Type: text/plain; charset=us-ascii
Organization: RATIO Mevagissey Telecottage
Newsgroups: comp.sys.atari.programmer

Visit http://operasoftware.com/alt_os.html

or email magic@operasoftware.com

and tell them we want a browser for the Atari ST.

At the moment they produce browsers for PC, Mac and are adding Amiga!
If we send them enough emails they may support the Atari ST, but only if
they get the interest, so get emailing now .....

John.

From -2294515270888999419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d30765a4d78be138
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: New ST web browser!
Date: 1998/01/27
Message-ID: <34ce0468.1443508@news.tmisnet.com>#1/1
X-Deja-AN: 319708839
References: <34CDE1FD.5A82@virgin.net>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

We tried to get Operasoftware to support the
TOS/GEM computers ... but they claimed they
were "...only five programmers..." and that
they needed to support "...live platforms...".

Although they expressed interest in the
available pre-emptive multi-tasking OSes
(MultiTOS et. al.) that run on the TT/Falcon,
they have decided to bide their time.

Be patient ... and remember we have WenSuite
and CAB already available.

-- George Crissman
-- strads@tmisnet.com

The list of Atari Dealers in the USA is online:
http://www.tmisnet.com/~strads/hq/atari.html#Dealers

On Tue, 27 Jan 1998 13:32:45 +0000, John Whatty <meva.tele@virgin.net>
wrote:

>Visit http://operasoftware.com/alt_os.html
>
>or email magic@operasoftware.com
>
>and tell them we want a browser for the Atari ST.
>
>At the moment they produce browsers for PC, Mac and are adding Amiga!
>If we send them enough emails they may support the Atari ST, but only if
>they get the interest, so get emailing now .....
>
>John.

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 7747145131444654173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2f4ead4f27eebae,start
X-Google-Attributes: gid1115ce,public
From: Curt Vendel <webmaster@atari.nu>
Subject: Wanted Riebl Drivers
Date: 1998/01/27
Message-ID: <34CE165C.D0C8C428@atari.nu>#1/1
X-Deja-AN: 319713936
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Distribution: world
Content-Type: text/plain; charset=us-ascii
Organization: The Atari Prototypes Site: www.atari.nu
Newsgroups: comp.sys.atari.programmer

Wanted:

TOS drivers for Riebl ethernet interface for the "Atari Network Service" system or if anyone knows of anyone who has done IPX drivers please contact me immeadiately, if you have any of the above I would be willing to trade you a Riebl ethernet adapter for an Atari Mega STe or Atari TT030 or Atari Mega ST computer system.

Curt
www.atari.nu

From 6920864485169678774
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
From: "Kirk Strauser" <kstrauser@pcis.net>
Subject: Re: Basic programming
Date: 1998/01/27
Message-ID: <6alglr$cr4$9@208.207.70.70>#1/1
X-Deja-AN: 319767230
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34cd2155.0@lightning.ica.net>
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

On 26-Jan-98 05:51:47, Dave Bistolas (crazydave@ica.net) wrote:

>I would recommend you look into the "Teach Yourself <insert language here>
>in 21 days" books. I found them to start you out right.

I like the <xxx> For Dummies series, personally. They're funny, too. :)

>As for the language, I see two choices for you: C or C++.

>C++ is an extention of C, but because of it's complexity, you may want to
>start out with C first.

Actually, I've taken C++ in college, and don't know a thing about C. To be
honest, after looking at some old C source, I'm rather happy about that. :)

Kirk Strauser | Member // | Teknique on Undernet/#AmigaCafe,
kstrauser@pcis.net | Team AMIGA \X/ | http://www.pcis.net/kstrauser/

From -4837802522179506640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Pure C
Date: 1998/01/27
Message-ID: <EnGs6w.nwD@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 319860139
Sender: news@suse.modem.stud.uni-hannover.de
References: <34C0AC8B.323CD143@IAEhv.nl> <En4Mrt.Mo4@suse.modem.stud.uni-
hannover.de> <6adavc$4hp$7@newsbell.bellglobal.com>
<EnC78E.n7w@suse.modem.stud.uni-hannover.de>
<NUutqEAhIEz0Ewxx@valeofdreams.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <NUutqEAhIEz0Ewxx@valeofdreams.demon.co.uk>,
     Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk> writes:

> How do the present borwsers available for the St react to Java Script?

Not at all. They ignore it.

> How compaible are CGI scripts written in C on a PC?

?? CGI executables are run by the web server, on the web server machine.
There is no compatibility issue.

If you mean porting a CGI executable in C from a PC to a web server running

on Atari (for instance Olivier's excellent SHTTPD), this is as easy or as
difficult as porting any C source to Atari. If the code is written well,
you need to do very little, just recompile it.

> I know that certain Amgia browsers just crash and freeze when they come
> across nything like the above, someone told me it wa sdue to how C is
> compiled on a PC.

Nope. That's got nothing to do with CGI. I'd say simply bugs.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From -8266393333548221822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public

From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Basic programming
Date: 1998/01/27

Message-ID: <d58LoOA$9fz0QwJr@shaw1.demon.co.uk>#1/1
X-Deja-AN: 320371573
Distribution: world
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<2EARnVAHQix0Qwu+@shaw1.demon.co.uk> <1998012123270480956@zetnet.co.uk>
<pt9G9OAwJ7x0Qwev@shaw1.demon.co.uk> <EnBBpM.oKH@suse.modem.stud.uni-hannover.de>
Organization: none
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

In article <EnBBpM.oKH@suse.modem.stud.uni-hannover.de>, Peter
Rottengatter <perot@suse.modem.stud.uni-hannover.de> writes
>In article <pt9G9OAwJ7x0Qwev@shaw1.demon.co.uk>,
>   Clair Shaw <Clair@shaw1.demon.co.uk> writes:
>
>>>> For some partucular reason I think he/she wants to program in BASIC on
>>>> the Atari. :-)
>>>
>>>Why? It was crossposted to most programming groups.
>>
>> In the language department, it says BASIC programmming in the subjet!
>

>No, it says "Basic programming", which I basically (see ?) understood to mean
>"fundamentals, or basics, of programming". Maybe for native english speakers
>it was obvious that it did not mean that, I can't tell. ;-)
>
>Sure, maybe if you're used to using BASIC for programming you'd automatically
>understand that the programming language was meant in the subject.

Well, that *is* the only language I can program in...

--
Clair Shaw (aka. CDS) | THOUGHT OF THE MONTH:
Clair@Shaw1.demon.co.uk |----------
ICQ: 1043359 | Fun-sized chocolate is
WWW: www.shaw1.demon.co.uk| chocolate for dwarfs.

From -3996272721164706400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Basic programming
Date: 1998/01/27
Message-ID: <YpoKsTAu$fz0QwI$@shaw1.demon.co.uk>#1/1
X-Deja-AN: 320371574
Distribution: world
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
<34cac713.8876694@news.demon.co.uk>
Organization: none
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

In article <34cac713.8876694@news.demon.co.uk>, Guy Harrison
<guy@swampdog.demon.co.uk> writes
>On Sun, 25 Jan 1998 03:38:17 GMT, rsg0910@iglou.com (Robert Goodwin)
>wrote:
>
>>In article <34d42e5d.9720988@news.demon.co.uk>, Guy Harrison wrote:
>>
>>>Good way to get on the wrong side of a lecturer ...
>>
>>Another way would be to write code the way you like it, not to his specs.
>
>Indeed. This was the time Jackson Structure Diagrams were all the
>rage. I absolutely detested them and made it known. This was fine at

>college but not at university.
>
>>>Student:
>>>Yeah. You're right, I keep getting interrupted.
>>
>>I once did an assembler program all in my head, then transferred it to
>>paper. You should have seen my roommate at the time when he was trying to
>>get my attention and I was waving him off. Bugs? Just a couple minor ones.
>
>Hey - wierd co-incidence of opposites. I wrote a disassembler on paper
>and ended up with a major "bug". I spent ages and ages checking it all
>by hand until I was happy. It was only when I typed it in that the
>"bug" became apparent - the 6502 source code was heavily reliant on a
>non existent zero page addressing mode!!! (oops)
>
>With not enough time left to make the necessary changes I added some
>code to emulate it and buried it in the middle of the program. I guess
>the examiner missed it 'cos I got into university. ;-)
>
>Since then I have usually approached programming on a "2 shot" basis.
>Code gets typed straight in off the top of my head. By the time it all
>starts grinding to a halt in a horrible mess I know where the problems
>areas are. Then I think about it and do it properly.
>
>Works for me. <G>

In other words you type it in? I do too.

--
Clair Shaw (aka. CDS) | THOUGHT OF THE MONTH:
Clair@Shaw1.demon.co.uk |----------
ICQ: 1043359 | Fun-sized chocolate is
WWW: www.shaw1.demon.co.uk| chocolate for dwarfs.

From -1422481348264214712
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c

X-Google-Attributes: gidf5ddf,public
From: mrw103@york.ac.uk (Matthew Wilcox)
Subject: Re: Basic programming
Date: 1998/01/28
Message-ID: <6ana37$3a3$1@pump1.york.ac.uk>#1/1
X-Deja-AN: 319956245
Sender: mrw103@york.ac.uk
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
Followup-To:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.
Organization: The University of York, UK
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

Kirk Strauser (kstrauser@pcis.net) wrote:
: On 26-Jan-98 05:51:47, Dave Bistolas (crazydave@ica.net) wrote:

: >I would recommend you look into the "Teach Yourself <insert language here>
: >in 21 days" books. I found them to start you out right.

: I like the <xxx> For Dummies series, personally. They're funny, too. :)

Ahem. An old sig of mine...

"I was absolutely horrified to see a book entitled 'C++ for dummies'. What
is the potential market for this book? What programmer considers themself
to be a dummy? Who wants to run code written by a dummy? And perhaps
more importantly, someone who *considers themselves* to be a dummy?"

: Actually, I've taken C++ in college, and don't know a thing about C. To be
: honest, after looking at some old C source, I'm rather happy about that. :)

K&R C is horrible. ANSI C took most of the nice bits of C++ and munged
them in. It's a reasonable language.

--
Choose a QWERTY keyboard /| I chose not to choose life.
Choose VHS videotapes /-| I chose something else.
Choose Microsoft (R) Windows (TM) / |RM Linux. The choice of a GNU generation.

From 1781795252963849801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4

X-Google-Attributes: gid1115ce,public
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Subject: Re: Pure C
Date: 1998/01/28
Message-ID: <$uNK+FAFj7z0Ewl7@valeofdreams.demon.co.uk>#1/1
X-Deja-AN: 320100070
Distribution: world
X-NNTP-Posting-Host: valeofdreams.demon.co.uk [193.237.78.114]
References: <34C0AC8B.323CD143@IAEhv.nl> <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de> <6adavc$4hp$7@newsbell.bellglobal.com> <EnC78E.n7w@suse.modem.stud.uni-hannover.de> <NUutqEAhIEz0Ewxx@valeofdreams.demon.co.uk> <EnGs6w.nwD@suse.modem.stud.uni-hannover.de>
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>> How compaible are CGI scripts written in C on a PC?
>
>?? CGI executables are run by the web server, on the web server machine.
>There is no compatibility issue.
>
>If you mean porting a CGI executable in C from a PC to a web server running
>on Atari (for instance Olivier's excellent SHTTPD), this is as easy or as
>difficult as porting any C source to Atari. If the code is written well,
>you need to do very little, just recompile it.
>

Ok, that makes sense. I wasn't aware (C++ newbie) that you could port C code across... the eventual idea is to use an ST as a server simply for the purpose of running CGI scripts off as my present ISP dosen't allow that.

Will any code I have written in C be portable then?
>> I know that certain Amgia browsers just crash and freeze when they come
>> across nything like the above, someone told me it wa sdue to how C is
>> compiled on a PC.
>

Hmm. Again, newbie confusion here probably on my part :)

I thought it was due to problems with how the response field to the form stores the response in the memory, but I gather now that this is an issue with the browser itself?
I know I'm being totally thick here, but I was under the impression the script excetues on the server, and then essentially collects a response in ASCII text from the users machine, but some CGI's also pull across IP's etc which can cause problems with Amiga/ST's. I think I'm beginning to be horribley wrong at this point...

(Incidently I disappeared into the realms of Java to try this, with -some- success)

>Cheers Peter

Thanks for putting up with my annoying questions/general
dribble/confusion.

There seem to be 'experts' only in this field and I am very much the
bumbling beginner at present...

--
Mark Ormerod

From 333298039497079309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2f4ead4f27eebae
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Wanted Riebl Drivers
Date: 1998/01/28
Message-ID: <EnHJ4M.M8K@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 320152340
Sender: news@suse.modem.stud.uni-hannover.de
References: <34CE165C.D0C8C428@atari.nu>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34CE165C.D0C8C428@atari.nu>,
     Curt Vendel <webmaster@atari.nu> writes:

>   TOS drivers for Riebl ethernet interface for the "Atari Network
> Service" system or if anyone knows of anyone who has done IPX drivers
> please contact me immeadiately, if you have any of the above I would be
> willing to trade you a Riebl ethernet adapter for an Atari Mega STe or
> Atari TT030 or Atari Mega ST computer system.

Maybe I should add that I'm working on an Ethernet driver for STinG that
supports these cards.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -4579470498495964995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Basic programming
Date: 1998/01/28
Message-ID: <EnHIpF.M7x@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 320152341
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
<34cac713.8876694@news.demon.co.uk> <EnDFDA.Jzo@iglou.com>
<34d04a73.18204436@news.demon.co.uk> <EnFpn7.2oK@iglou.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <EnFpn7.2oK@iglou.com>,
     rsg0910@iglou.com (Robert Goodwin) writes:

> Remember the TRS-80? I learned to program Basic on there. It had a weird
> ability of these edit commands, and if you edited a line too often, it
> would seemingly error out that line. One particular line had TAB Y that
> read as TABY, which was normal, and the system would add the space. In
> this case, it didn't. Drove some of us in this high school class bonkers
> til I and another student figured it out before the teacher did.

Remember Commodore BASIC ? You did not need to care about space anywhere.
That's until you did an anded if construct involving the system variable
ST :
10 IFSTANDA=BTHEN something
so you would expect it to convert automatically to
10 IF ST AND A=B THEN something
Instead it did
10 IF S TAN DA=B THEN something
which of course results in a SYNTAX ERROR. Drives you crazy.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot

---

From 8623255105115447035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Long Filename support
Date: 1998/01/28
Message-ID: <EnHI3A.M5D@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 320152342
Sender: news@suse.modem.stud.uni-hannover.de
References: <990_9801240609@conchbbs.com> <34cba8b1.1098289@news.demon.co.uk>
<EnDtE8.n1q@suse.modem.stud.uni-hannover.de> <34cf6df3.1552091@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34cf6df3.1552091@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

```
>>Quite easy : Call the system task scheduler from time to time :
>>
>>_appl_yield:
>>         move.w    #$c9, d0
>>         trap      #2
>>         rts
>>
>>That's all !
>
> Does that work without appl_init() etc?
```

Yes. You'll note from the opcode that this call is GEM but neither VDI nor AES, correspondingly no parameter arrays are needed. It is available in all TOS versions. It's the function AES calls internally to do the multi-tasking.

You must not confuse this _appl_yield() with appl_yield(). Latter does the same, but is a true AES function which also needs the AES parameter arrays. AFAIK it's available only in PC-GEM.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -1593482316768079637
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Subject: Re: Basic programming
Date: 1998/01/28
Message-ID: <6ufLeJANl7z0EwlQ@valeofdreams.demon.co.uk>#1/1
X-Deja-AN: 320382192
Distribution: world
X-NNTP-Posting-Host: valeofdreams.demon.co.uk [193.237.78.114]
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6ana37$3a3$1@pump1.york.ac.uk>
MIME-Version: 1.0
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help

>"I was absolutely horrified to see a book entitled 'C++ for dummies'. What
>is the potential market for this book? What programmer considers themself
>to be a dummy? Who wants to run code written by a dummy? And perhaps
>more importantly, someone who *considers themselves* to be a dummy?"

Er.. read some of my posts -ahem-. I think I'm most definitely in that
class at the moment.

Give me a good old Atari BASIC programme, with -no- DLI's and I'm happy.
Anything else and I develope a terminal headache at present....
--
Mark Ormerod

From 4393173637621730780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
From: "Nelson Sandalwood" <bayliss@ihug.co.nz>
Subject: Re: Basic programming
Date: 1998/01/29
Message-ID: <5145.333T525T12040625@ihug.co.nz>
X-Deja-AN: 320201244
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6ana37$3a3$1@pump1.york.ac.uk>
Organization: The Internet Group Ltd
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
,EMail.

 MW> K&R C is horrible. ANSI C took most of the nice bits of C++ and munged
 MW> them in. It's a reasonable language.

Yeah, have you seen this?

----8<-----8<-----8<-----8<----

CREATORS ADMIT UNIX, C "AN ELABORATE PRANK"

In an announcement that has stunned the computer industry, Ken Thompson, Dennis Ritchie and Brian Kernighan admitted that the Unix operating system and C programming language created by them is an elaborate prank kept alive for over 20 years.

Speaking at the recent UnixWorld Software Development Form, Thompson revealed the following:

"In 1969, AT&T had just terminated their work with GE/Honeywell/AT&T Multics project. Brian and I had started work with an early release of Pascal from

Professor Nichlaus Wirth's ETH labs in Switzerland and we were impressed with its elegant simplicity and power.

Dennis had just finished reading `Bored of the Rings', a National Lampoon parody of the Tolkien's `Lord of the Rings' trilogy. As a lark, we decided to do parodies of the Multics environment and Pascal. Dennis and I were responsible for the operating environment. We look at Multics and designed the new OS to be as complex and cryptic as possible to maximise casual users' frustration levels calling it Unix as a parody of Multics, as well as other more risque allusions.

We sold the terse command language to novitiates by telling them that it saved typing.

Then Dennis and Brian worked on a warped version of Pascal, called `A'. `A'looked a lot like PAscal, but elevated the notion of the direct memory address (which Wirth had banished) to the central concept of the language.

This was Dennis's contribution, and he in fact coined the term "pointer" as a innocuous sounding name for a truly malevolent construct. Brian must be credited with the idea of having absolutely no standard I/O specification; this ensured that at least 50% of the typical commercial program would have to be re- coded when changing hardware platforms.

Brian was also responsible for pitching this lack of I/O as a feature; it allowed us to describe the language as "truly portable".

When we found others were actually creating real programs with A, we removed compulsory type-checking on function arguments. Later, we added a notion we called "casting"; this allowed the programmer to treat an integer as though it were a 50kb user-defined structure.

When we found that some programmers were simply not using pointers, we eliminated the ability to pass structures to functions, enforcing their use in even the simplest applications. We sold this, andmany other features, as enhancements to the efficiency of the language. In this way, our prank evolved into B, BCPL and finally C.

We stopped when we got a clean compile on the following syntax

```
for(;P("\n"),R-;P("|"))for(e=C;e-C);P("_"+(*u++/8)%2))P("|"+(*u/4)%2);
```

At one time, we joked about selling this to the Soviets to set their computer science progress back 20 or more years.

Unfortunately, AT&T and other US corporations actually began using Unix and C. We decided we'd better keep mum, assuming it was just a passing phase. In fact, it's taken US companies over 20 years to develop enough expertise to generate useful applications using this 1960's technological parody.

We are impressed with the tenacity of the general Unix and C programmer. In fact, Brian, Dennis and I have never ourselves attempted to write a commercial application in this environment. We feel really guilty about the chaos, confusion and truly awesome programming projects that have resulted from

our silly prank so long ago.

Dennis Ritchie said: "What really tore it (just when AIDA was catching on), was that Bjarne Stroustrup caught onto our joke. He extended it to further parody Smalltalk. Like us, he was caught by surprise when nobody laughed. So he added multiple inheritance, virtual base classes, and later... templates. All to no avail.

So we now have compilers that can compile 100,000 lines per second, but need to process a header file for 25 minutes before they get to the meat of `Hello World'."

Major Unix and C vendors and customers, including AT&T, Microsoft, Hewlett-Packard, GTE, NCR, and DEC have refused comment at this time.

Borland International, a leading vendor of object-oriented tools, including the popular Turbo Pascal and Borland C++, stated they had suspected this for a couple of years. In fact, the notoriously late Quattro Pro for Windows was originally written in C++.

Phillipe Kahn said: "After two and a half years programming, and massive programmer burn-outs, we re-coded the whole thing in Turbo Pascal in three months. I think it's fair to say that Turbo Pascal saved our bacon".

Another Borland spokesman said that they would continue to enhance their Pascal products and halt further efforts to develop C/C++.

Professor Wirth of the ETH Institute and father of the Pascal, Modula 2 and Oberon structured languages, cryptically said "P.T.Barnum was right." He had no further comments."

---8<---8<---8<---8<---8<----

Just though it would be interesting...

---

  nelson sandalwood
     --===<>===--

  member team AMIGA

From 3665571464465587507
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Basic programming
Date: 1998/01/29
Message-ID: <EnJDIy.6E3@iglou.com>#1/1

X-Deja-AN: 320214061
Sender: news@iglou.com (News)
X-Nntp-Posting-Host: iglou1
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
<34cac713.8876694@news.demon.co.uk> <EnDFDA.Jzo@iglou.com>
<34d04a73.18204436@news.demon.co.uk> <EnFpn7.2oK@iglou.com>
<EnHIpF.M7x@suse.modem.stud.uni-hannover.de>
X-Nntp-Posting-User: rsg0910
Organization: IgLou
Reply-To: rsg0910@iglou.com
Newsgroups: comp.sys.atari.programmer

In article <EnHIpF.M7x@suse.modem.stud.uni-hannover.de>, Peter
Rottengatter wrote:

>Remember Commodore BASIC ? You did not need to care about space anywhere.
>That's until you did an anded if construct involving the system variable
>ST :

I never did program on the Commodores, though I did read some and modify a
few. The 8bits had the ability, as you know by now, to shorten the
commands, to get more bang for your line limitations.

I think the line limit was 255 characters? Most of us had seen one going
way beyond that using that command shortening trick. One particular
program drove me bonkers til I figured out that I was actually cutting off
a part of a line by my forgetting to shorten the commands. Then once I
made a backup of this particular line by putting a REM in front of it.

heh... Funny thing, that no-space thing in the Commodores. What did the ST
system variable do?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From 6384196757701694714
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public

X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Basic programming
Date: 1998/01/29
Message-ID: <34D06308.6208@mst.tn.utwente.nl>#1/1
X-Deja-AN: 320240277
Content-Transfer-Encoding: 7bit
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6amvgn$6r$3@Nordschleife.modem.informatik.tu-muenchen.de>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

fischerj@informatik.tu-muenchen.de wrote:
>
> Kirk Strauser <kstrauser@pcis.net> wrote:
>
> > Actually, I've taken C++ in college, and don't know a thing about C. To be
> > honest, after looking at some old C source, I'm rather happy about that. :)
>
> how can someone know C++ and know nothing about C ?
>
> -- fischerj@informatik.tu-muenchen.de (Juergen "Rally" Fischer) =:) --

Maybe he saw an old K&R C source. That's not so nice when you
are used to ANSI C. C++ should be backward compatible to ANSI C,
there are some minor differences.

Bye, Hans

From -3329694846864638802
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038,start
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/01/29
Message-ID: <34d797ef.3542048@news.zetnet.co.uk>#1/1
X-Deja-AN: 320281917
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hey! rsg0910@iglou.com (Robert Goodwin) wasn't it Thu, 29 Jan 1998
08:27:12 GMT that you wrote:

>>there so few potential new programmers left to make it unworthwhile?

>and a bunch of others. It's still worthwhile. We just pass it on to the
>new programmers who will then pass it on as well.

OK heres a thought I have been kicking around for ages...but?

I know most people have a downer on STOS, But the fact is I can make a
fast 8 way scrolling platform game that would rival Sonic, and it will
work on anything from a one meg FM through STe. megas, TT's and
Falcons with afterburner and nemesis, this isnt showing off, its been
done, No one needs fix or do anything special, just run your TT
,Falcon or bog standard ST and the game plays..and its smooth and fast
as others should testify.....

Now its taken quite a few years with a hell of a lot of trial and
error :(and new add ons being made to get to the point where the
above can be done, Most of the time taken up with experimenting..

I could take a complete beginer, someone who has never programmed
before, cut out all the trial and error and pass on the end results in
a rediculously short period, a complete novice could make the above
mentioned game in 3 months, anyone who knwos how to use Variables and
has an understanding of an ATARI screen layout ..half that,

Unfortunalty theres a LOT of biased people out there who wont even
download and try a game simply because of the word STOS, they all
believe its still in the past :(No matter how I try I cannot get them
to realise what it can do.....

So anyway :) I honestly wouldnt have the incentive to do the above for

one or two people, but if I could get ten people who are determined to
make a quality game and dont have a pre defined bias towards STOS and
do have a couple of months then I would do it en bloc

If interested then go get Heartland to see what i mean as thats what I
would teach everyone to make but with your own artwork:) ho and thats
a couple of yrs old now, I can make it more compatable than it is :)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 7097867757565390641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Pure C
Date: 1998/01/29
Message-ID: <6aq65i$pr9@balaena.bio.vu.nl>#1/1
X-Deja-AN: 320286553
References: <34C0AC8B.323CD143@IAEhv.nl>
<$uNK+FAFj7z0Ewl7@valeofdreams.demon.co.uk>
Distribution: world
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Mark Ormerod (atari@valeofdreams-dot-demon-dot-co-dot.uk) wrote:

: Will any code I have written in C be portable then?

Depends on how portable you make the code (see below).

: >> I know that certain Amgia browsers just crash and freeze when they come
: >> across nything like the above, someone told me it wa sdue to how C is
: >> compiled on a PC.

: I thought it was due to problems with how the response field to the form
: stores the response in the memory,

This could be the case if the code you're trying to compile
assumes a little-endian machine (ie. an architecture that uses
byte-swapped words, like all Intel-based PC's).
It is always bad for portablibity if a program (especially an
Internet-related program!) assumes a certain byte-order.
However, as most socket-related programs (should) use a call to swap
bytes from network order (big endian, as on Atari/Amiga/most other sane

machines) to machine order and back, the above situation seems highly
unlikely. Unless the code was written to be used on PC's _only_.

: I know I'm being totally thick here, but I was under the impression the
: script excetues on the server,

Correct.

: and then essentially collects a response
: in ASCII text from the users machine,

Which souldn't cause any compatibility problems.

: but some CGI's also pull across
: IP's etc which can cause problems with Amiga/ST's.

It shouldn't, as CGI's are _supposed_ to be able to run from any server,
big-endian or little-endian... (Note that compilation might cause
some problems on Atari with missing library calls. You should use
GCC, MiNTLibs and the MiNTNet portlib for best compatibility with
most UNIX-oid programs)

: I think I'm beginning
: to be horribley wrong at this point...

Don't be to sure about that...

: (Incidently I disappeared into the realms of Java to try this, with -
: some- success)

JAVA hasn't got (or shouldn't have) any of the compatibility issues
mentioned above, as it's a higher language than C and better suited for
networking.

: Thanks for putting up with my annoying questions/general
: dribble/confusion.

That's what newsgroups are for. :)

: There seem to be 'experts' only in this field and I am very much the
: bumbling beginner at present...

Don't count on it. Messing around with CGI's, JAVA and stuff means
that you're probably more of an expert on these maters than most of us
Atarians here... I myself only know about porting the stuff to Atari,
and the problems that come with it. And as for JAVA, I only know
what I just learned in a first-year AI course on Java-programming,
which was still a bit, er, primitive :) (Things like: Write a program
that will print all names in this text file in a slightly more
formatted manner. Use variables and methods. Oooh.)
I prefer assembly hacking. :-)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

100 buckets of bits on the bus
100 buckets of bits
Take one down, short it to ground
FF buckets of bits on the bus

FF buckets of bits on the bus
FF buckets of bits
Take one down, short it to ground
FE buckets of bits on the bus

ad infinitum...

From 8137215943311502046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Basic programming
Date: 1998/01/29
Message-ID: <6aq6pp$pr9@balaena.bio.vu.nl>#1/1
X-Deja-AN: 320286554
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
<34cac713.8876694@news.demon.co.uk> <EnDFDA.Jzo@iglou.com>
<34d04a73.18204436@news.demon.co.uk> <EnFpn7.2oK@iglou.com>
<EnHIpF.M7x@suse.modem.stud.uni-hannover.de> <EnJDIy.6E3@iglou.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Robert Goodwin (rsg0910@iglou.com) wrote:

: The 8bits had the ability, as you know by now, to shorten the
: commands, to get more bang for your line limitations.

Saved having to RENUM your programs every ten minutes :-)
Was a bitch to debug a 255-char-line program though.

I preferred BBC-Basic. Had a bit more structure in it...

: a part of a line by my forgetting to shorten the commands. Then once I
: made a backup of this particular line by putting a REM in front of it.

What I miss most about those old machines is a decent editor.
Although having to retype a line every time you wanted to change something
does increase your typing skils in the long run. :)
I guess that's the downside of the BBC Micro's "copy" key. ;-)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
---

100 buckets of bits on the bus
100 buckets of bits
Take one down, short it to ground
FF buckets of bits on the bus

FF buckets of bits on the bus
FF buckets of bits
Take one down, short it to ground
FE buckets of bits on the bus

ad infinitum...

From 7223321354548094171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
From: "Kirk Strauser" <kstrauser@pcis.net>
Subject: Re: Basic programming
Date: 1998/01/29
Message-ID: <6aq971ned1@208.207.70.125>#1/1
X-Deja-AN: 320296535

References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6amvgn$6r$3@Nordschleife.modem.informatik.tu-muenchen.de>
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

On 27-Jan-98 18:00:00, fischerj@informatik.tu-muenchen.de
(fischerj@informatik.tu-muenchen.de) wrote:
>Kirk Strauser <kstrauser@pcis.net> wrote:

>> Actually, I've taken C++ in college, and don't know a thing about C. To be
>> honest, after looking at some old C source, I'm rather happy about that.
>> :)

>how can someone know C++ and know nothing about C ?

Well, I'm not *totally* ignorant about C; I mean, punctuation and the basic
structure is about the same. However, we took the object-oriented approach
(data streams, templates, new/delete vs. allocmem/freemem, etc.), and I
can proudly say that I have absolutely no idea how printf works.

Kirk Strauser | Member // | Teknique on Undernet/#AmigaCafe,
kstrauser@pcis.net | Team AMIGA \X/ | http://www.pcis.net/kstrauser/

From -7710307835389937217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Basic programming
Date: 1998/01/29
Message-ID: <yz8pvlbry2v.fsf@sara.lysator.liu.se>#1/1
X-Deja-AN: 320315845
Sender: tobe@sara.lysator.liu.se

References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<19980120.203006.08@cheesey.demon.co.uk> <6a3jmn$76g@yobi.sierra.com>
Mime-Version: 1.0 (generated by tm-edit 7.106)
Content-Type: text/plain; charset=US-ASCII
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University,
Sweden
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games

"Earl Malmrose" <earl.malmrose@nospam.sierra.com> writes:

> >> I am just staring out in programming and would appreciate some pointers
> >
> >char *foo;
> >
> >void *bar;
> >
> >How are those for starters?
>
>
> Actually, they're not that good. You have no idea where they're pointing.
> You really should get them pointing to something valid soon, at least NULL.

what good is a NULL pointer for help? an undefined at least have a
slight chance of pointing to somewhere useful :)

Tomas - positive thinker :)

--
NoBrain/NoCrew - nobrain[@\.]nocrew.org

From -8653023266813394480
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: Steven Richard Bagley <srb97c@cs.nott.ac.uk>
Subject: Re: Scrollable edit-fields
Date: 1998/01/29
Message-ID: <Pine.SOL.3.96.980129185615.10063A-100000@robin>#1/1
X-Deja-AN: 320347134
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk> <6a4b9bdcn1@infomania.emw.ericsson.se>
<34ca11cb.2406870@news.demon.co.uk> <6ahj29iej1@infomania.emw.ericsson.se>
<D.A.Knight-2601980951370001@dinley.ncl.ac.uk>
<6ai8cporl3@infomania.emw.ericsson.se>
X-Sender: srb97c@robin
Content-Type: TEXT/PLAIN; charset=US-ASCII

Organization: University of Nottingham Computer Science Dept.
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 26 Jan 1998, Magnus Kollberg wrote:

> > Does wdialog not support scrolling edit fields? I was under the
> > impression that it supplied many of Magics aes features.
>
> Well the thing is that we doesn't even know if MagiC does support them
> or now. Maybe it does, but who knows? Andreas should know.

It does but WDIALOg doesn't (probably because it'd have to replace most of
that part of the AES)

Has no one got the magic programming docs off the ASH site? :)

steve

From 1464155801871933489
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: Basic programming
Date: 1998/01/29
Message-ID: <Pine.BSF.3.96.980129135304.17046D-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 320352066
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <En9A9u.JDD@iglou.com>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 23 Jan 1998, Robert Goodwin wrote:

> In article <34cac20a.469862@news.zetnet.co.uk>, Tony Greenwood wrote:
>
> >>Put the program idea on paper before actually starting the code, as well
> >

> > Does anyone actualy do this ?
>
> Yep. I do... It's not that hard to do. Just write down everything you want
> to do, then go from there. Write the code down, going from regular written
> parts, to pseudocode, to the actual coding and debugging.

Before most major programming projects are even close to going into the
computer they are flow charted.

From -7641584421831547975
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Subject: Re: Pure C
Date: 1998/01/29
Message-ID: <tKuOHJAUyP00Ew83@valeofdreams.demon.co.uk>#1/1
X-Deja-AN: 320394702
Distribution: world
X-NNTP-Posting-Host: valeofdreams.demon.co.uk [193.237.78.114]
References: <34C0AC8B.323CD143@IAEhv.nl>
<$uNK+FAFj7z0Ewl7@valeofdreams.demon.co.uk> <6aq65i$pr9@balaena.bio.vu.nl>
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

<snippety snip>
>This could be the case if the code you're trying to compile
>assumes a little-endian machine (ie. an architecture that uses
>byte-swapped words, like all Intel-based PC's).
>It is always bad for portablibity if a program (especially an
>Internet-related program!) assumes a certain byte-order.
>However, as most socket-related programs (should) use a call to swap
>bytes from network order (big endian, as on Atari/Amiga/most other sane
>machines) to machine order and back, the above situation seems highly
>unlikely. Unless the code was written to be used on PC's _only_.

That's a relief then. My code -should- work

>: I know I'm being totally thick here, but I was under the impression the
>: script excetues on the server,
>
>Correct.

>: and then essentially collects a response
>: in ASCII text from the users machine,
>
>Which souldn't cause any compatibility problems.

Provided all I'm asking for is just text, or resolving an IP (should be irrespective of what the system is)

>: but some CGI's also pull across
>: IP's etc which can cause problems with Amiga/ST's.
>
>It shouldn't, as CGI's are _supposed_ to be able to run from any server,
>big-endian or little-endian... (Note that compilation might cause
>some problems on Atari with missing library calls. You should use
>GCC, MiNTLibs and the MiNTNet portlib for best compatibility with
>most UNIX-oid programs)

My mistake, I checked and the ones which cause problems involve annoying microsoft bits. Some frontpage extensions can cause this apparently. Not that I go anywhere near that sort of thing...

Provided I'm using a UNIX compiler I should be fine is that right?

>: I think I'm beginning
>: to be horribley wrong at this point...
>
>Don't be to sure about that...
>
>: (Incidently I disappeared into the realms of Java to try this, with -
>: some- success)
>
>JAVA hasn't got (or shouldn't have) any of the compatibility issues
>mentioned above, as it's a higher language than C and better suited for
>networking.

Hmm. It'll just be ignored, unless I drop a cookie down into the machine which should get around the problem. Any idea how the ST browers 'report' themselves to the server to which they are connecting?

<SNIP>
>
>That's what newsgroups are for. :)
>
Thank god for that!
>Don't count on it. Messing around with CGI's, JAVA and stuff means
>that you're probably more of an expert on these maters than most of us
>Atarians here... I myself only know about porting the stuff to Atari,
>and the problems that come with it. And as for JAVA, I only know
>what I just learned in a first-year AI course on Java-programming,
>which was still a bit, er, primitive :) (Things like: Write a program
>that will print all names in this text file in a slightly more
>formatted manner. Use variables and methods. Oooh.)
>I prefer assembly hacking. :-)
>

Never had the patience or dedication for assemly when I was young, something I'd like to get onto eventually when I've cracked C I think.

JAVA itself seems fairly basic, may be possible to bodge a port to the
ST regarding the bits I want to use, as it is essentially a derivitive
from C (again correct me if I'm wrong) so I -should- be able to just
concentrate on the bits I'm interested in - ?

--
Mark Ormerod

From 874049335269571875
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
From: mouse@cheesey.demon.co.uk (Rik Griffin)
Subject: Re: Basic programming
Date: 1998/01/29
Message-ID: <19980129.220611.52@cheesey.demon.co.uk>#1/1
X-Deja-AN: 320410531
X-NNTP-Posting-Host: cheesey.demon.co.uk [158.152.37.242]
References: <34cd2155.0@lightning.ica.net> <6alglr$cr4$9@208.207.70.70>
<6ana37$3a3$1@pump1.york.ac.uk> <5145.333T525T12040625@ihug.co.nz>
X-Posting-Agent: RISC OS Newsbase 0.59c
X-Editor: Zap, using ZapEmail 0.19 pre-23
X-NNTP-Poster: NewsHound v1.30
Organization: Squeaky Software
Reply-To: mouse@cheesey.demon.co.uk
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.

In article <5145.333T525T12040625@ihug.co.nz>,
          bayliss@ihug.co.nz ("Nelson Sandalwood") wrote:

Yep, seen this article before, it's very funny, and even funnier if you
know a reasonable amount about C :)

> We stopped when we got a clean compile on the following syntax
>

```
> for(;P("\n"),R-;P("|"))for(e=C;e-C);P("_"+(*u++/8)%2))P("|"+(*u/4)%2);
```

However, correct me if I am wrong, that's not legal C.

```
for( ; P("\n") , R- ; P("|") )
```

R- is not a valid expression.

```
for( e = C ; e - C );
```

that for has a ; missing inside the parentheses.

```
P("_"+(*u++/8)%2)) P("|"+(*u/4)%2);
```

And surely there's a ; missing before the second P(

Please feel free to correct me if I am wrong :-)

--
"I've been looking for the ultimate crime,
 Infinite victims, infinitesimal time." - Jim Steinman

From -8695764519333057547
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Basic programming
Date: 1998/01/29
Message-ID: <34d1092c.644772@news.tmisnet.com>#1/1
X-Deja-AN: 320419646
Distribution: world
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

On Fri, 23 Jan 1998 17:20:11 GMT, paxton@zetnet.co.uk wrote:
>Hey! Scott Harris wasn't it Fri, 23 Jan 1998 that you wrote:
>>Put the program idea on paper before actually starting the code, as well
> Does anyone actualy do this ?

/* Puts Hand In Air */ I do! It helps with involved projects!

>>break the code into seperate procedures. I,e startup routine, main
>>rountine, wait for acommands, decide commands, screen updates, e.t.c.
> Whats up ?... no one like Speghetti ? :)))

It always helps to know:
a) the input data
b) the processing of the data
c) the resulting output

A quick read of User Interface Issues in books such as
The Elements of Friendly Software Design also comes in
handy. Paul Heckel's book is a landmark in the field:

http://www.tmisnet.com/~strads/reviews/b_elem.html#top

>.-- Cheers   !ynoT ----- Tony Greenwood (BASIC Programmer) --
>paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
>---------------------- ATARI dead my Arse! ------------------

Someday, I'll be a REAL programmer & not need all
this Getting Organized stuff. :-)

-- George Crissman
-- strads@tmisnet.com

No one search engine knows all the sites. Check several at:
http://www.tmisnet.com/~strads/search/index.html

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 3913140973408006119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1710c46febe4c2a0
X-Google-Attributes: gid1115ce,public
From: DCroker@fortress.org.uk (Derryck Croker)
Subject: Re: Getting started with Lattice C
Date: 1998/01/29
Message-ID: <351_DCroker@fortress.org.uk>#1/1
X-Deja-AN: 321064761
Content-transfer-encoding: 8BIT
Content-Type: text/plain; charset=us-ascii
Organization: The <Fortress> BBS
MIME-Version: 1.0
Reply-To: DCroker@fortress.org.uk
Newsgroups: comp.sys.atari.programmer

Nostrodamus phrophesised this from guy@swampdog.demon.co.uk to All...

Hi Guy!

 g> Organization: SwampDog

>> I strongly urge anyone who's got the time and inclination to write a
>> programming series in C or M/L to get in touch with the editor of
>> Atari Computing jconnor@cix.co.uk (Joe Connor) as I think that you may
>> be
g> welcomed
>> with open arms.
g>
g> I've sometimes thought about it but there's a couple of problems:

Noted, good idea about a forum of writers.

g> 2)
g> What do people want to learn? I guess the basic question is this:
g> what area(s) is/are stopping people from teaching themselves?

Speaking personally I have a few ideas that I'd like to see changed into
working progs or accs, but I don't have the inclination to learn how to print
text to the screen (to use the usual beginners' article example).

I know that I want to run before I can walk! :-))

Speak to 'ya later!

--

From -6341958438202595946
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Basic programming
Date: 1998/01/30
Message-ID: <EnKxpr.Jsz@iglou.com>#1/1
X-Deja-AN: 320464272
Sender: news@iglou.com (News)
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
<34cac713.8876694@news.demon.co.uk> <EnDFDA.Jzo@iglou.com>
<34d04a73.18204436@news.demon.co.uk> <EnFpn7.2oK@iglou.com>
<EnHIpF.M7x@suse.modem.stud.uni-hannover.de> <EnJDIy.6E3@iglou.com>
<6aq6pp$pr9@balaena.b
X-Nntp-Posting-User: rsg0910
Reply-To: rsg0910@iglou.com
X-Nntp-Posting-Host: iglou1
Organization: IgLou
Newsgroups: comp.sys.atari.programmer

In article <6aq6pp$pr9@balaena.bio.vu.nl>, Levien van Zon wrote:

>Saved having to RENUM your programs every ten minutes :-)
>Was a bitch to debug a 255-char-line program though.

RENUM would work, but it would totally break your programs if you didn't go through it to change the GOTOs and GOSUBs. However, if you numbered your lines by increments of 10, 20, or more, you were fine, unless a certain block would require a lot of changes.

>I preferred BBC-Basic. Had a bit more structure in it...

There were various flavors of Basic out there. I used the Microsoft Basic for the 8bits for a little time, as it was quite similar to TRS-80 Basic. I never quite got the hang of the TRS-80's DFDBL and related commands. However, there was this one program called Empire that always lost me for hours on end.

>What I miss most about those old machines is a decent editor.

heh... Yep... The built-in full-screen editors were the best.

>Although having to retype a line every time you wanted to change something
>does increase your typing skils in the long run. :)
>I guess that's the downside of the BBC Micro's "copy" key. ;-)

How do you think most of us have good typing skills? My 400 required me to tap a little more harder than a normal typewriter. Get this... The first typewriter I had had some metal, with the keys themselves made of plastic. It was a wonder they didn't break.

Then again, just using those CTRL-arrow keys did make at times, whether you were programming or not, for a nice demo of cursor aerobics. [hehe]

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From 7014497976406331742
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Scrollable edit-fields
Date: 1998/01/30

Message-ID: <6arvj0qgj1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 320500177
Content-Transfer-Encoding: 7bit
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk> <6a4b9bdcn1@infomania.emw.ericsson.se>
<34ca11cb.2406870@news.demon.co.uk> <6ahj29iej1@infomania.emw.ericsson.se>
<D.A.Knight-2601980951370001@dinley.ncl.ac.uk>
<6ai8cporl3@infomania.emw.ericsson.se>
<Pine.SOL.3.96.980129185615.10063A-100000@robin>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 886145440 27155 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Steven Richard Bagley wrote:
>
> On Mon, 26 Jan 1998, Magnus Kollberg wrote:
>
> > > Does wdialog not support scrolling edit fields? I was under the
> > > impression that it supplied many of Magics aes features.
> >
> > Well the thing is that we doesn't even know if MagiC does support them
> > or now. Maybe it does, but who knows? Andreas should know.
>
> It does but WDIALOg doesn't (probably because it'd have to replace most of
> that part of the AES)

That's bad.

> Has no one got the magic programming docs off the ASH site? :)

Well I have got them. but you also need to look in them to find out. :-)
As they are in german you often tend to only look at them when it's
absolutely necessary. Then if you are lucky you find what you want. In
this case it was rather easy. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

From -3728912803400732747
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: bales@hol.DELETE.THIS.fr (Nicholas Bales)

Subject: Re: Basic programming
Date: 1998/01/30
Message-ID: <6as4huhgi4@news.stortek.com>#1/1
X-Deja-AN: 320515120
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
<34cac713.8876694@news.demon.co.uk> <EnDFDA.Jzo@iglou.com>
<34d04a73.18204436@news.demon.co.uk> <EnFpn7.2oK@iglou.com>
<EnHIpF.M7x@suse.modem.stud.uni-hannover.de> <EnJDIy.6E3@iglou.com>
<6aq6pp$pr9@balaena.bio.vu.nl>
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Organization: Storage Technology Corporation
Newsgroups: comp.sys.atari.programmer

In article <6aq6pp$pr9@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:
>Robert Goodwin (rsg0910@iglou.com) wrote:
>
>: The 8bits had the ability, as you know by now, to shorten the
>: commands, to get more bang for your line limitations.
>
>Saved having to RENUM your programs every ten minutes :-)
>Was a bitch to debug a 255-char-line program though.
>

I remember a section in an Amstrad magazine I used to read at the time, where
the game was to write the most sophisticated program in 10 lines of basic.

You should have seen some of them were pretty impressive. I remember seeing
word processors, disk editors, a few demos, and some pretty cool games too.

Cheers,

Nick.
--
```
   |||    Nicholas Bales, Toulouse, France              bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
  / | \   http://wwwperso.hol.fr/~nbales/quickfaq.htm
-'  '  `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
```

From -3288287802947890622
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public

From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Basic programming
Date: 1998/01/30
Message-ID: <6asbcgajk1@due.unit.no>#1/1
X-Deja-AN: 320529616
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6acgh3$te3$1@roch.zetnet.co.uk>
<34cdc888.5508964@news.zetnet.co.uk>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Tony Greenwood <paxton@zetnet.co.uk> wrote:

> >There's nothing wrong with spaghetti but this has little to do with
> >constructing a maintainable program :-)

> Yes it has everything to do with it, I can follow whats commonly
> termed as "speghetti code", If I can follow it then its maintainable
> yes?.. My point being that not everyone writes everything down first
> or programs so methodicaly,

If you're a lone programmer then do everything in hex if you like. If you work in a team the situation is totally different. Personally I have adapted the formal methods of programming for my personal projects as well, as I find them much more efficient when I do something a bit bigger than a 5K utility.

Jo Even Skarstein
<joska@nuts.edu>

From 1734804361684455641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Basic programming
Date: 1998/01/30
Message-ID: <6asanh$obt@balaena.bio.vu.nl>#1/1
X-Deja-AN: 320532273
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <En9A9u.JDD@iglou.com>
<Pine.BSF.3.96.980129135304.17046D-100000@ganymede.cs.mun.ca>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Scott Harris (harris@cs.mun.ca) wrote:

: > >>Put the program idea on paper before actually starting the code, as well
: > >
: > > Does anyone actualy do this ?

: Before most major programming projects are even close to going into the
: computer they are flow charted.

Ofcouse, with _big_ projects you'd _have_ to to that, or else you'd
wind up with something that looks a bit like Windows 3.1. :-)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From -8694797986428608085
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Pure C
Date: 1998/02/03
Message-ID: <6b7ess$4vc@balaena.bio.vu.nl>#1/1
X-Deja-AN: 321704695
References: <34C0AC8B.323CD143@IAEhv.nl>
<tKuOHJAUyP00Ew83@valeofdreams.demon.co.uk>
Distribution: world
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Mark Ormerod (atari@valeofdreams-dot-demon-dot-co-dot.uk) wrote:

: My mistake, I checked and the ones which cause problems involve annoying
: microsoft bits. Some frontpage extensions can cause this apparently. Not
: that I go anywhere near that sort of thing...

Good choise. :)

: Provided I'm using a UNIX compiler I should be fine is that right?

Probably, yes.

: Never had the patience or dedication for assemly when I was young,
: something I'd like to get onto eventually when I've cracked C I think.

Well, one should use it only when speed or code size is a real issue,
in most cases C is a better choise.

: JAVA itself seems fairly basic, may be possible to bodge a port to the
: ST regarding the bits I want to use, as it is essentially a derivitive
: from C (again correct me if I'm wrong)

Well, it's not really a _derivative_ of C. It is essentially a completely
different language (based on some others, including C), which is a lot
like C (in syntax and general structure).

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

43rd Law of Computing:
Anything that can go wr
fortune: Segmentation violation -- Core dumped

From -6461486094839038090
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b5d50f9f19db6b4,start
X-Google-Attributes: gid1115ce,public
From: "Niels Gordon" <ngordon@algonet.se>
Subject: MC68000
Date: 1998/02/03
Message-ID: <6b7v1agdm1@zingo.tninet.se>#1/1
X-Deja-AN: 321765985
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Hi !
I'm quite new to this list and not sure if this question fits (sorry).
I've just started assembler programing the Motorola 68000 and as far as I
know this is what's inside an Atari.
Is it possible to program my Atari with any assembler instead of emulating
the processor and memmory on my PC. It sure would be mor fun to do it for
real.

Niels

From 145930095538999558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8d0c37afd89e2c1
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Pure C and stderr
Date: 1998/02/03
Message-ID: <6b81cenvl1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 321778725
References: <6b329r$s95$1@sun27.hrz.tu-darmstadt.de> <34d6ebf86db1d1@xs4all.nl>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <34d6ebf86db1d1@xs4all.nl>,
     josdb@xs4all.nl (Jos den Bekker) writes:
> Yes, but then it works only for you own programs, not for other, older
> programs, compiled with PureC.

True, but you may patch them, too. It's a bit more tricky, but possible.
Of course, there's no clean way without patching or catching vectors.

> But how do programs which run .ttp programs in a window, like your own
> tos2gem, work then? Don't they use redirection?

TOS2GEM (and most other solutions to run TOS/TTP in GEM windows under
SingleTOS) don't use GEMDOS output redirection, but catch either the
BIOS vector for Bconout() or the special vectors xconout & Co. That's
why they get /all/ BIOS-output which would normally go to the screen.
That's the reason why TOS2GEM is an Auto-folder program, and not just a
desk accessory or something like that.

Without catching the vectors, these tools wouldn't be able to display
any output of the TOS programs before they are finished, as SingleTOS is
not multitasking. With MiNT, that's a different story. Here you can use
pseudy-TTYs and output redirection. Maybe that Pure C-problem is one of
the reasons why MiNT also allows redirection of the negative
non-standard handles, i.e. -1 for CON:, as otherwise for example TOSWIN
wouldn't be able to catch stderr of these programs, either.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From 90620124677895850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/02/04
Message-ID: <34dca515.4919704@news.demon.co.uk>#1/1
X-Deja-AN: 321867173
Content-Transfer-Encoding: 7bit
References: <990_9801240609@conchbbs.com> <34cba8b1.1098289@news.demon.co.uk>
<EnDtE8.n1q@suse.modem.stud.uni-hannover.de> <34cf6df3.1552091@news.demon.co.uk>
<EnHI3A.M5D@suse.modem.stud.uni-hannover.de> <34da8f36.1106881@news.demon.co.uk>
<Enpv42.nBH@suse.modem.stud.uni-hannover.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Sun, 1 Feb 1998 20:19:14 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <34da8f36.1106881@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>Yes. You'll note from the opcode that this call is GEM but neither VDI nor
>>>AES, correspondingly no parameter arrays are needed. It is available in all
>>>TOS versions. It's the function AES calls internally to do the multi-tasking.
>>
>> I'll be adding it to mwc in due course. I'm just amazed I never knew
>> of it before!
>
>That's because you unsubscribed from the STiK developers list ages ago. ;-)

I didn't! I'm still subscribed but hardly get anything at all, one or
two messages a week maybe.

>This has been discussed there more than a year ago, and is used now in STinG
>in several instances.

Hmm. Looks like I never got it. I'd better take this to email. ;-)

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

From 6555207097176656818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1710c46febe4c2a0
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Getting started with Lattice C
Date: 1998/02/04
Message-ID: <34e0aad9.6395416@news.demon.co.uk>#1/1
X-Deja-AN: 321867174
Content-Transfer-Encoding: 7bit
References: <351_DCroker@fortress.org.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Thu, 29 Jan 98 19:01:04, DCroker@fortress.org.uk (Derryck Croker)
wrote:

>Nostrodamus phrophesised this from guy@swampdog.demon.co.uk to All...
>
>Hi Guy!
>
> g> Organization: SwampDog
>
> >> I strongly urge anyone who's got the time and inclination to write a
> >> programming series in C or M/L to get in touch with the editor of
> >> Atari Computing jconnor@cix.co.uk (Joe Connor) as I think that you may
> >> be
> g> welcomed
> >> with open arms.
> g>
> g> I've sometimes thought about it but there's a couple of problems:
>
>Noted, good idea about a forum of writers.
>
> g> 2)
> g> What do people want to learn? I guess the basic question is this:
> g> what area(s) is/are stopping people from teaching themselves?
>
>Speaking personally I have a few ideas that I'd like to see changed into
>working progs or accs, but I don't have the inclination to learn how to print
>text to the screen (to use the usual beginners' article example).
>
>I know that I want to run before I can walk! :-))

Not at all. It's a common Gem problem and it just so happens that there is no particularly easy method to do it, especially in a window. It is possibly the weakest part of Gem that it supplies no function to do this at a reasonable level.

There is a way to cheat in some circumstances though. Provided speed is not an issue (a line by line scroll will be dog slow) and only the system font is required, you can create a fixed sized text window using a resource editor. Use some G_STRING objects on top of a white G_BOX and copy the text into them. The redraw code is exactly the same as for any OBJECT tree in a window - just walk the rectangle list calling objc_draw().

It's a complete bodge but it does allow you to concentrate on very much less at once, like adding the code for various messages one at a time (dealing with a WM_MOVED message is simply a case of setting the ROOT object position to the new window work area for instance).

From there you can gradually remove the "tree", the next step would be to hide the G_STRING objects and use v_gtext() to produce the same output (actually I'd recommend leaving the G_STRING's visible and slapping the v_gtext() output over the top (XOR mode or just a different colour) as this will highlight small differences the eye fails to notice).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7737804047117361942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Compiler
Date: 1998/02/04
Message-ID: <34dfa77f.5537792@news.demon.co.uk>#1/1
X-Deja-AN: 321867191
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk>
MIME-Version: 1.0

X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

On Sun, 01 Feb 1998 14:19:24 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sun, 01 Feb
>1998 00:03:23 GMT that you wrote:
>
>
>>>Unfortunalty theres a LOT of biased people out there who wont even
>>>download and try a game simply because of the word STOS, they all
>
>>Don't tell them! I don't think I've ever mentioned in documentation
>>what language I write my stuff in.
>
> I have a feeling that "Programmed By Tony Greenwood" might also have
>the same effect :)))

Hmm. You have a point! <G>

>>>If interested then go get Heartland to see what i mean as thats what I
>
>>You're right. STOS does what it does well - and there are more users
>
> I am not sure what you mean by that comment and am holding judgemt,
>STOS does what it does well ?...

Gee Tony, I was just trying to avoid getting into yet another
wrangling match over STOS versus C - and there you go getting all
defensive! :-))

>whats that all about then ?

Simply trying to avoid implying the reverse which I seem to have
managed to do anyway. That certainly would have bought you out with
all guns blazing!!! ;-)))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3937715836269627430
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b5d50f9f19db6b4

X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: MC68000
Date: 1998/02/04
Message-ID: <6b98v7$45h$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 321932956
References: <6b7v1agdm1@zingo.tninet.se>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 3 Feb 1998 21:22:05 , "Niels Gordon" wrote:
>Hi !
>I'm quite new to this list and not sure if this question fits (sorry).
>I've just started assembler programing the Motorola 68000 and as far as I
>know this is what's inside an Atari.
>Is it possible to program my Atari with any assembler instead of emulating
>the processor and memmory on my PC. It sure would be mor fun to do it for
>real.

Good gracious me, yes, Niels. You don't want to be messing around with
PCs, :-)

The Devpac assembler is good but commercial.

You can now find the Turbo assembler PD.

The advantage of Devpak is that it comes with a decent manual which
documents the Atari system calls (Traps).

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 6142829449120912022
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/04
Message-ID: <34d94775.1410424@news.zetnet.co.uk>#1/1
X-Deja-AN: 321963962
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>

<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Wed, 04 Feb
1998 03:07:16 GMT that you wrote:

>>>You're right. STOS does what it does well - and there are more users
>>
>> I am not sure what you mean by that comment and am holding judgemt,
>>STOS does what it does well ?...

>Simply trying to avoid implying the reverse which I seem to have

Well it reads that STOS is limited to itself, that it can only manage
certain things..where I concede that all languages have there
limitations I have never seen you use anything simmilar, would you
finish off a paragraph with "well C does what it does well" implying
whatever?...go on admit it you wouldn't.. thus using it to describe
STOS means you think less of it....

<FX:SLAP> Choose your weapon sir....

DICLAIMER My above posting is a JOKE in response to insinuations that
I like STOS.....get happy:)

.

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -2215325108487690570
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08,start
X-Google-Attributes: gid109a67,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>

Subject: Has Atari moved to germany? :-)
Date: 1998/02/04
Message-ID: <6ba195$214$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 322009471
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 886605925 2084 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi there,

Well I just wonder if anyone have tried to type in the url:

http://www.atari.de

Try it. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -6054838833131655021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7591e815cad59b2b,start
X-Google-Attributes: gid1115ce,public
From: d.seely@uleth.ca (Doug Seely)
Subject: help on asm gem
Date: 1998/02/04
Message-ID: <6b950d$e7l1@mars.online.uleth.ca>#1/1
X-Deja-AN: 322019594
Organization: University of Lethbridge
Newsgroups: comp.sys.atari.programmer

im looking for some example source code for
making windows and for making a toolbar
the visual assembler looks like it help but its all in french
does anyone have any source they could send me

thanks

dave

From 2195212469597864746
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
From: "Nicholas Bales" <bales@GET.THIS.OUT.hol.fr>
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/04
Message-ID: <6bai0rpto1@news3.isdnet.net>#1/1
X-Deja-AN: 322082674
References: <6ba195$214$1@infomania.emw.ericsson.se>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Magnus Kollberg a ©crit dans le message
<6ba195$214$1@infomania.emw.ericsson.se>...
>Hi there,
>
>Well I just wonder if anyone have tried to type in the url:
>
>http://www.atari.de
>

Well, I dont't understand a word of German, but it looks like the Milan
might be marketed under the Atari name. Is this what is said ?

Cheers,
Nick
--
```
   |||    Nicholas Bales, Toulouse, France              bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
  / | \   http://wwwperso.hol.fr/~nbales/quickfaq.htm
-'  '  `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
```

From 6990756020827916730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: Re: Basic programming
Date: 1998/02/04

Message-ID: <e+w48DANCP20Ewpm@thedruid.demon.co.uk>#1/1
X-Deja-AN: 322126731
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
MIME-Version: 1.0
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Hi Clair,

> In the language department, it says BASIC programmming in the subjet!

Actually it says 'Basic'. He may have actually meant the word in the context of simplicity.

:)

John.

--

```
--
 +-----------------------------------------------------------------+
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
 |  I  I  +-------------------------------------------------+  | |
 |                   gatekeeper@thedruid.demon.co.uk              | |
 +-----------------------------------------------------------------+ |
   +-----------------------------------------------------------------+
```

From -192984600477532770
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: Re: Basic programming
Date: 1998/02/04
Message-ID: <euy4YHAEDP20EwIf@thedruid.demon.co.uk>#1/1
X-Deja-AN: 322126732
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
MIME-Version: 1.0
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Hi Tony,

 >> Put the program idea on paper before actually starting the code, as
 >> well
 >
 > Does anyone actualy do this ?

I doubt it, which is why programs are often full of things that don't
work.

John.

--

--
 +---+
 | ======   The Druid Wales UK >*< InterNet GateWay |-+
 | I I +---+ | |
 | gatekeeper@thedruid.demon.co.uk | |
 +---+ |
   +---+

From 5315539765505104562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,241e044afb788b1a
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: GFA on the TT
Date: 1998/02/04
Message-ID: <+MKTFLAxfK20Qw3N@shaw1.demon.co.uk>#1/1
X-Deja-AN: 322395578
Distribution: world
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
References: <6b06ah$g0b$1@jair.pressenter.com> <6b1p76vlg1@roch.zetnet.co.uk>
Organization: none
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

In article <6b1p76vlg1@roch.zetnet.co.uk>, Roger Cain
<rcain@zetnet.co.uk> writes
>On 31 Jan 1998 21:50:09, Terence Kelly wrote:
>
><about GFA Basic on the TT>
>

>Have you tried the Shareware compiler MNLU Tranquil, Terry? It comes
>in a package called MNLU_TRQ.ZIP/LZH. It is said to be compatible with
>3.5E.

Ah yes. I use it and my brother (also a programmer) subscribed to it.

I really recommend it.

--
Clair Shaw (aka. CDS) |
Clair@Shaw1.demon.co.uk | Happy valentines
ICQ: 1043359 | day!
WWW: www.shaw1.demon.co.uk|

From -7684207254539450868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
From: Andreas Kromke <and@imr.uni-hannover.de>
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/05
Message-ID: <34D984DF.16DA@imr.uni-hannover.de>#1/1
X-Deja-AN: 322261220
Content-Transfer-Encoding: 7bit
References: <6ba195$214$1@infomania.emw.ericsson.se>
<6bai0rpto1@news3.isdnet.net>
Mime-Version: 1.0
Reply-To: and@imr.uni-hannover.de
Content-Type: text/plain; charset=us-ascii
Organization: IMR
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Nicholas Bales wrote:

>
> Well, I dont't understand a word of German, but it looks like the

Believe me, this page is not German. The phrase "unter Konstruktion"
does not exist in German. Perhaps this is pidgin or cauderwelsh.

B-)

From 5851208221461370115

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
From: Uwe Seimet <us@ooc.de>
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/05
Message-ID: <34D99DAE.19A0@ooc.de>#1/1
X-Deja-AN: 322276657
Content-Transfer-Encoding: 7bit
Sender: nobody@bam.bruker.de
References: <6ba195$214$1@infomania.emw.ericsson.se>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Object-Oriented Concepts GmbH
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Magnus Kollberg wrote:

> Well I just wonder if anyone have tried to type in the url:
>
> http://www.atari.de

These pages were created by the editors of the German Atari magazine ST Computer/Atari Inside.

--
```
-----------------------------------------------------------------
          Dr. Uwe Seimet     | I really hate this damned machine,
                             |     I wish that they would sell it.
Internet: us@ooc.de          | It never does that what I mean
 MausNet: Uwe Seimet @ KA2   |     but only what I tell it.
     WWW: http://acp5.chemie.uni-kl.de/seimet/index.html
```

From 5042208697485241668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/05
Message-ID: <6bc7kv$s69$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 322279822

Content-Transfer-Encoding: 7bit
References: <6ba195$214$1@infomania.emw.ericsson.se> <34D99DAE.19A0@ooc.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 886677983 28873 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Uwe Seimet wrote:
>
> Magnus Kollberg wrote:
>
> > Well I just wonder if anyone have tried to type in the url:
> >
> > http://www.atari.de
>
> These pages were created by the editors of the German Atari magazine ST
> Computer/Atari Inside.

I know, I was just trying to be a bit funny. :-)
I would guess they will promot the Milan computer as well.

//Magnus Kollberg
--
```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 2567062130975251524
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/05
Message-ID: <6bc7s5$s69$2@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 322279823
Content-Transfer-Encoding: 7bit
References: <6ba195$214$1@infomania.emw.ericsson.se>
<6bai0rpto1@news3.isdnet.net> <34D984DF.16DA@imr.uni-hannover.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 886678213 28873 (None) 136.225.229.137

Organization: Systems
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Andreas Kromke wrote:
>
> Nicholas Bales wrote:
>
> >
> > Well, I dont't understand a word of German, but it looks like the
>
> Believe me, this page is not German. The phrase "unter Konstruktion"
> does not exist in German. Perhaps this is pidgin or cauderwelsh.
>
> B-)

:-))) Well maybe it's a mixture of swedish and german, some kind of
methamorphosis. In swedish it should read "under konstruktion". They
just replaced the "d" with a "t"....

Never mind. :-)

BTW. I'm still waiting for a url with: www.magic.com

Doesn't work yet. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -4163888937274971937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1710c46febe4c2a0
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Getting started with Lattice C
Date: 1998/02/05
Message-ID: <EnwCDM.nx4@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 322508725
Sender: news@suse.modem.stud.uni-hannover.de
References: <351_DCroker@fortress.org.uk> <34e0aad9.6395416@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34e0aad9.6395416@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

> Not at all. It's a common Gem problem

It's a problem shared by all windowing GUIs.

> There is a way to cheat in some circumstances though. Provided speed
> is not an issue (a line by line scroll will be dog slow) and only the
> system font is required, you can create a fixed sized text window
> using a resource editor. Use some G_STRING objects on top of a white
> G_BOX and copy the text into them. The redraw code is exactly the same
> as for any OBJECT tree in a window - just walk the rectangle list
> calling objc_draw().

This is not as bad as you say here. Even with this you can make work at
a fairly decent speed, although I agree v_gtext() is faster. Actually
quite a few programs use this scheme, for instance STinG's Dialer : the
TraceRoute tool.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -6965191998256948502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a385521dea9f5e60,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Word Processing
Date: 1998/02/06
Message-ID: <Pine.BSF.3.96.980206013251.14527A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 322570035
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Hi everyone,

     I'm looking for a work processor shareware/freeware which allows
the usage of GDOS fonts. I got wordplus, but that only allows fonts
designed specifically for that program. I got Marcel but can't seem to

find how the fonts are selected for using on the editing page. And I've
got EDITH. Edith seems to be the best, however I can't seem to use
different fonts within the one document. Such as the title being SWISS in
24 point size, and the topic headings being another while still being
able to use the normal size fonts for normal text. It seems whenever you
select a font, the whole document reformats itself to that font. Are
there any word processors out there that allow the usage of different
fonts within one document, and if so where?

Scott.

From -7563895672120991609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a385521dea9f5e60
X-Google-Attributes: gid1115ce,public
From: bales@hol.DELETE.THIS.fr (Nicholas Bales)
Subject: Re: Word Processing
Date: 1998/02/06
Message-ID: <6bequ4$kp8$2@news.stortek.com>#1/1
X-Deja-AN: 322590689
References: <Pine.BSF.3.96.980206013251.14527A-100000@ganymede.cs.mun.ca>
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Organization: Storage Technology Corporation
Newsgroups: comp.sys.atari.programmer

In article <Pine.BSF.3.96.980206013251.14527A-100000@ganymede.cs.mun.ca>, Scott
Harris <harris@cs.mun.ca> wrote:
>
>Hi everyone,
>
>   I'm looking for a work processor shareware/freeware which allows
>the usage of GDOS fonts. I got wordplus, but that only allows fonts
>designed specifically for that program. I got Marcel but can't seem to
>find how the fonts are selected for using on the editing page. And I've
>got EDITH. Edith seems to be the best, however I can't seem to use
>different fonts within the one document. Such as the title being SWISS in

that's because it's a text editor, not a word processor.

>24 point size, and the topic headings being another while still being
>able to use the normal size fonts for normal text. It seems whenever you
>select a font, the whole document reformats itself to that font. Are
>there any word processors out there that allow the usage of different
>fonts within one document, and if so where?

I don't know of any freeware or shareware WPs that allow that. Most commercial
ones will work fine though.

Cheers,

Nick.
--
```
   |||    Nicholas Bales, Toulouse, France              bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
  / | \   http://wwwperso.hol.fr/~nbales/quickfaq.htm
-'  '  `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
```

From 863212988831950745
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,241e044afb788b1a
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Subject: Re: GFA on the TT
Date: 1998/02/06
Message-ID: <34DB06C1.9B6@neo-interaktiv.no>#1/1
X-Deja-AN: 322607795
Content-Transfer-Encoding: 8bit
References: <6b06ah$g0b$1@jair.pressenter.com>
<19980201231701.SAA12298@ladder02.news.aol.com>
Mime-Version: 1.0
Reply-To: vegard@neo-interaktiv.no
Content-Type: text/plain; charset=iso-8859-1
Organization: Neo Interaktiv AS
Newsgroups: comp.sys.atari.programmer

VJanzen wrote:
>
> Hi!
>
> >It won't run under MagiC, and while the
> >interpreter will run under TOS, I can't get the compiler/linker to
> >work properly. I see references to a version 3.6. Is this version
> >stable on the TT and can you still get a copy/upgrade somewhere?
>
> GFA Basic only works with a patch under MagiC. I don't know where you can get
> these patches in the WWW, I only know that I found them on the Face Value Disk
> and in some german BBS. AFAIK works version 3.6 proper on the TT.

You can find the patches you need at my page:

http://home.sol.no/~veg/gfa.html

(a lot of other useful GFA-stuff can be found there as well)

bye,
Vegard Hofsoy

From -3969434334864927416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95,start
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Game writing in C
Date: 1998/02/06
Message-ID: <34DB3A3C.3D25@mst.tn.utwente.nl>#1/1
X-Deja-AN: 322658027
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Hello,

After I offered the C sources of a game to Levien van Zon, I
got multiple requests for a copy of the source. Maybe I should
give a short course in how to program a game in C? I was
thinking about writing a Pacman game as an example of C (and
combined C and assembley) game coding.

I will use the Pure C compiler. Most of the code will be
ANSI C but because I will do some low level programming there
will be some implementation specific issues too. So I can not
guarantee it will directly work on other C compilers (esp. the
assembley parts).

Let me hear form you (in this newsgroup or by e-mail) if you
are interested.

Bye, Hans

From -5275713239056151533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7591e815cad59b2b
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: help on asm gem
Date: 1998/02/06
Message-ID: <1998020619195980956@zetnet.co.uk>#1/1
X-Deja-AN: 322709249
References: <6b950d$e7l1@mars.online.uleth.ca>

Newsgroups: comp.sys.atari.programmer

d.seely@uleth.ca (Doug Seely) wrote:
> im looking for some example source code for
> making windows and for making a toolbar
> the visual assembler looks like it help but its all in french
> does anyone have any source they could send me

Check out Falclib - this has window (including windowed dialogue) routines in assembler.

If you want information about AES 4.1 toolbars, AFAIK there isn't any assembler source code for this about - however you can find details about how to do it on my WWW pages (check the .sig for address).

Anthony
--

```
----------------------------------------+----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+----------------------------------
```


From -4930351991904960222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/02/06
Message-ID: <34e27429.24848333@news.zetnet.co.uk>#1/1
X-Deja-AN: 322730612
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Fri, 06 Feb 1998 17:28:44 +0100 that you wrote:

>Hello,
>
>After I offered the C sources of a game to Levien van Zon, I
>got multiple requests for a copy of the source. Maybe I should

>give a short course in how to program a game in C? I was

 I presume this would be for existing C users only, No point none C
users jumping in ?.....

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -6755272573543448004
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Game writing in C
Date: 1998/02/06
Message-ID: <6bg2u7$5jh$1@due.unit.no>#1/1
X-Deja-AN: 322753490
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <34DB3A3C.3D25@mst.tn.utwente.nl>
<34e27429.24848333@news.zetnet.co.uk>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Tony Greenwood <paxton@zetnet.co.uk> wrote:

> >After I offered the C sources of a game to Levien van Zon, I
> >got multiple requests for a copy of the source. Maybe I should
> >give a short course in how to program a game in C? I was

> I presume this would be for existing C users only, No point none C
> users jumping in ?.....

C is extremely easy to learn Tony, so I wouldn't worry about that.

Jo Even Skarstein
<joska@nuts.edu>

From -3895037530920244820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b5d50f9f19db6b4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MC68000

Date: 1998/02/06
Message-ID: <34d9d423.12047383@news.demon.co.uk>#1/1
X-Deja-AN: 322764524
Content-Transfer-Encoding: 7bit
References: <6b7v1agdm1@zingo.tninet.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Tue, 3 Feb 1998 21:22:05 +0100, "Niels Gordon" <ngordon@algonet.se>
wrote:

>Hi !
>I'm quite new to this list and not sure if this question fits (sorry).

It does. ;-)

>I've just started assembler programing the Motorola 68000 and as far as I
>know this is what's inside an Atari.

The ST models yes. The Falcon, TT etc have more advanced 680x0
processors but they all run 68000 code in any case.

>Is it possible to program my Atari with any assembler instead of emulating
>the processor and memmory on my PC. It sure would be mor fun to do it for
>real.

Yes. I'll leave the recommendations as to which assemblers to use (and
where to get them) to someone more qualified in this area though!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4713092765279808433
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1710c46febe4c2a0
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Getting started with Lattice C
Date: 1998/02/06
Message-ID: <34de80d6.31494366@news.demon.co.uk>#1/1
X-Deja-AN: 322764525
Content-Transfer-Encoding: 7bit
References: <351_DCroker@fortress.org.uk> <34e0aad9.6395416@news.demon.co.uk>

<EnwCDM.nx4@suse.modem.stud.uni-hannover.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Thu, 5 Feb 1998 08:17:45 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <34e0aad9.6395416@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> Not at all. It's a common Gem problem
>
>It's a problem shared by all windowing GUIs.

Agreed. However, I would be surprised indeed if text rendering are as
basic as it is for Gem.

>> There is a way to cheat in some circumstances though. Provided speed
>> is not an issue (a line by line scroll will be dog slow) and only the
>> system font is required, you can create a fixed sized text window
>> using a resource editor. Use some G_STRING objects on top of a white
>> G_BOX and copy the text into them. The redraw code is exactly the same
>> as for any OBJECT tree in a window - just walk the rectangle list
>> calling objc_draw().
>
>This is not as bad as you say here.

It can be when you have a large "window" and scroll by single lines.
Then again, this method shouldn't be used in that case. ;-)

>Even with this you can make work at
>a fairly decent speed, although I agree v_gtext() is faster. Actually
>quite a few programs use this scheme, for instance STinG's Dialer : the
>TraceRoute tool.

As do a few of own programs. <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 9220327056057253175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c

X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Basic programming
Date: 1998/02/06
Message-ID: <34df8727.33111712@news.demon.co.uk>#1/1
X-Deja-AN: 322764526
Content-Transfer-Encoding: 7bit
References: <euy4YHAEDP20EwIf@thedruid.demon.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Wed, 4 Feb 1998 22:50:44 +0000,
johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson) wrote:

>
>
>Hi Tony,
>
> >> Put the program idea on paper before actually starting the code, as
> >> well
> >
> > Does anyone actualy do this ?
>
>I doubt it, which is why programs are often full of things that don't
>work.

Which could be down to a non existent testing scheme, which if you're
going to put anything down on paper, that ought to be it!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1811284075886339415
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Game writing in C
Date: 1998/02/06
Message-ID: <34e08847.33399616@news.demon.co.uk>#1/1
X-Deja-AN: 322764527
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl>

MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Fri, 06 Feb 1998 17:28:44 +0100, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Hello,
>
>After I offered the C sources of a game to Levien van Zon, I
>got multiple requests for a copy of the source. Maybe I should
>give a short course in how to program a game in C? I was
>thinking about writing a Pacman game as an example of C (and
>combined C and assembley) game coding.
>
>I will use the Pure C compiler. Most of the code will be
>ANSI C but because I will do some low level programming there
>will be some implementation specific issues too. So I can not
>guarantee it will directly work on other C compilers (esp. the
>assembley parts).
>
>Let me hear form you (in this newsgroup or by e-mail) if you
>are interested.

I think it is a good idea! <G>

A Pacman game would not use too many resources so you might consider
"killing two birds with one stone", and implementing it using VDI
calls. I should be able to dig out some useful sources for that if you
want.

Feel free to ignore my suggestion. It is more important you are
prepared to do it, than how you do it. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8767881640098510016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: C Compiler
Date: 1998/02/06
Message-ID: <34dd7d8b.30651013@news.demon.co.uk>#1/1
X-Deja-AN: 322764528
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

On Wed, 04 Feb 1998 11:39:30 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Wed, 04 Feb
>1998 03:07:16 GMT that you wrote:
>
>
>
>>>>You're right. STOS does what it does well - and there are more users
>>>
>>> I am not sure what you mean by that comment and am holding judgemt,
>>>STOS does what it does well ?...
>
>>Simply trying to avoid implying the reverse which I seem to have
>
> Well it reads that STOS is limited to itself, that it can only manage
>certain things..where I concede that all languages have there
>limitations I have never seen you use anything simmilar, would you
>finish off a paragraph with "well C does what it does well" implying
>whatever?...go on admit it you wouldn't..

Nope, I wouldn't. I'd have to say the opposite! It can easily be
argued C does what it does too well! There's always one more way to
accomplish exactly the same thing. Worse than that, it would be more
correct to say there's (in practice) always one more way to accomplish
nearly the same thing. This can make it extremely difficult to be able
to follow third party sources.

>thus using it to describe
>STOS means you think less of it....

If we were sat in a pub this exchange would take a couple of minutes
'cos we could use all those "ah yes", "hmm", and body language
doofreys that would tell us both we weren't really on opposite sides
of the fence in this particular context!! ;-))

> <FX:SLAP> Choose your weapon sir....

I only think less of it because it it difficult to do anything with it
that it has not been designed to do. In the same manner, I think less
of any language that is subject to the same restrictions. What STOS
has got in its favour, is unlike "those languages", it can do some
things very well, which promptly raises it back out of that catagory!

That's what I meant when I said it does what it does well! :-)))

> DICLAIMER My above posting is a JOKE in response to insinuations that
>I like STOS.....get happy:)

I am. Got 2 cases of Kronenbourg in the fridge! ... <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1132157566688660186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5cf8d9acba6ac791,start
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Dialogue Boxes in GFA BASIC
Date: 1998/02/06
Message-ID: <zwSQKNART220Qw10@shaw1.demon.co.uk>#1/1
X-Deja-AN: 322779470
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
Distribution: world
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
Organization: none
Newsgroups: comp.sys.atari.programmer

Anyone got any coding?

--
Clair Shaw (aka. CDS) |
Clair@Shaw1.demon.co.uk | Happy valentines
ICQ: 1043359 | day!
WWW: www.shaw1.demon.co.uk|

From -7214757568734266422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/06
Message-ID: <Eny8Hq.o0s@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 322812404
Sender: news@suse.modem.stud.uni-hannover.de
References: <6ba195$214$1@infomania.emw.ericsson.se> <34D99DAE.19A0@ooc.de>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <34D99DAE.19A0@ooc.de>,
     Uwe Seimet <us@ooc.de> writes:

>> http://www.atari.de
>
> These pages were created by the editors of the German Atari magazine ST
> Computer/Atari Inside.

You forgot the word 'poorly' before the word 'created' ;-)

It's been the first time that I've seen somebody using white text on a
white background (!) It's ridiculous.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From 6204053221386748021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddb7f8e582136d2,start
X-Google-Attributes: gid1115ce,public
From: thomas.sahlin@home.se (Thomas Sahlin)
Subject: Please read this!
Date: 1998/02/07

Message-ID: <6bhaql$39e$1@zingo.tninet.se>#1/1
X-Deja-AN: 322879661
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Hi there! Could anyone please send this mail back to me so I know that I can send news properly with NEWSie. It sometimes doesn't seem to be sent at all. Anyway the address is: thomas.sahlin@home.se

Thomas Sahlin

From -4457791432430579601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Game writing in C
Date: 1998/02/07
Message-ID: <34dc3f2c.891850@news.zetnet.co.uk>#1/1
X-Deja-AN: 322889439
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Fri, 06 Feb 1998 23:35:34 GMT that you wrote:

>>thinking about writing a Pacman game as an example of C (and
>>combined C and assembley) game coding.

>A Pacman game would not use too many resources so you might consider
>"killing two birds with one stone", and implementing it using VDI

This is exactly what happened to the last person that tried a C tutorial, *I know* your intentions are only helpfull and for the best,

.. but this time your doing it before he even starts ? <smile>

.

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From -6027637560967337639
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db97b7392a9a607
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9ec52bb3d13e3038
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: C Compiler
Date: 1998/02/07
Message-ID: <34de4014.1123794@news.zetnet.co.uk>#1/1
X-Deja-AN: 322889441
Content-Transfer-Encoding: 7bit
References: <34cd820a.15060305@news.demon.co.uk> <34C702DC.3E3A@mst.tn.utwente.nl>
<34d7384d.12264104@news.demon.co.uk> <EnBnw5.E7r@iglou.com>
<34d66c84.26925987@news.demon.co.uk> <EnJE5C.6uK@iglou.com>
<34d797ef.3542048@news.zetnet.co.uk> <34d4df77.10153750@news.demon.co.uk>
<34e2dec0.24725145@news.zetnet.co.uk> <34dfa77f.5537792@news.demon.co.uk>
<34d94775.1410424@news.zetnet.co.uk> <34dd7d8b.30651013@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Fri, 06 Feb
1998 23:35:29 GMT that you wrote:

>I only think less of it because it it difficult to do anything with it
>that it has not been designed to do. In the same manner, I think less

 It was designed for game making, but look at all the diskzine
shells?, more diskzines use STOS shells than any other, Even ST Format
said STOS would be the best language to use to make a Multimedia
authoring package...so I did :) I have STOS written sector editors,
virus checkers/destroyers and all manner of serious routines, The only
limit to STOS is peoples imagination...hmm where did I hear that
before? :))

>of any language that is subject to the same restrictions. What STOS

 No restrictions here mate? :)

>> DICLAIMER My above posting is a JOKE in response to insinuations that
>>I like STOS.....get happy:)
>
>I am. Got 2 cases of Kronenbourg in the fridge! ... <G>

I still reeled you in though :))))

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

From 7442059923320696648
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddb7f8e582136d2
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: Please read this!
Date: 1998/02/07
Message-ID: <6bho4h$9de$2@news.campus.mci.net>#1/1
X-Deja-AN: 322905913
References: <6bhaql$39e$1@zingo.tninet.se>
Organization: The DarkForce! BBS
Newsgroups: comp.sys.atari.programmer

On 7 Feb 1998 09:51:17 , Thomas Sahlin wrote:
->Hi there! Could anyone please send this mail back to me so I know that I
->can send news properly with NEWSie. It sometimes doesn't seem to be sent
->at all. Anyway the address is: thomas.sahlin@home.se
->
->Thomas Sahlin
->.

Hi Thomas! Got your message just fine...I'm using Newsie version .84 too,
are their any specific problems you are having? Maybe someone here can
help you... ;-)

```
     ___________________________________________________________________
    /               /               /                 /               /\
   /    --T--      /   Sysop of The DarkForce! BBS   /     /\        / /
  /  -A T A R I-  /   Phone 1-606-886-9014 Today!   /  Dark><Chyld  / /
 /      --G--    /   The Fuji -still- Lives...!!   /       \/      / /
/_______________/_______________/_________________/_______________/ /
\___________________________________________________________________\/
```

From -8510378781363365374
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b5d50f9f19db6b4
X-Google-Attributes: gid1115ce,public

From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: MC68000
Date: 1998/02/07
Message-ID: <knVmqKAc6G30Ew29@thedruid.demon.co.uk>#1/1
X-Deja-AN: 322918503
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
MIME-Version: 1.0
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Hi Niels,

> Is it possible to program my Atari with any assembler instead of
> emulating the processor and memmory on my PC. It sure would be mor fun
> to do it for real.

There are quite a few freeware/shareware assemblers about for the ST. Devpac 1 from Hisoft is the only when with a GEM front end I believe, but the best in terms of functionality is probably the GNU version.

By far the best commercial assembler is Devpac 3 this will allow you to assemble code for processors inside all Atari computers. Get this second hand if you can.

John.

--

--
```
 +-------------------------------------------------------------+
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay       |-+
 |  I  I  +-----------------------------------------------+  | |
 |                  gatekeeper@thedruid.demon.co.uk             | |
 +-------------------------------------------------------------+ |
   +-------------------------------------------------------------+
```

From -5051163727021731832
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7591e815cad59b2b
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: help on asm gem
Date: 1998/02/07
Message-ID: <kHRmiPAO7G30EwU7@thedruid.demon.co.uk>#1/1

X-Deja-AN: 322918504
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
MIME-Version: 1.0
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Hi Dave,

> im looking for some example source code for
> making windows and for making a toolbar
> the visual assembler looks like it help but its all in french
> does anyone have any source they could send me

GEM and Assembly Language are two things that don't go together easily.

To be absolutely honest, I doubt you would understand the source code without understanding the mechanisms first. Windows are the worst of all and can be problematic at best even in C. I suggest you read; 'The ST Assembly Language Workshop Vol II' by Clayton Walnum and the ProGEM series by Tim Oren. Both are published in electronic form and are shareware and freeware respectively. You can find them in most Atari archives.

Good luck.

John.

--

--
```
 +-------------------------------------------------------------+
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay       |-+
 |  I  I  +-------------------------------------------------+  | |
 |                  gatekeeper@thedruid.demon.co.uk             | |
 +-------------------------------------------------------------+ |
   +-----------------------------------------------------------+
```


From -7909553155903531312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5cf8d9acba6ac791
X-Google-Attributes: gid1115ce,public
From: Ben Hall <cb170@city.ac.uk>
Subject: Re: Dialogue Boxes in GFA BASIC
Date: 1998/02/07
Message-ID: <Pine.GSO.3.95q.980207192940.15537C-100000@exeter>#1/1
X-Deja-AN: 322974637

References: <zwSQKNART220Qw10@shaw1.demon.co.uk>
Mime-Version: 1.0
X-Sender: cb170@exeter
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Posted via ULCC Internet Services
Newsgroups: comp.sys.atari.programmer

Clair wrote:

> Anyone got any coding?

Check out GFA Flydials, which have most of the routines you'll need,
together with example programs.

```
 |>         | |
 |> E |\|   |-| /\ |_ |_
```

From 5758480845213446418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5cf8d9acba6ac791
X-Google-Attributes: gid1115ce,public
From: tkelly@mail.pressenter.com (Terence Kelly)
Subject: Re: Dialogue Boxes in GFA BASIC
Date: 1998/02/07
Message-ID: <6bigoq$4f5$1@jair.pressenter.com>#1/1
X-Deja-AN: 322986088
References: <zwSQKNART220Qw10@shaw1.demon.co.uk>
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

On 6 Feb 1998 19:30:25 , Clair Shaw wrote:
>
>Anyone got any coding?
>
>--
>Clair Shaw (aka. CDS) |
>Clair@Shaw1.demon.co.uk | Happy valentines
>ICQ: 1043359 | day!
>WWW: www.shaw1.demon.co.uk|
>.

From -1517191076249208226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1cb57e4026feef0,start

X-Google-Attributes: gid1115ce,public
From: "De Meester" <mdemeester@village.uunet.be>
Subject: cdecl in Pure C
Date: 1998/02/08
Message-ID: <6bl697$lk2$1@xenon.inbe.net>#1/1
X-Deja-AN: 323227612
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: UUNET Benelux (post does not reflect views of UUNET Benelux)
Newsgroups: comp.sys.atari.programmer

Hello, can anyone give me an explanation of the command 'cdecl' in pure C???
I can't work with the command. I use Pure C 1.0.

Does anyone know where I can get the latest version of Pure C (V1.1??)???

Wim De Meester

email : mdemeester@village.uunet.be

From 7861298009793354415
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Game writing in C
Date: 1998/02/09
Message-ID: <6bmht6dmk2@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 323371550
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 887016166 14036 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
>
> On Fri, 06 Feb 1998 17:28:44 +0100, Hans Wessels
> <mr_ni@mst.tn.utwente.nl> wrote:
>
> >Hello,
> >
> >After I offered the C sources of a game to Levien van Zon, I
> >got multiple requests for a copy of the source. Maybe I should

> >give a short course in how to program a game in C? I was
> >thinking about writing a Pacman game as an example of C (and
> >combined C and assembley) game coding.
> >
> >I will use the Pure C compiler. Most of the code will be
> >ANSI C but because I will do some low level programming there
> >will be some implementation specific issues too. So I can not
> >guarantee it will directly work on other C compilers (esp. the
> >assembley parts).
> >
> >Let me hear form you (in this newsgroup or by e-mail) if you
> >are interested.
>
> I think it is a good idea! <G>
>
> A Pacman game would not use too many resources so you might consider
> "killing two birds with one stone", and implementing it using VDI
> calls. I should be able to dig out some useful sources for that if you
> want.

Yeah, lets go for it. If you want a Pac-Man game in GEM written
completely in C, take a look at my webpage. ;-)

It's not very good, but it sort of works. Maybe I should try to
finish it someday. It has got a few nasty bugs.... also I havn't
got a clue on how fast it is on regular Falcons or STs (if it works
at all on them).

Anyway, I think it would be a great idea.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -2913747253072420785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3bb2dbb5a85f8d08
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3bb2dbb5a85f8d08
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3bb2dbb5a85f8d08
X-Google-Attributes: gid109a67,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Has Atari moved to germany? :-)
Date: 1998/02/09
Message-ID: <6bmhlhdmk1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 323371551
Content-Transfer-Encoding: 7bit

References: <6ba195$214$1@infomania.emw.ericsson.se> <34D99DAE.19A0@ooc.de>
<Eny8Hq.o0s@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 887015921 14036 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Peter Rottengatter wrote:

> >> http://www.atari.de
> >
> > These pages were created by the editors of the German Atari magazine ST
> > Computer/Atari Inside.
>
> You forgot the word 'poorly' before the word 'created' ;-)

They are? I looked at them today and I think they look quite nice. There
are a few glitches but they look much better than most pages I have seen
before. They are also under construction. so don't judge them to early.

> It's been the first time that I've seen somebody using white text on a
> white background (!) It's ridiculous.

Where did you find this? On your own pages? ;-)
Seriously I couldn't find this anywhere at all. Tell me where?
BTW. Background colours looks to be something that they havn't masterd
at all. Maybe it's a limitation in the webdesign program they use.

I realy think we should see this as a postive thing as it's not realy
often you see someone making a serious try on making something useable
for Atari users. Look at Wizztronics web pages. They are pathetic and
looks like a bunch of kids have knocked them togheter in 5 minutes.
And these guys are our future? Bha!

If I would bet a penny on any company it would be FALKE Verlag and Milan
GBH. Atleast they try to be professional and for that they should get
or respect.

Well, here I was rambling again... :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 321489523159827622

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1cb57e4026feef0
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: cdecl in Pure C
Date: 1998/02/09
Message-ID: <34DF3528.3597@mst.tn.utwente.nl>#1/1
X-Deja-AN: 323467586
Content-Transfer-Encoding: 7bit
References: <6bl697$lk2$1@xenon.inbe.net>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

De Meester wrote:

> Hello, can anyone give me an explanation of the command 'cdecl' in pure C???
> I can't work with the command. I use Pure C 1.0.

It is used in function definitions to force the compiler
to put (and get) parameters to that function over the stack.

Example:

```
int add(int a1, int a2)
{
  return a1+a2;
}
```

The compiler will put the arguments a1 and a2 in the registers D0
and D1. The answer will be in D0.

but with

```
int cdecl add(int a1, int a2)
{
  return a1+a2;
}
```

the compiler will put the parameters a1 and a2 on the stack and
de function will put the anser on the stack.

Normally Pure C uses D0-D2 for the first 3 integer type parameters
and A0-A1 for the first 2 pointer type parameters.

Bye, Hans

From -4482689338367588066

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Game writing in C
Date: 1998/02/09
Message-ID: <34DF385C.4BED@mst.tn.utwente.nl>#1/1
X-Deja-AN: 323472215
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
> A Pacman game would not use too many resources so you might consider
> "killing two birds with one stone", and implementing it using VDI
> calls. I should be able to dig out some useful sources for that if you
> want.

VDI? That's defenitly not my way. I will go directly to
the hardware, bypassing the OS as much as possible. The
price you have to pay is compatibility (the game won't
work on the Hades, Medusa, Milan and all other clones
using a PC graphics card), the thing you win is speed.

But someone else may throw a second stone and to some
awfull VDI stuff.

Bye, Hans

From -2887477426246289689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Game writing in C
Date: 1998/02/09
Message-ID: <34DF3749.AAA@mst.tn.utwente.nl>#1/1
X-Deja-AN: 323475026
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl>
<34e27429.24848333@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
> I presume this would be for existing C users only, No point none C
> users jumping in ?.....

You have to know at least how to compile "hello world!". I think
there will be a lot of 'black magic' for beginning C coders and
people who never got to the hardware level. They will have to use
those functions like black boxes, just knowing what they do.
Other people will understand those functions and be able to
modify them to their purposes.

But it won't be a beginners course C. You'll have to dive
into the deep to learn swimming this way?

Bye, Hans

From 4113086828725988290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Game writing in C
Date: 1998/02/09
Message-ID: <34DF3913.341F@mst.tn.utwente.nl>#1/1
X-Deja-AN: 323475027
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<34dc3f2c.891850@news.zetnet.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
> Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Fri, 06 Feb
> 1998 23:35:34 GMT that you wrote:
> >A Pacman game would not use too many resources so you might consider
> >"killing two birds with one stone", and implementing it using VDI
>
> This is exactly what happened to the last person that tried a C
> tutorial, *I know* your intentions are only helpfull and for the best,
>
> .. but this time your doing it before he even starts ? <smile>

Tony, now you dissapoint me. You think someone who is able
to have a discussion of serveral hundred messages about the
differances between two programming languages will be

deterred be remarks like this??? :-)

Bye, Hans

From -3951426702471310191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ca1f022ae3b9d95
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Game writing in C
Date: 1998/02/09
Message-ID: <34DF3987.6F49@mst.tn.utwente.nl>#1/1
X-Deja-AN: 323475028
Content-Transfer-Encoding: 7bit
References: <34DB3A3C.3D25@mst.tn.utwente.nl> <34e08847.33399616@news.demon.co.uk>
<6bmht6dmk2@infomania.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg wrote:
> > A Pacman game would not use too many resources so you might consider
> > "killing two birds with one stone", and implementing it using VDI
> > calls. I should be able to dig out some useful sources for that if you
> > want.
>
> Yeah, lets go for it. If you want a Pac-Man game in GEM written
> completely in C, take a look at my webpage. ;-)
>
> It's not very good, but it sort of works. Maybe I should try to
> finish it someday. It has got a few nasty bugs.... also I havn't
> got a clue on how fast it is on regular Falcons or STs (if it works
> at all on them).
>
> Anyway, I think it would be a great idea.

Just found a volunteer to do the official OS version of
the game??

Hans

From -6915075146954254831
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b5d50f9f19db6b4
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>

Subject: Re: MC68000
Date: 1998/02/09
Message-ID: <34DF3AAF.3B78@mst.tn.utwente.nl>#1/1
X-Deja-AN: 323478168
Content-Transfer-Encoding: 7bit
References: <knVmqKAc6G30Ew29@thedruid.demon.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

John Richardson wrote:
>
> Hi Niels,
>
> > Is it possible to program my Atari with any assembler instead of
> > emulating the processor and memmory on my PC. It sure would be mor fun
> > to do it for real.
>
> By far the best commercial assembler is Devpac 3 this will allow you to
> assemble code for processors inside all Atari computers. Get this second hand
> if you can.

I would go for Turbo Assembler. It's fast, has an syntax checking
editor and a very good debugger (bugaboo). It's a freeware program.
The current version is 1.77, I think.

Bye, Hans

From -4580993713372335418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Basic programming
Date: 1998/01/22
Message-ID: <En6F5K.nMo@suse.modem.stud.uni-hannover.de>#1/1

X-Deja-AN: 318490188
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<19980120.203006.08@cheesey.demon.co.uk> <2EARnVAHQix0Qwu+@shaw1.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games

In article <2EARnVAHQix0Qwu+@shaw1.demon.co.uk>,
     Clair Shaw <Clair@shaw1.demon.co.uk> writes:
> In article <19980120.203006.08@cheesey.demon.co.uk>, Rik Griffin
> <mouse@cheesey.demon.co.uk> writes
>>In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>,
>>   blago1@yahoo.com ("Blaze") wrote:
>>
>>> I am just staring out in programming and would appreciate some pointers
>>
>>char *foo;
>>
>>void *bar;
>>
>>How are those for starters?
>>
>>(Helpful bit - ask in a more specific group. Which language? Which OS?
>>Which hardware?)
>>
>
> For some partucular reason I think he/she wants to program in BASIC on
> the Atari. :-)

What is this reason ? I couldn't find any hints.

BASIC or not, Atari or Acorn or Apple2, Amiga, a BeBox or Mac (note the guy posted to all corresponding newsgroups), the original message contained such ridiculously little information, there is little else you can do but putting fun at it.

What if he wants to use Smalltalk on a Acorn RISC machine to program a midi sequencer ? I never saw such machines apart from pics in magazines, I never even saw Smalltalk code apart from a few teaching examples, and I won't even know how to use a midi sequencer.

I'd happily help him with what I know, but there are more than a thousand programming languages, so he should be a little more specific.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From 5387031686296116929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Basic programming
Date: 1998/01/22
Message-ID: <pt9G9OAwJ7x0Qwev@shaw1.demon.co.uk>#1/1
X-Deja-AN: 318719840
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<2EARnVAHQix0Qwu+@shaw1.demon.co.uk> <1998012123270480956@zetnet.co.uk>
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
Distribution: world
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
Organization: none
Newsgroups: comp.sys.atari.programmer

In article <1998012123270480956@zetnet.co.uk>, Anthony Jacques
<jacquesa@zetnet.co.uk> writes
>> >> I am just staring out in programming and would appreciate some pointers
>> >
>> >char *foo;
>> >
>> >void *bar;
>> >
>> >How are those for starters?
>> >
>> >(Helpful bit - ask in a more specific group. Which language? Which OS?
>> >Which hardware?)
>>
>> For some partucular reason I think he/she wants to program in BASIC on
>> the Atari. :-)
>
>Why? It was crossposted to most programming groups.

In the language department, it says BASIC programmming in the subjet!

--
Clair Shaw (aka. CDS) | THOUGHT OF THE MONTH:
Clair@Shaw1.demon.co.uk |-----------------------
ICQ: 1043359 | Fun-sized chocolate is
WWW: www.shaw1.demon.co.uk| chocolate for dwarfs.

From -2740313145144826377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: Basic programming
Date: 1998/01/22
Message-ID: <W4+adAAqK5x0Ewws@thedruid.demon.co.uk>#1/1
X-Deja-AN: 318842754
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
MIME-Version: 1.0
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Hi there,

  [blago1@yahoo.com (Blaze)]
 > I am just staring out in programming and would appreciate some
 > pointers

Get a good tutorial for your chosen language be it a book or a document from the net. There is a great deal of free information and source code out there especially for C. I would recommend that you download as much of this as possible and study it, look at how other people have solved problems and use them or look to improve them.

Learning the the basics of a language will be fairly simple, the difficulty will come in using this knowledge to best effect in practicle situations. It is going to be no easy task and you will make lots of mistakes
and expect to crash your computer many times. Do make best use of newsgroups like this and don't be afraid to ask about things you don't understand however trivial it may seem, but do be specific about your problem and make sure you provide all the relevent details otherwise people can only guess at the solution.

There is of course no substitute for experience and with time and effort I'm sure you'll become a competent programmer.

Good luck.

John.

--

--
 +---+
 | ======   The Druid Wales UK >*< InterNet GateWay |-+
 | I I +---+ | |
 | gatekeeper@thedruid.demon.co.uk | |
 +---+ |
   +---+

From -6242536514010250802
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Basic programming
Date: 1998/01/23
Message-ID: <34ce7baf.7614547@news.zetnet.co.uk>#1/1
X-Deja-AN: 318582208
Content-Transfer-Encoding: 7bit
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<19980120.203006.08@cheesey.demon.co.uk> <2EARnVAHQix0Qwu+@shaw1.demon.co.uk>
<En6F5K.nMo@suse.modem.stud.uni-hannover.de>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't

>> For some partucular reason I think he/she wants to program in BASIC on
>> the Atari. :-)
>
>What is this reason ? I couldn't find any hints.

 The header gave it away for me ?

>I'd happily help him with what I know, but there are more than a thousand pro-
>gramming languages, so he should be a little more specific.

 I agree, I just went into this thread, saw 12 responses and NO help,I
thought that to be a little strange, it wasn't until I investigated
the header and thought ?... well how silly :)

.
.-- Cheers   !ynoT ----- Tony Greenwood (BASIC Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------------------- ATARI dead my Arse! ------------------

From -468457911791704369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31a077c6bb430930
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: redirection of stderr
Date: 1998/01/23
Message-ID: <6aacni$e2e$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 318623640
References: <34bdfafa3f11a0@xs4all.nl> <69l5gd$1jt$1@sun27.hrz.tu-darmstadt.de>
<34bfc43c303c450@xs4all.nl> <69vtouggc1@sun27.hrz.tu-darmstadt.de>
<34c4e0bc3e9f21@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <34c4e0bc3e9f21@xs4all.nl>,
     josdb@xs4all.nl (Jos den Bekker) writes:
>>If not, it has to make sure that anything
>>written to GEMDOS handle 2 will appear on the console. This is done by
>>Fforce(2, -1), and that's why fileno(stderr) returns -1.
>
> This is wrong. fileno(stdstream) always returns the correct handle for
> the stream, even after Fforce(). So for instance, if you force stdout
> to a file by Fforce(1,fileno(fp)), then fileno(stdout) will still
> yield 1.

If you know it better, why do you ask at all? If you take a look at the
Pure C standard lib, you'll see that stdin, stdout, and stderr have
hardcoded fileno()-results, and stderr will yield -1 because PC's startup
always calls Fforce(2, -1). If that's a good idea is a different
question, but you shouldn't be using PC's standard libs for console-like
programs, anyway. Use the MiNT-lib.

>>Fforce(-1, something) can't work, as the first handle has to be a standard
>>handle, i.e. 0 <= handle < 6.
>
> Not entirely true. See below.

If MiNT makes this possible, it's not conforming to what the original
GEMDOS docs say about Fforce(). oldhandle has to be a standard handle,
and that means 0 <= oldhandle < 6. The negative handles are no standard
handles, but point to directly to the BIOS devices for CON:, PRN: and
AUX: (Fcreate("CON:") also returns -1, btw.)

>>That's why you should either redirect GEMDOS

>>handle 2 directly
>
> Yes, but that's the point. It doesn't work.

Yes, after re-checking the standard libs of PC again, I noticed that stderr is hardcoded to -1 (see above). So you'd either have to manipulate stderr's output handle by directly changing its associated GEMDOS handle (not recommended, as it's highly unportable and bad style, anyway), or switch to the MiNT-lib (strongly recommended).

>>It's not a good idea anyway to mix
>>library calls (i.e. fileno()) and direct GEMDOS calls it not absolutely
>>necessary.
>
> I fail to see why. Of course, you must know what you're doing, and it
> doesn't hurt to know what exactly the library functions do...

It's not a good idea to mix library and GEMDOS calls to achieve something as it makes programs unportable, sometimes even between different ATARI C compilers. And, as a general rule, one should always use the highest abstraction level possible.

> I don't have dup2 with PureC, but if you care to look in the source
> code of dup2(), you'll see that it calls Fforce().

Get the MiNT-lib. And of course it calls Fforce(), but as it's a library call, you can be sure it works; otherwise, it would be an error in the lib. If you mix library and GEMDOS-calls and this doesn't work, you can't claim it to be the compiler's or the lib's fault.

> PureC doesn't have unistd.h.

MiNT-lib again. Without the MiNT-lib, Pure C isn't able to handle most POSIX-stuff, which dup2() conforms to. It makes the linked executable larger, though, but this shouldn't really matter compared to the benefits you get from using it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -7472593715129783900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public

From: Scott Harris <harris@cs.mun.ca>
Subject: Re: Basic programming
Date: 1998/01/23
Message-ID: <Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 318623641
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 20 Jan 1998, Guy Harrison wrote:

> On 20 Jan 1998 04:27:47 GMT, "Blaze" <blago1@yahoo.com> wrote:
>
> >
> >
> > I am just staring out in programming and would appreciate some pointers
>
> Here's a good one to stare at ...
>
> char *p;
>

Put the program idea on paper before actually starting the code, as well
break the code into seperate procedures. I,e startup routine, main
rountine, wait for acommands, decide commands, screen updates, e.t.c.

From -2911757464903012080
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: Bruno Hemeury <bruno.hemeury@gecm.com>
Subject: Re: Pure C
Date: 1998/01/23
Message-ID: <34C8C461.5427@gecm.com>#1/1
X-Deja-AN: 318638457
Content-Transfer-Encoding: 7bit
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-
hannover.de> <34c70e4f.49592570@news.demon.co.uk> <a$0$1MAjfdx0EwRG@demon.net>
<6a4qf1$je6$1@infomania.emw.ericsson.se> <oxbTGnAcnjx0Ew2+@demon.net>
<34ca7940.12810921@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: GEC-Marconi Research Centre
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
>
> On Wed, 21 Jan 1998 18:09:32 +0000, Mark Ormerod
> <atari@valeofdreams.demon.co.uk> wrote:
>
> >In
> >> with making fun
> >>of IE. And that is that it's actually better than Netscape. I have not
> >>used it my self, but that is the sad facts some persons have told me.
> >>
> >>And I can't realy say that I'm impressed with Netscape here at work.
> >>Okey
> >>it works, but it also crashes without any warning and the mail window
> >>I use right this seconde is realy crap.

Netscape is very reliable on Sun Solaris, I don't know about other
implementation,
but I can't complain about it.

> >>
> >>//Magnus Kollberg
> >
> >Hmm. I've mever had a problem with version 4.04 of n/scape.
>
> Ditto. Whatever version it was I had before 4.04 crashed constantly.
>
> >IE4 may indeed be better, if you've got a heap of memory (at least 32)
> >and a running a processor clocking at greater then 200... It is
> >one of the most resource hungry applications I've seen in a -long-
> >time IMHO...

The funny thing is that IE has not be completely developped by
Microsoft,
when they realised that it was worth taken Internet seriously (few years
ago),
they licensed some code from Mosaic in order to catch up with Netscape
(That's common practice at Microsoft from MSDOS to FrontPage, the Web
development tool) So from a perfectly reasonnable product, they managed
to slow it down; it also happened with FoxPro.

>
> "Active Desktop" = "so darn active nowt else gets a look in" ;-)
>
> Anyway, as I started this I suppose it is up to me to say to all
> concerned ... 'we be off topic a tad' <G>
>
> --
> guy@swampdog.demon.co.uk
> http://www.swampdog.demon.co.uk

Bruno

From 4914913774410899318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Basic programming
Date: 1998/01/23
Message-ID: <34cac20a.469862@news.zetnet.co.uk>#1/1
X-Deja-AN: 318648506
Content-Transfer-Encoding: 7bit
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

Hey! Scott Harris <harris@cs.mun.ca> wasn't it Fri, 23 Jan 1998
11:44:04 -0330 that you wrote:

>Put the program idea on paper before actually starting the code, as well

 Does anyone actualy do this ?

>break the code into seperate procedures. I,e startup routine, main
>rountine, wait for acommands, decide commands, screen updates, e.t.c.

 Whats up ?... no one like Speghetti ? :)))

.
.
.-- Cheers !ynoT ----- Tony Greenwood (BASIC Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------- ATARI dead my Arse! ----------

From -7588685827714293711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Basic programming
Date: 1998/01/23
Message-ID: <6aat4a$874@balaena.bio.vu.nl>#1/1
X-Deja-AN: 318697886

References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Tony Greenwood (paxton@zetnet.co.uk) wrote:

: >Put the program idea on paper before actually starting the code, as well

: Does anyone actualy do this ?

Hmm, I'm pretty sure first-year students of computer science do.. :)
Well, at least for a day or two anyway.

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

It's the opinion of some that crops could be grown on the moon. Which
raises the fear that it may not be long before we're paying somebody
not to.
         -- Franklin P. Jones

From -557958749432710783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Scrollable edit-fields
Date: 1998/01/23
Message-ID: <En8KIp.nsv@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 318754721
Sender: news@suse.modem.stud.uni-hannover.de
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk> <En4M28.MLq@suse.modem.stud.uni-hannover.de>
<6a7271$l51$1@infomania.emw.ericsson.se>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <6a7271$l51$1@infomania.emw.ericsson.se>,

Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
> Peter Rottengatter wrote:
>
>> >>I don't want to to expand all my dialogs to handle x long filenames.
>> >>The dialogs would be ridiculous big! So how can I make them autoscroll?
>> >>Does the AES handle if for me or do I have to use prog-defs? If so,
>> >>has anyone done it? Thomas? :-)
>> >
>> > The aes does nothing to help. Unless someone knows better I think
>> > you'll be writing your own objc_edit. :-(
>>
>> I'm confident that it can be done with the existing objc_edit() ! I intend
>> to put scrollable edit fields into the STinG Dialer, and I already have a
>> concept for doing that, using the existing objc_edit().
>
> So would you like to share your thoughts with us? :-)

I would even post a source code snippet that shows the implementation. However, I haven't had the time to look into this more thoroughly, so it may be that I run into trouble.

It works by implementing a new form_do() (which is required by any code that has it's dialogs in windows), in which upon a key stroke first the cursor position is examined if the cursor is any close to the edit field start or end so that a scrolling action were required. I had the TEDINFO field for those field extended to hold the bigger buffer for the whole string, from this buffer upon each scroll action the corresponding part is copied into the te_ptext buffer, objc_edit (end), objc_draw (edit_field), objc_edit (begin), the latter setting the new cursor position. Now it's time to process the key stroke as usual.

I'm not sure yet if I'd implement it such that it scrolls one character each time (which requires scrolling with each additional key stroke), or always five or so characters at once.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 4799451718693576897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Basic programming
Date: 1998/01/23
Message-ID: <En9A9u.JDD@iglou.com>#1/1

X-Deja-AN: 319024353
Sender: news@iglou.com (News)
X-Nntp-Posting-Host: iglou2
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk>
X-Nntp-Posting-User: rsg0910
Organization: IgLou
Reply-To: rsg0910@iglou.com
Newsgroups: comp.sys.atari.programmer

In article <34cac20a.469862@news.zetnet.co.uk>, Tony Greenwood wrote:

>>Put the program idea on paper before actually starting the code, as well
>
> Does anyone actualy do this ?

Yep. I do... It's not that hard to do. Just write down everything you want to do, then go from there. Write the code down, going from regular written parts, to pseudocode, to the actual coding and debugging.

> Whats up ?... no one like Speghetti ? :)))

Yummy!

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From -5168992752336969128
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Pure C
Date: 1998/01/23
Message-ID: <En9Ar6.KqG@iglou.com>#1/1
X-Deja-AN: 319029513
Sender: news@iglou.com (News)
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk>
<En4Mrt.Mo4@suse.modem.stud.uni-hannover.de>
X-Nntp-Posting-User: rsg0910
Reply-To: rsg0910@iglou.com
X-Nntp-Posting-Host: iglou2

Organization: IgLou
Newsgroups: comp.sys.atari.programmer

In article <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de>, Peter
Rottengatter wrote:

>There are about 50 or 60 alternative web browsers available, all of them more
>secure than this one, and apparently easier to configure too.

You got it. Just head to http://www.browsers.com, and start looking. I'm
using one called Opera, and love the sucker. Multiple windows, you can
turn off and on your cache, graphics, that sort of thing. I once tried
using Netscape, the standard installation. Never again.

It took me 15-20 minutes just to get out of it, signoff AOL, and get out
of Windows. Why? Can you say Disk Access Hell? Heavy disk access to hell
and back, and this on a 16 meg machine.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From 5054386932067247177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: Will Dwinnell <76743.1740@CompuServe.COM>
Subject: Re: Basic programming
Date: 1998/01/23
Message-ID: <#WhPEL#J9GA.277@ntdwwaaw.compuserve.com>#1/1
X-Deja-AN: 319071604
References: <6a6fi3$mn9$1@globe.lynx.bc.ca>
Organization: Commercial Intelligence
Newsgroups: comp.sys.atari.programmer

">> > I am just staring out in programming and would appreciate
some pointers
>>
>> Here's a thousand:
>>
>> void *p[1000];
>>

What is that?"

A joke which plays on the use of "pointers", which used to mean
"helpful tips", not "guidance in obtaining further information",
and which is used in programming with a specific technical
meaning- computer pointers are addresses of things in memory.

--
Will Dwinnell
Commercial Intelligence

From -5955785262174126712
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Basic programming
Date: 1998/01/24
Message-ID: <6acgh3$te3$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 318826174
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 23 Jan 1998 17:20:11, Tony Greenwood wrote:

>>Put the program idea on paper before actually starting the code, as well
>
> Does anyone actualy do this ?

YES! If you don't know where you want to go you never know when you
have arrived.

>>break the code into seperate procedures. I,e startup routine, main
>>rountine, wait for acommands, decide commands, screen updates, e.t.c.
>
> Whats up ?... no one like Speghetti ? :)))

There's nothing wrong with spaghetti but this has little to do with
constructing a maintainable program :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -4432924606968768712
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Basic programming
Date: 1998/01/24
Message-ID: <34cdc888.5508964@news.zetnet.co.uk>#1/1
X-Deja-AN: 318828539
Content-Transfer-Encoding: 7bit
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6acgh3$te3$1@roch.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! rcain@zetnet.co.uk (Roger Cain) wasn't it 24 Jan 1998 10:41:39
GMT that you wrote:

>> Does anyone actualy do this ?
>
>YES! If you don't know where you want to go you never know when you
>have arrived.

 eh? gobbledegook ? :)

>> Whats up ?... no one like Speghetti ? :)))
>
>There's nothing wrong with spaghetti but this has little to do with
>constructing a maintainable program :-)

Yes it has everything to do with it, I can follow whats commonly
termed as "speghetti code", If I can follow it then its maintainable
yes?.. My point being that not everyone writes everything down first
or programs so methodicaly,

yeeeees! :))

.
.-- Cheers !ynoT ----- Tony Greenwood (BASIC Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------------------- ATARI dead my Arse! ------------------

From 6712221371104274234
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,31a077c6bb430930
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: redirection of stderr
Date: 1998/01/24
Message-ID: <34c9cc4a451470@xs4all.nl>#1/1
X-Deja-AN: 318830838
References: <34bdfafa3f11a0@xs4all.nl> <69l5gd$1jt$1@sun27.hrz.tu-darmstadt.de>
<34bfc43c303c450@xs4all.nl> <69vtouggc1@sun27.hrz.tu-darmstadt.de>
<34c4e0bc3e9f21@xs4all.nl> <6aacni$e2e$1@sun27.hrz.tu-darmstadt.de>
X-XS4ALL-Date: Sat, 24 Jan 1998 12:15:24 CET
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Fri 23-01-98 15:24 Thomas Binder wrote:

>Hi!
>
>In article <34c4e0bc3e9f21@xs4all.nl>,
> josdb@xs4all.nl (Jos den Bekker) writes:
>>>If not, it has to make sure that anything
>>>written to GEMDOS handle 2 will appear on the console. This is done by
>>>Fforce(2, -1), and that's why fileno(stderr) returns -1.
>>
>> This is wrong. fileno(stdstream) always returns the correct handle for
>> the stream, even after Fforce(). So for instance, if you force stdout
>> to a file by Fforce(1,fileno(fp)), then fileno(stdout) will still
>> yield 1.
>
>If you know it better, why do you ask at all?

Well, I tried to redirect stderr, I tried various things, but it
didn't work. So I thought, I'll ask in this newsgroup, and you answer,
for which I'm very grateful, but then you say something which isn't
correct, and I thought, I'd better tell you, maybe you want to know.
I'm sorry if that offended you.

>Yes, after re-checking the standard libs of PC again, I noticed that
>stderr is hardcoded to -1 (see above). So you'd either have to manipulate
>stderr's output handle by directly changing its associated GEMDOS handle
>(not recommended, as it's highly unportable and bad style, anyway), or
>switch to the MiNT-lib (strongly recommended).

But even if I swith to the MiNT lib, or if I compile my programs with
gcc, I cannot redirect the output to stderr of programs compiled with
PureC. I mean, if I start them with Pexec(). Is it impossible, then?

--
 Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-

From 3154928984556586970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: madmax@bfree.on.ca (Brian Van Tilborg)
Subject: Re: Pure C
Date: 1998/01/24
Message-ID: <6adavc$4hp$7@newsbell.bellglobal.com>#1/1
X-Deja-AN: 318899025
References: <34C0AC8B.323CD143@IAEhv.nl> <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de>
Organization: CyBORG RACING
Newsgroups: comp.sys.atari.programmer

On 21 Jan 1998 09:09:29, Peter Rottengatter wrote:
>
>>>Can't you configure your Netscape properly so that it only posts true ASCII
>>>versions of your messages. Getting each message twice (in HTML) is stupid and
>>>annoying.

Yes it is very annoying. However Annoying aside, did he ever get an answer to his question? The topic is pure C and somehow everyone is talking IE and Netscape. If you are going to talkabout Netscape, how about you guys tackling converting the source to the Atari:-). Uwe says it can't be done.

>
>There are about 50 or 60 alternative web browsers available, all of them more
>secure than this one, and apparently easier to configure too.

Sure, say like CAB;-) with STing. However works with Atari too. Perhaps if he could get his Pure C version he could write his own better Web Browser.
I am not a programmer, so I will leave now.
>
>.

```
-------------------------------------------------------------------
          __\   C /-\  /\  /^\||\ |/^\  () 520ST,2.5meg ram
  /172`__/ ;\>  Y | / /__\ |  || ||| __ )( TOS 1.0, SH204 hd
  (+)`====='(+) B | \/    \\_/|| |/\_/  () SLM 804 LASER prt.
 ************** R ********************** [and SURF HAPPY! :-)]
-------------------------------------------------------------------
```

From -8863902245114575159

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fe214edec87c770
X-Google-Attributes: gid1115ce,public
From: madmax@bfree.on.ca (Brian Van Tilborg)
Subject: Re: CDSdraw98
Date: 1998/01/24
Message-ID: <6adavj$4hp$8@newsbell.bellglobal.com>#1/1
X-Deja-AN: 318899026
References: <uJHHUgAdFPw0QwVp@shaw1.demon.co.uk>
Organization: CyBORG RACING
Newsgroups: comp.sys.atari.programmer

On 17 Jan 1998 17:58:53, Clair Shaw wrote:
>
>An art package, sent via. email which is 60k. (80k UUEcoded)

Got it, tested it. It is a start. Tell me when you want some comments.
You can send me the next version too if you like when its ready.
>.

```
-----------------------------------------------------------------
          __\   C /-\  /\  /^\||\ |/^\  () 520ST,2.5meg ram
  /172`__/ ;\>  Y | / /__\ |  || ||| __ )( TOS 1.0, SH204 hd
  (+)`====='(+) B | \/    \\_/|| |/\_/  () SLM 804 LASER prt.
 ************** R ********************** [and SURF HAPPY! :-)]
-----------------------------------------------------------------
```

From 5084764033538387757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Pure C
Date: 1998/01/24
Message-ID: <EnBB4u.oI2@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 318979456
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk> <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de> <En9Ar6.KqG@iglou.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de

Newsgroups: comp.sys.atari.programmer

In article <En9Ar6.KqG@iglou.com>,
     rsg0910@iglou.com (Robert Goodwin) writes:

> using Netscape, the standard installation. Never again.
>
> It took me 15-20 minutes just to get out of it, signoff AOL, and get out
> of Windows. Why? Can you say Disk Access Hell? Heavy disk access to hell
> and back, and this on a 16 meg machine.

Hmmm, I've used Netscape on both Unix and Windows, and never found it causing
excessive disk access. Are you sure the disk access wasn't possibly caused by
something else, maybe related to the AOL account ?

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -5409381200712281670
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Basic programming
Date: 1998/01/24
Message-ID: <EnBBpM.oKH@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 318979457
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<2EARnVAHQix0Qwu+@shaw1.demon.co.uk> <1998012123270480956@zetnet.co.uk>
<pt9G9OAwJ7x0Qwev@shaw1.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <pt9G9OAwJ7x0Qwev@shaw1.demon.co.uk>,
     Clair Shaw <Clair@shaw1.demon.co.uk> writes:

>>> For some partucular reason I think he/she wants to program in BASIC on
>>> the Atari. :-)
>>

>>Why? It was crossposted to most programming groups.
>
> In the language department, it says BASIC programmming in the subjet!

No, it says "Basic programming", which I basically (see ?) understood to mean "fundamentals, or basics, of programming". Maybe for native english speakers it was obvious that it did not mean that, I can't tell. ;-)

Sure, maybe if you're used to using BASIC for programming you'd automatically understand that the programming language was meant in the subject.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 8675352691970418524
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9495061cf6fb239,start
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: CAB 2.6 and MiNTnet
Date: 1998/01/25
Message-ID: <EnBE0D.onL@suse.modem.stud.uni-hannover.de>
X-Deja-AN: 318979459
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <KHTG2JrHpCtW@cantva.canterbury.ac.nz>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <KHTG2JrHpCtW@cantva.canterbury.ac.nz>,
     kma54@csc.canterbury.ac.nz writes:

>>You want your (hardly noticeable) 5 % speedup while
>>not caring if others would suffer a serious speed loss in excess of
>>10 or even 20 % ! That's unbelievable ! You're the kind of person
>>who advocates the exclusive use of the Falcon's DSP for decoding
>>pictures in CAB, which would make CAB unusable for ST and TT owners.
>
> No, I'm not the.kind.of.person.who.advocates.the.exclusive.use.of.the
> .Falcon's.DSP.for.decoding.pictures.in.CAB

Maybe, but it certainly looked that way.

> - I'm the kind of person
> who was merely making a suggestion; it was/is an "option".

Well, you suggested a method to use 030 optimized code without needing to care for duplicate code. The latter means, only one version, so the code was not an option for the user, as a non-optimised version won't exist anymore. The optimised version however meant a speed loss for all those machines which need the speed most desperately, i.e. the ones being slow anyway, while just a minor speedup is granted to those who have ample CPU power anyway.

Haven't you thought about this before you wrote your message ?

>>but the whole point of Web browsing in my opinion, is being able to
>>view pictures
>>Web browsing is visual, and what better way of visualizing
>>this medium than by using a computer with capable graphics, ie: a TT
>>or Falcon.
>
> I'm not criticizing those of you who still use an ST for Web browsing,
> (it's great that we can) but you have to admit, it isn't the most
> suitable computer (graphically) for viewing the Web.

The most suitable computer (graphically) for viewing the Web is a modern True-Color, at least 1280x1024, Pentium II / Alpha / PowerPC etc. based machine that has enough power to run a Java virtual machine with reasonable speed. From this point of view, TTs or Falcons are only little better than STs.

You don't agree ? Good ! This mainly means that the applicability of a ST or TT for web browsing is a matter of personal preferences and purposes. From this it should be obvious that you should not apply your own judgement on the applicability of STs and TTs for web browsing to other people.

There are lots of users for whom the ST is perfectly capable of browsing the web, simply because they are not as easily impressed by colorful buttons.

>>Should I mention that I do the STinG development on an ST ?
> That's great, and I don't knock you for it, but what relevance does
> it have? I mean, I can use my STe & compiler to generate 040 code if
> I want. I just can't run it. ;-)

And that's why you'll start cursing when you find out that a tool that you most desperatly want to use on your STE is compiled for 040 code. The situation is somewhat similar to what you proposed.

>>> My point being, is that these machines are all 030 or greater, so
>>> why not have a 32-bit version of CAB & ovl for these computers.

>>
>>Which means your point is obsolete, as CAB and all OVLs always have
>>been 32 bit versions.
> Shall I re-phase it for you :-
> ...so why not have 030/040 versions of CAB & OVL for these computers.

Which means your point is wrong, as the underlying assumption ("all machines are 030 or greater") is dead wrong.

> So what's involved in making a 030 version?
>
>   - change the compiler option, (a total of ~2-3 seconds)
>   - wait 5-10 minutes for CAB to compile, (rough guess, could be
>   shorter, could be a lot longer)
>   - upload it (the OVL at least) to a few common ftp sites,
>   - post a brief message to this news group.
>
> By golly gee, that was hard.

Is it a secret feature of CAB that it is able to compile the OVL to be used with it ? :-))

I have nothing against a special 030 version as long as the 68000 version is equally well supported. But I am against a combined version which means a serious speed loss for 68000 based machines. And it's the latter what this thread origins from.

> If we keep writing software for the lowest common denominator (68000),
> then we aren't being very supportive towards these hardware companies
> making 030/040/060 machines.

Why not ? This all means you haven't examined the 68k series of CPUs very thoroughly. You should do that NOW.

95 to 98 percent of the speedup that is possible with a later CPU is still achieved with 68000 code, as all the improvements are purely CPU internal. Only the remaining 2 to 5 percent can be gained by optimised software. This means your statement above is completely wrong. Of course, a 68030 runs 68000 software a lot faster (those 95 - 98 %), this is ample support for the computer engineers. The only support possible by producing optimised software is causing the software to become unsuable on STs this way, thus forcing the people to buy faster hardware. But believe me, the people will choose Intel in that case, not 68030/40/60.

> And I don't imply that the ST is dead,
> because this is far from true. However, "we", as software developers
> need to support the hardware growth, otherwise we might as well live
> back in the late 1980's.

You're not supporting the 68k family of CPUs by producing optimised code.

You're merely driving people to buy Intel.

Even the existence of 030 optimised code can make people feel that their hardware is outdated and insufficient for their needs. That's what I'd feel if the first thing every software docs would point out is that there is "a faster, 030 optimised version" of the software. And whenever such feelings arise in an Atari user, the Atari machine is in danger of being dumped and replaced by a PC.

```
> I mean, even take a look at the title of this news group...
>
>     comp.sys.atari.st
>                    ^^
>                    this should be dropped, why? Because it's not just
>                    ST's anymore.
```

It had been changed a long time ago it changing a newsgroup's title were so easy.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 3748045462468094322
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Scrollable edit-fields
Date: 1998/01/25

Message-ID: <34ca11cb.2406870@news.demon.co.uk>#1/1
X-Deja-AN: 318979460
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk> <6a4b9bdcn1@infomania.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 21 Jan 1998 09:20:32 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Hmm.. this is an idea but I'm not sure that I like it. Well I will look

>at it once I have some time for it and see if I can come up with
>anything.
>The only program I can think of using it right now i MagXDesk.

It may well support scrollable edit fields directly like it does other
cool functions but unfortunately it isn't much use if your app is
going to be run on non MagiC systems. It could only be of use if it
were an addon like the "submenu" features required for the likes of
Lattice to work, and compatible with all systems of course!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6037331760561097700
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Scrollable edit-fields
Date: 1998/01/25
Message-ID: <34cc1655.3568621@news.demon.co.uk>#1/1
X-Deja-AN: 318979461
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk> <En4M28.MLq@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 21 Jan 1998 08:54:08 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34ce2446.6022850@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>I don't want to to expand all my dialogs to handle x long filenames.
>>>The dialogs would be ridiculous big! So how can I make them autoscroll?
>>>Does the AES handle if for me or do I have to use prog-defs? If so,
>>>has anyone done it? Thomas? :-)
>>
>> The aes does nothing to help. Unless someone knows better I think
>> you'll be writing your own objc_edit. :-(
>
>I'm confident that it can be done with the existing objc_edit() ! I intend

>to put scrollable edit fields into the STinG Dialer, and I already have a
>concept for doing that, using the existing objc_edit().

On second thoughts I agree. There is no need to replace objc_edit().

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6607644497287868017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Pure C
Date: 1998/01/25
Message-ID: <34cf1c00.5019507@news.demon.co.uk>#1/1
X-Deja-AN: 318979462
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk> <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 21 Jan 1998 09:09:29 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34c70e4f.49592570@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>Can't you configure your Netscape properly so that it only posts true ASCII
>>>versions of your messages. Getting each message twice (in HTML) is stupid and
>>>annoying.
>>
>> Snigger! ;-)
>>
>> Don't blame him. It ain't netscape, it's the new mickysoft one - 'tis
>> like grappling with an angry cat in a paper bag. 8-}
>
>Oh, in that case I have another one I can blame him for : Why does he use the
>most insecure browser in the world ? Does he realize that an apparently nice
>Web site might format his harddisk when he surfs across it using Microsoft's
>Internet Explorer ? Proliferation of such an unsafe tool is close to a crime

>IMHO.

I couldn't agree more - but trying to get rid of it is next to
impossible!

>There are about 50 or 60 alternative web browsers available, all of them more
>secure than this one, and apparently easier to configure too.

Wow - that many?

>Cheers Peter
>
>PS.: Maybe it's indeed time that someone sets up a web site with some Active-X
> code that looks for installed Internet Explorers, and wipes it from the
> harddisk. Maybe then people realize what they've got.

I don't think they need bother. This'll make all the Cab users who
haven't experienced mie4 very much happier ... ;-)

The "Active Desktop" was the first thing to misbehave and had to be
disabled.

Toggle the "view as web page" checkmark in a desktop window and all
position and sizing information for all desktop windows is lost.

It has always had a flair for missing out the final graphic from
pages.

It now refuses to remember its own window sizes.

When the Frontpage 98 beta expired it disabled the "edit page" option
(for Frontpage Express) and needed a 8 meg download to turn it back on
again whereupon executed Word until I installed it again from scratch
(25Mb).

It stalls (permanently) when ftp'ing multiple files.

The thing that pisses me off most though is the moment it got its
claws into my system the Netscape icon (and no other) vanished from
the Office "desktop" taskbar - methinks that is no 'accident'.

Oh no - I've just thought of the worst one. It has to be installed
after Service Pack 3 and SP3 has to be applied after you install
anything!

[better stop 'cos the list is endless]

Hmm, come to think of it an ActiveX "virus" like you said might do a
better job of getting rid of it!

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

From 5039778093953792603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Pure C
Date: 1998/01/25
Message-ID: <34d028ac.8263732@news.demon.co.uk>#1/1
X-Deja-AN: 318979463
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk> <a$0$1MAjfdx0EwRG@demon.net> <6a4qf1$je6$1@infomania.emw.ericsson.se> <oxbTGnAcnjx0Ew2+@demon.net> <6a72ml$l51$3@infomania.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 22 Jan 1998 10:12:25 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Mark Ormerod wrote:
>>
>> In
>> > with making fun
>> >of IE. And that is that it's actually better than Netscape. I have not
>> >used it my self, but that is the sad facts some persons have told me.
>>
>> Hmm. I've mever had a problem with version 4.04 of n/scape.
>> IE4 may indeed be better, if you've got a heap of memory (at least 32)
>> and a running a processor clocking at greater then 200... It is
>> one of the most resource hungry applications I've seen in a -long-
>> time IMHO...
>
>Well this is just the oposit from what I have heard. Netscape takes up
>heaps of RAM while IE doesn't take up as much. STill alot, but not as
>much as Netscape does. But then I may very well be wrong.

Who can tell with IE being so integrated into the system? I we're off
topic but I have to mention one last thing ...

... I've got 512K of L2 cache. Just discovered after how ever many
months it's been that I've been using NT that it been disabled all
this time!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6924574837768708505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Basic programming
Date: 1998/01/25
Message-ID: <34d12b05.8864326@news.demon.co.uk>#1/1
X-Deja-AN: 318979464
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 23 Jan 1998 11:44:04 -0330, Scott Harris <harris@cs.mun.ca>
wrote:

>
>
>On Tue, 20 Jan 1998, Guy Harrison wrote:
>
>> On 20 Jan 1998 04:27:47 GMT, "Blaze" <blago1@yahoo.com> wrote:
>>
>> >
>> >
>> > I am just staring out in programming and would appreciate some pointers
>>
>> Here's a good one to stare at ...
>>
>> char *p;
>>
>
>Put the program idea on paper before actually starting the code, as well
>break the code into seperate procedures. I,e startup routine, main
>rountine, wait for acommands, decide commands, screen updates, e.t.c.

Hmm, good point!

```
/*
 * Program to stare out in programming.
 * Some pointers required.
 *
 * I've a suspicion there might be some bugs ;-)
*/
void
main(int argc, char *argv[])
{FILE    *fp;
 void    (*fcp)();

 if (argc < 2)     {
eek_a_goto:
     fcp = fp;
     (*fcp)();
 }
 if (NULL == (fp = fopen(argc,"w"))) goto eek_a_goto;
 fprintf(fp,"main(){\n");
 for (i = 'a'; i <= 'z'; i++)    fprintf(fp,"char *%c;\n",i);
 fprintf(fp,"%s","}\n");
 return 0;
}
```

<G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8949718031514575661
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Basic programming
Date: 1998/01/25
Message-ID: <34d22d52.9453243@news.demon.co.uk>#1/1
X-Deja-AN: 318979465
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

On Fri, 23 Jan 1998 17:20:11 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! Scott Harris <harris@cs.mun.ca> wasn't it Fri, 23 Jan 1998
>11:44:04 -0330 that you wrote:
>
>>Put the program idea on paper before actually starting the code, as well
>
> Does anyone actualy do this ?

Heck no. That's what the debugger is for! ;-)

>>break the code into seperate procedures. I,e startup routine, main
>>rountine, wait for acommands, decide commands, screen updates, e.t.c.
>
> Whats up ?... no one like Speghetti ? :)))

Not with tomato sauce.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1169660777670088842
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Basic programming
Date: 1998/01/25
Message-ID: <34d42e5d.9720988@news.demon.co.uk>#1/1
X-Deja-AN: 318979466
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 23 Jan 1998 20:04:26 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Tony Greenwood (paxton@zetnet.co.uk) wrote:
>
>: >Put the program idea on paper before actually starting the code, as well
>
>: Does anyone actualy do this ?
>
>Hmm, I'm pretty sure first-year students of computer science do.. :)
>Well, at least for a day or two anyway.

Good way to get on the wrong side of a lecturer ...

Lecturer:
Where's your specification?

Student:
In my head.

Lecturer:
Hmph. Then where is the written source code?

Student:
In my head.

Lecturer:
You'll never get far with that attitude.

Student:
Yeah. You're right, I keep getting interrupted.

;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5663887653860292671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/25
Message-ID: <34cba8b1.1098289@news.demon.co.uk>#1/1
X-Deja-AN: 318979467
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <990_9801240609@conchbbs.com>
Content-Type: text/plain; charset=us-ascii

Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 20 Jan 98 11:10:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>g > Well, then please tell me what's worse in MiNT? Of course, the
>g > IPC possibilities of plain TOS are a lot better, as well as
>g > TOS' support for different file systems and its preemptive
>g > multitasking ;)
>
>Being able to read files from different file systems is always an
>advantage, but long file names place a significant burden on the OS,
>as well as on programs (many programs will crash if the path name is
>too long, others waste RAM by calling malloc() excessively).
>
>If I were writing a file-system interface, I would copy and rename
>files before letting the OS at them. Of course, then you wouldn't
>be able to port UNIX source code (and UNIX programming practices :-).
>
>Nor do I regard memory redirection

Uh?

>or pre-emptive multitasking as
>improvements. They degrade performance and are useful only in
>compensating for bad programming practices in applications.

Oh. Flamebait! ;-)

A threaded redraw would be nice at times. More importantly, how the heck do you co-operatively multitask a non Gem program?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2482948244005422343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Basic programming
Date: 1998/01/25
Message-ID: <EnBM3t.A3I@iglou.com>#1/1
X-Deja-AN: 318989712

Sender: news@iglou.com (News)
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk>
X-Nntp-Posting-User: rsg0910
Reply-To: rsg0910@iglou.com
X-Nntp-Posting-Host: iglou2
Organization: IgLou
Newsgroups: comp.sys.atari.programmer

In article <34d42e5d.9720988@news.demon.co.uk>, Guy Harrison wrote:

>Good way to get on the wrong side of a lecturer ...

Another way would be to write code the way you like it, not to his specs.

>Student:
>Yeah. You're right, I keep getting interrupted.

I once did an assembler program all in my head, then transferred it to
paper. You should have seen my roommate at the time when he was trying to
get my attention and I was waving him off. Bugs? Just a couple minor ones.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From -7807545103432708856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Pure C
Date: 1998/01/25
Message-ID: <EnBMJ8.AuJ@iglou.com>#1/1
X-Deja-AN: 318989713
Sender: news@iglou.com (News)
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-
hannover.de> <34c70e4f.49592570@news.demon.co.uk>
<En4Mrt.Mo4@suse.modem.stud.uni-hannover.de> <En9Ar6.KqG@iglou.com>
<EnBB4u.oI2@suse.modem.stud.uni-hannover.de>
X-Nntp-Posting-User: rsg0910
Reply-To: rsg0910@iglou.com
X-Nntp-Posting-Host: iglou2

Organization: IgLou
Newsgroups: comp.sys.atari.programmer

In article <EnBB4u.oI2@suse.modem.stud.uni-hannover.de>, Peter Rottengatter wrote:

>Hmmm, I've used Netscape on both Unix and Windows, and never found it causing
>excessive disk access. Are you sure the disk access wasn't possibly caused by
>something else, maybe related to the AOL account ?

Might have been. Some combinations seem to cause me to go into that sort of thing. Remember I'm still using Win3.1. There is also this program I used that eliminates the boxes that come up, regarding 45 minutes, when you're not exactly active, and those fuggin' porno invites. Hell, I even found a way to get back at em. Just invite 'em to the room I'm in, though I can't IM them.

Heck, I really need to get back to programming on my ST... Guy and I had long emails full of examples, questions, and that kind of thing when I was doing this one program, using Mark Williams C. I bought Lattice C, 5.52 I believe, and gotta get to know it. I may try also playing around with Sozobon and a couple others in the various archives out there.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From -1127407815224544299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Pure C
Date: 1998/01/25
Message-ID: <EnBMtC.BA6@iglou.com>#1/1
X-Deja-AN: 318989714
Sender: news@iglou.com (News)
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk> <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de> <34cf1c00.5019507@news.demon.co.uk>
X-Nntp-Posting-User: rsg0910
Reply-To: rsg0910@iglou.com
X-Nntp-Posting-Host: iglou2
Organization: IgLou
Newsgroups: comp.sys.atari.programmer

In article <34cf1c00.5019507@news.demon.co.uk>, Guy Harrison wrote:

>>There are about 50 or 60 alternative web browsers available, all of them more
>>secure than this one, and apparently easier to configure too.
>
>Wow - that many?

Yep. I've been to http://www.browsers.com. There's 16 and 32 big versions,
freeware and shareware. One is a browser from Russia.

Jee-hoo... Aren't we gonna get back to our Pure C and related topics?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From -733586589416885175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Basic programming
Date: 1998/01/25
Message-ID: <34cac713.8876694@news.demon.co.uk>#1/1
X-Deja-AN: 319091271
Content-Transfer-Encoding: 7bit
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Sun, 25 Jan 1998 03:38:17 GMT, rsg0910@iglou.com (Robert Goodwin)
wrote:

>In article <34d42e5d.9720988@news.demon.co.uk>, Guy Harrison wrote:
>
>>Good way to get on the wrong side of a lecturer ...
>
>Another way would be to write code the way you like it, not to his specs.

Indeed. This was the time Jackson Structure Diagrams were all the
rage. I absolutely detested them and made it known. This was fine at
college but not at university.

>>Student:
>>Yeah. You're right, I keep getting interrupted.
>
>I once did an assembler program all in my head, then transferred it to
>paper. You should have seen my roommate at the time when he was trying to
>get my attention and I was waving him off. Bugs? Just a couple minor ones.

Hey - wierd co-incidence of opposites. I wrote a disassembler on paper
and ended up with a major "bug". I spent ages and ages checking it all
by hand until I was happy. It was only when I typed it in that the
"bug" became apparent - the 6502 source code was heavily reliant on a
non existent zero page addressing mode!!! (oops)

With not enough time left to make the necessary changes I added some
code to emulate it and buried it in the middle of the program. I guess
the examiner missed it 'cos I got into university. ;-)

Since then I have usually approached programming on a "2 shot" basis.
Code gets typed straight in off the top of my head. By the time it all
starts grinding to a halt in a horrible mess I know where the problems
areas are. Then I think about it and do it properly.

Works for me. <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3851148210255183558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1710c46febe4c2a0,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Getting started with Lattice C
Date: 1998/01/25
Message-ID: <34d40809.25506967@news.demon.co.uk>#1/1
X-Deja-AN: 319091272
Content-Transfer-Encoding: 7bit
References: <165_DCroker@fortress.org.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog

Newsgroups: comp.sys.atari.programmer

On Fri, 16 Jan 98 04:00:16, DCroker@fortress.org.uk (Derryck Croker)
wrote:

>Nostrodamus phrophesised this from chrisc@zetnet.co.uk to All...
>
>Hi Chris!
>
> c> Organization: Abingdon Synthesis Projects
> c>
> c> Hi Folks,
> c> Well at the ripe old age of 31 I've decided to try my hand at
> c> programming. I've
> c> got a copy of Lattice C v5, what I need is a beginners guide to how to
> c> program
>
>You, me and about a thousand others! :-))
>
>Some while ago such a series started in this newsgroup but it seemed to peter
>out a year ago unfortunately.
>
>I strongly urge anyone who's got the time and inclination to write a
>programming series in C or M/L to get in touch with the editor of Atari
>Computing jconnor@cix.co.uk (Joe Connor) as I think that you may be welcomed
>with open arms.

I've sometimes thought about it but there's a couple of problems:

1)
My C compiler is K&R. I have no problem with ansi but unless I can run
it through an ansi compiler then there's bound to be typos. Combine
this with the fact the code will need to compile both on Lattice and
PureC "as-is" then it will need one or two other folks. Compiler
specific questions would require this also. Hmm, a trio sounds good.
Not too many that nothing gets done but just enough so that if one has
to drop out the other two can rely on each other until a new
contributer is found.

2)
What do people want to learn? I guess the basic question is this: what
area(s) is/are stopping people from teaching themselves?

Perhaps I could dream up some problems which might help find out?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -10138885871745041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Basic programming
Date: 1998/01/25
Message-ID: <34cb31e3.922717@news.zetnet.co.uk>#1/1
X-Deja-AN: 319105048
Content-Transfer-Encoding: 7bit
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <34d22d52.9453243@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sun, 25 Jan
1998 03:07:51 GMT that you wrote:

>>>break the code into seperate procedures. I,e startup routine, main
>>>rountine, wait for acommands, decide commands, screen updates, e.t.c.
>>
>> Whats up ?... no one like Speghetti ? :)))
>
>Not with tomato sauce.

 I am starting to wonder if ANYONE actualy understood the pun ?:))

.

.
.-- Cheers !ynoT ----- Tony Greenwood (BASIC Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------- ATARI dead my Arse! ----------

From -1285292824991291269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1710c46febe4c2a0
X-Google-Attributes: gid1115ce,public
From: paxton@zetnet.co.uk (Tony Greenwood)
Subject: Re: Getting started with Lattice C
Date: 1998/01/25
Message-ID: <34cc3243.1018705@news.zetnet.co.uk>#1/1
X-Deja-AN: 319105049

Content-Transfer-Encoding: 7bit
References: <165_DCroker@fortress.org.uk> <34d40809.25506967@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Mime-Version: 1.0
Reply-To: paxton@zetnet.co.uk
Newsgroups: comp.sys.atari.programmer

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sun, 25 Jan
1998 09:42:07 GMT that you wrote:

>> c> got a copy of Lattice C v5, what I need is a beginners guide to how to
>> c> program

>>Some while ago such a series started in this newsgroup but it seemed to peter
>>out a year ago unfortunately.

Unfortunatly the helpfull and I might say brave person who started
that tutorial, who obviously only had the best of intentions, got so
many mails moaning at him about..no do it like this, or someone else
cotradicting that one or whatever, so many people have so many
different ways to do the SAME thing, all work but all think theres is
the best way.... no wonder he packed it in :(

Anyone who remembers will know this is true..

.
.-- Cheers !ynoT ----- Tony Greenwood (BASIC Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------- ATARI dead my Arse! ----------

From 6215294194523743982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Long Filename support
Date: 1998/01/25
Message-ID: <e7b_9801252049@conchbbs.com>#1/1
X-Deja-AN: 319256327
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

> Nor do I regard memory redirection

g > Uh?

MiNT uses the PMMU so that each process sees an entirely different memory space, and cannot access RAM outside its binary image. This way when a program has a memory overflow, it only crashes itself and not the whole system. (Memory overflows definitely qualify as a bad programming practice.)

g > More importantly, how the heck do you co-operatively multitask
g > a non Gem program?

Don't write non-GEM programs. Even computationally intense programs should show progress on a slide bar and provide an abort option.

OTOH, if your goal is to port UNIX programs with a minimum of re-writing, then MiNT is exactly what you want.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 5601010314934371526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Pure C
Date: 1998/01/25
Message-ID: <EnC78E.n7w@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 319259510
Sender: news@suse.modem.stud.uni-hannover.de
References: <34C0AC8B.323CD143@IAEhv.nl> <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de> <6adavc$4hp$7@newsbell.bellglobal.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <6adavc$4hp$7@newsbell.bellglobal.com>,
    madmax@bfree.on.ca (Brian Van Tilborg) writes:
> On 21 Jan 1998 09:09:29, Peter Rottengatter wrote:
>>

>>>>Can't you configure your Netscape properly so that it only posts true ASCII
>>>>versions of your messages. Getting each message twice (in HTML) is stupid and
>>>>annoying.
>
> Yes it is very annoying. However Annoying aside, did he ever get an answer to
> his question?

The answer probably is that it is difficult to get hold of Pure C nowadays.
There is only the option of checking second hand offers.

> Netscape. If you are going to talkabout Netscape, how about you guys tackling
> converting the source to the Atari:-). Uwe says it can't be done.

That is nonsense. Of course it CAN be done, but it'll be a hell of work, so I
doubt that it ever WILL be done.

But then, writing a HTML browser from scratch is a hell of work too, and it has
been done three times meanwhile (CAB, Wensuite, Adamas). So maybe I'm wrong and
the beast will be available after some time. But certainly it will require a
Falcon or TT at least with lots of RAM.

What I have little doubt however is that it will be available for Linux-68k on
Falcons and TTs.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -1985039115580231826
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Basic programming
Date: 1998/01/25
Message-ID: <EnC7yn.nDu@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 319259511
Sender: news@suse.modem.stud.uni-hannover.de
References: <6a6fi3$mn9$1@globe.lynx.bc.ca>
<#WhPEL#J9GA.277@ntdwwaaw.compuserve.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <#WhPEL#J9GA.277@ntdwwaaw.compuserve.com>,
     Will Dwinnell <76743.1740@CompuServe.COM> writes:

> A joke which plays on the use of "pointers", which used to mean
> "helpful tips", not "guidance in obtaining further information",
> and which is used in programming with a specific technical
> meaning- computer pointers are addresses of things in memory.
>
> --
> Will Dwinnell
> Commercial Intelligence

Oh, good, a clever intellect is helpful when programming. I didn't know
that it can be upgraded, but apparently this guys sells some. He indeed
must be very intelligent if he is able to sell some spare intelligence.

:-))

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -4153516979274680615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77c8748c9407d1a4,start
X-Google-Attributes: gid1115ce,public
From: Lars.Froehlich@t-online.de (Lars Froehlich)
Subject: Re: !! HELP URGENTLY NEEDED TO SET UP ATARI
Date: 1998/01/25
Message-ID: <6ag5lq$41$1@news00.btx.dtag.de>#1/1
X-Deja-AN: 319283833
Content-Transfer-Encoding: 8bit
References: <Pine.GSO.3.95q.980119180712.21619A-100000@swindo
Mime-Version: 1.0
X-Sender: 0415199005-0001@t-online.de
Content-Type: text/plain; charset=iso-8859-1
Organization: T-offline
Newsgroups: comp.sys.atari.programmer

On 19 Jan 1998 18:09:27, Ross Purves wrote:
>I have successfully setup the 2.1 distribution of gcc that I obtained
>from the FaST Club (UK) and subsequently updated the executables with
>those from the 2.3 and 2.5.8 releases.
There is a 2.7.2 release of GNU C for TOS-machines, I got it from some

freeware CD. I guess it can be found on some ftp servers, though.

>Using this setup I have compiled some fairly simple c++ code but on
>trying more substantial source I have been confronted with loads of
>warnings and errors which have looked like they originate from the
>include files and libraries.
I use GCC to compile plain C, but I also cannot compile C++ because I
haven't got the C++ includes and libs...

>I have obtained more recent libraries and includes from the Atari Gnu
>directory at FTP UMICH..... These comprise of the following files:
>
> GPINC20.ZOO
> GPLIBO20.ZOO
> GPLIBS20.ZOO
Aaah, I'll try these next time :-)

>1. Has anyone ever managed to set up a complete Atari GNU GCC C++
>system using all the most updated components. Subsequently, have they
>been able to compile any really substantial code using it.
As I said before, it works fine with plain more-or-less-ansi C code. I'll
have a look at C++ with the libs+incs...

>2. After trawling through old newsgroup stuff I have found mention of
>newer versions of the compiler than 2.5.8. Do these exist and if so
>what do they need to run? (ie Mint or Falcon/TT). Are they more
>stable/better versions?
2.7.2 is really stable. I guess MiNT is not really required, but it is
advisable to use a partition with long filenames.

>4. Again looking at newsgroup articles, it appears Atari gcc g++ has
>been steadily disappearing from subject lines. Is anyone still using
>this software?
Yupp, cause I never wanted to pay money for any other compiler...

>Is there anyone who has battled with the infuriating TEX docs
I put them together into a very dirty hack which contains only what seemed
interesting to me. But it's still really /infuriating/.

>Is it all worth it or should I jump ship to Borland C++ or the Unix GCC
>now whilst there's still time before my college project deadline?
Depends on your machine. On my F030, GCC is more than slow. But if you got a
TT or better or have to use unix sources, GCC is the best you can get. Not
to forget it is the best-optimizing C compiler available for TOS.

>I have got SO FRUSTRATED trying to set this monster up
So have I, but it is really an experience to have it compile a "hello world"
after some nights of setting it up :-)

Hope that helps,
     Lars

From 4443411914387629637
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: Mark Ormerod <Paedur@valeofdreams.demon.co.uk>
Subject: Re: Pure C
Date: 1998/01/25
Message-ID: <3jDT3HARyzy0EwM1@valeofdreams.demon.co.uk>#1/1
X-Deja-AN: 319389289
Distribution: world
X-NNTP-Posting-Host: valeofdreams.demon.co.uk [193.237.78.114]
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk> <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de> <En9Ar6.KqG@iglou.com> <EnBB4u.oI2@suse.modem.stud.uni-hannover.de> <EnBMJ8.AuJ@iglou.com>
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

<snip>
>>Hmmm, I've used Netscape on both Unix and Windows, and never found it causing
>>excessive disk access. Are you sure the disk access wasn't possibly caused by
>>something else, maybe related to the AOL account ?
<snippity snip>

AOL has (or had) a nasty of habit of downloading updates for its software to your HD, especially with regard to its version of IE...

When I was with AOL (no flames please! It was a free account!) I had a similar problem with a chugging hard drive. It seems that as I had religiously deleted all reference/remains of IE that everytime AOL sent an update, it chugged through all my directories looking for IE to update it (which took some time) before shrugging and giving up.

AOL's attitude is (was) that their customers use IE as part of the inetegrated software, so had no plans to change this annoying update method :(

Hope that helps! (sorry for going -very- off the subject)
--
Mark Ormerod

From 340002048532552921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: wongck@letterbox.com (William Wong)
Subject: Re: Pure C
Date: 1998/01/26

Message-ID: <6agp73$mhb@usenet.pa.dec.com>#1/1
X-Deja-AN: 319243726
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk> <a$0$1MAjfdx0EwRG@demon.net> <6a4qf1$je6$1@infomania.emw.ericsson.se> <oxbTGnAcnjx0Ew2+@demon.net> <34ca7940.12810921@news.demon.co.uk>
Organization: DEC
Newsgroups: comp.sys.atari.programmer

In article <34ca7940.12810921@news.demon.co.uk>, guy@swampdog.demon.co.uk (Guy Harrison) wrote:

>>Hmm. I've mever had a problem with version 4.04 of n/scape.
>Ditto. Whatever version it was I had before 4.04 crashed constantly.
>

I use NC 4.04 daily on my NT4 (sp3) and don't experience any crashing. One point to note in the release notes is that NC java engine does not like hi-colour (it hangs) and so I use 64K colours only.

>>IE4 may indeed be better, if you've got a heap of memory (at least 32)
>>and a running a processor clocking at greater then 200... It is
>>one of the most resource hungry applications I've seen in a -long-
>>time IMHO...

I testing IE4, I ran out of memory (that's a NT4 with 40MB ram & 72MB swap). It just can't work well with Office 97 components running (Word + Powerpoint). It does not really crash but hotswap and crawls. Had to kill it to recover the system.

Rgds
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

From 6710980874812511434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Basic programming

Date: 1998/01/26
Message-ID: <EnDFDA.Jzo@iglou.com>#1/1
X-Deja-AN: 319263105
Sender: news@iglou.com (News)
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<34c81325.50830780@news.demon.co.uk>
<Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
<34cac20a.469862@news.zetnet.co.uk> <6aat4a$874@balaena.bio.vu.nl>
<34d42e5d.9720988@news.demon.co.uk> <EnBM3t.A3I@iglou.com>
<34cac713.8876694@news.demon.co.uk>
X-Nntp-Posting-User: rsg0910
Reply-To: rsg0910@iglou.com
X-Nntp-Posting-Host: iglou1
Organization: IgLou
Newsgroups: comp.sys.atari.programmer

In article <34cac713.8876694@news.demon.co.uk>, Guy Harrison wrote:

>Indeed. This was the time Jackson Structure Diagrams were all the
>rage. I absolutely detested them and made it known. This was fine at
>college but not at university.

The Jackson Structure Diagrams? How is this different from the normal
diagramming that is taught by programming classes in the States, and
possibly other places?

>Hey - wierd co-incidence of opposites. I wrote a disassembler on paper
>and ended up with a major "bug". I spent ages and ages checking it all
>by hand until I was happy. It was only when I typed it in that the
>"bug" became apparent - the 6502 source code was heavily reliant on a
>non existent zero page addressing mode!!! (oops)

heh... That'll do it every time. When I was doing my top ten program, for
some strange reason, I was locking up the computer in one place, forcing
me to turn it off and reboot. It's usually the stupid mistake, that missed
period, comma, semicolon, bracket, or whatever, that will drive you
bonkers. Bitflipping was done quite a bit in my program for some strange
reason, which may have been something to do with Mark Williams C.

>Since then I have usually approached programming on a "2 shot" basis.
>Code gets typed straight in off the top of my head. By the time it all
>starts grinding to a halt in a horrible mess I know where the problems
>areas are. Then I think about it and do it properly.

The problem with doing it all at once, over doing it modularly, is that
you can introduce bugs all over the program. Do it one piece at a time...
Some will do it on a 3-shot, and others will take more than one shot. You
first got the thing in your head, write down the pseudocode, then the
code, and then go from there onto the computer.

start of program
read in data

```
sort by logons
save to disk
sort by downloads
save to disk
sort by uploads
save to disk
sort by posts
save to disk
end of program
```

This was similar to what I did. However, a BBS program would be a whole 'nother ball game. The above pseudocode program would be far longer than this. I once had a notebook full of short BASIC programs, all quickies, of casino games, demos, that kind of thing. It's been lost since.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

From 9063003867474364334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Scrollable edit-fields
Date: 1998/01/26
Message-ID: <6ahj29iej1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 319286328
Content-Transfer-Encoding: 7bit
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk> <6a4b9bdcn1@infomania.emw.ericsson.se>
<34ca11cb.2406870@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885804937 18899 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >The only program I can think of using it right now i MagXDesk.
>
> It may well support scrollable edit fields directly like it does other
> cool functions but unfortunately it isn't much use if your app is
> going to be run on non MagiC systems. It could only be of use if it

> were an addon like the "submenu" features required for the likes of
> Lattice to work, and compatible with all systems of course!

Yeah I know. I will try to come up with something my self. It can't be
that hard, can it?

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -7918001737221191114
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Pure C
Date: 1998/01/26
Message-ID: <6ahj8eiej2@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 319286329
Content-Transfer-Encoding: 7bit
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-
hannover.de> <34c70e4f.49592570@news.demon.co.uk> <a$0$1MAjfdx0EwRG@demon.net>
<6a4qf1$je6$1@infomania.emw.ericsson.se> <oxbTGnAcnjx0Ew2+@demon.net>
<34ca7940.12810921@news.demon.co.uk> <34C8C461.5427@gecm.com>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885805134 18899 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Bruno Hemeury wrote:

> > >>it works, but it also crashes without any warning and the mail window
> > >>I use right this seconde is realy crap.
>
> Netscape is very reliable on Sun Solaris, I don't know about other
> implementation,
> but I can't complain about it.

Well I use version 3.0 and it crashes from time to time. It does not
follow the copy/past conventions in Solaris either. Very annoying.

So now when Netscape are releasing the sources, who will port it? :^)

//Magnus Kollberg
--

+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

From 2193537009290841262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: David Knight <D.A.Knight@ncl.ac.uk>
Subject: Re: Scrollable edit-fields
Date: 1998/01/26
Message-ID: <D.A.Knight-2601980951370001@dinley.ncl.ac.uk>#1/1
X-Deja-AN: 319294695
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk> <6a4b9bdcn1@infomania.emw.ericsson.se>
<34ca11cb.2406870@news.demon.co.uk> <6ahj29iej1@infomania.emw.ericsson.se>
Organization: University of Newcastle upon Tyne
Newsgroups: comp.sys.atari.programmer

In article <6ahj29iej1@infomania.emw.ericsson.se>, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

> Guy Harrison wrote:
>
> > >The only program I can think of using it right now i MagXDesk.
> >
> > It may well support scrollable edit fields directly like it does other
> > cool functions but unfortunately it isn't much use if your app is
> > going to be run on non MagiC systems. It could only be of use if it
> > were an addon like the "submenu" features required for the likes of
> > Lattice to work, and compatible with all systems of course!
>
> Yeah I know. I will try to come up with something my self. It can't be
> that hard, can it?

Does wdialog not support scrolling edit fields? I was under the
impression that it supplied many of Magics aes features.

David

From 5065302044839296531
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c

X-Google-Attributes: gid1046d6,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
From: "Graham" <gpc@impro.demon.co.uk>
Subject: Re: Basic programming
Date: 1998/01/26
Message-ID: <B0F219CB-3AC47@192.168.1.30>#1/1
X-Deja-AN: 319299701
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: impro.demon.co.uk [158.152.61.25]
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
Content-Type: text/plain; charset=US-ASCII
X-Newsgroups-TO: nntp://news.demon.co.uk/comp.sys.acorn.programmer, nntp://news.demon.co.uk/comp.sys.amiga.programmer, nntp://news.demon.co.uk/comp.sys.apple2.programmer, nntp://news.demon.co.uk/comp.sys.atari.programmer, nntp://news.demon.co.uk/comp.sys.be.programmer, nntp://news.demon.co.uk/comp.sys.mac.programmer.codewarrior, nntp://news.demon.co.uk/comp.sys.mac.programmer.games, nntp://news.demon.co.uk/comp.sys.mac.programmer.help, nntp://news.demon.co.uk/comp.sys.mac.programmer.
X-News-Servers: news.demon.co.uk
MIME-Version: 1.0
Newsgroups: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

>
>
> I am just staring out in programming and would appreciate some
> pointers
>

I'll resist the obvious joke (especially since some others couldn't!) and suggest you look at my MacZoop framework- it's aimed at beginners and small projects and (hopefully) teaches you the right way to do things from the start. There's now even a manual so there's no excuse!

http://www.warwick.ac.uk/~corbe/MacZoop/MacZoop.html

By the way it's totally free with no restrictions on its use provided the usual copyrights, etc are honoured.

Graham (MacZoop author)

This message was created and sent using the Cyberdog Mail System
---

From -7087272301624742962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cf59cb46e84f07d,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Component Manager
Date: 1998/01/26
Message-ID: <6ahsad$j9j@balaena.bio.vu.nl>#1/1
X-Deja-AN: 319311400
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

For anyone interested:

I have written a replacement component loader for James Cox' MiNT
Component Manager. (I couldn't figure out how to use the one
supplied in the original package). You can get it at my site:

http://huizen.dds.nl/~levjenno/atari/ (Select TmutZ)
or
http://www.cs.vu.nl/~lvzon/tmutz/

For anyone that doesn't know about the Component Manager:
It's a very small MiNT program that handles dynamically loadable
"system components", which are a bit like DLL's.
I'm working on some components for an art package, which is
why I needed a loader in the first place...

-=El Vjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

I've found my niche. If you're wondering why I'm not there, there was
this little hole in the bottom ...

-- John Croll

From -7360363701913393848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Scrollable edit-fields
Date: 1998/01/26
Message-ID: <6ai8cporl3@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 319348916
Content-Transfer-Encoding: 7bit
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk> <6a4b9bdcn1@infomania.emw.ericsson.se>
<34ca11cb.2406870@news.demon.co.uk> <6ahj29iej1@infomania.emw.ericsson.se>
<D.A.Knight-2601980951370001@dinley.ncl.ac.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885826777 25461 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

David Knight wrote:
>
>
> > > It may well support scrollable edit fields directly like it does other
> > > cool functions but unfortunately it isn't much use if your app is
> > > going to be run on non MagiC systems. It could only be of use if it
> > > were an addon like the "submenu" features required for the likes of
> > > Lattice to work, and compatible with all systems of course!
> >
> > Yeah I know. I will try to come up with something my self. It can't be
> > that hard, can it?
>
> Does wdialog not support scrolling edit fields? I was under the
> impression that it supplied many of Magics aes features.

Well the thing is that we doesn't even know if MagiC does support them
or now. Maybe it does, but who knows? Andreas should know.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -6920914633788535040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: "David Knight" <David@ritter.demon.co.uk>
Subject: Re: Scrollable edit-field
Date: 1998/01/26
Message-ID: <885847640.16303.0.nnrp-03.9e9805e3@news.demon.co.uk>#1/1
X-Deja-AN: 319450436
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk> <6a4b9bdcn1@infomania.emw.ericsson.se>
<34ca11cb.2406870@news.demon.co.uk> <6ahj29iej1@infomania.emw.ericsson.se>
<D.A.Knight-2601980951370001@dinley.ncl.ac.uk>
<6ai8cporl3@infomania.emw.ericsson.se>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg wrote in message <6ai8cporl3@infomania.emw.ericsson.se>...
>David Knight wrote:
>>

>> Does wdialog not support scrolling edit fields? I was under the
>> impression that it supplied many of Magics aes features.
>
>Well the thing is that we doesn't even know if MagiC does support them
>or now. Maybe it does, but who knows? Andreas should know.

Its mentioned in the Magic programming docs if you dig around a little,
there is also some example code IIRC.

David

From -1199890531543349307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df335235a6223a8f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: xFSL or UFSL interface
Date: 1998/01/20
Message-ID: <34c9b57e.6994117@news.demon.co.uk>
X-Deja-AN: 317570533
Content-Transfer-Encoding: 7bit
References: <69sv2n$7ln$1@o.online.no>
MIME-Version: 1.0

X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 18 Jan 1998 13:11:51 GMT, oskancke@online.no (Odd Skancke) wrote:

>
> Hi, all. Thanks for all the replies on my question about inverted text
>output with VDI :) I ended up with maintaining two handles, one for normal
>display and one for inverted display. I figured this was the most flexible
>way of doing it. Ok, now I have a new problem, caused by my lack of German
>knowlegde. How to pass paramteres to the xFSL or UFSL interface!!

Dunno but if you get stuck then post an extract from the header files
and we'll be able to tell you. The important bits are the function
declarations.

>I use
>ASM for my developments, read C sources very badly and so didn't
>understand anything from the German docs about the interface. That is, I
>understand how the structures passed look, but how exactly are they
>passed? Do you pass the pointer to the structures on the stack? Do you
>stuff the structure itself on the stack?

You can do it either way but by far the most common way is to pass a
pointer to the structure, not the structure itself. This is faster and
has less overhead on the program's runtime stack.

>HOW?? Please don't tell me "Use
>C" cause I've heard that so many times and it get's tiresome :))
>
> So, what I need to know is how to pass the structures via those
>interfaces, not how the structures look, as this is pretty clear.

The secret is to locate the function definitions. If there's a
function "fred" which has a definition like this ...

```
WORD fred(JIM *j, WORD a, LONG b, char *p)
```

... then you have enough information to call the function. You know
that 'j' is a pointer to something known as JIM (the mere existence of
the "*" tells you this), that 'p' is a pointer to an array of
characters (and this is virtually certain to be a nul terminated
string). Also, you can hazard a good guess that 'a' is a 16 bit
integer and that 'b' is a 32 bit integer. Having got this far you can
also state that the function returns a 16 bit value.

It is entirely possible you will see this ...

```
WORD fred(JIM*,WORD,LONG,char*)
```

... instead of the above. As the code for the function has already been compiled, any argument names are redundant, and only serve to make the source code more readable to us humans. All the compiler needs to know is the argument type and positions.

It is also likely you will find one of two extra words - either "cdecl" or "stdargs" (with leading or trailing underscores) before the function name. This forces either the PureC or Lattice compilers to abandon optimisation and make a 'standard' C function call. Standard function calls require the caller to push arguments from right to left and to clean up the stack afterward.

Therefore you can write the following code already ...

```
 // push right to left ...
 move.l p,-(a7)
 move.l b,-(a7)
 move.w a,-(a7)
 move.l j,-(a7)    // pointing nowhere atm!
 jsr    fred
 adda    14,a7
```

... and know that the result will be in d0.w when fred returns. You should assume d0-d2 and a0-a2 inclusive are destroyed by the function unless told otherwise (ie same as gemdos calls).

You then have to hunt round the header files to find out what JIM is. Probably a structure, and fix up 'j' so that it points to a suitably filled in block of memory. Double check that WORD and LONG are what they suggest. There will probably be one of the following ...

```
#define  WORD short
#define  WORD unsigned
#define  WORD unsigned short

typedef short      WORD;
typedef unsigned   WORD
typedef unsigned short  WORD;
```

... which for your purposes all mean the same thing. ie WORD is 16 bits. If you happen to come across this sort of definition ...

```
#define  WORD int
```

... then curse because you will have to find out which compiler was used because on some 'int' is 16 bits, on others 32 bit. LONG won't suffer from this problem. Fortunately, you can often work it out using common sense much of the time. In this case, you say the docs are german thus it is almost certain PureC is used thus int = 16 bits.

> Thanks in advance, take care..

Incidentally, coming back to your original structure question, if the

above example had been written as:

```
WORD fred(JIM j, WORD a, LONG b, char *p)
```

... that is "JIM j" instead of "JIM *j" then fred() would expect the whole structure on the stack. Assuming you found the definition for JIM to be this:

```
typedef struct     {
LONG x;
WORD y;
LONG z;
}    JIM;
```

... then your code would need to change from just passing the pointer to copying the structure contents onto the stack ...

```
 move.l p,-(a7)
 move.l b,-(a7)
 move.w a,-(a7)

 // a 10 byte copy would do. this just shows
 // the required ordering that should occur
 // as a result of the copy.
 move.l j+6,-(a7)  // z
 move.w j+4,-(a7)  // y
 move.l j,-(a7)        // x

 jsr    fred
 adda    20,a7
```

... my assembler is probably no better than your 'C' btw! ;-)

One last thing. Many of these libraries declare structures which contain pointers to functions. they look something like this ...

```
typedef struct     {
WORD (*funcname)(JIM *, LONG);
/* more of them */
}
```

... they can be tricky to decipher. The above means "a pointer to a function which returns a WORD. This function takes a pointer to JIM as its first argument, and a LONG as its second argument". Post these if you get stuck - it'll be easier than trying to explain generally!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2406462584705770054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7667e389454a63a7,start
X-Google-Attributes: gid1115ce,public
From: Arve Larsen <alarse@online.no>
Subject: Atari SON files to PC MID file format????
Date: 1998/01/20
Message-ID: <34C44D4E.1897@online.no>#1/1
X-Deja-AN: 317605141
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Telenor Online Public Access
Newsgroups: comp.sys.atari.programmer

Is there anyone out there that can help me to convert 9 music files in
Atari SON file format to MID file format for PC?
The SON files are recorded in notator!!

Arve Larsen

From -2939304701213071153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78ba90fd8ade83b4
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: keyboard interrupt vector
Date: 1998/01/20
Message-ID: <6a1nl3$a2f$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 317620662
Content-Transfer-Encoding: 7bit
References: <34C41A50.66F9@student.canterbury.ac.nz>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885285347 10319 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Karl Ashton wrote:

> > > I don't know any assembler, so I'm hoping this can be achieved using
> > > a C compiler (Lattice C, in my case).
> >
> > Well if you could do it you would also be able to make a nicer task
> > manager as the current one isn't to cool. If you do come up with a way
> > of doing it I might be interrested.

> The big *IF*
> Well, if I do have any success, I'll let you know.

Okey, but if you manage to do it, maybe a new task managed could be the next
GEM project so that I don't need to do it.

:-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -4917801639660104262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public

From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/20

Message-ID: <6a21c6$ha6@balaena.bio.vu.nl>#1/1
X-Deja-AN: 317647130
References: <7f7_9801152008@conchbbs.com> <69nidu$dng@balaena.bio.vu.nl>
<34c0c646.22711217@news.demon.co.uk>

Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Ah. Now I understand!

Hmm, not entirely it seems...
Perhaps I've still been a bit vague.

: You do indeed need to hook into gemdos and have your own Fopen etc but

I need to _use_ Fopen, not replace it...

: use Rwabs to read the disk. Your custom Fread will have the job of

It's just the other way around. I want Rwabs to read from a _file_
instead of a disk. So the problem lies in calling GEMDOS functions
(to read from the file)
from inside a BIOS function (or hdv_* function, which is in turn called
by BIOS). And as BIOS functions are called by GEMDOS functions, re-entrancy
is the biggest problem here...

: converting the current part of the "image" so that the result of Fread
: is the same as normal.

: >Correct, but this would only work on a FAT filesystem. (see earlier
: >postings)

: Rwabs should work on any filesystem. If your scheme means it won't
: then you need to intercept the hdv vectors to provide the code to make
: it work.

Yes, but file to sector mapping is different for each filesystem.
But you were right the first time, the goal is to get the sector data
from a file, either by using GEMDOS to read from it or by mapping
the requested sectors to the file's sectors. The latter method has the
great disadvantage that it is different for each filesystem type.

: <Interesting example>

: Like I said. As I see it, you have two distinct problems. There's the
: physical side which gets dealt with by hooking into the hdv vectors,

That's no problem.

: or not if the media is readable by the installed filesystem. Above
: that, you have the logical side.

That _is_ the problem, which could be avoided if GEMDOS were re-entrant.

: LONG   Rwabs(mode,buf,count,recno,dev,lrecno)

Ah, thanks...

For anyone wondering for what evil plot I need to mount disk images
as disks:

I recently bought a 1 Gb harddisk for my Falcon, and with enough diskspace
to spare I wanted to store my old ST games collection on it, as the
original disks are at home with my brother's ST and my Falcon is here
in Amsterdam. The only problem is that most games will not actually run
from harddisk. This can be taken care of by letting the games run from
a disk-image on my harddisk, which has the added advantage of being a lot
faster than those crummy DD disks. And I want it to be
filesystem-independant, so that when I buy a CD-ROM drive, I can
copy the files to CD-R and run them from there, coz' even big
harddisks tend to fill up rather quickly...
Those of you using ST Emulators will know where I got the idea from. :)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Think of your family tonight. Try to crawl home after the computer crashes.

From -5088778739214078920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: GEMDOS from TRAP
Date: 1998/01/20
Message-ID: <6a2331$e8e$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 317650070
Content-Transfer-Encoding: 7bit
References: <7f7_9801152008@conchbbs.com> <69nidu$dng@balaena.bio.vu.nl>
<34c0c646.22711217@news.demon.co.uk> <6a21c6$ha6@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885297057 14606 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Levien van Zon wrote:

> I recently bought a 1 Gb harddisk for my Falcon, and with enough diskspace
> to spare I wanted to store my old ST games collection on it, as the
> original disks are at home with my brother's ST and my Falcon is here
> in Amsterdam. The only problem is that most games will not actually run
> from harddisk. This can be taken care of by letting the games run from
> a disk-image on my harddisk, which has the added advantage of being a lot
> faster than those crummy DD disks. And I want it to be
> filesystem-independant, so that when I buy a CD-ROM drive, I can
> copy the files to CD-R and run them from there, coz' even big
> harddisks tend to fill up rather quickly...
> Those of you using ST Emulators will know where I got the idea from. :)

Hey this is cool! I realy hope you get it to work. This is something
I have wanted for a long time. Great. Good luck with it.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -712196512109164023
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31a077c6bb430930
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: redirection of stderr
Date: 1998/01/20
Message-ID: <6a21tc$ha6@balaena.bio.vu.nl>#1/1
X-Deja-AN: 317653037
References: <34bdfafa3f11a0@xs4all.nl> <34bfc43c303c450@xs4all.nl>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Jos den Bekker (josdb@xs4all.nl) wrote:

: I don't understand what you mean. Whatever I do, it doesn't work. (That
: is, it doesn't work under normal TOS, but it does under MiNT.) File

That's the problem. Plain TOS hasn't got a real stderr.
It is apparently emulated in C using stdaux.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Think of your family tonight. Try to crawl home after the computer
crashes.

From 3679242228214322744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e54b2ad0c24711f2,start
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: Pure-C ??
Date: 1998/01/20
Message-ID: <34C4C2F6.607FE5ED@france2.fr>#1/1
X-Deja-AN: 317696634
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: France 2
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

does Pure-C is always supported ??? because it isn't available in France
at all...

From -3045163938795012608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e54b2ad0c24711f2
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Pure-C ??
Date: 1998/01/20
Message-ID: <6a2gn9$ja3$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 317701849
Content-Transfer-Encoding: 7bit
References: <34C4C2F6.607FE5ED@france2.fr>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885311017 19779 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Laurent FAVARD wrote:
>
> does Pure-C is always supported ??? because it isn't available in France
> at all...

Pure C is not supported anymore and it's not available in any language.
I think you can still buy Lattice C though. BTW. To sad that there
wont be any more updates of Lattice as HiSoft C for the Amiga now
supports
C++ and 060 CPUs.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -3147811366673240570
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: GEMDOS from TRAP
Date: 1998/01/20
Message-ID: <34C4CCD3.BB9@mst.tn.utwente.nl>#1/1
X-Deja-AN: 317707232
Content-Transfer-Encoding: 7bit

References: <7f7_9801152008@conchbbs.com> <69nidu$dng@balaena.bio.vu.nl>
<34c0c646.22711217@news.demon.co.uk> <6a21c6$ha6@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Levien van Zon wrote:
> For anyone wondering for what evil plot I need to mount disk images
> as disks:
>
> I recently bought a 1 Gb harddisk for my Falcon, and with enough diskspace
> to spare I wanted to store my old ST games collection on it, as the
> original disks are at home with my brother's ST and my Falcon is here
> in Amsterdam. The only problem is that most games will not actually run
> from harddisk. This can be taken care of by letting the games run from
> a disk-image on my harddisk, which has the added advantage of being a lot
> faster than those crummy DD disks. And I want it to be
> filesystem-independant, so that when I buy a CD-ROM drive, I can
> copy the files to CD-R and run them from there, coz' even big
> harddisks tend to fill up rather quickly...
> Those of you using ST Emulators will know where I got the idea from. :)

This won't work when the games are using DMA to get to their data, and
there
are a lot of games programming the floppy controller directly to get to
the
data on the disk.

Anyway, it is an interesting concept.

Bye, Hans

From 7175035662115922836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86263c07933e870a,start
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD <l.favard@france2.fr>
Subject: Pure-C is now "freeware"
Date: 1998/01/20
Message-ID: <34C4D658.467961A@france2.fr>#1/1
X-Deja-AN: 317716709
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: France 2
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

in this case, does Pure-c is came a kind of freeware ??? what's happen
to software which not be supported anymore ??? (does pure society is
always in live ???)

From -3562980048330332169
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,31a077c6bb430930
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: redirection of stderr
Date: 1998/01/20
Message-ID: <34c4e0bc3e9f21@xs4all.nl>#1/1
X-Deja-AN: 317732034
Content-Transfer-Encoding: 8bit
References: <34bdfafa3f11a0@xs4all.nl> <69l5gd$1jt$1@sun27.hrz.tu-darmstadt.de>
<34bfc43c303c450@xs4all.nl> <69vtouggc1@sun27.hrz.tu-darmstadt.de>
X-XS4ALL-Date: Tue, 20 Jan 1998 18:45:25 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: Seni Translation Services, Amsterdam
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

on Mon 19-01-98 16:07 Thomas Binder wrote:

>As said before, GEMDOS knows no stderr, so the programs have to
>simulate it. This is done by "abusing" stdaux (GEMDOS standard handle 2)
>for stderr (ATARI /did/ approve that, as the serial lines should always be
>accessed via the BIOS, anyway).
>
>So, if a program is run the startup code will test whether stdaux is
>connected to a file (i.e. the simulated stderr has already been
>redirected, e.g. by a shell). If not, it has to make sure that anything
>written to GEMDOS handle 2 will appear on the console. This is done by
>Fforce(2, -1), and that's why fileno(stderr) returns -1.

This is wrong. fileno(stdstream) always returns the correct handle for
the stream, even after Fforce(). So for instance, if you force stdout
to a file by Fforce(1,fileno(fp)), then fileno(stdout) will still
yield 1.

>Fforce(-1, something) can't work, as the first handle has to be a standard
>handle, i.e. 0 <= handle < 6.

Not entirely true. See below.

>That's why you should either redirect GEMDOS
>handle 2 directly

Yes, but that's the point. It doesn't work.

But maybe I should rephrase my question and ask how I can redirect stderr in programs, compiled with PureC, which run under normal TOS. In a program compiled with PureC, fileno(stderr) yields -1. In a program compiled with gcc it yields 2, so that tallies with your story, and if I redirect stderr there, it works as expected. But I can't get it to work with PureC.

Now, the very funny thing is, if I run a program, compiled with PureC, in which I redirect stderr, it works under MiNT! So, the following code compiled with PureC does not work under normal TOS, but does work under MiNT, and it always works if it is compiled with PureC:

```
int main(int argc,char **argv)
{
  FILE *fp=fopen;
  int old;

  if (argc==2 && (fp=fopen(argv[1],"w"))!=NULL)
  {
    old=(int)Fdup(fileno(stderr));
    Fforce(fileno(stderr),fileno(fp));
    fputs("to stderr\n",stderr);
    Fforce(fileno(stderr),old);
    fclose(fp);
  }
  return 0;
}
```

>It's not a good idea anyway to mix
>library calls (i.e. fileno()) and direct GEMDOS calls it not absolutely
>necessary.

I fail to see why. Of course, you must know what you're doing, and it doesn't hurt to know what exactly the library functions do...

>That's why you shouldn't mix GEMDOS and library calls. Use dup2() instead
>and it should work.

I don't have dup2 with PureC, but if you care to look in the source code of dup2(), you'll see that it calls Fforce().

>If you take a look at unistd.h of the MiNT-lib, you'll see that
>STDERR_FILENO is 2, i.e. GEMDOS' stdaux.

PureC doesn't have unistd.h.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s

-*-

From 6829407127169540264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
From: mouse@cheesey.demon.co.uk (Rik Griffin)
Subject: Re: Basic programming
Date: 1998/01/20
Message-ID: <19980120.203006.08@cheesey.demon.co.uk>#1/1
X-Deja-AN: 317785089
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
X-Editor: Zap, using ZapEmail 0.19 pre-23
X-NNTP-Poster: NewsHound v1.30
Reply-To: mouse@cheesey.demon.co.uk
X-NNTP-Posting-Host: cheesey.demon.co.uk [158.152.37.242]
X-Posting-Agent: RISC OS Newsbase 0.59c
Organization: Squeaky Software
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games

In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>,
blago1@yahoo.com ("Blaze") wrote:

> I am just staring out in programming and would appreciate some pointers

```
char *foo;

void *bar;
```

How are those for starters?

(Helpful bit - ask in a more specific group. Which language? Which OS?
Which hardware?)

--

"I've been looking for the ultimate crime,
 Infinite victims, infinitesimal time." - Jim Steinman

From 6080697914147722101
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/20
Message-ID: <34c5fc4b.44981159@news.demon.co.uk>#1/1
X-Deja-AN: 317822824
Content-Transfer-Encoding: 7bit
References: <7f7_9801152008@conchbbs.com> <69nidu$dng@balaena.bio.vu.nl>
<34c0c646.22711217@news.demon.co.uk> <6a21c6$ha6@balaena.bio.vu.nl>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 20 Jan 1998 11:21:42 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: Ah. Now I understand!
>
>Hmm, not entirely it seems...
>Perhaps I've still been a bit vague.
>
>: You do indeed need to hook into gemdos and have your own Fopen etc but
>
>I need to _use_ Fopen, not replace it...
>
>: use Rwabs to read the disk. Your custom Fread will have the job of
>
>It's just the other way around. I want Rwabs to read from a _file_
>instead of a disk. So the problem lies in calling GEMDOS functions
>(to read from the file)
>from inside a BIOS function (or hdv_* function, which is in turn called
>by BIOS). And as BIOS functions are called by GEMDOS functions, re-entrancy
>is the biggest problem here...

A long shot - deliberate errors.

App makes gemdos call to your front end.
Your front end does nothing - just passes it to gemdos.
Gemdos calls rwabs (might be your rwabs)
Rwabs stores its arguments then fails if its yours.
Gemdos sees rwabs failure and returns to your front end.

Your front end can now get rwabs' args & call gemdos.

>: converting the current part of the "image" so that the result of Fread
>: is the same as normal.
>
>: >Correct, but this would only work on a FAT filesystem. (see earlier
>: >postings)
>
>: Rwabs should work on any filesystem. If your scheme means it won't
>: then you need to intercept the hdv vectors to provide the code to make
>: it work.
>
>Yes, but file to sector mapping is different for each filesystem.
>But you were right the first time, the goal is to get the sector data
>from a file, either by using GEMDOS to read from it or by mapping
>the requested sectors to the file's sectors. The latter method has the
>great disadvantage that it is different for each filesystem type.

Certainly does.

>: <Interesting example>

Daft example! <G>

>: Like I said. As I see it, you have two distinct problems. There's the
>: physical side which gets dealt with by hooking into the hdv vectors,
>
>That's no problem.
>
>: or not if the media is readable by the installed filesystem. Above
>: that, you have the logical side.
>
>That _is_ the problem, which could be avoided if GEMDOS were re-entrant.

>: LONG Rwabs(mode,buf,count,recno,dev,lrecno)
>
>Ah, thanks...
>
>For anyone wondering for what evil plot I need to mount disk images
>as disks:
>
>I recently bought a 1 Gb harddisk for my Falcon, and with enough diskspace
>to spare I wanted to store my old ST games collection on it, as the
>original disks are at home with my brother's ST and my Falcon is here
>in Amsterdam. The only problem is that most games will not actually run
>from harddisk.

Yeah. I had a rather good chess game like that but what spoilt it was
the immense amount of time it spent accessing the floppy looking for
opening moves. Kludging it to run off the hd turned out to be
surprisingly easy. I just shoved a bit of code into the gemdos vector
to change all file references beginning with A:\CHESS to C:\CHESS.

Then I got really annoyed. It still looked on the floppy whilst it was
loading for its copy protection. Now it wasn't the copy protection
that annoyed me - but you're ahead of me now aren't you? Yep. Why the
heck did they hard code A: in there when \CHESS would have kept
everybody happy? !!!

>This can be taken care of by letting the games run from
>a disk-image on my harddisk, which has the added advantage of being a lot
>faster than those crummy DD disks.

And saves the wear and tear on the floppies as well!

>And I want it to be
>filesystem-independant, so that when I buy a CD-ROM drive, I can
>copy the files to CD-R and run them from there, coz' even big
>harddisks tend to fill up rather quickly...
>Those of you using ST Emulators will know where I got the idea from. :)

<grin>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5984904617317008531
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Pure C
Date: 1998/01/20
Message-ID: <34c70e4f.49592570@news.demon.co.uk>#1/1
X-Deja-AN: 317822825
Content-Transfer-Encoding: 7bit
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-
hannover.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 19 Jan 1998 11:39:22 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34C0AC8B.323CD143@iaehv.nl>,
> Maarten van Lieshout <vanliesh@IAEhv.nl> writes:

```
>>
>> --------------C0FBCBEDCD1883650652B16D
>> Content-Type: text/plain; charset=us-ascii
>> Content-Transfer-Encoding: 7bit
>>
>> Hi,
>> ...
>> Maarten
>> vanliesh@IAEhv.nl
>>
>> --------------C0FBCBEDCD1883650652B16D
>> Content-Type: text/html; charset=us-ascii
>> Content-Transfer-Encoding: 7bit
>>
>> <HTML>
>> <B>Hi,</B><B></B>
>> ...
>> <P><B>Maarten</B>
>> <BR><B>vanliesh@IAEhv.nl</B>
>> <BR><B></B> 
>> <BR><B></B> </HTML>
>>
>> --------------C0FBCBEDCD1883650652B16D--
>
>Can't you configure your Netscape properly so that it only posts true ASCII
>versions of your messages. Getting each message twice (in HTML) is stupid and
>annoying.
```

Snigger! ;-)

Don't blame him. It ain't netscape, it's the new mickysoft one - 'tis
like grappling with an angry cat in a paper bag. 8-}

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk


```
From 8961803907657178962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Basic programming
Date: 1998/01/20
Message-ID: <34c81325.50830780@news.demon.co.uk>#1/1
X-Deja-AN: 317822826
Content-Transfer-Encoding: 7bit
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
```

MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 20 Jan 1998 04:27:47 GMT, "Blaze" <blago1@yahoo.com> wrote:

>
>
> I am just staring out in programming and would appreciate some pointers

Here's a good one to stare at ...

```
char *p;
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6440999663786425726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
From: "Duane Maxwell" <dmaxwell_no_spam@gryphonsw.com>
Subject: Re: Basic programming
Date: 1998/01/20
Message-ID: <B0EA781A-2B964@204.124.0.50>#1/1
X-Deja-AN: 317828744
Content-Transfer-Encoding: 7bit
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
Content-Type: text/plain; charset=US-ASCII
X-Newsgroups-TO: nntp://news.electriciti.com/comp.sys.acorn.programmer, nntp://

news.electriciti.com/comp.sys.amiga.programmer, nntp://news.electriciti.com/
comp.sys.apple2.programmer, nntp://news.electriciti.com/
comp.sys.atari.programmer, nntp://news.electriciti.com/comp.sys.be.programmer,
nntp://news.electriciti.com/comp.sys.mac.programmer.codewarrior, nntp://
news.electriciti.com/comp.sys.mac.programmer.games, nntp://news.electriciti.com/
comp.sys.mac.programmer.help, nntp://news.electriciti.com/
comp.sys.mac.programmer.
Organization: ElectriCiti, Inc.
X-News-Servers: news.electriciti.com
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

> I am just staring out in programming and would appreciate some pointers

Here's a thousand:

```
void *p[1000];
```

No charge :)

=-=-=-

X-Google-Attributes: gidf5ddf,public
From: "Earl Malmrose" <earl.malmrose@nospam.sierra.com>
Subject: Re: Basic programming
Date: 1998/01/20
Message-ID: <6a3jmn$76g@yobi.sierra.com>#1/1
X-Deja-AN: 317861377
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<19980120.203006.08@cheesey.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: Sierra On-Line, Inc.
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games

Rik Griffin wrote in message <19980120.203006.08@cheesey.demon.co.uk>...
>In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>,
>   blago1@yahoo.com ("Blaze") wrote:
>
>> I am just staring out in programming and would appreciate some pointers
>
>char *foo;
>
>void *bar;
>
>How are those for starters?

Actually, they're not that good. You have no idea where they're pointing.
You really should get them pointing to something valid soon, at least NULL.

From -5256193843153854162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e4e9ac23eb4f392,start
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: Stack size
Date: 1998/01/20
Message-ID: <NDGsTKALTSx0Ewhz@thedruid.demon.co.uk>#1/1
X-Deja-AN: 318075585
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
MIME-Version: 1.0
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Hi,

Although it is perfectly feasible to have a stack size as large as memory
permits, I think that often a stack > 4k is wasteful. If you have such large
variables/parameters etc. then really the memory should be
allocated dynmically. Once stack space is allocated there is no way to
deallocate it or use that space for any other purpose. The stack should
really only be used for passing parameters and other small variables.

This principle is even more important when programming on the Atari, the
machine with only a half-meg of ram should always be borne in mind.

Jr,

--

--
```
 +-----------------------------------------------------------------+
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
 |  I  I  +-------------------------------------------------+  | |
 |                  gatekeeper@thedruid.demon.co.uk              | |
 +-----------------------------------------------------------------+ |
   +-----------------------------------------------------------------+
```


From 9102566894016595043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Long Filename support
Date: 1998/01/20
Message-ID: <990_9801240609@conchbbs.com>#1/1
X-Deja-AN: 318837775
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: gryf@hrzpub.tu-darmstadt
Newsgroups: comp.sys.atari.programmer

g > Well, then please tell me what's worse in MiNT? Of course, the
g > IPC possibilities of plain TOS are a lot better, as well as
g > TOS' support for different file systems and its preemptive
g > multitasking ;)

Being able to read files from different file systems is always an
advantage, but long file names place a significant burden on the OS,

as well as on programs (many programs will crash if the path name is too long, others waste RAM by calling malloc() excessively).

If I were writing a file-system interface, I would copy and rename files before letting the OS at them. Of course, then you wouldn't be able to port UNIX source code (and UNIX programming practices :-).

Nor do I regard memory redirection or pre-emptive multitasking as improvements. They degrade performance and are useful only in compensating for bad programming practices in applications.

I'm not saying that TOS can't be improved. I'm just saying that improving TOS and making TOS more like UNIX are two completely different design criteria.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -7927983445101084410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Scrollable edit-fields
Date: 1998/01/21
Message-ID: <6a4b9bdcn1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 317946252
Content-Transfer-Encoding: 7bit
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885370987 13719 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

Hi,

> >Well now when we have discussed long filenames and how to get
> >hold of them, now how do I make scrollable edit-fields in my dialogs?

>
> I'm interested in this also. I did attempt it once when I was only 3/4
> familiar with Gem and gave up after getting bogged down with all sorts
> of problems (some related to this, mostly to do with something else).

Yeah. I have not looked at it at all yet but I have to sooner or later.

> >I don't want to to expand all my dialogs to handle x long filenames.
> >The dialogs would be ridiculous big! So how can I make them autoscroll?
> >Does the AES handle if for me or do I have to use prog-defs? If so,
> >has anyone done it? Thomas? :-)
>
> The aes does nothing to help. Unless someone knows better I think
> you'll be writing your own objc_edit. :-(

Probably. :-(

> >I know how to make a prog-def (I already use them for different things)
> >so that is no problem, but I'm not sure how to do my edit-fields scroll.
> >Any ideas?
>
> On the assumption you'll have your dialog in a window then perhaps use
> a standard editable text field as a "window" through which you view
> your larger field. You could at least use the MU_KEYBD event to see if
> the field wants scrolling, and which way?

Hmm.. this is an idea but I'm not sure that I like it. Well I will look
at it once I have some time for it and see if I can come up with
anything.
The only program I can think of using it right now i MagXDesk. Does any
other program use it as well or do they use huge dialogs insteed? I will
take a look at Thing and Jinnee and see how they handles it.

//Magnus Kollberg
--


```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -5566380000412950420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86263c07933e870a
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Pure-C is now "freeware"
Date: 1998/01/21
Message-ID: <6a4c8u$e4j$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 317950514
Content-Transfer-Encoding: 7bit
References: <34C4D658.467961A@france2.fr>

Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885371998 14483 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Laurent FAVARD wrote:
>
> in this case, does Pure-c is came a kind of freeware ??? what's happen
> to software which not be supported anymore ??? (does pure society is
> always in live ???)

I would NOT call it freeware. I would call it dead. ;-)
Seriously I think Borland owns parts of Pure-C so I guess they
own the rights to it, or something similar.... I also think that
this has made it impossible for them to develop Purce-C 2.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 8492340574301100567
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Pure C
Date: 1998/01/21
Message-ID: <6a4db3$4h6$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 317953533
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <34c70e4f.49592570@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:
> It ain't netscape, it's the new mickysoft one - 'tis
> like grappling with an angry cat in a paper bag. 8-}

Well, I doubt that MSIE would put "Mozilla 4.01 [en] (Win95; I)" into the

X-Mailer header field ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -6108159066666167609
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,31a077c6bb430930
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: redirection of stderr
Date: 1998/01/21
Message-ID: <34c5d1e67c4dd0@xs4all.nl>#1/1
X-Deja-AN: 317967897
Content-Transfer-Encoding: 8bit
References: <34bdfafa3f11a0@xs4all.nl> <69l5gd$1jt$1@sun27.hrz.tu-darmstadt.de>
<34bfc43c303c450@xs4all.nl> <69vtouggc1@sun27.hrz.tu-darmstadt.de>
<34c4e0bc3e9f21@xs4all.nl>
Mime-Version: 1.0
X-XS4ALL-Date: Wed, 21 Jan 1998 11:50:07 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Tue 20-01-98 18:45 I wrote:

>under MiNT, and it always works if it is compiled with PureC:

Damn typo! Must be "compiled with gcc", of course.

> FILE *fp=fopen;

Same thing. Must be: "FILE *fp;"

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From 3082994752128175160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Subject: Re: Pure C
Date: 1998/01/21
Message-ID: <a$0$1MAjfdx0EwRG@demon.net>#1/1
X-Deja-AN: 317973943
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk>
MIME-Version: 1.0
Reply-To: Mark Ormerod <atari@valeofdreams.-dot-demon.-dot-co-dot-.uk>
Distribution: world
X-NNTP-Posting-Host: bob23.support.demon.net [194.217.150.242]
Organization: Vale of Dreams LRP
Newsgroups: comp.sys.atari.programmer

>Snigger! ;-)
>
>Don't blame him. It ain't netscape, it's the new mickysoft one - 'tis
>like grappling with an angry cat in a paper bag. 8-}
>
>

Netscape is wonderful, unlike, of course, anything with the prefix 'ie'

What do Internet Explorer and Bricks have in common?

Throw them at windows and they break.

Sorry, bit off the subject but it kept me amused :)

Seriously though, the way IE posts messages/news, could that cause a
serious problem for non windows systems (such as producing an 8 but news
browser as had been discussed around the Atari ngs)?
--
Mark Ormerod, atari@valeofdreams.demon.co.uk

From -8712205186063005074
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Subject: Re: Pure C
Date: 1998/01/21
Message-ID: <PMvKJWAMMex0EwAY@demon.net>#1/1

X-Deja-AN: 317979486
Distribution: world
X-NNTP-Posting-Host: bob23.support.demon.net [194.217.150.242]
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk> <6a4db3$4h6$1@sun27.hrz.tu-darmstadt.de>
Organization: Vale of Dreams LRP
MIME-Version: 1.0
Reply-To: Mark Ormerod <atari@valeofdreams.-dot-demon.-dot-co-dot-.uk>
Newsgroups: comp.sys.atari.programmer

In article <6a4db3$4h6$1@sun27.hrz.tu-darmstadt.de>, Thomas Binder
<gryf@hrzpub.tu-darmstadt.de> writes
>Hi!
>
>In article <34c70e4f.49592570@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> It ain't netscape, it's the new mickysoft one - 'tis
>> like grappling with an angry cat in a paper bag. 8-}
>
>Well, I doubt that MSIE would put "Mozilla 4.01 [en] (Win95; I)" into the
>X-Mailer header field ...
>
>
>Ciao
>
>Thomas

Indeed it does. That's version 4 (nasty killer of windows)
Version 3 reports itself as Mozilla/3.01 (Win95; I)

--
Mark Ormerod, Demon Internet Technical Support

From 8669945042845260869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/21
Message-ID: <6a4nce$tr@balaena.bio.vu.nl>#1/1
X-Deja-AN: 317979487
References: <7f7_9801152008@conchbbs.com> <69nidu$dng@balaena.bio.vu.nl>
<34c0c646.22711217@news.demon.co.uk> <6a21c6$ha6@balaena.bio.vu.nl>
<34C4CCD3.BB9@mst.tn.utwente.nl>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Hans Wessels (mr_ni@mst.tn.utwente.nl) wrote:

: This won't work when the games are using DMA to get to their data, and
: there are a lot of games programming the floppy controller directly to
: get to the data on the disk.

Most of the games that do this use copy-protection anyway, so I can't
even get a normal disk image. I'll just keep running those from disk :-)
But most of the game disks I've got just seem to use GEMDOS, so
these should work fine...

: Anyway, it is an interesting concept.

Yeah, now I just have to find a way to implement it further :)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Klein bottle for rent -- inquire within.

From -2280898785893195538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Pure C
Date: 1998/01/21
Message-ID: <6a4qf1$je6$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 317986538
Content-Transfer-Encoding: 7bit
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk> <a$0$1MAjfdx0EwRG@demon.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885386529 19910 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Mark Ormerod wrote:
>
> >Snigger! ;-)
> >
> >Don't blame him. It ain't netscape, it's the new mickysoft one - 'tis

> >like grappling with an angry cat in a paper bag. 8-}
> >
> >
>
> Netscape is wonderful, unlike, of course, anything with the prefix 'ie'

Well from what I have heard, there is a small problem with making fun
of IE. And that is that it's actually better than Netscape. I have not
used it my self, but that is the sad facts some persons have told me.

And I can't realy say that I'm impressed with Netscape here at work.
Okey
it works, but it also crashes without any warning and the mail window
I use right this seconde is realy crap.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -6071116857295873916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Pure C
Date: 1998/01/21
Message-ID: <34C608C2.133D@mst.tn.utwente.nl>#1/1
X-Deja-AN: 318010831
Content-Transfer-Encoding: 7bit
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk> <a$0$1MAjfdx0EwRG@demon.net> <6a4qf1$je6$1@infomania.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg wrote:
>
> Mark Ormerod wrote:
> >
> > >Snigger! ;-)
> > >
> > >Don't blame him. It ain't netscape, it's the new mickysoft one - 'tis
> > >like grappling with an angry cat in a paper bag. 8-}
> >

> > Netscape is wonderful, unlike, of course, anything with the prefix 'ie'
>
> Well from what I have heard, there is a small problem with making fun
> of IE. And that is that it's actually better than Netscape. I have not
> used it my self, but that is the sad facts some persons have told me.

The problem is in the default settings of IE: that's the Microsoft way
and
thus not compatible with other standards. The philosophy behind this is
getting more IE users: "You can't read mail mail? Get MS IE and your
problems will be over.

Hans

From 5506389272673827803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Subject: Re: Pure C
Date: 1998/01/21
Message-ID: <oxbTGnAcnjx0Ew2+@demon.net>#1/1
X-Deja-AN: 318075584
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-
hannover.de> <34c70e4f.49592570@news.demon.co.uk> <a$0$1MAjfdx0EwRG@demon.net>
<6a4qf1$je6$1@infomania.emw.ericsson.se>
MIME-Version: 1.0
Reply-To: Mark Ormerod <atari@valeofdreams.-dot-demon.-dot-co-dot-.uk>
Distribution: world
X-NNTP-Posting-Host: bob23.support.demon.net [194.217.150.242]
Organization: Vale of Dreams LRP
Newsgroups: comp.sys.atari.programmer

In
> with making fun
>of IE. And that is that it's actually better than Netscape. I have not
>used it my self, but that is the sad facts some persons have told me.
>
>And I can't realy say that I'm impressed with Netscape here at work.
>Okey
>it works, but it also crashes without any warning and the mail window
>I use right this seconde is realy crap.
>
>//Magnus Kollberg

Hmm. I've mever had a problem with version 4.04 of n/scape.
IE4 may indeed be better, if you've got a heap of memory (at least 32)
and a running a processor clocking at greater then 200... It is
one of the most resource hungry applications I've seen in a -long-
time IMHO...

--
Mark Ormerod, atari@valeofdreams.demon.co.uk

From 2180524968302529307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: Dave Lambley <dfl@wireless.demon.co.uk>
Subject: Re: Basic programming
Date: 1998/01/21
Message-ID: <ant2119589eeu#hH@wireless.demon.co.uk>#1/1
X-Deja-AN: 318095277
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<B0EA781A-2B964@204.124.0.50>
MIME-Version: 1.0
X-NNTP-Posting-Host: wireless.demon.co.uk [158.152.170.149]
Content-Type: TEXT/PLAIN; CHARSET=US-ASCII
Organization: Not very much.
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

In article <B0EA781A-2B964@204.124.0.50>, Duane Maxwell
<URL:mailto:dmaxwell_no_spam@gryphonsw.com> wrote:
> > I am just staring out in programming and would appreciate some pointers
>
> Here's a thousand:
>
> void *p[1000];
>
> No charge :)

This is dangerous! Those 1000 pointers could point to anything. IMHO

inexperience programming should be given safer:

```
char *foo;

/* ... */
 foo = "bar";
/* ... */
```

--
DFL
'Our management consultants have even questioned our need to
have a pantomime horse.'

From -8800577964078751193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Basic programming
Date: 1998/01/21
Message-ID: <2EARnVAHQix0Qwu+@shaw1.demon.co.uk>#1/1
X-Deja-AN: 318110824
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<19980120.203006.08@cheesey.demon.co.uk>
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
Distribution: world
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
Organization: none
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games

In article <19980120.203006.08@cheesey.demon.co.uk>, Rik Griffin
<mouse@cheesey.demon.co.uk> writes
>In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>,

>   blago1@yahoo.com ("Blaze") wrote:
>
>> I am just staring out in programming and would appreciate some pointers
>
>char *foo;
>
>void *bar;
>
>How are those for starters?
>
>(Helpful bit - ask in a more specific group. Which language? Which OS?
>Which hardware?)
>

For some partucular reason I think he/she wants to program in BASIC on
the Atari. :-)

--
Clair Shaw (aka. CDS) | THOUGHT OF THE MONTH:
Clair@Shaw1.demon.co.uk |-----------------------
ICQ: 1043359 | Fun-sized chocolate is
WWW: www.shaw1.demon.co.uk| chocolate for dwarfs.

From -3083532963043528787
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e4e9ac23eb4f392
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Stack size
Date: 1998/01/21
Message-ID: <34c675b2.11900842@news.demon.co.uk>#1/1
X-Deja-AN: 318154952
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <NDGsTKALTSx0Ewhz@thedruid.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Tue, 20 Jan 1998 22:27:23 +0000,
johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson) wrote:

>
>
>Hi,
>
>Although it is perfectly feasible to have a stack size as large as
>memory
>permits, I think that often a stack > 4k is wasteful. If you have such

>large
>variables/parameters etc. then really the memory should be
>allocated dynmically.

Most definately. It could even be argued that large amounts of static space is wasteful unless all or most of it is going to be used.

>Once stack space is allocated there is no way to
>deallocate it or use that space for any other purpose. The stack should
>really only be used for passing parameters and other small variables.

It becomes a problem with recursion but like the thread I posted a couple of weeks back ... if it is possible to malloc a new stack in mwc then I'm sure someone could figure out how to do it in Lattice and PureC.

>This principle is even more important when programming on the Atari, the
>machine with only a half-meg of ram should always be borne in mind.

Yep. Folks should use malloc, calloc and realloc much more! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4537302745478219021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Pure C
Date: 1998/01/21
Message-ID: <34c777c6.12432416@news.demon.co.uk>#1/1
X-Deja-AN: 318154953
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-hannover.de> <34c70e4f.49592570@news.demon.co.uk> <6a4db3$4h6$1@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 21 Jan 1998 08:58:11 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:

>Hi!
>
>In article <34c70e4f.49592570@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> It ain't netscape, it's the new mickysoft one - 'tis
>> like grappling with an angry cat in a paper bag. 8-}
>
>Well, I doubt that MSIE would put "Mozilla 4.01 [en] (Win95; I)" into the
>X-Mailer header field ...

Rightly or wrongly, mine thinks it is called Mozilla!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8695251517962531950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Pure C
Date: 1998/01/21
Message-ID: <34ca7940.12810921@news.demon.co.uk>#1/1
X-Deja-AN: 318154954
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-
hannover.de> <34c70e4f.49592570@news.demon.co.uk> <a$0$1MAjfdx0EwRG@demon.net>
<6a4qf1$je6$1@infomania.emw.ericsson.se> <oxbTGnAcnjx0Ew2+@demon.net>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 21 Jan 1998 18:09:32 +0000, Mark Ormerod
<atari@valeofdreams.demon.co.uk> wrote:

>In
>> with making fun
>>of IE. And that is that it's actually better than Netscape. I have not
>>used it my self, but that is the sad facts some persons have told me.
>>
>>And I can't realy say that I'm impressed with Netscape here at work.
>>Okey
>>it works, but it also crashes without any warning and the mail window
>>I use right this seconde is realy crap.

>>
>>//Magnus Kollberg
>
>Hmm. I've mever had a problem with version 4.04 of n/scape.

Ditto. Whatever version it was I had before 4.04 crashed constantly.

>IE4 may indeed be better, if you've got a heap of memory (at least 32)
>and a running a processor clocking at greater then 200... It is
>one of the most resource hungry applications I've seen in a -long-
>time IMHO...

"Active Desktop" = "so darn active nowt else gets a look in" ;-)

Anyway, as I started this I suppose it is up to me to say to all
concerned ... 'we be off topic a tad' <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7013574945474726808
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86263c07933e870a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Pure-C is now "freeware"
Date: 1998/01/21
Message-ID: <34cb7ab9.13187182@news.demon.co.uk>#1/1
X-Deja-AN: 318154955
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34C4D658.467961A@france2.fr> <6a4c8u$e4j$1@infomania.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 21 Jan 1998 09:37:21 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Laurent FAVARD wrote:
>>
>> in this case, does Pure-c is came a kind of freeware ??? what's happen
>> to software which not be supported anymore ??? (does pure society is
>> always in live ???)
>

>I would NOT call it freeware. I would call it dead. ;-)
>Seriously I think Borland owns parts of Pure-C so I guess they
>own the rights to it, or something similar.... I also think that
>this has made it impossible for them to develop Purce-C 2.

... which leads me to something I've been pondering for ages. I'll
change thread though to "C Compiler".

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 783580483537300320
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Basic programming
Date: 1998/01/21
Message-ID: <En4n5s.MqJ@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 318203611
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<B0EA781A-2B964@204.124.0.50>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer
.

In article <B0EA781A-2B964@204.124.0.50>,
     "Duane Maxwell" <dmaxwell_no_spam@gryphonsw.com> writes:
>> I am just staring out in programming and would appreciate some pointers
>
> Here's a thousand:
>
> void *p[1000];
>
> No charge :)

Oh yeah, great. But these are exceptionally fine quality :

TEDINFO *advanced;
IP_HDR *packet;

I like the second one especially. :-))

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -3714213539603294046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d790eb769b7ea871
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: keyboard interrupt vector
Date: 1998/01/21
Message-ID: <En4LtH.MJB@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 318203624
Sender: news@suse.modem.stud.uni-hannover.de
References: <2yMfDsOH6c7o@cantva.canterbury.ac.nz>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <2yMfDsOH6c7o@cantva.canterbury.ac.nz>,
     kma54@csc.canterbury.ac.nz writes:

> Brief, and to the point I guess, ...hmmm, but his suggestion doesn't
> sound very easy! So how do I intercept the Ctrl-Alt-Esc key

> combination from within a GEM programme?? Can I access this at the
> BIOS or XBIOS level? Or am I going to have to poke round with the
> keyboard itself?
> I don't know any assembler, so I'm hoping this can be achieved using
> a C compiler (Lattice C, in my case).

This is gonna be tricky. I suppose you'll need at least a couple of assembler instructions to save and restore registers that'd be used. Inline is handy here. Then if the C compiler does not support defined passing of parameters in CPU registers, you'll need another assembler line to get your hands on the pointer to the keyboard packet. All in all three assembler lines I'd guess if Lattice support inline assembler code.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -8635278385513936382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Scrollable edit-fields
Date: 1998/01/21
Message-ID: <En4M28.MLq@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 318203625
Sender: news@suse.modem.stud.uni-hannover.de
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34ce2446.6022850@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>I don't want to to expand all my dialogs to handle x long filenames.
>>The dialogs would be ridiculous big! So how can I make them autoscroll?
>>Does the AES handle if for me or do I have to use prog-defs? If so,
>>has anyone done it? Thomas? :-)
>
> The aes does nothing to help. Unless someone knows better I think
> you'll be writing your own objc_edit. :-(

I'm confident that it can be done with the existing objc_edit() ! I intend
to put scrollable edit fields into the STinG Dialer, and I already have a
concept for doing that, using the existing objc_edit().

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -4892816874283556985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Pure C
Date: 1998/01/21
Message-ID: <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 318203626
Sender: news@suse.modem.stud.uni-hannover.de
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-
hannover.de> <34c70e4f.49592570@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <34c70e4f.49592570@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>Can't you configure your Netscape properly so that it only posts true ASCII
>>versions of your messages. Getting each message twice (in HTML) is stupid and
>>annoying.
>
> Snigger! ;-)
>
> Don't blame him. It ain't netscape, it's the new mickysoft one - 'tis
> like grappling with an angry cat in a paper bag. 8-}

Oh, in that case I have another one I can blame him for : Why does he use the
most insecure browser in the world ? Does he realize that an apparently nice
Web site might format his harddisk when he surfs across it using Microsoft's
Internet Explorer ? Proliferation of such an unsafe tool is close to a crime
IMHO.

There are about 50 or 60 alternative web browsers available, all of them more secure than this one, and apparently easier to configure too.

Cheers Peter

PS.: Maybe it's indeed time that someone sets up a web site with some Active-X code that looks for installed Internet Explorers, and wipes it from the harddisk. Maybe then people realize what they've got.

--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 2118551837115585952
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: "Eugene Wong" <eugenewong@spiderweb.ca>
Subject: Re: Basic programming
Date: 1998/01/21
Message-ID: <6a6fi3$mn9$1@globe.lynx.bc.ca>#1/1
X-Deja-AN: 318221370
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<B0EA781A-2B964@204.124.0.50> <ant2119589eeu#hH@wireless.demon.co.uk>
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: Lynx Internet
Newsgroups: comp.sys.atari.programmer

>> > I am just staring out in programming and would appreciate some pointers
>>
>> Here's a thousand:
>>
>> void *p[1000];
>>

What is that?

>> No charge :)
>
>This is dangerous! Those 1000 pointers could point to anything. IMHO
>inexperience programming should be given safer:
>
>char *foo;

>

What is that?

>/* ... */
> foo = "bar";
>/* ... */

And last but not least, what is that?

Sincerely thanking you for your time, Eugene Wong.

From 1582107404064550368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,b2af77db86eb5f9c
X-Google-Attributes: gid101ec9,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
From: "Kenny Nilsen" <kenny@bgnett.no>
Subject: Re: Basic programming
Date: 1998/01/21
Message-ID: <381.325T59T10841968@bgnett.no>#1/1
X-Deja-AN: 318352189
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
X-URL: http://www.bgnett.no/~kenny/
X-INFO: Finger me for details
Organization: Bergen Nett og Media AS
Newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

Blaze (mailto:blago1@yahoo.com) wrote:

>I am just staring out in programming and would appreciate some pointers

Hi Blaze,

the best way to learn programming is to by a book (reference/examples)
combined with experminenting with other peoples sources (public domain).

--
Kenny ..// SD <finger for details>

From 3504505686765297093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Basic programming
Date: 1998/01/21
Message-ID: <1998012123270480956@zetnet.co.uk>#1/1
X-Deja-AN: 318399710
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<2EARnVAHQix0Qwu+@shaw1.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

> >> I am just staring out in programming and would appreciate some pointers
> >
> >char *foo;
> >
> >void *bar;
> >
> >How are those for starters?
> >
> >(Helpful bit - ask in a more specific group. Which language? Which OS?
> >Which hardware?)
>
> For some partucular reason I think he/she wants to program in BASIC on
> the Atari. :-)

Why? It was crossposted to most programming groups.

Anthony

From 6985232354291673859
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,53df449b4b338c03,start
X-Google-Attributes: gid1115ce,public
From: pc88 <sbg88@pc88.net>
Subject: Share modem, ISDN and cable modem
11360
Date: 1998/01/22
Message-ID: <6a6uv0$8t6$1740@news0-alterdial.uu.net>#1/1
X-Deja-AN: 318262154
Newsgroups: comp.sys.atari.programmer

Do you want to share ONE Internet connection with the rest in your Family or office?
SYGATE is the software to do that.

With features like Dial-On-Demand, it will connect your LAN to the ISP if and only if there is access from your LAN to the Internet.

It is easier to use than proxy servers in that it doesn't require the setup in each and everyone of your applications running on your PCs.

Free download from www.sygate.com

With one phone line, one modem and one ISP account, everyone in your office or family can access the Internet from their own machine.

It works for Analog, ISDN modem and Cable modems.

11360

From -2924266963300504380
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Scrollable edit-fields
Date: 1998/01/22
Message-ID: <6a7271$l51$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 318272914
Content-Transfer-Encoding: 7bit
References: <69nnjg$3in$2@infomania.emw.ericsson.se>
<34ce2446.6022850@news.demon.co.uk> <En4M28.MLq@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885460001 21665 (None) 136.225.229.137
Organization: Systems

Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:

> >>I don't want to to expand all my dialogs to handle x long filenames.
> >>The dialogs would be ridiculous big! So how can I make them autoscroll?
> >>Does the AES handle if for me or do I have to use prog-defs? If so,
> >>has anyone done it? Thomas? :-)
> >
> > The aes does nothing to help. Unless someone knows better I think
> > you'll be writing your own objc_edit. :-(
>
> I'm confident that it can be done with the existing objc_edit() ! I intend
> to put scrollable edit fields into the STinG Dialer, and I already have a
> concept for doing that, using the existing objc_edit().

So would you like to share your thoughts with us? :-)

One nice thing would be to use small arrows as OpenWindows (or X) has so
that
you can see if the the string is longer than the field or not. If there
is
arrows available you know that the text string is longer than the edit
field,
if not it's within the viewable field. I guess it wouldn't look as nice
as
under OpenWindows, but it's a nice concept.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -3814753035330071892
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Pure C
Date: 1998/01/22
Message-ID: <6a72ha$l51$2@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 318272915
Content-Transfer-Encoding: 8bit
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-
hannover.de> <34c70e4f.49592570@news.demon.co.uk> <a$0$1MAjfdx0EwRG@demon.net>
<6a4qf1$je6$1@infomania.emw.ericsson.se> <34C608C2.133D@mst.tn.utwente.nl>
Content-Type: text/plain; charset=iso-8859-1

X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885460330 21665 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hans Wessels wrote:

> The problem is in the default settings of IE: that's the Microsoft way
> and
> thus not compatible with other standards. The philosophy behind this is
> getting more IE users: "You can't read mail mail? Get MS IE and your
> problems will be over.

Yes this is a big problem with companies like Microsoft. They are so big
that they can do whatever they want with "standards" and so making
all other programs useless as they doesn't work with Microsofts. But as
90% of the users are using Microsoft programs, why would they care? Ask
Erik H⍰ll about his struggle to make MyMail work with all versions of
Microsfot Outlock Express. Apparently its a nightmare and Micorsoft
changes something in every new version.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 2755604746315720494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Pure C
Date: 1998/01/22
Message-ID: <6a72ml$l51$3@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 318278457
Content-Transfer-Encoding: 7bit
References: <34C0AC8B.323CD143@IAEhv.nl> <En14DM.MEA@suse.modem.stud.uni-
hannover.de> <34c70e4f.49592570@news.demon.co.uk> <a$0$1MAjfdx0EwRG@demon.net>
<6a4qf1$je6$1@infomania.emw.ericsson.se> <oxbTGnAcnjx0Ew2+@demon.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 885460501 21665 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Mark Ormerod wrote:
>
> In
> > with making fun
> >of IE. And that is that it's actually better than Netscape. I have not
> >used it my self, but that is the sad facts some persons have told me.
>
> Hmm. I've mever had a problem with version 4.04 of n/scape.
> IE4 may indeed be better, if you've got a heap of memory (at least 32)
> and a running a processor clocking at greater then 200... It is
> one of the most resource hungry applications I've seen in a -long-
> time IMHO...

Well this is just the oposit from what I have heard. Netscape takes up
heaps of RAM while IE doesn't take up as much. STill alot, but not as
much as Netscape does. But then I may very well be wrong.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 8595174960729510403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ff2b1,b2af77db86eb5f9c
X-Google-Attributes: gidff2b1,public
X-Google-Thread: f635e,b2af77db86eb5f9c
X-Google-Attributes: gidf635e,public
X-Google-Thread: 1115ce,b2af77db86eb5f9c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,b2af77db86eb5f9c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,b2af77db86eb5f9c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc26,b2af77db86eb5f9c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10e505,b2af77db86eb5f9c
X-Google-Attributes: gid10e505,public
From: John Alldred <protovale@argonet.co.uk>
Subject: Re: Basic programming
Date: 1998/01/22
Message-ID: <na.6c86c2480c.a50120protovale@argonet.co.uk>#1/1
X-Deja-AN: 318388891
Distribution: world
References: <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>
<2EARnVAHQix0Qwu+@shaw1.demon.co.uk>
Organization: ArgoNet, but does not reflect its views
Reply-To: John Alldred <protovale@argonet.co.uk>
Newsgroups:

comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,
comp.sys.mac.programmer.games

In article <2EARnVAHQix0Qwu+@shaw1.demon.co.uk>, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:
> In article <19980120.203006.08@cheesey.demon.co.uk>, Rik Griffin
> <mouse@cheesey.demon.co.uk> writes
> >In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>,
> >   blago1@yahoo.com ("Blaze") wrote:
> >> I am just staring out in programming and would appreciate some pointers
>
> [...]
>
> For some partucular reason I think he/she wants to program in BASIC on
> the Atari. :-)

Or Mac, or Amiga, or Apple2 (going by the cross-posting list ;-)

John

--
If you can't identify the pigeon at a poker table, you're it.
 __   ZFC: B _   (protovale@argonet.co.uk)
  | _ |_ _ |_||| _| _ _ _| john@protovale.co.uk
(_j(_)|)|) | |||(_|| (-`(_| in and around Oxford

From -3011903781839619586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f0d97724e1b1aefb,start
X-Google-Attributes: gid1115ce,public
From: jregan@idirect.com
Subject: Mega 4STE to SYquest cartridge Drive?
Date: 1998/01/22
Message-ID: <jregan-2201981429540001@ns.compulink.com>#1/1
X-Deja-AN: 318399711
Newsgroups: comp.sys.atari.programmer

Is it possible to connect a Syquest 5.25 cartridge drive to the ACSI port
on a Mega 4STE?
If so, what hardware or software do I need?
Thanks
James

Thanks.

James e-mail---jregan@idirect.com
Brampto,Ontario Canada
Visit "Webpage Jingles" at:http://webhome.idirect.com/~jregan

From 1572442442636735918
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f9b1f0fa69dc399
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Disassembler
Date: 1998/01/22
Message-ID: <yz8k9bs9n1c.fsf@sara.lysator.liu.se>#1/1
X-Deja-AN: 318411900
Sender: tobe@sara.lysator.liu.se
References: <69drng$d6o$2@due.unit.no>
Content-Type: text/plain; charset=US-ASCII
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University, Sweden
Mime-Version: 1.0 (generated by tm-edit 7.106)
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein <josk@stud.ntnu.no> writes:

> Can somebody recommend a good PD/SW disassembler that handles
> 030 and 040 code?

the best and fastest disassembler I've used in TOS is Easy Rider. It
can do 030 at least, don't know about 040. Unfortunately it has to be
run in Mono mode, but otherwise it's great.

Greetings,

Tomas

--
NoBrain/NoCrew - nobrain[@\.]nocrew.org

From -5771160731992342939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5de46c640bb6ae
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Function length
Date: 1998/01/08
Message-ID: <34b52fab.1827417@news.demon.co.uk>#1/1
X-Deja-AN: 314078807
Content-Transfer-Encoding: 7bit
References: <68vqln$20e@balaena.bio.vu.nl>

MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 7 Jan 1998 11:58:47 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Here's a tricky problem for all ya' to grind yer teeth over:
>
>What would be the easiest way to determine the length of an
>assembly or C function (ie. subroutine)?

Leave the compiler's own symbol table in the executable then have the
executable access the table itself.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6191019997208994811
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,936376ef2dc198c7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Pure C to Lattice C
Date: 1998/01/08
Message-ID: <34b63482.3066229@news.demon.co.uk>#1/1
X-Deja-AN: 314078808
Content-Transfer-Encoding: 7bit
References: <691tg4kjn1@jair.pressenter.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 8 Jan 1998 06:59:16 GMT, tkelly@mail.pressenter.com (Terence Kelly)
wrote:

>I've been trying to figure out how to make my programs long filename
>aware. Thomas Much directed me to the functions Pdomain and
>Dpathconf. Now I have to get access to the MagiC fileselector
>functions. I downloaded the code from their Web Site but all of the
>examples and header files were written for Pure C, and I use Lattice.
>Some of the type definitions in the MagiC headers use constructs

>I'm not familiar with and Lattice chokes on them big time.
>
>E.g. typedef WORD (cdecl XFSL_FILTER)(char *path, char *name, XATTR *xa);
>
>Does anyone know if it is possible to port Pure C to Lattice easily?

This is basically a cpp problem methinks. Look for an option to enable
you to see the pre-processor output - there must be one. If you can
see the garbage being fed the compiler proper then the solution is
usually obvious.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3278100164514826411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,424df5ba2a07b9c2
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Stack size
Date: 1998/01/08
Message-ID: <34b738ae.4134074@news.demon.co.uk>#1/1
X-Deja-AN: 314078809
Content-Transfer-Encoding: 7bit
References: <6927g4hg1@infomania.emw.ericsson.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Thu, 08 Jan 1998 10:47:30 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Hi,
>
>I just wonder if anyone knows how I increase the stack size
>in Lattic C? I get stack overflow in some cases.

Er, I don't know but you've reminded me of something I've always
wanted to ask but never remembered about. ;-)

Do Lattice or PureC have a mechanism for checking for stack overflow
during execution?

In MWC it is possible to check for stack overflow using code something

like this ...

```
extern long   _stksize =4096L;

main()
{
 bob();
}

bob()
{char    *wibble;

 if ((long)&wibble <= _stksize + 128)
     printf("stack near overflow\n")
 ;
 bob();
}
```

MWC sizes the stack to the value of _stksize on startup but after
doing this the startup code writes the actual stack address into
_stksize thus allowing the above code to work.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1218752900816156688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: tkelly@mail.pressenter.com (Terence Kelly)
Subject: Re: Long Filename support
Date: 1998/01/08
Message-ID: <693j24$i6a$1@jair.pressenter.com>#1/1
X-Deja-AN: 314087041
References: <68u8sl$l38$1@jair.pressenter.com> <690d99ocm1@news.ican.net>
<BVXTCCV@tos.pl.net>
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

On 8 Jan 1998 20:34:26 , Mario Becroft wrote:
>Martin-Eric Racine (q-funk@megacom.net) wrote:
>: I would like to add:
>: Is there is any clean, foolproof method to ensure support of longnames
>: in both VFAT and Minix formats within the same binding? Is there any
>: exisiting C binding (preferably GCC syntax) that supports both?
>

>It should't matter whether the filesystem is Minix, FAT, VFAT, or anything
>else, the files should be accessed in the same way... You don't need to
>worry about such low-level differences when writing application software.
>
>The Atari Compendium will have all the information you need to access
>"long" filenames. It's not really different to accessing "short"
>filenames, although under MiNT there are extra functions available.
>

Through e-mail, Thomas Much told me that what Mario is saying is
correct. Through Pdomain(1), you tell the OS that your program is
ready to handle long filenames. You use Dpathconf() to get any
information about the filesystem you need. Thomas says you can use
the normal file selector routines; the OS should take care of
everything else.

--Terry Kelly

From -4565952006303738812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,424df5ba2a07b9c2
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Stack size
Date: 1998/01/08
Message-ID: <34b555fd.4801033@news.tmisnet.com>#1/1
X-Deja-AN: 314117992
References: <6927g4hg1@infomania.emw.ericsson.se> <692rc0fig2@laas.laas.fr>
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

On 8 Jan 1998 15:29:04 GMT, prajoux@REMOVE_THIS.laas.fr (Roland
Prajoux) wrote:

>
>Hi, Magnus,
>
>In article <6927g4hg1@infomania.emw.ericsson.se>, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> writes:
>
>>I just wonder if anyone knows how I increase the stack size
>>in Lattic C? I get stack overflow in some cases.
>
>There is a global variable called _STACK for this. It has a default value, but
>you can change it to whatever value you want.

Would you be so kind as to post an example showing
how this variable is set? I've been trying to coax
the Lattice pre-processor to redefine _BASEREL from

the default -b1 (16-bit fetches) to -b0 (32-bit fetches)
without success (see "Pre-processor Symbols", Volume 1,
Page 99).

I've looked through the "Integrated Compiler Environment",
toggling a few control bits as I went, but can't force
the 32-bit access.

Thanks for your help!

-- George Crissman
-- strads@tmisnet.com

>
>More precisely, the startup code calls it (to reserve the stack space).
>If it is not defined in the user program, the linker links the variable with
>a default value from the library. But if YOU define it (with an initial value,
>of course! it must be DATA, not BSS), the linker will link yours, and you will
get
>the stack space you want.
>
>Cheers.
>
>Roland
>(please remove REMOVE_THIS in e-mails!)
>
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 8051229361321591962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Long Filename support
Date: 1998/01/09
Message-ID: <694mgn$3m$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 314244353
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884333911 118 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >There are several OS additions out for the Atari that now support the
> >long file names. I just upgraded to MagiC 5 and am wondering how to
> >add support for long file names to my own programs.
>
> I would think that the functions Dopendir(), Dclosedir(), Dreaddir()
> and Drewinddir() would be the ones to do this but someone will have to
> confirm this because MWC does not have them by default. I added them
> in just now but something was amiss - possibly the Compendium has some
> wrong info 'cos it half worked opened and closed ok, read the correct
> number of entries but the filenames were all garbage characters.

While we are at it, does someone have a nice routine to find all
files and subdirectories in a directory? I _REALY_ need this
and I have done a solution but it's not very good at all. It
eats memory like a mad dog. I do get a nice linked tree out of it
though which I guess could be usefull for something, but not
for what I need. I guess I could use it for a file browser with
all directories and files available in that directory in nice
looking file tree. :-)

So does anyone know how to do this is a memory effiecent and
fast way?

What does the above functions realy do? Maybe they could be usefull?

The problem I'm having has to do with when I want to get back to
the parent directory. How do I know which directories has been
checked, or maybe better, how do I get back to the point there
I started so that I can just continue my routine at that point and
don't need to know where I was?

Ehh.... does this make any sence at all?

HELP!

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -5487022844129836088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,424df5ba2a07b9c2
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Stack size

Date: 1998/01/09
Message-ID: <694mn3$3m$2@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 314244354
Content-Transfer-Encoding: 7bit
References: <6927g4hg1@infomania.emw.ericsson.se> <692rc0fig2@laas.laas.fr>
<34b555fd.4801033@news.tmisnet.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884334115 118 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

George Crissman wrote:

> >>I just wonder if anyone knows how I increase the stack size
> >>in Lattic C? I get stack overflow in some cases.
> >
> >There is a global variable called _STACK for this. It has a default value, but
> >you can change it to whatever value you want.
>
> Would you be so kind as to post an example showing
> how this variable is set? I've been trying to coax
> the Lattice pre-processor to redefine _BASEREL from
> the default -b1 (16-bit fetches) to -b0 (32-bit fetches)
> without success (see "Pre-processor Symbols", Volume 1,
> Page 99).

Well I tested it and it does work. You do it like this.

```
unsigned long int _STACK = 4096;    /* Default size is 4kb */
```

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 3567842930192358984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,424df5ba2a07b9c2
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Stack size
Date: 1998/01/09
Message-ID: <34b5e09b.0@comnet.co.nz>#1/1
X-Deja-AN: 314244355
Distribution: world
References: <6927g4hg1@infomania.emw.ericsson.se> <692rc0fig2@laas.laas.fr>

<34b555fd.4801033@news.tmisnet.com>
Newsgroups: comp.sys.atari.programmer

George Crissman (strads@tmisnet.com) wrote in comp.sys.atari.programmer:
> prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) wrote:
> >Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
> >>I just wonder if anyone knows how I increase the stack size
> >>in Lattic C? I get stack overflow in some cases.
> >
> >There is a global variable called _STACK for this. It has a default value, but
> >you can change it to whatever value you want.

> Would you be so kind as to post an example showing
> how this variable is set?

```
#include <stdio.h>

// must be initialised at compile time, otherwise you'll have
// a zero byte stack!   <SERIOUSLY NOT GOOD!!!>
uint32 _STACK = 32768L; // set 32k stack

void main( void )
{
     printf( "Stack size is %ld\n", _STACK );
}
```

Although if you are writing a DA, there is a macro you should use (it
defines a stack size, and (I think) sets a global variable with the size
of the stack.

```
#include <acc.h>
#include <aes.h>

// allocate BSS space for stack (as array of 32-bit longwards)
// set external uint32 variable _STACK to size of buffer
STACK( 32768L ); // 32k stack

void main( void )
{
  schar8 alert[255+1];

  sprintf( alert, "[1]["Stack size is %ld][ ok ]", _STACK );

  menu_register( appl_init(), "  accessory name" );

  while( 1 )  {
    evnt_mesag( msg );
    form_alert( 1, alert );
  }
}
```

> I've been trying to coax

> the Lattice pre-processor to redefine _BASEREL from
> the default -b1 (16-bit fetches) to -b0 (32-bit fetches)
> without success (see "Pre-processor Symbols", Volume 1,
> Page 99).

> I've looked through the "Integrated Compiler Environment",
> toggling a few control bits as I went, but can't force
> the 32-bit access.

I'd just define all vars as __far in my source code (not 100% portable to other compilers/systems)

Or select the absolute data addressing option from the "Compiler/Object" dialog (about the middle of the left column, labelled "Default far data" if memory serves)

Or else include the following (non-portable because it relies upon a Lattice-specific preprocessor symbol) line in your source code:

```
  #undef _BASEREL
```

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From -4505214843230102485
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Long Filename support
Date: 1998/01/09
Message-ID: <6953d8aj1@due.unit.no>#1/1
X-Deja-AN: 314281771
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> On 6 Jan 1998 21:49:09 GMT, tkelly@mail.pressenter.com (Terence Kelly)
> wrote:

> >There are several OS additions out for the Atari that now support the
> >long file names. I just upgraded to MagiC 5 and am wondering how to
> >add support for long file names to my own programs.

> I would think that the functions Dopendir(), Dclosedir(), Dreaddir()
> and Drewinddir() would be the ones to do this but someone will have to

Dopendir(), Dclosedir() etc. are nice functions, but they don't have anything to do with long filenames specifically. Just a easy way of reading directories.

Support for long filenames is very easy:

1. Use Pdomain(1) to tell the OS that you understand long filenames.

2. Don't make any assumptions about the length, case or anything about directories and files. You can use all the normal calls, the OS will handle everything for you.

Jo Even Skarstein

From -2759689195064566823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6435cf16dfa67b4,start
X-Google-Attributes: gid1115ce,public
From: frederic.dinh'@'ffv.fr (Frederic Dinh)
Subject: Q. about "moving" files
Date: 1998/01/09
Message-ID: <34b61718.103939574@news.hol.fr>#1/1
X-Deja-AN: 314285039
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Hi everybody,

Just a question : I've never heard about a gemdos function for moving file (the trick performed with the control key), so I wonder how the tos manage to do it.
I don't talk about copying then deleting (I've read that Ease did this this way).

Is there any work to do with the FAT ?

Thanx in advance.

From -2160313150085631204
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5de46c640bb6ae
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)

Subject: Re: Function length
Date: 1998/01/09
Message-ID: <6953rp$7hg$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 314289094
References: <1998010718385480956@zetnet.co.uk> <692su7fig5@laas.laas.fr>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <692su7fig5@laas.laas.fr>,
     prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:
>>* calculate length
>> lea end,a0
>> suba start,a0
>>* a0=length of routine, I believe.
>
> Yes, in assembly, this works. (Except that you must subtract #start and not
start,
> and that the subtraction has to be done the other way, i.e. start minus end).
? It's perfectly OK to calculate end - start, as otherwise you'd end up
with a negative value!

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -7442116930152355152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,936376ef2dc198c7
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Pure C to Lattice C
Date: 1998/01/09
Message-ID: <6954df$7hg$2@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 314289095
References: <691tg4kjn1@jair.pressenter.com> <34b63482.3066229@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
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>>E.g. typedef WORD (cdecl XFSL_FILTER)(char *path, char *name, XATTR *xa);
>>
>>Does anyone know if it is possible to port Pure C to Lattice easily?
>
> This is basically a cpp problem methinks. Look for an option to enable
> you to see the pre-processor output - there must be one.
I'd rather suspect that the problem here is the cdecl (use C-style
argument passing, i.e. via the stack only), which is no standard function
modifier and should be replaced with "__stdargs __saveds" for Lattice
(which isn't standard, either, as there's no standard way to influence
the argument passing scheme within the source, anyway).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -7372839526736165389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Long Filename support
Date: 1998/01/09
Message-ID: <6954do$7hg$3@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 314289096
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

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> [Dopendir() & Co] I added them
> in just now but something was amiss - possibly the Compendium has some
> wrong info 'cos it half worked opened and closed ok, read the correct
> number of entries but the filenames were all garbage characters.

Does the Compendium mention that the filename actually starts at the fifth byte of the buffer when using the standard mode? (Use of compatibility mode is strongly discouraged, anyway.)

That means, the first four bytes are actually the file's index on the filesystem, which may for example be used to detect hardlinks, as hardlinks always have the same file index. To get the actual filename, you have to access &buf[4].

>>Are there calls
>>to check and see if an alternative file system is available, and how
>>big should arrays be in my programs to hold path and filenames in the
>>"vfat" system?
>
> Dunno for sure but whilst looking at the nearest PC equivilent to the
> above I noticed that "opendir" was limited to 260 chars.
There's no fixed limit on the length of filenames, each filesystem may have its own limit, including "unlimited". The call Dpathconf() may be used to check these limits, the case-sensitivity, and the truncation behaviour of a filesystem (and some more stuff). Note that Dpathconf() does not follow symbolic links, that means you get the information for U:\, if you call Dpathconf("U:\bin"), as bin is only a symbolic link.

A solution for this is to always append "\." to the path you want to query. It is guaranteed that every filesystem must interpret "." as the current directory, even if it does not exist physically (for example, in the root directory of a FAT filesystem).

> Dreaddir() will return a specific error if the buffer is too small
> which rather hints at setting some average size but being prepared to
> enlarge the buffer and repeat as necessary.
Or determine the actual limit via Dpathconf(). Of course, if this results in "unlimited", you have start with an average buffer size and adapt it if necessary.

Those who understand German may also take a look at the article on handling alternative filesystems I wrote some time ago for the magazine ST-Computer (issues 11 and 12/95, IIRC).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From 8219781450550505060
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Long Filename support
Date: 1998/01/09
Message-ID: <6954or$5vm$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 314289097
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no>
Content-Type: text/plain; charset=us-ascii
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X-Trace: infomania.emw.ericsson.se 884348507 6134 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
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Jo Even Skarstein wrote:

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> 2. Don't make any assumptions about the length, case or anything about
> directories and files. You can use all the normal calls, the OS will
> handle everything for you.

So if I use FNSIZE and FMSIZE, these variables will be increased if I
use
Pdomain(1)? I think not, or? I still have to know how long the filenames
are
allowed to be, or?

I guess it's not very hard to find out, but how does this all work?

//Magnus Kollberg
--

```
+-----------------------------------------------------+
|  http://www.geocities.com/SiliconValley/Way/5132/  |
|       email: Magnus.Kollberg@emw.ericsson.se       |
+-----------------------------------------------------+
```


From 2816991555103369021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6435cf16dfa67b4
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Q. about "moving" files
Date: 1998/01/09
Message-ID: <6955b2$5vm$3@infomania.emw.ericsson.se>#1/1

X-Deja-AN: 314289098
Content-Transfer-Encoding: 7bit
References: <34b61718.103939574@news.hol.fr>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884349090 6134 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Frederic Dinh wrote:
>
> Hi everybody,
>
> Just a question : I've never heard about a gemdos function for moving
> file (the trick performed with the control key), so I wonder how the
> tos manage to do it.
> I don't talk about copying then deleting (I've read that Ease did this
> this way).

Well my guess is that is just renames it as long as you move it to the
same partition. There is a function called Frename() or something
similar.
For moving the file to another partition you must copy and delete it.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -2313928120469654984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: GEMDOS from TRAP
Date: 1998/01/09
Message-ID: <695aj8$955@balaena.bio.vu.nl>#1/1
X-Deja-AN: 314314605
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Hmm, I seem to have run into several problems while trying to
patch into the BIOS Rwabs() call...
The main point is that I want to use input from a file
as output for Rwabs(). This requires my TSR program to call
GEMDOS from within a BIOS trap. Presuming that this is at all possible,

I expect some problems maintaining open files in Single TOS.
As I understand, GEMDOS closes all files when Ptermres() is called,
so I will have to open them after this is done, eg. from the BIOS
trap as well. As this trap is executed in the context of another program,
I expect that GEMDOS will think that the file will belong to that program
and close it on program termination. Which leaves my program
trying to open files in BIOS traps all the time.
Can anyone confirm the GEMDOS behaviour? Does anyone know if the
above procedure will work? Does anyone care? :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From 4322434020581048047
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5de46c640bb6ae
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Function length
Date: 1998/01/09
Message-ID: <695ctr$o5o$1@laas.laas.fr>#1/1
X-Deja-AN: 314319717
Distribution: world
References: <6953rp$7hg$1@sun27.hrz.tu-darmstadt.de>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@REMOVE_THIS.laas.fr
Newsgroups: comp.sys.atari.programmer

In article <6953rp$7hg$1@sun27.hrz.tu-darmstadt.de>, gryf@hrzpub.tu-darmstadt.de
(Thomas Binder) writes:
>? It's perfectly OK to calculate end - start, as otherwise you'd end up
>with a negative value!

Well, sorry about that... Next time I will not hurry typing my answer.

Roland

From 4161999222391249127
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,a6435cf16dfa67b4
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Q. about "moving" files
Date: 1998/01/09
Message-ID: <695elq$o5o$2@laas.laas.fr>#1/1
X-Deja-AN: 314330037
References: <34b61718.103939574@news.hol.fr>
Reply-To: prajoux@REMOVE_THIS.laas.fr
Distribution: world
Organization: LAAS/CNRS, Toulouse, France
Newsgroups: comp.sys.atari.programmer

In article <34b61718.103939574@news.hol.fr>, frederic.dinh'@'ffv.fr (Frederic Dinh) writes:
>Just a question : I've never heard about a gemdos function for moving
>file (the trick performed with the control key), so I wonder how the
>tos manage to do it.
>I don't talk about copying then deleting (I've read that Ease did this
>this way).
>Is there any work to do with the FAT ?

I remember having read somewhere that earlier versions of TOS did it the stupid way, that is copying then deleting, and newer versions (which ones?) did it more intelligently (see below).

Magnus Kollberg:
>Well my guess is that is just renames it as long as you move it to the
>same partition. There is a function called Frename() or something
>similar.
Yes, you can rename, if this is the case. But for really "moving", i.e. putting the file elsewhere in the file tree, you don't rename. What to do is keeping actual data in place on the disk, i.e. untouched in the same clusters, and just moving the directory entry of the file.

>For moving the file to another partition you must copy and delete it.
Yes.

Roland
LAAS/CNRS, Toulouse, France
prajoux@laas.fr

From 7643510148722942578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6435cf16dfa67b4

X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Q. about "moving" files
Date: 1998/01/09
Message-ID: <695gcj$bi0$2@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 314335730
References: <34b61718.103939574@news.hol.fr> <695elq$o5o$2@laas.laas.fr>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <695elq$o5o$2@laas.laas.fr>,
     prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:
> I remember having read somewhere that earlier versions of TOS did it the stupid
> way, that is copying then deleting, and newer versions (which ones?) did it
> more intelligently (see below).
The Frename()-call of TOS prior to 1.04 could really only rename files,
but as of 1.04 it may also be used to move the directory entry to a
different folder on the same partition. As the Atari desktop only uses
GEMDOS functions to carry out tasks (and is supposed to do so!), moving
files within the same partition was awfully slow with TOS 1.00 and 1.02.

Note that, for TOS, the functionality only applies to files, not
directories. The FAT-FS of MagiC 5 and the MinixFS for MiNT also allow
moving complete directory trees with a single Frename(), which makes
moving folders a lot faster (if the desktop you use supports it,
Magxdesk/MGCOPY does, Thing unfortunately still doesn't).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -9222191925505447500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/09
Message-ID: <!SPAMdwilga-0901981050400001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 314335731

References: <695aj8$955@balaena.bio.vu.nl>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <695aj8$955@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:

> Hmm, I seem to have run into several problems while trying to
> patch into the BIOS Rwabs() call...
> The main point is that I want to use input from a file
> as output for Rwabs(). This requires my TSR program to call
> GEMDOS from within a BIOS trap. Presuming that this is at all possible,
> I expect some problems maintaining open files in Single TOS.
> As I understand, GEMDOS closes all files when Ptermres() is called,
> so I will have to open them after this is done, eg. from the BIOS
> trap as well. As this trap is executed in the context of another program,
> I expect that GEMDOS will think that the file will belong to that program
> and close it on program termination. Which leaves my program
> trying to open files in BIOS traps all the time.
> Can anyone confirm the GEMDOS behaviour? Does anyone know if the
> above procedure will work? Does anyone care? :-)

You can't do this in normal TOS, as GEMDOS is not re-entrant. There is a very good chance that a GEMDOS call would call your BIOS code, which would then result in another GEMDOS call. Kaboom.

Which app owns a file handle can be fixed by changing the p_run (basepage pointer) variable to point to another app's context.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From 3746027742829161599
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,424df5ba2a07b9c2
X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Stack size
Date: 1998/01/09
Message-ID: <!SPAMdwilga-0901981055420001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 314335732
References: <6927g4hg1@infomania.emw.ericsson.se>
<34b738ae.4134074@news.demon.co.uk>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <34b738ae.4134074@news.demon.co.uk>, guy@swampdog.demon.co.uk

(Guy Harrison) wrote:

> Do Lattice or PureC have a mechanism for checking for stack overflow
> during execution?

In Pure C it's a compiler option. When you enable it, it puts a short bit of code at the start of every function which stops execution if there is an underflow. Just remember to turn the option off before compiling a final version, or your program is slower and larger than it needs to be.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From 6951592710739239013
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/09
Message-ID: <695gpg$bi0$3@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 314340958
References: <695aj8$955@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <695aj8$955@balaena.bio.vu.nl>,
lvzon@bio.vu.nl (Levien van Zon) writes:
> Hmm, I seem to have run into several problems while trying to
> patch into the BIOS Rwabs() call...
> The main point is that I want to use input from a file
> as output for Rwabs(). This requires my TSR program to call
> GEMDOS from within a BIOS trap. Presuming that this is at all possible,
This already is a wrong assumption. The GEMDOS of TOS is not reentrant, and as GEMDOS uses Rwabs() for all disk accesses, you'd make a call of a GEMDOS function while another GEMDOS function is already in progress.

The GEMDOS of MiNT is partially reentrant, but as the original GEMDOS is (at least) still used for access to FAT filesystems, it's still not safe to use GEMDOS calls from within BIOS.

MagiC is currently the only /available/ TOS-compatible OS for the Atari which has a fully reentrant GEMDOS (and BIOS as well).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From 3552202292238158814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: What C-compiler to use.
Date: 1998/01/09
Message-ID: <!SPAMdwilga-0901981157310001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 314352109
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se>
<6914oplks1@due.unit.no> <69281mhg2@infomania.emw.ericsson.se> <!
SPAMdwilga-0801981338310001@wilga.mtholyoke.edu> <693a8k$o25$2@due.unit.no>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <693a8k$o25$2@due.unit.no>, Jo Even Skarstein
<josk@stud.ntnu.no> wrote:

> Dan Wilga <!SPAMdwilga@mtholyoke.edu> wrote:
> > In article <69281mhg2@infomania.emw.ericsson.se>, Magnus Kollberg
> > <magnus.kollberg**@**emw.ericsson.se> wrote:
> > > Also isn't Pure C only available in german, atleast the docs?
>
> > There is a shareware version of the help files in English, written by John
> > Kormylo, which actually has much more info than the original ever did.
>
> Where? WHERE??? I've been looking for them for ages!

Urm, well, I dunno. I know they are on Genie, but in the real world I have
no idea where they would be :-)

I did a search for John's email address and only came up with
John.Kormylo@7861.conchbbs.com, which may not be current.

Dan Wilga   !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From -5138022989423400680

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,424df5ba2a07b9c2
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Stack size
Date: 1998/01/09
Message-ID: <695oo7$t63$3@laas.laas.fr>#1/1
X-Deja-AN: 314379431
Distribution: world
References: <!SPAMdwilga-0901981055420001@wilga.mtholyoke.edu>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@REMOVE_THIS.laas.fr
Newsgroups: comp.sys.atari.programmer

In article <!SPAMdwilga-0901981055420001@wilga.mtholyoke.edu>, !
SPAMdwilga@mtholyoke.edu (Dan Wilga) writes:
>> Do Lattice or PureC have a mechanism for checking for stack overflow
>> during execution?
>In Pure C it's a compiler option. When you enable it, it puts a short bit
>of code at the start of every function which stops execution if there is
>an underflow.

So does Lattice.

Roland

From -5266634565022988064
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Long Filename support
Date: 1998/01/09
Message-ID: <695rqr$j4a$1@due.unit.no>#1/1
X-Deja-AN: 314387810
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <6954or$5vm$1@infomania.emw.ericsson.se>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:
> > 1. Use Pdomain(1) to tell the OS that you understand long filenames.
> >
> > 2. Don't make any assumptions about the length, case or anything about
> >   directories and files. You can use all the normal calls, the OS will

> >   handle everything for you.

> So if I use FNSIZE and FMSIZE, these variables will be increased if I
> use

What are these variables used for? Can't remember having used them.

> Pdomain(1)? I think not, or? I still have to know how long the filenames
> are
> allowed to be, or?

Use Dpathconf() to get the max. allowed length for paths and filenames. It's
well documented in the Compendium. I usually skip this and allocate large
buffers instead, since some filesystems allow unlimited paths and filenames.

Jo Even Skarstein

From -8294505085129379419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: What C-compiler to use.
Date: 1998/01/09
Message-ID: <EMIHJq.nwC@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 314519287
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se>
<6914oplks1@due.unit.no>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <6914oplks1@due.unit.no>,
     Jo Even Skarstein <josk@stud.ntnu.no> writes:

>> I would not recomend to use Pure-C with a 040 as it has got a "bug" (or
>> maybe better a "feature" which doesn't work very well on a 040) in one
>> of it's libraries making the OS drop keyboard packets. It has to do with
>> memcpy/memclr.
>
> ...which are easily replaced by running Doug Little's 'abfix.ttp' utility
> on the libraries. Not a problem at all. Btw. I don't know if Doug's pages
> are up now, if anybody wants the abfix and can't find it on the net, just mail
> me and I'll upload it.

Do you have any suggestions on how to patch more serious compiler bugs, like the crappy handling of bit arrays ? These bugs make bit arrays almost unusable for most purposes.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -8648123304260004658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: What C-compiler to use.
Date: 1998/01/09
Message-ID: <EMIHp7.nyr@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 314519288
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se>
<6914oplks1@due.unit.no> <69281mhg2@infomania.emw.ericsson.se> <!
SPAMdwilga-0801981338310001@wilga.mtholyoke.edu>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <!SPAMdwilga-0801981338310001@wilga.mtholyoke.edu>,
!SPAMdwilga@mtholyoke.edu (Dan Wilga) writes:

> In article <69281mhg2@infomania.emw.ericsson.se>, Magnus Kollberg
> <magnus.kollberg**@**emw.ericsson.se> wrote:
>> Also isn't Pure C only available in german, atleast the docs?
>
> There is a shareware version of the help files in English, written by John
> Kormylo, which actually has much more info than the original ever did.

Aha, the latter thing makes it interesting for german users too. Where is it ?

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -2183723031060681203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5de46c640bb6ae
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Function length
Date: 1998/01/09
Message-ID: <EMIHxq.nzD@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 314519289
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <68vqln$20e@balaena.bio.vu.nl> <1998010718385480956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <1998010718385480956@zetnet.co.uk>,
     Anthony Jacques <jacquesa@zetnet.co.uk> writes:

```
> In C (if my memory serves me correctly):
>
> static char magic_start=MAGIC;
> int func(int a)
> {
>  blah;
> }
> static char magic_end=MAGIC;
>
> length=(long)(&magic_end) - (long)(&magic_start);
```

I very much doubt that this would work. The code would go into the TEXT segment, while the variables go into DATA, thus the length that is returned would always be sizeof(char), regardless how long the function.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 6606567909634551283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5de46c640bb6ae
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Function length
Date: 1998/01/09
Message-ID: <EMII8I.o1r@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 314519290
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <1998010718385480956@zetnet.co.uk> <692su7fig5@laas.laas.fr>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <692su7fig5@laas.laas.fr>,
    prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:

```
>>try this for asm:
>>start
>>func move.w d0,-(sp)
>> ..........
>>end
>>
>>* calculate length
>> lea end,a0
>> suba start,a0
>>* a0=length of routine, I believe.
>
> Yes, in assembly, this works. (Except that you must subtract #start and not
start,
> and that the subtraction has to be done the other way, i.e. start minus end).
```

You're right about the '#', but the way he did the calculation is quite ok.

```
>>length=(long)(&magic_end) - (long)(&magic_start);
>
> This does not work. The linker will place the variables and the function
> at different places (data segment and code segment)!
> I don't think there is a clean and reliable way to do that in C. (Dirty
solutions
> exist, as usual...).
```

I agree (almost) completely here. Since C knows goto, it also knows labels.
It's possible that one could place a label at each beginning and end of the
functions. I'm not familiar enough with labels/goto (don't like them) though
to tell if one can actually do maths with the labels.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 3420448853160993182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5de46c640bb6ae
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Function length
Date: 1998/01/09
Message-ID: <EMIIBx.o2D@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 314519291
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <68vqln$20e@balaena.bio.vu.nl> <34b52fab.1827417@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <34b52fab.1827417@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>What would be the easiest way to determine the length of an
>>assembly or C function (ie. subroutine)?
>
> Leave the compiler's own symbol table in the executable then have the
> executable access the table itself.

Is the length of a function added to the symbol table too ? I thought it
only contains the addresses.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -8554256518346597725

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6f0f0909f93852fb,start
X-Google-Attributes: gid1115ce,public
From: "Richard van Santen" <richard.santen@tip.nl>
Subject: ATARI 800XL
Date: 1998/01/09
Message-ID: <69ahmvkug1@cadmium.aware.nl>#1/1
X-Deja-AN: 314934689
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: NL-NIC
Newsgroups: comp.sys.atari.programmer

Can somebody tell me the pin configuration of the atari 800xl communications port.. ??

r.vansanten@hsbos.nl

From 3507690182696841390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,140dd1576c6f1ca1,start
X-Google-Attributes: gid1115ce,public
From: jregan@idirect.com
Subject: Wanted:Mega ST with external HD
Date: 1998/01/10
Message-ID: <jregan-1001980221420001@ns.compulink.com>#1/1
X-Deja-AN: 314580011
Newsgroups: comp.sys.atari.programmer

Looking for a Mega ST with an external drive(at least 80 meg).

Please include the make and model of external drive along with shipping costs to Brampton, Ontario Canada.

Thanks in advance.
James

From 3402134856493637681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: mhop@snip.net (mhop)
Subject: Re: What C-compiler to use.
Date: 1998/01/10
Message-ID: <34b7324b.20927121@news.snip.net>#1/1

X-Deja-AN: 314619260
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se>
<6914oplks1@due.unit.no> <EMIHJq.nwC@suse.modem.stud.uni-hannover.de>
Organization: Jersey Atari Computer Society
Reply-To: mhop@snip.net
Newsgroups: comp.sys.atari.programmer

How does Sozobon C compare to all of these others?

From 7062991003055569482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5de46c640bb6ae
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Function length
Date: 1998/01/10
Message-ID: <1998011017454880956@zetnet.co.uk>#1/1
X-Deja-AN: 314697522
References: <68vqln$20e@balaena.bio.vu.nl> <EMIHxq.nzD@suse.modem.stud.uni-hannover.de>
Newsgroups: comp.sys.atari.programmer

```
> > In C (if my memory serves me correctly):
> >
> > static char magic_start=MAGIC;
> > int func(int a)
> > {
> >  blah;
> > }
> > static char magic_end=MAGIC;
> >
> > length=(long)(&magic_end) - (long)(&magic_start);
>
> I very much doubt that this would work. The code would go into the TEXT
> segment, while the variables go into DATA, thus the length that is returned
> would always be sizeof(char), regardless how long the function.
```

Yea, you are right - the reason I put "if my memory serves correctly" was because I vaguely remember seeing someone do something simular for a slightly different purpose - I didn't actually think about it enough... :)

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
```

jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---+---

From 1030252973106130347
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/10
Message-ID: <34b67fec.1118638@news.demon.co.uk>#1/1
X-Deja-AN: 314762849
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<694mgn$3m$1@infomania.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 09 Jan 1998 09:16:04 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> >There are several OS additions out for the Atari that now support the
>> >long file names. I just upgraded to MagiC 5 and am wondering how to
>> >add support for long file names to my own programs.
>>
>> I would think that the functions Dopendir(), Dclosedir(), Dreaddir()
>> and Drewinddir() would be the ones to do this but someone will have to
>> confirm this because MWC does not have them by default. I added them
>> in just now but something was amiss - possibly the Compendium has some
>> wrong info 'cos it half worked opened and closed ok, read the correct
>> number of entries but the filenames were all garbage characters.
>
>While we are at it, does someone have a nice routine to find all
>files and subdirectories in a directory?

The MWC manual has one in its example for using Fgetdta(). It's not
too long so I've typed the lot in further below.

>I _REALY_ need this
>and I have done a solution but it's not very good at all. It
>eats memory like a mad dog. I do get a nice linked tree out of it
>though which I guess could be usefull for something, but not

```
>for what I need. I guess I could use it for a file browser with
>all directories and files available in that directory in nice
>looking file tree. :-)
>
>So does anyone know how to do this is a memory effiecent and
>fast way?
```

I've only altered it to make it more readable. It is otherwise the same as in the manual ...

```
/*
 * or strtolower()
*/
char*
lowercase(name)
char *name;
{char    *p   =name;
 int c;

 while (c = *p)    *p++ = isascii(c) && isupper(c) ? tolower(c) : c;
 return name;
}

/*
 * currentdir + \ + subdir
*/
char*
dircat(pfx,sfx)
char *pfx,
     *sfx;
{char    *p;
 int nb,
     npfx;

 nb = (npfx = strlen(pfx)) + 1 + strlen(sfx) + 1;
 if ((p = malloc(nb)) == NULL)   exit(1);
 strcpy(p,pfx);
 if (npfx != 0 && pfx[npfx-1] != '\\' strcat(p,"\\");
 return strcat(p,sfx);
}

/*
 * Your compiler will no doubt have its own version
 * of this.
*/
#ifdef   USE_MWC_DMABUFFER_STRUCT_FOR_NOW
typedef struct     {
char d_glob[12];
char d_mask;
char d_dirent[4];
char d_dirid[4];
char d_fattr;
long d_tandd;
```

```
long d_fsize;
char d_fname[14];
}    DMABUFFER;
#endif

/*
 * the guts
*/
void
find(name)
char *name;
{char         *globname,
         *newname;
 DMABUFFER    dumb,
         *saved;

/* This bit is MWC specific - oddly I posted
 * about it in another thread just yesterday!
 *
 if ((long)&saved <= _stksize+128)   {
     printf("Stack near overflow in find()\n");
     /*
      * In MWC it's possible to malloc() a new stack
      * during runtime so the recursion can continue.
     */
     return;
 }
*/

 globname = dircat(name,"*.*");
 saved = (DMABUFFER*)Fgetdta();
 Fsetdta(&dumb);

 if (Fsfirst(globname,0xFF) == 0)    {
     do   {
          if (dumb.d_fname[0] != '.') {
               newname = dircat(name,dumb.d_fname);

               printf("%s\n",lowercase(newname));
               /*
                * realloc() could be used to build
                * a complete list of names.
               */

               find(newname);
               free(newname);
          }
     }while (Fsnext() == 0);
 }
 free(globname);
 Fsetdta(saved);
}
```

```
main()
{
 find("");
 return 0;
}
```

>What does the above functions realy do? Maybe they could be usefull?

They do much the same as Fsfirst/Fsnext but allow long filenames so the solution is the same. Directories are trees and recursion lends itself nicely to trees.

>The problem I'm having has to do with when I want to get back to
>the parent directory. How do I know which directories has been
>checked, or maybe better, how do I get back to the point there
>I started so that I can just continue my routine at that point and
>don't need to know where I was?

The above code relies on one assumption which is that a subdirectory has '.' and '..' as two fixed entries at the beginning. It tries to descend each entry (including files) in a directory thus when it runs out of entries and rises back up a level it knows it has visited everywhere underneath. ie:

```
find("e:\usr")
```

If e:\usr contained ...

```
.
..
fred
jim\
bob
```

and e:\usr\jim contained ...

```
.
..
harry
eek.text
```

then it would visit thus:

```
e:\usr\.
e:\usr\..
e:\usr\fred
e:\usr\jim
e:\usr\jim\.
e:\usr\jim\..
e:\usr\jim\harry
e:\usr\jim\eek.txt
e:\usr\bob
```

>Ehh.... does this make any sence at all?

Does what I've said make any sense? ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 2548069999833589468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/10
Message-ID: <34b996c6.6968810@news.demon.co.uk>#1/1
X-Deja-AN: 314762850
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 9 Jan 1998 11:58:32 GMT, Jo Even Skarstein <josk@stud.ntnu.no>
wrote:

>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>> On 6 Jan 1998 21:49:09 GMT, tkelly@mail.pressenter.com (Terence Kelly)
>> wrote:
>
>> >There are several OS additions out for the Atari that now support the
>> >long file names. I just upgraded to MagiC 5 and am wondering how to
>> >add support for long file names to my own programs.
>
>> I would think that the functions Dopendir(), Dclosedir(), Dreaddir()
>> and Drewinddir() would be the ones to do this but someone will have to
>
>Dopendir(), Dclosedir() etc. are nice functions, but they don't have anything
>to do with long filenames specifically. Just a easy way of reading directories.
>
>Support for long filenames is very easy:
>
>1. Use Pdomain(1) to tell the OS that you understand long filenames.
>

>2. Don't make any assumptions about the length, case or anything about
>   directories and files. You can use all the normal calls, the OS will
>   handle everything for you.

Which leaves one question. ;-)

The Fsfirst/Fsnext structure in Mwc is defined thus:

```
typedef struct     {
char d_glob[12];
char d_mask;
char d_dirent[4];
char d_dirid[4];
char d_fattr;
long d_tandd;
long d_fsize;
char d_fname[14];
}    DMABUFFER;
```

Would I be right in assuming d_fname[14] now becomes *d_fname?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8485724269715546186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/10
Message-ID: <34ba97be.7216837@news.demon.co.uk>#1/1
X-Deja-AN: 314762851
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6954do$7hg$3@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 9 Jan 1998 12:15:52 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!

>
>In article <34b699c6.5056030@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> [Dopendir() & Co] I added them
>> in just now but something was amiss - possibly the Compendium has some
>> wrong info 'cos it half worked opened and closed ok, read the correct
>> number of entries but the filenames were all garbage characters.
>Does the Compendium mention that the filename actually starts at the
>fifth byte of the buffer when using the standard mode? (Use of
>compatibility mode is strongly discouraged, anyway.)

Yes unfortunately, which means the problem is lower level.

>That means, the first four bytes are actually the file's index on the
>filesystem, which may for example be used to detect hardlinks, as
>hardlinks always have the same file index. To get the actual filename,
>you have to access &buf[4].

This is what I originally did and got a "" string for all the files.
As the index for each entry was zero, I made a guess that the
Compendium was wrong about &buf[4] and kept incrementing it on each
compile ... &buf[5], &buf[6] etc which resulted in the garbage.

>>>Are there calls
>>>to check and see if an alternative file system is available, and how
>>>big should arrays be in my programs to hold path and filenames in the
>>>"vfat" system?
>>
>> Dunno for sure but whilst looking at the nearest PC equivilent to the
>> above I noticed that "opendir" was limited to 260 chars.
>There's no fixed limit on the length of filenames, each filesystem may
>have its own limit, including "unlimited".

I try to assume unlimited even for Tos. Thus my programs tend to use
code which can handle unlimited length filenames but they'll still
break round about 128 because the interaction with Tos requires
buffers of indeterminate length, and 128 is what I fixed it at.

>The call Dpathconf() may be
>used to check these limits, the case-sensitivity, and the truncation
>behaviour of a filesystem (and some more stuff). Note that Dpathconf()
>does not follow symbolic links, that means you get the information for
>U:\, if you call Dpathconf("U:\bin"), as bin is only a symbolic link.

I didn't know that.

>A solution for this is to always append "\." to the path you want to
>query. It is guaranteed that every filesystem must interpret "." as the
>current directory, even if it does not exist physically (for example, in
>the root directory of a FAT filesystem).

Ah, nicely consistent. A rarity indeed these days!

>> Dreaddir() will return a specific error if the buffer is too small
>> which rather hints at setting some average size but being prepared to
>> enlarge the buffer and repeat as necessary.
>Or determine the actual limit via Dpathconf(). Of course, if this results
>in "unlimited", you have start with an average buffer size and adapt it
>if necessary.

<G>

>Those who understand German may also take a look at the article on
>handling alternative filesystems I wrote some time ago for the magazine
>ST-Computer (issues 11 and 12/95, IIRC).

I wonder how good AltaVista would be on it? ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 211119629139319010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,936376ef2dc198c7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Pure C to Lattice C
Date: 1998/01/10
Message-ID: <34bb9cf1.8547500@news.demon.co.uk>#1/1
X-Deja-AN: 314762852
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <691tg4kjn1@jair.pressenter.com> <34b63482.3066229@news.demon.co.uk>
<6954df$7hg$2@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 9 Jan 1998 12:15:43 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <34b63482.3066229@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>>E.g. typedef WORD (cdecl XFSL_FILTER)(char *path, char *name, XATTR *xa);
>>>
>>>Does anyone know if it is possible to port Pure C to Lattice easily?

>>
>> This is basically a cpp problem methinks. Look for an option to enable
>> you to see the pre-processor output - there must be one.
>I'd rather suspect that the problem here is the cdecl (use C-style
>argument passing, i.e. via the stack only), which is no standard function
>modifier and should be replaced with "__stdargs __saveds" for Lattice
>(which isn't standard, either, as there's no standard way to influence
>the argument passing scheme within the source, anyway).

oops! I have to admit I'm totally and utterly wrong. This is made all
the more embarrassing because I of all people, being a user of MWC,
have had to port numerous PureC and Lattice examples to MWC over the
years - and know exactly what cdecl and __stdargs mean!

"Lame Excuse (number 206)" ...

I'd been up all night and only got 4 hours the night before. When I
saw XFSL_FILTER and XATTR, I instantly assumed them to be macro
expansions, simply because they were all uppercase. Worse, I even
remember sitting here last night thinking "but that doesn't make
sense". Then I proceeded to reply.

I still stand by my cpp advice though. But not for the above problem!

[Sheepish grin]

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 9062629260550924284
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,424df5ba2a07b9c2
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Stack size
Date: 1998/01/10
Message-ID: <34c0a218.9866897@news.demon.co.uk>#1/1
X-Deja-AN: 314762853
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <6927g4hg1@infomania.emw.ericsson.se>
<34b738ae.4134074@news.demon.co.uk> <!
SPAMdwilga-0901981055420001@wilga.mtholyoke.edu>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

On Fri, 09 Jan 1998 10:55:42 -0500, !SPAMdwilga@mtholyoke.edu (Dan Wilga) wrote:

>In article <34b738ae.4134074@news.demon.co.uk>, guy@swampdog.demon.co.uk
>(Guy Harrison) wrote:
>
>> Do Lattice or PureC have a mechanism for checking for stack overflow
>> during execution?
>
>In Pure C it's a compiler option. When you enable it, it puts a short bit
>of code at the start of every function which stops execution if there is
>an underflow. Just remember to turn the option off before compiling a
>final version, or your program is slower and larger than it needs to be.

[Slight diversion] This is odd. I post this question then in the thread "Long filename support" get to post the very mwc code example that led to me asking this question! [Diversion over]

That's a shame as there are times where you need to check in a specific function, such as the mwc recursive directory descent example I posted in above mentioned thread. I found it is possible in mwc to malloc fresh stacks when the checking code detects the current one is running out, and thus continue descending indefinately. Try as I might, I cannot remember how I free'd them and restored the older ones when ascending though. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8569529574663500228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/10
Message-ID: <34c1a7c2.11316752@news.demon.co.uk>#1/1
X-Deja-AN: 314762854
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <695aj8$955@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

On 9 Jan 1998 14:01:12 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Hmm, I seem to have run into several problems while trying to
>patch into the BIOS Rwabs() call...
>The main point is that I want to use input from a file
>as output for Rwabs(). This requires my TSR program to call
>GEMDOS from within a BIOS trap.

BIOS is re-entrant to 3 levels. GEMDOS is not re-entrant.

>Presuming that this is at all possible,

It isn't because GEMDOS calls Rwabs which promptly calls GEMDOS again.

Perhaps if you gave some more info there might be a solution?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 9018474163254114299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6435cf16dfa67b4
X-Google-Attributes: gid1115ce,public
From: frederic.dinh'@'ffv.fr (Frederic Dinh)
Subject: Re: Q. about "moving" files
Date: 1998/01/11
Message-ID: <69abmu$9ea$1@news2.isdnet.net>#1/1
X-Deja-AN: 314917647
References: <34b61718.103939574@news.hol.fr> <695elq$o5o$2@laas.laas.fr>
<695gcj$bi0$2@sun27.hrz.tu-darmstadt.de>
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Hi again, thanx a lot for your help.
I'd like to check if I understood well :

In order to move file in the same partition (in the case I would code
an alternative desktop), I have to use the Frename() gemdos function.

For example, I have a file called "target.zip" in a folder
"c:\archives\zips\" and I want it moved to "c:\unpack\".

My alt. desktop should :

```
{
     char * oldname "c:\archives\zips\target.zip";
     /* Do I need to give the full path or "target.zip" is
     sufficient ? */

     char * newname "c:\unpack\target.zip";

     Frename (dummy, oldname, newname);
}
```

Is that correct ? Any addition or correction is welcome.
---------- fredd ----------
Frederic Dinh -> frederic "point" dinh "at" ffv.fr

From -4724999483484393006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d60fae86f9f83f,start
X-Google-Attributes: gid1115ce,public
From: frederic.dinh'@'ffv.fr (Frederic Dinh)
Subject: Is there any English doc for Magic 5 ?
Date: 1998/01/11
Message-ID: <69abn7$9ea$2@news2.isdnet.net>#1/1
X-Deja-AN: 314917648
Organization: Federation Francaise de Voile
Newsgroups: comp.sys.atari.programmer

Where can I find english doc for developping under Magic 5 ?
Does Magic really handle threads ?
---------- fredd ----------
Frederic Dinh -> frederic "point" dinh "at" ffv.fr

From -5527785535924647859
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc7d1642d6d70f3f,start
X-Google-Attributes: gid1115ce,public
From: chrisc@zetnet.co.uk (Chris Crosskey)
Subject: Getting started with Lattice C
Date: 1998/01/11
Message-ID: <69avjf$gm7$1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 314978515
Organization: Abingdon Synthesis Projects
Newsgroups: comp.sys.atari.programmer

Hi Folks,
Well at the ripe old age of 31 I've decided to try my hand at programming. I've got a copy of Lattice C v5, what I need is a beginners guide to how to program

in it. Is there a site anywhere with such a thing? If someone has a text file of such a thing could they send it to me. Please reply via email, I'm not a great inhabiter of Usenet...

chrisc

From 3735923917989446067
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d790eb769b7ea871,start
X-Google-Attributes: gid1115ce,public
From: kma54@csc.canterbury.ac.nz
Subject: keyboard interrupt vector
Date: 1998/01/11
Message-ID: <2yMfDsOH6c7o@cantva.canterbury.ac.nz>#1/1
X-Deja-AN: 315022390
Organization: University of Canterbury, Christchurch, New Zealand
Newsgroups: comp.sys.atari.programmer

Greetings all,

I wrote to Andreas Kromke recently, asking if it was possible to _temporarily_ disable the Task Manger & pull down menu of MagiC? and his reply...

> No way.
> You could only change the keyboard interrupt vector.

Brief, and to the point I guess, ...hmmm, but his suggestion doesn't sound very easy! So how do I intercept the Ctrl-Alt-Esc key combination from within a GEM programme?? Can I access this at the BIOS or XBIOS level? Or am I going to have to poke round with the keyboard itself?
I don't know any assembler, so I'm hoping this can be achieved using a C compiler (Lattice C, in my case).

If you are wondering why the interest, it's because of the programme I've just written.

Taken from FILE_ID.DIZ

File: SENTINEL.LZH
Name: SENTINEL
Version: 1.0
Date: Dec 1997
Language: English

Description: Password Protection for MagiC OS

Uses the #_AUT feature in the magx.inf file
Simple graphical GEM interface
The ability to log all password attempts
Visual feed back; utilizes BubbleGEM >= v4.0
3 attempts only at gaining access
Documentation in ST-GUIDE hypertext format

FREEWARE!

Author: -0x29a PRODUCTIONS- <kma54@student.canterbury.ac.nz>

Uploaded at: <atari.archive.umich.edu>
<ftp.cs.tu-berlin.de>
<ftp.funet.fi>
<ftp.lip6.fr>

From -2852642352783433743
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c792ab3f26e56590,start
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Revisiting ERROR 510, Lattice C
Date: 1998/01/12
Message-ID: <34b9b725.55153@news.tmisnet.com>#1/1
X-Deja-AN: 315156435
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

Hi!

After a brief hiatus with my programming
project, I've returned to it fresh ... but
after trying many new previously-untried fixes,
I still can't convince the compiler to use
32-bit access instead of 16-bit access when
fetching data.

Has anyone had experience with Error 510 in
Lattice C version 5.6? What is it really
trying to tell me, and how do I adjust to
obtain a clean compile?

I sure wish Oregon Research was still around ....

The manual tells me that Error 510 means
"...A module has attempted to access an
unmerged (far) data item using a (near)
access. This will usually occur if one
module of a program is compiled using
the -b1 option whilst another module
uses -b0."

I finally figured out how to compile with -b0
... after much study of the manual ... by
using the dialog in Options, Compiler,
Preprocessor to adjust the setting of
_BASEREL. In the #undef section, I select
_BASEREL, then the the #define section I
add ' _BASEREL -b0 '. It has to be checked
and set before each compile, but at least
I know where it is! (This is probably the
source of my problem -- how do I convince
it that once it's set, it's to remain set?)

Just to be certain, I've added the following
to the code (which has not affected the error
message at all) which executes before any
other #defines or #includes:

```
                        /* Pre-Processor Directives */
#ifdef  _BASEREL
#undef  _BASEREL
#endif

#define _BASEREL -b0
                        /* End of Pre-Processor Directives */
```

According to the "Standard Libraries" information
(page 165, Volume 1), file 'cnb.o' is the
standard c startup code with the 'nb'
option (which translates to using
the 'Non-base relative library -b0'). This
appears to be correct, which points at a
compilation error of my source file. But where?

Thanks for any help or suggestions you may
have!

-- George Crissman
-- strads@tmisnet.com

Here are the messages generated by the compiler:

Compiling ..\LINECARD\GEM_LC.C
Module size P=00007F64 D=0000054C U=00000532
Linking H:\LINECARD\PROBUYER.PRG
CLink Copyright © 1992 HiSoft & Lattice, Inc.
All Rights Reserved - Version 1.37

Error 510: __base symbol - Reference to unmerged data item
  First Reference in Unit gem_lc.c at offset 00000010 in file
'..\LINECARD\GEM_LC.O'
  To Unit lib\crt\c at offset 00000014 in file 'CNB.O'

The first few bytes of startup code CNB.O (shown below) appear
to be calling for a file located in 'default:\lib\crt\c'.
Unfortunately, there is no '\crt' directory living
my my '\lib' directory. In fact, there is no '\crt' directory
anywhere on the drive! The actual file 'c.o' lives in
'default:\lib' as-installed by Lattice.

??
©???
lib\crt\c?????
©???
TEXT??
©???©$o?I©????#©???Hz

The first few bytes of gem_lc.o are:

©
gem_lc.c
@e p @ 1@ N@ k © ©

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 1881948534312452100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6435cf16dfa67b4
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Q. about "moving" files
Date: 1998/01/12
Message-ID: <69co1l$j9o$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 315172620
Content-Transfer-Encoding: 7bit

References: <34b61718.103939574@news.hol.fr> <695elq$o5o$2@laas.laas.fr>
<695gcj$bi0$2@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884597621 19768 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:
Hi there,

> Note that, for TOS, the functionality only applies to files, not
> directories. The FAT-FS of MagiC 5 and the MinixFS for MiNT also allow
> moving complete directory trees with a single Frename(), which makes
> moving folders a lot faster (if the desktop you use supports it,
> Magxdesk/MGCOPY does, Thing unfortunately still doesn't).

So you are saying that if you want to move a complete directory tree
with subdirectories you just have to move the "first" one? I guess they
still need to be on the same partition? That's cool.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 2872446115205345455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Long Filename support
Date: 1998/01/12
Message-ID: <69coq3$j9o$2@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 315172621
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<694mgn$3m$1@infomania.emw.ericsson.se> <34b67fec.1118638@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884598403 19768 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >While we are at it, does someone have a nice routine to find all
> >files and subdirectories in a directory?
>
> The MWC manual has one in its example for using Fgetdta(). It's not
> too long so I've typed the lot in further below.

Oh, thanks! :-)))

I did alter by routine it a bit yesterday and it works pretty well now.
The
memory overhead is still a bit big but it's quite flexible and can be
used
for other neat stuff as well.

> >So does anyone know how to do this is a memory effiecent and
> >fast way?
>
> I've only altered it to make it more readable. It is otherwise the
> same as in the manual ...

Thanks. I will give it a try. Looks realy neat.

> >What does the above functions realy do? Maybe they could be usefull?
>
> They do much the same as Fsfirst/Fsnext but allow long filenames so
> the solution is the same. Directories are trees and recursion lends
> itself nicely to trees.

Okey.

> >The problem I'm having has to do with when I want to get back to
> >the parent directory. How do I know which directories has been
> >checked, or maybe better, how do I get back to the point there
> >I started so that I can just continue my routine at that point and
> >don't need to know where I was?
>
> The above code relies on one assumption which is that a subdirectory
> has '.' and '..' as two fixed entries at the beginning. It tries to
> descend each entry (including files) in a directory thus when it runs
> out of entries and rises back up a level it knows it has visited
> everywhere underneath. ie:

Oh, so there actually is a use for those entries. :-)

> >Ehh.... does this make any sence at all?
>
> Does what I've said make any sense? ;-)

It sure does.

Thanks once more.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 4851218038971131512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Long Filename support
Date: 1998/01/12
Message-ID: <69covm$j9o$3@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 315172622
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884598582 19768 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >Dopendir(), Dclosedir() etc. are nice functions, but they don't have anything
> >to do with long filenames specifically. Just a easy way of reading directories.
> >
> >Support for long filenames is very easy:
> >
> >1. Use Pdomain(1) to tell the OS that you understand long filenames.
> >
> >2. Don't make any assumptions about the length, case or anything about
> >   directories and files. You can use all the normal calls, the OS will
> >   handle everything for you.
>
> Which leaves one question. ;-)
>
> The Fsfirst/Fsnext structure in Mwc is defined thus:
>
```
> typedef struct  {
> char    d_glob[12];
> char    d_mask;
> char    d_dirent[4];
> char    d_dirid[4];
```

```
> char    d_fattr;
> long    d_tandd;
> long    d_fsize;
> char    d_fname[14];
> }       DMABUFFER;
>
> Would I be right in assuming d_fname[14] now becomes *d_fname?
```

A very good question. Looks like Fsfirst/Fsnext isn't the best call to
use
when you are working with long filenames if that isn't that case.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -631108877776258727
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d790eb769b7ea871
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: keyboard interrupt vector
Date: 1998/01/12
Message-ID: <69cpg7$j9o$4@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 315175656
Content-Transfer-Encoding: 7bit
References: <2yMfDsOH6c7o@cantva.canterbury.ac.nz>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884599111 19768 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

kma54@csc.canterbury.ac.nz wrote:

```
>
> Greetings all,
>
>         I wrote to Andreas Kromke recently, asking if it was possible to
> _temporarily_ disable the Task Manger & pull down menu of MagiC?
> and his reply...
>
> > No way.
> > You could only change the keyboard interrupt vector.
>
> Brief, and to the point I guess,
```

Yup, sounds just like an answer from Andreas. He doesn't realy waste any
time on writing down why...

> ...hmmm, but his suggestion doesn't
> sound very easy! So how do I intercept the Ctrl-Alt-Esc key
> combination from within a GEM programme?? Can I access this at the
> BIOS or XBIOS level? Or am I going to have to poke round with the
> keyboard itself?
> I don't know any assembler, so I'm hoping this can be achieved using
> a C compiler (Lattice C, in my case).

Well if you could do it you would also be able to make a nicer task
manager as the current one isn't to cool. If you do come up with a way
of doing it I might be interrested.

> If you are wondering why the interest, it's because of the programme
> I've just written.
>
> Taken from FILE_ID.DIZ
>
> ----------
> File: SENTINEL.LZH
> Name: SENTINEL
> Version: 1.0
> Date: Dec 1997
> Language: English
>
> Description: Password Protection for MagiC OS
>   Uses the #_AUT feature in the magx.inf file
>   Simple graphical GEM interface
>   The ability to log all password attempts
>   Visual feed back; utilizes BubbleGEM >= v4.0
>   3 attempts only at gaining access
>   Documentation in ST-GUIDE hypertext format
>
>   FREEWARE!

So you want to stop the user from killing your password program? :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 2234871972216260335
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d60fae86f9f83f
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>

Subject: Re: Is there any English doc for Magic 5 ?
Date: 1998/01/12
Message-ID: <69cpkm$j9o$5@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 315175657
Content-Transfer-Encoding: 7bit
References: <69abn7$9ea$2@news2.isdnet.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884599254 19768 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Frederic Dinh wrote:
>
> Where can I find english doc for developping under Magic 5 ?
> Does Magic really handle threads ?

There are none. There are some rather good docs from Andreas in german,
but they are not very easy to understand if you can't understand
german....

MagiC handles threads, supposely even better than MiNT. Andreas says
that
it's based on the way Solaris handles threads. I have no idea how to
use them from Lattice though.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -6497585451315103925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Long Filename support
Date: 1998/01/12
Message-ID: <69cste$t94$1@due.unit.no>#1/1
X-Deja-AN: 315181507
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:

> > >2. Don't make any assumptions about the length, case or anything about
> > > directories and files. You can use all the normal calls, the OS will
> > > handle everything for you.
[...]
> > The Fsfirst/Fsnext structure in Mwc is defined thus:
> >
> > typedef struct {
[...]
> > char d_fname[14];
> > } DMABUFFER;
> >
> > Would I be right in assuming d_fname[14] now becomes *d_fname?

I haven't got a clue...

> A very good question. Looks like Fsfirst/Fsnext isn't the best call to
> use
> when you are working with long filenames if that isn't that case.

Use Dopendir(), Dreaddir() and Dclosedir() instead. They're much easier to use, and if they're not available you can't use long filenames anyway.

Dopendir() & co. is available in all versions of MiNT and recent versions of MagiC. Does somebody know when these functions was introduced in MagiC? IIRC it was in MagiC 3, but I could be wrong.

If you don't need to read directories but only load/save files using the fileselector then you don't need to do anything special, except informing the OS using Pdomain(1).

Jo Even Skarstein

From 3572006491321092218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d790eb769b7ea871
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: keyboard interrupt vector
Date: 1998/01/12
Message-ID: <69ctb6$t94$2@due.unit.no>#1/1
X-Deja-AN: 315185739
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <2yMfDsOH6c7o@cantva.canterbury.ac.nz>
<69cpg7$j9o$4@infomania.emw.ericsson.se>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:
> >   I wrote to Andreas Kromke recently, asking if it was possible to
> > _temporarily_ disable the Task Manger & pull down menu of MagiC?
> > and his reply...
> >
> > > No way.
> > > You could only change the keyboard interrupt vector.
[...]
> > sound very easy! So how do I intercept the Ctrl-Alt-Esc key
> > combination from within a GEM programme?? Can I access this at the
> > BIOS or XBIOS level? Or am I going to have to poke round with the
> > keyboard itself?

You can use the Xbios call Kbdvbase() to get a pointer to a table of
system vector handlers. You can then intercept the keyboard-vector,
inspect the keyboard-data and either return or jump to the old handler
depending on what you want to do.

E.g. if Control+Alt+Esc is pressed, then just return. In all other cases
jump to the old handler.

> > I don't know any assembler, so I'm hoping this can be achieved using
> > a C compiler (Lattice C, in my case).

Hmm... I expect it can be done with C as well, but it would be a lot
easier with assembler. Read the docs for the Kbdvbase()-call.

Jo Even Skarstein

From -9195695492033725701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6435cf16dfa67b4
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: Q. about "moving" files
Date: 1998/01/12
Message-ID: <vyz67npkhn8.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 315198132
Sender: schwab@issan
References: <34b61718.103939574@news.hol.fr> <695elq$o5o$2@laas.laas.fr>
<695gcj$bi0$2@sun27.hrz.tu-darmstadt.de>
X-Yow: I joined scientology at a garage sale!!
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

Thomas Binder <gryf@hrzpub.tu-darmstadt.de> writes:

|> Hi!

|> In article <695elq$o5o$2@laas.laas.fr>,
|> prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:
|>> I remember having read somewhere that earlier versions of TOS did it the
stupid
|>> way, that is copying then deleting, and newer versions (which ones?) did it
|>> more intelligently (see below).
|> The Frename()-call of TOS prior to 1.04 could really only rename files,

AFAIK Frename() has always been able to move file around arbitrarily
within the same drive. It has been just the stupid desktop that didn't
make use of it.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From 2054175555533853776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Long Filename support
Date: 1998/01/12
Message-ID: <69d4b8kvt1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 315208822
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884610216 21501 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein wrote:

> > > Would I be right in assuming d_fname[14] now becomes *d_fname?
>
> I haven't got a clue...

Anyone have?

> > A very good question. Looks like Fsfirst/Fsnext isn't the best call to
> > use
> > when you are working with long filenames if that isn't that case.
>
> Use Dopendir(), Dreaddir() and Dclosedir() instead. They're much easier to

> use, and if they're not available you can't use long filenames anyway.

Well if you are going to find all files and subdirectories
Fsfirst/Fsnext
is requiered. Maybe it can be done with Dopendir() insteed but I can't
see
how right now.

> Dopendir() & co. is available in all versions of MiNT and recent versions
> of MagiC. Does somebody know when these functions was introduced in MagiC?
> IIRC it was in MagiC 3, but I could be wrong.
>
> If you don't need to read directories but only load/save files using the
> fileselector then you don't need to do anything special, except informing
> the OS using Pdomain(1).

Sure, but I still wonder what happens to the DTA structure...

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -1697674538248324986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Long Filename support
Date: 1998/01/12
Message-ID: <69dee7$2u2$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 315248558
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6954do$7hg$3@sun27.hrz.tu-darmstadt.de> <34ba97be.7216837@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <34ba97be.7216837@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>(Use of compatibility mode is strongly discouraged, anyway.)
>
> Yes unfortunately, which means the problem is lower level.

?? What for do you need compatibility mode, anyway? It's almost the same

as Fsfirst()/Fsnext() (i.e. returns crippled filenames), but without the
possibility to filter and with the extended filemodes. I don't see too
much use in it.

>>To get the actual filename, you have to access &buf[4].
>
> This is what I originally did and got a "" string for all the files.

That's strange. If you like, I'll send (or post) a small listing which
simply reads all filenames in a given directory. It uses Dopendir() & Co.
if they're available, Fsfirst()/Fsnext() otherwise.

> I try to assume unlimited even for Tos. Thus my programs tend to use
> code which can handle unlimited length filenames but they'll still
> break round about 128 because the interaction with Tos requires
> buffers of indeterminate length, and 128 is what I fixed it at.
I usually use 256 for fixed buffers. I dunno how much it is in Thing, but
as you may know, I'm not the original author ...

>>Note that Dpathconf()
>>does not follow symbolic links, that means you get the information for
>>U:\, if you call Dpathconf("U:\bin"), as bin is only a symbolic link.
>
> I didn't know that.

It was very annoying at first, because I always got wrong results, until
I had the "\."-idea ;)

>>Those who understand German may also take a look at the article on
>>handling alternative filesystems I wrote some time ago for the magazine
>>ST-Computer (issues 11 and 12/95, IIRC).
>
> I wonder how good AltaVista would be on it? ;-)

Does that mean you want a copy of it, or is it just a joke?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From 6388886395030710818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)

Subject: Re: Long Filename support
Date: 1998/01/12
Message-ID: <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 315253968
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <69d4b8kvt1@infomania.emw.ericsson.se>,
    Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>> > > Would I be right in assuming d_fname[14] now becomes *d_fname?
>>
>> I haven't got a clue...
>
> Anyone have?

d_fname (or dta_fname, depending on the library you use ...) of course
won't change at all. Programs running in MiNT-domain (i.e. after calling
Pdomain(1)) are supposed to use Dopendir() & Co. for directory reading.
Fsfirst()/next() will still return crippled 8+3-filenames, as will
Dopendir() in compatibility mode.

> Well if you are going to find all files and subdirectories
> Fsfirst/Fsnext
> is requiered. Maybe it can be done with Dopendir() insteed but I can't
> see
> how right now.

No problem at all. Either use Dxreaddir() to read the filenames, or, if
that's not available, call Fxattr() on each filename returned by
Dreaddir(). This will give you all attributes of the file. Now check if
(xattr.mode & S_IFMT) == S_IFDIR. If so, recurse using this new filename
for Dopendir(), as it represents a subdirectory.

Note that Dxreaddir() internally calls Fxattr() with mode 1, i.e. it does
not follow symbolic links. So, if you want to descend symbolic links to
directories as well, either don't use Dxreaddir() (which will be much
slower with MiNT, though!) or call Fxattr() with mode 0 yourself when
(xattr.mode & S_IFMT) == S_IFLNK.

For more information, I could post the routine in Thing which
recursively counts files, dirs and symlinks, either with Dopendir() & Co.
or Fsfirst()/next(), depending on availability of the first.

>> Dopendir() & co. is available in all versions of MiNT and recent versions

>> of MagiC. Does somebody know when these functions was introduced in MagiC?
>> IIRC it was in MagiC 3, but I could be wrong.

This is irrelevant for programming as one should always only check the return value of "new" GEMDOS calls. If it's -32L (EINVFN), the function is either not supported by the kernel or by the affected filesystem.

>> If you don't need to read directories but only load/save files using the
>> fileselector then you don't need to do anything special, except informing
>> the OS using Pdomain(1).

Unfortunately, there are some problems with the original TOS fileselector. A program running in MiNT domain (after Pdomain(1)) will get lowercase filenames for Fsfirst()/next() on FAT partitions (with MiNT), and so does the fileselector, then. But the problem is that pattern matching in the selector is case-sensetive, i.e. "*.PRG" won't match anything when running in the MiNT-Domain, and "*.prg" won't match anything when running in TOS domain (and under plain TOS). So, it may be a good idea to adapt the file mask depending on whether Pdomain(-1) == 1.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -4577886089629513244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6435cf16dfa67b4
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Q. about "moving" files
Date: 1998/01/12
Message-ID: <69dgkh$42c$3@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 315259225
References: <34b61718.103939574@news.hol.fr> <695elq$o5o$2@laas.laas.fr>
<695gcj$bi0$2@sun27.hrz.tu-darmstadt.de> <69abmu$9ea$1@news2.isdnet.net>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <69abmu$9ea$1@news2.isdnet.net>,
     frederic.dinh'@'ffv.fr (Frederic Dinh) writes:

> In order to move file in the same partition (in the case I would code
> an alternative desktop), I have to use the Frename() gemdos function.
Yes.

```
> {
>    char * oldname "c:\archives\zips\target.zip";
>    /* Do I need to give the full path or "target.zip" is
>    sufficient ? */
```

It depends on what the current directory is. If it's \archives\zips\, then you don't need to prepend the path. To be on the safe side, always prepend it.

> Is that correct ? Any addition or correction is welcome.

It's almost correct, despite the variable definitions are missing the "=", and the path separators ought to be "\\" in C, not just "\". Also, it wasn't necessary to define variables for the pathnames, i.e. a simple Frename(0, "C:\\archives\zips\target.zip", "C:\unpack\target.zip"); would have done the job ;)

Nevertheless, the principle way is correct.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From 4417327386909248071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6435cf16dfa67b4
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Q. about "moving" files
Date: 1998/01/12
Message-ID: <69dg9q$42c$2@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 315259226
References: <34b61718.103939574@news.hol.fr> <695elq$o5o$2@laas.laas.fr>
<695gcj$bi0$2@sun27.hrz.tu-darmstadt.de> <69co1l$j9o$1@infomania.emw.ericsson.se>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <69co1l$j9o$1@infomania.emw.ericsson.se>,
     Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
> So you are saying that if you want to move a complete directory tree
> with subdirectories you just have to move the "first" one? I guess they
> still need to be on the same partition? That's cool.
Yes and yes. It's just like the UNIX rename()-function which also allows
moving directories located on the same filesystems.

Of course, this may be limited by the filesystem. For example, the
Ramdisk-XFS does not allow this (as by the time I wrote it, MagiC's TOS-FS
didn't have the functionality, either).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -4213621631443275031
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Long Filename support
Date: 1998/01/12
Message-ID: <1998011218563980956@zetnet.co.uk>#1/1
X-Deja-AN: 315301524
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
Newsgroups: comp.sys.atari.programmer

> > A very good question. Looks like Fsfirst/Fsnext isn't the best call to
> > use
> > when you are working with long filenames if that isn't that case.
>
> Use Dopendir(), Dreaddir() and Dclosedir() instead. They're much easier to
> use, and if they're not available you can't use long filenames anyway.

Yea, but they dont exist without MiNT, so if you were writing a program that
you wanted to take advantage of LFN, but worked fine without MiNT/Magic you
would have to write your own wrapper routine to handle both...

Not a good situation, IMO...

Anthony

--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From 7418689401454705773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f9b1f0fa69dc399,start
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Disassembler
Date: 1998/01/12
Message-ID: <69drng$d6o$2@due.unit.no>#1/1
X-Deja-AN: 315306635
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Can somebody recommend a good PD/SW disassembler that handles
030 and 040 code?

Jo Even Skarstein
<joska@nuts.edu>

From 7811699243620287931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5de46c640bb6ae
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Function length
Date: 1998/01/12
Message-ID: <34ba5857.1947991@news.demon.co.uk>#1/1
X-Deja-AN: 315306636
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <68vqln$20e@balaena.bio.vu.nl> <34b52fab.1827417@news.demon.co.uk>
<EMIIBx.o2D@suse.modem.stud.uni-hannover.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Fri, 9 Jan 1998 10:26:21 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <34b52fab.1827417@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>What would be the easiest way to determine the length of an
>>>assembly or C function (ie. subroutine)?
>>
>> Leave the compiler's own symbol table in the executable then have the
>> executable access the table itself.
>
>Is the length of a function added to the symbol table too ?

Probably not.

>I thought it
>only contains the addresses.

Very likely, but I would be most surprised if there was no way to
derive the length from those addresses. It's certainly possible in Mwc
- the "nm" command produces this info and could be invoked via
system() but this solution has obvious problems!

Mwc document their symbol table structure but as it happens there
would be no need for to take the trouble of using it. Functions are
generated in the same order as they appear in the source, and modules
are appended in the same order as is specified in the makefile. Thus
the following would work fine ...

```
funcA()
{
}

static char   *fred    ="eek";

funcB()
{
}

main()
{
 printf("funcA is at %lx of length %lx\n",funcA,funcB-funcA);
}
```

I assume both Lattice and PureC can produce a "map" file? Simply
providing a copy of this for the program to access might be enough to
allow the original poster to develop a solution. Otherwise, unless the
code generation is as fixed as Mwc, there would be little alternative
to duplicating the code which generates the map file.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3710378781202023270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/13
Message-ID: <34ba74c5.9225866@news.demon.co.uk>#1/1
X-Deja-AN: 315380490
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6954do$7hg$3@sun27.hrz.tu-darmstadt.de> <34ba97be.7216837@news.demon.co.uk>
<69dee7$2u2$1@sun27.hrz.tu-darmstadt.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 12 Jan 1998 15:55:51 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <34ba97be.7216837@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>>(Use of compatibility mode is strongly discouraged, anyway.)
>>
>> Yes unfortunately, which means the problem is lower level.
>
>?? What for do you need compatibility mode, anyway? It's almost the same
>as Fsfirst()/Fsnext() (i.e. returns crippled filenames), but without the
>possibility to filter and with the extended filemodes. I don't see too
>much use in it.

As you figured out lower down, it must be my implementation.

>>>To get the actual filename, you have to access &buf[4].
>>
>> This is what I originally did and got a "" string for all the files.
>
>That's strange. If you like, I'll send (or post) a small listing which
>simply reads all filenames in a given directory. It uses Dopendir() & Co.
>if they're available, Fsfirst()/Fsnext() otherwise.

Yes please. That would save me a lot of time trying to figure out what
I've done wrong.

>> I try to assume unlimited even for Tos. Thus my programs tend to use
>> code which can handle unlimited length filenames but they'll still
>> break round about 128 because the interaction with Tos requires
>> buffers of indeterminate length, and 128 is what I fixed it at.
>I usually use 256 for fixed buffers. I dunno how much it is in Thing, but
>as you may know, I'm not the original author ...
>
>>>Note that Dpathconf()
>>>does not follow symbolic links, that means you get the information for
>>>U:\, if you call Dpathconf("U:\bin"), as bin is only a symbolic link.
>>
>> I didn't know that.
>
>It was very annoying at first, because I always got wrong results, until
>I had the "\."-idea ;)

I can imagine it's not something that would immediately spring to
mind!

>>>Those who understand German may also take a look at the article on
>>>handling alternative filesystems I wrote some time ago for the magazine
>>>ST-Computer (issues 11 and 12/95, IIRC).
>>
>> I wonder how good AltaVista would be on it? ;-)
>
>Does that mean you want a copy of it, or is it just a joke?

Half a joke. It means I can't understand a word of German - and
wondered how good that recently advertised translation engine on
AltaVista would be. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1660086093261659975
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/13
Message-ID: <34bb7741.9861359@news.demon.co.uk>#1/1
X-Deja-AN: 315380491

Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 12 Jan 1998 14:01:08 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Jo Even Skarstein wrote:
>
>> > > Would I be right in assuming d_fname[14] now becomes *d_fname?
>>
>> I haven't got a clue...
>
>Anyone have?
>
>> > A very good question. Looks like Fsfirst/Fsnext isn't the best call to
>> > use
>> > when you are working with long filenames if that isn't that case.
>>
>> Use Dopendir(), Dreaddir() and Dclosedir() instead. They're much easier to
>> use, and if they're not available you can't use long filenames anyway.
>
>Well if you are going to find all files and subdirectories
>Fsfirst/Fsnext
>is requiered. Maybe it can be done with Dopendir() insteed but I can't
>see
>how right now.

I would assume there would not be much more to it than modifying the
example I posted so that Dopendir() replaced the Fsetdta/Fgetdta part
in find() and Dclosedir at the bottom. And Dreaddir() would replace
Fsfirst/Fsnext in the loop - but I can't tell exactly how until I can
get it working with Mwc. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8495284846643964605
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/13
Message-ID: <34bd78dd.10273582@news.demon.co.uk>#1/1
X-Deja-AN: 315380492
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<694mgn$3m$1@infomania.emw.ericsson.se> <34b67fec.1118638@news.demon.co.uk>
<69coq3$j9o$2@infomania.emw.ericsson.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 12 Jan 1998 10:44:15 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Thanks. I will give it a try. Looks realy neat.

I think so. It's a really good *example* piece of code. It shows the
idea very well and gives you ideas on how to improve it. Having it
check that it's not wasting its time trying to descend down a file is
the most obvious one!

```
if   (
     (dumb.d_fname[0] != '.') &&
     (dumb.d_fattr & DIRECTORY_ATTRIBUTE)
     )
```

[snip]
>Oh, so there actually is a use for those entries. :-)

They're usually a pain aren't they? :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5332116493813910431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support

Date: 1998/01/13
Message-ID: <34be7b10.10836572@news.demon.co.uk>#1/1
X-Deja-AN: 315380493
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 12 Jan 1998 16:13:03 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <69d4b8kvt1@infomania.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>>> > > Would I be right in assuming d_fname[14] now becomes *d_fname?
>>>
>>> I haven't got a clue...
>>
>> Anyone have?
>
>d_fname (or dta_fname, depending on the library you use ...) of course
>won't change at all.

That's a real shame. I can see why it's that way but it would have
been nice if dta_fname return LFN's when in the MiNT domain.

[snip]
>For more information, I could post the routine in Thing which
>recursively counts files, dirs and symlinks, either with Dopendir() & Co.
>or Fsfirst()/next(), depending on availability of the first.

Yep. The more working examples I have the easier it will be for me to
figure out why Mwc won't do it. I fail to see where I have gone wrong
so it is bound to be something really silly. Adding TOS (ie not Gem)
calls to Mwc is no more complex than adding macros to osbind.h which
invoke its gemdos(), bios() or xbios() functions!

[snip]
>Unfortunately, there are some problems with the original TOS fileselector.
>A program running in MiNT domain (after Pdomain(1)) will get lowercase
>filenames for Fsfirst()/next() on FAT partitions (with MiNT), and so does
>the fileselector, then. But the problem is that pattern matching in the
>selector is case-sensetive, i.e. "*.PRG" won't match anything when running
>in the MiNT-Domain, and "*.prg" won't match anything when running in TOS
>domain (and under plain TOS). So, it may be a good idea to adapt the file

>mask depending on whether Pdomain(-1) == 1.

This applies *only* to the standard fileselector?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4765728177737410485
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Long Filename support
Date: 1998/01/13
Message-ID: <69fc8jcjm1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 315490740
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884683859 12918 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:

Hi Thomas!

> >> > > Would I be right in assuming d_fname[14] now becomes *d_fname?
> >>
> >> I haven't got a clue...
> >
> > Anyone have?
>
> d_fname (or dta_fname, depending on the library you use ...) of course
> won't change at all. Programs running in MiNT-domain (i.e. after calling
> Pdomain(1)) are supposed to use Dopendir() & Co. for directory reading.
> Fsfirst()/next() will still return crippled 8+3-filenames, as will
> Dopendir() in compatibility mode.

That was what I suspected. It should be quite strange if it did change.

> > Well if you are going to find all files and subdirectories
> > Fsfirst/Fsnext
> > is requiered. Maybe it can be done with Dopendir() insteed but I can't
> > see
> > how right now.
>
> No problem at all. Either use Dxreaddir() to read the filenames, or, if
> that's not available, call Fxattr() on each filename returned by
> Dreaddir(). This will give you all attributes of the file. Now check if
> (xattr.mode & S_IFMT) == S_IFDIR. If so, recurse using this new filename
> for Dopendir(), as it represents a subdirectory.

Well I guess I just have to sitt down and read the Compendium about
these
calls. So far I havn't cared about long filenames but sooner or later I
have to so maybe I should start doing it now before it's to late.

> Note that Dxreaddir() internally calls Fxattr() with mode 1, i.e. it does
> not follow symbolic links. So, if you want to descend symbolic links to
> directories as well, either don't use Dxreaddir() (which will be much
> slower with MiNT, though!) or call Fxattr() with mode 0 yourself when
> (xattr.mode & S_IFMT) == S_IFLNK.

Well I'm not sure I want to follow symbolic links anyway, but it's good
to
know.

> For more information, I could post the routine in Thing which
> recursively counts files, dirs and symlinks, either with Dopendir() & Co.
> or Fsfirst()/next(), depending on availability of the first.

Yeah I would love you if you did it. It would save me alot of pain and I
would
be so happy. Feel free to mail me anything regarding going through
directories or to the newsgroup if you like. :-)

> >> If you don't need to read directories but only load/save files using the
> >> fileselector then you don't need to do anything special, except informing
> >> the OS using Pdomain(1).
>
> Unfortunately, there are some problems with the original TOS fileselector.
> A program running in MiNT domain (after Pdomain(1)) will get lowercase
> filenames for Fsfirst()/next() on FAT partitions (with MiNT), and so does
> the fileselector, then. But the problem is that pattern matching in the
> selector is case-sensetive, i.e. "*.PRG" won't match anything when running
> in the MiNT-Domain, and "*.prg" won't match anything when running in TOS
> domain (and under plain TOS). So, it may be a good idea to adapt the file
> mask depending on whether Pdomain(-1) == 1.

Nasty stuff. So the esiest part is to scrap TOS support and only have
MiNT/MagiC support. Not that nice but you avoid alot of hassel. :-)

Anyway, thanks Thomas for all these good replys. We need more people
like you!

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -8760741449856662629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Long Filename support
Date: 1998/01/13

Message-ID: <69fcnicjm3@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 315493660
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<694mgn$3m$1@infomania.emw.ericsson.se> <34b67fec.1118638@news.demon.co.uk>
<69coq3$j9o$2@infomania.emw.ericsson.se> <34bd78dd.10273582@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884684338 12918 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> I think so. It's a really good *example* piece of code. It shows the
> idea very well and gives you ideas on how to improve it. Having it
> check that it's not wasting its time trying to descend down a file is
> the most obvious one!

Yeah that would be a bad idea. :-)

> >Oh, so there actually is a use for those entries. :-)
>
> They're usually a pain aren't they? :-)

Not realy, but I never thought about what they were for and what
they were doing. I just skipped them. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
```

| email: Magnus.Kollberg@emw.ericsson.se |
+----------+

From 8596967534951878192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Long Filename support
Date: 1998/01/13
Message-ID: <69fcfacjm2@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 315493661
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <34bb7741.9861359@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884684074 12918 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >Well if you are going to find all files and subdirectories
> >Fsfirst/Fsnext
> >is requiered. Maybe it can be done with Dopendir() insteed but I can't
> >see
> >how right now.
>
> I would assume there would not be much more to it than modifying the
> example I posted so that Dopendir() replaced the Fsetdta/Fgetdta part
> in find() and Dclosedir at the bottom. And Dreaddir() would replace
> Fsfirst/Fsnext in the loop - but I can't tell exactly how until I can
> get it working with Mwc. :-(

Well I guess it's pretty much as you say but I havn't looked at it
yet so I asumed it would be hairy. I will try to get a look at it
tonight. As you say it's probably not very hard when you know how
it works with Fsfirst/Fsnext.

Thanks.

//Magnus Kollberg
--

+----------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |

```
  +-----------------------------------------------------+
```

From -4208617674313192124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6435cf16dfa67b4
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Q. about "moving" files
Date: 1998/01/13
Message-ID: <69fcsccjm4@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 315493662
Content-Transfer-Encoding: 7bit
References: <34b61718.103939574@news.hol.fr> <695elq$o5o$2@laas.laas.fr>
<695gcj$bi0$2@sun27.hrz.tu-darmstadt.de> <69co1l$j9o$1@infomania.emw.ericsson.se>
<69dg9q$42c$2@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884684492 12918 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:

> > So you are saying that if you want to move a complete directory tree
> > with subdirectories you just have to move the "first" one? I guess they
> > still need to be on the same partition? That's cool.
> Yes and yes. It's just like the UNIX rename()-function which also allows
> moving directories located on the same filesystems.

Yeah but I often find Unix sources a bit too strange for my taste.

> Of course, this may be limited by the filesystem. For example, the
> Ramdisk-XFS does not allow this (as by the time I wrote it, MagiC's TOS-FS
> didn't have the functionality, either).

Hmm.. wasn't you talking about updateing it a while bakc with english
docs?
Maybe it's time for that update now and a smaller update to the ramdisk
it
self as well?

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 4767820775216006753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Long Filename support
Date: 1998/01/13
Message-ID: <69fkr2$q99$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 315518687
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<34be7b10.10836572@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <34be7b10.10836572@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>d_fname (or dta_fname, depending on the library you use ...) of course
>>won't change at all.
>
> That's a real shame. I can see why it's that way but it would have
> been nice if dta_fname return LFN's when in the MiNT domain.

dta_fname is a fixed buffer, and can't suddenly become a pointer to a
variable length buffer. So how should it work for names longer than 13
characters, anyway?

> Yep. The more working examples I have the easier it will be for me to
> figure out why Mwc won't do it.

OK, I'll post the two example programs (in source only) here tomorrow (if
I don't forget to take them with me ;)

> [Mask problems with file selector]
> This applies *only* to the standard fileselector?
AFAIK yes. But as I only have access to three other selectors (with two
being part of MagiC and N.AES), I can't tell if others are affected as
well. But if you decide to drop support for the TOS selector, remember to
use lowercase masks, then, as otherwise "*.C" won't match any C-files on
a Minix partition ...

Or you could dynamically change the mask depending on the path you start
the selector with, but that's not a very bright idea as the user might
switch to a different drive/path, anyway ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -8758485464962485356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Long Filename support
Date: 1998/01/13
Message-ID: <69fpgq$s63$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 315533072
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<69fc8jcjm1@infomania.emw.ericsson.se>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <69fc8jcjm1@infomania.emw.ericsson.se>,
     Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>> d_fname (or dta_fname, depending on the library you use ...) of course
>> won't change at all. [...]
>
> That was what I suspected. It should be quite strange if it did change.

Of course it couldn't change, as char[] can't become a pointer to a
non-static buffer. And even though dta_fname is located at the end of the
structure, Fsfirst() mustn't put more than 13 characters (plus 1 for EOS)
into it, as /you/ supply the structure, so writing beyond may destroy data
vital for your program.

> So far I havn't cared about long filenames but sooner or later I
> have to so maybe I should start doing it now before it's to late.

It's not bad to know about these calls, yes. And I don't deem it an
unnecessarily high overhead to write library calls which act like the
UNIX opendir()/readdir()/closedir() and use Fsfirst() or Dopendir(),

depending on what's available.

And btw, the MiNT library does exactly this (and a lot more, of course), i.e. it provides these UNIX (even POSIX, to be precise) calls to read directories.

And also take a look at the ftw()-call the MiNT library provides ("file tree walk"), a very powerful function!

> Well I'm not sure I want to follow symbolic links anyway, but it's good
> to know.

Sooner or later you'll be in the situation you want to dereference them, believe me ;)

>> For more information, I could post the routine in Thing which
>> recursively counts files, dirs and symlinks, either with Dopendir() & Co.
>> or Fsfirst()/next(), depending on availability of the first.
>
> Yeah I would love you if you did it.

OK, I'll post it (and the mini example as well) here. But it just came to my mind that it won't be possible to post them tomorrow, as I have to comment the code a bit before publishing it. And I don't have the time to do this tonight.

> [TOS file selector problem]
> Nasty stuff. So the esiest part is to scrap TOS support and only have
> MiNT/MagiC support. Not that nice but you avoid alot of hassel. :-)

Well, even with MiNT + SingleTOS you have this problem. Only the use of an alternative file selector helps here (most of them should be able to handle that correctly, otherwise they're far from being up to date). Unfortunately, I don't have any figures on how many ATARI users have such a thing ;)

> Anyway, thanks Thomas for all these good replys.

You're welcome. As long as my replies are helpful, I'll be pleased ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From 495948586126593214

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Long Filename support
Date: 1998/01/13
Message-ID: <69frva$1d$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 315540833
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6954do$7hg$3@sun27.hrz.tu-darmstadt.de> <34ba97be.7216837@news.demon.co.uk>
<69dee7$2u2$1@sun27.hrz.tu-darmstadt.de> <34ba74c5.9225866@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <34ba74c5.9225866@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>That's strange. If you like, I'll send (or post) a small listing which
>>simply reads all filenames in a given directory. It uses Dopendir() & Co.
>>if they're available, Fsfirst()/Fsnext() otherwise.
>
> Yes please. That would save me a lot of time trying to figure out what
> I've done wrong.

And to say it once again, I'll post some example code here on Thursday ;)

>>[Dpathconf()-problem with symlinks]
>>It was very annoying at first, because I always got wrong results, until
>>I had the "\."-idea ;)
>
> I can imagine it's not something that would immediately spring to
> mind!

Yes, it took me some minutes to find a solution ;) To be honest, I didn't
used appending of "\." at first, but Dsetpath() with Dpathconf(".")
afterwards. Of course, that has the same effect, but it's less elegant.

>>Does that mean you want a copy of it, or is it just a joke?
>
> Half a joke. It means I can't understand a word of German - and
> wondered how good that recently advertised translation engine on
> AltaVista would be. :-)

Oh, just wonderful. I've heard about a test translation of the homepage of
the TU Darmstadt. It's been not much more than a braindead word-by-word
translation, with very little to none respect to the grammar. Also,
there've been some funny translations like "TU" -> "do" ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From 3271214479249427729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: What C-compiler to use.
Date: 1998/01/13
Message-ID: <69fqap$61e@balaena.bio.vu.nl>#1/1
X-Deja-AN: 315540834
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se>
<6914oplks1@due.unit.no> <EMIHJq.nwC@suse.modem.stud.uni-hannover.de>
<34b7324b.20927121@news.snip.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

mhop (mhop@snip.net) wrote:

: How does Sozobon C compare to all of these others?

It's fast, doesn't use much memory and produces nice efficient
code. Just a few drawbacks: it's commandline driven,
it's not fully ANSI (although it will compile most ANSI stuff)
and the XGEMFast lib that comes with it is not 100% compatible
with other GEM libs. And it only does 68000 code, no
optimized 020+ stuff.
Anyway, I use it and I like it.

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

I've touch'd the highest point of all my greatness;
And from that full meridian of my glory
I haste now to my setting. I shall fall,
Like a bright exhalation in the evening
And no man see me more.
          -- Shakespeare

From 5436483334296181889
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/13
Message-ID: <69fqeg$61e@balaena.bio.vu.nl>#1/1
X-Deja-AN: 315540835
References: <695aj8$955@balaena.bio.vu.nl> <!
SPAMdwilga-0901981050400001@wilga.mtholyoke.edu>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

In article <!SPAMdwilga-0901981050400001@wilga.mtholyoke.edu> you wrote:

: You can't do this in normal TOS, as GEMDOS is not re-entrant. There is a
: very good chance that a GEMDOS call would call your BIOS code, which would
: then result in another GEMDOS call. Kaboom.

This is not likely to happen, as the second call to my BIOS routine would
fall through, due to the way things are set up. Still, I'll see if I can
find a better way to do things (although the only way I can think of right
now is direct FAT access. Ugh.)

: Which app owns a file handle can be fixed by changing the p_run (basepage
: pointer) variable to point to another app's context.

Thanks.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

I've touch'd the highest point of all my greatness;
And from that full meridian of my glory
I haste now to my setting. I shall fall,
Like a bright exhalation in the evening
And no man see me more.
-- Shakespeare

From 8625999001002702996
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,a7d60fae86f9f83f
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <bereziat@ozone.inria.fr>
Subject: Re: Is there any English doc for Magic 5 ?
Date: 1998/01/13
Message-ID: <rw51zyc4eye.fsf@ozone.inria.fr>#1/1
X-Deja-AN: 315545613
Content-Transfer-Encoding: 8bit
References: <69abn7$9ea$2@news2.isdnet.net>
<69cpkm$j9o$5@infomania.emw.ericsson.se>
Content-Type: text/plain; charset=iso-8859-1
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Yes, Magic 4.5 is multithread but using the AES function
shel_write(). The magic's shel_write() has new mode managing
the multithread. But the function Pfork() is not implemented
and finaly MagiC is not MiNT compatible with multithreads :-(
--

```
-------------------------------------------------------------
Dominique Bereziat     | Email: Dominique.Bereziat@inria.fr
Projet AIR             | Web: http://www-air.inria.fr/
INRIA Rocquencourt     |
Domaine de Voluceau    |
BP 105                 | tel: 01.39.63.58.65
78153 Le Chesnay Cedex | fax: 01.39.63.53.30
-------------------------------------------------------------
```


From -5284140169457026882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6435cf16dfa67b4
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Q. about "moving" files
Date: 1998/01/13
Message-ID: <69fuov$19u$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 315554502
References: <34b61718.103939574@news.hol.fr> <695elq$o5o$2@laas.laas.fr>
<695gcj$bi0$2@sun27.hrz.tu-darmstadt.de> <69co1l$j9o$1@infomania.emw.ericsson.se>
<69dg9q$42c$2@sun27.hrz.tu-darmstadt.de> <69fcsccjm4@infomania.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <69fcsccjm4@infomania.emw.ericsson.se>,

Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>> Yes and yes. It's just like the UNIX rename()-function which also allows
>> moving directories located on the same filesystems.
>
> Yeah but I often find Unix sources a bit too strange for my taste.

Well, I just used 'man -k rename'. Didn't take a look at any sources.
Though I have to admit that I'm quite familar with UNIX programming.

> [Ramdisk-XFS]
> Hmm.. wasn't you talking about updateing it a while bakc with english
> docs?

I was, yes. I was hoping Denesh Bhabuta would make it, but up to now he
hasn't done it, probably due to lack of time. For the same reason, don't
expect an English "translation" done by me or a major update of the XFS
itself ... Not to mention that I'm not too motivated, anyway, as up to
now only two(!) people have donated.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -6768226627372977058
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f6dad77f2d2194a,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@ganymede.cs.mun.ca>
Subject: CAD
Date: 1998/01/13
Message-ID: <Pine.BSF.3.96.980113113040.21051A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 315554503
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi everyone,

Does anyone know where I can obtain a shareware copy of a CAD
program. Such as ST FORMAT had GFA CAD on one of their demo disks a few
years back. I had it and never used it. So like you would I re-formatted
the disk for other purposes and no longer have a copy of GFA CAD. Now

lone behold I've penciled down a design of a device which popped into my head one night. I want to do an accurate schematic in a CAD package on my atari and print it off, so I can begin work on building it.

Scott.

From -6058440484001354080
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f9b1f0fa69dc399
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Disassembler
Date: 1998/01/13
Message-ID: <69g0bn$47i$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 315554504
References: <69drng$d6o$2@due.unit.no>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 12 Jan 1998 19:42:40, Jo Even Skarstein wrote:
>Can somebody recommend a good PD/SW disassembler that handles
>030 and 040 code?

Have you tried Easyrider v4, Jo? It does 030 but I'm not sure about
040.

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -562853677626770626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Long Filename support
Date: 1998/01/13
Message-ID: <69g1qo$l4k$1@infomania>#1/1
X-Deja-AN: 315563803
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>

<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<69fc8jcjm1@infomania.emw.ericsson.se> <69fpgq$s63$1@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania 884705944 21652 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:

Hi,

> > So far I havn't cared about long filenames but sooner or later I
> > have to so maybe I should start doing it now before it's to late.
>
> It's not bad to know about these calls, yes. And I don't deem it an
> unnecessarily high overhead to write library calls which act like the
> UNIX opendir()/readdir()/closedir() and use Fsfirst() or Dopendir(),
> depending on what's available.

Maybe. It's just that I want to keep it as simple as possible.

> And also take a look at the ftw()-call the MiNT library provides ("file
> tree walk"), a very powerful function!

Well I guess I have to start reading!

> > Well I'm not sure I want to follow symbolic links anyway, but it's good
> > to know.
>
> Sooner or later you'll be in the situation you want to dereference them,
> believe me ;)

I guess you could get into problems if it's a directory which could make
your program go into a loop....

> >> For more information, I could post the routine in Thing which
> >> recursively counts files, dirs and symlinks, either with Dopendir() & Co.
> >> or Fsfirst()/next(), depending on availability of the first.
> >
> > Yeah I would love you if you did it.
>
> OK, I'll post it (and the mini example as well) here. But it just came to
> my mind that it won't be possible to post them tomorrow, as I have to
> comment the code a bit before publishing it. And I don't have the time to
> do this tonight.

Okey. We can wait a few days. No problem (we are kind today). ;-)

> > Anyway, thanks Thomas for all these good replys.

>
> You're welcome. As long as my replies are helpful, I'll be pleased ;)

So far they are.

If someone just could translate the docs for MagiC.... which I have
found has got alot of nice stuff. It even looks like MagiC does support
those extended shel_write() calls I claimed it didn't do....

```
#define SHW_XMDLIMIT   256
#define SHW_XMDNICE    512
#define SHW_XMDDEFDIR  1024
#define SHW_XMDENV 2048
```

..but how could I know when there are no docs in english? It also looks
like MagiC is much more powerfull than MiNT in many respects even in
Unix stuff as most parts of the OS is re-entrant. Just read the docs!
;-)

But then, I'm probably talking bull again. :-)

//Magnus Kollberg
--


```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 7911623631032637334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public

From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Long Filename support
Date: 1998/01/13

Message-ID: <69g4gh$3mb$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 315578408
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<69fc8jcjm1@infomania.emw.ericsson.se> <69fpgq$s63$1@sun27.hrz.tu-darmstadt.de>
<69g1qo$l4k$1@infomania>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <69g1qo$l4k$1@infomania>,
     Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>> And I don't deem it an
>> unnecessarily high overhead to write library calls which act like the
>> UNIX opendir()/readdir()/closedir() and use Fsfirst() or Dopendir(),
>> depending on what's available.
>
> Maybe. It's just that I want to keep it as simple as possible.

As simple as possible and as complicated as necessary ;) If you want to
read directories, it's necessary today to be able to handle long
filenames, but it's also still necessary to be backwards compatible if
you want your programs to run with all available TOSes and TOS-like
operating systems.

>> [symbolic links]
>> Sooner or later you'll be in the situation you want to dereference them,
>> believe me ;)
>
> I guess you could get into problems if it's a directory which could make
> your program go into a loop....

It is possible, but you could, for example, use xattr.dev and xattr.index to
check whether you've already vistited a specific diretory. Or you could
refuse to recursively follow symbolic links which have ".." in their
destination path (which you get with Freadlink()) or point to an absolute
directory (starting with "\" or some drive letter).

> Okey. We can wait a few days. No problem (we are kind today). ;-)

Oh, thanks a lot ;)

> It also looks
> like MagiC is much more powerfull than MiNT in many respects even in
> Unix stuff as most parts of the OS is re-entrant. Just read the docs!

Well, the re-entrance of (X)BIOS and GEMDOS in MagiC is mainly important
for the background DMA to work properly. For me, this is nothing
UNIX-special. But you're right, MagiC has a lot to offer MiNT hasn't, but
it's also the same the other way 'round. It depends on what you actually
need whether a certain strength or weakness of MagiC or MiNT is important
for you.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From 2835426883144004966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab96f7e22809f8ef,start
X-Google-Attributes: gid1115ce,public
From: jim <jim@studio9.demon.co.uk>
Subject: C++ on the Atari
Date: 1998/01/14
Message-ID: <34BC0F61.9C77EA27@studio9.demon.co.uk>#1/1
X-Deja-AN: 315707001
Content-Transfer-Encoding: 7bit
X-Priority: 3 (Normal)
MIME-Version: 1.0
Reply-To: jim@studio9.demon.co.uk
X-NNTP-Posting-Host: studio9.demon.co.uk [194.222.136.163]
Content-Type: text/plain; charset=us-ascii
Newsgroups: comp.sys.atari.programmer

I want to start some coding with my STe and I was hoping to use C++. I have assembler knowledge but I'm interested in developing GEM stuff and I dont think I can face building GEM apps in 68000. I know GNU C implements object-oriented extensions but I've wrestled with its unfathomable documentation too many times. Is there an alternative? Perhaps I should just learn C. Advice?

Viva Atari,
Jim.

--
* Mr J.M.A. Harris.
* 9 Argyle Road, Brighton, East Sussex, BN1 4QA, United Kingdom.
+ 44 (0)1273 625875.
* jim@studio9.demon.co.uk ~ http://www.studio9.demon.co.uk
* Postgraduate Student of Hypermedia Studies
* (http://www.hrc.wmin.ac.uk)
* @ Advanced interactive web site design
* @ CD-ROM authoring
* @ Internet and Multimedia Installations and Events
* @ Digital Music
* Also at this address Mr C.Hope, Mr S.Grainger and Miss S.Kpakra.

From -8866288564310977805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1aadfcc78ff3c43
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: XBRA?

Date: 1998/01/14
Message-ID: <34bc17c6.0@comnet.co.nz>#1/1
X-Deja-AN: 315714801
References: <692en0$2d9@balaena.bio.vu.nl>
Newsgroups: comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote in comp.sys.atari.programmer:
> Oh, and another thing... :)

> Can someone provide me with details on the XBRA protocol?
> I only know that it has something to do with identifying vector
> thieves, and as I'm writing one of these buggers myself
> I might want to use it.
> Thanks,
> -=Levjenno

Here's some example code that steals the TRAP #4 vector, and is XBRA friendly.

```
TRAP4    equ  $20+4

install:
     pea  code ; TRAP 4 handler
     move.w   #TRAP4,-(sp)  ; trap 4 vector num
     move.w   #setexc,-(sp) ; set exception vector
     trap #13  ; call TOS
     addq.w   #2+2+4,sp ; correct stack
     move.l   d0,code-4 ; store old handler for XBRA
     rts  ;
     ...

remove:
     pea  -1   ; get old value for TRAP #4 vector
     move.w   #TRAP4,-(sp)  ; vector number
     move.w   #setexc,-(sp) ; get/set vector
     trap #13  ; call TOS
     addq.w   #2+2+4,sp ; correct stack

     cmp.l    #code,d0  ; is this the first handler in chain?
     beq.s    first     ; yep - so special handling reqd

     move.l   d0,a0     ; a0 = first handler
tol  cmp.l    #code,-4(a0)  ; next == our code?
     beq.s    gotit     ; yep, so unlink
again    move.l   -4(a0),a0 ; nope, so get next
     bra.s    tol  ; loop again
gotit    move.l   code-4,-4(a0) ; unlink handler from chain
     rts  ;

first    move.l   code-4,-(sp)  ; unlink first handler
     move.w   #TRAP4,-(sp)  ; trap #4 vector
     move.w   #setexc,-(sp) ; set vector
```

```
     trap #13  ; call TOS
     addq.w   #2+2+4,sp ; fix stack
     rts  ;


     dc.l 'XBRA'    ; I am an XBRA function
     dc.l 'TRP4'    ; XBRA id
     dc.l 0    ; previous handler
code:
     nop  ; body of code

     move.l   code-4,-(sp)  ; XBRA handler
     rts  ; branch to it
```

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From -6149875717187012514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Long Filename support
Date: 1998/01/14
Message-ID: <69hqkb$k06$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 315796069
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<69fc8jcjm1@infomania.emw.ericsson.se> <69fpgq$s63$1@sun27.hrz.tu-darmstadt.de>
<69g1qo$l4k$1@infomania> <69g4gh$3mb$1@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884764107 20486 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:

> > Maybe. It's just that I want to keep it as simple as possible.
>
> As simple as possible and as complicated as necessary ;) If you want to
> read directories, it's necessary today to be able to handle long

> filenames, but it's also still necessary to be backwards compatible if
> you want your programs to run with all available TOSes and TOS-like
> operating systems.

Yup. I have now tested the routine from MWC and it works just fine!
Cool.
So now I need to look at these new calls Dopendir()/Dreaddir(). Looks
like
it shouldn't be to hard to use them. Now I just need to get something
useable
out of this.

> > I guess you could get into problems if it's a directory which could make
> > your program go into a loop....
>
> It is possible, but you could, for example, use xattr.dev and xattr.index to
> check whether you've already vistited a specific diretory. Or you could
> refuse to recursively follow symbolic links which have ".." in their
> destination path (which you get with Freadlink()) or point to an absolute
> directory (starting with "\" or some drive letter).

I guess I have to sit down and look at it. I also think that I will skip
symbolik links for now.

> > Okey. We can wait a few days. No problem (we are kind today). ;-)
>
> Oh, thanks a lot ;)

:-)

> > It also looks
> > like MagiC is much more powerfull than MiNT in many respects even in
> > Unix stuff as most parts of the OS is re-entrant. Just read the docs!
>
> Well, the re-entrance of (X)BIOS and GEMDOS in MagiC is mainly important
> for the background DMA to work properly. For me, this is nothing
> UNIX-special. But you're right, MagiC has a lot to offer MiNT hasn't, but
> it's also the same the other way 'round. It depends on what you actually
> need whether a certain strength or weakness of MagiC or MiNT is important
> for you.

I guess so. MagiC also looks to handle threads much better, but I don't
realy
know of what I can use them for. I also wonder if there will be any use
of
the new shared library support in MagiC.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -1769244173199137753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d167ddf6488fe050,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,d167ddf6488fe050,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,d167ddf6488fe050,start
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: MagiC 5.13 problems
Date: 1998/01/14
Message-ID: <69i05flqj1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 315809540
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884769775 22355 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

I'm writing this for a friend.

He is using Magic 5.13 (french) and has got a Falcon with AB040.
When he tries to open a window or click on a icon on the MAGXDESK
desktop he gets this message.

In french: "Appel aes 60 erronee"
In english: "Bad Aes call 60"

So, what is going on? Andreas? Anyone? He is desperat and needs
help!!!!

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -7682564891081768536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc5b512bc9c37d02,start
X-Google-Attributes: gid1115ce,public
From: Laurent FAVARD alias FunShip <l.favard@france2.fr>

Subject: magic 5.13 problems
Date: 1998/01/14
Message-ID: <34BC8A09.988FF0@france2.fr>#1/1
X-Deja-AN: 315812699
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: VTCOM
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi everyone....
(14 january 1998)

i just bought Magic 5.13 yesterday. I have got a falcon+AB040+16 Mo
TT-Ram (just one simm plugged) And after to installed (with success)
Magic (with the standard install program) i tried to start it.

so problems began....thus, any time i open a window or clic an icon on
the magic desktop, the following message occured (in french cause my
magic is french):

In english: "Bad Aes call 60" (In french: "Appel aes 60 erronee")

I don't understand what's happened :-((

i can just say, that if i move the vertical slider from a window, the
contain occurs, but not the first are displaying at the window's open.

The magic version is 5.13 and in French (of cours for me ;-))

PLEEEEEEASE HELP ME....i don't know what to do :-(((((((

From -9026939615108468819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/14
Message-ID: <69i9dl$db0@balaena.bio.vu.nl>#1/1
X-Deja-AN: 315837289
References: <695aj8$955@balaena.bio.vu.nl> <34c1a7c2.11316752@news.demon.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
: On 9 Jan 1998 14:01:12 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

: BIOS is re-entrant to 3 levels. GEMDOS is not re-entrant.
: >Presuming that this is at all possible,
: It isn't because GEMDOS calls Rwabs which promptly calls GEMDOS again.

Ah, I see your point.

: Perhaps if you gave some more info there might be a solution?

Well, I wanted to write a little thing to be able to mount disk images
as drives. The problem now seems to be how to access the disk images.
I can't use GEMDOS for this with normal TOS, but I could try to
read the FAT directly on FAT filesystems. This still leaves the
problem of how to access a file on a non-FAT filesystem (eg. a CD-ROM).

-=El Vjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Keep grandma off the streets -- legalize bingo.

From 381707573885087229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c792ab3f26e56590
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Revisiting ERROR 510, Lattice C
Date: 1998/01/14
Message-ID: <69ib7q$gl2$1@laas.laas.fr>#1/1
X-Deja-AN: 315840778
References: <34b9b725.55153@news.tmisnet.com>
Reply-To: prajoux@REMOVE_THIS.laas.fr
Distribution: world
Organization: LAAS/CNRS, Toulouse, France
Newsgroups: comp.sys.atari.programmer

In article <34b9b725.55153@news.tmisnet.com>, strads@tmisnet.com (George Crissman)
writes:
>I still can't convince the compiler to use
>32-bit access instead of 16-bit access when
>fetching data.
I don't see any difficulty doing this! I mean I dit it several times.
As already said in previous follow-ups, use the compiler option -b0.

(Use the graphic, i.e. "integrated" compiler. I remember I had problems once
with options of the CLI version I was using occasionnally).

>Has anyone had experience with Error 510 in
>Lattice C version 5.6? What is it really
>trying to tell me, and how do I adjust to
>obtain a clean compile?

Error 510 is just exactly what the manual says. One object module is addressing
data using near (16bit index) addressing, while that data must be addressed via
absolute addressing (because the compiler was instructed to do so for the module
into which the data is declared!).
If you are using option -b0, this cannot happen, EXCEPT if this global option
is overriden locally. I explain. You can override the global option for one given
module by providing options specific to it via the project menu. You can also
override in the code itself with the 'near' keyword (or the 'far' keyword the
other
way).
To summarize. If you are using global -b0, check that you are not overriding it
locally. If you don't use global -b0, check the consistency of the various 'near',
'far' declarations and option settings in the project menu, but this method
is risky.

>Just to be certain, I've added the following
>to the code (which has not affected the error
>message at all) which executes before any
>other #defines or #includes:
>#ifdef _BASEREL
>#undef _BASEREL
>#endif
>#define _BASEREL -b0
Sorry, but this is meaningless. _BASEREL is defined when compiling with -b1. For
what you want to do, i.e. compiling with -b0, _BASEREL is not defined.
Look: _BASEREL is just defined or not defined. It has NO value. Furthermore,
you cannot FORCE anything with it. It is only an indication of how the current
module is being compiled. All what you can do is testing it (but for what?).

>According to the "Standard Libraries" information
>(page 165, Volume 1), file 'cnb.o' is the
>standard c startup code with the 'nb'
>option (which translates to using
>the 'Non-base relative library -b0'). This
>appears to be correct, which points at a
>compilation error of my source file. But where?
The correct startup stub will be automatically linked, depending on the option -b
in use.

>Error 510: __base symbol - Reference to unmerged data item
> First Reference in Unit gem_lc.c at offset 00000010 in file
>'..\LINECARD\GEM_LC.O'

> To Unit lib\crt\c at offset 00000014 in file 'CNB.O'
Well. The variable __base is compiled as "merged" (i.e. near, 16bit indexed)
in gem_lc.c, and as unmerged (i.e. far, absolute addressing) in cnb.c .
If gem_lc.c is not yours, I guess it is a part of a Lattice library. The linker
is linking the wrong library. Again this is normally also automatically done,
depending on -b.

Use global -b0, don't override it, and the correct startup and the correct library
will be linked with your code, and no problem...

Cheers.

Roland
LAAS/CNRS, Toulouse, France
prajoux@laas.fr

From 9207220263667530137
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab96f7e22809f8ef
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: C++ on the Atari
Date: 1998/01/14
Message-ID: <69ikqvlgb1@laas.laas.fr>#1/1
X-Deja-AN: 315873142
References: <34BC0F61.9C77EA27@studio9.demon.co.uk>
Reply-To: prajoux@REMOVE_THIS.laas.fr
Distribution: world
Organization: LAAS/CNRS, Toulouse, France
Newsgroups: comp.sys.atari.programmer

In article <34BC0F61.9C77EA27@studio9.demon.co.uk>, jim <jim@studio9.demon.co.uk>
writes:
>I want to start some coding with my STe and I was hoping to use C++. I
>have assembler knowledge but I'm interested in developing GEM stuff and
>I dont think I can face building GEM apps in 68000. I know GNU C
>implements object-oriented extensions but I've wrestled with its
>   unfathomable documentation too many times. Is there an alternative?
>Perhaps I should just learn C. Advice?
 ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Yes, this is what I would personnally recommend in your case. C will allow you
to code just anything you want.
IMHO of course.

Cheers.

Roland

From -1261731702031011691
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/14
Message-ID: <34bbdd08.4665338@news.demon.co.uk>#1/1
X-Deja-AN: 315918947
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<694mgn$3m$1@infomania.emw.ericsson.se> <34b67fec.1118638@news.demon.co.uk>
<69coq3$j9o$2@infomania.emw.ericsson.se> <34bd78dd.10273582@news.demon.co.uk>
<69fcnicjm3@infomania.emw.ericsson.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Tue, 13 Jan 1998 10:36:30 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>> >Oh, so there actually is a use for those entries. :-)
>>
>> They're usually a pain aren't they? :-)
>
>Not realy, but I never thought about what they were for and what
>they were doing. I just skipped them. :-)

I hate them because they don't appear in root directories so if I'm
building a "directory array" in memory it makes my code messy!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6383643667228855176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/14
Message-ID: <34bcde4e.4991948@news.demon.co.uk>#1/1
X-Deja-AN: 315918948
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<34be7b10.10836572@news.demon.co.uk> <69fkr2$q99$1@sun27.hrz.tu-darmstadt.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 13 Jan 1998 11:57:22 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <34be7b10.10836572@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>>d_fname (or dta_fname, depending on the library you use ...) of course
>>>won't change at all.
>>
>> That's a real shame. I can see why it's that way but it would have
>> been nice if dta_fname return LFN's when in the MiNT domain.
>
>dta_fname is a fixed buffer, and can't suddenly become a pointer to a
>variable length buffer. So how should it work for names longer than 13
>characters, anyway?

Just use dta_fname[0..3] to hold a pointer to the name returned by
Dreaddir().

>> Yep. The more working examples I have the easier it will be for me to
>> figure out why Mwc won't do it.
>
>OK, I'll post the two example programs (in source only) here tomorrow (if
>I don't forget to take them with me ;)

Thanks. :-))

>> [Mask problems with file selector]
>> This applies *only* to the standard fileselector?
>AFAIK yes. But as I only have access to three other selectors (with two
>being part of MagiC and N.AES), I can't tell if others are affected as
>well. But if you decide to drop support for the TOS selector, remember to
>use lowercase masks, then, as otherwise "*.C" won't match any C-files on
>a Minix partition ...

As it happens, I've always used lowercase in my code. Uppercase
characters in source code distracts me!

>Or you could dynamically change the mask depending on the path you start
>the selector with, but that's not a very bright idea as the user might
>switch to a different drive/path, anyway ...

<grin>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3420564509167721153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/14
Message-ID: <34bde45e.6543388@news.demon.co.uk>#1/1
X-Deja-AN: 315918949
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6954do$7hg$3@sun27.hrz.tu-darmstadt.de> <34ba97be.7216837@news.demon.co.uk>
<69dee7$2u2$1@sun27.hrz.tu-darmstadt.de> <34ba74c5.9225866@news.demon.co.uk>
<69frva$1d$1@sun27.hrz.tu-darmstadt.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 13 Jan 1998 13:59:06 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <34ba74c5.9225866@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>>That's strange. If you like, I'll send (or post) a small listing which
>>>simply reads all filenames in a given directory. It uses Dopendir() & Co.
>>>if they're available, Fsfirst()/Fsnext() otherwise.
>>
>> Yes please. That would save me a lot of time trying to figure out what
>> I've done wrong.

>
>And to say it once again, I'll post some example code here on Thursday ;)

Goody!

>>>[Dpathconf()-problem with symlinks]
>>>It was very annoying at first, because I always got wrong results, until
>>>I had the "\."-idea ;)
>>
>> I can imagine it's not something that would immediately spring to
>> mind!
>
>Yes, it took me some minutes to find a solution ;) To be honest, I didn't
>used appending of "\." at first, but Dsetpath() with Dpathconf(".")
>afterwards. Of course, that has the same effect, but it's less elegant.

Probably the most "annoying" section of code I've ever had to write
was for all the different results shel_read() can return (or not). It
worked but was a horrible mess!

>>>Does that mean you want a copy of it, or is it just a joke?
>>
>> Half a joke. It means I can't understand a word of German - and
>> wondered how good that recently advertised translation engine on
>> AltaVista would be. :-)
>
>Oh, just wonderful. I've heard about a test translation of the homepage of
>the TU Darmstadt. It's been not much more than a braindead word-by-word
>translation, with very little to none respect to the grammar. Also,
>there've been some funny translations like "TU" -> "do" ;)

Hehe. I can imagine!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1939195082801096913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f6dad77f2d2194a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: CAD
Date: 1998/01/14
Message-ID: <34bee7ea.7451244@news.demon.co.uk>#1/1
X-Deja-AN: 315918950
Content-Transfer-Encoding: 7bit
References: <Pine.BSF.3.96.980113113040.21051A-100000@ganymede.cs.mun.ca>

MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Tue, 13 Jan 1998 11:39:55 -0330, Scott Harris
<harris@ganymede.cs.mun.ca> wrote:

>
>Hi everyone,
>
> Does anyone know where I can obtain a shareware copy of a CAD
>program. Such as ST FORMAT had GFA CAD on one of their demo disks a few
>years back.

Was it called GFA Draft?

>I had it and never used it. So like you would I re-formatted
>the disk for other purposes and no longer have a copy of GFA CAD.

Ditto, if it's the above.

>Now
>lone behold I've penciled down a design of a device which popped into my
>head one night. I want to do an accurate schematic in a CAD package on my
>atari and print it off, so I can begin work on building it.

The good news is I tended to archive them on extended format disks
before using the originals. Email me if no one else has it and I'll
see if I can locate it, keeping fingers crossed it's not corrupted by
now!

Hmm - another comes to mind - EasyDraw methinks was its name. Was that
cad or just a vector drawing package like Arabesque?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 6001274863100962736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,347fc38250f3134d,start
X-Google-Attributes: gid1115ce,public
From: "Richard van Santen" <richard.santen@tip.nl>
Subject: atari 800xl
Date: 1998/01/14

Message-ID: <69ja5e$955$1@cadmium.aware.nl>#1/1
X-Deja-AN: 315967935
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: NL-NIC
Newsgroups: comp.sys.atari.programmer

can anyone tell me the port layout on the atari 800xl (printer port) ??

r.vansanten@hsbos.nl

From -6684819124129686962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f9b1f0fa69dc399
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Disassembler
Date: 1998/01/14
Message-ID: <69jdfg$p4h$2@due.unit.no>#1/1
X-Deja-AN: 315979194
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <69drng$d6o$2@due.unit.no> <69g0bn$47i$1@roch.zetnet.co.uk>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Roger Cain <rcain@zetnet.co.uk> wrote:
> On 12 Jan 1998 19:42:40, Jo Even Skarstein wrote:
> >Can somebody recommend a good PD/SW disassembler that handles
> >030 and 040 code?

> Have you tried Easyrider v4, Jo? It does 030 but I'm not sure about
> 040.

Do you know where I can find it?

Jo Even Skarstein

From 1279278750017854295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f6dad77f2d2194a
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: CAD
Date: 1998/01/14

Message-ID: <19980114211357809 56@zetnet.co.uk>#1/1
X-Deja-AN: 315985180
References: <Pine.BSF.3.96.980113113040.21051A-100000@ganymede.cs.mun.ca>
<34bee7ea.7451244@news.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

> > Does anyone know where I can obtain a shareware copy of a CAD
> >program. Such as ST FORMAT had GFA CAD on one of their demo disks a few
> >years back.
>
> Was it called GFA Draft?

Yea, that was on one STF coverdisk...

> >Now
> >lone behold I've penciled down a design of a device which popped into my
> >head one night. I want to do an accurate schematic in a CAD package on my
> >atari and print it off, so I can begin work on building it.
>
> The good news is I tended to archive them on extended format disks
> before using the originals. Email me if no one else has it and I'll
> see if I can locate it, keeping fingers crossed it's not corrupted by
> now!

I never formated most of my STF disks, and just happen to have archived
them on my PC this weekend... I can send a 241k ZIP containing everything
that I copied off the disk. I haven't tested that it works, but it certainly
seems to be complete...

I have 80Meg of coverdisks on my HD at the moment - AC, STF, STUser, and
a couple of STAction...

Anthony
--

```
----------------------------------------+----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+----------------------------------
```


From 2679831124225605382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/14

Message-ID: <34bd0a94.15647089@news.demon.co.uk>#1/1
X-Deja-AN: 315985181
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <695aj8$955@balaena.bio.vu.nl> <34c1a7c2.11316752@news.demon.co.uk>
<69i9dl$db0@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 14 Jan 1998 12:00:53 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>: On 9 Jan 1998 14:01:12 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:
>
>: BIOS is re-entrant to 3 levels. GEMDOS is not re-entrant.
>: >Presuming that this is at all possible,
>: It isn't because GEMDOS calls Rwabs which promptly calls GEMDOS again.
>
>Ah, I see your point.
>
>: Perhaps if you gave some more info there might be a solution?
>
>Well, I wanted to write a little thing to be able to mount disk images
>as drives. The problem now seems to be how to access the disk images.
>I can't use GEMDOS for this with normal TOS, but I could try to
>read the FAT directly on FAT filesystems. This still leaves the
>problem of how to access a file on a non-FAT filesystem (eg. a CD-ROM).

I think you might find the hard disk vectors useful for this ...

```
0x46A hdv_init         initilization handler
0x472 hdv_bpb      Your Getbpb()
0x476 hdv_rw       Your Rwabs()
0x47A hdv_boot         reboot handler
0x47E hdv_mediach  Your Mediach()
0x4C2 drvbits      installed drives bitmap
0x43E flock        dma locking flag
```

If you hook into these then the bios will call your code
automatically. If it's your device then handle it else pass control
back to the original handler. I believe ramdisks work this way.

I've never done it myself. Even so, if the above sounds interesting I
could scan the information I do have for you and email it.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 307062054320610831
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab96f7e22809f8ef
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C++ on the Atari
Date: 1998/01/14
Message-ID: <34bf108f.17178220@news.demon.co.uk>#1/1
X-Deja-AN: 315985182
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34BC0F61.9C77EA27@studio9.demon.co.uk> <69ikqvlgb1@laas.laas.fr>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 14 Jan 1998 15:15:43 GMT, prajoux@REMOVE_THIS.laas.fr (Roland
Prajoux) wrote:

>
>In article <34BC0F61.9C77EA27@studio9.demon.co.uk>, jim <jim@studio9.demon.co.uk>
writes:
>>I want to start some coding with my STe and I was hoping to use C++. I
>>have assembler knowledge but I'm interested in developing GEM stuff and
>>I dont think I can face building GEM apps in 68000. I know GNU C
>>implements object-oriented extensions but I've wrestled with its
>> unfathomable documentation too many times. Is there an alternative?
>>Perhaps I should just learn C. Advice?
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
>Yes, this is what I would personnally recommend in your case. C will allow you
>to code just anything you want.
>IMHO of course.

And IMO as well. Lattice or PureC are widely used so most problems can
be solved by the folks here.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5716451257728968297

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc5b512bc9c37d02
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: magic 5.13 problems
Date: 1998/01/14
Message-ID: <34c01447.18130390@news.demon.co.uk>#1/1
X-Deja-AN: 315985183
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34BC8A09.988FF0@france2.fr>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 14 Jan 1998 10:48:57 +0100, Laurent FAVARD alias FunShip
<l.favard@france2.fr> wrote:

>Hi everyone....
>(14 january 1998)
>
>i just bought Magic 5.13 yesterday. I have got a falcon+AB040+16 Mo
>TT-Ram (just one simm plugged) And after to installed (with success)
>Magic (with the standard install program) i tried to start it.
>
>so problems began....thus, any time i open a window or clic an icon on
>the magic desktop, the following message occured (in french cause my
>magic is french):
>
>In english: "Bad Aes call 60"   (In french: "Appel aes 60 erronee")
>
>I don't understand what's happened :-((

This happens when a program attempts to call a function which does not
exist in the aes. For instance, it happens periodically with APP_LIST
when you try to run it under MagiC 2 (different number though).

>i can just say, that if i move the vertical slider from a window, the
>contain occurs, but not the first are displaying at the window's open.

There is no aes call 60 in standard Gem. This means that it must have
been installed either as part of MagiC, or as part of something else.

>The magic version is 5.13 and in French (of cours for me ;-))
>
>PLEEEEEEASE HELP ME....i don't know what to do :-(((((((

As I've never seen a similar post to this ever before, I'm inclined to
think it is "something else" at fault, not MagiC. If I understand you
correctly, you can open a window ok but the problem happens when you
try to interact with it? If so, this could well imply a missing vdi

function. This in turn implies nvdi or whatever equivilent to it you
happen to have.

Thus, the first thing to check is that MagiC is installed before
"nvdi". ie magxboot.prg runs before nvdi.prg in the auto folder.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1787724690085851684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Long Filename support
Date: 1998/01/15
Message-ID: <69kfbi$mb6$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 316116755
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<34be7b10.10836572@news.demon.co.uk> <69fkr2$q99$1@sun27.hrz.tu-darmstadt.de>
<34bcde4e.4991948@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884850866 22886 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

Hi,

> >OK, I'll post the two example programs (in source only) here tomorrow (if
> >I don't forget to take them with me ;)
>
> Thanks. :-))

Ehuuummm.... so where is it? :-)

I looked a bit at Dpathconf() yesterday and I can't get it right. What
ever

I try I always get the regular FAT limits (12 for filename length) back.

In the compendium it says that you call Dpathconf() with name and mode.
Name is the name(?) of the filesystem? What should I put here on MagiC
and on Minix? I tried the obvious one like VFAT, XFS, FAT32, FAT etc.
and I always got the same answer... 12 under MagiC!

So what should I use then? I would like to use the drive letter if
possible to know which partition supports long filenames and not. How
can
I do that?

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -6401801739644286327
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Long Filename support
Date: 1998/01/15
Message-ID: <69kfmj$mb6$2@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 316116756
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6954do$7hg$3@sun27.hrz.tu-darmstadt.de> <34ba97be.7216837@news.demon.co.uk>
<69dee7$2u2$1@sun27.hrz.tu-darmstadt.de> <34ba74c5.9225866@news.demon.co.uk>
<69frva$1d$1@sun27.hrz.tu-darmstadt.de> <34bde45e.6543388@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884851219 22886 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >>>[Dpathconf()-problem with symlinks]
> >>>It was very annoying at first, because I always got wrong results, until
> >>>I had the "\."-idea ;)
> >>
> >> I can imagine it's not something that would immediately spring to
> >> mind!
> >
> >Yes, it took me some minutes to find a solution ;) To be honest, I didn't

> >used appending of "\." at first, but Dsetpath() with Dpathconf(".")
> >afterwards. Of course, that has the same effect, but it's less elegant.

Oppss... I havn't followed this discusion to closely, but maybe I should
use
the drive I want info on as "name" in Dpathconf()? :-)

The Compendium isn't always very clear on what to do and when you are in
a
hurry testing something you doesn't always think rational. :-)

Even the name says it all. D_path_conf()..... sorry about that. :-)

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -7341575392715684945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f6e6e08cd107b
X-Google-Attributes: gid1115ce,public

From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Reading configuration files
Date: 1997/12/25

Message-ID: <1997122522541580956@zetnet.co.uk>
X-Deja-AN: 310176536
References: <BAatC+bxS5eN@cantva.canterbury.ac.nz>
Newsgroups: comp.sys.atari.programmer

Hiya

> I'm interested in having the programme that I'm developing obtain
> its path and variable settings from a file, but to have this file
> human readable so it can be adjusted by the user to suit his or her
> requirements.

A sensible decision.

> I'm using a C compiler (Lattice 5.6) Should I be using switch
> statements, structures, if else or global variables?? I'm a bit stuck
> for an elegant way of doing this.

The way I do this is quite a complex method, but it is quite an
elegant solution (IMO) and is extremely simple to support extra
variables, or multiple config files/types.

typedef struct

```
{
 char *option_name;       /* command line arg. or keyword */
 enum                    /* type of this option */
   {
    OPT_BOOLEAN,         /* boolean */
    OPT_INTEGER,         /* integer */
    OPT_STRING,          /* character string */
    OPT_END              /* end of the options description */
   } opt_type;
 void *data_ptr;         /* pointer to the data */
} OptDesc;
```

with a table somewhere in the program which defines the recognised options - eg:

```
Bool Debug = TRUE;          /* are we debugging? */
Bool Quiet = FALSE;         /* don't play a sound when an object is selected */
Bool Expert = FALSE;        /* don't ask for confirmation for some
operations */

OptDesc options[] =  /* description of the command line options */
{
/*   option name    type                        where to store the value */
   { "debug",       OPT_BOOLEAN,                &Debug                 },
   { "quiet",       OPT_BOOLEAN,                &Quiet                 },
   { "expert",      OPT_BOOLEAN,                &Expert                },
   { NULL,          OPT_END,                    NULL                   }
};
```

The "where to store the value" things are pointers to global variables - which could be members of a global structure, or indexes into an array, or however you
want to store the data - but pointers is quite a simple method, IMO.

We simply have a piece of code which compares the input line with the options, and stores the value (after doing a little housekeeping, like skipping blank space, etc) - eg:

```
void ParseConfigFileOptions( char *filename)
{
 FILE *cfgfile;
 char  line[1024];   /* max 1024 char line! */
 char *value;
 char *option;
 char *p;
 short optnum;

 if ((cfgfile = fopen (filename, "r")) == NULL)
    {
     form_alert(1,"[2][Warning: |Configuration file |not found.][ OK ]");
     return;
    }
```

```
 while (fgets (line, 1024, cfgfile) != NULL)
   {
    if (line[0] == '#' || strlen(line) < 2)
        continue;
    if (line[strlen(line) - 1] == '\n')
        line[strlen(line) - 1] = '\0';
    /* skip blanks before the option name */
    option = line;
    while (isspace(option[0]))
           option++;
    /* skip the option name */
    value = option;
    while (value[0] && value[0] != '=' && !isspace(value[0]))
           value++;

    if (!value[0])
        ProgError("invalid line in %s (ends prematurely)", filename);

    if (value[0] == '=')
       {
     /* mark the end of the option name */
        value[0] = '\0';
       }
      else
       {
        /* mark the end of the option name */
        value[0] = '\0';
        value++;
        /* skip blanks after the option name */
        while (isspace(value[0]))
               value++;
        if (value[0] != '=')
            ProgError( "invalid line in %s (no '=')", filename);
       }

    value++;
    /* skip blanks after the equal sign */
    while (isspace(value[0]))
           value++;

    for (optnum = 0; options[optnum].opt_type != OPT_END; optnum++)
        {
         if (!stricmp(option, options[optnum].option_name))
            {
             switch (options[ optnum].opt_type)
                {
                 case OPT_BOOLEAN:
                      if (!stricmp(value, "yes") || !stricmp(value,
"true") || !stricmp(value, "on") || !stricmp(value, "1"))
                          *((Bool *) (options[optnum].data_ptr)) = TRUE;
                      else if (!stricmp(value, "no") ||
!stricmp(value, "false") || !stricmp(value, "off") || !stricmp(value, "0"))
                          *((Bool *) (options[optnum].data_ptr)) = FALSE;
```

```
                      else
                          ProgError("invalid value for option %s:
\"%s\"", option, value);
                      break;
                 case OPT_INTEGER:
                      *((short *) (options[optnum].data_ptr)) = atoi(value);
                      break;
                 case OPT_STRING:
                      p = GetMemory((strlen(value) + 1) * sizeof(char));
                      strcpy(p, value);
                      *((char **) (options[optnum].data_ptr)) = p;
                      break;
                 default:
                      ProgError("unknown option type (BUG!)");
                }
             break;
            }
       }
    if (options[optnum].opt_type == OPT_END)
 ProgError("Invalid option in %s: \"%s\"", filename, option);
   }
 fclose( cfgfile);
}
```

Other types, like OPT_FLOAT, OPT_FILE, OPT_PATH, or OPT_LIST could be implemented relatively easily... Also, you can add a "short-name" field to the parameter and use it to compare against command line options (eg "-d" for debug mode)

> If someone could shed some light on this, by way of pointing me to an
> appropriate web site, or recommending a suitable book or similar, I'd
> be most grateful!

An example of where a slightly more complex version of the routines posted above can be found in GEM-DEU (source distrib), which is available for download from my WWW pages: http://www.users.zetnet.co.uk/~jacquesa/
- the relevent routines/structures are in DEU.C and DEU.H

Hope this helps

Anthony
--


```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```

From 2443268290388336901
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,478db08dda3dc22f
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Brainstorm DSP decoder - Que?
Date: 1997/12/25
Message-ID: <67uo37$h5t@balaena.bio.vu.nl>#1/1
X-Deja-AN: 310281779
References: <01bd10ac$129c62a0$1ab8f482@sven133>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Sven Persson (sven.persson@mbox301.swipnet.se) wrote:

: Does anyone know how Brainstorm's DSP JPEG decoder for the falcon works?

Get the source. :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

In an organization, each person rises to the level of his own
incompetency
-- The Peter Principle

From -6912345255096315061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af77af4ad3061460,start
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: Inverse Text with V_FTEXT or V_GTEXT?
Date: 1997/12/27
Message-ID: <683sri$221$1@o.online.no>#1/1
X-Deja-AN: 310603731
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

Hi, all. I wonder if it's possible to make the VDI functions V_FTEXT or V_GTEXT or similar calls to print the text in inverse mode? Without having to set the writing mode to transparent, clear the background to black, text to white and then print it. Anyone?

```
>GdosMode=FALSE
>GemdosDensity=0
>GemdosDriver=""
>GemdosNLQ=FALSE
>GemdosPageHeight=65
>GemdosPageWidth=80
>GlobalAutosaveCfg=FALSE
>GlobalBinLineLen=80
>GlobalBlinkCursor=TRUE
>GlobalGEMClip=TRUE
>GlobalOverwrite=FALSE
>GlobalTransSize=100
>GlobalWindCycle=TRUE
>HelpProgram="C:\ST-GUIDE.APP"
>LocalBegin="*"
>LocalBackup=FALSE
>LocalBackupExt="BAK"
>LocalInsert=TRUE
>LocalKurzel="D:\EDITOR\QED-400\TAGS\STG.KRZ"
>LocalTab=TRUE
>
>
>or one like what ST-GUIDE uses...
>
>
># Default search path, where ST-Guide looks for 'HYP' hypertexts:
>PATHS=C:\GUIDES;A:\GUIDES
>#
># HCP is used to compile STG files into HYP files. STool uses this
># entry to find HCP and compile:
>HCP=C:\ST-GUIDE\HCP.TTP
>#
># Hypfind is called by ST-Guide to search for search masks in all
># pages in the current hypertext.
>HYPFIND=C:\ST-GUIDE\HYPFIND.TTP
>#
>
>
>Where the hash '#' symbol denotes a comment line.
>
>
>I'm using a C compiler (Lattice 5.6) Should I be using switch
>statements, structures, if else or global variables?? I'm a bit stuck
>for an elegant way of doing this.
```

Join the club! This is one area of programming which has always annoyed me because it usually involves all sorts of compromises.

```
>If someone could shed some light on this, by way of pointing me to an
>appropriate web site, or recommending a suitable book or similar, I'd
>be most grateful!
```

I'm afraid the best way is to figure it out yourself, you being in the

best position to know what is required!

The most generic solution is probably to think along the lines of a database where you can store string or numeric data, each with an associated name. However, there is another consideration which can turn this into overkill - eventually you need to process the data. At some point your code will have its behaviour modified by the data (otherwise there's no point in having that item of data) thus rendering a generic solution somewhat obsolete. ie if you must explicitly test the data at some point anyway, why not parse it there as well? (Actually this is not quite such a good idea - no point having to back out of many layers of code when an error is detected when it could have been parsed earlier). My point against generic solutions is hopefully clear though!

Looking from the opposite point of view, explicit parsing can involve lots of repetitive chores - the sort you end up with when initially parsing argc,argv then add further command line options to over time resulting in a mess which you know ought to be sorted out but never get round to do.

Possibly the more important questions are ...

How much data is to be processed from the file?

How different is it from other data items? ie would the various items require specialist handling or could a general algorithm be considered suitable?

Will it change considerably from the initial specification? ie will regular maintenance/updating be required?

Will you ever be needing similar data processing code in other applications? ie although a generic solution might not quite fit the ideal for this program, might it do so, if you take future projects into account?

I tend to favour a mixture. An array of strings to hold the tokens (PATH= etc) and an array of function pointers (or a token & function set for numerics, a token & function set for strings etc). When a match is made, the corresponding function is called which performs the more specific tasks associated with the token. This method also allows each function to convert its input data into exactly the format which is best for the program "guts" to process - and allows very specific error messages to be constructed if desired. Aside from the obvious disadvantage of having lots of functions which only get used once (and possibly declaration problems), this method does tend to require intensive dynamic memory usage which of course, brings its own set of problems. For a few datafile items, or where all items need the same parsing, this method cannot be recommended. On the other hand, adding new tokens as things progress is trivial.

>
>Thanks,

I hope something in that lot is of some use! :-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 879944414538067767
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af77af4ad3061460
X-Google-Attributes: gid1115ce,public
From: prajoux@laas.fr (Roland Prajoux)
Subject: Re: Inverse Text with V_FTEXT or V_GTEXT?
Date: 1997/12/28
Message-ID: <685dm0$9uh$1@laas.laas.fr>#1/1
X-Deja-AN: 310740760
Distribution: world
References: <683sri$221$1@o.online.no>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@laas.fr
Newsgroups: comp.sys.atari.programmer

In article <683sri$221$1@o.online.no>, oskancke@online.no (Odd Skancke) writes:
> Hi, all. I wonder if it's possible to make the VDI functions V_FTEXT or
> V_GTEXT or similar calls to print the text in inverse mode? Without
> having to set the writing mode to transparent, clear the background to
> black, text to white and then print it. Anyone?

Hi,

I don't have any of my own sources handy, so I can't give you a programming example.
However, here is the idea. I am sure that you won't have problems using it.

- Define a virtual workstation (say W1) with the attributes you want to write "normal" text, usually in replace mode.
- Define a virtual workstation (say W2) with attributes to draw in EXCLUSIVE OR mode.
- Write any text you want using W1.
- When you need to invert some text:
  * Get the coordinates of the rectangle that the text covers.
  * Using W2, draw a black rectangle with these coordinates, i.e. on top of the text.

That's it!
You know, everytime you draw something with all bits at 1 with W2, you just invert the values of the bits there.

Hope this helps.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France

From 5806665144242421068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af77af4ad3061460
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Inverse Text with V_FTEXT or V_GTEXT?
Date: 1997/12/28
Message-ID: <883328022.11330.0.nnrp-06.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 310783838
References: <683sri$221$1@o.online.no>
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
Organization: home
Newsgroups: comp.sys.atari.programmer

On 27 Dec 1997 21:44:18, Odd Skancke wrote:
> Hi, all. I wonder if it's possible to make the VDI functions V_FTEXT or
> V_GTEXT or similar calls to print the text in inverse mode? Without
> having to set the writing mode to transparent, clear the background to
> black, text to white and then print it. Anyone?

The VDI functions v_rvon() and v_rvoff() should be what you're looking for.

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk

```
/*********************************************************\
*                                                         *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
*                                                         *
\*********************************************************/
```

From 6962742718783234530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af77af4ad3061460
X-Google-Attributes: gid1115ce,public

From: "Centek" <Acces.Journaliste@wanadoo.fr>
Subject: Re: Inverse Text with V_FTEXT or V_GTEXT?
Date: 1997/12/28
Message-ID: <01bd13d9$27511c60$1e0844c3@p-d-mou>#1/1
X-Deja-AN: 310842368
References: <683sri$221$1@o.online.no> <685dm0$9uh$1@laas.laas.fr>
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

> - Define a virtual workstation (say W2) with attributes to draw in >
EXCLUSIVE OR mode.

what a complex way to revert bits !!!!
i think the best way it's to vro_cpyfm
the text in (not destination) mode or even
in (not source) mode which will be
approx. two times faster than the xor mode
(especially if you are using Nvdi or so ....)
and requires only one workstation too....

bye roland,
DAVID
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340

From 5551314008230370230
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,478db08dda3dc22f
X-Google-Attributes: gid1115ce,public
From: "Centek" <Acces.Journaliste@wanadoo.fr>
Subject: Re: Brainstorm DSP decoder - Que?
Date: 1997/12/28
Message-ID: <01bd13da$483b8360$1e0844c3@p-d-mou>#1/1
X-Deja-AN: 310842369
References: <01bd10ac$129c62a0$1ab8f482@sven133>
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

Sven Persson <sven.persson@mbox301.swipnet.se> a ©crit dans l'article
<01bd10ac$129c62a0$1ab8f482@sven133>...
> Hi!
>
> Does anyone know how Brainstorm©s DSP JPEG decoder for the >falcon works?
>

> Merry Xmas!
>

merry xmas too...ooh..a little bit late i think :))

do you want to know how it works internally
or how you could call it externally ??
in the second case i can send you information
,in fact it's quite simple you just have to locate
the cooky which points to a table of vectors
that you jump thru to open the driver, then to
get info about the picture etc..etc...and finally
to close the driver...
there are some cool features such as 16 bits
output so that you can display easily using falcon
video modes...
for more details ans example code fragments
please contact me by e-mail (i recommend
phenix@writeme.com)

DAVID,
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340

From -2244747163854323671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17b0999bc06a4d61
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: GFA
Date: 1997/12/28
Message-ID: <ELwwyz.n63@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 310902893
Sender: news@suse.modem.stud.uni-hannover.de
References: <349FA303.F96249E0@cyberpromo.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <349FA303.F96249E0@cyberpromo.com>,
     "P.Campion" <NO.SPAM@cyberpromo.com> writes:
> Strange... I decided to start with GFA basic and there is some trouble:

> SHEL_WRITE function *Work* in interpretated, but *not* in a compilated
> prog'

What precisely do you expect it to do, and what precisely do you want to use it for, and what precisely does it do when interpreted, which it doesn't in compiled code ?

I find it difficult to imagine an application for shel_write() in interpreted code.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 7556590870899086418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af77af4ad3061460
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Inverse Text with V_FTEXT or V_GTEXT?
Date: 1997/12/28
Message-ID: <ELwx27.n6p@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 310902894
Sender: news@suse.modem.stud.uni-hannover.de
References: <683sri$221$1@o.online.no>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <683sri$221$1@o.online.no>,
    oskancke@online.no (Odd Skancke) writes:

> Hi, all. I wonder if it's possible to make the VDI functions V_FTEXT or
> V_GTEXT or similar calls to print the text in inverse mode? Without
> having to set the writing mode to transparent, clear the background to
> black, text to white and then print it. Anyone?

I'm afraid that's probably the only way. Why do you want to do it differently ?

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -6709087260199798748
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,608e2d14752ab668
X-Google-Attributes: gid1115ce,public
From: rincewind@tubul.dascon.de (Michael Schwingen)
Subject: Re: Serial Driver
Date: 1997/12/28
Message-ID: <6867gm$2mt$1@tubul.dascon.de>#1/1
X-Deja-AN: 311144339
References: <111_9712251641@conchbbs.com>
Organization: Discworld.dascon.de - private UUCP site
Newsgroups: comp.sys.atari.programmer

In article <111_9712251641@conchbbs.com>,
John Kormylo <John.Kormylo@7861.conchbbs.com> wrote:
>Isn't division and confusion what the free market is all about?
>Having choices implies having to make choices.

Right. However, having choices requires standards. Otherwise, I can't choose what TCP/IP stack to use with my browser and other user programs (which only support one standard).

So, a new IP stack to choose from might be good - as long as it is compatible to an existing one (preferrably MiNTNet) as far as user programs are concerned.

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen

From -3434226879082146148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,741043b310cb321f,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.REMOVE.TO.REPLY.it (Mike De.Petris)
Subject: DOS-XFS error
Date: 1997/12/29
Message-ID: <713_mike@bbsgate.interware.REMOVE.TO.REPLY.it>#1/1
X-Deja-AN: 310977390
Content-Transfer-Encoding: 8BIT
Content-Type: text/plain; charset=us-ascii
Organization: De Petris Software Development
Mime-Version: 1.0

Reply-To: mike@bbsgate.interware.REMOVE.TO.REPLY.it
Newsgroups: comp.sys.atari.programmer

I have in problem in the Atari NOS development. I get a DOS_XFS error in MagiC 5.03 that locks the system.

- the error seems to appear while trying to fclose a file that was also fopened and fclosed in a (parallel) subroutine.

- I could only test the error in MagiC 5.03 on an Atari TT030

- there is no error on plain TOS and MagiCPC (MagiC 05.02)

- I tryed cbhd and hddriver, various AUTO combinations

- no documentation about that DOS-XFS error

- NOS actually compiled with Lattice C

What could be responsible for this error ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 6933626893874225086
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af77af4ad3061460
X-Google-Attributes: gid1115ce,public
From: prajoux@laas.fr (Roland Prajoux)
Subject: Re: Inverse Text with V_FTEXT or V_GTEXT?
Date: 1997/12/29
Message-ID: <6883r4$7kn$1@laas.laas.fr>#1/1
X-Deja-AN: 310991344
References: <01bd13d9$27511c60$1e0844c3@p-d-mou>
Reply-To: prajoux@laas.fr
Distribution: world
Organization: LAAS/CNRS, Toulouse, France
Newsgroups: comp.sys.atari.programmer

Well, David, I am not sure that the subject is worth a discussion... However, let's go, just once. I respect fully your opinion, of course, so what follows are only comments.

In article <01bd13d9$27511c60$1e0844c3@p-d-mou>, "Centek"
<Acces.Journaliste@wanadoo.fr> writes:
>> - Define a virtual workstation (say W2) with attributes to draw in >
>>EXCLUSIVE OR mode.
>what a complex way to revert bits !!!!
No, it is not complex! For any program of significant size, opening at the
beginning several virtual workstations with various attributes is easy,
facilitates further calls, and is good programming practice anyway (they
were invented just for this).

>which will be approx. two times faster than the xor mode
OK, OK. I was not personnally concerned about display time for these inverted
areas...

>i think the best way it's to vro_cpyfm
Let me tell you that the use of vro_cpyfm looks to me far more difficult than
the v_recfl call that I proposed.

My best regards, David.

Roland Prajoux

From -1133505581884613269
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,21708f57d16bd934,start
X-Google-Attributes: gid1115ce,public
From: "Richard Ollerenshaw" <bbrugby@geocities.com>
Subject: FS: Programming Books
Date: 1997/12/30
Message-ID: <68b31q$3is$9@plug.news.pipex.net>#1/1
X-Deja-AN: 311343288
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: UUNET
Newsgroups: comp.sys.atari.programmer

Rare copies of 3 ABACUS books in mint condition (well, almost):

ST Tips & Tricks
3D Graphics Programming
GEM Programmer's Reference

£5 ukp each or £10 ukp for all 3 (Plus P & P - they're moderately heavy).

Hope they're of use to you, I never got past STOS!

Rugby, England

Thanks,

Richard

http://www.geocities.com/EnchantedForest/Glade/6121 (mostly created on an Atari: non frames-compliant browsers add /side.html to the end of the address)

From -8952171056972461839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af77af4ad3061460
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: FenixVDI, Was: Re: Inverse Text with V_FTEXT or V_GTEXT?
Date: 1998/01/01
Message-ID: <68gcc1foh1@nyheter.chalmers.se>#1/1
X-Deja-AN: 311890678
References: <683sri$221$1@o.online.no> <ELwx27.n6p@suse.modem.stud.uni-hannover.de>
Organization: Chalmers Computer Society, Gothenburg, Sweden
Newsgroups: comp.sys.atari.programmer

In article <ELwx27.n6p@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>In article <683sri$221$1@o.online.no>,
> oskancke@online.no (Odd Skancke) writes:
>
>> Hi, all. I wonder if it's possible to make the VDI functions V_FTEXT or
>> V_GTEXT or similar calls to print the text in inverse mode? Without
>> having to set the writing mode to transparent, clear the background to
>> black, text to white and then print it. Anyone?
>
>I'm afraid that's probably the only way. Why do you want to do it differently ?

As has been mentioned there are other ways, but they are all slow on systems where the processor has to wait on reads and writes to display.
On my Falcon+AB040, for example, there's time to execute nearly twenty simple instructions after a _word_ write to the display!
(It might well be unnecessarily slow even on an ST.)

I've always thought that the inability of the VDI to specify a text background colour is silly. After all, vrt_cpyfm can do it and that is very much the same thing as text drawing.
Fortunately, I'm now in a position to do something about that! :-)

The FenixVDI (which is currently at v0.60) will have support for this and other things that can improve graphics speed on fast machines.
For example, a 'shadow' of the screen memory can be kept in fast RAM

and all reads can be done from there. This is already implemented, but
with the current fVDI version, it doesn't do much good (see below).
Another thing that can be done is to check if there is any need to write
the new data to the screen at all. This would among other things speed
up scrolling where some areas stay the same colour afterwards.

Now, what is FenixVDI?

Some of you may have heard of the Fenix OS (this has nothing to do with
the Phoenix Atari compatible computer) that will one day be a free modern
replacement for MiNT. The kernel of this OS is supposedly almost finished,
but a couple of subprojects are under way to replace the rest of TOS.
FenixVDI, for which I'm the 'coordinator', is of course the VDI part.

The current FenixVDI handles the standard Falcon desktop (almost)
perfectly and several programs I've tried also looked fine.
However, at the moment everything except linedrawing is done pixel by
pixel, which of course means that things are __slooow__.
(FenixVDI v0.60 relies on having a normal VDI to 'fall back' on, but it
 handles all actual drawing itself.)

FenixVDI is built in such a way that a device driver (there are currently
working ones for 1, 2 and 4 bit bitmapped displays) only needs to supply
a minimum of primitive functions for it to work. When it comes to screen
output, only get and set pixel functions are required, but things like
line drawing, 'vrt_cpyfm' and 'vro_cpyfm' will be used if available.
In v0.60, only the pixel and line drawing primitives are supported and
the line drawing is actually required (no pixel by pixel line routine is
implemented yet).
Any normal VDI function can also be replaced on a driver by driver basis.

If anyone is brave enough to test the current fVDI, please email me.
It's not ready for a public release yet (I'm the only one who's tested it),
so I won't tell you were it can be found.

Comments, suggestions, questions etc are very welcome.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 4017616396560741171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af77af4ad3061460
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Inverse Text with V_FTEXT or V_GTEXT?

Date: 1998/01/02
Message-ID: <34ac56c4.226685@news.demon.co.uk>#1/1
X-Deja-AN: 312070933
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <683sri$221$1@o.online.no>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 27 Dec 1997 21:44:18 GMT, oskancke@online.no (Odd Skancke) wrote:

> Hi, all. I wonder if it's possible to make the VDI functions V_FTEXT or
> V_GTEXT or similar calls to print the text in inverse mode?

Unfortunately, there is no "reverse text" setting whilst the vdi is in graphics mode.

>Without
> having to set the writing mode to transparent, clear the background to
> black, text to white and then print it.

If this works ok for you then it's fine. Perhaps a little experiment? Use one virtual workstation configured for "normal" text and one for "reverse" text.

>Anyone?

Speed issues ...

vro_cpyfm() is a good way to scoop out the background and becomes more effective when there is more background to scoop out so line output is preferable to char by char output.

Another point to note is vqt_extent (if I've got the name right - no manual to hand) etc. It can slow things down drastically - due to its nature it has to do a lot of the work of v_gtext() anyway. Rather than call it repeatedly on the whole string as it gets longer, keep a running total and just obtain the extent of the new characters.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8030868689006853327
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,741043b310cb321f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: DOS-XFS error
Date: 1998/01/02
Message-ID: <34ab1243.5179527@news.demon.co.uk>#1/1
X-Deja-AN: 312070934
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <713_mike@bbsgate.interware.REMOVE.TO.REPLY.it>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Mon, 29 Dec 97 11:11:30, mike@bbsgate.interware.REMOVE.TO.REPLY.it
(Mike De.Petris) wrote:

>I have in problem in the Atari NOS development. I get a DOS_XFS error in
>MagiC 5.03 that locks the system.

These are complete guesses in case it helps ... ;-)

>- the error seems to appear while trying to fclose a file that was also
>fopened and fclosed in a (parallel) subroutine.

A parallel Nos routine or a parallel MagiC routine or a MagiC thread?

I'd be inclined to look first at the possibility that the file is open
for both "processes" at the same time.

>- I could only test the error in MagiC 5.03 on an Atari TT030

If it's a parallel magic routine then try with co-operative
multitasking only or perhaps shift to supervisor mode within the file
access portions of the two processes. The idea here is for one process
to hog the processor across the file access part.

>- there is no error on plain TOS and MagiCPC (MagiC 05.02)

There's a possibility that timing is the issue. Perhaps on MagicPC one
process gets "past" the problem area before the other process reaches
its problem area so no conflict arises. More likely is simply the way
MagiCPC handles files.

>- I tryed cbhd and hddriver, various AUTO combinations
>
>- no documentation about that DOS-XFS error

Never seen it myself. There might be a problem with inhertance. This
is where the lack of english MagiC docs is a pain. Does a thread
inherit the handles of the parent for instance? (I would assume so).

>- NOS actually compiled with Lattice C

As I don't use lattice another idea comes to mind. When the code issues fclose() double check it really is closed and not delayed until later.

>What could be responsible for this error ?

I'm going to assume here you meant a parallel Nos process above, which places more emphasis on a bug in lattice, magic, or the nos code instead of a general multitasking problem.

Immediately prior to the suspect fopen() calls try checking if the file is already open. Hopefully lattice has the fileno() call, otherwise the tos file handle should be stored somewhere in the stdio FILE structure. Try Fseek() and see if it works or not.

As MagiCPC at the filing system level is probably too different to be of concern it might be worth checking the hd for logical errors. MagiC might just be picking up on a problem which goes undetected under Tos. There might be a long standing bug in the Nos code (possibly nowhere near where the problem appears) which until now has not manifested itself - a memory leak which MagiC picks up as corruption to the file system?

Nos will be executing differently under MagiC than under Tos obviously. The fact MagiC is switching to other processes will be having an affect on the internal timing of Nos. Could this be breaking the Nos "file locking", process management (or whatever)?

Now if someone knows what that darn error messages means things might get a lot easier!! :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 9077780624058079869
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d48ca59aa047d297,start
X-Google-Attributes: gid1115ce,public
From: jonas.moller@mbox301.swipnet.se (Jonas Moller Nielsen)
Subject: What C-compiler to use.
Date: 1998/01/03
Message-ID: <883832344.907369@nn1>#1/1
X-Deja-AN: 312394932
Cache-Post-Path: nn1!s-225526@dialup75-1-47.swipnet.se

X-Complaints-To: usenet@mn5.swip.net
X-Trace: mn5.swip.net 883832254 13874 (None) 192.71.220.195
Organization: -
Newsgroups: comp.sys.atari.programmer

Hi everybody,

I have been programming with Pascal for more than 10 years, but know I am going over to C. Mainly because everything else for the Atari-range is made in C or C++.

What C-compiler should I use?

My demands are.

- It should be easy to use, since I have no formal training in C.
- It should be possible to use as many libraries as possible (Mydials etc.)
- It MUST work on an Hades 040 running N.AES.
- If it PD, Shareware of commercial does not matter, as long as it works and is easy to use.

Yours sincerely

Jonas M□ller Nielsen

□bylundsv□gen 35
SE-137 32 V□sterhaninge
Sweden

Tel: +46 (0)8 500 11 992

Internet: jonas.moller@mbox301.swipnet.se
Fidonet: 2:200/136.7

From -1508619647940499892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: What C-compiler to use.
Date: 1998/01/03
Message-ID: <34afa962.8635537@news.demon.co.uk>#1/1
X-Deja-AN: 312517550
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <883832344.907369@nn1>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog

MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 3 Jan 1998 12:57:34 GMT, jonas.moller@mbox301.swipnet.se (Jonas Moller Nielsen) wrote:

>Hi everybody,
>
>I have been programming with Pascal for more than 10 years, but know I
>am going over to C. Mainly because everything else for the Atari-range
>is made in C or C++.
>
>What C-compiler should I use?

You have a choice of GNU, MWC, Prospero, Lattice, or PureC.

>My demands are.
>
>- It should be easy to use, since I have no formal training in C.

Prospero, Lattice and PureC are Gem orientated integrated suites. GNU and MWC are command line driven.

Prospero is old and basic so not recommended.

MWC is only K&R so isn't recommended either (although I still use it and think it's wonderful).

GNU is the only C++ option but unless that is very important to you I wouldn't recommend it.

Lattice and PureC are about equal in terms of useability.

>- It should be possible to use as many libraries as possible (Mydials
>etc.)

PureC probably has the edge here. Much of the decent stuff comes out of Germany where PureC is the common choice. Note though that it is fairly painless to add your own code to a library with C compilers, which is what I've done over the years with MWC to keep it up to date.

>- It MUST work on an Hades 040 running N.AES.

Now this I haven't a clue about!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 8059063323224115232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,741043b310cb321f
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: DOS-XFS error
Date: 1998/01/04
Message-ID: <EM9n0H.nsM@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 312832002
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <713_mike@bbsgate.interware.REMOVE.TO.REPLY.it>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <713_mike@bbsgate.interware.remove.to.reply.it>,
     mike@bbsgate.interware.REMOVE.TO.REPLY.it (Mike De.Petris) writes:

> I have in problem in the Atari NOS development. I get a DOS_XFS error in
> MagiC 5.03 that locks the system.
>
> - the error seems to appear while trying to fclose a file that was also
> fopened and fclosed in a (parallel) subroutine.

This rather looks like an internal error in MagiC. You should report to
Andreas Kromke on this.

Cheers Peter
--

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From -7723967425758532564
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45a1d592c8374178,start
X-Google-Attributes: gid1115ce,public
From: desnogue@bavi.unice.fr (Laurent.DESNOGUES)
Subject: Looking for Alcyon C
Date: 1998/01/05
Message-ID: <68qe5pnes1@malibu.unice.fr>#1/1
X-Deja-AN: 312916545
Organization: University of Nice - Sophia Antipolis, France

Keywords: reverse-engineering compiler C development kit
Reply-To: desnogue@aiguemarine.unice.fr
Newsgroups: comp.sys.atari.programmer

Hello,

I'm trying to put my hands on the old DRI Alcyon C which was distributed with Atari development kit. I had it, but my disks aren't readable anymore...

I guess it's copyrighted, but perhaps it can now be redistributed since DRI was sold to Caldera.

Please note, I don't want a C compiler, I want *Alcyon C* for reverse-engineering some code...

Regards,

Laurent

From -2841574713888629671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fccbdc57e5811e2,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.REMOVE.TO.REPLY.it (Mike De.Petris)
Subject: Re^2: DOS-XFS error
Date: 1998/01/05
Message-ID: <825_mike@bbsgate.interware.REMOVE.TO.REPLY.it>#1/1
X-Deja-AN: 312922939
Content-Transfer-Encoding: 8BIT
Content-Type: text/plain; charset=us-ascii
Organization: De Petris Software Development
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.REMOVE.TO.REPLY.it
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 04 Jan 98 Peter Rottengatter (2:333/608.1)
scrisse al povero All :
 >> I have in problem in the Atari NOS development. I get a DOS_XFS error
 >> in MagiC 5.03 that locks the system.
 >>
 >> - the error seems to appear while trying to fclose a file that was also
 >> fopened and fclosed in a (parallel) subroutine.
 PR>
 PR> This rather looks like an internal error in MagiC. You should report
 PR> to Andreas Kromke on this.

I can hardly prepare a complete bug report as I do not own MagiC myself, and ask for help to some testers about it.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 1566916415256282913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: BouB <boub@chez.com>
Subject: Re: What C-compiler to use.
Date: 1998/01/05
Message-ID: <34B17D80.585@chez.com>#1/1
X-Deja-AN: 312981787
Content-Transfer-Encoding: 7bit
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: C.I.S.M. Universite Claude Bernard Lyon 1 / INSA de Lyon
Mime-Version: 1.0
Reply-To: boub@chez.com
Newsgroups: comp.sys.atari.programmer

> >- It MUST work on an Hades 040 running N.AES.
>
> Now this I haven't a clue about!
PureC work well on hades040 and 060. friends of mine use it on their own hades but not under NAES but is it so compatible (execpt the debuguer maybe).

From -4463355842542172181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,194e559c2c2a87f1,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,194e559c2c2a87f1,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,194e559c2c2a87f1,start
X-Google-Attributes: gid109a67,public
From: Marcos Agra-Trillo <marcosat@nortel.co.uk>
Subject: ACSI DMA port
Date: 1998/01/06
Message-ID: <34B24B13.41C67EA6@nortel.co.uk>#1/1

X-Deja-AN: 313309791
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Bell Northern Research
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Hi all !
Does anyone know where I can get information about the signals for the ACSI DMA interface and their function. The only thing I could find was the pin-out for the port. Thanks heaps

Marcos

From -3736461519575392119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006,start
X-Google-Attributes: gid1115ce,public
From: tkelly@mail.pressenter.com (Terence Kelly)
Subject: Long Filename support
Date: 1998/01/06
Message-ID: <68u8sl$l38$1@jair.pressenter.com>#1/1
X-Deja-AN: 313409914
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

There are several OS additions out for the Atari that now support the long file names. I just upgraded to MagiC 5 and am wondering how to add support for long file names to my own programs. Are there calls to check and see if an alternative file system is available, and how big should arrays be in my programs to hold path and filenames in the "vfat" system? Can anyone point me in the right direction?

--Terry Kelly

From -1191644975152028554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d34c7f57133913fd,start
X-Google-Attributes: gid1115ce,public
From: R.J.Schlaefer@t-online.de (R.J.Schlaefer)
Subject: SU: Omikron Basic Library 'OmLib Professional'
Date: 1998/01/06
Message-ID: <68u75lvse1@news02.btx.dtag.de>#1/1
X-Deja-AN: 313573992
Content-Transfer-Encoding: 8bit
Mime-Version: 1.0
X-Sender: 06217628766-0001@t-online.de

Content-Type: text/plain; charset=iso-8859-1
Organization: T-Online
Newsgroups: comp.sys.atari.programmer

I search the german Basic-Library Omlib Professional

regards rjs

From 2122291056667566434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: What C-compiler to use.
Date: 1998/01/07
Message-ID: <68vit6$q14$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 313578445
Content-Transfer-Encoding: 7bit
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884166374 26660 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

BouB wrote:
>
> > >- It MUST work on an Hades 040 running N.AES.
> >
> > Now this I haven't a clue about!
> PureC work well on hades040 and 060. friends of mine use it on their own
> hades but not under NAES but is it so compatible (execpt the debuguer
> maybe).

I would not recomend to use Pure-C with a 040 as it has got a "bug" (or
maybe better a "feature" which doesn't work very well on a 040) in one
of it's libraries making the OS drop keyboard packets. It has to do with
memcpy/memclr.

I would either use Lattice-C or GCC. I would get a used copy of Lattice
just for the manuals which are realy handy.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
```

+----------+

From 8196474247709876775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: What C-compiler to use.
Date: 1998/01/07
Message-ID: <!SPAMdwilga-0701981121480001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 313654595
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <68vit6$q14$1@infomania.emw.ericsson.se>, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

> BouB wrote:
> >
> > > >- It MUST work on an Hades 040 running N.AES.
> > >
> > > Now this I haven't a clue about!
> > PureC work well on hades040 and 060. friends of mine use it on their own
> > hades but not under NAES but is it so compatible (execpt the debuguer
> > maybe).
>
> I would not recomend to use Pure-C with a 040 as it has got a "bug" (or
> maybe better a "feature" which doesn't work very well on a 040) in one
> of it's libraries making the OS drop keyboard packets. It has to do with
> memcpy/memclr.

Not recommending a very good compiler simply because of a small
incompatibility (not even a bug really) with a library routine that can be
easily replaced is going overboard, IMHO. You could write your own memcpy
in C with a few lines of code, for that matter.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From 8062593319333022527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: Re: Long Filename support

Date: 1998/01/07
Message-ID: <690d99ocm1@news.ican.net>#1/1
X-Deja-AN: 313669400
References: <68u8sl$l38$1@jair.pressenter.com>
X-Complaints-To: usenet@news.ican.net
X-Trace: news.ican.net 884193385 24982 (None) 142.154.153.94
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer

On 6 Jan 1998 21:49:09 , Terence Kelly wrote:
  There are several OS additions out for the Atari that now support the
  long file names. I just upgraded to MagiC 5 and am wondering how to
  add support for long file names to my own programs. Are there calls
  to check and see if an alternative file system is available, and how
  big should arrays be in my programs to hold path and filenames in the
  "vfat" system? Can anyone point me in the right direction?

I would like to add:
Is there is any clean, foolproof method to ensure support of longnames
in both VFAT and Minix formats within the same binding? Is there any
exisiting C binding (preferably GCC syntax) that supports both?

Please Cc your reply through e-mail. Thanks.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

 Unsollicited material will be proof-read for $100 USD per word,
 payable within 10 days. Submission of your advertisement to my
 address constitutes your formal acceptance of these terms.

 <TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From 7715960319636380399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5de46c640bb6ae,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Function length
Date: 1998/01/07
Message-ID: <68vqln$20e@balaena.bio.vu.nl>#1/1
X-Deja-AN: 313669401
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Here's a tricky problem for all ya' to grind yer teeth over:

What would be the easiest way to determine the length of an

assembly or C function (ie. subroutine)?
I need to be able to get the function length in both languages
in order to clone functions. That may sound a bit weird, but
I'm working on a library that can supply custom made (or actually modified)
pixel r/w routines...
Anyone?

-=El Vjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I do not fear computers. I fear the lack of them."
-- Isaac Asimov

From -8997023669237562829
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: What C-compiler to use.
Date: 1998/01/07
Message-ID: <19980107182913809 56@zetnet.co.uk>#1/1
X-Deja-AN: 313715556
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se> <!
SPAMdwilga-0701981121480001@wilga.mtholyoke.edu>
Newsgroups: comp.sys.atari.programmer

> > > > >- It MUST work on an Hades 040 running N.AES.
> > > >
> > > > Now this I haven't a clue about!
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> > > hades but not under NAES but is it so compatible (execpt the debuguer
> > > maybe).
> >
> > I would not recomend to use Pure-C with a 040 as it has got a "bug" (or
>
> Not recommending a very good compiler simply because of a small
> incompatibility (not even a bug really) with a library routine that can be
> easily replaced is going overboard, IMHO. You could write your own memcpy
> in C with a few lines of code, for that matter.

True, but the poster did say that 040 compatibility was required.

Anthony
--

----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From 57060251070676853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5de46c640bb6ae
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Function length
Date: 1998/01/07
Message-ID: <1998010718385480956@zetnet.co.uk>#1/1
X-Deja-AN: 313715557
References: <68vqln$20e@balaena.bio.vu.nl>
Newsgroups: comp.sys.atari.programmer

> What would be the easiest way to determine the length of an
> assembly or C function (ie. subroutine)?

try this for asm:

```
start
func move.w d0,-(sp)
 blah blah,blah
 rts
end

* calculate length
 lea end,a0
 suba start,a0
* a0=length of routine, I believe.
```

In C (if my memory serves me correctly):

```
static char magic_start=MAGIC;
int func(int a)
{
 blah;
}
static char magic_end=MAGIC;

length=(long)(&magic_end) - (long)(&magic_start);
```

> I need to be able to get the function length in both languages
> in order to clone functions. That may sound a bit weird, but
> I'm working on a library that can supply custom made (or actually modified)
> pixel r/w routines...
> Anyone?

I hope you aren't planning to copy the functions around, as you will
have to handle relocation etc... I dont think this would be at all
easy in the C version, and not simple in assembler...

Anthony
--


```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -5930898407365375786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: What C-compiler to use.
Date: 1998/01/07
Message-ID: <6914oplks1@due.unit.no>#1/1
X-Deja-AN: 313770083
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:

> > PureC work well on hades040 and 060. friends of mine use it on their own
> > hades but not under NAES but is it so compatible (execpt the debuguer
> > maybe).

It works fine under N.AES, no problems except for the debugger which doesn't
even work on a standard 4.04 Falcon.

> I would not recomend to use Pure-C with a 040 as it has got a "bug" (or
> maybe better a "feature" which doesn't work very well on a 040) in one
> of it's libraries making the OS drop keyboard packets. It has to do with
> memcpy/memclr.

...which are easily replaced by running Doug Little's 'abfix.ttp' utility on the libraries. Not a problem at all. Btw. I don't know if Doug's pages are up now, if anybody wants the abfix and can't find it on the net, just mail me and I'll upload it.

> I would either use Lattice-C or GCC. I would get a used copy of Lattice
> just for the manuals which are realy handy.

gcc is very powerful, but slow. Lattice is also quite powerful, and quite slow. The manuals are good, but a bit outdated now. I prefer the Atari Compendium.

IMHO PureC is the best choice for development. It's extremely fast and has a simple yet powerful GUI. According to several people it doesn't produce as good code as gcc or Lattice, but I'm quite pleased with it. As long as you stick to ANSI and MiNTlibs there's no problem in using PureC for fast and simple development and then compile the final product with gcc.

Jo Even Skarstein

From -6085828445986525625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a250601980a8926b,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 115ed6,a250601980a8926b,start
X-Google-Attributes: gid115ed6,public
X-Google-Thread: 10577e,a250601980a8926b,start
X-Google-Attributes: gid10577e,public
From: starman@cnj.digex.net (Starman)
Subject: * Looking for 2600 VCS programmers
Date: 1998/01/07
Message-ID: <691im6$3qv@cnj.digex.net>#1/1
X-Deja-AN: 313836547
Organization: Babylon 5
Newsgroups: comp.sys.atari.programmer,alt.atari.2600,alt.atari.2600vcs

Howdy,
I've been dabbling in 2600 programming for the last few days. Actually got a program running using Stella for the Mac, but for some reason, it's not working now. I'm getting "6507 has encountered an illegal instruction error" messages. Bizarre that is just worked the day before.
Anyway, are there any forums or such on the net? Web searches got me some info on the 6502 and such, but no interactive forums. I'm sure there are still some 2600 developers. Any help? Bueller?

Mike
starman@cnj.digex.net

From 5953852662270409248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,936376ef2dc198c7,start
X-Google-Attributes: gid1115ce,public
From: tkelly@mail.pressenter.com (Terence Kelly)
Subject: Pure C to Lattice C
Date: 1998/01/08
Message-ID: <691tg4kjn1@jair.pressenter.com>#1/1
X-Deja-AN: 313875608
Organization: PressEnter
Newsgroups: comp.sys.atari.programmer

I've been trying to figure out how to make my programs long filename aware. Thomas Much directed me to the functions Pdomain and Dpathconf. Now I have to get access to the MagiC fileselector functions. I downloaded the code from their Web Site but all of the examples and header files were written for Pure C, and I use Lattice. Some of the type definitions in the MagiC headers use constructs I'm not familiar with and Lattice chokes on them big time.

E.g. typedef WORD (cdecl XFSL_FILTER)(char *path, char *name, XATTR *xa);

Does anyone know if it is possible to port Pure C to Lattice easily?

--Terry Kelly

From -3141308110669977499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Long Filename support
Date: 1998/01/08
Message-ID: <BVXTCCV@tos.pl.net>#1/1
X-Deja-AN: 313903826
References: <68u8sl$l38$1@jair.pressenter.com> <690d99ocm1@news.ican.net>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine (q-funk@megacom.net) wrote:
: I would like to add:
: Is there is any clean, foolproof method to ensure support of longnames
: in both VFAT and Minix formats within the same binding? Is there any
: exisiting C binding (preferably GCC syntax) that supports both?

It should't matter whether the filesystem is Minix, FAT, VFAT, or anything else, the files should be accessed in the same way... You don't need to

worry about such low-level differences when writing application software.

The Atari Compendium will have all the information you need to access
"long" filenames. It's not really different to accessing "short"
filenames, although under MiNT there are extra functions available.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/~mario/tariland/

```
      |\__/,|   (`\
    _.|o o  |_   ) )
--(((---(((--------
```

From -4262760235070649315
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,424df5ba2a07b9c2,start
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Stack size
Date: 1998/01/08
Message-ID: <6927g4hg1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 313903827
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884252996 560 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi,

I just wonder if anyone knows how I increase the stack size
in Lattic C? I get stack overflow in some cases.

//Magnus Kollberg
--
+----------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------+

From 8720625353032881386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: What C-compiler to use.
Date: 1998/01/08

Message-ID: <69281mhg2@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 313906864
Content-Transfer-Encoding: 7bit
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se>
<6914oplks1@due.unit.no>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884253558 560 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein wrote:

> > of it's libraries making the OS drop keyboard packets. It has to do with
> > memcpy/memclr.
>
> ...which are easily replaced by running Doug Little's 'abfix.ttp' utility
> on the libraries. Not a problem at all. Btw. I don't know if Doug's pages
> are up now, if anybody wants the abfix and can't find it on the net, just mail
> me and I'll upload it.

Sure, but most people doesn't know this and it's annoying. I bet there
are
more problems than just this one which Doug found. ;-)

> > I would either use Lattice-C or GCC. I would get a used copy of Lattice
> > just for the manuals which are realy handy.
>
> gcc is very powerful, but slow. Lattice is also quite powerful, and quite slow.
> The manuals are good, but a bit outdated now. I prefer the Atari Compendium.

I find the Comperndium a good compliment but I still prefer the Lattice
manuals
90% of the time. I realy only use the Comperndium for those things that
isn't
covered in Lattice manuals. Also the Compendium has got a habbit to fall
apart
so you will be stuck with a pile of papers after a short while. Realy
bad.
And I know that the Compendium is available as html code but I realy
like
realy books more and it's not always very handy to use CAB for this sort
of stuff.

> IMHO PureC is the best choice for development. It's extremely fast and has a
> simple yet powerful GUI. According to several people it doesn't produce as
> good code as gcc or Lattice, but I'm quite pleased with it. As long as you stick
> to ANSI and MiNTlibs there's no problem in using PureC for fast and simple
> development and then compile the final product with gcc.

I thought Lattice had better ANSI compatibilty than PureC did.

Also isn't Pure C only available in german, atleast the docs?

//Magnus Kollberg
--


```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 8098911342243209030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,936376ef2dc198c7
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Pure C to Lattice C
Date: 1998/01/08
Message-ID: <692893hg3@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 313906865
Content-Transfer-Encoding: 7bit
References: <691tg4kjn1@jair.pressenter.com>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884253795 560 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Terence Kelly wrote:
>
> I've been trying to figure out how to make my programs long filename
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> Dpathconf. Now I have to get access to the MagiC fileselector
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> examples and header files were written for Pure C, and I use Lattice.
> Some of the type definitions in the MagiC headers use constructs
> I'm not familiar with and Lattice chokes on them big time.
>
> E.g. typedef WORD (cdecl XFSL_FILTER)(char *path, char *name, XATTR *xa);
>
> Does anyone know if it is possible to port Pure C to Lattice easily?

Where did you get these header files??

And if someone has got Lattice versions of them please mail them
to me as well.

Hmmmm... maybe it's time I put up some MagiC stuff on my webpage
so that atleast someone tried to support it.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

From -2506186395759956780
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,cc3f838d8d1e8dd2
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Subject: Re: Using GEM from GFA-basic
Date: 1998/01/08
Message-ID: <34B4B73F.768A@neo-interaktiv.no>#1/1
X-Deja-AN: 313918824
Content-Transfer-Encoding: 8bit
References: <349AF4AD.5EE4@algonet.se>
Mime-Version: 1.0
Reply-To: vegard@neo-interaktiv.no
Content-Type: text/plain; charset=iso-8859-1
Organization: Neo Interaktiv AS
Newsgroups: comp.sys.atari.programmer

fiolerna wrote:
>
> I⌂m currently writing a program that aims to
> devolop your ability to hear and define intervals.
>
> Since the only programming tool I have is GFA-basic, and thats
> also the only language I know how to use, that⌂s the one I work with.
>
> Now to my question(s):
>
> -Where can I find some _good_ documentation on how to use
> GEM/AES from GFA-Basic..?
>
> -How do I get Flying Dialogs 4.9 to work? (Nukes me every time!)

I⌂m bieased here, but: Have you checked out Face Value? It allows you to
make solid multitasking prgs using GFA with ease. Kind of a Visual Basic
for the Atari. URL: http://home.sol.no/~veg/faceval.html

> -Are there still people using GFA..?

Yes.

Vegard Hofsoy
<vegard@neo-interaktiv.no>

From 6194587264177155008
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1aadfcc78ff3c43,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: XBRA?
Date: 1998/01/08
Message-ID: <692en0$2d9@balaena.bio.vu.nl>#1/1
X-Deja-AN: 313933798
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Oh, and another thing... :)

Can someone provide me with details on the XBRA protocol?
I only know that it has something to do with identifying vector
thieves, and as I'm writing one of these buggers myself
I might want to use it.
Thanks,
-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From 7627066446817093616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,424df5ba2a07b9c2
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Stack size
Date: 1998/01/08
Message-ID: <692rc0fig2@laas.laas.fr>#1/1
X-Deja-AN: 313969518
References: <6927g4hg1@infomania.emw.ericsson.se>
Reply-To: prajoux@REMOVE_THIS.laas.fr
Organization: LAAS/CNRS, Toulouse, France
Newsgroups: comp.sys.atari.programmer

Hi, Magnus,

In article <6927g4hg1@infomania.emw.ericsson.se>, Magnus Kollberg

<magnus.kollberg**@**emw.ericsson.se> writes:

>I just wonder if anyone knows how I increase the stack size
>in Lattic C? I get stack overflow in some cases.

There is a global variable called _STACK for this. It has a default value, but
you can change it to whatever value you want.

More precisely, the startup code calls it (to reserve the stack space).
If it is not defined in the user program, the linker links the variable with
a default value from the library. But if YOU define it (with an initial value,
of course! it must be DATA, not BSS), the linker will link yours, and you will get
the stack space you want.

Cheers.

Roland
(please remove REMOVE_THIS in e-mails!)

From -4426446608617144626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: What C-compiler to use.
Date: 1998/01/08
Message-ID: <692rj2fig3@laas.laas.fr>#1/1
X-Deja-AN: 313974841
References: <69281mhg2@infomania.emw.ericsson.se>
Reply-To: prajoux@REMOVE_THIS.laas.fr
Distribution: world
Organization: LAAS/CNRS, Toulouse, France
Newsgroups: comp.sys.atari.programmer

I have been using Lattice for years now, going from V.5.06 to V.5.6,
and I like it. Period.

Roland

From 3574686440660882035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1aadfcc78ff3c43
X-Google-Attributes: gid1115ce,public

From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: XBRA?
Date: 1998/01/08
Message-ID: <692rvifig4@laas.laas.fr>#1/1
X-Deja-AN: 313974842
References: <692en0$2d9@balaena.bio.vu.nl>
Reply-To: prajoux@REMOVE_THIS.laas.fr
Distribution: world
Organization: LAAS/CNRS, Toulouse, France
Newsgroups: comp.sys.atari.programmer

Hi,

In article <692en0$2d9@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon)
writes:
>Can someone provide me with details on the XBRA protocol?
>I only know that it has something to do with identifying vector
>thieves, and as I'm writing one of these buggers myself

From memory, there is a text file describing it, that you can find
in the umich archive, and maybe in others as well.

Roland
(please remove REMOVE_THIS for e-mails!)

From 6402656439343182009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5de46c640bb6ae
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Subject: Re: Function length
Date: 1998/01/08
Message-ID: <34B4F666.4202@mst.tn.utwente.nl>#1/1
X-Deja-AN: 313974843
Content-Transfer-Encoding: 7bit
References: <68vqln$20e@balaena.bio.vu.nl> <1998010718385480956@zetnet.co.uk>
Mime-Version: 1.0
Reply-To: mr_ni@mst.tn.utwente.nl
Content-Type: text/plain; charset=us-ascii
Organization: Universiteit Twente
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
>
> > What would be the easiest way to determine the length of an
> > assembly or C function (ie. subroutine)?

```
> In C (if my memory serves me correctly):
>
> static char magic_start=MAGIC;
> int func(int a)
> {
>  blah;
> }
> static char magic_end=MAGIC;
```

This won't work, the compiler is free to move static memory blocks
around.
The best fix for this problem (it will work in Pure C, but there will be
C
compilers that won't be fooled this way:

```
int func(void)
{
  /* blah blah */
  return 0;
}

void func_end(void)
{
  (void)0;
}

void get_start_and_length(void* start, long* length)
{
  *start=&func;
  *length=(&func_end-&func_start);
}
```

Cu, Hans

```
   /|   /\/\/\   |\      Hans Wessels
  / |  / /\/\ \  | \     mr_ni@mbh.org
 /  | / / /\ \ \ |  \    mr_ni@mst.tn.utwente.nl
/   |/ / /  \ \ \|   \
\   |\ \ \  / / /|   /   a.k.a. Mr Ni! (the Great)
 \  | \ \ \/ / / |  /    member of the TOS-crew
  \ |  \ \/\/ /  | /     Fidelus Bittus et Fuckus Clockcyclus!
   \|   \/\/\/   |/
```


From 4792184513089653648
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,424df5ba2a07b9c2
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Stack size

Date: 1998/01/08
Message-ID: <692t7a$8qb$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 313979770
Content-Transfer-Encoding: 7bit
References: <6927g4hg1@infomania.emw.ericsson.se> <692rc0fig2@laas.laas.fr>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884275242 9035 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Roland Prajoux wrote:
@emw.ericsson.se> writes:
>
> >I just wonder if anyone knows how I increase the stack size
> >in Lattic C? I get stack overflow in some cases.
>
> There is a global variable called _STACK for this. It has a default value, but
> you can change it to whatever value you want.

Thanks I did get help from another guy as well so it's hopefully solved
now.

> More precisely, the startup code calls it (to reserve the stack space).
> If it is not defined in the user program, the linker links the variable with
> a default value from the library. But if YOU define it (with an initial value,
> of course! it must be DATA, not BSS), the linker will link yours, and you will
get
> the stack space you want.

Yes, apparently it's set to 4kb as default. Great.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From -3807304064847124371
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5de46c640bb6ae
X-Google-Attributes: gid1115ce,public
From: prajoux@REMOVE_THIS.laas.fr (Roland Prajoux)
Subject: Re: Function length
Date: 1998/01/08
Message-ID: <692su7fig5@laas.laas.fr>#1/1
X-Deja-AN: 313979771
Distribution: world

References: <1998010718385480956@zetnet.co.uk>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@REMOVE_THIS.laas.fr
Newsgroups: comp.sys.atari.programmer

In article <1998010718385480956@zetnet.co.uk>, Anthony Jacques
<jacquesa@zetnet.co.uk> writes:
>> What would be the easiest way to determine the length of an
>> assembly or C function (ie. subroutine)?
>
>try this for asm:
>start
>func move.w d0,-(sp)
> .....
>end
>
>* calculate length
> lea end,a0
> suba start,a0
>* a0=length of routine, I believe.

Yes, in assembly, this works. (Except that you must subtract #start and not start, and that the subtraction has to be done the other way, i.e. start minus end).

```
>static char magic_start=MAGIC;
>int func(int a)
>{
> blah;
>}
>static char magic_end=MAGIC;
>length=(long)(&magic_end) - (long)(&magic_start);
```

This does not work. The linker will place the variables and the function
at different places (data segment and code segment)!
I don't think there is a clean and reliable way to do that in C. (Dirty solutions exist, as usual...).

Cheers.

Roland
(remove REMOVE_THIS for e-mails!)

From -5146137642137159542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)

Subject: Re: What C-compiler to use.
Date: 1998/01/08
Message-ID: <!SPAMdwilga-0801981338310001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 314017991
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se>
<6914oplks1@due.unit.no> <69281mhg2@infomania.emw.ericsson.se>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <69281mhg2@infomania.emw.ericsson.se>, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:
> Also isn't Pure C only available in german, atleast the docs?

There is a shareware version of the help files in English, written by John
Kormylo, which actually has much more info than the original ever did.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From 3194951876280399336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: What C-compiler to use.
Date: 1998/01/08
Message-ID: <693a8k$o25$2@due.unit.no>#1/1
X-Deja-AN: 314039674
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se>
<6914oplks1@due.unit.no> <69281mhg2@infomania.emw.ericsson.se> <!
SPAMdwilga-0801981338310001@wilga.mtholyoke.edu>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Dan Wilga <!SPAMdwilga@mtholyoke.edu> wrote:
> In article <69281mhg2@infomania.emw.ericsson.se>, Magnus Kollberg
> <magnus.kollberg**@**emw.ericsson.se> wrote:
> > Also isn't Pure C only available in german, atleast the docs?

> There is a shareware version of the help files in English, written by John
> Kormylo, which actually has much more info than the original ever did.

Where? WHERE??? I've been looking for them for ages!

Jo Even Skarstein.

From -4206246529143951197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/08
Message-ID: <34b699c6.5056030@news.demon.co.uk>#1/1
X-Deja-AN: 314078806
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 6 Jan 1998 21:49:09 GMT, tkelly@mail.pressenter.com (Terence Kelly)
wrote:

>There are several OS additions out for the Atari that now support the
>long file names. I just upgraded to MagiC 5 and am wondering how to
>add support for long file names to my own programs.

I would think that the functions Dopendir(), Dclosedir(), Dreaddir()
and Drewinddir() would be the ones to do this but someone will have to
confirm this because MWC does not have them by default. I added them
in just now but something was amiss - possibly the Compendium has some
wrong info 'cos it half worked opened and closed ok, read the correct
number of entries but the filenames were all garbage characters.

>Are there calls
>to check and see if an alternative file system is available, and how
>big should arrays be in my programs to hold path and filenames in the
>"vfat" system?

Dunno for sure but whilst looking at the nearest PC equivilent to the
above I noticed that "opendir" was limited to 260 chars. Note however,
that this seemed to be hacked into the PC equivilent (struct dirent)
of the DMABUFFER structure used by the likes of Fsetdta. Therefore
opendir might not be the same thing as Dopendir at all. The more I
think about it the more I think they are not the same. However, as
I've typed all this waffle folks can darn well read it! ;-))

>Can anyone point me in the right direction?

Assuming Dopendir etc are implemented and I just screwed up adding
them to MWC, then in theory there is no limit that I'm aware of.

Dreaddir() will return a specific error if the buffer is too small
which rather hints at setting some average size but being prepared to
enlarge the buffer and repeat as necessary.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1552899266254356574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc5b512bc9c37d02
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: magic 5.13 problems
Date: 1998/01/15
Message-ID: <69kg67$mb6$3@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 316116757
Content-Transfer-Encoding: 7bit
References: <34BC8A09.988FF0@france2.fr> <34c01447.18130390@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884851719 22886 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >In english: "Bad Aes call 60"   (In french: "Appel aes 60 erronee")
> >
> >I don't understand what's happened :-((
>
> This happens when a program attempts to call a function which does not
> exist in the aes. For instance, it happens periodically with APP_LIST
> when you try to run it under MagiC 2 (different number though).

Well the fishy part in this story is that he bought MagiC 5.13 but
the info box about MagiC/MagXDesk says 5.04a. It could be that he got
one disk with 5.04a (MagiC Kernal/AES) and one with 5.13 (MagXDesk).

> >i can just say, that if i move the vertical slider from a window, the
> >contain occurs, but not the first are displaying at the window's open.
>
> There is no aes call 60 in standard Gem. This means that it must have
> been installed either as part of MagiC, or as part of something else.

Or it could be that MagiC has got a undocumented call 60 which MagXDesk

uses in 5.13 but the AES from 5.04a doesn't support it. Or it's just
something else. Also, it's only MagXDesk which produce this error, or
atleast it looks like it.

Anyway he will get new disks from the store and see if it fixes it.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 4644069648798612763
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,31a077c6bb430930,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: redirection of stderr
Date: 1998/01/15
Message-ID: <34bdfafa3f11a0@xs4all.nl>#1/1
X-Deja-AN: 316166143
Content-Transfer-Encoding: 8bit
X-XS4ALL-Date: Thu, 15 Jan 1998 13:06:31 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: Seni Translation Services, Amsterdam
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

How can I redirect stderr on an ST? fileno(stderr) yields -1, and
consequently Fforce() returns an error code. No problem with the other
std files. Only this one.

Thanks for any help.

--

```
 Jos den Bekker
<josdb@xs4all.nl>     http://www.xs4all.nl/~josdb
                              -*-
    vertaler               translator               traductor
Engels en Spaans       English and Spanish       espa⍰ol e ingl⍰s
                              -*-
```


From -776648459724580009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)

Subject: Re: GEMDOS from TRAP
Date: 1998/01/15
Message-ID: <69ktrb$r1n@balaena.bio.vu.nl>#1/1
X-Deja-AN: 316166144
References: <695aj8$955@balaena.bio.vu.nl> <34c1a7c2.11316752@news.demon.co.uk>
<69i9dl$db0@balaena.bio.vu.nl> <34bd0a94.15647089@news.demon.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I think you might find the hard disk vectors useful for this ...

: If you hook into these then the bios will call your code
: automatically. If it's your device then handle it else pass control
: back to the original handler. I believe ramdisks work this way.

Yep, I discovered these vectors myself yesterday when I
was flipping through a hypertext doc on system variables :)

: I've never done it myself. Even so, if the above sounds interesting I
: could scan the information I do have for you and email it.

I have some example code for a resetproof RAMdisk somewhere,
so that won't be a problem.
But this still leaves me with the GEMDOS re-entrancy problem.
Isn't there some way to get round this for Fread and Fseek?
Save some system variables for instance?
Or can I assume that most replacement filesystems (MetaDOS for instance)
will have re-entrant GEMDOS routines?
I really need this to work in normal TOS with any filesystem...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From 2152268412367714320
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Long Filename support
Date: 1998/01/15
Message-ID: <69l3t8pt1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 316189138

References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<34be7b10.10836572@news.demon.co.uk> <69fkr2$q99$1@sun27.hrz.tu-darmstadt.de>
<34bcde4e.4991948@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <34bcde4e.4991948@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>dta_fname is a fixed buffer, and can't suddenly become a pointer to a
>>variable length buffer. So how should it work for names longer than 13
>>characters, anyway?
>
> Just use dta_fname[0..3] to hold a pointer to the name returned by
> Dreaddir().

First, dta_fname is not guaranteed to be located at an even memory
address which would be necessary for that. Furthermore, this is in no way
compatible with the normal behaviour of Fsfirst()/next(), so you'd have
to split up your code, anyway.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From 6175319004121728800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Example sources (was: Re: Long Filename support)
Date: 1998/01/15
Message-ID: <69l4hf$14r$1@sun27.hrz.tu-darmstadt.de>
X-Deja-AN: 316189144
Content-Transfer-Encoding: 8bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>

<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<34be7b10.10836572@news.demon.co.uk> <69fkr2$q99$1@sun27.hrz.tu-darmstadt.de>
<34bcde4e.4991948@news.demon.co.uk> <69kfbi$mb6$1@infomania.emw.ericsson.se>
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="=-=-=__xYJLtEXCTLRxeXREcsWURTDZ9__=-=-="
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

--=-=-=__xYJLtEXCTLRxeXREcsWURTDZ9__=-=-=

Hi!

In article <69kfbi$mb6$1@infomania.emw.ericsson.se>,
     Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>> Thanks. :-))
>
> Ehuuummm.... so where is it? :-)
The example codes are at the end of this message. Please don't expect
superb code there, the programs work, that's all.

> In the compendium it says that you call Dpathconf() with name and mode.
> Name is the name(?) of the filesystem? What should I put here on MagiC
> and on Minix? I tried the obvious one like VFAT, XFS, FAT32, FAT etc.
> and I always got the same answer... 12 under MagiC!

Well, name actually means a pathname, either to a file or a directory.
Otherwise, it wouldn't make too much sense, would it? You wouldn't be
independent of the filesystem at all ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de
--=-=-=__xYJLtEXCTLRxeXREcsWURTDZ9__=-=-=
Content-Type: text/plain; charset=iso-8859-1
Content-Disposition: attachment; filename="dirread.c"

```
/*
 * dirread.c dated 08/22/95
 *
 * Author:
 * Thomas Binder
 * (binder@rbg.informatik.th-darmstadt.de)
 *
 * Purpose:
 * Example program for correct use of alternative
 * file systems, independent of the operating
```

```
 * system currently used (it should be TOS-
 * compatible, of course). DirRead reads the
 * directory given in the commandline and displays
 * the filenames to stdout, one per line (without
 * attributes, as the file would get too long,
 * then).
 *
 * History:
 * (Omitted in the English translation)
 */

/*
 * If your compiler does not provide its own
 * mintbind.h for the new GEMDOS functions, you
 * have to build this file yourself, e.g. containing
 * #defines for the new calls
 */
#include <mintbind.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
/*
 * Some mintbind.h (not the one that comes with
 * the MiNTLib) already define the error codes.
 * In that case, you'll have to remove the
 * following #include. If you don't have such a
 * file at all, build it yourself using the
 * constants found e.g. in the compendium (or in
 * table 2 of the article ;)
 */
#include <atarierr.h>
/*
 * portab.h is a file that comes with Pure C. It
 * defines WORD, LONG, UWORD, ULONG, etc. to be
 * independent of the sizeof(int) a compiler
 * uses.
 */
#include <portab.h>

/*
 * The following two constants determine how
 * long a filename (DFLT_MAXFLEN) and how long
 * a path (DFLT_MAXPLEN) may be at max if
 * Dpathconf() is not available or returns
 " "unlimited".
 */
#define DFLT_MAXFLEN    64
#define DFLT_MAXPLEN    512

#define VERSION         "V1.05 dated 08/22/95"

/* Prototypes */
WORD rel2abs(char *path, char **destpath);
```

```
WORD d_getcwd(char *buf, WORD drive, WORD len);
void usage(void);

WORD main(WORD argc, char *argv[])
{
    LONG    maxflen,
            dirh;
    WORD    rootdrive = -1,
            count = 0,
            err;
    char    *unixmode,
            *argument,
            *setpath,
            *namebuf,
            newdrive,
            *r;
#ifdef __MINT__
    _DTA
#else
    DTA
#endif
            my_dta,
            *olddta;

/* Display usage if number of parameters if wrong */
    if (argc != 2)
    {
        usage();
        return(2);
    }
/* Switch to MiNT-domain */
    Pdomain(1);
/*
 * Take the given path and transform it into an
 * absolute one, i.e. of the form X:\...\
 */
    if ((err = rel2abs(argv[1], &argument)) != 0)
    {
     puts("DirRead: Error calling rel2abs!");
        return(err);
    }
/*
 * Now, evaluate $UNIXMODE. If it contains rX, X
 * will be the default drive (if it's known to
 * GEMDOS)
 */
    if ((unixmode = getenv("UNIXMODE")) != NULL)
    {
        if ((r = strchr(unixmode, 'r')) != NULL)
        {
            newdrive = r[1];
            if ((newdrive >= 'A') &&
                (newdrive <= 'Z'))
```

```
            {
                newdrive -= 'A';
                if (Dsetdrv(Dgetdrv()) &
                    (1L << (LONG)newdrive))
                {
                    rootdrive = (WORD)newdrive;
                    Dsetdrv(rootdrive);
                }
            }
        }
    }
/*
 * Start reading the directory. First, try it with
 * Dopendir(). If that's available, Dreaddir() and
 * Dclosdir() must be available, too, as it wouldn't
 * make any sense if not. If Dopendir() is not
 * supported, though, Fsfirst()/next() have to be
 * used instead.
 */
    if ((dirh = Dopendir(".", 0)) == EINVFN)
    {
        olddta = Fgetdta();
        Fsetdta(&my_dta);
        strcat(argument, "*.*");
        err = Fsfirst(argument, 0x17);
        while (!err)
        {
            count++;
#ifdef __MINT__
            puts(my_dta.dta_name);
#else
            puts(my_dta.d_fname);
#endif
            err = Fsnext();
        }
        if (err == EPTHNF)
        {
            printf("DirRead: Directory %s is not "
                "reachable!\n", argument);
            free(argument);
            return(err);
        }
        Fsetdta(olddta);
    }
    else
    {
        if ((dirh & 0xff000000L) != 0xff000000L)
            Dclosedir(dirh);
/*
 * In case Dopendir() & Co. are available, first
 * try to determine the maximum filename length
 * in the directory. Therefore, change to this
 * directory and call Dpathconf() on ".". If
```

```
 * there was a root drive supplied by $UNIXMODE,
 * change the path: X:\foo gets \X\foo, so that
 * the actual drive is accessed as a subdirectory
 * of the root drive. Of course, the transformation
 * must not take place if X is already the root
 * drive ...
 */
        if ((rootdrive >= 0) && (argument[0] !=
            ((char)rootdrive + 65)))
        {
            argument[1] = argument[0] | 32;
            argument[0] = '\\';
            setpath = argument;
        }
        else
        {
            Dsetdrv((WORD)argument[0] - 65);
            setpath = &argument[2];
        }
        if ((err = Dsetpath(setpath)) < 0)
        {
            printf("DirRead: Directory %s is not "
                "reachable!\n", argument);
            free(argument);
            return(err);
        }
        if (Dpathconf(".", -1) >= 3L)
        {
            maxflen = Dpathconf(".", 3);
            if (maxflen == 0x7fffffffL)
                maxflen = DFLT_MAXFLEN;
        }
/*
 * Increase maxflen by 5 due to the file index
 * and \0
 */
        maxflen += 5;
/* Allocate memory for the filename buffer */
        if ((namebuf = malloc(maxflen)) == NULL)
        {
            puts("DirRead: Not enough memory!");
            free(argument);
            return(ENSMEM);
        }
/* Open the directory */
        dirh = Dopendir(argument, 0);
        if ((dirh & 0xff000000L) == 0xff000000L)
        {
            printf("DirRead: Directory %s is not "
                "reachable!\n", argument);
            free(namebuf);
            free(argument);
            return((WORD)dirh);
```

```
        }
/*
 * After successfully opening the directory, read
 * filenames with Dreaddir() until it returns an
 * error. If the error is ERANGE, the filename
 * buffer is too small for the current name (this
 * should only happen if we had to use
 * DFLT_MAXFLEN) and we can safely continue reading.
 * In all other error situations, stop reading.
 */
        for (;;)
        {
            if ((err = (WORD)Dreaddir((WORD)
                maxflen, dirh, namebuf)) != 0L)
            {
                if (err == ERANGE)
                {
                    puts("*** Filename too long ***");
                    continue;
                }
                else
                    break;
            }
            count++;
            puts(&namebuf[4]);
        }
/* Important: Don't forget Dclosedir()! */
        Dclosedir(dirh);
        free(namebuf);
    }
    if (count)
        printf("%u files\n", count);
    else
        puts("No files!");
    free(argument);
    return(0);
}

/*
 * rel2abs
 *
 * Transforms a possibly relative path in to an
 * absoute one (X:\...\), without paying attention
 * if the given path exists or is really a
 * directory. Memory for the absolute path is
 * automatically allocated, the caller is then
 * responsible to free it. rel2abs tries to
 * remove as many path errors (like multiple
 * backslashes) as possible, but of course it's
 * helpless on totally senseless input.
 *
 * Input:
 * path: Pointer to the original path, which may
```

```
 *       be relative and may contain "." and ".."
 *       components
 * destpath: Pointer to a pointer for the new
 *           path. On successful transformation,
 *           the pointer to the malloc()ed
 *           memory block is stored here. In
 *           case an error occured, destpath will
 *           be set to NULL.
 *
 * Return:
 * 0: Everything OK, destpath contains pointer to
 *    the transformed path
 * otherwise: GEMDOS error code, destpath points
 *            to NULL
 */
WORD rel2abs(char *path, char **destpath)
{
    char    *act_path,
            *temp,
            *pos,
            *next,
            rootdir[4] = "x:\\";
    WORD    drive,
            err;
    LONG    maxplen;

/*
 * If path contains a drive letter, extract it,
 * otherwise determine the current drive
 */
    if (path[1] == ':')
    {
        drive = (path[0] & ~32) - 65;
        pos = &path[2];
    }
    else
    {
        if ((drive = Dgetdrv()) < 0)
            return(drive);
        pos = path;
    }
/*
 * Try to get the maximum path length for
 * the root directory of the affected drive.
 */
    rootdir[0] = (drive + 65);
    if (Dpathconf(rootdir, -1) >= 2)
    {
        maxplen = Dpathconf(rootdir, 2);
        if (maxplen == 0x7fffffffL)
            maxplen = DFLT_MAXPLEN;
    }
    else
```

```
        maxplen = DFLT_MAXPLEN;
/*
 * Add two bytes for the trailing backslash
 * and \0 for EOS
 */
    maxplen += 2;
/*
 * Allocated memory for two path buffers, this
 * also yields the address which is stored in
 * destpath
 */
    if ((*destpath = temp = malloc(maxplen * 2L))
        == NULL)
    {
        return(ENSMEM);
    }
/* Get the current path of the drive */
    act_path = (char *)((LONG)temp + maxplen);
    if ((err = d_getcwd(act_path, drive + 1,
        (WORD)maxplen)) < 0)
    {
        free(temp);
        *destpath = NULL;
        return(err);
    }
/* Remove traling backslash, if necessary */
    if (*act_path && (act_path[strlen(act_path) - 1] ==
        '\\'))
    {
        act_path[strlen(act_path) - 1] = 0;
    }
/*
 * Create beginning of the absolute path. If path
 * wasn't absolute, use the current path.
 * Otherwise, skip additional leading backslashes.
 */
    sprintf(temp, "%c:", drive + 65);
    if (*pos != '\\')
        strcat(temp, act_path);
    else
        for (; *pos && (*pos == '\\'); pos++);
/*
 * The rest of the path is now split into
 * components (from the current position up
 * to the next backslash). Is the current
 * component ".", it'll be ignored as it
 * stands for the same directory. ".." will
 * remove the last added component (only
 * if there are components to be removed
 * at all). Again, multiple backslashes will
 * be skipped.
 */
    next = pos;
```

```
    while ((next != NULL) && *pos)
    {
        if ((next = strchr(pos, '\\')) != NULL)
            for(; *next && (*next == '\\'); *next++ = 0);
        if (!strcmp(pos, ".."))
        {
            if (strlen(temp) > 2)
                *strrchr(temp, '\\') = 0;
        }
        else
        {
            if (strcmp(pos, "."))
            {
                strcat(temp, "\\");
                strcat(temp, pos);
            }
        }
        if (next != NULL)
            pos = next;
    }
/*
 * After the transformation, terminate the new
 * path with a backslash, to signal it's a
 * directory. There's no check if that's
 * really true, i.e. the created path may
 * be a file or may even not exist at all.
 * If you want to add the backslash only if
 * the new path is an existing directory,
 * use Fxattr() (or Fsfirst(), if the other
 * function is not available) and check the
 * return code and the attributes.
 */
    strcat(temp, "\\");
    return(0);
}

/*
 * d_getcwd
 *
 * Just like Dgetcwd(), but uses Dgetpath()
 * automatically when Dgetcwd() isn't available
 * (of course, in this case you can only pray
 * that buf is large enough as len will be
 * ignored). Dgetpath() is also used if
 * Dgetcwd() returned EDRIVE. This is due to a
 * problem in connection with MetaDOS, which
 * does not offer Dgetcwd(), so that this call
 * is directly passed to the underlying GEMDOS
 * which of course does not know about this
 * drive at all.
 *
 * Input:
 * buf: Pointer to buffer to which the current
```

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 *      path should be copied
 * drive: The drive for which the current path
 *        should be determined (0 = current,
 *        (1 = A, 2 = B, etc.)
 * len: Maximum number of characters which can
 *      be copied into buf
 *
 * Return:
 * Return value of Dgetcwd() or Dgetpath()
 */
WORD d_getcwd(char *buf, WORD drive, WORD len)
{
    LONG    err;

     err = Dgetcwd(buf, drive, len);
     if ((err != EINVFN) && (err != EDRIVE))
    {
        return((WORD)err);
    }
    return(Dgetpath(buf, drive));
}

/*
 * usage
 *
 * Displays usage of DirRead.
 */
void usage(void)
{
    puts("DirRead "VERSION);
    puts("Geschrieben in Pure C von "
        "Thomas Binder");
    puts("\nAufruf: dirread Verzeichnis");
}
--=-=-=__xYJLtEXCTLRxeXREcsWURTDZ9__=-=-=
Content-Type: text/plain; charset=iso-8859-1
Content-Disposition: attachment; filename="dirtest.c"

#include <stdio.h>
#include <stdlib.h>
#ifdef __MINT__
#include <unistd.h>
#include <fcntl.h>
typedef struct xattr
{
    unsigned int    mode;
    long            index;
    unsigned int    dev;
    unsigned int    rdev;
    unsigned int    nlink;
    unsigned int    uid;
    unsigned int    gid;
    long            size;
```

```
    long            blksize, nblocks;
    int             mtime, mdate;
    int             atime, adate;
    int             ctime, cdate;
    int             attr;
    int             reserved2;
    long            reserved3[2];
} XATTR;
#endif
#include <mintbind.h>
#include <portab.h>

#define MAX_CONF   8
#define MAX_TRUNC  2
#define MAX_CASE   2

typedef struct
{
     ULONG    bitmask;
     char *identifier;
} COMPARE;

void print_date(UWORD gemdos_date);
void print_time(UWORD gemdos_time);

WORD main(WORD argc, char *argv[])
{
#ifdef __MINT__
     _CCONLINE input;
#else
     LINE     input;
#endif
     LONG     value;
     char     *conf_name[] = {
                      "Maximum number of open files: ",
                      "Maximum number of links to a file: ",
                      "Maximum path length: ",
                      "Maximum filename length: ",
                      "Size of an atomic write: ",
                      "Filename truncation: ",
                      "Case sensitivity: ",
                      "Allowed attributes and filetypes: ",
                      "Supported XATTR-fields: "},
                  *trunc_name[] = {
                      "No truncation\n",
                      "Truncation to maximum length\n",
                      "8+3-truncation\n"},
                  *case_name[] = {
                      "Fully case sensitive\n",
                      "Case insensitive, case is preserved\n",
                      "Case insensitive, case is altered\n"},
                  linkdest[256];
     COMPARE      tosattr[] = {
```

```
        1,        "Readonly",
        2,        "Hidden",
        4,        "System",
        8,        "Label",
        16,       "Directory",
        32,       "Changed",
        64,       "(Bit 6)",
        128, "(Bit 7)",
        0,                NULL},
    unixattr[] = {
        04000L << 8L, "SetUID",
        02000L << 8L, "SetGID",
        01000L << 8L, "Sticky",
        0400L << 8L,  "RUSR",
        0200L << 8L,  "WUSR",
        0100L << 8L,  "XUSR",
        040L << 8L,       "RGRP",
        020L << 8L,       "WGRP",
        010L << 8L,       "XGRP",
        04L << 8L,        "ROTH",
        02L << 8L,        "WOTH",
        01L << 8L,        "XOTH",
        0,                NULL},
    filetypes[] = {
        0x00100000L,  "Dir",
        0x00200000L,  "Char",
        0x00400000L,  "Block",
        0x00800000L,  "Regular",
        0x01000000L,  "Symlink",
        0x02000000L,  "Socket",
        0x04000000L,  "FIFO",
        0x08000000L,  "Memory",
        0x10000000L,  "(Bit 28)",
        0x20000000L,  "(Bit 29)",
        0x40000000L,  "(Bit 30)",
        0x80000000L,  "(Bit 31)",
        0,                NULL},
    xattrfields[] = {
        0x0001L, "index",
        0x0002L, "dev",
        0x0004L, "rdev",
        0x0008L, "nlink",
        0x0010L, "uid",
        0x0020L, "gid",
        0x0040L, "blksize",
        0x0080L, "size",
        0x0200L, "nblocks",
        0x0400L, "atime",
        0x0400L, "ctime",
        0x0800L, "mtime",
        0x1000L, "(Bit 12)",
        0x2000L, "(Bit 13)",
        0x4000L, "(Bit 14)",
```

```
                    0x8000L, "(Bit 15)",
                    0,                 NULL};
WORD     i,
              j,
              k,
              des,
              mode,
              one;
LONG     max_mode;
XATTR         attribs;

if (Dpathconf("U:\\", -1) == -32L)
{
     puts("Dpathconf() not available!");
     return(1);
}
if (argc <= 1)
{
     Cconws("Enter test directory: ");
     input.maxlen = 254;
     Cconrs(&input);
     input.buffer[input.actuallen] = 0;
     argc = 2;
     argv[1] = input.buffer;
}
for (i = 1; i < argc; i++)
{
     printf("\nInformation for: %s\n", argv[i]);
     if ((max_mode = Dpathconf(argv[i], -1)) < 0)
     {
          puts("None available! (Error)");
          goto get_xattr;
     }
     printf("Highest supported Dpathconf()modes: %ld\n", max_mode);
     for (j = 0; j <= (WORD)max_mode; j++)
     {
          if (j <= MAX_CONF)
               printf(conf_name[j]);
          else
               printf("Mode %d: ", j);
          value = Dpathconf(argv[i], j);
          if (value < 0)
               puts("Couldn't be determined! (Error)");
          else
          {
               switch (j)
               {
                    case 5:
                         if (value > MAX_TRUNC)
                              printf("%ld (0x%lx)\n", value, value);
                         else
                              printf(trunc_name[value]);
                         break;
```

```
case 6:
     if (value > MAX_CASE)
          printf("%ld (0x%lx)\n", value, value);
     else
          printf(case_name[value]);
     break;
case 7:
     one = 0;
     printf("  GEMDOS-attributes: ");
     for (k = 0; tosattr[k].identifier; k++)
     {
          if (value & tosattr[k].bitmask)
          {
               if (one)
                    printf(", ");
               printf(tosattr[k].identifier);
               one = 1;
          }
     }
     if (!one)
          printf("None!");
     puts("");
     one = 0;
     printf("  UNIX-attributes: ");
     for (k = 0; unixattr[k].identifier; k++)
     {
          if (value & unixattr[k].bitmask)
          {
               if (one)
                    printf(", ");
               printf(unixattr[k].identifier);
               one = 1;
          }
     }
     if (!one)
          printf("None!");
     puts("");
     one = 0;
     printf("  Filetypes: ");
     for (k = 0; filetypes[k].identifier; k++)
     {
          if (value & filetypes[k].bitmask)
          {
               if (one)
                    printf(", ");
               printf(filetypes[k].identifier);
               one = 1;
          }
     }
     if (!one)
          printf("None!");
     puts("");
     break;
```

```
                        case 8:
                             one = 0;
                             for (k = 0; xattrfields[k].identifier; k++)
                             {
                                  if (value & xattrfields[k].bitmask)
                                  {
                                       if (one)
                                            printf(", ");
                                       printf(xattrfields[k].identifier);
                                       one = 1;
                                  }
                             }
                             if (!one)
                                  printf("None!");
                             puts("");
                             break;
                        default:
                             if (value == 0x7fffffffL)
                                  puts("Unlimited");
                             else
                             {
                                  printf("%ld (0x%lx, %#lo)\n", value,
                                       value, value);
                             }
                             break;
                   }
              }
         }
get_xattr:
         printf("\nFxattr()-result for %s:\n", argv[i]);
         if (Fxattr(1, argv[i], &attribs) != 0)
         {
              puts("Failed!");
              continue;
         }
         switch ((mode = (attribs.mode & 0170000)))
         {
              case 020000:
                   puts("BIOS-special");
                   break;
              case 040000:
                   puts("Directory");
                   break;
              case 0100000:
                   puts("Regular File");
                   break;
              case 0120000:
                   puts("FIFO");
                   break;
              case 0140000:
                   puts("Memory block or process file");
                   break;
              case 0160000:
```

```
                    printf("Symbolic link ");
                    if (Freadlink(256, linkdest, argv[i]) != 0)
                     puts ("- destination couldn't be determined!");
                    else
                     printf("to %s\n", linkdest);
                    break;
               default:
                    printf("Unknown type %d (0x%x, %#o)\n",
                         mode, mode, mode);
                    break;
          }
          printf("Access rights: %#04o\n", attribs.mode & ~0170000);
          printf("Device: %d\n", attribs.dev);
          printf("(BIOS-Device: %d)\n", attribs.rdev);
          printf("Number of hardlinks: %d\n", attribs.nlink);
          printf("Last inode modification: ");
          print_date(attribs.cdate);
          printf(", ");
          print_time(attribs.ctime);
          puts("");
          printf("Last modification: ");
          print_date(attribs.mdate);
          printf(", ");
          print_time(attribs.mtime);
          puts("");
          printf("Last access: ");
          print_date(attribs.adate);
          printf(", ");
          print_time(attribs.atime);
          puts("");
          if ((des = open(argv[i], O_WRONLY)) < 0)
               puts("Can't be opened as a file!");
          else
          {
               if (isatty(des))
                    puts("File represents a terminal.");
               close(des);
          }
     }
     return(0);
}

void print_date(UWORD gemdos_date)
{
     UWORD    day, month, year;

     day = gemdos_date & 31;
     month = (gemdos_date >> 5) & 15;
     year = (gemdos_date >> 9) + 1980;
     printf("%02d/%02d/%04d", month, day, year);
}

void print_time(UWORD gemdos_time)
```

```
{
     UWORD    h, m, s;

     s = (gemdos_time & 31) * 2;
     m = (gemdos_time >> 5) & 63;
     h = gemdos_time >> 11;
     printf("%02d:%02d:%02d", h, m, s);
}
```

--=-=-=__xYJLtEXCTLRxeXREcsWURTDZ9__=-=-=
Content-Type: text/plain; charset=iso-8859-1
Content-Disposition: attachment; filename="system.c"

```
/*
 * This is part of Thing. dir_check descends a given directory and counts
 * all files, links and directories it encounters. No comments here, as I'm
 * already tired after translating the comments in dirread.c ...
 */

static int build_filename(char *dst, char *a, char *b);

static int build_filename(char *dst, char *a, char *b)
{
 if ((strlen(a) + strlen(b)) < (long)MAX_PLEN)
 {
  strcpy(dst, a);
  strcat(dst, b);
  return(0);
 }
 else
 {
  frm_alert(1,rs_frstr[ALRECURS],altitle,conf.wdial,0L);
  return(1);
 }
}

int dir_check(char *path,int *nfiles,int *nfolders,long *size,
 int *nlinks,int follow,int sub)
{
 int fret,
  xread,
  len;
 static XATTR xattr;
 DTA *old_dta,
  mydta;
 long dirh,
  xfret;
 char fpath[MAX_PLEN];
 static char fname[MAX_FLEN + 4];
 char xname[MAX_PLEN];
 char *p;

 if (sub > 16)
 {
```

```
 frm_alert(1,rs_frstr[ALRECURS],altitle,conf.wdial,0L);
 return(1);
}
strcpy(fpath, path);
len = (int)strlen(fpath);
if (!len)
 return(1);
if ((fpath[len - 1] == '\\') && (len > 3))
 fpath[len - 1] = 0;
if (len > 3)
{
 fret = file_exists(fpath, follow, &xattr);
 if (fret)
 {
  err_file(rs_frstr[ALPREAD], (long)fret, fpath);
  return(fret);
 }
 xattr.mode &= S_IFMT;
 if (xattr.mode != S_IFDIR)
 {
  *size += xattr.size;
  (*nfiles)++;
  if (xattr.mode == S_IFLNK)
   (*nlinks)++;
  return(0);
 }
 (*nfolders)++;
}
if (sub == -1)
 return(0);
dirh = Dopendir(fpath, 0);
strcat(fpath, "\\");
if (dirh != -32L)
{
 if ((dirh & 0xff000000L) == 0xff000000L)
 {
  err_file(rs_frstr[ALPREAD], dirh, fpath);
  return((int)dirh);
 }
}
fret = 0;
if (dirh != -32L)
{
 xread = 1;
 while (fret == 0)
 {
  if (xread)
   fret = (int)Dxreaddir(MAX_FLEN + 4, dirh, fname, &xattr, &xfret);
  if (follow || !xread || (fret == -32L))
  {
   if (!xread || (fret == -32L))
   {
    xread = 0;
```

```
     fret = (int)Dreaddir(MAX_FLEN + 4, dirh, fname);
     if (fret)
      break;
    }
    else
    {
     if (fret)
      break;
    }
    if ((fret = build_filename(xname, fpath, &fname[4])) != 0)
     break;
    xfret = Fxattr(!follow, xname, &xattr);
   }
   if (fret)
    break;
   if (xfret)
   {
    fret = (int)xfret;
    break;
   }
   xattr.mode &= S_IFMT;
   if (xattr.mode == S_IFDIR)
   {
    if (!strcmp(&fname[4], ".") || !strcmp(&fname[4], ".."))
     continue;
    if ((fret = build_filename(xname, fpath, &fname[4])) != 0)
     break;
    fret = dir_check(xname, nfiles, nfolders, size, nlinks, follow,
     sub + 1);
    if (fret)
    {
     fret = 1;
     break;
    }
   }
   else
   {
    (*nfiles)++;
    if (xattr.mode == S_IFLNK)
     (*nlinks)++;
    *size += xattr.size;
   }
  }
  Dclosedir(dirh);
 }
 else
 {
  len = (int)strlen(fpath);
  strcat(fpath, "*.*");
  old_dta = Fgetdta();
  Fsetdta(&mydta);
  for (fret = Fsfirst(fpath, 0x17); fret == 0; fret = Fsnext())
  {
```

```
   if (mydta.d_attrib & FA_SUBDIR)
   {
    if (!strcmp(mydta.d_fname, ".") || !strcmp(mydta.d_fname, ".."))
     continue;
    fpath[len] = 0;
    if ((fret = build_filename(xname, fpath, mydta.d_fname)) != 0)
     break;
    fpath[len] = '*';
    fret = dir_check(xname, nfiles, nfolders, size, nlinks, follow,
     sub + 1);
    if (fret)
    {
     fret = 1;
     break;
    }
   }
   else
   {
    (*nfiles)++;
    *size += mydta.d_length;
   }
  }
  fpath[len] = 0;
  Fsetdta(old_dta);
 }
 if(fret && (fret != -49) && (fret != -33))
 {
  if(fret != 1)
  {
   p = strrchr(fname, '\\');
   if (p)
    *p = 0;
   err_file(rs_frstr[ALPREAD],(long)fret,fname);
   if (p)
    *p = '\\';
  }
 }
 else fret=0;
 return(fret);
}
--=-=-=__xYJLtEXCTLRxeXREcsWURTDZ9__=-=-=--
```

From -6523456218077980130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31a077c6bb430930
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: redirection of stderr
Date: 1998/01/15
Message-ID: <69l5gd$1jt$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 316195273

References: <34bdfafa3f11a0@xs4all.nl>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <34bdfafa3f11a0@xs4all.nl>,
    josdb@xs4all.nl (Jos den Bekker) writes:
> How can I redirect stderr on an ST? fileno(stderr) yields -1, and
> consequently Fforce() returns an error code. No problem with the other
> std files. Only this one.

Well, stderr is not really a standard file handle on the Atari. GEMDOS only offers stdout, stdin, stdaux (for the modem) and stdprn (for the printer). So most C-libaries "emulate" stderr by using stdaux as a replacement. For that, they first have to Fforce() handle 2 (stdaux) to -1 (BIOS con:) if isatty(2) is true (it may be false if another program has already redirected it to a file, e.g. a shell).

So, in your case either Fforce(2) hardcoded (best only if isatty(stderr) != 0), or use pipe() and dup2() to redirect output before calling exec().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -6810221156897448313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Example sources (was: Re: Long Filename support)
Date: 1998/01/15
Message-ID: <69l7e3$2iq$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 316200459
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<34be7b10.10836572@news.demon.co.uk> <69fkr2$q99$1@sun27.hrz.tu-darmstadt.de>
<34bcde4e.4991948@news.demon.co.uk> <69kfbi$mb6$1@infomania.emw.ericsson.se>

<69l4hf$14r$1@sun27.hrz.tu-darmstadt.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884875523 2650 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:

Hi,

> >> Thanks. :-))
> >
> > Ehuuummm.... so where is it? :-)
> The example codes are at the end of this message. Please don't expect
> superb code there, the programs work, that's all.

Looks fine to me. The example there you have commented, is realy,
ehhh...
commented to the bones. Great stuff Thomas!

> > In the compendium it says that you call Dpathconf() with name and mode.
> > Name is the name(?) of the filesystem? What should I put here on MagiC
> > and on Minix? I tried the obvious one like VFAT, XFS, FAT32, FAT etc.
> > and I always got the same answer... 12 under MagiC!
>
> Well, name actually means a pathname, either to a file or a directory.
> Otherwise, it wouldn't make too much sense, would it? You wouldn't be
> independent of the filesystem at all ...

Yeah I know. I didn't realy think much when I tried it and I realised my
misstake. Realy stupied of me but the Compendium isn't exactly clear on
what to do.... :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

From 6465835790251846766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Example sources (was: Re: Long Filename support)
Date: 1998/01/15
Message-ID: <69l98n$1jt$2@sun27.hrz.tu-darmstadt.de>#1/1

X-Deja-AN: 316212596
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<34be7b10.10836572@news.demon.co.uk> <69fkr2$q99$1@sun27.hrz.tu-darmstadt.de>
<34bcde4e.4991948@news.demon.co.uk> <69kfbi$mb6$1@infomania.emw.ericsson.se>
<69l4hf$14r$1@sun27.hrz.tu-darmstadt.de> <69l7e3$2iq$1@infomania.emw.ericsson.se>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <69l7e3$2iq$1@infomania.emw.ericsson.se>,
    Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
> Looks fine to me. The example there you have commented, is realy,
> ehhh...
> commented to the bones.

Well, it is the example source I wrote for the article I've already
mentioned. And for articles (or published sourcecode) I prefer to comment
too much instead of too little.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -2956453331318434869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Example sources (was: Re: Long Filename support)
Date: 1998/01/15
Message-ID: <69la9v$3he$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 316217608
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<34be7b10.10836572@news.demon.co.uk> <69fkr2$q99$1@sun27.hrz.tu-darmstadt.de>

<34bcde4e.4991948@news.demon.co.uk> <69kfbi$mb6$1@infomania.emw.ericsson.se>
<69l4hf$14r$1@sun27.hrz.tu-darmstadt.de> <69l7e3$2iq$1@infomania.emw.ericsson.se>
<69l98n$1jt$2@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884878463 3630 (None) 136.225.229.137
Organization: Systems
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:

> > Looks fine to me. The example there you have commented, is realy,
> > ehhh...
> > commented to the bones.
>
> Well, it is the example source I wrote for the article I've already
> mentioned. And for articles (or published sourcecode) I prefer to comment
> too much instead of too little.

Okey, but still it was a very comprehensive example with loads of
info.

Any more articles you have done which could be worth translating? The
source code was rather selfexplaining as well so there isn't much
need for more text.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -6262172616423946928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,428bd93fa30425f5,start
X-Google-Attributes: gid1115ce,public
From: Geoffroy Cramailh <cramailh@mail.ensci.com>
Subject: Astrology soft
Date: 1998/01/15
Message-ID: <34BE0A39.D359C5DE@mail.ensci.com>#1/1
X-Deja-AN: 316229586
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Reply-To: cramailh@mail.ensci.com
Content-Type: text/plain; charset=us-ascii
Organization: STOP-SPAM
Newsgroups: comp.sys.atari.programmer

Hi everybody, SORRY TO BUG YOU...

I am looking for any software about astrology...

If anybody know something about this kind of soft, for ST (native, no
PacifiST),
please mail me at cramailh@ensci.com...

Thankx a lot

ATARI IS THE BEST !

From 2597930476839854651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: What C-compiler to use.
Date: 1998/01/15
Message-ID: <!SPAMdwilga-1501981725430001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 316346022
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se>
<6914oplks1@due.unit.no> <EMIHJq.nwC@suse.modem.stud.uni-hannover.de>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <EMIHJq.nwC@suse.modem.stud.uni-hannover.de>,
perot@pallas.amp.uni-hannover.de wrote:

> In article <6914oplks1@due.unit.no>,
>   Jo Even Skarstein <josk@stud.ntnu.no> writes:
>
> >> I would not recomend to use Pure-C with a 040 as it has got a "bug" (or
> >> maybe better a "feature" which doesn't work very well on a 040) in one
> >> of it's libraries making the OS drop keyboard packets. It has to do with
> >> memcpy/memclr.
> >
> > ...which are easily replaced by running Doug Little's 'abfix.ttp' utility
> > on the libraries. Not a problem at all. Btw. I don't know if Doug's pages
> > are up now, if anybody wants the abfix and can't find it on the net,
just mail
> > me and I'll upload it.
>
> Do you have any suggestions on how to patch more serious compiler bugs, like

> the crappy handling of bit arrays ? These bugs make bit arrays almost unusable
> for most purposes.

What's crappy about them? I use bitfields all the time... The instructions generated are pretty slow, but they do work.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From 6809271985154460546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6435cf16dfa67b4
X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Q. about "moving" files
Date: 1998/01/15
Message-ID: <!SPAMdwilga-1501981731060001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 316346023
References: <34b61718.103939574@news.hol.fr> <695elq$o5o$2@laas.laas.fr> <695gcj$bi0$2@sun27.hrz.tu-darmstadt.de> <vyz67npkhn8.fsf@issan.informatik.uni-dortmund.de>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

In article <vyz67npkhn8.fsf@issan.informatik.uni-dortmund.de>, Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> wrote:

> Thomas Binder <gryf@hrzpub.tu-darmstadt.de> writes:
>
> |> Hi!
> |> In article <695elq$o5o$2@laas.laas.fr>,
> |> prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:
> |>> I remember having read somewhere that earlier versions of TOS did it the stupid
> |>> way, that is copying then deleting, and newer versions (which ones?) did it
> |>> more intelligently (see below).
> |> The Frename()-call of TOS prior to 1.04 could really only rename files,
>
> AFAIK Frename() has always been able to move file around arbitrarily
> within the same drive. It has been just the stupid desktop that didn't
> make use of it.
> --
> Andreas Schwab "And now for something
> schwab@issan.informatik.uni-dortmund.de completely different"
> schwab@gnu.org

Yes, Andreas is 100% correct. That's one of the (many) reasons I wrote the original version of NeoDesk back in '87 :-)

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From 4697447918764053061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Long Filename support
Date: 1998/01/15
Message-ID: <7f6_9801152008@conchbbs.com>#1/1
X-Deja-AN: 316402591
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

> d_fname (or dta_fname, depending on the library you use ...)
> of course won't change at all.

g > That's a real shame. I can see why it's that way but it would
g > have been nice if dta_fname return LFN's when in the MiNT
g > domain.

The best solution would have been to add a char* to the end of the
structure and keep a curtated form in d_fname[]. But then, MiNT was
intended to make TOS more UNIX compatible, not to improve it ;-)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -2590831957842966757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: GEMDOS from TRAP
Date: 1998/01/15
Message-ID: <7f7_9801152008@conchbbs.com>#1/1
X-Deja-AN: 316402592
Organization: Fidonet: D.U.E. (713)944-7861

X-FTN-To: lvzon@bio.vu.nl
Newsgroups: comp.sys.atari.programmer

l > Well, I wanted to write a little thing to be able to mount
l > disk images as drives. The problem now seems to be how to
l > access the disk images.

I'm not quite sure what you mean by a disk image. Is this some sort of backup file? If so, you would need the file format.

If you could copy the entire file into RAM, there would be no problem. It would work just like a ramdisk.

If you could keep a map of disk image sectors to file sectors in RAM, there is still no problem. Just read in the appropriate file sectors to generate the data in RAM as needed. You don't even have to make re-entrant BIOS calls, since you already have the old Rwabs() vector stored in your TSR.

The big problem would be telling your TSR which file to use (and to generate the sector map), which could be done using a cookie / function pointer.

BTW, an extra argument was added to Rwabs() to handle more than 32K physical sectors. You MUST implement this in your own handler!

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 3558606618231396468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Example sources (was: Re: Long Filename support)
Date: 1998/01/16
Message-ID: <34bf7e02.8006482@news.demon.co.uk>#1/1
X-Deja-AN: 316396268
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>

<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<34be7b10.10836572@news.demon.co.uk> <69fkr2$q99$1@sun27.hrz.tu-darmstadt.de>
<34bcde4e.4991948@news.demon.co.uk> <69kfbi$mb6$1@infomania.emw.ericsson.se>
<69l4hf$14r$1@sun27.hrz.tu-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 15 Jan 1998 13:55:59 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <69kfbi$mb6$1@infomania.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>>> Thanks. :-))
>>
>> Ehuuummm.... so where is it? :-)
>The example codes are at the end of this message. Please don't expect
>superb code there, the programs work, that's all.

Okidoki - will try them out asap! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2920712858812118174
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/16
Message-ID: <34c07eb2.8182786@news.demon.co.uk>#1/1
X-Deja-AN: 316396269
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <695aj8$955@balaena.bio.vu.nl> <34c1a7c2.11316752@news.demon.co.uk>
<69i9dl$db0@balaena.bio.vu.nl> <34bd0a94.15647089@news.demon.co.uk>
<69ktrb$r1n@balaena.bio.vu.nl>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 15 Jan 1998 12:01:47 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: I think you might find the hard disk vectors useful for this ...
>
>: If you hook into these then the bios will call your code
>: automatically. If it's your device then handle it else pass control
>: back to the original handler. I believe ramdisks work this way.
>
>Yep, I discovered these vectors myself yesterday when I
>was flipping through a hypertext doc on system variables :)
>
>: I've never done it myself. Even so, if the above sounds interesting I
>: could scan the information I do have for you and email it.
>
>I have some example code for a resetproof RAMdisk somewhere,
>so that won't be a problem.
>But this still leaves me with the GEMDOS re-entrancy problem.
>Isn't there some way to get round this for Fread and Fseek?

Why? When you call Fread etc then gemdos translates this into bios
Rwabs calls which end up going through hdv_rw - at which point your
code simulates an Rwabs but in fact accesses the FDC hardware
directly.

If, on the other hand you mean a different logical filesytem, then you
would need to hook into gemdos and not the "hdv" vectors.

Which one of the above is it?

>Save some system variables for instance?
>Or can I assume that most replacement filesystems (MetaDOS for instance)
>*will* have re-entrant GEMDOS routines?
>I really need this to work in normal TOS with any filesystem...

We need to be clear about the above first. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4433640935798060912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f6dad77f2d2194a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: CAD
Date: 1998/01/16
Message-ID: <34c1830a.9294174@news.demon.co.uk>#1/1
X-Deja-AN: 316396270
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <Pine.BSF.3.96.980113113040.21051A-100000@ganymede.cs.mun.ca>
<34bee7ea.7451244@news.demon.co.uk> <1998011421135780956@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 14 Jan 1998 21:13:57 GMT, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>> > Does anyone know where I can obtain a shareware copy of a CAD
>> >program. Such as ST FORMAT had GFA CAD on one of their demo disks a few
>> >years back.
>>
>> Was it called GFA Draft?
>
>Yea, that was on one STF coverdisk...
>
>> >Now
>> >lone behold I've penciled down a design of a device which popped into my
>> >head one night. I want to do an accurate schematic in a CAD package on my
>> >atari and print it off, so I can begin work on building it.
>>
>> The good news is I tended to archive them on extended format disks
>> before using the originals. Email me if no one else has it and I'll
>> see if I can locate it, keeping fingers crossed it's not corrupted by
>> now!
>
>I never formated most of my STF disks, and just happen to have archived
>them on my PC this weekend... I can send a 241k ZIP containing everything
>that I copied off the disk. I haven't tested that it works, but it certainly
>seems to be complete...

Saves me having to search through loads of zips! :-)

>I have 80Meg of coverdisks on my HD at the moment - AC, STF, STUser, and
>a couple of STAction...

I keep meaning to transfer all my ST stuff onto the PC. The only
problem is they are all in extended disk formats which makes it a
pain. Maybe when I get NT to talk to STiK/STiNG ... ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -7902498929076815938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc5b512bc9c37d02
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: magic 5.13 problems
Date: 1998/01/16
Message-ID: <34c28458.9628465@news.demon.co.uk>#1/1
X-Deja-AN: 316396271
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <34BC8A09.988FF0@france2.fr> <34c01447.18130390@news.demon.co.uk>
<69kg67$mb6$3@infomania.emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Thu, 15 Jan 1998 09:06:09 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> >In english: "Bad Aes call 60" (In french: "Appel aes 60 erronee")
>> >
>> >I don't understand what's happened :-((
>>
>> This happens when a program attempts to call a function which does not
>> exist in the aes. For instance, it happens periodically with APP_LIST
>> when you try to run it under MagiC 2 (different number though).
>
>Well the fishy part in this story is that he bought MagiC 5.13 but
>the info box about MagiC/MagXDesk says 5.04a. It could be that he got
>one disk with 5.04a (MagiC Kernal/AES) and one with 5.13 (MagXDesk).

I see. As it happens I wrote a program to interrogate the MagiC header
for aes version info. I can email it if you like. It's a gem program
but if you want to do it yourself it would only take a few minutes to
knock up a tos version from magx.h

>> >i can just say, that if i move the vertical slider from a window, the
>> >contain occurs, but not the first are displaying at the window's open.
>>
>> There is no aes call 60 in standard Gem. This means that it must have
>> been installed either as part of MagiC, or as part of something else.
>
>Or it could be that MagiC has got a undocumented call 60 which MagXDesk

>uses in 5.13 but the AES from 5.04a doesn't support it. Or it's just
>something else. Also, it's only MagXDesk which produce this error, or
>atleast it looks like it.

If there are mismatched versions then you are probably right.

>Anyway he will get new disks from the store and see if it fixes it.

Another reason for wanted english docs!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3556560698221028111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc5b512bc9c37d02
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: magic 5.13 problems
Date: 1998/01/16
Message-ID: <69n4ba$p64$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 316497207
Content-Transfer-Encoding: 7bit
References: <34BC8A09.988FF0@france2.fr> <34c01447.18130390@news.demon.co.uk>
<69kg67$mb6$3@infomania.emw.ericsson.se> <34c28458.9628465@news.demon.co.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884937898 25796 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> >Well the fishy part in this story is that he bought MagiC 5.13 but
> >the info box about MagiC/MagXDesk says 5.04a. It could be that he got
> >one disk with 5.04a (MagiC Kernal/AES) and one with 5.13 (MagXDesk).
>
> I see. As it happens I wrote a program to interrogate the MagiC header
> for aes version info. I can email it if you like. It's a gem program
> but if you want to do it yourself it would only take a few minutes to
> knock up a tos version from magx.h

Well it's not me who are having the problems, it's a friend. Anyway, I
was about starting looking at how to get the version number from MagiC.
If you would like to mail it to me I wont stop you. :-)

> >Or it could be that MagiC has got a undocumented call 60 which MagXDesk
> >uses in 5.13 but the AES from 5.04a doesn't support it. Or it's just
> >something else. Also, it's only MagXDesk which produce this error, or
> >atleast it looks like it.
>
> If there are mismatched versions then you are probably right.

Well the guy has now tested it with replacing MagXDesk with a version
from MagiC 4 and now all error codes are gone.

> >Anyway he will get new disks from the store and see if it fixes it.
>
> Another reason for wanted english docs!

Yup.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 4904493254659511088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public

From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/16

Message-ID: <69nhp4$dng@balaena.bio.vu.nl>#1/1
X-Deja-AN: 316512185
References: <695aj8$955@balaena.bio.vu.nl> <34c1a7c2.11316752@news.demon.co.uk>
<69i9dl$db0@balaena.bio.vu.nl> <34bd0a94.15647089@news.demon.co.uk>
<69ktrb$r1n@balaena.bio.vu.nl> <34c07eb2.8182786@news.demon.co.uk>

Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Why? When you call Fread etc then gemdos translates this into bios
: Rwabs calls which end up going through hdv_rw - at which point your
: code simulates an Rwabs but in fact accesses the FDC hardware
: directly.

Yes and no. It does not access the FDC, it accesses a disk image of a
floppy disk instead. This means using the GEMDOS Fread and Fseek
routines on the disk image, which would not work from another GEMDOS
call becuase of the re-entrancy problem.

: If, on the other hand you mean a different logical filesytem, then you
: would need to hook into gemdos and not the "hdv" vectors.

No, I only want to replace the low level sector stuff,
although I want to be able to access disk images on any filesystem,
not just FAT.

Thanks,

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Pity the meek, for they shall inherit the earth.
-- Don Marquis

From 4209416278454806661
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/16
Message-ID: <69nidu$dng@balaena.bio.vu.nl>#1/1
X-Deja-AN: 316518110
References: <7f7_9801152008@conchbbs.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:

: I'm not quite sure what you mean by a disk image. Is this some sort
: of backup file? If so, you would need the file format.

I mean just what is says. A floppy disk image, ie. an .ST, .MSA or .DSK
file.

: If you could copy the entire file into RAM, there would be no
: problem. It would work just like a ramdisk.

But would not work on my 1 MB ST. 1 MB minus 720kb of disk image
leaves about 300k to work with.

: If you could keep a map of disk image sectors to file sectors in
: RAM, there is still no problem. Just read in the appropriate file

: sectors to generate the data in RAM as needed. You don't even have
: to make re-entrant BIOS calls, since you already have the old
: Rwabs() vector stored in your TSR.

Correct, but this would only work on a FAT filesystem. (see earlier
postings)

: The big problem would be telling your TSR which file to use (and to
: generate the sector map), which could be done using a cookie /
: function pointer.

I have already taken care of the calling mechanism. It's the lowlevel
stuff that is generating problems...

: BTW, an extra argument was added to Rwabs() to handle more than 32K
: physical sectors. You MUST implement this in your own handler!

Hmmm... I have implemented the Rwabs() call as described in some old
hypertext doc I have on BIOS calls. Could you post the syntax of the
extended Rwabs() call so I can check if I implemented it?

Thanks,

     -=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Pity the meek, for they shall inherit the earth.
         -- Don Marquis

From 7826940163680291040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5,start
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Scrollable edit-fields
Date: 1998/01/16
Message-ID: <69nnjg$3in$2@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 316549067
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 884957616 3671 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Hi,

Well now when we have discussed long filenames and how to get
hold of them, now how do I make scrollable edit-fields in my dialogs?

I don't want to to expand all my dialogs to handle x long filenames.
The dialogs would be ridiculous big! So how can I make them autoscroll?
Does the AES handle if for me or do I have to use prog-defs? If so,
has anyone done it? Thomas? :-)

I know how to make a prog-def (I already use them for different things)
so that is no problem, but I'm not sure how to do my edit-fields scroll.
Any ideas?

//Magnus Kollberg
-

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From 871003489640740446
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58899f4879cd8342,start
X-Google-Attributes: gid1115ce,public
From: Jim Kinsey <shu96jek@reading.ac.uk>
Subject: GFA Basic 3.5 Compiler
Date: 1998/01/16
Message-ID: <Pine.SOL.3.96.980116141058.8433A-100000@sutf6.reading.ac.uk>#1/1
X-Deja-AN: 316574135
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: University of Reading
Newsgroups: comp.sys.atari.programmer

Hi!

This is my first post to this group, so I don't know if I've got the right
place for this query, but: Does anyone know where I might be able to get a
copy of the GFA Basic 3 compiler? I recently exhumed my old STE from our
loft and brought it to Uni with me, but no longer have a copy of the
compiler.

Thanks in advance,

Jim Kinsey

```
/-------oo--o-o-oo)
|  http://www.rdg.ac.uk/~shu96jek/
```

\----------oooo-o---oo-oo-o)

From 6281805140946963393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: Re: Long Filename support
Date: 1998/01/16
Message-ID: <69o70v$n4h$1@news.ican.net>#1/1
X-Deja-AN: 316596921
References: <7f6_9801152008@conchbbs.com>
X-Complaints-To: usenet@news.ican.net
X-Trace: news.ican.net 884973407 23697 (None) 142.154.153.109
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer

On 15 Jan 98 12:43:00, John Kormylo wrote:
  But then, MiNT was intended to make TOS more UNIX compatible,
  not to improve it ;-)

Bringing Unix to TOS was the best thing that ever happened to Atari.
I simply cannot say the same about MagiC... especially since it lacks
compatibility with Unix. However, MiNT allows porting most Unix tools
fairly easily and was endorsed by Atari. MagiC programming docs have
not been translated to english, so I won't support it MagiC any soon.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

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 address constitutes your formal acceptance of these terms.

 <TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From -8845681405551773221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f6dad77f2d2194a
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: CAD
Date: 1998/01/16
Message-ID: <1998011618553680956@zetnet.co.uk>#1/1
X-Deja-AN: 316626745

References: <Pine.BSF.3.96.980113113040.21051A-100000@ganymede.cs.mun.ca>
<34bee7ea.7451244@news.demon.co.uk> <1998011421135780956@zetnet.co.uk>
<34c1830a.9294174@news.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

The message <34c1830a.9294174@news.demon.co.uk>
  from guy@swampdog.demon.co.uk (Guy Harrison) contains these words:
> >I never formated most of my STF disks, and just happen to have archived
> >them on my PC this weekend... I can send a 241k ZIP containing everything
> >that I copied off the disk. I haven't tested that it works, but it certainly
> >seems to be complete...

If the original poster still wants it... email me.

> Saves me having to search through loads of zips! :-)

Yep :)

> >I have 80Meg of coverdisks on my HD at the moment - AC, STF, STUser, and
> >a couple of STAction...
>
> I keep meaning to transfer all my ST stuff onto the PC. The only
> problem is they are all in extended disk formats which makes it a
> pain. Maybe when I get NT to talk to STiK/STiNG ... ;-)

Strangely, I was able to read most of the disks fine on my PC (win95 OSR2)
- although some had problems... for those I simply used Ghostlink (still not
had time to set up NFS + MiNTnet).

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From 6308564996043032326
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,31a077c6bb430930
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: redirection of stderr
Date: 1998/01/16
Message-ID: <34bfc43c303c450@xs4all.nl>#1/1
X-Deja-AN: 316640253
Content-Transfer-Encoding: 8bit

References: <34bdfafa3f11a0@xs4all.nl> <69l5gd$1jt$1@sun27.hrz.tu-darmstadt.de>
X-XS4ALL-Date: Fri, 16 Jan 1998 21:37:43 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: Seni Translation Services, Amsterdam
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

on Thu 15-01-98 14:12 Thomas Binder wrote:

>Well, stderr is not really a standard file handle on the Atari. GEMDOS
>only offers stdout, stdin, stdaux (for the modem) and stdprn (for the
>printer). So most C-libaries "emulate" stderr by using stdaux as a
>replacement. For that, they first have to Fforce() handle 2 (stdaux) to
>-1 (BIOS con:) if isatty(2) is true (it may be false if another program
>has already redirected it to a file, e.g. a shell).
>
>So, in your case either Fforce(2) hardcoded (best only if isatty(stderr)
>!= 0), or use pipe() and dup2() to redirect output before calling exec().

I don't understand what you mean. Whatever I do, it doesn't work. (That
is, it doesn't work under normal TOS, but it does under MiNT.) File
handle of stderr is -1 and Fforce(-1,whatever) yields no result.
Fforce(fileno(stdaux),whatever) is successful, of course, but has
nothing to do with stderr. isatty() yields -1 for al std files.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From 1682317639322541430
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/17
Message-ID: <34c2572d.14816254@news.demon.co.uk>#1/1
X-Deja-AN: 316800981
Content-Transfer-Encoding: 7bit
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<34be7b10.10836572@news.demon.co.uk> <69fkr2$q99$1@sun27.hrz.tu-darmstadt.de>
<34bcde4e.4991948@news.demon.co.uk> <69l3t8pt1@sun27.hrz.tu-darmstadt.de>

MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 15 Jan 1998 13:45:12 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <34bcde4e.4991948@news.demon.co.uk>,
>   guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>>dta_fname is a fixed buffer, and can't suddenly become a pointer to a
>>>variable length buffer. So how should it work for names longer than 13
>>>characters, anyway?
>>
>> Just use dta_fname[0..3] to hold a pointer to the name returned by
>> Dreaddir().
>
>First, dta_fname is not guaranteed to be located at an even memory
>address which would be necessary for that.

But it is though!

>Furthermore, this is in no way
>compatible with the normal behaviour of Fsfirst()/next(), so you'd have
>to split up your code, anyway.

True.

Btw, I seem to be having a problem with Dopendir() ...

```
main()
{
 Pdomain(1);
 printf("%d\n",Pdomain(-1));
}
```

... gives me zero!

What's MagiC playing at?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 1092354294080842298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e00dafb60072e01
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GEMDOS from TRAP
Date: 1998/01/17
Message-ID: <34c0c646.22711217@news.demon.co.uk>#1/1
X-Deja-AN: 316800982
Content-Transfer-Encoding: 7bit
References: <7f7_9801152008@conchbbs.com> <69nidu$dng@balaena.bio.vu.nl>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 16 Jan 1998 12:05:18 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
>
>: I'm not quite sure what you mean by a disk image. Is this some sort
>: of backup file? If so, you would need the file format.
>
>I mean just what is says. A floppy disk image, ie. an .ST, .MSA or .DSK
>file.

Ah. Now I understand!

>: If you could copy the entire file into RAM, there would be no
>: problem. It would work just like a ramdisk.
>
>But would not work on my 1 MB ST. 1 MB minus 720kb of disk image
>leaves about 300k to work with.

You do indeed need to hook into gemdos and have your own Fopen etc but
use Rwabs to read the disk. Your custom Fread will have the job of
converting the current part of the "image" so that the result of Fread
is the same as normal.

>: If you could keep a map of disk image sectors to file sectors in
>: RAM, there is still no problem. Just read in the appropriate file
>: sectors to generate the data in RAM as needed. You don't even have
>: to make re-entrant BIOS calls, since you already have the old
>: Rwabs() vector stored in your TSR.
>
>Correct, but this would only work on a FAT filesystem. (see earlier
>postings)

Rwabs should work on any filesystem. If your scheme means it won't
then you need to intercept the hdv vectors to provide the code to make
it work.

This is really two separate problems which is why it's taken me so long to get the idea! Try as I might I cannot think how to describe what's in my head so we'll have to make do with an example [oo!]

For argument's sake, lets say you want to access a floppy which has been formatted with 1K sectors. The FDC can do this but there is no code in tos to do so. Lets also say that the data on the floppy is a zip file.

Say also, that Fopen creates this FDB. We'll ignore the problem of generating a unique tos_handle to return to the caller!

```
typedef struct     {
LONG (*hdv_rwabs)(..);
LONG (*hdv_mediach)(..);
GETBPB    (*hdv_getbpb)(..);
void (*log_convert)(void *buf, LONG len)
/* more pointers ... */

WORD cur_seek;
WORD tos_handle;

/* other stuff */
}    MY_FDB;
```

When a program calls Fread, it will access MY_FDB and calculate the arguments to be passed to Rwabs. After Rwabs returns log_convert is called - this "unzips" the data so that the program only sees the correct expanded data. If log_convert is NULL then nothing happens.

Any of the hdv pointers in MY_FDB which are not NULL get hooked into the hdv vectors just prior to the Rwabs and the originals restored when Rwabs returns. hdv_rwabs gets the job of accessing the FDC to read the 1K sectored floppy. If hdv_rwabs is NULL then the normal Rwabs gets the job.

In reality the FDB would just have a pointer to where the hdv function pointers are stored rather than duplicating them in each FDB. I'm dreaming this up as I type so no flames from third parties please! ;-)

Like I said. As I see it, you have two distinct problems. There's the physical side which gets dealt with by hooking into the hdv vectors, or not if the media is readable by the installed filesystem. Above that, you have the logical side. It might be that the floppy uses Minix for instance rather than my horrible idea of a zipped file!

>: The big problem would be telling your TSR which file to use (and to
>: generate the sector map), which could be done using a cookie /
>: function pointer.
>
>I have already taken care of the calling mechanism. It's the lowlevel
>stuff that is generating problems...

>
>: BTW, an extra argument was added to Rwabs() to handle more than 32K
>: physical sectors. You MUST implement this in your own handler!
>
>Hmmm... I have implemented the Rwabs() call as described in some old
>hypertext doc I have on BIOS calls. Could you post the syntax of the
>extended Rwabs() call so I can check if I implemented it?

```
LONG Rwabs(mode,buf,count,recno,dev,lrecno)
WORD mode;
VOIDP    buf;
WORD count,
     recno,
     dev;
LONG lrecno;
```

Use recno unless it is set to -1 in which case lrecno should be used.
Rwabs may invoke etv_critic btw.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4792939639743142470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc5b512bc9c37d02
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: magic 5.13 problems
Date: 1998/01/17
Message-ID: <34c1d4b0.26401974@news.demon.co.uk>#1/1
X-Deja-AN: 316800983
Content-Transfer-Encoding: 7bit
References: <34BC8A09.988FF0@france2.fr> <34c01447.18130390@news.demon.co.uk>
<69kg67$mb6$3@infomania.emw.ericsson.se> <34c28458.9628465@news.demon.co.uk>
<69n4ba$p64$1@infomania.emw.ericsson.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Fri, 16 Jan 1998 09:02:27 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Well it's not me who are having the problems, it's a friend. Anyway, I
>was about starting looking at how to get the version number from MagiC.

>If you would like to mail it to me I wont stop you. :-)

Okidoki!

>Well the guy has now tested it with replacing MagXDesk with a version
>from MagiC 4 and now all error codes are gone.

You were right then. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -6062326163788356905
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/17
Message-ID: <34c359a0.15443837@news.demon.co.uk>#1/1
X-Deja-AN: 316800984
Content-Transfer-Encoding: 7bit
References: <7f6_9801152008@conchbbs.com>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 15 Jan 98 12:43:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

>> d_fname (or dta_fname, depending on the library you use ...)
>> of course won't change at all.
>
>g > That's a real shame. I can see why it's that way but it would
>g > have been nice if dta_fname return LFN's when in the MiNT
>g > domain.
>
>The best solution would have been to add a char* to the end of the
>structure and keep a curtated form in d_fname[].

It would be better, yes.

>But then, MiNT was
>intended to make TOS more UNIX compatible, not to improve it ;-)

Hehe!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1540895485219252694
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/17
Message-ID: <34c459f3.15526716@news.demon.co.uk>#1/1
X-Deja-AN: 316800985
Content-Transfer-Encoding: 8bit
References: <7f6_9801152008@conchbbs.com> <69o70v$n4h$1@news.ican.net>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=ISO-8859-1
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 16 Jan 1998 17:56:47 GMT, q-funk@megacom.net (Martin-Eric Racine)
wrote:

>On 15 Jan 98 12:43:00, John Kormylo wrote:
> But then, MiNT was intended to make TOS more UNIX compatible,
> not to improve it ;-)
>
>Bringing Unix to TOS was the best thing that ever happened to Atari.
>I simply cannot say the same about MagiC... especially since it lacks
>compatibility with Unix. However, MiNT allows porting most Unix tools
>fairly easily and was endorsed by Atari. MagiC programming docs have
>not been translated to english, so I won't support it MagiC any soon.

It's the not forthcoming english docs that did it for me. I refuse to
cough up nearly £200 for MagiCPC without them. :-(

It's too late now anyway - I've spent it on C++ Builder.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -1187367906790903214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6435cf16dfa67b4
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Q. about "moving" files
Date: 1998/01/17
Message-ID: <69qakt$ma0$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 316816703
References: <34b61718.103939574@news.hol.fr> <695elq$o5o$2@laas.laas.fr>
<695gcj$bi0$2@sun27.hrz.tu-darmstadt.de> <vyz67npkhn8.fsf@issan.informatik.uni-
dortmund.de>
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <vyz67npkhn8.fsf@issan.informatik.uni-dortmund.de>,
    Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> writes:
> AFAIK Frename() has always been able to move file around arbitrarily
> within the same drive. It has been just the stupid desktop that didn't
> make use of it.

Yep, I was confusing it with the ability of Frename() to rename folders as
well, which was not possible prior to TOS 1.04. Sorry.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From 6265368940472257937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4,start
X-Google-Attributes: gid1115ce,public
From: Maarten van Lieshout <vanliesh@IAEhv.nl>
Subject: Pure C
Date: 1998/01/17
Message-ID: <34C0AC8B.323CD143@IAEhv.nl>#1/1

X-Deja-AN: 316822672
X-Priority: 3 (Normal)
Content-Type: multipart/alternative; boundary="----------
C0FBCBEDCD1883650652B16D"
Organization: Internet Access Eindhoven, the Netherlands
Mime-Version: 1.0
Reply-To: vanliesh@IAEhv.nl
Newsgroups: comp.sys.atari.programmer

----------C0FBCBEDCD1883650652B16D
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Hi,

I would like to program in C on my Falcon, but all I have is the latest
version of Turbo C. This means I can not debug in color, the compiler
is not very fast (no cache mechanism for include files), it's al lot of
trouble to compile the mintlib-files, ACSpro is no longer supported, etc.

Can someone give me an hint on how to get a copy of the Pure C compiler,
since that would solve all these problems. I have contacted ASH but they don't
sell it anymore!

Maarten
vanliesh@IAEhv.nl

----------C0FBCBEDCD1883650652B16D
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit

<HTML>
<B>Hi,</B><B></B>

<P><B>I would like to program in C on my Falcon, but all I have is the
latest</B>

<B>version of Turbo C. This means I can not debug in color, the compiler</B>

<B>is not very fast (no cache mechanism for include files), it's al
lot of</B>

<B>trouble to compile the mintlib-files, ACSpro is no longer supported,
etc.</B><B></B>

<P><B>Can someone give me an hint on how to get a copy of the Pure C compiler,</B>

<B>since that would solve all these problems. I have contacted ASH
but they don't</B>

<B>sell it anymore!</B><B></B>

<P><B>Maarten</B>

<B>vanliesh@IAEhv.nl</B>

<B></B>

<B></B> </HTML>

----------C0FBCBEDCD1883650652B16D--

From -7350062544818041082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58899f4879cd8342
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: GFA Basic 3.5 Compiler
Date: 1998/01/17
Message-ID: <gZlEwcAUEPw0Qw0A@shaw1.demon.co.uk>#1/1
X-Deja-AN: 316922001
Distribution: world
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
References: <Pine.SOL.3.96.980116141058.8433A-100000@sutf6.reading.ac.uk>
Organization: none
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

In article <Pine.SOL.3.96.980116141058.8433A-
100000@sutf6.reading.ac.uk>, Jim Kinsey <shu96jek@reading.ac.uk> writes
>Hi!
>
>This is my first post to this group, so I don't know if I've got the right
>place for this query, but: Does anyone know where I might be able to get a
>copy of the GFA Basic 3 compiler? I recently exhumed my old STE from our
>loft and brought it to Uni with me, but no longer have a copy of the
>compiler.

I think Miniuq Tanquil supports v3

--
Clair Shaw (aka. CDS) | THOUGHT FOR JANUARY:
Clair@Shaw1.demon.co.uk | Fun sized chocolate is
ICQ: 1043359 | chocolate for dwarfs.
WWW: www.shaw1.demon.co.uk|

From 7803298849848469799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fe214edec87c770,start
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: CDSdraw98
Date: 1998/01/17

Message-ID: <uJHHUgAdFPw0QwVp@shaw1.demon.co.uk>#1/1
X-Deja-AN: 316922002
Distribution: world
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
Organization: none
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@Shaw1.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

An art package, sent via. email which is 60k. (80k UUEcoded)

If you would like it email me.

--
Clair Shaw (aka. CDS) | THOUGHT FOR JANUARY:
Clair@Shaw1.demon.co.uk | Fun sized chocolate is
ICQ: 1043359 | chocolate for dwarfs.
WWW: www.shaw1.demon.co.uk|

From -6280598201796987296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d48ca59aa047d297
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: What C-compiler to use.
Date: 1998/01/17
Message-ID: <EMxrMp.Mtu@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 316974072
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <883832344.907369@nn1> <34afa962.8635537@news.demon.co.uk>
<34B17D80.585@chez.com> <68vit6$q14$1@infomania.emw.ericsson.se>
<6914oplks1@due.unit.no> <EMIHJq.nwC@suse.modem.stud.uni-hannover.de> <!
SPAMdwilga-1501981725430001@wilga.mtholyoke.edu>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <!SPAMdwilga-1501981725430001@wilga.mtholyoke.edu>,
     !SPAMdwilga@mtholyoke.edu (Dan Wilga) writes:

>> Do you have any suggestions on how to patch more serious compiler bugs, like
>> the crappy handling of bit arrays ? These bugs make bit arrays almost unusable
>> for most purposes.
>
> What's crappy about them? I use bitfields all the time... The instructions

> generated are pretty slow, but they do work.

Crappy is for instance that

```
typedef struct {
   unsigned field1 : 3;
   unsigned field2 : 5;
   unsigned filed3 : 8;
 } EXAMPLE1;
```

compiles to sizeof(EXAMPLE1) == 3, while

```
typedef struct {
   unsigned field1 : 4;
   unsigned field2 : 4;
   unsigned filed3 : 8;
 } EXAMPLE2;
```

compiles to sizeof(EXAMPLE2) == 2. Basically it is not predictable where Pure C compiles an assembly of bit arrays to the correct size, or to a larger one.

This of course does not matter as long as the bit array is purely internal to your code. But if you gotta match some API, or some hardware register this way, you're lost. Basically I wanted to use EXAMPLE1 when writing the STinG Ethernet driver for LANCE based hardware. There was no way to access the LANCE registers using bit fields in Pure C, instead I had to revert to AND and OR operations with masks, which was painful ...

Another quirk one better knows, is that Pure C handles bit arrays always using 16 bit accesses. This can be fatal : Imagine some buffer with a few bytes, and you got to interpret one of them as a bit array. So, for instance you define the array

```
typedef struct {
   unsigned flag1 : 1;
   unsigned flag2 : 2;
   unsigned flag3 : 3;
   unsigned flag4 : 4;
   unsigned flag5 : 5;
 } ARRAY;

ARRAY *array;
```

Now accessing the flags via array->flag2 works only if the byte that is to be interpreted as a bit array happens to be at an even address. Otherwise the code gives three bombs (on a 68000). Some masochistic people may consider it fun to find such bugs. I don't.

These things lead me to the statement that Pure C's bit array handling is crap, and hardly usable.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -2331958124926105508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,994648f6c71d390a,start
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: PIC development system for GEM? (Custard Slice Software?)
Date: 1998/01/17
Message-ID: <AZ8TCSO@tos.pl.net>#1/1
X-Deja-AN: 317979485
Organization: Tariland Computer Club
Keywords: PIC, Custard Slice Software, development
Newsgroups: comp.sys.atari.programmer

In, I believe, the CLA digital designer version 3 from Data Uncertain software (Craig Graham) I recall noticing a reference to a GEM development system for the Arizona Microchip PIC microcontrollers. I believe the publisher of the software was Custard Slice Software.

Does anyone know about this? Or alternatively, has anyone else put together a development system for the PIC to run under TOS (not necessarily GEM)?

I would appreciate a reply by email if possible. I can't find the time now to look regularly at the usenet.

Thanks for your help.

--
Mario Becroft   Auckland, New Zealand
mb@tos.pl.net   http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand   _.|o o |_   ))
tariland@tos.pl.net   http://www.pl.net/~mario/tariland/ --(((---(((--------

From -3116497135088930168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58899f4879cd8342
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: GFA Basic 3.5 Compiler
Date: 1998/01/18

Message-ID: <69suhb$m3p$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 317059525
References: <Pine.SOL.3.96.980116141058.8433A-100000@sutf6.reading.ac.uk>
<gZlEwcAUEPw0Qw0A@shaw1.demon.co.uk>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 17 Jan 1998 17:57:40, Clair Shaw wrote:

>>This is my first post to this group, so I don't know if I've got the right
>>place for this query, but: Does anyone know where I might be able to get a
>>copy of the GFA Basic 3 compiler? I recently exhumed my old STE from our
>>loft and brought it to Uni with me, but no longer have a copy of the
>>compiler.
>
>I think Miniuq Tanquil supports v3

It does! Mine has a tick-box for v3.5E. Look for the PD archive
MNLU_TRQ.LZh (or ZIP).

Roger Cain, Manchester, UK   NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From 2772376376499348580
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df335235a6223a8f,start
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: xFSL or UFSL interface
Date: 1998/01/18
Message-ID: <69sv2n$7ln$1@o.online.no>#1/1
X-Deja-AN: 317059526
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

Hi, all. Thanks for all the replies on my question about inverted text output with VDI :) I ended up with maintaining two handles, one for normal display and one for inverted display. I figured this was the most flexible way of doing it. Ok, now I have a new problem, caused by my lack of German knowlegde. How to pass paramteres to the xFSL or UFSL interface!! I use ASM for my developments, read C sources very badly and so didn't understand anything from the German docs about the interface. That is, I understand how the structures passed look, but how exactly are they passed? Do you pass the pointer to the structures on the stack? Do you stuff the structure itself on the stack? HOW?? Please don't tell me "Use

C" cause I've heard that so many times and it get's tiresome :))

So, what I need to know is how to pass the structures via those interfaces, not how the structures look, as this is pretty clear.

Thanks in advance, take care..

X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Long Filename support
Date: 1998/01/19
Message-ID: <69vu5qggc2@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 317375005
References: <68u8sl$l38$1@jair.pressenter.com> <34b699c6.5056030@news.demon.co.uk>
<6953d8aj1@due.unit.no> <34b996c6.6968810@news.demon.co.uk>
<69covm$j9o$3@infomania.emw.ericsson.se> <69cste$t94$1@due.unit.no>
<69d4b8kvt1@infomania.emw.ericsson.se> <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
<34be7b10.10836572@news.demon.co.uk> <69fkr2$q99$1@sun27.hrz.tu-darmstadt.de>
<34bcde4e.4991948@news.demon.co.uk> <69l3t8pt1@sun27.hrz.tu-darmstadt.de>
<34c2572d.14816254@news.demon.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <34c2572d.14816254@news.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>> Just use dta_fname[0..3] to hold a pointer to the name returned by
>>> Dreaddir().
>>
>>First, dta_fname is not guaranteed to be located at an even memory
>>address which would be necessary for that.
>
> But it is though!

OK, that's right. But it's still necessary to distinguish between TOS and MiNT-domain to read the filenames. And I'd rather prefer to use Dopendir() & Co. then, as using these does not make it necessary to check the domain, but only if they're available.

And, as said before, using a proper library which offers dopendir() (note the lowercase letter, i.e. it's a library provided function) is the best way to procede, anyway.

```
> main()
> {
>  Pdomain(1);
>  printf("%d\n",Pdomain(-1));
> }
>
> ... gives me zero!
```

Strange. Does your compiler use 16-bit ints? In that case, you should check your Pdomain()'s return type, which should be long. If so, use %ld instead (or cast Pdomain() to int) and you should get the correct result.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -7041380453095907702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31a077c6bb430930
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: redirection of stderr
Date: 1998/01/19
Message-ID: <69vtouggc1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 317375006
References: <34bdfafa3f11a0@xs4all.nl> <69l5gd$1jt$1@sun27.hrz.tu-darmstadt.de>
<34bfc43c303c450@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <34bfc43c303c450@xs4all.nl>,
     josdb@xs4all.nl (Jos den Bekker) writes:
>>So, in your case either Fforce(2) hardcoded (best only if isatty(stderr)
>>!= 0), or use pipe() and dup2() to redirect output before calling exec().
>
> I don't understand what you mean. Whatever I do, it doesn't work. (That
> is, it doesn't work under normal TOS, but it does under MiNT.) File
> handle of stderr is -1 and Fforce(-1,whatever) yields no result.

Of course. As said before, GEMDOS knows no stderr, so the programs have to simulate it. This is done by "abusing" stdaux (GEMDOS standard handle 2) for stderr (ATARI /did/ approve that, as the serial lines should always be accessed via the BIOS, anyway).

So, if a program is run the startup code will test whether stdaux is connected to a file (i.e. the simulated stderr has already been redirected, e.g. by a shell). If not, it has to make sure that anything written to GEMDOS handle 2 will appear on the console. This is done by Fforce(2, -1), and that's why fileno(stderr) returns -1.

Fforce(-1, something) can't work, as the first handle has to be a standard handle, i.e. 0 <= handle < 6. That's why you should either redirect GEMDOS

handle 2 directly (if it's not already connected to a file, which can be checked via isatty()), or use dup2(). It's not a good idea anyway to mix library calls (i.e. fileno()) and direct GEMDOS calls it not absolutely necessary.

Perhaps you should look at the following example (should work with the MiNT-lib):

```
-- cut here --
#include <stdio.h>
#include <unistd.h>

int main(void)
{
     int      dupfd;
     FILE *handle;

     if (isatty(fileno(stderr)))
     {
          if ((handle = fopen("stderr", "w")) == NULL)
          {
               perror("redirect");
               return(1);
          }
          if ((dupfd = dup2(fileno(handle), STDERR_FILENO)) == -1)
          {
               perror("redirect");
               return(1);
          }
     }
     fprintf(stderr, "This is sent to stderr ...\n");
     return(0);
}
-- cut here again --
```

> Fforce(fileno(stdaux),whatever) is successful, of course, but has
> nothing to do with stderr. isatty() yields -1 for al std files.

That's why you shouldn't mix GEMDOS and library calls. Use dup2() instead and it should work. Or you'll have to live with the fact that GEMDOS handle 2 ("stdaux") is "abused" for stderr in all startup codes, as GEMDOS does not provide a standard error handle.

If you take a look at unistd.h of the MiNT-lib, you'll see that STDERR_FILENO is 2, i.e. GEMDOS' stdaux.

Ciao

Thomas

--

Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From 5426971303347685592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Long Filename support
Date: 1998/01/19
Message-ID: <69vuejggc3@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 317375007
References: <7f6_9801152008@conchbbs.com>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <7f6_9801152008@conchbbs.com>,
     John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> The best solution would have been to add a char* to the end of the
> structure and keep a curtated form in d_fname[].

This would be a solution, but would still require different code for TOS-
and MiNT-domain and would also require new header files or some "wrapper"
source.

> But then, MiNT was
> intended to make TOS more UNIX compatible, not to improve it ;-)

Well, then please tell me what's worse in MiNT? Of course, the IPC
possibilities of plain TOS are a lot better, as well as TOS' support for
different file systems and its preemptive multitasking ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -8667977208428766068
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,5911bc9862613d81,start
X-Google-Attributes: gid1115ce,public
From: Ross Purves <ep111@city.ac.uk>
Subject: !! HELP URGENTLY NEEDED TO SET UP ATARI GNU GCC G++ !!
Date: 1998/01/19
Message-ID: <Pine.GSO.3.95q.980119180712.21619A-100000@swindon>#1/1
X-Deja-AN: 317402573
X-Sender: ep111@swindon
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Posted via ULCC Internet Services
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Please can anyone help me with some problems I am having setting up GNU GCC C++ on the Atari ST:

(I have asked Jwahar Bammi himself but he no longer has an Atari and was unable to help.)

I have successfully setup the 2.1 distribution of gcc that I obtained from the FaST Club (UK) and subsequently updated the executables with those from the 2.3 and 2.5.8 releases.

Using this setup I have compiled some fairly simple c++ code but on trying more substantial source I have been confronted with loads of warnings and errors which have looked like they originate from the include files and libraries. I am still using the libraries and includes I got with the 2.1 distribution (includes = patchlevel=7). The source code I have tried is definitely error-free because I have successfully compiled it on GNU GCC on my college's Unix system.

I have obtained more recent libraries and includes from the Atari Gnu directory at FTP UMICH..... These comprise of the following files:

GPINC20.ZOO
GPLIBO20.ZOO
GPLIBS20.ZOO

When expanded the source code archive has a patchlevel=20 file in it. How do I make these newer up dated libraries with my system? The addition of makefiles etc in these archives make me assume I have to do something with 'make' to update the g++ library but I really don't understand how to do this. Can anyone help me??

The following also concern me:

1. Has anyone ever managed to set up a complete Atari GNU GCC C++ system using all the most updated components. Subsequently, have they been able to compile any really substantial code using it.

2. After trawling through old newsgroup stuff I have found mention of newer versions of the compiler than 2.5.8. Do these exist and if so

what do they need to run? (ie Mint or Falcon/TT). Are they more stable/better versions?

3. Has anyone used the Software Developer's Kit update 1997 version of GNC C++, is it any good? What libraries does it use?

4. Again looking at newsgroup articles, it appears Atari gcc g++ has been steadily disappearing from subject lines. Is anyone still using this software? Is there anyone who has battled with the infuriating TEX docs and put together a usable 'modern' system with updated libraries etc. Is it all worth it or should I jump ship to Borland C++ or the Unix GCC now whilst there's still time before my college project deadline?

I am sorry this posting is so long but I have got SO FRUSTRATED trying to set this monster up - it has been very lonely. Surely there is someone somewhere who has the knowhow. Please help me out.

Thanks

Ross

Ross Purves
Pager Number:04325 269208
ep111@city.ac.uk

From 1821171402159216935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b410623ac1c911d4
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Pure C
Date: 1998/01/19
Message-ID: <En14DM.MEA@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 317549857
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <34C0AC8B.323CD143@IAEhv.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <34C0AC8B.323CD143@iaehv.nl>,
    Maarten van Lieshout <vanliesh@IAEhv.nl> writes:
>
> ----------C0FBCBEDCD1883650652B16D

> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> Hi,
> ...
> Maarten
> vanliesh@IAEhv.nl
>
> --------------C0FBCBEDCD1883650652B16D
> Content-Type: text/html; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> <HTML>
> <B>Hi,</B><B></B>
> ...
> <P><B>Maarten</B>
>
<B>vanliesh@IAEhv.nl</B>
>
<B></B>
>
<B></B> </HTML>
>
> --------------C0FBCBEDCD1883650652B16D--

Can't you configure your Netscape properly so that it only posts true ASCII versions of your messages. Getting each message twice (in HTML) is stupid and annoying.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -4172565873431331002
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9ce9cd526139db8b,start
X-Google-Attributes: gid1115ce,public
From: "Arie Trouw" <atrouw@home.com>
Subject: Emulator Development
Date: 1998/01/19
Message-ID: <6a1jgt$f1e$1@ha1.rdc1.occa.home.com>#1/1
X-Deja-AN: 317605142
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.2106.4
Organization: @Home Network
Newsgroups: comp.sys.atari.programmer

Dear Programmer,

If you live in Orange County California and want to be a part of a

Shareware development group writing technologically advanced software,
I am looking for you.

The current project being worked on is an Atari 8-bit Emulator for Win32.

Member requirements:

1. Enjoy learning.
2. Be willing to work on your own, with a once a week group meeting.
3. At least 6 hours a week coding time for the project.
4. Know C/C++ (We are not teaching basic coding!)
5. Familiar with Win32 programming. (Not a must).
6. Have own equipment to work on.

Groups can not be larger than 5 or 6 for a given project, thus I can not
accept all applicants.

If you are interested, please contact me at atrouw@etree.com or
atrouw@home.com for more info.

Arie Trouw

From -389083179547866583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df335235a6223a8f
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: Re: xFSL or UFSL interface
Date: 1998/01/20
Message-ID: <6a10pncdp1@o.online.no>#1/1
X-Deja-AN: 317535641
References: <69sv2n$7ln$1@o.online.no>
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

On 18 Jan 1998 13:11:51, Odd Skancke wrote:
>
> Hi, all. Thanks for all the replies on my question about inverted text
>output with VDI :) I ended up with maintaining two handles, one for normal
>display and one for inverted display. I figured this was the most flexible
>way of doing it. Ok, now I have a new problem, caused by my lack of German
>knowlegde. How to pass paramteres to the xFSL or UFSL interface!! I use
>ASM for my developments, read C sources very badly and so didn't
>understand anything from the German docs about the interface. That is, I
>understand how the structures passed look, but how exactly are they
>passed? Do you pass the pointer to the structures on the stack? Do you

>stuff the structure itself on the stack? HOW?? Please don't tell me "Use
>C" cause I've heard that so many times and it get's tiresome :))
>
> So, what I need to know is how to pass the structures via those
>interfaces, not how the structures look, as this is pretty clear.

 Never mind, I found out how to pass the paramters :))

> > ...hmmm, but his suggestion doesn't
> > sound very easy! So how do I intercept the Ctrl-Alt-Esc key
> > combination from within a GEM programme?? Can I access this at the
> > BIOS or XBIOS level? Or am I going to have to poke round with the
> > keyboard itself?
> > I don't know any assembler, so I'm hoping this can be achieved using
> > a C compiler (Lattice C, in my case).
>
> Well if you could do it you would also be able to make a nicer task
> manager as the current one isn't to cool. If you do come up with a way
> of doing it I might be interrested.
The big *IF*
Well, if I do have any success, I'll let you know.

> So you want to stop the user from killing your password program? :-)
It kind of makes my app pointless at the moment, but never mind, it was
good programming practice. :-) My first GEM programme!

--Karl.

From 5008788062867353030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eeeea414a7b66006
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Long Filename support
Date: 1998/01/20
Message-ID: <34cbc80a.11742905@news.demon.co.uk>#1/1
X-Deja-AN: 317570530
Content-Transfer-Encoding: 7bit
References: <34b699c6.5056030@news.demon.co.uk> <6953d8aj1@due.unit.no>
<34b996c6.6968810@news.demon.co.uk> <69covm$j9o$3@infomania.emw.ericsson.se>
<69cste$t94$1@due.unit.no> <69d4b8kvt1@infomania.emw.ericsson.se>
<69dfef$42c$1@sun27.hrz.tu-darmstadt.de> <34be7b10.10836572@news.demon.co.uk>
<69fkr2$q99$1@sun27.hrz.tu-darmstadt.de> <34bcde4e.4991948@news.demon.co.uk>
<69l3t8pt1@sun27.hrz.tu-darmstadt.de> <34c2572d.14816254@news.demon.co.uk>
<69vu5qggc2@sun27.hrz.tu-darmstadt.de>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 19 Jan 1998 16:14:50 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <34c2572d.14816254@news.demon.co.uk>,

> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> main()
>> {
>> Pdomain(1);
>> printf("%d\n",Pdomain(-1));
>> }
>>
>> ... gives me zero!
>
>Strange. Does your compiler use 16-bit ints?

Yes.

>In that case, you should
>check your Pdomain()'s return type, which should be long. If so, use %ld
>instead (or cast Pdomain() to int) and you should get the correct result.

Hmm. Is the Compendium wrong? It says

WORD Pdomain(WORD)

Thus I added

#define Pdomain(a) (int)gemdos(281,a)

to the relevant header. Changing it to

#define Pdomain(a) gemdos(281,a)

and using %ld still returns zero (gemdos() returns long). I also tried
Pdomain(-1L) just in case. Is the compendium wrong about the gemdos
call number 281? I hope so otherwise I'm facing a really tricky
problem.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4560663991210330014
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9f39b1e0c6d59b5
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Scrollable edit-fields
Date: 1998/01/20
Message-ID: <34ce2446.6022850@news.demon.co.uk>#1/1
X-Deja-AN: 317570531
Content-Transfer-Encoding: 7bit

References: <69nnjg$3in$2@infomania.emw.ericsson.se>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Fri, 16 Jan 1998 14:31:05 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Hi,
>
>Well now when we have discussed long filenames and how to get
>hold of them, now how do I make scrollable edit-fields in my dialogs?

I'm interested in this also. I did attempt it once when I was only 3/4
familiar with Gem and gave up after getting bogged down with all sorts
of problems (some related to this, mostly to do with something else).

>I don't want to to expand all my dialogs to handle x long filenames.
>The dialogs would be ridiculous big! So how can I make them autoscroll?
>Does the AES handle if for me or do I have to use prog-defs? If so,
>has anyone done it? Thomas? :-)

The aes does nothing to help. Unless someone knows better I think
you'll be writing your own objc_edit. :-(

>I know how to make a prog-def (I already use them for different things)
>so that is no problem, but I'm not sure how to do my edit-fields scroll.
>Any ideas?

On the assumption you'll have your dialog in a window then perhaps use
a standard editable text field as a "window" through which you view
your larger field. You could at least use the MU_KEYBD event to see if
the field wants scrolling, and which way?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -4732404434346401924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a90e305eb437fc55
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Secure Browsers
Date: 1997/12/14

Message-ID: <EL6JIz.Dno@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 298243812
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <3492e277.0@news.the-spa.com>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <3492e277.0@news.the-spa.com>,
    michael.robillard@the-spa.com (Michael Robillard) writes:

> I noticed on certain websites I am not allowed in certain areas
> because I do not have a so-called secure browser.Are there any plans
> to make such a browser for Atari-like computers?

This is probably referring to the ability of the browser of doing shttp
(secure http). I've been told both authors of the CAB.OVLs for both
STiK/STinG and MiNTnet work on corresponding extensions.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 8825811510847256765
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a90e305eb437fc55
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Secure Browsers
Date: 1997/12/14
Message-ID: <19971214201002809 56@zetnet.co.uk>#1/1
X-Deja-AN: 298432812
References: <3492e277.0@news.the-spa.com>
Newsgroups: comp.sys.atari.programmer

> I noticed on certain websites I am not allowed in certain areas
> because I do not have a so-called secure browser.Are there any plans
> to make such a browser for Atari-like computers?

There already is such a browser (sort of). CAB-for-MiNTnet.ovl has support
for SSL (secure) connections, however as the author is in the US he is
not able to distribute this version of the package due to stupid American

export laws.

Someone outside of the US could compile the SSL libraries, and then a capable browser could be provided (under MiNTnet).

As for under Stik/Sting, contact the CAB.OVL authors for support.... and for I-Connect, pester ASH.

Anthony
--


```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From 6524323483437459461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a90e305eb437fc55
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Secure Browsers
Date: 1997/12/15
Message-ID: <EL8CyL.DnL@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 298344447
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <3492e277.0@news.the-spa.com> <66vlul$ht4$1@due.unit.no>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <66vlul$ht4$1@due.unit.no>,
     Jo Even Skarstein <josk@stud.ntnu.no> writes:
> Michael Robillard <michael.robillard@the-spa.com> wrote:
>> I noticed on certain websites I am not allowed in certain areas
>> because I do not have a so-called secure browser.Are there any plans
>> to make such a browser for Atari-like computers?
>
> I'm not sure what you mean by "secure browser", but atleast the MiNTNet
> OVL for CAB supports authentication and can be compiled with SSL. I believe
> (although I have never used it) that never versions of the CAB-OVL for STiK
> /STinG also supports authentication.

Yes, they do. Go to Dan Ackerman's home page to d/l those versions :

http://www.netset.com/~baldrick/

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 221276002080360019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,db5629eef5b75cd8,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,db5629eef5b75cd8,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,db5629eef5b75cd8,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: MiNT fork?
Date: 1997/12/15
Message-ID: <673d0v$blj@balaena.bio.vu.nl>#1/1
X-Deja-AN: 298360672
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

Can some MiNT guru tell me why MiNT needs about 700k of free RAM to
do a fork? It doesn't matter how big the program being launched,
I always get a "fork: out of memory" error when I have less than
700k of free memory left. Very annoying...
Thanks,

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"... an experienced, industrious, ambitious, and often quite often
picturesque liar."
-- Mark Twain

From -2059954000633700952
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b6f49123834b173

X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Top application?
Date: 1997/12/15
Message-ID: <!SPAMdwilga-1512971535340001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 298464788
References: <66uhen$5jg$1@due.unit.no>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer

I added an element to the G_COOKIE structure in Geneva for this very
reason. None of the other methods are adequate.

In article <66uhen$5jg$1@due.unit.no>, Jo Even Skarstein
<josk@stud.ntnu.no> wrote:

> Hi!
>
> Is there a legal and reliable way of keeping track of which application
> that's on top/in focus at any given time? I need this in my "Taskbar".
>
> So far I've used both wind_get() (find the top window) and menu_bar()
> (find the owner of the menu-bar), but they both fail under certain
> circumstances. E.g. if a program owns the current menu-bar but has no
> open windows wind_get() fails, and if the top application doesn't
> have a menu then menu_bar() fails.
>
>
> Jo Even Skarstein
> <joska@nuts.edu>

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From 7410941736999377761
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b6f49123834b173
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Top application?
Date: 1997/12/16
Message-ID: <349571c8.595155@news.demon.co.uk>#1/1
X-Deja-AN: 298590319
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <66uhen$5jg$1@due.unit.no>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer

On 13 Dec 1997 17:42:47 GMT, Jo Even Skarstein <josk@stud.ntnu.no>
wrote:

>Hi!
>
>Is there a legal and reliable way of keeping track of which application
>that's on top/in focus at any given time? I need this in my "Taskbar".
>
>So far I've used both wind_get() (find the top window) and menu_bar()
>(find the owner of the menu-bar), but they both fail under certain
>circumstances. E.g. if a program owns the current menu-bar but has no
>open windows wind_get() fails, and if the top application doesn't
>have a menu then menu_bar() fails.

I don't think so which is unfortunate, simply because of the fact
there is no documented call to "lock the desktop" which would be
required for a appl_get_top_app() call to have any relevence. This is
assuming a "top" application can be defined at all!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3246343192359679668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e132f2ec65e4cc00,start
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <bereziat@ozone.inria.fr>
Subject: [QUESTION] about shel_write()
Date: 1997/12/16
Message-ID: <rw5iuspqyyw.fsf@ozone.inria.fr>#1/1
X-Deja-AN: 298675377
Content-Transfer-Encoding: 8bit
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Newsgroups: comp.sys.atari.programmer

Hello,
i would like launch GEM application in singleTOS with shel_write()
but, the atari compendium has some errors about shel_write() and
when i use shel_write() (in single mode without the 100 value in
isgr parameter) the application is launched when the process father is

finished. So what is the right way to use shel_write()?

Thanks for yours answers and apologize for my bad english.

--


```
-------------------------------------------------------------
Dominique Bereziat     | Email: Dominique.Bereziat@inria.fr
Projet AIR             | Web: http://www-air.inria.fr/
INRIA Rocquencourt     |
Domaine de Voluceau    |
BP 105                 | tel: 01.39.63.58.65
78153 Le Chesnay Cedex | fax: 01.39.63.53.30
-------------------------------------------------------------
```


From -3735144439566092023
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e132f2ec65e4cc00
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: [QUESTION] about shel_write()
Date: 1997/12/16
Message-ID: <675v65jhq1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 298696612
References: <rw5iuspqyyw.fsf@ozone.inria.fr>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Universitaet Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <rw5iuspqyyw.fsf@ozone.inria.fr>,
    Dominique Bereziat <bereziat@ozone.inria.fr> writes:
> So what is the right way to use shel_write()?
Single-AES and MagiC both require the calling program to exit in order to launch the new one. That is, the correct way to use shel_write() (mainly useful for SingleTOS) is

```
shel_write();
appl_exit();
Pterm0();
```

If you want to launch a program so that the caller freezes until the child has finished, you'll have to use Pexec() instead, which has some drawbacks when used for GEM applications.

If you want to run programs in parallel, you'll have to use MagiC's "100"-parameter. This will work with both MagiC and MultiTOS/N.AES/Geneva, as the latter always spawn children in parallel.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From 1740702421985923393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a90e305eb437fc55
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Re: Secure Browsers
Date: 1997/12/16
Message-ID: <67669pskg1@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 298718668
References: <3492e277.0@news.the-spa.com> <EL6JIz.Dno@suse.modem.stud.uni-hannover.de>
Reply-To: bdc2@po.CWRU.Edu (Boris D. Cahan)
Organization: Case Western Reserve University, Cleveland, OH (USA)
Newsgroups: comp.sys.atari.programmer

In a previous article, perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) says:

>In article <3492e277.0@news.the-spa.com>,
>   michael.robillard@the-spa.com (Michael Robillard) writes:
>
>> I noticed on certain websites I am not allowed in certain areas
>> because I do not have a so-called secure browser.Are there any plans
>> to make such a browser for Atari-like computers?
>
>This is probably referring to the ability of the browser of doing shttp
>(secure http). I've been told both authors of the CAB.OVLs for both
>STiK/STinG and MiNTnet work on corresponding extensions.
>

Is shttp the same as https? At least thats what the URL shows up as, when one tries to access it. Or are they two different matters?

Boris

>
>Cheers Peter
>--
>--
>   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
>   http://www.stud.uni-hannover.de/~perot

>----------
>
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 737257013485913838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,608e2d14752ab668,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Serial Driver
Date: 1997/12/16
Message-ID: <5b6_9712161853@conchbbs.com>#1/1
X-Deja-AN: 298869420
Organization: Fidonet: D.U.E. (713)944-7861
Newsgroups: comp.sys.atari.programmer

I've written a high speed serial driver which implements asynchronous block I/O. (At least I've got it working on Serial 2 of my TT so far.) I was wondering if anyone would like to suggest any improvements in the data structure pointed to by the cookie before I start on the other platforms:

```
struct ser_cookie {
 long bps[16]; /* list of baud rates */

 short id; /* driver identifier */
 short ver; /* version number */

 void cdecl (*write)(struct ser_block*); /* block write */
 void cdecl (*read)(struct ser_block*); /* block read */
 void (*flush)(void); /* flush all queued I/O */

 void (*error)(void); /* user supplied read error handler */
 void (*dcd)(void); /* user supplied loss of DCD handler */
 void (*break)(void); /* user supplied break handler */
 };

struct ser_block {
 void *pbuf; /* data buffer */
 short size; /* number of bytes to process */
 void cdecl (*done)(struct ser_block*); /* user supplied handler */

 short volatile status; /* 0=busy, -1=done, 1=quick, 2=flush */
 short index; /* reserved */
 void *next; /* reserved */
 };
```

The driver supplied functions MUST be called in super mode. All

registers, including the status register, will be preserved. If status==1 (quick) on return, it means that the operation was completed before returning and the (*done)() function will NOT be called.

All of the user supplied handlers are called in super mode but with interupts enabled. All registers are saved prior to calling. A NULL pointer can be used to disable any handler.

One can queue many (*block_write)() requests (using a different ser_block structure for each call), and intermix with BIOS write calls, and all of the bytes will be sent in the correct order.

One can queue (*block_read)() requests too, but BIOS read will wait until ALL queued block read requests are handled. OTOH, if there are any bytes in the IOREC buffer when (*block_read)() is called, they will be copied into the block buffer.

The (*flush)() function will call all of the queued (*done)() handlers with status==2, in order to conveniently handle any dynamic RAM allocation.

Note: It is possible to call the block I/O functions from within a (*done)() handler. To prevent recursion, one should turn off interupts first.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 2859727517013016220
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b6f49123834b173
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Top application?
Date: 1997/12/17
Message-ID: <QF0SC3E@tos.pl.net>#1/1
X-Deja-AN: 298844197
References: <66uhen$5jg$1@due.unit.no> <349571c8.595155@news.demon.co.uk>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I don't think so which is unfortunate, simply because of the fact
: there is no documented call to "lock the desktop" which would be
: required for a appl_get_top_app() call to have any relevence. This is

I don't see how this makes such a function irrelevant. What do you mean by
"lock the desktop" anyway?

: assuming a "top" application can be defined at all!

Well I would define the top application as the one with the tick by it in
the Desk menu. I guess this would be the app that's currently receiving
keyboard presses.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/~mario/tariland/

```
|\__/,|   (`\
_.|o o  |_   ) )
--(((---(((--------
```

From 7992281539476922363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b6f49123834b173
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Top application?
Date: 1997/12/17
Message-ID: <34972aab.698093@news.demon.co.uk>#1/1
X-Deja-AN: 298925385
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <66uhen$5jg$1@due.unit.no> <349571c8.595155@news.demon.co.uk>
<QF0SC3E@tos.pl.net>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On Wed, 17 Dec 1997 08:49:40 GMT, mb@tos.pl.net (Mario Becroft) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>: I don't think so which is unfortunate, simply because of the fact
>: there is no documented call to "lock the desktop" which would be
>: required for a appl_get_top_app() call to have any relevence. This is
>
>I don't see how this makes such a function irrelevant.

Let us assume appl_get_top_app() exists and returns the i.d. of the
top process ...

>What do you mean by

>"lock the desktop" anyway?

Keeping the component parts which define a "top" application in a consistent state so that the information returned by appl_get_top_app() can be made use of. Otherwise, all we can say is that some process was the top app at the time of our call but might now have changed - we cannot tell, therefore the result we obtained is useless.

>: assuming a "top" application can be defined at all!
>
>Well I would define the top application as the one with the tick by it in
>the Desk menu.

The problem is defining which application gets the tick. It has to be consistent across all Gem operating systems.

>I guess this would be the app that's currently receiving
>keyboard presses.

If forced to make a definition I'd have to agree. The reality of the situation however, is there is no such thing as a top application. It is a concept invented by us and of no importance to Gem.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4033280386913072827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e132f2ec65e4cc00
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: [QUESTION] about shel_write()
Date: 1997/12/17
Message-ID: <349a3cda.5353888@news.demon.co.uk>#1/1
X-Deja-AN: 298925386
Content-Transfer-Encoding: 7bit
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <rw5iuspqyyw.fsf@ozone.inria.fr>
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 16 Dec 1997 13:00:55 +0100, Dominique Bereziat
<bereziat@ozone.inria.fr> wrote:

>
>Hello,
>i would like launch GEM application in singleTOS with shel_write()
>but, the atari compendium has some errors about shel_write() and
>when i use shel_write() (in single mode without the 100 value in
>isgr parameter) the application is launched when the process father is
>finished.

This "program chaining" is the only mode available to a singletos
shel_write() call. Your only other solution is to use Pexec().

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3750957102439614095
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,db92303d47146be6,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Atari system character set
Date: 1997/12/17
Message-ID: <349809ea46631b1@xs4all.nl>#1/1
X-Deja-AN: 299072142
Content-Transfer-Encoding: 8bit
Mime-Version: 1.0
X-XS4ALL-Date: Wed, 17 Dec 1997 18:23:31 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

Hello,

I have only recently learned that the Atari system character set can
vary greatly in different countries. From the beginning, for instance,
there has been a Polish Atari with Polish characters in place of the
Hebrew ones in the UK and, I suppose, the American machines.

Does anyone know how many different system charsets there are and
which characters they contain? Or where I can get this information?

Thanks in advance.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb

From -302144392672063043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,312397489f8b922d
X-Google-Attributes: gid1115ce,public
From: BACH@ATLANTIS-BBS.COM (Tim Conrardy)
Subject: Re: look for cubase for atari
Date: 1997/12/17
Message-ID: <679o0aktf1@news.ncal.verio.com>#1/1
X-Deja-AN: 299167407
References: <01bcf923$62fc3a40$cd08cec2@herve>
Organization: Verio Northern California's Usenet News Service
Newsgroups: comp.sys.atari.programmer

On 24 Nov 1997 22:55:55, "NAT.fr" wrote:
>i look for cubase for atari ! please, if you have these files send me by
>mail !!! thanks !:)
>
>.The Files would not do you any good, because you need a
hardware key that fits in the side port in order for cubase
to work. (unless you have a pirated copy, but I heard that
those tend to crash on you.)
As far as I know Stienberg still sopports the Atari version,
So even though it's some money, it is well worth it.Cubase is
great on an atari!
Tim Conrardy

From 3213300726320618007
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,608e2d14752ab668
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Serial Driver
Date: 1997/12/17
Message-ID: <ELBwBy.DDr@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 299217141
Sender: news@suse.modem.stud.uni-hannover.de
References: <5b6_9712161853@conchbbs.com>
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Content-Type: text/plain; charset=us-ascii
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <5b6_9712161853@conchbbs.com>,
     John.Kormylo@7861.conchbbs.com (John Kormylo) writes:

> I've written a high speed serial driver which implements
> asynchronous block I/O. (At least I've got it working on Serial 2
> of my TT so far.) I was wondering if anyone would like to suggest
> any improvements in the data structure pointed to by the cookie
> before I start on the other platforms:

What is wrong with HSMODEM that you've built your own ?

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 5476582508009325828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37a2de8b7c5eb137,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.REMOVE.TO.REPLY.it (Mike De.Petris)
Subject: pipes and arguments
Date: 1997/12/17
Message-ID: <218_mike@bbsgate.interware.REMOVE.TO.REPLY.it>#1/1
X-Deja-AN: 308498010
Content-Transfer-Encoding: 8BIT
Content-Type: text/plain; charset=us-ascii
Organization: De Petris Software Development
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.REMOVE.TO.REPLY.it
Newsgroups: comp.sys.atari.programmer

Seems strange but I can't make any cli understand reading a file instead of
stdin to redirect arguments.

ls | expandar
mkdep < list

The argument coming to the program is always empy, with okami, CMD or mupfel
CLI, where am I wrong ? Doing:

dir | more

does work well, so what ? I am programming in C but this should not be the
problem, the environment is magic+thing.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -8532889205682476382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1f93254e62924fb,start
X-Google-Attributes: gid1115ce,public
From: BouB <boub@chez.com>
Subject: Networking in a game...
Date: 1997/12/18
Message-ID: <34999D91.2BB4@chez.com>#1/1
X-Deja-AN: 299326641
Content-Transfer-Encoding: 7bit
Mime-Version: 1.0
Reply-To: boub@chez.com
Content-Type: text/plain; charset=us-ascii
Organization: PoPsY TeAm
Newsgroups: comp.sys.atari.programmer

I'm in search of the best way of making a network in the game i'm
making...
i'm thinking of midi or lan... did someone has any info on how to
program those ports? the fastest way of course:)

thanks
please reply by mail...

From 6389139010172153554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,608e2d14752ab668
X-Google-Attributes: gid1115ce,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: Re: Serial Driver
Date: 1997/12/18
Message-ID: <67bcv9$p8q$1@news.ican.net>#1/1
X-Deja-AN: 299350585
References: <5b6_9712161853@conchbbs.com> <ELBwBy.DDr@suse.modem.stud.uni-
hannover.de>
X-Complaints-To: usenet@news.ican.net
X-Trace: news.ican.net 882456361 25882 (None) 142.154.153.98
Organization: Conception Web Funkyware

Newsgroups: comp.sys.atari.programmer

On 17 Dec 1997 10:11:58, Peter Rottengatter wrote:
John.Kormylo@7861.conchbbs.com (John Kormylo) writes:

> I've written a high speed serial driver which implements
> asynchronous block I/O. (At least I've got it working on Serial 2
> of my TT so far.) I was wondering if anyone would like to suggest
> any improvements in the data structure pointed to by the cookie
> before I start on the other platforms:

What is wrong with HSMODEM that you've built your own ?

Dunno about John's reason, but unpublished sources and an uncooperative author that never even replies to e-mails is a good enough reason to me.

For instance, Harun suggests if someone ever wants to write proper drivers for MiNT that use the HS-Modem functions, to contact him. Several people have, but we still don't have XDD versions of HSM, because Harun apparently doesn't agree with the programming ideas of those who contacted him...

I realize not everyone likes the idea of sharing their sources, but since I got into MiNT and the whole Linux / GPL world, It's become typical for me to recompile things to my own tastes. GPL also allows people to further improve someone else's work.

Before HS-Modem, there was Franz Sirl's Fast_Serial, which could detect and adapt to various SCC substitutes and PCLK frequencies. While it wasn't perfect, I'm sure there are people who could have further improved Franz' work, if the sources ahd been published. But now, Franz has apparently left the Atari scene and vanished without a trace and his sources long gone.... :-/

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

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address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From 66628619278811369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9712b1d5448ba188,start
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: GIF decoder source available?

Date: 1997/12/18
Message-ID: <67bhhh$igu@nntp02.primenet.com>#1/1
X-Deja-AN: 299366253
Organization: JR Enterprises
X-Posted-By: @206.165.23.19 (rojewski)
Newsgroups: comp.sys.atari.programmer

Does anyone have a ftp site that has some simple GIF decoder source in
'C' available. I've been looking, but online time is scarce.

John

```
*
* John Rojewski          email: rojewski@primenet.com
*                        http:  www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

From 6389066725923106062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e132f2ec65e4cc00
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: [QUESTION] about shel_write()
Date: 1997/12/18
Message-ID: <ELEMA6.5JI@cix.compulink.co.uk>#1/1
X-Deja-AN: 299449915
References: <rw5iuspqyyw.fsf@ozone.inria.fr>
Organization: Immaculate
Newsgroups: comp.sys.atari.programmer

bereziat@ozone.inria.fr wrote:
>i would like launch GEM application in singleTOS with shel_write()
>but, the atari compendium has some errors about shel_write()

An errata file is found at my web site in signature below.
The relevant bit you want is:

6.138 (shel_write() - table)
shel_write() mode 1 should have a wisgr paramater of 0 to launch a TOS
application or a wisgr parameter of 1 to launch a GEM application.

If not multitasking use Pexec().
If multitasking use shel_write().

Something like:

```
#define SHW_CHAIN       1           /* Normal shel_write mode */
#define SHW_PARALLEL    100         /* MagiC parallel shel_write mode */
```

```
int LaunchProgram()
{
    int ret;

    if (!multitasking)
    {
        if (window == OPEN)
            CloseWindow(whandle, TEMP);
        Disablemenu(); /* except Desk menu for accessories */

        pexec_return = Pexec(0, program_path, string, NULL);
        ret = (pexec_return < 0) ? FALSE : TRUE;

        Enablemenu();
OpenWindow(whandle);
    }


    if (multitasking)
    {
        if (magic)
            ret = shel_write(1, 1, SHW_PARALLEL, program_path, string);
        else
            ret = shel_write(1, 1, SHW_CHAIN, program_path, string);
        ret = (ret > 0) ? TRUE : FALSE;     /* ap_id of program returned */
        if (geneva_cookie && (ret == -1))   /* program loaded in single- */
            ret = TRUE;                     /* tasking mode return -1 */
    }
    return ret;
}
```

Slainte mhath
Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

From 7490289382785101664
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,db92303d47146be6
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Atari system character set
Date: 1997/12/18
Message-ID: <ELDo4s.CH8@suse.modem.stud.uni-hannover.de>#1/1

X-Deja-AN: 308458653
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <349809ea46631b1@xs4all.nl>
Content-Type: text/plain; charset=us-ascii
Organization: Private
Mime-Version: 1.0
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <349809ea46631b1@xs4all.nl>,
    josdb@xs4all.nl (Jos den Bekker) writes:

> I have only recently learned that the Atari system character set can
> vary greatly in different countries. From the beginning, for instance,
> there has been a Polish Atari with Polish characters in place of the
> Hebrew ones in the UK and, I suppose, the American machines.
>
> Does anyone know how many different system charsets there are and
> which characters they contain? Or where I can get this information?

I do not really know, but I suppose there is one for each language you
could get the machines in. IIRC the language identifier is 4 bits in a
number contained in the SYSBASE structure, a pointer to which can be
found in the system variables. So this corresponds to sixteen languages
in which the machines were available.

You should note however even with older versions of NVDI you can install
any other font as the system font. Considering this, there is an almost
infinite number of different system charecter sets.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -5578773935141022966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,db92303d47146be6
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Atari system character set
Date: 1997/12/19
Message-ID: <349a5dd6e33cf0@xs4all.nl>#1/1
X-Deja-AN: 308549337
References: <349809ea46631b1@xs4all.nl> <ELDo4s.CH8@suse.modem.stud.uni-
hannover.de>

X-XS4ALL-Date: Fri, 19 Dec 1997 12:46:08 CET
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Thu 18-12-97 09:10 Peter Rottengatter wrote:

>I do not really know, but I suppose there is one for each language you
>could get the machines in. IIRC the language identifier is 4 bits in a
>number contained in the SYSBASE structure, a pointer to which can be
>found in the system variables. So this corresponds to sixteen languages
>in which the machines were available.

Ys, but my point was: has Atari delivered machines with that many
different system character sets? And if they have, what were the
languages and what were the specific codes/characters?

>You should note however even with older versions of NVDI you can install
>any other font as the system font. Considering this, there is an almost
>infinite number of different system charecter sets.

Oh, yes, I know. And even before NVDI existes there were programs that
allowed you to change the system font to your heart's desire. But
those are individual customizations.

Anyway, I was hoping Atari had systemized its character sets roughly
along the lines of the iso-8859-x sets, but this is most probably not
the case. The national variations for languages with Latin based
alphabets were probably only in the range of what in "normal" Ataris
are the Hebrew characters, making it impossible to write conversion
routines for all the languages in one iso-8859-x group.

I was particularly wondering: are there Ataris with Cyrillic and
Arabic characters sets?

Thanks for your reaction.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-

From -5640691568283330775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,db92303d47146be6
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Atari system character set
Date: 1997/12/19
Message-ID: <67e8c1$245$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 308609955

References: <349809ea46631b1@xs4all.nl> <ELDo4s.CH8@suse.modem.stud.uni-hannover.de>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 18 Dec 1997 09:10:04, Peter Rottengatter wrote:

>> Does anyone know how many different system charsets there are and
>> which characters they contain? Or where I can get this information?
>
>I do not really know, but I suppose there is one for each language you
>could get the machines in. IIRC the language identifier is 4 bits in a
>number contained in the SYSBASE structure, a pointer to which can be
>found in the system variables.

At _sysbase+$1C and is diagnosed by programs such as Profile, Sysinfo.

>You should note however even with older versions of NVDI you can install
>any other font as the system font. Considering this, there is an almost
>infinite number of different system charecter sets.

I'm not sure how relevant this will be to Jos but the system char set
can be changed by programs such as Tastset and Key_Edit.

Also .... when Magic is installed it will copy the CURRENT character
set into MAGIC.RAM so that this set will be used whenever Magic is
run.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -6200613912650507062
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,cc3f838d8d1e8dd2,start
X-Google-Attributes: gid1115ce,public
From: fiolerna <fiolernano123spam@algonet.se>
Subject: Using GEM from GFA-basic
Date: 1997/12/19
Message-ID: <349AF4AD.5EE4@algonet.se>#1/1
X-Deja-AN: 308856212
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
Organization: Algonet/Tninet
Mime-Version: 1.0
Reply-To: fiolernano123spam@algonet.se
Newsgroups: comp.sys.atari.programmer

I⍰m currently writing a program that aims to
devolop your ability to hear and define intervals.

Since the only programming tool I have is GFA-basic, and thats
also the only language I know how to use, that⍰s the one I work with.

Now to my question(s):

-Where can I find some _good_ documentation on how to use
GEM/AES from GFA-Basic..?

-How do I get Flying Dialogs 4.9 to work? (Nukes me every time!)

-Are there still people using GFA..?

/Joakim

** Please don⍰t reply to the email above **

** My adress is gokmase_brulop@hotmail.com (But remove the _ !)

From 8372373064604889318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5eea0b0ed27f8f10,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Screen Scrolls
Date: 1997/12/20
Message-ID: <Pine.SUN.3.95q.971220050423.14937A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 308813175
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Memorial University of Newfoundland
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi everyone,

I'm trying to do a pretty basic screen scroll in GFA but It don't want to work the way I want it to. First I write to the physical screen XBIOS(3) and then I activate the logical screen XBIOS(2). I then write to the logical screen. What I want to accomplish is to have the logical screen (graphics) replace the physical screen graphics. But I want to have the logical screen look like it is falling from the top of the screen and bump the physical off the page e.g logic scrolls down and phycal screen scrolls down evently all the way off screen. I've got some old BMOVE routines but they only make use of scrolling one screen. Anyone one got anything kicking around.

Thank's
Scott.

From 6214039063438262998
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,db92303d47146be6
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Atari system character set
Date: 1997/12/20
Message-ID: <349bc6ae21aaf60@xs4all.nl>#1/1
X-Deja-AN: 308843517
Content-Transfer-Encoding: 8bit
References: <349809ea46631b1@xs4all.nl> <ELDo4s.CH8@suse.modem.stud.uni-hannover.de> <67e8c1$245$1@roch.zetnet.co.uk>
X-XS4ALL-Date: Sat, 20 Dec 1997 14:25:34 CET
Content-Type: text/plain; charset=iso-8859-1
Organization: Seni Translation Services, Amsterdam
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

on Fri 19-12-97 16:45 Roger Cain wrote:

>I'm not sure how relevant this will be to Jos but the system char set
>can be changed by programs such as Tastset and Key_Edit.

Hm. I never knew that. Where can I find those programs?

>Also .... when Magic is installed it will copy the CURRENT character
>set into MAGIC.RAM so that this set will be used whenever Magic is
>run.

Sounds good. I take it that all programs running under Magic will use
this set then?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From 5571915472165305506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e710b7977fef61bb,start

X-Google-Attributes: gid1115ce,public
From: John Richardson <johnr@thedruid.demon.co.Remove.To.Reply.uk>
Subject: MIDI with Turbo C....how?
Date: 1997/12/20
Message-ID: <K+x9sHAKX$m0EwLF@thedruid.demon.co.uk>#1/1
X-Deja-AN: 308878598
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
MIME-Version: 1.0
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

rich@demon.nl
> I want to experiment with computer generated compositions, but i
> don't know how to control the MIDI-ports...

The easiest way is to get a copy of HSMODEM6. You can then access the midi-ports as if they were files, eg:

```
    FILE    *midi;

    midi = fopen( "U:\\DEV\\MIDI" );
```

You can then use the whole standard C library for the midi-ports exactly as you would for a file.

The next easiest is to use the BIOS functions, Bconout(), Bconstat(), Bcostat() and Bconin().

A simple example program to send some data to the midi-port:

```
#include <dos.h>

int     main( void)
{
    char    data[9] = {1,2,3,4,5,6,7,8,9};

    int     idx = 0;

    while( idx < 9 )
    {
        /* wait until MIDI port is ready to recieve, you sould
           probably include some time out code here too */

        while( !Bcostat( 3) );

        /* send data to the MIDI port */

        Bconout( 3, data[idx++] );
```

```
    }

    return( 0);
}
```

When reading data replace Bcostat with Bconstat and Bconout with Bconin.

The most difficult but most efficient way is to access the MIDI controller directly. This can be done in C but is best done in assembly. I'll not go into details here as either of the above should be sufficient for most purposes.

Jr,

--


```
--
 +-----------------------------------------------------------------+
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
 |  I  I  +-------------------------------------------------+  | |
 |                  gatekeeper@thedruid.demon.co.uk              | |
 +-----------------------------------------------------------------+ |
   +-----------------------------------------------------------------+
```


From -9040773824926619580
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,db92303d47146be6
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Atari system character set
Date: 1997/12/20
Message-ID: <67hih5ivq1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 308946083
References: <349809ea46631b1@xs4all.nl> <349bc6ae21aaf60@xs4all.nl>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 20 Dec 1997 14:25:32, Jos den Bekker wrote:

>Hm. I never knew that. Where can I find those programs?

.. in your e-mail :-)

>>Also .... when Magic is installed it will copy the CURRENT character
>>set into MAGIC.RAM so that this set will be used whenever Magic is
>>run.
>
>Sounds good. I take it that all programs running under Magic will use

>this set then?

Yes, that's right. If you make sure the char. set is OK (using the
AUTO produced by key_edit, for instance) when you install Magic you
will get that char set installed whenever Magic is loaded. No need to
use the key-edit AUTO again.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -7904722661752746506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe9ed6d4f6cefee2,start
X-Google-Attributes: gid1115ce,public
From: Agent.Recycle@USA.NET
Subject: RE: Wishing you a joyous holiday season, and a prosperous New Year.
Date: 1997/12/21
Message-ID: <71CFCF64DA@cvm.msu.edu>#1/1
X-Deja-AN: 309090543
Organization: mail2news@nym.alias.net
Mail-To-News-Contact: postmaster@nym.alias.net
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.programmer

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---

tasfdofknvi wa

From -3512190438826088095
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc3f838d8d1e8dd2
X-Google-Attributes: gid1115ce,public
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Subject: Re: Using GEM from GFA-basic
Date: 1997/12/21
Message-ID: <IxhO6JAbpXn0Qwr5@shaw1.demon.co.uk>#1/1
X-Deja-AN: 309155582
Distribution: world
X-NNTP-Posting-Host: shaw1.demon.co.uk [194.222.11.177]
References: <349AF4AD.5EE4@algonet.se>
Organization: none
MIME-Version: 1.0
Reply-To: Clair Shaw <Clair@NoSpam.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

In article <349AF4AD.5EE4@algonet.se>, fiolerna
<fiolernano123spam@algonet.se> writes
>-How do I get Flying Dialogs 4.9 to work? (Nukes me every time!)

Dunno. I can't even do *normal* dialogue boxes!!!

>-Are there still people using GFA..?

Yes. Me.
--
Clair Shaw (aka. CDS) | THOUGHT FOR DECEMBER:
Clair@Shaw1.demon.co.uk| the longest way is
ICQ: 1043359 | often the shortest.

   Please change NoSpam to Shaw1 to reply!

From 5616525799052429681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc3f838d8d1e8dd2
X-Google-Attributes: gid1115ce,public
From: Ben Hall <cb170@city.ac.uk>
Subject: Re: Using GEM from GFA-basic
Date: 1997/12/21
Message-ID: <Pine.GSO.3.95q.971221171949.15648B-100000@swindon>#1/1
X-Deja-AN: 309162758
References: <349AF4AD.5EE4@algonet.se>
X-Sender: cb170@swindon
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: School of Informatics, City University, London
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

>
> -Where can I find some _good_ documentation on how to use
> GEM/AES from GFA-Basic..?

Probably your best bet is too start with GFA Fly4.9 until you're a bit more confident about what you're doing. Good sources of GEM doc documentation specifically related to GFA are dificult too find, but use something like the Atari Compendium should get you started. Also check out the GFA FAQ:

http://www.geocities.com/Athens/5272/gfafaq.htm

> -How do I get Flying Dialogs 4.9 to work? (Nukes me every time!)

Start with the example program and begin finding out how it works, then move on from there. (Mail me privately if you need some help)

> -Are there still people using GFA..?

Yes!!

```
 |>         | |
 |> E |\|   |-| /\ |_ |_
```

From -5353438311623496623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37a2de8b7c5eb137
X-Google-Attributes: gid1115ce,public
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Subject: Re: pipes and arguments
Date: 1997/12/21
Message-ID: <67k6lcjvv2@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 309178120
References: <218_mike@bbsgate.interware.REMOVE.TO.REPLY.it>
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

Hi!

Mike De.Petris <mike@bbsgate.interware.REMOVE.TO.REPLY.it> wrote:
: Seems strange but I can't make any cli understand reading a file instead of
: stdin to redirect arguments.

: ls | expandar
: mkdep < list

: The argument coming to the program is always empy, with okami, CMD or mupfel
: CLI, where am I wrong ?
Well, what do you expect? It sounds to me that you expect argc being > 1
in that case, but that won't happen. IO-redirection does just that: it
redirects stdin, stdout or stderr to a file or pipe. It does not influence
a program's arguments in any way, i.e. the "< list" will not be passed to
mkdep in the above example, but evaluated by the CLI.

If you need to know whether stdin/stdout/stderr are no longer connected
to the terminal, use isatty(), which will report 1 if the requested stream
is associated with a TTY (Terminal TYpewriter) or 0 in the case of
redirection to a file/pipe.

Ciao

Thomas

- --
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: latin1

iQB1AwUBNJ2eUotnXqbpEtNBAQHE8wMAorzu109nhe3rKS/ttRU+8TA3OCB7rsHm
dhgTF1y13gusbk9Q4nOA5+kCt2v/OnDTCazOohU1yjGGNGmPnHvUQi7Y28tb089R
t6RdlbYUZPBze0491bIFDtWh7b5g22o2
=eEQH
-----END PGP SIGNATURE-----

From -8353538068692037017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ada094f7eff263ac,start
X-Google-Attributes: gid1115ce,public
From: butta1@cs.bu.edu (Nelson Chin)
Subject: ST Basic sourcebook & tutorial for $5.00 shipping/handling
Date: 1997/12/22
Message-ID: <67kpm2ocg1@news1.bu.edu>#1/1
X-Deja-AN: 309232708
Organization: Boston University
Newsgroups: comp.sys.atari.programmer

I've one copy left of Atari ST Basic Sourcebook and Tutorial
available for $5.00 shipping/handling.

email me for availability.

-nelson

From 7255883575092282649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcd75b61108b8e9e,start
X-Google-Attributes: gid1115ce,public
From: butta1@cs.bu.edu (Nelson Chin)
Subject: Atari Logo Sourcebook for $5.00 shipping/handling
Date: 1997/12/22
Message-ID: <67kpp6ocg2@news1.bu.edu>#1/1
X-Deja-AN: 309232709
Organization: Boston University
Newsgroups: comp.sys.atari.programmer

I've one copy left of ATARI Logo(TM) Sourcebook
for $5.00 shipping/handling.
Email me for availability.

-nelson

From -2511545742910088190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f6e6e08cd107b,start
X-Google-Attributes: gid1115ce,public
From: kma54@csc.canterbury.ac.nz
Subject: Reading configuration files
Date: 1997/12/22
Message-ID: <BAatC+bxS5eN@cantva.canterbury.ac.nz>#1/1
X-Deja-AN: 309265300
Organization: University of Canterbury, Christchurch, New Zealand
Newsgroups: comp.sys.atari.programmer

Greetings all,

I'm interested in having the programme that I'm developing obtain its path and variable settings from a file, but to have this file human readable so it can be adjusted by the user to suit his or her requirements.

An example:

This is an extract from the configuration file qed.cfg (from the text editor qed v4.0)

```
GdosFontID=0
GdosFontSize=10
GdosMode=FALSE
GemdosDensity=0
GemdosDriver=""
GemdosNLQ=FALSE
GemdosPageHeight=65
GemdosPageWidth=80
GlobalAutosaveCfg=FALSE
GlobalBinLineLen=80
GlobalBlinkCursor=TRUE
GlobalGEMClip=TRUE
GlobalOverwrite=FALSE
GlobalTransSize=100
GlobalWindCycle=TRUE
HelpProgram="C:\ST-GUIDE.APP"
LocalBegin="*"
LocalBackup=FALSE
LocalBackupExt="BAK"
LocalInsert=TRUE
LocalKurzel="D:\EDITOR\QED-400\TAGS\STG.KRZ"
LocalTab=TRUE
```

or one like what ST-GUIDE uses...

```
# Default search path, where ST-Guide looks for 'HYP' hypertexts:
PATHS=C:\GUIDES;A:\GUIDES
#
# HCP is used to compile STG files into HYP files. STool uses this
# entry to find HCP and compile:
HCP=C:\ST-GUIDE\HCP.TTP
#
# Hypfind is called by ST-Guide to search for search masks in all
# pages in the current hypertext.
HYPFIND=C:\ST-GUIDE\HYPFIND.TTP
#
```

Where the hash '#' symbol denotes a comment line.

I'm using a C compiler (Lattice 5.6) Should I be using switch statements, structures, if else or global variables?? I'm a bit stuck for an elegant way of doing this.
If someone could shed some light on this, by way of pointing me to an appropriate web site, or recommending a suitable book or similar, I'd be most grateful!

Thanks,

--
Karl Ashton
kma54@student.canterbury.ac.nz

From -4623836898080889718
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5eea0b0ed27f8f10
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Screen Scrolls
Date: 1997/12/22
Message-ID: <67lo0s$pk6@balaena.bio.vu.nl>#1/1
X-Deja-AN: 309320349
References: <Pine.SUN.3.95q.971220050423.14937A-100000@ganymede.cs.mun.ca>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Scott Harris (harris@cs.mun.ca) wrote:

: Hi everyone,

: I'm trying to do a pretty basic screen scroll in GFA but It don't
: want to work the way I want it to. First I write to the physical screen
: XBIOS(3) and then I activate the logical screen XBIOS(2). I then write to
: the logical screen. What I want to accomplish is to have the logical
: screen (graphics) replace the physical screen graphics. But I want to
: have the logical screen look like it is falling from the top of the screen
: and bump the physical off the page e.g logic scrolls down and phycal
: screen scrolls down evently all the way off screen. I've got some old
: BMOVE routines but they only make use of scrolling one screen. Anyone one
: got anything kicking around.

There should be some functions to read and write bits of screen that aren't
actually on the screen, ie. that take an additional screen address
parameter. I can't recall from memory which calls you need but I can look
it up for you. I think get() and put() were among them, but I haven't used
GFA for anything other than code testing purposes for a long time...

-=Levjeno

Levien van Zon (lvzon@bio.vu.nl)

MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

All the world's a stage and most of us are desperately unrehearsed.
         -- Sean O'Casey

From -5843677178749084668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e0fb4b4da6642b6,start
X-Google-Attributes: gid1115ce,public
From: "Heiko Weible" <Heiko.Weible@metronet.de>
Subject: Atari Portfolio ?
Date: 1997/12/22
Message-ID: <67msnf$a5i$1@news.metronet.de>#1/1
X-Deja-AN: 309465749
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Metronet
Newsgroups: comp.sys.atari.programmer

Has anyone out there experiences with programming the "Atari Portfolio" ?
If so, why don't you write me a short mail : Heiko.Weible@metronet.de

    Heiko

From 3904881044259531088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1748bc8611cef5b9,start
X-Google-Attributes: gid1115ce,public
From: "P.Campion" <NO.SPAM@cyberpromo.com>
Subject: PARLINK
Date: 1997/12/23
Message-ID: <349FA293.DC8E766E@cyberpromo.com>#1/1
X-Deja-AN: 309592857
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: CRIBX1 , Universite de Bordeaux I , France
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi! I've done basic I/O routs via // port! they're usable via a TRAP as
the bios functions.
they include byte/memory block send and receive, multi user links, and a
few other stuffs

My main concern is that i'll need some help for making examples (I'm a 68k maniac, and
I'm not very hot to write a networking programm in C right now!)

If you're interested, Email me, I'll send you the routs and the documentation!

thanks!

--

P.Campion

mailto:yag.alone@usa.net

Message address is just to F**K this spam factory called cyberpromo

From -8141134811827677631
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,17b0999bc06a4d61,start
X-Google-Attributes: gid1115ce,public
From: "P.Campion" <NO.SPAM@cyberpromo.com>
Subject: GFA
Date: 1997/12/23
Message-ID: <349FA303.F96249E0@cyberpromo.com>#1/1
X-Deja-AN: 309592858
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=iso-8859-1
Organization: CRIBX1 , Universite de Bordeaux I , France
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Strange... I decided to start with GFA basic and there is some trouble:
SHEL_WRITE function *Work* in interpretated, but *not* in a compilated prog'

neeeed heeeelp!!!

--

P.Campion

mailto:yag.alone@usa.net

l'adresse du message, c'est pour em... cette usine ⍰ spam qu'est cyberpromo!!!
Message address is just to F**K this spam factory called cyberpromo

From -7180893007666806314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37a2de8b7c5eb137
X-Google-Attributes: gid1115ce,public
From: peter@JCordes.Phys.Dal.Ca (Peter Cordes)
Subject: Re: pipes and arguments
Date: 1997/12/23
Message-ID: <67peqbdpk1@News.Dal.Ca>#1/1
X-Deja-AN: 309753337
References: <218_mike@bbsgate.interware.REMOVE.TO.REPLY.it>
<67k6lcjvv2@sun27.hrz.tu-darmstadt.de>
Organization: ISINet, Nova Scotia
Newsgroups: comp.sys.atari.programmer

Thomas Binder (gryf@hrzpub.tu-darmstadt.de) wrote:
: Mike De.Petris <mike@bbsgate.interware.REMOVE.TO.REPLY.it> wrote:
: : Seems strange but I can't make any cli understand reading a file instead of
: : stdin to redirect arguments.

: : ls | expandar
: : mkdep < list

: : The argument coming to the program is always empy, with okami, CMD or mupfel
: : CLI, where am I wrong ?
: Well, what do you expect? It sounds to me that you expect argc being > 1
: in that case, but that won't happen. IO-redirection does just that: it
: redirects stdin, stdout or stderr to a file or pipe. It does not influence
: a program's arguments in any way, i.e. the "< list" will not be passed to
: mkdep in the above example, but evaluated by the CLI.
: Ciao
: Thomas

I get the impression that you want the output of one command to appear in the command line of another command. This is done with back-quotes, ie the character '`'. Not all shells support them. Gulam, which I use on my atari, doesn't. I dial in to a UNIX system which does allow them, though.

If you put back-quotes around part of the command line, the shell runs the quoted part, saves what it send to stdout, then runs the command with the quoted bit replaced by the output of running the first command. I guess it's easiest to explain by example.

If you type
cat `echo foo.txt`
the part "`echo foo.txt`" will be replaced by "foo.txt". The command line passed to cat will be "foo.txt", so it will print the contents of the file foo.txt on stdout.

If you do
cat `echo foo.txt` <bar.txt
the result will be the same, because cat does not read it's stdin when it has a command line to tell it what file to use. i.e. The command line cat see's is "foo.txt".

These examples are, of course, trivial. On the other hand, it is very usefull if you have a file which is a list of files, and you want to display all of them, one after another. For example, list.txt is a list of C source files for your program, like this
header.h main.c getline.c sort.c output.c

to display all these files (assuming they are in the same directory as list.txt), you can

cat `cat list.txt`

the "first" cat (not inside the back-quotes) gets "header.h main.c getline.c sort.c output.c" on its command line, so it lists all the files.

assuming "edit" is the editor you normally use,
edit `grep -l typo *.txt`
will run edit on all the files that contain "typo". (grep -l lists files which have matches in them, but does not actually print the matching lines)

Hope this info helps,

Peter Cordes

Technician,
Nova Scotia Atari Computer Users Group (NSCAUG)

From 5367200890135695854
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,608e2d14752ab668
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Serial Driver
Date: 1997/12/23
Message-ID: <d85_9712232128@conchbbs.com>#1/1
X-Deja-AN: 309800396
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: q-funk@megacom.net
Newsgroups: comp.sys.atari.programmer

I could write a MiNT specific serial driver, but MiNT does not support asynchronous I/O, nor do I use (or ever intend to use) MiNT, so it is of no interest to me personally.

(Frankly, it wasn't that difficult. The biggest stumbling block was due to a documentation/implementation error in the TT.)

My next project is to write my own PPP and TCP/IP interface which will use my serial driver.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -6773676859343883796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc3f838d8d1e8dd2
X-Google-Attributes: gid1115ce,public
From: fiolerna <fiolernano123spam@algonet.se>
Subject: Re: Using GEM from GFA-basic
Date: 1997/12/23
Message-ID: <349FAFA4.380E@algonet.se>#1/1
X-Deja-AN: 310205067
Content-Transfer-Encoding: 7bit
References: <IxhO6JAbpXn0Qwr5@shaw1.demon.co.uk>
<883001430.2002.1.nnrp-06.9e98f145@news.demon.co.uk>
Mime-Version: 1.0
Reply-To: fiolernano123spam@algonet.se
Content-Type: text/plain; charset=us-ascii
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Thanks to Ben Hall I now have flydials 4.99 up and running!
It seems as if these routines include all important features that I need.
Thanks to everybody that have answered my questions!

/Joakim

From 4305396083997126215
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,608e2d14752ab668

X-Google-Attributes: gid1115ce,public
From: q-funk@megacom.net (Martin-Eric Racine)
Subject: Re: Serial Driver
Date: 1997/12/24
Message-ID: <67rckp$c1q$1@news.ican.net>#1/1
X-Deja-AN: 309926761
References: <d85_9712232128@conchbbs.com>
X-Complaints-To: usenet@news.ican.net
X-Trace: news.ican.net 882980313 12346 (None) 142.154.153.71
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer

On 23 Dec 97 13:23:00, John Kormylo wrote:
  My next project is to write my own PPP and TCP/IP interface which
  will use my serial driver.

I HAVE to strongly discourage you from undertaking such a project.

We already have WAY too many TCP/IP stacks on Atari; making yet an
other one would only further divide and confuse users.

STiK/STiNG and MiNTnet were already enough.
ASH's PPP-Connect was NOT a welcome addition.

Unless your driver will be totally BSD compatible (ie: allows porting
Linux and BSD stuff by simply changing the bindings like on MiNTnet),
your new stack will NOT be welcome either.

ASH should have standardized on a MiNTnet clone optimized for MagiC;
so should you if you really want a pick at the TCP/IP scene on Atari.

My opinion anyways.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

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 payable within 10 days. Submission of your advertisement to my
 address constitutes your formal acceptance of these terms.

 <TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From -2379220798371521118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f6e6e08cd107b
X-Google-Attributes: gid1115ce,public
From: peter@JCordes.Phys.Dal.Ca (Peter Cordes)
Subject: Re: Reading configuration files
Date: 1997/12/24

Message-ID: <67rjjjjtc1@News.Dal.Ca>#1/1
X-Deja-AN: 309955104
References: <BAatC+bxS5eN@cantva.canterbury.ac.nz>
Organization: ISINet, Nova Scotia
Newsgroups: comp.sys.atari.programmer

kma54@csc.canterbury.ac.nz wrote:

: Greetings all,

: I'm interested in having the programme that I'm developing obtain
: its path and variable settings from a file, but to have this file
: human readable so it can be adjusted by the user to suit his or her
: requirements.

[snip]

: I'm using a C compiler (Lattice 5.6) Should I be using switch
: statements, structures, if else or global variables?? I'm a bit stuck
: for an elegant way of doing this.
: If someone could shed some light on this, by way of pointing me to an
: appropriate web site, or recommending a suitable book or similar, I'd
: be most grateful!

: Thanks,

: --
: Karl Ashton
: kma54@student.canterbury.ac.nz

Hi,

I haven't written a program that does this, but I would do it with global variables. I think it could be elegant if you treat them as symbolic constants, i.e. pretend you had
#define MaxWidth 20

As long as you aren't using globals to pass values into and out of functions you should be fine. The first thing your prog does should probably be reading the CFG file, so the rest of the program can assume that the variables are predefined and never change (of course, it should be the case that the values are predefined and unchangeable). This means that you might find it difficult to let the user configure the prog with menu choices, but I imagine it could be done.

Good luck and merry Christmas

Peter Cordes

Techninician, Nova Scotia Atari Computer Users Group (NSACUG)

From 5614709297714095455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8050067cb9546490,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.REMOVE.TO.REPLY.it (Mike De.Petris)
Subject: Re^2: pipes and arguments
Date: 1997/12/24
Message-ID: <421_mike@bbsgate.interware.REMOVE.TO.REPLY.it>#1/1
X-Deja-AN: 309982972
Content-Transfer-Encoding: 8BIT
Mime-Version: 1.0
Reply-To: mike@bbsgate.interware.REMOVE.TO.REPLY.it
Content-Type: text/plain; charset=us-ascii
Organization: De Petris Software Development
Newsgroups: comp.sys.atari.programmer

In uno strano messaggio del 24 Dec 97 peter@JCordes.Phys.Dal.Ca (2:333/608.1)
scrisse al povero All :
 p> : Well, what do you expect? It sounds to me that you expect argc being >
 p> 1 : in that case, but that won't happen. IO-redirection does just that:
 p> it : redirects stdin, stdout or stderr to a file or pipe. It does not
 p> influence : a program's arguments in any way, i.e. the "< list" will not
 p> be passed to : mkdep in the above example, but evaluated by the CLI.
 p>
 p> I get the impression that you want the output of one command to appear
 p> in the command line of another command. This is done with back-quotes,
 p> ie the character '`'. Not all shells support them. Gulam, which I use
 p> on my atari, doesn't. I dial in to a UNIX system which does allow them,
 p> though.

Ok, I understand now where I was wrong. Marry Xmas and thank you for your
help, you and Thomas.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
 The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 5456600368061768204
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,478db08dda3dc22f,start
X-Google-Attributes: gid1115ce,public
From: "Sven Persson" <sven.persson@mbox301.swipnet.se>

Subject: Brainstorm DSP decoder - Que?
Date: 1997/12/24
Message-ID: <01bd10ac$129c62a0$1ab8f482@sven133>#1/1
X-Deja-AN: 309987217
Organization: -
NNTP-Posting-User: s-263628
Newsgroups: comp.sys.atari.programmer

Hi!

Does anyone know how Brainstorm's DSP JPEG decoder for the falcon works?

Merry Xmas!

From -6700724794247668608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc3f838d8d1e8dd2
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Using GEM from GFA-basic
Date: 1997/12/24
Message-ID: <883001430.2002.1.nnrp-06.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 310002316
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
References: <IxhO6JAbpXn0Qwr5@shaw1.demon.co.uk>
Organization: home
Newsgroups: comp.sys.atari.programmer

On 21 Dec 1997 20:21:47, Clair Shaw wrote:
> In article <349AF4AD.5EE4@algonet.se>, fiolerna
> <fiolernano123spam@algonet.se> writes
> >-How do I get Flying Dialogs 4.9 to work? (Nukes me every time!)
>
> Dunno. I can't even do *normal* dialogue boxes!!!

What's the problem you're having with them?

> >-Are there still people using GFA..?
>
> Yes. Me.

And me. It's still my prefered choice of language, even though I 'dabble'
with both assembler and 'C'.

Regards,
      David   E-Mail :- dbolt@my-ste.demon.co.uk

/***\
*   *

```
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
*                                                           *
\*********************************************************/
```

From 6444408893682802030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,608e2d14752ab668
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Serial Driver
Date: 1997/12/24
Message-ID: <1997122418301580956@zetnet.co.uk>#1/1
X-Deja-AN: 310169238
References: <d85_9712232128@conchbbs.com> <67rckp$c1q$1@news.ican.net>
Newsgroups: comp.sys.atari.programmer

q-funk@megacom.net (Martin-Eric Racine) wrote:
> On 23 Dec 97 13:23:00, John Kormylo wrote:
> My next project is to write my own PPP and TCP/IP interface which
> will use my serial driver.
>
> I HAVE to strongly discourage you from undertaking such a project.

<snip>

> My opinion anyways.

I agree 100%.

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```

From 8216886062737612159
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,608e2d14752ab668
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Serial Driver
Date: 1997/12/25
Message-ID: <111_9712251641@conchbbs.com>#1/1

X-Deja-AN: 310174193
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: q-funk@megacom.net
Newsgroups: comp.sys.atari.programmer

q > We already have WAY too many TCP/IP stacks on Atari; making
q > yet an other one would only further divide and confuse users.

Isn't division and confusion what the free market is all about?
Having choices implies having to make choices.

Actually, I don't want to get involved in TCP/IP at all, but I can't
expect someone else to get all excited about asynchronous I/O
(especially if they come from a UNIX background).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 4759708008365607391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ede8c50002e27fbe,start
X-Google-Attributes: gid1115ce,public
From: dklugh@iwaynet.net
Subject: ST:does it have sprites or P/M graphics?
Date: 1997/12/06
Message-ID: <66bupq$5kr$1@triglav.iwaynet.net>#1/1
X-Deja-AN: 295784288
Organization: The Conclave
Newsgroups: comp.sys.atari.programmer

I downloaded a "Space War" type game and the programmer talked about how he used
his own sprite routines instead of the TOS ones.So does what are the capabilities
of ST sprites and why would you use a TOS sub-routine to access them.Does TOS
emulate sprites?
Are they like the Atari's Player/Missile graphics (which aren't technicaly
sprites) or like Commodore's MOBs?

From -6352073333047820492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e69a4c2d07170dcf,start

X-Google-Attributes: gid1115ce,public
From: denesh@cyberstrider.org (Denesh Bhabuta)
Subject: Programmer Required
Date: 1997/12/06
Message-ID: <3489d8ae.22109734@news.demon.co.uk>#1/1
X-Deja-AN: 295868319
Reply-To: denesh@cyberstrider.org
X-NNTP-Posting-Host: bhabuta.demon.co.uk [158.152.88.67]
Organization: CyberSTrider
Newsgroups: comp.sys.atari.programmer

CyberSTrider is on the lookout for a programmer with Lattice C and Devpac skills. We are currently looking at a project which will probably take a month to materialise and 2 months to fully bring to market.

There is an urgent need for a programmer so do get in touch if you think you may be able to help.

More details about the project and renumeration from CyberSTrider, via email...

Regards
Danny
--
Denesh Bhabuta
denesh@cyberstrider.org ; denesh@bhabuta.co.uk
www.cyberstrider.org ; www.bhabuta.co.uk

From 9027173695542738593
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2813d33a6f396297,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: How to Reconfigure Atari Mouse
Date: 1997/12/06
Message-ID: <Pine.SUN.3.95q.971206212436.13627C-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 295910535
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Hey ye all,

I know this is not the place to post this but I always post to this new group with GFA questions and find someone has the answer every time. Jeez atarians must be the samrtest people in the world :)

Anyhow I've just been given an old relic, an Hewlett Packard 286,

Go ahead laugh but it was free and I don't have any other DOS operating system machines, all atari's. So on with the question.

I don't have a mouse for it but I've dozens of atari mice kicking araound. How come it won't work with the 286. Does anyone know how to re-wire the mouse to woek the 286?

Thank's
Scott.

From 8566819140258019906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: TOS versions?
Date: 1997/12/07
Message-ID: <3489ea77.0@comnet.co.nz>#1/1
X-Deja-AN: 295880382
References: <656v8ebqa2@cti01.citenet.net> <666eomdfv1@news1.tor.acc.ca>
<66bkig$696$1@news1.tor.acc.ca>
Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine (q-funk@citenet.net) wrote in comp.sys.atari.programmer:
> Can anyone fill in the GEMDOS/AES versions? Thanks.

> > >One piece of information missing from the Compendium, is
> > >a list of features typically found with each TOS version.
> > >
> > >Could anyone fill in the blanks below (add if necessary)?

I'll have a go at remembering the version numbers of the various TOS versions I've used/interfaced with.

(I had a copy of the info in a _very_ old Toolbox I hacked/wrote [1992-ish] - so I could compare and then flag "unknown" TOS/hardware - but this list is now corrupted and source is unavailable (corrupted also).

```
>  > >
>  > >   TOS   Date       GEMDOS  AES
>  > >  -------------------------------------
>  >     0.99       -1985
```

I used to have a copy of Disc TOS (1.00), but have lost it. I faintly recall GEMDOS 0.13 and AES 1.0 - but don't quote me.

```
>  > >   1.00  06-02-1986
```

```
         1.00  11-20-1985  0.13  1.xx   ROM   (November 20th, 1985)
```

Can't recall the AES version for the UK TOS 1.0 ROMs - it's probably 1.10 or something similar)

```
>  > >   1.02  04-22-1987

         1.02  04-22-1987  0.13  1.20   ROM   (April 22nd, 1987)
         1.04  08-08-1988  0.15  1.30   Disc  (August 8th, 1988)
```

(I'm not too sure about the [developer-only?] release of TOS 1.04 on disc - it's been a good few years since I last used it)

```
>  > >   1.04  04-06-1989
>  > >   1.06
>  > >   1.62  01-01-1990  0.17  1.40
>  > >  ------------------------------------
>  > >   2.02
>  > >   2.05
>  > >   2.06  11-14-1991  0.20  3.20
>  > >  ------------------------------------
>  > >   3.01
>  > >   3.05

         3.05  12-05-1990  0.19  3.10  ROM    (December 5th, 1990)

>  > >   3.06  09-24-1991  0.20  3.20
>  > >  ------------------------------------
>  > >   4.02
>  > >   4.04
>  > >  ------------------------------------
>  > >
>  > >MultiTOS
>  > >  ------------------------------------
>  > >   4.92
>  > >  ------------------------------------
>  > >                           4.1
>  > >  ------------------------------------
>  > >
>  > >Please Cc reply through e-mail. Thanks
```

--

All email sent to my inca address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 1759116032842509668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6f3be1bb31330cc

X-Google-Attributes: gid1115ce,public
From: Karl.Brokstad@gades.uib.no (Dr. Karl Albert Brokstad)
Subject: Re: TOS versions?
Date: 1997/12/07
Message-ID: <66e7sf$2kp$1@toralf.uib.no>#1/1
X-Deja-AN: 295997619
References: <656v8ebqa2@cti01.citenet.net> <666eomdfv1@news1.tor.acc.ca>
Organization: Centre of Virology, University of Bergen, Norway.
Newsgroups: comp.sys.atari.programmer

```
> >
> >Could anyone fill in the blanks below (add if necessary)?
> >
> >   TOS   Date       GEMDOS  AES
> >  -------------------------------------
>     0.99       -1985
```

MagiC 5 .11 = TOS 3.00 / DOS 0.19 / AES 3.99 / Date 11.02.97

This is may not be what you asked for, but it is interesting that MagiC has not newer versions of TOS/DOS/AES (These version numbers has not changed since MagiC 3,0 IIRC)

Karl.Brokstad@vir.uib.no

From -986331106262976016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f24f78c7af0ee45,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Alpha Sorting
Date: 1997/12/07
Message-ID: <Pine.SUN.3.95q.971207121431.4054A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 296026387
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Hey everyone,

Anyone got any code on how to aplphabetical sort strings in GFA BASIC. I can do it with the QSORT command but I'm loading the strings from a file and need to remember where they were located in the file. I need to do it through some sort of looping testing for the string with the smallest ascII number. When that number is found then remember what record # it was

located in and then continue compareing. Once all the strings have been compared, then I should have some sort of array hold the order in which the records should be sorted. Then all I have to do is call the records in the order of the sorted array and resave em.

Jeez this sounds easy enough but I can't seem to get the order of records to remain in an array proper.

Any Ideas?

From -1201968798346296566
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,964dd61d31b57f86,start
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: How to Reconfigure Atari Mouse
Date: 1997/12/07
Message-ID: <66f1tvsiq1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 296080612
References: <Pine.SUN.3.95q.971206212436.13627C-100000@ganyme
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 6 Dec 1997 21:30:10 , Scott Harris wrote:

> I don't have a mouse for it but I've dozens of atari mice kicking
>araound. How come it won't work with the 286. Does anyone know how to
>re-wire the mouse to woek the 286?

... because DOS wants RS232-type signals through the serial port.
There are ways to get a serial PC mouse onto the Atari but I don't
think anyone has ever had the converse requirement before :-)

Honestly, though, your best bet is to go and plead with your friendy
local PC repairer/upgrader. He probably takes in a lot of old kit
which he would normally bin.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -7984589738483856849
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,141dea1045ad1257,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f6f3be1bb31330cc
X-Google-Attributes: gid109a67,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: Re: TOS versions?
Date: 1997/12/08
Message-ID: <66fjc0$t5l$2@news1.tor.acc.ca>#1/1
X-Deja-AN: 296143934
References: <656v8ebqa2@cti01.citenet.net> <666eomdfv1@news1.tor.acc.ca>
<66e7sf$2kp$1@toralf.uib.no> <66fbmggpf1@news1.tor.acc.ca>
<66fj4psdl2@news1.tor.acc.ca>
X-Complaints-To: usenet@news1.tor.acc.ca
X-Trace: news1.tor.acc.ca 881545408 29877 (None) 142.154.153.107
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 8 Dec 1997 01:39:37 , Martin-Eric Racine wrote:
 Could anyone fill in the blanks below (add if necessary)?
 I'm especially interrested in DOS/AES versions for each.
 Thanks to those who already provided some answers! ;-)

 NOTE: followups to: "comp.sys.atari.programmer" only.

TOS	Date	GEMDOS	AES		
0.99	-1985			Disc	??
1.00	11-20-1985	0.13		ROM	
1.00	06-02-1986				??
1.02	04-22-1987	0.13	1.20	ROM	
1.04	08-08-1988	0.15	1.30	Disc	??
1.04	04-06-1989			ROM	
1.06					
1.62	01-01-1990	0.17	1.40		
2.02					
2.05					
2.06	11-14-1991	0.20	3.20		
3.00					
3.01					
3.05	12-05-1990	0.19	3.10	ROM	
3.06	09-24-1991	0.20	3.20	ROM	
4.02					
4.04					
4.92					

 MultiTOS

```
 ------------------------------------
                         4.00
                         4.01
 ------------------------------------

 N.AES 1.1.0
 ------------------------------------
                         4.01
 ------------------------------------

 MagiC 5.11
 ------------------------------------
 3.00  11.02.1997  0.19  3.99
 ------------------------------------
```

Please Cc reply through e-mail. Thanks

```
-------------------------------------------------------------------
From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK
-------------------------------------------------------------------
 Unsollicited material will be proof-read for $100 USD per word,
 payable within 10 days.  Submission of your advertisement to my
 address constitutes your formal acceptance of these terms.
-------------------------------------------------------------------
 <TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>
```

From -1970029449436918547
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
From: David Knight <D.A.Knight@ncl.ac.uk>
Subject: Re: TOS versions?
Date: 1997/12/08
Message-ID: <D.A.Knight-0812970953410001@horsley.ncl.ac.uk>#1/1
X-Deja-AN: 296230673
References: <656v8ebqa2@cti01.citenet.net> <666eomdfv1@news1.tor.acc.ca>
<66e7sf$2kp$1@toralf.uib.no> <66fbmggpf1@news1.tor.acc.ca>
<66fj4psdl2@news1.tor.acc.ca> <66fjc0$t5l$2@news1.tor.acc.ca>
Organization: University of Newcastle upon Tyne
Newsgroups: comp.sys.atari.programmer

In article <66fjc0$t5l$2@news1.tor.acc.ca>, q-funk@citenet.net
(Martin-Eric Racine) wrote:

```
>  MagiC 5.11
>  ------------------------------------
>  3.00  11.02.1997  0.19  3.99
>  ------------------------------------
```

Well unless something has changed since Magic 5.03 then the Tos version
for it depends on the machine you are running on. On a Falcon Magic
always returns a Tos version of 4.00, I assume the 3.00 is what is
returned on an ST/TT.

David

From -7375238204696371288
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ede8c50002e27fbe
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: ST:does it have sprites or P/M graphics?
Date: 1997/12/08
Message-ID: <66gvqu$j7o@balaena.bio.vu.nl>#1/1
X-Deja-AN: 296275948
References: <66bupq$5kr$1@triglav.iwaynet.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

dklugh@iwaynet.net wrote:

: I downloaded a "Space War" type game and the programmer talked about
: how he used his own sprite routines instead of the TOS ones.
: So does what are the capabilities of ST sprites and why would you use
: a TOS sub-routine to access them.Does TOS emulate sprites?

A part of the old ST TOS (was it?) called line-A used to have some
routines for simple sprites. These are software sprites though, not
hardware ones like on the C64 or Amiga. The line-A routines are probably
quite fast on a plain old ST, but newer machines (Falcon, TT, Atari clones)
don't support them any more, so using them is no longer reccomended.
You should use either the VDI blitting routines or write your own using
the hardware blitter (STE, TT, Falcon) or software routines
(you'd have to write one seperately for each video mode).
Actually, writing a blitting routine isn't very hard when you know
68k assembly, should take just a few lines of code...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

panic: kernel trap (ignored)

From 1292079837276111538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2eeb28085f7a1bf8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2eeb28085f7a1bf8
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2eeb28085f7a1bf8
X-Google-Attributes: gid109a67,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: read a signum II-file on a PC
Date: 1997/12/08
Message-ID: <66gv7h$j7o@balaena.bio.vu.nl>#1/1
X-Deja-AN: 296275949
References: <348A0788.1761@pflaphy.pph.univie.ac.at>
Followup-To: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Peter Christof-Dirry (petzi@pflaphy.pph.univie.ac.at) wrote:

: Is there any possibility to transfer/read a 70-pages text-file written
: with
: signum II (on an atari 1040st) to/on a PC ? Is there any emulator to read
: the atari-formatted disk (3,5"). At least we would need an ascii-file.

The disk-format shouldn't be a problem, Atari uses PC-formatted disks.
You'd have to run an emulator with Signum to convert the text files
to ASCII though, or use a converter (does one exist?) or find someone
with an ST and Signum II (ahem, that migh actually be me...) to convert the
files for you.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
---

panic: kernel trap (ignored)

From -3201163534623780012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ede8c50002e27fbe
X-Google-Attributes: gid1115ce,public
From: Eonic Man <eonicman@erols.com>
Subject: Re: ST:does it have sprites or P/M graphics?

Date: 1997/12/08
Message-ID: <348C0AB2.947FB26B@erols.com>#1/1
X-Deja-AN: 296281701
References: <66bupq$5kr$1@triglav.iwaynet.net>
To: dklugh@iwaynet.net
X-Complaints-To: abuse@erols.com
X-Trace: winter.news.erols.com 881592996 11368 207.172.192.53 (8 Dec 1997 14:56:36 GMT)
Organization: Erol's Internet Services
Newsgroups: comp.sys.atari.programmer

dklugh@iwaynet.net wrote:
>
> I downloaded a "Space War" type game and the programmer talked about how he used his own sprite routines instead of the TOS ones.So does what are the capabilities of ST sprites and why would you use a TOS sub-routine to access them.Does TOS emulate sprites?
> Are they like the Atari's Player/Missile graphics (which aren't technicaly sprites) or like Commodore's MOBs?

It would be nice if there was a system level Sprite "maybe Programmable Animated PNG". This way the programmer can create a desktop clock (perhaps like the corner clocks on television in the morning). The clock would grab the immediate and five day weather information for the location that the user is connecting from and the time information off the internet, then it would draw a small sun, or moon and its appearance would change as the time changes, depending on the time of sun rise sun set. It would utilize that 5 day forecast to know which png files to display. There would be different ones depending upon whether it was going to snow, rain, etc. It could possibly also have alarm capability loading in a multimedia file (wav, picture, animation or etc.) to alert or remind you. It can even have a min/hour based auto shutdown. You indicate to it that you only want to be on the computer for 1hr 15 min. remind me of autoshutdown 20 minutes before shutdown dialogue appears. After reminding you that shutdown in 20 min. and you click on OK, or 5 sec. pass and the dialogue box closes. The program takes over and closes all files (perhaps copying the memory and current program status information to a compressed file on the harddrive for rapid resume on next bootup), disconnects from all connects and properly prepares computer for being turned off.

The sprites can also be used for animated buttons, Animated media players, like a dancing CD player. You can have little objects come out and give you reminder messages. Take the sticky notes to the next level. You can even add audio sample support so that general midi instruments sounds can be used to notify you via SAM. You can record you voice to a reminder object and when it appears. it can write "Incoming Reminder. I would just like to see a computer that was more alive (so to speak).

From -1878601894446298415
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,100a247c3a668bea,start

X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Help -- Lattice C 5.6 Error 21: Illegal use of aggregate
Date: 1997/12/08
Message-ID: <348c36ce.6704503@news.tmisnet.com>#1/1
X-Deja-AN: 296345488
Distribution: world
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

My ambitious little database program has grown to 44K after
compiling, causing Lattice C to complain about the placement
of relocatable data more than 32K away from the statement
using the data.

So I've decided to use the 'make' feature (instead of just
#including all the source files together). The big problem:
this code fragment that used to compile perfectly now
causes Error 21: Illegal Use of Aggregate. Adding insult
to injury, it also complains about an 'ELSE without
associated IF.'

```
/* Code Fragment */

if( preferences[ PREF_SMF_YES ].ob_state & SELECTED )
  { result = form_dial( FMD_GROW, DIAL_ORIGIN, DIAL_ORIGIN,
                 DIAL_ORIGIN, DIAL_ORIGIN, x, y, w, h ) ;
  }
else
  /* Do Nothing */ ;

/* End of Code Fragment */
```

I'd appreciate any help in solving the problem!

-- George Crissman
-- strads@tmisnet.com

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From -5867544238699377976
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,c29b2d4abd313509,start
X-Google-Attributes: gid1115ce,public
From: "Vendome" <mvendome@club-internet.fr>
Subject: atari portfolio
Date: 1997/12/08

Message-ID: <66hh7l$bb7$1@newsfeeds.grolier.fr>#1/1
X-Deja-AN: 296350320
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: Grolier Interactive Europe
Newsgroups: comp.sys.atari.programmer

je recherche:
- un cable portfolio-pc
- une carte m⍰moire
- un portfolio, si configuration compl⍰te
- d'autres accessoires.

Faire offre sur mvendome@club-internet.fr,
     Merci

From -4682705785891008579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d94d2fd2ea6586a5,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd79,d94d2fd2ea6586a5,start
X-Google-Attributes: gid10fd79,public
X-Google-Thread: f43e4,d94d2fd2ea6586a5,start
X-Google-Attributes: gidf43e4,public
X-Google-Thread: 100a3b,d94d2fd2ea6586a5,start
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,d94d2fd2ea6586a5,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 111971,d94d2fd2ea6586a5,start
X-Google-Attributes: gid111971,public
X-Google-Thread: 109a67,d94d2fd2ea6586a5,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10e1c3,d94d2fd2ea6586a5,start
X-Google-Attributes: gid10e1c3,public
From: Paul Saunders <psaunders@pacbelll.net>
Subject: Wow! Greatest Atari Site!!!
Date: 1997/12/08
Message-ID: <348C6144.FD49F550@pacbelll.net>#1/1
X-Deja-AN: 296385440
Distribution: world
X-Priority: 3 (Normal)
Organization: Pacific Bell Internet Services
Newsgroups:
rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.video.arcade,rec
.games.video.advocacy,rec.games.video,comp.sys.atari.st.tech,comp.sys.atari.st,com
p.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

have you guys seen this Atari site? its like incredible! It has

everything there: atari 8-bit computers, Atari St computers, all of the Atari video games and even arcade games!!! But the best part are all of the hundreds of prototype systems, stuff I don't think anybody has ever seen before, man this place is like the best, everyone should check it out

Atari prototype systems (something like that)
http://www.atari.nu

this place is amazing!!!

From 3018157171706930207
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,190a460be65ef0d2,start
X-Google-Attributes: gid1115ce,public
From: "Phil Costantinou" <pcostantinou@icthomasson.com>
Subject: atari trackball
Date: 1997/12/08
Message-ID: <01bd0422$b749ace0$059c41cf@pconstantinou.isdn.net>#1/1
X-Deja-AN: 296388399
Newsgroups: comp.sys.atari.programmer

I've got an Atari CX22 trackball that I bought for a C-64 several years ago that I would like to use with
my IBM compatible; it would be great for my kids to use rather than the difficult to grasp and
operate mouse.

Has anyone ever tried connecting the trackball to the PC serial port, and if so, are there any instructions or
drivers available to interface with it?

Please reply to me at adillon@icthomasson.com

Thanks for any and all help.

Phil Costantinou

From 2676252009037442471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ede8c50002e27fbe
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: ST:does it have sprites or P/M graphics?
Date: 1997/12/08

Message-ID: <19971208191813809 56@zetnet.co.uk>#1/1
X-Deja-AN: 296403642
References: <66bupq$5kr$1@triglav.iwaynet.net> <348C0AB2.947FB26B@erols.com>
Newsgroups: comp.sys.atari.programmer

> The sprites can also be used for animated buttons, Animated media players,
> like a dancing CD player. You can have little objects come out and give you

Dont use present tense for something possible for the future - people might
get confused and think you are saying that this can be done.

> reminder messages. Take the sticky notes to the next level. You can even add
> audio sample support so that general midi instruments sounds can be used to
> notify you via SAM. You can record you voice to a reminder object and when it

SAM does not support MIDI, or GM. However, this sort of reminder is exactly
what SAA's are for...

Anthony

--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From 3152293402259594433
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d94d2fd2ea6586a5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd79,d94d2fd2ea6586a5
X-Google-Attributes: gid10fd79,public
X-Google-Thread: f43e4,d94d2fd2ea6586a5
X-Google-Attributes: gidf43e4,public
X-Google-Thread: 10e1c3,d94d2fd2ea6586a5
X-Google-Attributes: gid10e1c3,public
X-Google-Thread: 100a3b,d94d2fd2ea6586a5
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,d94d2fd2ea6586a5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d94d2fd2ea6586a5
X-Google-Attributes: gid109a67,public
X-Google-Thread: 111971,d94d2fd2ea6586a5
X-Google-Attributes: gid111971,public
From: tony@no.spam
Subject: Re: Wow! Greatest Atari Site!!!

Date: 1997/12/08
Message-ID: <66hu15qfn1@baygull.rtd.com>#1/1
X-Deja-AN: 296430854
References: <348C6144.FD49F550@pacbelll.net>
Distribution: world
Organization: RTD Internet Access
Newsgroups:
rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.video.arcade,rec.games.video.advocacy,rec.games.video,comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In rec.games.video.arcade.collecting Paul Saunders <psaunders@pacbelll.net> wrote:
: have you guys seen this Atari site? its like incredible! It has
: everything there: atari 8-bit computers, Atari St computers, all of the
: Atari video games and even arcade games!!! But the best part are all of
: the hundreds of prototype systems, stuff I don't think anybody has ever
: seen before, man this place is like the best, everyone should check it
: out

: Atari prototype systems (something like that)
: http://www.atari.nu

: this place is amazing!!!

When I checked it out, the *arcade* page dealt with released Atari games.
I was expecting info on proto games.

Maybe I was missing something ?

Tony

Tony Jones, Portland OR Reply-To: tony@rtd[DOT]com
FAQ maintainer for rec.games.video.arcade.{collecting, marketplace}

From 7666157947806573554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,15b125947638da4d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,15b125947638da4d,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,15b125947638da4d,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: The Revenge Of The Ghost Of The Son Of ICTARI
Date: 1997/12/08
Message-ID: <78581505_000034_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 296480225
X-NNTP-Posting-Host: elis.demon.co.uk [194.222.41.182]
X-Sender: NEWSwatch v1.30 (Atari)

Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk (G Greenway)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here we go again.

Issue 51 of ICTARI is now available at the usual place:

http://www.elis.demon.co.uk/ictari/ictari.htm

For those who don't know, ICTARI is the monthly(ish) disk-zine for Atari programmers at all levels. It also needs help in the form of contributions to survive.

This one's actually quite good, there a couple of "scoops" in the form of a letter about GEMMA from Paul Jones, it's creator, and the Cadenza Address Book with full sources. Thanks to all the folk with STOS WEB-sites, they were really useful for answering the queries of our latest subscriber. Tell your 'net-disenfranchised friends.

Have Fun,
"Augeas"

--

```
 _ _________________________          _    _   _    _   _____
/ \                         \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
\/__\  ________________________\__    H  | |\\| | | |\/| | |  ___|   THE
     \/ \                        \      | | \  | | |  | | | |___
      \_/________________________/   E  |_|  \_| |_|  |_| |_____|  ENEMY
```

From -8087749389833442720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d31d3addc43a74c,start
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Nationality Codes
Date: 1997/12/09
Message-ID: <66j9i7$rj9$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 296565469
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

Does anyone have a list of Country Identifiers for the Atari?

It is held in _sysbase+$1C pre-TOS 4 and in the _AKP cookie otherwise.

I have got the table provided in the Atari A-Z but it looks as though
Profile and Sysinfo have different ideas about what value corresponds
with what country.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

From -9211524200734727057
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d31d3addc43a74c
X-Google-Attributes: gid1115ce,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: Re: Nationality Codes
Date: 1997/12/09
Message-ID: <66jo5i$1b7$1@news1.tor.acc.ca>#1/1
X-Deja-AN: 296621958
References: <66j9i7$rj9$1@roch.zetnet.co.uk>
X-Complaints-To: usenet@news1.tor.acc.ca
X-Trace: news1.tor.acc.ca 881681394 1383 (None) 142.154.153.78
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer

On 9 Dec 1997 11:20:39 , Roger Cain wrote:
  Does anyone have a list of Country Identifiers for the Atari?

  It is held in _sysbase+$1C pre-TOS 4 and in the _AKP cookie otherwise.

  I have got the table provided in the Atari A-Z but it looks as though
  Profile and Sysinfo have different ideas about what value corresponds
  with what country.

AES LANGUAGE (AES 4.1 & up) codes as follow:

0=English
1=German
2=French
3= (reserved)
4=Spain
5=Italy
6=Sweden

<HTML>
<TITLE>LANGUAGE - OS Conf. and _AKP</TITLE>
<TABLE BORDER=1>

```
<TR><TH>
<CENTER>
<I><B><FONT SIZE=1 >os_conf</FONT></B></I><B><FONT SIZE=1  FACE="Arial"> &gt;&gt;
1</FONT></B>
</CENTER>
</TH><TH><B><FONT SIZE=2 >Country</FONT></B></TH>
</TR>
<TR><TD>
<CENTER>
0
</CENTER>
</TD><TD><FONT SIZE=2>USA</FONT>
</TD></TR>
<TR><TD>
<CENTER>
1
</CENTER>
</TD><TD><FONT SIZE=2>Germany</FONT>
</TD></TR>
<TR><TD>
<CENTER>
2
</CENTER>
</TD><TD><FONT SIZE=2>France</FONT>
</TD></TR>
<TR><TD>
<CENTER>
3
</CENTER>
</TD><TD><FONT SIZE=2>United Kingdom</FONT>
</TD></TR>
<TR><TD>
<CENTER>
4
</CENTER>
</TD><TD><FONT SIZE=2>Spain</FONT>
</TD></TR>
<TR><TD>
<CENTER>
5
</CENTER>
</TD><TD><FONT SIZE=2>Italy</FONT>
</TD></TR>
<TR><TD>
<CENTER>
6
</CENTER>
</TD><TD><FONT SIZE=2>Sweden</FONT>
</TD></TR>
<TR><TD>
<CENTER>
7
</CENTER>
```

```
</TD><TD><FONT SIZE=2>Switzerland (French)</FONT>
</TD></TR>
<TR><TD>
<CENTER>
8
</CENTER>
</TD><TD><FONT SIZE=2>Switzerland (German)</FONT>
</TD></TR>
<TR><TD>
<CENTER>
9
</CENTER>
</TD><TD><FONT SIZE=2>Turkey</FONT>
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<TR><TD>
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</CENTER>
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11
</CENTER>
</TD><TD><FONT SIZE=2>Norway</FONT>
</TD></TR>
<TR><TD>
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12
</CENTER>
</TD><TD><FONT SIZE=2>Denmark</FONT>
</TD></TR>
<TR><TD>
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13
</CENTER>
</TD><TD><FONT SIZE=2>Saudi Arabia</FONT>
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<TR><TD>
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14
</CENTER>
</TD><TD><FONT SIZE=2>Holland</FONT>
</TD></TR>
<TR><TD>
<CENTER>
15
</CENTER>
</TD><TD><FONT SIZE=2>Czechoslovakia</FONT>
</TD></TR>
<TR><TD>
<CENTER>
16
```

```
</CENTER>
</TD><TD><FONT SIZE=2>Hungary</FONT>
</TD></TR>
<TR><TD>
<CENTER>
127
</CENTER>
</TD><TD><FONT SIZE=2>All countries are supported. As of <B>TOS</B> 4.0 the OS is
compiled with text for all languages and switches between them based on the
country code stored in non-volatile RAM. </FONT>
Use the '_AKP' cookie to determine the actual language in use.
</TD></TR>
<TR><TD>
<CENTER>
 
</CENTER>
</TD><TD><FONT SIZE=2>Proposed additons (Croatia, Poland) by Martin-Eric Racine</
FONT>
</TD></TR>
<TR><TD>
<CENTER>
17
</CENTER>
</TD><TD><FONT SIZE=2>Croatia</FONT>
</TD></TR>
<TR><TD>
<CENTER>
18
</CENTER>
</TD><TD><FONT SIZE=2>Poland</FONT>
</TD></TR>
</TABLE>
</HTML>

-----------------------------------------------------------------
From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK
-----------------------------------------------------------------
 Unsollicited material will be proof-read for $100 USD per word,
 payable within 10 days.  Submission of your advertisement to my
 address constitutes your formal acceptance of these terms.
-----------------------------------------------------------------
 <TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>



From 5366372375839740484
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,141dea1045ad1257
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,f6f3be1bb31330cc
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f6f3be1bb31330cc
```

X-Google-Attributes: gid1115ce,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: Re: TOS versions?
Date: 1997/12/09
Message-ID: <66jofi$1nc$3@news1.tor.acc.ca>#1/1
X-Deja-AN: 296621961
References: <656v8ebqa2@cti01.citenet.net> <666eomdfv1@news1.tor.acc.ca>
<66e7sf$2kp$1@toralf.uib.no> <66fbmggpf1@news1.tor.acc.ca>
<66fj4psdl2@news1.tor.acc.ca> <66fjc0$t5l$2@news1.tor.acc.ca>
<1997120819322580956@zetnet.co.uk>
Followup-To: comp.sys.atari.programmer
X-Complaints-To: usenet@news1.tor.acc.ca
X-Trace: news1.tor.acc.ca 881681714 1772 (None) 142.154.153.78
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

Could anyone fill in the blanks below (add if necessary)?
I'm especially interrested in DOS/AES versions for each.
Thanks to those who already provided some answers! ;-)

NOTE: followups to: "comp.sys.atari.programmer"

TOS	Date	GEMDOS	AES		
0.99	-1985			Disc	??
1.00	11-20-1985	0.13	1.20	ROM	
1.00	06-02-1986				??
1.02	04-22-1987	0.13	1.20	ROM	
1.04	08-08-1988	0.15	1.30	Disc	??
1.04	04-06-1989			ROM	
1.06					
1.62	01-01-1990	0.17	1.40		
2.02					
2.05					
2.06	11-14-1991	0.20	3.20		
3.00					
3.01					
3.05	12-05-1990	0.19	3.10	ROM	
4.00				Disc	??
4.01					
4.02					
4.04	03-08-1993	0.30	3.40	ROM	
4.92	06-22-1993	0.30	4.10	Disc	(AES is NOT AES41.SYS)

MultiTOS
4.00
4.10

```
-----------------------------------

N.AES 1.1.0
-----------------------------------
                        4.10
-----------------------------------

MagiC 5.11
-----------------------------------
x.xx  11.02.1997  0.19  3.99        (TOS is ROM version)
-----------------------------------

Please Cc reply through e-mail also. Thanks

-------------------------------------------------------------------
From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK
-------------------------------------------------------------------
 Unsollicited material will be proof-read for $100 USD per word,
 payable within 10 days.  Submission of your advertisement to my
 address constitutes your formal acceptance of these terms.
-------------------------------------------------------------------
 <TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>



From -2744425791335023108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f24f78c7af0ee45
X-Google-Attributes: gid1115ce,public
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Subject: Re: Alpha Sorting
Date: 1997/12/09
Message-ID:
<Pine.LNX.3.96.971209154307.23199A-100000@servalan.ecs.soton.ac.uk>#1/1
X-Deja-AN: 296627504
References: <Pine.SUN.3.95q.971207121431.4054A-100000@ganymede.cs.mun.ca>
Organization: Electronics and Computer Science, University of Southampton
Newsgroups: comp.sys.atari.programmer


On Sun, 7 Dec 1997, Scott Harris wrote:

Why not have 2 arrays, one containing the strings, and one containing the
number of that record, e.g.

  Array1   Array2
 ======== ========
   1      "string"
   2      "string"
   3        ...
   4        ...
```

Then something like:

```
flag=TRUE
while(flag=TRUE)
  {
  flag=FALSE
  for(n=0 to size of Array1-2)
    {
    if Array2(n)>Array2(n+1)
    then
      flag=TRUE
      swap(Array1(n),Array1(n+1)
      swap(Array2(n),Array2(n+1)
    endif
    }
  }
```

Sorry about the strange mixture of C and Basic, but I haven't used GFA Basic before.

At the end you will have the strings in Array2 sorted alphabetically, and Array1 will still hold the corresponding record numbers. Obviously, I'm assuming that direct string comparisions can be used (they probably can't), and that swap is a valid part of the language (it probably isn't). You may have to implemnt these yourself.

The key things to remember are that when you move the contents in Array1 you must also move the contents of Array2.

The flag ensures that the sorting process continues until all the records have been compared.

Hope it helps.

> Hey everyone,
>
> Anyone got any code on how to aplphabetical sort strings in GFA BASIC. I
> can do it with the QSORT command but I'm loading the strings from a file
> and need to remember where they were located in the file. I need to do it
> through some sort of looping testing for the string with the smallest
> ascII number. When that number is found then remember what record # it was
> located in and then continue compareing. Once all the strings have been
> compared, then I should have some sort of array hold the order in which
> the records should be sorted. Then all I have to do is call the records
> in the order of the sorted array and resave em.
>
> Jeez this sounds easy enough but I can't seem to get the order of records
> to remain in an array proper.
>
> Any Ideas?

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

From 7280378999146260885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d94d2fd2ea6586a5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd79,d94d2fd2ea6586a5
X-Google-Attributes: gid10fd79,public
X-Google-Thread: f43e4,d94d2fd2ea6586a5
X-Google-Attributes: gidf43e4,public
X-Google-Thread: 1115ce,d94d2fd2ea6586a5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 111971,d94d2fd2ea6586a5
X-Google-Attributes: gid111971,public
X-Google-Thread: 100a3b,d94d2fd2ea6586a5
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 10e1c3,d94d2fd2ea6586a5
X-Google-Attributes: gid10e1c3,public
X-Google-Thread: 109a67,d94d2fd2ea6586a5
X-Google-Attributes: gid109a67,public
From: Curt Vendel <webmaster@atari.nu>
Subject: Re: Wow! Greatest Atari Site!!!
Date: 1997/12/09
Message-ID: <348D711F.4C83F788@atari.nu>#1/1
X-Deja-AN: 296649035
Distribution: world
References: <348C6144.FD49F550@pacbelll.net> <66hu15qfn1@baygull.rtd.com>
To: tony@no.spam
X-Priority: 3 (Normal)
Organization: The Atari Prototypes Site: www.atari.nu
Newsgroups:
rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.video.arcade,rec.games.video.advocacy,rec.games.video,comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Hi Tony,

I appreciate all the enthusiasm my site seems to have generated. I'm currently weak in the arcade area so its just beginning to evolve and I'm just beginning to make connections with people in regards to un-released and in-house Atari arcade projects, expect to see images and information on prototype and unreleased arcade equipment from Atari in the near future, I apologize that there isn't anything mysterious and exciting in that section as of yet, I hope you liked the rest of the site, take care and happy holidays.

Curt

From 4092707387980186023
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d31d3addc43a74c
X-Google-Attributes: gid1115ce,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: Re: Nationality Codes
Date: 1997/12/09
Message-ID: <66kcm4$3no$1@news1.tor.acc.ca>#1/1
X-Deja-AN: 296710240
References: <66j9i7$rj9$1@roch.zetnet.co.uk>
X-Complaints-To: usenet@news1.tor.acc.ca
X-Trace: news1.tor.acc.ca 881702404 3832 (None) 142.154.153.78
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer

On 9 Dec 1997 11:20:39 , Roger Cain wrote:
> Does anyone have a list of Country Identifiers for the Atari?
>
> It is held in _sysbase+$1C pre-TOS 4 and in the _AKP cookie otherwise.
>
>AES LANGUAGE (AES 4.1 & up) codes as follow:

0=English 1=German 2=French
3=(reserved)4=Spain 5=Italy
6=Sweden

Thanks for this Martin-Eric. I have just realised that there are, in fact, TWO language codes for the Atari. There is the OS code in _sysbase and _AKP and there is also the AES Lang Code.

1. It is different from the AES codes above - 0 means "USA" and 3 means "UK".

AES Language code 3 doesn't exist, because US and UK both speak english. appl_getinfo(AES_LANGUAGE) returns the AES language.

However, OS Code and _AKP return the actual country, which is different from AES Language because each country has different preferences on the keyboard layout and video hardware (thus why you find it in _AKP).

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

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 <TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From -6949697783857433516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,100a247c3a668bea
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: Help -- Lattice C 5.6 Error 21: Illega
Date: 1997/12/09
Message-ID: <66ksg9$idj@nntp02.primenet.com>#1/1
X-Deja-AN: 296778020
References: <348c36ce.6704503@news.tmisnet.com>
Organization: JR Enterprises
X-Posted-By: @206.165.20.120 (rojewski)
Newsgroups: comp.sys.atari.programmer

On 8 Dec 1997 18:12:35 , George Crissman wrote:
>My ambitious little database program has grown to 44K after
>compiling, causing Lattice C to complain about the placement
>of relocatable data more than 32K away from the statement
>using the data.
>
>So I've decided to use the 'make' feature (instead of just
>#including all the source files together). The big problem:
>this code fragment that used to compile perfectly now
>causes Error 21: Illegal Use of Aggregate. Adding insult
>to injury, it also complains about an 'ELSE without
>associated IF.'
>
>/* Code Fragment */
>
>if(preferences[PREF_SMF_YES].ob_state & SELECTED)
> { result = form_dial(FMD_GROW, DIAL_ORIGIN, DIAL_ORIGIN,
>   DIAL_ORIGIN, DIAL_ORIGIN, x, y, w, h) ;
> }
>else
> /* Do Nothing */ ;
>
>/* End of Code Fragment */
>
>I'd appreciate any help in solving the problem!
>
Make sure the if is followed by a space: if (pref...

That might help.
John

*
* John Rojewski   email: rojewski@primenet.com

*   http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From 7600447576372796690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: TOS versions?
Date: 1997/12/10
Message-ID: <881722831.6629.0.nnrp-09.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 296795743
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
References: <D.A.Knight-0812970953410001@horsley.ncl.ac.uk>
Organization: home
Newsgroups: comp.sys.atari.programmer

On 8 Dec 1997 09:53:41 , David Knight wrote:
> In article <66fjc0$t5l$2@news1.tor.acc.ca>, q-funk@citenet.net
> (Martin-Eric Racine) wrote:
>
> > MagiC 5.11
> > ------------------------------------
> > 3.00 11.02.1997 0.19 3.99
> > ------------------------------------
>
> Well unless something has changed since Magic 5.03 then the Tos version
> for it depends on the machine you are running on. On a Falcon Magic
> always returns a Tos version of 4.00, I assume the 3.00 is what is
> returned on an ST/TT.

I think it's more a case of Magic is looking at the machine it's being used
on and adapting it's TOS version to match. It seems this way since I use
Magic 5.11 on an STE and, although the date, GEMDOS and AES versions are the
same, it returns TOS 2.00

Regards,
      David   E-Mail :- dbolt@my-ste.demon.co.uk

/***\
*   *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
*   *
***/

From 1575330577152970666
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,3f24f78c7af0ee45
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: Alpha Sorting
Date: 1997/12/10
Message-ID: <881722835.6629.1.nnrp-09.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 296795744
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
References: <Pine.SUN.3.95q.971207121431.4054A-100000@ganymed
Organization: home
Newsgroups: comp.sys.atari.programmer

On 7 Dec 1997 12:23:42 , Scott Harris wrote:
>
> Hey everyone,
>
> Anyone got any code on how to aplphabetical sort strings in GFA BASIC. I
> can do it with the QSORT command but I'm loading the strings from a file
> and need to remember where they were located in the file. I need to do it
> through some sort of looping testing for the string with the smallest
> ascII number. When that number is found then remember what record # it was
> located in and then continue compareing. Once all the strings have been
> compared, then I should have some sort of array hold the order in which
> the records should be sorted. Then all I have to do is call the records
> in the order of the sorted array and resave em.
>
> Jeez this sounds easy enough but I can't seem to get the order of records
> to remain in an array proper.
>
> Any Ideas?

Try using a second array as the pointers to the strings in the first. That
way you can do tests on the string array, but only swap the elements of the
numeric array. Try this:

```
' Shell sort using an array as the index
'
' n&            number of entries
' si&           temp, used by routine
' f!            flag for swap, used by routine
' i&            temp, used by routine
'
' sort.me&()    index array
' s$()          string array, contains data to sort
'
PROCEDURE sort.array.using.index(n&)
  local si&,f!,i&
  FOR i&=1 TO n&
    sort.me&(i&)=i&-1  ! use '=i&' if you use OPTION BASE 1
  NEXT i&
  si&=n&
  DO
```

```
    si&=DIV(si&,2)
    EXIT IF si&=0
    REPEAT
      f!=0
      FOR i&=1 TO n&-si&
        IF s$(sort.me&(i&))>s$(sort.me&(i&+si&))
          SWAP sort.me&(i&),sort.me&(i&+si&)
          f!=1
        ENDIF
      NEXT i&
    UNTIL f!=0
  LOOP
RETURN
```

After calling the sort, you will be left with the unsorted array s$() and a 'sorted' array s$(sort.me&()). To find the raw record #, go directly to s$() and to find the sorted record #, go via sort.me&()

Finally, when saving the 'sorted' data, try this:

```
PROCEDURE save.the.sorted.data(filename.to.save.data.to$,n&)
  LOCAL i&
  OPEN "o",#99,filename.to.save.data.to$
  FOR i&=1 TO n&
    PRINT #99,s$(sort.me&(i&))
  NEXT i&
  CLOSE #99
RETURN
```

Hope this helps.

Regards,

David E-Mail :- dbolt@my-ste.demon.co.uk

```
/*********************************************************\
*                                                         *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
*                                                         *
\*********************************************************/
```

From -3863781964735089202
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2813d33a6f396297
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: How to Reconfigure Atari Mouse
Date: 1997/12/10
Message-ID: <348d89c8.6003572@news.demon.co.uk>#1/1
X-Deja-AN: 296805525
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <Pine.SUN.3.95q.971206212436.13627C-100000@ganymede.cs.mun.ca>

Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Sat, 6 Dec 1997 21:30:10 -0330, Scott Harris <harris@cs.mun.ca>
wrote:

>
>Hey ye all,
>
> I know this is not the place to post this but I always post to
>this new group with GFA questions and find someone has the answer every
>time. Jeez atarians must be the samrtest people in the world :)
>
> Anyhow I've just been given an old relic, an Hewlett Packard 286,
>Go ahead laugh but it was free and I don't have any other DOS operating
>system machines, all atari's. So on with the question.
>
> I don't have a mouse for it but I've dozens of atari mice kicking
>araound. How come it won't work with the 286.

iirc, the PC back then had two sorts: bus mice and serial mice, serial
being the most common I think - which don't have a lot in common with
atari mice (again iirc!).

>Does anyone know how to
>re-wire the mouse to woek the 286?

This being the programming group, here's a really daft idea ...

... someone could always write a little utility so that the atari
serial port sent the required PC serial mouse info when the atari
mouse was moved on the atari. Well, I did say it was daft!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -187169290349554471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,100a247c3a668bea
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Help -- Lattice C 5.6 Error 21: Illegal use of aggregate
Date: 1997/12/10
Message-ID: <348e8cc4.6767150@news.demon.co.uk>#1/1
X-Deja-AN: 296805526
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]

References: <348c36ce.6704503@news.tmisnet.com>
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Mon, 08 Dec 1997 18:12:35 GMT, strads@tmisnet.com (George Crissman) wrote:

>My ambitious little database program has grown to 44K after
>compiling, causing Lattice C

I don't use lattice. Nevertheless some of the following will be relevent.

>to complain about the placement
>of relocatable data more than 32K away from the statement
>using the data.

PC relative code generation is limited to a maximum of a 32K offset in either direction from the "base". The base can be "code" or "data". This varies from compiler to compiler but most can be told to turn off one or both options for any particular module. In your case it sounds like you need to turn off PC relative data addressing in the module attempting (and failing) to reach the data.

The other solution is to rearrange the module linking order so that the source and target fall within 32K of each other. Not recommended until an application is completed because you usually end up spending more time juggling modules about than code writing!

>So I've decided to use the 'make' feature (instead of just
>#including all the source files together).

Good. It is not unusual for a compiler to posess an upper limit to "compilation units". Lots of smaller source code modules are better than one big one, plus it compiles faster!

>The big problem:
>this code fragment that used to compile perfectly now
>causes Error 21: Illegal Use of Aggregate. Adding insult
>to injury, it also complains about an 'ELSE without
>associated IF.'

Pity I don't know what Lattice means by "Aggregate" but I'll make an educated guess that this is a preprocessing problem of some sort. See if there's an option to dump the output of the preprocessor to a file and examine it.

```
>/* Code Fragment */
>
>if( preferences[ PREF_SMF_YES ].ob_state & SELECTED )
>  { result = form_dial( FMD_GROW, DIAL_ORIGIN, DIAL_ORIGIN,
>                  DIAL_ORIGIN, DIAL_ORIGIN, x, y, w, h ) ;
```

```
>  }
>else
>  /* Do Nothing */ ;
```

There's nothing actually wrong here. Therefore it stands to reason that the compiler cannot moan about the else/if - but it does. This leaves the conclusion that the compiler is not seeing what you've written and this problem is almost always because CPP has changed what you've written into something else. Bear in mind also that just because the problem is noticed here, the fault might be quite a lot earlier.

The other common reason is a missing brace so that the "else" falls out of scope with its intended "if". I dismiss this here because you say it was ok before.

```
>
>/* End of Code Fragment */
```

You might find CPP has done something like this:

```
if (preferences[].ob_state)
```

...or ...

```
{result=form_dial(FMD_GROW,,,,,x,y,w,h);}
```

>I'd appreciate any help in solving the problem!

If there isn't an option for seeing the preprocessor (CPP) output then look up how #assert can be used.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 4593938775465245767
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2eeb28085f7a1bf8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2eeb28085f7a1bf8
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2eeb28085f7a1bf8
X-Google-Attributes: gid109a67,public
From: John Clark <JonClark@consltec.demon.co.uk>
Subject: Re: read a signum II-file on a PC
Date: 1997/12/10
Message-ID: <QvQ$3AAVesj0Ewwe@consltec.demon.co.uk>#1/1

X-Deja-AN: 297002553
References: <348A0788.1761@pflaphy.pph.univie.ac.at>
<66gv7h$j7o@balaena.bio.vu.nl>
Distribution: world
X-NNTP-Posting-Host: consltec.demon.co.uk [158.152.246.56]
Organization: consltec
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <66gv7h$j7o@balaena.bio.vu.nl>, Levien van Zon
<lvzon@bio.vu.nl> writes
>Peter Christof-Dirry (petzi@pflaphy.pph.univie.ac.at) wrote:
>
>: Is there any possibility to transfer/read a 70-pages text-file written
>: with
>: signum II (on an atari 1040st) to/on a PC ? Is there any emulator to read
>: the atari-formatted disk (3,5"). At least we would need an ascii-file.
>
>The disk-format shouldn't be a problem, Atari uses PC-formatted disks.
>You'd have to run an emulator with Signum to convert the text files
>to ASCII though, or use a converter (does one exist?) or find someone
>with an ST and Signum II (ahem, that migh actually be me...) to convert the
>files for you.
>
>   -=Levjenno
>
>
>------
>Levien van Zon (lvzon@bio.vu.nl)
>MALEB Homepage: http://huizen.dds.nl/~levjenno/
>(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
>------
>
>panic: kernel trap (ignored)
I have no familiarity with Signum, as my Word processor is Calligrapher
(I'm happy with it). I transfer files from Calligrapher to Word 6 using
export files as Rich Text Format (RTF). This transfers all WP control
codes, and little is lose. Can Signum save files in RTF format?

John
--
John Clark Phone/Fax/Answer +44 (0) 1400 282570
ConsulTech Phone/Answer +44 (0) 1400 281761
Lincolnshire Mobile 0378 680727
England NG32 2EB

From -6839518544936835193

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: TOS versions?
Date: 1997/12/10
Message-ID: <1997121018263280956@zetnet.co.uk>#1/1
X-Deja-AN: 297289560
References: <D.A.Knight-0812970953410001@horsley.ncl.ac.uk>
<881722831.6629.0.nnrp-09.9e98f145@news.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

> on and adapting it's TOS version to match. It seems this way since I use
> Magic 5.11 on an STE and, although the date, GEMDOS and AES versions are the
> same, it returns TOS 2.00

Magic always returns an AES version of 3.99. I believe that it also returns
a different GEMDOS version to the ROM TOS, as it implements a number of GEMDOS
functions that are not in the earlier versions.

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -2293738526660007790
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2813d33a6f396297
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: How to Reconfigure Atari Mouse
Date: 1997/12/10
Message-ID: <1997121018300980956@zetnet.co.uk>#1/1
X-Deja-AN: 297289561
References: <Pine.SUN.3.95q.971206212436.13627C-100000@ganymede.cs.mun.ca>
<348d89c8.6003572@news.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

> > I don't have a mouse for it but I've dozens of atari mice kicking
> >araound. How come it won't work with the 286.
>
> iirc, the PC back then had two sorts: bus mice and serial mice, serial
> being the most common I think - which don't have a lot in common with

> atari mice (again iirc!).

Yea, correct - although bus mice are all but redundant now (but not in
the days of 286s)

> This being the programming group, here's a really daft idea ...

Here is a slighty more practicle idea - albeit a tad difficult...

There are docs available instructing how to connect an Atari joystick
to a PCs joystick port. It would be feasible (AIUI) to write a mouse
driver for the PC to read from the joystick port and understand the Atari
mouse signals...

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From 7079104048353345505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,100a247c3a668bea
X-Google-Attributes: gid1115ce,public

From: wongck@letterbox.com (William Wong)
Subject: Re: Help -- Lattice C 5.6 Error 21: Illegal use of aggregate
Date: 1997/12/11

Message-ID: <66ne4g$74d@usenet.pa.dec.com>#1/1
X-Deja-AN: 297078392

Distribution: world
References: <348c36ce.6704503@news.tmisnet.com>
Organization: DEC
Newsgroups: comp.sys.atari.programmer

In article <348c36ce.6704503@news.tmisnet.com>, strads@tmisnet.com (George
Crissman) wrote:
>My ambitious little database program has grown to 44K after
>compiling, causing Lattice C to complain about the placement
>of relocatable data more than 32K away from the statement
>using the data.
>

You need to turn off relative addressing and use absolute addressing. Relative
addressing produce a faster code but limit your data to be located up to 32K
offset from current address. Absolute addressing have no such limitation as it

is absolute (You can access all the 14 meg using this).

I do not use Lattice C so I do not know where you set this option but it is normally a compilation option.

```
>to injury, it also complains about an 'ELSE without
>associated IF.'
>
>/* Code Fragment */
>
>if( preferences[ PREF_SMF_YES ].ob_state & SELECTED )
>  { result = form_dial( FMD_GROW, DIAL_ORIGIN, DIAL_ORIGIN,
>                 DIAL_ORIGIN, DIAL_ORIGIN, x, y, w, h ) ;
>  }
>else
>  /* Do Nothing */ ;
>
>/* End of Code Fragment */
>
```

Where is your semicolon at the end of else ?
Try to end your statement and see if it compiles.
I think that's your problem or is it you didn;t include all your code for that if-else statement here?

I would not even use those curly brackets as your IF statement is a simple one. Just as follows :

```
if( preferences[ PREF_SMF_YES ].ob_state & SELECTED )
       result = form_dial( FMD_GROW, DIAL_ORIGIN, DIAL_ORIGIN,
                 DIAL_ORIGIN, DIAL_ORIGIN, x, y, w, h ) ;
```

The "else" is also redundant as it is not doing anything. An optimising compiler will just ignore it as it produce code which do nothing.

Regards
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition


```
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong --- ST user in SINGAPORE  ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com            ||| F030/4Mb/1.3GB/MTOS
 http://probehouse.home.ml.org        / | \486DX66/16Mb/1GB/W95
```


From 4523286432523139773
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 111a55,2eeb28085f7a1bf8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2eeb28085f7a1bf8
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2eeb28085f7a1bf8
X-Google-Attributes: gid109a67,public
From: Alain-Pierre Derennes <AP.Derennes@enst-bretagne.fr>
Subject: Re: read a signum II-file on a PC
Date: 1997/12/11
Message-ID: <348FA69D.5A00@enst-bretagne.fr>#1/1
X-Deja-AN: 297174366
References: <348A0788.1761@pflaphy.pph.univie.ac.at>
<66gv7h$j7o@balaena.bio.vu.nl> <QvQ$3AAVesj0Ewwe@consltec.demon.co.uk>
Organization: ENST de Bretagne
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

John Clark wrote:
> >: Is there any possibility to transfer/read a 70-pages text-file written
> >: with
> >: signum II (on an atari 1040st) to/on a PC ? Is there any emulator to read
> >: the atari-formatted disk (3,5"). At least we would need an ascii-file.

> codes, and little is lose. Can Signum save files in RTF format?

Hi,
Signum II can't save in rtf. The best way we have found is:
1- save all images out of the file and convert them in a pc format
(gemview for example),
2- replace all "stranges" caracters (for example in french all letters
with accent) by a combinaison of caracters never used (I used | for ,
|| for , ||| for , ...),
3- save the file in ascii format; you loose the format of the pages.
4- import your ascii file in word and replace the "stranges" caracters,
5- save your file.
Good luck.
--
****
Les infos ci-dessus, autres que professionnelles, ne peuvent engager mon
employeur
****
Alain-Pierre DERENNES
Ing nieur d'Etude Charg de Communication au
T l com Bretagne
Technopole Brest Iroise Groupe Manche Atlantique de Plong e (GMAP)
BP 832 1er peron port de commerce

29285 BREST Cedex 29200 BREST
Tel: 02 98 00 14 76 Tel: 02 98 43 15 11
Fax: 02 98 00 13 43 Fax: 02 98 44 68 80
email: AP.Derennes@enst-bretagne.fr
****

From -1173734884584888549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d31d3addc43a74c
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Nationality Codes
Date: 1997/12/11
Message-ID: <EL1G1D.KwK@cix.compulink.co.uk>#1/1
X-Deja-AN: 297300053
References: <66j9i7$rj9$1@roch.zetnet.co.uk>
Organization: Immaculate
Newsgroups: comp.sys.atari.programmer

rcain@zetnet.co.uk wrote:
>Does anyone have a list of Country Identifiers for the Atari?
>
>I have got the table provided in the Atari A-Z but it looks as though
>Profile and Sysinfo have different ideas about what value corresponds
>with what country.
Hi Roger.

Trust PROFILE 2 and the A-Z :-)
PROFILE 2.2 is the most comprehensive and accurate program of its kind.
Sysinfo can't always be reied upon.

As far as a list of codes is concerned PROFILE 2 and the Atari A-Z should agree and *are* right. But please note, PROFILE 2 always reports what it finds not what the user expects it to find!

PROFILE 2 gets its country origins from 2 different places as you know and it depends on which page you are loking at for the results - page 1 for sysinfo and cookie page for _AKP. In addition there is also the NVRAM settings (where applicable) where the _AKP value is set at boot up and can also be different and of course modified after boot up to the cookie value. There is also a difference between keyboard nationality and keyboard language. Again, they don't have to agree it depends on what the user has set them to!

You must read the docs for clarification.

The codes at _sysbase+$1C and in the _AKP cookie (and in NVRAM) do not have to agree.

The former is hardcoded in ROM, the latter are softcoded and can be changed at will by any program as can any cookie.

Some emulators get the country code at sysbase+$1C wrong. Magic v4 does this and often incorrectly sets a US country code at this address. Naturally the _AKP cookie is usually set correctly for UK. Again, PROFILE 2 reports correctly what it finds!

Please contact me via email with specifics.

Slainte mhath
Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

From 2398993502642635060
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d94d2fd2ea6586a5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd79,d94d2fd2ea6586a5
X-Google-Attributes: gid10fd79,public
X-Google-Thread: f43e4,d94d2fd2ea6586a5
X-Google-Attributes: gidf43e4,public
X-Google-Thread: 100a3b,d94d2fd2ea6586a5
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,d94d2fd2ea6586a5
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10e1c3,d94d2fd2ea6586a5
X-Google-Attributes: gid10e1c3,public
X-Google-Thread: 1115ce,d94d2fd2ea6586a5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 111971,d94d2fd2ea6586a5
X-Google-Attributes: gid111971,public
From: mhop@snip.net (mhop)
Subject: Re: Wow! Greatest Atari Site!!!
Date: 1997/12/12
Message-ID: <3490af0a.94251984@news.snip.net>#1/1
X-Deja-AN: 297439790
References: <348C6144.FD49F550@pacbelll.net> <66hu15qfn1@baygull.rtd.com>
<348D711F.4C83F788@atari.nu>
Reply-To: mhop@snip.net
Organization: Jersey Atari Computer Society
Newsgroups:
rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.video.arcade,rec
.games.video.advocacy,rec.games.video,comp.sys.atari.st.tech,comp.sys.atari.st,com
p.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

On Tue, 09 Dec 1997 11:26:07 -0500, Curt Vendel <webmaster@atari.nu>
wrote:

>Hi Tony,

>
>   I appreciate all the enthusiasm my site seems to have generated.
>I'm currently weak in the arcade area so its just beginning to evolve
>and I'm just beginning to make connections with people in regards to
>un-released and in-house Atari arcade projects, expect to see images and
>information on prototype and unreleased arcade equipment from Atari in
>the near future, I apologize that there isn't anything mysterious and
>exciting in that section as of yet, I hope you liked the rest of the
>site, take care and happy holidays.
>
>Curt
>www.atari.nu
>

Well, I'm impressed at how much historical information is there.

From 3046210902362726354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: TOS versions?
Date: 1997/12/12
Message-ID: <66r2ps$pv6$1@sun27.hrz.tu-darmstadt.de>#1/1
X-Deja-AN: 297518060
References: <656v8ebqa2@cti01.citenet.net> <666eomdfv1@news1.tor.acc.ca>
<66e7sf$2kp$1@toralf.uib.no> <66fbmggpf1@news1.tor.acc.ca>
<66fj4psdl2@news1.tor.acc.ca> <66fjc0$t5l$2@news1.tor.acc.ca>
<1997120819322580956@zetnet.co.uk> <66jofi$1nc$3@news1.tor.acc.ca>
To: q-funk@citenet.net (Martin-Eric Racine)
Organization: Technische Universitaet Darmstadt
Newsgroups: comp.sys.atari.programmer

[Posted and mailed]

Hi!

```
> 4.01              0.30  3.31   ROM
> 4.02              0.30  3.40   ROM
```
Note that GEMDOS of 4.04 is not the same, even though the version number
hasn't changed.

```
> MagiC 5.11
> -----------------------------------
> x.xx  11.02.1997  0.19  3.99        (TOS is ROM version)
```
Well, it's not the ROM's version, but 2.00 for ST(E), 3.00 for TT and
4.00 for Falcon.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

From -4391928998116678989
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,100a247c3a668bea
X-Google-Attributes: gid1115ce,public
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Subject: Re: Help -- Lattice C 5.6 Error 21: Illegal use of aggregate
Date: 1997/12/12
Message-ID: <vyz90tqag68.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 297541933
Sender: schwab@issan
References: <348c36ce.6704503@news.tmisnet.com> <66ne4g$74d@usenet.pa.dec.com>
X-Yow: With YOU, I can be MYSELF.. We don't NEED Dan Rather..
Organization: University of Dortmund
Newsgroups: comp.sys.atari.programmer

William Wong <wongck@letterbox.com> writes:

|> In article <348c36ce.6704503@news.tmisnet.com>, strads@tmisnet.com (George
Crissman) wrote:
|>> My ambitious little database program has grown to 44K after
|>> compiling, causing Lattice C to complain about the placement
|>> of relocatable data more than 32K away from the statement
|>> using the data.
|>>

|> You need to turn off relative addressing and use absolute addressing. Relative
|> addressing produce a faster code but limit your data to be located up to 32K
|> offset from current address.

Unless you are using a 68020+.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

From -2613367975917053493
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,d94d2fd2ea6586a5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd79,d94d2fd2ea6586a5
X-Google-Attributes: gid10fd79,public
X-Google-Thread: f43e4,d94d2fd2ea6586a5
X-Google-Attributes: gidf43e4,public
X-Google-Thread: 1115ce,d94d2fd2ea6586a5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e1c3,d94d2fd2ea6586a5
X-Google-Attributes: gid10e1c3,public
X-Google-Thread: 100a3b,d94d2fd2ea6586a5
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 109a67,d94d2fd2ea6586a5
X-Google-Attributes: gid109a67,public
X-Google-Thread: 111971,d94d2fd2ea6586a5
X-Google-Attributes: gid111971,public
From: Curtis Hart <chart@library.unt.edu.bogus>
Subject: Re: Wow! Greatest Atari Site!!!
Date: 1997/12/12
Message-ID: <34914FD8.B730A47F@library.unt.edu.bogus>#1/1
X-Deja-AN: 297562977
References: <348C6144.FD49F550@pacbelll.net> <66hu15qfn1@baygull.rtd.com>
<348D711F.4C83F788@atari.nu> <3490af0a.94251984@news.snip.net>
Organization: University of North Texas
Newsgroups:
rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.video.arcade,rec
.games.video.advocacy,rec.games.video,comp.sys.atari.st.tech,comp.sys.atari.st,com
p.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

I got a kick seein Alan Alda for the Atari Computers :)
--
I'm outta here,

Curtis Hart

http://www.cyberramp.net/~badger/ClassicArcade.htm

Please remove .bogus when replying

From -2086699501146965607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ab8b8f772c634cb
X-Google-Attributes: gid1115ce,public
From: tross3@hamtel.tds.net (Terry Ross)
Subject: Re: Error Codes
Date: 1997/12/13
Message-ID: <66t785$6bh@news2.tds.net>#1/1
X-Deja-AN: 297770777
References: <65ijs2$q56@news2.tds.net> <880745565.645673@proxy.harborcom.net>
<65sfq4$j7u@news2.tds.net> <34834cdd.1427632@news.idiscover.co.uk>

Organization: TDSNET Internet Services(http://www.tds.net)
Newsgroups: comp.sys.atari.programmer

On 1 Dec 1997 23:53:57 , Mark Himsley wrote:
>tross3@hamtel.tds.net (Terry Ross) wrote:
>
>> For one specific example: "Program returned 68000 Exception error -
>> Error -69" - my references only go up to error -64
>
>That's error 69 from MagiC, which is telling you that you have an Exception
>error. To find _which_ exception error you got you must run CRASHDUMP.TOS.

Hi Mark,

Ah... I was wondering if it might be a MagiC error - didn't see a
reference to it in my manual. Thanks!

Terry
---
tross3@hamtel.tds.net   irc: qnr
http://www.geocities.com/SiliconValley/Peaks/6320/

From 815092887569810103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,100a247c3a668bea
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Help -- Lattice C 5.6 Error 21: Illegal use of aggregate
Date: 1997/12/13
Message-ID: <EL4rKA.2zH@cix.compulink.co.uk>#1/1
X-Deja-AN: 297836411
References: <348c36ce.6704503@news.tmisnet.com> <66ne4g$74d@usenet.pa.dec.com>
Organization: Immaculate
Newsgroups: comp.sys.atari.programmer

>You need to turn off relative addressing and use absolute addressing.
One simple way around this is to use multiple C source files keeping each
less than 32K when it is compiled into its object file. Link them altogethr
in the project file.

Smaller C files also makes for faster editing, keeping related functions
together and faster compiling as you can keep stable functions together out
of the way in one file and the new currently developed functions in another.

Slainte mhath
Mark

--

|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

From -5098508205030611455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,100a247c3a668bea
X-Google-Attributes: gid1115ce,public
From: John Richardson <johnr@thedruid.demon.co.Remove.To.Reply.uk>
Subject: Help -- Lattice C 5.6 Error 21: Illegal use of aggregate
Date: 1997/12/13
Message-ID: <YYTZFDAJEpk0EwaS@thedruid.demon.co.uk>#1/1
X-Deja-AN: 297836412
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Sender: The GateKeeper <gatekeeper@thedruid.demon.co.uk>
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

strads@tmisnet.com
> this code fragment that used to compile perfectly now
> causes Error 21: Illegal Use of Aggregate. Adding insult
> to injury, it also complains about an 'ELSE without
> associated IF.'

There is nothing wrong with code extract you provided, we need to see surrounding code because errors can cascade and when the compiler finally gets around to telling you about it, it can point to an entirely different piece of code.

An aggregate is just another name for a structure or union. You can not test an aggregate as you can for the likes of short and long, any attempt to do so will result in the illegal use of aggregate message. For example:

```
typedef struct{
    short   t;
} T_TEST;

T_TEST  test;

void    main( void)
{
    if( test == 2 ) return;
}
```

This would generate error 21. Look for something like it in your code.

I am not joking when I say that one mis-placed semi-colon can wreak havoc
with your compiler, check everything.

Good luck, Jr.

--

--

```
 +-----------------------------------------------------------------+
 | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
 |  I  I  +-------------------------------------------------+  | |
 |                   gatekeeper@thedruid.demon.co.uk              | |
 +-----------------------------------------------------------------+ |
   +-----------------------------------------------------------------+
```


From 6853082415743760018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b6f49123834b173,start
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Top application?
Date: 1997/12/13
Message-ID: <66uhen$5jg$1@due.unit.no>#1/1
X-Deja-AN: 297884853
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Hi!

Is there a legal and reliable way of keeping track of which application
that's on top/in focus at any given time? I need this in my "Taskbar".

So far I've used both wind_get() (find the top window) and menu_bar()
(find the owner of the menu-bar), but they both fail under certain
circumstances. E.g. if a program owns the current menu-bar but has no
open windows wind_get() fails, and if the top application doesn't
have a menu then menu_bar() fails.

Jo Even Skarstein
<joska@nuts.edu>

From -8195463919513821524

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2813d33a6f396297
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: How to Reconfigure Atari Mouse
Date: 1997/12/13
Message-ID: <3492103d.7805503@news.demon.co.uk>#1/1
X-Deja-AN: 297898538
Content-Transfer-Encoding: 7bit
References: <Pine.SUN.3.95q.971206212436.13627C-100000@ganymede.cs.mun.ca>
<348d89c8.6003572@news.demon.co.uk> <1997121018300980956@zetnet.co.uk>
MIME-Version: 1.0
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Content-Type: text/plain; charset=us-ascii
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Wed, 10 Dec 1997 18:30:09 GMT, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>> > I don't have a mouse for it but I've dozens of atari mice kicking
>> >araound. How come it won't work with the 286.
>>
>> iirc, the PC back then had two sorts: bus mice and serial mice, serial
>> being the most common I think - which don't have a lot in common with
>> atari mice (again iirc!).
>
>Yea, correct - although bus mice are all but redundant now (but not in
>the days of 286s)
>
>> This being the programming group, here's a really daft idea ...
>
>Here is a slighty more practicle idea - albeit a tad difficult...
>
>There are docs available instructing how to connect an Atari joystick
>to a PCs joystick port. It would be feasible (AIUI) to write a mouse
>driver for the PC to read from the joystick port and understand the Atari
>mouse signals...

Sounds feasible. Do PC joysticks have >=2 button inputs? More
importantly - would a joystick driver be capable of handling input at
the rate a mouse wheel could send it?

Hmm, howzabowt leaving the mouse in the ST keyboard and taking the
input from the keyboard lead into a com port. finally there would be a
way of moving a PC mouse pointer via the keyboard!! ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -395665065297816811
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a90e305eb437fc55,start
X-Google-Attributes: gid1115ce,public
From: michael.robillard@the-spa.com (Michael Robillard)
Subject: Secure Browsers
Date: 1997/12/13
Message-ID: <3492e277.0@news.the-spa.com>#1/1
X-Deja-AN: 297936570
Newsgroups: comp.sys.atari.programmer

I noticed on certain websites I am not allowed in certain areas
because I do not have a so-called secure browser.Are there any plans
to make such a browser for Atari-like computers?

From -1173421837748363946
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: TOS versions?
Date: 1997/12/14
Message-ID: <34933ed5.0@comnet.co.nz>#1/1
X-Deja-AN: 297980848
References: <656v8ebqa2@cti01.citenet.net> <666eomdfv1@news1.tor.acc.ca>
<66bkig$696$1@news1.tor.acc.ca> <3489ea77.0@comnet.co.nz>
Newsgroups: comp.sys.atari.programmer

I wrote in comp.sys.atari.programmer:
> I'll have a go at remembering the version numbers of the various TOS
> versions I've used/interfaced with.

> (I had a copy of the info in a _very_ old Toolbox I hacked/wrote
> [1992-ish] - so I could compare and then flag "unknown" TOS/hardware - but
> this list is now corrupted and source is unavailable (corrupted also).

I found a backup of the list in a pre-release Toolbox from just over five
years ago [xmas 1992], and was able to partially reconstruct it. It lacks
AES version (the Toolbox ran from the AUTO folder before GEM was "awake"),
and some TOS versions were just too corrupted to make sense of.

```
   1.00   0.0D Disc 1985-05-29 (Country=0, unknown)
   1.00   ?.?? ROM  1985-11-20 (UK)
   1.02   0.13 ROM  1987-04-22 (UK)
```

```
   1.04   0.15 Disc 1988-08-08 (UK - "Developer only")
   1.04   0.15 ROM  1989-04-06 (UK)
   1.06   ?.?? ROM  1989-07-29 (UK)
   1.62   ?.?? ROM  1990-01-22 (UK)
   3.05   0.19 ROM  1990-12-05 (UK)
```

These are all the TOS versions I have either owned or written for (My TT [in front of me] has 3.05, my old Mega ST [now in storage] has 1.02)

```
> >  > >
> >  > >   TOS   Date       GEMDOS  AES
> >  > >  -------------------------------------
> >  >     0.99       -1985
```

> I used to have a copy of Disc TOS (1.00), but have lost it. I faintly
> recall GEMDOS 0.13 and AES 1.0 - but don't quote me.

The version I had was actually GEMDOS version 0.0D (hexadecimal). And from memory AES was 1.01 (not 1.10 as I recalled previously)

And "Developer only" TOS 1.4 (on disc) had AES 1.3, I think.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

From 7419761084243907588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a90e305eb437fc55
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Secure Browsers
Date: 1997/12/14
Message-ID: <66vlul$ht4$1@due.unit.no>#1/1
X-Deja-AN: 297999821
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <3492e277.0@news.the-spa.com>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Michael Robillard <michael.robillard@the-spa.com> wrote:
> I noticed on certain websites I am not allowed in certain areas
> because I do not have a so-called secure browser.Are there any plans
> to make such a browser for Atari-like computers?

I'm not sure what you mean by "secure browser", but atleast the MiNTNet OVL for CAB supports authentication and can be compiled with SSL. I believe

(although I have never used it) that never versions of the CAB-OVL for STiK
/STinG also supports authentication.

Jo Even Skarstein
<joska@nuts.edu>

From -5568641691899932082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d94d2fd2ea6586a5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd79,d94d2fd2ea6586a5
X-Google-Attributes: gid10fd79,public
X-Google-Thread: 100a3b,d94d2fd2ea6586a5
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f43e4,d94d2fd2ea6586a5
X-Google-Attributes: gidf43e4,public
X-Google-Thread: 109a67,d94d2fd2ea6586a5
X-Google-Attributes: gid109a67,public
X-Google-Thread: 111971,d94d2fd2ea6586a5
X-Google-Attributes: gid111971,public
X-Google-Thread: 1115ce,d94d2fd2ea6586a5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e1c3,d94d2fd2ea6586a5
X-Google-Attributes: gid10e1c3,public
From: Gareth Davies <xrb56@dial.pipex.com>
Subject: Re: Wow! Greatest Atari Site!!!
Date: 1997/12/14
Message-ID: <34942B17.4EAABFB9@dial.pipex.com>#1/1
X-Deja-AN: 298128699
Content-Transfer-Encoding: 7bit
References: <348C6144.FD49F550@pacbelll.net> <66hu15qfn1@baygull.rtd.com>
<348D711F.4C83F788@atari.nu>
X-Priority: 3 (Normal)
Mime-Version: 1.0
Reply-To: garethd@dial.pipex.com
Content-Type: text/plain; charset=us-ascii
Organization: UUNet UK server (post doesn't reflect views of UUNet UK)
Newsgroups:
rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.video.arcade,rec
.games.video.advocacy,rec.games.video,comp.sys.atari.st.tech,comp.sys.atari.st,com
p.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Curt Vendel wrote:

> Hi Tony,
>
>   I appreciate all the enthusiasm my site seems to have generated.
> I'm currently weak in the arcade area so its just beginning to evolve
> and I'm just beginning to make connections with people in regards to

> un-released and in-house Atari arcade projects, expect to see images
> and
> information on prototype and unreleased arcade equipment from Atari in
>
> the near future, I apologize that there isn't anything mysterious and
> exciting in that section as of yet, I hope you liked the rest of the
> site, take care and happy holidays.
>
> Curt
> www.atari.nu

Yeah, the historical info is pretty impressive. Where did you get the
info/pics from?

Gareth Davies.

From 8609055835984861592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e543152e984f2c26,start
X-Google-Attributes: gid1115ce,public
From: rich@demon.nl (Rem)
Subject: MIDI with Turbo C....how?
Date: 1997/12/14
Message-ID: <3493f6bc.19145509@news.euro.net>#1/1
X-Deja-AN: 298145086
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
Organization: EuroNet Internet
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hello,

I want to experiment with computer generated compositions, but i don't
know how to control the MIDI-ports...

Can anyone help me?

Peter van der Noord
peter007@dds.nl

From 6266833365048159118
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 111a55,6f2f02b025b66a07
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6f2f02b025b66a07
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Multitasking on the ST?
Date: 1997/11/18
Message-ID: <64rrqo$48l$1@due.unit.no>#1/1
X-Deja-AN: 290404932
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <879832777.9455.1.nnrp-04.9e98f145@news.demon.co.uk>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In comp.sys.atari.st David Bolt <dbolt@my-ste.demon.co.uk> wrote:
> First, are there any problems using GFA basic with Magic or Geneva? If so,
> what and can they be easily solved?

Yes, there are problems with GFA-Basic under MagiC or Geneva, but they can be solved. Search for Vegard Hofs►y►s homepage (author of Face Value), he has some patches.

> Second, what are the advantages/disadvantages of using Magic and Geneva?

The obvious disadvantage is that it uses some memory. Geneva use a bit less than MagiC, but unless you have TOS 2.06 I►d recommend MagiC over Geneva.

If you have 2.06 then it►s really just a matter of taste. Geneva is more compatible if you use midi-programs or older apps, but MagiC is slightly faster.

> Third, is Geneva still available and, if it is, where from?

In UK Geneva is available from Titan Designs.

Jo Even Skarstein

From -4833548506928155642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d9d0,65477fdf64f061c4,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,65477fdf64f061c4,start
X-Google-Attributes: gid1115ce,public
From: carlk@syscon-intl.com (Carl Kreider)
Subject: [Q] Sozobon
Date: 1997/11/18
Message-ID: <64scop$q5a$1@paperboy.datacruz.com>#1/1
X-Deja-AN: 290466766

Organization: Datacruz Internet
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech

While looking for the latest Sozobon stuff, I found a jas2x9
that only as binaries. Is there a site the has the latest
patches for the Sozobon stuff or the latest patched versions?

--
Carl Kreider
   aka carlk@syscon-intl.com ckreider@qtm.net ckreider@acm.org

 My boss has strong opinions, but these aren't his!

From -885724636944116797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b163ba7c51172be
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Atari
Date: 1997/11/18
Message-ID: <1997111818331380956@zetnet.co.uk>#1/1
X-Deja-AN: 290548555
References: <3470C507.6478@pooh-bear.com>
Newsgroups: comp.sys.atari.programmer

> How can you write an Atari game.

Er, you sit and type some code in, as you would anywhere else.

> Is it like writing a CD? I am a
> programmer with an Atari (ancient though). Is there a kart that lets you
> program other karts?

Ah! you mean a Jaguar game, right? or Lynx? or the old 8-bits?
Not the ST->Falc series, I assume.

Seriously though... for the Jaguar at least, you need a complete development
system (either Atari's own, which you probably cannot get anymore), or a
modified Jaguar (the "Jaguar Server") and an Atari computer. However, with
the Jaguar Server option, you will not be able make carts, as they are
encrypted, and Atari have never (AFAIK) released information about the
encryption algorithm used - so Jaguar Server games can only be played on
other Jaguar Servers (much like the Playstation Yuroza)

I hope this is of some use...

Anthony
--

----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From -1424543287189947389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6f2f02b025b66a07
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6f2f02b025b66a07
X-Google-Attributes: gid1115ce,public
From: rcollins@freenet.columbus.oh.us (Raymond Collins)
Subject: Re: Multitasking on the ST?
Date: 1997/11/18
Message-ID: <64tabc$1fg@login.freenet.columbus.oh.us>#1/1
X-Deja-AN: 290569911
References: <879832777.9455.1.nnrp-04.9e98f145@news.demon.co.uk>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st
Organization: The Greater Columbus FreeNet
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

David Bolt (dbolt@my-ste.demon.co.uk) wrote:
: First, are there any problems using GFA basic with Magic or Geneva? If so,
: what and can they be easily solved?

: Second, what are the advantages/disadvantages of using Magic and Geneva?

: Third, is Geneva still available and, if it is, where from?

Gribnif Software
P.O. Box 779
Northampton, MA 01061, USA

Tel: (413) 532-2434
Fax: (413) 532-2540

Internet: gribnif@pair.com
Website: www.pair4.com/gribnif

All updates for software sold by Gribnif are located on this site.
Note, updates will only work on unmodified original disk.

--

Raymond Collins	Ohio State University
Collins.197@osu.edu	Neuropathology
rcollins@freenet.columbus.oh.us	Research Assistant

From -6269421640830541143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6f2f02b025b66a07
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6f2f02b025b66a07
X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Multitasking on the ST?
Date: 1997/11/18
Message-ID: <!SPAMdwilga-1811970938230001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 290714533
References: <879832777.9455.1.nnrp-04.9e98f145@news.demon.co.uk>
Organization: Mount Holyoke College
XPident: Unknown
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <879832777.9455.1.nnrp-04.9e98f145@news.demon.co.uk>,
dbolt@my-ste.demon.co.uk (David Bolt) wrote:

> First, are there any problems using GFA basic with Magic or Geneva? If so,
> what and can they be easily solved?

GFA works great with Geneva.

> Second, what are the advantages/disadvantages of using Magic and Geneva?

That's a little too political for me to go into, so I'll refrain :-)

> Third, is Geneva still available and, if it is, where from?

Yes, you can get it for $69.95 + shipping from:

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

Send email to gribnif@pair.com for shipping prices.

From -7000796596761642302
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6f2f02b025b66a07
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,6f2f02b025b66a07
X-Google-Attributes: gid1115ce,public
From: "Christian Ratsch" <ratsch@bielefeld.netsurf.de>
Subject: Re: Multitasking on the ST? / GFA-Basic and MagiC
Date: 1997/11/18
Message-ID: <3472ecff.0@news.uni-X.net>#1/1
X-Deja-AN: 290725714
References: <879832777.9455.1.nnrp-04.9e98f145@news.demon.co.uk>
<64rrqo$48l$1@due.unit.no>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

HI!

>> First, are there any problems using GFA basic with Magic or Geneva? If
so,
>> what and can they be easily solved?
>Yes, there are problems with GFA-Basic under MagiC or Geneva, but they can
>be solved. Search for Vegard Hofs►y►s homepage (author of Face Value), he
>has some patches.
You can get most patch programs from Columbus Soft, Germany
mailto:christof_schardt@of2.maus.de

If using MagiC I►d advise you to use Ergo!-pro. That►s an IDE for GFA-Basic
and Face Value, also available from Columbus.

There is an FAQ about such questions (only in German). I could post it here
if you whish.

To all Face Value/GFA-programmers: have a look at my website, there are some
links to Face Value-related sites (files -> Face Value FAQ/Face Value UTIL)

--
Tsch►
Christian
---
ratsch@bielefeld.netsurf.de
christian_ratsch@bi.maus.de
www.bielefeld.netsurf.de:8080/~ratsch/

From -6546916469760386296
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6f2f02b025b66a07
X-Google-Attributes: gid1115ce,public
From: Bo.XK.Leuf@trab.se
Subject: Re: Multitasking on the ST?
Date: 1997/11/19
Message-ID: <EJw4yE.Bu8@malmo.trab.se>#1/1
X-Deja-AN: 290696339
Sender: news@malmo.trab.se
X-Nntp-Posting-Host: ppp196.malmo.trab.se
References: <879832777.9455.1.nnrp-04.9e98f145@news.demon.co.
Organization: Daggskimmer fc3
Newsgroups: comp.sys.atari.programmer

On 18 Nov 1997 05:59:37, David Bolt wrote:
> First, are there any problems using GFA basic with Magic or Geneva? If so,
> what and can they be easily solved?

For more GFA info you might want to look at

http://www.geocities.com/Athens/5272/gfa.htm

/ Bo Leuf <bleuf@acm.org>
  Daggskimmer fc3, Malm, Sweden
  http://www.geocities.com/Athens/5272

From -8876747617402517621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2f425fe97ba7d3c,start
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: Crazy Dots info, please
Date: 1997/11/19
Message-ID: <64vk2a$7he$1@o.online.no>#1/1
X-Deja-AN: 290810519
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

  Hi, all. I would like to get as much info about the Crazy Dots line of graphics cards. I know that there are two versions, but suspect there are more? I don't know much about these cards, so feel free to input all you might know about them. I specifically want info about the ones for use with a TT.

Thanks..

From -2923693252294515704
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6f2f02b025b66a07
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6f2f02b025b66a07
X-Google-Attributes: gid1115ce,public
From: Bill <bab5@indigo.ie>
Subject: Re: Multitasking on the ST?
Date: 1997/11/21
Message-ID: <34760C57.1B87@indigo.ie>#1/1
X-Deja-AN: 291420682
References: <879832777.9455.1.nnrp-04.9e98f145@news.demon.co.uk>
<64tabc$1fg@login.freenet.columbus.oh.us>
Organization: Indigo
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi There

I'm a long time user of the ST ,Have s 2 meg 520STe with a colour monitor and a 240meg HD and the one piece of software I have been looking for all these years is the multitasking software package GENEVA can't seem to find out who sells it,any idea where I could pick it up and how much?

any reply would be really appreciated

Bill
bab5@indigo.ie

From -3696573413062745 23
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,143a8de4e1394d5f,start
X-Google-Attributes: gid1115ce,public
From: rvdnoord@dds.nl (Rem)
Subject: midi-programming
Date: 1997/11/21
Message-ID: <34760894.755356@news.leeuwarden.bart.nl>#1/1
X-Deja-AN: 291443764
Organization: bART Internet Services
Newsgroups: comp.sys.atari.programmer

I want to do some programming with MIDI on the ST....i'm looking for some language that reads the incoming data on the midi port (and that's also able to send ofcourse...)

Can anybody help me? What should I use?

From 6110205875788197837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6f2f02b025b66a07
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6f2f02b025b66a07
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Multitasking on the ST?
Date: 1997/11/21
Message-ID: <6546u1$kah@balaena.bio.vu.nl>#1/1
X-Deja-AN: 291626626
References: <879832777.9455.1.nnrp-04.9e98f145@news.demon.co.uk>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

David Bolt (dbolt@my-ste.demon.co.uk) wrote:

: First, are there any problems using GFA basic with Magic or Geneva? If so,
: what and can they be easily solved?

Just get the GFA patches and don't forget to free any memory
you don't need at the start of the program
(eg. use RESERVE <new amount of mem>).
And you'll have to write clean GEM code. (don't use GFA's window routines
for instance, although I don't know why...) And don't write into memory
that doesn't belong to your program.

: Second, what are the advantages/disadvantages of using Magic and Geneva?

Advantages: you get, among other features, multitasking and cool GEM extras,
and (at least with MagiC) a nice speed increase.

Disadvantages: Takes up a bit more memory than plain TOS+GEM, shouldn't
be any problem with 4 Mb though...

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From 7179143676601235525
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,f6f3be1bb31330cc,start

X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f6f3be1bb31330cc,start
X-Google-Attributes: gid1115ce,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: Re: TOS versions?
Date: 1997/11/22
Message-ID: <656v8ebqa2@cti01.citenet.net>#1/1
X-Deja-AN: 292740143
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

One piece of information missing from the Compendium, is
a list of features typically found with each TOS version.

Could anyone fill in the blanks below (add if necessary)?

TOS	Date	GEMDOS	AES
1.00			
1.02			
1.04			
1.06			
1.62	01-01-1990	0.17	1.40
2.02			
2.05			
2.06	11-14-1991	0.20	3.20
3.01			
3.05			
3.06	09-24-1991	0.20	3.20
4.02			
4.04			

MultiTOS

4.92	
	4.1

Please Cc through e-mail. Thanks

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

 <TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

From -9008673678857333126
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,143a8de4e1394d5f
X-Google-Attributes: gid1115ce,public
From: Pierre-Louis Lamballais <plamball@parx.fr>
Subject: Re: midi-programming
Date: 1997/11/23
Message-ID: <34783A31.76BD@parx.fr>#1/1
X-Deja-AN: 291825450
References: <34760894.755356@news.leeuwarden.bart.nl>
Organization: PARX
Reply-To: plamball@parx.fr
Newsgroups: comp.sys.atari.programmer

Rem wrote:
>
> I want to do some programming with MIDI on the ST....i'm looking for
> some language that reads the incoming data on the midi port (and
> that's also able to send ofcourse...)
>
> Can anybody help me? What should I use?
You can use any langage. Just take a;look at gemdos or Bios function in
order to read, write to midi port. Notice that reading and writing
function of the TOS need the port to be OK to receive or read. Meaning
that if you try to read as nothing is coming, your software will waut,
wait, wait.... until someting really came from the port! So, use other
Bios or gemdos function in order to ask "Is there something comin?"
before you try to read. That's the same for writing.

--
+----------+
 Pierre-Louis Lamballais - plamball@parx.fr
 PARX Company
 9 Rue du Pin Dor, F-53000 Laval - France
 Tel: 33-2.43569276 - Fax: 33-2.43568047
http://www.parx.fr
+----------+

From 6405802848627130632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b163ba7c51172be
X-Google-Attributes: gid1115ce,public
From: Mike Dombrowski <Mike@pooh-bear.com>
Subject: Re: Atari

Date: 1997/11/23
Message-ID: <3478984A.6705@pooh-bear.com>#1/1
X-Deja-AN: 291916198
References: <3470C507.6478@pooh-bear.com> <1997111818331380956@zetnet.co.uk>
To: Anthony Jacques <jacquesa@zetnet.co.uk>
X-Complaints-To: abuse@erols.com
X-Trace: winter.news.erols.com 880318618 22337 207.172.253.43 (23 Nov 1997 20:56:58 GMT)
Organization: Mike's Software
Reply-To: Mike@pooh-bear.com
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
>
> > How can you write an Atari game.
>
> Er, you sit and type some code in, as you would anywhere else.
How do you type it in? Is there a keyboard on the screen that you use
the joystick to choose characters?
>
> > Is it like writing a CD? I am a
> > programmer with an Atari (ancient though). Is there a kart that lets you
> > program other karts?
>
> Ah! you mean a Jaguar game, right? or Lynx? or the old 8-bits?
It works only with a regular tv, two joysticks, and a black box where
you put the kart in.
> Not the ST->Falc series, I assume.
>
> Seriously though... for the Jaguar at least, you need a complete development
> system (either Atari's own, which you probably cannot get anymore), or a
> modified Jaguar (the "Jaguar Server") and an Atari computer. However, with
> the Jaguar Server option, you will not be able make carts, as they are
> encrypted, and Atari have never (AFAIK) released information about the
> encryption algorithm used - so Jaguar Server games can only be played on
> other Jaguar Servers (much like the Playstation Yuroza)
>
> I hope this is of some use...
>
> Anthony
> --
> ----------+----------
> Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
> | Whence all but he had fled -
> jacquesa@zetnet.co.uk | Twit.
> http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
> ----------+----------
>

--
-Mike Dombrowski
-Mike's Software

-http://www.geocities.com/EnchantedForest/3068/
-http://www.geocities.com/EnchantedForest/Dell/2578/

From 7678279999636141866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b163ba7c51172be
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou1.iglou.com (Robert Goodwin)
Subject: Re: Atari
Date: 1997/11/24
Message-ID: <EK4rEq.E3F@iglou.com>#1/1
X-Deja-AN: 292019435
Sender: news@iglou.com (News)
X-Nntp-Posting-Host: iglou1
References: <3470C507.6478@pooh-bear.com> <1997111818331380956@zetnet.co.uk>
<3478984A.6705@pooh-bear.com>
X-Nntp-Posting-User: rsg0910
Organization: IgLou Internet Services (1-800-436-4456)
Newsgroups: comp.sys.atari.programmer

In article <3478984A.6705@pooh-bear.com>, Mike Dombrowski wrote:

>How do you type it in? Is there a keyboard on the screen that you use
>the joystick to choose characters?

You're thinking of either the 2600, 5200, or 7800 game machines.

>It works only with a regular tv, two joysticks, and a black box where
>you put the kart in.

Then it's the 2600, with the Basic Programmer cart, unless the Jaguar came
out with a programming kit.

The next item from Atari that could be programmed using Basic was the 400
with 16K, a 410 or 1010 Recorder, and the Basic cart, together with the
Programmer's Toolkit, if I'm remembering the name right. Way back then,
around 1981, when I bought it, the total cost was about $300. Today, it's
worth maybe $10 or less.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
  -Sending the junk email indicates acceptance of these terms.

From 6246831651575393568

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,312397489f8b922d,start
X-Google-Attributes: gid1115ce,public
From: "NAT.fr" <scialdo@nat.fr>
Subject: look for cubase for atari
Date: 1997/11/24
Message-ID: <01bcf923$62fc3a40$cd08cec2@herve>#1/1
X-Deja-AN: 292321606
Organization: nat.fr
Newsgroups: comp.sys.atari.programmer

i look for cubase for atari ! please, if you have these files send me by
mail !!! thanks !:)

From -3971646792581706407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,effe08a13d33f848
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: comp.sys.atari.programmer
Date: 1997/11/24
Message-ID: <EK55pH.Mqp@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 292406806
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <653hcr$6g3$1@nbb.dbf.kun.nl>
Organization: Private
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <653hcr$6g3$1@nbb.dbf.kun.nl>,
     hspruijt@dbf.kun.nl (Hub Spruijt) writes:

> I'm looking for a souce-file in 'C' for a RCS.PRG.

AFAIK the source code for RCS.PRG has never been released to the public.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 396294210059090070

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b163ba7c51172be
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Atari
Date: 1997/11/24
Message-ID: <1997112421380680956@zetnet.co.uk>#1/1
X-Deja-AN: 292590191
References: <3470C507.6478@pooh-bear.com> <1997111818331380956@zetnet.co.uk>
<3478984A.6705@pooh-bear.com>
Newsgroups: comp.sys.atari.programmer

> > > How can you write an Atari game.
> >
> > Er, you sit and type some code in, as you would anywhere else.
>
> How do you type it in? Is there a keyboard on the screen that you use
> the joystick to choose characters?

Sorry, you must have missed my sarcasm. :)

"Atari" covers > 7 different computers/consoles... For the machines that
do not have keyboards, you usually have to use another computer to develop
on - getting hold of a development kit for a console, is not easy...

> > > Is it like writing a CD? I am a
> > > programmer with an Atari (ancient though). Is there a kart that lets you
> > > program other karts?
> >
> > Ah! you mean a Jaguar game, right? or Lynx? or the old 8-bits?
>
> It works only with a regular tv, two joysticks, and a black box where
> you put the kart in.

Hmm... sounds like an 8-bit to me, but depending on what you call a joystick,
it could be a Jaguar, I suppose... I dont know anything about the old 8-bit
machines.

Anthony
--

```
----------------------------------------+---------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+---------------------------------
```


From -3154654372139624819

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6f2f02b025b66a07
X-Google-Attributes: gid1115ce,public
From: JHaslam@fortress.org.uk (James Haslam)
Subject: Re: Multitasking on the ST?
Date: 1997/11/25
Message-ID: <6087_JHaslam@fortress.org.uk>#1/1
X-Deja-AN: 292631423
Reply-To: JHaslam@fortress.org.uk
Organization: The <Fortress> BBS
Newsgroups: comp.sys.atari.programmer

bab5@indigo.ie wibbled to All about: Multitasking on the ST?

Wotcha Bill!

b> I'm a long time user of the ST ,Have s 2 meg 520STe with a colour
b> monitor and a 240meg HD and the one piece of software I have been
b> looking for all these years is the multitasking software package
b> GENEVA can't seem to find out who sells it,any idea where I could pick
b> it up and how much?

Looking at the latest issue of Atari Computing (published here in the UK), I've found that Titan Designs here sell it in a bundle with Neodesk for 79.95 UK Pounds + carriage. The contact details follow:

Postal Address:

Titan Designs Limited
6 Wetherford Way
Selly Oak
Birmingham
B29 4AX
United Kingdom

Telephone: +44 (0)121 693 6669
Fax: +44 (0)121 414 1630

email: TITANWEB@compuserve.com

Website: http://ourworld.compuserve.com/homepages/TITANWEB/

Hope that helps!

Cya later, alligator!

James

/ James Haslam Internet: jhaslam@fortress.org.uk \

\ FidoNet: 2:254/105.2 NeST: 90:102/0.2 BBSNet: 405:100/78.2 /

James' Point at the <Fortress>

-= "Would you prefer to be conscious or unconscious during the mating?"
--

From -8658514739857305516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5e5ee2d80ab737c,start
X-Google-Attributes: gid1115ce,public
From: bitbrker@www.ionet.net (^_^)
Subject: Atari Dev. Info
Date: 1997/11/26
Message-ID: <880532937mnewsbitbrker@www.ionet.net>#1/1
X-Deja-AN: 292790596
Organization: ioNET Inc.
Newsgroups: comp.sys.atari.programmer

Greetings,

We are currently gearing up software development for the following hardware platforms:

Atari Falcon/TT/STe, Amiga, PC, Mac, Acorn A7000+/Risc PC

Regarding the Atari systems, we are bound to require the following minimum platform:

At least 020, 256-color mode, 8-bit DMA sound, hard drive

Of course, the Falcon version will have some improvements. It is my current task to research the capabilities of various graphics cards available for the TT/STe as well as the CPU upgrades to determine their viability as games development targets. The TT clones on the market are also being targetted.

In addition, we are seeking the technical OS developer's manuals that Atari released, including Falcon information. We have already gained access to DSP 56001 data book, a 68020+ assembler, a MIDI synth, and the "Atari Compendium" reference. However, this is not sufficient as we require much more TOS data and especially data on the networking ports and such. As Atari was absorbed by JTS, we cannot get data from them.

We would certainly appreciate any info or Atari users could give
us. We would also like more information about "C-Lab", the company
that has the rights to the Falcon.

My sincerest thanks,

Tm2, Atlantis Software Development/HD

From 1958053386413383166
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e5e5ee2d80ab737c
X-Google-Attributes: gid1115ce,public
From: bales@hol.fr (Nicholas Bales)
Subject: Re: Atari Dev. Info
Date: 1997/11/26
Message-ID: <19971126204619335277@toulouse2-40.hol.fr>#1/1
X-Deja-AN: 292937089
References: <880532937mnewsbitbrker@www.ionet.net>
Organization: must be something nice to have...
Newsgroups: comp.sys.atari.programmer

^_^ <bitbrker@www.ionet.net> wrote (crivait):

> Greetings,
>
> We are currently gearing up software development for the
> following hardware platforms:
>
> Atari Falcon/TT/STe, Amiga, PC, Mac, Acorn A7000+/Risc PC
>
> Regarding the Atari systems, we are bound to require the following
> minimum platform:
>
> At least 020, 256-color mode, 8-bit DMA sound, hard drive

There are no 020s in the Atari world! It looks like your minimum setup
is the Falcon 030 and TT.

>
> Of course, the Falcon version will have some improvements.
> It is my current task to research the capabilities of various
> graphics cards available for the TT/STe as well as the CPU
> upgrades to determine their viability as games development
> targets. The TT clones on the market are also being targetted.

If you want to sell the games, you might want to target the widest
possible target. This probably excludes add-on graphics cards as they
are widespread.

>
> In addition, we are seeking the technical OS developer's
> manuals that Atari released, including Falcon information.
> We have already gained access to DSP 56001 data book, a 68020+
> assembler, a MIDI synth, and the "Atari Compendium" reference.
> However, this is not sufficient as we require much more TOS
> data and especially data on the networking ports and such.

This should all be in the Compendium. Don't know where you can find this
though. An atari dealer might have still have it.

> As Atari was absorbed by JTS, we cannot get data from them.
> We would certainly appreciate any info or Atari users could give
> us. We would also like more information about "C-Lab", the company
> that has the rights to the Falcon.

Don't forget the Atari clones: Hades, Medusa, Milan...

>
> My sincerest thanks,
>
> Tm2, Atlantis Software Development/HD
>

--
  ||| Nicholas Bales, Toulouse, France bales@hol.fr
===|||==== The Atari ST Quick FAQ ==========
  / | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

From 8054219600263433846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ab8b8f772c634cb,start
X-Google-Attributes: gid1115ce,public
From: tross3@hamtel.tds.net (Terry Ross)
Subject: Error Codes
Date: 1997/11/27
Message-ID: <65ijs2$q56@news2.tds.net>#1/1
X-Deja-AN: 293032647
Organization: TDSNET Internet Services(http://www.tds.net)
Newsgroups: comp.sys.atari.programmer

Hi,

  Could someone point me in the direction of a list of Error codes?
My references only cover the ST, and I'm now on a TT - & I'm getting
error numbers above the range I'm used to.

Thanks
Terry
---
tross3@hamtel.tds.net

From -5279719869391879928
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e5e5ee2d80ab737c
X-Google-Attributes: gid1115ce,public
From: acounis@lpnsu7.in2p3.fr (Stephane ACOUNIS)
Subject: Re: Atari Dev. Info
Date: 1997/11/27
Message-ID: <65jgpc$266$1@ccpnws.in2p3.fr>#1/1
X-Deja-AN: 293106236
References: <880532937mnewsbitbrker@www.ionet.net>
<19971126204619335277@toulouse2-40.hol.fr>
Organization: M□soth□liome, asbestose et cancer de la pl□vre...
Newsgroups: comp.sys.atari.programmer

Nicholas Bales (bales@hol.fr) wrote:

: There are no 020s in the Atari world! It looks like your minimum setup
: is the Falcon 030 and TT.

This is not true !!! I have a 68020-68882 in my MegaST; it is called the PAK3
accelerator from Germany (MW Electronic). :)

(I guess you can count the owners of 68020 ataris with only one hand !!! :)

--
```
    +-------------------------------------------------------------------+
    |  ACOUNIS St□phane      Laboratoire de Physique Nucl□aire et des    |
    |                        Hautes Energies - Universit□ PARIS 6        |
    |                        T□l: 01-44-27-43-62   Fax: 01-44-27-46-38   |
    +-------------------------------------------------------------------+
```

From 3469706626909820295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d000260b023175f4,start
X-Google-Attributes: gid1115ce,public
From: Daniel Schaller <schaller@desun1.epfl.ch>
Subject: MiNT-Net programming
Date: 1997/11/27
Message-ID: <347D7F6D.4262@desun1.epfl.ch>#1/1
X-Deja-AN: 293155267
Organization: EPFL
Newsgroups: comp.sys.atari.programmer

Hi

I'd like to access MiNT-Net functions with PureC. Does anyone know where
I can get a PureC-library for this purpose? Is there somewhere a free
C-source code for doing SMTP and POP3?

Thanks for any advice.

Greetings

Daniel Schaller

From -715984155567933553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5e5ee2d80ab737c
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Atari Dev. Info
Date: 1997/11/27
Message-ID: <EKBEv4.L85@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 293296036
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <880532937mnewsbitbrker@www.ionet.net>
<19971126204619335277@toulouse2-40.hol.fr> <65jgpc$266$1@ccpnws.in2p3.fr>
Organization: Private
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <65jgpc$266$1@ccpnws.in2p3.fr>,
     acounis@lpnsu7.in2p3.fr (Stephane ACOUNIS) writes:
> Nicholas Bales (bales@hol.fr) wrote:
>
>: There are no 020s in the Atari world! It looks like your minimum setup
>: is the Falcon 030 and TT.
>
> This is not true !!! I have a 68020-68882 in my MegaST; it is called the PAK3
> accelerator from Germany (MW Electronic). :)
>
> (I guess you can count the owners of 68020 ataris with only one hand !!! :)

Certainly not ! The PAK was one of the most popular projects of the c't magazine,
and I guess even in the Atari world there might be still one to two hundred
of them.

Cheers Peter

--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -158909314060376038
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d33837e5ee7d9447,start
X-Google-Attributes: gid1115ce,public
From: Arana Tuuta <alt37@student.canterbury.ac.nz>
Subject: Task Manger
Date: 1997/11/28
Message-ID: <347E465B.BC4@student.canterbury.ac.nz>#1/1
X-Deja-AN: 293312032
Organization: University of Canterbury
Reply-To: alt37@student.canterbury.ac.nz
Newsgroups: comp.sys.atari.programmer

Greetings all, I've just completed a small GEM password programme which takes advantage of the #_AUT feature in MagiC. Although it works well, it's easy to delete it via the Task Manger (alt+control+esc).

Does anyone have any idea as to how to disable the Task Manger in C ??
My compiler is LC 5.60.

Thanks,

--
Karl Ashton
kma54@student.canterbury.ac.nz

From 3337208479922866906
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e5e5ee2d80ab737c
X-Google-Attributes: gid1115ce,public
From: bales@hol.fr (Nicholas Bales)
Subject: Re: Atari Dev. Info
Date: 1997/11/28
Message-ID: <19971128074119223330@toulouse1-38.hol.fr>#1/1
X-Deja-AN: 293330489
References: <880532937mnewsbitbrker@www.ionet.net>
<19971126204619335277@toulouse2-40.hol.fr> <65jgpc$266$1@ccpnws.in2p3.fr>
<EKBEv4.L85@suse.modem.stud.uni-hannover.de>
Organization: must be something nice to have...
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter <perot@suse.modem.stud.uni-hannover.de> wrote
(crivait):

> In article <65jgpc$266$1@ccpnws.in2p3.fr>, acounis@lpnsu7.in2p3.fr
> (Stephane ACOUNIS) writes: > Nicholas Bales (bales@hol.fr) wrote: > >:
> There are no 020s in the Atari world! It looks like your minimum setup >:
> is the Falcon 030 and TT. > > This is not true !!! I have a 68020-68882 in
> my MegaST; it is called the PAK3 > accelerator from Germany (MW
> Electronic). :) > > (I guess you can count the owners of 68020 ataris
> with only one hand !!! :)
>
> Certainly not ! The PAK was one of the most popular projects of the c't
> magazine, and I guess even in the Atari world there might be still one to
> two hundred of them.
>
>
> Cheers Peter

All righht, all right, there are 020 based machines... but the guy said
020 and DMA sound, sound I guess you don't qualify anyway.

How I like having th last word ;-)

--
   ||| Nicholas Bales, Toulouse, France   bales@hol.fr
===|||==== The Atari ST Quick FAQ ============================
  / | \   http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

From -8719552011179458672
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d33837e5ee7d9447
X-Google-Attributes: gid1115ce,public
From: cwesterh[remove-this]@dds.nl (Cecil Westerhoff)
Subject: Re: Task Manger
Date: 1997/11/28
Message-ID: <347e8c11.471268011@news.utrecht.nl.net>#1/1
X-Deja-AN: 293362981
References: <347E465B.BC4@student.canterbury.ac.nz>
Organization: NLnet
Reply-To: cwesterh[remove-this]@dds.nl
Newsgroups: comp.sys.atari.programmer

On Fri, 28 Nov 1997 17:19:39 +1300, Arana Tuuta
<alt37@student.canterbury.ac.nz> wrote:

>Greetings all, I've just completed a small GEM password programme which
>takes advantage of the #_AUT feature in MagiC. Although it works well,

What does this program do and are you releasing it?

From 7036648440175389325
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5e5ee2d80ab737c
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Atari Dev. Info
Date: 1997/11/28
Message-ID: <HCOSCMF@tos.pl.net>#1/1
X-Deja-AN: 293362982
References: <880532937mnewsbitbrker@www.ionet.net>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

^_^ (bitbrker@www.ionet.net) wrote:
: Of course, the Falcon version will have some improvements.
: It is my current task to research the capabilities of various
: graphics cards available for the TT/STe as well as the CPU
: upgrades to determine their viability as games development
: targets. The TT clones on the market are also being targetted.

You can get a graphics card suitable to produce almost any display you like. On Atari systems with inbuilt graphics capability, however, most people don't use a graphics card.

: In addition, we are seeking the technical OS developer's
: manuals that Atari released, including Falcon information.
: We have already gained access to DSP 56001 data book, a 68020+
: assembler, a MIDI synth, and the "Atari Compendium" reference.

The Atari Compendium should contain virtually everything you need to know.

: However, this is not sufficient as we require much more TOS
: data and especially data on the networking ports and such.

What mora data could you want? TOS is covered entirely in the Compendium. I don't know what you mean exactly by networking ports. If you mean the "LAN" port, this is simply a serial port (as explained in the Compendium).

To have some other kind of network interface you would need to get an additional card. The method for accessing the network depends on the software being used, but you could look at STiNG and MiNTNet since these seem to be the most popular packages that support more than just SLIP or PPP for the internet. You could only use one of these packages if a driver was written for it for the network card being used, of course. A few drivers for, I think, VME network cards are included with MiNTNet.

: As Atari was absorbed by JTS, we cannot get data from them.
: We would certainly appreciate any info or Atari users could give

: us. We would also like more information about "C-Lab", the company
: that has the rights to the Falcon.

C-LAB makes a few Falcon clones, but they have not really improved them at all. They are in a new case and have a few minor modifications done, that's all.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/~mario/tariland/

```
|\__/,|   (`\
_.|o o  |_   ) )
--(((---(((--------
```

From 6032799607610888689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,f6f3be1bb31330cc
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
From: pstehlik@zln.cz (Petr Stehlik)
Subject: Re: TOS versions?
Date: 1997/11/28
Message-ID: <65m693$k13$1@ns.felk.cvut.cz>#1/1
X-Deja-AN: 293368853
References: <656v8ebqa2@cti01.citenet.net>
Organization: Sophics
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

>Could anyone fill in the blanks below (add if necessary)?

typing from my (poor) memory:

```
>   TOS   Date       GEMDOS  AES
>  ------------------------------------
     1.00  ??-??-1985 (there were two releases, IIRC)
     1.02  04-22-1987
     1.04  04-06-1989
>   1.06
>   1.62  01-01-1990  0.17  1.40
>  ------------------------------------
>   2.02
>   2.05
>   2.06  11-14-1991  0.20  3.20
>  ------------------------------------
>   3.01
>   3.05
>   3.06  09-24-1991  0.20  3.20
>  ------------------------------------
     4.01
>   4.02
```

>   4.04
> ------------------------------------
>
>MultiTOS

MultiTOS 1.04 and 1.07 (based on MiNT versions)

> ------------------------------------
TOS 4.92
> ------------------------------------
AES 4.1
> ------------------------------------

Petr

From -8794524267239146828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ab8b8f772c634cb
X-Google-Attributes: gid1115ce,public
From: "Bud Connolly" <budc@harborcom.net>
Subject: Re: Error Codes
Date: 1997/11/28
Message-ID: <880745565.645673@proxy.harborcom.net>#1/1
X-Deja-AN: 293570499
References: <65ijs2$q56@news2.tds.net>
Cache-Post-Path: proxy.harborcom.net!unknown@pve-pm2-1-10.harborcom.net
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: The Illuminating Co.
Newsgroups: comp.sys.atari.programmer

Terry Ross wrote in message <65ijs2$q56@news2.tds.net>...
>Hi,
>
> Could someone point me in the direction of a list of Error codes?
>My references only cover the ST, and I'm now on a TT - & I'm getting
>error numbers above the range I'm used to.
>
>Thanks
>Terry
>-----
>tross3@hamtel.tds.net

Terry,

What type of error message? I can't type in the whole Atari Compendium! But if you have access to one, that is probably the most complete resource that I have seen.

Bud

budc@harborcom.net

From 3561794702161217131
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 111a55,25dfb53551fc3bf0,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f7777,25dfb53551fc3bf0,start
X-Google-Attributes: gidf7777,public
X-Google-Thread: 1115ce,25dfb53551fc3bf0,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,25dfb53551fc3bf0,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1547a2,25dfb53551fc3bf0,start
X-Google-Attributes: gid1547a2,public
X-Google-Thread: f761b,25dfb53551fc3bf0,start
X-Google-Attributes: gidf761b,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: S: Breakout-Spiel fuer Atari ST
Date: 1997/11/28
Message-ID: <HK3OFFCYUP@data.rhein-main.de>#1/1
X-Deja-AN: 293578444
References: <65kjfj$4h@berlin.shuttle.de>
Newsgroups:
cern.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,fido
.ger.atari,z-netz.alt.rechner.atari.diskussion

In <65kjfj$4h@berlin.shuttle.de> "Ralf Blinkmann" wrote:

>als ehemaliger Atari-ST-User habe ich vor ca. 5 Jahren auch alle meine
>Software zusammen mit meinem Mega-ST verkauft. Das war ein Fehler, wie sich
>jetzt zeigt. Ich habe n⌂mlich jetzt entdeckt, da⌂ es tolle Atari-Emulatoren

It's allways a mistake to sell all atari items.. ;->

One point more to save the first st from 1985 !
Emulators.. Pah! ;-)

Regards, Robert

--

```
   ####   robscha@data.rhein-main.de      -= Home of DOITF030 =-
   ####   ____________________________________________________________
  # # #             F030-520ST-Jaguar-Mac Lynx I + II
 #  #  #    http://www.rhein-main.de/people/robert/homepage.htm
```

From -8336677386023603241
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 109a67,f6f3be1bb31330cc
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
From: "Christian Ratsch" <ratsch@bielefeld.netsurf.de>
Subject: Re: TOS versions?
Date: 1997/11/28
Message-ID: <34805848.0@news.uni-X.net>#1/1
X-Deja-AN: 293685925
References: <656v8ebqa2@cti01.citenet.net> <65m693$k13$1@ns.felk.cvut.cz>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

> 1.00 ??-??-1985 (there were two releases, IIRC)
The later one is 1.00 06-02-1986

--
Tsch
Christian
---
ratsch@bielefeld.netsurf.de
christian_ratsch@bi.maus.de
www.bielefeld.netsurf.de:8080/~ratsch/

From 6105824669791519105
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f6f3be1bb31330cc
X-Google-Attributes: gid109a67,public
From: bales@hol.fr (Nicholas Bales)
Subject: Re: TOS versions?
Date: 1997/11/30
Message-ID: <19971130095311169573@toulouse1-3.hol.fr>#1/1
X-Deja-AN: 293849992
References: <656v8ebqa2@cti01.citenet.net> <65m693$k13$1@ns.felk.cvut.cz>
<34805848.0@news.uni-X.net>
Organization: must be something nice to have...
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

Christian Ratsch <ratsch@bielefeld.netsurf.de> wrote (crivait):

> > 1.00 ??-??-1985 (there were two releases, IIRC)
> The later one is 1.00 06-02-1986

>

Wasn't the earlier disk based one called TOS 0.99 ?

--
   ||| Nicholas Bales, Toulouse, France   bales@hol.fr
===|||==== The Atari ST Quick FAQ ============================
  / | \   http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

From 4778293108074379810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ab8b8f772c634cb
X-Google-Attributes: gid1115ce,public
From: tross3@hamtel.tds.net (Terry Ross)
Subject: Re: Error Codes
Date: 1997/11/30
Message-ID: <65sfq4$j7u@news2.tds.net>#1/1
X-Deja-AN: 293963708
References: <65ijs2$q56@news2.tds.net> <880745565.645673@proxy.harborcom.net>
Organization: TDSNET Internet Services(http://www.tds.net)
Newsgroups: comp.sys.atari.programmer

On 28 Nov 1997 14:32:17, "Bud Connolly" wrote:

>Terry,
>
>What type of error message? I can't type in the whole Atari Compendium! But
>if you have access to one, that is probably the most complete resource that
>I have seen.
>
>Bud
>budc@harborcom.net

Bud,

  Well, I have a whole new set-up here: TT, Magic, NVDI, Nova card -
I have no prior experience with any of these items. Basically, I'm
wondering if there is an online document listing the extended error
codes. I've just recently started actually doing any programming on
it, so at the moment, system errors are the most important thing.

For one specific example: "Program returned 68000 Exception error -
Error -69" - my references only go up to error -64

Thanks,
Terry
-----
tross3@hamtel.tds.net

From 881655841043963417
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,312397489f8b922d
X-Google-Attributes: gid1115ce,public
From: "myeck waters" <Xwaterses@worldnet.att.net>
Subject: Re: look for cubase for atari
Date: 1997/11/30
Message-ID: <65t0mo$caj@bgtnsc03.worldnet.att.net>#1/1
X-Deja-AN: 294029501
References: <01bcf923$62fc3a40$cd08cec2@herve>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

NAT.fr wrote in message <01bcf923$62fc3a40$cd08cec2@herve>...
>i look for cubase for atari ! please, if you have these files send me by
>mail !!! thanks !:)
>

Cubase is a commercial program. You'll have to BUY a copy.

From -5163950451778232485
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 109a67,f6f3be1bb31330cc
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
From: "Christian Ratsch" <ratsch@bielefeld.netsurf.de>
Subject: Re: TOS versions?
Date: 1997/11/30
Message-ID: <34830426.0@news.uni-X.net>#1/1
X-Deja-AN: 294266901
References: <656v8ebqa2@cti01.citenet.net> <65m693$k13$1@ns.felk.cvut.cz>
<34805848.0@news.uni-X.net> <19971130095311169573@toulouse1-3.hol.fr>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi Nicholas!
>> >   1.00 ??-??-1985 (there were two releases, IIRC)
>> The later one is 1.00 06-02-1986
>Wasn't the earlier disk based one called TOS 0.99 ?
No idea, I never had such a disk. My first ST was one with ROMTOS.

--
Tsch
Christian
---
ratsch@bielefeld.netsurf.de
christian_ratsch@bi.maus.de
www.bielefeld.netsurf.de:8080/~ratsch/

From 4704495141386819612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d306cddff98b9da2,start
X-Google-Attributes: gid1115ce,public
From: "didi" <didier.windey@skynet.be>
Subject: need an atari emulator
Date: 1997/12/01
Message-ID: <65t3u0$1u$1@news0.skynet.be>#1/1
X-Deja-AN: 294047487
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
X-Complaints-To: usenet@news0.skynet.be
X-Trace: news0.skynet.be 880939776 62 (None) 195.238.13.212
Organization: SKYNET SA/NV
Newsgroups: comp.sys.atari.programmer

Hello,
Where can I download an atari emulator
please mail me at
didier.windey@skynet.be
thank a lot
didier

From -8076580338943612876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d306cddff98b9da2
X-Google-Attributes: gid1115ce,public
From: ben@imperial.co.uk
Subject: Re: need an atari emulator
Date: 1997/12/01
Message-ID: <880960041.22034@dejanews.com>#1/1
X-Deja-AN: 294144523
References: <65t3u0$1u$1@news0.skynet.be>
X-Http-User-Agent: Mozilla/3.01 (Win95; I) via proxy gateway CERN-HTTPD/3.0
libwww/2.17

X-Originating-IP-Addr: 194.201.73.171 (deborah.imperial.co.uk)
Organization: Deja News Posting Service
X-Authenticated-Sender: ben@imperial.co.uk
X-Article-Creation-Date: Mon Dec 01 07:07:21 1997 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

You can find a copy of the excelent PacifiST Atari
Emulator. You can find information on PacifiST and
other Atari emulators from:

http://www.jetman.demon.co.uk/st/

Regards,

Ben Hills.
ben@imperial.co.uk

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

From -5128441639931876224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d33837e5ee7d9447
X-Google-Attributes: gid1115ce,public
From: kma54@student.canterbury.ac.nz
Subject: Re: Task Manger
Date: 1997/12/02
Message-ID: <348380CD.7F6@student.canterbury.ac.nz>#1/1
X-Deja-AN: 294367013
References: <347E465B.BC4@student.canterbury.ac.nz>
<347e8c11.471268011@news.utrecht.nl.net>
Organization: University of Canterbury
Reply-To: kma54@student.canterbury.ac.nz
Newsgroups: comp.sys.atari.programmer

> >Greetings all, I've just completed a small GEM password programme which
> >takes advantage of the #_AUT feature in MagiC. Although it works well,
>
> What does this program do and are you releasing it?

It's a simple password programme which stops access to the desktop until
the correct password/key is typed. It uses BubbleGEM, so it means the
programme is non-model, and displays a message using BubbleGEM if an
incorrect password is entered. After the 3rd failed attempt it locks up
the computer. It also logs all attempts with time & date plus the
attempted password to a file.

I'll upload it to <ftp.funet.fi> and <ftp.cs.tu-berlin.de> once I've
finished the docs, there's not to write, I've just been a little lazy
and I hate typing. ;-)

--
Karl Ashton
kma54@student.canterbury.ac.nz

From 8883851627427571674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33b99c172cf9b006,start
X-Google-Attributes: gid1115ce,public
From: smith@umes07.avl.co.at (Search Spaniel)
Subject: Atari-search the web quickly with Search Spaniel
Date: 1997/12/02
Message-ID: <250028486@searchspaniel.com>#1/1
X-Deja-AN: 294607437
Organization: Search Spaniel
Newsgroups: comp.sys.atari.programmer

To Atari-search the most search engines
in the shortest time, use the internet's newest
search engine - Search Spaniel at:
http://www.searchspaniel.com/

From -4929255857755258256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68ab2e9f425966df,start
X-Google-Attributes: gid1115ce,public
From: nobody@nowhere.com (Mariusz)
Subject: F.S.-- ATARI Portfolio Parallel Interface
Date: 1997/12/02
Message-ID: <3488857b.2453965@news.conc.tdsnet.com>#1/1
X-Deja-AN: 294649127
Organization: TDSNET Internet Services(http://www.tds.net)
Newsgroups: comp.sys.atari.programmer

This is a Parallel Interface that plugs into the
 ATARI Portfolio handheld computers and lets you
 connect a printer or any other parallel device.
The bids start at $10
You can buy it here http://www.onsale.com/category/inv/00204768.htm

From -2180494124743192804
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,312397489f8b922d
X-Google-Attributes: gid1115ce,public
From: stanton34@msn.com (bob)
Subject: Re: look for cubase for atari
Date: 1997/12/02
Message-ID: <34868e9e.26936079@192.0.2.5>#1/1
X-Deja-AN: 294654275
References: <01bcf923$62fc3a40$cd08cec2@herve>
<65t0mo$caj@bgtnsc03.worldnet.att.net>
Organization: na
Reply-To: stanton34@msn.com
Newsgroups: comp.sys.atari.programmer

i have files, you need dongle unless you have crack. you have crack
yes?

On Sun, 30 Nov 1997 19:33:35 -0500, "myeck waters"
<Xwaterses@worldnet.att.net> wrote:

>
>NAT.fr wrote in message <01bcf923$62fc3a40$cd08cec2@herve>...
>>i look for cubase for atari ! please, if you have these files send me by
>>mail !!! thanks !:)
>>
>
>Cubase is a commercial program. You'll have to BUY a copy.
>
>
>

From -2849302077343778901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ce93769a58e31b8,start
X-Google-Attributes: gid1115ce,public
From: bullenfc@dcs.gla.ac.uk (Francis C Bullen)
Subject: Blitter programming
Date: 1997/12/03
Message-ID: <663uli$7or@singer.cent.gla.ac.uk>#1/1
X-Deja-AN: 294885316
Organization: University of Glasgow
Newsgroups: comp.sys.atari.programmer

Hello! In the Atari blitter manual there is a section that says the blitter
can do bitmap rotation with recursive sub-division. Does anybody know
how to get the blitter to rotate bobs? Maybe it only works for 90 degree
rotations? Anyway if anybody can shed some light on the subject I would

appreciate it.

My last bob routine (soon to appear as the intro in the new issue of PB) can mask and or 31 32*30 2 plane bobs a frame with clearing on a standard Ste and it could be optimised further. I wish the Ste blitter would and then or a word in 8 cycles instead of 24 cycles like the Amigas one :(

C-ya!

From 1186191486376804636
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: Re: TOS versions?
Date: 1997/12/04
Message-ID: <666eomdfv1@news1.tor.acc.ca>#1/1
X-Deja-AN: 295122266
References: <656v8ebqa2@cti01.citenet.net>
X-Complaints-To: usenet@news1.tor.acc.ca
X-Trace: news1.tor.acc.ca 881245782 13823 (None) 142.154.153.122
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer

On 22 Nov 1997 15:54:54, Martin-Eric Racine wrote:

OK, so you all have release dates... What about AES/GEMDOS?
UltimateVirusKiller provides those infos upon startup, but
I only have access to 3 releases of TOS here to try.

>One piece of information missing from the Compendium, is
>a list of features typically found with each TOS version.
>
>Could anyone fill in the blanks below (add if necessary)?
>

TOS	Date	GEMDOS	AES
0.99	-1985		
1.00	06-02-1986		
1.02	04-22-1987		
1.04	04-06-1989		
1.06			
1.62	01-01-1990	0.17	1.40
2.02			
2.05			
2.06	11-14-1991	0.20	3.20
3.01			

```
 >   3.05
 >   3.06  09-24-1991  0.20  3.20
 >  ------------------------------------
 >   4.02
 >   4.04
 >  ------------------------------------
 >
 >MultiTOS
 >  ------------------------------------
 >   4.92
 >  ------------------------------------
 >                           4.1
 >  ------------------------------------
 >
 >Please Cc through e-mail. Thanks

-----------------------------------------------------------------
From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK
-----------------------------------------------------------------
    "By the year 2000 we will, I hope, raise our children to
     believe in human potential, not God." -- Gloria Steinem
-----------------------------------------------------------------
 <TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>
```

```
From -3953538245813741926
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,28c018b2ee876042,start
X-Google-Attributes: gid1115ce,public
From: josehamper@aol.com (Josehamper)
Subject: RARE Atari 400/800 prototypes at ebay
Date: 1997/12/05
Message-ID: <19971205011000.UAA18855@ladder01.news.aol.com>#1/1
X-Deja-AN: 295324976
X-Admin: news@aol.com
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer


I have some rare prototype cartridges for the Atari 400/800 systems, twelve
carts and eleven titles in all, and they are listed at e-bay with NO reserve
price!  Come and see them before they're gone!

http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2679232

or do a seller search for josehamper@aol.com
```

```
From -8232211607949313764
```

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ab8b8f772c634cb
X-Google-Attributes: gid1115ce,public
From: SSweet@fortress.org.uk (Steve Sweet)
Subject: Error Codes
Date: 1997/12/06
Message-ID: <6116_SSweet@fortress.org.uk>#1/1
X-Deja-AN: 295703416
Reply-To: SSweet@fortress.org.uk
Organization: The <Fortress> BBS
Newsgroups: comp.sys.atari.programmer

FROM: SSweet@fortress.org.uk
SUBJ: Error Codes

 t>   Could someone point me in the direction of a list of Error codes?
 t> My references only cover the ST, and I'm now on a TT - & I'm getting
 t> error numbers above the range I'm used to.

Whats an error!!!. 8~))

Seriously, what errors are you getting, and what are the circumstances.

 Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4 Meg ST 16 Meg TT RAM Link 97 SCSI II *
-= A Dog is not just for Christmas, its also quite nice,.....
    on boxing day, cold, with pickles, or in a curry.
--

From 2423311016568677897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6f3be1bb31330cc
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f6f3be1bb31330cc
X-Google-Attributes: gid109a67,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: Re: TOS versions?
Date: 1997/12/06
Message-ID: <66bkig$696$1@news1.tor.acc.ca>#1/1
X-Deja-AN: 295746074
References: <656v8ebqa2@cti01.citenet.net> <666eomdfv1@news1.tor.acc.ca>
Followup-To: comp.sys.atari.programmer
X-Complaints-To: usenet@news1.tor.acc.ca
X-Trace: news1.tor.acc.ca 881415568 6438 (None) 142.154.153.78
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

On 22 Nov 1997 15:54:54, Martin-Eric Racine wrote:

OK, so you all have release dates... What about AES/GEMDOS?
UltimateVirusKiller provides those infos upon startup, but
I only have access to 3 releases of TOS here to try...

Can anyone fill in the GEMDOS/AES versions? Thanks.

```
 > >One piece of information missing from the Compendium, is
 > >a list of features typically found with each TOS version.
 > >
 > >Could anyone fill in the blanks below (add if necessary)?
 > >
 > >   TOS   Date       GEMDOS  AES
 > >  -----------------------------------
 >     0.99       -1985
 > >   1.00  06-02-1986
 > >   1.02  04-22-1987
 > >   1.04  04-06-1989
 > >   1.06
 > >   1.62  01-01-1990  0.17  1.40
 > >  -----------------------------------
 > >   2.02
 > >   2.05
 > >   2.06  11-14-1991  0.20  3.20
 > >  -----------------------------------
 > >   3.01
 > >   3.05
 > >   3.06  09-24-1991  0.20  3.20
 > >  -----------------------------------
 > >   4.02
 > >   4.04
 > >  -----------------------------------
 > >
 > >MultiTOS
 > >  -----------------------------------
 > >   4.92
 > >  -----------------------------------
 > >                           4.1
 > >  -----------------------------------
 > >
 > >Please Cc reply through e-mail. Thanks
```

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

Unsollicited material sent to this address will be proof-read

at $100 per word, payable within 10 days. This policy hereby
constitutes your formal acceptance of these terms.

From -2314885413858212076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2eeb28085f7a1bf8,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2eeb28085f7a1bf8,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2eeb28085f7a1bf8,start
X-Google-Attributes: gid109a67,public
From: Peter Christof-Dirry <petzi@pflaphy.pph.univie.ac.at>
Subject: read a signum II-file on a PC
Date: 1997/12/06
Message-ID: <348A0788.1761@pflaphy.pph.univie.ac.at>#1/1
X-Deja-AN: 295780052
Organization: Inst. f. Plantphysiology
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Is there any possibility to transfer/read a 70-pages text-file written
with
signum II (on an atari 1040st) to/on a PC ? Is there any emulator to read
the atari-formatted disk (3,5"). At least we would need an ascii-file.

Thanks for your help

Peter.Christof-Dirry@rzb-wien.raiffeisen.at

From 2594042355565663803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,604344eb669d37e7,start
X-Google-Attributes: gid1115ce,public
From: info@freepagers.net
Subject: EARN AN INCOME GIVING AWAY FREE PAGERS!
Date: 1997/10/14
Message-ID: <34430744.0@Crypt.NetGoth.COM>#1/1
X-Deja-AN: 280574195
Organization: Logical Net
Newsgroups: comp.sys.atari.programmer

GET PAID TO GIVE AWAY FREE PAGERS!

Give away FREE Motorola pagers and Seiko Message watches!

It's easy and it's fun! NO selling or inventory, what more can you ask?! for!

You can start for nothing if you wish or just a little!

You get paid on activation and monthly airtime!

If you are interested send a Self Address Stamped Envelope to:

Send SASE:

UDS Co.
1147 E. Elm Suite #10
Springfield, MO 65806

You will receive your info within 2 days.

From 5055929724084546270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4797cc81bc417c0,start
X-Google-Attributes: gid1115ce,public
From: (Fidel von Meute)
Subject: Driver 32 bit Atari to IBM
Date: 1997/10/15
Message-ID: <3446ec2f.865256@news.cs.interbusiness.it>#1/1
X-Deja-AN: 284918690
Sender: Itline
Organization: Orti di Carignano (Genova)
Reply-To: fidel@ge.itline.it
Newsgroups: comp.sys.atari.programmer

Sorry for the questions if it's stupid.

There is somewhere a driver 32 bit (windows 95) for the Portfolio Card
drive HPC-301 that connect the Pc Folio Atari to a IBM compatible PC?

Please replay by mail.

Fidel von Meute - via Alessi 3/8 GENOVA - Tel: 564321
E-MAIL: <fidel@ge.itline.it> (expire 20/1/98)
<room134@ipsnet.it> or <dead_man@geocities.com>
HOME PAGE: http://www.geocities.com/Athens/3454/index.html

Fan #2 di PeppeCortese & PaMa -- PGP public key available

From -2867819913070199540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b1904abf2cd4d791
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>

Subject: Re: Sending codes to printer.
Date: 1997/10/16
Message-ID: <Pine.SUN.3.95q.971016105226.24169A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 280984858
References: <Pine.SUN.3.95q.971008165939.1358A-100000@ganymede.cs.mun.ca>
<876721724_OASIS_@nordnet.fr>
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

On Mon, 13 Oct 1997, Bruno Kozlowski wrote:

> >Esc command for double strike mode on an epson printer is ESC G with
> >decimal 71.
> >
> >Double.strike.on$=chr$(27)+"G"+chr$(71)
> >LPRINT double.strike.on$
> >
> >Once this is sent the printer prints G and nothing changes.
>
>   It's "ESC G G" you send... The correct code for double strike is
> simply "ESC G" (and "ESC H" to go back to single strike). So it's normal
> you get a double striked single G letter on the paper. Better use:
>
> Double.strike.on$=chr$(27)+"G"
>
>   Could be declared as a function too, something like:
>
> DEFFN doublestrike$(on!)=CHR$(27)+CHR$(ASC("H")+on!)
> LPRINT @doublestrike$(1);"You know what? I'm happy.";@doublestrike$(0)

Thanks. I had figured it out after words, I just misread the manuale for the printer. I had to write a rountine which converts the string codes into varibles and then sends each varible to the printer with OUT command. I had to do it this way because alot of codes are being send to the printer to configure it, in a way the user defines. So using I would have had to make a number of functions, rather than one routine which when called send whatever the user defined as the setup.

Thanks again...

Scott.

From 3906837474075528012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc0eb26f540f5544

X-Google-Attributes: gid1115ce,public
From: hyc@frisky.la.platsol.com (Howard Chu)
Subject: Re: tfork()
Date: 1997/10/16
Message-ID: <626e21$1pag@frisky.la.platsol.com>#1/1
X-Deja-AN: 281659484
References: <61c27o$li6$1@o.online.no>
Organization: Locus Computing Corporation, Los Angeles, California
Newsgroups: comp.sys.atari.programmer

In article <61c27o$li6$1@o.online.no>, Odd Skancke <oskancke@online.no> wrote:
> I've just read someone mentioning a tfork() call. This would be a
>mintspecific call, but I can't find any info on it. Anyone?

tfork is just a bit of wrapper code around Pexec. It's provided in the MiNT library. Basically it allocates a base page and a stack, stores the passed-in function address as the start address of the new basepage, then Pexec's (using I forgot which mode, new process using existing memory image) to start the new process. The process is considered a "thread" in that it shares the contents of the parent's address space - all code, data & bss space. Heap is a separate issue which generally is not taken care of. Specifically, malloc() and related routines cannot be used safely by the new process. The stack is initialized; as I recall a call to Pterm is stored on the stack so if the new process returns all the way to the top, it exits.

(Note - malloc is a problem for two reasons - the obvious one, thread re-entrance and mutex issues, but also because the MiNTlib malloc() tries to do stack/heap collision detection. In the original process, the heap and stack are both carved out of one chunk of memory, and the heap grows upward from the bottom, and the stack grows downward from the top. If they meet in the middle, malloc has to give up. In the threaded subprocess, the stack is in a freshly allocated memory region, but the heap remains where it was in the parent process. The new stack could be either above or below the original one, so the library's collision detection code is useless.)

I've written a couple of pieces of code that used this function, (including the first pass at my update to the MiNTnet driver for CAB) and I've dissected it quite a bit. It seems to me that the Pexec functionality it uses is a bit broken; the new process doesn't share the file descriptors of the parent process, for one. Also, it seems to be dependent on the memory-sharing flags set in the parent; one would expect that a "thread process" automatically inherits full access privileges to all of the parent's memory, instead of just read access. I've never investigated the MiNT kernel code to verify this behavior, but I believe there's a bug here that needs fixing...
--
Howard Chu Principal Member of Technical Staff
hyc@locus.com,chu@platinum.com PLATINUM technology, Los Angeles Lab
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From 4175637617209741692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f639fd87fabe1ab,start
X-Google-Attributes: gid1115ce,public
From: pdraper@nospam.net
Subject: Help with Mac/Atari
Date: 1997/10/17
Message-ID: <pdraper-1710971456070001@dial37.vip.net>#1/1
X-Deja-AN: 281322233
Organization: All USENET -- http://www.Supernews.com
Newsgroups: comp.sys.atari.programmer

Need utility to enable my Mac to read an Atari disk.

Thanx
Marlena

Write to:
gyoungin@vip.net

From 2012569277110088388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,523aeab8588c8a28,start
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: fcntl() mode $5364
Date: 1997/10/18
Message-ID: <62a7qphas1@o.online.no>#1/1
X-Deja-AN: 281490820
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

I desperately need info about the mode $5364 of Fcntl(). This is a call dealing with sockets, I think and I think I'm starting to understand how it works. But I've not been able to find any docs about this mode. anyone?

N Norway ## ## ##
~~~
~~~

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From 1011101348905974167
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,523aeab8588c8a28
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: fcntl() mode $5364
Date: 1997/10/18
Message-ID: <19971018234207809 56@zetnet.co.uk>#1/1
X-Deja-AN: 281817979
References: <62a7qphas1@o.online.no>
Newsgroups: comp.sys.atari.programmer

> I desperately need info about the mode $5364 of Fcntl(). This is a

any idea what the symbol name for that mode is?

> call dealing with sockets, I think and I think I'm starting to understand
> how it works. But I've not been able to find any docs about this mode.
> anyone?

Well, as its sockets I guess the place to look is MiNTnet - either in a
man page, or more likely in the source the the .XDD file - as this is where
the Fcntl on sockets is probably handled.

Hope this helps

Anthony

From 5783894435765931490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f639fd87fabe1ab
X-Google-Attributes: gid1115ce,public
From: erikhall@mail2.tripnet.se (Erik H[illegible]ll)
Subject: Re: Help with Mac/Atari
Date: 1997/10/18
Message-ID: <629qc6$t97$1@minox.tripnet.se>#1/1
X-Deja-AN: 282128022
References: <pdraper-1710971456070001@dial37.vip.net>
X-Server-Date: 18 Oct 1997 08:01:10 GMT
Organization: Tripnet AB
Newsgroups: comp.sys.atari.programmer

On 17 Oct 1997 14:56:07, pdraper@nospam.net wrote:
>Need utility to enable my Mac to read an Atari disk.
>
>Thanx
>Marlena
>
>Write to:
>gyoungin@vip.net
>.

Atari is using the same file system as PC (FAT)
so if you have program for reading PC disks
you can read/write Atari disks.

/Erik

```
-------------------------------------------------------------
Mail:
erikhall@mail2.tripnet.se                      |||  FALCON 030
Erik.Hall@epk.ericsson.se                      |||
                                               /|\  ----------
URL:                                          / | \
http://www2.tripnet.se/~erikhall/index.html         HADES  060

-------------------------------------------------------------
```

From 937401037979896281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3cf5172387b2814
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bcbf74e0f9a7ee6e,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: PPP-Connect programming docs?
Date: 1997/10/19
Message-ID: <14601802_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 282478549
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
X-Sender: NEWSwatch v1.22 (Atari)
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi

I've just been playing with PPP-Connect (that I bought at today's show,
along with CAB2.5).

I'd like to add PPP-Connect compatability to POPwatch if it's not too difficult.

Can anyone tell me where I can get hold of the programming docs for PPP-Connect?

Regards,
Gary

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From -8592945485926485824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f639fd87fabe1ab
X-Google-Attributes: gid1115ce,public

From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: Help with Mac/Atari
Date: 1997/10/19
Message-ID: <HJTNFDALUP@data.rhein-main.de>#1/1
X-Deja-AN: 282481166
References: <pdraper-1710971456070001@dial37.vip.net>
Newsgroups: comp.sys.atari.programmer

In <pdraper-1710971456070001@dial37.vip.net> pdraper@nospam.net wrote:

>Need utility to enable my Mac to read an Atari disk.

Try to format your disks in 1.4Mb HD PC Format.
Your Mac read PC format, also your Atari.

Regards, Robert


```
--
   ####   robscha@data.rhein-main.de      -= Home of DOITF030 =-
   ####   ___________________________________________________________
  # # #             F030-520ST-Jaguar-Mac Lynx I + II
 #  #  #    http://www.rhein-main.de/people/robert/homepage.htm
```


From -6573283254588690283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,96fc94f332d30377,start

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,96fc94f332d30377,start
X-Google-Attributes: gid1115ce,public
From: Vincent Bakker <bakkerv@pi.net>
Subject: CAF compressed aif specs?
Date: 1997/10/20
Message-ID: <344B983A.662@pi.net>#1/1
X-Deja-AN: 282656131
Organization: Business Networks Services
Reply-To: bakkerv@pi.net
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hello,

Anyone got the specs for the compressed aif format from Cubase audio
16-channel mode?

greetz,
Vince

From 4879684530310292403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80ce93119383dc82,start
X-Google-Attributes: gid1115ce,public
From: Gerard Thornley <SMTP:GTHORN@EuropeM01.nt.com>
Subject: C Compilers and Networking !!!!
Date: 1997/10/20
Message-ID: <344B9FEF.39E641E2@EuropeM01.nt.com>#1/1
X-Deja-AN: 284595908
Organization: Nortel
Newsgroups: comp.sys.atari.programmer

Would anyone be able to tell me where I can obtain a good (i.e. user
friendly) C-compiler for my Atari ST. Also has anyone written a program
whereby I could use one Atari ST as a file and print server for two
other Ataris, or would anyone else be interested if I wrote one myself?
This might sound slightly silly, but I'm trying to squeeze that extra
little bit of use out of them.

Cheers,
Gerard

From -9198258866330244963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb5791403d45e3a4,start
X-Google-Attributes: gid1115ce,public

From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: C Compilers and Networki
Date: 1997/10/21
Message-ID: <0bf_9710211143@conchbbs.com>#1/1
X-Deja-AN: 282231897
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: SMTP:GTHORN@EuropeM01.nt
Newsgroups: comp.sys.atari.programmer

S > Also has anyone written a program whereby I could use one
S > Atari ST as a file and print server for two other Ataris, or
S > would anyone else be interested if I wrote one myself?

There is a hardware/software network which uses the midi port
available commercially.

I started writing one using the serial port, but it kept dropping
bytes. Eventually I discovered that the problem was that the
default serial buffer was too small to really handle 19200 bps, but
by then I was no longer interested in networking my ST and TT.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -429904981370645739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcbf74e0f9a7ee6e
X-Google-Attributes: gid1115ce,public
From: your@email.here (Your Name Here)
Subject: Re: PPP-Connect programming docs?
Date: 1997/10/21
Message-ID: <344cf22e.0@mapperley.innotts.co.uk>#1/1
X-Deja-AN: 282247904
References: <14601802_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: Aladdin Internet
Newsgroups: comp.sys.atari.programmer

On 19 Oct 97 15:47:34 G, Gary Priest wrote:

>I've just been playing with PPP-Connect (that I bought at today's show,

>along with CAB2.5).

Same here, CAB 2.5 really flies now, and thats with STiK (1.12).

>I'd like to add PPP-Connect compatability to POPwatch if it's not too
>difficult.

I'd like to do the same with Greendale (when I finish it) and perhaps port
GlueSTiK to it.

>Can anyone tell me where I can get hold of the programming docs for
>PPP-Connect?

I thought it was based on BLIP (they are buy the same author and are very
similar) but the BLIP examples don't work so I guess that something was
changed.

AFAIK, PPP-Connect is a port of Berkley sockets so is programmed like
MintNet.

See you earlier,

Steven

        InterNet: sbagley@innotts.co.uk
        FidoNET: 2:2501/101.12 ... NeST: 90:102/203
        IRC: _SteveB_

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who
Telemovie

From 8898676195525228764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80ce93119383dc82
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compilers and Networking !!!!
Date: 1997/10/21
Message-ID: <EIE8C2.5sF@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 282309564
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <344B9FEF.39E641E2@EuropeM01.nt.com>
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <344B9FEF.39E641E2@europem01.nt.com>,
     Gerard Thornley <SMTP:GTHORN@EuropeM01.nt.com> writes:

> Would anyone be able to tell me where I can obtain a good (i.e. user
> friendly) C-compiler for my Atari ST.

Look out for Pure C which is very user friendly. It however produces slightly
less than optimal code. If you can't live with 98 % of the optimum, you must
go for Gnu-C, but that one for sure is not very user friendly.

> Also has anyone written a program
> whereby I could use one Atari ST as a file and print server for two
> other Ataris, or would anyone else be interested if I wrote one myself?

Sure, go ahead. I thought about just doing the print server/client bit the
other day, as it's rather easy to do (using STinG). A file server is tricky
however, but will come one day too.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -3513589429952693720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,96fc94f332d30377
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,96fc94f332d30377
X-Google-Attributes: gid1115ce,public
From: "Claes Holmerup" <claes.holmerup@mailbox.swipnet.se>
Subject: Re: CAF compressed aif specs?
Date: 1997/10/21
Message-ID: <62gm1h$50s@mn5.swip.net>#1/1
X-Deja-AN: 284673727
References: <344B983A.662@pi.net>
X-MimeOle: Produced By Microsoft MimeOLE Engine V4.71.1008.3
Organization: -
NNTP-Posting-User: s-72374
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Vincent Bakker wrote in article <344B983A.662@pi.net>...

>Anyone got the specs for the compressed aif format from Cubase audio
>16-channel mode?

The only thing I know is that it's supposed to be some sort of "intelligent" compression, like DCC and MD. I doubt that Steinberg would give away their technology, but who knows - since they won't make any more CAF upgrades (let's hope they'll continue making bugfixes) for our beloved computer, maybe they would eventually?

Best regards,
Claes

-+-
Falcon030/16MB/5.5GB/12XCD/CD-writer/Zip
K2000+CS1x+R8+D-110+U-220+Proteus
Various studio equipment etc.
For more information - see my homepage
+-+
claes.holmerup@mailbox.swipnet.se
http://home5.swipnet.se/~w-51781

From -1819954828267415800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80ce93119383dc82
X-Google-Attributes: gid1115ce,public
From: pls@no.spam (Gerry O'Rourke)
Subject: Re: C Compilers and Networking !!!!
Date: 1997/10/21
Message-ID: <62hmml$pm3@bcrkh13.bnr.ca>#1/1
X-Deja-AN: 284761982
References: <344B9FEF.39E641E2@EuropeM01.nt.com>
Organization: Nortel Ireland Ltd
Newsgroups: comp.sys.atari.programmer

In article <344B9FEF.39E641E2@EuropeM01.nt.com>, Gerard Thornley
<SMTP:GTHORN@EuropeM01.nt.com> wrote:
>Would anyone be able to tell me where I can obtain a good (i.e. user
>friendly) C-compiler for my Atari ST. Also has anyone written a program
>whereby I could use one Atari ST as a file and print server for two
>other Ataris, or would anyone else be interested if I wrote one myself?
>This might sound slightly silly, but I'm trying to squeeze that extra
>little bit of use out of them.
>
>Cheers,
>Gerard
>

There are many networking type programs & file servers, check umich for a few.

If you have the memory & disk space, you could install MiNT & MiNTnet & get a
fully working NFS connection between the two atari's.

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

From 1977574708002700260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80ce93119383dc82
X-Google-Attributes: gid1115ce,public
From: Gerard Thornley <SMTP:GTHORN@EuropeM01.nt.com>
Subject: Re: C Compilers and Networking !!!!
Date: 1997/10/22
Message-ID: <344DF64B.7B3B4794@EuropeM01.nt.com>#1/1
X-Deja-AN: 282417535
References: <344B9FEF.39E641E2@EuropeM01.nt.com> <62hmml$pm3@bcrkh13.bnr.ca>
Organization: Nortel
Newsgroups: comp.sys.atari.programmer

Gerry O'Rourke,
In reference to your reply:

> In article <344B9FEF.39E641E2@EuropeM01.nt.com>, Gerard Thornley
<SMTP:GTHORN@EuropeM01.nt.com> wrote:
> >Would anyone be able to tell me where I can obtain a good (i.e. user
> >friendly) C-compiler for my Atari ST. Also has anyone written a program
> >whereby I could use one Atari ST as a file and print server for two
> >other Ataris, or would anyone else be interested if I wrote one myself?
> >This might sound slightly silly, but I'm trying to squeeze that extra
> >little bit of use out of them.
> >
> >Cheers,
> >Gerard
> >
>
> There are many networking type programs & file servers, check umich for a few.
>
> If you have the memory & disk space, you could install MiNT & MiNTnet & get a
> fully working NFS connection between the two atari's.
>
> Gerry O'Rourke
> Nortel Ireland Ltd
> E-mail (remove the #'s) gigxr01#@nt#.com

Do you know where I could get a copy of MiNT, and MiNTnet, since I haven't been
watching the Atari world
for quite a while. You couldn't send me a copy could you, or is MiNT no longer

shareware?
Also, you suggested checking 'umich'. What is this?

Cheers,
Gerard

From 1991739899971634230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3d0a234c470f9636
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b00b8e7417160697,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f7b2a,3d0a234c470f9636
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 109a67,3d0a234c470f9636
X-Google-Attributes: gid109a67,public
From: "Centek" <Acces.Journaliste@wanadoo.fr>
Subject: Re: Year 2000? No bug on Atari! ;-)
Date: 1997/10/22
Message-ID: <01bcdef7$ea3bb080$160844c3@p-d-mou>#1/1
X-Deja-AN: 282433584
References: <6208j7hgo2@cti01.citenet.net><01bcdbe8$96e95160$LocalHost@p-d-mou>
<877405468_OASIS_@nordnet.fr>
Organization: ImagiNET
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.ata
ri

> It's used by Xbios as starting in 1968, in binary mode, giving a max
> year of 2223, limited by Xbios (and Gemdos as well) to 2107.

This is wrong, the limit is 99 EVEN in binary mode ....
I just looked to Motorola and also Benchmarq documents
in fact you can put any value in , but it just WON'T get
updated properly when it should ... in the specs the
limit in binary mode is given by motorola to be 0x63
(99) because the chip is intended to be a '100 year calendar'
as they say ....
In other words you can put in 2053 for example but when
it should become 2054 it will loop back to 1968 again :-(
I wonder why they kept this limit ?
So the limit we were searching for is 1968+99 which
is 2067 which seems to be the real atari limit ,
according to Motorola ....

By the way , you were right , day 1 is sunday !

so long,

DAVID GODEC

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340

From -4285726376944212500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11318c,1d1623ae6647f19f,start
X-Google-Attributes: gid11318c,public
X-Google-Thread: 111a55,1d1623ae6647f19f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1025b4,1d1623ae6647f19f,start
X-Google-Attributes: gid1025b4,public
X-Google-Thread: feb3e,1d1623ae6647f19f,start
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: 1115ce,1d1623ae6647f19f,start
X-Google-Attributes: gid1115ce,public
From: roman.pollak@switzerland.ncr.com
Subject: GNU-binutils
Date: 1997/10/22
Message-ID: <344E61B6.7819@switzerland.ncr.com>#1/1
X-Deja-AN: 282570836
Newsgroups:
comp.sys.m68k,comp.sys.atari.st,comp.sys.atari.programmer,gnu.gcc.help,gnu.misc.di
scuss

Hi ,

Does anybody know if and where and how to configure gnu binutils (as/ld)
for an atari st binary format or other relocatable output format ?
If there are allready other bin. formats included in the binu, please
let me know which do what I need.

I currently working on a mutlitasking os without a mmu, when ever I like
to load a new/other program, it have to be relocated to assigned
address.

regards roman

From -3292381853270104739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcbf74e0f9a7ee6e

X-Google-Attributes: gid1115ce,public
From: DCroker@fortress.org.uk (Derryck Croker)
Subject: PPP-Connect programming docs?
Date: 1997/10/22
Message-ID: <2258_DCroker@fortress.org.uk>#1/1
X-Deja-AN: 285002194
Organization: The <Fortress> BBS
Reply-To: DCroker@fortress.org.uk
Newsgroups: comp.sys.atari.programmer

Nostrodamus phrophesised this from gary@the-gap.demon.co.uk to All...

Hi Gary!

 g> I've just been playing with PPP-Connect (that I bought at today's show,
 g> along with CAB2.5).
I've not been able to get PPP and CAB 2.5 speaking to each other at all
(using the CiX-OUT account) so I'd be grateful to hear from anyone using that
setup!

Speak to 'ya later!

--

From 4306187807238447604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80ce93119383dc82
X-Google-Attributes: gid1115ce,public
From: s_cdonat@gripsholm.rz.uni-ulm.de (Christof Donat)
Subject: Re: C Compilers and Networking !!!!
Date: 1997/10/23
Message-ID: <344f5a72.0@news.uni-ulm.de>#1/1
X-Deja-AN: 282629859
References: <344B9FEF.39E641E2@EuropeM01.nt.com>
Newsgroups: comp.sys.atari.programmer

Hi Gerard,

: friendly) C-compiler for my Atari ST. Also has anyone written a program
: whereby I could use one Atari ST as a file and print server for two
: other Ataris, or would anyone else be interested if I wrote one myself?
: This might sound slightly silly, but I'm trying to squeeze that extra
: little bit of use out of them.

If you do it, I suggest you to use the Unix lpr standard via STIK. This
should be the most flexible solution for printer Servers. Almost any
System available supports it. For using it with existing software you

should best do it as a GDOS driver - optimally for NVDI if you get
hold of a documentation.

For a file Server NFS is the best sollution. ther is NFS for MiNTNet.
Still it can not be used by the majority of users who have not enough
Memory.

Christof

From -71537495792785134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11318c,1d1623ae6647f19f
X-Google-Attributes: gid11318c,public
X-Google-Thread: 111a55,1d1623ae6647f19f
X-Google-Attributes: gid111a55,public
X-Google-Thread: feb3e,1d1623ae6647f19f
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: 1115ce,1d1623ae6647f19f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1025b4,1d1623ae6647f19f
X-Google-Attributes: gid1025b4,public
From: mbaker@iee.org (Mark Baker)
Subject: Re: GNU-binutils
Date: 1997/10/23
Message-ID: <62m13gqdk1@aziraphale.pet.cam.ac.uk>#1/1
X-Deja-AN: 285018636
Sender: mnb20@aziraphale.pet.cam.ac.uk
References: <344E61B6.7819@switzerland.ncr.com>
Organization: University of Cambridge, England
Newsgroups:
comp.sys.m68k,comp.sys.atari.st,comp.sys.atari.programmer,gnu.gcc.help,gnu.misc.di
scuss

In article <344E61B6.7819@switzerland.ncr.com>,
roman.pollak@switzerland.ncr.com writes:

> Does anybody know if and where and how to configure gnu binutils (as/ld)
> for an atari st binary format or other relocatable output format ?
> If there are allready other bin. formats included in the binu, please
> let me know which do what I need.

GNU binutils already include lots of binary formats. Not including the
Atari's one by default, but there is a patch to add it (to an old version,
and I've no idea whether it would apply cleanly to a current version).

From -3029093487030354005
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,1bcd9cfea6f78fde,start
X-Google-Attributes: gid1115ce,public
From: massimo@irfmn.mnegri.it (Max Farina)
Subject: Setscreen(),Logbase(),Physbase()
Date: 1997/10/23
Message-ID: <massimo-ya02408000R2310971029110001@newsserver.cilea.it>#1/1
X-Deja-AN: 285069411
Organization: Istituto Mario Negri
Newsgroups: comp.sys.atari.programmer

Hi
Trying to make a game with sprites seems to be the best solution to
use the "flipping" screen method for animation (Setscreen())...
...but this is very machine dependent: I use a TT and Crazy-Dot
graphic card and if there are no problems in TT (video) standard mode
it's no possible use the same method with Crazy-Dots in 256 colors mode.

Is it possible that I make some mistakes about the screen-base address
or there is athers "standard" methods ?

Thank you


```
 ---------------------------------------------------------------------------
|      /|/|                                                                 |
|     /   |AX          Institute of Pharmacology Research "Mario Negri"     |
|  Massimo Farina               E-mail: massimo@irfmn.mnegri.it            |
 ---------------------------------------------------------------------------
```


From -110385409460554088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb5791403d45e3a4
X-Google-Attributes: gid1115ce,public
From: Gerard Thornley <SMTP:GTHORN@EuropeM01.nt.com>
Subject: Re: C Compilers and Networki
Date: 1997/10/23
Message-ID: <344F4776.D84584AB@EuropeM01.nt.com>#1/1
X-Deja-AN: 285085012
References: <0bf_9710211143@conchbbs.com>
Organization: Nortel
Newsgroups: comp.sys.atari.programmer

John Kormylo wrote:

> There is a hardware/software network which uses the midi port
> available commercially.

(Thanks)

> (cntd...) I started writing one using the serial port, but it kept
> dropping
> bytes. Eventually I discovered that the problem was that the
> default serial buffer was too small to really handle 19200 bps, but
> by then I was no longer interested in networking my ST and TT.

Maybe the cartridge slot would have been better (faster) solution. The
only problem here, is that you would have to have designed your own
hardware, and Atari's strange decision to make the Cartridge slot
one-way would have made this task slightly harder. It's understandable
why commercial manafacturers opted for the midi ports, even though this
stops the networked Atari's from using the midi ports for music!!

Gerard

From 6830930245343342292
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80ce93119383dc82
X-Google-Attributes: gid1115ce,public
From: thomas.goirand@hol.fr (Thomas Goirand)
Subject: Re: C Compilers and Networking !!!!
Date: 1997/10/23
Message-ID: <62o4pc$9p0$1@news4.isdnet.net>#1/1
X-Deja-AN: 285214857
References: <344B9FEF.39E641E2@EuropeM01.nt.com> <344f5a72.0@news.uni-ulm.de>
Newsgroups: comp.sys.atari.programmer

On 23 Oct 97 14:08:50 G, Christof Donat wrote:
>Hi Gerard,
>For a file Server NFS is the best sollution. ther is NFS for MiNTNet.
>Still it can not be used by the majority of users who have not enough
>Memory.
>
>   Christof

You have a good idear, I didn't thought printing was possible thrue NFS,
but when you think about it this should be done linking a file to the
target device on the server, and by allowing others to access to it via NFS.
A good way to to this would be a graphical configuration software for MiNT.
I'm still thinking about one, but I'm not sure to have the knowledge to
make it myself... but it would be a great thing, wouldn't it ?

--- end of message ---

--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
----
--- EMAIL : thomas.goirand@hol.fr   ---

---   thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---

From -6874506314659515851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb5791403d45e3a4
X-Google-Attributes: gid1115ce,public
From: xav@compsoc.man.ac.uk (Xav)
Subject: Re: C Compilers and Networking
Date: 1997/10/24
Message-ID: <62r6d2ucp1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 284755962
References: <0bf_9710211143@conchbbs.com> <344F4776.D84584AB@EuropeM01.nt.com>
Newsgroups: comp.sys.atari.programmer

On 23 Oct 1997 13:47:50, Gerard Thornley wrote:
> John Kormylo wrote:
>
> > There is a hardware/software network which uses the midi port
> > available commercially.
>
-----8<---- Snippety Snip
>
> one-way would have made this task slightly harder. It's understandable
> why commercial manafacturers opted for the midi ports, even though this
> stops the networked Atari's from using the midi ports for music!!

Actually it would be perfectly feasible to implement a network over a MIDI system without preventing its use for music (although timing might become more of an issue). The MIDI spec includes a message type called "system exclusive" which is designed to implement device specific messages not catered for in the normal MIDI commands. There's no reason why this message couldn't be used as a "wrapper" for network packets, and it they would be safely ignored by normal MIDI equipment.

The actual topology of the network might lead to a few more problems, as it would effectively have to be connected as a token ring, which is not ideal for every MIDI system, and may prevent some MIDI or network traffic being passed correctly. In practice, with some planning, and if the network isn't being used for MIDI and file/print at the same time, the problem can easily be minimized.

All this was discussed at some length on the MiNT mailing list quite some time ago, but nobody ever wrote the necessary routines into a MiNTNet driver (my programming skills aren't good enough for me to take it on). Shame.

Cheers,

Xav

--
xav@compsoc.man.ac.uk www.compsoc.man.ac.uk/~xav
"We're a long time coming, even longer gone; we're a
 short time living so be someone"
                - From "Apposite" by The Bertillons

From -3799550000836172887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f639fd87fabe1ab
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: Re: Help with Mac/Atari
Date: 1997/10/25
Message-ID: <Lwgd$DAHXhU0Ew7h@thedruid.demon.co.uk>#1/1
X-Deja-AN: 284908539
Sender: The GateKeeper <druid@thedruid.demon.co.uk>
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Hi Tomas,

> difference in how TOS formats the disks from how PC does it. What you
> need to do, if you're not able to read the disks directly, is to
> format a disk on a PC or on a Macintosh as PC format and copy the
> files onto that disk on the Atari.

Or use a utility such as Fastcopy III on the Atari.

Jr,

--

```
    +-----------------------------------------------------------------+
    | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
    |  I  I  +-------------------------------------------------+  | |
    |                 InterNet: pcarr@thedruid.demon.co.uk           | |
    +-----------------------------------------------------------------+ |
      +-----------------------------------------------------------------+
```

--
The Druid Wales UK >*< InterNet GateWay

From -5694155262661796235
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,96c095633160d884,start
X-Google-Attributes: gid1115ce,public
From: "centek" <centek@eeb.fr>
Subject: 60's clock
Date: 1997/10/25
Message-ID: <01bce189$e0740400$LocalHost@p-d-mou>#1/1
X-Deja-AN: 285247818
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

THE MC68060 CLOCK

Some people and some companies, especially french ones, announce
the 68060 to be cadenced at 120 MHz on the HADES 060.
This is totally wrong and only reflects the technical ignorance
about the 68060 and the marketing lies of some companies !

The 060 is cadenced by only one clock : the CLK (that is the PCLK
of the 040 socket !).

You have to know that the 060 is built with the 'STATIC' technology
that allows this 060 to be cadenced with lower frequencies, even 0 MHz
(no clock at all) in the purpose to reduce consummation as much as
possible... But, the way to exit this mode is to send a non-masked
interrupt or a RESET to the 060.

Therefore, the 060 has an internal clock control logic which
itself is also cadenced by an internal clock, which works constantly !
Yes, it's this logic which gets the interrupt and exits the 060 from its
'low power mode'. This is also the logic which stops or starts the
PLL (phase-lock loop), which has to synchronize the external clock with
the internal clock ! It constantly monitors this PLL and if unphased,
returns an external signal LOC/ (Loss Of Clock).
This signal, for example, is a variation of the CLK sent to the processor.
The clock can only be modified during RESET or LOW POWER MODE !
Therefore, the 060 can't (in real time) do an external DX2 like it is
possible on some accelerator cards (CENTurbo II, CENTurbo I 20/40 (1st
generation), Speed Resolution Card, etc...).

Let's turn theory into practice :
Just a little demonstration with a FALCON, an HADES 060, and GEMBENCH
4.03 with the INTEGER DIV test which consists of DIVU.W dx,dx.
We read the timings for this DIVU in the Motorola DATABOOK of the 030
and the 060.
For the 030: 44 clock cycles to execute the DIVU.
For the 060: 22 clock cycles to execute the DIVU.
We launch GEMBENCH 4.03 and the INTEGER DIV test (ref. FALCON) on :
FALCON STANDARD 16 MHz : 100 % (normal !).
HADES 060 at 60 MHz (!): 320 % (767 %).

Here is the equation, no comment.
68060 at 60 MHz = (44/22) x (60/16) = 7.50 or 750 %

On the one hand, we have the theory with the DATABOOK (if some people want to interpret the DATABOOK differently, we ARE LISTENING!) which gives 750 and on the other hand, a real test on a machine which gives 767 !
So, the hypothesis for the 060 at 60 MHz is proven correct.
If the 060 was at 120 MHz, like some people would stupidely like us to believe, the gembench test should have been closer to :

1500 = (44/22) x (120/16) !

Remark : The BUS of the HADES 060 is cadenced at 30 MHz !

A little bit of COMMON SENSE : why would a processor manufacturer announce on its processors a clock which would only be half of what the processor calculates for real ?!! Have you ever seen, a manufacturer half under-estimating its products against the competition?
Moreover, to not even talk about it in its documentations ??!!!
Us, Never !

CONCLUSION : The 68060 is cadenced at 60 MHz (the clock input !)
even if there is an internal DX2 clock !

Rodolphe Czuba
Sacha Hnatiuk
David Godec
Thanks to Emmanuel Barranger (EB MODEL) for his help.

My only regret is the same as the one about the 040 !
Moral : before believing and/or stupidly repeating the proposals of others, verify for yourself, or verify it with REAL professionals!

Rodolphe Czuba

At CENTEK, we don't like cheaters !

--
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4, avenue Saint Exupery
60180 Nogent sur Oise
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http://www.eeb.fr/centek

From 1922010511226017526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,627bfa6018a8be59,start
X-Google-Attributes: gid1115ce,public

From: "centek" <centek@eeb.fr>
Subject: 40's clock
Date: 1997/10/25
Message-ID: <01bce18a$53005b40$LocalHost@p-d-mou>
X-Deja-AN: 285247829
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

THE MC68040 AND MC68040V CLOCKS

Some people and some companies, especially french ones, announce the 68040 to be cadenced at 64 MHz on the AFTERBURNER 040 or on the HADES 040.
This is totally wrong and only reflects the technical ignorance about the 68040!

The 040 is cadenced by two clocks: the BCLK and the PCLK.
The BCLK (Bus CLocK) cadences the processor, its bus controller, as well as the entire calculation unit (and the floating unit for the 'full' 040, meaning with a FPU).
The Motorola DATA BOOK for the 040 is very clear about it because on page 10-4, we can read: 'All timings are related to BCLK cycles...'
By all means, when you read the instruction timing tables for the 040, and for example, it says that the XXXX instruction is 4 cycles that means that this instruction is executed in 4 clock BCLK cycles!!
About the PCLK (Processor CLocK), the 040 needs it to cadence its internal logic, especially its pipeline.
This clock could be 200 or 500 MHz, which wouldn't change the performance of the 040 !!
In this case, the PCLK is twice the BCLK with a phase shift + or - 250 to 500 ps depending on the clock generator used.
With regards to the design, you can give a PCLK divided by 2 to get the BCLK.
A more popular approach is the opposite starting with a BCLK multiplied by 2 with a circuit to obtain the PCLK.
Motorola proposes a MC88915 circuit, which is also used by the Afterburner.

A remark : the 040 3.3V model only exists in two versions :
- The 68040V which doesn't have an FPU !
- The 68EC040V which has neither an FPU, nor a PMMU !

These two versions are identical to the 5V version regarding the performance (otherwise, where are the instruction timing tables of this 3.3V version in the DATABOOK which talks about ALL 040 models ?!!).
The only differences are the 'LOW POWER' possibilities of this 3.3v version which are explained in the appendix C of the 040 DATA BOOK. With the version V (like on the 060 !!), there's only one clock injected in the processor : CLK (CLocK).
Of course, this clock is equal to the BCLK, located at the same place on the casing as the BCLK !
So why only one clock and what happened to the PCLK ?

You have to know that the 'STATIC' technology allows this 040 (and the 060) to be cadenced with lower frequencies, even 0 MHz (no clock at all) in the purpose to reduce consummation as much as possible...
But, the way to exit this mode is to send a non-masked interrupt to the 040.

Therefore, the 040 (and the 060) has an internal clock control logic which itself is also cadenced by an internal clock, which works constantly !
Yes, it's this logic which gets the interrupt and exits the 040 from its 'low power mode'. This is also the logic which stops or starts the PLL (phase-lock loop), which has to synchronize the external clock with the internal clock ! It constantly monitors this PLL and if unphased, returns an external signal LOC/ (Loss Of Clock).
This signal, for example, is a variation of the CLK sent to the processor.
The clock can only be modified during RESET or LOW POWER MODE !
In the case of an active LOC, it is necessary to send a RESET to the processor, restarting it again in NORMAL mode.
Therefore, the 040, as well as the 060 can't (in real time) do an external DX2 like it is possible on some accelerator cards (CENTurbo II, CENTurbo I 20/40 (1st generation), Speed Resolution Card, etc...).

Let's turn theory into practice:
Just a little demonstration with a FALCON, an Afterburner 040, and GEMBENCH 4.03 with the INTEGER DIV test which consists of DIVU.W dx,dx.
We read the timings for this DIVU in the Motorola DATABOOK of the 030 and the 040.
For the 030: 44 clock cycles.
For the 040: 27 clock cycles.
We launch GEMBENCH 4.03 and the INTEGER DIV test (ref. FALCON) on:
FALCON STANDARD 16 MHz: 100 % (normal !).
FALCON + AB40 at 32 MHz: 320 % (411 % at 40 MHz).

Here is the equation, no comment.
68040 at 32 MHz = (44/27) x (32/16) = 3.26 or 326 %

On the one hand, we have the theory with the DATABOOK (if some people want to interpret the DATABOOK differently, we ARE LISTENING!) which gives 326 and on the other hand, a real test on a machine which gives 320 !
So, the hypothesis for the 040 at 32 MHz is proven correct.
If the 040 was at 64 MHz, like some people would like us to believe, the gembench test should have been closer to:

652 = (44/27) x (64/16) !

A little bit of COMMON SENSE : why would a processor manufacturer announce on its processors a clock which would only be half of what the processor calculates for real ?!! Have you ever seen, a manufacturer half under-estimating its products against the competition?
Moreover, to not even talk about it in its documentations ??!!!
Us, Never !

CONCLUSION : the 68040 is cadenced by the BCLK !

Rodolphe Czuba
Sacha Hnatiuk
David Godec

My only regret is that I placed confidence in what a person and a magazine said, so I announced the same crap in the first version of the PHENIX 040/060 presentation file before discovering the truth myself (during the PHENIX development).
Unfortunately, a lot of people are still fooled by this falsified information ! Some even were hoodwinked into buying...

Moral : before believing and/or stupidly repeating the proposals of others, verify for yourself, or verify it with REAL professionals!

Rodolphe Czuba

At CENTEK, we don't like cheaters!

--
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http://www.eeb.fr/centek

From 9197376477846150854
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12b270a0b4cf8119,start
X-Google-Attributes: gid1115ce,public
From: "centek" <centek@eeb.fr>
Subject: 40's clock: short version
Date: 1997/10/25
Message-ID: <01bce18a$7874fac0$LocalHost@p-d-mou>#1/1
X-Deja-AN: 285247834
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

THE TRUE CLOCKS OF THE MC68040

Just a little demonstration with a FALCON, an AFTERBURNER 040, and GEMBENCH 4.03 with the INTEGER DIV test which consists of DIVU.W dx,dx.
We read the timings for this DIVU in the Motorola DATABOOK of the 030 and the 040.
For the 030 : 44 clock cycles.
For the 040 : 27 clock cycles.
We launch GEMBENCH 4.03 and the INTEGER DIV test (ref. FALCON) on:
FALCON STANDARD 16 MHz : 100 % (normal !).
FALCON + AB040 32 MHz : 312 % (414 % at 40 MHz).

Here is the equation, no comment.
68040 at 32 MHz = (44/27) x (32/16) = 3.26 or 326 %

On the one hand, we have the theory with the DATABOOK (if some people
want to interpret the DATABOOK differently, we ARE LISTENING !) which
gives 326 and on the other hand, a real test on a machine which gives
312 !
So, the hypothesis for the 040 at 32 MHz is proven correct.
If the 040 was at 64 MHz, like some people would like us to believe,
the gembench test should have been closer to :

652 = (44/27 x (64/16) !

CENTEK

--
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From -2106483683786176344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57e9b3fa8356dc63,start
X-Google-Attributes: gid1115ce,public
From: "centek" <centek@eeb.fr>
Subject: 60's clock: short version
Date: 1997/10/25
Message-ID: <01bce18a$20f20680$LocalHost@p-d-mou>#1/1
X-Deja-AN: 285250468
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

THE TRUE CLOCK OF THE MC68060 (the end of the liars ?)

Just a little demonstration with a FALCON, an HADES 060, and
GEMBENCH 4.03 with the INTEGER DIV test which consists of DIVU.W dx,dx.
We read the timings for this DIVU in the Motorola DATABOOK of the 030
and the 060.
For the 030 : 44 clock cycles.
For the 060 : 22 clock cycles (page 10-16 of the DATA BOOK !)
We launch GEMBENCH 4.03 and the INTEGER DIV test (ref. FALCON) on:
FALCON STANDARD 16 MHz : 100 % (normal !).
HADES 60 at 60 MHz : 767 %.

Here is the equation, no comment.
68060 at 60 MHz = (44/22) x (60/16) = 7.50 or 750 %

On the one hand, we have the theory with the DATABOOK (if some people want to interpret the DATABOOK differently, we ARE LISTENING !) which gives 750 and on the other hand, a real test on a machine which gives 767 !
So, the hypothesis for the 060 at 60 MHz is proven correct.
If the 060 was at 120 MHz, like some people would like us to believe, the gembench test should have been closer to :

1500 = (44/22 x (120/16) !

REM : The BUS of the HADES 60 is CLOCKED AT 30 MHz !

CENTEK

--
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http://www.eeb.fr/centek

From -8057709882592061458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a094e553c62630a,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Coding auto summertime changes
Date: 1997/10/26
Message-ID: <40609311_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 285099131
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
X-Sender: NEWSwatch v1.22 (Atari)
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

Hi guys

Some DOS software and Windows software can automatically detect when summertime etc. begins and ends. I'd like to do the same on my Atari.

The Supported DOS software will also change automatically if the 'GTZ' environment variable is set correctly to:

   GTZ=GMT0BST1,M3.5.0/01:00,M10.5.0/02:00

Can anyone tell me how a program interprets this variable?
It's the M3.5.0 and M10.5.0 bits that I don't really understand.

TIA,
Gary

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From -3878360007967103643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8411a56fa02a0c99,start
X-Google-Attributes: gid1115ce,public
From: "Kevin J. Miller" <millerk@ix.netcom.com>
Subject: Help with data conversion.
Date: 1997/10/26
Message-ID: <3453A9F2.1F9A53B9@ix.netcom.com>#1/1
X-Deja-AN: 285142873
Organization: Netcom
X-NETCOM-Date: Sun Oct 26 2:36:19 PM CST 1997
Reply-To: millerk@ix.netcom.com
Newsgroups: comp.sys.atari.programmer

This is probably a hopless thing, but if anyone can help I would appreciate it.

My father-in-law wrote an opera using an Atari computer hooked up to a synthesizer. I can get the details on the Atari model, but it is about 5 years old and uses a double density 720k floppy format with no hard disk drive.

Now there are two opera companies that want to perform the darned thing and he needs to get it into IBM PC format.

The way I see it there are two problems. First, getting the data from the Atari double density floppy onto a quad density disk in a format that IBM computers can read. He called a data conversion company in NYC and they basically balked at it due to its MIDI format. Second, translating the data. The software package he used has an IBM version and he has contacted them. Needless to say this was way beyond the capabilities of their Help Desk to handle, so they are ignoring him in the grand tradition of software Customer "Service".

I know- this is probably a hopeless task but I hope their may be somone out there who can help.

Kevin

From -1865814970756315989
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80ce93119383dc82
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compilers and Networking !!!!
Date: 1997/10/26
Message-ID: <EInMxJ.p8o@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 285179341
Sender: news@suse.modem.stud.uni-hannover.de
References: <344B9FEF.39E641E2@EuropeM01.nt.com> <344f5a72.0@news.uni-ulm.de>
<62o4pc$9p0$1@news4.isdnet.net>
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <62o4pc$9p0$1@news4.isdnet.net>,
thomas.goirand@hol.fr (Thomas Goirand) writes:

> On 23 Oct 97 14:08:50 G, Christof Donat wrote:
>>Hi Gerard,
>>For a file Server NFS is the best sollution. ther is NFS for MiNTNet.
>>Still it can not be used by the majority of users who have not enough
>>Memory.
>>
>> Christof
>
> You have a good idear, I didn't thought printing was possible thrue NFS,
> but when you think about it this should be done linking a file to the
> target device on the server, and by allowing others to access to it via NFS.
> A good way to to this would be a graphical configuration software for MiNT.
> I'm still thinking about one, but I'm not sure to have the knowledge to
> make it myself... but it would be a great thing, wouldn't it ?

No, as it is proprietary and thus would not work in many environments.
Instead, I fully support Christof's suggestion to use the Unix lpr standard, like I also mentioned in my other message here.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -3684153805153769883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb5791403d45e3a4
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: C Compilers and Networki
Date: 1997/10/26
Message-ID: <EInMp5.p82@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 285179342
Sender: news@suse.modem.stud.uni-hannover.de
References: <0bf_9710211143@conchbbs.com> <344F4776.D84584AB@EuropeM01.nt.com>
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <344F4776.D84584AB@europem01.nt.com>,
     Gerard Thornley <SMTP:GTHORN@EuropeM01.nt.com> writes:
> John Kormylo wrote:
>
>> There is a hardware/software network which uses the midi port
>> available commercially.
>
> (Thanks)
>
>> (cntd...) I started writing one using the serial port, but it kept
>> dropping
>> bytes. Eventually I discovered that the problem was that the
>> default serial buffer was too small to really handle 19200 bps, but
>> by then I was no longer interested in networking my ST and TT.
>
> Maybe the cartridge slot would have been better (faster) solution. The
> only problem here, is that you would have to have designed your own
> hardware, and Atari's strange decision to make the Cartridge slot
> one-way would have made this task slightly harder. It's understandable
> why commercial manafacturers opted for the midi ports, even though this
> stops the networked Atari's from using the midi ports for music!!

Please note with STinG you can use both the Midi port and any serial port
at the same time for TCP/IP networking. It's true there is no printer
client/server yet. But instead of trying to built a self-contained system,
I'd suggest to let STinG do the low level stuff, and instead concentrate
on the client/server functionality. You'd end up with much improved flex-
ibility (you can use Ataris or PCs running Linux for instance as either
clients or servers too; you can built bigger networks with many machines
and only one print server, instead of connecting only two machines; you'd
have additional services, like file transfer (FTP), and shared filesystems
later on), and yet do not have to bother with the low level networking stuff,
saving lots of work. Note the STinG and STiK application programming inter-

face is especially designed for use by programmers unexperienced in network programming, therefore easy to use.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From 5409323750596780447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1bcd9cfea6f78fde
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Setscreen(),Logbase(),Physbase()
Date: 1997/10/26
Message-ID: <EInLzC.p5I@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 285184298
Sender: news@suse.modem.stud.uni-hannover.de
References: <massimo-ya02408000R2310971029110001@newsserver.cilea.it>
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <massimo-ya02408000R2310971029110001@newsserver.cilea.it>,
     massimo@irfmn.mnegri.it (Max Farina) writes:

> Trying to make a game with sprites seems to be the best solution to
> use the "flipping" screen method for animation (Setscreen())...
> ...but this is very machine dependent: I use a TT and Crazy-Dot
> graphic card and if there are no problems in TT (video) standard mode
> it's no possible use the same method with Crazy-Dots in 256 colors mode.

Yep. Those calls are defined only for ST standard video hardware. They do not work with most other video hardware, like the Crazy-Dots or similar.

> Is it possible that I make some mistakes about the screen-base address
> or there is athers "standard" methods ?

The mere mistake is using these calls. They are XBios calls which only supports standard hardware.

For being compatible with add-on video hardware you definitely need to use VDI exclusively. VDI does not have any means to do screen flipping, because many hardware add-ons do not have the hardware to make it possible. So you need to stick to other methods (supported by VDI).

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From 9212770165939171340
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8411a56fa02a0c99
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Help with data conversion.
Date: 1997/10/27
Message-ID: <3455f9eb.3323849@news.demon.co.uk>#1/1
X-Deja-AN: 285197155
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <3453A9F2.1F9A53B9@ix.netcom.com>
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Sun, 26 Oct 1997 15:37:06 -0500, "Kevin J. Miller"
<millerk@ix.netcom.com> wrote:

>This is probably a hopless thing, but if anyone can help I would
>appreciate it.
>
>My father-in-law wrote an opera using an Atari computer hooked up to a
>synthesizer. I can get the details on the Atari model, but it is about 5
>years old and uses a double density 720k floppy format with no hard disk
>drive.
>
>Now there are two opera companies that want to perform the darned thing
>and he needs to get it into IBM PC format.
>
>The way I see it there are two problems. First, getting the data from
>the Atari double density floppy onto a quad density disk in a format
>that IBM computers can read. He called a data conversion company in NYC
>and they basically balked at it due to its MIDI format. Second,
>translating the data. The software package he used has an IBM version
>and he has contacted them. Needless to say this was way beyond the
>capabilities of their Help Desk to handle, so they are ignoring him in
>the grand tradition of software Customer "Service".
>
>I know- this is probably a hopeless task but I hope their may be somone
>out there who can help.

The atari disk drive hardware is compatible with the PC hardware -

both machines can read & write data from the other. The problem lies in the software and in this case the fault lies with the PC being much too fussy over what is acceptable. Both machines can read and write double density floppies which use 80 tracks, 9 sectors per track.

If you still have access to an atari it is well worth formatting a double density disk (720k) on the *PC* and copying the files off the atari floppy onto the PC formatted floppy (don't do it by dragging one ST drive icon over the other - iirc this causes a format). The PC should then be able to read them, provided the atari originally formatted them in the standard double density format and the midi package hasn't got in on the act.

If this fails it could be for a number of reasons and I assume time is of the essence here. All a data conversion company really needs to know is that the atari floppies are *physically* and *logically* PC compatible. An atari floppy ...

a) can have any number of tracks (typically 80-83).
b) any number of sectors per track (typically 9 or 10).
c) any number of sides (it'll be 2 though).
d) 128, 256, 512, 1024 bytes per sector. (it will be 512 though).
d) 99% compatible bootsector.

... if the crucial info in the bootsector is interpreted correctly the data can be transferred.

Btw, if the atari disk was formatted from the standard atari desktop then it will already match the PC double density format exactly, except for a couple of irrelevent bytes in the bootsector. It's these irrelevent bytes which cause the PC to think the floppy is corrupt. A low level dumb copier should be able to produce a copy whereupon the copy's bootsector can be patched or overwritten with a PC one - don't do it to the original!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -3045666581566571856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8411a56fa02a0c99
X-Google-Attributes: gid1115ce,public
From: "PERETZ Dissen" <peretzd@worldnet.att.net>
Subject: Re: Help with data conversion.
Date: 1997/10/27
Message-ID: <63126a$l41@bgtnsc01.worldnet.att.net>#1/1
X-Deja-AN: 285201657

References: <3453A9F2.1F9A53B9@ix.netcom.com>
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

> The way I see it there are two problems. First, getting the data from
> the Atari double density floppy onto a quad density disk in a format
> that IBM computers can read. He called a data conversion company in NYC
> and they basically balked at it due to its MIDI format. Second,
> translating the data. The software package he used has an IBM version
> and he has contacted them.

1. If the Atari is still working, you can copy the disk onto an IBM formatted DD disk.
2. As far as the MIDI proprietary format, the easiest thing would be to MIDI up the Atari to an IBM as Master /Slave and play the Atari while MIDI recording on the IBM. (or a keyboard that has sequencing capabilities).
3. Many of the Atari sequencers were able to save as a SMF, in addition to their own format. (Though you may lose some information).

From -517319317947388935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcbf74e0f9a7ee6e
X-Google-Attributes: gid1115ce,public
From: Spencer@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk (Spencer Davies)
Subject: Re: PPP-Connect programming docs?
Date: 1997/10/27
Message-ID: <14065_Spencer@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>#1/1
X-Deja-AN: 285213214
X-NNTP-Posting-Host: mettav.demon.co.uk [158.152.163.101]
Organization: The Tavern BBS
Reply-To: Spencer@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk
Newsgroups: comp.sys.atari.programmer

Out of the ether, the following was mentioned by gary@the-gap.demon.co.uk...:

 g> I've just been playing with PPP-Connect (that I bought at today's
 g> show, along with CAB2.5).
Did you have any problems reading the disks? Neither my TT or Falcon would touch them!

 g> Can anyone tell me where I can get hold of the programming docs
 g> for PPP-Connect?
Looking at a friends copy, when you install it you get a programming information installed in one of the directories (though it was only i

Spencer

   spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis MNP 2-5 24 Hours |
| New Number   **>   44-(0)181-364-8268   <**   New Number |
~~~~~~

From -485762088759184747
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a094e553c62630a
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Subject: Re: Coding auto summertime changes
Date: 1997/10/27
Message-ID: <631vj8$9gq$1@sun27.hrz.tu-darmstadt.de>
X-Deja-AN: 285279252
References: <40609311_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <40609311_000003_OASIS_NEWS@the-gap.demon.co.uk>,
     gary@the-gap.demon.co.uk (Gary Priest) writes:
>   GTZ=GMT0BST1,M3.5.0/01:00,M10.5.0/02:00
>
> Can anyone tell me how a program interprets this variable?
> It's the M3.5.0 and M10.5.0 bits that I don't really understand.
M3.5.0 stands for "5th sunday in March", which in fact means the last
sunday in March. The 3 is March, 5 is the week, 0 is the weekday,
where 0 is Sunday, 1 Monday, and so on.

In the same manner, M10.5.0 represents the last sunday in October, which
is the date the summertime ends.

I've included the complete documentation for the $TZ-format, as this is
not the only rule format for the swichting dates.

Hope that helps ...

-- cut here --
```
      TZ          TZ sets time zone information.  TZ can be set using the
                  format:

                          [:]STDoffset[DST[offset][,rule]]

                     where:
```

STD and DST Three or more bytes that designate the standard time zone (STD) and summer (or daylight-savings) time zone (DST) STD is required. If DST is not specified, summer time does not apply in this locale. Any characters other than digits, comma (,), minus (-), plus (+), or ASCII NUL are allowed.

offset offset is the value that must be added to local time to arrive at Coordinated Universal Time (UTC). Offset is of the form :

```
hh[:mm[:ss]]
```

Hour (hh) is any value from 0 through 23. The optional minutes (mm) and seconds (ss) fields are a value from 0 through 59. The hour field is required. If offset is preceded by a -, the time zone is east of the Prime Meridian. A + preceding offset indicates that the time zone is west of the Prime Meridian. The default case is west of the Prime Meridian.

rule rule indicates when to change to and from summer (daylight-savings) time. The rule has the form :

```
date/time,date/time
```

where the first date/time specifies when to change from standard to summer time, and the second date/time specifies when to change back. The time field is expressed in current local time.

The form of date should be one of the following :

Jn Julian day n (1 through 365). Leap days are not counted. February 29 cannot be referenced.

n The zero-based Julian day (0 through 365). Leap days are counted. February 29 can be referenced.

Mm.n.d The d day (0 through 6) of

```
                                                  week n (1 through 5) of month
                                                  m (1 through 12) of the year.
                                                  Week 5 refers to the last day
                                                  d of month m. Week 1 is the
                                                  week in which the first day
                                                  of the month falls.  Day 0 is
                                                  Sunday.

                                         time     Time has the same format as
                                                  offset except that no leading
                                                  sign ("-" or "+") is allowed.
                                                  The default, if time is not
                                                  given, is 02:00:00.

                                       While the STD field and the offset field
                                       for STD must be specified, if the DST
                                       field is also provided, the system will
                                       supply default values for other fields
                                       not specified.  These default values
                                       come from file /usr/lib/tztab (see
                                       tztab(4)), and, in general, reflect the
                                       various historical dates for start and
                                       end of summer time.
-- cut here again --


Ciao

Thomas


--
Thomas Binder (Gryf @ IRC)     binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request!  gryf@hrzpub.tu-darmstadt.de



From -7345592287487469279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23cc721dc23393f5,start
X-Google-Attributes: gid1115ce,public
From: Torsten Daeges <daegest@fh-trier.de>
Subject: Compiler for OMICRON BASIC ???
Date: 1997/10/27
Message-ID: <34548804.41C6@fh-trier.de>#1/1
X-Deja-AN: 285286856
Organization: Fachhochschule Trier
Newsgroups: comp.sys.atari.programmer


Hi everyone,

i hope that someone can help me in this matter:
```

In my time as an ST-User, I did a program in OMICRON BASIC (which was delivered with the 1040 ST for a certain time) In the manual, a compiler is mentioned, but it was too expensive for me at that time...

Now, as PACIFIST and all the other emulators emerge, I'd like to make the compiled program available on the net, but first I need the compiler !

Does ANYBODY know something about it ???

Please, as I do not read the newsgroups often,
MAIL your answers to: daegest@fh-trier.de !!!

THANX ALL YOU ST-GUYS !

From -6010591722061372213
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4a094e553c62630a
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Coding auto summertime changes
Date: 1997/10/27
Message-ID: <3454d9ea408cb00@xs4all.nl>#1/1
X-Deja-AN: 286082728
References: <40609311_000003_OASIS_NEWS@the-gap.demon.co.uk>
X-XS4ALL-Date: Mon, 27 Oct 1997 19:15:33 CET
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Sun 26-10-97 10:34 Gary Priest wrote:

>Some DOS software and Windows software can automatically detect when
>summertime etc. begins and ends. I'd like to do the same on my Atari.

I wrote a program to do this a long time ago. You can put it in your AUTO folder and it switches the clock of your computer to daylight saving time and vice versa automatically.

It used to be on cnam.fr, Utilities/Clocks/dstint.lzh, but I don't know if that ftp site still works.

I can also mail it to anyone interested. Please indicate if you want uue or base64 (MIME).

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb

-*-

    vertaler   translator   traductor
Engels en Spaans   English and Spanish   espa⍰ol e ingl⍰s
                               -*-

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                               -*-
    vertaler   translator   traductor
Engels en Spaans   English and Spanish   espa⍰ol e ingl⍰s
                               -*-

From 4272462763870064348
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a094e553c62630a
X-Google-Attributes: gid1115ce,public
From: bkozlowski@nordnet.fr (Bruno Kozlowski)
Subject: Re: Coding auto summertime changes
Date: 1997/10/27
Message-ID: <877911328_OASIS_@nordnet.fr>#1/1
X-Deja-AN: 286303266
References: <40609311_000003_OASIS_NEWS@the-gap.demon.co.uk>
Mail-Copies-To: bkozlowski@nordnet.fr
Organization: Schmilblic Advancers
Newsgroups: comp.sys.atari.programmer

 In article <40609311_000003_OASIS_NEWS@the-gap.demon.co.uk>
  gary@the-gap.demon.co.uk (Gary Priest) said:-

>The Supported DOS software will also change automatically if the 'GTZ'
>environment variable is set correctly to:
>
>   GTZ=GMT0BST1,M3.5.0/01:00,M10.5.0/02:00

    It can be TZ (and not GTZ) if all used software recognise the extended syntax. If some programs don't and get confused, you can set a simpler TZ=GMT0BST for them, and a complete GTZ for the others. A modern app should getenv("GTZ"), and if there is not then getenv("TZ") to read the timezone informations.

    BTW AFAIK this syntax is not a DOS stuff, but a Un*x one, also used by some DOS, TOS, MiNT or others applications. And there is a problem with the values you have given for Great Britain, the "1" just after "BST" should be a "-1" (or nothing at all).

    Here in France (and most central Europe countries) it should be something like "TZ=MET-01:00MEST-02:00,M3.5.0/02:00,M10.5.0/03:00". The values are: std offset[dst[offset][,StartRule[/time],EndRule[/time]]]

 - std (MET here) is the standard timezone name (for winter time).

- offset (-01:00) is the value to add to local time to get GMT. You can omit leading zeroes, omit minutes or add seconds (-1 and -01:00:00 is the same offset). For positive values you can set a "+" in front or not.
- dst (MEST) is the summer timezone name. If it's "DST" the name will be "MET DST". If there is no name, there is no summer time.
- offset (-02:00) is the same as the first offset but for summer time. If it's omited it's automatically one hour ahead of standard time, just like nearly everywhere AFAIK.

The transition rules now: the first one is the to-summer rule, the second to-winter. If a rule begins by an M (as in "M10.5.0") the 3 numbers are the month (10=October), the week (5=always last), and the day (0=Sunday). The time is in current local time, so it's in standard time for the to-summer transition rule, and in summer time for the to-winter rule.

So the above french TZ values means zone named MET in winter, and named MEST in summer from last Sunday of March at 2:00 MET (1:00 GMT) to last Sunday of October at 3:00 MEST (1:00 GMT).

A good Great Britain TZ value could be "GMT0BST,M3.5.0/1,M10.5.0/2" I think, for USA Pacific time "PST8PDT,M4.1.0/02:00,M10.5.0/02:00", for New Zealand "NZST-12NZDT,M10.1.0/2,M3.3.0/3", and for Newfoundland "NST3:30NDT1:30" (I don't know the transition dates).

This environment variable should be read and parsed by the time library of your compiler, but some don't do it like Pure C for example... It is used to get time(), calculate localtime() and gmtime(), etc... from a system clock always in local time. It doesn't change the system clock.

To change automagically the system clock when it is needed at the correct date, there is a really nice little AUTO program called DSTINT 1.4 by Jos den Bekker. It has just worked here yesterday to correct my clock when I powered on my Falcon, I didn't need to do anything by hand... It was at ftp.cnam.fr, should be at ftp.lip6.fr, but AFAIR Jos never uploaded the last revision.

Bye! Bruno.
--

```
/*  Bruno Kozlowski  <bkozlowski@nordnet.fr>  */
/*  I have a bad news feed: could you please  */
/*   send me a copy of your reply by email?   */
```

From 3030916914637846214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,96fc94f332d30377
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,96fc94f332d30377
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: CAF compressed aif specs?
Date: 1997/10/28
Message-ID: <634oqn$mta@balaena.bio.vu.nl>#1/1
X-Deja-AN: 285538062
References: <344B983A.662@pi.net> <62gm1h$50s@mn5.swip.net>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Claes Holmerup (claes.holmerup@mailbox.swipnet.se) wrote:
: Vincent Bakker wrote in article <344B983A.662@pi.net>...

: >Anyone got the specs for the compressed aif format from Cubase audio
: >16-channel mode?

AIF sounds like a truncated extension of an AIFF file. AIFF-C, to be
precise...

Try: http://www2.echo.lu/oii/en/audio.html

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I only touch base with reality on an as-needed basis!"
-- Royal Floyd Mengot (Klaus)

From 6939080731181602984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ef07c4f70db97be,start
X-Google-Attributes: gid1115ce,public
From: Sarte@godzilla.vill.edu (Bruce A. Sarte Jr.)
Subject: Another Networking Question
Date: 1997/10/28
Message-ID: <635ls8$f38@ftp.ee.vill.edu>#1/1
X-Deja-AN: 285625741
Organization: Villanova University
Newsgroups: comp.sys.atari.programmer

Not to be-labor the networking thing... but I was wondering if anyone knew of a
networking package that:

1. Runs on both Falcons and Mega STe's
2. Actually uses the LAN port instead of the MIDI port

Anyone?

A serial or parallel will suffice I suppose, but MIDI is out because my Falcon
is used or D2D and MIDI...!

From -1635929102841033140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ef07c4f70db97be
X-Google-Attributes: gid1115ce,public
From: ben@imperial.co.uk
Subject: Re: Another Networking Question
Date: 1997/10/29
Message-ID: <878109707.21107@dejanews.com>#1/1
X-Deja-AN: 285696139
References: <635ls8$f38@ftp.ee.vill.edu>
X-Http-User-Agent: Mozilla/3.01 (Win95; I) via proxy gateway CERN-HTTPD/3.0
libwww/2.17
X-Originating-IP-Addr: 194.201.73.171 (deborah.imperial.co.uk)
Organization: Deja News Posting Service
X-Authenticated-Sender: ben@imperial.co.uk
X-Article-Creation-Date: Wed Oct 29 07:21:48 1997 GMT
Newsgroups: comp.sys.atari.programmer

Hi,

>
> Not to be-labor the networking thing... but I was wondering if anyone knew of
a
> networking package that:
>
> 1. Runs on both Falcons and Mega STe's
> 2. Actually uses the LAN port instead of the MIDI port
>
> Anyone?
>
> A serial or parallel will suffice I suppose, but MIDI is out because my Falcon
> is used or D2D and MIDI...!

There is a German package callled MidiCom which will allow you to
network upto seven Atari computers via either the MIDI, Serial or
LAN Ports.

System Solutions is the UK supplier for MidiCom. There is also a
German demo version which allows you to network your Atari's, but
only allows you to share drives A & C. You can find this demo on

many Atari FTP Sites.

Regards,

Ben Hills.
ben@imperial.co.uk

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

From -7344775749048758421
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ef07c4f70db97be
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Another Networking Question
Date: 1997/10/29
Message-ID: <19971029201212809 56@zetnet.co.uk>#1/1
X-Deja-AN: 285847710
References: <635ls8$f38@ftp.ee.vill.edu>
Newsgroups: comp.sys.atari.programmer

Sarte@godzilla.vill.edu (Bruce A. Sarte Jr.) wrote:
> Not to be-labor the networking thing... but I was wondering if
anyone knew of a
> networking package that:
>
> 1. Runs on both Falcons and Mega STe's

MiNT-Net. It'll require a reasonable amount of RAM though, so the Mega might
struggle - 4mb is enough though.

> 2. Actually uses the LAN port instead of the MIDI port

AIUI (yes, I haven't tried it), MiNTnet will support the LAN port - it is after
all it is simply another serial port (at different speeds, of course).

> A serial or parallel will suffice I suppose, but MIDI is out
because my Falcon
> is used or D2D and MIDI...!

MiNTnet supports RS232, parallel and MIDI as well.

Anthony

From 7299525199229308724
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd4187ffbd80ed15,start
X-Google-Attributes: gid1115ce,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: (CA) WTB: Cmanship Complete, by Clayton Walnum
Date: 1997/10/29
Message-ID: <638dgodiq1@cti01.citenet.net>#1/1
X-Deja-AN: 285850772
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer

Wanted (Montreal, QC):

   Cmanship Complete, by Clayton Walnum

This is the book-lenght version of the same-name series on
Atari 'C' programming that appeared in ST-Log in the early
90's, with floppies containing the examples' source code.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

    "By the year 2000 we will, I hope, raise our children to
     believe in human potential, not God." -- Gloria Steinem

  <HTML><BLINK><H1>No HTML Messages Please!</H1></BLINK></HTML>

From 6152532192126708143
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4a094e553c62630a
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Coding auto summertime changes
Date: 1997/10/29
Message-ID: <345855e25d2ac0@xs4all.nl>#1/1
X-Deja-AN: 285930771
References: <40609311_000003_OASIS_NEWS@the-gap.demon.co.uk>
<877911328_OASIS_@nordnet.fr>
X-XS4ALL-Date: Thu, 30 Oct 1997 10:41:17 CET
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Mon 27-10-97 00:15 Bruno Kozlowski wrote:

>   To change automagically the system clock when it is needed at the

>correct date, there is a really nice little AUTO program called DSTINT
>1.4 by Jos den Bekker.

It's version 1.5 now. :)

>but AFAIR Jos
>never uploaded the last revision.

I did, but then there were problems with cnam.fr and the incoming
directory probably got lost.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From 6819981263820857565
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a4d81e59e1c20b6,start
X-Google-Attributes: gid1115ce,public
From: Vincent Bakker <bakkerv@pi.net>
Subject: ST / Falcon screen compatibility!?
Date: 1997/10/29
Message-ID: <3457C89D.1589@pi.net>#1/1
X-Deja-AN: 286433233
Organization: Business Networks Services
Reply-To: bakkerv@pi.net
Newsgroups: comp.sys.atari.programmer

Hi everyone,

I'm running "D110 manager" on my Falcon, but I have some problems with
the screen io. 'think this is because the program is written for an
atari st.

Does anyone know of a newer version of the program? (mine says (C) '89)
or any other solution to get it working?
(I tried backwards III but it doesn't help).

greetz,
Vince

ps problem is that after file select box has appeared the screen behind
the file selector isn't redrawn c.q. unreadable, so I can't do any disk
operations.

From 2803154777926655665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ef07c4f70db97be
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Another Networking Question
Date: 1997/10/30
Message-ID: <EIuvu1.oHC@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 286097276
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <635ls8$f38@ftp.ee.vill.edu> <19971029201212809 56@zetnet.co.uk>
Organization: Private
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <19971029201212809 56@zetnet.co.uk>,
     Anthony Jacques <jacquesa@zetnet.co.uk> writes:
> Sarte@godzilla.vill.edu (Bruce A. Sarte Jr.) wrote:

>> Not to be-labor the networking thing... but I was wondering if
> anyone knew of a
>> networking package that:
>>
>> 1. Runs on both Falcons and Mega STe's
>> 2. Actually uses the LAN port instead of the MIDI port

You can use STinG to run a network with LAN ports. It however is only used
for connecting two machines, to add others you'd need to use other ports
too. The Mac-like bus structure LAN isn't available with STinG.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From -2044943889511005121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6839438a0de38279,start
X-Google-Attributes: gid1115ce,public
From: kulan@swipnet.se (Johan Nilsson)
Subject: Printerdriver for HP Dj 670C
Date: 1997/10/30
Message-ID: <878240987.207119@mn8>#1/1
X-Deja-AN: 286878700

Cache-Post-Path: mn8!s-344024@dialup159-2-35.swipnet.se
Organization: Varberg
Newsgroups: comp.sys.atari.programmer

Is there a printerdriver for HP Deskjet 670 C.
Because you need a program to allign colour ink and black ink.
And to clean the inkholder.

Please help me!!!

Greeatings
Johan Nilsson
kulan@swipnet.se

Johan Nilsson, Varberg, Sweden e-mail:kulan@swipnet.se
                  irc: #atari, Kulan

    Atari TT 20Mb/MagiC 5/NVDI 4 ET-4000/Crazy Dots 2

From -3083342530720332953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9c31414cce009a61,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9c31414cce009a61,start
X-Google-Attributes: gid1115ce,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: Re: (CA) WTB: Cmanship Complete, 1st Word Plus
Date: 1997/10/31
Message-ID: <63da37$j91$1@cti01.citenet.net>#1/1
X-Deja-AN: 287076846
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Wanted (Montreal, QC):

1) Cmanship Complete, by Clayton Walnum

This is the book-lenght version of the same-name series on
Atari 'C' programming that appeared in ST-Log in the early
90's, with floppies containing the examples' source code.

2) 1st Word Plus

Since upgrading to a TT, I cannot use my current version of
this classic word processor. What I need is the very latest
release; it MUST work in TT-Medium using the correct font.
(it currently tries to display 20-point fonts on a 10-point

line spacing.... doh!)

Please reply through e-mail. Thanks.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

<HTML><BLINK><H1>No HTML Messages Please!</H1></BLINK></HTML>

From -4403596626663487343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e4ac78455af25066,start
X-Google-Attributes: gid1115ce,public
From: odonnllb@indigo.ie
Subject: Help with __asm keyword in Lattice C 5.06.02
Date: 1997/11/02
Message-ID: <878522165.790@dejanews.com>#1/1
X-Deja-AN: 286657049
X-Http-User-Agent: Mozilla/4.03 [en] (X11; I; Linux 2.1.54 i486)
X-Originating-IP-Addr: 194.125.134.88 (ts15-06.dublin.indigo.ie)
Organization: Deja News Posting Service
X-Authenticated-Sender: odonnllb@indigo.ie
X-Article-Creation-Date: Mon Nov 03 01:56:05 1997 GMT
Newsgroups: comp.sys.atari.programmer

I want to pass parameters in registers to a routine written in assembly. As far as I can make out from the (execrable) manual the format should be: extern void __asm getmove(register __d7 int, register __d6 int, register __a5 long, register __a3 long); among the declarations, then getmove(oxy, routecnt, wallf, fightf); where it's called. This apparently compiles if I set rb in the Compiler options, but Clink says Not a valid object file. And it took a lot of experiment to get it compiled. What am I still doing wrong? I am already linking in an assembly o-file, and I probably could have made a workaround envelope routine in a few minutes, but I want to use the __asm facility; it might be useful elsewhere. Please respond by email, as I wouldn't be using DejaNews for posting if I had any confidence in my ISPs Regards Brian O'Donnell odonnllb@indigo.ie odonnllb@tcd.ie Both adresses work; both news servers suck

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

From -4410254497566765900

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,10252fb97029d64,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,10252fb97029d64,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10aaed,10252fb97029d64,start
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 109a67,10252fb97029d64,start
X-Google-Attributes: gid109a67,public
From: me2real4u@aol.com
Subject: Women Pay You For Intimate Services
Date: 1997/11/03
Message-ID: <63lpbk$a87@sjx-ixn4.ix.netcom.com>#1/1
X-Deja-AN: 286840603
Organization: Netcom
X-NETCOM-Date: Mon Nov 03 4:13:40 PM PST 1997
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

GIRLS PAY YOU FOR YOUR SPECIAL INTIMATE SERVICES

Men around the country are making $500 plus weekly in their spare time
providing services to lonely women in need. This service can be provided by
men just like you. Anyone can provide these services, race, age (over18) ,
and looks do not matter. Send $2.00 cash for details via Snail Mail, or send
$1 cash for details via your E-Mail address.

Services,
811 Flushing Ave.
Brooklyn, NY 11206
C/O Jeffrey Hardman

From -436191917131591666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4f9273caf3a44593,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109fba,4f9273caf3a44593,start
X-Google-Attributes: gid109fba,public
X-Google-Thread: 1115ce,4f9273caf3a44593,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1014db,4f9273caf3a44593,start
X-Google-Attributes: gid1014db,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: Clayton Walnum, where are you?? ;-)
Date: 1997/11/03
Message-ID: <63ksr7$2up$2@cti01.citenet.net>#1/1
X-Deja-AN: 287637922
Organization: Conception Web Funkyware

Newsgroups: comp.sys.atari.programmer,comp.lang.c,comp.lang.c++,comp.sys.atari.st

I was wondering if Clayton Walnum is still involved into
'C' programming on the Atari platform?

He authored a really good series on 'C' programming for the
Atari platform is ST-Log, in the early 90's and eventually
compiled it all into a book called "Cmanship Complete".

While his book is now somewhat outdated (in regards to any
multi-tasking considerations) this is still THE book about
programming in 'C' for the Atari ST/TT/Falcon.

What could/should be done is an HTML version on CD-Rom, to
help those just getting started into programming their ST;
the same thing that was done for The Atari Compendium some
2 years ago.

However, first, we have to find the man himself for proper
authorizations and, if he's so inclined, to update the info
contained in his book.

Clayton, if you are reading this, please respond! ;-)

>Wanted (Montreal, QC):
>
>1) Cmanship Complete, by Clayton Walnum
>
>This is the book-lenght version of the same-name series on
>Atari 'C' programming that appeared in ST-Log in the early
>90's, with floppies containing the examples' source code.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

<HTML><BLINK><H1>No HTML Messages Please!</H1></BLINK></HTML>

From 7556272977175613954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da94cfcf4563631d,start
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: JESUS IS THE LORD!!!!!
Date: 1997/11/03
Message-ID: <4PRhgDAPkeX0Ew3n@thedruid.demon.co.uk>#1/1

X-Deja-AN: 288154486
Sender: The GateKeeper <druid@thedruid.demon.co.uk>
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

jwentzky@inova.net:
  [religous rantings]
 > It is time to stop the trash that has infected America.

It is time to stop the trash that has infected this newsgroup.

Jr,

--

--
The Druid Wales UK >*< InterNet GateWay

From 4988836325234740562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3d0a234c470f9636
X-Google-Attributes: gid111a55,public
X-Google-Thread: f7b2a,3d0a234c470f9636
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 109a67,3d0a234c470f9636
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,b00b8e7417160697
X-Google-Attributes: gid1115ce,public
From: "Centek" <Acces.Journaliste@wanadoo.fr>
Subject: Re: Year 2000? No bug on Atari! ;-)
Date: 1997/11/04
Message-ID: <01bce8db$b2cd1d80$100844c3@p-d-mou>#1/1
X-Deja-AN: 286885850
References: groups/sys.atari.programmer/5935.head <01bcdef7$ea3bb080$160844c3@p-d-mou> <63llj8$983$1@news2.xs4all.nl>
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari

> NO BUG ON AMIGA!!! :))

Yes, but by the way , did you forget
original Amigas have NO RTC Chip ;-))
You should say "no chip=no bug" ;-)
Anyway the bugs won't come from the

hard nor the system, but rather from the
software apps, when caculating about date
difference ,for example !

DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340

From 633868115479815177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4f9273caf3a44593
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109fba,4f9273caf3a44593
X-Google-Attributes: gid109fba,public
X-Google-Thread: 1115ce,4f9273caf3a44593
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1014db,4f9273caf3a44593
X-Google-Attributes: gid1014db,public
From: Michael Clemmetsen <m.clemmetsen@sunderland.ac.uk>
Subject: Re: Clayton Walnum, where are you?? ;-)
Date: 1997/11/04
Message-ID: <345EE953.EC9F55C7@sunderland.ac.uk>#1/1
X-Deja-AN: 286899042
References: <63ksr7$2up$2@cti01.citenet.net>
Organization: University of Sunderland
Newsgroups: comp.sys.atari.programmer,comp.lang.c,comp.lang.c++,comp.sys.atari.st

Anybody interested in contacting Clayton could drop by his web page at:

http://www.connix.com/~cwalnum/

Or email him:

cwalnum@connix.com

It seems he wrote a further three books on Atari programming:
The ST Assembly Language Workshop
AES Quick Reference
VDI Quick Reference

All of these and Cmanship were self-published in the States. If he were
to authorise a public domain version of his works, I would personally
favour an ST Guide version or at least an HTML version distributed over
the net or by floppy as I don't have a CD ROM drive :-(

Michael

Martin-Eric Racine wrote:
> What could/should be done is an HTML version on CD-Rom, to
> help those just getting started into programming their ST;
> the same thing that was done for The Atari Compendium some
> 2 years ago.
>
> However, first, we have to find the man himself for proper
> authorizations and, if he's so inclined, to update the info
> contained in his book.
>
> Clayton, if you are reading this, please respond! ;-)

From 6877330894231710711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a43b3bf8b76b2ab3,start
X-Google-Attributes: gid1115ce,public
From: massimo@irfmn.mnegri.it (Max Farina)
Subject: Play sounds but...
Date: 1997/11/04
Message-ID: <massimo-ya02408000R0411971104580001@newsserver.cilea.it>#1/1
X-Deja-AN: 286904827
Organization: Istituto Mario Negri
Newsgroups: comp.sys.atari.programmer

Is it possible to make a routine (I hope in C) to play a digital sound,
like .SND, during the execution of my game WITHOUT to stop it until the
sound is finished ? (like the standard Dosound() function, but best quality)

I just tryed with a routine to play .WAV files but I must wait the end
of the WAV file...

Have you some methods, routines, examples, documentations or others things
to show me ?

Thank you very much!


```
 ---------------------------------------------------------------------------
|      /|/|                                                                 |
|     /   |AX          Institute of Pharmacology Research "Mario Negri"     |
|  Massimo Farina               E-mail: massimo@irfmn.mnegri.it            |
 ---------------------------------------------------------------------------
```


From 8070808569940932293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3d0a234c470f9636

X-Google-Attributes: gid111a55,public
X-Google-Thread: f7b2a,3d0a234c470f9636
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1115ce,b00b8e7417160697
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3d0a234c470f9636
X-Google-Attributes: gid109a67,public
From: Gerrit-kjeld Dusseljee <dussel@xs4all.nl>
Subject: Re: Year 2000? No bug on Atari! ;-)
Date: 1997/11/04
Message-ID: <63llj8$983$1@news2.xs4all.nl>#1/1
X-Deja-AN: 287822581
References: groups/sys.atari.programmer/5935.head <01bcdef7$ea3bb080$160844c3@p-d-mou>
X-XS4ALL-Date: Tue, 04 Nov 1997 00:09:28 CET
Organization: Hellraiser inc.
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari

On 22 Oct 1997 14:33:45 Centek wrote about "Re: Year 2000? No bug on Atari! ;-)":

>
> >   It's used by Xbios as starting in 1968, in binary mode, giving a max
> > year of 2223, limited by Xbios (and Gemdos as well) to 2107.
>
> This is wrong, the limit is 99 EVEN in binary mode ....
> I just looked to Motorola and also Benchmarq documents
> in fact you can put any value in , but it just WON'T get
> updated properly when it should ... in the specs the
> limit in binary mode is given by motorola to be 0x63
> (99) because the chip is intended to be a '100 year calendar'
> as they say ....
> In other words you can put in 2053 for example but when
> it should become 2054 it will loop back to 1968 again :-(
> I wonder why they kept this limit ?
> So the limit we were searching for is 1968+99 which
> is 2067 which seems to be the real atari limit ,
> according to Motorola ....
>
> By the way , you were right , day 1 is sunday !
>
> so long,
> DAVID GODEC
>
> --
> Centek
> 4, avenue Saint Exupery
> 60180 Nogent sur Oise
> Telephone: 0344 746 330
> Fax: 0344 746 340

>
NO BUG ON AMIGA!!! :))

From -2703312395650286456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a43b3bf8b76b2ab3
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Play sounds but...
Date: 1997/11/04
Message-ID: <1997110418303280956@zetnet.co.uk>#1/1
X-Deja-AN: 288088923
References: <massimo-ya02408000R0411971104580001@newsserver.cilea.it>
Newsgroups: comp.sys.atari.programmer

> Is it possible to make a routine (I hope in C) to play a digital sound,
> like .SND, during the execution of my game WITHOUT to stop it until the
> sound is finished ? (like the standard Dosound() function, but best quality)

What machine?

STE, TT, Falcon - easy. (for Falcon details, check my WWW pages).

STfm, not so easy, but possible... it'll require linking with an assembly
routine which will install itself on interupt (allowing execution to continue,
but slowly).

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -6167986409025733751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f9273caf3a44593
X-Google-Attributes: gid1115ce,public
From: bbeck@littlefort.com (Brad Beck)
Subject: Re: Clayton Walnum, where are you?? ;-)
Date: 1997/11/05
Message-ID: <63p6ee$s8s$1@noc.van.hookup.net>#1/1
X-Deja-AN: 287129393
References: <63ksr7$2up$2@cti01.citenet.net> <345EE953.EC9F55C7@sunderland.ac.uk>

Organization: HookUp Communication Corporation, Vancouver, BC, CANADA
Newsgroups: comp.sys.atari.programmer

On 4 Nov 1997 09:22:27 , Michael Clemmetsen wrote:

>It seems he wrote a further three books on Atari programming:
>The ST Assembly Language Workshop
>AES Quick Reference
>VDI Quick Reference

There was also The ST Assembly Language Workshop - Vol. 2 which was
distributed as shareware. It wasn't printed. When I registered mine
Clayton sent a note saying that I was only the 5th person to register.
This was about 3-4 years ago, hopefully he got more registrations.

Brad

From -7750094755128363231
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a43b3bf8b76b2ab3
X-Google-Attributes: gid1115ce,public
From: Pierre-Louis Lamballais <plamball@parx.fr>
Subject: Re: Play sounds but...
Date: 1997/11/05
Message-ID: <346062B6.5D5@parx.fr>#1/1
X-Deja-AN: 287180565
References: <massimo-ya02408000R0411971104580001@newsserver.cilea.it>
Organization: PARX
Reply-To: plamball@parx.fr
Newsgroups: comp.sys.atari.programmer

Max Farina wrote:
>
> Is it possible to make a routine (I hope in C) to play a digital sound,
> like .SND, during the execution of my game WITHOUT to stop it until the
> sound is finished ? (like the standard Dosound() function, but best quality)
>
> I just tryed with a routine to play .WAV files but I must wait the end
> of the WAV file...
>
> Have you some methods, routines, examples, documentations or others things
> to show me ?
It's only possible on a machine with a DMA sound system, eg TT, STE of
Falcon. On other machine, it's also possible but you have to build
interrupt-routine that slow-down the machine and that can be only done
in assembly langage.
In C, using the DMA sound system, you just have to laod the digit, set
correctly the sound system, then send it the adress of the sound and its

lenght and the system will play the sound itself.

Regards

--
+----------+
 Pierre-Louis Lamballais - plamball@parx.fr
 PARX Company
 9 Rue du Pin Dor, F-53000 Laval - France
 Tel: 33-2.43569276 - Fax: 33-2.43568047
http://www.parx.fr
+----------+

From 7849625938600087194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a43b3bf8b76b2ab3
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Play sounds but...
Date: 1997/11/05
Message-ID: <99YRC7J@tos.pl.net>#1/1
X-Deja-AN: 288175189
References: <massimo-ya02408000R0411971104580001@newsserver.cilea.it>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Max Farina (massimo@irfmn.mnegri.it) wrote:

: Is it possible to make a routine (I hope in C) to play a digital sound,
: like .SND, during the execution of my game WITHOUT to stop it until the
: sound is finished ? (like the standard Dosound() function, but best quality)

: I just tryed with a routine to play .WAV files but I must wait the end
: of the WAV file...

: Have you some methods, routines, examples, documentations or others things
: to show me ?

The best way is to use the DMA sounds capability built into the newer machines (since the STE). Also, you can use SAM (System Audio Manager) which makes the process even easier, and also allows the possibility that the software might work on other machines that don't have DMA sound, if a version of SAM was made to support the sound capabilities of those machines. Use waveplay() to play sounds with SAM.

The Atari Compendium is a good place to look for further information - there you can find details of waveplay() and the DMA sound.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

From -4269382495356896994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a43b3bf8b76b2ab3
X-Google-Attributes: gid1115ce,public
From: massimo@irfmn.mnegri.it (Max Farina)
Subject: Re: Play sounds but...
Date: 1997/11/06
Message-ID: <massimo-ya02408000R0611971023070001@newsserver.cilea.it>#1/1
X-Deja-AN: 287371056
References: <massimo-ya02408000R0411971104580001@newsserver.cilea.it>
<346062B6.5D5@parx.fr>
Organization: Istituto Mario Negri
Newsgroups: comp.sys.atari.programmer

In article <346062B6.5D5@parx.fr>, plamball@parx.fr wrote:

> It's only possible on a machine with a DMA sound system, eg TT, STE of
> Falcon. On other machine, it's also possible but you have to build
> interrupt-routine that slow-down the machine and that can be only done
> in assembly langage.
> In C, using the DMA sound system, you just have to laod the digit, set
> correctly the sound system, then send it the adress of the sound and its
> lenght and the system will play the sound itself.
>

Yes, I have a TT030 (DMA sound system)
My problem is understand if this method can play the digit without froze
the system... (in playback)

Thank you

| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |

From 5051906872764225929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f9273caf3a44593
X-Google-Attributes: gid1115ce,public
From: "myeck waters" <Xwaterses@worldnet.att.net>

Subject: Re: Clayton Walnum, where are you?? ;-)
Date: 1997/11/06
Message-ID: <63ssve$pcr@bgtnsc02.worldnet.att.net>#1/1
X-Deja-AN: 287443963
References: <63ksr7$2up$2@cti01.citenet.net> <345EE953.EC9F55C7@sunderland.ac.uk>
<63p6ee$s8s$1@noc.van.hookup.net>
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

>There was also The ST Assembly Language Workshop - Vol. 2 which was
>distributed as shareware. It wasn't printed. When I registered mine
>Clayton sent a note saying that I was only the 5th person to register.
>This was about 3-4 years ago, hopefully he got more registrations.

Yeah, when I registered, the note he added on the receipt made it sound like
he hadn't had much of a response. A real shame, as it was those two
Assembly Language Workshops which got me programming GEM assembly programs.

From 921529898528998265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7fac90ce1f337acc,start
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <bereziat@ozone.inria.fr>
Subject: [PROG] Looking for atomik decompression algorithm
Date: 1997/11/07
Message-ID: <rw5zpngst48.fsf@ozone.inria.fr>#1/1
X-Deja-AN: 287663481
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Newsgroups: comp.sys.atari.programmer

Hi everybody,
i m looking for the code in C not in ASM of the atomik
decompression.

Thank for your help
--

```
-------------------------------------------------------------
Dominique Bereziat     | Email: Dominique.Bereziat@inria.fr
Projet AIR             | Web: http://www-air.inria.fr/
INRIA Rocquencourt     |
Domaine de Voluceau    |
BP 105                 | tel: 01.39.63.58.65
78153 Le Chesnay Cedex | fax: 01.39.63.53.30
-------------------------------------------------------------
```

From 8153543676603720073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a64f6a6fa14348b8,start
X-Google-Attributes: gid1115ce,public
From: tony@paxton.prestel.co.uk (Tony Greenwood)
Subject: STOS FAQ
Date: 1997/11/07
Message-ID: <34630e81.9137091@news.prestel.co.uk>#1/1
X-Deja-AN: 287665839
Organization: [not set]
Reply-To: tony@paxton.prestel.co.uk
Newsgroups: comp.sys.atari.programmer

Due to a change of ISP, The url for the Official STOS BASIC FAQ is now

http://www.homeusers.prestel.co.uk/paxton/stosser/nov_stos.htm

Please update your bookmarks, and web page owners please update your links.. many many thanks :)

.

Cheers !ynoT (ATARI Programmer) tony@paxton.prestel.co.uk
STOSSER Software : http://www.homeusers.prestel.co.uk/paxton/stosser/home.htm
TGC Support Page : http://www.homeusers.prestel.co.uk/paxton/tgc/index.htm

From -7393369584795902188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1968014d7c1f7e39,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Component Manager
Date: 1997/11/07
Message-ID: <63v1dd$2u2@balaena.bio.vu.nl>#1/1
X-Deja-AN: 287681337
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Does anyone know if James Cox is (still) reachable by Email or reading this newsgroup (in which case: Hi :)
I have a question regarding his wonderful Component Manager, which I can't use because he forgot to include some info on how to use the component loading utility. I don't know

the format of the command files it uses.

For anyone who doesn't know what I'm talking about:
The component manager is a small MiNT program (about 4k)
which enables Atari users and programmers to make use of
dynamically loadable components (similar to DLL's, Dynamically
Linkable Library's).

I've written a GEM ui extension component
(more on that later, when I've finished debugging & testing the thing)
to go with an art program I'm working on, but I can't test it because I
can't load the damn component.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Genetics explains why you look like your father, and if you don't, why
you should.

From 5335381180088149673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f9273caf3a44593
X-Google-Attributes: gid1115ce,public
From: strads@tmisnet.com (George Crissman)
Subject: Re: Clayton Walnum, where are you?? ;-)
Date: 1997/11/07
Message-ID: <346347ad.4687129@news.tmisnet.com>#1/1
X-Deja-AN: 287710928
References: <63ksr7$2up$2@cti01.citenet.net> <345EE953.EC9F55C7@sunderland.ac.uk>
<63p6ee$s8s$1@noc.van.hookup.net> <63ssve$pcr@bgtnsc02.worldnet.att.net>
Organization: MaximumAccess Internet Services
Newsgroups: comp.sys.atari.programmer

He actually replied to me the same day I emailed him. He expressed
surprise that his books were still used, but made no promises about
any followup books for GEM/TOS. <sigh>

-- George Crissman
-- strads@tmisnet.com

On Thu, 6 Nov 1997 11:58:36 -0500, "myeck waters"
<Xwaterses@worldnet.att.net> wrote:

>>There was also The ST Assembly Language Workshop - Vol. 2 which was
>>distributed as shareware. It wasn't printed. When I registered mine

>>Clayton sent a note saying that I was only the 5th person to register.
>>This was about 3-4 years ago, hopefully he got more registrations.
>
>
>Yeah, when I registered, the note he added on the receipt made it sound like
>he hadn't had much of a response. A real shame, as it was those two
>Assembly Language Workshops which got me programming GEM assembly programs.
>
>
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

From 6888495460123722260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c82bbe82bc28bdf7,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,c82bbe82bc28bdf7,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,c82bbe82bc28bdf7,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: Have ICTARI, will travel...
Date: 1997/11/07
Message-ID: <87041687_000034_OASIS_NEWS@elis.demon.co.uk>
X-Deja-AN: 287759469
X-NNTP-Posting-Host: elis.demon.co.uk [194.222.41.182]
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk (G Greenway)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hello again,

I'm going to really start publicing ICTARI properly now.

For those who don't know, ICTARI is a disk-zine / user group
for Atari programmers. You can read, download and contribute
to the zine on the WEB:

http://www.elis.demon.co.uk/ictari/ictari.htm

If you know any keen programmers not on the 'net, I'd be
grateful if you could print this out and give them a copy.
Why not take it to your local user group meeting ?

Thanks,
"Augeas"

```
___   ______     ___       _________   _________   ___
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  ___  \  \       \  __\     _____\  \  \  \         ___
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   \  \  \  \_____  \  \____  \  \__\  \  \  \        \  \
    \  \  \       \  \      \  \        \  \  \        \  \
     \__\  \_______\  \______\  \________\  \__\        \__\
```

* m a g a z i n e *

=-=-=-

possible) so that other members can hopefully provide a soloution for you.

We trust that you will consider becoming a member of the group and provide some useful input to the magazine occaisionally. If you are interested perhaps you would fill in and return the enclosed questionnaire to us at the above address. To recieve the next issue you will also need to send a double sided disk together with two 2nd class stamps or 75p cash for each month. Please return these as soon as possible so that we can place you on our mailing list for the next issue which will be despatched about the 15th of the month. The questionnaire and latest issues are also available from the ICTARI WEB page. Cheques or postal orders should be made payable to Mr G. R. Greenway. Back issues are also available for 1UKP each.

If you decide not to become a member we would be grateful if you would pass this letter and questionnaire on to someone who may be interested.

We hope that you will agree to join the group, we are sure you will find something of interest on each disk and for just a few pence a month can you afford to miss out on the chance ? We look forward to hearing from you in the near future.

```
___   ______     ___       _________   _________   ___
\__\  \   __\    \  \__    \______  \  \   _____\  \__\
  ___  \  \       \  __\     _____\  \  \  \         ___
  \  \  \  \       \  \      \  ____  \  \  \        \  \
   \  \  \  \_____  \  \____  \  \__\  \  \  \        \  \
    \  \  \       \  \      \  \        \  \  \        \  \
     \__\  \_______\  \______\  \________\  \__\        \__\
```

* m a g a z i n e *

=-=-=-

_____

_____

I wish to become a member of the ICTARI user group and contribute to the magazine occasionally.

Do you agree to have your name and address published in the magazine ?

Yes [ ] No [ ]

Do you agree to have your telephone number published in the magazine ?

Yes [ ] No [ ]

Which languages do you program in ?

ST BASIC [ ] GFA BASIC [ ]

STOS [ ] Assembler [ ]

C [ ] FORTRAN [ ]

Pascal [ ] Other [ ] (specify)

What sorts of programs do you write ?

Games [ ] Apps [ ]

Graphics [ ] Utilities [ ]

Sound [ ] MIDI [ ]

Any [ ] Other [ ] (specify)

What items of hardware do you own ?

STFM [ ] STE [ ]

Falcon [ ] TT [ ]

Clone [ ] Emulator [ ]

HD [ ] Printer [ ]

RAM [ ] Other [ ] (specify)
(how much)

Please make any comments on the ICTARI user group below. Mark as priva
if not for publication.

--

```
 _ _________________________          _    _   _    _   _____
/ \                          \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
\/__\  _______________________\__    H  | |\\| | | |\/| | |  ___|   THE
     \/ \                        \      | | \  | | |  | | | |___
      \_/________________________/   E  |_|  \_| |_|  |_| |_____|  ENEMY
```

From 7957089475844319345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ab3ef1861ea91b39,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ab3ef1861ea91b39,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ab3ef1861ea91b39,start
X-Google-Attributes: gid109a67,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: ICTARI 50 Available Now.
Date: 1997/11/07
Message-ID: <69706808_000034_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 287759727
X-NNTP-Posting-Host: elis.demon.co.uk [194.222.41.182]
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk (G Greenway)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Issue 50 of ICTARI, the disk-zine for Atari programmers can now be found at the usual place:

http://www.elis.demon.co.uk/ictari/ictari.htm

That is all.

Have Fun,
"Augeas"

(Sorry it took a time...)

--

```
 _ _________________________          _    _   _    _   _____
```

/ \   \   T | \ | | | \ / | | ___| ARE
| _\ augeas@elis.demon.co.uk \ | \ | | | \/ | | |___
\/__\ _________________________   H | |\\| | | |\/| | | ___| THE
     \/ \   \ | | \ | | | | | | |___
      _/_________________________/   E |_| _| |_| |_| |_____| ENEMY

From 3846316644107306250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a43b3bf8b76b2ab3
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Play sounds but...
Date: 1997/11/07
Message-ID: <EJ9pqI.n5v@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 287800027
Sender: news@suse.modem.stud.uni-hannover.de
References: <massimo-ya02408000R0411971104580001@newsserver.cilea.it>
<346062B6.5D5@parx.fr> <massimo-ya02408000R0611971023070001@newsserver.cilea.it>
Reply-To: perot@pallas.amp.uni-hannover.de
X-Nntp-Posting-Host: localhost
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <massimo-ya02408000R0611971023070001@newsserver.cilea.it>,
massimo@irfmn.mnegri.it (Max Farina) writes:
> In article <346062B6.5D5@parx.fr>, plamball@parx.fr wrote:
>
>> It's only possible on a machine with a DMA sound system, eg TT, STE of
>> Falcon. On other machine, it's also possible but you have to build
>> interrupt-routine that slow-down the machine and that can be only done
>> in assembly langage.
>> In C, using the DMA sound system, you just have to laod the digit, set
>> correctly the sound system, then send it the adress of the sound and its
>> lenght and the system will play the sound itself.
>>
>
> Yes, I have a TT030 (DMA sound system)
> My problem is understand if this method can play the digit without froze
> the system... (in playback)

Why do you think is that sound system called a *DMA* sound system ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -6250146229193365388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4f9273caf3a44593
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4f9273caf3a44593
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109fba,4f9273caf3a44593
X-Google-Attributes: gid109fba,public
X-Google-Thread: 1014db,4f9273caf3a44593
X-Google-Attributes: gid1014db,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Clayton Walnum, where are you?? ;-)
Date: 1997/11/07
Message-ID: <63ulhj$m5h$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 288188766
References: <63ksr7$2up$2@cti01.citenet.net> <345EE953.EC9F55C7@sunderland.ac.uk>
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 878893427 22705 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer,comp.lang.c,comp.lang.c++,comp.sys.atari.st

Michael Clemmetsen wrote:
>
> Anybody interested in contacting Clayton could drop by his web page at:
>
> http://www.connix.com/~cwalnum/
>
> Or email him:
>
> cwalnum@connix.com
>
> It seems he wrote a further three books on Atari programming:
> The ST Assembly Language Workshop
> AES Quick Reference
> VDI Quick Reference
>
> All of these and Cmanship were self-published in the States. If he were
> to authorise a public domain version of his works, I would personally
> favour an ST Guide version or at least an HTML version distributed over
> the net or by floppy as I don't have a CD ROM drive :-(

Well if someone could talk him into releasing all those books in one
form
or another it would be cool. Those AES and VDI books wouldn't be to bad
either. Also a CD-ROM version with both a html version and the original
version for printing out on paper your self would be cool. A good reason
to finaly get that CD-ROM!

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

From 4269238713028188617
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a43b3bf8b76b2ab3
X-Google-Attributes: gid1115ce,public
From: nanard800@aol.com (Nanard800)
Subject: Re: Play sounds but...
Date: 1997/11/08
Message-ID: <19971108002800.TAA01473@ladder01.news.aol.com>#1/1
X-Deja-AN: 287779872
References: <massimo-ya02408000R0611971023070001@newsserver.cilea.it>
X-Admin: news@aol.com
Organization: AOL, http://www.aol.fr
Newsgroups: comp.sys.atari.programmer

Dans l'article <massimo-ya02408000R0611971023070001@newsserver.cilea.it>,
massimo@irfmn.mnegri.it (Max Farina) ©crit :

>Yes, I have a TT030 (DMA sound system)
>My problem is understand if this method can play the digit without froze
>the system... (in playback)
>
>

The DMA doesn't use the processor. So the playing of a sound with DMA is
totally transparent for the system, it don't freeze it.

..-= NaNaRd / DgRt =-..
~~~~~~~~~~~~~~~~~~

From -4470624549625568839
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7fac90ce1f337acc
X-Google-Attributes: gid1115ce,public
From: "Centek" <Acces.Journaliste@wanadoo.fr>
Subject: Re: [PROG] Looking for atomik decompression algorithm
Date: 1997/11/08
Message-ID: <01bcec00$f32562c0$130844c3@p-d-mou>#1/1
X-Deja-AN: 287821734
References: <rw5zpngst48.fsf@ozone.inria.fr>
Organization: ImagiNET
~~~~~~~~~~~~~~~~~~

Newsgroups: comp.sys.atari.programmer

Dominique Bereziat <bereziat@ozone.inria.fr> a ©crit dans l'article
<rw5zpngst48.fsf@ozone.inria.fr>...
> Hi everybody,
> i m looking for the code in C not in ASM of the atomik
> decompression.

The author of Atomik (altair) was only coding in
Asm when he released Atomik so the only version
i know about is in Asm....
But it works fine, what do you want to do with
it in C except slowing down :)) ??

so long,
DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340

PS: au fait , tu crois qu'y a pas de programmeurs
en fr.comp.sys ou quoi :) ?

From -1601247297239259527
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7fac90ce1f337acc
X-Google-Attributes: gid1115ce,public
From: tony@paxton.prestel.co.uk (Tony Greenwood)
Subject: Re: [PROG] Looking for atomik decompression algorithm
Date: 1997/11/08
Message-ID: <346751b7.2513523@news.prestel.co.uk>#1/1
X-Deja-AN: 287866749
References: <rw5zpngst48.fsf@ozone.inria.fr> <01bcec00$f32562c0$130844c3@p-d-mou>
Organization: [not set]
Reply-To: tony@paxton.prestel.co.uk
Newsgroups: comp.sys.atari.programmer

On 8 Nov 1997 04:39:21 GMT, "Centek" <Acces.Journaliste@wanadoo.fr>
wrote:

>Dominique Bereziat <bereziat@ozone.inria.fr> a ©crit dans l'article
><rw5zpngst48.fsf@ozone.inria.fr>...

>But it works fine, what do you want to do with
>it in C except slowing down :)) ??

hehehehehehehehehehehehehehe....

.

Cheers !ynoT
Tony Greenwood (ATARI Programmer) tony@paxton.prestel.co.uk
STOSSER Software : http://www.homeusers.prestel.co.uk/paxton/stosser/home.htm
TGC Support Page : http://www.homeusers.prestel.co.uk/paxton/tgc/index.htm

From -4695425417685069243
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1508b76f44e514e4,start
X-Google-Attributes: gid1115ce,public
From: LAFABRIE <lafabrie@club-internet.fr>
Subject: Metados
Date: 1997/11/08
Message-ID: <WS.34649b0a.001c77fb.lafabrie@club-internet.fr>#1/1
X-Deja-AN: 287897985
Organization: Grolier Interactive Europe
Newsgroups: comp.sys.atari.programmer

Hello,
I'm french and I research the Metados developpeur documentation. Thank's
for your answer. Best regard.

From 4208480229094030254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c48954d5db5582aa,start
X-Google-Attributes: gid1115ce,public
From: "Jean-Michel MERCIER" <jmmercier@compuserve.com>
Subject: Changing serial bit number and parity
Date: 1997/11/09
Message-ID: <01bced5c$d38341a0$LocalHost@grossevache133>#1/1
X-Deja-AN: 288156830
Newsgroups: comp.sys.atari.programmer

Hi,

I would like to know if there is a __clean__ way
to setup serial parameters (esp. length and parity)
in a way that is independant of the hardware ?

I suppose that the XBIOS 0x0F call support only the MFP
so it won't work with the ST's 8530....

It should also be compatible with HSMODEM and others
hi-speeders.

Thanks for any pointers.

Sincerely,
Jean-Michel MERCIER.

From -5474089367042609093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92692852e5e6c697,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: TT SCC clock mode
Date: 1997/11/09
Message-ID: <d93_9711091821@conchbbs.com>#1/1
X-Deja-AN: 288175958
Organization: Fidonet: D.U.E. (713)944-7861
Newsgroups: comp.sys.atari.programmer

Looking over my hardware docs, I see that Modem 2 uses a 2.4576 MHz
clock (RTxCB), and that Serial 2 uses a 3.672 MHz clock (RTxCA) .
In clock mode 16 (asynchronous) this gives the following baud rates:

TC	Modem 2	Serial 2
0	38.4 K	57.4 K
1	25.6 K	38.25 K
2	19.2 K	28.7 K

It is also possible to use PCLK (8 MHz):

TC	Baud
0	125 K
2	62.5 K
3	50 K
6	31.35 K
8	25 K

However, these do not correspond to the figures I've seen here
(presumably from HSModem). Am I missing something, or is it that
one need not match baud rates precisely?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861

|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -3925170120839513939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1d1623ae6647f19f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1d1623ae6647f19f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: feb3e,1d1623ae6647f19f
X-Google-Attributes: gidfeb3e,public
From: rincewind@tubul.dascon.de (Michael Schwingen)
Subject: Re: GNU-binutils
Date: 1997/11/09
Message-ID: <6458sf$a7o$1@tubul.dascon.de>#1/1
X-Deja-AN: 288971368
References: <344E61B6.7819@switzerland.ncr.com>
<62m13gqdk1@aziraphale.pet.cam.ac.uk>
Organization: Discworld.dascon.de - private UUCP site
Newsgroups: comp.sys.m68k,comp.sys.atari.st,comp.sys.atari.programmer

In article <62m13gqdk1@aziraphale.pet.cam.ac.uk>,
Mark Baker <mbaker@iee.org> wrote:
>GNU binutils already include lots of binary formats. Not including the
>Atari's one by default, but there is a patch to add it (to an old version,
>and I've no idea whether it would apply cleanly to a current version).

AFAIK, the old version where the patch works is a non-BFD based linker.

I am working on BFD support for Atari ST binaries, but this may take some
time ...

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen

From -7025169013333063751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92692852e5e6c697
X-Google-Attributes: gid1115ce,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: Re: TT SCC clock mode
Date: 1997/11/10
Message-ID: <647dq0rkr1@cti01.citenet.net>#1/1
X-Deja-AN: 288375696

References: <d93_9711091821@conchbbs.com>
Organization: Conception Web Funkyware
Newsgroups: comp.sys.atari.programmer

On 9 Nov 97 13:57:00, John Kormylo wrote:

```
 >Looking over my hardware docs, I see that Modem 2 uses a 2.4576 MHz
 >clock (RTxCB), and that Serial 2 uses a 3.672 MHz clock (RTxCA) .
 >In clock mode 16 (asynchronous) this gives the following baud rates:
 >
 >TC  Modem 2  Serial 2
 >--  -------  --------
 >0    38.4 K   57.4 K
 >1    25.6 K   38.25 K
 >2    19.2 K   28.7 K
 >
 >It is also possible to use PCLK (8 MHz):
 >
 >TC  Baud
 >--  ----
 >0   125 K
 >2   62.5 K
 >3   50 K
 >6   31.35 K
 >8   25 K
 >
 >However, these do not correspond to the figures I've seen here
 >(presumably from HSModem).  Am I missing something, or is it that
 >one need not match baud rates precisely?
```

You don't need to mess with clock rates. Disconnect pin-32 (RTxCB) from the circuit-board and solder a short wire to pin-13 (RTxCA). This will allow Modem-2 to use 57600, 115200 and 230400.

You then need to change a parameter in HS-Modem's SCC.PRG config to have it provide the new baudrates. (HS-Modem assumes what are the "normal" baudrates using the TOS version)

Afaik, the TT is the only SCC machine with non-standard baudrates on Modem-2. Both the MEGA-STE and Falcon have 57600 and 115200.

However, the unusual baudrates are not such a dumb choice. Read texts on "The TT030 Homepage" at my URL to learn more about these.

Yours,

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

<HTML><BLINK><H1>No HTML Messages Please!</H1></BLINK></HTML>

From 5179323426136490288
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c48954d5db5582aa
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Changing serial bit number and parity
Date: 1997/11/10
Message-ID: <EJFIsM.nHL@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 288497206
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bced5c$d38341a0$LocalHost@grossevache133>
Organization: Private
Reply-To: perot@pallas.amp.uni-hannover.de
Newsgroups: comp.sys.atari.programmer

In article <01bced5c$d38341a0$LocalHost@grossevache133>,
"Jean-Michel MERCIER" <jmmercier@compuserve.com> writes:

> I would like to know if there is a __clean__ way
> to setup serial parameters (esp. length and parity)
> in a way that is independant of the hardware ?

You need to Fopen the port (Fopen ("U:/DEV/MODEM2", FO_RW); turn the slashes into double backslashes in C), then use Fcntl to modify the parameters. Use their corresponding filenames in DEV for the other ports.

With neither HSMODEM, nor MiNT, nor MagiC there is no unified way to set all the parameters for all the interfaces. For some parameters, you can use Bconmap to map the port to AUX:, then use Rsconf, but that only works with TOS 2.0 or higher.

> I suppose that the XBIOS 0x0F call support only the MFP
> so it won't work with the ST's 8530....

There is no ST with 8530 (unless you've put one in). It's used only in the Mega STE series, the TTs, and the Falcons.

But the XBios 0x0F (Rsconf) does work with those too, if you mapped the 8530 port to AUX:. Note not all of the Rsconf parameters are valid in that case.

Generally I strongly advocate to not use such code in a user application. Such setup stuff is the task of specialised tools, like the MODEM.CPX or SERIAL.CPX. Note my SERIAL.CPX supports all the HSMODEM features. So I'd suggest to not care about the settings in your program code, and simply use those the user has chosen with the CPX before running your software. It

will save you a lot of work, and removes lots of opportunities to spoil
compatibility with other machines.

If you wanna provide a complete package to the end user, pack the SERIAL.CPX
into the archive that you distribute.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -7546178538834241159
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a43b3bf8b76b2ab3
X-Google-Attributes: gid1115ce,public
From: massimo@irfmn.mnegri.it (Max Farina)
Subject: Re: Play sounds but...
Date: 1997/11/10
Message-ID: <massimo-ya02408000R1011970921560001@newsserver.cilea.it>#1/1
X-Deja-AN: 288836245
References: <massimo-ya02408000R0411971104580001@newsserver.cilea.it>
<346062B6.5D5@parx.fr> <massimo-ya02408000R0611971023070001@newsserver.cilea.it>
<EJ9pqI.n5v@suse.modem.stud.uni-hannover.de>
Organization: Istituto Mario Negri
Newsgroups: comp.sys.atari.programmer

In article <EJ9pqI.n5v@suse.modem.stud.uni-hannover.de>,
perot@pallas.amp.uni-hannover.de wrote:

> In article <massimo-ya02408000R0611971023070001@newsserver.cilea.it>,
>   massimo@irfmn.mnegri.it (Max Farina) writes:
> > In article <346062B6.5D5@parx.fr>, plamball@parx.fr wrote:
> >
>
> Why do you think is that sound system called a *DMA* sound system ?
>
>
> Cheers Peter

OK, I understand...
Finally I developed a little C routine: good result!

Another thing: in the Atari Compendium book there is a waveplay() function
to use with the SAM (System Audio Manager) by Atari.
OK...!
But WHAT IS ?

```
 ---------------------------------------------------------------------------
|      /|/|                                                                  |
|     /   |AX          Institute of Pharmacology Research "Mario Negri"      |
|  Massimo Farina               E-mail: massimo@irfmn.mnegri.it             |
 ---------------------------------------------------------------------------
```


From -5443169238634188879
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a43b3bf8b76b2ab3
X-Google-Attributes: gid1115ce,public

From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Play sounds but...
Date: 1997/11/10

Message-ID: <1997111018373780956@zetnet.co.uk>#1/1
X-Deja-AN: 289420467
References: <massimo-ya02408000R0411971104580001@newsserver.cilea.it> <346062B6.5D5@parx.fr> <massimo-ya02408000R0611971023070001@newsserver.cilea.it> <EJ9pqI.n5v@suse.modem.stud.uni-hannover.de> <massimo-ya02408000R1011970921560001@newsserver.cilea.it>
Newsgroups: comp.sys.atari.programmer

> Another thing: in the Atari Compendium book there is a waveplay() function
> to use with the SAM (System Audio Manager) by Atari.
> OK...!
> But WHAT IS ?

What is SAM? well, its a program which Atari wrote which allows you to attach sampled sounds to system events (such as windows closing, crashes etc). This works on all DMA sound based machines with TOS 2 or greater. It supports 16-bit on the Falcon.

SAM also allows programmers to register their programs as "SAM Aware Applications" via .SAA files, allowing them to play user-defined sounds which are assigned through the same interface as SAM's system sounds - to create a .SAA file, us KP SACK, available from my WWW pages.

The final piece of functionality that SAM provides is the plain Waveplay() function, which provides a simple interface to playing samples, useful for application programmers who do not wish to fiddle with the DMA registers themselves.

References:
  http://www.zetnet.co.uk/jacquesa/kpp/kp_sack.html
http://www.zetnet.co.uk/jacquesa/programming/waveplay.html

note: the text on the KP SACK page seems to be out of date - SACK 1.0 has been released for a while, as has the patched version of SAM (1.3) - both of which are linked to at the bottom of the page.

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------

From -1562833362708116746
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c48954d5db5582aa
X-Google-Attributes: gid1115ce,public
From: "centek" <centek@eeb.fr>
Subject: Re: Changing serial bit number and parity
Date: 1997/11/12
Message-ID: <01bcee7f$beeea760$LocalHost@p-d-mou>#1/1
X-Deja-AN: 288775538
References: <01bced5c$d38341a0$LocalHost@grossevache133>
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

Jean-Michel MERCIER <jmmercier@compuserve.com> a ©crit dans l'article
<01bced5c$d38341a0$LocalHost@grossevache133>...
> Hi,
>
> I would like to know if there is a __clean__ way
> to setup serial parameters (esp. length and parity)
> in a way that is independant of the hardware ?
>
> I suppose that the XBIOS 0x0F call support only the MFP
> so it won't work with the ST's 8530....

It work fine with every kind of serial interface because
the driver should emulated the mfp parameters to setup
the serial port.

> It should also be compatible with HSMODEM and others
> hi-speeders.

HSMODEM install all what you want to setup serial port
and he has some documentations to explain it.

Sacha,

--
Centek
4, avenue Saint Exupery

60180 Nogent sur Oise
Tel: 0344 746 330
Fax: 0344 746 340
http://www.eeb.fr/centek

From -5622182803386873319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a43b3bf8b76b2ab3
X-Google-Attributes: gid1115ce,public
From: Vincent Bakker <bakkerv@pi.net>
Subject: Re: Play sounds but...
Date: 1997/11/12
Message-ID: <346A383A.AD7@pi.net>#1/1
X-Deja-AN: 288931828
References: <massimo-ya02408000R0411971104580001@newsserver.cilea.it>
<346062B6.5D5@parx.fr> <massimo-ya02408000R0611971023070001@newsserver.cilea.it>
<EJ9pqI.n5v@suse.modem.stud.uni-hannover.de> <massimo-
ya02408000R1011970921560001@newsserver.cilea.it>
<1997111018373780956@zetnet.co.uk>
Organization: Business Networks Services
Reply-To: bakkerv@pi.net
Newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
> References:
> http://www.zetnet.co.uk/jacquesa/kpp/kp_sack.html
> http://www.zetnet.co.uk/jacquesa/programming/waveplay.html
>

Jaques, I'm sorry but I think these urls are not working..
I've been wanting to check for updates for some time now since I lost
your code for dma playing and wanted to try to get to dma play with the
external clock.

greetz,
Vince

From -8291877553598762582
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c48954d5db5582aa
X-Google-Attributes: gid1115ce,public
From: "Jean-Michel MERCIER" <jmmercier@compuserve.com>
Subject: Re: Changing serial bit number and parity
Date: 1997/11/12
Message-ID: <01bcefa8$0eca1480$644fe8c3@grossevache133>#1/1
X-Deja-AN: 289761893
References: <01bced5c$d38341a0$LocalHost@grossevache133>

<01bcee7f$beeea760$LocalHost@p-d-mou>
Organization: Universal Hi-Tech Development, Inc.
Newsgroups: comp.sys.atari.programmer

centek <centek@eeb.fr> a ⍰crit dans l'article
<01bcee7f$beeea760$LocalHost@p-d-mou>...
> Jean-Michel MERCIER <jmmercier@compuserve.com> a ⍰crit dans l'article
> <01bced5c$d38341a0$LocalHost@grossevache133>...
> > Hi,
> >
> > I would like to know if there is a __clean__ way
> > to setup serial parameters (esp. length and parity)
> > in a way that is independant of the hardware ?
> >
> > I suppose that the XBIOS 0x0F call support only the MFP
> > so it won't work with the ST's 8530....
>
> It work fine with every kind of serial interface because
> the driver should emulated the mfp parameters to setup
> the serial port.

I can't see how it can setup anything else than the original
MFP port as there is no parameter to select which port you
want to setup ...

>
> > It should also be compatible with HSMODEM and others
> > hi-speeders.
>
> HSMODEM install all what you want to setup serial port
> and he has some documentations to explain it.

Yes,

I found the U:\DEV\portname and Fcntl tricks and ported them
to GFA [if anyone is interrested...]

By the way, the U:\DEV\... path exist in TOS or is it a HSMODEM
add-on ?

Jean-Michel MERCIER.

From -1137957242705131803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a43b3bf8b76b2ab3
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>

Subject: Re: Play sounds but...
Date: 1997/11/12
Message-ID: <1997111218261380956@zetnet.co.uk>#1/1
X-Deja-AN: 289805715
References: <massimo-ya02408000R0411971104580001@newsserver.cilea.it>
<346062B6.5D5@parx.fr> <massimo-ya02408000R0611971023070001@newsserver.cilea.it>
<EJ9pqI.n5v@suse.modem.stud.uni-hannover.de> <massimo-
ya02408000R1011970921560001@newsserver.cilea.it>
<1997111018373780956@zetnet.co.uk> <346A383A.AD7@pi.net>
Newsgroups: comp.sys.atari.programmer

> Anthony Jacques wrote:
> > References:
> > http://www.zetnet.co.uk/jacquesa/kpp/kp_sack.html
> > http://www.zetnet.co.uk/jacquesa/programming/waveplay.html
> >
> Jaques, I'm sorry but I think these urls are not working..

Oops! Sorry, I left out the "users": try:
 http://www.users.zetnet.co.uk/jacquesa/kpp/kp_sack.html
 http://www.users.zetnet.co.uk/jacquesa/programming/waveplay.html

> I've been wanting to check for updates for some time now since I lost
> your code for dma playing and wanted to try to get to dma play with the
> external clock.

I've been meaning to update the info in the DMA playing routines, but
I haven't gotten around to it...

Anthony (not Jacques - thats my surname :)
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From -8271538889700239267
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d37956f4fb4d6fbb,start
X-Google-Attributes: gid1115ce,public
From: Vincent Bakker <bakkerv@pi.net>
Subject: GNU 2.7.2 C++ question
Date: 1997/11/13
Message-ID: <346B4684.1359@pi.net>#1/1
X-Deja-AN: 289164157
Reply-To: bakkerv@pi.net

Organization: Business Networks Services
Newsgroups: comp.sys.atari.programmer

Hello everyone,

Yesterday I finally succeeded to install GNU 2.7.2 on my falcon.
Unfortunately, with test compiles of C++ the linker seemed to have
problems with handling exceptions.

Anyone can help me out with this? Do I need other libs for this than the
G++.olb?

greetz,
Vince

From 7729567295092647967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a43b3bf8b76b2ab3
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Subject: Re: Play sounds but...
Date: 1997/11/13
Message-ID: <64ed3k$2s3$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 289186145
References: <massimo-ya02408000R0411971104580001@newsserver.cilea.it>
<346062B6.5D5@parx.fr> <massimo-ya02408000R0611971023070001@newsserver.cilea.it>
<EJ9pqI.n5v@suse.modem.stud.uni-hannover.de> <massimo-
ya02408000R1011970921560001@newsserver.cilea.it>
<19971110183737809 56@zetnet.co.uk> <346A383A.AD7@pi.net>
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 879409076 2947 (None) 136.225.229.137
Organization: Systems
Newsgroups: comp.sys.atari.programmer

Vincent Bakker wrote:
>
> Anthony Jacques wrote:
> > References:
> > http://www.zetnet.co.uk/jacquesa/kpp/kp_sack.html
> > http://www.zetnet.co.uk/jacquesa/programming/waveplay.html
> >
>
> Jaques, I'm sorry but I think these urls are not working..
> I've been wanting to check for updates for some time now since I lost
> your code for dma playing and wanted to try to get to dma play with the
> external clock.

Well he must have been drunk when I wrote them. Try this insteed.

www.users.zetnet.co.uk/...

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -6399289378422048001
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c3879c5394bffa64,start
X-Google-Attributes: gid1115ce,public
From: @ (nobody)
Subject: Running released - 13.11.1997
Date: 1997/11/13
Message-ID: <64f4ne$dhl@winx03.informatik.uni-wuerzburg.de>#1/1
X-Deja-AN: 289253965
Organization: FH Wuerzburg
Newsgroups: comp.sys.atari.programmer

Hi everybody !

Finally, here it is ...

    Running is released.

This means that this mailing list has lost his intention and will be deleted right after sending this last message.

Well, we have broken a lot of promises and deadlines ... a lot of people thought we would never release this game. But the RDT team never thought of canceling the project and succeeded to create an outstanding game for the ATARI Falcon computer system.

For further information and some screenshots please visit our page at:
    http://stio1.fh-wuerzburg.de/student/i381

For other questions, please email to:

kx0029@kulmbach.baynet.de RDT HQs
i381@stio1.fh-wuerzburg.de Public relations HQs

We think that we have done the best we can. Now it is time for the

ATARI Falcon community to show their respect and fairness and spend some money in buying this great game. We spent a LOT OF TIME and MONEY to get things right - support us and don't be a pirate !!!

The prices are very modest, and there are several distribution partners providing support and easing the ordering procedure for you. Please carefully read the next lines ...

---------- Distribution in Germany ----------

Deutschland. Running kostet im Deutschlandvertrieb 59 DM. Bestellungen k□nnen schriftlich oder per Email get□tigt werden.

Schriftlich bei:

RDT Volker Konrad
Georg-Thiel-Str. 13
D-95326 Kulmbach

Bei der Bezahlung ist dabei m□glich:
- Vorkasse 59 DM(auch m□glich: 60 DM - die Differenz von 1 DM liegt der Bestellung sp□ter bei).
- Eurocheque □ber 59 DM.
- Bank□berweisung von 59 DM an:
  RDT Volker Konrad
  Sparkasse Kulmbach
  BLZ 771 500 00
  Kontonummer 810655

  Bitte □berweisungsquittung (mit Tagesstempel der Bank) mitschicken (oder Kopie), ansonsten warten wir die Gutschrift ab.
- Per Nachnahme. 59 DM + 3 DM f□r Postzustellung per Nachnahme.

Email an:

kx0029@kulmbach.baynet.de

Hier ist nur m□glich:

- Per Nachnahme. 59 DM + 3 DM f□r Postzustellung per Nachnahme.

---------- Distribution in the UK ----------

UK. In the UK Running is available for 20 UKP + p&p. Mailorder at:

Denesh Bhabuta
CyberSTrider
PO Box 2023
Wickford
SS12 9RX, UK

Some ways of payment:
- Eurocheque
- Cash in Pounds Sterling, Dollars and DM.
- International money order payable in *Pounds Sterling*

For further details please visit Denesh's homepage at:
http://www.cyberstrider.org

or send him an email:
denesh@cyberstrider.org

---------- Distribution in Australia/Newzealand ----------

Australia and New Zealand. Running is available for A$ 50 + A$ 5 p&p.

Order Running at:

Anthony Green
Fujination
GPO Box 1190
Hobart TAS 7001
Australia

For details please visit Anthony's homepage at:
http://www.intelitec.com.au/fujination/

or send him an email:
ac_green@tassie.net.au

---------- Distribution in France ----------

In France Running is available soon.
The negotiations are still running and hopefully will be finished next week. Please visit our homepage (see above) about the news.

---------- Distribution in the USA ----------

Our partner didn't answer for some weeks. We hope he will get online again soon.

------- Distribution for all other euorpean countries --------

Europe. Please order via postal mail at:

RDT Volker Konrad
Georg-Thiel-Str. 13
D-95326 Kulmbach
Germany

And about the prices:
- Cash 65 DM - use registered letter !
- Cash $ 40 - use registered letter !
- Eurocheque, Value 65 DM.
- European money order, value 65 DM.

Important: you have to takeover all banking transaction fees!

------- Distribution for all other countries worldwide --------

Rest of the world. Please order via postal mail at:

RDT Volker Konrad
Georg-Thiel-Str. 13
D-95326 Kulmbach
Germany

And about the prices:
- Cash 70 DM - use registered letter !
- Cash $ 45 - use registered letter !
- Eurocheque, Value 70 DM.
- International money order, value 70 DM.

Important: you have to takeover all banking transaction fees!

---------- End of distribution information ----------

Some people asked us to release a multiplayer version or to release our level editor.
We are willing to deliver a multiplayer version with some special levels. However, this depends on your feedback, i.e. the Running sales. We think that we don't have to give you all at once. We have done our part - now it's your time to motivate us again.
The level editor runs under Windows95/NT - this reduces the interest for all ATARI users, we think. But if there is still interest in the editor, we probably release it ...

Ok, time to say goodbye and hopefully welcome you as our customer soon.

Have fun with Running - it's great.

Yours,
RDT team, 1997.

From 3606918747949119423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3879c5394bffa64

X-Google-Attributes: gid1115ce,public
From: tony@paxton.prestel.co.uk (Tony Greenwood)
Subject: Re: Running released - 13.11.1997
Date: 1997/11/13
Message-ID: <346c52b8.8335020@news.prestel.co.uk>#1/1
X-Deja-AN: 289910504
References: <64f4ne$dhl@winx03.informatik.uni-wuerzburg.de>
Organization: [not set]
Reply-To: tony@paxton.prestel.co.uk
Newsgroups: comp.sys.atari.programmer

On 13 Nov 1997 15:01:02 GMT, @ (nobody) wrote:

> Running is released.

>Well, we have broken a lot of promises and deadlines ... a lot of
>people thought we would never release this game. But the RDT team

 I have to admit that I thought it was a no goer... I am so pleased to
be proved wrong....and I havn't got a Falcon, just a healthy interest
in the ATARI Games scene :)

 That just leaves Bad Mood and Willes Adventures :))))))

.
-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
tony@paxton.prestel.co.uk URL http://www2.prestel.co.uk/paxton/
-- STOSSER Software for FREE Award winning ATARI Software --

From -2496127085097359122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,790101d746f7c1a1,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,790101d746f7c1a1,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,790101d746f7c1a1,start
X-Google-Attributes: gid1056fc,public
From: George Williams <red85@bigfoot.com>
Subject: Steven Tucker
Date: 1997/11/14
Message-ID: <346CAA8C.C212F181@bigfoot.com>#1/1
X-Deja-AN: 289594973
X-Priority: 3 (Normal)
Organization: Lockheed Martin M & S, Sunnyvale, CA
Reply-To: red85@bigfoot.com
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

I am looking for anyone who has dealings good or bad with Steven Tucker.

Please reply to:
red85@bigfoot.com

Thanks

From 1986677181636761280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,790101d746f7c1a1
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,790101d746f7c1a1
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,790101d746f7c1a1
X-Google-Attributes: gid1115ce,public
From: Curt Vendel <cvendel@aol.com>
Subject: Re: Steven Tucker
Date: 1997/11/17
Message-ID: <347090F1.A46277A1@aol.com>#1/1
X-Deja-AN: 290236831
References: <346CAA8C.C212F181@bigfoot.com>
X-Priority: 3 (Normal)
Reply-To: cvendel@aol.com
Distribution: world
To: red85@bigfoot.com
Organization: Double Click Communications, Inc.
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

I've dealt with Steven in the past and have had no problems whatsoever.

Curt

From 1213998695385780454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b163ba7c51172be,start
X-Google-Attributes: gid1115ce,public
From: Mike Dombrowski <Mike@pooh-bear.com>
Subject: Atari
Date: 1997/11/17
Message-ID: <3470C507.6478@pooh-bear.com>#1/1
X-Deja-AN: 290282082
X-Complaints-To: abuse@erols.com
X-Trace: winter.news.erols.com 879805762 19872 207.172.253.6 (17 Nov 1997 22:29:22 GMT)
Organization: Mike's Software

Reply-To: Mike@pooh-bear.com
Newsgroups: comp.sys.atari.programmer

How can you write an Atari game. Is it like writing a CD? I am a programmer with an Atari (ancient though). Is there a kart that lets you program other karts?
--
-Mike Dombrowski
-Mike's Software
-http://www.geocities.com/EnchantedForest/3068/
-http://www.geocities.com/EnchantedForest/Dell/2578/

From 1375424275346046960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6f2f02b025b66a07,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6f2f02b025b66a07,start
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Multitasking on the ST?
Date: 1997/11/18
Message-ID: <879832777.9455.1.nnrp-04.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 290398296
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
Organization: home
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

First, are there any problems using GFA basic with Magic or Geneva? If so, what and can they be easily solved?

Second, what are the advantages/disadvantages of using Magic and Geneva?

Third, is Geneva still available and, if it is, where from?

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk

```
/**********************************************************\
*                                                          *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
*                                                          *
\**********************************************************/
```

From -8520415416031685822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec9250a1607f67ca
X-Google-Attributes: gid1115ce,public

From: Bob Beattie <robert.beattie@nmp.nokia.com>
Subject: Re: wanted 68000 op code list!!
Date: 1997/09/30
Message-ID: <3431A564.5CE4@nmp.nokia.com>#1/1
X-Deja-AN: 276805287
References: <01bccc3f$fef36060$c482a6c3@h7s8v7>
Organization: Nokia Mobile Phones.
Reply-To: robert.beattie@nmp.nokia.com
Newsgroups: comp.sys.atari.programmer

David Stuart Aspey wrote:
>
> can any body provide a complete op code list for the atari 68000
> processor!.
> so I can make a 68000 Dissasembler!.
>
> Email: ice_all@hotmail.com
>
> thanks

Hi Dave,

I think I have the 68000 codes in a file on my Amiga. Will have a dig
around and send them to you, here. Give me a couple of days mate....

Bob....

From 8088938725915840955
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,cd8488477508dbd7
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: New: The TOS Book
Date: 1997/09/30
Message-ID: <60rengpeb1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 276811652
References: <60oudk$d6n$1@cti01.citenet.net>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 29 Sep 1997 19:09:39, Martin-Eric Racine wrote:
>Thomas Much and Gotz Hoffart are begining work on The TOS Book.

Great news!

Roger Cain, Manchester, UK e-mail:rcain@zetnet.co.uk
STM 4Mb/MagiC 2/NVDI 2 rcain@nest.demon.co.uk
TT 6Mb/MagiC 4/NVDI 4 NeST:90:100/103

From 8772883049758300759
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,38540cd7d8ecd1d3,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.REMOVE.TO.REPLY.it (Mike De.Petris)
Subject: Pure Debugger patch
Date: 1997/09/30
Message-ID: <7358_mike@bbsgate.interware.REMOVE.TO.REPLY.it>#1/1
X-Deja-AN: 279672266
Reply-To: mike@bbsgate.interware.REMOVE.TO.REPLY.it
Organization: De Petris Software Development
Newsgroups: comp.sys.atari.programmer

Here I try again to find somebody who can help finding a PureC 1.1 of 22 Gen 1993 (not 1992):

I've found on a BBS:

```
PD_PATCH.ZIP   76k [1] V1.01 des Patchprogramm f►r den PureDebugger. Er
behebt                     Probleme die haupts►chlich unter Multitasking
                   auftreten, benutzt XBRA, TT-RAM als Grafikspeicher, Esc H
                   Ausgabe kann abgestellt werden. Au►erdem kann eine
                   2-Monotorversion erstellt werden. Alles incl. Quellcodes
                   in C und Assembler (Pure C/Pure Assembler)
```

And in a file of this archive:

```
/*            Patch_PD
        (c) 1997 by Dimitri Junker
            Adenauerallee 30
            52066 Aachen    */

/* Meine Version -> allgemein: f_name; EdDI_1_1;vq_extnd;    */
```

I would like to contact this author by email, as I do not understand German.

I would really like to set up a PureC-Debugger environment on my system with MagiC and the Crazy Dots2 NVDI ET4000, this seems possible, but I can't understand enough, can anybody help me ?

I cannot compile the program for v1.1 of 1992, libraries and headers missing.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -3769275146955473601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,507c64fe8d6ff9e0
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,507c64fe8d6ff9e0
X-Google-Attributes: gid1115ce,public
From: Newsmaster@pwomar.demon.co.uk (Paul Womar)
Subject: Re: Where can I find the NOS source?
Date: 1997/10/01
Message-ID: <19971001014401259586@pwomar.demon.co.uk>#1/1
X-Deja-AN: 276891743
References: <V990QGArP8K0IwAZ@sotnops.demon.co.uk>
X-NNTP-Posting-Host: pwomar.demon.co.uk [158.152.90.30]
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Gary Priest <Gary@the-gap.demon.co.uk> wrote:

> Can anybody tell me where I can find the source for KA9Q NOS (preferably
> the Atari version)?

It's on ftp.demon.co.uk/pub/atari/ka9q/nos042_s.tos or something very
similar.

From -6313875779514500368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82c681ec8828e9e7
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: The Virtual Mac Project
Date: 1997/10/01
Message-ID: <60t64i$1p7@balaena.bio.vu.nl>#1/1
X-Deja-AN: 277002524
References: <60d26r$b1i@winter.news.erols.com> <3430c4de.0@news.utbm.fr>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Olivier Landemarre (Olivier.landemarre@utbm.fr) wrote:

: >ported over to quite a few platforms. It would be nice if it were to be
: >ported to MiNTOS.

We'd need the Unix sources, though. These seem to be (temporarily?)
offline.

: Intersting, but the WEB address is not good
: >http://leb.net/vmac/

The URL seems fine, as long as you don't use Lynx...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Sharks are as tough as those football fans who take their shirts off
during games in Chicago in January, only more intelligent.
-- Dave Barry, "Sex and the Single Amoeba: What Every
Teen Should Know"

From -3542401661658785607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8488477508dbd7
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: New: The TOS Book
Date: 1997/10/01
Message-ID: <60t695$1p7@balaena.bio.vu.nl>#1/1
X-Deja-AN: 277009895
References: <60oudk$d6n$1@cti01.citenet.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Martin-Eric Racine (q-funk@citenet.net) wrote:

: This freeware HyperGuide and HTML document will eventually
: document ever TOS enhancement (NVDI, WDIALOG, MiNT, etc.)
: to become the definite replacement for reference materials
: such as The Atari Compendium and the Atari Profibuch. Best
: of all, IN PLAIN ENGLISH! ;-)

Now _that's_ a project worthwile :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Sharks are as tough as those football fans who take their shirts off

during games in Chicago in January, only more intelligent.
-- Dave Barry, "Sex and the Single Amoeba: What Every
Teen Should Know"

From -1867719239831096061
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,cd8488477508dbd7
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: New: The TOS Book
Date: 1997/10/02
Message-ID: <34336f567e51b0@xs4all.nl>#1/1
X-Deja-AN: 277234660
X-XS4ALL-Date: Thu, 02 Oct 1997 10:57:11 CEST
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Mon 29-09-97 19:09 Martin-Eric Racine wrote:

>Thomas Much and Gotz Hoffart are begining work on The TOS Book.
>
>This freeware HyperGuide and HTML document will eventually
>document ever TOS enhancement (NVDI, WDIALOG, MiNT, etc.)
>to become the definite replacement for reference materials
>such as The Atari Compendium and the Atari Profibuch. Best
>of all, IN PLAIN ENGLISH! ;-)
>
>Should people with expertise in MiNT, MiNTnet, STiK, STinG,
>OLGA, WDIALOG, NVDI or just plain Resource styling contribute
>to this ongoing project, it might ensure the future of Atari.
>
>Check it out on Thomas' Homepage:
>
>   http://www.uni-karlsruhe.de/~Thomas.Much

Couldn't find anything.

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From 4563937678099046366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8488477508dbd7

X-Google-Attributes: gid1115ce,public
From: SSweet@fortress.org.uk (Steve Sweet)
Subject: Re: New: The TOS Book
Date: 1997/10/03
Message-ID: <1597_SSweet@fortress.org.uk>#1/1
X-Deja-AN: 277646514
Organization: The <Fortress> BBS
Reply-To: SSweet@fortress.org.uk
Newsgroups: comp.sys.atari.programmer

FROM: SSweet@fortress.org.uk
SUBJ: New: The TOS Book

 r> On 29 Sep 1997 19:09:39, Martin-Eric Racine wrote:
 >> Thomas Much and Gotz Hoffart are begining work on The TOS Book.

 r> Great news!

Especially if its in english. I wonder if JOe Connor knows about this, he's
go scoop out a review copy?.

 Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4 Meg ST 16 Meg TT RAM Link 97 SCSI II *
-= I am Locutus of Borg. This Tagline was assimilated.
--

From -2284549463619820056
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec9250a1607f67ca
X-Google-Attributes: gid1115ce,public
From: PWest@fortress.org.uk (Peter West)
Subject: Re: wanted 68000 op code list!!
Date: 1997/10/03
Message-ID: <1593_PWest@fortress.org.uk>#1/1
X-Deja-AN: 277648256
Organization: The <Fortress> BBS
Reply-To: PWest@fortress.org.uk
Newsgroups: comp.sys.atari.programmer

FROM: pwest@fortress.org.uk
SUBJ: wanted 68000 op code list!!

In a message of <29.09.97>, rcain@zetnet.co.uk (90:102/0.99) writes:
 r> It's all been done, download e.g. EASYRIDER

Or HEX_EDIT which is also a disk monitor. All I've got to do is find out what

it all /means/... ;-(

Regards
        Peter

--
Don't be so open-minded your brains will fall out.

--

From -4731279221307586429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4cad6386206dedb,start
X-Google-Attributes: gid1115ce,public
From: "Look What the Cat Dragged In" <news@NlOwStPcAdMi.prestel.co.uk>
Subject: Pleeease compile freeware for Atari ST
Date: 1997/10/04
Message-ID: <01bcd103$412e6d40$LocalHost@default>#1/1
X-Deja-AN: 277879231
Organization: LWTCDi Promotions
Newsgroups: comp.sys.atari.programmer

HI!!

I've written an RTF to HTML converter using ANSI C standard libraries, it's freeware for various computers, but I want to make an ST version for Marcel users. So, if I send someone the source code, can they compile it in Atari ST C (pref.68000 code), and send me the object code? I'll give you full credit for it, and post the object file on Atari.Binaries and my Webpage.

Thanks.
--

To reply by Email, remove the capital letters from the address.

Well, well, well... Look What the Cat Dragged In - Humorous Magazine
http://www.geocities.com/SoHo/7691

From 101095701796831986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9aa6a30a446b49ad,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9aa6a30a446b49ad,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,9aa6a30a446b49ad,start

X-Google-Attributes: gid109a67,public
From: brond <brond@compuserve.com>
Subject: DEVPAC FORSALE(UK)
Date: 1997/10/05
Message-ID: <34379F7B.E0076A70@compuserve.com>#1/1
X-Deja-AN: 278044934
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

HiSoft DevPAC 3.01 ST/STe/TT/Falcon, With manual and quick ref book

Offers

From 4669513723509365947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,44aaa74578a46320,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,44aaa74578a46320,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,44aaa74578a46320,start
X-Google-Attributes: gid1115ce,public
From: brond <brond@compuserve.com>
Subject: Atari STuff Forsale (UK) S/W H/W Books
Date: 1997/10/05
Message-ID: <34379FFD.FBFA5564@compuserve.com>#1/1
X-Deja-AN: 278044936
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Make me an offer on the following:

Atari ST :

HARDWARE
SOLD : Xtra-Ram Delux Internal Board, populated with 2x256k SIMMS, with disk and manual, Can take
upto 4x1meg simms,Upgrade 520-1040

Supra DMA -> SCSI Interface with clock

A number of 256k SIMMS 50p Each

2 x Atari mouse

Atari STFM PSU

Atari 720k internal floppy drive

2 x Atari Keyboards

Atari STF 1040 motherboard (not sure if working, okay for parts)

Atari STFM 520 motherboard (not sure if working, okay for parts)

SOFTWARE
Neodesk 3.04

HiSoft WERCS - RSC Editor

HiSoft DevPAC 3.01 ST/STe/TT/Falcon, With manual and quick ref book

HiSoft Forth 1.01a, With manual

HiSoft Lattice C 5.52 (Includes WERCS, DERCS, 680x0 Assembler, Librian, Shell)
ST/STe/TT/Falcon,Full set of manuals

Prospero Pascal 2.131,With 3 manuals

ST Cover Disks 50p each
ST Format Disks 21 - 69

ST Format Specials

- Sequencer One/Canvas

- Spec Code/Spectrum 512/Radical

- Write On

- GFA Basic 3.5/GFA Assembler/GFA Raytrace

- Animaster/ STOS

- GFA Draft Plus 3

- K Spread 2

Atari St User Sept 1991 - Sept 1994

Atari ST Review 17,26,28

GAMES

BOOKS
SOLD : Introducing Atari ST Machine Code zzSoft (with Disk)

Atari ST VDI Vol1 Technical Reference Guide

SOLD : Atari ST 3D Graphics Programming Concepts & Techniques (Abacus Software)

68000 Assembley Language Programming 2nd Edition (Osborne McGrawHill)

The Concise Atari St 68000 Programmer's Reference Guide, Covers Mega, Blitter , Katherine Peel

Other Stuff :

Akai S950 8 outs, 2 Memory upgrades to 2.25 meg, Mint condition still boxed.

Korg KMS30 2xMIDI Out, 1xMIDI In, 2x Sync 24/48 Out, 1xSync 24/48 in, Tape Sync out/in, Sync up
two TB-303's

386 33 Motherboard with Maths CoPro and 2 meg of SIMMS

Intel 486dx33

From -8459414514399404329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9477a81f9d52106b,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,9477a81f9d52106b,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,9477a81f9d52106b,start
X-Google-Attributes: gid1115ce,public
From: brond <brond@compuserve.com>
Subject: HiSoft Lattice C 5.52 FORSALE(UK)
Date: 1997/10/05
Message-ID: <34379F50.FE572A61@compuserve.com>#1/1
X-Deja-AN: 278603331
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

HiSoft Lattice C 5.52 (Includes WERCS, DERCS, 680x0 Assembler, Librian, Shell)
ST/STe/TT/Falcon,Full set of manuals

Offers

From -5522390368092835665

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5ae46092b752990
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e5ae46092b752990
X-Google-Attributes: gid109a67,public
From: pls@no.spam (Gerry O'Rourke)
Subject: Re: Memory above 4 MByte limit
Date: 1997/10/06
Message-ID: <61ar3u$l2u@bcrkh13.bnr.ca>#1/1
X-Deja-AN: 278242981
References: <605nh5$kd2@bcrkh13.bnr.ca> <!
SPAMdwilga-2309971102290001@wilga.mtholyoke.edu>
Organization: Nortel Ireland Ltd
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <!SPAMdwilga-2309971102290001@wilga.mtholyoke.edu>, !
SPAMdwilga@mtholyoke.edu (Dan Wilga) wrote:

** Stuff deleted about alternate RAM hack. **

>It is correct that you cannot set the screen display base to point to
>alternate RAM, but the VDI can copy to/from it. The Blitter can't be used
>to do the copies, though, so I'd imagine the VDI does a straight CPU-based
>copy in this case.

I still have a few hardware bugs to sort out.

One of these is the 'wavy' lines that appear when the mouse is moved onto the
menu bar & a new drop down menu appears.Some screen pixels are getting
corrupted.

This happens to a lesser extent when a window is redrawn.I don't have a
blitter installed.

Is the VDI copy operation particularly fast, or does it have some special way
of reading/writing to memory?

>> I expected it would be available
>> for programs only, I had hoped the system would not use it, but perhaps I am
>> mistaken here.
>
>TOS is free to use any memory you add to the system as it sees fit. In
>fact, you'll probably notice that desk accessories always load into
>alternate RAM, regardless of their header flags. If you really wanted to,
>you could probably write a hack to prevent it from doing so, but why
>bother?

I was hoping to use this memory only for programs, I recently installed
MiNTnet & find the lack of memory a problem. I was hoping to use the new
memory for daemons & drivers, leaving the ST ram for programs that need it.

Until I solve the screen corruption, the new memory is of limited use.

One thing I did find strange is that a program called RAMTEST finds many errors in the new 4 Mbyte block, while my own memory testing routines do not.

Anybody familiar with the program RAMTEST?

Sysinfo reports a weird memory configuration, ie.

```
8192              Kbytes of ST RAM
3910346         bytes of Free ST RAM
0                   bytes of TTRAM
4104657         bytes of Free TT RAM
8015003         bytes of used ST & TT RAM
Total ST & TT RAM        8192 Kbytes.
```

I don't know of any way to tell the ST that the memory above $400000 is alt ram, does it know this already? Is there some location, like the MMU configuration register that the OS reads for alt ram?

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

From -5144808202458279258
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4329a373a2f8c6,start
X-Google-Attributes: gid1115ce,public
From: A.B.Whittle@ncl.ac.uk
Subject: STOS Compiler
Date: 1997/10/06
Message-ID: <n7180913-0610971550420001@knogley.ncl.ac.uk>#1/1
X-Deja-AN: 278256868
Organization: University of Newcastle upon Tyne
Newsgroups: comp.sys.atari.programmer

Does anyone know why the STOS compiler comes up with a file error when compiling files on the Pacifist Emulator 0.46?
Any help much appreciated
Andy

From -6842644230110869926
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4329a373a2f8c6
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: STOS Compiler

Date: 1997/10/06
Message-ID: <1997100619503080956@zetnet.co.uk>#1/1
X-Deja-AN: 278506568
References: <n7180913-0610971550420001@knogley.ncl.ac.uk>
Newsgroups: comp.sys.atari.programmer

> Does anyone know why the STOS compiler comes up with a file error when
> compiling files on the Pacifist Emulator 0.46?

Things that frequently cause "file error"s...

1) Corrupt files in \compiler\
2) With PaCifiST 0.45, STOS worked better from a disk image - try this.
3) Too many files on the "drive" - STOS seems to have a limit on the number of files on the partition that it is run from. If you are mounting your entire PC's hard-disk, try a smaller subset of the drive. (I have witnessed this error on my Falcon).
4) What version of the compiler are you using? If it is my beta 3 then download the beta 2 as several major bugs were introduced (including one which sometimes generates file errors). Hopefully a fixed beta 4 will be ready soon...

If this doesn't help, mail me and I'll see what I can do.

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
```


From 5824159702530531334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5ae46092b752990
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e5ae46092b752990
X-Google-Attributes: gid109a67,public
From: sven@dit.lth.se (Sven Karlsson)
Subject: Re: Memory above 4 MByte limit
Date: 1997/10/06
Message-ID: <61b1apiom1@news.lth.se>#1/1
X-Deja-AN: 278823695
References: <605nh5$kd2@bcrkh13.bnr.ca> <!
SPAMdwilga-2309971102290001@wilga.mtholyoke.edu> <61ar3u$l2u@bcrkh13.bnr.ca>
Organization: Computer Engineering, Lund University, Sweden
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <61ar3u$l2u@bcrkh13.bnr.ca>, Gerry O'Rourke <pls@no.spam> wrote:
>In article <!SPAMdwilga-2309971102290001@wilga.mtholyoke.edu>, !
SPAMdwilga@mtholyoke.edu (Dan Wilga) wrote:
>
>One of these is the 'wavy' lines that appear when the mouse is moved onto the
>menu bar & a new drop down menu appears.Some screen pixels are getting
>corrupted.

Could you please describe how these "wavy" lines look like?. I had a similar
problem due to a ground loop that made the GLUE produce wrong video timing.

Are some memory positions corrupted? In that case I would suspect EMI
or faulty soldering/ground.

>I don't know of any way to tell the ST that the memory above $400000 is alt
>ram, does it know this already? Is there some location, like the MMU
>configuration register that the OS reads for alt ram?

There are some Alt ram related system variables. Have you set them
correctly?

If you use MiNT the most easy solution would be to alter the mint kernel
since it handle all M(x)alloc's itself. Otherwise you can setup the
Alt-ram related system variables using a small auto folder program.

Regards

From -5990663756790013291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc0eb26f540f5544,start
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: tfork()
Date: 1997/10/07
Message-ID: <61c27o$li6$1@o.online.no>#1/1
X-Deja-AN: 278317684
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

I've just read someone mentioning a tfork() call. This would be a
mintspecific call, but I can't find any info on it. Anyone?

oskancke@sn.no
Snailmail
Sandesund Terrasse 7
1705 SARPSBORG
N Norway

```
                    # ## #  SLM804, PTC1426 Monitor.
                   ## ## ## Falcon030 4MB, 250MB Internal HD.
                   ## ## ##
                  ##  ##  ##   Atari all the way, the whole way!!
                 ##   ##   ##
              ##     ##     ##
~~~
```

It definitly appears to be screen related, perhaps when the OS is moving things around the screen.

>Are some memory positions corrupted? In that case I would suspect EMI
>or faulty soldering/ground.

When the memory is tested on its own, there appears to be no problems.

>>I don't know of any way to tell the ST that the memory above $400000 is alt
>>ram, does it know this already? Is there some location, like the MMU
>>configuration register that the OS reads for alt ram?
>
>There are some Alt ram related system variables. Have you set them
>correctly?

All I have done is to use 'Maddalt' to tell the system about the memory.

I don't know about any other variables, do you have specific information?

I am concerned the OS thinks the new memory is ST ram & is trying to access it like memory below the 4 Mbyte limit. Is the vdi copy process different from other memory operations?

>If you use MiNT the most easy solution would be to alter the mint kernel
>since it handle all M(x)alloc's itself. Otherwise you can setup the
>Alt-ram related system variables using a small auto folder program.

An Auto folder prograqm sounds like the best way to go.

>
>Regards

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

From 371869301757162073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,42fbbbefbc17666f,start
X-Google-Attributes: gid1115ce,public
From: "Paul 'Ozymandias' Harman" <ozzy@kasterborus.demon.co.uk>
Subject: NEO to BMP converter
Date: 1997/10/07
Message-ID: <61dio7$6qa@pepper.compnews.co.uk>#1/1
X-Deja-AN: 278447693
X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3
Organization: PA Data Design, Howden, UK.
Newsgroups: comp.sys.atari.programmer

I have written a Neochrome screen to Windows BMP converter for the ST. It was written in STOS.

If anyone is interested I can send ST executables or STOS source code.

I am working on a STOS compressed screen to BMP converter, and a STOS Sprite to BMP converter too.

Ozzy

From -1062796478757023608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86e3f29ae01212c5,start
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: 2 keys pressed...
Date: 1997/10/07
Message-ID: <yz8yb451snr.fsf@tindra.lysator.liu.se>#1/1
X-Deja-AN: 278454623
Sender: tobe@tindra.lysator.liu.se
References: <massimo-ya02408000R0710971034060001@newsserver.cilea.it>
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University, Sweden
Newsgroups: comp.sys.atari.programmer

massimo@irfmn.mnegri.it (Max Farina) writes:

> Have anybody tried to read (in C language) the status of 2 (yes, two!) keys
> pressed on the keyboard...?
>
> Have you a little C example?
>
> I'm making an arcade game for Atari machines but I need to use the "fire"
> key and to drive the "ship" at the same time...

This is a little complicated problem on Atari's unfortunetely. I don't have a C example, but I'll try to explain how it's done.

The hardware register $fffc02 gives a scancode for a key when it's pressed down and another code (scancode OR'd with $80) when the key is released. So, what you need to do, is to have saved in a small buffer which keys are pressed down, when you get a "keypress" code, and then remove the key from the buffer when you recieve a "keyrelease" code for that key. This works with two keys at the same time, but not more due to restrictions in the keyboard processor.

Another common solution to the problem is to use Shift keys, Alternate or Control for fire. These keys are handled in a different way by the

keyboard processor, and it is therefore possible to have shift pressed
together with another key.

Hope it helped a little. :)

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From 1629890782473274901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98a71ff08ed4e976
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: mp3 on atari?
Date: 1997/10/07
Message-ID: <yz8201x37u6.fsf@tindra.lysator.liu.se>#1/1
X-Deja-AN: 278466568
Sender: tobe@tindra.lysator.liu.se
References: <343010F9.3C30@pi.net> <60obfgpkc3@infomania.emw.ericsson.se>
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University,
Sweden
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg <Magnus.Kollberg@**emw**.ericsson.se> writes:

> Vincent Bakker wrote:
> >
> > Hello fellow programmers,
> >
> > is there anyone who has tried to mp3 en/decoding on the atari (falcon).
> > I haven't yet found any atari related mp3 stuff, but since the source
> > code for mp3 en/decoding is pub. domain, I can't be the only one trying?
>
> Yes there is a port on its way. I havn't heard from it for a while, but
> I guess it's getting there. Last time I heard from him (Thomas

-h, otherwise right...

> Berndtson)
> he was busy with studies and wanted some help for speeding the
> develpoment
> up. Maybe you want to help?

Yes please, do help! ;)

I'm doing a little at a time, since I don't have that much time now
when studying. That means I haven't stopped programming on it, it's
just going a little/much slower right now.

> Anyway, it sounded very promessing so I guess we will get a player one
> day.

Some day, hopefully :)

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From -7630878822848616964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86e3f29ae01212c5
X-Google-Attributes: gid1115ce,public
From: massimo@irfmn.mnegri.it (Max Farina)
Subject: 2 keys pressed...
Date: 1997/10/07
Message-ID: <massimo-ya02408000R0710971034060001@newsserver.cilea.it>#1/1
X-Deja-AN: 279095218
Organization: Istituto Mario Negri
Newsgroups: comp.sys.atari.programmer

Have anybody tried to read (in C language) the status of 2 (yes, two!) keys
pressed on the keyboard...?

Have you a little C example?

I'm making an arcade game for Atari machines but I need to use the "fire"
key and to drive the "ship" at the same time...

Help!

Thank you.


```
 ---------------------------------------------------------------------------
|      /|/|                                                                 |
|     /   |AX          Institute of Pharmacology Research "Mario Negri"     |
|  Massimo Farina                E-mail: massimo@irfmn.mnegri.it           |
```

From 2260628008754322934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98a71ff08ed4e976
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: mp3 on atari?
Date: 1997/10/07
Message-ID: <yz8u3ets8ph.fsf@tindra.lysator.liu.se>#1/1
X-Deja-AN: 279155157
Sender: tobe@tindra.lysator.liu.se
References: <343010F9.3C30@pi.net> <60ofaj$ble@balaena.bio.vu.nl>
Organization: Lysator Computer Society, =?ISO-8859-1?Q?Link=F6ping?= University, Sweden
Newsgroups: comp.sys.atari.programmer

lvzon@bio.vu.nl (Levien van Zon) writes:

> Vincent Bakker (bakkerv@pi.net) wrote:
>
> : is there anyone who has tried to mp3 en/decoding on the atari (falcon).
> : I haven't yet found any atari related mp3 stuff, but since the source
> : code for mp3 en/decoding is pub. domain, I can't be the only one trying?
>
> Where did you find the code? I spent ages looking for that... :(

Sources for encoding has been very hard to find for a long time, but here is where you can get them:

ftp://ftp.tnt.uni-hannover.de/pub/MPEG/audio/mpeg2/software/technical_report/

I haven't tried to compile them on Atari, and I don't think I want to. My brother says it is MUCH slower than the shareware, binary-only l3enc that is available for some platforms, obviously not Atari.

In my conversion into DSP assembler, I use "amp" as base. It's C sources and is compilable in Linux on my Falcon, but of course there's no chance of realtime playing with it there. You can find amp and some other free players through http://www.mpeg3.com along with a bunch of other info.

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se

http://www.lysator.liu.se/~tobe

From -2561941494907311523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5ae46092b752990
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e5ae46092b752990
X-Google-Attributes: gid109a67,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Memory above 4 MByte limit
Date: 1997/10/08
Message-ID: <61fpu0$s5l@balaena.bio.vu.nl>#1/1
X-Deja-AN: 278687321
References: <605nh5$kd2@bcrkh13.bnr.ca> <!
SPAMdwilga-2309971102290001@wilga.mtholyoke.edu> <61ar3u$l2u@bcrkh13.bnr.ca>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st.tech
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

Gerry O'Rourke (pls@no.spam) wrote:

: Until I solve the screen corruption, the new memory is of limited use.

Have you tried relocating the screen base to original RAM?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You too can wear a nose mitten.

From -1715948768617602111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5ae46092b752990
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e5ae46092b752990
X-Google-Attributes: gid109a67,public
From: pls@no.spam (Gerry O'Rourke)
Subject: Re: Memory above 4 MByte limit
Date: 1997/10/08
Message-ID: <61g52p$lf6@bcrkh13.bnr.ca>#1/1
X-Deja-AN: 278726195
References: <605nh5$kd2@bcrkh13.bnr.ca> <!
SPAMdwilga-2309971102290001@wilga.mtholyoke.edu> <61ar3u$l2u@bcrkh13.bnr.ca>

<61fpu0$s5l@balaena.bio.vu.nl>
Organization: Nortel Ireland Ltd
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <61fpu0$s5l@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:
>Gerry O'Rourke (pls@no.spam) wrote:
>
>: Until I solve the screen corruption, the new memory is of limited use.
>
>Have you tried relocating the screen base to original RAM?

The video base is still in ST ram, but the buffer the OS uses for drop down
menu's is in Alt ram.

I tried using the 'rdisc_tt.ttp' program; I hoped I could sieze all of the alt
ram before the OS took some away, but the ram disk program was not able to
find the Alt Ram.

>   -=Levjenno
>
>------
>Levien van Zon (lvzon@bio.vu.nl)
>MALEB Homepage: http://huizen.dds.nl/~levjenno/
>(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
>------
>
>You too can wear a nose mitten.

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

From 4650913300006340329
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e5ae46092b752990
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e5ae46092b752990
X-Google-Attributes: gid109a67,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Memory above 4 MByte limit
Date: 1997/10/08
Message-ID: <61gah7$jp3$1@due.unit.no>#1/1
X-Deja-AN: 278731748
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <605nh5$kd2@bcrkh13.bnr.ca> <!
SPAMdwilga-2309971102290001@wilga.mtholyoke.edu> <61ar3u$l2u@bcrkh13.bnr.ca>
<61fpu0$s5l@balaena.bio.vu.nl> <61g52p$lf6@bcrkh13.bnr.ca>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

In comp.sys.atari.st.tech Gerry O'Rourke <pls@no.spam> wrote:

> >: Until I solve the screen corruption, the new memory is of limited use.
> >
> >Have you tried relocating the screen base to original RAM?

> The video base is still in ST ram, but the buffer the OS uses for drop down
> menu's is in Alt ram.

Do you use 2.06 or MagiC? Both handles "TT-ram" without problems, "lesser" versions doesn't. With 2.06/MagiC and upwards it should (atleast in theory) be sufficient to register the new memory with Maddalt().

Perhaps you need to set some system-variables as well, but I really doubt that.

Jo Even Skarstein

From -5453748533126376724
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b1904abf2cd4d791,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Sending codes to printer.
Date: 1997/10/08
Message-ID: <Pine.SUN.3.95q.971008165939.1358A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 278781008
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Hey everyone,

I'm trying to send codes to a printer, such as text styles, line spaceing, initialization e.t.c. However when sending the codes to the printer Via LPRINT it prints what I'm sending or at least some of it, and does not set the configuration.

Example:

Esc command for double strike mode on an epson printer is ESC G with decimal 71.

```
Double.strike.on$=chr$(27)+"G"+chr$(71)
LPRINT double.strike.on$
```

Once this is sent the printer prints G and nothing changes. Does anyone know how to send esc codes to the printer in string format. I can use the OUT command with varibles but it gets very lengthy, especially

when sending many codes with ,'s seperating them. Anyhow I'm doing this in GFA BASIC. Any advice on how to do this would be greatly appreciated.

Scott.

From -3682596038512321444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6ec2ce6a4fa372ac,start
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: Pleeease compile freeware for Atari ST
Date: 1997/10/09
Message-ID: <+g4Q7RAImBP0EwEF@thedruid.demon.co.uk>#1/1
X-Deja-AN: 278832913
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Sender: The GateKeeper <druid@thedruid.demon.co.uk>
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Path: thedruid.demon.co.Remove.To.Reply.uk!johnr
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Newsgroups: comp.sys.atari.programmer
Subject: Pleeease compile freeware for Atari ST
Message-id: <1_johnr@thedruid.demon.co.Remove.To.Reply.uk>
Date: Thu, 09 Oct 97 00:21:28
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-transfer-encoding: 8BIT
Organization: The Druid Wales UK
Reply-To: johnr@thedruid.demon.co.Remove.To.Reply.uk
X-Mailer: Net2Net (3.683) BETA (NON WINDOW VERSION)
Lines: 23

Hi,

> I've written an RTF to HTML converter using ANSI C standard libraries,
> it's freeware for various computers, but I want to make an ST version
> for Marcel users. So, if I send someone the source code, can they
> compile it in Atari ST C (pref.68000 code), and send me the object
> code?

Sure no problem, sling it over here.

Jr,

--

```
    +-----------------------------------------------------------------+
    | ======      The Druid  Wales  UK  >*<  InterNet GateWay        |-+
    |  I  I  +-----------------------------------------------------+  | |
    |                 InterNet: pcarr@thedruid.demon.co.uk           | |
    +-----------------------------------------------------------------+ |
      +-----------------------------------------------------------------+
```

--
The Druid Wales UK >*< InterNet GateWay

From -6412501008694173752
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,86e3f29ae01212c5
X-Google-Attributes: gid1115ce,public
From: Pierre-Louis Lamballais <plamball@parx.fr>
Subject: Re: 2 keys pressed...
Date: 1997/10/09
Message-ID: <343C8817.21C6@parx.fr>#1/1
X-Deja-AN: 278912459
References: <massimo-ya02408000R0710971034060001@newsserver.cilea.it>
<yz8yb451snr.fsf@tindra.lysator.liu.se> <massimo-
ya02408000R0910970917260001@newsserver.cilea.it>
Reply-To: plamball@parx.fr
Organization: PARX
Newsgroups: comp.sys.atari.programmer

Max Farina wrote:
>
> In article <yz8yb451snr.fsf@tindra.lysator.liu.se>, Tomas Berndtsson
> <tobe@lysator.liu.se> wrote:
>
> >
> > Another common solution to the problem is to use Shift keys, Alternate
> > or Control for fire. These keys are handled in a different way by the
> > keyboard processor, and it is therefore possible to have shift pressed
> > together with another key.
> >
>
> I'll try.
> Thank you very much for the suggest...
Hou... I've done that a few years ago in an arcade GAME and I was
driving 4 keys at the same time. I think that it will be more easilly in
ASM that in C. In fact one of the main problem with that (key and
joystick) is that if you put your routine in hardware (eg $118) you will
disabled your debugger. So try to find other vector (using Iorec and
Kbdvbase).

Good Luck

--
+----------+
 Pierre-Louis Lamballais - plamball@parx.fr
 PARX Company
 9 Rue du Pin Dor, F-53000 Laval - France
 Tel: 33-2.43569276 - Fax: 33-2.43568047
 http://www.parx.fr
+----------+

From 4341595325131590925
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e5ae46092b752990
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e5ae46092b752990
X-Google-Attributes: gid109a67,public
From: pls@no.spam (Gerry O'Rourke)
Subject: Re: Memory above 4 MByte limit
Date: 1997/10/09
Message-ID: <61i2fm$1aq@bcrkh13.bnr.ca>#1/1
X-Deja-AN: 278918875
References: <605nh5$kd2@bcrkh13.bnr.ca> <!
SPAMdwilga-2309971102290001@wilga.mtholyoke.edu> <61ar3u$l2u@bcrkh13.bnr.ca>
<61fpu0$s5l@balaena.bio.vu.nl> <61g52p$lf6@bcrkh13.bnr.ca>
<61gah7$jp3$1@due.unit.no>
Organization: Nortel Ireland Ltd
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <61gah7$jp3$1@due.unit.no>, Jo Even Skarstein <josk@stud.ntnu.no>
wrote:
>In comp.sys.atari.st.tech Gerry O'Rourke <pls@no.spam> wrote:
>
>> >: Until I solve the screen corruption, the new memory is of limited use.
>> >
>> >Have you tried relocating the screen base to original RAM?
>
>> The video base is still in ST ram, but the buffer the OS uses for drop down
>> menu's is in Alt ram.
>
>Do you use 2.06 or MagiC? Both handles "TT-ram" without problems, "lesser"
>versions doesn't. With 2.06/MagiC and upwards it should (atleast in theory) be
>sufficient to register the new memory with Maddalt().

I am using TOS 2.06 & I just have small program that uses Maddalt() to
register the new memory. When I look at the memory descriptor blocks
afterwards, I can see the new memory & the chunk the OS has grabbed for
itself.
>
>Perhaps you need to set some system-variables as well, but I really doubt that.

I think you are correct, I am not able to find any documentation about what the variables are or might be.

TT owners may be able to help here, the TT's Ram can be both ST & TT.
The ST memory configuration is written to a location in memory, the value of which is dependant on the memory found at startup.

How does the TT record the value for TT Ram?

I have looked at the file which gives the Atari registers for all of the machines & there is no memory configuration for the TT in the file.

There is for the ST, but surely this cannot work for both machines.

How do the machines distinguish between ST & TT Ram?

Is it automatically given that any Alt Ram must be TT Ram by definition & the OS ensures that DMA access cannot take place?

I now feel that I would be better off having 8 Mbyte of ST Ram, at least this would mean the screen would be at 7F8000 & all the memory would be in one block.

Doing this is not easy, however.

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

From -3437772340882426465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b1904abf2cd4d791
X-Google-Attributes: gid1115ce,public
From: Hartmut Bielefeldt <Hartmut.Bielefeldt@physik.uni-augsburg.de>
Subject: Re: Sending codes to printer.
Date: 1997/10/09
Message-ID: <343CFF71.C1065C11@physik.uni-augsburg.de>#1/1
X-Deja-AN: 278998393
References: <Pine.SUN.3.95q.971008165939.1358A-100000@ganymede.cs.mun.ca>
X-Priority: 3 (Normal)
Organization: University of Augsburg, InterNetNews
Newsgroups: comp.sys.atari.programmer

LPRINT doesn't work properly in GFABASIC. Instead, try writing to the file PRN: or LST: (I don't remember exactly which one of the two is the right one)

```
open "O",#1,"LST:"
print #1, doublestrikeon$
```

close #1

That might work better.

Hartmut
--
Dr. Hartmut Bielefeldt
Experimentalphysik VI
Universitaet Augsburg
D-86135 Augsburg, Germany
Tel. (+49)(0)821-598-3677, Fax -3652
e-mail: Hartmut.Bielefeldt@physik.uni-augsburg.de
WWW: http://www.physik.uni-augsburg.de/~hartmutb

From 8325706745282512347
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5ae46092b752990
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e5ae46092b752990
X-Google-Attributes: gid109a67,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Memory above 4 MByte limit
Date: 1997/10/09
Message-ID: <EHsoqI.5r3@cix.compulink.co.uk>#1/1
X-Deja-AN: 279021382
References: <605nh5$kd2@bcrkh13.bnr.ca> <!
SPAMdwilga-2309971102290001@wilga.mtholyoke.edu> <61ar3u$l2u@bcrkh13.bnr.ca>
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

>Sysinfo reports a weird memory configuration, ie.
Check out PROFILE 2 on my site for THE most thorough system check of
practically everything you can think off including memory.

Slainte mhath
Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

From 6039250424170630845

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57623dda41186c40,start
X-Google-Attributes: gid1115ce,public
From: paulat.jones@ANTI-SPAMzetnet.co.uk (Paul Jones)
Subject: HBASIC mailing list
Date: 1997/10/09
Message-ID: <61j9j7$1t5$1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 279028532
Organization: PJCO
Newsgroups: comp.sys.atari.programmer

If you program HiSoft BASIC, there is now a mailing list available.
Email me to join:

paulat.jones@ANTI-SPAMzetnet.co.uk

I can imagine you know what to do to the address :-)

Paul

```
 _____                                                    _____
/\  _ `\    * It's good to talk, but even better to email! *  /\___ \
\ \ \L\ \     * Internet email: paulat.jones@zetnet.co.uk *   \/__/\ \
 \ \ ,__/             * PJCO & GEMMA member 1. *                _\ \ \
  \ \ \             * Check out the homepage at: *              /\ \_\ \
   \ \ \   * http://www.users.zetnet.co.uk/pjones/home.htm *    \ \____/
    \/_/     * HBASIC tutorial writer for Atari Computing *      \/___/
```

From 3602981164729031050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9da5ace505d86614,start
X-Google-Attributes: gid1115ce,public
From: "$AVEBIG" payless4more@callnow4.com
Subject: +++++++++++ M S O F F I C E P R O 97 $1 4 5 ++++++++++++
Date: 1997/10/09
Message-ID: <091097201806@callnow4.com>#1/1
X-Deja-AN: 279603133
Organization: DEF8
Newsgroups: comp.sys.atari.programmer

```
/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/

M S  O F F I C E  P R O  97

      (CD  Only)

> > >    $ 1 4 5    < < <
```

++++++++++++++++++++++++
http://www.iaoauction.com/auction/
++++++++++++++++++++++++

>>>=<<<=<<==<<=<<<=<

From -1341401328183929169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b67363969b60c68,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Reading printer setup.
Date: 1997/10/10
Message-ID: <Pine.SUN.3.95q.971010003251.21313B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 279116916
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Another problem incountered while'st programing rountines for printing on
the printer. I want to read the printer configuration from the printer,
NOT a file. Such as the maximium printable columns and lines e.t.c.

Anyone know how without GDOS or anything like that installed?

Scott.

From 156987449508011172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b67363969b60c68
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Reading printer setup.
Date: 1997/10/10
Message-ID: <61l0um$1qm@balaena.bio.vu.nl>#1/1
X-Deja-AN: 279178973
References: <Pine.SUN.3.95q.971010003251.21313B-100000@ganyme

<61kpd4urb1@roch.zetnet.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Roger Cain (rcain@zetnet.co.uk) wrote:

: AFAIK printers will not send "property" codes. Nor will they send
: "status" for bad codes.

Hmm, some seem to, mostly the expensive big laser ones...
I don't know if the Atari printer port can handle them, though...

: It's a good point though. Why WON'T printers tell us what they
: look/feel like??

Hmmm, I wonder how Windows 95 does it, the
auto-sense-hardware-taking-ages-thing...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The hearing ear is always found close to the speaking tongue, a custom
whereof the memory of man runneth not howsomever to the contrary,
nohow.

From -8189799650053115852
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,51e1a89d8d4f8c1e,start
X-Google-Attributes: gid1115ce,public
From: crdaugh@ibm.net (carl Daugherty)
Subject: WTB: anything STOS
Date: 1997/10/10
Message-ID: <343dc15d.2690944@news-s01.ny.us.ibm.net>#1/1
X-Deja-AN: 279182960
Reply-To: crdaugh@ibm.net
Newsgroups: comp.sys.atari.programmer

Hi Folks

I'm looking to recreate my STOS programming setup. I'm looking to buy
STOS Basic, STOS Sprites and the STOS Compiler. All with original
disks and Manuals. I'd also like to pick up the Game Makers Manual.
Anyone looking to sell?

Carl Daugherty

crdaugh@IBM.net

From 1596265420047511828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86e3f29ae01212c5
X-Google-Attributes: gid1115ce,public
From: thomas.goirand@hol.fr (Thomas Goirand)
Subject: Re: 2 keys pressed...
Date: 1997/10/10
Message-ID: <61lj80$ja6$4@news3.isdnet.net>#1/1
X-Deja-AN: 279249331
References: <massimo-ya02408000R0710971034060001@newsserver.cilea.it>
<yz8yb451snr.fsf@tindra.lysator.liu.se> <massimo-
ya02408000R0910970917260001@newsserver.cilea.it> <343C8817.21C6@parx.fr>
Newsgroups: comp.sys.atari.programmer

On 9 Oct 1997 09:30:31 , Pierre-Louis Lamballais wrote:
>Max Farina wrote:
>>
>> In article <yz8yb451snr.fsf@tindra.lysator.liu.se>, Tomas Berndtsson
>> <tobe@lysator.liu.se> wrote:
>>
>> >
>> > Another common solution to the problem is to use Shift keys, Alternate
>> > or Control for fire. These keys are handled in a different way by the
>> > keyboard processor, and it is therefore possible to have shift pressed
>> > together with another key.
>> >
>>
>> I'll try.
>> Thank you very much for the suggest...
>Hou... I've done that a few years ago in an arcade GAME and I was
>driving 4 keys at the same time. I think that it will be more easilly in
>ASM that in C. In fact one of the main problem with that (key and
>joystick) is that if you put your routine in hardware (eg $118) you will
>disabled your debugger. So try to find other vector (using Iorec and
>Kbdvbase).
>Good Luck
>+----------+
> Pierre-Louis Lamballais - plamball@parx.fr
>+----------+

When you will use Centinel, this thing wont make any problem because
of the use of the VBR !!!

--- end of message ---

--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
---
--- EMAIL : thomas.goirand@hol.fr ---
--- thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---

From -2170222705568872567
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,368e052674a8cd1,start
X-Google-Attributes: gid1115ce,public
From: nanard800@aol.com (Nanard800)
Subject: STF / STFM
Date: 1997/10/10
Message-ID: <19971010180901.OAA19962@ladder01.news.aol.com>#1/1
X-Deja-AN: 279284320
X-Admin: news@aol.com
Organization: AOL, http://www.aol.fr
Newsgroups: comp.sys.atari.programmer

What is exactly the difference between STF and STFM ?
I know STE features but have never heard of STFM ones.

..--= NaNaRd / DgRt =--..
~~~~~~~~~~~~~~~~~~

From -5972360030848718845
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1b67363969b60c68
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: Reading printer setup.
Date: 1997/10/10
Message-ID: <61kpd4urb1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 279456072
References: <Pine.SUN.3.95q.971010003251.21313B-100000@ganyme
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 10 Oct 1997 00:36:01, Scott Harris wrote:
>
>Another problem incountered while'st programing rountines for printing on
>the printer. I want to read the printer configuration from the printer,
>NOT a file. Such as the maximium printable columns and lines e.t.c.
>
>Anyone know how without GDOS or anything like that installed?
~~~~~~~~~~~~~~~~~~

AFAIK printers will not send "property" codes. Nor will they send
"status" for bad codes.

This means that printer properties are always registered manually
somewhere i.e. in a program's "inf" file or in a devices property
record (for GDOS or NVDI).

It's a good point though. Why WON'T printers tell us what they
look/feel like??

Roger Cain, Manchester, UK e-mail:rcain@zetnet.co.uk
STM 4Mb/MagiC 2/NVDI 2 rcain@nest.demon.co.uk
TT 6Mb/MagiC 4/NVDI 4 NeST:90:100/103

From -4684010914560849634
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a1949f54159c25b,start
X-Google-Attributes: gid1115ce,public
From: INSTANT SEX APPEAL<larry@sprynet.com>
Subject: HOW TO ATTRACT GIRLS INSTANTLY....Secrets to instant sex appeal
Date: 1997/10/11
Message-ID: <61moda$p8u$8325@ddi2.digital.net>#1/1
X-Deja-AN: 279364875
Organization: INSTANT SEX APPEAL
Newsgroups: comp.sys.atari.programmer

HOW TO ATTRACT GIRLS INSTANTLY....Secrets to instant sex appeal

PURE INSTINCT PHEROMONE ATTRACTANT FOR MEN
WILL GIVE YOU AN UNFAIR ADVANTAGE WITH WOMEN
GUARANTEED

(or your money back)!

Everyone knows that some men (a tiny minority) are able to instantly attract women. It used to be known as "animal magnetism". Scientists now say this natural attraction is due to pheromones - body smells that are not consciously detected, but that effect the behavior of others towards the person giving off these chemical signals. It's natures way of attracting the opposite sex. Scientists have now isolated and synthesized two natural Attractants- androstenol and androstenone pheromone. Carefully controlled experiments show they work and have been widely reported on television and in both the British and international press. Androstenone pheromone has been successfully tested on BBC TV's "TOMORROWS WORLD" and by Desmond Morris (Author of "The Naked Ape" and "Manwatching" and renowned human behaviorist) on BBC TV's "Friday Night... Saturday Morning."

New improved formula PURE INSTINCT from ICT Research Technology contains

both ANDROSTENOL and ANDROSTENONE pheromone and produces and undetectable scent that subconsciously attracts women to the wearer. PURE INSTINCT is the world's number one selling and the most concentrated (5 - 7 x normal active strength) pheromone spray for men - don't be misled by cheaper (or more expensive) imitations.

WHAT THE PRESS SAY:

* Lowell Ponte, a former consultant on exotic weapons and a Readers Digest science writer, said in an interview that "use of the recently discovered chemical Androstenone should be banned. Congress should pass a law making it a crime to use this chemical to influence voters by making politicians appear more lovable.
- The San Francisco Chronicle -

* "The stuff attracts women like you wouldn't believe"
- Colorado Telegraph

* "And now this pheromone has been marketed, we've tested it - and good grief it works"
- Koave

* "pheromones influence human behavior in a subtle way. Women are attracted to the smell"
- The Daily Telegraph

* "Pure Instinct is likely to produce a state of sexual excitement or arousal"
- Men Only (Vol. #44 No. 4)

Much of our sales of PURE INSTINCT are reorders from existing users, reports confirm success. "PURE INSTINCT really does seem to work! The most dramatic instances have occurred when wearing it at discos. Girls just drift towards me and start flirting."
-DT Cardiff

"I Knew PURE INSTINCT wasn't a gimmick when one of the girls at work, quite out of character, started to seduce me when we were alone in the office."
-SD Nottingham

PURE INSTINCT comes in a discreet 15ml pocket roll on container with full instructions, Ideal for any man who wants to join that lucky few who have more than their fair share of sex appeal.

30 DAY MONEY BACK GUARANTEE

If you are not 100% delighted with the results from using PURE INSTINCT simply return remainder within 30 days for a full refund- No questions asked!

C O N F I D E N T I A L I T Y Note:

We do not sell our database to any other company,
all of our order processing is done by our company alone, and orders are sent in plain, nondescript packaging. The confidentiality of our customers is maintained above all.

To order the " Pure Instinct Pheromone Sex Attractant" please fill out the following form
and mail it to the address below.
(Feel free to write out the order form by hand, All funds must equal US dollars.

OVERSEAS ORDERS WELCOME BUT MUST PAY WITH US CASH
INTERNATIONAL MONEY ORDER OR TRAVELLERS CHECK
_____

Yes! I want to attract more women please send me _____ bottles of
PURE INSTINCT Price $29.95(U.S.) + $4.00 S/H U.S. OVERSEAS $8.00 S/H.
Please allow 1-2 WEEKS FOR DELIVERY.

I understand that if I'm not 100% delighted, simply return remainder within 30 days for a full refund.

I have enclosed check, cash or money-order for _____ (U.S.)

Name (Please use block letters)

_____

Address: _____

City, St.: _____

Zip: _____

E-Mail : _____
Please Mail to:

SMG Enterprises
1970 E. Osceola Pkwy
Suite 242
Kissimmee Fl.34743

From -5836829195572453009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a40bf40356d2e01e,start
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)
Subject: OberonV4 beta for Atari-ST available
Date: 1997/10/11
Message-ID: <1997Oct11.100803.47627@yogi.urz.unibas.ch>#1/1
X-Deja-AN: 279436778
Organization: University of Basel, Switzerland
Newsgroups: comp.sys.atari.programmer

A new release of ETH Oberon System V4 for Atari ST & TT computers is
now available. Oberon is a programming language together with a complete
operating system, developped at ETH Zuerich by Nicklaus Wirth, the inventor of
pascal and modula-2. For more info about Oberon have a look at
http://www.math.tau.ac.il/~guy/Oberon/

The release can be downloaded at ftp.inf.ethz.ch in the folder
pub/Oberon/OberonV4/AtariST

The system is supplied with an Oberon(-1) compiler, a linker and
comes with complete source code. Please remeber that the Compiler does not
support all Oberon-2 features, to wich some of the documentation is referring
to.

ST-Oberon has been tested on TOS 1.0 and 1.4 on a 1040STF, a MEGA ST2
and a Stacy. It may be that the current version of Oberon won't run
on the newer TOS versions, since it uses some system variables, and
modifies the exeption vectors.

Hardware Requirements:

Atari ST or TT computer with at least

2 MB RAM (for serious use, altough ST-Oberon will also run with
 only 1 MB)

4 MB of harddisk space, preferably on a harddisk connected to the

ACSI port.

have fun!

please send bug reports or feedback to eglis@ubaclu.unibas.ch
under the subject "stoberon".

From -7754275340236199583
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,368e052674a8cd1
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: STF / STFM
Date: 1997/10/11
Message-ID: <61nm7hkfr1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 279462958
References: <19971010180901.OAA19962@ladder01.news.aol.com>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 10 Oct 1997 18:09:52, Nanard800 wrote:
>What is exactly the difference between STF and STFM ?

The STFM has an in-built TV 'M'odulator.

Roger Cain, Manchester, UK e-mail:rcain@zetnet.co.uk
STM 4Mb/MagiC 2/NVDI 2 rcain@nest.demon.co.uk
TT 6Mb/MagiC 4/NVDI 4 NeST:90:100/103

From -2912353531530755746
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,368e052674a8cd1
X-Google-Attributes: gid1115ce,public
From: Artur Karwatka <karvatka@venus.amu.edu.pl>
Subject: Re: STF / STFM
Date: 1997/10/11
Message-ID: <Pine.OSF.3.95.971011151655.8927A-100000@venus.wmid.amu.edu.pl>#1/1
X-Deja-AN: 279486566
References: <19971010180901.OAA19962@ladder01.news.aol.com>
To: Nanard800 <nanard800@aol.com>
X-Sender: karvatka@venus.wmid.amu.edu.pl
Organization: Adam Mickiewicz University
Newsgroups: comp.sys.atari.programmer

On 10 Oct 1997, Nanard800 wrote:

> What is exactly the difference between STF and STFM ?
> I know STE features but have never heard of STFM ones.
> ..--= NaNaRd / DgRt =--..
> ~~~~~~~~~~~~~~~~~~
>
  in STFM, F menas Floppy
           M means TV socket

  l8er,

    artur.

From -4875371475782812199
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6ec2ce6a4fa372ac
X-Google-Attributes: gid1115ce,public
From: "Look What the Cat Dragged In" <news@idctwl.prestel.co.uk>
Subject: Re: Pleeease *don't* compile freeware 8-)
Date: 1997/10/11
Message-ID: <01bcd5d3$51c65760$LocalHost@default>#1/1
X-Deja-AN: 279514185
References: <+g4Q7RAImBP0EwEF@thedruid.demon.co.uk>
Organization: LWTCDi Promotions
Newsgroups: comp.sys.atari.programmer

Well, I must say I had an excellent response from this newsgroup. Thanks, everyone!! It's compiled now, however, so you don't need to reply anymore!! (I just don't want to waste anyone's time...)

As for the compiled program itself, if anyone wants to get hold of it, I'll post it on de.alt.binaries.tos, assuming that's actually for the Atari, and not something... unsavoury. I'll also upload it to FTP sites when I can work out how to, and put it on my Webpage (address below)

If anyone wants the RTF to HTML, or HTML to RTF source code, then feel free to E-Mail me for it. I'll wait a week or so until I've got enough responses, and then send it all off as one message (to cut phone costs 8-(

Thanks again,

Jeremy Smith.

To reply by Email, reverse the first bit.

Well, well, well... Look What the Cat Dragged In - Funny Web Magazine
http://www.geocities.com/SoHo/7691

From -7347755918546683493
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cad87f023e37f2a6,start
X-Google-Attributes: gid1115ce,public
From: jadams1644@aol.com (JAdams1644)
Subject: wanted portfolio owners
Date: 1997/10/12
Message-ID: <19971012211700.RAA04212@ladder01.news.aol.com>#1/1
X-Deja-AN: 279874013
X-Admin: news@aol.com
Organization: AOL, http://www.aol.co.uk
Newsgroups: comp.sys.atari.programmer

hello,i need Atari portfolio owner to help me write a few articles for my
 newsletter called portfolio times IF you can help please email me at
 jadams1644@aol.com

From 5039267023026117302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b67363969b60c68
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Reading printer setup.
Date: 1997/10/13
Message-ID: <61t7ui$ijm@balaena.bio.vu.nl>#1/1
X-Deja-AN: 280118844
References: <Pine.SUN.3.95q.971010003251.21313B-100000@ganyme
<61kpd4urb1@roch.zetnet.co.uk> <EHwrxx.J7u@suse.modem.stud.uni-hannover.de>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter (perot@suse.modem.stud.uni-hannover.de) wrote:

: > Hmmm, I wonder how Windows 95 does it, the
: > auto-sense-hardware-taking-ages-thing...

: The Atari printer port can't use these features, they use a protocol
: utilizing extra port lines the Atari printer port hasn't got.

Ah, I assume that these are the same lines as used in the infamous
LapLink cables which are needed for Linux and BSD PLIP? (**#&%$*$!!)
(At least MiNTNet uses a sane 8-bit PLIP cable...)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I found out why my car was humming. It had forgotten the words."

From 3889751902608443481
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,368e052674a8cd1
X-Google-Attributes: gid1115ce,public
From: zmerch@northernway.net (Roger Merchberger)
Subject: Re: STF / STFM
Date: 1997/10/13
Message-ID: <MPLANET.344288c9zmerch989696@208.128.145.2>#1/1
X-Deja-AN: 280193801
References: <19971010180901.OAA19962@ladder01.news.aol.com>
Organization: NorthernWay
Newsgroups: comp.sys.atari.programmer

In article <19971010180901.OAA19962@ladder01.news.aol.com>,
nanard800@aol.com says...
> What is exactly the difference between STF and STFM ?
> I know STE features but have never heard of STFM ones.

The only difference is the STFM has a TV Signal _M_odulator so you can
use the machine on your TV. Otherwise, it's the same machine. (Please
keep in mind I'm in the U.S.... YMMV and all that jazz.)

HTH,
Roger "Merch" Merchberger

From 1000356428132697737
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b1904abf2cd4d791
X-Google-Attributes: gid1115ce,public
From: bkozlowski@nordnet.fr (Bruno Kozlowski)
Subject: Re: Sending codes to printer.
Date: 1997/10/13
Message-ID: <876721724_OASIS_@nordnet.fr>#1/1
X-Deja-AN: 280283813
References: <Pine.SUN.3.95q.971008165939.1358A-100000@ganymede.cs.mun.ca>
Mail-Copies-To: bkozlowski@nordnet.fr
Organization: The Official Schmilblick Advancers
Newsgroups: comp.sys.atari.programmer

In article <Pine.SUN.3.95q.971008165939.1358A-100000@ganymede.cs.mun.ca>
Scott Harris <harris@cs.mun.ca> said:-

```
>Esc command for  double strike mode on an epson printer is ESC G with
>decimal 71.
>
>Double.strike.on$=chr$(27)+"G"+chr$(71)
>LPRINT double.strike.on$
>
>Once this is sent the printer prints G and nothing changes.
```

It's "ESC G G" you send... The correct code for double strike is simply "ESC G" (and "ESC H" to go back to single strike). So it's normal you get a double striked single G letter on the paper. Better use:

```
Double.strike.on$=chr$(27)+"G"
```

```
>Any advice on how to do this would be greatly appreciated.
```

Could be declared as a function too, something like:

```
DEFFN doublestrike$(on!)=CHR$(27)+CHR$(ASC("H")+on!)
LPRINT @doublestrike$(1);"You know what? I'm happy.";@doublestrike$(0)
```

Bye! Bruno.
--

```
     /*  Bruno Kozlowski  <bkozlowski@nordnet.fr>  */
     /*  I have a bad news feed: could you please  */
     /*   send me a copy of your reply by email?   */
```

From 2182621231973895983
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2a1b61da99083ff
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Color sprite
Date: 1997/09/13
Message-ID: <1997091312430680956@zetnet.co.uk>#1/1
X-Deja-AN: 272169947
References: <massimo-ya02408000R0909971409240001@newsserver.c
<5v6vbl$5u5$1@news2.isdnet.net> <massimo-
ya02408000R1209971120050001@newsserver.cilea.it> <5vbf22$2m3@balaena.bio.vu.nl>
<01bcbfcb$818e8a80$LocalHost@p-d-mou>
Newsgroups: comp.sys.atari.programmer

```
> > : I want to try to make a game using VDI/AES standard functions
> > : (for compatibility of all Atari machines lines...)
```

> >
> > You'd best use vro_cpyfm() then... I could look up some example
> > code for this function if you like. Only problem would be getting
> > rid of flickering. You could try double buffering, but it'll use
> > a lot of CPU time on a system without blitter (and a lot of bus time
> > on a system with blitter).
>
> For double buffering you will not need to make copy of screen
> but use the xbios (first) to set your new screen for your game
> with Setscreen(0.L,0.L,3.W,mode.W) and switch your screen (second) by a

Thats not a very portable solution though - they clearly say that they want
it to work on all Atari machines, and VSetScreen (setscreen with res= 3)
is a Falcon call...

Anthony
--

```
----------------------------------------+-----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+-----------------------------------
          Please note the new email and WWW addresses. Thanks.
-------------------------------------------------------------------------------
```


From -6985421000848186219
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f2352e77bf30bb5,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.cwru.edu
Subject: HELP! TT floppies died again!
Date: 1997/09/14
Message-ID: <5vfmb0$l4t@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 272294437
Organization: cwru
Newsgroups: comp.sys.atari.programmer

This is absurd! I have two TT's, and have been trying to
rearrange them so I can give one to my daughter. A couple of nights ago,
I posted about my floppies "disappearing" on one of them. Under thing,
when clicked on a floppy, or typing alt-A, which should open it, it just
dings. Under the desktop, I get a message

Device A: does not exist

And then after making the post to CSAS, and playing with the SCSI port,
un-plugging and then plugging in my ZIP drive, it started working.
Tonight, I swappped memory between them, (one had 4+4, and the other

10+16, both Atari boards) and now the other computer has the floppy locked out!!! Is there a virus that does this shit? Has anyone ever heard of this?
    If I try cold booting for a floppy, the light doesn't even go on.
It's not power shortage, cause the second TT is in a tower case, with a separate, large power supply. UI am going wild, trying to figure it out.

Can anyone help? Has anyone encountered this before?
CPX's that look at the disks don't see it. It makes no sense to me.

    HELP!!!
Boris Cahan
bdc2@po.cwru.edu

From 3981352125746063131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31b84e606482e5de,start
X-Google-Attributes: gid1115ce,public
From: "Emmett York" <emmetty@erols.com>
Subject: De Re Atari
Date: 1997/09/14
Message-ID: <01bcc0ff$b9db9420$b72aaccf@emmett>#1/1
X-Deja-AN: 272360559
Organization: Erol's Internet Services
X-Received-On: 14 Sep 1997 11:19:37 GMT
Newsgroups: comp.sys.atari.programmer

A while ago I d/l De Re Atari but since lost it. Anyone have that for download?

Thanks

From -236058477385145033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f2352e77bf30bb5
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: HELP! TT floppies died again!
Date: 1997/09/14
Message-ID: <HIOPCAAUUP@data.rhein-main.de>#1/1
X-Deja-AN: 272397639
References: <5vfmb0$l4t@alexander.INS.CWRU.Edu>
Newsgroups: comp.sys.atari.programmer

In <5vfmb0$l4t@alexander.INS.CWRU.Edu> bdc2@po.cwru.edu wrote:

>out!!! Is there a virus that does this shit? Has anyone ever heard of this?

First check your software..
Have a look to my last message.

I not heard about this before!

Regards, Robert

--

```
   ###   robscha@data.rhein-main.de      -= Home of DOITF030 =-
   ###   ___________________________________________________________
  # # #    Robert Schaffner@OF2.maus.de      F030-520ST-Jaguar-Mac
 #  #  #   Tel/Fax/Modem: +49 (0)6103-67197      Lynx I + II
            http://www.rhein-main.de/people/robert/homepage.htm
```


From -3446509043594359305
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4a780234a510a2ea,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4a780234a510a2ea,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Programming info for PPP Connect
Date: 1997/09/14
Message-ID: <21031993_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 272436295
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
X-Sender: NEWSwatch v0.06 (Atari) BETA
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I've ordered CAB2.5 inc. PPP Connect from System Solutions and should hopefully get it in a couple of weeks.

I might be interested in modifying POPwatch to use PPP Connect (as well as STiK etc.). To do this I obviously need programming docs for PPP Connect.

Does anyone know if these are publicly available? If so, where I can get them? I guess they'll be in German which is going to be a pain :(

Cheers,
Gary

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
```

From 6220130484367940503
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4272d90ddc55f57d,start
X-Google-Attributes: gid1115ce,public
From: warpstar@typhoon.xnet.com (Warpstar)
Subject: Re: Keyboard Processor / Joystick Input / Games / Speed
Date: 1997/09/14
Message-ID: <5vha33ibo1@flood.xnet.com>#1/1
X-Deja-AN: 272441330
X-Complaints-To: news-admin@news.xnet.com
X-Trace: flood.xnet.com 874261411 18808 (None) 198.147.221.70
Organization: XNet - The Midwest's Leading Network Service Provider - (630) 983-6064
Newsgroups: comp.sys.atari.programmer

Hi,

Welcome me to this group, its the first time that I posted.

I'm trying to write a simple game demo for the Atari STe utilizing both the blitter chip and the joystick.

My blitter routines work fine. It's the joystick part thats messing up. I'm using keyboard command $14, which seems like the accepted conventional way of doing it. It seems to work fine, until I place the joystick routines in a loop with my blitter routines. Then command $14 likes to place $ff into the buffer for the joystick input. This makes the control spotty at best.

BTW, my blitter routines all use HOG mode.

What I'd really like to know is how to gather keyboard and joystick information directly from the hardware, and bypass TOS altogether in this regard. I'll probably have my own routines for directly writing the score to the screen as well.

I tried to grab the info at $fffc02 which is the input for the Keyboard ACIA. I know that in this case, my program would have to understand the difference between keyboard and joystick input. No big deal. Well, when I use this approach along with my blitter routines in the same loop, it still does not work out. I think that the keyboard processor is still trying to work with the system while the blitter is in HOG mode, and in that case does not know what to do, as HOG mode hogs the bus entirely. In that case it gets confused and says that input is ff, which it isn't.

I will entertain even flames on this subject at this point. But, I have a

few more ideas to try.

Jason (Warpstar) Damisch

From 4325192117611404242
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a1448843906aaa8,start
X-Google-Attributes: gid1115ce,public
From: "Vos nom et pr⍰nom" <abd-thierry@infonie.fr>
Subject: occasion
Date: 1997/09/14
Message-ID: <01bcc140$23788560$451965c3@pentium>#1/1
X-Deja-AN: 272445934
Cache-Post-Path: mars!unknown@195.101.25.69
Organization: Ye 'Ol Disorganized NNTPCache groupie
Newsgroups: comp.sys.atari.programmer

Recherche ST-Book d'occase
adb-thierry@infonie.fr

From 5189469814902112365
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2a1b61da99083ff
X-Google-Attributes: gid1115ce,public
From: "Centek" <centek@eeb.fr>
Subject: Re: Color sprite
Date: 1997/09/14
Message-ID: <01bcc10e$7e316300$LocalHost@p-d-mou>#1/1
X-Deja-AN: 272466623
References: <massimo-ya02408000R0909971409240001@newsserver.c
<5v6vbl$5u5$1@news2.isdnet.net> <massimo-
ya02408000R1209971120050001@newsserver.cilea.it> <5vbf22$2m3@balaena.bio.vu.nl>
<01bcbfcb$818e8a80$LocalHost@p-d-mou> <1997091312430680956@zetnet.co.uk>
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

> >   For double buffering you will not need to make copy of screen
> > but use the xbios (first) to set your new screen for your game
> > with Setscreen(0.L,0.L,3.W,mode.W) and switch your screen (second) by a
>
> Thats not a very portable solution though - they clearly say that they
want
> it to work on all Atari machines, and VSetScreen (setscreen with res= 3)
> is a Falcon call...
  Yes, but it is an example, you can use also mode 0,1,2 for ST: it will be
not very

beautiful but you can test the computer with cookie and do the right thing

Sacha,
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
http://www.eeb.fr/centek

From -741273621026208989
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8c20e05c6e0991d,start
X-Google-Attributes: gid1115ce,public
From: Ron Hayes <rhayes@cgocable.net>
Subject: Looking for info on the Atari ST Instruction set
Date: 1997/09/14
Message-ID: <341C7C62.2ED32923@cgocable.net>#1/1
X-Deja-AN: 272496811
X-Priority: 3 (Normal)
Newsgroups: comp.sys.atari.programmer

I would like to find some information on the Atari ST Instruction
set,memory maps and file registers, can anyone help?
I have programmed in ass'y before on another platform and would like to
give it a try on the old Atari and see what I can come up with.
rhayes@cgocable.net

From -8187312655081670151
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a87246a48b746c09,start
X-Google-Attributes: gid1115ce,public
From: tross3@hamtel.tds.net (Terry Ross)
Subject: ST Programers, please read
Date: 1997/09/15
Message-ID: <5vi10v$e6p@news2.tds.net>#1/1
X-Deja-AN: 272509028
Organization: TDS Telecom - Madison, WI
Newsgroups: comp.sys.atari.programmer

I'd like to ask current and former Atari ST programmers with software
available for downloading or other forms of distribution to stop by my site
and take a few minutes to fill out a form.
I'm trying to provide a one-stop source for up-to-date registration
information on programs whose authors may have moved, physically or

electronically, since their software was made available. In addition, I plan on providing a synopsis of programs and system requirements for all programs.

Don't pay too much attention to the rest of the site yet, as geocities doesn't allow passive connections, which I seem to be limited to with TOS 1.62, and I have to use a local internet cafe to upload my pages. At the moment I am concentrating on compiling as much information as possible.

NOTE: There is one area in the form, under the heading "Support" that works fine with CAB, but I'm not sure whether it works with Netscape. I ran a test of it at the cafe, and it only returned 1 selection (I really can't remember whether I selected more than one item or not). Multiple items were returned from my tests with CAB.

Anyway, thanks for reading, and please visit the following page at your convenience:

http://www.geocities.com/siliconvalley/peaks/6320/author01.htm

Terry

---

tross3@hamtel.tds.net
http://www.geocities.com/siliconvalley/peaks/6320

From -2849280365644789033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,135f5221cf5d41b0,start
X-Google-Attributes: gid1115ce,public
From: warpstar@typhoon.xnet.com (Warpstar)
Subject: So, how do the pros do joystick input on the ST?
Date: 1997/09/15
Message-ID: <5vi7l5sdm2@flood.xnet.com>#1/1
X-Deja-AN: 272572448
X-Complaints-To: news-admin@news.xnet.com
X-Trace: flood.xnet.com 874291685 29110 (None) 198.147.221.70
Organization: XNet - The Midwest's Leading Network Service Provider - (630) 983-6064
Newsgroups: comp.sys.atari.programmer

Hey, how do they? Do they reprogram the 6301 and then send it new message commands by controling the 68901 to know when to poke the 6850's register? Or, does the 68901 create an interrupt which executes a routine which happens to be the proper time to peek the 6850?

Pleeeeeeeeeeeeeeeeeze teeeeeeeel meeeeeeee!!!!!!!!!!!

From 5138713802485228811
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4a780234a510a2ea
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4a780234a510a2ea
X-Google-Attributes: gid1115ce,public
From: michael@ghf.augusta.de (Michael Pieper)
Subject: Re: Programming info for PPP Connect
Date: 1997/09/15
Message-ID: <HIPSEAALUP@ghf.augusta.de>#1/1
X-Deja-AN: 272701046
References: <21031993_000003_OASIS_NEWS@the-gap.demon.co.uk>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hello to all

In <21031993_000003_OASIS_NEWS@the-gap.demon.co.uk> Gary Priest wrote:

>I might be interested in modifying POPwatch to use PPP Connect (as well as
>STiK etc.). To do this I obviously need programming docs for PPP Connect.
>
>Does anyone know if these are publicly available? If so, where I can get
>them? I guess they'll be in German which is going to be a pain :(

i was told, that the BLIP-Docus are the same then the Docus to PPP-Connect.

You need the documentation (the commands are the same as used in unix:
sock_init(), socket(), bind(), listen()) the only differencies are:

sread(), swrite(), sfcntl(), sclose()

which have all an "s" in front of the command.

But you hade to use an Library, in which these commands are defined.

With these Informations i tried to write a program, but i earned always an
errormessage from "socket()". So i the compiled program doesn't run.

The programmer of PPP-Connect (Sven.Kopacz@LB.maus.de) is now learning for
his university exam's, so he is now had to think about another problems.

Should i send you the BLIP-Archive icluding the Programmingdocumentation.
But it's in German!

Greatings Michael

--
==========
Michael Pieper /\ /\ privat: michael@ghf.augusta.de
<*> <*> Michael_Pieper@ll.maus.de

From -289801923677400158
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,346760e0d9f0bd35
X-Google-Attributes: gid1115ce,public
From: wongck@letterbox.com (William Wong)
Subject: Re: Phenix
Date: 1997/09/15
Message-ID: <5vhv6v$geb@usenet.pa.dec.com>#1/1
X-Deja-AN: 273310594
Distribution: world
References: <01bcbcaf$492e48c0$190844c3@p-d-mou> <5v2uom$bph@balaena.bio.vu.nl>
<5v58pf$69@usenet.pa.dec.com> <5v5vh6$i8b@balaena.bio.vu.nl>
Organization: DEC
Newsgroups: comp.sys.atari.programmer

In article <5v5vh6$i8b@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:
>William Wong (wongck@letterbox.com) wrote:
>
>: They actually file attached a text file to the posting. You need a news
>: reader which understands file attachment.
>
>You mean to say that not everyone uses TIN? :-)
>

Nope, I don't use TIN. There are some other, just as capable readers, out
there.

Regards
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX66/16Mb/1GB/W95

From 1438742582915050498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfe26dafebf50960,start

X-Google-Attributes: gid1115ce,public
From: sven@dit.lth.se (Sven Karlsson)
Subject: Re: Favourite...
Date: 1997/09/16
Message-ID: <5vllip$a6m$1@news.lth.se>#1/1
X-Deja-AN: 272887657
References: <341e37e2.0@comnet.co.nz>
Organization: Computer Engineering, Lund University, Sweden
Newsgroups: comp.sys.atari.programmer

In article <341e37e2.0@comnet.co.nz>, Gaven Miller <gmiller@inca.co.nz> wrote:
>I sometimes run into a snag in my programming, and find that if I just
>walk away from the computer and go somewhere else.
>
>Other times, I get a flash of inspiration while doing something completely
>unrelated to programming.
>
>Does this happen to you? If so, where are the favourite places you go to
>when you have a thorny programming problem.
>

I usually take a walk or go out jogging or something. Excercise usuall
makes me focus on a problem. Otherwise going to a movie or watching TV
can help too. However since I use computers at work I usually takes
a walk in the corridores...

Sometimes listening to music can help too..

>
>Also, it has often been said (and is probably part of the hacker image)
>that programmers sit at their computers and consume large quantities of
>junk food and high caffeine drinks ("Mountain Dew" and "Jolt Cola" come
>to mind)
>
>Does this sound familiar?
>

Not at all. I very seldom eat junk food. I also try to awoid softdrinks..

Regards
 Sven Karlsson - Istari Software - Atari Software and Hardware developer

From 2416753455172432028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2a1b61da99083ff
X-Google-Attributes: gid1115ce,public
From: sven@dit.lth.se (Sven Karlsson)
Subject: Re: Color sprite
Date: 1997/09/16
Message-ID: <5vllvt$a7l$1@news.lth.se>#1/1

X-Deja-AN: 272888525
References: <massimo-ya02408000R0909971409240001@newsserver.c
<01bcbfcb$818e8a80$LocalHost@p-d-mou> <1997091312430680956@zetnet.co.uk>
<01bcc10e$7e316300$LocalHost@p-d-mou>
Organization: Computer Engineering, Lund University, Sweden
Newsgroups: comp.sys.atari.programmer

In article <01bcc10e$7e316300$LocalHost@p-d-mou>, Centek <centek@eeb.fr> wrote:
>> > For double buffering you will not need to make copy of screen
>> > but use the xbios (first) to set your new screen for your game
>> > with Setscreen(0.L,0.L,3.W,mode.W) and switch your screen (second) by a
>>
>> Thats not a very portable solution though - they clearly say that they
>want
>> it to work on all Atari machines, and VSetScreen (setscreen with res= 3)
>> is a Falcon call...
> Yes, but it is an example, you can use also mode 0,1,2 for ST: it will be
>not very
>beautiful but you can test the computer with cookie and do the right thing

SetScreen don't work on for instance Hades. You would have to test
the video cookie to see if you are running on a Atari at all..

However being an old demo and game programmer I must add that
double/triple buffering is essential. It however hard to use that
with VDI/AES.

Regards
 Sven Karlsson - Istari Software - Atari Software and Hardware developer

From -5422832230100033830
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfe26dafebf50960
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Favourite...
Date: 1997/09/16
Message-ID: <341e37e2.0@comnet.co.nz>#1/1
X-Deja-AN: 272907079
Newsgroups: comp.sys.atari.programmer

(Slightly off-topic)

I sometimes run into a snag in my programming, and find that if I just
walk away from the computer and go somewhere else.

Other times, I get a flash of inspiration while doing something completely
unrelated to programming.

Does this happen to you? If so, where are the favourite places you go to when you have a thorny programming problem.

Also, it has often been said (and is probably part of the hacker image) that programmers sit at their computers and consume large quantities of junk food and high caffeine drinks ("Mountain Dew" and "Jolt Cola" come to mind)

Does this sound familiar?

Just curious - I wanna see if I fit the Atari Hacker prototype.

(Sorry for being slightly off topic, but at least it is programmer related)

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"I have Attention Deficit Disorder"

"Hold that thought for a minute"

("Dr Katz, Professional Therapist", TV4, Monday and Friday)

From 7127836911999042109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd86177d2be047cf,start
X-Google-Attributes: gid1115ce,public
From: bbs2 <bbs2@linux01.gwdg.de>
Subject: Port adresse, C-Comiler
Date: 1997/09/16
Message-ID: <341E67A0.7DE5@linux01.gwdg.de>#1/1
X-Deja-AN: 272915610
Reply-To: bbs2@linux01.gwdg.de
Organization: Berufsbildende Schulen II
Newsgroups: comp.sys.atari.programmer

Hallo

does anybody know the adress of the parrallel and seriell port of the ATARI 520 ST or how I can comunicate with these Ports unter GFA Basic or

ST BASIC?

Are there C-Compiler for ATARI 520 ST or is it possible to run linux at
that System

TiA Riepenhausen, Germany

From 8714131442532318853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfe26dafebf50960
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: Favourite...
Date: 1997/09/16
Message-ID: <1997091618260480956@zetnet.co.uk>#1/1
X-Deja-AN: 273295508
References: <341e37e2.0@comnet.co.nz>
Newsgroups: comp.sys.atari.programmer

> Other times, I get a flash of inspiration while doing something completely
> unrelated to programming.
>
> Does this happen to you? If so, where are the favourite places you go to
> when you have a thorny programming problem.

Yes, I recognise this... I frequently find this happens if I play a game
which doesn't require much thought, but requires concentration (eg Llamazap).

> Also, it has often been said (and is probably part of the hacker image)
> that programmers sit at their computers and consume large quantities of
> junk food and high caffeine drinks ("Mountain Dew" and "Jolt Cola" come
> to mind)

I drink quite a bit of Coca-cola... and I have been known to eat the odd
chocolate biscuit... :)

Anthony

From -2777921022349698725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd86177d2be047cf
X-Google-Attributes: gid1115ce,public
From: sven@dit.lth.se (Sven Karlsson)
Subject: Re: Port adresse, C-Comiler
Date: 1997/09/17
Message-ID: <5vo6g7$20l$1@news.lth.se>#1/1
X-Deja-AN: 273219959

References: <341E67A0.7DE5@linux01.gwdg.de>
Organization: Computer Engineering, Lund University, Sweden
Newsgroups: comp.sys.atari.programmer

In article <341E67A0.7DE5@linux01.gwdg.de>, bbs2 <bbs2@linux01.gwdg.de> wrote:
>Hallo
>
>does anybody know the adress of the parrallel and seriell port of the
>ATARI 520 ST or how I can comunicate with these Ports unter GFA Basic or
>ST BASIC?

What type of communication do you want to do? The easiest way to
use the serial and parallell port is to use BIOS or TOS.

>
>Are there C-Compiler for ATARI 520 ST or is it possible to run linux at
>that System

There are lots of C-compilers working on ST's including GCC...
I would recommend Lattice or Pure.

Regards
 Sven Karlsson - Istari Software - Atari Software and Hardware developer

From 4766016257324994102
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: DCroker@fortress.org.uk (Derryck Croker)
Subject: Re: How may windows can be opened?
Date: 1997/09/17
Message-ID: <1387_DCroker@fortress.org.uk>#1/1
X-Deja-AN: 273327273
Reply-To: DCroker@fortress.org.uk
Organization: The <Fortress> BBS
Newsgroups: comp.sys.atari.programmer

Nostrodamus phrophesised this from thechyld@pcc-uky.campus.mci.net to All...

Hi Ronald!

 t> I've just recently bought PageStream 2.2se for my Falcon so I'm just
 t> really getting used to it. Do you have any suggestions on how to get it
 t> to bootup faster on the Falcon? I've set the fastload bit, and I've

a) Disable all the drivers you don't need

b) Set the fastload bits on the rest

Speak to 'ya later!

--

From 5886037398471666245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1f8392ba55df7c7,start
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: How may windows can be opened?
Date: 1997/09/18
Message-ID: <874572972_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 273529322
Organisation: The DarkForce! BBS (606-886-9014)
Organization: CampusMCI
Reply-To: thechyld@pcc-uky.campus.mci.net
Newsgroups: comp.sys.atari.programmer

In article <1387_DCroker@fortress.org.uk>
DCroker@fortress.org.uk (Derryck Croker) said:-

>Nostrodamus phrophesised this from thechyld@pcc-uky.campus.mci.net to All...
>
>Hi Ronald!
>
>a) Disable all the drivers you don't need
>b) Set the fastload bits on the rest
>
>Speak to 'ya later!

Thank, I had others send me that tip as well, and it does seem to make a difference. Thanks again! :)

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/                                        |                              _/
_/  Wild wind-horses soar the cloud-trails, |              /\             _/
_/    Unholy horn doth sound its blast,     |          Dark><Chyld        _/
_/    You and we were first to conquer,     |              \/             _/
_/      You and we shall be the last!       |                              _/
_/                                        |    -The  F u j i  Lives!-   _/
_/     From "Song Of The DragonMasters"     |                              _/
_/_________________________________________|______________________________/
_/                                                                        _/
_/         SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014         _/
```

_/ _/
_/_/_/

```
  _/                                          |                              _/
  _/  Wild wind-horses soar the cloud-trails, |              /\             _/
  _/    Unholy horn doth sound its blast,     |          Dark><Chyld        _/
  _/    You and we were first to conquer,     |              \/             _/
  _/      You and we shall be the last!       |                             _/
  _/                                          |    -The  F u j i  Lives!-   _/
  _/     From "Song Of The DragonMasters"     |                             _/
  _/__________________________________________|_____________________________/
  _/                                                                        _/
  _/         SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014         _/
  _/                                                                        _/
  _/_/_/_
```

anger.

From -1008385278883520228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d98b131403e8834d
X-Google-Attributes: gid1115ce,public
From: paulat.jones@zetnet.co.uk (Paul Jones)
Subject: Re: choosing BASIC interp
Date: 1997/09/18
Message-ID: <5vrtaneci1@irk.zetnet.co.uk>#1/1
X-Deja-AN: 273594948
References: <b1a_9709060121@tor250.org> <1997090611413080956@zetnet.co.uk>
<5v6qq2$h2r$2@irk.zetnet.co.uk> <5v8464$2fh$1@infomania.emw.ericsson.se>
Organization: PJCO
Newsgroups: comp.sys.atari.programmer

On 11 Sep 1997 08:45:59, Magnus Kollberg wrote:

>> Currently GEMMA works fine under MultiTOS and even a multitasking GEM
>> application has been programmed which works in the STOS interpreter!
>> There is no visable methods to tell a GEMMA/STOS program to another
>> language.
>
>So, would it be possible to put a STOS game in a GEM window then?
>That would be cool. Just open a window and all drawings to the screen
>will be redirected to that window. Mqybe not that usefull on a ST, but
>on a Falcon or Hades ir would be cool. :-)

Possibly, I've had an idea to create a new traps routine for windows
- to use real windows instead... but I hardly think it would be that
good :-)

And because of the way STOS works, games wouldn't be multitasking, you
could run them with MultiTOS, but not be able to change to another
application/run another :-(

And BTW, I've created another extension called "NetWorld". It's
another extension for STOS which lets to interface with STiK to
connect to the internet! 8-)

Paul


```
 _____                                                  _____
/\  _ `\    * It's good to talk, but even better to email! *  /\___ \
\ \ \L\ \     * Internet email: paulat.jones@zetnet.co.uk *   \/__/\ \
 \ \ ,__/             * PJCO & GEMMA member 1. *                _\ \ \
  \ \ \             * Check out the homepage at: *              /\ \_\ \
   \ \ \   * http://www.users.zetnet.co.uk/pjones/home.htm *    \ \____/
    \/_/     * HBASIC tutorial writer for Atari Computing *      \/___/
```

From -7078981524450208504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5566bc72639360b2,start
X-Google-Attributes: gid1115ce,public
From: David@ritter.demon.co.uk (David Knight)
Subject: Stik Programming
Date: 1997/09/19
Message-ID: <97264509_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 273896892
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
Reply-To: David@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

I've recently started playing around with STik programming and
have run up against a small problem.

I'm trying to write a small talker program to enable others to
log on to my machine and send messages directly to me. (sort of
like an internet pager)

The problem is that data transfer only seems to take place when
my program is the top application or I interact with one of its
windows.

The problem is not with the programs evnt_multi loop as I include
timer events in that.

I have included the asm source code for the data transfer parts
of my program. Could anyone possible help me out?

David

[Section: 1/1 of SOURCE.ZIP   OASIS Coder   UUENCODE]

table
 !"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
begin 644 SOURCE.ZIP
<encoded_portion_removed>
 e
end

[End Of Section: 1 of SOURCE.ZIP   OASIS Coder   UUENCODE]

--

David@ritter.demon.co.uk

From 2441489211178451811
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd23583a3b25cab8,start
X-Google-Attributes: gid1115ce,public
From: SEX APPEAL INSTANTLY<jason@compuserve.com>
Subject: HOW TO ATTRACT GIRLS INSTANTLY....Secrets to instant sex appeal!!!
Date: 1997/09/21
Message-ID: <6026ce$lud@new1.sundial.net>#1/1
X-Deja-AN: 274201758
Organization: SEX APPEAL INSTANTLY
Newsgroups: comp.sys.atari.programmer

HOW TO ATTRACT GIRLS INSTANTLY....Secrets to instant sex appeal

PURE INSTINCT PHEROMONE ATTRACTANT FOR MEN
WILL GIVE YOU AN UNFAIR ADVANTAGE WITH WOMEN
 GUARANTEED

(or your money back)!

Everyone knows that some men (a tiny minority) are able to instantly attract women. It used to be known as "animal magnetism". Scientists now say this natural attraction is due to pheromones - body smells that are not consciously detected, but that effect the behavior of others towards the person giving off these chemical signals. It's natures way of attracting the opposite sex. Scientists have now isolated and synthesized two natural Attractants- androstenol and androstenone pheromone. Carefully controlled experiments show they work and have been widely reported on television and in both the British and international press. Androstenone pheromone has been successfully tested on BBC TV's "TOMORROWS WORLD" and by Desmond Morris (Author of "The Naked Ape" and "Manwatching" and renowned human behaviorist) on BBC TV's "Friday Night... Saturday Morning."

New improved formula PURE INSTINCT from ICT Research Technology contains both ANDROSTENOL and ANDROSTENONE pheromone and produces and undetectable scent that subconsciously attracts women to the wearer. PURE INSTINCT is the world's number one selling and the most concentrated (5 - 7 x normal active strength) pheromone spray for men - don't be misled by cheaper (or more expensive) imitations.

WHAT THE PRESS SAY:

* Lowell Ponte, a former consultant on exotic weapons and a Readers

Digest science writer, said in an interview that "use of the recently discovered chemical Androstenone should be banned. Congress should pass a law making it a crime to use this chemical to influence voters by making politicians appear more lovable.
- The San Francisco Chronicle -

* "The stuff attracts women like you wouldn't believe"
- Colorado Telegraph

* "And now this pheromone has been marketed, we've tested it - and good grief it works"
- Koave

* "pheromones influence human behavior in a subtle way. Women are attracted to the smell"
- The Daily Telegraph

* "Pure Instinct is likely to produce a state of sexual excitement or arousal"
- Men Only (Vol. #44 No. 4)

Much of our sales of PURE INSTINCT are reorders from existing users, reports confirm success. "PURE INSTINCT really does seem to work! The most dramatic instances have occurred when wearing it at discos. Girls just drift towards me and start flirting."
-DT Cardiff

"I Knew PURE INSTINCT wasn't a gimmick when one of the girls at work, quite out of character, started to seduce me when we were alone in the office."
-SD Nottingham

PURE INSTINCT comes in a discreet 15ml pocket roll on container with full instructions, Ideal for any man who wants to join that lucky few who have more than their fair share of sex appeal.

30 DAY MONEY BACK GUARANTEE

If you are not 100% delighted with the results from using PURE INSTINCT simply return remainder within 30 days for a full refund- No questions asked!

C O N F I D E N T I A L I T Y Note:

We do not sell our database to any other company,
all of our order processing is done by our company alone, and orders are sent in plain, nondescript packaging. The confidentiality of our

customers is maintained above all.

To order the " Pure Instinct Pheromone Sex Attractant" please fill out the following form
and mail it to the address below.
(Feel free to write out the order form by hand, All funds must equal US dollars.

OVERSEAS ORDERS WELCOME BUT MUST PAY WITH US CASH
INTERNATIONAL MONEY ORDER OR TRAVELLERS CHECK
_____

Yes! I want to attract more women please send me _____ bottles of
PURE INSTINCT Price $29.95(U.S.) + $4.00 S/H U.S. OVERSEAS $8.00 S/H.
Please allow 1-2 WEEKS FOR DELIVERY.

I understand that if I'm not 100% delighted, simply return remainder within
30 days for a full refund.

I have enclosed check, cash or money-order for _____ (U.S.)

Name (Please use block letters)

_____

Address: _____

City, St.: _____

Zip: _____

E-Mail : _____
Please Mail to:

ICT Inc
12319 S. Orange Blossom Trail
Orlando Fl. 32837

From 7292885028092741498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5ae46092b752990,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e5ae46092b752990,start
X-Google-Attributes: gid109a67,public
From: pls@no.spam (Gerry O'Rourke)
Subject: Memory above 4 MByte limit
Date: 1997/09/22
Message-ID: <605nh5$kd2@bcrkh13.bnr.ca>#1/1
X-Deja-AN: 274510303
Organization: Nortel Ireland Ltd
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

I have put an extra 4 mbytes of DRAM above the MMU 4 Mbyte limit on an STFM.
I am using the original MMU + a small GAL to address this new memory.

Initially, I had problems where TOS 1.04 was not able to use this memory.

TOS 2.06 is able to use the memory, I use the Maddalt function to let it know
about the new memory.

I noticed that TOS 2.06 grabbed a chunk (16000 bytes) of this new memory for
itself right away. It appears to be using this memory as a buffer, for drop
down menus, window operations & possibly disk operations. Is this normal?

I believe this memory should be of the type 'TT Fastram', which means that It
cannot be used for screen or DMA operations. I expected it would be available
for programs only, I had hoped the system would not use it, but perhaps I am
mistaken here.

Does anybody know how/what happens when the ST finds extra memory?

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

From -6325538429581660548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
From: dklugh@iwaynet.net
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/09/22
Message-ID: <60591j$8d6$9@triglav.iwaynet.net>#1/1
X-Deja-AN: 274588384
References: <pk9sovdh8hm.fsf@btm0qt.se.bel.alcatel.be>
X-Everything: Net-Tamer V 1.09
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 1997-09-10 dklugh@iwaynet.net'smessageof9Sep199710:56:03GMT said:
>And if the requested amount of memory is not available then the OS
>will say so. And of course every programmer always
>- checks the result of every system call

Well,yeah!
How else would you do it???

>- writes appropriate code to deal with the case that the system
>call failed

Well at least show the error code and exit.

>- actually tests all of these special cases to see that
>nothing bad happens.

Well there has to be something for memory.Or else PKZIP would just keep eating up memory until it crashed.I've run PKZIP on 1MB PCs before with no errors. PKZIP was writen long beofre there were 16MB PCs.

Net-Tamer V 1.09 - Test Drive

From 6014823938710895933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,982dac38d50ced72,start
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Looking for Pascal programmer who can compile program for me
Date: 1997/09/23
Message-ID: <71MQCWH@tos.pl.net>#1/1
X-Deja-AN: 274642799
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

I have Pascal source code to some software, but I have no experience with
Pascal and do not have a compiler.

I am looking for someone who could compile the program for me for 68K TOS.

I believe it was previously used with "Turbo Pascal" on an IBM compatible
machine, if this makes any difference, and the source code is quite large.

If you could help me at all with this, please get back to me. Your
assistance would be much appreciated.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

```
      |\__/,|   (`\
    _.|o o  |_   ) )
--(((---(((--------
```

From -6083312343968105571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,982dac38d50ced72
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Looking for Pascal programmer who can compile program for me
Date: 1997/09/23
Message-ID: <607vvr$kdu@balaena.bio.vu.nl>#1/1
X-Deja-AN: 274761540
References: <71MQCWH@tos.pl.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Mario Becroft (mb@tos.pl.net) wrote:

: I have Pascal source code to some software, but I have no experience with
: Pascal and do not have a compiler.

Lucky you :)

: I am looking for someone who could compile the program for me for 68K TOS.
: I believe it was previously used with "Turbo Pascal" on an IBM compatible
: machine, if this makes any difference, and the source code is quite large.

Pascal isn't known for its portability. Still, you gould try and
grab "p2c" from any good FTP site. p2c is a Pascal to C converter, which
has been used among other things to create a C version of TeX...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

FLASH! Intelligence of mankind decreasing. Details at ... uh, when
the little hand is on the ....

From 6321705432103761016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,982dac38d50ced72
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: Looking for Pascal programmer who can compile program for me
Date: 1997/09/23
Message-ID: <608gtf$c0g@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 274844129
References: <71MQCWH@tos.pl.net>
Organization: University of Guelph
Newsgroups: comp.sys.atari.programmer

: I have Pascal source code to some software, but I have no experience with
: Pascal and do not have a compiler.

: I am looking for someone who could compile the program for me for 68K TOS.

: I believe it was previously used with "Turbo Pascal" on an IBM compatible
: machine, if this makes any difference, and the source code is quite large.

: If you could help me at all with this, please get back to me. Your
: assistance would be much appreciated.

Assuming nothing in the source is machine specific (e.g., low level port
IO, embedded ASM, weird text or graphics modes), you should be able to
have it compiled under Pure Pascal, which is supposedly completely
compatible with Turbo, including the object-oriented stuff and BGI graphics.

THeo

From 7184046381860273490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5ae46092b752990
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e5ae46092b752990
X-Google-Attributes: gid109a67,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)

Subject: Re: Memory above 4 MByte limit
Date: 1997/09/23
Message-ID: <!SPAMdwilga-2309971102290001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 274857840
References: <605nh5$kd2@bcrkh13.bnr.ca>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <605nh5$kd2@bcrkh13.bnr.ca>, pls@no.spam (Gerry O'Rourke) wrote:

> I have put an extra 4 mbytes of DRAM above the MMU 4 Mbyte limit on an STFM.
> I am using the original MMU + a small GAL to address this new memory.
>
> Initially, I had problems where TOS 1.04 was not able to use this memory.
>
> TOS 2.06 is able to use the memory, I use the Maddalt function to let it know
> about the new memory.
>
> I noticed that TOS 2.06 grabbed a chunk (16000 bytes) of this new memory for
> itself right away. It appears to be using this memory as a buffer, for drop
> down menus, window operations & possibly disk operations. Is this normal?

Yes, the AES allocates a buffer of 1/2 the screen size (1/4 in pre-1.4
TOS) for that exact purpose.

> I believe this memory should be of the type 'TT Fastram', which means that It
> cannot be used for screen or DMA operations.

It is correct that you cannot set the screen display base to point to
alternate RAM, but the VDI can copy to/from it. The Blitter can't be used
to do the copies, though, so I'd imagine the VDI does a straight CPU-based
copy in this case.

> I expected it would be available
> for programs only, I had hoped the system would not use it, but perhaps I am
> mistaken here.

TOS is free to use any memory you add to the system as it sees fit. In
fact, you'll probably notice that desk accessories always load into
alternate RAM, regardless of their header flags. If you really wanted to,
you could probably write a hack to prevent it from doing so, but why
bother?

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From 2712031065100176303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ed4e89ecdeca290,start
X-Google-Attributes: gid1115ce,public

From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Memory above 4 MByte lim
Date: 1997/09/23
Message-ID: <ffc_9709231707@conchbbs.com>#1/1
X-Deja-AN: 274958472
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: pls@no.spam
Newsgroups: comp.sys.atari.programmer

p > Does anybody know how/what happens when the ST finds extra
p > memory?

Normally, any request for memory (Pexec or Malloc) gets the largest
block of contiguous RAM, wherever that is, unless otherwise
restricted by the program flags or by calling Mxalloc().

Unless you have a blitter chip, there is no advantage for using ST
RAM for anything except the screen image and the floppy/ACSI DMA
buffer.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -3643245106779545236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,95c3a84a954c0263,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,95c3a84a954c0263,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,95c3a84a954c0263,start
X-Google-Attributes: gid109a67,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: ICTARI 49 Now Available.
Date: 1997/09/23
Message-ID: <96257322_000034_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 275002741
X-NNTP-Posting-Host: elis.demon.co.uk [194.222.41.182]
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk (G Greenway)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here we go again, sorry it's rather late.

The new addition of ICTARI, the Atari programmer's disk-zine
is available at:

http://www.elis.demon.co.uk/ictari/ictari49.zip

(Demon's WEB-server seems to be taking a while to catch up,
the main site is http://www.elis.demon.co.uk/ictari/ictari.htm)

Anyone who's been threatening me with articles might consider
carrying those threats out if there;s going to be an ICTARI 50.

Have Fun,
"Augeas"

--

```
 _ _________________________          _    _   _    _   _____
/ \                         \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
\/__\  _______________________\__    H  | |\\| | | |\/| | |  ___|   THE
     \/ \                        \      | | \  | | |  | | | |___
      \_/________________________/   E  |_|  \_| |_|  |_| |_____|  ENEMY
```

From 4432531949649757096
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7bfd9e2cc8178815,start
X-Google-Attributes: gid1115ce,public
From: "URGENT !!!" email97@email-now4.com
Subject: ❓ ❓ ❓ F R E E V A C A T I O N S !!! ❓ ❓ ❓
Date: 1997/09/24
Message-ID: <240997155450@email-now4.com>#1/1
X-Deja-AN: 275257269
Organization: HIJK
Newsgroups: comp.sys.atari.programmer

❓ ❓ ❓ F R E E V A C A T I O N S !!! ❓ ❓ ❓

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for up to a family of 5

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=<=>=>=>=<>><><=>>><

From -4722677141355673599
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82c681ec8828e9e7,start
X-Google-Attributes: gid1115ce,public
From: "eonic man" <eonicman@erols.com>
Subject: The Virtual Mac Project

Date: 1997/09/25
Message-ID: <60d26r$b1i@winter.news.erols.com>#1/1
X-Deja-AN: 275375298
Organization: eonic systems
X-Received-On: 25 Sep 1997 07:00:43 GMT
Newsgroups: comp.sys.atari.programmer

Gentlemen and Ladies,

There is a project going on to create a Virtual Macintosh Plus. It is operational at this time and is available as source code. It has been ported over to quite a few platforms. It would be nice if it were to be ported to MiNTOS. Being able to run Mac in a GEM window under MultiTOS would be quite nice. Especially if LAN support can be created and further support to bring it up to Mac II emulation. Here is the website to download the source code and other necessary files.

http://leb.net/vmac/

From -4680903495888022507
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,507c64fe8d6ff9e0,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,507c64fe8d6ff9e0,start
X-Google-Attributes: gid1115ce,public
From: Gary Priest <Gary@the-gap.demon.co.uk>
Subject: Where can I find the NOS source?
Date: 1997/09/26
Message-ID: <V990QGArP8K0IwAZ@sotnops.demon.co.uk>#1/1
X-Deja-AN: 275745318
Distribution: world
X-NNTP-Posting-Host: sotnops.demon.co.uk [194.222.66.79]
Sender: Gary Priest <Gary@sotnops.demon.co.uk>
Organization: JBA UK Ltd
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Can anybody tell me where I can find the source for KA9Q NOS (preferably the Atari version)?

Cheers,
Gary

--
Gary Priest

From -3973836845484821961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb5f7a1ec69526ca,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,eb5f7a1ec69526ca,start
X-Google-Attributes: gid109a67,public
From: Yves Pelletier <ypell@CAM.ORG>
Subject: Call for patches: mintlib PL48
Date: 1997/09/27
Message-ID: <Pine.GSO.3.94.970927121734.22177B-100000@Stratus.CAM.ORG>#1/1
X-Deja-AN: 276028290
To: mint@atari.archive.umich.edu
Organization: Communications Accessibles Montreal, Quebec Canada
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello MiNT programmers/users...

I am in the process of collecting patches for PL48 of the MiNT library. If you have been working with PL46 or PL47, and made modifications that are of general interest to the users of the library, why not have your contribution become part of the public release?

If you do not subscribe to the MiNT mailing list, and are unaware of changes since PL46, please dowload PL47 at funet.fi or ftp://ftp.cam.org/users/ypell, and verify that there is no duplication of effort between previous patches and yours.

Thanks

Yves Pelletier

From -3664312316246805143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
From: rdell@best.com (Richard Dell)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/09/28

Message-ID: <60m7m1$2tf$1@shell5.ba.best.com>#1/1
X-Deja-AN: 276207733
References: <pk9sovdh8hm.fsf@btm0qt.se.bel.alcatel.be>
<60591j$8d6$9@triglav.iwaynet.net>
X-Trace: 875471363 25439 rdell 206.184.139.132
Organization: Best Internet Communications, Inc - 650 964 BEST
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech

In article <60591j$8d6$9@triglav.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>
>
>On 1997-09-10 dklugh@iwaynet.net'smessageof9Sep199710:56:03GMT said:
>   >And if the requested amount of memory is not available then the OS
>   >will say so. And of course every programmer always
>   >- checks the result of every system call
>
>Well,yeah!
>How else would you do it???
>
>   >- writes appropriate code to deal with the case that the system
>   >call failed
>
>Well at least show the error code and exit.
>
>   >- actually tests all of these special cases to see that
>   >nothing bad happens.
>
>Well there has to be something for memory.Or else PKZIP would just keep eating
>up memory until it crashed.I've run PKZIP on 1MB PCs before with no errors.
>PKZIP was writen long beofre there were 16MB PCs.
>

Not trimming, cause I missed the in-between posts, (but found them on DejaNews).

I speculate that PKZIP crashed in parsing the file names for some sort
of final directory totals or something ... who knows exactly, but
not many programs can handle that many individual files (about 6300).
It may just have been a conflict with QEMM7.5 .. I do have to use
the PKZIP switch to turn off 32 bit DPMI usage as a mater of course.

I mostly wanted the PkZip file as a means to save redundant backups easily
(it takes too long to do anything with 6300 files individually).
I've got it done, and have the files individually on the Zip disk.

--
Richard Dell

From 2214368706063090735

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec9250a1607f67ca,start
X-Google-Attributes: gid1115ce,public
From: "David Stuart Aspey" <David@thezone.force9.co.uk>
Subject: wanted 68000 op code list!!
Date: 1997/09/28
Message-ID: <01bccc3f$fef36060$c482a6c3@h7s8v7>#1/1
X-Deja-AN: 276219042
Organization: kILLER iNSTINCT 1997
Newsgroups: comp.sys.atari.programmer

can any body provide a complete op code list for the atari 68000
processor!.
so I can make a 68000 Dissasembler!.

Email: ice_all@hotmail.com

thanks

From -4897331992617271718
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ec9250a1607f67ca
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: wanted 68000 op code list!!
Date: 1997/09/28
Message-ID: <60mf77$ma2$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 276234236
References: <01bccc3f$fef36060$c482a6c3@h7s8v7>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 28 Sep 1997 20:02:22, "David Stuart Aspey" wrote:
>can any body provide a complete op code list for the atari 68000
>processor!.
>so I can make a 68000 Dissasembler!.

So you don't need the addressing modes, then?

Whoops, sorry, sarcasm will be my downfall!

It's all been done, download e.g. EASYRIDER

Roger Cain, Manchester, UK e-mail:rcain@zetnet.co.uk
STM 4Mb/MagiC 2/NVDI 2 rcain@nest.demon.co.uk
TT 6Mb/MagiC 4/NVDI 4 NeST:90:100/103

From -1251100204765219551
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,507c233e184eba0b,start
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Z80 assembler found
Date: 1997/09/29
Message-ID: <J2TQCXM@tos.pl.net>#1/1
X-Deja-AN: 276368107
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Some of you may remember my post a while ago about a Z80 assembler. I was looking for such an assembler suitable for using with an Atari ST series machine (actually a TT in this case).

I obtained Pascal source to such an assembler but was unable to compile it since I don't have a compiler (hence my post regarding the Pascal compiler) but fortunately I have found C source code to a Z80 assembler (also included in the package are 6800, 6801, 6802, 6803, 6804, 6805, 6808, 6809, 6811, 8085 and 8080 assemblers).

It compiled first time with Lattice C 5.6, and the resultant assembly seems to be correct, although I haven't checked every possibility. In combination with the supplied linker, the assembler can generate Motorola S19 or Intel Hex format output.

Now I just have to find out the format of the Motorola S19 or Intel Hex, although they look simple enough so I'm sure this won't be a problem.

If anyone else wants any of these assemblers, I would be happy to send them.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

From -1093286802260285469
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,507c233e184eba0b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Z80 assembler found
Date: 1997/09/29
Message-ID: <60o018$4ag@balaena.bio.vu.nl>#1/1
X-Deja-AN: 276378957

References: <J2TQCXM@tos.pl.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Mario Becroft (mb@tos.pl.net) wrote:

: Now I just have to find out the format of the Motorola S19 or Intel Hex,
: although they look simple enough so I'm sure this won't be a problem.

I believe the Motorola S Record specification can be found in one
of the Appendices in some of the CPU Manuals. Have a look at www.mot.com,
try a search for S Record or something...

: If anyone else wants any of these assemblers, I would be happy to send
: them.

Try uploading to one or more of the Atari FTP Sites :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Sharks are as tough as those football fans who take their shirts off
during games in Chicago in January, only more intelligent.
-- Dave Barry, "Sex and the Single Amoeba: What Every
Teen Should Know"

From 1234209944387105088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98a71ff08ed4e976,start
X-Google-Attributes: gid1115ce,public
From: Vincent Bakker <bakkerv@pi.net>
Subject: mp3 on atari?
Date: 1997/09/29
Message-ID: <343010F9.3C30@pi.net>#1/1
X-Deja-AN: 276386188
Reply-To: bakkerv@pi.net
Organization: Unisource Business Networks
Newsgroups: comp.sys.atari.programmer

Hello fellow programmers,

is there anyone who has tried to mp3 en/decoding on the atari (falcon).
I haven't yet found any atari related mp3 stuff, but since the source

code for mp3 en/decoding is pub. domain, I can't be the only one trying?

I got the source compiled, but it doesn't work, at least it can't get a
sync on the input mp3 file; I think it's got something to do with
little/big endian conversion of the input file to mp3 bitstream, but
right now I'm stuck.

any info or help appreciated..

greetz,
Vince

From 2687337910819259500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98a71ff08ed4e976
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <Magnus.Kollberg@**emw**.ericsson.se>
Subject: Re: mp3 on atari?
Date: 1997/09/29
Message-ID: <60obfgpkc3@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 276411314
References: <343010F9.3C30@pi.net>
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 875540784 26252 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Vincent Bakker wrote:
>
> Hello fellow programmers,
>
> is there anyone who has tried to mp3 en/decoding on the atari (falcon).
> I haven't yet found any atari related mp3 stuff, but since the source
> code for mp3 en/decoding is pub. domain, I can't be the only one trying?

Yes there is a port on its way. I havn't heard from it for a while, but
I guess it's getting there. Last time I heard from him (Thomas
Berndtson)
he was busy with studies and wanted some help for speeding the
develpoment
up. Maybe you want to help?

Anyway, it sounded very promessing so I guess we will get a player one
day.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
```

+----------+

From 528811444965880389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98a71ff08ed4e976
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: mp3 on atari?
Date: 1997/09/29
Message-ID: <60ofaj$ble@balaena.bio.vu.nl>#1/1
X-Deja-AN: 276444003
References: <343010F9.3C30@pi.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Vincent Bakker (bakkerv@pi.net) wrote:

: is there anyone who has tried to mp3 en/decoding on the atari (falcon).
: I haven't yet found any atari related mp3 stuff, but since the source
: code for mp3 en/decoding is pub. domain, I can't be the only one trying?

Where did you find the code? I spent ages looking for that... :(

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Of course it's the murder weapon. Who would frame someone with a
fake?"

From -7888314966372773671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8488477508dbd7,start
X-Google-Attributes: gid1115ce,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: New: The TOS Book
Date: 1997/09/29
Message-ID: <60oudk$d6n$1@cti01.citenet.net>#1/1
X-Deja-AN: 276484689
Organization: FUNKYWARE.ORG
Newsgroups: comp.sys.atari.programmer

Thomas Much and Gotz Hoffart are begining work on The TOS Book.

This freeware HyperGuide and HTML document will eventually
document ever TOS enhancement (NVDI, WDIALOG, MiNT, etc.)
to become the definite replacement for reference materials
such as The Atari Compendium and the Atari Profibuch. Best
of all, IN PLAIN ENGLISH! ;-)

Should people with expertise in MiNT, MiNTnet, STiK, STinG,
OLGA, WDIALOG, NVDI or just plain Resource styling contribute
to this ongoing project, it might ensure the future of Atari.

Check it out on Thomas' Homepage:

http://www.uni-karlsruhe.de/~Thomas.Much

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

<HTML><BLINK><H1>No HTML Messages Please!</H1></BLINK></HTML>

From -5434140913147824932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae4f6f63b804b1e2,start
X-Google-Attributes: gid1115ce,public
From: t.poling2@genie.com (Tony R. Poling)
Subject: WTB: SuperBase Professional v3.02
Date: 1997/09/29
Message-ID: <60ngtp$jbm@rock101.genie.net>#1/1
X-Deja-AN: 276568908
Sender: t.poling2@genie.com (Tony R. Poling)
Organization: via GEnie Services (1-800-638-9636 or info@genie.com)
Newsgroups: comp.sys.atari.programmer

Greetings.....

Anybody have SuperBase Professional v3.02 or later for sale?
How about ScanX?

-Tony-

From -5621959318015791455

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82c681ec8828e9e7
X-Google-Attributes: gid1115ce,public
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Subject: Re: The Virtual Mac Project
Date: 1997/09/30
Message-ID: <3430c4de.0@news.utbm.fr>#1/1
X-Deja-AN: 276652262
References: <60d26r$b1i@winter.news.erols.com>
To: eonicman@erols.com
Organization: LERMPS
Newsgroups: comp.sys.atari.programmer

>Gentlemen and Ladies,

>There is a project going on to create a Virtual Macintosh Plus. It is
>operational at this time and is available as source code. It has been
>ported over to quite a few platforms. It would be nice if it were to be
>ported to MiNTOS. Being able to run Mac in a GEM window under MultiTOS
>would be quite nice. Especially if LAN support can be created and >further
support to bring it up to Mac II emulation. Here is th=
e website >to download the source code and other necessary files.

Intersting, but the WEB address is not good

>http://leb.net/vmac/

--
Olivier.landemarre@UTBM.FR
http://www.utbm.fr/les.personnes/olivier.landemarre/
Auteur de : GCCShell, Decoupe, GNUGenC

From -7612865924751143357
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,382cb83be92980e1,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,382cb83be92980e1,start
X-Google-Attributes: gid1115ce,public
From: Francois LE COAT <lecoat@ief.u-psud.fr>
Subject: [NEW] Eureka 2.12 2D Graph describer 3D modeller
Date: 1997/09/30
Message-ID: <3431003C.3C773D79@ief.u-psud.fr>#1/1
X-Deja-AN: 276743092
Organization: Universite Paris-Sud, France.
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hello everybody,

I've put on my home page the October release of Eureka 2.12.
It's a 2D Graph Describer and a 3D Modeller. It's freeware
and will run on all Atari platforms and most emulators.
It has now, thanks to Karl SAMYN, an English documentation.
All the program is in two languages : French and English.
You may tell me more about the English translation, and
mistakes I would have made. I'm expecting a feedback for
it. Thanks to all ... Bye for now,

-- Francois LE COAT
WEB : http://www.ief.u-psud.fr/~lecoat
E-mail : mailto:lecoat@ief.u-psud.fr

PS : You will also find Persistence Of Vision 3.02 and
EB_MODEL 3.26 (The POV III modeller) on my page.

From -8333053404320264441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6be7b7c0201f6cab
X-Google-Attributes: gid1115ce,public
From: ajalkane@gamma.hut.fi (Arto Jalkanen)
Subject: Re: Handling keyboard shortcuts
Date: 1997/09/07
Message-ID: <5uunjo$ekh@nntp.hut.fi>#1/1
X-Deja-AN: 270512214
Distribution: inet
References: <46759259_000003_OASIS_NEWS@the-gap.demon.co.uk>
<5tpsh2gbl1@news3.isdnet.net> <4744243_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: Helsinki University of Technology
Newsgroups: comp.sys.atari.programmer

In article <4744243_000003_OASIS_NEWS@the-gap.demon.co.uk>,
Gary Priest <gary@the-gap.demon.co.uk> wrote:
> In article <5tpsh2gbl1@news3.isdnet.net>
>>   Yes, this is a good way, but one is beter : using the keyboard
>>equivalence table fonction. You will find it with the name of :
>>   Keytbl()
>
>I'm at a complete loss about Keytbl! I've read the Compendium but it doesn't
>give any examples on how to use this. It has three arrays; unshifted,
>shifted and caps. No mention of CONTROL!
>
>Surely I can't be the only person trying to make keyboard shortcuts work on
>all keyboards? How can I use Keytbl() to check for CTRL-A?

Not at all. I use the following piece of shit code in Kivi QWK
to get the stuff done (I'll add some explanation later):

```
void key_select(struct _key key)
{
	struct keytab {
		unsigned char *unshift;
		unsigned char *shift;
		unsigned char *capslock;
	} *ktab;
	short o=-1;

	ktab=(struct keytab *)Keytbl((char *)-1,(char *)-1,(char *)-1);
	key.ascii = ktab->unshift[key.scan];
	if ((kstate & K_CTRL) && (kstate & (K_LSHIFT|K_RSHIFT))) {
		switch(key.ascii) {
		case 'w':
		case 'g':
	}
	else if((kstate & K_ALT) && (kstate & (K_LSHIFT|K_RSHIFT))) {
		switch(key.ascii) {
		case 'r':
			o=MENU_REPLYTO;
		case 'e':
		}
	}
	else if (kstate & (K_LSHIFT|K_RSHIFT)) {
		switch(key.scan) {
		case 75:  /* nuoli vasemmalle */
		case 77:  /* sama oikealle */
		}
	}
	else if (kstate & K_CTRL) {
		switch(key.scan) {
		case 115:
		case 75:  /* nuoli vasemmalle */
		case 116:
		case 77:  /* sama oikealle */
		default:
			switch(key.ascii) {
			case 'o':
			case 'p':
			case 'q':		/* quit */
			case 'w':
			}
		}
	}
	else if (kstate & K_ALT) {
		switch (key.scan) {
		case 120:
		case 122:
		default:
			switch(key.ascii) {
			case 'k':
			case 'e':
```

```
            case 'p':
            }
        }
    }
}
```

As you can see I have removed much code, but you can
see the basic frame. The parameter for the function
is just the same keycode you get from the evnt_multi
(was it ascii in first 8 bits and scan code in the
upper part if I remember correctly). The kstate is
also the value from evnt_multi.
Then I just use the Ktabl function to get the
addresses of the tables and use the address to
get the reliable ascii code from the scan code.

It should be pretty straight forward. If you have
any question about that code, ask.

Oh yeah... the numeric codes there. For some keys
there just isn't reliable ascii code, so I used
scan codes to detect them. Keys like that are
arrow keys, undo, help etc.

Regards,
Arto Jalkanen
ajalkane@cc.hut.fi

From 8737168952042589635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc,start
X-Google-Attributes: gid1115ce,public
From: thomas.goirand@hol.fr (Thomas Goirand)
Subject: Re: How may windows can be opened?
Date: 1997/09/07
Message-ID: <5uuuj7$jv3$1@news2.isdnet.net>#1/1
X-Deja-AN: 270630290
References: <5uk3t7$ef9@nntp.hut.fi>
Newsgroups: comp.sys.atari.programmer

On 3 Sep 1997 16:40:07 , Arto Jalkanen wrote:
>I was just wondering... I remembered that TOS 4.04 still had
>a restriction on the number of windows. I even thought that
>it was something like in the old TOSs (7 windows if I
>remember correctly).

I've to say that the limit of the number of window is a LEGEND !

Only the LAME desktop limits it's number of window. But it is
desktop's fault, and NOT AES's.
Try to open 256 windows, I'm almost sure it will work (I've never
tried).

Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr

From 1547874320897408647
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,a2441f4bad9bd12b
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a2441f4bad9bd12b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a2441f4bad9bd12b
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,a2441f4bad9bd12b
X-Google-Attributes: gid1056fc,public
From: bales@hol.fr (N. Bales)
Subject: Re: New ST User Needs Help!
Date: 1997/09/07
Message-ID: <19970907100554105233@ppp68.tou.hol.fr>#1/1
X-Deja-AN: 270632947
References: <Pine.HPP.3.96.970902165942.22980C-100000@demeter.sunyit.edu>
Newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.
atari.st

Jill Howe <howej@sunyit.edu> wrote (?crivait)?:

> I got a bare-bones 520ST about a year ago, with one boot floppy, no
> manuals and no HD. Due to the scarcity of help and software, I'm on the
> verge of selling the system. Can anybody provide me with:
>

Don't be silly ;-) We all try to be very helpful, and there is plenty of
software on the net!

> * The most modern OS that will work well on a 520ST. Remember, I don't
> have a hard drive!

Remember, the OS is in ROM, so upgrading TOS means replacing the ROM
chips. The latest version that will work on your ST is 2.06. There are
upgrade boards available that allow you to switch between the original
TOS and the new one, which is useful for compatibility with older games.

Without a HD, and with only 512K of RAM, I would forget about MagiC, Geneva, Mint, etc... which are modern multitasking systems.

>
> * A decent terminal program so I can get the ST on the net (Zmodem
> download would be needed).

There are several ZModem capable terminal programs (I'm not a specialist, but take a look at a few FTP sites), TCP/IP PPP and SLIP connection is now available with STinG, Web browsing can be done with CAB (you'll need at least a meg though), Usenet and email and FTP can be done with Newsie... There is other stuff too.

>
> * Manuals? Any old pro out there who no longer needs to refer to their
> 520 ST manuals? Even photocopies are welcome.

The manuals won't tell you more than how to copy a file, format a disk and save the desktop. I'm sure you can figure that sort of stuff on your own. There's a chapter about that in the Quick FAQ (see below).

>
> * Pin-outs and or manual for the color SC1224 Atari monitor.

Pinouts can be found here:

http://www.teleport.com/~atari/STinternals.htm#MONITORPORT

>
> * Music software for a MIDI keyboard (this is why I got an ST).
>

Just like on other platforms, the best ones are commercial, Cubase, Notator, Logic... you often see people selling second hand copies on this group.

Otherwise, Alchemie or Sweet Sixteen are shareware seqencers that can be found on the net. I don't have the exact addresses, but they can be found.

> Thanks,
> Jill

I suggest you take a serious look at my Quick FAQ (the address is in my .sig). The ST can probably fulfill most of your needs. Don't give up!

Nick
--
Nicholas Bales / The Atari ST Quick FAQ :
Toulouse / http://www.geocities.com/MotorCity/2090/quickfaq.htm
France / ftp://ftp.sn.no/user/hallvart/atari/info/quickfaq.txt

From -4232998666842083026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6be7b7c0201f6cab
X-Google-Attributes: gid1115ce,public
From: thomas.goirand@hol.fr (Thomas Goirand)
Subject: Re: Handling keyboard shortcuts
Date: 1997/09/07
Message-ID: <5uuv7m$l4q$1@news3.isdnet.net>#1/1
X-Deja-AN: 270686275
References: <46759259_000003_OASIS_NEWS@the-gap.demon.co.uk>
<5tpsh2gbl1@news3.isdnet.net> <4744243_000003_OASIS_NEWS@the-gap.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

On 3 Sep 97 21:47:12 GM, Gary Priest wrote:
>I'm at a complete loss about Keytbl! I've read the Compendium but it doesn't
>give any examples on how to use this. It has three arrays; unshifted,
>shifted and caps. No mention of CONTROL!

The folowing lines does what you want to do. I'm sory if you don't
understand assembly language... but I hate C !!! To slow and unexpressive
(just have a look a PureC bindings and you will see what I mean...).

```
    clr.l    d7                      ; We take the scan code returned by
    move.b   int_out+10,d7      ; evnt_multi() : the highest byte of int_ou+10
(int_out[5] in C).

    Keytbl   #-1,#-1,#-1             ; Let's find the ascii table coresponding to
the
    move.l   d0,a0                   ; scan code (UPPER CASE)

    move.l   4(a0),a0
    add.l    d7,a0
    move.b   (a0),ascii_key
```

Have a try...

Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr

From -4936751550930331672
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6ca0e971e58d912d,start
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Handling keyboard shortcuts
Date: 1997/09/08
Message-ID: <2P7PCBF@tos.pl.net>#1/1

X-Deja-AN: 270640270
References: <46759259_000003_OASIS_NEWS@the-gap.demon.co.uk>
<4744243_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

I always found it much easier just to check the ASCII code and keyboard
shift state separately.

This is not only easier, but also ensures compatibility with any keyboard
layout.

Is there some reason why this is an undesirable method?

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

From -6281120298159530313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea9eb8f4858bf638
X-Google-Attributes: gid1115ce,public
From: pls@no.spam (Gerry O'Rourke)
Subject: Re: Which GEMDOS version do I have.
Date: 1997/09/08
Message-ID: <5v0at2$j41@bcrkh13.bnr.ca>#1/1
X-Deja-AN: 270651594
References: <5ulo90$k2t@bcrkh13.bnr.ca> <vyzu3g02bwu.fsf@issan.informatik.uni-
dortmund.de>
Organization: Nortel Ireland Ltd
Newsgroups: comp.sys.atari.programmer

In article <vyzu3g02bwu.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) wrote:
>Gerry O'Rourke <pls@no.spam> writes:
>
>|> I have an STFM with TOS 1.04
>|> Using two different 'sysinfo-like' programs, I get conflicting GEMDOS
> numbers.
>
>|> One program reports GEMDOS @ version 0.15, the other at version 0.21.
>
>They only differ in the interpretation of the number. The value that
>GEMDOS returns is 0x0015, but 15 hexadecimal is 21 decimal. Both are more
>or less correct.

That's exactly the problem, if somebody writes code to check the GEMDOS version, look what can happen.

Prog #1 checks version of GEMDOS, gets 0.15.
Program quits because it needs functions included since GEMDOS 0.19.

Prog#2 checks (same) version of GEMDOS, gets 0.21.
Program then crashes because functions it needs are not present.

I am now fairly sure that I have version 0.15 & that the version should be called 0.15, because the 'Maddalt' function is included in GEMDOS 0.19 (& upwards) & I don't have this function.

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

From 7149561527830985757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea9eb8f4858bf638
X-Google-Attributes: gid1115ce,public
From: pls@no.spam (Gerry O'Rourke)
Subject: Re: Which GEMDOS version do I have.
Date: 1997/09/08
Message-ID: <5v0a2t$ig0@bcrkh13.bnr.ca>#1/1
X-Deja-AN: 270651622
References: <5ulo90$k2t@bcrkh13.bnr.ca> <EG0ru4.FMu.0.queen@torfree.net>
<5uofqu$rui@balaena.bio.vu.nl>
Organization: Nortel Ireland Ltd
Newsgroups: comp.sys.atari.programmer

In article <5uofqu$rui@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Actually the Atari version of GEM was based on the DOS version. It was sort
>of a quick port to get a GUI :-/ It explains some of the curious "features"
>of GEM.
>
>: Also from what I've read some people believe that CP/M 68K was what the
>: TOS portion of the Atari is based on. Some books I read say that GEMDOS
>: and MSDOS share an eery similarity,
>
>The GEMDOS portion of TOS was actually based on MS-DOS. The original
>version of GEM ran on top of MS-DOS, so Atari needed a sort of MS-DOS-alike
>system to be able to adapt GEM for the Atari. This ended up being GEMDOS,
>wihich explains its name and, again, some curious "features" :-)

I was looking at some old example code that was supplied with Devpac.

One of the files had text refering to a CP/M 68K reference guide.

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

From 4941940790789071642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea9eb8f4858bf638
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Which GEMDOS version do I have.
Date: 1997/09/08
Message-ID: <5v0i5a$t26$4@due.unit.no>#1/1
X-Deja-AN: 270660193
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <5ulo90$k2t@bcrkh13.bnr.ca> <vyzu3g02bwu.fsf@issan.informatik.uni-dortmund.de> <5v0at2$j41@bcrkh13.bnr.ca>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Gerry O'Rourke <pls@no.spam> wrote:
> >|> One program reports GEMDOS @ version 0.15, the other at version 0.21.
> >
> >They only differ in the interpretation of the number. The value that
> >GEMDOS returns is 0x0015, but 15 hexadecimal is 21 decimal. Both are more
> >or less correct.

The HEX number is the correct one. I.e. 0x1500 should be interpreted ad 0.15, 0x2100 is 0.21... If a sysinfo program returns the decimal value it's simply wrong and misleading.

> Prog#2 checks (same) version of GEMDOS, gets 0.21.
> Program then crashes because functions it needs are not present.

It also crashes because it doesn't use Sversion correctly. All official docs clearly states how the returned value should be interpreted.

Btw. I don't think 0.21 really exists, according to the Atari Compendium the actual versions are 0.13 (1.00, 1.02), 0.15 (1.04, 1.06), 0.17 (1.062), 0.19 (2.0x, 3.0x, this is where alternative memory was introduced) and 0.30 (4.0x, MultiTOS).

> I am now fairly sure that I have version 0.15 & that the version should be
> called 0.15, because the 'Maddalt' function is included in GEMDOS 0.19 (&
> upwards) & I don't have this function.

I had a quick look at the MiNT-sources (1.14.3), and it looks like it only

supports Maddalt() if the original GEMDOS does. So it looks like you have
to either fit 2.06 or buy MagiC...

Jo Even Skarstein

From -8342633643001756694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: How may windows can be opened?
Date: 1997/09/08
Message-ID: <5v0h9s$t26$3@due.unit.no>#1/1
X-Deja-AN: 270664641
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <5uk3t7$ef9@nntp.hut.fi> <5uuuj7$jv3$1@news2.isdnet.net>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Thomas Goirand <thomas.goirand@hol.fr> wrote:
> On 3 Sep 1997 16:40:07 , Arto Jalkanen wrote:
> >I was just wondering... I remembered that TOS 4.04 still had
> >a restriction on the number of windows. I even thought that
> >it was something like in the old TOSs (7 windows if I
> >remember correctly).

> I've to say that the limit of the number of window is a LEGEND !
> Only the LAME desktop limits it's number of window. But it is
> desktop's fault, and NOT AES's.

I guess that the AES has a limit, especially since WinX increases the
limit to 40 windows, even under 4.04. According to the Atari Compendium
the limit was raised from seven (Only 4 under 1.00 and 1.02) to infinite
(memory permitting :-) in MultiTOS, a.k.a AES 4.0. This suggests that TOS
4.04 is limited to seven windows.

Jo Even Skarstein

From 6157103996207201179
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea9eb8f4858bf638
X-Google-Attributes: gid1115ce,public
From: pls@no.spam (Gerry O'Rourke)
Subject: Re: Which GEMDOS version do I have.
Date: 1997/09/08
Message-ID: <5v0rhe$se@bcrkh13.bnr.ca>#1/1
X-Deja-AN: 270696334
References: <5ulo90$k2t@bcrkh13.bnr.ca> <vyzu3g02bwu.fsf@issan.informatik.uni-

dortmund.de> <5v0at2$j41@bcrkh13.bnr.ca> <5v0i5a$t26$4@due.unit.no>
Organization: Nortel Ireland Ltd
Newsgroups: comp.sys.atari.programmer

In article <5v0i5a$t26$4@due.unit.no>, Jo Even Skarstein <josk@stud.ntnu.no>
wrote:

>Btw. I don't think 0.21 really exists, according to the Atari Compendium
>the actual versions are 0.13 (1.00, 1.02), 0.15 (1.04, 1.06), 0.17
>(1.062), 0.19 (2.0x, 3.0x, this is where alternative memory was
>introduced) and 0.30 (4.0x, MultiTOS).

Does this mean that MiNT + AES 4.1 support alternate memory, even if the
underlying TOS does not?

Does AES 4.1 replace all of TOS , or only the AES portion?

>I had a quick look at the MiNT-sources (1.14.3), and it looks like it only
>supports Maddalt() if the original GEMDOS does. So it looks like you have
>to either fit 2.06 or buy MagiC...

I was reading the Compute! TOS book & found a BIOS function called 'Getmpb'
(get Memory Parameter Block).

This is used by GEMDOS to initalise the memory management.

If you use this function, it returns three pointers to memory descriptors.

I looked at the structures & it seems that it should be possible to hook into
these, although the book warns about changing these after initalisation.

There is also a location ($49E is TOS 1.04) which appears to be a pointer to
another mpb. This is currently set to NULL. Would it be possible to create
another mpb & put the address here, then link to the main mpb?

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

From 5868085596082392406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea9eb8f4858bf638
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Which GEMDOS version do I have.
Date: 1997/09/08
Message-ID: <5v110l$7et$1@due.unit.no>#1/1
X-Deja-AN: 270710398

Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <5ulo90$k2t@bcrkh13.bnr.ca> <vyzu3g02bwu.fsf@issan.informatik.uni-dortmund.de> <5v0at2$j41@bcrkh13.bnr.ca> <5v0i5a$t26$4@due.unit.no> <5v0rhe$se@bcrkh13.bnr.ca>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Gerry O'Rourke <pls@no.spam> wrote:

> >introduced) and 0.30 (4.0x, MultiTOS).

> Does this mean that MiNT + AES 4.1 support alternate memory, even if the
> underlying TOS does not?

See below.

> Does AES 4.1 replace all of TOS , or only the AES portion?

AES 4.1 is strictly speaking a standard, not a program. But the GEM.SYS 4.1 that's floating around is just a new AES that runs on top of MiNT.

> >I had a quick look at the MiNT-sources (1.14.3), and it looks like it only
> >supports Maddalt() if the original GEMDOS does. So it looks like you have
> >to either fit 2.06 or buy MagiC...

> I was reading the Compute! TOS book & found a BIOS function called 'Getmpb'
> (get Memory Parameter Block).

MPB doesn't make any sense under MagiC or MiNT, so if you use it it will probably break under anything but plain TOS and perhaps Geneva.

> I looked at the structures & it seems that it should be possible to hook into
> these, although the book warns about changing these after initalisation.

And MiNT (and MagiC I believe) uses a completely different way of organizing memory,
so it won't work unless you use plain TOS.

> There is also a location ($49E is TOS 1.04) which appears to be a pointer to
> another mpb. This is currently set to NULL. Would it be possible to create
> another mpb & put the address here, then link to the main mpb?

Haven't got a clue, but as a general rule you should not mess around with MPB. It's
highly version-dependant and won't work at all under several OS'es. Upgrade to 2.06
or get MagiC! Unless you play a lot of old games I'd go for the 2.06-options, as it
gives you more freedom than MagiC (E.g. you could use the alt. memory under MiNT and
TOS as well.).

Jo Even Skarstein

From -2039713287678319631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea9eb8f4858bf638
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Which GEMDOS version do I have.
Date: 1997/09/08
Message-ID: <5v12am$lsv@balaena.bio.vu.nl>#1/1
X-Deja-AN: 270727600
References: <5ulo90$k2t@bcrkh13.bnr.ca> <vyzu3g02bwu.fsf@issan.informatik.uni-dortmund.de> <5v0at2$j41@bcrkh13.bnr.ca>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Gerry O'Rourke (pls@no.spam) wrote:

: I am now fairly sure that I have version 0.15 & that the version should be
: called 0.15, because the 'Maddalt' function is included in GEMDOS 0.19 (&
: upwards) & I don't have this function.

If you wanna be really evil you can get a TOS image for TOS 2.06 off one of the Atari Game sites, which is sort of illegalish. But anyway, you could then load that TOS from disk on bootup and end up with a newer TOS and more memory minus the size of the TOS image. May be worth a try?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Boo!

From 3669318511335682643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb5325bf84cdafc3,start
X-Google-Attributes: gid1115ce,public
From: marillat@alpes-net.fr (Christian Marillat)
Subject: GCC and GFA
Date: 1997/09/08
Message-ID: <1722marillat@alpes-net.fr>#1/1
X-Deja-AN: 270748061
X-Ftn-Adr: 90:800/1.15
Organization: French Gateway (Atari)

X-ViaGateway-At: 90:800/1.15
Reply-To: marillat@alpes-net.fr
Newsgroups: comp.sys.atari.programmer

Hi,

Anybody can tell me how to include GCC C procedure in GFA basic ?

I know sozobon can do that but for GNU C !!!???

Bye,
Christian

** I'm up to the eyes in work

Via *FIST* v2.52A beta Gate on alpes-net.fr (90:800/1.15)

--

From 6670466121177907795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: How may windows can be opened?
Date: 1997/09/08
Message-ID: <!SPAMdwilga-0809971349550001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 270754204
References: <5uk3t7$ef9@nntp.hut.fi> <5uuuj7$jv3$1@news2.isdnet.net>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <5uuuj7$jv3$1@news2.isdnet.net>, thomas.goirand@hol.fr (Thomas
Goirand) wrote:

> On 3 Sep 1997 16:40:07 , Arto Jalkanen wrote:
> >I was just wondering... I remembered that TOS 4.04 still had
> >a restriction on the number of windows. I even thought that
> >it was something like in the old TOSs (7 windows if I
> >remember correctly).
>
> I've to say that the limit of the number of window is a LEGEND !
> Only the LAME desktop limits it's number of window. But it is
> desktop's fault, and NOT AES's.
> Try to open 256 windows, I'm almost sure it will work (I've never
> tried).
>

Not true. There *is* a limit of 7 windows total (the desktop is always "open", and it's #8) in all AES versions prior to the one included with the Falcon and MultiTOS. Trying to use wind_create() to create anything past 7 will result in an error code.

The lame desktop in older versions of the AES did have a ridiculously low limit: 4, even though the AES was capable of opening 7. This was prior to 2.x/3.x, IIRC.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From -1899373210593836104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/09/08
Message-ID: <!SPAMdwilga-0809971351320001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 270757643
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com> <5u7584$p2j$1@nuke.csu.net> <5udaui$9tk$1@shell5.ba.best.com> <maury-0209971110210001@199.166.204.230> <5unrl0$j8k$1@shell5.ba.best.com> <maury-0509971106180001@199.166.204.230>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

...and I just heard this morning on the radio that AOL has purchased Compuserve... Interpret that as you will.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From 7376509160294779978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c683da16f098e876,start
X-Google-Attributes: gid1115ce,public
From: Ben Hall <cb170@city.ac.uk>

Subject: GFA Number format conversion query in sample files
Date: 1997/09/08
Message-ID: <Pine.GSO.3.95.970908222841.17019D-100000@exeter>#1/1
X-Deja-AN: 270785484
X-Sender: cb170@exeter
Organization: School of Informatics, City University, London
Newsgroups: comp.sys.atari.programmer

Hi guys,

I need to be able to extract the sample rate from *.AIF format sample files, but the number is stored in the file in 80-bit IEEE floating point format, and I need to be able to convert this into a readable number.

GFA supports "double" values which are 8-byte IEEE floating point format, but this doesn't seem to help much, either.

So, any clues?

Here's some examples, with the 10 bytes of the IEEE format number, and some sample rates to which they represent:

```
  8K = 64,11,252,160,0,0,0,0,0,1
 16k = 64,12,252,160,0,0,0,0,0,1
 22k = 64,13,171,108,0,0,0,0,0,1
 32k = 64,13,244, 36,0,0,0,0,0,1
 44k = 64,14,171,109,0,0,0,0,0,1
 48k = 64,14,184,157,0,0,0,0,0,1
```

So, how can I interpret those 10 bytes into the corresponding sample rate with GFA?

```
 |>         | |
 |> E |\|   |-| /\ |_ |_
```

From 301300523650007299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a52bf7ecf4d2b862
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: ZIP drives and MagiC problems
Date: 1997/09/08
Message-ID: <26932263_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 270834237
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]

References: <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk>
X-Sender: News Hound v0.05 (Atari) BETA
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

Hi Uwe & Everybody

Today, due to my colour booting problem (another thread) and various unexplained crashes under MagiC, I zeroed my boot partition and reloaded HDDriver, NVDI, MagiC etc.

My ZIP drive seems to be behaving better now. So problem solved for now :) It certainly seems to recognise a disk now, even if I boot without one in the drive. I haven't checked the other problem (swapping from a 1 partition disk to a 3 partition disk and vice versa). If it's still a problem, then of course I'll repost in here :)

Regards,
Gary

In article <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk>
    gary@the-gap.demon.co.uk (Gary Priest) wrote:-

>I am running a Falcon with MagiC 5.11 (also used to be 5.03) and HD Driver
>6.0, and MagXDesk.
>
>I have a ZIP drive attached to the SCSI port.
>
>If I boot my Falcon and there is no disk in the ZIP drive then I can't
>access it at all even when I put a disk in. I have to reboot. All I get is a
>gemdos error (can't remember which one, something like invalid drive).
>
>If I have a disk in the drive with say 3 partitions, and then eject it and
>insert a disk with one partition, and try to access it, I get the same
>gemdos error as above. :(
>
>Is this normal behaviour, or is it a bug in MagiC, MagxDesk, or HD Driver?
>
>Seems very poor to me. If it is a bug, would it be possible to write a
>workaround (ie something that flushes the disk details and does a mediach)?
>
>But surely the Falcon should recognise the disk has changed (or been
>inserted) and adapt to suit it?
>
>Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From 9184121138625006411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a52bf7ecf4d2b862
X-Google-Attributes: gid1115ce,public
From: DCroker@fortress.org.uk (Derryck Croker)
Subject: Re: ZIP drives and MagiC problems
Date: 1997/09/08
Message-ID: <1274_DCroker@fortress.org.uk>#1/1
X-Deja-AN: 270849570
Reply-To: DCroker@fortress.org.uk
Organization: The <Fortress> BBS
Newsgroups: comp.sys.atari.programmer

Nostrodamus phrophesised this from us@ooc.de to All...

Hi Uwe!

u> Gary Priest wrote:
>>
>> If I have a disk in the drive with say 3 partitions, and then eject it
>> and insert a disk with one partition, and try to access it, I get the
>> same gemdos error as above. :(

u> A workaround makes no sense. Media changes have to be reported and
u> recognized. Anything else is not satisfying.

I have the same problem with a Syquest EZ135 as discussed in email BTW.

Speak to 'ya later!

--

From -8431265075741545415
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,346760e0d9f0bd35,start
X-Google-Attributes: gid1115ce,public
From: "Centek" <centek@eeb.fr>
Subject: Phenix
Date: 1997/09/08
Message-ID: <01bcbcaf$492e48c0$190844c3@p-d-mou>#1/1
X-Deja-AN: 270882428
Distribution: world

Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

<encoded_portion_removed>
Cmh0dHA6Ly93d3cuZWViLmZyL2NlbnRlaw==

From 7267962033996169255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: How may windows can be opened?
Date: 1997/09/08
Message-ID: <1997090820285480956@zetnet.co.uk>#1/1
X-Deja-AN: 271048318
Newsgroups: comp.sys.atari.programmer

> limit to 40 windows, even under 4.04. According to the Atari Compendium
> the limit was raised from seven (Only 4 under 1.00 and 1.02) to infinite
> (memory permitting :-) in MultiTOS, a.k.a AES 4.0. This suggests that TOS
> 4.04 is limited to seven windows.

This part of the compendium has a couple of typos - I cannot find the
corrections file atm, but I know that TOS 1.00 also had a max of 7 windows.
I also seem to remember that they said that they corrected it to say that
it was AES 3.3 that changed the limit, but I'm not certain on this point...

Anthony

--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------
Please note the new email and WWW addresses. Thanks.

From 1096262721677615376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a2441f4bad9bd12b
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,a2441f4bad9bd12b
X-Google-Attributes: gid1056fc,public

X-Google-Thread: 1115ce,a2441f4bad9bd12b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a2441f4bad9bd12b
X-Google-Attributes: gid109a67,public
From: ag352@chebucto.ns.ca (John S. Gray)
Subject: Re: New ST User Needs Help!
Date: 1997/09/09
Message-ID: <5v2gkp$1bc$1@News.Dal.Ca>#1/1
X-Deja-AN: 270883103
References: <Pine.HPP.3.96.970902165942.22980C-100000@demeter.sunyit.edu>
Followup-To:
comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.
atari.st
Organization: Chebucto Community Net
Newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.
atari.st

Most of the good MIDI stuff needs 1 meg to run. Also you need the SM124
mono monitor for most of them. Chances are the TOS in your 520 is the
dreaded 1.0, and that the floppy drive is only single sided.

best of luck with it.

JG

From 8210022653340051896
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f086895be941db2c
X-Google-Attributes: gid1115ce,public
From: "Daniel H?gg" <kalle@kula>
Subject: Re: Key pressed or not, how do I find out?
Date: 1997/09/09
Message-ID: <01bcbceb$495b7c00$23334b92@sme0323.marine.combitech.se>#1/1
X-Deja-AN: 270915942
References: <5thq72qap1@o.online.no> <5tihhk$7dh$1@news3.isdnet.net>
<5u0snd$495$1@newsserver.rrzn.uni-hannover.de>
Organization: Combitech
Newsgroups: comp.sys.atari.programmer

Andreas Kromke <and@imr.uni-hannover.de> wrote in article
> : >Now, this is the case; I use evnt_multi to wait for a keypress
> : >(evnt_keybd()), and when I get that event and have detemined that the
> : >pressed key is an arrow down (scancode $50 or $48, don't remember) I
enter
> : >my scroll down routine. Now, when this scroll down routine is finished

> : >(one line scrolled), I want to check, somehow, to see if that key is
still

> : >pressed! This way I can loop this scrolling routine which speeds up
the
> : >scrolling quite much and avoid the keyboard overrun.
>
> 3. Try evnt_multi() with timer=0 and check if further key events are
>   waiting (i.e. poll the events). Ignore these events if the key is
>   a cursor key.
>   Continue the loop until no further keys are waiting.
>

If you access the hardware direct, you will receive a
message from the IKBD when the key is pressed
and another message when the key is released.
But you should of course not do this! :-)

 /
/ Daniel

From -3618749443743283301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,346760e0d9f0bd35
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Phenix
Date: 1997/09/09
Message-ID: <5v2uom$bph@balaena.bio.vu.nl>#1/1
X-Deja-AN: 270936610
Distribution: world
References: <01bcbcaf$492e48c0$190844c3@p-d-mou>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Centek (centek@eeb.fr) wrote:

: Q0VOVEVLIC0gQVVHVVNUIDE5OTcNCg0KKioqKioqKioqKioqKioqKioqKioqKioqKioqKioNCiog
: UEhFTklYIDA0ML8gLyBQSEVOSVggMDYwvyAqDQoqKioqKioqKioqKioqKioqKioqKioqKioq

Ah, I see...

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

If little green men land in your back yard, hide any little green women
you've got in the house.

-- Mike Harding, "The Armchair Anarchist's Almanac"

From -4418094169840655221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
From: dklugh@iwaynet.net
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/09/09
Message-ID: <5v3a03$8ai$1@triglav.iwaynet.net>#1/1
X-Deja-AN: 270960355
References: <5uru86ist1@shell5.ba.best.com>
X-Everything: Net-Tamer V 1.09
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 1997-09-06 rdell@best.com(RichardDell) said:
>Did, done .. single Pkzip file .. 24 megs or so. Pkzip bombed on my
>system (choked perhaps) possibly due to my own system memory
>constrants, but the file was there deleted, so I undeleted it and
>it looks valid (passes the Pkzip -t).
>> Perhaps I can help? I have a ZIPper on my Mac that I find to be
>>much more reliable than the ones on the PC, notably on large files
>like this.
>Thanks, but I worked around (see above) Thursday nite. I did
>notice the

It shouldn't crash because of lack of memory.MS-DOS programmes must ask the OS to use memory.It's up to MS-DOS to tell it where the free memory is.
Actually,this is how the Atari works too.
PKZIP should just get a error from MS-DOS and exit.And PKZIP (2.04g) uses XMS memory.(and EMS,but nobody uses that anymore)

How much MS-DOS and XMS memory do you have?

Net-Tamer V 1.09 - Test Drive

From 8261781783075769
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2a1b61da99083ff,start
X-Google-Attributes: gid1115ce,public
From: massimo@irfmn.mnegri.it (Max Farina)
Subject: Color sprite
Date: 1997/09/09
Message-ID: <massimo-ya02408000R0909971409240001@newsserver.cilea.it>#1/1
X-Deja-AN: 270975746
Organization: Istituto Mario Negri
Newsgroups: comp.sys.atari.programmer

Does anyone know how can I make (and display) a little color-sprite on
the screen ?
Have you a little C source code to show me ?

Thank you very much!

```
 ---------------------------------------------------------------------------
|      /|/|                                                                  |
|     /   |AX          Institute of Pharmacology Research "Mario Negri"      |
|  Massimo Farina               E-mail: massimo@irfmn.mnegri.it              |
 ---------------------------------------------------------------------------
```

From -8119407727100381122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea9eb8f4858bf638
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Which GEMDOS version do I have.
Date: 1997/09/09
Message-ID: <5v3g34$83s$1@due.unit.no>#1/1
X-Deja-AN: 270978996
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <5ulo90$k2t@bcrkh13.bnr.ca> <vyzu3g02bwu.fsf@issan.informatik.uni-dortmund.de> <5v0at2$j41@bcrkh13.bnr.ca> <5v12am$lsv@balaena.bio.vu.nl>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Levien van Zon <lvzon@bio.vu.nl> wrote:
> Gerry O'Rourke (pls@no.spam) wrote:

> : I am now fairly sure that I have version 0.15 & that the version should be
> : called 0.15, because the 'Maddalt' function is included in GEMDOS 0.19 (&
> : upwards) & I don't have this function.

> If you wanna be really evil you can get a TOS image for TOS 2.06 off one of
> the Atari Game sites, which is sort of illegalish. But anyway, you could

> then load that TOS from disk on bootup and end up with a newer TOS and more
> memory minus the size of the TOS image. May be worth a try?

I had a look at BigDOS 8 today, and it seems like it supports Maddalt(). So try BigDOS and see what happens.

Jo Even Skarstein

From -4586651834238431366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: How may windows can be opened?
Date: 1997/09/09
Message-ID: <873825920_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 271128022
Organisation: The DarkForce! BBS (606-886-9014)
Reply-To: thechyld@pcc-uky.campus.mci.net
Organization: CampusMCI
Newsgroups: comp.sys.atari.programmer

In article <1997090820285480956@zetnet.co.uk>
Anthony Jacques <jacquesa@zetnet.co.uk> said:-

>This part of the compendium has a couple of typos - I cannot find the
>corrections file atm, but I know that TOS 1.00 also had a max of 7 windows.
>I also seem to remember that they said that they corrected it to say that
>it was AES 3.3 that changed the limit, but I'm not certain on this point...
>
>Anthony

Just out of curiosities sake, I booted up my sons 1040 ST with TOS 1.0 and it goes to 4 open windows before saying I must close a currently open window before I can open another one... Tried the same thing with my TOS 1.04 Mega ST, and it went to 4 open windows also...Then I tried it with TOS 4.04 on my Falcon...the number there did increase to 7... :)

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/                                          |                              _/
_/  Wild wind-horses soar the cloud-trails, |              /\             _/
_/    Unholy horn doth sound its blast,     |          Dark><Chyld        _/
_/    You and we were first to conquer,     |              \/             _/
_/      You and we shall be the last!       |                             _/
_/                                          |    -The  F u j i  Lives!-   _/
_/     From "Song Of The DragonMasters"     |                             _/
_/__________________________________________|_____________________________/
_/                                                                        _/
```

_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/
_/_/_/

This System will include the above listed games
(4) Option's (Add 50% if not purchased with 1040 STFM)
a. Wico bat handle Joystick (Steel Shaft).....
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b. SC-124 monochrome Monitor.....
$ 20.00

Radio Shack Model 100 .....
$100.00
(1) Fully operational Expanded to 32 K Memory
(2) Owners Manual and Leatherette Cover

Sega Master System
Base System/No Power Supply .....
$ 30.00
Base System/with PS .....
$ 45.00
Controller Pad .....(8.00 with purchase of console).....
$ 10.00

Contact orion5@sunherald.infi.net

Buyer pays Shipping

Thanks

From -2288614499987983097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f928bc91b773e4a6,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: Re: VT100 specs
Date: 1997/09/09
Message-ID: <42355858_000034_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 271354709
X-NNTP-Posting-Host: elis.demon.co.uk [194.222.41.182]
References: <EFyDEs.AAJ@suse.modem.stud.uni-hannover.de>
<341035d0ca5193@post1.com>
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk (G Greenway)
Newsgroups: comp.sys.atari.programmer

Jason J Railton had an article on escape codes in a recent edition og ICTARI.
Get thee to:

http://www.elis.demon.co.uk/ictari/ictari.htm

Have Fun,
"Augeas"

--

```
 _ _________________________          _    _   _    _   _____
/ \                         \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
\/__\  ________________________\__    H  | |\\| | | |\/| | |  ___|   THE
     \/ \                        \      | | \  | | |  | | | |___
      \_/________________________/   E  |_|  \_| |_|  |_| |_____|  ENEMY
```

From -6553910708042147039
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,346760e0d9f0bd35
X-Google-Attributes: gid1115ce,public
From: wongck@letterbox.com (William Wong)
Subject: Re: Phenix
Date: 1997/09/10
Message-ID: <5v58pf$69@usenet.pa.dec.com>#1/1
X-Deja-AN: 271222458
Distribution: world
References: <01bcbcaf$492e48c0$190844c3@p-d-mou> <5v2uom$bph@balaena.bio.vu.nl>
Organization: DEC
Newsgroups: comp.sys.atari.programmer

In article <5v2uom$bph@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon)
wrote:
>Centek (centek@eeb.fr) wrote:
>
>: Q0VOVEVLIC0gQVVHVVNUIDE5OTcNCg0KKioqKioqKioqKioqKioqKioqKioqKioqKioqKioNCiog
>: UEhFTklYIDA0ML8gLyBQSEVOSVggMDYwvyAqDQoqKioqKioqKioqKioqKioqKioqKioqKioqKioq
>
>Ah, I see...
>
>   -=Levjenno

 They actually file attached a text file to the posting. You need a news
reader which understands file attachment.

Regards
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system

originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
 http://probehouse.home.ml.org / | \486DX66/16Mb/1GB/W95

From 9142502175088769430
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: 404on040@remove2reply.iwvisp.com (Michael Grove)
Subject: Re: How may windows can be opened?
Date: 1997/09/10
Message-ID: <5v5hur$472@news.iwvisp.com>#1/1
X-Deja-AN: 271226791
References: <873825920_OASIS_@pcc-uky.campus.mci.net>
Organization: IWVISP
Newsgroups: comp.sys.atari.programmer

On 9 Sep 97 17:25:20 GM, Ronald J. Hall wrote:
> In article <19970908202854809 56@zetnet.co.uk>
> Anthony Jacques <jacquesa@zetnet.co.uk> said:-
>
>>This part of the compendium has a couple of typos - I cannot find the
>>corrections file atm, but I know that TOS 1.00 also had a max of 7 windows.
>>I also seem to remember that they said that they corrected it to say that
>>it was AES 3.3 that changed the limit, but I'm not certain on this point...
>>
>>Anthony
>
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> it goes to 4 open windows before saying I must close a currently open window
> before I can open another one... Tried the same thing with my TOS 1.04 Mega
> ST, and it went to 4 open windows also...Then I tried it with TOS 4.04 on
> my Falcon...the number there did increase to 7... :)
>

Shame on you. Forcing your son to use a 1040 with TOS 1.0:).
I "loaned" my Mighty Sonic Falcon to my 14 yearold with the hope that he is
able to pick-up Calamus and Papyrus. Everytime I go into the room, he has
some game fired-up.....He has done some work with M.A.G.E., but only with
sprites so far. Wait until the book reports are due:). Last year I got him
going with PageStream, but I was hoping he could teach me how to use those
fancy ones:).

Mike

From 8779158422593675338
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
From: Chris Gray <grayc@se.bel.alcatel.be>
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/09/10
Message-ID: <pk9sovdh8hm.fsf@btm0qt.se.bel.alcatel.be>#1/1
X-Deja-AN: 271229756
Sender: grayc@btm0qt.se.bel.alcatel.be
References: <5uru86ist1@shell5.ba.best.com> <5v3a03$8ai$1@triglav.iwaynet.net>
Organization: Alcatel/Bell
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5v3a03$8ai$1@triglav.iwaynet.net> dklugh@iwaynet.net writes:

> It shouldn't crash because of lack of memory.MS-DOS programmes must ask the OS to use memory.It's up to MS-DOS to tell it where the free memory is. Actually,this is how the Atari works too.

And if the requested amount of memory is not available then the OS will say so.
And of course every programmer always
- checks the result of every system call
- writes appropriate code to deal with the case that the system call failed
- actually tests all of these special cases to see that nothing bad happens.

And I have a claim on some Martian real estate that you really should buy.

--

Chris Gray

(^_^)/~~

From -9169330746479420754

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,346760e0d9f0bd35
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Phenix
Date: 1997/09/10
Message-ID: <5v5vh6$i8b@balaena.bio.vu.nl>#1/1
X-Deja-AN: 271261438
References: <01bcbcaf$492e48c0$190844c3@p-d-mou> <5v2uom$bph@balaena.bio.vu.nl>
<5v58pf$69@usenet.pa.dec.com>
Distribution: world
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

William Wong (wongck@letterbox.com) wrote:

: >: UEhFTklYIDA0ML8gLyBQSEVOSVggMDYwvyAqDQoqKioqKioqKioqKioqKioqKioqKioqKioqKioq
: >
: >Ah, I see...

: They actually file attached a text file to the posting. You need a news
: reader which understands file attachment.

You mean to say that not everyone uses TIN? :-)

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Give thought to your reputation. Consider changing name and moving to
a new town.

From -9222805937437283002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: ajalkane@gamma.hut.fi (Arto Jalkanen)
Subject: Re: How may windows can be opened?
Date: 1997/09/10
Message-ID: <5v6ir2$sr6@nntp.hut.fi>#1/1
X-Deja-AN: 271339527
Distribution: inet
References: <5uk3t7$ef9@nntp.hut.fi> <5uuuj7$jv3$1@news2.isdnet.net>
<5v0h9s$t26$3@due.unit.no>
Organization: Helsinki University of Technology

Newsgroups: comp.sys.atari.programmer

In article <5v0h9s$t26$3@due.unit.no>,
Jo Even Skarstein <josk@stud.ntnu.no> wrote:
>Thomas Goirand <thomas.goirand@hol.fr> wrote:
>> On 3 Sep 1997 16:40:07 , Arto Jalkanen wrote:
>> I've to say that the limit of the number of window is a LEGEND !
>> Only the LAME desktop limits it's number of window. But it is
>> desktop's fault, and NOT AES's.
>I guess that the AES has a limit, especially since WinX increases the
>limit to 40 windows, even under 4.04. According to the Atari Compendium
>the limit was raised from seven (Only 4 under 1.00 and 1.02) to infinite
>(memory permitting :-) in MultiTOS, a.k.a AES 4.0. This suggests that TOS
>4.04 is limited to seven windows.

Hmm.. perhaps it was raised to infinite already in TOS 4.04?
I can open over 25 windows (I got bored opening them after that)
with TOS 4.04. Of course not with the desktop...

Although I do remember reading back when MultiTOS was released
that MultiTOS expanded the number of windows open to infinite.

Regards,
Arto Jalkanen
ajalkane@cc.hut.fi

From 7367557123871406322
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2a1b61da99083ff
X-Google-Attributes: gid1115ce,public
From: thomas.goirand@hol.fr (Thomas Goirand)
Subject: Re: Color sprite
Date: 1997/09/10
Message-ID: <5v6vbl$5u5$1@news2.isdnet.net>#1/1
X-Deja-AN: 271368574
References: <massimo-ya02408000R0909971409240001@newsserver.c
Newsgroups: comp.sys.atari.programmer

On 9 Sep 1997 14:09:24 , Max Farina wrote:
>
>Does anyone know how can I make (and display) a little color-sprite on
>the screen ?
>Have you a little C source code to show me ?

In wich environement are you working ? It is under TOS or
is it for a game or something like that ? (i.e do you want to
use the VDI...)

Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr

From -8222364287111546805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d98b131403e8834d
X-Google-Attributes: gid1115ce,public
From: paulat.jones!ANTI-SPAM@zetnet.co.uk (Paul Jones)
Subject: Re: choosing BASIC interp
Date: 1997/09/10
Message-ID: <5v6qq2$h2r$2@irk.zetnet.co.uk>#1/1
X-Deja-AN: 271371760
References: <b1a_9709060121@tor250.org> <1997090611413080956@zetnet.co.uk>
Organization: PJCO
Newsgroups: comp.sys.atari.programmer

On 6 Sep 1997 11:41:30 , Anthony Jacques wrote:

>> JA>> GEMMA is not for adding GEM like interface,, it is for accesing GEM
>> JA>> the true GEM, it lets you read and write the command line, lets you
>> JA>Sorry to butt in Tony, but you're over emphasizing the file-selector
>> JA>here. :) GEMMA allows access to all of GEM - there are various demo
>> JA>programs making use of windows and dialogues etc. There are commands
>> JA>implemented for all AES and VDI calls (even AES 4.x).
>>
>> So does that mean one could multitask under Geneva too, seeing as this is
>> allowing STOS to access GEM?
>
>Geneva hasn't been tested, but I dont see any reason why not. Due to some
>dirty memory handling code in STOS (which is gradually being replaced),
>there are potential problems under any multitasking system, so I wouldn't
>care to say if it works... but it might.

Currently GEMMA works fine under MultiTOS and even a multitasking GEM
application has been programmed which works in the STOS interpreter!
There is no visable methods to tell a GEMMA/STOS program to another
language.

Paul

```
 _____                                                  _____
/\  _ `\    * It's good to talk, but even better to email! *  /\___ \
\ \ \L\ \     * Internet email: paulat.jones@zetnet.co.uk *   \/__/\ \
 \ \ ,__/             * PJCO & GEMMA member 1. *                _\ \ \
  \ \ \             * Check out the homepage at: *              /\ \_\ \
   \ \ \   * http://www.users.zetnet.co.uk/pjones/home.htm *    \ \____/
    \/_/     * HBASIC tutorial writer for Atari Computing *      \/___/
```

From 5296661395630726277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6be7b7c0201f6cab
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: Handling keyboard shortcuts
Date: 1997/09/10
Message-ID: <42956131_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 271390419
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
References: <5tpsh2gbl1@news3.isdnet.net> <4744243_000003_OASIS_NEWS@the-gap.demon.co.uk> <5uuv7m$l4q$1@news3.isdnet.net>
X-Sender: News Hound v0.05 (Atari) BETA
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

Hi Thomas

Thanks for the example below. It's just what I needed. I do indeed understand assembly language. It's what I write *all* my Atari programs in. I'm not much of a C programmer at all :)

Thanks to everyone, who responsded to this thread, it's much appreciated. I am now able to put proper keyboard shortcut handling in POPwatch, CoSTa etc.

Cheers,
Gary

 In article <5uuv7m$l4q$1@news3.isdnet.net>
  thomas.goirand@hol.fr (Thomas Goirand) wrote:-

```
>On 3 Sep 97 21:47:12 GM, Gary Priest wrote:
>>I'm at a complete loss about Keytbl! I've read the Compendium but it doesn't
>>give any examples on how to use this. It has three arrays; unshifted,
>>shifted and caps. No mention of CONTROL!
>
>        The folowing lines does what you want to do. I'm sory if you don't
>understand assembly language... but I hate C !!! To slow and unexpressive
>(just have a look a PureC bindings and you will see what I mean...).
>
>        clr.l   d7                                      ; We take the scan code
returned by
>        move.b  int_out+10,d7           ; evnt_multi() : the highest byte of
int_ou+10 (int_out[5] in C).
>
>        Keytbl  #-1,#-1,#-1                     ; Let's find the ascii table
coresponding to the
>        move.l  d0,a0                           ; scan code (UPPER CASE)
>
```

```
>        move.l  4(a0),a0
>        add.l   d7,a0
>        move.b  (a0),ascii_key
```

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From 9210458143394129579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: How may windows can be opened?
Date: 1997/09/10
Message-ID: <1997091020115980956@zetnet.co.uk>#1/1
X-Deja-AN: 271390421
References: <873825920_OASIS_@pcc-uky.campus.mci.net>
Newsgroups: comp.sys.atari.programmer


```
> >This part of the compendium has a couple of typos - I cannot find the
> >corrections file atm, but I know that TOS 1.00 also had a max of 7 windows.
> >I also seem to remember that they said that they corrected it to say that
> >it was AES 3.3 that changed the limit, but I'm not certain on this point...
>
>   Just out of curiosities sake, I booted up my sons 1040 ST with TOS 1.0 and
>   it goes to 4 open windows before saying I must close a currently
open window
>   before I can open another one... Tried the same thing with my TOS 1.04 Mega
>   ST, and it went to 4 open windows also...
```

Yes, this is the desktop - try it again with something like Everest - you'll get 7 windows (like I just did on my 1.00 STfm).

```
> Then I tried it with TOS 4.04 on
>   my Falcon...the number there did increase to 7... :)
```

Strange - Desktop on my Falcon allows 8 windows - but this is a desktop limitation, not the AES - in Thing there is a limit of 16 windows (I expect forced by Thing), while Everest (3.5e) allows me to open 10...

Try it. :-)

Anthony

--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------
Please note the new email and WWW addresses. Thanks.

From 1774673493347231408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: How may windows can be opened?
Date: 1997/09/10
Message-ID: <873932370_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 271583587
Organisation: The DarkForce! BBS (606-886-9014)
Organization: CampusMCI
Reply-To: thechyld@pcc-uky.campus.mci.net
Newsgroups: comp.sys.atari.programmer

In article <5v5hur$472@news.iwvisp.com>
404on040@remove2reply.iwvisp.com (Michael Grove) said:-

>Shame on you. Forcing your son to use a 1040 with TOS 1.0:).

<grin> Well, he is just 6 years old, so he mostly does games...He does use Art For Kids, H.E.R.O (Falcon version), and Running, on my Falcon. A lot... :)

>I "loaned" my Mighty Sonic Falcon to my 14 yearold with the hope that he is
>able to pick-up Calamus and Papyrus. Everytime I go into the room, he has
>some game fired-up.....He has done some work with M.A.G.E., but only with
>sprites so far. Wait until the book reports are due:). Last year I got him
>going with PageStream, but I was hoping he could teach me how to use those
>fancy ones:).

I've just recently bought PageStream 2.2se for my Falcon so I'm just really getting used to it. Do you have any suggestions on how to get it to bootup faster on the Falcon? I've set the fastload bit, and I've gotten the paths correctly set to my hard drive, but it still seems to take a long time to start (especially compared to most other programs) I'm hoping Kyle will develop a taste for more "serious" stuff as we go along...! :)

Thanks for any suggestions...!

--

```
  _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
  _/                                        |                              _/
  _/  Wild wind-horses soar the cloud-trails, |              /\             _/
  _/    Unholy horn doth sound its blast,     |          Dark><Chyld        _/
  _/    You and we were first to conquer,     |              \/             _/
  _/      You and we shall be the last!       |                             _/
  _/                                        |    -The  F u j i  Lives!-   _/
  _/     From "Song Of The DragonMasters"     |                             _/
  _/_________________________________________|_____________________________/
  _/                                                                        _/
  _/         SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014         _/
  _/                                                                        _/
  _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

From 2233095713101623214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <Magnus.Kollberg@**emw**.ericsson.se>
Subject: Re: How may windows can be opened?
Date: 1997/09/10
Message-ID: <5v5knb$491$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 272470718
References: <873825920_OASIS_@pcc-uky.campus.mci.net>
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 873879083 4385 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Ronald J. Hall wrote:
>
> In article <1997090820285480956@zetnet.co.uk>
>   Anthony Jacques <jacquesa@zetnet.co.uk> said:-
>
> >This part of the compendium has a couple of typos - I cannot find the
> >corrections file atm, but I know that TOS 1.00 also had a max of 7 windows.
> >I also seem to remember that they said that they corrected it to say that
> >it was AES 3.3 that changed the limit, but I'm not certain on this point...
> >
> >Anthony
>
>   Just out of curiosities sake, I booted up my sons 1040 ST with TOS 1.0 and
>   it goes to 4 open windows before saying I must close a currently open window
>   before I can open another one... Tried the same thing with my TOS 1.04 Mega
>   ST, and it went to 4 open windows also...Then I tried it with TOS 4.04 on
>   my Falcon...the number there did increase to 7... :)

I would suspect that this has got more to do with the desktop than the
TOS/AES
limit it self. The desktop has also got a limit in how many icons you
can have
on the desktop so it wouldn't suprise me if it has got the same limit
with
windows. Try to run an alternative desktop and see what the limit is
or make a program that opens as many windows as possible.

//Magnus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 6348105978983329597
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f928bc91b773e4a6
X-Google-Attributes: gid1115ce,public

From: bdc2@po.cwru.edu
Subject: Re: VT100 specs
Date: 1997/09/11

Message-ID: <5v7r2r$ptf@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 271498468

Organization: cwru
Newsgroups: comp.sys.atari.programmer

```
>
>                                Re: VT100 specs
>
>   From: augeas@elis.demon.co.uk (G Greenway)
>   Reply to: G Greenway
>   Date: Tue, 9 Sep 97 20:39:18 GMT
>   Organization: Thee Augean Stables
>   Newsgroups:
>          comp.sys.atari.programmer
>   Followup to: newsgroup(s)
>   References:
>          <EFyDEs.AAJ@suse.modem.stud.uni-hannover.de>
>          <341035d0ca5193@post1.com>
>
>
>Jason J Railton had an article on escape codes in a recent edition og ICTARI.
>Get thee to:
>
>        http://www.elis.demon.co.uk/ictari/ictari.htm
```

WHERE??? I scoured thru the index, and found

NUFFIN!!

Boris D. Cahan

```
>                Have Fun,
>                    "Augeas"
>
>
>
>--
>
> _ _________________________          _    _   _    _   _____
>/ \                         \        T  | \  | | | \  / | |  ___|   ARE
>| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
>\/__\  _______________________\__    H  | |\\| | | |\/| | |  ___|   THE
>     \/ \                        \      | | \  | | |  | | | |___
>      \_/________________________/   E  |_|  \_| |_|  |_| |_____|  ENEMY
```

From -5433347779964204270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: How may windows can be opened?
Date: 1997/09/11
Message-ID: <!SPAMdwilga-1109971023230001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 271601480
References: <873932370_OASIS_@pcc-uky.campus.mci.net>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

```
>   I've just recently bought PageStream 2.2se for my Falcon so I'm just really
>   getting used to it. Do you have any suggestions on how to get it to bootup
>   faster on the Falcon? I've set the fastload bit, and I've gotten the paths
>   correctly set to my hard drive, but it still seems to take a long time to
>   start (especially compared to most other programs) I'm hoping Kyle will
>   develop a taste for more "serious" stuff as we go along...! :)
```

IIRC, each of the printer drivers is an executable program, as well. You can make PGS load faster by removing any drivers you don't usually use, and also by setting their fastload bits. But if you start getting crashes, the fastload bits should be the first thing you change back.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From -8067693450871047604
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: How may windows can be opened?
Date: 1997/09/11
Message-ID: <EGCuBx.7uv@cix.compulink.co.uk>#1/1
X-Deja-AN: 271640645
References: <1997090820285480956@zetnet.co.uk>
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

>This part of the compendium has a couple of typos - I cannot find the
>corrections file atm,
More than just typos :-)

The TAC errata file (errata from Scott himself and other stuff collected by
myself) can be found at my website:
http://www.stsd.demon.co.uk/linnhe.html

Slainte mhath
Mark

--
* Mark S Baines *
* Linnhe Computing - Quality Atari Software *
* Inver, Scotland *
* http://www.stsd.demon.co.uk/linnhe.html *

From 1933916419373615979
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,346760e0d9f0bd35
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Phenix
Date: 1997/09/11
Message-ID: <EGD8Dx.ML4@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 271733343
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bcbcaf$492e48c0$190844c3@p-d-mou> <5v2uom$bph@balaena.bio.vu.nl>
<5v58pf$69@usenet.pa.dec.com> <5v5vh6$i8b@balaena.bio.vu.nl>
X-Nntp-Posting-Host: localhost
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <5v5vh6$i8b@balaena.bio.vu.nl>,

lvzon@bio.vu.nl (Levien van Zon) writes:
> William Wong (wongck@letterbox.com) wrote:
>
>: >: UEhFTklYIDA0ML8gLyBQSEVOSVggMDYwvyAqDQoqKioqKioqKioqKioqKioqKioqKioqKioqKioq
>: >
>: >Ah, I see...
>
>: They actually file attached a text file to the posting. You need a news
>: reader which understands file attachment.
>
> You mean to say that not everyone uses TIN? :-)

Naah, TIN sucks, KNEWS is it ! ;-)

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 7086820961917300438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375f6a9879dcdecc
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: How may windows can be opened?
Date: 1997/09/11
Message-ID: <874018136_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 271773835
Organisation: The DarkForce! BBS (606-886-9014)
Organization: CampusMCI
Reply-To: thechyld@pcc-uky.campus.mci.net
Newsgroups: comp.sys.atari.programmer

 In article <!SPAMdwilga-1109971023230001@wilga.mtholyoke.edu>
  !SPAMdwilga@mtholyoke.edu (Dan Wilga) said:-

>IIRC, each of the printer drivers is an executable program, as well. You
>can make PGS load faster by removing any drivers you don't usually use,
>and also by setting their fastload bits. But if you start getting crashes,
>the fastload bits should be the first thing you change back.
>
>Dan Wilga !SPAMdwilga@mtholyoke.edu

  Hey, Dan! Mucho thanks for the tip, I'll try it out and let you know...!

  Thanks again... :)
--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/                                          |                              _/
_/  Wild wind-horses soar the cloud-trails, |              /\             _/
_/    Unholy horn doth sound its blast,     |          Dark><Chyld        _/
_/    You and we were first to conquer,     |              \/             _/
_/      You and we shall be the last!       |                              _/
_/                                          |    -The  F u j i  Lives!-   _/
_/     From "Song Of The DragonMasters"     |                              _/
_/___________________________________________|______________________________/
_/                                                                          _/
_/         SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014           _/
_/                                                                          _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

From 6644695545636931204
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d98b131403e8834d
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <Magnus.Kollberg@**emw**.ericsson.se>
Subject: Re: choosing BASIC interp
Date: 1997/09/11
Message-ID: <5v8464$2fh$1@infomania.emw.ericsson.se>#1/1
X-Deja-AN: 272480778
References: <b1a_9709060121@tor250.org> <1997090611413080956@zetnet.co.uk>
<5v6qq2$h2r$2@irk.zetnet.co.uk>
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 873960452 2545 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Paul Jones wrote:

> >Geneva hasn't been tested, but I dont see any reason why not. Due to some
> >dirty memory handling code in STOS (which is gradually being replaced),
> >there are potential problems under any multitasking system, so I wouldn't
> >care to say if it works... but it might.
>
> Currently GEMMA works fine under MultiTOS and even a multitasking GEM
> application has been programmed which works in the STOS interpreter!
> There is no visable methods to tell a GEMMA/STOS program to another
> language.

So, would it be possible to put a STOS game in a GEM window then?
That would be cool. Just open a window and all drawings to the screen
will be redirected to that window. Mqybe not that usefull on a ST, but
on a Falcon or Hades ir would be cool. :-)

//Magnus Kollberg
--
+----------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------+

From 3262889022219825091
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2a1b61da99083ff
X-Google-Attributes: gid1115ce,public
From: massimo@irfmn.mnegri.it (Max Farina)
Subject: Re: Color sprite
Date: 1997/09/12
Message-ID: <massimo-ya02408000R1209971120050001@newsserver.cilea.it>#1/1
X-Deja-AN: 271811629
References: <massimo-ya02408000R0909971409240001@newsserver.c
<5v6vbl$5u5$1@news2.isdnet.net>
Organization: Istituto Mario Negri
Newsgroups: comp.sys.atari.programmer

In article <5v6vbl$5u5$1@news2.isdnet.net>, thomas.goirand@hol.fr (Thomas
Goirand) wrote:

> In wich environement are you working ? It is under TOS or
> is it for a game or something like that ? (i.e do you want to
> use the VDI...)
>

I want to try to make a game using VDI/AES standard functions
(for compatibility of all Atari machines lines...)

Thank you

| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |

From -3946744019205961487
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2a1b61da99083ff
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Color sprite
Date: 1997/09/12
Message-ID: <5vbf22$2m3@balaena.bio.vu.nl>#1/1

X-Deja-AN: 271876054
References: <massimo-ya02408000R0909971409240001@newsserver.c
<5v6vbl$5u5$1@news2.isdnet.net> <massimo-
ya02408000R1209971120050001@newsserver.cilea.it>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Max Farina (massimo@irfmn.mnegri.it) wrote:

: I want to try to make a game using VDI/AES standard functions
: (for compatibility of all Atari machines lines...)

You'd best use vro_cpyfm() then... I could look up some example
code for this function if you like. Only problem would be getting
rid of flickering. You could try double buffering, but it'll use
a lot of CPU time on a system without blitter (and a lot of bus time
on a system with blitter).

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

I must have slipped a disk -- my pack hurts

From -6102283377615868153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2a1b61da99083ff
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Color sprite
Date: 1997/09/12
Message-ID: <341ca522.12324421@news.demon.co.uk>#1/1
X-Deja-AN: 271994898
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <massimo-ya02408000R0909971409240001@newsserver.c
<5v6vbl$5u5$1@news2.isdnet.net> <massimo-
ya02408000R1209971120050001@newsserver.cilea.it> <5vbf22$2m3@balaena.bio.vu.nl>
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On 12 Sep 1997 13:11:30 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Max Farina (massimo@irfmn.mnegri.it) wrote:
>
>: I want to try to make a game using VDI/AES standard functions

>: (for compatibility of all Atari machines lines...)
>
>You'd best use vro_cpyfm() then... I could look up some example
>code for this function if you like. Only problem would be getting
>rid of flickering. You could try double buffering, but it'll use
>a lot of CPU time on a system without blitter (and a lot of bus time
>on a system with blitter).

Not having written a game I've not done this but it should work:

The likes of vro_cpyfm() are much easier to use if they work on the screen. So, if we declared a second block of suitably sized and aligned memory for a shadow screen we could toggle logbase to write to each with a simplified vro_cpyfm() and physbase to show the required screen.

If multitasking is a consideration then the only problem which should arise is when logbase is not set to the original place. Either we could stipulate the game be installed singletasking, or block task switching until logbase reverts to the original place which it will do often enough with a half decent frame rate. By its very nature, there wouldn't even be a need to allow a user preference which method is used.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5597189214295058904
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c2a1b61da99083ff
X-Google-Attributes: gid1115ce,public
From: "Centek" <centek@eeb.fr>
Subject: Re: Color sprite
Date: 1997/09/12
Message-ID: <01bcbfcb$818e8a80$LocalHost@p-d-mou>#1/1
X-Deja-AN: 272029832
References: <massimo-ya02408000R0909971409240001@newsserver.c
<5v6vbl$5u5$1@news2.isdnet.net> <massimo-
ya02408000R1209971120050001@newsserver.cilea.it> <5vbf22$2m3@balaena.bio.vu.nl>
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

Hello,

Levien van Zon <lvzon@bio.vu.nl> a ?crit dans l'article
<5vbf22$2m3@balaena.bio.vu.nl>...

> Max Farina (massimo@irfmn.mnegri.it) wrote:
>
> : I want to try to make a game using VDI/AES standard functions
> : (for compatibility of all Atari machines lines...)
>
> You'd best use vro_cpyfm() then... I could look up some example
> code for this function if you like. Only problem would be getting
> rid of flickering. You could try double buffering, but it'll use
> a lot of CPU time on a system without blitter (and a lot of bus time
> on a system with blitter).

For double buffering you will not need to make copy of screen
but use the xbios (first) to set your new screen for your game
with Setscreen(0.L,0.L,3.W,mode.W) and switch your screen (second) by a
Setscreen(your buffer,your screen,-1.W). Don't forget to swap the address
of the screen before do it. The Xbios will perform a Vbl sync to swap
the adress.

Sacha

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
http://www.eeb.fr/centek

From 4417593967713927697
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
From: Alan Sharkis <asharkis@erols.com>
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/08/29
Message-ID: <340725C3.11CF@erols.com>#1/1
X-Deja-AN: 268971797
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
<maury-2908971124040001@199.166.204.230>
Organization: Erol's Internet Services
X-Received-On: 29 Aug 1997 19:47:11 GMT
Reply-To: asharkis@erols.com

Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Maury Markowitz wrote:
>
> In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
> <76362.2023@CompuServe.COM> wrote:
>
> > CompuServe is closing all their Atari forums at the end of this week.
> > Usenet members, please welcome the former CompuServe users and help them
> > get into the swing of things with Usenet.
>
> Seeing as much of the software from "those days" exists only on CIS and
> other such services, is anyone doing anything to protect this?
>
> Maury

I believe that a lot of the CIS stuff exists at UMICH and also on the
PoolDisk that was produced by Ernest and Bo Schreurs in The Netherlands
about two years ago, but I also see that William Kendrick replied to
your message, so I'm going to look at this reply before commenting
further on UMICH.
--
Alan

```
*****************************************************
*  Windows 95:  n. 32 bit extensions and a graphical *
*                  shell for a 66 bit patch to an    *
*                  8 bit operating system originally *
*                  coded for a 4 bit microprocessor  *
*                  written by a 2 bit company that   *
*                  can't stand 1 bit of competition. *
*****************************************************
```

From 789619525509293669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
From: maury@softarc.com (Maury Markowitz)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/08/29

Message-ID: <maury-2908971631340001@199.166.204.230>#1/1
X-Deja-AN: 268979728
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
<maury-2908971124040001@199.166.204.230> <5u7584$p2j$1@nuke.csu.net>
Organization: SoftArc Inc.
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech

In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
Kendrick) wrote:

> The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
> away. I need to sort through it, though. Anyone willing to help?

  What sort of help do you need?

Maury

From 7556137969998026185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e32830eac963439,start
X-Google-Attributes: gid1115ce,public
From: drojo@marlin.utmb.edu (Daniel Rojo)
Subject: choosing BASIC interpreter/compiler.
Date: 1997/08/29
Message-ID: <5u7iuj$55i@atlantis.utmb.edu>#1/1
X-Deja-AN: 268997290
Organization: University of Texas Medical Branch
Newsgroups: comp.sys.atari.programmer

Hello.

     I'm about to get a BASIC language, and I think that GFA 3.6 is a
good choice but I ear of some problems running it on a Falcon. Any advice
on this subjet?

     Is this language still being supported?.

Regards.

Daniel

--

   Daniel Rojo   daniel.rojo@utmb.edu
      University of Texas Medical Branch, Galveston

From -8281010686834463248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
From: ssilicon@antispam.lax.net (Jon D. Melbo)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/08/30
Message-ID: <3409891f.26651521@news.inc.net>#1/1
X-Deja-AN: 269023491
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
<maury-2908971124040001@199.166.204.230>
Organization: Internet Connect, Inc. http://www.inc.net usenet@news.inc.net
Reply-To: ssilicon@antispam.lax.net
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 29 Aug 1997 11:24:04 -0400, maury@softarc.com (Maury
Markowitz) wrote:

>> CompuServe is closing all their Atari forums at the end of this week.
>> Usenet members, please welcome the former CompuServe users and help them
>> get into the swing of things with Usenet.
>
> Seeing as much of the software from "those days" exists only on CIS and
>other such services, is anyone doing anything to protect this?

There's the UMICH archive....,.

There's Yogi....

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

From 9070957155485669939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
From: kendrick@zippy.sonoma.edu (William Kendrick)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/08/30
Message-ID: <5u8213ege1@nuke.csu.net>#1/1
X-Deja-AN: 269026987
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
<maury-2908971124040001@199.166.204.230> <5u7584$p2j$1@nuke.csu.net>
<maury-2908971631340001@199.166.204.230>
Followup-To:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
X-Complaints-To: usenet@newshub.csu.net
X-Trace: nuke.csu.net 872909667 14862 (None) 130.157.33.1
Organization: Information Resources and Technology
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Maury Markowitz (maury@softarc.com) wrote:
: In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
: Kendrick) wrote:

: > The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
: > away. I need to sort through it, though. Anyone willing to help?

: What sort of help do you need?

Help discovering what all of the 8.3-named files are and getting
descriptions (blurbs) for them written and categorizing them.

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

From 8097743125085326752
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
From: kheller2@ix.netcom.com (Karl Heller)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/08/30
Message-ID: <5u9ooh$jqq@dfw-ixnews7.ix.netcom.com>#1/1
X-Deja-AN: 269089762
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
<maury-2908971124040001@199.166.204.230> <5u7584$p2j$1@nuke.csu.net>
<maury-2908971631340001@199.166.204.230> <5u8213ege1@nuke.csu.net>
Organization: CDNow Inc.
X-NETCOM-Date: Sat Aug 30 1:28:33 PM CDT 1997
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech

In article <5u8213ege1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
Kendrick) wrote:
>
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
>: Kendrick) wrote:
>
>: > The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
>: > away. I need to sort through it, though. Anyone willing to help?
>
>:   What sort of help do you need?
>
>
>Help discovering what all of the 8.3-named files are and getting
>descriptions (blurbs) for them written and categorizing them.
>

  Is this a recent copy of their data? I know umich (?) has a bunch of stuff
from CIS but I know they don't have everything. I remember their being tons
of stuff more when I last used CIS in the 80's. When the new version of 1030
Express came out. In fact, there should be a program of mine up there that
converts version 2 to version 3 phone files.

  If you want some help I could lend some time to it. I'm not sure how you
want to do it though. A large tar ball of some stuff would work for me.
(Guess I should get the Unix Atari emulator up and running...)

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

From 1276696841476622194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e43c194c2fc9d2f,start
X-Google-Attributes: gid1115ce,public
From: thomas.goirand@hol.fr (Thomas Goirand)
Subject: Re: Iconify
Date: 1997/08/30
Message-ID: <5ua5tgija1@news2.isdnet.net>#1/1
X-Deja-AN: 269114855
References: <5u3ekqbku1@due.unit.no>
Newsgroups: comp.sys.atari.programmer

On 28 Aug 1997 08:59:06, Jo Even Skarstein wrote:
>Hi!
>
>Does anybody have some detailed information on how to (un)iconify windows
>under AES 4.1?
>
>Jo Even Skarstein
>
>.
     It's realy quite simple : clic on the button just next to the
fuller one ;-)
Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr

From 7031386388302130799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,a26b33f23b94524c

X-Google-Attributes: gid109a67,public
From: jlodoen@mega.megamed.com (Jeff Lodoen)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/08/30
Message-ID: <5u83li$5hd$1@news.wco.com>#1/1
X-Deja-AN: 269189112
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
<maury-2908971124040001@199.166.204.230> <5u7584$p2j$1@nuke.csu.net>
<maury-2908971631340001@199.166.204.230> <5u8213ege1@nuke.csu.net>
Organization: West Coast Online's News Server - Not responsible for content
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech

In article <5u8213ege1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
Kendrick) wrote:
>
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
>: Kendrick) wrote:
>
>: > The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
>: > away. I need to sort through it, though. Anyone willing to help?
>
>:   What sort of help do you need?
>
>
>Help discovering what all of the 8.3-named files are and getting
>descriptions (blurbs) for them written and categorizing them.

6.3-named files, if you can believe it.

From 7412143366721857723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72e9c69576e0944a,start
X-Google-Attributes: gid1115ce,public
From: john@JCordes.Phys.Dal.Ca (John Cordes)
Subject: Problem with gdb?
Date: 1997/08/31
Message-ID: <5uaiuv$5n2$1@News.Dal.Ca>#1/1
X-Deja-AN: 269136218
Summary: gdb doesn't work
Organization: ISINet, Nova Scotia
Keywords: gcc, gdb, symbol table
Newsgroups: comp.sys.atari.programmer

 I'm having a lot of trouble trying to get the GNU debugger (gdb) to work.
Some help would be greatly appreciated! See below for a description of the
problem.

Thanks,
John

==========

System:
AtariST (Mega STE, 4MB Ram, TOS 2.05). I'm not using MiNT or MultiTOS or ..., just plain old single tasking TOS.

Followed instructions in gcc-st.txt (dated 1992), by Frank Ridderbusch; using gulam (with appropriate environment variables set).

```
$ gcc -c -g hello.c
$ gcc -o hello.tos hello.o -lgnu
$ sym-ld -o hello.sym d:\gnu\lib\crt0.o hello.o -lgnu
```

('sym-ld -ohello.sym $GNULIB\crt0.o hello.o -lgnu' also works)

```
$ gdb
(gdb) exec-file hello.tos
(gdb) symbol-file hello.sym
```

gdb produces the message:

```
" Reading symbol data from d:/gnu/gnushell/examples\hello.sym...
 Ranged type doesn't fit within known sizes. On an atariST this is
 most likely due to objects compiled with the "-mshort" option to
 gcc. Please re-try by specifying the "-mshort" option on the gdb
 command line.
 n2 == -559939584, n3 == -1389945743 "
```

==========

I've tried using 'gdb -mshort' but the same message results. I've also recompiled with 'gcc -mshort' and linked with -lgnu16; again, the same problem arises. Have also tried using gcrt0.o instead of crt0.o.

==========

Version numbers:

```
gcc       Version 2.5.8 Pl 1
sym-ld    Pl 36 (Jul 1/93)
gdb       2.6 Pl 18
```

==========

hello.c is:

```
#include <stdio.h>
main()
{
  printf("Hello world\n");
}
```

==========

From 946779865031787158
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e29717ac1fc91601
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: A bit of math I can't seem to figure out
Date: 1997/08/31
Message-ID: <3408fec6.0@comnet.co.nz>#1/1
X-Deja-AN: 269151033
References: <Pine.SUN.3.95q.970826163116.25079D-100000@ganymede.cs.mun.ca>
<3403D859.3E8A@parx.fr>
<Pine.SGI.3.95.970827111712.19189A-100000@keskiviikko.hit.fi>
<Pine.SUN.3.95q.970829024942.29813A-100000@ganymede.cs.mun.ca>
<19970829200224809 56@zetnet.co.uk>
Newsgroups: comp.sys.atari.programmer

Anthony Jacques (jacquesa@zetnet.co.uk) wrote:
> > been working on. My program will be reading alot of files. Some of these
> > may get quite lengthy. I want to put a status box on the screen which
> > displays the amount of file read wiht a bar (PBOX). How do I go about
> > converting that.

> proportion = ammount_read / total_size
> width_to_draw = max_width * proportion

> eg: 9000 byte file, 3000 bytes read, 400 pixel bar.

> proportion = 3000 / 9000 = 0.33333333
> width_to_draw = 400 * 0.33333333 = 133.333332 (round to int = 133).

> You will notice that 133 pixels is a third of a 400 pixel bar. :)

Personally, I'd calculate it a little different:

```
  width_to_draw = (amount_read * max_width) / total_size
```

which mimics the inline Lattice C code

```
  width_to_draw = umul_div( amount_read, max_width, total_size )
```

This can all be done in integer arithmetic, leaving out any floating point
math which is _much_ slower (even with an FPU) which your algorithm seems
to require.

With my algorithm and your example data (assuming the range is 0..32767)

```
                            ; d0      d1      d2
  move.w  amount_read,d0    ; 3000    <undef> <undef>
  move.w  max_width,d1      ; 3000    400     <undef>
  move.w  total_size,d2     ; 3000    400     9000
  mulu.w  d1,d0             ; 1200000 400     9000
```

```
  divu.w  d2,d0             ; 133     400     9000
  move.w  d0,width_to_draw  ; 133     400     9000
```

Whereas your algorithm would need either an FPU or a floating point library (using your algorithm with integer arithmetic would make your bar either zero [lines zero through 8999] or full size at line 9000)

```
With an FPU                   ; fp0     fp1      fp2
; FPU will perform int-to-float and float-to-int conversions internally
  fmove.w  amount_read,fp0    ; 3000.0  <undef>  <undef>
  fmove.w  total_size,fp1     ; 3000.0  9000.0   <undef>
  fmove.w  max_width,fp2      ; 3000.0  9000.0   400.0
  fdiv.x   fp1,fp0            ; 0.3333  9000.0   400.0
  fmul.x   fp2,fp0            ; 133.33  9000.0   400.0
  fmove.w  fp0,width_to_draw  ; 133.33  9000.0   400.0
  ; FPU sets "INEX" inexact flag during round-to-int while processing
  ; fmove to memory  (133.33 -> 133 is inexact ["data is lost"])
```

```
Without an FPU  (Assume all float math is in 64-bit doubles)
; Assume all float math is done in 64-bit doubles.
; Operands are placed in _fop1, _fop2 as required
; Results are returned in _fres
; except for float_to_word which returns in d0
;   and word_to_float which returns in d0/d1
  move.w   amount_read,d0    ; pass param to convert in d0
  jsr      _word_to_float    ; convert it
  movem.l  d0/d1,_fop1       ; move double to float math operand 1
  move.w   total_size,d0     ; pass param to convert in d0
  jsr      _word_to_float    ; convert it
  movem.l  d0/d1,_fop2       ; move double to float math operand 2
  jsr      _fmul             ; multiply operand 1 and two
  movem.l  _fres,d0/d1       ; get double result
  movem.l  d0/d1,_fop1       ; move result to operand 1 for divide
  move.w   max_width,d0      ; pass param to convert in d0
  jsr      _word_to_float    ; convert it
  movem.l  d0/d1,_fop2       ; move double to float math operand 2
  jsr      _fdiv             ; divide operand two into operand 1
  movem.l  _fres,d0/d1       ; get double result
  movem.l  d0/d1,_fop1       ; move result to operand 1 for integer convert
  jsr      float_to_word     ; convert operand 1 to 16 bit integer
  move.w   d0,width_to_draw  ; store 16-bit value in memory
```

I don't recall which language you are using, so I hope what I've just spent about half-an-hour writing was helpful.

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"If you don't have anything good to say, say it often" - Ed The Sock

From -435644203597462687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b953b6ae5264f215
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Reverse imaging text in a window
Date: 1997/08/31
Message-ID: <34090d6a.4514365@news.demon.co.uk>#1/1
X-Deja-AN: 269163928
References: <95329909_000003_OASIS_NEWS@the-gap.demon.co.uk>
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Thu, 28 Aug 97 20:37:44 GMT, gary@the-gap.demon.co.uk (Gary Priest)
wrote:

>Sometime ago I asked the following question:
>
>If I have a window with lines of text in it, how do I reverse image a
>particular line as in an editor when you drag the mouse to copy a block.
>
>Someone kindly posted some example code and I think it was to do with
>vro_cpyfm(?).

That'll do nicely.

>Now that I have time to try it, I have lost the relevant articles, due to a
>crash sometime ago :(
>
>Could someone please tell me how I can do this?

For screen memory not a lot has to be done. Clear the contents of the
source and destination memory form structures (FDB structures in MWC
compiler) and use the exclusive-or (or NOT destination) writing mode.
Set the source and destination co-ordinates to the same values.

Sorry, I've no code for this atm. :-(

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2569923619928007614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,783fee5c6f0116e
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STFM & memory above the 4 MByte limit.
Date: 1997/08/31
Message-ID: <340a10a2.5337892@news.demon.co.uk>#1/1
X-Deja-AN: 269166639
References: <5u6124$71e@bcrkh13.bnr.ca>
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Fri, 29 Aug 1997 08:25:53 GMT, pls@no.spam (Gerry O'Rourke) wrote:

>AFAIK, TOS 2.06 may be able to address this memory, I remember the Marpet
>expansion board board (8 MByte extra) needed TOS 2.06.

Maddalt() exists from gemdos 0.19 and in (later at least) MagiC
versions. It's used to add memory areas not recognised by the BIOS.
For programs to use this, either their alternative ram load bit should
be set, or Mxalloc() should be used. [see compendium, section 2.81]

>Has anybody else done anything like this?

I believe Peter Rottengater has done so.

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -247891886146101277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e32830eac963439
X-Google-Attributes: gid1115ce,public
From: cv436@torfree.net (Jeffery Thomas)
Subject: Re: choosing BASIC interpreter/compiler.
Date: 1997/08/31
Message-ID: <EFsM8K.Lnp.0.sheppard@torfree.net>#1/1
X-Deja-AN: 269224603
References: <5u7iuj$55i@atlantis.utmb.edu>
Organization: Toronto Free-Net
Newsgroups: comp.sys.atari.programmer

Daniel Rojo (drojo@marlin.utmb.edu) wrote:
: Hello.

: I'm about to get a BASIC language, and I think that GFA 3.6 is a
: good choice but I ear of some problems running it on a Falcon. Any advice
: on this subjet?

I have heard that GFA 3.6 does work well with Falcon from someone who is programming with v3.6 on a Falcon. GFA 3.6 is designed for working with the TT. GFA 3.0 and 3.5e were designed with the ST in mind, v3.5e has some nice extras for the STe models.

There are of course other versions of BASIC...

STOS - Game creator BASIC, good for game and multimedia authoring, athough is powerful enough for creating other types of applications. Language can be extended by adding or writting extensions. Machine langage programs can also easily be incoporated to speed up time crittical operations. The biggest downside to STOS is it does't truly use GEM, although there is now an extension called GEMMA to add a GEM like interface to STOS applications.

Hisoft BASIC, although I've never programmed in this particular version of BASIC, I've read reviews, and listened to programmers who write in it. They say it's as good as GFA BASIC, some users say it's better (natural bias). :-)

GFA BASIC is nice, I write with v3.6 on my 4meg TOS 1.02 STFM, so I can't say I've got direct experience working with it on a Falcon. Good editor, fast interpreter, and a compiler. Also comes with a Resource Construction Set.

There are also a bunch of somewhat forgotten BASICs like Fast, or True BASIC, and of course the much loathed ST BASIC.

: Is this language still being supported?.

Hisoft BASIC should still be supported. If your worried about support from the manufacturers and distributers then maybe that's the version of BASIC you would want.

Times running out... TTYL...

From 342787536863329699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
From: rdell@best.com (Richard Dell)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/08/31
Message-ID: <5udaui$9tk$1@shell5.ba.best.com>#1/1
X-Deja-AN: 269288496
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
<maury-2908971124040001@199.166.204.230> <5u7584$p2j$1@nuke.csu.net>
Organization: Best Internet Communications, Inc - 650 964 BEST
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5u7584$p2j$1@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
>: <76362.2023@CompuServe.COM> wrote:
>
>: > CompuServe is closing all their Atari forums at the end of this week.
>: > Usenet members, please welcome the former CompuServe users and help them
>: > get into the swing of things with Usenet.
>
>: Seeing as much of the software from "those days" exists only on CIS and
>: other such services, is anyone doing anything to protect this?
>

OK, OK ... something convinced me to grab the files before
they vanish, so I now have all the files from section 11 and
12 of the CI$ ATARICOMPUTING forum, though I have to kludge them
together into one place (section 11 was grabbed with Qmodem at work,
while section 12 was grabbed with Tapcis, a much smarter CI$ aware program).
I will have to write a parsing program to split out the file descriptions
into the individual description for each file that Tapcis does to get them
consistant, but that shouldn't be too much trouble. 1800 files in section 12,
I haven't yet looked into the section 11 stuff yet.

>
>The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
>away. I need to sort through it, though. Anyone willing to help?
>
>
The paper listing I had at work is definitely gone ... I hope I have
the original files on a 6809 Flex disk someplace.

--
Richard Dell

From 3709931702899894588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e29717ac1fc91601
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: A bit of math I can't seem to figure out
Date: 1997/08/31
Message-ID: <1997083121530980956@zetnet.co.uk>#1/1
X-Deja-AN: 269373666
References: <Pine.SUN.3.95q.970826163116.25079D-100000@ganymede.cs.mun.ca>
<3403D859.3E8A@parx.fr>
<Pine.SGI.3.95.970827111712.19189A-100000@keskiviikko.hit.fi>
<Pine.SUN.3.95q.970829024942.29813A-100000@ganymede.cs.mun.ca>
<1997082920022480956@zetnet.co.uk> <3408fec6.0@comnet.co.nz>
Newsgroups: comp.sys.atari.programmer

In message <3408fec6.0@comnet.co.nz>
gmiller@inca.co.nz (Gaven Miller) writes:

> Anthony Jacques (jacquesa@zetnet.co.uk) wrote:
> > > been working on. My program will be reading alot of files. Some of these
> > > may get quite lengthy. I want to put a status box on the screen which
> > > displays the amount of file read wiht a bar (PBOX). How do I go about
> > > converting that.
> >
> > proportion = ammount_read / total_size
> > width_to_draw = max_width * proportion
>
> Personally, I'd calculate it a little different:
>
> width_to_draw = (amount_read * max_width) / total_size

Yes, this is equaly valid (it is, after all a simple substitution of
proportion in my equations) - I was doing it in that order to hopefully
make it a little clearer were it came from...

> This can all be done in integer arithmetic, leaving out any floating point
> math which is _much_ slower (even with an FPU) which your algorithm seems
> to require.

Yes, that is true, although with big files (>10 meg) with a bar of 400 pixels
you could reach the limit of integer sizes...

> I don't recall which language you are using, so I hope what I've just
> spent about half-an-hour writing was helpful.

The original poster was using GFA, IIRC... (although I use Lattice/asm)
Interesting info though. :)

Anthony

From -1294465682284890276
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e29717ac1fc91601
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: A bit of math I can't seem to figure out
Date: 1997/08/31
Message-ID: <1997083121571980956@zetnet.co.uk>#1/1
X-Deja-AN: 269464418
References: <Pine.SUN.3.95q.970826163116.25079D-100000@ganymede.cs.mun.ca>
<3403D859.3E8A@parx.fr>
<Pine.SGI.3.95.970827111712.19189A-100000@keskiviikko.hit.fi>
<Pine.SUN.3.95q.970829024942.29813A-100000@ganymede.cs.mun.ca>
<1997082920022480956@zetnet.co.uk> <340ffac9.5145587@news.airtime.co.uk>
Newsgroups: comp.sys.atari.programmer

> >proportion = 3000 / 9000 = 0.33333333
> >width_to_draw = 400 * 0.33333333 = 133.333332 (round to int = 133).
> >
> >You will notice that 133 pixels is a third of a 400 pixel bar. :)
>
> what if file size < box size ?

no problems :)

file size=9, done=3, box size=40.

proportion = 3 / 9 = 0.33333333
width_to_draw = 40 * 0.33333333 = 13.3333332 (round to int = 13).

Anthony

From -8169784364295519623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,edb599c48890b715,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: What would you like fast searches of?
Date: 1997/09/01
Message-ID: <Pine.SUN.3.95q.970901004123.26186A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 269293006
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Hello,

If you were using a data base program, what would you like to have fast searches of? Such as Last name, phone number, E-Mail, e.t.c. In other words what would you like to have stored in memory, so when searching for a particular person, phone number, you don't have to wait for file reads and stuff.

Also anyone know how to check and see if a file is a proper file to be used with ones program. My program brings about a file selector. The user can then select the particular file to load. IF the user chooses a different file, than the type intended, how do I tell? I'm currently using the MOD command to test the file length. If a remainder is returned than its not the file my program uses. This is not very efficent though, because a user can select a file which has the same record/field setup as mine.

Eg..

```
OPEN "R",1,file$,30
size=LOF(#1)
test=size MOD 30
IF test<>0
 wrong.file!=TRUE
ELSE
 wrong.file!=FALSE
ENDIF
```

What if the file they selected is divisble by 30? My program loads it and then mucks up all the array stuff.

Who would want to do something like that anyhow :)

Scott,

From -5353342798308353654
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 1115ce,1e32830eac963439
X-Google-Attributes: gid1115ce,public
From: Hartmut Bielefeldt <Hartmut.Bielefeldt@physik.uni-augsburg.de>
Subject: Re: choosing BASIC interpreter/compiler.
Date: 1997/09/01
Message-ID: <340A8924.9D4333ED@physik.uni-augsburg.de>#1/1
X-Deja-AN: 269346163
References: <5u7iuj$55i@atlantis.utmb.edu> <EFsM8K.Lnp.0.sheppard@torfree.net>
X-Priority: 3 (Normal)
Organization: University of Augsburg, InterNetNews
Newsgroups: comp.sys.atari.programmer

There's a patch for GFABasic Compiler (and Interpreter) for running on
the Falcon, GFAPatch 1.07:

http://www.interlink.no/mediadrom/vegard/gfa.html

--
Dr. Hartmut Bielefeldt
Experimentalphysik VI
Universitaet Augsburg
D-86135 Augsburg, Germany
Tel. (+49)(0)821-598-3677, Fax -3652
e-mail: Hartmut.Bielefeldt@physik.uni-augsburg.de
WWW: http://www.physik.uni-augsburg.de/~hartmutb

From -3842692688556944249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c58e9e7e80b92d9,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ff6a6,4c58e9e7e80b92d9,start
X-Google-Attributes: gidff6a6,public
X-Google-Thread: ff2b1,4c58e9e7e80b92d9,start
X-Google-Attributes: gidff2b1,public
X-Google-Thread: f75de,4c58e9e7e80b92d9,start
X-Google-Attributes: gidf75de,public
X-Google-Thread: 1046d6,4c58e9e7e80b92d9,start
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc26,4c58e9e7e80b92d9,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,4c58e9e7e80b92d9,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1040c9,4c58e9e7e80b92d9,start
X-Google-Attributes: gid1040c9,public
From: janetom@hotmail.com
Subject: convert image dpi
Date: 1997/09/01
Message-ID: <NEWTNews.873160098.12778.infolink@infolink-2>#1/1
X-Deja-AN: 269362824
X-Complaints-To: usenet@news.NetVision.net.il
X-Trace: news.NetVision.net.il 873124063 25144 (None) 199.203.202.65
Organization: NetVision LTD.
Newsgroups:
comp.sys.mac.programmer,comp.sys.ibm.pc.programmer,comp.sys.be.programmer,comp.sys
.atari.programmer,comp.sys.apple2.programmer,comp.sys.amiga.programmer,comp.sys.ac
orn.programmer,comp.periphs.scanners,comp.os.os2.programmer.tools,comp.os.os2.prog
rammer.porting,comp.os.os2.programmer.oop,comp.os.os2.programmer.misc,comp.os.os2.
programmer,comp.os.ms-windows.programmer.winhelp,comp.os.ms-
windows.programmer.win32,comp.os.ms-windows.programmer.vxd,comp.os.ms-
windows.programmer.tools.winsock,comp.os.ms-

windows.programmer.tools.owl,comp.os.ms-windows.programmer.tools.misc,comp.os.ms-windows.programmer.tools.mfc,comp.os.ms-windows.programmer.tools,comp.os.msdos.programmer.turbovision,comp.os.msdos.programmer

Hi all.

I have more than 1,000 TIF and JPEG images, and I want to decrease them from 200dpi to 78dpi in Batch program.

How can I do it ?

P.S - I know that there is a program "Image Alchemy" is doing it, but it costs money... (where can I find a free version and not only the Demo ?)

Please Help...

Jane Eden
Email: janetom@hotmail.com

From -2630684513774985002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e32830eac963439
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: choosing BASIC interpreter/compiler.
Date: 1997/09/01
Message-ID: <1997090118315680956@zetnet.co.uk>#1/1
X-Deja-AN: 269836296
References: <5u7iuj$55i@atlantis.utmb.edu> <EFsM8K.Lnp.0.sheppard@torfree.net> <3412d624.4074522@news.airtime.co.uk>
Newsgroups: comp.sys.atari.programmer

> >use GEM, although there is now an extension called GEMMA to add a GEM
> >like interface to STOS applications.
>
> NO....Sorry to butt into your otherwise excellent descriptions of the
> various BASIC packages,
>
> GEMMA is not for adding GEM like interface,, it is for accesing GEM
> the true GEM, it lets you read and write the command line, lets you
> call the gem fileselector, or even any replacement file selector you
> may be running, freedom ect, lets you sue all of GEM from within your
> STOS program, so that STOS does support GEM..GEMMA is for accesing and
> using GEM, not for something "like" GEM :)

Sorry to butt in Tony, but you're over emphasizing the file-selector here. :) GEMMA allows access to all of GEM - there are various demo programs making use of windows and dialogues etc. There are commands implemented for all AES and VDI calls (even AES 4.x).

BTW. GEMMA is still a beta version...

Anthony
--

```
----------------------------------------+----------------------------------
Anthony Jacques           IRC: AnthonyJ | The boy stood on the burning deck
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+----------------------------------
          Please note the new email and WWW addresses. Thanks.
-----------------------------------------------------------------------------
```


From -5948584471271427163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e32830eac963439
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: choosing BASIC interpreter/compiler.
Date: 1997/09/02
Message-ID: <1OZPCYE@tos.pl.net>#1/1
X-Deja-AN: 269426102
References: <5u7iuj$55i@atlantis.utmb.edu> <EFsM8K.Lnp.0.sheppard@torfree.net>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Jeffery Thomas (cv436@torfree.net) wrote:
: Hisoft BASIC, although I've never programmed in this particular version
: of BASIC, I've read reviews, and listened to programmers who write in
: it. They say it's as good as GFA BASIC, some users say it's better
: (natural bias). :-)

I would certainly recommend HiSoft BASIC.

The IDE is, IMHO, much better than that of GFA BASIC, and a commandline version of the compiler is supplied also, so that you are not tied into the supplied IDE in any case.

HiSoft BASIC is supplied with libraries covering all of the BIOS, GEMDOS, VDI and AES, unlike GFA BASIC where what functions are included are often implemented in a nonstandard manner, but where many functions are not included at all.

HiSoft BASIC is fairly similar to other standard BASICs, which can be useful if you want to use the software on various different versions of BASIC, on different platforms for example.

I could go on, but I think you get the picture. If you have any specific queries you can contact me. I have used GFA BASIC, HiSoft BASIC and STOS I would recommend HiSoft BASIC over all of those.

I have heard that Omikron BASIC is very good, however, so you may want to look into this.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

```
|\__/,|   (`\
_.|o o  |_   ) )
--(((---(((--------
```

From 7746190029798539183
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
From: maury@softarc.com (Maury Markowitz)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/09/02
Message-ID: <maury-0209971110210001@199.166.204.230>#1/1
X-Deja-AN: 269538205
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
<maury-2908971124040001@199.166.204.230> <5u7584$p2j$1@nuke.csu.net>
<5udaui$9tk$1@shell5.ba.best.com>
Organization: SoftArc Inc.
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5udaui$9tk$1@shell5.ba.best.com>, rdell@best.com (Richard Dell) wrote:

> OK, OK ... something convinced me to grab the files before
> they vanish, so I now have all the files from section 11 and
> 12 of the CI$ ATARICOMPUTING forum, though I have to kludge them
> together into one place (section 11 was grabbed with Qmodem at work,
> while section 12 was grabbed with Tapcis, a much smarter CI$ aware program).

> I will have to write a parsing program to split out the file descriptions
> into the individual description for each file that Tapcis does to get them
> consistant, but that shouldn't be too much trouble. 1800 files in section 12,
> I haven't yet looked into the section 11 stuff yet.

  Thank you thank you thank you thank you thank you!!

  How large is it in total? I have a friend that has a few programs that were not released, and I think he'd like to add them.

Maury

From 5715564730230849948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a2441f4bad9bd12b,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,a2441f4bad9bd12b,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,a2441f4bad9bd12b,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,a2441f4bad9bd12b,start
X-Google-Attributes: gid1115ce,public
From: Jill Howe <howej@sunyit.edu>
Subject: New ST User Needs Help!
Date: 1997/09/02
Message-ID: <Pine.HPP.3.96.970902165942.22980C-100000@demeter.sunyit.edu>#1/1
X-Deja-AN: 269905899
Organization: SUNY Utica/Rome
Newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

  I got a bare-bones 520ST about a year ago, with one boot floppy, no manuals and no HD. Due to the scarcity of help and software, I'm on the verge of selling the system. Can anybody provide me with:

* The most modern OS that will work well on a 520ST. Remember, I don't have a hard drive!

* A decent terminal program so I can get the ST on the net (Zmodem download would be needed).

* Manuals? Any old pro out there who no longer needs to refer to their 520 ST manuals? Even photocopies are welcome.

* Pin-outs and or manual for the color SC1224 Atari monitor.

* Music software for a MIDI keyboard (this is why I got an ST).

Thanks,
Jill

From 3187282312178909900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,edb599c48890b715
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: What would you like fast searches of?
Date: 1997/09/03
Message-ID: <XQ1PC0E@tos.pl.net>#1/1
X-Deja-AN: 269597754
References: <Pine.SUN.3.95q.970901004123.26186A-100000@ganymede.cs.mun.ca>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Scott Harris (harris@cs.mun.ca) wrote:

: Also anyone know how to check and see if a file is a proper file
: to be used with ones program. My program brings about a file selector.
: The user can then select the particular file to load. IF the user chooses
: a different file, than the type intended, how do I tell? I'm currently
: using the MOD command to test the file length. If a remainder is returned
: than its not the file my program uses. This is not very efficent though,
: because a user can select a file which has the same record/field setup as
: mine.

You could put some identifying header on the file that would not be
present in other files. This way, to read in the file you would read the
header, and if the header indicated that the file was in the correct
format, for the correct version of the software etc., you would continue
loading the file. Otherwise, an alert could be displayed informing the
user that the file is not the right type, version etc.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

From 7205904404975220247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e32830eac963439
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Subject: Re: choosing BASIC interpreter/compiler.

Date: 1997/09/03
Message-ID: <340D907D.36E5@neo-interaktiv.no>#1/1
X-Deja-AN: 269719850
References: <5u7iuj$55i@atlantis.utmb.edu> <EFsM8K.Lnp.0.sheppard@torfree.net>
<340A8924.9D4333ED@physik.uni-augsburg.de>
Organization: Neo Interaktiv AS
Reply-To: vegard@neo-interaktiv.no
Newsgroups: comp.sys.atari.programmer

Hartmut Bielefeldt wrote:
>
> There's a patch for GFABasic Compiler (and Interpreter) for running on
> the Falcon, GFAPatch 1.07:
>
> http://www.interlink.no/mediadrom/vegard/gfa.html

My pages have moved:

http://home.sn.no/~veg/

There you will also find info on my Face Value "visual basic" for GFA...

Vegard Hofsoy

From 8521440009171366625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bdd29b8781ba75a9,start
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: MagiC progr. docs
Date: 1997/09/03
Message-ID: <5uk13c$nq1$1@due.unit.no>#1/1
X-Deja-AN: 269722235
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Hi!

I've been trying to locate the docs on how to use the 'SM_M_SPECIAL'
message in MagiC. Does anybody know where I can find these? It was not in
the programming-docs from ASH.

Jo Even Skarstein

From 2072433464867237521

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a2441f4bad9bd12b
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a2441f4bad9bd12b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,a2441f4bad9bd12b
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,a2441f4bad9bd12b
X-Google-Attributes: gid109a67,public
From: <witurne@ibm.net>
Subject: Re: New ST User Needs Help!
Date: 1997/09/03
Message-ID: <340dbb42.0@news1.ibm.net>#1/1
X-Deja-AN: 269750595
Newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.
atari.st

Jill Howe <howej@sunyit.edu> writes: >
> I got a bare-bones 520ST about a year ago, with one boot floppy, no
> manuals and no HD. Due to the scarcity of help and software, I'm on the
> verge of selling the system. Can anybody provide me with:
>
> * The most modern OS that will work well on a 520ST. Remember, I don't
> have a hard drive!
>
> * A decent terminal program so I can get the ST on the net (Zmodem
> download would be needed).
>
> * Manuals? Any old pro out there who no longer needs to refer to their
> 520 ST manuals? Even photocopies are welcome.
>
> * Pin-outs and or manual for the color SC1224 Atari monitor.
>
> * Music software for a MIDI keyboard (this is why I got an ST).
>
> Thanks,
> Jill
>
Somewhere in the distant past I used to play around with an ST....I upgraded it to
1 meg and added a hard drive.....Somewhere I reckon I still have lots of
source code....and probably some games.....I dumped the hard drive (sorry) but
I should have some magazines (ATARi User etc...) I will look them out.

I am in Scotland UK. Tell me where you want the stuff sent (I'll pay postage if
it doesn't
cost an arm and a leg).

I can be found at Compuserve 101233,1641
or
witurne@ibm.net

Give me a call

Bill Turner

From -8357839753352771765
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f5a1b62add4b371,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: Handling keyboard shortcuts
Date: 1997/09/03
Message-ID: <61729347_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 269778024
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
References: <46759259_000003_OASIS_NEWS@the-gap.demon.co.uk>
<Pine.SUN.3.95q.970825093553.13278A-100000@ganymede.cs.mun.ca>
X-Sender: News Hound v0.04 (Atari) BETA
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

In article <Pine.SUN.3.95q.970825093553.13278A-100000@ganymede.cs.mun.ca>
Scott Harris <harris@cs.mun.ca> wrote:-

>On Sun, 24 Aug 1997, Gary Priest wrote:
>
>> I've currently been handling keyboard shortcuts by using the IKBD scan code
>> returned by the evnt_keybd event. ie. $1e01 = CTRL A.
>>
>> This works fine on US/UK keyboards but not French. :(
>>
>> What is the best way to handle this? I'm thinking maybe I should use the
>> ASCII code returned by evnt_keybd and then use Kbshift to check if CTRL is
>> held down.
>
>There are four different keyboards avalible for atari computers. German,
>English, USA, and French. You can determine which keyboard is attached
>with XBIOS 16 (Keytbl). Then perhaps you could use BSET(status|,bit) to
>test for a keypress.

Keytbl() doesn't tell you which keyboard is attached. And I've no idea what
you mean by BSET(status|,bit)????

>bit 0 = right <shift>
>bit 1 = Left <shift>
>bit 2 = control
>bit 3 = alternate
>bit 4 = capslock

Yep. These are the bits for Kbshift. But how do they relate to Keytbl?

>I've also read that BIOS 11 which your interested in, could be used.
>Something like status|BIOS(11-1). This has the same bit reading as the
>table above.
>
>Hope this helps,

Not really :-) I'm just as confused as before!

Gary

--

 Gary Priest,Southampton,England gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From 395070030468448978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e32830eac963439
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: choosing BASIC interpreter/compiler.
Date: 1997/09/03
Message-ID: <34139e31.29173037@news.airtime.co.uk>#1/1
X-Deja-AN: 269995316
Sender: !ynoT
References: <5u7iuj$55i@atlantis.utmb.edu> <EFsM8K.Lnp.0.sheppard@torfree.net>
<3412d624.4074522@news.airtime.co.uk> <1997090118315680956@zetnet.co.uk>
Reply-To: comp.sys.atari.prgrammer
Organization: STOSSER Software
Newsgroups: comp.sys.atari.programmer

On Mon, 1 Sep 1997 18:31:56 +0100, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>> >use GEM, although there is now an extension called GEMMA to add a GEM
>> >like interface to STOS applications.
>>
>> NO....Sorry to butt into your otherwise excellent descriptions of the
>> various BASIC packages,
>>
>> GEMMA is not for adding GEM like interface,, it is for accesing GEM
>> the true GEM, it lets you read and write the command line, lets you

>Sorry to butt in Tony, but you're over emphasizing the file-selector

I couldn't think of anything else usefull in GEM... Being as GEM and its crappy green and white with a sprinkle of red and black is about the last thing I would want in one of my titles, especialy those awful sad alert boxes :(

>BTW. GEMMA is still a beta version...

Yep, and lets hope the release date isnt on a Saturday, all those people passing burtons window looking at my arse ;-)

.

Cheers !ynoT (ATARI Programmer)
You can email: stosser@airtime.co.uk or atari@iname.com
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

From 2624794720411611983
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f5a1b62add4b371
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: Handling keyboard shortcuts
Date: 1997/09/04
Message-ID: <5uloev$bm4$1@due.unit.no>#1/1
X-Deja-AN: 269835613
Sender: Jo Even Skarstein <josk@james.stud.ntnu.no>
References: <46759259_000003_OASIS_NEWS@the-gap.demon.co.uk>
<Pine.SUN.3.95q.970825093553.13278A-100000@ganymede.cs.mun.ca>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Scott Harris <harris@cs.mun.ca> wrote:

> > What is the best way to handle this? I'm thinking maybe I should use the
> > ASCII code returned by evnt_keybd and then use Kbshift to check if CTRL is
> > held down.

The ASCII code should be in the lower eight bit of the scancode returned by evnt_multi(). I'm not sure though, as the Atari Compendium isn't clear about this. The SHIFT/ALT/CONTROL state is also returned by evnt_multi().

> There are four different keyboards avalible for atari computers. German,
> English, USA, and French. You can determine which keyboard is attached

What about Norwegian or Swedish keyboards? Or PC/Mac keyboards? Dvorak?

The keytable can be modified to any keyboard imaginable, so the correct
way to check for keypresses should be the ASCII-value, with shift-status
checked separately if necessary.

Jo Even Skarstein

From 2498221300965273200
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea9eb8f4858bf638,start
X-Google-Attributes: gid1115ce,public
From: pls@no.spam (Gerry O'Rourke)
Subject: Which GEMDOS version do I have.
Date: 1997/09/04
Message-ID: <5ulo90$k2t@bcrkh13.bnr.ca>#1/1
X-Deja-AN: 269837540
Organization: Nortel Ireland Ltd
Newsgroups: comp.sys.atari.programmer

I have an STFM with TOS 1.04

Using two different 'sysinfo-like' programs, I get conflicting GEMDOS numbers.

One program reports GEMDOS @ version 0.15, the other at version 0.21.

Does anybody know which is correct for TOS 1.04?

Also, is the Atari Compendium still on sale ?

Btw, I heard that Caldera (the current copyright owners of Digital Research's
stuff) have allowed the source code for GEM to be placed on a web site.

There is also something called CP\M 68K.

Am I correct in assuming this is the ancestor of the Atari OS?

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

From 7499432581363745108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a52bf7ecf4d2b862,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a52bf7ecf4d2b862,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: ZIP drives and MagiC problems

Date: 1997/09/04
Message-ID: <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 269923486
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
X-Sender: News Hound v0.04 (Atari) BETA
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi guys

I posed this question a few months ago when I got my ZIP drive and never really got an answer.

I am running a Falcon with MagiC 5.11 (also used to be 5.03) and HD Driver 6.0, and MagXDesk.

I have a ZIP drive attached to the SCSI port.

If I boot my Falcon and there is no disk in the ZIP drive then I can't access it at all even when I put a disk in. I have to reboot. All I get is a gemdos error (can't remember which one, something like invalid drive).

If I have a disk in the drive with say 3 partitions, and then eject it and insert a disk with one partition, and try to access it, I get the same gemdos error as above. :(

Is this normal behaviour, or is it a bug in MagiC, MagxDesk, or HD Driver?

Seems very poor to me. If it is a bug, would it be possible to write a workaround (ie something that flushes the disk details and does a mediach)?

But surely the Falcon should recognise the disk has changed (or been inserted) and adapt to suit it?

Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From 1212007294737553160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public

X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
From: rdell@best.com (Richard Dell)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/09/04
Message-ID: <5unrl0$j8k$1@shell5.ba.best.com>#1/1
X-Deja-AN: 269937976
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com> <5u7584$p2j$1@nuke.csu.net>
<5udaui$9tk$1@shell5.ba.best.com> <maury-0209971110210001@199.166.204.230>
Organization: Best Internet Communications, Inc - 650 964 BEST
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <maury-0209971110210001@199.166.204.230>,
Maury Markowitz <maury@softarc.com> wrote:
>In article <5udaui$9tk$1@shell5.ba.best.com>, rdell@best.com (Richard
>Dell) wrote:
>
>> OK, OK ... something convinced me to grab the files before
>> they vanish, so I now have all the files from section 11 and
>> 12 of the CI$ ATARICOMPUTING forum, though I have to kludge them
>> together into one place

done

>
> Thank you thank you thank you thank you thank you!!

welcome

>
> How large is it in total? I have a friend that has a few programs that
>were not released, and I think he'd like to add them.
>
total of 3159 files downloaded ... about 43 megs total with a separate
description file for each downloaded file, and a single collected
catalog file. Pkzip choked on it my first attempt though .. I'll try
again. I would really like to get a single file or three to simplify
and speed backing up.

--
Richard Dell

From -3714438079992420886
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9152385d308ce58e
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f39cbc606e5b48ad,start
X-Google-Attributes: gid1115ce,public
From: szhays@dilbert.ucdavis.edu (Eric Hays)
Subject: Re: VT100 specs
Date: 1997/09/04
Message-ID: <5umsfsphf2@mark.ucdavis.edu>#1/1
X-Deja-AN: 271159056
References: <EFyDEs.AAJ@suse.modem.stud.uni-hannover.de>
Followup-To: comp.sys.atari.st,comp.sys.atari.programmer
X-Complaints-To: usenet@ucdavis.edu
X-Trace: mark.ucdavis.edu 873395516 26159 (None) 128.120.8.189
Organization: University of California, Davis
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Peter Rottengatter (perot@suse.modem.stud.uni-hannover.de) wrote:
:
: Can anybody point me to a document with a specification of the VT100
: terminal, i.e. the description of the escape codes ?

Try this url: http://kipper.york.ac.uk/ctrlcode.html
perhaps better is: http://sundae.triumf.ca/pub2/vt100/vt100_2.html

Also, Boris Cahan (bdc2@po.cwru.edu) must know them, as he did the vt-102
terminal emulator that I currently can run with STing (although it is
terribly slow, for whatever reason).

--
.....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
:   @ @   Internship & Career Center   http://icc.ucdavis.edu :
+-oOO-(_)-OOo---+

From 2275984206922750063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea9eb8f4858bf638
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: Which GEMDOS version do I have.
Date: 1997/09/05
Message-ID: <5uouqu$kgg@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 269981436
References: <5ulo90$k2t@bcrkh13.bnr.ca>
Organization: University of Guelph

Newsgroups: comp.sys.atari.programmer

Gerry O'Rourke (pls@no.spam) wrote:
: I have an STFM with TOS 1.04

: Using two different 'sysinfo-like' programs, I get conflicting GEMDOS numbers.

: One program reports GEMDOS @ version 0.15, the other at version 0.21.

: Does anybody know which is correct for TOS 1.04?
[...]

It depends which way you look at the number. Another posting in this thread points out that the function which returns the GEMDOS version gives 0x1500. If you treat the upper byte as binary coded decimal, you get version 0.15; if you treat it as hexadecimal, you get version 0.21 (1*16+5=21). I remember reading somewhere about this, and the article/posting said that even Atari was inconsistent in which way to treat the version number.

THeo

From -7309868146669170181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea9eb8f4858bf638
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Which GEMDOS version do I have.
Date: 1997/09/05
Message-ID: <vyzu3g02bwu.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 269984914
Sender: schwab@issan.informatik.uni-dortmund.de
References: <5ulo90$k2t@bcrkh13.bnr.ca>
Organization: Dortmund University, Germany
Newsgroups: comp.sys.atari.programmer

Gerry O'Rourke <pls@no.spam> writes:

|> I have an STFM with TOS 1.04
|> Using two different 'sysinfo-like' programs, I get conflicting GEMDOS numbers.

|> One program reports GEMDOS @ version 0.15, the other at version 0.21.

They only differ in the interpretation of the number. The value that GEMDOS returns is 0x0015, but 15 hexadecimal is 21 decimal. Both are more or less correct.
--
Andreas Schwab "And now for something

schwab@issan.informatik.uni-dortmund.de completely different"

From 3373547136723282297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c949fd1dc4cbfec,start
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Subject: Re: GFA / Face Value: Font selector doesn't work under MagicPC
Date: 1997/09/05
Message-ID: <34102394.773C@neo-interaktiv.no>#1/1
X-Deja-AN: 269985246
References: <340FD63C.1DCD99A8@physik.uni-augsburg.de>
Organization: Neo Interaktiv AS
Reply-To: vegard@neo-interaktiv.no
Newsgroups: comp.sys.atari.programmer

Hartmut Bielefeldt wrote:
>
> Can anybody give me an advise why the font selector which can be
> included in Face Value GFA programs
> doesn't work under MagicPC? Just nothing happens. Under "normal" MagiC
> 5.x (with NVDI) I can choose any TT font without problems, but on the PC
> that doesn't work. Is it a problem of the NVDI delivered with MagicPC,
> and is there a solution?

I am sorry I cannot help you (I do not have MagicPC), but as the author
of Face Value I would like to hear about it if you do find a solution.

Bye,
Vegard Hofsoy

PS: Look out for FV v2 sometime this fall...

From -2361617936403339681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
From: maury@softarc.com (Maury Markowitz)
Subject: Re: CompuServe closing Atari forums :-(

Date: 1997/09/05
Message-ID: <maury-0509971106180001@199.166.204.230>#1/1
X-Deja-AN: 269991230
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com> <5u7584$p2j$1@nuke.csu.net>
<5udaui$9tk$1@shell5.ba.best.com> <maury-0209971110210001@199.166.204.230>
<5unrl0$j8k$1@shell5.ba.best.com>
Organization: SoftArc Inc.
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5unrl0$j8k$1@shell5.ba.best.com>, rdell@best.com (Richard
Dell) wrote:

> total of 3159 files downloaded ... about 43 megs total with a separate
> description file for each downloaded file, and a single collected
> catalog file.

  Amazing isn't it? That an entire platform's files fits into a ZIP disk....

  Is this the A8 files only, or 16bit too? Is this every file uploaded to
CIS _ever_, or do they remove old files after some time?

> I would really like to get a single file or three to simplify
> and speed backing up.

  Perhaps I can help? I have a ZIPper on my Mac that I find to be much
more reliable than the ones on the PC, notably on large files like this.

Maury

From -4541484257128455300
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a52bf7ecf4d2b862
X-Google-Attributes: gid1115ce,public
From: dbrewood@nest.demon.co.uk (Daron Brewood)
Subject: Re: ZIP drives and MagiC problems
Date: 1997/09/05
Message-ID: <39527767_Beta04_OASIS_NEWS@nest.demon.co.uk>#1/1
X-Deja-AN: 269997166
References: <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk>
Reply-To: dbrewood@nest.demon.co.uk (Daron Brewood)
X-NNTP-Posting-Host: nest.demon.co.uk [158.152.39.186]
Organization: NeST Headquarters
Newsgroups: comp.sys.atari.programmer

 In article <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk>
  gary@the-gap.demon.co.uk (Gary Priest) wrote:-

>But surely the Falcon should recognise the disk has changed (or been
>inserted) and adapt to suit it?

This is one of the problems with removable media. If you run
NEWMEDIA.TOS after changing the disk it should be fine.

--

---
dbrewood@nest.demon.co.uk ~ NeST Zone Coordinator 90:90/0.0@nest.ftn
Atari - NeST - Psion - Red Haired Girls: http://www.nest.demon.co.uk/

From -8294771946785421239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f267a5c2e4b603dc,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: GFA BASIC OPENW 0
Date: 1997/09/05
Message-ID: <Pine.SUN.3.95q.970905144600.19157B-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 270027223
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

I'm using OPENW 0 in my GFA BASIC program. When trying to enable
thte cursor ~XBIOS(21,1,0) it does not appear at the coordinated I locate
it at. Such LOCATE 20,5 and then ~XBIOS(21,1,0) the cursor appears in
tthe upper left most part of the screen and refuses to move. WHY? Does
OPENW 0 effect not allow cursor to be active in it. I know all GET
x,y,x,y,screen$ commands y co-oordinates have to be increased by 19,
because of menu bar area. What about the cursor. Also how do I get the
cursor to blink?

From 7833614105289752719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a52bf7ecf4d2b862
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ZIP drives and MagiC problems
Date: 1997/09/05

Message-ID: <34125d70.4325950@news.demon.co.uk>#1/1
X-Deja-AN: 270045699
References: <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk>
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Organization: SwampDog
Newsgroups: comp.sys.atari.programmer

On Thu, 4 Sep 97 23:30:54 GMT, gary@the-gap.demon.co.uk (Gary Priest)
wrote:

>Hi guys
>
>I posed this question a few months ago when I got my ZIP drive and never
>really got an answer.
>
>I am running a Falcon with MagiC 5.11 (also used to be 5.03) and HD Driver
>6.0, and MagXDesk.
>
>I have a ZIP drive attached to the SCSI port.
>
>If I boot my Falcon and there is no disk in the ZIP drive then I can't
>access it at all even when I put a disk in. I have to reboot. All I get is a
>gemdos error (can't remember which one, something like invalid drive).
>
>If I have a disk in the drive with say 3 partitions, and then eject it and
>insert a disk with one partition, and try to access it, I get the same
>gemdos error as above. :(

Sounds suspiciously like the system thinks the media is fixed. It
wouldn't surprise me at all if you got the same message off your main
hd then discovered the cable had come loose!

>Is this normal behaviour, or is it a bug in MagiC, MagxDesk, or HD Driver?

Unfortunately I haven't a clue but finding out what HD driver thinks
it is would be the place to start. Assuming that it works ok under TOS
would imply the next place to look would be MagiC then finally
MagxDesk.

>Seems very poor to me. If it is a bug, would it be possible to write a
>workaround (ie something that flushes the disk details and does a mediach)?

I would *guess* that a simple mediach should do the job if it's going
to work at all because of the below ...

I remember yonks ago using Sysmon or something on the filing system
and saw my gasteiner driver was making oodles of pointless mediach
calls to my (fixed) hd. Except, they wouldn't be pointless if the
driver couldn't tell the difference between fixed and removable media
but still wanted to support removable media?

So give Mediach a whirl and see!

>But surely the Falcon should recognise the disk has changed (or been
>inserted) and adapt to suit it?

Dunno. I just discovered my Zip will not eject manually under NT. This
of course could be because I've done something wrong, more probably
BG! On the other hand it could be because there is no way for NT to
find out atm. NT does know the media is removable because it will
software eject. Perhaps something similar is going on in your case -
no hardware sensing (easily answered by someone) or no software
looking at it?

Oh - does hitting ESC on a window open on the zip's root dir have any
effect? Bit kludgy but better than nowt!

--
hazzell@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 5521019456545811647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a52bf7ecf4d2b862
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a52bf7ecf4d2b862
X-Google-Attributes: gid1115ce,public
From: Terence Kelly <kelly_t@mail.uwlax.edu>
Subject: Re: ZIP drives and MagiC problems
Date: 1997/09/05
Message-ID: <3410175A.7E83@mail.uwlax.edu>#1/1
X-Deja-AN: 270046407
References: <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk> <340FAD81.333@ooc.de>
Reply-To: kelly_t@mail.uwlax.edu
Organization: UW-LA Crosse
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I don't know about the newest version of HD driver because Toad
Computers retained my original 4.? version and never sent me the
upgrade, but the version I have will not relog the drives without
rebooting the computer. That means if a removable media is not active
when the computer is booted it cannot be accessed without rebooting.

I had hoped that Uwe would fix that by adding an option to relog the
hard disks to a CPX as ICD software does. Sounds like he hasn't done
that yet. My version of HD driver does correctly deal with media
changes if my Syquest drive was ready at bootup.

--Terry Kelly

From 6296128730433876477
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a52bf7ecf4d2b862
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a52bf7ecf4d2b862
X-Google-Attributes: gid1115ce,public
From: Terry.May@rebel.ronly.org (Terry May)
Subject: Re: ZIP drives and MagiC problems
Date: 1997/09/05
Message-ID: <7ad_9709051307@ronly.org>#1/1
X-Deja-AN: 270051814
References: <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk> <340FAD81.333@ooc.de>
Organization: Reservation Only!
X-FTN-To: Uwe Seimet
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

On 04 Sep 97, after being fired by Jack Tramiel, Uwe Seimet said:

 >> Seems very poor to me. If it is a bug, would it be possible to write a
 >> workaround (ie something that flushes the disk details and does a
 >> mediach)?
 US>
 US> A workaround makes no sense. Media changes have to be reported and
 US> recognized. Anything else is not satisfying.

TCache has an option to force a media change each time the specified drive is accessed. I would think this would work for him.

 * LED v1.51 * For a good time call 702/736-2282!
--
|Fidonet: Terry May 1:209/745
|Internet: Terry.May@rebel.ronly.org
|
| Standard disclaimer: The views of this user are strictly his own.

From 24356102522223692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d98b131403e8834d,start
X-Google-Attributes: gid1115ce,public
From: Jeff.Thomas@823.to.gryn.org (Jeff Thomas)
Subject: Re: choosing BASIC interp
Date: 1997/09/05
Message-ID: <b1a_9709060121@tor250.org>#1/1
X-Deja-AN: 270161340
X-Complaints-To: news@trends.ca

X-Trace: news.trends.ca 873523668 3392 (None) 209.47.148.66
Organization: TAF ONLINE 416-42-18-999
X-FTN-To: Jacquesa@Zetnet.Co.Uk
Newsgroups: comp.sys.atari.programmer

JA>> GEMMA is not for adding GEM like interface,, it is for accesing GEM
JA>> the true GEM, it lets you read and write the command line, lets you
JA>Sorry to butt in Tony, but you're over emphasizing the file-selector
JA>here. :) GEMMA allows access to all of GEM - there are various demo
JA>programs making use of windows and dialogues etc. There are commands
JA>implemented for all AES and VDI calls (even AES 4.x).
So does that mean one could multitask under Geneva too, seeing as this is
allowing STOS to access GEM?
Later...

  SLMR 2.1a Backup not found: (A)bort (R)etry (P)anic

From 485716487394085376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,88e289221082acad,start
X-Google-Attributes: gid1115ce,public
From: Ken.Macdonald@823.to.gryn.org (Ken Macdonald)
Subject: Re: CHOOSING BASIC INTERP
Date: 1997/09/06
Message-ID: <efa_9709060504@tor250.org>#1/1
X-Deja-AN: 270206324
X-Complaints-To: news@trends.ca
X-Trace: news.trends.ca 873536819 13111 (None) 209.47.148.66
Organization: TAF ONLINE 416-42-18-999
X-FTN-To: Kellis@Primenet.Com
Newsgroups: comp.sys.atari.programmer

k: ummm obviously, you've never seen a nice setup. Green
k: desktop? sad alerts? hmmm what atari do you have?? 520
k: stf? with TOS 1.0?
k: I better send you a snapshot of my desktop, that will
k: change your mind. :)
k: _____
k: _____ ____ Email:Kellis@primenet.com Web
heh heh heh
sock it too him! :^D
Ken Macdonald Toronto Atari Federation where Atari Rulz
TAF meets 3rd Wed of every month @ North York City Centre
FidoNET 1:250/823 macdonald@cfcsc.dnd.ca TAF(416)421-8999

... Hey Santa, how much for your list of naughty girls?
/// ReJoinDer v1.33 (Registered)

From 7877666175176587590
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d98b131403e8834d
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: choosing BASIC interp
Date: 1997/09/06
Message-ID: <1997090611413080956@zetnet.co.uk>#1/1
X-Deja-AN: 270229290
References: <b1a_9709060121@tor250.org>
Newsgroups: comp.sys.atari.programmer

In message <b1a_9709060121@tor250.org>
Jeff.Thomas@823.to.gryn.org (Jeff Thomas) writes:

> JA>> GEMMA is not for adding GEM like interface,, it is for accesing GEM
> JA>> the true GEM, it lets you read and write the command line, lets you
> JA>Sorry to butt in Tony, but you're over emphasizing the file-selector
> JA>here. :) GEMMA allows access to all of GEM - there are various demo
> JA>programs making use of windows and dialogues etc. There are commands
> JA>implemented for all AES and VDI calls (even AES 4.x).
>
> So does that mean one could multitask under Geneva too, seeing as this is
> allowing STOS to access GEM?

Geneva hasn't been tested, but I dont see any reason why not. Due to some dirty memory handling code in STOS (which is gradually being replaced), there are potential problems under any multitasking system, so I wouldn't care to say if it works... but it might.

Currently the release versions of GEMMA are interpreter only - so compiled programs cannot (ATM) access GEM under single or multitasking systems.

BTW. GEMMA has a homepage at: http://www.users.zetnet.co.uk/pjones/

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------+----------
Please note the new email and WWW addresses. Thanks.

From -2883017172041668396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a52bf7ecf4d2b862
X-Google-Attributes: gid1115ce,public
From: dbolt@my-ste.demon.co.uk (David Bolt)
Subject: Re: ZIP drives and MagiC problems
Date: 1997/09/06
Message-ID: <873559755.17544.0.nnrp-05.9e98f145@news.demon.co.uk>#1/1
X-Deja-AN: 270270539
References: <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk> <340FAD81.333@ooc.de>
X-NNTP-Posting-Host: my-ste.demon.co.uk [158.152.241.69]
Organization: home
Newsgroups: comp.sys.atari.programmer

On 4 Sep 1997 23:30:54 , Gary Priest wrote:

> I posed this question a few months ago when I got my ZIP drive and never
> really got an answer.
>
> I am running a Falcon with MagiC 5.11 (also used to be 5.03) and HD Driver
> 6.0, and MagXDesk.

I'm using an STE with TOS 1.62 and HD Driver 6.0

> I have a ZIP drive attached to the SCSI port.

I have a SyQuest EZ-135 on the DMA port, using Gasteiners host adapter.

> If I boot my Falcon and there is no disk in the ZIP drive then I can't
> access it at all even when I put a disk in. I have to reboot. All I get is a
> gemdos error (can't remember which one, something like invalid drive).

I can access the '135 if I manually load HD Driver.

> If I have a disk in the drive with say 3 partitions, and then eject it and
> insert a disk with one partition, and try to access it, I get the same
> gemdos error as above. :(

It could be that you've not set the sector size large enough and the new
disc has sectors larger than the minimum. I have a similar problem when I
change '135 discs where the partition sizes are different. This is
especially true when the first partition is of a very different size.
Usually when a disc is changed, I open drive C:s window and then have to do
a reboot.

> Is this normal behaviour, or is it a bug in MagiC, MagxDesk, or HD Driver?

Since I have a similar problem under TOS, it would appear to be something to
do with HD Driver.

> Seems very poor to me. If it is a bug, would it be possible to write a
> workaround (ie something that flushes the disk details and does a mediach)?

I think it would need to completely read the partitioning information from
the discs and reset it's tables again.

> But surely the Falcon should recognise the disk has changed (or been
> inserted) and adapt to suit it?
>
> Gary
>
>
> --
>
> ---
> Gary Priest,Southampton,England gary@the-gap.demon.co.uk
> Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
> ---
>
> .

Regards,
      David E-Mail :- dbolt@my-ste.demon.co.uk

```
/*********************************************************\
*                                                         *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
*                                                         *
\*********************************************************/
```

From -7067110800654620955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
From: rdell@best.com (Richard Dell)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/09/06
Message-ID: <5uru86ist1@shell5.ba.best.com>#1/1
X-Deja-AN: 270277773
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
<maury-0209971110210001@199.166.204.230> <5unrl0$j8k$1@shell5.ba.best.com>
<maury-0509971106180001@199.166.204.230>
Organization: Best Internet Communications, Inc - 650 964 BEST
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata

ri.st,comp.sys.atari.st.tech

In article <maury-0509971106180001@199.166.204.230>,
Maury Markowitz <maury@softarc.com> wrote:
>In article <5unrl0$j8k$1@shell5.ba.best.com>, rdell@best.com (Richard
>Dell) wrote:
>
>> total of 3159 files downloaded ... about 43 megs total with a separate
>> description file for each downloaded file, and a single collected
>> catalog file.
>
> Amazing isn't it? That an entire platform's files fits into a ZIP disk....
>
> Is this the A8 files only, or 16bit too? Is this every file uploaded to
>CIS _ever_, or do they remove old files after some time?

A8 only .. libs 11 and 12 ... plus the St Transformer files from lib 5.
If I dig out an ancient CI$ listing from the old 8 bit forum, I should
have an idea if things were deleted .. I suspect yes, but perhaps someone
more active in the CI$ forums would know now.

>
>> I would really like to get a single file or three to simplify
>> and speed backing up.

Did, done .. single Pkzip file .. 24 megs or so. Pkzip bombed on my
system (choked perhaps) possibly due to my own system memory constrants,
but the file was there deleted, so I undeleted it and it looks valid
(passes the Pkzip -t).

>
> Perhaps I can help? I have a ZIPper on my Mac that I find to be much
>more reliable than the ones on the PC, notably on large files like this.

Thanks, but I worked around (see above) Thursday nite. I did notice the

--
Richard Dell
(any further posts and I'll edit the newsgroups line for just the 8 bit)

From -1147712114981742855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a52bf7ecf4d2b862
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a52bf7ecf4d2b862
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: ZIP drives and MagiC problems
Date: 1997/09/07

Message-ID: <NB6PCQE@tos.pl.net>#1/1
X-Deja-AN: 270407620
References: <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Gary Priest (gary@the-gap.demon.co.uk) wrote:
: I have a ZIP drive attached to the SCSI port.

: If I boot my Falcon and there is no disk in the ZIP drive then I can't
: access it at all even when I put a disk in. I have to reboot. All I get is a
: gemdos error (can't remember which one, something like invalid drive).

: If I have a disk in the drive with say 3 partitions, and then eject it and
: insert a disk with one partition, and try to access it, I get the same
: gemdos error as above. :(

I have a SyQuest 270MB removable drive on my TT with HDDriver, and
sometimes I do observe similar problems. Usually, however, swapping
cartridges "on-the-fly" works fine.

Occasionally, after I swap a cartridge, it appears as though no files are
present on the cartridge. Rebooting brings everything back to normal. I
have never figured out quite why this is.

In any case: remember to set the number of partitions to reserve
appropriately, and remember to set the sector size in the HDDriver setup
so that it is at least as large as the largest you will be using.

Hopefully this would help solve the problem.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

From -8744079846828511929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a52bf7ecf4d2b862
X-Google-Attributes: gid1115ce,public
From: DCroker@fortress.org.uk (Derryck Croker)
Subject: ZIP drives and MagiC problems
Date: 1997/09/07
Message-ID: <1235_DCroker@fortress.org.uk>#1/1
X-Deja-AN: 270442521
References: <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: The <Fortress> BBS

Reply-To: DCroker@fortress.org.uk
Newsgroups: comp.sys.atari.programmer

Nostrodamus phrophesised this from gary@the-gap.demon.co.uk to All...

Hi Gary!

 g> Organization: Home of POPwatch, CoSTa and XURL

 g> If I boot my Falcon and there is no disk in the ZIP drive then I
 g> can't access it at all even when I put a disk in. I have to reboot. All
 g> I get is a gemdos error (can't remember which one, something like
 g> invalid drive).

I have a similar problem with my ST (but with a Syquest EZ135 drive)

Try running the mediachange.prg on the HDDriver master disk.

I'd also recommend that you take this to comp.sys.atari.st as Uwe Seimet is a regular there and is likely to suggest a few things to try.

Speak to 'ya later!

--

From 1418443247620309595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82243ab3f28be93d
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: information on Mint loadable device drivers?
Date: 1997/08/18
Message-ID: <33F859FF.5EDF@in.tu-clausthal.de>#1/1
X-Deja-AN: 265031990
References: <33F839AA.4661@gecm.com>
Organization: Rechenzentrum der TU Clausthal
Newsgroups: comp.sys.atari.programmer

Bruno Hemeury wrote:

> I would quit to known how to know how Mint loadable device drivers and
> how they are written.

Get the MiNT documentation. (RTFM!)

Christof

From 2335342787313758378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: David@ritter.demon.co.uk (David Knight)
Subject: Re: Background Events
Date: 1997/08/18
Message-ID: <50240450_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 265081039
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33F60ADD.C82D23BB@swampdog.demon.co.uk>
Reply-To: David@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

In article <33F60ADD.C82D23BB@swampdog.demon.co.uk>
Guy Harrison <guy@swampdog.demon.co.uk> wrote:-

>David Knight wrote:
>
>> You do when its part of your own replacement form_do()
>>
>
>Sorry, I was interrupted numerous times whilst replying and totally lost
>track. I meant to be more specific.
>
>What I meant was, you don't need graf_watchbox as long as you don't mind
>clicking on an object and having it selected immediately - that is, no
>going back. Anyway ...

Yeh but I think its better to be able to go back just incase the
button was clicked on by accident and IMO it is better to allow this.

>I wrote my own form_do for pug yonks ago and I also had problems with
>graf_watchbox (and graf_mkstate for that matter). My own solution was to
>write a replacement watchbox routine.

I maybe wasn't very clear with this so:

1) When the window with the button in is the topped window everything,
   including graf_watchbox works fine.

2) If the window is not topped then it locks up until the mouse button
   is released so by the time that the graf_watchbox is reached the
   mouse button is no longer held down so it just 'flows' straight
   through it.
   My original question was to do with clicks on untopped windows
   inquiring whether or not it was possible to recognise these clicks
   without the AES blocking until the mouse button was released due to
   the AES sending wm_topped.

I don't know if that makes sense to anyone but its the best way I can
think of to describe what is happening.

>However, along with the compendium came two hitherto undocumented
>functions - form_keybd and form_button. Both are used internally by
>form_do. I suspect form_button will do the job.

Actually My very sparse AES docs that came with 'Introducing Atari ST
Machine Code' contains both these functions.

David Knight

--

David@ritter.demon.co.uk

From 4449653552131482256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public

From: David@ritter.demon.co.uk (David Knight)
Subject: Re: Background Events
Date: 1997/08/18

Message-ID: <9310430_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 265110940
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
References:
<32922774_000008_OASIS_NEWS@ritter.demon.co.uk><33ECAD8E.E03CDA72@swampdog.demon.co.uk><3960138_000008_OASIS_NEWS@ritter.demon.co.uk><33F60ADD.C82D23BB@swampdog.demon.co.uk>

Reply-To: David@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

In article <EF1ynv.n30@suse.modem.stud.uni-hannover.de>
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:-

>I believe you should be significantly more specific about what you want
>to do here. The term 'background events' can be understood in several ways
>causing confusion which I believe has happened here.
>

By 'background events' I mean exactly what using wind_set and
wf_bevent allow, being able to interact with buttons/sliders etc even
though they are not in the currently topped window.

>Very unlikely. I suspect you've tried to simulate form_button's behaviour
>with graf_watchbox, which doesn't work all too well. Normally, for a
>form_do replacement you'd need little more than form_button, form_keybd,
>objc_find and objc_edit (plus event_multi in some way of course).

No I've not done that, as I stated originally my problem arises if the
window is not the currently topped one.
The problem with graf_watchbox arose from my attempt to perform
'background events' if the window was not the top one.
The AES blocks until the mouse button is released (something to do
with it sending wm_topped I believe) so that when the graf_watchbox is
reached the program just continues as the mouse button is no longer
held down.

I would post my code except it is part of a general purpose main
program loop due to the way I have implemented non-modal dialogs.
As I'm programming in ASM this code is several 1000 lines long.

David Knight

--

David@ritter.demon.co.uk

From 1239161566478354162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bb9cb63c48de3727
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: GFA BASIC's SETCOLOR/VSETCOLOR
Date: 1997/08/18
Message-ID:
<Pine.GSO.3.96rindlow.970818100223.7277E-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 265619375
References: <33F7016E.C6FAFED6@swampdog.demon.co.uk>
Organization: Link⊕ping University, Sweden
Reply-To: Tomas Berndtsson <tobe@lysator.liu.se>
Newsgroups: comp.sys.atari.programmer

On Sun, 17 Aug 1997, Guy Harrison wrote:

> > What's better to use VSETCOLOR or SETCOLOR?
>
> Naturally, I haven't a clue!

I can't remember which is which, but I think that one of them sets STe colours correctly, i.e. from 0-15, while the other one sets it as it is in the hardware, with the LSB at the highest position.

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From 8253354305751264765
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ce00f3bede0c3720,start
X-Google-Attributes: gid1115ce,public
From: thunder@bau3.uibk.ac.at (Hermann Helbok)
Subject: help with a file please
Date: 1997/08/19
Message-ID: <5tc8r6jmo1@dm2.uibk.ac.at>#1/1
X-Deja-AN: 265256952
Organization: University of Innsbruck, Austria
Newsgroups: comp.sys.atari.programmer

hello

can anybody help me with a urgend problem please?

I have a program that i am porting to PC. But there is a file, that
i cant read correctly on the pc. The program was written in pascal, and
I only must read this file and write the contents to a textfile.

I would send the source of the binary file, and the sourcecode to convert
the file on the atari.
The file is a binary file which is opended as file of real (atari pascal)
.

please mail me back, if you could help me.

with best regards
hermann.

--

From 3543744197301267398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: Guy Harrison <guy@swampdog.demon.co.uk>
Subject: Re: Background Events
Date: 1997/08/19
Message-ID: <33F9DFE9.5CC4E08F@swampdog.demon.co.uk>#1/1
X-Deja-AN: 265330065
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33ECAD8E.E03CDA72@swampdog.demon.co.uk>
<3960138_000008_OASIS_NEWS@ritter.demon.co.uk>
<33F60ADD.C82D23BB@swampdog.demon.co.uk> <EF1ynv.n30@suse.modem.stud.uni-
hannover.de>
X-Priority: 3 (Normal)
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:

> In article <33F60ADD.C82D23BB@swampdog.demon.co.uk>,
>   Guy Harrison <guy@swampdog.demon.co.uk> writes:
> > David Knight wrote:
>

[snip]oops! You're answering mine & David's replies as one Peter. ;-)

> > However, along with the compendium came two hitherto undocumented
> > functions - form_keybd and form_button. Both are used internally by

> No. Both have been documented since early beginning of the Atari ST
> series.
> Here I have the tenth edition of the Profibuch from 1991, and even the
> first
> edition (must have been 87 or so) had the documentation.
>

Unfortunately, this was not the case with most generally available
english documentation. To be fair, there is mention of them in Compute's
AES book but ...

The wording leaves you wondering if the functions even exist under any
particular gem.

There are no examples.

You are told the binding will not exist in your compiler and you need to

add it yourself in assembler with not even a vague hint how this is
accomplished.

c'est la vie! ;-)

--
Guy Harrison
guy@swampdog.demon.co.uk

From -6875418034530181280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: Guy Harrison <guy@swampdog.demon.co.uk>
Subject: Re: Background Events
Date: 1997/08/19
Message-ID: <33F9E8A7.5A654D8A@swampdog.demon.co.uk>#1/1
X-Deja-AN: 265330096
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33F60ADD.C82D23BB@swampdog.demon.co.uk>
<50240450_000008_OASIS_NEWS@ritter.demon.co.uk>
X-Priority: 3 (Normal)
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Newsgroups: comp.sys.atari.programmer

David Knight wrote:

> In article <33F60ADD.C82D23BB@swampdog.demon.co.uk>
>   Guy Harrison <guy@swampdog.demon.co.uk> wrote:-
>
> >David Knight wrote:
> >
> >> You do when its part of your own replacement form_do()
> >>
> >
> >Sorry, I was interrupted numerous times whilst replying and totally
> lost
> >track. I meant to be more specific.
> >
> >What I meant was, you don't need graf_watchbox as long as you don't
> mind
> >clicking on an object and having it selected immediately - that is,
> no
> >going back. Anyway ...
>

> Yeh but I think its better to be able to go back just incase the
> button was clicked on by accident and IMO it is better to allow this.
>

Agreed.

> >I wrote my own form_do for pug yonks ago and I also had problems with
>
> >graf_watchbox (and graf_mkstate for that matter). My own solution was
> to
> >write a replacement watchbox routine.
>
> I maybe wasn't very clear with this so:
>
> 1) When the window with the button in is the topped window everything,
>
>   including graf_watchbox works fine.
>
> 2) If the window is not topped then it locks up until the mouse button
>
>   is released so by the time that the graf_watchbox is reached the
>   mouse button is no longer held down so it just 'flows' straight
>   through it.

Are you 100% sure background events are enabled?

>   My original question was to do with clicks on untopped windows
>   inquiring whether or not it was possible to recognise these clicks
>   without the AES blocking until the mouse button was released due to
>
>   the AES sending wm_topped.
>

When background events are enabled you have to click on the window's menubar to top the window (and you will get WM_TOPPED). Clicking elsewhere in the window will return you the MU_BUTTON event and you will not receive WM_TOPPED. If you are receiving it still then background events are not enabled.

> I don't know if that makes sense to anyone but its the best way I can
> think of to describe what is happening.
>

If memory serves, there's another problem when the background object is partially obscured by another window on top of it - graf_watchbox draws the whole object not just the parts of the object which are visible under the window on top. You need to call your redraw routine so that it gets selected and unselected properly so the window on top does not get drawn over.

I would have expected magic to do this automatically but it didn't. If it can do it, then I somehow stopped it. Comments from anybody who knows please?

> >However, along with the compendium came two hitherto undocumented
> >functions - form_keybd and form_button. Both are used internally by
> >form_do. I suspect form_button will do the job.
>
> Actually My very sparse AES docs that came with 'Introducing Atari ST
> Machine Code' contains both these functions.
>

Does your compiler implement them? If not, you can add them.

--
Guy Harrison
guy@swampdog.demon.co.uk

From 9200763367549962131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Background Events
Date: 1997/08/19
Message-ID: <EF67Lz.MIK@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 265390435
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33F60ADD.C82D23BB@swampdog.demon.co.uk>
<50240450_000008_OASIS_NEWS@ritter.demon.co.uk>
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <50240450_000008_OASIS_NEWS@ritter.demon.co.uk>,
     David@ritter.demon.co.uk (David Knight) writes:
> In article <33F60ADD.C82D23BB@swampdog.demon.co.uk>

> I maybe wasn't very clear with this so:
>
> 1) When the window with the button in is the topped window everything,
>   including graf_watchbox works fine.
>
> 2) If the window is not topped then it locks up until the mouse button
>   is released so by the time that the graf_watchbox is reached the
>   mouse button is no longer held down so it just 'flows' straight
>   through it.

Ahaaa, this is what you mean. Well, here you just have bad luck. This is the philosophy of GEM. A window in the background won't see ANY mouse action, it only gets a TOPPED message when someone clicks into it. Of course the message isn't send before the user releases the mouse button; per definitionem an action under GEM is initiated when the button is *released*. It is all the same with clicking buttons, window closer or fuller, menu entries etc. Later people invented the BEVENT attribute, but you seem to not like it, as you wrote in your original message :

> Is there any way to implement background events with out using
> wf_bevent and wind_set()?

I can only recommend to use BEVENT for this ! If it conflicts with something else you wanna do, then it's bad luck, it won't work in any other way (well, at least not in a multitasking friendly manner - you can always use wind_update (BEG_MCTRL) and do all the mouse stuff by yourself).

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 1879940122017540046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public

From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Background Events
Date: 1997/08/19

Message-ID: <EF67zH.MKy@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 265390447
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33ECAD8E.E03CDA72@swampdog.demon.co.uk>
<3960138_000008_OASIS_NEWS@ritter.demon.co.uk>
<33F60ADD.C82D23BB@swampdog.demon.co.uk>
<9310430_000008_OASIS_NEWS@ritter.demon.co.uk>
Organization: Private
Newsgroups: comp.sys.atari.programmer

> By 'background events' I mean exactly what using wind_set and
> wf_bevent allow, being able to interact with buttons/sliders etc even
> though they are not in the currently topped window.

What is it for ?

1) Several modern AES let you operate the sliders of non-topped windows
   anyway !

2) If the window manager in your AES doesn't do it, then there is nothing
   an application can do about it in any sensible way. The only solution
   would be replacing significant parts of the AES.

If you talk about interaction with objects in the working area of a non-
topped window (objects you must redraw yourself in your application), then
of course the AES won't do that. But then WF_BEVENT is precisely what you
need !

> I would post my code except it is part of a general purpose main
> program loop due to the way I have implemented non-modal dialogs.

Note non-modal dialogs does NOT mean they must be operable even if their
window is in the background ! It is usually the better solution to just
let them alone if in the background, and require the user to top them if
he wants to play with them.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -758895045621836196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,41691302483a4e8c,start
X-Google-Attributes: gid1115ce,public
From: Charles Richmond <richmond@plano.net>
Subject: Converting First Word files to MS Word
Date: 1997/08/19
Message-ID: <33FA4E3C.15B1@plano.net>#1/1
X-Deja-AN: 265406956
Organization: Canine Computer Center
Reply-To: richmond@plano.net
Newsgroups: comp.sys.atari.programmer

I have some First Word files on my 1040 ST and need to convert
them to move to a Mac and use MS Word. Is there a conversion
program I can download off the net (preferably), or maybe
purchase (ick!!!).

--

+---+
| Charles and Francis Richmond   <richmond@plano.net>

|
+----------+

From 1272376580474839726
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: Pierre-Louis Lamballais <plamball@parx.fr>
Subject: Re: Background Events
Date: 1997/08/19
Message-ID: <33F944C8.588D@parx.fr>#1/1
X-Deja-AN: 267878048
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33F60ADD.C82D23BB@swampdog.demon.co.uk>
<50240450_000008_OASIS_NEWS@ritter.demon.co.uk>
Organization: PARX
Reply-To: plamball@parx.fr
Newsgroups: comp.sys.atari.programmer

David Knight wrote:
>
> In article <33F60ADD.C82D23BB@swampdog.demon.co.uk>
>   Guy Harrison <guy@swampdog.demon.co.uk> wrote:-
>
> >David Knight wrote:
> >
> >> You do when its part of your own replacement form_do()
> >>
> >
> >Sorry, I was interrupted numerous times whilst replying and totally lost
> >track. I meant to be more specific.
> >
and so on...

I think that the question is a "double question". If you want to let
thinks running in background, that's one question. If you want to detect
action on button located in forms which are inside untopped windows,
that's another question.
Let start with the first one:
Each time you call an AES function, the AES take the hand. It just take
a look at all other GEM applications (eg ACC) and give them the hand.
That means that you call Rsrc_Gaddr() so you jump into this function,
but the AES exit from Evn_Multi() previously called by an ACC (for
exampl). The ACC calls Form_Keyboard() and the AES exit from you
Rsrc_Gaddr(). So, you run if other applications also call AES. That's
called "cooperative multitasking", because if my ACC go into a pure ASM
loop, it don't call anymore the AES and my APP don't have the "hand".
In old TOS, some functions were "stopping function". In fact, calling an
alert box in an ACC stopped the other GEM APP. It's not yet true
actually with TOS 4. You can try that: build a short ACC with a small

evnt_Timer() and each 2 seconds, print A, then B, then C.... on the top
left corner of the screen, using Gemdos and VT52. You'll see the
printing occuring even if an APP open an alert box.
So, to let background running, you don't have to do special think.

The second question is about clicking on untopped windows. It depend
also on AES version, specially for double clicking. It work perfectly on
a FALCON but not on a ST: you don't get double clic but lonely clic or
no click at all. You can perfom that, using Evnt_Multi with a click
detection: while a click is detected, ask Wind_Find() to get the Handle
of the clicked window. Dont' forget to check handle 0 (the background of
the screen). If it's your window, perform an Obj_Find() to get the
object number. Then perform a Form_Button() to let the AES driving
correctly radio button. If you want to use slider, or editable field,
don't forget to use the clipping. The best way to perform editable field
is to enter a classical form_do function, and set the editable field as
a exit/default button, from which the user will exit using RETURN.
Note: just after your evnt_multi() call you check the kind of evnt that
happened: if you don't want the window to be topped, you just have to
peform first the clic, then the message and just forget the message.

I hope this will light your lantern.

regards

--
+----------+
 Pierre-Louis Lamballais - plamball@parx.fr
 PARX Company
 9 Rue du Pin Dor, F-53000 Laval - France
 Tel: 33-2.43569276 - Fax: 33-2.43568047
                  http://www.parx.fr
+----------+

From -3135638855623915525
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,34c71d4fd64a538e
X-Google-Attributes: gid1115ce,public
From: Pierre-Louis Lamballais <plamball@parx.fr>
Subject: Re: Another MFP question
Date: 1997/08/19
Message-ID: <33F94528.52AC@parx.fr>#1/1
X-Deja-AN: 268128980
References: <01bcab16$3a31be60$fa6974cf@cmwaters-h>
Reply-To: plamball@parx.fr
Organization: PARX
Newsgroups: comp.sys.atari.programmer

> Many thanks to all who helped me figure out how to use MFP Timer A in a
> little Assembly language program I was working on. Now I have a related

> question: how do you get data directly from the serial port?
It depend on the machine, because in a hardware point of vue, a ST a TT
and a Falcon don't use the same system for driving the serial port...
8-(

--
+----------+
 Pierre-Louis Lamballais - plamball@parx.fr
 PARX Company
 9 Rue du Pin Dor, F-53000 Laval - France
 Tel: 33-2.43569276 - Fax: 33-2.43568047
http://www.parx.fr
+----------+

From -7658458332770964996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: David@ritter.demon.co.uk (David Knight)
Subject: Re: Background Events
Date: 1997/08/19
Message-ID: <23078858_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 268405908
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33F944C8.588D@parx.fr>
Reply-To: David@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

 In article <33F944C8.588D@parx.fr>
  Pierre-Louis Lamballais <plamball@parx.fr> wrote:-

>I think that the question is a "double question". If you want to let
>thinks running in background, that's one question. If you want to detect
>action on button located in forms which are inside untopped windows,
>that's another question.

If you read the original post you would have seen that I mentioned
wind_set() using wf_bevent, which is how to enable clicking on objects
in untopped windows with the correct AES version of course. The
original question was could this be simulated without using the
wind_set call.
I may not have made this clear though.

The part about graf_watchbox arose from the effect my attempt to
simulate the wind_set effect caused:

1) click on object in untopped window
2) object selects and redraws
3) system freezes until mouse button released: even if mouse moved

outside of the object it does not deselect, as it should as
graf_watchbox is suposed to be called.

I was only trying to describe what was happening here, not saying that
graf_watchbox wasn't working.

>no click at all. You can perfom that, using Evnt_Multi with a click
>detection: while a click is detected, ask Wind_Find() to get the Handle
>of the clicked window. Dont' forget to check handle 0 (the background of
>the screen). If it's your window, perform an Obj_Find() to get the
>object number. Then perform a Form_Button() to let the AES driving
>correctly radio button.

Yes I do all of that (except using form_button, I just check the
object flags to identify what to do with the object and act upon it
with my own code)

>happened: if you don't want the window to be topped, you just have to
>peform first the clic, then the message and just forget the message.

Yes but the system freezes until the click is released and as such the
call to graf_watchbox just 'flows' through as the button is no longer
held down. Unless wind_set has been called using wf_bevent, in which
case the problem does not arise as the AES does not bother to send the
wm_topped and so the system does not freeze.

I don't know why the system freezes until the click is released as all
the AES is doing is sending the wm_topped message to my program.

I have now been experimenting and it doesn't matter what I attempt to do
after the click has been registered it does not perform until the button
is released, this is despite calling evnt_multi with the number of clicks
to $103, the button to click as 3 and the button state as $103.

David Knight

--

David@ritter.demon.co.uk

From -2357509403139184836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6018969fd33a8793,start
X-Google-Attributes: gid1115ce,public
From: dasjfsdlj@asjfsadjfds.com
Subject: Pamela & Tommy Lee's Secret Sex Tape

Date: 1997/08/20
Message-ID: <33fb6ea4.0@news.inreach.com>#1/1
X-Deja-AN: 265574066
Newsgroups: comp.sys.atari.programmer

DON'T BE FOOLED BY IMITATIONS

There is only one Pam & Tommy Sex Tape and it is available here for a limited time only. Others may claim to have it for sale but this is the only Hard Core Copyrighten version in existence. See them bare their soles and bodies in public places, but observe closely, a very private blend of love and sex that they thought the public would never see.

Visit:

http://www.pamsex.com

http://www.pamsex.com

From 4317948414679489719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: David@ritter.demon.co.uk (David Knight)
Subject: Re: Background Events
Date: 1997/08/20
Message-ID: <96034662_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 265611781
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33F9E8A7.5A654D8A@swampdog.demon.co.uk>
Reply-To: David@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

In article <33F9E8A7.5A654D8A@swampdog.demon.co.uk>
Guy Harrison <guy@swampdog.demon.co.uk> wrote:-

>David Knight wrote:

>> Actually My very sparse AES docs that came with 'Introducing Atari ST
>> Machine Code' contains both these functions.

>>
>
>Does your compiler implement them? If not, you can add them.
>

Well since I program in assembly then a compiler has nothing to do
with it ;-)

Thanks to everyone who has replied to my less than clear question.

--

     David@ritter.demon.co.uk

From -2733778877333456557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public

From: David@ritter.demon.co.uk (David Knight)
Subject: Re: Background Events
Date: 1997/08/20

Message-ID: <12723839_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 265615617
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
References:
<32922774_000008_OASIS_NEWS@ritter.demon.co.uk><33F60ADD.C82D23BB@swampdog.demon.c
o.uk><50240450_000008_OASIS_NEWS@ritter.demon.co.uk>
Reply-To: David@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

 In article <EF67Lz.MIK@suse.modem.stud.uni-hannover.de>
  perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:-

>Ahaaa, this is what you mean. Well, here you just have bad luck. This is
>the philosophy of GEM. A window in the background won't see ANY mouse action,
>it only gets a TOPPED message when someone clicks into it. Of course the
>message isn't send before the user releases the mouse button; per definitionem
>an action under GEM is initiated when the button is *released*. It is all the
>same with clicking buttons, window closer or fuller, menu entries etc. Later
>people invented the BEVENT attribute, but you seem to not like it, as you wrote
>in your original message :

Its not so much as not liking it but not liking that it is not present
in all aes versions so some users get the ability and some don't.

>> Is there any way to implement background events with out using
>> wf_bevent and wind_set()?
>
>I can only recommend to use BEVENT for this ! If it conflicts with something
>else you wanna do, then it's bad luck, it won't work in any other way (well,
>at least not in a multitasking friendly manner - you can always use wind_update
>(BEG_MCTRL) and do all the mouse stuff by yourself).

No it doesn't conflict just the reason above.

David Knight

--

David@ritter.demon.co.uk

From -6166462311396720595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed0995ba783ba39f,start
X-Google-Attributes: gid1115ce,public

From: Scott Harris <harris@cs.mun.ca>
Subject: Setcolor/vsetcolor fill problem (AGAIN!!!)
Date: 1997/08/20

Message-ID: <Pine.SUN.3.95q.970820154239.25706C-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 265644801

Reply-To: Scott Harris <harris@cs.mun.ca>
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Hello everybody,

I thought I had this SETCOLOR/VSETCOLOR problem figured out, thanks to the many replies I recieved from the loyal atari programmers/posters here. However, everything was working fine until I filled the screen with the ARECT command in GFA BASIC 3.5E. Heres the code I'm using....

```
' *** my standard-colors for Medium resolution
'
VSETCOLOR 0,0,0,0              !Background            (BLACK)
VSETCOLOR 1,9,9,9              !Printed Text          (WHITE)
VSETCOLOR 2,0,9,0              !Other Text color      (GREEN)
VSETCOLOR 3,2,0,5              !Fill Colors           (DEEP BLUE)
```

```
black=0
white=1                        !Set the appropriate color numbers
green=2                        !with the appropriate color varible
blue=3
```

These are the only colors I'll bee using in my program. Blue for boxes/screen fills white and green for text, and black for background (border).

When displaying a filled box on the screen such as PBOX x1,y1,x2,y2 and using the DEFFILL blue,2,5, the colors are fine. The box comes out blue. on a black background.

Now the problem. In another procedure I use the ARECT command to fill the screen. This eliminates the closed box lines when using PBOX. However, the colors do not work proper as withthe PBOX, DEFFILL command. Here's the procedure...

```
PROCEDURE fill_screen
  CLS                                            !Clears the screen
  GRAPHMODE 0                                    !Replace mode
  pattern%=&X10001000100010           !My pattern for the fill (Anyone
                                       know how to do this better?)
  z%=V:pattern%                       !Find the patterns address
  ACLIP 1,0,0,scrn.x.max,scrn.y.max           !Clip the screen
  ARECT 0,0,scrn.x.max,scrn.y.max,blue,0,z%,1 !Fill the screen in BLUE
  ACLIP 0,0,0,scrn.x.max,scrn.y.max           !Clip it again
  END                                 !END because I don't move on unitl
                                       I've solved the problem
RETURN
```

The problem is, The screen gets filled with the pattern, but in white, not blue!, Whats the problem? I've defined the color to be blue, so why does the computer assume white?

Please help? Also if anyone has a better routine of doing this and wouldn't mind sharing, I'd be more than happy to accept :)

Scott.

From 3453364315949410081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Background Events
Date: 1997/08/20
Message-ID: <5tedtn$4a3$1@sun27.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 268211391

References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33F60ADD.C82D23BB@swampdog.demon.co.uk>
<50240450_000008_OASIS_NEWS@ritter.demon.co.uk> <EF67Lz.MIK@suse.modem.stud.uni-hannover.de>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <EF67Lz.MIK@suse.modem.stud.uni-hannover.de>,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) writes:
> I can only recommend to use BEVENT for this ! If it conflicts with something
> else you wanna do, then it's bad luck, it won't work in any other way (well,
> at least not in a multitasking friendly manner - you can always use wind_update
> (BEG_MCTRL) and do all the mouse stuff by yourself).
Another possibility would be to use one thing AES has offered from the
first version to the latest: You can operate in background windows when
you hold the right mouse button pressed. That means, to select an item in
a background window, hold down the right button and then click onto the
left one.

There's nothing special to be done for this to work, a usual evnt_multi()
loop which waits for left-button-presses will do. After receiving a click
event, simply call wind_find() to get the handle of the window the click
was directed to.

This method may be a bit inconvenient for the user, but has the advantage
that it works with all AESes, whereas WF_BEVENT is a new window option
which is not present in AES < 3.30 (unless you are using WINX).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 3962592717930649772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,41691302483a4e8c
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: Converting First Word files to MS Word
Date: 1997/08/20
Message-ID: <Pine.SUN.3.95q.970820153436.25706A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 268450157
References: <33FA4E3C.15B1@plano.net>

Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

On Tue, 19 Aug 1997, Charles Richmond wrote:

> I have some First Word files on my 1040 ST and need to convert
> them to move to a Mac and use MS Word. Is there a conversion
> program I can download off the net (preferably), or maybe
> *purchase* (ick!!!).
>

I'm not certian on this, but it may work. There is a shareware program for atari called MARCEL. This word processor can save text/docs in many formats, RTF, First word plus e.t.c. Perhaps you could download a copy of this program and load your file into it. You can then save it in the format required by MS Word. I know it works for word perfiect to wordplus and vesa-versa. I'm not sure of the format MS Word uses to save its docs.

Hope this helps,

Scott.

From -6261324138930569931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: David@ritter.demon.co.uk (David Knight)
Subject: Re: Background Events
Date: 1997/08/20
Message-ID: <26272392_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 268512098
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
References:
<32922774_000008_OASIS_NEWS@ritter.demon.co.uk><33ECAD8E.E03CDA72@swampdog.demon.co.uk><3960138_000008_OASIS_NEWS@ritter.demon.co.uk><33F60ADD.C82D23BB@swampdog.demon.co.uk><9310430_000008_OASIS_NEWS@ritter.demon.co.uk>
Reply-To: David@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

>Note non-modal dialogs does NOT mean they must be operable even if their
>window is in the background ! It is usually the better solution to just
>let them alone if in the background, and require the user to top them if
>he wants to play with them.

Yeh but its so much nicer not to have to top the window (and quicker
as well)

David Knight

--

David@ritter.demon.co.uk

From -4139710299626477350
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed0995ba783ba39f
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Setcolor/vsetcolor fill problem (AGAIN!!!)
Date: 1997/08/21

Message-ID: <33fb8a9d.10319256@news.demon.co.uk>#1/1
X-Deja-AN: 265606690
References: <Pine.SUN.3.95q.970820154239.25706C-100000@ganymede.cs.mun.ca>
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Newsgroups: comp.sys.atari.programmer

On Wed, 20 Aug 1997 16:06:33 -0230, Scott Harris <harris@cs.mun.ca>
wrote:

>The problem is, The screen gets filled with the pattern, but in white, not
>blue!, Whats the problem? I've defined the color to be blue, so why does
>the computer assume white?

I can't help much here except to wonder about the mask. Depending on
what system calls the GFA commands actually make, the mask used can
alter the colour.

Apologies if I'm talking out of my **** ;-)

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -2873856324026944755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,41691302483a4e8c

X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Converting First Word files to MS Word
Date: 1997/08/21
Message-ID: <33fb89a1.10067254@news.demon.co.uk>#1/1
X-Deja-AN: 265608612
References: <33FA4E3C.15B1@plano.net>
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Newsgroups: comp.sys.atari.programmer

On Tue, 19 Aug 1997 20:54:04 -0500, Charles Richmond
<richmond@plano.net> wrote:

>I have some First Word files on my 1040 ST and need to convert
>them to move to a Mac and use MS Word. Is there a conversion
>program I can download off the net (preferably), or maybe
>*purchase* (ick!!!).

The Marcel word processor can read 1st word files and will save in
RTF.

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From -5992091791455365026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1bd1acaf9f151662,start
X-Google-Attributes: gid1115ce,public
From: q-funk@citenet.net (Martin-Eric Racine)
Subject: VFAT.XFS for MiNT??
Date: 1997/08/21
Message-ID: <5tgb7g$t5a$1@cti01.citenet.net>#1/1
X-Deja-AN: 265625631
Organization: FUNKYWARE.ORG
Newsgroups: comp.sys.atari.programmer

Given that I often have to exchange data with customers on Win95,
I was looking for a VFAT.XFS so I could be 100% compatible.

http://www-plateau.cs.berkeley.edu/people/chaffee/vfat.html

Seems to indicate that VFAT has been the default filesystem running
in Linux since quite a while, so I was wondering if there is anyone
competent enough to extract the VFAT routines and create a VFAT.XFS
that could run neatly along MINIX.XFS so that VFAT partitions could
be read/written when needed.

I know very well that MINIX is a *much* better filesystem than VFAT, but compatibility is a key issue here. I make WebPages for a living and often receive logos and images, on ZiP/Jaz or Floppies formatted on VFAT under Win95, so I need to access the longnames, as truncated names aren't good enough.

Additionally, Win95 cannot read/write Minix-formatted floppy or ZiP, so to answer an obvious question, no, Minix isn't good enough. Also, please avoid any replies mentionning Magic; it just isn't compatible with MiNT and MiNTnet, so switching to Magic is out of the question.

Could anyone look into porting the Linux sources?

Thanks! ;-)

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

From 2479249849505413556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,41691302483a4e8c
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Re: Converting First Word files to MS Word
Date: 1997/08/21
Message-ID: <5thq3j$4re@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 265729316
References: <33FA4E3C.15B1@plano.net>
<Pine.SUN.3.95q.970820153436.25706A-100000@ganymede.cs.mun.ca>
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: bdc2@po.CWRU.Edu (Boris D. Cahan)
Newsgroups: comp.sys.atari.programmer

In a previous article, harris@cs.mun.ca (Scott Harris) says:

>
>
>On Tue, 19 Aug 1997, Charles Richmond wrote:
>
>> I have some First Word files on my 1040 ST and need to convert
>> them to move to a Mac and use MS Word. Is there a conversion
>> program I can download off the net (preferably), or maybe
>> *purchase* (ick!!!).

>>
    IIRC, MS Word will read RTF files.
>
>I'm not certian on this, but it may work. There is a shareware program
>for atari called MARCEL. This word processor can save text/docs in many
>formats, RTF, First word plus e.t.c. Perhaps you could download a copy of
>this program and load your file into it. You can then save it in the
>format required by MS Word. I know it works for word perfiect to wordplus
>and vesa-versa. I'm not sure of the format MS Word uses to save its docs.
>
>Hope this helps,
>
>   Scott.
>
>
>
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 5143776579119573203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f086895be941db2c,start
X-Google-Attributes: gid1115ce,public
From: oskancke@online.no (Odd Skancke)
Subject: Key pressed or not, how do I find out?
Date: 1997/08/21
Message-ID: <5thq72qap1@o.online.no>#1/1
X-Deja-AN: 265733143
Organization: Assem-Soft
Newsgroups: comp.sys.atari.programmer

   hello, I'm currently working on a textviewer and have got a problem. Now, this is the case; I use evnt_multi to wait for a keypress (evnt_keybd()), and when I get that event and have detemined that the pressed key is an arrow down (scancode $50 or $48, don't remember) I enter my scroll down routine. Now, when this scroll down routine is finished (one line scrolled), I want to check, somehow, to see if that key is still pressed! This way I can loop this scrolling routine which speeds up the scrolling quite much and avoid the keyboard overrun. I've tried to use Bconin(), Cconis() and have messed with the iorec buffer for the keyboard, but haven't managed to do it right. So, I would like to know if there's a legal way of checking if the last key received from the keyboard ACIA was a "make" or a "break" key. Kinda like checking if the mousebuttons are still down by calling graf_mkstate(). Can anyone shed some light on this subject?

Subject: Re: Key pressed or not, how do I find out?
Date: 1997/08/21
Message-ID: <5tihhk$7dh$1@news3.isdnet.net>#1/1
X-Deja-AN: 265807782
References: <5thq72qap1@o.online.no>
Newsgroups: comp.sys.atari.programmer

On 21 Aug 1997 16:26:10, Odd Skancke wrote:
>
> hello, I'm currently working on a textviewer and have got a problem.
>Now, this is the case; I use evnt_multi to wait for a keypress
>(evnt_keybd()), and when I get that event and have detemined that the
>pressed key is an arrow down (scancode $50 or $48, don't remember) I enter
>my scroll down routine. Now, when this scroll down routine is finished
>(one line scrolled), I want to check, somehow, to see if that key is still
>pressed! This way I can loop this scrolling routine which speeds up the
>scrolling quite much and avoid the keyboard overrun.

The best way to avoid your problem is to make your scroll rout as fast
as the key envent !!! :)
Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr

From 9192733307632271544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Background Events
Date: 1997/08/22
Message-ID: <33fdb437.535897@news.demon.co.uk>#1/1
X-Deja-AN: 267993281
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References:
<32922774_000008_OASIS_NEWS@ritter.demon.co.uk><33F60ADD.C82D23BB@swampdog.demon.c
o.uk><50240450_000008_OASIS_NEWS@ritter.demon.co.uk>
<12723839_000008_OASIS_NEWS@ritter.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

On Wed, 20 Aug 97 20:14:12 GMT, David@ritter.demon.co.uk (David
Knight) wrote:

> In article <EF67Lz.MIK@suse.modem.stud.uni-hannover.de>
> perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:-
>
>>Ahaaa, this is what you mean. Well, here you just have bad luck. This is
>>the philosophy of GEM. A window in the background won't see ANY mouse action,
>>it only gets a TOPPED message when someone clicks into it. Of course the

>>message isn't send before the user releases the mouse button; per definitionem
>>an action under GEM is initiated when the button is *released*. It is all the
>>same with clicking buttons, window closer or fuller, menu entries etc. Later
>>people invented the BEVENT attribute, but you seem to not like it, as you wrote
>>in your original message :
>
>Its not so much as not liking it but not liking that it is not present
>in all aes versions so some users get the ability and some don't.

I wouldn't worry too much about that. (obviously ...) The worst is
that BEVENT isn't implemented and the window will be topped first.
Also, lower screen resolutions usually dictate that the window be
topped to see what's going on in any case. ;-)

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 809152396151323555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Background Events
Date: 1997/08/22
Message-ID: <33fdb340.288367@news.demon.co.uk>#1/1
X-Deja-AN: 267993501
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33F9E8A7.5A654D8A@swampdog.demon.co.uk>
<96034662_000008_OASIS_NEWS@ritter.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

On Wed, 20 Aug 97 20:11:14 GMT, David@ritter.demon.co.uk (David
Knight) wrote:

> In article <33F9E8A7.5A654D8A@swampdog.demon.co.uk>
> Guy Harrison <guy@swampdog.demon.co.uk> wrote:-
>
>>David Knight wrote:
>
>>> Actually My very sparse AES docs that came with 'Introducing Atari ST
>>> Machine Code' contains both these functions.
>>>
>>
>>Does your compiler implement them? If not, you can add them.
>>
>
>Well since I program in assembly then a compiler has nothing to do

>with it ;-)

Good Point! <G>

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

From 3037972286411598361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7183dee1ba205a44,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: DIM
Date: 1997/08/22
Message-ID: <Pine.SUN.3.95q.970822210708.26571A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 268061814
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Does anyone know how to setup a multi-dimensional array in GFA BASIC 3.5E. Eg items(10,10,10) This should create an array which is able to hold 3 varibles of information at 10 itmes each. Now how do I load infor into this array. Is it items(1,1,1)=var1,var2,va3 or is it items(1,1,1)=item

Scott.

From 5887827889644475429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2488b4fa0362fa49,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2488b4fa0362fa49,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2488b4fa0362fa49,start
X-Google-Attributes: gid109a67,public
From: sergej@midijam.kiev.ua (Sergej N. Kokoushkin)
Subject: NOTATOR SL v3.xx. Is newsgroup exist?
Date: 1997/08/23
Message-ID: <H.ekBL.JHYv_yYyaeA@midijam.kiev.ua>#1/1
X-Deja-AN: 268152290
Sender: news@lucky.net
Reply-To: sergej@midijam.kiev.ua
Distribution: world

Organization: MIDIJAM Records
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
X-Return-Path: sergej@midijam.kiev.ua

Does anybody to know, has NOTATOR SL v3.xx own newsgroup or not?
Please, send any information.
--

```
+-----------------------------------------------------------------+
|   Sergei KOKOUSHKIN: sergej@midijam.kiev.ua - MIDIJAM Records    |
|                                                                  |
|       -  - --===<<<< <  ATARI MEGA4/STE  > >>>>===-- -  -        |
|                                                                  |
|   TOS 2.05/Hermes 1.14/ConNect 2.46/Notator Sl 3.1/Calamus 1.0   |
| 4Mb RAM/48Mb Seagate 1557N HDD/30Mb Kyocera KC-30B HDD/SF314 FDD |
|              SM124 monitor/MultiTech MT1932ZDX modem             |
+-----------------------------------------------------------------+
```

From -6761949034955599138
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7183dee1ba205a44
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: DIM
Date: 1997/08/23
Message-ID: <HHXREJAFUP@alkor.sax.de>#1/1
X-Deja-AN: 268200138
References: <Pine.SUN.3.95q.970822210708.26571A-100000@ganymede.cs.mun.ca>
Newsgroups: comp.sys.atari.programmer

In <Pine.SUN.3.95q.970822210708.26571A-100000@ganymede.cs.mun.ca> Scott Harris
wrote:

```
>
>    Does anyone know how to setup a multi-dimensional array in GFA
>BASIC 3.5E.  Eg items(10,10,10)  This should create an array which is
>able to hold 3 varibles of information at 10 itmes each.  Now how do I
>load infor into this array.  Is it items(1,1,1)=var1,var2,va3 or is it
>items(1,1,1)=item
>
>Scott.

DIM items%(10,10,10)
FOR x%=1 TO 10
  FOR y%=1 TO 10
    FOR z%=1 TO 10
      items%(x%,y%,z%)=x%*y%+z%
    NEXT z%
  NEXT y%
NEXT x%
```

```
FOR i%=1 TO 10
  PRINT items%(i%,i%,i%)
NEXT i%
END
```

Other examples:

```
DIM array(23), array$(89,12), array!(1000,1000,1000)

OPTION BASE 1
 1st element is array(1)

OPTION BASE 0
 1st element is array(0)

a=DIM?(array())
 highest index of array()

   DIM array$(55)
   PRINT DIM?(array$())
   55
```

Greetings,
  Uwe.

--
eMail: haase@alkor.sax.de

From -8145106338082800428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7183dee1ba205a44
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: DIM
Date: 1997/08/23
Message-ID: <34194268.43517734@news.airtime.co.uk>#1/1
X-Deja-AN: 268221691
Sender: !ynoT
References: <Pine.SUN.3.95q.970822210708.26571A-100000@ganymede.cs.mun.ca>
<HHXREJAFUP@alkor.sax.de>
Organization: STOSSER Software
Reply-To: comp.sys.atari.prgrammer
Newsgroups: comp.sys.atari.programmer

On Sat, 23 Aug 1997 18:07:02 +0200, haase@alkor.sax.de (Uwe Haase)
wrote:

>> Does anyone know how to setup a multi-dimensional array in GFA

>>BASIC 3.5E. Eg items(10,10,10) This should create an array which is
>>able to hold 3 varibles of information at 10 itmes each. Now how do I

>DIM items%(10,10,10)
>FOR x%=1 TO 10

 Hmm?....maybe GFA is different, but surely

DIM ITEMS(10)

 Will produce 11 cells?...0-10

 All my maths use 0

 for loop = 0 to 9

 A=0

 ect...

Cheers   !ynoT (ATARI Programmer)
You can email: stosser@airtime.co.uk or atari@iname.com
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

From 4926318076822831720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7183dee1ba205a44
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: DIM
Date: 1997/08/23
Message-ID: <1997082322584080956@zetnet.co.uk>#1/1
X-Deja-AN: 268239195
References: <Pine.SUN.3.95q.970822210708.26571A-100000@ganymede.cs.mun.ca>
<HHXREJAFUP@alkor.sax.de>
Newsgroups: comp.sys.atari.programmer

> > Does anyone know how to setup a multi-dimensional array in GFA
> >BASIC 3.5E. Eg items(10,10,10) This should create an array which is
> >able to hold 3 varibles of information at 10 itmes each. Now how do I
> >load infor into this array. Is it items(1,1,1)=var1,var2,va3 or is it
> >items(1,1,1)=item
> >
> >Scott.
>
> DIM items%(10,10,10)

```
> FOR x%=1 TO 10
>   FOR y%=1 TO 10
>     FOR z%=1 TO 10
>       items%(x%,y%,z%)=x%*y%+z%
>     NEXT z%
>   NEXT y%
> NEXT x%
```

An array such as this does not hold 30 pieces of data (as I believe Scott is looking for), but holds 10*10*10 (=1000) pieces of data.

explanation:

```
dim items%(10)
   - creates an 1D array of 10 values.

dim items%(10,10)
   - creates an 2D table of items 10 by 10 square - ie 10 columns and 10 rows

dim items%(10,10,10)
   - creates a 3D cuboid table of data - 10 columns, 10 rows, and 10 deep
```

```
> FOR i%=1 TO 10
>   PRINT items%(i%,i%,i%)
> NEXT i%
```

This little loop will of course only print a small number of the values stored in this array - the diagonal line through the cube starting at 1,1,1 and ending at 10,10,10. To extract the full data needs nested for loops as above.

If you only want to store 3 values for 10 items, then the easiest way to do this is a simple 2D array:

```
dim items%(10,3)

To access value 1 for item 5 use: item%(5,1)
    - so to set the value, use item%(5,1)=45
    - or to use it in something else: x% = 34 * item%(5,1)
To access value 2 for item 5 use: item%(5,2)
To access value 3 for item 5 use: item%(5,3)
To access value 1 for item 6 use: item%(6,1)
etc...
```

BTW. I dont know GFA at all, so I've just used the same syntax as Uwe...
(many languages start array indicies at 0, but I believe GFA defaults to 1)

Hope this helps...

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck

```
                                        | Whence all but he had fled -
jacquesa@zetnet.co.uk                   | Twit.
http://www.users.zetnet.co.uk/jacquesa/ |                  (Spike Milligan)
----------------------------------------+----------------------------------
          Please note the new email and WWW addresses. Thanks.
-----------------------------------------------------------------------------
```

From 4949043864358843186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e0607dc87c1009,start
X-Google-Attributes: gid1115ce,public
From: ronald de lang <lang@globalxs.nl>
Subject: SOFTWARE
Date: 1997/08/24
Message-ID: <33FF81FD.5B27@globalxs.nl>#1/1
X-Deja-AN: 268258623
Organization: globalxs
Reply-To: lang@globalxs.nl
Newsgroups: comp.sys.atari.programmer

for all the latest stuff!!!!!!!
call the O.K. CREW.
ASK OR FREE LIST
SOFTWARE FOR   PC/PLAYSTATION/NINTENDO 64/SUPER NINTENDO

From -6996038858784967413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: thomas.goirand@hol.fr (Thomas Goirand)
Subject: Re: Background Events
Date: 1997/08/24
Message-ID: <5tprfojci3@news2.isdnet.net>#1/1
X-Deja-AN: 268358666
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33F60ADD.C82D23BB@swampdog.demon.co.uk>
<50240450_000008_OASIS_NEWS@ritter.demon.co.uk> <EF67Lz.MIK@suse.modem.stud.uni-
hannover.de>
Newsgroups: comp.sys.atari.programmer

On 19 Aug 1997 17:08:23, Peter Rottengatter wrote:
>Of course the
>message isn't send before the user releases the mouse button; per definitionem
>an action under GEM is initiated when the button is *released*.

I disagree with you : if it were what you say, why a GEM object can

have the "TOUCHEXIT" attribute set ???

Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr

From -2682071627984085475
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6be7b7c0201f6cab,start
X-Google-Attributes: gid1115ce,public
From: thomas.goirand@hol.fr (Thomas Goirand)
Subject: Re: Handling keyboard shortcuts
Date: 1997/08/24
Message-ID: <5tpsh2gbl1@news3.isdnet.net>#1/1
X-Deja-AN: 268362730
References: <46759259_000003_OASIS_NEWS@the-gap.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

On 24 Aug 97 10:13:50 G, Gary Priest wrote:
>I've currently been handling keyboard shortcuts by using the IKBD scan code
>returned by the evnt_keybd event. ie. $1e01 = CTRL A.
>
>This works fine on US/UK keyboards but not French. :(
>
>What is the best way to handle this? I'm thinking maybe I should use the
>ASCII code returned by evnt_keybd and then use Kbshift to check if CTRL is
>held down. Is the the correct/best way??
>

Yes, this is a good way, but one is beter : using the keyboard equivalence table fonction. You will find it with the name of :
Keytbl()

If your aim is to watch for menu shortcut, please look directly in the ressource menu, so when you change it, it steel works. So you can translate shortcut as well...
Good luck !

Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr

From -5561735621016458299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7183dee1ba205a44
X-Google-Attributes: gid1115ce,public

From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: DIM
Date: 1997/08/24
Message-ID: <HHYMCCAQUP@alkor.sax.de>#1/1
X-Deja-AN: 268377699
References: <Pine.SUN.3.95q.970822210708.26571A-100000@ganymede.cs.mun.ca>
<HHXREJAFUP@alkor.sax.de> <34194268.43517734@news.airtime.co.uk>
Newsgroups: comp.sys.atari.programmer

In <34194268.43517734@news.airtime.co.uk> !ynoT wrote:

>On Sat, 23 Aug 1997 18:07:02 +0200, haase@alkor.sax.de (Uwe Haase)
>wrote:
>
>
>>> Does anyone know how to setup a multi-dimensional array in GFA
>>>BASIC 3.5E. Eg items(10,10,10) This should create an array which is
>>>able to hold 3 varibles of information at 10 itmes each. Now how do I
>
>>DIM items%(10,10,10)
>>FOR x%=1 TO 10
>
> Hmm?....maybe GFA is different, but surely
>
>DIM ITEMS(10)
>
> Will produce 11 cells?...0-10
>
> All my maths use 0
>
> for loop = 0 to 9
>
> A=0
>
> ect...

Can you imagine what I mean with:

>OPTION BASE 1
> 1st element is array(1)
>
>OPTION BASE 0
> 1st element is array(0)

As you see, you can set the index value for the first element to 0 or 1.

Greetings,
  Uwe.

--
eMail: haase@alkor.sax.de

From 6634070238061091504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7183dee1ba205a44
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: DIM
Date: 1997/08/24
Message-ID: <HHYVDDAKUP@alkor.sax.de>#1/1
X-Deja-AN: 268377706
References: <Pine.SUN.3.95q.970822210708.26571A-100000@ganymede.cs.mun.ca>
<HHXREJAFUP@alkor.sax.de> <1997082322584080956@zetnet.co.uk>
Newsgroups: comp.sys.atari.programmer

In <1997082322584080956@zetnet.co.uk> Anthony Jacques wrote:

>> > Does anyone know how to setup a multi-dimensional array in GFA
>> >BASIC 3.5E. Eg items(10,10,10) This should create an array which is
>> >able to hold 3 varibles of information at 10 itmes each. Now how do I
>> >load infor into this array. Is it items(1,1,1)=var1,var2,va3 or is it
>> >items(1,1,1)=item
>> >
>> >Scott.
>>
>> DIM items%(10,10,10)
>> FOR x%=1 TO 10
>>   FOR y%=1 TO 10
>>   FOR z%=1 TO 10
>>   items%(x%,y%,z%)=x%*y%+z%
>>   NEXT z%
>>   NEXT y%
>> NEXT x%
>
>An array such as this does not hold 30 pieces of data (as I believe Scott
>is looking for), but holds 10*10*10 (=1000) pieces of data.

Ups, my failure.

>> FOR i%=1 TO 10
>>   PRINT items%(i%,i%,i%)
>> NEXT i%
>
>This little loop will of course only print a small number of the values stored
>in this array - the diagonal line through the cube starting at 1,1,1 and ending
>at 10,10,10. To extract the full data needs nested for loops as above.

Correct. It's just a simple test for me, I've not used GFA for 3 years.
The output of these 3 lines shows me, that all was functioning as aspected.

>BTW. I dont know GFA at all, so I've just used the same syntax as Uwe...
>(many languages start array indicies at 0, but I believe GFA defaults to 1)

You can set the start index using

```
 OPTION BASE <value>
```

with value = 0 or 1

This will set/change the start index for all arrays in the hole program.

BTW: The extension % of all variables in my listing stands for 4 long int.

```
     Other types are:
     !   boolean     (1 byte)
     |   signed byte (1 byte)
     &   signed word (2 byte)
     %   signed long (4 byte)
     #   float       (8 byte)             This is the default type!
     $   String      (up to 32767 byte)


     So a!, a|, a&, a%, a# (or just a) and a$ are 6 different variables!
```

Greetings,
  Uwe.

--
eMail: haase@alkor.sax.de

From 1530555343295863490
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e29717ac1fc91601,start
X-Google-Attributes: gid1115ce,public
From: Pierre-Louis Lamballais <plamball@parx.fr>
Subject: Re: A bit of math I can't seem to figure out
Date: 1997/08/27
Message-ID: <3403D859.3E8A@parx.fr>#1/1
X-Deja-AN: 268599021
References: <Pine.SUN.3.95q.970826163116.25079D-100000@ganymede.cs.mun.ca>
Organization: PARX
Reply-To: plamball@parx.fr
Newsgroups: comp.sys.atari.programmer

Dear Scott,

> I no longer know who's writeing this program, me or you guys :)
>
> I've made a box and placed it on the screen, I want to place a TEXT/string

> in the middle of it. This box is not centered on the screen, therefor I
> cannot use TEXT (scrn.x.max-(text.length))/2,y,text$ to place the text
> centered in the box. I need to find the center of the box in respect to
> the overall screen width, and then use that calculation to center the text
> in the box. Anyone got any ideas?
Strange. If you want to display a box, the best way is to draw it under
a RSC editor so to have this box as a form. After that under your RSC
editor, you put a string in this form and that's all.

Regards

--
+----------+
 Pierre-Louis Lamballais - plamball@parx.fr
 PARX Company
 9 Rue du Pin Dor, F-53000 Laval - France
 Tel: 33-2.43569276 - Fax: 33-2.43568047
                  http://www.parx.fr
+----------+

From -2422075544309606279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71199a9f58508448,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Iconify
Date: 1997/08/28
Message-ID: <5u3ran$eq1@balaena.bio.vu.nl>#1/1
X-Deja-AN: 268739023
References: <5u3ekqbku1@due.unit.no>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein (josk@stud.ntnu.no) wrote:

: Does anybody have some detailed information on how to (un)iconify windows
: under AES 4.1?

Try: http://www.cs.man.ac.uk/~jacquesa/programming/index.html

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

101 USES FOR A DEAD MICROPROCESSOR
     (1) Scarecrow for centipedes

```
     (2)  Dead cat brush
     (3)  Hair barrettes
     (4)  Cleats
     (5)  Self-piercing earrings
     (6)  Fungus trellis
     (7)  False eyelashes
     (8)  Prosthetic dog claws
        .
        .
        .
     (99)  Window garden harrow (pulled behind Tonka tractors)
     (100) Killer velcro
     (101) Currency
```

```
From -641837212548863283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b6fc904dd5e8b691,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.cwru.edu
Subject: test
Date: 1997/08/28
Message-ID: <5u42bc$m33@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 268751141
Organization: cwru.edu
Newsgroups: comp.sys.atari.programmer
```

A test

```
_____________________________________________________________
__  ______________                                          |
  | |            |                                          |
  | |upside down |                    empty space           |
3 | |            |                                       F |
2 | |    new     |                 old memory???         D |
8 | |   memory   |                                       3 |
0 | |            |                                       4 |
8 | _____________                                        1 |
  |  T215M00a     __________  ___  ___  ________         9 |
V |               |  A82786 | |  | |  | |       |  ______1 |
M |  T214M00A     |  SX117  | |  | |  | | MATRIX|  | 15  | |
E |               |         | |  | |  | |  CHIP |  | pin | |
  |  T213M00A     |         | |  | |  | |       |  |     | |
__                __________  ___  ___  _________  ------- |
_____________________________________________________________
```

A standard VME size board.The matrix chip was removed, added to the piggy-back card with standoffs.
The 32808 is in the connector. The FD34191 is on the board foil.

From 6314194408574899782
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,dc4003a76808b275,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10d9d0,dc4003a76808b275,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,dc4003a76808b275,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 15ae9a,dc4003a76808b275,start
X-Google-Attributes: gid15ae9a,public
From: !ynoT
Subject: STOSSER
Date: 1997/08/28
Message-ID: <34068fe9.20719758@news.airtime.co.uk>#1/1
X-Deja-AN: 268804666
Sender: !ynoT
Reply-To: comp.sys.atari.st
Organization: STOSSER Software
Newsgroups:
comp.sys.atari.st,comp.sys.atari.tech,comp.sys.atari.programmer,alt.binaries.atari

The STOSSER Web page has been updated,
Its a FRAME FREE ZONE!.....

Hey theres even a Graphical Puzzle game on line to play, but hurry before it dissapears to make way for the next one!.....

Over 50 STOSSER Titles to download, descriptions and screen shots available too,News and screenshot of our next title as well as lots of other tittle tattle to read, over half a meg of pure text before gfx,

Home of the Official STOS FAQ

This week will see the (True) Counter hit TEN THOUSAND (10.000) and thats only from January 1st this year and does not include the last 2 years hits...

Please do sign the Guestbook!!!!
.

Cheers !ynoT (ATARI Programmer)
You can email: stosser@airtime.co.uk or atari@iname.com
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

From 1266641900688572077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b953b6ae5264f215,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Reverse imaging text in a window
Date: 1997/08/28
Message-ID: <95329909_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 268816041
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
X-Sender: News Hound v0.04 (Atari) BETA
Organization: Home of POPwatch, CoSTa and XURL
Newsgroups: comp.sys.atari.programmer

Sometime ago I asked the following question:

If I have a window with lines of text in it, how do I reverse image a particular line as in an editor when you drag the mouse to copy a block.

Someone kindly posted some example code and I think it was to do with vro_cpyfm(?).

Now that I have time to try it, I have lost the relevant articles, due to a crash sometime ago :(

Could someone please tell me how I can do this?

TIA,
Gary

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From 3717257013385479394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,a26b33f23b94524c,start

X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,a26b33f23b94524c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a26b33f23b94524c,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,a26b33f23b94524c,start
X-Google-Attributes: gidf8760,public
From: Kevin Tekel N2WTO <76362.2023@CompuServe.COM>
Subject: CompuServe closing Atari forums :-(
Date: 1997/08/28
Message-ID: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>#1/1
X-Deja-AN: 268834350
Organization: Kevtronics, Inc.
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech

CompuServe is closing all their Atari forums at the end of this week.
Usenet members, please welcome the former CompuServe users and help them
get into the swing of things with Usenet.
Thanks.
--
Believe it or not, AM radio doesn't have to sound bad! Experience the whole
new world of high-fidelity AM STEREO with the Sony SRF-42 Walkman, available
for under $30 at any Radio Shack store. Simply ask for Catalog Number 12-127.

From -4111506285750950687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e29717ac1fc91601
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: A bit of math I can't seem to figure out
Date: 1997/08/29
Message-ID: <Pine.SUN.3.95q.970829024942.29813A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 268883796
References: <Pine.SUN.3.95q.970826163116.25079D-100000@ganymede.cs.mun.ca>
<3403D859.3E8A@parx.fr>
<Pine.SGI.3.95.970827111712.19189A-100000@keskiviikko.hit.fi>
Reply-To: Scott Harris <harris@cs.mun.ca>
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

On Wed, 27 Aug 1997, Mika Poikonen wrote:

> > > I've made a box and placed it on the screen, I want to place a TEXT/string
> > > in the middle of it. This box is not centered on the screen, therefor I
> > > cannot use TEXT (scrn.x.max-(text.length))/2,y,text$ to place the text

> > > centered in the box. I need to find the center of the box in respect to
> > > the overall screen width, and then use that calculation to center the text
> > > in the box. Anyone got any ideas?
>
> Or if you use your own boxes as a 'window' why don't you use:
>
> TEXT box.x.start+(box.x.max-text.lenght)/2,box.y.start+y,text$

Yep that's the one. I figured it out after. I realized all I need was to find the amount of space between to two coordinates, and use that to find the center for the text. Thanks anyhow. However there's another one I've been working on. My program will be reading alot of files. Some of these may get quite lengthy. I want to put a status box on the screen which displays the amount of file read wiht a bar (PBOX). How do I go about converting that.

Eg.

Say I have a file of 9000 bytes, the status bar has 400 pixels and is centered on the screen in a box. How do I go about making the status bar move, or grow according to the amount of data read in, so it ends on the 400th pixel accurately. Such as the the ones displayed when formating disks and stuff. I know how to make the growing bar, but notso its accurate with the file being read in. Math was never my strong point. Once division was introduced in elementary school, the world became a very confusing place :)

Scott.

From -1060378141980182843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,783fee5c6f0116e,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,783fee5c6f0116e,start
X-Google-Attributes: gid109a67,public
From: pls@no.spam (Gerry O'Rourke)
Subject: STFM & memory above the 4 MByte limit.
Date: 1997/08/29
Message-ID: <5u6124$71e@bcrkh13.bnr.ca>#1/1
X-Deja-AN: 268892347
Organization: Nortel Ireland Ltd
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

I am posting this to the two groups as it's relevant to both.

I modified a 1/2 MByte STFM to 4 Megs using a 8 MByte 72 pin SIMM.
This works because the 8 MByte SIMM has the same number of address lines as

the STFM MMU. It has two more RAS lines, but I just tied these 'high'.

So now I had a 4 MByte STFM & it works really well. I find it's more reliable than my Marpet Xtra ram board

I wondered if there was some way to use the upper 4 MBytes on the SIMM.
I wanted to use the STFM's MMU to access it because it seemed the easiest way (less wiring on the motherboard & it's cheaper).

AFAIK, there is no hardware in the STFM with the address range $400000 to $C000000. Read/writes to this area cause bus errors, generated by the GLUE chip. It's fairly easy to decode all or some of this range, so I decoded an extra 4 MBytes.

Because the ST's MMU only has 2 RAS lines, I expanded these with some more logic & the address decoder to generate a total of 4 RAS lines. It seems possible to generate more, i.e.. 8 MBytes also looks do-able, but all I want right now is the extra 4 MBytes.

So, I built this into the STFM & I can now access memory from $400000 through $7FFFFF. This only works because the memory bank configuration for the 'lower' 4 MBytes is the same as the 'upper' 4 MBytes. In reality, the MMU only really knows about the 'lower' 4 MBytes.

I still have some hardware bugs to iron out, but right away I see some other OS related problems.

I am using TOS 1.04, & it does not appear to like memory above the 4 MByte limit. It sets PHYSTOP to less than 4 MBytes, around 3.2 MBytes.

This may be a consequence of failing the ST's memory test, where $400000 is supposed to be the first unreadable location . I have manually reset this to $400000 & also set the ramtop to $3F8000. When I do the memory test, all 4 MBytes are found.

I have tried a few programs to see if they would detect this extra memory.

Sysinfo finds it , it reports $800000 of ST memory. I though that any memory above $400000 was called TT ram. Sysinfo complains that ST RAM is invalid because it's too high. Sysinfo finds 0 TT RAM.

Memtest also finds the extra memory, it also reports 8 MBytes of ST memory.

Manually setting the ramtop is not really good enough, as the OS still won't use it, so how do you reset all required memory structures so that the extra memory is found? I don't know how to fix this right now.

Also, the screen memory is still set below the 4 MByte limit, the MMU is not able to directly address the 'upper' 4 MBytes. I may be able to fix this later, but I could live with the screen set between $3F8000 & $$00000, as long as the OS can handle two large pools of memory.

I have not tried MiNT, but I was told that MiNT may be able to detect & use

this memory right away. Is this true?

AFAIK, TOS 2.06 may be able to address this memory, I remember the Marpet expansion board board (8 MByte extra) needed TOS 2.06.

Has anybody else done anything like this?

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

From -8037464745233703726
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,783fee5c6f0116e
X-Google-Attributes: gid1115ce,public
From: rcain@zetnet.co.uk (Roger Cain)
Subject: Re: STFM & memory above the 4 MByte limit.
Date: 1997/08/29
Message-ID: <5u6j1b$8en$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 268919641
References: <5u6124$71e@bcrkh13.bnr.ca>
Organization: Home of 'Arcane' Wisdom
Newsgroups: comp.sys.atari.programmer

On 29 Aug 1997 08:25:53, Gerry O'Rourke wrote:

>I modified a 1/2 MByte STFM to 4 Megs using a 8 MByte 72 pin SIMM.
>This works because the 8 MByte SIMM has the same number of address lines as
>the STFM MMU. It has two more RAS lines, but I just tied these 'high'.
>
>So now I had a 4 MByte STFM & it works really well. I find it's more reliable
>than my Marpet Xtra ram board

Hey, that's bl**dy clever of you, Gerry. You must write it up so that others can have a go.

>Because the ST's MMU only has 2 RAS lines, I expanded these with some more
>logic & the address decoder to generate a total of 4 RAS lines. It seems
>possible to generate more, i.e.. 8 MBytes also looks do-able, but all I want
>right now is the extra 4 MBytes.

I did something like this myself using a circuit by ????? (forget now). The purpose of this was to be able to use an extra memory bank so that you ended up with a "3Mb ST" (many people found they had a spare memory board after swapping early 512Kb expansions for later 2Mb

ones) - ong story.

I couldn't get it to work on my STM as the circuit introduced a delay
which was just too long to be accommodated by the 120ns chips.

>AFAIK, TOS 2.06 may be able to address this memory, I remember the Marpet
>expansion board board (8 MByte extra) needed TOS 2.06.
>
>Has anybody else done anything like this?

Yes, this could be a worry. A lot of intimate software could well be
coded on the 4Mb assumption. Not that it was wrong to make this
assumption - you just have to count the address lines. They just
didn't reckon on a crafty bu**er like you to extend the address space.

I see that AiXit are selling RAM extensions over 4Mb. I think this
should give you some confidence as they wouldn't be doing this if it
meant using totally new OS. Why not ask them how they do it?

Roger Cain, Manchester, UK e-mail:rcain@zetnet.co.uk
STM 4Mb/MagiC 2/NVDI 2 rcain@nest.demon.co.uk
TT 6Mb/MagiC 4/NVDI 4 NeST:90:100/103

From -313060933370376192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public

From: maury@softarc.com (Maury Markowitz)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/08/29

Message-ID: <maury-2908971124040001@199.166.204.230>#1/1
X-Deja-AN: 268938396
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>

Organization: SoftArc Inc.
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
<76362.2023@CompuServe.COM> wrote:

> CompuServe is closing all their Atari forums at the end of this week.
> Usenet members, please welcome the former CompuServe users and help them
> get into the swing of things with Usenet.

  Seeing as much of the software from "those days" exists only on CIS and
other such services, is anyone doing anything to protect this?

Maury

From -6611897024961081053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a26b33f23b94524c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,a26b33f23b94524c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a26b33f23b94524c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,a26b33f23b94524c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,a26b33f23b94524c
X-Google-Attributes: gid109a67,public
From: kendrick@zippy.sonoma.edu (William Kendrick)
Subject: Re: CompuServe closing Atari forums :-(
Date: 1997/08/29
Message-ID: <5u7584$p2j$1@nuke.csu.net>#1/1
X-Deja-AN: 268966809
References: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
<maury-2908971124040001@199.166.204.230>
Followup-To:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
X-Complaints-To: usenet@newshub.csu.net
X-Trace: nuke.csu.net 872880196 25683 (None) 130.157.33.1
Organization: Information Resources and Technology
Newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Maury Markowitz (maury@softarc.com) wrote:
: In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
: <76362.2023@CompuServe.COM> wrote:

: > CompuServe is closing all their Atari forums at the end of this week.
: > Usenet members, please welcome the former CompuServe users and help them
: > get into the swing of things with Usenet.

:   Seeing as much of the software from "those days" exists only on CIS and
: other such services, is anyone doing anything to protect this?

The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
away. I need to sort through it, though. Anyone willing to help?

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/
http://www.umich.edu/~archive/atari/8bit/

From -467221907594588108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9a64bc00784c597,start
X-Google-Attributes: gid1115ce,public
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Subject: Test - Please Ignore
Date: 1997/07/28
Message-ID: <33DCB8CF.57A925BA@sunderland.ac.uk>#1/1
X-Deja-AN: 263284281
X-Priority: 3 (Normal)
Organization: University of Sunderland
Newsgroups: comp.sys.atari.programmer

Sorry - the Test groups are not currently available on our News Server

From 6354361865788213652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7143710365abc6d2,start
X-Google-Attributes: gid1115ce,public
From: kefera@sekmet.com
Subject: $5000 Credit Card, Low APR
Date: 1997/07/29
Message-ID: <5rli0k$f48@frog.inetworld.net>#1/1
X-Deja-AN: 260291353
Organization: Simply Internet, San Diego
Newsgroups: comp.sys.atari.programmer

Because of our arrangement with OFFSHORE BANKS-

Now you can get your own UNSECURED MAJOR CREDIT CARD at
interest rates as low as 6.95%, GUARANTEED!

*Accepted at millions of locations world-wide, this is
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*No Credit Check!
*No Social Security Number needed for approval!
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I am also available to answer all your questions!

For more info,send an email to my autoresponder,
Cashforyou@unitedmall.com

Dr. David Alan

From 3955133349244628407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,44eecfaabfa401e8,start
X-Google-Attributes: gid1115ce,public
From: search@search30.com
Subject: Dirty Search Engine Tricks
Date: 1997/07/29
Message-ID: <33de7060.0@news1.abac.com>#1/1
X-Deja-AN: 260413118
Organization: Win the War
Newsgroups: comp.sys.atari.programmer

HOW CAN YOU BECOME SUCCESSFUL ON THE INTERNET?
The Secret is Don't get lost in the Search Engines
Do you want to know the secrets to getting the greatest number of hits by
BEST POSITIONING YOUR WEB SITE ON THE SEARCH ENGINES? No problem, our
complete scientific study, shows exactly how! In fact, the program is so
powerful, it's dangerous to your competitors
...PLUS....
Two (2) absolutely NEW tricks just created by our staff on July 8, 1997
be the first to use them

http://www.e-earth.net/reports.htm

From 3024509329930643914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9329c18678b306a3,start

X-Google-Attributes: gid1115ce,public
From: SSweet@fortress.org.uk (Steve Sweet)
Subject: Re: Executable specs...
Date: 1997/07/31
Message-ID: <628_SSweet@fortress.org.uk>#1/1
X-Deja-AN: 260985572
Organization: The <Fortress> BBS
Reply-To: SSweet@fortress.org.uk
Newsgroups: comp.sys.atari.programmer

FROM: SSweet@fortress.org.uk
SUBJ: Executable specs...

>> The Atari Compendium covers this subject very well.

h> What is the Atari Compenduim. I've been hearing this every now and
h> then but have know idea what it is.

Its /The/ Holy Bible on Atari puters. Available as a book or a CD.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Wife and Dog missing, presumed abducted,.....
Substancial reward offered for information leading to return of Dog.
--

From -260756653268732025
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59074640ab5d53bc,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: I was wondering...
Date: 1997/08/01
Message-ID: <7208722_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 261439582
References: <5rt5g9$e6g$5605@brie.direct.ca>
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
X-Sender: News Hound v0.01 (Atari) BETA
Organization: Home of POPwatch, CoSTa and XURL
Newsgroups: comp.sys.atari.programmer

Oh sure. If you could answer some tricky Atari programming problem, I could empty my wallet!! Get a life!! Beats asking for money to buy a cup of tea I suppose :(((

BTW, I could do with a new video and one of those Porche's, if anyone's feeling generous???

Gary

In article <5rt5g9$e6g$5605@brie.direct.ca>
C. Patterson<Iccm@direct.ca> wrote:-

>
>I was wondering if anybody could help...
>
>My fiancee and I want to visit her parents before
>our wedding.
>
>However, the cheapest trip we can find is still well
>beyond our financial means...
>
>If you can offer any help, it would be greatly
>appreciated.
>
>Much thanks,
>
> Clint Patterson
> 141-549 6200 McKay Ave
> Burnaby, BC Canada
> V5H 4L7
>

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From 7198307746713623177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9329c18678b306a3
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Executable specs...
Date: 1997/08/01
Message-ID: <EE8y5v.LCv@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 261461411
Sender: news@suse.modem.stud.uni-hannover.de
References: <628_SSweet@fortress.org.uk>
X-Nntp-Posting-Host: localhost

Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <628_SSweet@fortress.org.uk>,
SSweet@fortress.org.uk (Steve Sweet) writes:

> >> The Atari Compendium covers this subject very well.
>
> h> What is the Atari Compenduim. I've been hearing this every now and
> h> then but have know idea what it is.
>
> Its /The/ Holy Bible on Atari puters. Available as a book or a CD.

The Profi-Buch is still more comprehensible. I at least use it much more than the Compendium. But it's not english ...

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From 1809626781449680709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9329c18678b306a3
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: Executable specs...
Date: 1997/08/02
Message-ID: <+S$wHIAIgz4zEwDo@thedruid.demon.co.uk>#1/1
X-Deja-AN: 261699701
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Sender: The GateKeeper <druid@thedruid.demon.co.uk>
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Orlando,

> Does anybody know hwere I can get the specs to Atari's Executable
> files?

Taken from a GEMDOS techincal doc...

JR.

EXECUTABLE FILES

An executable file consists of a header followed by images for the text and data segments, zero or more symbol table entries, a fixup offset, and zero or more fixup records:

Executable File Parts

```
 ___________________
|    file header   |
|__________________|
|                  |
|   text segment   |
|                  |
|__________________|
|   data segment   |
|__________________|
|      symbols     |
|                  |
|__________________|
| fixup information|
|__________________|
```

The file header contains a "magic" number (a signature to indicate that it is an executable file) and several long-words containing size information:

Executable File Header

Offset	Size	Description	
0x00	word	0x601A (magic number)	
0x02	long	Size of text segment	
0x06	long	Size of data segment	
0x0A	long	Size of BSS segment	
0x0E	long	Size of symbol table	
0x12	long	(reserved)	
0x16	long	(reserved)	
0x1A	word	(reserved)	
0x1C		(start of text segment)	

The text and data segment images immediately follow the header. The symbol table, if there is one, follows the data segment.

GEMDOS will "fix up" a longword in the text or data segments by adding the base of the text segment to the value already in the longword. The fixup list specifies which longwords need to be relocated. The first item in the fixup list is a longword specifying the offset of the first fixup;

the longword is NULL (0L) if there are no fixups. Single bytes following the longword specify offsets to more fixups. The longwords must start on word boundaries, or the system will crash.

Relocation Bytes

Byte	Description
0	end of relocation information
1	advance 254 bytes, get next byte
2, 4, .. 254	fixup longword at location pointer
3, 5, .. 255	(odd numbers, reserved for future use)

SYMBOL TABLE

The symbol table consists of symbol-table entries, formatted as:

Symbol Table Entry

8 bytes symbol name
WORD symbol type
LONG symbol value

<<<explain about symbol types here. It's really pretty simple...>>>

Values for Symbol Types

Type	Value
defined	0x8000
equated	0x4000
global	0x2000
equated register	0x1000
external reference	0x0800
data based relocatable	0x0400
text based relocatable	0x0200
BSS based relocatable	0x0100

--
The Druid Wales UK >*< InterNet GateWay

From 3959900984343508745
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f95a02bf2fbe2f9c,start
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: Req.Info on Object Status
Date: 1997/08/02
Message-ID: <Dyi$fHA+ez4zEwGt@thedruid.demon.co.uk>#1/1
X-Deja-AN: 261699820
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Sender: The GateKeeper <druid@thedruid.demon.co.uk>
Organization: The Druid Wales UK
Reply-To: johnr@thedruid.demon.co.Remove.To.Reply.uk
Newsgroups: comp.sys.atari.programmer

Lodovico,

> What are for bits 8 to 15 of the Object Status Fields that are
> available under the 'special flags' of Interface RSC Editor? I know
> that ob_state bits 0-5 are used for object effects (i.e. selected or
> shadowed), but on various Programming Books (i.e. Compendium) I
> couldn't find anything on bits 8 thru 15. I have seen around RSCs
with
> interesting effects using special combination of ob_state bits, so I
am
> wondering if it is possible to find around some information on this
> subject..

They are user flags and maybe used to extend GEM, you will of course
have to
write the routines to deal with the extra flags.

Jr,

--
The Druid Wales UK >*< InterNet GateWay

From -7884740991975721817
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1eff43e793885324,start
X-Google-Attributes: gid1115ce,public
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Subject: Best C compiler & shell
Date: 1997/08/02

Message-ID: <BiB$rDAzdz4zEwmx@thedruid.demon.co.uk>#1/1
X-Deja-AN: 261707785
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Sender: The GateKeeper <druid@thedruid.demon.co.uk>
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

Jared,

 > I've been looking around the net for a good shareware/freeware C
 > compiler/linker and something to use as a shell since most do not
 > have a GEM interface or editor. Does anyone have any good
 > suggestions? Thanks!

Heat & Serve C is probably the best PD offering around. It is CLI
operated
but it shouldn't be a problem. I would recommend the Everest text editor
for
entering your programs.

Jr,

--
The Druid Wales UK >*< InterNet GateWay

From 9207342776050130160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59074640ab5d53bc
X-Google-Attributes: gid1115ce,public
From: chris@ccallison.demon.co.uk (Christopher Allison)
Subject: Re: I was wondering...
Date: 1997/08/02
Message-ID: <33e8637a.21940709@news.demon.co.uk>#1/1
X-Deja-AN: 261743156
X-NNTP-Posting-Host: ccallison.demon.co.uk [194.222.80.36]
Sender: yb34@dial.pipex.com
References: <5rt5g9$e6g$5605@brie.direct.ca>
Organization: Wempy Snurgle
Reply-To: chris@ccallison.demon.co.uk
Newsgroups: comp.sys.atari.programmer

You were told in an earlier statement in other news groups to sell
your computer (or your wife to be). seems a sensible solution to me,
or you could try hitching a lift - though if Canada is as dangerous a
place as America promotes itself to be, I wouldn't take that option.
Sell your computer

In reply to C. Patterson scribbling down the following on the subject
of I was wondering...

>
>I was wondering if anybody could help...
>
>My fiancee and I want to visit her parents before
>our wedding.
>
>However, the cheapest trip we can find is still well
>beyond our financial means...
>
>If you can offer any help, it would be greatly
>appreciated.
>
>Much thanks,
>
>   Clint Patterson
>   141-549 6200 McKay Ave
>   Burnaby, BC   Canada
>   V5H 4L7

--
chris

From -263846263053297344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8d218ac0b2114621,start
X-Google-Attributes: gid1115ce,public
From: SK22 <Sk22@cris.com>
Subject: Announcing the latest Best Electronics all-Atari catalog.
Date: 1997/08/03
Message-ID: <Pine.SUN.3.96.970803002220.24525I-100000@galileo.cris.com>#1/1
X-Deja-AN: 261873875
Organization: Concentric Internet Services
Newsgroups: comp.sys.atari.programmer

After 36+ Months of Intense Labor our Over Due Baby/Rev. 10 Best
Electronics All Atari Parts/Reference Catalog has Arrived.
This New Rev. 10 version Catalog/Atari Reference Manual is Over 4
Times the size of our last catalog (June 1991) and has Many
Interesting New Features! Just to Tickle your interest here are just
some of the Features: A Catalog Index!, Easy to find Item/Product
format, 55+ Best Technical/Repair Tips covering ST, 8 Bit and 2600 5200/7800
Atari Products, 90+ Best Informative Information Tips, Over 330+ Pictures of Atari
products (last catalog had 137 pictures), Over 2000+ New Atari part Numbers/
Products,
Expanded Listing and Descriptions of 8 bit Software Titles, An Atari Memorabilia
Picture Museum and Complete Atari I/O Connector Specifications on just about

every Atari product made! As we start an Unprecedented 15th Year in the Atari Computer Parts business, Our New fully Computerized Accounting
System has had all of the bugs worked out, so each customer will Now have a
 Unique Customer Number for easy Item Inquiries, Order Processing, Invoicing also we can efficiently Track our 4,000+ Line Item Inventory! The Unique Best Catalog which is Now Shipped World Wide to Atari end users and Dealers alike, is priced at $7.50 (Actual Cost to Produce only) (California residents must add your local 7.25% (.54), 7.375% (.55), 7.50% (.56), 7.75% (.58), 8.25% (.62) or 8.50%
(.64) cents sales tax to the total and $3.00 U.S. Priority Mailing. So if you would
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and by e-mail at

Bestelec@concentric.net.

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International customers must contact us directly for price information.

DO NOT REPLY TO THIS E-MAIL.

From 6812656506853010336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e76a5c6d71b02287,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,e76a5c6d71b02287,start
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 10d9d0,e76a5c6d71b02287,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,e76a5c6d71b02287,start
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: ATARI Emulation
Date: 1997/08/03
Message-ID: <33effe7b.16676522@news.airtime.co.uk>#1/1
X-Deja-AN: 262067487
Sender: !ynoT
Reply-To: comp.sys.atari.st
Organization: STOSSER Software
Newsgroups:
comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.tech,comp.emulators.mis

c

The ATARI Emulation mailing list,

<> To Subscribe email Tony Greenwood stosser@airtime.co.uk

<> To Unsubscribe email unsubscribe@coollist.com

This list has been created for the discussion of ATARI emulation on none ATARI machines, PaCifiST, Gemulator, STonx, Tos2Win, Any ATARI emulator running on any machine,

Join now and :)

Cheers !ynoT (ATARI Programmer) stosser@airtime.co.uk
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

Join the atari_emulation mail list,mail me to subscribe

From -3578071431919669900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b81523e3985ecbd6,start
X-Google-Attributes: gid1115ce,public
From: sthorpe@inconnect.inconnect.com (Stuart Thorpe)
Subject: Falcon Assembler
Date: 1997/08/04
Message-ID: <5s3cio$fa1$1@news.inconnect.com>#1/1
X-Deja-AN: 262114431
Organization: Internet Connect, Inc. -- http://www.inconnect.com

Newsgroups: comp.sys.atari.programmer

I want a falcon 68030 assembler, even if simple, where can I get one that will work for free, or at;east a fully working demo so I can see if it works for me...
Please respond to lenkel@inconnect.com Do NOT simply reply unless you want your message sent to the wrong place.

Paul Luscher

lenkel@inconnect.com

From -7501828477777271266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,a49cabffd9eb7c81,start
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,a49cabffd9eb7c81,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1046d6,a49cabffd9eb7c81,start
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f6087,a49cabffd9eb7c81,start
X-Google-Attributes: gidf6087,public
X-Google-Thread: f9256,a49cabffd9eb7c81,start
X-Google-Attributes: gidf9256,public
X-Google-Thread: ffc26,a49cabffd9eb7c81,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: fed41,a49cabffd9eb7c81,start
X-Google-Attributes: gidfed41,public
X-Google-Thread: ff2b1,a49cabffd9eb7c81,start
X-Google-Attributes: gidff2b1,public
From: "Frank Blechschmitt" <Frank.Blechschmitt@swisstelecom.com.NOSPAM>
Subject: Project: Virtual Pet (Codename vPet)
Date: 1997/08/05
Message-ID: <01bca1af$fc164d40$3165be8a@gd2zf0.swissptt.ch>
X-Deja-AN: 262493189
Organization: Swiss Telecom
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp
.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

Hi there,

after some time registering that every/some people have a "Tamagochi" I
think about writing a "real" virtual Pet Software on the Macintosh and PC.
I discussed with my girlfriend this idea and noted some of the specs I want
to implement into my App. If you want to add, delete, help or discuss
something, I would appreciate it :-)
I can write the Mac and PC Versions but every help and/or support is
welcome :-)

Now a draft of the specs and Ideas I have for my virtual Pet APP:

Name: CyberPet or CyberBoz
Systems: Macintosh, Windows, Amiga, Newton
Shareware or Freeware concept.

Basic specs:

One-Window based Application which is the Home of the vPet. The Background Image can be changed to different ambients.
The real basic is that every App is able to interprete a DNA structure which must be defined (see "The DNA format").

1.) There is a Bed, Kittchen, Playground, Office and a Door.
There are some options in the Window you can click on. With this functions you can interact with your vPet. You can play with him, give food, give Books aso. It could be also thinkable that you can buy thinks like Magazines or Food for your vPet. This must be made in a virtual Supermarket - but is another Idea.

2.) Menu "Pet" point named "wants to Travel" (DNA Export)
If you select the Travel Menue in the App the vPet leave through the door and you must select "want to come" to reload it. Is also possible to beam the vPet via Infrared from one Device to another (in the Newton App). From now on you can take this file with you on a Disk or send it via Internet to somebody else - your vPet is Traveling.
My Idea is that the vPet can travel from one App to another App. This should be not limited to one Plattform and work in form of a DNA export structure.
With this option you can take your vPet with you to work or to a friend. The vPet can visit the vPet from you Friend or Girlfriend.
If a external vPet is visiting your vPet in your App there is a chance that you get new vPets with a mixed DNA. But there must be a Male and Female vPet and they have to fall in love. Most of this functions and procedures are RND type and you must have luck to get children vPet out :-) Number and sex of these childrens are also RND.

3.) The DNA format
I'm not sure about all the things I want to store inside the DNA. First of all the age of the vPet. I'm also not sure about the source of the first vPet - is there a egg coming with the App like in Creatures or is there only the App and you must find a baby vPet somewhere. (It's also possible that I send you your first DNA by eMail if you are a "good" guy :-)) In addition to the age there is the sex type, height, weight, eyecolor, haircolor, feetsize and some character specs which handle the control of the vPet. It must be like this: If you feed your vPet twice and it decide to eat, it must become bigger and heavier. Next Day it eat more than before RND controlled. So there could be big and small vPet's and many types of children variations. The same with the intelligence: If you buy magazines and books for your vPet it become more intelligent like a other vPet without these gifts ... and so on ... it is as I said, most of these variations are RND controlled and can be extended in future releases. This is also a major spec in the DNA format that it is upgradeable and downcompatible. Here is also the most room for your suggestions and ideas.

I want to have a open discussion about this Idea. Could be great to have all over the World vPets and your vPet can Travel and learn about other cultures. I dont know how to implement this things, but I have many Ideas ..
I need also Help from programmers for the Newton App. I plan to publish the DNA specs free and everyone who wants to write vApps like vHospital,

vSupermarkets, vFitness and vSport Apps is welcome :-)
Is also planed that vPets can cary messages for specific vPets (friends) and there is also a possibility to have a vMarketplace somewhere in the Net. This Idea combines the virtual Identity Idea and the Tamagochi Idea. I need general help from graphic freaks and specific help from coders for the Amiga Version.

So, the discussion is opened - hope somebody react positiv on this Idea ?! :-)

Regards ...

Frank
--
Every message from me is a privat statement - NOT from the company i work for!
Thanks for any replies - remove the .NOSPAM from my email address.

Comments and/or answers to:
Frank.Blechschmitt@swisstelecom.com.NOSPAM

From 3117821256671750610
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47cc3cc2efe797d2,start
X-Google-Attributes: gid1115ce,public
From: David@ritter.demon.co.uk (David Knight)
Subject: Re: GEM and RSC rules. question.
Date: 1997/08/05
Message-ID: <97020648_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 262545797
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
Reply-To: David@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

In article <Pine.BSI.3.96.970805151813.1098B-100000@usr09.primenet.com>
Katherine L Ellis <kellis@primenet.com> wrote:-

>3) If I move the RSC, (thus the window), do I need to only think about
>the window? or the RSC too with a OBJC_DRAW?
>I mean. is just a wind_set enough? or is OBJC_draw necessary over it?

You do not need to use objc_draw(), just the wind_set().
If a redraw is needed the AES will send a wm_redraw message.
You will however need to update the x,y coordinates of the root object or else the AES will think the objects are still at their old positions. Use wind_get() to find the window work area coordinates to get these.

>4) I have my RSC tree with border outlined 2 point interior, sometimes
>it doesn't redraw correctly the border, If I was using a background

>without border it would be fine.

It would be fine without the border. I have the same problem with
borders though.

>5) I have an object (icon with selected), I would like that when I
>click on it, it woul display it but selected, so far it works fine but
>don't know how to redraw this area only coz the icon. So If I refresh
>teh whole screen it would change state(visually)..

Simple. Find the x,y screen coordinates using objc_offset() then find
the objects width and height and simple restrict the object draw to
this area. You will also need to allow for any border the object has.

David

--

David@ritter.demon.co.uk

From 6250944149875537828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,a49cabffd9eb7c81
X-Google-Attributes: gid11431d,public
X-Google-Thread: f6087,a49cabffd9eb7c81
X-Google-Attributes: gidf6087,public
X-Google-Thread: 1115ce,a49cabffd9eb7c81
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fed41,a49cabffd9eb7c81
X-Google-Attributes: gidfed41,public
X-Google-Thread: ff2b1,a49cabffd9eb7c81
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1046d6,a49cabffd9eb7c81
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f9256,a49cabffd9eb7c81
X-Google-Attributes: gidf9256,public
X-Google-Thread: ffc26,a49cabffd9eb7c81
X-Google-Attributes: gidffc26,public
From: Ian Firth <divsoft@pagan.net.delete.this.part>
Subject: Re: Project: Virtual Pet (Codename vPet)
Date: 1997/08/06
Message-ID: <33E82AB5.47BD@pagan.net.delete.this.part>#1/1
X-Deja-AN: 262607982
References: <01bca1af$fc164d40$3165be8a@gd2zf0.swissptt.ch>
Organization: Diversions Software - Multimedia Software Development

Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp
.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

Frank Blechschmitt wrote:

> after some time registering that every/some people have a "Tamagochi" I
> think about writing a "real" virtual Pet Software on the Macintosh and PC.
> I discussed with my girlfriend this idea and noted some of the specs I want
> to implement into my App. If you want to add, delete, help or discuss
> something, I would appreciate it :-)
> I can write the Mac and PC Versions but every help and/or support is
> welcome :-)

Will this be completely different from Creatures, Dogz, or Catz , which
sound just like this idea ?

--
Regards,
Ian Firth

Diversions Software
Multimedia Software Development

http://www.divsoft.com

From 6683303920540139563
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,a49cabffd9eb7c81
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,a49cabffd9eb7c81
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9256,a49cabffd9eb7c81
X-Google-Attributes: gidf9256,public
X-Google-Thread: f6087,a49cabffd9eb7c81
X-Google-Attributes: gidf6087,public
X-Google-Thread: ff2b1,a49cabffd9eb7c81
X-Google-Attributes: gidff2b1,public
X-Google-Thread: ffc26,a49cabffd9eb7c81
X-Google-Attributes: gidffc26,public
X-Google-Thread: fed41,a49cabffd9eb7c81
X-Google-Attributes: gidfed41,public
X-Google-Thread: 1046d6,a49cabffd9eb7c81
X-Google-Attributes: gid1046d6,public
From: "Frank Blechschmitt" <Frank.Blechschmitt@swisstelecom.com.NOSPAM>
Subject: Project Update 0.1: Codename vPet
Date: 1997/08/06
Message-ID: <01bca244$84f42580$3165be8a@gd2zf0.swissptt.ch>
X-Deja-AN: 262611231

References: <01bca1af$fc164d40$3165be8a@gd2zf0.swissptt.ch>
Organization: Swiss Telecom
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp
.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

I recieved many eMails regarding my Idea. Many thanks for that. Here now
the first update of the Projekt:

Name: CyberPet or CyberBoz
Systems: Macintosh, Windows, Amiga, Newton, Psion?
Shareware or Freeware concept.
Project state: Concept
Project leader: frank.blechschmitt@bluewin.ch

Update 0.1

IF YOU WANT TO HELP IN THIS PROJECT SEND ME A eMAIL! I ADD YOUR NAME IN THE
PROGRAMMERS LIST
AND I WILL CONTACT YOU IF THE DEVELOPMENT STARTS. YOU WILL RECEIVE THE vPET
SDK KIT FREE WITH
ALL INFORMATIONS AND FORMAT DESCRIPTIONS. vPET IS YOUR APPLICATION!

to Basic specs:
I forgott to say that vPet is a game charactered App. Even if there some
functions which points to a economic simulation App it should be a GAME !
But the simulation effect is automaticly coming if the vPet is RND
controlled :-)
More and more i get the impression that this project would be a great game
also for childrens. They can learn how to handle with money, how important
is health and who to find friends and a partner. The vPet can smoke but
then it reduce the health status :-)

to 1.) The possible Playgrounds for the vPet

A idea from Daire Garvey is to have your vPet on your webpage in a Java
applet. Sounds good but then it must make a sence if the vPet is there.
Lets play with the Idea: If you transfer the DNA to a vPet Server there
must be a possible function for the vPet like searching for a partner or
collecting informations. A thinkable way could be to have defined
categories like "Go shopping", "do Sport", "make Hollidays", "search a
partner" etc. Inside this categories the vPet have a order; like "buy
food". If now a other vPet has the needed information or the needed product
your vPet is buying/recieving it and stores it in the order field. If now
the vPet returns to home it puts the food into the refridgerator and
communicate it to you. If the order was to make Holliday and he returns the
DNA is modified and the life quality standart is increased or decreased.

This adds the question to the project if we need vMoney. How do the vPet pay for Holiday or in the Supermarket ? How do you buy Books for it ? But if we add vMoney we need a vBank, vCreditkard etc ... :-)

We can solve this problem if we have a function implemented that give us the possibility to spend our vPet every Month some pocket money and the vPet stores it in the DNA.pocket_money or put it on a vBank. The DNA.bank_number var is important if your vPet wants to buy something on Credit somewhere. If somebody wants to create a vBank he must register it and receive a bank_number.

But first we must think on the makeable things. I must shrink the possible interactions in the first release because i dont have the time to implement all ideas :-)

to 3.) The vDNA format - VPTP (Virtual Pet Transfer Protocol)

Ok, the vDNA format is now the major interrest. I think that the numbers of variables must
be expandable for future updates. But to limit the size of the possible vars there must be variable field list with a value range header. That means that there must be libraries (vDNS) which hold the value ranges and there description. The vDNA only represent numbers which access the values inside the vDNS. Is like in real life - there are many combinations possible with only 4 values. Every vDNS has a unique Number which is generated by the main App. The unique part is controlled by the user registration which gives various numbers. Every vPet is registered and everybody can check the popullation state in the web.
The registration of your vPet is FREE! Is only to handle the statistics. It could be very interesting to see how many vPets still life and how many are death. If a vPet dies it must be also registered and the name is deleted in the main registry. Btw, it's also thinkable to build vCommunities and vCountries. Functions of these Instances could be to define the life conditions. The life conditions help to handle the DNA.health_state. But this is a future point :-)

Example:

```
     def type format
          current_feeling (0,1) as integer
          current_actualtime as time (stores the export time if the vPet is going
to travel)
          age_birthdate as date
          height_cm as byte
          weight_kg as byte
          sex_type as bolean (true=male, false=female)
          health_state (0,1) as integer
          eye_color as byte
          hair_color as byte
          feet_size as byte
          pocket_money
          bank_number
          ...
          character_specs as ??? (still thinking about this point)
```

```
        ...
    end type

    dim vDNA as type format
```

Settings:

```
    vDNA.current_feeling(0,0) = 1 rem first position of the value range of the
feeling DNS which can be from -10 to 10.
    vDNA.current_feeling(0,1) = 5 rem the 5 is the used value
```

The benefit of this methode is:
If we want to extend the possible combinations we can expand the value range inside the DNS library 1.

3.1) NEW - The vDNS format

The vDNS Library format is a list of value ranges and their format. The vDNS is handled by the main App and is not transfered. Only a way to update the vDNS must be there.

Example:

```
    def type format
        description as string * 30
        range (1) as integer
    end type

    dim vDNS (x) as format

    vDNS.description = "Feeling state"
    vDNS.range(0) = -10
    vDNS.range(1) = 10
```

Something like this should give us a max. of variations. I'm not sure if we should use the description only as description or also as a identifier for a interpreter. I mean, if a other Version of the DNS Library has a other value range in position 1 it must be possible to search inside the field for the Feeling state.

5.) NEW - Project Programmers:

Hanan Y Jacob (wants to help writing JAVA applets) 06.08.1997

From -6984622514868302689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47cc3cc2efe797d2
X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: GEM and RSC rules. question.
Date: 1997/08/06

Message-ID: <!SPAMdwilga-0608971603230001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 262639434
References: <Pine.BSI.3.96.970805151813.1098B-100000@usr09.primenet.com>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

> 1) I need to have a window behind any RSC tree I want to display.
> Otherwise in multitasking, it won't be recognized. Normal?

You can use the following method instead of a window (though a window is better):

```
  wind_update(BEG_UPDATE);
  wind_update(BEG_MCTRL);
  form_dial(FMD_START...);
  objc_draw(...);
  form_do(...);
```

Then, when you're done handling form_do() results...

```
  wind_update(END_MCTRL);
  wind_update(END_UPDATE);
  form_dial(FMD_FINISH...);
```

> 2) Is the LASTOB flag really necessary?

Yes. Atari's AES requires it when dealing with EDITABLE objects. If you leave it out, some versions of the AES will crash when you press Tab while the edit cursor is on the last editable object in the tree. Most resource editors handle the setting of this flag for you automatically.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From 1565009662547874018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,a49cabffd9eb7c81
X-Google-Attributes: gidffc26,public
X-Google-Thread: 11431d,a49cabffd9eb7c81
X-Google-Attributes: gid11431d,public
X-Google-Thread: fed41,a49cabffd9eb7c81
X-Google-Attributes: gidfed41,public
X-Google-Thread: f9256,a49cabffd9eb7c81
X-Google-Attributes: gidf9256,public
X-Google-Thread: f6087,a49cabffd9eb7c81
X-Google-Attributes: gidf6087,public
X-Google-Thread: 1115ce,a49cabffd9eb7c81
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1046d6,a49cabffd9eb7c81
X-Google-Attributes: gid1046d6,public

X-Google-Thread: ff2b1,a49cabffd9eb7c81
X-Google-Attributes: gidff2b1,public
From: David Glover <glover@argonet.co.uk>
Subject: Re: Project Update 0.1: Codename vPet
Date: 1997/08/06
Message-ID: <na.fc7e6d47b5.a70190glover@argonet.co.uk>#1/1
X-Deja-AN: 262651959
Distribution: world
References: <01bca1af$fc164d40$3165be8a@gd2zf0.swissptt.ch>
<01bca244$84f42580$3165be8a@gd2zf0.swissptt.ch>
X-Complaints-To: news@soap.uunet.pipex.com
X-Trace: soap.uunet.pipex.com 870903021 16504 (None) 193.130.250.202
Organization: ArgoNet, but does not reflect its views
Reply-To: David Glover <glover@argonet.co.uk>
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp
.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

In article <01bca244$84f42580$3165be8a@gd2zf0.swissptt.ch>, "Frank
Blechschmitt"
<Frank.Blechschmitt@swisstelecom.com.NOSPAM<01bca244$84f42580$3165be8a@gd2zf0.swis
sptt.ch>
wrote:
> Systems: Macintosh, Windows, Amiga, Newton, Psion?

Since you havn't put "Acorn" on that list could you possibly refrain from
posting to c.s.acorn.p please?

--
David Glover IRCnet/EFnet IRC: "Mwongozi" | ICQ: 1104026 | NITHTOFL
Work: glover@argonet.co.uk | From Oxford, UK
      http://www.argonet.co.uk/users/glover/ | ZFC A | FCOS Member
Play: mwongozi@priderock.pridelands.org | Certified Sarafinaholic
      http://www.pridelands.org/~mwongozi/ | TLKiaWoL!

From 1803422663572080203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92842f2bd5dc5b3c,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: GEM and RSC rules. quest
Date: 1997/08/06
Message-ID: <ac5_9708061655@conchbbs.com>#1/1
X-Deja-AN: 262661482
Organization: Fidonet: D.U.E. (713)944-7861
X-FTN-To: kellis@primenet.com
Newsgroups: comp.sys.atari.programmer

I have released a Pure C/Lattice C source library to replace
form_do() etc. with windowed versions. I believe you can download
it from Rick Teitjen's web page - teleport.com/~atari or something
like that.

(Unfortunately, I used the same name as a similar Sorbozon C source
library, so giving you the filename would probably cause confusion.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 3620853703460104840
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,a49cabffd9eb7c81
X-Google-Attributes: gid11431d,public
X-Google-Thread: f6087,a49cabffd9eb7c81
X-Google-Attributes: gidf6087,public
X-Google-Thread: 1115ce,a49cabffd9eb7c81
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fed41,a49cabffd9eb7c81
X-Google-Attributes: gidfed41,public
X-Google-Thread: f9256,a49cabffd9eb7c81
X-Google-Attributes: gidf9256,public
X-Google-Thread: ff2b1,a49cabffd9eb7c81
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1046d6,a49cabffd9eb7c81
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc26,a49cabffd9eb7c81
X-Google-Attributes: gidffc26,public
From: Borg <vladimip@uniNOJUNKserve.com>
Subject: Re: Project Update 0.1: Codename vPet
Date: 1997/08/06
Message-ID: <33E90F5E.4B2F37E2@uniNOJUNKserve.com>#1/1
X-Deja-AN: 262665938
References: <01bca1af$fc164d40$3165be8a@gd2zf0.swissptt.ch>
<01bca244$84f42580$3165be8a@gd2zf0.swissptt.ch>
Followup-To: alt.dev.null,alt.old.farts
Organization: Linux ACME Laboratories Inc.
Reply-To: Frank.Blechschmitt@swisstelecom.com
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp

.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

Frank Blechschmitt wrote:
> I recieved many eMails regarding my Idea. Many thanks for that. Here now
> the first update of the Projekt:
.....
> Name: CyberPet or CyberBoz
> Systems: Macintosh, Windows, Amiga, Newton, Psion?

Amiga is dead and Psion is something I heard of only once.

Since you do not seem to consider including Unix/X Window System
platforms, could you please take your thread out of
comp.unix.programmer?

Thank you. [followups set appropriately]

--
My real email address is: <vladimip at uniserve dot com>
#include <disclaimer.h> | *Good pings come in small packets*
  Vancouver | Windows: for IQs smaller than 95
  British Columbia | SIGSIG -- signature too long (core dumped)

From -2320963800364506355
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11431d,a49cabffd9eb7c81
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,a49cabffd9eb7c81
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ff2b1,a49cabffd9eb7c81
X-Google-Attributes: gidff2b1,public
X-Google-Thread: 1046d6,a49cabffd9eb7c81
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc26,a49cabffd9eb7c81
X-Google-Attributes: gidffc26,public
X-Google-Thread: fed41,a49cabffd9eb7c81
X-Google-Attributes: gidfed41,public
X-Google-Thread: f6087,a49cabffd9eb7c81
X-Google-Attributes: gidf6087,public
X-Google-Thread: f9256,a49cabffd9eb7c81
X-Google-Attributes: gidf9256,public
From: Graham <no-spam.graham@impro.demon.co.uk>
Subject: Re: Project Update 0.1: Codename vPet
Date: 1997/08/07
Message-ID: <33E9920F.78BF@impro.demon.co.uk>#1/1
X-Deja-AN: 262706942
X-NNTP-Posting-Host: impro.demon.co.uk [158.152.61.25]
References: <01bca1af$fc164d40$3165be8a@gd2zf0.swissptt.ch>
<01bca244$84f42580$3165be8a@gd2zf0.swissptt.ch>
Newsgroups:

alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp
.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

Frank Blechschmitt wrote:

> to 3.) The vDNA format - VPTP (Virtual Pet Transfer Protocol)
>
> Ok, the vDNA format is now the major interrest. I think that the numbers of
> variables must
> be expandable for future updates. But to limit the size of the possible

I think it would be a good (better?) idea to mimic real life and make
the "DNA" part only store the characteristics and instincts of the
creature, not stuff like age, etc which is a parameter of the individual
body that the DNA resides in. As well as allowing the pet itself to
travel, why not facilitate the meeting between two pets to produce
offspring with a combination of the parent's DNA. If you also allow for
DNA "mutation" (i.e. random copying errors) then you'll have the basis
for natural selection to take place. The selection will work
automatically by the appeal of the vPet to a particular user- "nice"
vPets will tend to succeed where "nasty" or useless ones won't. After a
time the vpets will take on a life of their own and "evolve" in
unexpected and astonishing directions. Obviously to do this the basic
protocols for turning the DNA into a body (phenotype) need to be
established and based on very simple rules. The first vPets may be
rather unsophisticated and perhaps virus-like, but eventually more
interesting ones will arise.

Go to it!

+G+

From -3477436820278758131
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 11431d,a49cabffd9eb7c81
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,a49cabffd9eb7c81
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ff2b1,a49cabffd9eb7c81
X-Google-Attributes: gidff2b1,public
X-Google-Thread: ffc26,a49cabffd9eb7c81
X-Google-Attributes: gidffc26,public
X-Google-Thread: f9256,a49cabffd9eb7c81
X-Google-Attributes: gidf9256,public
X-Google-Thread: f6087,a49cabffd9eb7c81
X-Google-Attributes: gidf6087,public
X-Google-Thread: 1046d6,a49cabffd9eb7c81
X-Google-Attributes: gid1046d6,public

X-Google-Thread: fed41,a49cabffd9eb7c81
X-Google-Attributes: gidfed41,public
From: "David Virebayre" <viro@donotspam.easynet.fr>
Subject: Re: Project Update 0.1: Codename vPet
Date: 1997/08/08
Message-ID: <01bca319$24ef3e60$090000c0@pc-david>#1/1
X-Deja-AN: 262818050
References: <01bca1af$fc164d40$3165be8a@gd2zf0.swissptt.ch>
<01bca244$84f42580$3165be8a@gd2zf0.swissptt.ch>
<na.fc7e6d47b5.a70190glover@argonet.co.uk>
Organization: [posted via] Easynet SA
Newsgroups:
alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,
comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp
.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

David Glover <glover@argonet.co.uk> a ©crit dans l'article
<na.fc7e6d47b5.a70190glover@argonet.co.uk>...
> In article <01bca244$84f42580$3165be8a@gd2zf0.swissptt.ch>, "Frank
> Blechschmitt"
> > wrote:
> > Systems: Macintosh, Windows, Amiga, Newton, Psion?
>
> Since you havn't put "Acorn" on that list could you possibly refrain from
> posting to c.s.acorn.p please?

If you're interessed, why not asking to add acorn to the list instead !

--

David Virebayre --- Remove donotspam. to reply via email
viro@easynet.fr

From 5623934385470622745
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,644ccb313bd96691,start
X-Google-Attributes: gid1115ce,public
From: Artur Karwatka <karvatka@venus.amu.edu.pl>
Subject: Re: What is an Atari 800 XL worth?
Date: 1997/08/08
Message-ID: <Pine.OSF.3.95.970808092248.2934A-100000@venus.amu.edu.pl>#1/1
X-Deja-AN: 262844830
References: <5sc8ip$1ie$5@sally.dma.org>
To: Daniel Woodard <woodardd@dma.org>
Organization: Adam Mickiewicz University
Newsgroups: comp.sys.atari.programmer

On 7 Aug 1997, Daniel Woodard wrote:
>
> I just saw an Atari 800 XL at a thrift store for $17. It looked
> like no one ever even used it. It is in the original box, has manuals,
> but is missing the power supply.
>
the price is resonable...

> I heard some sort of rumor that you can program Atari Jag games
> with one of these. Is this true?
>
nope, only 16 & 32 Atari systems are able to do that...

> Also, does anyone have specs for the system? What is the
> difference between this and the ST?
>
Atari XL is an 8-bit system!!! It is based on 6502 processor... Similair
to this used in Commodore 64. There're still quite a lot ppl who code
demos on it (especially in Poland). One week ago there was an Atari
party in Poland (called: Orneta'97 or QuaST'97 party) where 7 demos &
15 intros was shown for competition. Those demos included effects like:
- phong shading (two big toruses at once on screen)
- Z-buffering (four Z-buffered pyramids (tetraherdons?))
- real time fractal zoom
- texture mapping on cube
- bump mapping
- gouraud shading on cude
... and so on... if you need more informations about this system, then
post email to: ataripl@piwo.bl.pg.gda.pl (Polish Atari discussion list)

> Is there a version of Wizard of Wor that will run on this system?
> How about the rpg Towers?
>
I'm not that close to this system...

> I know that is a lot of questions, but I don't want to plunk down
> nearly $20 for it if it isn't a good system, especially considering that
> I'd have to track down a power supply for it somewhere. (it has a strange
> connector that looks like a keyboard slot on the IBM)
> Thanks,
> Dan
>
just post email with your questions to the address above... all guys from
this discussion list will help ya for sure...

l8er,

  artur.

.--.
| Artur KARWATKA aka Vat from LuZak tEaM {m680X0/dSP56k/i386+ Coder} |
| karvatka@venus.amu.edu.pl karvatka@vm.amu.edu.pl vat@piwo.bl.pg.gda.pl |
|_____________________ http://venus.amu.edu.pl/~karvatka/ _____________________|
| LuZakS aRe: Graf/Latifah[GFX], ModeST/Vat/Wachu[C0DE], Prodiz[MSX] |
`------>> "nemo saltat sobrius nisi forte insanit"   H.Steinhaus <<------'

From -1233325830625389131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f,start
X-Google-Attributes: gid1115ce,public
From: David@ritter.demon.co.uk (David Knight)
Subject: Background Events
Date: 1997/08/08
Message-ID: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 262927812
Reply-To: David@ritter.demon.co.uk (David Knight)
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
Newsgroups: comp.sys.atari.programmer

Is there any way to implement background events with out using
wf_bevent and wind_set()?

My attempts to do this do not seem to work. If an object is clicked
on then it is selected but everything freezes until the mouse button
is released (ie not doing the graf_watchbox which is supposed to be
called after the initial click and hold)
I presume this is something to do with the AES sending wm_topped as
the problem does not occur with right clicks.

David

--

     David@ritter.demon.co.uk

From -1500524695408225122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,644ccb313bd96691
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Subject: Re: What is an Atari 800 XL worth?
Date: 1997/08/08

Message-ID: <19970808224221809 56@zetnet.co.uk>#1/1
X-Deja-AN: 262969545
References: <5sc8ip$1ie$5@sally.dma.org>
<Pine.OSF.3.95.970808092248.2934A-100000@venus.amu.edu.pl>
Newsgroups: comp.sys.atari.programmer

> > Also, does anyone have specs for the system? What is the
> > difference between this and the ST?
>
> Atari XL is an 8-bit system!!! It is based on 6502 processor... Similair
> to this used in Commodore 64. There're still quite a lot ppl who code

Whereas the ST is a 16-bit machine based around the 68000 processor the
same as the Amiga and early Macs...

(the original poster may not have been aware of this...)

Anthony

From -5414134147678205602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ac3f38e450e6f6d,start
X-Google-Attributes: gid1115ce,public
From: afriend@msn.com
Subject: llllll DON'T READ THIS llllll
Date: 1997/08/09
Message-ID: <897cd$3d16.3e1@NEWS>#1/1
X-Deja-AN: 263039225
Newsgroups: comp.sys.atari.programmer

KNOWLEDGE IS POWER. It separates the WINNERS from the LOSERS.
Do you want to be a winner? Do you know what separates the very successful
people from the people just getting by? INFORMATION!!! The MOST
successful people in any field, don't have all the answers... BUT they do
know where to find them. Everyone needs to have information. Children
need it for school, and good grades. Adults need it to keep informed and
current with associates. Don't you know someone that always seems to be
on the inside track? They may have already bought this report. Have ALL the
information you need at your finger tips. I already spent hundreds of hours
searching the internet to find the sites you need, with links to thousands of
other sites.

Here are a few examples: government sites, local and federal. Are you trying
to find someone that owes you money? Do you need to check someone's
background... potential employee, tennant, anyone. Find that lost love or
college buddy. Lookup phone numbers around the block or around the world.
Track down court records. Check someones credit, educational background,
driving or criminal record. Locate military records. Get all the newest games,

try them before you buy them. Find dozens of free offers. Search libraries around the world.

Just about anything you can imagine , can be found on the internet. You just have to know WHERE to look.

Don't wait... your competitors aren't waiting for you!!!

INTERESTED ???

**** SEND $ 9.95 CHECK, MONEY ORDER
**** with your EMAIL ADDRESS or mailing address to:
****
**** B.C.S.
**** 39 GURLEY ROAD #123
**** EDISON, NJ 08817
****
**** ATT: Internet Offer

From -487172550686589977
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: Guy Harrison <guy@swampdog.demon.co.uk>
Subject: Re: Background Events
Date: 1997/08/09
Message-ID: <33ECAD8E.E03CDA72@swampdog.demon.co.uk>#1/1
X-Deja-AN: 263118900
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
X-Priority: 3 (Normal)
Newsgroups: comp.sys.atari.programmer

David Knight wrote:

> Is there any way to implement background events with out using
> wf_bevent and wind_set()?
>

Not really.

> My attempts to do this do not seem to work. If an object is clicked
> on then it is selected but everything freezes until the mouse button
> is released (ie not doing the graf_watchbox which is supposed to be
> called after the initial click and hold)

You don't need graf_watchbox.

> I presume this is something to do with the AES sending wm_topped as
> the problem does not occur with right clicks.
>

It would do if you enabled both buttons. Once you've enabled background events that window will *not* received WM_TOPPED messages. What you get instead, is MU_BUTTON messages. Ideally, you want to be using evnt_multi because it also writes the current mouse co-ordinates which you will need because then you call objc_find to obtain the object index in the tree.

--
Guy Harrison
guy@swampdog.demon.co.uk

From -2520276848516934532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: David@ritter.demon.co.uk (David Knight)
Subject: Re: Background Events
Date: 1997/08/09
Message-ID: <3960138_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 263139957
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33ECAD8E.E03CDA72@swampdog.demon.co.uk>
Reply-To: David@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

In article <33ECAD8E.E03CDA72@swampdog.demon.co.uk>
Guy Harrison <guy@swampdog.demon.co.uk> wrote:-

>David Knight wrote:
>
>> Is there any way to implement background events with out using
>> wf_bevent and wind_set()?
>>
>
>Not really.

Oh well.

>

>> My attempts to do this do not seem to work. If an object is clicked
>> on then it is selected but everything freezes until the mouse button
>> is released (ie not doing the graf_watchbox which is supposed to be
>> called after the initial click and hold)
>
>You don't need graf_watchbox.

You do when its part of your own replacement form_do()

>> I presume this is something to do with the AES sending wm_topped as
>> the problem does not occur with right clicks.
>>
>
>It would do if you enabled both buttons. Once you've enabled background
>events that window will *not* received WM_TOPPED messages. What you get
>instead, is MU_BUTTON messages. Ideally, you want to be using evnt_multi
>because it also writes the current mouse co-ordinates which you will
>need because then you call objc_find to obtain the object index in the
>tree.

And my form_do uses evnt_multi :-)

--

     David@ritter.demon.co.uk

From -6510772030667815599
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e524c9d89022b926,start
X-Google-Attributes: gid1115ce,public

From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: Project: Virtual Pet (Codename vPet)
Date: 1997/08/09

Message-ID: <871140202_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 263167204

Organisation: The DarkForce! BBS (606-886-9014)
Organization: Internet MCI
Reply-To: thechyld@pcc-uky.campus.mci.net
Newsgroups: comp.sys.atari.programmer

 In article <5s8irp$q80$1@miso.it.uq.edu.au>
  richard@it.uq.edu.au (Richard Hagen) said:-

>>I love it, with one caveat: no code traverses inter-computer boundaries.
>

>Java notwithstanding :-)

  Wasn't "True Basic" supposed to work on any platform, with independent libs.
  that took advantage of each platforms unique hardware? Just curious... :)

--

```
  _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
  _/                                          |                               _/
  _/  Wild wind-horses soar the cloud-trails, |              /\              _/
  _/    Unholy horn doth sound its blast,     |          Dark><Chyld         _/
  _/    You and we were first to conquer,     |              \/              _/
  _/      You and we shall be the last!       |                              _/
  _/                                          |    -The  F u j i  Lives!-    _/
  _/     From "Song Of The DragonMasters"     |                              _/
  _/__________________________________________|______________________________/
  _/                                                                          _/
  _/         SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014           _/
  _/                                                                          _/
  _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

From 3959951913218119221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,66fe8957591226be,start
X-Google-Attributes: gid1115ce,public
From: lasjkf939@kjflasjfds.com
Subject: New Sex Site...
Date: 1997/08/10
Message-ID: <5sju78bi1465@news.internetmci.com>#1/1
X-Deja-AN: 263241702
Organization: Internet MCI
Newsgroups: comp.sys.atari.programmer

Check out the Hottest New Sex Site on the Internet !

The Worlds most Erotic Young Girls around UNCENSORED !!!

Visit:

http://www.dirtyteens.com

All Models are over 18 Years of age or older.

From 2837834315998022642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a49cabffd9eb7c81
X-Google-Attributes: gid1115ce,public
From: henrik.lynggaard@pop.agora.dk (Henrik Lynggaard Hansen)
Subject: Re: Project Update 0.1: Codename vPet
Date: 1997/08/10
Message-ID: <5slcd3$sbi@heidrun.agora.dk>#1/1
X-Deja-AN: 263531560
References: <01bca1af$fc164d40$3165be8a@gd2zf0.swissptt.ch>
<01bca244$84f42580$3165be8a@gd2zf0.swissptt.ch> <33E9920F.78BF@impro.demon.co.uk>
Organization: Agora
Newsgroups: comp.sys.atari.programmer

On 7 Aug 1997 10:14:55 , Graham wrote:
>Frank Blechschmitt wrote:
>
>> to 3.) The vDNA format - VPTP (Virtual Pet Transfer Protocol)
>>
>> Ok, the vDNA format is now the major interrest. I think that the numbers of
>> variables must
>> be expandable for future updates. But to limit the size of the possible

>I think it would be a good (better?) idea to mimic real life and make
>the "DNA" part only store the characteristics and instincts of the
>creature, not stuff like age, etc which is a parameter of the individual
>body that the DNA resides in. As well as allowing the pet itself to
>travel, why not facilitate the meeting between two pets to produce
>offspring with a combination of the parent's DNA. If you also allow for
>DNA "mutation" (i.e. random copying errors) then you'll have the basis
>for natural selection to take place. The selection will work
>automatically by the appeal of the vPet to a particular user- "nice"
>vPets will tend to succeed where "nasty" or useless ones won't. After a
>time the vpets will take on a life of their own and "evolve" in
>unexpected and astonishing directions. Obviously to do this the basic
>protocols for turning the DNA into a body (phenotype) need to be
>established and based on very simple rules. The first vPets may be
>rather unsophisticated and perhaps virus-like, but eventually more
>interesting ones will arise.

i agree !

Frank: Have you recieved my email ?

>
>Go to it!
>
>+G+
>.

Cheers from Denmark
Henrik Lynggaard

```
* NeST:     90:1500/102.4                              *
* AtariNet: 51:1301/102.4                              *
* FidoNet:  2:236/84.4                                 *
* E-mail    henrik.lynggaard@pop.agora.dk              *
* homepage  http://www.agora.dk/users/henrik.lynggaard/ *
```

From -6976274396147547610
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f866f646552fb93,start
X-Google-Attributes: gid1115ce,public
From: geh3rd@exis.net (George E. Hoffman III)
Subject: Wdialog/Enhancer prgs.
Date: 1997/08/11
Message-ID: <5sncpkgpa1@grouper.exis.net>#1/1
X-Deja-AN: 263486538
Organization: None at all!!!!!!
Newsgroups: comp.sys.atari.programmer

Can anyone tell me what these programs do?
Do they speed up the display?
What order are they loaded in the AUTO dir.?
What programs do they have an affect on?

Thanks,

George

From 6731585933538150258
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2a823caa700257ab
X-Google-Attributes: gid1115ce,public
From: "Markus Storcz" <Markus_Storcz@compuserve.com>
Subject: Re: Pure Pascal version
Date: 1997/08/12
Message-ID: <#yN1dgqp8GA.200@ntdwwaaw.compuserve.com>#1/1
X-Deja-AN: 263575066
References: <33d52147.2220966@news.asi.fr> <33D5B9DE.3BD3@parx.fr>

Newsgroups: comp.sys.atari.programmer

>>Thierry Arbez-Carme wrote:
>>
>> I have Pure Pascal v1.1. Is it the last version?

I have Pure Pascal v1.1.1. This should be the last version.
(which means only some if-multitasking-then-switch-to-singletasking-when executing-Pure-Pascal-bugfix)

>We've contact them for about 3 months in order to BUY one Pure Pascal.
>They have replied "we don't take CB" so we ask them for their number of
>bank account to "poor" directly money on it... and we wait, we wait, we
>wait... It's incredible!

The fastest way to really get Pure Pascal (my experience) is either sending money (risky) to their address or buying Pure Pascal during some Atari exhibition.

m.storcz

From 3877021860531547333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f866f646552fb93
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Wdialog/Enhancer prgs.
Date: 1997/08/12
Message-ID: <33F025DB.529B@in.tu-clausthal.de>#1/1
X-Deja-AN: 263730754
References: <5sncpkgpa1@grouper.exis.net>
Organization: Rechenzentrum der TU Clausthal
Newsgroups: comp.sys.atari.programmer

George E. Hoffman III wrote:

> Can anyone tell me what these programs do?
> Do they speed up the display?
> What order are they loaded in the AUTO dir.?
> What programs do they have an affect on?

These programms add features of NVDI (Enhancer) and MagiC (Wdialog) to other TOS systems. That means that programms using off screen bitmaps (NVDI-like) or the MagiC file selector (e.g.) can run on other systems as well. They don't speed up anything. They don't give you the full functionality. They just add what is most sufficient to use programs

needing those extensions.

Some programms can test if they are there and then use them (CAB e.g. uses off schreen bitmaps to display animated giffs without flickering. without enhancer (or NVDI) these will flicker). Others won't run without them (well they also test if the extension is there, but break if this is not the case). An example for these is GEMJIG. It uses WDIALOG (don't ask me what for).

I don't think they need a special order in the auto folder. I load WDIALOG from the GEM.CNF (Multitos; still had no money to upgrade to N.AES); Enhancer I don't need since I have NVDI.

AFAIK Enhancer just adds off schreen bitmaps to the VDI. No speed up; No GDOS (this means no printer drivers and no vector fonts, etc.). I think it is better to get NVDI (it is really not expensive for what you get from it). WDIALOG doesn't install all MagiC AES extensions, but enough for me to get the programms running. An example is I think the scrollable edit fields. ASH told me that Jieene uses them if they are there and WDIALOG does not implement them. But in most cases it should be sufficient.

A list of programms where I am shure they can at least use the extensions:

- CAB
- GEMJIG
- TEXEL
- ARTWORKS
- PHOENIX
- PAPPILION
- JIEENE
- There was some fontselector implementing the font protokoll using the MagiC fontselector.

Of course there are more, but I am not shure about them.

Christof

From -6861103301088293100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,44b791688aa8ebcd,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,44b791688aa8ebcd,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,44b791688aa8ebcd,start
X-Google-Attributes: gid109a67,public
From: sergej@midijam.kiev.ua (Sergej N. Kokoushkin)
Subject: Re: For Nick who wanted to know how working serial mauses onto ATARI
Date: 1997/08/12
Message-ID: <H.ekBL.BWcfyQYVSbc@midijam.kiev.ua>#1/1

X-Deja-AN: 263777955
Distribution: world
Sender: news@lucky.net
Organization: MIDIJAM Records
Reply-To: sergej@midijam.kiev.ua
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
X-Return-Path: sergej@midijam.kiev.ua

>In <5s7h9lihh3@news.stortek.com>, Nick write:
>In article <33f21c50.8419097@news.supernews.com>, death@your.expense
(Phlegethonyarre) wrote:
>
> Anyway, you can't convert a PC mouse to make it an ST one. If you can spare
> the serial port, and if it is a standard serial mouse, you can get
> mouse25.prg, which is a software serial mouse driver.
>
OK, Nick!

I tested this .prg, both versions 2.4 & 2.5, but nothing from this
doesn't wonted to work on my Mega4/STe with TOS 2.05 (?!).
I plugged in 8 or may be (don't remember!) 10 (!) mauses from deference
manufacturers to all serial ports (from Modem1 to Serial2), but no one
maus doesn't worked out too.

If your experiments will be more successfully, please, report me about.

At last time, and why coul'd you been to try to reconstructing standard
PC-maus?

Good hunting on mauses!
--
Sergej

Date: 1997/08/12
Message-ID: <33F0A752.6FC@globalxs.nl>#1/1
X-Deja-AN: 263805248
Organization: globalxs
Reply-To: lang@globalxs.nl
Newsgroups: comp.sys.atari.programmer

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SOFTWARE FOR PC/ PLAYSTATION/ NINTENDO64

From -8782310855081644510
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f866f646552fb93
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: Wdialog/Enhancer prgs.
Date: 1997/08/12
Message-ID: <HHMIDIAIUP@data.rhein-main.de>#1/1
X-Deja-AN: 263813847
References: <5sncpkgpa1@grouper.exis.net>
Newsgroups: comp.sys.atari.programmer

In <5sncpkgpa1@grouper.exis.net> George E. Hoffman III wrote:

>Can anyone tell me what these programs do?

WDIALOG is to use (without) magiC. (NVDI)
It's only a new printer dialog.
Supported by Texel, Papillon, usw.

Regards, Robert

--
```
   ###   robscha@data.rhein-main.de      -= Home of DOITF030 =-
   ###   ___________________________________________________________
  # # #    Robert Schaffner@OF2.maus.de      F030-520ST-Jaguar-Mac
 #  #  #   Tel/Fax/Modem: +49 (0)6103-67197      Lynx I + II
            http://www.rhein-main.de/people/robert/homepage.htm
```

From 7075397878546392345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bb9cb63c48de3727,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>

Subject: GFA BASIC's SETCOLOR/VSETCOLOR
Date: 1997/08/12
Message-ID: <Pine.SUN.3.95q.970812193259.14940A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 264051376
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Hey everyone,

I'm currently writting a program in GFA BASIC 3.5E. I'm using medium resolution. When tinkering witht the colors, I can't seem to figure out how they work(What each index coorsponds to).

Example:

```
SETCOLOR 0,0,0,0  Sets the border to black
SETCOLOR 1,0,0,0  What does this control (TEXT/PRINT/GRAPHICS?)
SETCOLOR 2,0,0,0  What does this control (TEXT/PRINT/GRAPHICS?)
SETCOLOR 3,0,0,0  This is suppose to control the color of PRINTed text
               correct?  Such as SETCOLOR 3,0,0,7 would display
           PRINT "should be blue" in BLUE CORRECT?
```

What's better to use VSETCOLOR or SETCOLOR?

Also anyone know how to print text on the border? Is it possible?

Scott.

From -2983696150293007368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f866f646552fb93
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Off screen bitmaps, was Re: Wdialog/Enhancer prgs.
Date: 1997/08/13
Message-ID: <33F16B19.FF6D5DF@emw.ericsson.se>#1/1
X-Deja-AN: 264225433
References: <5sncpkgpa1@grouper.exis.net> <33F025DB.529B@in.tu-clausthal.de>
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 871459644 8238 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Christof Donat wrote:

> Some programms can test if they are there and then use them (CAB e.g.

> uses off schreen bitmaps to display animated giffs without flickering.
> without enhancer (or NVDI) these will flicker). Others won't run without
> them (well they also test if the extension is there, but break if this
> is not the case). An example for these is GEMJIG. It uses WDIALOG (don't
> ask me what for).

Can someone explain to me what this 'Off screen bitmaps' are all about?
How do I use it?

//Magnus kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```

From -4038560117758007635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f866f646552fb93
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Off screen bitmaps, was Re: Wdialog/Enhancer prgs.
Date: 1997/08/14
Message-ID: <33F3250F.50AC@in.tu-clausthal.de>#1/1
X-Deja-AN: 264643733
References: <5sncpkgpa1@grouper.exis.net> <33F025DB.529B@in.tu-clausthal.de>
<33F16B19.FF6D5DF@emw.ericsson.se>
Organization: Rechenzentrum der TU Clausthal
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg wrote:

> Can someone explain to me what this 'Off screen bitmaps' are all about?
> How do I use it?

Read the documentation for NVDI:

http://rzstud1.rz.uni-karlsruhe.de/~uk48/archive/proguide.zip

Christof

From -7561256142738742218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f866f646552fb93
X-Google-Attributes: gid1115ce,public
From: Christian Andersson <faltrion@earthling.net>
Subject: Re: Wdialog/Enhancer prgs.
Date: 1997/08/14

Message-ID: <33F32CA9.EC711B38@earthling.net>#1/1
X-Deja-AN: 264858582
References: <5sncpkgpa1@grouper.exis.net> <HHMIDIAIUP@data.rhein-main.de>
X-Priority: 3 (Normal)
Organization: Chalmers University of Technology
Reply-To: faltrion@earthling.net
Newsgroups: comp.sys.atari.programmer

Robert Schaffner wrote:
>
> In <5sncpkgpa1@grouper.exis.net> George E. Hoffman III wrote:
>
> >Can anyone tell me what these programs do?
>
> WDIALOG is to use (without) magiC. (NVDI)
> It's only a new printer dialog.
> Supported by Texel, Papillon, usw.

Errr, the Printer Dialog is only a part of the WDialog system.

It is a Window system for putting dialogs into windows, the good part
with this one is that,if you have 2 programs that uses it, you only need
1 Wdialog in memory (unlike for example the E-Gem Libraries)

/Chris.

From 3023930287187835546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f866f646552fb93
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Off screen bitmaps, was Re: Wdialog/Enhancer prgs.
Date: 1997/08/15
Message-ID: <33F4066D.41C67EA6@emw.ericsson.se>#1/1
X-Deja-AN: 264243980
References: <5sncpkgpa1@grouper.exis.net> <33F025DB.529B@in.tu-clausthal.de>
<33F16B19.FF6D5DF@emw.ericsson.se> <33F3250F.50AC@in.tu-clausthal.de>
X-Complaints-To: newsmaster@emw.ericsson.se
X-Trace: infomania.emw.ericsson.se 871630480 19734 (None) 136.225.229.137
Organization: Ericsson Microwave Systems
Newsgroups: comp.sys.atari.programmer

Christof Donat wrote:
>
> Magnus Kollberg wrote:
>
> > Can someone explain to me what this 'Off screen bitmaps' are all about?
> > How do I use it?
>

> Read the documentation for NVDI:

I have already seen what it is. Looks usefull.
Thanks anyway.

//Mangus Kollberg
--

```
  +-----------------------------------------------------+
  |  http://www.geocities.com/SiliconValley/Way/5132/  |
  |       email: Magnus.Kollberg@emw.ericsson.se       |
  +-----------------------------------------------------+
```


From 1992363821783693655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b678971c4e960c9e,start
X-Google-Attributes: gid1115ce,public
From: ronald de lang <lang@globalxs.nl>
Subject: FS SOFTWARE
Date: 1997/08/15
Message-ID: <33F4CCEA.6531@globalxs.nl>#1/1
X-Deja-AN: 264380933
Organization: globalxs
Reply-To: lang@globalxs.nl
Newsgroups: comp.sys.atari.programmer

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From -7324084591719829600
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1ae16c1a27de8a4,start
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: WDIALOG on Lattice?
Date: 1997/08/15
Message-ID: <5t1q70$m16@nntp02.primenet.com>#1/1
X-Deja-AN: 264909433
Organization: JR Enterprises
X-Posted-By: @206.165.21.240 (rojewski)
Newsgroups: comp.sys.atari.programmer

I'm working with WDIALOG and having no luck with it calling the event
handler routine specified in wdlg_create().

So I get a window, but no events posted when I call wdlg_event().

I have re-created the wdlg interface routines with Lattice C instead of the Pure C they were originally written in. It could be a translation problem, or maybe I'm just not understanding the concept.

The docs say the the handler will be called when create (HNDL_INIT) and open (HNDL_OPEN) are called, but I have a fprintf in the routine and it never shows up.

Any ideas?

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From 2262736434068528966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: Guy Harrison <guy@swampdog.demon.co.uk>
Subject: Re: Background Events
Date: 1997/08/16
Message-ID: <33F60ADD.C82D23BB@swampdog.demon.co.uk>#1/1
X-Deja-AN: 265234951
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33ECAD8E.E03CDA72@swampdog.demon.co.uk>
<3960138_000008_OASIS_NEWS@ritter.demon.co.uk>
X-Priority: 3 (Normal)
Newsgroups: comp.sys.atari.programmer

David Knight wrote:

> In article <33ECAD8E.E03CDA72@swampdog.demon.co.uk>
>   Guy Harrison <guy@swampdog.demon.co.uk> wrote:-
>
> >David Knight wrote:
> >
> >> Is there any way to implement background events with out using
> >> wf_bevent and wind_set()?
> >>
> >
> >Not really.
>
> Oh well.
>
> >

> >> My attempts to do this do not seem to work. If an object is
> clicked
> >> on then it is selected but everything freezes until the mouse
> button
> >> is released (ie not doing the graf_watchbox which is supposed to be
>
> >> called after the initial click and hold)
> >
> >You don't need graf_watchbox.
>
> You do when its part of your own replacement form_do()
>

Sorry, I was interrupted numerous times whilst replying and totally lost track. I meant to be more specific.

What I meant was, you don't need graf_watchbox as long as you don't mind clicking on an object and having it selected immediately - that is, no going back. Anyway ...

I wrote my own form_do for pug yonks ago and I also had problems with graf_watchbox (and graf_mkstate for that matter). My own solution was to write a replacement watchbox routine.

However, along with the compendium came two hitherto undocumented functions - form_keybd and form_button. Both are used internally by form_do. I suspect form_button will do the job.

> >> I presume this is something to do with the AES sending wm_topped as
>
> >> the problem does not occur with right clicks.
> >>
> >
> >It would do if you enabled both buttons. Once you've enabled
> background
> >events that window will *not* received WM_TOPPED messages. What you
> get
> >instead, is MU_BUTTON messages. Ideally, you want to be using
> evnt_multi
> >because it also writes the current mouse co-ordinates which you will
> >need because then you call objc_find to obtain the object index in
> the
> >tree.
>
> And my form_do uses evnt_multi :-)
>

Goody! You'll need it to use form_button. <G>

--
Guy Harrison
guy@swampdog.demon.co.uk

From -8532029331014874212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,34c71d4fd64a538e,start
X-Google-Attributes: gid1115ce,public
From: "myeck waters" <waterses@worldnet.att.net>
Subject: Another MFP question
Date: 1997/08/17
Message-ID: <01bcab16$3a31be60$fa6974cf@cmwaters-h>#1/1
X-Deja-AN: 264767325
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

Hello again;

Many thanks to all who helped me figure out how to use MFP Timer A in a
little Assembly language program I was working on. Now I have a related
question: how do you get data directly from the serial port?

thanks
myeck waters

From 2422030908225706189
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cfd0c3bb646af26f
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Background Events
Date: 1997/08/17
Message-ID: <EF1ynv.n30@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 264878063
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
<33ECAD8E.E03CDA72@swampdog.demon.co.uk>
<3960138_000008_OASIS_NEWS@ritter.demon.co.uk>
<33F60ADD.C82D23BB@swampdog.demon.co.uk>
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <33F60ADD.C82D23BB@swampdog.demon.co.uk>,
     Guy Harrison <guy@swampdog.demon.co.uk> writes:
> David Knight wrote:
>

>> In article <33ECAD8E.E03CDA72@swampdog.demon.co.uk>
>>   Guy Harrison <guy@swampdog.demon.co.uk> wrote:-
>>
>> >David Knight wrote:
>> >
>> >> Is there any way to implement background events with out using
>> >> wf_bevent and wind_set()?

I believe you should be significantly more specific about what you want
to do here. The term 'background events' can be understood in several ways
causing confusion which I believe has happened here.

>> >> My attempts to do this do not seem to work. If an object is
>> clicked
>> >> on then it is selected but everything freezes until the mouse
>> button
>> >> is released (ie not doing the graf_watchbox which is supposed to be
>>
>> >> called after the initial click and hold)

You really should post the piece of code here that gives you trouble, with
a detailed description what you want to achieve. graf_watchbox works well,
but must be used in the right way.

>> >You don't need graf_watchbox.
>>
>> You do when its part of your own replacement form_do()

Very unlikely. I suspect you've tried to simulate form_button's behaviour
with graf_watchbox, which doesn't work all too well. Normally, for a
form_do replacement you'd need little more than form_button, form_keybd,
objc_find and objc_edit (plus event_multi in some way of course).

> However, along with the compendium came two hitherto undocumented
> functions - form_keybd and form_button. Both are used internally by

No. Both have been documented since early beginning of the Atari ST series.
Here I have the tenth edition of the Profibuch from 1991, and even the first
edition (must have been 87 or so) had the documentation.

>> >because it also writes the current mouse co-ordinates which you will
>> >need because then you call objc_find to obtain the object index in
>> the
>> >tree.
>>
>> And my form_do uses evnt_multi :-)

It's not possible to do a real form_do replacement without event_multi,
as even for the most basic implementation at least MU_KEYBD and MU_BUTTON

must be watched.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From -7326415958253384536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bb9cb63c48de3727
X-Google-Attributes: gid1115ce,public
From: Guy Harrison <guy@swampdog.demon.co.uk>
Subject: Re: GFA BASIC's SETCOLOR/VSETCOLOR
Date: 1997/08/17
Message-ID: <33F7016E.C6FAFED6@swampdog.demon.co.uk>#1/1
X-Deja-AN: 265451920
References: <Pine.SUN.3.95q.970812193259.14940A-100000@ganymede.cs.mun.ca>
X-Priority: 3 (Normal)
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Newsgroups: comp.sys.atari.programmer

Scott Harris wrote:

> Hey everyone,
>
>   I'm currently writting a program in GFA BASIC 3.5E. I'm using
>
> medium resolution. When tinkering witht the colors, I can't seem to
> figure out how they work(What each index coorsponds to).
>
> Example:
>
> SETCOLOR 0,0,0,0 Sets the border to black
> SETCOLOR 1,0,0,0 What does this control (TEXT/PRINT/GRAPHICS?)
> SETCOLOR 2,0,0,0 What does this control (TEXT/PRINT/GRAPHICS?)

I don't have GFA but I would imagine the index maps directly onto the
TOS call of the same name. If this is the case then its probably easiest
to initially describe it in terms of the standard Gem desktop.

setcolor 0 is "desktop white" (pen 0)
setcolor 1 is "desktop red" (pen 1)
setcolor 2 is "desktop green" (pen 2)
setcolor 3 is "desktop black" (pen 3)

For any program, pen 0 is always used for the background colour when
drawing. This includes text because in reality text chars are just

graphic shapes which get copied to the screen. More on this later.

For GEM, "desktop black" is the foreground colour used when drawing. This is pen number 1 in monochrome, pen 3 in medium rez and pen 15 for low rez.

```
> SETCOLOR 3,0,0,0  This is suppose to control the color of PRINTed text
>
>                   correct?  Such as SETCOLOR 3,0,0,7 would display
>                   PRINT "should be blue" in BLUE CORRECT?
```

Yes and no. At the risk of boring you I'll go through it from scratch.

When the hardware wants to draw the screen in medium rez it sees the screen as a load of pixels each of which has been drawn using one of the four pens. As it comes to each pixel it looks what pen was used to draw it then looks up what colour that pen actually is. This happens at least 50 times a second so the moment you change pen 3 from black to blue, *all* the stuff drawn with pen 3 turns blue. If this is what you want then fine. Usually it aint!

If you want to keep the previous black text and have blue text as well you choose a pen which is not being used. You can't use pen 0, or pen 3 so it'll have to be pen 1 or 2 - it doesn't matter which but lets say it's pen 2. Just change the pen 2 colour to blue then print the text using pen 2 instead of the default pen 3.

No doubt there's a GFA command to do this but even if there isn't you can use the VT52 console driver to do it.

```
[esc][b][pen + space]    (foreground pen)
[esc][c][pen + space]    (background pen)
```

My basic is lousy but it should go something like this ...

```
PRINT "this is black"

SETCOLOR 2,0,0,7
PRINT CHR$(27);"b";CHR$(2 + 32);
PRINT "blue if I've not mucked up the semicolons on the print!"

PRINT CHR$(27);"c";CHR$(3 + 32);
PRINT "blue on black"

PRINT CHR$(27);"b";CHR$(3 + 32);
PRINT CHR$(27);"c";CHR$(0 + 32);
PRINT "black on white again"
```

You may have noticed I said initially that the background is always pen 0 so how come [esc][c] is possible. Well, its just an example of (confusing) relative terminology. It's the background colour for text but the text background colour is not tied to the real background colour. The console just uses foreground colour [esc][c] as the text

background.

> What's better to use VSETCOLOR or SETCOLOR?
>

Naturally, I haven't a clue!

> Also anyone know how to print text on the border? Is it possible?
>

Nope & iirc yes, but very hard - interrupts and stuff methinks.

--
Guy Harrison
guy@swampdog.demon.co.uk

From 7281948520845918073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82243ab3f28be93d,start
X-Google-Attributes: gid1115ce,public
From: Bruno Hemeury <bruno.hemeury@gecm.com>
Subject: information on Mint loadable device drivers?
Date: 1997/08/18
Message-ID: <33F839AA.4661@gecm.com>#1/1
X-Deja-AN: 265006744
Organization: GEC-Marconi Research Centre
Newsgroups: comp.sys.atari.programmer

Hi All,

I would quit to known how to know how Mint loadable device drivers and
how they are written.

Has anybody information on this?

Bye

Bruno

From 4064313379891146725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11d22456b548f197
X-Google-Attributes: gid1115ce,public

From: !ynoT
Subject: Re: Slider Algorithms
Date: 1997/07/15
Message-ID: <33cc5a99.1026506@news.airtime.co.uk>#1/1
X-Deja-AN: 256977591
Sender: !ynoT
References: <33cb2392.0@comnet.co.nz>
Organization: STOSSER Software
Reply-To: comp.sys.atari.prgrammer
Newsgroups: comp.sys.atari.programmer

On 15 Jul 97 07:15:30 GMT, in comp.sys.atari.programmer you wrote:

>!ynoT wrote:
>> On Sun, 13 Jul 1997 10:41:28 GMT, mb@tos.pl.net (Mario Becroft) wrote:
>
>> >In any case, with that you should be able to do all the conversions you
>> >need. You probably want some functions for manipulating the slider, such
>
>> Am I right in thinking this is for showing a text document.. does the

 ? you snipped the bit where I say I already have a working routine in
BASIC.. I was merely following up to someone else who is asking for
the routine... Like I say..I already have a working one thanks :)

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

From 8434262370946963788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11d22456b548f197
X-Google-Attributes: gid1115ce,public
From: Guy Harrison <guy@swampdog.demon.co.uk>
Subject: Re: Slider Algorithms
Date: 1997/07/15
Message-ID: <868964142_OASIS_@swampdog.demon.co.uk>
X-Deja-AN: 256979614
X-Mail2News-User: guy@swampdog.demon.co.uk
X-Sender: POPwatch v2.02
Organisation: SwampDog
X-Mail2News-Path: punt-1.mail.demon.net!swampdog.demon.co.uk
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

```
[hic!] (I'm gonna regret this) ...

#include <gem.h>
#include "objc.h"
#define  DEF_LIBC_ONLY
#include <libc.h>

static long
slider_lim(ut,uv,up,n)
long ut,
     uv,
     up,
     n;
{long    t;

 up += n;
 up = Max(up,0);
 t = ut - uv;
 t = Max(t,0);
 up = Min(up,t);
 return up;
}

static int
slider_pos(unit_tot,unit_vis,unit_off)
long unit_tot,
     unit_vis,
     unit_off;
{
 return 1000 * unit_off / (unit_tot - unit_vis);
}

static int
slider_siz(unit_tot,unit_vis)
long unit_tot,
     unit_vis;
{int t    =((1000 * unit_vis) / unit_tot);

 return (t > 1000) ? 1000 : t;
}

static int
slunit_pos(unit_tot,unit_vis,slider_pos)
long unit_tot,
     unit_vis,
     slider_pos;
{
 return ((slider_pos + 1) * (unit_tot - unit_vis)) / 1000;
}

long
_ob_slmov(fcp,fcd,ob,slb_obi,slf_obi,vf,ut,uv,up,n)
```

```
void (*fcp)();
char *fcd;
OBJECT   *ob;
int  slb_obi,
     slf_obi;
uint vf;
long ut,
     uv,
     up,
     n;
/*[  long slider_mov(fcp,fcd,ob,slb_obi,slf_obi,vf,ut,uv,up,n)
     void (*fcp)();
     char *fcd;
     OBJECT   *ob;
     int  slb_obi,
          slf_obi;
     uint vf;
     long ut,
          uv,
          up,
          n;
```

This call allows easily implementation of slider bars in dialogues.

```
fcp  user defined finction.
fcd  user defined pointer.
ob   dialogue's object tree.
slb_obi  slider background object index.
slf_obi slider foreground object index.
vf   flag to control slider orientation and other features.
ut   unit total.
uv   unit visible.
up   unit position.
n    number of units by which to increase or decrease.
```

The slider must contain a parent box (slb_obi) in which lies a single child box (slf_obi). Typically slb_obi is the shaded part and slf_obi the white part of the slider although the colour and shading is entirely irrelevent.

To construct a slider which looks like a normal window slider use an IBOX, place a GBUTTON at either end of this for the two arrows and make then TOUCHEXIT. Cover the remainder of the IBOX with a grey shaded GBOX - this is slb_obi. Now cover slb_obi with a white shaded GBOX - this is slf_obi. Make them both TOUCHEXIT also. The construction should match the aes call graf_slidebox() where slf_obi slides within slb_obi.

Mask SL_DIR_HOR into 'vf' if the slider is horizontal otherwise SL_DIR_VER. In those cases where the user clicks on slf_obi also mask in SL_MOV_BAR - this causes sl_mov() to invoke graf_slidebox.

'ut' is some value denoting how many elements exist in the data which corresponds to the window. As an example, if the data were a document then 'ut' would probably contain the current number of lines.

'uv' denotes how many elements of 'ut' can currently be displayed. This equates to the current window size. Using the document example again, if 'uv' were 10 then the display would be able to hold 10 lines.

'up' is the current offset, in elements, of the display from the beginning value of zero. That is, it denotes the portion of the document currently being shown in the display.

'n' is the number of elements by which to adjust 'up'. Thus, passing -1 would scroll up a line, passing 'uv' would scroll down a page. Passing zero is valid.

sl_mov() takes all of 'ut','uv','up','n' into account each time it is called. Thus changes to document size, display size or positioning will be reflected.

'fcp' is ignored if passed as NULL otherwise it should be the address of some user function. This function is called with (fcd,ut,uv,up) as its arguments. 'fcd' can be anything the user desires - except for passing it to 'fcp' sl_mov ignores it. 'fcp' is called after calculations have been made but just before the slider is visually updated. Typically, 'fcp' is the user's function for updating the display associated with the slider. Note that the 'up' passed to 'fcp' will reflect the calculations made in sl_mov but is always the same as the return value from sl_mov. 'fcd' is typically a pointer to a user defined structure to help the 'fcp' function update its display without requiring any recourse to global variable declarations.
]*/
```
{long    sls,
     slp;
 Rect    rr;
 int slmax,
     slsiz,
     slpos,
     old_siz,
     old_pos;

 if (vf & SL_MOV_BAR)  {
     up = graf_slidebox(ob,slb_obi,slf_obi,
          (vf & SL_DIR_VER) ? 1 : 0
          )
     ;
     up = slunit_pos(ut,uv,up);
 }
 up = slider_lim(ut,uv,up,n);

 sls = slider_siz(ut,uv);
 slp = slider_pos(ut,uv,up);
 slmax = (vf & SL_DIR_VER) ? ob[slb_obi].ob_height : ob[slb_obi].ob_width;

 slsiz = (slmax * sls) / 1000;
 slsiz = Max(slsiz,8);
 slpos = slp ? (((slmax - slsiz) * slp) / 1000) : 0;

 if (vf & SL_DIR_VER)  {
```

```
     old_siz = ob[slf_obi].ob_height;
     old_pos = ob[slf_obi].ob_y;

     ob[slf_obi].ob_height = slsiz;
     ob[slf_obi].ob_y = slpos;
     }
 else    {
     old_siz = ob[slf_obi].ob_width;
     old_pos = ob[slf_obi].ob_x;

     ob[slf_obi].ob_width = slsiz;
     ob[slf_obi].ob_x = slpos;
 }

 if (fcp)(*fcp)(fcd,ut,uv,up);

 if  (
     (old_siz != slsiz) ||
     (old_pos != slpos)
     )    {

     rr = Objc_Clip(ob,slb_obi);
     objc_draw(ob,slb_obi,MAX_DEPTH,rr);
 }

 return up;
}

[ ye olde header. If I were sober I'd cut the irrelevent bits but I
aint so I wont :-)] (s*d ANSI, K&R rules!)
                      /
That's an 'o'-------/ <G>

#ifndef  OBJC_H
#define  OBJC_H   OBJC_H

#ifndef  STDTYPES_H
#include <stdtypes.h>
#endif

#ifndef  AESBIND_H
#include <aesbind.h>
#endif

long _ob_slmov();
#define  SL_DIR_HOR    0
#define  SL_DIR_VER    1
#define  SL_MOV_BAR    2
#define  Objc_slmov(fcp,fcd,ob,obib,obif,vf,ut,uv,up,n)\
     _ob_slmov(fcp,fcd,\
          ob,obib,obif,vf,\
          (long)(ut),(long)(uv),(long)(up),(long)(n)\
     )
```

```
typedef struct     {
int  *vwk;         /* from V_Opnvwk() or NULL */
#ifdef   VIMG_H
VIMG *svp;         /* array of saved form background images */
#else
ptr  *svp;
#endif
int  n_svp;        /* number of forms currently in the array svp */
int  nomem;        /* number of forms for which no save was possible */
}    OBGL;

#ifdef   DEF_OBGL
OBGL obgl;
#endif   /* DEF_OBGL */

/* internal functions */
void _ob_Dump(/* bool release */);
long _ob_Flags(/* OBJECT ob[] int obi; int func_id */);
ptr* _ob_Grab(/* Rect clip */);

/* function prototypes */
Rect _ob_Clip(/* OBJECT ob[]; int obi */);
bool _ob_Draw(/* OBJECT ob[]; int start_ob, depth; */);
int  _ob_Edit(/* OBJECT ob[]; int obi; char c; int &ipidx,funccode */);
uint _ob_FlagsState(/* as per Objc_State() */);
int  _ob_Last(/* OBJECT ob[]; int startob; bool (*func)() */);
int  _ob_lsib(/* OBJECT ob[] int currob, parob */);
int  _ob_Next(/* OBJECT ob[]; int currob; bool (*func)() */);
int  _ob_nsib(/* OBJECT ob[] int currob, parob */);
void _ob_MultiState(/* ob[]; int sobi; uint as,xs; bool rd; uint sv */);
int  _ob_Parent(/* OBJECT ob[]; int obi */);
char *_ob_Printf(/* OBJECT ob[] int obi; bool show_now; char format[] */);
uint _ob_State(/* OBJECT ob[]; int obi; uint and_s,xor_s; bool redraw */);
char *_ob_Text(/* OBJECT ob[]; int obi; bool show_now; char text[]; */);
void _ob_Undraw(/* OBJECT ob[]; int start_ob */);
int  _ob_Walk(/* OBJECT ob[]; int startob; bool (*func)() */);
void _ob_Change();

/* function macros */
#define  Objc_Clip(ob,obi)       _ob_Clip(ob,obi)
#define  Objc_Draw(ob,obi,de)        _ob_Draw(ob,obi,de)
#define  Objc_Edit(ob,obi,ch,ipx,fcp)     _ob_Edit(ob,obi,ch,ipx,fcp)
#define  Objc_FlagsState(ob,obi,av,xv,r)  _ob_FlagsState(ob,obi,av,xv,r)
#define  Objc_Last(ob,obi,fcp)       _ob_Last(ob,obi,fcp)
#define  Objc_LastSib(ob,obi,pobi)   _ob_lsib(ob,obi,pobi)
#define  Objc_Next(ob,obi,fcp)       _ob_Next(ob,obi,fcp)
#define  Objc_NextSib(ob,obi)        _ob_nsib(ob,obi)
#define  Objc_MultiState(ob,i,a,x,r,sv)   _ob_MultiState(ob,i,a,x,r,sv)
#define  Objc_Parent(ob,obi)         _ob_Parent(ob,obi)
#define  Objc_Printf             _ob_Printf
#define  Objc_State(ob,obi,av,xv,r)  _ob_State(ob,obi,av,xv,r)
#define  Objc_Text(ob,obi,r,t)       _ob_Text(ob,obi,r,t)
```

```
#define  Objc_Undraw(ob,obi)         _ob_Undraw(ob,obi)
#define  Objc_Walk(ob,obi,fcp)       _ob_Walk(ob,obi,fcp)
#define  Objc_Change(ob,obi,av,xv,r,rr)   _ob_Change(ob,obi,av,xv,r,rr)

/* general purpose macros */
#define  Objc_Select(ob,obi,r)  Objc_State(ob,obi,~SELECTED,SELECTED,r)
#define  Objc_Unselect(ob,obi,r)Objc_State(ob,obi,~SELECTED,NORMAL,r)
#define  Objc_Enable(ob,obi,r)  Objc_State(ob,obi,~DISABLED,NORMAL,r)
#define  Objc_Disable(ob,obi,r) Objc_State(ob,obi,~DISABLED,DISABLED,r)
#define  Objc_Check(ob,obi,r)   Objc_State(ob,obi,~CHECKED,CHECKED,r)
#define  Objc_Uncheck(ob,obi,r) Objc_State(ob,obi,~CHECKED,NORMAL,r)
#define  Objc_Cross(ob,obi,r)   Objc_State(ob,obi,~CROSSED,CROSSED,r)
#define  Objc_Uncross(ob,obi,r) Objc_State(ob,obi,~CROSSED,NORMAL,r)
#define  Objc_Outline(ob,obi,r) Objc_State(ob,obi,~OUTLINED,OUTLINED,r)
#define  Objc_Unoutline(ob,i,r) Objc_State(ob,obi,~OUTLINED,NORMAL,r)

#define  Objc_IsCrossed(ob,obi)  (\
                  (Objc_State(ob,obi,~NORMAL,NORMAL,false)\
                       & CROSSED\
                  )\
                  ? true\
                  : false\
                  )
#define  Objc_IsChecked(ob,obi)  (\
                  (Objc_State(ob,obi,~NORMAL,NORMAL,false)\
                       & CHECKED\
                  )\
                  ? true\
                  : false\
                  )
#define  Objc_IsSelected(ob,obi)(\
                  (Objc_State(ob,obi,~NORMAL,NORMAL,false)\
                       & SELECTED\
                  )\
                  ? true\
                  : false\
                  )

#define  Objc_IsDisabled(ob,obi)(\
                  (Objc_State(ob,obi,~NORMAL,NORMAL,false)\
                       & DISABLED\
                  )\
                  ? true\
                  : false\
                  )

#define  Objc_IsOutlined(ob,obi)(\
                  (Objc_State(ob,obi,~NORMAL,NORMAL,false)\
                       & OUTLINED\
                  )\
                  ? true\
                  : false\
                  )
```

```
#define  Objc_Hidetree(ob,obi,r) Objc_FlagsState(ob,obi,~HIDETREE,HIDETREE,r)
#define  Objc_Showtree(ob,obi,r) Objc_FlagsState(ob,obi,~HIDETREE,NONE,r)

#define  Objc_IsHidden(ob,obi)\
         (\
         (Objc_FlagsState(ob,obi,~NONE,NONE,false) & HIDETREE)\
         ? true\
         : false\
         )

#endif   /* OBJC_H */
```

[oops - I just know I'm gonna get hassled!]

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 7473286667779773117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75134e71599af840,start
X-Google-Attributes: gid1115ce,public
From: 9877654453@compuserve.com
Subject: Pa$$Word for 1200 sex sites $25
Date: 1997/07/16
Message-ID: <5qhvqo$emg@news1-alterdial.uu.net>#1/1
X-Deja-AN: 257168709
Organization: ZmiEng Inc.
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

--_-=314
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=314

From -4901769417379049016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a83b262308a180f,start
X-Google-Attributes: gid1115ce,public
From: 1834757@compuserve.com
Subject: Get FREE PASSWORD TO 2000 SEX SITE....
Date: 1997/07/16
Message-ID: <5qi0g9$d9n@news1-alterdial.uu.net>#1/1
X-Deja-AN: 257172385
Organization: gootyp Inc.
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

--_-=391
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=391

From -7306958967614014201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,703a5a4e94daefe4,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Detecting DSHD/DSED
Date: 1997/07/16
Message-ID: <33cca8f9.0@comnet.co.nz>#1/1
X-Deja-AN: 257196850
Newsgroups: comp.sys.atari.programmer

How do you detect whether a drive is high density or extra high density?

Once you have ascertained that TOS can handle DSHD or DSED discs/drives,
how do you detect which one [DSHD/DSED] is installed?

I've looked in the cookie jar, and when the _SWI cookie exists, and

switch 7 is on (bit 6 of the cookie value is 'off'), this is supposed to indicate that an enhanced floppy disc controller is available. How can I tell if it is a DSHD or DSED controller?

However, on some versions of TOS (like 3.05 in the TT in front of me), an _FDC cookie doesn't exist, so I am unable to check its value for the highest drive type supported by hardware.

(After a brief hiatus, I've resumed work on my DESKFMT background disc formatter and copier for MultiTOS and need some way of working out the capability of the hardware I'm running on).

(DSHD = Double Sided High Density aka 1.44 meg discs/drives)
(DSED = Double Sided Extra-high Density aka 2.88 meg discs/drives)

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

(From an infomercial currently playing on New Zealand Television)

"What do our customers tell us about using the Pure Water Distiller?"
"... [The Water] is so easy to drink, compared to other water"

[AOL-esque commentary snipped by request]

From -5848662256995621937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b52ff3474f96112,start
X-Google-Attributes: gid1115ce,public
From: 987612373835@compuserve.com
Subject: !Get into Sex Sites 4 Free
Date: 1997/07/16
Message-ID: <5qj4jo$as4@news1-alterdial.uu.net>#1/1
X-Deja-AN: 257277738
Organization: YnR Inc.
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

--_-=878
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=878

From 8861470336392522476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11d22456b548f197
X-Google-Attributes: gid1115ce,public
From: gavin@praxis-cs.co.uk (Gavin Finnie)
Subject: Re: Slider Algorithms
Date: 1997/07/16
Message-ID: <5qi4jn$8gs@erlang.praxis-cs.co.uk>#1/1
X-Deja-AN: 257531556
References: <33cb2392.0@comnet.co.nz>
Organization: Praxis Critical Systems Ltd, U.K.
Newsgroups: comp.sys.atari.programmer

In article <33cb2392.0@comnet.co.nz>, Gaven Miller <gmiller@inca.co.nz> wrote:

```
>set_scroller_size:
>  get window work area
>  num_lines_displayable = work_area_height / height_of_one_line
>  num_chars_displayable = work_area_width / width_of_one_char
>  if num_lines_displayable is less than lines_in_document
                              ++++++++
>    display vertical scroll thumb full size
>  else
     ...
```

This logic is the wrong way round: replace 'less than' than by 'greater than'.
And similarly for the horizontal case.

Gavin Finnie

From -5273373213249885076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e83a8942d70a52d,start
X-Google-Attributes: gid1115ce,public
From: gary099g@erols.com
Subject: Why pay for sex sites just....
Date: 1997/07/17
Message-ID: <5qkcji$kod@news1-alterdial.uu.net>#1/1
X-Deja-AN: 257363721
Organization: Sslivasn LTD
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

--_-=599
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=599

From 3353008957208013942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,53a612fa3f3eacb7,start
X-Google-Attributes: gid1115ce,public
From: Free Cable<lartermen@mindspring.com>
Subject: CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY
Date: 1997/07/18
Message-ID: <5qmdvu$8m9@newsfep2.sprintmail.com>#1/1
X-Deja-AN: 257469190
Organization: Free Cable
Newsgroups: comp.sys.atari.programmer

CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Just a few inexpensive parts from Radio Shack and a little time and you can descramble every cable channel. See all your favorite movie channels,pay per view etc

To recieve detail instructions and diagrams on how to construct your own Cable Box Descrambler
Mail $5.00 CASH MONEY ORDER CHECK and SASE to:

S&G Enterprise
12145 Augusta Woods Cir
Suite 2
Orlando FL. 32824

Please be sure to include your full name & address
Allow 10 days to recieve

Thank You
Seth Garner

From 6119396895904207254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,428af3aa7b8ec4d1,start
X-Google-Attributes: gid1115ce,public
From: ade@finitive.demon.co.uk (Ade)
Subject: Joystick Routine for C
Date: 1997/07/18
Message-ID: <869265060.17706.0.nnrp-6.9e982e3e@news.demon.co.uk>#1/1
X-Deja-AN: 257603193
X-NNTP-Posting-Host: finitive.demon.co.uk [158.152.46.62]
Organization: Wibble
Newsgroups: comp.sys.atari.programmer

Hi to All,

As the title sez, I wanna simple C routine to read the joystick, only needs to read port 1, ANSI C. I'musing Prospero C, just outta interest, been trying to get a few old ones working but with no luck. Even though they compile, if I read the port more than once it stalls.

Any help.
Ta.

Ade.

From 154485770096846787
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7be0da2b77403c41,start
X-Google-Attributes: gid1115ce,public
From: Abdul Safar<ASE1000@1stfamily.com>
Subject: Free Internet Access World Wide
Date: 1997/07/20
Message-ID: <7137cd$1701.2e3@NEWS>#1/1
X-Deja-AN: 257792725
Newsgroups: comp.sys.atari.programmer

Greetings from 1stfamily,

As we all know unlimited Internet access is $19.95 / month with every major Internet access company. From Netcom to AT&T that price never changed. So what makes us any different when we are also charging $19.95 / month ???

Our Marketing Plan.

Our method is this. Unlimited Internet access for $19.95 per month. If you find our service to be extremely satisfactory, in which we are sure you will, you can refer our service to 10 of your friends and family. If you do , you will get free Unlimited Internet access with your e-mail address for life !

What we offer is this:

* The fastest, clearest Internet access in the world.

* World Wide Internet access in over 110 countries.

* An e-mail account that is also life time free if you refer 10 of your friends and family to using our service.

* America On-line for only $10 / month !

* Much much more that will amaze you !

Our plan is by the year 2005 we will be the world's ONLY Internet service providers. With our technique of offering you life time free Internet access we will be.

Please visit our web site http://www.freeisp.com/ any where from the world to know more about our opportunity and to even get on the wagon before every one else beats you there.

http://www.freeisp.com/

Please forward this message to all of your online friends. Wouldn't you want all of them to get free Internet access ?

Abdul (SPONSOR ID # SAF5197)
Stop paying for Internet access !
http://www.freeisp.com/
mailto:webmaster@freeisp.com

From -6141697492514599762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcb6e0b8c04eaee1
X-Google-Attributes: gid1115ce,public
From: dlord@gte.net (Bubba)
Subject: Re: BLITBLT

Date: 1997/07/20
Message-ID: <5qsg8meba1@gte1.gte.net>#1/1
X-Deja-AN: 257814083
References: <Pine.SUN.3.95q.970709192119.9025F-100000@ganymede.cs.mun.ca>
Organization: I am UNorganized
X-Auth: D11D9C155CCD84C542C18491
Newsgroups: comp.sys.atari.programmer

YES!

In article <Pine.SUN.3.95q.970709192119.9025F-100000@ganymede.cs.mun.ca>,
harris@cs.mun.ca says...
>
>
>Hey everyone,
>
>   Anyone got some code on the BLITBLT command in GFA BASIC. Trying
>to figure out how to use the thing.
>
>Scott.
>
>

From -6205376048888974815
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb7021bb3e0db60f
X-Google-Attributes: gid1115ce,public
From: "Michael Waters" <waterses@worldnet.att.net>
Subject: Re: Assembly Programming Question
Date: 1997/07/21
Message-ID: <01bc95dc$01d34ce0$7ac874cf@cmwaters-h>#1/1
X-Deja-AN: 257972757
References: <4mQx6DASknxzEwJA@thedruid.demon.co.uk>
<01bc8f9c$c04133e0$4f6774cf@cmwaters-h> <slrn5sihj1.2lq.jones@kali.vbs.at>
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

Lazy Jones <jones@kali.vbs.at> wrote in article
> You can get exactly 120Hz (untested (*)) with a divider of 64 and a
initial TADR
> value of 160 for example (2457600/64 = 38400, 38400/160 = 240), and using
> your own counter in the interrupt routine to trigger your event every
> 2nd interrupt. Give it a try, the values above should be 5 for TACR and
> 160 for TADR.
> If you need extremely precise timings, you could busy-wait, of course...

> Just wait for the appropriate number of cycles until the next event while
> the interrupts are turned off.

That should do me just fine! My thanks to everybody who responded.

myeck waters

From -4178853231195719619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,703a5a4e94daefe4
X-Google-Attributes: gid1115ce,public
From: !SPAMdwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Detecting DSHD/DSED
Date: 1997/07/21
Message-ID: <!SPAMdwilga-2107971610140001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 258026782
References: <33cca8f9.0@comnet.co.nz>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <33cca8f9.0@comnet.co.nz>, gmiller@inca.co.nz (Gaven Miller) wrote:

> How do you detect whether a drive is high density or extra high density?
>
> Once you have ascertained that TOS can handle DSHD or DSED discs/drives,
> how do you detect which one [DSHD/DSED] is installed?
>
> I've looked in the cookie jar, and when the _SWI cookie exists, and
> switch 7 is on (bit 6 of the cookie value is 'off'), this is supposed to
> indicate that an enhanced floppy disc controller is available. How can I
> tell if it is a DSHD or DSED controller?
>
> However, on some versions of TOS (like 3.05 in the TT in front of me), an
> _FDC cookie doesn't exist, so I am unable to check its value for the
> highest drive type supported by hardware.

There's no way to know for sure what type of drive is installed. All you
can do is try to format a disk and report an error if there is one. Even
the _FDC cookie in 3.06/2.06 relies on a DIP switch setting. I suppose you
could just check the DIP switch and always go by that.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

From -6482602401230076 83
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52d0e1f966f17d5f,start

X-Google-Attributes: gid1115ce,public
From: ILCJS<pentaf@ilink.nis.za>
Subject: For the best golfing experience of your life !
Date: 1997/07/21
Message-ID: <5r0l53$rb5@news1.saix.net>#1/1
X-Deja-AN: 258296694
Organization: Penta Fairways
Newsgroups: comp.sys.atari.programmer

We appologize if you receive this message in error.

It is a one time message only,but very worth reading.

ARE YOU AN EXECUTIVE LOOKING FOR A GOLFING EXPERIENCE WITH A DIFFERENCE ?

an unforgettable experience awaits you once you have decided to join Penta Fairways in South Africa on a special tour that has been compiled with the emphasis on relaxation and entertainment. this will take from the kruger national game reserve in the north to cape town in the south over an eleven night and twelve day period whilst also competeing informaly in 5 of the best golf courses in South Africa with a small group of other decision makers across the world.

Click Here to Visit Our Web- Site

http://www.ilink.co.za/webpages/pentaf/default.html

PS. Don't froget to bookmark it , it might just be usefull in the future.

From -448440895190832054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ada5cdce036dd21f,start
X-Google-Attributes: gid1115ce,public
From: gary099g@erols.com
Subject: Why Pay For $ex Site Entry?,.
Date: 1997/07/22
Message-ID: <5r1guc$jp@news1-alterdial.uu.net>#1/1
X-Deja-AN: 258085450
Organization: Gary Inc
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

--_-=153
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=153

From 4620879783170364630
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83230d6f8ea87b68,start
X-Google-Attributes: gid1115ce,public
From: Dave Taylor <ddt@crack.com>
Subject: Abuse Source Code Released
Date: 1997/07/22
Message-ID: <33D4FE38.756A@crack.com>#1/1
X-Deja-AN: 258174739
Organization: Crack dot Com, http://crack.com
Reply-To: ddt@crack.com
Newsgroups: comp.sys.atari.programmer

Crack released the Abuse source code to the public domain recently.
Abuse was a shareware and retail game released for DOS, MacOS, Linux,
Irix, and AIX platforms.

The source is available at

  http://games.3dreview.com/abuse/files/abuse_pd.tgz
  and
  http://games.3dreview.com/abuse/files/abuse_pd.zip

If you don't know the 1st thing about Abuse,

  http://crack.com/games/abuse
  and
  http://games.3dreview.com/abuse

Lastly, if you want to discuss the source (this is a just-in-case thing-
it may very well not get used), we put a small newsgroup up at

  news://addicted.to.crack.com/crack.technical

That is also where we'll prolly host a newsgroup about Golgotha DLL's,
mods, editting, movies and stuff like that later on.

     =-ddt->

From 8647716910363099203
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2a823caa700257ab,start
X-Google-Attributes: gid1115ce,public

From: jmpatat@asi.fr (Thierry Arbez-Carme)
Subject: Pure Pascal version
Date: 1997/07/22
Message-ID: <33d52147.2220966@news.asi.fr>#1/1
X-Deja-AN: 258198672
Organization: Acces et Solutions Internet - Web: www.asi.fr
Newsgroups: comp.sys.atari.programmer

I have Pure Pascal v1.1. Is it the last version?

(Application Systems never replyed to my registration card)

Thierry

---- Thierry Arbez-Carme - <jmpatat@asi.fr> ----------
---- Recherche bidouilles électroniques sur Falcon et ST ---

From 4037771605002111950
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,703a5a4e94daefe4
X-Google-Attributes: gid1115ce,public
From: "Emmanuel BOUERAT" <macmanus@infonie.fr>
Subject: Re: Detecting DSHD/DSED
Date: 1997/07/23
Message-ID: <01bc96fe$81ed3f80$100565c3@le-mien-->#1/1
X-Deja-AN: 258219500
References: <33cca8f9.0@comnet.co.nz> <!
SPAMdwilga-2107971610140001@wilga.mtholyoke.edu>
Organization: MANUS Office
Newsgroups: comp.sys.atari.programmer

I am sorry but Atari is dead.

Dan Wilga <!SPAMdwilga@mtholyoke.edu> a écrit dans l'article
<!SPAMdwilga-2107971610140001@wilga.mtholyoke.edu>...
> In article <33cca8f9.0@comnet.co.nz>, gmiller@inca.co.nz (Gaven Miller)
wrote:
>
> > How do you detect whether a drive is high density or extra high
density?
> >
> > Once you have ascertained that TOS can handle DSHD or DSED
discs/drives,
> > how do you detect which one [DSHD/DSED] is installed?
> >
> > I've looked in the cookie jar, and when the _SWI cookie exists, and
> > switch 7 is on (bit 6 of the cookie value is 'off'), this is supposed
to
> > indicate that an enhanced floppy disc controller is available. How can

I
> > tell if it is a DSHD or DSED controller?
> >
> > However, on some versions of TOS (like 3.05 in the TT in front of me),
an
> > _FDC cookie doesn't exist, so I am unable to check its value for the
> > highest drive type supported by hardware.
>
> There's no way to know for sure what type of drive is installed. All you
> can do is try to format a disk and report an error if there is one. Even
> the _FDC cookie in 3.06/2.06 relies on a DIP switch setting. I suppose
you
> could just check the DIP switch and always go by that.
>
> Dan Wilga   !SPAMdwilga@mtholyoke.edu
> ** Remove the !SPAM before my address to reply **
>

From -7695735467079988976
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 1115ce,703a5a4e94daefe4
X-Google-Attributes: gid1115ce,public
From: "Centek" <centek@technologist.com>
Subject: Re: Detecting DSHD/DSED
Date: 1997/07/23
Message-ID: <01bc97cb$b4605a60$1e0844c3@p-d-mou>#1/1
X-Deja-AN: 258223463
References: <33cca8f9.0@comnet.co.nz> <!
SPAMdwilga-2107971610140001@wilga.mtholyoke.edu> <01bc96fe$81ed3f80$100565c3@le-
mien-->
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

Emmanuel BOUERAT <macmanus@infonie.fr> a ecrit dans l'article
<01bc96fe$81ed3f80$100565c3@le-mien-->...
> I am sorry but Atari is dead.

sure but not Atari people !!!!!!!!!!!!

DAVID
CENTEK Corp.

From 17735482287350230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,703a5a4e94daefe4
X-Google-Attributes: gid1115ce,public

From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: Detecting DSHD/DSED
Date: 1997/07/23
Message-ID: <5r3onn$3sb$1@zingo.tninet.se>#1/1
X-Deja-AN: 258233253
References: <33cca8f9.0@comnet.co.nz> <!
SPAMdwilga-2107971610140001@wilga.mtholyoke.edu> <01bc96fe$81ed3f80$100565c3@le-
mien-->
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Emmanuel BOUERAT (macmanus@infonie.fr) wrote:
: I am sorry but Atari is dead.

Oh man, are you serious? I had no idea... I better sell my Atari
equipment right away and buy a PC system then!

It seems like you have no interest in Atari computers so why are you
posting to comp.atari.sys.programmer? We'll do better without people like
you!

Best regards,
Daniel

--
```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   Daniel Hedberg of New Beat Development

   New Beat Development on the web:    E-Mail:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From -8944915741587892426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,703a5a4e94daefe4
X-Google-Attributes: gid1115ce,public
From: "myeck waters" <waterses@worldnet.att.net>
Subject: Re: Detecting DSHD/DSED
Date: 1997/07/23
Message-ID: <01bc9718$5aab0d20$edc874cf@cmwaters-h>#1/1
X-Deja-AN: 258243233
References: <33cca8f9.0@comnet.co.nz> <!
SPAMdwilga-2107971610140001@wilga.mtholyoke.edu> <01bc96fe$81ed3f80$100565c3@le-
mien--> <5r3onn$3sb$1@zingo.tninet.se>
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

Daniel Hedberg <dhedberg@aristotle.algonet.se> wrote in article
<5r3onn$3sb$1@zingo.tninet.se>...
> Emmanuel BOUERAT (macmanus@infonie.fr) wrote:
> : I am sorry but Atari is dead.
>
> Oh man, are you serious? I had no idea... I better sell my Atari
> equipment right away and buy a PC system then!
>
> It seems like you have no interest in Atari computers so why are you
> posting to comp.atari.sys.programmer? We'll do better without people like
> you!

The same loser actually EMAILED the same message to me. Talk about not
having a life!

From -4100302382627503693
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2a823caa700257ab
X-Google-Attributes: gid1115ce,public
From: Pierre-Louis Lamballais <plamball@parx.fr>
Subject: Re: Pure Pascal version
Date: 1997/07/23
Message-ID: <33D5B9DE.3BD3@parx.fr>#1/1
X-Deja-AN: 258276144
References: <33d52147.2220966@news.asi.fr>
Organization: PARX
Reply-To: plamball@parx.fr
Newsgroups: comp.sys.atari.programmer

Thierry Arbez-Carme wrote:
>
> I have Pure Pascal v1.1. Is it the last version?
>
> (Application Systems never replyed to my registration card)
Great...

We've contact them for about 3 months in order to BUY one Pure Pascal.
They have replied "we don't take CB" so we ask them for their number of
bank account to "poor" directly money on it... and we wait, we wait, we
wait... It's incredible!

--
+----------+
 Pierre-Louis Lamballais - plamball@parx.fr
 PARX Company
 9 Rue du Pin Dor?, F-53000 Laval - France
 Tel: 33-2.43569276 - Fax: 33-2.43568047
http://www.parx.fr

+----------+

From 1737148252050553364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2451d33a763a8a6c,start
X-Google-Attributes: gid1115ce,public
From: 187734757@compuserve.com
Subject: Get FREE SEX SITE..password is...
Date: 1997/07/23
Message-ID: <5r45hq$rbj@news1-alterdial.uu.net>#1/1
X-Deja-AN: 258276934
Organization: Jtode International LTD.
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

--_-=630
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=630

From 2108193156595814325
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,703a5a4e94daefe4
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: Detecting DSHD/DSED
Date: 1997/07/23
Message-ID: <33d9c587.1030832@news.airtime.co.uk>#1/1
X-Deja-AN: 258290130
Sender: !ynoT
References: <33cca8f9.0@comnet.co.nz> <!
SPAMdwilga-2107971610140001@wilga.mtholyoke.edu> <01bc96fe$81ed3f80$100565c3@le-
mien--> <5r3onn$3sb$1@zingo.tninet.se> <01bc9718$5aab0d20$edc874cf@cmwaters-h>
Organization: STOSSER Software
Reply-To: comp.sys.atari.prgrammer
Newsgroups: comp.sys.atari.programmer

> Emmanuel BOUERAT (macmanus@infonie.fr) wrote:
> : I am sorry but Atari is dead.

Sorry but this group is for Programming... you should share your
"News" with the relavent newsgroup... Boy are they in for a suprise
when you hit them with this...its gonna shock'em!

.
Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

From -9161430543157968993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,772c3d374af8b031,start
X-Google-Attributes: gid1115ce,public
From: 9877654453@compuserve.com
Subject: FREE...Don't Pay For $ex $site Pa$$words
Date: 1997/07/23
Message-ID: <5r5qmb$5k1@news1-alterdial.uu.net>#1/1
X-Deja-AN: 258401964
Organization: YYY. Inc.
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

--_-=496
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=496

From -1070808353943577669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b6cd543bed29041,start
X-Google-Attributes: gid1115ce,public
From: houu88d77@compuserve.com
Subject: Get FREE PASSWORD TO 2000 SEX SITEs
Date: 1997/07/24
Message-ID: <5r6hhd$nq4@news1-alterdial.uu.net>#1/1
X-Deja-AN: 258410066
Organization: Hoop Inc.

Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

--_-=218
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=218

From 7207006848745137527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21070543e0f5a285,start
X-Google-Attributes: gid1115ce,public
From: jdaddin9@airmail.net (Jared Addington)
Subject: Best C compiler & shell
Date: 1997/07/24
Message-ID: <7AE151EF9562D241.D71E3885256AF6E3.94F7B0B3B9DCD4A5@library-proxy.airnews.net>#1/1
X-Deja-AN: 258418314
X-Orig-Message-ID: <5r6m05$t0i@library.airnews.net>
Organization: Internet America
NNTP-Proxy-Relay: library.airnews.net
NNTP-Posting-Time: Wed Jul 23 23:34:13 1997
Newsgroups: comp.sys.atari.programmer

I've been looking around the net for a good shareware/freeware C compiler/linker and something to use as a shell since most do not have a GEM interface or editor. Does anyone have any good suggestions? Thanks!

-Jared

From 6886673598306619936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,faa31ac1338621a1,start
X-Google-Attributes: gid1115ce,public
From: mlake@melake.erols.com (Marshall Lake)
Subject: Hardware Scrolling With a Static Area
Date: 1997/07/24
Message-ID: <slrn5te41c.ae1.mlake@melake.erols.com>#1/1
X-Deja-AN: 258499442

Organization: At Home
X-Received-On: 24 Jul 1997 13:18:48 GMT
Reply-To: mlake@melake.erols.com
Newsgroups: comp.sys.atari.programmer

I'm writing a program that is doing hardware scrolling. I want to have a small static area on the screen to keep some status info. The static area can be on the top, or the bottom, or on one of the sides ... though my preferences I think would be 1., bottom, 2. top, and 3. a side.

What are some recommendations of ways to keep a static area? An HBL interrupt? Is there an easy way using hardware scrolling to scroll only a portion of the screen? If so, I don't see how. Any other ideas or recommendations? Some example assembler code would be a great help.

TIA.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

From 8523801471052633195
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,65530f84ec6c5e11,start
X-Google-Attributes: gid1115ce,public
From: mc9931@mclink.it (Lodovico Zanier)
Subject: Req.Info on Object Status
Date: 1997/07/24
Message-ID: <5r80et$dfc@news1.mclink.it>#1/1
X-Deja-AN: 258533907
Organization: MC-link The World On Line
Newsgroups: comp.sys.atari.programmer

What are for bits 8 to 15 of the Object Status Fields that are available under the 'special flags' of Interface RSC Editor? I know that ob_state bits 0-5 are used for object effects (i.e. selected or shadowed), but on various Programming Books (i.e. Compendium) I couldn't find anything on bits 8 thru 15. I have seen around RSCs with interesting effects using special combination of ob_state bits, so I am wondering if it is possible to find around some information on this subject..

Lodovico

From 2083837280092697312

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dada1ac5fee6eeb3,start
X-Google-Attributes: gid1115ce,public
From: "Orlando Llanes" <ollanes@accesspro.net>
Subject: Executable specs...
Date: 1997/07/24
Message-ID: <01bc9862$cdefe800$7223e3c7@orlandol>#1/1
X-Deja-AN: 258546718
Organization: CyberGate, Inc.
Reply-To: "Orlando Llanes" <a010111t@bc.seflin.org>
Newsgroups: comp.sys.atari.programmer

Does anybody know hwere I can get the specs to Atari's Executable files?

--
See ya!
Orlando Llanes

From -6080257086455173627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,703a5a4e94daefe4
X-Google-Attributes: gid1115ce,public
From: lskskywokr@aol.com (LSKSKYWOKR)
Subject: Re: Detecting DSHD/DSED
Date: 1997/07/24
Message-ID: <19970724212701.RAA16268@ladder02.news.aol.com>#1/1
X-Deja-AN: 258563175
References: <01bc97cb$b4605a60$1e0844c3@p-d-mou>
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

>> I am sorry but Atari is dead.
>
>sure but not Atari people !!!!!!!!!!!!!
>
>

I am doing a research paper for an Advanced Technical Writing class in College. My task is to seek out people who still love their Ataris and to show to my class how technology has advanced and affected people who love the old technology. Can you help me?

BTW, I have four complete Atari systems still. One of them is right next to my P100 and P200.

Luke Skywalker

From 3693993388877326232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dada1ac5fee6eeb3
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: Executable specs...
Date: 1997/07/24
Message-ID: <5r8jvolot1@pepsi.tninet.se>#1/1
X-Deja-AN: 258587131
References: <01bc9862$cdefe800$7223e3c7@orlandol>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Orlando Llanes (ollanes@accesspro.net) wrote:
: Does anybody know hwere I can get the specs to Atari's Executable files?

The Atari Compendium covers this subject very well.

All the best,
Daniel

--

```
                                                                  @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   Daniel Hedberg of New Beat Development

   New Beat Development on the web:    E-Mail:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se
  ---------------------------------------------------------------------------
                                                                 oOo   oOo
                                                                  U     U
```

From 3068492339853156909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,703a5a4e94daefe4
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: Detecting DSHD/DSED
Date: 1997/07/25
Message-ID: <33df684c.4279039@news.airtime.co.uk>#1/1
X-Deja-AN: 258709821
Sender: !ynoT
References: <01bc97cb$b4605a60$1e0844c3@p-d-mou>
<19970724212701.RAA16268@ladder02.news.aol.com>
Organization: STOSSER Software
Reply-To: comp.sys.atari.prgrammer
Newsgroups: comp.sys.atari.programmer

On 24 Jul 1997 21:27:11 GMT, lskskywokr@aol.com (LSKSKYWOKR) wrote:

>show to my class how technology has advanced and affected people who love
>the old technology. Can you help me?

 Yeagh..heres a tip..stop calling it old technology..its insulting :(

>BTW, I have four complete Atari systems still. One of them is right next
>to my P100 and P200.

 Heres another tip..a lot of ATARIans got there ATARI because of the
price... so showing off maybe isnt that good an idea either ?

 .

Cheers   !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

From -4590799684283001976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21070543e0f5a285
X-Google-Attributes: gid1115ce,public
From: optimus@canit.se (Iggy Drougge)
Subject: Re: Best C compiler & shell
Date: 1997/07/25
Message-ID: <33d84e1e.10868693@nntpserver.swip.net>#1/1
X-Deja-AN: 258759066
References: <7AE151EF9562D241.D71E3885256AF6E3.94F7B0B3B9DCD4A5@library-
proxy.airnews.net>
Organization: -
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: s-43725

On 24 Jul 1997 04:34:13 GMT, jdaddin9@airmail.net (Jared Addington)
wrote:

>I've been looking around the net for a good shareware/freeware C
>compiler/linker and something to use as a shell since most do not have
>a GEM interface or editor. Does anyone have any good suggestions?
>Thanks!

How about Sozobon C and Mupfel?

From 3889198160375573694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7c64a5a835616c6d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7c64a5a835616c6d,start
X-Google-Attributes: gid1115ce,public
From: Benoit PERRIN <genwax@geocities.com>
Subject: [WEB] New URL for the Visual Assembleur
Date: 1997/07/25
Message-ID: <33D8ED18.167EB0E7@geocities.com>#1/1
X-Deja-AN: 258785784
Organization: Gen & Wax
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi everybody,

Just a little message to inform you that the Visual Assembleur pages
have just change its URL. Now it is :

    http://www.geocities.com/SiliconValley/Bay/1209

Don't forget to signed the Book !

    See you,

--
```
.-----------------------------------------------------------------------.
| Benoit PERRIN              | e-mail: genwax@geocities.com             |
| Gen & Wax                  |                                          |
| http://www.geocities.com/SiliconValley/Bay/1209/                      |
`-----------------------------------------------------------------------'
```

From 3275393846506928269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,703a5a4e94daefe4
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: Detecting DSHD/DSED
Date: 1997/07/25
Message-ID: <869838140_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 258903254
Organisation: The DarkForce! BBS (606-886-9014)
Organization: Internet MCI
Reply-To: thechyld@pcc-uky.campus.mci.net
Newsgroups: comp.sys.atari.programmer

 In article <19970724212701.RAA16268@ladder02.news.aol.com>
  lskskywokr@aol.com (LSKSKYWOKR) said:-

>I am doing a research paper for an Advanced Technical Writing class in
>College. My task is to seek out people who still love their Ataris and to
>show to my class how technology has advanced and affected people who love
>the old technology. Can you help me?
>
>BTW, I have four complete Atari systems still. One of them is right next
>to my P100 and P200.

So what exactly is it that you want? I mean, how can us remaining Atarians (cream of the crop, BTW!) help you? Just let us know...! <smile>

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/                                          |                             _/
_/  Wild wind-horses soar the cloud-trails, |              /\             _/
_/    Unholy horn doth sound its blast,     |          Dark><Chyld        _/
_/    You and we were first to conquer,     |              \/             _/
_/      You and we shall be the last!       |                             _/
_/                                          |    -The  F u j i  Lives!-   _/
_/     From "Song Of The DragonMasters"     |                             _/
_/__________________________________________|_____________________________/
_/                                                                        _/
_/         SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014         _/
_/                                                                        _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

From -2989076706684827649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdb9781d4c25a41a,start
X-Google-Attributes: gid1115ce,public
From: fdkjddf@usa.net
Subject: Cellular Service...
Date: 1997/07/25
Message-ID: <5rb83d$pr7@buck.innerx.net>#1/1
X-Deja-AN: 259049889
Organization: AUA, Inc.
Newsgroups: comp.sys.atari.programmer

National Cellular Phone Company offering new service.
Everyone qualifies no credit checks or lengthy contracts visit our web site.

Click or cut and paste here: http://www.cell-direct.com

From 970794251785375283
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,65530f84ec6c5e11
X-Google-Attributes: gid1115ce,public
From: "Centek" <centek@technologist.com>
Subject: Re: Req.Info on Object Status
Date: 1997/07/26
Message-ID: <01bc9a2c$bfaa9f80$120844c3@p-d-mou>#1/1
X-Deja-AN: 258996420
References: <5r80et$dfc@news1.mclink.it>
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

Lodovico Zanier <mc9931@mclink.it> a ©crit dans l'article
<5r80et$dfc@news1.mclink.it>...
> What are for bits 8 to 15 of the Object Status Fields that are available
> under the 'special flags' of Interface RSC Editor? I know that ob_state
> bits 0-5 are used for object effects (i.e. selected or shadowed), but on
> various Programming Books (i.e. Compendium) I couldn't find anything on
bits
> 8 thru 15. I have seen around RSCs with interesting effects using special
> combination of ob_state bits, so I am wondering if it is possible to find
> around some information on this subject..
>
> Lodovico

hi,
in fact only bits 0 to 5 are used by the system in the OB_STATE
whiteback is rarely useful and is intended to force a white background
for certain objects but is very rarely useful !!!!
the draw3d bit is not checked by the system it's only for compatibility
with old german libraries (?)
the 3d effects are stored in OB_FLAGS !! (not ob_state)
bits 9&10 which are called extended flags in 'interface2' ..
%00 means 'no 3d'
%01 means 3d indicator
%10 means 3d background
%11 means 3d activator
3d background is very useful to get 3d objects that have the right
color in color modes and monochrome modes (it won't appear black)
you must have an hollow fill and a white color for background and
then put 3d background bits and it will always have the right color !!
when an outlined object have the 3d background bits set it appears
with a thick 3d border ...
warning:
3d effect can be obtained even with objects without a frame
for example g_text or g_icon because it's independant of
the frame thickness ..
there is a bug with that under Magic Os that forces you to always
have a frame when you want to have 3d effect...shame...

hope this helps,
DAVID

Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
http://www.cnam.fr/Comp/Atari/Societes/Centek/

From -2076236445789764853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b38d9ccc1720e139,start
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: Rae: Detecting DSHD/DSED
Date: 1997/07/26
Message-ID: <869961252_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 259305908
Organisation: The DarkForce! BBS (606-886-9014)
Organization: Internet MCI
Reply-To: thechyld@pcc-uky.campus.mci.net
Newsgroups: comp.sys.atari.programmer

In article <33d99497.0@comnet.co.nz>
gmiller@inca.co.nz (Gaven Miller) said:-

>Emmanuel BOUERAT (macmanus@infonie.fr) wrote:
>> I am sorry but Atari is dead.
>
>Thank you for your confession.
>
>Now we all know who killed Atari - Emmanuel Bouerat.
>
>Perhaps if we all chip in a few dollars, we might be able to hire him to
>work his magic on another company or three (Intel, TinyLimp and ...)

Right. So if he does kill more than one company, will that make him a
serial (chip) killer? <grin>

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/                                          |                                _/
_/  Wild wind-horses soar the cloud-trails, |              /\              _/
_/    Unholy horn doth sound its blast,     |          Dark><Chyld         _/
_/    You and we were first to conquer,     |              \/              _/
_/      You and we shall be the last!       |                              _/
```

```
  _/                                          |    -The  F u j i  Lives!-   _/
  _/     From "Song Of The DragonMasters"     |                             _/
  _/_________________________________________|_____________________________/
  _/                                                                        _/
  _/         SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014         _/
  _/                                                                        _/
  _/_/_/_
```

```
void install_joy_handler(void);
void remove_joy_handler(void);
void joy_handler(char*p);

void *old_joyvec;                      /* old joyvector */
volatile int joy;                     /* knop status */

int main(void)
{
  Supexec((long)install_joy_handler);
  do
  {
    printf("Joycode is: %d\r",joy);
  }
  while(!kbhit());
  getch();
  Supexec((long)remove_joy_handler);
  return 0;
}

void install_joy_handler(void)
{
  KBDVBASE *p;
  p=Kbdvbase();
  old_joyvec=p->kb_joyvec;
  p->kb_joyvec=joy_handler;
}

void remove_joy_handler(void)
{
  KBDVBASE *p;
  p=Kbdvbase();
  p->kb_joyvec=old_joyvec;
}

void joy_handler(char* p)
{
  joy=p[2];
}
```

Bye, Hans Wessels

From -5367565476924336219
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ce2a12dc9e35cff1,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ce2a12dc9e35cff1,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1119ac,ce2a12dc9e35cff1,start
X-Google-Attributes: gid1119ac,public

X-Google-Thread: 109a67,ce2a12dc9e35cff1,start
X-Google-Attributes: gid109a67,public
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Subject: Atari stuff for Sale !!!!!!!!!!!!!!
Date: 1997/07/26
Message-ID: <5rcc42lon1@mhafc.production.compuserve.com>#1/1
X-Deja-AN: 259994749
Organization: CompuServe, Inc. (1-800-689-0736)
Newsgroups:
abg.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Atari Stuff forsale UK
<http://ourworld.compuserve.com/brond/forsale.htm>

From 8185658627195721635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb74b49746d01d20,start
X-Google-Attributes: gid1115ce,public
From: ALISSON@ESCORTMRE.COM
Subject: - Real ESC@RTS
Date: 1997/07/27
Message-ID: <5re6a1$h5j@news1-alterdial.uu.net>#1/1
X-Deja-AN: 259199937
Organization: ACTUAL ESCORTS
Newsgroups: comp.sys.atari.programmer

ESCORT GUIDE AND PLAYGROUND FOR THE IN THE BIZ GIRLS
http://www.escortguide.com/mirror/index.htm
AN ALL FREE SITE

Actual Escorts And Hookers From Around the World
Real Nude Pics With Contact Numbers
An escort Chat Room so That You can Converse
With Escorts Worldwide.
Live Video Feed Of Actual Escorts
Brothels Bordellos And More.
Wouldnt You Rather See The Real Thing.
This Is An All Free Site..Enjoy

http://www.escortguide.com/mirror/index.htm
http://www.escortguide.com/mirror/index.htm
http://www.escortguide.com/mirror/index.htm

From -257253201185498778
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,9cc1516abe8b4a70,start
X-Google-Attributes: gid1115ce,public
From: donald@webtv.net
Subject: Who doesnt like spanish women?
Date: 1997/07/27
Message-ID: <5rf328$2n0$453@nw003.infi.net>#1/1
X-Deja-AN: 259345089
Organization: America On-line
Newsgroups: comp.sys.atari.programmer

Hey,
Here's a site with archives of: -Nude CHEERLEADERS
-Latina Women!
-Naughty Secretaries
-Sluts in High Heels

http://www.porno.com

From 9189809812282873430
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb7021bb3e0db60f
X-Google-Attributes: gid1115ce,public
From: John Richardson <johnr@thedruid.demon.co.Remove.To.Reply.uk>
Subject: Re: Assembly Programming Question
Date: 1997/07/27
Message-ID: <mz3mPOAS5y2zEwCH@thedruid.demon.co.uk>#1/1
X-Deja-AN: 259390908
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Sender: Peter Carr <pcarr@thedruid.demon.co.uk>
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

>>
>> This will cause an interrupt 119.3 times per second which is just
>> about as close you can get to 120.
>
> Thanks for the code. I'll look into it in a few days when I have the
> time.
> But - is 119.3 really as close as you can get? For this project I
> really need to get well within the 119.9-120.1 range. I'm beginning to
> think I'll have to tack an oscillator on the cart port.

I think somebody has suggested a good method to implement exactly 120hz.

If you need any more help just ask.

Jr,

--
The Druid Wales UK >*< InterNet GateWay

From 9165281037347692304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcb6e0b8c04eaee1
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: BLITBLT
Date: 1997/07/27
Message-ID: <Pine.SUN.3.95q.970727223927.17874D-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 259577998
References: <Pine.SUN.3.95q.970709192119.9025F-100000@ganymede.cs.mun.ca>
<5qsg8meba1@gte1.gte.net>
To: Bubba <dlord@gte.net>
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

On 20 Jul 1997, Bubba wrote:

> YES!
>
>
> >Hey everyone,
> >
> >   Anyone got some code on the BLITBLT command in GFA BASIC. Trying
> >to figure out how to use the thing.

Where can I get that code?

Scott.

E-Mail: harris@ganymede.cs.mun.ca OR e63sah@plato.ucs.mun.ca

From -6215671252725741645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dada1ac5fee6eeb3
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: Executable specs...

Date: 1997/07/27
Message-ID: <Pine.SUN.3.95q.970727223220.17874C-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 259578559
References: <01bc9862$cdefe800$7223e3c7@orlandol> <5r8jvolot1@pepsi.tninet.se>
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

On 24 Jul 1997, Daniel Hedberg wrote:

> Orlando Llanes (ollanes@accesspro.net) wrote:
> : Does anybody know hwere I can get the specs to Atari's Executable files?
>
> The Atari Compendium covers this subject very well.
>
 What is the Atari Compenduim. I've been hearing this every now and then
but have know idea what it is.

From 8567825748034259660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,703a5a4e94daefe4
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Re: Detecting DSHD/DSED
Date: 1997/07/27
Message-ID: <Pine.SUN.3.95q.970727224237.17874F-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 259578560
References: <33cca8f9.0@comnet.co.nz> <!
SPAMdwilga-2107971610140001@wilga.mtholyoke.edu> <01bc96fe$81ed3f80$100565c3@le-
mien--> <5r3onn$3sb$1@zingo.tninet.se> <01bc9718$5aab0d20$edc874cf@cmwaters-h>
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

On 23 Jul 1997, myeck waters wrote:

> > Emmanuel BOUERAT (macmanus@infonie.fr) wrote:
> > : I am sorry but Atari is dead.
> >
> > Oh man, are you serious? I had no idea... I better sell my Atari
> > equipment right away and buy a PC system then!
> >
> > It seems like you have no interest in Atari computers so why are you
> > posting to comp.atari.sys.programmer? We'll do better without people like
> > you!

>
> The same loser actually EMAILED the same message to me. Talk about not
> having a life!

If the "Atari is dead" person has nothing better to do with his or her
time, than show their jealousy towards the ATARI devotion. Then he or she
should spend some time thinking about how they have bought into the
ideology of the PC. Also with all that time on their hands, perhaps he or
she are the ones sending all the spam to the atari.st news group.

From 7507364590220883861
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6821120c84809f7c,start
X-Google-Attributes: gid1115ce,public
From: 768965@compuserve.com
Subject: GO GET SEX FREE WITH password xxx
Date: 1997/07/28
Message-ID: <5rh38c$b7d@news1-alterdial.uu.net>#1/1
X-Deja-AN: 259610260
Organization: .PASSWORD INC.
Newsgroups: comp.sys.atari.programmer

http://www.2bornot2b.com/password

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rated chat room access.

Stop paying to get into Adult Sites. This secret password gets
you into them for FREE!!!

I posted all the info at the URL below.
http://www.2bornot2b.com/password

From -5882630747299681613
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,21070543e0f5a285
X-Google-Attributes: gid1115ce,public
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Subject: Re: Best C compiler & shell
Date: 1997/07/28
Message-ID: <33dc404c.0@news.utbm.fr>#1/1
X-Deja-AN: 259662310
References: <7AE151EF9562D241.D71E3885256AF6E3.94F7B0B3B9DCD4A5@library-proxy.airnews.net>
To: jdaddin9@airmail.net
Organization: LERMPS
Newsgroups: comp.sys.atari.programmer

Hello
>I've been looking around the net for a good shareware/freeware C
>compiler/linker and something to use as a shell since most do not have
>a GEM interface or editor. Does anyone have any good suggestions?
>Thanks!

If you have 4Mo or more on Falcon or TT you can use GCC and for the shell
you can use my graphic shell name GCCShell it work well on most system
especially on multitasking as Magic or Multitos, it's in french but there
is an RSC in english. There is too GNUShell you can find it on ftp.

bye
Olivier

--
Olivier.landemarre@UTBM.FR
http://www.utbm.fr/les.personnes/olivier.landemarre/
Auteur de : GCCShell, Decoupe, GNUGenC

From -4641048316807753354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,781454118305e003
X-Google-Attributes: gid1115ce,public
From: Sven Karlsson <sven@it.lth.se>
Subject: Re: Is there a Java virtual M
Date: 1997/06/26
Message-ID: <33B27CB0.B122F11E@it.lth.se>#1/1
X-Deja-AN: 252724821
References: <4b7_9706071928@to.org> <33A7FA17.1CC47EE6@it.lth.se>
<Pine.OSF.3.95.970623062441.1926C-100000@tellus.dsv.su.se>
<33AE60C3.C8373B10@it.lth.se>
<Pine.OSF.3.95.970624070310.13105A-100000@tellus.dsv.su.se>
X-Priority: 3 (Normal)
Organization: it.lth.se
Newsgroups: comp.sys.atari.programmer

Jens M Andreasen wrote:

> On Mon, 23 Jun 1997, Sven Karlsson wrote:
> :
> :There will be a JVM with JIT for Fenix. I'm currently working with a
> :group of Amiga programmers porting Sun's JVM to Amiga (and Atari).
>
> :Fenix's kernel has been designed with Java (and Limbo) in mind and
> there
>
> What is Fenix ??

A rewrite of TOS/MiNT..

See http://www.it.lth.se/~sven/fenix.html

Regards Sven Karlsson - Istari Software

From -748236195166798980
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,781454118305e003
X-Google-Attributes: gid1115ce,public
From: Sven Karlsson <sven@it.lth.se>
Subject: Re: Is there a Java virtual M
Date: 1997/06/26
Message-ID: <33B27C5A.BD98A054@it.lth.se>#1/1
X-Deja-AN: 252733500
References: <4b7_9706071928@to.org> <33A7FA17.1CC47EE6@it.lth.se>
<Pine.OSF.3.95.970623062441.1926C-100000@tellus.dsv.su.se>
<33AE60C3.C8373B10@it.lth.se>
<Pine.OSF.3.95.970624070310.13105A-100000@tellus.dsv.su.se>
X-Priority: 3 (Normal)
Organization: it.lth.se
Newsgroups: comp.sys.atari.programmer

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> :
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> there
>
> What is Fenix ??

A rewrite of TOS/MiNT..

See http://www.it.lth.se/~sven/fenix.html

Regards Sven Karlsson - Istari Software

From -3212756893447058176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e95359e7a376642e,start
X-Google-Attributes: gid1115ce,public
From: jdiot@bombay.cv.com (John Diot)
Subject: [Q] Programming the BRAINSTROM JPED DSP decoder
Date: 1997/06/26
Message-ID: <33B276E4.2A83C28D@bombay.cv.com>#1/1
X-Deja-AN: 252745614
Organization: Computervision
Newsgroups: comp.sys.atari.programmer

Hi Atari programmers,

Does anyone know how to use the resident JPEG DSP decoder from Brainstorm ?
Thanks to send me any doc or sources.

```
<^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^>
<  OOOOO O   O    JOHNX     Email:  mailto:jdiot@bombay.cv.com           >
<     O   O O      |||      WWW:    http://homepage.usr.com/j/jdiot/      >
<     O    O       |||     ---------------------------------------------->
<  O  O   O O     / | \              Fraternity , Love , Justice         >
<  OOOO  O   O    ATARI    ---------------------------------------------->
< FALCON 030+882 32MHz 16Mb 1080Mb/SCSI2 540Mb/IDE x12/SCSI2 USR336V ESC2 >
<^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^>
```

From -9154833400288535 67
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcbe5aa741f6cfe4,start
X-Google-Attributes: gid1115ce,public
From: asofkjdaslk@;lkasnf.sacom
Subject: .Teens Fucking, Sucking, and Cuming teenfsc.jpg
Date: 1997/06/26
Message-ID: <5ouacp$j9s$73@news.internetmci.com>#1/1
X-Deja-AN: 252765516
Organization: Internet MCI
Newsgroups: comp.sys.atari.programmer

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Then cum visit:

http://www.sexy-girls.com

All models represented on Sexy-Girls are 18 years of Age or Older.

From 7494487840953027780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82eecbcebfebcb13
X-Google-Attributes: gid1115ce,public
From: hyc@frisky.la.platsol.com (Howard Chu)
Subject: Re: Memory Fragmentation
Date: 1997/06/26
Message-ID: <5oupor$1621@frisky.la.platsol.com>#1/1
X-Deja-AN: 252859240
References: <22941648_000008_OASIS_NEWS@ritter.demon.co.uk> <5ob80rija1@news.th-darmstadt.de> <5oimr9$sje@frisky.la.platsol.com> <5olc12$549$1@news.th-darmstadt.de>
Organization: Locus Computing Corporation, Los Angeles, California
Newsgroups: comp.sys.atari.programmer

In article <5olc12$549$1@news.th-darmstadt.de>,
Thomas Binder <gryf@hrzpub.th-darmstadt.de> wrote:
%In article <5oimr9$sje@frisky.la.platsol.com>,
%   hyc@frisky.la.platsol.com (Howard Chu) writes:
%>>IPC with AES messages without a multitasking AES is only possible between
%>>the main application and accessories, but not between two processes. A
%>>much better approach for IPC with MiNT (and, with some restrictions, with
%>>MagiC 5 as well) are pipes (which have already been mentioned), shared
%>>memory and signals.
%> Well, using MiNT, you ought to get hold of a multitasking AES. Like
%> XaAes or something...
%But pipes, shared memory and signals have the advantage that they work
%without a multitasking AES and can be used by non-GEM-applications as

%well. What's really missing is an Fselect()-mode for evnt_multi() ...

Exactly. And that's the sort of thing I would look for in an AES replacement. What we need to have happen:
All events - keyboard, mouse, button, timer, message - need to be turned into AES messages. Implement AES message pipes using MiNT pipes (or even MiNTnet sockets, for that matter). Provide the descriptor number of the message pipe to the user - preferably in the appl_init results. Then evnt_multi itself just turns into an Fselect call, and you can use Fselect yourself on the message pipe in addition to the other descriptors you're interested in.
--
Howard Chu Principal Member of Technical Staff
hyc@locus.com PLATINUM technology, Los Angeles Lab
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From -5906705936579162787
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec5be7d9e9417cb2
X-Google-Attributes: gid1115ce,public
From: bkozlowski@nordnet.fr (Bruno Kozlowski)
Subject: Re: gfa 2 to 3.5 conversion
Date: 1997/06/26
Message-ID: <867351950_OASIS_@nordnet.fr>#1/1
X-Deja-AN: 252901852
References: <5os9hq$eu1$1@newsbell>
Mail-Copies-To: bkozlowski@nordnet.fr
Organization: The Official Schmilblick Advancers
Newsgroups: comp.sys.atari.programmer

In article <5os9hq$eu1$1@newsbell>
willard@headwaters.com (Willard VanderPloeg) said:-

>Is there a utility to convert gfa 2 to 3.5 out there?

No need for an utility, GFA 3.5 can directly load a GFA 2 program if it's saved as ASCII text, and loaded with the "merge" menu function.

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */
--- if possible please CC by mail your reply ---

From 4145552647510239438

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89b5665ba646383c
X-Google-Attributes: gid1115ce,public
From: booklage_p@parx.frmug.fr.net (Olivier Booklage)
Subject: Re: old question;set env with PureC
Date: 1997/06/26
Message-ID: <1547booklage_p@alpes-net.fr>#1/1
X-Deja-AN: 252993510
X-Ftn-Adr: 90:800/1.10
Organization: FRENCH GATEWAY
X-ViaGateway-At: 90:800/1.15
Reply-To: booklage_p@parx.frmug.fr.net
Newsgroups: comp.sys.atari.programmer

In a message of 24 Jun 97 Thomas wrote to All :
 >> I think is an old question, which way for set an enviromental
 >> variable with PureC.Under Sozobonx, the very good 'putenv()' function
 >> for example before a Pexec run cleaver.

 TB> As far as I remember, Pure C also has putenv() or setenv(). Look
 TB> what functions containing "env" you can find in stdlib.h of Pure C's
 TB> include directory, this may help. (Sorry I can't tell you more right
 TB> now, but I don't have my Atari here ...)

I have no any trace about putenv in my documentation, in my *.h files
(PureC1.1) to :(i need Pexec a program with additionnal environnemment!!

Somebody else may help me ??

So thank for your help anyway.
Best regards,
Olivier

--- JetMail 0.99beta22

Via *FIST* v2.51beta Gate on alpes-net.fr (90:800/1.15)

--

From -8141130412355568720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a4315c3d2d895ab,start
X-Google-Attributes: gid1115ce,public
From: lambross@ath.forthnet.gr (lambros)
Subject: NVDI ?
Date: 1997/06/26
Message-ID: <33b214bb.3266115@news-ath.forthnet.gr>#1/1
X-Deja-AN: 254184785
Organization: FORTHnet S.A. - HELLENIC TELECOMMUNICATIONS AND TELEMATICS
APPLICATIONS COMPANY

Newsgroups: comp.sys.atari.programmer

I heard (read) a lot ...about NVDI, so i bought the 2.5 version and i
tried to install it but nothing happens.I read about more fonts,
screen speed ... but the machine (STE,TOS 1.6, 4mb RAM, SYQEST 135)
goes slower now than before (i used to run TurboB&W)
Please write any info you have about NVDI because it seems i dont now
the alphabet.
THANX !!

From -3205748066134344475
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,476fa847a1bf027a,start
X-Google-Attributes: gid1115ce,public
From: Jason<jlsb@ix.netcom.com>
Subject: Don't read this message!
Date: 1997/06/27
Message-ID: <5ov98e$g16@dfw-ixnews11.ix.netcom.com>#1/1
X-Deja-AN: 252861857
Organization: Netcom
X-NETCOM-Date: Thu Jun 26 9:41:18 PM CDT 1997
Newsgroups: comp.sys.atari.programmer

CALLING ALL LITERARY MINDS!

I am trying to compose a coffee table book on the topic of EXCUSES.□ To add an
original flavor to my project
I am attempting to derive my research entirely from people I come in contact with
on the Net.
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would like to participate in this experiment
in creative literature, please reply to this message with your excuse.□ Any excuse
that is used in the published version will
receive full literary credit.□ Thank you in advance for helping a fellow netizen.
Long live free speech!

□□□

Subject: New Service for your "Pager"...
Date: 1997/06/27
Message-ID: <5ovuns$epd@mtinsc04.worldnet.att.net>#1/1
X-Deja-AN: 252917872
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

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* Canada has a higher per minute rate.

From 8720046206632052845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec5be7d9e9417cb2
X-Google-Attributes: gid1115ce,public
From: awatson@pacifier.com
Subject: gfa 2 to 3.5 conversion
Date: 1997/06/27
Message-ID: <5p0ma7mdv1@news.pacifier.com>#1/1
X-Deja-AN: 252977971
To: Willard VanderPloeg <willard@headwaters.com>
Organization: Pacifier Online Data Service, Vancouver, Wa. ((360) 693-0325)
Newsgroups: comp.sys.atari.programmer
Originator: awatson@pacifier.com

WV> Is there a utility to convert gfa 2 to 3.5 out there?

I've never seen a specific utility to make the conversion, but you should be able to find the GFA 2.x interpreter in the public domain. Many BBS's and I'm sure a few internet sites have it online.

Load your program into GFA 2.x, and write it out as an ASCII text file (.LST format). Then, fire up GFA 3.5 and merge the ASCII text file in. Save it back out to GFA 3.5 format if you wish.

I'm not sure what syntax differences there are between the two versions, and the success of the translation will certainly depend on the program. If it uses nothing but simple BASIC commands, you shouldn't have any problems.

Good luck,

Anthony Watson
Mountain Software
awatson@pacifier.com
http://www.pacifier.com/~awatson

From 6583027167560880375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7053613d835faad5,start
X-Google-Attributes: gid1115ce,public
From: a;flksjd@;laskjfds.com
Subject: -Teenage School Girls * young1.jpg
Date: 1997/06/27
Message-ID: <5p02k0$d6k@usenet84.supernews.com>#1/1
X-Deja-AN: 253017009

Organization: All USENET -- http://www.Supernews.com
Newsgroups: comp.sys.atari.programmer

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From -1252126996218097151
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6f11d89d1d339d49,start
X-Google-Attributes: gid1115ce,public
From: <ASE1000@1stfamily.com>
Subject: World Wide Free Internet Access .
Date: 1997/06/27
Message-ID: <61b7cd$1030a.1d7@NEWS>#1/1
X-Deja-AN: 253081661
Newsgroups: comp.sys.atari.programmer

Dear Internet user,

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then you have not heard about 1stFamily.
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all the big companies in providing Internet Service.

For complete information please mailto:sameer@1stfamily.com and
type "More Info" in the subject box.

You will recieve our webpage address where you can get inrolled in
seconds !!

_____
Sameer (Sponsor ID# DUA2692)
Stop Paying for Internet Access
http://members.aol.com/upline/freeisp.html
mailto:sameer@1stfamily.com
_____

From 7092856715520610282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc63bed534d8c0a6,start
X-Google-Attributes: gid1115ce,public
From: Litagent345@aol.com
Subject: <Writers Seeking Publication>
Date: 1997/06/27
Message-ID: <33b47a7c.0@news1.ibm.net>#1/1
X-Deja-AN: 253100108
Newsgroups: comp.sys.atari.programmer

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Tel: 718-651-8145>>>>>

From 8735845049637007734
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89b5665ba646383c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: old question;set env with PureC
Date: 1997/06/27
Message-ID: <867447218_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 253568193
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <1547booklage_p@alpes-net.fr>
booklage_p@parx.frmug.fr.net (Olivier Booklage) said:-

>I have no any trace about putenv in my documentation, in my *.h files
>(PureC1.1) to :(i need Pexec a program with additionnal environnemment!!

I dunno about putenv() but all you need do is copy the current
environment to a new memory block and add space for your new
variables, then pass the new pointer to Pexec(). The child process
will then see the new environment.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 4312414686558876465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f8510c6617bf8f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Memory Allocation
Date: 1997/06/27
Message-ID: <867446524_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 253568195
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]

Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <7195579_000008_OASIS_NEWS@ritter.demon.co.uk>
david@ritter.demon.co.uk (David Knight) said:-

> In article <5ods4e$ld6$1@laas.laas.fr>
> prajoux@laas.fr (Roland Prajoux) wrote:-
>
>>In article <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
>
>>>Allocate a new block of the desired size, copy the old contents and free
>>>the old block. This is called realloc() in C.
>>This is absolutely correct.

.. for a minimal realloc() implementation, bearing in mind that C may
have grabbed a larger block than originally requested so in cases
where you are realloc'ing slightly larger blocks each time C may not
have to go back to the system for quite some time.

>Correct but not viable for me as there may not be enough memory to
>hold both the new block and the original block in memory at the same
>time as I'm dealing with sound samples which can be extremely large.

Probably the only brute force solution is to try Malloc'ing a new
block and if it fails dump the old block to disk, free it and try
again. A more subtle method, if possible, would be to use a linked
list of some sort whereby the sample can be spread over fragmented
memory blocks?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 6574790078656115899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f8510c6617bf8f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Memory Allocation
Date: 1997/06/27

Message-ID: <867446004_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 253568211
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <5ods4e$ld6$1@laas.laas.fr>
prajoux@laas.fr (Roland Prajoux) said:-

>In article <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
>David Knight <david@ritter.demon.co.uk> writes:

[snip]

>>|> #define Mgrow(a,b)   Mshrink(a,b)
>I have never read any Magic doc, but redefining as 'Mgrow()' a system call
>which actually shrinks an allocated block sounds weird to me...

It's simply an extension of the standard TOS Mshrink() call. iirc,
pass it a negative value and it attempts to enlarge the block. Without
full documentation on it, it is difficult to do more than speculate
that it is a function used by MagiC internally so that it can resize
the TPA. ie I'm guessing that it is really only useful while MagiC is
singletasking - there seems little point in it allocating a distinct
fresh block and releasing the old as this is possible anyway. ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 678749244679408867
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f8510c6617bf8f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Memory Allocation
Date: 1997/06/27
Message-ID: <867445608_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 253568228
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Organisation: SwampDog

Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <60093128_000008_OASIS_NEWS@ritter.demon.co.uk>
david@ritter.demon.co.uk (David Knight) said:-

>Going through the Magic 5 Docs I came across a call called Mgrow.
>The line in the docs is
>
>#define Mgrow(a,b) Mshrink(a,b)
>
>I presume this is for enlarging an area of reserved memory.
>Is this call only available under MagiC or does TOS support?

Nope, TOS does not support it. It's a nice idea under MagiC but I doubt it would be of much practical use when you take multitasking into account.

>If TOS does not support this call is there anyway to enlarge a block
>of memory that has already been allocated?

Not really. You'd have to have intimate knowledge of the memory manager and even then you'd be no better off than MagiC - if there's a block allocated in desired space above then you would not be able to extend the block under TOS either.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 2407589255171378169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,def60c6ddee00dba,start
X-Google-Attributes: gid1115ce,public
From: as;oruewoiur@oiufliasdu.com
Subject: -Hot New Teenage Site young4.jpg
Date: 1997/06/28
Message-ID: <5p2v7t$n1q$71@news.internetmci.com>#1/1
X-Deja-AN: 253181800
Organization: Internet MCI
Newsgroups: comp.sys.atari.programmer

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From -3851053754499856280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7450d1c8b62c8478,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: old question;set env
Date: 1997/06/28
Message-ID: <52a_9706281848@conchbbs.com>#1/1
X-Deja-AN: 253312463
Organization: Houston Area League of PC Users
X-FTN-To: booklage_p@parx.frmug.fr
Newsgroups: comp.sys.atari.programmer

Boy did I screw that one up! All I can figure is that I mis-translated the 1.0 German docs and never bothered to check the ANSI docs for system(). Even the 1.1 German docs for system() are obviously not about setting environment variables (unless you use SETENV).

OTOH, putenv() is not in the standard library at all. (The reason for this is that the default environment is not expandable.)

The instructions for Pexec() are still good, though.

--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 8884379967452600283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7450d1c8b62c8478
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: old question;set env
Date: 1997/06/28
Message-ID: <529_9706281848@conchbbs.com>#1/1
X-Deja-AN: 253312891
Organization: Houston Area League of PC Users
X-FTN-To: booklage_p@parx.frmug.fr
Newsgroups: comp.sys.atari.programmer

b > I have no any trace about putenv in my documentation, in my
b > *.h files (PureC1.1) to :(i need Pexec a program with
b > additionnal environnemment!!

The function is system() and is found in stdlib.h along with
getenv(). However, whenever I call system() it crashes. Looking at
the code with the debugger, I see that it uses the _shell_p system
variable, so it probably requires that you install a shell program
for it to work.

There is also an AES call, shel_envrn(), which does the same thing
as getenv().

To SET an environment variable when using Pexec(), simple create a
string consisting of the appropriate environment, such as

```
static char* env = "mypath=C:\\clipbrd\0";
/* Don't forget the extra NULL terminator */
```

then use this pointer in the Pexec() call for the envrionment
pointer.

To ADD an environment variable, copy the entire environment into a
new buffer and append your string to the end (before second NULL in
the double NULL terminator). Or vice verses.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 700875864601423522
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1085cbcf56430d6,start
X-Google-Attributes: gid1115ce,public
From: qpweoiuro@oijifesa.com
Subject: Advertise to Thousands of People an Hour with Mailloop
Date: 1997/06/28
Message-ID: <5p486r$3rt$2994@news.internetmci.com>#1/1
X-Deja-AN: 253313139
Organization: Internet MCI
Newsgroups: comp.sys.atari.programmer

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http://205.199.4.219

From -743548791771257899
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b368ff28a863fdf0,start
X-Google-Attributes: gid1115ce,public
From: ulkjhlk@poikjgewrwtrqj.com
Subject: Turbo Charge Your Pager.
Date: 1997/06/28
Message-ID: <5p3veahtk4@usenet89.supernews.com>#1/1
X-Deja-AN: 253317183
Organization: All USENET -- http://www.Supernews.com
Newsgroups: comp.sys.atari.programmer

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From 8770681250516653885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b11dd1b02c4f9fe8,start
X-Google-Attributes: gid1115ce,public
From: ap12@ap12.com
Subject: ### FREEPICS ###
Date: 1997/06/28
Message-ID: <33b4eec9.0@news.genesisnetwork.net>#1/1
X-Deja-AN: 253582294
Organization: FreePic6
Newsgroups: comp.sys.atari.programmer

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http://207.71.229.66/sexygirls/samples/blondes.html

From 4141373476806154009
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7665aaca09eee2f,start
X-Google-Attributes: gid1115ce,public
From: <ASE1000@1stfamily.com>
Subject: World Wide Free Internet Access .
Date: 1997/06/30
Message-ID: <61d7cd$12377.38d@NEWS>#1/1
X-Deja-AN: 253504424
Newsgroups: comp.sys.atari.programmer

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Ray (Sponsor ID# SAF5197)
Stop Paying for Internet Access
http://members.aol.com/upline
mailto:ase1000@1stfamily.com

_____

From 5288620030731952658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bb5f4d10ac71d6f9,start
X-Google-Attributes: gid1115ce,public
From: <remove@freemail.nll>
Subject: Lowest INTERNATIONAL Calling RATES Available !!
Date: 1997/06/30
Message-ID: <5p7fso$945$2740@cadmium.aware.nl>#1/1
X-Deja-AN: 253558104
Organization: NL-NIC
Newsgroups: comp.sys.atari.programmer

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Sweden- Canada = 0.36 US$/minute
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If you think this is not the appropriate newsgroup to place this advert, please let us know by sending an e-mail to remove@freemail.nl and mention the newsgroup in the subject heading, so that in future we will not advertise in this newsgroup again !!

Regards
Robert

From 8715519401440850117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d0c6d862d428b20c,start
X-Google-Attributes: gid1115ce,public
From: Free Cable<langs@griller.com>
Subject: ****CABLE BOX DESCRAMBLER**** BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY
Date: 1997/06/30
Message-ID: <33b78a54.0@news.netzilla.net>#1/1
X-Deja-AN: 253594137
Organization: SEXZILLA.COM http://www.sexzilla.com
Newsgroups: comp.sys.atari.programmer

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Please include a SASE with your full mailing address.

----------==== Posted via Sexzilla News ====----------
http://www.sexzilla.com Search, Read, Post to Usenet
----------==== With A Whole Lot More ====----------

From -1888385515622573106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7450d1c8b62c8478
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: old question;set env
Date: 1997/06/30
Message-ID: <5p8be0qdt1@news.th-darmstadt.de>#1/1
X-Deja-AN: 253614205
References: <52a_9706281848@conchbbs.com>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <52a_9706281848@conchbbs.com>,
John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> OTOH, putenv() is not in the standard library at all. (The reason
> for this is that the default environment is not expandable.)
The default environment for programs called via shel_write() is not expandable, but the one used by Pexec() is, which is what putenv() would do (I don't know whether the Pure C- and/or the MiNT-Libs have this call). Pexec() uses the parent's environment as default, and this may be changed by altering p_env in the basepage. AFAIK, this is documented.

Of course, you also have to create a copy of the original environment and alter it afterwards for this to work, but a library call which does so automatically would be much more convenient.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -4398376966692247702
X-Google-Language: GERMAN,ASCII
X-Google-Thread: f8760,6fcc6a5545e37bc0,start

X-Google-Attributes: gidf8760,public
X-Google-Thread: 10289c,6fcc6a5545e37bc0,start
X-Google-Attributes: gid10289c,public
X-Google-Thread: fb8d6,6fcc6a5545e37bc0,start
X-Google-Attributes: gidfb8d6,public
X-Google-Thread: 1115ce,6fcc6a5545e37bc0,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fe94b,6fcc6a5545e37bc0,start
X-Google-Attributes: gidfe94b,public
X-Google-Thread: 10edb4,6fcc6a5545e37bc0,start
X-Google-Attributes: gid10edb4,public
From: "Carsten Wich" <c_wich@river.prima.ruhr.de>
Subject: FS: Various Atari (8bit) magazines and books
Date: 1997/06/30
Message-ID: <50334966@river.prima.ruhr.de>#1/1
X-Deja-AN: 253642149
Organization: Prima e.V. - Dortmund, Germany
Reply-To: "Carsten Wich" <c_wich@river.prima.ruhr.de>
Newsgroups:
comp.sys.atari.8bit,de.markt.computer,de.markt.comp,comp.sys.atari.programmer,comp
.misc.forsale,de.markt.comp.misc

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prices are US $3,- / DM 5,- for each magazine plus p&p.

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"Das ATARI-Buch Band 2: Spezielle Programmierm⍰glichkeiten und
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  (Markt & Technik) ca. 200 Seiten

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Greetings from "Irgendwo in Deutschland", Carsten

...Man, the dope's that there's still hope

From -1639005872028301265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7450d1c8b62c8478
X-Google-Attributes: gid1115ce,public
From: *dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: old question;set env
Date: 1997/06/30
Message-ID: <*dwilga-3006971627380001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 253697669
References: <52a_9706281848@conchbbs.com> <5p8be0qdt1@news.th-darmstadt.de>
Organization: University of Massachusetts, Amherst
Newsgroups: comp.sys.atari.programmer

In article <5p8be0qdt1@news.th-darmstadt.de>,
gryf@hrzpub.th-darmstadt.de (Thomas Binder) wrote:
>   John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
>> OTOH, putenv() is not in the standard library at all. (The reason
>> for this is that the default environment is not expandable.)
>The default environment for programs called via shel_write() is not
>expandable,

Actually, it is in Geneva and MultiTOS. There is a new mode of
shel_write() (off the top of my head I think it's 9 or 10), which does
this.

>but the one used by Pexec() is, which is what putenv() would
>do (I don't know whether the Pure C- and/or the MiNT-Libs have this
>call). Pexec() uses the parent's environment as default, and this may be
>changed by altering p_env in the basepage. AFAIK, this is documented.

Yes, a Pexec() with 0L as the basepage pointer parameter will cause the
parent's basepage to be used instead. So if you putenv() the vars to your

own basepage and then Pexec() a child, it works.

>Of course, you also have to create a copy of the original environment and
>alter it afterwards for this to work, but a library call which does so
>automatically would be much more convenient.

...at which point you might as well just pass the env to Pexec() instead
of using 0L...

Dan Wilga *dwilga@mtholyoke.edu
** remove the asterisk before my return address when replying **

From -8815152815947997699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f8510c6617bf8f
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Memory Allocation
Date: 1997/07/01
Message-ID: <33b859cb.0@comnet.co.nz>#1/1
X-Deja-AN: 253753054
References: <867445608_OASIS_@swampdog.demon.co.uk>
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> david@ritter.demon.co.uk (David Knight) said:-
> >Going through the Magic 5 Docs I came across a call called Mgrow.
> >The line in the docs is
> >
> >#define Mgrow(a,b)   Mshrink(a,b)
> >
> >I presume this is for enlarging an area of reserved memory.
> >Is this call only available under MagiC or does TOS support?

> Nope, TOS does not support it. It's a nice idea under MagiC but I
> doubt it would be of much practical use when you take multitasking
> into account.

> >If TOS does not support this call is there anyway to enlarge a block
> >of memory that has already been allocated?

> Not really. You'd have to have intimate knowledge of the memory
> manager and even then you'd be no better off than MagiC - if there's a
> block allocated in desired space above then you would not be able to
> extend the block under TOS either.

However, if Mgrow() is intelligent and knows whether a block is allocated
just beyond the one that needs to be grown, then it could simply do
something like the following:

```
     if( !inuse( memory_just_beyond_this_block ) )  {
          zero( end_of_this_block + 1, newsize - currentsize );
          return success;
     }

     pointer = Malloc( newsize );
     if( !pointer )
          return failure_code;
     memmove( pointer, oldbuffer, size_of_oldbuffer );
     Mfree( oldbuffer );
     return pointer;
```

The second part (allocate new, copy, release old) is somewhat like what the C realloc() call does, if I am not mistaken.

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

(From an infomercial currently playing on New Zealand Television)

"What do our customers tell us about using the Pure Water Distiller?"
"... [The Water] is so easy to drink, compared to other water"

Yeah, I agree. Whenever I want to drink normal water, I have to consult a _really_big_ instruction manual - and even then, it takes me half an hour before I can start to drink, because there aren't any pictures showing me how. But with the Pure Water Distiller, they include a simple one-page leaflet - WITH PICTURES!! - that show me how to drink water...

From 5209386690429942410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc493c787d13dc37,start
X-Google-Attributes: gid1115ce,public
From: asd;lfj@asdfjs.com
Subject: Hot Teens for Sucking & Fucking teensufu.jpg
Date: 1997/07/01
Message-ID: <5p9tskedr2331@news.internetmci.com>#1/1
X-Deja-AN: 253765089
Organization: Internet MCI
Newsgroups: comp.sys.atari.programmer

Come visit the hottest new sex site on the internet Sexy-Girls

Are you ready to visit the hottest teen slut wonderland?

The come visit.. http://www.sexy-girls.com

All Models represented on Sexy-Girls are 18 years of age or older.

From 5574906222482201353
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f8510c6617bf8f
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Memory Allocation
Date: 1997/07/01
Message-ID: <5pbaif$6hj$2@news.th-darmstadt.de>#1/1
X-Deja-AN: 253909305
References: <867445608_OASIS_@swampdog.demon.co.uk> <33b859cb.0@comnet.co.nz>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <33b859cb.0@comnet.co.nz>,
     gmiller@inca.co.nz (Gaven Miller) writes:
> However, if Mgrow() is intelligent and knows whether a block is allocated
> just beyond the one that needs to be grown, then it could simply do
> something like the following:
>
>   if(!inuse(memory_just_beyond_this_block)) {
>   zero(end_of_this_block + 1, newsize - currentsize);
Why zero the memory? Malloc() and Mxalloc() don't do so, so why should an
Mgrow() do it?

> The second part (allocate new, copy, release old) is somewhat like what
> the C realloc() call does, if I am not mistaken.
The whole routine is more or less what realloc() does if the new block is
larger than the old one. But the name Mgrow() for me implies that the
address of the block is untouched, as it is with Mshrink().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 5508906336928654974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7450d1c8b62c8478
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: old question;set env
Date: 1997/07/01
Message-ID: <5pba7m$6hj$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 253909683
References: <52a_9706281848@conchbbs.com> <5p8be0qdt1@news.th-darmstadt.de>
<*dwilga-3006971627380001@dwilga.comm.mtholyoke.edu>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <*dwilga-3006971627380001@dwilga.comm.mtholyoke.edu>,
    *dwilga@mtholyoke.edu (Dan Wilga) writes:
>>The default environment for programs called via shel_write() is not
>>expandable,
> Actually, it is in Geneva and MultiTOS. There is a new mode of
> shel_write() (off the top of my head I think it's 9 or 10), which does
> this.
Well, OK, I forgot that. But honestly I don't think it's a good idea to
alter the AES' default environment from within an application - or would
this call just affect the AES environment of the calling app? I don't
have the docs here right now ...

>>Of course, you also have to create a copy of the original environment and
>>alter it afterwards for this to work, but a library call which does so
>>automatically would be much more convenient.
> ...at which point you might as well just pass the env to Pexec() instead
> of using 0L...
When you don't have putenv() or something similar, it's maybe better to
do so (however, the basepage method is still the better solution if you
are going to use some library call like system() or popen()).

Ciao

Thomas

> Dan Wilga

*dwilga@mtholyoke.edu
^^^

> The whole routine is more or less what realloc() does if the new block is
> larger than the old one. But the name Mgrow() for me implies that the
> address of the block is untouched, as it is with Mshrink().

... which begs the question: Why didn't they call it Mrealloc?

Perhaps it creates a larger block, copies the old, and then reprograms the CPU's MMU (on '030s, full '040s or better) into thinking that the old block is still at the same place, just slightly bigger?

--

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--

Quote For The Month:

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"... [The Water] is so easy to drink, compared to other water"

Yeah, I agree. Whenever I want to drink normal water, I have to consult a _really_big_ instruction manual - and even then, it takes me half an hour before I can start to drink, because there aren't any pictures showing me how. But with the Pure Water Distiller, they include a simple one-page leaflet - WITH PICTURES!! - that show me how to drink water...

From -2610566069045812897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f8510c6617bf8f
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Memory Allocation
Date: 1997/07/02
Message-ID: <vyzn2o5oj3c.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 254038239
Sender: schwab@issan.informatik.uni-dortmund.de
References: <867445608_OASIS_@swampdog.demon.co.uk> <5pbaif$6hj$2@news.th-darmstadt.de> <33b9758c.0@comnet.co.nz>
Organization: Dortmund University, Germany
Newsgroups: comp.sys.atari.programmer

Gaven Miller <gmiller@inca.co.nz> writes:

|> (Sidetrack: Any chance of an update to TOS to give Mxalloc a "zero" flag

|> [which will zero the memory block]. eg Mxalloc(456, LOAD_TT|ZERO|PRIVATE)
|> or something similar?)

Why? You can always do that yourself. This is nothing you need a kernel for.

--

Andreas Schwab
schwab@issan.informatik.uni-dortmund.de

"And now for something completely different"

From -7214151834079065175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7450d1c8b62c8478
X-Google-Attributes: gid1115ce,public
From: *dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: old question;set env
Date: 1997/07/02
Message-ID: <*dwilga-0207971123230001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 254080655
References: <52a_9706281848@conchbbs.com> <5p8be0qdt1@news.th-darmstadt.de>
<*dwilga-3006971627380001@dwilga.comm.mtholyoke.edu> <5pba7m$6hj$1@news.th-darmstadt.de>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <5pba7m$6hj$1@news.th-darmstadt.de>,
gryf@hrzpub.th-darmstadt.de (Thomas Binder) wrote:

> Hi!
>
> In article <*dwilga-3006971627380001@dwilga.comm.mtholyoke.edu>,
>   *dwilga@mtholyoke.edu (Dan Wilga) writes:
> >>The default environment for programs called via shel_write() is not
> >>expandable,
> > Actually, it is in Geneva and MultiTOS. There is a new mode of
> > shel_write() (off the top of my head I think it's 9 or 10), which does
> > this.
> Well, OK, I forgot that. But honestly I don't think it's a good idea to
> alter the AES' default environment from within an application - or would
> this call just affect the AES environment of the calling app? I don't
> have the docs here right now ...

No, it modifies the env for the entire AES. I agree that if all you want to do is execute a child with a particular set of vars, it's a very bad idea to be changing the AES's env. You should be using the extended modes of shel_write() instead.

> > Dan Wilga
> *dwilga@mtholyoke.edu
>   ^^^

>   wrapped to the next line? ;)

Good question. Must just be this mail reader. Let's see if removing some
spaces helps :-)

Dan Wilga
*dwilga@mtholyoke.edu
** Remove the * before my name to reply **

From 5952723459349481065
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f8510c6617bf8f
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Memory Allocation
Date: 1997/07/02
Message-ID: <33babcc1.0@comnet.co.nz>#1/1
X-Deja-AN: 254140783
References: <867445608_OASIS_@swampdog.demon.co.uk>
<vyzn2o5oj3c.fsf@issan.informatik.uni-dortmund.de>
Newsgroups: comp.sys.atari.programmer

Andreas Schwab (schwab@issan.informatik.uni-dortmund.de) wrote:
> Gaven Miller <gmiller@inca.co.nz> writes:

> |> (Sidetrack: Any chance of an update to TOS to give Mxalloc a "zero" flag
> |> [which will zero the memory block]. eg Mxalloc(456, LOAD_TT|ZERO|PRIVATE)
> |> or something similar?)

> Why? You can always do that yourself. This is nothing you need a kernel
> for.

Agreed.

However, one could also argue that "allocating a memory block and readying
it for use" could be considered a kernels job.

--

Any email sent to my address will bounce, however I can now be contacted
via an intermediary : gem at tos pl net. I would like to apologise to the
genuine respondents that this may inconvenience.

--

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(From an infomercial currently playing on New Zealand Television)

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"... [The Water] is so easy to drink, compared to other water"

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From 3392714147257508950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f9199,1a87e54c8f60b18c,start
X-Google-Attributes: gidf9199,public
X-Google-Thread: 1049cc,1a87e54c8f60b18c,start
X-Google-Attributes: gid1049cc,public
X-Google-Thread: ff6a6,1a87e54c8f60b18c,start
X-Google-Attributes: gidff6a6,public
X-Google-Thread: 1115ce,1a87e54c8f60b18c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,1a87e54c8f60b18c,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1046d6,1a87e54c8f60b18c,start
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f5ddf,1a87e54c8f60b18c,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f9256,1a87e54c8f60b18c,start
X-Google-Attributes: gidf9256,public
From: "kdevries" <kdevries@theonramp.net>
Subject: PROGRAMMERS- GEAC, DBS, MSA
Date: 1997/07/02
Message-ID: <01bc8680$d22afde0$0dbb020a@default>#1/1
X-Deja-AN: 254777151
Newsgroups:
comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programmer,c
omp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.ibm.pc.programmer,com
p.sys.next.programmer,comp.sys.psion.programmer,comp.unix.programmer,comp.unix.sco

Fabulous opportunities exist for programmers with DBS e:series (Geac) experience. Opportunities nationwide. Excellent salary and benefits. Can work as a permanent employee or as a contractor.

Send resume or brief work history to : KDEVRIES@THEONRAMP.NET

OR contact: Karen DeVries
512-342-0302, phone
512-342-0305, fax

From 9007938663667778834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7450d1c8b62c8478
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: old question;set env
Date: 1997/07/03
Message-ID: <5pfsp8$jk3$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 254254187
References: <52a_9706281848@conchbbs.com> <5p8be0qdt1@news.th-darmstadt.de>
<*dwilga-3006971627380001@dwilga.comm.mtholyoke.edu> <5pba7m$6hj$1@news.th-
darmstadt.de> <*dwilga-0207971123230001@wilga.mtholyoke.edu>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <*dwilga-0207971123230001@wilga.mtholyoke.edu>,
    *dwilga@mtholyoke.edu (Dan Wilga) writes:
>> Well, OK, I forgot that. But honestly I don't think it's a good idea to
>> alter the AES' default environment from within an application - or would
>> this call just affect the AES environment of the calling app? I don't
>> have the docs here right now ...
> No, it modifies the env for the entire AES. I agree that if all you want
> to do is execute a child with a particular set of vars, it's a very bad
> idea to be changing the AES's env. You should be using the extended modes
> of shel_write() instead.
Which unfortunately have the same inconveniences as Pexec(), if you just
want to /add/ new vars to the existing environment ...

>> P.S.: Any special reason for this large gap which causes the address to be
>>   wrapped to the next line? ;)
> Good question. Must just be this mail reader. Let's see if removing some
> spaces helps :-)
Are you sure you /removed/ some? The gap was even larger in this posting
... Maybe you use tabs instead of spaces? Or do you just want to "tease"
people here? ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC)   binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -2826371186688040000
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,86f8510c6617bf8f
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Memory Allocation
Date: 1997/07/03
Message-ID: <5pft8j$jk3$2@news.th-darmstadt.de>#1/1
X-Deja-AN: 254255825
References: <867445608_OASIS_@swampdog.demon.co.uk>
<vyzn2o5oj3c.fsf@issan.informatik.uni-dortmund.de> <33babcc1.0@comnet.co.nz>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <33babcc1.0@comnet.co.nz>,
     gmiller@inca.co.nz (Gaven Miller) writes:
> However, one could also argue that "allocating a memory block and readying
> it for use" could be considered a kernels job.
After allocation a memory block is already ready for use. In most cases,
you allocate a block to fill it with data afterwards, and (at least I)
almost never need it zeroed before filling in data.

Ciao

Thomas

P.S.: Your "Quote For The Month" may be funny, but a) it's far too long
      for a .signature and b) gets annoying if found in each posting. So,
      could you please reduce the length and the frequency of posting?
      Thanks.

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -6456067019673329825
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb7021bb3e0db60f,start
X-Google-Attributes: gid1115ce,public
From: "Michael Waters" <waterses@worldnet.att.net>
Subject: Assembly Programming Question
Date: 1997/07/03
Message-ID: <01bc87cf$199b00e0$3b7174cf@cmwaters-h>#1/1
X-Deja-AN: 254307035
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

Hiya;

I am working on an assembly language program and have a problem. My program needs to execute a routine precisely every 1/120 second. The actual routine is a doddle, plenty of time to sit and wait between executions, but I have no idea how to achieve precise timing.

Any suggestions?

thanks
myeck waters

From -6704658466201956931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e58ac3141f898dc2,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: Degas Elite
Date: 1997/07/03
Message-ID: <Pine.SUN.3.95q.970703133142.19645A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 254308899
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Anyone know how to cut and paste in Degas Elite? I haven't used it in some time and can't remember how to do it.

Scott.

From -7603596232293213112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a4315c3d2d895ab
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: NVDI ?
Date: 1997/07/03
Message-ID: <5ph6filgd2@zingo.tninet.se>#1/1
X-Deja-AN: 254370094
References: <33b214bb.3266115@news-ath.forthnet.gr>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

: I heard (read) a lot ...about NVDI, so i bought the 2.5 version and i
: tried to install it but nothing happens.I read about more fonts,
: screen speed ... but the machine (STE,TOS 1.6, 4mb RAM, SYQEST 135)
: goes slower now than before (i used to run TurboB&W)
: Please write any info you have about NVDI because it seems i dont now
: the alphabet.

NVDI v2.5 does not have support for vector fonts. The vector font support
was included from v3.0. Time to upgrade? The most recent version of NVDI
is 4.11.

--

```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   Daniel Hedberg of New Beat Development

   New Beat Development on the web:    E-Mail:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se
  ---------------------------------------------------------------------------
                                                                 oOo   oOo
                                                                  U     U
```

From 2916263689629506678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7450d1c8b62c8478
X-Google-Attributes: gid1115ce,public
From: booklage_p@parx.frmug.fr.net (Olivier Booklage)
Subject: Re: old question;set env
Date: 1997/07/03
Message-ID: <1563booklage_p@alpes-net.fr>#1/1
X-Deja-AN: 254587502
X-Ftn-Adr: 90:800/1.10
Organization: FRENCH GATEWAY
X-ViaGateway-At: 90:800/1.15
Reply-To: booklage_p@parx.frmug.fr.net
Newsgroups: comp.sys.atari.programmer

In a message of 28 Jun 97 John wrote to All :
 b >> I have no any trace about putenv in my documentation..

 JK> To SET an environment variable when using Pexec(), simple create a
 JK> string consisting of the appropriate environment, such as
 JK>
 JK> To ADD an environment variable, copy the entire environment into a
 JK> new buffer and append your string to the end (before second NULL in
 JK> the double NULL terminator). Or vice verses.

I use your last idea with success ! thank's very much for your help
and some help from other persons to.

Best regards,
Olivier

--- JetMail 0.99beta23

Via *FIST* v2.51beta Gate on alpes-net.fr (90:800/1.15)

--

From -7866872112747427492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e58ac3141f898dc2
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@tindra.lysator.liu.se>
Subject: Re: Degas Elite
Date: 1997/07/04
Message-ID:
<Pine.GSO.3.96rindlow.970704001918.15062F-100000@tindra.lysator.liu.se>#1/1
X-Deja-AN: 254379477
References: <Pine.SUN.3.95q.970703133142.19645A-100000@ganymede.cs.mun.ca>
Organization: Link⊕ping University, Sweden
Newsgroups: comp.sys.atari.programmer

On Thu, 3 Jul 1997, Scott Harris wrote:

>
> Anyone know how to cut and paste in Degas Elite? I haven't used it in
> some time and can't remember how to do it.

I can't remember how to paste, but you cut by pressing ESC and mark an
area.

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From -2175193700028579902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57594472a8dd988b,start
X-Google-Attributes: gid1115ce,public
From: Information

Subject: Metrics
Date: 1997/07/04
Message-ID: <737cd$112db.1d3@news.psrinc.com>#1/1
X-Deja-AN: 254401518
Reply-To: Great Site
Newsgroups: comp.sys.atari.programmer

Great Site URL:http://www.psrinc.com/metsys.htm

From -7310169515595140688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb7021bb3e0db60f
X-Google-Attributes: gid1115ce,public
From: "Daniel H⍰gg" <kalle@kula>
Subject: Re: Assembly Programming Question
Date: 1997/07/04
Message-ID: <01bc884d$da79b580$23334b92@sme0323.marine.combitech.se>#1/1
X-Deja-AN: 254525926
References: <01bc87cf$199b00e0$3b7174cf@cmwaters-h>
Organization: Combitech
Newsgroups: comp.sys.atari.programmer

Michael Waters <waterses@worldnet.att.net> wrote in article
<01bc87cf$199b00e0$3b7174cf@cmwaters-h>...
> I am working on an assembly language program and have a problem. My
> program needs to execute a routine precisely every 1/120 second. The
> actual routine is a doddle, plenty of time to sit and wait between
> executions, but I have no idea how to achieve precise timing.
>
> Any suggestions?

I suggest you use timer A of the MFP.

 /
/ Daniel

From -3855988264410396043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e400c309ac877dc,start
X-Google-Attributes: gid1115ce,public
From: a20@a.a
Subject: $ DO YOU HATE YOUR JOB?? $

Date: 1997/07/04
Message-ID: <33bcae82.0@news.genesisnetwork.net>
X-Deja-AN: 254573942
Organization: 18
Newsgroups: comp.sys.atari.programmer

$50,000.00 for only $5.00 within 2 MONTHS?????
==========

You gotta be crazy! How on earth do you think you can buy 50 grand for lousy 5 bucks? Well, that's what I was wondering, too until I came across this letter.

First of all, IT'S PERFECTLY LEGAL! (Call 1-800-725-2161) if you have any questions about the following opportunity to make $50,000.00 and that probably WITHIN LESS THAN TWO MONTHS!

Well, here it goes:
A little while back, I was browsing these newsgroups, just like you are now, and came across an article similar to this that said you could make thousands of dollars within weeks with only an initial investment of $5.00! So I thought, "Yeah, right, this must be a joke," but like most of us I was curious, so I kept reading. Anyway, it said that you send $1.00 to each of the 5 names and address stated in the article. You then place your own name and address in the bottom of the list at #5, and post the article in at least 200 newsgroups. (There are thousands) No catch, that was it.

I knew that that was the opportunity I had waited for for a long time. I thought it was about time that the money of the world gets into the right hands! OURS, right? I never had a doubt that this thing will actually work and even if it didn't, what were 5 stamps and $5.00 for a try?

As I mentioned before, like most of us I was a little skeptical and a little worried about the legal aspects of it all. So I checked it out with the U.S. Post Office (1-800-725-2161) and they confirmed that it is indeed legal!

Now, that's how your story WILL sound like, too if you participate:

Well GUESS WHAT!!... with in 7 days, I started getting money in the mail! I was shocked! I still figured it would end soon, and didn't give it another thought. But the money just kept coming in. In my first week, I made about $20.00 to $30.00 dollars. By the end of the second week I had made a total of over $1,000.00!!!!!! In the third week I had over $10,000.00 and it's still growing. This is now my fourth week and I have made a total of just over $42,000.00 and it's still coming in .....

Let me tell you how this works and most importantly, Why

it works....also, make sure you print a copy of this article NOW, so you can get the information off of it as you need it. The process is very simple and consists of 3 easy steps:

STEP 1: Get 5 separate pieces of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 5 $1.00 bills and place ONE inside EACH of the 5 pieces of paper so the bill will not be seen through the envelope to prevent thievery. Next, place one paper in each of the 5 envelopes and seal them. You should now have 5 sealed envelopes, each with a piece of paper stating the above phrase and a $1.00 bill. What you are doing is creating a service by this. THIS IS PERFECTLY LEGAL!

Mail the 5 envelopes to the following addresses:

#1 Robert Jezil
114 Jefferson Ave.
Slidell, LA 70460

#2 Phil Walther Jr.
9495 Annapolis Lane North
Maple Grove, MN 55369

#3 C. E. Burkman
170 University Ave. W
Suite 12-129
Waterloo, Ontario
N2L 3E9

#4 A. Bailey
1207 Reeves Road
Plainfield, IN 46168

#5 J. Martin
P.O. Box 2292
Reston, Va. 20190

STEP 2: Now take the #1 name off the list that you see above, move the other names up (2 becomes 1, 3 becomes 2, etc...) and add YOUR Name as number 5 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there is close to 18,000 groups) All you need is 200, but remember, the more you post, the more money you make!

Don't know HOW to post in the newsgroups? Well do exactly the following:

FOR NETSCAPE USERS:

1) Click on any newsgroup, like normal. Then click on "To News", which is in the top left corner of the newsgroup page. This will bring up a message box.

2) Fill in the SUBJECT with a flashy title, like the one I used, something to catch the eye!!!

3) Now go to the message part of the box and retype this letter exactly as it is here, with exception of your few changes. (remember to add your name to number 5 and move the rest up)

4) When your done typing in the WHOLE letter, click on 'FILE' above the send button. Then, 'SAVE AS..' DO NOT SEND YOUR ARTICLE UNTILL YOU SAVE IT. (so you don't have to type this 200 times :-)

5) Now that you have saved the letter, go ahead and send your first copy! (click the 'SEND' button in the top left corner)

6) This is where you post all 200! OK, go to ANY newsgroup article and click the 'TO NEWS' button again. Type in your flashy subject in the 'SUBJECT BOX', then go to the message and place your cursor here. Now click on 'ATTACHMENT' which is right below the 'SUBJECT BOX'. Click on attach file then find your letter wherever you saved it. Click once on your file then click 'OPEN' then click 'OK'. If you did this right , you should see your filename in the 'ATTACHMENT BOX' and it will be shaded.

NOW POST AWAY!

FOR INTERNET EXPLORER:
It's just as easy, holding down the left mouse button, highlight this entire article, then press the 'CTRL' key and 'C' key at the same time to copy this article. Then print the article for your records to have the names of those you will be sending $1.00 to.

Go to the newsgroups and press 'POST AN ARTICLE' type in your flashy subject and click the large window below. Press 'CTRL' and 'V' and the article will appear in the message window. **BE SURE TO MAKE YOUR ADDRESS CHANGES TO THE 5 NAMES.** Now re-highlight the article and re-copy it so you have the changes.... then all you have to do for each newsgroup is 'CTRL' and 'V' and press 'POST'. It's that easy!! THAT'S IT! All you have to do is jump to different newsgroups and post away, after you get the hang of it, it will take about 30 seconds for each newsgroup!

REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200

If these instructions are too complex to follow, try Forte's "Free Agent." It is freeware for noncommercial use. To download it, simply use a search utility and type "Forte Free Agent". You should be able to find it.

That's it! You will begin receiving money from around the world within days! You may eventually want to rent a P.O. Box due to the large amount of mail you receive. If you wish to stay anonymous, you con invent a name to use, as long as the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.**

Now the WHY part:

This entire principle works because it is in a format of an upside down tree with thousands of branches. Everyone below you will see to it that the tree continues because they want to get money. Those below THEM will continue because THEY want to get the cash etc.

Out of 200 postings, say I receive only 5 replies (a very low example). So then I made $5.00 with my name at #5 on the letter. Now, each of the 5 persons who just sent me $1.00 make the MINIMUM 200 postings, each with my name at #4 and only 5 persons respond to each of the original 5, that is another $25.00 for me, now those 25 each make 200 MINIMUM posts with my name at #3 and only 5 replies each, I will bring in an additional $125.00! Now, those 125 persons turn around and post the MINIMUM 200 with my name at #2 and only receive 5 replies each, I will make an additional $626.00! OK, now here is the fun part, each of those 625 persons post a MINIMUM of 200 letters with my name at #1 and they each only receive 5 replies, that just made me $3,125.00!!! With a original investment of only $5.00! AMAZING! And as I said 5 responses is actually VERY LOW! Average is probable 20 to 30! So lets put those figures at just 15 responses per person. Here is what you will make:

at #5 $15.00
at #4 $225.00
at #3 $3,375.00
at #2 $50,625.00
at #1 $759,375.00

When your name is no longer on the list, you just take the latest posting in the newsgroups, and send out another $5.00 to names on the list, putting your name at number 5 and start posting again.
The thing to remember is that thousands of people all over the world are joining the Internet and reading these articles everyday, JUST LIKE YOU are now!! And this will go on and on and on and on.... get the picture? Well, there's 5,000,000,000 people on the world and most of them will eventually end up being hooked into the internet. So there are virtually unlimited resources. Of course this will work the best at the very beginning so the faster you post, the better for YOU!

So can you afford $5.00 and see if it really works?? I think so! People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest works?? I think so... People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening

when there are tons of new honest users and new honest people who are joining the Internet and newsgroups everyday and are willing to give it a try? Estimates are at 20,000 to 50,000 new users, every day, with thousands of those joining the actual Internet. Remember, play FAIRLY and HONESTLY and this will work. You just have to be honest. Make sure you print this article out RIGHT NOW, also. Try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly.

Remember, HONESTY IS THE BEST POLICY. You don't need to cheat the basic idea to make the money!!

GOOD LUCK to all and please play fairly and reap the huge rewards from this, which is tons of extra CASH. **By the way, if you try to deceive people by posting the messages with your name in the list and not sending the money to the rest of the people already on the list, you will NOT get as much. Someone I talked to knew someone who did that and he only made about $150.00, and that's after seven or eight weeks! Then he sent the 5 $1.00 bills, people added him to their lists, and in 4-5 weeks he had over $10k. This is the fairest and most honest way I have ever seen to share the wealth of the world without costing anything but our time!!! You also may want to buy mailing and e-mail lists for future dollars.

Please remember to declare your extra income. Thanks once again...

From -8922872079335224701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb7021bb3e0db60f
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Assembly Programming Question
Date: 1997/07/04
Message-ID: <ECsA1s.GpJ@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 254667309
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bc87cf$199b00e0$3b7174cf@cmwaters-h>
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <01bc87cf$199b00e0$3b7174cf@cmwaters-h>,
     "Michael Waters" <waterses@worldnet.att.net> writes:

> I am working on an assembly language program and have a problem. My
> program needs to execute a routine precisely every 1/120 second. The
> actual routine is a doddle, plenty of time to sit and wait between
> executions, but I have no idea how to achieve precise timing.

Program one of the timers inside the MFP (there is one unused) to expire
120 times a second, and set it up the cause a 68000 exception (interupt).

There is no guarantee though that the handler is called *each* time at the
right time, as there might be a higher priority interupt in service at the
time, but that should happen rarely.

Cheers Peter
--

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -5298591136064836830
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f489c35f742f538,start
X-Google-Attributes: gid1115ce,public
From: Robert Anderson<megacash4u@hotmail.com>
Subject: This news group is invited to a Secret online book ! All Ages Welcome!
Date: 1997/07/05
Message-ID: <5plv0u$im1@news1.mnsinc.com>#1/1
X-Deja-AN: 254850054
Distribution: inet
Organization: Anderson Services
Newsgroups: comp.sys.atari.programmer

You are about to learn how ordinary people can simply and easily achieve
the once thought un-achievable. These Secrets will work for anyone. Simply
apply them. This online book is one to study. Write any ideas or notes down.
Read this one Secret at a time. Taking notes as ideas cross through your
mind. Do not skip any Secrets. I have arranged the Secrets to increase your
readiness for the coming Information. Each Secret builds on the other for
maximum results. I wrote this online book for you in a way that simplifies
understanding. This should make the secrets easier to apply. Enjoy!

   CLICK HERE TO GET STARTED!!!
                                http://members.aol.com/Lesson4u

From 4974065664092668403
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,e037f6e731923b7,start
X-Google-Attributes: gid1115ce,public
From: dre32d@msn.com
Subject: sell/your/photos$$$$$
Date: 1997/07/06
Message-ID: <5pocs1$47k$713@roadrunner.miracle.net>#1/1
X-Deja-AN: 255016327
Organization: Miracle Net Communications, Inc.
Newsgroups: comp.sys.atari.programmer

We are a New York based international photo agency representing professional and amateur photographers in search of having their work promoted in order to conduct their profession or hobby minus the time consuming inconvenience of presenting and selling their own work.
You do not have to be a professional photographer to sell your photographic work successfully, and as any pro will tell you, quite often throughout history an amateur
stumbles on a scene that he or she photographs and ends up with a photo that becomes a classic. Those who publish magazines, books, newspapers, greeting cards, record albums, or just about anyone who works with images in their profession,
are in desperate need of fresh material, and are more than willing to review photos
submitted by professional photo representatives. Sometimes the photos of amateurs are sought after more so than professionals because of accidental originality and innovative themes.
At Photo Phoenix International, we delight in and value the work of people who view
photography as a fine art and understand a photo representative's significance in terms of a photographer's career, reputation, and monetary gain.
The photos we are seeking are some of the following: ANIMALS, ARCHITECTURE,
ART, AUTOMOBILES, BUSINESS, CELEBRITIES, DOCUMENTARY,
ENTERTAINMENT, EROTICA/NUDITY, FASHION, FOOD, HEALTH, HISTORY,
HOBBIES, OUTDOORS, PEOPLE, POLITICAL, PORTRAITS, STILL LIFES,
RELIGIOUS, SCIENCE, SPORTS, TRAVEL . . .
Whether your work portrays conservative, experimental, stylish, or innovative themes,
your project proposal should be well thought out before submitting to us.
For first contact, submit a query letter and "SAMPLES ONLY" of your photos.
You must include "2" self addressed, stamped envelopes--one for correspondence,
the other for the return of your material should we not be interested.
If we think your work is sellable, we will respond as soon as possible. Do not send
entire portfolio unless we ask for it.
SEND TO: Photo Phoenix International

<33-29 58 Street>
<Woodside, New York>
<11377>
<~Phone: 718-651-8145>

From 6530375698439344892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ca0b70d0c0a7a4e,start
X-Google-Attributes: gid1115ce,public
From: ;slpdllkrojf;lk@lddpkjgf.com
Subject: !!!!YOUR VIRTUAL OFFICE CAN DO EVERYTHING!!!!
Date: 1997/07/06
Message-ID: <5poe51psa2@news.internetmci.com>#1/1
X-Deja-AN: 255020519
Organization: Internet MCI
Newsgroups: comp.sys.atari.programmer

One-Number service puts you in control of your calls while ensuring that your calls,
messages and faxes reach you regardless of your location. One-Number service
does this by linking your existing telephones, cell phones, pagers, and fax machines
through a single telephone number.

YOUR One-Number ACCOUNT COMES STANDARD WITH THESE
FEATURES
- Consolidates your phone, fax, voice-mail and paging services
- Works with your existing products and services, no need to change
- Easily lets you designate yourself as available or unavailable
- Rings you at up to three numbers simultaneously
- Never-busy number accepts multiple incoming calls and faxes
- Call Screening (by name) lets you know who is calling
- Call Waiting lets you know somebody else is calling
- Call Move lets you easily transfer calls among different phones
- Call Conferencing allows conferences with other parties
- Fax Notification on your pager for incoming fax messages
- Redirect calls to Personal Operator (live person) if desired
- AND MUCH MORE

Virtual Office Communications Company is not a phone company, a long distance carrier,
nor do we sell telephone equipment, cellular phones, cellular service, pager or pager service.
Instead, we offer service to integrate your existing products, adding value to what you already
have by letting your phones, pagers, fax machines and voice-mail systems work together
seamlessly.

To learn more please visit our web site at: http://www.mynumber.com

Please do not reply by e-mail as we are not set up to respond to e-mail requests.

From 6877890780919813006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f7dd99fcb745ad3,start
X-Google-Attributes: gid1115ce,public
From: ftr45r@aol.com
Subject: writers=seeking=publication
Date: 1997/07/06
Message-ID: <5pos07$67e$5553@roadrunner.miracle.net>#1/1
X-Deja-AN: 255060694
Organization: Miracle Net Communications, Inc.
Newsgroups: comp.sys.atari.programmer

We are a New York based international literary agency with two branch offices, one of
which is in* Florida. We are seeking new and> previously published authors, so please
adhere to the >following-- guidelines.>>>>>>>>>>>>>>>

All fiction: send brief <synopsis, first chapter, and include a self addressed, stamped
envelope (SASE).
All nonfiction: brief synopsis, first chapter, SASE.>>>>>>>>>>>>>
Short-Stories: brief synopsis, 3 pages, SASE.>>>>>>>>>>>>>>>
Poetry: send 3 poems, SASE.>>>>>>>>>>>>>>>
Please do not send complete manuscript unless we ask for it.

<<Send to: Woodside International Literary Agency>>
=33-29 58 Street>>>>>>>>//
=Woodside, New York>>>>>>>>//
=11377>>>>>>>
=Phone (main office):
=718--651-8145>>>>>>>//

From -10033132277006145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b2cd5e3e4ef1713,start
X-Google-Attributes: gid1115ce,public
From: Sarah Marsden<routera@bigfoot.com>
Subject: free report
Date: 1997/07/06
Message-ID: <33bf3727.1@hades.ndirect.co.uk>#1/1
X-Deja-AN: 255076551
Organization: Zen Marketing Group

Newsgroups: comp.sys.atari.programmer

Hello,

I have been asked to write to offer you a free report.

'The Ultimate Guide To Killer Marketing'

The Report Features:

The Five Golden Rules For Web Sites

How To Get Your Customers To See Your Name Everyday.

How To Beat Your Competition

How To Take The Risk Out Of Marketing

Free Software

How To Make $30000 A Year On Two Hours Work A Day

And Much More.

Why is it free - We are a newly launched company looking to
increase awareness of our name.

For your free copy by email (.txt) just hit reply now and add
the words 'please send' to the subject box.

Send Email To routera@bigfoot.com

Sarah Marsden
Zen Group

From 3229137494987221246
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1a5a068c6fd2cdc6,start
X-Google-Attributes: gid1115ce,public
From: cdr43a@aol.com
Subject: *writers/seeking/publication
Date: 1997/07/07
Message-ID: <5pq891$o9u$6157@roadrunner.miracle.net>#1/1
X-Deja-AN: 255197166
Organization: Miracle Net Communications, Inc.

Newsgroups: comp.sys.atari.programmer

We are a New York based international literary agency with two branch offices, one of
which is in Florida. We are seeking new and previously published authors, so please
adhere to the following guidelines.

All fiction: send brief synopsis, first chapter, and include a self addressed, stamped
envelope (SASE).
All nonfiction: brief synopsis, first chapter, SASE.
Short Stories: brief synopsis, 3 pages, SASE.
Poetry: send 3 poems, SASE.
Please do not send complete manuscript unless we ask for it.

Send to: Woodside International Literary Agency
33-29 58 Street>>>>>>>>
Woodside, New York>>>>>>>>
11377>>>>>>>
Phone (main office):
718-651-8145>>>>>>>

From -5150404515866667781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a5ad4bb9b09e051,start
X-Google-Attributes: gid1115ce,public
From: toldem@andthey.didnt.listen.com
Subject: DECLARATION OF WAR- Game?
Date: 1997/07/07
Message-ID: <5pq694$d8p2201@odin.telapex.com>#1/1
X-Deja-AN: 255281584
Organization: LOSHB
Newsgroups: comp.sys.atari.programmer

Angered Spy/Research Expert and now, Leading
Business Consultant, tells "the rest of the story."
What the news & Wired forgot to tell...

Just search the Web - we're now the largest chain
of WEB SITES on the net for supporting entrepreneurs
and businesses wishing to grow using his techniques. He gave
them fair warning... But they didn't
listen...

CH

http://michaelenlow.by.net/spamwar.html

From 4395514148397939896
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,156a92690e338891,start
X-Google-Attributes: gid1115ce,public
From: Damn Yankee<damnyankee@yankee.inc>
Subject: !!!Hello!!!
Date: 1997/07/07
Message-ID: <33c0b809.0@nntp.kalnet.net>#1/1
X-Deja-AN: 255640453
Organization: Yankee Inc.
Newsgroups: comp.sys.atari.programmer

Are you looking for a great place to find interesting things on the WWW??? Than look no more because you have found the right place!!! The place you are looking for is Yankee Inc.!!! A great Web Site full of interesting links to interesting places!!! Everything from Adult to Xzlyaphone it's here!!! There is something for everyone and then some!!! So give it a try what do you have to lose except some sleep??? Yankee Inc. http://www.kalnet.net/yank714

Yankee Inc. Your Alternative Web Solution!!!

Yankee Inc.
http://www.kalnet.net/yank714

If you would like to be removed from my mailing list - hit reply and type "REMOVE" and I will promptly remove you from my list!!! Thank You!!!

From -5099055145594092689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,267c7ec6ca5447f4,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 142710,267c7ec6ca5447f4,start
X-Google-Attributes: gid142710,public
X-Google-Thread: 1049df,267c7ec6ca5447f4,start
X-Google-Attributes: gid1049df,public
X-Google-Thread: 1617b5,267c7ec6ca5447f4,start
X-Google-Attributes: gid1617b5,public
X-Google-Thread: fa357,267c7ec6ca5447f4,start
X-Google-Attributes: gidfa357,public

X-Google-Thread: 1115ce,267c7ec6ca5447f4,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,267c7ec6ca5447f4,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 12f90e,267c7ec6ca5447f4,start
X-Google-Attributes: gid12f90e,public
From: a.habbe@magnet.at (Alexander Habbe)
Subject: connecting a TT8 to a NT Network ? - using a Switchbox for
monitor,keyboard and mouse
Date: 1997/07/08
Message-ID: <33c43477.353866789@news.magnet.at>#1/1
X-Deja-AN: 255492243
Organization: magnet Internet Services
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,fido.ger.atrai,
maus.sys.atari.desktop,maus.sys.atari.hardware,maus.sys.atari.software,maus.sys.at
ari.talk,z-netzrechner.atari.allgemein

hello experts,

i'm planing to to connect an atari tt8 to an existing nt/w95 -
ethernet netwok - here my questions :

1. what harware do i need for the tt8 (networking card ?) and where
can i get such a thing .

2. what software do i need to use at least the harddisks, cd-roms,
worms, printers, modems and isdn-cards on the pc based part of the
network - via tcp/ip.

3. as i use a swichboard to use just 1 keyboard,1 mouse and 1monitor
on up to 6 different pc's at the sysops room - can there be a solution
for the tt either - means using a com port mouse and a standard pc
keyboard on the tt - monitor should work as far as i remember my atary
days ...

answers to : mailto:a.habbe@magnet.at or in the newsgroup(s)

thx4readin&cul8r

Alex

From -6835555281356542769
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,67499841e39b4311,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,67499841e39b4311,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)

Subject: MagiC 5.11
Date: 1997/07/08
Message-ID: <59813409_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 255603713
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I've just taken the possibly foolish option and upgraded my Falcon from MagiC5.03 to 5.11!

Of course, in true MagiC tradition, there are *no* upgrade instructions and *no* docs at all about what the differences between these two versions are!!

Why do these arrogant programmers feel there is no need to document version changes. What bloody planet are they on????

System Solutions seem to be plugging the fact it's MagiC 5.1 (but as they've already screwed up my upgrade, I suspect they will be of no use in telling me what the differences are). They could almost be Microsoft Dealers for the amount of knowledge they seem to posses about what they sell!!!!!!!

Can anyone in these groups:

a) List the differences between 5.03 and 5.11?
b) Tell me where I can find programmer docs for 5.11?
c) Tell me how to turn *off* the 'realtime' windows. Lovely at first, but now becoming annoying!!

Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From 2741014855716840474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f7f809fa8ef694ab,start
X-Google-Attributes: gid1115ce,public
From: Kris Jacobs<jtsnake@serv01.net-link.net>
Subject: Try Me!
Date: 1997/07/08

Message-ID: <33c1fadb.1@nntp.kalnet.net>#1/1
X-Deja-AN: 255720131
Organization: Jake's Home Brew
Newsgroups: comp.sys.atari.programmer

Hello net world are you a beer drinker or maybe a home brewer than this web page is for you! My web page is dedicated to home brewing and beer on the net! If this interests you than go to Jake's Home (brew) Page it is located at http://www.net-link.net/~jtsnake/

I am looking forward to hearing from you soon!!!

Kris Jacobs
Jake's Home (brew) Page
http://www.net-link.net/~jtsnake/
E-Mail To:
jtsnake@net-link.net
jtsnake@serv01.net-link.net
mpinc@SERV01.NET-LINK.NET

From 2709687527931648160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f974f859fe624cc,start
X-Google-Attributes: gid1115ce,public
From: Damn Yankee<damnyankee@yankee.inc>
Subject: I Am Very Sorry!!!
Date: 1997/07/08
Message-ID: <33c25938.2@nntp.kalnet.net>#1/1
X-Deja-AN: 255873577
Organization: Yankee Inc.
Newsgroups: comp.sys.atari.programmer

I would like to apologise to this newsgroup and everyone who reads this newsgroup!!! I promise never to post or send spam to this or any other newsgroup that does not pertain to my posting!!! Please accept my humble apology and again I will never post spam here again!!! Thank You!!!

Andrew Schero
yank714@kalnet.net

From -3420586208222080937
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 111a55,67499841e39b4311
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,67499841e39b4311

X-Google-Attributes: gid1115ce,public
From: and@imr.uni-hannover.de (Andreas Kromke)
Subject: Re: MagiC 5.11
Date: 1997/07/09
Message-ID: <5pvluf$dp8$2@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 255705265
References: <59813409_000003_OASIS_NEWS@the-gap.demon.co.uk>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st
Organization: IMR
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Gary Priest (gary@the-gap.demon.co.uk) wrote:
: b) Tell me where I can find programmer docs for 5.11?

ftp://ftp.cs.tu-berlin.de/pub/atari/Programming/MagiC_5.10_docs.lzh
(276101 Bytes, 10.6.97)

--

ANDREAS KROMKE

.....
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

From 7874499399155800639
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,67499841e39b4311
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,67499841e39b4311
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: MagiC 5.11
Date: 1997/07/09
Message-ID: <5q0m5jdcs1@zingo.tninet.se>#1/1
X-Deja-AN: 255798869
References: <59813409_000003_OASIS_NEWS@the-gap.demon.co.uk>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

: I've just taken the possibly foolish option and upgraded my Falcon from
: MagiC5.03 to 5.11!
:
: Can anyone in these groups:
:
: a) List the differences between 5.03 and 5.11?
: b) Tell me where I can find programmer docs for 5.11?

: c) Tell me how to turn *off* the 'realtime' windows. Lovely at first, but
:   now becoming annoying!!

I think there is a CPX that let you turn on/off the realtime windows.
Should be on the upgrade disk!

--

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                                                                @ @
  ----------------------------------------------------------oOO-(_)-OOo-----
```


Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/   dhedberg@algonet.se


```
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From 4488348647394979224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcb6e0b8c04eaee1,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: BLITBLT
Date: 1997/07/09
Message-ID: <Pine.SUN.3.95q.970709192119.9025F-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 255820650
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Hey everyone,

Anyone got some code on the BLITBLT command in GFA BASIC. Trying
to figure out how to use the thing.

Scott.

From 9181772617190798950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4cdd29492633a28,start
X-Google-Attributes: gid1115ce,public
From: tos@algonet.se (Peter Wallin)
Subject: WANTED! Mega Vision 300 TC drivers!
Date: 1997/07/09
Message-ID: <5q0uu4$3k9$2@pepsi.tninet.se>#1/1
X-Deja-AN: 255831122

Organization: PaW
Newsgroups: comp.sys.atari.programmer

I'm looking for all types of drivers for the Mega Vision 300 TT
True colcor and others.....

All info is a big help!

Peter Wallin
E-mail:
tos@algonet.se
Sweden!
Best Regards:
Peter Wallin
E-mail:
tos@algonet.se
Sweden

From -6918932478421739943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb7021bb3e0db60f
X-Google-Attributes: gid1115ce,public
From: "Michael Waters" <waterses@worldnet.att.net>
Subject: Re: Assembly Programming Question
Date: 1997/07/10
Message-ID: <01bc8ccc$05ca6ae0$cdc874cf@cmwaters-h>#1/1
X-Deja-AN: 255845903
References: <01bc87cf$199b00e0$3b7174cf@cmwaters-h>
<ECsA1s.GpJ@suse.modem.stud.uni-hannover.de>
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter <perot@suse.modem.stud.uni-hannover.de> wrote
> Program one of the timers inside the MFP (there is one unused) to expire
> 120 times a second, and set it up the cause a 68000 exception (interupt).

None of my documentation tells _HOW_ to do that though. Is there some
place where it is explained, or some freely-available bit of source that
demonstrates it?

thanks
myeck waters

From -6582850928354158388
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eb7021bb3e0db60f

X-Google-Attributes: gid1115ce,public
From: Pierre-Louis Lamballais <plamball@parx.fr>
Subject: Re: Assembly Programming Question
Date: 1997/07/10
Message-ID: <33C48F15.5396@parx.fr>#1/1
X-Deja-AN: 255905912
References: <01bc87cf$199b00e0$3b7174cf@cmwaters-h>
<ECsA1s.GpJ@suse.modem.stud.uni-hannover.de> <01bc8ccc$05ca6ae0$cdc874cf@cmwaters-h>
Organization: PARX
Reply-To: plamball@parx.fr
Newsgroups: comp.sys.atari.programmer

Michael Waters wrote:
>
> Peter Rottengatter <perot@suse.modem.stud.uni-hannover.de> wrote
> > Program one of the timers inside the MFP (there is one unused) to expire
> > 120 times a second, and set it up the cause a 68000 exception (interupt).
>
> None of my documentation tells _HOW_ to do that though. Is there some
> place where it is explained, or some freely-available bit of source that
> demonstrates it?
Well... it's a bit long to explain it, not because it's hard to
understand, but if you don't know exactly what is the MFP and if you
don't have documentation on it, I suppose that you're NOT a fanatic of
interrupt. The problem is that putting on an interrupt is an easy thing
for a demo (I dont' save anything and if it crash at the end, it doesn't
matter) but in a "clean" way, argll!!! It's not so easy. Same for
cleaning interrupt correctly at the end (espacially in a multitasking
context). And debugging something in interrupt is hard.
So, two possibilities:
1) You explain us exactly what you want to do, and we all try to find
the easiest way for doing that, perhaps without interrupt.
2) I "zip" you some pieces of code, 5 Kg of coffee and 2 kg of aspirine,
and you try. 8-))

--
+----------+
 Pierre-Louis Lamballais - plamball@parx.fr
 PARX
 9 Rue du Pin Dor?, F-53000 Laval - France
 Tel: 33-243569276 - Fax: 33-243568047
 http://www.parx.fr
+----------+

From 3917268060057431548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11d22456b548f197,start
X-Google-Attributes: gid1115ce,public
From: Ben Hall <cb170@city.ac.uk>

Subject: Slider Algorithms
Date: 1997/07/10
Message-ID: <Pine.GSO.3.95.970710145010.24551B-100000@swindon>#1/1
X-Deja-AN: 255956256
X-Sender: cb170@swindon
Organization: School of Informatics, City University, London
Newsgroups: comp.sys.atari.programmer

Hi guys,

I'm trying to code up some completely generic resource slider routines, and I need some help. Apologies if my description is not terribly good, as this is quite a complex problem that has stumped me for a while.

There are two fundamental approaches to implementing this. The first is to follow (as much as possible) the descriptions of the slider routines in ProGem. To avoid roundoff problems the ProGem routines describe using a range of 1-1000 for the travel of the slider, which is used for the wind_set call, which sets the pixel size of the (window) slider internally. As I can't use the wind_set call for a slider within a resource, how do I convert that 1-1000 range into the absolute pixel value? (This sounds easy but it's more involved when the slider size, slidebar size and the various document units are all completely variable)

If for these sliders you don't use a large range and instead base everything on pixel values, I get problems with roundoff errors. Basically my slider routines work for dragging the slider, the size is worked out using the proportion of the total document to the visible document. The problem is positioning the slider by lines - depending on the interaction between the document sizes, slidebar and slider sizes, one line is not necessarily an equal number of pixel steps. So when I move the slider down one line (by clicking on the down arrow, say) I need to know whether to position the slider by (say) 7 or 8 pixels to position it correctly. Take a look at how Selectric's slider works to understand what I mean. I've tried to decode E_Gem's slider routines but not being a C programmer it's pretty confusing.

I hope I'm getting across what I need to get across!

Thanks in advance... (BTW I'm using GFA if it makes any difference)

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 |>         | |
 |> E |\|   |-| /\ |_ |_
```

From 7273644308367088065

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d085779ec921f8,start
X-Google-Attributes: gid1115ce,public
From: randy97
Subject: http://www.love.com
Date: 1997/07/10
Message-ID: <33c52b32.0@pgh.nauticom.net>#1/1
X-Deja-AN: 256022016
Newsgroups: comp.sys.atari.programmer

Looking to find people in your area that enjoy the same things
as this newsgroup?

Check out http://www.love.com

It's free, it's new, and it's awesome.

Rand

From -359451445442231786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67499841e39b4311
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: MagiC 5.11
Date: 1997/07/10
Message-ID: <61170213_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 256138489
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
References: <5q0m5jdcs1@zingo.tninet.se>
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

In article <5q0m5jdcs1@zingo.tninet.se>
dhedberg@aristotle.algonet.se (Daniel Hedberg) wrote:-

>: I've just taken the possibly foolish option and upgraded my Falcon from
>: MagiC5.03 to 5.11!
>:
>: Can anyone in these groups:
>:
>: a) List the differences between 5.03 and 5.11?
>: b) Tell me where I can find programmer docs for 5.11?
>: c) Tell me how to turn *off* the 'realtime' windows. Lovely at first, but
>: now becoming annoying!!
>
>I think there is a CPX that let you turn on/off the realtime windows.

>Should be on the upgrade disk!

Not on mine there isn't :(Any idea what it's called?
BTW, I'm starting to like 'em again now :)

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From 259343522657497486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67499841e39b4311
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: MagiC 5.11
Date: 1997/07/11
Message-ID: <5q56g1ess1@pepsi.tninet.se>#1/1
X-Deja-AN: 256167142
References: <5q0m5jdcs1@zingo.tninet.se> <61170213_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Gary Priest (gary@the-gap.demon.co.uk) wrote:

: >I think there is a CPX that let you turn on/off the realtime windows.
: >Should be on the upgrade disk!

: Not on mine there isn't :(Any idea what it's called?
: BTW, I'm starting to like 'em again now :)

It's called SET_FLG.CPX and its location on the installation diskette is A:\MAGX_2\CPX\SET_FLG.CPX.

Check your CPX folder, maybe you just haven't activated it?

--


```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   Daniel Hedberg of New Beat Development

   New Beat Development on the web:    E-Mail:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se
```

---
oOo oOo
U U

From 5226015186181013277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67499841e39b4311
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: MagiC 5.11
Date: 1997/07/11
Message-ID: <33c61c17.622605@news.airtime.co.uk>#1/1
X-Deja-AN: 256190408
Sender: !ynoT
References: <5q0m5jdcs1@zingo.tninet.se> <61170213_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: STOSSER Software
Reply-To: comp.sys.atari.prgrammer
Newsgroups: comp.sys.atari.programmer

On Thu, 10 Jul 97 23:29:08 GMT, gary@the-gap.demon.co.uk (Gary Priest) wrote:

>>I think there is a CPX that let you turn on/off the realtime windows.
>>Should be on the upgrade disk!

Is this some sort of torture aimed at people with MagiC 503..Or will you be telling us what this "real time window" is ? <smile>

Using MagiC 503 with Gemulator.....

.

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

From -3161005704444840494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67499841e39b4311
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: MagiC 5.11
Date: 1997/07/11

Message-ID: <5q5if9ijq1@pepsi.tninet.se>#1/1
X-Deja-AN: 256199925
References: <5q0m5jdcs1@zingo.tninet.se> <61170213_000003_OASIS_NEWS@the-gap.demon.co.uk> <33c61c17.622605@news.airtime.co.uk>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

: >>I think there is a CPX that let you turn on/off the realtime windows.
: >>Should be on the upgrade disk!
:
: Is this some sort of torture aimed at people with MagiC 503..Or will
: you be telling us what this "real time window" is ? <smile>

Oh sorry! 8-)

In v5.1 you can have the windows to update in realtime when using the horisontal and vertical sliders. However, I must say I prefer the "ghostbox".

Take care,
Daniel

--

```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   Daniel Hedberg of New Beat Development

   New Beat Development on the web:    E-Mail:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se
  ---------------------------------------------------------------------------
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                                                                 U     U
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From -3445211126970338890
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67499841e39b4311
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: MagiC 5.11
Date: 1997/07/11
Message-ID: <5q5lbu$p8j$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 256223135
References: <5q0m5jdcs1@zingo.tninet.se> <61170213_000003_OASIS_NEWS@the-gap.demon.co.uk> <33c61c17.622605@news.airtime.co.uk> <5q5if9ijq1@pepsi.tninet.se>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

In article <5q5if9ijq1@pepsi.tninet.se>,

dhedberg@aristotle.algonet.se (Daniel Hedberg) writes:
>: Is this some sort of torture aimed at people with MagiC 503..Or will
>: you be telling us what this "real time window" is ? <smile>
> In v5.1 you can have the windows to update in realtime when using the
> horisontal and vertical sliders. However, I must say I prefer the
> "ghostbox".
Well, even 5.0x had realtime /sliders/, IIRC. What 5.1 adds is realtime
sizing and moving of windows, just as it is with using WINX and SingleTOS.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 5050848191629763425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb7021bb3e0db60f
X-Google-Attributes: gid1115ce,public
From: "Michael Waters" <waterses@worldnet.att.net>
Subject: Re: Assembly Programming Question
Date: 1997/07/11
Message-ID: <01bc8e42$169b6640$b92574cf@cmwaters-h>#1/1
X-Deja-AN: 256265361
References: <01bc87cf$199b00e0$3b7174cf@cmwaters-h>
<ECsA1s.GpJ@suse.modem.stud.uni-hannover.de> <01bc8ccc$05ca6ae0$cdc874cf@cmwaters-
h> <33C48F15.5396@parx.fr>
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

Pierre-Louis Lamballais <plamball@parx.fr> wrote in article
<33C48F15.5396@parx.fr>...
> Well... it's a bit long to explain it, not because it's hard to
> understand, but if you don't know exactly what is the MFP and if you
> don't have documentation on it, I suppose that you're NOT a fanatic of
> interrupt. The problem is that putting on an interrupt is an easy thing
> for a demo (I dont' save anything and if it crash at the end, it doesn't
> matter) but in a "clean" way, argll!!! It's not so easy. Same for
> cleaning interrupt correctly at the end (espacially in a multitasking
> context). And debugging something in interrupt is hard.
> So, two possibilities:
> 1) You explain us exactly what you want to do, and we all try to find
> the easiest way for doing that, perhaps without interrupt.
> 2) I "zip" you some pieces of code, 5 Kg of coffee and 2 kg of aspirine,

> and you try. 8-))

You're right, in all these years I've never needed to use interrupts before, mostly I wrote simple little utils (the most complex thing I ever did in assembly on an ST was a prg to convert "PCB DESIGNER" board layouts to IMG bitmaps, which certainly didn't require interrupts). I have some docs on the MFP registers, etc, but nothing that actually shows how to go about dealing with it.
The program I'm working on is strictly for my own use. I have a home recording setup, and both my MIDI sequencer and my hard disk recorder sync to MIDI Time Code (MTC), but neither will generate it, so the only way I can sync the two together right now is to run an analog tape with SMPTE time code on it and sync to that (which wears out the tape and the deck, and wastes time waiting for rewind). Since I have a few "spare" STs sitting around, I figured I'd set one up to generate MTC. For the flavor of MTC I want, I need to spit out code every 1/120 second.
The machine certainly wouldn't be multitasking. All it'll be doing while generating the MTC is checking for keypress or maybe mouse click (strictly in a start/stop capacity) and waiting for the interrupt.

Any help you can offer is appreciated.
myeck waters

From -4238619129218479951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67499841e39b4311
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: MagiC 5.11
Date: 1997/07/11
Message-ID: <Pine.BSI.3.95.970712012308.29339B-100000@usr09.primenet.com>#1/1
X-Deja-AN: 256332649
References: <5q0m5jdcs1@zingo.tninet.se> <61170213_000003_OASIS_NEWS@the-gap.demon.co.uk> <33c61c17.622605@news.airtime.co.uk> <5q5if9ijq1@pepsi.tninet.se>
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.6.209 (kellis)
Newsgroups: comp.sys.atari.programmer

On 11 Jul 1997, Daniel Hedberg wrote:

>: >>I think there is a CPX that let you turn on/off the realtime windows.
>: >>Should be on the upgrade disk!
>:
>: Is this some sort of torture aimed at people with MagiC 503..Or will
>: you be telling us what this "real time window" is ? <smile>
>

>Oh sorry! 8-)
>
>In v5.1 you can have the windows to update in realtime when using the
>horisontal and vertical sliders. However, I must say I prefer the
>"ghostbox".
No prob, you prefer ghostbox, just press CTRL key while moving.
If you want to have ghostbox as default, and CTRL key for realtime, go
in the INF and put flg=6.
bye

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -1223569519989602040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86b2793896471b1f,start
X-Google-Attributes: gid1115ce,public
From: llou@cyberbundle.net
Subject: >>Entrepreneurs Needed
Date: 1997/07/11
Message-ID: <5q64r7$2u5$1@its.hooked.net>#1/1
X-Deja-AN: 256352563
Organization: Asd, LLC
Newsgroups: comp.sys.atari.programmer

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From -4460941004906616277
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ecbc4b90cc12bdb4,start
X-Google-Attributes: gid1115ce,public
From: Dan Harley<netpro@op.net>
Subject: Best price on the net CD-R 74 Minute Gold $2.99 Retail package - no rebates no gimmics no surcharges
Date: 1997/07/11
Message-ID: <5q587m$284$6613@picasso.op.net>#1/1
X-Deja-AN: 256366815
Organization: NetPro Computer Services, Inc.
Newsgroups: comp.sys.atari.programmer

NetPro Computer Services, Inc.
http://www.netprocs.com

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Dan the Disc and DAT man brings you the best prices on the net:

^^^

JVC 2x/6x Internal kit $389.00 + free shipping!!!
* Adaptec EZ CD Pro V. 2.11 PC & Mac, Dos Ver 3.5 software
* kit includes PressIT CD labler software, 100 CD Blank lables, CD filled with templates, clipart - templates compt. with Pagemaker, Illus, P/S.
* 16 bit SCSI controller, cables, drivers
* 2 pieces blank media
* Highest quality kit COMPAC pales in comparision
* your satisfaction assured or you may return for full credit.
* JVC Inventor of VHS makes a SUPERIOR mechanism - read the trade mags!

Ricoh 6200 spi4 ReWritable Internal kit $519.00
* Authoring software now with variable packet writing - treats R/W as a floppy drive!
* Adaptec EZ CD Pro V 2.11, Toast CD for Mac
* 16 bit SCSI controller, cables, drivers
* one CD-R, one rewritable CD-RW

From 295788303296905139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb7021bb3e0db60f
X-Google-Attributes: gid1115ce,public
From: John Richardson <johnr@thedruid.demon.co.uk>
Subject: Assembly Programming Question
Date: 1997/07/11
Message-ID: <4mQx6DASknxzEwJA@thedruid.demon.co.uk>#1/1
X-Deja-AN: 256372518
Distribution: world
X-NNTP-Posting-Host: thedruid.demon.co.uk [158.152.231.228]
Sender: Peter Carr <pcarr@thedruid.demon.co.uk>
Organization: The Druid Wales UK
Newsgroups: comp.sys.atari.programmer

waterses@worldnet.att.net
> I am working on an assembly language program and have a problem. My
> program needs to execute a routine precisely every 1/120 second. The
> actual routine is a doddle, plenty of time to sit and wait between
> executions, but I have no idea how to achieve precise timing.
>
> Any suggestions?

OK, there are a few ways you could go about this but I think the best method
is to use the ST MFP Timer A. On the STE this is normally used to count
frames from the sound DMA chip, however it can be reprogrammed, you should be

aware that any software that makes use of the sound DMA may not work properly
with this routine installed.

```
TACR    equ     $fffa19
TADR    equ     $fffa1f

    move.b      #$7,TACR        ; select 12,288hz
    move.b      #$67,TADR       ; set 103 decrements between ints.
```

This will cause an interrupt 119.3 times per second which is just about as
close you can get to 120. Now you have another choice to make, do you want to
detect the interrupt through the 68k level 6 autovector or more simply just
use the MFP hardware bound interrupts. For simplicity I'll go with the
latter. So here is a complete routine to install your interrupt:

```
install:
    bclr        #5,$fffa07          ; disable Timer A interrupt
    move.l      #myrout,$134        ; store your routine
    move.b      #$6,TACR            ; select 12,288hz
    move.b      #$67,TADR           ; set 103 decs. between ints.
    bset        #5,$fffa07          ; enable Timer A interrupt
    rts
```

Your routine should end with 'RTS' and not 'RTE' as you might expect.

Hope this is helpful, Jr.

--
The Druid Wales UK >*< InterNet GateWay

From -4037355041332814042
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11d22456b548f197
X-Google-Attributes: gid1115ce,public
From: Guy Harrison <guy@swampdog.demon.co.uk>
Subject: Re: Slider Algorithms
Date: 1997/07/11
Message-ID: <868643424_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 256885895
X-Mail2News-User: guy@swampdog.demon.co.uk
X-Sender: POPwatch v2.02
Organisation: SwampDog
X-Mail2News-Path: punt-2.mail.demon.net!swampdog.demon.co.uk
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <Pine.GSO.3.95.970710145010.24551B-100000@swindon>
Ben Hall <cb170@city.ac.uk> said:-

>
>Hi guys,
>
>I'm trying to code up some completely generic resource slider
>routines, and I need some help. Apologies if my description is not
>terribly good, as this is quite a complex problem that has stumped me
>for a while.
>
>There are two fundamental approaches to implementing this. The first
>is to follow (as much as possible) the descriptions of the slider
>routines in ProGem. To avoid roundoff problems the ProGem routines
>describe using a range of 1-1000 for the travel of the slider, which
>is used for the wind_set call, which sets the pixel size of the
>(window) slider internally. As I can't use the wind_set call for a
>slider within a resource, how do I convert that 1-1000 range into the
>absolute pixel value?

Er, don't - until absolutely necessary. Keep track of things as
percentages of the whole.

>(This sounds easy but it's more involved when the slider size,
>slidebar size and the various document units are all completely
>variable)

Things are simpler if you take an abstract approach. Think of a
"document" as consisting of so many "units" (unit_off below) and the
"window" as being able to display a certain amount of those units at
any one time (unit_vis below). The portion of the "document" being
displayed can also be denoted as a 'unit offset' from zero (unit_off
below).

```
 slider_position = (1000 * unit_off) / (unit_tot - unit_vis)

 slider_size =  (1000 * unit_vis) / unit_tot
 if slider_size > 1000 then slider_size = 1000 /* for window > document */
```

To figure out which bit should be displayed from the slider ...

```
 unit_off = ((slider_position + 1) * (unit_tot - unit_vis)) / 1000;
```

... note that 32 bit math is needed to maintain precision.

>If for these sliders you don't use a large range and instead base
>everything on pixel values, I get problems with roundoff errors.
>Basically my slider routines work for dragging the slider, the size is
>worked out using the proportion of the total document to the visible
>document. The problem is positioning the slider by lines - depending
>on the interaction between the document sizes, slidebar and slider
>sizes, one line is not necessarily an equal number of pixel steps. So

>when I move the slider down one line (by clicking on the down arrow,
>say) I need to know whether to position the slider by (say) 7 or 8
>pixels to position it correctly. Take a look at how Selectric's slider
>works to understand what I mean. I've tried to decode E_Gem's slider
>routines but not being a C programmer it's pretty confusing.

Well, stuffing some values into the above formulas. Let's say we have
a 250 line document, our "window" displays 12 lines and the top line
in the window is line 57 (there is a line 0).

```
 slider_position = (1000 * 57) / (250 - 12) = 237
 slider_size     = (1000 * 12) / 250        =  48
```

This translates into 237 tenths of a percentage and 48 tenths of a
percent, so the slider size is 4.8% of its maximum size and is
positioned 23.7% of the way along.

For arguments sake, lets assume you constructed your resource where
the slider has a GBOX under it (ie parent of the slider) which is
exactly the full size the slider can be. Let's also assume this is a
vertical slider ...

When you want to adjust the slider, set ob_height[SLIDER] to 4.8% of
ob_height[GBOX], and set ob_y[SLIDER] to 23.7% of ob_height[GBOX] then
objc_draw the GBOX. It's best to check that the new and current
heights are different before objc_draw to save unnecessary drawing.

Another improvement would be to only use objc_draw if the mouse
happens to be over the slider, else use the VDI so the mouse stays on.

>I hope I'm getting across what I need to get across!

So do I else I've answered the wrong thing! <G>

Here's a bit of code which also shows one or two things I've not
mentioned. Sorry, its in C ...

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -4299932370792438443

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bb76c869090716a0,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Changing mem prot status
Date: 1997/07/12
Message-ID: <33c6f5fa.0@comnet.co.nz>#1/1
X-Deja-AN: 256320590
Newsgroups: comp.sys.atari.programmer

Is there a way to alter the memory protection status of a block of allocated memory?

For example:

```
pointer = Mxalloc( size, TT|PRIVATE );
...
(Do something with memory block)
...
Mtype( pointer, SHARED );
```

where the "Mtype" function alters protection from PRIVATE to SHARED

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

(From an infomercial currently playing on New Zealand Television)

"What do our customers tell us about using the Pure Water Distiller?"
"... [The Water] is so easy to drink, compared to other water"

Yeah, I agree. Whenever I want to drink normal water, I have to consult a _really_big_ instruction manual - and even then, it takes me half an hour before I can start to drink, because there aren't any pictures showing me how. But with the Pure Water Distiller, they include a simple one-page leaflet - WITH PICTURES!! - that show me how to drink water...

From 3087979012734226194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,79576b17414bad8f,start
X-Google-Attributes: gid1115ce,public
From: bingo5@micro.net

Subject: Writers Seeking Publication
Date: 1997/07/12
Message-ID: <5q7662$of8$610@roadrunner.miracle.net>#1/1
X-Deja-AN: 256337885
Organization: Woodside International Literary Agency
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

--_-=916
Content-type: text/plain; charset="us-ascii"
Content-transfer-encoding: 7bit

This file will become the message body...

--_-=916
Content-type: text/plain; charset="us-ascii"
Content-transfer-encoding: 7bit

33-29 58 street
addressed, stamped envelope (sase).
all fiction: send brief synopsis, first chapter, and include a self-
all nonfiction: send brief synopsis, first chapter, sase.
and previously published writers. writers from around the world are
main office
please do not submit entire manuscript unless invited to do so.
poetry: send 3 poems, sase.
sase.
screenplays for tv & movies: send brief synopsis, first 20 pages,
short stories: brief synopsis, first 3 pages, sase.
tele: (718) 651-8145
the woodside international literary agency
we are the woodside international literary agency. we are seeking new
welcome. two of our offices are in new york and a third is in florida.
what to send and where to send it:
woodside, new york 11377

;

--_-=916

From -5627797974163147766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,79576b17414bad8f
X-Google-Attributes: gid1115ce,public
From: bingo5@micro.net
Subject: Writers Seeking Publication
Date: 1997/07/12

Message-ID: <5q7ft4$t99$186@roadrunner.miracle.net>#1/1
X-Deja-AN: 256360038
Organization: Woodside International Literary Agency
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

--_-=507
Content-type: text/plain; charset="us-ascii"
Content-transfer-encoding: 7bit

This file will become the message body...

--_-=507
Content-type: text/plain; charset="us-ascii"
Content-transfer-encoding: 7bit

33-29 58 street
addressed, stamped envelope (sase).
all fiction: send brief synopsis, first chapter, and include a self-
all nonfiction: send brief synopsis, first chapter, sase.
and previously published writers. writers from around the world are
main office
please do not submit entire manuscript unless invited to do so.
poetry: send 3 poems, sase.
sase.
screenplays for tv & movies: send brief synopsis, first 20 pages,
short stories: brief synopsis, first 3 pages, sase.
tele: (718) 651-8145
the woodside international literary agency
we are the woodside international literary agency. we are seeking new
welcome. two of our offices are in new york and a third is in florida.
what to send and where to send it:
woodside, new york 11377

;

--_-=507

From -3746674771071914506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,79576b17414bad8f
X-Google-Attributes: gid1115ce,public
From: bingo5@micro.net
Subject: Writers Seeking Publication
Date: 1997/07/12
Message-ID: <5q7ivjlh611@roadrunner.miracle.net>#1/1
X-Deja-AN: 256366565

Organization: Woodside International Literary Agency
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

--_-=968
Content-type: text/plain; charset="us-ascii"
Content-transfer-encoding: 7bit

This file will become the message body...

--_-=968
Content-type: text/plain; charset="us-ascii"
Content-transfer-encoding: 7bit

33-29 58 street
addressed, stamped envelope (sase).
all fiction: send brief synopsis, first chapter, and include a self-
all nonfiction: send brief synopsis, first chapter, sase.
and previously published writers. writers from around the world are
main office
please do not submit entire manuscript unless invited to do so.
poetry: send 3 poems, sase.
sase.
screenplays for tv & movies: send brief synopsis, first 20 pages,
short stories: brief synopsis, first 3 pages, sase.
tele: (718) 651-8145
the woodside international literary agency
we are the woodside international literary agency. we are seeking new
welcome. two of our offices are in new york and a third is in florida.
what to send and where to send it:
woodside, new york 11377

;

--_-=968

From -5701001723475314823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb7021bb3e0db60f
X-Google-Attributes: gid1115ce,public
From: cavey@cavestar.demon.co.uk (Mark Cave-Ayland)
Subject: Re: Assembly Programming Question
Date: 1997/07/12
Message-ID: <868740301.19403.0.nnrp-3.c2de6b43@news.demon.co.uk>#1/1
X-Deja-AN: 256462356
X-NNTP-Posting-Host: cavestar.demon.co.uk [194.222.107.67]
References: <01bc87cf$199b00e0$3b7174cf@cmwaters-h>

Newsgroups: comp.sys.atari.programmer

"Michael Waters" <waterses@worldnet.att.net> wrote:

>Hiya;

>I am working on an assembly language program and have a problem. My
>program needs to execute a routine precisely every 1/120 second. The
>actual routine is a doddle, plenty of time to sit and wait between
>executions, but I have no idea how to achieve precise timing.
>
>Any suggestions?
>
>thanks
>myeck waters

Your best bet would be to use Timer A if it's available which can be
set up to count clock cycles for you. If you want further information,
then mail me and I will sig out some of my old source codes and docs.

Mark.

From -8870956551266196050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67499841e39b4311
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: MagiC 5.11
Date: 1997/07/12
Message-ID: <32516830_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 256495239
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
References: <5q56g1ess1@pepsi.tninet.se>
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

 In article <5q56g1ess1@pepsi.tninet.se>
  dhedberg@aristotle.algonet.se (Daniel Hedberg) wrote:-

>Gary Priest (gary@the-gap.demon.co.uk) wrote:
>
>: >I think there is a CPX that let you turn on/off the realtime windows.
>: >Should be on the upgrade disk!
>
>: Not on mine there isn't :(Any idea what it's called?

>: BTW, I'm starting to like 'em again now :)
>
>It's called SET_FLG.CPX and its location on the installation diskette is
>A:\MAGX_2\CPX\SET_FLG.CPX.
>
>Check your CPX folder, maybe you just haven't activated it?

Okay. Just checked it. Nope. I have no cpx by that name. in the folder above
I have just magxconf.cpx and tslice.cpx! That's all :(

Maybe us English user's don't get it :(

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From 3730257942381024142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb7021bb3e0db60f
X-Google-Attributes: gid1115ce,public

From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Assembly Programming Question
Date: 1997/07/12

Message-ID: <ED78B4.Jy9@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 256505048
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <01bc87cf$199b00e0$3b7174cf@cmwaters-h>
<ECsA1s.GpJ@suse.modem.stud.uni-hannover.de> <01bc8ccc$05ca6ae0$cdc874cf@cmwaters-
h>

Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <01bc8ccc$05ca6ae0$cdc874cf@cmwaters-h>,
     "Michael Waters" <waterses@worldnet.att.net> writes:
> Peter Rottengatter <perot@suse.modem.stud.uni-hannover.de> wrote
>> Program one of the timers inside the MFP (there is one unused) to expire
>> 120 times a second, and set it up the cause a 68000 exception (interupt).
>
> None of my documentation tells _HOW_ to do that though. Is there some
> place where it is explained, or some freely-available bit of source that
> demonstrates it?

The german Profibuch is an excellent source, but I believe the english
Compendium has the info too. If you can't find it, ask again, and I'll
write up a few lines on the matter.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
---

From 1558552577545278616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67499841e39b4311
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: MagiC 5.11
Date: 1997/07/12
Message-ID: <76876454_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 256591054
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
References: <Pine.BSI.3.95.970712012308.29339B-100000@usr09.primenet.com>
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

In article <Pine.BSI.3.95.970712012308.29339B-100000@usr09.primenet.com>
Katherine L Ellis <kellis@primenet.com> wrote:-

>On 11 Jul 1997, Daniel Hedberg wrote:
>
>>: >>I think there is a CPX that let you turn on/off the realtime windows.
>>: >>Should be on the upgrade disk!
>>:
>>: Is this some sort of torture aimed at people with MagiC 503..Or will
>>: you be telling us what this "real time window" is ? <smile>
>>
>>Oh sorry! 8-)
>>
>>In v5.1 you can have the windows to update in realtime when using the
>>horisontal and vertical sliders. However, I must say I prefer the
>>"ghostbox".
>No prob, you prefer ghostbox, just press CTRL key while moving.
>If you want to have ghostbox as default, and CTRL key for realtime, go
>in the INF and put flg=6.

Oh yes. I just tried that. I also found that double clicking on a window's
menu bar, hides the body of the window and just leaves the bar. This is
really, really nice!! :) Double clicking again, brings it back. Cool :)

I just think it's a shame there's no documentation on these new features :(

Gary

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From -7958698766489182909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11d22456b548f197
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Slider Algorithms
Date: 1997/07/13
Message-ID: <U3EOCVD@tos.pl.net>#1/1
X-Deja-AN: 256493851
References: <Pine.GSO.3.95.970710145010.24551B-100000@swindon>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Ben Hall (cb170@city.ac.uk) wrote:

: I'm trying to code up some completely generic resource slider
: routines, and I need some help. Apologies if my description is not
: terribly good, as this is quite a complex problem that has stumped me
: for a while.

IMHO there should be a complete slider object available, but since there
isn't, it is necessary to to it by hand.

: Thanks in advance... (BTW I'm using GFA if it makes any difference)

Well I can't help with GFA (Basic?) but I can help with the sliders in
general.

The problems you are having seem to be mostly related to converting the
logical 1-1000 scale to the pixel positions onscreen. You can do this
with this simple formula. It will convert between any two scales:

source_value * dest_range / source_range

So to convert your 1-1000 scale to the pixel scale of the slider (assuming

the slider is 100 pixels high) you could use:

pixel_position = logical_position * 100 / 1000

To convert a pixel value back to a logical value (useful when the user drags the slider to a new position) you would use:

logical_position = pixel_position * 1000 / 100

Note that the 100 would be better replaced with a way of determining the slider height, such as tree[object].ob_height. This way adjusting the slider size in the resource would not require a change to the program.

Note that you could also convert directly between document size and slider size in the same way:

pixel_position = position_in_document * slider_size / document_size

and

position_in_document = pixel_position * document_size / slider_size

In any case, with that you should be able to do all the conversions you need. You probably want some functions for manipulating the slider, such as:

set_slider_position(position , range)
this will allow you to do things like:
set_slider_position(current_position_in_document , document_size)

get_slider_position(range)
this will enable things like:
position_in_document = get_slider_position(document_size)

You will want similar functions for setting the size of the slider.

In most cases, you will also find it necessary to copy areas of the display that are still visible during scrolling, rather than redrawing them. For example, if the user scrolls down one line, only the one new line should be drawn, the rest should be copied up on the screen by the size of one line. Remember that it is not as simple as copying the whole document display area, though - the rectangle list must be observed at all times.

I hope this has been of some help. If I can be of further assistance, don't hesitate to ask.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

```
      |\__/,|   (`\
    _.|o o  |_   ) )
--(((---(((--------
```

From 5929470236016367088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11d22456b548f197
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: Slider Algorithms
Date: 1997/07/13
Message-ID: <33cb92c6.1743969@news.airtime.co.uk>#1/1
X-Deja-AN: 256593261
Sender: !ynoT
References: <Pine.GSO.3.95.970710145010.24551B-100000@swindon>
<U3EOCVD@tos.pl.net>
Organization: STOSSER Software
Reply-To: comp.sys.atari.prgrammer
Newsgroups: comp.sys.atari.programmer

On Sun, 13 Jul 1997 10:41:28 GMT, mb@tos.pl.net (Mario Becroft) wrote:

>In any case, with that you should be able to do all the conversions you
>need. You probably want some functions for manipulating the slider, such

Am I right in thinking this is for showing a text document.. does the formula offered take into account a document with less lines than the scroller ie: scroller=100 pixels.. document=70 lines, but a slidebar is still needed because the document is longer than a visible page?

I have a slider in STOS BASIC that I use for displaying documents in diskzine shells, check out any edition of ST+ Diskmag and you can see it.. works for all size documents small or large.. it is a progresion bar.. but easily changed to slider as can be imagined:)

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

From 4132904286866461077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb7021bb3e0db60f
X-Google-Attributes: gid1115ce,public
From: "Michael Waters" <waterses@worldnet.att.net>
Subject: Re: Assembly Programming Question
Date: 1997/07/13
Message-ID: <01bc8f9c$c04133e0$4f6774cf@cmwaters-h>#1/1

X-Deja-AN: 256622829
References: <4mQx6DASknxzEwJA@thedruid.demon.co.uk>
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

John Richardson <johnr@thedruid.demon.co.uk> wrote

```
>
> TACR    equ     $fffa19
> TADR    equ     $fffa1f
>
>     move.b      #$7,TACR        ; select 12,288hz
>     move.b      #$67,TADR       ; set 103 decrements between ints.
>
> This will cause an interrupt 119.3 times per second which is just about
> as close you can get to 120.
```

Thanks for the code. I'll look into it in a few days when I have the time.

But - is 119.3 really as close as you can get? For this project I really need to get well within the 119.9-120.1 range. I'm beginning to think I'll have to tack an oscillator on the cart port.

thanks again
myeck waters

From -6912910371219169730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,65e7555d90181b89,start
X-Google-Attributes: gid1115ce,public
From: jacob<jacob@friesl.net>
Subject: Asian Ladies
Date: 1997/07/13
Message-ID: <5qb9uh$rtk@halley.pi.net>#1/1
X-Deja-AN: 256665428
Organization: World Access/Planet Internet
Newsgroups: comp.sys.atari.programmer

I've found the pefect site with nude Asian ladies.
Much more than you can find in any newsgroup.

http://home.pi.net/~sappie/playboy.htm

From 3351507453057005464
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d12bc555496b550,start
X-Google-Attributes: gid1115ce,public
From: a7@a.a
Subject: $$ LOAN BUSINESS, EASY MONTHLY INCOME, NO BRAINER $
Date: 1997/07/13
Message-ID: <33c92278.0@news.unibe.ch>
X-Deja-AN: 256675020
Organization: 5
Newsgroups: comp.sys.atari.programmer

I have participated in the standard "Please put me on your mailing list" letter and found it to be worth
my time (I get 1 or 2 handfulls or letters every day) but I also found that it's results were nowhere
near what I expected due mainly to people not sending in the money but rather spreading the letter
without paying for it. I participated in that mainly as an experiment and found that there are a
tremendous amount of people willing to do it. I thought about how to, first, eliminate the "non-pay"
problem and, second, to create a monthly income. I came upon the solution and decided to start a new
program. I decided that there were 3 things that this new program needed in order to work for everyone
and they were: 1.) It needed to be very simple and easy for anyone to do, and, 2.) It needed to be
inexpensive enough for even the poorest of people, and, 3.) It needs to be DUPLICATABLE. I think you
will find this program to meet those requirements. I have put lots of thought into it and I ask that you
PLEASE do NOT modify it. This WILL WORK if you follow it. This system is based on the unconditional
"loaning" of money to people. Simply say, "I am loaning you this $2 as an act of goodwill to help you in
your financial need, you may pay me back if and when you can." You should find 5 or more people who will
send $2 to the 5 needy people on this list AND MAINTAIN 5 or more people who will do the same. You
should put your name on postition number 5 and move each of the other names up one position. The name
originally on position number 1 gets removed. You should be able to contact each of your 5 or more
people to see if they are going to be active this month. If not then you need to find one or more people
to be active in order to maintain at least 5. I am not speaking about the 5 people

on the list but
rather the 5 new people you have found. I would highly suggest having more than 5 in any given month.
Now I know that this would be extremely easy to do since I can think of at least 20 people myself who
will do this consistently. The key is to maintain at LEAST 5 active people. If you don't then you can't
expect for the rest of the people to do it either and you can't expect for this system to work. This
system is a no-brainer, and if someone can't afford the $10 + stamps for this then they truly ARE in
need! It is OK to use the internet to find people but I think it would be easier to find them through
people that you know. This way it will be easier for you to contact them every month to ask about their
being active, unless someone is willing to give you their e-mail address. Here are some numbers:

Monthly income model per level and total for maintaining 4 active members @ $2 each:

Level 1: $2 x 4 people = $8, Total now $8
Level 2: $2 x 16 people = $32, Total now $8 + $32 = $40
Level 3: $2 x 64 people = $128, Total now $8 + $32 + $128 = $168
Level 4: $2 x 256 people = $512, Total now $8 + $32 + $128 + $512 = $680
Level 5: $2 x 1024 people = $2048, Total now $8 + $32 + $128 + $512 + $2048 = *** $2728 ***

Yearly income: $2728 x 12 months = $32,736

Monthly income model per level and total for maintaining 5 active members @ $2 each:

Level 1: $2 x 5 people = $10, Total now $10
Level 2: $2 x 25 people = $50, Total now $10 + $50 = $60
Level 3: $2 x 125 people = $250, Total now $10 + $50 + $250 = $310
Level 4: $2 x 500 people = $1000, Total now $10 + $50 + $250 + $1000 = $1310
Level 5: $2 x 2500 people = $5000, Total now $10 + $50 + $250 + $1000 + $5000 = *** $6310 ***

Yearly income: $6310 x 12 months = $75,720

Monthly income model per level and total for maintaining 6 active members @ $2 each:

Level 1: $2 x 6 people = $12, Total now $12
Level 2: $2 x 36 people = $72, Total now $12 + $72 = $84
Level 3: $2 x 216 people = $432, Total now $12 + $72 + $432 = $516
Level 4: $2 x 1296 people = $2592, Total now $12 + $72 + $432 + $2592 = $3108
Level 5: $2 x 7776 people = $15552, Total now $12 + $72 + $432 + $2592 + $15552 =

*** $18660 ***

Yearly income: $18660 x 12 months = $223,920

Monthly income model per level and total for maintaining 7 active members @ $2 each:

Level 1: $2 x 7 people = $14, Total now $14
Level 2: $2 x 49 people = $98, Total now $14 + $98 = $112
Level 3: $2 x 343 people = $686, Total now $14 + $98 + $686 = $798
Level 4: $2 x 2401 people = $4802, Total now $14 + $98 + $686 + $4802 = $5600
Level 5: $2 x 16807 people = $33614, Total now $14 + $98 + $686 + $4802 + $33614 = *** $39214 ***

Yearly income: $39214 x 12 months = $470,568

Keep in mind that it does not matter what day of the month that someone chooses to be active. It DOES matter that they are active on that day EVERY month. The key to this is DUPLICATION! You must treat this as a business. If you treat it like a hobby that is how it will treat you. You could even organize small meetings with your people and their prospects and work with your leaders. Think of how easy this would be for you, how reasonable this is, and of how good the chances are of it working for you. You may need to hire someone to open all the envelopes.

NOTE: I decided on $2 instead of $1 because it is more feasible and it won't matter much for someone to send $2 as opposed to $1. Also I was against $5 as that becomes too expensive to duplicate.

Mail $2 every month with a piece of paper saying "I am loaning you this $2 as an act of goodwill to help you in your financial need, you may pay me back if and when you can" to the following needy people:

#1 Robert Jezil
114 Jefferson Ave.
Slidell, LA 70460

#2 Phil Walther Jr.
9495 Annapolis Lane North
Maple Grove, MN 55369

#3 C. E. Burkman
170 University Ave. W
Suite 12-129
Waterloo, Ontario
N2L 3E9

#4 A. Bailey
1207 Reeves Road
Plainfield, IN 46168

#5 J. Martin
P.O. Box 2292
Reston, Va. 20195

From -8033381273384260456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a73349ca4faaa37,start
X-Google-Attributes: gid1115ce,public
From: a18@a.a
Subject: $$$$$$ NEW SYSTEM, BETTER THAN "ADD ME TO YOUR MAILING LIST" $$$$$$
Date: 1997/07/13
Message-ID: <33c92261.0@news.unibe.ch>
X-Deja-AN: 256675068
Organization: 9
Newsgroups: comp.sys.atari.programmer

I have participated in the standard "Please put me on your mailing list" letter and found it to be worth
my time (I get 1 or 2 handfulls or letters every day) but I also found that it's results were nowhere
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Level 5: $2 x 7776 people = $15552, Total now $12 + $72 + $432 + $2592 + $15552 = *** $18660 ***

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Level 4: $2 x 2401 people = $4802, Total now $14 + $98 + $686 + $4802 = $5600
Level 5: $2 x 16807 people = $33614, Total now $14 + $98 + $686 + $4802 + $33614 = *** $39214 ***

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Waterloo, Ontario
N2L 3E9

#4 A. Bailey
1207 Reeves Road
Plainfield, IN 46168

#5 J. Martin
P.O. Box 2292
Reston, Va. 20195

From 5413787315171812006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb7021bb3e0db60f
X-Google-Attributes: gid1115ce,public
From: jones@kali.vbs.at (Lazy Jones)
Subject: Re: Assembly Programming Question
Date: 1997/07/13
Message-ID: <slrn5sihj1.2lq.jones@kali.vbs.at>#1/1
X-Deja-AN: 256783094
References: <4mQx6DASknxzEwJA@thedruid.demon.co.uk>
<01bc8f9c$c04133e0$4f6774cf@cmwaters-h>
Organization: at-net News-Server
Newsgroups: comp.sys.atari.programmer

In article <01bc8f9c$c04133e0$4f6774cf@cmwaters-h>, Michael Waters wrote:
>John Richardson <johnr@thedruid.demon.co.uk> wrote
>> move.b #$7,TACR ; select 12,288hz
>> move.b #$67,TADR ; set 103 decrements between ints.
>>
>> This will cause an interrupt 119.3 times per second which is just about
>> as close you can get to 120.
>But - is 119.3 really as close as you can get? For this project I really
>need to get well within the 119.9-120.1 range. I'm beginning to think I'll
>have to tack an oscillator on the cart port.

You can get exactly 120Hz (untested (*)) with a divider of 64 and a initial TADR
value of 160 for example (2457600/64 = 38400, 38400/160 = 240), and using
your own counter in the interrupt routine to trigger your event every
2nd interrupt. Give it a try, the values above should be 5 for TACR and
160 for TADR.
If you need extremely precise timings, you could busy-wait, of course...
Just wait for the appropriate number of cycles until the next event while

the interrupts are turned off.

-LJ
(*) someone correct me if I'm wrong... it's been ages

From 8190228252441721259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c9cdc119dff0c4b3,start
X-Google-Attributes: gid1115ce,public
From: softshare@aol.com
Subject: I want to buy software
Date: 1997/07/14
Message-ID: <33ca48e9.0@news.netzilla.net>#1/1
X-Deja-AN: 256817495
Organization: SEXZILLA.COM http://www.sexzilla.com
Newsgroups: comp.sys.atari.programmer

Dear friends,

I am buying software from all over the world to sell to german
firms. In case you have something to sell, please do send a
SHORT email, describing briefly what the main features are.
Please tell an address for easy downloading of demos.

Thank you, Software-it Germany

mailto: softshare@aol.com

----------==== Posted via Sexzilla News ====----------
http://www.sexzilla.com Search, Read, Post to Usenet
----------==== With A Whole Lot More ====----------

From -7453471523981046086
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11d22456b548f197
X-Google-Attributes: gid1115ce,public
From: Ben Hall <cb170@city.ac.uk>
Subject: Re: Slider Algorithms
Date: 1997/07/15
Message-ID: <Pine.GSO.3.95.970715010352.20438B-100000@swindon>#1/1
X-Deja-AN: 256885619
X-Sender: cb170@swindon
Organization: School of Informatics, City University, London
Newsgroups: comp.sys.atari.programmer

Mario, thanks for taking the time to help, I really appreciate it. So, pressing on...

Mario wrote:

> IMHO there should be a complete slider object available, but since
> there isn't, it is necessary to to it by hand.

Yeah, and they're complex little gits to code manually..! :)

> Well I can't help with GFA (Basic?) but I can help with the sliders in
> general.

Great

> The problems you are having seem to be mostly related to converting
> the logical 1-1000 scale to the pixel positions onscreen. You can do
> this with this simple formula. It will convert between any two scales:

So the way to do this properly is definitely to stick to the logical scale. Cool, that's one question answered...

So, do you maintain the slider_size and slider_position variables in logical units, and then only do the pixel conversions when the time comes to actually change the slider?

> So to convert your 1-1000 scale to the pixel scale of the slider
> (assuming the slider is 100 pixels high) you could use:
>
> pixel_position = logical_position * 100 / 1000

That "100" that you refer to - is that the size of the slider itself, the size of the slidebar, or the range of freedom of movement that the slider has on the slidebar? (ie the slidebar size minus the slider size)

> Note that the 100 would be better replaced with a way of determining
> the slider height, such as tree[object].ob_height. This way adjusting
> the slider size in the resource would not require a change to the
> program.

Yes, I do this already.

> pixel_position = position_in_document * slider_size / document_size

"position_in_document" I guess is the line number, slider_size (in logical units?). What units is "document_size" in? If the document is (say) 7 lines, does document_size = 7?

I must say I didn't have much luck in getting this formula to work - however, I did get ProGem's formula (below) to work, but that does not include the slider size in the formula, which is not ideal, obviously.

```
 pixel_position = 1000 * (top_wind - top_doc) / (total_doc - seen_doc)
```

> set_slider_position(position , range)
>
> You will want similar functions for setting the size of the slider.

Yes, I do all this. So far, this is the neatest code I've _ever_ written, as it's going to become part of my personal GEM library that I'm building up.

> In most cases, you will also find it necessary to copy areas of the
> display that are still visible during scrolling, rather than redrawing
> them.

Ah, that's good advice - I don't do that currently because most of the redraw area is pretty small - 4 or 5 lines or so. But I will certainly add that to the routines (when I get them working... :)

> I hope this has been of some help. If I can be of further assistance,
> don't hesitate to ask.

Thanks Mario, you've been a great help. Let me have a play and I'll know whether I need to bother you again :)

Much appreciated...

```
 |>         | |
 |> E |\|   |-| /\ |_ |_
```

From 7125544664843685501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ef75dfef857b561,start
X-Google-Attributes: gid1115ce,public
From: sflater@vbe.com (Steve Flater)
Subject: The game PHOENIX
Date: 1997/07/15
Message-ID: <33cfea12.16358002@news.vbe.com>#1/1
X-Deja-AN: 256915363
Organization: Valley Business Equipment
Newsgroups: comp.sys.atari.programmer

I am looking for the game called Phoenix, I know it was released for
the 2600. That version is not the one I am needing. I am looking for
a release on either the 800/XL, 5200, 7800, or the ST computer. I
remember back in 84-85 reading a review for it, I do not remember what
system it was released for. I REALLY need this game, if someone can
help me out, I will pay $$$ for it. Please let me know by e-mail.
Thank you in advance.

Sincerely,

Steve Flater
sflater@vbe.com

From -2225000265541623948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,11d22456b548f197
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Slider Algorithms
Date: 1997/07/15
Message-ID: <33cb2392.0@comnet.co.nz>#1/1
X-Deja-AN: 256952270
Newsgroups: comp.sys.atari.programmer

!ynoT wrote:
> On Sun, 13 Jul 1997 10:41:28 GMT, mb@tos.pl.net (Mario Becroft) wrote:

> >In any case, with that you should be able to do all the conversions you
> >need. You probably want some functions for manipulating the slider, such

> Am I right in thinking this is for showing a text document.. does the
> formula offered take into account a document with less lines than the
> scroller ie: scroller=100 pixels.. document=70 lines, but a slidebar
> is still needed because the document is longer than a visible page?

(My news server doesn't seem to have received earlier articles in this
thread. From memory you use STOS, which I am not familiar with)

A pseudocode algorithm you could use (Typed entirely from memory) is:

(Ignoring error checking)

```
set_scroller_size:
  get window work area
  num_lines_displayable = work_area_height / height_of_one_line
  num_chars_displayable = work_area_width / width_of_one_char
  if num_lines_displayable is less than lines_in_document
    display vertical scroll thumb full size
  else
    new_size = num_lines_displayable / lines_in_document
```

```
    new_position = top_line / (lines_in_document - num_lines_displayable)
    display vertical scroll thumb at new_position with new_size
  end if
  if num_chars_displayable is less than longest_line
    display horizontal scroll thumb full size
  else
    new_size = num_chars_displayable / longest_line
    new_position = offset_in_line / (longest_line - num_chars_displayable)
    display horizontal scroll thumb at new_position with new_size
  end if
```

(I've ignored clipping and error checks in the following display pseudocode)

```
display_horizontal_scroller:
  get horizontal scroll bar position
  if scroller is full size
    left = 0
    right = width_of_scroll_area
  else
    scroll_width_in_pixels = new_size_percentage * width_of_scroll_area
    range = width_of_scroll_area - scroll_width_in_pixels
    left = new_position_percentage * range
    right = left + range
  end if
  top = 0
  bottom = height_of_horizontal_scroll_bar
  add scrollbar position to (left,top) and (right,bottom)
  draw thumb from (left,top) to (right,bottom)

display_vertical_scroller:
  get vertical scroll bar position
  if scroller is full size
    top = 0
    bottom = height_of_scroll_area
  else
    scroll_height_in_pixels = new_size_percentage * height_of_scroll_area
    range = height_of_scroll_area - scroll_height_in_pixels
    top = new_position_percentage * range
    bottom = top + range
  end if
  left = 0
  right = width_of_vertical_scroll_bar
  add scrollbar position to (left,top) and (right,bottom)
  draw thumb from (left,top) to (right,bottom)
```

(There is probably something obvious I've left out)

--

Any email sent to my address will bounce, however I can now be contacted
via an intermediary : gem at tos pl net. I would like to apologise to the
genuine respondents that this may inconvenience.

--

Quote For The Month:

(From an infomercial currently playing on New Zealand Television)

"What do our customers tell us about using the Pure Water Distiller?"
"... [The Water] is so easy to drink, compared to other water"

Yeah, I agree. Whenever I want to drink normal water, I have to consult a _really_big_ instruction manual - and even then, it takes me half an hour before I can start to drink, because there aren't any pictures showing me how. But with the Pure Water Distiller, they include a simple one-page leaflet - WITH PICTURES!! - that show me how to drink water...

From -4724962937809014238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82eecbcebfebcb13
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Memory Fragmentation
Date: 1997/06/18
Message-ID: <9c0_9706212000@conchbbs.com>#1/1
X-Deja-AN: 251677640
Organization: Houston Area League of PC Users
X-FTN-To: david@ritter.demon.co.uk
Newsgroups: comp.sys.atari.programmer

d > Would the best way to load them be into 1 large memory block
d > or load each module into its own block of memory taking into
d > account memory fragmentation?

If you plan to keep them in RAM until the program is done, there will be no (or very little) fragmentation. Fragmentation occurs when the blocks released are isolated and too small to be reused.

Pagestream uses Pexec() to load its modules (import/export and printer drivers).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -6575312965932388843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8de086397a116826
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Help with long file name
Date: 1997/06/18
Message-ID: <5o8l1q$5a7@balaena.bio.vu.nl>#1/1
X-Deja-AN: 251922550
References: <a68_9706142108@conchbbs.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:

: If you are writing TTP programs, stop doing that! Think of command
: lines as a bad programming practice, maintained for backward
: compatiblity.

I think that many Unix-environment users will disagree...
(But MS-DOS users won't ;-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin
From news Wed Jun 18 14:41:31 1997
To: wezel
Subject: Local Post
Content-Length: 965

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Help with long file name
Date: 18 Jun 1997 12:41:30 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 20
Message-ID: <5o8l1q$5a7@balaena.bio.vu.nl>
References: <a68_9706142108@conchbbs.com>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

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Valerie: Aww, Tom, you're going maudlin on me ...
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-- Tom Chapin

From 3788906121149376959
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c16e25adff3f4ae3
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Packed Pixel XIMG file?
Date: 1997/06/18
Message-ID: <5o8lr6$5a7@balaena.bio.vu.nl>#1/1
X-Deja-AN: 251922808
References: <5nrcmv$o4u@balaena.bio.vu.nl> <33A78CF2.210@parx.fr>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Pierre-Louis Lamballais (plamball@parx.fr) wrote:

: Picture file format dont' depend on the structure of the screen. In

I know... It's a standard format. What I want to know is if this format is
still one line per plane for each scanline with _any_ packed pixel (ie.
usually >8 planes and no palette) bitmap.

: fact, an IMG/XIMG file has teh stucture for an ATARI screen.

Ehhh... If you're saying that an (X)IMG file has the same bitmap format as
the screen bitmap: no way! (Except for a 1 bitplane screen ofcourse)

: Si if your
: screen is a 256c Falcon screen, that's good. If your screen is a 256c

: packeb byte screen, you have to transfom the piscture before displaying
: it.
: The problem is the same in TC mode: a Falcon in TC16 is RRRRRVVVVVVBBBBB
: as a Macintosh (running with Magic eg) is xRRRRRVVVVVBBBBB so you have
: to translate your picture.

A multi plane screen bitmap has to be transformed for XIMG in any case.
I just want to know if the standard bitmap (VDI) and (X)IMG formats for
RGB packed pixels are what I think they are (ie. each line split into
planes)

: We've made such routines for loading, dithering and so on.
: Take a look a our web site for that.

I know. I'm already a registered developer with PARX. I just haven't had
time to decypher the docs yet...

-=Levjenno

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(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin

From news Wed Jun 18 14:55:04 1997
To: wezel
Subject: Local Post
Content-Length: 1997

Path: sun4nl!bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Packed Pixel XIMG file?
Date: 18 Jun 1997 12:55:02 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 43
Message-ID: <5o8lr6$5a7@balaena.bio.vu.nl>
References: <5nrcmv$o4u@balaena.bio.vu.nl> <33A78CF2.210@parx.fr>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

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: as a Macintosh (running with Magic eg) is xRRRRRVVVVVBBBBB so you have
: to translate your picture.

A multi plane screen bitmap has to be transformed for XIMG in any case.
I just want to know if the standard bitmap (VDI) and (X)IMG formats for
RGB packed pixels are what I think they are (ie. each line split into
planes)

: We've made such routines for loading, dithering and so on.
: Take a look a our web site for that.

I know. I'm already a registered developer with PARX. I just haven't had
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-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
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Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin

From 1802418492788198906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a20de8b763dcb04f
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: VDISYS
Date: 1997/06/18
Message-ID: <5o8m6s$5a7@balaena.bio.vu.nl>#1/1
X-Deja-AN: 251922814
References: <Pine.SUN.3.95q.970617000731.23568A-100000@ganymede.cs.mun.ca>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Scott Harris (harris@cs.mun.ca) wrote:

: Can anyone give me some code on how to use vro_cpyfm() VDISYS 109,
: vrt_cpyfm(): VDISYS 121, and the vr_trnfm(): VDISYS 110. Or tell me what
: each means and how they work?

Get the English version of the NVDI docs. These document nearly all old VDI
and all new (N)VDI calls.

URL: http://www.uni-karlsruhe.de/~Thomas.Much/archive/nvdiguie.zip

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin
From news Wed Jun 18 15:01:18 1997
To: wezel
Subject: Local Post
Content-Length: 1077

Path: sun4nl!bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: VDISYS
Date: 18 Jun 1997 13:01:16 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 22
Message-ID: <5o8m6s$5a7@balaena.bio.vu.nl>
References: <Pine.SUN.3.95q.970617000731.23568A-100000@ganymede.cs.mun.ca>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

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: vrt_cpyfm(): VDISYS 121, and the vr_trnfm(): VDISYS 110. Or tell me what
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Get the English version of the NVDI docs. These document nearly all old VDI
and all new (N)VDI calls.

URL: http://www.uni-karlsruhe.de/~Thomas.Much/archive/nvdiguie.zip

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(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin

From 8643653560452368775
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3d0b6824a4666f36,start
X-Google-Attributes: gid1115ce,public
From: adfkj@woeiruffsrwwg.com
Subject: New Service for your "Pager"!!!!!
Date: 1997/06/19
Message-ID: <5oa7b9$kvq@mtinsc04.worldnet.att.net>#1/1
X-Deja-AN: 251004639
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

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Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice
Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial,
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http://www.mynumber.com

* Based on our best priced plan.

From 5408071108397714198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82eecbcebfebcb13
X-Google-Attributes: gid1115ce,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: Memory Fragmentation
Date: 1997/06/19
Message-ID: <5oar9j$sqi@newstoo.ericsson.se>#1/1
X-Deja-AN: 251060169
References: <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>
Organization: Ericsson Software Technology AB, Karlskrona, Sweden
Reply-To: epkerha@epk.ericsson.se
Newsgroups: comp.sys.atari.programmer

In article <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>,
david@ritter.demon.co.uk (David Knight) writes:
>In the program I am currenty writing I'm wanting to be able to load
>seperate modules to the program so new features can be added with the
>addition of a module. The modules will all be loaded when the program
>is first executed.
>
>Would the best way to load them be into 1 large memory block or load
>each module into its own block of memory taking into account memory
>fragmentation?
>The problem I see with using 1 block is that if memory is badly
>fragmented then the block may not be allocated even if the system has
>plenty of ram free.
>The memory is being allocated using m_alloc()
>
If your program is intended to run on TOS only

you will run into problems if using Malloc() systemcalls.
There is a limit of ~10 Malloc() calls, after this the system
will crasch or be confused
and if writing to HD crasching the filesystem.

If using MiNT you can start child processes as modules.
Then communicate with the modules by using pipes or GEM messages.
In this way your modules will run whithout pausing your application.

/Erik Hall


```
-------------------------------------------------------------------------------
Mail : Erik.Hall@epk.ericsson.se                          |||    ATARI Falcon030
or     erikhall@mail2.tripnet.se                          /|\    ---------------
URL  : http://www2.tripnet.se/~erikhall/index.html      / | \   Hades 060
-------------------------------------------------------------------------------
```


From 8436781496701024738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82eecbcebfebcb13
X-Google-Attributes: gid1115ce,public

From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Memory Fragmentation
Date: 1997/06/19

Message-ID: <5ob80rija1@news.th-darmstadt.de>#1/1
X-Deja-AN: 251090882
References: <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>
<5oar9j$sqi@newstoo.ericsson.se>

Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <5oar9j$sqi@newstoo.ericsson.se>,
     epkerha@epk.ericsson.se (Erik Hall) writes:
> If your program is intended to run on TOS only
> you will run into problems if using Malloc() systemcalls.
> There is a limit of ~10 Malloc() calls, after this the system
> will crasch or be confused
> and if writing to HD crasching the filesystem.
GEMDOS has a lot of bugs and limitations, but it's not /that/ bad. You can
safely call Malloc() more than ten times. IIRC, it gets dangerous after
30 calls or so.

If using a C-library, using malloc() is a better idea, as it Mallocs()
larger chunks of memory and then handles them internally.

> If using MiNT you can start child processes as modules.
> Then communicate with the modules by using pipes or GEM messages.
> In this way your modules will run whithout pausing your application.
IPC with AES messages without a multitasking AES is only possible between the main application and accessories, but not between two processes. A much better approach for IPC with MiNT (and, with some restrictions, with MagiC 5 as well) are pipes (which have already been mentioned), shared memory and signals.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 6804705500729892428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82eecbcebfebcb13
X-Google-Attributes: gid1115ce,public
From: prajoux@laas.fr (Roland Prajoux)
Subject: Re: Memory Fragmentation
Date: 1997/06/19
Message-ID: <5obd1r$e69$2@laas.laas.fr>#1/1
X-Deja-AN: 251106976
Distribution: world
References: <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@laas.fr
Newsgroups: comp.sys.atari.programmer

In article <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>,
david@ritter.demon.co.uk (David Knight) writes:
>The memory is being allocated using m_alloc()
You mean 'malloc()' I hope? Don't use 'Malloc()'. Using 'malloc()' is OK, however the quality of that call depends on the quality of your compiler's library.

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>each module into its own block of memory taking into account memory
>fragmentation?
>The problem I see with using 1 block is that if memory is badly
>fragmented then the block may not be allocated even if the system has
>plenty of ram free.
Definitely, use one specific 'malloc()' call for each module you want to load.

Regards.

Roland

From -2042304233135946265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f8510c6617bf8f,start
X-Google-Attributes: gid1115ce,public
From: david@ritter.demon.co.uk (David Knight)
Subject: Memory Allocation
Date: 1997/06/19
Message-ID: <60093128_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 251181259
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
Reply-To: david@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

Going through the Magic 5 Docs I came across a call called Mgrow.
The line in the docs is

#define Mgrow(a,b)   Mshrink(a,b)

I presume this is for enlarging an area of reserved memory.
Is this call only available under MagiC or does TOS support?

If TOS does not support this call is there anyway to enlarge a block
of memory that has already been allocated?

David

--

From -5566189640315453159
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c16e25adff3f4ae3
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Packed Pixel XIMG file?
Date: 1997/06/19
Message-ID: <EC0K1M.JMw@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 251215531
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <5nrcmv$o4u@balaena.bio.vu.nl> <33A78CF2.210@parx.fr>

Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <33A78CF2.210@parx.fr>,
    Pierre-Louis Lamballais <plamball@parx.fr> writes:
> Levien van Zon wrote:

>> OK, I know it's not very wise to use it, but how does a (X)IMG file
>> look like for screens which use packed pixels (ie. >256 colors)?
>> Come to think of it... How does a standard bitmap look for such a mode?
>> Is a 16 bit color mode bitmap line, for instance, seperated into 16
>> lines of one plane each? (That would be logical...and horrible!)
>> And what about overlay bits?
> Picture file format dont' depend on the structure of the screen. In
> fact, an IMG/XIMG file has teh stucture for an ATARI screen. Si if your
> screen is a 256c Falcon screen, that's good. If your screen is a 256c
> packeb byte screen, you have to transfom the piscture before displaying
> it.

Naaah, don't do this, go the generic way, and it'll work with all resolutions, graphics cards and other hardware. This is convert the file to VDI standard format, then use vr_trnfm() and vro_cpyfm().

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From 333243396651853767
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82eecbcebfebcb13
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Memory Fragmentation
Date: 1997/06/19
Message-ID: <EC0K69.JnM@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 251216827
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>
Organization: Private
Newsgroups: comp.sys.atari.programmer

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> seperate modules to the program so new features can be added with the
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> each module into its own block of memory taking into account memory
> fragmentation?
> The problem I see with using 1 block is that if memory is badly
> fragmented then the block may not be allocated even if the system has
> plenty of ram free.

It's quite ok to do a Malloc() each time you load a module, since the
number of modules will be low, I guess. You run into trouble only (on
old TOS versions) when you do dozens and hundreds of Malloc().

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de
                       http://www.stud.uni-hannover.de/~perot
---

From -528304398571630343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82eecbcebfebcb13
X-Google-Attributes: gid1115ce,public

From: david@ritter.demon.co.uk (David Knight)
Subject: Re: Memory Fragmentation
Date: 1997/06/19

Message-ID: <82222180_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 251294705
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
References: <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>
<5obd1r$e69$2@laas.laas.fr>
Reply-To: david@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

 In article <5obd1r$e69$2@laas.laas.fr>
  prajoux@laas.fr (Roland Prajoux) wrote:-

>In article <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>,
david@ritter.demon.co.uk (David Knight) writes:
>>The memory is being allocated using m_alloc()
>You mean 'malloc()' I hope? Don't use 'Malloc()'. Using 'malloc()' is OK, however
>the quality of that call depends on the quality of your compiler's library.

Actually I'm using assembler so my compilers library has nothing to do
with it.
Acording to the Devpac3 manual the call is m_alloc (GEMDOS $48)

Thanks for the help from everyone who has answered, even if they all
assume I'm programming in C :-)

David

--

From -2084531939800020694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c94bd9cdb440ebd
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: DSP programming help
Date: 1997/06/20
Message-ID:
<Pine.GSO.3.95Lrindlow.970620014401.9043B-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 251213186
References: <5o9cj2$5vc@thor.ax.com>
Organization: Link𝍐ping University, Sweden
Newsgroups: comp.sys.atari.programmer

On 18 Jun 1997, Duckman wrote:

> I cant seem to get a .56 or .lod to run.
> I get the unique ability no. then use
> ExecProg call and all I get is -1 in d0.
> Can ANYONE help me!?

Hi,

This is what I use for starting DSP binaries. It's taken from a devpac
macro file, but I guess you can see what's what. The ability code is just
taken, since the xbios trap for getting this returns this value if no
other program is using the DSP. It doesn't really matter if you only use
one program in the DSP.

```
Dsp_ExecProg    #bincode,#(eobincode-bincode)/3,#$8001
```

Loading .lods is done with Dsp_LoadProg, but I've never used that myself.

Hope it helps,

Tomas

--

NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From 5359264309238028730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: c_graham@patrol.i-way.co.uk (Craig Graham)
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/06/20
Message-ID: <33a9d8f7.0@news.i-way.co.uk>#1/1
X-Deja-AN: 251218620
References: <337F12C0.4F68@ix.netcom.com>
Organization: Intelligent Research / Data Uncertain
Reply-To: c_graham@patrol.i-way.co.uk
Newsgroups: comp.sys.atari.programmer

Robert Aries <robaries@ix.netcom.com> mumbled indistinctly:

>gryf@hrzpub.th-darmstadt.de (Thomas Binder) writes:
>> > slow for me--the mouse pointer flickered badly. The GFA MOUSEX and
>> > MOUSEY calls are much, much faster--probably because they directly
>> > access Line-A.

>Actually, it's been so long that I forgot if one of those calls (AES or
>VDI) *did* work OK (no flickering), except that the mouse position could
>not be read when the mouse was in the upper 19 pixels of the
>screen--this is
>normally the area for the menu bar, except my program has NO menu bar--I
>need the *entire* screen to display all 320 names! I think that was the
>problem that forced me to go back to using the GFA (Line-A) calls.

1) Lock the screen & mouse with wind_update()
2) use vq_mouse(handle,&mb,&mx,&my) to get the locations
3) only call v_hide_c()/v_show_c() if you have to update the rectangle

under the mouse.

It will work, honest.....

Craig.
[a man in the know]

From -2090972320169867881
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 1115ce,82eecbcebfebcb13
X-Google-Attributes: gid1115ce,public
From: Pierre-Louis Lamballais <plamball@parx.fr>
Subject: Re: Memory Fragmentation
Date: 1997/06/20
Message-ID: <33AA3007.33CC@parx.fr>#1/1
X-Deja-AN: 251280120
References: <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>
<5obd1r$e69$2@laas.laas.fr>
Organization: PARX
Reply-To: plamball@parx.fr
Newsgroups: comp.sys.atari.programmer

Roland Prajoux wrote:
>
> In article <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>,
david@ritter.demon.co.uk (David Knight) writes:
> >The memory is being allocated using m_alloc()
> You mean 'malloc()' I hope? Don't use 'Malloc()'. Using 'malloc()' is OK,
however
> the quality of that call depends on the quality of your compiler's library.
>
> >Would the best way to load them be into 1 large memory block or load
> >each module into its own block of memory taking into account memory
> >fragmentation?
> >The problem I see with using 1 block is that if memory is badly
> >fragmented then the block may not be allocated even if the system has
> >plenty of ram free.
> Definitely, use one specific 'malloc()' call for each module you want to load.
>
> Regards.
>
> Roland
To avoid memory fragmentation, the best is to use a Memory-Manager.
Wehave made a package called M&E with module to load picture, save
picture, do FXon pictures; The package also conatin a dithering module
and a Memory-Manager. You have to load it (it's an external file) and
just use it. Actually three memory-Manager which respect our concept are
available. The first just do a big Malloc() then move the block inside,
in order to avoid completly memory fragmentation. The second one use
malloc() re-alloc() and the third one use swap disk thecnik for virtaul
memory. For your programmer point of vue they are exactly the same so
the user can use the MEM he wants to, and your software will conitnue
ruuning as before.
Take a look at our web site, the licence for M&E is free.
--
+----------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX
9 Rue du Pin Dor[illegible], F-53000 Laval - France
Tel: 33-243569276 - Fax: 33-243568047
http://www.parx.fr

+----------+

From 1181893764265178994
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c16e25adff3f4ae3
X-Google-Attributes: gid1115ce,public
From: Pierre-Louis Lamballais <plamball@parx.fr>
Subject: Re: Packed Pixel XIMG file?
Date: 1997/06/20
Message-ID: <33AA3177.786B@parx.fr>#1/1
X-Deja-AN: 251281092
References: <5nrcmv$o4u@balaena.bio.vu.nl> <33A78CF2.210@parx.fr>
<EC0K1M.JMw@suse.modem.stud.uni-hannover.de>
Organization: PARX
Reply-To: plamball@parx.fr
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:
>
> In article <33A78CF2.210@parx.fr>,
>   Pierre-Louis Lamballais <plamball@parx.fr> writes:
> > Levien van Zon wrote:
>
> >> OK, I know it's not very wise to use it, but how does a (X)IMG file
> >> look like for screens which use packed pixels (ie. >256 colors)?
> >> Come to think of it... How does a standard bitmap look for such a mode?
> >> Is a 16 bit color mode bitmap line, for instance, seperated into 16
> >> lines of one plane each? (That would be logical...and horrible!)
> >> And what about overlay bits?
> > Picture file format dont' depend on the structure of the screen. In
> > fact, an IMG/XIMG file has teh stucture for an ATARI screen. Si if your
> > screen is a 256c Falcon screen, that's good. If your screen is a 256c
> > packeb byte screen, you have to transfom the piscture before displaying
> > it.
>
> Naaah, don't do this, go the generic way, and it'll work with all resolutions,
> graphics cards and other hardware. This is convert the file to VDI standard
> format, then use vr_trnfm() and vro_cpyfm().
>
> Cheers Peter

Unfortunatly that's not enought for two reasons:
1) Transform-form don't work in TC mode. So if you try to do a Transform form on a TC file on an ET 4000 GFX Card you get very bad things on the screen.
2) The data format is not the inly problem: the palette order is not the same on a GFX Card that on an ATARI machine.

For these two reasons, our TRM/Dithering module change the palette order according to the card you are running on. For the data format, if you

give the TRM an ATARI picture and want to diplay it on a NOVA card, if its a plane based picture, the TRM will give it to you in VDI Format and after you 'll have to use Transfomr-Form but if it's a TC picture, the TRM do the Transform_Form itself, according the the bit order of the card.
--
+----------+
 Pierre-Louis Lamballais - plamball@parx.fr
 PARX
 9 Rue du Pin Dor, F-53000 Laval - France
 Tel: 33-243569276 - Fax: 33-243568047
 http://www.parx.fr
+----------+

From 3689036001988524276
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f8510c6617bf8f
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Memory Allocation
Date: 1997/06/20
Message-ID: <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 251306303
Sender: schwab@issan.informatik.uni-dortmund.de
References: <60093128_000008_OASIS_NEWS@ritter.demon.co.uk>
Organization: Dortmund University, Germany
Newsgroups: comp.sys.atari.programmer

David Knight <david@ritter.demon.co.uk> writes:

|> Going through the Magic 5 Docs I came across a call called Mgrow.
|> The line in the docs is

|> #define Mgrow(a,b)   Mshrink(a,b)

|> I presume this is for enlarging an area of reserved memory.
|> Is this call only available under MagiC or does TOS support?

TOS (GEMDOS) does not support enlarging a memory block.

|> If TOS does not support this call is there anyway to enlarge a block
|> of memory that has already been allocated?

Allocate a new block of the desired size, copy the old contents and free the old block. This is called realloc() in C.
--
Andreas Schwab
schwab@issan.informatik.uni-dortmund.de

"And now for something completely different"

From 7766129290028590391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f8510c6617bf8f
X-Google-Attributes: gid1115ce,public
From: prajoux@laas.fr (Roland Prajoux)
Subject: Re: Memory Allocation
Date: 1997/06/20
Message-ID: <5ods4e$ld6$1@laas.laas.fr>#1/1
X-Deja-AN: 251320845
Distribution: world
References: <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@laas.fr
Newsgroups: comp.sys.atari.programmer

In article <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
David Knight <david@ritter.demon.co.uk> writes:

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|> The line in the docs is

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|> Is this call only available under MagiC or does TOS support?

>TOS (GEMDOS) does not support enlarging a memory block.
>|> If TOS does not support this call is there anyway to enlarge a block
>|> of memory that has already been allocated?
>Allocate a new block of the desired size, copy the old contents and free
>the old block. This is called realloc() in C.
This is absolutely correct.

>|> #define Mgrow(a,b)   Mshrink(a,b)
I have never read any Magic doc, but redefining as 'Mgrow()' a system call
which actually shrinks an allocated block sounds weird to me...

Roland

From -3742118105179009 79
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: GRAF_MKSTATE peculiarities...

Date: 1997/06/20
Message-ID: <5odr9dltr1@news.th-darmstadt.de>#1/1
X-Deja-AN: 251321231
References: <337F12C0.4F68@ix.netcom.com> <33a9d8f7.0@news.i-way.co.uk>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <33a9d8f7.0@news.i-way.co.uk>,
    c_graham@patrol.i-way.co.uk (Craig Graham) writes:
> 1) Lock the screen & mouse with wind_update()
> 2) use vq_mouse(handle,&mb,&mx,&my) to get the locations
> 3) only call v_hide_c()/v_show_c() if you have to update the rectangle
> under the mouse.
>
> It will work, honest.....
It's not a good idea to use the v_xxx-calls for the mouse, especially
v_hide_c() and v_show_c(). AES and VDI keep separate countes for
graf_mouse() and v_xxxx_c(), so it may lead to strange effects (mouse
pointer disappearing) if a program that used v_hide_c() either crashes or
forgets to unhide the pointer on exit.

There are two AES-calls to determine the current pointer coordinates and
one to hide/show the mouse, and I don't see any reason not to use them.
It's even better to use mouse rectangle events which actually wait for a
movement instead of a busy-waiting loop with vq_mouse().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -7173651891694567386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,15e78f470df11f83,start
X-Google-Attributes: gid1115ce,public
From: Stefan Krumm <krumm@geol.uni-erlangen.de>
Subject: H:Conversion of old GFA-BASIC float format
Date: 1997/06/20
Message-ID: <33AA9CDD.E300ACFE@geol.uni-erlangen.de>#1/1
X-Deja-AN: 251343530
X-Priority: 3 (Normal)
Organization: Dept. of Geology
Reply-To: krumm@geol.uni-erlangen.de

Newsgroups: comp.sys.atari.programmer

Hi,
I have a lot of measurement data files that were produced under GFA-Basic 2.0. The files contain a binary array of float variables (6 bytes). As I do not longer have an Atari at hand, I would like to convert these files to be input into Windows Programs (sorry).

Can anybody help with information on the bit-wise encoding of the 6 byte IEEE float format used in GFA-Basic or does somebody have a C routine that performs the conversion to 4byte float or 8byte double?

thanks
Stefan

   !!!!! Please note the new telephone number ++49 9131 856063 !!!!!
Dr. Stefan Krumm Institut fuer Geologie
Schlossgarten 5 Tel.: ++49 9131 856063
91054 Erlangen, Germany Fax.: ++49 9131 859295
e-mail: krumm@geol.uni-erlangen.de

WorldWideWeb:
http://www.geol.uni-erlangen.de/
or have a look at the
WWW-Server about very-low-grade metamorphism:
http://www.geol.uni-erlangen.de/vlgm/

From -5252110345487508660
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c04698ce80da6f6e,start
X-Google-Attributes: gid1115ce,public
From: ulkjhlk@poikj.com
Subject: All New Service for your "Pager"...
Date: 1997/06/20
Message-ID: <5oee57$s3@mtinsc02.worldnet.att.net>#1/1
X-Deja-AN: 251378855
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

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http://www.mynumber.com

* Based on our best priced plan.

From -7844644258391321511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: [VITAL]TRAP #something
Date: 1997/06/20
Message-ID: <33aa1cd1.0@comnet.co.nz>#1/1
X-Deja-AN: 251449818
References: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr>

<Pine.LNX.3.91.970521105021.11034A-100000@juliet> <3382E8ED.5B2D@elec.iuta.u-bordeaux.fr> <Pine.LNX.3.91.970522131527.2648A-100000@vila> <33844B8A.69F0@elec.iuta.u-bordeaux.fr> <339b4576.0@comnet.co.nz>
Newsgroups: comp.sys.atari.programmer

Gaven Miller (gmiller@inca.co.nz) wrote:
> Yag Alone (b2b3@elec.iuta.u-bordeaux.fr) wrote:
> > Sam Ellis wrote:
> > >
> > > On Wed, 21 May 1997, Yag Alone wrote:
> > > > BTW, when the interrupt reaches the RTI, no register (except SR) is
> > > > modified,I guess?
> > > Do you mean RTE?

> > Yes, sorry, I'm being traumatized by TMS 320 C 30 assembly language!
> > (RETI)

> Good answer. At least you didn't mean RTI (Return from Interrupt) used by
> Intel Insane computers.

Oops. I believe that I've made a booboo. I was thumbing through an old issue of a programmers mag (DDJ) and I mistakenly linked RTI to Untel, whereas the x86 instruction is actually "IRET"

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be talking about me"

From 5964116479546081342
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f8510c6617bf8f
X-Google-Attributes: gid1115ce,public
From: david@ritter.demon.co.uk (David Knight)
Subject: Re: Memory Allocation
Date: 1997/06/20
Message-ID: <7195579_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 251598684
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
References: <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>
<5ods4e$ld6$1@laas.laas.fr>

Reply-To: david@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

In article <5ods4e$ld6$1@laas.laas.fr>
prajoux@laas.fr (Roland Prajoux) wrote:-

>In article <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:

>>Allocate a new block of the desired size, copy the old contents and free
>>the old block. This is called realloc() in C.
>This is absolutely correct.
>

Correct but not viable for me as there may not be enough memory to hold both
the new block and the original block in memory at the same time as I'm
dealing with sound samples which can be extremely large.

David

--

..the day ATARI users cried in one voice
"We will not go quietly into the night,
We will not vanish without a fight.
We're gonna live on, we're gonna survive
Today we celebrate our Independance from Micro$oft Day."

From -1701200666273869407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5589fe9e2c48d5d,start
X-Google-Attributes: gid1115ce,public
From: Kai.Dubro@t-online.de (Kai Marco Dubro)
Subject: FILE: ATARI!.EXE
Date: 1997/06/20
Message-ID: <5oeq2c$4ml$1@news01.btx.dtag.de>#1/1
X-Deja-AN: 251852400
X-Sender: 0407354594-0001@t-online.de (Kai Marco Dubro)
Organization: Telekom Online Internet Gateway
Reply-To: kai.dubro@t-online.de
Newsgroups: comp.sys.atari.programmer

Hello to all Atari-Users,
come to the following link and download the ultimativ file ...
http://members.aol.com/KaiDubro/welcome.htm#Software

THX to me, CU, Kai from Hamburg in Germany
--
>http://home.t-online.de/home/kai.dubro/dubro.htm (akt.:06/97)
>http://members.aol.com/KaiDubro/welcome.htm (akt.:06/97)
>http://www.geocities.com/Heartland/4783/index.html (akt.:06/97)

From -8165036292180901389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c16e25adff3f4ae3
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Packed Pixel XIMG file?
Date: 1997/06/20
Message-ID: <5oe2dm$9h0@balaena.bio.vu.nl>#1/1
X-Deja-AN: 252319930
References: <5nrcmv$o4u@balaena.bio.vu.nl> <33A78CF2.210@parx.fr>
<EC0K1M.JMw@suse.modem.stud.uni-hannover.de> <33AA3177.786B@parx.fr>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Pierre-Louis Lamballais (plamball@parx.fr) wrote:

: according to the card you are running on. For the data format, if you
: give the TRM an ATARI picture and want to diplay it on a NOVA card, if
: its a plane based picture, the TRM will give it to you in VDI Format and
: after you 'll have to use Transfomr-Form but if it's a TC picture, the
: TRM do the Transform_Form itself, according the the bit order of the
: card.

That's nice, but what does the resulting standard VDI bitmap look like?
(See original question :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Love is a snowmobile racing across the tundra and then suddenly it
flips over, pinning you underneath. At night, the ice weasels come."
-- Matt Groening
From news Fri Jun 20 16:00:23 1997
To: wezel
Subject: Local Post
Content-Length: 1313

Path: sun4nl!bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)

Newsgroups: comp.sys.atari.programmer
Subject: Re: Packed Pixel XIMG file?
Date: 20 Jun 1997 14:00:22 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 23
Message-ID: <5oe2dm$9h0@balaena.bio.vu.nl>
References: <5nrcmv$o4u@balaena.bio.vu.nl> <33A78CF2.210@parx.fr>
<EC0K1M.JMw@suse.modem.stud.uni-hannover.de> <33AA3177.786B@parx.fr>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Pierre-Louis Lamballais (plamball@parx.fr) wrote:

: according to the card you are running on. For the data format, if you
: give the TRM an ATARI picture and want to diplay it on a NOVA card, if
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: after you 'll have to use Transfomr-Form but if it's a TC picture, the
: TRM do the Transform_Form itself, according the the bit order of the
: card.

That's nice, but what does the resulting standard VDI bitmap look like?
(See original question :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Love is a snowmobile racing across the tundra and then suddenly it
flips over, pinning you underneath. At night, the ice weasels come."
-- Matt Groening

From -8984452864038948177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6668e3cf111c519,start
X-Google-Attributes: gid1115ce,public
From: as;ldfjw@alskjddf.com
Subject: Filthy Teenage Girls teenfil.jpg
Date: 1997/06/22
Message-ID: <5ohqag$9gu@usenet84.supernews.com>#1/1
X-Deja-AN: 251666428
Organization: All USENET -- http://www.Supernews.com
Newsgroups: comp.sys.atari.programmer

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From -20191054626096837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93eec5873929d27b,start
X-Google-Attributes: gid1115ce,public
From: sd;ljfs;@lassdjfsl.com
Subject: *Young Cheerleaders fucking and sucking cock
Date: 1997/06/22
Message-ID: <5oi05v$d7c@usenet84.supernews.com>#1/1
X-Deja-AN: 251680926
Organization: All USENET -- http://www.Supernews.com
Newsgroups: comp.sys.atari.programmer

Looking for Dirty Schoolgirls Having Sex? Well, then look no further, Nasty-Schoolgirls is your
source for the Nastyiest girls that will Fuck and Suck your Cock.

Are you ready to have a Schoolgirl Suck you Cock?

Then Visit:

http://www.nasty-schoolgirls.com

All Models Represented on Nasty-Schoolgirls are 18 years of age or older.

From -6943380216522698522
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82eecbcebfebcb13
X-Google-Attributes: gid1115ce,public
From: hyc@frisky.la.platsol.com (Howard Chu)
Subject: Re: Memory Fragmentation
Date: 1997/06/22
Message-ID: <5oimr9$sje@frisky.la.platsol.com>#1/1
X-Deja-AN: 251733730
References: <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>
<5oar9j$sqi@newstoo.ericsson.se> <5ob80rija1@news.th-darmstadt.de>
Organization: Locus Computing Corporation, Los Angeles, California
Newsgroups: comp.sys.atari.programmer

In article <5ob80rija1@news.th-darmstadt.de>,
Thomas Binder <gryf@hrzpub.th-darmstadt.de> wrote:
>In article <5oar9j$sqi@newstoo.ericsson.se>,
> epkerha@epk.ericsson.se (Erik Hall) writes:
>> If your program is intended to run on TOS only
>> you will run into problems if using Malloc() systemcalls.
>> There is a limit of ~10 Malloc() calls, after this the system
>> will crasch or be confused
>> and if writing to HD crasching the filesystem.

>GEMDOS has a lot of bugs and limitations, but it's not /that/ bad. You can
>safely call Malloc() more than ten times. IIRC, it gets dangerous after
>30 calls or so.

They don't call it the "40-folder bug" for nothing. You'd think the
TOS programmers were Arabic or something. ("40" == "Infinity" in
mid-east traditions... thus - "Ali-Baba & the 40 thieves", the
Great Flood lasting 40 days & 40 nights, etc...)

>If using a C-library, using malloc() is a better idea, as it Mallocs()
>larger chunks of memory and then handles them internally.

>> If using MiNT you can start child processes as modules.
>> Then communicate with the modules by using pipes or GEM messages.
>> In this way your modules will run whithout pausing your application.

>IPC with AES messages without a multitasking AES is only possible between
>the main application and accessories, but not between two processes. A
>much better approach for IPC with MiNT (and, with some restrictions, with
>MagiC 5 as well) are pipes (which have already been mentioned), shared
>memory and signals.

Well, using MiNT, you ought to get hold of a multitasking AES. Like
XaAes or something...
--
Howard Chu Principal Member of Technical Staff
hyc@locus.com PLATINUM technology, Los Angeles Lab
Advertisements proof-read for US$100 per word. Submission of your ad to my
email address constitutes your acceptance of these terms.

From -5252239554016335722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e52a1aad5b1c216,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Help with long file n
Date: 1997/06/22
Message-ID: <3f7_9706221253@conchbbs.com>#1/1
X-Deja-AN: 251820681
Organization: Houston Area League of PC Users
X-FTN-To: mb@tos.pl.net
Newsgroups: comp.sys.atari.programmer

m > I can't imagine why you could call commandlines "bad
m > programming practice" or suggest that people should stop using
m > them!

Making your programs difficult to use (requiring users to memorize
command line parameters) is a bad programming practice, period.

You've got a GUI on ROM, for goodness sakes! Learn how to use it!

m > There is no problem with getting "long" filenames on the
m > commandline, just the same as there is no problem with short
m > filenames, middle sized filenames or anything else.

There is a 128 byte limit on the command line in the program header,
so if you have a REALLY long filename, or more than one filename...

--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -6887368898901588412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89b5665ba646383c,start
X-Google-Attributes: gid1115ce,public
From: booklage_p@parx.frmug.fr.net (Olivier Booklage)
Subject: old question;set env with PureC
Date: 1997/06/22
Message-ID: <1533booklage_p@alpes-net.fr>#1/1
X-Deja-AN: 252079455
X-Ftn-Adr: 90:800/1.10
Organization: FRENCH GATEWAY
X-ViaGateway-At: 90:800/1.15
Reply-To: booklage_p@parx.frmug.fr.net
Newsgroups: comp.sys.atari.programmer

Hi all,

I think is an old question, which way for set an envirommental variable
with PureC.Under Sozobonx, the very good 'putenv()' function for example
before a Pexec run cleaver.

Thank for your help
Olivier

--- JetMail 0.99beta22

Via *FIST* v2.51beta Gate on alpes-net.fr (90:800/1.15)

--

From -3034386550951109358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,781454118305e003
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@NO.dsv.su.se.SPAM>
Subject: Re: Is there a Java virtual M
Date: 1997/06/23
Message-ID: <Pine.OSF.3.95.970623062441.1926C-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 251929570
References: <4b7_9706071928@to.org> <33A7FA17.1CC47EE6@it.lth.se>
To: Sven Karlsson <sven@it.lth.se>

X-Sender: jens-and@tellus.dsv.su.se
Newsgroups: comp.sys.atari.programmer

On Wed, 18 Jun 1997, Sven Karlsson wrote:

:There are a JVM under development for Atari. More than this I cannot say
:at present date.
:
:Regards Sven Karlsson - Istari Software

Oh, please say something more. I am just about to fork out the money for a
Linux/Intel platform just to get at the javac and appletviewer. I would
feel terribly stupid if you released a port of java the week after :-)

```
   (
    )
  c[]   // Jens M Andreasen
```

From -6532546255770280913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,950fb86f58bc2c1,start
X-Google-Attributes: gid1115ce,public
From: Aaron<ddpo@intergate.bc.ca>
Subject: Web-ROM
Date: 1997/06/23
Message-ID: <5ol49u$1d6$1453@carrera.intergate.bc.ca>#1/1
X-Deja-AN: 251947606
Organization: Internet Gateway Corporation
Newsgroups: comp.sys.atari.programmer

Digital Data Promotions Online is pleased to present a new yellow pages style
listing of businesses on CD-ROM. This listing will include links to your
businesses web site, text, graphics, picture, as well as audio and video clips; to
bring your business into the world of multimedia advertising. In addition, any
ads promoted on the CD will also be listed on our web site, in the same cataloged
method, and updates to your information will be possible. We are currently
promoting this CD across the US and the world, and space is filling up quickly.
For further information you can visit our web site at

http://www.intergate.bc.ca/business/ddpo

Or download a quick demo of the program, and pricing list, with attached order
form at

http://www.intergate.bc.ca/business/advert.exe

We hope to see you online soon.

Thank you for your interest.

Any questions or comments can be directed to
ddpo@intergate.bc.ca

From -1705561580607421383
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82eecbcebfebcb13
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Memory Fragmentation
Date: 1997/06/23
Message-ID: <5olc12$549$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 251965327
References: <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>
<5oar9j$sqi@newstoo.ericsson.se> <5ob80rija1@news.th-darmstadt.de>
<5oimr9$sje@frisky.la.platsol.com>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <5oimr9$sje@frisky.la.platsol.com>,
     hyc@frisky.la.platsol.com (Howard Chu) writes:
>>GEMDOS has a lot of bugs and limitations, but it's not /that/ bad. You can
>>safely call Malloc() more than ten times. IIRC, it gets dangerous after
>>30 calls or so.
> They don't call it the "40-folder bug" for nothing. You'd think the
> TOS programmers were Arabic or something. ("40" == "Infinity" in
> mid-east traditions... thus - "Ali-Baba & the 40 thieves", the
> Great Flood lasting 40 days & 40 nights, etc...)
grin But what do you want to say? The 40-folder-problem has been fixed
in TOS 1.04 (i.e. the info about folders which are no longer in use get
cleared), so it's very unlikely to overflow the GEMDOS-pool with folders.
You can do so by calling Malloc() too often (or by playing around with
output redirection, which has never fully worked in plain TOS), but you
can call Malloc() more than 10 times (which was denied in the posting I
have replied to).

>>IPC with AES messages without a multitasking AES is only possible between
>>the main application and accessories, but not between two processes. A
>>much better approach for IPC with MiNT (and, with some restrictions, with
>>MagiC 5 as well) are pipes (which have already been mentioned), shared
>>memory and signals.
> Well, using MiNT, you ought to get hold of a multitasking AES. Like
> XaAes or something...
But pipes, shared memory and signals have the advantage that they work
without a multitasking AES and can be used by non-GEM-applications as
well. What's really missing is an Fselect()-mode for evnt_multi() ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 29339625964385775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f8510c6617bf8f
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Memory Allocation
Date: 1997/06/23
Message-ID: <5olcpr$5tr$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 251968918
References: <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>
<5ods4e$ld6$1@laas.laas.fr> <7195579_000008_OASIS_NEWS@ritter.demon.co.uk>
Organization: Technische Hochschule Darmstadt

Newsgroups: comp.sys.atari.programmer

Hi!

In article <7195579_000008_OASIS_NEWS@ritter.demon.co.uk>,
     david@ritter.demon.co.uk (David Knight) writes:
>>>Allocate a new block of the desired size, copy the old contents and free
>>>the old block. This is called realloc() in C.
>>This is absolutely correct.
> Correct but not viable for me as there may not be enough memory to hold both
> the new block and the original block in memory at the same time as I'm
> dealing with sound samples which can be extremely large.
If you need the samples to be in one contigous block of memory, than
there's no better way. If it's possible to use a linked list of smaller
blocks for your purpose, this would be a solution. I had the same problem
when I wrote the Ramdisk-XFS for MagiC, and after switching to a linked
list of 1K blocks, the problem was gone. The only problem with this
approach is that writing to the ramdisk is quite slow (compared to
reading and to writing to a "conventional" ramdisk) because of the many
Mxalloc()s ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC)   binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -7898743891883910996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e52a1aad5b1c216
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Help with long file names
Date: 1997/06/23
Message-ID: <5olk02$e3j$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 251988617
References: <3f7_9706221253@conchbbs.com>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <3f7_9706221253@conchbbs.com>,
     John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> m > I can't imagine why you could call commandlines "bad

> m > programming practice" or suggest that people should stop using
> m > them!
> Making your programs difficult to use (requiring users to memorize
> command line parameters) is a bad programming practice, period.
Not allowing people to pass filenames to a program when they run it is
even worse. Period. And no one was talking about a command-line-driven
user interface, anyway.

> You've got a GUI on ROM, for goodness sakes! Learn how to use it!
So, if you want to edit three files at the same time, you prefer to run
the editor, use "File: open" three times instead of just dragging the
three files onto the editor's icon in the desktop? Even if so, I don't think
this is what mose people expect from a good GUI.

> There is a 128 byte limit on the command line in the program header,
> so if you have a REALLY long filename, or more than one filename...
Never heard of the ARGV-parameter-passing-scheme? It was created by Atari
many years ago, to allow commandlines of unlimited length (and to have
argv[0]). And the limit you mean is not in the program header, but in the
basepage.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 5851116291994608299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,781454118305e003
X-Google-Attributes: gid1115ce,public
From: Sven Karlsson <sven@it.lth.se>
Subject: Re: Is there a Java virtual M
Date: 1997/06/23
Message-ID: <33AE60C3.C8373B10@it.lth.se>#1/1
X-Deja-AN: 251993082
References: <4b7_9706071928@to.org> <33A7FA17.1CC47EE6@it.lth.se>
<Pine.OSF.3.95.970623062441.1926C-100000@tellus.dsv.su.se>
X-Priority: 3 (Normal)
Organization: it.lth.se
Newsgroups: comp.sys.atari.programmer

Jens M Andreasen wrote:

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>

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> would
> feel terribly stupid if you released a port of java the week after :-)

I might as well say this here and now:

There will be a JVM with JIT for Fenix. I'm currently working with a group of Amiga programmers porting Sun's JVM to Amiga (and Atari).

We are using Sun's JVM sources but are rewriting a lot of the interpreter
and are adding a JIT. My responsibilities in this project are the JIT, rewriting of the interpreter and the porting to Fenix.

Fenix's kernel has been designed with Java (and Limbo) in mind and there

is a OO dynamic linking scheme being designed so that native code can be used simply in "Java" programs. This makes it possible to use Java as a simple glue and script language for GUIs and other non performance critical applications.

We have worked from time to time for over a year on this project and have had working Amiga prototype versions for nearly a year. The JVM is capable of running javac compiling javac ie itself.

I cannot say who the Amiga programmers are and why we are doing this at the
moment but it will be clear in a couple of months.

Regards Sven Karlsson - Istari software

From 1962867536324642335
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,781454118305e003
X-Google-Attributes: gid1115ce,public
From: Sven Karlsson <sven@it.lth.se>
Subject: Re: Is there a Java virtual M
Date: 1997/06/23
Message-ID: <33AE60E5.A5BB0B63@it.lth.se>#1/1
X-Deja-AN: 251993085
References: <4b7_9706071928@to.org> <33A7FA17.1CC47EE6@it.lth.se>
<Pine.OSF.3.95.970623062441.1926C-100000@tellus.dsv.su.se>
X-Priority: 3 (Normal)
Organization: it.lth.se

Newsgroups: comp.sys.atari.programmer

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From 2632114679830737589
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bb2b8a0aaafc5d5
X-Google-Attributes: gid1115ce,public
From: Sven Karlsson <sven@it.lth.se>
Subject: Re: desk icons, doc association etc, automatic installation of

Date: 1997/06/23
Message-ID: <33AE66CC.1A111074@it.lth.se>#1/1
X-Deja-AN: 251996468
References: <LW7MCWG@tos.pl.net> <5n0nbd$r7j$1@news.th-darmstadt.de>
<K68MCTC@tos.pl.net> <5nmid2$7n5$1@news.th-darmstadt.de>
<33A7DB15.67A4@cfcsc.dnd.ca>
X-Priority: 3 (Normal)
Organization: it.lth.se
Newsgroups: comp.sys.atari.programmer

Ken Macdonald wrote:

> Thomas Binder wrote:
> > Hey, that's what I wanted to suggest ;)
> > Any other opinions? Or are the two of us the only ones interested in
> the
> > subject?
> > Ciao
> >Thomas
> > Thomas Binder (Gryf @ IRC)   binder@rbg.informatik.th-darmstadt.de
>
> > PGP-key available on request! gryf@hrzpub.th-darmstadt.de
>
> Well, I am interested, _but_
> 1)inexperienced
> 2)interested in an _offshoot_ of this idea. or rather I had an idea
> for
> a program, and this thread talks about ideas that may impact my idea.

I'm very interested! I usually go around thinking about a lot of OS
related
issues wile trying to come up with the best ways for Fenix to go....

Regards Sven Karlsson

From 7708446455495287335
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bb2b8a0aaafc5d5
X-Google-Attributes: gid1115ce,public
From: Sven Karlsson <sven@it.lth.se>
Subject: Re: desk icons, doc association etc, automatic installation of
Date: 1997/06/23
Message-ID: <33AE673C.92FA4611@it.lth.se>#1/1
X-Deja-AN: 251996676
References: <LW7MCWG@tos.pl.net> <5n0nbd$r7j$1@news.th-darmstadt.de>
<K68MCTC@tos.pl.net> <5nmid2$7n5$1@news.th-darmstadt.de>
<33A7DB15.67A4@cfcsc.dnd.ca>
X-Priority: 3 (Normal)
Organization: it.lth.se

Newsgroups: comp.sys.atari.programmer

Ken Macdonald wrote:

> Thomas Binder wrote:
> > Hi!
> > In article <K68MCTC@tos.pl.net>,
> >   mb@tos.pl.net (Mario Becroft) writes:
> > >: This sounds quite interesting, though personally, I dislike
> having too many
> > >: things done automatically - there's always some risk with it,
> especially if
> > >: you are running your very own setup (e.g., under MS-DOS, my
> autoexec.bat
> > >: always gets corrupted by programs which try to install themselves
> in it, as
> > >: I'm using a multi-setup-autoexec).
> > >
> > > I agree entirely, but for more novice users this would be a good
> feature.
> > > Of course the installation program would always make things like
> this
> > > optional so that people like you and me would not be
> inconvenienced.
> > Well, an installation program that makes installation optional? ;)
> >
> > > [Special accessory or system tool]
> > >: Is that what you are thinking of?
> > >
> > > Exactly. I wasn't sure exactly how it would be implemented, but
> that is
> > > the idea.
> > >
> > > I would suggest that the desk accessory would be less desirable
> since it
> > > would just use up RAM, while most of the time it would lie unused.
> An
> > > option where the program would be loaded only when used would be
> > > preferable.
> > Yes, that's why I didn't propagate the accessory too much ;)
> >
> > > A possibility might be that the "installer" (I can't think of a
> better
> > > name just now) would be programmable with some sort of script
> language.
> > > The script would describe how to install various elements, and
> scripts
> > > would be supplied with software such as desktops, AESs, GDOSs, SAM
> and
> > > compatibles, etc.
> > >
> > > The script might support features such as:

> > > [...]
> > OK, then let's use sh, sed & Co. for that :)
> >
> > > [...]
> > > So, the functions provided to installation software by the
> installer might
> > > include:
> > >
> > > * "Install item"
> > > * "Uninstall item"
> > > * "Add or modify script"
> > Sounds sensible, though a "Check for item" function would be nice,
> too.
>
> An 'instal.inf' file could also be saved on the floppy disk from where
>
> the
> installation was made (which at its simplest could be a recording of
> every
> action/keystroke taken during the installation) as well as in the
> directory
> of the newly installed 'program' maybe something like ease.ins for
> Ease?
> Redundancy, I love redundancy. :^)
>
> > > Possible data types could include:
> > >
> > > * fonts
> > > * desktop icons
> > > * icon-file associations
> > > * file-application associations
> > > * dlls, once they are supported (several such extensions to
> support dlls
> > > are in developmend)
> > > * sounds, SAM SAA files, and SAM event-sound associations
> > > * probably others.
> > * pictures
> > * files (generic)
> > * hypertexts/instructions
> > * Auto-Folder programs (maybe with placement information)
> > * Accessories
> > * Environment variables
> > * ...
> >
> > > Standard scripts could be made to support common programs, and
> hopefully
> > > programmers would catch on and start supplying the necessary
> scripts with
> > > their software.
> > Hehe, do you know how many people tried to establish certain
> standards
> > and failed miserably ...
> >

> > > If enough people are interested, maybe we should set up a mailing
> list
> > > for discussion of the idea.
> > Hey, that's what I wanted to suggest ;)
> > Any other opinions? Or are the two of us the only ones interested in
> the
> > subject?
> > Ciao
> >Thomas
> > Thomas Binder (Gryf @ IRC)   binder@rbg.informatik.th-darmstadt.de
>
> > PGP-key available on request! gryf@hrzpub.th-darmstadt.de
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> 2)interested in an _offshoot_ of this idea. or rather I had an idea
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Regards Sven Karlsson

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X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bb2b8a0aaafc5d5
X-Google-Attributes: gid1115ce,public
From: Sven Karlsson <sven@it.lth.se>
Subject: Re: desk icons, doc association etc, automatic installation of
Date: 1997/06/23
Message-ID: <33AE66A4.392D1970@it.lth.se>#1/1
X-Deja-AN: 252000118
References: <LW7MCWG@tos.pl.net> <5n0nbd$r7j$1@news.th-darmstadt.de>
<K68MCTC@tos.pl.net> <5nmid2$7n5$1@news.th-darmstadt.de>
<33A7DB15.67A4@cfcsc.dnd.ca>
X-Priority: 3 (Normal)
Organization: it.lth.se
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> Well, I am interested, _but_
> 1)inexperienced
> 2)interested in an _offshoot_ of this idea. or rather I had an idea
> for
> a program, and this thread talks about ideas that may impact my idea.

I'm very interested! I usually go around thinking about a lot of OS
related
issues wile trying to come up with the best ways for Fenix to go....

Regards Sven Karlsson

From 4991548724563628539
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e52a1aad5b1c216
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Help with long file names
Date: 1997/06/23
Message-ID: <33af0780.0@comnet.co.nz>#1/1
X-Deja-AN: 252124965
References: <3f7_9706221253@conchbbs.com> <5olk02$e3j$1@news.th-darmstadt.de>
Newsgroups: comp.sys.atari.programmer

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
> John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
[snip]
> > There is a 128 byte limit on the command line in the program header,

I believe you mean "basepage" rather than "header".

And I believe that the limit is 126 bytes, not 128. AFAIK, the command
line that appears in the basepage is a C-ised Pascal string (ie zero/null
terminated and length-prefixed).

The basepage has 128 bytes of space of which the first byte is the length
of the command line, then the command line, and a zero byte at the end of
it.

(I also seem to recall something about a double null-byte, which would
reduce the command line length from 126 to 125)

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be talking about me"

From 3190947407079635398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,781454118305e003
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@NO.dsv.su.se.SPAM>
Subject: Re: Is there a Java virtual M
Date: 1997/06/24
Message-ID: <Pine.OSF.3.95.970624070310.13105A-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 252173651
References: <4b7_9706071928@to.org> <33A7FA17.1CC47EE6@it.lth.se>
<Pine.OSF.3.95.970623062441.1926C-100000@tellus.dsv.su.se>
<33AE60C3.C8373B10@it.lth.se>
X-Sender: jens-and@tellus.dsv.su.se
Newsgroups: comp.sys.atari.programmer

On Mon, 23 Jun 1997, Sven Karlsson wrote:
:
:There will be a JVM with JIT for Fenix. I'm currently working with a
:group of Amiga programmers porting Sun's JVM to Amiga (and Atari).

:Fenix's kernel has been designed with Java (and Limbo) in mind and there

What is Fenix ??

// Jens M Andreasen

From 100237035270766773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,781454118305e003
X-Google-Attributes: gid1115ce,public
From: Sven Karlsson <sven@it.lth.se>

Subject: Re: Is there a Java virtual M
Date: 1997/06/24
Message-ID: <33AF798C.6E3617EC@it.lth.se>#1/1
X-Deja-AN: 252192103
References: <4b7_9706071928@to.org> <33A7FA17.1CC47EE6@it.lth.se>
<Pine.OSF.3.95.970623062441.1926C-100000@tellus.dsv.su.se>
<33AE60E5.A5BB0B63@it.lth.se>
X-Priority: 3 (Normal)
Organization: it.lth.se
Newsgroups: comp.sys.atari.programmer

> There will be a JVM with JIT for Fenix. I'm currently working with a
> group of Amiga programmers porting Sun's JVM to Amiga (and Atari).
>
People have written be being somewhat confused and asked be about the phoenix
project. I will say this once and for all:

Fenix is not phoenix and it has nothing to do with it. Fenix is a OS being written by
me while phoenix is a computer under development by centek in france. I have written
some letter to centek asking about the phoenix but have never got any reply so I don't
know anything about the phoenix apart from the information centek has released to the
public. Centek hasn't updated their pages for a long time now which honestly makes me
wonder what thay are doing. I have also spoken to some french programmers connected
to Centek. They didn't say anything about the phoenix and wouldn't answer my questions.

I admit that Fenix might be a bad name for the OS but I chose the name long before I even
heard about the phoenix. (Fenix was previously called first Galaxy and then Garden).

If anyone has a better name for Fenix you can email me and I will consider it!

Regards Sven Karlsson - Istari Software

From -8751743051216033767
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e52a1aad5b1c216
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Help with long file names

Date: 1997/06/24
Message-ID: <5ooa75fcn1@news.th-darmstadt.de>#1/1
X-Deja-AN: 252215269
References: <3f7_9706221253@conchbbs.com> <5olk02$e3j$1@news.th-darmstadt.de>
<33af0780.0@comnet.co.nz>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <33af0780.0@comnet.co.nz>,
     gmiller@inca.co.nz (Gaven Miller) writes:
> Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
>> John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> [snip]
>> > There is a 128 byte limit on the command line in the program header,
> I believe you mean "basepage" rather than "header".
It would be nice not to quote in a way that makes people think I have
written what you are refering to, tnx ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 5273464917535706748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89b5665ba646383c
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: old question;set env with PureC
Date: 1997/06/24
Message-ID: <5ooaf4fcn2@news.th-darmstadt.de>#1/1
X-Deja-AN: 252215270
References: <1533booklage_p@alpes-net.fr>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <1533booklage_p@alpes-net.fr>,
     booklage_p@parx.frmug.fr.net (Olivier Booklage) writes:
> I think is an old question, which way for set an envirommental variable
> with PureC.Under Sozobonx, the very good 'putenv()' function for example

> before a Pexec run cleaver.
As far as I remember, Pure C also has putenv() or setenv(). Look what functions containing "env" you can find in stdlib.h of Pure C's include directory, this may help. (Sorry I can't tell you more right now, but I don't have my Atari here ...)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -3433778513425526588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e52a1aad5b1c216
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Help with long file n
Date: 1997/06/24
Message-ID: <a5a_9706241113@conchbbs.com>#1/1
X-Deja-AN: 252259943
Organization: Houston Area League of PC Users
X-FTN-To: gryf@hrzpub.th-darmstadt
Newsgroups: comp.sys.atari.programmer

g > And no one was talking about a command-line-driven user
g > interface, anyway.

I was (specifically, TTP programs). OTOH, allowing the desktop to pass 1 filename via the command line is part of the GUI, and SHOULD be implemented.

g > Never heard of the ARGV-parameter-passing-scheme?

I mentioned passing arguments using environment variables.

g > And the limit you mean is not in the program header, but in
g > the basepage.

Sorry, couldn't remember the right word at the time.

In any case, the issue turned out not to be the 128 byte limit, but rather replacing Fsfirst() with Readdir() and Fxattr(). (Help with MiNT filenames)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 4415488938154847574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e471b9f58b2709c6,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e471b9f58b2709c6,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e471b9f58b2709c6,start
X-Google-Attributes: gid109a67,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: ICTARI 47
Date: 1997/06/24
Message-ID: <32761597_000034_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 252329092
X-NNTP-Posting-Host: elis.demon.co.uk [194.222.41.182]
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk (G Greenway)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

It's ICTARI time again !

Get thee to:

http://www.elis.demon.co.uk/ictari/ictari.htm

and have a read of ICTARI 47.

Those of you who've been reading up on OLGA and the like in
Atari Computing will be intesested in the huge chunk of GEM
documentation in ST-Guide format. As for next month, I don't
know.... Send me something ?

Have Fun,

Giles.

--

augeas@elis.demon.co.uk

From -4532669934719918154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e52a1aad5b1c216
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Help with long file n
Date: 1997/06/25
Message-ID: <YWUNCAE@tos.pl.net>#1/1
X-Deja-AN: 252309204
References: <a5a_9706241113@conchbbs.com>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
: g > And no one was talking about a command-line-driven user
: g > interface, anyway.

: I was (specifically, TTP programs). OTOH, allowing the desktop to
: pass 1 filename via the command line is part of the GUI, and SHOULD
: be implemented.

It would be better if it could take any number of filenames.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

From -4407546441965601444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e52a1aad5b1c216
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Help with long file names
Date: 1997/06/25
Message-ID: <5orbba$t7e$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 252484944
References: <a5a_9706241113@conchbbs.com>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <a5a_9706241113@conchbbs.com>,
     John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> g > And no one was talking about a command-line-driven user
> g > interface, anyway.
> I was (specifically, TTP programs).
You said that one should stop writing TTP-programs and think of using the commandline as being bad practice which should be avoided, not restricting the latter to using it as a user interface.

I don't subscribe to either point of view, because TTP programs are often faster (not only in terms of execution time, but also regarding the time you need to tell the program what it should do), may be used in the Auto-folder as well, and are often the only senseful solution to a problem. Would you write an input/output filter which is only used as an overlay for a GEM app with a GUI of its own? Of course, when it comes to full user interaction, a GUI should be used whenever possible.

And I also don't think of using the commandline is bad programming practice (and I include AGRV to that, as it's just a way to expand the length of the limited basepage-commandline). You can drop files (and not only one) onto an app's icon, or you can for example use it for some special features of the application which don't involve the user interface or to allow "power users" to get the most out of the program.

> OTOH, allowing the desktop to
> pass 1 filename via the command line is part of the GUI, and SHOULD
> be implemented.
So I ask you again: If you want to edit three files, you drop one onto the editor's icon and open the remaining two files via "File: open"? Even Atari's Newdesk allows dropping more than one file, so why should one restrict it?

> g > Never heard of the ARGV-parameter-passing-scheme?
> I mentioned passing arguments using environment variables.
ARGV is realised by using an application's environment, but you don't put the arguments into environment variables. You may call that nitpicking, but with only speaking about environment variables, I don't automatically think of ARGV.

> In any case, the issue turned out not to be the 128 byte limit, but
> rather replacing Fsfirst() with Readdir() and Fxattr(). (Help with
> MiNT filenames)
Which I also replied to ;) But it's also important to think about the commandline (and the Drag&Drop protocol) when dealing with long filenames, because these may contain spaces and then have to be quoted (not in the ARGV environment, but in the basepage's commandline, which has to be filled anyway).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 2776693541463182664
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec5be7d9e9417cb2,start
X-Google-Attributes: gid1115ce,public
From: willard@headwaters.com (Willard VanderPloeg)
Subject: gfa 2 to 3.5 conversion
Date: 1997/06/25
Message-ID: <5os9hq$eu1$1@newsbell>#1/1
X-Deja-AN: 252570809
Organization: None!
Newsgroups: comp.sys.atari.programmer

Hi guys, I need some help with GFA too.

Is there a utility to convert gfa 2 to 3.5 out there?

```
+----------------------------------------+
|    Atari Mega 4 ST -16mhz- Tos 1.4     |
|    email:   willard@headwaters.com     |
+----------------------------------------+
```

From 447962553731732125
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e302311dd86fe39d
X-Google-Attributes: gid1115ce,public
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Subject: Re: TOP JOBS IN GAMES DEVELOPMENT
Date: 1997/05/21
Message-ID: <3382B066.6A4C@elec.iuta.u-bordeaux.fr>#1/1
X-Deja-AN: 242825010
References: <337c7f2e.617761436@news2.netkonect.co.uk>
Organization: Atari's Rules
Newsgroups: comp.sys.atari.programmer

Paul J Rose wrote:

> Playstation Programmers - UK and US
> Windows 95 Programmers with C and C++ - USA

a) why are you posting this in ... .atari. ... so?

> This represents only a small selection of positions on offer, and

> there are many more which we would like to discuss. Salaries range
> from 15,000 Sterling to $200,000 US.

b) conversion: 1 = 1/2 $ (or almost)... so why using the 2 currencies?

sorry ;-P

From 2880043765124782764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Subject: Re: [VITAL]TRAP #something
Date: 1997/05/21
Message-ID: <3382E8ED.5B2D@elec.iuta.u-bordeaux.fr>#1/1
X-Deja-AN: 242827035
References: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr>
<Pine.LNX.3.91.970521105021.11034A-100000@juliet>
To: Sam Ellis <sce196@ecs.soton.ac.uk>
Organization: Atari's Rules
Newsgroups: comp.sys.atari.programmer

Sam Ellis wrote:
> 1) A temporary copy is made of the SR.
> 2) The processor enters supervisor mode (changing the bit in the SR).
> 3) The PC is saved on the supervisor stack.
> 4) The copy of the previous SR is saved on the supervisor stack.
> 5) The vector is fetched from the appropriate place in memory.
> 6) The Program Counter is set to the contents of the vector.
> 7) Execution continues from the address in the PC.
>
more than I've expected! thanks!

> All other registers remain unchanged (including the CCR), so it is up to the
> trap handler to save and restore them as necessary.
good thing too...

> Also, if I remember correctly, the trace flag in the SR is cleared during
> the transition to supervisor mode.

You remember well:don't even try to use MONST to trace a TRAP routine!

Thank you for all those informations.

BTW, when the interrupt reaches the RTI, no register (except SR) is
modified,I guess?

Yag Alone...

From -8326494464198731767
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/05/21
Message-ID: <5lum8l$fit@balaena.bio.vu.nl>#1/1
X-Deja-AN: 242830776
References: <337F12C0.4F68@ix.netcom.com> <5ls46iplk1@news.th-darmstadt.de>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
: Mhmm, why not use wind_update(BEG_MCTRL) before starting the drag
: operation and call wind_update(END_MCTRL) afterwards? This would allow
: you to use mouse rectangle events that only occur if the mouse has really
: been moved.

And how does one do that?

: they don't overwrite the mouse cursor. Also, no VDI drawing primitve
: cares for the mouse pointer (that's why you have to switch it off with
: graf_mouse() yourself before drawing to the screen), so you probably used
: some AES call to draw stuff.

If I remember correctly, the GFA drawing commands also turn off the mouse.
He probably used them.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

OMNIVERSAL AWARENESS?? Oh, YEH!! First you need four GALLONS of
JELL-O and a BIG WRENCH!! ... I think you drop th' WRENCH in the JELL-O
as if it was a FLAVOR, or an INGREDIENT ... or ... I ... um ...
WHERE'S the WASHING MACHINES?
From news Wed May 21 13:28:22 1997
To: wezel
Subject: Local Post
Content-Length: 1482

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)

Newsgroups: comp.sys.atari.programmer
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 21 May 1997 11:28:21 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 28
Message-ID: <5lum8l$fit@balaena.bio.vu.nl>
References: <337F12C0.4F68@ix.netcom.com> <5ls46iplk1@news.th-darmstadt.de>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
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And how does one do that?

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-=Levjenno

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WHERE'S the WASHING MACHINES?

From -6271347974192950255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a9816ffb74d4bfd,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: VDI plotting
Date: 1997/05/21
Message-ID: <5lungp$fit@balaena.bio.vu.nl>#1/1
X-Deja-AN: 242838801
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Hi everyone,
I've got another one of those silly VDI questions...

I need to write a routine that will plot pixels (or an entire row of pixels at once) using the VDI in any video mode. As I see it, I have two options:

1 - Use v_pline to draw each pixel seperately. Sounds a bit slow...
2 - Build a bitmap in standard format and then use the VDI transform function. At first this sounds a bit more advanced then the method described above, but... What is the format of a standard bitmap for, say, 24 bit pixels? If it is what I fear it is (24 seperate lines, one for each bit) then that would mean that, in order to write 16 pixels in a row, I would have to read 16*3 = 48 bytes (to get the color values in RGB) and write 24 words (again 48 bytes) which
    a) need lots of shifting, ANDing and ORing, which uses up a lot of CPU cycles
    b) don't fit into the registers, so would have to be constructed in memory (which is awfully slow when using ST-RAM)
    All this would make it even slower than a single-pixel plot routine for an 8-bit interleaved screen :-) (Yes, I've got a Falcon, which uses this silly mode that only Atari (or Amiga) could have invented...)
    (Well, not exactly invented, but thought handy enough to put into their video hardware anyway...)

Well, anyone else got any better ideas on how to use the VDI for fast flexible plotting? Or is it just not possible... (I suspect the latter ;)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

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WHERE'S the WASHING MACHINES?
From news Wed May 21 13:49:52 1997
To: wezel
Subject: Local Post
Content-Length: 2188

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: VDI plotting
Date: 21 May 1997 11:49:45 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 39

Message-ID: <5lungp$fit@balaena.bio.vu.nl>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

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1 - Use v_pline to draw each pixel seperately. Sounds a bit slow...
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    a) need lots of shifting, ANDing and ORing, which uses up a lot of CPU cycles
    b) don't fit into the registers, so would have to be constructed in memory (which is awfully slow when using ST-RAM)
    All this would make it even slower than a single-pixel plot routine for an 8-bit interleaved screen :-) (Yes, I've got a Falcon, which uses this silly mode that only Atari (or Amiga) could have invented...) (Well, not exactly invented, but thought handy enough to put into their video hardware anyway...)

Well, anyone else got any better ideas on how to use the VDI for fast flexible plotting? Or is it just not possible... (I suspect the latter ;)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

OMNIVERSAL AWARENESS?? Oh, YEH!! First you need four GALLONS of JELL-O and a BIG WRENCH!! ... I think you drop th' WRENCH in the JELL-O as if it was a FLAVOR, or an INGREDIENT ... or ... I ... um ... WHERE'S the WASHING MACHINES?

From 7888609990682736323
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,504ab2cfb36457b5
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: menu_attach on ste

Date: 1997/05/21
Message-ID: <5lunmg$fit@balaena.bio.vu.nl>#1/1
X-Deja-AN: 242840343
References: <5lt8ps$2jc@belzebul.imaginet.fr> <5lu8n1$cbr@newstoo.ericsson.se>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Erik Hall (epkerha@epk.ericsson.se) wrote:

: > I need to know how to simulate the menu_attach function
: Simulate ?
: Use MultiTOS or N.AES, this is the easy way.
: or write your own functions, this is the hard way.

Forgive me for being stupid, but is the menu_attach function anyway?

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

OMNIVERSAL AWARENESS?? Oh, YEH!! First you need four GALLONS of
JELL-O and a BIG WRENCH!! ... I think you drop th' WRENCH in the JELL-O
as if it was a FLAVOR, or an INGREDIENT ... or ... I ... um ...
WHERE'S the WASHING MACHINES?
From news Wed May 21 13:52:55 1997
To: wezel
Subject: Local Post
Content-Length: 1092

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: menu_attach on ste
Date: 21 May 1997 11:52:48 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 21
Message-ID: <5lunmg$fit@balaena.bio.vu.nl>
References: <5lt8ps$2jc@belzebul.imaginet.fr> <5lu8n1$cbr@newstoo.ericsson.se>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Erik Hall (epkerha@epk.ericsson.se) wrote:

: > I need to know how to simulate the menu_attach function
: Simulate ?
: Use MultiTOS or N.AES, this is the easy way.
: or write your own functions, this is the hard way.

Forgive me for being stupid, but is the menu_attach function anyway?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

OMNIVERSAL AWARENESS?? Oh, YEH!! First you need four GALLONS of
JELL-O and a BIG WRENCH!! ... I think you drop th' WRENCH in the JELL-O
as if it was a FLAVOR, or an INGREDIENT ... or ... I ... um ...
WHERE'S the WASHING MACHINES?

From 1310585302087396359
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: [VITAL]TRAP #something
Date: 1997/05/21
Message-ID: <5lv1a1$bs2$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 242850303
References: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr>
<Pine.LNX.3.91.970521105021.11034A-100000@juliet>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <Pine.LNX.3.91.970521105021.11034A-100000@juliet>,
Sam Ellis <sce196@ecs.soton.ac.uk> writes:
> 1) A temporary copy is made of the SR.
> 2) The processor enters supervisor mode (changing the bit in the SR).
> 3) The PC is saved on the supervisor stack.
> 4) The copy of the previous SR is saved on the supervisor stack.
> 5) The vector is fetched from the appropriate place in memory.
> 6) The Program Counter is set to the contents of the vector.
> 7) Execution continues from the address in the PC.
Don't forget that this is only true for the 68000. On > 68000, the vector
number is also stored on the stack (IIRC in step 4b, but I may be wrong).
That's why old trap handling programs didn't work on the TT, if they
expected parameters on the stack.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -5961828899947811600
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/05/21
Message-ID: <5luvn8$b2l$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 242866432
References: <337F12C0.4F68@ix.netcom.com> <5ls46iplk1@news.th-darmstadt.de>
<5lum8l$fit@balaena.bio.vu.nl>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <5lum8l$fit@balaena.bio.vu.nl>,
    lvzon@bio.vu.nl (Levien van Zon) writes:
>: Mhmm, why not use wind_update(BEG_MCTRL) before starting the drag
>: operation and call wind_update(END_MCTRL) afterwards? This would allow
>: you to use mouse rectangle events that only occur if the mouse has really
>: been moved.
> And how does one do that?
Mhmm, I can't promise everything I tell you will work flawlessly with
Gfa-Basic as well, but at least it should be possible to achieve it.

First, call wind_update(BEG_MCTRL) to grab the complete mouse control.
Then get the current mouse position by a call to evnt_multi() with a 1 ms
timer-event (MU_TIMER), which will also give you the mouse coordinates.
After that, use evnt_multi() and wait for the release of the mouse button
the drag operation has been started with (MU_BUTTON), and for a
rectangle event (MU_M1) that occurs when the mouse cursor leaves a
rectangle with x = last mouse x-pos, y = last mouse y-pos, and w/h = 1.
If you get a button event, the loop is finished (don't forget to call
wind_update(END_MCTRL) afterwards). Otherwise, draw your stuff and use
the current x and y position of the mouse for the rectangle in the next
call to evnt_multi().

If you want some sample code (either C or Gfa), tell me, as I don't have
the evnt_multi()-docs here (respect to those who are able to remember all
the parameters) ...

> If I remember correctly, the GFA drawing commands also turn off the mouse.
> He probably used them.

Maybe. I only use Gfa to quickly test some algorithms, but not for real programs. So I hardly ever use the graphic commands.

Ciao

Thomas

P.S.: You should check your newsreader or the server, as your posting contained the complete article twice ... (It really seems to be a problem of the server, as the second arcticle contains a mail header with the subject "Local Post".)

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -6119982263640548224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cecbca13d1036f20,start
X-Google-Attributes: gid1115ce,public
From: RCain@nest.demon.co.uk (Roger Cain)
Subject: Iomega ZIP
Date: 1997/05/21
Message-ID: <806_RCain@nest.demon.co.uk>#1/1
X-Deja-AN: 242874809
X-NNTP-Posting-Host: nest.demon.co.uk [158.152.39.186]
Organization: Network ST (NeST)
Reply-To: RCain@nest.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Hi tpollak@aristotle.algonet.se, on 19 May 97 you wrote:

 t> For my PCs I have accquired an Iomgea ZIP paralell port drive.
 t> Now I would like to connect the drive to my Atari Falcon 030.
 t> Does anybody know where I can get the necessary software, driver and
 t> tools?

Sorry, the ST/Falcon will not support ZIP on the parallel port. The SCSI connection is fine, though :)

Roger
rcain@nest.demon.co.uk

--

Via the Net2Net NeST gateway - 90:100/999

~~~
~~~

Use MultiTOS or N.AES, this is the easy way.
or
write your own functions, this is the hard way.

/Erik Hall


```
-------------------------------------------------------------------------------
Mail : Erik.Hall@epk.ericsson.se                          |||    ATARI Falcon030
or     erikhall@mail2.tripnet.se                          /|\    ---------------
URL  : http://www2.tripnet.se/~erikhall/index.html      / | \   Hades 060
-------------------------------------------------------------------------------
```


From 1817604095454249550
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a4c81d384e0f87e2,start
X-Google-Attributes: gid1115ce,public

From: Wilfrid <lefebvre@la3i.univ-rouen.fr>
Subject: // Zip Drive.
Date: 1997/05/22

Message-ID: <3383769E.3D8A@la3i.univ-rouen.fr>#1/1
X-Deja-AN: 243022623

Organization: CRIHAN, Mont Saint Aignan (France)
Newsgroups: comp.sys.atari.programmer

Tommy said :
> For my PCs I have accquired an Iomgea ZIP paralell port drive.
> Now I would like to connect the drive to my Atari Falcon 030.
> Does anybody know where I can get the necessary software, driver and
> tools?
> I am using the original TOS GEM delivered with the falcon.

As a matter of fact I just have the same problem. I wanted to use my //
Zip drive (initialy for my Pc) to save all my Atari files. I asked the
same questions two days ago, and I get the same answers everywhere.
So i transfered all files via null modem cable (with ZModem protocol) on
my Pc and then saved them on my Zip drive.

But perhaps there is a better solution i still didn't try :
- connect the Pc and the Falcon with a null modem cable,
- use Ghostlink to use Pc as a slave.
- consider all the Pc peripheral devices as Falcon peripherals.
Actually, I will try this idea this week-end, so if you do it before
tell me so.
If you have questions or suggestions about this procedure just tell me.

Wilfrid, FRANCE !

PS. If my English is quite incorrect, please forgive me and help me ...

From 8938258480899901373
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,4581581a1afa7c67,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,4581581a1afa7c67,start
X-Google-Attributes: gid1115ce,public
From: mgoo003@cs.auckland.ac.nz (Matthew Goode)
Subject: Technical info...
Date: 1997/05/22
Message-ID: <mgoo003-2205971901550001@uglg2.cs.auckland.ac.nz>#1/1
X-Deja-AN: 243022837
X-Original-Host: uglG2.cs.auckland.ac.nz
X-Authenticated: Sentinel-NNTP v0.9 on gate.cs.auckland.ac.nz
Organization: Computer Science Department, The University of Auckland, New Zealand.
Reply-To: mgoo003@cs.auckland.ac.nz
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hello, I am interested in getting into assembler programming on the ST. I need to know where I can get information on programming the operating system and the hardware (not that I intend to program the hardware directly, it is more for interest).

I already have 68K programming experience with my Amiga so do not need any information on programming the machine code itself.

Thank you for your time.

Statements made and/or opinions expressed in this message are those of the author(s) and do not necessarily represent the views held by the Department of Computer Science or of The University of Auckland.

From 8322212063091705527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4581581a1afa7c67
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4581581a1afa7c67
X-Google-Attributes: gid109a67,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: Technical info...
Date: 1997/05/22
Message-ID: <5m19m8$8hr@newstoo.ericsson.se>#1/1
X-Deja-AN: 243059274

References: <mgoo003-2205971901550001@uglg2.cs.auckland.ac.nz>
Organization: Ericsson Software Technology AB, Karlskrona, Sweden
Reply-To: epkerha@epk.ericsson.se
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <mgoo003-2205971901550001@uglg2.cs.auckland.ac.nz>,
mgoo003@cs.auckland.ac.nz (Matthew Goode) writes:
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> need to know where I can get information on programming the operating
> system and the hardware (not that I intend to program the hardware
> directly, it is more for interest).
>
> I already have 68K programming experience with my Amiga so do not need any
> information on programming the machine code itself.
>

Get "The Atari Compendium" it covers operating system and the hardware.

/Erik Hall


```
-------------------------------------------------------------------------------
Mail : Erik.Hall@epk.ericsson.se                          |||    ATARI Falcon030
or     erikhall@mail2.tripnet.se                          /|\    ---------------
URL  : http://www2.tripnet.se/~erikhall/index.html       / | \   Hades 060
-------------------------------------------------------------------------------
```


From -3485558338003594418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Subject: Re: [VITAL]TRAP #something
Date: 1997/05/22
Message-ID: <Pine.LNX.3.91.970522131527.2648A-100000@vila>#1/1
X-Deja-AN: 243069622
References: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr>
<Pine.LNX.3.91.970521105021.11034A-100000@juliet> <3382E8ED.5B2D@elec.iuta.u-bordeaux.fr>
X-Sender: sce196@vila
Organization: Electronics and Computer Science, University of Southampton
Newsgroups: comp.sys.atari.programmer

On Wed, 21 May 1997, Yag Alone wrote:
> BTW, when the interrupt reaches the RTI, no register (except SR) is
> modified,I guess?
Do you mean RTE?
If so, when this instruction is reached, the old SR and PC will be
restored from the stack. No other registers are modified.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

From -8018547133048442761
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Subject: Re: [VITAL]TRAP #something
Date: 1997/05/22
Message-ID: <33844B8A.69F0@elec.iuta.u-bordeaux.fr>#1/1
X-Deja-AN: 243080866
References: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr>
<Pine.LNX.3.91.970521105021.11034A-100000@juliet> <3382E8ED.5B2D@elec.iuta.u-bordeaux.fr> <Pine.LNX.3.91.970522131527.2648A-100000@vila>
Organization: Atari's Rules
Newsgroups: comp.sys.atari.programmer

Sam Ellis wrote:
>
> On Wed, 21 May 1997, Yag Alone wrote:
> > BTW, when the interrupt reaches the RTI, no register (except SR) is
> > modified,I guess?
> Do you mean RTE?

Yes, sorry, I'm being traumatized by TMS 320 C 30 assembly language!
(RETI)

> If so, when this instruction is reached, the old SR and PC will be
> restored from the stack. No other registers are modified.
>
> Sam Ellis.

Perfect!
I think I should buy a good book about the 68000!!!

From -8994596776638454961

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Subject: Re: [VITAL]TRAP #something
Date: 1997/05/22
Message-ID: <33844C67.556C@elec.iuta.u-bordeaux.fr>#1/1
X-Deja-AN: 243083881
References: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr>
<Pine.LNX.3.91.970521105021.11034A-100000@juliet> <5lv1a1$bs2$1@news.th-darmstadt.de>
Organization: Atari's Rules
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:

> Don't forget that this is only true for the 68000. On > 68000, the vector
> number is also stored on the stack (IIRC in step 4b, but I may be wrong).
> That's why old trap handling programs didn't work on the TT, if they
> expected parameters on the stack.
>

This is a BAD thing for compatibility!
Thank you very much! I'll left the stack then and ask parameters by registers! It will be compatible from the good old 68000 to the great 68060!

From 4909254619561519333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4581581a1afa7c67
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: Technical info...
Date: 1997/05/22
Message-ID: <864294168_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 243110133
Organisation: The DarkForce! BBS (606-886-9014)
Organization: Internet MCI
Reply-To: thechyld@pcc-uky.campus.mci.net
Newsgroups: comp.sys.atari.programmer

In article <mgoo003-2205971901550001@uglg2.cs.auckland.ac.nz>
mgoo003@cs.auckland.ac.nz (Matthew Goode) said:-

>Hello, I am interested in getting into assembler programming on the ST. I
>need to know where I can get information on programming the operating
>system and the hardware (not that I intend to program the hardware
>directly, it is more for interest).
>

>I already have 68K programming experience with my Amiga so do not need any
>information on programming the machine code itself.
>
>Thank you for your time.

  Start with the Atari Compendium...it covers all versions of TOS and is
  available in book or CD-ROM (HTML format) form... Good luck, and have
  fun! :)

--

```
  _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
  _/                                        |                               _/
  _/  Wild wind-horses soar the cloud-trails, |              /\             _/
  _/    Unholy horn doth sound its blast,     |          Dark><Chyld        _/
  _/    You and we were first to conquer,     |              \/             _/
  _/      You and we shall be the last!       |                             _/
  _/                                        |    -The  F u j i  Lives!-   _/
  _/  From "Song Of The DragonMasters"...     |                             _/
  _/_________________________________________|_____________________________/
  _/                                                                        _/
  _/         SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014         _/
  _/                                                                        _/
  _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

From 7156141475736356837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: [VITAL]TRAP #something
Date: 1997/05/22
Message-ID: <5m1so2$6s8$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 243115327
References: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr>
<Pine.LNX.3.91.970521105021.11034A-100000@juliet> <5lv1a1$bs2$1@news.th-
darmstadt.de> <33844C67.556C@elec.iuta.u-bordeaux.fr>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <33844C67.556C@elec.iuta.u-bordeaux.fr>,
     Yag Alone <b2b3@elec.iuta.u-bordeaux.fr> writes:
> This is a BAD thing for compatibility!
> Thank you very much! I'll left the stack then and ask parameters by
> registers!
Well, with TOS and compatible systems, there's no real need to do so, as you

can rely on the OS variable _longframe. If it's non-zero, than the running CPU uses the long stack frame (i.e. with the vector number).

But don't forget to check if the trap was made from user or supervisor mode, as the parameters have to be accessed via the USP, then.

Of course, if your trap handler is not intended to run under TOS-compatible systems, you can't use _longframe. Btw, I don't have the address of _longframe handy, but I can look it up. Or maybe someone else can supply it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 4973234144673949798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: [VITAL]TRAP #something
Date: 1997/05/22
Message-ID: <f3e_9705221318@conchbbs.com>#1/1
X-Deja-AN: 243159366
Organization: Houston Area League of PC Users
X-FTN-To: b2b3@elec.iuta.u-bordeau
Newsgroups: comp.sys.atari.programmer

b > what's EXACTLY happens when a TRAP is called

An exception stack frame is pushed onto the supervisor stack. For the 68000, this consists of the status register and return address (6 bytes). For the 68030, it also includes the exception vector number (8 bytes total).

The CPU switches to supervisor mode (interrupt mode on the 68030) and jumps to the address in the corresponding exception vector (first 256 longs in RAM).

Remember that A7 now refers to the supervisor stack. You might also have to worry about MMU effects to be compatible with MiNT and possibly OUTSIDE (for 68030).

The RTE pops the exception stack frame, restoring the original

status and PC register values. Note: if you were already in
supervisor mode before the exception, you will still be in
supervisor mode after the RTE.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 7478520540484439263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,504ab2cfb36457b5
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: menu_attach on ste
Date: 1997/05/22
Message-ID: <UCTMCTE@tos.pl.net>#1/1
X-Deja-AN: 243273119
References: <5lt8ps$2jc@belzebul.imaginet.fr> <5lu8n1$cbr@newstoo.ericsson.se>
<5lunmg$fit@balaena.bio.vu.nl>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote:
: Forgive me for being stupid, but is the menu_attach function anyway?

menu_attach() allows a submenu to be attached to a menu entry, so that
when the mouse pointer moves over that entry, the submenu appears. For
further information you may like to consult an up to date reference on the
Atari AES, such as the Atari Compendium.

--
Mario Becroft   Auckland, New Zealand
mb@tos.pl.net   http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand   _.|o o |_   ))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

From 1635993933275592 35
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a4c81d384e0f87e2
X-Google-Attributes: gid1115ce,public
From: Jo Even Skarstein <josk@stud.ntnu.no>
Subject: Re: // Zip Drive.

Date: 1997/05/22
Message-ID: <5m1an3$gfb@due.unit.no>#1/1
X-Deja-AN: 243292234
References: <3383769E.3D8A@la3i.univ-rouen.fr>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Wilfrid <lefebvre@la3i.univ-rouen.fr> wrote:
> > For my PCs I have accquired an Iomgea ZIP paralell port drive.
> > Now I would like to connect the drive to my Atari Falcon 030.

> As a matter of fact I just have the same problem. I wanted to use my //
> Zip drive (initialy for my Pc) to save all my Atari files. I asked the
> same questions two days ago, and I get the same answers everywhere.
> So i transfered all files via null modem cable (with ZModem protocol) on
> my Pc and then saved them on my Zip drive.

> But perhaps there is a better solution i still didn't try :
> - connect the Pc and the Falcon with a null modem cable,
> - use Ghostlink to use Pc as a slave.
> - consider all the Pc peripheral devices as Falcon peripherals.
> Actually, I will try this idea this week-end, so if you do it before
> tell me so.
> If you have questions or suggestions about this procedure just tell me.

Instead of ghostlink you should try Parcp, which is a similar tool but
uses the parallel-port instead. It also multitasks with Win95 and I
believe it's available for Linux as well. The downside here is that unless
you have two paralellports (Many PC's have.) you need some way to switch
between the Zip and Parcp's cable.

If you have more than one paralellport you can save directly to the Zip.

Jo Even Skarstein

From 5168643272339089947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,504ab2cfb36457b5
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: menu_attach on ste
Date: 1997/05/23
Message-ID: <5m3l2t$d2h@balaena.bio.vu.nl>#1/1
X-Deja-AN: 243280875
References: <5lt8ps$2jc@belzebul.imaginet.fr> <5lu8n1$cbr@newstoo.ericsson.se>
<5lunmg$fit@balaena.bio.vu.nl> <UCTMCTE@tos.pl.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Mario Becroft (mb@tos.pl.net) wrote:
: : Forgive me for being stupid, but is the menu_attach function anyway?

: menu_attach() allows a submenu to be attached to a menu entry, so that
: when the mouse pointer moves over that entry, the submenu appears. For
: further information you may like to consult an up to date reference on the
: Atari AES, such as the Atari Compendium.

Neat.
It's about time someone wrote some online docs for these "new" AES calls...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Quidquid latine dictum sit, altum viditur.

(Whatever is said in Latin sounds profound.)
From news Fri May 23 10:38:54 1997
To: wezel
Subject: Local Post
Content-Length: 1174

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: menu_attach on ste
Date: 23 May 1997 08:38:53 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 22
Message-ID: <5m3l2t$d2h@balaena.bio.vu.nl>
References: <5lt8ps$2jc@belzebul.imaginet.fr> <5lu8n1$cbr@newstoo.ericsson.se>
<5lunmg$fit@balaena.bio.vu.nl> <UCTMCTE@tos.pl.net>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Mario Becroft (mb@tos.pl.net) wrote:
: : Forgive me for being stupid, but is the menu_attach function anyway?

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: further information you may like to consult an up to date reference on the
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It's about time someone wrote some online docs for these "new" AES calls...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Quidquid latine dictum sit, altum viditur.

(Whatever is said in Latin sounds profound.)

From -164565940167171924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: [VITAL]TRAP #something
Date: 1997/05/23
Message-ID: <5m40dooul1@news.th-darmstadt.de>#1/1
X-Deja-AN: 243303176
References: <f3e_9705221318@conchbbs.com>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <f3e_9705221318@conchbbs.com>,
     John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> For the 68030, it also includes the exception vector
> number (8 bytes total).
AFAIK, that's already true for >= 68020.

> and jumps to the address in the corresponding exception vector
> (first 256 longs in RAM).
Not necessarily. On 68030 (maybe already 68020), there's the vector base register (VBR). So, in fact, the address the CPU jumps to is VBR + 4 * vector_no.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 1648289738524451204
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffec8,1f09036e4c848ab6,start
X-Google-Attributes: gidffec8,public
X-Google-Thread: 111a55,1f09036e4c848ab6,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1077ec,1f09036e4c848ab6,start
X-Google-Attributes: gid1077ec,public
X-Google-Thread: 1115ce,1f09036e4c848ab6,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ff6c8,1f09036e4c848ab6,start
X-Google-Attributes: gidff6c8,public
X-Google-Thread: 10996c,1f09036e4c848ab6,start
X-Google-Attributes: gid10996c,public
X-Google-Thread: 106c00,1f09036e4c848ab6,start
X-Google-Attributes: gid106c00,public
X-Google-Thread: 103b62,1f09036e4c848ab6,start
X-Google-Attributes: gid103b62,public
From: diptronic@planete.net (Laurent Montagna)
Subject: Composants Electroniques
Date: 1997/05/23
Message-ID: <5m4fltiqk6@unix39.pressicom.fr>#1/1
X-Deja-AN: 243360938
Organization: Pressicom/Planete.net, France
Newsgroups:
comp.sw.components,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.hp.misc,co
mp.sys.hp48,comp.sys.ibm.as400.misc,comp.sys.ibm.hardware,comp.sys.ibm.pc.hardware
,comp.sys.ibm.pc.hardware.cd-
rom,comp.sys.ibm.pc.hardware.chips,comp.sys.ibm.pc.hardware.comm,comp.sys.ibm.pc.h
ardware.misc,comp.sys.ibm.pc.hardware.networking,comp.sys.ibm.pc.hardware.storage,
comp.sys.ibm.pc.hardware.systems,comp.sys.ibm.pc.hardware.video,comp.sys.ibm.pc.mi
sc,comp.sys.ibm.ps2.hardware,comp.sys.intel

www.diptronic.fr

From -1743975967886429711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4169f10716b5cf5,start
X-Google-Attributes: gid1115ce,public
From: "S.harris" <"<e63sah"@morgan.ucs.mun.ca>>
Subject: Graphics In GFA BASIC
Date: 1997/05/23
Message-ID: <5m4ml2$jrh@coranto.ucs.mun.ca>#1/1
X-Deja-AN: 243391832
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

I've made a title screen in DEGAS and want to load it into memory. Once in memory I want to display the picture on the screen very small(Like its far away) and then zoom in on it(Getting bigger until it fills the screen). As the picture is being zoomed in on I want to rotate it, spin it e.t.c. How is this done? Can I use the GET/PUT commands and how about using the screen flipping thing draw to logic and then copy to the physical screen. How is that done?

Any help would be greatly appreciated.

As well anyone know where I can download some good examples(source code) for GFA BASIC.

E-Mail: e63sah@morgan.ucs.mun.ca.

Thank's..... Scott

From -4225903006628959909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cae08d14dde41ebd,start
X-Google-Attributes: gid1115ce,public
From: jean.andre@hol.fr (???????? ???????)
Subject: LOOKING for CUBASE on ST (works without dd) pleaaase
Date: 1997/05/23
Message-ID: <5m51pt$ig4$3@news3.isdnet.net>#1/1
X-Deja-AN: 243429392
Organization: ZZZzzzZZZ
Newsgroups: comp.sys.atari.programmer

Lots to trade

Reply to pierre.lessieur@hol.fr

From 8332039713065299252
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,279d009701b806bf,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,279d009701b806bf,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,279d009701b806bf,start
X-Google-Attributes: gid109a67,public
From: Szymon Stasik <ss158962@students.mimuw.edu.pl>
Subject: looking for SCSI lib
Date: 1997/05/24
Message-ID: <Pine.LNX.3.95.970524182913.25224A-100000@zodiac2.mimuw.edu.pl>#1/1
X-Deja-AN: 243630705
X-Sender: ss158962@zodiac2.mimuw.edu.pl

Organization: ICM
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

hello,

I wonder if there is any scsi library which allows to read/write to
generic scsi device (as under linux) or at least to write aANY commands to
scsi cdroms/cdr's.

regards,

szymon.

From -872728860333895099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,26379ec7211d80dc,start
X-Google-Attributes: gid1115ce,public
From: Cutting Edge Computers
Subject: We have another WINNER
Date: 1997/05/24
Message-ID: <3387042a.0@ispc-news.cableinet.net>#1/1
X-Deja-AN: 243838916
X-NNTP-Posting-Host: nn-pool-242.wildnet.co.uk
Organization: "Cable Internet (post doesn't reflect views of Cable Internet)"
Newsgroups: comp.sys.atari.programmer

pippa@uunet.pipex.com has won the FREE Apocalypse 3D Accelarater.
Check out our web site for the new competition
www.cutting-edge.co.uk

From -7321780745390526173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,26379ec7211d80dc
X-Google-Attributes: gid1115ce,public
From: Cutting Edge Computers
Subject: We have another WINNER
Date: 1997/05/24
Message-ID: <33870fea.0@ispc-news.cableinet.net>#1/1
X-Deja-AN: 243858433
X-NNTP-Posting-Host: nn-pool-242.wildnet.co.uk
Organization: "Cable Internet (post doesn't reflect views of Cable Internet)"
Newsgroups: comp.sys.atari.programmer

pippa@uunet.pipex.com has won the FREE Apocalypse 3D Accelarater.
Check out our web site for the new competition
www.cutting-edge.co.uk

From 1719227153729364477
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,504ab2cfb36457b5
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <veg@a.sol.no>
Subject: Re: menu_attach on ste
Date: 1997/05/24
Message-ID: <33876DB4.2DBE@a.sol.no>#1/1
X-Deja-AN: 243879437
References: <5lt8ps$2jc@belzebul.imaginet.fr> <5lu8n1$cbr@newstoo.ericsson.se>
<5lunmg$fit@balaena.bio.vu.nl> <UCTMCTE@tos.pl.net> <5m3l2t$d2h@balaena.bio.vu.nl>
<11WMCTC@tos.pl.net>
Organization: Scandinavia Online
Reply-To: veg@a.sol.no
Newsgroups: comp.sys.atari.programmer

Mario Becroft wrote:
>
> Levien van Zon (lvzon@bio.vu.nl) wrote:
> : Mario Becroft (mb@tos.pl.net) wrote:
> : : menu_attach() allows a submenu to be attached to a menu entry, so that
> : : when the mouse pointer moves over that entry, the submenu appears. For
> : : further information you may like to consult an up to date reference on the
> : : Atari AES, such as the Atari Compendium.
>
> : Neat.
> : It's about time someone wrote some online docs for these "new" AES calls...
>
> Actually, the Atari Compendium is not an online document but a book, also
> available in CD-ROM form. Let me tell you, you want the book not the
> CD-ROM, though - the CD-ROM version is very poorly done and extremely
> difficult to use (IMHO).

Agreed, I have both & I _always_ use the book. It now has many loose &
lost
pages - so I would be interested in buying a new one. Anybody know where
I can
get it - I understand it is out of print...?

Bye,
Vegard Hofsoy
http://home.sn.no/~veg/

From 8979086120351536184
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4169f10716b5cf5
X-Google-Attributes: gid1115ce,public
From: Jeff.Thomas@823.to.org (Jeff Thomas)
Subject: Graphics In GFA BASIC
Date: 1997/05/24
Message-ID: <54b_9705251056@to.org>#1/1
X-Deja-AN: 244332079
Organization: TAF ONLINE 416-42-18-999
X-FTN-To: "
Newsgroups: comp.sys.atari.programmer

" > I've made a title screen in DEGAS and want to load it into memory.
" > Once in memory I want to display the picture on the screen very small
" > (Like its far away) and then zoom in on it(Getting bigger until it fills
" > the screen). As the picture is being zoomed in on I want to rotate it,
" > spin it e.t.c. How is this done? Can I use the GET/PUT commands and
" > how about using the screen flipping thing draw to logic and then copy to
" > the physical screen. How is that done?
" >
" > Any help would be greatly appreciated.
" >
" > As well anyone know where I can download some good examples(source
" > code) for GFA BASIC.

In order to achieve what you want to do, you'll need to write a Degas loader routine, this has been documented many times, and really isn't a difficult concept when you have the info on how the file is structured, and how the ST handles colour. To get a blow by blow of the Degas formats get a hold of the text file called PIXFMT.TXT it's one of the best descriptions of Atari graphics formats.

If you use the GET/PUT commands you risk your program not working on other machines because the GET/PUT make Line-A calls (or at least this is what I've read). Better to use the VDI blit routines vro_cpyfm(). If you don't care about Line-A calls then GET/PUT, or BITBLT which is faster than PUT/GET, are fine. There's also something called RC_COPY, but that seems to be related to window handling.

Finally you'll need some sorts of image processing algorithms. One for rotation and one for resizing an image. I suggest the library for finding this information. Back issues of Byte had lots of interesting technical info on image processing. Of course using a screen buffer (screen flipping) is a good idea to fool the viewer's eye into seeing a seamless animation.

Animation brings up another good point. If you have a program like Cyber Paint, you could do the whole intro as a SEQuence animation, and simply load that file and play it. GFA would simply do the load and play back, and you wouldn't have had to muck about with raster image transforms.

Later...

... OFFLINE 1.52
--
| Via 1:250/714@fidonet.org: The Official Net 250 Gateway in Toronto, CANADA
| Check out the Net 250 Web Site at http://www.to.org/
|
| Standard disclaimer: The views of this user are strictly his own.

From 4734663093633727812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82de7482faa05ad3,start
X-Google-Attributes: gid1115ce,public
From: <lavy@gate.net>
Subject: cable T.V & EQUIPMENT
Date: 1997/05/25
Message-ID: <5m96rn$1m70$9132@news.gate.net>#1/1
X-Deja-AN: 243784207
Organization: land of jesus
Newsgroups: comp.sys.atari.programmer

you need cable T.V call us.
we can help you wite CONVERTERS & EQUIPMENT.
30 - days MONEY BACK** 1 YEAR WARRANTY.
e-mail me to: lavy@gate.net

From -7703883465631252787
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,504ab2cfb36457b5
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: menu_attach on ste
Date: 1997/05/25
Message-ID: <11WMCTC@tos.pl.net>#1/1
X-Deja-AN: 243796335
References: <5lt8ps$2jc@belzebul.imaginet.fr> <5lu8n1$cbr@newstoo.ericsson.se>
<5lunmg$fit@balaena.bio.vu.nl> <UCTMCTE@tos.pl.net> <5m3l2t$d2h@balaena.bio.vu.nl>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote:
: Mario Becroft (mb@tos.pl.net) wrote:
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: : when the mouse pointer moves over that entry, the submenu appears. For
: : further information you may like to consult an up to date reference on the

: : Atari AES, such as the Atari Compendium.

: Neat.
: It's about time someone wrote some online docs for these "new" AES calls...

Actually, the Atari Compendium is not an online document but a book, also available in CD-ROM form. Let me tell you, you want the book not the CD-ROM, though - the CD-ROM version is very poorly done and extremely difficult to use (IMHO).

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

```
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_.|o o  |_   ) )
--(((---(((--------
```

From -2061687305722821050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: [VITAL]TRAP #something
Date: 1997/05/25
Message-ID: <EAqyu8.nq1@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 245819102
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <f3e_9705221318@conchbbs.com> <5m40dooul1@news.th-darmstadt.de>
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <5m40dooul1@news.th-darmstadt.de>,
    gryf@hrzpub.th-darmstadt.de (Thomas Binder) writes:
> Hi!
>
> In article <f3e_9705221318@conchbbs.com>,
>   John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
>> For the 68030, it also includes the exception vector
>> number (8 bytes total).
> AFAIK, that's already true for >= 68020.
>
>> and jumps to the address in the corresponding exception vector
>> (first 256 longs in RAM).
> Not necessarily. On 68030 (maybe already 68020), there's the vector base
> register (VBR). So, in fact, the address the CPU jumps to is VBR + 4 *
> vector_no.

The vector base register in fact exists in a 68010 already !!

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de
                            http://www.stud.uni-hannover.de/~perot
----

From -8529632669373914641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,504ab2cfb36457b5
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: menu_attach on ste
Date: 1997/05/26
Message-ID: <5mbmhf$eae@balaena.bio.vu.nl>#1/1
X-Deja-AN: 243982861
References: <5lt8ps$2jc@belzebul.imaginet.fr> <5lu8n1$cbr@newstoo.ericsson.se>
<5lunmg$fit@balaena.bio.vu.nl> <UCTMCTE@tos.pl.net> <5m3l2t$d2h@balaena.bio.vu.nl>
<11WMCTC@tos.pl.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Mario Becroft (mb@tos.pl.net) wrote:

: : It's about time someone wrote some online docs for these "new" AES calls...

: Actually, the Atari Compendium is not an online document but a book, also

I know, that's why I wrote that someone should write some _online_ docs for
new AES calls. (There are some docs on the "old" ones (mostly AES < 3)
around)

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Anyone who goes to a psychiatrist ought to have his head examined.
         -- Samuel Goldwyn
From news Mon May 26 11:52:50 1997
To: wezel
Subject: Local Post
Content-Length: 1116

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer

Subject: Re: menu_attach on ste
Date: 26 May 1997 09:52:47 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 20
Message-ID: <5mbmhf$eae@balaena.bio.vu.nl>
References: <5lt8ps$2jc@belzebul.imaginet.fr> <5lu8n1$cbr@newstoo.ericsson.se> <5lunmg$fit@balaena.bio.vu.nl> <UCTMCTE@tos.pl.net> <5m3l2t$d2h@balaena.bio.vu.nl> <11WMCTC@tos.pl.net>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

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I know, that's why I wrote that someone should write some _online_ docs for
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around)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Anyone who goes to a psychiatrist ought to have his head examined.
-- Samuel Goldwyn

From 7361595238558234244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,279d009701b806bf
X-Google-Attributes: gid1115ce,public
From: RCain@nest.demon.co.uk (Roger Cain)
Subject: looking for SCSI lib
Date: 1997/05/26
Message-ID: <820_RCain@nest.demon.co.uk>#1/1
X-Deja-AN: 243983305
X-NNTP-Posting-Host: nest.demon.co.uk [158.152.39.186]
Organization: Network ST (NeST)
Reply-To: RCain@nest.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Hi ss158962@students.mimuw.edu.pl, on 24 May 97 you wrote:

s> I wonder if there is any scsi library which allows to read/write to

s> generic scsi device (as under linux) or at least to write aANY
s> commands to scsi cdroms/cdr's.

Why not take a look at the CBHD archive?

As well as the driver, configurer etc. this contains a s/w SCSI interface which can be loaded at run time together with a description of how to write code for this i/f.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From 3045749181210178502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a9816ffb74d4bfd
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: VDI plotting
Date: 1997/05/26
Message-ID:
<Pine.GSO.3.95Lrindlow.970526134142.13914E-100000@tiny.lysator.liu.se>#1/1
X-Deja-AN: 243990245
References: <5lungp$fit@balaena.bio.vu.nl>
Organization: Link⍰ping University, Sweden
Newsgroups: comp.sys.atari.programmer

On 21 May 1997, Levien van Zon wrote:

> Hi everyone,
> I've got another one of those silly VDI questions...
>
> I need to write a routine that will plot pixels (or an entire row of pixels
> at once) using the VDI in any video mode. As I see it, I have two options:
>
> 1 - Use v_pline to draw each pixel seperately. Sounds a bit slow...
> 2 - Build a bitmap in standard format and then use the VDI transform

<snip>

> Well, anyone else got any better ideas on how to use the VDI for fast
> flexible plotting? Or is it just not possible... (I suspect the latter ;)

Fast? No! flexible? well...
There is another VDI call, v_pmarker, which can be set to plot single pixels. As with v_pline you give it an array of coordinates and it will plot pixels at each coordinate.

The method of building a bitmap and use VDI calls to put it on screen might be faster if you have a lot of pixels to set.

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From 1312144510663248582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2ffa2f8866a920,start
X-Google-Attributes: gid1115ce,public
From: Vince <ihavenomail@hoi.nl>
Subject: GNU and shell problem?
Date: 1997/05/26
Message-ID: <338A0BDC.AB7@hoi.nl>#1/1
X-Deja-AN: 244004773
Organization: World Access/Planet Internet
Reply-To: ihavenomail@hoi.nl
Newsgroups: comp.sys.atari.programmer

Hello everyone,

I tried to install the newest GNU binaries (is that 2.5.8?) on my Falcon and suddenly I had all sorts of problems with files that could not be found. It appears to be a communication problem between Gulam and GNU, i.e. somehow the new GNU works with unix style '/' instead of dos style '\'.

Anyone to confirm this??
Anyone know a unix-like shell or other sollution to this problem?
Couldn't set myself to install Linux yet.

greetz,
Vince

From -8787695125499260065
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf43a9bb43add003,start
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Where to store settings files?
Date: 1997/05/26
Message-ID: <8UXMCYI@tos.pl.net>#1/1
X-Deja-AN: 244099858
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

With the apparent progress towards GEM being more multi-user friendly, much software stores its settings in the user's home directory. This is, of course, an excellent thing, but there are still some irregularities.

For example, some software stores the settings files in a directory called "defaults" in the users home directory, while other software stores the settings file directly in the home directory.

Also, since the concept of storing the settings in a home directory seems to be derived from UNIX, should be also derive the file naming convention from UNIX; i.e. the settings for an app called "test" would be stored in a file called ".testrc"? Or should we name the files more like "test.rc" or "test.set"? The trouble with the latter approach is that a user's home directory soon gets very cluttered with settings files, whereas under the UNIX convention, these files would be hidden (since the name begins with a '.' character). However, the UNIX naming is not very useful under a MS-DOS style filesystem, where a filename such as ".testrc" would be truncated to ".TES".

Also, since many GEM users do not have a multiuser system, it is quite likely that the user may not have any home directory. Where should the settings files be put in this case?

I posted about this some time ago but received no responses. I believe it is important, however, that a standard system for placing and naming settings files must be constructed in order to avoid the difficult problem of a variety of systems being used.

I would be interested to hear any comments anyone may have on the above.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

```
|\__/,|   (`\
_.|o o  |_   ) )
--(((---(((--------
```

From 1726796292030295030

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2ffa2f8866a920
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GNU and shell problem?
Date: 1997/05/26
Message-ID: <5md23n$a6e@balaena.bio.vu.nl>#1/1
X-Deja-AN: 244102189
References: <338A0BDC.AB7@hoi.nl>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Vince (ihavenomail@hoi.nl) wrote:

: found. It appears to be a communication problem between Gulam and GNU,
: i.e. somehow the new GNU works with unix style '/' instead of dos style
: '\'.

: Anyone to confirm this??
: Anyone know a unix-like shell or other sollution to this problem?

Try using BASH (and MiNT if you don't already use it...). It should
be on ftp.fu-berlin.de in /pub/atari/mint or something like that...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

MORE SPORTS RESULTS:
The Beverly Hills Freudians tied the Chicago Rogerians 0-0 last
Saturday night. The match started with a long period of silence while
the Freudians waited for the Rogerians to free associate and the
Rogerians waited for the Freudians to say something they could
paraphrase. The stalemate was broken when the Freudians' best player
took the offensive and interpreted the Rogerians' silence as reflecting
their anal-retentive personalities. At this the Rogerians' star player
said "I hear you saying you think we're full of ka-ka." This started a
fight and the match was called by officials.
From news Tue May 27 00:16:23 1997
To: wezel
Subject: Local Post
Content-Length: 1571

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GNU and shell problem?
Date: 26 May 1997 22:16:23 GMT

Organization: VU Biology, Amsterdam, The Netherlands
Lines: 30
Message-ID: <5md23n$a6e@balaena.bio.vu.nl>
References: <338A0BDC.AB7@hoi.nl>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

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: i.e. somehow the new GNU works with unix style '/' instead of dos style
: '\'.

: Anyone to confirm this??
: Anyone know a unix-like shell or other sollution to this problem?

Try using BASH (and MiNT if you don't already use it...). It should
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-=Levjenno

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their anal-retentive personalities. At this the Rogerians' star player
said "I hear you saying you think we're full of ka-ka." This started a
fight and the match was called by officials.

From -3908705959023352576
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a9816ffb74d4bfd
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: VDI plotting
Date: 1997/05/26
Message-ID: <5md1sh$a6e@balaena.bio.vu.nl>#1/1
X-Deja-AN: 244102249
References: <5lungp$fit@balaena.bio.vu.nl>
<Pine.GSO.3.95Lrindlow.970526134142.13914E-100000@tiny.lysator.liu.se>
Organization: VU Biology, Amsterdam, The Netherlands

Newsgroups: comp.sys.atari.programmer

Tomas Berndtsson (tobe@lysator.liu.se) wrote:

: Fast? No!

Yeah, I noticed... :(

: The method of building a bitmap and use VDI calls to put it on screen
: might be faster if you have a lot of pixels to set.

I have, in some cases.. But anyway, I'm using v_pmarker for the time
being. I don't feel like fiddeling around with lots of (a variable
amount of) planes, MFDB's, Malloc's and other scary stuff.. :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

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said "I hear you saying you think we're full of ka-ka." This started a
fight and the match was called by officials.
From news Tue May 27 00:12:34 1997
To: wezel
Subject: Local Post
Content-Length: 1631

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: VDI plotting
Date: 26 May 1997 22:12:33 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 31
Message-ID: <5md1sh$a6e@balaena.bio.vu.nl>
References: <5lungp$fit@balaena.bio.vu.nl>
<Pine.GSO.3.95Lrindlow.970526134142.13914E-100000@tiny.lysator.liu.se>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

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: Fast? No!

Yeah, I noticed... :(

: The method of building a bitmap and use VDI calls to put it on screen
: might be faster if you have a lot of pixels to set.

I have, in some cases.. But anyway, I'm using v_pmarker for the time
being. I don't feel like fiddeling around with lots of (a variable
amount of) planes, MFDB's, Malloc's and other scary stuff.. :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

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Rogerians waited for the Freudians to say something they could
paraphrase. The stalemate was broken when the Freudians' best player
took the offensive and interpreted the Rogerians' silence as reflecting
their anal-retentive personalities. At this the Rogerians' star player
said "I hear you saying you think we're full of ka-ka." This started a
fight and the match was called by officials.

From 2320725865881640795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2ffa2f8866a920
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: GNU and shell problem?
Date: 1997/05/27
Message-ID: <EXYMCON@tos.pl.net>#1/1
X-Deja-AN: 244159141
References: <338A0BDC.AB7@hoi.nl>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Vince (ihavenomail@hoi.nl) wrote:
: Anyone know a unix-like shell or other sollution to this problem?

All the usual UNIX shells are available for MiNT, i.e. sh, bash, csh,
tcsh, zsh...

I have a fairly complete UNIX style setup of MiNT, and never observe
problems like those you mentioned.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

From 8526961974214496691
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,279d009701b806bf
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,279d009701b806bf
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,279d009701b806bf
X-Google-Attributes: gid109a67,public
From: Claus Brod <claus_brod@bbn.hp.com>
Subject: Re: looking for SCSI lib
Date: 1997/05/27
Message-ID: <338A7278.1070@bbn.hp.com>#1/1
X-Deja-AN: 244164775
References: <Pine.LNX.3.95.970524182913.25224A-100000@zodiac2.mimuw.edu.pl>
Organization: CoCreate Software GmbH
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Szymon Stasik wrote:
>
> hello,
>
> I wonder if there is any scsi library which allows to read/write to
> generic scsi device (as under linux) or at least to write aANY commands to
> scsi cdroms/cdr's.

Check out Steffen Engel's SCSI library which comes as part of the CBHD
driver package. You can download it from any good Atari ftp site; here
are just two links:

http://www.funet.fi/pub/atari/diskutil/cbhd502.tos
ftp://ftp.uni-paderborn.de/pub/atari/tools/hd/cbhd502.tos

--claus_brod@hp.com----------
  Claus Brod, CoCreate Software Have you hugged your manager today?
  CoCreate Software GmbH
  A Hewlett-Packard Company Phone: +49 7031 951 152
--http://www.geocities.com/SiliconValley/3366 ---#include <disclaimer>--

From -2978192529412107007
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b37dab82a70ef3b8,start
X-Google-Attributes: gid1115ce,public
From: Adam Misener <b1wutg19@sympatico.ca>
Subject: Atari 800
Date: 1997/05/27
Message-ID: <338A6BD0.49D2@sympatico.ca>#1/1
X-Deja-AN: 244167702
Organization: Sympatico
Reply-To: b1wutg19@sympatico.ca
Newsgroups: comp.sys.atari.programmer

I recently purchased a used Atari 800 with very little programming
documentation. I need to know any programming commands (is it the same
as C64 basic) and the pin configurations for both the joystick ports and
the periferal ports, I also need the commands to access the ports.
Thanks in advance Adam.
You can e-mail me at amisenm@sympatico.ca

From -3609438517211996906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a9816ffb74d4bfd
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: VDI plotting
Date: 1997/05/27
Message-ID: <d0f_9705271238@conchbbs.com>#1/1
X-Deja-AN: 244284698
Organization: Houston Area League of PC Users
X-FTN-To: lvzon@bio.vu.nl
Newsgroups: comp.sys.atari.programmer

l > I don't feel like fiddeling around with lots of (a variable
l > amount of) planes, MFDB's, Malloc's and other scary stuff.. :)

If you are working with only one color (at a time), you can use
vrt_cpyfm() and only have to deal with one simple (mono) raster
image.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 1435767578068990033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c68f2278d99e4af,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Scaling GDOS fonts?
Date: 1997/05/27
Message-ID: <5mfjjh$rgb@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 244321808
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: bdc2@po.CWRU.Edu (Boris D. Cahan)
Newsgroups: comp.sys.atari.programmer

Is there anyone out there to advise me how one makes
double size fonts from GDOS fonts (bitmapped). For my TelVYT102 I need
to be able to scale fonts to be
1) double width
2) double height,
and if possible
3) top and/or bottom halves of double size fonts.

Can anyone help?

Boris
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 5835815493654417202
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf43a9bb43add003
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: Where to store settings files?
Date: 1997/05/27
Message-ID: <5mfnn1$o9u@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 244338387
References: <8UXMCYI@tos.pl.net>
Organization: University of Sussex
Newsgroups: comp.sys.atari.programmer

Mario Becroft (mb@tos.pl.net) wrote:
: Also, since the concept of storing the settings in a home directory seems
: to be derived from UNIX, should be also derive the file naming convention
: from UNIX; i.e. the settings for an app called "test" would be stored in a

: file called ".testrc"? Or should we name the files more like "test.rc" or
: "test.set"? The trouble with the latter approach is that a user's home
: directory soon gets very cluttered with settings files, whereas under the
: UNIX convention, these files would be hidden (since the name begins with a
: '.' character). However, the UNIX naming is not very useful under a MS-DOS
: style filesystem, where a filename such as ".testrc" would be truncated to
: ".TES".

Tell me about it... Under MiNTOS, the version of 'tcsh' I use insists on
having 'tcsh.rc' files and refuses to recognise '.tcshrc' files (I'm abviously
using the Minix filesystem).

: Also, since many GEM users do not have a multiuser system, it is quite
: likely that the user may not have any home directory. Where should the
: settings files be put in this case?

I'm not sure that this is really a problem: if there are no users on the
system then you may only use the system with 'root' permissions. In these
cases the configuration files usually reside in an 'etc' directory (either
/etc or in /local/etc). Config files found here are generally read first by
most UNIX apps (others provise facilities to include standard config files
in the user's own).

: I posted about this some time ago but received no responses. I believe it
: is important, however, that a standard system for placing and naming
: settings files must be constructed in order to avoid the difficult problem
: of a variety of systems being used.

I have been giving issues such as these some thought. Basically, I believe
that UNIX has got config files right: stick standard ones in '/etc' and
'/local/etc' and the user has their own in their $HOME directory.

This works even if their is only one user on the system (you only have the
config files in /etc and /local/etc) and can be made to work with M$-DOS
filesystems by making the apps looking for config files look for '.testrc'
first, then 'test.rc'.

Well, you asked for comments!

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

From -912693323031330288
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf43a9bb43add003
X-Google-Attributes: gid1115ce,public
From: Thomas_Much@ka2.maus.de (Thomas Much)
Subject: Re: Where to store settings files?

Date: 1997/05/27
Message-ID: <199705272031.a9302@ka2.maus.de>#1/1
X-Deja-AN: 244369068
References: <8UXMCYI@tos.pl.net>
X-Gate: MausGate/News 1.27b9/ka2
Newsgroups: comp.sys.atari.programmer

MB>The trouble with the latter approach is that a user's home directory
MB>soon gets very cluttered with settings files, whereas under the UNIX
MB>convention, these files would be hidden (since the name begins with
MB>a '.' character)

This is why there was the proposal to use the folder $HOME\defaults.

MB>Where should the settings files be put in this case?

In the application's directory.

bye, Thomas

From 4224304740129539144
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4b980075169f6ae2,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4b980075169f6ae2,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4b980075169f6ae2,start
X-Google-Attributes: gid109a67,public
From: Axel Schlueter <axel@moving-bytes.de>
Subject: TT030 and Proscreen TT
Date: 1997/05/28
Message-ID: <338B5A0F.349C08FE@moving-bytes.de>#1/1
X-Deja-AN: 244332886
X-Priority: 3 (Normal)
Organization: Moving Bytes Software Development GmbH
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi all,

Recently I bought a TT030 together with a 19" B/W-Monitor
called "Proscreen TT", manufactured from a company called
Protar, but I don't have a cable to connect both.

Anybody out there using these two devices ? Could you please
mail me the wiring scheme for the monitor cable ?

Thnx,
    Axel

Zu faul fuer ne' Sig...

From 9140513305124700367
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,279d009701b806bf
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,279d009701b806bf
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,279d009701b806bf
X-Google-Attributes: gid109a67,public
From: Szymon Stasik <szymon@ericsson.pl>
Subject: Re: looking for SCSI lib
Date: 1997/05/28
Message-ID: <Pine.LNX.3.95.970528095240.28821A-100000@bzyk>#1/1
X-Deja-AN: 244384896
References: <Pine.LNX.3.95.970524182913.25224A-100000@zodiac2.mimuw.edu.pl>
<338A7278.1070@bbn.hp.com>
X-Sender: szymon@bzyk
Organization: Ericsson
Reply-To: Szymon Stasik <szymon@ericsson.pl>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 27 May 1997, Claus Brod wrote:

> Szymon Stasik wrote:
> >
> > hello,
> >
> > I wonder if there is any scsi library which allows to read/write to
> > generic scsi device (as under linux) or at least to write aANY commands to
> > scsi cdroms/cdr's.
>
> Check out Steffen Engel's SCSI library which comes as part of the CBHD
> driver package. You can download it from any good Atari ftp site; here

Yup, I have remind about that just after writng a message. Anyway thanks
for help. I am still looking for any description of SCSI2 group 7
commands.

regards,

Szymon.

From -2687938846137945398
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: [VITAL]TRAP #something
Date: 1997/06/08
Message-ID: <339b41a3.0@comnet.co.nz>#1/1
X-Deja-AN: 247140119
References: <f3e_9705221318@conchbbs.com> <5m40dooul1@news.th-darmstadt.de>
Newsgroups: comp.sys.atari.programmer

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
> In article <f3e_9705221318@conchbbs.com>,
>   John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> > For the 68030, it also includes the exception vector
> > number (8 bytes total).
> AFAIK, that's already true for >= 68020.

The "Format Word" debuted with the 68010.

So, at the start of the trap handler, the supervisor stack looks like this:

```
ssp+0:  SR  (2 byte word)
ssp+2:  Return address (4 byte longword)
ssp+6:   Format word (2 byte word)
```

If you are running on a 68000 or 68008, then the format word does not exist.

However, if you are using a 68010+, _DO_NOT_ alter the format word. You will get a "Foarmat error" with 14 bombs.

> > and jumps to the address in the corresponding exception vector
> > (first 256 longs in RAM).
> Not necessarily. On 68030 (maybe already 68020), there's the vector base
> register (VBR). So, in fact, the address the CPU jumps to is VBR + 4 *
> vector_no.

The VBR also arrived with the 68010. This allows the exception table to appear anywhere in memory - not just the first 256 bytes

> Ciao

> Thomas

> --
> Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
> PGP-key available on request! gryf@hrzpub.th-darmstadt.de

--

Any email sent to my address will bounce, however I can now be contacted

via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be talking about me"

From 3383668754639099092
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: [VITAL]TRAP #something
Date: 1997/06/08
Message-ID: <339b4396.0@comnet.co.nz>#1/1
X-Deja-AN: 247142052
References: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr> <5m1so2$6s8$1@news.th-darmstadt.de>
Newsgroups: comp.sys.atari.programmer

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote: > Hi!
> Yag Alone <b2b3@elec.iuta.u-bordeaux.fr> writes:
> > This is a BAD thing for compatibility!
> > Thank you very much! I'll left the stack then and ask parameters by
> > registers!
> Well, with TOS and compatible systems, there's no real need to do so, as you
> can rely on the OS variable _longframe. If it's non-zero, than the
> running CPU uses the long stack frame (i.e. with the vector number).

> But don't forget to check if the trap was made from user or supervisor
> mode, as the parameters have to be accessed via the USP, then.

> Of course, if your trap handler is not intended to run under
> TOS-compatible systems, you can't use _longframe. Btw, I don't have the
> address of _longframe handy, but I can look it up. Or maybe someone else
> can supply it.

_longframe = $59e. (1438 decimal)

This is a word (16-bit) value.

If it is zero, then the stack frame is 6 bytes long, otherwise eight bytes.

--

Any email sent to my address will bounce, however I can now be contacted

via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be talking about me"

From -9012841060840400649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: [VITAL]TRAP #something
Date: 1997/06/08
Message-ID: <339b44a6.0@comnet.co.nz>#1/1
X-Deja-AN: 247142114
References: <f3e_9705221318@conchbbs.com> <5m40dooul1@news.th-darmstadt.de>
Newsgroups: comp.sys.atari.programmer

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
> John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> > For the 68030, it also includes the exception vector
> > number (8 bytes total).
> AFAIK, that's already true for >= 68020.

The "Format Word" debuted with the 68010, lengthning the 68000/68008 stack frame from six bytes to eight.

DO NOT alter this word, as you will get a "Format Error" exception (14 bombs under TOS) at the next RTE

> > and jumps to the address in the corresponding exception vector
> > (first 256 longs in RAM).
> Not necessarily. On 68030 (maybe already 68020), there's the vector base
> register (VBR). So, in fact, the address the CPU jumps to is VBR + 4 *
> vector_no.

The VBR also debuted on the 68010 - allowing the exception table to appear anywhere in physical memory, not just the first 1024 bytes.

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be talking about me"

From -3299499514486239410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: [VITAL]TRAP #something
Date: 1997/06/08
Message-ID: <339b4576.0@comnet.co.nz>#1/1
X-Deja-AN: 247142118
References: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr>
<Pine.LNX.3.91.970521105021.11034A-100000@juliet> <3382E8ED.5B2D@elec.iuta.u-bordeaux.fr> <Pine.LNX.3.91.970522131527.2648A-100000@vila>
<33844B8A.69F0@elec.iuta.u-bordeaux.fr>
Newsgroups: comp.sys.atari.programmer

Yag Alone (b2b3@elec.iuta.u-bordeaux.fr) wrote:
> Sam Ellis wrote:
> >
> > On Wed, 21 May 1997, Yag Alone wrote:
> > > BTW, when the interrupt reaches the RTI, no register (except SR) is
> > > modified,I guess?
> > Do you mean RTE?

> Yes, sorry, I'm being traumatized by TMS 320 C 30 assembly language!
> (RETI)

Good answer. At least you didn't mean RTI (Return from Interrupt) used by Intel Insane computers.

> Perfect!
> I think I should buy a good book about the 68000!!!

I use "68030 Assembly Language Reference" by Steve Williams. Published by Addisson Wesley.

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be talking about me"

From -4800872958960402277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f139639fb7e31249,start
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Component Manager -- good place to upload?
Date: 1997/06/08
Message-ID: <5nfc0m$a0b@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 247228545
Summary: MiNT Component Manager -- release details
Organization: University of Sussex
Keywords: MiNT OS Fenix component module framework
Newsgroups: comp.sys.atari.programmer

Well, after three years and a fair few promises of an early release, my component manager is finally ready (funny how this coincides with my end of my degree :).

I have the package sitting on my hard-drive at the moment in the form of a tar-ed, gzip-ed archive but I don't know which FTP site to upload to! I want to get this out and available as soon as possible since I don't have all that much time left at University (I have until the 27th of June).

There are a few people who I am going to email about putting it on their FTP sites, but I would welcome any suggestions for where to distribute it from.

I suppose I should tell you what is so good about the component manager then...

The thing was born out of the fact that MiNT has no support for shared libraries, and I didn't like the fact that quite a few programs share the same basic source code for certain functions (at a mundane level, string handling for example). So I started work on building a program that would load and unload standards bits of program code that provided system wide libraries of functions.

This turned into something which, in my opinion, should be a part of the operating system. At this point I should mention Sven Karlson's (sp?) project to create an entirely new operating system for the Atari: Fenix. The kernel is very small with Fenix, and all of the device drivers, filesystem drivers, etc.. are implemented as 'servers'. These servers are loaded as needed and help make the overall size of the kernel _very_ small.

The component manager that I have constructed is built with this in mind: most components are 'non-resident', that is, thay may be unloded from memory if no client wishes to use it (some components would have to be 'resident' since they might patch into an interupt vector, for example).

The component manager provides a simple interface between clients and the components that is very 'open'. Components can have whatever protocol they wish for providing their function(s). It is upto the documentation about how to use that 'class' of component to detail how to interpret the protocol.

Anyways, enough of the boring details... The component manager is a tiny archive: the actual program is only 5700 bytes of so on disc, although uses about 40K of memory (with memory protection turned on). My next concern is finding someone who will distribute the system around. If anyone would like to volenteer some FTP space for it, it would be most appreciated.

Sven: if you read this, get in touch with me if you want more technical info on how my component system works: I'm not releaseing source codes for my first version of this (whilst it is stable, it is not really complete yet).

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

From -6081480948353248791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d000108c3e31867f
X-Google-Attributes: gid1115ce,public
From: "mhop" <mhop@snip.net>
Subject: Re: help SOZOBON X
Date: 1997/06/08
Message-ID: <01bc7434$b1e927e0$LocalHost@computer-name>#1/1
X-Deja-AN: 247587794
References: <33931230.64EC@srepir1.univ-mrs.fr>
Newsgroups: comp.sys.atari.programmer

Gilles OLIVE <gilles@srepir1.univ-mrs.fr> wrote in article
<33931230.64EC@srepir1.univ-mrs.fr>...
> I had decompacted the last version of Sozobon X but I don't know how to
> configure it ....
> Where can I find C-DESK ?
>
> Thanks to answer me in my email too.
>
> Gilles
>

> Gilles@srepir1.univ-mrs.fr
>

I don't remember reading anything in Sozobon about C-desk. What is the
latest version of Sozobon? X?

--

mhop@snip.net

From 2739481236888248036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e18fe9ad36defead
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Hard Drive controller?
Date: 1997/06/09
Message-ID: <865858006_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 247276031
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

 In article <339a60bc.189397@news.airtime.co.uk>
  !ynoT said:-

>On Sat, 7 Jun 97 20:58:56 GMT, guy@swampdog.demon.co.uk (Guy Harrison)
>wrote:
>
>
>>>bytes.. tsk so the 4meg game now has to be 3.2 or thereabouts :(...
>>>damm.... big drop .
>>
>>disabled everything but the driver the other day and got close to
>>3.8Mb so 'up' my estimate to 3.5
>
> Its a big suprise, quite a bit of rethinking to do :), I seriously
>thought just a few thousand bytes for some sort of HD driver...

This is probably true. Here, it's the user definable stuff like the
various types of cache and their sizes which is the unknown quantity.

>well I
>have to keep on the safe side so will make it a maximum 3.5meg,

I'll assume most of this space is for graphics - what about having
some of the disk files compressed and expanding them immediately
after loading, or does STOS do this anyway?

> And thanks there mate... suprisingly none responsive audience for
>this one.. perhaps the question was far too difficult ;--))

hehe! methinks it's more a case of too much trouble to disable
everything! ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -3033524132918569032
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a12b7f36caa6f37,start
X-Google-Attributes: gid1115ce,public
From: a;sdlfjsad;l@;laksjfasld.com
Subject: Hot Teen caught Undressing
Date: 1997/06/10
Message-ID: <5njl9s$6u7$2@news9.gte.net>#1/1
X-Deja-AN: 247455459
Organization: GTE Intelligent Network Services, GTE INS
X-Auth: 471D9E835796578155170412
Newsgroups: comp.sys.atari.programmer

Check out this site, it has tons of Nude Teenagers Fucking
and Sucking Cock.

Are you ready to cum all over a teenagers face? Then Check out:

http://www.nasty-schoolgirls.com

http://www.nasty-schoolgirls.com

http://www.nasty-schoolgirls.com

From -8233360105538683230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>

Subject: Re: [VITAL]TRAP #something
Date: 1997/06/10
Message-ID: <339D6EDF.5627@elec.iuta.u-bordeaux.fr>#1/1
X-Deja-AN: 247475662
References: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr>
<Pine.LNX.3.91.970521105021.11034A-100000@juliet> <3382E8ED.5B2D@elec.iuta.u-bordeaux.fr> <Pine.LNX.3.91.970522131527.2648A-100000@vila>
<33844B8A.69F0@elec.iuta.u-bordeaux.fr> <339b4576.0@comnet.co.nz>
Organization: Atari's Rules
Newsgroups: comp.sys.atari.programmer

Gaven Miller wrote:

> Good answer. At least you didn't mean RTI (Return from Interrupt) used by
> Intel Insane computers.

Beurk!

> I use "68030 Assembly Language Reference" by Steve Williams. Published by
> Addisson Wesley.

I asked Motorola to send me the user's manuals and the programmer's
manuals of the whole 680X0 familly!

I received the UM of the 68000, The 68020, the 68030 and the 68881/2,
as well as for the 56001 !!!

From 9056035278636071817
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90988342986e13eb
X-Google-Attributes: gid1115ce,public
From: cure@ftp.ibp.fr (David CURE)
Subject: Re: Is there a Java virtual Machine for Atari in progress?
Date: 1997/06/10
Message-ID: <5njiuqoqf4@ys.ifremer.fr>#1/1
X-Deja-AN: 247476725
References: <3397D2E4.2781@in.tu-clausthal.de>
Organization: Atari-Web
Reply-To: cure@ftp.ibp.fr
Newsgroups: comp.sys.atari.programmer

In article <3397D2E4.2781@in.tu-clausthal.de>, Christof Donat <cdonat@in.tu-clausthal.de> writes:
>
>Start it, if you have the time. May be you could do a JIT Compiler...
>
>Information about the virtual machine should be found at
>

>http://www.javasoft.com/
>
>For the interpreting the Java Bytecode bison should be the right tool.
>just go ahead.

You can start with the GNU Java VM named kaffe : http://www.kaffe.org
(It works on Linux/68k with a little patch ;-))

David.
--
Atari-Web Admin : http://www.cnam.fr/Comp/Atari/
FTP Atari : ftp://ftp.ibp.fr/pub/atari
Finix (Finistere *nix) : http://finix.home.ml.org/
"Le temps n'est pas important, seule la vie est importante" L5E

From 8465735555947840143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,696625e1e427f909,start
X-Google-Attributes: gid1115ce,public
From: krypton@suncity.com (Clark Kent)
Subject: using atari ST trackball on PC ?
Date: 1997/06/10
Message-ID: <5nk4uv$v6$1@newsserver.dircon.co.uk>#1/1
X-Deja-AN: 247508081
Organization: via Direct Connection News service
Reply-To: a@b.c
Newsgroups: comp.sys.atari.programmer

Is there any way of converting my Marcus Marconi trackball
for use on a windows pc ??

Please email: wisdoma@logica.com

From 4572423463875963186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,757b998b1296920b,start
X-Google-Attributes: gid1115ce,public
From: Free Cable<larry@aol.com>
Subject: CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY
Date: 1997/06/11
Message-ID: <5nkpsa$e72@chronicle.concentric.net>#1/1
X-Deja-AN: 247565283
Organization: Free Cable
Newsgroups: comp.sys.atari.programmer

CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Just a few inexpensive parts from Radio Shack and a little time and you can descramble every cable channel. See all your favorite movie channels,pay per view etc

To recieve detail instructions and diagrams on how to construct your own Cable Box Descrambler
Mail $5.00 CASH MONEY ORDER CHECK

S&G Enterprise
12145 Augusta Woods Cir
Suite 3
Orlando FL. 32824

Please be sure to include your full name & address
Allow 10 days to recieve

Thank You
Seth Garner

From 647973676249986498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bb2b8a0aaafc5d5
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: desk icons, doc association etc, automatic installation of
Date: 1997/06/11
Message-ID: <5nmid2$7n5$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 247681739
References: <LW7MCWG@tos.pl.net> <5n0nbd$r7j$1@news.th-darmstadt.de>
<K68MCTC@tos.pl.net>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <K68MCTC@tos.pl.net>,
     mb@tos.pl.net (Mario Becroft) writes:
>: This sounds quite interesting, though personally, I dislike having too many
>: things done automatically - there's always some risk with it, especially if
>: you are running your very own setup (e.g., under MS-DOS, my autoexec.bat
>: always gets corrupted by programs which try to install themselves in it, as
>: I'm using a multi-setup-autoexec).

>
> I agree entirely, but for more novice users this would be a good feature.
> Of course the installation program would always make things like this
> optional so that people like you and me would not be inconvenienced.
Well, an installation program that makes installation optional? ;)

> [Special accessory or system tool]
>: Is that what you are thinking of?
>
> Exactly. I wasn't sure exactly how it would be implemented, but that is
> the idea.
>
> I would suggest that the desk accessory would be less desirable since it
> would just use up RAM, while most of the time it would lie unused. An
> option where the program would be loaded only when used would be
> preferable.
Yes, that's why I didn't propagate the accessory too much ;)

> A possibility might be that the "installer" (I can't think of a better
> name just now) would be programmable with some sort of script language.
> The script would describe how to install various elements, and scripts
> would be supplied with software such as desktops, AESs, GDOSs, SAM and
> compatibles, etc.
>
> The script might support features such as:
> [...]
OK, then let's use sh, sed & Co. for that :)

> [...]
> So, the functions provided to installation software by the installer might
> include:
>
> * "Install item"
> * "Uninstall item"
> * "Add or modify script"
Sounds sensible, though a "Check for item" function would be nice, too.

> Possible data types could include:
>
> * fonts
> * desktop icons
> * icon-file associations
> * file-application associations
> * dlls, once they are supported (several such extensions to support dlls
> are in developmend)
> * sounds, SAM SAA files, and SAM event-sound associations
> * probably others.
* pictures
* files (generic)
* hypertexts/instructions
* Auto-Folder programs (maybe with placement information)
* Accessories
* Environment variables

* ...

> Standard scripts could be made to support common programs, and hopefully
> programmers would catch on and start supplying the necessary scripts with
> their software.
Hehe, do you know how many people tried to establish certain standards
and failed miserably ...

> If enough people are interested, maybe we should set up a mailing list
> for discussion of the idea.
Hey, that's what I wanted to suggest ;)

Any other opinions? Or are the two of us the only ones interested in the
subject?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 5329854699824140913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,69277917071991cf,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: checking for either l
Date: 1997/06/11
Message-ID: <33d_9706111232@conchbbs.com>#1/1
X-Deja-AN: 247696559
Organization: Houston Area League of PC Users
X-FTN-To: tobe@lysator.liu.se
Newsgroups: comp.sys.atari.programmer

t > To check for either button is unfortunetely an undocumented
t > feature, but what you need to do is OR the mouse wait value
t > with 0x100, that's hexadecimal. To check if either is pressed,
t > use the value 0x103.

There is another solution (albeit less elegant): set the mask and
state both to 0, in which case it will return on ANY button event.

___ Mountain Reader II - #00000053
--

|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 6607578436728021801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eaf16b77b90f079e,start
X-Google-Attributes: gid1115ce,public
From: brianb@fl-bay.net
Subject: Nude Cheerleaders over there?
Date: 1997/06/12
Message-ID: <5no6ss$r44$67@nw001.infi.net>#1/1
X-Deja-AN: 247829669
Organization: Internet Relay
Newsgroups: comp.sys.atari.programmer

Hey, just thought i'd share with everyone,
I found a site with loads of nude CHEERLEADERs. The
address is:

        http://www.mid-night.com/cheer.htm

--Jason--

(Sorry for the intrusion, everyone needs some short skirts in their life)

P.S. They also have a few thounsand celebrities but im not into that.

From -2427028212994196225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c00440d57321d392
X-Google-Attributes: gid1115ce,public
From: tos@algonet.se (Peter Wallin)
Subject: Re: LOOKING for CUBASE for ST (without DD),
Date: 1997/06/12
Message-ID: <5noced$qc0$2@zingo.tninet.se>#1/1
X-Deja-AN: 247834999
References: <5n2ak3$5rj$3@news2.isdnet.net>
Organization: PaW
Newsgroups: comp.sys.atari.programmer

On 3 Jun 1997 23:53:54 , ???????? ??????? wrote:
>Reply to nterrien@hotmail.com
>

I have Whayt you Need..
contact me by E-mail:tos@algonet.se
Best Regards:
Peter Wallin
E-mail:
tos@algonet.se

From 8954362078932629778
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,5fcbfacf5c4fc837,start
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Help with long file names.
Date: 1997/06/12
Message-ID: <5nphi4$493$1@zingo.tninet.se>#1/1
X-Deja-AN: 247943503
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Hi,

Can someone give me an advice how to handle long file names like the
ones used by MagiC and MiNT. Right now I'm reading the path and filename
from the basepage (the parameter/command line) but it doesn't work very
well when long file names are used.

Thanks,
Daniel Hedberg

--
```
                                                                  @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   Daniel Hedberg of New Beat Development

   New Beat Development on the web:    E-Mail:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se
  ---------------------------------------------------------------------------
                                                                 oOo   oOo
                                                                  U     U
```

From 9217439030683685845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23408d155cbc0bdd
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: checking for either left or right mouse
Date: 1997/06/13
Message-ID: <5nr83eqfe1@news.th-darmstadt.de>#1/1
X-Deja-AN: 248099923

References: <73361181_000003_OASIS_NEWS@the-gap.demon.co.uk>
<3399a469.0@d2o61.telia.com>
<Pine.GSO.3.95Lrindlow.970607234721.17105S-100000@tingeling.lysator.liu.se>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article
<Pine.GSO.3.95Lrindlow.970607234721.17105S-100000@tingeling.lysator.liu.se>,
    Tomas Berndtsson <tobe@lysator.liu.se> writes:
> To check for either button is unfortunetely an undocumented feature, but
> what you need to do is OR the mouse wait value with 0x100, that's
> hexadecimal. To check if either is pressed, use the value 0x103.
It isn't undocumented. It has been for a long time, but Atari decided to
document it and AFAIK it's also mentioned in the Compendium.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 7443278989345176723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,69277917071991cf
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: checking for either left or right mouse button
Date: 1997/06/13
Message-ID: <5nr8kaqfe2@news.th-darmstadt.de>#1/1
X-Deja-AN: 248099925
References: <33d_9706111232@conchbbs.com>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <33d_9706111232@conchbbs.com>,
    John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> There is another solution (albeit less elegant): set the mask and
> state both to 0, in which case it will return on ANY button event.
No, it will always return from the evnt_multi()-loop immediately, with 0
as the pressed button mask if no button has really been pressed. This
will awfully slow the application down (and even worse, it will slow down

all other applications in a multitasking environment as well), so I really recommend not to use this method.

Ciao

Thomas

P.S.: The above holds true for TOS 1.02, but I wouldn't bet all AES react the same with this (now really undocumented feature), so it might be that for example N.AES returns no button events at all, MagiC behaves like TOS 1.02 (i.e. "endless" events), and MTOS only reacts on real button events.

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 6336810942171725910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fcbfacf5c4fc837
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Help with long file names.
Date: 1997/06/13
Message-ID: <2BINCEC@tos.pl.net>#1/1
X-Deja-AN: 248119082
References: <5nphi4$493$1@zingo.tninet.se>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Daniel Hedberg (dhedberg@aristotle.algonet.se) wrote:
: Can someone give me an advice how to handle long file names like the
: ones used by MagiC and MiNT. Right now I'm reading the path and filename
: from the basepage (the parameter/command line) but it doesn't work very
: well when long file names are used.

It sounds like you want to extract a long filename which has been passed as arguments to your app.

The method for doing so is no different to usual - the method for obtaining the commandline is not affected by what data is in the commandline.

However, to make proper use of long filenames, you will need to ensure that you are running in the MiNT domain with Pdomain(DOMAIN_MINT). This tells the OS that your app understands things like long filenames.

You will also find that you cannot use the Fsfirst() and Fsnext() functions for getting a directory list, since these only support MS-DOS style 8+3 filenames. Instead, you need to use Dreaddir() and related functions.

Apart from this, I don't think there should not be much that needs to be handled differently. Just remember that everything is case sensitive and that you need to allow room for the long names.

There is one other thing to think of, though, and that is quoted filenames. With filesystems like the Minix filesystem, which allow spaces in filenames, quoting of filenames must be used where filenames contain spaces. Otherwise, there would be no way of distinguishing one filename from the next in a space separated list. Therefore it would be advisable to support filename quoting in your app. This may be useful when receiving filenames on the commandline or perhaps from a fileselector, AV protocol message or other source.

The quoting is quite simple, and works as follows:

* Filenames are surrounded by the apostrophe character `''.

* Where there is an apostrophe character `'' in the filename, two such characters are inserted in its place.

So for example, the filename:

This isn't a good example of a sensible filename

when quoted would read:

'This isn''t a good example of a sensible filename'

I hope that was of some help.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

```
      |\__/,|   (`\
    _.|o o  |_   ) )
--(((---(((--------
```

From -8900179605373091631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b3a4391b2ede972,start
X-Google-Attributes: gid1115ce,public
From: "S.harris" <"<e63sah"@morgan.ucs.mun.ca>>
Subject: GDOS
Date: 1997/06/13
Message-ID: <5nrrtb$ev4$1@coranto.ucs.mun.ca>#1/1
X-Deja-AN: 248184425
Organization: Memorial University of Newfoundland

Newsgroups: comp.sys.atari.programmer

I recently installed AMCGDOS on my MEGA STE. I can't seem to print pictures from CAB 1.5v only text. I believe I need something called a META.SYS driver (meta file driver). What is this and does anyone know where I can obtain one?

I wasn't sure where to put this message so if this was the wrong place sorry :)

Scott

From 7257587517458442878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8de086397a116826,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Help with long file name
Date: 1997/06/13
Message-ID: <a68_9706142108@conchbbs.com>#1/1
X-Deja-AN: 248491039
Organization: Houston Area League of PC Users
X-FTN-To: dhedberg@aristotle.algon
Newsgroups: comp.sys.atari.programmer

d > Right now I'm reading the path and filename from the basepage
d > (the parameter/command line) but it doesn't work very well
d > when long file names are used.

The first question is, what is writing the command line?

If the desktop is doing it (e.g., dropping a file on the application icon), then you don't have much control.

If you are writing TTP programs, stop doing that! Think of command lines as a bad programming practice, maintained for backward compatiblity. Call fsel_input() to get any file names.

If you are writing parent/child programs, there are many ways to pass info between processes. My favorite is to replace the environment string pointer in the basepage with a structure pointer. My least favorite is to pass the info with an environment variable.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com

|
| Standard disclaimer: The views of this user are strictly his own.

From -5305796766105517372
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fcbfacf5c4fc837
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: Help with long file names.
Date: 1997/06/13
Message-ID: <5nscd9lkm1@zingo.tninet.se>#1/1
X-Deja-AN: 248788241
References: <5nphi4$493$1@zingo.tninet.se> <2BINCEC@tos.pl.net>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Mario Becroft (mb@tos.pl.net) wrote:
: Daniel Hedberg (dhedberg@aristotle.algonet.se) wrote:

: : Can someone give me an advice how to handle long file names like the
: : ones used by MagiC and MiNT. Right now I'm reading the path and filename
: : from the basepage (the parameter/command line) but it doesn't work very
: : well when long file names are used.

: It sounds like you want to extract a long filename which has been passed
: as arguments to your app.

Correct.

: The method for doing so is no different to usual - the method for
: obtaining the commandline is not affected by what data is in the
: commandline.

No, I've figured that out! 8-)

: However, to make proper use of long filenames, you will need to ensure
: that you are running in the MiNT domain with Pdomain(DOMAIN_MINT). This
: tells the OS that your app understands things like long filenames.

Hm, I'm not very familiar with the MiNT calls, but I do have the Atari
Compendium and if I remember correctly they are all covered by it.

: You will also find that you cannot use the Fsfirst() and Fsnext()
: functions for getting a directory list, since these only support MS-DOS
: style 8+3 filenames. Instead, you need to use Dreaddir() and related
: functions.

Okay, I'll check up on the Dreaddir() call. Right now I'm using the
Fsfirst() call to find out the size of the file. I guess I'll have to

figure out some other way to do it with long file names.

: There is one other thing to think of, though, and that is quoted
: filenames. With filesystems like the Minix filesystem, which allow spaces
: in filenames, quoting of filenames must be used where filenames contain
: spaces. Otherwise, there would be no way of distinguishing one filename
: from the next in a space separated list. Therefore it would be advisable
: to support filename quoting in your app. This may be useful when receiving
: filenames on the commandline or perhaps from a fileselector, AV protocol
: message or other source.
:
: I hope that was of some help.

Many thanks Mario! Your help is much appreciated!

Thanks,
Daniel

--

```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   Daniel Hedberg of New Beat Development

   New Beat Development on the web:    E-Mail:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se
  ---------------------------------------------------------------------------
                                                                oOo   oOo
                                                                 U     U
```

From 8763569921646733300
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c16e25adff3f4ae3,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Packed Pixel XIMG file?
Date: 1997/06/13
Message-ID: <5nrcmv$o4u@balaena.bio.vu.nl>#1/1
X-Deja-AN: 248826156
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

OK, I know it's not very wise to use it, but how does a (X)IMG file
look like for screens which use packed pixels (ie. >256 colors)?
Come to think of it... How does a standard bitmap look for such a mode?
Is a 16 bit color mode bitmap line, for instance, seperated into 16
lines of one plane each? (That would be logical...and horrible!)
And what about overlay bits?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I'm fed up to the ears with old men dreaming up wars for young men to
die in."
         -- George McGovern

From news Fri Jun 13 13:59:28 1997
To: wezel
Subject: Local Post
Content-Length: 964

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Packed Pixel XIMG file?
Date: 13 Jun 1997 11:59:27 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 18
Message-ID: <5nrcmv$o4u@balaena.bio.vu.nl>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

OK, I know it's not very wise to use it, but how does a (X)IMG file
look like for screens which use packed pixels (ie. >256 colors)?
Come to think of it... How does a standard bitmap look for such a mode?
Is a 16 bit color mode bitmap line, for instance, seperated into 16
lines of one plane each? (That would be logical...and horrible!)
And what about overlay bits?

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I'm fed up to the ears with old men dreaming up wars for young men to
die in."
         -- George McGovern

From -7778245892559489034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,894771b64dd07399,start
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Hard Drive controller?

Date: 1997/06/14
Message-ID: <866280220@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 248352587
Distribution: world
X-FTN-Origin: MBH (070-3605991) (mbh 205:323/101.24)
References: <1107160078@tos.pl.net>
X-FTN-REPLY: tos.pl.net 41fdec0e
X-FTN-PATH: 323/100
X-Comment-To: All
X-FTN-SEEN-BY: 323/100
X-FTN-Tearline: Tachion 0.99beta14
X-FTN-MSGID: 205:323/101.24@mbh 33a2631c
X-FTN-AREA: COMP.SYS.ATARI.PROGRAMMER
Organization: MBH (070-3605991)
X-FTN-PID: LED 1.25
Reply-To: mr_ni@mbh.org
Newsgroups: comp.sys.atari.programmer

Mario Becroft wrote:
> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> : In article <33b4e796.25485126@news.airtime.co.uk>
> :   !ynoT said:-
>
: >> QUESTION, How much memory do I need to leave free for the HD
: >> controller?, is it minimal as in a few K, or is it like quarter to
: >> half a meg or something ?
>
> : Difficult to say specifically. It depends on how the driver is set
> up. : If memory serves, I can get round about 3.5 meg although I
> can't : remember if that's with or withoot Zcontrol, probably without.
> As a : rough guess, I'd assume 3.2Mb.

I have got 3293524 bytes at a 'normal' boot and 3785514 bytes at an everything free boot. I you want to have maximum free memory with harddisk drivers enabled use a RAM bootsector and take over full control after the harddisk is booted. (The RAM bootsector is executed after the harddisk has booted but before the autofolder is executed.) I am still wondering why Falcon demo crews don't use this trick to get maximum free and clean (no NVDI and so on) memory on the Falcon.

I think 3.5 Mb is a workable amount, still leaves some place for things that make life on a harddisk system easier.

Bye, Hans Wessels

From 723979820652993654
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5db8bd1c585e1be3,start
X-Google-Attributes: gid1115ce,public

From: Tony Scott<summer@laoffices.com>
Subject: Distributors Wanted NOW!!
Date: 1997/06/14
Message-ID: <5nubtk$84p$7524@cadmium.aware.nl>#1/1
X-Deja-AN: 248365267
Organization: World Wide Pants Promotion
Newsgroups: comp.sys.atari.programmer

Hi,

This is a Solicitation Email, we are looking for new TUFF'97 DISTRIBUTORS. TUFF'97 is a promotional concept for a prospect follow-up system called "Simple Track". Software designed for Windows 95, 3.11 and NT machines. (Macintosh users read the NOTE below(*))

Concept:

The TUFF'97 software includes a copy of Simple Track, so you can use this for your own personal administration (free). However, the TUFF'97 software is designed to give you BIG TIME credits for just taking the efforts to PROMOTE it.

How do I get those credits?. Easy, just distribute/promote it. How? (Give away the software for free, put it on your website/homepage and let everyone download it. Give it to your friends, attach it by email etc). With a one time $40.00 (USD) validation code purchase, YOUR name becomes part of all sofware you sent out to your customers. When your TUFF'97 software gets validated, all your personal information is automatically integrated in the software, so everyone knows how to reach you by phone/fax or email and where to sent the check/money or cash orders.

Basically this is the concept. Offcourse you need the software to grasp the whole thing. Believe it, there is absolutely no marketing knowledge required, just ask for the software package, join and start promoting your own TUFF'97 line. The only thing you DO need is a PC or Mac(*) and Internet.

(*) TUFF'97 is only available for MacOS users running Connectix VirtualPC or Insignia's Sofwindows 95/3.11. A true MacOS version is not available.

When you're interested in becoming a TUFF'97 distributor and create your own distribution line, sent a mailto:FiReStArTeR@frodo.com and ask for your copy of the TUFF software (We'll sent you a download location and install instructions). This is a serious opportunity, so only serious responses are processed. If you're not interested, have a nice day.
Best Regards,
Tony Scott
Worldwide Pants Promotions
24H Support/Download requests,
mailto:FiReStArTeR@frodo.com
voice:(+01)779 698 4655
Fax :(+01)779 698 4555

From -2527336393268689 16
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,894771b64dd07399
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: Hard Drive controller?
Date: 1997/06/14
Message-ID: <33a6e5c4.36807546@news.airtime.co.uk>#1/1
X-Deja-AN: 248436219
Sender: !ynoT
References: <1107160078@tos.pl.net> <866280220@p24.f101.n323.z205.mbh.org>
Organization: STOSSER Software
Reply-To: comp.sys.atari.prgrammer
Newsgroups: comp.sys.atari.programmer

On Sat, 14 Jun 97 09:10:50 +0200, Hans Wessels <mr_ni@mbh.org> wrote:

 Snip... some interesting snippets to take on board :)

>I think 3.5 Mb is a workable amount, still leaves some place for things that
>make life on a harddisk system easier.

 I think this seems to be the target to go for on 4 meg machines ..
Many thanks for the input :) 3,5meg is the targhet I have set ,

Cheers   !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser

From 3980867728428574063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7599525da673b9b4,start
X-Google-Attributes: gid1115ce,public
From: pacoo@icnt.net
Subject: Cheerleaders have long legs...!
Date: 1997/06/15
Message-ID: <5o0aiq$go1$50@nw001.infi.net>#1/1
X-Deja-AN: 248565945
Organization: Internet Connect
Newsgroups: comp.sys.atari.programmer

Hey, just thought i'd share with everyone,
I found a site with loads of nude CHEERLEADERs. The
address is:

http://www.mid-night.com

--Jason--

(Sorry for the intrusion, everyone needs some short skirts in their life)

P.S. They also a have spanish / latina women archive

From -3209556498690326565
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2235c3d4ea05262b,start
X-Google-Attributes: gid1115ce,public
From: jtt3@lodz.pdi.net (Andrzej Michalski)
Subject: HP600 bottom margins
Date: 1997/06/15
Message-ID: <5o0s03$el6@info.nask.pl>#1/1
X-Deja-AN: 248599501
Organization: \// \// \//
Newsgroups: comp.sys.atari.programmer

As I know, NVDI4.11R7 have driver for HP660C. It works also with HP600
Minimal bottom margin is 12 mm now!

Mcix, where are you? what's your email?

Andy

! <A HREF="mailto:jtt3@lodz.pdi.net">Andrzej Michalski</A> !
/|\^^^^^^^^^^\Falcon030/FPU/12MB/FX3in1/TOS4.04/^^^^^^^^^^/|\
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

From -7362848551564806110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2555e13bc390f44,start
X-Google-Attributes: gid1115ce,public
From: epseidel@aol.com (EP SEIDEL)
Subject: Need information how to get access to MROS from own GFA PRG
Date: 1997/06/15
Message-ID: <19970615171900.NAA05142@ladder02.news.aol.com>#1/1
X-Deja-AN: 248634416
Organization: AOL Bertelsmann Online GmbH & Co. KG http://www.germany.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Does anyboy can support me with some information how to receive / Transmit
MIDI-DATA from/into MROS (Seinberg CUBASE AUDIO FALCON) ?
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

I am a GFA BASIC PROGRAMMER FOR MIDI SOFTWARE AND WOULD LIKE TO SEND MIDI
DATA VIA THE EXTRA MIDI INTERFACES (i.e. MM1 or PC3) Midi out expander.

From 8128952118510105437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fcbfacf5c4fc837
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Help with long file names.
Date: 1997/06/16
Message-ID: <vyzn2oq22v2.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 248805211
Sender: schwab@issan.informatik.uni-dortmund.de
References: <5nphi4$493$1@zingo.tninet.se> <2BINCEC@tos.pl.net>
<5nscd9lkm1@zingo.tninet.se>
Organization: Dortmund University, Germany
Newsgroups: comp.sys.atari.programmer

Daniel Hedberg <dhedberg@aristotle.algonet.se> writes:

|> Okay, I'll check up on the Dreaddir() call. Right now I'm using the
|> Fsfirst() call to find out the size of the file.

Use Fxstat().
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From -4506708371614688549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fcbfacf5c4fc837
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Help with long file names.
Date: 1997/06/16
Message-ID: <5o3m16bkl1@news.th-darmstadt.de>#1/1
X-Deja-AN: 248846225
References: <5nphi4$493$1@zingo.tninet.se> <2BINCEC@tos.pl.net>
<5nscd9lkm1@zingo.tninet.se> <vyzn2oq22v2.fsf@issan.informatik.uni-dortmund.de>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <vyzn2oq22v2.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
> Use Fxstat().

That's Fxattr() :)

The best way for all this (in C) would be to use the MiNT-lib (the version with most MiNT-cookie-checks removed) and its UNIX/POSIX-conforming calls. For example, To check for a file's length, one would use stat() or lstat(), which will always use the best function call available (i.e. Fsfirst() with plain TOS, Fxattr() with MiNT/MagiC and alikes).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -7118178000737001966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,69277917071991cf
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: checking for either l
Date: 1997/06/16
Message-ID: <e18_9706161311@conchbbs.com>#1/1
X-Deja-AN: 248871343
Organization: Houston Area League of PC Users
X-FTN-To: gryf@hrzpub.th-darmstadt
Newsgroups: comp.sys.atari.programmer

> There is another solution (albeit less elegant): set the mask
> and state both to 0, in which case it will return on ANY
> button event.

g > No, it will always return from the evnt_multi()-loop
g > immediately, with 0 as the pressed button mask if no button
g > has really been pressed. This will awfully slow the
g > application down (and even worse, it will slow down all other
g > applications in a multitasking environment as well), so I
g > really recommend not to use this method.

Ah yes, so it does! OTOH, I couldn't get the bmask = 0x103 to work at all (other than to press both buttons), using either TOS 3.06 or Geneva (AES replacement).

___ Mountain Reader II - #00000053
--

|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -7031321102554715729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d5f3f6d98471766,start
X-Google-Attributes: gid1115ce,public
From: slides@abodia.com (pheep)
Subject: Gem files to PC format
Date: 1997/06/16
Message-ID: <33a5a83a.31046049@news.wvinter.net>#1/1
X-Deja-AN: 248900990
Organization: Elden Enterprises
Reply-To: slides@abodia.com
Newsgroups: comp.sys.atari.programmer

Looking for a graphic converter that will convert Atari gem files to a
format recognizable on PCs.....

ted   slides@abodia.com

From 2126389002444680225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fcbfacf5c4fc837
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: Help with long file names.
Date: 1997/06/16
Message-ID: <5o4c4ebtf1@zingo.tninet.se>#1/1
X-Deja-AN: 248911295
References: <5nphi4$493$1@zingo.tninet.se> <2BINCEC@tos.pl.net>
<vyzn2oq22v2.fsf@issan.informatik.uni-dortmund.de>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Andreas Schwab (schwab@issan.informatik.uni-dortmund.de) wrote:
: Daniel Hedberg <dhedberg@aristotle.algonet.se> writes:

: |> Okay, I'll check up on the Dreaddir() call. Right now I'm using the
: |> Fsfirst() call to find out the size of the file.

: Use Fxstat().

Fxstat()? MagiC specific? I would love to have some information (in

english) about the MagiC calls, if anyone know where to obtain such information, please let me know! Thanks!

Take care,
Daniel

--


```
                                                                  @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   Daniel Hedberg of New Beat Development

   New Beat Development on the web:    E-Mail:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se
  ---------------------------------------------------------------------------
                                                                 oOo   oOo
                                                                  U     U
```


From -2431008541368001374
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a20de8b763dcb04f,start
X-Google-Attributes: gid1115ce,public
From: Scott Harris <harris@cs.mun.ca>
Subject: VDISYS
Date: 1997/06/17
Message-ID: <Pine.SUN.3.95q.970617000731.23568A-100000@ganymede.cs.mun.ca>#1/1
X-Deja-AN: 248989789
Organization: Memorial University of Newfoundland
Newsgroups: comp.sys.atari.programmer

Can anyone give me some code on how to use vro_cpyfm() VDISYS 109, vrt_cpyfm(): VDISYS 121, and the vr_trnfm(): VDISYS 110. Or tell me what each means and how they work?

From 3643941670877023210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,69277917071991cf
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: checking for either left or right mouse button
Date: 1997/06/17
Message-ID: <5o5tfm$7ae$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 249046815
References: <e18_9706161311@conchbbs.com>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <e18_9706161311@conchbbs.com>,
     John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> OTOH, I couldn't get the bmask = 0x103 to work
> at all (other than to press both buttons), using either TOS 3.06 or
> Geneva (AES replacement).
It's not bmask you have to add 0x100 to, but the number of clicks. Also, you have to wait for the release of mouse buttons, the 0x100 "inverts" the meaing of bstate, i.e. "wait for left or right mouse button NOT being released -> pressed". E.g., to wait for clicks and double clicks of either the left or right mouse button, use 0x102, 3, 0 as parameters for evnt_button() or evnt_multi().

That's the trick.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -271937063405135598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a20de8b763dcb04f
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: VDISYS
Date: 1997/06/17
Message-ID: <5o5uv9$8vg$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 249052364
References: <Pine.SUN.3.95q.970617000731.23568A-100000@ganymede.cs.mun.ca>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <Pine.SUN.3.95q.970617000731.23568A-100000@ganymede.cs.mun.ca>,
     Scott Harris <harris@cs.mun.ca> writes:
> Can anyone give me some code on how to use vro_cpyfm() VDISYS 109,
> vrt_cpyfm(): VDISYS 121, and the vr_trnfm(): VDISYS 110. Or tell me what
> each means and how they work?
You could take a look at the sources of my color icon routines, which make extensive use of all the three. Though I haven't uploaded the archive of the latest version yet ...

Some short information about the calls:

vro_cpyfm(): VDI raster copy, opaque
Allows you to copy rasters (rectangular areas described by MFDBs, memory form definition blocks) in device-dependent format from screen to screen, screen to memory, memory to screen or memory to memory. There are quite a lot of copy modes possible (invert, or, and, etc.)

vrt_cpyfm(): VDI raster copy, transparent
Allows you to copy one-plane rasters from memory to screen or memory, selecting between four modes (replace, transparent, reverse, and reverse transparent) and two colours for those pixels which are set and those which are cleared in the source raster. Again, both rasters have to be in device dependent format.

vrt_trnfm(): VDI transform form
This call allows you to transform rasters from device independent (i.e. standard) into device dependent format, and vice versa.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 2170884912607913877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,69277917071991cf
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: checking for either l
Date: 1997/06/17
Message-ID: <2c2_9706180700@conchbbs.com>#1/1
X-Deja-AN: 249309041
Organization: Houston Area League of PC Users
X-FTN-To: gryf@hrzpub.th-darmstadt
Newsgroups: comp.sys.atari.programmer

g > It's not bmask you have to add 0x100 to, but the number of
g > clicks. Also, you have to wait for the release of mouse
g > buttons, the 0x100 "inverts" the meaing of bstate,

Got it; (button & bmask != bstate) when (bclicks & 0x100).

Add this to the Compendium errata list.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -3043876799660289091
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5107b09cc6544ec1,start
X-Google-Attributes: gid1115ce,public
From: david moeser <erasmus@one.net>
Subject: Atari show on July 26
Date: 1997/06/17
Message-ID: <Pine.LNX.3.95.970617042733.23827G-100000@shell.one.net>#1/1
X-Deja-AN: 251082751
Organization: OneNet Communications, Inc. News Server
Newsgroups: comp.sys.atari.programmer

Word has been received that this year's MIST Atari show will be held on Saturday, July 26, in Indianapolis, Indiana. The organizers say this show, the ninth annual, will be the final one.

This year MIST is moving to the Post Road Community Center, 1313 South Post Road, on the east side of the Indianpolis area. The new location is between I-70 and I-74, outside the I-465 circle freeway.

Show hours are 10 am to 3 pm, Indiana time. Admission is one dollar. In past years this show has had displays by vendors, hardware and software developers, magazine publishers, and users groups. All kinds of Atari computers and related products can be found at these shows.

Organizers of the show are: Charlie Sears (317-535-4829), csears at doe dot state dot in dot us. Jeff Hammer (317-244-8492), jghammer at indyunix dot iupui dot edu. Stu Huffman (812-988-7558), shuffman at doe dot state dot in dot us.

From 2930385530651368478
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 1115ce,c16e25adff3f4ae3
X-Google-Attributes: gid1115ce,public
From: Pierre-Louis Lamballais <plamball@parx.fr>
Subject: Re: Packed Pixel XIMG file?
Date: 1997/06/18
Message-ID: <33A78CF2.210@parx.fr>#1/1
X-Deja-AN: 249263607
References: <5nrcmv$o4u@balaena.bio.vu.nl>
Organization: PARX
Reply-To: plamball@parx.fr
Newsgroups: comp.sys.atari.programmer

Levien van Zon wrote:
>
> OK, I know it's not very wise to use it, but how does a (X)IMG file
> look like for screens which use packed pixels (ie. >256 colors)?
> Come to think of it... How does a standard bitmap look for such a mode?
> Is a 16 bit color mode bitmap line, for instance, seperated into 16
> lines of one plane each? (That would be logical...and horrible!)
> And what about overlay bits?
Picture file format dont' depend on the structure of the screen. In
fact, an IMG/XIMG file has teh stucture for an ATARI screen. Si if your
screen is a 256c Falcon screen, that's good. If your screen is a 256c
packeb byte screen, you have to transfom the piscture before displaying
it.
The problem is the same in TC mode: a Falcon in TC16 is RRRRRVVVVVVBBBBB
as a Macintosh (running with Magic eg) is xRRRRRVVVVVBBBBB so you have
to translate your picture.
We've made such routines for loading, dithering and so on.
Take a look a our web site for that.

Regards
--
+----------+
 Pierre-Louis Lamballais - plamball@parx.fr
 PARX
 9 Rue du Pin Dor, F-53000 Laval - France
 Tel: 33-243569276 - Fax: 33-243568047
 http://www.parx.fr
+----------+

From -3524645369456277825
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8b3a4391b2ede972
X-Google-Attributes: gid1115ce,public
From: Pierre-Louis Lamballais <plamball@parx.fr>
Subject: Re: GDOS
Date: 1997/06/18
Message-ID: <33A78D44.1A8B@parx.fr>#1/1
X-Deja-AN: 249263908

References: <5nrrtb$ev4$1@coranto.ucs.mun.ca>
Organization: PARX
Reply-To: plamball@parx.fr
Newsgroups: comp.sys.atari.programmer

S.harris wrote:
>
> I recently installed AMCGDOS on my MEGA STE. I can't seem to print
> pictures from CAB 1.5v only text. I believe I need something called a
> META.SYS driver (meta file driver). What is this and does anyone know
> where I can obtain one?
Oh at first, I think that' AMCGDOS is not a free-bug software. Just
prefer NVDI or SPEEDO, that's better.
--
+----------+
 Pierre-Louis Lamballais - plamball@parx.fr
 PARX
 9 Rue du Pin Dor, F-53000 Laval - France
 Tel: 33-243569276 - Fax: 33-243568047
 http://www.parx.fr
+----------+

From 3969029099808480795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fcbfacf5c4fc837
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Help with long file names.
Date: 1997/06/18
Message-ID: <vyz7mfsmd84.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 249294225
Sender: schwab@issan.informatik.uni-dortmund.de
References: <5nphi4$493$1@zingo.tninet.se> <2BINCEC@tos.pl.net>
<5nscd9lkm1@zingo.tninet.se> <vyzn2oq22v2.fsf@issan.informatik.uni-dortmund.de>
<5o3m16bkl1@news.th-darmstadt.de>
Organization: Dortmund University, Germany
Newsgroups: comp.sys.atari.programmer

Thomas Binder <gryf@hrzpub.th-darmstadt.de> writes:

|> Hi!
|> In article <vyzn2oq22v2.fsf@issan.informatik.uni-dortmund.de>,
|> schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
|>> Use Fxstat().
|> That's Fxattr() :)

Err, yes, you're right.
--
Andreas Schwab "And now for something

schwab@issan.informatik.uni-dortmund.de completely different"

From 8323513969412895543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bb2b8a0aaafc5d5
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Subject: Re: desk icons, doc association etc, automatic installation of
Date: 1997/06/18
Message-ID: <33A7DB15.67A4@cfcsc.dnd.ca>#1/1
X-Deja-AN: 249321463
References: <LW7MCWG@tos.pl.net> <5n0nbd$r7j$1@news.th-darmstadt.de>
<K68MCTC@tos.pl.net> <5nmid2$7n5$1@news.th-darmstadt.de>
Organization: DND
Reply-To: macdonald@cfcsc.dnd.ca
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:
> Hi!
> In article <K68MCTC@tos.pl.net>,
> mb@tos.pl.net (Mario Becroft) writes:
> >: This sounds quite interesting, though personally, I dislike having too many
> >: things done automatically - there's always some risk with it, especially if
> >: you are running your very own setup (e.g., under MS-DOS, my autoexec.bat
> >: always gets corrupted by programs which try to install themselves in it, as
> >: I'm using a multi-setup-autoexec).
> >
> > I agree entirely, but for more novice users this would be a good feature.
> > Of course the installation program would always make things like this
> > optional so that people like you and me would not be inconvenienced.
> Well, an installation program that makes installation optional? ;)
>
> > [Special accessory or system tool]
> >: Is that what you are thinking of?
> >
> > Exactly. I wasn't sure exactly how it would be implemented, but that is
> > the idea.
> >
> > I would suggest that the desk accessory would be less desirable since it
> > would just use up RAM, while most of the time it would lie unused. An
> > option where the program would be loaded only when used would be
> > preferable.
> Yes, that's why I didn't propagate the accessory too much ;)
>
> > A possibility might be that the "installer" (I can't think of a better
> > name just now) would be programmable with some sort of script language.
> > The script would describe how to install various elements, and scripts
> > would be supplied with software such as desktops, AESs, GDOSs, SAM and
> > compatibles, etc.
> >

> > The script might support features such as:
> > [...]
> OK, then let's use sh, sed & Co. for that :)
>
> > [...]
> > So, the functions provided to installation software by the installer might
> > include:
> >
> > * "Install item"
> > * "Uninstall item"
> > * "Add or modify script"
> Sounds sensible, though a "Check for item" function would be nice, too.

An 'instal.inf' file could also be saved on the floppy disk from where
the
installation was made (which at its simplest could be a recording of
every
action/keystroke taken during the installation) as well as in the
directory
of the newly installed 'program' maybe something like ease.ins for Ease?
Redundancy, I love redundancy. :^)

> > Possible data types could include:
> >
> > * fonts
> > * desktop icons
> > * icon-file associations
> > * file-application associations
> > * dlls, once they are supported (several such extensions to support dlls
> > are in developmend)
> > * sounds, SAM SAA files, and SAM event-sound associations
> > * probably others.
> * pictures
> * files (generic)
> * hypertexts/instructions
> * Auto-Folder programs (maybe with placement information)
> * Accessories
> * Environment variables
> * ...
>
> > Standard scripts could be made to support common programs, and hopefully
> > programmers would catch on and start supplying the necessary scripts with
> > their software.
> Hehe, do you know how many people tried to establish certain standards
> and failed miserably ...
>
> > If enough people are interested, maybe we should set up a mailing list
> > for discussion of the idea.
> Hey, that's what I wanted to suggest ;)
> Any other opinions? Or are the two of us the only ones interested in the
> subject?
 > Ciao
>Thomas

> Thomas Binder (Gryf @ IRC)   binder@rbg.informatik.th-darmstadt.de
> PGP-key available on request! gryf@hrzpub.th-darmstadt.de

Well, I am interested, _but_
1)inexperienced
2)interested in an _offshoot_ of this idea. or rather I had an idea for
a program, and this thread talks about ideas that may impact my idea.

From 2484790602206153408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,781454118305e003
X-Google-Attributes: gid1115ce,public
From: Sven Karlsson <sven@it.lth.se>
Subject: Re: Is there a Java virtual M
Date: 1997/06/18
Message-ID: <33A7FA17.1CC47EE6@it.lth.se>#1/1
X-Deja-AN: 249347130
References: <4b7_9706071928@to.org>
X-Priority: 3 (Normal)
Organization: it.lth.se
Newsgroups: comp.sys.atari.programmer

Jeff Thomas wrote:

> b > I do not want to succumb to the hype generated by Java, but is
> there
> b > anybody trying to port the Java Virtual Machine on Atari
> Computers?
> b >
> b > I believe the specification for network computer are high, in
> terms of
> b > memory,
> b > display and CPU, but the Falcon, and TT could be capable enough
> (Hades
> b > and
> b > Medusa for sure). It could be well worth it as such project could
>
> b > prolonge
> b > the
> b > life of our favourite machines.
> b >
> b > What do you think?
> b >
>
> Depends whether there are enough Atarians out there who want to take
> advantage of network applications using JAVA.
>
> The Falcon and TT could likely handle it, but how many people who own
> Atari
> computers own these particular ones? I doubt most Atarians will rush

> out to
> buy a Hades just to use JAVA.
>
> Still it does sound like an interesting development project. Maybe
> you
> should contact Sun Microsystems with a proposal to deliver a JVM for
> the
> Atari line. The fact that Sun has a distaste for Microsoft might get
> them
> interested. Anything to spread the popularity of JAVA vs. ActiveX
> could be
> seen as a positive.

There are a JVM under development for Atari. More than this I cannot say
at
present date.

Regards Sven Karlsson - Istari Software

From -2899163851122335419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82eecbcebfebcb13,start
X-Google-Attributes: gid1115ce,public
From: david@ritter.demon.co.uk (David Knight)
Subject: Memory Fragmentation
Date: 1997/06/18
Message-ID: <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 249387656
X-NNTP-Posting-Host: ritter.demon.co.uk [158.152.5.227]
Reply-To: david@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

In the program I am currenty writing I'm wanting to be able to load
seperate modules to the program so new features can be added with the
addition of a module. The modules will all be loaded when the program
is first executed.

Would the best way to load them be into 1 large memory block or load
each module into its own block of memory taking into account memory
fragmentation?
The problem I see with using 1 block is that if memory is badly
fragmented then the block may not be allocated even if the system has
plenty of ram free.
The memory is being allocated using m_alloc()

David

--

From 5074595374720808194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c94bd9cdb440ebd,start
X-Google-Attributes: gid1115ce,public
From: duckman@anarchyx.com (Duckman)
Subject: DSP programming help
Date: 1997/06/18
Message-ID: <5o9cj2$5vc@thor.ax.com>#1/1
X-Deja-AN: 249396624
Organization: AXNET Communications, Inc.; San Diego, CA, USA
Newsgroups: comp.sys.atari.programmer

I cant seem to get a .56 or .lod to run.
I get the unique ability no. then use
ExecProg call and all I get is -1 in d0.
Can ANYONE help me!?

From 8416823764217545857
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fcbfacf5c4fc837
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: Help with long file names.
Date: 1997/06/18
Message-ID: <5o9na7fau1@pommac.tninet.se>#1/1
X-Deja-AN: 249430444
References: <5nphi4$493$1@zingo.tninet.se> <2BINCEC@tos.pl.net>
<5o3m16bkl1@news.th-darmstadt.de>
Organization: Algonet/Tninet
Newsgroups: comp.sys.atari.programmer

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
: That's Fxattr() :)
:
: The best way for all this (in C) would be to use the MiNT-lib (the
: version with most MiNT-cookie-checks removed) and its
: UNIX/POSIX-conforming calls. For example, To check for a file's length,
: one would use stat() or lstat(), which will always use the best function
: call available (i.e. Fsfirst() with plain TOS, Fxattr() with MiNT/MagiC
: and alikes).

Oh, okay... I'm afraid the MiNT libraries won't help me much as I'm using
assembly only. 8-/ Anyway, thanks for the help!

Take care,
Daniel

--

```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   Daniel Hedberg of New Beat Development

   New Beat Development on the web:    E-Mail:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se
  ---------------------------------------------------------------------------
                                                                  oOo   oOo
                                                                   U     U
```

From 3347293698569484221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,69277917071991cf
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: checking for either l
Date: 1997/06/18
Message-ID: <93MNCYF@tos.pl.net>#1/1
X-Deja-AN: 251057470
References: <e18_9706161311@conchbbs.com>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
: Ah yes, so it does! OTOH, I couldn't get the bmask = 0x103 to work
: at all (other than to press both buttons), using either TOS 3.06 or
: Geneva (AES replacement).

You were not doing it quite right. Remember that this feature is frequently misdocumented. When I tried to use it, I got three different explanations of the feature, none of which were correct! I hope the following is correct, however, since I have tested it.

The correct method is to OR 0x100 with clicks while setting mask to cover all the buttons you want to watch. So to wait for the left and right mouse buttons doing either one or two clicks, clicks = 0x102, mask = 0x3.

I hope this clarifies things.

--

```
Mario Becroft                        Auckland, New Zealand
mb@tos.pl.net                 http://www.pl.net/user/mario      |\__/,|   (`\
Tariland, Atari Support in New Zealand                         _.|o o  |_   ) )
tariland@tos.pl.net  http://www.pl.net/user/mario/tariland --(((---(((-------
```

From -1967358073207403636
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8de086397a116826
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Help with long file name
Date: 1997/06/18
Message-ID: <33MNCUD@tos.pl.net>#1/1
X-Deja-AN: 251057536
References: <a68_9706142108@conchbbs.com>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
: d > Right now I'm reading the path and filename from the basepage
: d > (the parameter/command line) but it doesn't work very well
: d > when long file names are used.

: The first question is, what is writing the command line?

: If the desktop is doing it (e.g., dropping a file on the application
: icon), then you don't have much control.

But you don't need any more "control" than what you have got. What more control could you have, or want?

: If you are writing TTP programs, stop doing that! Think of command
: lines as a bad programming practice, maintained for backward
: compatiblity. Call fsel_input() to get any file names.

I can't imagine why you could call commandlines "bad programming practice" or suggest that people should stop using them!

All software should, where relevant, be able to take parameters and/or filenames on the commandline.

There is no problem with getting "long" filenames on the commandline, just the same as there is no problem with short filenames, middle sized filenames or anything else.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

```
      |\__/,|   (`\
    _.|o o  |_   ) )
--(((---(((--------
```

From 2322463743831690644

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c68f2278d99e4af
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Re: Scaling GDOS fonts?
Date: 1997/05/28
Message-ID: <5mhhml$2sq@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 244496572
References: <5mfjjh$rgb@alexander.INS.CWRU.Edu>
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: bdc2@po.CWRU.Edu (Boris D. Cahan)
Newsgroups: comp.sys.atari.programmer

In a previous article, bdc2@po.CWRU.Edu (Boris D. Cahan) says:

>
> Is there anyone out there to advise me how one makes
>double size fonts from GDOS fonts (bitmapped). For my TelVYT102 I need
>to be able to scale fonts to be
>1) double width
>2) double height,
>and if possible
>3) top and/or bottom halves of double size fonts.
  I guess I ought to clarify this. I don't mean create a new font,
I mean to display a font on the screen in double size.

> Can anyone help?
>
> Boris
>--
>Prof. Boris D. Cahan
>bdc2@po.cwru.edu
>
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -6740468609426557721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c40cf8bfbe0fa7f6,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Where to store settings
Date: 1997/05/28
Message-ID: <f7f_9705281108@conchbbs.com>#1/1
X-Deja-AN: 244509192
Organization: Houston Area League of PC Users
X-FTN-To: mb@tos.pl.net
Newsgroups: comp.sys.atari.programmer

m > Also, since the concept of storing the settings in a home
m > directory seems to be derived from UNIX, should be also derive
m > the file naming convention from UNIX; i.e. the settings for an
m > app called "test" would be stored in a file called ".testrc"?
m > Or should we name the files more like "test.rc" or "test.set"?

Usually test.inf or test.dat (but almost any extension will do). Nor is the practice peculiar to or derived from UNIX.

m > Also, since many GEM users do not have a multiuser system, it
m > is quite likely that the user may not have any home directory.
m > Where should the settings files be put in this case?

Same directory as the application.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 3179543951469683837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f0c9c7fca6e3918,start
X-Google-Attributes: gid1115ce,public
From: interbbs@hotmail.com (InternetPRO.)
Subject: FreeNetAccessWorldwid+
Date: 1997/05/28
Message-ID: <337b1173.6921318@hiroken.hiroken.or.jp>#1/1
X-Deja-AN: 244613674
Organization: InternetPRO.
Reply-To: interbbs@hotmail.com
Newsgroups: comp.sys.atari.programmer

Free Adult Internet Connection Worldwid+ Via Our Bbs.
Follow the link and enjoy...
http://cybercity.hko.net/la/interbbs/freenet/free.htm

From -6290694236812666342

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4e23f057d33a19,start
X-Google-Attributes: gid1115ce,public
From: George Lurker <georgel@bayarea.net>
Subject: Technical Recruiters
Date: 1997/05/28
Message-ID: <338CDE9E.478A@bayarea.net>#1/1
X-Deja-AN: 244618269
Organization: Complimate Technical Staffing
Reply-To: georgel@bayarea.net
Newsgroups: comp.sys.atari.programmer

To anyone living in the San Francisco Bayarea:

Complimate Technical Staffing (Sunnyvale, CA) is seeking people with programming and other Software backgrounds who wish to work as Technical recruiters.

If you are interested please call 408-733-8994
Or e-mail: CareerDesk@complimate.com
Or fax: 408-733-0968

From -8273493466000255182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,15464e0008c878e7,start
X-Google-Attributes: gid1115ce,public
From: stephlise@telco.com (Steph & Lise)
Subject: Cum visit our free BBS
Date: 1997/05/28
Message-ID: <336b1173.6921318@hiroken.hiroken.or.jp>#1/1
X-Deja-AN: 244672614
Organization: Steph & Lise
Reply-To: stephlise@telco.com
Newsgroups: comp.sys.atari.programmer

Free Adult Internet Connection Worldwid- Via Our Bbs.
Follow the link and enjoy...
http://cybercity.hko.net/la/interbbs/freenet/free.htm

From -7190648130288999341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,279d009701b806bf
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,279d009701b806bf

X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,279d009701b806bf
X-Google-Attributes: gid1115ce,public
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Subject: Re: looking for SCSI lib
Date: 1997/05/29
Message-ID: <338D31EF.3FB0@elec.iuta.u-bordeaux.fr>#1/1
X-Deja-AN: 244662437
References: <Pine.LNX.3.95.970524182913.25224A-100000@zodiac2.mimuw.edu.pl>
<338A7278.1070@bbn.hp.com> <Pine.LNX.3.95.970528095240.28821A-100000@bzyk>
To: Szymon Stasik <szymon@ericsson.pl>
Organization: Atari's Rules
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Szymon Stasik wrote:
> for help. I am still looking for any description of SCSI2 group 7
> commands.

well, I've got something like this...
there is only 2 minor trouble:

-It is a .TAR file (You can manage to read it with a good text
editor,even if it doesn't look very pretty)

-It's over 1.5 Mbyte! Even packed with ZIP, it is not far from 300 Kb...

If you're interested, Email me!

From -1994481293117069205
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf43a9bb43add003
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Where to store settings files?
Date: 1997/05/29
Message-ID: <C31MCAE@tos.pl.net>#1/1
X-Deja-AN: 244830904
References: <8UXMCYI@tos.pl.net> <5mfnn1$o9u@infa.central.susx.ac.uk>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

So, having read the article by James Cox, which seems quite sensible to
me, reading the configuration file would go something like this:

Try ~/.appnamerc
Try ~/appname.rc
Try /etc/.appnamerc
Try /etc/appname.rc
Lastly, try appname.rc in the current directory (where the app was started

from). This is necessary for people who don't have a UNIX style directory tree.

But, where should the settings be saved to? Perhaps they could be saved to the same place they were loaded from, but what about when there were none to load?

Also, what happens to the ~/defaults directory, where some apps store the settings?

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

```
|\__/,|   (`\
_.|o o  |_   ) )
--(((---(((--------
```

From 2383919770922699636
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c68f2278d99e4af
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Scaling GDOS fonts?
Date: 1997/05/29
Message-ID: <E31MCBG@tos.pl.net>#1/1
X-Deja-AN: 244830988
References: <5mfjjh$rgb@alexander.INS.CWRU.Edu>
<5mhhml$2sq@alexander.INS.CWRU.Edu>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Boris D. Cahan (bdc2@po.CWRU.Edu) wrote:

: In a previous article, bdc2@po.CWRU.Edu (Boris D. Cahan) says:

: > Is there anyone out there to advise me how one makes
: >double size fonts from GDOS fonts (bitmapped). For my TelVYT102 I need
: >to be able to scale fonts to be
: >1) double width
: >2) double height,
: >and if possible
: >3) top and/or bottom halves of double size fonts.
:   I guess I ought to clarify this. I don't mean create a new font,
: I mean to display a font on the screen in double size.

I suppose you could simply change the size with vst_point() or vst_height(). To get the halves, you could use vs_clip() to clip the drawing to one half of the font, perhaps.

--
Mario Becroft Auckland, New Zealand

mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

From -8329879331486884149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,976cafe20485c6fe,start
X-Google-Attributes: gid1115ce,public
From: stephlise@telco.com (Steph&Lise.)
Subject: FREE HOT PICTURES HOT!
Date: 1997/05/29
Message-ID: <998b1173.6921318@hiroken.hiroken.or.jp>#1/1
X-Deja-AN: 244928944
Organization: Steph&Lise.
Reply-To: stephlise@telco.com
Newsgroups: comp.sys.atari.programmer

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http://cybercity.hko.net/la/interbbs/freenet/free.htm

From 7438980870813264444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c68f2278d99e4af
X-Google-Attributes: gid1115ce,public
From: perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter)
Subject: Re: Scaling GDOS fonts?
Date: 1997/05/29
Message-ID: <EAxKLr.n08@suse.modem.stud.uni-hannover.de>#1/1
X-Deja-AN: 245843140
X-Nntp-Posting-Host: localhost
Sender: news@suse.modem.stud.uni-hannover.de
References: <5mfjjh$rgb@alexander.INS.CWRU.Edu>
<5mhhml$2sq@alexander.INS.CWRU.Edu>
Organization: Private
Newsgroups: comp.sys.atari.programmer

In article <5mhhml$2sq@alexander.ins.cwru.edu>,
    bdc2@po.CWRU.Edu (Boris D. Cahan) writes:
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> In a previous article, bdc2@po.CWRU.Edu (Boris D. Cahan) says:
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>>2) double height,
>>and if possible
>>3) top and/or bottom halves of double size fonts.
> I guess I ought to clarify this. I don't mean create a new font,
> I mean to display a font on the screen in double size.

Why not use the VDI call for setting a font's height, i.e. vst_height() ?
Better still, use vst_point() !

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

From -7065791013653054795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c68f2278d99e4af
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Scaling GDOS fonts?
Date: 1997/05/30
Message-ID: <864960870_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 244877873
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <5mhhml$2sq@alexander.INS.CWRU.Edu>
bdc2@po.CWRU.Edu (Boris D. Cahan) said:-

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>
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>>double size fonts from GDOS fonts (bitmapped). For my TelVYT102 I need
>>to be able to scale fonts to be
>>1) double width

erm, offhand, I don't recall a command for this - you'll need to have
a double width font.

>>2) double height,

vst_point or vst_height.

>>and if possible
>>3) top and/or bottom halves of double size fonts.
>   I guess I ought to clarify this. I don't mean create a new font,
>I mean to display a font on the screen in double size.

btw, bitmapped fonts can only be scaled to a maximum of twice their
original height.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 3595275508207563638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e18fe9ad36defead,start
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Hard Drive controller?
Date: 1997/05/30
Message-ID: <33b4e796.25485126@news.airtime.co.uk>#1/1
X-Deja-AN: 244997877
Sender: !ynoT
Organization: STOSSER Software
Reply-To: comp.sys.atari.prgrammer
Newsgroups: comp.sys.atari.programmer

My current project is to use as much memory as I can on a bare bones
4meg STe or Falcon,

The only thing not to be turned off (trying to insist on a clean
boot) is the hard drive control fing,

Currently the game is taking 2.7 meg.. but more animation to come,

QUESTION, How much memory do I need to leave free for the HD
controller?, is it minimal as in a few K, or is it like quarter to
half a meg or something ?

I do not have a HD so testing for the result is impossible :)

The game has been succesfully tested and breezes through everything up to and including a Falcon with Nemesis, but a clean system is prefered, I presume the HD controller is the minimum, nothing else desperatly needed to boot the old Falc is there...sorry I havent got one of them either :)

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser

From 5602817756128900655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e18fe9ad36defead
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Hard Drive controller?
Date: 1997/05/30
Message-ID: <865029772_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 245282214
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <33b4e796.25485126@news.airtime.co.uk>
!ynoT said:-

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>4meg STe or Falcon,
>
> The only thing not to be turned off (trying to insist on a clean
>boot) is the hard drive control fing,
>
> Currently the game is taking 2.7 meg.. but more animation to come,

That's fine.

> QUESTION, How much memory do I need to leave free for the HD
>controller?, is it minimal as in a few K, or is it like quarter to
>half a meg or something ?

Difficult to say specifically. It depends on how the driver is set up. If memory serves, I can get round about 3.5 meg although I can't remember if that's with or withoot Zcontrol, probably without. As a rough guess, I'd assume 3.2Mb.

> I do not have a HD so testing for the result is impossible :)

Mine refused to boot today - got me rather worried until I spotted the
hd end of the dma cable had unplugged itself and was lying on the
floor. Must have forgot to screw it up when I moved the computer! ;-)

> The game has been succesfully tested and breezes through everything
>up to and including a Falcon with Nemesis, but a clean system is
>prefered, I presume the HD controller is the minimum, nothing else
>desperatly needed to boot the old Falc is there...sorry I havent got
>one of them either :)

Well, nobody would want to mess with their driver settings so I guess
the best thing to do is just see what the highest setting is for a 4mb
machine - who cares if a driver takes 1Mb on a 14Mb Falcon eh? <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -4508020286225485050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e2470327ed8c236b,start
X-Google-Attributes: gid1115ce,public
From: pressrelease@usa.net
Subject: $99.00 GIFT FOR VISITING OUR SITE
Date: 1997/05/30
Message-ID: <5mnarb$7ip$3@its.hooked.net>#1/1
X-Deja-AN: 245432363
Organization: Widgets, Inc.
Newsgroups: comp.sys.atari.programmer

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----------->>>>>>> FREE GIFTS!!!

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http://www.cyberbundle.com

From -6877653438922483845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b8263bb68dda7d59,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Object file formats?
Date: 1997/05/30
Message-ID: <5mm6tr$ird@balaena.bio.vu.nl>#1/1
X-Deja-AN: 245818863
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Does anyone know where I can find some info on the object file format
the atari version of GCC uses? What format does it use anyway?
And why do all my messages keep appearing twice in one msg? :-)
Questions, questions, questions...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Although the moon is smaller than the earth, it is farther away.
From news Fri May 30 11:33:47 1997
To: wezel
Subject: Local Post
Content-Length: 791

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Object file formats?
Date: 30 May 1997 09:33:47 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 14
Message-ID: <5mm6tr$ird@balaena.bio.vu.nl>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Does anyone know where I can find some info on the object file format
the atari version of GCC uses? What format does it use anyway?
And why do all my messages keep appearing twice in one msg? :-)
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Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Although the moon is smaller than the earth, it is farther away.

From -5597245232524930445
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf43a9bb43add003
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Where to store settings files?
Date: 1997/05/30
Message-ID: <5mm61i$ird@balaena.bio.vu.nl>#1/1
X-Deja-AN: 245818917
References: <8UXMCYI@tos.pl.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Mario Becroft (mb@tos.pl.net) wrote:

: With the apparent progress towards GEM being more multi-user friendly,
: much software stores its settings in the user's home directory. This is,
: of course, an excellent thing, but there are still some irregularities.

Yeah, I've been thinking about this kind of multi-user problems too
lateley... There are more. What about, for instance, the RSC files?
It wouldn't be very appropriate to store them along with the binaries
in /bin, /usr/bin or /usr/local/bin, would it?

: For example, some software stores the settings files in a directory called
: "defaults" in the users home directory,

Hmm, that's a nice idea...

: However, the UNIX naming is not very useful under a MS-DOS
: style filesystem, where a filename such as ".testrc" would be truncated to
: ".TES".

Actually, MinixFS will convert ".testrc" to ",testrc"
But it would be nice if MinixFS were to convert every file starting with a
dot to a hidden DOS type file (with the dot removed)...

: Also, since many GEM users do not have a multiuser system, it is quite
: likely that the user may not have any home directory. Where should the
: settings files be put in this case?

A program should probably check for a homedir (environment var. HOME)

and if none exists (ie. no multiusersystem!) use the current (app) dir.
Every multiusersystem should have homedirs...
In a Unix type FS one should use /etc for general preferences, as far as I know.. (You could check the Linux Filesystem Standard, it'll shed some light on Unix type filesystem trees.)

: I posted about this some time ago but received no responses. I believe it
: is important, however, that a standard system for placing and naming
: settings files must be constructed in order to avoid the difficult problem
: of a variety of systems being used.

I agree...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"When in doubt, tell the truth."
-- Mark Twain
From news Fri May 30 11:18:42 1997
To: wezel
Subject: Local Post
Content-Length: 2418

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Where to store settings files?
Date: 30 May 1997 09:18:42 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 51
Message-ID: <5mm61i$ird@balaena.bio.vu.nl>
References: <8UXMCYI@tos.pl.net>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Mario Becroft (mb@tos.pl.net) wrote:

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Actually, MinixFS will convert ".testrc" to ",testrc"
But it would be nice if MinixFS were to convert every file starting with a
dot to a hidden DOS type file (with the dot removed)...

: Also, since many GEM users do not have a multiuser system, it is quite
: likely that the user may not have any home directory. Where should the
: settings files be put in this case?

A program should probably check for a homedir (environment var. HOME)
and if none exists (ie. no multiusersystem!) use the current (app) dir.
Every multiusersystem should have homedirs...
In a Unix type FS one should use /etc for general preferences, as far as I
know.. (You could check the Linux Filesystem Standard, it'll shed some light
on Unix type filesystem trees.)

: I posted about this some time ago but received no responses. I believe it
: is important, however, that a standard system for placing and naming
: settings files must be constructed in order to avoid the difficult problem
: of a variety of systems being used.

I agree...

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"When in doubt, tell the truth."
          -- Mark Twain

From 6153391503374760694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,861df257ff603559,start
X-Google-Attributes: gid1115ce,public
From: "Scott C. Parker" <scp@techie.com>
Subject: atari 800 looking for good home
Date: 1997/05/31
Message-ID: <33906972.9A2FA2CF@techie.com>#1/1
X-Deja-AN: 245247583
X-Priority: 3 (Normal)
Organization: Scott Parker Associates
X-Received-On: 31 May 1997 14:08:37 GMT

Reply-To: scp@techie.com
Newsgroups: comp.sys.atari.programmer

I have an atari 800. It's been in a milk crate for several years and I need the closet space. I'd hate to leave it on the curb. So, if anyone can give it a good home. Please let me know. I live in Greenwich Village, New York City. I don't want to have to pack and ship it, so if you're interested, you would have to pick it up.

--
Scott C. Parker scp@techie.com
Scott Parker Associates Designers of Light & Shadow
New York City

From 1865552440427078601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d000108c3e31867f,start
X-Google-Attributes: gid1115ce,public
From: Gilles OLIVE <gilles@srepir1.univ-mrs.fr>
Subject: help SOZOBON X
Date: 1997/06/02
Message-ID: <33931230.64EC@srepir1.univ-mrs.fr>#1/1
X-Deja-AN: 245611671
Organization: St Jerome
Reply-To: gilles@srepir1.univ-mrs.fr
Newsgroups: comp.sys.atari.programmer

I had decompacted the last version of Sozobon X but I don't know how to configure it ....
Where can I find C-DESK ?

Thanks to answer me in my email too.

Gilles

Gilles@srepir1.univ-mrs.fr

From -403842282929846276
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e18fe9ad36defead
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: Hard Drive controller?
Date: 1997/06/02
Message-ID: <33a094c9.10130077@news.airtime.co.uk>#1/1
X-Deja-AN: 245620537

Sender: !ynoT
References: <865029772_OASIS_@swampdog.demon.co.uk>
Organization: STOSSER Software
Reply-To: comp.sys.atari.prgrammer
Newsgroups: comp.sys.atari.programmer

On Fri, 30 May 97 22:02:52 GMT, guy@swampdog.demon.co.uk (Guy Harrison) wrote:

 Swampy..hiya mate... long time ...Been suspiciously quiet of late ? must be up to no good.....hehehe

>> Currently the game is taking 2.7 meg.. but more animation to come,
>
>That's fine.

 Fingers crossed :)

>> QUESTION, How much memory do I need to leave free for the HD

>Difficult to say specifically. It depends on how the driver is set up.
>If memory serves, I can get round about 3.5 meg although I can't
>remember if that's with or withoot Zcontrol, probably without. As a
>rough guess, I'd assume 3.2Mb.

 hmmmm not as much as I thought.. I presumed just a few thousand bytes.. tsk so the 4meg game now has to be 3.2 or thereabouts :(... damm.... big drop .

>> I do not have a HD so testing for the result is impossible :)

>Mine refused to boot today - got me rather worried until I spotted the
>hd end of the dma cable had unplugged itself and was lying on the

 hehehe.... ho dear:)

>Well, nobody would want to mess with their driver settings so I guess
>the best thing to do is just see what the highest setting is for a 4mb
>machine - who cares if a driver takes 1Mb on a 14Mb Falcon eh? <G>

 well thats what I am trying to find out... I thought people would be interested in a game that takes up all that memory with lots of good sampled sound and well drawn animations... but the response to my plea is ONE, hmmmmm
 When I got my 4meg..the FIRST thing I did was look for software that took advantage of the 4meg, I thought hey! theres a gap in the market.. it would seem not :(

ha well cheers for the info.. someone on irc said simmilar
...different cache setting etc, looks like 3.2 meg, I have to
hardwire, I have to use the exact amount of memory no matter what
configuration the user has.. so it was a need to know.. cheers mate :)

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser

From 6723286830203173175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c68f2278d99e4af
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Re: Scaling GDOS fonts?
Date: 1997/06/02
Message-ID: <5muup9$mkr@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 245661751
References: <864960870_OASIS_@swampdog.demon.co.uk>
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: bdc2@po.CWRU.Edu (Boris D. Cahan)
Newsgroups: comp.sys.atari.programmer

In a previous article, guy@swampdog.demon.co.uk (Guy Harrison) says:

> In article <5mhhml$2sq@alexander.INS.CWRU.Edu>
> bdc2@po.CWRU.Edu (Boris D. Cahan) said:-
>
>>
>>In a previous article, bdc2@po.CWRU.Edu (Boris D. Cahan) says:
>>
>>>
>>> Is there anyone out there to advise me how one makes
>>>double size fonts from GDOS fonts (bitmapped). For my TelVYT102 I need
>>>to be able to scale fonts to be
>>>1) double width
>
>erm, offhand, I don't recall a command for this - you'll need to have
>a double width font.
>
>>>2) double height,
>
>vst_point or vst_height.
>
>>>and if possible
>>>3) top and/or bottom halves of double size fonts.
>> I guess I ought to clarify this. I don't mean create a new font,

>>I mean to display a font on the screen in double size.
>
>btw, bitmapped fonts can only be scaled to a maximum of twice their
>original height.

Somehow, Connect seems to do it! Is there no command in 'C' that will do
this??

     Boris
>
>Guy Harrison
>
>Email guy@swampdog.demon.co.uk
>   swampdog@dial.pipex.com
>Web   http://www.swampdog.demon.co.uk/index.html
>
>
>
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 6295958321090108640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c68f2278d99e4af
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Scaling GDOS fonts?
Date: 1997/06/02
Message-ID: <865290694_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 246640469
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

 In article <5muup9$mkr@alexander.INS.CWRU.Edu>
  bdc2@po.CWRU.Edu (Boris D. Cahan) said:-

>Somehow, Connect seems to do it! Is there no command in 'C' that will
>do this??

Not to my knowledge. Their might be some NVDI call or something but if
there is I've never come across it.

Assuming there is no call, perhaps Connect is getting round the
problem by generating double widths on the fly. I'm guessing here but
it might print offscreen, call some code to double the width, then
blit the result back to the screen. Alternatively, it might fiddle
with the font header and/or table and fool gdos. Perhaps it prints to

a virtual screen half the width then blits it back somehow? - I really
dont know.

If somebody has a solution please enlighten us!!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 6396880175601974634
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,61d9cd44e262ba3e,start
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: SAM SAA files, automatic installation of
Date: 1997/06/03
Message-ID: <ZV7MCTE@tos.pl.net>#1/1
X-Deja-AN: 245775425
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

I have recently obtained KP SACK (SAA Construction Kit) in order to add
SAM support to my applications.

It appears that for the application to make use of SAM, the _user_ must
install the SAA file.

It would be better if the installation program could do this. In fact,
ideally the user should not have to do anything at all to install a
program, except run the installation program.

How can this be accomplished, with regard to SAM and SAA files? Is there
some method of installing these files in a manner such that user
interaction is not required? Naturally the user will have to assign the
actual sounds, but the user should not have to worry about installing the
SAA file.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

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```

From -8788635937785400974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bb2b8a0aaafc5d5,start
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: desk icons, doc association etc, automatic installation of
Date: 1997/06/03
Message-ID: <LW7MCWG@tos.pl.net>#1/1
X-Deja-AN: 245776846
Organization: Tariland Computer Club
Keywords: non-interactive installation standardisation
Newsgroups: comp.sys.atari.programmer

If you read my previous post regarding SAM SAA files, you will notice that I was looking for a way to let an installation program automatically install the SAA files.

The same applies to various other items: an installation program should be able to automatically install desktop icons, automatically assign those icons to a file and also automatically associate document types with the application(s) being installed. Also, sometimes automatic installation of fonts would be desirable.

According to the style guide in the Atari Compendium, this should be done by directly changing the relevant files: newdesk.inf, desk[c]icon.rsc, assign.sys, extend.sys etc.

As you can see, however, the above method is far from satisfactory. In particular, I can see the following problems with the above system:

* The method for locating these files is undefined.

* Letting any application change these files could be dangerous.

* Some of the files, for example the desktop icon resource files, are rather difficult to modify from a programmer's point of view.

* But most importantly:
The TOS platform suffers from not having enough standards, and this is apparent here - when people use alternative desktops (e.g. Thing, Gemini, Neodesk, Ease...) and GDOSs (e.g. NVDI) that use different setup files to the standard ones, the above method will fail.

So, what is the correct method for installing items such as those listed above? It seems that there is no proper way, and if this is true, it is important that a standard method be put in place. Support for this method could then be added to desktops, GDOSs and other relevant software, and maybe we would finally be able to have user friendly installation software.

Briefly, I would suggest that such a method would include at least the following facilities:

* Facility for an application to add fonts to the system.

* Facility for an application to add icons images to the system.

* Facility for an application to assign icons to files.

* Facility for an application to assign certain file masks to an application, so that when the user double clicks on files that fit the mask, that application is started.

* The above facilities would have to be flexible enough that they could be supported by a wide variety of desktops, GDOSs or other system software.

* They should operate automatically, without the user having to carry out any of the tasks. Some user interaction may be advisable in places.

I would be interested to hear other peoples' views on the above matters.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

```
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_.|o o  |_   ) )
--(((---(((--------
```

From 5252651392763734976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bb2b8a0aaafc5d5
X-Google-Attributes: gid1115ce,public
From: gryf@sub2.hrz.th-darmstadt.de (Thomas Binder)
Subject: Re: desk icons, doc association etc, automatic installation of
Date: 1997/06/03
Message-ID: <5n0nbd$r7j$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 245834960
References: <LW7MCWG@tos.pl.net>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <LW7MCWG@tos.pl.net>,
     mb@tos.pl.net (Mario Becroft) writes:
> [...]
> Briefly, I would suggest that such a method would include at least the
> following facilities:
>
> * Facility for an application to add fonts to the system.
>

> * Facility for an application to add icons images to the system.
>
> * Facility for an application to assign icons to files.
>
> * Facility for an application to assign certain file masks to an
> application, so that when the user double clicks on files that fit the
> mask, that application is started.
>
> * The above facilities would have to be flexible enough that they could be
> supported by a wide variety of desktops, GDOSs or other system software.
>
> * They should operate automatically, without the user having to carry out
> any of the tasks. Some user interaction may be advisable in places.
>
> I would be interested to hear other peoples' views on the above matters.

This sounds quite interesting, though personally, I dislike having too many things done automatically - there's always some risk with it, especially if you are running your very own setup (e.g., under MS-DOS, my autoexec.bat always gets corrupted by programs which try to install themselves in it, as I'm using a multi-setup-autoexec).

Dispite my personal opinion, the above things could maybe be done with either an accessory, providing support for the user's setup (desktop, GDOS, etc.), or a system tool, which does the same. The system tool would have the advantage that it could be made modular, so the user just has to choose the module(s) neccessary for his setup. An environment variable could point to the full path of the tool, and another to the module directory (if desired).

The tool would be called with special command line parameters, telling it what's to be done (an accessory would receive AES messages for this). The exit code would signal success or failure of the procedure.

Is that what you are thinking of?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -8667247294157781398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6c22270fb6fa942,start
X-Google-Attributes: gid1115ce,public
From: willard@headwaters.com (Willard VanderPloeg)
Subject: gfa mailto processor

Date: 1997/06/03
Message-ID: <5n1jmb$9rg$1@news>#1/1
X-Deja-AN: 245877724
Organization: None!
Newsgroups: comp.sys.atari.programmer

Greetings all!

I've put a mailto form in my webpage that generates an email to me.

I've done it this way because my server doesn't want to expend processor time on me processing the usual formto file.

He says I have to write a small program to strip out the garbage characters and put in carriage returns.

Is there such a little program out there? Anyone willing to write one for me in, say GFA Basic and provide me with source? I can email a sample message generated by the form if anyone is interested.

Thanks for the help!

Willard VanderPloeg
Owen Sound, Ontario Canada

From -2532508069724840312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c00440d57321d392,start
X-Google-Attributes: gid1115ce,public
From: nterrien@hotmail.com (???????? ???????)
Subject: LOOKING for CUBASE for ST (without DD), pleaaaaaase...
Date: 1997/06/03
Message-ID: <5n2ak3$5rj$3@news2.isdnet.net>#1/1
X-Deja-AN: 245936878
Organization: ZZZzzzZZZ
Newsgroups: comp.sys.atari.programmer

Reply to nterrien@hotmail.com

From 8871743454681227691
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4169f10716b5cf5
X-Google-Attributes: gid1115ce,public
From: Mika Poikonen <mpoikone@keskiviikko.hit.fi>

Subject: Re: Graphics In GFA BASIC
Date: 1997/06/03
Message-ID: <Pine.SGI.3.95.970603182202.14740C-100000@keskiviikko.hit.fi>#1/1
X-Deja-AN: 247164914
References: <54b_9705251056@to.org>
Organization: A poorly-installed InterNetNews site
Newsgroups: comp.sys.atari.programmer

```
>  " > I've made a title screen in DEGAS and want to load it into memory.
>  " > Once in memory I want to display the picture on the screen very small
>  " > (Like its far away) and then zoom in on it(Getting bigger until it fills
>  " > the screen).  As the picture is being zoomed in on I want to rotate it,
>  " > spin it e.t.c. How is this done?  Can I use the GET/PUT commands and
>  " > how about using the screen flipping thing draw to logic and then copy to
>  " > the physical screen.  How is that done?
>  " >
>  " > Any help would be greatly appreciated.
>  " >
>  " > As well anyone know where I can download some good examples(source
>  " > code) for GFA BASIC.
```

Here is the short and SLOW source code for GFA-basic how to do that zoom and rotate effect with code.. I hope someone has help with it..

It does not have double screen buffer, because I can't remember the registers etc. it needs and I don't guarantee that it works correctly straight from this code.. But there it is anyway..

```
-------
'
CLS
'
DIM a|(32034),place(320,200)
'
BLOAD "path\picture.pi1",V:a|(0)
'
FOR c%=0 TO 15
   '
   SETCOLOR c%,0
   '
NEXT c%
'
BMOVE V:a|(34),XBIOS(2),32000
'
FOR y%=0 TO 199
   FOR x%=0 TO 319
      '
      place(x%,y%)=POINT(x%,y%)
      '
   NEXT x%
NEXT y%
'
```

```
CLS
'
FOR c%=0 TO 15
   '
   VSETCOLOR c%,a|((2+c%)*2)
   '
NEXT c%
'
FOR zoom%=20 TO 1 STEP -2
   '
   VSYNC
   '
   startx%=ROUND(160-(320/zoom%)/2)
   starty%=ROUND(100-(200/zoom%)/2)
   '
   yptr%=starty%
   '
   FOR y%=0 TO 199 STEP zoom%
      xptr%=startx%
      FOR x%=0 TO 319 STEP zoom%
         '
         PSET xptr%,yptr%,place(x%,y%)
         INC xptr%
         '
      NEXT x%
      INC yptr%
   NEXT y%
   '
NEXT zoom%
'
an%=-6
'
DO
   '
   VSYNC
   '
   ADD an%,6
   IF an%=>360
      an%=0
   ENDIF
   '
   FOR y%=-100 TO 99
      '
      js=y%*SINQ(an%)
      jc=y%*COSQ(an%)
      '
      FOR x%=-160 TO 159
         '
         i%=160+ROUND(x%*COSQ(an%)-js)
         j%=100+ROUND(x%*SINQ(an%)+jc)
         '
         PSET x%+160,y%+100,place(i% mod 320,j% mod 200)
         '
```

```
      NEXT x%
      '
    NEXT y%
    '
LOOP UNTIL INKEY$<>""
```

----------8<----------8<----------8<----------8<----------8<----------8<-------
Mika Poikonen Kurkimaentie 19 G 55/1 00940 HELSINKI
                FINLAND
No tel number Cellular number: 0400-749469 (Usually 17-24 CET+2)

Emphii - Xtream Machine: Atari Falcon 030, 4Mb, 85Mb, RGB
mpoikone@hit.fi Octek P120, 32Mb, 2.1Gb, 10x, SVGA
----------8<----------8<----------8<----------8<----------8<----------8<-------

From 1630958769030750507
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bb2b8a0aaafc5d5
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: desk icons, doc association etc, automatic installation of
Date: 1997/06/04
Message-ID: <K68MCTC@tos.pl.net>
X-Deja-AN: 246013593
References: <LW7MCWG@tos.pl.net> <5n0nbd$r7j$1@news.th-darmstadt.de>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Thomas Binder (gryf@sub2.hrz.th-darmstadt.de) wrote:
: In article <LW7MCWG@tos.pl.net>,
: mb@tos.pl.net (Mario Becroft) writes:
: > [...]
: > Briefly, I would suggest that such a method would include at least the
: > following facilities:
: >
: > * Facility for an application to add fonts to the system.
: > * Facility for an application to add icons images to the system.
: > * Facility for an application to assign icons to files.
: > * Facility for an application to assign certain file masks to an
: > application, so that when the user double clicks on files that fit the
: > mask, that application is started.
: > * The above facilities would have to be flexible enough that they could be
: > supported by a wide variety of desktops, GDOSs or other system software.
: > * They should operate automatically, without the user having to carry out
: > any of the tasks. Some user interaction may be advisable in places.
: >
: > I would be interested to hear other peoples' views on the above matters.

: This sounds quite interesting, though personally, I dislike having too many
: things done automatically - there's always some risk with it, especially if
: you are running your very own setup (e.g., under MS-DOS, my autoexec.bat
: always gets corrupted by programs which try to install themselves in it, as
: I'm using a multi-setup-autoexec).

I agree entirely, but for more novice users this would be a good feature.
Of course the installation program would always make things like this
optional so that people like you and me would not be inconvenienced.

: Dispite my personal opinion, the above things could maybe be done with
: either an accessory, providing support for the user's setup (desktop, GDOS,
: etc.), or a system tool, which does the same. The system tool would have
: the advantage that it could be made modular, so the user just has to choose
: the module(s) neccessary for his setup. An environment variable could point
: to the full path of the tool, and another to the module directory (if
: desired).

: The tool would be called with special command line parameters, telling it
: what's to be done (an accessory would receive AES messages for this). The
: exit code would signal success or failure of the procedure.

: Is that what you are thinking of?

Exactly. I wasn't sure exactly how it would be implemented, but that is
the idea.

I would suggest that the desk accessory would be less desirable since it
would just use up RAM, while most of the time it would lie unused. An
option where the program would be loaded only when used would be
preferable.

A possibility might be that the "installer" (I can't think of a better
name just now) would be programmable with some sort of script language.
The script would describe how to install various elements, and scripts
would be supplied with software such as desktops, AESs, GDOSs, SAM and
compatibles, etc.

The script might support features such as:

* modify a file in some way

* send an AES message to a running application

* permanently set an environment variable

* possibly some other similar methods

* ways of checking information before performing the above methods, such
as the ability to act on the contents of a file, environment variable or
other data would be provided

* possibly other relevant features

Such scripts could be installed to handle installation of any item, and all scripts capable of installing a similar item would have the same interface. This would mean that installation software supplied with applications would not have to worry about what method is in use, it could just use one standard method, and the script(s) would convert the request to system specific operations.

Naturally, the "installer" itself would come with installation software that is as universal as possible, so that installation of the "installer" itself would be easy to install. Also, software that needs to supply new scripts would be able to automatically install such scripts using a standard "install script" feature of the "installer."

So, the functions provided to installation software by the installer might include:

* "Install item"
Parameters would include:
+ type of item to install (possibly a cookie?)
+ path to item(s) being installed OR the actual data to be installed
+ how to install them (can't quite think how this would be used at present)
+ some type specific parameters

* "Uninstall item"
Parameters could be similar to "install item". It could be argued that this function would be best left out, but provided uninstallation software that uses it properly (i.e. the choice of what to do is ALWAYS up to the user, although a sensible default is provided) it should not be a problem.

* "Add or modify script"
This would allow a new script to be installed. Problems could occur if two scripts became available for installing the same type of item. I guess the new script would take precedence over the old script, but the old script would not be deleted. This way, if the user later un-installs the software that installed the new script, the old script could be reverted to.

Data types supported would be expandible, but in order to maintain compatibility and consistency, not just anyone could add a new data type.

Possible data types could include:

* fonts
* desktop icons
* icon-file associations
* file-application associations
* dlls, once they are supported (several such extensions to support dlls are in developmend)
* sounds, SAM SAA files, and SAM event-sound associations
* probably others.

Standard scripts could be made to support common programs, and hopefully programmers would catch on and start supplying the necessary scripts with their software.

It is important that an open, expandable standard for all of the above be developed, otherwise we will only be creating more non-standardness.

If enough people are interested, maybe we should set up a mailing list for discussion of the idea.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

```
|\__/,|   (`\
_.|o o  |_   ) )
--(((---(((--------
```

From -7531303799131093307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3addaffd007e353b,start
X-Google-Attributes: gid1115ce,public
From: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
Subject: Updated include files
Date: 1997/06/04
Message-ID: <EB9B55.AJx@freenet.victoria.bc.ca>#1/1
X-Deja-AN: 246074277
Sender: news@freenet.victoria.bc.ca (News Manager)
X-Nntp-Posting-Host: vifa1
Organization: The Victoria Freenet Association (VIFA), Victoria, B.C., Canada
Reply-To: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
Newsgroups: comp.sys.atari.programmer

Is there anyplace to obtain include files with all the up to date #define's for the Falcon, MultiTos/MiNT and the AES? The Developer's Resource I have from Atari is April '93 and it mentions all the new window messages etc but doesn't provide the #defines. Thanks.

Nicholas Steele

--

From -3177039210467142125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bffaaef24bf607d3,start
X-Google-Attributes: gid1115ce,public
From: awatson@pacifier.com
Subject: FS: Atari Compendium Book

Date: 1997/06/04
Message-ID: <5n4van$b88$1@news.pacifier.com>#1/1
X-Deja-AN: 246170392
Organization: Pacifier Online Data Service, Vancouver, Wa. ((360) 693-0325)
Newsgroups: comp.sys.atari.programmer
Originator: awatson@pacifier.com

FOR SALE:

$20.00 - The Atari Compendium Book
         Book is in like new condition and is a great reference
         book for the Atari user/programmer.

Price includes COD shipping.

If you are interested in this book, please contact:

     Anthony Watson at awatson@pacifier.com or call
     (360) 694-1880 between 9:00am and 4:00pm Monday-Friday.

Thanks,

Anthony Watson
6911 NE Livingston Road
Camas, Washington 98607 USA

Mountain Software
http://www.pacifier.com/~awatson

From -7722412547848499302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6599457bf525bfe4,start
X-Google-Attributes: gid1115ce,public
From: sela@ccnet.com (selah)
Subject: help i need graphics on net!
Date: 1997/06/05
Message-ID: <5n5oem$1vm$1@ccnet3.ccnet.com>#1/1
X-Deja-AN: 246252987
Organization: CCnet Communications (510-988-7140 guest)
Newsgroups: comp.sys.atari.programmer

[Article crossposted from comp.sys.atari.advocacy]
[Author was selah]
[Posted on 5 Jun 1997 00:02:58 -0700]

can anyone please direct me to a tried and true graphics prg to view the

internet in graphics mode other than with my weak unix based Stalker prg?

shareware?

please tell me where it is exactly in a web site or if there is no such
ability for the atari falcon to do this tell me so...

thank you

right now I have a shell account and would desire to have a slipp account

with my internet provider.

--

```
     \\\\\\\\\\                    ///////////
       \\\\\\\\\\   \=====/     //////////
```

sela @ccnet.com

--

```
     \\\\\\\\\\                    ///////////
       \\\\\\\\\\   \=====/     //////////
```

sela @ccnet.com

From -8279879277290696267
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f22554a8e0f56390,start
X-Google-Attributes: gid1115ce,public
From: adosfjdslk@ao;sdjf.dscom
Subject: Mailloop: Mass Mailer and Newsgroup Poster
Date: 1997/06/05
Message-ID: <5n74cs$v@newsfep3.sprintmail.com>#1/1
X-Deja-AN: 246374768
Organization: Sprint Internet Passport
Newsgroups: comp.sys.atari.programmer

Mailloop v3.0 is an industrial strength bulk mailer.

Mailloop v3.0 is a bulk mailing program for the internet. It can take a single message and
broadcast it to either a listing of e-mail addresses or to a listing of newsgroups.
Creates custom newsgroup lists by filtering NNTP servers. Creates custom e-mail lists by
extracting them from newsgroups. Can also extract e-mail addresses or newsgroup names from
other protocols. Built-in NNTP, SMTP, POP, FTP, HTTP, EXEC, CGI, WHOIS and FINGER clients.

Anti-cancelbot feature. Automatically processes remove requests. Includes extensive on-line help.
The most powerful bulk mailer available. Requires Windows 95 or NT 3.51+ and internet access.

The "Program" Mailloop is only available in English.

For more info goto: http://205.199.4.219

http://205.199.4.219

Using it is easy:

1) Create a message (http://205.199.4.219/editor.htm)
...by using the pull down menus or
...by using any editor

2) Create a newsgroups list (http://205.199.4.219/news3.htm)
...by filtering an NNTP server or
...by importing from any text file or
...by manually creating with any editor or
...by extracting from any FTP file or
...by extracting from any HTTP file

3) Create an e-mail list (http://205.199.4.219/em3.htm)
...by extracting from newsgroups or
...by importing from any text file or
...by manually creating with any editor or
...by extracting from a WHOIS response or
...by extracting from a fingering response or
...by extracting from a UNIX response or
...by extracting from any FTP file or
...by extracting from any HTTP file or

4) Broadcast the message
...to the e-mail list or (http://205.199.4.219/embc.htm)
...to the newsgroup list (http://205.199.4.219/ngbc.htm)

5) Then process the remove requests
...by using the mailbox processor (http://205.199.4.219/pop.htm)

6) If you want you can use the Newsletter Sever
...The Newsletter Sever will allow you to have an topic-specific newsletter that other can subscribe
   and unsubscribe to.
...Customizing this server response files (http://205.199.4.219/response.htm)
...Creating a new newsletter (http://205.199.4.219/create.htm)
...Creating and Updating a newsletter the actual newsletter (http://205.199.4.219/update.htm)

For more info visit http://205.199.4.219

http://205.199.4.219

From 8539282417273253316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90988342986e13eb,start
X-Google-Attributes: gid1115ce,public
From: Bruno Hemeury <bruno.hemeury@gecm.com>
Subject: Is there a Java virtual Machine for Atari in progress?
Date: 1997/06/06
Message-ID: <5n8hjecdp1@miranda.gmrc.gecm.com>#1/1
X-Deja-AN: 246497962
Organization: GEC-Marconi Research Centre
X-URL: news:comp.sys.atari.programmer
Newsgroups: comp.sys.atari.programmer

Hi All,

I do not want to succumb to the hype generated by Java, but is there anybody trying to port the Java Virtual Machine on Atari Computers?

I believe the specification for network computer are high, in terms of memory, display and CPU, but the Falcon, and TT could be capable enough (Hades and Medusa for sure). It could be well worth it as such project could prolonge the life of our favourite machines.

What do you think?

Bruno

From -5586805557569215221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90988342986e13eb
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Is there a Java virtual Machine for Atari in progress?
Date: 1997/06/06
Message-ID: <3397D2E4.2781@in.tu-clausthal.de>#1/1
X-Deja-AN: 246502544
References: <5n8hjecdp1@miranda.gmrc.gecm.com>
Organization: Rechenzentrum der TU Clausthal
Newsgroups: comp.sys.atari.programmer

Bruno Hemeury wrote:
>
> Hi All,
>
> I do not want to succumb to the hype generated by Java, but is there
> anybody trying to port the Java Virtual Machine on Atari Computers?
>
> I believe the specification for network computer are high, in terms of memory,
> display and CPU, but the Falcon, and TT could be capable enough (Hades and
> Medusa for sure). It could be well worth it as such project could prolonge the
> life of our favourite machines.
>
> What do you think?

Start it, if you have the time. May be you could do a JIT Compiler...

Information about the virtual machine should be found at

http://www.javasoft.com/

For the interpreting the Java Bytecode bison should be the right tool.
just go ahead.

Christof

From 2438123849036255041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f22554a8e0f56390
X-Google-Attributes: gid1115ce,public
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Subject: Re: Mailloop: Mass Mailer and Newsgroup Poster
Date: 1997/06/06
Message-ID: <Pine.LNX.3.91.970606130658.8762B-100000@juliet>#1/1
X-Deja-AN: 246531330
References: <5n74cs$v@newsfep3.sprintmail.com>
X-Sender: sce196@juliet
Organization: Electronics and Computer Science, University of Southampton
Newsgroups: comp.sys.atari.programmer

On 5 Jun 1997 adosfjdslk@ao wrote:
> Mailloop v3.0 is a bulk mailing program for the internet. It can take a
> single message and broadcast it to either a listing of e-mail addresses or
> to a listing of newsgroups.

Oh, well that's just what we need! More junk mail!!!!

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

From 5269664838968288452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23408d155cbc0bdd,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: checking for either left or right mouse button
Date: 1997/06/07
Message-ID: <73361181_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 246658511
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

I thought I'd put BubbleGem support into some of my programs and have hit the following problem:

How do I check for either the left or right mouse button.
I have a main loop which uses evnt_multi (so I can process other events too). Part of the event_multi uses evnt_button stuff, but evnt_button seems to be a bit flawed. It seems there is no way to get it to return if *either* button is pressed. Just both (which is no use at all).

One way is to check on an evnt_timer using graf_mkstate but this seems very wasteful of processor time.

Is there a better way of doing this?

TIA, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From 714379071902929739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23408d155cbc0bdd

X-Google-Attributes: gid1115ce,public
From: savarez@connectum.skurup.se (Claes Olsson)
Subject: Re: checking for either left or right mouse
Date: 1997/06/07
Message-ID: <3399a469.0@d2o61.telia.com>#1/1
X-Deja-AN: 246849643
References: <73361181_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: The Hill Studio
Newsgroups: comp.sys.atari.programmer

On 7 Jun 97 00:27:34 GM, Gary Priest wrote:
>I thought I'd put BubbleGem support into some of my programs and have hit
>the following problem:
>
>How do I check for either the left or right mouse button.
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Hi, Gary
I checked my Lattice C manual.
You should pass a variable with the following bits set:

```
check for right mouse button: 1
check for right mouse button: 2
check for 'ALT' button:       4
check for 'CONTROL' button:   8
```

'OR' the values together that correspond to the event you're interesed of.

I've scanned mouse events with luck.
It should work.

Good luck!

Claes Olsson
savarez@connectum.skurup.se


```
  ---------------------------------------------------------------------------
     E-mail:   savarez@connectum.skurup.se
     Homepage: http://www.skurup.se/~savarez/

     Claes Olsson                         ------------------------
     Musketorgatan 11B                    My computer system is an
     S-212 43 Malmoe                         Atari Mega STE 4MB
     Sweden                               ------------------------
     Phone: 040 - 18 54 97
  ---------------------------------------------------------------------------
```

From -1892446535191163886
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,199629bd87f9ed73,start
X-Google-Attributes: gid1115ce,public
From: sales@gclounge.com
Subject: Best Cigars
Date: 1997/06/07
Message-ID: <5nbssb$2q5@inout.beachnet.com>#1/1
X-Deja-AN: 246849715
Organization: BeachNet Internet Access (310) 823-3308
Newsgroups: comp.sys.atari.programmer

Lounge, relax and enjoy with us at http://www.gclounge.com
If you are interested in fine cigars then you can't refuse
our enticing offer.
Phone 310-412-6799
Web http://www.gclounge.com
Email mailto:sales@gclounge.com

From 8110125457279941806
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5485053bad7a20f2,start
X-Google-Attributes: gid1115ce,public
From: jasonben@aol.com
Subject: Win95 OSR 2.1 CD $35 W/Fat32, Fat converter, Full install
Date: 1997/06/07
Message-ID: <5nc8u4$d7n$907@usenet85.supernews.com>#1/1
X-Deja-AN: 246852628
Organization: ER
Newsgroups: comp.sys.atari.programmer

Win '95 OSR-2.1 on CD with Fat32 Boot Floppy, FAT to FAT32
converter; $35 + 4.50 for Postage/COD, or offer.

Full install version. USB Support. This CD also contains
the Microsoft FAT to Fat32 converter.

Are you tired of losing up to 40% of your disk capacity
to the huge cluster size of FAT16, P-n-Pray that does
not work, poor pcmcia support, misidentified motherboard
resources, CPUs, ect?

Well, moving to the OSR 2.1 version of Windows '95 is the
answer.

Win '95 OSR2 also contains important patches, an expanded
(and debuged) drver library, PnP that works, GUI improvements
and bug fixes.

Yes - Some, not all, of these are available for as downloads.
Yet - The most important parts: *FAT 32*, the Kernel and GUI
enhancements, PnP improvements and proper CPU identifier codes
are NOT available for download and currently can only be
obtained with the purchase of a new computer or "memphis"
(Win'97), whenever that will be available.

The CD is the full install version. Included is a OEM cd-key,
an OSR2 boot floppy for creating a new FAT32 partition, MS CVT.EXE
for converting a FAT partition to FAT 32 detailed installation
instructions. In addition to these instructions, there is full
documentation on the CD. There is no "paper manual." Except
detailed installation information. Your current Win '95 manuals
will still apply, with a few *highly documented* exceptions.

The primary reason for migrating to OSR2 is, of course, FAT32,
which increases the storage capacity of your drive simply
by keeping the cluster size at 4K, despite the size of your
hard drive. It also recognizes partitions larger than 2.1g,
the current Win '95 limit.

I was hoping to get $ 35 for the CD, Boot Disk and instructions,
+ 4.95 for USPS COD. I am, however, open to reasonable offers.
I will pay shipping on pre-paid orders.
E-mail for more information.
Jason

From -1380184851031016798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e18fe9ad36defead
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Hard Drive controller?
Date: 1997/06/07
Message-ID: <865717136_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 246877797
X-NNTP-Posting-Host: swampdog.demon.co.uk [158.152.224.11]
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <33a094c9.10130077@news.airtime.co.uk>
!ynoT said:-

>On Fri, 30 May 97 22:02:52 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>
> Swampy..hiya mate... long time ...Been suspiciously quiet of late ?
>must be up to no good.....hehehe

How can you tell? ;-)

> hmmmm not as much as I thought.. I presumed just a few thousand
>bytes.. tsk so the 4meg game now has to be 3.2 or thereabouts :(...
>damm.... big drop .

disabled everything but the driver the other day and got close to
3.8Mb so 'up' my estimate to 3.5

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -1677656487968458662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23408d155cbc0bdd
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: checking for either left or right mouse
Date: 1997/06/07
Message-ID:
<Pine.GSO.3.95Lrindlow.970607234721.17105S-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 246896903
References: <73361181_000003_OASIS_NEWS@the-gap.demon.co.uk>
<3399a469.0@d2o61.telia.com>
Organization: Link⊕ping University, Sweden
Newsgroups: comp.sys.atari.programmer

On 7 Jun 1997, Claes Olsson wrote:

> On 7 Jun 97 00:27:34 GM, Gary Priest wrote:
> >I thought I'd put BubbleGem support into some of my programs and have hit
> >the following problem:
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> >How do I check for either the left or right mouse button.
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> >button is pressed. Just both (which is no use at all).
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>
> 'OR' the values together that correspond to the event you're interesed of.
>
> I've scanned mouse events with luck.
> It should work.

This isn't what Gary was thinking of, as I understand it.

To check for either button is unfortunetely an undocumented feature, but
what you need to do is OR the mouse wait value with 0x100, that's
hexadecimal. To check if either is pressed, use the value 0x103.

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From 3856005214583247766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23408d155cbc0bdd
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: checking for either left or right m
Date: 1997/06/07
Message-ID: <5ncsdu$o8d@nntp02.primenet.com>#1/1
X-Deja-AN: 246912683
References: <73361181_000003_OASIS_NEWS@the-gap.demon.co.uk>
<3399a469.0@d2o61.telia.com>
Organization: JR Enterprises
X-Posted-By: @206.165.21.243 (rojewski)
Newsgroups: comp.sys.atari.programmer

On 7 Jun 97 18:11:53 GM, Claes Olsson wrote:

>On 7 Jun 97 00:27:34 GM, Gary Priest wrote:
>>I thought I'd put BubbleGem support into some of my programs and have hit
>>the following problem:
>>
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>check for 'CONTROL' button: 8
>
>'OR' the values together that correspond to the event you're interesed of.
>
>I've scanned mouse events with luck.
>It should work.
>
     res = evnt_multi(flags, 0x0102, 3, 0,   /* left or right mouse */
0x102 = double-click, or 0x0101 for single click
the 3 is (left and right mouse buttons)

John
*
* John Rojewski   email: rojewski@primenet.com
*   http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From 2171012320158857651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,781454118305e003,start
X-Google-Attributes: gid1115ce,public
From: Jeff.Thomas@823.to.org (Jeff Thomas)
Subject: Is there a Java virtual M
Date: 1997/06/08
Message-ID: <4b7_9706071928@to.org>#1/1
X-Deja-AN: 246969555
Organization: TAF ONLINE 416-42-18-999
X-FTN-To: Bruno.Hemeury@Gecm.Com
Newsgroups: comp.sys.atari.programmer

 b > I do not want to succumb to the hype generated by Java, but is there
 b > anybody trying to port the Java Virtual Machine on Atari Computers?

b >
b > I believe the specification for network computer are high, in terms of
b > memory,
b > display and CPU, but the Falcon, and TT could be capable enough (Hades
b > and
b > Medusa for sure). It could be well worth it as such project could
b > prolonge
b > the
b > life of our favourite machines.
b >
b > What do you think?
b >

Depends whether there are enough Atarians out there who want to take advantage of network applications using JAVA.

My opinion on NC's is mixed, right now there's a lot of talk, promised product, demo machines, and assurances of actual consumer demand, which sounds a hec of a lot like Atari's ol' tricks. :-) I think a lot of people who could afford personal computers went out and bought those, and aren't likely to fork over more cash to buy a consumer electronic product that allows them to only link to the internet.

Also Bill Gates is putting pressure on the industry to stay away from NC's, and is also pushing VB Script and ActiveX. I guess this just encourages the split between C++ and Visual BASIC developers (only now on the network).

The Falcon and TT could likely handle it, but how many people who own Atari computers own these particular ones? I doubt most Atarians will rush out to buy a Hades just to use JAVA.

Still it does sound like an interesting development project. Maybe you should contact Sun Microsystems with a proposal to deliver a JVM for the Atari line. The fact that Sun has a distaste for Microsoft might get them interested. Anything to spread the popularity of JAVA vs. ActiveX could be seen as a positive.

Later...

... OFFLINE 1.52
--
| Via polaris.sce.net, the Official Net 250 Gateway in Toronto, CANADA
| For more information, visit the Net 250 Web Site at http://www.to.org/
|
| Standard disclaimer: The views of this user are strictly his own.

From -8876057740258434279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a1d748f972e4f221,start

X-Google-Attributes: gid1115ce,public
From: Photorep45@ibm.net
Subject: Sell YourPhotosNYC.Agency
Date: 1997/06/08
Message-ID: <5ndpo6nm1018@news.internetmci.com>#1/1
X-Deja-AN: 246985535
Organization: Internet MCI
Newsgroups: comp.sys.atari.programmer

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From -9017853233123321169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e18fe9ad36defead
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: Hard Drive controller?
Date: 1997/06/08
Message-ID: <339a60bc.189397@news.airtime.co.uk>#1/1
X-Deja-AN: 247006417

Sender: !ynoT
References: <865717136_OASIS_@swampdog.demon.co.uk>
Organization: STOSSER Software
Reply-To: comp.sys.atari.prgrammer
Newsgroups: comp.sys.atari.programmer

On Sat, 7 Jun 97 20:58:56 GMT, guy@swampdog.demon.co.uk (Guy Harrison)
wrote:

>>bytes.. tsk so the 4meg game now has to be 3.2 or thereabouts :(...
>>damm.... big drop .
>
>disabled everything but the driver the other day and got close to
>3.8Mb so 'up' my estimate to 3.5

 Its a big suprise, quite a bit of rethinking to do :), I seriously
thought just a few thousand bytes for some sort of HD driver... well I
have to keep on the safe side so will make it a maximum 3.5meg,
 And thanks there mate... suprisingly none responsive audience for
this one.. perhaps the question was far too difficult ;--))

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser

From -1516573240683088402
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23408d155cbc0bdd
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: checking for either left or right mouse button
Date: 1997/06/08
Message-ID: <DCCNCNF@tos.pl.net>#1/1
X-Deja-AN: 247020734
References: <73361181_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Gary Priest (gary@the-gap.demon.co.uk) wrote:
: I thought I'd put BubbleGem support into some of my programs and have hit
: the following problem:

: How do I check for either the left or right mouse button.
: I have a main loop which uses evnt_multi (so I can process other events
: too). Part of the event_multi uses evnt_button stuff, but evnt_button seems
: to be a bit flawed. It seems there is no way to get it to return if *either*

: button is pressed. Just both (which is no use at all).

: One way is to check on an evnt_timer using graf_mkstate but this seems very
: wasteful of processor time.

: Is there a better way of doing this?

Certainly there is. Unfortunately, the method for doing so is frequently
mis-documented or not documented at all. Nevertheless, I believe the
following is correct:

The first two parameters of evnt_button (and the corresponding ones of
evnt_multi) I will call clicks and mask respectively, as they are called
in the Atari Compendium.

mask should be set to 0x03 (both left and right buttons) and to specify
waiting for one OR the other you must OR 0x100 with clicks.

So, to wait for a single or double click of the left or right mouse
button for example, clicks would equal 0x102 (0x02 | 0x100) and mask would
be 0x03.

Note that this method only works as of TOS 1.02.
--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

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    _.|o o  |_   ) )
--(((---(((--------
```

From -6026180882915712683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e18fe9ad36defead
X-Google-Attributes: gid1115ce,public
From: mb@tos.pl.net (Mario Becroft)
Subject: Re: Hard Drive controller?
Date: 1997/06/08
Message-ID: <ICCNCOH@tos.pl.net>#1/1
X-Deja-AN: 247020740
References: <865029772_OASIS_@swampdog.demon.co.uk>
Organization: Tariland Computer Club
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
: In article <33b4e796.25485126@news.airtime.co.uk>
:   !ynoT said:-

: > QUESTION, How much memory do I need to leave free for the HD
: >controller?, is it minimal as in a few K, or is it like quarter to
: >half a meg or something ?

: Difficult to say specifically. It depends on how the driver is set up.
: If memory serves, I can get round about 3.5 meg although I can't
: remember if that's with or withoot Zcontrol, probably without. As a
: rough guess, I'd assume 3.2Mb.

Actually, you should have substantially more than that unless the user has
large caches. I would have suggested 3.5MB or more.

The best way to do it would be to load more sounds, animations or other
data if memory permits, otherwise just load data when it is required.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario
Tariland, Atari Support in New Zealand
tariland@tos.pl.net http://www.pl.net/user/mario/tariland

```
|\__/,|   (`\
_.|o o  |_   ) )
--(((---(((--------
```

From 7290341747615679502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e18fe9ad36defead
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: Hard Drive controller?
Date: 1997/06/08
Message-ID: <339fae36.20026168@news.airtime.co.uk>#1/1
X-Deja-AN: 247044520
Sender: !ynoT
References: <865029772_OASIS_@swampdog.demon.co.uk> <ICCNCOH@tos.pl.net>
Organization: STOSSER Software
Reply-To: comp.sys.atari.prgrammer
Newsgroups: comp.sys.atari.programmer

On Sun, 8 Jun 1997 14:05:16 GMT, mb@tos.pl.net (Mario Becroft) wrote:

>Actually, you should have substantially more than that unless the user has
>large caches. I would have suggested 3.5MB or more.
>
>The best way to do it would be to load more sounds, animations or other
>data if memory permits, otherwise just load data when it is required.

 Yeagh but one way of looking at that is the HD user gets a more
crippled copy than a floppy user.. of course you could say HD game...
but Floppy users get extra :)

 One of the targets is to make a game that works exactly the same on
all machine, from a 4megSte floppy system to a 14meg Falcon with HD,

 Making it work differently for different versions means I dont get to
see whats happening, when someone writes to me about the software, I
like to be able to see exactly what they can see,IYKWIM :)

I think dropping my original 4meg target to 3.5meg wills ee me
through <Smile>

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser

From 3533966702512035244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23408d155cbc0bdd
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: checking for either left or right mouse
Date: 1997/06/08
Message-ID: <16116195_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 247066951
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
References:
<Pine.GSO.3.95Lrindlow.970607234721.17105S-100000@tingeling.lysator.liu.se>
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

In article
<Pine.GSO.3.95Lrindlow.970607234721.17105S-100000@tingeling.lysator.liu.se>
Tomas Berndtsson <tobe@lysator.liu.se> wrote:-

>On 7 Jun 1997, Claes Olsson wrote:
>
>> Hi, Gary
>> I checked my Lattice C manual.
>> You should pass a variable with the following bits set:
>>
>> check for right mouse button: 1
>> check for right mouse button: 2
>> check for 'ALT' button: 4
>> check for 'CONTROL' button: 8
>>
>> 'OR' the values together that correspond to the event you're interesed of.
>>
>> I've scanned mouse events with luck.
>> It should work.
>
>This isn't what Gary was thinking of, as I understand it.
>
>To check for either button is unfortunetely an undocumented feature, but

>what you need to do is OR the mouse wait value with 0x100, that's
>hexadecimal. To check if either is pressed, use the value 0x103.

Thanks for the help. This is exactly what I wanted. I wanted to check for
either button. I didn't know about the 0x100 thing, but now I've tried it
it works great!! :)

Cheers, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From -2955378888549897747
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23408d155cbc0bdd
X-Google-Attributes: gid1115ce,public

From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: checking for either left or right m
Date: 1997/06/08

Message-ID: <27346092_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 247066952
X-NNTP-Posting-Host: the-gap.demon.co.uk [158.152.228.170]
References: <5ncsdu$o8d@nntp02.primenet.com>
Organization: Home of POPwatch, CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

In article <5ncsdu$o8d@nntp02.primenet.com>
rojewski@primenet.com (John M Rojewski) wrote:-

> res = evnt_multi(flags, 0x0102, 3, 0, /* left or right mouse */
>0x102 = double-click, or 0x0101 for single click
>the 3 is (left and right mouse buttons)

Cheers John. This works great :)

Thanks, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From -114317254015375175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: Robert Aries <robaries@ix.netcom.com>
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/05/12
Message-ID: <33770E62.1D95@ix.netcom.com>#1/1
X-Deja-AN: 241045371
References: <33246428.13CF@ix.netcom.com> <5l2ni2$23n$1@elle.eunet.no>
To: Thomas Nilsen <thomasni@login.eunet.no>
Organization: Netcom
X-NETCOM-Date: Mon May 12 6:31:10 AM CDT 1997
Reply-To: robaries@ix.netcom.com
Newsgroups: comp.sys.atari.programmer

Thomas Nilsen wrote:
>
> On 10 Mar 1997 14:42:33, Robert Aries wrote:
>
> >The problem is that this call doesn't seem to work if the mouse is near
> >the top of the
> >screen. I suspect that it has to do with conflicts with the menu bar,
> >except that my
> >program doesn't use a menu (it needs the whole screen). Is there
>
> Why not use EVNT_MULTI()? It should be able to give you mouse, keyboard
> and message responds.

Talk about delayed response <g>!

The problem with EVNT_MULTI() is that, as I understand, it doesn't return until something happens. I needed continuous information as to the location of the mouse.

Anyway, problem solved--for me. I'm just using GFA BASIC's own MOUSEX and MOUSEY calls, which probably use Line-A routines. Yes, I know that's not the cool thing to do. I'll be able to check my program on a Falcon to see if there are problems. Of course, I pprobably won't be able to do anything about it if there are!

Rob Aries

From 6846935039121671522
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7bcb1a6727c1716e
X-Google-Attributes: gid1115ce,public
From: Robert Aries <robaries@ix.netcom.com>
Subject: Re: MIDI Programming
Date: 1997/05/12
Message-ID: <33771111.5133@ix.netcom.com>#1/1
X-Deja-AN: 241046903
References: <5l4352$8v4$1@studium.student.umu.se>
To: Erik Kohl <Erik.Kohl@mimer.uk.umea.se>
Organization: Netcom
X-NETCOM-Date: Mon May 12 6:42:38 AM CDT 1997
Reply-To: robaries@ix.netcom.com
Newsgroups: comp.sys.atari.programmer

Erik Kohl wrote:
>
> Is there any good books about MIDI programming?

Don't know any offhand but they're out there.

> Is there any good freeware/shareware?

Have you looked? What kind of stuff do you want? I've written some apps for dealing with MY gear and software: An Akai S900 program editor, Korg M3R "combi consolidator" and "combi copier", a program to translate 9-pin printer dumps from Dr T's COPYIST (notation) program into graphic files and edit them, another to create/edit Copyist user symbols, a small utility to send big sysex files, and a few others I've forgotten about. I'm now working on a program for my latest synth, a Roland XP-50.

> Is there anything else you want to tell me about MIDI programming?

Not at the moment.

> Which language should I use...C...?

Which language do you use now? I use GFA BASIC which works quite well. I would imagine that there are C libraries that can do it just as well.
>
> Please, give me some good advice.

Start programming and post with more specific questions! It worked for me!

Rob Aries

From 737815874225933424
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <veg@a.sol.no>
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/05/12
Message-ID: <33771447.4AD1@a.sol.no>#1/1
X-Deja-AN: 241047991
References: <33246428.13CF@ix.netcom.com> <5l2ni2$23n$1@elle.eunet.no>
<33770E62.1D95@ix.netcom.com>
Organization: Scandinavia Online
Reply-To: veg@a.sol.no
Newsgroups: comp.sys.atari.programmer

Robert Aries wrote:
>
> Thomas Nilsen wrote:
> >
> > On 10 Mar 1997 14:42:33, Robert Aries wrote:
> >
> > >The problem is that this call doesn't seem to work if the mouse is near
> > >the top of the
> > >screen. I suspect that it has to do with conflicts with the menu bar,
> > >except that my
> > >program doesn't use a menu (it needs the whole screen). Is there
> >
> > Why not use EVNT_MULTI()? It should be able to give you mouse, keyboard
> > and message responds.
>
> Talk about delayed response <g>!
>
> The problem with EVNT_MULTI() is that, as I understand, it doesn't
> return until something happens. I needed continuous information as to
> the location of the mouse.

Just set EVNT_MULTI to wait for timer events and set the timer to a very
short value. The mouse coordinates will always have the current values,
no matter what event triggered the exit from EVNT_MULTI...

Vegard Hofsoy
http://home.sn.no/~veg/gfa.html

From -8921337812480317273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/05/12

Message-ID: <5l707j$epm@newstoo.ericsson.se>#1/1
X-Deja-AN: 241048740
References: <33770E62.1D95@ix.netcom.com>
Organization: Ericsson Software Technology AB, Karlskrona, Sweden
Reply-To: epkerha@epk.ericsson.se
Newsgroups: comp.sys.atari.programmer

In article <33770E62.1D95@ix.netcom.com>, Robert Aries <robaries@ix.netcom.com>
writes:
> The problem with EVNT_MULTI() is that, as I understand, it doesn't
> return until something happens. I needed continuous information as to
> the location of the mouse.

You can get a TIMER message to solve this.
Set the TIMER event to for example 15 (15 ms)
then when you recieve the timer message you also
get the mouse position and state.

/Erik Hall

```
-------------------------------------------------------------------------------
Mail : Erik.Hall@epk.ericsson.se                        |||    ATARI Falcon030
or     erikhall@mail2.tripnet.se                        /|\    ---------------
URL  : http://www2.tripnet.se/~erikhall/index.html      / | \   Hades 060
-------------------------------------------------------------------------------
```

From -6203060567573054634
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c05edf61812a51b4,start
X-Google-Attributes: gid1115ce,public
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Subject: A question about malloc.
Date: 1997/05/12
Message-ID: <Pine.LNX.3.91.970512130004.32650A-100000@servalan>#1/1
X-Deja-AN: 241049890
X-Sender: sce196@servalan
Organization: Electronics and Computer Science, University of Southampton
Newsgroups: comp.sys.atari.programmer

Hi,
In assembly language I need to be able to find out both the total amount
of free memory, and the size of the largest free block.
I know I can use malloc with a size of -1, but which of the two sizes does
it return, and how can I find out the other.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

From -6252924521919024762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c05edf61812a51b4
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: A question about malloc.
Date: 1997/05/12
Message-ID: <dwilga-1205970923360001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 241063187
References: <Pine.LNX.3.91.970512130004.32650A-100000@servalan>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

>Hi,
>In assembly language I need to be able to find out both the total amount
>of free memory, and the size of the largest free block.
>I know I can use malloc with a size of -1, but which of the two sizes does
>it return, and how can I find out the other.
>
>

The GEMDOS Malloc() call (not to be confused with the malloc() call that is part of most C libraries) returns the size of the largest block when passed a value of -1L.

There is no "good" way to find out the total amount of free RAM, other than to Malloc(Malloc(-1L)) repeatedly until you run out of memory. Oh, and don't forget to free these blocks up afterward, preferably in the reverse of the order you allocated them. I use a linked list to do this.

Dan Wilga dwilga@mtholyoke.edu

From 6251835694898707631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6551c0d57df7bfb,start
X-Google-Attributes: gid1115ce,public
From: chrisc@zetnet.co.uk (Chris Crosskey)
Subject: Hisoft Basic prob for beginner programmer
Date: 1997/05/12
Message-ID: <5l81a7$3j4$1@roch.zetnet.co.uk>#1/1
X-Deja-AN: 241145955

Organization: Abingdon Synthesis Projects
Newsgroups: comp.sys.atari.programmer

Hi People,
Forgive the no-nothing nature of this posting, but.....
I find myself in need of a rather wierd utility that doesn't yet exist, so have decided I'll have to program it myself. Unfortunately what I know about programming could be written in large type on a postcard <g>
I'm using Hisoft Basic to do this, although I guess I could use Personal Pascal or Hisoft C if needed as I think I have both of them somewhere in my disc collection.

The problem is I've got an ASCII file that represents half wave-cycles of eight-bit audio, I want to teurn them into full-wave cycles, by splitting them up and inserting extra half-waves of a repeated but inverted type. ie I need to load each separate half-wave, invert each byte by taking it away from 255 and then stitching the two half-waves together. Each half wave is 64 bytes long, and is in a raw ASCII file. The whole file is 8K long, and has 128 separate half-waves in it. If stitching it together to make the final file is too hard, I could live with having a file of just the inverted data, although I'd rather not. I'm a bit stuck as the file is not comma-delimited in the way that would be normal for the old Basic DATA statement.
The process that has me stuck is loading an individual byte from an undelimited file, proccessing it is OK, I can use the ASC and CHR$ things, but stitching the two sub-files together onto the end of the final file is beyond me too at this point.

Unfortunately the Hisoft Manual (Another reason for using Basic is I have a real manual, the others are cover-disc give-aways) goes straight from a really simple <For a = 1 to 10>, <Print a> kind of thing into something about the Towers of Hanoi game (rings on poles)
I've thought of several ways of doing the load, if there was some way of erasing the first character in the file then I could cut each one off after processing and ASC would get me the value of the first character. I could then use that to generate each 64-byte chunk of the half wave, but I'd need some sort of sequential file-writer to do it with, use CHR$ and a similar sequential technique to generate the inverted side of the wave, then stitch each half wave together in order, as a final file...
I don't need graphics, this is a one shot to convert one file, but parts of it might come in handy again. In case you're wondering the files are wavetables from an old synthesiser that used these half-waves as raw sounds, in order to access the sounds we'd like to have full waves as it makes the decoding easier with normal electronics.
Many thanks in advance for any help you can provide, please reply via email rather than the group, I guess very few others will be interested in watching my faltering steps being corrected <g> also, my news access can be a bit flaky at times, zetnet frequently seem to run several days adrift...

chrisc

From 3057474019392185324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6551c0d57df7bfb
X-Google-Attributes: gid1115ce,public
From: orb@u.washington.edu (Kyle Farrell)
Subject: Re: Hisoft Basic prob for beginner programmer
Date: 1997/05/12
Message-ID: <5l89hq$itu@nntp6.u.washington.edu>#1/1
X-Deja-AN: 241170740
Sender: orb@u.washington.edu
References: <5l81a7$3j4$1@roch.zetnet.co.uk>
Organization: University of Washington, Seattle
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: orb

In article <5l81a7$3j4$1@roch.zetnet.co.uk>,
Chris Crosskey <chrisc@zetnet.co.uk> wrote:
>
...
> The problem is I've got an ASCII file that represents half
>wave-cycles of eight-bit audio, I want to teurn them into full-wave
>cycles, by splitting them up and inserting extra half-waves of a
>repeated but inverted type. ie I need to load each separate half-wave,
>invert each byte by taking it away from 255 and then stitching the two
>half-waves together. Each half wave is 64 bytes long, and is in a raw
>ASCII file. The whole file is 8K long, and has 128 separate half-waves
>in it. If stitching it together to make the final file is too hard, I
>could live with having a file of just the inverted data, although I'd
>rather not. I'm a bit stuck as the file is not comma-delimited in the
>way that would be normal for the old Basic DATA statement.
...

sounds like a job for perl :) Is their a version of Perl for TOS?
how usable is it? If you can't get it for the Atari, do it on a unix
box. mucho easier.

btw- why exacly do you need full waves cycles? Was the positive or
negative polarity clipped from the recording? You might have trouble
reproducing the original waveform.

-kyle

From 9199085197639219094

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,debb4ef6e0f53218
X-Google-Attributes: gid1115ce,public
From: Danny Clay Parker <madcat13@planetc.com>
Subject: Re: Infusion BBS Software
Date: 1997/05/13
Message-ID: <5l9ckl$8sb@news.planetc.com>#1/1
X-Deja-AN: 241262430
References: <33765d10.0@data.wt.net>
To: skaboy@usa.net
Organization: TECHnique Entertainment
Newsgroups: comp.sys.atari.programmer

Does anyone have a list of Atari BBS's?

If you do, please post them.

MadCat13 (madcat13@planetc.com)

Grant Passmore<skaboy@usa.net> wrote:
>I just thought I'd let everyone know....
>
>There is finally a BBS Software with all of the great features of OBV/2 and Iniquity, but without the bugs and bad
>support. Infusion BBS Software is a new generation in BBS Software, modeled after OBV/2 and Iniquity with everything
>that the sysop can imagine..and more.
>
>Some basic features are:
>
>o Multi-node upto 255 concurrent users
>o Light-bar support [arrow keys]
>o Requires NO Fossil Driver [selectable FOSSIL, ASYNC, and Digiboard for each node]
>o Online Configuration [menu editor, string editor, evemt editor, node editor, system editor, etc]
>o Pipe Color Codes
>o MCI Codes
>o Powerful scripting language
>o Internal One-Liners, Blacklist, voting booth, etc
>o Internal Z-Modem, X-Modem, Y-Modem, Y-modem-g [no limit to external protocols]
>o Internal COMM Program with internal protocols, Auto Up/DL
>o Great support
>o Basically all of the great features of OBV/2 and Iniquity combined
>
>Infusion has been picked up by fuEl [international art group], and Infusion 1.0th will be released June 10th.
>

>Come to the Infusion Home-Page at http://web.wt.net/~sparky/ibbs/ and jump into the JAVA Based Chatroom,
>or come to the ANNEX, the official Infusion IRC Server [irc.annex.net] #infusion / #bbs
>
>send the author skaboy101 [Grant Passmore] E-mail at skaboy@usa.net
>
>-lata
>skaboy101
>
>

From 5816445010512168940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: Robert Aries <robaries@ix.netcom.com>
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/05/13
Message-ID: <33787C22.1EE2@ix.netcom.com>#1/1
X-Deja-AN: 241272478
References: <33246428.13CF@ix.netcom.com> <5l2ni2$23n$1@elle.eunet.no> <33770E62.1D95@ix.netcom.com> <33771447.4AD1@a.sol.no>
Organization: Netcom
X-NETCOM-Date: Tue May 13 8:31:14 AM CDT 1997
Reply-To: robaries@ix.netcom.com
Newsgroups: comp.sys.atari.programmer

Thanks, Erik and Vegard, for suggesting the use of a timer to exit the EVNT_MULTI() call. I'll give it a try but I'm not too optimistic. The function I used at one point (I forget if it was AES or VDI) was too slow for me--the mouse pointer flickered badly. The GFA MOUSEX and MOUSEY calls are much, much faster--probably because they directly access Line-A.

Rob Aries

From 8501767147647548391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c05edf61812a51b4
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: A question about malloc.
Date: 1997/05/13
Message-ID: <967_9705131332@conchbbs.com>#1/1
X-Deja-AN: 241319275

Organization: Houston Area League of PC Users
X-FTN-To: sce196@ecs.soton.ac.uk
Newsgroups: comp.sys.atari.programmer

s > In assembly language I need to be able to find out both the
s > total amount of free memory, and the size of the largest free
s > block. I know I can use malloc with a size of -1, but which of
s > the two sizes does it return, and how can I find out the other.

Malloc(-1) returns the size of the largest free block. To get the total amount of free RAM, one must loop over all the remaining free blocks. The C code for this would be

```
long free_ram(void) {
    long size,total,last;
    long *p;

    last = total = 0L;
    while((size = Malloc(-1)) >= 4) {
         total += size;
         p = Malloc(size);
         if(!p) break;  /* this should never happen! */
         *p = last;
         last = (long) p;
     }
    while(last) {
         p = (long*) last;
         last = *p;
         Mfree(p);
     }
    return(total);
 }
```

If you can't read C, I could translate this into assembly (but don't particularly want to).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -9115255196470461164
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,36e746ea036be716
X-Google-Attributes: gid1115ce,public

From: "Thomas Harte" <T.Harte@btinternet.com.REMOVE_THIS_BIT>
Subject: Re: Jaguar programmers
Date: 1997/05/13
Message-ID: <01bc5feb$ff808fa0$8a2e63c3@default>#1/1
X-Deja-AN: 241361579
References: <19970510100800.GAA15978@ladder01.news.aol.com>
<5l6lth$sdr@balaena.bio.vu.nl>
Organization: SoftySoft
Newsgroups: comp.sys.atari.programmer

> Try looking at this URL:
>
> http://www.it.lth.se/~sven/istari.htm

It doesn't resolve for me. Anyone had better luck?

-Thomas

From 3116245524446390452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92f52607c01b4de8,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: VDI <-> Shifter colors?
Date: 1997/05/13
Message-ID: <966_9705131332@conchbbs.com>#1/1
X-Deja-AN: 241372470
Organization: Houston Area League of PC Users
X-FTN-To: lvzon@bio.vu.nl
Newsgroups: comp.sys.atari.programmer

l > Is there an easy way to convert VDI palette index colors to
l > Shifter colors (ie. the ones in the actal bitmap) and vice
l > versa?

For 4 color and 16 color modes you can create a lookup table using
the published values. For 256 color mode, the best method is to
draw all 256 colors to the screen using color indexes then examine
the resulting bit maps values using v_get_pixel().

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -4797447845037055229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6551c0d57df7bfb
X-Google-Attributes: gid1115ce,public
From: Bruno Hemeury <bruno.hemeury@gecm.com>
Subject: Re: Hisoft Basic prob for beginner programmer
Date: 1997/05/13
Message-ID: <5l9l58cvm1@miranda.gmrc.gecm.com>#1/1
X-Deja-AN: 241394565
References: <5l81a7$3j4$1@roch.zetnet.co.uk> <5l89hq$itu@nntp6.u.washington.edu>
Organization: GEC-Marconi Research Centre
X-URL: news:5l89hq$itu@nntp6.u.washington.edu
Newsgroups: comp.sys.atari.programmer

>sounds like a job for perl :) Is their a version of Perl for TOS?

yes, I have version 4 running Relational Data Base scripts, and I believe
version 5 is also available. But an even simpler approach would be to use awk.

Bruno

From 939733610438934592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f46a8fd2c23b83cf
X-Google-Attributes: gid1115ce,public
From: prajoux@laas.fr (Roland Prajoux)
Subject: Re: Scratch registers
Date: 1997/05/13
Message-ID: <5l9nti$2sh$1@laas.laas.fr>#1/1
X-Deja-AN: 241403082
Distribution: world
References: <587cd$83c.336@HERMES>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@laas.fr
Newsgroups: comp.sys.atari.programmer

>What I meant was : "A0-A1/D0-D1/FP0-FP1 are scratch registers, are there
>any more I can freely use without saving"?

Well, I think that, in the various messages that Thomas and I posted, you have
got a clear picture now, Gaven.
However, there is still a point that I would like to precise.

The FACT is that (X)BIOS and GEMDOS calls may destroy D0-D2/A0-A2. Now, how

to behave knowing that depends on what you want to do:
(1) If you want to write your own stand-alone assembly code making (X)BIOS calls, it is up to you to keep valuable data in any of D0-D2/A0-A2, and to save them when making the (X)BIOS calls.
(2) If your assembly code is one piece of a larger program, in C, say, then you must conform to the PROGRAMMING MODEL of your compiler. In Lattice C, for example, only D0-D1/A0-A1 are allowed to be destroyed by a routine. In this case, your assembly code must save D2/A2 upon entry and restore them upon return, IF your code
makes any (X)BIOS/GEMDOS call, that is, even if you don't play with these registers
yourself. Failure to do this systematically may lead to a crash of the routine which
called yours.

Cheers.

Roland (prajoux@laas.fr)

From -9132850616329553537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec7cbdee5769a2fa,start
X-Google-Attributes: gid1115ce,public
From: support@registerline.com (Patrick Miller)
Subject: Programming Assistance
Date: 1997/05/13
Message-ID: <5lad17$1sc_056@news.earthlink.net>#1/1
X-Deja-AN: 241427176
Organization: Earthlink Network, Inc.
Newsgroups: comp.sys.atari.programmer

The following files are available for download via Regi$ter
Online: http://registerline.com/progmmrs.htm

FREEWARE
How to Copyright Your Shareware (TEXT - SIZE: 35.9KB)
Explains the importance of copyright and the proper way to
legally protect your creations.

SHAREWARE
Win3.x Password Program (SHAREWARE - SIZE: 145KB)
Random Password Generator as the name implies will randomly
select from a group of number, letters or both and select
passwords. Requires Window 3.X

SHAREWARE
Pinnacle Help Me System (DOS - SIZE: 70.1KB)

The Pinnacle Help System equips the software developer with
a method of providing new users with the information they
need to get started.

FREEWARE
Corporate Software Policy (TEXT - 41.6KB)
Provides a framework within which a company can not only
learn more about the copyright laws and how they apply to
software, but also as a starting point which can be used to
develop a similar policy for your own business.

SHAREWARE
The Shareware Installer (DOS - SIZE: 54.3KB)
Intro, Install, Exit messages; partial installs, upgrades,
etc.; Checks disk space, conv. and ext. memory, DOS ver.,
CPU, video card and monitor; supports multiple disks and
files; optionally modify AUTOEXEC.BAT & CONFIG.SYS; installs
self-extracting EXE, ZIP files, and /or copy files.

PUBLIC DOMAIN
Shareware License Example (TEXT - 6.41KB)
Example of how to create a Shareware License file.

FREEWARE
Copy Protection Example (TEXT - SIZE: 4.76)
THIS IS AN EXAMPLE OF A SECURITY TYPE PROGRAM. IT RANDOMLY
PICKS A CODE THAT MUST BE ENTERED BY THE USER. IF THE CODE
IS WRONG, IT WILL GIVE AN ERROR MESSAGE.

REGI$TER ONLINE! http://registerline.com
Charge shareware registration fees to your Phone Bill!
No credit cards, checks, or money orders needed!
Home of Design-YOURware Programming Proposal and Creativity Tool

From -3407466583958700768
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92f52607c01b4de8
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: VDI <-> Shifter colors?
Date: 1997/05/14
Message-ID:
<Pine.GSO.3.95Lrindlow.970514125328.1341N-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 241460746
Organization: Link⍰ping University, Sweden
Newsgroups: comp.sys.atari.programmer

On 13 May 1997, John Kormylo wrote:

> l > Is there an easy way to convert VDI palette index colors to
> l > Shifter colors (ie. the ones in the actal bitmap) and vice
> l > versa?
>
> For 4 color and 16 color modes you can create a lookup table using
> the published values. For 256 color mode, the best method is to
> draw all 256 colors to the screen using color indexes then examine
> the resulting bit maps values using v_get_pixel().

No real need to, but if you do, you will see that in 256 colour mode, the first 16 colours are ordered the same way as in 16 colour mode, and the other 240 colours are in the same order in VDI as in the Shifter.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From -1402046721491288261
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c05edf61812a51b4
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: A question about malloc.
Date: 1997/05/14
Message-ID: <5lcig6$l9a$2@news.th-darmstadt.de>#1/1
X-Deja-AN: 241498665
References: <Pine.LNX.3.91.970512130004.32650A-100000@servalan>
<dwilga-1205970923360001@dwilga.comm.mtholyoke.edu>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <dwilga-1205970923360001@dwilga.comm.mtholyoke.edu>,
     dwilga@mtholyoke.edu (Dan Wilga) writes:
> [...]
> There is no "good" way to find out the total amount of free RAM, other
> than to Malloc(Malloc(-1L)) repeatedly until you run out of memory. Oh,
> and don't forget to free these blocks up afterward, preferably in the
> reverse of the order you allocated them. I use a linked list to do this.
Note that

a) Malloc(Malloc(-1L)) may fail in multitasking environments

and

b) it's a good idea to call such a function via Supexec(), as both MiNT
   and MagiC disable taskswitching in supervisor mode, so a) won't
   happen. Of course, this may not hold true for future versions of other
   multitasking environments.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -3976943809835066418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/05/14
Message-ID: <5lci8p$l9a$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 241498667
References: <33246428.13CF@ix.netcom.com> <5l2ni2$23n$1@elle.eunet.no>
<33770E62.1D95@ix.netcom.com> <33771447.4AD1@a.sol.no>
<33787C22.1EE2@ix.netcom.com>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <33787C22.1EE2@ix.netcom.com>,
     Robert Aries <robaries@ix.netcom.com> writes:
> [...]
> The function I used at one point (I forget if it was AES or VDI) was too
> slow for me--the mouse pointer flickered badly. The GFA MOUSEX and
> MOUSEY calls are much, much faster--probably because they directly
> access Line-A.
May I ask what you want to do? I wrote a little accessory some time ago
which writes the current mouse position into a window frequently. To
avoid flickering of the mouse pointer for such things, it's a good idea
to check if the mouse pointer is inside the rectangle which is affected
by the drawing before switching it off (of course, add some buffer area
around the rectangle). If it's an AES call, though, you can't influence
if it hides the mouse or not.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 8614111989568029333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c05edf61812a51b4
X-Google-Attributes: gid1115ce,public
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: A question about malloc.
Date: 1997/05/14
Message-ID: <ersmithEA6IGA.Mrr@netcom.com>#1/1
X-Deja-AN: 241516939
Sender: ersmith@netcom12.netcom.com
References: <Pine.LNX.3.91.970512130004.32650A-100000@servalan>
<dwilga-1205970923360001@dwilga.comm.mtholyoke.edu> <5lcig6$l9a$2@news.th-
darmstadt.de>
Organization: Netcom
Newsgroups: comp.sys.atari.programmer

In article <5lcig6$l9a$2@news.th-darmstadt.de>,
Thomas Binder <gryf@hrzpub.th-darmstadt.de> wrote:
>In article <dwilga-1205970923360001@dwilga.comm.mtholyoke.edu>,
>   dwilga@mtholyoke.edu (Dan Wilga) writes:
>> [...]
>> There is no "good" way to find out the total amount of free RAM, other
>> than to Malloc(Malloc(-1L)) repeatedly until you run out of memory. Oh,
>> and don't forget to free these blocks up afterward, preferably in the
>> reverse of the order you allocated them. I use a linked list to do this.

>Note that
>
>a) Malloc(Malloc(-1L)) may fail in multitasking environments
>
>and
>
>b) it's a good idea to call such a function via Supexec(), as both MiNT
>   and MagiC disable taskswitching in supervisor mode, so a) won't
>   happen.

Under MiNT it's also possible to find out the total amount of free
memory directly, by doing a Dfree() call on U:\PROC (i.e. have your
program change directory to U:\PROC and then do a Dfree() on drive
U:). This has the advantages of being an atomic operation, of not
shutting out multitasking, and not requiring the management of the
list of free blocks; but the disadvantage of not working under ordinary

TOS. (I'm not sure if MagiC supports this or not.)
--
Eric R. Smith
ersmith@netcom.com

From -9021095283282139738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,36e746ea036be716
X-Google-Attributes: gid1115ce,public
From: Sven Karlsson <sven@it.lth.se>
Subject: Re: Jaguar programmers
Date: 1997/05/15
Message-ID: <337AB9B4.2831@it.lth.se>#1/1
X-Deja-AN: 241648364
References: <19970510100800.GAA15978@ladder01.news.aol.com>
<5l6lth$sdr@balaena.bio.vu.nl> <01bc5feb$ff808fa0$8a2e63c3@default>
To: Thomas Harte <T.Harte@btinternet.com.REMOVE_THIS_BIT>
Organization: it.lth.se
Newsgroups: comp.sys.atari.programmer

Thomas Harte wrote:
>
> > Try looking at this URL:
> >
> > http://www.it.lth.se/~sven/istari.htm
>
>   It doesn't resolve for me. Anyone had better luck?
>
>   -Thomas

My pages are on a proper unix server so use

http://www.it.lth.se/~sven/istari.html

Regards

        Sven Karlsson - Istari Software

From -7590259748433047
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375ab94a806da03a
X-Google-Attributes: gid1115ce,public
From: Sven Karlsson <sven@it.lth.se>
Subject: Re: Toolbox API: A sample extension in C
Date: 1997/05/15
Message-ID: <337ABD5A.2337@it.lth.se>#1/1
X-Deja-AN: 241650527

References: <41c7cd$b2729.b0@HERMES>
Organization: it.lth.se
Newsgroups: comp.sys.atari.programmer

Gaven Miller wrote:
>
> As you may be aware, I have been readying my Toolbox DLL engine for later

This post is for Gaven (since his mail adr bounce) but also for
everybody interested in Fenix. Please let Gaven know of this post.

As you might know I'm writing Fenix which is a complete rewrite of
TOS/MiNT. Fenix has a scheme for shared libs similar to the Toolbox.
Since I think there is no need for two different library systems I
think we should discuss a cooperation.

Regards
Sven Karlsson - Istari Software

From -4109048448762349959
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc80d37543463dcb,start
X-Google-Attributes: gid1115ce,public
From: joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann)
Subject: ? programm tracer/disassembler ?
Date: 1997/05/15
Message-ID: <5lekt9$fqa@commserv.fb1.fhtw-berlin.de>#1/1
X-Deja-AN: 241689886
Organization: Fachhochschule fuer Technik und Wirtschaft Berlin, FB1
Newsgroups: comp.sys.atari.programmer

i'm looking for a programm that runs another programm like a
debugger, but writes the instruction-sequenze into a file, including
the values of the registers at execution of the instruction !

--
-
-- Jo'ogn (; - 030/606 91 85

From 8940711308772235152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,36e746ea036be716
X-Google-Attributes: gid1115ce,public
From: Danny Clay Parker <madcat13@planetc.com>
Subject: Re: Jaguar programmers
Date: 1997/05/15
Message-ID: <5lfut8$v73@news.planetc.com>#1/1

X-Deja-AN: 241804410
References: <19970510100800.GAA15978@ladder01.news.aol.com>
<5l6lth$sdr@balaena.bio.vu.nl> <01bc5feb$ff808fa0$8a2e63c3@default>
<337AB9B4.2831@it.lth.se>
Organization: TECHnique Entertainment
Newsgroups: comp.sys.atari.programmer

One of the best Jaguar info sites is the Jaguar Server Page.

Use webcrawler, etc. and type in "jaguar server"

MadCat13

From -7525646498968419503
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,36e746ea036be716
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Jaguar programmers
Date: 1997/05/15
Message-ID: <5lf6d4$fic@balaena.bio.vu.nl>#1/1
X-Deja-AN: 241804680
References: <19970510100800.GAA15978@ladder01.news.aol.com>
<5l6lth$sdr@balaena.bio.vu.nl> <01bc5feb$ff808fa0$8a2e63c3@default>
<337AB9B4.2831@it.lth.se>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Sven Karlsson (sven@it.lth.se) wrote:

: > > http://www.it.lth.se/~sven/istari.htm
: >   It doesn't resolve for me. Anyone had better luck?
: My pages are on a proper unix server so use
: http://www.it.lth.se/~sven/istari.html

Whoops, damn Mac mouses are so ureliable when cutting and pasting... :)

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

In a five year period we can get one superb programming language. Only

we can't control when the five year period will begin.
From news Thu May 15 16:25:40 1997
To: wezel
Subject: Local Post
Content-Length: 1081

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Jaguar programmers
Date: 15 May 1997 14:25:40 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 19
Message-ID: <5lf6d4$fic@balaena.bio.vu.nl>
References: <19970510100800.GAA15978@ladder01.news.aol.com>
<5l6lth$sdr@balaena.bio.vu.nl> <01bc5feb$ff808fa0$8a2e63c3@default>
<337AB9B4.2831@it.lth.se>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Sven Karlsson (sven@it.lth.se) wrote:

: > > http://www.it.lth.se/~sven/istari.htm
: >   It doesn't resolve for me. Anyone had better luck?
: My pages are on a proper unix server so use
: http://www.it.lth.se/~sven/istari.html

Whoops, damn Mac mouses are so ureliable when cutting and pasting... :)

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

In a five year period we can get one superb programming language. Only
we can't control when the five year period will begin.

From 8893880347024331195
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,235dee8a37624869,start
X-Google-Attributes: gid1115ce,public
From: interbbs@hotmail.com (Inter-BBS)
Subject: FreeNetAccessWorldwide
Date: 1997/05/15
Message-ID: <337b3250.3043943@bang-olufsen.dk>#1/1
X-Deja-AN: 241857036
Sender: nobody@firewall.bang-olufsen.dk

Organization: Internet of the future
Reply-To: interbbs@hotmail.com
Newsgroups: comp.sys.atari.programmer

Free internet connection worldwide via our BBS.
Please visit as much as possible our sponsor pages,
it's how we are paid...
Follow the link and enjoy...

http://www.cybercity.hko.net/LA/interbbs/index.htm

aababcabcd1121231234

From 3372496852681288915
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2d105bfb1e599e60,start
X-Google-Attributes: gid1115ce,public
From: benh@hotmail.com (Future-NET)
Subject: Spy people on the Net
Date: 1997/05/15
Message-ID: <337b9565.3347129@bang-olufsen.dk>#1/1
X-Deja-AN: 241871628
Sender: nobody@firewall.bang-olufsen.dk
Organization: Future-NET
Reply-To: benh@hotmail.com
Newsgroups: comp.sys.atari.programmer

I present here my two most recent software which I hope they interest you.
they are progammed by Turbo C++ and run under Windows(3.11 and 95).
here is a short description of these two software.

1-Robot Spy 1.0
at my knowledge, this software is the first and the unique of its kind.
This software allow you to spy your friends who are on the net at the same time
of you, it permits to see exactly what they do on their screen, pixel by pixel,
anywhere, in the world, at the condition they are connected to the internet.
how does-it work?
it's simple, you send a file to the person you want to spy telling to him it's a
game or everythings else, the objectif is this person run the file. from this
time,
a batch file is installed on his computor, and everytime this person use internet,
this batch connects him secretly on our server.
on your side, you , after the installation of the other part of the software every
time
you want, you can connect on our server with your password and have the list of
all the
persons who received your batch and who are connected at this time.
the only thing you have to do is to click on the name of the person you want to

spy.
a window opens containing exactly the screen of the person spied, you can have ten pictures per second with 256 colors, if you switch to balck and white mode you can
onbtain a real time sequence, approximatly 30 pictures by second.

Robot Mailer 1.1
The message you are reading presently is sent to more then 20,000 newsgroups with this software. This program automates FreeAgent, and reach with a connection of 28,8 Kbauds
5,000 news per hours. It can also find a maximum of 50,000 e-mail adresses from internet and
send a message in 4 or 5 hours. You can obtain with this sofware the most powerful tool of
mass transmittion on the internet.

Robot Spy 1.0.....20 US$
Robot Mailer 1.1.....20 US$
Both.....30 US$

I□m sorry i can□t accept credit card, but you can send an international money order to:

Ben Hedi Nassef
1481 Ste-Catherine est #7
Montreal, PQ, H2L-2H9
Canada

Don□t forget to include your e-mail on a paper, you receice the software ordered in your
e-mail the day we receive the money order.

From -3240948639044471184
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f381d0e16efff0b9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,5807ea97571148b9,start
X-Google-Attributes: gid1115ce,public
From: "Brian T. Innes" <ceebti@cee.hw.ac.uk>
Subject: New Web Page: Program Announcement
Date: 1997/05/15
Message-ID: <337AC2B2.75FF@cee.hw.ac.uk>#1/1
X-Deja-AN: 243485938
Sender: news@cee.hw.ac.uk (News Administrator)
References: <19970509153800.LAA23881@ladder01.news.aol.com>
<Pine.UW2.3.95.970511180653.19653B-100000@reality>
Organization: Heriot Watt Univesity
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hi All,

Are you fed up with Falcon 030 owners showing off
their real-time audio effects program?

Well simply pop over to my web site, where you can down load
a rather smart bit of software (Programmed by me, no less), which turns
your bog standard ST/F/M/FM/E into a real time echo effects unit...

http://www.cee.hw.ac.uk/~ceebti/echo.zip

Download and Enjoy

N.B. Requires a master sound II cartridge for audio input...

From -1984976564102126331
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e302311dd86fe39d,start
X-Google-Attributes: gid1115ce,public
From: pjrose@pelican-consultants.co.uk (Paul J Rose)
Subject: TOP JOBS IN GAMES DEVELOPMENT
Date: 1997/05/16
Message-ID: <337c7f2e.617761436@news2.netkonect.co.uk>#1/1
X-Deja-AN: 242084273
Organization: .netkonect (customer account)
Newsgroups: comp.sys.atari.programmer

I would like to start by apologising to anyone who feels that this
posting is not relevant to them. It has been sent to all newsgroups
where those involved with either art, programming or production may
read.

Before you think it does not apply to you, please read on....

Pelican Consultants are currently working with developers and
publishers of interactive entertainment. Our clients are based in the
UK and USA and we are currently looking to recruit people who are
regarded as being at the top of their profession.

Here is an example of who we are looking for:

Programmers with Artificial Intelligence experience - UK
Internal Development Manager - London and North UK
Head of Game Development - US - West and East Coast
Producers - North UK, London
Playstation Programmers - UK and US
Windows 95 Programmers with C and C++ - USA
Designers - UK
Storyboard Artists - London
Console Developers - USA and North UK

Graduate Programmers - London
3D Artists - London, North UK, USA
2D Artists - London, West UK
Head of Studio - UK

This represents only a small selection of positions on offer, and there are many more which we would like to discuss. Salaries range from £15,000 Sterling to $200,000 US.

These positions are genuine - we do not advertise fictional positions to attract business. Many of our clients have retained our services exclusively to identify these people.

We can guarantee that your interest will be met with discretion and that we wil take the time to discuss exactly what it is you want for your career. Our candidates are not placed on the 'open job market' but are regularly advised of opportunities which may suit them.

For an initial discussion, please call our Development Consultant - Paul Rose on (+44) 181 423 3400.

You can also email your resume to pjrose@pelican-consultants.co.uk or fax him on (+44) 181 423 1117.

We look forward to hearing from you soon.

From 6244385483190938868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,97070e866e57056d,start
X-Google-Attributes: gid1115ce,public
From: Information
Subject: Metrics
Date: 1997/05/17
Message-ID: <5107cd$12187.1c9@news.psrinc.com>#1/1
X-Deja-AN: 242014483
Reply-To: Great Site
Newsgroups: comp.sys.atari.programmer

Great Site URL:http://www.psrinc.com/metsys.htm

From -811789273214084313
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,64c56b83129e08af,start
X-Google-Attributes: gid1115ce,public

From: netfree@hotmail.com (-Future Net-)
Subject: Internet for free worldwide+
Date: 1997/05/17
Message-ID: <337e22e1.22195192@news.nasionet.net>#1/1
X-Deja-AN: 242770361
Organization: future Net
Reply-To: netfree@hotmail.com
Newsgroups: comp.sys.atari.programmer

Free adult internet connection worldwide via our BBS.
Please visit as much as possible our sponsor pages,
it's how we are paid...
Follow the link and enjoy...

http://www.cybercity.hko.net/LA/interbbs/index.htm

From 3899713978950341732
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: Robert Aries <robaries@ix.netcom.com>
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/05/18
Message-ID: <337F12C0.4F68@ix.netcom.com>#1/1
X-Deja-AN: 242983500
Organization: Netcom
X-NETCOM-Date: Sun May 18 6:27:19 AM PDT 1997
Reply-To: robaries@ix.netcom.com
Newsgroups: comp.sys.atari.programmer

gryf@hrzpub.th-darmstadt.de (Thomas Binder) writes:

>Hi!
>
> In article <33787C22.1EE2@ix.netcom.com>,
>   Robert Aries <robaries@ix.netcom.com> writes:
> > [...]
> > The function I used at one point (I forget if it was AES or VDI) was too
> > slow for me--the mouse pointer flickered badly. The GFA MOUSEX and
> > MOUSEY calls are much, much faster--probably because they directly
> > access Line-A.
> May I ask what you want to do? I wrote a little accessory some time ago
> which writes the current mouse position into a window frequently. To
> avoid flickering of the mouse pointer for such things, it's a good idea
> to check if the mouse pointer is inside the rectangle which is affected
> by the drawing before switching it off (of course, add some buffer area
> around the rectangle). If it's an AES call, though, you can't influence

> if it hides the mouse or not.

In my program, there are 4 lists of 12-character names displayed in four
boxes on the screen. There are a total of 320 names displayed (I use ST-
high rez with 4-pixel-high letters). I "select" these names by left-clicking
and dragging the mouse over them. When the left button is down, I need
the x and y coordinates so I can figure out which name is clicked on. Using
any call other than the GFA MOUSEX and MOUSEY, the mouse flickered
badly while it was held down.

Actually, it's been so long that I forgot if one of those calls (AES or
VDI) *did* work OK (no flickering), except that the mouse position could
not be read when the mouse was in the upper 19 pixels of the screen--this is
normally the area for the menu bar, except my program has NO menu bar--I
need the *entire* screen to display all 320 names! I think that was the
problem that forced me to go back to using the GFA (Line-A) calls.

From -2852983939815825568
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,38fa0d442dd51e67
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,17a2e0498c77fcc7,start
X-Google-Attributes: gid1115ce,public
From: fLUX@thing.net (fLUX rECORDS)
Subject: WTB: Cubase 3.0 for the ST
Date: 1997/05/19
Message-ID: <fLUX-1905970916210001@sl1.thing.net>#1/1
X-Deja-AN: 242382282
References: <863990754_OASIS_@mbedford.demon.co.uk>
Organization: fLUX rECORDS, Box 2141, New York, NY 10163
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hello, I'd like a copy of Cubase 3.0 for the ST. I don't need the manuals
(used Cubase for many years).

Could also trade (Softsynth,Avalon,etc..)

Thanks for your time.

____f_____L_____U_____X___

http://www.thing.net/~flux

_r___E___C___O___R___D___S
P.O.Box 2141

New York NY
10163
USA

From -8576662257503036836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,328c6b90f1f5ce18,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,328c6b90f1f5ce18,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,328c6b90f1f5ce18,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: ICTARI 46 out now !
Date: 1997/05/19
Message-ID: <86657350_000034_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 242439840
X-NNTP-Posting-Host: elis.demon.co.uk [194.222.41.182]
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk (G Greenway)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thee Augean Stables Present:

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* m a g a z i n e *

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C: Fractal Generator
System Audio Manager Utility

GFA: GEM Object Functions
Resource File Routines

MISC: VT52 Animations
Buzzsaw, A Tetris Clone
Image File Format Information
(Bug-Fixed) Freeware System Audio Manager
Current Membership List
Index For Issues 1-45

STOS: Another Fractal Program !

Get Thee to:

http://www.elis.demon.co.uk/ictari/ictari.htm

As with last month's issue, you can also read ICTARI 46 on-line.

Spot the pretty fractals...

The free game is really rather good...

Have Fun,
"Augeas"

--

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 ___________________________          _    _   _    _   _____
/ \                          \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
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     \ / \                        \     | | \  | | |  | | | |___
      \\_|                        |  E  |_|  \_| |_|  |_| |_____|  ENEMY
       \_/________________________/
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From -5955525065768099884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,97070e866e57056d
X-Google-Attributes: gid1115ce,public
From: Information
Subject: Metrics
Date: 1997/05/19
Message-ID: <5137cd$c35.266@news.psrinc.com>#1/1
X-Deja-AN: 242447804
Reply-To: Great Site
Newsgroups: comp.sys.atari.programmer

Great Site URL:http://www.psrinc.com/metsys.htm

From 7607424565256941719

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,38fa0d442dd51e67
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,17a2e0498c77fcc7
X-Google-Attributes: gid1115ce,public
From: "Lutz Bojasch" <cyborg@dillingen.baynet.de>
Subject: Re: Cubase 3.0 for the ST
Date: 1997/05/19
Message-ID: <01bc6491$2b1eb700$bbcf5fc2@studio>#1/1
X-Deja-AN: 242460127
References: <863990754_OASIS_@mbedford.demon.co.uk>
<fLUX-1905970916210001@sl1.thing.net>
Organization: Buergernetz Dillingen
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

I cannot believe it !
I must work hard and pay lots of money for cubase software and you will get
a illegal copy - or what ?
Forget it - buy your stuff and stop beeing an unsocial guy. The fact is:
the more illegal copies where in use, the higher the prices for legal
customers. Fuck Piracy !
Hope, you understand my very poor english (8-|)
--

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**********************************************************************
    ,--------------------------------.
   /  Save our planet or die  \
   \   ______,--------------------'
    | /
  _ |/
 oo\       E-mail: cyborg@dillingen.baynet.de
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      '-| )__| :.  \
        | |  | | \  '.
       c__; c__;  '-..'>.__
```

fLUX rECORDS <fLUX@thing.net> schrieb im Beitrag
<fLUX-1905970916210001@sl1.thing.net>...
> Hello, I'd like a copy of Cubase 3.0 for the ST. I don't need the manuals
> (used Cubase for many years).
>
> Could also trade (Softsynth,Avalon,etc..)
>
> Thanks for your time.
>
> ____f_____L_____U_____X___

>
> http://www.thing.net/~flux
>
> _r___E___C___O___R___D___S
> P.O.Box 2141
> New York NY
> 10163
> USA
>

From -329931535582233573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ce34d108f8950a2,start
X-Google-Attributes: gid1115ce,public
From: tpollak@aristotle.algonet.se (Tommy Pollak)
Subject: Iomega ZIP
Date: 1997/05/19
Message-ID: <5lq28deib1@kalle.tninet.se>#1/1
X-Deja-AN: 243104457
Organization: Algonet/Tninet
Keywords: drivers
Newsgroups: comp.sys.atari.programmer

For my PCs I have accquired an Iomgea ZIP paralell port drive.
Now I would like to connect the drive to my Atari Falcon 030.
Does anybody know where I can get the necessary software, driver and
tools?
I am using the original TOS GEM delivered with the falcon.

--
Tommy Pollak Phone +46 8 27 24 27 (home)
Wiboms v 12, 2 tr +46 8 719 6832 (office)
S-171 60 SOLNA Fax +46 8 719 6773
Sweden

From 5763549795413431262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a694ca0591f56215,start
X-Google-Attributes: gid1115ce,public
From: <fantazma@fantazma.com>
Subject: ------SEX TOYS AND KINKY STUFF-------
Date: 1997/05/20
Message-ID: <5lr8vp$q98$9120@news.gate.net>#1/1
X-Deja-AN: 242513013
Organization: CyberGate, Inc.
Newsgroups: comp.sys.atari.programmer

Fantazma has the best in sex toys and adult videos! come visit our site!!!! Full of hot chicks and great picks!!!!
http://www.fantazma.com

From 361431798053451067
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2d105bfb1e599e60
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Spy people on the Net
Date: 1997/05/20
Message-ID: <5lrofa$9if@balaena.bio.vu.nl>#1/1
X-Deja-AN: 242548444
References: <337b9565.3347129@bang-olufsen.dk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Future-NET (benh@hotmail.com) wrote:

: 1-Robot Spy 1.0
: at my knowledge, this software is the first and the unique of its kind.
: This software allow you to spy your friends who are on the net at the
: same time of you, it permits to see exactly what they do on their screen,
: pixel by pixel,
<stuff deleted (phew) >
: it's simple, you send a file to the person you want to spy telling to him
: it's a game or everythings else, the objectif is this person run the file.
: from this time,

Ah, the old Trojan Horse trick... Will work on really stupid persons :-)

: ten pictures per second with 256 colors, if you switch to balck and white
: mode you can onbtain a real time sequence, approximatly 30 pictures by
: second.

As if any sane person wouldn't notice the transfer overhead...

: Robot Mailer 1.1
: The message you are reading presently is sent to more then 20,000 newsgroups
: with this software.
: 5,000 news per hours. It can also find a maximum of 50,000 e-mail adresses
: from internet and send a message in 4 or 5 hours. You can obtain with
: this sofware the most powerful tool of mass transmittion on the internet.

Oh great, just what we need... More spamming software! :-(

: Robot Spy 1.0.................20 US$

And to think you have to pay for this crap...

: Canada

Lives in Canada and can't even write proper English..

Sorry for this off-topic posting...
     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Whenever I hear anyone arguing for slavery, I feel a strong impulse to
see it tried on him personally.
         -- A. Lincoln

From news Tue May 20 10:47:38 1997
To: wezel
Subject: Local Post
Content-Length: 2062

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Spy people on the Net
Date: 20 May 1997 08:47:38 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 49
Message-ID: <5lrofa$9if@balaena.bio.vu.nl>
References: <337b9565.3347129@bang-olufsen.dk>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

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: 1-Robot Spy 1.0
: at my knowledge, this software is the first and the unique of its kind.
: This software allow you to spy your friends who are on the net at the
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: it's simple, you send a file to the person you want to spy telling to him
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And to think you have to pay for this crap...

: Canada

Lives in Canada and can't even write proper English..

Sorry for this off-topic posting...
     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Whenever I hear anyone arguing for slavery, I feel a strong impulse to
see it tried on him personally.
         -- A. Lincoln

From -8237954576025867559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/05/20
Message-ID: <5ls46iplk1@news.th-darmstadt.de>#1/1
X-Deja-AN: 242576384
References: <337F12C0.4F68@ix.netcom.com>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <337F12C0.4F68@ix.netcom.com>,
     Robert Aries <robaries@ix.netcom.com> writes:

> In my program, there are 4 lists of 12-character names displayed in
> four
> boxes on the screen. There are a total of 320 names displayed (I use
> ST-
> high rez with 4-pixel-high letters). I "select" these names by
> left-clicking
> and dragging the mouse over them. When the left button is down, I need
> the x and y coordinates so I can figure out which name is clicked on.
> Using
> any call other than the GFA MOUSEX and MOUSEY, the mouse flickered
> badly while it was held down.
> [...]

Mhmm, why not use wind_update(BEG_MCTRL) before starting the drag operation and call wind_update(END_MCTRL) afterwards? This would allow you to use mouse rectangle events that only occur if the mouse has really been moved. In that case, you can use a faster AES call and still receive the coordinates, so you'll still be able to react on mouse movement. But when the mouse is still, nothing will happen, so it won't flicker. Of course, if you need to draw something even when the mouse is still, this is not practicable for you.

But in that case, evnt_multi() with 1ms timer events should be OK, as this call also does not make the mouse disappear. It will only disappear if you call some AES function like objc_draw(), which have to ensure that they don't overwrite the mouse cursor. Also, no VDI drawing primitve cares for the mouse pointer (that's why you have to switch it off with graf_mouse() yourself before drawing to the screen), so you probably used some AES call to draw stuff.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 8774073304175690964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ce34d108f8950a2
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Iomega ZIP
Date: 1997/05/20
Message-ID: <5ls5ld$s9d$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 242579291
References: <5lq28deib1@kalle.tninet.se>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <5lq28deib1@kalle.tninet.se>,
     tpollak@aristotle.algonet.se (Tommy Pollak) writes:
> For my PCs I have accquired an Iomgea ZIP paralell port drive.
> Now I would like to connect the drive to my Atari Falcon 030.
> Does anybody know where I can get the necessary software, driver and
> tools?
Even though that's a FAQ: It is not possible to use a parallel port Zip on any Atari, as the Atari's parallel interface lacks some signals necessary for that. But even if it provided them, I don't think there would be the software you need for it, as Iomega wouldn't give details on how it works (not regarding that the speed wouldn't be too useable).

So, if you want to use a Zip on the Falcon, get the SCSI version (internal or external). Also, if you want to use the special features of the Zip drive, like password protection, get HDDriver, which currently is the only harddisk driver that can do this (a demo version is available from ftp://acp5.chemie.uni-kl.de/pub/atari/).

Note that you need a special adaptor to connect the external SCSI Zip to Ataris, as it only ships with a Mac SCSI cable. Also note that the internal version comes with a PC ISA hostadaptor and a tool disk for Mac/PC, which both are of no use for the Atari. So you might consider getting the "bulk" version.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 4084833106388238843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: Robert Aries <robaries@ix.netcom.com>
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/05/20
Message-ID: <3381B2BB.6773@ix.netcom.com>#1/1
X-Deja-AN: 242586480
References: <337F12C0.4F68@ix.netcom.com> <5ls46iplk1@news.th-darmstadt.de>
To: Thomas Binder <gryf@hrzpub.th-darmstadt.de>
Organization: Netcom
X-NETCOM-Date: Tue May 20 8:14:22 AM CDT 1997

Reply-To: robaries@ix.netcom.com
Newsgroups: comp.sys.atari.programmer

Thomas Binder wrote:
>
> Hi!
>
> In article <337F12C0.4F68@ix.netcom.com>,
> Robert Aries <robaries@ix.netcom.com> writes:
> > In my program, there are 4 lists of 12-character names displayed in
> > four
> > boxes on the screen. There are a total of 320 names displayed (I use
> > ST-
> > high rez with 4-pixel-high letters). I "select" these names by
> > left-clicking
> > and dragging the mouse over them. When the left button is down, I need
> > the x and y coordinates so I can figure out which name is clicked on.
> > Using
> > any call other than the GFA MOUSEX and MOUSEY, the mouse flickered
> > badly while it was held down.
> > [...]
> Mhmm, why not use wind_update(BEG_MCTRL) before starting the drag
> operation and call wind_update(END_MCTRL) afterwards? This would allow
> you to use mouse rectangle events that only occur if the mouse has really
> been moved. In that case, you can use a faster AES call and still receive
> the coordinates, so you'll still be able to react on mouse movement. But
> when the mouse is still, nothing will happen, so it won't flicker. Of
> course, if you need to draw something even when the mouse is still, this
> is not practicable for you.
>
> But in that case, evnt_multi() with 1ms timer events should be OK, as
> this call also does not make the mouse disappear. It will only disappear
> if you call some AES function like objc_draw(), which have to ensure that
> they don't overwrite the mouse cursor. Also, no VDI drawing primitve
> cares for the mouse pointer (that's why you have to switch it off with
> graf_mouse() yourself before drawing to the screen), so you probably used
> some AES call to draw stuff.

Thomas,

Thanks for these suggestions. Remember, though, I'm a GFA-BASIC person
<g>! A lot of what you said is not clear to me yet. I have the Atari
Compendium, so hopefully I'll have a better understanding after doing
some reading.

Robert

From 205222924901133438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c547573801442c4a,start

X-Google-Attributes: gid1115ce,public
From: Free Links<postmaster@beanstalk.com.au>
Subject: Increase Traffic...Post Free Links
Date: 1997/05/20
Message-ID: <5lsah3$jm3$2669@merki.connect.com.au>#1/1
X-Deja-AN: 242599977
Organization: Customer of Connect.com.au P/L, Sydney, Australia
Newsgroups: comp.sys.atari.programmer

I'm hoping you all will be interested in posting your LINKS
in our FREE Link Directory. It will help increase traffic
to your site!!

Free Link Directory
http://www.beanstalk.com.au/beanstalk/linkdirectory/index.html

From 6280540881646176645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f53e5144a629ad7c,start
X-Google-Attributes: gid1115ce,public
From: FREEMONEY<J@king.com>
Subject: MUST GO THERE
Date: 1997/05/20
Message-ID: <5lserv$6p6@lal.interserv.com>#1/1
X-Deja-AN: 242615244
Organization: InterServ News Service
Newsgroups: comp.sys.atari.programmer

http://www.freedomstarr.com/?TR7654321

****
This message has been sent using DYNAMIC MAIL. For more Information
and Free Demo: http://www.freeyellow.com/members/concorde/index.html
****

From 2693971035667669177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bced2053b2f1a225,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,bced2053b2f1a225,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,bced2053b2f1a225,start
X-Google-Attributes: gid1115ce,public
From: Rolf Nilsson <roni@mbox317.swipnet.se>
Subject: [A] Free MDI Software

Date: 1997/05/20
Message-ID: <3381D056.4D17@mbox317.swipnet.se>#1/1
X-Deja-AN: 242628900
Organization: Roni Music
Reply-To: roni@mbox317.swipnet.se
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech
NNTP-Posting-User: s-63730

Hello,

Roni Music Home Page offers free down load of the Sweet Sixteen MIDI
Sequencer for Atari computers.

Sweet Sixteen is a comprehensive and powerful MIDI sequencer for
PC/Windows and
Atari ST/STE range of computers.
Sweet Sixteen offers Piano Roll, List and Transform edit pages as well
as a
dedicated Mixer page you can use for your favourite synthesizer.

Three versions are available:
1. A shareware version which is a complete version of Sweet Sixteen
which you may try out for 30 days.
2. A demo version which is a complete version of Sweet Sixteen with all
file saving disabled.
3. A "lite" version which lets the user save files but certain other
functions are disabled.

Check it out at: http://home1.swipnet.se/~w-11396

Sweet Sixteen is $ 29.95 US

--

Rolf Nilsson / Roni Music <roni@mbox317.swipnet.se>
Nybogatan 21, S-212 32 Malmoe, Sweden
Phone: int + 46 - 40494411
URL http://home1.swipnet.se/~w-11396

From 6451708523465495916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ce34d108f8950a2
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: Iomega ZIP
Date: 1997/05/20
Message-ID: <HEUQEHBFUP@data.rhein-main.de>#1/1
X-Deja-AN: 242643897
References: <5lq28deib1@kalle.tninet.se>
Newsgroups: comp.sys.atari.programmer

In <5lq28deib1@kalle.tninet.se> Tommy Pollak wrote:

>For my PCs I have accquired an Iomgea ZIP paralell port drive.
>Now I would like to connect the drive to my Atari Falcon 030.
>Does anybody know where I can get the necessary software, driver and

Forget it! No tools avaiable.
For atari machines only scsi zip devices.
No paralell drivers avaiable..

(HDDriver 6.2x for scsi versions)

Regards, Robert

--

```
   ###   robscha@data.rhein-main.de      -= Home of DOITF030 =-
   ###   ___________________________________________________________
  # # #    Robert Schaffner@OF2.maus.de      F030-520ST-Jaguar-Mac
 #  #  #   Tel/Fax/Modem: +49 (0)6103-67197      Lynx I + II
            http://www.rhein-main.de/people/robert/homepage.htm
```


From -3269258383177149650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,504ab2cfb36457b5,start
X-Google-Attributes: gid1115ce,public
From: nowak@imaginet.fr (Pascal Nowak)
Subject: menu_attach on ste
Date: 1997/05/20
Message-ID: <5lt8ps$2jc@belzebul.imaginet.fr>#1/1
X-Deja-AN: 242771350
Organization: ImagiNET
Newsgroups: comp.sys.atari.programmer

Hi,

I need to know how to simulate the menu_attach function
on an atari ste.

Someone know how to do that??

From -8229088839309671511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bced2053b2f1a225
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bced2053b2f1a225

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,bced2053b2f1a225
X-Google-Attributes: gid109a67,public
From: bales@garonne.stortek.NOSPAM.com (Nicholas Bales, Toulouse, France)
Subject: Re: [A] Free MDI Software
Date: 1997/05/21
Message-ID: <5lucgn$k08$1@news.stortek.com>#1/1
X-Deja-AN: 242792376
References: <3381D056.4D17@mbox317.swipnet.se>
Organization: Remove <NOSPAM> in the email address to reply by mail.
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <3381D056.4D17@mbox317.swipnet.se>, roni@mbox317.swipnet.se wrote:
>Hello,
>
>Roni Music Home Page offers free down load of the Sweet Sixteen MIDI
>Sequencer for Atari computers.
>

>
>Three versions are available:
>1. A shareware version which is a complete version of Sweet Sixteen
>which you may try out for 30 days.
>2. A demo version which is a complete version of Sweet Sixteen with all
>file saving disabled.
>3. A "lite" version which lets the user save files but certain other
>functions are disabled.

I did download the lite version, but it looked to me like it was crippled
with annoying shareware messages, which makes it as much a shareware version
as the
other one.

Nice program though..

>
>Check it out at: http://home1.swipnet.se/~w-11396
>
>Sweet Sixteen is $ 29.95 US
>

Nick

--
Nicholas Bales / Atari STE 2Mb - TOS2.05
Toulouse / Compiler of the Atari ST Quick FAQ
France / http://www.geocities.com/MotorCity/2090/quickfaq.htm

From -4608636244993682402

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5,start
X-Google-Attributes: gid1115ce,public
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Subject: Re: [VITAL]TRAP #something
Date: 1997/05/21
Message-ID: <Pine.LNX.3.91.970521105021.11034A-100000@juliet>#1/1
X-Deja-AN: 242801677
References: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr>
X-Sender: sce196@juliet
Organization: Electronics and Computer Science, University of Southampton
Newsgroups: comp.sys.atari.programmer

On Wed, 21 May 1997, Yag Alone wrote:
> what's EXACTLY happens when a TRAP is called (supervisor mode, changed
> registers, CCR and SR flags, etc...)

1) A temporary copy is made of the SR.
2) The processor enters supervisor mode (changing the bit in the SR).
3) The PC is saved on the supervisor stack.
4) The copy of the previous SR is saved on the supervisor stack.
5) The vector is fetched from the appropriate place in memory.
6) The Program Counter is set to the contents of the vector.
7) Execution continues from the address in the PC.

All other registers remain unchanged (including the CCR), so it is up to the
trap handler to save and restore them as necessary.
Also, if I remember correctly, the trace flag in the SR is cleared during
the transition to supervisor mode.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

From -5201613936895337982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5270e993891182b5
X-Google-Attributes: gid1115ce,public
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Subject: [VITAL]TRAP #something
Date: 1997/05/21
Message-ID: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr>#1/1
X-Deja-AN: 242824805
Organization: Atari's Rules
Newsgroups: comp.sys.atari.programmer

Hello folks!
I'm trying to code basic I/O routs via // Ports (Byte and memory bloc
transmit/receive) and I thought they should be more easily callable
installed as a TRAP #something...
And what about a Linux PPP ST to ST transmission at 20 Kb/s???

So,the question (tres importante):
what's EXACTLY happens when a TRAP is called (supervisor mode, changed
registers, CCR and SR flags, etc...)

From 4558632617444995584
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e
X-Google-Attributes: gid1115ce,public
From: jtt3@lodz.pdi.net (Andrzej Michalski)
Subject: Re: Internet telephone
Date: 1997/04/30
Message-ID: <5k88bi$1eg@info.nask.pl>#1/1
X-Deja-AN: 238485148
References: <yvvk9llkiwi.fsf@emw.ericsson.se> <5k7bb9$ft5$1@news.th-darmstadt.de>
Organization: \// \// \//
Newsgroups: comp.sys.atari.programmer

On 30 Apr 1997 11:44:41, Thomas Binder wrote:

> lais@cs.man.ac.uk (S94) writes:
>> He's clearly not one to
>> use two words when one will suffice, a bandwidth conservationist...
>A bandwidth conservationist asking for an InterNet telephone program? ;>

Yes! yes! YeS!
Better leave some bandwidth for F030-Iphone. I really want
this programm. Few others people too... Please help if you can !!!

Andy

! <A HREF="mailto:jtt3@lodz.pdi.net">Andrzej Michalski</A> !
/|\^^^^^^^^^^\Falcon030/FPU/12MB/FX3in1/TOS4.04/^^^^^^^^^^/|\
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

From 646299831166663591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f46a8fd2c23b83cf
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: Scratch registers
Date: 1997/04/30
Message-ID: <5k8cej$8ud@epimetheus.algonet.se>#1/1
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

X-Deja-AN: 238496377
References: <5jvh50$k4n@epimetheus.algonet.se> <5k7fe5$7dn$1@laas.laas.fr>
Organization: AlgoNet Public Access Node, Stockholm
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: b96a7a91adfbafd9c93c87732e2a5b740

: >: Is there a rule as to how many scratch registers are available, or are
: >: used by TOS?
: >:
: >: In general, I know I can count on D0-D1 and A0-A1 being corrupted by an
: >: OS call, but how about D2+ and A2+, or, for that matter, FPU registers?
: >:
: >: The reason I ask is that I have patched into the XBIOS vector to provide
: >: a XBIOS interface to my Toolbox DLL engine, and having used the first two
: >: data and address registers as scratch registers, I need to know if more
: >: registers are deemed scratch and therefore need to be saved by my code.
: >
: >On a XBIOS call you should be free to use D2 and A2 too without saving
: >them.
:
: Sorry , no.
: It is documented that D0-D2/A0-A2 can be corrupted by a BIOS/XBIOS call.

Roland, please read through the text again. He was asking what register
he was free to use without saving them when replacing a XBIOS call, and
as some OS XBIOS calls also uses D2 and A2 besides D0-D1/A0-A1 he should
be free to use them as well. That's what I was telling him...

Take care,
Daniel

--

```
                                                                  @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
```


Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se


```
  ---------------------------------------------------------------------------
                                                                 oOo   oOo
                                                                  U     U
```

From -9031959327371902775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5e83daf613bf58b,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Help w/.rso conversion to .hrd
Date: 1997/04/30
Message-ID: <5k8dsi$jqj@alexander.INS.CWRU.Edu>#1/1

X-Deja-AN: 238499765
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: bdc2@po.CWRU.Edu (Boris D. Cahan)
Newsgroups: comp.sys.atari.programmer

Can someone help? I have found a very useful looking program/source for a font selector that I can use to advantage in TelVT102.
The source is there as is a .rsc file. It also has a .rso file which I presume is some sort of equivalent to .hrd, .rsd, dfn. or .def.
I have written TelVT102 with Lattice C 5.6. I need to edit the font selector box in the .rsc file.
I have tried to do it by hand, using wconvert, rs2l, rsconv, etc. Nothing seems to work. Does anyone have any idea what an .rso file belongs with, and/or how to convert it to WERCS. I do have the wconvert program, but that will only cpnvert from a .def, .rsd, or .dfn file.
I tried loading it with WERCS, and renaming everything by hand according to the names of the items in the program, and it compiles, but bombs with a bus error when I try to run it. Clearly something is missing.

HEEEEELP!

Boris
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 3057826196600465541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c272558b587edfb5,start
X-Google-Attributes: gid1115ce,public
From: Rich@aol.com
Subject: All writers seeking publication
Date: 1997/04/30
Message-ID: <5k90bd$m6c@chile.earthlink.net>#1/1
X-Deja-AN: 238564559
Organization: Earthlink Network, Inc.
Newsgroups: comp.sys.atari.programmer

Now*accepting <new> and <previously published> writers for publication.
We are a NEW=YORK based international literary agency with three offices: 2 in NEW=YORK and one in <FLORIDA.>
<Please follow guidelines for submission:>
For ALL fiction, including screenplays for TV & Movies: Send us a <brief synopsis>,
the first chapter, and include a self-addressed, stamped envelope=S.A.S.E.
Short Stories: Send brief synopsis, 3 pages, S.A.S.E.
Poetry: Send 3 poems, S.A.S.E.
For ALL nonfiction: Send us a <brief synopsis>, the first chapter, and include a

S.A.S.E.
Do not send complete manuscript unless invited.
<WOODSIDE=INTERNATIONAL=LITERARY=AGENCY>
<Thirty Three Twenty Nine 58 St.>
<Wood-Side, New York>
<zip: 1.1.3.7.7>
<(Tel)=={718}=651=8145>

From 2036060736387953667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: Internet telephone
Date: 1997/04/30
Message-ID: <HD5PDHCVUP@data.rhein-main.de>#1/1
X-Deja-AN: 238669593
References: <5k2uba$m3t@info.nask.pl> <yvvk9llkiwi.fsf@emw.ericsson.se>
Newsgroups: comp.sys.atari.programmer

In <yvvk9llkiwi.fsf@emw.ericsson.se> Magnus Kollberg wrote:

>> Is anybody coding subject for Falcon?
>
>Sorry? What do you mean, or is it obvious?

He's looking for a program like i_phone (macintosh)
He need some long distance calls via internet..

(More stuff to waste bandwide..)

regards, robert

--
```
   ###   robscha@data.rhein-main.de      -= Home of DOITF030 =-
   ###   ___________________________________________________________
  # # #    Robert Schaffner@OF2.maus.de      F030-520ST-Jaguar-Mac
 #  #  #   Tel/Fax/Modem: +49 (0)6103-67197      Lynx I + II
             http://www.rhein-main.de/people/robert/homepage.htm
```

From -1110554028906160805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17faf2a7525b544a,start
X-Google-Attributes: gid1115ce,public

From: kinnaman@Emissary.Net (Ballew Kinnaman)
Subject: ATARI 1040 ST-fm First Word Plus Help Request
Date: 1997/05/01
Message-ID: <3374117b.45895575@news.io.com>#1/1
X-Deja-AN: 238567763
Organization: Emissary.Net
Reply-To: kinnaman@Emissary.Net
Newsgroups: comp.sys.atari.programmer

Re: ATARI 1040 ST-fm First Word Plus Help Request

Dear Atari Folks,

I'm trying to help an older gentleman who invested in an
Atari machine for word processing many years ago.

I need your help to find information about how to "export"
several large, important documents from First Word Plus (the
word processor) on the

Atari 1040 ST - fm (platform)

to any DOS or Windows MS Word, Wordperfect or ASCII format.

If you cannot advise, I may have to *print* the documents
and then scan them with OCR! I'm hoping you may have a
better, more straightforward solution?? Please?

Thank you, in advance, for any advice you may supply.

Pax,
Dave Kinnaman <kinnaman@Immune.Com> 512/463-9321
Discussion list owner- Allergy - PCHealth - Rubber - Thyroid
- -
Allergy LISTSERV list ---> http://www.Immune.Com/allergy
PCHealth LISTSERV list ---> http://www.Emissary.Net/pchealth
Rubber LISTSERV list ---> http://www.Immune.Com/rubber
Thyroid LISTSERV list ---> http://www.Emissary.Net/thyroid

From 646696650189658425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e
X-Google-Attributes: gid1115ce,public
From: bjr@Edison.EbiCom.Net (Brian Roland)
Subject: Re: Internet telephone
Date: 1997/05/01
Message-ID: <5ka3k6$b1p@einstein.ebicom.net>#1/1
X-Deja-AN: 238648119

References: <yvvk9llkiwi.fsf@emw.ericsson.se> <5k5cvk$5lg@m1.cs.man.ac.uk>
<yvvhggpj652.fsf@emw.ericsson.se>
Organization: EbiCom.Net
Newsgroups: comp.sys.atari.programmer

I'd really like to see one of these babys too!
Perhaps there's source avilable to a unix flavored version that can
be ported to run on a Falcon? One thing that concerns me however...
I once read that 030 Macs couldn't do Internet phones cause the processor
wan't fast enough (most likely a bull excuse), which might mean a special
DSP/CPU married version must be coded from the ground up.

Personaly, it seems to me that an 8bit half duplex version should be
possible on STe machines as well...so long as you plug in a Replay, or
similar cart to the ROM port. Maybe even a 16 bit version for the Replay
16?

Real Audio would be really cool too!

Brian

From 2988576003329130913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21814dc1b050fac9
X-Google-Attributes: gid1115ce,public
From: pettert@notam.uio.no (Petter Toneff)
Subject: Re: Behne brothers
Date: 1997/05/01
Message-ID: <5kam9n$813$1@ratatosk.uio.no>#1/1
X-Deja-AN: 238701489
References: <E9Eux6.2H1@cix.compulink.co.uk>
Organization: University of Oslo, Norway
Newsgroups: comp.sys.atari.programmer

On 29 Apr 1997 17:51:06, "Mark Baines" wrote:
>
>So the Behne brothers writers of NVDI et al don't have an email address then?

Try: wilfried_behne@maush.han.de

(not sure if it's valid anymore..)

 - Petter -

From -6080622742723141201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5e83daf613bf58b
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <veg@a.sol.no>
Subject: Re: Help w/.rso conversion to .hrd
Date: 1997/05/02
Message-ID: <3369B82B.35E@a.sol.no>#1/1
X-Deja-AN: 238844429
References: <5k8dsi$jqj@alexander.INS.CWRU.Edu>
Organization: Scandinavia Online
Reply-To: veg@a.sol.no
Newsgroups: comp.sys.atari.programmer

Boris D. Cahan wrote:
>
> Can someone help? I have found a very useful looking program/source
> for a font selector that I can use to advantage in TelVT102.
> The source is there as is a .rsc file. It also has a .rso file which
> I presume is some sort of equivalent to .hrd, .rsd, dfn. or .def.
> I have written TelVT102 with Lattice C 5.6. I need to edit the font selector
> box in the .rsc file.
> I have tried to do it by hand, using wconvert, rs2l, rsconv, etc. Nothing
> seems to work. Does anyone have any idea what an .rso file belongs with,
> and/or how to convert it to WERCS. I do have the wconvert program, but
> that will only cpnvert from a .def, .rsd, or .dfn file.
> I tried loading it with WERCS, and renaming everything by hand according
> to the names of the items in the program, and it compiles, but bombs with
> a bus error when I try to run it. Clearly something is missing.

The *.RSO file is a native definition file for ORCS, the shareware RSC
editor. It can also write DEF files, IIRC. ORCS should be available from
any good Atari FTP server

One problem you maight run into, is that the DEF format only allows 8
char object names, while HRD and RSO allows more...

I think your problem is another one, though. If you get a bus error
after editing the RSC file, you have changed the structure of the RSC in
such a way that the program gets an adress error while dealing with the
RSC. However you name the objects is not going to change that...

Bye,
Vegard Hofsoy

From -4663047527197394657
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e

X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Internet telephone
Date: 1997/05/02
Message-ID: <5kcjlr$ltl@balaena.bio.vu.nl>#1/1
X-Deja-AN: 238871682
References: <yvvk9llkiwi.fsf@emw.ericsson.se> <5k5cvk$5lg@m1.cs.man.ac.uk>
<yvvhggpj652.fsf@emw.ericsson.se> <5ka3k6$b1p@einstein.ebicom.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Brian Roland (bjr@Edison.EbiCom.Net) wrote:
: I'd really like to see one of these babys too!
: Perhaps there's source avilable to a unix flavored version that can
: be ported to run on a Falcon?

Yep. Take a loot at sunsite.unc.edu (or one of it's mirrors) in
/pub/Linux/apps/sound/talk/
There should be a few sources in there.
Such a source would have to be rewritten to use the Falcon audio hardware,
though. (Except if it uses /dev/audio, which is also available for MiNT)
The programs probably work using MiNTNet and the portlib, but they could be
adaped for use with STiK too.

: One thing that concerns me however...
: I once read that 030 Macs couldn't do Internet phones cause the processor
: wan't fast enough (most likely a bull excuse), which might mean a special
: DSP/CPU married version must be coded from the ground up.

The compression routines usually need quite a lot of CPU power.
Some of the programs use GSM compression (sources freely available,
maybe even a DSP version somewhere?) or something of their own.
This part might have to be ported to the DSP to get enough speed...

: Personaly, it seems to me that an 8bit half duplex version should be
: possible on STe machines as well...so long as you plug in a Replay, or
: similar cart to the ROM port. Maybe even a 16 bit version for the Replay
: 16?

Even at 4 kHz 8-bit mono you'd still have to use some compression,
coz' even 28k8 modems can't handle 4 kb/second plus package overhead...
But this could probably be some fast lossy assembly code, so theoretically
it is possible...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I must have a prodigious quantity of mind; it takes me as much as a
week sometimes to make it up."
         -- Mark Twain, "The Innocents Abroad"

From -7470232128961067850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49d85beb12980ca1
X-Google-Attributes: gid1115ce,public
From: gryf@ohm.arago.de (Thomas Binder)
Subject: Re: MagiC 5 and menu_popup()
Date: 1997/05/02
Message-ID: <5kcvba$1oj@gazette.omnilink.net>#1/1
X-Deja-AN: 238897413
References: <5jggbdkg1@nnrp01.primenet.com>
<Pine.A32.3.91.970423230311.24789A-100000@pallas.amp.uni-hannover.de>
<yvvd8rkohwa.fsf@emw.ericsson.se>
Organization: arago GmbH
Newsgroups: comp.sys.atari.programmer

Hi!

In article <yvvd8rkohwa.fsf@emw.ericsson.se>,
     Magnus Kollberg <emwoll@emw.ericsson.se> writes:
> RTFM! A few? :-))) Pick 10 apps made in the last two years, how many
> of them use popups? 9? :-)
Maybe, but I'd bet not more than 2 of these 9 use menu_popup(), but their
own routines, because the popus should work with older AESes as well.

Ciao

Thomas

--
#include <std-disclaimer>

From 8831041807140740936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f46a8fd2c23b83cf
X-Google-Attributes: gid1115ce,public
From: gryf@ohm.arago.de (Thomas Binder)
Subject: Re: Scratch registers
Date: 1997/05/02
Message-ID: <5kd06s$1oj@gazette.omnilink.net>#1/1
X-Deja-AN: 238899996
References: <5jvh50$k4n@epimetheus.algonet.se> <5k7fe5$7dn$1@laas.laas.fr>

Organization: arago GmbH
Newsgroups: comp.sys.atari.programmer

Hi!

In article <5k7fe5$7dn$1@laas.laas.fr>,
 prajoux@laas.fr (Roland Prajoux) writes:
>>: The reason I ask is that I have patched into the XBIOS vector to provide
>>: an XBIOS interface to my Toolbox DLL engine, and having used the first two
>>: data and address registers as scratch registers, I need to know if more
>>: registers are deemed scratch and therefore need to be saved by my code.
>>
>>On a XBIOS call you should be free to use D2 and A2 too without saving
>>them.
> Sorry , no.
> [...]
> So, registers D2 and A2 must be saved by your routine before a BIOS/XBIOS call.
The same applies to GEMDOS-calls, though it's wise to save a2 inside routines
hooked into GEMDOS or (X)BIOS, as some buggy software relies on a2 not being
altered (which is true for most original GEMDOS-calls, but not documented).
An example is Pure C, which can't access its help files anymore if a2 is
altered during a GEMDOS call ...

Ciao

Thomas

--
#include <std-disclaimer>

From -7661709801848486166
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57b43e8d1b1e13c6
X-Google-Attributes: gid1115ce,public
From: gryf@arago.de (Thomas Binder)
Subject: Re: Dpathconf() and a CDROM
Date: 1997/05/02
Message-ID: <5kcvlv$1oj@gazette.omnilink.net>#1/1
X-Deja-AN: 238908723
Sender: gryf@ohm.arago.de
References: <E8y30w.Ctn@cix.compulink.co.uk> <5jkj87$1j23@rs18.hrz.th-
darmstadt.de> <E997LM.L04@cix.compulink.co.uk>
Organization: arago GmbH
Newsgroups: comp.sys.atari.programmer

Hi!

In article <E997LM.L04@cix.compulink.co.uk>,
     msbaines@cix.compulink.co.uk ("Mark Baines") writes:
>>Well, I don't know PROFILE 2
> THE system analyser for all Ataris and OSes. Current version 2.14 but 2.20
> is out RSN and incorporates more reporting and better compatibility.
I'll take a look.

>>Dopendir() may or may not work on CD-ROMs.
> Having subsequently done a test I know do a Dopendir() for each path before
> requesting each of the Dpathconf() values and it does indeed fail on the
> CD-ROM as I'd hoped.
> Another problem bites the dust!
What I wanted to say with "may or may not work" was, that Dopendir() _will_
work with certain CD-ROM drivers, so it may be a workaround for your problem,
but it's not a real method to detect a CD-ROM. Anyway, a crash due to calling
Dpathconf() is either a problem of the driver or the kernel and should be
checked. Do you have any more information about that crash?

Ciao

Thomas

--
#include <std-disclaimer>

From -3760991707132761316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f46a8fd2c23b83cf
X-Google-Attributes: gid1115ce,public
From: gryf@ohm.arago.de (Thomas Binder)
Subject: Re: Scratch registers
Date: 1997/05/02
Message-ID: <5kd4a4$1oj@gazette.omnilink.net>#1/1
X-Deja-AN: 238912564
References: <5jvh50$k4n@epimetheus.algonet.se> <5k7fe5$7dn$1@laas.laas.fr>
<5k8cej$8ud@epimetheus.algonet.se>
Organization: arago GmbH
Newsgroups: comp.sys.atari.programmer

Hi!

In article <5k8cej$8ud@epimetheus.algonet.se>,
     dhedberg@aristotle.algonet.se (Daniel Hedberg) writes:
>: >: The reason I ask is that I have patched into the XBIOS vector to provide
>: >: a XBIOS interface to my Toolbox DLL engine, and having used the first two
>: >: data and address registers as scratch registers, I need to know if more
>: >: registers are deemed scratch and therefore need to be saved by my code.
> [...]

> Roland, please read through the text again. He was asking what register
> he was free to use without saving them when replacing a XBIOS call, and
> as some OS XBIOS calls also uses D2 and A2 besides D0-D1/A0-A1 he should
> be free to use them as well. That's what I was telling him...
I must admit that I first wanted to write the same, but then I read the original question again and got unsure. Gaven asked if more registers are deemed scratch and therefore have to be saved by his code (which apparently means the code calling his XBIOS-interface), so D2/A2 may be used freely inside an XBIOS routine and therefore have to be saved before calling the XBIOS from within an application.

Of course, Roland and I may have misunderstood Gaven's question, but to be honest I think it's a bit ambigous (which I hope my answer isn't) ;)

Ciao

Thomas

--
#include <std-disclaimer>

From -4314626371272376435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,868a8b0684fae1cf,start
X-Google-Attributes: gid1115ce,public
From: hinda ann kolansky<ayala20@prodigy.net>
Subject: !!!!!!!!!!!!!!!
Date: 1997/05/02
Message-ID: <5kd56j$5sm$7257@newssvr07-int.news.prodigy.com>
X-Deja-AN: 238924705
Organization: Prodigy Services Corp
Newsgroups: comp.sys.atari.programmer

****Make up to $50,000 in 4 weeks! 100% leagal**** NO SCAM!!!

Make $50,000 in 4 weeks!

This system works! NOT A SCAM... Read the text!

This is the fairest, most honest way I have seen to share in the wealth of the world! This works so well that all of my friends are trying it!

Take five minutes to read this and it IT'LL change your life if you want to know how to make thousands of dollars quickly, and leagally with NO CATCH, then keep reading.

THe internet has grown tremendously. it doubles in size every 4 months.

Think about it. YOu see those "make money fast" postings more and more.

Thats becasue it works! So I thought, all those new users might make it work. And I decided to try it out, a few months ago. Besides, whats $5 and a little effort on your behalf?? Everyone was calling it a scam, but there are soany new users from AOL, NETCOM, etc. that they will join in and make it work for you.

just follow these simple steps:

STEP ONE
Invest your $5 by writing your name and address on five seperate sheets of paper along wit the words: "PLEASE ADD ME TO YOUR MAILING LIST." (in this way you are not just sending a dollar bill to someone, you are paying for a legimate service.) Also on each of the sheets of paper indicate the number of the person. Fold a $1 bill inside each piece of paper with your name and address on it. Ensure that when the dollar is folded in between the paper and it is held up to light, THE DOLLAR SHOULD NOT BE VISABLE! Mail 5 of these letters to the following 5 addresses: (only U.S. Dollar bills should be used)

1) Odd Hilsen
Avda Espana 93
Sitio de Calahonda
Mijias Costa- Malaga SPAIN

2) Peter Kjoge
Camino de la Condesa 9, 5-A
E-29640 Fuengirola SPAIN

3) Bob Tomlinson
3208 21st
Sioux City, La 51105 USA

4) Alex Tikhanoff
1636 n. Verdugo rd.
Glendale Ca. 91208 apt.202
USA
5) hinda kolansky
49-35 167 st
flushing ny 11365 usa

STEP TWO
Now remove the top name from the list, and move the other names up. This way, #5 becomes #4 and so o. Put your name as the fifth one on the list.

STEP 3
Post the article to at least 250 newsgroups. There are at least 19000 newsgroups

at any given moment in time. Try posting to as many newsgroups as you can. Remember, the more newsgroups you post to, the greater your audience and cash flow from all these subscribers.

STEP 4
You are now in business for yourself, and should start seeing returns within 7 to 14 days! Remember, the internet is new and awesome in its size. There is no way you can lose.

now here is how and why the system works:

Out of every block of 250 posts i made, i got back 5 responses. YES! THATS RIGHT ONLY 5. You make $5 in cash, not check or money orders, but real cash with your name at #5.

Each additional person who sent you $1 now will also make 250 additional postings with your name at #4, 1000 postings. On average then, 50 people will send you $1 with your name at #4....$50 in your pocket!

Now these 50 new people will make 250 postings each with your name at #3 or 10,000 postings. Average returns, 500 people=$500.00. they make 250 postings each with your name at #2=100,000 postings=5000 returns at $1 each=$5,000 in cash!! Finally, 5,000 people make 250 postings each with your name at #1 and you get a return of $50,000 before your name is dropped from the list. And thats only if everyone down the line makes 250 postings each! Your total income for this cycle is $50,000.00

When you see your name is no longer on the list, you take the latest posting and start all over again.

The end result depends largely on you. You must follow through and repost this article everywhere you can think of! The more postings you make, the more cash ends up in your mailbox. Its too easy and too cheap to pass up!!

So thats it. Pretty simple sounding working concept, dont you think?

But believe me, this really works. There are millions o people surfind the net every day, all day, all over the world. And 100,000 new subscribers everday eager to access your newsgroup. Youknow that because you have read the facts in the newspaper and seen for yourself on T.V. So, my dear little 'fortne seeker.' read carefully the instructions and play fair and swuare with your endeavors.. remember, YOU CAN ONLY TAKE OUT WHAT YOU PUT IN!! thats the key to success in any venture. Print these pages out now so that you may refer to this article at a later date. try to keep an eye on all the postings you made to make sure everyone is playing fairly. You know where your name should be!

REMEMBER....HONESTY IS THE BEST POLICY. YOU DON'T NEED TO CHEAT THE BASIC IDEA TO MAKE BIG BUCKS!! GOOD LUCK TO ALL, AND PLEASE PLAY FAIR AND YOUW ILL BE MORE THAN GENEROUSLY REWARDED!

P.S. if you try to decieve people by posting the messages with your name in the list and not sending the bucks to the people already included, you will not get much. I know someone who did this and only got about $150 (and thats after 2

months) then he sent the five bills and was added to their lists. In 4-5 weeks, he had in excess of $10,000.

Good luck!

<Picture>

From 7358294754671348825
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a08d632c69cd0026
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Subject: Re: translator programs
Date: 1997/05/02
Message-ID: <336A2FFB.5366@cfcsc.dnd.ca>#1/1
X-Deja-AN: 238973528
References: <5jsktg$5nu$1@dux.dundee.ac.uk>
Organization: Canadian Forces College-Coll⍰ge des Forces canadiennes
Reply-To: macdonald@cfcsc.dnd.ca
Newsgroups: comp.sys.atari.programmer

Davy Mitchell wrote:
> hi
> Could anyone point me towards those programs that translate, for example
> German->English usually used for PD documents?? I would also be really
> interested in the source code.
> Davy
>
CVTranslator(Carlos Varelas) is pretty good, but slow.
you can edit the dictionary, double clicking on the German word
brings up a dialog box where you can type in the english equivalent,
which is then saved in a dictionary to be used next time.

--
thanksmerci**danke**slainte*mhath**tusen*takk**********
Coinneach Kenneth GraphicArts TOS 1.04-1.062-2.05-4.04
Seumas James @ [-TAF Sec-]MAC[SpectreGCR]6.08
DomhnullaichMacdonaldCanadianForcesCollege IBM OS/2 Warp
****

From -5134972573011018879
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17faf2a7525b544a

X-Google-Attributes: gid1115ce,public
From: RCain@nest.demon.co.uk (Roger Cain)
Subject: ATARI 1040 ST-fm First Word Plus Help Request
Date: 1997/05/03
Message-ID: <760_RCain@nest.demon.co.uk>#1/1
X-Deja-AN: 239039752
X-NNTP-Posting-Host: nest.demon.co.uk
Organization: Network ST (NeST)
Reply-To: RCain@nest.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Hi kinnaman@Emissary.Net, on 02 May 97 you wrote:

 k> I need your help to find information about how to "export"
 k> several large, important documents from First Word Plus (the
 k> word processor) on the
 k>
 k> Atari 1040 ST - fm (platform)
 k>
 k> to any DOS or Windows MS Word, Wordperfect or ASCII format.

The simplest way is to turn OFF "WP Mode" in the Edit menu and then save as an ASCII file.

There are some utility programs which will convert Word+ files to Word and WordPerfect format preserving text effects. I hope others will give you the identities of these progs.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From -3250778196186611984
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,17faf2a7525b544a
X-Google-Attributes: gid1115ce,public
From: jonas.moller.nielsen@p7.dada.ct.se (Jonas Moller Nielsen)
Subject: Re: ATARI 1040 ST-fm First Word Plus Help Request
Date: 1997/05/03
Message-ID:
<ftn_2.200.136.7$fidonet.org_a2ca6e16_Jonas.Moller.Nielsen@p7.dada.ct.se>#1/1

X-Deja-AN: 239125200
Sender: news@ct.se
References: <3374117b.45895575@news.io.com>
X-Info: UUCP Dialup connection
Organization: Guinea-pig
Reply-To: jonas.moller.nielsen@p7.dada.ct.se
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: s-4908

BK> I need your help to find information about how to "export"
BK> several large, important documents from First Word Plus (the
BK> word processor) on the
BK>
BK> Atari 1040 ST - fm (platform)
BK>
BK> to any DOS or Windows MS Word, Wordperfect or ASCII format.

I have made a program that converts Wrodplus files into ASCII-format for use in for instance MS Word. There are several other programs out somewhere that does the same thing. If you can not find any program, please contact me and I will send you my program. If you have got access to Internet, I could send the file by E-mail or on my Website. Otherwise I can send a diskette.

Yours sincerely
Jonas M□ller Nielsen

Internet:
jonas.moller@mbox301.swipnet.se
jonas@dada.ct.se

*FidoNet:*2.200/136.7

NeST:

FujiNet:

From -8372037036609330701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,154990a4112ceb3e,start
X-Google-Attributes: gid1115ce,public
From: Great Sites <janesw@ix.abmcom.net>
Subject: Metrics
Date: 1997/05/03
Message-ID: <527cd$153337.2c1@NEWS>#1/1
X-Deja-AN: 239381760
Reply-To: Great Sites <janesw@ix.iabmcom.net>
Newsgroups: comp.sys.atari.programmer

Great Site URL:http://www.psrinc.com/metsys.htm

From -6572813363673857541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d550a1a663d52a9,start
X-Google-Attributes: gid1115ce,public
From: jonart@ix.netcom.com (VoRTeX)
Subject: FS: Indus GT Floppy Disk Drive for Atari 8 Bits
Date: 1997/05/04
Message-ID: <5kia1l$o6k@sjx-ixn10.ix.netcom.com>#1/1
X-Deja-AN: 239287269
Organization: Netcom
X-NETCOM-Date: Sun May 04 8:29:57 AM PDT 1997
Newsgroups: comp.sys.atari.programmer

Last day for aution.

Go Here:

http://206.184.213.45/aw/itemfast.cgi?item=lrx214976

From 818868982575424348
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,58bb733c25ed8cdb,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,58bb733c25ed8cdb,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,58bb733c25ed8cdb,start
X-Google-Attributes: gid1115ce,public
From: ceebti@cee.hw.ac.uk (Brian Thomas Innes)
Subject: *** MUSIC MON ***
Date: 1997/05/05
Message-ID: <E9p85t.HnC@cee.hw.ac.uk>#1/1
X-Deja-AN: 239458225
Sender: news@cee.hw.ac.uk (News Administrator)
Organization: Heriot-Watt University
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi! Does anyone recall the soundchip music program for the ST?

Is it still commercial?

Is it now PD
If so, where can I get it?

Ta,

Brian.

P.S. I am working on a website!

From -5521209757946874726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,26647d89bfda2a42,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,26647d89bfda2a42,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,26647d89bfda2a42,start
X-Google-Attributes: gid109a67,public
From: ceebti@cee.hw.ac.uk (Brian Thomas Innes)
Subject: ***>>> NEW ATARI WEB PAGE! <<<***
Date: 1997/05/05
Message-ID: <E9pMGC.KCG@cee.hw.ac.uk>#1/1
X-Deja-AN: 239499447
Sender: news@cee.hw.ac.uk (News Administrator)
Organization: Heriot-Watt University
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi All!

please feel free to pop over to my NEW atari web page

(It is stillunder construction, so dont expect too much!)

its located at

http://www.cee.hw.ac.uk/~ceebti/atari.htm

Enjoy!

From -3446912131933073391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab4b091ae8b1277e,start
X-Google-Attributes: gid1115ce,public
From: inet97@ameritech.net
Subject: A GUARANTEED MONEY MAKER!!
Date: 1997/05/05
Message-ID: <5l19issck4625@nntp0.cleveland.oh.ameritech.net>

X-Deja-AN: 240485195
Organization: Internet Communications Inc.
Newsgroups: comp.sys.atari.programmer

E-Mail Your Way To Riches!

Dear Friend,

We all know E-mail is here to stay. It's fun, easy and exciting! Would you be interested if we could show you a way to make well over $1,000 per week doing it?

This is not a joke. You may have seen many people trying to tell you that you can make money by joining this or that scheme! Guess what, you decide to go for it and then you get nothing but frustration and disappointment! We are here to take your frustration and disappointment into an Electrifying Adventure!

We have been marketing on-line for almost 2 years now! We have never spent one red penny on advertising and made nothing but profits. We can show you how to make money every day of the year. Many people may think this is untrue or it just can't be done. We are here to tell you that it is absolutely not true. The
biggest mistake people make about marketing on-line is that they sit and wait for people to contact them. You will never make it if this is your approach and we'll tell you why. There are over 60 MILLION people on-line right now, and seven new people logging on every minute of the day world-wide and everyone is offering something. So how do you get a potential client or a new customer before your competition does? The answer is simply " Creative E-mailing" and it WORKS! I'll tell you why. You're taking your product, service or idea directly to the market instead of waiting for the market to come to you!

Here are a few testimonials we'd like to share with you (They're all 100% TRUE!):

Internet Communications, my wife and I owe you so much. We ordered your Creative E-mail System and within the first week we received over $1,150 in orders for my Internet Consulting business!
--Charles -- California

I have bought two so-called E-mail programs that cost me over $600.00 when I received them. They were extremely difficult to operate and it took me about two weeks to figure them out. Once I did, they were so time consuming it just wasn't worth my time. When I received your course it took me about four minutes to install and I was in business! Within the first 24 hours of my first E-mailing I received over $580.00 in sales over the phone. That first week I grossed over $2,000.00! I really can't believe how easy you made this, anyone can do it! Thanks!
--Dennis -- Illinios

Hello, I'm a divorced mother of two children. I wanted to thank you for helping me out. This was my first time buying anything on the Internet. I was skeptical at first but I figured I'd take a chance. This was the best chance I've ever took!

My part-time business is now a full-time home-business, thanks to your Creative E-mail System. I had to hire my two family members to help me out! This is GREAT, thanks so much! I'd recommend this for anyone!
--Ellen -- Florida

You may have seen other people offering products "E-mail Programs, E-mail Addresses, Extractors, Etc." The vast majority of these products are very over-priced and very difficult to even use. None of them even supply you with current, up-to-date, FRESH & RESPONSIVE E-mail addresses! Our Creative E-mail System puts everything into one package to make your profits soar immediately! Even if you do not have a product or service to offer, we are going to give you over 500 how-to reports that you will have full reprint rights to! What makes our course different from anything else being offered anywhere is that we're dedicated to your success! We do not succeed unless you succeed! All of our E-mail Address Databases are created in house. We do not trade our databases with anyone because people are selling extremely bad lists on the Internet. Many of other people's databases are filled with duplicate addresses and many of them are undeliverable. We keep our own database so we know exactly what we have and we keep nothing but the best. There's no other way. We believe in producing high quality products that should be priced reasonably for your success! Read on to see the special bonuses you will receive.

******** SPECIAL 10 DAY BONUS ********

If you order within the next 10 days we will include:

1) 500 How-To Reports (You may resell these at any price)

2) Your Personal Complete Guide To The Internet -- This 175 page e-book covers every single aspect of the internet. You will never have to buy another internet book! When you complete this book, you will know more about the internet than 90% of the people online right now.

3) When you purchase our 8 MILLION SUPER responsive E-mail list we will include Mega-Mailer. It sends 250,000 E-mails per hour! All other orders will receive Pegasus Mail. It mails about 30,000 per hour.

Here's how to get the Creative E-Mail System:

All orders are delivered on CD-ROM or 100mb Zip Disk (Iomega).

==========> E-Mail Databases <==========

2 Million FRESH E-mail Addresses only $ 99.95
4 Million FRESH E-mail Addresses only $179.95
6 Million FRESH E-mail Addresses only $249.95
8 Million FRESH E-mail Addresses only $299.95

You will be sending your Marketing Letter to 2, 4, 6 or 8 MILLION People! To mail to 2 MILLION People by U.S. Mail at $.32 per stamp would cost $640,000.00, not including envelopes or paper! The price of 2 MILLION E-mail Addresses isn't even a fraction of the cost. And the great thing is that if you

have 10 products, you can E-mail to your list as many times as you want to! Your profits will never stop soaring! Don't pay someone else to send your advertisement out, do it yourself and save big money! The average cost right now to send your ad one time to ONE MILLION people is $1,400.00. You can send it 100 times to EIGHT MILLION people for only $299.95 and that includes Mega-Mailer that sends 250,000 per hour!

==========> Order Form <==========

Yes, Internet Communications Inc., I wish to take you up on your SPECIAL 10 DAY OFFER FOR YOUR CREATIVE E-MAIL SYSTEM, INCLUDING THE TWO SPECIAL BONUSES: "Complete Internet Guide Book" and "500 How-To-Reports". I understand I have to completely fill out the order form so you can fulfill my order.

Name:_____

Address:_____

City:_____

State:_____

Zip Code:_____

Country:_____

E-mail Address:_____

Phone Number:_____

I wish to pay by: (Check One)

Check:____ Money Order:_____

(Check One)

2 Million_____ 4 Million_____ 6 Million_____ 8 Million_____
*Remember the 8 MILLION Includes Mega-Mailer!

Zip Disk:_____ CD-ROM:_____Total:_____

Pegasus Mail (WIN 3.1) (WIN 95) (MAC) (Circle One)

==========

We Accept Checks By Fax Simply Tape Your Check Here With
The Above Order Form And Fax It To: 1-216-895-1930

If you have any questions please call customer service at: 1-216-895-1919

Fax: 1-216-895-1930 Phone: 1-216-895-1919

==========

Make check or money order payable to: Internet Communications

Mail check or Money Order to:

Internet Communications
30628 Detroit Ave. Suite 295
Westlake, Ohio 44145

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From -6202717645090229286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9bc7f8c506f4c1e0,start
X-Google-Attributes: gid1115ce,public
From: inet97@ameritech.net
Subject: Make Money With Your Computer!
Date: 1997/05/05
Message-ID: <5l2kjiipl4638@nntp0.cleveland.oh.ameritech.net>
X-Deja-AN: 240700688
Organization: Internet Communications Inc.
Newsgroups: comp.sys.atari.programmer

E-Mail Your Way To Riches!

Dear Friend,

We all know E-mail is here to stay. It's fun, easy and exciting! Would you be interested if we could show you a way to make well over $1,000 per week doing it?

This is not a joke. You may have seen many people trying to tell you that you can make money by joining this or that scheme! Guess what, you decide to go for it and then you get nothing but frustration and disappointment! We are here to take your frustration and disappointment into an Electrifying Adventure!

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or it just can't be done. We are here to tell you that it is absolutely not true. The
biggest mistake people make about marketing on-line is that they sit and wait for people to contact them. You will never make it if this is your approach and we'll tell you why. There are over 60 MILLION people on-line right now, and seven new people logging on every minute of the day world-wide and everyone is offering something. So how do you get a potential client or a new customer before your competition does? The answer is simply " Creative E-mailing" and it WORKS! I'll tell you why. You're taking your product, service or idea directly to the market instead of waiting for the market to come to you!

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--Ellen -- Florida

You may have seen other people offering products "E-mail Programs, E-mail Addresses, Extractors, Etc." The vast majority of these products are very over-priced and very difficult to even use. None of them even supply you with current, up-to-date, FRESH & RESPONSIVE E-mail addresses! Our Creative E-mail System puts everything into one package to make your profits soar immediately! Even if you do not have a product or service to offer, we are going to give you over 500 how-to reports that you will have full reprint rights to! What makes our course different from anything else being offered anywhere is that we're dedicated to your success! We do not succeed unless you succeed! All of our E-mail Address Databases are created in house. We do not trade our databases with anyone because people are selling extremely bad lists on the Internet. Many of other people's databases are filled with duplicate addresses and many of them are undeliverable. We keep our own database so we know exactly what we have and we keep nothing but the best. There's no other way. We believe in producing high quality products that should be priced reasonably for your success! Read on to see the special

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Address:_____

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State:_____

Zip Code:_____

Country:_____

E-mail Address:_____

Phone Number:_____

I wish to pay by: (Check One)

Check:____ Money Order:_____

(Check One)

2 Million_____ 4 Million_____ 6 Million_____ 8 Million_____
*Remember the 8 MILLION Includes Mega-Mailer!

Zip Disk:_____ CD-ROM:_____Total:_____

Pegasus Mail (WIN 3.1) (WIN 95) (MAC) (Circle One)

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Fax: 1-216-895-1930 Phone: 1-216-895-1919

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Make check or money order payable to: Internet Communications

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Westlake, Ohio 44145

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From -4057251814305071910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87d5acc70387b674,start
X-Google-Attributes: gid1115ce,public
From: Angel<Angel@TripleXtra.com>
Subject: Gratification at bargain prices!!!
Date: 1997/05/06
Message-ID: <5knnj8$33m@sequoia.idir.net>#1/1
X-Deja-AN: 239950328
Organization: http://www.triplextra.com
Newsgroups: comp.sys.atari.programmer

Want the hottest sex on the web but don't want to spend a fortune for it? Cum on over and check out our thousands of
hot women, nude celebrities, bondage, asians, interracial couples, orgies, STAR TREK STARS NUDE, Big Beautiful Women, spanking, masturbation, shemales,
movies (avi's, quicktimes, mpegs and vivo!) and more with the lowest access fee going!
Head on over to http://www.triplextra.com and get some right now!

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---

From -1425974921549146168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3bb17478eb887bb,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: VDI <-> Shifter colors?
Date: 1997/05/07
Message-ID: <5kpm8s$ej3@balaena.bio.vu.nl>#1/1
X-Deja-AN: 239954522
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Is there an easy way to convert VDI palette index colors to Shifter colors (ie. the ones in the actal bitmap) and vice versa?
I need to do this for a collection of prlotting routines that I use in combination with the normal VDI routines (coz' as far as I know the VDI has

no fast plotting routine...)

Thanx...

-=Levjenno

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

As of next week, passwords will be entered in Morse code.

From -2458988971252947330
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3bb17478eb887bb
X-Google-Attributes: gid1115ce,public
From: Helmut Obermeier <obermeie@informatik.tu-muenchen.de>
Subject: Re: VDI <-> Shifter colors?
Date: 1997/05/07
Message-ID: <3370C2CE.4CE9@informatik.tu-muenchen.de>#1/1
X-Deja-AN: 240020290
Distribution: world
References: <5kpm8s$ej3@balaena.bio.vu.nl>
To: Levien van Zon <lvzon@bio.vu.nl>
Organization: Munich University of Technology
Newsgroups: comp.sys.atari.programmer

Levien van Zon wrote:
>
> Is there an easy way to convert VDI palette index colors to Shifter colors
> (ie. the ones in the actal bitmap) and vice versa?
> I need to do this for a collection of prlotting routines that I use in
> combination with the normal VDI routines (coz' as far as I know the VDI has
> no fast plotting routine...)

Hello!

Another Idea:
Plot your points in memory bitmaps and then blit them with
vdi_copy_raster onto screen, perhaps line per line. Excellent for
rectangle areas.

--
MfG., Helmut Obermeier
Mitterweg 5, D-82152 Krailling, Tel. +49/ 89/ 857 26 52

obermeie@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~obermeie/

From 3686807416980347956
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f46a8fd2c23b83cf
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Scratch registers
Date: 1997/05/07
Message-ID: <587cd$83c.336@HERMES>#1/1
X-Deja-AN: 240041157
References: <5jvh50$k4n@epimetheus.algonet.se> <5k7fe5$7dn$1@laas.laas.fr>
<5kd4a4$1oj@gazette.omnilink.net>
Newsgroups: comp.sys.atari.programmer

Thomas Binder (gryf@ohm.arago.de) wrote:
> In article <5k8cej$8ud@epimetheus.algonet.se>,
> dhedberg@aristotle.algonet.se (Daniel Hedberg) writes:
> >: >: The reason I ask is that I have patched into the XBIOS vector to provide
> >: >: a XBIOS interface to my Toolbox DLL engine, and having used the first two
> >: >: data and address registers as scratch registers, I need to know if more
> >: >: registers are deemed scratch and therefore need to be saved by my code.
> > [...]
> > Roland, please read through the text again. He was asking what register
> > he was free to use without saving them when replacing a XBIOS call, and
> > as some OS XBIOS calls also uses D2 and A2 besides D0-D1/A0-A1 he should
> > be free to use them as well. That's what I was telling him...
> I must admit that I first wanted to write the same, but then I read the
> original question again and got unsure. Gaven asked if more registers are
> deemed scratch and therefore have to be saved by his code (which apparently
> means the code calling his XBIOS-interface), so D2/A2 may be used freely
> inside an XBIOS routine and therefore have to be saved before calling the
> XBIOS from within an application.

> Of course, Roland and I may have misunderstood Gaven's question, but to be
> honest I think it's a bit ambigous (which I hope my answer isn't) ;)

I was a bit ambiguous. Sorry.

What I meant was : "A0-A1/D0-D1/FP0-FP1 are scratch registers, are there
any more I can freely use without saving"?

From the answers generated so far, I beleve that D2 and A2 are scratch
registers used within XBIOS/GEMDOS calls (and I presume, BIOS calls as
well).

(BTW: Full marks to you for correctly spelling my name. Most people
mis-spell it as "Gavin". You correctly spelled it as "Gaven")

--

Thanks to spambots (and the address collector bots that feed them) that cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only telco ads [even though I am obviously not a US resident], and other associated crap, and as I must pay for my data (email, webbing and so forth), any email sent to my address will bounce. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"How dare you trespass on your own property!"

From 4974813539096783902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57b43e8d1b1e13c6
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Dpathconf() and a CDROM
Date: 1997/05/07
Message-ID: <E9tntK.GCv@cix.compulink.co.uk>#1/1
X-Deja-AN: 240059743
References: ⍰*!C⍰⍰⍰⍰ <E997LM.L04@cix.compulink.co.uk>
<5kcvlv$1oj@gazette.omnilink.net>
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

>> THE system analyser for all Ataris and OSes. Current version 2.14 but 2.20
>> is out RSN and incorporates more reporting and better compatibility.
>I'll take a look.
I'd welcome your views via email if you do.

>What I wanted to say with "may or may not work" was, that Dopendir() _will_
>work with certain CD-ROM drivers, so it may be a workaround for your problem,
>but it's not a real method to detect a CD-ROM.
Yes, understood. I wasn't wanting to detect a CDROM as such, but just stop my program from crashing when a Dpathconf() call failed. Checking the path exists with Dopendir() first seems to work... so far :-)

>Anyway, a crash due to calling Dpathconf() is either a problem of the driver
>or the kernel and should be checked.
I agree that a crash isn't a good way to go about failing the call :-)
The driver was ExtenDOS Pro.

>Do you have any more information about that crash?
No, other than a Magic '68000 exception error' whatever that is. From what I understand of that error message, it doesn't tell you much and often isn't related to the underlying problem.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From 963708797604406903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3bb17478eb887bb
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: VDI <-> Shifter colors?
Date: 1997/05/07
Message-ID: <5kr2ek$nbt@balaena.bio.vu.nl>#1/1
X-Deja-AN: 240080100
Distribution: world
References: <5kpm8s$ej3@balaena.bio.vu.nl> <3370C2CE.4CE9@informatik.tu-muenchen.de>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Helmut Obermeier (obermeie@informatik.tu-muenchen.de) wrote:

: Another Idea:
: Plot your points in memory bitmaps and then blit them with
: vdi_copy_raster onto screen, perhaps line per line. Excellent for
: rectangle areas.

Yeah, but I'd need something to plot them with, wouldn't I?
That's where my little routine comes in handy. There's just one problem: it writes directly into the bitmap, and as the shifter palette indices seem to differ from those used by the VDI, I'd need some way of converting them into eachother...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/

(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Are you a turtle?

From -448477049965306900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,440f52b2429f53b,start
X-Google-Attributes: gid1115ce,public
From: martinr@hookup.net (Rick Martin)
Subject: Help with RSC translations !
Date: 1997/05/07
Message-ID: <5kr3il$pk5$1@nic.ott.hookup.net>#1/1
X-Deja-AN: 240156446
Organization: HookUp Communication Corporation, Ottawa, Ontario, CANADA
Newsgroups: comp.sys.atari.programmer

I seem to be coming up with a problem lately with editing my resources .
Everytime I edit my PAPYRUS RSC from french to english it comes back with this
is not the right resource message. Are they saying there using a Byte count ?
The same thing happens with Connect95 but in a different way . Here it does
work but the desktop boxes no longer are visible . What's going on here ? Any
help is appreciated .
Thanks in advance !

```
  ---------------------------------------------------------------------------
    ****************************************************************
    * martinr@hookup.net  Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2  *
    * Ottawa , Ontario              Pioneer 4x Cd Roland D70 Synth  *
    * Canada                        Apexmedia Imagecopy  ...        *
    ****************************************************************
  ---------------------------------------------------------------------------
```

From -5068180098642688025
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,100c2d61c006658a,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Toolbox API: Detecting the Toolbox
Date: 1997/05/08
Message-ID: <587cd$1180.2f5@HERMES>#1/1
X-Deja-AN: 240143926
Newsgroups: comp.sys.atari.programmer

In order to detect the Toolbox, you will need to call the Toolbox ID
function via the XBIOS interface.

If the Toolbox does not exist, the XBIOS will return an error code equal

to the XBIOS function number.

If it does exist, it will return 'TLBX' in data register zero.

The XBIOS function number through which you communicate with the Toolbox is number $7462 ('tb' in ascii, or 29794 decimal).

To call the ID function within the Toolbox, you pass a 32 bit function number of zero as a parameter.

So, the entire detection code looks like this:

```
xtlbxID:
     clr.l     -(sp)         ; tlbxID()
     move.w    #'tb',-(sp)   ; XBIOS interface to TLBX
     trap #14       ; call XBIOS
     addq.w    #2+4,sp       ; clear stack
     cmp.l     #'TLBX',d0    ; does it exist?
     bne  not_exist ; nope, so do something else...
```

Previous versions of the Toolbox installed a 'TLBX' cookie in the cookie jar, but the "data" portion of the cookie was altered frequently, and should not be relied upon.

All Toolbox calls are normally via "TRAP #0", however, as some debuggers (like Hisoft's MON that accompanies Lattice C, Devpac, and Hisoft Basic) like to reprogram the Trap #0 vector to point to their own "invalid trap" handler, the ID function will also reprogram the vector to point to the correct place. This is why you should use the xtlbxID() function above to detect it. This function has recently been introduced as the only legal means of detecting the Toolbox.

If you own Lattice C, and wish to inline xtlbxID() in your apps, simply add the following lines to your TLBX.H file

```
     #include "0/types.h"

     uint32 _xtlbxID(uint16,uint32);
     uint32 _tlbxID(uint32);

     #define _XTLBX     {register d2,a2; "4e4e";}
     #define _TLBX { "70007210204022404e40";}

     #pragma inline d0=_xtlbxID((short),) _XTLBX
     #pragma inline d0=>tlbxID() _TLBX

     #define xtlbxID()  _xtlbxID('tb',0x000)
     #define tlbxID()   _tlbxID(0x000)
```

, and then you can just detect the Toolbox like this:

```
     #include "0/tlbx.h"
```

```
     int main( int argc, char *argv[] )
     {
          if( xtlbxID() != 'TLBX' )  {
               printf( "TLBX not available\n" );
               return errorNoToolbox;
          }

          ..
     }
```

I'll be uploading the Toolbox to an FTP site or perhaps an Atari binaries newsgroup shortly.

If you have any questions or comments, feel free to follow up the Toolbox API threads.

--

Thanks to spambots (and the address collector bots that feed them) that cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only telco ads [even though I am obviously not a US resident], and other associated crap, and as I must pay for my data (email, webbing and so forth), any email sent to my address will bounce. I would like to apologise to the genuine respondents that this may inconvenience.

<News Flash>

I can now be contacted via an intermediary : gem at tos pl net

--

Quote For The Month:

"How dare you trespass on your own property!"

From 1401008988635908019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3bdcacdaee9fe17,start
X-Google-Attributes: gid1115ce,public
From: tony.campbell@fidonet.org
Subject: The Shotgun BBS Secret Is Finally Out!!!
Date: 1997/05/08
Message-ID: <577cd$142d23.1dd@NEWS>#1/1
X-Deja-AN: 240157531
X-Everything: Shotgun v2.00
Newsgroups: comp.sys.atari.programmer

This archive was created to show you how the proprietary graphics protocol used by Shotgun BBS actually works. Yes people, the secret is out, no more trying to hide Shotgun's limitations, you can now see why there are no SVGA doors written for Shotgun. It is simply because of the lack of forethought and good planning by the author. Everything in this archive is written for Borland/Turbo Pascal v7.0

The BBSLIST.PAS is the main program source code for an example BBS listing door for Shotgun. Its simple, and shows you exactly what a person can actually do with SVGA doors and Shotgun. That is "Very Little", sad, but true. The chances of Shotgun's graphics protocol ever becoming adopted as a standard are slim to absolutely none.

The YAPPKIT.PAS is the unit file that shows how Shotgun BBS handles screens and parses keypresses. If you don't use Async Professional, you will no doubt have to make major modifications to this file!

To recompile the SG screens to GIP screens, use the -REALNAME switch at the end of the command line for PAKGIP.EXE or it won't work! You _can't_ just renmame the file!

Tony Campbell, SysOp
TheLitterBox(r) BBS
 <BSP> <AOP> <ASP>
   717-765-8995
1:270/1001@Fidonet

section 1 of 1 of file devkit10.exe < uuencode 5.32 by R.E.M. >

```
begin 644 devkit10.exe
<uuencoded_portion_removed>
(1^6+R_H]WX``
`
end
```

From 7499126705770722232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e
X-Google-Attributes: gid1115ce,public
From: lais@cs.man.ac.uk (S94)
Subject: Re: Internet telephone
Date: 1997/05/08

Message-ID: <5ks8iq$kor@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 240171377
References: <5k7bb9$ft5$1@news.th-darmstadt.de>
Organization: Dept Computer Science, University of Manchester, U.K.
Reply-To: lais@cs.man.ac.uk
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: 360

In article <5k7bb9$ft5$1@news.th-darmstadt.de>, gryf@hrzpub.th-darmstadt.de
(Thomas Binder) writes:
>Hi!
>
>In article <5k5cvk$5lg@m1.cs.man.ac.uk>,
> lais@cs.man.ac.uk (S94) writes:
>> He's clearly not one to
>> use two words when one will suffice, a bandwidth conservationist...
>A bandwidth conservationist asking for an InterNet telephone program? ;>

Heeheehee! Shot myself in the foot there!

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

From 6391316814269953560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a1335fc4fd34536b,start
X-Google-Attributes: gid1115ce,public
From: Jeroen<amocomp@dds.nl>
Subject: Neede: Resellers for Adv. Comp. Products.(only serious replies).
Date: 1997/05/08
Message-ID: <5kthl2$39h@guust.globalxs.nl>#1/1
X-Deja-AN: 240327201
Organization: GlobalXS, the Netherlands
Newsgroups: comp.sys.atari.programmer

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way to explodes your business on the internet. For more information please visit
our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
---

Hello

I am starting up a company in the Netherlands. We are distributor for many products in Europe and outside. We are looking for companies who want to become reseller of some of our products in there country.

We have products for every branche in our assortiment. Just mail me and we can discuss this further.

We are also looking for programmers since we are developing software ourselves, If you can program good please contact me and we can discuss this.

Sincerely

Ruben Daniels

From -4525764139201545212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a1335fc4fd34536b
X-Google-Attributes: gid1115ce,public
From: Ruben<amocomp@dds.nl>
Subject: Neede: Resellers for Adv. Comp. Products.(only serious replies).
Date: 1997/05/08
Message-ID: <5ktjvh$39h@guust.globalxs.nl>#1/1
X-Deja-AN: 240333546
Organization: GlobalXS, the Netherlands
Newsgroups: comp.sys.atari.programmer

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---

I need Software developers who can program highly advanced graphic programs.
 The Software needs to run on Unix Workstations and Windows NT/95 environment.

It is not a one person project. You will be working with multiple people.
So you have to know(or learn fast) how to work in a team.
It doesn't matter were you live. 'Cause we can have contact through the Internet.

If you think you can do this, PLease ReMail this message and tell me something about yourself and your work(not neccesary). And I will send you some more information.

Sincerely

Ruben Daniels

From 2880279855953657581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f36968b79fe2706,start
X-Google-Attributes: gid1115ce,public
From: Ruben<amocomp@dds.nl>
Subject: Free: Make 3D scan from real object to virtual object
Date: 1997/05/08
Message-ID: <5ktnbb$39h@guust.globalxs.nl>#1/1
X-Deja-AN: 240338525
Organization: GlobalXS, the Netherlands
Newsgroups: comp.sys.atari.programmer

This message is being brought to you by Dynamic Mail - the easier and faster's way to explodes your business on the internet. For more information please visit our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
----

The CAD industry is a very delicate industry.
Everything has to be precies sometimes as precise as a 10th or 1/100 of a mm.
This is iin some case impossible to do with a computer cad program.

Companies that have these problems for instance people in the designing industry have to make everything perfect.
For them is it impossible and much to time costly to use a computer fo this purpose.

Well I have got the best thing for you.

It is an machine developed in Denmark.
There is still only one prototype of it.
It is a laser wich can scan any object and make it into a dxf format file.

Of course you can see that this machine has unlimited possiblities to use it.

We offer now, 'cause we still have to refine and test it, a free use of the machine.
The only thing you have to pay are the transportation of the object you want to scan to send to Denmark.

It has an accuracy of about 1/10 mm but if the machine is ajusted just right it cen be even more accurate.
In the future we expect it to be as accurate as 1/100 of a mm.

Of course the objects cannot be very large. If they are they must scanned in a couple of times.
Of course this is no problem.

It can save tens of thousands of dollars because else someone had to make it with the computer which is impossible to do with a precision of a 10th mm.

The speed of this machine is incredible of course you can control this but it can be done in 5 minutes. Of course the scan will be better if you let it take more time to scan.

Please remail this message for more information. Please tell me what kind of object you want to use it with etc. If you want to make use of the testing we will bring you in contact with the developer of the 3D laser.

When you remail lthis message please answer the following questions.

Thank you

- If this machine was brought to the market what would you be willing to pay for it?

$10.000 - $20.000
$20.000 - $30.000
$30.000 - $40.000
$40.000 - $50.000
Another value please type it yourself

- What would you use it for and what do you think it can be used for?

- Do you know people who could use this product? (Do you want us to contact them)

Sincerely

Ruben Daniels

amocomp@dds.nl

From 3940393236455243349
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f46a8fd2c23b83cf
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Scratch registers
Date: 1997/05/09
Message-ID: <5kvak7$5m6$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 240511522
References: <5jvh50$k4n@epimetheus.algonet.se> <5k7fe5$7dn$1@laas.laas.fr> <5kd4a4$1oj@gazette.omnilink.net> <587cd$83c.336@HERMES>

Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <587cd$83c.336@hermes>,
     gmiller@inca.co.nz (Gaven Miller) writes:
> What I meant was : "A0-A1/D0-D1/FP0-FP1 are scratch registers, are there
> any more I can freely use without saving"?
>
> From the answers generated so far, I beleve that D2 and A2 are scratch
> registers used within XBIOS/GEMDOS calls (and I presume, BIOS calls as
> well).
Yes, D2 and A2 may be used freely within (X)BIOS- and GEMDOS-calls, but
as I've already mentioned, it's wise to save at least A2 within GEMDOS
calls, as some older software relies on the (undocumented) behaviour of
all built-in GEMDOS-calls not altering A2.

IIRC, FPU registers aren't used in any operating systems calls and there
are no reliable docs whether you may use them or not. So, I'd assume
all FPU registers have to be preserved within an additional operating
system call. If you don't need them anyway, don't care about them.

> (BTW: Full marks to you for correctly spelling my name. Most people
> mis-spell it as "Gavin". You correctly spelled it as "Gaven")
Well, IMO it's not that hard to read and write names correctly, as long
as they're not too unusual, which I'd say Gaven isn't for sure ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -5423586134844979429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d38d8d729eb517cd,start
X-Google-Attributes: gid1115ce,public
From: Henk Stegeman <henk.stegeman@tip.nl>
Subject: information on GEM routines
Date: 1997/05/09
Message-ID: <337360BB.3431@tip.nl>#1/1
X-Deja-AN: 240601907
Sender: news@tip.nl (The News User)
X-Nntp-Posting-Host: groningen14.pop.tip.nl
Organization: The Internet Plaza

Newsgroups: comp.sys.atari.programmer

Where can I find information about GEM functions.
(to be called from assembler by the trap #1 command.)

Thanks.

From 7758271464977316030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f856b0306d6f98f,start
X-Google-Attributes: gid1115ce,public
From: lab@lv
Subject: pelligrini@ocean
Date: 1997/05/10
Message-ID: <KikJtISX8GA.90@graylady.usa1.com>#1/1
X-Deja-AN: 240714436
Organization: prints
Newsgroups: comp.sys.atari.programmer

Hi, we'll get right to the point. We operate one of the finest
quality custom color labs in the USA. To introduce you to our
service we're offering the following Internet enlargement special:

Your color negatives hand printed on Kodak Supra Professional
16x20 inch paper. All negatives printed full frame.
Exhibition quality and color corrected---send us any size color
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international add $10. We accept Visa and Mastercharge.

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P.O. Box 248
Lake Village, IN 46349 USA
phone 219-992-2413 fax 219-992-2644

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prolab.htm

From -163696064994310099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af
X-Google-Attributes: gid1115ce,public
From: thomasni@login.eunet.no (Thomas Nilsen)
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/05/10
Message-ID: <5l2ni2$23n$1@elle.eunet.no>#1/1
X-Deja-AN: 240721997
References: <33246428.13CF@ix.netcom.com>
Organization: The STand BBS
Newsgroups: comp.sys.atari.programmer

On 10 Mar 1997 14:42:33, Robert Aries wrote:

>The problem is that this call doesn't seem to work if the mouse is near
>the top of the
>screen. I suspect that it has to do with conflicts with the menu bar,
>except that my
>program doesn't use a menu (it needs the whole screen). Is there

Why not use EVNT_MULTI()? It should be able to give you mouse, keyboard
and message responds.

Regards, Thomas

From -830511692260040735
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9cad583834010488,start
X-Google-Attributes: gid1115ce,public
From: Duncan<duncan@mm1.sprynet.com>
Subject: FREE at home bussiness
Date: 1997/05/10
Message-ID: <5l2nvl$sjq@lal.interserv.com>#1/1
X-Deja-AN: 240725029
Organization: FCI
Newsgroups: comp.sys.atari.programmer

This is truly a great opportunity. With a little work, you can make a LOT of money!!!!
http://freedomstarr.com/?GR9021010
for details. Just do it!!!

****
This message has been sent using DYNAMIC MAIL. For more Information
and Free Demo: http://www.freeyellow.com/members/concorde/index.html
****

From 2806999505947593781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,36e746ea036be716,start
X-Google-Attributes: gid1115ce,public
From: tobewild@aol.com (ToBeWild)
Subject: Jaguar programmers
Date: 1997/05/10
Message-ID: <19970510100800.GAA15978@ladder01.news.aol.com>#1/1
X-Deja-AN: 240746339
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

can any one enlighten me as to what hardware/software is need to write and make CD games for the Atari Jaguar. Can it be done on a PC with some kind of emulator or card and a version of C programming.
If you know how much this investment costs please tell me.

From 7639558164122776358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7bcb1a6727c1716e,start
X-Google-Attributes: gid1115ce,public
From: Erik.Kohl@mimer.uk.umea.se (Erik Kohl)
Subject: MIDI Programming
Date: 1997/05/11
Message-ID: <5l4352$8v4$1@studium.student.umu.se>#1/1
X-Deja-AN: 240824944
Organization: Umea University, Sweden
Newsgroups: comp.sys.atari.programmer

Is there any good books about MIDI programming?
Is there any good freeware/shareware?

Is there anything else you want to tell me about MIDI programming?
Which language should I use...C...?

Please, give me some good advice.

From 6832942667684229192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57b43e8d1b1e13c6
X-Google-Attributes: gid1115ce,public
From: martinr@hookup.net (Rick Martin)
Subject: Re: Dpathconf() and a CDROM
Date: 1997/05/11
Message-ID: <5l51socta1@nic.ott.hookup.net>#1/1
X-Deja-AN: 240897389
References: <E9tntK.GCv@cix.compulink.co.uk>
Organization: HookUp Communication Corporation, Ottawa, Ontario, CANADA
Newsgroups: comp.sys.atari.programmer

On 7 May 1997 17:41:43 , "Mark Baines" wrote:
>>> THE system analyser for all Ataris and OSes. Current version 2.14 but 2.20
>>> is out RSN and incorporates more reporting and better compatibility.
>>I'll take a look.
>I'd welcome your views via email if you do.
>
>>What I wanted to say with "may or may not work" was, that Dopendir() _will_
>>work with certain CD-ROM drivers, so it may be a workaround for your problem,
>>but it's not a real method to detect a CD-ROM.
>Yes, understood. I wasn't wanting to detect a CDROM as such, but just stop
>my program from crashing when a Dpathconf() call failed. Checking the path
>exists with Dopendir() first seems to work... so far :-)
>
>>Anyway, a crash due to calling Dpathconf() is either a problem of the driver
>>or the kernel and should be checked.
>I agree that a crash isn't a good way to go about failing the call :-)
>The driver was ExtenDOS Pro.
>
>>Do you have any more information about that crash?
>No, other than a Magic '68000 exception error' whatever that is. From what I
>understand of that error message, it doesn't tell you much and often isn't
>related to the underlying problem.
>
>
>Slainte mhath
>Mark
>
>--
>* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
>* * NeST: 90:102/107.0@nest.ftn *
>* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
>* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

>
>
>.
Maybe an easier answer would be to e-mail Roger Burrows as depending on what
version of Magic you use a fix has been made !

```
  ---------------------------------------------------------------------------
    ***************************************************************
    * martinr@hookup.net  Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2  *
    * Ottawa , Ontario              Pioneer 4x Cd Roland D70 Synth  *
    * Canada                        Apexmedia Imagecopy  ...        *
    ***************************************************************
  ---------------------------------------------------------------------------
```

From -5257924767742980510
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,13c5b6fdaa98f349,start
X-Google-Attributes: gid1115ce,public
From: Vincent Viaud <Vincent.Viaud@wanadoo.fr>
Subject: Master RSC
Date: 1997/05/11
Message-ID: <33764030.6861@wanadoo.fr>#1/1
X-Deja-AN: 240929426
Organization: -----
Reply-To: Vincent.Viaud@wanadoo.fr
Newsgroups: comp.sys.atari.programmer

does anyone know where i can find Master RSC (a new RSC editor) ?
thanks.
--

```
/-----------------------------------------------\
| Vincent Viaud (Beaster)                       |
| programmeur (pas tr►s productif) sur falcon.  |
|                                MICRO$OFT suck |
\-----------------------------------------------/
```

From -6455659513736915750
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,debb4ef6e0f53218,start
X-Google-Attributes: gid1115ce,public
From: Grant Passmore<skaboy@usa.net>
Subject: Infusion BBS Software
Date: 1997/05/11
Message-ID: <33765d10.0@data.wt.net>#1/1
X-Deja-AN: 241227815
Organization: Infusion
Newsgroups: comp.sys.atari.programmer

I just thought I'd let everyone know....

There is finally a BBS Software with all of the great features of OBV/2 and Iniquity, but without the bugs and bad
support. Infusion BBS Software is a new generation in BBS Software, modeled after OBV/2 and Iniquity with everything
that the sysop can imagine..and more.

Some basic features are:

o Multi-node upto 255 concurrent users
o Light-bar support [arrow keys]
o Requires NO Fossil Driver [selectable FOSSIL, ASYNC, and Digiboard for each node]
o Online Configuration [menu editor, string editor, evemt editor, node editor, system editor, etc]
o Pipe Color Codes
o MCI Codes
o Powerful scripting language
o Internal One-Liners, Blacklist, voting booth, etc
o Internal Z-Modem, X-Modem, Y-Modem, Y-modem-g [no limit to external protocols]
o Internal COMM Program with internal protocols, Auto Up/DL
o Great support
o Basically all of the great features of OBV/2 and Iniquity combined

Infusion has been picked up by fuEl [international art group], and Infusion 1.0th will be released June 10th.

Come to the Infusion Home-Page at http://web.wt.net/~sparky/ibbs/ and jump into the JAVA Based Chatroom,
or come to the ANNEX, the official Infusion IRC Server [irc.annex.net] #infusion / #bbs

send the author skaboy101 [Grant Passmore] E-mail at skaboy@usa.net

-lata
skaboy101

From -6674642709880318053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,36e746ea036be716
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Jaguar programmers
Date: 1997/05/12
Message-ID: <5l6lth$sdr@balaena.bio.vu.nl>#1/1
X-Deja-AN: 241023216
References: <19970510100800.GAA15978@ladder01.news.aol.com>
Organization: VU Biology, Amsterdam, The Netherlands

Newsgroups: comp.sys.atari.programmer

ToBeWild (tobewild@aol.com) wrote:
: can any one enlighten me as to what hardware/software is need to write and
: make CD games for the Atari Jaguar. Can it be done on a PC with some kind
: of emulator or card and a version of C programming.

Try looking at this URL:

http://www.it.lth.se/~sven/istari.htm

     -=Levjenno

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Bizoos, n.:
     The millions of tiny individual bumps that make up a
basketball.
         -- Rich Hall, "Sniglets"

From -5638957639609736966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d38d8d729eb517cd
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: information on GEM routines
Date: 1997/05/12
Message-ID: <5c7cd$122ca.1e0@HERMES>#1/1
X-Deja-AN: 241028086
References: <337360BB.3431@tip.nl>
Newsgroups: comp.sys.atari.programmer

Henk Stegeman (henk.stegeman@tip.nl) wrote:
> Where can I find information about GEM functions.
> (to be called from assembler by the trap #1 command.)
                                        ^^^^^^^

(I assume that this was a typo. _GEM_ is called via TRAP #2, whereas
GEMDOS is called via TRAP #1)

I use the Compendium book as a reference to the system calls I may use
once every three millennium. (However, I'd have liked it to be a lie-flat
[ring-bound] book. Admittedly that may be difficult with a book of 900-odd

pages)

--

Any email sent to my address will bounce. I would like to apologise to the genuine respondents that this may inconvenience.

<News Flash>

I can now be contacted via an intermediary : gem at tos pl net

--

Quote For The Month:

"How dare you trespass on your own property!"

From -892713842941091453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f46a8fd2c23b83cf
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Scratch registers
Date: 1997/05/12
Message-ID: <vyzhgg99eo3.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 241031454
Sender: schwab@issan.informatik.uni-dortmund.de
References: <5jvh50$k4n@epimetheus.algonet.se> <5k7fe5$7dn$1@laas.laas.fr> <5kd4a4$1oj@gazette.omnilink.net> <587cd$83c.336@HERMES> <5kvak7$5m6$1@news.th-darmstadt.de>
Organization: Dortmund University, Germany
Newsgroups: comp.sys.atari.programmer

Thomas Binder <gryf@hrzpub.th-darmstadt.de> writes:

|> IIRC, FPU registers aren't used in any operating systems calls and there
|> are no reliable docs whether you may use them or not. So, I'd assume
|> all FPU registers have to be preserved within an additional operating
|> system call. If you don't need them anyway, don't care about them.

You should never use the FPU inside the OS calls. There will be all kind of problems if you try to, eg., exceptions may only be reported at the next fpu insn, so you might get one from the last fpu insn executed in user mode. At least you should save and restore the *whole* fpu context (fsave/frestore + fmovem for all fpu registers) around any use of the fpu inside the OS call. Or better, don't use it at all.
--
Andreas Schwab "And now for something

schwab@issan.informatik.uni-dortmund.de completely different"

From -6282883626090049228
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7a87ff0a85aeb9c8
X-Google-Attributes: gid1115ce,public
From: dfischer@hotmail.com (Daniel ‹Chocolate› Fischer)
Subject: Re: CPU_MOD w/C?
Date: 1997/04/08
Message-ID: <dfischer-0804971938380001@ppp-001.alpirsbach.netsurf.de>#1/1
X-Deja-AN: 231609378
References: <E88v4n.4I3@cruzio.com>
Organization: MAFIA International
X-Comment: Destroy Microsoft
Newsgroups: comp.sys.atari.programmer

In article <E88v4n.4I3@cruzio.com>, allfree@bbs.cruzio.com wrote:

> Hello,
>
> I'm trying to interface the CPU_MOD.BIN code with C. The BASIC code has
> something to the effect of:
>
> bload "CPU_MOD.BIN", Cpu_Mod%
load the binary file "CPU_MOD.BIN" into memory to the address that is
stored in the variable Cpu_Mod%
this simply loads the file into a 80k memory block that was reserved with DIM.
> call Cpu_Mod, ...
jsr›s to the cpu_mod routine. arguments are passed on stack as with C:()
so I would suppose
this would work with C if you would use it like a C subroutine.
W means argument has word size
L means argument has 32bit long size
If I remember correctly, the first four values are command,
(zero),mono/stereo, frequenzy (all word size),
then the address of the MOD in memory, and the length, both 32bit long size.
If it does not work, you might try to swap the order of the arguments
(means: last one first and so on).
>
> I don't know the equivilant of these two calls in C.
> The author of CPU_MOD doesn't know C. I'm using Lattice C 5.56, and I don't
> know any ASM! :(
"essential, dear ben!"
>
>
> Ben Allfree
> allfree@cruzio.com
Daniel

Daniel Fischer \ Amateur programmer and / dfischer@hotmail.com

----------\ treknologist /.....
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whether commercial or not, sent to this account, is subject to a
download and archival fee of (U.S.) $500; mailing constitutes
agreement to these terms. /----------
----------/ New Home Of Great Food (tm)

From 2307908167109704536
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2c8a899832878be1,start
X-Google-Attributes: gid1115ce,public
From: dfischer@hotmail.com (Daniel ⍰Chocolate⍰ Fischer)
Subject: nice mouse cursor
Date: 1997/04/08
Message-ID: <dfischer-0804971929300001@ppp-001.alpirsbach.netsurf.de>#1/1
X-Deja-AN: 231609391
Organization: MAFIA International
X-Comment: Destroy Microsoft
Newsgroups: comp.sys.atari.programmer

Try this with VDI line thickness = 3 and arrowed end:
-Buffer the last 20 mouse positions
-clip mx-16,my-16,32,32
-restore background if possible
-save background
-draw a line from buffer_x[20],buffer_y[20] to mx,my
and then start over.

At least with NVDI, this looks very funny. And don⍰t forget to move your mouse:)
AND don⍰t do this in a GEM application!

Daniel

Daniel Fischer \ Amateur programmer and / dfischer@hotmail.com
----------\ treknologist /.....
On behalf of US Code, Title 47, Chapter 5, any unsolicited e-mail,
whether commercial or not, sent to this account, is subject to a
download and archival fee of (U.S.) $500; mailing constitutes
agreement to these terms. /----------
----------/ New Home Of Great Food (tm)

From -8480638489036729687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91242f41b67ac5f4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: call Pexec in acc ?
Date: 1997/04/08
Message-ID: <860524284_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 231624385
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <19970407213800.RAA12118@ladder01.news.aol.com>
vvbeaster@aol.com (VVBeaster) said:-

>
>I try to make a shell for the gnu c in accessorie (to be used
>with Qed). But when i start gcc (it start and work fine) i got
>some bombs (when gcc end). the bombs don't disturb my
>acc (it can launch a second compilation), but close the
>main app. (not only qed, but all apps). it work fine only when
>the main app is the standart desktop, or when i run my
>shell in app.
>
>Is there something special about the ttp launch in acc ?
>(in the present version, it's a call to Pexec (0 ,....) (whith
>argv in environment) , but i try Pexec (3,...) ... Pexec (4,....)

Memory allocated by an accessory under standard tos does not belong to
the accessory - it belongs to the main application. The other problem
is afaik it has never been documented that an accessory can launch any
program. Only the main application can.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 8568363389994628855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: UNIX, the OS from Hell
Date: 1997/04/08
Message-ID: <d9c_9704081641@conchbbs.com>#1/1
X-Deja-AN: 231638315

Organization: Houston Area League of PC Users
Newsgroups: comp.sys.atari.programmer

> mv *.c subdir/*.c
> and kiss your files goodbye.

First of all, I never did it (but it IS something a user might reasonably try). The version of UNIX it was done on used the form

```
 mv source dest source dest ...
```

There is no way to fix that; the shell doesn't know that mv is expecting a list of pathname pairs, and mv doesn't know that the shell expanded the wildcards into a list of pathnames.

I was't aware that mv had different definitions on different platforms (I guess that's why they call it a standard).

And yes, UNIX is a package INCLUDING everything in /bin. If all you bought was the shell and had to write your own /bin from scratch, you might actually come up with a reasonable command line driven OS (after a few years), but it wouldn't be UNIX. (It would probably still suffer from an obsession with device independent I/O, though.)

The main problem with UNIX is that the commands in /bin were written by many people (mostly grad students) with varying programming abilities, often working in isolation from each other. They don't always parse arguments the same, some are reliable and others very buggy, and the names are often deliberately obscure. For many years there was little effort made to clean up bad commands; one company reported the same bug (and how to fix it) in 3 different releases before they gave up.

As a programming environment, my main complaint was the sheer size of the function library (our documentation was contained in 7 volumes arranged alphabetically, including a 1 volume index, not including X-Windows). There may have been lots of really useful functions in there, but finding them was next to impossible.

At least our workstations had a built-in editor and we didn't have to use vi.

The only bug I know of with the kernel/shell is what happens when you run out of hard disk space (on any partition). At some locations the sysops re-partition the drives on a daily basis to try to keep that from happening.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861

|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 7449400066358500462
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: UNIX, the OS from Hell
Date: 1997/04/08
Message-ID: <E8CEw8.GvH@iglou.com>#1/1
X-Deja-AN: 231657012
Sender: news@iglou.com (News)
X-Nntp-Posting-Host: iglou1
References: <9e6_9704070336@conchbbs.com> <E8AqrG.FLF@iglou.com>
<5id620$q0k2_002@news.ti.com>
X-Nntp-Posting-User: rsg0910
Organization: IgLou
Reply-To: rsg0910@iglou.com
Newsgroups: comp.sys.atari.programmer

William Wong (wongck@ti.com) wrote:

: for csh users, like me, I will use ~ instead of $HOME.
: mv *.c ~

Now that I think about it, that's it. I was trying to remember what it was
that also stood for the user's home directory.

I didn't mention this, but the shell I often use is ksh, the Korn shell. I
occasionally run csh for its abilities to change my username while I'm
using the online newsreader, tin.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
  -Sending the junk email indicates acceptance of these terms.

From -1343291117963731926
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a87ff0a85aeb9c8
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: CPU_MOD w/C?
Date: 1997/04/08
Message-ID: <860523008_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 231685304
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <E88v4n.4I3@cruzio.com>
allfree@bbs.cruzio.com said:-

>Hello,
>
>   I'm trying to interface the CPU_MOD.BIN code with C. The BASIC
>code has something to the effect of:
>
>bload "CPU_MOD.BIN", Cpu_Mod%
>call Cpu_Mod, ...
>
>   I don't know the equivilant of these two calls in C. The author
>of CPU_MOD doesn't know C. I'm using Lattice C 5.56, and I don't know
>any ASM! :(

From the little I can remember of Basic Cpu_Mod will be the call address so you need something like this (error checking omitted) ...

```
main()
{void    (*Cpu_Mod)();
 int h    =Fopen("CPU_MOD.BIN",0);
 long    n;

 /* do bload */
 n = Fseek(0,h,SEEK_END);
 Cpu_Mod = Malloc(n);
 Fseek(0,h,SEEK_BEG);
 Fread(h,n,Cpu_Mod);
 Fclose(h);

 /* do call */
 (*Cpu_Mod)();

 /* more calls */

 /* losing the module */
 Mfree(Cpu_Mod);
 Cpu_Mod = NULL;   /* to denote it no longer valid */
}
```

The above assumes the module is position independant and returns no results. If it returns a long say, then you would declare "long (*Cpu_Mod)()" instead.

Also, you will need to cast Malloc() [typically declared as long] to the required function pointer type. I've never been able to remember the syntax for this and I have no references handy.

The final problem is the arguments. I'll assume they are passed on the stack (else you'll most likely need an assembler binding) so you (iirc) will need cdecl (or is it _stdargs) preceeding it along the lines of: "void _stdargs (*Cpu_Mod)()". This will stack the arguments right-to-left; if the module expects them left-to-right then unless you have something similar to the MWC "alien" keyword you'll have to resort to assembly again.

Clear as mud eh? <G>

[can't be much clearer without more details]

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 4344421004978166086
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d31c8334c4d6b4f6,start
X-Google-Attributes: gid1115ce,public
From: Mercer County Technical Education Center <MCTEC@Inetone.net>
Subject: ATARI
Date: 1997/04/09
Message-ID: <334BAABE.2A73@Inetone.net>#1/1
X-Deja-AN: 231830435
Organization: Mercer County Schools
Reply-To: MCTEC@Inetone.net
Newsgroups: comp.sys.atari.programmer

A BRIFE HISTORY OF ATARI HOME STARTING WITH THE 2600.

From -7225249065002829312
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2eb0ff130eb2d514
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)

Subject: Re: Execute GEM program from within GEM program
Date: 1997/04/09
Message-ID: <334bce48f5a1d3@xs4all.nl>#1/1
X-Deja-AN: 231832585
References: <33439f701bffd1@xs4all.nl>
<dwilga-0304971205560001@wilga.mtholyoke.edu> <5id0lj$o2a@gazette.omnilink.net>
<dwilga-0804971035380001@wilga.mtholyoke.edu>
X-XS4ALL-Date: Wed, 09 Apr 1997 18:18:04 MET DST
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Tue 08-04-97 10:35 Dan Wilga wrote:

>As it turns out, wind_new() has a bug of its own: Under TOS 1.4, the first
>window opened after a wind_new() doesn't respond to mouse clicks under
>certain conditions. You have to fake it out by briefly opening a small
>window offscreen.

Oh? Under what conditions? I couldn't reproduce the bug.

>While sending AC_CLOSE without the ID is still better than not sending it
>at all, it's not perfect. Why not just do an appl_exit()? That always
>sends AC_CLOSE properly to all DA's, and it even closes the windows for
>you. (This assumes singletasking AES, of course.)

I tried appl_exit(), but it doesn't close ACC windows (under TOS/AES
1.4).

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From -4009557825027656020
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2eb0ff130eb2d514
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Execute GEM program from within GEM program
Date: 1997/04/09
Message-ID: <334bce46f58351@xs4all.nl>#1/1
X-Deja-AN: 231832609
References: <33439f701bffd1@xs4all.nl>
<dwilga-0304971205560001@wilga.mtholyoke.edu> <5id0lj$o2a@gazette.omnilink.net>
X-XS4ALL-Date: Wed, 09 Apr 1997 18:17:32 MET DST
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Tue 08-04-97 08:46 Thomas Binder wrote:

>If you're presuming the use of AES >= 1.4 (i.e. TOS >= 1.4), you may use
>wind_new() to get rid of all windows at once. This also takes care of open
>accessory windows, which must also be closed before and after running a GEM
>application from within another GEM program.

That's great. Thanks for the information. The function wind_new was
there all the time for me to use, but I wasn't aware of it :) It is
especially nice, because it _does_ take care of accessory windows,
unlike appl_exit();

>For AESes prior to 1.4, you may use a "dirty" method: Loop from 1 to 7 and
>call wind_close() and wind_delete() for that windows. Afterwards, send
>AC_CLOSE to all ap_ids from 1 to 6.
>
>Don't use the above method if appl_getinfo() is available and tells you that
>wind_get(WF_OWNER, ...) and appl_search() are supported. In that case, you
>can use wind_get(WF_OWNER, ...) to close and delete only those windows which
>are really open. Afterwards, use appl_search() to get the ap_ids of all
>running accessories and send them an AC_CLOSE-message. Note again that this
>is only necessary if the AES version is < 1.4, but appl_getinfo() tells you
>that the mentioned functions are available. This may be the case for TOS 1.2
>with WINX installed, for example.

Hm. I have PureC 1.0 and there's no appl_getinfo().

Another question (since you know so much): Is there a way, under TOS
(and AES) 1.4, to find out which window is currently at the bottom?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From 252175224646608561
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7f7287bd55ee198
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <veg@a.sol.no>
Subject: Re: 8500 Mac/MagicMac/GFA problem
Date: 1997/04/09
Message-ID: <334BF1D1.30BC@a.sol.no>#1/1
X-Deja-AN: 231859168
References: <333B2842.2D9A@a.sol.no> <334a2877.0@news.utbm.fr>
Organization: Scandinavia Online

Reply-To: veg@a.sol.no
Newsgroups: comp.sys.atari.programmer

Olivier Landemarre wrote:
>
> Hello
>
> >GFA works _VERY_ unrelyably with the setup in the subject line (MagicMac
> >2.02, MacOS 7.5.3 revision 2, GFA 3.6TT, A la card 1.4 & I have tried
> >both GFAMASIC & GFA Patch 1.07,96MB RAM). I also tried MagicMacs PCI FPU
> >patch, but it stated that no patch was neccesary...
>
> Do you try it in single mode ? Perhaps it's better.

Yes, I tried it every way I can think of - with the same results... :-(

I guess this has something to do with the fact that my Mac is a PCI
machine?

Vegard Hofsoy

From 3653908822195596980
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: Robert Mellish <rm03@ic.ac.uk>
Subject: Re: UNIX, the OS from Hell
Date: 1997/04/09
Message-ID: <5igq44$fj4@oban.cc.ic.ac.uk>#1/1
X-Deja-AN: 231866262
References: <9e6_9704070336@conchbbs.com> <sig-07049715071100001@47.85.0.99>
Organization: Acme Labs
Newsgroups: comp.sys.atari.programmer

Gerry O'Rourke <sig@end.article> wrote:
>In article <9e6_9704070336@conchbbs.com>, John.Kormylo@7861.conchbbs.com
>(John Kormylo) wrote:
[...]
>> mv *.c subdir/*.c
>>
>> and kiss your files goodbye. This is a 30 year old bug which will
>> never be fixed as it is too fundamental to how UNIX operates.
>>
[...]
It's rather unfair to call this a bug - it just means that you have not
understood how the shell handles wild cards. Remember, unix does not
stop you doing stupid things, since this would stop you doing clever things.
It would be quite possible to write a shell in which the above command
behaved in the way that you expect it to. On the other hand, you could do:

mv *.c subdir

from any normal shell, which results in the required behaviour. (As long as subdir already exists as a directory.)

>Given that MiNT is very Unix like, are there any other killer bugs?

Watch out for 'rm -rf *' !

Really, there are lots of 'gotchas' on a unix-like system which, for quite logical (and sometimes illogical) reasons, don't behave as one might expect. A basic book introducing unix concepts is invaluable. You might also try the comp.unix.questions FAQ.

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk All the bees are dead.

From -4403097912096095814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283,start
X-Google-Attributes: gid1115ce,public
From: josk@ifi.ntnu.no (Jo Even Skarstein)
Subject: Pexec()-question
Date: 1997/04/10
Message-ID: <334d5b36677654@ifi.ntnu.no>#1/1
X-Deja-AN: 232137729
X-Hardware: Atari Falcon 030
Organization: NTNU
Reply-To: Jo.Even.Skarstein@ifi.ntnu.no
Newsgroups: comp.sys.atari.programmer

Hi!

Can anybody tell me what's wrong with the following piece of code?

```
   if (appl_find("V-CONFIG") < 0)
      Pexec(100,"V-CONFIG.PRG","",NULL);
```

It looks OK, but when the child exits it leaves a "empty" process, with size 0 and status EXIT. These processes goes away as soon as the parent exits. I don't know much about how GEMDOS launches programs, but it looks almost like the basepage isn't freed until the parent/caller exits. There's nothing in the Atari Compendium that indicates that the caller must do someting like this in mode 100?

BTW. I', running MiNT 1.14 and N.AES 1.1.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

From 7095324034679684897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,317ad38ee857a58c,start
X-Google-Attributes: gid1115ce,public
From: jan jacob schuringa <j.j.schuringa@biol.rug.nl>
Subject: tos error#34
Date: 1997/04/11
Message-ID: <334E604C.2E13@biol.rug.nl>#1/1
X-Deja-AN: 232238566
Organization: biological center Haren
Newsgroups: comp.sys.atari.programmer

I'm using an atari 1040st for the sequencing program Cubase. While I was trying to make a copy of Cubase for a friend, suddenly a tos error#34 message appeared on the screen. I can't start Cubase anymore but other programs are still running, although they seem a bit slow. Also, starting up my computer has slowed down a bit.

Is my Cubase disc just damaged, or are the problems more serious? Any suggestions?

Thanks, jj

From -7771031703091360728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e6e3736cc7ac86
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,8400043b2971bcbb
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,8400043b2971bcbb
X-Google-Attributes: gid1115ce,public
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Subject: Re: Looking for aes.h tos.h vdi.h
Date: 1997/04/11
Message-ID: <5ikuev$a1u@hades.rz.uni-sb.de>#1/1
X-Deja-AN: 232257788
References: <33438F38.2781@xs4all.nl> <3344d895.0@news.utbm.fr>
Organization: University of Saarland
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st Olivier Landemarre <Olivier.landemarre@utbm.fr> wrote:
> Hello
> >I'm porting a great Atari ST program to Windows95 and have no
> >Atari ST documentation. The source code #include's aes.h, vdi.h

> >and tos.h, it would be useful to have these and some documentation
> >on the windowing system and graphics routines.
> >Who could send me those?

> >Thanks
> The best I think, is the book "Atari Compendium" elsewhere I don't know
> good electronic documentations, try on ftp.cnam.fr/pub/atari.

I think the tos.h comes from TurboC/PureC and is therefore copyrighted.
Try to find any other libc (MiNTLib, Sozobon's libc...) on ftp and get
osbind.h, maybe tos.h. These should hold the defines.

For aes.h and vdi.h I would recommend you get the gemfast-library and take
aesfast.h, gemfast.h, aesbind.h and vdibind.h as replacements. They will
work, at least if you define the TurboC-compatibility macro before
including gemfast.h.

Sorry, this is just for the sources. To understand what the library
functions do you should get one of the popular hypertexts. Have a look on
ftp for subdirectories "info", "hypertext", ... Maybe somebody else can
point you out particular documents, I can't...

Ciao

Guido

From -2891370708354234087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: Pexec()-question
Date: 1997/04/11
Message-ID: <5ikr8t$3gu@newstoo.ericsson.se>#1/1
X-Deja-AN: 232269036
References: <334d5b36677654@ifi.ntnu.no>
Organization: Ericsson Software Technology AB, Karlskrona, Sweden
Reply-To: epkerha@epk.ericsson.se
Newsgroups: comp.sys.atari.programmer

In article <334d5b36677654@ifi.ntnu.no>, josk@ifi.ntnu.no (Jo Even Skarstein)
writes:
>Hi!
>
>Can anybody tell me what's wrong with the following piece of code?
>
>   if (appl_find("V-CONFIG") < 0)
>   Pexec(100,"V-CONFIG.PRG","",NULL);
>

>It looks OK, but when the child exits it leaves a "empty" process,
>with size 0 and status EXIT. These processes goes away as soon as the
>parent exits. I don't know much about how GEMDOS launches programs,
>but it looks almost like the basepage isn't freed until the
>parent/caller exits. There's nothing in the Atari Compendium that
>indicates that the caller must do someting like this in mode 100?
>
>BTW. I', running MiNT 1.14 and N.AES 1.1.
>
>
>--
>Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/
>
>Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

If it is not found you need to set the path to the program.
With your code the program you are starting must be in the same path as
your own program was started from.
Then it is good to know the process-id of the process
it is good to know for killing the process or knowing when it terminates.
To not get problems with minix filesystem use lowercase in filenames.

Example:

```
   if (appl_find("V-CONFIG") < 0)
   {
      pid = Pexec(100,"C:\\v-config.prg","",NULL);
      if(pid <= 0)
      {
         printf("Error ... \n");
      }
   }
```

Best regards
Erik Hall


```
-------------------------------------------------------------------------------
Mail : Erik.Hall@epk.ericsson.se                        |||    ATARI Falcon030
or     erikhall@mail2.tripnet.se                        /|\    ---------------
URL  : http://www2.tripnet.se/~erikhall/index.html     / | \   Hades 060
-------------------------------------------------------------------------------
```


From 7066964275072320575
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9fa6cf4dcd20e21,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)

Subject: How do I display 'reverse' text in a window?
Date: 1997/04/11
Message-ID: <53469943_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 232270977
X-NNTP-Posting-Host: the-gap.demon.co.uk
Organization: The home of CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

I'm at complete loss with this problem, and desperately need help :)

I want to display some text in a window, and reverse image any lines that the user drags the mouse over. ie. like in a text editor..

I know how to display the text using v_gtext, but am at a complete loss as to how to reverse image it.

How do you do this? What VDI opcodes should I be using?

TIA, Gary

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From 6727607650001622892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9fa6cf4dcd20e21
X-Google-Attributes: gid1115ce,public
From: prajoux@laas.fr (Roland Prajoux)
Subject: Re: How do I display 'reverse' text in a window?
Date: 1997/04/11
Message-ID: <5ilarj$6pg$2@laas.laas.fr>#1/1
X-Deja-AN: 232293450
References: <53469943_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@laas.fr
Newsgroups: comp.sys.atari.programmer

In article <53469943_000003_OASIS_NEWS@the-gap.demon.co.uk>, gary@the-gap.demon.co.uk (Gary Priest) writes:

>I want to display some text in a window, and reverse image any lines that
>the user drags the mouse over. ie. like in a text editor..

>I know how to display the text using v_gtext, but am at a complete loss as
>to how to reverse image it.

- Obtain the rectangle into which your displayed text is contained.
- Draw a black rectangle at the same place in XOR mode.

That's it.

Regards.

Roland (prajoux@laas.fr)

From 4816684280596328222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: Pexec()-question
Date: 1997/04/11
Message-ID: <ersmithE8HoDI.2qo@netcom.com>#1/1
X-Deja-AN: 232365747
Sender: ersmith@netcom20.netcom.com
References: <334d5b36677654@ifi.ntnu.no>
Organization: Netcom
Newsgroups: comp.sys.atari.programmer

In article <334d5b36677654@ifi.ntnu.no>,
Jo Even Skarstein <Jo.Even.Skarstein@ifi.ntnu.no> wrote:
>Can anybody tell me what's wrong with the following piece of code?

```
>   if (appl_find("V-CONFIG") < 0)
>      Pexec(100,"V-CONFIG.PRG","",NULL);
```

>It looks OK, but when the child exits it leaves a "empty" process,
>with size 0 and status EXIT. These processes goes away as soon as the
>parent exits.

The "empty" processes (the official name is "zombie" processes :-))
are placeholders in MiNT's process table that keep around statistics
about the processes (exit code, resource usage, etc.). Many parent
programs wish to be able to gather such information, which is

done with the various Pwait*() system calls.

There are three ways to solve your problems:

(1) use Pwait() to collect the information; or
(2) use Psignal(SIGCHLD, SIG_IGN) to indicate to MiNT that your program
    doesn't care about child exit statuses; in this case the zombie
    processes are never created (this may be the easiest solution for you)
(3) use shel_write() to create the processes rather than Pexec(); then
    collecting exit statuses is the AES's problem. This will only
    work with MultiTOS and similar multitasking AESes.
--
Eric R. Smith
ersmith@netcom.com

From -5900898454220452494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e08766ff0f6d9316,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: CAB v2.0 - frames
Date: 1997/04/11
Message-ID: <5b4_9704111525@conchbbs.com>#1/1
X-Deja-AN: 232373503
Organization: Houston Area League of PC Users
Newsgroups: comp.sys.atari.programmer

It should be fairly easy to write a frames manager within a GEM window. The GEM window frame is simply an object tree. You could add another object tree inside the GEM window frame to handle the multiple slide bars, etc.

The frame manager must intercept mouse button events which hit on the frame object tree, and may in turn generate redraw and slider events for specific frames. I believe you can use appl_write() to send messages to yourself, so the only problem would be inventing a new message type (WM_FRAME) and the 8 message limit on the AES queu.

OTOH, you could just make the code Geneva specific.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -5810984118936745502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,abda5a9a81cfc364,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: How do I display 'revers
Date: 1997/04/11
Message-ID: <5b5_9704111525@conchbbs.com>#1/1
X-Deja-AN: 232373585
Organization: Houston Area League of PC Users
X-FTN-To: gary@the-gap.demon.co.uk
Newsgroups: comp.sys.atari.programmer

g > I want to display some text in a window, and reverse image any
g > lines that the user drags the mouse over. ie. like in a text
g > editor..

It's done in two steps: First, write the text normally. Second, XOR
a solid black bar over it.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -4556813924047996103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f26cfd67d0305d7,start
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: STonX
Date: 1997/04/11
Message-ID: <Pine.OSF.3.95.970411231910.10091A-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 234235159
Newsgroups: comp.sys.atari.programmer

Somebody asked for information on STonX:

 href="http://www.users.fast.net/%7Esmol/stonx.html"

From -6175254192672892447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1926c0c9a2c75f7e,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Execute GEM program from within GEM program
Date: 1997/04/11
Message-ID: <860785180_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 234251470
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <334bce46f58351@xs4all.nl>
josdb@xs4all.nl (Jos den Bekker) said:-

>Hm. I have PureC 1.0 and there's no appl_getinfo().

It should be possible to write your own with a bit of assembly. Here's
the one I did for Mark Williams C ...

```
#include <crysbind.h>

extern unsigned short  int_in[I_SIZE],
              int_out[O_SIZE];

short appl_getinfo(ap_gtype, ap_gout1, ap_gout2, ap_gout3, ap_gout4)
short    ap_gtype;
short    *ap_gout1,
     *ap_gout2,
     *ap_gout3,
     *ap_gout4;
{
     int_in[0] = ap_gtype;
     int_out[0] = crys_if( APPL_GETINFO );
     *ap_gout1 = int_out[1];
     *ap_gout2 = int_out[2];
     *ap_gout3 = int_out[3];
     *ap_gout4 = int_out[4];
     return int_out[0];
}
```

Naturally, you won't be able to copy this verbatim (due to crys_if()
probably) but it shows the general idea.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -4106222578574296424
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,13c604ededе57ca9,start
X-Google-Attributes: gid1115ce,public
From: adpark.com
Subject: coupons,contests,$ and more
Date: 1997/04/11
Message-ID: <5ilr9o$bi2@taurus.adnc.com>#1/1
X-Deja-AN: 234785179
Organization: adnc.com
Newsgroups: comp.sys.atari.programmer

Coupons, contests, Free chance at $100,000.
 Earn $$ passing out isp diskettes almost anywhere in the country.
All this and more see: http://www.adpark.com

From -6773896130580570839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: Pexec()-question
Date: 1997/04/12
Message-ID: <5in77q$q22@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 234253243
Distribution: world
References: <334d5b36677654@ifi.ntnu.no>
Organization: University of Sussex
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein (josk@ifi.ntnu.no) wrote:

: It looks OK, but when the child exits it leaves a "empty" process,
: with size 0 and status EXIT. These processes goes away as soon as the
: parent exits.

This is called a zombie process. You have to set up a signal handler to catch
signal SIG_CHILD. The easyest way to do this is to so something like

Psignal(SIG_CHILD, SIG_IGNORE) -- it's something liek that. Look in the Atari Compendium under the GEMDOS/MiNT 'Psignal()' sort of area and you'll find the one you need. All you have to do is make your process ignore the SIG_CHILD signal.

: There's nothing in the Atari Compendium that
: indicates that the caller must do someting like this in mode 100?

It's not easily found -- look under Pwaidpid() and other associated calls (they are all together since they are in aplhabetical order). From this you can find out why zombie processes exist: when a child process terminates, MiNT holds the process structure in memory until the parent has been given the child's exit code. The various different Pwaidpid() calls can check for any temrinated children, stopped children, etc... There is a variant that checks only for a particular child.

Come to think of it... I may be wrong about having to simply ignore the SIG_CHILD signal (it is sent whenever a child process terminates). You may have to setup a signal handler that does a Pwaidpid()... Best bet is to check the compendium.

Hope this is of some help.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

From -926247505829737330
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: josk@ifi.ntnu.no (Jo Even Skarstein)
Subject: Re: Pexec()-question
Date: 1997/04/12
Message-ID: <334f4b5a253e75@ifi.ntnu.no>#1/1
X-Deja-AN: 234280254
References: <5ikr8t$3gu@newstoo.ericsson.se>
X-Hardware: Atari Falcon 030
Organization: NTNU
Reply-To: Jo.Even.Skarstein@ifi.ntnu.no
Newsgroups: comp.sys.atari.programmer

On Fri 11-04-97 08:03 Erik Hall (epkerha@epk.ericsson.se) wrote:

>>It looks OK, but when the child exits it leaves a "empty" process,
>>with size 0 and status EXIT. These processes goes away as soon as the
>>parent exits. I don't know much about how GEMDOS launches programs,
>>but it looks almost like the basepage isn't freed until the

>>parent/caller exits. There's nothing in the Atari Compendium that
>>indicates that the caller must do someting like this in mode 100?
>>
>>BTW. I', running MiNT 1.14 and N.AES 1.1.
>
>If it is not found you need to set the path to the program.
>With your code the program you are starting must be in the same path as
>your own program was started from.

The problem is not to start the child, but to get it to exit properly.
Somebody suggested that I'd use shel_write() instead, perhaps that
works better.

>To not get problems with minix filesystem use lowercase in filenames.

A good tip, but it's not necessary when the program runs in the
TOS-domain. However, mine is running in the MINT-domain so perhaps I
should do this...

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

From -876608204569047102
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,abda5a9a81cfc364
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: How do I display 'revers
Date: 1997/04/12
Message-ID: <64550017_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 234416862
X-NNTP-Posting-Host: the-gap.demon.co.uk
References: <5b5_9704111525@conchbbs.com>
Organization: The home of CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

In article <5b5_9704111525@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:-

>g > I want to display some text in a window, and reverse image any
>g > lines that the user drags the mouse over. ie. like in a text
>g > editor..
>
>It's done in two steps: First, write the text normally. Second, XOR
>a solid black bar over it.

Thanks John. Much appreciated :)

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From 5632649449166745283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9fa6cf4dcd20e21
X-Google-Attributes: gid1115ce,public

From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: How do I display 'reverse' text in a window?
Date: 1997/04/12

Message-ID: <47443943_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 234416871
X-NNTP-Posting-Host: the-gap.demon.co.uk
References: <860794460_OASIS_@swampdog.demon.co.uk>

Organization: The home of CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

In article <860794460_OASIS_@swampdog.demon.co.uk>
 guy@swampdog.demon.co.uk (Guy Harrison) wrote:-

> In article <53469943_000003_OASIS_NEWS@the-gap.demon.co.uk>
> gary@the-gap.demon.co.uk (Gary Priest) said:-
>
>>I want to display some text in a window, and reverse image any lines that
>>the user drags the mouse over. ie. like in a text editor..
>>
>>How do you do this? What VDI opcodes should I be using?
>
>Visually, nothing much more than vro_cpyfm() in XOR mode. This can be
>done "in situ". ie set the same co-ords for both the source FDB and
>destination FDB ...

Thanks Guy! I shall study the example and give it a bash :)

Cheers, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From -2888259279007515732
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,62108d2e53b0fd63,start
X-Google-Attributes: gid1115ce,public
From: dsnow@erols.com
Subject: Source code for Computereyes digitizer
Date: 1997/04/13
Message-ID: <860906656.9743@dejanews.com>#1/1
X-Deja-AN: 234458297
X-Http-User-Agent: Mozilla/3.01Gold (Win95; I)
X-Originating-IP-Addr: 207.172.27.78 (dam-as5s06.erols.com)
Organization: Deja News Usenet Posting Service
X-Article-Creation-Date: Sun Apr 13 04:44:16 1997 GMT
X-Authenticated-Sender: dsnow@erols.com
Newsgroups: comp.sys.atari.programmer

Does anyone know where I can get source code for the Atari ST version of the Computereyes black and white digitizer? I've checked with the manufacturer, and although they used to make the code available for developers a decade ago, they have since lost track of it. I've done a disassembly of the driver program, but without docs it's too difficult to decipher. Any help is appreciated. Thanks.
-David Snow

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

From 8729340513129146168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec68d7e3c880b4a7,start
X-Google-Attributes: gid1115ce,public
From: chrisc@zetnet.co.uk (Chris Crosskey)
Subject: Resource Code Editors...
Date: 1997/04/13
Message-ID: <5ir10j$ove@irk.zetnet.co.uk>#1/1
X-Deja-AN: 234538196
Organization: Abingdon Synthesis Projects
Newsgroups: comp.sys.atari.programmer

Hi To all on csap

I'm a bit new to this programming malarky, and am starting off by doing a resource code translation from German to English. I've got ORCS, and although it is dead easy to use it is fouling up on one of the menu items....It's a PCB CAD package, and it has a list of active and displayed layers as part of a pull-down menu. These layers, numbered from 1 to 8 are normally all on the same line, however the mere act of opening the .RSC with ORCS changed that to one number per line, as the layer menu has these numbers on about four times, this took the menu off the bottom of the screen.....Can anyone recommend anything as easy to use as ORCS which might not do this...I'mm going to go through my CDROM collection tonight looking and testing, but any ideas would be welcome....Please reply via email, my newsgroup access can be a bit flaky at the best of times...

chris crosskey

From -5034173402381110816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: josk@ifi.ntnu.no (Jo Even Skarstein)
Subject: Re: Pexec()-question
Date: 1997/04/13
Message-ID: <33513b2463673c4@ifi.ntnu.no>#1/1
X-Deja-AN: 234572465
References: <ersmithE8HoDI.2qo@netcom.com>
X-Hardware: Atari Falcon 030
Organization: NTNU
Reply-To: Jo.Even.Skarstein@ifi.ntnu.no
Newsgroups: comp.sys.atari.programmer

On Fri 11-04-97 19:48 Eric R. Smith (ersmith@netcom.com) wrote:

>The "empty" processes (the official name is "zombie" processes :-))
>are placeholders in MiNT's process table that keep around statistics
>about the processes (exit code, resource usage, etc.). Many parent
>programs wish to be able to gather such information, which is
>done with the various Pwait*() system calls.
>
>There are three ways to solve your problems:
>
>(1) use Pwait() to collect the information; or

I do this now, but the child's PID isn't equal to the PID returned by Pexec(). Right now I just do it like this:

```
   pppd_pid=Pexec(100, "u:/usr/etc/pppd", "", NULL)+1;
```

It works, but how "legal" is this?

```
>(2) use Psignal(SIGCHLD, SIG_IGN) to indicate to MiNT that your program
>    doesn't care about child exit statuses; in this case the zombie
>    processes are never created (this may be the easiest solution for you)
```

This would be the best solution, but I can't get it to work! If I use Psignal as suggested, I get a "Type mismatch in parameter 'handler'..." error when I try to compile. I'm using Pure C 1.1.

```
>(3) use shel_write() to create the processes rather than Pexec(); then
>    collecting exit statuses is the AES's problem. This will only
>    work with MultiTOS and similar multitasking AESes.
```

I did this in another project I'm working on, and it worked perfectly :-)

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

From 7125510005473686869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a505e23d8b946c77,start
X-Google-Attributes: gid1115ce,public
From: donnelaith@geocities.com
Subject: New BENCHTEST
Date: 1997/04/14
Message-ID: <3351DE00.CF@geocities.com>#1/1
X-Deja-AN: 234653786
Organization: Netcom
X-NETCOM-Date: Sun Apr 13 11:26:11 PM PDT 1997
Reply-To: donnelaith@geocities.com
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

--------------2AB4313A52BF
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Hey Everyone!

Here is a benchtest program that I wrote. It should work on just about everyone's machine, especially Macs running MagiC...

CHECK IT OUT!!! I AM HOPING TO GET A LOT OF FEEDBACK!!!

I would like to post a database of as many different hardware and software combinations as possible. Please let me know any bugs, etc. Further instructions are in the READ.ME and the program itself...

I would love to see results from a Hades...


```
--------------2AB4313A52BF
Content-Type: multipart/appledouble; boundary="----------ad6EFF17643511"; x-mac-
type="54455854"; x-mac-creator="74747874"; name="READ.ME"
Content-Transfer-Encoding: 7bit
Content-Description: SimpleText Document
Content-Disposition: inline; filename="READ.ME"

------------ad6EFF17643511
Content-Type: application/applefile
Content-Transfer-Encoding: base64

AAUWBwACAAAAAAAAAAAAAAAAAAAAAAAAAAAUAAAADAAAAVgAAAAcAAAAJAAAAXQAAACAAAAAI
AAAAfQAAABAAAAAEAAAAjQAAAAAAAAACAAAAjQAAAUxSRUFELk1FVEVYVHR0eHQBAABwAsgA
AAAAAAAAAAAgAAAAAAAAAD65D+m+uRLlUttDAD65FQgAAABAAAAARoAAAAaAAAAMksBQmov
UkIrSaCQUjsBJHJDc8QB/vAweVwBBxgkf66SB1JFQUQuTUUCAAIAVEVYVHR0eHQBAABwAsgA
AAAAZQYCAFRFWFR0dHh0AQAAcALIAAAAAAAAAAAAIAAAAAAAAAAr3czpgAAA4QAAAFMBx8A
cAmoIhHuABcKXphaTwE/LnsCqB8tX1sEev8RxQpeSgamUgMfB3AJqCJZXwGgG1d5UAEHKrdb
LHMCGOD/3DBfXJskMQECSixrAQDihgFoflJRKU8qnSuAAQDKUQFKaHWOAQDAUikBAJQqelv0
WNUBQABLAcCoVCyAAQCeUQE+KAAAABYAAQAAAAAAEAAMAAEAAAAAAAAAAAAAAAAABAAAAARoA
AAAaAAAAMgEh0tgNmAAAABwAMgAAc3R5bAAAAAoAgP//AAAAAAEh1BA=

------------ad6EFF17643511
Content-Type: text/plain; name="READ.ME"
Content-Transfer-Encoding: base64
Content-Disposition: inline; filename="READ.ME"

DX9/ICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgIEUqQkVOQ0gNDUEgUGVy
Zm9ybWFuY2UgUmVmZXJlbmNlIEZvciBNYWdpQ01hYyBhbmQgR0VNL1RPUyBDb21wdXRlcnMN
DSAgICAgICAgICAgICAgICAgICAgICAgQ29weXJpZ2h0IDE5OTcgYnkgRSpTb2Z0LCBJbmMu
DQ0gICAgICAgICAgICAgICAgICAgICBlbWFpbCB0bzogPGVzb2Z0QGl4Lm5ldGNvbS5jb20+
DSAgICAgICAgICAgICAgICAgICAgIFByb2dyYW1tZWQgaW4gR0ZBIGJ5IFJvYiBNZXllcnMN
DUUqU29mdCBwcmVzZW50cyBFKkJFTkNIIGFzIFBPU1RDQVJEV0FSRS4gRHJvcCB1cyBhbiBl
bWFpbCB3aXRoDXlvdXIgY29tbWVudHMuIFdlIGFyZSBpbnRlcmVzdGVkIGluIHJlY2Vpdmlu
ZyBwZXJmb3JtYW5jZQ1pbmZvcm1hdGlvbiBvbiBhIHdpZGUgdmFyaWV0eSBvZiBtYWNoaW5l
cywgYW5kIGluIHBhcnRpY3VsYXIsDWluIGhlYXJpbmcgYWJvdXQgYW55IGNvbXBhdGliaWxp
dHkgaXNzdWVzIHlvdSBtaWdodCBlbmNvdW50ZXIuDQ1UaGlzIHNvZnR3YXJlIGhhcyBiZWVu
IHRlc3RlZCBvbiBhIHN0b2NrIFRUMDMwIGFzIHdlbGwgYXMgUENJDWFuZCA2ODB4MCBNYWNp
bnRvc2ggY29tcHV0ZXJzIHVuZGVyIE1hZ2lDTWFjLg0NRSpTT0ZULCBJTkMuIERJU0NMQUlN
UyBBTEwgV0FSUkFOVElFUyBXSVRIIFJFR0FSRCBUTyBUSElTDVNPRlRXQVJFLCBJTkNMVURJ
TkcgQUxMIElNUExJRUQgV0FSUkFOVElFUyBPRiBNRVJDSEFOVEFCSUxJVFkNQU5EIEZJVE5F
U1MuIFRISVMgU09GVFdBUkUgSVMgUFJPVklERUQgIkFTIElTLCIgQU5EIFRIRSBVU0VSDUFH
UkVFUyBUTyBBU1NVTUUgVEhFIEVOVElSRSBSSVNLIEFTIFRPIElUUyBRVUFMSVRZIEFORA1G
VU5DVElPTkFMSVRZLg0=

------------ad6EFF17643511--
```

----------2AB4313A52BF
Content-Type: application/octet-stream; x-mac-type="54455854"; x-mac-creator="646F7361"; name="E_BENCH.PRG"
Content-Transfer-Encoding: base64
Content-Description: PC Exchange Document
Content-Disposition: attachment; filename="E_BENCH.PRG"

<encoded_portion_removed>
AQEBmEwUCBwYCAEBAQEBAQEBJCQBluoBAQEBAfYA
----------2AB4313A52BF--

From -407783674791641616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb7e3cb6668cd291,start
X-Google-Attributes: gid1115ce,public
From: donnelaith@geocities.com
Subject: ||||| NEW BENCHTEST PRG |||||
Date: 1997/04/14
Message-ID: <3351E592.5E78@geocities.com>#1/1
X-Deja-AN: 234656660
Organization: Netcom
X-NETCOM-Date: Sun Apr 13 11:58:27 PM PDT 1997
Reply-To: donnelaith@geocities.com
Newsgroups: comp.sys.atari.programmer

This is a multi-part message in MIME format.

----------551C25F238F6
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Hey Everyone!

Here is a benchtest program that I wrote. It should work on just about everyone's machine, especially Macs running MagiC...

CHECK IT OUT!!! I AM HOPING TO GET A LOT OF FEEDBACK!!!

I would like to post a database of as many different hardware and software combinations as possible. Please let me know any bugs, etc. Further instructions are in the READ.ME and the program itself...

I would love to see results from a Hades...

----------551C25F238F6
Content-Type: multipart/appledouble; boundary="----------ad5F5E603D68CA"; x-mac-type="54455854"; x-mac-creator="74747874"; name="READ.ME"
Content-Transfer-Encoding: 7bit

Content-Description: SimpleText Document
Content-Disposition: inline; filename="READ.ME"

----------ad5F5E603D68CA
Content-Type: application/applefile
Content-Transfer-Encoding: base64

AAUWBwACAAAAAAAAAAAAAAAAAAAAAAAAAUAAAADAAAAVgAAAAcAAAAJAAAAXQAAACAAAAAI
AAAAfQAAABAAAAAEAAAAjQAAAAAAAAACAAAAjQAAAUxSRUFELk1FVEVYVHR0eHQBAAIjAeAA
AAAAAAAAAAAgAAAAAAAAAD65D+m+uRXkEttDAD65Fu1AAABAAAAARoAAAAaAAAAMksBQmov
UkIrSaCQUjsBJHJDc8QB/vAweVwBBxgkf66SB1JFQUQuTUUCAAIAVEVYVHR0eHQBAAIjAeAA
AAAAZQYCAFRFWFR0dHh0AQACIwHgAAAAAAAAAAAAIAAAAAAAAAAr3czpgAAA24AAAFMBx8A
cAmoIhHuABcKXphaTwE/LnsCqB8tX1sEev8RxQpeSgamUgMfB3AJqCJZXwGgG1d5UAEHKrdb
LHMCGOD/3DBfXJskMQECSixrAQDihgFoflJRKU8qnSuAAQDKUQFKaHWOAQDAUikBAJQqelv0
WNUBQABLAcCoVCyAAQCeUQE+KAAAABYAAQAAAAAAEAAMAAQAAAAAAAAAAAAAAAABAAAAARoA
AAAaAAAAMgBTAjgQ5gAAABwAMgAAc3R5bAAAAAoAgP//AAAAAABTA2g=

----------ad5F5E603D68CA
Content-Type: text/plain; name="READ.ME"
Content-Transfer-Encoding: base64
Content-Disposition: inline; filename="READ.ME"

DSAgICAgICAgICAgICAgICAgICAgICAgIEUqQkVOQ0gNDUEgUGVyZm9ybWFuY2UgUmVmZXJl
bmNlIEZvciBNYWdpQ01hYyBhbmQgR0VNL1RPUyBDb21wdXRlcnMNDSAgICAgICAgICAgICAg
Q29weXJpZ2h0IDE5OTcgYnkgRSpTb2Z0LCBJbmMuDQ0gICAgICAgICAgICAgZW1haWwgdG86
IDxlc29mdEBpeC5uZXRjb20uY29tPiAgICAgICAgICAgICAgICANICAgICAgICAgICAgIFBy
b2dyYW1tZWQgaW4gR0ZBIGJ5IFJvYiBNZXllcnMNDUUqU29mdCBwcmVzZW50cyBFKkJFTkNI
IGFzIFBPU1RDQVJEV0FSRS4gRHJvcCB1cyBhbiBlbWFpbCB3aXRoDXlvdXIgY29tbWVudHMu
IFdlIGFyZSBpbnRlcmVzdGVkIGluIHJlY2VpdmluZyBwZXJmb3JtYW5jZQ1pbmZvcm1hdGlv
biBvbiBhIHdpZGUgdmFyaWV0eSBvZiBtYWNoaW5lcywgYW5kIGluIHBhcnRpY3VsYXIsDWlu
IGhlYXJpbmcgYWJvdXQgYW55IGNvbXBhdGliaWxpdHkgaXNzdWVzIHlvdSBtaWdodCBlbmNv
dW50ZXIuDQ1UaGlzIHNvZnR3YXJlIGhhcyBiZWVuIHRlc3RlZCBvbiBhIHN0b2NrIFRUMDMw
IGFzIHdlbGwgYXMgUENJDWFuZCA2ODB4MCBNYWNpbnRvc2ggY29tcHV0ZXJzIHVuZGVyIE1h
Z2lDTWFjLg0NRSpTT0ZULCBJTkMuIERJU0NMQUlNUyBBTEwgV0FSUkFOVElFUyBXSVRIIFJF
R0FSRCBUTyBUSElTDVNPRlRXQVJFLCBJTkNMVURJTkcgQUxMIElNUExJRUQgV0FSUkFOVElF
UyBPRiBNRVJDSEFOVEFCSUxJVFkNQU5EIEZJVE5FU1MuIFRISVMgU09GVFdBUkUgSVMgUFJP
VklERUQgIkFTIElTLCIgQU5EIFRIRSBVU0VSDUFHUkVFUyBUTyBBU1NVTUUgVEhFIEVOVElS
RSBSSVNLIEFTIFRPIElUUyBRVUFMSVRZIEFORA1GVU5DVElPTkFMSVRZLg0=

----------ad5F5E603D68CA--

--------------551C25F238F6
Content-Type: application/octet-stream; x-mac-type="54455854"; x-mac-creator="646F7361"; name="E_BENCH.PRG"
Content-Transfer-Encoding: base64
Content-Description: PC Exchange Document
Content-Disposition: attachment; filename="E_BENCH.PRG"

<encoded_portion_removed>
AQEBmEwUCBwYCAEBAQEBAQEBJCQBluoBAQEBAfYA
--------------551C25F238F6--

From 8895397612080609352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: X-Windows on 68000
Date: 1997/04/14
Message-ID: <5isv0k$m5g@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 234677517
References: <333D5F96.3869@worldnet.att.net>
Organization: Dept Computer Science, University of Manchester, U.K.
Reply-To: jacquesa@cs.man.ac.uk
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: 348

In article <333D5F96.3869@worldnet.att.net>, "Gregory D. George"
<greggeorge@worldnet.att.net> writes:
>Peter Rottengatter wrote:
>
>> X Windows is not too huge to fit in a few megabytes : I had it running
>> on an old ST with 4 MB, no virtual memory. Surely it was rather slow with
>> an MC 68000, but this should certainly tell that it's not as huge as you
>> say here. Huge is just your exaggeration.
>
>How are you running X-Windows on a 68000 ST? You need at least a 68030 to
>run Linux/UNIX which is X-Windows' OS. Don't tell me you're using Minix?!?!

What about the MiNT/MiNT-net port of X11r5? That worked ok on a standard
ST with 4mb, IIRC...

Anthony

--

```
-------------------------------------+-------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.4
                                     |  Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+-------------------------------
   Hey! KP SACK 0.5 is released! (our bug was a '= -1' missing)
-----------------------------------------------------------------------
```


From 3928092199217405931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5a99305271eb206,start
X-Google-Attributes: gid1115ce,public

From: gregory_ford@hotmail.com
Subject: v_get_pixel
Date: 1997/04/14
Message-ID: <861013406.17594@dejanews.com>#1/1
X-Deja-AN: 234678517
To: mark_wherry@hotmail.com
X-Http-User-Agent: Mozilla/3.01 (Win95; I)
X-Originating-IP-Addr: 195.194.22.160 ()
Organization: Deja News Usenet Posting Service
X-Article-Creation-Date: Mon Apr 14 10:23:27 1997 GMT
X-Authenticated-Sender: gregory_ford@hotmail.com
Newsgroups: comp.sys.atari.programmer

Every time I try and use the VDI call v_get_pixel the values returned
are always 0!! I'm declaring things like this:

```
short vgp,vgc;

v_get_pixel(vhandle,x,y,&vgp,&vgc);
```

It always returns vgp and vgc as 0 :-(

any help would be appreciated...

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

From -3374883024827593832
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e87fdb045e1b3b81,start
X-Google-Attributes: gid1115ce,public
From: mp@rob.cs.tu-bs.de (Martin Pruefer DL8OAU)
Subject: Problem with Riebel-Ethernet card
Date: 1997/04/14
Message-ID: <mp.861018414@rob.cs.tu-bs.de>#1/1
X-Deja-AN: 234692271
Distribution: world
Organization: IBR, TU Braunschweig, Germany
Newsgroups: comp.sys.atari.programmer

Hello, I have a problem:
Just recently I bought a Ethernet card for Mega-ST
(Riebel Card without Battery). First it turned out, that DC/DC converter
was broken. Ok, I fixed that.

My Problem: I cannot ftp to another machine.
The error message is: no more sessions.

But I can (without problem)

```
     - ping to another machine
     - telnet to another machine (after some time)
     - ping from another machine (to ST)
     - ftp from another machine (with login into ST)

Therefore I think, HW and connection seems to be ok.
This sounds like a configuration problem to me.

My configuration:
     Mega ST (4 MB),
     Hypercache disabled
     Riebel Card (without Battery)
     Interconnect Software Rev 1.6
     the other computer: NeXTStation

Any idea?
Thank you in advance
Martin
---
Martin Pruefer  (DL8OAU)                    |      Tel: +49 531/391-7453
Institute for Robotics and Process Control  |      Fax: +49 531/391-5696
Technical University of Braunschweig        |  __  e-mail: M.Pruefer@tu-bs.de
Hamburger Str. 267, 38114 Braunschweig, FRG | /\_\ Why use Windows since
URL: http://www.cs.tu-bs.de/rob/people/mp/  | \/_/ there are doors?
--
Martin Pruefer  (DL8OAU)                    |      Tel: +49 531/391-7453
Institute for Robotics and Process Control  |      Fax: +49 531/391-5696
Technical University of Braunschweig        |  __  e-mail: M.Pruefer@tu-bs.de
Hamburger Str. 267, 38114 Braunschweig, FRG | /\_\ Why use Windows since



From 3445319893373096861
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Pexec()-question
Date: 1997/04/14
Message-ID: <dwilga-1404970858360001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 234711950
References: <334d5b36677654@ifi.ntnu.no>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer


In article <334d5b36677654@ifi.ntnu.no>, Jo.Even.Skarstein@ifi.ntnu.no wrote:

>Hi!
>
>Can anybody tell me what's wrong with the following piece of code?
>
>   if (appl_find("V-CONFIG") < 0)
```

```
>      Pexec(100,"V-CONFIG.PRG","",NULL);
>
>It looks OK, but when the child exits it leaves a "empty" process,
>with size 0 and status EXIT. These processes goes away as soon as the
>parent exits. I don't know much about how GEMDOS launches programs,
>but it looks almost like the basepage isn't freed until the
>parent/caller exits. There's nothing in the Atari Compendium that
>indicates that the caller must do someting like this in mode 100?
>
>BTW. I', running MiNT 1.14 and N.AES 1.1.
>
```

MiNT, that's the key here. If you have launched a child, you need to catch the SIGCHLD signal and use Pwait() to get its return status. Otherwise, it will continue to be listed as a "zombie". There's also a way to turn off SIGCHLD (with Psigmask(), if memory serves me. I'm probably wrong here, though.)

I remember encountering this same problem years ago when I first started writing Geneva. It was so counter-intuitive for this to be on by default (or so it seems to me anyway) that I had to call Eric Smith, who was still working at Atari at the time, to ask him the same question.

Dan Wilga dwilga@mtholyoke.edu

From 2600963163144146313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: Pexec()-question
Date: 1997/04/14
Message-ID: <ersmithE8n5Jw.JFx@netcom.com>#1/1
X-Deja-AN: 234798316
Sender: ersmith@netcom2.netcom.com
References: <ersmithE8HoDI.2qo@netcom.com> <33513b2463673c4@ifi.ntnu.no>
Organization: Netcom
Newsgroups: comp.sys.atari.programmer

In article <33513b2463673c4@ifi.ntnu.no>,
Jo Even Skarstein <Jo.Even.Skarstein@ifi.ntnu.no> wrote:
>On Fri 11-04-97 19:48 Eric R. Smith (ersmith@netcom.com) wrote:
>> [about a problem with zombie children]
>>There are three ways to solve your problems:
>>
>>(1) use Pwait() to collect the information; or

>I do this now, but the child's PID isn't equal to the PID returned by
>Pexec(). Right now I just do it like this:
>

```
>   pppd_pid=Pexec(100, "u:/usr/etc/pppd", "", NULL)+1;
>
>It works, but how "legal" is this?
```

Not very legal at all... perhaps the Pure C binding for Pexec is broken?
It should be returning the process id, not the process id - 1.

```
>>(2) use Psignal(SIGCHLD, SIG_IGN) to indicate to MiNT that your program
>>    doesn't care about child exit statuses; in this case the zombie
>>    processes are never created (this may be the easiest solution for you)
>
>This would be the best solution, but I can't get it to work! If I use
>Psignal as suggested, I get a "Type mismatch in parameter
>'handler'..." error when I try to compile. I'm using Pure C 1.1.
```

Try casting SIG_IGN to the appropriate type (which you should be able
to determine by looking at your compiler's "mintbind.h" file.
E.g. something like:

```
    Psignal(SIGCHLD, (long) SIG_IGN)
```

may work.

--
Eric R. Smith
ersmith@netcom.com

From -3591644125963041277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94ef91e5491332c4,start
X-Google-Attributes: gid1115ce,public
From: donnelaith@geocities.com
Subject: SORRY SORRY SORRY
Date: 1997/04/14
Message-ID: <3352AF46.628B@geocities.com>#1/1
X-Deja-AN: 234825918
Organization: Netcom
X-NETCOM-Date: Mon Apr 14 2:18:28 PM PDT 1997
Reply-To: donnelaith@geocities.com
Newsgroups: comp.sys.atari.programmer

Everyone,

Sorry about posting my program to this and the other two Atari
newsgroups. I have been living in a vacuum over here in the U.S. and I
do not have much experience with the internet. I have been programming
on my own over here since 1989 and I think I have quite a few good ideas
for the Atari and MagiC. Also, I think I could help out with many GFA
problems people have because I've had to figure many of them out for
myself.

COULD ANYONE PLEASE tell me how to remove my BENCHTEST posts and tell me
the CORRECT way to give my program out to anyone that's interested.
Until I wrote this program, I had no idea, for example, which of my
accessories was slowing down my computer and by how much. I could also
see which area were slowed and which were accelerated...

Thanks,

Rob

From 425987676244097866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f929c5ea08b3e562,start
X-Google-Attributes: gid1115ce,public
From: S.P., Woodring<datamax@j51.com>
Subject: Save money!!!
Date: 1997/04/15
Message-ID: <5iukkbokg6894@news.j51.com>#1/1
X-Deja-AN: 234825606
Organization: DATAMAX
Newsgroups: comp.sys.atari.programmer

Do you have a car?

Do you like music on the go?

Have you given any thought about upgrading the car stereo system?

If you have answered yes to any of these questions,

Go to http://www.j51.com/datamax/prod01.htm

Guaranteed, I can save you a great deal of money.

Sincerely,

SP, Woodring

I know everyone is looking for a way to save money.
Should this not be of interest to you, Please forward it to
a friend who needs it.

This is a promotion for "What you should know before you
install your car stereo system" A booklet written by SP, Woodring.

This message is being brought to you by Dynamic Mail - the easier and faster
way to explode your business on the internet. For more information please
visit our web site at : http://members.tripod.com/~apexpi/

From -5643697893082849702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6eb69325a4d11ad,start
X-Google-Attributes: gid1115ce,public
From: Kris Thompson <thomp132@expressionsmedia.com>
Subject: Professional and Affordable Web Design and Hosting
Date: 1997/04/15
Message-ID: <5ivovu$9h8$4833@msunews.cl.msu.edu>#1/1
X-Deja-AN: 234938082
Sender: -no- @pm281-22.dialip.mich.net
X-AUTHid: thomp132
Organization: Expressions Multimedia
Newsgroups: comp.sys.atari.programmer

Welcome to Expressions Multimedia...

We would like to extend an invitation to visit us at http://
www.expressionsmedia.com.

We specialize in providing professional yet inexpensive web page designs and web
site hosting.

Please be forwarned, many of our sites include ActiveX and Java and are
optimized for Internet
Explorer 3.0, so they many not look right in some browsers.

Also, check out our newest site for the Blue Cardinal Motorsport racing team,
they can be found
at http://www.expressionsmedia.com/bluecard.

I would like to thank you for your time,

Kris Thompson
thomp132@expressionsmedia.com

From -7382894902490788330
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94ef91e5491332c4
X-Google-Attributes: gid1115ce,public

From: Robert Aries <robaries@ix.netcom.com>
Subject: Re: SORRY SORRY SORRY
Date: 1997/04/15
Message-ID: <33537794.36B3@ix.netcom.com>#1/1
X-Deja-AN: 234938634
References: <3352AF46.628B@geocities.com>
To: donnelaith@geocities.com
Organization: Netcom
X-NETCOM-Date: Tue Apr 15 6:38:51 AM CDT 1997
Reply-To: robaries@ix.netcom.com
Newsgroups: comp.sys.atari.programmer

donnelaith@geocities.com wrote:
>
> Everyone,
>
> Sorry about posting my program to this and the other two Atari
> newsgroups. I have been living in a vacuum over here in the U.S. and I
> do not have much experience with the internet. I have been programming
> on my own over here since 1989 and I think I have quite a few good ideas
> for the Atari and MagiC. Also, I think I could help out with many GFA
> problems people have because I've had to figure many of them out for
> myself.
>
> COULD ANYONE PLEASE tell me how to remove my BENCHTEST posts and tell me
> the CORRECT way to give my program out to anyone that's interested.
> Until I wrote this program, I had no idea, for example, which of my
> accessories was slowing down my computer and by how much. I could also
> see which area were slowed and which were accelerated...
>
> Thanks,
>
> Rob

I don't think you can remove your posts to a newsgroup (could be
wrong...I know that *I* don't know how to do it <g>). I wouldn't worry
about it, it wasn't such a big posting.

I believe there's an atari.binaries newsgroup but you'd need to get
confirmation from someone other than myself.

BTW, I would welocme someone with GFA experience here...I thought I was
the only one using GFA in this newgroup!

Rob Aries

From -8258054125920775492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5a99305271eb206
X-Google-Attributes: gid1115ce,public

From: prajoux@laas.fr (Roland Prajoux)
Subject: Re: v_get_pixel
Date: 1997/04/15
Message-ID: <5j02dn$39u$1@laas.laas.fr>#1/1
X-Deja-AN: 234964532
Distribution: world
References: <861013406.17594@dejanews.com>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@laas.fr
Newsgroups: comp.sys.atari.programmer

In article <861013406.17594@dejanews.com>, gregory_ford@hotmail.com writes:

>Every time I try and use the VDI call v_get_pixel the values returned
>are always 0!! I'm declaring things like this:

>short vgp,vgc;

>v_get_pixel(vhandle,x,y,&vgp,&vgc);

>It always returns vgp and vgc as 0 :-(

>any help would be appreciated...

Your call looks correct. The only explanation I can think of is a bad binding
of your compiler for v_get_pixel().
Sorry for not being very helpful.

Roland (prajoux@laas.fr)

From -4373229578530824789
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad22dd257da32f41,start
X-Google-Attributes: gid1115ce,public
From: allfree@bbs.cruzio.com
Subject: Default Integers?
Date: 1997/04/15
Message-ID: <E8oqJo.1Lz@cruzio.com>#1/1
X-Deja-AN: 234985127
X-Nntp-Posting-Host: mail.cruzio.com
Sender: news@cruzio.com (System Administrator)
Organization: Cruzio Community Networking System, Santa Cruz, CA
Keywords: lattice
Reply-To: allfree@bbs.cruzio.com
Newsgroups: comp.sys.atari.programmer

Hi,

I'm having trouble with Lattice C's "Default Short Integers" option on its compiler. This code:

```
main()
{
   char c = -1;

   printf("%d\n", c);
}
```

...seems to print '-1' when I'm in normal, 4-byte-integer mode, but when I change to short integers, it prints -65535, or worse, seemingly any other number it thinks of! I can see how -65535 has a certain logic to it, but what about results such as 1, or 3, or 2, which I've also gotten?

If anybody can help with this, I'd appreciate it greatly! I'm trying to get some solid C code for the CPU_MOD ASM routine, but it's difficult to check for an error code of -1 when Lattice isn't handling -1 correctly!

Ben Allfree
allfree@cruzio.com

From 2389522053709351254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: josk@ifi.ntnu.no (Jo Even Skarstein)
Subject: Re: Pexec()-question
Date: 1997/04/15
Message-ID: <3353bd521a7ee2@ifi.ntnu.no>#1/1
X-Deja-AN: 234987913
References: <ersmithE8n5Jw.JFx@netcom.com>
X-Hardware: Atari Falcon 030
Organization: NTNU
Reply-To: Jo.Even.Skarstein@ifi.ntnu.no
Newsgroups: comp.sys.atari.programmer

On Mon 14-04-97 18:47 Eric R. Smith (ersmith@netcom.com) wrote:

>>>(1) use Pwait() to collect the information; or
>
>>I do this now, but the child's PID isn't equal to the PID returned by
>>Pexec(). Right now I just do it like this:
>>
>> pppd_pid=Pexec(100, "u:/usr/etc/pppd", "", NULL)+1;
>>
>>It works, but how "legal" is this?
>

>Not very legal at all... perhaps the Pure C binding for Pexec is broken?
>It should be returning the process id, not the process id - 1.

Pexec returns the pid of the zombie-process, the actual process (pppd)
has pid+1, and a ppid of 000.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

From 2611334419371030106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ca5262c6a65ddc63,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ca5262c6a65ddc63,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ca5262c6a65ddc63,start
X-Google-Attributes: gid109a67,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: New And Improved -ICTARI 45 Out Now !
Date: 1997/04/15
Message-ID: <83608167_000034_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 235033401
X-NNTP-Posting-Host: elis.demon.co.uk
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk (G Greenway)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thee Augean Stables Present:

```
            ______    __________        ______            ______
  __    __ /      \  /          \   __ /      \ __    __ /      \ __    __
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 \__/  \__//      \      \__/      \__/        \__/  \__/     \__\     \__/
           \______/
```

The Atari Programmer's User Group

Despite saying some quite nice things about ICTARI, the web-site got something of a pasting from Atari Computing. In many ways, I cannot but

agree. As an experiment I've had a go at putting the text from issue 45 on the web-site, 'should spice things up a bit. The picture of the "sad old Atari" will stay put for the time being. ICTARI 45 has some very interesting contribvtions, especially the ones about parallax scrolling in STOS and CAB / STiK. See for yourselves at:

http://www.elis.demon.co.uk/ictari/ictari.htm

See you at the Goodman's shows,

Have Fun,

"Augeas"

--

```
 ___________________________          _    _   _    _   _____
/ \                         \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
\/__\   _______________________\___   H  | |\\| | | |\/| | |  ___|   THE
     \ / \                       \     | | \  | | |  | | | |___
      \\_|                       |  E  |_|  \_| |_|  |_| |_____|  ENEMY
       \_/_______________________/
```

From 5155218217063522728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a0f3c9521f2ef84,start
X-Google-Attributes: gid1115ce,public
From: Thomas Nilsen <thomasni@eunet.no>
Subject: Environment variables under TOS/GEM
Date: 1997/04/15
Message-ID: <Pine.SUN.3.91.970415192629.17945A-100000@login>#1/1
X-Deja-AN: 235036977
X-Sender: thomasni@login
Organization: EUnet Norway
Newsgroups: comp.sys.atari.programmer

Folks, I need some help.

How on earth are one to write and change environment variables under plain TOS/GEM. When MiNT is running it is possible to use the shel_write() function, but this is not available under TOS/GEM.
Is there any GEM calls available for this kind of task or do I have to go direclty on the hardware address?

Regards, Thomas

From -7569810576480003048
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: Pexec()-question
Date: 1997/04/15
Message-ID: <ersmithE8owx3.E4D@netcom.com>#1/1
X-Deja-AN: 235038571
Sender: ersmith@netcom13.netcom.com
References: <ersmithE8n5Jw.JFx@netcom.com> <3353bd521a7ee2@ifi.ntnu.no>
Organization: Netcom
Newsgroups: comp.sys.atari.programmer

In article <3353bd521a7ee2@ifi.ntnu.no>,
Jo Even Skarstein <Jo.Even.Skarstein@ifi.ntnu.no> wrote:
>On Mon 14-04-97 18:47 Eric R. Smith (ersmith@netcom.com) wrote:
>>> pppd_pid=Pexec(100, "u:/usr/etc/pppd", "", NULL)+1;

>>Not very legal at all... perhaps the Pure C binding for Pexec is broken?
>>It should be returning the process id, not the process id - 1.

>Pexec returns the pid of the zombie-process, the actual process (pppd)
>has pid+1, and a ppid of 000.

Ah, I know what's going on. /usr/etc/pppd is forking itself and then
running yet another process. Here's the sequence:

your program: Pexec(100)...
   -> pppd 1 (process id "pppd_pid"): fork() to create "pppd 2"
   -> "pppd 1": exit() (leaves a zombie with process id "pppd_pid")
   -> "pppd 2" (process id "pppd_pid + 1"): runs in background

You do *not* want to add 1 to the pid you got back from Pexec. Use it
directly in the Pwait() call so that you can collect the exit status of
the child that turned into a zombie. The other process (which is actually
your process's grandchild) doesn't need to be "waited" for -- this
is indicated by its ppid being 0.

In fact, in this particular case there's no need for you to use Pexec(100);
pppd uses fork() to put a copy of itself in the background, so
Pexec(0) will work just fine (and will save you the trouble of having to
do a Pwait()).

If there are other programs (other than pppd) that you might want to run,
you can still use Pexec(100) + Pwait(), but do *not* add 1 to the pid you
got back; you really do need to do Pwait() on the zombie process to
get rid of it.

--
Eric R. Smith
ersmith@netcom.com

From 8137497738480574288
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2dda0c04a8274f5,start
X-Google-Attributes: gid1115ce,public
From: sammcgee@crl.com (Sam McGee)
Subject: Speeding Up graphics
Date: 1997/04/15
Message-ID: <5j1h36$4vc@crl2.crl.com>#1/1
X-Deja-AN: 235148377
Organization: CRL Dialup Internet Access (415) 705-6060 [Login: guest]
Newsgroups: comp.sys.atari.programmer

I ran some benchmarks for different operations to speed up my HiSoft BASIC programs. The following list shows the execution times (in seconds) for a loop with each operation. (about 64000 times)

TIME	OPERATION
5.78	SQR
5.06	DIV
0.41	>> <<
0.38	MULT
0.32	SUB
0.25	ADD

What's interesting here is that division is 13 times slower than multiplication. In fact it is closer to square root than anything else. Why?

Then I changed the global variable declaration using DEFINT a-z, DEFDBL, DEFSNG, and DEFLNG. The first column shows the time using DEFxxx. In the second column only one variable was changed in the loop while the loop itself was integer.(ie FOR x%=1 TO 10000:x#=x#:NEXT x%)

DEFxxx	Single Var	Type
	3.63	String (for reference)
14.13	0.33	Double float
1.30	0.22	Single float
0.42	0.21	Double Integer
0.20	0.20	Integer

I guess this shows that for speed minimal use of single precision floating point isn't bad but it shouldn't be used in frequently called loops. Double precision is a killer. (when talking about speed)

This exercise is of course to speed up graphics. I came to the conclusion to use integers to represent X and Y coordinates multiplied by 50. Then I can do slight increments and divide the results by 50 to get the coordinates back. This seemed to work great until I found how slow division was. Then I thought to use the shift bits left and right operators (<< , >>) to do multiply and divide. But I'm then stuck with the X-coordinate times 32 or <<5 because 32767/640<51.2.

What I mean is that the greatest integer value(32767) divided by the largest coordinate(640) is my multiplier. For me to use >> and << the multiplier must be a power of two. The greatest power of two less than 51.2 is 32 or 2^5. I could use the sign bit and then I get 65536/640<102.4 and the multiplier would be 64 or 2^6. Better resolution.

Any comments would be useful. (with code examples, any language)

Sam
sammcgee@crl.com

From -8646528263960798267
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94ef91e5491332c4
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: SORRY SORRY SORRY
Date: 1997/04/16
Message-ID: <5j1787$7qk0dg_002@news.ti.com>#1/1
X-Deja-AN: 235070006
References: <3352AF46.628B@geocities.com>
Organization: TIS
Newsgroups: comp.sys.atari.programmer

In article <3352AF46.628B@geocities.com>, donnelaith@geocities.com wrote:
>
>COULD ANYONE PLEASE tell me how to remove my BENCHTEST posts and tell me
>the CORRECT way to give my program out to anyone that's interested.

I don't think you can remove it from the news group.

When I have a new program, I just put in on my webpage and let everyone knows where to get it. I notice that your email address domain is from Geocities.com so you may already have found that they provide free home pages there. My home page is there as well. If you have problems with home pages, try the "10 tips for creating a homepage" from my home page.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong - ST user in SINGAPORE ||| 520ST+4Mb+44MB+Mag!X
Email:wongck@letterbox.com ||| F030+4Mb+84MB+MTOS
 http://wongck.home.ml.org   / | \ 486DX33+WFW P90+WinNT

From 6785021258148444910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f65fb3f1cc45d274,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: XBRA
Date: 1997/04/16
Message-ID: <4107cd$11351.292@HERMES>#1/1
X-Deja-AN: 235141757
Newsgroups: comp.sys.atari.programmer

In the course of debugging the disambiguator/dispatcher of my Toolbox DLL manager, I have run up against a few hurdles.

If a function call is not allowed in the current Toolbox implementation, (for example the API magic numbers were incorrect, the 16 bit library number or 16 bit library function number are invalid/unimplemented) I want to use the XBRA protocol to call the previous holder of the TRAP vector I use (TRAP number 0, vector $20, exception table offset $80).

However, if this was pointing into a ROM or disc loaded TOS, this will lead to a stream of 32 bombs appearing on the screen, and the calling app to be terminated.

Is there a foolproof way of detecting whether the TRAP vector is pointing into TOS, or has been grabbed by a debugger or other app?

In general, I use the following algorithm when deciding whether to XBRA:

```
  address = previous holder of trap vector
  if address >= $00E00000 AND address < $01000000 then
    it is pointing to the TOS ROM "bomb generator"
    do not XBRA to it
  else if it points to a previous toolbox
    XBRA to it
  else
    who knows?
  end if
```

Hisoft's MON (as supplied with Devpac 3.1, Lattice C 5.60, and probably some of their other products) reprograms "illegal" trap vectors to point into itself. Is there an easy way to detect it (and other) debuggers/bomb

handlers?

As an example of using the Toolbox to call function $259 in library 3, and pass the value $12345678 to it, the API call would be:

```
     move.l   #$12345678,-(sp) ; parameter
     move.w   #$0259,-(sp)  ; function number within library
     move.w   libnum3,-(sp) ; library number
     move.l   #0,d0         ; API (required)
     move.l   #$10,d1       ; API magic (required)
     move.l   d0,a0         ; API (required)
     move.l   d0,a1         ; API (required)
     trap #0        ; call the Toolbox
     add.l    #2+2+4,sp ; fix the stack
```

It is deemed to be a Toolbox call if the four "scratch" registers are set up as zero in D0, A0 and A1 and 16 ($10) in D1. I generally found that it is somewhat unlikely that those registers are going to be in that state when the TRAP #0 handler is called, and now require this as part of the API. There were a few variations in calling sequence and magic numbers earlier on in it's life, but, TTBOMK, none of those were ever released to my beta testers or the users of my custom apps which used the Toolbox and it's Plug-ins or Extensions.

We assume the variable "libnum3" has been initialised with the right value prior to the call. This can be found by calling the library enumeration functions within the Toolbox, or the tlbxHasLib function, and passing the 32-bit "cookie" identifier of the library we are interested in and the return value will be -1 (n/a) or the 16 bit library number.

(The library number is relevant to this session only, and may be different next time. The only pre-known library number which can be relied upon is library number zero - The Toolbox itself)

The Toolbox can currently be detected via XBIOS function $7462. If the return value is $7462 you have no Toolbox. If it returns $544C4258, then it exists.

--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like to make a withdrawal..."

From 1884047119023156152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad22dd257da32f41

X-Google-Attributes: gid1115ce,public
From: prajoux@laas.fr (Roland Prajoux)
Subject: Re: Default Integers?
Date: 1997/04/16
Message-ID: <5j22pl$3gi$1@laas.laas.fr>#1/1
X-Deja-AN: 235160541
Distribution: world
References: <E8oqJo.1Lz@cruzio.com>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@laas.fr
Newsgroups: comp.sys.atari.programmer

In article <E8oqJo.1Lz@cruzio.com>, allfree@bbs.cruzio.com writes:
>   I'm having trouble with Lattice C's "Default Short Integers" option on
>its compiler. This code:
>
>main()
>{
>   char c = -1;
>
>   printf("%d\n", c);
>}
>
>   ...seems to print '-1' when I'm in normal, 4-byte-integer mode, but when
>I change to short integers, it prints -65535, or worse, seemingly any other
>number it thinks of! I can see how -65535 has a certain logic to it, but what
>about results such as 1, or 3, or 2, which I've also gotten?
>
>   If anybody can help with this, I'd appreciate it greatly! I'm trying to
>get some solid C code for the CPU_MOD ASM routine, but it's difficult to check
>for an error code of -1 when Lattice isn't handling -1 correctly!

Are you sure that you have linked your program with the correct library?
Compiling with the short integers option is one thing, linking another one.
Lattice comes with many different libraries, corresponding to the same library
code compiled with different options. You can distinguish between libraries
by their names, see the docs.

Imagine that if you link your main() routine compiled in short integers with
a printf() expecting long integers, this is not going to work...

This is most probably the cause of your problem.

Regards.

Roland Prajoux (prajoux@laas.fr)

From -3180624782323590147

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a0f3c9521f2ef84
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Environment variables under TOS/GEM
Date: 1997/04/16
Message-ID: <5j298k$15op@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 235170109
References: <Pine.SUN.3.91.970415192629.17945A-100000@login>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <Pine.SUN.3.91.970415192629.17945A-100000@login>,
     Thomas Nilsen <thomasni@eunet.no> writes:
> How on earth are one to write and change environment variables under
> plain TOS/GEM. When MiNT is running it is possible to use the
> shel_write() function, but this is not available under TOS/GEM.
shel_write() has nothing to do with MiNT, as it's an AES call. Don't mix
it with the availability of the extended shel_write() call in MultiTOS,
which is also available in Geneva and MagiC, which both don't require
MiNT to run.

> Is there any GEM calls available for this kind of task or do I have to go
> direclty on the hardware address?
There's no AES call to change environment variables, as the AES has its
own environment not necessarily identical to the one the current program
uses. This AES environment shouldn't be changed from an application,
anyway, as it would affect all other applications.

If you want to give a program you want to run from within your
application its own environment variables, there are two ways:

1. Don't use shel_write(), but Pexec() (which you'll need to use for
SingleTOS anyway if you want to keep the calling program running).
Pexec() allows you to pass a pointer to an environemnt.

2. Modify your program's environment (create a copy of the old one,
modify the copy and let p_env of your program's basepage point to it) and
then use shel_write(). Note that this won't work if you use it with the
shel_write() you find in SingleTOS, as it requires to quit the calling
application before the "child" (which is more like a "brother" or
"sister" in that case ;) is run, so the modified environment will not be
used.

Also note that some C-compilers offer the call "setenv", which will ease
the modification of the environment.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 2410475235253700872
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2dda0c04a8274f5
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Speeding Up graphics
Date: 1997/04/16
Message-ID: <5j2epm$15op@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 235183047
References: <5j1h36$4vc@crl2.crl.com>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <5j1h36$4vc@crl2.crl.com>,
     sammcgee@crl.com (Sam McGee) writes:
> I ran some benchmarks for different operations to speed up my HiSoft
> BASIC programs. The following list shows the execution times (in
> seconds) for a loop with each operation. (about 64000 times)
>
> [results deleted]
>
> What's interesting here is that division is 13 times slower than
> multiplication. In fact it is closer to square root than anything
> else. Why?
Because division is quite "expensive". Try to write your own
multiplication routines which multiply two numbers by only using
addition, substraction, bit manipulation and shifting. And then try the same
with division, and you'll see.

You can do all multiplications by splitting one factor in its powers of
two:

x * 29 = x * 16 + x * 8 + x * 4 + x * 1
x * 34 = x * 32 + x * 2

So multiplying is (mostly) a matter of fast shift- and add-operations.

Unfortunately, this doesn't work for division:

x / 29 != x / 16 - x / 8 - x / 4 - x / 1

There are algorithms for division which also only need "basic" operations, but they need a lot more of them than multiplication - that's why it's so much slower. (Of course, the relation between division and multiplication strongly depends on which algorithms are used.)

> [...]
> What I mean is that the greatest integer value(32767) divided by the
> largest coordinate(640) is my multiplier. For me to use >> and << the
> multiplier must be a power of two. The greatest power of two less than
> 51.2 is 32 or 2^5. I could use the sign bit and then I get
> 65536/640<102.4 and the multiplier would be 64 or 2^6. Better resolution.
>
> Any comments would be useful. (with code examples, any language)

If you don't mind using assembly language, you could use "fixed floats", i.e. longs (32 bit) where the upper word represents the integer part, and the lower word the fractional part. I.e. 1.5 would be 0x00018000.

To make a "fixed float" out of normal float variable, simply multiply with 65536 (i.e. 16 shifts to the left). Do the opposite to get the float value back out of such a number.

You can directly add and subtract these "float longs". To multiply two numbers, you have to do a 64-bit multiplication (the reason why you need (or better use) assembly language) and take with middle long out of the result. I.e. 1.5 * 1.5 would be 0x00018000 * 0x00018000, this results in 0x0000000240000000. The middle 32 bits of that are 0x00024000, which is 2.25, the result of 1.5 * 1.5.

Division is a bit more tricky, and I don't have the actual algorithm here. Division by powers of two is easy, of course. Unfortunately, you can't divide by x by splitting x in its powers of two and divide by them, as it's possible for multiplication (see above).

Please excuse me if that's of no use for you.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -4872185132842682451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: josk@ifi.ntnu.no (Jo Even Skarstein)
Subject: Re: Pexec()-question

Date: 1997/04/16
Message-ID: <3354fe085af11@ifi.ntnu.no>#1/1
X-Deja-AN: 235220274
References: <ersmithE8owx3.E4D@netcom.com>
X-Hardware: Atari Falcon 030
Organization: NTNU
Reply-To: Jo.Even.Skarstein@ifi.ntnu.no
Newsgroups: comp.sys.atari.programmer

On Tue 15-04-97 17:36 Eric R. Smith (ersmith@netcom.com) wrote:

>>Pexec returns the pid of the zombie-process, the actual process (pppd)
>>has pid+1, and a ppid of 000.
>
>Ah, I know what's going on. /usr/etc/pppd is forking itself and then
>running yet another process. Here's the sequence:

[.....]

>In fact, in this particular case there's no need for you to use Pexec(100);
>pppd uses fork() to put a copy of itself in the background, so
>Pexec(0) will work just fine (and will save you the trouble of having to
>do a Pwait()).
>
>If there are other programs (other than pppd) that you might want to run,
>you can still use Pexec(100) + Pwait(), but do *not* add 1 to the pid you
>got back; you really do need to do Pwait() on the zombie process to
>get rid of it.

This solves one problem, but creates another... I need to know the pid
of pppd in order to...

a) Check that pppd is still running.
b) Kill it when the on-line session is over.

When I use...

```
   pppd_pid=Pexec(100,"/usr/etc/pppd","",NULL)+1;
   Pwait();
```

... I get pppd's pid, this has worked fine so far. But of course, if
another process is started after pppd and before pppd forks() this
will break.

I solved this another way, by starting pppd in the background
(Pexec(100...)) with the parameter "-detach", which prevents it from
forking itself. I then used Pwaitpid() to periodically check that it
still runs.

But how do I get a process' pid? Are there any calls (Like appl_find()
or appl_search() for AES-processes.) that I can use? I tried to browse
the Atari Compendium, but it's so poorly laid-out that it takes

something like 10 minutes to format the gemdos-reference with CAB 1.5
on my 24MHz Falcon...

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

From -8037140939181618803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7171635031cc55a5,start
X-Google-Attributes: gid1115ce,public
From: josk@ifi.ntnu.no (Jo Even Skarstein)
Subject: How to read the 200Hz system-clock?
Date: 1997/04/16
Message-ID: <3354fe085b352@ifi.ntnu.no>#1/1
X-Deja-AN: 235220386
X-Hardware: Atari Falcon 030
Organization: NTNU
Reply-To: Jo.Even.Skarstein@ifi.ntnu.no
Newsgroups: comp.sys.atari.programmer

Hi!

I need to make an accurate clock, and I thought that the 200Hz
system-clock would be the best source. The Pure C helpfile says that
clock() (In time.h) returns this value, while K&R says it returns the
time used by the calling process. After having tried clock(), I
believe K&R are right here.

So I tried to read the clock directly...

```
long *timerptr, timer;

timerptr=0x4ba; /* The 200Hz system-clock is located here */

Super(0);
timer=*timerptr;
Super(0);
```

However, timer is always 0. I'm obviously doing someting very wrong
here, as I'm not quite familiar with how C's pointers work.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

From 9743850403018481 37
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad22dd257da32f41
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Default Integers?
Date: 1997/04/16
Message-ID: <3de_9704161614@conchbbs.com>#1/1
X-Deja-AN: 235283998
Organization: Houston Area League of PC Users
X-FTN-To: allfree@bbs.cruzio.com
Newsgroups: comp.sys.atari.programmer

a > I'm having trouble with Lattice C's "Default Short Integers"
a > option on its compiler.

a >   printf("%d\n", c);

Variable argument lists, such as used by printf(), convert some
variables (e.g. float to double) before passing them on the stack.
Evidently when using long ints, Lattice C converts shorts to longs,
but not when using short ints.

If printf() is expecting a long and you send it a short, bad things
can happen: -65335 = (-1 << 16) + 0 where the 0 just happened to be
on the stack in the next slot. Just be glad you didn't have any
more arguments in the call (especially string pointers)

As someone else has already posted, you need to link in a version of
printf() which uses short ints.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -3499793387700003556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f69cef9ce1ea06b,start
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Fonts
Date: 1997/04/16
Message-ID: <E8qrGM.7BE@cix.compulink.co.uk>#1/1
X-Deja-AN: 235285632

Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

I want to display a list of fonts currently installed by the system.
Not all those available on disk, but those installed in the ASSIGN.SYS file
or made available via NVDI etc at bootup.

My present code appears to work with NVDI 3+ but fails on bitmap only GDOSs.
Something like:

```
totalfonts = vst_load_fonts(handle, 0);

printf("Total fonts available: %d\n", totalfonts);
totalfonts++;

for (i = 1; i <= totalfonts; i ++)
{
font_id = vqt_name(handle, i, fontname);
printf("%-3u  %-5u  %s\n", i, font_id, fontname);
}
vst_unload_fonts(handle, 0);
```

I try to list the fonts by getting the total number via vst_load_fonts() but
this fails under ordinary GDOS 1.1 for instance, returning zero.

So how do I know how many fonts there are?

I also tried
```
for (i = 2, font_id != 1; i ++)
```

on the basis that when vqt_name fails it returns a font_id of 1 any way
which is the system font, so we start at a font above that, hence i = 2.
All I get with this is the system font but works on NVDI 3.

So, can someone lead me through the procedures to list the installed fonts
that works with *all* GDOS versions please?

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
*   * NeST: 90:102/107.0@nest.ftn   *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624   * AtariNet: 51:502/0.10@atarinet.ftn *

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a0f3c9521f2ef84
X-Google-Attributes: gid1115ce,public
From: Thomas Nilsen <thomasni@eunet.no>
Subject: Re: Environment variables under TOS/GEM
Date: 1997/04/16
Message-ID: <Pine.SUN.3.91.970416215849.21501A-100000@login>#1/1
X-Deja-AN: 235329253
References: <Pine.SUN.3.91.970415192629.17945A-100000@login>
<5j298k$15op@rs18.hrz.th-darmstadt.de>
X-Sender: thomasni@login
Organization: EUnet Norway
Newsgroups: comp.sys.atari.programmer

On 16 Apr 1997, Thomas Binder wrote:

> shel_write() has nothing to do with MiNT, as it's an AES call. Don't mix
> it with the availability of the extended shel_write() call in MultiTOS,
> which is also available in Geneva and MagiC, which both don't require
> MiNT to run.

sorry, I was a bit misleading there. Most of the shel_write() functions
is only available with AES 4.0 and above.. which includes MiNT amongst
others.

> There's no AES call to change environment variables, as the AES has its
> own environment not necessarily identical to the one the current program
> uses. This AES environment shouldn't be changed from an application,
> anyway, as it would affect all other applications.

What I want to do is write a small CPX that allows chaning the _GLOBAL_
environment variables, as the CPX I have for this now is way to buggy. I
am not interested in the environment for the executed task but the one
that is defined as global. You see my need here?

> If you want to give a program you want to run from within your
> application its own environment variables, there are two ways:

As I've staded above this is not what I need. I need to have a way of
accessing the environment vars as other programs like AUTOENVR, ENV.CPX,
and quite a few others do. I am going to set the environment for GEM!

> Also note that some C-compilers offer the call "setenv", which will ease
> the modification of the environment.

Not much use when coding in assembly is it? :)

Regards, Thomas

From -7834132058996434354

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e70929dc68c49788,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e70929dc68c49788,start
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Magic 5 - WERCS Rsc editor doesn't!
Date: 1997/04/17
Message-ID: <5j5ccp$1k4$1@nnrp01.primenet.com>#1/1
X-Deja-AN: 235478239
Organization: JR Enterprises
X-Posted-By: @206.165.20.242 (rojewski)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I just installed Magic 5.03. My WERCS resource editor which comes
with Lattice C gets 68000 exceptions (#-69) whenever I close a dialog.
Both in multi and single tasking modes.

I worked fine on TOS 4.04... Ideas?

John

*
* John Rojewski   email: rojewski@primenet.com
*   http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From 2579928304810081655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad22dd257da32f41
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Default Integers?
Date: 1997/04/17
Message-ID:
<Pine.GSO.3.95Lrindlow.970417183244.8288D-100000@tindra.lysator.liu.se>#1/1
X-Deja-AN: 235496935
References: <E8oqJo.1Lz@cruzio.com>
Organization: Link⍰ping University, Sweden
Newsgroups: comp.sys.atari.programmer

On Tue, 15 Apr 1997 allfree@bbs.cruzio.com wrote:

> Hi,
>
>   I'm having trouble with Lattice C's "Default Short Integers" option on
> its compiler. This code:
>

```
> main()
> {
>    char c = -1;
>
>    printf("%d\n", c);
> }
>
>      ...seems to print '-1' when I'm in normal, 4-byte-integer mode, but when
> I change to short integers, it prints -65535, or worse, seemingly any other
> number it thinks of!  I can see how -65535 has a certain logic to it, but what
> about results such as 1, or 3, or 2, which I've also gotten?
>
>      If anybody can help with this, I'd appreciate it greatly!  I'm trying to
> get some solid C code for the CPU_MOD ASM routine, but it's difficult to check
> for an error code of -1 when Lattice isn't handling -1 correctly!
```

AFAIK C should automatically convert the char you are using into an the default int used, when you're using %d in printf.

If this is not the case, you might want to write:

```
printf("%d\n", (int)c);
```

or maybe

```
printf("%d\n", (short int)c);
```

I'm not sure if any of this helps... oh well...

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From 2233726888528780467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: Pexec()-question
Date: 1997/04/17
Message-ID: <ersmithE8swpC.488@netcom.com>#1/1
X-Deja-AN: 235551824

Sender: ersmith@netcom2.netcom.com
References: <ersmithE8owx3.E4D@netcom.com> <3354fe085af11@ifi.ntnu.no>
Organization: Netcom
Newsgroups: comp.sys.atari.programmer

In article <3354fe085af11@ifi.ntnu.no>,
Jo Even Skarstein <Jo.Even.Skarstein@ifi.ntnu.no> wrote:
>But how do I get a process' pid? Are there any calls (Like appl_find()
>or appl_search() for AES-processes.) that I can use?

Well, if you know the name of the process, *and* you know that no other
process with the same name can be running, then you can look in the
U:\PROC directory, e.g. with an Fsfirst() for U:\\PROC\\PPPD.*. The
file extension (3 characters) will be the process id, e.g. for
the program C:\USR\BIN\FOO.TTP, with process id 180, U:\PROC will contain
a "FOO.180" entry.
--
Eric R. Smith
ersmith@netcom.com

From 2730495416520662530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: josk@ifi.ntnu.no (Jo Even Skarstein)
Subject: Re: Pexec()-question
Date: 1997/04/18
Message-ID: <3357367017bd11@ifi.ntnu.no>#1/1
X-Deja-AN: 235657281
References: <ersmithE8swpC.488@netcom.com>
X-Hardware: Atari Falcon 030
Organization: NTNU
Reply-To: Jo.Even.Skarstein@ifi.ntnu.no
Newsgroups: comp.sys.atari.programmer

On Thu 17-04-97 21:22 Eric R. Smith (ersmith@netcom.com) wrote:

>In article <3354fe085af11@ifi.ntnu.no>,
>Jo Even Skarstein <Jo.Even.Skarstein@ifi.ntnu.no> wrote:
>>But how do I get a process' pid? Are there any calls (Like appl_find()
>>or appl_search() for AES-processes.) that I can use?
>
>Well, if you know the name of the process, *and* you know that no other
>process with the same name can be running, then you can look in the
>U:\PROC directory, e.g. with an Fsfirst() for U:\\PROC\\PPPD.*. The
>file extension (3 characters) will be the process id, e.g. for
>the program C:\USR\BIN\FOO.TTP, with process id 180, U:\PROC will contain
>a "FOO.180" entry.

Good enough. If you have two processes with identical names running, there's no practical way of distinguish them without knowing the pid anyway.

Just curios: What happens with pid 1000? I'm running pid 682 now, perhaps I should stay up a couple of hours more and see what happens...

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

From -3101388170708480403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5a99305271eb206
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: v_get_pixel
Date: 1997/04/18
Message-ID: <5j7jab$fk@nyheter.chalmers.se>#1/1
X-Deja-AN: 235680259
References: <861013406.17594@dejanews.com> <5j02dn$39u$1@laas.laas.fr>
Organization: Chalmers University of Technology
Newsgroups: comp.sys.atari.programmer

In article <5j02dn$39u$1@laas.laas.fr>, Roland Prajoux <prajoux@laas.fr> wrote:
>In article <861013406.17594@dejanews.com>, gregory_ford@hotmail.com writes:
...
>>short vgp,vgc;
>
>>v_get_pixel(vhandle,x,y,&vgp,&vgc);
>
>>It always returns vgp and vgc as 0 :-(
...
>Your call looks correct. The only explanation I can think of is a bad binding
>of your compiler for v_get_pixel().

Another idea might be that he's using 32 bit ints and the compiler expects vgp and vgc to be of type int. That would cause both shorts to be zero.

IIRC, the GCC libraries sometimes use 'int' as a type, regardless of whether those are 16 bit or 32 bit. The actual library routines then make things appear correctly to TOS. Any pointers you supply must be to ints, though.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -3429880822594839687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Pexec()-question
Date: 1997/04/18
Message-ID: <vyzu3l4egxu.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 235684699
Sender: schwab@issan.informatik.uni-dortmund.de
References: <ersmithE8owx3.E4D@netcom.com> <3354fe085af11@ifi.ntnu.no>
Organization: Dortmund University, Germany
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein <josk@ifi.ntnu.no> writes:

|> This solves one problem, but creates another... I need to know the pid
|> of pppd in order to...

|> a) Check that pppd is still running.
|> b) Kill it when the on-line session is over.

Check the docs of pppd which should tell you the name of the file where it
will write out its pid (perhaps in /var/run/pppd.pid).
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From 6542360297275253338
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f65fb3f1cc45d274
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: XBRA
Date: 1997/04/18
Message-ID: <vyzk9m0ecce.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 235700295
Sender: schwab@issan.informatik.uni-dortmund.de
References: <4107cd$11351.292@HERMES>
Organization: Dortmund University, Germany
Newsgroups: comp.sys.atari.programmer

Gaven Miller <gmiller@inca.co.nz> writes:

|> In the course of debugging the disambiguator/dispatcher of my Toolbox DLL
|> manager, I have run up against a few hurdles.

|> If a function call is not allowed in the current Toolbox implementation,
|> (for example the API magic numbers were incorrect, the 16 bit library
|> number or 16 bit library function number are invalid/unimplemented) I want
|> to use the XBRA protocol to call the previous holder of the TRAP vector I
|> use (TRAP number 0, vector $20, exception table offset $80).

|> However, if this was pointing into a ROM or disc loaded TOS, this will
|> lead to a stream of 32 bombs appearing on the screen, and the calling app
|> to be terminated.

I don't think this is a problem. If the magic numbers are not correct, then apparently this was a wild call to trap #0 and you should forward it (with all possible consequences, it's the application's fault anyway). If the magic numbers are correct, but the function number isn't recognized, you should perhaps print a warning and return some error indicator without forwarding the call. This should then be handled in a graceful manner by the application's binding for your toolbox.

--

Andreas Schwab
schwab@issan.informatik.uni-dortmund.de

"And now for something completely different"

From 5414049427538095319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7171635031cc55a5
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: How to read the 200Hz system-clock?
Date: 1997/04/18
Message-ID: <dwilga-1804970934470001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 235709441
References: <3354fe085b352@ifi.ntnu.no>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <3354fe085b352@ifi.ntnu.no>, Jo.Even.Skarstein@ifi.ntnu.no wrote:

>Hi!
>
>I need to make an accurate clock, and I thought that the 200Hz
>system-clock would be the best source. The Pure C helpfile says that
>clock() (In time.h) returns this value, while K&R says it returns the
>time used by the calling process. After having tried clock(), I
>believe K&R are right here.
>
>So I tried to read the clock directly...
>
>long *timerptr, timer;
>
>timerptr=0x4ba; /* The 200Hz system-clock is located here */

```
>
>Super(0);
>timer=*timerptr;
>Super(0);
>
>However, timer is always 0. I'm obviously doing someting very wrong
>here, as I'm not quite familiar with how C's pointers work.
```

That should have worked, except that you should definitely not be doing Super(0) the second time around (you should be using the return value from the first Super(0) call). It's actually a little easier to use the Supexec() function, IMHO:

```
long get_timer(void) {
     return *(long *)0x4ba;
}

main {
  long timer = Supexec( get_timer );
}
```

Dan Wilga dwilga@mtholyoke.edu

From -7063104678272678869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a0f3c9521f2ef84
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Environment variables under TOS/GEM
Date: 1997/04/18
Message-ID: <5j81t7$1rio@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 235728370
References: <Pine.SUN.3.91.970415192629.17945A-100000@login>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <Pine.SUN.3.91.970416215849.21501A-100000@login>,
     Thomas Nilsen <thomasni@eunet.no> writes:
> sorry, I was a bit misleading there. Most of the shel_write() functions
> is only available with AES 4.0 and above.. which includes MiNT amongst
> others.
Geneva does not need MiNT and has the extended shel_write() modes and features, and MagiC also has most of them implemented.

> What I want to do is write a small CPX that allows chaning the _GLOBAL_
> environment variables, as the CPX I have for this now is way to buggy. I
> am not interested in the environment for the executed task but the one
> that is defined as global. You see my need here?

OK. That's a bit tricky. The best method would be to have an auto-folder program like Senf which not only sets initial environment variables for the AES, but also installs a cookie pointing to the basepage of the AES process. The CPX could then use (basepage)->p_env to access and manipulate the global environment.

But don't forget that in most cases this won't have any effect if not the built-in desktop is used, as other desktops have to use Pexec() to launch programs. And there are very little programs which use shel_envrn() to read environment variables, which they would have to use in this case to read the environment set up by the CPX.

> Not much use when coding in assembly is it? :)
Not really. But it's not my fault if you're doing everything in assembly language ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 2767126798195315315
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d238a84420caef7,start
X-Google-Attributes: gid1115ce,public
From: Joe Franklin<JFrank1069@aol.com>
Subject: Save over 50%
Date: 1997/04/18
Message-ID: <5j8b6i$8pv$5482@PaperBoy.LiveNet.Net>#1/1
X-Deja-AN: 235927801
Organization: A poorly-installed InterNetNews site
Newsgroups: comp.sys.atari.programmer

I found some great deals that saved me over 50% on some products.
Some deals are better than others. Just browse around and see if you
find something you like at the virtual Mall.
at http://members.aol.com/Jfrank1069
Happy bargain hunting!!!

This message is being brought to you by Dynamic Mail software - the powerful

online marketing tool to explode your business easier and faster. For more information please visit our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
---

From 2423687280743087233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,646dd545c0b103bf,start
X-Google-Attributes: gid1115ce,public
From: seelds@hg.uleth.ca
Subject: need some source on using the mic/adc
Date: 1997/04/19
Message-ID: <5jbe19$eg31@mars.online.uleth.ca>#1/1
X-Deja-AN: 236026167
Organization: University of Lethbridge
Reply-To: seelds@hg.uleth.ca
Newsgroups: comp.sys.atari.programmer

im looking for some source or some info on using the mic/adc
i basicaly want to make a little sampler program

thanks
dave

From -8086741450839375417
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,793d68472b072fca,start
X-Google-Attributes: gid1115ce,public
From: [oqwiruewoi@eoiurew.com
Subject: -Young Nude Teenage Pictures *fuck.jpg
Date: 1997/04/19
Message-ID: <5jbkl0$dia@bolivia.earthlink.net>#1/1
X-Deja-AN: 236043591
Organization: Earthlink Network, Inc.
Newsgroups: comp.sys.atari.programmer

Check out this site, it has tons of young teens fucking and sucking cock !!!

http://www.sexy-girls.com

From 1034120734436874545
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,243d10155ff5ba7d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,243d10155ff5ba7d,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,243d10155ff5ba7d,start
X-Google-Attributes: gid109a67,public
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Subject: Atari STuff for sale swap (UK)
Date: 1997/04/19
Message-ID: <5jabki$2nt$1@mhade.production.compuserve.com>#1/1
X-Deja-AN: 236098079
Organization: CompuServe, Inc. (1-800-689-0736)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

some atari stuff I have for sale and swap
http://ourworld.compuserve.com/homepages/brond/forsale.htm

From 3555929045270421674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,15b3f9e27f3f9233,start
X-Google-Attributes: gid1115ce,public
From: <glucas@netusa1.net>
Subject: START a FREE Online Business TODAY
Date: 1997/04/20
Message-ID: <5jbo6m$8p1@news.netusa1.net>#1/1
X-Deja-AN: 236067723
Organization: NetUSA1 Inc.
Newsgroups: comp.sys.atari.programmer

FREE TURNKEY ONLINE BUSINESS

Build a residual income from time you spend on the Internet placing FREE advertisements.

Successful Internet company wants you to help them market their services online. Place FREE advertisements and get paid residual commissions on any sales that you bring to the company. NO cost to start immediately, and all you have to do is place pre-written ads online in your sparetime. Complete training and instructions will be provided to you FREE.

You can even choose to get other online entrepreneurs involved and build your own "sales organization" where you can even earn commissions from the work of others.

You can get started TODAY absolutely FREE, and you can even check the status of your sales ONLINE!

PLEASE WRITE THIS DOWN: GD2854

You will need the above code to join this FREE program.

For more information, retrieve an auto-reply from OVERVIEW@NETOPP.COM,
or visit: http://www.netopp.com.

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at : http://www.australia.net.au/~apexpi/
dynamail.htm

From -6068881492972753313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e70929dc68c49788
X-Google-Attributes: gid1115ce,public
From: chrisc@zetnet.co.uk (Chris Crosskey)
Subject: Re: Magic 5 - WERCS Rsc editor doesn't!
Date: 1997/04/20
Message-ID: <5jd1hj$i41@irk.zetnet.co.uk>#1/1
X-Deja-AN: 236130165
References: <5j5ccp$1k4$1@nnrp01.primenet.com>
Organization: Abingdon Synthesis Projects
Newsgroups: comp.sys.atari.programmer

On 17 Apr 1997 07:34:01, John M Rojewski wrote:
>
>I just installed Magic 5.03. My WERCS resource editor which comes
>with Lattice C gets 68000 exceptions (#-69) whenever I close a dialog.
>Both in multi and single tasking modes.
>
>I worked fine on TOS 4.04... Ideas?

Hi John,
Have you tried using ORCS?...I know it's a bit crude and you sometimes
have to tell it a menu is a formfield if you don't want it to chew up
the file format, and then change back when you finish, but it's a
fairly easy program to work with, I've used it to translate German
RSC's into English, and I never even read the README.....
Dunno if it is Magic-proof, but it's on most of the Shareware CDROM's,
so you should have it somewhere....
chrisc

From 6711446306846175840

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57b43e8d1b1e13c6,start
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Dpathconf() and a CDROM
Date: 1997/04/20
Message-ID: <E8y30w.Ctn@cix.compulink.co.uk>#1/1
X-Deja-AN: 236165585
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

For the next version of PROFILE 2, I'm scanning the U: 'drive' and reporting on the Dpathconf() values returned for each drive and filesystem.

However, it gets to a CDROM and it doesn't like it, sometimes crashing under MagiC 5. This drive isn't listed under pun_info and it also fails a _mediach() check which I perform before getting BPB details which is what I'd expect and normal.

What I need is a way to skip such drives. I thought of Dopendir on U:\M\. Would that fail on a CDROM? Ideas welcome.

The main problem I have is that the problem lies on a beta tester's system that I don't have direct access to.

Slainte mhath
Mark

--

```
* Mark S Baines   * FidoNet:  2:254/105.10@fidonet.org   *
*                 * NeST:     90:102/107.0@nest.ftn      *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624    * AtariNet: 51:502/0.10@atarinet.ftn   *
```


From -111864683206735016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58fa8eb3c7c1e707,start
X-Google-Attributes: gid1115ce,public
From: donnelaith@geocities.com
Subject: New Atari Benchtest...
Date: 1997/04/20
Message-ID: <335AEFFF.763@geocities.com>#1/1
X-Deja-AN: 236262687
Organization: Netcom
X-NETCOM-Date: Sun Apr 20 10:32:53 PM CDT 1997
Reply-To: donnelaith@geocities.com

Newsgroups: comp.sys.atari.programmer

Hello everyone,

It's me again! Please download my new benchtest program from alt.binaries.atari and I will be completely grateful for any test results that are sent to me. I am going to post a chart that will compare the speed of all Atari computers, and all Atari emulators like MagiC. I want to get as many different computers as possible and as many different options as possible...

I have written a second version for those of you working in the original Atari resolutions (ST LOW) or early TOS (back to TOS 1.0)

So far, I have the following results:

```
(1) 1040ST  TOS 1.0  no accessories       ST LOW
(2) MegaSTe TOS 2.05 8MHz NoCache         ST HIGH
(3) MegaSTe TOS 2.05 NVDI4 8MHz NoCache   ST HIGH
(4) MegaSTe TOS 2.05 16MHz Cache          ST HIGH
(5) MegaSTe TOS 2.05 NVDI4 16MHz Cache    ST HIGH
(6) TT030   TOS 3.05                      TT MED
(7) TT030   TOS 3.05                      TT HIGH
(8) TT030   TOS 3.05 NVDI3                TT MED
(9) TT030   TOS 3.05 NVDI3                TT HIGH
(10) TT030   TOS 3.06                      TT MED
(11) TT030   TOS 3.06                      TT HIGH
(12) TT030   TOS 3.06 NVDI3                TT MED
(13) TT030   TOS 3.06 NVDI3                TT HIGH
(14) Mac Performa 638CD, MagiC, NVDI4      832x624x256 colors
(15) Mac Performa 6230CD, MagiC, NVDI4     640x480x256 colors
(16) Mac Powerbook 145B, MagiC             ST HIGH
(17) Mac Powerbook 190cs, MagiC, NVDI4     640x480x256 colors
(18) Power Mac 9500, MagiC, NVDI4, 21"mon. 1152x870x256 colors
(19) IBM 350/P100, TOS2WIN 95              SVGA
```

BENCHTEST FAQ:

(1) Why is your program better than GEMBENCH?

Well, its not necessarily better, but it is different. I wanted to make a program that simulates actual programs that people use from day to day. I'm not concerned with the time it takes to call a vdi function 10000 times in a row. I'm concerned with stuff like, "Well, how much faster will my word processor be on my Performa running MagiC? How about running in 256 colors on my 19" monitor in 1280x960 resolution?" I have desinged "real-world" tests into this program so I could make some "real-world" comparisons.

(2) Your program won't run on my 1040ST/MEGA4 because I get a dialog that says, "Current screen resolution is unacceptable..."

I have based all of my tests on a stock TT030 with stock hard drive. I have written another version of the program called "E_BENCH2.PRG" for those Atari users with older versions of TOS (back to TOS 1.0) and color monitors. This second version runs in ST LOW. One drawback is that due to the changes I had to make in the tests so they would work in ST LOW/TOS 1.0, the results may be up to 10% different from those produced by the original program. For this reason, please use E_BENCH2 for older Atari computers only.

(3) The program crashes when it gets to "Hard disk write".

It seems that I did not anticipate all possible combinations. (or that many at all really) Please try the following: Run the program from Drive C:, and make sure there is at least 10 megs free on Drive C:. I will try to improve the routine in the future but I have tested it on two different TT030s, 3 different Performas, booting from a syquest EZ135 on a Performa, 2 different Powerbooks, a 9500 Mac, booting off the internal drive, and off a Syquest EZ135, and had no trouble. Someone even emailed me test results from their IBM, running TOS2WIN and it worked fine. If you try the above 2 steps and still crash PLEASE email me so I can fix it!

Finally, I would like to make a German version. It seems everyone always writes stuff in German and it has to be translated to English. Well, I want to do the reverse. Anyone want to help me? If you could send me a translation of the text in my program, I will give you credit in the German version...

Good luck to all in the Atari world,

Rob Meyers

From 3091100192929374231
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e4084b04f4ad94d,start
X-Google-Attributes: gid1115ce,public
From: Me<Someone@nowhere.com>
Subject: BEST SITES ON THE WEB!!! A MUST SEE!!!!!!
Date: 1997/04/21
Message-ID: <5jfct0$ava@sjx-ixn4.ix.netcom.com>#1/1
X-Deja-AN: 236311236
Organization: Netcom
X-NETCOM-Date: Mon Apr 21 2:44:00 AM PDT 1997
Newsgroups: comp.sys.atari.programmer

http://ads.sexroulette.com/cgi-win/trax.exe?972

http://megatrondata.com/PleasureIsland/index.htm

If you are reading this then you are half way there GO FOR IT. YOU'LL LOVE IT!!!!!!!!!!!

This message is being brought to you by Dynamic Mail software - the powerful online marketing tool to explode your business easier and faster. For more information please visit our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
----

From 1740284490007315740
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e70929dc68c49788
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e70929dc68c49788
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Magic 5 - WERCS Rsc editor doesn't!
Date: 1997/04/21
Message-ID: <yvv3eskod5e.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 236318883
Sender: emwoll@bowmore
References: <5j5ccp$1k4$1@nnrp01.primenet.com>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

rojewski@primenet.com (John M Rojewski) writes:

>
> I just installed Magic 5.03. My WERCS resource editor which comes
> with Lattice C gets 68000 exceptions (#-69) whenever I close a dialog.
> Both in multi and single tasking modes.
>
> I worked fine on TOS 4.04... Ideas?

Throw WERCS in the trash. :-)

Seriously WERCS is crap. I have heard that there is a new free(?) RSC editor which handles everything including colour icons. If it's not usable there is Interface which is the best I have ever seen. Not perfect but defenitly the best you can get.

If you must use WERCS I guess you have to design your resource files using TOS. :-\

```
//Magnus Kollberg
--
        +----------------------------------------+
        |       Happy owner of a Falcon040       |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -5381124413739362499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e70929dc68c49788
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e70929dc68c49788
X-Google-Attributes: gid1115ce,public
From: szhays@rocky.ucdavis.edu (Eric Hays)
Subject: Re: Magic 5 - WERCS Rsc editor doesn't!
Date: 1997/04/21
Message-ID: <5jg1fu$p2l$1@mark.ucdavis.edu>#1/1
X-Deja-AN: 236368209
References: <5j5ccp$1k4$1@nnrp01.primenet.com> <yvv3eskod5e.fsf@emw.ericsson.se>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st
Organization: University of California, Davis
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
:
: Seriously WERCS is crap. I have heard that there is a new free(?)
: RSC editor which handles everything including colour icons. If

Sounds interesting. Do you remeber its name. Or even better, where a
copy is available?

```
--
.................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
:     @ @      Internship & Career Center.   http://icc.ucdavis.edu :
+-oOO-(_)-OOo-------------------------------------------------------+
```

From -264052123095457244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e70929dc68c49788
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Magic 5 - WERCS Rsc editor doesn't!
Date: 1997/04/21
Message-ID: <Pine.A32.3.91.970421182809.17221A-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 236379583

References: <5j5ccp$1k4$1@nnrp01.primenet.com> <5jd1hj$i41@irk.zetnet.co.uk>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On 20 Apr 1997, Chris Crosskey wrote:

>
> On 17 Apr 1997 07:34:01, John M Rojewski wrote:
> >
> >I just installed Magic 5.03. My WERCS resource editor which comes
> >with Lattice C gets 68000 exceptions (#-69) whenever I close a dialog.
> >Both in multi and single tasking modes.
> >
> >I worked fine on TOS 4.04... Ideas?
>
>
> Hi John,
> Have you tried using ORCS?...I know it's a bit crude and you sometimes
> have to tell it a menu is a formfield if you don't want it to chew up
> the file format, and then change back when you finish, but it's a
> fairly easy program to work with, I've used it to translate German
> RSC's into English, and I never even read the README.....
> Dunno if it is Magic-proof, but it's on most of the Shareware CDROM's,

and many ftp servers and BBSs. Yes, it's MagiC proof, and I agree, it's
quite good. It's only fault is that it insists in using it's own routines
to display the resource trees, and those routines never heard of the 3D
attributes :-(

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -5752116008529068010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49d85beb12980ca1,start
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: MagiC 5 and menu_popup()
Date: 1997/04/21
Message-ID: <5jggbdkg1@nnrp01.primenet.com>#1/1
X-Deja-AN: 236430309
Organization: JR Enterprises
X-Posted-By: @206.165.22.41 (rojewski)
Newsgroups: comp.sys.atari.programmer

Magic 5 doesn't seem to be providing the AES >=3.3 functionality for menu_popup(). The AES verison = 3.99, and the call to menu_popup() returns a zero (0).

I have heard from NEWSie users that the popups did appear under Magic, but I cannot see them.

Is there a Magic configuration variable I can set to support AES >=3.3 features like menu_popup()?

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From 8139353721510109563
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81c560d51db5599f,start
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Fonts
Date: 1997/04/21
Message-ID: <E90117.6yM@cix.compulink.co.uk>#1/1
X-Deja-AN: 236464668
References: <861399356_OASIS_@swampdog.demon.co.uk>
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

>Hmm, I had problems with the first method as well but the second one
>works (unless nobody has bothered to tell me).
I got the second idea from you - you sent me the SCANFONT file and code before.
It works OK except not so well under plain GDOS at times, say with a Timeworks setup. The screen fonts are OK but the TW fonts aren't listed on some systems (or some TW version fonts?). It's weird.

I've since tried using work_out[10] which gives the number of screen fonts to start with, which works a *little* better under more circumstances:

```
    screenfonts = work_out[10];
loadedfonts = vst_load_fonts(handle, 0);
totalfonts = loadedfonts + screenfonts;

printf("Screen fonts available: %u\n", screenfonts);
printf("Loaded fonts available: %u\n", loadedfonts);
printf("Total fonts available:  %u\n", totalfonts);
```

```
for (i = 1; i <= totalfonts; i ++)
{
font_id = vqt_f_name(handle, i, fontname, &type);
fontname[31] = '\0'; fontname[strlen(fontname)] = '\0';
printf("%-3u  %-5u  %d %s  %s\n", i, font_id, type,
(type == 1) ? "Outline" : "Bitmap ", fontname);
}
```

Slainte mhath
Mark

--

```
* Mark S Baines   * FidoNet:  2:254/105.10@fidonet.org   *
*                 * NeST:     90:102/107.0@nest.ftn      *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624    * AtariNet: 51:502/0.10@atarinet.ftn   *
```


From 4123616867222225496
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad22dd257da32f41
X-Google-Attributes: gid1115ce,public

From: rojewski@primenet.com (John M Rojewski)
Subject: Re: Default Integers?
Date: 1997/04/21

Message-ID: <5jh9p5$5q6$1@nnrp01.primenet.com>#1/1
X-Deja-AN: 236481460
References: <E8oqJo.1Lz@cruzio.com>
<Pine.GSO.3.95Lrindlow.970417183244.8288D-100000@

Organization: JR Enterprises

X-Posted-By: @206.165.21.19 (rojewski)

Newsgroups: comp.sys.atari.programmer

On 17 Apr 1997 18:36:03, Tomas Berndtsson wrote:
>On Tue, 15 Apr 1997 allfree@bbs.cruzio.com wrote:
>
>> Hi,
>>
>>   I'm having trouble with Lattice C's "Default Short Integers" option on
>> its compiler. This code:
>>
>> main()
>> {
>>   char c = -1;
>>
>>   printf("%d\n", c);
>> }

```
>>
>>      ...seems to print '-1' when I'm in normal, 4-byte-integer mode, but when
>> I change to short integers, it prints -65535, or worse, seemingly any other
>> number it thinks of!  I can see how -65535 has a certain logic to it, but what
>> about results such as 1, or 3, or 2, which I've also gotten?
>>
>>      If anybody can help with this, I'd appreciate it greatly!  I'm trying to
>> get some solid C code for the CPU_MOD ASM routine, but it's difficult to check
>> for an error code of -1 when Lattice isn't handling -1 correctly!
>
If its short, use the 'h' size option page 160 Volume 2.  This tells
the compiler to just use the first 2 bytes, not 4 bytes.

>>    char c = -1;
>>
>>    printf("%hd\n", c);
              ----
```

John


```
*
* John Rojewski          email: rojewski@primenet.com
*                        http:  www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```



```
From 193111701182412993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e70929dc68c49788
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e70929dc68c49788
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Magic 5 - WERCS Rsc editor doesn't!
Date: 1997/04/22
Message-ID: <yvvlo6bo4ql.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 236544108
Sender: emwoll@bowmore
References: <5jg1fu$p2l$1@mark.ucdavis.edu> <335be0163e2811@sn.no>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
```


hallvart@sn.no (Hallvard Tangeraas) writes:

```
> >: Seriously WERCS is crap. I have heard that there is a new free(?)
> >: RSC editor which handles everything including colour icons. If
> >
> >Sounds interesting.  Do you remeber its name.  Or even better, where a
```

> >copy is available?
>
>
> I was told that Atari/Digital Research's own RSC editor should work with
> colour icons. I wouldn't really know since I don't have access to hires
> colour :-(

Hmm... maybe it does, but I don't think it does. I don't like it
anyway. Interface is better.

> Anyway the program is called "RCS30"- try to do a filesearch for it

I havn't tried this one. Hss anyone used it? Is it good?

//Magnus Kollberg
--

```
        +----------------------------------------+
        |       Happy owner of a Falcon040       |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 5423157439684042665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591359e3a1362b68,start
X-Google-Attributes: gid1115ce,public
From: <SusieQ@greenland.au>
Subject: I thought you should know...
Date: 1997/04/22
Message-ID: <199704221009.DAA26258@web1.zzz.com>#1/1
X-Deja-AN: 236556735
X-Mail2News-Path: web1.zzz.com
X-Mail2News-User: submit@web1.zzz.com
Newsgroups: comp.sys.atari.programmer

Ever had a message so important you just had to tell the world?
Well, this is one of those messages. It's about "SUBMITKING", one of the
best resources I've found for promoting a website. The URL is
http://www.submitking.com and they'll submit your URL to 100 marketing
resources (like Yahoo, Altavista,Lycos, Excite, etc.) for just $10US and
you just fill out one form and press one button!

Tell them SusieQ sent you!

From -4896488259413529481
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,9414114cf9f7529f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9414114cf9f7529f,start
X-Google-Attributes: gid1115ce,public
From: ST+ Diskmagazine
Subject: ST+ Want Writers?
Date: 1997/04/22
Message-ID: <335eabdb.13649856@news.airtime.co.uk>#1/1
X-Deja-AN: 236577287
Sender: ST+ Diskmagazine
Organization: STOSSER Software
Reply-To: comp.sys.atari.st
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

ST+ Diskmagazine, The only Monthly ATARI publication, and currently enjoying its second successful year :)

Ever felt the urge to write an Article? or maybe you have some software that you think is brilliant and want to tell everyone about it? well here is your chance,

Maybe you want to FREEly advertise or promote something ATARI related that you are involved with,

ST+ Is mostly an "off line" production with a targeted audience of people who do not have access to the Internet, so maybe you want to send them a message, tell them something or make them aware of something?

ST+ is always pleased to receive anything that anyone writes!, so long as it is in good taste, not offensive or illegal, then it will get used,

ST+ is more than likely about to go to TWO disks per month, this is to accommodate 256 colour graphics and other essential diskzine files, NOT for PD or useless programs you already have :) but for extra articles and graphics,

So there will be room for just about anything you want to submit,

ST+ are especially on the look out for anyone who wants to take on a regular, more permanent role, the diskzine is cut into sections, with each section having there own editor, so maybe you know enough on a subject to write every month and have your own little corner,

Whatever you want to write, then simply send it in and it will be used, this is your chance to get your views/ideas and thoughts across to not only the on line community, but also the majority of ATARI users who do not have the Internet,

ST+ is distributed world wide, check out the ST+ web pages for

more information,

Don't forget! you do not need to contribute, you can still enjoy ST+ by just reading it..we don't mind :)

All Feedback, Submissions to : diskzine@earthling.net
Visit ST+ st: http://www.geocities.com/TimesSquare/Alley/7454/

From 779748451662646298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49d85beb12980ca1
X-Google-Attributes: gid1115ce,public
From: Thomas_Much@ka2.maus.de (Thomas Much)
Subject: Re: MagiC 5 and menu_popup()
Date: 1997/04/22
Message-ID: <199704221329.a36288@ka2.maus.de>#1/1
X-Deja-AN: 236619596
References: <5jggbdkg1@nnrp01.primenet.com>
X-Gate: MausGate/News 1.27b9/ka2
Newsgroups: comp.sys.atari.programmer

JMR>Magic 5 doesn't seem to be providing the AES >=3.3 functionality for
JMR>menu_popup().

It does. You just have to install XMEN_MGR that comes with MagiC.

bye, Thomas

From -6539959978760559070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e70929dc68c49788
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e70929dc68c49788
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Subject: Re: Magic 5 - WERCS Rsc editor doesn't!
Date: 1997/04/22
Message-ID: <335D1EA0.5A55@cfcsc.dnd.ca>#1/1
X-Deja-AN: 236772048
References: <5jg1fu$p2l$1@mark.ucdavis.edu> <335be0163e2811@sn.no>
Organization: Canadian Forces College-Coll⍰ge des Forces canadiennes
Reply-To: macdonald@cfcsc.dnd.ca
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hallvard Tangeraas wrote:
> I was told that Atari/Digital Research's own RSC editor should work with
> colour icons. I wouldn't really know since I don't have access to hires

> colour :-(
> Anyway the program is called "RCS30"- try to do a filesearch for it
> Hallvard

IT'S TRUE! :^)
often found as rsc.zip, or sometimes as rsc30.zip.

****
Coinneach Kenneth GraphicArts TOS 1.04-1.062-2.05-4.04
Seumas James @ [-TAF Sec-]MAC[SpectreGCR]6.08
DomhnullaichMacdonaldCanadianForcesCollege IBM OS/2 Warp
****

From -3664378065504411294
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e8f70aca76039eb,start
X-Google-Attributes: gid1115ce,public
From: Patrick Miller <support@registerline.com>
Subject: ANNOUNCEMENT - DESIGN yourWARE
Date: 1997/04/23
Message-ID: <335DAF6A.3422@registerline.com>#1/1
X-Deja-AN: 236751955
Organization: Regi$ter Online!
Reply-To: support@registerline.com
Newsgroups: comp.sys.atari.programmer

Regi$ter Online! has implemented a terrific new type of "software" concept called, "Design-YOURware."

"Design-YOURware" is a unique programming proposal and creativity tool for software users and software developers alike.

Using "Design-YOURware," a software user may design his or her software anyway desired while submitting several personal choices to a programmer, who will in turn consider developing the user's "creation" upon a private Work-For-Hire Contract between user and developer.

Software developers may use "Design-YOURware" as a creativity tool, reviewing all options for creating unique programs. In particular, software developers may especially enjoy using what we have named, "What the @#$!?"

This tool (What the @%$!?) is a random idea developer, spitting out random concepts unique to the developing environment geared to jar new ideas. All credit for this random idea developer goes to Javascript editor Don.

You may experience this new concept, "Design-YOURware," at www.registerline.com

All comments, criticisms, and questions are welcome.

Thank you
Patrick Miller
--
REGI$TER ONLINE! http://registerline.com
Download the shareware version of AutoText TXT EXE Compiler
http://www.demon.co.uk/hubbard
[A FREE promotion for Regi$ter Online! Shareware Authors]

From -1106234630755746846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,de7ede9c5c52c703,start
X-Google-Attributes: gid1115ce,public
From: "SAP AG" <michael.opel@sap-ag.de>
Subject: Re: RUNNING Shareware draussen
Date: 1997/04/23
Message-ID: <01bc4fbc$68b43de0$8228389b@p23758>#1/1
X-Deja-AN: 236753559
Sender: news@sap-ag.de (USENET News System)
References: <01bc4fbb$690fc0d0$8228389b@p23758>
Organization: SAP AG
Newsgroups: comp.sys.atari.programmer

SORRY !

Wrong newsgroup ! I thought I was in a german newsgroup ! Sorry guys ...

English version follows ...

Hi,

we recently released the RUNNING Shareware. You can find the official
mail of the Running mailinlist below. As I am not familar with the topic
newsgroups
I would be happy if someone would distribute this message to other Atari
newsgroups.

Thanks in advance

Mike of STAX.
michael.opel@sap-ag.de

************ RUNNING NEWS **********
* A Doom style game for ATARI Falcon computers *

Sorry for the delay, but we had big trouble with
our mailinglist account.

****

On 14th of April RDT released the

RUNNING SHAREWARE EDITION.

You can download the files (Runshar1.zip, Runshar2.zip)
from our homepage at:

http://stio1.fh-wuerzburg.de/student/i381

Size at all: 1700kb.

Other sites: * ftp.uni-kl.de
* ftp.uni-regensburg.de
* ...

****

This version contains the first episode. It's full playable !
So there are different enemies, weapons, secret rooms and
some other specials. Of course we don't show everything -
You will get the other stuff in the following epsiodes.
Please read the README and HOWTO included in the zip files for
detailed information. Check it out !

Feedback:

Send us your opinion, critics and maybe problem reports, please !

Development information:

We are finishing the next two episodes at the moment. Expect five
episodes in the final version. We hope to get the final
version shipping soon (yes, I tell you this again and again ...).

Ordering:

Please DON'T order the game now ! Please wait for the FINAL
RELEASE ! Everyone in the mailinglist will get the release
acknowledgement right after the release - additionally one week
before it a advance release note (for ordering ...) ! SO DON'T
PANIC !

Your RDT team.
kx0029@kulmbach.baynet.de

From 1198920201097545713
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57b43e8d1b1e13c6
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Dpathconf() and a CDROM
Date: 1997/04/23
Message-ID: <5jkj87$1j23@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 236764681
References: <E8y30w.Ctn@cix.compulink.co.uk>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <E8y30w.Ctn@cix.compulink.co.uk>,
msbaines@cix.compulink.co.uk ("Mark Baines") writes:
> For the next version of PROFILE 2, I'm scanning the U: 'drive' and reporting
> on the Dpathconf() values returned for each drive and filesystem.
Well, I don't know PROFILE 2, but wouldn't it be better to check the Dpathconf()-values for the affected directories? Remember that symbolic links within a drive may point to a completely different filesystem. For the same reason, use Dpathconf() with "\." at the end of the requested path, as otherwise you'll only get information about the filesystem the requested symbolic link to a directory lies in. I.e. in MagiC, using Dpathconf("U:\a", mode) will supply information on path U:\, whereas Dpathconf("U:\a\.", mode) will follow the symbolic link and report on U:\a\.

> However, it gets to a CDROM and it doesn't like it, sometimes crashing under
> MagiC 5.
Which CD-ROM driver is used? The XFS from Steffen Engel together with his SCSI driver? Actually, there shouldn't be any problems in calling Dpathconf() on CD-ROMs, but I was told that Thing sometimes crashes when reading directories with Steffen's XFS. So far, I don't know why this happens, but as Thing has never had such problems with other drives and drivers, I suspect the problem is located in the XFS or the kernel.

> This drive isn't listed under pun_info and it also fails a
> _mediach() check which I perform before getting BPB details which is what I'd
> expect and normal.
Sure.

> What I need is a way to skip such drives. I thought of Dopendir on U:\M\.
> Would that fail on a CDROM? Ideas welcome.
Dopendir() may or may not work on CD-ROMs. Some MetaDOS-drivers even offer for these calls for the CD-ROMs under SingleTOS. That means, Dopendir() may return -32L for CD-ROMs, a valid handle or an error code (if no CD-ROM is inserted). There's no way to use Dopendir() to distinguish between different media types.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -3683303069192318530
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,de7ede9c5c52c703
X-Google-Attributes: gid1115ce,public
From: "SAP AG" <michael.opel@sap-ag.de>
Subject: RUNNING Shareware draussen
Date: 1997/04/23
Message-ID: <01bc4fbb$690fc0d0$8228389b@p23758>#1/1
X-Deja-AN: 236770945
Sender: news@sap-ag.de (USENET News System)
Organization: SAP AG
Newsgroups: comp.sys.atari.programmer

Hallo Atari Falcon Freaks !

Die Running Shareware wurde k►rzlich freigegeben. Unten findet Ihr die
Mail f►r die Running Mailingliste. Da ich mich mit den Newsgroups nicht
so auskenne, w►re es nett, wenn das in diverse andere Atari Newsgroups

gepostet werden w►rde. Danke.

Mike of STAX.
michael.opel@sap-ag.de

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* A Doom style game for ATARI Falcon computers *

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our mailinglist account.

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         * ftp.uni-regensburg.de
         * ...

****

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RELEASE ! Everyone in the mailinglist will get the release
acknowledgement right after the release - additionally one week
before it a advance release note (for ordering ...) ! SO DON'T
PANIC !

Your RDT team.
kx0029@kulmbach.baynet.de

From 130613391924873688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49d85beb12980ca1
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: MagiC 5 and menu_popup()
Date: 1997/04/23
Message-ID: <5jkosb$1j23@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 236790069
References: <5jggbdkg1@nnrp01.primenet.com>

Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <5jggbdkg1@nnrp01.primenet.com>,
     rojewski@primenet.com (John M Rojewski) writes:
> Is there a Magic configuration variable I can set to support AES >=3.3
> features like menu_popup()?
No. If you want to use the extend menu features with MagiC, you have to
run the little TSR xmen_mgr.prg first (it's installed as one of the
utilites in the \gemsys\-directory). Andreas Kromke decided to leave
these functions out of the main kernel, because he thinks too little
programs actually use them ...

And btw., if possible, always use appl_getinfo() to check whether certain
features are supported by the current AES, and not only the version number.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -2690899625695705360
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49d85beb12980ca1
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: MagiC 5 and menu_popup()
Date: 1997/04/23
Message-ID: <yvvg1wincx4.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 236792976
Sender: emwoll@bowmore
References: <5jggbdkg1@nnrp01.primenet.com> <5jkosb$1j23@rs18.hrz.th-
darmstadt.de>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer

gryf@hrzpub.th-darmstadt.de (Thomas Binder) writes:

>

> No. If you want to use the extend menu features with MagiC, you have to
> run the little TSR xmen_mgr.prg first (it's installed as one of the

> utilites in the \gemsys\-directory). Andreas Kromke decided to leave
> these functions out of the main kernel, because he thinks too little
> programs actually use them ...

Why on earth did he think that? It's almost harder to find a program
that doesn't use them these days then find one that does. :-)

//Magnus Kollberg
--

```
        +----------------------------------------+
        |       Happy owner of a Falcon040       |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -1547442389473304304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda0db789e1b0283
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Pexec()-question
Date: 1997/04/23
Message-ID: <vyzenc2arod.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 236797840
Sender: schwab@issan.informatik.uni-dortmund.de
References: <ersmithE8swpC.488@netcom.com> <3357367017bd11@ifi.ntnu.no>
Organization: Dortmund University, Germany
Newsgroups: comp.sys.atari.programmer

Jo Even Skarstein <josk@ifi.ntnu.no> writes:

|> Just curios: What happens with pid 1000?

Nothing, it doesn't exist.

|> I'm running pid 682 now,
|> perhaps I should stay up a couple of hours more and see what
|> happens...

The sequence will start again with 1, skipping the pids that are in use,
of course.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From 2955377421807599184
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49d5220ff284d33a,start
X-Google-Attributes: gid1115ce,public

From: "Stephen Handbury" <cyber@iinet.net.au>
Subject: Source for hard drivin
Date: 1997/04/23
Message-ID: <01bc4f84$c3f19c80$0600a8c0@bloody>#1/1
X-Deja-AN: 236798214
Organization: iiNet Technologies
Newsgroups: comp.sys.atari.programmer

Does anybody know if the source is avaliable for hard drivin or where i can
get some info on modeling car dynamics.
Thanks
Steve

From -8726423989717014236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37a2c26edd0d419c,start
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)
Subject: looking for atari os's documentation
Date: 1997/04/23
Message-ID: <1997Apr23.143142.47481@yogi.urz.unibas.ch>#1/1
X-Deja-AN: 236827852
Organization: University of Basel, Switzerland
Newsgroups: comp.sys.atari.programmer

hi,

sorry if this question has come up before, but i don't read comp.sys.atari
very frequently.

i'm in the need of a complete documentation (preferably online) for
the atari os. i have an old book "atari-st profibuch" that covers everything
up to tos 1.4. now i'm writing an alternative operating system (oberon) that i
want to be able to run on any atari i can think of. unfortunately, the
system relies on some tos system-variables and changes some system vectors.
because of this i'd be glad to have documentation on "newer" tos developments,
to ensure compatibility.

thanx for any hints,

simi

From -6836371327928642343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c2bfcc8087dde12,start
X-Google-Attributes: gid1115ce,public
From: "Particle Man" <particle@gte.net>

Subject: Atari STe Freeware & Shareware
Date: 1997/04/23
Message-ID: <5jlg0c$sc3$1@news2.gte.net>#1/1
X-Deja-AN: 236844422
Organization: GTE Intelligent Network Services, GTE INS
X-Auth: UNKNOWN@tpm229070.gte.net
Newsgroups: comp.sys.atari.programmer

Tiberius Software Company will continue to support Atari STe if user base still exists.

http://home1.gte.net/particle/tsc.htm

From 1702623547422864374
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b566ac248db4d57
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <bereziat@ozone.inria.fr>
Subject: Re: Q: Realtime rubberbox (clipbox)
Date: 1997/04/23
Message-ID: <rw567xd4qu6.fsf@ozone.inria.fr>#1/1
X-Deja-AN: 236869729
References: <334150DF.2C57@nortel.ca>
Organization: INRIA, Rocquencourt, BP 105, 78153 Le Chesnay Cedex, France
Newsgroups: comp.sys.atari.programmer

Nima Montaser <Nima.Montaser.1p66@nortel.ca> writes:

Hi Nima

```
>
> Hi everybody,
>    Does anybody have any ideas about making a rubberbox (just like
> graf_rubberbox of aes), but instead of waiting for the call to complete
> in order to do other thing, one could have instant access to the current
> co-ordinates, and thus, be able to update w,h in real time?
```

Perhaps you can try something like (not real C code :-)):

```
     draw_frame( starting_pos, mouse_pos);
     old_mouse_pos = mouse_pos;
     while( mouse_keypressed ) {
       graf_mkstate( &mouse_pos, &mouse_keypressed);
       if( old_mouse_pos != new_mouse_pos ) {
          vwrs_mode( vdihandle, MD_TRANS);
          draw_frame( starting_pos, old_mouse_pos); /* clear old frame */
             vwrs_mode( vdihandle, MD_REPLACE);
             draw_frame( starting_pos, new_mouse_pos); /* draw new frame */
             old_mouse_pos = new_mouse_pos;
```

```
        }
        /*
          other real-time treatment ...
         */
     }

     draw_frame should draw a frame using standart VDI call
```


```
-----------------------------------------------------------
Dominique Bereziat     | Email: Dominique.Bereziat@inria.fr
Projet AIR             | Web: http://www-air.inria.fr/People/bereziat
INRIA Rocquencourt     |
Domaine de Voluceau    |
BP 105                 | tel: 01.39.63.58.65
78153 Le Chesnay Cedex | fax: 01.39.63.53.30
-----------------------------------------------------------
```



```
From 5512269635179880304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e70929dc68c49788
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e70929dc68c49788
X-Google-Attributes: gid1115ce,public
```


From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Subject: Re: Magic 5 - WERCS Rsc editor doesn't!
Date: 1997/04/23
Message-ID: <335E32D7.5C4@cfcsc.dnd.ca>#1/1
X-Deja-AN: 236870710
References: <5jg1fu$p2l$1@mark.ucdavis.edu> <335be0163e2811@sn.no>
<yvvlo6bo4ql.fsf@emw.ericsson.se>
Organization: Canadian Forces College-Coll⍰ge des Forces canadiennes
Reply-To: macdonald@cfcsc.dnd.ca
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Magnus Kollberg wrote:
> > Anyway the program is called "RCS30"- try to do a filesearch for it
>
> I havn't tried this one. Hss anyone used it? Is it good?
> //Magnus Kollberg

ask Katherine Ellis.
--
```
**********************************************************************
Coinneach       Kenneth    GraphicArts     TOS 1.04-1.062-2.05-4.04
Seumas          James       @          [-TAF Sec-]MAC[SpectreGCR]6.08
DomhnullaichMacdonaldCanadianForcesCollege  IBM OS/2 Warp
**********************************************************************
```

From 6046437347553453406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49d85beb12980ca1
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: MagiC 5 and menu_popup()
Date: 1997/04/23
Message-ID: <Pine.A32.3.91.970423230311.24789A-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 236885200
References: <5jggbdkg1@nnrp01.primenet.com>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On 21 Apr 1997, John M Rojewski wrote:

> Magic 5 doesn't seem to be providing the AES >=3.3 functionality for
> menu_popup(). The AES verison = 3.99, and the call to menu_popup()
> returns a zero (0).
>
> I have heard from NEWSie users that the popups did appear under
> Magic, but I cannot see them.
>
> Is there a Magic configuration variable I can set to support AES >=3.3
> features like menu_popup()?

RTFM ! Popup functionality is put into external modules, since few programs use it. The MagiC distribution has an executable that must go into the auto-start folder, only then MagiC does popups.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -447049790060907924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49d85beb12980ca1
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: MagiC 5 and menu_popup()
Date: 1997/04/23
Message-ID: <5jlrga$n6t$1@nnrp01.primenet.com>#1/1
X-Deja-AN: 236961276
References: <5jggbdkg1@nnrp01.primenet.com> <5jkosb$1j23@rs18.hrz.th-darmstadt.de> <yvvg1wincx4.fsf@emw.ericsson.se>
Organization: JR Enterprises

X-Posted-By: @206.165.20.105 (rojewski)
Newsgroups: comp.sys.atari.programmer

On 23 Apr 1997 14:25:59, Magnus Kollberg wrote:
>gryf@hrzpub.th-darmstadt.de (Thomas Binder) writes:
>> No. If you want to use the extend menu features with MagiC, you have to
>> run the little TSR xmen_mgr.prg first (it's installed as one of the
>> utilites in the \gemsys\-directory). Andreas Kromke decided to leave
>> these functions out of the main kernel, because he thinks too little
>> programs actually use them ...
>
>Why on earth did he think that? It's almost harder to find a program
>that doesn't use them these days then find one that does. :-)
>
I agree, but thanks for the information. It works amazingly well when
you know what lever to push.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From -8429026190609300454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7a3932f40237014,start
X-Google-Attributes: gid1115ce,public
From: nejeh@gdi.net
Subject: ADVERTISE TO OVER 100 MILLION PEOPLE FOR FREE!!!
Date: 1997/04/23
Message-ID: <5jm9t2$65g@news.gdi.net>
X-Deja-AN: 236973063
Organization: Global Datalink, Inc.
Newsgroups: comp.sys.atari.programmer

Please take the time out to read this email. it is worth your time.

ADVERTISE TO OVER 100 MILLION PEOPLE FOR FREE!!!
Or send a message to millions of people...

NOW YOU CAN ADVERTISE FREE AND GET DRAMATICALLY
MORE RESPONSES THAN ADVERTISING ON NATIONAL TELEVISION

With E-mail your potential customer is forced to read at least the
headline of your letter. Unlike TV, magazines, newspaper ads, and
direct mail where more than 99.99% of the recipients will skip right
over your advertisement.

TURNS YOUR COMPUTER INTO A CASH REGISTER: Conservative estimates indicate well over 100 MILLION people will have E-mail accounts in the next year! E-Mail Blaster turns your computer into a cash register by giving you FREE, immediate access to all of them. Do you think some of the more than 100 million people with E-mail addresses would be interested in your products or services? Even if you don't have your own products or services you can still make money buy promoting our computer software!!!
You can make money with our new software called E-MAIL BLASTER

Here's how:
* By Using E-Mail To Sell Your Products & Services
* By Using E-Mail To Sell our Computer Software such as: Email Blaster, Web Walker,
  Email Lock Box etc.
* By Renting or Selling Your E-mail Addresses
* By Becoming A Distributor for e-mail BLASTER

MUCH FASTER: With bulk E-mail you get responses back in 1 to 4 days instead of waiting weeks or months like with television or print advertising. You can begin filling orders the same day you send E-mail.

FREE ADVERTISING WORTH MILLIONS: It costs millions of dollars to mail out millions of letters using the United States Postal Service! Now you can send your ad to MILLIONS of people for FREE using E-Mail BLASTER

E-MAIL BLASTER IS ACTUALLY 3 PROGRAMS IN 1: E-Mail Blaster is amazing new technology and the most advanced bulk E-mail software on the market today. (1) E-Mail BLASTER automatically extracts E-mail addresses from America Online, CompuServe, Prodigy, and the other online services, the Internet, web pages, news groups, and hundreds of other sources. (2) E-Mail BLASTER automatically stores the E-mail addresses in your computer along with keywords that describe hobbies and interests to created highly targeted E-mail addresses. (3) E-Mail BLASTER sends your marketing letter or ad to MILLIONS of targeted E-mail addresses at the push of a single button!

HOW DOES E-MAIL BLASTER WORK? E-Mail Blaster has dozens of special filters to automatically harvest E-mail addresses from major online services such as: America OnLine, Compuserve, Delphi, Genie, and of course the internet.

AOL AUTO EXTRACTOR: E-Mail Blaster has many special features like the AOL Auto Extractor that let's you use a regular dial-up Internet connection to collect names and addresses from America Online. Collect America Online addresses without being a member. Allows you to download names and addresses from America Online without paying membership fees or online charges. Auto Extractor
for all of the online services and Special E-mail database search engines will also be available at no additional charge.

SIMPLE TO USE: E-Mail Blaster does all the work for you. Unlike other programs where you must cut & paste addresses, E-Mail Blaster does it for you automatically. And, unlike other E-mail programs, with E-Mail Blaster there

is no need to purchase any additional software

SPEED: Your time is important. E-MAIL Blaster is DRAMATICALLY FASTER at extracting and sending E-mails than all the other programs on the market that we tested it against.

NO SPECIAL EQUIPMENT NEEDED: E-Mail Blaster runs on a PC with Windows 3.xx Windows 95, Windows NT, a 386 or faster processor, 4 MB RAM, and a hard drive with at least 10 MB free and your own SLIP or PPP connection. No other software needed. Also runs on a Macintosh with Soft Windows installed.

****
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customers. We know we need you to make our software business a true success!

(Please if our lists are incorrect put "remove" in the subject and just hit "REPLY" and you will not be bothered again. Please forgive our mistake).
****
To take advantage of this opportunity, please fill out the order form below and fax to
1-407-380-3545. Don't miss out on this opportunity! Sales Rep: (Nejeh Yusuf @ 407 380 3545)

Name: _____

Address:_____

City:_____

State:_____

Zip:_____

Telephone::_____

E-Mail Address:_____

#of Copies @ $165.00 each _____
If you would like to run Email Blaster on multiple computers or if you would like to resell Email Blaster for up to $499. you may purchase additional copies of Email Blaster for only $165.00. Retails for $499.00 This price is only available
at the time of this order! So, Take advantage now and reserve your additional copies now!

****
WE DO ALSO ACCEPT CHECKS BY FAX AND PHONE. WHY WAIT WHILE YOU CAN GET AHEAD.
****

If you would like to pay by check, money order, or cashiers check please make payable to: Nejeh Yusuf mail to: 2168 River Park Blvd. Orlando Florida 32817 or Fax to 1-407-380-3545 along with this order form.
nejeh@gdi.net

From -8427265624833286314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49d85beb12980ca1
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: MagiC 5 and menu_popup()
Date: 1997/04/24
Message-ID: <yvvd8rkohwa.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 237012754
Sender: emwoll@bowmore
References: <5jggbdkg1@nnrp01.primenet.com>
<Pine.A32.3.91.970423230311.24789A-100000@pallas.amp.uni-hannover.de>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter <perot@pallas.amp.uni-hannover.de> writes:

>

> > Is there a Magic configuration variable I can set to support AES >=3.3
> > features like menu_popup()?
>
> RTFM ! Popup functionality is put into external modules, since few
> programs use it. The MagiC distribution has an executable that must go
> into the auto-start folder, only then MagiC does popups.

RTFM! A few? :-))) Pick 10 apps made in the last two years, how many
of them use popups? 9? :-)

It's not a big deal now when we can use them under MagiC anyway, but I
wouldn't say that "few" program uses them. Most does.

//Magnus Kollberg
--

```
        +----------------------------------------+
        |       Happy owner of a Falcon040       |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 3039529343077421073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37a2c26edd0d419c
X-Google-Attributes: gid1115ce,public
From: prajoux@laas.fr (Roland Prajoux)
Subject: Re: looking for atari os's documentation
Date: 1997/04/24
Message-ID: <5jno6plrm1@laas.laas.fr>#1/1
X-Deja-AN: 237252820
Distribution: world
References: <1997Apr23.143142.47481@yogi.urz.unibas.ch>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@laas.fr
Newsgroups: comp.sys.atari.programmer

In article <1997Apr23.143142.47481@yogi.urz.unibas.ch>, eglis@ubaclu.unibas.ch
(Simon Egli) writes:
>hi,
>
>sorry if this question has come up before, but i don't read comp.sys.atari
>very frequently.
>
>i'm in the need of a complete documentation (preferably online) for
>the atari os. i have an old book "atari-st profibuch" that covers everything
>up to tos 1.4. now i'm writing an alternative operating system (oberon) that i
>want to be able to run on any atari i can think of. unfortunately, the
>system relies on some tos system-variables and changes some system vectors.
>because of this i'd be glad to have documentation on "newer" tos developments,
>to ensure compatibility.
>

>thanx for any hints,
>
>simi

Buy the two volumes "Atari Compendium" by Scott Sanders.
Everything (almost...) is in there.

Cheers,

Roland Prajoux

From 2129498222990961257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e70929dc68c49788
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e70929dc68c49788
X-Google-Attributes: gid1115ce,public
From: prajoux@laas.fr (Roland Prajoux)
Subject: Re: Magic 5 - WERCS Rsc editor doesn't!
Date: 1997/04/24
Message-ID: <5jnq1v$n81$1@laas.laas.fr>#1/1
X-Deja-AN: 237253363
Distribution: world
References: <yvv3eskod5e.fsf@emw.ericsson.se>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@laas.fr
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <yvv3eskod5e.fsf@emw.ericsson.se>, Magnus Kollberg
<emwoll@emw.ericsson.se> writes:
>
>Seriously WERCS is crap.
           ^^^^^^^^^^^^^
>
>If you must use WERCS I guess you have to design your resource
>files using TOS. :-\
       ^^^^^^^^^ ????????

Well I am a little fed up of reading so often definitive opinions about products.
Reasonably, there are in most cases pros and cons in this matter.

I have been using WERCS for years, and I have developed dozens of resources with
it, with no problem. Is that such a crap?
OK, I run a MegaSTE, so I don't know about color icons.
For WERCS vs MAGIC, whose fault is it? HiSoft used to have excellent developpers
and to produce cleanly programmed utilities.

I am not setting up a debate. I just wanted to say: "Please don't fire so easily on commercial products that are respectable in many aspects, because they are not so many".

Cheers.

Roland Prajoux, Toulouse, France

From -6762629245318651306
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d93a45b7f1638db3,start
X-Google-Attributes: gid1115ce,public
From: need4spd@dds.nl (need4spd@dds.nl)
Subject: Need ST Digger Dis-Assembler!
Date: 1997/04/25
Message-ID: <33670608.1617503@news.nl.net>#1/1
X-Deja-AN: 237162112
Organization: NLnet
Reply-To: need4spd@dds.nl
Newsgroups: comp.sys.atari.programmer

I need, but can't find, ST Digger Dis-Assembler. It's PublicDomain software now. Anyone knows where to find it? Anyone got it?
Please e-mail or cc copy me, because I haven't got the time to read the newsgroup
:-((thanks).

need4spd@dds.nl

From 7036949530392509673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e70929dc68c49788
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e70929dc68c49788
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Magic 5 - WERCS Rsc editor doesn't!
Date: 1997/04/25
Message-ID: <yvv4tcvnz6r.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 237293715
Sender: emwoll@bowmore
References: <yvv3eskod5e.fsf@emw.ericsson.se> <5jnq1v$n81$1@laas.laas.fr>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

prajoux@laas.fr (Roland Prajoux) writes:

> >Seriously WERCS is crap.
>   ^^^^^^^^^^^^^
> >
> >If you must use WERCS I guess you have to design your resource
> >files using TOS. :-\
>   ^^^^^^^^^ ????????
>
> Well I am a little fed up of reading so often definitive opinions about
products.
> Reasonably, there are in most cases pros and cons in this matter.

Sorry, but I can't say that I like Wercs. Okey it was good when it was
released in 98 or something but if you want ot do some fun stuff you
realy need a better resource editor. For regular resource files using
mono it's okey but not if you have got colour and wants to do some
more advanced stuff.

> I have been using WERCS for years, and I have developed dozens of resources with
> it, with no problem. Is that such a crap?

Maybe it's wrong of me to say that it's crap, but it's very outdated
and can't do what the "new" can do. It doesn't realy support AES above
3.3 with 3D objects, colour and colour icons.

> OK, I run a MegaSTE, so I don't know about color icons.

Yup and if you use it for pre Falcon programs it's fine.

> For WERCS vs MAGIC, whose fault is it? HiSoft used to have excellent developpers
> and to produce cleanly programmed utilities.

They do? The compilers are fine but the tools to use them with isn't
exactly that cool. I realy can't stand the editor supplied with
Lattice, but I wouldn't either want to live without the integrated
developing enviorment which it supplies. :-\

> I am not setting up a debate. I just wanted to say: "Please don't fire so easily
> on commercial products that are respectable in many aspects, because they are
not
> so many".

I see what I you mean but I agree with you 100%, but Wercs is old and
ther are much better programs to do the job for you.

--


```
+----------------------------------------+
|       Happy owner of a Falcon040       |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+
```

From -1112774909128593857
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2442de8261fa528f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2442de8261fa528f,start
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: SOFTWARE RELEASE: KP SACK 1.0 and SAM 1.3
Date: 1997/04/25
Message-ID: <5jq9oa$6rg@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 237297818
Organization: Kosmik Phish Productions
Reply-To: jacquesa@cs.man.ac.uk
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st
NNTP-Posting-User: 348

I would like to inform you that KP SACK 1.0 - SAA Construction Kit -
is now available for download either from various FTP sites, or from
the Kosmik Phish homepage at:
   http://www.cs.man.ac.uk/~jacquesa/kpp/

For those who are not aware of what an SAA file is, it is a way of
creating new events which sounds can be assigned to via SAM. KP SACK
provides a simple interface for creating SAA files and makes it as
easy as possible to make use of them within your own software. To
make full use of SAA files, you will need SAM 1.3...

SAM 1.3 is an (officially sanctioned) bugfixed version of Atari's
System Audio Manager, which allows the user of an Atari system with
DMA sound and TOS 2.xx or greater to assign sample sounds to system
events such as window manipulation.

For more information on either of these programs, either visit our
WWW pages at the above address, or read Atari Computing.

--
```
-------------------------------------+------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.4
                                     |  Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
      UPDATE: KP SACK V1.0 and SAM V1.3 are now released!
-------------------------------------+------------------------------
```

From 764560139529481670
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,3b566ac248db4d57
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Q: Realtime rubberbox (clipbox)
Date: 1997/04/25
Message-ID: <5jqhf0$s32@balaena.bio.vu.nl>#1/1
X-Deja-AN: 237309935
References: <334150DF.2C57@nortel.ca> <rw567xd4qu6.fsf@ozone.inria.fr>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Dominique Bereziat (bereziat@ozone.inria.fr) wrote:

```
:    draw_frame( starting_pos, mouse_pos);
```

Yep. (Use v_pline) But draw in XOR.

```
:    old_mouse_pos = mouse_pos;
:    while( mouse_keypressed ) {
:      graf_mkstate( &mouse_pos, &mouse_keypressed);
:      if( old_mouse_pos != new_mouse_pos ) {

:         vwrs_mode( vdihandle, MD_TRANS);
:         draw_frame( starting_pos, old_mouse_pos); /* clear old frame */
:            vwrs_mode( vdihandle, MD_REPLACE);
:            draw_frame( starting_pos, new_mouse_pos); /* draw new frame */
```

Again, you'd better use XOR mode to draw. This way you can easily remove the old rectangle (2 times inverted -> original background) and draw a new one which shows what's beneath it...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

A year spent in artificial intelligence is enough to make one believe in God.

From 1145212722096719676
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc62eee0f069e262,start
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: NVDI email address
Date: 1997/04/25

Message-ID: <E97FGv.4GB@cix.compulink.co.uk>#1/1
X-Deja-AN: 237343504
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

For the life of me I can't find the Behne bros email address.
Anyone have it. I want to tell them about this bug in NVDI 3 and 4.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From 6108913644078134033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f8050207da46237,start
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Magic 5 - shel_write/Pexec(100...)
Date: 1997/04/25
Message-ID: <5jrlughsr1@nnrp01.primenet.com>#1/1
X-Deja-AN: 237405426
Organization: JR Enterprises
X-Posted-By: @206.165.21.75 (rojewski)
Newsgroups: comp.sys.atari.programmer

Hi, its me again.

trying shel_write(1, 1, 1, prog, tail) in Magic 5, but the prog will
not start until AFTER the calling program has ended! I tried (1,1,0,
etc, but no luck.

Then I tried pid=Pexec(100, prog, tail, NULL); It works ok, but the
call to Pwaitpid(pid, 3, NULL) returns -32 as the return code, which
I think is 'Invalid Function'. pid seems to be positive integer as
stated in docs.

Help,
John
*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski

* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From 7462543516228238225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e70929dc68c49788
X-Google-Attributes: gid1115ce,public
From: bdc2@bdc2-ra.cwru.edu (Boris D. Cahan)
Subject: Re: Magic 5 - WERCS Rsc editor doesn't!
Date: 1997/04/26
Message-ID: <79620509_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>#1/1
X-Deja-AN: 237467935
References: <335be0163e2811@sn.no>
Organization: Case Western Reserve University
Reply-To: bdc2@po.cwru.edu
Newsgroups: comp.sys.atari.programmer

In article <335be0163e2811@sn.no>
hallvart@sn.no (Hallvard Tangeraas) wrote:-

>On Mon 21-04-97 15:35, Eric Hays (szhays@rocky.ucdavis.edu) wrote:
>
>>
>>Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
>>:
>>: Seriously WERCS is crap. I have heard that there is a new free(?)
>>: RSC editor which handles everything including colour icons. If
>>
>>Sounds interesting. Do you remeber its name. Or even better, where a
>>copy is available?
>
>
>I was told that Atari/Digital Research's own RSC editor should work with
>colour icons. I wouldn't really know since I don't have access to hires
>colour :-(
>Anyway the program is called "RCS30"- try to do a filesearch for it
>
>   (http://home.sn.no/~hallvart/pages/atari_ftp.html)
>
     You'll find it in ftp.funet.fi
I'm not sure of the directory.

     Boris
>
>Hallvard

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 5355810116585159848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f8050207da46237
X-Google-Attributes: gid1115ce,public
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Subject: Re: Magic 5 - shel_write/Pexec(100...)
Date: 1997/04/26
Message-ID: <3361b5f1.0@news.utbm.fr>#1/1
X-Deja-AN: 237469707
References: <5jrlughsr1@nnrp01.primenet.com>
To: rojewski@primenet.com
Organization: LERMPS
Newsgroups: comp.sys.atari.programmer

Hello,

>trying shel_write(1, 1, 1, prog, tail) in Magic 5, but the prog will
>not start until AFTER the calling program has ended! I tried (1,1,0,
>etc, but no luck.
Shelwrite work well under Magic 5, without my documentation I don't know
how it work it something like shel_write(100,....), I 'll look for it.

>Then I tried pid=Pexec(100, prog, tail, NULL); It works ok, but the
>call to Pwaitpid(pid, 3, NULL) returns -32 as the return code, which
>I think is 'Invalid Function'. pid seems to be positive integer as
>stated in docs.
Pexec(100,...) don't work under Magic 5 you should use shel_write()

bye

--
Olivier.landemarre@UTBM.FR
http://www.utbm.fr/les.personnes/olivier.landemarre/
Auteur de : GCCShell, Decoupe, GNUGenC

From 7932804247903413955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a08d632c69cd0026,start
X-Google-Attributes: gid1115ce,public
From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)

Subject: translator programs
Date: 1997/04/26
Message-ID: <5jsktg$5nu$1@dux.dundee.ac.uk>#1/1
X-Deja-AN: 237486073
Organization: The University, Dundee, DD1 4HN, Scotland, UK.
Newsgroups: comp.sys.atari.programmer

hi

Could anyone point me towards those programs that translate, for example German->English usually used for PD documents?? I would also be really interested in the source code.

Davy

--

><> Davy Mitchell <><
dmitchel@mcs.dundee.ac.uk
www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
Free Christian Prayer Software www.geocities.com/SiliconValley/Pines/5994/

From 6758502706034751875
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8db352f74f703c32
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8db352f74f703c32
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,8db352f74f703c32
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,8db352f74f703c32
X-Google-Attributes: gidf8760,public
X-Google-Thread: 112f4b,8db352f74f703c32
X-Google-Attributes: gid112f4b,public
X-Google-Thread: f761b,8db352f74f703c32
X-Google-Attributes: gidf761b,public
X-Google-Thread: 1056fc,8db352f74f703c32
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 107ef2,8db352f74f703c32
X-Google-Attributes: gid107ef2,public
From: snappy@madbbs.com (John R.)
Subject: Re: how can I connect a 850 atari drive at my PC
Date: 1997/04/26
Message-ID: <33628116.24363051@199.190.65.4>#1/1
X-Deja-AN: 237486667
References: <01bc2fbf$60cae560$2f05eec3@marcel>
Organization: The DataXchange Network, Inc
Newsgroups:
alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

On 13 Mar 1997 15:07:29 GMT, "Marcel Durieux"
<hollywood.sound@skynet.be> wrote:

>Hello,
>how can I connect a 850 atari drive at my PC to make image from my own
>disks?
>
>--
>
>Durieux Marcel ;-)
>http://HollyWood-Sound.InterVista.Net/
>http://users.skynet.be/hollywoo/
>Very carefully!

From 8746467860130340532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a08d632c69cd0026
X-Google-Attributes: gid1115ce,public
From: geh3rd@exis.net (George E. Hoffman III)
Subject: Re: translator programs
Date: 1997/04/26
Message-ID: <5jsojn$1v0$1@grouper.exis.net>#1/1
X-Deja-AN: 237492799
References: <5jsktg$5nu$1@dux.dundee.ac.uk>
Organization: None at all!!!!!!
Newsgroups: comp.sys.atari.programmer

On 26 Apr 1997 10:20:32, Davy Mitchell wrote:
>hi
>
>Could anyone point me towards those programs that translate, for example
>German->English usually used for PD documents?? I would also be really
>interested in the source code.
>
>Davy

The best of the lot is Ruftrade2. Pay the $10.00 shareware fee. That version works even better than the demo. The author is in UK.

There are a number of other programs available. Look in the misc. or text (doc, info, etc.) directories. There is one that allows you to edit the dictionary yourself. Some have source.

I have most of them. Contact me via email for more info.

Later,

George

From -3645563650238628969
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f8050207da46237
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: Magic 5 - shel_write/Pexec(100...)
Date: 1997/04/26
Message-ID: <59203117_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 237498648
X-NNTP-Posting-Host: the-gap.demon.co.uk
References: <5jrlughsr1@nnrp01.primenet.com>
Organization: The home of CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

Hi John

MagiC5 shel_write values are different from AES4 etc. Typical isn't it!
In my programs I cater for singletos (and use Pexec), MultiTos (shelwrite)
and MagiC (shel_write). It's a pain but there's no other way AFAIK.

Here's an example of code that does launch programs concurrently with the
calling app (without the calling program having to end).

```
*maxapps retrieved from appl_init etc.
       cmp.w    #1,max_apps
       bgt.s    .multi

*singletos, won't run until calling app ends
Pexec .singletos
       Pexec  #0,env_ptr,#com,#env
       Pterm0

*magic_version, is retrieved from the MagiC cookie etc.
*Basically execute this version of shel_write if MagX found.
.multi
       cmp.b    #$01,magic_version
       blo.s    .multitos
       Shel_write #1,#1,#100,env_ptr,#com
       bra.s    .donerun

*otherwise assume it's MultiTOS
.multitos
       Shel_write #0,#1,#0,env_ptr,#com
```

In article <5jrlughsr1@nnrp01.primenet.com>

rojewski@primenet.com (John M Rojewski) wrote:-

>trying shel_write(1, 1, 1, prog, tail) in Magic 5, but the prog will
>not start until AFTER the calling program has ended! I tried (1,1,0,
>etc, but no luck.
>
>Then I tried pid=Pexec(100, prog, tail, NULL); It works ok, but the
>call to Pwaitpid(pid, 3, NULL) returns -32 as the return code, which
>I think is 'Invalid Function'. pid seems to be positive integer as
>stated in docs.

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

From -2711030733979338454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f8050207da46237
X-Google-Attributes: gid1115ce,public

From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Subject: Re: Magic 5 - shel_write/Pexec(100...)
Date: 1997/04/26

Message-ID: <3361ee79.0@news.utbm.fr>#1/1
X-Deja-AN: 237500713
References: <5jrlughsr1@nnrp01.primenet.com>
To: rojewski@primenet.com
Organization: LERMPS
Newsgroups: comp.sys.atari.programmer

Explanation of Shel_write()

shel_write(mode,flag_gem,thread,exec,tail)

under multitasking system:

mode = 1 -> Launchnow (theres some bits for environment, memory allocate for prg but they are optionals, tail depends of them but without it's normal a tail)

flag_gem = 1 for GEM program or 0 for TOS program (under Magic it launch VT52.PRG witch start your program)

thread = 100 : start in parallel mode
         101 : start in single mode
..

I prefer alway's start a program in parallel mode and if I want a single
mode I wait for the end of the program by evnt_messag()
If I'm under monotasking system I prefer use Pexec().

I think it's enought to answer to your question.

--
Olivier.landemarre@UTBM.FR
http://www.utbm.fr/les.personnes/olivier.landemarre/
Auteur de : GCCShell, Decoupe, GNUGenC

From -5407289584738468168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57b43e8d1b1e13c6
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Dpathconf() and a CDROM
Date: 1997/04/26
Message-ID: <E997LM.L04@cix.compulink.co.uk>#1/1
X-Deja-AN: 237545218
References: <E8y30w.Ctn@cix.compulink.co.uk> <5jkj87$1j23@rs18.hrz.th-
darmstadt.de>
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

>Well, I don't know PROFILE 2
THE system analyser for all Ataris and OSes. Current version 2.14 but 2.20
is out RSN and incorporates more reporting and better compatibility.

Try HENSA via ftp, telnet, gopher at micros.hensa.ac.uk
    /micros/atari/tos/p/p143 directory

There might be older versions at because they are such a problem logging into!

Paderborn in Germany via ftp.uni-paderborn.de
    /atari/tools/util directory.

University of Michigan in the US via ftp atari.archive.umich.edu
    /Utilities/Benchmark directory.

Imperial College mirror sites via ftp src.doc.ic.ac.uk
    /packages/atari/umich/
    /packages/atari/uni-paderborn directories.

File is called PROF2_14.ZIP.

>For the same reason, use Dpathconf() with "\." at the end
Yep, I do.

>Which CD-ROM driver is used?
ExtendOS I think, It's not my system but a beta tester's.

>Dopendir() may or may not work on CD-ROMs.
Having subsequently done a test I know do a Dopendir() for each path before requesting each of the Dpathconf() values and it does indeed fail on the CD-ROM as I'd hoped.
Another problem bites the dust!

Thanks Thomas.

Slainte mhath
Mark

--

```
* Mark S Baines   * FidoNet:  2:254/105.10@fidonet.org   *
*                 * NeST:     90:102/107.0@nest.ftn      *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624    * AtariNet: 51:502/0.10@atarinet.ftn   *
```


From -8997373514202801637
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c935650bbc8e5958,start
X-Google-Attributes: gid1115ce,public
From: Mark Purdy<mpurdy@mail.tds.net>
Subject: 2 Million E-Mail Addresses $35.95
Date: 1997/04/26
Message-ID: <5ju1ik$nq8@news2.tds.net>#1/1
X-Deja-AN: 237608906
Organization: ComPurdy MicroSystems
Newsgroups: comp.sys.atari.programmer

##
This message is create by Dynamic mail - a most powerful online marketing tool
will explode your business on the internet. For more information please visit
our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
##

2 Million E-Mail Addresses $35.95

Payment by:
Visa, MasterCard, American Express

http://www.tds.net/compurdy/2_million

From -6476184464005462848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc62eee0f069e262
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: NVDI email address
Date: 1997/04/26
Message-ID: <HD1PFDAQUP@data.rhein-main.de>#1/1
X-Deja-AN: 237758270
References: <E97FGv.4GB@cix.compulink.co.uk>
Newsgroups: comp.sys.atari.programmer

In <E97FGv.4GB@cix.compulink.co.uk> "Mark Baines" wrote:

>For the life of me I can't find the Behne bros email address.
>Anyone have it. I want to tell them about this bug in NVDI 3 and 4.

They don't have an actual e-mail account..

regards, Robert

--

```
   ###   robscha@data.rhein-main.de      -= Home of DOITF030 =-
   ###   ___________________________________________________________
  # # #    Robert Schaffner@OF2.maus.de      F030-520ST-Jaguar-Mac
 #  #  #   Tel/Fax/Modem: +49 (0)6103-67197      Lynx I + II
            http://www.rhein-main.de/people/robert/homepage.htm
```


From -7116923413232063978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f46a8fd2c23b83cf,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Scratch registers
Date: 1997/04/27
Message-ID: <41b7cd$e1f1c.2f8@HERMES>#1/1
X-Deja-AN: 237625224
Newsgroups: comp.sys.atari.programmer

Is there a rule as to how many scratch registers are available, or are
used by TOS?

In general, I know I can count on D0-D1 and A0-A1 being corrupted by an OS call, but how about D2+ and A2+, or, for that matter, FPU registers?

The reason I ask is that I have patched into the XBIOS vector to provide an XBIOS interface to my Toolbox DLL engine, and having used the first two data and address registers as scratch registers, I need to know if more registers are deemed scratch and therefore need to be saved by my code.

--

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--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like to make a withdrawal..."

From -6720208031739791131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c28c2d5a3b11202e,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Buggiest TOS version?
Date: 1997/04/27
Message-ID: <41b7cd$e2423.35e@HERMES>#1/1
X-Deja-AN: 237625228
Newsgroups: comp.sys.atari.programmer

What is the buggiest TOS version? ie most prone to crashing or corruption of user/system data?

(I would assume disc based TOS 1.0. But I may be wrong)

I need to know this so I can find it and test my code against it before release. Read: "if it survives that, then it will survive anything" {[:-)]

--

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filled [75 to 80%] with MMF/pyramid schemes, US-only telco ads [even
though I am not a US resident], and other associated crap, and as I must
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--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like
to make a withdrawal..."

From -4971008675030224745
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,891e099864826eba,start
X-Google-Attributes: gid1115ce,public
From: Me<Someone@nowhere.com>
Subject: COME SEE THE HOTTEST SITES ON THE WEB!!!!!!!!!!!!!!!
Date: 1997/04/27
Message-ID: <5jvg62$3gh@dfw-ixnews6.ix.netcom.com>#1/1
X-Deja-AN: 237695192
Organization: Netcom
X-NETCOM-Date: Sun Apr 27 7:18:10 AM CDT 1997
Newsgroups: comp.sys.atari.programmer

http://ads.sexroulette.com/cgi-win/trax.exe?972

(FREE XXX VIDEO 24/7)
(TONS OF PIXXXS and MOVIES)

http://megatrondata.com/PleasureIsland/index.htm

(LIVE VIDEO SEX FROM AMSTERDAM!!!!)
(LIVE WOMEN and MEN at your disposal as low as $.89 a minute....bettter than
$2.99) FANTASTIC!!!!!

Satisfaction Guaranteed!!!!!!!!!!!!!!!!!!!!!

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at : http://www.australia.net.au/~apexpi/
dynamail.htm

From -5364444024486026343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f46a8fd2c23b83cf
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: Scratch registers
Date: 1997/04/27
Message-ID: <5jvh50$k4n@epimetheus.algonet.se>#1/1
X-Deja-AN: 237698438
References: <41b7cd$e1f1c.2f8@HERMES>
Organization: AlgoNet Public Access Node, Stockholm
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: b96a7a91adfbafd9c93c87732e2a5b740

Hi,

: Is there a rule as to how many scratch registers are available, or are
: used by TOS?
:
: In general, I know I can count on D0-D1 and A0-A1 being corrupted by an
: OS call, but how about D2+ and A2+, or, for that matter, FPU registers?
:
: The reason I ask is that I have patched into the XBIOS vector to provide
: an XBIOS interface to my Toolbox DLL engine, and having used the first two
: data and address registers as scratch registers, I need to know if more
: registers are deemed scratch and therefore need to be saved by my code.

On a XBIOS call you should be free to use D2 and A2 too without saving
them.

--

```
                                                                @ @
  ----------------------------------------------------------oOO-(_)-OOo-----
   Daniel Hedberg of New Beat Development

   New Beat Development on the web:    E-Mail:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se
  ---------------------------------------------------------------------------
                                                                oOo   oOo
                                                                 U     U
```

From -3843499157441064609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c28c2d5a3b11202e
X-Google-Attributes: gid1115ce,public

From: sttos@post1.com (Richard)
Subject: Re: Buggiest TOS version?
Date: 1997/04/27
Message-ID: <5k0gl8$t1i$1@nntp01.news.se.dataphone.net>#1/1
X-Deja-AN: 237775842
References: <41b7cd$e2423.35e@HERMES>
Organization: Dataphone Communication Networks
Newsgroups: comp.sys.atari.programmer

I think you have to separate the test, one for Atari ST tos and
one for Atari STE tos. What worked good with tos 1.0 and 1.02 (ST)
did not work good with tos 1.4 and 1.6 (STE) and opposite.
>
>What is the buggiest TOS version? ie most prone to crashing or corruption
>of user/system data?
>
>(I would assume disc based TOS 1.0. But I may be wrong)
>
>I need to know this so I can find it and test my code against it before
>release. Read: "if it survives that, then it will survive anything" {[:-)]
>
>--
>
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>though I am not a US resident], and other associated crap, and as I must
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>genuine respondents that this may inconvenience.
>
>--
>
>Quote For The Month:
>
>"Over the last few decades, I've saved plenty of daylight. Now I'd like
>to make a withdrawal..."
>
>

From 4644320882964224885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375ab94a806da03a,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Toolbox API: A sample extension in C
Date: 1997/04/27
Message-ID: <41c7cd$b2729.b0@HERMES>
X-Deja-AN: 237796084
Newsgroups: comp.sys.atari.programmer

As you may be aware, I have been readying my Toolbox DLL engine for later public release.

(I still haven't finalised the nomenclature for the "DLLs". What would you prefer to call them? ie Plug-ins? [Toolbox] Extensions? Libraries?)

In the past, all extensions have been written in assembly language. However, as coding in 68000 assembly language appears (unfortunately) to be a dying art, I have modified things slightly and extensions may now be written in C.

The following example extension (written in Lattice C) should shed some light upon writing an extension. For those of you who have followed a thread similar to this a month or so ago, this is a C version of the assembly language example posted with that thread. Compiled under Lattice 5.60, it comes out to 40+ bytes larger in memory usage, for no real increase in functionality.

All externally callable functions are __stdargs (Stack passing).

__saveds may be applied to some funcs if you use base relative data.

I will post the "te.h" header that this sample code needs shortly.

This extension was compiled under Lattice C 5.60, with 32 bit ints, for a 68000 with no floating point and no debug info, generating near code and near data, and passed without errors or warnings. (I'd set the "ignore C++ comments" flag/option, however)

(BTW: I assume you are all prescient enough to understand what the type "uint32" refers to)

-- Begin sample code

```
// TE.C
// Sample Toolbox extension in C
//
// 27-Apr-1997
//
// (C) Copyright 1997
//     G. Miller
//     Auckland
//     New Zealand

#include "0/te.h"   // contains prototypes used in this extension
#include "0/types.h"   // contains definitions of "uint32" and so forth

// this is version 0.01.00 of the extension
#define VERSION    0x00100
```

```
// this is correct as of 27 April 1997
#define DATE 0x19970427

// CURRENT_TOOLBOX_VER is defined in te.h and is 0x012065 (v1.20.65) at
// this point in time. This value will change over time, however, so you
// are advised to use the define from the include file rather than hard
// coding this value in your source
#define MIN_TLBX CURRENT_TOOLBOX_VER

// forward declaration required in ExtensionInfoBlock
extern FunctionTable ft[];

// prototypes for sample API calls within extension
__stdargs uint32 _teOne( void );
__stdargs uint32 _tePassed( uint32 );
__stdargs __saveds void   _teStore( uint32 );
__stdargs __saveds uint32 _teRetrieve( void );

// this structure _must_ be first (offset zero) in the initialised data
//   segment
// It will be examined by the Toolbox prior to loading it, so all
//   elements within this structure _must_ be initialised at compile time.
// __far places it in "Far data" at beginning of data seg, as opposed to
//   "near" data which is at the end of the initialised data segment
ExtensionInfoBlock __far eib =  {
     // the first 64 bytes identify this as an extension
     // and give some info about itself
     'tb16',       // magic number. REQUIRED
     '_TE_',       // library identifier "cookie".  REQUIRED
     0x00FFFF,// library number. MUST = 0x00FFFF. REQUIRED
     VERSION, // version number
     DATE,         // date
     sizeof( ExtensionInfoBlock ),    // size of this info block. REQ
     "TE_example", // Textual label. 10 chars + NULL. Required
     0,       // alignment byte. Must be zero
     0,       // Reserved. Must be zero
     "",      // Padding to 64 byte boundary

     // the next 64 bytes declare what this extension requires
     MIN_TLBX,// minimum toolbox version needed
     0,       // reserved. Must be zero
     68000,        // CPU required
     0,       // FPU required (if any)
     0,       // reserved (must be zero)
     0,       // reserved (must be zero)
     0,       // extension flags (should move to prev block)
     0x0100,       // TOS version needed
     0x01,         // TOS Flags : 01 = EQ, 02 = GT
     "",      // padding to 64 byte boundary

     // the next 64 bytes have pointers to needed data
     ft,      // function table   REQUIRED
     teExit,       // called when extension is being unloaded
```

```
    "",      // padding to 64 byte boundary

    // the fourth 64 bytes have no higher purpose at the moment
    // but the first two entries are REQUIRED
    'tb16',       // magic number  REQUIRED
    '_TE_',       // library identifier "cookie". REQUIRED
    ""       // padding to 64 byte boundary
};


// ftr _must_ be IMMEDIATELY before ft in memory. The members of this
// three element array are :
// 1) Number of functions in ft table
// 2) Lowest function number in table
// 3) Highest function in table
// this can (and probably will) be overwritten with the correct values
// when the extension is loaded
uint32 ftr[] = { 4, 0x0100, 0x0103 };

// The function numbers in the ft array _must_ be in ascending order
// The very last entry is "0x10000" to signify "end of table", and should
//   point to a dummy "do nothing" function, or NULL
// The high word of the function numbers will be modified on loading
//   to reflect the library number assigned to this extension
// Function numbers should begin with number 0x100, as function numbers
//   below this are "about this lib", which have been obsoleted by the
//   tlbxLibInfo call introduced about a year ago
FunctionTable ft[] = {
    { 0x000100, _teOne },
    { 0x000101, _tePassed },
    { 0x000102, _teStore },
    { 0x000103, _teRetrieve },
    { 0x010000, 0L }
};

// used by dummy API calls
uint32 saved;

// teInit is called when extension is loaded for the first time.
// Any initialisation the extension must do should be done here.
// It should return either a pointer to the info block or NULL.
// It _must_ be located at the start (offset zero) of the code segment
__stdargs ExtensionInfoBlock *teInit( ExtensionParameter *ep )
{
    return &eib;
}

// teExit is called when extension is being unloaded
// This is a good place to put any clean-up code (freeing up any RAM
// the extension may have Malloc'd, for example)
// It will only be called if the ll_unload pointer in the info block
// is non-zero.
// This function is optional, and may be omitted if it isn't needed
```

```
__stdargs void teExit( void )
{

}

// some sample API calls
// return 1
__stdargs uint32 _teOne( void )
{
    return 1;
}

// return the passed parameter
__stdargs uint32 _tePassed( uint32 val )
{
    return val;
}

// store the passed parameter
__stdargs __saveds void _teStore( uint32 val )
{
    saved = val;
}

// return the stored value
__stdargs __saveds uint32 _teRetrieve( void )
{
    return saved;
}
```

-- End sample code, begin signature block

Thanks to spambots (and the address collector bots that feed them) that cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only telco ads [even though I am obviously not a US resident], and other associated crap, and as I must pay for my data (email, webbing and so forth), any email sent to address gmiller@inca.co.nz will bounce. I would like to apologise to the genuine respondents that this may inconvenience.

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X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,375ab94a806da03a

X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Toolbox API: A sample extension in C
Date: 1997/04/27
Message-ID: <41c7cd$b2528.369@HERMES>#1/1
X-Deja-AN: 237796370
Newsgroups: comp.sys.atari.programmer

--

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--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like to make a withdrawal..."

From -814000251621012806
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c28c2d5a3b11202e
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Buggiest TOS version?
Date: 1997/04/27
Message-ID: <dc3_9704272356@conchbbs.com>#1/1
X-Deja-AN: 237845664
Organization: Houston Area League of PC Users
X-FTN-To: gmiller@inca.co.nz
Newsgroups: comp.sys.atari.programmer

g > I need to know this so I can find it and test my code against
g > it before release. Read: "if it survives that, then it will
g > survive anything" {[:-)]

Unfortunately, that approach won't work. Ultimately, you will need lots of Beta testers with different platforms (or pick up a lot of

different STs sans monitors cheap).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -1862009867615577116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f46a8fd2c23b83cf
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Scratch registers
Date: 1997/04/27
Message-ID: <dc4_9704272356@conchbbs.com>#1/1
X-Deja-AN: 237860421
Organization: Houston Area League of PC Users
X-FTN-To: gmiller@inca.co.nz
Newsgroups: comp.sys.atari.programmer

g > Is there a rule as to how many scratch registers are
g > available, or are used by TOS?

According to the Atari Gemdos reference manual, D0-D2 and A0-A2 may
be modified by Gemdos calls, while D3-D7 and A3-A7 will always be
preserved. AFAIK, no Gemdos function uses the FP registers at all.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 8015585656749665468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc6762692e089e33,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)

Subject: Toolbox API: The te.h header file
Date: 1997/04/27
Message-ID: <41c7cd$b2818.1a2@HERMES>#1/1
X-Deja-AN: 237861733
Newsgroups: comp.sys.atari.programmer

```
/*
 * TE.H
 * Toolbox Extension interface
 *
 * 27-April-1997
 *
 * NO WARRANTY IS GIVEN OR SHOULD BE IMPLIED AS TO THE ACCURACY
 * OR TIMLINESS OF ANYTHING IN THIS FILE!
 */

#include "0/types.h"   // typedefs for "uint32", "uint16", "uchar8"...

// At the time of writing, current toolbox version is 1.20.65
#define CURRENT_TOOLBOX_VER 0x12065

// Size of extension title is 10 + NULL
#define TITLESIZE  (10+1)

typedef struct  {
     uint32 tlbVersion; // 000-003 Version of TLBX
     uint32 tlbFlags;   // 004-007 Flags

     uint32 tlbCPU;         // 008-011 Machine CPU
     uint32 tlbFPU;         // 012-015 Machine FPU

     uint32 tlbStrucsize;   // 016-019 Size of this info block

     uint16 tlbTOS;         // 020-021 Machine TOS version
     uint16 resvd1;         // 022-023 (reserved)

     uint32 resvd2;         // 024-027 (reserved)
} ExtensionParameter;

typedef struct  {
     uint32 number;         // 00-03 function number
     void *function;        // 04-07 pointer to function
} FunctionTable;

typedef struct  {
     uint32 ll_magic;   // 000-003 'tb16'
     uint32 ll_cook;        // 004-007 "cookie" identifier
     uint32 ll_id;      // 008-011 0x00FFFF
     uint32 ll_ver;         // 012-015 version number
     uint32 ll_date;        // 016-019 date
     uint32 ll_size;        // 020-023 size of this block
```

```
    uchar8 ll_title[TITLESIZE]; // 024-034 name of extn
    uchar8 pad1;       // 035 alignment byte
    uint32 resvd1;         // 036-039 resvd. MUST BE ZERO
    uchar8 zero1[64-40];   // 040-063

    uint32 ll_mntl;        // 064-067 min TLBX required
    uint32 resvd2;         // 068-071 resvd MUST BE ZERO
    uint32 ll_cpu;         // 072-075 CPU needed
    uint32 ll_fpu;         // 076-079 FPU needed (if any)
    uint32 pad2;       // 080-083 resvd
    uint32 pad3;       // 084-087 resvd
    uint32 ll_flags;   // 088-091 flags (be in 1st block?)
    uint16 ll_tos;         // 092-093 tos needed
    uint16 ll_tos_flags;   // 094-095  01 = EQ, 02 = GT
    uchar8 zero2[128-96];  // 096-127 filler

    FunctionTable *ll_fnat;// 128-131 pointer to function table
    void (*ll_unload)( void );   // 132-135 cleanup code at unload time
    uchar8 zero3[192-136]; // 132-191 filler

    uint32 ll_magic2;  // 192-195 'tb16'
    uint32 ll_cook2;   // 196-199 "Cookie" identifier
    uchar8 zero4[256-200]; // 200-255 filler
} ExtensionInfoBlock;

__stdargs ExtensionInfoBlock *teInit( ExtensionParameter *ep );
__stdargs void teExit( void );
```

-- End header, begin signature block

Thanks to spambots (and the address collector bots that feed them) that cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only telco ads [even though I am obviously not a US resident], and other associated crap, and as I must pay for my data (email, webbing and so forth), any email sent to address gmiller@inca.co.nz will bounce. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like to make a withdrawal..."

From 5325119308978762819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f8050207da46237
X-Google-Attributes: gid1115ce,public

From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Magic 5 - shel_write/Pexec(100...)
Date: 1997/04/28
Message-ID: <Pine.A32.3.91.970428110358.19960A-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 237876634
References: <5jrlughsr1@nnrp01.primenet.com>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On 25 Apr 1997, John M Rojewski wrote:

> trying shel_write(1, 1, 1, prog, tail) in Magic 5, but the prog will
> not start until AFTER the calling program has ended! I tried (1,1,0,
> etc, but no luck.

Use 100 (MagiC parallel) or (101 MagiC single) for the third parameter.
It's all in the MagiC development documentation.

> Then I tried pid=Pexec(100, prog, tail, NULL); It works ok, but the
> call to Pwaitpid(pid, 3, NULL) returns -32 as the return code, which
> I think is 'Invalid Function'. pid seems to be positive integer as
> stated in docs.

It obviously means the function doesn't exist yet in MagiC ! Haven't you
read the MagiC developers docs ? But the shel_write way is the better way
to parallel start GEM programs.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -9077609169267285581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c28c2d5a3b11202e
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Buggiest TOS version?
Date: 1997/04/28
Message-ID: <Pine.A32.3.91.970428111833.19960C-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 237879405
References: <41b7cd$e2423.35e@HERMES>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On Sun, 27 Apr 1997, Gaven Miller wrote:

> What is the buggiest TOS version? ie most prone to crashing or corruption
> of user/system data?
>
> (I would assume disc based TOS 1.0. But I may be wrong)
>
> I need to know this so I can find it and test my code against it before
> release. Read: "if it survives that, then it will survive anything" {[:-)]

The buggiest TOS is normally considered TOS 1.0, with little distance
ahead of TOS 1.2. But note your approach doesn't replace real testing on
other OS versions, as those do not simply have less bugs, but also
different bugs, which might break your code after it survived everything
in TOS 1.0.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 4509950593197587201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d14f8d2635de5e8b,start
X-Google-Attributes: gid1115ce,public
From: Pierre-Yves Joyeux <Pierre-Yves.Joyeux@wanadoo.fr>
Subject: GFA 3.5 to GFA 3.6
Date: 1997/04/28
Message-ID: <3364D2A2.366D@wanadoo.fr>#1/1
X-Deja-AN: 237880558
Organization: Ugine
Newsgroups: comp.sys.atari.programmer

Hello,
>
> I have an officiel version of GFA 3.5 and i have a prg to adapt for a
> falcon but GFA 3.5 interpreter refuse Flacon resolution ...
> I read in a FAQ than the solution is GFA 3.6 for TT :
> * Is it now a public domain ? and can you provide it to me (attached
> file in MIME format)
> * Is it still commercial and where can i get it and how ?
>
> Thank you very much.
>
> Pierre-Yves.

From 8996446474095395715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e,start
X-Google-Attributes: gid1115ce,public
From: jtt3@lodz.pdi.net (Andrzej Michalski)
Subject: Internet telephone
Date: 1997/04/28
Message-ID: <5k2uba$m3t@info.nask.pl>#1/1
X-Deja-AN: 237966920
Organization: \// \// \//
Newsgroups: comp.sys.atari.programmer

Is anybody coding subject for Falcon?

greetz!
Andy

! <A HREF="mailto:jtt3@lodz.pdi.net">Andrzej Michalski</A> !
/|\^^^^^^^^^^^\Falcon030/FPU/12MB/FX3in1/TOS4.04/^^^^^^^^^^^/|\
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

From 1743814419060447152
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6ca8934b2e8fd8cf,start
X-Google-Attributes: gid1115ce,public
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Subject: ST kit for sale (UK)
Date: 1997/04/29
Message-ID: <ctbDmCAk7YZzEwdX@thegibsons.demon.co.uk>#1/1
X-Deja-AN: 238065195
Distribution: world
X-NNTP-Posting-Host: thegibsons.demon.co.uk
Organization: The Mad House
Newsgroups: comp.sys.atari.programmer

Atari stuff for sale as follows :-

If the prices appear with a funny character in front of them, they
should be UK pounds :)

HARDWARE
========

Atari 1040 STe (upgraded to 4MB) 75 - see @@@ below
(includes Quickshot joystick,
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Atari mouse, cables - TV and power)

Atari 520 STfm (upgraded to 2.5MB) £15
(BROKEN - wont boot correctly,
but may be suitable for repair or
for breaking for spares)

Gasteiner 42MB hard drive (DMA) £45 - see *** below
(includes leads + utility software)

Philips CM8833 MkII colour monitor £60
(suitable for ST low and medium
includes ST <-> monitor lead)

All of the above come with manuals, except broken STfm.
All in mint condition.

For the above kit, email me (bottom of list) to discuss P&P / delivery.

For the stuff below, P&P (1st class recorded delivery) included, where possible. If you want registered, we can discuss that.

SOFTWARE / BOOKS
==========

Games
=====

F-19 Stealth Fighter £8

Midwinter (strategic 3D game) £7

Maniac Mansion (funny / scary graphical adventure) £7

Future Wars (graphical adventure) £7

Interphase (excellent 3D graphics) £5

Germ Crazy (halt the invading bugs!) £7

Time (graphical adventure) £7

F-16 Combat Pilot £5

Starglider 2 £5

Substation (Doom-like game) £10
STe only (maybe Falcon too ?)

Obsession (v. good pinball game - best £10
graphics I've ever seen on my STe)
STe only (maybe Falcon too?)

Programming

Personal Pascal v2.05 £12
Actually an STF cover disk, but
I ordered the manual from HiSoft
for £20 and that's what's for sale
Cover disk included

Lattice C v5.52 £30
Excellent for learning / using C
Full development environment (incs
WERCS and many other tools)
More manuals than you can carry (almost) :)

HiSoft 'Your FirST Basic' Manual/disk £3
Well worn but useful :)

The Atari Compendium book £20
Errata included in the book in my
own fair hand. Everything you
wanted to know about Atari 'C'
/ programming

Misc

Timeworks V2 - ST DTP £15
boxed with manuals

Chemkit (chemical structures drawing £10
package - hi res or hi res
emulator required - I'll include a
PD one that I used. Manual included)

PFM Plus - personal finance manager £7
excellent software - incs manual

1st Word Plus (word processing package) £10
good / basic WP with manual

3D-Calc (3 dimensional spreadsheet) £7
boxed with manual

*** Magic v2 £15
Fully pre-emptive multitasking OS
manual included

*** Ease v3.01 £15
Excellent new desktop for your ST -
works a TREAT with Magic :)
manual included

***   I'll bundle these with the hard drive for £20

@@@   I'll include my entire collection of old magazine cover disks
      with the STe - I'm not going to count them but there are a LOT.
      Covers STF (lots), ST Review (dozen or so), a couple from a
      couple of other mags. Also the first 3 Atari Computing mags
      with cover disks. You can continue this one yourself :)

   The entire set of Atari World (issues 1 -> 11) inc cover disks. £25
   I won't split these.

Contact me at :-

 drew@thegibsons.demon.co.uk (preferred)

 Or at my point off STandard ProBBS on :-

 FidoNet   2:2501/101.15 NeST   90:102/202.15
 AtariNet 51:6/502.15   TurboNet 100:105/3.15

--

Cheers,

   Drew ;^)

         >>>   drew@thegibsons.demon.co.uk   <<<
         >>>   Mirabilis ICQ UIN: 392790   <<<
         >>>   FidoNet 2:2501/101.15   <<<
         >>>   NeST 90:102/202.15   <<<

From -6215730223318900219
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,646dd545c0b103bf
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: need some source on using the mic/adc
Date: 1997/04/29
Message-ID: <5k4isd$nfa@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 238132353
References: <5jbe19$eg31@mars.online.uleth.ca>
Organization: Dept Computer Science, University of Manchester, U.K.
Reply-To: jacquesa@cs.man.ac.uk
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: 348

In article <5jbe19$eg31@mars.online.uleth.ca>, seelds@hg.uleth.ca writes:
>im looking for some source or some info on using the mic/adc
>i basicaly want to make a little sampler program

Presumably this is on the Falcon... well, try my programming
pages, at:
  http://www.cs.man.ac.uk/~jacquesa/

Anthony
--
```
-------------------------------------+------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.4
                                     |  Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
      UPDATE: KP SACK V1.0 and SAM V1.3 are now released!
-------------------------------------+------------------------------
```

From 6589183865743665600
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Internet telephone
Date: 1997/04/29
Message-ID: <yvvk9llkiwi.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 238164570
Sender: emwoll@bowmore
References: <5k2uba$m3t@info.nask.pl>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer

jtt3@lodz.pdi.net (Andrzej Michalski) writes:

>
> Is anybody coding subject for Falcon?

Sorry? What do you mean, or is it obvious?

//Magnus Kollberg
--
```
        +----------------------------------------+
        |       Happy owner of a Falcon040       |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -7236281333902706500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e
X-Google-Attributes: gid1115ce,public
From: jtt3@lodz.pdi.net (Andrzej Michalski)
Subject: Re: Internet telephone
Date: 1997/04/29
Message-ID: <5k59jl$igd@info.nask.pl>#1/1
X-Deja-AN: 238194703
References: <5k2uba$m3t@info.nask.pl> <yvvk9llkiwi.fsf@emw.ericsson.se>
Organization: \// \// \//
Newsgroups: comp.sys.atari.programmer

On 29 Apr 1997 16:23:09, Magnus Kollberg wrote:
 >jtt3@lodz.pdi.net (Andrzej Michalski) writes:
 >
 >>
 >> Is anybody coding subject for Falcon?
 >
 >Sorry? What do you mean, or is it obvious?
 >
 >//Magnus Kollberg

 It is obvious. My brother(Australia) has Netscape and freeware programm
 "Cooltalk". On Falcon hardware should be easy to make an prg to take
 sound from microphone input and send it through internet.
 Next decoding incoming voicedata and send to the speakers.
 All must be fast enough for 28800 modem users. Using slip connection.
 This make money saving in long distance calls (eg.Europe-Australia)....

 with best greetings
 Andy

 PS:Sorry for my pure english.. ;))) A.

 ! <A HREF="mailto:jtt3@lodz.pdi.net">Andrzej Michalski</A> !
/|\^^^^^^^^^^^\Falcon030/FPU/12MB/FX3in1/TOS4.04/^^^^^^^^^^^/|\
               ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

From 2468030633866665263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,290b2978021ac1be,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,290b2978021ac1be,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,290b2978021ac1be,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: fd4c9,290b2978021ac1be,start
               ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,290b2978021ac1be,start
X-Google-Attributes: gid1115ce,public
From: "Cesar A. Leon M." <cleon@ona.fi.umag.cl>
Subject: MEGA STe Questions.
Date: 1997/04/29
Message-ID: <Pine.D-G.3.94.970429115153.18564A-100000@ona.fi.umag.cl>#1/1
X-Deja-AN: 238198791
Organization: dcc.uchile.cl
Newsgroups:
comp.sys.atari.st,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer
,comp.sys.atari.st,comp.sys.atari.st.tech

I have a Mega STe mother-board, i have questions please
answer me, because i want take advantage of the board..

what type of HDD's for Mega STe can i use? internal,
external,removable-media..
what type.? : need special connector? (prices)
Exist IDE adapter for Mega STe?

Can I connect a ET4000 with Crazy Dot to Mega STe??
how cost Crazy Dot ?
how cost ET4000 ?

what monitor i need if i can connect Crazy Dot & ET4000 to Mega STe??
what monitor? with some special connector?
Is Nova Graphics card a good choice?

exist differents types of cases for Mega STe..??
what type desktop? tower? (prices) ..what case i need if a want connect
ET4000 & Crazy Dot to Mega STe Motherboard??

what languages & kits exists for Mega STe to programming??(prices)
(like C++,C,java,perl,databases..)

I know that megaste motherboard came with TOS 2.05..then the question
is ...which are the differences between it and TOS 2.6.???

I hear that megaste have keyboard input..... what type of keyboard
....an "atari-keyboard" or "PC-keyboard"?? (what is the cost of each)

Can I up the speed of Mste ??? (16Mhz to 32Mhz)

Thanks very much to anyone that answer my questions. Good Bye Friend./

PS: Sorry for my english./

Cesar A. Leon M.
Punta Arenas
CHILE.

From -8595860487622160532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e
X-Google-Attributes: gid1115ce,public
From: lais@cs.man.ac.uk (S94)
Subject: Re: Internet telephone
Date: 1997/04/29
Message-ID: <5k5cvk$5lg@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 238209344
References: <yvvk9llkiwi.fsf@emw.ericsson.se>
Organization: Dept Computer Science, University of Manchester, U.K.
Reply-To: lais@cs.man.ac.uk
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: 360

In article <yvvk9llkiwi.fsf@emw.ericsson.se>, Magnus Kollberg
<emwoll@emw.ericsson.se> writes:
>jtt3@lodz.pdi.net (Andrzej Michalski) writes:
>
>>
>> Is anybody coding subject for Falcon?
>
>Sorry? What do you mean, or is it obvious?

Look at the subject: Internet telephone. The guy then asks if anybody is coding
the subject for the Falcon. Seems pretty obvious to me ;-) He's clearly not one to
use two words when one will suffice, a bandwidth conservationist...

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

From -2569324765233997692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21814dc1b050fac9,start

X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Behne brothers
Date: 1997/04/29
Message-ID: <E9Eux6.2H1@cix.compulink.co.uk>#1/1
X-Deja-AN: 238210936
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

So the Behne brothers writers of NVDI et al don't have an email address then?

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
*   * NeST: 90:102/107.0@nest.ftn   *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624   * AtariNet: 51:502/0.10@atarinet.ftn *

From 7970191271118248571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e
X-Google-Attributes: gid1115ce,public
From: q-funk@REMOVE.ANTI.SPAM.FIRST.megacom.net (Martin-Eric Racine)
Subject: Re: Internet telephone
Date: 1997/04/29
Message-ID: <5k3rd5lvr1@cti01.citenet.net>#1/1
X-Deja-AN: 238499119
References: <5k2uba$m3t@info.nask.pl>
Organization: Funkyware & Co.
Newsgroups: comp.sys.atari.programmer

On 28 Apr 1997 19:38:18, Andrzej Michalski wrote:
Is anybody coding subject for Falcon?
#
greetz!
Andy
#
! <A HREF="mailto:jtt3@lodz.pdi.net">Andrzej Michalski</A> !
/|\^^^^^^^^^^\Falcon030/FPU/12MB/FX3in1/TOS4.04/^^^^^^^^^^/|\
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Yes. AtarIRC 0.71 has provisions for plug-ins, currently a doodle

sketchpad, but a Netphone is being developped by a friend, mainly
for Falcon DSP, but also with playback capabilities on STE/TT. In
the future, sampling cards like the Replay 16 could be supported,
to allow voice input on STE/TT as well. No idea on release date.

-=-
-= Reply-To: q-funk@REMOVE.ANTI.SPAM.FIRST.megacom.net =-
-=-

From 2909197501757890725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c28c2d5a3b11202e
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Buggiest TOS version?
Date: 1997/04/30
Message-ID: <41e7cd$f716.2f0@HERMES>#1/1
X-Deja-AN: 238310552
References: <dc3_9704272356@conchbbs.com>
Newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
> g > I need to know this so I can find it and test my code against
> g > it before release. Read: "if it survives that, then it will
> g > survive anything" {[:-)]

> Unfortunately, that approach won't work. Ultimately, you will need
> lots of Beta testers with different platforms (or pick up a lot of
> different STs sans monitors cheap).

I agree,

However, I like to torture test my code before it goes out to my beta
testers. I can often learn a lot more about when/where/why it crashes by
observing it myself than relying on the beta testers I have.

--

Thanks to spambots (and the address collector bots that feed them) that
cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only
telco ads [even though I am obviously not a US resident], and other
associated crap, and as I must pay for my data (email, webbing and so
forth), any email sent to address gmiller@inca.co.nz will bounce. I would
like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like

to make a withdrawal..."

From -3869425347731872150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Internet telephone
Date: 1997/04/30
Message-ID: <yvvg1w9j602.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 238358877
Sender: emwoll@bowmore
References: <5k2uba$m3t@info.nask.pl> <yvvk9llkiwi.fsf@emw.ericsson.se>
<5k59jl$igd@info.nask.pl>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer

jtt3@lodz.pdi.net (Andrzej Michalski) writes:

>
> It is obvious. My brother(Australia) has Netscape and freeware programm
> "Cooltalk". On Falcon hardware should be easy to make an prg to take
> sound from microphone input and send it through internet.

Yeah that's cool. The problem with apps like this is that you want it
done you better dig out a DSP book and a programming language and
start programming! Many will love you for doing it but if you have got
an idea you better try to do it your self. Okey most ideas are not
very easy to acomplish, but most actually are.

> PS:Sorry for my pure english.. ;))) A.

:-))))

I guess you ment poor? ;-)

Mine isn't that great either.... but who cares? :-)

//Magnus Kollberg
--

```
        +----------------------------------------+
        |       Happy owner of a Falcon040       |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 407005192646755718

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Internet telephone
Date: 1997/04/30
Message-ID: <yvvhggpj652.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 238358908
Sender: emwoll@bowmore
References: <yvvk9llkiwi.fsf@emw.ericsson.se> <5k5cvk$5lg@m1.cs.man.ac.uk>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer

lais@cs.man.ac.uk (S94) writes:

>

> >> Is anybody coding subject for Falcon?
> >
> >Sorry? What do you mean, or is it obvious?
>
> Look at the subject: Internet telephone. The guy then asks if anybody is coding
> the subject for the Falcon. Seems pretty obvious to me ;-) He's clearly not one
to
> use two words when one will suffice, a bandwidth conservationist...

Hehehee... sorry. :-)

//Magnus Kollberg
--

```
        +----------------------------------------+
        |       Happy owner of a Falcon040       |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 1837378605241797834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc7d7f7c1989b85e
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Internet telephone
Date: 1997/04/30
Message-ID: <5k7bb9$ft5$1@news.th-darmstadt.de>#1/1
X-Deja-AN: 238390838
References: <yvvk9llkiwi.fsf@emw.ericsson.se> <5k5cvk$5lg@m1.cs.man.ac.uk>
Organization: Technische Hochschule Darmstadt
Newsgroups: comp.sys.atari.programmer

Hi!

In article <5k5cvk$5lg@m1.cs.man.ac.uk>,
     lais@cs.man.ac.uk (S94) writes:
> He's clearly not one to
> use two words when one will suffice, a bandwidth conservationist...
A bandwidth conservationist asking for an InterNet telephone program? ;>

SCNR

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC)   binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -7224694645533970107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,290b2978021ac1be
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,290b2978021ac1be
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,290b2978021ac1be
X-Google-Attributes: gid109a67,public
X-Google-Thread: fd4c9,290b2978021ac1be
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,290b2978021ac1be
X-Google-Attributes: gid1115ce,public
From: prajoux@laas.fr (Roland Prajoux)
Subject: Re: MEGA STe Questions.
Date: 1997/04/30
Message-ID: <5k7fqf$7dn$2@laas.laas.fr>#1/1
X-Deja-AN: 238455505
Distribution: world
References: <Pine.D-G.3.94.970429115153.18564A-100000@ona.fi.umag.cl>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@laas.fr
Newsgroups:
comp.sys.atari.st,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer
,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.D-G.3.94.970429115153.18564A-100000@ona.fi.umag.cl>, "Cesar A.
Leon M." <cleon@ona.fi.umag.cl> writes:

>Is Nova Graphics card a good choice?
>

Yes!
>
>what languages & kits exists for Mega STe to programming??(prices)
>(like C++,C,java,perl,databases..)
>
For C I would recommend Lattice C 5.6, which is very complete and documented in
english. Price is about $200, but it may vary.

Regards.

Roland Prajoux, LAAS-CNRS, Toulouse France, prajoux@laas.fr

From -837128189008705555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f46a8fd2c23b83cf
X-Google-Attributes: gid1115ce,public
From: prajoux@laas.fr (Roland Prajoux)
Subject: Re: Scratch registers
Date: 1997/04/30
Message-ID: <5k7fe5$7dn$1@laas.laas.fr>#1/1
X-Deja-AN: 238455506
References: <5jvh50$k4n@epimetheus.algonet.se>
Organization: LAAS/CNRS, Toulouse, France
Reply-To: prajoux@laas.fr
Newsgroups: comp.sys.atari.programmer

In article <5jvh50$k4n@epimetheus.algonet.se>, dhedberg@aristotle.algonet.se
(Daniel Hedberg) writes:
>Hi,
>
>: Is there a rule as to how many scratch registers are available, or are
>: used by TOS?
>:
>: In general, I know I can count on D0-D1 and A0-A1 being corrupted by an
>: OS call, but how about D2+ and A2+, or, for that matter, FPU registers?
>:
>: The reason I ask is that I have patched into the XBIOS vector to provide
>: an XBIOS interface to my Toolbox DLL engine, and having used the first two
>: data and address registers as scratch registers, I need to know if more
>: registers are deemed scratch and therefore need to be saved by my code.
>
>On a XBIOS call you should be free to use D2 and A2 too without saving
>them.
>

Sorry , no.
It is documented that D0-D2/A0-A2 can be corrupted by a BIOS/XBIOS call.

Indeed, a desassembly of a TOS 2.05 BIOS/XBIOS entry points shows that:
 - BIOS and XBIOS share the same code. BIOS loads the address of its own routine jump table, so does XBIOS.
 - Next, in the same piece of code, registers D3-D7/A3-A7 (yes, A7!) are saved in a special area (not on the stack, but this is another story...).
 - Finally, via the loaded address table, control jumps to the appropriate subroutine.
(Of course, in the above description, I have skipped some details.)

So, registers D2 and A2 must be saved by your routine before a BIOS/XBIOS call.

Regards.

Roland Prajoux, LAAS-CNRS, France, prajoux@laas.fr

From -8730416523159621898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2bbd75016e6026fe,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2bbd75016e6026fe,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2bbd75016e6026fe,start
X-Google-Attributes: gid109a67,public
From: sinbad@cheerful.com (Sinbad)
Subject: STOS extension EXTRA is now PUBLIC DOMAIN!!
Date: 1997/04/30
Message-ID: <33677cb3.15869915@news.airtime.co.uk>#1/1
X-Deja-AN: 238480180
Organization: None Specified
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

The STOS extension EXTRA has become Public Domain. It was announced (between friends!) at the Atari Show in London on April 27th 1997. Get your copy from Goodmans PDL or Floppyshop PDL. It has been posted to the newsgroup alt.binaries.atari and will soon be available from http://www.airtime.co.uk/users/sinbad/download.htm

From -560363784166893242
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Subject: X-Windows on 68000

Date: 1997/03/29
Message-ID: <333D5F96.3869@worldnet.att.net>#1/1
X-Deja-AN: 229288751
References: <d9d_9703280640@conchbbs.com> <5hi360ogp1@mark.ucdavis.edu>
<Pine.A32.3.91.970329154747.15279A-100000@pallas.amp.uni-hannover.de>
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

Peter Rottengatter wrote:

> X Windows is not too huge to fit in a few megabytes : I had it running
> on an old ST with 4 MB, no virtual memory. Surely it was rather slow with
> an MC 68000, but this should certainly tell that it's not as huge as you
> say here. Huge is just your exaggeration.

How are you running X-Windows on a 68000 ST? You need at least a 68030 to
run Linux/UNIX which is X-Windows' OS. Don't tell me you're using Minix?!?!

--


```
 ---------------------------------------------------------------------------
|Greg George                |           /|\ Forever Fuji!! /|\                |
|Editor, The Atari Times    |     Check out The Atari Times Web Page!        |
|greggeorge@worldnet.att.net|http://www.geocities.com/TimesSquare/Arcade/8341 |
 ---------------------------------------------------------------------------
```


From 4104409520830922028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Progs in AUTO or exec
Date: 1997/03/29
Message-ID: <1b0_9703291403@conchbbs.com>#1/1
X-Deja-AN: 229301935
Organization: Houston Area League of PC Users
X-FTN-To: perot@pallas.amp.uni-han
Newsgroups: comp.sys.atari.programmer

p > When citing this as an example, you should note too that
p > nowadays programs seldomly use TERMCAP anymore.

But the evolution of termcap from a single purpose quick fix to a
very bad graphics standard is typical of UNIX development in general.

p > X Windows is not too huge to fit in a few megabytes

Showing my age here. At the time, a few megabytes was really really

HUGE!

p > Ask this person where DEC's GUIs are nowadays, ask him where
p > Ultrix has gone. X however is still very much alive. This
p > should tell which GUI had the better design.

So, are you saying that MS-DOS and Windows are successful because
they are better designed than the competitors?

As I said, I've used lots of different OSes, and almost all of them
were better designed than UNIX (but more expensive and available on
only one platform each).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 7456793012560737280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Progs in AUTO or exec
Date: 1997/03/30
Message-ID: <Pine.A32.3.91.970330135214.15201A-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 229429570
References: <1b0_9703291403@conchbbs.com>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On 29 Mar 1997, John Kormylo wrote:

> p > When citing this as an example, you should note too that
> p > nowadays programs seldomly use TERMCAP anymore.
>
> But the evolution of termcap from a single purpose quick fix to a
> very bad graphics standard is typical of UNIX development in general.
>
> p > X Windows is not too huge to fit in a few megabytes
>
> Showing my age here. At the time, a few megabytes was really really
> HUGE!

Go with time. There is no really modern GUI anymore that won't need more than a megabyte.

You're right considering the time X was developed. But the fact it still competes well with every other modern GUI tells us we shouldn't call it just huge for the memory standards at that time, but sophisticated and far ahead of it's time.

> p > Ask this person where DEC's GUIs are nowadays, ask him where
> p > Ultrix has gone. X however is still very much alive. This
> p > should tell which GUI had the better design.
>
> So, are you saying that MS-DOS and Windows are successful because
> they are better designed than the competitors?

No, occasionly the worse systems prevail, in this case by acceptance by the masses. This does not apply to X.

> As I said, I've used lots of different OSes, and almost all of them
> were better designed than UNIX (but more expensive and available on
> only one platform each).

You mean they were user-friendlier to the novice. In that respect you're certainly right, but that should not be mixed with real qualities, most notably flexibility and portability.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -8937291475974236747
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: X-Windows on 68000
Date: 1997/03/30
Message-ID: <Pine.A32.3.91.970330140331.15201B-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 229429572
References: <d9d_9703280640@conchbbs.com> <5hi360ogp1@mark.ucdavis.edu> <Pine.A32.3.91.970329154747.15279A-100000@pallas.amp.uni-hannover.de> <333D5F96.3869@worldnet.att.net>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On Sat, 29 Mar 1997, Gregory D. George wrote:

> Peter Rottengatter wrote:
>
> > X Windows is not too huge to fit in a few megabytes : I had it running
> > on an old ST with 4 MB, no virtual memory. Surely it was rather slow with
> > an MC 68000, but this should certainly tell that it's not as huge as you
> > say here. Huge is just your exaggeration.
>
> How are you running X-Windows on a 68000 ST? You need at least a 68030 to
> run Linux/UNIX which is X-Windows' OS. Don't tell me you're using Minix?!?!

Note that X is portable enough to not require Unix to run on. In fact
there is a well functioning port to MiNT. As I said, a 68000 is a little
to small in terms of CPU power, so it's slow, but it works ! And I saw it
work really well (under MiNT !) with the power of a 68030 !

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 576587406632522399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54e6fd478c8bd474
X-Google-Attributes: gid1115ce,public
From: martinr@hookup.net (Rick Martin)
Subject: Re: Converting windows icons
Date: 1997/03/30
Message-ID: <5hmgvk$m1i$2@nic.ott.hookup.net>#1/1
X-Deja-AN: 229493660
References: <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>
<dwilga-2403970913340001@dwilga.comm.mtholyoke.ed
Organization: HookUp Communication Corporation, Ottawa, Ontario, CANADA
Newsgroups: comp.sys.atari.programmer

On 24 Mar 1997 09:13:34, Dan Wilga wrote:
>In article <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>,
>gary@the-gap.demon.co.uk (Gary Priest) wrote:
>
>>A while ago, I had a program sat on my hd that ran through a path of
>>Windows .ico files and produced a .rsc file of them.
>>They could then be treated as Atari icons.
>>
>>Of course, now I need the thing, I can't find it! :(

>>
>>Has anyone got an idea of what this program is called and where I can find
>>it?
>>
>
>NeoDesk's icon editor can also read .ICO files directly. But if you really
>want them in .RSC format, this won't be of much help.
>
>Dan Wilga dwilga@mtholyoke.edu
>.
Icondraw from Doctor Bobs converts .ico files and I believe so does Interface !

```
  ---------------------------------------------------------------------------
    ****************************************************************
    * martinr@hookup.net  Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2  *
    * Ottawa , Ontario              Pioneer 4x Cd Roland D70 Synth  *
    * Canada                        Apexmedia Imagecopy  ...        *
    ****************************************************************
  ---------------------------------------------------------------------------
```

From -5060307104990513972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: UNIX, the OS from Hell
Date: 1997/03/31
Message-ID: <779_9703311342@conchbbs.com>#1/1
X-Deja-AN: 229704885
Organization: Houston Area League of PC Users
X-FTN-To: perot@pallas.amp.uni-han
Newsgroups: comp.sys.atari.programmer

p > But the fact it still competes well with every other modern
p > GUI tells us we shouldn't call it just huge for the memory
p > standards at that time, but sophisticated and far ahead of
p > it's time.

I've heard X Windows called a lot of things, but "sophisticated" is
not one of them. Ahead of its time? If so, things do not bode well
for the future.

Woodrow Wilson was also ahead of his time. He was a bigotted
imperialist with a horrible civil rights record, and he was 20 years
before Hitler!

```
server:   What is your Display?
client:   display = XOpenDisplay("unix:0");
server:   What is your Colormap?
client:   cmap = DefaultColormap(display,
```

```
                              DefaultScreen(display));
server:   And what is your favorite color?
client:   favorite_color = 0;   /* black */

          /* No, I mean: */

          favorite_color = BlackPixel(display,
                              DefaultScreen(display));
```

client falls into chasm and dumps core. -- The UNIX-Haters Handbook

Actually, my first X Windows manual used 3 pages of code in order to open a window in the section on "Getting Started".

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 7357059061579000642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93f2c7e80ef899d5
X-Google-Attributes: gid1115ce,public
From: gryf@ohm.arago.de (Thomas Binder)
Subject: Re: How do I know I'm an accessory?
Date: 1997/04/01
Message-ID: <5hr0q7$dhv@gazette.omnilink.net>#1/1
X-Deja-AN: 229877726
References: <12654411_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: Omnilink --- your link to the Net
Reply-To: gryf@hrz.th-darmstadt.de
Newsgroups: comp.sys.atari.programmer

Hi!

In article <dwilga-1703971024240001@dwilga.comm.mtholyoke.edu>,
     dwilga@mtholyoke.edu (Dan Wilga) writes:
> That's right, always use the a7 test. It works under Geneva, MTOS, MagiC
> and, of course, old-TOS.
Erm, the only way to check for being an accessory that was ever documented by Atari is to check a0, not a7. For programs, it's zero, for accessories, it points to its basepage.

> IIRC, there may not even be any way

> to truly launch a desk accessory AS a desk accessory from MagiC after
> startup. But I haven't seen later versions of MagiC so I could be wrong
> here.
MagiC >= 4 is able to launch accessories via shel_write() mode 3, but it's not possible to check for that via appl_getinfo(). That's bad, but the way to check for supported shel_write()-modes offered by appl_getinfo() is quite useless, to be honest.

> On the other hand, both Geneva and MTOS use the GEMACC env var in GEM.CNF
> to determine which extensions are treated as DA's. Anything matching the
> extensions is launched as a true DA with the correct (zero) a7.
It would be nice if Geneva would respect the wishes of the programmer when using shel_write() mode 1. Even if shel_write() gets told that the program which is to be launched is a TOS program, it runs it as an application, i.e. the TOSRUN-manager is not used. Only mode 0 behaves correctly by looking at the program's extension, but that's not always accetable, for example if you want to start Unix-tools which usually don't have any extension at all.

Ciao

Thomas

From 6494334798858808129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8db352f74f703c32
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8db352f74f703c32
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,8db352f74f703c32
X-Google-Attributes: gidf8760,public
X-Google-Thread: 112f4b,8db352f74f703c32
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 109a67,8db352f74f703c32
X-Google-Attributes: gid109a67,public
X-Google-Thread: f761b,8db352f74f703c32
X-Google-Attributes: gidf761b,public
X-Google-Thread: 1056fc,8db352f74f703c32
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 107ef2,8db352f74f703c32
X-Google-Attributes: gid107ef2,public
From: Greg Miller <uglmiller@cc.memphis.edu>
Subject: Re: how can I connect a 850 atari drive at my PC
Date: 1997/04/01
Message-ID: <33414929.EED@cc.memphis.edu>#1/1
X-Deja-AN: 229921433
References: <01bc2fbf$60cae560$2f05eec3@marcel>
<01bc3396$078b1e40$a258989e@tachyon.demon.co.uk> <3330AA68.2567@wwa.com>
<01bc3653$96958ca0$dc28f7c2@zetnet.co.uk>
X-Priority: 3 (Normal)
Organization: The University of Memphis

Newsgroups:
alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.program
mer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari
,fr.comp.sys.atari,rec.games.video.atari

Colin Polonowski wrote:
>
> > > If you mean the old 8-bit stuff, check out http://www.emulators.com/ -
> home
> > > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> > > selling XFormer cables to do the thing you want, they have plans
> available
> > > to build your own cable.
>
> > What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> > got against the good old 8bit?
>
> The ST is 16 bit... Frank is talking about the relatively old Atari XE etc!

Erm, he didn't say otherwise. He said the ST is old, not 8-bit.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

From 7456918209225790015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b566ac248db4d57,start
X-Google-Attributes: gid1115ce,public
From: Nima Montaser <Nima.Montaser.1p66@nortel.ca>
Subject: Q: Realtime rubberbox (clipbox)
Date: 1997/04/01
Message-ID: <334150DF.2C57@nortel.ca>#1/1
X-Deja-AN: 229928308
Organization: Nortel
Newsgroups: comp.sys.atari.programmer

Hi everybody,
   Does anybody have any ideas about making a rubberbox (just like
graf_rubberbox of aes), but instead of waiting for the call to complete
in order to do other thing, one could have instant access to the current
co-ordinates, and thus, be able to update w,h in real time?

Also, how is the graf_rubberbox implemented in AES? Does anybody know
how to make custom ones?

Thanks,
Nima

--

****

My opinions are strictly my own, and not that of my employer!

****

From 2647221639060612212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b7a60258d7632b9,start
X-Google-Attributes: gid1115ce,public
From: carnage@oldwarez.com (|CaRnagE|)
Subject: Come to our new site! HTTP://WWW.OLDWAREZ.COM
Date: 1997/04/02
Message-ID: <33420d98.110000119@news.nwdc.com>#1/1
X-Deja-AN: 230072930
Organization: OldWarez.Com
Newsgroups: comp.sys.atari.programmer

HTTP://WWW.OLDWAREZ.COM

This site contains all you need to change your mind on bigger and
newer is better.

We review, picture, offer tips and tricks and more for older games and
systems.

Games such as Maniac Mansion, Karateka, Pitfall, and more!

Systems such as TurboGrafx-16, Sega Master System, NES, Atari 2600 and
more!

Don't knock it 'till you've tried it!

HTTP://WWW.OLDWAREZ.COM
--
:Begin Idiotic Signature:
|CaRnagE| of #oldWarez
http://www.nwdc.com/~ivans
Jesus saves (a whole deal of time explaining why things are the way they are)
:End Idiotic Signature:

From 573137002135512256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6c42a157179c6f8f,start
X-Google-Attributes: gid1115ce,public
From: Mathea Skaalvik <matska@pop.stud.ntnu.no>

Subject: MONEY!!!!!!
Date: 1997/04/02
Message-ID: <334265E4.624D@pop.stud.ntnu.no>
X-Deja-AN: 230120063
Organization: Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

THIS ABSOLUTLY IS THE FAIREST AND MOST HONEST WAY TO SHARE WEALTH!!

HELLO!!

Would you like to make thousands of dollars, quick and legally? Than take
5 minutes to read this article, it's going to change our life! What is 5 minutes of the life that you now have. Are you just snoozing,doing the same
old thing? YOU WANT CONTROL OF YOUR LIFE OR GET BACK THE CONTROL YOU ONCE HAD? YOU WANT FINANCIAL FREEDOM????????

THAN YOU SHOULD ABSOLUTLY READ ARTICLE!!! IT'S TRUE!!

You can make up to or over $50,000.00 in 4 to 6 weeks, maybe sooner! Keep reading if you want to take control of your life, if not, than have a great day.

One day I was browsing thru the newsgroups and read an article like this one. Since it that to do with making money, I was courious and decided to give it a try, and this is what it said:
Here we go.

A little while back, I was browsing through these newsgroups, just like you
are now and came across an article similar to this one that said you could
make thousands of dollars in just weeks, with only an initial investment of
$5.00!
So, I thought, "Yeah, right,it's got to be a scam", but I was curious, like most of us, so I kept reading. Anyway, it said that you send $1.00 to each of the 5 names and addresses stated in the article. You then place
your own name and address in the article at the bottom of the list at #5,
and post the article in at least 200 newsgroups (there are over 22,00). So after thinking about it, and talking to my wife about it, who said I was nuts!, what does she know, I'am nuts anyway, I figured what else was I doing, and it's only 5 stamps and $5.00, right? Someone who has tried it says:

"I started receiving money in the mail! I was shocked! I still figured it would end soon, and didn't give it another thought. But then money kept

coming in, tripling in size and multipying by 10 -20 times the amount that I got the first week! In my first week I had made about 30 -40 dollars.
But by the second week, I had made a total of over $1,000.00!!!!!
In the third week, I had over $10,000.00, and it's still growing.
This is my fourth week and I've made about $42,000.00 TOTAL, and the money is still coming in.....". Let me tell how this works and most importantly, why it works.....also make sure you print a copy of the article NOW, so you get the information off of it, and begin making money.
The process is very simple, and it consists of 3 EASY steps:

STEP 1: Get 6 seperate pieces of paper and write the following on each sheet of paper.....

" PLEASE PUT ME ON YOUR MAILING LIST."

It is also a good idea to put on that piece of paper the number of persons
who you got the article from. Get five $1 dollar bills and place ONE inside
each piece of paper that you just wrote on,and fold each piece of paper so
the bill will not be seen in the envelope (other wise nosey people who like to steal envelopes with money in it will get yours). Put one paper inside the envelope and seal it.

Do the same for all 5, you should now have 5 envelopes sealed, EACH have a piece of paper and a $1 dollar bill stuffed inside of the paper. Make sure those words that were stated above are on each paper.
This is a service an 100% legal (refer to US CODE Title 18, Section 130& 1342, and Title 39, Section 3005, of the Postal and Lottery Laws).

NOW, BE SURE TO MAIL THE 5 ENVELOPES WITH THE PAPER AND $1.00 TO THE FOLLOWING 5 ADDRESSES:

1. Roland Lafontaine 2233 Jeanne Dr. Hastings Michigan 49058

2. Carl Fodor RD1 Box Y1.E.5 Weirtin W.Va 26062

3. David Zahn 65 E.Washington St No. Attleboro, MA 02760

4. Jean-Louis Pion 44 Seneca St. Cumberland, RI 02864

5. Mathea Skaalvik, Rosenborg gt 31 c, 7014 Trondheim, NORWAY

STEP 2: Now take the #1 name off the list that you see above, move the other 4 names up (5 becoming 4, 4 becoming 3, 3 becoming 2, ETC.)
You can slightly alter this article if you need to, editing what you need to edit.

STEP3: Post your amended article (with your name at #5) to at least

200 newsgroups. There are at least 22,000 of them). All you need is say, at least 200.

HOW TO DO THIS:

If you have Netscape 3.0 do EXACTLY the following:

1) Click on any newsgroup like normal, THEN click 'TO NEWS', which is on the far left when you're at the newsgroups page. This will bring down a WINDOW to type your message in.

2) Leave the newsgroup WINDOW like it is, CHANGE the subject box to something flashy like, "NEED CASH" $$$$ or READ HERE $$$$.

3) Tab once and you should be ready to type. Now, retype (only once)
This whole article WORD FOR WORD, except to insert your name at #5, and to remove #1 off the list.

4) When you're done typing the Whole article, click on FILE in THIS WINDOW, RIGHT ABOVE SEND, NOT WHERE IT SAYS NETSCAPE NEWS ON THE FIRST WINDOW. Click on SAVE AS when you're under FILE. Save your article as a text file to your C: or A: drive.
DO NOT SEND OR POST YOUR ARTICLE UNTIL YOU SAVE IT.
ONCE SAVED, move to 5 below.

5) If you still have all of your text, send or post it to this newsgroup now, by just clicking send, which is right below FILE, and right above Cc:.

6) Here's where you're going to post all 200.
OK, click on any newsgroup the click on 'TO NEWS', again in the top left corner. Leave the NEWSGROUPS BOX alone again, put a flashy subject title in the SUBJECT BOX, hit the TAB once you're in the body of the message, and then click on ATTACHMENTS, which is below the SUBJECT BOX. You will get another WINDOW to come up.
Click on ATTACH FILE, then find YOUR file that you saved; Click once on the file, and then Click OPEN, now Click OK; if you did this right, you should see YOUR file name in the attachments box,
and it will be shaded.

****

IF YOU USE IE EXPLORER IT'S JUST AS EASY...
HOLDING DOWN THE LEFT MOUSE BUTTON HIGHTLIGHT THIS ARTICLE.
THEN PRESS THE "CRTL" KEY AND THE "C" KEY AT THE SAME TIME TO COPY THIS ARTICLE. THEN PRINT THIS ARTICLE (FOR YOUR RECORDS) TO HAVE THE NAMES OF THOSE YOU WILL BE SENDING $1 BILLS TO. NEXT GO
TO THE NEWSGROUPS AND PRESS "POST AN ARTICLE" A WINDOW WILL OPEN.

TYPE IN YOUR HEADLINE IN THE SUBJECT AREA AND THEN CLICK IN THE
LARGE WINDOW BELOW. PRESS "CRTL" AND THEN "V" AND THE ARTICLE
WILL
BE PLACED IN THE WINDOW. IF YOU WANT TO EDIT THE ARTICLE, DO SO
AND THEN HIGHTLIGHT AND COPY IT AGAIN. NOW EVERY TIME YOU POST
THE ARTICLE IN A NEWSGROUP, ALL YOU HAVE TO REPEAT "CTRL" AND
"V"
AND PRESS POST.

7) That's it. Each time you do this, all you have to do is type
in a different Newsgroup, so that way, it posts to 200 DIFFERENT
Newsgroups, you see?
Now you just have 199 to go!!
(Don't worry, each one takes about 30 sec.,once you get used to
it)
REMEMBER 200 is the MINIMUM.
The more you post the more money you will make!!!
AND THAT'S IT!!!!

THAT"S THE ONLY 3 STEPS THERE IS!!!!!!!!! You are now in the mail order business and will start receiving your $1.00 envelopes from vaious people all over the world within days!!!!!! JUST REMEMBER THE MORE NEWSGROUPS YOU POST TO, THE MORE MONEY YOU WILL MAKE!!!
If you wish to stay anonymous, you can come up with a name, such as"manager" or "investor". Just make sure all the addresses are CORRECT.
LET ME TELL YOU WHY THIS SYSTEM WORKS SO WELL!!!
Out of every 200 postings, let's say I ONLY receive 5 replies, which is actually very low. So I made $5.00 with my name at #4.
Now then, each person who just sent me $1.00 makes say only 200 postings,
now with your name at #4, WHICH IS A TOTAL OF 1000 POSTINGS, not including yours too. Now 50 people send you $1.00; that's $50.00 you just made! Now then your new 50 agents post 200 each with your name at #2,
or 10,000 POSTINGS(50x200).
Average return is 500 at $1.00 each is $500.00!!!
And finally, 5,000 people make 200 Postings each with your name at #1.
you now get a return of $50,000.00 before your name drops off the list.
And that's if everyone makes 200 Postings only, and if only 5 persons respond!!!! When your name is no longer on the list, you just take the latest posting that is appearing in the Newsgroups, and send out another $5.00 to the names on the list, putting your name at #6 again.
And start posting again. The most important thing to remember is, to realize that there are THOUSANDS OF PEOPLE FROM ALL OVER THE WORLD JOINING THE INTERNET EVERYDAY, THE EXPOSURE IS UNBELIEVABLE!!!!!
So, can YOU afford $5.00 and see if it really works? I did, and I think you can too.
TAKE CONTROL OF YOUR LIFE AND MAKE SOME REAL MONEY, THIS IS THE WAY!!!!!!
People have said, "What if the plan is played out and no one sends you the money?" So what! What are the Chances of that happening when there are MILLIONS of HONEST USERS AND HONEST PEOPLE who are joining the Internet and Newsgroups everyday and are willing to give it a try?

Estimates are at 20,000 to 50,000 new users, everyday, with THOUSANDS
of those joining the actual Internet. REMEMBER, play FAIRLY and
HONESTLY and this WILL WORK,
I PROMISE YOU!!! YOU JUST HAVE TO BE HONEST.
Make sure you print this article RIGHT NOW, also, try to keep a list
of everyone that sends you money and always keep an eye on the
newsgroups to make sure everyone is playing fairly. REMEMBER HONESTLY
IS THE BEST POLICY.
YOU DON'T NEED TO CHEAT THE BASIC IDEA TO MAKE MONEY!!!!!
GOOD LUCK TO ALL AND PLEASE PLAY FAIRLY AND TOGETHER,
WE WILL PROSPER!!!!!!
**** By the way, if you try to decieve people by posting the messages
with your name on the list and not sending the money to the people
already on the list, you will not get much. Someone who did that
made $150.00, and that's AFTER 7 or 8 weeks!
Then he sent the 5 $1.00 bills, people added him to their lists, and in
4 to 5 weeks, he had received over $10,000.00
THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
WEALTH OF THE WORLD WITHOUT COSTING ANYTHING BUT YOUR TIME!!!!!

NOT BAD FOR FINANCIAL FREEDOM!!!!!!!
IF YOU DON'T TRY IT, YOU'LL NEVER KNOW.IT DOES GENUINIELY WORK!!!!!

From 8194684580998658591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,6e0b5ace2994baab,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: 119ac7,6e0b5ace2994baab,start
X-Google-Attributes: gid119ac7,public
X-Google-Thread: 1046d6,6e0b5ace2994baab,start
X-Google-Attributes: gid1046d6,public
X-Google-Thread: f98ee,6e0b5ace2994baab,start
X-Google-Attributes: gidf98ee,public
X-Google-Thread: 1115ce,6e0b5ace2994baab,start
X-Google-Attributes: gid1115ce,public
From: berg@merkur.hrz.tu-freiberg.de (Peter Berg)
Subject: libvidc porters wanted!
Date: 1997/04/02
Message-ID: <5hthad$jtj@merkur.hrz.tu-freiberg.de>#1/1
X-Deja-AN: 230121328
Organization: TU Freiberg
Newsgroups:
comp.sys.acorn.programmer,maus.sys.atari.f030,comp.sys.amiga.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.tools

Hi folks,

I've written / write a low level graphic library for RiscBSD which can
be used for writing games/demos on RBSD. The lib also includes CD-Audio
support calls to control a cdrom.

Now I'm looking for programmers which want to port it to RiscOS.
The advantage this has is that all libvidc - based programs will
compile out of the box on all supported platforms.

The main goal is to achive a maximum of speed in drawing, so some
assembler functions would be very apreciated.
Someday in the future support is planed for X-windows and/or other
windows systems.
The lib will be compatible to SVGAlib (Linux/i386) and later to
srgp.

PS: programmer who want to port it to the Amiga, Atari Falcon030, Mac, DOS or
anywhere else are wanted too.

The lib will be BSD-licenced if anyone else then me participates the
development, otherwise I'll release it as shareware-binary-only.

--

Ciao, Peter

```
 _____  _          ____   _____ _____
|  __ \(_)        |  _ \ / ____|  __ \
| |__) |_ ___  ___| |_) | (___ | |  | |
|  _  /| / __|/ __|  _ < \___ \| |  | |
| | \ \| \__ \ (__| |_) |____) | |__| |
|_|  \_\_|___/\___|____/|_____/|_____/
```

E-Mail: Peter.Berg@ww.tu-freiberg.de
WWW   : http://www.ww.tu-freiberg.de/~pberg

From -8062759748355220797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb358e6aed35a307,start
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: mintlib
Date: 1997/04/02
Message-ID: <Pine.OSF.3.95.970402193611.9917A-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 230179752
Newsgroups: comp.sys.atari.programmer

Hi!

I am doing some cgi-programming offline on the good old 68000. It works pretty well except that the implementation of read() in the mintlib I got from hensa (last year?) is not working proper. Of course, I could then just use the normal lattice lib, but then popen() isn't working!?

The problem with read is that I have only one chance to read in the parameters send to the script. On second access on stdin, they are gone. So any pseudo read() using the buffered filesystem will fail.

Any ideas? Related problems?

// Jens M Andreasen

From 4520891253815053029
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93f2c7e80ef899d5
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: How do I know I'm an accessory?
Date: 1997/04/02
Message-ID: <dwilga-0204971356070001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 230256090
References: <12654411_000003_OASIS_NEWS@the-gap.demon.co.uk>
<Pine.A32.3.91.970317123748.18129D-100000@pallas.amp.uni-hannover.de>
<dwilga-1703971024240001@dwilga.comm.mtholyoke.edu>
<5hr0q7$dhv@gazette.omnilink.net>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <5hr0q7$dhv@gazette.omnilink.net>, gryf@hrz.th-darmstadt.de wrote:

> Hi!
>
> In article <dwilga-1703971024240001@dwilga.comm.mtholyoke.edu>,
> dwilga@mtholyoke.edu (Dan Wilga) writes:
> > That's right, always use the a7 test. It works under Geneva, MTOS, MagiC
> > and, of course, old-TOS.
> Erm, the only way to check for being an accessory that was ever documented
> by Atari is to check a0, not a7. For programs, it's zero, for accessories,
> it points to its basepage.

Agh! I meant a0. Really, I did. Honest. :-)

>
> > On the other hand, both Geneva and MTOS use the GEMACC env var in GEM.CNF
> > to determine which extensions are treated as DA's. Anything matching the
> > extensions is launched as a true DA with the correct (zero) a7.
> It would be nice if Geneva would respect the wishes of the programmer when

> using shel_write() mode 1. Even if shel_write() gets told that the program
> which is to be launched is a TOS program, it runs it as an application, i.e.
> the TOSRUN-manager is not used. Only mode 0 behaves correctly by looking at
> the program's extension, but that's not always accetable, for example if you
> want to start Unix-tools which usually don't have any extension at all.
>

I think I made it emulate MultiTOS when I wrote this routine oh so long
ago. I'll go back and test, though, to make sure. I agree that it would be
nice to have it use the TOSRUN program if the tos flag is set in the
shel_write() command.

Dan Wilga
dwilga@mtholyoke.edu

From -5697745671414906897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,313f8049b69b0139
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: Progs in AUTO or executed by MiNT
Date: 1997/04/02
Message-ID: <Pine.OSF.3.95.970402210224.10284A-100000@tellus.dsv.su.se>#1/1
X-Deja-AN: 230262393
References: <3326d05cc42ef1@xs4all.nl> <5g7h1h$160dg_002@news.ti.com>
<dwilga-1703971006420001@dwilga.comm.mtholyoke.edu> <333546c426d9eb3@xs4all.nl>
<dwilga-2403970920590001@dwilga.comm.mtholyoke.edu>
Newsgroups: comp.sys.atari.programmer

If you run a shell and export some environment variables, they get
inherited by the child processes. But GEM is not a child of any auto.prg,
GEM starts up on its own. That is, unless you boot GEM from your proggie.

If you are under MiNT, you could modify mint.cnf

// Jens M Andreasen

From -4017257509321666368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e6e3736cc7ac86
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,8400043b2971bcbb,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,8400043b2971bcbb,start
X-Google-Attributes: gid1115ce,public
From: Wouter Heijke <wheijke@xs4all.nl>

Subject: Looking for aes.h tos.h vdi.h
Date: 1997/04/03
Message-ID: <33438F38.2781@xs4all.nl>#1/1
X-Deja-AN: 230356119
X-XS4ALL-Date: Thu, 03 Apr 1997 11:05:14 CEST
Organization: XS4ALL, networking for the masses
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I'm porting a great Atari ST program to Windows95 and have no
Atari ST documentation. The source code #include's aes.h, vdi.h
and tos.h, it would be useful to have these and some documentation
on the windowing system and graphics routines.
Who could send me those?

Thanks

Wouter

From 586678748907666526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: UNIX, the OS from Hell
Date: 1997/04/03
Message-ID: <Pine.A32.3.91.970403093618.18739A-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 230357632
References: <779_9703311342@conchbbs.com>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On 31 Mar 1997, John Kormylo wrote:

```
> server:   What is your Display?
> client:   display = XOpenDisplay("unix:0");
> server:   What is your Colormap?
> client:   cmap = DefaultColormap(display,
>                                 DefaultScreen(display));
> server:   And what is your favorite color?
> client:   favorite_color = 0;   /* black */
>
>           /* No, I mean: */
>
>           favorite_color = BlackPixel(display,
>                                 DefaultScreen(display));
>
> client falls into chasm and dumps core.  -- The UNIX-Haters Handbook
                                                 ===========
```

>
>
> Actually, my first X Windows manual used 3 pages of code in order to
> open a window in the section on "Getting Started".

I'm not going to discuss anything with a "Hater", fanatic prejudices
cannot be discussed.

Actually it's quite normal that you "hate" something doing the first
steps with it. However, I won't allow this feeling to make me abandon the
whole thing, until I've got a reasonable understanding why it is designed
that way. I can well remember how I hated C when I started programming
with it. Nowadays I'm glad that I was stubborn enough to ignore this
feeling for the first million code lines. It wasn't until then that I was
able to appreciate the way it works.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 1400589222584509298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2eb0ff130eb2d514,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Execute GEM program from within GEM program
Date: 1997/04/03
Message-ID: <33439f701bffd1@xs4all.nl>#1/1
X-Deja-AN: 230376491
X-XS4ALL-Date: Thu, 03 Apr 1997 13:19:01 MET DST
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

Do I have to beware of special things when executing a GEM program
from within a GEM program (with Pexec)? The code I have written works
flawlessly with .ttp programs, but not entirely with GEM programs. It
has (roughly the following form:

```
  close_all_windows;

  if (!GEM)
  {
    v_hide_c(handle);
    v_enter_cur(handle);
    v_clrwk(handle);
    v_curhome(handle);
```

```
  }
  menu_bar(MENU,0);

  Pexec(0,PROGRAM,COMMAND_STRING,ENVIRONMENT);

  if (!GEM)
  {
    v_exit_cur(handle);
    v_show_c(handle,0);
  }
  menu_bar(MENU,1);

  reopen_all_windows;
```

The system hangs during reopen_all_windows when the parent program has more than five windows open. I inserted a form_alert call in the loop, and the first five windows are always restored without problems, but it fails when it comes to the sixth. The funny thing is, it exhibits exactly the same behaviour with the execution of .ttp programs when I add appl_exit(); after menu_bar(MENU,0); and appl_init(); after Pexec();

Am I overlooking something?

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-

From 1940805237356055931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: cpb4@ukc.ac.uk (C.P.Briscoe-Smith)
Subject: Re: X-Windows on 68000
Date: 1997/04/03
Message-ID: <119@ash.ukc.ac.uk>#1/1
X-Deja-AN: 230430582
Sender: cpb4@ukc.ac.uk
References: <d9d_9703280640@conchbbs.com> <5hi360ogp1@mark.ucdavis.edu>
<Pine.A32.3.91.970329154747.15279A-100000@pallas.amp.uni-hannover.de>
<333D5F96.3869@worldnet.att.net>
Organization: University of Kent at Canterbury, UK.
Reply-To: cpb4@ukc.ac.uk (C.P.Briscoe-Smith)
Newsgroups: comp.sys.atari.programmer

In article <333D5F96.3869@worldnet.att.net>,
Gregory D. George <greggeorge@worldnet.att.net> wrote:
>Peter Rottengatter wrote:
>

>> X Windows is not too huge to fit in a few megabytes : I had it running
>> on an old ST with 4 MB, no virtual memory. Surely it was rather slow with
>> an MC 68000, but this should certainly tell that it's not as huge as you
>> say here. Huge is just your exaggeration.
>
>How are you running X-Windows on a 68000 ST? You need at least a 68030 to
>run Linux/UNIX which is X-Windows' OS. Don't tell me you're using Minix?!?!

A plain old 68000 ST will run MiNT and MiNTnet with no problems. There
is a MiNT port of the X11 server. I've run MiNT, MiNTnet, X, twm and
xvt on my 4Mbyte STE without problems, but this setup works best as an
X terminal rather than for running applications locally.

--Charles

From 3211267592667293735
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad92b08e5122753d,start
X-Google-Attributes: gid1115ce,public
From: Marko Haas <unix111@ai.fh-nuernberg.de>
Subject: 50 MHz / 8 MB Atari to give away
Date: 1997/04/03
Message-ID: <3343D7D5.2781@ai.fh-nuernberg.de>#1/1
X-Deja-AN: 230432027
Organization: Regionales Rechenzentrum Erlangen, Germany
Newsgroups: comp.sys.atari.programmer

Hi,

this is for all Atari users who need performance and don't mind an
external power supply.

I want to give away my Atari Mega ST4 for a small amount of money. Over
the last ten years, I added following hardware:

- a 100 MB external SCSI drive
- an ED disk drive (2.88 MB) with Ajax controller
- an ET4000/W32 graphics card
- a 50 MHz accelerator board with
  + a 68030 CPU (the version without internal FPU/MMU)
  + 4 MB fast RAM (plus 4MB on mainboard makes 8 MB)
  + compatibility switch (activates 68000)
  + 68881/68882 socket

Please mail to

    unix111@ai.fh-nuernberg.de

or

MarkoHaas@aol.com

Thanks
Marko

From 8801653127693366816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2eb0ff130eb2d514
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Execute GEM program from within GEM program
Date: 1997/04/03
Message-ID: <dwilga-0304971205560001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 230442816
References: <33439f701bffd1@xs4all.nl>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

I notice that your code fragment says you are closing all of your windows before running the child. If you don't have a multitasking AES, then there is a limit on the number of windows (7 plus the desktop) which can cause problems for the child. You need to use both wind_close() and wind_delete() on your windows before running the child.

But that's not really your problem. I suspect you're hitting a wonderful bug in Atari's AES having to do with the size of the evnt_mesag() queue. When there are more than some number (I believe it's 8) messages pending for an app, the AES starts to get confused. However, this shouldn't happen unless there are already some other messages pending when you go to reopen the windows (which causes one WM_REDRAW event per window).

One thing you might try is this:

```
  menu_bar();
  evnt_mesag(buffer);
  process_event(buffer);
  reopen_all_windows();
```

Of course, you could always do this in reopen_all_windows():

```
  for each window {
    handle = wind_create(whatever);
    wind_open(handle);
    evnt_mesag(buffer);       /* get WM_REDRAW */
    process_event(buffer);
  }
```

That way, the queue should never get a chance to fill up. But this is slower because of the extra redrawing that occurs.

In article <33439f701bffd1@xs4all.nl>, josdb@xs4all.nl (Jos den Bekker) wrote:

> Do I have to beware of special things when executing a GEM program
> from within a GEM program (with Pexec)? The code I have written works
> flawlessly with .ttp programs, but not entirely with GEM programs. It
> has (roughly the following form:
>
> close_all_windows;
>
> if (!GEM)
> {
> v_hide_c(handle);
> v_enter_cur(handle);
> v_clrwk(handle);
> v_curhome(handle);
> }
> menu_bar(MENU,0);
>
> Pexec(0,PROGRAM,COMMAND_STRING,ENVIRONMENT);
>
> if (!GEM)
> {
> v_exit_cur(handle);
> v_show_c(handle,0);
> }
> menu_bar(MENU,1);
>
> reopen_all_windows;
>
> The system hangs during reopen_all_windows when the parent program has
> more than five windows open. I inserted a form_alert call in the loop,
> and the first five windows are always restored without problems, but
> it fails when it comes to the sixth. The funny thing is, it exhibits
> exactly the same behaviour with the execution of .ttp programs when I
> add appl_exit(); after menu_bar(MENU,0); and appl_init(); after
> Pexec();
>
> Am I overlooking something?

Dan Wilga
dwilga@mtholyoke.edu

From -4403569727804511323
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d89b82861b44e27
X-Google-Attributes: gid1115ce,public
From: senyshyn@helix.nih.gov (Jan Senyshyn)
Subject: Re: NeoDesk INF Files
Date: 1997/04/03
Message-ID: <AF69DE549668A0E92E@128.231.207.7>#1/1

X-Deja-AN: 230564260
Distribution: world
References: <AF602340966885836A@128.231.207.7>
<dwilga-2803971005080001@dwilga.comm.mtholyoke.edu>
Organization: NIH
Newsgroups: comp.sys.atari.programmer

When I edit an old NEODESKH.INF file and rename it to NEODESKC.INF they are sitting side by side. On using the Options->Set Prefs->INF Files dialog to force NEODESK to read the new INF file, the dialog window ONLY shows the older
INF file (NEODESKL NEODESKM NEODESKH).

How can I make NEODESK recognize the new INF file.

Regards
Jan

Washington DC

From -5493119155184991170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d0c46f7faefb479,start
X-Google-Attributes: gid1115ce,public
From: cavey@cavestar.demon.co.uk (Mark Cave-Ayland)
Subject: ST's RS232 DCD signal
Date: 1997/04/04
Message-ID: <860183589.24765.0@cavestar.demon.co.uk>#1/1
X-Deja-AN: 230729387
X-NNTP-Posting-Host: cavestar.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Hi there,

Could anyone point me to a memory location high up in the dizzy heights of memory where I could read the status of the serial port's DCD line directly? I need to be able to access it from an interrupt handler you see.....

TIA,

Mark.

From -1250387099154351269
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2eb0ff130eb2d514
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Execute GEM program from within GEM program
Date: 1997/04/04
Message-ID: <334578f8222a951@xs4all.nl>#1/1
X-Deja-AN: 230742633
References: <33439f701bffd1@xs4all.nl>
<dwilga-0304971205560001@wilga.mtholyoke.edu>
X-XS4ALL-Date: Fri, 04 Apr 1997 22:59:17 MET DST
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Thu 03-04-97 12:05 Dan Wilga wrote:

>But that's not really your problem. I suspect you're hitting a wonderful
>bug in Atari's AES having to do with the size of the evnt_mesag() queue.
>When there are more than some number (I believe it's 8) messages pending
>for an app, the AES starts to get confused. However, this shouldn't happen
>unless there are already some other messages pending when you go to reopen
>the windows (which causes one WM_REDRAW event per window).

Three thousand cheers and a million hurrahs for you!!! You have
exactly hit the solution to the problem. I don't know how to thank
you. The bug has bothered me for a long time, and I didn't have the
slightest clue. May your name be written in gold in the GEM annals!

>Of course, you could always do this in reopen_all_windows():
>
> for each window {
>   handle = wind_create(whatever);
>   wind_open(handle);
>   evnt_mesag(buffer);   /* get WM_REDRAW */
>   process_event(buffer);
> }

That's where I put it. evnt_mesag(buffer); after wind_open in the loop
was enough. I don't know exactly what you mean by `process_event', but
it wasn't necessary.

Thanks again!

--
Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s

-*-

From -6717318502857301552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e6e3736cc7ac86
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8400043b2971bcbb
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,8400043b2971bcbb
X-Google-Attributes: gid109a67,public
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Subject: Re: Looking for aes.h tos.h vdi.h
Date: 1997/04/04
Message-ID: <3344d895.0@news.utbm.fr>#1/1
X-Deja-AN: 231467128
References: <33438F38.2781@xs4all.nl>
To: wheijke@xs4all.nl
Organization: LERMPS
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hello
>I'm porting a great Atari ST program to Windows95 and have no
>Atari ST documentation. The source code #include's aes.h, vdi.h
>and tos.h, it would be useful to have these and some documentation
>on the windowing system and graphics routines.
>Who could send me those?

>Thanks
The best I think, is the book "Atari Compendium" elsewhere I don't know
good electronic documentations, try on ftp.cnam.fr/pub/atari.

bye
Olivier

From 4019980196261933550
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d0c46f7faefb479
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: ST's RS232 DCD signal
Date: 1997/04/05
Message-ID: <Pine.A32.3.91.970405114541.23133B-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 230880896
References: <860183589.24765.0@cavestar.demon.co.uk>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On Fri, 4 Apr 1997, Mark Cave-Ayland wrote:

> Could anyone point me to a memory location high up in the dizzy
> heights of memory where I could read the status of the serial port's
> DCD line directly? I need to be able to access it from an interrupt
> handler you see.....

It depends on the port of course. For Modem 1 DCD is connected to Bit 1
of the MFP general purpose I/O port (DCD = $fffffa01 AND 2).

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -5885719597138110429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bff7bfca4c65cdc6,start
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: GDOS fonts and bitmap/outline flag
Date: 1997/04/05
Message-ID: <E86DE2.KCy@cix.compulink.co.uk>#1/1
X-Deja-AN: 230945136
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

Here's a problem I've spent hours on and can only conclude that there is a
bug in NVDI or the Lattice C libraries.

If I get a list of the fonts installed on a system and check fontname[32]
for the bitmap/outline flag all is OK the first time. Do it again and all
the fonts are flagged as outline.
I've used vqt_name() and vqt_f_name() (Lattice C only function?)

A code extract is thus:

```
int main(void)
{
appl_init();

showfonts();/* all OK, bitmap fonts shown as such */
getchar();
showfonts();/* bitmap fonts shown as outline */
getchar();
```

```
appl_exit();
return 0;
}

void showfonts(void)
{
char fontname[32];
int workin[11] ={1,1,1,1,1,1,1,1,1,1,2}, workout[57];
int dummy;
short i, handle, type;
unsigned int font_id = 0, totalfonts;

handle = (short)graf_handle(&dummy, &dummy, &dummy, &dummy);
v_opnvwk(workin, &handle, workout);

totalfonts = vst_load_fonts(handle, 0);

printf("Total fonts available: %d\n", totalfonts);
totalfonts++;/* add one to include system font #1 */

for (i = 1; i <= totalfonts; i ++)
{
font_id = vqt_f_name(handle, i, fontname, &type);
printf("%-3u  %-5u  %d %s  %s\n", i, font_id, type,
(type == 1) ? "Outline" : "Bitmap ", fontname);
}
OR
for (i = 1; i <= totalfonts; i ++)
{
font_id = vqt_name(handle, i, fontname);
fontname[strlen(fontname)] = '\0';
printf("%-3u  %-5u  %s  %s\n", i, font_id,
(fontname[32] == 1) ? "Outline" : "Bitmap ", fontname);
}

vst_unload_fonts(handle, 0);
v_clsvwk(handle);
}
```

The problem sems to be with vst_load_fonts(), I've played with everything there is leaving out some calls, repeating some to no effect.

Anyone come across this problem?
Thanks

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *

* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624   * AtariNet: 51:502/0.10@atarinet.ftn   *

From 8316504422787766955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bff7bfca4c65cdc6
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: GDOS fonts and bitmap/outline flag
Date: 1997/04/06
Message-ID: <5i9j7l$g99@nnrp1.news.primenet.com>#1/1
X-Deja-AN: 231204450
References: <E86DE2.KCy@cix.compulink.co.uk>
Organization: JR Enterprises
X-Posted-By: @206.165.20.42 (rojewski)
Newsgroups: comp.sys.atari.programmer

On 5 Apr 1997 17:18:02 , "Mark Baines" wrote:
>Here's a problem I've spent hours on and can only conclude that there is a
>bug in NVDI or the Lattice C libraries.
>
>If I get a list of the fonts installed on a system and check fontname[32]
>for the bitmap/outline flag all is OK the first time. Do it again and all
>the fonts are flagged as outline.
>I've used vqt_name() and vqt_f_name() (Lattice C only function?)
>
>void showfonts(void)
>{
>char fontname[32];
..
>printf("%-3u %-5u %s %s\n", i, font_id,
>(fontname[32] == 1) ? "Outline" : "Bitmap ", fontname);
>}
>The problem sems to be with vst_load_fonts(), I've played with everything
>there is leaving out some calls, repeating some to no effect.
>
>Anyone come across this problem?
>Thanks
>
Ok Mark, forgive me if I'm wrong, but declaring a string variable 32
bytes long gives you indexes 0 thru 31. fontname[32] is undeclared
and is probably the hi-order byte of something pushed on the stack.

I would declare fontname[35] and see if this doesn't solve your
problem.

John

```
*
* John Rojewski          email: rojewski@primenet.com
*                        http:  www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

From -1253378239551438530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5fa5400a68a2e48,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Q: Realtime rubberbox (c
Date: 1997/04/06
Message-ID: <9e5_9704070336@conchbbs.com>#1/1
X-Deja-AN: 231241176
Organization: Houston Area League of PC Users
X-FTN-To: Nima.Montaser.1p66@norte
Newsgroups: comp.sys.atari.programmer

N > Does anybody have any ideas about making a rubberbox (just
N > like graf_rubberbox of aes), but instead of waiting for the
N > call to complete in order to do other thing, one could have
N > instant access to the current co-ordinates, and thus, be able
N > to update w,h in real time?

You could always hide the mouse (or create an invisible one), call graf_mkstate() or vsm_locator() repeatedly and draw the box using v_pline() in XOR mode (drawing it a second time at the same location deletes the original).

However, to get any sort of speed out of it you should do the interface in assembly to avoid the overhead of the C bindings. All my experiments with vsm_locator() were horribly slow.

I suspect that graf_rubberbox() uses LINE A or the equivalent level display/mouse functions itself.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -2982316720988580390

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: UNIX, the OS from Hell
Date: 1997/04/06
Message-ID: <9e6_9704070336@conchbbs.com>#1/1
X-Deja-AN: 231241198
Organization: Houston Area League of PC Users
X-FTN-To: perot@pallas.amp.uni-han
Newsgroups: comp.sys.atari.programmer

p > I'm not going to discuss anything with a "Hater", fanatic
p > prejudices cannot be discussed.

I didn't write the book, I just read it. Most of the authors have obvious and sometime silly biases (I recall one going on about how 1 mouse button was better than having 2 or 3), but it serves as a invaluable reference on UNIX bugs, and some of the humor is priceless.

p > I can well remember how I hated C when I started programming
p > with it.

I didn't, and it was something like my 7th language (or 3rd if you lump all assembly languages together). Of course, I still have problems using & where I should use &&... OTOH, I LOVE my Pure C shell (especially "check braces" functions), and it is my second C package (not counting make).

BTW, I knew I was starting to think in C when I got on an elevator and asked someone to press 0.

p > Nowadays I'm glad that I was stubborn enough to ignore this
p > feeling for the first million code lines. It wasn't until then
p > that I was able to appreciate the way it works.

I've always thought that the main reason UNIX has even some devoted fans is that (since the learning curve is so steep) by the time you get good at it, you have invested too much effort to throw it all away again for something better (besides, you can now lord it over all the newbies and enjoy their suffering).

But UNIX isn't just hard to learn, it is also plain bad. For example, the way it handles wildcards is incompatible with any command which uses 2 or more pathnames:

```
mv *.c subdir/*.c
```

and kiss your files goodbye. This is a 30 year old bug which will never be fixed as it is too fundamental to how UNIX operates.

This is not to say that there is nothing of value in UNIX,
especially as an experiment in distributed development. But it
should have been replaced long ago with something better thought out.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -3032731431952228739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a87ff0a85aeb9c8,start
X-Google-Attributes: gid1115ce,public
From: allfree@bbs.cruzio.com
Subject: CPU_MOD w/C?
Date: 1997/04/07
Message-ID: <E88v4n.4I3@cruzio.com>#1/1
X-Deja-AN: 231193027
X-Nntp-Posting-Host: mail.cruzio.com
Sender: news@cruzio.com (System Administrator)
Organization: Cruzio Community Networking System, Santa Cruz, CA
Keywords: C
Reply-To: allfree@bbs.cruzio.com
Newsgroups: comp.sys.atari.programmer

Hello,

I'm trying to interface the CPU_MOD.BIN code with C. The BASIC code has
something to the effect of:

```
bload "CPU_MOD.BIN", Cpu_Mod%
call Cpu_Mod, ...
```

I don't know the equivilant of these two calls in C.
The author of CPU_MOD doesn't know C. I'm using Lattice C 5.56, and I don't
know any ASM! :(

Ben Allfree
allfree@cruzio.com

From 2200833359557102316
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: dsb@news.cs.duke.edu (Scott Bigham)
Subject: Re: UNIX, the OS from Hell
Date: 1997/04/07
Message-ID: <5ib16n$o7e$1@hal.cs.duke.edu>#1/1
X-Deja-AN: 231309352
References: <9e6_9704070336@conchbbs.com>
Organization: n. Arrangement in an orderly or logical fashion. See "miracle".
Newsgroups: comp.sys.atari.programmer

From the Holy Book of <9e6_9704070336@conchbbs.com>
  as spake by John.Kormylo@7861.conchbbs.com (John Kormylo) :

>But UNIX isn't just hard to learn, it is also plain bad. For
>example, the way it handles wildcards is incompatible with any
>command which uses 2 or more pathnames:
>
>mv *.c subdir/*.c
>
>and kiss your files goodbye. This is a 30 year old bug which will
>never be fixed as it is too fundamental to how UNIX operates.

Ahem:

```
Script started on Mon Apr 07 10:40:30 1997
goldfinch:~> ls *.c
fred.c    joe.c     wilbur.c
goldfinch:~> ls -d subdir
subdir/
goldfinch:~> mv *.c subdir/*.c
mv: when moving multiple files, last argument must be a directory
goldfinch:~> ls *.c
fred.c    joe.c     wilbur.c
goldfinch:~>
script done on Mon Apr 07 10:40:51 1997
```

You were saying?

-sbigham

--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1997 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

From -5716852542114298762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6fff3c681b83e082,start
X-Google-Attributes: gid1115ce,public

From: Carld@Kellnet.com (Carl Daugherty)
Subject: WTB: STOS Basic
Date: 1997/04/07
Message-ID: <33491c37.7464075@news.kellnet.com>#1/1
X-Deja-AN: 231321188
Organization: Internet Access Group, Inc. - Cleveland, Ohio [www.iagnet.net]
Newsgroups: comp.sys.atari.programmer

I'm looking to buy STOS Basic with Manual. Anyone interested in
selling a copy please e-mail me.

From -3379318567128982884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: sig@end.article (Gerry O'Rourke)
Subject: Re: UNIX, the OS from Hell
Date: 1997/04/07
Message-ID: <sig-0704971507110001@47.85.0.99>#1/1
X-Deja-AN: 231346726
References: <9e6_9704070336@conchbbs.com>
Organization: Northern Telecom (Ireland) Ltd
Newsgroups: comp.sys.atari.programmer

In article <9e6_9704070336@conchbbs.com>, John.Kormylo@7861.conchbbs.com
(John Kormylo) wrote:

*** Stuff Deleted about Unix ***

> But UNIX isn't just hard to learn, it is also plain bad. For
> example, the way it handles wildcards is incompatible with any
> command which uses 2 or more pathnames:
>
> mv *.c subdir/*.c
>
> and kiss your files goodbye. This is a 30 year old bug which will
> never be fixed as it is too fundamental to how UNIX operates.
>

Thank You!

That might explain what happened when I did something similar (except with
zip files) on my STFM/4 Mbytes/MiNT 1.12.6. Lost the lot, they appeared to
be appended to one file, except it bore no relation the the individual
files.

Given that MiNT is very Unix like, are there any other killer bugs?

--

Gerry O'Rourke
Materials Engineering
Nortel (Ireland) Ltd
E-mail gigxr01@nt.com

From 8571388356541764899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,219fec7f15593152,start
X-Google-Attributes: gid1115ce,public
From: Mark Slagell <sluggo.nospam@ames.net>
Subject: Uploads to umich
Date: 1997/04/07
Message-ID: <33495916.3CC5@ames.net>#1/1
X-Deja-AN: 231372660
Organization: Iowa State University, Ames, Iowa, USA
Newsgroups: comp.sys.atari.programmer

Does anyone know a way to upload to atari.archive.umich.edu? They say
not to upload to the mirrors, but the main site is always tied up.

 -- Mark

I should warn you that underneath these clothes I'm wearing boxer shorts
and I know how to use them. -- Robert Orben

Remove the `.nospam' from my address to reply.

From 5149818925020832648
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91242f41b67ac5f4,start
X-Google-Attributes: gid1115ce,public
From: vvbeaster@aol.com (VVBeaster)
Subject: call Pexec in acc ?
Date: 1997/04/07
Message-ID: <19970407213800.RAA12118@ladder01.news.aol.com>#1/1
X-Deja-AN: 231395360
Organization: AOL, http://www.aol.fr
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

I try to make a shell for the gnu c in accessorie (to be used
with Qed). But when i start gcc (it start and work fine) i got
some bombs (when gcc end). the bombs don't disturb my
acc (it can launch a second compilation), but close the

main app. (not only qed, but all apps). it work fine only when
the main app is the standart desktop, or when i run my
shell in app.

Is there something special about the ttp launch in acc ?
(in the present version, it's a call to Pexec (0 ,....) (whith
argv in environment) , but i try Pexec (3,...) ... Pexec (4,....)
or Pexec(6,....) and it's the same thing)

From 5564532093599869482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5fa5400a68a2e48
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Q: Realtime rubberbox (c
Date: 1997/04/07
Message-ID: <dwilga-0704971527110001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 231448874
References: <9e5_9704070336@conchbbs.com>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <9e5_9704070336@conchbbs.com>, John.Kormylo@7861.conchbbs.com
(John Kormylo) wrote:

>N > Does anybody have any ideas about making a rubberbox (just
>N > like graf_rubberbox of aes), but instead of waiting for the
>N > call to complete in order to do other thing, one could have
>N > instant access to the current co-ordinates, and thus, be able
>N > to update w,h in real time?
>
>You could always hide the mouse (or create an invisible one), call
>graf_mkstate() or vsm_locator() repeatedly and draw the box using
>v_pline() in XOR mode (drawing it a second time at the same location
>deletes the original).

Yup, that's the precise algorithm. Nearly identical code is used for
resizing a window, BTW.

>However, to get any sort of speed out of it you should do the
>interface in assembly to avoid the overhead of the C bindings. All
>my experiments with vsm_locator() were horribly slow.

Geneva's routine to do this is in C. The key is to only redraw the lines
when the mouse has actually moved. If you update continually, it's dog
slow.

>I suspect that graf_rubberbox() uses LINE A or the equivalent level
>display/mouse functions itself.

Nope, even Atari's AES uses the VDI for this.

Dan Wilga dwilga@mtholyoke.edu

From -5883264465679302234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2eb0ff130eb2d514
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Execute GEM program from within GEM program
Date: 1997/04/07
Message-ID: <dwilga-0704971519460001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 231448880
References: <33439f701bffd1@xs4all.nl>
<dwilga-0304971205560001@wilga.mtholyoke.edu> <334578f8222a951@xs4all.nl>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <334578f8222a951@xs4all.nl>, josdb@xs4all.nl (Jos den Bekker) wrote:

>on Thu 03-04-97 12:05 Dan Wilga wrote:
>
>>But that's not really your problem. I suspect you're hitting a wonderful
>>bug in Atari's AES having to do with the size of the evnt_mesag() queue.
>>When there are more than some number (I believe it's 8) messages pending
>>for an app, the AES starts to get confused. However, this shouldn't happen
>>unless there are already some other messages pending when you go to reopen
>>the windows (which causes one WM_REDRAW event per window).
>
>Three thousand cheers and a million hurrahs for you!!! You have
>exactly hit the solution to the problem. I don't know how to thank
>you. The bug has bothered me for a long time, and I didn't have the
>slightest clue. May your name be written in gold in the GEM annals!

Sometimes I get lucky :-)

>
>>Of course, you could always do this in reopen_all_windows():
>>
>> for each window {
>>   handle = wind_create(whatever);
>>   wind_open(handle);
>>   evnt_mesag(buffer);   /* get WM_REDRAW */
>>   process_event(buffer);
>> }
>
>That's where I put it. evnt_mesag(buffer); after wind_open in the loop
>was enough. I don't know exactly what you mean by `process_event', but
>it wasn't necessary.

I just meant that you should actually handle the WM_REDRAW event in some manner. I called it "process_event".

Dan Wilga
Gribnif Software

From 2857492560938191557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: stephen@moroder.scotnet.co.uk (Stephen Mulrine)
Subject: Re: UNIX, the OS from Hell
Date: 1997/04/08
Message-ID: <5ic6cr$n37$1@florence.scotnet.co.uk>#1/1
X-Deja-AN: 231455444
References: <9e6_9704070336@conchbbs.com>
Organization: Cresswell's Chigley Biscuits
Newsgroups: comp.sys.atari.programmer

In comp.sys.atari.programmer, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:
>Most of the authors have obvious and sometime silly biases (I recall one
>going on about how 1 mouse button was better than having 2 or 3), but it
>serves as a invaluable reference on UNIX bugs, and some of the humor is
>priceless.

Just what is a Unix bug? There are bugs in the dozens of different flavours of Unix, certainly, but there is no one bug common to all of them - unless, of course, you know different. You can't talk about Unix bugs in the same way as you would talk about Windows or TOS bugs.

>p > I can well remember how I hated C when I started programming
>p > with it.
>I didn't, and it was something like my 7th language (or 3rd if you
>lump all assembly languages together). Of course, I still have
>problems using & where I should use &&...

Perhaps you just don't have an aptitude for C programming. (:

>But UNIX isn't just hard to learn, it is also plain bad. For
>example, the way it handles wildcards is incompatible with any
>command which uses 2 or more pathnames:
>mv *.c subdir/*.c
>and kiss your files goodbye. This is a 30 year old bug which will
>never be fixed as it is too fundamental to how UNIX operates.

That's a bug in whichever shell happens to damage your files, not Unix itself. (I know of no shell which will do this, although that's not to say that none exists.) The distinction between shell and kernel is fundamental to how Unix operates. It would be perfectly possible to write a Unix shell

which behaves like e.g. DOS and doesn't expand wildcards before passing argument lists to programs, but that would truly suck. Every single program which could conceivably take multiple arguments would need to be able to expand wildcards itself - a tremendous waste of coding effort, not to mention memory and disk space. If you don't like the fact that the shell expands wildcards for you, that's just too bad. I don't like the fact that DOS doesn't.

>This is not to say that there is nothing of value in UNIX,
>especially as an experiment in distributed development. But it
>should have been replaced long ago with something better thought out.

"If you can't stand the heat, get out of the heat."

Stephen

From -3776342925910425113
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: Christer Gustavsson <d2cg@dtek.chalmers.se>
Subject: Re: UNIX, the OS from Hell
Date: 1997/04/08
Message-ID: <y1f3et2vti0.fsf@hardin.dtek.chalmers.se>#1/1
X-Deja-AN: 231498016
Sender: d2cg@hardin.dtek.chalmers.se
References: <9e6_9704070336@conchbbs.com>
Organization: Independent Organization of Junk
Newsgroups: comp.sys.atari.programmer
X-Junk: HURD rules

John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> mv *.c subdir/*.c
>
> and kiss your files goodbye. This is a 30 year old bug which will
> never be fixed as it is too fundamental to how UNIX operates.

This has nothing to do with how unix operates, more with which shell you use. Globbing in ie tcsh or bash is much more powerful than for instance msdog's cli. It is also consequent and logical. I don't understand your example either. Why would you want to write it that way under any cli when not changing suffix?

/Christer

From -1185921986983933697
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2eb0ff130eb2d514
X-Google-Attributes: gid1115ce,public

From: gryf@ohm.arago.de (Thomas Binder)
Subject: Re: Execute GEM program from within GEM program
Date: 1997/04/08
Message-ID: <5id0lj$o2a@gazette.omnilink.net>#1/1
X-Deja-AN: 231501642
References: <33439f701bffd1@xs4all.nl>
Organization: arago GmbH
Reply-To: gryf@hrz.th-darmstadt.de
Newsgroups: comp.sys.atari.programmer

Hi!

In article <dwilga-0304971205560001@wilga.mtholyoke.edu>,
dwilga@mtholyoke.edu (Dan Wilga) writes:
> I notice that your code fragment says you are closing all of your windows
> before running the child. If you don't have a multitasking AES, then there
> is a limit on the number of windows (7 plus the desktop) which can cause
> problems for the child. You need to use both wind_close() and
> wind_delete() on your windows before running the child.
If you're presuming the use of AES >= 1.4 (i.e. TOS >= 1.4), you may use
wind_new() to get rid of all windows at once. This also takes care of open
accessory windows, which must also be closed before and after running a GEM
application from within another GEM program.

For AESes prior to 1.4, you may use a "dirty" method: Loop from 1 to 7 and
call wind_close() and wind_delete() for that windows. Afterwards, send
AC_CLOSE to all ap_ids from 1 to 6.

Don't use the above method if appl_getinfo() is available and tells you that
wind_get(WF_OWNER, ...) and appl_search() are supported. In that case, you
can use wind_get(WF_OWNER, ...) to close and delete only those windows which
are really open. Afterwards, use appl_search() to get the ap_ids of all
running accessories and send them an AC_CLOSE-message. Note again that this
is only necessary if the AES version is < 1.4, but appl_getinfo() tells you
that the mentioned functions are available. This may be the case for TOS 1.2
with WINX installed, for example.

Even when appl_search() is not available in the above mentioned case, you may
still send AC_CLOSE to the owners of the windows you have closed and deleted.
But only send the message once to each affected application.

Hope that helps ...

Ciao

Thomas

--
#include <std-disclaimer>

From -2769168180480987648
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: UNIX, the OS from Hell
Date: 1997/04/08
Message-ID: <334a1bf011ffed1@xs4all.nl>#1/1
X-Deja-AN: 231510505
References: <9e6_9704070336@conchbbs.com>
X-XS4ALL-Date: Tue, 08 Apr 1997 11:23:55 MET DST
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Sun 06-04-97 13:12 John Kormylo wrote:

>I've always thought that the main reason UNIX has even some devoted
>fans is that (since the learning curve is so steep) by the time you
>get good at it, you have invested too much effort to throw it all
>away again for something better (besides, you can now lord it over
>all the newbies and enjoy their suffering).
>
>But UNIX isn't just hard to learn, it is also plain bad. For
>example, the way it handles wildcards is incompatible with any
>command which uses 2 or more pathnames:
>
>mv *.c subdir/*.c
>
>and kiss your files goodbye. This is a 30 year old bug which will
>never be fixed as it is too fundamental to how UNIX operates.

Your comments surprise me. The examples you cite have nothing to do
wit UNIX per se. They have to do with the software that is written on
the basis of the OS. While not totally unfair to equate UNIX with
everything that is traditionally to be found in /bin, it is also
missing the point. There is nothing "fundamental" about how a program
like mv works. In fact, there are many different versions in use
today. I tried your example on two different UNIX machines, and one
ended up with only one file called subdir/?.c, while the other did
nothing but prompt a usage message:

```
mv *.c subdir/*.c
usage: mv [-if] f1 f2 or mv [-if] f1 ... fn d1 (`fn' is a file or directory)
```

It stands to reason, of course. Besides, from a programmer's point of
view it doesn't matter what is or is not in /bin. Of course, you could
make it easy on yourself and use system("mv ..."); if you want to move
a file, or system("ls ..."); if you want to read a directory, but that
is not the proper way to go about it. The OS is superb, a joy for
every programmer - if I may say so.

Jos den Bekker

From -6261117661008159432
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: djs@jet.uk (David Stevenson)
Subject: Re: UNIX, the OS from Hell
Date: 1997/04/08
Message-ID: <djs.860494737@gen-off-3>#1/1
X-Deja-AN: 231512603
References: <9e6_9704070336@conchbbs.com> <sig-07049715071100001@47.85.0.99>
Organization: JET Joint Undertaking
Newsgroups: comp.sys.atari.programmer

sig@end.article (Gerry O'Rourke) writes:
>Thank You!
You shouldn't thank someone for giving you duff info!

--
Yeovil Town FC: http://www.ktl.cix.co.uk/ytfc/
Alternate Email hoagy@cix.co.uk or phone 0973 795327
S1.2 CWG+++ MOL- MAG++ I&S+++ TRO+ n--- f++ $++ 7F18 M1962

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

From -8298386082516517151
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: UNIX, the OS from Hell
Date: 1997/04/08
Message-ID: <5id620$q0k2_002@news.ti.com>#1/1
X-Deja-AN: 231512720
References: <9e6_9704070336@conchbbs.com> <E8AqrG.FLF@iglou.com>
Organization: TIS
Newsgroups: comp.sys.atari.programmer

In article <E8AqrG.FLF@iglou.com>, rsg0910@iglou.com wrote:
>

>mv *.c subdir
>
>will send it to the right place. I've always done it slightly different.
>
>mv *.c $HOME
>

for csh users, like me, I will use ~ instead of $HOME.
mv *.c ~

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong - ST user in SINGAPORE ||| 520ST+4Mb+44MB+Mag!X
Email:wongck@letterbox.com ||| F030+4Mb+84MB+MTOS
 http://wongck.home.ml.org   / | \ 486DX33+WFW P90+WinNT

From 3696364156392051196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: UNIX, the OS from Hell
Date: 1997/04/08
Message-ID: <E8AqrG.FLF@iglou.com>#1/1
X-Deja-AN: 231512788
Sender: news@iglou.com (News)
X-Nntp-Posting-Host: iglou2
References: <9e6_9704070336@conchbbs.com>
X-Nntp-Posting-User: rsg0910
Organization: IgLou
Reply-To: rsg0910@iglou.com
Newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:

: But UNIX isn't just hard to learn, it is also plain bad. For
: example, the way it handles wildcards is incompatible with any
: command which uses 2 or more pathnames:
:
: mv *.c subdir/*.c
:
: and kiss your files goodbye. This is a 30 year old bug which will
: never be fixed as it is too fundamental to how UNIX operates.

Not quite. I do something like this all the time. However, you entered the
command wrong.

mv *.c subdir

will send it to the right place. I've always done it slightly different.

mv *.c $HOME

or

mv *.c /tmp/files

does it every time. To explain to others what the $HOME is, it's a variable that holds your home directory. Mine is /home/rsg0910. Saves loads of typing when I mv * $HOME, to move stuff from the temporary directory I'm in to my home account.

Once I made the mistake of doing an 'rm *' in my home directory. You can guess the rest. Fortunately, I didn't lose too much since that command didn't delete the directories. However, an 'rm -rf *' will.

But of course, Unix can be hard to learn if you aren't willing to learn. A shell account can do wonders for your learning at times. There's a few good books out there that will help.

I've also been on the VAX systems. Both operating systems have their quirks, but they're useful to some extent.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
  -Sending the junk email indicates acceptance of these terms.

From 8522138024690682911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75049bb6c86390c7
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: UNIX, the OS from Hell
Date: 1997/04/08
Message-ID: <Pine.A32.3.91.970408115929.25139B-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 231513951
References: <9e6_9704070336@conchbbs.com>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On 6 Apr 1997, John Kormylo wrote:

> p > I can well remember how I hated C when I started programming

> p > with it.
>
> I didn't, and it was something like my 7th language (or 3rd if you
> lump all assembly languages together). Of course, I still have
> problems using & where I should use &&... OTOH, I LOVE my Pure C
> shell (especially "check braces" functions), and it is my second C
> package (not counting make).

I mainly hated it because it's philosophy wasn't clear to me. Took me
ages to figure out the difference between
char d1[] = "abc";
char *d2 = "abc";
strcpy (d3, "abc");
and caused lots of crashed in my early programs which were really hard to
find. Apart from that, the compilers were stupidly buggy at the time, and
coping with Alcyon C' or Megamax C's bugs is not a newbie's thing to do.
Turbo C didn't exist at the time.

> BTW, I knew I was starting to think in C when I got on an elevator
> and asked someone to press 0.

Yeah, happened to me too.

> p > Nowadays I'm glad that I was stubborn enough to ignore this
> p > feeling for the first million code lines. It wasn't until then
> p > that I was able to appreciate the way it works.
>
> I've always thought that the main reason UNIX has even some devoted
> fans is that (since the learning curve is so steep) by the time you
> get good at it, you have invested too much effort to throw it all
> away again for something better (besides, you can now lord it over
> all the newbies and enjoy their suffering).
>
> But UNIX isn't just hard to learn, it is also plain bad. For
> example, the way it handles wildcards is incompatible with any
> command which uses 2 or more pathnames:
>
> mv *.c subdir/*.c
>
> and kiss your files goodbye. This is a 30 year old bug which will
> never be fixed as it is too fundamental to how UNIX operates.

It simply is not a bug. It is a straight consequence of the shell
philosophy under Unix. You _think_ it's a bug because you're used
to a slightly different meaning of wildcards under other OS. Probably
nobody ever had called it a bug if not the '*' had been used, but some
other character, because then it's obvious there is a difference.

If you wanna start using a different OS than the one you're used to, it's
essential to free your mind and throw every habit overboard you learned
from the earlier OS. This of course becomes increasingly more difficult

while you improve your skills in handling that earlier OS. If you'd done
that then it had never occured to you to think "Yeah, that '*' is a wildcard,
thus 'mv *.c subdir/*.c' must work."

> This is not to say that there is nothing of value in UNIX,
> especially as an experiment in distributed development. But it
> should have been replaced long ago with something better thought out.

So you're saying the millions of people that put their thoughts into Unix
were not capable of doing it right ? Isn't that a little presumptuous ?
And under that attitude, how do you explain the recent success of Linux ?

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -5821278586178046197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7f7287bd55ee198
X-Google-Attributes: gid1115ce,public

From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Subject: Re: 8500 Mac/MagicMac/GFA problem
Date: 1997/04/08

Message-ID: <334a2877.0@news.utbm.fr>#1/1
X-Deja-AN: 231521156
References: <333B2842.2D9A@a.sol.no>
To: veg@a.sol.no
Organization: LERMPS
Newsgroups: comp.sys.atari.programmer

Hello

>GFA works _VERY_ unrelyably with the setup in the subject line (MagicMac
>2.02, MacOS 7.5.3 revision 2, GFA 3.6TT, A la card 1.4 & I have tried
>both GFAMASIC & GFA Patch 1.07,96MB RAM). I also tried MagicMacs PCI FPU
>patch, but it stated that no patch was neccesary...

Do you try it in single mode ? Perhaps it's better.

Olivier

From -6410960261872960512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2496f5997057d3ff,start
X-Google-Attributes: gid1115ce,public
From: David Dawkins <davidd@isl.co.uk>
Subject: Atari ST Emulation
Date: 1997/04/08
Message-ID: <334A3431.32A@isl.co.uk>#1/1
X-Deja-AN: 231528267
Organization: I-Way Limited, Reading
Newsgroups: comp.sys.atari.programmer

Hi,
I am working on a Java port of the STonX St emulator, and I really
could do with some technical docs right now.

Can anyone give me some pointers (preferably for the net?)

Thanks,
Dave Dawkins

Java ST
--

```
+-----------------------------------------+-------------------------+
| David Dawkins, AutoSimulations Ltd      | davidd@autosim.com      |
| Tel: +44 1256 55899 Fax: +44 1256 63467 | http://www.autosim.com  |
+-----------------------------------------+-------------------------+
```


From -2041942387925748723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91242f41b67ac5f4
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: call Pexec in acc ?
Date: 1997/04/08
Message-ID: <dwilga-0804971039500001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 231554742
References: <19970407213800.RAA12118@ladder01.news.aol.com>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <19970407213800.RAA12118@ladder01.news.aol.com>,
vvbeaster@aol.com (VVBeaster) wrote:

> I try to make a shell for the gnu c in accessorie (to be used
> with Qed). But when i start gcc (it start and work fine) i got
> some bombs (when gcc end). the bombs don't disturb my
> acc (it can launch a second compilation), but close the
> main app. (not only qed, but all apps). it work fine only when

> the main app is the standart desktop, or when i run my
> shell in app.
>
> Is there something special about the ttp launch in acc ?
> (in the present version, it's a call to Pexec (0 ,....) (whith
> argv in environment) , but i try Pexec (3,...) ... Pexec (4,....)
> or Pexec(6,....) and it's the same thing)

Pexec() from a DA was never officially supported until MultiTOS. While it does work to execute a 100% TOS program, you will get a crash if the program does even so much as an appl_init(). No AES calls at all can be used in the child. I don't use GCC; perhaps this is the reason for the crash.

Dan Wilga
dwilga@mtholyoke.edu

From 5976833913302116024
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2eb0ff130eb2d514
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Execute GEM program from within GEM program
Date: 1997/04/08
Message-ID: <dwilga-0804971035380001@wilga.mtholyoke.edu>#1/1
X-Deja-AN: 231554837
References: <33439f701bffd1@xs4all.nl>
<dwilga-0304971205560001@wilga.mtholyoke.edu> <5id0lj$o2a@gazette.omnilink.net>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <5id0lj$o2a@gazette.omnilink.net>, gryf@hrz.th-darmstadt.de wrote:

> Hi!
>
> In article <dwilga-0304971205560001@wilga.mtholyoke.edu>,
> dwilga@mtholyoke.edu (Dan Wilga) writes:
> > I notice that your code fragment says you are closing all of your windows
> > before running the child. If you don't have a multitasking AES, then there
> > is a limit on the number of windows (7 plus the desktop) which can cause
> > problems for the child. You need to use both wind_close() and
> > wind_delete() on your windows before running the child.
> If you're presuming the use of AES >= 1.4 (i.e. TOS >= 1.4), you may use
> wind_new() to get rid of all windows at once. This also takes care of open
> accessory windows, which must also be closed before and after running a GEM
> application from within another GEM program.

As it turns out, wind_new() has a bug of its own: Under TOS 1.4, the first window opened after a wind_new() doesn't respond to mouse clicks under certain conditions. You have to fake it out by briefly opening a small

window offscreen.

> For AESes prior to 1.4, you may use a "dirty" method: Loop from 1 to 7 and
> call wind_close() and wind_delete() for that windows. Afterwards, send
> AC_CLOSE to all ap_ids from 1 to 6.
>
> Don't use the above method if appl_getinfo() is available and tells you that
> wind_get(WF_OWNER, ...) and appl_search() are supported. In that case, you
> can use wind_get(WF_OWNER, ...) to close and delete only those windows which
> are really open. Afterwards, use appl_search() to get the ap_ids of all
> running accessories and send them an AC_CLOSE-message. Note again that this
> is only necessary if the AES version is < 1.4, but appl_getinfo() tells you
> that the mentioned functions are available. This may be the case for TOS 1.2
> with WINX installed, for example.
>
> Even when appl_search() is not available in the above mentioned case, you may
> still send AC_CLOSE to the owners of the windows you have closed and deleted.
> But only send the message once to each affected application.

The problem with sending AC_CLOSE to DA's is that there are a good number of them which really do check to see that word[3] of the buffer actually contains the menu identifier of the DA. And there's no way short of intercepting all menu_register() calls to know this value.

While sending AC_CLOSE without the ID is still better than not sending it at all, it's not perfect. Why not just do an appl_exit()? That always sends AC_CLOSE properly to all DA's, and it even closes the windows for you. (This assumes singletasking AES, of course.)

Dan Wilga
dwilga@mtholyoke.edu

From -3401528244861417866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8db352f74f703c32
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,8db352f74f703c32
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 112f4b,8db352f74f703c32
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 107ef2,8db352f74f703c32
X-Google-Attributes: gid107ef2,public
X-Google-Thread: 109a67,8db352f74f703c32
X-Google-Attributes: gid109a67,public
X-Google-Thread: f761b,8db352f74f703c32
X-Google-Attributes: gidf761b,public
X-Google-Thread: 1115ce,8db352f74f703c32
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,8db352f74f703c32
X-Google-Attributes: gidf8760,public
From: zmerch@northernway.net (Roger Merchberger)

Subject: Re: how can I connect a 850 atari drive at my PC
Date: 1997/03/21
Message-ID: <MPLANET.3332d9bbzmerch9896d9@news.northernway.net>#1/1
X-Deja-AN: 227360489
References: <01bc2fbf$60cae560$2f05eec3@marcel>
<01bc3396$078b1e40$a258989e@tachyon.demon.co.uk> <3330AA68.2567@wwa.com>
Organization: Sault Tribe
Newsgroups:
alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.program
mer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari
,fr.comp.sys.atari,rec.games.video.atari

In article <3330AA68.2567@wwa.com>, ericcron@wwa.com says...

> What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> got against the good old 8bit?

Hey Eric...

Good to hear from you again, and I really hate to inform you of this, but
the ST is not an 8-bit machine!

I have, however, gotton that ol' 800 working well with the disks and
everything... so I'm looking to move some basic-type stuff onto the
floppies for that as well.

My question is this: Does an ST have an SIO interface to hook up 8-bit
peripherals? I'm getting an (Not old - middleaged) 1040ST in May.

Cya l8r,
"Merch"

From 2437824060999915138
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8db352f74f703c32
X-Google-Attributes: gid111a55,public
X-Google-Thread: 107ef2,8db352f74f703c32
X-Google-Attributes: gid107ef2,public
X-Google-Thread: f8760,8db352f74f703c32
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,8db352f74f703c32
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 112f4b,8db352f74f703c32
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 1056fc,8db352f74f703c32
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f761b,8db352f74f703c32
X-Google-Attributes: gidf761b,public
X-Google-Thread: 109a67,8db352f74f703c32
X-Google-Attributes: gid109a67,public

From: "Colin Polonowski" <polonowski@zetnet.co.uk>
Subject: Re: how can I connect a 850 atari drive at my PC
Date: 1997/03/21
Message-ID: <01bc3653$96958ca0$dc28f7c2@zetnet.co.uk>#1/1
X-Deja-AN: 227445263
References: <01bc2fbf$60cae560$2f05eec3@marcel>
<01bc3396$078b1e40$a258989e@tachyon.demon.co.uk> <3330AA68.2567@wwa.com>
Newsgroups:
alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.program
mer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari
,fr.comp.sys.atari,rec.games.video.atari

> > If you mean the old 8-bit stuff, check out http://www.emulators.com/ -
home
> > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> > selling XFormer cables to do the thing you want, they have plans
available
> > to build your own cable.

> What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> got against the good old 8bit?

The ST is 16 bit... Frank is talking about the relatively old Atari XE etc!

From 3665718013836857579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4e648a261bd115f
X-Google-Attributes: gid1115ce,public
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Subject: Re: COBOL for ST/Falcon ?
Date: 1997/03/22
Message-ID: <33337C66.686F@worldnet.att.net>#1/1
X-Deja-AN: 227439970
References: <333282D1.57EB@softlab.se>
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

Mikael Hillborg wrote:

> Does it exist a COBOL compiler for the ST (well, I have a Falcon) ?

Ick. COBOL on the ST? You're one sick dude. :')

--

| Greg George | Forever Fuji!!
|

From 4527643492493749374
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8db352f74f703c32
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,8db352f74f703c32
X-Google-Attributes: gidf8760,public
X-Google-Thread: 112f4b,8db352f74f703c32
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 1115ce,8db352f74f703c32
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,8db352f74f703c32
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 107ef2,8db352f74f703c32
X-Google-Attributes: gid107ef2,public
X-Google-Thread: f761b,8db352f74f703c32
X-Google-Attributes: gidf761b,public
X-Google-Thread: 109a67,8db352f74f703c32
X-Google-Attributes: gid109a67,public
From: Dan Mazurowski <smedley.antispam@gte.net>
Subject: Re: how can I connect a 850 atari drive at my PC
Date: 1997/03/22
Message-ID: <3333BEBA.794B@gte.net>#1/1
X-Deja-AN: 227506618
References: <01bc2fbf$60cae560$2f05eec3@marcel>
<01bc3396$078b1e40$a258989e@tachyon.demon.co.uk> <3330AA68.2567@wwa.com>
<MPLANET.3332d9bbzmerch9896d9@news.northernway.net>
Organization: GTE Laboratories Incorporated
Newsgroups:
alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Roger Merchberger wrote:
>
> My question is this: Does an ST have an SIO interface to hook up 8-bit
> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>

No, but there was a custom cable designed for use with Darek Mihocka's
8-bit emulator on the ST. I can't remember Darek's e-mail address, but
his company (which markets 8-bit and ST emulators for the Windoze) is
called Branch Always Software (BRA-Soft) and is on the web... perhaps he
still sells these cables?

--
-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, remove the .antispam from my ID.

From -2626362911846848614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4e648a261bd115f
X-Google-Attributes: gid1115ce,public
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Subject: Re: COBOL for ST/Falcon ?
Date: 1997/03/22
Message-ID: <333444E6.12FE@softlab.se>#1/1
X-Deja-AN: 227530357
References: <333282D1.57EB@softlab.se> <33337C66.686F@worldnet.att.net>
Organization: SoftLab Telecom AB
Newsgroups: comp.sys.atari.programmer

Gregory D. George wrote:
>
> Mikael Hillborg wrote:
>
> > Does it exist a COBOL compiler for the ST (well, I have a Falcon) ?
>
> Ick. COBOL on the ST? You're one sick dude. :')

:-P I guess it doesn't then!
Any (C) sources somewhere ? GNU ? I could recompile/port it ?

I've seen so many other "odd" languages for this machine, like
X-lisp, fortran and (toy)prolog so why not COBOL ? :)

/Mikael

From -3968003087203779972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,fe3e3fde6a4a6251,start

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,fe3e3fde6a4a6251,start
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,fe3e3fde6a4a6251,start
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: ST+ Diskmag is Here!
Date: 1997/03/22
Message-ID: <333a16fa.23590796@news.airtime.co.uk>
X-Deja-AN: 227560910
Sender: !ynoT
Organization: STOSSER Software
Reply-To: comp.sys.atari.st
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.emulators.misc

ST+ ISSUE 14
The Monthly ATARI PD Diskmagazine
http://www.geocities.com/TimesSquare/Alley/7454/
Editor Dave Hollis
Compatable with All ATARIs Min 1 Meg,
ST, STe, Falcon, Mega's and TT

ST+ Has been released at the end of every month for over a year now, At last it is on line and available for download from its new home at the above url, the page is under construction so bookmark it and keep going back, not forgetting your RELOAD/REFRESH Buttons :)

You will have to hurry for Issue 14 as ST+ 15 is due for release at the end of March,

** NOTE ** PaCifiST users can downlaod the diskzine as a ready to use PaCifiST image file to run in your brilliant ATARI emulator, just go to the page and follow the links.

This Diskzine is Free, Its Current, Its got loads in it and it is released EVERY Month

Heres a list of what you can read in this issue.....

** NOTE ** This is NOT a STOSSER Software release, I make the Diskzine shell for this and many other current UK Diskzines, However Much needed Feedback, Comments, Snippets and maybe even Articles, as well as reviews, messages and Letters, can all be sent to me at stp@stosser.airtime.co.uk and will be instantly passed on to the Editor Dave hollis.....

ST+ 14 INDEX OF FILES

REGULARS

[] THIS ISSUE.....This file...
[] SHELL INFO.....Some info to get the best out of ST+.
[] WELCOME AGAIN....My usual bit from me, myself and I.
[] CONVENTION REP...More info on this great idea.
[] CONVENTION INFO..CiH has a few things to tell ya.
[] READER LETTERS...More of your views and suggestions.
[] NEWS.....Only a few bit's this month.
[] STOCKMARKET.....Reader adverts.
[] QUESTIONNAIRE....Reader feedback,
[] KONTACT KORNER...Wanna get to know some new Atari users

ADVERTS

The following are commercial adverts...

{} ALIEN TECHNOLOGIES.
{} ANALOGIC.
{} FLOPPYSHOP.
{} FLOPPY PHOTO's.
{} GASTEINER.
{} GOODMANS INTERNATIONAL.
{} PROPHECY PDL.
{} TITAN DESIGNS.
{} A.S.P.

OTHER ADVERTS

The following are misc adverts, important nonetheless.

* ALL AT SEA BBS.
* MAGGIE DISKZINE
* WARP DISKZINE
* KELSTAR DISKZINE
* STOSSER.

* ON THE HORIZON.
  A NEW BOOK..

ART GALLERY

[] CLASSIC MOMENTS - Jody D'art..
[] HAPPY BIRTHDAY - Almost as good as a card..
[] SMALL REMINDER - Just in case you forget.
[] MARBLE ARCH.. - A great piccie I found that impressed me.

SCI FI CHANNEL

{} THARGOIDS... - A story by Martin.

ASSEMBLY

HELLO THERE - Steve seems in a better mood, find out why.
ARRgghhhh!!! - But then he's off ranting again..
PICTURE BOOTIN' - A reader letter answered.

RESEARCH

{} JODY'S BACK.. - ...with a vengeance.
{} DANDY KANDY - And more grumbles.
{} COMPUTERS Pt 1 - A brilliant bit of research from Colin.
{} WHERE ARE THEY? - And then some from Jody.

MUSIC'N'MIDI

[] BACK AGAIN... - More jivin' from the man Nev.
[] TRACKER COMMAND - Tracker commands made simple.
[] MUSIC REVIEWS - Pretty self explanatory really.
[] MISCELLANEOUS - The bit's that didn't fit anywhere else.
[] GOTTA FLY.. - And it's goodbye from him.

CONSOLE CORNER

' NINTENDO 64 - Is this REALLY the wonder machine..?
' VIEW POINT.. - Sega Saturn game review.

FALCON

+ THE FUHER... - More from Martin.
+ 030 GAMES - Some Falcon compatible games.
+ LOST BLUB DEMO - Falcon super demo,.
+ FALCONS & ST+ - Compatibility central,
+ THE TWO REVIEWS - More falcon reviews

REVIEWS

* DBWriter - As if I didn't do enough word processing...
* KEEFY'S BIT.. - Mr warp's loose in this very mag..
* DOMINOES - Review of that all time classic mind game
* I.C.B.I.S. - STOS users read on..
* BACKGAMMON - Another mind game..
* GHOSTLINK - Fancy using a PC as a slave to your ST?..

DISKMAGS DEPT

A FEW FACTS.. - Wiggle central..
EEZI-PC - A review of by the Maggie team.

HARDWARE

- ZIPPIN ALONG..Feedback regarding last month Feature

FEATURES

() GEM'ulators..Tony Reviews (PRE PaCifiST)
() ATARI v PC - Which is best (as if we didn't know)
() MORE GRUMBLES -Is there no-one who's not moaning?.
() C TUTORIAL pt2 - More help with C programming.
() I SEE THE LIGHT - Disheartened ST users read on..
() A FEW IDEA'S - Actually, a LOT of idea's..

() NEXT MONTH.. - The not so final curtain..

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk OR stplus@geocities.com
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

From 1587417169442493142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4e648a261bd115f
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: COBOL for ST/Falcon ?
Date: 1997/03/22
Message-ID: <E7GqtH.Dwt@iglou.com>#1/1
X-Deja-AN: 227588605
Sender: news@iglou.com (News Administrator)
X-Nntp-Posting-Host: iglou2
References: <333282D1.57EB@softlab.se> <33337C66.686F@worldnet.att.net>
X-Nntp-Posting-User: rsg0910
Organization: IgLou
Reply-To: rsg0910@iglou.com
Newsgroups: comp.sys.atari.programmer

Gregory D. George (greggeorge@worldnet.att.net) wrote:
: Mikael Hillborg wrote:
:
: > Does it exist a COBOL compiler for the ST (well, I have a Falcon) ?
:
: Ick. COBOL on the ST? You're one sick dude. :')

He's serious. I've done programming in Cobol as well. So, in essence, that

makes it a valid question. I've not found it yet. I'd like to get a copy
of this as well.

However, there's C, Basic, assembler, and other packages galore.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
  -Sending the junk email indicates acceptance of these terms.

From 2879584605718097435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4e648a261bd115f
X-Google-Attributes: gid1115ce,public
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Subject: Re: COBOL for ST/Falcon ?
Date: 1997/03/22
Message-ID: <33343AC1.483B@worldnet.att.net>#1/1
X-Deja-AN: 227594420
References: <333282D1.57EB@softlab.se> <33337C66.686F@worldnet.att.net>
<333444E6.12FE@softlab.se>
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

Mikael Hillborg wrote:

> :-P I guess it doesn't then!
> Any (C) sources somewhere ? GNU ? I could recompile/port it ?

I've never heard of, or seen any way of getting COBOL for the ST.

> I've seen so many other "odd" languages for this machine, like
> X-lisp, fortran and (toy)prolog so why not COBOL ? :)

COBOL is icky, that's why! It's such an impossible language, anyone would be
better off learning C since it's actually viable.

I use STOS myself! :-)

--

| Greg George | Forever Fuji!!
|
| Editor, The Atari Times | Check out The Atari Times Web Page!
|
| greggeorge@worldnet.att.net | http://www.geocities.com/TimesSquare/Arcade/8341/
|

From 3146104913079369263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4e648a261bd115f
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: COBOL for ST/Falcon ?
Date: 1997/03/23
Message-ID: <E7HAnv.F2v@iglou.com>#1/1
X-Deja-AN: 227638851
Sender: news@iglou.com (News Administrator)
X-Nntp-Posting-Host: iglou2
References: <333282D1.57EB@softlab.se> <33337C66.686F@worldnet.att.net>
<333444E6.12FE@softlab.se> <33343AC1.483B@worldnet.att.net>
X-Nntp-Posting-User: rsg0910
Organization: IgLou
Reply-To: rsg0910@iglou.com
Newsgroups: comp.sys.atari.programmer

Gregory D. George (greggeorge@worldnet.att.net) wrote:

: COBOL is icky, that's why! It's such an impossible language, anyone would be
: better off learning C since it's actually viable.

I see you've never tried programming in it. I have, and have programed
quite a few things in it. Sure, C is good, but there are some rather
wicked things you have to learn that make it a little hard in some places.
However, Cobol can be weird, since it doesn't have the math things,
rather, you have to ADD x TO y, SUBTRACT, and then some. That makes a
normal one-line calculation into around several lines of Cobol.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
  -Sending the junk email indicates acceptance of these terms.

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X-Google-Attributes: gid1115ce,public
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Subject: Re: COBOL for ST/Falcon ?
Date: 1997/03/23

Message-ID: <3334BE60.137A@worldnet.att.net>#1/1
X-Deja-AN: 227646602
References: <333282D1.57EB@softlab.se> <33337C66.686F@worldnet.att.net>
<333444E6.12FE@softlab.se> <33343AC1.483B@worldnet.att.net> <E7HAnv.F2v@iglou.com>
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

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> quite a few things in it. Sure, C is good, but there are some rather
> wicked things you have to learn that make it a little hard in some places.
> However, Cobol can be weird, since it doesn't have the math things,
> rather, you have to ADD x TO y, SUBTRACT, and then some. That makes a
> normal one-line calculation into around several lines of Cobol.

Actually, I've been forced to take classes in COBOL. Not getting into any specifics
or anything, but you have to type a lot of code to get few results. I'm sure it has
it's benefits, but just TRY to get instant results like you can with BASIC. And C is so much faster...

My biggest beef was those #$%*! periods after each line. Ewww...

--

```
 ------------------------------------------------------------------------------
| Greg George                 | Forever Fuji!!
|
| Editor, The Atari Times     | Check out The Atari Times Web Page!
|
| greggeorge@worldnet.att.net | http://www.geocities.com/TimesSquare/Arcade/8341/
|
 ------------------------------------------------------------------------------
```


From 632729651500231208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8db352f74f703c32
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,8db352f74f703c32
X-Google-Attributes: gidf8760,public
X-Google-Thread: 112f4b,8db352f74f703c32
X-Google-Attributes: gid112f4b,public
X-Google-Thread: f761b,8db352f74f703c32
X-Google-Attributes: gidf761b,public

X-Google-Thread: 1056fc,8db352f74f703c32
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,8db352f74f703c32
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 107ef2,8db352f74f703c32
X-Google-Attributes: gid107ef2,public
X-Google-Thread: 109a67,8db352f74f703c32
X-Google-Attributes: gid109a67,public
From: read@my.sig (Stevo)
Subject: Re: how can I connect a 850 atari drive at my PC
Date: 1997/03/23
Message-ID: <33362de1.1971752@news.networx.net.au>#1/1
X-Deja-AN: 227697773
References: <01bc2fbf$60cae560$2f05eec3@marcel>
<01bc3396$078b1e40$a258989e@tachyon.demon.co.uk> <3330AA68.2567@wwa.com>
<MPLANET.3332d9bbzmerch9896d9@news.northernway.net> <3333BEBA.794B@gte.net>
Organization: PC by choice, ATARIAN by nature!
Newsgroups:
alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.program
mer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari
,fr.comp.sys.atari,rec.games.video.atari

Dan Mazurowski <smedley.antispam@gte.net> wrote:

>Roger Merchberger wrote:
>>
>> My question is this: Does an ST have an SIO interface to hook up 8-bit
>> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>>
>
>No, but there was a custom cable designed for use with Darek Mihocka's
>8-bit emulator on the ST. I can't remember Darek's e-mail address, but
>his company (which markets 8-bit and ST emulators for the Windoze) is
>called Branch Always Software (BRA-Soft) and is on the web... perhaps he
>still sells these cables?
>

Actually, he's changed the URL to

www.emulators.com

and the company is now known as

Emulators Online

/   If you want to email me, please remove the asterisks.   \
    reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\   http://www.geocities.com/SiliconValley/Heights/9364/   /

    ATARI Lives!! From one Decade to another- GO ATARI 8!!!

From -6145720506193901166
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Progs in AUTO or exec
Date: 1997/03/23
Message-ID: <333546c426d8461@xs4all.nl>#1/1
X-Deja-AN: 227714865
References: <c5c_9703211129@conchbbs.com>
X-XS4ALL-Date: Sun, 23 Mar 1997 16:08:24 MET
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Thu 20-03-97 10:13 John Kormylo wrote:

>But if all you want is to read some previously established data by
>one program, then a *.inf file is the way to go. I thought you were
>trying to create an environment variable to be used by other
>programs.

I suppose you're right, but since environmnt variables do exist and
are used (notably the TZ variable), I thought I would use them too.

>Re. environment variables: it's bad enought that we have to support
>bad (UNIX) programming practices. The least we can do is not
>propagate them.

I never thought of environment variables as bad practice. Maybe
because I tend to look at Unix as THE example for any programming
environment. Why, in particular, do you think it's bad practice?

--
Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From -8710607640057050936
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,313f8049b69b0139
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Progs in AUTO or executed by MiNT
Date: 1997/03/23
Message-ID: <333546c426d9eb3@xs4all.nl>#1/1
X-Deja-AN: 227714971
References: <3326d05cc42ef1@xs4all.nl> <5g7h1h$160dg_002@news.ti.com>
<dwilga-1703971006420001@dwilga.comm.mtholyoke.edu>
X-XS4ALL-Date: Sun, 23 Mar 1997 16:08:39 MET
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Mon 17-03-97 10:06 Dan Wilga wrote:

>As far as the AUTO folder goes, however, there's not much use in dealing
>with env vars. Even if you were to create some in the "parent" basepage of
>AUTO folder processes, they would go away as soon as either MiNT or the
>AES comes up.

Not so. There are plenty AUTO folder programs that set environment
variables during start-up and they don't "go away". But even if they
would go away as soon as MiNT or the AES comes up, why aren't the
available to other AUTO folder programs that come after the env var
program?

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From 2793319824432298323
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,54e6fd478c8bd474,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,54e6fd478c8bd474,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Converting windows icons
Date: 1997/03/23
Message-ID: <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 227756023
X-NNTP-Posting-Host: the-gap.demon.co.uk
Organization: The home of CoSTa and XURL

Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

A while ago, I had a program sat on my hd that ran through a path of Windows .ico files and produced a .rsc file of them.
They could then be treated as Atari icons.

Of course, now I need the thing, I can't find it! :(

Has anyone got an idea of what this program is called and where I can find it?

TIA, Gary

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From 7940146676427449448
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8db352f74f703c32
X-Google-Attributes: gid111a55,public
X-Google-Thread: 107ef2,8db352f74f703c32
X-Google-Attributes: gid107ef2,public
X-Google-Thread: 109a67,8db352f74f703c32
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,8db352f74f703c32
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,8db352f74f703c32
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,8db352f74f703c32
X-Google-Attributes: gidf8760,public
X-Google-Thread: 112f4b,8db352f74f703c32
X-Google-Attributes: gid112f4b,public
X-Google-Thread: f761b,8db352f74f703c32
X-Google-Attributes: gidf761b,public

From: ssilicon@lax.net (Jon D. Melbo)
Subject: Re: how can I connect a 850 atari drive at my PC
Date: 1997/03/23

Message-ID: <3336b0e3.87659858@news.inc.net>#1/1
X-Deja-AN: 227778380
References: <01bc2fbf$60cae560$2f05eec3@marcel>
<01bc3396$078b1e40$a258989e@tachyon.demon.co.uk> <3330AA68.2567@wwa.com>
<MPLANET.3332d9bbzmerch9896d9@news.northernway.net> <3333BEBA.794B@gte.net>

Organization: Internet Connect, Inc. http://www.inc.net usenet@news.inc.net
Reply-To: ssilicon@lax.net
Newsgroups:
alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.program
mer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari
,fr.comp.sys.atari,rec.games.video.atari

On Sat, 22 Mar 1997 05:12:58 -0600, Dan Mazurowski
<smedley.antispam@gte.net> wrote:

>Roger Merchberger wrote:
>>
>> My question is this: Does an ST have an SIO interface to hook up 8-bit
>> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>>
>
>No, but there was a custom cable designed for use with Darek Mihocka's
>8-bit emulator on the ST. I can't remember Darek's e-mail address, but
>his company (which markets 8-bit and ST emulators for the Windoze) is
>called Branch Always Software (BRA-Soft) and is on the web... perhaps he
>still sells these cables?
>
>--
> -=-
> -=-=-=-=-   Dan Mazurowski   -=-=-=-=-
> -=-=-=-=-   smedley@gte.net   -=-=-=-=-
> -=-
>
> "There's a fine line between clever and stupid."
>   - David St. Hubbins (lead singer, Spinal Tap)
>
>Check out my video game retrospect web site!
>
>http://home1.gte.net/smedley/index.htm
>
>To reply via e-mail, remove the .antispam from my ID.

His company is now called Emulators Inc. I wonder if Darek works for
MS, he is in the same neighborhood.

From -4860250757985850801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Progs in AUTO or exec
Date: 1997/03/23
Message-ID: <196_9703231500@conchbbs.com>#1/1

X-Deja-AN: 227779833
Organization: Houston Area League of PC Users
X-FTN-To: josdb@xs4all.nl
Newsgroups: comp.sys.atari.programmer

j > I never thought of environment variables as bad practice.
j > Maybe because I tend to look at Unix as THE example for any
j > programming environment. Why, in particular, do you think it's
j > bad practice?

First of all, I abhor using text (command lines, environment variables, scripts, etc.) for program-to-program communication. Admittedly it makes the data user editable (technically), but expecting the average user to be able to edit such text is to make the program difficult to use (e.g. HSmodem). If the user is NOT supposed to edit the data directly, then leave it as binary (which is smaller and easier to process). This is why I prefer the cookie jar to the environment list.

Second, if every program on your computer used one or more environment variables, imagine how big and cluttered the list would become, and how long it would take to scan through the list to find what you were looking for, not to mention how complicated the script needed to boot up with would be.

What environment variables are good at is multi-user systems where each user wants to get different results from the same program. Specifically, it is needed to locate the user's directory to FIND the appropriate *.inf, *.cfg or *.dat file. It is a solution to a problem which does not exist on single user computers.

As for UNIX, I have used many operating systems on many computers in my career, but was aghast at my first exposure to UNIX. How such a godawful collection of kludges and quick-fixes ever became an industry standard is a mystery! I suspect it had something to do with the price (which is more than compensated by lower productivity, but you don't find out about that until too late).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 1883951857066625340
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,54e6fd478c8bd474
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,54e6fd478c8bd474
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: Converting windows icons
Date: 1997/03/23
Message-ID: <5h4ccv$80h@epimetheus.algonet.se>#1/1
X-Deja-AN: 227814867
References: <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st
Organization: AlgoNet Public Access Node, Stockholm
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
NNTP-Posting-User: b96a7a91adfbafd9c93c87732e2a5b740

Gary Priest (gary@the-gap.demon.co.uk) wrote:

: A while ago, I had a program sat on my hd that ran through a path of
: Windows .ico files and produced a .rsc file of them.
: They could then be treated as Atari icons.
:
: Has anyone got an idea of what this program is called and where I can find
: it?

I don't know of this specific program, but Interface and the ZOOM icon
editor is also able to import Windows icons. Both are commercial
programs, though.

All the best,
Daniel

--

```
                                                                  @ @
  ----------------------------------------------------------oOO-(_)-OOo-----
   Daniel Hedberg of New Beat Development

   New Beat Development on the Web:    E-Mail:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se
  ---------------------------------------------------------------------------
                                                                oOo   oOo
                                                                 U     U
```

From -2460685579415881684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8db352f74f703c32
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8db352f74f703c32
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,8db352f74f703c32
X-Google-Attributes: gid109a67,public

X-Google-Thread: f8760,8db352f74f703c32
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,8db352f74f703c32
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 112f4b,8db352f74f703c32
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 107ef2,8db352f74f703c32
X-Google-Attributes: gid107ef2,public
X-Google-Thread: f761b,8db352f74f703c32
X-Google-Attributes: gidf761b,public
From: Dan Mazurowski <smedley.antispam@gte.net>
Subject: Re: how can I connect a 850 atari drive at my PC
Date: 1997/03/23
Message-ID: <3335C65E.794B@gte.net>#1/1
X-Deja-AN: 227826020
References: <01bc2fbf$60cae560$2f05eec3@marcel>
<01bc3396$078b1e40$a258989e@tachyon.demon.co.uk> <3330AA68.2567@wwa.com>
<MPLANET.3332d9bbzmerch9896d9@news.northernway.net> <3333BEBA.794B@gte.net>
<3336b0e3.87659858@news.inc.net>
Organization: GTE Laboratories Incorporated
Newsgroups:
alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.program
mer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari
,fr.comp.sys.atari,rec.games.video.atari

Jon D. Melbo wrote:
>
> His company is now called Emulators Inc. I wonder if Darek works for
> MS, he is in the same neighborhood.

He was hired by Microsoft right out of college years ago, and he was
still working for them when I met him about 18 months ago. So he's
probably still there.

--

-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, remove the .antispam from my ID.

From -3729231471400797694

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,54e6fd478c8bd474
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,54e6fd478c8bd474
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: Converting windows icons
Date: 1997/03/24
Message-ID: <5h4qb1$8ja0pe_002@news.ti.com>#1/1
X-Deja-AN: 227861382
References: <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: TIS
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) wrote:
>A while ago, I had a program sat on my hd that ran through a path of
>Windows .ico files and produced a .rsc file of them.
>They could then be treated as Atari icons.
>

That's ICO2RSC which you are looking for.
I have set up a page for these hard to find file. You can find ICO2RSC at

  http://probehouse.home.ml.org

under the Useful Software section. More coming soon.

William

```
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong - ST user in SINGAPORE |||  520ST+4Mb+44MB+Mag!X
Email:wongck@letterbox.com          |||   F030+4Mb+84MB+MTOS
 http://wongck.home.ml.org         / | \ 486DX33+WFW  P90+WinNT
```

From 1184075602120957453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4e648a261bd115f
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: COBOL for ST/Falcon ?
Date: 1997/03/24
Message-ID: <E7J8pw.IM4@iglou.com>#1/1
X-Deja-AN: 227887267
Sender: news@iglou.com (News Administrator)
X-Nntp-Posting-Host: iglou2
References: <333282D1.57EB@softlab.se> <33337C66.686F@worldnet.att.net>
<333444E6.12FE@softlab.se> <33343AC1.483B@worldnet.att.net> <E7HAnv.F2v@iglou.com>
<3334BE60.137A@worldnet.att.net>

X-Nntp-Posting-User: rsg0910
Organization: IgLou
Reply-To: rsg0910@iglou.com
Newsgroups: comp.sys.atari.programmer

Gregory D. George (greggeorge@worldnet.att.net) wrote:

: Actually, I've been forced to take classes in COBOL. Not getting into
: any specifics or anything, but you have to type a lot of code to get few
: results. I'm sure it has it's benefits, but just TRY to get instant
: results like you can with BASIC. And C is so much faster...

Forced, as in a requirement? Since I'm familiar with Cobol, I'm familiar with the requirement of a lot of code. I had to write a mail interface program for this one company, and they were on a mainframe system. So, that meant I had to wait awhile before I could get the damned printout, and so on. It's perfect for business. I'm getting a copy of a compiler for my 486 just so I can remain in practice. [sigh]

But of course, it would be nice to have a computer that would allow you to do Cobol programming the way Basic was done. Just program, and type RUN. I'm still learning C.

That reminds me... Is Steve Yelvington, author of the MODEMIO text file, still around? That file he wrote was back in 1990. Is there a current version of this?

: My biggest beef was those #$%*! periods after each line. Ewww...

Tell me about it. I regularly forgot to put the semicolons in Pascal. With C, you still have to worry about the periods. Not so with Basic. And they claim it's a dead language? ye gods...

I wrote a short accounting program for this one business, and purposely put in one bug, to ensure they called me back. Guess what? It's been 8 years now.

However, now that I think about it, if you install MiNT, and can find GNU Cobol around, and compile it, that could probably do it.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
  -Sending the junk email indicates acceptance of these terms.

From 5614986518767264236
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,313f8049b69b0139
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Progs in AUTO or executed by MiNT
Date: 1997/03/24
Message-ID: <dwilga-2403970920590001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 227970932
References: <3326d05cc42ef1@xs4all.nl> <5g7h1h$160dg_002@news.ti.com>
<dwilga-1703971006420001@dwilga.comm.mtholyoke.edu> <333546c426d9eb3@xs4all.nl>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <333546c426d9eb3@xs4all.nl>, josdb@xs4all.nl (Jos den Bekker) wrote:

>on Mon 17-03-97 10:06 Dan Wilga wrote:
>
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>
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>variables during start-up and they don't "go away". But even if they
>would go away as soon as MiNT or the AES comes up, why aren't the
>available to other AUTO folder programs that come after the env var
>program?

Really... Well, you learn something new all the time, as the saying goes.
If anyone has any sample code for modifying the vars so that they are
persistent, I'd be interested in seeing it.

From my understanding of the original post, the person wanted to create
vars from the AUT ofolder and have them persist even once GEM had loaded,
which I had previously thought would not be very easy to do. I wasn't
denying that you could create env vars that would be available to other
AUTO folder progs.

Of course, this is all pretty much a moot point, since it sounds like he's
going to go with a different method anyway :-)

Dan Wilga dwilga@mtholyoke.edu

From -2373317157035324268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,54e6fd478c8bd474
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,54e6fd478c8bd474
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Converting windows icons

Date: 1997/03/24
Message-ID: <dwilga-2403970913340001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 227970956
References: <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

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gary@the-gap.demon.co.uk (Gary Priest) wrote:

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>
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>
>Has anyone got an idea of what this program is called and where I can find
>it?
>

NeoDesk's icon editor can also read .ICO files directly. But if you really
want them in .RSC format, this won't be of much help.

Dan Wilga dwilga@mtholyoke.edu

From -2484543318416733407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6224bbb1eca015c2
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: ACC not loading with MiNT. (fixed!!!)
Date: 1997/03/24
Message-ID: <Pine.BSI.3.95.970324152732.20142C-100000@usr03.primenet.com>#1/1
X-Deja-AN: 228038512
References: <Pine.BSI.3.95.970319185345.20580A-100000@usr08.primenet.com>
<Pine.GSO.3.95Lrindlow.970320165922.13544E-100000@tingeling.lysator.liu.se>
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.5.103 (kellis)
Newsgroups: comp.sys.atari.programmer

Hi ppl:)
thanks for all the reply but I finally found what was wrong..
My compiler wasn't patched.
But now (once patched), everything's fine :)
Thanks again.... bye

Email:Kellis@primenet.com

From -7843277602664916110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e9c5ab69968b5cb4,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e9c5ab69968b5cb4,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e9c5ab69968b5cb4,start
X-Google-Attributes: gid109a67,public
From: bkozlowski@nordnet.fr (Bruno Kozlowski)
Subject: NOS and INN 1.5 news server
Date: 1997/03/24
Message-ID: <859217962_OASIS_@nordnet.fr>#1/1
X-Deja-AN: 228053089
Mail-Copies-To: bkozlowski@nordnet.fr
Followup-To: comp.sys.atari.st.tech
Organization: The Official Schmilblick Advancers
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

[followups in tech group only]
[posted also to NOS mailing list]
[no crosspost to demon.ip.support.atari, they are not concerned]

Hello all!

Many news servers update their software to INN 1.5 or 1.5.1. They'll update faster to 1.5.1 now, after the "all-time bigest Usenet attack" last week, as 1.5.1 is the only server protected against this cracking method (well there are patches for some other servers, but...).

This leads to problems for us NOS users, as this versions disable NENNEWS command by default, we receive "502 NEWNEWS command disabled by administrator" and the sessions fails, no news... Well we can post our messages, as they are posted before the get news procedure. Maybe it's time to change NOS's strategy to get news, the NEWNEWS command is supported by less servers each day as it uses on the server more memory and CPU time than any other nntp command.

In the meantime, if you can, ask your news administrator to change his config.data file, partial quote below:

```
----------- 8< ----------- [INN's config.data] ----------- 8< -----------
##  Allow the NEWNEWS NNTP command?   Pick DO or DONT.
##  (RFC 977 says you should; your server performance may not agree...)
##### =()<ALLOW_NEWNEWS          @<ALLOW_NEWNEWS>@>()=
ALLOW_NEWNEWS           DONT
----------- 8< --------------- [end quote] --------------- 8< -----------
```

Easy to guess, he must change the "DONT" to "DO" in the last line. Perhaps he also needs to recompile INN, or only to restart it, it's not clear for me. While we're with config.data, there is an option (on by default) to slow down service for offline readers. Another partial quote:

```
----------- 8< ----------- [INN's config.data] ----------- 8< -----------
##  Do you want to make life easy for peers to pull feeds from you (it's
##  harder on your machine). Pick DO or DONT. With DONT, you get a small
##  sleep inserted before each ARTICLE command is processed. (With
##  apologies to the Australians in the audience).
#### =()<LIKE_PULLERS           @<LIKE_PULLERS>@>()=
LIKE_PULLERS            DONT
----------- 8< --------------- [end quote] --------------- 8< -----------
```

Same thing here, change last line into "DO", if you have a nice newsmaster he'll do it. Otherwise you have a one second pause between each article. And if someone could explain me the "Australians" stuff...

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

From 6398055221859723683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d6a5700e7ee02107,start
X-Google-Attributes: gid1115ce,public
From: norway@interlog.com (David Snowdon)
Subject: BOS/5 OS Re:COBOL
Date: 1997/03/24
Message-ID: <5h6ud1$r53@gold.interlog.com>#1/1
X-Deja-AN: 228064654
Organization: InterLog Internet Services (416) 975-2655 info@interlog.com
Newsgroups: comp.sys.atari.programmer

I wonder if anyone took advantage of Atari's "Valuable Voucher" they included when buying the 1040ST. When I bought my ST in 1987 I was tempted to take advantage of buying the "BOS/5 Operating System" and the "BOS/MicroCobol Development System". They also offered various accounting and office products written in MicroCobol.

I filed the voucher away with my manual and forgot all about it until last year when I came across it again. I was tempted to fill it out and send it to "BOS National" in Dallas, Texas just to see what kind of reply (if any) I would get.

This is the only Cobol for the ST I have come across.

--
---
  norway@interlog.com David Snowdon (VA3DKS)   Toronto, Ontario, CANADA

From -6830655237581131905
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6224bbb1eca015c2
X-Google-Attributes: gid1115ce,public
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: ACC not loading with MiNT.
Date: 1997/03/24
Message-ID: <ersmithE7Knyr.7Fs@netcom.com>#1/1
X-Deja-AN: 228080986
Sender: ersmith@netcom15.netcom.com
References: <Pine.BSI.3.95.970319185345.20580A-100000@usr08.primenet.com>
Organization: Netcom
Newsgroups: comp.sys.atari.programmer

In article <Pine.BSI.3.95.970319185345.20580A-100000@usr08.primenet.com>,
Katherine L Ellis <kellis@primenet.com> wrote:
>Hi, I am doing a program, It's an ACC, it works fine so far except
>that under MINT, it doesn't want to appear in the accessory menu.
>With PS, I can see that my acc is loaded, but is in the sleep status
>and not ready status, thu snot appearing in the menu.
>If I SIGCONT my acc it will then appear in the menu.
>So why my acc doesn't receive the correct signal when the machine
>boots in mint?

It sounds like the acc is doing some I/O, either through the BIOS or
GEMDOS. If you can't see where in the code you're doing this (print
statements, perhaps?) then it could be a GFA library problem.

The best solution is to stop doing BIOS or GEMDOS output from the ACC.
If this isn't feasible, a work around would be to do the equivalent
of the C calls:

```
     Psignal(SIGTTIN, SIG_IGN);
     Psignal(SIGTTOU, SIG_IGN);
```

somewhere early in the code -- this tells MiNT not to suspend the
process if it does I/O on the console.

--
Eric R. Smith
ersmith@netcom.com

From -3618786861616973424
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4e648a261bd115f
X-Google-Attributes: gid1115ce,public
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Subject: Re: COBOL for ST/Falcon ?
Date: 1997/03/24
Message-ID: <3336CF4D.2993@worldnet.att.net>#1/1
X-Deja-AN: 228106250
References: <333282D1.57EB@softlab.se> <33337C66.686F@worldnet.att.net>
<333444E6.12FE@softlab.se> <33343AC1.483B@worldnet.att.net> <E7HAnv.F2v@iglou.com>
<3334BE60.137A@worldnet.att.net> <E7J8pw.IM4@iglou.com>
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

Robert Goodwin wrote:

> : Actually, I've been forced to take classes in COBOL.
>
> Forced, as in a requirement?

Ermm... Yes. I don't think the teacher was all that thrilled with it either. Then, when I took Turbo C++, that teacher absolutely DESPISED COBOL! I really hated it so much because it seems so wordy. And I would always forget a period somewhere which would cause about 15 errors. It would take me an hour to write a program that would put my name on the screen! Something I can do in BASIC in about... 3 seconds?

The sad part is: I was really excited about learning it. Until I learned it!!

> Tell me about it. I regularly forgot to put the semicolons in Pascal. With
> C, you still have to worry about the periods. Not so with Basic. And they
> claim it's a dead language? ye gods...

BASIC dead? Puleeze. BASIC will be around for a VERY long time to come. What? Are they going to train people programming on Turbo C++? That's not a good starting point for a programmer.

> However, now that I think about it, if you install MiNT, and can find GNU
> Cobol around, and compile it, that could probably do it.

If you can find GNU COBOL around, it could be recompiled for Linux, and you could run it on the Falcon!

BTW, what was the latest revision for COBOL?


```
 ---------------------------------------------------------------------------
| Greg George                 | Forever Fuji!!
|
| Editor, The Atari Times     | Check out The Atari Times Web Page!
|
| greggeorge@worldnet.att.net | http://www.geocities.com/TimesSquare/Arcade/8341/
```

|

From -8598813304078078950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8fddb879a097e2f3,start
X-Google-Attributes: gid1115ce,public
From: Frederic Bossut <Frederic.Bossut@etu.utc.fr>
Subject: DSP
Date: 1997/03/25
Message-ID: <3337B7D1.105BD0EE@etu.utc.fr>#1/1
X-Deja-AN: 228208004
Organization: Universite de Technologie de Compiegne
Newsgroups: comp.sys.atari.programmer

hi,

Does anyone know the address of the dsp boot program wich is in the
memory map of the tos?

How many memory is there in each part of the dsp
for p,x and y

(i think about non shadowed memory, wich mean a really mermory where i
can set a word without erasing another part of the dsp memory)

thanks
--

```
     ______   ______   ______   ____
    / ____/\ / __  /\ / ____/\ / _ |\
   / /\___\// /_/ / // /____\// /| ||
  / ___/\  /   __/ // ___/\  / / / /\
 / /\__\/ / /\ \_\// /___\/ / /_/ / /
/_/ /    /_/ /\_\ /_____/\ /_____/ /
\_\/     \_\/  \_\\_____\/ \_____\/
```

From -5361700856366854461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17a24ccb82eaef4b,start
X-Google-Attributes: gid1115ce,public
From: operator@civpczaal.utwente.nl (Student)
Subject: PMMU
Date: 1997/03/25
Message-ID: <5h960q$a1j@dinkel.civ.utwente.nl>#1/1
X-Deja-AN: 228292312
X-Server-Date: 25 Mar 1997 18:37:14 GMT

Organization: Universiteit Twente
Reply-To: c.a.adler@student.utwente.nl
Newsgroups: comp.sys.atari.programmer

Hoi,
I need some information about the PMMU of the Falcon.
Is it possible to mirror some ram to the rom-port? How???

please answer to:
c.a.adler@student.utwente.nl

by, Christian

From -1803355490014624814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d6a5700e7ee02107
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: BOS/5 OS Re:COBOL
Date: 1997/03/25
Message-ID: <E7M7Ly.n0s@iglou.com>#1/1
X-Deja-AN: 228321250
Sender: news@iglou.com (News Administrator)
X-Nntp-Posting-Host: iglou2
References: <5h6ud1$r53@gold.interlog.com>
X-Nntp-Posting-User: rsg0910
Organization: IgLou
Reply-To: rsg0910@iglou.com
Newsgroups: comp.sys.atari.programmer

David Snowdon (norway@interlog.com) wrote:

: I filed the voucher away with my manual and forgot all about it until
: last year when I came across it again. I was tempted to fill it out and
: send it to "BOS National" in Dallas, Texas just to see what kind of
: reply (if any) I would get.

Anyone out there in Dallas, Texas who can help check this out?

Can you post the address and phone number? I also have a brother who lives
out there, so I can check with him.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
  -Sending the junk email indicates acceptance of these terms.

From 8084438568037217596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4e648a261bd115f
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: COBOL for ST/Falcon ?
Date: 1997/03/25
Message-ID: <E7M7C4.MA5@iglou.com>#1/1
X-Deja-AN: 228321251
Sender: news@iglou.com (News Administrator)
X-Nntp-Posting-Host: iglou2
References: <333282D1.57EB@softlab.se> <33337C66.686F@worldnet.att.net>
<333444E6.12FE@softlab.se> <33343AC1.483B@worldnet.att.net> <E7HAnv.F2v@iglou.com>
<3334BE60.137A@worldnet.att.net> <E7J8pw.IM4@iglou.com>
<3336CF4D.2993@worldnet.att.net>
X-Nntp-Posting-User: rsg0910
Organization: IgLou
Reply-To: rsg0910@iglou.com
Newsgroups: comp.sys.atari.programmer

Gregory D. George (greggeorge@worldnet.att.net) wrote:

: Ermm... Yes. I don't think the teacher was all that thrilled with it either.
: Then, when I took Turbo C++, that teacher absolutely DESPISED COBOL! I reall
: hated it so much because it seems so wordy. And I would always forget a peri
: somewhere which would cause about 15 errors. It would take me an hour to wri
: a program that would put my name on the screen! Something I can do in BASIC
: about... 3 seconds?

Sometimes Cobol does require a little more time and thought to come up
with a good program. When I was in this class, and someone complained
about a variable, I always told them to look up, at the beginning of the
program. The error was usually right there. Later on, I'll try posting a
short quickie program that'll put someone's name on the screen, then
compare it to basic, C, and maybe Pascal.

: The sad part is: I was really excited about learning it. Until I learned i

The interesting thing is that when I learned it, and we got to the point
of 2D or 3D tables, I was at the point where I could, literally, do a
10-dimensional table, and finish the program before everyone else.

: BASIC dead? Puleeze. BASIC will be around for a VERY long time to come. Wh
: Are they going to train people programming on Turbo C++? That's not a good
: starting point for a programmer.

Basic has the problem of not being structured, what with all the GOTOs and
GOSUBs, depending on the flavor of Basic you use. The first few programs I
wrote in Basic were on a TRS-80, of all things. One was a slot

machine-like one, another one was like the Simon game, where you remember the colors, and a few others. I don't know what happened to them.

What is a good starting point for a programmer? People have started learning with various languages out there. I've seen some actually do some Fortran, and the entire program looked like a mess. The first C program I wrote used Mark Williams C, and I bought a used copy of Lattice C 5.5 something, so I really need to get back to it.

: If you can find GNU COBOL around, it could be recompiled for Linux, and you
: could run it on the Falcon!

I may have confused it for GNU Pascal... But of course, you can do that. That's one reason why I like the GNU things, since it can be recompiled on various systems out there. Only problem is that I've not installed Linux on my DX4-100, or MiNT, though I have a Sun 3/60 diskless workstation. Still am trying to learn it. It's got an ESDI drive in it, though I'd like to try to replace it with a SCSI.

: BTW, what was the latest revision for COBOL?

Last I heard, it was around 1990 for the latest revision. It's been awhile since I've done serious work with Cobol.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
  -Sending the junk email indicates acceptance of these terms.

From -3111970491999147436
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,853b3456f7374a7b,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: hash table packer
Date: 1997/03/25
Message-ID: <6d4_9703251643@conchbbs.com>#1/1
X-Deja-AN: 228332143
Organization: Houston Area League of PC Users
Newsgroups: comp.sys.atari.programmer

In the process of developing an RTF decoder, I wrote a program to generate a "packed" hash table from a list of code/keyword pairs and save it as a DRI format object file. I was wondering if it was worth uploading?

The hash table uses the structure

```
typedef struct {
  short parent;  /* index of parent node */
  short base;    /* used to compute child indexes */
  short code;    /* keyword code (or default code) */
 } PACKED;
```

and computes the hash table array indexes using

```
  index = p->base + (unsigned char) *(text++);
```

The program can usually pack all of the nodes into an array with no wasted space and no conflicts (looking up a keyword of length n requires exactly n table lookups).

Packing the 34 C language keywords took a couple of seconds, while packing the 536 RTF keywords took about an hour (on a TT). A faster solution is also possible by increasing the array size.

BTW, I am familiar with the so called "perfect hash," which cannot distinguish keywords from typos without a string compare.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 1231455795409980053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d6a5700e7ee02107
X-Google-Attributes: gid1115ce,public
From: norway@interlog.com (David Snowdon)
Subject: Re: BOS/5 OS Re:COBOL
Date: 1997/03/25
Message-ID: <5h9klu$93t@gold.interlog.com>#1/1
X-Deja-AN: 228336449
References: <5h6ud1$r53@gold.interlog.com> <E7M7Ly.n0s@iglou.com>
Organization: InterLog Internet Services (416) 975-2655 info@interlog.com
Newsgroups: comp.sys.atari.programmer

In article <E7M7Ly.n0s@iglou.com>, Robert Goodwin <rsg0910@iglou.com> wrote:
>David Snowdon (norway@interlog.com) wrote:
>
>:   I filed the voucher away with my manual and forgot all about it until
>: last year when I came across it again. I was tempted to fill it out and

>: send it to "BOS National" in Dallas, Texas just to see what kind of
>: reply (if any) I would get.
>
>Anyone out there in Dallas, Texas who can help check this out?
>
>Can you post the address and phone number? I also have a brother who lives
>out there, so I can check with him.
>

```
The address is (was) : BOS National
                       Atari Special Offer
                       2607 Walnut Hill Lane
                       Dallas, Texas 75229

No phone number was listed.

The BOS/5 OS was offered in two versions:

Diskette-based system (1 diskette)    $11.95

Hard disk-based system (3 diskettes)  $21.95
```

--
---
norway@interlog.com David Snowdon (VA3DKS) Toronto, Ontario, CANADA

From 6856521715411366212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8fddb879a097e2f3
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: DSP
Date: 1997/03/25
Message-ID:
<Pine.GSO.3.95Lrindlow.970325221832.1658B-100000@tiny.lysator.liu.se>#1/1
X-Deja-AN: 228342034
References: <3337B7D1.105BD0EE@etu.utc.fr>
Organization: Link⊕ping University, Sweden
Newsgroups: comp.sys.atari.programmer

On Tue, 25 Mar 1997, Frederic Bossut wrote:

> hi,
>
> Does anyone know the address of the dsp boot program wich is in the
> memory map of the tos?

This I don't know, but I'm very interested too, if anyone knows/finds out!

> How many memory is there in each part of the dsp
> for p,x and y
>
> (i think about non shadowed memory, wich mean a really mermory where i
> can set a word without erasing another part of the dsp memory)

This is pretty complicated on the Falcon, and I don't have the exact memory map in my head. But this is approximately how it is. (words in here are 24-bit DSP words)

Internally in the DSP chip there is 512 words P(rogram) memory, 256 words X memory and 256 words Y memory. These are always free to use without risking overwriting other parts. But, the first 64 words in P mem is used for interrupt addresses.

Externally, there is a total of 32K words, divided in two 16K words parts. These parts are the lower 16K of the X and Y mem respectively.
The P memory is then mapped over these parts to form a "separate" 32K program memory. The lower 16K of the P mem is the same physical mem as the 16K Y mem and the upper 16K P mem is the 16K X mem.

There are parts missing in the description, among other things what happens when the X and Y memory ROM are enabled. This is where my memory lacks. I checked this once and made notes of it, and they are somewhere :)

If you have Brainstorm's DSP debugger, it's pretty easy to check exactly which parts are mapped over other parts.

Greeting,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From -7682251948737879408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9fb57f05d2408f1,start
X-Google-Attributes: gid1115ce,public
From: magee@cpsc.ucalgary.ca (Russell Magee)
Subject: TT shifter regs?
Date: 1997/03/25
Message-ID: <33381eca.0@news.cpsc.ucalgary.ca>#1/1
X-Deja-AN: 228352505
Newsgroups: comp.sys.atari.programmer

Hey all,

I was just rummaging around my TT's registers a few nights ago and I noticed that it has the STe's shifter address low register ($ff8205 IIRC), which lets me set the screen to any 8-byte boundary. But there seems to be no smooth-scroll register ($ff8265?). It seems strange there would be only 'some' of the STe's video functionality in the TT. (Also I noticed that $ff820b, which is described only as 'reserved' in the TT tech docs, definitely does things to the VGA display if you diddle bits 1 or 2).

Anyone know the scoop on this?

Thanks,

-Russ

From 6857479567370374056
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8fddb879a097e2f3
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: DSP
Date: 1997/03/25
Message-ID: <5h9r5b$jss@nnrp1.news.primenet.com>#1/1
X-Deja-AN: 228358558
References: <3337B7D1.105BD0EE@etu.utc.fr>
Organization: JR Enterprises
X-Posted-By: @206.165.21.176 (rojewski)
Newsgroups: comp.sys.atari.programmer

On 25 Mar 1997 12:32:33, Frederic Bossut wrote:
>hi,
>
>Does anyone know the address of the dsp boot program wich is in the
>memory map of the tos?
>
>How many memory is there in each part of the dsp
>for p,x and y
>
32K words, x=16K, y=16K, program space overlaps both
X:0, X:16K and P:16K are same address
Y:0, Y:16K and P:0 are same address

>(i think about non shadowed memory, wich mean a really mermory where i
>can set a word without erasing another part of the dsp memory)
>
John

*
* John Rojewski email: rojewski@primenet.com

*   http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From -2567991846224281231
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4e648a261bd115f
X-Google-Attributes: gid1115ce,public
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Subject: Re: BASIC. (Was: COBOL for ST/Falcon?)
Date: 1997/03/25
Message-ID: <3338A202.3607@worldnet.att.net>#1/1
X-Deja-AN: 228404967
References: <333282D1.57EB@softlab.se> <33337C66.686F@worldnet.att.net>
<333444E6.12FE@softlab.se> <33343AC1.483B@worldnet.att.net> <E7HAnv.F2v@iglou.com>
<3334BE60.137A@worldnet.att.net> <E7J8pw.IM4@iglou.com>
<3336CF4D.2993@worldnet.att.net> <E7M7C4.MA5@iglou.com>
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

Robert Goodwin wrote:

> Basic has the problem of not being structured, what with all the GOTOs and
> GOSUBs, depending on the flavor of Basic you use.

I wouldn't exactly call it a problem. BASIC is more flexible because you can structure it as you wish. I used to do spaghetti code, because I didn't know anything else. But, learned it was better to AT LEAST have modules. GOTOs aren't bad. You just have to avoid abusing them.

> What is a good starting point for a programmer?

I still think BASIC is the best starting point. After all, that's what it was intended to be: Beginner's All-purpose Symbolic Instruction Code.

> : BTW, what was the latest revision for COBOL?
>
> Last I heard, it was around 1990 for the latest revision. It's been awhile
> since I've done serious work with Cobol.

Hmmm... I think I learned on COBOL 85. This was back in '90, so it must have just been about to appear. What an ordeal. Glad I'm not going into mainframe programming!!

--

Greg George	Forever Fuji!!
Editor, The Atari Times	Check out The Atari Times Web Page!
greggeorge@worldnet.att.net	http://www.geocities.com/TimesSquare/Arcade/8341

From 1707699320870957132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: brisk@qni.com (Jeffrey A. Krzysztow)
Subject: Re: Progs in AUTO or exec
Date: 1997/03/25
Message-ID: <3337e541.1303468@news.qni.com>#1/1
X-Deja-AN: 228582507
References: <196_9703231500@conchbbs.com>
Organization: BRiSK Software
Newsgroups: comp.sys.atari.programmer

On 23 Mar 97 11:43:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

>First of all, I abhor using text (command lines, environment
>variables, scripts, etc.) for program-to-program communication.
>Admittedly it makes the data user editable (technically), but
>expecting the average user to be able to edit such text is to make
>the program difficult to use (e.g. HSmodem). If the user is NOT
>supposed to edit the data directly, then leave it as binary (which
>is smaller and easier to process). This is why I prefer the cookie
>jar to the environment list.
>

Programs should be written for the largest number of people possible,
not just the lowest common denominator. While I agree MOST users will
not edit the data from a program directly, having this at ones
disposal is greatly appreciated with the need arises.

The biggest reason to use the cookie jar over the environment on TOS
has to do with the various shells it use. Yes, most users are using a
shell, but don't realize it is a shell because it is graphical.
NeoDesk, Ease, the Desktop built into MultiTOS as well as MagiDesk
that ships with MagiC are all shells. They are just graphical, but
none the less shells. These programs wouldn't know that the
environment has changed and as such, they would not properly pass the
envirornment to the next program. The cookie jar would solve this
problem, but then you are using precious RAM to store program to
program information that may be better suited to a temporary file.

>Second, if every program on your computer used one or more
>environment variables, imagine how big and cluttered the list would
>become, and how long it would take to scan through the list to find
>what you were looking for, not to mention how complicated the script

>needed to boot up with would be.
>

I agree that for the novice user this can be a pain, but everything in the computing world has a purpose. One should pick the BEST solution that is feasible.

>What environment variables are good at is multi-user systems where
>each user wants to get different results from the same program.
>Specifically, it is needed to locate the user's directory to FIND
>the appropriate *.inf, *.cfg or *.dat file. It is a solution to a
>problem which does not exist on single user computers.
>

Environment variables are also good the store user custom options, without taking up a large quantity of disk space for what is really a small amount of information. Remember, config files eat 2k or more depending on the format of the disk. This is a lot of space for 10 bytes of information.

>As for UNIX, I have used many operating systems on many computers in
>my career, but was aghast at my first exposure to UNIX. How such a
>godawful collection of kludges and quick-fixes ever became an
>industry standard is a mystery! I suspect it had something to do
>with the price (which is more than compensated by lower
>productivity, but you don't find out about that until too late).
>

The Unix philosophy is that each program should do one thing and do it well. This leads to lots of programs. The rest of the programing world has decided that one program should do everything conceivable, which leads to program that are large and do nothing well (the Microsoft Kindom comes to mind).

These are just MY opinion.

Jeffrey A. Krzysztow

From -1089291322369150204
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a72f402bf216424,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a72f402bf216424,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a72f402bf216424,start
X-Google-Attributes: gid109a67,public
From: lnx@earthlink.net
Subject: Atari Jaguar, Jag CD, Lynx stuff
Date: 1997/03/26
Message-ID: <5hbs4j$c53@usenet88.supernews.com>#1/1

X-Deja-AN: 228559284
Organization: All USENET -- http://www.Supernews.com
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Atari Jaguar, Jag CD, Lynx stuff

http://www.vglq.com

From -8585001177128056980
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4e648a261bd115f
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: BASIC. (Was: COBOL for ST/Falcon?)
Date: 1997/03/26
Message-ID: <E7o1K7.LHz@iglou.com>#1/1
X-Deja-AN: 228561655
Sender: news@iglou.com (News Administrator)
X-Nntp-Posting-Host: iglou1
References: <3336CF4D.2993@worldnet.att.net> <E7M7C4.MA5@iglou.com>
<3338A202.3607@worldnet.att.net>
X-Nntp-Posting-User: rsg0910
Organization: IgLou
Reply-To: rsg0910@iglou.com
Newsgroups: comp.sys.atari.programmer

Gregory D. George (greggeorge@worldnet.att.net) wrote:

: I wouldn't exactly call it a problem. BASIC is more flexible because
: you can structure it as you wish. I used to do spaghetti code, because I
: didn't know anything else. But, learned it was better to AT LEAST have
: modules. GOTOs aren't bad. You just have to avoid abusing them.

There were some programs I'd seen that looked more like spaghetti code
than anything else. Unreadable stuff, you couldn't even tell what the
program did due to all the jumping and so on it did. I heavily modified a
Forem XE BBS program, rewriting a couple routines and so on, making it
work better. It had modular areas, and you could tell.

The GOTOs are unconditional jumps, which force the program to go
somewhere. GOSUBs merely tell it to go one place, then a RETURN to have it
come back to where it started. On an 8bit, if you do;

```
1 GOSUB 1
```

You'll end up with an out of memory error. It uses memory to keep the last
known line number where it jumped in a stack. A RETURN pops that number
off the stack.

A BASIC program without them can easily be readable, yes, but you do need them at times.

: I still think BASIC is the best starting point. After all, that's what
: it was intended to be: Beginner's All-purpose Symbolic Instruction Code.

Some other people don't seem to think so. They say it promotes unstructured code writing. This was long ago, around the 80s. Today, you got the more modern flavors of Basic that have modular areas, without using line numbers.

: Hmmm... I think I learned on COBOL 85. This was back in '90, so it must
: have just been about to appear. What an ordeal. Glad I'm not going into
: mainframe programming!!

Mainframe programming is something I definitely don't wish to do again. It was the JCL, and other things I had to deal with as well. I have a book around here that mentioned the latest Cobol reviews, but I can't find it at the moment.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
  -Sending the junk email indicates acceptance of these terms.

From 5636015040231523874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8db352f74f703c32
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8db352f74f703c32
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f761b,8db352f74f703c32
X-Google-Attributes: gidf761b,public
X-Google-Thread: 1056fc,8db352f74f703c32
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 112f4b,8db352f74f703c32
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 107ef2,8db352f74f703c32
X-Google-Attributes: gid107ef2,public
X-Google-Thread: 109a67,8db352f74f703c32
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,8db352f74f703c32
X-Google-Attributes: gidf8760,public
From: atari@teleport.TINC.com (Rich Tietjens)
Subject: Re: how can I connect a 850 atari drive at my PC
Date: 1997/03/26
Message-ID: <5hbrmq$nlc@ornews.intel.com>#1/1

X-Deja-AN: 228572704
References: <01bc2fbf$60cae560$2f05eec3@marcel>
<01bc3396$078b1e40$a258989e@tachyon.demon.co.uk> <3330AA68.2567@wwa.com>
<MPLANET.3332d9bbzmerch9896d9@news.northernway.net> <3333BEBA.794B@gte.net>
<3336b0e3.87659858@news.inc.net>
Organization: Atarinet
Newsgroups:
alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.program
mer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari
,fr.comp.sys.atari,rec.games.video.atari

In article <3336b0e3.87659858@news.inc.net>,
   ssilicon@lax.net (Jon D. Melbo) wrote:
>His company is now called Emulators Inc. I wonder if Darek works for
>MS, he is in the same neighborhood.

Yes, AFAIK he does. I've got one of those cables around here someplace...

Remove the "TINC" from my email address to reply.
----------http://www.teleport.com/~atari----------
  ATARI COMPUTING - the magazine for all Atari users   For info, email:
                      CANADA: info@compdirect.com
  Europe: ataricomputing@cix.compulink.co.uk   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From -8516505582809040893
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Progs in AUTO or exec
Date: 1997/03/27
Message-ID: <5hdvgq$lf1@balaena.bio.vu.nl>#1/1
X-Deja-AN: 228738842
References: <196_9703231500@conchbbs.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:

: As for UNIX, I have used many operating systems on many computers in
: my career, but was aghast at my first exposure to UNIX. How such a
: godawful collection of kludges and quick-fixes ever became an
: industry standard is a mystery! I suspect it had something to do

Hmmm, sure you're not talking about DOS or Windows? :-)

: with the price (which is more than compensated by lower

: productivity, but you don't find out about that until too late).

Personally I find UNIX-oid operating systems quite usable and powerful, as opposed to things like Windows, DOS ad even MacOS... But I guess that's a matter of taste. (I'm typig this i a UIX shell runig on a Mac (or actually in a telet window). And as you might have noticed, the "n" key does't work that well...)

-=Levjeo (Hmmm...)

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"APL is a write-only language. I can write programs in APL, but I can't read any of them."
-- Roy Keir

From 1306762220276007603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d89b82861b44e27,start
X-Google-Attributes: gid1115ce,public
From: senyshyn@helix.nih.gov (Jan Senyshyn)
Subject: NeoDesk INF Files
Date: 1997/03/27
Message-ID: <AF602340966885836A@128.231.207.7>#1/1
X-Deja-AN: 228852606
Distribution: world
Organization: NIH
Newsgroups: comp.sys.atari.programmer

I cannot make Neodesk 3.02 recognize a new INF file.

After upgrading to a video card, I edited an old NEODESKH.INF file for a resolution 1024 x 768 (256 colors) and renamed the file NEODESKC.INF.

The file NEO_INF.DAT contains the words NEODESKL NEODESKM NEODESKH but any attempt to edit NEO_INF.DAT causes NEODESK to crash on startup.

Any help would be appreciated.

Regards
Jan

Washington DC

From -5910215219944705127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Progs in AUTO or exec
Date: 1997/03/27
Message-ID: <d9d_9703280640@conchbbs.com>#1/1
X-Deja-AN: 228995833
Organization: Houston Area League of PC Users
X-FTN-To: brisk@qni.com
Newsgroups: comp.sys.atari.programmer

b > The cookie jar would solve this problem, but then you are
b > using precious RAM to store program to program information
b > that may be better suited to a temporary file.

The environment is also stored in RAM, generally takes more than 8 bytes per entry, and must be searched by string compares (instead of a single long compare per entry).

b > The Unix philosophy is that each program should do one thing
b > and do it well.

I wasn't aware that UNIX had a design philosophy; it just grew.

A case in point is termcap, which was intended to solely to enable vi to use more advanced terminal devices (than TTY). Someone else wrote a library of graphical interface fuctions called curses to use termcap. However, since termcap does not bother to implement anything not used by vi, it has a very limitted capabilities.

X Windows, on the other hand, is HUGE, really really HUGE! You need virtual memory just to run the thing. The programmer's reference manual is thicker than most telephone books. In fact, it is so difficult to use (without motif, anyway) that for 10 years there were only 4 applications: xterm, xload, xclock and a window manager.

"If the designers of X Windows built cars, there would be no fewer than five steering wheels hidden about the cockpit, none of which followed the same principles -- but you'd be able to shift gears with your car stereo. Useful feature, that." - Marcus Ranum, DEC

___ Mountain Reader II - #00000053
--

|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 2693206491287191034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7f7287bd55ee198,start
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <veg@a.sol.no>
Subject: 8500 Mac/MagicMac/GFA problem
Date: 1997/03/28
Message-ID: <333B2842.2D9A@a.sol.no>#1/1
X-Deja-AN: 228898408
Organization: Scandinavia Online
Reply-To: veg@a.sol.no
Newsgroups: comp.sys.atari.programmer

Hi all.

I have a problem I hope someone can help me with:

GFA works _VERY_ unrelyably with the setup in the subject line (MagicMac 2.02, MacOS 7.5.3 revision 2, GFA 3.6TT, A la card 1.4 & I have tried both GFAMASIC & GFA Patch 1.07,96MB RAM). I also tried MagicMacs PCI FPU patch, but it stated that no patch was neccesary...

Programs that I know are OK suddenly throws up a number of exception errors & chrash MagicMac. I have to turn to my old MSTE to get anything done... :-(

Any help? I suspect the problem is related to the fact that the 8500 is a PCI machine, but do not really know what that is... It worked great on the 7100 I used to have.

Bye,
Vegard Hofsoy
[veg@a.sol.no]

From -8518308284902573084
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d89b82861b44e27
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: NeoDesk INF Files
Date: 1997/03/28
Message-ID: <dwilga-2803971005080001@dwilga.comm.mtholyoke.edu>#1/1

X-Deja-AN: 229019060
Distribution: world
References: <AF602340966885836A@128.231.207.7>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <AF602340966885836A@128.231.207.7>, senyshyn@helix.nih.gov (Jan Senyshyn) wrote:

>I cannot make Neodesk 3.02 recognize a new INF file.
>
>After upgrading to a video card, I edited an old NEODESKH.INF file
>for a resolution 1024 x 768 (256 colors) and renamed the file
>NEODESKC.INF.
>
>The file NEO_INF.DAT contains the words NEODESKL NEODESKM NEODESKH but any
>attempt to edit NEO_INF.DAT causes NEODESK to crash on startup.

Um...Excuse me if I'm missing something obvious, but why do you need to edit NEO_INF.DAT? Why don't you just use the Options->Set Prefs->INF Files dialog? That's what it's there for, after all...

Dan Wilga dwilga@mtholyoke.edu

From -6267749897684825399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3092a50e86248b73
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Toolbox API (was: DLLs for Atari)
Date: 1997/03/28
Message-ID: <31d7cd$33934.2d7@HERMES>
X-Deja-AN: 229027758
Distribution: world
References: <3137cd$11416.1a8@HERMES> <5gs7b9$e7u@infa.central.susx.ac.uk>
Newsgroups: comp.sys.atari.programmer

James Cox (jamesco@cogs.susx.ac.uk) wrote:
> Gaven Miller (gmiller@inca.co.nz) wrote:
> : The Toolbox was designed around the TOS filesystem, and to load before MiNT.

> : Unfortunately, this is more an assembler-level interface. Higher level
> : languages will need to have changes made to their startup stubs.

> I have had a look at the sample code in your original post -- keeping that
> architecture is going to make it very difficult to write TE's in anything
> other than assembly.

It can be done in a higher level language, however, if one inserts a JSR

to an initialisation routine, passing a pointer to the Toolbox info structure passed to the extension.

If the extension needs to allocate RAM or if anything in the HLL library needs to be initialised, then the code as presented will need patching.

I wrote the extensions in assembly primarily due to the fact that the machines that run the code are ram-starved (generally one meg or less). A HLL extension would gobble up around twice the RAM. And most of the extensions were hardware level - and I haven't used a HLL that generates interrupt code fast/clean enough to use at that level.

> My component system doesn't perform any checks to see if
> you're loading a valid component -- I have authorised and unauthorised
> components wherreby the system admin (my system is MiNT only) sets up the
> authorised stuff, and users set up their own unauthorised components. If a
> user tries to load some program as a component, then they will only crash
> their own component server, not the entire system.

> When a component is loaded, the component server responsible for it simply
> JSR's to the first instruction in the text section (if you know anything about
> writing .XDD's or .XFS's in C, then the method for writing the startup stub is
> identical). This function is expected to return some information about the
> component and is given a few bits and pieces as parameters on the stack.

> I also note that your system is a TSR:

The Toolbox and any libraries loaded at boot time go TSR. When a client app calls LibLoad, the extension loaded remains a transient app - it does not go TSR.

> : Later on, the foreground apps can load a specialised extension using a
> : LibLoad() Toolbox API call.

> this will cause problems under a multitasking environment (which is really the
> only place where components/TE's/modules/shared libraries/what ever are
> needed). If we're in SingleTOS with no MiNT, then we have the same problems
> that desk acessories have with allocating memory: the running application
> loads a module, and that module's memory is owned by that application. Some
> other application that is running could theoretically use the module as well
> (the whole point about creating modules is to share code) but when the host
> application quits, the module's memory is freed up and the other clients using
> the module crash.

I've had limited success changing the parent pointer in the extesnions basepage to point to the Toolbox basepage. This sometimes allows an extension to outlive the client app that loads it. But it is not totally foolproof. Fate has just invented better fools.

> You could argue that modules can be used in a simgle task environment to
> facilitate plug-ins to programs (file filters to load different formats of
> pictures/sounds/text/etc) but a TSR system would miss out on the whole code
> sharing idea.

The client app calls the Toolbox to load "GOOBER.TE". It does so, and passes back an ID used when calling functions within goober. Client #2 (perhaps a co-resident accessory) finds that goober is loaded (via a tlbxHasLib call), and uses the ID returned from it to do something, after calling tlbxUseLib (or should that be tlbxLoadLib, bypassing the physical loading/initialisation if it already exists, and just passing back an ID) to inform the Toolbox of one more client that wants to use goober. Both clients call GOOBER via the toolbox. Neither is aware that another client is using goober. Only the Toolbox knows how many clients are using Goober. It could be two. It could be 17.

Only after all clients have called tlbxLibFree(goober_id) will goober be physically unloaded, and the memory space reclaimed.

> The trick is to make the program that governs your modules (Toolbox
> manager/component manager) a process that is always available.

Done. A TSR is always available. And mine is available to be called via a redirected TRAP vector. (And it is XBRA compliant, calling the previous vector holder if/when the API reequirements are not met)

> My component
> manager, once loaded, just sits there and waits of a message to be sent to it
> telling it to do something. Basically, it would be used for two things:
> loading a component (so that component's memory space belongs to the component
> manager); and removing a component from memory.

> Once a component has been registered with the component manager, it would
> normally be unloaded from memory, and only loaded back into memory when some
> process wishes to use that component. Once all the processes utilising some
> component have finished with it, the component is removed from memory again.
> An application sends a message to the component manager to ensure that the
> component it wishes to use is made ready. The result from this operation is
> the pointer to that components info block. When an application is done with
> the component, it just sends such a message to the component manager again.

> : At present, there can be only 16 extensions loaded at at any one time.
> : This value will be raised later on.

> I can have as many as memory will permit -- I have written a defragmentable
> memory allocator to help out with this :).

> : Please feel free to comment on it (in this newsgroup). I would like to
> : make the Toolbox/Extension APIs an "open" Atari standard, and discussion
> : involving other programmers will lead to a better standard.

> I will post my standard for component managers/servers in the next few days
> for a comparison. However, one thing you must understand is that my code is
> far from completed. The first version will most definitely not have
> unauthorised components (a security feature, but then most people won't need
> to worry about this anyway!).

(It's about 4am, so my brain may not be running at the usual 109%. Please forgive any lapses in logic, cognition or common sense)

--

Quote For The Month:

"Open up, it's the pigs!"

From 3399980640901873530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Progs in AUTO or exec
Date: 1997/03/28
Message-ID: <f9b_9703282238@conchbbs.com>#1/1
X-Deja-AN: 229167960
Organization: Houston Area League of PC Users
X-FTN-To: lvzon@bio.vu.nl
Newsgroups: comp.sys.atari.programmer

l > Hmmm, sure you're not talking about DOS or Windows? :-)

I never had to use DOS or Windows, so can't compare. I worked on mainframes and workstations from 70-90.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 1207106169527835219
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: elhays@ucdavis.edu (Eric Hays)
Subject: Re: Progs in AUTO or exec
Date: 1997/03/29
Message-ID: <5hi360ogp1@mark.ucdavis.edu>#1/1

X-Deja-AN: 229164141
References: <d9d_9703280640@conchbbs.com>
Organization: UC Davis
Newsgroups: comp.sys.atari.programmer

On 27 Mar 97 11:34:00, John Kormylo wrote:
>b > The cookie jar would solve this problem, but then you are
>b > using precious RAM to store program to program information
>b > that may be better suited to a temporary file.
>
>The environment is also stored in RAM, generally takes more than 8
>bytes per entry, and must be searched by string compares (instead of
>a single long compare per entry).
>
>b > The Unix philosophy is that each program should do one thing
>b > and do it well.
>
>I wasn't aware that UNIX had a design philosophy; it just grew.
>
>A case in point is termcap, which was intended to solely to enable
>vi to use more advanced terminal devices (than TTY). Someone else
>wrote a library of graphical interface fuctions called curses to use
>termcap. However, since termcap does not bother to implement
>anything not used by vi, it has a very limitted capabilities.
>
>X Windows, on the other hand, is HUGE, really really HUGE! You need
>virtual memory just to run the thing. The programmer's reference
>manual is thicker than most telephone books. In fact, it is so
>difficult to use (without motif, anyway) that for 10 years there
>were only 4 applications: xterm, xload, xclock and a window manager.
>
>"If the designers of X Windows built cars, there would be no fewer
>than five steering wheels hidden about the cockpit, none of which
>followed the same principles -- but you'd be able to shift gears
>with your car stereo. Useful feature, that." - Marcus Ranum, DEC
>
>
>
>___ Mountain Reader II - #00000053
>--
>|Fidonet: John Kormylo 1:106/7861
>|Internet: John.Kormylo@7861.conchbbs.com
>|
>| Standard disclaimer: The views of this user are strictly his own.
>
>.

From 2433615329510533
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,91039f5f0405a590
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Progs in AUTO or exec
Date: 1997/03/29
Message-ID: <Pine.A32.3.91.970329154747.15279A-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 229252405
References: <d9d_9703280640@conchbbs.com> <5hi360ogp1@mark.ucdavis.edu>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On 29 Mar 1997, Eric Hays wrote:

> >A case in point is termcap, which was intended to solely to enable
> >vi to use more advanced terminal devices (than TTY). Someone else
> >wrote a library of graphical interface fuctions called curses to use
> >termcap. However, since termcap does not bother to implement
> >anything not used by vi, it has a very limitted capabilities.

For most operating system, there are a few things that are not solved well. When citing this as an example, you should note too that nowadays programs seldomly use TERMCAP anymore.

> >X Windows, on the other hand, is HUGE, really really HUGE! You need
> >virtual memory just to run the thing. The programmer's reference
> >manual is thicker than most telephone books. In fact, it is so
> >difficult to use (without motif, anyway) that for 10 years there
> >were only 4 applications: xterm, xload, xclock and a window manager.

X Windows is not too huge to fit in a few megabytes : I had it running on an old ST with 4 MB, no virtual memory. Surely it was rather slow with an MC 68000, but this should certainly tell that it's not as huge as you say here. Huge is just your exaggeration.

> >"If the designers of X Windows built cars, there would be no fewer
> >than five steering wheels hidden about the cockpit, none of which
> >followed the same principles -- but you'd be able to shift gears
> >with your car stereo. Useful feature, that." - Marcus Ranum, DEC

Ask this person where DEC's GUIs are nowadays, ask him where Ultrix has gone. X however is still very much alive. This should tell which GUI had the better design.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -6175272805218069026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b5d2c2dfc29be9
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Subject: Re: Any books, tutorials, etc. on GEM for BASIC people?
Date: 1997/03/03
Message-ID: <331B3B81.24CE@cfcsc.dnd.ca>#1/1
X-Deja-AN: 222838959
References: <857198758_OASIS_@swampdog.demon.co.uk>
Organization: Canadian Forces College-Coll=?iso-8859-1?Q?=E8?=ge des Forces canadiennes
Newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:
> In article <3315A255.20C6@ix.netcom.com>
>   Robert Aries <robaries@ix.netcom.com> said:-
> Well, as none of the GFA coders here have dived in yet ;-)

> >I've been using GFA Basic for many years and have done some pretty
> >big-scale (to me, anyway!) projects with it. I'm a musician and have
> >mostly written programs to help me get more from my gear.
> >My latest project is to help me use my Roland XP-50 keyboard, and it
> >requires me doing something I've never done before, in all my years of
> >programming--a dialog box! I've always used GFA's own keywords &
> >commands to take care of system calls, and they don't have a specific
> >DIALOG command similar to ALERT (for an alert box).

> Get hold of a resource editor. You just place the "OBJECTS" where you
> want them and it builds it for you (the .rsc file). Don't do it by
> hand. I've been doing them for years and still screw it up if I have
> to do one manually! Plus, manual ones are a real pita to change.
> Can somebody recommend a shareware editor?
> What about RCS.ZIP?
I think --> ftp.cnam.fr \pub\atari\disks\utils\rsc.zip

> Guy Harrison
>
> Email guy@swampdog.demon.co.uk
>   swampdog@dial.pipex.com
> Web   http://www.swampdog.demon.co.uk/index.html
>
>

From -7133006745601334351
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,e94e63014b73a964,start
X-Google-Attributes: gid1115ce,public
From: mazzeri@foxvalley.net (mazzeri)
Subject: GFA 3.5 / TSR's
Date: 1997/03/03
Message-ID: <mazzeri-0303972031140001@ttyc6.foxvalley.net>#1/1
X-Deja-AN: 222918367
Organization: N.A.S.A.
Newsgroups: comp.sys.atari.programmer

Help... ;)

I need help writting (a little) a GFA basic TSR...

I know what to do for most of it, but I need help on some weirder concepts...

If you CAN help me PLEASE email me so I know to come back to this newsgroup...

I am going to write a small auto folder .PRG that will install itself to run when the interrupt for MIDI IN port is generated... What I need this program to BASICly do is...

act as a MIDI THRU when I'm NOT running my music software.... In other words when I'm online w/ the computer and I wanna play my midi rig it'll be waiting in the background for MIDI port input... then it'll grab that vector and take the byte that's in the MIDI IN port and send it to the out unchanged... It's a TSR... I don't want an ACC...
Also I'd like a hot key combo to make it go DORMANT (set vector back to normal) and watch they keyboard for the hotkey combo again to come back to ACTIVE...

I need to know if it's is possible to READ the MIDI in port WITHOUT clearing the byte read? So that after I run my THRU routine I can branch back to the system's routine... Or would it be more wise to just use my own routine all together?

Also in GFA manuals it CLAIMS that you can NOT use pterm resident... Is this due to the effect that it woud have on the interpreter? I mean if I wrote the program WITH the pterm res call in it... and did NOT run it from WITHIN the Intrpreter, but compiled it instead... Would it work then? or do you know if the compiler would filter out the pterm res command when it did it's thingy?

Also I need clarification on the whole cookie thingy... The one in the basepage... Do I set that when I install my prog? And it's 8 bytes right? 4 for ident and 4 for address right? and the first four are for WHAT? and the second four is WHAT address? The original address that the vector I robbed points to? If my prog were to crash would TOS take that address and poke it back into the vector I robbed?

(here I catch my breath...)

Thanks,

Luke.

From 3648476299425359386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab279a3b8aa5a341
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: GDOS drivers
Date: 1997/03/03
Message-ID: <3d6_9703042027@conchbbs.com>#1/1
X-Deja-AN: 223154237
Organization: Houston Area League of PC Users
X-FTN-To: Thomas_Much@ka2.maus.de
Newsgroups: comp.sys.atari.programmer

T > BTW: I've put the latest English version of the "NVDI 4.11
T > programmer's guide" on
T > http://www.uni-karlsruhe.de/~Thomas.Much/nbp.html

Does this include info on how to write your own drivers?

I was thinking it would be nice to write an HPLJ driver which lets
you set the resolution and paper type via the extendable control
panel (puts a structure address for these parameters in a cookie).
Right now you need a different driver for each resolution & paper
type.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -6631900680245078822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f34e1b7b760b15cc
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Editable Objects
Date: 1997/03/03
Message-ID: <3d5_9703042027@conchbbs.com>#1/1

X-Deja-AN: 223156362
Organization: Houston Area League of PC Users
X-FTN-To: david@ritter.demon.co.uk
Newsgroups: comp.sys.atari.programmer

d > My cursor routines add or subtract 1 from the object number,
d > check to see if the editable flag is set on this object, if it
d > is then I place the cursor in to the object otherwise I
d > continue adding or subtracting 1 from the object number until
d > all the objects have been checked.

form_keybd() takes care of all that. This is how I do it ("start"
is the index of the object being editted):

```
 if(flags & MU_KEYBD) {
  key = event.ev_mkreturn;
  wind_update(BEG_UPDATE);
  if(!form_keybd(tree, start, 1, key, &obj, &new)) {
   if(start) objc_edit(tree, start, 0, &cursor, ED_END);
   wind_update(END_UPDATE);
   return(obj);
   }
  if(obj) {
   if(!new) {
    objc_edit(tree, start, 0, &cursor, ED_END);
    objc_edit(tree, obj, 0, &cursor, ED_INIT);
    start = obj;
    }
   else objc_edit(tree, start, new, &cursor, ED_CHAR);
   }
```

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 1292251658059071 71
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6a6f96b400c50d1f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6a6f96b400c50d1f,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,6a6f96b400c50d1f,start
X-Google-Attributes: gid109a67,public
From: lecoat@chronos.ief-paris-sud.fr (Francois LE COAT)

Subject: Eureka a graph describer and 3D modeler
Date: 1997/03/03
Message-ID: <5feh8c$kaq@upsn6.u-psud.fr>#1/1
X-Deja-AN: 223198667
Organization: Universite Paris-Sud, France.
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello everybody,

I'm a french developper working on a program called Eureka 2.12.
It's a 2D numerical analysis program, and a 3D modelling of
mathematical shapes. It also includes 4D presentation, because
a time parameter is available. It's quite easy to make movies
showing the evolution of a formula in 3D rotating, morphing from
a shape to another etc... Data files can be loaded so that you can
manipulate series, or even stereo/mono sample files manipulating
sounds. Images can be produced, computing them with formulas to
draw fractals such as Julia or Madelbrot sets. You can even map
these images on a 3D surface, producing impressive representations.
Since recent revision of my program it is now in two languages
French and English. The english translation of the documentation
will be soon available. My goal is to make a program like some
on other platforms such as Mathematica or Matlab. It has been
tested with success on MAGIC, TOS2WIN, STonX and MAGIC MAC/PC.
There may be remaining incompatibilities that I wish users to
tell me about. So don't hesitate to mail me ...
My work is a complete package including the program and some
accessory like a snapshot, an unusual recording accessory that
allow you to demonstrate the program like a mecanical piano would
play Stravinsky (?). There's a program that can show your movies
etc ...
The latest english version is available on my home page at :
http://www.ief.u-psud.fr/~lecoat/
That page is mainly illustrated with my program so that you can
see what is possible to do. Eureka has 3D2 Raw and VRML exports
so you will see Virtual reality demonstrations of objects, and
movies or images produced with Persistence Of Vision.
The latest revision will also be available soon by FTP on the
"Conservatoire National des Arts et Metiers" at :
ftp://ftp.cnam.fr/pub/Atari/Applications
Anyway for any problem report in my mailbox at :
lecoat@ief.u-psud.fr
Any suggestions are also welcome ...
Have fun with my production, bye for now ...

-- Francois LE COAT

From -7018810358439213790

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9883df31b09a90c6,start
X-Google-Attributes: gid1115ce,public
From: D.E.Jones@ex.ac.uk (D.E.Jones)
Subject: Assembler and Disassembler?
Date: 1997/03/03
Message-ID: <D.E.Jones-0303971305280001@144.173.2.229>#1/1
X-Deja-AN: 223342501
Sender: news@exeter.ac.uk (news admin)
Organization: University of Exeter, UK
Newsgroups: comp.sys.atari.programmer

Hi all,
   I need to get hold of an assembler and a disassembler for use on my Atari STE 2meg Tos. Does anyone know of a shareware one that I can download from somewhere. Also it would help a lot if there was some sort of manual available. Thanks.

Dan Jones.

  http://newton.ex.ac.uk/general/ug/jones

From 6119441276509122386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5bed13b65902effb
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,5bed13b65902effb
X-Google-Attributes: gid109a67,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: Opening Ease windows?
Date: 1997/03/04
Message-ID: <HCEJBHWEUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 222852494
References: <857227186_OASIS_@swampdog.demon.co.uk>
Organization: Tariland Computer Club, Auckland, New Zealand
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

In <857227186_OASIS_@swampdog.demon.co.uk> Guy Harrison wrote :

>Anybody know if it's possible for a program to send a message to Ease
>so that it opens a window?

I believe Ease supports the AV Protocol, so you could use this. I'm not sure where the documentation can be found, but I can email it to you if you wish.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\

Tariland Atari http://www.pl.net/user/mario/ _.|o o |_))
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

From -7269863229725583992
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2a73a8e354a223e,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: HELP! Need fonts for the new TelVT102!
Date: 1997/03/04
Message-ID: <5fg3jq$p4q@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 222909663
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: bdc2@po.CWRU.Edu (Boris D. Cahan)
Newsgroups: comp.sys.atari.programmer

Where OH where can I find a Line drawing (graphics) vector font for the
Atari???? I DON't mean an ANSI set with 128-255 having IBM graphics chars.
I mean a separate font with line drawing chars in place of the lower case
alphabet, that is called by ss2 (^n) and ss3 (^o) by graphics calls in a
VT102 terminal. If I can't find one for the Atari, what other publicly
available fonts (TrueType???) can I use, and where can I find them???
     HEEEELP!

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 3538198529578743617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b01e52b976eb3ef7,start
X-Google-Attributes: gid1115ce,public
From: nudecelb@wstarztv.net
Subject: Collection of porn stars!
Date: 1997/03/04
Message-ID: <5fgg4h$bn4@ecuador.earthlink.net>#1/1
X-Deja-AN: 222955800
Organization: Bad Cheerleaders!
Newsgroups: comp.sys.atari.programmer

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200+ pics of Sandra Bullock
150+ pics of Liv Tyler, young star
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
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100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
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* Graphics viewing software for Windows/DOS/Win95
* CD is ISO-9660 and Macintosh readable in POWERMACs only
* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! - Has a files.bbs conversion program for different formats!

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$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$

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site at http://www.nude-celebs.com/redhot/cheer.html

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Please remember, Foreign orders are $5 for shipping instead of $2

(*) Wholesale/Dealer/Bulk information/prices available upon request.

ME#3 ..'~ T.H.E. Software ~'..

From -3401372487834519448
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b55763a04c1b7254
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: Programming documentation about Falcon
Date: 1997/03/04
Message-ID: <5fhaad$k2l@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 223006335
References: <5euopu$4tc@miranda.gmrc.gecm.com>
Organization: University of Cambridge, England
Newsgroups: comp.sys.atari.programmer

In article <5eus81$h9l@m1.cs.man.ac.uk>,
jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>>Can anyone point out some information sources which detail specific Falcon
>>features such as new xbios, AES calls and DSP programming.
>
> Get the book Modern Atari System Software, or The Atari Compendium.

I would not recommend MASS; it's just the bits they missed out of the
lattice C documentation, The Compendium has it integrated with the existing
calls, and also has much more detail on everything.

>>Is there any free DSP 56000 compiler available?
>
> Yes, Micro C and GCC have both been ported to generate 56000 code.
> (sorry, I dont know where you can get either compiler on the net)

> However, according to Doug Little, a C compiler will generate far
> from optimal 56k code, and it would often be better just to use the
> 680x0 (but this is not the case with hand-written 56k code).

Yes, it's very difficult for a C compiler to use things like circular
buffers or hardware looping efficiently. Many DSP vendors sell compilers
that use a C-like language with extra features for efficient DSP use; there
was some talk of standardising them but at the moment all such compilers
are different, and in any case none of them are freeware or available at
all for the Atari.

From 4343421749157604910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe628410a414de39
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: return in a dialog box?
Date: 1997/03/04
Message-ID: <5fh9p1$k2l@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 223008315
References: <856991970_OASIS_@swampdog.demon.co.uk>
Organization: University of Cambridge, England
Newsgroups: comp.sys.atari.programmer

In article <856991970_OASIS_@swampdog.demon.co.uk>,
     guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>It's quite simple; you have, presumably, filled the text string with
>>"_" characters. This is not necessary. All you have to do is start
>>with the p_text field blank (i.e. wherever you put "_", delete them).
>>The p_tmplt field should contain (in WERCS and all other RCSs that
>>I've seen) "Host:~~~~~~~~~~" (as many "~" as you need). The other
>>field should have "x"s (as many as you have "~") and nothing else.
>>(I may have got the p_tmplt and the other field mixed-up; in any
>>case I can't remember the name of the second one).
>
> Are you sure? The MWC editor uses '@' ?

He's right about the ~; where the @ is used is to clear the text field - you
fill it with enough spaces (or anything else for that matter) and then go
back and replace the first one with a @.

From -1958183382838632876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7f3a096e48a180c
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: GTAR crashes with > 100MByte files - any ideas?

Date: 1997/03/04
Message-ID: <5fh9sv$k2l@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 223009968
References: <5eeteu$fbh@balaena.bio.vu.nl> <5eh5np$r57@due.unit.no>
Organization: University of Cambridge, England
Newsgroups: comp.sys.atari.programmer

In article <5eh5np$r57@due.unit.no>,
josk@ifi.unit.no (Jo Even Skarstein) writes:

>: Yeah, someone should write a MiNT device interface for the thing...
>
> Actually, there is atleast one! In the GEMAR-distribution there is a
> tape-XFS.

tape-XDD surely?

With a small program (tape*) you can "mount" the tape and use
> something like...
>
> tar cvf * /dev/mt

The /dev/mt goes before the filenames, but otherwise that's about right.

> Haven't tried it yet, I broke my (Very expencive...) SCSI2-cable when I
> recased my Falcon :-(

Ouch. Do you mean the pins in the high density connector? I can imagine
they'd be easy to break.

From -1456695494194289597
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179857c8b834acac
X-Google-Attributes: gid1115ce,public
From: Curt Vendel <cvendel@fir.fbc.com>
Subject: Re: Atari 400/800 assembly examples
Date: 1997/03/04
Message-ID: <331C5118.62319AC4@fir.fbc.com>#1/1
X-Deja-AN: 223041153
Distribution: world
References: <331B35CA.2697@ub.d.umn.edu>
To: Tom Lohman <tlohman@ub.d.umn.edu>
Organization: CS First Boston Corporation
Newsgroups: comp.sys.atari.programmer

Tom,

You may want to find 6502 Assembler for Atari's, its a very good book

and probably has examples in it. Place a posting for the book, you sure
to get it.

Curt

From -8655507562329467562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f34e1b7b760b15cc
X-Google-Attributes: gid1115ce,public
From: david@ritter.demon.co.uk (David Knight)
Subject: Re: Editable Objects
Date: 1997/03/04
Message-ID: <63739305_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 223060165
X-NNTP-Posting-Host: ritter.demon.co.uk
Reply-To: david@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

Thanks for the help but (after 3 hours of looking at my code)
I finally found the problem. I won't say just what it was as it
would make me seem as if I had an IQ of about 10 if I did say what
the problem was :)

BTW Johan I do actually find GEM programming in assembly fun!

--

  ---
     david@ritter.demon.co.uk

From -1766128473500816846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6cbb6c50c1d25b3c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c62285e6d4d61609
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,93cb85e97ad58a0f
X-Google-Attributes: gid109a67,public
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens)
Subject: Re: DLLs for Atari?
Date: 1997/03/04
Message-ID: <5fhrgg$4kf@ornews.intel.com>#1/1
X-Deja-AN: 223070547

References: <317cd$017f.152@HERMES> <E6Br2o.4Iv@novice.uwaterloo.ca>
<5f8pmp$sj6@nyheter.chalmers.se>
Followup-To: poster
Organization: Atarinet
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <5f8pmp$sj6@nyheter.chalmers.se>,
   d8klojo@dtek.chalmers.se (Johan Klockars) wrote:
>... DLL, after all, stands for Demand Loaded Library.
>That is, a library that is only loaded when it's needed. It doesn't
>necessarily have to be sharable by definition.

According to my MickeySoft developer's docs, it stands for Dynamic Linked
Library - just a quibble, though, it's the same concept regardless.

----------http://www.teleport.com/~atari----------
  ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
     NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
      for further information, email: CANADA: info@compdirect.com
  Europe: ataricomputing@cix.compulink.co.uk   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 5881891507459230682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bac443e9b4403e90,start
X-Google-Attributes: gid1115ce,public
From: brianb@ei-bay.net
Subject: Some of the SEXIEST women alive!
Date: 1997/03/04
Message-ID: <5fi77i$13n@bolivia.earthlink.net>#1/1
X-Deja-AN: 223141267
Organization: Sexxxxy Software..
Newsgroups: comp.sys.atari.programmer

 -(10,000 pictures of beautiful hot sexy Celebrities CD-ROM - ME#3)-
        Questions? CALL US! The number is listed on our website:
                      http://www.nude-celebs.com

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 400+ pics of Pamela Anderson
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 200+ pics of Christina Applegate
 200+ pics of Alicia Silverstone   -==< 10,000 CELEBRITIES!! >==-
 200+ pics of Mariah Carey
 200+ pics of Sandra Bullock

150+ pics of Liv Tyler, young star (Web Masters get a FREE CD!)
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
100+ pics of Madchen Amick goto www.nude-celebs.com
100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
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* CD is BBS ready, with descriptions of files! And its Mac readable!
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* NO AMATURE MODELS! - ONLY Celebs!

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(For MORE information on content goto http://www.nude-celebs.com/
or call 757-484-7538 in USA to order via phone!
EMAIL: nudecelebs@nude-celebs.com

Other information:

* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories on disc are arranged for ease of use!
* Graphics viewing software for Windows/DOS/Win95
* CD is ISO-9660 and Macintosh readable in POWERMACs only
* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! - Has a files.bbs conversion program for different formats!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$

(*) For FAST, reliable results goto http://www.nude-celebs
And fill out a order there. We take all methods of payment.

(*) AOL USERS: You must use AOL 3.0 Web Browser or HIGHER to order at our
automated web site, otherwise request an order form via email.

(*) Or call 757-484-7538 to order via credit card over the phone!

(*) Or if your into free cheerleader pictures visit our Naughty Cheerleaders
site at http://www.nude-celebs.com/redhot/cheer.html

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    sent to you by email, reply to this message at:
                        nudecelebs@nude-celebs.com
       If you have any further questions feel free to email us!

Qualifications: You must be OVER 18 & live somewhere in this UNIVERSE!
Please remember, Foreign orders are $5 for shipping instead of $2

(*) Wholesale/Dealer/Bulk information/prices available upon request.

ME#3   ..'~ T.H.E. Software ~'..

From 6700480241059713448
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f34e1b7b760b15cc
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Editable Objects
Date: 1997/03/05
Message-ID: <yvvlo82zn1u.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 223231696
Sender: emwoll@bowmore
References: <44964885_000008_OASIS_NEWS@ritter.demon.co.uk>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer

d8klojo@dtek.chalmers.se (Johan Klockars) writes:

> Anyway, I actually modified the MGIF sources for windowed dialogs a couple
> of days ago and extended that to handle any number of open dialogs
> simultaneously only yesterday.

You have? :-)

I thought you wouldn't do that. :-)))

So how is things going with your little bird? Everything allright
now?

//Magnus Kollberg
--
```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -5284334326123033368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f34e1b7b760b15cc
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: Editable Objects
Date: 1997/03/05
Message-ID: <HCFVBFUUUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 223239301
References: <44964885_000008_OASIS_NEWS@ritter.demon.co.uk>
<5fde1s$3mq@nyheter.chalmers.se>
Organization: Tariland Computer Club, Auckland, New Zealand
Newsgroups: comp.sys.atari.programmer

In <5fde1s$3mq@nyheter.chalmers.se> Johan Klockars wrote :

>Anyway, I actually modified the MGIF sources for windowed dialogs a couple
>of days ago and extended that to handle any number of open dialogs
>simultaneously only yesterday.
>For the edit field things I simply used form_keybd(), which worked very
>well for the single windowed dialogs (incredibly simple to do). There are
>still some strange problems remaining with the multi-dialog version,
>though, so I'm not 100% sure that form_keybd() actually does the job...
>(There are lots of other strange things going on in the extended code, so
> form_keybd() may well be blameless.)

I use form_keybd() in my GEM library in the way you mention (with multiple
windowed dialogues) and it works without any problems. Strangely, it worked
perfectly first-time and I've never had any problems.

So it definitely is possible. It also a better way to do it since you still
get the advantages of things like Let 'em Fly. If you write your own
form_keybd, such advantages are lost.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_))
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

From -2451076228037758177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56c2a9b07c22a443,start
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/03/05
Message-ID: <5fjkm4$apl@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 223240608

References: <438_9702181403@conchbbs.com> <5eev7o$fbh@balaena.bio.vu.nl>
Organization: University of Cambridge, England
Newsgroups: comp.sys.atari.programmer

In article <2157cd$1918.12f@hermes>,
     gmiller@inca.co.nz (Gaven Miller) writes:

> To me, "natural word size" refers to the ALU (Arithmetic & Logical Unit)
> width of the target processor, so an int would be 16-bits on a 16-bit CPU
> like the 68k, but 32-bits on a 32-bit CPU like the 020+ CPUs.

The 68k has a 32-bit ALU and 32-bit registers. It is, in fact, a 32-bit
processor; it just has a 16-bit bus to make the external circuitry cheaper.
In this respect it is equivalent to the 386SX.

The natural word size, then, is of course 32 bits. I don't know why most
Atari C compilers default to 16 bit ints.

From 5177292558800260018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab279a3b8aa5a341
X-Google-Attributes: gid1115ce,public
From: Thomas_Much@ka2.maus.de (Thomas Much)
Subject: Re: GDOS drivers
Date: 1997/03/05
Message-ID: <199703051732.a48573@ka2.maus.de>#1/1
X-Deja-AN: 223331214
References: <3d6_9703042027@conchbbs.com>
X-Gate: MausGate/News 1.27b9/ka2
Newsgroups: comp.sys.atari.programmer

JK>Does this include info on how to write your own drivers?

No.

JK>I was thinking it would be nice to write an HPLJ driver which lets you
JK>set the resolution and paper type via the extendable control
JK>panel (puts a structure address for these parameters in a cookie).

The NVDI CPX lets you set these attributes. Why do you want to
use a cookie?

JK>Right now you need a different driver for each resolution & paper type.

There is a message PRN_CHANGED which is sent from the NVDI driver CPX
to all running applications whenever the user changes the driver
settings.

And you should take a look at the German NVDI programmer's guide.

The system extension WDIALOG provides a complete printing dialog.
If you use these routines you won't need the driver CPX any more.

bye, Thomas

From 5808126705074490234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5bed13b65902effb
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Opening Ease windows?
Date: 1997/03/05
Message-ID: <857593776_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 223361596
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <HCEJBHWEUp@tos.ak.planet.gen.nz>
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>In <857227186_OASIS_@swampdog.demon.co.uk> Guy Harrison wrote :
>
>>Anybody know if it's possible for a program to send a message to Ease
>>so that it opens a window?
>
>I believe Ease supports the AV Protocol, so you could use this. I'm not
>sure where the documentation can be found, but I can email it to you if you
>wish.

Yes please. I have something on AV but it looks incomplete.

In case anyone is wondering, all I want to do it bring Ease to the top
on bootup (under MagiC). It's annoying having to ALT-CTRL-TAB it to
the top so I can get at my keyboard shortcuts!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 3974369483581616270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56c2a9b07c22a443
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/03/05
Message-ID: <857583188@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 223624432
Distribution: world
X-FTN-Origin: MBH (070-3605991) (mbh 205:323/101.24)
References: <2223823367@lyra.csx.cam.ac.uk>
X-FTN-REPLY: lyra.csx.cam.ac.uk 848cda07
X-FTN-PATH: 323/100
X-Comment-To: All
X-FTN-SEEN-BY: 323/100
X-FTN-Tearline: Tachion 0.99beta14
X-FTN-MSGID: 205:323/101.24@mbh 331dae54
X-FTN-AREA: COMP.SYS.ATARI.PROGRAMMER
Organization: MBH (070-3605991)
X-FTN-PID: LED 1.25
Reply-To: mr_ni@mbh.org
Newsgroups: comp.sys.atari.programmer

Mark Baker writes:
> The 68k has a 32-bit ALU and 32-bit registers. It is, in fact, a 32-
> bit processor; it just has a 16-bit bus to make the external circuitry
> cheaper. In this respect it is equivalent to the 386SX.
>
> The natural word size, then, is of course 32 bits. I don't know why
> most Atari C compilers default to 16 bit ints.

That's because the 68000 has a 16 bit ALU. Working with 16 bit integers is faster, usually 2 clock cycles unless it's an register to register operation, then it takes 4 extra clockcyles. Secondly using 16 bit ints is faster because of the 16 bit bus.

Bye, Hans

From 5071620695756941156
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56c2a9b07c22a443
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/03/06
Message-ID: <dwilga-0603971056560001@138.110.10.65>#1/1
X-Deja-AN: 223546485
References: <438_9702181403@conchbbs.com> <5eev7o$fbh@balaena.bio.vu.nl>

<2157cd$1918.12f@HERMES> <5fjkm4$apl@lyra.csx.cam.ac.uk>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <5fjkm4$apl@lyra.csx.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) wrote:

> In article <2157cd$1918.12f@hermes>,
>   gmiller@inca.co.nz (Gaven Miller) writes:
>
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>
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> In this respect it is equivalent to the 386SX.
>
> The natural word size, then, is of course 32 bits. I don't know why most
> Atari C compilers default to 16 bit ints.

When you use a 680x0 "move.w" (move word) instruction, it deals with 16 bits.

Considering that the 680x0 has instruction sizes for byte, world and long, and C uses char, int, and long, these correspond pretty well IMHO. If you went to 32-bit ints, that would mean sizeof(int)==sizeof(long), which is not as flexible. There would be no way to specify a data type 16 bits wide without using a union or struct.

Dan Wilga
dwilga@mtholyoke.edu

From 3692875524697348605
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56c2a9b07c22a443
X-Google-Attributes: gid1115ce,public
From: R. Mellish <rm03@ic.ac.uk>
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/03/06
Message-ID: <5fmuof$29@oban.cc.ic.ac.uk>#1/1
X-Deja-AN: 223556854
References: <438_9702181403@conchbbs.com> <5eev7o$fbh@balaena.bio.vu.nl>
<2157cd$1918.12f@HERMES> <5fjkm4$apl@lyra.csx.cam.ac.uk>
<dwilga-0603971056560001@138.110.10.65>
Organization: Acme Labs
Newsgroups: comp.sys.atari.programmer

Dan Wilga <dwilga@mtholyoke.edu> wrote:
>In article <5fjkm4$apl@lyra.csx.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) wrote:
[...]

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>>
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>and C uses char, int, and long, these correspond pretty well IMHO. If you
>went to 32-bit ints, that would mean sizeof(int)==sizeof(long), which is
>not as flexible. There would be no way to specify a data type 16 bits wide
>without using a union or struct.

Eh? What's wrong with 'short'? (or 'short int'?)

Lattice C, for instance, has the basic types char, short and long,
and 'int' is either 'short int' or 'long int' depending on the compiler
options. Thus you can set the exact size if necessary, and just use 'int'
if it doesn't matter.

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk

From 3250324676868929028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21e476a1e5f31d24,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: 32 bit ints
Date: 1997/03/06
Message-ID: <900_9703061235@conchbbs.com>#1/1
X-Deja-AN: 223566528
Organization: Houston Area League of PC Users
Newsgroups: comp.sys.atari.programmer

Regarding the "natural" word size, I might add that the 68030 still
requires instructions and the stack pointer to be aligned to word
(16 bit) boundaries, and that nothing is required to be aligned to
long boundaries (except the video RAM, but that's another chip).

I only use "int" for two reasons:

1) It's easier to type than "short".
2) All of my system header prototypes use "int".

Perhaps I should have avoided using int altogether. Then again,
sizeof(short) and sizeof(long) aren't carved in stone either.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 718731792766676018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab279a3b8aa5a341
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: GDOS drivers
Date: 1997/03/06
Message-ID: <5fneo3$4v6@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 223604751
References: <3d6_9703042027@conchbbs.com> <199703051732.a48573@ka2.maus.de>
Organization: University of Guelph
Newsgroups: comp.sys.atari.programmer

Thomas Much (Thomas_Much@ka2.maus.de) wrote:

: And you should take a look at the German NVDI programmer's guide.
: The system extension WDIALOG provides a complete printing dialog.
: If you use these routines you won't need the driver CPX any more.

Unfortunately, WDIALOG isn't compatible with Geneva, and it doesn't work
reliably with AES 4.1 (IIRC; haven't used AES 4.1 for a while). This is
something that ought to be fixed, but probably won't be :P

THeo

From -9015634046737929515
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f34e1b7b760b15cc
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Editable Objects
Date: 1997/03/06
Message-ID: <5fnaqd$l18@nyheter.chalmers.se>#1/1
X-Deja-AN: 223820003
References: <44964885_000008_OASIS_NEWS@ritter.demon.co.uk>
<5fde1s$3mq@nyheter.chalmers.se> <HCFVBFUUUp@tos.ak.planet.gen.nz>
Organization: Chalmers University of Technology

Newsgroups: comp.sys.atari.programmer

In article <HCFVBFUUUp@tos.ak.planet.gen.nz>,
Mario Becroft <mbecroft@tos.ak.planet.gen.nz> wrote:
>In <5fde1s$3mq@nyheter.chalmers.se> Johan Klockars wrote :
>
>>For the edit field things I simply used form_keybd(), which worked very
>>well for the single windowed dialogs (incredibly simple to do). There are
>>still some strange problems remaining with the multi-dialog version,
>>though, so I'm not 100% sure that form_keybd() actually does the job...
...
>I use form_keybd() in my GEM library in the way you mention (with multiple
>windowed dialogues) and it works without any problems. Strangely, it worked

It turned out that a couple of variables didn't get set properly within
my dialog callback stuff. Everything (almost) is fine now.

>perfectly first-time and I've never had any problems.

:-)
It was that way with my simple windowed dialog code, but there were just
too many small changes to do to make everything deal with multiple
dialogs.

>So it definitely is possible. It also a better way to do it since you still
>get the advantages of things like Let 'em Fly. If you write your own
>form_keybd, such advantages are lost.

Exactly. That's why I didn't even want to write windowed dialogs before.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 1860922462984853155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab279a3b8aa5a341
X-Google-Attributes: gid1115ce,public
From: Thomas_Much@ka2.maus.de (Thomas Much)
Subject: Re: GDOS drivers
Date: 1997/03/07
Message-ID: <199703071602.a51590@ka2.maus.de>#1/1
X-Deja-AN: 223842873
References: <5fneo3$4v6@ccshst05.cs.uoguelph.ca>
X-Gate: MausGate/News 1.27b9/ka2
Newsgroups: comp.sys.atari.programmer

TLH>Unfortunately, WDIALOG isn't compatible with Geneva, and it doesn't
TLH>work reliably with AES 4.1

Are you sure this is still true for WDIALOG 1.95?

bye, Thomas

From -6035156966633667143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56c2a9b07c22a443
X-Google-Attributes: gid1115ce,public
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/03/07
Message-ID: <E6or78.2B8@novice.uwaterloo.ca>#1/1
X-Deja-AN: 223854417
Sender: news@novice.uwaterloo.ca (Mr. News)
References: <438_9702181403@conchbbs.com> <2157cd$1918.12f@HERMES>
<5fjkm4$apl@lyra.csx.cam.ac.uk> <dwilga-0603971056560001@138.110.10.65>
Organization: University of Waterloo
Newsgroups: comp.sys.atari.programmer

In article <dwilga-0603971056560001@138.110.10.65>,
Dan Wilga <dwilga@mtholyoke.edu> wrote:
>In article <5fjkm4$apl@lyra.csx.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) wrote:
[...]
>Considering that the 680x0 has instruction sizes for byte, world and long,
>and C uses char, int, and long, these correspond pretty well IMHO. If you
>went to 32-bit ints, that would mean sizeof(int)==sizeof(long), which is
>not as flexible. There would be no way to specify a data type 16 bits wide
>without using a union or struct.

Whatever happened to "short int"?

Art
--
Art
atwareck@novice.uwaterloo.ca

From -3604180775893540345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c7ff85674138f02,start
X-Google-Attributes: gid1115ce,public
From: "Kevin Tessner" <ktessner@sstech.on.ca>
Subject: Cross compiling for the Atari with GNU C
Date: 1997/03/07
Message-ID: <01bc2b32$081e64a0$3505a8c0@kevin's.sstech.on.ca>#1/1
X-Deja-AN: 223855108

Organization: S-S Technologies
Newsgroups: comp.sys.atari.programmer

I've developed a hardware system which runs a Motorola 68340 CPU and have been doing all my development for it with my Atari ST and the Pure C environment. This is all fine and grand but the end users of the product will be writing programs for it as well and do not own any Atari's.

What do I have to do to furnish them with a ready to run PC version of GNU configured for 68020 output in standard Atari .PRG files?

Kevin Tessner
DeviceNet Product Development
S-S Technologies Inc.
ktessner@sstech.on.ca

From 8461373314722118906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5bed13b65902effb
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: Opening Ease windows?
Date: 1997/03/08
Message-ID: <HCIIBAXEUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 223944217
References: <857593776_OASIS_@swampdog.demon.co.uk>
Organization: Tariland Computer Club, Auckland, New Zealand
Newsgroups: comp.sys.atari.programmer

In <857593776_OASIS_@swampdog.demon.co.uk> Guy Harrison wrote :

> In article <HCEJBHWEUp@tos.ak.planet.gen.nz>
> mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-
>
>>In <857227186_OASIS_@swampdog.demon.co.uk> Guy Harrison wrote :
>>
>>>Anybody know if it's possible for a program to send a message to Ease
>>>so that it opens a window?
>>
>>I believe Ease supports the AV Protocol, so you could use this. I'm not
>>sure where the documentation can be found, but I can email it to you if you
>>wish.
>
>Yes please. I have something on AV but it looks incomplete.
>
>In case anyone is wondering, all I want to do it bring Ease to the top
>on bootup (under MagiC). It's annoying having to ALT-CTRL-TAB it to
>the top so I can get at my keyboard shortcuts!

I would have expected that MagiC would have a "bring this app to the top" function, which would be a much nicer way to do than topping Ease's window.

I'll send the AV-Protocol documentation that I have by email since it's quite large.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz
Tariland Atari http://www.pl.net/user/mario/
Support in NZ: http://www.pl.net/user/mario/tariland/

```
|\__/,|   (`\
_.|o o  |_   ) )
---(((---(((---------
```

From 3941860703653208279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56c2a9b07c22a443
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/03/08
Message-ID: <397cd$0614.30d@HERMES>#1/1
X-Deja-AN: 223952937
References: <438_9702181403@conchbbs.com> <5eev7o$fbh@balaena.bio.vu.nl>
<2157cd$1918.12f@HERMES> <5fjkm4$apl@lyra.csx.cam.ac.uk>
<dwilga-0603971056560001@138.110.10.65>
Newsgroups: comp.sys.atari.programmer

Dan Wilga (dwilga@mtholyoke.edu) wrote:
> > The natural word size, then, is of course 32 bits. I don't know why most
> > Atari C compilers default to 16 bit ints.

> When you use a 680x0 "move.w" (move word) instruction, it deals with 16 bits.

> Considering that the 680x0 has instruction sizes for byte, world and long,
^^^^^

Wow! I always know 68k processors were powerful - this just goes to prove it.

A "move world" instruction - something those loudmouth wimps at Intel don't have!

{[:-)]

<serious>
Yes, I know you meant "word".
</serious>

--

Quote For The Month:

"Open up, it's the pigs!"

From -4620709611305557612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab279a3b8aa5a341
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: GDOS drivers
Date: 1997/03/09
Message-ID: <5ft17v$jf8@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 224069845
References: <5fneo3$4v6@ccshst05.cs.uoguelph.ca> <199703071602.a51590@ka2.maus.de>
Organization: University of Guelph
Newsgroups: comp.sys.atari.programmer

Thomas Much (Thomas_Much@ka2.maus.de) wrote:
: TLH>Unfortunately, WDIALOG isn't compatible with Geneva, and it doesn't
: TLH>work reliably with AES 4.1

: Are you sure this is still true for WDIALOG 1.95?

I can't say; all I know is that the version that came with my copy of NVDI 4.11 ET4000 is virtually non-functional under Geneva. OK, I just checked, and it's version 1.04, according the message embedded in the program binary. That might explain a lot. Where can I get the newest (and hopefully most compatible) version?

Thanks...

THeo

From -6241875334704460513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecb187a08429f4af,start
X-Google-Attributes: gid1115ce,public
From: Robert Aries <robaries@ix.netcom.com>
Subject: GRAF_MKSTATE peculiarities...
Date: 1997/03/10
Message-ID: <33246428.13CF@ix.netcom.com>#1/1
X-Deja-AN: 224464832
Organization: Netcom
X-NETCOM-Date: Mon Mar 10 1:40:29 PM CST 1997
Reply-To: robaries@ix.netcom.com
Newsgroups: comp.sys.atari.programmer

From my limited lurking time here, I haven't seen any GFA people, but what the hey,
let me give this a shot...actually this may be more of a TOS than a GFA issue.

My program's main loop needs to look for keyboard & mouse events. With the
mouse, I need to select & highlight small pieces of the screen (I'm in ST high rez). I
was using the GFA calls MOUSEX, MOUSEY, and MOUSEK to read the mouse location
and button states. Then I learned that these calls use Line-A, and I should replace
them with AES calls. GFA 3.5 does the graf_mkstate function so I thought I'd go with
that.

The problem is that this call doesn't seem to work if the mouse is near the top of the
screen. I suspect that it has to do with conflicts with the menu bar, except that my
program doesn't use a menu (it needs the whole screen). Is there something I'm
missing? I'm not that knowledgeable regarding GEM stuff, having mostly
programmed stuff for myself (so I really only cared if it worked on MY ST <g>). It
would be nice to make my program more "legal" so I'd like to try and work this out
(who knows, maybe two other people would be able to make use of my program
<g>!).

Rob Aries

From -4886350541542379793
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21e476a1e5f31d24
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: 32 bit ints
Date: 1997/03/10
Message-ID: <5g26jk$eip@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 224518377
Distribution: world
References: <900_9703061235@conchbbs.com>
Organization: University of Sussex
Newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:

: Regarding the "natural" word size, I might add that the 68030 still
: requires instructions and the stack pointer to be aligned to word
: (16 bit) boundaries, and that nothing is required to be aligned to
: long boundaries (except the video RAM, but that's another chip).

: I only use "int" for two reasons:

: 1) It's easier to type than "short".
: 2) All of my system header prototypes use "int".

: Perhaps I should have avoided using int altogether. Then again,
: sizeof(short) and sizeof(long) aren't carved in stone either.

Is it possible to #define int to something else? I know that gcc supports the -mshort option to force short ints (the default is long ints on the version I use).

Just a though.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

From -2354404371229376988
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab279a3b8aa5a341
X-Google-Attributes: gid1115ce,public
From: Thomas_Much@ka2.maus.de (Thomas Much)
Subject: Re: GDOS drivers
Date: 1997/03/10
Message-ID: <199703101321.a54647@ka2.maus.de>#1/1
X-Deja-AN: 224561554
References: <5ft17v$jf8@ccshst05.cs.uoguelph.ca>
X-Gate: MausGate/News 1.27b9/ka2
Newsgroups: comp.sys.atari.programmer

TLH>Where can I get the newest (and hopefully most compatible) version?

It's in the COPS 1.06 archive:

  http://www.uni-karlsruhe.de/~Thomas.Much/archive/cops106e.zip

bye, Thomas

From -3014795666493913565
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,d667923d4637f0e0,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,d667923d4637f0e0,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,d667923d4637f0e0,start
X-Google-Attributes: gid1115ce,public
From: lynx@earthlink.net
Subject: Atari Jaguar, Jag CD, Lynx stuff
Date: 1997/03/10
Message-ID: <5g1l2t$8g0@lois.zippo.com>#1/1
X-Deja-AN: 224569901
Organization: None
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Atari Jaguar, Jag CD, Lynx

http://www.vglq.com

From 5969417254890788102
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4be4be241da24c50,start
X-Google-Attributes: gid1115ce,public
From: Frederic Bossut <Frederic.Bossut@etu.utc.fr>
Subject: Dsp booting
Date: 1997/03/11
Message-ID: <33252B7C.33C33D10@etu.utc.fr>#1/1
X-Deja-AN: 224629259
Organization: Universite de Technologie de Compiegne
Newsgroups: comp.sys.atari.programmer

hi,

I have a little problem with the DSP.

I need for my MONOTACHE soft, to reserve the entire 16ko in x and y.

but the system seems to have already set something in, because it
doesn't declare me all the 16ko (using Dsp_Available(...))

I tried to take all the memory with a little loading dsp code

All is working, but after the end of my soft, a new call to the function
DspLoadProg() made by any other soft (even mine) set the computer in an
infinite loop and i have to reset the computer.

So,

-I would like to know if the sytem has some vital information in the dsp

(memory x and y in the 16 external ko)

-How to reconfigure the system to make it run after the dsp mnemonic
RESET?

-If some vital informations are let in the DSP memory (idem as above)
could the function Dsp_execBoot() set the computer as if it has just
boot?

-if yes, did it exist in the system an runable dsp code to boot with ?
(needed by DspExecBoot())

-In fact i try to use the dsp, in any of it's precedent state, and the
reset it to make it work again with other programms

Thank you
--

```
     ______   ______   ______   ____
    / ____/\ / __  /\ / ____/\ / _ |\
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/_/ /    /_/ /\_\ /_____/\ /_____/ /
\_\/     \_\/  \_\\_____\/ \_____\/
```

From 1192367350559246103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9883df31b09a90c6
X-Google-Attributes: gid1115ce,public
From: hirliman@news.u-strasbg.fr (Ludovic.Hirlimann)
Subject: Re: Assembler and Disassembler?
Date: 1997/03/11
Message-ID: <5g3f09$num@news.u-strasbg.fr>#1/1
X-Deja-AN: 224639503
References: <D.E.Jones-0303971305280001@144.173.2.229>
Organization: CRC - Universite Louis Pasteur - Strasbourg France
Newsgroups: comp.sys.atari.programmer

D.E.Jones (D.E.Jones@ex.ac.uk) wrote:
%N> Hi all,
%N>   I need to get hold of an assembler and a disassembler for use on my
%N> Atari STE 2meg Tos. Does anyone know of a shareware one that I can
%N> download from somewhere. Also it would help a lot if there was some sort
%N> of manual available. Thanks.

Visual assembler is available from ftp.cnam.fr (can't remember where tho)

Ludovic
--
OS/2 Works ... fg024@Cleveland.freenet.edu

MacOS Works ... ludovic Hirlimann 2:325/42@fidonet.ftn
My Falcon Works ... #include <stddisclaimer>
The Future is in the BeBox and the Be OS

From 4852394933102803665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b2369d58cb3c94e,start
X-Google-Attributes: gid1115ce,public
From: dfischer@hotmail.com (Daniel ‹Chocolate› Fischer)
Subject: 68030 Asm
Date: 1997/03/11
Message-ID: <dfischer-1103971901050001@ppp-008.alpirsbach.netsurf.de>#1/1
X-Deja-AN: 224720086
Organization: MAFIA International
X-Comment: Destroy Microsoft
Newsgroups: comp.sys.atari.programmer

Does anybody know where to get some *free* 68030 Assembler
for Falcon?

Daniel Fischer \ Amateur programmer and / dfischer@hotmail.com
----------\ treknologist /.....
On behalf of US Code, Title 47, Chapter 5, any unsolicited e-mail,
whether commercial or not, sent to this account, is subject to a
download and archival fee of (U.S.) $500; mailing constitutes
agreement to these terms. /----------
----------/ New Home Of Great Food (tm)

From -5015030530782083616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4be4be241da24c50
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Dsp booting
Date: 1997/03/11
Message-ID:
<Pine.GSO.3.95Lrindlow.970311203813.27057D-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 224740399
References: <33252B7C.33C33D10@etu.utc.fr>
Organization: Link›ping University, Sweden
Newsgroups: comp.sys.atari.programmer

On Tue, 11 Mar 1997, Frederic Bossut wrote:

> hi,

>
> I have a little problem with the DSP.
>
> I need for my MONOTACHE soft, to reserve the entire 16ko in x and y.
>
> but the system seems to have already set something in, because it
> doesn't declare me all the 16ko (using Dsp_Available(...))
>
> I tried to take all the memory with a little loading dsp code
>
> All is working, but after the end of my soft, a new call to the function
> DspLoadProg() made by any other soft (even mine) set the computer in an
> infinite loop and i have to reset the computer.

This is due to that the last part of the program memory, which is mapped on the last part of the X memory in Falcon, is used for a program uploader, which is used by DspLoadProg() and similar functions to upload your dsp code. So, if you in your dsp code overwrite this uploadcode, the next time you call DspLoadProg(), it won't be able to upload the program, and in the stupid way the function is made, it will hang the computer in an infinite loop trying to upload.

> So,
>
> -I would like to know if the sytem has some vital information in the dsp
> (memory x and y in the 16 external ko)
>
> -How to reconfigure the system to make it run after the dsp mnemonic
> RESET?
>
> -If some vital informations are let in the DSP memory (idem as above)
> could the function Dsp_execBoot() set the computer as if it has just
> boot?
>
> -if yes, did it exist in the system an runable dsp code to boot with ?
> (needed by DspExecBoot())
>
> -In fact i try to use the dsp, in any of it's precedent state, and the
> reset it to make it work again with other programms

I don't know a way to really reset the DSP so that it restores the bootstrap uploader code I was talking about above. Obviously there is a way, since a reset of the computer does it, but the risk is that it's made by hardware.
If anyone else knows, I would very much like to know too. It would definitely help me when using the DSP in linux.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From 2949332847313501413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,454a59c53e3329b1,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/03/12
Message-ID: <858141596_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 224866506
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <33246428.13CF@ix.netcom.com>
Robert Aries <robaries@ix.netcom.com> said:-

>The problem is that this call doesn't seem to work if the mouse is
>near the top of the screen. I suspect that it has to do with
>conflicts with the menu bar, except that my program doesn't use a menu
>(it needs the whole screen). Is there something I'm missing?

I dunno GFA but a couple of points to consider ...

I'm not sure you should be using graf_mkstate() within the menubar.
The AES is aware of the desktop so it could be confusing it. Maybe you
can but someone else would have to verify this. I'd guess you'd at
least have to lock the screen. Might even have to install a dummy
menubar of your own even.

Anyway, the VDI might be a better choice. This is below the AES and
will definately be able to process a full screen.

>I'm not that knowledgeable regarding GEM stuff, having mostly
>programmed stuff for myself (so I really only cared if it worked on MY
>ST <g>).

A more theoretical point ...

If you encroach into the menubar then you will have problems with
systems like MagiC where the menubar is constantly being switched to
the active application. In situations like this you would need to have
your program installed as singletasking.

>It would be nice to make my program more "legal" so I'd like to try
>and work this out

Another thing with graf_mkstate() is that I have found it to be quirky

(I forget the AES version but it was either tos 1.2 or tos 1.2). I've
formed the impression (ie gut feeling) it lies at a level midway
between the aes and vdi.

>(who knows, maybe two other people would be able to make use of my
>program <g>!).

<G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -8595646183646315793
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d2ecb276ec468eb,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: 32 bit ints
Date: 1997/03/12
Message-ID: <858139444_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 224872946
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <5g26jk$eip@infa.central.susx.ac.uk>
jamesco@cogs.susx.ac.uk (James Cox) said:-

>Is it possible to #define int to something else? I know that gcc
>supports the -mshort option to force short ints (the default is long
>ints on the version I use).
>
>Just a though.

It certainly ought to be - unless the ansi standard has redefined what
a preprocessor should do. [anybody?]

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 4009467420173658584
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8a6155382136e29
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: MiNT threads
Date: 1997/03/12
Message-ID: <5g6ds5$61g@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 224935291
Distribution: world
References: <5eet9t$2b6@due.unit.no>
<Pine.A32.3.91.970228221537.20700B-100000@pallas.amp.uni-hannover.de>
Organization: University of Sussex
Newsgroups: comp.sys.atari.programmer

> I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
> evnt_multi()-loop while the parent does the same?

They can, but there are problems: firstly, each thread needs to call appl_init() etc, just as the parent process needed to; and secondly, if you're using C, then the chances are that you will have to re-write the libraries for AES/VDI access since all of the arrays are held in global variables, and each thred needs to have it's own set of GEM arrays otherwise the moment any of the threads happen to make a GEM call at approximately the same time things will go haywire!

I believe that there is a library somewhere out there that gets around this problem, but I don't know where, or who it's written by.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

From -7457463911187232803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,454a59c53e3329b1
X-Google-Attributes: gid1115ce,public
From: Robert Aries <robaries@ix.netcom.com>
Subject: Re: GRAF_MKSTATE peculiarities...

Date: 1997/03/12
Message-ID: <3326C214.1612@ix.netcom.com>#1/1
X-Deja-AN: 224940110
Organization: Netcom
X-NETCOM-Date: Wed Mar 12 6:45:44 AM PST 1997
Reply-To: robaries@ix.netcom.com
Newsgroups: comp.sys.atari.programmer

> Robert Aries <robaries@ix.netcom.com> said:-
>
> >The problem is that this call doesn't seem to work if the mouse is
> >near the top of the screen. I suspect that it has to do with
> >conflicts with the menu bar, except that my program doesn't use a menu
> >(it needs the whole screen). Is there something I'm missing?
>
> I dunno GFA but a couple of points to consider ...
>
> I'm not sure you should be using graf_mkstate() within the menubar.
> The AES is aware of the desktop so it could be confusing it. Maybe you
> can but someone else would have to verify this. I'd guess you'd at
> least have to lock the screen. Might even have to install a dummy
> menubar of your own even.
>
> Anyway, the VDI might be a better choice. This is below the AES and
> will definately be able to process a full screen.

Thanks for the tip. I tried using the VDI, but it is slow, slow, slow!
My loop is contantly querying the mouse location and button state, and
even when compiled, the mouse pointer flickers badly! Now, I might be
doing something wrong here, as I only half-understand the concepts
involved, but I'm using the VDI function vq_mouse(). Naturally, GFA has
its own syntax for accessing the VDI, but I think I did it right: First
I got the screen's workstation handle with graf_handle(). The Atari
Compendium also says something about a "device id" but I assume that GFA
handles this internally?? Anyway, I put the opcode for the function
(124) in contrl(0), set contrl(1) and contrl(3) to 0, and put the handle
into contrl(6)--all this is from the Compendium, and GFA has
corresponding arrays pre-defined. In my loop, I read the contents of
ptsout(0) and ptsout(1) [the mouse x & y coordinates] and intout(0)
[button state], and it does seem to work; the numbers returned are
correct, it's just that this is very slow.

I do appreciate your taking the time to help out...right now it does
look like I'll have to go back to the old line-a GFA calls though.
Well, I tried!

RA

From 32045088707825239
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,313f8049b69b0139,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Progs in AUTO or executed by MiNT
Date: 1997/03/12
Message-ID: <3326d05cc42ef1@xs4all.nl>#1/1
X-Deja-AN: 224953751
X-XS4ALL-Date: Wed, 12 Mar 1997 16:52:53 MET
X-Hardware: MC68000 Atari Mega 4 ST TOS 1.4
Organization: Seni Translation Services, Amsterdam
X-URL: http://xs4all.nl/~josdb
Reply-To: josdb@xs4all.nl
Newsgroups: comp.sys.atari.programmer

I have two questions:

1) Does anybode know why programs in the AUTO folder do not have access to environment variables during start-up? Is there a way to circumvent the problem?

2) I have written a little program which sets daylight saving time automatically (and vice-versa). It runs OK in the AUTO folder, but it messes things up when executed by MiNT. Are there special requirements for programs if you want to have them executed by MiNT?

Thasks in advance.

Jos den Bekker
<josdb@xs4all.nl>

From 2029700612560651130
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,995151f44a6a8904,start
X-Google-Attributes: gid1115ce,public
From: goextreme@hotmail.com
Subject: We have taken the Hassles out of the net
Date: 1997/03/12
Message-ID: <3326b7b4.0@news1.betacom.net>#1/1
X-Deja-AN: 224967855
Organization: Extreme Net
Newsgroups: comp.sys.atari.programmer

WELCOME And Go To
www.GoExtreme.com

The Premiere Site on the Internet for EXTREME NET TOOLZ, Internet Relay Chat (IRC) help, and Newsgroup help without the clutter!

A large group of irc operators and newsgroup gurus have tested and evaluated the best internet toolz and HERE are their choices to become an EXTREME Net user!

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Fastest jpeg\gif viewer ACDSEE!...Shareware!!!
Best E-Mail Program Eudora Lite 3.01!...Freeware!!!
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CuteFTP 1.8 makes "browsing" FTP sites a snap!...Shareware!!!
Fastest Web Browser Netscape 3.01!...Shareware!!!

(`.(`.!!BOSnet: Voted The MOST EXTREME Internet Provider!!.).)

Great Page for Extreme Net Toolz! All listed software here!
Get Extreme `Net Toolz here!

Great Help Page for IRC!!! Fserve, Flood Protection, New IRC Servers!
IRC Help here!

Great Help Page for News Groups! How To Do It! Big List of Public Servers!
Newsgroup Help here!

This information provided so that we may all enjoy the Internet, IRC, and Newsgroups better!

!!We receive no money!!

Members of
[freespeech]
Campaign

and

[AOL SUX Get a REAL ISP Campaign]

From 4602214934097595607
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 1115ce,7ea8fe380da57050,start
X-Google-Attributes: gid1115ce,public
From: Geir Oeyvind Vaelidalo <goev@hinux.hin.no>
Subject: GETMPB
Date: 1997/03/12
Message-ID: <Pine.LNX.3.96.970312195140.440A-100000@hinux.hin.no>#1/1
X-Deja-AN: 224994405
Organization: University of Tromsoe, Norway
Newsgroups: comp.sys.atari.programmer

Hello!

GETMPB is, as far as I know, useless with anything than Tos, isn't that correct?
Well, how do I find the MPB under MultiTos and MagiC? And how is the struct of that thing? Is it similar to the one under Tos?

Atari compendium says that GETMPB is useless under Mint, and it looks like it's useless under MagiC too.
Any help would be greatly appreciated!

Best regards
Geir...

```
''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
'" Geir Oeyvind Vaelidalo "'" Data Teknikk Student ved "'
'" Alpinveien 2B-2        "'" Hoeyskolen i Narvik      "'
'" N-8500 NARVIK          "''''''''''''''''''''''''''''''''''''
''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
```

From -4732314292827354474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4be4be241da24c50
X-Google-Attributes: gid1115ce,public

From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Re: Dsp booting
Date: 1997/03/12
Message-ID: <88189505_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 225047245
X-NNTP-Posting-Host: the-gap.demon.co.uk
References:
<Pine.GSO.3.95Lrindlow.970311203813.27057D-100000@tingeling.lysator.liu.se>
Organization: The home of CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

>This is due to that the last part of the program memory, which is mapped
>on the last part of the X memory in Falcon, is used for a program
>uploader, which is used by DspLoadProg() and similar functions to upload
>your dsp code. So, if you in your dsp code overwrite this uploadcode, the
>next time you call DspLoadProg(), it won't be able to upload the program,
>and in the stupid way the function is made, it will hang the computer in
>an infinite loop trying to upload.
>
>I don't know a way to really reset the DSP so that it restores the
>bootstrap uploader code I was talking about above. Obviously there is a
>way, since a reset of the computer does it, but the risk is that it's made
>by hardware.
>If anyone else knows, I would very much like to know too. It would
>definitely help me when using the DSP in linux.

Could this be the cause of the MagiC problem. Where sometimes, a call to the DSP (via the Brainstorm decoder) hangs the system. The only solution to this is to reboot the Falcon and it seems to go away (although sometimes a couple of reboots are needed)?

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From -6462935974046608402
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,313f8049b69b0139
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: Progs in AUTO or executed by MiNT
Date: 1997/03/13
Message-ID: <5g7h1h$160dg_002@news.ti.com>#1/1

X-Deja-AN: 225057663
References: <3326d05cc42ef1@xs4all.nl>
Organization: TIS
Newsgroups: comp.sys.atari.programmer

In article <3326d05cc42ef1@xs4all.nl>, josdb@xs4all.nl wrote:
>I have two questions:
>
>1) Does anybode know why programs in the AUTO folder do not have
>access to environment variables during start-up? Is there a way to
>circumvent the problem?

IIRC, GEM is not up yet. So when GEM comes up, it creates new environment variables.

It's interesting about what you are doing for DST. Is there an algorithm which can calculate the beginnin & ending of DST? I am looking for one to put into my world clock, called PH World Clock. Currently my clock handles it quite simply by having the user tell it that DST is on.

>
>2) I have written a little program which sets daylight saving time
>automatically (and vice-versa). It runs OK in the AUTO folder, but it
>messes things up when executed by MiNT. Are there special requirements
>for programs if you want to have them executed by MiNT?
>
>Thasks in advance.
>
>Jos den Bekker
><josdb@xs4all.nl>

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From -1735453255414135924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3330cc156a7a8cc1
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: Dpathconf
Date: 1997/02/24
Message-ID: <331154DA.167EB0E7@doc.ic.ac.uk>#1/1
X-Deja-AN: 221016822
References: <E5K1Cw.6vx@cix.compulink.co.uk>
Content-Type: text/plain; charset=us-ascii

Organization: Imperial College of Science, Medicine and Technology, London
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

Mark Baines wrote:
>
> Is the MiNT function Dpathconf() available on any other OS, such as MagiC, or
> is it MultiTOS only?

MagiC supports almost all the MiNT function calls (as of V5). Even V4 supported
quite a lot of them, and Dpathconf() was among them.

> In other words, can you have a drive U:? I see from someone with MagiCPC that
> there is a U: drive but is it like MiNT's U:?
> Does Pdomain(), Dopendir(), Dreaddir() mean anything under MagiC?

Pdomain() just causes MagiC's file selector (and any loadable filesystems
present) to assume that the program understands long filenames (this is a V5
feature). Dopendir()/Dreaddir() work fine as of V4.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From -3925874431981446471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bb5b59fed73273c5,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bb5b59fed73273c5,start
X-Google-Attributes: gid1115ce,public
From: ceebti@cee.hw.ac.uk (Brian Thomas Innes)
Subject: KillThings
Date: 1997/02/24
Message-ID: <E63o8L.Av5@cee.hw.ac.uk>#1/1
X-Deja-AN: 221022937
Sender: news@cee.hw.ac.uk (News Administrator)
Organization: Heriot-Watt University
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hi All!

First some bad news. KillThings (Doom clone) is no longer being developed by DigiTallis (Boo hoo! :(

Some Good news. The source code and executables are now on the DigiTallis Web site as PD! :)

I have down loaded it and I think I might be able to finish the coding! (Just got to define a level file spec, put in level loading routs, add game logic, finish off the level editor, etc, etc. A big job, but once I define the level specs, then It should be a lot easier. Tell you what though, perhaps some other programmers out there would like to lend a hand? If we can define a common level file format, then we can all work together to get the game finished!)

Yeah!

Bye for now!

Brian!

From 5201981848737156500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d71e9810dfd30e3,start
X-Google-Attributes: gid1115ce,public
From: Andres Saul <saul@polaire.crmc2.univ-mrs.fr>
Subject: making CAB work with ethernet card.....
Date: 1997/02/24
Message-ID: <3311676B.7748@polaire.crmc2.univ-mrs.fr>#1/1
X-Deja-AN: 221025370
CC: dayez@crmc2
Content-Type: text/plain; charset=us-ascii
Organization: IMT
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 3.01Gold (X11; I; HP-UX A.09.03 9000/712)

Hi:
I have a TT and a RIEBL ethernet card that I want to use with CAB.
I know how to make CAB to work with a PPP modem conexion (stik) but I
did not
succed to make it work with my ethernet card.
Any help will be welcome.....
Andres

--

Andres Saul | Office: (33)-04.91.17.28.88
CRMC2-CNRS, Campus de Luminy Case 913, | Fax: (33)-04.91.41.89.16
13288 Marseille Cedex 9 France |
----
e-mail: saul@crmc2.univ-mrs.fr

--

From -3928795574120622231
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bb5b59fed73273c5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bb5b59fed73273c5
X-Google-Attributes: gid1115ce,public
From: Rene Kint <itsux@xs4all.nl>
Subject: Re: KillThings
Date: 1997/02/24
Message-ID: <33120855.23A6@xs4all.nl>#1/1
X-Deja-AN: 221046339
References: <E63o8L.Av5@cee.hw.ac.uk>
Content-Type: text/plain; charset=us-ascii
Organization: World Access, Internet, E-mail and Videotex
Mime-Version: 1.0
Reply-To: itsux@xs4all.nl
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
X-Mailer: Mozilla 3.0 (Win16; I)

Brian Thomas Innes wrote:
>
>   Hi All!
>
>   First some bad news. KillThings (Doom clone) is no longer being
> developed by DigiTallis (Boo hoo! :(
>
>   Some Good news. The source code and executables are now on the
> DigiTallis Web site as PD! :)
>

Brian,

do you mind telling me the URL of the Web site?

R.

From -731754426116815012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab279a3b8aa5a341,start
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: GDOS drivers
Date: 1997/02/24
Message-ID: <E64EoI.D7q@cix.compulink.co.uk>#1/1
X-Deja-AN: 221123271
Organization: Compulink Information eXchange

Newsgroups: comp.sys.atari.programmer

Apart from scanning the ASSIGN.SYS file looking for *.SYS files and appropriate driver numbers, or looping through 1-99 and trying to v_opnwk() and seeing if handles are viable, is there another, simpler way I can find out what GDOS drivers are available to the system?

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

From -356099193988640823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe628410a414de39,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: return in a dialog box?
Date: 1997/02/24
Message-ID: <5et44t$rdl@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 221163456
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: bdc2@po.CWRU.Edu (Boris D. Cahan)
Newsgroups: comp.sys.atari.programmer

for STiK. In my dialog box, where I get the host ID from,
It comes up fine with
"Host:_____" , BUT The cursor in the dialog box
is at the end of the line, not at the beginning, like it should.
Thus, one has to hit <esc> to clear the line and enter the data.
What am I doing wrong? I am using Lattice 'C' v5.6.
Please, This is my first real 'C' project, and I am not yet
too familiar with the lingo or with WERCS. so please reply elaborately.
Thanx in advance.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 5640075343093151748
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,9b1417abd7ceb0cc,start
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Setexc examples in "C"
Date: 1997/02/24
Message-ID: <5etts2$nio@nnrp1.news.primenet.com>#1/1
X-Deja-AN: 221251738
Organization: JR Enterprises
X-Posted-By: @206.165.20.140 (rojewski)
Newsgroups: comp.sys.atari.programmer

In a attempt to kill the dread BUS ERROR (2 bombs) I am thinking about
a method to intercept exception vector 2 and replace it with my
routine that just ignores the exception. I tried signal()s, but they
won't catch it.

```
Setexc( 2, (void (*)())-1) will read the current vector.
Setexc( 2, trap_ex)        should set it to function  trap_ex()
```

and of course, reset it before I return.

Question:

```
void __interrupt trap_ex()
{
}        will this work?
```

or:

```
void trap_ex()
{
     _emit( RTE );
}
```

or should I just suffer with the BUS ERRORS?

John

*
* John Rojewski   email: rojewski@primenet.com
*   http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From 3406685831319129755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc8b9bf2d78c6b10
X-Google-Attributes: gid1115ce,public
From: merciful@worldaccess.nl (Eabe Kuik)
Subject: Re: Protection
Date: 1997/02/25
Message-ID: <5etlqg$2tr5@easy4.worldaccess.nl>#1/1
X-Deja-AN: 221229960
References: <33108652.15246033@news.airtime.co.uk>
Organization: Merciful
Newsgroups: comp.sys.atari.programmer

>
>
> How to Copy protect a disk
>
> My idea is to damage a sector/track of the disk, 78 79 something late
>and not used,
>
> Then my program at boot up reads in the tracks, this is sooo quick:)
>if there is an error then ok, if no error then not the same disk, a
>simple error that fcopy and any other decent copier would fix
>automatically,
>
> First..I dont know how to damage the disk ?
>
> Second..Anyone else any ideas for copy protecting a disk ?
>
Well, you could read/write complete tracks from a disk. It does not matter how
the disk is formatted then.

Eabe.

Take and watch how light fades away
Brake to please those other persons today
Shaking pictures appear in the streets by day or night

Man of pride

Faces look Familiar today
Places where he hasn't been till Tuesday
Laze to get ready for the next shattering day

Man of pride
Tried to hide
Man of pride
He just died

Pray to hope that they'll back off
Stay to look out for man outside
Grey becomes his mind so quickly
and no one should colour his mind up

March 1992

DOOMSDAY REFLEX 1994

For any information
Please write to:
DOOMSDAY REFLEX
P.O. Box 68, 2160 AB Lisse
The Netherlands

---

merciful@worldaccess.nl

From 7588552867700699788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,21544a0ba5093c92
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,21544a0ba5093c92
X-Google-Attributes: gid1115ce,public
From: zplanet@aol.com (Zplanet)
Subject: FS: Atari ST 1040 Needs Repair/Portland, OR only
Date: 1997/02/25
Message-ID: <19970225011639306881@ip-pdx06-03.teleport.com>#1/1
X-Deja-AN: 221279043
Organization: Teleport - Portland's Public Access (503) 220-1016
Reply-To: zplanet@aol.com
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

FS: Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.

Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR

From 4335989178341682786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b55763a04c1b7254,start
X-Google-Attributes: gid1115ce,public
From: Bruno Hemeury <byh>
Subject: Programming documentation about Falcon
Date: 1997/02/25
Message-ID: <5euopu$4tc@miranda.gmrc.gecm.com>#1/1
X-Deja-AN: 221310975
Content-Type: text/plain; charset=us-ascii
Organization: GEC-Marconi Research Centre
X-URL: news:comp.sys.atari.programmer
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 1.12 (X11; I; SunOS 5.5.1 sun4m)

Hi,

Can anyone point out some information sources which detail specific Falcon features such as new xbios, AES calls and DSP programming.

Is there any free DSP 56000 compiler available?

Thanks

From -7497998425796015881
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b55763a04c1b7254
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Programming documentation about Falcon
Date: 1997/02/25
Message-ID: <5eus81$h9l@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 221323613
References: <5euopu$4tc@miranda.gmrc.gecm.com>
Organization: Dept Computer Science, University of Manchester, U.K.
Reply-To: jacquesa@cs.man.ac.uk
Newsgroups: comp.sys.atari.programmer

NNTP-Posting-User: 348

In article <5euopu$4tc@miranda.gmrc.gecm.com>, Bruno Hemeury <byh> writes:
>Hi,
>
>Can anyone point out some information sources which detail specific Falcon
>features such as new xbios, AES calls and DSP programming.

Get the book Modern Atari System Software, or The Atari Compendium.
Alternatively, get the osbind.h and xbios.h etc. from an up-to-date
C compiler for the prototypes...

Also, check out my WWW pages, as I have information on how you use
some of the new calls...

>Is there any free DSP 56000 compiler available?

Yes, Micro C and GCC have both been ported to generate 56000 code.
(sorry, I dont know where you can get either compiler on the net)
However, according to Doug Little, a C compiler will generate far
from optimal 56k code, and it would often be better just to use the
680x0 (but this is not the case with hand-written 56k code).

Anthony

--
```
-------------------------------------+-------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.4
                                     |  Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+-------------------------------
   Arse. KP Sack is complete, but we cannot distribute it yet...
-----------------------------------------------------------------------
```

From 5723180407694811616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b55763a04c1b7254
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Programming documentation about Falcon
Date: 1997/02/25
Message-ID: <yvvohd9gckx.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 221330035
Sender: emwoll@bowmore
References: <5euopu$4tc@miranda.gmrc.gecm.com>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer

Bruno Hemeury <byh> writes:

> Can anyone point out some information sources which detail specific Falcon
> features such as new xbios, AES calls and DSP programming.

The Atari Compendium would be a good start (as usuall...). It covers about
everything and all AES calls up to AES 4.1 (which is the latest) including
xbios and some DSP stuff.

> Is there any free DSP 56000 compiler available?

I think Motorolas DSP assembler is for free (and the best I think), or?

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 3059332629347346771
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe628410a414de39
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: return in a dialog box?
Date: 1997/02/25
Message-ID: <33133F8D.41C67EA6@doc.ic.ac.uk>#1/1
X-Deja-AN: 221380509
References: <5et44t$rdl@alexander.INS.CWRU.Edu>
To: "Boris D. Cahan" <bdc2@po.CWRU.Edu>
Content-Type: text/plain; charset=us-ascii
Organization: Imperial College of Science, Medicine and Technology, London
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4c)

Boris D. Cahan wrote:
>
> for STiK. In my dialog box, where I get the host ID from,
> It comes up fine with
> "Host:_____" , BUT The cursor in the dialog box
> is at the end of the line, not at the beginning, like it should.
> Thus, one has to hit <esc> to clear the line and enter the data.
> What am I doing wrong? I am using Lattice 'C' v5.6.
> Please, This is my first real 'C' project, and I am not yet
> too familiar with the lingo or with WERCS. so please reply elaborately.

It's quite simple; you have, presumably, filled the text string with
"_" characters. This is not necessary. All you have to do is start
with the p_text field blank (i.e. wherever you put "_", delete them).
The p_tmplt field should contain (in WERCS and all other RCSs that
I've seen) "Host:~~~~~~~~~~" (as many "~" as you need). The other
field should have "x"s (as many as you have "~") and nothing else.
(I may have got the p_tmplt and the other field mixed-up; in any
case I can't remember the name of the second one).

_____
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From 8887720199483987605
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6f8bff387a2e2a7
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: loading fonts w/o gdos???
Date: 1997/02/25
Message-ID: <331340E5.2781E494@doc.ic.ac.uk>#1/1
X-Deja-AN: 221386127
References: <2273297_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
<Pine.SGI.3.91r.970211153745.2808A-100000@freenet>
<5dvcl3$t40@alexander.INS.CWRU.Edu>
<Pine.SGI.3.91r.970213153855.18221E-100000@freenet>
Content-Type: text/plain; charset=us-ascii
Organization: Imperial College of Science, Medicine and Technology, London
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4c)

Callum Baird Lerwick wrote:
>
> > >The following technique will let you load and use alternate fonts without
> > >using GDOS. Your font must be in the standard format (including header)
> > >as defined in the VDI manual. Either compile the font into your
> > >application, or load it from a file at run time.

The font header is the same as the one in Lattice C's "linea.h" header
file.
It is exactly the same thing.

> > Where does one get this VDI manual? All I have a re the 'C' manuals
> > for MWC and for Lattice 'C' 5.6. The fonts turn out to be standard GDOS
> > type fonts with ID 50, and 21 different sizes and faces, including Greek like
> > the DEC supplemental font and the special graphics fonts.
>
> I think it came with the infamous Developers Kit... I'm guessing this is the
> same thing as a standard GDOS bitmap font...

>
> > 1. HOW does one compile a font into an application?
>
> I'd like to know too... In C I think this involves converting a binary
> file to hex codes which are placed into a static array...

Yes. Convert the file into hex codes; then (if you want to use the
line-A) to
plot the font, you'll have to mess with the textblt function. It's very
gory
and really quite awkward. Instead, I suggest you load the font from
ASSIGN.SYS.
(And use GDOS).

> I am also a beginning C programmer. I think it has something to do with
> v_opnvwk(). In my program it looks like this:
>
> void init()
> {
> WORD work_in[11]={1,1,1,1,1,1,1,1,1,1,2},work_out[57];
> [snip]
> v_opnvwk(work_in,&vdihndl,work_out);
> [snip]
> }
>
> I think work_in[] is what your looking for. ProGEM (the only tutorial
> I've read...) doesn't explain v_opnvwk() at all, what exactly are
> work_in[] and work_out[]??? As you can see they are just local variables
> that are ignored and obliterated once the init() code is finished...

work_in[] is an array containing the default attributes for each of
the drawing functions (e.g. colour, size, etc...). I don't recall which
way round they go (but you should be able to test this easily enough).

work_out[] is a 57 element array (normally), which gives you information
about the particular display device you have chosen to draw upon. Again,
I don't remember all the elements... but you should get a Compendium or
something to look them up in.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From -783790885783545953
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ab279a3b8aa5a341
X-Google-Attributes: gid1115ce,public
From: Thomas_Much@ka2.maus.de (Thomas Much)
Subject: Re: GDOS drivers
Date: 1997/02/25
Message-ID: <199702252232.a40486@ka2.maus.de>#1/1

X-Deja-AN: 221466012
References: <E64EoI.D7q@cix.compulink.co.uk>
X-Gate: MausGate/News 1.27b9/ka2
Newsgroups: comp.sys.atari.programmer

MB>is there another, simpler way I can find out what GDOS drivers are
MB>available to the system?

There are two VDI calls, both are supported from NVDI 3.00 onwards.
vq_devinfo() is also available in SpeedoGDOS IMHO, but the use of
vq_ext_devinfo() is recommended.

----------schnipp----------

 INQUIRE DEVICE STATUS INFORMATION (VDI 248)

vq_devinfo() returns if a driver is available and if it has been opened
already. The file name (e.g. "XVGA256.SYS") and the full name ("VGA 256
colors") are returned, too. If the file name is empty, the driver is
not available.

```
Decl.:  void  vq_devinfo( WORD handle, WORD device, WORD *dev_open,
                          BYTE *file_name, BYTE *device_name );
Call:   vq_devinfo( handle, device, &dev_open, file_name, device_name );
```

Input:

```
contrl[0]        248                 vq_devinfo
contrl[1]        0                   # ptsin
contrl[3]        1                   # intin
contrl[6]        handle
intin[0]         device              VDI device (0-99)
```

Output:

```
contrl[2]        p                   # WORDS in ptsout
contrl[4]        i                   # words in intout

ptsout[0]        dev_open            0: driver has not been opened yet
                                     1: driver has already been opened
ptsout[1..p-1]   device_name         driver's full name (C string)
intout[0..i-1]   file_name           driver's file name
```

Annotations:
The file name is returned word by word, i.e. for each letter one word
is used (control[4] returns the length of the string). The full name
is returned as a ASCIIZ string (control[2] returns the number of
WORDS in ptsout).

----------schnipp----------

 INQUIRE EXTENDED DEVICE STATUS INFORMATION (VDI 248, 4242)

Like vq_devinfo() vq_ext_devinfo() returns the driver names and information. Unlike, the data format makes more sense.

```
Decl.:  WORD  vq_ext_devinfo( WORD handle, WORD device, WORD *dev_exists,
                              BYTE *file_path, BYTE *file_name, BYTE *name );

Call: dev_open = vq_ext_devinfo( handle, device, &dev_exists, file_path,
                                 file_name, name );
```

Input:

```
contrl[0]        248                vq_devinfo
contrl[1]        0                  # ptsin
contrl[3]        7                  # intin
contrl[5]        4242               subopcode
contrl[6]        handle
intin[0]         device             VDI device (0-99)
intin[1/2]       file_path          pointer to file path buffer
intin[3/4]       file_name          pointer to file name buffer
intin[5/6]       name               pointer to full name buffer
```

Output:

```
contrl[2]        0                  # ptsout
contrl[4]        2                  # intout
intout[0]        dev_exists         0: no driver with this device number
                                    != 0: driver exists
intout[1]:       dev_open           0: driver has not been opened yet
                                    != 0: driver has already been opened
```

All returned strings are C-like ASCIIZ string.

----------schnipp----------

bye, Thomas

From -6090743120317580444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d71e9810dfd30e3
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: making CAB work with ethernet card.....
Date: 1997/02/26
Message-ID: <HB1KBHUQUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 221426988
References: <3311676B.7748@polaire.crmc2.univ-mrs.fr>
Content-Length: 658
Content-Type: text/plain; charset=ISO-8859-1
Organization: Tariland Computer Club, Auckland, New Zealand
MIME-Version: 1.0

Newsgroups: comp.sys.atari.programmer
X-Mailer: UPoint 'light' (24. Jul. '94)

In <3311676B.7748@polaire.crmc2.univ-mrs.fr> Andres Saul wrote :

> I have a TT and a RIEBL ethernet card that I want to use with CAB.
>I know how to make CAB to work with a PPP modem conexion (stik) but I
>did not
>succed to make it work with my ethernet card.

I believe MiNTNet has a driver for that card, so you should be able to use
CAB with it via MiNTNet.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_))
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

From 7863879176658938487
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c62285e6d4d61609,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: DLLs for Atari?
Date: 1997/02/26
Message-ID: <21a7cd$14363a.37a@HERMES>#1/1
X-Deja-AN: 221512564
Newsgroups: comp.sys.atari.programmer

Has anyone ever seen any DLLs for the Atari?

Or know of any programs that use them?

I have been working on a TSR that allows the loading of modules and "DLL"
like extensions or plug-ins. It will be released later this year, and will
be freely distributable (within reason).

(More details will be forthcoming - I am still debugging the Load/Free
funcs, as well as make it somewhat more "intelligent")

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"

<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

From -3076187504917387294
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3190094fb837af8a
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/02/26
Message-ID: <21b7cd$01236.86@HERMES>#1/1
X-Deja-AN: 221538933
References: <438_9702181403@conchbbs.com> <5eev7o$fbh@balaena.bio.vu.nl>
<5ejit7$ggl@cndns.combitech.se>
<Pine.SGI.3.91r.970222183357.12281A-100000@freenet>
<5epsgu$lhu@nyheter.chalmers.se>
Newsgroups: comp.sys.atari.programmer

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
> The 386SX is very similar to the 68030 as used in the Falcon.
> Both are fully 32 bit internally, but have a 16 bit data bus to the outside
> world.
> While the 68030 _can_ use a 32 bit bus, it's locked to a 16 bit one in
> the Falcon.

Footnote to the above:

The 030 has a 32-bit CPU-to-world data path. The 386SX is only 16 bit in
this regard (the 386DX is a full 32/32 CPU like the 030).

The '020 and '030 have a feature called "Dynamic Bus Sizing" whereby the
CPU detects the bus size on each access. It can be used on either a 16 or
32 bit system board. A 16-bit system board (like that in the Falcon) is
slower than a same speed 32 bit system board (like that in the TT)

The '040 removed this feature. It can be added, however, by the addition
of an external Motorola 68xxx chip - I forget the chip number, but it's
mentioned in the comp.sys.m68k FAQ.

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
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<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

From -3809096751941681300
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b1417abd7ceb0cc
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Setexc examples in "C"
Date: 1997/02/26
Message-ID: <vyzpvxniv1f.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 221552759
Sender: schwab@issan.informatik.uni-dortmund.de
References: <5etts2$nio@nnrp1.news.primenet.com>
Organization: Dortmund University, Germany
Newsgroups: comp.sys.atari.programmer

John M Rojewski <rojewski@primenet.com> writes:

|> In a attempt to kill the dread BUS ERROR (2 bombs) I am thinking about
|> a method to intercept exception vector 2 and replace it with my
|> routine that just ignores the exception. I tried signal()s, but they
|> won't catch it.

|> Setexc(2, (void (*)())-1) will read the current vector.
|> Setexc(2, trap_ex)   should set it to function trap_ex()

|> and of course, reset it before I return.

|> Question:

|> void __interrupt trap_ex()
|> {
|> }   will this work?

No.

```
|> or:
|> void trap_ex()
|> {
|>   _emit( RTE );
|> }
```

No, it will result in an endless loop.

|> or should I just suffer with the BUS ERRORS?

Fix your programs. Bus errors are the result of bugs.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From 7794215467328218609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b1417abd7ceb0cc
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: Setexc examples in "C"
Date: 1997/02/26
Message-ID: <5f1krv$67h@nnrp1.news.primenet.com>#1/1
X-Deja-AN: 221577718
References: <5etts2$nio@nnrp1.news.primenet.com>
<vyzpvxniv1f.fsf@issan.informatik.uni-dortmund.de
Organization: JR Enterprises
X-Posted-By: @206.165.20.235 (rojewski)
Newsgroups: comp.sys.atari.programmer

On 26 Feb 1997 13:58:04, Andreas Schwab wrote:
>John M Rojewski <rojewski@primenet.com> writes:
>
>|> In a attempt to kill the dread BUS ERROR (2 bombs) I am thinking about
>|> a method to intercept exception vector 2 and replace it with my
>|> routine that just ignores the exception. I tried signal()s, but they
>|> won't catch it.
>|> or should I just suffer with the BUS ERRORS?
>
>Fix your programs. Bus errors are the result of bugs.

Ok, If I could find the problems, I could fix them. But I get cryptic
messages that say "I got 2 bombs" and I have no idea where the problem
is. I need a method to detect and report the BUS Error so that I can
fix it!

More Ideas?

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From 2019264200630663378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b1417abd7ceb0cc
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Setexc examples in "C"
Date: 1997/02/26
Message-ID: <dwilga-2602971536590001@138.110.10.65>#1/1
X-Deja-AN: 221650048
References: <5etts2$nio@nnrp1.news.primenet.com>
<vyzpvxniv1f.fsf@issan.informatik.uni-dortmund.de
<5f1krv$67h@nnrp1.news.primenet.com>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

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> >|> won't catch it.
> >|> or should I just suffer with the BUS ERRORS?
> >
> >Fix your programs. Bus errors are the result of bugs.
>
>
> Ok, If I could find the problems, I could fix them. But I get cryptic
> messages that say "I got 2 bombs" and I have no idea where the problem
> is. I need a method to detect and report the BUS Error so that I can
> fix it!
>
Get Templemon. It's free and should be available on the normal FTP sites.
(It may be abbreviated TEMPLMON.)

It sounds like your programming language has its own bomb handler, so you
may have to do this:

1. Run your program.
2. Press Control-Help (to get into Templemon)
3. Type "vi" to reinitialize Templemon's vectors.
4. Type "g" to Go back to your program.
5. Make it crash. You should end up back in Templemon.

Of course, now you'll need to know assembly language to actually figure
out where the error is...

Dan Wilga
dwilga@mtholyoke.edu

From -6754777916527976894
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe628410a414de39
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: return in a dialog box?
Date: 1997/02/26
Message-ID: <856991970_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 221693482
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <33133F8D.41C67EA6@doc.ic.ac.uk>
"Alastair J. Houghton" <ajh8@doc.ic.ac.uk> said:-

>Boris D. Cahan wrote:
>>
>> for STiK. In my dialog box, where I get the host ID from,
>> It comes up fine with
>> "Host:_____" , BUT The cursor in the dialog box
>> is at the end of the line, not at the beginning, like it should.
>> Thus, one has to hit <esc> to clear the line and enter the data.
>> What am I doing wrong? I am using Lattice 'C' v5.6.
>> Please, This is my first real 'C' project, and I am not yet
>> too familiar with the lingo or with WERCS. so please reply elaborately.
>
>It's quite simple; you have, presumably, filled the text string with
>"_" characters. This is not necessary. All you have to do is start
>with the p_text field blank (i.e. wherever you put "_", delete them).
>The p_tmplt field should contain (in WERCS and all other RCSs that
>I've seen) "Host:~~~~~~~~~~" (as many "~" as you need). The other
>field should have "x"s (as many as you have "~") and nothing else.
>(I may have got the p_tmplt and the other field mixed-up; in any
>case I can't remember the name of the second one).

Are you sure? The MWC editor uses '@' ?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 107370096405244239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b1417abd7ceb0cc
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Setexc examples in "C"
Date: 1997/02/26
Message-ID: <856987836_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 221694901
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <5f1krv$67h@nnrp1.news.primenet.com>
rojewski@primenet.com (John M Rojewski) said:-

>
>On 26 Feb 1997 13:58:04, Andreas Schwab wrote:
>>John M Rojewski <rojewski@primenet.com> writes:
>>
>>|> In a attempt to kill the dread BUS ERROR (2 bombs) I am thinking about
>>|> a method to intercept exception vector 2 and replace it with my
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>>|> or should I just suffer with the BUS ERRORS?
>>
>>Fix your programs. Bus errors are the result of bugs.
>
>
>Ok, If I could find the problems, I could fix them. But I get cryptic
>messages that say "I got 2 bombs" and I have no idea where the problem
>is. I need a method to detect and report the BUS Error so that I can
>fix it!
>
>More Ideas?

A few. ;-)

Imo low level debugging is not much use. Just because your program
crashes at a particular point does not mean that point was at fault,
or under multitasking that your program is even at fault at all! Thus
I prefer to incorporate debugging into the program itself.

Leave in the all debugging information just in case the report comes from someone who happens to be proficient in the same language. Rare but useful.

As we all know many (most?) problems are down to memory leaks so it is well worth writing your own memory manager so you can implement decent checking. It could then output a suitable alert and dump that and the "arena" to disk before continuing onto the crash. The more checking the better. There's nothing stopping you storing function names in your custom block headers if you wanted. ;-)

Logging entry and exit from functions is another useful method but you must ensure the data gets written. I method I have used is loosely based on the below. More intelligence is needed of course but this serves to illustrate ...

```
debug(r)
char **r;
{FILE    *fp;

 if (!(fp = fopen("LOGGING",APPEND_ONLY_IF_EXISTS_MODE)))
     {
     /* logging disabled */
     return;
 }
 fprintf(fp,"%r",&r);
 fclose(fp);
}
```

.. which is going to be damn slow when enabled of course!
[I'm not sure if recursive printing is MWC specific or not]

As an aside, I thought telling people how to create a zero length "LOGGING" file to enable the logging would be easy but sometimes it was not, so supply a little program to do it for them! <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 1253878066804666244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3190094fb837af8a
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/02/27
Message-ID: <yvvd8tmhckp.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 221779296
Sender: emwoll@bowmore
References: <438_9702181403@conchbbs.com> <5eev7o$fbh@balaena.bio.vu.nl>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer

d8klojo@dtek.chalmers.se (Johan Klockars) writes:

> >> The ALU in the M68000 is 32 bit. Sorry, couldnt resist that!
> >> My point is that it is up to the guy who writes the compiler to decide wh=
> >at
> >> the "natural word size" is. Sometimes its obvious, sometimes it isnt.
> >
> >Isn't the entire 68000 a 32bit proccessor? Just with a 16bit data bus and=
>
> That depends on your definition of `32 bit processor`, but normally the
> 68000 is indeed considered a 16 bit processor (even though the 68k
> architecture is definitely 32 bit). In the 68000, only the registers are 32
> bit long, the internal data paths are not.
> (In the same way, many 8 bit processors have 16 bit wide registers.)

If you read Motorolas own documentaion they clearly write that the
68020 is the first 32-bit implementation of the 68k family of micro
processors.

//Magnus Kollberg
--

```
+----------------------------------------+
|    Falcon040, Bad Mood support team    |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+
```

From 2551215005485448628
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d11143dda142681,start
X-Google-Attributes: gid1115ce,public
From: houghp6@cs.man.ac.uk (Phil Hough)
Subject: Using 'C' in GFA Basic
Date: 1997/02/27
Message-ID: <5f415h$cke@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 221815132
Distribution: world
Organization: Dept Computer Science, University of Manchester, U.K.
NNTP-Posting-User: 14203
Newsgroups: comp.sys.atari.programmer

I'm interested in using some C stuff in GFA. I;ve looked at one exa,ple program,
and its not clear quite how it works.

This is what I've gathered so far:

place the .o file of the C you want to use in the system folder before compile, you can then call the C procedure by using $X proc name.

what I'm not sure about is how I can pass parameters back and forth, and also how this works in interpreter mode.

Does anyone have any example progs (both C and GFA) explaining how to use it etc. ???

If so can they mail me a reply ??? (houghp6@cs.man.ac.uk) or reply here.

Thanks

Phil Hough

From 1950506850834985854
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b5d2c2dfc29be9,start
X-Google-Attributes: gid1115ce,public
From: Robert Aries <robaries@ix.netcom.com>
Subject: Any books, tutorials, etc. on GEM for BASIC people?
Date: 1997/02/27
Message-ID: <3315A255.20C6@ix.netcom.com>#1/1
X-Deja-AN: 221831728
Organization: Netcom
X-NETCOM-Date: Thu Feb 27 9:05:06 AM CST 1997
Reply-To: robaries@ix.netcom.com
Newsgroups: comp.sys.atari.programmer

I've been using GFA Basic for many years and have done some pretty big-scale (to me, anyway!) projects with it. I'm a musician and have mostly written programs to help me get more from my gear.

My latest project is to help me use my Roland XP-50 keyboard, and it requires me doing something I've never done before, in all my years of programming--a dialog box! I've always used GFA's own keywords & commands to take care of system calls, and they don't have a specific DIALOG command similar to ALERT (for an alert box).

Anyway, I'm completely self-taught and have gotten a lot of help from

many people over the years when I needed it. I have a book on TOS and have gotten into things that I needed to, like re-sizing the midi buffer, messing with disk files, etc. However, I've never had to write my own AES, VDI, or higher-level GEM routines because I've been able to accomplish those things with GFA's own commands. Do you see the problem? I am completely lost when I try to get into these areas because all the books & tutorials I've seen assume knowledge of C, assembler, and microprocessor workings. GFA shields me from all that (like a good BASIC should, I suppose!), so I never learned what is going on at the nuts & bolts level.

I have Tim Oren's old PROGEM series, and the Atari Compendium. Re dialogs, I understand the basic concept of parent-child object trees but get lost when trying to figure out the syntax--how to put together the TEDINFO, etc. stuff and make it work in my program. The example files that came with GFA 3.5 don't help me much. I would like to know if there is any reference material that would help someone like me who is not new to programming in general (ie, I have the capacity to understand some advanced topics) but need to start from the point *before* someone already experienced in C and assembler. I have searched the web and not found much...any help is appreciated. Thanks!

Rob Aries

From -1920612317416840862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bb5b59fed73273c5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bb5b59fed73273c5
X-Google-Attributes: gid1115ce,public
From: ceebti@cee.hw.ac.uk (Brian Thomas Innes)
Subject: Re: KillThings
Date: 1997/02/27
Message-ID: <E69rxE.Ioq@cee.hw.ac.uk>#1/1
X-Deja-AN: 221866422
Sender: news@cee.hw.ac.uk (News Administrator)
References: <E63o8L.Av5@cee.hw.ac.uk> <33120855.23A6@xs4all.nl>
Organization: Heriot-Watt University
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

In article <33120855.23A6@xs4all.nl>, Rene Kint <itsux@xs4all.nl> wrote:
>Brian Thomas Innes wrote:
>>
>>   Hi All!
>>
>>   First some bad news. KillThings (Doom clone) is no longer being
>> developed by DigiTallis (Boo hoo! :(
>>
>>   Some Good news. The source code and executables are now on the

>> DigiTallis Web site as PD! :)
>>
>
>Brian,
>
>do you mind telling me the URL of the Web site?
>
>R.

Here is the URL of the KILLTHINGS source and executables!

http://www.geocities.com/SiliconValley/6273/killtngs.zip

Now, I am thinking of finishing the coding of KILLTHINGS when I am off university on my hols. ARe there any programmers out there (68000 assembly language please :) who would care to help. Please e-mail me if you do, with the subject KillThings

Bye!

From 3038656682812953013
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ba6ab6de1e4e742,start
X-Google-Attributes: gid1115ce,public
From: Richard Thomas <xebec@armory.com>
Subject: ~~~ FS: Atari 1040 STe ~~~
Date: 1997/02/27
Message-ID: <Pine.SCO.3.91.970227171002.17758F-100000@deepthought.armory.com>#1/1
X-Deja-AN: 221965909
Organization: scruz-net
Newsgroups: comp.sys.atari.programmer

FS: Atari 1040 STe - 4meg Ram
Atari SC1224 Monitor
Supra Fax Modem V.32 bis
Fujitsu 320Meg HD - AdSCSI Plus ST Host Adapter - Internal Clock

$800.00 takes it All - $50 ship/hand in Cont. U.S.A.

E-mail xebec@deepthought.armory.com

There once was a chimpanzee named Sam
Who got caught with his dick in his hands
His mother said Sammy
You're not much of a Chimpanzee
But you'll make one hell-of-a Man...

(From the note book of Charles Darwin)
(Outline for Comedy In The Trees...)

(Later all the comedy was removed and)
(the Title was Changed...Go Figure..)

Xebec.....

From -8165187715989690339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b1417abd7ceb0cc
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: Setexc examples in "C"
Date: 1997/02/27
Message-ID: <5f4a3v$60s@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 222033759
Distribution: g
References: <5etts2$nio@nnrp1.news.primenet.com>
<vyzpvxniv1f.fsf@issan.informatik.uni-dortmund.de
<5f1krv$67h@nnrp1.news.primenet.com>
Organization: University of Sussex
Newsgroups: comp.sys.atari.programmer

: >Fix your programs. Bus errors are the result of bugs.

: Ok, If I could find the problems, I could fix them....[snip]

Definitely fix your programs -- bus errors are caused by attempting to access (read or write) memory you are not allowed to. For example, attempting to access an OS variable without being in supervisor state. Reading or writing outside of the total mapped memory, or attempting to write to ROM areas.

: More Ideas?

One way to try and catch the point where is bombs out is to use MiNT with memory protection on. This will distinguish between reading/writing to memory like OS variables (bus error) and just accessing memory outside of your program (perhaps accidentally reading/writing after then end of an array, particularly if that array was createde with Malloc().

MiNT should give you a message telling you the type of the error (bus/address etc) and the point in your program where it happened. The trick then is to figure out the point in your program exactly -- if you are writing in assembly then this is a doddle, but anything else is a bigger problem.

Hope some of this is of some help.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

From 4408023254186160680
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6cbb6c50c1d25b3c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 12c86f,6cbb6c50c1d25b3c,start
X-Google-Attributes: gid12c86f,public
X-Google-Thread: 1115ce,c62285e6d4d61609
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: DLLs for Atari?
Date: 1997/02/28
Message-ID: <21c7cd$f362d.10@HERMES>#1/1
X-Deja-AN: 221973482
Followup-To: comp.sys.atari.st,comp.sys.atari.st.ech,comp.sys.atari.programmer
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.ech,comp.sys.atari.programmer

Has anyone ever seen any DLLs for the Atari?

Or know of any programs that use them?

I have been working on a TSR that allows the loading of modules and "DLL" like extensions or plug-ins. It will be released later this year, and will be freely distributable (within reason).

(More details will be forthcoming - I am still debugging the Load/Free funcs, as well as make it somewhat more "intelligent")

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

--

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From -6739176643762348962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6cbb6c50c1d25b3c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c62285e6d4d61609
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,93cb85e97ad58a0f,start
X-Google-Attributes: gid109a67,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: DLLs for Atari?
Date: 1997/02/28
Message-ID: <317cd$017f.152@HERMES>#1/1
X-Deja-AN: 222050509
Followup-To: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Has anyone ever seen any DLLs for the Atari?

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"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

--

Quote For The Month:

"Open up, it's the pigs!"

From 7104964740017790382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab279a3b8aa5a341
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: GDOS drivers
Date: 1997/02/28
Message-ID: <E6Bsu6.1qE@cix.compulink.co.uk>#1/1
X-Deja-AN: 222129827
References: <E64EoI.D7q@cix.compulink.co.uk> <199702252232.a40486@ka2.maus.de>
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

>There are two VDI calls, both are supported from NVDI 3.00 onwards.
>vq_devinfo() is also available in SpeedoGDOS IMHO, but the use of

>vq_ext_devinfo() is recommended.
Thanks Thomas, I keep forgetting to look in TAC and MASS books for the newer functions.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From 259153005213127245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6cbb6c50c1d25b3c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c62285e6d4d61609
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,93cb85e97ad58a0f
X-Google-Attributes: gid109a67,public
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: DLLs for Atari?
Date: 1997/02/28
Message-ID: <E6Br2o.4Iv@novice.uwaterloo.ca>#1/1
X-Deja-AN: 222138628
Sender: news@novice.uwaterloo.ca (Mr. News)
References: <317cd$017f.152@HERMES>
Organization: University of Waterloo
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <317cd$017f.152@HERMES>, Gaven Miller <gmiller@inca.co.nz> wrote:
>I have been working on a TSR that allows the loading of modules and "DLL"
>like extensions or plug-ins. It will be released later this year, and will
>be freely distributable (within reason).

Shared libraries are really only useful in a multitasking environment, otherwise only a single process would ever use them at a time anyway. Of course there are benefits of being able to fix bugs without re-linking the executable.

You may want to look at MiNT--it may have support for shared libs.

Also, shared libs, if not implemented correctly, may cause problems in a multitasking environment with memory protection between processes. Generally, shared lib code will reside in "shared, read-only executable" memory space.

Art
--
Art
atwareck@novice.uwaterloo.ca

From 3633030721577821000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8a6155382136e29
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: MiNT threads
Date: 1997/02/28
Message-ID: <Pine.A32.3.91.970228221854.20700C-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 222163289
References: <5eet9t$2b6@due.unit.no> <5ehoo9$4e5@nntp.hut.fi>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On 20 Feb 1997, Arto Jalkanen wrote:

> In article <5eet9t$2b6@due.unit.no>,
> Jo Even Skarstein <josk@ifi.unit.no> wrote:
> >
> >Hi!
> >
> >I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
> >evnt_multi()-loop while the parent does the same?
>
> No, I tried to do this but it won't work. The problem might be in
> the C's AES library (not re-entrant), but I don't know.

Yes, of course. Andreas has written a reentrant AES library for MagiC.
If you run MagiC, you can download it from the ASH BBS.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -8197862237208759035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe628410a414de39
X-Google-Attributes: gid1115ce,public

From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: return in a dialog box?
Date: 1997/02/28
Message-ID: <Pine.A32.3.91.970228222116.20700D-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 222163315
References: <5et44t$rdl@alexander.INS.CWRU.Edu>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On 24 Feb 1997, Boris D. Cahan wrote:

> for STiK. In my dialog box, where I get the host ID from,
> It comes up fine with
> "Host:_____" , BUT The cursor in the dialog box
> is at the end of the line, not at the beginning, like it should.
> Thus, one has to hit <esc> to clear the line and enter the data.
> What am I doing wrong? I am using Lattice 'C' v5.6.
> Please, This is my first real 'C' project, and I am not yet
> too familiar with the lingo or with WERCS. so please reply elaborately.

Try to set the first character of the tedinfo te_ptext field to a '@' :

```
   tree[index].ob_spec.tedinfo->te_ptext[0] = '@';
```

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 2596186558569711134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8a6155382136e29
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: MiNT threads
Date: 1997/02/28
Message-ID: <Pine.A32.3.91.970228221537.20700B-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 222163384
References: <5eet9t$2b6@due.unit.no>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On 19 Feb 1997, Jo Even Skarstein wrote:

> Hi!
>
> I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
> evnt_multi()-loop while the parent does the same?

A MagiC thread can so ... dunno 'bout MiNT

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 6524164313831338357
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d71e9810dfd30e3
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: making CAB work with ethernet card.....
Date: 1997/02/28
Message-ID: <Pine.A32.3.91.970228222350.20700E-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 222200209
References: <3311676B.7748@polaire.crmc2.univ-mrs.fr>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On Mon, 24 Feb 1997, Andres Saul wrote:

> I have a TT and a RIEBL ethernet card that I want to use with CAB.
> I know how to make CAB to work with a PPP modem conexion (stik) but I
> did not
> succed to make it work with my ethernet card.
> Any help will be welcome.....

With STiK 2 you'll be able to use a Ethernet module that provides
Ethernet connectivity for STiK. However, it's not ready yet ... ;-)

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 7447398446025822836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b5d2c2dfc29be9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Any books, tutorials, etc. on GEM for BASIC people?
Date: 1997/03/01
Message-ID: <857198758_OASIS_@swampdog.demon.co.uk>
X-Deja-AN: 222301426
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <3315A255.20C6@ix.netcom.com>
Robert Aries <robaries@ix.netcom.com> said:-

Well, as none of the GFA coders here have dived in yet ;-)

>I've been using GFA Basic for many years and have done some pretty
>big-scale (to me, anyway!) projects with it. I'm a musician and have
>mostly written programs to help me get more from my gear.
>
>My latest project is to help me use my Roland XP-50 keyboard, and it
>requires me doing something I've never done before, in all my years of
>programming--a dialog box! I've always used GFA's own keywords &
>commands to take care of system calls, and they don't have a specific
>DIALOG command similar to ALERT (for an alert box).

Get hold of a resource editor. You just place the "OBJECTS" where you
want them and it builds it for you (the .rsc file). Don't do it by
hand. I've been doing them for years and still screw it up if I have
to do one manually! Plus, manual ones are a real pita to change.

Can somebody recommend a shareware editor?

The only resource editor (I know of) which generates GFA is Interface
which is commercial. Don't let that worry you though. It is easy to
convert the C header file (the .h one the editor writes) into (I guess)
an .lst file. Certainly infinitely easier than doing the whole lot
manually anyway!

>Anyway, I'm completely self-taught and have gotten a lot of help from
>many people over the years when I needed it. I have a book on TOS and
>have gotten into things that I needed to, like re-sizing the midi
>buffer, messing with disk files, etc. However, I've never had to write
>my own AES, VDI, or higher-level GEM routines because I've been able to
>accomplish those things with GFA's own commands.

Another advantage to using a resource file is that it has the
potential to be resolution independant. The rsrc_load() function does
the conversion for you.

>Do you see the problem? I am completely lost when I try to get into these areas
>because all the books & tutorials I've seen assume knowledge of C,
>assembler, and microprocessor workings.

Assuming you use a rsc editor and that GFA has such commands as
rsrc_load() etc then most of your subsequent problems will revolve
round accessing the relevent bits of data in the resource.

A rsc is built from OBJECTs and array of OBJECTs make up a TREE. One
of the things a TREE can be is a dialogue box.

No doubt you'll have come across something like this already ...

```
typedef struct object
{
     int      ob_next;  /* -> object's next sibling */
     int      ob_head;  /* -> head of object's children */
     int      ob_tail;  /* -> tail of object's children */
     unsigned int  ob_type;  /* type of object- BOX, CHAR,...*/
     unsigned int  ob_flags; /* flags           */
     unsigned int  ob_state; /* state- SELECTED, OPEN, ...
     */
     unsigned long ob_spec;  /* "out"- -> anything else  */
     int      ob_x;         /* upper left corner of object
     */
     int      ob_y;         /* upper left corner of object
     */
     int      ob_width; /* width of obj             */
     int      ob_height;    /* height of obj       */
} OBJECT;
```

It translates thus ...

Decimal offset	Name
00	ob_next
02	ob_head
04	ob_tail
06	ob_type
08	ob_flags
10	ob_state
12	ob_spec
16	ob_x
18	ob_y
20	ob_width
22	ob_height

So, if you had a variable P then to read the value of ob_x you would
need to get 2 bytes from p+16 - something like PEEKWORD(p+16) I suppose.
ob_spec is the only 4 byte value and is used differently depending on
the OBJECT's type (ob_type).

The OBJECT structure is always 24 bytes long as you can see, and because a TREE consists of an array of these then you need to be able to access the correct array element. In C you are not limited to having arrays of strings or integers - you can make up your own things, so when you see ...

```
OBJECT   P[10];
```

.. you have declared 10 lots of 24 bytes, and when you see this P[3] written in C, it is the same as saying P+(24*3). Combine this with the ob_x part above then P[3].ob_x in C translates to P+(24*3)+16. Thus for any C array reference to a structure ...

```
                    P             24               3             16
mem_location = base_address + structure_size * array_element + offset
```

Just write some functions to do this sort of thing for you 'cos the potential for errors is enormous!

>GFA shields me from all that (like a good BASIC should, I suppose!),
>so I never learned what is going on at the nuts & bolts level.

A dialog box consists of a ROOT OBJECT which is covered by CHILDren. The ROOT OBJECT is always in the array at element 0. The CHILDren reside in other elements in no particular order (the ob_next, ob_tail, ob_head items define their relationships). The resource editor does this for you, you'll be pleased to hear. This is where the C header file (.h) comes in. It allows you to name any OBJECT you want to mess with. When you save, it assigns the correct array index values to the names so that you can access the OBJECT you want. Note - each time you save in the editor, these values can and will change so never put fixed values in your program - always use the names.

The C header will look something like this ...

```
#define  F0       0    /* TREE in Resource {filename} */
#define  F0OK     7    /* OBJECT in TREE F0 */
#define  F0CANCEL 3    /* OBJECT in TREE F0 */
```

This needs to be translated into something like this ...

```
LET F0 = 0
LET F0OK = 7
LET F0CANCEL = 3
```

.. it's that simple!

So your program would like something like this ...

```
R_TREE = erm_dunno_offhand
ROOT = 0
MAX_DEPTH = 8
```

```
RSRC_LOAD("eg.rsc")
RSRC_GADDR(R_TREE,F0,&P)
FORM_CENTER(P,&X,&Y,&W,&H)
FORM_DIAL(0,1,1,1,1,X,Y,W,H)
OBJC_DRAW(P,ROOT,MAX_DEPTH,X,Y,W,H)
RESULT = FORM_DO(P,0)
FORM_DIAL(3,1,1,1,1,X,Y,W,H)
RSRC_FREE()
```

.. where P is a 32 bit value so it can hold the TREE (ie the base address of the OBJECT array). R_TREE, ROOT and MAX_DEPTH are constants commonly defined when using Gem. Where I've used the & above you need to find some way of passing the address of the variable rather than the variable itself, so that the functions can fill those variables with the correct values. The above does nothing except display and get rid of the dialog to keep it simple.

>I have Tim Oren's old PROGEM series, and the Atari Compendium. Re
>dialogs, I understand the basic concept of parent-child object trees but
>get lost when trying to figure out the syntax--how to put together the
>TEDINFO, etc. stuff and make it work in my program.

TEDINFO is one of those things which is slung onto the side of an OBJECT. This is the sort of thing that ob_spec is used for.

```
typedef struct text_edinfo
{
     unsigned char *    te_ptext; /* ptr to text (must be 1st)
     */
     unsigned char *    te_ptmplt;    /* ptr to template
     */
     unsigned char *    te_pvalid;    /* ptr to validation chrs.
     */
     int      te_font;  /* font                */
     int      te_junk1; /* junk word           */
     int      te_just;  /* justification- left, right...*/
     int      te_color; /* color information word   */
     int      te_junk2; /* junk word           */
     int      te_thickness; /* border thickness         */
     int      te_txtlen;    /* length of text string    */
     int      te_tmplen;    /* length of template string
     */
} TEDINFO;
```

```
Dec offset
----------
00       te_ptext
04       te_ptmplt
08       te_pvalid
12       te_font
14       te_junk1
16       te_just
18       te_color
```

```
20       te_junk2
22       te_thickness
24       te_txtlen
26       te_tmplen
```

If there was a TEDINFO in the OBJECT named F0EDIT then it is accessed thus ...

```
T = PEEKLONG(P+(F0EDIT*24)+12)
```

. then you could manipulate it ...

```
S = PEEKLONG(T+8)
```

.. which leaves S pointing at the nul terminated te_valid string.

> The example files that came with GFA 3.5 don't help me much.

There is a utility called MYDIALS for GFA which I think places whole dialogs into windows. Although this is more than you want it might have some tools or sources which will help you figure out how to translate all the C examples into basic.

>I would like to know if there is any reference material that would
>help someone like me who is not new to programming in general (ie, I
>have the capacity to understand some advanced topics) but need to
>start from the point *before* someone already experienced in C and
>assembler. I have searched the web and not found much...any help is
>appreciated. Thanks!

I seem to have written a minor essay! <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -5442790937685876146
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fe628410a414de39
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: return in a dialog box?
Date: 1997/03/01
Message-ID: <331831801c971f1@xs4all.nl>#1/1

X-Deja-AN: 222324791
References: <5et44t$rdl@alexander.INS.CWRU.Edu>
<Pine.A32.3.91.970228222116.20700D-100000@pallas.amp.uni-hannover.de>
X-XS4ALL-Date: Sat, 01 Mar 1997 14:42:03 MET
X-Hardware: MC68000 Atari Mega 4 ST TOS 1.4
Organization: Seni Translation Services, Amsterdam
X-URL: http://xs4all.nl/~josdb
Reply-To: josdb@xs4all.nl
Newsgroups: comp.sys.atari.programmer

On 24 Feb 1997, Boris D. Cahan wrote:

> for STiK. In my dialog box, where I get the host ID from,
> It comes up fine with
> "Host:_____" , BUT The cursor in the dialog box
> is at the end of the line, not at the beginning, like it should.
> Thus, one has to hit <esc> to clear the line and enter the data.
> What am I doing wrong? I am using Lattice 'C' v5.6.
> Please, This is my first real 'C' project, and I am not yet
> too familiar with the lingo or with WERCS. so please reply elaborately.

Try initializing the string tedinfo->te_ptext points to. So, if you
have

```
  string[number];
```

initialize it with

```
  string[number]="";
```

or

```
  string[number];
  string[0]='\0';
```

--
 Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From -1651506911622831610
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5bed13b65902effb,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,5bed13b65902effb,start
X-Google-Attributes: gid109a67,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Opening Ease windows?
Date: 1997/03/01
Message-ID: <857227186_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 222331904
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi folks,

Anybody know if it's possible for a program to send a message to Ease
so that it opens a window?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -3347695171378316922
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6cbb6c50c1d25b3c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c62285e6d4d61609
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,93cb85e97ad58a0f
X-Google-Attributes: gid109a67,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: DLLs for Atari?
Date: 1997/03/01
Message-ID: <5f8pmp$sj6@nyheter.chalmers.se>#1/1
X-Deja-AN: 222541829
References: <317cd$017f.152@HERMES> <E6Br2o.4Iv@novice.uwaterloo.ca>
Organization: Chalmers University of Technology
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <E6Br2o.4Iv@novice.uwaterloo.ca>,
Art Twarecki <atwareck@novice.uwaterloo.ca> wrote:
>In article <317cd$017f.152@HERMES>, Gaven Miller <gmiller@inca.co.nz> wrote:
>>I have been working on a TSR that allows the loading of modules and "DLL"
>>like extensions or plug-ins. It will be released later this year, and will

>>be freely distributable (within reason).
>
>Shared libraries are really only useful in a multitasking environment,
>otherwise only a single process would ever use them at a time anyway.

Yes, but I don't think you should look at the above as shared libraries
in the normal sense. DLL, after all, stands for Demand Loaded Library.
That is, a library that is only loaded when it's needed. It doesn't
necessarily have to be sharable by definition.

IMO this would be a generalized way of dealing with for example load/save
modules in image or word processing programs.
If it's released soon enough, I'll definitely consider using it for the
module system that will go into the next version of MGIF. Otherwise I'd
have to write something similar myself.

>Of course there are benefits of being able to fix bugs without re-linking
>the executable.

Perhaps, but for that to be really useful your executable would, IMHO, need
to be partitioned into relatively small 'library chunks'.
It's after all not that often that serious bugs are found in the standard
libraries themselves.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -187541271993553153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6cbb6c50c1d25b3c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c62285e6d4d61609
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,93cb85e97ad58a0f
X-Google-Attributes: gid109a67,public
From: dsb@news.cs.duke.edu (Scott Bigham)
Subject: Re: DLLs for Atari?
Date: 1997/03/02
Message-ID: <5farbd$h8o$1@hal.cs.duke.edu>#1/1
X-Deja-AN: 222448731
References: <317cd$017f.152@HERMES> <E6Br2o.4Iv@novice.uwaterloo.ca>
Organization: n. Arrangement in an orderly or logical fashion. See "miracle".
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

From the Holy Book of <E6Br2o.4Iv@novice.uwaterloo.ca>
  as spake by atwareck@novice.uwaterloo.ca (Art Twarecki) :

>You may want to look at MiNT--it may have support for shared libs.

Unfortunately not. That's one of the things that gets suggested about every six months or so on the MiNT mailing list; usually, it gets as far as determining that it will require modification to the compiler to generate the shared library and stub calls thereto before petering out.

-sbigham

--

Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1997 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

From -5389243138268279210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f34e1b7b760b15cc,start
X-Google-Attributes: gid1115ce,public
From: david@ritter.demon.co.uk (David Knight)
Subject: Editable Objects
Date: 1997/03/02
Message-ID: <44964885_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 222513878
X-NNTP-Posting-Host: ritter.demon.co.uk
Reply-To: david@ritter.demon.co.uk (David Knight)
Newsgroups: comp.sys.atari.programmer

I'm currently writing a replacement form_do() so that I can use non-modal dialog boxes.

I am having a little problem with editable fields though.

My routine works fine if all the editable fields are either: in one child object, in one child and the root object, or if they are all in the root object.

The problem arises when I have editable fields in two seperate child objects. When I try to move the cursor between the two child objects it crashes on me.

My cursor routines add or subtract 1 from the object number, check to see if the editable flag is set on this object, if it is then I place the cursor in to the object otherwise I continue adding or subtracting 1 from the object number until all the objects have been checked.

Can anyone help?

(And before anyone says to just use a C library that already supports

non-modal dialog boxes I'm writing in assembly language)

--

david@ritter.demon.co.uk

From -1335738476574254505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6cbb6c50c1d25b3c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c62285e6d4d61609
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,93cb85e97ad58a0f
X-Google-Attributes: gid109a67,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: DLLs for Atari?
Date: 1997/03/02
Message-ID: <5fchs9$2h6@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 222569206
Distribution: world
References: <317cd$017f.152@HERMES> <E6Br2o.4Iv@novice.uwaterloo.ca>
Followup-To: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Organization: University of Sussex
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Art Twarecki (atwareck@novice.uwaterloo.ca) wrote:
: In article <317cd$017f.152@HERMES>, Gaven Miller <gmiller@inca.co.nz> wrote:
: >I have been working on a TSR that allows the loading of modules and "DLL"
: >like extensions or plug-ins. It will be released later this year, and will
: >be freely distributable (within reason).

a TSR approach to this under MiNT is a _bad_ move. Causes all sorts of
problems. Also, you can't load and unload modules on the fly. Fine if you
intending this to be used for SingleTOS without MiNT (TOS in ROM, basically),
but if you want this to work with MiNT then you'll need a big redesign.

: Shared libraries are really only useful in a multitasking environment,
: otherwise only a single process would ever use them at a time anyway.
: Of course there are benefits of being able to fix bugs without re-linking
: the executable.

: You may want to look at MiNT--it may have support for shared libs.

It doesn't as far as I know.

: Also, shared libs, if not implemented correctly, may cause problems in

: a multitasking environment with memory protection between processes.

Exactly.

: Generally, shared lib code will reside in "shared, read-only executable"
: memory space.

I would argue that a shared library/module/whatever who _always_ be in shared, read-only memory. Anything that the module wants to be able to change should always belong to the client application.

Incidentally, I am working on a Component Manager for MiNT (and only MiNT -- it won't work without multitasking support). I have no idea when it will be finished, but I'm hoping that I will have a little time in about 13 weeks (when I finish my degree -- wayhay!! :). It's all designed, and partially coded -- I just need time to sit and code the rest.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

From -8165501495290011897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab279a3b8aa5a341
X-Google-Attributes: gid1115ce,public
From: Thomas_Much@ka2.maus.de (Thomas Much)
Subject: Re: GDOS drivers
Date: 1997/03/02
Message-ID: <199703022312.a45560@ka2.maus.de>#1/1
X-Deja-AN: 222653546
References: <E6Bsu6.1qE@cix.compulink.co.uk>
X-Gate: MausGate/News 1.27b9/ka2
Newsgroups: comp.sys.atari.programmer

MB>I keep forgetting to look in TAC and MASS books for the newer
MB>functions.

;-)

BTW: I've put the latest English version of the "NVDI 4.11 programmer's guide" on http://www.uni-karlsruhe.de/~Thomas.Much/nbp.html

bye, Thomas

From -2947417707521648779
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,6cbb6c50c1d25b3c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c62285e6d4d61609
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,93cb85e97ad58a0f
X-Google-Attributes: gid109a67,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: DLLs for Atari?
Date: 1997/03/03
Message-ID: <337cd$e3337.27e@HERMES>#1/1
X-Deja-AN: 222633059
References: <317cd$017f.152@HERMES> <E6Br2o.4Iv@novice.uwaterloo.ca>
<5f8pmp$sj6@nyheter.chalmers.se>
Followup-To: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
> Art Twarecki <atwareck@novice.uwaterloo.ca> wrote:
> >Gaven Miller <gmiller@inca.co.nz> started this thread with:
> >>I have been working on a TSR that allows the loading of modules and "DLL"
> >>like extensions or plug-ins. It will be released later this year, and will
> >>be freely distributable (within reason).
> >
> >Shared libraries are really only useful in a multitasking environment,
> >otherwise only a single process would ever use them at a time anyway.

> Yes, but I don't think you should look at the above as shared libraries
> in the normal sense. DLL, after all, stands for Demand Loaded Library.
> That is, a library that is only loaded when it's needed. It doesn't
> necessarily have to be sharable by definition.

Or, if you are MS-brained, DLL = "Dynamic(ally) Loaded Library".

Either way, it amounts to (almost) the same thing.

> IMO this would be a generalized way of dealing with for example load/save
> modules in image or word processing programs.
> If it's released soon enough, I'll definitely consider using it for the
> module system that will go into the next version of MGIF. Otherwise I'd
> have to write something similar myself.

My TSR is called "The Toolbox", and I've been working on it since 1992.
It became extensible in 1994, and the ability to dynamically load a module
was added quite recently (previously all modules could only be loaded at
boot time).

It was originally designed as an OS-level library of callable code,
then it became a library manager.

It was all written in assembly language, using Devpac 1.25 (from an ST
User cover disc) and now Devpac 3.1 (from Hisoft)

At present, there are some bookkeeping problems with using it in a multitasking environment (primarily when multiple apps are using one dynamically loaded extension). It works OK under MTOS with memory protection.

It requires TOS 1.0 or better, and about 32k of RAM. It works best when loaded before MiNT, and was designed for the GEMDOS file system, although it works moderately well when using minix file system under Mint.

I've designed it to have only one instance of any particular extension (based upon a "cookie" identifier within the extensions ID block).

I'm torturing the current version - as well as mulling over the exact format of the extension/toolbox interface. The "calling the extension" is fully working, but the extension ID block needs work.

There is a built-in limit of 16 extensions loaded simultaneously - but this limit will be raised soon.

It lacks RPC functionality, though. I'd like to add that later.

It still has an assembler level interface in terms of the startup code, and I haven't tried to make it "Lattice Friendly", so you can write extensions in a higher level code (you'd need to make a few changes to the startup stubs and initialisation code, as well as setting the base register [generally A4] on entry to any funcs that needed it when using a base-relative compiler mode).

If you are interested in taking this further, I'll start a "Toolbox API" thread in c.s.a.p and we can nut out the details to form an "open" standard calling protocol.

> >Of course there are benefits of being able to fix bugs without re-linking
> >the executable.

> Perhaps, but for that to be really useful your executable would, IMHO, need
> to be partitioned into relatively small 'library chunks'.
> It's after all not that often that serious bugs are found in the standard
> libraries themselves.

--

Quote For The Month:

"Open up, it's the pigs!"

From -7189179892338681182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6cbb6c50c1d25b3c

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c62285e6d4d61609
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,93cb85e97ad58a0f
X-Google-Attributes: gid109a67,public
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Subject: Re: DLLs for Atari?
Date: 1997/03/03
Message-ID: <331AFCE3.1E28@cfcsc.dnd.ca>#1/1
X-Deja-AN: 222779143
References: <317cd$017f.152@HERMES> <E6Br2o.4Iv@novice.uwaterloo.ca>
<5fchs9$2h6@infa.central.susx.ac.uk>
To: James Cox <jamesco@cogs.susx.ac.uk>
Organization: Canadian Forces College-Coll=?iso-8859-1?Q?=E8?=ge des Forces
canadiennes
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

James Cox wrote:
> Incidentally, I am working on a Component Manager for MiNT (and only MiNT --
> it won't work without multitasking support). I have no idea when it will be
> finished, but I'm hoping that I will have a little time in about 13 weeks
> (when I finish my degree -- wayhay!! :).

Let us know when. I'll invite us all over to my neighbourhood for a virtual pint
in celebration. Leave the car at home! :^)

> It's all designed, and partially
> coded -- I just need time to sit and code the rest.
> Cheers,
> James Cox.
> --
> <jamesco@cogs.susx.ac.uk>

From -4121792724642437258
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,179857c8b834acac,start
X-Google-Attributes: gid1115ce,public
From: Tom Lohman <tlohman@ub.d.umn.edu>
Subject: Atari 400/800 assembly examples
Date: 1997/03/03
Message-ID: <331B35CA.2697@ub.d.umn.edu>#1/1
X-Deja-AN: 222799610
Organization: University of Minnesota, Duluth
Newsgroups: comp.sys.atari.programmer

I am just learning how to program the Atari 400/800 in assembly and
would like to get a few examples of assembly programs for the Atari
400/800. I work best from examples. If anyone would be willing to
share a program or two it would be most helpful.

Thanks for any help on this

Tom

From 6793072580697342087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f34e1b7b760b15cc
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Editable Objects
Date: 1997/03/03
Message-ID: <5fde1s$3mq@nyheter.chalmers.se>#1/1
X-Deja-AN: 222822374
References: <44964885_000008_OASIS_NEWS@ritter.demon.co.uk>
Organization: Chalmers University of Technology
Newsgroups: comp.sys.atari.programmer

In article <44964885_000008_OASIS_NEWS@ritter.demon.co.uk>,
David Knight <david@ritter.demon.co.uk> wrote:
>I'm currently writing a replacement form_do() so that I can
>use non-modal dialog boxes.
...
>My cursor routines add or subtract 1 from the object number, check
>to see if the editable flag is set on this object, if it is then
>I place the cursor in to the object otherwise I continue adding or
>subtracting 1 from the object number until all the objects have
>been checked.

Hmm, if you always place the cursor in an editable field I can't see why
it would crash. Unless you put it there in the wrong way of course.

>Can anyone help?
>
>(And before anyone says to just use a C library that already supports
>non-modal dialog boxes I'm writing in assembly language)

There's nothing stopping you from using C libraries from assembler (if
you use a decent assembler), but I know it can be interesting to write your
own stuff from the ground up.
Still, writing GEM code in assembly doesn't sound like much fun at all.

Anyway, I actually modified the MGIF sources for windowed dialogs a couple
of days ago and extended that to handle any number of open dialogs
simultaneously only yesterday.
For the edit field things I simply used form_keybd(), which worked very
well for the single windowed dialogs (incredibly simple to do). There are
still some strange problems remaining with the multi-dialog version,
though, so I'm not 100% sure that form_keybd() actually does the job...
(There are lots of other strange things going on in the extended code, so

form_keybd() may well be blameless.)

Perhaps there's someone around who has more experience with form_keybd()?

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -3916782572053777233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f34e1b7b760b15cc
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Editable Objects
Date: 1997/03/03

Message-ID: <857414516_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 222827859
X-NNTP-Posting-Host: swampdog.demon.co.uk

Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <44964885_000008_OASIS_NEWS@ritter.demon.co.uk>
 david@ritter.demon.co.uk (David Knight) said:-

>I'm currently writing a replacement form_do() so that I can
>use non-modal dialog boxes.
>
>I am having a little problem with editable fields though.

Tricky blighters are editable fields. :-)

>My routine works fine if all the editable fields are either: in one
>child object, in one child and the root object, or if they are all
>in the root object.
>
>The problem arises when I have editable fields in two seperate
>child objects. When I try to move the cursor between the two
>child objects it crashes on me.

Check out objc_edit() carefully. There are two bindings for it and I'm
not sure offhand which is the "real" one.

objc_edit(tree,object,character,oldindex,kind,newindex)
objc_edit(tree,object,character,&index,kind)

. where &index does double duty (oldindex in - newindex out).

There are some instances where an incorrect LASTOB will cause Gem to barf (anywhere in the wrong place can make it sulk basically).

With that sorted, you use ED_INIT to start a text field, ED_CHAR within it, and ED_END to finish off the field. So to move fields you need an ED_END(cur_field) then ED_INIT(new_field).

>My cursor routines add or subtract 1 from the object number, check
>to see if the editable flag is set on this object, if it is then
>I place the cursor in to the object otherwise I continue adding or
>subtracting 1 from the object number until all the objects have
>been checked.

There are two concerns with this method, both are derived from the fact no consideration is given to the real order in which the objects in the tree occur. This has implications both for the LASTOB flag (which you are effectively ignoring) and which field the cursor appears in when you "tab" to the next one (which could differ between Gem and your routine). For a one-off situation this is acceptable as you can massage the resource editor into producing the order you want but not otherwise.

>Can anyone help?

You need to walk the tree like Gem. Gem does a recursive descent until it meets LASTOB (end of tree) or returns to the ROOT. A handy function to implement is one which does something like this ...

Objc_Walk(tree,startob,func)

. which descends 'tree' from 'startob' repeatedly calling 'func' until it rises back to 'startob' or 'func' aborts the traversal. 'startob' is typically set to ROOT but this code can be used for lots of things if 'func' is passed 'tree' and the index of the current object - like manipulating radio buttons for instance (ie - set 'startob' to the parent of the buttons, func unselects them .. blah).

>(And before anyone says to just use a C library that already supports
>non-modal dialog boxes I'm writing in assembly language)

Most C libraries behave like traps. You should only have to preserve d3-d7 and a3-a6 to make a call work, but it's more fun doing it yourself!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 6186056446249625603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c7ff85674138f02
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Cross compiling for the Atari with GNU C
Date: 1997/03/13
Message-ID: <5g8qfj$5oa@balaena.bio.vu.nl>#1/1
X-Deja-AN: 225177158
References: <01bc2b32$081e64a0$3505a8c0@kevin's.sstech.on.ca>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Kevin Tessner (ktessner@sstech.on.ca) wrote:

: What do I have to do to furnish them with a ready to run PC version of GNU
: configured for 68020 output in standard Atari .PRG files?

Build a version of GNU C which runs in a DOS or Windows PC environment and generates Atari 020 or higher code. To do this, you must first download the latest Gnu C sources. Take a look at the docs, they explain how to build a cross compiler. You must also try to get hold of a libgcc1.a file for atari (you could build it yourself with GCC on atari). And you must build a PC version of the atari binutils package (I haven't been able to get them to work on Linux yet. Good luck...) If you've done all this, then you _should_ be able to build a cross-compiler. Then all you have to do is create a suitable PC environment for compiling, and bingo! You've got yourself a cross-compiler... Theoretically...
A good place to start is the DJGPP distribution (a DOS version of GNU C) at Simtel (ftp.simtel.com or www.simtel.com or whatever...) and the MiNT patches for the GCC source (needed to create an Atari target. You should be able to get them at most Atari FTP sites. Try ftp.fu-berlin.de)

If you pull this off I would like to hear from you! (I've been trying for some time to set up a cross compiling environment under Linux. I failed...)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Don't worry about people stealing your ideas. If your ideas are any good, you'll have to ram them down people's throats."
-- Howard Aiken

From 3602418979079654660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4be4be241da24c50
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Dsp booting
Date: 1997/03/13
Message-ID:
<Pine.GSO.3.95Lrindlow.970313135740.9827Z-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 225180617
References:
<Pine.GSO.3.95Lrindlow.970311203813.27057D-100000@tingeling.lysator.liu.se>
<88189505_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: Link⊕ping University, Sweden
Newsgroups: comp.sys.atari.programmer

On Wed, 12 Mar 1997, Gary Priest wrote:

> >This is due to that the last part of the program memory, which is mapped
> >on the last part of the X memory in Falcon, is used for a program
> >uploader, which is used by DspLoadProg() and similar functions to upload
> >your dsp code. So, if you in your dsp code overwrite this uploadcode, the
> >next time you call DspLoadProg(), it won't be able to upload the program,
> >and in the stupid way the function is made, it will hang the computer in
> >an infinite loop trying to upload.
> >
> >I don't know a way to really reset the DSP so that it restores the
> >bootstrap uploader code I was talking about above. Obviously there is a
> >way, since a reset of the computer does it, but the risk is that it's made
> >by hardware.
> >If anyone else knows, I would very much like to know too. It would
> >definitely help me when using the DSP in linux.
>
> Could this be the cause of the MagiC problem. Where sometimes, a call to the
> DSP (via the Brainstorm decoder) hangs the system. The only solution to this
> is to reboot the Falcon and it seems to go away (although sometimes a couple
> of reboots are needed)?

One reboot has always been enough for me, when such a problem occurs.
Although, I don't use MagiC. I haven't had this problem using Brainstorm's
decoder, but it may very well be this that causes it.
But it might also be if you have used another program which uses the DSP,
then the Brainstorm decoder is overwritten, and the program trying to use
it might hang, if it's not programmed with a timeout.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se

http://www.lysator.liu.se/~tobe

From -6750775106304690527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2991bccdaa287d9,start
X-Google-Attributes: gid1115ce,public
From: b2b3@elec.iuta.u-bordeaux.fr
Subject: Parallel port
Date: 1997/03/13
Message-ID: <33282137.440@elec.iuta.u-bordeaux.fr>#1/1
X-Deja-AN: 225211944
Organization: CRIBX1 , Universite de Bordeaux I , France
Newsgroups: comp.sys.atari.programmer

If someone know HOW to use the ST parallel port in bidirectional...

Please help me!

From 7884723863232266733
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b94ae9e397f12a6,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b94ae9e397f12a6,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,b94ae9e397f12a6,start
X-Google-Attributes: gid109a67,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: ICTARI 44 now available...
Date: 1997/03/13
Message-ID: <96505378_000034_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 225286476
X-NNTP-Posting-Host: elis.demon.co.uk
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk (G Greenway)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thee Augean Stables Present:

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           ______    __________        ______            ______
 __     __ /      \  /          \   __ /      \ __     __ /      \ __    __
/  \  /  \\______/  \__________/  /  \\______//  \  /  \\______//  \  /  \
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The Atari Programmer's User Group

Issue 44 is now on the WEB site. Get thee to:

http://www.elis.demon.co.uk/ictari/ictari.htm

This issue issue is a good deal better than my last. (My first...)
The future for the group seems a little more secure, but 'Net users
still provide the fewest contributions. If you've stopped sending in
disks and stamps and get your copy of ICTARI from the WEB, please
fill out the form and tell me.

Enjoy Theeselves,
"Augeas"

--

```
 ___________________________          _    _   _    _   _____
/ \                          \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
\/__\   _______________________\___   H  | |\\| | | |\/| | |  ___|   THE
     \ / \                        \     | | \  | | |  | | | |___
      \\_|                        |  E  |_|  \_| |_|  |_| |_____|  ENEMY
       \_/________________________/
```

From -4799419262628741969
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d2ecb276ec468eb
X-Google-Attributes: gid1115ce,public
From: daniel.hagg@marine.combitech.se (Daniel H$gg)
Subject: Re: 32 bit ints
Date: 1997/03/14
Message-ID: <5gavkc$jj9@cndns.combitech.se>#1/1
X-Deja-AN: 225403660
Organization: SME
Newsgroups: comp.sys.atari.programmer

In article <858139444_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy

Harrison) writes:
> In article <5g26jk$eip@infa.central.susx.ac.uk>
> jamesco@cogs.susx.ac.uk (James Cox) said:-
>
> >Is it possible to #define int to something else? I know that gcc
> >supports the -mshort option to force short ints (the default is long
> >ints on the version I use).
>
> It certainly ought to be - unless the ansi standard has redefined what
> a preprocessor should do. [anybody?]

I have been browsing through the chapter about preprocessing in the best C-reference manual I know of, the second edition of Kernighan & Rithchie "The C programming language", and it doesnt say anything about redefining datatypes.

However, it says the following about datatype and sizes:

"The intent is that short and long should provide different lengths of integers where practical; int will normally be the natural size for a particular machine. short is often 16 bits, long 32 bits, and int either 16 or 32 bits. Each compiler is free to choose appropriate sizes for its own hardware, subject only to the restriction that shorts and ints are at least 16 bits, longs are at least 32 bits, and short is no longer than int, which is no longer than long."

/
/ Daniel

From 6836769903957236839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9883df31b09a90c6
X-Google-Attributes: gid1115ce,public
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Subject: Re: Assembler and Disassembler?
Date: 1997/03/14
Message-ID: <Pine.LNX.3.91.970314095143.5038A-100000@tybalt>#1/1
X-Deja-AN: 225419505
References: <D.E.Jones-0303971305280001@144.173.2.229> <5g3f09$num@news.u-strasbg.fr>
X-Sender: sce196@tybalt
Organization: Electronics and Computer Science, University of Southampton
Newsgroups: comp.sys.atari.programmer

> Hi all,
> I need to get hold of an assembler and a disassembler for use on my
> Atari STE 2meg Tos. Does anyone know of a shareware one that I can
> download from somewhere. Also it would help a lot if there was some sort
> of manual available. Thanks.
Do a search on the HENSA site. I think there are a couple of good

assemblers to be found there.

Also, I believe there is a public domain version of Devpac, which was given away on a magazine cover disk years ago. Try to get hold of a copy of this as it is very good.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

From 627171226171228287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a0770a04d4073e8,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,9a0770a04d4073e8,start
X-Google-Attributes: gid109a67,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Details on the Devpac GST linkable object format needed
Date: 1997/03/14
Message-ID: <yvvybbqn3aq.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 225431623
Sender: emwoll@bowmore
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi everyone,

I forward this message for Doug Little. If anyone knows please answer me directly or post in this newsgroup. It's _very_ important.

Hi,

Does anyone out there know where I can find details on the Devpac GST linkable object format, or the Lattice Linkable format? I need 22-character linkable output from Devpac, so DRI isn't good enough.

Needless to say, it's not enough just to switch to another linker which supports these formats since I intend to link with GNU objects, and so need to write a utility for Devpac->GNU conversion. I already have GST2GNU.TTP, but it won't read Devpac GST binaries. The Devpac BIN format is completey different from the one accepted by GST2GNU (I don't know why). I have examined the GEN output and compared it with the header structures used in GST2GNU and they are not even vaguely similar.

Any help would be _very_ welcome.

Doug.

--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -9189594104263585237
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d469929d0b719469,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 119ac7,d469929d0b719469,start
X-Google-Attributes: gid119ac7,public
From: joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann)
Subject: ?:DSP,XBios,AES - F030
Date: 1997/03/14
Message-ID: <5gbil3$i64@commserv.fb1.fhtw-berlin.de>#1/1
X-Deja-AN: 225450472
Organization: Fachhochschule fuer Technik und Wirtschaft Berlin, FB1
Newsgroups: comp.sys.atari.programmer,maus.sys.atari.f030

hi, i'm looking for some definite guide how to programm the new
AES and the new XBIOS routines for F030s TOS4.04 and how to set up
a clean DSP programming within the F030 System ...

furthermore i'd like to have an instruction set, programming &
optimation guide to the DSP56001
NOT the a56.ttp ftp-archives those i have already !

can anybody help me ?

--
-
-- Jo'ogn (; - 030/606 91 85

From 4819148756189295716
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9883df31b09a90c6
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: Assembler and Disassembler?
Date: 1997/03/14
Message-ID: <5gc6jo$di1@epimetheus.algonet.se>#1/1
X-Deja-AN: 225520686

References: <D.E.Jones-03039713052800001@144.173.2.229> <5g3f09$num@news.u-strasbg.fr> <Pine.LNX.3.91.970314095143.5038A-100000@tybalt>
Organization: AlgoNet Public Access Node, Stockholm
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: b96a7a91adfbafd9c93c87732e2a5b740

: >   I need to get hold of an assembler and a disassembler for use on my
: > Atari STE 2meg Tos. Does anyone know of a shareware one that I can
: > download from somewhere. Also it would help a lot if there was some sort
: > of manual available. Thanks.
:
: Do a search on the HENSA site. I think there are a couple of good
: assemblers to be found there.
:
: Also, I believe there is a public domain version of Devpac, which was
: given away on a magazine cover disk years ago. Try to get hold of a copy
: of this as it is very good.

I've got this cover disk with DevpacST 2. If anyone are interested, just
send me an email and I'll send it to you!

--

```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   Daniel Hedberg of New Beat Development

   New Beat Development on the Web:    E-Mail:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se
  ---------------------------------------------------------------------------
                                                                oOo   oOo
                                                                 U     U
```


From -6266719737054339358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d469929d0b719469
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: ?:DSP,XBios,AES - F030
Date: 1997/03/15
Message-ID:
<Pine.GSO.3.95Lrindlow.970315175854.13350D-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 225757515
Organization: Link⍰ping University, Sweden
Newsgroups: comp.sys.atari.programmer

On 14 Mar 1997, Juergen Oppermann wrote:

> hi, i'm looking for some definite guide how to programm the new
> AES and the new XBIOS routines for F030s TOS4.04 and how to set up

> a clean DSP programming within the F030 System ...

For all this, and much other information, I think the Atari Compendium is the best. It includes all neccessary things, I think. For the later AES versions, 4.0 and 4.1, I know there are textfiles about those, but I don't know where to get them, try ftp.uni-kl.de or ftp.cnam.fr

> furthermore i'd like to have an instruction set, programming &
> optimation guide to the DSP56001
> NOT the a56.ttp ftp-archives those i have already !

The DSP56000/DSP56001 User's Manual by Motorola is very good to have. It has all things you need on how to program the DSP, but no Atari specific things obviously. It doesn't contain optimisation either.

About an assembler to use, a56.ttp isn't very good, I know, but unfortunately it's the only freeware DSP assembler available for Atari. There are at least two non-free assemblers too, DevpacDSP, which isn't very good at all but has a GEM shell, and Motorola's asm56000.ttp which is, IMO, the best. At least I think Motorola's assembler isn't freeware, I may be wrong. I know the sources aren't free.

I've started to write a series of pages on my homepage about programming the DSP on Atari. Unfortunetely, I've been too lazy and to busy at school to write more on it lately. The URL for it is
http://www.lysator.liu.se/~tobe/DSP/

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From 2587230585790495081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a603eff26927cdbf,start
X-Google-Attributes: gid1115ce,public
From: durand123@aol.com (Durand123)
Subject: REQUEST CUBASE SCORE FOR ATARI ST LOTS TO TRADE
Date: 1997/03/15
Message-ID: <19970315231900.SAA05817@ladder01.news.aol.com>#1/1
X-Deja-AN: 225822286
Organization: AOL, http://www.aol.fr
Newsgroups: comp.sys.atari.programmer

X-Admin: news@aol.com

Thanx lot

reply to nterrien@hotmail.com

From -2082859487095039548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92034578b4eac61c,start
X-Google-Attributes: gid1115ce,public
From: takecards@answerme.com
Subject: ACCEPT MAJOR CREDIT CARDS !!!!!!
Date: 1997/03/15
Message-ID: <5gfk7k$2b2@news.shscomputer.com>#1/1
X-Deja-AN: 225940264
Organization: SHS Computers, Inc.
Newsgroups: comp.sys.atari.programmer

ACCEPT MAJOR CREDIT CARDS WE APPROVE !!!!!
********** **********
Visa, Master card, American Express, Discover Card

Merchant Bankcard Systems, a proven leader in our industry, can provide your business the ability to accept credit cards from customers. Accepting credit cards is a must in today's marketplace. Your sales will increase as customers know your business welcome's there card. Don't lose another sale, because you don't take credit cards.

Our rates are among the lowest in our industry, starting at 1.55% ! Over 97% of our clients ARE APPROVED! We can approve almost any type of business. We are approving businesses just like yours everyday!

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* SERVICE BUSINESS * PHONE-ORDER
* PROFESSIONAL * HOME-BASED
* RESTAURANTS * ON-LINE BUSINESS

WE OFFER:

* ZERO-DOWN START UP !!!! * FREE- FED-EX SHIPPING
* APPROVALS IN 48 HOURS * FREE -TEC-SUPPORT
* PC SOFTWARE AVAILABLE * FREE - PERSONAL PAGER
* MAC SOFTWARE AVAILABLE * NO HYPE / NO HASSLES

******APPROVALS WITHIN 48 HOURS******

http://www.takecards.com
****** WE APPROVE ******

VISIT US US NOW !!!!!!!!

Send me Email here">E-MAIL US NOW !!!!!!!!

From -1356186240754661914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2991bccdaa287d9
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Parallel port
Date: 1997/03/15
Message-ID: <d72_9703161413@conchbbs.com>#1/1
X-Deja-AN: 226006652
Organization: Houston Area League of PC Users
X-FTN-To: b2b3@elec.iuta.u-bordeau
Newsgroups: comp.sys.atari.programmer

b > If someone know HOW to use the ST parallel port in
b > bidirectional...

The data direction for register 15 (printer port) of the PSG is set
by bit 7 of register 7.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -9436668534532260 11
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea43e647b9e9b791,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Progs in AUTO or execute
Date: 1997/03/15
Message-ID: <d73_9703161413@conchbbs.com>#1/1
X-Deja-AN: 226006664
Organization: Houston Area League of PC Users
X-FTN-To: josdb@xs4all.nl
Newsgroups: comp.sys.atari.programmer

j > 1) Does anybode know why programs in the AUTO folder do not
j > have access to environment variables during start-up? Is there
j > a way to circumvent the problem?

I don't suppose I could talk you into using a cookie instead of an

environment variable?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 3723077915329309442
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1d2ecb276ec468eb
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: 32 bit ints
Date: 1997/03/16
Message-ID: <858510052_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 225934444
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

 In article <5gavkc$jj9@cndns.combitech.se>
  daniel.hagg@marine.combitech.se (Daniel H⍰gg) said:-

>In article <858139444_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy
Harrison) writes:
> > In article <5g26jk$eip@infa.central.susx.ac.uk>
> >   jamesco@cogs.susx.ac.uk (James Cox) said:-
> >
> > >Is it possible to #define int to something else? I know that gcc
> > >supports the -mshort option to force short ints (the default is long
> > >ints on the version I use).
> >
> > It certainly ought to be - unless the ansi standard has redefined what
> > a preprocessor should do. [anybody?]
>
>I have been browsing through the chapter about preprocessing in the
>best C-reference manual I know of, the second edition of Kernighan &
>Rithchie "The C programming language", and it doesnt say anything
>about redefining datatypes.

Then it's possible and legal, as it should be. In case anybody is
confused ...

The preprocessor does not form part of the 'C' language. The 'C'

compiler starts its work on the output the preprocessor produces - not
on the stuff you type in. ie all the "#" keyword stuff has gone.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -6433858326017624387
X-Google-Language: FRENCH,ASCII-7-bit
X-Google-Thread: 1115ce,1ae0e27f56ff66ad,start
X-Google-Attributes: gid1115ce,public
From: "DOM" <astim.informatique@hol.fr>
Subject: Cherche graphiste
Date: 1997/03/16
Message-ID: <01bc3214$4652d6a0$LocalHost@test>#1/1
X-Deja-AN: 225947849
Newsgroups: comp.sys.atari.programmer

Bonjour ,

Je programme en GFA 3 et Language machine sous ATARI.

Je cherche des personnes pour habiller les jeux ou Logiciel.
Soit du son
de la musique
du graphisme

Si vous etes interresse ... Alors a suivre ....

DOM

From 4022016872131152893
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93f2c7e80ef899d5,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: How do I know I'm an accessory?
Date: 1997/03/16
Message-ID: <12654411_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 226045794

X-NNTP-Posting-Host: the-gap.demon.co.uk
Organization: The home of CoSTa and XURL
Reply-To: gary@the-gap.demon.co.uk (Gary Priest)
Newsgroups: comp.sys.atari.programmer

Back in the good old days(?), a program could detect that it was running as an accessory, by checking a7 on entry to the program. If it's 0 then it's an .acc.

With multitasking (certainly multitos), this no longer holds true :(

What is the best way to see if you're an .acc or .prg under *all* TOS's?

TIA, Gary

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From -1363244386405739131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1c67584a4d47f647,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1c67584a4d47f647,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1c67584a4d47f647,start
X-Google-Attributes: gid109a67,public
From: lynx14@earthlink.net
Subject: Atari Jaguar, Jag CD, Lynx stuff
Date: 1997/03/16
Message-ID: <5ghtgs$dsm@lois.zippo.com>#1/1
X-Deja-AN: 226045805
Organization: None
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Atari Jaguar, Jag CD, Lynx stuff

http://www.vglq.com

From -4100539325373015857

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8a6155382136e29
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: MiNT threads
Date: 1997/03/17
Message-ID: <Pine.A32.3.91.970317121441.18129A-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 226151876
References: <5eet9t$2b6@due.unit.no>
<Pine.A32.3.91.970228221537.20700B-100000@pallas.amp.uni-hannover.de>
<5g6ds5$61g@infa.central.susx.ac.uk>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On 12 Mar 1997, James Cox wrote:

> > I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
> > evnt_multi()-loop while the parent does the same?
>
> They can, but there are problems: firstly, each thread needs to call
> appl_init() etc, just as the parent process needed to; and secondly, if you're
> using C, then the chances are that you will have to re-write the libraries for
> AES/VDI access since all of the arrays are held in global variables, and each
> thred needs to have it's own set of GEM arrays otherwise the moment any of the
> threads happen to make a GEM call at approximately the same time things will
> go haywire!
>
> I believe that there is a library somewhere out there that gets around this
> problem, but I don't know where, or who it's written by.

It's written by Andreas Kromke, the programmer of MagiC, and can be found
in Application Systems Heidelberg's BBS (don't have the number here).

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 8639943054682377470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7ea8fe380da57050
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: GETMPB
Date: 1997/03/17
Message-ID: <Pine.A32.3.91.970317123022.18129C-100000@pallas.amp.uni-

hannover.de>#1/1
X-Deja-AN: 226154255
References: <Pine.LNX.3.96.970312195140.440A-100000@hinux.hin.no>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On Wed, 12 Mar 1997, Geir Oeyvind Vaelidalo wrote:

> GETMPB is, as far as I know, useless with anything than Tos, isn't that
> correct?

That is correct, but even more : It is useless even with TOS. Reason is
the call does things that confuse the internal memory management. It
really should not be used.

Apart from this, memory management is the most internal thing in any
operating system, and by far in most cases it is neither needed nor
advisable to interfere with it.

> Well, how do I find the MPB under MultiTos and MagiC? And how is the
> struct of that thing? Is it similar to the one under Tos?

MultiTOS uses the same scheme as MiNT, and that is AFAIK the same as the
TOS system. MagiC does it completely different.

> Atari compendium says that GETMPB is useless under Mint, and it looks like
> it's useless under MagiC too.

It's not useful anywhere.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 3384888555187688054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,454a59c53e3329b1
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 1997/03/17
Message-ID: <Pine.A32.3.91.970317121632.18129B-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 226154263

References: <3326C214.1612@ix.netcom.com>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On Wed, 12 Mar 1997, Robert Aries wrote:

> > Robert Aries <robaries@ix.netcom.com> said:-
> >
> > >The problem is that this call doesn't seem to work if the mouse is
> > >near the top of the screen. I suspect that it has to do with
> > >conflicts with the menu bar, except that my program doesn't use a menu
> > >(it needs the whole screen). Is there something I'm missing?
> >
> > I dunno GFA but a couple of points to consider ...
> >
> > I'm not sure you should be using graf_mkstate() within the menubar.
> > The AES is aware of the desktop so it could be confusing it. Maybe you
> > can but someone else would have to verify this. I'd guess you'd at
> > least have to lock the screen. Might even have to install a dummy
> > menubar of your own even.
> >
> > Anyway, the VDI might be a better choice. This is below the AES and
> > will definately be able to process a full screen.
>
> Thanks for the tip. I tried using the VDI, but it is slow, slow, slow!
> My loop is contantly querying the mouse location and button state, and
> even when compiled, the mouse pointer flickers badly! Now, I might be
> doing something wrong here, as I only half-understand the concepts
> involved, but I'm using the VDI function vq_mouse(). Naturally, GFA has

Do not use VDI input functions if AES is active. Reason is AES will fetch part of the input, your application another part, neither of the parts having the complete information. As long as AES is active you must use the AES input functions, and for that, if you can tolerate busy waiting, graf_mkstate is just the perfect choice. I doubt that your problem was due to AES, in single TOS graf_mkstate should certainly work even in the area where normally the menu bar appears, if no menu bar is activated (via menu_bar(..., TRUE);). If you have a menu bar, however, then of course graf_mkstate should not work as usual if the mouse enters the menu bar. So if your graf_mkstate does not work at the top of the screen, even though you use single TOS and no menu bar, then I suspect strongly GFA does something strange about this.

Note that not allowing a menu bar, relying on single-TOS and busy waiting is not state-of-the-art programming anymore. Instead, use wind_get (0,...); to inquire about the screen area you may use (this already does exclude the menu bar !) and you won't have any problems with the top of the screen anymore (simply because you're not using it), and MagiC may put other application's menu bar there without any harm for your program. Next step is using evnt_multi(); or evnt_mouse(); for inquiring about the mouse parameters, this allows cooperative multitasking.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -4943149864624620740
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93f2c7e80ef899d5
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: How do I know I'm an accessory?
Date: 1997/03/17
Message-ID: <Pine.A32.3.91.970317123748.18129D-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 226155253
References: <12654411_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: RRZN - Newsserver
Newsgroups: comp.sys.atari.programmer

On Sun, 16 Mar 1997, Gary Priest wrote:

> Back in the good old days(?), a program could detect that it was running as
> an accessory, by checking a7 on entry to the program. If it's 0 then it's an
> .acc.
>
> With multitasking (certainly multitos), this no longer holds true :(
>
> What is the best way to see if you're an .acc or .prg under *all* TOS's?

It is still the best way ! At least under MagiC a7 is not zero if started
later, even if the extension was *.ACC ! I guess it is the same with
MultiTOS ?

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -2454438243517460125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8a6155382136e29
X-Google-Attributes: gid1115ce,public

From: josk@ifi.ntnu.no (Jo Even Skarstein)
Subject: Re: MiNT threads
Date: 1997/03/17
Message-ID: <332d40a8ad5c0@ifi.ntnu.no>#1/1
X-Deja-AN: 226165014
Distribution: world
References: <5g6ds5$61g@infa.central.susx.ac.uk>
X-Hardware: Atari Falcon 030
Organization: NTNU
Reply-To: Jo.Even.Skarstein@ifi.ntnu.no
Newsgroups: comp.sys.atari.programmer

On Wed 12-03-97 14:16 James Cox (jamesco@cogs.susx.ac.uk) wrote:

>> I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
>> evnt_multi()-loop while the parent does the same?
>
>They can, but there are problems: firstly, each thread needs to call
>appl_init() etc, just as the parent process needed to; and secondly, if you're
>using C, then the chances are that you will have to re-write the libraries for
>AES/VDI access since all of the arrays are held in global variables, and each
>thred needs to have it's own set of GEM arrays otherwise the moment any of the
>threads happen to make a GEM call at approximately the same time things will
>go haywire!
>
>I believe that there is a library somewhere out there that gets around this
>problem, but I don't know where, or who it's written by.

I found such a library, it's called MT_AES and is written by Andreas
Kromke. I haven't tried it yet, but according to the docs it should
work with MagiC (Of course...), MultiTOS and N.AES.

I found it on ftp.funet.fi/pub/atari/Newitems a couple of days ago.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

From -453242808160024739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d469929d0b719469
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: ?:DSP,XBios,AES - F030
Date: 1997/03/17
Message-ID: <5gjicv$qve@balaena.bio.vu.nl>#1/1
X-Deja-AN: 226173178
References:
<Pine.GSO.3.95Lrindlow.970315175854.13350D-100000@tingeling.lysator.liu.se>

Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Tomas Berndtsson (tobe@lysator.liu.se) wrote:

: About an assembler to use, a56.ttp isn't very good, I know, but
: unfortunately it's the only freeware DSP assembler available for Atari.

Nope. There's also the Quick DSP Assembler (qdspasm), which is somewhat
faster (and better?) than a56. I got the thing from ftp.cnam.fr.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The devil finds work for idle circuits to do.

From -7383095562421707176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d469929d0b719469
X-Google-Attributes: gid1115ce,public
From: joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann)
Subject: Re: ?:DSP,XBios,AES - F030
Date: 1997/03/17
Message-ID: <5gjm54$dqa@commserv.fb1.fhtw-berlin.de>#1/1
X-Deja-AN: 226185314
References:
<Pine.GSO.3.95Lrindlow.970315175854.13350D-100000@tingeling.lysator.liu.se>
<5gjicv$qve@balaena.bio.vu.nl>
Organization: Fachhochschule fuer Technik und Wirtschaft Berlin, FB1
Newsgroups: comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote:
> Nope. There's also the Quick DSP Assembler (qdspasm), which is somewhat
> faster (and better?) than a56. I got the thing from ftp.cnam.fr.
i got this one too, but from it's dokumentation i wasn't quite sure if i
should use it, coz it seem to have some drawbacks, or at least doesn't seem
to 100% complete ...
am i wrong ?!

-
-- Jo'ogn (; - 030/606 91 85

From 1771534859851706040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,313f8049b69b0139
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Progs in AUTO or executed by MiNT
Date: 1997/03/17
Message-ID: <dwilga-1703971006420001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 226190620
References: <3326d05cc42ef1@xs4all.nl> <5g7h1h$160dg_002@news.ti.com>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article <5g7h1h$160dg_002@news.ti.com>, wongck@ti.com (William Wong) wrote:

>In article <3326d05cc42ef1@xs4all.nl>, josdb@xs4all.nl wrote:
>>I have two questions:
>>
>>1) Does anybode know why programs in the AUTO folder do not have
>>access to environment variables during start-up? Is there a way to
>>circumvent the problem?
>
>IIRC, GEM is not up yet. So when GEM comes up, it creates new environment
>variables.

Yes, and if you are using MiNT, its variables get created first, before those of the AES. Under MultiTOS and Geneva 005, the env vars specified in MINT.CNF get inherited by the AES.

As far as the AUTO folder goes, however, there's not much use in dealing with env vars. Even if you were to create some in the "parent" basepage of AUTO folder processes, they would go away as soon as either MiNT or the AES comes up.

>It's interesting about what you are doing for DST. Is there an algorithm which
>can calculate the beginnin & ending of DST? I am looking for one to put into
>my world clock, called PH World Clock. Currently my clock handles it quite
>simply by having the user tell it that DST is on.

There is no one algorithm for Daylight Savings: every country handles it differently. I had to deal with this problem in my own program, WorldClock :-) (Available from www.pair.com/gribnif/)

>>
>>2) I have written a little program which sets daylight saving time
>>automatically (and vice-versa). It runs OK in the AUTO folder, but it
>>messes things up when executed by MiNT. Are there special requirements
>>for programs if you want to have them executed by MiNT?

Not really, if all you are doing is stdio. It's only when you start to use Pexec() or any part of the AES that you might be hitting problems. Perhaps if you posted a skelton of your program, someone could help.

Dan Wilga dwilga@mtholyoke.edu

From 5579864493397142080
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93f2c7e80ef899d5
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: How do I know I'm an accessory?
Date: 1997/03/17
Message-ID: <dwilga-1703971024240001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 226204388
References: <12654411_000003_OASIS_NEWS@the-gap.demon.co.uk>
<Pine.A32.3.91.970317123748.18129D-100000@pallas.amp.uni-hannover.de>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer

In article
<Pine.A32.3.91.970317123748.18129D-100000@pallas.amp.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:

>On Sun, 16 Mar 1997, Gary Priest wrote:
>
>> Back in the good old days(?), a program could detect that it was running as
>> an accessory, by checking a7 on entry to the program. If it's 0 then it's an
>> .acc.
>>
>> With multitasking (certainly multitos), this no longer holds true :(
>>
>> What is the best way to see if you're an .acc or .prg under *all* TOS's?
>
>It is still the best way ! At least under MagiC a7 is not zero if started
>later, even if the extension was *.ACC ! I guess it is the same with
>MultiTOS ?

That's right, always use the a7 test. It works under Geneva, MTOS, MagiC
and, of course, old-TOS.

Someone else will be able to explain this part more accurately, but I
believe that most shells which run under MagiC launch new DA's (not at
startup) by treating them as programs. IIRC, there may not even be any way
to truly launch a desk accessory AS a desk accessory from MagiC after
startup. But I haven't seen later versions of MagiC so I could be wrong
here.

On the other hand, both Geneva and MTOS use the GEMACC env var in GEM.CNF
to determine which extensions are treated as DA's. Anything matching the
extensions is launched as a true DA with the correct (zero) a7.

Dan Wilga dwilga@mtholyoke.edu

From 7374854668454430283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2425580cc4156f4,start
X-Google-Attributes: gid1115ce,public
From: josk@ifi.ntnu.no (Jo Even Skarstein)
Subject: Pexec-question
Date: 1997/03/17
Message-ID: <332d707e14aa00@ifi.ntnu.no>#1/1
X-Deja-AN: 226206919
X-Hardware: Atari Falcon 030
Organization: NTNU
Reply-To: Jo.Even.Skarstein@ifi.ntnu.no
Newsgroups: comp.sys.atari.programmer

Hi!

Can anybody tell me what's wrong with the following code? (Running under MiNT 1.14/N.AES)

```
   if (appl_find("V-CONFIG") < 0)
      Pexec(100,"V-CONFIG.PRG","",NULL);
```

The program (V-Config) is started, the parent keeps on running in paralell and everything looks fine. But when V-Config exits, it leaves a "empty" process, i.e. a process with status EXIT and size 0. If I call/exit V-Config a number of times N.AES crashes.

If I use mode 0 everything works, except that the parent is blocked. This is totally unacceptable as these two programs are supposed to talk to each other.

The Atari Compendium says that mode 100 is identical to mode 0 with only two exceptions: The parent runs in paralell with the child, and pexec() returns the pid of the child instead of an exit-code.

--
Jo Even Skarstein   URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

From 8505441816906630599
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ea43e647b9e9b791
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: Progs in AUTO or execute
Date: 1997/03/17

Message-ID: <332dd63c37be521@xs4all.nl>#1/1
X-Deja-AN: 226305320
References: <d73_9703161413@conchbbs.com>
X-XS4ALL-Date: Tue, 18 Mar 1997 00:41:30 MET
Organization: Seni Translation Services, Amsterdam
Newsgroups: comp.sys.atari.programmer

on Sat 15-03-97 09:46 John Kormylo wrote:

>j > 1) Does anybode know why programs in the AUTO folder do not
>j > have access to environment variables during start-up? Is there
>j > a way to circumvent the problem?
>
>I don't suppose I could talk you into using a cookie instead of an
>environment variable?

Well, I think I'm a reasonable person, so if using a cookie would be reasonable, I don't see why you couldn't talk me into it... :)

Meanwhile, I don't understand exactly what you mean. I don't see any problem in using a cookie, but then some other program must establish the cookie, because what I'm concerned with is reading out certain information, like timezone information and the location of directories. Normally, this is not the sort of information one would store in cookies, is it?

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From 9204222513607060603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2425580cc4156f4
X-Google-Attributes: gid1115ce,public
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: Pexec-question
Date: 1997/03/18
Message-ID: <ersmithE783CG.41L@netcom.com>#1/1
X-Deja-AN: 226326680
Sender: ersmith@netcom18.netcom.com
References: <332d707e14aa00@ifi.ntnu.no>
Organization: Netcom
Newsgroups: comp.sys.atari.programmer

In article <332d707e14aa00@ifi.ntnu.no>,

>Can anybody tell me what's wrong with the following code? (Running
>under MiNT 1.14/N.AES)
>
>   if (appl_find("V-CONFIG") < 0)
>   Pexec(100,"V-CONFIG.PRG","",NULL);

>...when V-Config exits, it leaves
>a "empty" process, i.e. a process with status EXIT and size 0.

What happens is that V-Config leaves a "zombie" process, which is just
a placeholder in MiNT's process table that saves things (like timing
statistics, and exit code) that the program which launched it may be
interested in. When the exit code is collected by the Pwait() system
call, the zombie is deleted from the process table.

Zombie processes should be harmless, and will be deleted automatically
when their parents exit. But if you want to avoid creating such processes
in the first place, have your program do a Psignal(SIGCHLD, SIG_IGN) before
the call to Pexec(100,...). This will tell MiNT that the caller isn't
interested in the child's exit status.
--
Eric R. Smith
ersmith@netcom.com

From -4646731941284718516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8db352f74f703c32
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,8db352f74f703c32
X-Google-Attributes: gidf8760,public
X-Google-Thread: 107ef2,8db352f74f703c32
X-Google-Attributes: gid107ef2,public
X-Google-Thread: 112f4b,8db352f74f703c32
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 1115ce,8db352f74f703c32
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f761b,8db352f74f703c32
X-Google-Attributes: gidf761b,public
X-Google-Thread: 1056fc,8db352f74f703c32
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,8db352f74f703c32
X-Google-Attributes: gid109a67,public
From: "Frank Charlton" <frank@tachyon.demon.co.uk>
Subject: Re: how can I connect a 850 atari drive at my PC
Date: 1997/03/18
Message-ID: <01bc3396$078b1e40$a258989e@tachyon.demon.co.uk>#1/1
X-Deja-AN: 226411717
X-NNTP-Posting-Host: tachyon.demon.co.uk
References: <01bc2fbf$60cae560$2f05eec3@marcel>
Organization: Tachyon Media

Newsgroups:
alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.program
mer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari
,fr.comp.sys.atari,rec.games.video.atari

Marcel Durieux <hollywood.sound@skynet.be> wrote in article
<01bc2fbf$60cae560$2f05eec3@marcel>...
> Hello,
> how can I connect a 850 atari drive at my PC to make image from my own
> disks?

If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home
of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
selling XFormer cables to do the thing you want, they have plans available
to build your own cable.

ATB, Frank.

From -931595373968023516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1137d55440d04b9d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1137d55440d04b9d,start
X-Google-Attributes: gid1115ce,public
From: mats.sandstrom@leonardo.skelleftea.se
Subject: Trucker
Date: 1997/03/18
Message-ID: <332F14B4.6848@leonardo.skelleftea.se>#1/1
X-Deja-AN: 226422077
Organization: skeria
Reply-To: mats.sandstrom@leonardo.skelleftea.se
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

have anyone seen the C code for the old atari game trucker?

if so, could you please email it to me..

mats.sandstrom@leonardo.skelleftea.se

From 3011113864098293523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3092a50e86248b73,start
X-Google-Attributes: gid1115ce,public

From: gmiller@inca.co.nz (Gaven Miller)
Subject: Toolbox API (was: DLLs for Atari)
Date: 1997/03/18
Message-ID: <3137cd$11416.1a8@HERMES>
X-Deja-AN: 226427789
Newsgroups: comp.sys.atari.programmer

As you may be aware, I have been working on a TSR that gives DLL-like capabilities to the TOS platform.

I would like to make this a reasonably "open" standard for the Atari, so this is the beginning of a series of articles describing the Toolbox interface as seen by extensions/plug-ins/libraries (I have yet to settle on what the correct nomenclature will be), and by apps that use them.

The Toolbox originated as a resident library of code that I found I was using in all my apps.

Over time, it gained the ability to load extensions at boot time that could be called by the foreground app to do some specialised processing.

Now, before I release the Toolbox for general use (it has previously been used exclusively alongside custom apps I have developed), I'll begin by discussing the Toolbox/extension interface.

The Toolbox was designed around the TOS filesystem, and to load before MiNT.

After the Toolbox has loaded at boot time (from within the AUTO folder) and then finished initialising itself, it then switches to the path "\TLBX". Within this folder, it looks for "Toolbox Extensions" (with a filename extension of ".TE").

It then examines them, and if they conform to a small set of rules, the extension is loaded, and given time to initialise itself.

The extension receives info about the Toolbox it is plugging into, and a bit about the computer. It can then examine this info, and initialise itself. Once this is done, it must call a "callback" function, and then returning a magic "Yes/No" value, and a pointer to it's info block to the Toolbox.

Unfortunately, this is more an assembler-level interface. Higher level languages will need to have changes made to their startup stubs.

And then the Toolbox carries on searching for more extensions. When all have been loaded, a final clean up is done, and then the Toolbox goes TSR.

Later on, the foreground apps can load a specialised extension using a LibLoad() Toolbox API call.

However, only one copy of any extension (based upon a unique "cookie" identifier within the extension info block) can be loaded at one time.

At present, there can be only 16 extensions loaded at at any one time.
This value will be raised later on.

Following is the source code to a sample extension, complete with a couple of nonsence API calls. (It was written in 68k assembly language using Devpac 3.1).

It is known as a "dynamic" extension, as the ID number is generated when the extension is loaded. _NO_ extension my have a static ID number (other than those I have written aeons ago).

Please feel free to comment on it (in this newsgroup). I would like to make the Toolbox/Extension APIs an "open" Atari standard, and discussion involving other programmers will lead to a better standard.

-- Source code follows --

```
; DYNAMIC.S
; Sample dynamic Toolbox plug-in
;
; 05-Feb-1997
;
; NO WARRANTY IS GIVEN OR SHOULD BE IMPLIED AS TO THE ACCURACY
; OR TIMLINESS OF ANY INFORMATION IN THIS FILE!
;

; v0.01.00 05-Feb-1997

     COMMENT HEAD=3     ; load alt, fast load

     OPT  P=68000       ; 68000 CPU
     OPT  O-        ; no optimisations

MIN_TLBX  equ  $12000|$52    ; v1.20 : Mon 16 Dec 1996
id   equ  $00FFFF       ; dynamic
version   equ  $000108       ; v0.01.08
date equ  $19970318; Tue 18 Mar 1996
CPU  equ  68000+((__G2&$FF00)>>8)

DTPI_ID   equ  'DTPI'    ; Dynamic Toolbox PlugIn

x_flag_bootload equ %00100  ; "I _must_ be bootloaded"
x_flag_grabvec equ %01000   ; "I grab and alter an interrupt vector" (not
implemented yet)
x_flag_xbra equ    %10000   ; "I understand the XBRA protocol" (not implemented
yet)

XFLAGS   equ  %00000   ; bitmap of x_flag values pertinent to this plugin

     OFFSET 0      ; structure passed in at extension load
tlbVersion    ds.l 1    ; 000-003 version of TLBX
;
```

```
tlbFlags  ds.l 1    ; 004-007 flags
;
tlbCPU        ds.l 1    ; 008-011 Machine CPU
tlbFPU        ds.l 1    ; 012-015 machine FPU
;
tlbRetGood    ds.l 1    ; 016-019 Required return value when "good"
tlbRetBad ds.l 1    ; 020-023 Required return value if "bad"
;
tlbStrucsize  ds.l 1    ; 024-027 size of this info block
;
tlbCallback   ds.l 1    ; 028-031 call this immediately before returning.
;
tlbTOS        ds.w 1    ; 032-033 Machine TOS version
         ds.w 1    ; 034-035 (reserved)
         ds.l 1    ; 036-039 (reserved)
TINFOSIZE ds.b 0

     SECTION TEXT
main
     ; on entry:
     ;    a0 = pointer to an info structure
     move.l   a0,a6         ; save pointer

     ; any initialisation the extension needs to do is done here

     ; you _must_ call the callback func before returning
     move.l   tlbCallback(a6),a0 ; get callback address
     pea  id            ; pass id value to it
     jsr  (a0)          ; call it
     addq.w   #4,a7              ; fix stack
                        ; leave return value in D0
     lea  libinit(pc),a0         ; load address of extension info block
     ; on exit, d0 must contain return val from callback
     ; and a0 must have a pointer to extension info block
     rts                ; return to sender


; now some nonsense API calls...

; return the value one
dynamic_one
     moveq    #1,d0
     rts

; return the value passed
; stack: sp+0 return address
;        sp+4 value to return
dynamic_passed
     move.l   4(a7),d0
     rts

; store the passed value
; stack: sp+0 return address
```

```
;        sp+4 value to store
dynamic_store
     lea  stored_val(pc),a0
     move.l   4(a7),(a0)
     rts

; retrieve the stored value
dynamic_retrieve
     move.l   stored_val(pc),d0
     rts

; null func - does nothing
dummy_rts
     rts

     SECTION DATA
; extension info block _must_ be first item in data segment
libinit
     dc.l 'tb16'        ; 000-003 magic value. Required
     dc.l DTPI_ID       ; 004-007 extension "cookie"
     dc.w 0,id     ; 008-011 id of extn
     dc.l version       ; 012-015 version number of extension
     dc.l date     ; 016-019 date of extension
     dc.l llsize-libinit     ; 020-023 size of extension info block
.title   dc.b 'dynamic',0   ; 024-033 text "label", max 9 chars + NULL
     IFGT (*-.title)-10
     fail
     ENDC
     ds.b 12-(*-.title) ; 034-035 padding text label to 32-bit boundary
     dc.l 0        ; 036-039 resvd. must be zero
     ds.b 64-(*-libinit)     ; 040-063 padding. must be zero

     dc.l MIN_TLBX  ; 064-067 Toolbox version required
     dc.l 0        ; 068-071 resvd. must be zero
     dc.l CPU      ; 072-075 CPU required by extension
     dc.l 0        ; 076-079 FPU required.
     dc.l 0        ; 080-083 resvd. must be zero
     dc.l 0        ; 084-087 resvd. must be zero
     dc.l XFLAGS        ; 088-091 flags (described above)
     dc.w $100,%10  ; 092-095 TOS required ver and flags: %10 = GT, %01 = EQ
     ds.b 128-(*-libinit)    ; 096-127 padding. must be zero

     dc.l _table        ; 128-131 address of function table
     dc.l 0        ; 132-135 (callback) used when lib freed (currently
unimplemented)
     ds.b 192-(*-libinit)    ; 136-191 padding. must be zero

     dc.l 'tb16'        ; 192-195 magic value #2 (must be same as #1).
     dc.l DTPI_ID       ; 196-199 cookie value #2 (must be same as #1).
     ds.b 256-(*-libinit)    ; 200-255 padding. must be zero
llsize

     dc.l (eot-_table)/8     ; number of funcs in table
```

```
     dc.l $000000,$000408    ; low,high function nums in table
     ; table is func#,address
     ; high word of function number _must_ be zero!
     ; function numbers _must_ be in ascending order!
_table   dc.l $000100,dynamic_one     ; return the value "one"
     dc.l $000101,dynamic_passed  ; return the value passed
     dc.l $000102,dynamic_store   ; store the passed value
     dc.l $000103,dynamic_retrieve ; retrieve the last saved val
     dc.l $010000,dummy_rts
     ; last func in table is a "dummy" entry,
     ; and high word is one to signify "end of table".
eot

     SECTION BSS
stored_val
     ds.l 1         ; space for value to be stored via API

     END
```

--

Quote For The Month:

"Open up, it's the pigs!"

From 876555450220644928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2991bccdaa287d9
X-Google-Attributes: gid1115ce,public
From: ceebti@cee.hw.ac.uk (Brian Thomas Innes)
Subject: Re: Parallel port
Date: 1997/03/18
Message-ID: <E78oL9.42B@cee.hw.ac.uk>#1/1
X-Deja-AN: 226429641
Sender: news@cee.hw.ac.uk (News Administrator)
References: <33282137.440@elec.iuta.u-bordeaux.fr>
Organization: Heriot-Watt University
Newsgroups: comp.sys.atari.programmer

In article <33282137.440@elec.iuta.u-bordeaux.fr>,
   b2b3@elec.iuta.u-bordeaux.fr wrote:
>If someone know HOW to use the ST parallel port in bidirectional...
>
>Please help me!

     Theres a bit (left most bit 7 i think) of port 7 on the psg which

tells whether the parallel port is input or output!

Simple eh?

From -2935151806465687484
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,557263eb7f10b14d,start
X-Google-Attributes: gid1115ce,public
From: mark_wherry@hotmail.com
Subject: Using Fonts
Date: 1997/03/18
Message-ID: <858693020.1848@dejanews.com>#1/1
X-Deja-AN: 226434489
X-Http-User-Agent: Mozilla/2.0 (compatible; MSIE 3.0; Windows 95)
X-Originating-IP-Addr: 195.194.22.160 ()
Organization: Deja News Usenet Posting Service
X-Article-Creation-Date: Tue Mar 18 13:50:21 1997 GMT
X-Authenticated-Sender: mark_wherry@hotmail.com
Newsgroups: comp.sys.atari.programmer

Why can't I get vqt_name() to work? I think that's the right function :-)

I'm (trying) to use it like this:

```
     font_index=vqt_name(vhandle,number,font_name);
```

That compiles fine, but crashes while running!

I guess as I want to get font_name I should really use:

```
     font_index=vqt_name(vhandle,number,&font_name);      ????
```

But this won't compile!!!!

If anyone can supply me with a short little demo for changing/using fonts,
I'd be grateful. PS. I'm using NVDI 4.11 ----- Yes, those fonts!!

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

From -5916065975000501257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d469929d0b719469
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: ?:DSP,XBios,AES - F030
Date: 1997/03/18
Message-ID: <5gmapc$7gg@balaena.bio.vu.nl>#1/1

X-Deja-AN: 226463320
References:
<Pine.GSO.3.95Lrindlow.970315175854.13350D-100000@tingeling.lysator.liu.se>
<5gjicv$qve@balaena.bio.vu.nl> <5gjm54$dqa@commserv.fb1.fhtw-berlin.de>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Juergen Oppermann (joogn@FB1.FHTW-Berlin.DE) wrote:

: > Nope. There's also the Quick DSP Assembler (qdspasm), which is somewhat
: > faster (and better?) than a56. I got the thing from ftp.cnam.fr.

: i got this one too, but from it's dokumentation i wasn't quite sure if i
: should use it, coz it seem to have some drawbacks, or at least doesn't seem
: to 100% complete ...
: am i wrong ?!

I don't know... I used the thing once to assemble a DSP filter for WinRec
that wouldn't assemble with a56. I was actually a slightly modified version
of the example filter which came with WinRec. Seemed to work just fine...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Worst Month of 1981 for Downhill Skiing:
August. The lines are the shortest, though.
-- Steve Rubenstein

From -6440228239409404834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea43e647b9e9b791
X-Google-Attributes: gid1115ce,public
From: trek@ihgp114r.ih.lucent.com (-Booth,W.A.)
Subject: Re: Progs in AUTO or execute
Date: 1997/03/18
Message-ID: <5gmoar$be8@ssbunews.ih.lucent.com>#1/1
X-Deja-AN: 226517955
References: <d73_9703161413@conchbbs.com> <332dd63c37be521@xs4all.nl>
Organization: Lucent Technologies
Newsgroups: comp.sys.atari.programmer

In article <332dd63c37be521@xs4all.nl>, Jos den Bekker <josdb@xs4all.nl> wrote:
>on Sat 15-03-97 09:46 John Kormylo wrote:
>

>>j > 1) Does anybode know why programs in the AUTO folder do not
>>j > have access to environment variables during start-up? Is there
>>j > a way to circumvent the problem?
>>
>>I don't suppose I could talk you into using a cookie instead of an
>>environment variable?
>
>Well, I think I'm a reasonable person, so if using a cookie would be
>reasonable, I don't see why you couldn't talk me into it... :)
>
>Meanwhile, I don't understand exactly what you mean. I don't see any
>problem in using a cookie, but then some other program must establish
>the cookie, because what I'm concerned with is reading out certain
>information, like timezone information and the location of
>directories. Normally, this is not the sort of information one would
>store in cookies, is it?

This is the kind of information that doesn't change a whole lot so
could be stored in a file (*.inf) which I suspect is available even
to auto folder programs (how would some of the editors etc work
otherwise.)

Wayne

From 8877236043205318345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,557263eb7f10b14d
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Using Fonts
Date: 1997/03/18
Message-ID: <858707546_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 226555643
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <858693020.1848@dejanews.com>
mark_wherry@hotmail.com said:-

>Why can't I get vqt_name() to work? I think that's the right function :-)
>
>I'm (trying) to use it like this:
>
>   font_index=vqt_name(vhandle,number,font_name);
>
>That compiles fine, but crashes while running!
>
>I guess as I want to get font_name I should really use:

```
>
>     font_index=vqt_name(vhandle,number,&font_name);      ????
>
>But this won't compile!!!!
>
>If anyone can supply me with a short little demo for changing/using fonts,
>I'd be grateful.  PS. I'm using NVDI 4.11 ----- Yes, those fonts!!
>
>--------------------==== Posted via Deja News ====------------------------
>
```

This should get you started ...

```
/*
 * Example of rudimentary VDI text output. It's in a window but only so it
 * doesn't mess up the desktop. Lot's more work would be needed to do anything
 * useful window-wise.
 *
 * This code goes through the available bitmapped and vector fonts displaying
 * the name of each font using the font being described.
 *
 * One of the biggest problems with VDI work is getting something happening.
 * After that, you get to know where the problems can crop up and debugging
 * is easier - the last thing you need is to spend all night tearing out your
 * hair only to find your code has been working but drawing in the background
 * colour!
*/

/*
 * Replace the followinf headers with suitable ones for your system. You may
 * need to declare some arrays for the VDI - see your compiler docs.
 *
 * Most of the common (and less common) names such as WH_DESKTOP etc have
 * been replaced by explicit values so the code compiles easier. Names would
 * normally be used however.
*/
#define  DEF_VDI
#include <gem.h>
#include <osbind.h>

main()
{int wki[11]  ={1,1,1,1,1,1,1,1,1,1,2},
     vha,
     wko[57];
 char    s[32],
     ss[40];
 Rect    rr,
     wr;
 int id;
 int i,
     y    =0;
 int xy[8];
 FDB sfm,
```

```
    dfm;
int wh;
char    *wn  ="The un-named window";

appl_init();
graf_mouse(M_OFF);
vha = graf_handle(PRECT(rr));
v_opnvwk(wki,&vha,wko);

/*
 * only needed for bitmapped fonts - vector are available anyway, at least
 * with NVDI 3.
*/
vst_load_fonts(vha,0);

/*
 * baseline is better but topline for this example - easier!
*/
vst_alignment(vha,0,5,&rr.x,&rr.y);

vst_color(vha,1);

/*
 * so we dont mess up the desktop ...
*/
wind_get(0,WF_WORKXYWH,PRECT(wr));
wh = wind_create(NAME | MOVER | CLOSER,wr);
wind_set(wh,WF_NAME,wn);
wind_open(wh,wr);
wind_get(wh,WF_WORKXYWH,PRECT(wr));

/*
 * clear the work area ...
 *
 * if there were no window wko[0] and wko[1] would contain the screen extent
 * for the running resolution - in VDI co-ord format of course!
*/
xy[0] = xy[4] = wr.x;
xy[1] = xy[5] = wr.y;
xy[2] = xy[6] = wr.x + wr.w - 1;
xy[3] = xy[7] = wr.y + wr.h - 1;
vro_cpyfm(vha,0,xy,&sfm,&dfm);

/*
 * only needed in case the font goes off the right edge of the work area.
*/
vs_clip(vha,1,xy);

/* next place to draw text
 *
*/
y = wr.y;
```

```
/*
 * dunno if anyone knows a better way of scanning the available fonts but
 * this seems to ok. i=0,i=1 both translate onto the system font and there
 * does not seem to be a way of finding the number of available fonts after
 * vst_load_fonts(). However, when the end of the font ring is reached the
 * vqt_name() call returns the system font id anyway. Thus we loop until
 * we meet the system font ...
*/
for (i = 2, id = 0; id != 1; i += 1){
    id = vqt_name(vha,i,s);
    sprintf(ss,"POS(%d) - ID(%d) - %s",i,id,s);

    vst_font(vha,id);
    vst_point(vha,20,PRECT(rr));

    /*
     * ?have we reached a scroll situation yet?
    */
    if (y > ((wr.y + wr.h) - rr.h + 1))  {
         memset(&sfm,NUL,sizeof(FDB));
         memset(&dfm,NUL,sizeof(FDB));

         /*
          * source area is whole work area minus the space required
          * for the next line to be drawn, taken off the top.
         */
         xy[0] = wr.x;
         xy[1] = wr.y + rr.h;
         xy[2] = wr.x + wr.w - 1;
         xy[3] = wr.y + wr.h - 1;

         /*
          * ditto destination but take off the bottom.
         */
         xy[4] = wr.x;
         xy[5] = wr.y;
         xy[6] = wr.x + wr.w - 1;
         xy[7] = wr.y + wr.h - 1 - rr.h;

         vro_cpyfm(vha,3,xy,&sfm,&dfm);

         /*
          * our new drawing position.
         */
         y = wr.y + wr.h - rr.h;

         /*
          * blank out the bottom line, however big it will be.
         */
         xy[1] = xy[5] = y;
         xy[7] = wr.y + wr.h - 1;
         vro_cpyfm(vha,0,xy,&sfm,&dfm);
    }
```

```
    v_gtext(vha,0,y,ss);

    /*
     * so it doesnt go by too fast to watch. If it takes an age drawing
     * each line then allocate more memory to the font cache until it
     * stops.
    */
    evnt_timer(500,0);

    /*
     * next draw position, as far as we can tell
    */
    y += rr.h;
 }

 /*
  * kludged wait for user
 */
 graf_mouse(M_ON);
 do  {
    evnt_mesag(xy);
 }while (xy[0] != WM_CLOSED);

 /*
  * as if we were never here visually.
 */
 wind_close(wh);
 wind_delete(wh);
 vst_unload_fonts(vha,0);
 v_clsvwk(vha);
 appl_exit();
 exit(0);
}
```

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -8603358962892139245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,557263eb7f10b14d
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)

Subject: Using Fonts
Date: 1997/03/18
Message-ID: <2b2_9703181154@conchbbs.com>#1/1
X-Deja-AN: 226622293
Organization: Houston Area League of PC Users
X-FTN-To: mark_wherry@hotmail.com
Newsgroups: comp.sys.atari.programmer

m > I'm (trying) to use it like this:
m > font_index=vqt_name(vhandle,number,font_name); That compiles
m > fine, but crashes while running!

Try defining font_name as

char font_name[33];

BTW, font_name[32] will contain a 1 on return when the font is
proportional.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 809194270716868193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2991bccdaa287d9
X-Google-Attributes: gid1115ce,public
From: Jean-Jacques MICHEL <jjm@han.daewoo.fr>
Subject: Re: Parallel port
Date: 1997/03/19
Message-ID: <332F9862.4534@han.daewoo.fr>#1/1
X-Deja-AN: 226669005
References: <33282137.440@elec.iuta.u-bordeaux.fr>
Organization: DEREC FRANCE http://www.daewoo.fr/~jjm
Newsgroups: comp.sys.atari.programmer

b2b3@elec.iuta.u-bordeaux.fr wrote:
>
> If someone know HOW to use the ST parallel port in bidirectional...
>
> Please help me!

The ST parallel port is nothing more than one of the parallel port

of the Yamaha sound chip.

Register 7 in the Yamaha allows you to change from output to input
(for the data bus D7-D0).

I guess that the behaviour of Ack and/or Busy can also be changed, but
this time it is related to the MFP.

Please let me know if you need more information (E-mail me) and I will
bring some documentation with me next time I come to my office.

JJM

From 5091508442141030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,557263eb7f10b14d
X-Google-Attributes: gid1115ce,public
From: paa@hol.gr (Panayiotis Andriopoulos)
Subject: Re: Using Fonts
Date: 1997/03/19
Message-ID: <33301bfd.323535@news.hol.gr>#1/1
X-Deja-AN: 226771837
References: <858693020.1848@dejanews.com>
Organization: Hellas On Line - Pipex Intl.
Newsgroups: comp.sys.atari.programmer

mark_wherry@hotmail.com wrote:

>Why can't I get vqt_name() to work? I think that's the right function :-)
>
>I'm (trying) to use it like this:
>
>   font_index=vqt_name(vhandle,number,font_name);
>
>That compiles fine, but crashes while running!

Check the number variable. Perhaps you pass an invalid value. It
should not be greater than the value returned by vst_load_fonts().

>I guess as I want to get font_name I should really use:
>
>   font_index=vqt_name(vhandle,number,&font_name);   ????
>
>But this won't compile!!!!

That's normal :-)

From 406050414383237222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6224bbb1eca015c2,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: ACC not loading with MiNT.
Date: 1997/03/19
Message-ID: <Pine.BSI.3.95.970319185345.20580A-100000@usr08.primenet.com>#1/1
X-Deja-AN: 226832111
Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.5.108 (kellis)
Newsgroups: comp.sys.atari.programmer

Hi, I am doing a program, It's an ACC, it works fine so far except
that under MINT, it doesn't want to appear in the accessory menu.
With PS, I can see that my acc is loaded, but is in the sleep status
and not ready status, thu snot appearing in the menu.
If I SIGCONT my acc it will then appear in the menu.
So why my acc doesn't receive the correct signal when the machine
boots in mint?
BTW, this ACC works fine under TOS and Magic.
Any help would be appreciated.
NOTE:. I use GFA basic.
I use appl_init() and menu register
Thanks

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 7364819624386970493
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8db352f74f703c32
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,8db352f74f703c32
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,8db352f74f703c32
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 112f4b,8db352f74f703c32
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 1056fc,8db352f74f703c32
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f761b,8db352f74f703c32
X-Google-Attributes: gidf761b,public
X-Google-Thread: 107ef2,8db352f74f703c32
X-Google-Attributes: gid107ef2,public
X-Google-Thread: 109a67,8db352f74f703c32
X-Google-Attributes: gid109a67,public

From: Eric Cron <ericcron@wwa.com>
Subject: Re: how can I connect a 850 atari drive at my PC
Date: 1997/03/19
Message-ID: <3330AA68.2567@wwa.com>#1/1
X-Deja-AN: 226876773
References: <01bc2fbf$60cae560$2f05eec3@marcel>
<01bc3396$078b1e40$a258989e@tachyon.demon.co.uk>
Organization: Addus HealthCare
Reply-To: ericcron@wwa.com
Newsgroups:
alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.program
mer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari
,fr.comp.sys.atari,rec.games.video.atari

Frank Charlton wrote:
>
> Marcel Durieux <hollywood.sound@skynet.be> wrote in article
> <01bc2fbf$60cae560$2f05eec3@marcel>...
> > Hello,
> > how can I connect a 850 atari drive at my PC to make image from my own
> > disks?
>
> If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home
> of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> selling XFormer cables to do the thing you want, they have plans available
> to build your own cable.
>
> ATB, Frank.

What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
got against the good old 8bit?

From -3559363636161468261
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8db352f74f703c32
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,8db352f74f703c32
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,8db352f74f703c32
X-Google-Attributes: gid109a67,public
X-Google-Thread: 107ef2,8db352f74f703c32
X-Google-Attributes: gid107ef2,public
X-Google-Thread: 1115ce,8db352f74f703c32
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: how can I connect a 850 atari drive at my PC
Date: 1997/03/20
Message-ID: <5gr6bc$7vq@balaena.bio.vu.nl>#1/1
X-Deja-AN: 226949075
References: <01bc2fbf$60cae560$2f05eec3@marcel>

<01bc3396$078b1e40$a258989e@tachyon.demon.co.uk> <3330AA68.2567@wwa.com>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups:
alt.crews.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Eric Cron (ericcron@wwa.com) wrote:

: > > how can I connect a 850 atari drive at my PC to make image from my own
: > > disks?
: >
: > If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home
: > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as

: What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
: got against the good old 8bit?

The ST isn't 8 bit either. He was referring to the "old" Atari 800
(XE/XM/whatever) series of 8 bit computers.
But you are right, the ST isn't old. 12 years is nothing compared to the
time UNIX (not actually a system but an OS) has been around. And what to
think about PC's... They've been around for 17 years.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

As you reach for the web, a venomous spider appears. Unable to pull
your hand away in time, the spider promptly, but politely, bites you.
The venom takes affect quickly causing your lips to turn plaid along
with your complexion. You become dazed, and in your stupor you fall
from the limbs of the tree. Snap! Your head falls off and rolls all
over the ground. The instant before you croak, you hear the whoosh of
a vacuum being filled by the air surrounding your head. Worse yet, the
spider is suing you for damages.

From -1239111647323477766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6224bbb1eca015c2
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: ACC not loading with MiNT.
Date: 1997/03/20
Message-ID:
<Pine.GSO.3.95Lrindlow.970320165922.13544E-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 227001271

References: <Pine.BSI.3.95.970319185345.20580A-100000@usr08.primenet.com>
Organization: Link`ping University, Sweden
Newsgroups: comp.sys.atari.programmer

On 19 Mar 1997, Katherine L Ellis wrote:

> Hi, I am doing a program, It's an ACC, it works fine so far except
> that under MINT, it doesn't want to appear in the accessory menu.
> With PS, I can see that my acc is loaded, but is in the sleep status
> and not ready status, thu snot appearing in the menu.
> If I SIGCONT my acc it will then appear in the menu.
> So why my acc doesn't receive the correct signal when the machine
> boots in mint?
> BTW, this ACC works fine under TOS and Magic.
> Any help would be appreciated.
> NOTE:. I use GFA basic.
> I use appl_init() and menu register

Hi,

I'm not sure if this is a GFA basic problem, but I've done it successfully in C. You might be able to convert it to GFA basic.
This is a piece of code from my GEM interface for mp2 player. This works for me on both TOS and MiNT, haven't tried MagiC myself, but others tell me it works there too. The _app variable is a PureC variable to tell if the program is run as .PRG or .ACC, if the program is always .ACC then this wouldn't be neccessary.

```
        if ((app_id = appl_init()) >= 0)
        {
                if(!_app)
                        acc_id = menu_register(app_id, "  MPEG2 Audio ");

         /* program follows */
     }
```

Hope it helps!

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From -5364008633644482675

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3092a50e86248b73
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: Toolbox API (was: DLLs for Atari)
Date: 1997/03/20
Message-ID: <5gs7b9$e7u@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 227081338
Distribution: world
References: <3137cd$11416.1a8@HERMES>
Organization: University of Sussex
Newsgroups: comp.sys.atari.programmer

Gaven Miller (gmiller@inca.co.nz) wrote:
: The Toolbox was designed around the TOS filesystem, and to load before MiNT.

: Unfortunately, this is more an assembler-level interface. Higher level
: languages will need to have changes made to their startup stubs.

I have had a look at the sample code in your original post -- keeping that architecture is going to make it very difficult to write TE's in anything other than assembly. My component system doesn't perform any checks to see if you're loading a valid component -- I have authorised and unauthorised components wherreby the system admin (my system is MiNT only) sets up the authorised stuff, and users set up their own unauthorised components. If a user tries to load some program as a component, then they will only crash their own component server, not the entire system.

When a component is loaded, the component server responsible for it simply JSR's to the first instruction in the text section (if you know anything about writing .XDD's or .XFS's in C, then the method for writing the startup stub is identical). This function is expected to return some information about the component and is given a few bits and pieces as parameters on the stack.

I also note that your system is a TSR:

: Later on, the foreground apps can load a specialised extension using a
: LibLoad() Toolbox API call.

this will cause problems under a multitasking environment (which is really the only place where components/TE's/modules/shared libraries/what ever are needed). If we're in SingleTOS with no MiNT, then we have the same problems that desk acessories have with allocating memory: the running application loads a module, and that module's memory is owned by that application. Some other application that is running could theoretically use the module as well (the whole point about creating modules is to share code) but when the host application quits, the module's memory is freed up and the other clients using the module crash.

You could argue that modules can be used in a simgle task environment to facilitate plug-ins to programs (file filters to load different formats of pictures/sounds/text/etc) but a TSR system would miss out on the whole code

sharing idea.

The trick is to make the program that governs your modules (Toolbox manager/component manager) a process that is always available. My component manager, once loaded, just sits there and waits of a message to be sent to it telling it to do something. Basically, it would be used for two things: loading a component (so that component's memory space belongs to the component manager); and removing a component from memory.

Once a component has been registered with the component manager, it would normally be unloaded from memory, and only loaded back into memory when some process wishes to use that component. Once all the processes utilising some component have finished with it, the component is removed from memory again. An application sends a message to the component manager to ensure that the component it wishes to use is made ready. The result from this operation is the pointer to that components info block. When an application is done with the component, it just sends such a message to the component manager again.

: At present, there can be only 16 extensions loaded at at any one time.
: This value will be raised later on.

I can have as many as memory will permit -- I have written a defragmentable memory allocator to help out with this :).

: Please feel free to comment on it (in this newsgroup). I would like to
: make the Toolbox/Extension APIs an "open" Atari standard, and discussion
: involving other programmers will lead to a better standard.

I will post my standard for component managers/servers in the next few days for a comparison. However, one thing you must understand is that my code is far from completed. The first version will most definitely not have unauthorised components (a security feature, but then most people won't need to worry about this anyway!).

Cheers,

James Cox
--
<jamesco@cogs.susx.ac.uk>

From 3811518070801672778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6224bbb1eca015c2
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: ACC not loading with MiNT.
Date: 1997/03/20
Message-ID: <Pine.BSI.3.95.970320145724.3733C-100000@usr09.primenet.com>#1/1
X-Deja-AN: 227221501
References: <Pine.BSI.3.95.970319185345.20580A-100000@usr08.primenet.com>
<Pine.GSO.3.95Lrindlow.970320165922.13544E-100000@tingeling.lysator.liu.se>

Organization: Primenet Services for the Internet
X-Posted-By: kellis@206.165.5.109 (kellis)
Newsgroups: comp.sys.atari.programmer

Hi thanks for the help, but here is what I use exactly. It looks like
what you wrote down there.

```
' IS it really an .ACC
ap_id&=APPL_INIT()
'
IF ap_id&<>0 ! not interpreted
  ' insert .ACC into menu bar
  me_id&=MENU_REGISTER(ap_id&,"  myprogram")
  DO
    ' detect .ACC selected
    ~EVNT_MESAG(0)
    ' ? is it our .ACC?
    ' note check both for an acc, and it is our acc
    IF MENU(5)=me_id& AND MENU(1)=40
      deal_with_acc ! if so deal with it
      ' and return back to here
    ENDIF
  LOOP ! .ACC's are endless loops
ENDIF
```

Any idea?
thanks. :)

On Thu, 20 Mar 1997, Tomas Berndtsson wrote:

>Hi,
>
>I'm not sure if this is a GFA basic problem, but I've done it successfully
>in C. You might be able to convert it to GFA basic.
>This is a piece of code from my GEM interface for mp2 player. This works
>for me on both TOS and MiNT, haven't tried MagiC myself, but others tell
>me it works there too. The _app variable is a PureC variable to tell if
>the program is run as .PRG or .ACC, if the program is always .ACC then
>this wouldn't be neccessary.
>

From -2553730497580555632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91039f5f0405a590,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Progs in AUTO or exec
Date: 1997/03/20
Message-ID: <c5c_9703211129@conchbbs.com>#1/1
X-Deja-AN: 227315839

Organization: Houston Area League of PC Users
X-FTN-To: trek@ihgp114r.ih.lucent.
Newsgroups: comp.sys.atari.programmer

>> I don't suppose I could talk you into using a cookie instead
>> of an environment variable?

> Well, I think I'm a reasonable person, so if using a cookie
> would be reasonable, I don't see why you couldn't talk me into
> it... :) Meanwhile, I don't understand exactly what you mean.
> I don't see any problem in using a cookie, but then some other
> program must establish the cookie, because what I'm concerned
> with is reading out certain information, like timezone
> information and the location of directories. Normally, this is
> not the sort of information one would store in cookies, is it?

Cookies created by TSRs often contain structure pointers, which
means they can provide all sorts of information.

But if all you want is to read some previously established data by
one program, then a *.inf file is the way to go. I thought you were
trying to create an environment variable to be used by other
programs.

Re. environment variables: it's bad enought that we have to support
bad (UNIX) programming practices. The least we can do is not
propagate them.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -7943468708404534508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4e648a261bd115f,start
X-Google-Attributes: gid1115ce,public
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Subject: COBOL for ST/Falcon ?
Date: 1997/03/21
Message-ID: <333282D1.57EB@softlab.se>#1/1
X-Deja-AN: 227211430
Organization: SoftLab Telecom AB
Newsgroups: comp.sys.atari.programmer

Does it exist a COBOL compiler for the ST (well, I have a Falcon) ?

/Mikael

From -1119582902355017608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,334619b81e122729
X-Google-Attributes: gid1115ce,public
From: daniel.hagg@marine.combitech.se (Daniel H⍰gg)
Subject: Re: Using the ST timers
Date: 1997/02/17
Message-ID: <5e97j3$r16@cndns.combitech.se>#1/1
X-Deja-AN: 219347874
Organization: SME
Newsgroups: comp.sys.atari.programmer

In article <856024240.18941.0@cavestar.demon.co.uk>, cavey@cavestar.demon.co.uk
(Mark Cave-Ayland) writes:
> Has anyone has any experience of using the ST's timers to record
> incoming MIDI data?
>
> I have tried hooking into Timer C without success to time the data to
> the nearest 5ms (which is what I would like to do).
>
> Please could anyone shed some light on this confusing subject, as the
> Lattice C manuals don't give enough information about timer registers
> etc. for this sort of thing.

There is a lot to be said about the MFP and the timers.
I really think you should try to get hold of an Atari reference manual,
like "Atari ST Internals" or the "Atari Compendium".

/
/ Daniel

From -7852272155219588758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2218e7656b4d0bb7
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Problem with events...
Date: 1997/02/17
Message-ID: <yvvn2t34n4u.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 219369332
Sender: emwoll@bowmore
References: <5dqleq$vjn@irk.zetnet.co.uk> <yvv67zwd7si.fsf@emw.ericsson.se>

Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer

mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:

>
> >You have to include MU_TIMER as well or it will just sit and wait, at the
> >place you have marked, for the above events to come and no others.
> >Add MU_TIMER to your program and it should work just fine.
>
> BTW, in order to "include MU_TIMER" you would have to change the evnt_mesag
> to evnt_multi.

Yup I know. I missed that one. I thought everyone used evnt_multi in the
main loop. ;-)

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -6289147949714845221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3c3feb1f86728a5
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: What about a GIF DSP decoder?
Date: 1997/02/17
Message-ID: <yvvohdj4ncv.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 219370896
Sender: emwoll@bowmore
References: <5667018_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer

d8klojo@dtek.chalmers.se (Johan Klockars) writes:

> If there hadn't been the Unisys patent on the LZW algorithm (used in GIF)
> to worry about, I might've done something with my code from MGIFv5 (I've
> not seen a faster GIF decoder than the one in my latest v5.10beta), but
> right now it looks like I'll have to disable GIF support in the next
> release version... :-(

So what about writing one for PNG insteed? Sounds like a much better idea.
As PNG support isn't as well spread yet it would be a good thing and
people wouldn't need to make their own, they just use the PNGDSP.PRG

placed in their autofolder. :-)))

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 8200650955524288678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc8b9bf2d78c6b10,start
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Protection
Date: 1997/02/17
Message-ID: <33108652.15246033@news.airtime.co.uk>#1/1
X-Deja-AN: 219409576
Content-Type: text/plain; charset=us-ascii
Organization: STOSSER Software
Mime-Version: 1.0
Reply-To: comp.sys.atari.programmer
Newsgroups: comp.sys.atari.programmer

How to Copy protect a disk

My idea is to damage a sector/track of the disk, 78 79 something late and not used,

Then my program at boot up reads in the tracks, this is sooo quick:) if there is an error then ok, if no error then not the same disk, a simple error that fcopy and any other decent copier would fix automatically,

First..I dont know how to damage the disk ?

Second..Anyone else any ideas for copy protecting a disk ?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info

You're too distrustful of humans - Dick - 3rd Rock....

From 4580020649783889740
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3330cc156a7a8cc1
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Dpathconf
Date: 1997/02/17
Message-ID: <E5rFI4.8q6@cix.compulink.co.uk>#1/1
X-Deja-AN: 219427338
References: <E5K1Cw.6vx@cix.compulink.co.uk> <5e1v50$1aoc@rs18.hrz.th-darmstadt.de>
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

>It does. But why bother? Just use the calls and check the return value.
>GEMDOS has the nice (and documented) feature to return -32L (EINVFN) for
>calls which are not supported by the current version.
Good idea, I'd forgotten about that.

>And btw: The presence of Dopendir() & Co. does not automatically mean that
>there's a drive U (and vice versa).
Yep.

>But you may rely on the fact that if there's a drive U in the system (use
>Dsetdrv(Dgetdrv()) and check bit 20 of the result)
Yes, understood.
Thanks Thomas

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

From 8307772867489204001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec772ce9c7654d82,start
X-Google-Attributes: gid1115ce,public
From: Tom Lohman <tlohman@ub.d.umn.edu>
Subject: assembly on the Atari 800xl
Date: 1997/02/17
Message-ID: <3308F815.7CF4@ub.d.umn.edu>#1/1
X-Deja-AN: 219467036
Content-Type: text/plain; charset=us-ascii

Organization: University of Minnesota, Duluth
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 2.01 (Win95; I; 16bit)

I am looking for the instruction set details for either the Atari 800xl
or the Atari 400/800. If you have any info for me please email me back.

Thanks
Tom Lohman
tlohman@d.umn.edu

From 1725579981954190912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12106af4b6f45ffb,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: HELP!! VDI vs ALINE speeds?
Date: 1997/02/17
Message-ID: <5eange$is3@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 219467363
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: bdc2@po.CWRU.Edu (Boris D. Cahan)
Newsgroups: comp.sys.atari.programmer

its beta phase now.
     I got the original sources from J. Baumgardner, for his
Telnet 1.00, or something before the final versiion.
I have extensively reworked and rewritten most of the code, except for the
STiKstuff and thw windows structure. To work out the new Esc code
sequence logic, I adapted t100, a plain vanilla source from umich,
which uses aline coding, and souped up vt52 commands to LOOK like a VT102.
That works fine as a dumb terminal thru a direct dial-in to my VAX at
the lab, which uses VT100 codes extensively.
     The command codes and they keypad instructions now work (mostly)
properly in both the t100, and the new TELVT102, which goes thru STiK, to
a slip acct., then telnetted to the same VAX. The slip line is running 115200,
thru a 28.8 modem. The T100 goes thru a different direct line at 19.2 with
14.4.
     NOW, the important part of the problem. I ran a few timing tests.
With TELVT102, I typed out a 70k file to the screen, using vro_cpyfm
to do the scrolling, at the end of each line received. It took about
4 min, or a transmission rate of about 300 cps. I removed the scrolling
at the <CR>'s scrolling only at the end of each packet, and the speed went
up to about 450 cps, taking about 2.6 min.
     THEN I connected with my T100, which uses aline and emulartes
the vt100 commands with vt52 codes thru aline, and scrolling at the
end of each line, it only took 1:05 , or abou 1k cps.
     Using the same line,I used Connect, which uses GEM-type windows

but MAY be written in machine code, at least parts an it took 35 secs
or about 2k cps.
    I even use NVDI, which is supposed to speed up GEM,no?
Any ideas why vro_cpyfm is so d--n slow?? Is there somewhere I can
find some source to adapt that uses VDI more efficiently?
    If you reply, remember I am a novice 'C' programmer, who
has almost no references other than the C manuals, and the K & R book.

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 4682144331364916614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc8b9bf2d78c6b10
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Protection
Date: 1997/02/17
Message-ID: <856219250@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 219706354
Distribution: world
X-FTN-Origin: MBH (070-3605991) (mbh 205:323/101.24)
References: <2716555630@news.airtime.co.uk>
X-FTN-REPLY: news.airtime.co.uk a1eb596e
X-FTN-PATH: 323/100
X-Comment-To: All
X-FTN-SEEN-BY: 323/100
X-FTN-Tearline: Tachion 0.99beta14
X-FTN-MSGID: 205:323/101.24@mbh 3308de72
X-FTN-AREA: COMP.SYS.ATARI.PROGRAMMER
Organization: MBH (070-3605991)
X-FTN-PID: LED 1.25
Reply-To: mr_ni@mbh.org
Newsgroups: comp.sys.atari.programmer

!ynoT wrote:

> How to Copy protect a disk
>
> My idea is to damage a sector/track of the disk, 78 79 something late
> and not used,
>
> Then my program at boot up reads in the tracks, this is sooo quick:)
> if there is an error then ok, if no error then not the same disk, a
> simple error that fcopy and any other decent copier would fix
> automatically,
>

> First..I dont know how to damage the disk ?

1 Clear the disk with a magnet.
2 format the disk double sided, 9 sectors per track, 78 tracks
using fcopy or another formatter
3 change the number of sectors to 1440 in the bootsector (offset $13) and set
the Media descriptor to $f9 (offset $15) (that one might be
already set to $f9 by the fromatter)

> Second..Anyone else any ideas for copy protecting a disk ?

Learn assembly, read all about the FDC and the DMA unit and obfuscate a track.

Bye, Hans

From -505086413571432448
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9bcb4d6af4cd4936,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9bcb4d6af4cd4936,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,9bcb4d6af4cd4936,start
X-Google-Attributes: gid109a67,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: MagiC 5 and memory protection
Date: 1997/02/18
Message-ID: <yvvg1yu4hzd.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 219572133
Sender: emwoll@bowmore
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

I have heard and read different stories about MagiC and its
so called memory protection.

How is the true story? I have heard several people saying
that MagiC doesn't have any memory protection at all (which
looks to be the truth as it's easy to get "memory block
destroyed" and a reboot as only solution, while MiNT handles
this just fine) but they claim in the docs that they have.

So how is the story? Will MagiC ever get proper memory
protection, or does it already have it, but it just doesn't
work very well or not as it's supposed to?

Anyone?

```
//Magnus Kollberg
--
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

```
From -4866452671695809444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2218e7656b4d0bb7
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Problem with events...
Date: 1997/02/18
Message-ID: <yvvenee4hur.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 219572232
Sender: emwoll@bowmore
References: <5dqleq$vjn@irk.zetnet.co.uk> <5dut7m$3qa@balaena.bio.vu.nl>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer


lvzon@bio.vu.nl (Levien van Zon) writes:


> Use evnt_multi() instead of evnt_mesag(). Or better still: use evnx_multi()
> (check XGEMFAST.H docs in hypertext for info on this call)

What is this 'evnx_multi()'?

//Magnus Kollberg
--
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

```
From -2374841749166859211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9bcb4d6af4cd4936
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9bcb4d6af4cd4936
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,9bcb4d6af4cd4936
X-Google-Attributes: gid109a67,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: MagiC 5 and memory protection
Date: 1997/02/18
Message-ID: <330973F2.41C67EA6@etlxdmx.ericsson.se>#1/1
```

X-Deja-AN: 219575239
References: <yvvg1yu4hzd.fsf@emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: Ericsson
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
X-Mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

Hi Magnus

Magnus Kollberg wrote:

> I have heard and read different stories about MagiC and its
> so called memory protection.
>
> How is the true story? I have heard several people saying
> that MagiC doesn't have any memory protection at all (which
> looks to be the truth as it's easy to get "memory block
> destroyed" and a reboot as only solution, while MiNT handles
> this just fine) but they claim in the docs that they have.
>
As far as I can tell, MagiC does not have proper memory protection. It's supposed to be improved in v5.04 but is certainly pretty bad in v5.03 (which I have). Proper memory protection can only be implemented on processors 68030 and above or 68020 with a co-processor. Since MagiC also runs on STs with 68000 CPUs, the only way to implement it properly is use the MinT method of having two versions of the executable, one that uses memory protection and one that doesn't. Currently, it doesn't do this, though there is no reason why it shouldn't be implemented in the future. One of the Black Scorpian programmers recently wrote a small program to test MagiC's memory protection. All it did was write to memory that didn't belong to it. Magic crashed.

Regards
Martyn

From 4354438934380630728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc8b9bf2d78c6b10
X-Google-Attributes: gid1115ce,public
From: daniel.hagg@marine.combitech.se (Daniel H⍰gg)
Subject: Re: Protection
Date: 1997/02/18
Message-ID: <5ebuev$355@cndns.combitech.se>#1/1
X-Deja-AN: 219605391
Organization: SME
Newsgroups: comp.sys.atari.programmer

In article <33108652.15246033@news.airtime.co.uk>, (!ynoT) writes:

>
>
> How to Copy protect a disk
>
> My idea is to damage a sector/track of the disk, 78 79 something late
> and not used,
>
> Then my program at boot up reads in the tracks, this is sooo quick:)
> if there is an error then ok, if no error then not the same disk, a
> simple error that fcopy and any other decent copier would fix
> automatically,
>
> First..I dont know how to damage the disk ?

Write a fake sector checksum.
Problem is that a good copy program will copy the sector and
ignore the faulty checksum. So you will end up with a perfect
copy including the error. But you will at least fool the desktop
and a few "not-so-good" copy programs...

> Second..Anyone else any ideas for copy protecting a disk ?

I think that writing info between the sectors is the way to go.

/
/ Daniel

From -7464825683444445800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af4988605705e1f3,start
X-Google-Attributes: gid1115ce,public
From: lecoat@chronos.ief-paris-sud.fr (Francois LE COAT)
Subject: Cookies for MAGIC MAC/PC
Date: 1997/02/18
Message-ID: <5ecb79$fj1@upsn6.u-psud.fr>#1/1
X-Deja-AN: 219611351
Organization: Universite Paris-Sud, France.
Newsgroups: comp.sys.atari.programmer

Hello everybody,
My question is about MAGIC MAC/PC ...
Is there any cookie specific for MAGIC MAC/PC ?
Which are these cookies ?
Thanks, bye for now...

-- Francois LE COAT

E-mail lecoat@ief.u-psud.fr
WEB http://www.ief.u-psud.fr/~lecoat

From 4218781019571471030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc8b9bf2d78c6b10
X-Google-Attributes: gid1115ce,public
From: frances.page@c-dilla.com
Subject: Re: Protection
Date: 1997/02/18
Message-ID: <856273487.29793@dejanews.com>#1/1
X-Deja-AN: 219613703
References: <33108652.15246033@news.airtime.co.uk>
X-Http-User-Agent: Mozilla/3.0 (Win95; I)
X-Originating-IP-Addr: 158.152.1.66 (cache-1.www.demon.net)
Organization: Deja News Usenet Posting Service
X-Article-Creation-Date: Tue Feb 18 13:44:48 1997 GMT
X-Authenticated-Sender: frances.page@c-dilla.com
Newsgroups: comp.sys.atari.programmer

In article <33108652.15246033@news.airtime.co.uk>,
  comp.sys.atari.programmer wrote:
>
>
> How to Copy protect a disk
>
> My idea is to damage a sector/track of the disk, 78 79 something late
> and not used,
>
> Then my program at boot up reads in the tracks, this is sooo quick:)
> if there is an error then ok, if no error then not the same disk, a
> simple error that fcopy and any other decent copier would fix
> automatically,
>
> First..I dont know how to damage the disk ?
>
> Second..Anyone else any ideas for copy protecting a disk ?
>
> Cheers...!ynoT
>
> Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
> ATARI Freeware Programmer ***** Keeper of the STOS FAQ
> http://www.airtime.co.uk/users/stosser * For More Info
> ---
> You're too distrustful of humans - Dick - 3rd Rock....

Hello Tony,

Have you seen CD-Secure 2 by C-Dilla Ltd? Our software prevents any copying of the disc by taking a random record of the machine's environment like a fingerprint and binding the discs to that individual machine. Any copies taken will only work on one machine unless they ring you and ask permission and you exchange codes...and possibly money too.

URL: www.c-dilla.com

What do you think?
Frances.
Email: frances.page@c-dilla.com
Tel: +44 (0) 118 969 1111
Fax: +44 (0) 118 969 1161

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

From -1552267440960844872
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c73ae9e4b8c0d4db
X-Google-Attributes: gid1115ce,public
From: Guido Vollbeding <guivol@esc.de>
Subject: Re: What about a GIF DSP dec
Date: 1997/02/18
Message-ID: <3309CD50.41C67EA6@esc.de>#1/1
X-Deja-AN: 219630248
References: <f6f_9702171850@conchbbs.com>
Content-Type: text/plain; charset=us-ascii
Organization: Electronic Service Center
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 3.01 (X11; I; SunOS 4.1.3_U1 sun4m)

John Kormylo wrote:
>
> The reason the DSP is good at decoding JPEGs is that JPEGs use a
> cosine transform. Not only is the DSP good at multiply-and-add type
> operations, it has a sine/cosine table already in ROM.

True in general, but the JPEGD.PRG particularly does *not* use
builtin sine/cosine table. The reason is that the IDCT (Inverse
Discrete Cosine Transform) does only need the cosine values at
a few discrete points, which can be precalculated and used as
inline constants or constant tables in practice. In fact, all
practical IDCT implementations take this approach.

You are right that the DSP's superior performance in this regard
is mainly due to its efficient (and accurate!) multiply-and-add
type operations (MAC and MACR instructions).
BTW, the DSP is still superior in architecture compared to the
recent "MMX technology" from Intel.
See for example Intel's sample IDCT implementation for MMX under

  http://developer.intel.com/drg/mmx/appnotes/ap528.htm

They use the 'quick-and-dirty' (fast but less accurate) AAN
(Arai, Agui & Nakajima) integer IDCT method, because the more
accurate (but still fast IMHO) LLM (Loeffler, Ligtenberg &
Moschytz) algorithm didn't provide sufficient speedup on
the MMX.
The DSP, however, can perform accurate IDCT methods *without*
losing performance!

BTW, the current JPEG library from the IJG (Independent JPEG
Group) provides both (AAN & LLM) IDCT algorithms (see files
'jidctfst.c' and 'jidctint.c' respectively).
1stGuide, for instance, uses an 68000-assembly optimized
version of the more accurate LLM method internally for
maximum output quality :-).

Regards,
Guido

From 627960242615965717
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f802df56494f34ac,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f802df56494f34ac,start
X-Google-Attributes: gid109a67,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: MIDI file format
Date: 1997/02/18
Message-ID: <5eclco$cr9@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 219641478
Summary: MIDI file format request
Organization: University of Sussex
Keywords: MIDI
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

I am looking for the MIDI file format -- a friend of mine is writing a program
for his 3rd year project at Uni that composes music, and he wants to be able
to listen to it. So we're looking for the MIDI file format so we can get it
onto my Atari.

There's probably a better place to post a request for this, but I thought I'd
try here first.

Cheers,

James Cox
--
<jamesco@cogs.susx.ac.uk>

From 5011536600660952996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c73ae9e4b8c0d4db
X-Google-Attributes: gid1115ce,public
From: Guido Vollbeding <guivol@esc.de>
Subject: Re: What about a GIF DSP dec
Date: 1997/02/18
Message-ID: <3309DE9A.167EB0E7@esc.de>#1/1
X-Deja-AN: 219646518
References: <f6f_9702171850@conchbbs.com> <3309CD50.41C67EA6@esc.de>
Content-Type: text/plain; charset=us-ascii
Organization: Electronic Service Center
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 3.01 (X11; I; SunOS 4.1.3_U1 sun4m)

PS: There is an IEEE (Institute of Electrical and Electronics
Engineers) standard (No. 1180-1990) for required accuracy
of IDCT implementations, to which the JPEG and MPEG standards
refer.
Recently there was rumor in Usenet that IEEE has withdrawn
this standard just because Intel's proposed MMX AAN IDCT
implementation failed the conformance tests :-/.
The LLM method (with appropriate implementation), however,
does conform to the accuracy requirements of that standard.

Regards,
Guido

From -3603414244180980926
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fc8b9bf2d78c6b10
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: Protection
Date: 1997/02/18
Message-ID: <3309f251.9811270@news.airtime.co.uk>#1/1
X-Deja-AN: 219664275
References: <5ebuev$355@cndns.combitech.se>
Content-Type: text/plain; charset=ISO-8859-1
Organization: STOSSER Software
Mime-Version: 1.0
Reply-To: comp.sys.atari.programmer
Newsgroups: comp.sys.atari.programmer

On 18 Feb 1997 09:57:51 GMT, daniel.hagg@marine.combitech.se (Daniel
H?gg) wrote:

> > My idea is to damage a sector/track of the disk, 78 79 something late
> > and not used,

> > First..I dont know how to damage the disk ?
>
>Write a fake sector checksum.

 Sounds like a reasonable suggestion, but still looking for "How"? :)

>Problem is that a good copy program will copy the sector and

 hmmm fcopy seems to be the norm, plus now I think about hard drive
support, then maybe this isnt such a good idea, hmmm

 THANKS for the input..

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info

You're too distrustful of humans - Dick - 3rd Rock....

From 8068255345762699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8aea4d65d1062b0a,start
X-Google-Attributes: gid1115ce,public
From: chai@chip.cs.uiuc.edu (Ian Chai)
Subject: Anyone intersted in doing the FIGlet 2.2 port for Atari?
Date: 1997/02/18
Message-ID: <chai.856305788@chip.cs.uiuc.edu>#1/1
X-Deja-AN: 219699194
Organization: University of Illinois at Urbana
Reply-To: chai@uiuc.edu
Newsgroups: comp.sys.atari.programmer

Hello.

FIGlet is a freeware program that

```
                _                    _   _     _
             __| | ___   ___  ___  | |_| |__ (_)_ __   __ _ ___
            / _` |/ _ \ / _ \/ __| | __| '_ \| | '_ \ / _` / __|
           | (_| | (_) |  __/\__ \ | |_| | | | | | | | (_| \__ \
            \__,_|\___/ \___||___/  \__|_| |_|_|_| |_|\__, |___/
                                                        |___/
                    _      _              _
                   | | o  | |            | |    o
                   | |    | |   _    _|_ | |        ,
```

```
|/  |  |/_) |/     |  |/ \   |  / \_
|__/|_/| \_/|__/   |_/|   |_/|_/ \/
```

Someone did a port for the Atari for an older version, but I lost contact with them. If any of you is interested to do this port, feel free to grab the source code from the unix distribution from either the ftp site ftp.nicoh.com in the pub/figlet/program/unix directory, or from the web site http://st-www.cs.uiuc.edu/users/chai/figlet.html#who

When you're done, upload it to the pub/figlet/incoming directory and email me and I'll put it in the proper place, and announce it to FIGLET-L.

--

.....

Ian Chai <chai@uiuc.edu> http://www.uiuc.edu/ph/www/chai

From -6069790218425557787
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1049cc,a33202e3fb4f3a50,start
X-Google-Attributes: gid1049cc,public
X-Google-Thread: 1040c9,a33202e3fb4f3a50,start
X-Google-Attributes: gid1040c9,public
X-Google-Thread: fecf8,a33202e3fb4f3a50,start
X-Google-Attributes: gidfecf8,public
X-Google-Thread: f5cc2,a33202e3fb4f3a50,start
X-Google-Attributes: gidf5cc2,public
X-Google-Thread: ffc26,a33202e3fb4f3a50,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,a33202e3fb4f3a50,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,a33202e3fb4f3a50,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,a33202e3fb4f3a50,start
X-Google-Attributes: gid1046d6,public
From: "Thomas Walter" <thomas.walter@metronet.de>
Subject: Easy Money !!!
Date: 1997/02/18
Message-ID: <01bc1d45$74b06f00$1a66a8c0@thomas.walter.metronet.de>
X-Deja-AN: 222162454
Organization: metronet Kommunikationsdienste GmbH & Co. KG, Germany
Newsgroups:
comp.os.os2.programmer.oop,comp.os.os2.programmer.porting,comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer,comp.sys.mac.programmer.codewar

READ THIS!!!!

NEW VERSION ! 1997 (Legal Questions Addressed!)

(Excerpt From Bob Novak Who Started This New Version)

In late October of 1996, I saw an article in an internet newsgroup telling me that I could make $50,000 within a month for an investment of only $5. I thought, "OH YAH!! I'VE GOT A BRIDGE I'LL SELL YOU TOO!!" It sounded like all the rest of the "get rich quick" schemes and scams I've seen over the past 40 years or so.

I spoke to my attorney, a few friends, and family about it, and they all agreed it was some kind of scam. I can't stand scams, because usually someone gets burned, and I didn't want it to be me. After rejecting the idea at first, it kind of played on my mind and I thought, "what if it really worked?" I realized all I had to lose was $5.00, I usually blow that much on the lottery every week anyway, so I figured what the heck, and decided to give it a shot.

Within two weeks I began receiving money in the mail! Soon, hundreds, and then thousands of dollars began to roll in. Within 4 weeks, I had received a total of $46,812.00! It came from everywhere in the world." Lately, I've doubled my efforts and the money is rolling in even faster. I would tell you how much but then the IRS would know also, let's just say it's a VERY comfortable living. Now, I am really going to work! If I can make as much as I have, and still am, on a lousy $5.00 investment, why not double it and make the "Big Bucks" twice as fast? Anybody can afford to gamble $10.00 on a chance to make $100,000.00 or more in a month, especially when the business has already proven itself.

If you follow the three steps below, there is no reason why the same shouldn't happen to you! This is a legitimate investment opportunity. You invest $10, and you receive a return on your investment. So does the next investor. THIS IS NOT ILLEGAL, THIS IS NOT A CHAIN LETTER, THIS IS PERFECTLY LEGITIMATE. (See additional legal details below.)

THE PROCEEDURE IS SIMPLE:

1) Invest your $10 by writing your name and address on five seperate pieces of paper along with the words: "PLEASE ADD ME TO YOUR MAILING LIST." (In this way, you're not just sending two dollars to someone; you're paying for a legitimate service.) Fold two $1 U.S. Treasury bills, money order, or bank note inside each piece of paper, and mail them by standard U. S. Mail to the following five addresses:

1. David Wiseman
   P. O. Box 1648
   Clarenville, NF A0E 1J0
   Canada

2. Sean Bennett
#605 - 9825 103 St
Edmonton, AB T5K 2M3
Canada

3. Gregory Pang
Box 60367
U of A postal outlet
Edmonton, AB T6G 2S6
Canada

4. Pawel Koper
#4-7120 Pandora St.
Burnaby, BC
V5A 1B7
Canada

5. Thomas Walter
Parsbergstr. 14
82110 Germering
Germany

2) Now remove the top name from the list, and move the other four names up. In other words, #5 becomes #4 and so on. Put your name as the fifth one on the list. You can do this by simply retyping the article or reposting it to other newsgroups with the edited addresses.

3) Post the article to at least 200 newsgroups. There are 22,000, so it shouldn't be hard to find that many. Remember, there are no "Free Lunches" in this world so the harder you work the more money you will make.

You are now in the mail order investment business, and should start seeing returns within a week or two. Of course, the more newsgroups you post to, the greater your return will be. If you wish to remain anonymous, you may use a pseudonym, but make sure your address is correct.

LEGAL ? ? ?

People have asked me if this is really legal. It is! You are using the Internet to advertise your business. What is that business? You are assembling a mailing list of people who are interested in home based computer and online businesses and methods of generating income at home. Remember - people send you a small fee to be added to your list. It is legal. What will you do with your list of thousands of names? That's up to you.

NOW HERE IS WHY THE SYSTEM WORKS:

The internet is growing at a tremendous rate - it doubles in size every 4 months. Think about it. You see those "Make Money Fast" posts more and more. All that growth means profits for everyone who participates. There are no losers.

Of every 200 posts I made, I received 5 responses. That probably doesn't seem like much. You make $10 for every 200 posts with your name at #5.

Each person who sent you $2 now also makes 200 additional postings with your name at #4. i.e.. 1000 postings. On average therefore, 50 people will send you $2 with your name at #4. $100.00.

Your 50 new agents make 200 postings each with your name at #3 or 10,000 postings. Average return 500 people=$1,000.00. They make 200 postings each with your name at #2=100,000 postings=5000 return at $2 each=$10,000.

Finally, 5,000 people make 200 postings with your name at #1 and you get a return of $100,000 before your name drops off the list. AND THAT'S IF EVERYONE DOWN THE LINE MAKES ONLY 200 POSTINGS! Total income in one cycle = $100,000.

From time to time, when you see your name no longer on the list, you take the latest posting that appears in the newsgroups, and send out another $10, and put your name at #5, and start posting again. Remember, 200 postings is only a guideline. The more you post, the greater the return.

Lets review why you should do this. THE ONLY COST IS $10, AND 5 STAMPS, AND 5 ENVELOPES. Anyone can afford $10 for such an effortless investment with such SPECTACULAR RETURNS.

Some people have said to me, "what happens if the scheme is played out and no one sends me any money?" Big Deal, so you lose $10.00 but what are the chances of that happening? SINCE THIS IS A BRAND NEW PROGRAM AS OF JANUARY 1, 1997, YOU'RE IN ON THE GROUND FLOOR!

There are millions of internet users, and millions of new net surfers every month.

Remember- read the instructions carefully, and play fairly. THAT'S the only way this will work. Get a printout so you can refer back to this article easily.

Keep a list of everyone that sends you money, keep good books, pay your taxes, and always keep an eye on the postings to make sure everyone is playing fairly. You know where your name should be.

If you're really not sure or still think this can't be for real, then don't do it. But please print this article and pass it along to someone you know who really needs the bucks, and see what happens.

REMEMBER-HONESTY IS THE BEST POLICY. WHAT ARE 10 DOLLARS TO YOU? YOU DON'T NEED TO CHEAT THIS IDEA TO MAKE MONEY!!! (We will monitor the program and if we find you have cheated by not sending your money to your five recipients, we will just dump you out of the system). This is the easiest way that you can make a buck. Think how excited you'll be to open up your mailbox day after day! Will it be $50? or $5,000? Start making your plans, because it can happen to you.

DON'T PASS UP THIS ONCE IN A LIFETIME OPPORTUNITY!!!

Extra section:
HOW TO POST TO NEWSGROUPS FAST WITH YOUR WEB BROWSER:

The Fastest Way To Post To a Newsletter:

Simply highlight and COPY (Ctrl-C for copy) the text this e-mail message and PASTE it into a text editor such as Notepad and SAVE it (as a .txt file).

After you have made the necessary changes that are outlined above, Simply COPY and PASTE the text into the message section of the message composition window and to be posted to the Newsgroup and post it!

If you have Netscape 3.0 do EXACTLY the following:

1) Click on any news group like normal, THEN click on 'TO NEWS', which is on the far left when you're in the newsgroups page. This will bring up a box to type a message in.

2) Leave the newsgroup box like it is, CHANGE the subject box to something flashy, like, "NEED CASH $$$ READ HERE $$$" or "FAST CASH"!!!

3) Tab once and you should be ready to type. Now, retype (only once)
THIS whole article WORD FOR WORD, except insert your name at #5, and remove #1 off the list, plus any other small changes you think you need to make. Keep almost all of it the SAME!

4) When you're done typing the WHOLE article, click on FILE

in THIS BOX, RIGHT ABOVE SEND, NOT WHERE IT SAYS NETSCAPE NEWS ON THE FIRST BOX.

Click on SAVE AS when you're under FILE. Save your article as a text file to your C: or A: drive. DO NOT SEND OR POST YOUR ARTICLE UNTIL YOU DO THIS. Once saved, move on to number 5 below.

NOTE: If you don't want to type in the whole article by hand, AND you know how to use a plain text editor (like Notepad), you can edit the file ahead of time, then attach it as shown in step 6.

5) If you still have all of your text, send or post to this newsgroup now by just clicking send, which is right below FILE, and right above Cc:.

6) Here's where you're going to post all 200. OK, click on any news group then click on 'TO NEWS', again in the top left corner. Leave the NEWSGROUPS BOX alone again, put a flashy subject title in the SUBJECT BOX, hit TAB once you're in the body of the message. Click on ATTACHMENTS, which is below the SUBJECT BOX. You will get another box to come up. Click on ATTACH FILE, then find YOUR file that you saved; click on the file, and then click 'OPEN' now click on OK; if you did this right, you should see your file name in the attachments box, and it will be shaded green.

Note: If you don't want to type in the whole article and you know how to use a plain text editor (Notepad), you can edit the file ahead of time, then attach it.

QUICK TIP!

You can post this message to many newsgroups at a time by simply selecting a newsgroup near the top of the screen, hold down the SHIFT key, and then select a newsgroup near the botton of the screen. All of the newsgroup in-between will also be selected.

IF YOU USE IE EXPLORER IT'S JUST AS EASY...HOLDING DOWN THE LEFT MOUSE BUTTON, highlight this article. then press the "crtl" key and the "c" key at the same time to copy this article. then print this article for your records, to have the names of those you will be sending $1 bills to.

2) Go to the news groups and press "post an article". A window will open. Type in your headline in the subject area and then click in the large window below. Press "crtl" and then "v" and the article will be placed in the window.

If you want to edit the article, do so and then highlight and copy it again. Now every time you post the article in a

new newsgroup all you have to repeat is "ctrl" and "v" and
press post.

3) That's it. Each time you do this, all you have to do is
type in a different newsgroup, so that way, it posts to 200
DIFFERENT newsgroups, or more.

You see? Now you just have 199 to go!! (Don't worry, each
one takes about 30 seconds, once you get used to it.)

REMEMBER 200 IS THE MINIMUM. The more you post the more
money you will receive. AND THAT'S ALL THERE IS TO IT!!!

DON'T LET THIS ONCE IN A LIFETIME OPPORTUNITY PASS YOU BY!

From 4734948918359143366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a52eb199416c496a
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: ST Timers
Date: 1997/02/18
Message-ID: <c54_9703010910@conchbbs.com>#1/1
X-Deja-AN: 222337549
Organization: Houston Area League of PC Users
X-FTN-To: cavey@cavestar.demon.co.
Newsgroups: comp.sys.atari.programmer

c > I know that this could be done with the 200Hz clock at $4bc,
c > but I'm not sure this would be accurate since there is the
c > possibility of overflow occuring.

The 200Hz clock is driven by Timer C, so using Timer C directly is
no more accurate than using the long counter at $4BC. As for
overflow, subtracting the start time should always give you the
correct elapsed time (unless you were planning to let it run for
several days).

Only Timer A is not used by the OS, unless you have DMA sound (which
uses Timer A for the frame counter). If you have a TT or Falcon,
you have a second MFP with another set of timers, of which only
Timer D is used (Serial 1 Baud Rate, TT only).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 2479609539186864558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a52eb199416c496a
X-Google-Attributes: gid1115ce,public
From: ceebti@cee.hw.ac.uk (Brian Thomas Innes)
Subject: Re: ST Timers
Date: 1997/02/19
Message-ID: <E5uLLC.E1w@cee.hw.ac.uk>#1/1
X-Deja-AN: 219827523
Sender: news@cee.hw.ac.uk (News Administrator)
References: <856022434.20350.0@cavestar.demon.co.uk>
Organization: Heriot-Watt University
Newsgroups: comp.sys.atari.programmer

In article <856022434.20350.0@cavestar.demon.co.uk>,
   cavey@cavestar.demon.co.uk (Mark Cave-Ayland) wrote:
>I am writing a MIDI sequencer and so would like to record incoming
>MIDI information to an accuracy of about 5ms.
>
>I know that this could be done with the 200Hz clock at $4bc, but I'm
>not sure this would be accurate since there is the possibility of
>overflow occuring.
>
>I have tried hooking into Timer C without much success, as my routine
>always crashes after it has run. Does anyone know about the functions
>of the timers, including information about the data registers? The
>Lattice C books don't go into enough detail.
>
>TIA,
>
>Mark
>
>

     Right then!

          The ST timers are created by theMFP68901 chip.
     There are 4 timers, timers A,B,C, and D.

          Each timer has a control register, and a data register.

          The main MFP clock is 2,457,600 Hz (This is entirely from

memory! Impressive huh?)

The timer control registers allow the main clock to be divided down, e.g. /4, /10, /16, /100, /100.

The timer data regs tell the MFP how many clock pulses to count before setting an interrupt.

E.G. 2,457,600 / 200 = 12.288 KHz

Data register = 61
hence timer frequency = 12.288 KHz /61
= 201.4Hz

In general it is better to use timer A, as it is not used by the system! (Avoids crashes!)

Hope this helps!

brian.

From -3561843728061736717
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8a6155382136e29,start
X-Google-Attributes: gid1115ce,public
From: josk@ifi.unit.no (Jo Even Skarstein)
Subject: MiNT threads
Date: 1997/02/19
Message-ID: <5eet9t$2b6@due.unit.no>#1/1
X-Deja-AN: 219832907
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Hi!

I wondered if MiNT-threads can use GEM? I.e. can a thread run in a evnt_multi()-loop while the parent does the same?

Jo Even Skarstein

From -6238450756887221186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9dcd544a800beec
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)

Subject: Re: Compression source code?
Date: 1997/02/19
Message-ID: <5eet82$fbh@balaena.bio.vu.nl>#1/1
X-Deja-AN: 220081432
References: <2f7cd$1732a.3e7@HERMES>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Gaven Miller (gmiller@inca.co.nz) wrote:
: Where can I locate compression source code? ie ZIP or LZH.

LHA sources are easy to come by. I've seen some on a few Atari FTP sites.
If you can't find those, try the UN*X Lharc source - I believe it is
included with the Linux LHA distribution, which should be easy enough to
locate...

: I want to create a plugin for my Toolbox TSR that can handle compression
: on a system-wide basis.

Sounds cool!

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You might have mail

From -130750759149996786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7f3a096e48a180c
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GTAR crashes with > 100MByte files - any ideas?
Date: 1997/02/19
Message-ID: <5eeteu$fbh@balaena.bio.vu.nl>#1/1
X-Deja-AN: 220082024
References: <sig-1002971334010001@47.85.0.99> <5dseck$t1t@balaena.bio.vu.nl>
<sig-1502971913080001@47.85.0.99>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Gerry O'Rourke (sig@end.article) wrote:

: > Does this Tapebios package support MiNT devices? (Or TOS devices, ehm...)

: > Because if it does, you could download a decent TAR for MiNT and use
: > tar cvf /dev/<device>

: No, unfortunatly, you would have to 'roll your own' interface to it.
: Since the programming docs are good, maybe it's posssible.

Yeah, someone should write a MiNT device interface for the thing...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You might have mail

From 5271273443631013162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2218e7656b4d0bb7
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Problem with events...
Date: 1997/02/19
Message-ID: <5eeslp$fbh@balaena.bio.vu.nl>#1/1
X-Deja-AN: 220082172
References: <5dqleq$vjn@irk.zetnet.co.uk> <5dut7m$3qa@balaena.bio.vu.nl>
<yvvenee4hur.fsf@emw.ericsson.se>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:

: > Use evnt_multi() instead of evnt_mesag(). Or better still: use evnx_multi()
: > (check XGEMFAST.H docs in hypertext for info on this call)

: What is this 'evnx_multi()'?

It's an implementation of evnt_multi() that uses a structure instead of
the normal huge pile of parameters. Is faster and easier to use.
The call as implemented in the Sozobon C XGemFast libs is called evnx_multi()
but other compilers or programmers who implement it themselves usually use
some other name...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/

(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You might have mail

From 1353130273934267621
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c6f8bff387a2e2a7
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: loading fonts w/o gdos???
Date: 1997/02/19
Message-ID: <5ees4u$fbh@balaena.bio.vu.nl>#1/1
X-Deja-AN: 220084636
References: <855947552_OASIS_@swampdog.demon.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >I think work_in[] is what your looking for. ProGEM (the only tutorial=20
: >I've read...) doesn't explain v_opnvwk() at all, what exactly are=20
: >work_in[] and work_out[]??? As you can see they are just local variables=20
: >that are ignored and obliterated once the init() code is finished...

: The work_out[] array is filled by v_opnvwk() with values which tell
: you about the virtual device you have opened. I'm not about to type in
: the info about all 57 of them - perhaps someone else already has it in
: a file?

Only in German, from the 1st Guide docs:

```
  /* Inhalt von work_out-Nummer                    *
   * 0: Rasterbreite des Ger►tes in Punkte oder Schritte
         *
   * 1: Rasterh►he des Ger►tes in Punkte oder Schritte
         *
   * 2: 0                                 *
   * 3: Breite eines Punktes oder Plotterschrittes in mm/1000
         *
   * 4: H►he eines Punktes oder Plotterschrittes in mm/1000
         *
   * 5: Anzahl der verschiedenen Schriftgr►►en (0 = unbegrenzt)
     *
   * 6: Anzahl der Linientypen                         *
   * 7: Anzahl der Linienbreiten (0 = unbegrenzt)
     *
   * 8: Anzahl der Markierungsarten                    *
   * 9: Anzahl der Markierungsgr►►en (0 = unbegrenzt)
         *
```

```
* 10: Anzahl der Zeichens►tze des Ger►tes
  *
* 11: Anzahl der Muster                          *
* 12: Anzahl der Schraffier-Arten                    *
* 13: Anzahl der Farben (2 bei Monochrom-Monitor)
      *
* 14: Anzahl der Grafik-Grundfunktionen
  *
* 15-24: Sequentielle Liste der unterst►tzten Grafik-Grundfunktionen.*
*     Eine -1 kennzeichnet das Ende der Liste:
  *
*     1 = Balken                           *
*     2 = Bogen                       *
*     3 = Kreissegment                     *
*     4 = Kreis                       *
*     5 = Ellipse                          *
*     6 = elliptischer Bogen                   *
*     7 = Ellipsensegment                      *
*     8 = abgerundetes Rechteck                *
*     9 = gef►lltes abgerundetes Rechteck          *
*     10 = justierter Grafiktext               *
* 25-34: sequentielle Liste der Attribute der Grundfunktionen:
  *
*     0 = Linienoperation                      *
*     1 = Markierungsoperation                 *
*     2 = Text                        *
*     3 = ausgef►llter Bereich                 *
*     4 = kein Attribut                    *
* 35: Flag Farbdarstellung:   0 = nicht verf►gbar
      *
*              1 = verf►gbar               *
* 36: Flag f►r Textrotation:  0 = nicht verf►gbar
      *
*               1 = verf►gbar                  *
* 37: Flag ausgef►llte Bereiche:  0 = nicht verf►gbar
      *
*                   1 = verf►gbar          *
* 38: Flag Funktion v_cellarray: 0 = nicht verf►gbar
      *
*                  1 = verf►gbar           *
* 39: Anzahl der verf►gbaren Farben:  0 = mehr als 32767 Farben
  *
*                    1 = monochrom              *
*                   >2 = Anzahl der Farben      *
* 40: Grafikcursor-Kontrolle:                   *
*      1 = nur ►ber Tastatur                    *
*      2 = ►ber Tastatur und ein anderes Ger►t (Mouse)
  *
* 41: wertver►ndernde Eingaben:  1 = ►ber Tastatur
      *
*                  2 = anderes Ger►t            *
* 42: Auswahltasten:  1 = Funktionstasten
  *
```

```
   *           2 = anderes Tastenfeld              *
   * 43: alphanumerische Eingabe:  1 = Tastatur
     *
   * 44: Art des Arbeitsger?tes:  0 = Ausgabeger?t
     *
   *                1 = Eingabeger?t          *
   *                2 = Ein/Ausgabeger?t          *
   *                3 = reserviert            *
   *                4 = Metafile-Ausgabe          *
   * 45: minimale Zeichenbreite                    *
   * 46: minimale Zeichenh?he                          *
   * 47: maximale Zeichenbreite                    *
   * 48: maximale Zeichenh?he                          *
   * 49: minimale Zeilenbreite                         *
   * 50: 0                                     *
   * 51: maximale Zeilenbreite                         *
   * 52: 0                                     *
   * 53: minimale Markierungsbreite                    *
   * 54: minimale Markierungsh?he                      *
   * 55: maximale Markierungsbreite                    *
   * 56: maximale Markierungsh?he                      */
}
```

Not much use for those who can't read German though...

-=Levjenno

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You might have mail

From 866615124969222381
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2218e7656b4d0bb7
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Problem with events...
Date: 1997/02/20

Message-ID: <yvvohdf3g9e.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 220121784

Sender: emwoll@bowmore
References: <5dqleq$vjn@irk.zetnet.co.uk> <5dut7m$3qa@balaena.bio.vu.nl>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer

lvzon@bio.vu.nl (Levien van Zon) writes:

> : What is this 'evnx_multi()'?
>
> It's an implementation of evnt_multi() that uses a structure instead of
> the normal huge pile of parameters. Is faster and easier to use.
> The call as implemented in the Sozobon C XGemFast libs is called evnx_multi()
> but other compilers or programmers who implement it themselves usually use
> some other name...

Okey, thanks.

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -3750986517400124185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7f3a096e48a180c
X-Google-Attributes: gid1115ce,public
From: josk@ifi.unit.no (Jo Even Skarstein)
Subject: Re: GTAR crashes with > 100MByte files - any ideas?
Date: 1997/02/20
Message-ID: <5eh5np$r57@due.unit.no>#1/1
X-Deja-AN: 220123992
References: <5eeteu$fbh@balaena.bio.vu.nl>
Organization: The Norwegian University of Science and Technology
Newsgroups: comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote:
: Gerry O'Rourke (sig@end.article) wrote:
:
: : > Does this Tapebios package support MiNT devices? (Or TOS devices, ehm...)
: : > Because if it does, you could download a decent TAR for MiNT and use
: : > tar cvf /dev/<device>
:
: : No, unfortunatly, you would have to 'roll your own' interface to it.
: : Since the programming docs are good, maybe it's posssible.
:
: Yeah, someone should write a MiNT device interface for the thing...

Actually, there is atleast one! In the GEMAR-distribution there is a
tape-XFS. With a small program (tape*) you can "mount" the tape and use
something like...

```
   tar cvf * /dev/mt
```

Haven't tried it yet, I broke my (Very expencive...) SCSI2-cable when I recased my Falcon :-(

Jo Even Skarstein

From -7620153615918825108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3190094fb837af8a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,fe3a4fb515b43f24
X-Google-Attributes: gid109a67,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Integer size (was: K&R/Anci C/C++?)
Date: 1997/02/20
Message-ID: <2157cd$1918.12f@HERMES>#1/1
X-Deja-AN: 220126800
References: <438_9702181403@conchbbs.com> <5eev7o$fbh@balaena.bio.vu.nl>
Followup-To: comp.sys.atari.programmer
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote:
> John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:

> : I have a C reference which states that ALL microcomputers use 16 bit
> : ints. Admittedly it's a bit dated, but I suspect that using 32 bit
> : ints will hurt you more than help you w.r.t. portability.

> Yep, that _is_ a bit dated. as far as I know GCC uses 32bit ints by default,
> and most "modern" compilers also do so... Some systems at my University even
> use 64 bit ints!

It has probably been said already, but I always try to follow the golden rule for portable code: "Never assume the sizes of data types"

And as to whether an integer should be a particular size, I fall back on what Kernighan (sp?) and Ritchie said in "The C Programming Language (Second Edition)" : An integer should fit the natural word size of the machine. (I've lost my copy of the book, so this quote may be a little fuzzy).

To me, "natural word size" refers to the ALU (Arithmetic & Logical Unit) width of the target processor, so an int would be 16-bits on a 16-bit CPU like the 68k, but 32-bits on a 32-bit CPU like the 020+ CPUs. DEC Alpha systems would use 64-bits as the "int" size, as that is the size of the Alpha ALU (and the Alpha can only deal with 64-bit integers - smaller data has to be loaded, masked, and optionally bit-shifted into the correct form that the ALU can deal with natively)

(CPU's work fastest when using ALU-width data. Smaller or larger data is
slower to deal with, and more likely to generate errors)

For a 68000 or pre-386 CPU this would mean 16-bit.

For a 68020 or 386+ processor, this would be 32-bit.

But the compiler writer is free to ignore this.

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

From 2242714333460584558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8a6155382136e29
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-6.hut.fi (Arto Jalkanen)
Subject: Re: MiNT threads
Date: 1997/02/20
Message-ID: <5ehoo9$4e5@nntp.hut.fi>#1/1
X-Deja-AN: 220158487
Distribution: inet
References: <5eet9t$2b6@due.unit.no>
Organization: Helsinki University of Technology
Newsgroups: comp.sys.atari.programmer

In article <5eet9t$2b6@due.unit.no>,
Jo Even Skarstein <josk@ifi.unit.no> wrote:
>
>Hi!
>
>I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
>evnt_multi()-loop while the parent does the same?

No, I tried to do this but it won't work. The problem might be in
the C's AES library (not re-entrant), but I don't know.

It really pissed me.. you can't fully use that wonderful multitasking
in programs because of that.

From -7365982719644904145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f802df56494f34ac
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f802df56494f34ac
X-Google-Attributes: gid109a67,public
From: kucik@mrakoplas.phil.muni.cz (Jiri Kucik)
Subject: Re: MIDI file format
Date: 1997/02/20
Message-ID: <5ehsgo$srb@rhino.cis.vutbr.cz>#1/1
X-Deja-AN: 220184785
References: <5eclco$cr9@infa.central.susx.ac.uk>
Followup-To: comp.sys.atari.st.tech,comp.sys.atari.programmer
Content-Type: text/plain; charset=US-ASCII
Organization: Technical University of Brno, Czech Republic
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

James Cox (jamesco@cogs.susx.ac.uk) wrote:
: I am looking for the MIDI file format -- a friend of mine is writing a program

Try ftp://ftp.cnam.fr/pub/Atari/Docs/ST-Guide/midif000.zip. It is an english
hypertext for ST-Guide.

Fufin

From 3496716388387641 06
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8a6155382136e29
X-Google-Attributes: gid1115ce,public
From: mitala@utu.fi (Mikko Larjava)
Subject: Re: MiNT threads
Date: 1997/02/20
Message-ID: <5ehv69$sda@antares.utu.fi>#1/1
X-Deja-AN: 220185631
Distribution: inet
References: <5eet9t$2b6@due.unit.no> <5ehoo9$4e5@nntp.hut.fi>
Organization: University of Turku, Finland
Newsgroups: comp.sys.atari.programmer

ajalkane@lk-hp-6.hut.fi (Arto Jalkanen) writes:

>In article <5eet9t$2b6@due.unit.no>,
>Jo Even Skarstein <josk@ifi.unit.no> wrote:
>>I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
>>evnt_multi()-loop while the parent does the same?
>No, I tried to do this but it won't work. The problem might be in
>the C's AES library (not re-entrant), but I don't know.

Normal AES libaries aren't re-entrant but there's mt_aes library which
claims to be re-entrant. Haven't tried it but if I remember right it is
designed for MagiC's threads. Probably works with MiNT threads also.
Can be found e.g. from ftp.cs.tu-berlin.de.

--
--
** If you want to succeed in doing something don't do it with me. **

From -7403255361832731865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e583863ae51af5d,start
X-Google-Attributes: gid1115ce,public
From: please@no.spam.mail.here (please@no.spam.mail.here)
Subject: Re: Special offer
Date: 1997/02/20
Message-ID: <29785_please@no.spam.mail.here>#1/1
X-Deja-AN: 220221022
X-NNTP-Posting-Host: mettav.demon.co.uk
Content-Type: text/plain; charset=us-ascii
Organization: The Tavern BBS
MIME-Version: 1.0
Reply-To: please@no.spam.mail.here
Newsgroups: comp.sys.atari.programmer
X-Mailer: Net2Net (3.664) BETA (NON WINDOW VERSION)

FROM: SSweet@mettav.demon.co.uk
SUBJ: Special offer

 >> ...now, now! This is America even perverts have their rights!

 f> Yeah, that's the problem with America, even fucking perverts have
 f> rights. Fuck their rights, shoot the fuckers. No castration, no
 f> incarceration, no analysis, just shoot the fuckers.

OK, but i'l do the trigger pulling, someone got a nice shooter i can borrow.
8~)) Can i be Judge and Jury as well. 8~))

 f> Why can't you bleeding heart arseholes just be brave, stand up and be
 f> counted and draw a line in the sand and say: "this is it, we do not
 f> cross over this line"

Wow!, your being a bit sedate, tell us what you'd really want to do with them, and give plenty of detail on the exact voltage needed to help along

I'd love to describe what i'd do to them except that would make me sound a bit wierd as well. Hot melt glue gun in your orifice anybody 8~))

 f> Greetings from the US State of Britain (BTW we're getting to be as soft
 f> on these dirty bastards as you lot...)

Pervs have voting rights as well you know, thats why Johhnie boy Major dont want to upset em.

 Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Why is "abbreviation" such a long word.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From 3594278138621190500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,328e7bf5cfd2de13,start
X-Google-Attributes: gid1115ce,public
From: ebaiz@qtm.net (Edward S. Baiz Jr.)
Subject: GFA Basic on a Falcon/T60
Date: 1997/02/20
Message-ID: <5eic01ebm1@news2.qtm.net>#1/1
X-Deja-AN: 220226552
Organization: I.M.A.G.E.
Newsgroups: comp.sys.atari.programmer

I have a Hades 060 clone and have tried to run GFA Basic version 3.6. It runs just fine, but the menu's are all garbled and cannot be read. I have to run the program in only two colors (mono) to get it to run properly. How is everyone running this program on a Falcon? Are you using a 2,4 or 16 color mode or are you using a 256 color mode?

From 3652935446289873458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3190094fb837af8a

X-Google-Attributes: gid1115ce,public
From: daniel.hagg@marine.combitech.se (Daniel H⍰gg)
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/02/21
Message-ID: <5ejit7$ggl@cndns.combitech.se>#1/1
X-Deja-AN: 220357218
References: <438_9702181403@conchbbs.com> <5eev7o$fbh@balaena.bio.vu.nl>
Organization: SME
Newsgroups: comp.sys.atari.programmer

In article <2157cd$1918.12f@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
> Levien van Zon (lvzon@bio.vu.nl) wrote:
> And as to whether an integer should be a particular size, I fall back on
> what Kernighan (sp?) and Ritchie said in "The C Programming Language
> (Second Edition)" : An integer should fit the natural word size of the
> machine. (I've lost my copy of the book, so this quote may be a little
> fuzzy).

Yes, I agree.

> To me, "natural word size" refers to the ALU (Arithmetic & Logical Unit)
> width of the target processor, so an int would be 16-bits on a 16-bit CPU
> like the 68k,...

Ahem...
The ALU in the M68000 is 32 bit. Sorry, couldnt resist that!
My point is that it is up to the guy who writes the compiler to decide what
the "natural word size" is. Sometimes its obvious, sometimes it isnt.

/
/ Daniel

From -2120466245133355577
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3190094fb837af8a
X-Google-Attributes: gid1115ce,public
From: desnogue@bavi.unice.fr (Laurent.DESNOGUES)
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/02/21
Message-ID: <5ejvnp$e0n$1@malibu.unice.fr>#1/1
X-Deja-AN: 220386764
References: <438_9702181403@conchbbs.com> <5eev7o$fbh@balaena.bio.vu.nl>
<2157cd$1918.12f@HERMES>
Organization: University of Nice - Sophia Antipolis, France
Reply-To: desnogue@aiguemarine.unice.fr
Newsgroups: comp.sys.atari.programmer

In article <2157cd$1918.12f@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:

[...]
> (and the Alpha can only deal with 64-bit integers - smaller data
> has to be loaded, masked, and optionally bit-shifted into the correct form
> that the ALU can deal with natively)
[...]

No, the Alpha can deal with 32 bit integers in the
ALU *and* the memory. On top of that the latest
generation (EV5) can also load/store bytes.

Laurent

From -7321722431288188304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,328e7bf5cfd2de13
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: GFA Basic on a Falcon/T60
Date: 1997/02/21
Message-ID:
<Pine.GSO.3.95Lrindlow.970221212416.12467N-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 220491344
References: <5eic01ebm1@news2.qtm.net>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: Link⊕ping University, Sweden
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

On 20 Feb 1997, Edward S. Baiz Jr. wrote:

>
> I have a Hades 060 clone and have tried to run GFA Basic version 3.6.
> It runs just fine, but the menu's are all garbled and cannot be read.
> I have to run the program in only two colors (mono) to get it to run
> properly. How is everyone running this program on a Falcon? Are you
> using a 2,4 or 16 color mode or are you using a 256 color mode?

GFA Basic is pretty hardcoded when it comes to draw it's menus and other
things. I only works in ST modes.
There was a preview of GFA Basic 4.0 with a GEM shell, but apparently, the
company that was in charge of its development never released it.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From -9084074369379554945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,328e7bf5cfd2de13
X-Google-Attributes: gid1115ce,public
From: jdaddin9@airmail.net (Jared Addington)
Subject: Re: GFA Basic on a Falcon/T60
Date: 1997/02/21
Message-ID: <5el2hm$bms@library.airnews.net>#1/1
X-Deja-AN: 220497438
References: <5eic01ebm1@news2.qtm.net>
Organization: Internet America
Newsgroups: comp.sys.atari.programmer

>On 20 Feb 1997, Edward S. Baiz Jr. wrote:
>
>
> I have a Hades 060 clone and have tried to run GFA Basic version 3.6.
> It runs just fine, but the menu's are all garbled and cannot be read.
> I have to run the program in only two colors (mono) to get it to run
> properly. How is everyone running this program on a Falcon? Are you
> using a 2,4 or 16 color mode or are you using a 256 color mode?
>
Unless you want to run in ST compat. modes, the only way to run it is
with the use of a good shell program or to write a little program
that changes your screen mode to an ST compat. mode before
automatically launching GFA.

I use G-Shell for GFA Basic. I believe it has been released as shareware
or perhaps freeware by now.

-Jared

From -215484910012744201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,328e7bf5cfd2de13
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GFA Basic on a Falcon/T60
Date: 1997/02/21
Message-ID: <5ek9tu$s2l@balaena.bio.vu.nl>#1/1
X-Deja-AN: 220842372
References: <5eic01ebm1@news2.qtm.net>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Edward S. Baiz Jr. (ebaiz@qtm.net) wrote:

: I have a Hades 060 clone and have tried to run GFA Basic version 3.6.
: It runs just fine, but the menu's are all garbled and cannot be read.
: I have to run the program in only two colors (mono) to get it to run
: properly. How is everyone running this program on a Falcon? Are you
: using a 2,4 or 16 color mode or are you using a 256 color mode?

My patched GFA Basic runs in 640x400x2, 640x200x4, 640x480x2, 640x480x16,
320x200x16...
Don't know if it's the patch that does it, but try ftp'ing it somewhere
and see what happens...

-=Levjenno
--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Houston, Tranquillity Base here. The Eagle has landed."
-- Neil Armstrong

From 254930129083233472
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,21544a0ba5093c92,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 108ff0,21544a0ba5093c92,start
X-Google-Attributes: gid108ff0,public
X-Google-Thread: 105710,21544a0ba5093c92,start
X-Google-Attributes: gid105710,public
X-Google-Thread: f94de,21544a0ba5093c92,start
X-Google-Attributes: gidf94de,public
X-Google-Thread: fd490,21544a0ba5093c92,start
X-Google-Attributes: gidfd490,public
X-Google-Thread: 1115ce,21544a0ba5093c92,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 115513,21544a0ba5093c92,start
X-Google-Attributes: gid115513,public
X-Google-Thread: 108b71,21544a0ba5093c92,start
X-Google-Attributes: gid108b71,public
From: zplanet@aol.com (Zplanet)
Subject: FS: Atari ST 1040 Needs Repair/Portland, OR only
Date: 1997/02/22
Message-ID: <19970222152241781 51@ip-pdx20-04.teleport.com>#1/1
X-Deja-AN: 220737263
Organization: Teleport - Portland's Public Access (503) 220-1016

Reply-To: zplanet@aol.com
Newsgroups:
comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace
,alt.music.makers.electronic,rec.music.makers.synth,comp.sys.atari.st,comp.sys.ata
ri.programmer

FS: Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR

From 2610159389294406358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7fb1152bb043f220,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 105710,7fb1152bb043f220,start
X-Google-Attributes: gid105710,public
X-Google-Thread: 108ff0,7fb1152bb043f220,start
X-Google-Attributes: gid108ff0,public
X-Google-Thread: 108b71,7fb1152bb043f220,start
X-Google-Attributes: gid108b71,public
X-Google-Thread: 1115ce,7fb1152bb043f220,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f94de,7fb1152bb043f220,start
X-Google-Attributes: gidf94de,public
X-Google-Thread: fd490,7fb1152bb043f220,start
X-Google-Attributes: gidfd490,public
X-Google-Thread: 115513,7fb1152bb043f220,start
X-Google-Attributes: gid115513,public
From: zplanet@aol.com (Zplanet)
Subject: Atari ST 1040 Needs Repair/Portland, OR only
Date: 1997/02/22
Message-ID: <19970222215224578393@ip-pdx20-04.teleport.com>#1/1
X-Deja-AN: 220737281
Organization: Teleport - Portland's Public Access (503) 220-1016
Reply-To: zplanet@aol.com
Newsgroups:
comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace
,alt.music.makers.electronic,rec.music.makers.synth,comp.sys.atari.st,comp.sys.ata
ri.programmer

Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR

From 3819569307345052516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3190094fb837af8a
X-Google-Attributes: gid1115ce,public
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/02/22
Message-ID: <Pine.SGI.3.91r.970222183357.12281A-100000@freenet>#1/1
X-Deja-AN: 220747301
References: <438_9702181403@conchbbs.com> <5eev7o$fbh@balaena.bio.vu.nl>
<5ejit7$ggl@cndns.combitech.se>
X-Sender: lerwick@freenet
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: gofast.net -- ISDN ISP for MPLS/STPL
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> > To me, "natural word size" refers to the ALU (Arithmetic & Logical Uni=
t)
> > width of the target processor, so an int would be 16-bits on a 16-bit =
CPU
> > like the 68k,...
>=20
> Ahem...
> The ALU in the M68000 is 32 bit. Sorry, couldnt resist that!
> My point is that it is up to the guy who writes the compiler to decide wh=
at
> the "natural word size" is. Sometimes its obvious, sometimes it isnt.

Isn't the entire 68000 a 32bit proccessor? Just with a 16bit data bus and=
=20
a 24-bit address bus? In a similar manner to this 386SuX/16 that is=20
currently blasting some MODs at me?

- ---------- -

=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
- ---------- -

From -8459873598092733264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,f802df56494f34ac
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f802df56494f34ac
X-Google-Attributes: gid1115ce,public
From: Ben Hall <cb170@city.ac.uk>
Subject: Re: MIDI file format
Date: 1997/02/22
Message-ID: <Pine.GSO.3.95.970222183436.24517B-100000@swindon>#1/1
X-Deja-AN: 220861622
References: <5eclco$cr9@infa.central.susx.ac.uk>
X-Sender: cb170@swindon
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: School of Informatics, City University, London
Mime-Version: 1.0
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

> Date: 18 Feb 1997 16:29:12 GMT
> From: James Cox <jamesco@cogs.susx.ac.uk>
> Newsgroups: comp.sys.atari.st.tech, comp.sys.atari.programmer
> Subject: MIDI file format
>
> I am looking for the MIDI file format -- a friend of mine is writing a program
> for his 3rd year project at Uni that composes music, and he wants to be able
> to listen to it. So we're looking for the MIDI file format so we can get it
> onto my Atari.

I have an ST-Guide hypertext of the midifile format that I used to add
midifile support to Dump-It!
Email me for it, or if you prefer I can send the raw text to you - it's
also available around the net.

```
 |>         | |
 |> E |\|   |-| /\ |_ |_
```

From 9002788121056206273
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3190094fb837af8a

X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/02/23
Message-ID: <2177cd$c20d.d5@HERMES>#1/1
X-Deja-AN: 220744261
References: <438_9702181403@conchbbs.com> <5eev7o$fbh@balaena.bio.vu.nl>
<5ejit7$ggl@cndns.combitech.se>
Newsgroups: comp.sys.atari.programmer

Daniel H⊗gg (daniel.hagg@marine.combitech.se) wrote:
> In article <2157cd$1918.12f@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
> > Levien van Zon (lvzon@bio.vu.nl) wrote:
> > And as to whether an integer should be a particular size, I fall back on
> > what Kernighan (sp?) and Ritchie said in "The C Programming Language
> > (Second Edition)" : An integer should fit the natural word size of the
> > machine. (I've lost my copy of the book, so this quote may be a little
> > fuzzy).

> Yes, I agree.

> > To me, "natural word size" refers to the ALU (Arithmetic & Logical Unit)
> > width of the target processor, so an int would be 16-bits on a 16-bit CPU
> > like the 68k,...

> Ahem...
> The ALU in the M68000 is 32 bit. Sorry, couldnt resist that!

You must have a mutant 68k.

Can I buy it - it'll be worth something someday... {[:-)]

But seriously, the ALU in the 68000 is 16 bit - it can only work with 16
bit data in one pass. The 68000 (and its 16-bit friends [68010, 68331])
is, however, intelligent enough to make two (or more) passes at the data
when 32 bit data is manipulated. An "ADD.L d0,d1" instruction takes two
or more passes through the ALU before completion.

The first 32-bit ALU for the 68k appeared in the 68020.

(I believe this is covered in the comp.sys.m68k FAQ)

> My point is that it is up to the guy who writes the compiler to decide what
> the "natural word size" is. Sometimes its obvious, sometimes it isnt.

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>

"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

From -8603624823957800893
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f46e52b38b91c28a,start
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-6.hut.fi (Arto Jalkanen)
Subject: GCC 2.7.2 ?
Date: 1997/02/23
Message-ID: <5epdde$uot@nntp.hut.fi>#1/1
X-Deja-AN: 220838538
Distribution: inet
Organization: Helsinki University of Technology
Newsgroups: comp.sys.atari.programmer

Hi,

I'm trying to get GCC 2.7.2 up and running to use C++.
But the problem is, all I can find is versions of
libraries for it that require 68030 and CoProcessor.
Unfortunately I don't have coprocessor, and anyway I'd
like to do software that works with every Atari.

Anyone know where to find libraries that work with
every Atari?

Thanks,
Arto Jalkanen
ajalkane@cc.hut.fi

From 5702717651143546264
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3190094fb837af8a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/02/23

Message-ID: <856665305@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 220847842
Distribution: world
X-FTN-Origin: MBH (070-3605991) (mbh 205:323/101.24)
References: <1223239244@cndns.combitech.se>
X-FTN-REPLY: cndns.combitech.se 48e9264c
X-FTN-PATH: 323/100
X-Comment-To: All
X-FTN-SEEN-BY: 323/100
X-FTN-Tearline: Tachion 0.99beta14
X-FTN-MSGID: 205:323/101.24@mbh 330facd9
X-FTN-AREA: COMP.SYS.ATARI.PROGRAMMER
Organization: MBH (070-3605991)
X-FTN-PID: LED 1.25
Reply-To: mr_ni@mbh.org
Newsgroups: comp.sys.atari.programmer

Daniel H⍰gg wrote:

> Ahem...
> The ALU in the M68000 is 32 bit. Sorry, couldnt resist that!

Sory, can't resist too.
The ALU of a plain 68k is 16 bit. All ALU operations on longs take 2 clock cycles more then the same on a word. If the 68k had a 32bit ALU there would be no difference.

Bye, Hans

From 3661283447891675740
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,328e7bf5cfd2de13
X-Google-Attributes: gid1115ce,public
From: Jim <fouchsft@erie.net>
Subject: Re: GFA Basic on a Falcon/T60
Date: 1997/02/23
Message-ID: <331062E4.920@erie.net>#1/1
X-Deja-AN: 220863289
References: <5eic01ebm1@news2.qtm.net>
<Pine.GSO.3.95Lrindlow.970221212416.12467N-100000@tingeling.lysator.liu.se>
Content-Type: text/plain; charset=us-ascii
Organization: FOUCH SOFTWARE
Mime-Version: 1.0
Reply-To: fouchsft@erie.net
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 3.0Gold (Win95; I)

Tomas Berndtsson wrote:

>
> On 20 Feb 1997, Edward S. Baiz Jr. wrote:
>
> >
> > I have a Hades 060 clone and have tried to run GFA Basic version 3.6.
> > It runs just fine, but the menu's are all garbled and cannot be read.
> > I have to run the program in only two colors (mono) to get it to run
> > properly. How is everyone running this program on a Falcon? Are you
> > using a 2,4 or 16 color mode or are you using a 256 color mode?
>
> GFA Basic is pretty hardcoded when it comes to draw it's menus and other
> things. I only works in ST modes.
> There was a preview of GFA Basic 4.0 with a GEM shell, but apparently, the
> company that was in charge of its development never released it.
>
> Tomas
>
> --
> NoBrain/NoCrew
> tobe@lysator.liu.se
> http://www.lysator.liu.se/~tobe

I had to change the menu heights through code to make my programs work
in other resolutions. If you need to see some sample code I can e-mail
some to you.

Also, if you want to use the GET/PUT graphics commands, you will have to
make your own for the higher resolutions. I also have code to do this.

Thanks,

Jim Fouch
FOUCH SOFTWARE

From 5439711716196344631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3190094fb837af8a
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Integer size (was: K&R/Anci C/C++?)
Date: 1997/02/23
Message-ID: <5epsgu$lhu@nyheter.chalmers.se>#1/1
X-Deja-AN: 221525334
References: <438_9702181403@conchbbs.com> <5eev7o$fbh@balaena.bio.vu.nl>
<5ejit7$ggl@cndns.combitech.se>
<Pine.SGI.3.91r.970222183357.12281A-100000@freenet>
Organization: Chalmers University of Technology
Newsgroups: comp.sys.atari.programmer

In article <Pine.SGI.3.91r.970222183357.12281A-100000@freenet>,

Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:
>> Ahem...
>> The ALU in the M68000 is 32 bit. Sorry, couldnt resist that!
>> My point is that it is up to the guy who writes the compiler to decide wh=
>at
>> the "natural word size" is. Sometimes its obvious, sometimes it isnt.
>
>Isn't the entire 68000 a 32bit proccessor? Just with a 16bit data bus and=

That depends on your definition of `32 bit processor`, but normally the
68000 is indeed considered a 16 bit processor (even though the 68k
architecture is definitely 32 bit). In the 68000, only the registers are 32
bit long, the internal data paths are not.
(In the same way, many 8 bit processors have 16 bit wide registers.)

>a 24-bit address bus? In a similar manner to this 386SuX/16 that is=20
>currently blasting some MODs at me?

The 386SX is very similar to the 68030 as used in the Falcon.
Both are fully 32 bit internally, but have a 16 bit data bus to the outside
world.
While the 68030 _can_ use a 32 bit bus, it's locked to a 16 bit one in
the Falcon.

--

Chalmers University of Technology	Why are these .signatures so hard to do well?	e-mail:	rand@cd.chalmers.se johan@rand.thn.htu.se
Gothenburg, Sweden		WWW/ftp:	rand.thn.htu.se (MGIFv5, QLem, BAD MOOD)

From -3536481678716362585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8a6155382136e29
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: MiNT threads
Date: 1997/02/24
Message-ID: <3311539F.41C67EA6@doc.ic.ac.uk>#1/1
X-Deja-AN: 221016563
References: <5eet9t$2b6@due.unit.no> <5ehoo9$4e5@nntp.hut.fi>
Content-Type: text/plain; charset=us-ascii
Organization: Imperial College of Science, Medicine and Technology, London
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

Arto Jalkanen wrote:
>
> In article <5eet9t$2b6@due.unit.no>,
> Jo Even Skarstein <josk@ifi.unit.no> wrote:

> >
> >Hi!
> >
> >I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
> >evnt_multi()-loop while the parent does the same?
>
> No, I tried to do this but it won't work. The problem might be in
> the C's AES library (not re-entrant), but I don't know.

This is almost certainly the case, since virtually all GEM libraries
used by compilers use global arrays for the AES contrl[], intin[],
intout[], addrin[], addrout[] and global[] arrays.

The only way to fix it is to either protect AES calls with an
interlock mechanism (i.e. a semaphore), or to fix them so that
they use local arrays.

> It really pissed me.. you can't fully use that wonderful multitasking
> in programs because of that.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From 3915457040344030620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afa7f1374481538b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: AES Messages
Date: 1997/02/12
Message-ID: <5dsblq$t1t@balaena.bio.vu.nl>#1/1
X-Deja-AN: 218532843
References: <855176530_OASIS_@swampdog.demon.co.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: You might want to investigate putting evnt_multi() into a structure
: and use Evnt_Multi() instead. Apart from keeping everything nicely
: together and thus more readable, it also allows you take advatage of
: using defaults which means no silly crashes ...

Actually, I use the evnx_multi() call provided by Sozobon's XGemFast lib.
It uses a structure called XMULTI which includes GRECT structures for
rectangles, which is more or less what you described in your example.
I just didn't use evnx_multi() in my posting, because I gather that not
everyone is familiar with Sozobon C :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

From 5668637402195510819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,535f0b803ac64da7
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Windows 95 Info Guide
Date: 1997/02/12
Message-ID: <5dscit$t1t@balaena.bio.vu.nl>#1/1
X-Deja-AN: 218532849
References: <40275335.16541289@news.zippo.com> <5dceor$jlq@balaena.bio.vu.nl>
<277cd$a2f0.12d@HERMES>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Gaven Miller (gmiller@inca.co.nz) wrote:

: > : WINDOWS 95 INFO GUIDE
: > : The Only Software Package That Gives You All You Need!

: > Great... Just what we need... :-(

: Of course we need it.
: As we all know, Atari programmers are really Windows PC programmers.

Ah, yes, I forgot... Tjeezz, great diguise!

: And, of course, the name of this newsgroup ("comp.sys.atari.programmer")
: is just another Microsoft secret invention (shortly after Bill Gates
: created the Internet) for housing the best Windows programmers and keeping
: them away from the know-nothing rabble - like Microsoft programmers.

Ofcourse "comp.sys.atari.programmer" is just an alias for
"comp.sys.windows95.programmers.who.pretend.to.use.an.atari" :-)

So that's why Bill created mr. Tramiel... (And dumped him shortly after)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)

MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

From -8399843160150834068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,20bca45744b175c0
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,20bca45744b175c0
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,20bca45744b175c0
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,20bca45744b175c0
X-Google-Attributes: gid109a67,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: EXTENDED FILE SYSTEM
Date: 1997/02/12
Message-ID: <5dsd92$t1t@balaena.bio.vu.nl>#1/1
X-Deja-AN: 218534649
Distribution: g
References: <5df6f2qsk1@mhafc.production.compuserve.com>
<5dgg6l$p7s@infa.central.susx.ac.uk>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech

James Cox (jamesco@cogs.susx.ac.uk) wrote:

: Well, you could either get Magic which uses the Windows 95 VFAT filesystem
: (crap, crap, very crap) (...)

Yeah, I just recently saw the docs on the VFAT fs in some Linux Howto
file... Tjeez! It's a classic Crap Microsoft Backward-compatibility Patch!
It uses additional entries in the dir table which are sort of masked of from
the normal DOS fs to store additonal characters for the file name. That's
why W95 locks it's filesystems: to prevent properly written programs like
Disk Doctor from messing up (ie. fixing) the "crap" extra dir entries...
Unbelievable...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

From 7040825029918684297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3c3feb1f86728a5
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: What about a GIF DSP decoder?
Date: 1997/02/12
Message-ID: <5dse0p$t1t@balaena.bio.vu.nl>#1/1
X-Deja-AN: 218536464
References: <5667018_000003_OASIS_NEWS@the-gap.demon.co.uk>
<5dnl9n$gtj@nyheter.chalmers.se>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:

: I think what we really should have is something similar to the Amiga's
: 'datatypes'. Any program that supports them can load any file type that
: the user has a 'driver' for (if I've understood matters correctly).

Yeah, that would be a great solution... There are plenty of modular
loading/saving/printing/processing systems for images (Gemview, PARX and a
couple of commercial ones like the HiSoft things..), but there's no
standard...

: If there hadn't been the Unisys patent on the LZW algorithm (used in GIF)
: to worry about, I might've done something with my code from MGIFv5 (I've
: not seen a faster GIF decoder than the one in my latest v5.10beta), but
: right now it looks like I'll have to disable GIF support in the next
: release version... :-(

All new software should start using PNG...

: Perhaps there's some anonymous guy from a country where software patents
: can't be filed who'd like to give it a try? ;-)

Or just an anonymous guy... :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

From 2224404448719224423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6f8bff387a2e2a7
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: loading fonts w/o gdos???
Date: 1997/02/12
Message-ID: <5dseju$t1t@balaena.bio.vu.nl>#1/1
X-Deja-AN: 218536467
References: <2273297_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
<5dq70p$rqn@alexander.INS.CWRU.Edu>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Boris D. Cahan (bdc2@po.CWRU.Edu) wrote:

: For that matter, how do you load any fonts WITH NVDI???
: The manual says only "This function is used to load GDOS fonts from disk...".
: Where on disk? How does one get it to work?? I tried the function last night,
: and nothing loaded from anywhere. Nohow!!!

Er... You have to copy the fonts into your font dir (usually C:\GEMSYS\)
and add them to your assign.sys file. Then you have to use the VDI call
vst_load_fonts() to load the fonts...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

From -1354473265234536249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,be41cbe6cb9cf2d2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,be41cbe6cb9cf2d2
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Direct YM2149 programming
Date: 1997/02/12
Message-ID: <5dse73$t1t@balaena.bio.vu.nl>#1/1
X-Deja-AN: 218536477
References: <Pine.SGI.3.91r.970209235342.21115B-100000@freenet>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st

Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Callum Baird Lerwick (lerwick@freenet.msp.mn.us) wrote:

: Ok, I'm really bored, is there any docs on how to directly program the
: PSG on the 'net? I'm trying to write a player (in GFA basic!) for the .YM
: format used by the ST Sound Emulator. I have 'The Atari ST Internals'
: page that used to be on Flinnys old STiK page, (where did this go to??)
: I've (s)poked around $FFFF8800, but I can't get anything to happen. What
: exactly do I do with these addresses??

Get the "Atari Hardware Register List" from somewhere...
I've got a link to the last version on my Programmer's page
(http://huizen.dds.nl/~levjenno/atari)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

From -8293277169006416139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7f3a096e48a180c
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: GTAR crashes with > 100MByte files - any ideas?
Date: 1997/02/12
Message-ID: <5dseck$t1t@balaena.bio.vu.nl>#1/1
X-Deja-AN: 218536479
References: <sig-1002971334010001@47.85.0.99>
Organization: VU Biology, Amsterdam, The Netherlands
Newsgroups: comp.sys.atari.programmer

Gerry O'Rourke (sig@end.article) wrote:
: Hi

: I use a version of GNU Tar made by a guy called Alan Hourihane, because it
: works with the Tapebios package (also his). This version is Tar 1.10.

Does this Tapebios package support MiNT devices? (Or TOS devices, ehm...)
Because if it does, you could download a decent TAR for MiNT and use
tar cvf /dev/<device>

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

From -3726877925026163375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2218e7656b4d0bb7
X-Google-Attributes: gid1115ce,public
From: Dennis Armstrong <Dennis.Armstrong@jet.uk>
Subject: Re: Problem with events...
Date: 1997/02/13
Message-ID: <3302E15B.41C67EA6@jet.uk>#1/1
X-Deja-AN: 218475430
References: <5dqleq$vjn@irk.zetnet.co.uk>
To: Adam Foster <afoster@zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Jet Joint Undertaking
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 3.01 (X11; I; SunOS 4.1.3_U1 sun4m)

Adam Foster wrote:
>
> Hello...
>
> I'm writing a little clock program using SozobonX C, and I've come across
> a little problem. I've got the clock itself to work perfectly; the hands
> will move around the face and so on, but I can't get it to do so if I put
> it in a window and check for window events (movement, clicking on the
> close box etc). The evnt_mesag command seems to stop everything, until
> something happens, at which point the clock changes to the correct time.
>
[code snipped]

Your program is (correctly) waiting for a message, use the evnt_multi
function with timer values set to 1 second.

--
 Dennis Armstrong, CODAS, JET, Abingdon, Oxfordshire, OX14 3EA,
 tel +44 (0)1235 464871   mailto:Dennis.Armstrong@jet.uk
                       home mailto:Dennis.Armstrong@corewise.demon.co.uk
 Before sending advertising material, read

http://www.law.cornell.edu/uscode/47/227.html

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

From -511729378607715664
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2218e7656b4d0bb7
X-Google-Attributes: gid1115ce,public
From: patrick@onestep.co.uk (Patrick Middleton)
Subject: Re: Problem with events...
Date: 1997/02/13
Message-ID: <855828117.21559.0@allstars.onestep.co.uk>#1/1
X-Deja-AN: 218478508
X-NNTP-Posting-Host: allstars.onestep.co.uk
References: <5dqleq$vjn@irk.zetnet.co.uk>
Newsgroups: comp.sys.atari.programmer

On 02/11/97, Adam Foster wrote:
>
>Hello...
...
>Is there a way of checking for events without making the whole
program
>come to a halt? I have put the offending piece of code below.
...
```
>        evnt_mesag(msg_buf); /* <---- The problem's here! */
>        switch (msg_buf[0]){
>             case WM_MOVED:
>                  /* Lots of code here... */
>                  break;
>             case WM_CLOSED:
>                  quitflag = FALSE;
>                  boolean = FALSE;
>                  break;
>        }
>        if (time_struct->tm_sec != seconds){
>             boolean = FALSE;
>        }
```
>
>Any ideas on how to fix this? I thought a tiny clock program would be
>easy to write, but I'm stuck, and I haven't even got on to the window
>clipping yet... :-(
>
>Thanks for any help...
>
>Adam Foster
>

>
Yeah. Use evnt_multi(...); specify several event types, including
WM_MOVED, WN_CLOSED and the one for a time delay. Use a time delay of
0. Remember that the event dispatcher will coalesce events if it can;
msg_buf[0] may contain several events |'red together.
When your code is called, if no other event occurs, you'll still get
your timer event immediately.

--

My opinions; nowt to do with my employer;
I do ST stuff in my spare time

Patrick Middleton
OneStep Solutions plc
351 London Road Phone: +44 (0)1702 426400
Hadleigh Fax: +44 (0)1702 551515
Essex. SS7 2BT Email: patrick@OneStep.co.uk
England (NeXTmail, MIME welcome)

From 875254607515678381
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: Iconify check
Date: 1997/02/13
Message-ID: <3302E022.2781E494@doc.ic.ac.uk>#1/1
X-Deja-AN: 218485000
References: <5d49en$ui9@rs18.hrz.th-darmstadt.de> <5dpiqt$hos@m1.cs.man.ac.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Imperial College of Science, Medicine and Technology, London
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

> Does anyone know if it works under Magic? (it doesn't really matter, as magic
> doesn't even 'have' iconify, as it is < AES 4.0 and appl_getinfo shouldn't be
> available < 4.0 so you cannot check for its presence...)

According to my Compendium, AES >= 3.40 have appl_getinfo(); it's just
that
AES < 3.99 don't support modes above 4. But since you can inquire the
maximum
mode number that's supported, this isn't a problem. You should really
check
for AES >= 3.40, then ask which functions are supported. If the
functions

to test for iconification aren't supported, you don't have
iconification.
Otherwise you do. No messing around with checking for version 4.0 and
MagiC
separately.

MagiC supports iconification as of version 3, I think. The AES version
reported is always 3.99 for MagiC (or has been up to now, as far as I'm
aware).

_____
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From 5282946868042646336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f48950304e8d0c57
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: System call interfaces
Date: 1997/02/13
Message-ID: <3302E18B.446B9B3D@doc.ic.ac.uk>#1/1
X-Deja-AN: 218485005
References: <854394732_OASIS_@swampdog.demon.co.uk> <5dhnqt$rju@netty.york.ac.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Imperial College of Science, Medicine and Technology, London
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

Steve Carter wrote:
>
> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> ~ Thirdly and probably the most important, the interface is pretty
> ~ flexible. Atari used traps, maybe the PC used another calling method
> ~ like a fixed address (a complete guess there), and if Gem had taken
> ~ off bigtime then a "stackless" machine wouldn't have any problems
> ~ either.
>
> A PC under dos or BIOS uses traps, though they're called 'software
> interrupts' and the instruction (in most high-level languages) is intr or
> dosintr or intr86.
>
> I _think_ windows uses a different method, but I never could figure it
> out.

Sadly, Windows uses absolute addressing; it relocates the addresses
when the program is loaded, based upon the current positions of the
various system DLL's in Windows' memory map.

Some Windows programs "dynamically" load the DLL's, and use pointers
to functions (obtained with GetProcAddress(), I think - but I'm not
sure; I don't program Windows much at the moment) to call the
functions within.

DOS and the BIOS do indeed use "INT" instructions.

The disadvantage of "INT"/"TRAP" instructions is that they generally
take longer to execute (e.g. on the 68000, "TRAP" takes ~40 cycles!).
Absolute jumps take relatively little time by comparison, and,
on the 68000 and on older Intel chips, don't switch into any
protected mode. On the newer Intel chips, it appears you can mess
around with the memory mapping so that the chip switches into
a higher protection mode when it calls a particular routine. This,
I presume, is how Windows protects itself.

_____
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From 4666393104576326741
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fec08982c4c0241
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Cookies List
Date: 1997/02/13
Message-ID: <5dutt5$cdm@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 218490282
References: <yvvbu9qcdzq.fsf@emw.ericsson.se>
Organization: Dept Computer Science, University of Manchester, U.K.
Reply-To: jacquesa@cs.man.ac.uk
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: 348

In article <yvvbu9qcdzq.fsf@emw.ericsson.se>, Magnus Kollberg
<emwoll@emw.ericsson.se> writes:
>jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

<nothing but .sig>

>Are you sure? Nahhhh...

hehehe... I was going to write a reply, but changed my mind...
The deliver and cancel buttons are too close on this news reader... :)

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a

```
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-------------------------------------------------------------------
```

From 1227028196329871454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2218e7656b4d0bb7
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Problem with events...
Date: 1997/02/13
Message-ID: <5duvfe$lms@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 218493634
References: <5dqleq$vjn@irk.zetnet.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Hochschule Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <5dqleq$vjn@irk.zetnet.co.uk>,
    afoster@zetnet.co.uk (Adam Foster) writes:
> Is there a way of checking for events without making the whole program
> come to a halt? I have put the offending piece of code below.
Use evnt_multi() and wait for message- and timer-events (i.e. MU_MESAG |
MU_TIMER). Use a reasonable short amount for the delay between two timer
events. But don't forget that this period is the _minimum_ delay, so it
might easily happen that the next timer event occurs much later, e.g. if
some other application has locked the system for some time in a cooperative
multitasking environment. Also note that if a message event occurs, the
next call to evnt_multi() will again wait for the full timer delay and
forget about the time spent in the last call to evnt_multi().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC)   binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -1633466901243583790
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6f8bff387a2e2a7
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Re: loading fonts w/o gdos???
Date: 1997/02/13
Message-ID: <5dvcl3$t40@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 218522721
References: <2273297_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
<Pine.SGI.3.91r.970211153745.2808A-100000@freenet>
Organization: Case Western Reserve University, Cleveland, OH (USA)
Reply-To: bdc2@po.CWRU.Edu (Boris D. Cahan)
Newsgroups: comp.sys.atari.programmer

In a previous article, lerwick@freenet.msp.mn.us (Callum Baird Lerwick) says:

>> Can someone help? I am writing a new GEM-based VT100 telnet for stik. (a
>> beta is about to be released.) I just found some bitmapped GDOS=20
>> compatible fonts that have a full VT100 set, including the pseudo graphic=
>s
>> chars. How do I load them into a program, without using GDOS or equivalen=
>t.
>> I have nvdi 4.0, but want to write the prog. for all Ataris. The Lattice
>> manual sorta impies that I need GDOS to load them, but I got these from a=
>n
>> old program (circa 1988) that didn't use it. How do I do it without
>> distributing some Gdos with the files???
>>   HEEELP!!!
>
>From=20the premere issue of STart, pg 42:
>
>---
>The following technique will let you load and use alternate fonts without
>using GDOS. Your font must be in the standard format (including header)
>as defined in the VDI manual. Either compile the font into your
>application, or load it from a file at run time.

Where does one get this VDI manual? All I have a re the 'C' manuals
for MWC and for Lattice 'C' 5.6. The fonts turn out to be standard GDOS
type fonts with ID 50, and 21 different sizes and faces, including Greek like
the DEC supplemental font and the special graphics fonts.
1. HOW does one compile a font into an application?

>Instead of doing the normal vst_load_fonts call, you will alter your=20
>application's control array directly. Control words 7 and 8 must be a
>32-bit pointer to the font. Control words 10 and 11 are a 32-bit pointer

2. IF you load it at run time, where do you find these pointers, etc.?
Sorry to sound dense, but tho I have programmed for many years,

I am a novice at 'C', and "browsing" thru the manual to find the one needed command from a non-intuitive name list is a bear, to say the least.

>to a scratch buffer which will be used by the VDI when doing special
>effects such as bold or italics. Control word 9 must be set to the length
>in words of this buffer. The buffer should be at least four times the
>size of the largest character in the font.
>
>After setting up the control array, you should be able to select the font
>using the set_font function. When you are done with the font, or with
>your program, do a regular vst_unload_fonts call so the VDI doesn't
>continue to think the font is available.
>
>(thanks to John Feagens of Atari for this information.)
>--
>
>There you go!
>Can you help some more??????
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -4143183950828207364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2218e7656b4d0bb7
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Problem with events...
Date: 1997/02/13
Message-ID: <yvv67zwd7si.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 218526773
Sender: emwoll@bowmore
References: <5dqleq$vjn@irk.zetnet.co.uk>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer

afoster@zetnet.co.uk (Adam Foster) writes:

> Is there a way of checking for events without making the whole program
> come to a halt? I have put the offending piece of code below.
>
```
>    while (boolean){
>         time (&rawtime);
>         time_struct = localtime(&rawtime);
>         evnt_mesag(msg_buf); /* <---- The problem's here! */
>         switch (msg_buf[0]){
>              case WM_MOVED:
>                   /* Lots of code here... */
>                   break;
```

```
>             case WM_CLOSED:
>                  quitflag = FALSE;
>                  boolean = FALSE;
>                  break;
>         }
>         if (time_struct->tm_sec != seconds){
>             boolean = FALSE;
>         }
```

You have to include MU_TIMER as well or it will just sit and wait, at the place you have marked, for the above events to come and no others.
Add MU_TIMER to your program and it should work just fine.

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 6846465418902956838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10dc271a0133738
X-Google-Attributes: gid1115ce,public
From: kucik@mrakoplas.phil.muni.cz (Jiri Kucik)
Subject: Re: Atari ST and VGA PC monitor??
Date: 1997/02/13
Message-ID: <5dveqe$hst@rhino.cis.vutbr.cz>#1/1
X-Deja-AN: 218554025
References: <19970206085301.DAA27388@ladder01.news.aol.com>
Content-Type: text/plain; charset=US-ASCII
Organization: Technical University of Brno, Czech Republic
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Poundgate (poundgate@aol.com) wrote:
: Anybody know if I can use a mono VGA monitor as I can't get hold of an
: Atari one. Obviously will have to change connector but is the scan rate
: right?

For ST-high you need XVGA or SVGA monitor and to know how to connect this monitor to ST. For ST-med and ST-low you need special multisync monitor.

Fufin

From 249165354304054004
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,974e3b35fe3e2a1d,start

X-Google-Attributes: gid1115ce,public
From: slothdelux@aol.com (SlothDelux)
Subject: Help, please! Atari400!
Date: 1997/02/13
Message-ID: <19970213210700.QAA05831@ladder01.news.aol.com>#1/1
X-Deja-AN: 218587396
Organization: AOL http://www.aol.com
Newsgroups: comp.sys.atari.programmer
X-Admin: news@aol.com

Does anyone have any technical manuals or anything for the Atari400? I just bought one for five bucks, and I want to do some programming on it. I'd like to try it in assembler, but all of the books that I could find about that have been out of print for quite some time. I also need the specs for the hardware (power supply, i/o, etc.). Any help at all would be appreciated. Email SlothDelux@aol.com

From 2794798144012656965
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3330cc156a7a8cc1,start
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Dpathconf
Date: 1997/02/13
Message-ID: <E5K1Cw.6vx@cix.compulink.co.uk>#1/1
X-Deja-AN: 218595470
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

Is the MiNT function Dpathconf() available on any other OS, such as MagiC, or is it MultiTOS only?

In other words, can you have a drive U:? I see from someone with MagiCPC that there is a U: drive but is it like MiNT's U:?
Does Pdomain(), Dopendir(), Dreaddir() mean anything under MagiC?

Thanks

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

From -3588966343442723384
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2218e7656b4d0bb7
X-Google-Attributes: gid1115ce,public
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Subject: Re: Problem with events...
Date: 1997/02/13
Message-ID: <Pine.SGI.3.91r.970213152924.18221D-100000@freenet>#1/1
X-Deja-AN: 218596471
References: <5dqleq$vjn@irk.zetnet.co.uk>
X-Sender: lerwick@freenet
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: gofast.net -- ISDN ISP for MPLS/STPL
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> Any ideas on how to fix this? I thought a tiny clock program would be=20
> easy to write, but I'm stuck, and I haven't even got on to the window=20
> clipping yet... :-(=20

As may people have said, use event_multi() with a timeout of 1 second...

Clipping is easy. 'Proffesional GEM' includes some clipping source I was=20
able to modify very easily into my program. My web page includes a simple=
=20
GEM program I wrote using only ProGEM... I'll have to add links to places=
=20
to get ProGEM. Maybe convert the 'proff' version of ProGEM to HTML...
(anyone know of a proff-to-HTML converter?)

 =C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
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     =DE   =DE=DF   http://freenet.msp.mn.us/~lerwick=
/
     =DB=DCerwick @ =DB=DFreenet.msp.mn.us   MegaST2 - 386sx/16
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From 7555981247397041572
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6f8bff387a2e2a7
X-Google-Attributes: gid1115ce,public
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Subject: Re: loading fonts w/o gdos???

Date: 1997/02/13
Message-ID: <Pine.SGI.3.91r.970213153855.18221E-100000@freenet>#1/1
X-Deja-AN: 218599847
References: <2273297_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
<Pine.SGI.3.91r.970211153745.2808A-100000@freenet>
<5dvcl3$t40@alexander.INS.CWRU.Edu>
X-Sender: lerwick@freenet
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: gofast.net -- ISDN ISP for MPLS/STPL
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> >The following technique will let you load and use alternate fonts withou=
t
> >using GDOS. Your font must be in the standard format (including header)
> >as defined in the VDI manual. Either compile the font into your
> >application, or load it from a file at run time.
>=20
> =09Where does one get this VDI manual? All I have a re the 'C' manuals
> for MWC and for Lattice 'C' 5.6. The fonts turn out to be standard GDOS
> type fonts with ID 50, and 21 different sizes and faces, including Greek =
like
> the DEC supplemental font and the special graphics fonts.=20

I think it came with the infamous Developers Kit... I'm guessing this is th=
e=20
same thing as a standard GDOS bitmap font...

> 1. HOW does one compile a font into an application?

I'd like to know too... In C I think this involves converting a binary=20
file to hex codes which are placed into a static array...
 =20
> >Instead of doing the normal vst_load_fonts call, you will alter your=3D2=
0
> >application's control array directly. Control words 7 and 8 must be a
> >32-bit pointer to the font. Control words 10 and 11 are a 32-bit pointer
>=20
> 2. IF you load it at run time, where do you find these pointers, etc.?
> =09Sorry to sound dense, but tho I have programmed for many years,
> I am a novice at 'C', and "browsing" thru the manual to find the one need=
ed=20
> command from a non-intuitive name list is a bear, to say the least.

I am also a beginning C programmer. I think it has something to do with=20
v_opnvwk(). In my program it looks like this:

```
void init()
{
=09WORD work_in[11]=3D{1,1,1,1,1,1,1,1,1,1,2},work_out[57];
[snip]
=09v_opnvwk(work_in,&vdihndl,work_out);
```

[snip]
}

I think work_in[] is what your looking for. ProGEM (the only tutorial=20
I've read...) doesn't explain v_opnvwk() at all, what exactly are=20
work_in[] and work_out[]??? As you can see they are just local variables=20
that are ignored and obliterated once the init() code is finished...

> >to a scratch buffer which will be used by the VDI when doing special
> >effects such as bold or italics. Control word 9 must be set to the lengt=
h
> >in words of this buffer. The buffer should be at least four times the
> >size of the largest character in the font.
> >
> >After setting up the control array, you should be able to select the fon=
t
> >using the set_font function. When you are done with the font, or with
> >your program, do a regular vst_unload_fonts call so the VDI doesn't
> >continue to think the font is available.
> >
> >(thanks to John Feagens of Atari for this information.)
> >--
> >
> >There you go!
> >Can you help some more??????

Not really... My hard drive went blooey and I'm too lazy to see if=20
SozobonX will fit onto a floppy... Anyone want to donate an old SCSI=20
mech? :P

=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
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From 1619639863231382399
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 1115ce,2e37b909903f686,start
X-Google-Attributes: gid1115ce,public
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Subject: Quick appl_init() question...
Date: 1997/02/13
Message-ID: <Pine.SGI.3.91r.970213160242.18221F-100000@freenet>#1/1
X-Deja-AN: 218601237
X-Sender: lerwick@freenet

Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: gofast.net -- ISDN ISP for MPLS/STPL
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

SnVzdCB3b25kZXJpbmcgd2hhdCBoYXBwZW5zIGlmIEkgY2FsbCBhcHBsX2lu
aXQoKSBhbmQgZ2xfYXBpZCBjb21lcw0KYmFjayAtMT8gQ2FuIHRoaXMgaGFw
cGVuPyBXaGF0IGRvZXMgaXQgbWVhbj8NCg0KIMQgxMTExMTExMTExMTExMTE
xMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTE
xMTExMTExMTExCDEDQogICAgIN4gICAgICAgICAg3t8gICAgICAgICAgICAg
ICAgICBodHRwOi8vZnJlZW5ldC5tc3AubW4udXMvfmxlcndpY2svDQogICAg
INvcZXJ3aWNrIEAg299yZWVuZXQubXNwLm1uLnVzICAgICAgICAgTWVnYVNU
MiAgLSAgMzg2c3gvMTYNCiDEIMTExMTExMTExMTExMTExMTExMTExMTExMTE
xMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMQg
xA0K

From 4236184851569871706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad5c53d98a656dcf,start
X-Google-Attributes: gid1115ce,public
From: scanning@XXX1324noreply.com (Cyber Services)
Subject: GIF, JPEG scanning service. FREE OFFER! A pictures worth a thousand words! (xrCHpW)
Date: 1997/02/13
Message-ID: <ePuFACgG8GA.178@uptgmsnb01>
X-Deja-AN: 218670215
Newsgroups: comp.sys.atari.programmer

Why don't you print or save this info in case you need it in the future?

Hello Friends,

It's time to take full advantage of the online medium by having your photographs scanned today! Once your pictures are scanned into one of three formats (GIF, JPEG, or BMP) you can do many exciting things with them.

-You'll easily be able to attach them to emails and send them to people your chatting with online. No more having to try and explain what you look like!

-You can also use your photos in all kinds of fun projects: build web pages; design your own greeting cards; make personalized stationary,desktops, and screen savers- the list is endless!

- Scan pictures of yourself, your pet, your vacation, or whatever you choose!

Cyber Services will scan ANY photograph, drawing, magazine clipping, or other artwork to an image file, and email or US mail it (on disk) back to you

within 24 hours of its receipt. (You must be able to receive file attachments to get your file(s) via email. Check with your ISP if your not sure.) PRIVACY & CONFIDENTIALITY ARE ASSURED. You'll also receive helpful technical tips on everything from renaming your file to saving time when sending it to people via email.

We scan all our images in 16.7 million colors for best quality. For just $1 extra we can enlarge or crop your photo, blur out a body part, or ad text (such as your name or email address).

Best of all, as a FREE GIFT to you (limited time only), IF YOU CHOOSE TO, we'll reserve you a FREE PAGE (or pages) in our "Internet Date-Site" (Now under construction!!!). This web site contains pages classified by local area and sexual preference. There's also a erotic image gallery (must be legal age to enter), and a "special interests" section. That's right, you can have your own page on the internet for just $4! (Note: You're responsible for answering your dog's email!) Your free page(s) will include any or all of the following: Your scanned photo(s) (You pick which ones- You can have some, none or all of your photos posted on your page), your email address with an icon visitors can click to send you mail, and a brief profile about you. We'll remove or modify your page, at your request, at anytime! When the "Date-Site" opens for business, you'll receive an email notifying you of the address of your personal web page. You can give the address to people and they can view it from any internet
connection! There are millions and millions of people on the internet.It's time you start meeting them! (This service won't be free for long so act now!)

If you have any questions regarding our services, please call us at (541)744-5718.

Ordering Information:

Price: $4 for first scan, $3 for each additional scan
Extras: $1 each to add personalized information. (name/email)
$1 each to have image modified (enlarged, body part blurred, etc..)
$2 to have image files mailed to you on a floppy disk (IBM or MAC).
$1 credit card processing fee (Visa/Mastercard users only)

If you would like your photographs returned to you please include a self addressed stamped envelope. Otherwise they will be destroyed.

Order Form (PRINT OUT or COPY CLEARLY):

Name (optional):

Email Address or Screen name (PRINT CLEARLY! You must be able to receive file attachments. Otherwise include $2 for shipment on floppy disk.):

Address (optional unless having shipped on disk):

Phone number (optional):

File type (GIF, JPEG, or BMP. GIF recommended):

Extras (Exact personalized info you want printed on scan):

Disk Format (if having mailed on a floppy): IBM or MAC

Payment method (Cash, Check, Money Order, or Visa/Mastercard):
Please make checks payable to Cyber Services.

Credit Card # (credit card orders only):

Expiration date:
Don't forget to include the $1 processing fee if your paying with your credit card.

Do you want the FREE GIFT? Yes or No (circle one)
-Web Page(s) in our "Internet Date-Site" (under construction). You can have a page for yourself, a page for your car, and a page for your cat! Be sure to indicate where you want your page (F4M, M4F, F4F, F4M, or Couples) and which of the following info you want on your page (print clearly): State and Town, email address, year or birth, physical description, quote/message (under 30 words please). Please indicate which photos you want on your page (if any) if you don't want them all to be displayed. If your want your nude/erotic photos displayed in our erotic image gallery YOU MUST include a signed statement that your are over 18 years of age or older and give us consent to display your nude/erotic photo, and be sure to tell us if your want it displayed with your info or anonymously.

Mail the above information and photos with payment to:

Cyber Services
2852 Willamette St. #131
Department 1
Eugene, OR 97405

Orders sent overnight will be given first priority.

Erotic/Nude photo's will be accepted providing everyone in them is of legal age.

Questions? Call (541)744-5718

Please help our small business grow by sharing this info with someone you think could use it.

Thank You!

(xrCHpW)

From 8004327557283766364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afa7f1374481538b
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: AES Messages
Date: 1997/02/13
Message-ID: <855864580_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 218951220
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <5dsblq$t1t@balaena.bio.vu.nl>
lvzon@bio.vu.nl (Levien van Zon) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: You might want to investigate putting evnt_multi() into a structure
>: and use Evnt_Multi() instead. Apart from keeping everything nicely
>: together and thus more readable, it also allows you take advatage of
>: using defaults which means no silly crashes ...
>
>Actually, I use the evnx_multi() call provided by Sozobon's XGemFast lib.
>It uses a structure called XMULTI which includes GRECT structures for
>rectangles, which is more or less what you described in your example.

Ah - I see!

>I just didn't use evnx_multi() in my posting, because I gather that not
>everyone is familiar with Sozobon C :-)

Like me! <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 5172378583667048419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f7a6a12860e4f1eb,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: loading fonts w/o gdos??
Date: 1997/02/13
Message-ID: <f6e_9702171850@conchbbs.com>#1/1
X-Deja-AN: 219490685
Organization: Houston Area League of PC Users
X-FTN-To: bdc2@bdc2-ra.cwru.edu
Newsgroups: comp.sys.atari.programmer

b > I just found some bitmapped GDOS compatible fonts that have a
b > full VT100 set, including the pseudo graphics chars. How do I
b > load them into a program, without using GDOS or equivalent.

Refer to the Compendium (Appendix C) for the file format. The fonts will be stored as a raster image 1 character high and 256 characters wide, with a table of horizontal offsets to each character. You can copy them to the screen using vrt_cpyfm().

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -8636023116763217100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fec08982c4c0241
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Cookies List
Date: 1997/02/13
Message-ID: <f70_9702171850@conchbbs.com>#1/1
X-Deja-AN: 219500384
Organization: Houston Area League of PC Users
X-FTN-To: msbaines@cix.compulink.c
Newsgroups: comp.sys.atari.programmer

> What do you mean by ALL available cookies?

m > A list of all the cookies that all the various programs that
m > exist install.

RamS - RAM Scan (structure pointer)
LEAK - RAM Leak (structure pointer)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 4093111296952669461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c73ae9e4b8c0d4db,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: What about a GIF DSP dec
Date: 1997/02/13
Message-ID: <f6f_9702171850@conchbbs.com>#1/1
X-Deja-AN: 219500385
Organization: Houston Area League of PC Users
X-FTN-To: gary@the-gap.demon.co.uk
Newsgroups: comp.sys.atari.programmer

The reason the DSP is good at decoding JPEGs is that JPEGs use a
cosine transform. Not only is the DSP good at multiply-and-add type
operations, it has a sine/cosine table already in ROM.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 4234126322574399850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d343c84acb8fdbd
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: GEM questions
Date: 1997/02/14

Message-ID: <2e7cd$d181d.103@HERMES>#1/1
X-Deja-AN: 218623758
References: <247cd$16a2.68@HERMES> <32FF39B8.5AD9@argo.es>
Newsgroups: comp.sys.atari.programmer

=?iso-8859-1?Q?Jes=FAs?= Cea =?iso-8859-1?Q?Avi=F3n?= (jcea@argo.es) wrote:
> > But the AES isn't available until all the AUTO folder programs
> > have been enumerated and have run to completion (either Pterm,
> > Pterm0 or Ptermres).

> What about programming your plugin using an Accesory, instead of an Auto
> Program?.

... and when the user CTRL-clicks the name instead of the one above/below it?

This will kill the accessory under MTOS, and will leave any app with
callbacks pointing into the accessory in a state of readiness to crash.

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

From 7654559360429483663
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d343c84acb8fdbd
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: GEM questions
Date: 1997/02/14
Message-ID: <2e7cd$d1324.2e2@HERMES>#1/1
X-Deja-AN: 218636612
References: <247cd$16a2.68@HERMES> <32FA5012.15FB7483@doc.ic.ac.uk>
Newsgroups: comp.sys.atari.programmer

Alastair J. Houghton (ajh8@doc.ic.ac.uk) wrote:
> > But, this feels like a bit too much work. Is there a way to check AES
> > version and open a workstation when the plug-in is being loaded at boot

> > time?

> No. To put it simply.

> In more complicated but less subtle phraseology: No.

> To rephrase another way; No.

> Basically, you can't do it. AND DON'T EVEN THINK ABOUT OPENING
> A PHYSICAL WORKSTATION YOURSELF; YOU'LL CAUSE ALL SORTS OF
> PROBLEMS (most likely, anyway).

> Do it just the way you are doing it at the moment, and you'll be
> fine. OK - so it's complicated, but have you ever programmed
> Windows(TM)(R)(whatever other letters are after it at the moment)?
> Windows is *really* complicated. And when I say *really*, I
> mean *REALLY*. ;->

In a moment of weakness (and curiosity) some years ago, I picked up a copy
of Petzold's book "Programming Windows 3,1". After reading it, I was
amazed at the level of complexity an app has to go through to do anything.

I am still going to therapy sessions twice weekly to "normalise" myself. {[:-)]

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

From 3902777124151707380
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e37b909903f686
X-Google-Attributes: gid1115ce,public
From: patrick@onestep.co.uk (Patrick Middleton)
Subject: Re: Quick appl_init() question...
Date: 1997/02/14
Message-ID: <855913840.25281.0@allstars.onestep.co.uk>#1/1
X-Deja-AN: 218719632
X-NNTP-Posting-Host: allstars.onestep.co.uk
References: <Pine.SGI.3.91r.970213160242.18221F-100000@freenet>

Newsgroups: comp.sys.atari.programmer

On 02/13/97, Callum Baird Lerwick wrote:
>SnVzdCB3b25kZXJpbmcgd2hhdCBoYXBwZW5zIGlmIEkgY2FsbCBhcHBsX2lu
>aXQoKSBhbmQgZ2xfYXBpZCBjb21lcw0KYmFjayAtMT8gQ2FuIHRoaXMgaGFw
>cGVuPyBXaGF0IGRvZXMgaXQgbWVhbj8NCg0KIMQgxMTExMTExMTExMTE
>xMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTE
>xMTExMTExMTExCDEDQogICAgIN4gICAgICAgICAg3t8gICAgICAgICAgICAg
>ICAgICBodHRwOi8vZnJlZW5ldC5tc3AubW4udXMvfmxlcndpY2svDQogICAg
>INvcZXJ3aWNrIEAg299yZWVuZXQubXNwLm1uLnVzICAgICAgICAgTWVnYVNU
>MiAgLSAgMzg2c3gvMTYNCiDEIMTExMTExMTExMTExMTExMTExMTExMTE
>xMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMQg
>xA0K
>
Or, when not unnecessarily base64'ed [why not tidy your sigblock?],
>Just wondering what happens if I call appl_init() and gl_apid comes
>back -1? Can this happen? What does it mean?

What is supposed to happen - with the C bindings anyway - is that you call appl_init(), and get a short int back, with -1 meaning failure. However: the bindings supplied with the original Atari developer's kit were supposedly defective; appl_init() returned garbage, but it did initialise a global short int gl_apid to the return value. [See the Tim Oren GEM tutorials.] If it happens, what it means is that the AES can't allocate itself some resources to run a GEM app. I've never seen this.

--
Patrick Middleton
OneStep Solutions plc
351 London Road Phone: +44 (0)1702 426400
Hadleigh Fax: +44 (0)1702 551515
Essex. SS7 2BT Email: patrick@OneStep.co.uk
England (NeXTmail, MIME welcome)

From 6418366394034264924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Iconify check
Date: 1997/02/14
Message-ID: <5e1mkn$qnv@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 218742085
References: <3302E022.2781E494@doc.ic.ac.uk>
Organization: Dept Computer Science, University of Manchester, U.K.
Reply-To: jacquesa@cs.man.ac.uk
Newsgroups: comp.sys.atari.programmer

NNTP-Posting-User: 348

In article <3302E022.2781E494@doc.ic.ac.uk>, "Alastair J. Houghton"
<ajh8@doc.ic.ac.uk> writes:
>> Does anyone know if it works under Magic? (it doesn't really matter, as magic
>> doesn't even 'have' iconify, as it is < AES 4.0 and appl_getinfo shouldn't be
>> available < 4.0 so you cannot check for its presence...)
>
>According to my Compendium, AES >= 3.40 have appl_getinfo(); it's just that
>AES < 3.99 don't support modes above 4.

Well you must have a different edition of the AC. In the copy I have it says
appl_getinfo is present from AES 4.00 and modes above 4 are only supported
on AES >= 4.1 (which makes sense as AES 4.0 doesn't have iconify etc.).
This is also confirmed by my copy of Modern Atari System Software which
says that appl_getinfo is available from AES 4.0 (and doesn't mention AES
4.1 at all, and doesn't mention modes above 4)

I didn't get a chance to check my compendium CD, but I expect this gives the
same.

>But since you can inquire the maximum
>mode number that's supported, this isn't a problem. You should really check

How? I couldn't see any way of doing this?

>for AES >= 3.40, then ask which functions are supported. If the functions
>to test for iconification aren't supported, you don't have iconification.
>Otherwise you do. No messing around with checking for version 4.0 and
>MagiC separately.

Um, well as mentioned above you DONT have appl_getinfo (acording to Atari
Compendium and MASS) < 4.0 so you STILL cannot test without the dirty
hack (sorry, but it is...)

Anthony
--

```
-------------------------------------+-------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+-------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```


From -3225402253402267224
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Iconify check
Date: 1997/02/14
Message-ID: <5e1tl7$1aoc@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 218766311
References: <5d49en$ui9@rs18.hrz.th-darmstadt.de>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Hochschule Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <3302E022.2781E494@doc.ic.ac.uk>,
     "Alastair J. Houghton" <ajh8@doc.ic.ac.uk> writes:
> According to my Compendium, AES >= 3.40 have appl_getinfo(); it's just
> that
> AES < 3.99 don't support modes above 4. But since you can inquire the
> maximum
> mode number that's supported, this isn't a problem. You should really
> check
> for AES >= 3.40, then ask which functions are supported.
The way I use to check for appl_getinfo() is the following:

```
if ((aes_version >= 0x340) || (appl_find("AGI?") >= 0))
{
    < use appl_getinfo() with any mode and respect the return value - 0
      means that the requested information is not available, 1 means OK >
}
```

Note that "AGI?" in the appl_find() is _not_ filled up to 8 characters, so
even if there was an application running with that name, it wouldn't be
found by that call. I don't know whether MagiC supports that "AGI?"-thing,
but at least WINX does, as it implements some appl_getinfo()-modes (but not
all, so it's _important_ to check for the return value of all calls to
appl_getinfo(), no matter what information was requested).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC)   binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From -4559718711163399364

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3330cc156a7a8cc1
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Dpathconf
Date: 1997/02/14
Message-ID: <5e1v50$1aoc@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 218771419
References: <E5K1Cw.6vx@cix.compulink.co.uk>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Hochschule Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

Hi!

In article <E5K1Cw.6vx@cix.compulink.co.uk>,
msbaines@cix.compulink.co.uk ("Mark Baines") writes:
> In other words, can you have a drive U:? I see from someone with MagiCPC that
> there is a U: drive but is it like MiNT's U:?
> Does Pdomain(), Dopendir(), Dreaddir() mean anything under MagiC?
It does. But why bother? Just use the calls and check the return value.
GEMDOS has the nice (and documented) feature to return -32L (EINVFN) for
calls which are not supported by the current version.

And btw: The presence of Dopendir() & Co. does not automatically mean that
there's a drive U (and vice versa). For example, there are some MetaDOS
ISO9960-drivers which support these calls, even though there's no drive U in
the system.

But you may rely on the fact that if there's a drive U in the system (use
Dsetdrv(Dgetdrv()) and check bit 20 of the result), it will act mostly
"MiNT-compatible", e.g. that there are subdirectories dev and proc.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 1341963960315879596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e37b909903f686
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Quick appl_init() question...

Date: 1997/02/14
Message-ID: <5e1vj7$1aoc@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 218771500
References: <Pine.SGI.3.91r.970213160242.18221F-100000@freenet>
Content-Type: text/plain; charset=us-ascii
Organization: Technische Hochschule Darmstadt
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

In article <Pine.SGI.3.91r.970213160242.18221F-100000@freenet>,
     Callum Baird Lerwick <lerwick@freenet.msp.mn.us> writes:
> Just wondering what happens if I call appl_init() and gl_apid comes
> back -1? Can this happen? What does it mean?
This means that the call has failed, e.g. because the system doesn't allow another GEM application or has memory shortage. Always check the return value of appl_init() and quit your app (_not_ using form_alert()) if it's less than zero.

Or did you mean appl_init() has returned a value >= 0, but the value of the app-ID in the global-field is -1? This would be a bug, either in the library you're using, or in the OS.

And please, next time use a newsreader which is able to post US-ASCII as US-ASCII, and not BASE64. I was lucky that my newsreader automatically decodes that, but that does not mean that it's an allowed form of posting text to the usenet ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 9221163489399742518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,871e103d1c4752cc,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: Gather Ye ICTARIs While Ye May...
Date: 1997/02/14
Message-ID: <855944526_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 218804465
X-NNTP-Posting-Host: elis.demon.co.uk
Organization: Thee Augean Stables
Reply-To: augeas@elis.demon.co.uk (G Greenway)
Newsgroups: comp.sys.atari.programmer

Thee Augean Stables Present:

```
            ______    __________        ______            ______
  __    __ /      \  /          \   __ /      \ __    __ /      \ __    __
 /  \  /  \\______/  \__________/  /  \\______//  \  /  \\______//  \  /  \
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           \______/
```

The Atari Programmer's User Group

ICTARI 43 is now available from the usuall place:

http://www.elis.demon.co.uk/ictari/ictari.htm

This is the first issue since I took over from Peter Hibbs as editor. This is all rather new to me, so please bear with me. I'm getting dangerously low on articles for next month, and the readers who download ICTARI from the WEB site contribute far less than the readers who send disks. -I cannot produce the magazine without your input. Doom and gloom aside, I can see no reason why ICTARI shouldn't continue.

Have Fun,
"Augeas"

--

```
 ___________________________          _    _   _    _   _____
/ \                          \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
\/__\   _______________________\___   H  | |\\| | | |\/| | |  ___|   THE
     \ / \                        \     | | \  | | |  | | | |___
      \\_|                        |  E  |_|  \_| |_|  |_| |_____|  ENEMY
       \_/________________________/
```

From 2774173778469354418

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2218e7656b4d0bb7
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: Problem with events...
Date: 1997/02/14
Message-ID: <HBOJBCXYUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 218825805
References: <5dqleq$vjn@irk.zetnet.co.uk> <yvv67zwd7si.fsf@emw.ericsson.se>
Content-Length: 1505
Content-Type: text/plain; charset=ISO-8859-1
Organization: Tariland Computer Club, Auckland, New Zealand
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer
X-Mailer: UPoint 'light' (24. Jul. '94)

In <yvv67zwd7si.fsf@emw.ericsson.se> Magnus Kollberg wrote :

```
>afoster@zetnet.co.uk (Adam Foster) writes:
>
>
>> Is there a way of checking for events without making the whole program
>> come to a halt? I have put the offending piece of code below.
>>
>>    while (boolean){
>>         time (&rawtime);
>>         time_struct = localtime(&rawtime);
>>         evnt_mesag(msg_buf); /* <---- The problem's here! */
[...]
>You have to include MU_TIMER as well or it will just sit and wait, at the
>place you have marked, for the above events to come and no others.
>Add MU_TIMER to your program and it should work just fine.
```

BTW, in order to "include MU_TIMER" you would have to change the evnt_mesag to evnt_multi.

Alternatively, split your program into two threads; one which handles events and one which does the ongoing processing.

This has the advantage of letting the kernal do the multitasking, which should make the multitasking smoother, and you don't have to bother with splitting the process up into slices yourself.

The disadvantage is that not all versions of TOS support multithreading, so if you want your program to be backwardly compatible you would have to implement both options.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz
Tariland Atari http://www.pl.net/user/mario/
Support in NZ: http://www.pl.net/user/mario/tariland/

```
|\__/,|   (`\
_.|o o  |_   ) )
---(((---(((---------
```

From -5066034344961762520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e37b909903f686
X-Google-Attributes: gid1115ce,public
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Subject: Re: Quick appl_init() question...
Date: 1997/02/14
Message-ID: <Pine.SGI.3.91r.970214171445.12420A-100000@freenet>#1/1
X-Deja-AN: 218857534
References: <Pine.SGI.3.91r.970213160242.18221F-100000@freenet>
<855913840.25281.0@allstars.onestep.co.uk>
X-Sender: lerwick@freenet
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: gofast.net -- ISDN ISP for MPLS/STPL
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> Or, when not unnecessarily base64'ed [why not tidy your sigblock?],

Blah. Pine sucks as a newsreader. Guess I'll have to kill the extended
chars...

```
 - --------------_------------------------------------------------------- -
     |          |_                   http://freenet.msp.mn.us/~lerwick/
     |_erwick @ | reenet.msp.mn.us         MegaST2  -  386sx/16
 - ------------------------------------------------------------------------ -
```

From -1254145034888030815
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e37b909903f686
X-Google-Attributes: gid1115ce,public
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Subject: Re: Quick appl_init() question...
Date: 1997/02/14
Message-ID: <Pine.SGI.3.91r.970214172207.12420B-100000@freenet>#1/1
X-Deja-AN: 218860024
References: <Pine.SGI.3.91r.970213160242.18221F-100000@freenet>
<5e1vj7$1aoc@rs18.hrz.th-darmstadt.de>
X-Sender: lerwick@freenet
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: gofast.net -- ISDN ISP for MPLS/STPL
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> And please, next time use a newsreader which is able to post US-ASCII as

> US-ASCII, and not BASE64. I was lucky that my newsreader automatically
> decodes that, but that does not mean that it's an allowed form of posting
> text to the usenet ...

Damn, seems pine likes to encode stuff and go to great lengths to keep
you from knowing about it...

```
 - --------------_------------------------------------------------------ -
     |          |_                    http://freenet.msp.mn.us/~lerwick/
     |_erwick @ | reenet.msp.mn.us         MegaST2  -  386sx/16
 - ---------------------------------------------------------------------- -
```

From -4235485270284295286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5055fbc10c4a873,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: GFA/mint/acc programmation
Date: 1997/02/14
Message-ID: <Pine.BSI.3.95.970215012336.7790C-100000@usr04.primenet.com>#1/1
X-Deja-AN: 218933262
Organization: Primenet Services for the Internet
Content-Type: TEXT/PLAIN; charset=US-ASCII
MIME-Version: 1.0
X-Posted-By: kellis@206.165.5.104 (kellis)
Newsgroups: comp.sys.atari.programmer

Hi, the acc I just did can not be loaded correctly.
With all the aes it works fine, except the AES 4.1
The result is just blank. The acc is not in the menu bar, BUT! in the
processes it shows that it has been loaded, but just in state "STOP".
If I cont this process, then it will show up normally.
What do I need to implement in my program to load it up correctly with
mint/aes4.1?
this problem only appears with this aes version. Even with naes it
does the same, and I believe Naes is considered as 4.1 as well.
any help/tip would be appreciated.
Bye

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 2440029803719404354
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,c6f8bff387a2e2a7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: loading fonts w/o gdos???
Date: 1997/02/14
Message-ID: <855947552_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 219175312
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <Pine.SGI.3.91r.970213153855.18221E-100000@freenet>
Callum Baird Lerwick <lerwick@freenet.msp.mn.us> said:-

```
>void init()
>{
>=09WORD work_in[11]=3D{1,1,1,1,1,1,1,1,1,1,2},work_out[57];
>[snip]
>=09v_opnvwk(work_in,&vdihndl,work_out);
>[snip]
>}
>
>I think work_in[] is what your looking for. ProGEM (the only tutorial=20
>I've read...) doesn't explain v_opnvwk() at all, what exactly are=20
>work_in[] and work_out[]??? As you can see they are just local variables=20
>that are ignored and obliterated once the init() code is finished...
```

work_in[] is supposed to allow some defaults to be set up when you open the workstation simply to save you having to perform specific initialisation calls.

```
work_in[0]    Device Number
     1    Line Type
     2    Line Colour
     3    Marker Type
     4    Marker Colour
     5    Text Face
     6    Text Colour
     7    Fill Type
     8    Fill Style
     9    Fill Colour
     10   Co-ordinate System.
```

This mechanism is broken on early Gems thus you always pass the values you have listed above because at best other values are ignored and at worst it can crash the system. ie you are forced to use vdi calls to set up alternatives. Not a problem - just slightly annoying.

The work_out[] array is filled by v_opnvwk() with values which tell you about the virtual device you have opened. I'm not about to type in the info about all 57 of them - perhaps someone else already has it in

a file?

It does not matter that the arrays are local. Each successful v_opnvwk() [non zero return value iirc] allocates yet another internal virtual workstation structure. The work_in[] contents are copied into this and other settings are copied to work_out[] before it returns. You are perfectly at liberty to trash both arrays after the call. vq_extnd() can be used to obtain the same 57 words or the "extended" words (yet more info). Some of the information is very useful and some of it is useless - it depends on the task in hand.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -4445880719662771483
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9dcd544a800beec,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Compression source code?
Date: 1997/02/15
Message-ID: <2f7cd$1732a.3e7@HERMES>#1/1
X-Deja-AN: 218951739
Newsgroups: comp.sys.atari.programmer

Where can I locate compression source code? ie ZIP or LZH.

I want to create a plugin for my Toolbox TSR that can handle compression on a system-wide basis.

So, one would be able to place the following functions in your code, and have them resolve to appropriate code within the compression extension (Toolbox plug-in):

```
archandle = arcCreate( "foo.archive" );
arcAddFile( archandle, "bar.file" );
arcExtractFile( archandle, "blat.file" );
arcCompressBlock( srcptr, src_size, destptr, dest_size );
arcExpandBlock( srcptr, src_size, destptr, dest_size );
arcDeleteFile( archandle, "redundant.file" );
arcCloseFile( archandle );
```

... as well as any I may have forgotten.

(An immediate use for this code would be in my DESKFMT background disc formatter/copier for MultiTOS. One could compress disc images as written by it and stored on the hard drive)

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

From 3487051944454331527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dde6a9b2245cbc72,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Adding a new XBIOS function
Date: 1997/02/15
Message-ID: <2f7cd$1710d.1f2@HERMES>#1/1
X-Deja-AN: 218953014
Newsgroups: comp.sys.atari.programmer

As I have found out, some debuggers tend to pop up with an error message when one uses an illegal opcode, like TRAP #0 (which I use to call my Toolbox TSR or one of it's plug-in extensions)

MON, as supplied with Lattice C and Devpac 3.1 is a prime example.

Unless I write a daemon to set the trap vector to the right address, MON will pop up with "invalid Trap" every time I use it to debug an app which uses the Toolbox)

So, in the interests of making it more universal, I was thinking I'd patch into the XBIOS vector, and add a new XBIOS function which will resolve to the Toolbox code.

Is there any info as to what function numbers are available beyond those already defined? Or can I just simply add function numbers willy-nilly and include documentation to say "Function number XYXX is used to ..."

I am currently looking at function code 'tb' (0x7462, 29794) or 'TB' (0x5442, 21570) to call the Toolbox from the XBIOS vector.

Any ideas, guidelines, comments?

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

From -2715822724340724007
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a52eb199416c496a,start
X-Google-Attributes: gid1115ce,public
From: cavey@cavestar.demon.co.uk (Mark Cave-Ayland)
Subject: ST Timers
Date: 1997/02/15
Message-ID: <856022434.20350.0@cavestar.demon.co.uk>#1/1
X-Deja-AN: 218990187
X-NNTP-Posting-Host: cavestar.demon.co.uk
Newsgroups: comp.sys.atari.programmer

I am writing a MIDI sequencer and so would like to record incoming MIDI information to an accuracy of about 5ms.

I know that this could be done with the 200Hz clock at $4bc, but I'm not sure this would be accurate since there is the possibility of overflow occuring.

I have tried hooking into Timer C without much success, as my routine always crashes after it has run. Does anyone know about the functions of the timers, including information about the data registers? The Lattice C books don't go into enough detail.

TIA,

Mark

From 4948778593202791523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,334619b81e122729,start
X-Google-Attributes: gid1115ce,public
From: cavey@cavestar.demon.co.uk (Mark Cave-Ayland)
Subject: Using the ST timers
Date: 1997/02/15
Message-ID: <856024240.18941.0@cavestar.demon.co.uk>#1/1
X-Deja-AN: 218993970
X-NNTP-Posting-Host: cavestar.demon.co.uk
Newsgroups: comp.sys.atari.programmer

Has anyone has any experience of using the ST's timers to record
incoming MIDI data?

I have tried hooking into Timer C without success to time the data to
the nearest 5ms (which is what I would like to do).

Please could anyone shed some light on this confusing subject, as the
Lattice C manuals don't give enough information about timer registers
etc. for this sort of thing.

I have also tried reading the value of the 200Hz clock at $4bc but I
don't know how to cope with overflow situations!!!

TIA

Mark

From -1332998167627051880
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,2218e7656b4d0bb7
X-Google-Attributes: gid1115ce,public
From: jonas.moller.nielsen@p7.dada.ct.se (Jonas Moller Nielsen)
Subject: Re: Problem with events...
Date: 1997/02/15
Message-ID:
<ftn_2.200.136.7$fidonet.org_3305dd74_Jonas.Moller.Nielsen@p7.dada.ct.se>#1/1
X-Deja-AN: 219002975
Sender: news@ct.se
References: <5dqleq$vjn@irk.zetnet.co.uk>
Content-Type: text/plain; charset=ISO-8859-1
X-Info: UUCP Dialup connection
Organization: Guinea-pig

Mime-Version: 1.0
Reply-To: jonas.moller.nielsen@p7.dada.ct.se
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: s-4908
X-Mailer: uugate 1.00 (FreeBSD 2.10) (Fidonet Gateway)

AF> Is there a way of checking for events without making the whole
AF> program come to a halt? I have put the offending piece of code

As I see it, you should use the evnt_timer. With this event you will get an event at the specified time intervall. Each time you call you function that updates the display of the clock.

Good luck.

Yours sincerely
Jonas M⍰ller Nielsen

Internet:
jonas.moller@mbox301.swipnet.se
jonas@dada.ct.se

*FidoNet:*2.200/136.7

NeST:

FujiNet:

From 3454040979080894259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7f3a096e48a180c
X-Google-Attributes: gid1115ce,public
From: sig@end.article (Gerry O'Rourke)
Subject: Re: GTAR crashes with > 100MByte files - any ideas?
Date: 1997/02/15
Message-ID: <sig-1502971913080001@47.85.0.99>#1/1
X-Deja-AN: 219020884
References: <sig-1002971334010001@47.85.0.99> <5dseck$t1t@balaena.bio.vu.nl>
Organization: Northern Telecom (Ireland) Ltd
Newsgroups: comp.sys.atari.programmer

In article <5dseck$t1t@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:

> Gerry O'Rourke (sig@end.article) wrote:
> : Hi

>
> : I use a version of GNU Tar made by a guy called Alan Hourihane, because it
> : works with the Tapebios package (also his). This version is Tar 1.10.
>
> Does this Tapebios package support MiNT devices? (Or TOS devices, ehm...)
> Because if it does, you could download a decent TAR for MiNT and use
> tar cvf /dev/<device>
>

No, unfortunatly, you would have to 'roll your own' interface to it.

Since the programming docs are good, maybe it's posssible.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From 4760665266378486459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: Thomas_Much@ka2.maus.de (Thomas Much)
Subject: Re: Iconify check
Date: 1997/02/15
Message-ID: <199702151745.a29381@ka2.maus.de>#1/1
X-Deja-AN: 220212523
References: <5e1tl7$1aoc@rs18.hrz.th-darmstadt.de>
X-Gate: MausGate/News 1.27b9/ka2
Content-Type: text/plain; charset=ISO-8859-1
MIME-Version: 1.0
Newsgroups: comp.sys.atari.programmer

TB>if ((aes_version >= 0x340) || (appl_find("AGI?") >= 0))
                                                ^^^^
The call is appl_find("?AGI")!

TB>I don't know whether MagiC supports that "AGI?"-thing

It does.

bye, Thomas

From -869023363403325569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public

From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Iconify check
Date: 1997/02/16
Message-ID: <E5pHFy.H6C@cix.compulink.co.uk>#1/1
X-Deja-AN: 219191191
References: <5d49en$ui9@rs18.hrz.th-darmstadt.de> <5dpiqt$hos@m1.cs.man.ac.uk>
<3302E022.2781E494@doc.ic.ac.uk>
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

>According to my Compendium, AES >= 3.40 have appl_getinfo(); it's just
TAC is wrong here. appl_getinfo is only available from AES 4.00. The first 4
types are available only. Types 4-14 are only available from AES 4.10.
However, Magic has an AES of 3.99 and it is available there, so you do need
to check for the presence of MagiC apart from AES version.

TAC gets this wrong in many places. On the whole where it refers to 3.40
substitute 4.00.

I have a whole list of TAC errors collated from around the UK which runs to
29K long.

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

From -5428479145110440017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,5e878efa844be611,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 105710,5e878efa844be611,start
X-Google-Attributes: gid105710,public
X-Google-Thread: f94de,5e878efa844be611,start
X-Google-Attributes: gidf94de,public
X-Google-Thread: 1115ce,5e878efa844be611,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 108ff0,5e878efa844be611,start
X-Google-Attributes: gid108ff0,public
X-Google-Thread: 1119ac,5e878efa844be611,start
X-Google-Attributes: gid1119ac,public
X-Google-Thread: 115513,5e878efa844be611,start
X-Google-Attributes: gid115513,public
X-Google-Thread: fd490,5e878efa844be611,start

X-Google-Attributes: gidfd490,public
From: zplanet@aol.com (Zplanet)
Subject: FS: Atari ST 1040 Needs Repair/Portland, OR only
Date: 1997/02/16
Message-ID: <19970216120505118362@ip-pdx18-13.teleport.com>#1/1
X-Deja-AN: 219216390
Organization: Teleport - Portland's Public Access (503) 220-1016
Reply-To: zplanet@aol.com
Newsgroups:
comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth

FS: Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR

From 2671406280233823939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4d4cd8a1e98dd2bf,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 105710,4d4cd8a1e98dd2bf,start
X-Google-Attributes: gid105710,public
X-Google-Thread: 108ff0,4d4cd8a1e98dd2bf,start
X-Google-Attributes: gid108ff0,public
X-Google-Thread: 1119ac,4d4cd8a1e98dd2bf,start
X-Google-Attributes: gid1119ac,public
X-Google-Thread: f94de,4d4cd8a1e98dd2bf,start
X-Google-Attributes: gidf94de,public
X-Google-Thread: fd490,4d4cd8a1e98dd2bf,start
X-Google-Attributes: gidfd490,public
X-Google-Thread: 1115ce,4d4cd8a1e98dd2bf,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 115513,4d4cd8a1e98dd2bf,start
X-Google-Attributes: gid115513,public
From: zplanet@aol.com (Zplanet)
Subject: Atari ST 1040 Needs Repair/Portland, OR only
Date: 1997/02/16
Message-ID: <19970216120545120740@ip-pdx18-13.teleport.com>#1/1
X-Deja-AN: 219216447

Organization: Teleport - Portland's Public Access (503) 220-1016
Reply-To: zplanet@aol.com
Newsgroups:
comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth

Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR

From -1206389347641973843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,42625b24aa2da35f,start
X-Google-Attributes: gid1115ce,public
From: mike.harvey@worldnet.att.net (Mike Harvey)
Subject: Wanted: GFA Basic Source code for Database example
Date: 1997/02/17
Message-ID: <3307e316.3727759@netnews.worldnet.att.net>#1/1
X-Deja-AN: 219320326
Organization: AT&T WorldNet Services
Newsgroups: comp.sys.atari.programmer

I'd like to get some samples of GFA Basic (Version 2.0 or 3.5) source code if anyone out there has some good examples. I'm trying to learn GFA Basic some and learn better by studying and changing items in others source code. If anyone out there has some they are willing to share, it would be greatly appreciated. Thanks Mike

From -8637443479571707627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ccf3b900eb75ada,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: AES 4(1) question
Date: 1997/01/23
Message-ID: <d72_9701272355@conchbbs.com>#1/1

X-Deja-AN: 212680140
organization: Houston Area League of PC Users
x-ftn-to: josk@ifi.unit.no
newsgroups: comp.sys.atari.programmer

j > And are there any free libraries for Pure C (I have 1.1) that
j > supports these?

Not free, but Geneva includes a NEW_GEM.LIB for Pure C.

j > Maybe my current libraries has 4.0/4.1 support, it supports
j > appl_search() although it's not mentioned in the helpfiles.

It is in the English version; at least, whatever is in AES.H is
documented in the help files. What's missing are mostly new window
features and object flags, which are only macros.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 4005760614703164955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Iconify check
Date: 1997/01/23
Message-ID: <d73_9701272355@conchbbs.com>#1/1
X-Deja-AN: 212680156
organization: Houston Area League of PC Users
x-ftn-to: lvzon@bio.vu.nl
newsgroups: comp.sys.atari.programmer

l > What is the best way to check if an AES supports iconification?

```
    appl_getinfo(AES_WINDOW, &wf, &unused, &gadgets, &unused);
    if(gadgets & 1) { /* iconify supported */
```

Of course, you might want to check if appl_getinfo() is supported
first.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 5015088178336747507
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39a756447b499f1
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Cookie jar patch prog
Date: 1997/01/23
Message-ID: <d71_9701272355@conchbbs.com>#1/1
X-Deja-AN: 212680533
organization: Houston Area League of PC Users
x-ftn-to: gmiller@inca.co.nz
newsgroups: comp.sys.atari.programmer

g > However, if I was writing a multi-tasking OS...

Autorun programs on a version of TOS which doesn't support cookie jars do not multi-task. Geneva REQUIRES JARxxx.prg (I don't know what MagiC does for it's cookie jar).

The one I gave the source code for has only one good feature: it doesn't take up much RAM.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 1707231284042615317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: michael@fastlane.net (Michael White)
Subject: Re: Iconify check
Date: 1997/01/24

Message-ID: <5c94gu$92n@news2.nkn.net>#1/1
X-Deja-AN: 211854616
references: <5c2kfi$ise@balaena.bio.vu.nl>
organization: On good days...
newsgroups: comp.sys.atari.programmer

Annius V. Groenink wrote
>lvzon@bio.vu.nl (Levien van Zon) writes:
>
>>What is the best way to check if an AES supports iconification?
>
>That depends on what you mean by `support'. The multitos AES
>iconification scheme is worthless, so I wouldn't call it support.

Er, what makes it worthless? I use it quite a bit, especially with
CAB. It's great to iconify CAB while it's downloading a slow web
page. It allows you to do other things....

Mike White (michael@fastlane.net)

From 4740542185700956655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Iconify check
Date: 1997/01/24
Message-ID: <5cafqq$79t@balaena.bio.vu.nl>#1/1
X-Deja-AN: 211902603
references: <5c2kfi$ise@balaena.bio.vu.nl> <5c7oq4$grh@m1.cs.man.ac.uk>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:

: However, why do you need to check to see if it supports iconify?
: All AES versions will just ignore the SMALLER gadget if it doesn't
: support it. (ie. wind_create(SMALLER | TITLE...) will just not create
: the gadget, and you will never get a WM_ICONIFY message on older
: AES versions).

Yeah, but my program needs to be able to iconify. And I want to be able to
check if the OS can do it, and if it can't, use the fuller button as an
iconify button (with some iconify routines, ofcourse).

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"A raccoon tangled with a 23,000 volt line today. The results blacked out 1400 homes and, of course, one raccoon."
-- Steel City News

From -4958946975515419955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Iconify check
Date: 1997/01/24
Message-ID: <5caftj$79t@balaena.bio.vu.nl>#1/1
X-Deja-AN: 211902637
references: <5c2kfi$ise@balaena.bio.vu.nl> <5c94gu$92n@news2.nkn.net>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Michael White (michael@fastlane.net) wrote:

: >
: >That depends on what you mean by `support'. The multitos AES
: >iconification scheme is worthless, so I wouldn't call it support.

: Er, what makes it worthless? I use it quite a bit, especially with
: CAB. It's great to iconify CAB while it's downloading a slow web
: page. It allows you to do other things....

Well, can anyone tell me how to do it then?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"A raccoon tangled with a 23,000 volt line today. The results blacked out 1400 homes and, of course, one raccoon."
-- Steel City News

From 3487502661111996693
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: avg@cwi.nl (Annius Groenink)
Subject: Re: Iconify check
Date: 1997/01/24
Message-ID: <avg.854114934@news.cwi.nl>#1/1
X-Deja-AN: 211928506
sender: news@cwi.nl (The Daily Dross)
references: <5c2kfi$ise@balaena.bio.vu.nl> <5c94gu$92n@news2.nkn.net>
organization: CWI, Amsterdam
newsgroups: comp.sys.atari.programmer

michael@fastlane.net (Michael White) writes:

>Annius V. Groenink wrote
>>lvzon@bio.vu.nl (Levien van Zon) writes:
>>
>>>What is the best way to check if an AES supports iconification?
>>
>>That depends on what you mean by `support'. The multitos AES
>>iconification scheme is worthless, so I wouldn't call it support.

>Er, what makes it worthless? I use it quite a bit, especially with
>CAB. It's great to iconify CAB while it's downloading a slow web
>page. It allows you to do other things....

What makes it worthless is that you can only iconify if the user
clicks the SMALLER. There is no way to actively iconify a window.
Also, many applications don't support iconify all, so if someone
control + clicks on the smaller a slot gets reserved, but no
icon appears. The slot will be empty until you reboot.

Truly one of the worst protocols I've ever seen.

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl ..... www.nl.net/~zfc/ ..... www.cwi.nl/~avg/ .....

From 1727266247704678575
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c28b42c01457b4c,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)

Subject: HELP! GCC to Lattice C conversion
Date: 1997/01/24
Message-ID: <5cb1qn$oem@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 212002735
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

Can someone help me? I am trying to convert a program written for GCC to
Lattice C. I had it running before, with the help ofthe minltibs for
Lattice C from Hensa, but fouled up my disk directories, and lost the lib
changes I had made. The problem is rather trivial, I am afraid, but
beyond my C state at the moment. The program used __aline
 and __FONT, which are in the GCC and mint libs,but notin Lattice.
__aline is something like li_d0 and __FONT is now LA_FONT.
But I don't know enough yet about structures to get it towork.
If someone can help,who knows GCC and Lattice, I could send the one
short routine (about 100 lines with 2or 3 lines to fix) to show me how
to fix it.
    HELP?????
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 9095114245606689916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Iconify check
Date: 1997/01/24
Message-ID: <E4J0Bz.DrM@cix.compulink.co.uk>#1/1
X-Deja-AN: 212002761
references: <5c2kfi$ise@balaena.bio.vu.nl>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>What is the best way to check if an AES supports iconification?
You don't necessarily need to know, just program iconification into the
program (window parts list must include SMALLER and react to any WM_ICONIFY
messages in your evnt_multi.

Slainte mhath
Mark

--
* Mark S Baines   * "The Atari A to Z" book   *
* Inver, Scotland * An encyclopaedia on all that is Atari   *

*   * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624   * Only available from me, e-mail me for further details *

From 7664514343137885909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Iconify check
Date: 1997/01/24
Message-ID: <854132224_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 212014204
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <5c2kfi$ise@balaena.bio.vu.nl>
lvzon@bio.vu.nl (Levien van Zon) said:-

>What is the best way to check if an AES supports iconification?

No need to bother. Just implement support for the messages. After all, you won't get them if they aren't supported.

There is an alternative iconification server which is more powerful and pretty easy to implement. It comes as an auto folder program and a cookie called 'ICFS' iirc and thus can work on any system. It is available for download somewhere but I've lost those details. Hopefully I've said enough for someone else to know what I'm on about and fill in the gaps. ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -5919948607339542936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a54963293a59381b

X-Google-Attributes: gid1115ce,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
From: "MM-ELEK" <MM-ELEK@prodigy.net>
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/25
Message-ID: <01bc0a63$f06dd0a0$2979edcc@cyrix-6x86-166>#1/1
X-Deja-AN: 212104305
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>
<rochelle.853155722@umcc.umcc.umich.edu> <32DC83F1.1C1A@volcano.net>
<rochelle.853846524@umcc.umcc.umich.edu> <32E50E79.347E@lucent.com>
organization: Prodigy Internet
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

> I personally would think all those conditions were 'givens'. I doubt
> that
> JTS is willing to support ANYTHING developed or sold by Atari unless
> they were required to by law.
>
True, unless someone suddenly began making barrels of cash. Then you can be
sure that they'd want their cut.

Mike Elek

From 744339280975398309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,950b135c52e002a6,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Recovering from Bus errors
Date: 1997/01/25
Message-ID: <11a7cd$134c.28f@HERMES>
X-Deja-AN: 212118516
newsgroups: comp.sys.atari.programmer

As part of my Toolbox TSR, I'm trying to determine the exact amount of RAM
a machine has installed - so the tlbxMachine call I've implemented will
report the correct amounts of RAM installed.

The documented system variables _phystop (addr $42e) and _ramtop (addr
$5a4) are supposed to give the address of the first "unaccessible" byte
beyond the end of installed physical RAM.

However, as some software (for example Hisofts reset-proof Ramdisc) lowers

_phystop, I have been trying to write a piece of code which validates the values stored in those two system variables.

All goes well until the code hits the RTE at the end of my bus error handler, and then the whole machine hangs - no bombs, nothing. Only a press of the reset button (or keyboard reset) will cure it.

The bus-error code runs in supervisor mode, and all it does is alter the return address from the exception to point to known "good" code, and, when running on a 68010 or better CPU, clears the "Retry Failing Access" flag in the stack frame (bit 15 of the word at offset 8 for an 010, or 10 for an 020/030) - which is not necessary on a 68000 as it cannot retry a failed instruction.

Disabling the ram test does not hang the computer [a 20Mbyte TT (4+16), TOS 3.05, not-overclocked 68030/68882]

By the time this code runs, the following stuff has run:

```
     AHDI 6.06 (to boot the SCSI HDD)
and then from the AUTO folder
     TT2STHI       (puts TT into ST High rez from ST Low in which it boots)
     unclick       (switch keyclick off)
     Hramdisk  (Hisoft resetproof ramdisc)
     foldr999  (extend folder count)
     amon030       (68030 autoresident debugger [from Devpac 3.1])
     xboot         (boot manager)
     maccel        (mouse accelerator)
     fpufix        (corrects _FPU cookie to show real FPU)
And then my TSR runs.
```

Here is what my code looks like: (In Devpac 3.1)

(Lifted directly from the source. I've just now added comments, however)

(BTW: removing the "illegal" instruction at the start of this code [which is used so that I can single-step through it using the AMON auto-resident debugger] does not alter the problem - it still hangs)

in the main body of the code, whilst in the CPU's Supervisor mode it is called with:

```
     bsr.w    verify_ram_installed


; assumes TT RAM starts at $01000000, and requires 020 or better for TT RAM
; assumes ST RAM is in 512k increments
; assumes TT RAM is in 4MB increments
; CPU has been correctly identified and _cpu variable set prior to call
; assumes called from supervisor mode
;    (movec instruction and access to exception table require this)
verify_ram_installed
     illegal       ; force debugger to pop up so I can step through it
     movem.l  d4-d5/d6-d7/a0-a3/a4-a5,-(sp)
     sub.l    a0,a0         ; point a0 at exception table
```

```
     cmp.l    #68010,_cpu   ; does VBR exist?
     blt.s    .68k     ; no - only on an 010 or better
     movec    vbr,a0        ; set a0 to VBR
.68k move.l   #524288,d4    ; step through ST RAM in half meg increments
     move.l   #4194304,d5   ; step through TT RAM in four meg increments
     move.l   _phystop,d6   ; get physical ST RAM limit
     move.l   _ramtop,d7    ; get TT ram limit
     addq.w   #8,a0         ; point a0 at bus error address
     lea  .fix_ramtop(pc),a1 ; a1 = TT RAM bus error handler
     lea  .fix_phystop(pc),a2    ; a2 = ST RAM bus error handler
     move.l   (a0),a3       ; save old bus error address
     move.l   d6,a4         ; a4 = ST RAM limit
     move.l   d7,a5         ; a5 = TT RAM limit
     ;bra.s   .l2ret        ; (skips ram test)  [commented out]

     move.l   a2,(a0)       ; set bus error handler
.tol1    tst.l    (a4)      ; test ram address - BUS ERROR possible!
     add.l    d4,a4         ; increment pointer
     bra.s    .tol1         ; loop
.l1ret   move.l   a4,d6         ; set d6 to last "safe" address

     tst.l    d7       ; do we have TT RAM?
     beq.s    .nohighram    ; nope, so skip next bit
     move.l   a1,(a0)       ; set bus error handler
.tol2    tst.l    (a5)      ; test ram address - BUS ERROR possible
     add.l    d5,a5         ; increment pointer
     bra.s    .tol2         ; loop
.l2ret   move.l   a5,d7         ; save last "safe" address
.nohighram
     move.l   d6,d0         ; set d0 and d1 for caller to "correct"
     move.l   d7,d1         ; phystop and ramtop values
     move.l   a3,(a0)       ; restore bus error pointer
     movem.l  (sp)+,d4-d5/d6-d7/a0-a3/a4-a5
     rts           ; return to sender

; ST RAM bus error handler  -
; A4 has failing address on entry
; sets d6 to error address
.fix_phystop           ; ST RAM bus error handler
     movem.l  a1/a2/a3/a5,-(sp)
     lea  16+8(sp),a1   ; a1 = "special status register" in stack frame
     lea  .l1ret(pc),a2 ; address to return to
     lea  16+2(sp),a3   ; address in stack to fix before returning
     lea  _BS(pc),a5    ; base of TSR data structure
     move.l   a4,d6         ; d6 = failing address
     cmp.l    #68020,_cpu-_BS(a5)    ; cpu before 68020?
     blo.s    .010     ; yep. so no need to fix a1
     addq.w   #10-8,a1  ; fix for 020/030 (offs 10 instead of 8)
.010 cmp.l    #68000,_cpu-_BS(a5) ; 68000?
     bne.s    .010a         ; yep - so no SSR
     addq.w   #10-2,a3  ; 68000 return address is offset 10, NOT 2
     bra.s    .000     ; no SSR to fix, so skip next instr.
.010a    and.w    #~$8000,(a1)  ; clear "Retry" flag in SSR
```

```
.000 move.l   a2,(a3)       ; fix return address to outside test loop
     movem.l  (sp)+,a1/a2/a3/a5
     rte           ; return from exception

; TT RAM bus error handler  - A5 has failing address on entry
; can only occur on 020 or higher CPUs
.fix_ramtop
     movem.l  a2/a3/a4,-(sp)
     lea  .l2ret(pc),a2 ; address to return to
     lea  12+2(sp),a3   ; stacked return address
     lea  _BS(pc),a4    ; address of TSR data structures
     move.l   a5,d7         ; set d7 to failing address
     move.l   a2,(a3)       ; fix retun address
     movem.l  (sp)+,a2/a3/a4
     rte           ; return from exception
```

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From -8530416116639676736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f48950304e8d0c57,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: System call interfaces
Date: 1997/01/25
Message-ID: <11a7cd$312c.1ee@HERMES>#1/1
X-Deja-AN: 212127511
newsgroups: comp.sys.atari.programmer

What is the best way to implement a system-call interface?

Should it be like the GEMDOS/BIOS/XBIOS and have all params passed on the system stack?

Or via a parameter block which must be filled in by the app with appropriate info prior to the OS call? (like GEM AES/VDI requires)

Or is there a better way?

I have been looking at my Toolbox TSR, and wondering if I should upgrade the application-to-Toolbox call interface. (I do this every year or so, trying to smooth the interface, prevent any bugs and so forth)

At present it is structured in much the same way as the GEMDOS/BIOS/XBIOS with a function code on the stack, and (function specific) params following it further on in the stack.

For example, a call to it to get info about the installed CPUs in the computer is as follows: (function "tlbxProcessor")

```
     pea  buffer   ; buffer to be filled in
     pea  $430.w   ; function code
     moveq    #0,d0    ; API - reserved (must be zero)
     moveq    #$10,d1  ; API - magic number (must be $10)
     move.l   d0,a0    ; API - resvd (must be zero)
     move.l   d0,a1    ; API - resvd (must be zero)
     trap #0   ; call the Toolbox
     addq.w   #4+4,sp  ; fix the stack
```

with buffer being (currently) defined as a 12 (or is it 16?) byte buffer in memory, which will be filled in during the trap call.

Now, if I changed the interface to be like the GEM AES/VDI interface, then it would become something like:

```
     lea  buffer,a0     ; buffer to be filled in
     move.l   a0,tptrs+0         ; put it in a pointer array
     move.l   #$430,tcontrol+0   ; function num to control array
     moveq    #0,d0              ; API - must be zero
     moveq    #$11,d1            ; API magic (must be zero)
     move.l   d0,a0              ; API - must be zero
     lea  tglobal,a1         ; API pointer to parameter block
     trap #0            ; call the Toolbox
     ...
```

with tglobal being set up like:

```
tglobal:
     dc.l tcontrol  ; control struct (func numbers, ap ids etc)
     dc.l twords        ; 16 or 32-bit integers
     dc.l tsizes        ; sizes of items
     dc.l tpointers ; pointers
     dc.l tfloats       ; floating point values
```

and then each of tcontrol, twords etc would need to be defined and allocated memory space for the largest possible requirement, irrespective of whether the task at hand actually needs that much or not.

As far as I can see, there would theoretically be less stack usage with the second form, but potentially a larger memory footprint due to the globally allocated arrays being possibly larrger than needed.

And the second form would be slower to handle, as one would need to indirect through the parameter block to get at the data, whereas the first way has the data on the stack ready, and one merely has to pluck it

straight from RAM without an indirection slowdown. (This indirection is
less of a hassle on 020 and better CPUs, but it is still slower than just
plucking data from the stack directly)

Is there a specific reason that the GEM AES/VDI call interface was
implemented differently to the GEMODS/BIOS/XBIOS call interface?

And, is there a better call-level interface that could be implemented?

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From 5562575323731158846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: michael@fastlane.net (Michael White)
Subject: Re: Iconify check
Date: 1997/01/25
Message-ID: <5cdboc$pm7@news2.nkn.net>#1/1
X-Deja-AN: 212146782
references: <5c2kfi$ise@balaena.bio.vu.nl> <5c94gu$92n@news2.nkn.net>
organization: On good days...
newsgroups: comp.sys.atari.programmer

Annius V. Groenink wrote:
>michael@fastlane.net (Michael White) writes:
>>Annius V. Groenink wrote
>>>lvzon@bio.vu.nl (Levien van Zon) writes:
>>>
>>>>What is the best way to check if an AES supports iconification?
>>>
>>>That depends on what you mean by `support'. The multitos AES
>>>iconification scheme is worthless, so I wouldn't call it support.
>
>
>>Er, what makes it worthless? I use it quite a bit, especially with
>>CAB. It's great to iconify CAB while it's downloading a slow web
>>page. It allows you to do other things....
>
>
>What makes it worthless is that you can only iconify if the user
>clicks the SMALLER. There is no way to actively iconify a window.

I'm not sure I understand the issue. Are you saying there's no way
for an application to iconify itself? What do you mean by "actively
iconify a window"?

>Also, many applications don't support iconify all, so if someone
>control + clicks on the smaller a slot gets reserved, but no
>icon appears. The slot will be empty until you reboot.

Don't you just normally click (not control-click) on the smaller button
(the button to the left of the "maximize" button)?
And besides, the smaller button doesn't normally appear on applications
that don't support the iconifcation, right? I've never seen it on, say,
my Prospero C editor. But I do agree that it would be nice if you could
iconify applications that don't explicity handle iconification.

Mike White (michael@fastlane.net)

From -8534401987613814686
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 112087,85101340c9e7f042,start
X-Google-Attributes: gid112087,public
X-Google-Thread: f5fb2,85101340c9e7f042,start
X-Google-Attributes: gidf5fb2,public
X-Google-Thread: 1056fc,85101340c9e7f042,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 103c3f,85101340c9e7f042,start
X-Google-Attributes: gid103c3f,public
X-Google-Thread: 1115ce,85101340c9e7f042,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10aaed,85101340c9e7f042,start
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 101d3b,85101340c9e7f042,start
X-Google-Attributes: gid101d3b,public
X-Google-Thread: f8e8e,85101340c9e7f042,start
X-Google-Attributes: gidf8e8e,public
From: jshetler@joule.elee.calpoly.edu (Joy Shetler)
Subject: Compcon 97
Date: 1997/01/25
Message-ID: <5cdg6l$h7v@isnews.csc.calpoly.edu>#1/1
X-Deja-AN: 212164991
distribution: inet
organization: California Polytechnic State University, San Luis Obispo
newsgroups:
comp.sys.apple2.comm,comp.sys.apple2.usergroups,comp.sys.apple2,comp.sys.arm,comp.
sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.att,comp.sys.be,comp.sys.cbm
,comp.sys.cdc,comp.sys.convex,comp.sys.dec.micro,comp.sys.dec,comp.sys.encore,comp
.sys.handhelds,comp.sys.harris,comp.sys.hp.misc,comp.sys.ibm.as400.misc,comp.sys.i

bm.pc.games.misc,comp.sys.ibm.pc.hardware.misc,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.soundcard.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.sys3x.misc,comp.sys.intel,comp.sy

Final Notice: IEEE's COMPCON 97 Set for Feb. 23-27 in San Jose

Visit the COMPCON 97 World Wide Web page for more information and/or to register:
URL: http://www.compcon.org

or read the following :)

SAN JOSE, Calif., -- One of the country's pre-eminent computer technology conferences -- Compcon 97 -- will be held February 23-26, 1997 here in the heart of the Silicon Valley. This continues a tradition of more than 40 successful years in the San Francisco Bay Area for this non-profit technical conference.

"Hot Systems/Cool Software" is the theme of COMPCON 97, underscoring the importance of new computing technologies and applications in both the computer industry and society.

"Computer technologies ranging from world-record 600MHz processors to eye-catching Java applets and VRML virtual worlds will all be featured at COMPCON 97," said Darrell Long, the conference chair and computer science professor at University of California-Santa Cruz. "COMPCON has the reputation as a one-stop, no-hype overview of the important developments in our industry. If you could only attend one technical conference a year to learn about the overall state of the industry, COMPCON would be your choice."

Adds Dr. Joel Birnbaum, Vice President, R&D and Director of HP Labs: "COMPCON has been consistently a valuable conference presenting a broad technical program on state-of-the-art computing technologies."

IEEE COMPCON 97 will be held at the San Jose Hilton and Towers Hotel (300 Almaden Blvd.) in downtown San Jose, Calif.

COMPCON is sponsored by the Institute for Electrical and Electronics Engineers (IEEE), a non-profit professional association, and has been held in the Bay Area annually since 1955.

Its 27 technical sessions and six in-depth tutorial topics run the gamut from the design of advanced central processing units and networks to computer systems, advanced programming and world wide web technologies. In addition, five well-known industry luminaries will give plenary talks. COMPCON has no marketing presentations or product exhibitions.

COMPCON 97 program overview:

INTERNET/INTRANET TECHNOLOGY: Trends, Environments, Applications

SYSTEMS: Superservers, Mobility, Software Architecture

MICROPROCESSORS: High-Performance, Low-Power

INTERCONNECTS: Parallel Computers, LAN and WAN, Wireless

VIDEO: Advanced Displays, Digital

MULTIMEDIA: Technologies, Software Environments, Applications

PARALLEL/DISTRIBUTED SYSTEMS: Applications, Hardware, Compilers

OPERATING SYSTEMS: Object-Oriented, Microkernels

PERIPHERALS: Mass Storage, DVDs, Display Technologies

EMERGING TECHNOLOGIES: GigaHertz Devices, Advanced Hardware, Java

Tutorial topics include: 3-D graphics, virtual reality, web site design and security, advances in computer architecture.

Plenary speakers include:

Federico Faggin (Synaptics) -- "The Microprocessor: Its History and Future"

Hector Garcia-Molina (Stanford) -- "Meta-Searching Across the Internet"

David K. Gifford (MIT and OpenMarket) -- "The Future of Electronic Commerce"

Ted Laliotis (Laliotis and Associates) -- "To Tax or Not to Tax Internet Transactions"

Dave Nagel, AT&T

Advance reservations to Compcon 97 can be made through the web site or by contacting:

Dave Hunt, COMPCON 97 Registrar
Lawrence Livermore National Lab
PO Box 808 MS L-130,
Livermore, CA 94551-0808
E-mail: hunt-dn@llnl.gov

Updated information will be placed on the Compcon 97 home page on the World Wide Web at URL: http://www.compcon.org

Additional contacts include:

Dr. Darrell D. E. Long, General Chair

University of California-Santa Cruz
Baskin Center, Computer Engr./Info. Sciences
Applied Science Bldg.
Santa Cruz, CA 95064
    Phone: 408-459-2616
    Fax: 408-459-4829
    E-mail: darrell@cse.ucsc.edu

Dr. Michael Harrisson, Program Chair
University of California, Berkeley
    Computer Science Division
    775 Soda Hall
    Berkeley, CA 94720-1776
    harrison@cs.berkeley.edu

Michael Ross, Publicity/Media Relations
IBM Corp., Almaden Research Center
650 Harry Road, K03-802
San Jose, CA 95120-6099
     Phone: 408-927-1283
     Fax: 408-927-3011
     E-mail: mikeross@almaden.ibm.com

For more information about this posting contact:

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San Luis Obispo, CA 93407
     Phone: 805-756-2309
     Fax:805-756-1458
     E-mail: jshetler@calpoly.edu
     http://www.elee.calpoly.edu/~jshetler

From 1897166729886077813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
From: ssilicon@lax.net (Jon D. Melbo)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/25
Message-ID: <32ea4ca5.3111131@news.inc.net>#1/1
X-Deja-AN: 212166812

references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>
<rochelle.853155722@umcc.umcc.umich.edu> <32DC83F1.1C1A@volcano.net>
<rochelle.853846524@umcc.umcc.umich.edu> <32E50E79.347E@lucent.com>
<01bc0a63$f06dd0a0$2979edcc@cyrix-6x86-166>
organization: Internet Connect, Inc. http://www.inc.net usenet@news.inc.net
reply-to: ssilicon@lax.net
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

On 25 Jan 1997 01:53:13 GMT, "MM-ELEK" <MM-ELEK@prodigy.net> wrote:

>> I personally would think all those conditions were 'givens'. I doubt
>> that
>> JTS is willing to support ANYTHING developed or sold by Atari unless
>> they were required to by law.
>>
>True, unless someone suddenly began making barrels of cash. Then you can be
>sure that they'd want their cut.

Isn't that the damn truth.

From 1937235444552968755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1032a1,70fff4e290ef537c
X-Google-Attributes: gid1032a1,public
X-Google-Thread: 1115ce,70fff4e290ef537c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,70fff4e290ef537c
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,70fff4e290ef537c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 108717,70fff4e290ef537c
X-Google-Attributes: gid108717,public
X-Google-Thread: 1046d6,70fff4e290ef537c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc1e,70fff4e290ef537c
X-Google-Attributes: gidffc1e,public
X-Google-Thread: fe885,70fff4e290ef537c
X-Google-Attributes: gidfe885,public
From: Annoyed <grrr@acorn.isp.co.uk>
Subject: Re: VB and DLL's
Date: 1997/01/25
Message-ID: <anonymous@acorn.isp.co.uk>#1/1
X-Deja-AN: 212374147
distribution: world
references: <01bc0174$a5fbada0$a6477cce@internetamerica.airmail.net>
<32E73B28.41C67EA6@doc.ic.ac.uk>
followup-to: alt.test
organization: Acorn ISP

reply-to: Annoyed <grrr@acorn.isp.co.uk>
newsgroups:
comp.programming,comp.programming.contests,comp.programming.literate,comp.programming.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.ibm.pc.programmer,comp.sys.newton.prog

> (1) What are the advantages of putting the guts of the program in DLLs
> and putting the RC files in the EXE.. Or the other way around..

DLLs? Hahahahaha!!!

(Said the Acorn User.)

Get outta our group!

..Insert amusing tagline here.
--

From -507318390373773957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f8621b684bfb99f,start
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: C Tutorial
Date: 1997/01/26
Message-ID: <32f161f2.4829465@news.airtime.co.uk>#1/1
X-Deja-AN: 212332939
content-type: text/plain; charset=us-ascii
organization: STOSSER Software
mime-version: 1.0
reply-to: comp.sys.atari.programmer
newsgroups: comp.sys.atari.programmer

Eeerm did I miss tutorial number 5? it hasn't passed through here? or am I jumping the gun ?....the C thread has died and the tutorials stopped, in fact the whole newsgroup has gone dead, ? surely the knitting class hasn't got to you all ? :)

Hello! anyone there ? :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -417072259023048994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1032a1,70fff4e290ef537c
X-Google-Attributes: gid1032a1,public
X-Google-Thread: fe885,70fff4e290ef537c
X-Google-Attributes: gidfe885,public
X-Google-Thread: ffc1e,70fff4e290ef537c
X-Google-Attributes: gidffc1e,public
X-Google-Thread: f5ddf,70fff4e290ef537c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ffc26,70fff4e290ef537c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 108717,70fff4e290ef537c
X-Google-Attributes: gid108717,public
X-Google-Thread: 1115ce,70fff4e290ef537c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1046d6,70fff4e290ef537c
X-Google-Attributes: gid1046d6,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: VB and DLL's
Date: 1997/01/26
Message-ID: <32EB77E7.167EB0E7@doc.ic.ac.uk>#1/1
X-Deja-AN: 212385262
references: <01bc0174$a5fbada0$a6477cce@internetamerica.airmail.net>
<19970114.184415.28@arcturus.demon.co.uk> <01bc09f6$bc20c400$324ea4c2@barry>
to: Barry Carr <barry@arrakis.thenet.co.uk>
content-type: text/plain; charset=us-ascii
organization: Imperial College of Science, Medicine and Technology, London
mime-version: 1.0
newsgroups:
comp.programming,comp.programming.contests,comp.programming.literate,comp.programm
ing.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.pr
ogrammer,comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

> > > (4) Does VB auto unload DLL's when done useing the function?
> >
> > Only when posted to appropriate groups rather than *programmer*.

> Geoff
>
> It depends on how the DLL was compiled, Most are compiled as "Moveable",
> this means that when windows needs more ram it will kick out DLLs that are
> not being used, or when the app finishes, assuming that no other app is
> using the DLL.
>
> The Windows API has a call that can force a DLL to be unloaded, if you want

> ensure that a DLL is unloaded you can call the API functions FreeLibrary
> (Win32) or FreeModule (Win16).

Please don't keep posting replies to this message to inappropriate
newsgroups. (see your header). It should really only go to groups
that are interested in PC programming, and not any of the following:

comp.sys.acorn.programmer
comp.sys.amiga.programmer
comp.sys.atari.programmer
comp.sys.apple2.programmer

I'm a little dubious about some of the other groups in the list also.

_____
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From 1118779983255362759
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c28b42c01457b4c
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: HELP! GCC to Lattice C conversion
Date: 1997/01/26
Message-ID: <32EB783B.2781E494@doc.ic.ac.uk>#1/1
X-Deja-AN: 212385264
references: <5cb1qn$oem@madeline.INS.CWRU.Edu>
to: "Boris D. Cahan" <bdc2@po.CWRU.Edu>
content-type: text/plain; charset=us-ascii
organization: Imperial College of Science, Medicine and Technology, London
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

> Can someone help me? I am trying to convert a program written for GCC to
> Lattice C. I had it running before, with the help ofthe minltibs for
> Lattice C from Hensa, but fouled up my disk directories, and lost the lib
> changes I had made. The problem is rather trivial, I am afraid, but
> beyond my C state at the moment. The program used __aline
> and __FONT, which are in the GCC and mint libs,but notin Lattice.
> __aline is something like li_d0 and __FONT is now LA_FONT.
> But I don't know enough yet about structures to get it towork.
> If someone can help,who knows GCC and Lattice, I could send the one
> short routine (about 100 lines with 2or 3 lines to fix) to show me how
> to fix it.
> HELP?????

Send away. I have both Lattice C 5 and GCC 2.5.8, and am literate in
both. I should be able to fix it.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From 5823607259199608282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: Iconify check
Date: 1997/01/26
Message-ID: <32EB7696.41C67EA6@doc.ic.ac.uk>#1/1
X-Deja-AN: 212385269
references: <5c2kfi$ise@balaena.bio.vu.nl> <avg.853932183@news.cwi.nl>
content-type: text/plain; charset=us-ascii
organization: Imperial College of Science, Medicine and Technology, London
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

> >What is the best way to check if an AES supports iconification?
>
> That depends on what you mean by `support'. The multitos AES
> iconification scheme is worthless, so I wouldn't call it support.

That's a bit unfair. It's iconification support is OK... even
under bloatware like Windows, iconification is handled largely
by the program in question.

The best way is to use appl_getinfo(). This function exists if
you find that appl_find("?HAGI") (I think) returns something
other than a failure code (which I guess must be negative).

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From -5753107419701725878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,449066414d76707,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 122dd1,449066414d76707,start
X-Google-Attributes: gid122dd1,public
X-Google-Thread: 109a67,449066414d76707,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,449066414d76707,start
X-Google-Attributes: gid1115ce,public

From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Subject: CAB/STIK ERROR#600
Date: 1997/01/27
Message-ID: <5ch2h2$8i9$1@mhafn.production.compuserve.com>#1/1
X-Deja-AN: 212432957
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries
.tos

I keep getting Error #600 when trying to connect to a website using STIK/
CAB. Can anyone tell me what I might be doing wrong and how I might fix
it.
THANKS

From 3069167221672134002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,950b135c52e002a6
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Recovering from Bus errors
Date: 1997/01/27
Message-ID: <vyzn2tv8fk7.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 212503670
sender: schwab@issan.informatik.uni-dortmund.de
references: <11a7cd$134c.28f@HERMES>
organization: Dortmund University, Germany
newsgroups: comp.sys.atari.programmer

Gaven Miller <gmiller@inca.co.nz> writes:

|> As part of my Toolbox TSR, I'm trying to determine the exact amount of RAM
|> a machine has installed - so the tlbxMachine call I've implemented will
|> report the correct amounts of RAM installed.

|> The documented system variables _phystop (addr $42e) and _ramtop (addr
|> $5a4) are supposed to give the address of the first "unaccessible" byte
|> beyond the end of installed physical RAM.

|> However, as some software (for example Hisofts reset-proof Ramdisc) lowers
|> _phystop, I have been trying to write a piece of code which validates the
|> values stored in those two system variables.

|> All goes well until the code hits the RTE at the end of my bus error
|> handler, and then the whole machine hangs - no bombs, nothing. Only a
|> press of the reset button (or keyboard reset) will cure it.

|> The bus-error code runs in supervisor mode, and all it does is alter the
|> return address from the exception to point to known "good" code, and, when

|> running on a 68010 or better CPU, clears the "Retry Failing Access" flag
|> in the stack frame (bit 15 of the word at offset 8 for an 010, or 10 for
|> an 020/030) - which is not necessary on a 68000 as it cannot retry a
|> failed instruction.

A much better way to recover from the bus error in such a routine is to
save the SP before running the test and to restore it in the bus error
handler before directly jumping back to continue with normal work. No
need to muck around with the exception frame, instead just throw it away.

```
|>   bsr.w    verify_ram_installed

|> ; assumes TT RAM starts at $01000000, and requires 020 or better for TT RAM
|> ; assumes ST RAM is in 512k increments
|> ; assumes TT RAM is in 4MB increments
|> ; CPU has been correctly identified and _cpu variable set prior to call
|> ; assumes called from supervisor mode
|> ; (movec instruction and access to exception table require this)

saved_ssp:
     .ds.l    1
|> verify_ram_installed
|>   illegal       ; force debugger to pop up so I can step through it
|>   movem.l  d4-d5/d6-d7/a0-a3/a4-a5,-(sp)
     move.l   sp,saved_ssp
|>   sub.l    a0,a0         ; point a0 at exception table
[...]
|> ; ST RAM bus error handler  -
|> ; A4 has failing address on entry
|> ; sets d6 to error address
|> .fix_phystop             ; ST RAM bus error handler
|>   move.l   a4,d6         ; d6 = failing address
     move.l   saved_ssp,sp  ; restore ssp
     bra  .l1ret

|> ; TT RAM bus error handler  - A5 has failing address on entry
|> ; can only occur on 020 or higher CPUs
|> .fix_ramtop
|>   move.l   a5,d7         ; set d7 to failing address
     move.l   saved_ssp,sp  ; restore ssp
     bra  .l2ret
```

--
Andreas Schwab
schwab@issan.informatik.uni-dortmund.de

"And now for something
completely different"

From -5621327225774570384
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bbe807e101a2e2a1,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bbe807e101a2e2a1,start
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 109a67,bbe807e101a2e2a1,start
X-Google-Attributes: gid109a67,public
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Subject: Atari Stuff FORSALE (UK)
Date: 1997/01/27
Message-ID: <5cit3i$t3e$1@mhafc.production.compuserve.com>#1/1
X-Deja-AN: 212567696
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here is some Atari bits I have for sale

follow this link

http://ourworld.compuserve.com/homepages/brond/forsale.htm

From -4155381822701397903
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,81ea6f15f296dabe,start
X-Google-Attributes: gid1115ce,public
From: ljord@connectum.skurup.se (Reine Jonsson)
Subject: SCSI on Falcon, how to program?
Date: 1997/01/27
Message-ID: <5cj1hd$ri3@Steinlager.tip.net>#1/1
X-Deja-AN: 212575735
organization: Uniplus Internet Access
newsgroups: comp.sys.atari.programmer

Hi,

I'm trying to make contact with the SCSI-port
on my Falcon. This little program bombs out
with two bombs, why?
I'm using the data-adress that the Profibuch
tells about the TT.

I have used Lattice C ver 5.something.

```
//scsi.c
//To make contact with the scsi-port
#include <stdio.h>

unsigned char GetData()
{
     char string[64];

     printf("Please input 8-bit value (0-255): ");
     gets(string);
```

```
     return((unsigned char)atoi(string));
}

void WriteData(unsigned char val)
{
     //I have tried 0xff8781 with the same result
     unsigned char *data=(unsigned char *)0xffff8781;
     *data=val;
}

unsigned char ReadData(void)
{
     unsigned char *data=(unsigned char *)0xffff8781;
     return(*data);
}

void ShowData()
{
     printf("Value in scsi-data: %d.\n",ReadData());
}

void main()
{
     long super=gemdos(32,0L);

     if (gemdos(32,1)!=-1) {
          printf("Not in Supervisormode.\n");
          return;
     }

     ShowData();
     WriteData(GetData());
     ShowData();

     gemdos(32,super);
}
```

Reine J⊕nsson

ljord@connecum.skurup.se tel: int + 46 414 201 70
http://www.skurup.se/~ljord fax: int + 46 414 202 81

From 7393624503932351052
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,950b135c52e002a6
X-Google-Attributes: gid1115ce,public
From: =?iso-8859-1?Q?Jes=FAs?= Cea =?iso-8859-1?Q?Avi=F3n?= <jcea@argo.es>
Subject: Re: Recovering from Bus errors

Date: 1997/01/27
Message-ID: <32EC861B.B7F@argo.es>#1/1
X-Deja-AN: 212575839
cache-post-path: corinto!unknown@castor.argo.es
references: <11a7cd$134c.28f@HERMES>
content-type: text/plain; charset=us-ascii
organization: Argo Redes y Servicios Telematicos, S.A.
mime-version: 1.0
reply-to: jcea@argo.es
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (Win95; I)

I think the easiest option is the following:

a) Go into supervisor mode
b) Save stack pointer
c) Save Bus error pointer
d) Change the bus error pointer to your "x" (explained later)
e) Make your memory check
f) Restore bus error pointer
g) Restore Stack pointer
h) Enable interrupts
i) Go back to user mode

The estructure of your code must be:

```
Steps a-e
jump to "Y"
"X": Here goes your bus error handler. Your don't need to restore
     stack pointer and things like that. All you need is to save
     your top of memory
     Falling throught
"Y": Steps f-i
```

This system is used in TOS.

BTW, STE chipset doesn't give Bus error when you access to an addr
beyond physical end of the memory. It just wrap.

I think your best choice might be to have a look to TOS reset code. It's
very lightning.

Let me know your progresses. Good luck.

--
Jesus Cea Avion
  jcea@argo.es
PGP Key Available at KeyServ
"Things are not so easy"
"My name is Dump, Core Dump"
"El amor es poner tu felicidad en la felicidad de otro" - Leibnitz

From -5776229717417343715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d802d89a25698b9,start
X-Google-Attributes: gid1115ce,public
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Subject: What books are good for learning 68k asm?
Date: 1997/01/27
Message-ID: <32ECFA5E.41C67EA6@ena-east.ericsson.se>#1/1
X-Deja-AN: 212575866
content-type: text/plain; charset=us-ascii
organization: Ericsson Inc.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

Hi,

I want the learn the ins&outs of programming my Falcon in
assembler. Would anyone recomend a good bood on 68k programming
in assember or 68030 in assembler?

Thanks,

Brian

From 6253217556039648212
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,81ea6f15f296dabe
X-Google-Attributes: gid1115ce,public
From: ljord@connectum.skurup.se (Reine Jonsson)
Subject: SCSI on Falcon, how to program?
Date: 1997/01/27
Message-ID: <5cj1j6$ri5@Steinlager.tip.net>#1/1
X-Deja-AN: 212576266
organization: Uniplus Internet Access
newsgroups: comp.sys.atari.programmer

Hi,

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on my Falcon. This little program bombs out
with two bombs, why?
I'm using the data-adress that the Profibuch
tells about the TT.

I have used Lattice C ver 5.something.

```
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//To make contact with the scsi-port
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     printf("Please input 8-bit value (0-255): ");
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     return((unsigned char)atoi(string));
}

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{
     //I have tried 0xff8781 with the same result
     unsigned char *data=(unsigned char *)0xffff8781;
     *data=val;
}

unsigned char ReadData(void)
{
     unsigned char *data=(unsigned char *)0xffff8781;
     return(*data);
}

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{
     printf("Value in scsi-data: %d.\n",ReadData());
}

void main()
{
     long super=gemdos(32,0L);

     if (gemdos(32,1)!=-1) {
          printf("Not in Supervisormode.\n");
          return;
     }

     ShowData();
     WriteData(GetData());
     ShowData();

     gemdos(32,super);
}
```

Reine J⍰nsson

ljord@connecum.skurup.se tel: int + 46 414 201 70
http://www.skurup.se/~ljord fax: int + 46 414 202 81

From -1334682286703211390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20d1bb06509cdd00,start
X-Google-Attributes: gid1115ce,public
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Subject: Do I have the latest Devpac version?
Date: 1997/01/27
Message-ID: <32ECFB2F.167EB0E7@ena-east.ericsson.se>#1/1
X-Deja-AN: 212600268
content-type: text/plain; charset=us-ascii
organization: Ericsson Inc.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

I recently purchased Devpac 3 for the Falcon 030.
I think the version is 3.10 (I don't have it in front
of me at the moment).

Does anyone know if this is the latest version or if
I need to get some updates from somewhere. I think I
remember seeing some files on UMICH that were about Devpac.

I also bought Devpak DSP for the 56k. Do I need anything
else to write code for 56k?

Thanks again,

Brian

From 6380979485971573778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Iconify check
Date: 1997/01/27
Message-ID: <5cipnp$cf1@balaena.bio.vu.nl>#1/1
X-Deja-AN: 212605080
references: <5c2kfi$ise@balaena.bio.vu.nl> <avg.853932183@news.cwi.nl>
<32EB7696.41C67EA6@doc.ic.ac.uk>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Alastair J. Houghton (ajh8@doc.ic.ac.uk) wrote:

: > >What is the best way to check if an AES supports iconification?
: The best way is to use appl_getinfo(). This function exists if
: you find that appl_find("?HAGI") (I think) returns something
: other than a failure code (which I guess must be negative).

Could you give some more details? (I don't have any docs on the "new" AES calls)
Thanks...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Q: How many journalists does it take to screw in a lightbulb?
A: Three. One to report it as an inspired government program to bring light to the people, one to report it as a diabolical government plot to deprive the poor of darkness, and one to win a pulitzer prize for reporting that Electric Company hired a lightbulb assassin to break the bulb in the first place.

From -7543842717551052526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f48950304e8d0c57
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: System call interfaces
Date: 1997/01/27
Message-ID: <854394732_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 212625054
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <11a7cd$312c.1ee@HERMES>
gmiller@inca.co.nz (Gaven Miller) said:-

>Is there a specific reason that the GEM AES/VDI call interface was
>implemented differently to the GEMODS/BIOS/XBIOS call interface?

I can think of three possibilities, and they all reinforce each other so it seems reasonable to me ... ;-)

Firstly, some Gem calls pass a lot of variables so there's less stack overhead with arrays.

Secondly, you have the possibility for the calling code to just change the array addresses between calls - could end up faster than repeatedly stacking and unstacking lots of data which has not changed.

Thirdly and probably the most important, the interface is pretty flexible. Atari used traps, maybe the PC used another calling method like a fixed address (a complete guess there), and if Gem had taken off bigtime then a "stackless" machine wouldn't have any problems either.

>And, is there a better call-level interface that could be implemented?

Dunno. A linea type interface _might_ be more efficient. It depends on the calling code really - and how tricky it would be to hook into it!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 276305142793663170
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,81ea6f15f296dabe
X-Google-Attributes: gid1115ce,public
From: ljord@connectum.skurup.se (Reine Jonsson)
Subject: SCSI on Falcon, how to program?
Date: 1997/01/27
Message-ID: <5cj12v$rhn@Steinlager.tip.net>#1/1
X-Deja-AN: 212633165
organization: Uniplus Internet Access
newsgroups: comp.sys.atari.programmer

Hi,

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on my Falcon. This little program bombs out
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I have used Lattice C ver 5.something.

```
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}

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{
     //I have tried 0xff8781 with the same result
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{
     long super=gemdos(32,0L);

     if (gemdos(32,1)!=-1) {
          printf("Not in Supervisormode.\n");
          return;
     }

     ShowData();
     WriteData(GetData());
     ShowData();

     gemdos(32,super);
}
```

Reine J⍰nsson

ljord@connecum.skurup.se tel: int + 46 414 201 70
http://www.skurup.se/~ljord fax: int + 46 414 202 81

From 7774843946316827943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: Iconify check
Date: 1997/01/27
Message-ID: <HA2JDJVMUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 212723804
references: <5c2kfi$ise@balaena.bio.vu.nl> <5c94gu$92n@news2.nkn.net>
<avg.854114934@news.cwi.nl>
content-length: 926
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <avg.854114934@news.cwi.nl> Annius Groenink wrote :

>What makes it worthless is that you can only iconify if the user
>clicks the SMALLER. There is no way to actively iconify a window.
>Also, many applications don't support iconify all, so if someone
>control + clicks on the smaller a slot gets reserved, but no
>icon appears. The slot will be empty until you reboot.
>
>Truly one of the worst protocols I've ever seen.

Luckily all these problems only exist in AES 4.1. Other AES versions (e.g.
N.AES, Geneva...) don't have these problems. In those cases you can iconify
a window without the user having clicked on the smaller, and slots are only
reserved when the window actually is iconified.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

From -3464431099343078389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10a5a5e0e435e4bf,start
X-Google-Attributes: gid1115ce,public
From: please@no.spam.mail.here (please@no.spam.mail.here)

Subject: Hello
Date: 1997/01/28
Message-ID: <27705_please@no.spam.mail.here>#1/1
X-Deja-AN: 212697087
x-nntp-posting-host: mettav.demon.co.uk
content-type: text/plain; charset=us-ascii
organization: The Tavern BBS
mime-version: 1.0
reply-to: please@no.spam.mail.here
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.65) BETA (NON WINDOW VERSION)

Yo! Peter Dude!

Testing, are you here yet.

Apologies all round for waking the rest of you up.

 Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Well then, can't i just carry on doing it until i do need glasses?.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From -7320884157319059903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd523886ab2dcbfe,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Brainstorm Decoder
Date: 1997/01/28
Message-ID: <44519722_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 212704728
x-nntp-posting-host: the-gap.demon.co.uk
organization: The home of CoSTa and XURL
reply-to: gary@the-gap.demon.co.uk (Gary Priest)
newsgroups: comp.sys.atari.programmer

Does anyone out there have any details on how to call and use the Brainstorm
JPEG Decoder?

TIA, Gary

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From -336927402018152141
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a865ab1674c45f7
X-Google-Attributes: gid1115ce,public

From: wongck@ti.com (William Wong)
Subject: Re: AES 4(1) question
Date: 1997/01/28

Message-ID: <5cjfqa$3h80t8_002@news.ti.com>#1/1
X-Deja-AN: 212711563
references: <5bgn4t$8ct@due.unit.no> <5bvm0m$54p@m1.cs.man.ac.uk>
content-type: text/plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <5bvm0m$54p@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk wrote:
>
>>And are there any free libraries for Pure C (I
>>have 1.1) that supports these? Maybe my current libraries has 4.0/4.1
>>support, it supports appl_search() although it's not mentioned in the
>>helpfiles.
>
>No idea - I dont use Pure C, but the Lattice libraries have 4.1 support.
>

I am not sure about Pure C 1.1, I don't have that, but in Pure C 1.0, you can define your own GemDOS/XBIOS calls by using one of the following low level builtin function calls: gemdos(), bios() or xbios(). With these, you can define any calls you want.

Regards
William


```
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE        ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com                         ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW
```

From 6465856026553198388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d71045473ef7bdba,start
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: Q: GEM Window handeling?
Date: 1997/01/28
Message-ID: <5cjfqc$3h80t8_004@news.ti.com>#1/1
X-Deja-AN: 212711582
references: <32E89E84.4BCB@student.hk-r.se>
content-type: text/plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <32E89E84.4BCB@student.hk-r.se>, Richard Krejstrup
<di94rkr@student.hk-r.se> wrote:
>
>Asume that I'll want to use GDOS and want to write some
>grafic text and rotated text and some lines in the window.
>How would I get started. There is some exampels in the
>Atari Library docs for Lattice C but nothing that would
>help me in this matter.

It quite easy actually but relatively more difficult than using a line by line
output like printf(). Basically, you will need to know the location or
coordinates of where you want to draw. So there briefly what you do:
  1/ decide where to draw in xy coordinates.
  2/ decide what you are going to draw - text, box etc.
  3/ use one of the many vdi drawing rountines to draw it - depending
     on what you want to draw
     eg in drawing text, you will pass the following items to the function:
         x, y locations and the text to draw.

  Sorry but I cannot remember the functions name...
  (I mix up my Atari & VC++ functions calls anyway).

>
>Could anyone give me a hint and/or a bit of code
>to try out?? (please!!) How does the "boxes" work for
>window update? Do I have to make a virtual screen and
>copy (blit?) the virtual update-box-area to the window???
>

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS

http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From 5476545820026604508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e7f8b7fc45f3fee,start
X-Google-Attributes: gid1115ce,public
From: "Tracy" <(104317,440)@Compuserve.com>
Subject: how to run *.com & *.atr files using xlit016 and xf25 Atari emulators?
Newbie gril needs help
Date: 1997/01/28
Message-ID: <01bc0d0a$a8abd9c0$08bcaec7@phil>#1/1
X-Deja-AN: 212717072
organization: CompuServe Incorporated
newsgroups: comp.sys.atari.programmer

Hello, I am a newbie with a question concerning how to run *.com & *.atr
files using xlit016 and xf25 Atari emulators. Can you explain what is the
difference and between these extension and please explain (in some detail
as I am a newbie) how to run these files?

Tracy

Please respond to 104317.440@compuserve.com

From -4499378990391363227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Iconify check
Date: 1997/01/28
Message-ID: <5ckndv$ioo@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 212721948
references: <5c2kfi$ise@balaena.bio.vu.nl> <5c94gu$92n@news2.nkn.net>
content-type: text/plain; charset=us-ascii
organization: Technische Hochschule Darmstadt
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi!

In article <avg.854114934@news.cwi.nl>,
     avg@cwi.nl (Annius Groenink) writes:
> [Iconify worthless?]
> What makes it worthless is that you can only iconify if the user
> clicks the SMALLER. There is no way to actively iconify a window.

Not true. Atari post-documented a way to iconfy a window "by code". IIRC it was wind_set(win, WF_FULLXYWH(?), -1, -1, -1, -1);

> Also, many applications don't support iconify all, so if someone
> control + clicks on the smaller a slot gets reserved, but no
> icon appears. The slot will be empty until you reboot.
That's a bug in Atari's MultiTOS. Clever(er) implementations (like the ones found in N.AES or MagiC) don't create such empty slots.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 7766561425288499276
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52c64cba741a5e4a,start
X-Google-Attributes: gid1115ce,public
From: Nicklas Larsson <kilsmo@lysator.liu.se>
Subject: ANN: Glasnost mailing list
Date: 1997/01/28
Message-ID:
<Pine.GSO.3.95Lrindlow.970128190707.26926A-100000@tiny.lysator.liu.se>#1/1
X-Deja-AN: 212783580
organization: Link⍰ping University, Sweden
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hello everyone,

Have you ever heard of Glasnost? It is a game programming language that I am currently developing. It is freeware. For more info, visit

http://www.lysator.liu.se/~kilsmo/glasnost.html

There is now a Glasnost Mailing List:

Address: game_lang@lysator.liu.se

To subscribe, send an e-mail to game_lang-request@lysator.liu.se, with subscribe as subject.

To unsubscribe, send an e-mail to game_lang-request@lysator.liu.se, with unsubscribe as subject.

Subscription is not automatic, so it may take a little while until you are on the list (maximum 24 hours). You will get an e-mail that confirms that you are on the list.

Any questions, mail to kilsmo@lysator.liu.se

Nicklas Larsson

From 1162216103970224142
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6a865ab1674c45f7
X-Google-Attributes: gid1115ce,public
From: martin.schmidt@tu-bs.de (Martin Schmidt)
Subject: Re: AES 4(1) question
Date: 1997/01/28
Message-ID: <5cl9q6$3is_002@imt.ing.tu-bs.de>#1/1
X-Deja-AN: 212791111
distribution: world
references: <5bgn4t$8ct@due.unit.no> <5bvm0m$54p@m1.cs.man.ac.uk>
<5cjfqa$3h80t8_002@news.ti.com>
organization: Institut f⊠r Mikrotechnik
newsgroups: comp.sys.atari.programmer

Hi *

In article <5cjfqa$3h80t8_002@news.ti.com>, wongck@ti.com (William Wong)
wrote:
>In article <5bvm0m$54p@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk wrote:
>>
>>>And are there any free libraries for Pure C (I
>>>have 1.1) that supports these? Maybe my current libraries has 4.0/4.1
>>>support, it supports appl_search() although it's not mentioned in the
>>>helpfiles.
>>
>>No idea - I dont use Pure C, but the Lattice libraries have 4.1 support.
>>
>
>I am not sure about Pure C 1.1, I don't have that, but in Pure C 1.0, you can
>define your own GemDOS/XBIOS calls by using one of the following low level
>builtin function calls: gemdos(), bios() or xbios(). With these, you can
>define any calls you want.
>
try to get the freeware VDI-Enhancer (enhancer.zip?) by Behne+Behne (NVDI),
which enables VDI to use offscreen-bitmaps (without buying NVDI).
It oftens come with the game "`Ballerburg"⊠ and has an nice doku, wich
describes, how you can make use of "`extended"⊠ VDI calls, which enhancer.prg
provides. This mechanism works for every other enhancement (if you have one

;-)

Hope it helps,

Martin

Dipl.phys. Martin Schmidt Martin.schmidt@tu-bs.de
PGP public key on request (subject: PGP public key request)
fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26
"`All science is either physics or stamp collecting."⌧ -- E. Rutherford

From 3281778849473236598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1032a1,70fff4e290ef537c
X-Google-Attributes: gid1032a1,public
X-Google-Thread: 1115ce,70fff4e290ef537c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fe885,70fff4e290ef537c
X-Google-Attributes: gidfe885,public
X-Google-Thread: f5ddf,70fff4e290ef537c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,70fff4e290ef537c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc1e,70fff4e290ef537c
X-Google-Attributes: gidffc1e,public
X-Google-Thread: ffc26,70fff4e290ef537c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 108717,70fff4e290ef537c
X-Google-Attributes: gid108717,public
From: px-chris@ndirect.co.uk (Chris Holgate)
Subject: Re: VB and DLL's
Date: 1997/01/28
Message-ID: <19970128.160350.39@paradox.ndirect.co.uk>#1/1
X-Deja-AN: 212839327
references: <01bc0174$a5fbada0$a6477cce@internetamerica.airmail.net>
<19970114.184415.28@arcturus.demon.co.uk> <01bc09f6$bc20c400$324ea4c2@barry>
x-posting-agent: RISC OS Newsbase 0.57h
x-nntp-poster: FreeNews 1.03
organization: Private Account
reply-to: px-chris@ndirect.co.uk
newsgroups:
comp.programming,comp.programming.contests,comp.programming.literate,comp.programm
ing.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.pr
ogrammer,comp.sys.atari.programmer

In message <01bc09f6$bc20c400$324ea4c2@barry> "Barry Carr" wrote:
>
> Geoff Riley <geoffr@arcturus.demon.co.uk> wrote in article

> <19970114.184415.28@arcturus.demon.co.uk>...
> > In message <01bc0174$a5fbada0$a6477cce@internetamerica.airmail.net>
> "Gavin W. Landon" wrote:
> >
> > > (4) Does VB auto unload DLL's when done useing the function?
> >
> > Only when posted to appropriate groups rather than *programmer*.
>
> It depends on how the DLL was compiled ....

<-- snip M$ specific stuff -->

I appreciate that this wasn't your fault, Barry, but Geoff was just pointing out, albeit a bit sarcastically, that users of c.s.acorn.p, c.s.amiga.p c.s.apple2.p and c.s.atari.p are not neccesarily the most appropriate people to answer questions about M$ programming languages. Indeed, most of us frequent these groups because we want to have as little as possible to do with M$ specific programming.

Chris.

--
Turn left off the T1 superhighway just after infocentral and you'll find a rutted datapath with a 2.4 kbps speed limit. At the end of the path an old IBM AT lies in bits. Inscribed on the rusting case are the immortal words .. "Bother", said Pooh, as he accidentally deleted his message base.

From 3152392739363248909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f8621b684bfb99f
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: C Tutorial
Date: 1997/01/28
Message-ID: <32efd63a.1300914@news.airtime.co.uk>#1/1
X-Deja-AN: 213180113
content-type: text/plain; charset=us-ascii
organization: STOSSER Software
mime-version: 1.0
reply-to: comp.sys.atari.programmer
newsgroups: comp.sys.atari.programmer

Does anyone know what happened to the tutorial?, are my posts going missing?...Is there only me who can't see them?
Why do I get this strange feeling that "someone" is messing about with the feed to this group.....

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 6740654740423280994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f48950304e8d0c57
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: System call interfaces
Date: 1997/01/28
Message-ID: <2ac_9702030517@conchbbs.com>#1/1
X-Deja-AN: 214100923
organization: Houston Area League of PC Users
x-ftn-to: gmiller@inca.co.nz
newsgroups: comp.sys.atari.programmer

g > What is the best way to implement a system-call interface?

That depends largely on how many parameters need to be passed. (One
can also pass parameters using registers.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 3166838392305023935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f8621b684bfb99f
X-Google-Attributes: gid1115ce,public
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Subject: Re: C Tutorial
Date: 1997/01/29
Message-ID: <uP1vOFAVIq7yEwMr@thegibsons.demon.co.uk>#1/1
X-Deja-AN: 212847392
distribution: world
x-nntp-posting-host: thegibsons.demon.co.uk
references: <32f161f2.4829465@news.airtime.co.uk>
organization: The Mad House
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

Yo Tony !

On Sun, 26 Jan 1997 at 13:56:05, !ynoT wrote in <32f161f2.4829465@news.a
irtime.co.uk>

>
> Eeerm did I miss tutorial number 5? it hasn't passed through here? or
>am I jumping the gun ?....the C thread has died and the tutorials
>stopped, in fact the whole newsgroup has gone dead, ? surely the
>knitting class hasn't got to you all ? :)
>
> Hello! anyone there ? :)

Yup - I guess we're all here. R Dupuy mentioned in his last post (not a
formal C tut post) that he was going to change ISP from the crappy
service he was getting from AOL. I guess we'll hear from him pretty
soon now.

And if you think this group is dead :-

STOS IS CRAP !!!

that'll get 'er going again (hahahahahaha) :-)

Cheers,

Drew ;^)

```
*>   drew@thegibsons.demon.co.uk   <*
*>       dgibson@cameo.co.uk       <*
*>   FidoNet  2:2501/101.15        <*
*>          NeST  90:102/202.15    <*
*>   AtariNet 51:6/502.15          <*
*>          TurboNet 100:105/3.15  <*
*>     A STandard ProBBS Point !   <*
```

From 7315817344360324389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,449066414d76707
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,449066414d76707
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,449066414d76707
X-Google-Attributes: gid109a67,public
X-Google-Thread: 122dd1,449066414d76707
X-Google-Attributes: gid122dd1,public
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Subject: Re: CAB/STIK ERROR#600

Date: 1997/01/29
Message-ID: <5cmck2bnu1@mhafn.production.compuserve.com>#1/1
X-Deja-AN: 212869154
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries
.tos

I solved my own problem.I tried using my servers secondary Domain Name Server
and I no longer am getting the ERROR #600.So far So good
MICHAEL ROBILLARD <76060.1125@CompuServe.COM> writes:
> I keep getting Error #600 when trying to connect to a website using STIK/
> CAB. Can anyone tell me what I might be doing wrong and how I might fix
> it.
> THANKS

From -8239554763227947353
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39a756447b499f1
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Cookie jar patch prog
Date: 1997/01/29
Message-ID: <11d7cd$10828.2bc@HERMES>#1/1
X-Deja-AN: 212877756
references: <d71_9701272355@conchbbs.com>
newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
> g > However, if I was writing a multi-tasking OS...

> Autorun programs on a version of TOS which doesn't support cookie
> jars do not multi-task. Geneva REQUIRES JARxxx.prg (I don't know
> what MagiC does for it's cookie jar).

> The one I gave the source code for has only one good feature: it
> doesn't take up much RAM.

And what if it was launched after the multitasker had started?

For example, if it is run via an "INIT=MAKEJAR 300" line in MINT.CNF?
(I've known some people to do such things, even though the apps placed
into INIT= lines can often be monotasked before MiNT).

And that the processor is given to another task quickly thereafter, before
it has had time to fully initialise?

Messing with the basepage will prve fatal if the OS has stored important

info there before the task switch when it tries to switch back.

(Yes, I know that GENEVA is a co-operative multitasker, and wont switch
away until you give it permission to (via an evnt_???? call)

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From -5217574574271289970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,449066414d76707
X-Google-Attributes: gid111a55,public
X-Google-Thread: 122dd1,449066414d76707
X-Google-Attributes: gid122dd1,public
X-Google-Thread: 109a67,449066414d76707
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,449066414d76707
X-Google-Attributes: gid1115ce,public
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Subject: Re: CAB/STIK ERROR#600
Date: 1997/01/29
Message-ID: <5cn2qnpqp1@mhafc.production.compuserve.com>#1/1
X-Deja-AN: 212947156
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries
.tos

I now have a new problem.When trying to connect to some websites
CAB will just exit on its own and I think two bombs show on the screen

From -1293873727787993585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,950b135c52e002a6
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: Recovering from Bus errors
Date: 1997/01/29
Message-ID: <32EF11F7.167EB0E7@doc.ic.ac.uk>#1/1
X-Deja-AN: 212949860
references: <11a7cd$134c.28f@HERMES> <vyzn2tv8fk7.fsf@issan.informatik.uni-
dortmund.de>
content-type: text/plain; charset=us-ascii

organization: Imperial College of Science, Medicine and Technology, London
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

> Gaven Miller <gmiller@inca.co.nz> writes:
>
> |> As part of my Toolbox TSR, I'm trying to determine the exact amount of RAM
> |> a machine has installed - so the tlbxMachine call I've implemented will
> |> report the correct amounts of RAM installed.
>
> |> The documented system variables _phystop (addr $42e) and _ramtop (addr
> |> $5a4) are supposed to give the address of the first "unaccessible" byte
> |> beyond the end of installed physical RAM.
>
> |> However, as some software (for example Hisofts reset-proof Ramdisc) lowers
> |> _phystop, I have been trying to write a piece of code which validates the
> |> values stored in those two system variables.
>
> |> All goes well until the code hits the RTE at the end of my bus error
> |> handler, and then the whole machine hangs - no bombs, nothing. Only a
> |> press of the reset button (or keyboard reset) will cure it.
>
> |> The bus-error code runs in supervisor mode, and all it does is alter the
> |> return address from the exception to point to known "good" code, and, when
> |> running on a 68010 or better CPU, clears the "Retry Failing Access" flag
> |> in the stack frame (bit 15 of the word at offset 8 for an 010, or 10 for
> |> an 020/030) - which is not necessary on a 68000 as it cannot retry a
> |> failed instruction.

It sounds as if you're causing a double bus fault; this happens
because; are you sure "Retry Failing Access" doesn't have
negative sense? The other thing you should check is that your
return address on the stack (and equally your status register)
are correct. If the stack pointer were to point to the wrong
place, you would almost certainly double fault the CPU - and on
almost all CPUs, a double bus fault puts the processor into a
sort of halt mode, where it doesn't even bother trying to execute
instructions.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From -3061184685368556664
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b43cbcc55766aead,start
X-Google-Attributes: gid1115ce,public
From: cronos@worldaccess.nl (Richard Karsmakers)
Subject: GEMulator FAQ in the making

Date: 1997/01/29
Message-ID: <N.012997.111700.14@wxs4-8.worldaccess.nl>#1/1
X-Deja-AN: 212962684
organization: World Access, Internet, E-mail and Videotex
newsgroups: comp.sys.atari.programmer

Hi there, and sorry for the cross-posting...

GEMulator is an Atari ST emulator for PCs. The creation of a newsgroup is in the making, although limited to a planning stage at the moment. I am currently setting up a FAQ file, and I would like to request everyone who has fixed any of the problems he ran into to write them down (including their solutions) and mail me at my private email address. It looks like the first version of the FAQ will primarily be questions (so you're welcome to ask questions that you don't know the answers to, too), but I'm sure we'll get there in the end.
If you want to be put on the GEMulator FAQ mailing list, please email me with a subject of "sub GEMulator FAQ list".

If you want to have a look at some of the problems *I* am having with the GEMulator...

1) "ST Zip" won't work. It cannot write (deflate) anything; it gets write errors on the hard disk. Can this be fixed?

2) Can "FastCopy Pro" be made to work? I tried to copy a disk (this had readable directories and folders) and, although FCopy appeared to work fine (albeit slow when writing) the target disk had 0 bytes used, and no folders either.

3) "Revenge Doc Displayer" refuses to be installed properly. How come?

4) "Freedom" seems not to work; the file selector seems unable to let you save a document that already exists, although it does update the time stamp.

5) "Xboot" sees folders double and can't find its own "c:\XBOOT\" path. Suggestions?

6) "Ledpanel" doesn't work.

7) I tried installing Geneva and Neodesk 4 on the GEMulator. Neo4 seems to work just fine. Installing Geneva goes fairly OK, but it can't use Neo4 at the same time. I think the problem is the following: To autoboot Neo4 from Geneva (as a shell), Geneva has to read the specs from GEM.CNF. And the GEM.CNF is always 0 bytes after installing it on GEMulator...

8) The GfA Basic compiler "MENU.PRG" screws up compiling. I fixed this problem...a solution will be in the FAQ.

9) A failsafe way to check the write-protect status (on any Atari, any TOS version) won't work on GEMulator. How can one check this now?

That's it...I hope there'll be lots of response.

--
/----------\
| Richard Karsmakers cronos@worldaccess.nl |
\----------/
   C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
 "ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/----------\
| "Who is General Failure and why is he reading my disk?" |
\----------/

From 3062113372278512479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbc2a866cd9f02bc,start
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: AV_Protocol - how to get Environment AVSERVER
Date: 1997/02/06
Message-ID: <5dctbt$s9q@nnrp1.news.primenet.com>#1/1
X-Deja-AN: 214863693
organization: JR Enterprises
x-posted-by: @206.165.20.110 (rojewski)
newsgroups: comp.sys.atari.programmer

I have two AV_PROTOCOL documents, one specifies finding the name of the AVSERVER environment variable. Is shel_write(8...) the way to get this, or a simpler way.

Also, how can I test this using single-TOS (4.04). If seems like I need Magic or MultiTos to check it out.

Thanks in advance,
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From -6748824279847642530

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e929e3553dedec22
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: HELP: Keypress detection!
Date: 1997/02/06
Message-ID: <855254898@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 214921285
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2076590548@144.173.2.230>
x-ftn-reply: 144.173.2.230 7bc641d4
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32fa2772
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

D.E.Jones wrote:

> Hi all,
> I am a keen programmer and I am having a problem with detecting
> keypresses. This is what I would like to be able to do:
>
> - Call a function that will return the scan code of any key that is
> pressed down at the time.

peek($fffffc02) gives the scancode of the last pressed key. You have to read the adress in Supervisor mode, in Gfa it's called speek() if I remember right, numbers 0<x<128 are scancodes for pressed keys, the same code + 128 is the realease code for the same key. Warning: when the mouse of a joystick is active a special mouse or joystick packet is send to the same adress, you can't distinguis between mouse or joystick packed data.
But ehh... doesn't inkey$ the job?

Bye, Hans Wessels

From 7180028029815697688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e929e3553dedec22
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: HELP: Keypress detection!
Date: 1997/02/06

Message-ID: <855252046_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 214926846
x-nntp-posting-host: swampdog.demon.co.uk
organisation: SwampDog
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <D.E.Jones-06029711354100001@144.173.2.230>
D.E.Jones@ex.ac.uk (D.E.Jones) said:-

>Hi all,
> I am a keen programmer and I am having a problem with detecting
>keypresses. This is what I would like to be able to do:
>
> - Call a function that will return the scan code of any key that is
>pressed down at the time.

Bconin()

>> I know that the Atari ST has double debouncing so it would only be
>able to return the scan code for the last key that was pressed, but that
>will be fine.
>> I can call a function to return a value for the shift, control, etc..
>keys without any problems using one of the XBIOS routines. I would like a
>similar function for the other keys.

Rather than use Kbshift() - get Bconin() to return the shift bitmask
in bits 24..31 by toggling bit 3 of conterm (byte at location $484).
This saves them getting out of sync.

>> I have tried using other XBIOS routines relating to keyboard
>detection, but they all seem to use a keyboard buffer. This means that it
>returns the last key that was pressed, and not necessarily the key that is
>being pressed at the time.

Avoid this problem by disabling keyboard repeats - clear bit 1 of
conterm to do this. Just in case the buffer has chars in it before you
start, flush it via WHILE (Bconstat(BC_CON)) DO Bconin(BC_CON);

>> I need to be able to tell if a key is being pressed or not being
>pressed at the time the function is called.

Having done the above initialisation the test is simple ...

IF (Bconstat(BC_CON)) THEN key = Bconin(BC_CON);

.. the asci code is in the low byte of the low word of 'key'. The
scan code is in the low byte of the high word, and the Kbshift() bits
are in the high byte of the high word.

>> I managed to find a memory location (521 bytes after the keyboard
>buffer, I think) on my 2meg STE that does the trick: When a key is down

>the memory location hold the scancode for that key. When no key is down
>the memory location holds a null byte.
>> I can call a function to check the value in this memory location, and
>therefore detect which key is being pressed, if at all.
>> This memory location varies for different TOS versions and different
>machines!

oo-er! ;-)

>> I believe there must be a command in BIOS, XBIOS or GEMDOS (or
>something else) that will allow me to detect a keypress without using a
>keyboard buffer or repeat/delay rates etc..
>> ..or there may be some way of finding out where the memory location
>(holding the scancode) is for the machine that the program is running on.

It would be a lot of work to get access at a lower level - keyboard
processor interrupts, buffers and suchlike.

> I program using GFA basic, but I should be able to call BIOS commands
>that other languages use. If anyone could help me I would be very
>grateful. Thankyou.

There is another alternative - use the VDI. I had the urge to go see
how difficult it would be and was pleasantly surprised to find it was
trivial, especially considering I've never used the VDI input calls
before! ...

```
#define  DEF_VDI
#define  DEF_VSF_INT
#include <gem.h>

main()
{int wki[11]  ={1,1,1,1,1,1,1,1,1,1,2},
     wko[57],
     vh;
 Rect    nowt;
 int xy[4];
 uint    k;

 appl_init();
 vh = graf_handle(PRECT(nowt));
 v_opnvwk(wki,&vh,wko);

 /* completely pointless red box ... */
 vsf_interior(vh,VSF_INT_PATTERN);
 vsf_style(vh,4);
 vsf_perimeter(vh,TRUE);
 vsf_color(vh,RED);
 v_hide_c(vh);
 xy[0] = xy[1] = 0;
 xy[2] = wko[0];
 xy[3] = wko[1];
 v_bar(vh,xy);
```

```
 v_show_c(vh,TRUE);

 /* the relevent bit ... */
 /* enter sample mode ie dont wait for input - return immediately */
 vsin_mode(vh,3,2);
 do  {
     printf("\033H\033K");  /* yep, lets mix console and graphics! */

     /* if keypress print scancode and ascii code */
     if (vsm_choice(vh,&k))  printf("0006",k);
     /* shift etc test [vq_key_s()?] omitted */

     printf("\n");      /* easier than fflush(stdout) <G> */
     evnt_timer(100,0); /* so we get a chance to see printf()! */
 }while ((k & 0xff) != 13);
 /* ... end of relevent bit */

 v_clsvwk(vh);
 appl_exit();
 exit(0);
}
```

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -4075768241590401052
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d343c84acb8fdbd
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: GEM questions
Date: 1997/02/06
Message-ID: <32FA5012.15FB7483@doc.ic.ac.uk>#1/1
X-Deja-AN: 214933947
references: <247cd$16a2.68@HERMES>
content-type: text/plain; charset=us-ascii
organization: Imperial College of Science, Medicine and Technology, London
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4c)

> But, this feels like a bit too much work. Is there a way to check AES

> version and open a workstation when the plug-in is being loaded at boot
> time?

No. To put it simply.

In more complicated but less subtle phraseology: No.

To rephrase another way; No.

Basically, you can't do it. AND DON'T EVEN THINK ABOUT OPENING
A PHYSICAL WORKSTATION YOURSELF; YOU'LL CAUSE ALL SORTS OF
PROBLEMS (most likely, anyway).

Do it just the way you are doing it at the moment, and you'll be
fine. OK - so it's complicated, but have you ever programmed
Windows(TM)(R)(whatever other letters are after it at the moment)?
Windows is *really* complicated. And when I say *really*, I
mean *REALLY*. ;->

_____
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From -6719891588244102493
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,535f0b803ac64da7
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Windows 95 Info Guide
Date: 1997/02/06
Message-ID: <277cd$a2f0.12d@HERMES>#1/1
X-Deja-AN: 214935996
references: <40275335.16541289@news.zippo.com> <5dceor$jlq@balaena.bio.vu.nl>
newsgroups: comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote:
> cjtech@inreach.com wrote:
> : Find out what you've been missing...
> : WINDOWS 95 INFO GUIDE
> : The Only Software Package That Gives You All You Need!

> Great... Just what we need... :-(

Of course we need it.

As we all know, Atari programmers are really Windows PC programmers.

And, of course, the name of this newsgroup ("comp.sys.atari.programmer")
is just another Microsoft secret invention (shortly after Bill Gates
created the Internet) for housing the best Windows programmers and keeping

them away from the know-nothing rabble - like Microsoft programmers.

{[:-)]

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

From -1622393991290676757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbc2a866cd9f02bc
X-Google-Attributes: gid1115ce,public
From: josk@ifi.unit.no (Jo Even Skarstein)
Subject: Re: AV_Protocol - how to get Environment AVSERVER
Date: 1997/02/06
Message-ID: <5dcvi2$gtl@due.unit.no>#1/1
X-Deja-AN: 215048740
references: <5dctbt$s9q@nnrp1.news.primenet.com>
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

John M Rojewski (rojewski@primenet.com) wrote:
:
: I have two AV_PROTOCOL documents, one specifies finding the name of
: the AVSERVER environment variable. Is shel_write(8...) the way to
: get this, or a simpler way.

getenv("AVSERVER") should do the trick. I don't think you need any special
TOS-version to use this.

Jo Even Skarstein

From -3871511930954047782
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,4d343c84acb8fdbd
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: GEM questions
Date: 1997/02/06
Message-ID: <2c5_9702081513@conchbbs.com>#1/1
X-Deja-AN: 217470288
organization: Houston Area League of PC Users
x-ftn-to: gmiller@inca.co.nz
newsgroups: comp.sys.atari.programmer

The screen workstation has already been opened, and the handle can
be obtained using graf_handle(). Calling v_opnwk() again will
probably crash.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -6330060097929894762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fec08982c4c0241
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Cookies List
Date: 1997/02/06
Message-ID: <2c6_9702081513@conchbbs.com>#1/1
X-Deja-AN: 217470317
organization: Houston Area League of PC Users
x-ftn-to: msbaines@cix.compulink.c
newsgroups: comp.sys.atari.programmer

m > I need an up-to-date list of all available cookies for an
m > update of my PROFILE 2 program.

What do you mean by ALL available cookies?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|

| Standard disclaimer: The views of this user are strictly his own.

From -7351357315664108551
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,20bca45744b175c0,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,20bca45744b175c0,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,20bca45744b175c0,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 122dd1,20bca45744b175c0,start
X-Google-Attributes: gid122dd1,public
X-Google-Thread: 109a67,20bca45744b175c0,start
X-Google-Attributes: gid109a67,public
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Subject: EXTENDED FILE SYSTEM
Date: 1997/02/07
Message-ID: <5df6f2qsk1@mhafc.production.compuserve.com>#1/1
X-Deja-AN: 215062480
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech,de.alt.binaries.tos

Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
as THIS.EXAM.PLE instead of THISEXAM.PLE)

From -4883087986415853913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,20bca45744b175c0
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,20bca45744b175c0
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,20bca45744b175c0
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,20bca45744b175c0
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 122dd1,20bca45744b175c0
X-Google-Attributes: gid122dd1,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: EXTENDED FILE SYSTEM
Date: 1997/02/07
Message-ID: <Pine.BSI.3.95.970207090851.17448A-100000@usr04.primenet.com>#1/1
X-Deja-AN: 215075742
references: <5df6f2qsk1@mhafc.production.compuserve.com>
to: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
content-type: TEXT/PLAIN; charset=US-ASCII

organization: Primenet Services for the Internet
mime-version: 1.0
x-posted-by: kellis@206.165.5.104 (kellis)
newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech,de.alt.binaries.tos

Yup, Get mint with minix or magic with VFAT.
That will work. bye :)
However the desktop from thr ROM can not display the longfilename
correctly.
You woudl need an alternative desktop.
However Magic comes (I believe) with it's own desktop.

On 7 Feb 1997, MICHAEL ROBILLARD wrote:

>Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
>as THIS.EXAM.PLE instead of THISEXAM.PLE)
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 586580351909688387
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d343c84acb8fdbd
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: GEM questions
Date: 1997/02/07
Message-ID: <Pine.A32.3.91.970207150058.24479C-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 215075781
references: <247cd$16a2.68@HERMES>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 4 Feb 1997, Gaven Miller wrote:

> I am trying to write a 3D object plug-in for my Toolbox TSR.
>
> This plug-in is to be responsible for redrawing and handling 3D objects on

> screen.
>
> In order to redraw objects, a separate VDI virtual workstation handle is
> required. To open a virtual workstation, one needs the system workstation
> handle, which can be retrieved via the AES call graf_handle.
>
> But the AES isn't available until all the AUTO folder programs have been
> enumerated and have run to completion (either Pterm, Pterm0 or Ptermres).
>
> So, how do I open a VDI workstation from within the AUTO folder? And, if

I'm not completely sure if VDI is available from within the AUTO folder,
but I guess so. You simply open a workstation (not a virtual one !) for
the screen, and you can draw using this handle. You must have closed it
again by the time the AUTO execution is finished, otherwise AES can't
open their screen workstation.

> so, can I leave it open through a Ptermres() call? (So I can use the

No, see above. There is not way to tell the AES to open a virtual,
instead of a 'real' workstation.

> stored handle in my VDI redraw routines in the plug-in as called from the
> main app)
>
> I believe thet I can use v_opnwk and open a full workstation, but that
> will then prevent GEM from using v_opnwk when it [GEM] starts.

Yes.

> At present, the plug-in requires the calling app to call an intialisation
> function, passing in a pointer to a buffer containing AES version (if it
> is over 3.3 and we are in a 16+ colour screen mode then 3D effects are
> applied, otherwise not) and the system VDI handle. On return from the init
> function, the rest of the buffer is filled in with pointers to callback
> functions in the plug-in to be used for redrawing (ie within a G_PROGDEF
> object)

You can make your code be a Ptermres program, which only initialises the
most basic stuff, but not the VDI. Then make an accessory (better : a CPX
module) to call the init routine automagically after the AES have started.
I guess you'll need some user settable variables too, the accessory or CPX
is the perfect place to let the user enter them. The init routine then
opens a virtual workstation just like you're used to do.

> And, of course, when the prog exits, it has to call a de-initialisation
> function within the plug-in.

Not needed with a Ptermres solution, like the one I suggested.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -5414544525784812994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,20bca45744b175c0
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,20bca45744b175c0
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,20bca45744b175c0
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,20bca45744b175c0
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 122dd1,20bca45744b175c0
X-Google-Attributes: gid122dd1,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: EXTENDED FILE SYSTEM
Date: 1997/02/07
Message-ID: <5dfcog$fu4@newstoo.ericsson.se>#1/1
X-Deja-AN: 215076008
references: <5df6f2qsk1@mhafc.production.compuserve.com>
organization: Ericsson Software Technology AB, Karlskrona, Sweden
reply-to: epkerha@epk.ericsson.se
newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech,de.alt.binaries.tos

In article <5df6f2qsk1@mhafc.production.compuserve.com>, MICHAEL ROBILLARD
<76060.1125@CompuServe.COM> writes:
>Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
>as THIS.EXAM.PLE instead of THISEXAM.PLE)

Use MiNT and MINIX filesystem
it works very well for me on my ATARI ST, ATARI STE and FALCON.

Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
or   erikhall@tripnet.se   /|\   ---------------
URL : http://www.tripnet.se/home/erikhall/index.html   / | \

From -7674878623558499865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Iconify check
Date: 1997/02/07
Message-ID: <Pine.A32.3.91.970207151442.24479D-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 215077500
references: <5c2kfi$ise@balaena.bio.vu.nl> <5c94gu$92n@news2.nkn.net>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 3 Feb 1997, Thomas Binder wrote:

> Hi!
>
> In article <5ckndv$ioo@rs18.hrz.th-darmstadt.de>, I wrote:
> > Not true. Atari post-documented a way to iconfy a window "by code". IIRC it
> > was wind_set(win, WF_FULLXYWH(?), -1, -1, -1, -1);
> OK, here's the correct way to do it (thanks to Thomas Much who sent this
> correction to me):
>
> -- cut here --
> Create a window (or if it's open, call wind_close()),
> make a wind_set(handle,WF_ICONIFY,-1,-1,-1,-1) and a
> wind_open(handle,-1,-1,-1,-1) call. There you are.

Why should it be closed and reopened ? From my experience it works
perfect if only the wind_set is called !?!

> appl_getinfo() tells you if you can use iconification at all.
> -- cut here --
>
> Hope that helps ...

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 228386172453488269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,20bca45744b175c0
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,20bca45744b175c0
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,20bca45744b175c0
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,20bca45744b175c0
X-Google-Attributes: gid109a67,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: EXTENDED FILE SYSTEM
Date: 1997/02/08
Message-ID: <5dgg6l$p7s@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 215204177
distribution: g
references: <5df6f2qsk1@mhafc.production.compuserve.com>
followup-to:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech
organization: University of Sussex
newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech

MICHAEL ROBILLARD (76060.1125@CompuServe.COM) wrote:
: Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
: as THIS.EXAM.PLE instead of THISEXAM.PLE)

Well, you could either get Magic which uses the Windows 95 VFAT filesystem
(crap, crap, very crap) or you could get MiNT with Minix and have a proper
filesystem which is very, very fast. Both offer long filenames. Magic costs
money, whereas MiNT and Minix can be downloaded from any good Atari FTP site.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

From -5617604826862431359
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f48950304e8d0c57
X-Google-Attributes: gid1115ce,public
From: shc103@york.ac.uk (Steve Carter)
Subject: Re: System call interfaces
Date: 1997/02/08
Message-ID: <5dhnqt$rju@netty.york.ac.uk>#1/1
X-Deja-AN: 215297049

references: <854394732_OASIS_@swampdog.demon.co.uk>
organization: The University of York, UK
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
~ Thirdly and probably the most important, the interface is pretty
~ flexible. Atari used traps, maybe the PC used another calling method
~ like a fixed address (a complete guess there), and if Gem had taken
~ off bigtime then a "stackless" machine wouldn't have any problems
~ either.

A PC under dos or BIOS uses traps, though they're called 'software interrupts' and the instruction (in most high-level languages) is intr or dosintr or intr86.

I _think_ windows uses a different method, but I never could figure it out.

Steve Carter, shc103@york.ac.uk, http://www.york.ac.uk/~shc103

"I'm an ex-citizen of nowhere,
 and sometimes I get mighty homesick."
        - Ben Rumson in Paint Your Wagon

From -2707978684259966925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,834084257addda4c,start
X-Google-Attributes: gid1115ce,public
From: shc103@york.ac.uk (Steve Carter)
Subject: Falcon Audio Internals?
Date: 1997/02/08
Message-ID: <5dhnuu$rju@netty.york.ac.uk>#1/1
X-Deja-AN: 215297050
organization: The University of York, UK
newsgroups: comp.sys.atari.programmer

Hi,
I'm hoping to write a realtime MIDI->Sample player for a Falcon. Can anyone tell eme where to get and overview and more indepth spec of the falcon audio? Also any advice on a good 68030 reference book. Cheers.

--

Steve Carter, shc103@york.ac.uk, http://www.york.ac.uk/~shc103

"I'm an ex-citizen of nowhere,

and sometimes I get mighty homesick."
- Ben Rumson in Paint Your Wagon

From 7396694125505457483
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fec08982c4c0241
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Cookies List
Date: 1997/02/08
Message-ID: <E5Aox4.IzI@cix.compulink.co.uk>#1/1
X-Deja-AN: 215345072
references: <E4xn9E.3Fu@cix.compulink.co.uk> <HBGJCGUQUp@tos.ak.planet.gen.nz>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>The author of The Cookie Monster can be contacted at:
>J.J.Troup@comp.brad.ac.uk
>according the documentation.
Thanks Mario.

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

From 839416662742151913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,269dd9b1f370626c,start
X-Google-Attributes: gid1115ce,public
From: chsu@from.net
Subject: Send 20 FREE Pages of Fax to any Fax machines in the World!
Date: 1997/02/08
Message-ID: <5dijhf$nhu@netnews.hinet.net>#1/1
X-Deja-AN: 217454279
organization: Fax24 International, Inc.
newsgroups: comp.sys.atari.programmer

Send Fax through the Internet. Low domestic and international rates.

20 FREE pages of Fax! Send to any Fax machines in the world! No obligation.

Visit the site at:

http://www.edfax.com/faxsav.htm

Chris Sundres
chsu@from.net

From 127318510242997228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9ad06e2e6b7866b,start
X-Google-Attributes: gid1115ce,public
From: xxxhot@*(^$#>(noreply).com
Subject: ADULTS ONLY- Check this out!
(fiYGpZ)
Date: 1997/02/08
Message-ID: <32fcda97.0@news.cias.net>#1/1
X-Deja-AN: 217459584
newsgroups: comp.sys.atari.programmer

Are you into HOT CHAT? We've got the world's largest voice-personal dating system, as well as the hottest, sexiest "1 on 1", "2 on 1", and "PARTY-LINE" chat you'll find anywhere, all in one place! And you don't have to call a 900 number to get in on this hot phone fun!

You can choose from 5 hot programs that are sure to fulfill your every desire!

You can press 1 from the main menu to choose from our sexy "1 ON 1" PLEASURE MENU, then:

*to talk to a BEAUTIFUL SEXY GIRL, press 1.
*for a 1 on 1 session with an experienced DOMINANT MISTRESS, press 2.
*for steamy talk with a LUSCIOUS TRANSVESTITE, press 3.
*for an erotic 1 on 1 chat with an EXOTIC TRANSSEXUAL, press 4.

*for some man to man action with a HOT GUY, press 5.
You'll be billed just $3.99 per minute for your selection.

Or you can press 2 from the main menu to DOUBLE YOUR PLEASURE, then:

*to speak to 2 HOT SEXY GIRLS, press 1.
*to get it on with a swinging WILD COUPLE, press 2.
You'll be billed just $4.99 per minute for your selection.

Or you can press 3 from the main menu to join the GROUP ORGY LINE!
*You can party with the nations nastiest swingers for only $2.50 per minute.

Or you can press 4 from the main menu, then:
*Press 1 to join the FANTASY NETWORK. This is the world's only phone service that allows you to connect with people who share your personal fantasies. This state-of-the-art voice mail system lets you listen to messages from beautiful girls, sexy transvestites and she-males, gay and bisexual males, and dominant women. Leave them a hot and sexy message, then call back to see what erotic message they have left for you. You'll be billed just $3.50 per minute.
*Or press 2 to listen to a hot selection of recorded fantasies steamy enough to make you explode! Choose from beautiful, sexy women's fantasies or domination stories. You'll be billed just $2.49 per minute.

Or you can press 5 from the main menu for the HOT AND NASTY DATELINE, where you can listen, and respond, to voice personal ads from hot horny girls in your neighborhood, including their real names and home telephone numbers! You can also leave your own personal message for people to get in touch with you. Make new friends on the world's busiest voice personal lines! Meet singles or couples, gay or straight; you'll be billed only $2.99 per minute.

***JUST CALL 1-800-756-3906 to use your Mastercard, Visa, or American Express card. The charge is just $2.49-$4.99 per minute, plus a 50 cent connection fee. 18+ only.

***OR CALL 1-900-745-4398. The charge is just $2.49-$4.99 per minute. Must be 18 years of age or older.

Call now!!! YOU WON'T REGRET IT!

(fiYGpZ)

From -8907596731349649897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3c3feb1f86728a5,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: What about a GIF DSP decoder?
Date: 1997/02/09
Message-ID: <5667018_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 217639118

x-nntp-posting-host: the-gap.demon.co.uk
organization: The home of CoSTa and XURL
reply-to: gary@the-gap.demon.co.uk (Gary Priest)
newsgroups: comp.sys.atari.programmer

Here's an idea:

If anyone out there can code the DSP and has knowledge of GIFs, how about writing a GIF DSP decoder (along the same lines as the Brainstorm JPEG one, ie. a TSR).

This could then quickly become a standard (like the jpeg one) and I'm sure applications such as CAB and GemView etc. could be changed to support it!!

So, how about it anyone?

Regards, Gary

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From 407123214759500316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae744791f28701b
X-Google-Attributes: gid1115ce,public
From: R. Mellish <rm03@ic.ac.uk>
Subject: Re: Fortran for ST
Date: 1997/02/09
Message-ID: <5dkads$bfs@oban.cc.ic.ac.uk>#1/1
X-Deja-AN: 217676028
references: <32F7C5D8.5A94@student.lboro.ac.uk>
organization: Acme Labs
newsgroups: comp.sys.atari.programmer

Richard John Lawson <r.j.lawson-96@student.lboro.ac.uk> wrote:
>Could anyone direct me to a decent public domain version of Fortran for
>the Aatri ST?

I don't have any experience of using it myself, but try:

http://sunsite.doc.ic.ac.uk/packages/atari/umich/Programming/fortran.zip

-- Robert Mellish (YSFC #20) All the bees are dead.

From 3105759499518705275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,be41cbe6cb9cf2d2,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,be41cbe6cb9cf2d2,start
X-Google-Attributes: gid1115ce,public
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Subject: Direct YM2149 programming
Date: 1997/02/09
Message-ID: <Pine.SGI.3.91r.970209235342.21115B-100000@freenet>#1/1
X-Deja-AN: 217730220
x-sender: lerwick@freenet
content-type: TEXT/PLAIN; charset=US-ASCII
organization: gofast.net -- ISDN ISP for MPLS/STPL
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Ok, I'm really bored, is there any docs on how to directly program the
PSG on the 'net? I'm trying to write a player (in GFA basic!) for the .YM
format used by the ST Sound Emulator. I have 'The Atari ST Internals'
page that used to be on Flinnys old STiK page, (where did this go to??)
I've (s)poked around $FFFF8800, but I can't get anything to happen. What
exactly do I do with these addresses??

=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
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=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
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From -5934735282627786901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d343c84acb8fdbd
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GEM questions
Date: 1997/02/09
Message-ID: <855505512_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 217750220

x-nntp-posting-host: swampdog.demon.co.uk
organisation: SwampDog
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <2c5_9702081513@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>The screen workstation has already been opened, and the handle can
>be obtained using graf_handle(). Calling v_opnwk() again will
>probably crash.

I tried it under MagiC and Ease just for the hell of it ... the
program itself worked ok although the whole system froze after it
terminated - not surprising really! ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 5607590144429250213
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f48950304e8d0c57
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: System call interfaces
Date: 1997/02/09
Message-ID: <855505406_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 217750221
x-nntp-posting-host: swampdog.demon.co.uk
organisation: SwampDog
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <5dhnqt$rju@netty.york.ac.uk>
shc103@york.ac.uk (Steve Carter) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>~ Thirdly and probably the most important, the interface is pretty
>~ flexible. Atari used traps, maybe the PC used another calling method
>~ like a fixed address (a complete guess there), and if Gem had taken
>~ off bigtime then a "stackless" machine wouldn't have any problems

>~ either.
>
>A PC under dos or BIOS uses traps, though they're called 'software
>interrupts' and the instruction (in most high-level languages) is intr or
>dosintr or intr86.

That makes sense.

>I _think_ windows uses a different method, but I never could figure it
>out.

It probably has to email a request to http://www.microsoft.com! <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 5322462939793182155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d343c84acb8fdbd
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: GEM questions
Date: 1997/02/10
Message-ID: <2a7cd$c2637.3b5@HERMES>#1/1
X-Deja-AN: 217671822
references: <2c5_9702081513@conchbbs.com>
newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
> The screen workstation has already been opened, and the handle can
> be obtained using graf_handle(). Calling v_opnwk() again will
> probably crash.

Thanks for your response.

I was referring to something loaded during the boot phase (ie from the
AUTO folder).

From what I am led to believe, GEM AES funcs like graf_handle are not
avaialable until after the AUTO folder has been scanned.

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

From 4563026036559239167
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d343c84acb8fdbd
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: GEM questions
Date: 1997/02/10
Message-ID: <5dmth8$1g97@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 217767519
references: <247cd$16a2.68@HERMES> <32FA5012.15FB7483@doc.ic.ac.uk>
content-type: text/plain; charset=us-ascii
organization: Technische Hochschule Darmstadt
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi!

In article <32FA5012.15FB7483@doc.ic.ac.uk>,
     "Alastair J. Houghton" <ajh8@doc.ic.ac.uk> writes:
>> But, this feels like a bit too much work. Is there a way to check AES
>> version and open a workstation when the plug-in is being loaded at boot
>> time?
> [...]
> Basically, you can't do it. AND DON'T EVEN THINK ABOUT OPENING
> A PHYSICAL WORKSTATION YOURSELF; YOU'LL CAUSE ALL SORTS OF
> PROBLEMS (most likely, anyway).
In the Auto-folder, it's no problem to open a physical workstation (but you
must close it on exit). Many boot selectors do so to allow the use of the
mouse.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 2140693851150763216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,834084257addda4c
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Falcon Audio Internals?
Date: 1997/02/10
Message-ID: <5dn01c$kvg@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 217776044
references: <5dhnuu$rju@netty.york.ac.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <5dhnuu$rju@netty.york.ac.uk>, shc103@york.ac.uk (Steve Carter) writes:
>Hi,
>I'm hoping to write a realtime MIDI->Sample player for a Falcon. Can

Excelent! I have been waiting for one of these for ages! :-)

>anyone tell eme where to get and overview and more indepth spec of the
>falcon audio?

I have example 680x0 and C code for playing samples on the Falcon using
the appropriate XBIOS calls on my WWW pages. I haven't detailed how to
do it directly accessing the hardware, but this is quite simple once you
know how the OS calls work (the hardware is the same thing - just not as
nice an interface, and quite a bit faster).

The programming pages are at:
   http://www.cs.man.ac.uk/~jacquesa/programming/

I haven't (yet) got any info on MIDI, but I might add some (mail me if
you are interested in this).

> Also any advice on a good 68030 reference book. Cheers.

well, a good DSP book might be of more use... :)

Anthony
--
---------------------------------------+-------------------------------
Anthony Jacques   IRC: AnthonyJ | STOS Falcon Extension v1.2a
                                     | Generic STOS Fixer v1.3

mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
---
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

From 8103401662691335985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d343c84acb8fdbd
X-Google-Attributes: gid1115ce,public
From: =?iso-8859-1?Q?Jes=FAs?= Cea =?iso-8859-1?Q?Avi=F3n?= <jcea@argo.es>
Subject: Re: GEM questions
Date: 1997/02/10
Message-ID: <32FF39B8.5AD9@argo.es>#1/1
X-Deja-AN: 217788588
cache-post-path: corinto!unknown@castor.argo.es
references: <247cd$16a2.68@HERMES>
to: Gaven Miller <gmiller@inca.co.nz>
content-type: text/plain; charset=us-ascii
organization: Argo Redes y Servicios Telematicos, S.A.
mime-version: 1.0
reply-to: jcea@argo.es
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (Win95; I)

> But the AES isn't available until all the AUTO folder programs
> have been enumerated and have run to completion (either Pterm,
> Pterm0 or Ptermres).

What about programming your plugin using an Accesory, instead of an Auto
Program?.

--
Jesus Cea Avion
jcea@argo.es
PGP Key Available at KeyServ
"Things are not so easy"
"My name is Dump, Core Dump"
"El amor es poner tu felicidad en la felicidad de otro" - Leibnitz

From 4354562415730143708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7f3a096e48a180c,start
X-Google-Attributes: gid1115ce,public
From: sig@end.article (Gerry O'Rourke)

Subject: GTAR crashes with > 100MByte files - any ideas?
Date: 1997/02/10
Message-ID: <sig-1002971334010001@47.85.0.99>#1/1
X-Deja-AN: 217795695
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

Hi

I use a version of GNU Tar made by a guy called Alan Hourihane, because it works with the Tapebios package (also his). This version is Tar 1.10.

It worked really well, allowing me to backup files to a Tar archive, which was easily read by another computer..

Problem; if I attempt to backup more than (approx) 100 MBytes it crashes.

It causes a Bus Error, the PC has a value like 677A004E, which AIUI, is way above the addressing space of the 68000.

Does anybody know any reason why, like is there a maximum file size on the ST under TOS 1.04 ?

Is this a symptom of Stack underflow/overflow ?

The problem can't be the Tapebios driver, as I can create disk images of 250 Mbyte disks.

The crash happens under TOS or MiNT (1.12.6 or 1.14).

Machine is a 4 Mbyte STFM, TOS 1.04.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From -6816398515023043266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,97840bc934627975,start
X-Google-Attributes: gid1115ce,public
From: april@october.com
Subject: CD~R Media at Good Prices
Date: 1997/02/10
Message-ID: <5dna6i$1eh@dfw-ixnews5.ix.netcom.com>#1/1
X-Deja-AN: 217796285
organization: T.h.e. C.o.p.y. C.a.t. S.h.o.p
x-netcom-date: Mon Feb 10 8:09:22 AM CST 1997
newsgroups: comp.sys.atari.programmer

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders, software, and media needs.

If you have any questions feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

From 7281675652861600738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,31bb36c4385d3ade,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,31bb36c4385d3ade,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Postmortem program required
Date: 1997/02/10
Message-ID: <11652845_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 217839264
x-nntp-posting-host: the-gap.demon.co.uk
organization: The home of CoSTa and XURL
reply-to: gary@the-gap.demon.co.uk (Gary Priest)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Does anyone know of a good 'postmortem' program that displays the registers etc. after a program has bombed ie. RAM $380 - $3EB!

It must work under MagiC.

TIA, Gary

--


```
 ---------------------------------------------------------------------------
 Gary Priest,Southampton,England           gary@the-gap.demon.co.uk
 Atari Falcon030 + FPU + Nemesis           http://www.the-gap.demon.co.uk/
 ---------------------------------------------------------------------------
```


From -7501872721318794136
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae744791f28701b
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: Re: Fortran for ST
Date: 1997/02/10
Message-ID: <855618482_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 217916910
x-nntp-posting-host: elis.demon.co.uk
references: <32F7C5D8.5A94@student.lboro.ac.uk>
organization: Thee Augean Stables
reply-to: augeas@elis.demon.co.uk (G Greenway)
newsgroups: comp.sys.atari.programmer

In article <5dkads$bfs@oban.cc.ic.ac.uk>
R. Mellish <rm03@ic.ac.uk> wrote:-

>Richard John Lawson <r.j.lawson-96@student.lboro.ac.uk> wrote:
>>Could anyone direct me to a decent public domain version of Fortran for
>>the Aatri ST?
>
>I don't have any experience of using it myself, but try:
>
>http://sunsite.doc.ic.ac.uk/packages/atari/umich/Programming/fortran.zip
>

That'd be BCF FORTRAN. I know people who've used it successfully for some jobs, but I use Prospero. I wrote an article on the subject for ICTARI.

Get thee to:

http://www.elis.demon.co.uk/ictari/ictari.htm

And download issue 40, which also contains the BCF compiler. Issue 41 has the GNU FORTRAN to C converter, which is also meant to have some limited FORTRAN 90 support. I posted this earlier but Demon ate it...

Have Fun,
"Augeas"

--


```
 ___________________________          _    _   _    _   _____
/ \                         \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
\/__\   _______________________\___   H  | |\\| | | |\/| | |  ___|   THE
     \ / \                        \     | | \  | | |  | | | |___
      \\_|                        |  E  |_|  \_| |_|  |_| |_____|  ENEMY
       \_/________________________/
```


From -1054301452284209475
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3c3feb1f86728a5
X-Google-Attributes: gid1115ce,public

From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: What about a GIF DSP decoder?
Date: 1997/02/10

Message-ID: <5dnl9n$gtj@nyheter.chalmers.se>#1/1
X-Deja-AN: 218088771

references: <5667018_000003_OASIS_NEWS@the-gap.demon.co.uk>
organization: Chalmers University of Technology

newsgroups: comp.sys.atari.programmer

In article <5667018_000003_OASIS_NEWS@the-gap.demon.co.uk>,
Gary Priest <gary@the-gap.demon.co.uk> wrote:
>Here's an idea:
>
>If anyone out there can code the DSP and has knowledge of GIFs, how about
>writing a GIF DSP decoder (along the same lines as the Brainstorm JPEG one,

I've thought about this, but I very much doubt that there would be any
major performance advantage over a good CPU decoder. The DSP is not very
good at the bit manipulation you need to do when unpacking GIFs and then
there's the small memory to worry about.

>This could then quickly become a standard (like the jpeg one) and I'm sure

Even if the GIF decoder ran on the CPU it could of course use a similar
concept as Brainstorm's JPEG decoder. The reason noone has done this is
probably that a reasonably good GIF decoder is small and simple to write.
(Naturally, a really good one is not quite as simple to do. ;-)

>applications such as CAB and GemView etc. could be changed to support it!!

I think what we really should have is something similar to the Amiga's
'datatypes'. Any program that supports them can load any file type that
the user has a 'driver' for (if I've understood matters correctly).

>So, how about it anyone?

If there hadn't been the Unisys patent on the LZW algorithm (used in GIF)
to worry about, I might've done something with my code from MGIFv5 (I've
not seen a faster GIF decoder than the one in my latest v5.10beta), but
right now it looks like I'll have to disable GIF support in the next
release version... :-(

Perhaps there's some anonymous guy from a country where software patents
can't be filed who'd like to give it a try? ;-)

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 697207027952323099
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 1115ce,b252010e2cd69284
X-Google-Attributes: gid1115ce,public
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Subject: Re: C Library

Date: 1997/02/10
Message-ID: <Pine.SGI.3.91r.970210153424.28868D-100000@freenet>#1/1
X-Deja-AN: 218359774
References: <5d772r$l4e@dux.dundee.ac.uk>
X-Sender: lerwick@freenet
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: gofast.net -- ISDN ISP for MPLS/STPL
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

PiBKdXN0IHdvbmRlcmluZyBpZiBhbnlvbmUga25vd3Mgb2YgYSBnb29kIGVh
c3kgdG8gdXNlIEMgR3JhcGhpY3MgbGlicmFyeSBmb3INCj4gR05VIEMgPz8/
DQo+IA0KPiBTb21ldGhpbmcgbGlrZSBwbG90KGludCB4LCBpbnQgeSk7DQo+
IAkJcG9seWdvbiAoIGludCBbXSwgaW50KQ0KPiB3b3VsZCBiZSBuaWNlICEN
Cg0KSnVzdCB1c2UgdGhlIFZESS4gSXQgaXNuJ3Qgc28gaGFyZC4uLiBMb29r
IGZvciB0aGUgJ1Byb2Zlc2lvbmFsIEdFTScgDQp0dXRvcmlhbHMgb24gbW9z
dCBGVFAgc2l0ZXMuIFVzdWFsbHkgY2FsbGVkIHByb2dlbS48emlwL2x6aD4u
Li4NCg0KIMQgxMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTE
xMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExCDEDQogICAgIN4g
ICAgICAgICAg3t8gICAgICAgICAgICAgICAgICBodHRwOi8vZnJlZW5ldC5t
c3AubW4udXMvfmxlcndpY2svDQogICAgINvcZXJ3aWNrIEAg299yZWVuZXQu
bXNwLm1uLnVzICAgICAgICAgTWVnYVNUMiAgLSAgMzg2c3gvMTYNCiDEIMTE
xMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTE
xMTExMTExMTExMTExMTExMTExMQgxA0K

From 2029244123070894135
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6f8bff387a2e2a7,start
X-Google-Attributes: gid1115ce,public
From: bdc2@bdc2-ra.cwru.edu (Boris D. Cahan)
Subject: loading fonts w/o gdos???
Date: 1997/02/11
Message-ID: <2273297_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>#1/1
X-Deja-AN: 217961192
organization: Case Western Reserve University
reply-to: bdc2@po.cwru.edu
newsgroups: comp.sys.atari.programmer

Can someone help? I am writing a new GEM-based VT100 telnet for stik. (a beta is about to be released.) I just found some bitmapped GDOS compatible fonts that have a full VT100 set, including the pseudo graphics chars. How do I load them into a program, without using GDOS or equivalent. I have nvdi 4.0, but want to write the prog. for all Ataris. The Lattice manual sorta impies that I need GDOS to load them, but I got these from an old program (circa 1988) that didn't use it. How do I do it without distributing some Gdos with the files???

HEEELP!!!

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 8267913146801231265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Iconify check
Date: 1997/02/11
Message-ID: <5dpiqt$hos@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 218024975
references: <5d49en$ui9@rs18.hrz.th-darmstadt.de>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <5d49en$ui9@rs18.hrz.th-darmstadt.de>, gryf@hrzpub.th-darmstadt.de
(Thomas Binder) writes:
>Hi!
>
>In article <5ckndv$ioo@rs18.hrz.th-darmstadt.de>, I wrote:
>> Not true. Atari post-documented a way to iconfy a window "by code". IIRC it
>> was wind_set(win, WF_FULLXYWH(?), -1, -1, -1, -1);
>OK, here's the correct way to do it (thanks to Thomas Much who sent this
>correction to me):

<snip>

Thanks a lot! :)

A couple of minor points I discovered (yes it does work - it tried it last
night).

* Geneva (005 demo run as a MiNT AES) doesn't support this, and it allocates
  an empty slot and looses the window. However, N.AES/AES 4.1 do support this.
  Iconify is broken in both XaAES and oAESis atm. so I didn't bother testing
  it with them. :)
* When you recieve the WF_UNICONIFY message, you will get -1,-1,-1,-1 as the
  position/size of the window, so you will need to have a way of restoring it
  to the correct position (put it in the wind_set(...WF_UNICONIFY...) call).

Does anyone know if it works under Magic? (it doesn't really matter, as magic
doesn't even 'have' iconify, as it is < AES 4.0 and appl_getinfo shouldn't be

available < 4.0 so you cannot check for its presence...)

Anthony
--

```
-------------------------------------+------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```


From -3193601696335564699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Iconify check
Date: 1997/02/11
Message-ID: <yvvlo8vcycw.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 218035916
sender: emwoll@bowmore
references: <5d49en$ui9@rs18.hrz.th-darmstadt.de> <5dpiqt$hos@m1.cs.man.ac.uk>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

> Does anyone know if it works under Magic? (it doesn't really matter, as magic
> doesn't even 'have' iconify, as it is < AES 4.0 and appl_getinfo shouldn't be
> available < 4.0 so you cannot check for its presence...)

Ehhh... what do you mean with this? MagiC does have iconify and appl_getinfo should be available. Why its not truely AES 4.1 compatible and report 3.99 as AES version I don't realy understand either. It wouldn't cause to much work to make it support AES 4.1 fully and it would make me happier.

Andreas Kromke should know.

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -5858164931516258781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d343c84acb8fdbd
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: GEM questions
Date: 1997/02/11
Message-ID: <vyzbu9r7b6w.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 218038005
sender: schwab@issan.informatik.uni-dortmund.de
references: <247cd$16a2.68@HERMES>
organization: Dortmund University, Germany
reply-to: schwab@issan.informatik.uni-dortmund.de
newsgroups: comp.sys.atari.programmer

Peter Rottengatter <perot@pallas.amp.uni-hannover.de> writes:

|> I'm not completely sure if VDI is available from within the AUTO folder,
|> but I guess so.

The VDI is initialized quite early in the booting process, and it is
indeed available during AUTO processing.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From 4065503466362622727
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: Iconify check
Date: 1997/02/11
Message-ID: <33007952.167EB0E7@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 218044609
references: <5d49en$ui9@rs18.hrz.th-darmstadt.de> <5dpiqt$hos@m1.cs.man.ac.uk>
<yvvlo8vcycw.fsf@emw.ericsson.se>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.3_U1 sun4m)

Magnus Kollberg wrote:

> should be available. Why its not truely AES 4.1 compatible and report
> 3.99 as AES version I don't realy understand either. It wouldn't cause to

> much work to make it support AES 4.1 fully and it would make me happier.
>
> Andreas Kromke should know.

Now, we've been here before :-)

Regards
Martyn

From -1098475911977839336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Iconify check
Date: 1997/02/11
Message-ID: <yvviv3zcsgu.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 218054751
sender: emwoll@bowmore
references: <5d49en$ui9@rs18.hrz.th-darmstadt.de> <5dpiqt$hos@m1.cs.man.ac.uk>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:

> > should be available. Why its not truely AES 4.1 compatible and report
> > 3.99 as AES version I don't realy understand either. It wouldn't cause to
> > much work to make it support AES 4.1 fully and it would make me happier.
> >
> > Andreas Kromke should know.
>
> Now, we've been here before :-)

We sure have, but it can't hurt to talk about it again. :-)

//Magnus Kollberg
--
```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -3548890226913156403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31bb36c4385d3ade
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: Postmortem program required

Date: 1997/02/11
Message-ID: <5dr47k$eso@nnrp1.news.primenet.com>#1/1
X-Deja-AN: 218140661
references: <11652845_000003_OASIS_NEWS@the-gap.demon.co.uk>
organization: JR Enterprises
x-posted-by: @206.165.20.202 (rojewski)
newsgroups: comp.sys.atari.programmer

On 10 Feb 97 17:40:54 G, Gary Priest wrote:
>Does anyone know of a good 'postmortem' program that displays the registers
>etc. after a program has bombed ie. RAM $380 - $3EB!
>
>It must work under MagiC.
>
>TIA, Gary
Gee, I'd like one of those too, It would make finding bugs a whole lot
easier!

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From -156144701965923036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b252010e2cd69284
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Library
Date: 1997/02/11
Message-ID: <855697502_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 218302113
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

In article <5d772r$l4e@dux.dundee.ac.uk>
dmitchel@mcs.dundee.ac.uk (Davy Mitchell) said:-

>Hi,
>
>Just wondering if anyone knows of a good easy to use C Graphics library for

>GNU C ???
>
>Something like plot(int x, int y);
>   polygon (int [], int)
>would be nice !

The VDI can do the above, and more, easily. :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -8552816911977081887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6f8bff387a2e2a7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: loading fonts w/o gdos???
Date: 1997/02/11
Message-ID: <855697622_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 218302129
X-NNTP-Posting-Host: swampdog.demon.co.uk
Organisation: SwampDog
Reply-To: guy@swampdog.demon.co.uk
Newsgroups: comp.sys.atari.programmer

 In article <2273297_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
  bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) said:-

>Can someone help? I am writing a new GEM-based VT100 telnet for stik. (a
>beta is about to be released.) I just found some bitmapped GDOS
>compatible fonts that have a full VT100 set, including the pseudo graphics
>chars. How do I load them into a program, without using GDOS or equivalent.
>I have nvdi 4.0, but want to write the prog. for all Ataris. The Lattice
>manual sorta impies that I need GDOS to load them, but I got these from an
>old program (circa 1988) that didn't use it. How do I do it without
>distributing some Gdos with the files???

Hmm - just wondering if I sent you some sources called LINEAX or
something similar. I certainly hope so because I've lost them and I
wonder if you still have them?

If you do look for a file called _lx_lfnt.c which contains all the

information on loading and processing a bitmapped gdos font.

I know I sent the source to somebody!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 8983321927026020838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2218e7656b4d0bb7,start
X-Google-Attributes: gid1115ce,public
From: afoster@zetnet.co.uk (Adam Foster)
Subject: Problem with events...
Date: 1997/02/11
Message-ID: <5dqleq$vjn@irk.zetnet.co.uk>#1/1
X-Deja-AN: 218342110
Organization: The Asylum
Newsgroups: comp.sys.atari.programmer

Hello...

I'm writing a little clock program using SozobonX C, and I've come across a little problem. I've got the clock itself to work perfectly; the hands will move around the face and so on, but I can't get it to do so if I put it in a window and check for window events (movement, clicking on the close box etc). The evnt_mesag command seems to stop everything, until something happens, at which point the clock changes to the correct time.

Is there a way of checking for events without making the whole program come to a halt? I have put the offending piece of code below.

```
     while (boolean){
          time (&rawtime);
          time_struct = localtime(&rawtime);
          evnt_mesag(msg_buf); /* <---- The problem's here! */
          switch (msg_buf[0]){
               case WM_MOVED:
                    /* Lots of code here... */
                    break;
               case WM_CLOSED:
                    quitflag = FALSE;
```

```
                    boolean = FALSE;
                    break;
          }
          if (time_struct->tm_sec != seconds){
               boolean = FALSE;
          }
```

Any ideas on how to fix this? I thought a tiny clock program would be easy to write, but I'm stuck, and I haven't even got on to the window clipping yet... :-(

Thanks for any help...

Adam Foster

From -5503929400876214226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6f8bff387a2e2a7
X-Google-Attributes: gid1115ce,public
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Subject: Re: loading fonts w/o gdos???
Date: 1997/02/11
Message-ID: <Pine.SGI.3.91r.970211153745.2808A-100000@freenet>#1/1
X-Deja-AN: 218363093
References: <2273297_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
X-Sender: lerwick@freenet
Content-Type: TEXT/PLAIN; charset=US-ASCII
Organization: gofast.net -- ISDN ISP for MPLS/STPL
Mime-Version: 1.0
Newsgroups: comp.sys.atari.programmer

> Can someone help? I am writing a new GEM-based VT100 telnet for stik. (a
> beta is about to be released.) I just found some bitmapped GDOS=20
> compatible fonts that have a full VT100 set, including the pseudo graphic=
s
> chars. How do I load them into a program, without using GDOS or equivalen=
t.
> I have nvdi 4.0, but want to write the prog. for all Ataris. The Lattice
> manual sorta impies that I need GDOS to load them, but I got these from a=
n
> old program (circa 1988) that didn't use it. How do I do it without
> distributing some Gdos with the files???
>   HEEELP!!!

From=20the premere issue of STart, pg 42:

The following technique will let you load and use alternate fonts without=
=20

using GDOS. Your font must be in the standard format (including header)=20
as defined in the VDI manual. Either compile the font into your=20
application, or load it from a file at run time.

Instead of doing the normal vst_load_fonts call, you will alter your=20
application's control array directly. Control words 7 and 8 must be a=20
32-bit pointer to the font. Control words 10 and 11 are a 32-bit pointer=20
to a scratch buffer which will be used by the VDI when doing special=20
effects such as bold or italics. Control word 9 must be set to the length=
=20
in words of this buffer. The buffer should be at least four times the=20
size of the largest character in the font.

After setting up the control array, you should be able to select the font=
=20
using the set_font function. When you are done with the font, or with=20
your program, do a regular vst_unload_fonts call so the VDI doesn't=20
continue to think the font is available.

(thanks to John Feagens of Atari for this information.)
--

There you go!

 =C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
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     =DE   =DE=DF   http://freenet.msp.mn.us/~lerwick=
/
     =DB=DCerwick @ =DB=DFreenet.msp.mn.us   MegaST2 - 386sx/16
 =C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
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From 8876079979342357629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fec08982c4c0241
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Cookies List
Date: 1997/02/12
Message-ID: <5dsf3n$k0e@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 218248965
References: <2c6_9702081513@conchbbs.com>
Organization: Dept Computer Science, University of Manchester, U.K.
Reply-To: jacquesa@cs.man.ac.uk
Newsgroups: comp.sys.atari.programmer
NNTP-Posting-User: 348

```
--
-------------------------------------+------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
----------------------------------------------------------------------
```

```
From 8171354170183666447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fec08982c4c0241
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Cookies List
Date: 1997/02/12
Message-ID: <yvvbu9qcdzq.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 218257146
Sender: emwoll@bowmore
References: <2c6_9702081513@conchbbs.com> <5dsf3n$k0e@m1.cs.man.ac.uk>
Organization: Ericsson Microwave Systems AB, Molndal, Sweden
Newsgroups: comp.sys.atari.programmer


jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>
>
>
> --
> -------------------------------------+------------------------------
> Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
>                                      |  Generic STOS Fixer v1.3
> mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
> http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
> -------------------------------------+------------------------------
>  New program - KP Flash - Sound 2 Light (literally) for the Falcon
> ----------------------------------------------------------------------
>  Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
> ----------------------------------------------------------------------

Are you sure? Nahhhh...

//Magnus Kollberg
--
        +----------------------------------------+
```

```
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -5613887404722435024
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,31bb36c4385d3ade
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,31bb36c4385d3ade
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Postmortem program required
Date: 1997/02/12
Message-ID: <dwilga-1202970906580001@138.110.10.65>#1/1
X-Deja-AN: 218274296
References: <11652845_000003_OASIS_NEWS@the-gap.demon.co.uk>
Organization: Mount Holyoke College
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <11652845_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) wrote:

> Does anyone know of a good 'postmortem' program that displays the registers
> etc. after a program has bombed ie. RAM $380 - $3EB!
>
> It must work under MagiC.
>
> TIA, Gary

Yes, it's called NeoDesk :-) Of course, that's just one tiny part of what
it does.

Dan Wilga
dwilga@mtholyoke.edu

From 7668901790325508841
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fec08982c4c0241
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: Cookies List
Date: 1997/02/12
Message-ID: <330cfbb1.25539760@news.airtime.co.uk>#1/1
X-Deja-AN: 218291094
References: <2c6_9702081513@conchbbs.com> <5dsf3n$k0e@m1.cs.man.ac.uk>
<yvvbu9qcdzq.fsf@emw.ericsson.se>
Content-Type: text/plain; charset=us-ascii
Organization: STOSSER Software

Mime-Version: 1.0
Reply-To: comp.sys.atari.programmer
Newsgroups: comp.sys.atari.programmer

>jacquesa@cs.man.ac.uk (Anthony Jacques) writes:


```
>
> -------------------------------------+------------------------------
> Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
>                                      |  Generic STOS Fixer v1.3
> mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
> http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
> -------------------------------------+------------------------------
>  New program - KP Flash - Sound 2 Light (literally) for the Falcon
> ---------------------------------------------------------------------
>  Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
> ---------------------------------------------------------------------
```

 Good thread starter there Anthony :))))))

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info

You're too distrustful of humans - Dick - 3rd Rock....

From -7937236188461349858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fec08982c4c0241
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Cookies List
Date: 1997/02/12
Message-ID: <E5I61B.1pu@cix.compulink.co.uk>#1/1
X-Deja-AN: 218302355
References: <2c6_9702081513@conchbbs.com>
Organization: Compulink Information eXchange
Newsgroups: comp.sys.atari.programmer

>m > I need an up-to-date list of all available cookies for an
>m > update of my PROFILE 2 program.
>
>What do you mean by ALL available cookies?

A list of all the cookies that all the various programs that exist install.
PROFILE 2 (about from masses of other data it reports) will give a
description of every cookie it finds in the user's cookie jar. Also, for XBRA
and XNAM IDs.
I've now got an up-to-date XBRALIST which is not bad but stil has some
missing which I'm working on.

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

From 7845394565142283538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee8b0b0cc1dd37c5,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Dlock() prevents Fsfirst()/Fsnext() from working correctly?
Date: 1997/01/14
Message-ID: <1e7cd$12e2d.190@HERMES>#1/1
X-Deja-AN: 209652321
newsgroups: comp.sys.atari.programmer

As part of a filename validation app that I wrote to supplement the
CD-writer software Brian & Mario Becroft <mbecroft@tos.ak.planet.gen.nz>
use when creating CDs (which has a very tedious "you have to exit the app
to change/correct a failed filename" problem), I have run up against a
problem when making my app (which searches and validates filenames against
some simple rules, and then allows the user to correct any "failed"
filenames) a bit more MiNT friendly.

Whilst my app runs OK without fouling itself or the disc it is checking,
when I use Dlock() prior to enumerating the directory structure with
Fsfirst and Fsnext, the search reports "zero files" searched on the disc,
even though there are ~2000 files on the drive. Removing the Dlock call
gets the correct results.

Changing the search to any other drive (such as my old Megafile 60, which
has not really been used for aeons, and had no active ["open" or "in use"]
files on it at search time) also gives the same failure.

(I am using Freemint 1.14, Memory-Protection 'on' and AES 4.1, on a 20
Mbyte RAM TT. I have just under 1 meg of ST RAM and about 8-10 megs of TT
ram free at app run time. The app was flagged to Load and Malloc from TT

ram. Switching protection off produced the same [bad] result).

It operates exclusively in the TOS domain, on GEMDOS 8+3 filenames.

Here is roughly what my source looks like (in Lattice C 5.60) (configured as intsize = 32-bit, target CPU = '030). I've snipped the surrounding GUI code, and the code that sets the basepath to be searched, and I assume you are all prescient enough to know what I mean by my redefined data types like "uint32".

The search code will recursive search any directory it finds in the search path, even though the source I present here doesn't show this. (I've set my stack to something like 64k, even though the worst case I've seen it only needs something around 48k or thereabouts [each recursion uses about 800 bytes of stack space])

-- BEGIN Source Code Snippet --

```
typedef enum  { ... } Reason;

extern uchar8 basepath[255+1];

XATTR xattr;
uint32 mintcookie;
uint32 err;
uint16 count, failcount;
struct FILEINFO finfo;

mintcookie = 0;
if( getcookie( 'MiNT', &mintcookie ) && mintcookie > min_version_ver )  {
     Fxattr( 0, basepath, &xattr );
     Dlock( LOCK, xattr.dev );
}

count = 0;
failcount = 0;
err = Fsfirst( "*.*", 0x3f );
while( !err )  {
     Reason reason;

     count++;
     if( !validate( finfo.name, &reason ) )  {
          fail( finfo, reason );
          failcount++;
     }
     err = Fsnext();
}

sprintf( alert, "[1][%d files searched|%hd failures][ ok ]", count, failcount );

if( mintcookie > min_mint_ver )
     Dlock( UNLOCK, xattr.dev );
```

-- END Source Code Snippet --

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From -6585803308198163678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
From: mrathwel@uoguelph.ca (Mark Rathwell)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/14
Message-ID: <5bev5r$rcf@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 209669087
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>
<rochelle.853155722@umcc.umcc.umich.edu>
followup-to:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer
organization: University of Guelph
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Harry,

I have no problem with you selling Lynx stuff but knock off the racist Canadian comments, will ya? I'm sure you wouldn't like us to start proclaiming that Americans are all obnoxious assholes would you? (That would be silly because I have met many great friends over the years who happen to come from the US)

>> Mark <<

--

Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel

From -8612104096148032519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b6e119dde17f438
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: To all AES developers
Date: 1997/01/14
Message-ID: <dwilga-1401970928260001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 209727658
references: <01bbff1b$7c6f7620$df39f181@pervo.stud.ntnu.no>
organization: Mount Holyoke College
newsgroups: comp.sys.atari.programmer

In article <01bbff1b$7c6f7620$df39f181@pervo.stud.ntnu.no>, "Jo Even Skarstein" <josk@ifi.ntnu.no> wrote:

> N.AES have some new AES-calls, one of them is quite useful. I've used it in
> a small program that adds "virtual desktops" to N.AES. If developers of
> other AES'es (MagiC, Geneva, XaAES, oAESis...) could add this call the
> program would work with this (And a couple of others.) too.

How about translating your docs into English so the rest of the world can read them? :-)

Dan Wilga
dwilga@mtholyoke.edu

From -5092972557919824518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27bdbaf043430ee3,start
X-Google-Attributes: gid1115ce,public
From: dozer@netwizards.net
Subject: A Special Offer!
Date: 1997/01/14
Message-ID: <5bhn4g$j6e@news1-alterdial.uu.net>#1/1
X-Deja-AN: 209889022
newsgroups: comp.sys.atari.programmer

Are you interested in making Millions in your spare time?

Any housewife could do it and so can you!

Just email me at dozer@netwizards.net to receive your FREE information packet.

Thanks for your attention, and I'll be talking with you soon.

Bill
dozer@netwizards.net

From 6779249316351347654
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1032a1,70fff4e290ef537c
X-Google-Attributes: gid1032a1,public
X-Google-Thread: 108717,70fff4e290ef537c
X-Google-Attributes: gid108717,public
X-Google-Thread: ffc1e,70fff4e290ef537c
X-Google-Attributes: gidffc1e,public
X-Google-Thread: fe885,70fff4e290ef537c
X-Google-Attributes: gidfe885,public
X-Google-Thread: ffc26,70fff4e290ef537c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,70fff4e290ef537c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,70fff4e290ef537c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1046d6,70fff4e290ef537c
X-Google-Attributes: gid1046d6,public
From: geoffr@arcturus.demon.co.uk (Geoff Riley)
Subject: Re: VB and DLL's
Date: 1997/01/14
Message-ID: <19970114.184415.28@arcturus.demon.co.uk>#1/1
X-Deja-AN: 209948816
x-nntp-posting-host: arcturus.demon.co.uk
references: <01bc0174$a5fbada0$a6477cce@internetamerica.airmail.net>
x-posting-agent: RISC OS Newsbase 0.57
organization: Arcturus
reply-to: geoffr@arcturus.demon.co.uk
newsgroups:
comp.programming,comp.programming.contests,comp.programming.literate,comp.programming.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer

In message <01bc0174$a5fbada0$a6477cce@internetamerica.airmail.net> "Gavin W. Landon" wrote:

> (4) Does VB auto unload DLL's when done useing the function?

Only when posted to appropriate groups rather than *programmer*.
--
|~~~ Internet: geoffr@arcturus.demon.co.uk
|__|eoff Fidonet: 2:250/208
Web: http://www.arcturus.demon.co.uk/

From -1334181795011085068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
From: ecastle@cherita.netkonect.co.uk (Edward Castle)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/14
Message-ID: <32dce4ae.91157252@news2.netkonect.co.uk>#1/1
X-Deja-AN: 209959872
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5bf97j$etu@nnrp1.news.primenet.com>
content-type: text/plain; charset=us-ascii
organization: .netkonect (customer account)
mime-version: 1.0
reply-to: ecastle@cherita.netkonect.co.uk
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

>>Access to cartridge prototyping, production, packaging, & marketing included.

And how many Lynx games have you produced, packed and marketed? (I'll point out now that I haven't done any myself, just so Harry can't say that in return.)

From -89153531553128213
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a865ab1674c45f7,start
X-Google-Attributes: gid1115ce,public
From: josk@ifi.unit.no (Jo Even Skarstein)
Subject: AES 4(1) question
Date: 1997/01/14
Message-ID: <5bgn4t$8ct@due.unit.no>#1/1
X-Deja-AN: 209965482
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

Hi!

Does anybody know where I can find information on the new/extended AES-calls in AES 4.0/4.1? And are there any free libraries for Pure C (I have 1.1) that supports these? Maybe my current libraries has 4.0/4.1

support, it supports appl_search() although it's not mentioned in the
helpfiles.

Jo Even Skarstein

From 7370847440275581290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
From: The Maverick <TheMaverick@volcano.net>
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/14
Message-ID: <32DC83F1.1C1A@volcano.net>#1/1
X-Deja-AN: 210512036
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>
<rochelle.853155722@umcc.umcc.umich.edu>
content-type: text/plain; charset=us-ascii
organization: Quodtegitur BBS (209) 223-1590
mime-version: 1.0
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (Win16; I)

Rochelle Rogoff wrote:
>
> >(4. Units are ... sold "AS-IS".
>
> >An "AS-IS" 2 grand investment? You'd have to be a fool to take one
> >up on something like that.
>
> And the people in comp.sys.amiga.marketplace are offering warranties on
> their products? Ever buy a car from a used car dealer? The last one I
> bought was for $7000 and had AS-IS marked on the sticker. What that
> means in the US is that it has no express warranty. The buyer accepts
> the fact that it might have some scratches and been used before. These
> units have been tested and do work. What does AS-IS mean in Canada?

Yeah, but it's a lot easier finding someone to repair a broken car... ;-)

--
  --> none of the above statements are represented to be the facts,
  -->   even if they coincidentally happen to be true!

-------=======++++++

X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
From: Lionel Theunissen <lionelth@ozemail.com.au>
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/16
Message-ID: <32DCE0FB.77DE@ozemail.com.au>#1/1
X-Deja-AN: 210011863
references: <5b5hfc$dg0@umcc.umcc.umich.edu>
content-type: text/plain; charset=us-ascii
organization: OzEmail Ltd - Australia
mime-version: 1.0
reply-to: lionelth@ozemail.com.au
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win95; I)

Rochelle Rogoff wrote:
>
> Hi again,
>
>   We still have 4 systems left, each consisting of:
>
> a Howard board
>   in case with the same footprint and color scheme as an Amiga 2000
> the (Howdy) display unit
>   these are stereo enabled ... A Pinky/Mandy unit is NOT capable of stereo
> full documentation
>   call it 3 pounds, 2 inches, or a few hundred pages... it's a lot
> complete development software
>   9 Amiga floppies with Atari/Epyx programs, demos, sfx, utilities
>   1 Amiga formatted floppy with extra routines by Bastian Schick and myself
> Expert technical support via email included.
> Access to cartridge prototyping, production, packaging, & marketing included.
>
> All this can be had for only $2000 + shipping each. You won't find a
> better offer anywhere in the world! Atari charged developers $5000 for
> these units but you get one for less than 1/2 the price.

I have to say that the price you want for these units is very steep.
They may have cost $5000 originally, but it wasn't that long ago that
286's cost that sort of money, and you can't even give them away now.
It's an unfortunate fact that computer equipment devalues hideously
quickly, and obsolete equipment is worth almost nothing. The units you
are selling aren't even new. Half price may be reasonable for
second-hand units for a CURRENT product, but the LYNX is effectively
dead. No more are being made. Atari in effect no longer exists. There is
therefore no hope of marketing or advertising support for any new Lynx

related product. Also, what if the thing breaks down? They are full of custom chips. What hope of getting spares? This is a very risky investment!

$2000 may not be much to a professional developer, but how many professional developers are really going to be interested in the Lynx? Can you HONESTLY make a livable income writing Lynx games?

In my opinion, the only people who are likely to be interested in the development units are tinkerers, like myself. I would be very interested in obtaining a development system, but not at this price. The price would have to be about a quarter of what you are asking for me to consider it. If you find you can't sell the units, and are prepared to drop the price, then contact me.

My offer isn't going to get any higher...Sorry.

Lionel...

From -9172783362029014218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b30485bc4e5e19fe,start
X-Google-Attributes: gid1115ce,public
From: paulsmith@enterprise.net (Jonathan Smith)
Subject: Atari BBS?
Date: 1997/01/16
Message-ID: <32de9553.1697883@news.enterprise.net>#1/1
X-Deja-AN: 210286204
organization: Enterprise PLC - Internet Services
newsgroups: comp.sys.atari.programmer

Does Anyone know of a BBS program for the Atari??

From 3195560119125626760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
From: c_graham@patrol.i-way.co.uk (Craig Graham)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/16
Message-ID: <5bm9s4$h6q@lira.i-way.co.uk>#1/1

X-Deja-AN: 210332850
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <32DCE0FB.77DE@ozemail.com.au>
organization: Intelligent Research / Data Uncertain
reply-to: c_graham@patrol.i-way.co.uk
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Lionel Theunissen <lionelth@ozemail.com.au> mumbled indistinctly:

>> All this can be had for only $2000 + shipping each. You won't find a
>> better offer anywhere in the world! Atari charged developers $5000 for
>> these units but you get one for less than 1/2 the price.

A comparison is in order here:

A third party Jaguar dev kit is approx 300.00 (uk).

An SNES third party dev kit is around 350.00 (uk).

The Sony Yaroze Playstation home dev kit is 550.00 (uk), and includes
rather a lot of stuff for the money - assembler, C compiler, debugger,

developer PSX, libraries, documentation, free Pipex account, 3d
object creators, graphics convertors, loads of utils, etc. Available
direct from Sony only.

I could quote retail on a full-blown pro Playstation dev kit, but my
licensing agreement with Sony prohibits it - all I can say is that
it's a bit more than that ;)

Datel were selling a system that would stand in for a full blown
dev kit for around the 200.00 (uk) mark.

I can say what 3rd party pro-dev kits for a Saturn cost, and it's
around the 5000.00 (uk) price by the time you've bought everything
you need.

I think, on reflection that the $2000 for a Lynx dev kit with no real
probability of a market for product from it is a bit steep.....

I've got a Vectrex dev system that I put together myself
- bet there's even less of a market for that, but I know of at least
three new games that have been released just recently. Fact is
that folks only do old platforms for fun and nostalgia now, and
$2000 is just to much (I used a Crash Barrier EPROM emulator
and a dismantled cartridge to build the Vectrex dev unit in case
anyone is interested - just to prove to a guy in the office that
it could be done).

Much better call is for folks to sign up to the Yaroze project
on Sony - it's cheaper, you get more for your wedge and
you get a crack at the wider world if you produce something

worthwhile (license it to a big boy like Psygnosis). Or do it
for a better reason - fun, and a chance to face off against
the best of the amatuar game dev fraternity from Japan &
Europe.
UK delivery of Yaroze kits is february, US launch should be
some time after that - we finally get something first ;)

Craig Graham.
STM, Falcon, Jaguar, Lynx, Vectrex, Dragon32
XaAES, CLA, DUftp

From 5662923576852065137
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
From: 42Bastian Schick <elw5basc@gp.fht-esslingen.de>
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/16
Message-ID: <Pine.HPP.3.91.970116110200.3142B-100000@rghx50.gp.fht-esslingen.de>#1/1
X-Deja-AN: 210351896
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca> <rochelle.853155722@umcc.umcc.umich.edu> <32DC83F1.1C1A@volcano.net>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: InterNetNews at News.BelWue.DE (Stuttgart, Germany)
mime-version: 1.0
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

> Yeah, but it's a lot easier finding someone to repair a broken car... ;-)
But not if you got an Oldtimer !

What do you pay for a Classic Car ???

42Bastian

From -4666884619193215078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: fea73,a54963293a59381b

X-Google-Attributes: gidfea73,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
From: rochelle@umcc.umcc.umich.edu (Rochelle Rogoff)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/16
Message-ID: <rochelle.853414706@umcc.umcc.umich.edu>#1/1
X-Deja-AN: 210367378
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5bf97j$etu@nnrp1.news.primenet.com>
<32dce4ae.91157252@news2.netkonect.co.uk>
organization: UMCC, Ann Arbor, MI, USA
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

ecastle@cherita.netkonect.co.uk (Edward Castle) writes:

>Hi,

>>>Access to cartridge prototyping, production, packaging, & marketing included.

>And how many Lynx games have you produced, packed and marketed? (I'll point
>out now that I haven't done any myself, just so Harry can't say that in
>return.)

Which comes first, getting the facilities to produce, package, and
market a game? or selling it?

We have hundreds of EPROM cards in stock waiting for the software to be
done. We have dealers who are ready to distribute anything we write.
We are working on getting boxes and manuals made that look like the
ones that Atari did (as opposed to what Telegames is doing). We have
the EPROM programmer and EPROMs (and I'm ordering more EPROMs today).
The only thing we don't have is a "track record", but I don't need one
to offer these services.
    For example, if Carl Forhan wants us to make 200 Pong games
and sell them, we could get it done in short order.

    If anyone buys a Howard board from us, writes any kind of
game, and needs facilities to sell their game, we have it.

repeat sales pitch

Only $2000 buys you a Lynx business opportunity - not a toy or a
collector's item. Call (612) 462-2500 to order one.

****
Watch this space for new Lynx games currently in development by
Carl Forhan, Bastian Schick, and myself.

This is NOT a vaporware announcement.
****

Harry Dodgson
2600/7800/Lynx developer

From 4646971695911957638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a865ab1674c45f7
X-Google-Attributes: gid1115ce,public
From: michael@fastlane.net (Michael White)
Subject: Re: AES 4(1) question
Date: 1997/01/17
Message-ID: <5bmqqr$oa8@news.cybernews.net>#1/1
X-Deja-AN: 210399670
references: <5bgn4t$8ct@due.unit.no>
organization: On good days...
newsgroups: comp.sys.atari.programmer

Jo Even Skarstein wrote:
>
>Hi!
>
>Does anybody know where I can find information on the new/extended
>AES-calls in AES 4.0/4.1? And are there any free libraries for Pure C (I
>have 1.1) that supports these? Maybe my current libraries has 4.0/4.1
>support, it supports appl_search() although it's not mentioned in the
>helpfiles.

If you find it, please post it.

Thanks.

Mike White (michael@fastlane.net)

From 4986165027505156766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,cfd4f5b61359f08b,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 105710,cfd4f5b61359f08b,start
X-Google-Attributes: gid105710,public
X-Google-Thread: fd490,cfd4f5b61359f08b,start
X-Google-Attributes: gidfd490,public
X-Google-Thread: 1115ce,cfd4f5b61359f08b,start

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 12f90e,cfd4f5b61359f08b,start
X-Google-Attributes: gid12f90e,public
X-Google-Thread: f94de,cfd4f5b61359f08b,start
X-Google-Attributes: gidf94de,public
X-Google-Thread: 1119ac,cfd4f5b61359f08b,start
X-Google-Attributes: gid1119ac,public
X-Google-Thread: 115513,cfd4f5b61359f08b,start
X-Google-Attributes: gid115513,public
From: zplanet@aol.com (Zplanet)
Subject: FS: Turbo 16 Accelerator for Atari:
Date: 1997/01/17
Message-ID: <1997011704230214598@ip-pdx01-09.teleport.com>#1/1
X-Deja-AN: 210403738
organization: Teleport - Portland's Public Access (503) 220-1016
reply-to: zplanet@aol.com
newsgroups:
comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,maus.sys.atari.talk,comp.mus
ic.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.mus
ic.makers.electronic,rec.music.makers.synth

FS: Turbo 16 Accelerator for Atari:
16 Mhz 68000 Accelerator made by Fast Technologies. For Atari
520/1040/Mega.
Brand New Sealed in Original Box with instructions for installation. I
have one of these on my Mega, and it really speeds things up.
Sell for $35 plus postage.

email to: zplanet@aol.com

Norm
Portland, OR

From 6305945642552957345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
From: 42Bastian Schick <elw5basc@gp.fht-esslingen.de>
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/17
Message-ID: <Pine.HPP.3.91.970117134738.7032A-100000@rghx50.gp.fht-
esslingen.de>#1/1
X-Deja-AN: 210409153
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <32DCE0FB.77DE@ozemail.com.au>

<5bm9s4$h6q@lira.i-way.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: InterNetNews at News.BelWue.DE (Stuttgart, Germany)
mime-version: 1.0
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

> A comparison is in order here:
>
> A third party Jaguar dev kit is approx 300.00 (uk).
Wrong, <20USD !

Tell me, does one of these dev.kits provide real debugging ??
With a Howard board, you have a Lynx where you can access nearly every
single register.
I think the N64 dev. kit is the only one giving you this feeling.

42Bastian
<---------->
http://www.gp.fht-esslingen.de/students/mt/elw5basc/
<---------->

From -8204143262542846880
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1032a1,70fff4e290ef537c
X-Google-Attributes: gid1032a1,public
X-Google-Thread: ffc1e,70fff4e290ef537c
X-Google-Attributes: gidffc1e,public
X-Google-Thread: ffc26,70fff4e290ef537c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1046d6,70fff4e290ef537c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: 108717,70fff4e290ef537c
X-Google-Attributes: gid108717,public
X-Google-Thread: 1115ce,70fff4e290ef537c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,70fff4e290ef537c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: fe885,70fff4e290ef537c
X-Google-Attributes: gidfe885,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Rae: VB and DLL's
Date: 1997/01/17
Message-ID: <1117cd$15254.1eb@HERMES>#1/1
X-Deja-AN: 210466442
references: <01bc0174$a5fbada0$a6477cce@internetamerica.airmail.net>
<19970114.184415.28@arcturus.demon.co.uk>
followup-to: control,kaos,alt.fan.maxwell-smart
newsgroups:

comp.programming,comp.programming.contests,comp.programming.literate,comp.programming.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer

Geoff Riley (geoffr@arcturus.demon.co.uk) wrote:
> In a misdirected message, "Gavin W. Landon" wrote:
> > (4) Does VB auto unload DLL's when done useing the function?
> Only when posted to appropriate groups rather than *programmer*.

I hear "Virtual Bob" has this feature.

But, unfortuantely, you need four braincells to use it.

(Pity it's target audience only have two-and-a-half braincells in total)

{[:-)]

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From -7134997177542574802
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86a338487d678cdc,start
X-Google-Attributes: gid1115ce,public
From: sc1way@aol.com (SC1Way)
Subject: FLOPPY COMPAIBILITY
Date: 1997/01/17
Message-ID: <19970117191400.OAA23379@ladder01.news.aol.com>#1/1
X-Deja-AN: 210485423
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

FLOPPY COMPAIBILITY

Can I stick a PC formatted disk in an ATARI ?

And most important, can I read midi files (programmed on PC) eventually ?

Thanx in advance to anyone who knows the answer.

From 6553144719847526564
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b30485bc4e5e19fe
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Atari BBS?
Date: 1997/01/17
Message-ID: <5bnmk9$7v6@balaena.bio.vu.nl>#1/1
X-Deja-AN: 210507630
references: <32de9553.1697883@news.enterprise.net>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Jonathan Smith (paulsmith@enterprise.net) wrote:
: Does Anyone know of a BBS program for the Atari??

Try atari.archive.umich.edu (or one of it's mirrors) in the Telecomm/ dir.
There's some BBS stuff there...

     -=Levjenno
--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

 "Wrong, wrong. Absolutely brimming over with wrongability."
   --Rimmer

From -4258934355363690429
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
From: bond@access5.digex.net (Sean Connery)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/17
Message-ID: <5bpd1e$ek8@access5.digex.net>#1/1
X-Deja-AN: 210633441
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>
<rochelle.853155722@umcc.umcc.umich.edu> <5bev5r$rcf@ccshst05.cs.uoguelph.ca>
organization: Universal Exports

newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

In article <5bev5r$rcf@ccshst05.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>
>Harry,
>
> I have no problem with you selling Lynx stuff but knock off the
>racist Canadian comments, will ya? I'm sure you wouldn't like us to start
>proclaiming that Americans are all obnoxious assholes would you? (That
>would be silly because I have met many great friends over the years who
>happen to come from the US)

I, for one, can't wait until bill HR3816725 passes this year declaring
the "Great White North" as public dumping grounds for U.S. nuclear waste.
Seems like a win-win situation to me...

--

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  ____    ____    __  ___   mailto:bond@access.digex.net        | PGP
 / __ \  / __/  _/_/ |_  |    http://www.access.digex.net/~bond | on
/ /_/ / _\ \  _/_/  / __/   -=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-/ WWW
\____/ /___/ /_/   /____/   ⌂Bond Is Powered By IBM OS/2 Warp v4!
```


From -8685613643952839021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f91aeabeb86ab346,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: ICTARI 42 Now Available -Big Changes !
Date: 1997/01/17
Message-ID: <853488340_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 210993298
x-nntp-posting-host: elis.demon.co.uk
organization: Thee Augean Stables
reply-to: augeas@elis.demon.co.uk (G Greenway)
newsgroups: comp.sys.atari.programmer

Thee Augean Stables Present:

```
          ______    __________        ______            ______
  __    __ /      \  /          \   __ /      \ __    __ /      \ __    __
 /  \  /  \\______/  \__________/  /  \\______//  \  /  \\______//  \  /  \
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 \__/  \__//      \      \__/      \__/        \__/  \__/     \__\     \__/
           \______/
```

The Atari Programmer's User Group

Hello again. Peter Hibbs has just released ICTARI 42, his last issue. The next one will be put out by.... ....me ! I soon expect to recieve the list of members and other materials, and will try to send the next disk-based version of the magazine to the subscribers by the 15th of next month. The new issue is now available at my WEB-site, which has also been updated. Go to:

http://www.elis.demon.co.uk/ictari/ictari.htm

What have I done ?

"Augeas"

--

```
 ___________________________          _    _   _    _   _____
/ \                          \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
\/__\   _______________________\___   H  | |\\| | | |\/| | |  ___|   THE
     \ / \                       \     | | \  | | |  | | | |___
      \\_|                        |  E  |_|  \_| |_|  |_| |_____|  ENEMY
       \_/________________________/
```

From 1302272814148811001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
From: mrathwel@uoguelph.ca (Mark Rathwell)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/18
Message-ID: <5bquh2$ehf@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 210698309
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>

<rochelle.853155722@umcc.umcc.umich.edu> <5bev5r$rcf@ccshst05.cs.uoguelph.ca>
<5bpd1e$ek8@access5.digex.net>
followup-to:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer
organization: University of Guelph
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

: I, for one, can't wait until bill HR3816725 passes this year declaring
: the "Great White North" as public dumping grounds for U.S. nuclear waste.
: Seems like a win-win situation to me...

hmm ... rec.games.video.atari.idiots seems like an appropriate
title.

>> Mark <<

--

Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel

From -4659171054864923623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee8b0b0cc1dd37c5
X-Google-Attributes: gid1115ce,public
From: stephen@moroder.scotnet.co.uk (Stephen Mulrine)
Subject: Re: Dlock() prevents Fsfirst()/Fsnext() from working correctly?
Date: 1997/01/18
Message-ID: <5bp51s$5b8$1@florence.scotnet.co.uk>#1/1
X-Deja-AN: 210700608
references: <1e7cd$12e2d.190@HERMES>
organization: Cresswell's Chigley Biscuits
newsgroups: comp.sys.atari.programmer

In comp.sys.atari.programmer, gmiller@inca.co.nz (Gaven Miller) wrote:
>Whilst my app runs OK without fouling itself or the disc it is checking,
>when I use Dlock() prior to enumerating the directory structure with
>Fsfirst and Fsnext, the search reports "zero files" searched on the disc,
>even though there are ~2000 files on the drive. Removing the Dlock call
>gets the correct results.

I've never used Dlock(), but I did once have problems with Fsfirst() and
Fsnext(). It turned out that a call to the file selector in early TOS
versions was changing the DTA on me. I fixed the problem by inserting an
Fsetdta() immediately before the Fsfirst(). (And in the words of the Atari
Compendium, "Be careful to avoid assigning your DTA to a local or automatic

variable without setting it to its original value before the variable goes out of scope.")

I don't know if this will work, but the problem you describe sounds very similar to mine - my application kept trying to open null file names.

Stephen

From -4349538067450071956
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6ac3b80800110619,start
X-Google-Attributes: gid1115ce,public
From: "Kevin Burkhardt" <kb-1@ix.netcom.com>
Subject: Atari stuff forsale
Date: 1997/01/20
Message-ID: <01bc0669$c311fd00$6dc5b8cd@p5-133>#1/1
X-Deja-AN: 210989689
organization: The Appraisal Group
x-netcom-date: Sun Jan 19 6:35:27 PM CST 1997
newsgroups: comp.sys.atari.programmer

FOR SALE: ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
           ATARI 800 - SYSTEM AND SOFTWARE !!! (Listed Below)

****
           ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything ***** (plus shipping costs)
Will sell components seperatly.

HARDWARE: Original boxes and documentaion.
* All hardware purchased in 1990. (except for 2 original style joysticks)

ATARI 1040 ST (with Mouse and Boot Disk) and ATARI SC-1224 COLOR MONITOR

ATARI SX-212 MODEM - 2400 Baud
SUPER CHARGER - TALON TECHNOLOGY (converts Atari to IBM format)
SF354 3-1/2" EXTERNAL FLOPPY DISK DRIVE
MASTER-5S 5-1/4" EXTERNAL FLOPPY DISK DRIVE
(1) QUICKSHOT JOYSTICK (2) ATARI JOYSTICKS

MANUALS: (come with purchase of Atari ST system, or will sell seperatly).
520 ST COMPUTERS
ST QUICK REFERENCE GUIDE
COPY II ST
DB MASTER ONE

COMPUTE!'s SECOND HANDBOOK OF ATARI
SX212 MODEM OWNERS MANUAL
ST COMPUTER OWNERS MANUAL
ST BASIC SOURCE BOOK AND TUTORIAL
ATARI LOGO SOURCE BOOK
HOLMES & DUCKWORTH H&D BASE MANUAL (copy)
PC INTERCOMM (copy)

ATARI ST SOFTWARE: All original disks.
(All software believed to be in working order, but not guaranteed)

ST LANGUAGE DISK
LANGUAGE DISK
1st - WORD
PROCOPY
COPY II ST - Disk backup utility PC/InterComm
SUPERCHARGER (images)
ST Informer disks - 1291,192,392,492,592
REGIONAL COOKING COLLECTION AMERICAN COOKS CHINESE

GAMES: (All in original boxes with instructions & 1 disk,
unless otherwise noted)

ADVANCED DUNGEON & DRAGONS - HEROES OF THE LANCE
(no box, no instructions)(3 disks)
ADVANCED DUNGEONS & DRAGONS - HILLSFAR (2 disks)
ARKNOID (instructions, no box)
BARBARIAN S.D.I
The BLACK CALDRON (2 disks)
BLOOD MONEY
CHRONO QUEST (4 disks)
CRYSTAL CASTLES
DEATH BRINGER (3 disks)
DRAGON LORD
DUNGEON MASTER (instructions, no box) -
(also comes with print outs of maps and story)
FOUNDATIONS WASTE (2 disks)
GATEWAY (2 disks)
GAUNTLET (2 disks)
GHOSTBUSTERS 2
The GUILD OF THIEVES
IRON LORD (3 disks)
JINXTER
KNIGHT ORC (2 disks)
The KRISTAL
MISSILE COMMAND (instructions, no box)
NINE RINGS OF ZILFIN (3 disks)
OBLITERATOR (instructions, no box) (2 disks)
OOZE (2 disks)
OUT RUN
PRINCES IN AMBER (box, no instructions)
QUESTRON II (2 disks)
ROAD RAIDER (2 disks)

ROBO COP
ROGUE
SPACE HARRIER (2 disks)
SUPER CYCLE (instructions, no box)
TEMPLE OF APSHAI TRILOGY(no box, no instructions)
TIME AND MAGIK (instructions, no box)
TIME BANDIT (box, no instructions)
WANDERER ROAD
WARLOCK (instructions, no box)
WILLOW (2 disks)
The WRATH OF NIKADEMUS (instructions, no box) (2 disks)
XEVIOUS (no box, no instructions)

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ZAXXON

SOFTWARE:MEDIA: CARTRIDGE
BASIC
ALANTIS
RIVER RAID
MISSILE COMMAND

--
If Interested Contact Kevin at kb-1@ix.netcom.com
More Stuff For Sale at http://www.netcom.com/~kb-1/ForSale.html

From -4342486258001019766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a865ab1674c45f7
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: AES 4(1) question
Date: 1997/01/20
Message-ID: <5bvm0m$54p@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 211009640
references: <5bgn4t$8ct@due.unit.no>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <5bgn4t$8ct@due.unit.no>, josk@ifi.unit.no (Jo Even Skarstein) writes:
>
>Hi!
>
>Does anybody know where I can find information on the new/extended
>AES-calls in AES 4.0/4.1?

Well, if you are looking for books, the Atari Compendium has info on
all the AES 4/4.1 calls. Alternatively, Modern Atari System Software
contains info on AES 4.0 calls.

If you want WWW pages, well I have some information on ToolBars on
my WWW pages, but I haven't done docs for all functions...

>And are there any free libraries for Pure C (I
>have 1.1) that supports these? Maybe my current libraries has 4.0/4.1
>support, it supports appl_search() although it's not mentioned in the
>helpfiles.

No idea - I dont use Pure C, but the Lattice libraries have 4.1 support.

Anthony

--
----------+----------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
                                | Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
----------+----------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

From -3041685913843524268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,606a7d96c58082b9
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1997/01/20
Message-ID: <5bvlo8$501@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 211009685
references: <26339_Spencer@mettav.demon.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <26339_Spencer@mettav.demon.co.uk>, Spencer@mettav.demon.co.uk (Spencer Davies) writes:
>Out of the ether, the following was mentioned by stosser@airtime.co.uk...:
>
> s> hahaha You are not seriously suggesting that TT owners are in the
> s> majority, hahaha thats a wild thing to say :)

>And whats wrong with TT owners???

Nothing, but you surely aren't saying that there are more TT owners
than there are ST owners, are you?

Anthony

--
```
-------------------------------------+-------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+-------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```

From 6809002851091950784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92dd0529b60b0318,start
X-Google-Attributes: gid1115ce,public
From: Anthony Rudzki <arudzki@sprynet.com>
Subject: M.A.G.E.

Date: 1997/01/20
Message-ID: <32E313D1.559@sprynet.com>#1/1
X-Deja-AN: 211391892
content-type: text/plain; charset=us-ascii
organization: Embedded MicroSystem
mime-version: 1.0
reply-to: arudzki@sprynet.com
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win95; U)

Is there anyone using M.A.G.E. these days?

tony

From 1915664591681555358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e2138bc608e91271,start
X-Google-Attributes: gid1115ce,public
From: please@no.spam.mail.here (please@no.spam.mail.here)
Subject: FLOPPY COMPAIBILITY
Date: 1997/01/21
Message-ID: <745_please@no.spam.mail.here>#1/1
X-Deja-AN: 211210065
x-nntp-posting-host: nest.demon.co.uk
content-type: text/plain; charset=us-ascii
organization: Network ST (NeST)
mime-version: 1.0
reply-to: please@no.spam.mail.here
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.64) BETA (NON WINDOW VERSION)

Hi sc1way@aol.com, on 20 Jan 97 you wrote:

s> Can I stick a PC formatted disk in an ATARI ?

Yes. As long as it has been formatted to the right size (360 or 720Kb).

Roger
rcain@nest.demon.co.uk

--

Send email replies to :Roger Cain@nest.demon.co.uk (Roger Cain)

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From -5748164540498241514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee8b0b0cc1dd37c5
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Dlock() prevents Fsfirst()/Fsnext() from working correctly?
Date: 1997/01/21
Message-ID: <5c2376$13r0@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 211228704
references: <1e7cd$12e2d.190@HERMES>
content-type: text/plain; charset=us-ascii
organization: Technische Hochschule Darmstadt
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi!

In article <1e7cd$12e2d.190@hermes>,
     gmiller@inca.co.nz (Gaven Miller) writes:
> Whilst my app runs OK without fouling itself or the disc it is checking,
> when I use Dlock() prior to enumerating the directory structure with
> Fsfirst and Fsnext, the search reports "zero files" searched on the disc,
> even though there are ~2000 files on the drive. Removing the Dlock call
> gets the correct results.
Sure. Haven't you read the Dlock()-manpage? The first paragraph should clear
things up:

```
-- snip --
       Dlock  is used to lock or unlock the BIOS device indicated
       by drv.  No GEMDOS file  operations  are  permitted  on  a
                ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
       locked  drive.  Thus,  the Dlock call provides a mechanism
       for disk formatters or re-organizers  to  lock  out  other
       processes  while low-level BIOS or XBIOS operations are in
       progress on the device.
-- snap --
```

Dlock()'s main purpose is - as described above - to allow low level tools to
directly change the structure of a filesystem. If it would still allow
GEMDOS access to the locked drive (even by the caller), this could easily
cause a big mess, e.g. if a new file would be written during a defragmentation
process. Dlock() also makes sure that no process has open files on the drive

you wish to lock, because this could also leed to serious problems.

Another purpose of Dlock() is forcing a media change, which automatically happens when the drive is unlocked, because the contents could then be completely different.

So, don't use Dlock() if you don't plan to manipulate the physical data structure or need a media change to be forced for some reason. If you want to make your app more MiNT friendly, as you've written, better let it run in the MiNT-domain and use Dpathconf(), Dopendir(), Dreaddir() and Dclosedir() to count the files instead of the obsolete Fsfirst()/Fsnext()-combination.

And btw, don't check the MiNT-cookie if you want to use new GEMDOS calls like Fxattr() and Dlock(). Simply call them; if they do _not_ return -32L (EINVFN), you can use them. Otherwise, they're not available. This is important if you want your program to be able to use the enhanced GEMDOS calls with MagiC as well. Even some MetaDOS drivers offer Dopendir() & Co. without the need for MiNT!

Hope that helps ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 3979560412678938799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39a756447b499f1
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Cookie jar patch prog
Date: 1997/01/21
Message-ID: <5c23s1$13r0@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 211228798
references: <27a_9701111600@conchbbs.com> <1d7cd$d34e.18@HERMES>
content-type: text/plain; charset=us-ascii
organization: Technische Hochschule Darmstadt
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi!

In article <1d7cd$d34e.18@hermes>,
     gmiller@inca.co.nz (Gaven Miller) writes:

> I just thought that all of the executable file was loaded at app start.
>
> After all, all the code and data segments of the app are loaded during app
> start, and the bss space appears at the end of the data space in RAM.
>
> Therefore it'd be logical (given the "load everything" philosophy GEMDOS
> seems to adhere to) to also load symbol and debug info at start time,
> prior to fixup and passing control to the app.

As far as I know, the OS really loads the complete binary into the RAM, but that's not a problem at all. The position and sizes of TEXT, DATA and BSS are set according to the program header, and when the BSS size is greater than zero, the BSS gets zeroed, thus overwriting (parts of) the symbol table in RAM (or the debug info), if the loaded program had one.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 5753720285278898526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1a9f8865d18b60d
X-Google-Attributes: gid1115ce,public
From: gryf@hrzpub.th-darmstadt.de (Thomas Binder)
Subject: Re: Hide/unhide with MagiC
Date: 1997/01/21
Message-ID: <5c2419$13r0@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 211228913
references: <5bdk7e$52a@due.unit.no>
content-type: text/plain; charset=us-ascii
organization: Technische Hochschule Darmstadt
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi!

In article <5bdk7e$52a@due.unit.no>,
    josk@ifi.unit.no (Jo Even Skarstein) writes:
> Does anybody know how Appline takes control over the windows in MagiC?
> I've browsed the MagiC-docs and haven't found anything helpful there.

The screenmanager of MagiC supports some undocumented messages you can send to it via appl_write(), and two of them are used to hide and unhide applications. Another one activates the menu bar of a running application. I could look up details, if you want.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

From 6527269687654974465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d96119cf079504df,start
X-Google-Attributes: gid1115ce,public
From: Michel Bieleveld <m.bieleveld@pi.net>
Subject: Paddles, How do they work ??
Date: 1997/01/21
Message-ID: <32E53832.FA7@pi.net>#1/1
X-Deja-AN: 211328058
content-type: text/plain; charset=us-ascii
organization: Planet Internet
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win95; I)

Hello,
I am Michel Bieleveld and I have a big problem, at least it is for me.
I want to know how I can address Paddles for the Atari 800 XE and I want
to know wich electronic parts are used in it. I'm verry desperate
waiting for you're answer.

My e-mail adress is M.Bieleveld@pi.net

Greeting from me !

From -3447532331359195995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ade6b6e8ac775f7f,start
X-Google-Attributes: gid1115ce,public
From: Ramiro Tellez Sanz <rtellez@filabres.ualm.es>
Subject: WMF 2 GEM/ and/or CVG 1.1 needed
Date: 1997/01/21
Message-ID: <Pine.A32.3.91.970121212113.35864D-100000@filabres.ualm.es>#1/1
X-Deja-AN: 211330122
organization: Centro Informatico Cientifico de Andalucia
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

Hi everybody!

I have an idea to any programmer out there.
I desperately need an utility to convert *color* WMF files from PC's (aargh) to GEM/3 and/or CVG 1.1 (both in color, of course).
Once converted, the file should be intact (i.e, no difference at all with the original WMF).

This program could be shareware. I'd register it as soon as it was developed. Anyone interested?

Of course, if such an application already exits, please tell me, also if this option is included into any other program not only dedicated to this task.

Thanx

```
           -------------------------------------------------------

                                                    _.-----._
                 __                               /           \
                |  |       #####  #     #####    (______O______)
               /   `\_     #  #  #     #               I
          _ /-|       >    #####  #     ##              I
         `>           /     #  #  #     #               I
         <.--_/*\_./        #  #  #####  #              / \
                                                      /     \

                        Almeria/Atari Life Form

                            rtellez@ualm.es
                          Ramiro Tellez Sanz
```

From -6476418699579019364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,387f3d454f608318,start
X-Google-Attributes: gid1115ce,public
From: dracul@wbris.starnet.net
Subject: Atari to IBM...SIO2PC
Date: 1997/01/21
Message-ID: <9701211603.D7297oB@wbris.starnet.net>#1/1
X-Deja-AN: 211332566
x-mail2news-path: uustar.starnet.net!wbris.starnet.net
x-mail2news-user: dracul@wbris.starnet.net
organization: WurmBorn Rangers BBS
x-authentication-warning: uustar.starnet.net: Uwbris set sender to

wbris.starnet.net!dracul using -f
newsgroups: comp.sys.atari.programmer
x-mailer: UUPlus Mail 1.51

Is anyone interested in selling an SIO2PC cable to me? I need it to
transfer files from my Atari to my IBM.
Also, does anyone know of a way to read ROM from Atari 800XL carts so I
can copy them to disk? I've looked, but no one yet has an idea about
how to do it.
Thanx again!

Troy Benoist
dracul@wbris.starnet.net

<A request for a reply has been issued>

From 3988333018787010981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,204973a79e23666a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,204973a79e23666a,start
X-Google-Attributes: gid109a67,public
From: atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens)
Subject: MIME/Base 64 info
Date: 1997/01/21
Message-ID: <5c3a04$apa@ornews.intel.com>#1/1
X-Deja-AN: 211332824
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message may be assessed on unsolicited commercial email.
organization: Portland Atari Club
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

Name: mimelite
     Product: library
     Platform: ANSI C
     Where:
ftp://oslonett.no/Software/MsDos/Kommunikasjon/Offline/mimelt20.zip
     Author: Gisle Hannemyr <gisle@oslonett.no>
     Comments:

         [Gisle Hannemyr <gisle@oslonett.no> 20-May-1994]

         "mimelite" is a simple, lightweight library written in ANSI C that
         supports the parsing of MIME headers and encoding/decoding of body
         parts, suitable for inclusion in offline-readers.

If you develop mail and newsreader software (user agents), you can link mimelite with your own program to make it support a significant subset of MIME (namely the Content-Transfer-Encodings 7BIT, 8BIT, BASE64 and QUOTED-PRINTABLE). mimelite also supports conversion between the ISO Latin 1 character set used for European character sets on USENET/Internet and PC-based character sets (e.g. Macintosh, IBM CP-437 and CP-850).

The distribution archive also contains UNMIME, a standalone program to decode MIMEd messages encoded with BASE64 or QUOTED-PRINTABLE encoding.

The mimelite library is general enough to work in a number of contexts, but it has been designed to work well on MS-DOS (where memory is a scarce resource). Its main application is intended to help extend MS-DOS-based "offline-readers" for RFC-822 and RFC-1036 conformant messages to also support RFC-1521 and RFC-1522.

From comp.mail.mime_FAQ,_part_2_of_3 :

```
Name:     encdec
Product:  tool
Platform: ISO C
Where:    ftp://ftp.efd.lth.se/pub/mail/encdec.c-1.1.gz
Author:   Joergen Haegg <jh@efd.lth.se>
Comments:

encdec is a simple standalone encoder/decoder for base64 and quoted
printable written in ISO C.
```

From comp.mail.mime_FAQ,_part_2_of_3 :

```
Name:     mpack
Product:  MUA/utility
Platform: Unix, MS-DOS, OS/2, Macintosh, Amiga, Archimedes
Contact:  mpack-bugs@andrew.cmu.edu
Where:    ftp://ftp.andrew.cmu.edu/pub/mpack/mpack-1.5-src.tar.Z
          Sources for all versions
Where:    ftp://ftp.andrew.cmu.edu/pub/mpack/mpack15d.zip
          MS-DOS binaries
Where:    ftp://ftp.andrew.cmu.edu/pub/mpack/mpack15o.zip
          OS/2 binaries
Where:    ftp://ftp.andrew.cmu.edu/pub/mpack/mpack-1.5-mac.hqx
          Macintosh binary
Where:    ftp://ftp.andrew.cmu.edu/pub/mpack/mpack-1.5-amiga.lha
          Amiga binaries
Where:    ftp://ftp.andrew.cmu.edu/pub/mpack/mpack-1.5-arc.arc
          Archimedes binaries
Where:    ftp://ftp.andrew.cmu.edu/pub/mpack/mpack-1.5-linux.tar.gz
          Linux binaries
Author:   John Gardiner Myers, Chris Newman (Mac), Mike Meyer (Amiga),
          Peter Simons (Amiga), Jochen Friedrich (OS/2),
```

Olly Betts (Archimedes)
Comments:

[John Gardiner Myers <jgm+@cmu.edu> 16-Feb-1995]

Mpack is a minimal implementation of MIME, designed for encoding and
decoding binary files in MIME messages. In short, it is the MIME
equivalent of uuencode and uudecode. For backwards compatibility,
it can also decode messages in split-uuencoded format. The Macintosh
port can also handle AppleSingle, AppleDouble, and BinHex.

Starting with version 1.5, all official mpack distributions are
PGP signed by "John Gardiner Myers <jgm+@cmu.edu>". The PGP
signatures are detached from the distributions themselves, in
files with the ".asc" filename extension.

[Arjan van der Meer <arjanvdm@htsa.hva.nl> 30-Jan-1995]

There is now a version of mpack/munpack for the Atari ST and
compatibles. It is just a compiled version of the UNIX 1.2 version,
but what I've tried worked okay. It is made by alex@hal.rhein-main.de.

MPACK/MUNPACK Atari ST binary -
ftp://ftp.uni-kl.de/pub/atari/misc/mpack_12.lzh

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 7322569957262804896
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Iconify check
Date: 1997/01/21
Message-ID: <5c2kfi$ise@balaena.bio.vu.nl>#1/1
X-Deja-AN: 211370676
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

What is the best way to check if an AES supports iconification?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

From -6972027376293207601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
From: rochelle@umcc.umcc.umich.edu (Rochelle Rogoff)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/21
Message-ID: <rochelle.853846524@umcc.umcc.umich.edu>#1/1
X-Deja-AN: 211384390
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>
<rochelle.853155722@umcc.umcc.umich.edu> <32DC83F1.1C1A@volcano.net>
organization: UMCC, Ann Arbor, MI, USA
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

IMPORTANT NEWS

Due to someone (you know who you are) whining to JTS about the
Howard boards sales, there followed a tense conversation between
John Scruch of JTS and Lance Rinquist of Video 61. The result
is that I have to publicly add these extra conditions/disclaimers
to our sale of Lynx development systems:

1. JTS does NOT support these systems in regards to hardware
2. JTS does NOT support the software for these systems
3. JTS will NOT provide technical support for Lynx game development
4. JTS has specified that we can sell these systems only under these
   terms: "AS-IS" and as "Collector's Items"

Simple translation: Don't bother John Scruch anymore. They sold
these units to us and they don't want to hear anything else about them.

So if you want to buy a very special Lynx collector's item, call
(612) 462-2500. The price is still $2000 each. Each one has a

serial number on the bottom and from the ones we have, there were
probably 200 of these units built at most.

Harry Dodgson
2600/7800/Lynx developer

From 8973152741028957107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
From: Kit Kimes <kkimes@lucent.com>
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/21
Message-ID: <32E50E79.347E@lucent.com>#1/1
X-Deja-AN: 211405771
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>
<rochelle.853155722@umcc.umcc.umich.edu> <32DC83F1.1C1A@volcano.net>
<rochelle.853846524@umcc.umcc.umich.edu>
content-type: text/plain; charset=us-ascii
organization: Lucent Technologies - Bell Labs
mime-version: 1.0
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 5.4 sun4m)

Rochelle Rogoff wrote:
>
> 1. JTS does NOT support these systems in regards to hardware
> 2. JTS does NOT support the software for these systems
> 3. JTS will NOT provide technical support for Lynx game development
> 4. JTS has specified that we can sell these systems only under these
> terms: "AS-IS" and as "Collector's Items"
>
> Simple translation: Don't bother John Scruch anymore. They sold
> these units to us and they don't want to hear anything else about them.

I personally would think all those conditions were 'givens'. I doubt
that
JTS is willing to support ANYTHING developed or sold by Atari unless
they were required to by law.

--

Kit Kimes
Lucent Technologies Bell Labs
Naperville, IL
phone: (630)-979-8113
email: kkimes@lucent.com or KitKimes@AOL.COM

From 7375773094403340922
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7438b1175c555e5b,start
X-Google-Attributes: gid1115ce,public
From: Barry Bankhead <Bbankhea@Oboe.aix.calpoly.edu>
Subject: Looking for a Lynx programmer
Date: 1997/01/22
Message-ID: <32E5E937.5A58@Oboe.aix.calpoly.edu>#1/1
X-Deja-AN: 211427224
content-type: text/plain; charset=us-ascii
organization: Cal Poly, San Luis Obispo
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win95; I)

Hello, I'm interested in a Talented programmer who knows their stuff
when it comes down to making Lynx games. I am perticularly into making a
racing game(or 5) for the Lynx. I have graphics already doen, and await
a programmer...

From 2361079304309494715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: avg@cwi.nl (Annius Groenink)
Subject: Re: Iconify check
Date: 1997/01/22
Message-ID: <avg.853932183@news.cwi.nl>#1/1
X-Deja-AN: 211433037
sender: news@cwi.nl (The Daily Dross)
references: <5c2kfi$ise@balaena.bio.vu.nl>
organization: CWI, Amsterdam
newsgroups: comp.sys.atari.programmer

lvzon@bio.vu.nl (Levien van Zon) writes:

>What is the best way to check if an AES supports iconification?

That depends on what you mean by `support'. The multitos AES
iconification scheme is worthless, so I wouldn't call it support.

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl ..... www.nl.net/~zfc/ ..... www.cwi.nl/~avg/ .....

From 5087274142019569811
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ade6b6e8ac775f7f
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: WMF 2 GEM/ and/or CVG 1.1 needed
Date: 1997/01/22
Message-ID: <5c548b$cjn@balaena.bio.vu.nl>#1/1
X-Deja-AN: 211473536
references: <Pine.A32.3.91.970121212113.35864D-100000@filabres.ualm.es>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Ramiro Tellez Sanz (rtellez@filabres.ualm.es) wrote:

: I have an idea to any programmer out there.
: I desperately need an utility to convert *color* WMF files from PC's
: (aargh) to GEM/3 and/or CVG 1.1 (both in color, of course).
: Once converted, the file should be intact (i.e, no difference at all with
: the original WMF).

For those "programmers out there", check out (Danger - Long URL
approaching!)

http://www.cis.ohio-state.edu/hypertext/faq/usenet/graphics/filefor
mats-faq/part3/faq-doc-160.html

for info on WMF (Wind*ws MetaFile)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

From 6660679683111450042
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,39a756447b499f1
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Cookie jar patch prog
Date: 1997/01/22
Message-ID: <dwilga-2201971700400001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 211547151
references: <27a_9701111600@conchbbs.com> <1d7cd$d34e.18@HERMES>
<5c23s1$13r0@rs18.hrz.th-darmstadt.de>
organization: Mount Holyoke College
newsgroups: comp.sys.atari.programmer

In article <5c23s1$13r0@rs18.hrz.th-darmstadt.de>,
gryf@hrzpub.th-darmstadt.de (Thomas Binder) wrote:

> Hi!
>
> In article <1d7cd$d34e.18@hermes>,
>   gmiller@inca.co.nz (Gaven Miller) writes:
> > I just thought that all of the executable file was loaded at app start.
> >
> > After all, all the code and data segments of the app are loaded during app
> > start, and the bss space appears at the end of the data space in RAM.
> >
> > Therefore it'd be logical (given the "load everything" philosophy GEMDOS
> > seems to adhere to) to also load symbol and debug info at start time,
> > prior to fixup and passing control to the app.
> As far as I know, the OS really loads the complete binary into the RAM, but
> that's not a problem at all. The position and sizes of TEXT, DATA and BSS are
> set according to the program header, and when the BSS size is greater than
> zero, the BSS gets zeroed, thus overwriting (parts of) the symbol table in
> RAM (or the debug info), if the loaded program had one.

No, GEMDOS only loads the Text, Data, and Relocation segments of a file.
The Symbol segment is never read. You can verify this by watching the
Rwabs() calls that happen during Pexec().

Dan Wilga
dwilga@mtholyoke.edu

From 2678440544316039842
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a197403c4fe27fbc,start
X-Google-Attributes: gid1115ce,public
From: please@no.spam.mail.here (please@no.spam.mail.here)
Subject: Atari BBS?
Date: 1997/01/22
Message-ID: <756_please@no.spam.mail.here>#1/1
X-Deja-AN: 211636025
x-nntp-posting-host: nest.demon.co.uk

content-type: text/plain; charset=us-ascii
organization: Network ST (NeST)
mime-version: 1.0
reply-to: please@no.spam.mail.here
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.64) BETA (NON WINDOW VERSION)

Paul,

> Does Anyone know of a BBS program for the Atari??

Octopus and QuickBBS-ST are both excellent products and still fully
supported. You can get either on most Atari BBS's.

Jr,

--

Send email replies to :John Richardson@nest.demon.co.uk (John Richardson)

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From 3725862295648424741
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,204973a79e23666a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,204973a79e23666a
X-Google-Attributes: gid109a67,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: MIME/Base 64 info
Date: 1997/01/23
Message-ID: <32e730b4bb6c51@xs4all.nl>#1/1
X-Deja-AN: 211659561
references: <5c3a04$apa@ornews.intel.com>
x-xs4all-date: Thu, 23 Jan 1997 10:37:30 MET
content-type: text/plain; charset=iso-8859-1
x-hardware: MC68000 Atari Mega 4 ST TOS 1.4
organization: Seni Translation Services, Amsterdam
x-url: http://xs4all.nl/~josdb
mime-version: 1.0
reply-to: josdb@xs4all.nl
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

on Tue 21-01-97 17:45 Rich Tietjens wrote:

>   There is now a version of mpack/munpack for the Atari ST and
>   compatibles. It is just a compiled version of the UNIX 1.2 version,
>   but what I've tried worked okay. It is made by
>alex@hal.rhein-main.de.
>
>   MPACK/MUNPACK Atari ST binary -
>   ftp://ftp.uni-kl.de/pub/atari/misc/mpack_12.lzh

There is also a port of version 1.5 for the Atari
          sunsite.cnam.fr:/pub/Atari/Archivers/mpack15.lzh

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                              -*-
    vertaler   translator   traductor
Engels en Spaans   English and Spanish   espa⍰ol e ingl⍰s
                              -*-

From 5258182963437220845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1032a1,70fff4e290ef537c
X-Google-Attributes: gid1032a1,public
X-Google-Thread: fe885,70fff4e290ef537c
X-Google-Attributes: gidfe885,public
X-Google-Thread: 1115ce,70fff4e290ef537c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1046d6,70fff4e290ef537c
X-Google-Attributes: gid1046d6,public
X-Google-Thread: ffc26,70fff4e290ef537c
X-Google-Attributes: gidffc26,public
X-Google-Thread: 108717,70fff4e290ef537c
X-Google-Attributes: gid108717,public
X-Google-Thread: ffc1e,70fff4e290ef537c
X-Google-Attributes: gidffc1e,public
X-Google-Thread: f5ddf,70fff4e290ef537c
X-Google-Attributes: gidf5ddf,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: VB and DLL's
Date: 1997/01/23
Message-ID: <32E73B28.41C67EA6@doc.ic.ac.uk>#1/1
X-Deja-AN: 211672349
references: <01bc0174$a5fbada0$a6477cce@internetamerica.airmail.net>
to: "Gavin W. Landon" <gavin1@airmail.net>
content-type: text/plain; charset=us-ascii
organization: Imperial College of Science, Medicine and Technology, London
mime-version: 1.0
newsgroups:
comp.programming,comp.programming.contests,comp.programming.literate,comp.programm

ing.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.pr
ogrammer,comp.sys.atari.programmer,comp.sys.ibm.pc.programmer,comp.sys.newton.prog
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

> (1) What are the advantages of putting the guts of the program in DLLs
> and putting the RC files in the EXE.. Or the other way around..
> Or better said.. When designing a system what criteria is used to make a
> decision about what goes into a DLL & why?
>
> (2) We have a prototype of the program in VB4 16 bit.. We would like to
> use this as a front end and use VC 1.52 as the back end.. What is the
> best way to do this or is it easier to just do the whole thing over in VC..
>
> This is a 16 bit app only!
>
> (3) What are the considerations regarding DLL & OOD?
>
> (4) Does VB auto unload DLL's when done using the function?

These really aren't appropriate questions for cross-posting to most of
the
comp.sys groups that they were sent to (the obvious exception being the
PC
one).

However, I can answer some of the questions you ask:

1. You should really try hard not to use DLLs unless you:

   a) are running several separate programs that share common
      functionality provided by the DLLs

   b) are using a DLL to "inject" into another program's memory
      space under Win95

   or c) have large portions of code in your application which are
      hardly ever used (they should preferably be reusable as well).

   This way, your program doesn't slow down unnecessarily by using DLL
   calls all the time, and doesn't force the system to keep loading and
   unloading unnecessary DLLs. Some programmers have a tendency to go
   way over the top in this area.

2. This is another possible reason for using a DLL. VB will not link
with
   C code, so you must place C subroutines in a DLL to allow the VB
program
   to call it. And yes, this is the way to use C compilers as a back end
   to a VB program. It would be better to re-write if you have time.

3. You'll have to be more specific here.

4. I suspect that it does; I'm not really all that sure - certainly, when
   using the IDE, it unloads DLLs when it stops running the program. This
   would tend to indicate that they are dynamically loaded, in which case
   it's up to Windows whether they remain around or get unloaded.

_____
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From -8043703019796901150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc35e934d274603c
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Iconify check
Date: 1997/01/23
Message-ID: <5c7oq4$grh@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 211689217
references: <5c2kfi$ise@balaena.bio.vu.nl>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <5c2kfi$ise@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) writes:
>What is the best way to check if an AES supports iconification?

appl_tinfo or some such function. [I cannot remember exactly how right now...]

However, why do you need to check to see if it supports iconify? All AES versions will just ignore the SMALLER gadget if it doesn't support it. (ie. wind_create(SMALLER | TITLE...) will just not create the gadget, and you will never get a WM_ICONIFY message on older AES versions).

Anthony

--
----------+----------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
                                | Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
----------+----------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon

---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

From 6296691092661487734
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,14f15ed8b57c7cab,start
X-Google-Attributes: gid1115ce,public
From: patrick@onestep.co.uk (Patrick Middleton)
Subject: Mailshooter - a Mailsort app
Date: 1997/01/23
Message-ID: <854029499.12442.0@allstars.onestep.co.uk>#1/1
X-Deja-AN: 211696513
x-nntp-posting-host: allstars.onestep.co.uk
newsgroups: comp.sys.atari.programmer

Only of interest to UK users...

People doing bulk snailmail posting in the UK can get discounts from Royal Mail by presorting the mail to their spec and producing some reports. This service is called Mailsort; for more information, get in touch with your local Royal Mail sorting office.

Doing the sort and generating the reports yourself is much aggravation, and is best left to a computer. Enter Mailshooter, an application which reprocesses and sorts comma-separated-ascii mailmerge data and does all the other stuff too. It even calculates your costs and discounts.

The package has passed Royal Mail tests for correct production of results.

Requires 1MB+ memory, plus hard drive; on my STe it handles about 1000 records per minute. It can handle a data file bigger than available system memory, but will go slower.

Look for "mshoot11.zip" on 42BBS [+44 (0)1256 895106] .

It's shareware; fifty quid; the distribution is fully functional but unless you register you don't get the tool which takes the pain from installing Royal Mail's Mailsort database.

--
Patrick Middleton
OneStep Solutions plc
351 London Road Phone: +44 (0)1702 426400
Hadleigh Fax: +44 (0)1702 551515
Essex. SS7 2BT Email: patrick@OneStep.co.uk
England (NeXTmail, MIME welcome)

From 6871862000240103062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd523886ab2dcbfe
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Brainstorm Decoder
Date: 1997/01/29
Message-ID: <5cm5g4$58p@nyheter.chalmers.se>#1/1
X-Deja-AN: 212975010
references: <44519722_000003_OASIS_NEWS@the-gap.demon.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <44519722_000003_OASIS_NEWS@the-gap.demon.co.uk>,
Gary Priest <gary@the-gap.demon.co.uk> wrote:
>Does anyone out there have any details on how to call and use the Brainstorm
>JPEG Decoder?

Well, the actual documentation for that decoder is not freely available.
I got some 'reverse engineered' code from a guy here on Usenet (can't
remember his name) some time ago, though, which I have improved a bit and
am using in the latest MGIF beta versions. This code certainly does not
know about everything that JPEGD can do and it might not be as stable as
it could be. Still, it has loaded all JPEGs I've tested it with just fine
in both 24 bit and greyscale mode.

If you're interested, I'll see if I can find the code somewhere (I'm already
looking since someone asked for the same thing on one of the German groups
only a few days ago). My Falcon is dead so I can't access the MGIF sources
directly, but I'm sure I have floppy somewhere...

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -8319208690037689195
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,950b135c52e002a6
X-Google-Attributes: gid1115ce,public
From: please@no.spam.mail.here (please@no.spam.mail.here)
Subject: Recovering from Bus errors
Date: 1997/01/29
Message-ID: <777_please@no.spam.mail.here>#1/1
X-Deja-AN: 213174284

x-nntp-posting-host: nest.demon.co.uk
content-type: text/plain; charset=us-ascii
organization: Network ST (NeST)
mime-version: 1.0
reply-to: please@no.spam.mail.here
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.64) BETA (NON WINDOW VERSION)

Hi,

gmiller@inca.co.nz:
> All goes well until the code hits the RTE at the end of my bus error
> handler, and then the whole machine hangs - no bombs, nothing. Only a
> press of the reset button (or keyboard reset) will cure it.

The first thing that comes to mind is that the system has entered an infinite loop.

```
> [...]
> ; ST RAM bus error handler  -
> ; A4 has failing address on entry
> ; sets d6 to error address
> ..fix_phystop            ; ST RAM bus error handler
>  movem.l    a1/a2/a3/a5,-(sp)
>  lea    16+8(sp),a1    ; a1 = "special status register" in stack
> frame lea    .l1ret(pc),a2    ; address to return to
>  lea    16+2(sp),a3    ; address in stack to fix before returning
          ^^^^
```

Where did you get this value from? I can't remember off-hand what order the CPU puts the SR and PC onto the stack but at anyrate this number should be negative. Remember:

```
        ds.b    1024
stack:  ds.b    1
```

The stack goes down memory not up it.

```
>  rte            ; return from exception
```

Because you have put the new address into the wrong place, rte will return to the point where the exception took place...

```
> ..tol1    tst.l    (a4)        ; test ram address - BUS ERROR
> possible! add.l    d4,a4        ; increment pointer
>  bra.s    .tol1        ; loop
```

Causing this to loop and generate another bus error, rte then sends you back to this position which then generates another bus error, and so on. Voila your infinite loop.

Jr,

--

Send email replies to :John Richardson@nest.demon.co.uk (John Richardson)

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From -2125355343016700291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93fde5955a31419,start
X-Google-Attributes: gid1115ce,public
From: "Christopher M. Heiden" <cmheiden@mtu.edu>
Subject: Card
Date: 1997/01/30
Message-ID: <32F033A9.41C67EA6@mtu.edu>#1/1
X-Deja-AN: 213169505
content-type: text/plain; charset=us-ascii
organization: Michigan Tech University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
nntp-posting-user: cmheiden@mushroom.csl.mtu.edu
x-mailer: Mozilla 3.01 (X11; U; SunOS 4.1.3_U1 sun4m)

Does anyone know if there is a Atari ST card that will plug into an
intel based computer
--

"Science is an integral part of culture. It's not this foreign thing,
done
by an arcane priesthood. It's one of the glories of the human
intellectual
tradition." -Stephen Jay Gould.

Pretty well said.
Chris Heiden <cmheiden@mtu.edu>
Computer Science Student
Michigan Technological University

From -7851181249067735865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93fde5955a31419
X-Google-Attributes: gid1115ce,public

From: "Christopher M. Heiden" <cmheiden@mtu.edu>
Subject: Re: Card
Date: 1997/01/30
Message-ID: <32F035A4.446B9B3D@mtu.edu>#1/1
X-Deja-AN: 213174792
references: <32F033A9.41C67EA6@mtu.edu>
to: "Christopher M. Heiden" <cmheiden@mtu.edu>
content-type: text/plain; charset=us-ascii
organization: Michigan Tech University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
nntp-posting-user: cmheiden@mushroom.csl.mtu.edu
x-mailer: Mozilla 3.01 (X11; U; SunOS 4.1.3_U1 sun4m)

Christopher M. Heiden wrote:
>
> Does anyone know if there is a Atari ST card that will plug into an
> intel based computer
> --
> ---
> "Science is an integral part of culture. It's not this foreign thing,
> done
> by an arcane priesthood. It's one of the glories of the human
> intellectual
> tradition." -Stephen Jay Gould.
> ---
> Pretty well said.
> Chris Heiden <cmheiden@mtu.edu>
> Computer Science Student
> Michigan Technological University
> ---

-- ++++++

"Science is an integral part of culture. It's not this foreign thing,
done
by an arcane priesthood. It's one of the glories of the human
intellectual
tradition." -Stephen Jay Gould.

Pretty well said.
Chris Heiden <cmheiden@mtu.edu>
Computer Science Student
Michigan Technological University

From -215247836197952761
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93fde5955a31419
X-Google-Attributes: gid1115ce,public

From: "Christopher M. Heiden" <cmheiden@mtu.edu>
Subject: Re: Card
Date: 1997/01/30
Message-ID: <32F035C5.794BDF32@mtu.edu>#1/1
X-Deja-AN: 213174811
references: <32F033A9.41C67EA6@mtu.edu>
content-type: text/plain; charset=us-ascii
organization: Michigan Tech University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
nntp-posting-user: cmheiden@mushroom.csl.mtu.edu
x-mailer: Mozilla 3.01 (X11; U; SunOS 4.1.3_U1 sun4m)

Christopher M. Heiden wrote:
>
> Does anyone know if there is a Atari ST card that will plug into an
> intel based computer
> --
>
==========

From 5203220870264907294
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,950b135c52e002a6
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Doug Hayr)
Subject: Re: Recovering from Bus errors
Date: 1997/01/30
Message-ID: <11e7cd$15251e.29b@HERMES>#1/1
X-Deja-AN: 213189499
references: <777_please@no.spam.mail.here>
newsgroups: comp.sys.atari.programmer

please@no.spam.mail.here (please@no.spam.mail.here) wrote:
> gmiller@inca.co.nz:
> > All goes well until the code hits the RTE at the end of my bus error
> > handler, and then the whole machine hangs - no bombs, nothing. Only a
> > press of the reset button (or keyboard reset) will cure it.

> The first thing that comes to mind is that the system has entered an infinite
> loop.

Thanks for your response.

The code sets the RTE return address to be the first instruction _after_ the
loop - to the label ".l1ret" (loop 1 return)

> > [...]

```
>  > ; ST RAM bus error handler  -
>  > ; A4 has failing address on entry
>  > ; sets d6 to error address
>  > ..fix_phystop            ; ST RAM bus error handler
>  >  movem.l    a1/a2/a3/a5,-(sp)
>  >  lea    16+8(sp),a1    ; a1 = "special status register" in stack
>  > frame lea    .l1ret(pc),a2    ; address to return to
>  >  lea    16+2(sp),a3    ; address in stack to fix before returning
>            ^^^^
> Where did you get this value from? I can't remember off-hand what order the
> CPU puts the SR and PC onto the stack but at anyrate this number should be
> negative. Remember:
```

16 = 16 bytes of registers saved on stack.
2 = return address is two bytes beyond registers in exception frame.

memory looks like this at entry to the bus error handler:

(on a 68010 or better CPU)

```
sp + 0   (saved a1)
sp + 4   (saved a2)
sp + 8   (saved a3)
sp + 12  (saved a5)
sp + 16  saved SR
sp + 18 return address
sp + 22 stack frame format (available on all exceptions from 68010+)
sp + 24 (exception data as generated by CPU)
```

(on my system [68030 CPU] the format word contains the value $B008, signifying exception vector offset was $008 (ie vector 2 - bus error), and stack frame type B (bus error, long format)

The 16+2 points at the return address to be "corrected" before the RTE.

On a 68000, the return address is another 8 bytes further on in the stack frame (at offset sp+26).

I set it up for a 68010+, and then a few lines later check the CPU. If it is an 010 or above, I skip the next line (which increments a3 to point to the stacked return address for a 68000).

The stack and everything else (CPU determination, for one), was set up around 500 lines before the code snippet in the usenet article.

If I was to do as you suggest, and use a negative offset from the stack, it would (1) be overwritten by the single step Trace-Trap handler the debugger uses, (2) be writing into unknown space, not related to the bus error exception frame.

```
>         ds.b    1024
```

> stack: ds.b   1

> The stack goes down memory not up it.

> > rte   ; return from exception

> Because you have put the new address into the wrong place, rte will return to
> the point where the exception took place...

> > ..tol1   tst.l   (a4)   ; test ram address - BUS ERROR
> > possible! add.l   d4,a4   ; increment pointer
> > bra.s   .tol1   ; loop

> Causing this to loop and generate another bus error, rte then sends you back
> to this position which then generates another bus error, and so on. Voila
> your infinite loop.

The address to return to is ".l1ret", which was saved into a2 before the
memory test code started, and before the first bus error.

This was put into the stack frame at the correct offset (according to my
docs) by my bus error handler.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From 3951273098419358437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,950b135c52e002a6
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Recovering from Bus errors
Date: 1997/01/30
Message-ID: <11f7cd$1536.27d@HERMES>#1/1
X-Deja-AN: 213204130
newsgroups: comp.sys.atari.programmer

please@no.spam.mail.here (please@no.spam.mail.here) wrote:
> gmiller@inca.co.nz:
> > All goes well until the code hits the RTE at the end of my bus error
> > handler, and then the whole machine hangs - no bombs, nothing. Only a
> > press of the reset button (or keyboard reset) will cure it.

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>  >  lea    16+8(sp),a1    ; a1 = "special status register" in stack
>  > frame lea    .l1ret(pc),a2    ; address to return to
>  >  lea    16+2(sp),a3    ; address in stack to fix before returning
>            ^^^^
> Where did you get this value from? I can't remember off-hand what order the
> CPU puts the SR and PC onto the stack but at anyrate this number should be
> negative. Remember:
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sp + 4   (saved a2)
sp + 8   (saved a3)
sp + 12  (saved a5)
sp + 16  saved SR
sp + 18 return address
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sp + 24 (exception data as generated by CPU)
```

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> stack:  ds.b    1
```

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```
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>  > ..tol1    tst.l    (a4)        ; test ram address - BUS ERROR
>  > possible! add.l    d4,a4        ; increment pointer
>  >  bra.s    .tol1        ; loop
```

> Causing this to loop and generate another bus error, rte then sends you back
> to this position which then generates another bus error, and so on. Voila
> your infinite loop.

The address to return to is ".l1ret", which was saved into a2 before the memory test code started, and before the first bus error.

This was put into the stack frame at the correct offset (according to my docs) by my bus error handler.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From -3883185719154527389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3734224ed3f23634,start
X-Google-Attributes: gid111a55,public

X-Google-Thread: f4ba4,3734224ed3f23634,start
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: f8760,3734224ed3f23634,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,3734224ed3f23634,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,3734224ed3f23634,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3734224ed3f23634,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10aaed,3734224ed3f23634,start
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 105753,3734224ed3f23634,start
X-Google-Attributes: gid105753,public
From: patrick@infi.net (PatrickO'Brien)
Subject: 10,000 celerity cds
Date: 1997/01/30
Message-ID: <5cq3q3$37d@nw101.infi.net>#1/1
X-Deja-AN: 213205561
distribution: inet
organization: InfiNet
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps

I know this isn't a picture base-but everyone needs some porn in their life:

```
 -( 10,000 pictures of beautiful hot sexy Celebrities CD-ROM - ME#3 )-
      Questions? CALL US IN USA 1-757-686-1271  -   6 CD-ROMS in ONE!

Check this out:

 600+ pictures of Cindy Crawford
 400+ pics of Pamela Anderson
 250+ pics of Elle Macpherson
 200+ pics of Christina Applegate
 200+ pics of Alicia Silverstone        -==< 10,000 CELEBRITIES!! >==-
 200+ pics of Mariah Carey
 200+ pics of Sandra Bullock
 150+ pics of Liv Tyler, young star
 130+ pics of Niki Taylor
 130+ pics of Kate Moss!!!             For a list of ALL files on the CD
 100+ pics of Madchen Amick
 100+ pics of Racquel Darrian - *WOW*
 80+ pics of hot model Jenny McCarthy! (Nudity!)
 80+ pics of Paulina Poriskova, sexy supermodel!
 70+ pics of Bridget Hall, supermodel!
 50+ pics of TRACI LORDS, yes!                    ***6 Celeb CDs in One!***
 50+ pics of Daisy Fuentes, hot spanish VJ
 50+ pics of Salma Hayek, sexy latina actress!           order now
```

50+ pics of Teri Hatcher 1-757-686-1271
* 4000+ pics of other NUDE stars
* 4000+ pics of PG-13 rated celebrity poses
* 10,000+ pictures total, thats TEN thousand!
* Graphics viewing software for Windows3.1/DOS/Win95
* CD is BBS ready, with descriptions of files! And its Mac readable!
* Many more features and pictures of stars!
* NO AMATURE MODELS! - ONLY Celebs!

(Orders call 757-686-1271)

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* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories are arranged in NUDE/NON NUDE format for easy use!
* Graphics viewing software for Windows/DOS/Win95
* CD Is ISO-9660 Macintosh compatible if you have a Mac JPG viewer
* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! Has a files.bbs conversion program for different formats!
* Many more features.. Guaranteed or your money back!

This CD represents high quality work. Here is the pricing:
$$$ $36 each (plus $2 shipping, $5 shipping outside USA) $$$

(*) Call 757-686-1271 to order via credit card over the phone!

Qualifications: You must be OVER 18 & live somewhere on planet EARTH!
Please remember, Foreign orders add $5 for shipping instead of $2

ME#3 ..'~ Midnight Escape ~'..

From 4602996426589335389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f8621b684bfb99f
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: C Tutorial
Date: 1997/01/30
Message-ID: <32f651f8.22471020@news.airtime.co.uk>#1/1
X-Deja-AN: 213224773
references: <32f161f2.4829465@news.airtime.co.uk>
<uP1vOFAVIq7yEwMr@thegibsons.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: STOSSER Software
mime-version: 1.0
reply-to: comp.sys.atari.programmer

newsgroups: comp.sys.atari.programmer

On Wed, 29 Jan 1997 01:04:21 +0000, Drew Gibson
<drew@thegibsons.demon.co.uk> wrote:

>Yo Tony !

 wahay..LIFE! :)

>> Eeerm did I miss tutorial number 5? it hasn't passed through here? or
SNIPPPPPO

>> Hello! anyone there ? :)
>
>Yup - I guess we're all here. R Dupuy mentioned in his last post (not a

 Good, mostly because I was beginning to think something was wrong,
its gone from a happy healthy newsgroup to a sad quiet place, ho well
at least the knitting class wont get disturbed,

>And if you think this group is dead :-
>
>   STOS IS CRAP !!!
>
>that'll get 'er going again (hahahahahaha) :-)

 naghhh we dont want them crying again....

 Shout C is crap, that might work :)))))))))

geeeeeeeez I'm bored :(

 Cheers anyway mate, at least I know there isnt an actual newsfeed
problem or anything else :)

 hey!...whats that clicking noise?.....;-)

                    Cheers.............!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -6136258172923222571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3734224ed3f23634
X-Google-Attributes: gid1115ce,public

From: !ynoT
Subject: Re: 10,000 celerity cds
Date: 1997/01/30
Message-ID: <3302aa8f.13390905@news.airtime.co.uk>#1/1
X-Deja-AN: 213262723
references: <5cq3q3$37d@nw101.infi.net>
content-type: text/plain; charset=us-ascii
organization: STOSSER Software
mime-version: 1.0
reply-to: comp.sys.atari.programmer
newsgroups: comp.sys.atari.programmer

On Thu, 30 Jan 97 12:22:00 GMT, patrick@infi.net (PatrickO'Brien)
wrote:

>I know this isn't a picture base-but everyone needs some porn in their life:

 Really? I wonder if your postmaster will agree...

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 9195238075222113051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f70e56d254bf0af9,start
X-Google-Attributes: gid1115ce,public
From: THECOPYCATSHOP@NA.COM
Subject: Canon P133 Computer at Low Price
Date: 1997/01/30
Message-ID: <5cr483$5f@mtinsc04.worldnet.att.net>#1/1
X-Deja-AN: 213294229
organization: THE.COPY.CAT.SHOP
newsgroups: comp.sys.atari.programmer

We have the following Pentium Computer for sale.

Manufactuer: Canon

Specification:

Pentium 133 CPU
1.6 Gig Hard Drive

1.44 Floppy Drive
8X CD-Rom
28.8 Bps Modem
16MB of EDO Ram 72 Pin
Mid Tower with open 3 open 5.25 bays and 1 3.5 open bay
Case also has RF Connector
Intel Chipset Motherboard
16 bit Sound Card
1 MB PCI VGA Exp. to 2 MB
256k Pipeline Cache
PS/2 Keyboad and PS/2 Mouse
Windows 95

All computers are brand new from Manufactuer.

Price: $ 1,099 USD

Optional:

2 X 4 CD Recorder (Internal)
w/SCSI Card, EZ CD Pro Software
Price: 399.95 USD

Expand to 2MB of VGA Graphics
Price: $ 49 USD

Monitors Avilable Upon Request

If you have any questions feel free to call,
Please leave a message and your call will be returned promptly.

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

From 3527975134257512342
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,950b135c52e002a6
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: Recovering from Bus errors
Date: 1997/01/31
Message-ID: <32F1C705.446B9B3D@doc.ic.ac.uk>#1/1
X-Deja-AN: 213415748
references: <11f7cd$1536.27d@HERMES>
content-type: text/plain; charset=us-ascii
organization: Imperial College of Science, Medicine and Technology, London
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

```
> > Because you have put the new address into the wrong place, rte will return to
> > the point where the exception took place...
>
> >  > ..tol1    tst.l    (a4)        ; test ram address - BUS ERROR
> >  > possible! add.l    d4,a4        ; increment pointer
> >  >  bra.s    .tol1        ; loop
>
> > Causing this to loop and generate another bus error, rte then sends you back
> > to this position which then generates another bus error, and so on. Voila
> > your infinite loop.
```

There's another likely cause... it's called a double bus fault, and is triggered when a bus error occurs inside your bus error handler; on almost all CPUs, causes the CPU to go into a halt state. This means that it's not even trying to run instructions any more, and will not do so until reset.

> The address to return to is ".l1ret", which was saved into a2 before the
> memory test code started, and before the first bus error.
>
> This was put into the stack frame at the correct offset (according to my
> docs) by my bus error handler.

Are you absolutely certain that you're not either returning to the wrong address, or corrupting a register that you're using in the bus error handler as a pointer?

All you have to do is trigger another bus error, and you'll kill your system stone cold.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From 7958963781708860847
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2d50730fabfec202,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,2d50730fabfec202,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,2d50730fabfec202,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 112f4b,2d50730fabfec202,start
X-Google-Attributes: gid112f4b,public
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton)
Subject: NeST BBS Network closed (temporarily?)
Date: 1997/01/31
Message-ID: <19970131131307424 37@tachyon.demon.co.uk>#1/1
X-Deja-AN: 213442950
x-nntp-posting-host: tachyon.demon.co.uk
followup-to: comp.sys.atari.st
organization: Tachyon Media
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,demon.ip.suppor
t.atari

-----BEGIN PGP SIGNED MESSAGE-----

I'm reposting this here on behalf of Colin Fisher-McAllum, SysOp
of 42 BBS, as he hasn't quite mastered his usenet stuff yet.

Point of note: before anyone asks - yes, Daron does know that
this is being posted. In fact, he specifically requested that
Colin post something to let everyone know what was going on, and
why the NeST BBS network would be down.

Please don't email either Colin or I about this: everything
either of us knows is contained within this message.

I also urge all of you to think before posting any replies.
Remember that judicial laws state that someone is innocent until
proven guilty - Daron is a well-respected member of the Atari
community, and idle speculation would only harm his reputation.

Original from Colin Fisher-McAllum follows:

==========
====
I am sorry to say that until other arrangements can be made,
NeST is
closed.

Daron Brewood was raided this morning and all his equipment
impounded
subject to an investigation into computer pornography.

Regards

Colin
==========
====

ATB, Frank.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3
Charset: mac
Comment: Mail pgpkey@tachyon.co.uk for my PGP Public Key.

iQCVAwUBMvHu6JRUNQJyemzxAQGNWAP/V1S1r2E/QYcEQ+dNH1Zi2ste1rJeetMT
D5x50QqCN5cfL8JK8RvjtJVbPHFtobq7wjdb1yxQgAw12wDaexm6kfJjaJwr2Rm0
o2Awpx4Lf3BbTvWQWSpdNE41CCBx0ZAfLH2Yl3rw7jCn2irfty0+Ozj43dkuRPz8
A3+9Vt4Tbg8=
=xl6+
-----END PGP SIGNATURE-----

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

From -2964177615363060456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe0f92d80cc3defc,start
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: converting assembler source to C
Date: 1997/01/31
Message-ID: <Pine.SOL.3.91.970131211113.22579A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 213447666
organization: University of Canberra, Australia
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Anyone know if/where there are programs out there (for Atari, PC or unix)
that can convert assembler source to C source?

Thanks,
Yiannis

```
     /"(  _  )"\     .-------------------------------------------------------.
    / . \/^\/ . \    | Yiannis Paschalidis / Alias "X"   ...  Nuclear waste  |
   /  _)_`-'_(_  \   | u943409@student.canberra.edu.au   |||    fades your   |
  /.-~   ).(   ~-.\  | tp943409@ise.canberra.edu.au     / | \     genes!     |
 /'     /\_/\     `\ |    URL -> http://student.canberra.edu.au/~u943409/    |
        "-v-" F'030  `-------------------------------------------------------'
```

From -3879570764362191478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81ea6f15f296dabe
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: SCSI on Falcon, how to program?
Date: 1997/01/31
Message-ID: <5ct0u5$246@balaena.bio.vu.nl>#1/1
X-Deja-AN: 213461925
references: <5cj12v$rhn@Steinlager.tip.net>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Reine Jonsson (ljord@connectum.skurup.se) wrote:

: I'm trying to make contact with the SCSI-port
: on my Falcon. This little program bombs out
: with two bombs, why?
: I'm using the data-adress that the Profibuch
: tells about the TT.

If you want to do SCSI programming, try downloading the CBHD harddisk
driver. It provides an SCSI programming interface.
It should be on ftp://ftp.cnam.fr/pub/Atari/Disk/

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You will think of something funnier than this to add to the fortunes.

From -6988660376209739409
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93f307dae39709c9,start

X-Google-Attributes: gid1115ce,public
From: please@no.spam.mail.here (please@no.spam.mail.here)
Subject: Re: C Tutorial
Date: 1997/02/01
Message-ID: <28178_please@no.spam.mail.here>#1/1
X-Deja-AN: 213679871
x-nntp-posting-host: mettav.demon.co.uk
content-type: text/plain; charset=us-ascii
organization: The Tavern BBS
mime-version: 1.0
reply-to: please@no.spam.mail.here
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.651) BETA (NON WINDOW VERSION)

This message from drew@thegibsons.demon.co.uk to All came in on a wing and a prayer...

Hi Drew,

```
 d> And if you think this group is dead :-
 d>
 d>          STOS IS CRAP !!!
 d>
 d> that'll get 'er going again (hahahahahaha) :-)
```

Please don't start this again, it is very boring.

Regards, Derryck

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From -1631752154560825407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93f307dae39709c9
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: C Tutorial
Date: 1997/02/01
Message-ID: <32f562da.14958770@news.airtime.co.uk>#1/1
X-Deja-AN: 213720353
references: <28178_please@no.spam.mail.here>
content-type: text/plain; charset=us-ascii
organization: STOSSER Software

mime-version: 1.0
reply-to: comp.sys.atari.programmer
newsgroups: comp.sys.atari.programmer

On Sat, 01 Feb 97 09:32:02, please@no.spam.mail.here
(please@no.spam.mail.here) wrote:

>This message from drew@thegibsons.demon.co.uk to All came in on a wing and a

> d> And if you think this group is dead :-
> d>
> d>   STOS IS CRAP !!!
> d>
> d> that'll get 'er going again (hahahahahaha) :-)
>
>Please don't start this again, it is very boring.
>
>Regards, Derryck

 Hey Derryck, Anyone with half a brain could see Drew was JOKING,

 Who the fuck are you to tell me or anyone else what is boring, make a
kill file and get back to your knitting!,

  ** Don't you just hate wannabe moderators **

!ynoT

From -7310568761370847674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fec08982c4c0241,start
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Cookies List
Date: 1997/02/01
Message-ID: <E4xn9E.3Fu@cix.compulink.co.uk>#1/1
X-Deja-AN: 213722428
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

I need an up-to-date list of all available cookies for an update of my
PROFILE 2 program. I have several (German) which are a little incomplete.
Can anyone point me at a file and site please?

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

From -4255800130200936666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93f307dae39709c9
X-Google-Attributes: gid1115ce,public
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Subject: Re: C Tutorial
Date: 1997/02/01
Message-ID: <ytkOuZAzw88yEwVU@thegibsons.demon.co.uk>#1/1
X-Deja-AN: 213791127
distribution: world
x-nntp-posting-host: thegibsons.demon.co.uk
references: <28178_please@no.spam.mail.here>
organization: The Mad House
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi Derryck

On Sat, 1 Feb 1997 at 09:32:02, please@no.spam.mail.here wrote in
<28178_please@no.spam.mail.here>

>
>Please don't start this again, it is very boring.
>

Only a joke :(, along with a legitimate reply to a legitimate question.

Drew

```
*>   drew@thegibsons.demon.co.uk   <*
*>       dgibson@cameo.co.uk       <*
*>   FidoNet  2:2501/101.15        <*
*>          NeST  90:102/202.15    <*
*>   AtariNet 51:6/502.15          <*
*>          TurboNet 100:105/3.15  <*
*>     A STandard ProBBS Point !   <*
```

From -4459972439336858499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63e2f3c90477aa91,start

X-Google-Attributes: gid1115ce,public
From: qpdmvn@ohaqerf.com
Subject: CD R Media for Sale
Date: 1997/02/02
Message-ID: <5d23vn$jct@mtinsc04.worldnet.att.net>#1/1
X-Deja-AN: 213900491
organization: The.Copy.Cat.
newsgroups: comp.sys.atari.programmer

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders, software, and media needs.

If you have any questions or comments feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

From -7158560131419770372
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,81ea6f15f296dabe
X-Google-Attributes: gid1115ce,public
From: ljord@connectum.skurup.se (Reine Jonsson)
Subject: Re: SCSI on Falcon, how to program?
Date: 1997/02/02
Message-ID: <5d2vmc$99h@mn5.swip.net>#1/1
X-Deja-AN: 213973248
organization: -
nntp-posting-user: s-240875
newsgroups: comp.sys.atari.programmer

On 31 Jan 1997, Levien van Zon wrote:

> Reine Jonsson (ljord@connectum.skurup.se) wrote:
>
> : I'm trying to make contact with the SCSI-port
> : on my Falcon. This little program bombs out
> : with two bombs, why?
> : I'm using the data-adress that the Profibuch
> : tells about the TT.
>
> If you want to do SCSI programming, try downloading the CBHD harddisk
> driver. It provides an SCSI programming interface.
> It should be on ftp://ftp.cnam.fr/pub/Atari/Disk/
>
> -=Levjenno
>
> ------
> Levien van Zon (lvzon@bio.vu.nl)
> MALEB Homepage: http://huizen.dds.nl/~levjenno/
> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
> ------
>
> You will think of something funnier than this to add to the fortunes.
>
>

Thank You!

I have downloaded the package and will study the files
carefully.

Reine

Reine J⍰nsson

ljord@connecum.skurup.se tel: int + 46 414 201 70
http://www.skurup.se/~ljord fax: int + 46 414 202 81

From 5337158877409379321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93f307dae39709c9
X-Google-Attributes: gid1115ce,public
From: please@no.spam.mail.here (please@no.spam.mail.here)
Subject: Re: C Tutorial
Date: 1997/02/02
Message-ID: <28260_please@no.spam.mail.here>#1/1
X-Deja-AN: 214046263
x-nntp-posting-host: mettav.demon.co.uk
content-type: text/plain; charset=us-ascii
organization: The Tavern BBS
mime-version: 1.0
reply-to: please@no.spam.mail.here
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.652) BETA (NON WINDOW VERSION)

This message from drew@thegibsons.demon.co.uk to All came in on a wing and a
prayer...

Hi Drew!

 >> Please don't start this again, it is very boring.
 d> Only a joke :(, along with a legitimate reply to a legitimate
 d> question.
Thanks for that; humour mode is now <on> (g)

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |

~~~
~~~

X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Iconify check
Date: 1997/02/03
Message-ID: <5d4jbe$9ml@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 214105599
references: <5cdboc$pm7@news2.nkn.net>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <5cdboc$pm7@news2.nkn.net>, michael@fastlane.net (Michael White)
writes:
>
>Annius V. Groenink wrote:
>>What makes it worthless is that you can only iconify if the user
>>clicks the SMALLER. There is no way to actively iconify a window.
>
>I'm not sure I understand the issue. Are you saying there's no way
>for an application to iconify itself? What do you mean by "actively
>iconify a window"?

Eg. when the user selects under the 'windows' menu 'iconify' the
application is able to iconify its own windows.

>>Also, many applications don't support iconify all, so if someone
>>control + clicks on the smaller a slot gets reserved, but no
>>icon appears. The slot will be empty until you reboot.
>
>Don't you just normally click (not control-click) on the smaller button
>(the button to the left of the "maximize" button)?
>And besides, the smaller button doesn't normally appear on applications
>that don't support the iconifcation, right? I've never seen it on, say,
>my Prospero C editor. But I do agree that it would be nice if you could
>iconify applications that don't explicity handle iconification.

Annius means ICONIFY ALL which is sent when you click on the smaller
icon holding control. This should cause the application to appear to
iconify all its windows down into one icon. Try it. Desktop likes it,
and some programs like it, but others (eg Thing?) will ignore the
WM_ALLICONIFY message which will cause AES 4.1 problems (but not N.AES)

Anthony
--

```
-------------------------------------+-------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+-------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
```

 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

From -2303875015188413232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93f307dae39709c9
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: C Tutorial
Date: 1997/02/03
Message-ID: <5d50v9$3m4@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 214141286
references: <28178_please@no.spam.mail.here>
<32f562da.14958770@news.airtime.co.uk>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

!ynoT wrote:

: Hey Derryck, Anyone with half a brain could see Drew was JOKING,

: Who the fuck are you to tell me or anyone else what is boring, make a
: kill file and get back to your knitting!,

:   ** Don't you just hate wannabe moderators **

: !ynoT

Due to the lack of a proper email address in your posting, I'm forced to
say this in public: You've just earned yourself a place in my killfile.
Enjoy your stay...

Theo

From 4499938473262376866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,93f307dae39709c9
X-Google-Attributes: gid1115ce,public
From: !ynoT
Subject: Re: C Tutorial
Date: 1997/02/03
Message-ID: <32fd2b75.29664588@news.airtime.co.uk>#1/1
X-Deja-AN: 214169481
references: <28178_please@no.spam.mail.here>
<32f562da.14958770@news.airtime.co.uk> <5d50v9$3m4@ccshst05.cs.uoguelph.ca>
content-type: text/plain; charset=us-ascii

organization: STOSSER Software
mime-version: 1.0
reply-to: comp.sys.atari.programmer
newsgroups: comp.sys.atari.programmer

On 3 Feb 1997 15:41:29 GMT, thopman@uoguelph.ca (Theodore L Hopman)
wrote:

>: kill file and get back to your knitting!,
>
>:   ** Don't you just hate wannabe moderators **

>Due to the lack of a proper email address in your posting, I'm forced to

 The person I was replying to knows full well my email address,
nothing was being hidden, My email is not in the posting to avoid
spammers, it is usualy in my sig, but so is the words "cheers" and I
didnt want to say that,

>say this in public: You've just earned yourself a place in my killfile.

 Good, because I am in here to talk about programming, not listen to d
crocker or you having a moan, the only reason derryck made his post
was to moan, and thats the ONLY reason YOU have made this posting, to
moan?, this is a programming area, not a moaners paradise, I talk
about programming, derryck and now YOU and the rest of the knitting
class moan, make your killfile, it's hardly going to upset me is it?

 ** And the Knitting Class gets yet another member **

From 3392019373721718248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,724523fed9c36c89,start
X-Google-Attributes: gid1115ce,public
From: marcelv@stack.nl (Marcel Veltmaat)
Subject: XWindows in colour?
Date: 1997/02/03
Message-ID: <5d5p0c$o0m@snail.stack.nl>#1/1
X-Deja-AN: 214219691
organization: MCGV Stack, Eindhoven University of Technology, the Netherlands.
newsgroups: comp.sys.atari.programmer

Hello,

I just was wondering if anyone knows the Xwindows with Mint works in
colours? (with our without the scrolling?) Or should I stick to the
oldfashioned Freemint? (buggy escpecially with my modem.)

Thanx

From 6294072339486419456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50722ea1c9746285,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Cookie jar patch prog
Date: 1997/02/03
Message-ID: <cc2_9702052035@conchbbs.com>#1/1
X-Deja-AN: 214750532
organization: Houston Area League of PC Users
x-ftn-to: gmiller@inca.co.nz
newsgroups: comp.sys.atari.programmer

> The one I gave the source code for has only one good feature:
> it doesn't take up much RAM.

g > And what if it was launched after the multitasker had started?

For starters, it wipes out all of the cookies already in the jar.
If it crashes the system, that at least would teach you not to run
it on a system which doesn't need it.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 9141188322436865399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d343c84acb8fdbd,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: GEM questions
Date: 1997/02/04
Message-ID: <247cd$16a2.68@HERMES>#1/1
X-Deja-AN: 214334550

newsgroups: comp.sys.atari.programmer

I am trying to write a 3D object plug-in for my Toolbox TSR.

This plug-in is to be responsible for redrawing and handling 3D objects on screen.

In order to redraw objects, a separate VDI virtual workstation handle is required. To open a virtual workstation, one needs the system workstation handle, which can be retrieved via the AES call graf_handle.

But the AES isn't available until all the AUTO folder programs have been enumerated and have run to completion (either Pterm, Pterm0 or Ptermres).

So, how do I open a VDI workstation from within the AUTO folder? And, if so, can I leave it open through a Ptermres() call? (So I can use the stored handle in my VDI redraw routines in the plug-in as called from the main app)

I believe thet I can use v_opnwk and open a full workstation, but that will then prevent GEM from using v_opnwk when it [GEM] starts.

At present, the plug-in requires the calling app to call an intialisation function, passing in a pointer to a buffer containing AES version (if it is over 3.3 and we are in a 16+ colour screen mode then 3D effects are applied, otherwise not) and the system VDI handle. On return from the init function, the rest of the buffer is filled in with pointers to callback functions in the plug-in to be used for redrawing (ie within a G_PROGDEF object)

And, of course, when the prog exits, it has to call a de-initialisation function within the plug-in.

But, this feels like a bit too much work. Is there a way to check AES version and open a workstation when the plug-in is being loaded at boot time?

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

From 177059428026828581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae744791f28701b,start
X-Google-Attributes: gid1115ce,public
From: Richard John Lawson <r.j.lawson-96@student.lboro.ac.uk>
Subject: Fortran for ST
Date: 1997/02/04
Message-ID: <32F7C5D8.5A94@student.lboro.ac.uk>#1/1
X-Deja-AN: 214477435
content-type: text/plain; charset=us-ascii
organization: Loughborough University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (X11; I; SunOS 5.5.1 sun4u)

Could anyone direct me to a decent public domain version of Fortran for the Aatri ST? Or do you know where I could purchase Prospero Fortran in the UK - in fact, if anyone wants to sell it to me, I'd be more than grateful!

Richard Lawson.

From -362623097359149053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,724523fed9c36c89
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: XWindows in colour?
Date: 1997/02/04
Message-ID: <5d86em$hgr@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 214491618
references: <5d5p0c$o0m@snail.stack.nl>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Marcel Veltmaat (marcelv@stack.nl) wrote:
: Hello,

: I just was wondering if anyone knows the Xwindows with Mint works in
: colours? (with our without the scrolling?) Or should I stick to the
: oldfashioned Freemint? (buggy escpecially with my modem.)

The X servers for Mint are mono-only. If you want colour X on your Atari, you'll have to go with Linux or NetBSD.

What do you mean by "oldfashioned Freemint"? The FreeMint releases are

more recent than Mint 1.12, and from my experience, are remarkably
stable. X should be able to run on top of them with no problems (I
usually run AES 4.1).

THeo

From 6808188647844833280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b252010e2cd69284,start
X-Google-Attributes: gid1115ce,public
From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
Subject: C Library
Date: 1997/02/04
Message-ID: <5d772r$l4e@dux.dundee.ac.uk>#1/1
X-Deja-AN: 217794592
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

Hi,

Just wondering if anyone knows of a good easy to use C Graphics library for
GNU C ???

Something like plot(int x, int y);
         polygon (int [], int)
would be nice !

Davy

--
       ><>   Davy Mitchell   <><
 dmitchel@mcs.dundee.ac.uk   www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
 "In the heat of composition I find that I have inadvertently allowed myself
 to assume the form of a large centipede." The Screwtape Letters - C.S.Lewis

From -2405055118565690079
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2d9c53517ee7bfb,start
X-Google-Attributes: gid1115ce,public
From: gamberin@art.alcatel.fr (Fabrice Gamberini)
Subject: Re: Brainstorm Decoder
Date: 1997/02/05
Message-ID: <9702051102.AA01769@rtbdel27s.CAO>#1/1
X-Deja-AN: 214588781
x-mail2news-path: alcatel.fr!mailgate.alcatel.fr!alcatel.fr!nsfhh5.alcatel.fr!
rtbf8!rtbdel27s.cao
x-mail2news-user: gamberin@art.alcatel.fr

newsgroups: comp.sys.atari.programmer

In article <44519722_000003_OASIS_NEWS@the-gap.demon.co.uk>,
Gary Priest <gary@the-gap.demon.co.uk> wrote:
>Does anyone out there have any details on how to call and use the Brainstorm
>JPEG Decoder?

I think you could try http://www.brainstorm.eu.org,
and then mailing raphael@brainstorm.eu.org for the details
on the jpeg decoder, after all he's the guy who did it.

I cannot guarantee an answer though; i understand they've
left the atari development aside for some time.

bye.

fab.

From 8489014932573196070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afa7f1374481538b,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: AES Messages
Date: 1997/02/05
Message-ID: <5d9pfn$2m3@balaena.bio.vu.nl>#1/1
X-Deja-AN: 214592505
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

GEM Messages are enough to drive one completely mad...

Anyway, I have a little problem which I hope someone can shed some light
on...

In a program I am writing I'm using a loop to check the mouse status, among
other things. It looks something like this:

```
do {
     <stuff>

     event = evnt_multi( MU_MESAG || MU_M1, ... , 0, <workarea>, ...,
                  msgbuf, .... , mousex, mousey, mouseb, ..);

     if (event && MU_MESAG) {

          switch (msgbuf[0]) {
          case WM_REDRAW:
```

```
            <do stuff>
            break;
        }
    }

} while (!mouseb);
```

The MU_M1 part serves two purposes: it keeps the loop running and it checks whether the mouse is still in the work area. It seems to work fine.
The MU_MESAG bit however, is acting a bit strange.
When it gets a redraw message in this loop it keeps repeating the message until some other message appears... When the loop starts I get message nr. 8 (what is it?), which is repeated until I get a WM_REDRAW, which is then repeated until I get some other message..
What's going on? I've tried about anything to figure it out, rangeing from clearing vars to comenting out pieces of code.

Anyone?

Thanks...

    -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The Kennedy Constant:
    Don't get mad -- get even.

From -1139898894296476660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afa7f1374481538b
X-Google-Attributes: gid1115ce,public

From: Dennis Armstrong <Dennis.Armstrong@jet.uk>
Subject: Re: AES Messages
Date: 1997/02/05

Message-ID: <32F8966F.15FB7483@jet.uk>#1/1
X-Deja-AN: 214613392
references: <5d9pfn$2m3@balaena.bio.vu.nl>
to: Levien van Zon <lvzon@bio.vu.nl>
content-type: text/plain; charset=us-ascii
organization: Jet Joint Undertaking
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.01 (X11; I; SunOS 4.1.3_U1 sun4m)

Levien van Zon wrote:
>
> GEM Messages are enough to drive one completely mad...
>
> Anyway, I have a little problem which I hope someone can shed some light
> on...
>
> In a program I am writing I'm using a loop to check the mouse status, among
> other things. It looks something like this:
>
> do {
>   <stuff>
>
>   event = evnt_multi(MU_MESAG || MU_M1, ... , 0, <workarea>, ...,
>   msgbuf, ... , mousex, mousey, mouseb, ..);
>
>   if (event && MU_MESAG) {
    try   if (event & MU_MESAG) {
as evnt_multi may return with several bits set in the event variable

>
>   switch (msgbuf[0]) {
>   case WM_REDRAW:
>   <do stuff>
>   break;
>   }
>   }
>
> } while (!mouseb);
>
> The MU_M1 part serves two purposes: it keeps the loop running and it checks
> whether the mouse is still in the work area. It seems to work fine.
> The MU_MESAG bit however, is acting a bit strange.
> When it gets a redraw message in this loop it keeps repeating the message
> until some other message appears... When the loop starts I get message nr.
> 8 (what is it?), which is repeated until I get a WM_REDRAW, which is then
> repeated until I get some other message..
> What's going on? I've tried about anything to figure it out, rangeing
> from clearing vars to comenting out pieces of code.
>
> Anyone?
>
The following bit of code is more what you seek as all the event
handling is done in one while statement:-

```
int main()
{
/* initialise program */

  m1flag = 0;           /*-- wait for mouse to enter rectangle ---*/
  timlo  = 0;           /*--- timer values ---*/
  timhi  = 255;
```

```
  done=0;               /*--- done flag set to 1 by QUIT or ^Q---*/

  while(!done)
    {
      /*--- the main loop of the application ---*/

      happened = evnt_multi(MU_KEYBD|MU_MESAG|MU_M1|MU_TIMER|MU_BUTTON,
                            1,             /* number of clicks to wait
for */
                            1,             /* mouse buttons bmask */
                            1,             /* bstate */
                            m1flag,        /* mouse pointer */
                            tidex,
                            tidey,
                            tidew,
                            tideh,
                            0,             /* m2flag */
                            0, 0, 0, 0,
                            msg,           /* message buffer */
                            timlo, timhi,
                            &mousex, &mousey,
                            &button,
                            &shiftkey,
                            &keycode,
                            &clicked);

      /*--- which event?  ---*/
      if(happened & MU_KEYBD)
        {
          do_keyboard(shiftkey,keycode);
        }

      if(happened & MU_BUTTON)
        {
          do_button(mousex, mousey, button);
        }

      if(happened & MU_M1)
        {
          do_tidemouse(mousex,mousey);
        }

      if(happened & MU_M2)
        {
          /* do nothing in this case */
        }

      if(happened & MU_MESAG)
        {
          do_message(msg);
        }

      if(happened & MU_TIMER)
```

```
        {
          /* do nothing in this case */
        }

    } /* end of while(!done) */

/* clean up here */

return EXIT_SUCCESS;
}
```

-
 | Dennis Armstrong, CODAS division Joint European Torus
 | Abingdon, Oxfordshire, OX14 3EA, UK tel +44 1235 464871
 | work mailto:Dennis.Armstrong@jet.uk
 | home mailto:Dennis.Armstrong@corewise.demon.co.uk

==========
    The above article is the personal view of the poster and should not be
       considered as an official comment from the JET Joint Undertaking
==========

From -7417418614778422298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afa7f1374481538b
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: AES Messages
Date: 1997/02/05
Message-ID: <vyzn2tjgx1i.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 214614742
sender: schwab@issan.informatik.uni-dortmund.de
references: <5d9pfn$2m3@balaena.bio.vu.nl>
organization: Dortmund University, Germany
newsgroups: comp.sys.atari.programmer

Levien van Zon <lvzon@bio.vu.nl> writes:

|> GEM Messages are enough to drive one completely mad...
|> Anyway, I have a little problem which I hope someone can shed some light
|> on...

|> In a program I am writing I'm using a loop to check the mouse status, among
|> other things. It looks something like this:

```
|> do {
|>   <stuff>

|>   event = evnt_multi( MU_MESAG || MU_M1, ... , 0, <workarea>, ...,
```

```
                                    ^^ this should be a single |

|| is the logical or (always yielding either zero or one)
|  is the binary or
--
Andreas Schwab                                        "And now for something
schwab@issan.informatik.uni-dortmund.de                completely different"
```

From -7136814610523881046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aee54e66e9871a18,start
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: What's happened here?
Date: 1997/02/05
Message-ID: <32F89FC7.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 214626041
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.3_U1 sun4m)

Hi all.

I hope someone can help me out with a weird problem concerning AES messages.

The scenario is that keyboard shortcuts are picked up by evnt_multi() and passed to a function for checking. If they are valid, a message is sent via appl_write() to the AES to say that that menu item has been selected and from then on the program behaves as if it really had.

Or it did in the last version of the program. In the new version I am currently working on all keyboard shortcuts have stopped working. What's really strange about this is that, since they worked perfectly before, I haven't touched this part of the code.

Tracing the thing through, I can tell you that the key scan codes are picked up correctly and passed on. The correct menu item is selected and the message is assembled correctly and appears to be sent OK. However, after passing through evnt_multi() it has changed radically. For example, pipe[0], which was MN_SELECTED (13) has changed to 0. Anybody got any idea what is going on here and how I can counteract it?

Regards
Martyn

From 8780544172228285601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afa7f1374481538b
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: AES Messages
Date: 1997/02/05
Message-ID: <dwilga-0502971016230001@138.110.10.65>#1/1
X-Deja-AN: 214635461
references: <5d9pfn$2m3@balaena.bio.vu.nl>
organization: Mount Holyoke College
newsgroups: comp.sys.atari.programmer

In article <5d9pfn$2m3@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:

```
>         event = evnt_multi( MU_MESAG || MU_M1, ... , 0, <workarea>, ...,
>                             msgbuf, .... , mousex, mousey, mouseb, ..);
```

In addition to the other typo noted previously, there is one here, too. That line should be MU_MESAG | MU_M1. As it's written above, you will effectively only ever end up with MU_MESAG events.

Dan Wilga
dwilga@mtholyoke.edu

From -4202732971369460514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae744791f28701b
X-Google-Attributes: gid1115ce,public
From: kreymer@ea831.fnal.gov (Art Kreymer)
Subject: Re: Fortran for ST
Date: 1997/02/05
Message-ID: <5darb1$d1v@ea831.fnal.gov>#1/1
X-Deja-AN: 214687155
references: <32F7C5D8.5A94@student.lboro.ac.uk>
organization: Fermilab, Batavia IL USA
newsgroups: comp.sys.atari.programmer

Surf over to http://www.prosperosoftware.com/

From 4705976086099055524
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afa7f1374481538b
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: AES Messages

Date: 1997/02/05
Message-ID: <855176530_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 214818892
x-nntp-posting-host: swampdog.demon.co.uk
organisation: SwampDog
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <5d9pfn$2m3@balaena.bio.vu.nl>
lvzon@bio.vu.nl (Levien van Zon) said:-

>GEM Messages are enough to drive one completely mad...

You might want to investigate putting evnt_multi() into a structure
and use Evnt_Multi() instead. Apart from keeping everything nicely
together and thus more readable, it also allows you take advatage of
using defaults which means no silly crashes ...

```
#ifndef  EVM_H
#define  EVM_H    EVM_H
typedef struct    {
int16    evm_event;    /* required events */
int16    evm_clicks;   /* required number of clicks (usually 1) */
int16    evm_button;   /* required button (1==left,2==right) */
int16    evm_bstate;   /* required state (0==up,1==down) */
int16    evm_m1io; /* 0 == into, 1 == outof, (default into) */
Rect evm_m1;       /* default, all set to 1 */
int16    evm_m2io; /* default outof */
Rect evm_m2;       /* default, all set to 1 */
int16    *evm_msg; /* message buffer */
uint32   evm_time; /* timer value */
int16    evm_mousex;   /* mouse xpos on exit */
int16    evm_mousey;   /* mouse ypos on exit */
uint16   evm_mbutton;  /* mouse buttons on exit */
uint16   evm_kstate;   /* ie shift ctrl keys etc */
uint16   evm_keycode;  /* scancode and ascii code  */
int16    evm_clicked;  /* mouse clicked this many times on exit */
}   EVM;
#endif   /* EVM_H */
```

Er, Rect is defined as:

```
typedef struct {
int16 x,y,w,h;
} Rect;
```

The Evnt_Multi() function could be defined as ...

```
#include "evm.h"
uint16
Evnt_Multi(m,init_flg,msgbuf)
EVM  *m;
```

```
BOOL init_flg;
int16    *msgbuf;
{
 if (init_flg)    {/* some reasonable defaults */
     m->evm_event = MU_MESAG;
     m->evm_clicks = 2;
     m->evm_button = 1;
     m->evm_bstate = 3;
     m->evm_m1io = 0;
     m->evm_m1.x = m->evm_m1.y = m->evm_m1.w = m->evm_m1.h = 1;
     m->evm_m2io = 1;
     m->evm_m2.x = m->evm_m2.y = m->evm_m2.w = m->evm_m2.h = 1;
     m->evm_msg = msgbuf;
     m->evm_time = 0;

     return 0;
 }

 if (!m->evm_msg)  {
     form_alert(1,"[3][ Evnt_Multi() | Not initialised ][ Fatal ]");
     return 0;
 }

 return evnt_multi(
         m->evm_event,
         m->evm_clicks, m->evm_button, m->evm_bstate,
         m->evm_m1io, m->evm_m1, m->evm_m2io, m->evm_m2,
         m->evm_msg,
         (uint16)(m->evm_time & 0xffff), (uint16)(m->evm_time >> 16),
         &m->evm_mousex, &m->evm_mousey, &m->evm_mbutton,
         &m->evm_kstate, &m->evm_keycode,
         &m->evm_clicked
         )
 ;
}

.. and in use you would do something like this ...

static EVM    evm;
main()
{uint16  events;
 int16   msg[8];
 BOOL    done =FALSE;

 appl_init();
 Evnt_Multi(&evm,TRUE,msg);
 evm.evm_event |= (MU_M1 | MU_BUTTON | MU_TIMER);
 evm.evm_time = 1000;

 while (!done)    {
     events = Evnt_Multi(&evm,FALSE);
     if (events & MU_MESAG)  Hndl_MESAG();
     if (events & MU_M1)    Hndl_M1();
```

```
     if (events & MU_BUTTON) done = true;
     if (events & MU_TIMER)  Hndl_TIMER();
     /* ... */
 }

 /* ... */
}
```

Believe me, it's well worth implementing something like this!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 3776126724522124142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aee54e66e9871a18
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: What's happened here?
Date: 1997/02/05
Message-ID: <855177766_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 214818908
x-nntp-posting-host: swampdog.demon.co.uk
organisation: SwampDog
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <32F89FC7.41C67EA6@etlxdmx.ericsson.se>
 Martyn Tidd <etlmntd@etlxdmx.ericsson.se> said:-

>Hi all.
>
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>messages.
>
>The scenario is that keyboard shortcuts are picked up by evnt_multi()
>and passed to a function for checking. If they are valid, a message is
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>
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>before, I haven't touched this part of the code.
>
>Tracing the thing through, I can tell you that the key scan codes are
>picked up correctly and passed on. The correct menu item is selected
>and the message is assembled correctly and appears to be sent OK.
>However, after passing through evnt_multi() it has changed radically.
>For example, pipe[0], which was MN_SELECTED (13) has changed to 0.
>Anybody got any idea what is going on here and how I can counteract it?

Maybe the message pipe has overflowed?

It might be better to post the code as it could be something as simple
as a memory leak.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 7629384956859071993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fec08982c4c0241
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: Cookies List
Date: 1997/02/06
Message-ID: <HBGJCGUQUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 214709729
references: <E4xn9E.3Fu@cix.compulink.co.uk>
content-length: 801
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <E4xn9E.3Fu@cix.compulink.co.uk> "Mark Baines" wrote :

>I need an up-to-date list of all available cookies for an update of my
>PROFILE 2 program. I have several (German) which are a little incomplete.
>Can anyone point me at a file and site please?

I know of a program called "The Cookie Monster" which has a large list of

cookies. I do not know how complete the list is, although it does contain
373 cookies in the (probably out of date) version that I have.

The author of The Cookie Monster can be contacted at:

J.J.Troup@comp.brad.ac.uk

according the documentation.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

From -6731227927407697447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,535f0b803ac64da7,start
X-Google-Attributes: gid1115ce,public
From: cjtech@inreach.com
Subject: Windows 95 Info Guide
Date: 1997/02/06
Message-ID: <40275335.16541289@news.zippo.com>#1/1
X-Deja-AN: 214810147
content-type: text/plain; charset=us-ascii
organization: Internet News Server
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Find out what you've been missing...

WINDOWS 95 INFO GUIDE

The Only Software Package That Gives You All You Need!

http://home.inreach.com/cjtech

Don't waste money on expensive training videos, books, and magazines
when you can have the information when and where you need it,
at the click of a button. Order Today and receive your copy of
Windows 95 Info Guide featuring hundreds of tips and tricks in
an easy to use interface and we'll include the updates...FREE!!!

From -1897486170095479652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10dc271a0133738,start

X-Google-Attributes: gid1115ce,public
From: poundgate@aol.com (Poundgate)
Subject: Atari ST and VGA PC monitor??
Date: 1997/02/06
Message-ID: <19970206085301.DAA27388@ladder01.news.aol.com>#1/1
X-Deja-AN: 214811032
organization: AOL, http://www.aol.co.uk
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Anybody know if I can use a mono VGA monitor as I can't get hold of an
Atari one. Obviously will have to change connector but is the scan rate
right?
Thanks for any advice. Chris.

From -6161870040828486665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afa7f1374481538b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: AES Messages
Date: 1997/02/06
Message-ID: <5dcecg$jlq@balaena.bio.vu.nl>#1/1
X-Deja-AN: 214827329
references: <5d9pfn$2m3@balaena.bio.vu.nl> <vyzn2tjgx1i.fsf@issan.informatik.uni-dortmund.de>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Andreas Schwab (schwab@issan.informatik.uni-dortmund.de) wrote:

```
: |>     event = evnt_multi( MU_MESAG || MU_M1, ... , 0, <workarea>, ...,
:                                     ^^ this should be a single |

: || is the logical or (always yielding either zero or one)
: |  is the binary or
```

Whoops...
Got those operators confused again :)

I'll fix my code and see what happens, thanks!

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

... Now you're ready for the actual shopping. Your goal should be to get it over with as quickly as possible, because the longer you stay in the mall, the longer your children will have to listen to holiday songs on the mall public-address system, and many of these songs can damage children emotionally. For example: "Frosty the Snowman" is about a snowman who befriends some children, plays with them until they learn to love him, then melts. And "Rudolph the Red-Nosed Reindeer" is about a young reindeer who, because of a physical deformity, is treated as an outcast by the other reindeer. Then along comes good, old Santa. Does he ignore the deformity? Does he look past Rudolph's nose and respect Rudolph for the sensitive reindeer he is underneath? No. Santa asks Rudolph to guide his sleigh, as if Rudolph were nothing more than some kind of headlight with legs and a tail. So unless you want your children exposed to this kind of insensitivity, you should shop quickly.

-- Dave Barry, "Christmas Shopping: A Survivor's Guide"

From 6499245343003337357
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afa7f1374481538b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: AES Messages
Date: 1997/02/06
Message-ID: <5dceha$jlq@balaena.bio.vu.nl>#1/1
X-Deja-AN: 214827330
references: <5d9pfn$2m3@balaena.bio.vu.nl> <dwilga-0502971016230001@138.110.10.65>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

```
: >         event = evnt_multi( MU_MESAG || MU_M1, ... , 0, <workarea>, ...,
: >                             msgbuf, .... , mousex, mousey, mouseb, ..);
```

: In addition to the other typo noted previously, there is one here, too.
: That line should be MU_MESAG | MU_M1. As it's written above, you will
: effectively only ever end up with MU_MESAG events.

So 've noticed :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

From 4615588154461979075
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,535f0b803ac64da7
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Windows 95 Info Guide
Date: 1997/02/06
Message-ID: <5dceor$jlq@balaena.bio.vu.nl>#1/1
X-Deja-AN: 214827331
references: <40275335.16541289@news.zippo.com>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

cjtech@inreach.com wrote:
: Find out what you've been missing...
: WINDOWS 95 INFO GUIDE
: The Only Software Package That Gives You All You Need!

Great... Just what we need... :-(

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Waiter... There's a fly in my soup!

From -6123270605224970284
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e929e3553dedec22,start
X-Google-Attributes: gid1115ce,public
From: D.E.Jones@ex.ac.uk (D.E.Jones)
Subject: HELP: Keypress detection!
Date: 1997/02/06
Message-ID: <D.E.Jones-0602971135410001@144.173.2.230>#1/1
X-Deja-AN: 214829161
sender: news@exeter.ac.uk (news admin)
organization: University of Exeter, UK
newsgroups: comp.sys.atari.programmer

Hi all,
I am a keen programmer and I am having a problem with detecting keypresses. This is what I would like to be able to do:

- Call a function that will return the scan code of any key that is

pressed down at the time.

> I know that the Atari ST has double debouncing so it would only be able to return the scan code for the last key that was pressed, but that will be fine.
> I can call a function to return a value for the shift, control, etc.. keys without any problems using one of the XBIOS routines. I would like a similar function for the other keys.
> I have tried using other XBIOS routines relating to keyboard detection, but they all seem to use a keyboard buffer. This means that it returns the last key that was pressed, and not necessarily the key that is being pressed at the time.
> I need to be able to tell if a key is being pressed or not being pressed at the time the function is called.
> I managed to find a memory location (521 bytes after the keyboard buffer, I think) on my 2meg STE that does the trick: When a key is down the memory location hold the scancode for that key. When no key is down the memory location holds a null byte.
> I can call a function to check the value in this memory location, and therefore detect which key is being pressed, if at all.
> This memory location varies for different TOS versions and different machines!
> I believe there must be a command in BIOS, XBIOS or GEMDOS (or something else) that will allow me to detect a keypress without using a keyboard buffer or repeat/delay rates etc..
> ..or there may be some way of finding out where the memory location (holding the scancode) is for the machine that the program is running on.

I program using GFA basic, but I should be able to call BIOS commands that other languages use. If anyone could help me I would be very grateful. Thankyou.

Dan Jones.

http://newton.ex.ac.uk/general/ug/jones

From -7929692778097488083
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fec08982c4c0241
X-Google-Attributes: gid1115ce,public
From: haegar@condor.uni-paderborn.de (Thorsten Boehm)
Subject: Re: Cookies List
Date: 1997/02/06
Message-ID: <5dco48$rl1@condor.uni-paderborn.de>#1/1
X-Deja-AN: 214842660
references: <E4xn9E.3Fu@cix.compulink.co.uk>
organization: Universitaet Paderborn, Germany
newsgroups: comp.sys.atari.programmer

msbaines@cix.compulink.co.uk ("Mark Baines") writes:

>I need an up-to-date list of all available cookies for an update of my
>PROFILE 2 program. I have several (German) which are a little incomplete.
>Can anyone point me at a file and site please?

You can find the latest cookie/xbra-list at
  ftp://ftp.uni-muenster.de/pub/atari/Docs/xbralist.zoo

Liste der offiziell vergebenen XBRA-Kennungen

Stand: 2. Oktober 1996
Ergnzungen und Anfragen bitte an:
Julian Reschke
EMail: jr@ms.maus.de, reschke@math.uni-muenster.de

Greetings
           Thorsten
--
 Internet : haegar@uni-paderborn.de
 MausNet   : Thorsten Boehm @ PB

From -988718130963266122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10dc271a0133738
X-Google-Attributes: gid1115ce,public
From: Artur Karwatka <karvatka@venus.amu.edu.pl>
Subject: Re: Atari ST and VGA PC monitor??
Date: 1997/02/06
Message-ID: <Pine.OSF.3.95.970206154550.25595A-100000@venus.amu.edu.pl>#1/1
X-Deja-AN: 214857938
references: <19970206085301.DAA27388@ladder01.news.aol.com>
to: Poundgate <poundgate@aol.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Adam Mickiewicz University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 6 Feb 1997, Poundgate wrote:

> Anybody know if I can use a mono VGA monitor as I can't get hold of an
> Atari one. Obviously will have to change connector but is the scan rate
> right?
> Thanks for any advice.   Chris.
>
for sure you can do that, beacouse a friend of mine got one connected to
its STFM...

greetz,

artur.

.---.
| Artur KARWATKA aka Vat from LuZak tEaM {m680X0/dSP56k/i386+ Coder} |
| karvatka@venus.amu.edu.pl karvatka@vm.amu.edu.pl vat@piwo.bl.pg.gda.pl |
`------>> "nemo saltat sobrius nisi forte insanit"   H.Steinhaus <<------'

From 7983337058965906236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9f97d727d00e5f9
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Cookie jar patch program
Date: 1997/01/08
Message-ID: <dwilga-0801970943180001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 208566364
references: <014_9701061642@conchbbs.com>
organization: Mount Holyoke College
newsgroups: comp.sys.atari.programmer

In article <014_9701061642@conchbbs.com>, John.Kormylo@7861.conchbbs.com
(John Kormylo) wrote:

> S > Look for a prog called JARxxx, best to do a search on JAR*.*
>
> Are you sure JAR is freeware?
>
> BTW, it does more than just install a cookie jar. I believe it uses
> a function pointer or trap intercept to implement additions and/or
> searches. Ask Dan Wilga for details.

It is included as part of the Geneva and NeoDesk 4 demos, available from
www.pair.com/gribnif . Yes, it is freeware, and developer docs for the
function calls are available upon request (they are included with Geneva
and NeoDesk 4).

Dan Wilga
dwilga@mtholyoke.edu

From -5860160884758605207
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b999f5587f5a20d,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Cookie jar patch prog
Date: 1997/01/08
Message-ID: <7fe_9701082358@conchbbs.com>#1/1

X-Deja-AN: 208631423
organization: Houston Area League of PC Users
x-ftn-to: gmiller@inca.co.nz
newsgroups: comp.sys.atari.programmer

g > I'd rather Malloc() a block of RAM

After you call Ptermres(), the OS regards your program, basepage and all, as just another Malloc() block. To call Malloc() you would first have to call Mshrink() to free up some RAM for it to allocate. This approach is both simpler and causes less memory fragmentation.

Admittedly, the more you mess around with the basepage, the greater the risk of modifying something the OS actually uses, but I seem to be able to get away with this one.

g > And, you have missed out the "unjar" code which should be
g > executed during system reset.

You only need to do that if you are going to check for an existing cookie jar at boot time. As you may have noticed, this program wipes out any pre-existing cookie jar (so don't use it if you don't know whether or not you already have a cookie jar).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 4572364622968606668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d76418c165d47e93,start
X-Google-Attributes: gid1115ce,public
From: ebaiz@qtm.net (Edward S. Baiz Jr.)
Subject: Bus errors in CAB
Date: 1997/01/09
Message-ID: <5b1ouf$92p$1@news2.qtm.net>#1/1
X-Deja-AN: 208589582
organization: I.M.A.G.E.
newsgroups: comp.sys.atari.programmer

I was just wondering about BUS errors. I own a DirecT60 Hades clone. Sometimes when I am using CAB, I will try to got to a certain website

and I will get a BUS error. I then hit return and I am at the
desktop. I was wondering if the fault lies with the T60 or is it that
if the website was formed using Netscape, then it might be that CAB
in incompatible with the html doc it is trying to load.

From 7029523234128790435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,390c2e4c6a63987d
X-Google-Attributes: gid1115ce,public
From: daniel.hagg@marine.combitech.se (Daniel H⍰gg)
Subject: Re: playing samples on ST/F030
Date: 1997/01/09
Message-ID: <5b2g6v$2e2@cndns.combitech.se>#1/1
X-Deja-AN: 208667766
organization: SME
newsgroups: comp.sys.atari.programmer

In article <5app7l$c0nu_002@news.ti.com>, wongck@ti.com (William Wong) writes:
> Is there any good documentation on how to play samples on the ST/STE/F030/TT?
> I have read my Compendium but still don't have a good idea of doing it, it
> states that the ST range have hardware to play sound samples. There are WAV,
> AVR, SND format of sound samples. So which format does the ST understand?

The ST hardware cannot play samples. However, it is possible (but very
tricky) to emulate STE hardware on the ST.

The STE/TT hardware can only play raw signed 8-bit sample data.
WAV, AVR and SND are file formats. That is, different "standards" of storing
samples on disk. To play a sample file you need to read the file to memory
and "decode" it into signed 8-bit samples.

The F030 hardware can play both 16-bit and 8-bit signed sample data.

/
/ Daniel

From -7788535616180281121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,288902edd6b9b45f
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Malloc()
Date: 1997/01/09
Message-ID: <Pine.A32.3.91.970109105304.22596G-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 208670858
references: <851528916_OASIS_@swampdog.demon.co.uk>
<32D10C49.446B9B3D@doc.ic.ac.uk>

content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 6 Jan 1997, Alastair J. Houghton wrote:

> I know this sounds *really* nasty, but you could try modifying
> the active process system variable (in the OSHEADER structure)
> to point to the basepage of the accessory, then using malloc()
> or mfree() (or whatever), then setting it back to whatever
> it was to start with. This should ensure that your accessory
> owns the memory. It may work for file handles as well.

It seems it does. It is nasty, and I do not recommend it for any case
where things can be done without it.

> The thing is, I haven't tried this, and I don't know whether
> it works, but if it does work on non-multitasking systems
> (which are, after all, the only places where it would be
> used), why not do it?

Interesting enough, occasionly you need it in multitasking systems
too. When designing the new STiK we came across a problem that seems to
require the method for a solution, even with multitasking.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -4177474563162670802
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: C Tutorial Chart
Date: 1997/01/09
Message-ID: <Pine.A32.3.91.970109110040.22596H-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 208672805
references: <852669292_OASIS_@swampdog.demon.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 7 Jan 1997, Guy Harrison wrote:

> In article <012_9701061642@conchbbs.com>
>   John.Kormylo@7861.conchbbs.com (John Kormylo) said:-
>
> >m > In Pure C floats and doubles are the same thing.
> >
> >You mean doubles and long doubles are the same thing. floats are
> >still 4 bytes.
> >
> >Even more confusing, sizeof(double) varies depending on the compiler
> >options. Normally, sizeof(double) == 10, but when using the FPU
> >sizeof(double) == 12. The accuracy doesn't change, but the FPU uses
> >the extra 2 bytes during it's internal operations.
>
> Depends on the compiler. MWC uses the DECVAX format where
> sizeof(float)=4 and sizeof(double)=8. Most MWC floating point
> functions use double as arguments for the extra precision.
>
> But who wants to use floating point anyway? <G>

Tell you : Those who want large arrays of floats. I once had to use a array
of

float psi[400][200][100];

Do I need to tell you the difference if I exchanged the `float' by
`double' ?

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -4412090237090171507
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d76418c165d47e93
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Bus errors in CAB
Date: 1997/01/09
Message-ID: <5b2i7q$9tj@balaena.bio.vu.nl>#1/1
X-Deja-AN: 208676957
references: <5b1ouf$92p$1@news2.qtm.net>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Edward S. Baiz Jr. (ebaiz@qtm.net) wrote:

: desktop. I was wondering if the fault lies with the T60 or is it that

Not very likely...

: if the website was formed using Netscape, then it might be that CAB
: in incompatible with the html doc it is trying to load.

Even more unlikely..

I's probably just a bug in CAB or in the TCP/IP drivers (STiK I presume?)
or the overlay. Try Downloading the newest version of CAB and STiK, maybe
the errors wil go away...

-=Lev

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

From -8350189824255699553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ff5dce9ff3e628e7,start
X-Google-Attributes: gid1115ce,public
From: cronos@worldaccess.nl (Richard Karsmakers)
Subject: XNAM
Date: 1997/01/09
Message-ID: <N.010997.100928.13@wxs7-15.worldaccess.nl>#1/1
X-Deja-AN: 208680550
organization: World Access, Internet, Videotex and e-mail
newsgroups: comp.sys.atari.programmer

Can someone explain the XNAM principle to me? Please email me privately, as I
don't usually read this newsgroup.
--
```
*%\@/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\^/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\@/*%*
*  X   !   X   !   X   !   X   !   .   !   X   !   X   !   X   !   X   *
*      O       O       O       O  .|.  O       O       O       O       *
*                                 -*-                                 *
*   Athbhliain Faoi Mhaise!       '|`                Happy New Year!   *
```

```
*   Frohliche Weihnachten!        *:*                  Chag Sameach!   *
*   Sarbatori Fericite!          * . *                  Boas Festas!   *
*   Joyous Solstice!            **   **                  Gut Yontif!   *
*   Mele Kurisumasu!          *** o   ***               Iyi YIllar!   *
*   Mele Kalikimaka!           *\    O *             Wesolych Swiat!   *
*   Merry Christmas!          ** \\    **            Velelykh Svyat!   *
*   Happy Hanukkah!         ***    \\   ***        Stastny Novy Rok!   *
*   Pari Dzounount!          * o     \\  *       Kellemes Unnepeket!   *
*   Happy Holidays!         **    O    \\**      Season's Greetings!   *
*   Veseli Vanoce!        ***\\       o  \***     Gung Hay Fat Choy!   *
*   Feliz Navidad!         *   \\  o       *       Felican Jarfinon!   *
*   Joyeux Noel!          **  o  \\    O   **       Joy to the World   *
*   Bom Natal!         ****        \\     o ****      - And to All a   *
*   God Jul!             ** o     o  \\ o   **           Good Night!   *
*   Cheers!            ***     O       \\    ***                      *
*                    ****************************                      *
*                                 ===                                  *
*                                 ===                                  *
************************************************************************
        Richard Karsmakers                 cronos@worldaccess.nl
************************************************************************
       C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
     "ST NEWS" ST/TT/Falcon disk magazine;  "Ultimate Virus Killer"
                    alt.music.gwar FUQ II maintainer
               P.O. Box 67, 3500 AB, Utrecht, Netherlands
************************************************************************
```

From -1634552062586672834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,96ac9ab21ec524dd
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: cross-GCC on Linux
Date: 1997/01/09
Message-ID: <5b2p4g$dld@balaena.bio.vu.nl>#1/1
X-Deja-AN: 208685773
references: <Pine.SOL.3.95.970108125348.27827A-100000@ursus>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

I (lvzon@bio.vu.nl) wrote:

: * Source distr of a GAS which can output mc68000 TOS binaries

: * Source distr of Binutils that can handle object files compiled by
:   GCC 2.6.3 for Atari (OR patches for the GNU Binutils to implement
:   a m68000-atari or m68000-mint target)

These binutils are giving me a headache!
I was looking through the newest GNU binutil sources yesterday,
and it accured to me that there was support for lots of targets,
including AmigaDOS, MSDOS (which doesn't come to in a lightyear of even
remotely resembling a UNIX system) and lots of systems I've never heard
of, but _not_ for TOS/MiNT.
That shouldn't be too hard to implement? So I looked a bit further,
and it appears that the main effort in implementing a new target is
to write an out-file description for the so called BDF (binary description
format?) library, which is then used in compiling GAS and the binutils.
This implementation of a new out-file format should simply be a case of
taking an existing description and editing it, at least, thats what the docs
say...

There is just one tiny problem: I don't know _anything_ about the
atari executable/object file format. So I'm looking for volunteers
to send me detailed information on this format, or to have a go at directly
implementing it (preferred, I'm a lazy bastard :), so that we can
produce an atari/MiNT target for the GNU binutils... Anyone?

Thanks...

-=Lev

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

From 656999211635492674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d107de5e16a484d8
X-Google-Attributes: gid1115ce,public
From: Sarte@godzilla.vill.edu (Bruce A. Sarte Jr.)
Subject: Re: 256 colors on the Falcon
Date: 1997/01/09
Message-ID: <5b2vks$635@ftp.ee.vill.edu>#1/1
X-Deja-AN: 208701808
references: <x3NWkn9.greg_evans@delphi.com>
content-type: Text/Plain; charset=US-ASCII
organization: Villanova University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Mainly because a lot of TOS programmers were either lazy and took shortcuts in
their programming (ie. Not using standard TOS calls) or they were innovative

and found a way to make the machine so somethine it wasn't supposed to.. which makes the application not 100 compatible all the time. I can't speak for those apps in particular, but a lot of Atari apps are like that...

In article <x3NWkn9.greg_evans@delphi.com>, greg_evans@delphi.com says...
>
>
>I am not a GEM programmer so I am asking this question, partly out of
>ignorance and partly out of frustration.
>
>Why do programs which work fine i 16 color mode have problems or refuse
>to run in 256 color mode on a Falcon? Examples, Outline Art 3 runs
>but can't display the graphics. SARA runs but refuse to display
>images. WICOPAGE (an icon displayer) says "sorry I can run in 256
>colors". Why does a program have a hard time when it has _more_
>colors than it needs? Why not just use the 16 colors it wants to
>use and just ignore the rest? What am I missing?
>
>Greg

From -1158021934462676499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,288902edd6b9b45f
X-Google-Attributes: gid1115ce,public
From: avg@cwi.nl (Annius Groenink)
Subject: Re: Malloc()
Date: 1997/01/09
Message-ID: <avg.852821664@news.cwi.nl>#1/1
X-Deja-AN: 208705195
sender: news@cwi.nl (The Daily Dross)
references: <851528916_OASIS_@swampdog.demon.co.uk>
<32D10C49.446B9B3D@doc.ic.ac.uk>
organization: CWI, Amsterdam
newsgroups: comp.sys.atari.programmer

"Alastair J. Houghton" <ajh8@doc.ic.ac.uk> writes:

>The thing is, I haven't tried this, and I don't know whether
>it works, but if it does work on non-multitasking systems
>(which are, after all, the only places where it would be
>used), why not do it?

If I remember correctly, this is exactly what I did in Edith Pro
for the Atari. Change _p_run only when running as an accessory,
and not when under MultiTOS. I don't remember if it was harmful
to do so anyway.

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl ..... www.nl.net/~zfc/ ..... www.cwi.nl/~avg/ .....

From -3924332245406745772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b999f5587f5a20d
X-Google-Attributes: gid1115ce,public
From: sig@end.article (Gerry O'Rourke)
Subject: Re: Cookie jar patch prog
Date: 1997/01/09
Message-ID: <sig-0901971415540001@47.85.0.99>#1/1
X-Deja-AN: 208709051
references: <7fe_9701082358@conchbbs.com>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

If you want to see some cookie jar code, have a look at the source for
TAPEBIOS (should be on umich). this is a SCSI streamer program, but it
installs a cookie for itself.

It checks for the existance of a cookie jar & expands its size if found,
or creates one if needed.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From 5715335937131963226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: C Tutorial Chart
Date: 1997/01/09
Message-ID: <5b2sr1$21h@nyheter.chalmers.se>#1/1
X-Deja-AN: 208741999
references: <1587638962@ladder01.news.aol.com>
<852480627@p24.f101.n323.z205.mbh.org> <5arlk4$3la@nyheter.chalmers.se>
<Pine.A32.3.91.970108095654.18848I-100000@pallas.amp.uni-hannover.de>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <Pine.A32.3.91.970108095654.18848I-100000@pallas.amp.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>On 6 Jan 1997, Johan Klockars wrote:
>
>> Normally, an 'int' should be the 'natural' integer type for the machine in
>> question. Unfortunately, the older members of the Motorola 68k series (like
>> the 68000 in the STs) are only 16 bit internally (except for the registers),
...
>This is wrong. Even the 68000 is 32 bit internally. Instructions like

No, it's not wrong. The 68000 _is_ 16 bit internally.

>adding 32 bit numbers would take far more time if this were not the case.

It _does_ take longer.
Check your instruction timing tables for any 16 bit vs 32 bit operation
(not move) between registers (so no memory access is taking place).

For example, a simple data register to register add takes 4 cycles for
byte or word while it takes 6 (or rather 8 on an Atari) for long.
This is because the ALU is only 16 bit wide.
On an '020 and up, the operations take the same time. Guess why?

>Turn it around, then it makes more sense : The MC68000 is a full 32 bit
>processor that has a 24 bit address and 16 bit data bus interface. The

While you are correct about the external busses, the fact remains that
the 68000 is a 16 bit implementation of a 32 bit architecture.
There's nothing strange about that.

>notion of the 68000 being 16 bit architecture was only stated by Intel
>fans at the time who could not stand that Motorola had the more advanced

When you only speak about 'architecture', you normally mean instruction set
architecture, of which the 68k series has indeed always had a 32 bit one.

>The SCN68000 is the first implementation of the S68000 16/32 bit
>microprocessor architecture. The SCN68000 has a 16 bit data bus and 24
>bit address bus, while the full architecture provides for 32 bit address
>and data buses. ...

But that quote says _nothing_ about the internal implementation.
You could do a bit serial 68000 if you wanted, which still would look
just the same from the outside.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 2961716914338513337
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a
X-Google-Attributes: gid1115ce,public
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Subject: Re: C Lesson 1
Date: 1997/01/09
Message-ID: <32D54A40.37C6@cfcsc.dnd.ca>#1/1
X-Deja-AN: 208759060
references: <852227982_OASIS_@swampdog.demon.co.uk>
to: guy@swampdog.demon.co.uk
cc: macdonald@cfcsc.dnd.ca
content-type: text/plain; charset=us-ascii
organization: Canadian Forces College - Coll⍰ge des Forces canadiennes
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (WinNT; I)

Guy Harrison wrote:
> In article <32cb9e4c.3999979@news.airtime.co.uk>
>   stosser@airtime.co.uk (Tony Greenwood) said:-
> > ho?....so the whole library is used when you only need part of it?,
> Yes & No. :-)
> printf() calls other functions so the linker has to fetch them as
> well, plus any functions those functions happen to call, and so on.
> This only happens once though - you can make another million printf()
> calls and it won't fetch any of it again, even if you call one of the
> lower level functions yourself.
> Just to give you an idea of how complex printf() is, when I compile
> this ...
> main()
> {
> printf("Hello\n");
> }
> .. my compiler has to dig out 42 other functions!
> Guy Harrison
> Email guy@swampdog.demon.co.uk
>   swampdog@dial.pipex.com
> Web   http://www.swampdog.demon.co.uk/index.htmlso many compilers! :^)
I've heard mention now of GNU C, GST, LaserC, PureC, MegaMax(?),
MarkWilliams, ... Are any of these supported still?
My retailer has a copy of MarkWilliams C for sale for 50$(Cdn)
Worth it?

From -3836664532564986416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c1b9612573f9def,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: C Tutorial

Date: 1997/01/09
Message-ID: <bcd_9701091706@conchbbs.com>#1/1
X-Deja-AN: 208790873
organization: Houston Area League of PC Users
newsgroups: comp.sys.atari.programmer

It was said that the C compiler removes all the blanks before processing. While there are languages where that is true, C is not one of them.

The following are all legal C code, but with completely different results:

```
static char ge;
static charge;  /* implied int */

a = b++ + c;
a = b + ++c;

a = b && c;
a = b & &c;
```

Basically, blanks are used to separate operators from operators and names from names. Blanks between names and operators don't matter.

```
char *p;
char* p;
char * p;
char*p;
```

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 264728492086038583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: C Tutorial Chart
Date: 1997/01/09
Message-ID: <bce_9701091706@conchbbs.com>#1/1
X-Deja-AN: 208880478
organization: Houston Area League of PC Users

x-ftn-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer

g > Depends on the compiler.

We were discussing Pure C.

g > But who wants to use floating point anyway? <G>

Well, I paid for the FPU, so I thought I might as well use it...

BTW, I suspect Lattice C defaults to int == long just to be
different (sort of like Spinal Tap's amplifier which went to 11).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -756563570756443693
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Mr.Maddog@mail.ptd.net
Subject: Re: STOS
Date: 1997/01/10
Message-ID: <19970110003935.2232.qmail@mail.ptd.net>#1/1
X-Deja-AN: 208807112
x-mail2news-path: mail.ptd.net!uid
x-mail2news-user: mrmaddog@postoffice.ptd.net
x-url: mailto:comp.sys.atari.programmer@dispatch.demon.co.uk
x-personal_name: Mr Maddog
newsgroups: comp.sys.atari.programmer
x-mailer: Lynx, Version 2-4-2

> From: SBagley@cameo.co.uk (Steven Bagley)
> s> I never said STOS was better than C, in fact I have made every
> s> effort to say that C is better than STOS,
> s> But if someone wants to make a game, then STOS is the best choice,
>
>Rubbish, The ONLY language that games should be programmed in is assembler. :)
>
>I'm not getting at you, Diamond ICE is absolutely brilliant, I'm getting at
>all the big companies that use C and such like instead of creating games in

>assembler. Then perhaps we wouldn't see the PC market requiring a new
>processor every week.

In the ST world, yes pure assembly is the best way to go for games. But if you're a good programmer, then you can get the same results from STOS. You can even add assembly routines to make it even better and faster.

In the PC world however...the real reason why we have to upgrade to bigger computers is simply because commercial programmers are too lazy to write efficent code. This pratice has been "blessed" by MonkeySoft because, however sad it is, Billionaire Bill setted the standard for the software industry.

In an old article of Id software, they said that they used only C++ in Doom and it would be pointless to use assembly which wouldn't improve things majorly. Well, it's because they are real good at programming...but when someone else also uses only C++, they may have just slopped it all together for all we know. Dave Perry in the latest issue of Next Generation recommends using assembly even on RISC machines which gives a speed improvement. It's little things like this that sets your product over the competetion.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or automatic.

From 2066093672740051313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Mr.Maddog@mail.ptd.net
Subject: Re: STOS
Date: 1997/01/10
Message-ID: <19970110002752.2096.qmail@mail.ptd.net>#1/1
X-Deja-AN: 208813166
x-mail2news-path: mail.ptd.net!uid
x-mail2news-user: mrmaddog@postoffice.ptd.net
x-url: mailto:comp.sys.atari.programmer@dispatch.demon.co.uk
x-personal_name: Mr Maddog
newsgroups: comp.sys.atari.programmer
x-mailer: Lynx, Version 2-4-2

> From: Gambit <m_collins@hp.com>
>
>I see the stos vs c vs assembly argument is still going on, my view is
>if a game is fun does it realy matter what language it was written in.

All languages have their good points and bad points, so this big debate is
really pointless. There's nothing wrong with having STOS, C, and an
assembler at the same time. :)

> this comment is more directed at the people who dont beleive stos games are
>good at all, I have found several games written in stos/amos to be quite enjoya
>ble
>and people shouldnt judge a game but how it was programmed(if its fun)

Case in point...Wacko Software and Stosser both make games in STOS basic.
Same language. If you play any of Wacko's games, then you know know the
idea of "crap" is much more than just an abstract concept. Stosser on the
other hand makes brilliant games IMHO. He knows how to get the most from
STOS, the correct techniques of coding, and have the right tools mainly
Missing Link extension. If you didn't know he wrote them in STOS, you
might have thought they were in assembly.

The moral...don't say, "Ugh...STOS is bad, look at this game" but rather
"Yech, this game is crap...whoever wrote this is not good at all."
Programs say alot about the people who wrote them.

Like I said, languages each has their strengths and weaknesses. I
personally would use STOS for game writting, plus being able to include
assembly routines for speed and TOS calls is a mahor plus. C is good for
Gem applications, though you can write games but they would not be arcade
fast. Yet you can get away with games that just wait for your mouse click
and look good in a window. :)

If you're real good at assembly to write a game competely in it, go for
it! It would be much faster and better if you know how to squeeze it out
of the system. :)

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

From -8727821886108094164
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: C Tutorial Chart
Date: 1997/01/10
Message-ID: <1a7cd$e316.211@HERMES>#1/1
X-Deja-AN: 208820028
references: <1587638962@ladder01.news.aol.com>
<852480627@p24.f101.n323.z205.mbh.org> <5arlk4$3la@nyheter.chalmers.se>
<Pine.A32.3.91.970108095654.18848I-100000@pallas.amp.uni-hannover.de>
newsgroups: comp.sys.atari.programmer

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
> On 6 Jan 1997, Johan Klockars wrote:

> > Normally, an 'int' should be the 'natural' integer type for the machine in
> > question. Unfortunately, the older members of the Motorola 68k series (like
> > the 68000 in the STs) are only 16 bit internally (except for the registers),
> > while having a 32 bit instruction set architecture (ISA). This is probably
> > the cause for the confusing compiler differences.
> > (The PCs with their 80x86s have the same problem.)

> This is wrong. Even the 68000 is 32 bit internally. Instructions like
> adding 32 bit numbers would take far more time if this were not the case.
> Turn it around, then it makes more sense : The MC68000 is a full 32 bit
> processor that has a 24 bit address and 16 bit data bus interface. The
> notion of the 68000 being 16 bit architecture was only stated by Intel
> fans at the time who could not stand that Motorola had the more advanced
> CPU. I quote the Valvo databook :

> ---
> DESCRIPTION
> The SCN68000 is the first implementation of the S68000 16/32 bit
> microprocessor architecture. The SCN68000 has a 16 bit data bus and 24
> bit address bus, while the full architecture provides for 32 bit address
> and data buses. ...
> ---

> Got it ?

(I see a flamewar over descriptions beginning to brew).

BTW: If I may be allowed to ad my $4.95 plus-GST: The 68000 is a 16-bit processor - because the ALU is 16-bit, and therefore must make two passes to handle 32-bit data as allowed by the ISA. The first 32-bit 68k member was the '020.

There are three ways of determining the 'bit-ness' of a CPU : ALU width and data-bus width, and internal data-path width. The most common (and, to my mind, the most accurate) way is the ALU width, as this says how much data it can handle in one go. It may need more than one go at the data,

but it can only ever handle ALU-width data at a time.

The second method, data-bus width is irrelevant and inaccurate nowadays. All modern processors (040, 060, Pentium, Alpha, PPC) have data buses wider than the ALU. In the case of the 060 (and both Pentium and 60x PPC's for that matter) we have a 64-bit path to memory, but a 32-bit ALU, register set, and ISA. (In the past this was a good way to compare them, as ALU equalled bus width. [68000, 68010, 80286, 6502, 8088 all have data-bus widths equalling the ALU width], but with processors like the 386SX you have a 32-bit ALU and ISA, but a 16-bit data bus).

The third method, internal data-path width is something else entirely. Some processors can, even within the same "CPU-name" have differing path widths internally. [BTW: I am talking things like cache-to-ALU and register-to-register]. I have minimal knowledge here, so I'll not comment any further.

BTW: For the acronym-challenged:

ALU: Arithmetic & Logic Unit. In essence this just means the "brains" of the CPU are within the Logic part, and all maths ops or register manipulations [Loading, Storing, Adding, Setting/Clearing bits etc] are carried out by the Arithmetic part.

ISA: Instruction Set Architecture. What the programmer uses to command the CPU.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From 3244062698429007248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b999f5587f5a20d
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Cookie jar patch prog
Date: 1997/01/10
Message-ID: <1a7cd$131712.312@HERMES>#1/1
X-Deja-AN: 208866875
references: <7fe_9701082358@conchbbs.com>
newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
> g > I'd rather Malloc() a block of RAM

> After you call Ptermres(), the OS regards your program, basepage and
> all, as just another Malloc() block. To call Malloc() you would
> first have to call Mshrink() to free up some RAM for it to allocate.
> This approach is both simpler and causes less memory fragmentation.

> Admittedly, the more you mess around with the basepage, the greater
> the risk of modifying something the OS actually uses, but I seem to
> be able to get away with this one.

Or, better yet, use Num*8 bytes beyond the end of the BSS. (I assume you are not interested in symbol data or debug info which will immediately follow the BSS block [if any]. Overwriting either of these will not harm the functionality of the app).

Perhaps something like this

```
     move.l   4(a7),a0  ; get basepage pointer into a0
     lea  __stack,a7    ; stack at end of BSS?
     move.l   #$100,d0  ; size of Basepage
     add.l    tsize(a0),d0  ; add text size
     add.l    dsize(a0),d0  ; add data size
     add.l    bsize(a0),d0  ; add size of BSS
     lea  0(a0,d0.l),a6 ; "new" jar pointer
     add.l    #8*NUM,d0 ; add space for NUM cookies
     move.l   d0,savesize   ; save "keep size"
     move.l   d0,-(a7)  ; space to shrink to
     move.l   #mshrink<<16,-(a7) ; Mshrink & null param merged
     trap #1        ; GEMDOS call
     addq.w   #8,a7         ; clear stack

     move.l   a6, jarptr

     pea  newjar
     move.w   #supexec,-(a7)
     trap #14

     clr.w    (a7)
     move.l   savesize,-(a7)
     move.w   #ptermres,-(a7)
     trap #1

newjar
     ; install new jar, copy old (if any) contents into new jar
     ; goes here, then set p_cookies system var, and return to sender
     move.l   newjar,$5a0,w
     rts
```

> g > And, you have missed out the "unjar" code which should be
> g > executed during system reset.

> You only need to do that if you are going to check for an existing
> cookie jar at boot time. As you may have noticed, this program

> wipes out any pre-existing cookie jar (so don't use it if you don't
> know whether or not you already have a cookie jar).

I found that some older systems (especially those prior to the STE - my old Mega 4 with TOS 1.02 for example) seemed to keep the old value constant through a warm reset, meaning any software which loaded earlier in the boot phase than the one who created it last time will write into unowned space, and therefore the cookies they place there will (possibly) get overwritten with random guff.

So, as an early fix to my Toolbox TSR, I added unjar code and this problem disappeared. <shameless plug> It [the Toolbox] also fills it in with correct values of many common (documented) values, and corrects TOS errors in jar contents (For example: the "I know one is there, but I can't tell which one" FPU cookie bug in all TOS 3.x and 4.x that I am familiar with).

And, of course, the only things that should write to the cookie jar are TSRs loaded from the AUTO folder at boot time. Transient apps should not. Accessories are doubtful - especially as they can be killed easily under MTOS (an early accessory of mine used CTRL-clicking the name a "I want to re-configure you" instead of "I want you to do something", whereas MTOS redefined it to mean a death-knell to the app or DA.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From 6653837980413372399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ff5dce9ff3e628e7
X-Google-Attributes: gid1115ce,public
From: cronos@worldaccess.nl (Richard Karsmakers)
Subject: XNAM
Date: 1997/01/10
Message-ID: <N.011097.113630.28@wxs2-10.worldaccess.nl>#1/1
X-Deja-AN: 208907401
organization: World Access, Internet, E-mail and Videotex
newsgroups: comp.sys.atari.programmer

Can someone explain the XNAM principle to me? Please email me privately, as I don't usually read this newsgroup.
--
```
*%\@/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\^/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\@/*%*
*  X   !   X   !   X   !   X   !   .   !   X   !   X   !   X   !   X   !   X   *
*      O       O       O       O  .|.  O       O       O       O       O       *
*                                 -*-                                          *
```

```
*   Athbhliain Faoi Mhaise!       '|`                Happy New Year!   *
*   Frohliche Weihnachten!        *:*                  Chag Sameach!   *
*   Sarbatori Fericite!          * . *                  Boas Festas!   *
*   Joyous Solstice!            **   **                  Gut Yontif!   *
*   Mele Kurisumasu!          *** o   ***                Iyi YIllar!   *
*   Mele Kalikimaka!           *\    O *             Wesolych Swiat!   *
*   Merry Christmas!          ** \\    **            Velelykh Svyat!   *
*   Happy Hanukkah!         ***    \\   ***        Stastny Novy Rok!   *
*   Pari Dzounount!          * o     \\  *       Kellemes Unnepeket!   *
*   Happy Holidays!         **    O    \\**      Season's Greetings!   *
*   Veseli Vanoce!        ***\\       o  \***     Gung Hay Fat Choy!   *
*   Feliz Navidad!         *   \\  o       *       Felican Jarfinon!   *
*   Joyeux Noel!          **  o  \\    O   **       Joy to the World   *
*   Bom Natal!         ****        \\     o ****      - And to All a   *
*   God Jul!             ** o     o  \\ o   **           Good Night!   *
*   Cheers!            ***     O       \\    ***                       *
*                    ****************************                      *
*                                ===                                   *
*                                ===                                   *
**********************************************************************
        Richard Karsmakers                 cronos@worldaccess.nl
**********************************************************************
       C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
     "ST NEWS" ST/TT/Falcon disk magazine;  "Ultimate Virus Killer"
                    alt.music.gwar FUQ II maintainer
                P.O. Box 67, 3500 AB, Utrecht, Netherlands
**********************************************************************
```

From -4133136559345099527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,36a39152c90c58c4,start
X-Google-Attributes: gid1115ce,public
From: dozer@netwizards.net
Subject: would you be my friend?
Date: 1997/01/10
Message-ID: <5b50gg$kmr@news1-alterdial.uu.net>#1/1
X-Deja-AN: 208909735
newsgroups: comp.sys.atari.programmer

Hello,

I'm 14 years old and I think I may be a gay. I'm looking for some support and friendship
with a older male age 18-40. Please email if you can help.

From -737405260027048741
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a54963293a59381b,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,a54963293a59381b,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: fea73,a54963293a59381b,start
X-Google-Attributes: gidfea73,public
X-Google-Thread: 100a3b,a54963293a59381b,start
X-Google-Attributes: gid100a3b,public
From: rochelle@umcc.umcc.umich.edu (Rochelle Rogoff)
Subject: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/10
Message-ID: <5b5hfc$dg0@umcc.umcc.umich.edu>#1/1
X-Deja-AN: 208933032
organization: UMCC, Ann Arbor, MI, USA
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hi again,

We still have 4 systems left, each consisting of:

a Howard board
in case with the same footprint and color scheme as an Amiga 2000
the (Howdy) display unit
these are stereo enabled ... A Pinky/Mandy unit is NOT capable of stereo
full documentation
call it 3 pounds, 2 inches, or a few hundred pages... it's a lot
complete development software
9 Amiga floppies with Atari/Epyx programs, demos, sfx, utilities
1 Amiga formatted floppy with extra routines by Bastian Schick and myself
Expert technical support via email included.
Access to cartridge prototyping, production, packaging, & marketing included.

All this can be had for only $2000 + shipping each. You won't find a
better offer anywhere in the world! Atari charged developers $5000 for
these units but you get one for less than 1/2 the price.

We also have ONE Amiga 2000 with 5M RAM, 51Meg HD, WB 1.3 and the development
system preloaded on the hard drive. It's only $400 + shipping with the
purchase of a Howard board. This makes a complete (high-end) Lynx development
system for only $2400 + shipping (expect about $60.00 continental US)

Don't miss out! Just like Lynx games, these prices are NOT going to get
any lower.

}}}}}} Call Lance at Video 61 (612) 462-2500 to get yours now! {{{{{{

fine print:
1. You must supply your own monitor for the Amiga.
2. We accept most major credit cards, but the conditions are "no returns".
3. Personal checks will have to clear before shipping.
4. Units are returned from developers and sold "AS-IS". All of them have been tested for all major functions to insure working status before shipping.
5. The usual disclaimers about software doing what it is supposed to do, not what you expect it to do in all cases and it's not our fault if the UPS man drops it on your foot.
6. Any and all typos are mine...

Harry Dodgson
2600/7800/Lynx developer

From -369833421819123490
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,5b6e119dde17f438,start
X-Google-Attributes: gid1115ce,public
From: "Jo Even Skarstein" <josk@ifi.ntnu.no>
Subject: To all AES developers
Date: 1997/01/10
Message-ID: <01bbff1b$7c6f7620$df39f181@pervo.stud.ntnu.no>#1/1
X-Deja-AN: 208996452
organization: NTNU
newsgroups: comp.sys.atari.programmer

Hi!

N.AES have some new AES-calls, one of them is quite useful. I've used it in a small program that adds "virtual desktops" to N.AES. If developers of other AES'es (MagiC, Geneva, XaAES, oAESis...) could add this call the program would work with this (And a couple of others.) too.

Excerpt from the N.AES-docs...

```
7.7  appl_control                                          N.AES

 Aufgabe:    Gezieltes Steuern von Anwendungen.

 C-Prototyp: int appl_control(int ap_cid, int ap_cwhat, void
             *ap_cout);
```

```
 Binding:    control[0] = 129
             control[1] = 2
             control[2] = 1
             control[3] = 1
             control[4] = 0

             int_in[0] = ap_cid
             int_in[1] = ap_cwhat
             addr_in[0] = ap_cout
             ap_creturn = int_out[0]
```

Parameterbeschreibung:

```
 ap_cid:     Die Applikationsidentifikation (apid) der Anwendung, die
             gesteuert werden soll.

 ap_cwhat:   Die Art der Steuerung:

              0 bis 9          reserviert f►r N.AES

              APC_HIDE (10)    Applikation ausblenden
                               Wird f►r ap_cid -1 ►bergeben, so wird
                               die aktuelle Anwendung ausgeblendet.

              APC_SHOW (11)    Applikation einblenden
                               Wird f►r ap_cid -1 ►bergeben, so
                               werden alle ausgeblendeten Anwendungen
                               eingeblendet.

              APC_TOP (12)     Applikation in den Vordergrund bringen
                               (zur aktuellen Anwendung machen).

              APC_HIDENOT (13) Ausblenden aller Anwendungen bis auf
                               die in ap_cid angegebene, welche zur
                               neuen aktuellen Anwendung wird.
                               Wird f►r ap_cid -1 ►bergeben, so
                               werden alle Anwendungen bis auf die
                               aktuelle ausgeblendet.

 ap_cout:    Wird abh►ngig von 'ap_cwhat' vom AES gef►llt (momentan
             noch unbenutzt, die ►bergabe eines Nullzeigers ist
             m►glich).

 ap_creturn: Returnwert:

              0:        ein Fehler ist aufgetreten

              Wert > 0: kein Fehler aufgetreten
```

Anmerkung:
Ausgeblendeten Anwendungen wird in der Men►leiste ein '*' vorangestellt, es sei denn, sie hatten im Moment der Ausblendung kein

Fenster offen. In diesem Fall wird nur die Anwendung gewechselt.

Der '*' vor dem Namen bedeutet also genauer: Einige oder alle
ge⍰ffneten Fenster dieser Anwendung sind ausgeblendet.

--
Jo Even Skarstein http://www.stud.ntnu.no/~josk/

From -8076153678244659931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
From: thom@morgan.ucs.mun.ca (Thomas Clancy)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/10
Message-ID: <5b69iu$lr@coranto.ucs.mun.ca>#1/1
X-Deja-AN: 209005444
references: <5b5hfc$dg0@umcc.umcc.umich.edu>
followup-to:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer
organization: Memorial University of Newfoundland
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

On or about 10 Jan 1997 08:50:35 -0500, Rochelle Rogoff
(rochelle@umcc.umcc.umich.edu) did proclaim:

While I _never_ normally do this, I feel I must, simply because of
the false claim =')

(We also have ONE Amiga 2000 with 5M RAM, 51Meg HD, WB 1.3 and the development
(system preloaded on the hard drive. It's only $400 + shipping with the
(purchase of a Howard board. This makes a complete (high-end) Lynx development
(system for only $2400 + shipping (expect about $60.00 continental US)
(----------

(Don't miss out! Just like Lynx games, these prices are NOT going to get
(any lower.

They sure will. That 2k w/5MB 51MBHD an WB1.3 can be had in
comp.sys.amiga.marketplace for nomore than $175.00 and even that's

pushing it. Heck, you might even get a monitor with it for an extra
$25 or so.

Perhaps you should have said "_our_ prices are NOT going to get any
lower"?!? =')

(4. Units are ... sold "AS-IS".

An "AS-IS" 2 grand investment? You'd have to be a fool to take one
up on something like that.


```
     ///\ Thomas Clancy           1 Hunt's Lane            \  INSERT  \
    ///__\(709) 722-9692  St.John's, Newfoundland, Canada   \  GENERIC \
\\\///    \MIGA                      A1B 2L2                 \DISCLAIMER\
 \///                  Homepage http://www.ucs.mun.ca/~thom   \   HERE   \
```


From 5063288030006217694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d293ef84a7771931,start
X-Google-Attributes: gid1115ce,public
From: Tony Greenwood
Subject: test
Date: 1997/01/10
Message-ID: <32d69904.1917532@news.airtime.co.uk>#1/1
X-Deja-AN: 209130455
organization: STOSSER Software
reply-to: comp.sys.atari.programmer
newsgroups: comp.sys.atari.programmer

Test to get rid of spammers who get my email from newsgroups

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4471903175521512588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6e1bc94c9ced1493,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 105710,6e1bc94c9ced1493,start
X-Google-Attributes: gid105710,public
X-Google-Thread: 108ff0,6e1bc94c9ced1493,start
X-Google-Attributes: gid108ff0,public
X-Google-Thread: f94de,6e1bc94c9ced1493,start
X-Google-Attributes: gidf94de,public

X-Google-Thread: 115513,6e1bc94c9ced1493,start
X-Google-Attributes: gid115513,public
X-Google-Thread: 1115ce,6e1bc94c9ced1493,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1119ac,6e1bc94c9ced1493,start
X-Google-Attributes: gid1119ac,public
X-Google-Thread: fd490,6e1bc94c9ced1493,start
X-Google-Attributes: gidfd490,public
From: Zplanet@aol.com (Zplanet)
Subject: Atari ST 1040 For Sale
Date: 1997/01/11
Message-ID: <19970111020715297861@ip-pdx02-11.teleport.com>#1/1
X-Deja-AN: 209113124
organization: Teleport - Portland's Public Access (503) 220-1016
reply-to: zplanet@aol.com
newsgroups:
comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

Atari ST 1040 For Sale

Two systems for sale:

Atari ST 1040:1MB Ram, Color Monitor, Keyboard, Mouse, Cables, Manual.
$90 plus shipping.

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables, Manual.
$90 plus shipping.

Also one external disk drive: $20

email to: zplanet@aol.com

Norm
Portland, OR

From 693573175389147542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bb575bf8ca02abed,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,bb575bf8ca02abed,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,bb575bf8ca02abed,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1119ac,bb575bf8ca02abed,start
X-Google-Attributes: gid1119ac,public
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Subject: UK Atari bits for sale

Date: 1997/01/11
Message-ID: <5b85ab$po6$1@mhafc.production.compuserve.com>#1/1
X-Deja-AN: 209171462
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups:
abg.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

some atari bits for sale
http://ourworld.compuserve.com/homepages/brond/forsale.html

From -5319628930921814298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c42fc729ac7c7cfb,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 108ff0,c42fc729ac7c7cfb,start
X-Google-Attributes: gid108ff0,public
X-Google-Thread: fd490,c42fc729ac7c7cfb,start
X-Google-Attributes: gidfd490,public
X-Google-Thread: 115513,c42fc729ac7c7cfb,start
X-Google-Attributes: gid115513,public
X-Google-Thread: 1115ce,c42fc729ac7c7cfb,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f94de,c42fc729ac7c7cfb,start
X-Google-Attributes: gidf94de,public
X-Google-Thread: 1119ac,c42fc729ac7c7cfb,start
X-Google-Attributes: gid1119ac,public
X-Google-Thread: 105710,c42fc729ac7c7cfb,start
X-Google-Attributes: gid105710,public
From: Zplanet@aol.com (Zplanet)
Subject: FS: Atari ST 1040
Date: 1997/01/11
Message-ID: <19970111020745299669@ip-pdx02-11.teleport.com>#1/1
X-Deja-AN: 209176288
organization: Teleport - Portland's Public Access (503) 220-1016
reply-to: zplanet@aol.com
newsgroups:
comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.m
isc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic
,rec.music.makers.synth,alt.emusic

FS: Atari ST 1040

Two systems for sale:

Atari ST 1040:1MB Ram, Color Monitor, Keyboard, Mouse, Cables, Manual.
$90 plus shipping.

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables, Manual.
$90 plus shipping.

Also one external disk drive: $20

email to: zplanet@aol.com

Norm
Portland, OR

From 6321374177788393839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c1b9612573f9def
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: C Tutorial
Date: 1997/01/11
Message-ID: <19970111184500.NAA23816@ladder01.news.aol.com>#1/1
X-Deja-AN: 209187027
references: <bcd_9701091706@conchbbs.com>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

ooops,

thanks for clearing that up, I only meant that the tabs and indentation
were for readability purposes and were ignored by the compiler. It does
not remove every blank...some blanks are important, you are correct.

From -6471417094180594548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f535fd32d073699,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial, Lesson 5, Announcement
Date: 1997/01/11
Message-ID: <19970111185600.NAA24140@ladder01.news.aol.com>#1/1
X-Deja-AN: 209188061
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

The next lesson is ready, but I cannot upload it untill I find a new ISP.
Thanks for your patience..., and I will have an FTP site or web page as
backup for those who miss the postings.   Stay tuned...

From -1438828162837116603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: C Tutorial Chart
Date: 1997/01/11
Message-ID: <5b82hf$r9q@nyheter.chalmers.se>#1/1
X-Deja-AN: 209213074
references: <bce_9701091706@conchbbs.com>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <bce_9701091706@conchbbs.com>,
John Kormylo <John.Kormylo@7861.conchbbs.com> wrote:
...
>BTW, I suspect Lattice C defaults to int == long just to be
>different (sort of like Spinal Tap's amplifier which went to 11).

Well, GCC does the same thing.
Three other 68k C compilers I've used (none available for the Ataris (yet))
have 32 bit ints as well and two of them have no way of changing to 16 bit
ints (I don't know about the third).

I always use GCC with -mshort (for 16 bit ints) myself since most Atari
machines are slower at 32 bit operations. When I use Lattice C I leave it
at the default setting to let the optimizer work.
I wouldn't dream of using Lattice C (or PureC for that matter) for release
versions of MGIF, though.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 5143854700344387251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39a756447b499f1,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Cookie jar patch prog
Date: 1997/01/11
Message-ID: <27a_9701111600@conchbbs.com>#1/1
X-Deja-AN: 209254462
organization: Houston Area League of PC Users
x-ftn-to: gmiller@inca.co.nz
newsgroups: comp.sys.atari.programmer

g > Or, better yet, use Num*8 bytes beyond the end of the BSS. (I
g > assume you are not interested in symbol data or debug info
g > which will immediately follow the BSS block [if any].

Or for that matter, you could use the DTA/command line buffer. That way you only waste 128 bytes.

BTW, the symbol table and/or debug info is not loaded into RAM by the system.

I suspect that the OS doesn't ever look at the basepage once the program is loaded. It is simply used during the loading process and as a one-way information transfer.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -2562288104471738050
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f56ec5d92a1eaa83,start
X-Google-Attributes: gid1115ce,public
From: Mr.Maddog@mail.ptd.net
Subject: Re: playing samples on ST/F030
Date: 1997/01/12
Message-ID: <19970112030636.11601.qmail@mail.ptd.net>#1/1
X-Deja-AN: 209255686
x-mail2news-path: mail.ptd.net!uid
x-mail2news-user: mrmaddog@postoffice.ptd.net
x-url: mailto:comp.sys.atari.programmer@dispatch.demon.co.uk
x-personal_name: Mr Maddog
newsgroups: comp.sys.atari.programmer
x-mailer: Lynx, Version 2-4-2

> From: daniel.hagg@marine.combitech.se (Daniel H⍰gg)
>
>In article [4]<5app7l$c0nu_002@news.ti.com>, wongck@ti.com (William Wong) write
>s:
>> Is there any good documentation on how to play samples on the ST/STE/F030/TT?
>
>The ST hardware cannot play samples. However, it is possible (but very
>tricky) to emulate STE hardware on the ST.
>
>The STE/TT hardware can only play raw signed 8-bit sample data.

>WAV, AVR and SND are file formats. That is, different "standards" of storing
>samples on disk. To play a sample file you need to read the file to memory
>and "decode" it into signed 8-bit samples.
>
>The F030 hardware can play both 16-bit and 8-bit signed sample data.

Actually, you can play samples on the ST using the PSG chip. The problem is that you have to write a routine by yourself just to do that. Samples are played on the STe/TT using calls to hardware registers and the Falcon uses special XBIOS calls.

Just thought I can clarify this... :)

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or automatic.

From -5845612061274165428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Tutorial Chart
Date: 1997/01/12
Message-ID: <853092138_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 209398008
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <bce_9701091706@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>g > Depends on the compiler.
>
>We were discussing Pure C.

Yep, but it being the tutorial thread, I thought it best to mention that there are differences.

>g > But who wants to use floating point anyway? <G>

>
>Well, I paid for the FPU, so I thought I might as well use it...

oic!

>BTW, I suspect Lattice C defaults to int == long just to be
>different (sort of like Spinal Tap's amplifier which went to 11).

I believe it does - and GNU also?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 7454659361615829423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Tutorial Chart
Date: 1997/01/12
Message-ID: <853090648_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 209398016
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <852674068@p24.f101.n323.z205.mbh.org>
Hans Wessels <mr_ni@mbh.org> said:-

>Guy Harrison wrote:
>
> > There's still a problem. We do not know how big a 'char' is. This
> > gets into the realm of portability - a complex and vague issue so I'll
> > be atari specific now ...
>
>The constant CHAR_BIT in limits.h tells you how many bits there are in a char.
>Usually it's eight.

Yep. Trouble is the older compilers may not even have limits.h and in
fact MWC does not so I thought it best to just say atari char = 1
byte.

```
> >
> > sizeof(char)    = 1 byte.
> > sizeof(short)    = 2 bytes.
> > sizeof(long)    = 4 bytes.
> > sizeof(int)    = either 2 or 4 bytes.
> >
> > This little program will tell you how many bytes an 'int' needs in
> > its signed and unsigned states ...
> >
> > main()
> > {
> > printf("6\n",sizeof(signed int));
> > printf("6\n",sizeof(unsigned int));
> > }
> >
>
>Well Mr Harrisson, you made a mistake overhere, this program will print when
>compiled and runned:
>6
>6
>Not very usefull I think.
```

So very true! I used the wrong Nos when posting. 0.42 has a printf bug where printf(s) was used instead of printf("%s",s). Mike has fixed this now but I need killfiles so I'm waiting for those before I can use the fixed version.

```
>Let's do it this way...
>
>#include <stdio.h>
>
>int main(void) /* main has to be of the type int according to ANSI */
>{
>  printf("%i\n", (int)sizeof(signed int));
>  printf("%i\n", (int)sizeof(unsigned int));
>  return 0; /* exit succes */
>}
>
>The operator sizeof() has an result of the type size_t, the type of size_t is
>compiler dependent. That's why I cast the answer to an int.
```

I'm not very up to date with the ansi standard but I must mention that this needs to be investigated with pre-ansi compilers. It may or may not exist, or if existing, may not be fully ansi compliant. MWC for instance, defines size_t as a long (32 bit); there is no %i formatter and sizeof() returns an int (16 bit)!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -1388186763774266217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Tutorial Chart
Date: 1997/01/12
Message-ID: <853091664_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 209398028
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <Pine.A32.3.91.970108094948.18848H-100000@pallas.amp.uni-hannover.de>
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> said:-

```
>On Mon, 6 Jan 1997, Guy Harrison wrote:
>
>> This little program will tell you how many bytes an 'int' needs in
>> its signed and unsigned states ...
>>
>> main()
>> {
>>  printf("6\n",sizeof(signed int));
>>  printf("6\n",sizeof(unsigned int));
>> }
>
>Great, this'll make the C newbies believe that int, regardless of machine,
>is always 6 bytes ... ;-)
```

An unintentional exercise for them? <G>

```
>They should better try :
>
>main()
>{
>   printf ("  Signed Int is %d bytes\n",sizeof(signed int));
>   printf ("Unsigned Int is %d bytes\n",sizeof(unsigned int));
> }
>
>Reading all your other lines, each missing the format specifier, but all
>having a `6' I guess you have trouble uploading the `%' character ?
```

Yep, Nos 0.42 has a news posting bug and I forgot all about it! ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 1073789641510641366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e93039d35facd1c3,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: strtok()
Date: 1997/01/12
Message-ID: <853093008_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 209398029
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <5arn7j$3qp@nyheter.chalmers.se>
d8klojo@dtek.chalmers.se (Johan Klockars) said:-

>In article <852229266_OASIS_@swampdog.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>
>>Hmm, I think my strtok() is buggy. Given this string ...
>
>What compiler are you using?

Mark Williams C

>(Assuming this is happening on an Atari.)

Yes.

```
>>s = " line1 | line2 ][ Ok | Cancel ]";
>>
>>.. which I've broken up with *strchr(s,'[') = '\0'. Trouble is ...
>>
>>p = strtok(s,"|");
>>while (p)      p = strtok(NULL,"|");
```

>>
>>.. manages to get past the '\0' and into the "[Ok | Cancel]".
>
>What tokens do strtok() return (add a puts(p) in the loop)?
>I mean, does it get past your '\0' after having considered ' line1 '
>and ' line2]' tokens?

Yes.

>(Wouldn't you want to include ' ' as well and break up at ']'?)

The ']' yes but not the spaces. The routine in question is concerned
with dynamically allocating an OBJECT tree for a windowed alert driven
by a printf() type front end.

>If the second token is indeed what I wrote, it appears the strtok() needs
>more than one '\0' to stop and you're just lucky to have an extra one after
>the string. That would of course make the strtok() quite buggy!

That appears to be the case. I've just had the time to experiment with
the following ...

```
#include <string.h>

main()
{char    *s[2],
     *p;

 s[0] = " line1 | line2 ][ Ok | Cancel ]@";
 s[1] = strchr(s[0],']');
 *s[1]++ = NUL;
 printf("s0={%s}, s1={%s}\n",s[0],s[1]);

 *strchr(s[1],'@') = NUL;

 p = strtok(s[0],"|");
 while (p)    {
     puts(p);
     p = strtok(NULL,"|");
 }

 p = strtok(s[1],"|");
 while (p)    {
     puts(p);
     p = strtok(NULL,"|");
 }
}
```

.. which produces the expected results. If I take out the hack for
the trailing '@' then it produces this ...

```
s0={ line1 | line2 }, s1={[ Ok | Cancel ]}
 line1
```

```
 line2
[ Ok
 Cancel ]
s0={%s}, s1={%s}

[ Ok
 Cancel ]
s0={%s}, s1={%s}
```

.. and it just so happens that MWC is storing the printf() format string directly after the alert string.

My original code needed to leave the alert string intact thus I was using strdup() - naturally there was less chance of there being two nuls in dynamic space than in the static space used in the above test program.

So, MWC strtok() _is_ knackered!!!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -4122961559287129286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,606a7d96c58082b9,start
X-Google-Attributes: gid1115ce,public
From: Spencer@mettav.demon.co.uk (Spencer Davies)
Subject: Re: STOS
Date: 1997/01/12
Message-ID: <26339_Spencer@mettav.demon.co.uk>#1/1
X-Deja-AN: 209459631
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: Spencer@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.62) BETA (NON WINDOW VERSION)

Out of the ether, the following was mentioned by stosser@airtime.co.uk...:

 s> hahaha You are not seriously suggesting that TT owners are in the
 s> majority, hahaha thats a wild thing to say :)
And whats wrong with TT owners???

I must state that the TT is a lovely machine for using the likes of Lattice C on!! ;-)

Spencer

   spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From -7951578794194011444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
From: Tony Greenwood
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/12
Message-ID: <32d96e06.17978109@news.airtime.co.uk>#1/1
X-Deja-AN: 209540471
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>
<rochelle.853155722@umcc.umcc.umich.edu>
organization: STOSSER Software
reply-to: comp.sys.atari.programmer
newsgroups: comp.sys.atari.programmer

On 13 Jan 1997 07:07:09 -0500, rochelle@umcc.umcc.umich.edu (Rochelle
Rogoff) wrote:

>(I wonder why people in England and Canada have a hard time with people

 And let's all guess where you are from shall we.....

From -549370506093655559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39a756447b499f1
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Cookie jar patch prog
Date: 1997/01/13
Message-ID: <1d7cd$d34e.18@HERMES>#1/1

X-Deja-AN: 209430917
references: <27a_9701111600@conchbbs.com>
newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
> g > Or, better yet, use Num*8 bytes beyond the end of the BSS. (I
> g > assume you are not interested in symbol data or debug info
> g > which will immediately follow the BSS block [if any].

> Or for that matter, you could use the DTA/command line buffer. That
> way you only waste 128 bytes.

> BTW, the symbol table and/or debug info is not loaded into RAM by
> the system.

Oh. My error.

I just thought that all of the executable file was loaded at app start.

After all, all the code and data segments of the app are loaded during app start, and the bss space appears at the end of the data space in RAM.

Therefore it'd be logical (given the "load everything" philosophy GEMDOS seems to adhere to) to also load symbol and debug info at start time, prior to fixup and passing control to the app.

> I suspect that the OS doesn't ever look at the basepage once the
> program is loaded. It is simply used during the loading process and
> as a one-way information transfer.

However, if I was writing a multi-tasking OS, I'd use the "reserved" portions of the basepage for internal info used during task switch (the apps priority, last time it was given CPU time), and during shutdown (such as pointers to an internal [to the OS] table with a list of Malloc blocks used by the app, and so forth). Therefore, I would (as an app writer) leave the basepage alone - otherwise the OS may vomit over the rest of the system when it hits unknown data placed there by the app.

However, the command-line portion of the basepage seems to be fair game. It gives room for sixteen (128/8) cookies. And with the DTA overlaying the command-line area, I'm a bit more paranoid about setting it to somewhere else before using any of the directory enumeration funcs (Fsfirst and Fsnext spring to mind)

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From -3320034452564375695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
From: rochelle@umcc.umcc.umich.edu (Rochelle Rogoff)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/13
Message-ID: <rochelle.853155722@umcc.umcc.umich.edu>#1/1
X-Deja-AN: 209512331
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>
organization: UMCC, Ann Arbor, MI, USA
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

thom@morgan.ucs.mun.ca (Thomas Clancy) writes:

>On or about 10 Jan 1997 08:50:35 -0500, Rochelle Rogoff
(rochelle@umcc.umcc.umich.edu) did proclaim:

>While I _never_ normally do this, I feel I must, simply because of
>the false claim =')

What is the false claim? Is there anyone in comp.sys.amiga.marketplace selling Lynx development systems? Haven't you ever heard of value-added retailers in Canada?

>(We also have ONE Amiga 2000 with 5M RAM, 51Meg HD, WB 1.3 and the development
>(system preloaded on the hard drive. It's only $400 + shipping with the
>(purchase of a Howard board. This makes a complete (high-end) Lynx development
>(system for only $2400 + shipping (expect about $60.00 continental US)
>(----------

>(Don't miss out! Just like Lynx games, these prices are NOT going to get
>(any lower.

>They sure will. That 2k w/5MB 51MBHD an WB1.3 can be had in
>comp.sys.amiga.marketplace for nomore than $175.00 and even that's
>pushing it. Heck, you might even get a monitor with it for an extra
>$25 or so.

Sure, go buy an Amiga from someone else - we will still help you install the software on it. Since we only have one Amiga and four Howard boards, people will have to get the other Amigas from somebody else. It does sound like a good place to buy monitors too. But if you bothered

to read in the correct context, we aren't selling the Amiga as a stand-alone system. Only as part of a package. For the person who wants a pre-installed system (which looking at PC sales, there are lots of them), it makes sense to offer one. And PC retailers do charge extra to install software and make sure everything works together. We also checked with a local Amiga dealer and he was selling Amiga 2000's for $400 each.

>(4. Units are ... sold "AS-IS".

>An "AS-IS" 2 grand investment? You'd have to be a fool to take one
>up on something like that.

And the people in comp.sys.amiga.marketplace are offering warranties on their products? Ever buy a car from a used car dealer? The last one I bought was for $7000 and had AS-IS marked on the sticker. What that means in the US is that it has no express warranty. The buyer accepts the fact that it might have some scratches and been used before. These units have been tested and do work. What does AS-IS mean in Canada?

>   ///\ Thomas Clancy

the opinions expressed here are my own
the facts (claims) expressed here are true, not false

(I wonder why people in England and Canada have a hard time with people getting paid for an honest days work? Could it be their knowledge of American English and culture is lacking? Or are their morals really that different?)

Harry Dodgson
2600/7800/Lynx developer

From 3436205878650971901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1a9f8865d18b60d,start
X-Google-Attributes: gid1115ce,public
From: josk@ifi.unit.no (Jo Even Skarstein)
Subject: Hide/unhide with MagiC
Date: 1997/01/13
Message-ID: <5bdk7e$52a@due.unit.no>#1/1
X-Deja-AN: 209532606
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

Hi!

Does anybody know how Appline takes control over the windows in MagiC?
I've browsed the MagiC-docs and haven't found anything helpful there.

Jo Even Skarstein

From -3456663341033388650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
From: thom@morgan.ucs.mun.ca (Thomas Clancy)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/13
Message-ID: <5bdv6n$i13@coranto.ucs.mun.ca>#1/1
X-Deja-AN: 209556073
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>
<rochelle.853155722@umcc.umcc.umich.edu>
followup-to:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer
organization: Memorial University of Newfoundland
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

On or about 13 Jan 1997 07:07:09 -0500, Rochelle Rogoff
(rochelle@umcc.umcc.umich.edu) did proclaim:
(thom@morgan.ucs.mun.ca (Thomas Clancy) writes:

(>On or about 10 Jan 1997 08:50:35 -0500, Rochelle Rogoff
(rochelle@umcc.umcc.umich.edu) did proclaim:

(What is the false claim? Is there anyone in comp.sys.amiga.marketplace

They make it sound as if they are doing you a favour by over-charging
for an ancient machine. They said (basically) that you wouldn't find
it anywhere is for less (false). They might be offering a deal on the
lynx-only stuff... but they're taking you to thte cleaners on the
A2000 setup.

(selling Lynx development systems? Haven't you ever heard of value-added
(retailers in Canada?

Value-added? Bah! I call it taking advantage of those that don't know
any better. He he not claimed that a lower price could not be found,
I would not have posted the info.

(>They sure will. That 2k w/5MB 51MBHD an WB1.3 can be had in
(>comp.sys.amiga.marketplace for nomore than $175.00 and even that's
(>pushing it. Heck, you might even get a monitor with it for an extra
(>$25 or so.

(It does sound like a good place to buy monitors too. But if you bothered
(to read in the correct context, we aren't selling the Amiga as a stand-alone

Context? Go reread what you posted.

(system. Only as part of a package. For the person who wants a pre-installed

Yes, and you made it sound that since (and only if you're buying this
package) we'll throw in this dandy system for this real-good price.

(make sure everything works together. We also checked with a local Amiga
(dealer and he was selling Amiga 2000's for $400 each.

Because you neighbour robs banks doesn't justify the fact that you do
to. If you can't compete with the market, then pehaps you shouldn't
be in it.

(>(4. Units are ... sold "AS-IS".

(>An "AS-IS" 2 grand investment? You'd have to be a fool to take one
(>up on something like that.

(And the people in comp.sys.amiga.marketplace are offering warranties on
(their products?

Almost 100% of the people there offer DOA guarantees, alot offer 30 days
etc.. You'll never see gear valued at over $75 sold as-is (rarely).

(Ever buy a car from a used car dealer? The last one I
(bought was for $7000 and had AS-IS marked on the sticker.

Then you're crazy.

(What does AS-IS mean in Canada?

In my province, it means nothing. It means that if there was an
existing defect that the consumer wasn't warned about, then the
dealer is still responsible. Aside from that, according to law here,
you've 30 days (or was it 10) to cancel. That aside, practically
all used car dealers here offer 90 day warrantys =')

((I wonder why people in England and Canada have a hard time with people
(getting paid for an honest days work? Could it be their knowledge of
(American English and culture is lacking? Or are their morals really that
(different?)

Getting paid? Who has trouble getting paid? Hell, your country is the

one that doesn't seem to have the bucks to help th unfortunate (welfare).
I doubt there is such a thing as "american" culture (in the true sense
of the word). Morals seem to be different? - I'd say yes. Perhaps that's why
americans rank the highest in the world of "least liked" - the vocal few
that come off as egomaniacal/self-centered/the world should follow us
attitude.

As an aside, what does getting paid in Canada have to do with lack-of
knowledge of American "culture" and American english (if such a thing
exists)- is this yet another example of ego? I would have referred to
it as "New World" english (as does Webster's "New World" dictionary.

Wow, what digression... from lynx packages to culture... to getting
paid... to automobile warranties... morals. =')


```
     ///\ Thomas Clancy           1 Hunt's Lane            \  INSERT  \
    ///__\(709) 722-9692  St.John's, Newfoundland, Canada   \  GENERIC \
\\\///    \MIGA                      A1B 2L2                 \DISCLAIMER\
 \///                  Homepage http://www.ucs.mun.ca/~thom   \   HERE   \
```


From 240579183462679738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1032a1,70fff4e290ef537c,start
X-Google-Attributes: gid1032a1,public
X-Google-Thread: 1046d6,70fff4e290ef537c,start
X-Google-Attributes: gid1046d6,public
X-Google-Thread: 1115ce,70fff4e290ef537c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fe885,70fff4e290ef537c,start
X-Google-Attributes: gidfe885,public
X-Google-Thread: ffc1e,70fff4e290ef537c,start
X-Google-Attributes: gidffc1e,public
X-Google-Thread: f5ddf,70fff4e290ef537c,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 108717,70fff4e290ef537c,start
X-Google-Attributes: gid108717,public
X-Google-Thread: ffc26,70fff4e290ef537c,start
X-Google-Attributes: gidffc26,public
From: "Gavin W. Landon" <gavin1@airmail.net>
Subject: VB and DLL's
Date: 1997/01/13
Message-ID: <01bc0174$a5fbada0$a6477cce@internetamerica.airmail.net>#1/1
X-Deja-AN: 209568470
organization: GTE Intelligent Network Services, GTE INS
newsgroups:
comp.programming,comp.programming.contests,comp.programming.literate,comp.programm
ing.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.pr
ogrammer,comp.sys.atari.programmer,comp.sys.ibm.pc.programmer,comp.sys.newton.prog

K,

(1) What are the advantages of putting the guts of the program in DLLs
and putting the RC files in the EXE.. Or the other way around..
Or better said.. When designing a system what criteria is used to make a
decision about what goes into a DLL & why?

(2) We have a prototype of the program in VB4 16 bit.. We would like to
use this as a front end and use VC 1.52 as the back end.. What is the
best way to do this or is it easier to just do the whole thing over in VC..

This is a 16 bit app only!

(3) What are the considerations regarding DLL & OOD?

(4) Does VB auto unload DLL's when done useing the function?

--
L8r,
Gavin W. Landon
<work>
gavin1@airmail.net
Custom Programming Service Inc.

<personal>
chizl@gte.net

From 947001078636164178
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/13
Message-ID: <5be93o$fb6@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 209648495
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>
<rochelle.853155722@umcc.umcc.umich.edu> <32d96e06.17978109@news.airtime.co.uk>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

TonyGreenwood wrote:
: On 13 Jan 1997 07:07:09 -0500, rochelle@umcc.umcc.umich.edu (Rochelle
: Rogoff) wrote:

: >(I wonder why people in England and Canada have a hard time with people

: And let's all guess where you are from shall we.....

Let's nip this impending (and off-topic) flame war in the bud, shall we?
Yes, the comment was stupid, but there's no need to stoop to that level.

BTW, Tony, setting your email address incorrectly, while foiling
spammers, also has the disadvantage of preventing legitimate email
replies to your postings. I would suggest doing as others do: have your
correct email address, but put some extra characters in.

THeo

From -2380492751844424066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fea73,a54963293a59381b
X-Google-Attributes: gidfea73,public
X-Google-Thread: 100a3b,a54963293a59381b
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,a54963293a59381b
X-Google-Attributes: gidf8760,public
From: nickb@primenet.com (Nick S Bensema)
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/13
Message-ID: <5bf97j$etu@nnrp1.news.primenet.com>#1/1
X-Deja-AN: 209671977
references: <5b5hfc$dg0@umcc.umcc.umich.edu>
organization: Primenet (602)416-7000
x-posted-by: nickb@206.165.5.106 (nickb)
newsgroups:
alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

In article <5b5hfc$dg0@umcc.umcc.umich.edu>,
Rochelle Rogoff <rochelle@umcc.umcc.umich.edu> wrote:
>Hi again,
>
> We still have 4 systems left, each consisting of:
>
>a Howard board
> in case with the same footprint and color scheme as an Amiga 2000
>the (Howdy) display unit
> these are stereo enabled ... A Pinky/Mandy unit is NOT capable of stereo
>full documentation
> call it 3 pounds, 2 inches, or a few hundred pages... it's a lot
>complete development software
> 9 Amiga floppies with Atari/Epyx programs, demos, sfx, utilities
> 1 Amiga formatted floppy with extra routines by Bastian Schick and myself
>Expert technical support via email included.
>Access to cartridge prototyping, production, packaging, & marketing included.

^^^^^^^^^

Huuuh?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

From 3053009238051405432
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a54963293a59381b
X-Google-Attributes: gid1115ce,public
From: Tony Greenwood
Subject: Re: COMPLETE Atari Lynx Development systems for sale
Date: 1997/01/13
Message-ID: <32da903c.10526115@news.airtime.co.uk>#1/1
X-Deja-AN: 209714418
references: <5b5hfc$dg0@umcc.umcc.umich.edu> <5b69iu$lr@coranto.ucs.mun.ca>
<rochelle.853155722@umcc.umcc.umich.edu> <32d96e06.17978109@news.airtime.co.uk>
<5be93o$fb6@ccshst05.cs.uoguelph.ca>
organization: STOSSER Software
reply-to: comp.sys.atari.programmer
newsgroups: comp.sys.atari.programmer

On 13 Jan 1997 21:23:04 GMT, thopman@uoguelph.ca (Theodore L Hopman)
wrote:

>Yes, the comment was stupid, but there's no need to stoop to that level.

 One small comment that was NOT insulting to anyone, how is that
stooping to ...ho sod this.....

>BTW, Tony, setting your email address incorrectly, while foiling
>spammers, also has the disadvantage of preventing legitimate email

 I know! Thats the whole idea, what do you call legitimate email? as
my posting is to a public newsgroup then I do NOT want private email
regarding a public posting?, my correct email is in my sig for the
realy determined,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 7848912673846029588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bb575bf8ca02abed
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1119ac,bb575bf8ca02abed
X-Google-Attributes: gid1119ac,public
X-Google-Thread: 1115ce,bb575bf8ca02abed
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,bb575bf8ca02abed
X-Google-Attributes: gid109a67,public
From: atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens)
Subject: Re: UK Atari bits for sale
Date: 1997/01/13
Message-ID: <5bdu42$gvn@ornews.intel.com>#1/1
X-Deja-AN: 209786138
references: <5b85ab$po6$1@mhafc.production.compuserve.com>
followup-to: alt.spam
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message may be assessed on unsolicited commercial email.
organization: Portland Atari Club
newsgroups:
abg.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
x-telephone-number: (503) 244-2870

In article <5b85ab$po6$1@mhafc.production.compuserve.com>,
   Brendan McEnroe <101613.2440@CompuServe.COM> wrote:
>
>some atari bits for sale
>http://ourworld.compuserve.com/homepages/brond/forsale.html

Apparently not:

Page Not Found

The Server [ourworld.compuserve.com] was unable to find the following page:

Page [forsale.html]
User [brond]
Category [homepages].

----------http://www.teleport.com/~atari----------
  ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
     NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
          email for subscription details and further information
  Europe: mkerslake@cix.compulink.co.uk   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From -8409227975831748042
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,606a7d96c58082b9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1997/01/14
Message-ID: <853198732@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 209629090
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1601563670@mail.ptd.net>
x-ftn-reply: mail.ptd.net 5f75ec16
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32dac78c
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Mr Maddog wrote:

> Case in point...Wacko Software and Stosser both make games in STOS
> basic. Same language. If you play any of Wacko's games, then you know
> know the idea of "crap" is much more than just an abstract concept.

Very true indeed.

> include assembly routines for speed and TOS calls is a mahor plus. C
> is good for Gem applications, though you can write games but they would
> not be arcade fast. Yet you can get away with games that just wait for
> your mouse click and look good in a window. :)

C is good for GEM aplications true, but it does as easy non GEM games, giving you all the speed and power you need. I am getting the idea you think C is only good for GEM, and that's wrong. C is good for almost everthing, fast arcade games, GEM applications and packers.

> If you're real good at assembly to write a game competely in it, go
> for it! It would be much faster and better if you know how to squeeze
> it out of the system. :)

Knowing how to squeeze the maximum speed out your system is the most important part. Use the wrong technique and even the fastes assembly implementation will make your game fast.

However a high level language around an assembly game is nice. Doing disk acces and memory management is assembly is a hard task and won't bring much speed improvement. I usually write the routines first in C and convert the most time consuming routines into assembley.

Bye, Hans Wessels

From 194455450982019601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,390c2e4c6a63987d,start
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: playing samples on ST/F030
Date: 1997/01/06
Message-ID: <5app7l$c0nu_002@news.ti.com>#1/1
X-Deja-AN: 207969912
organization: TIS
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Is there any good documentation on how to play samples on the ST/STE/F030/TT? I have read my Compendium but still don't have a good idea of doing it, it states that the ST range have hardware to play sound samples. There are WAV, AVR, SND format of sound samples. So which format does the ST understand?

Appreciates any help to understand this.

Thanks
William

```
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE        ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com                         ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW
```

From 1937694707446936155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ad7b35b64bc33fb,start
X-Google-Attributes: gid1115ce,public
From: Ones-And-Zeros@prodigy.net
Subject: !   MASS POST Was Here!
(OhENpP)
Date: 1997/01/06
Message-ID: <5aq356$3no6@usenet1y.prodigy.net>#1/1
X-Deja-AN: 208000569

organization: Mass Post
newsgroups: comp.sys.atari.programmer

MASS POST--the program by Ones and Zeros--has been used to send this message
to thousands of newsgroups.

(OhENpP)

From -517003684522147347
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8cd113ff0ae3e51
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: Programming and Magic PC
Date: 1997/01/06
Message-ID: <32D0BCC4.167EB0E7@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 208021335
references: <xHn6qLAZhCyyEwnw@thegibsons.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

Drew Gibson wrote:
>
> I was wondering if any of you good Atarians have any experience of
> programming the 'Atari Way' using Magic PC. The reason I ask is that

> snip

> The software I'm interested in (for programming anyway) is :-
>
> Lattive C 5.52
> Personal Pascal 2.05 (using Everest as the editor)
>
Don't know about MagiC PC but certainly both Lattice C 5.6 and Everest
work fine on my Falcon under MagiC 5. Theoretically this means that they
should work under MagiC PC too.

Regards
Martyn

From 3352009311578590481
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,e55d55f8c97ffa2a
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: Standards for programming in GEM??
Date: 1997/01/06
Message-ID: <32D0BF53.2781E494@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 208022055
references: <5a1p9a$sgo@snail.stack.nl> <32c5faa5.0@news.pinc.com>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

rog wrote:
>
> quality C compiler for the STs was the Lattice C compiler. I think
> Michtron was handling that one last I looked.

Depends where you are. Hi-Soft handle it in the UK. Of course, first you
have to persuade them to talk to you....

Regards
Martyn

From 8000032970050855770
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/06
Message-ID: <32d0d23d.4274136@news.airtime.co.uk>#1/1
X-Deja-AN: 208041114
references: <852038675@p24.f101.n323.z205.mbh.org>
<19970101025500.VAA29618@ladder01.news.aol.com>
<32ca400c.798091@news.airtime.co.uk> <HACCAGAPUP@alkor.sax.de>
<32cb9996.2793204@news.airtime.co.uk> <HAFWFHARUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 05 Jan 1997 22:48:30 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>>>Now here's the question: Can you or can't you fix it?
>>
>> I cannot, the authors of the fixers say that if a user of any tos

>>version will spend 5 minutes helping them then they can fix for any
>>tos, including madusa and hades....chew on that!!!!!
>
>But it sounds that you are very very sure that it can be done. Now you
>say that somebody else have told you that it should be possible, if someone
>else helps him. Please make a difference between hearsay (you hope that it
>can be fixed) and proofed truth (you definatly know that it can be fixed for
>all known and unknown TOS versions).

There is another posting in this thread from the author of the Generic
fixer, that should answer all compatability queries, it can and will
be done, see for yourself,

That's another attempt to try and "trip me up" from my own words just
gone down the drain,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -725650490526347484
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/06
Message-ID: <32d0ceef.3427744@news.airtime.co.uk>#1/1
X-Deja-AN: 208041349
references: <1868596134@news.airtime.co.uk> <852225003@p24.f101.n323.z205.mbh.org>
<32cda103.48778753@news.airtime.co.uk> <HAFWFHAFUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 05 Jan 1997 23:04:44 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>> BTW Hans, would you know what "Intercon96" is?, I just today recieved

>"InterCon Autumn '96" was a demo group convention organized by INTER, TSCC
>and NEW TREND (german falcon demo coder groups) hold 1.-3. November 1996.

Thanks Uwe :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4310421208998648074
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/06
Message-ID: <32d0cf90.3588659@news.airtime.co.uk>#1/1
X-Deja-AN: 208041350
references: <32c3ce91.7597067@news.airtime.co.uk> <HACCAGAJUP@alkor.sax.de>
<32cb9248.923436@news.airtime.co.uk> <HAFWFHALUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 05 Jan 1997 23:28:22 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>>>As you know, I tested your recently made games, they are good for atari
>>>machines designed in 1983, not for the newer, designed in 1988...
>>> ^ first ST ^ first TT

>> Ho don't be so childish, MORE people own ATARI machines you call old,
>>ie: STFM STe models than own TT, a LOT more, My software also works on

>Look into this posting, must of them own a TT... :-)

hahaha You are not seriously suggesting that TT owners are in the
majority, hahaha thats a wild thing to say :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 5588650680967311902
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/06
Message-ID: <32d0d25b.4303883@news.airtime.co.uk>#1/1
X-Deja-AN: 208041351
references: <3347311906@news.airtime.co.uk> <851872981@p24.f101.n323.z205.mbh.org>
<32c70945.13509507@news.airtime.co.uk> <HACCAGAMUP@alkor.sax.de>
<32cb986b.2494707@news.airtime.co.uk> <HAFWFHAOUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 05 Jan 1997 23:37:28 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>>>Can you use up to 16.7 mill colors in your STOS games? No? But you can do it
>>
>>TARGA (TGA) 24bit true colour graphics,
>
>Hhmm, and the story is??? Can you make (in theory) a game using STOS, that
>work in 24bit true colour graphics?

 This is the question?, I only own a standard STe, maybe a STOS using
Falcon owner can answer that, but from what I am lead to believe, YES,
but for crying out please don't quote me as I am not sure,

>> so would I? please re-read the above, take a deep breath then
>>apologise....I do not say it changes the TT, at least your mistakes
>>are consistant?....ie: all of them hahaha
>
>Let's have a look: ... a TT... ...a falcon... ...will set the machines...
>   that's one machine, another one,   both machines ^
>
>OK. I know what you like to say. And you see why I missunderstood you?

 Ho stop crying....:)

>BUT: Why don't you use the higher power of these machines to make more
>redraws or so? Why do you want to kick them back to 8 MHz?

 Ho thats easy...because I havn't got one to test on, getting other
people to test for program compatability is good, but when something
may work differently, at a different speed or have something enhanced
or added, then I refuse to make such a thing without first seeing it
myself,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -6418921219574489396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/06
Message-ID: <32d0d28d.4354065@news.airtime.co.uk>#1/1
X-Deja-AN: 208041356
references: <3347311906@news.airtime.co.uk> <851872981@p24.f101.n323.z205.mbh.org>
<32c70945.13509507@news.airtime.co.uk> <HACCAGAMUP@alkor.sax.de>
<32cb986b.2494707@news.airtime.co.uk> <HAFWFHAOUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 05 Jan 1997 23:37:28 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>>>Can you use up to 16.7 mill colors in your STOS games? No? But you can do it

>>TARGA (TGA) 24bit true colour graphics,

>Hhmm, and the story is??? Can you make (in theory) a game using STOS, that
>work in 24bit true colour graphics?

 hmmm now I think about it ..yes!, if the picture displays then it can
be used in a game, that simple.....

 If you had read the STOS FAQ then you would have known STOS can
handle 24bit true colour, maybe then you would not have looked like a
fool telling everyone in this group that it could not, you did not
ask, you told everyone it could not, tut tut tut

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -7148323475594409795

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/06
Message-ID: <32d0cdc6.3130058@news.airtime.co.uk>#1/1
X-Deja-AN: 208041363
references: <2979159534@news.airtime.co.uk> <852224292@p24.f101.n323.z205.mbh.org>
<32cc195a.23919906@news.airtime.co.uk> <HAFWFHAUUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 05 Jan 1997 22:59:00 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>> Well after seeing what YOU accomplished with C then I would now agree
>>with the above, this of course means Uwe will instantly quote me
>
>Yes, I qoute you Tony, and I agree with the above...

Well no suprise there!

>>saying I said different last week :(

>As long as you don't say that you never said that STOS is better than C
>for making arcade games, I won't proceed against you... ;)

Who are you, the group policeman?

>> But the above now looks about right to me,

>We win, we win!

Who the hell is WE?...actualy the thread is best BASIC or C to choose
to make a game, I said C can do a better job, if you look at my other
postings (as I am sure you will) then you will see that I also state
that it would still not be the best choice , I also state my reasons
for claiming this.....But you just quote what you want to make you
look good :(

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4683950093454705807
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d107de5e16a484d8
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: 256 colors on the Falcon
Date: 1997/01/06
Message-ID: <177cd$1430.3d4@HERMES>#1/1
X-Deja-AN: 208043847
references: <x3NWkn9.greg_evans@delphi.com>
newsgroups: comp.sys.atari.programmer

greg_evans@delphi.com wrote:
> I am not a GEM programmer so I am asking this question, partly out of
> ignorance and partly out of frustration.
>
> Why do programs which work fine i 16 color mode have problems or refuse
> to run in 256 color mode on a Falcon? Examples, Outline Art 3 runs
> but can't display the graphics. SARA runs but refuse to display
> images. WICOPAGE (an icon displayer) says "sorry I can run in 256
> colors". Why does a program have a hard time when it has _more_
> colors than it needs? Why not just use the 16 colors it wants to
> use and just ignore the rest? What am I missing?

It's known as the "Calamus mentality".

This translates roughly into "I am doing everything myself, irrespective
of whether the hardware already has the functionality".

It is also a hangover from the old days when you essentially had to
program the hardware directly for speed (as the system code was usually
too slow or buggy to rely upon), or added functionality in your app), and
any hardware which differed from what was known when the app was written
was deemed "unsuitable".

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From 2167414243601988753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d403fca2bbfd4618
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: strtok()
Date: 1997/01/06
Message-ID: <852558428_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 208135410
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <852476170@p24.f101.n323.z205.mbh.org>
Hans Wessels <mr_ni@mbh.org> said:-

>Guy Harrison wrote:
>
> > Hmm, I think my strtok() is buggy. Given this string ...
> >
> > Anybody got some source for one?
>
>Yep, I have one. It comes with a complete unix string library, that is
>all ANSI string functions plus some extra like strend(). The library
>is under GNU licence so no problems with copying it including the
>source. It comes with all functions in C, discription of those
>functions and a 68000 assembley optimized (by me) version of most of
>the functions. In the library is also an complete printf() function
>with al its diveratives and called functions (and it are less than 42
>in this library, especially if you use the assembley optimized
>version, because most called functions like strlen are included in the
>source for the sake of speed).
>
>The library is about 2Mb, but this includes all documentation. I can
>pack it down to a 340 kb file. I can mail it to you if you like.

Yes please, that would be very handy indeed! :-))

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 3877308395613916962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Tutorial Chart
Date: 1997/01/06
Message-ID: <852558810_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 208135411
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <852480627@p24.f101.n323.z205.mbh.org>
Hans Wessels <mr_ni@mbh.org> said:-

```
>rdupuy5596@aol.com wrote:
>
> > Variable type     |  Keyword   |  Memory Useage  |  Use
> >
> > integer           |   int      |  2 bytes        | Whole numbers
> >                                                  | -32,768 to
> >                                                  | +32,768
>
>Ho, stop, now we are in compiler specific things. Time to grap the ANSI
>standard and correct a few things.
>
>An int is guaranteed to be 16 bit, 32 bit many compilers, like Lattice C, use
>32 bit ints.
>
> > long integer      |   long     |  4 bytes        | Whole numbers
> >                                                  | -2,147,483,648 to
> >                                                  | +2,147,483,648
>
>Same thing here, a long is at least 32 bit, bit it can also be bigger, like 64
>bit on a Alpha processor.
>
> > floating point    |  float     |  4 bytes        | Measured values
> >                                                  | +/- 10E38
> >                                                  | 6 digits of precision
> >
> > double float      |  double    |  8 bytes        | Measured values
> >                                                  | +/- 10E308
> >                                                  |15 digits of precision
>
>Same thing here. In Pure C floats and doubles are the same thing. The minimum
>number of digits of a double is 10. The minimum value of a float or double is at
>least 10E-37, the maximum value is at least 10E37
>
> > character         |  char      |  1 byte         | non numeric values
> >                                                  | -128 to 127
>
>Compiler specific, some compilers use unsigned chars by default, other use
>signed chars by default.
>
```

>All quoted values come from my copy of K&R2, not from the real ANSI standard,
>but there aren't much differences between K&R2 and ANSI.
>
>The exact minimum and maximum values of all these types can be found in
>limits.h.

Yep Hans, I wondered if I ought to say anything myself - guess I should have but I couldn't think how to say it in non technical terms yesterday! Here's today's effort ;-) ...

Firstly, people ought to check with their compiler manual. Like any language, there is no guarantee a particular datatype on one compiler uses the same amount of space as the next compiler. 'C' tries to help with this by having certain rules. Basically, the fundamental unit of storage is 'char' - all other datatypes use x amount of 'char' for storage. You can also assume this ...

'short' always uses the same or more space as 'char'.
'long' always uses the same or more space as 'short'.
'int' is either 'short' or 'long' - see your compiler docs for which.

There is a function to help deal with this called sizeof(). It returns the number of 'char' units required to store the datatype, even ones you make up yourself. Thus sizeof(char) is always 1, sizeof(short) is always >= sizeof(char), and sizeof(long) is always >= sizeof(short).

There's still a problem. We do not know how big a 'char' is. This gets into the realm of portability - a complex and vague issue so I'll be atari specific now ...

```
sizeof(char)  = 1 byte.
sizeof(short) = 2 bytes.
sizeof(long)  = 4 bytes.
sizeof(int)   = either 2 or 4 bytes.
```

This little program will tell you how many bytes an 'int' needs in its signed and unsigned states ...

```
main()
{
 printf("6\n",sizeof(signed int));
 printf("6\n",sizeof(unsigned int));
}
```

In almost all cases there will be no problem - the compiler will sort it out for you. Those of you with K&R compilers will have to be a little more careful though because the compiler cannot tell if you are passing garbage between functions.

One area to keep an eye on is printf() and similar functions like fprintf() and sprintf(). A common cause of error is something like this ...

```
main()
{long    l    =5;

 printf("6\n",l);
}
```

Now, this may or may not work depending on your compiler *but* in either case it _is_ 'broken'. There are three fixes ...

```
/* if you really wanted to print a long */
main()
{long    l    =5;

 printf("6\n",l);
----------^------------ long decimal
}

/* if you really wanted to print an int */
main()
{int l    =5;
-^^^------------------- declare it properly
 printf("6\n",l):
}

/* if you want a long printed as an int */
main()
{long    l    =5;

 printf("6\n",(int)l);
---------------^^^^^--- forces the compiler to convert it
}
```

See, just shows how powerful 'C' is - three ways to fix two lines of code! ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 830518540347780492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@netcomuk.co.uk>

Subject: Re: STOS
Date: 1997/01/06
Message-ID: <32D1CF79.228@netcomuk.co.uk>#1/1
X-Deja-AN: 208148847
references: <3347311906@news.airtime.co.uk> <851872981@p24.f101.n323.z205.mbh.org>
<32c70945.13509507@news.airtime.co.uk> <HACCAGAMUP@alkor.sax.de>
<32cb986b.2494707@news.airtime.co.uk> <HAFWFHAOUP@alkor.sax.de>
content-type: text/plain; charset=us-ascii
organization: NETCOM Internet Ltd.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01E-NC260 (Win95; I; 16bit)

Uwe Haase wrote:
> >>Can you use up to 16.7 mill colors in your STOS games? No? But you can do it

16.8mil, surely? 16.777mil should be rounded up...

> >TARGA (TGA) 24bit true colour graphics,
>
> Hhmm, and the story is??? Can you make (in theory) a game using STOS, that
> work in 24bit true colour graphics?

No, just a little confusion.

My STOS Falcon extension will load 24-bit TGA images, however they are
converted down to 16-bit for display with standard Falcon hardware. There
is no reason why you couldn't write a routine that would do something simular
to the Apex file viewers from Doug Little to display in 24-bit though.

Anthony

--

```
----------------------------------------+---------------------------
Anthony Jacques                         | Generic STOS Fixer 1.3
IRC: AnthonyJ                           | STOS Falcon Extension 1.2a
email: jacquesa@cs.man.ac.uk            | GEM-DEU 0.7d     KP-Flash
WWW: http://www.cs.man.ac.uk/~jacquesa/ | available at my WWW pages
----------------------------------------+---------------------------
       Email currently forwarded to: jacquesa@netcomuk.co.uk
----------------------------------------+---------------------------
```


From 3758291397288962719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@netcomuk.co.uk>
Subject: Re: STOS

Date: 1997/01/06
Message-ID: <32D1CE20.1782@netcomuk.co.uk>#1/1
X-Deja-AN: 208148848
references: <852038675@p24.f101.n323.z205.mbh.org>
<19970101025500.VAA29618@ladder01.news.aol.com>
<32ca400c.798091@news.airtime.co.uk> <HACCAGAPUP@alkor.sax.de>
<32CE1B00.5DCB@netcomuk.co.uk> <HAFWFHAXUP@alkor.sax.de>
content-type: text/plain; charset=us-ascii
organization: NETCOM Internet Ltd.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01E-NC260 (Win95; I; 16bit)

Uwe Haase wrote:
>
> In <32CE1B00.5DCB@netcomuk.co.uk> Anthony Jacques wrote:
>
> >> That sounds that you can't fix the STOS compiler to produce working code
> >> for newer TOS versions. (I know from earlier postings that you own
> >> MagiC for your ST and Gemulator and a MagiC PC demo.)
> >
> >Right... as of 45mins ago it can probably be fixed for all true Atari
> >versions of TOS. I will add Magic code soon, hopefully...
> >
> >Now, discounting this new (currently unreleased) version of the
> >interpreter/compiler, I shall explain...
> >
> >The reason STOS doesn't work with Magic is simply because magic needs
> >a different set of values in the table of addresses. Obvious. Now,
> >STOS doesn't know about magic (written before it was released), and
> >so only checks the TOS version - not the AES version. Thus, a Magic
> >based machine appears to be the TOS version of the original TOS.
> >(definately true for Magic 2 - it returned 1.62 on an STE when tested.)
>
> Hhmm. In which way do you request the OS version?
> Looking at $FC0000 or $E00000? Why don't you use _sysbase at $4F2?

Ah, but its not /me/. Well, it is now. STOS wasn't written by me,
and the original authors chose to do it the bad way ($FC0000/E00000).
My new version 2.07 which has just been started in beta testing
has had this modified to use _sysbase (I was shocked they weren't
using this). This has been tested on the GEMulator demo with image
files, and seems to work (a couple of minor bugs still to be ironed
out)

> If I boot up MagiC 2 on TOS 1.04 and look at $FC0002 I get $0104,
> if I look to the OSHEADER structure pointed in _sysbase, I get $0200,
> date 10.08.1993. That's the same like it shows you the GENERAL.CPX.
> This method (using _sysbase) does also work with image files.

Oh? I was told this doesn't work... in that case, Magic can now be
done... :)

BTW I dont have any versions of Magic, so this is all second hand
info.

> What certain frequently used routines and addresses are used by STOS?

things like the address of the ikbd handler, line-a graphics routines
and others. Get STOS Fix 2.7/3.0 and it will list all of the routines
it looks for, and the addresses found for your OS.

> Why not divert them to a documented way to access the OS? (I mean the
> trap routines of definatly all atari TOS versions.)

Yea, could do this. I am investigating ways of removing the TOS table,
but not just yet...

> "Using the OS version number to determine the location of undocumented
> variables is not acceptable. You have been warned."

Yea, I know. Looking for AES 4.0 isn't good enough either for testing
for a 'new' AES. - you should use appl_ginfo (or whatever it is) under
Magic/MTOS - despite that this is documented in the Atari compendium and
others as not available until AES 4.0 (magic=3.99). Bad.

Anthony

--


```
----------------------------------------+---------------------------
Anthony Jacques                         | Generic STOS Fixer 1.3
IRC: AnthonyJ                           | STOS Falcon Extension 1.2a
email: jacquesa@cs.man.ac.uk            | GEM-DEU 0.7d     KP-Flash
WWW: http://www.cs.man.ac.uk/~jacquesa/ | available at my WWW pages
----------------------------------------+---------------------------
       Email currently forwarded to: jacquesa@netcomuk.co.uk
----------------------------------------+---------------------------
```


From -3076933216379896018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@netcomuk.co.uk>
Subject: Re: STOS
Date: 1997/01/06
Message-ID: <32D1D27E.1822@netcomuk.co.uk>#1/1
X-Deja-AN: 208148852
references: <107129118@netcomuk.co.uk> <852477824@p24.f101.n323.z205.mbh.org>
content-type: text/plain; charset=us-ascii
organization: NETCOM Internet Ltd.
mime-version: 1.0

newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01E-NC260 (Win95; I; 16bit)

Hans Wessels wrote:
> A table with frequently used functions and adresses is no problem, as long as
> you fill in that table at run time. The weird part about STOS is that it the
> table has to be filled in at compile time and the program is trying to find out
> which table has to be used when the program is started.

Yep.

> That's begging for problems.

Yes, I agree. However,

> As you can create new tables for STOS you seem to know exactly which
> adresses are needed.

Well, actually I am using a (clean GEM based) program that another STOS
hacker wrote a while back. I have no contact for him, and I believe that
he has left the Atari without distributing his source.

> Can't you patch STOS in such a way that the table is filled
> in at runtime?

Not with the routines in use currently - as the routine to detect the
joystick address requires the user to move the joystick. Maybe this code
could be added for unrecognized OS versions...

> So when the program is started first your code is filling the
> tables with the right adresses and after that starting the rest of
> the program?

Yea, I will investigate if this is possible once I have got a couple of
other things sorted. (btw. STOS 2.07 will not corrupt the screen upon
exiting to a Falcon screenmode, so STOS can now be run from 640x480x256
without problems - no need to switch to ST-Low)

Anthony

--

```
----------------------------------------+---------------------------
Anthony Jacques                         | Generic STOS Fixer 1.3
IRC: AnthonyJ                           | STOS Falcon Extension 1.2a
email: jacquesa@cs.man.ac.uk            | GEM-DEU 0.7d     KP-Flash
WWW: http://www.cs.man.ac.uk/~jacquesa/ | available at my WWW pages
----------------------------------------+---------------------------
       Email currently forwarded to: jacquesa@netcomuk.co.uk
----------------------------------------+---------------------------
```

From 2930688902842769234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,390c2e4c6a63987d
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@netcomuk.co.uk>
Subject: Re: playing samples on ST/F030
Date: 1997/01/06
Message-ID: <32D1D4D7.581D@netcomuk.co.uk>#1/1
X-Deja-AN: 208148853
references: <5app7l$c0nu_002@news.ti.com>
content-type: text/plain; charset=us-ascii
organization: NETCOM Internet Ltd.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01E-NC260 (Win95; I; 16bit)

William Wong wrote:
>
> Is there any good documentation on how to play samples on the ST/STE/F030/TT?

You have it - the compendium. If you are writing a nice clean app, then use WavePlay(), and insist they have SAM isntalled. On a Falcon you can use the OS calls - see my WWW pages for info on this. On an STe/TT you'll have to access the hardware registers directly.

> I have read my Compendium but still don't have a good idea of doing it, it
> states that the ST range have hardware to play sound samples.

The original ST[f|m|fm] doesn't really have sample playback ability - it can be done, but is quite tricky. Use STe and above hardware as a minimum IMO.

> There are WAV,
> AVR, SND format of sound samples. So which format does the ST understand?

Tbere is no major diference between the above formats. The main difference is approx. the first 128 bytes - ie. the header info. The actually sample data is stored in the same way (almost) - just the header (ie. the bit which gives the sample name, frequency, midi note etc.) is different.

The ST doesn't 'understand' any of format. If you interpret the header correctly then you can simply set up sample hardware to play the actual sample data.

That wasn't a terribly good/consise description, but I hope it helped a little.

Anthony

--
----------+----------
Anthony Jacques | Generic STOS Fixer 1.3
IRC: AnthonyJ | STOS Falcon Extension 1.2a

email: jacquesa@cs.man.ac.uk | GEM-DEU 0.7d KP-Flash
WWW: http://www.cs.man.ac.uk/~jacquesa/ | available at my WWW pages
---+---
Email currently forwarded to: jacquesa@netcomuk.co.uk
---+---

From 6101011520554679329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: C Tutorial Chart
Date: 1997/01/06
Message-ID: <012_9701061642@conchbbs.com>#1/1
X-Deja-AN: 208149671
organization: Houston Area League of PC Users
x-ftn-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

m > In Pure C floats and doubles are the same thing.

You mean doubles and long doubles are the same thing. floats are still 4 bytes.

Even more confusing, sizeof(double) varies depending on the compiler options. Normally, sizeof(double) == 10, but when using the FPU sizeof(double) == 12. The accuracy doesn't change, but the FPU uses the extra 2 bytes during it's internal operations.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -7298936244656832972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9f97d727d00e5f9
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Cookie jar patch program
Date: 1997/01/06

Message-ID: <014_9701061642@conchbbs.com>#1/1
X-Deja-AN: 208149673
organization: Houston Area League of PC Users
x-ftn-to: SSweet@mettav.demon.co.u
newsgroups: comp.sys.atari.programmer

S > Look for a prog called JARxxx, best to do a search on JAR*.*

Are you sure JAR is freeware?

BTW, it does more than just install a cookie jar. I believe it uses
a function pointer or trap intercept to implement additions and/or
searches. Ask Dan Wilga for details.

```
/* ******************************************************************
                          Install cookie jar
******************************************************************* */
COOKIE = $5A0 ;cookie jar pointer address
SIZE = 32 ;max number of cookies (can be anything)

TEXT
start:
 pea init(PC)
 move.w #38,-(A7) ;Supexec(init)
 trap #14
 addq.l #6,A7

 clr.w -(A7)
 move.l #SIZE*8,-(A7)
 move.w #$31,-(A7) ;Ptermres(SIZE*8,0)
 trap #1

init:
 lea start-256(PC),A0 ;use basepage for cookie jar
 move.l A0,COOKIE
 clr.l (A0)+ ;initialize cookie jar
 move.l #SIZE-1,(A0)
 rts
END
```

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 6077287181783369625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d403fca2bbfd4618
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: strtok()
Date: 1997/01/06
Message-ID: <013_9701061642@conchbbs.com>#1/1
X-Deja-AN: 208149675
organization: Houston Area League of PC Users
x-ftn-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

m > Time to throw away your ANSI C reference, because it is
m > certainly ANSI C.

So I gather. Are there any other string functions which use this
convention?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 2941234896464424810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: C Tutorial Chart
Date: 1997/01/06
Message-ID: <5arlk4$3la@nyheter.chalmers.se>#1/1
X-Deja-AN: 208152595
references: <1587638962@ladder01.news.aol.com>
<852480627@p24.f101.n323.z205.mbh.org>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <852480627@p24.f101.n323.z205.mbh.org>,
Hans Wessels <mr_ni@mbh.org> wrote:
>rdupuy5596@aol.com wrote:
...
> > integer | int | 2 bytes | Whole numbers
> > | -32,768 to

```
> >                                                  | +32,768
>
>Ho, stop, now we are in compiler specific things. Time to grap the ANSI
>standard and correct a few things.
>
>An int is guaranteed to be 16 bit, 32 bit many compilers, like Lattice C, use
>32 bit ints.
```

There is, however, a switch in Lattice (and in GCC for that matter) to make an 'int' 16 bit.
(WARNING! The Lattice C optimizer often does some incredibly stupid things when it tries to optimize code which uses 16 bit numbers. You might even be better off with no optimization at all...)

The range for a 16 bit (2-complement) number is -32768 to +32767, by the way.

Normally, an 'int' should be the 'natural' integer type for the machine in question. Unfortunately, the older members of the Motorola 68k series (like the 68000 in the STs) are only 16 bit internally (except for the registers), while having a 32 bit instruction set architecture (ISA). This is probably the cause for the confusing compiler differences.
(The PCs with their 80x86s have the same problem.)

```
> > long integer      |   long     |  4 bytes        | Whole numbers
> >                                                  | -2,147,483,648 to
> >                                                  | +2,147,483,648
>
>Same thing here, a long is at least 32 bit, bit it can also be bigger, like 64
>bit on a Alpha processor.
```

And again, the second range figure should end with a 7.

```
> > character         |  char      |  1 byte         | non numeric values
```

'non numeric'?
There are lots of cases where it's very useful to use characters in the same way as any other number type. C makes no distinction.

```
> >                                                  | -128 to 127
>
>Compiler specific, some compilers use unsigned chars by default, other use
>signed chars by default.
```

And many can change that via a switch.

Also, a character may well be longer than 8 bits. You won't find any Atari compiler where that is so, though.
(I've heard of 9 bit and 64 bit character machines, but those are not something I would worry about. ;-)

By the way, you forgot to mention 'short' (perhaps not very surprising if you're using a compiler that has a 16 bit 'int' ;-).
'short' is at least 16 bit and no longer than an 'int'. On machines where

the latter is 32 bit, 'short' is often 16 bit to make a more space
efficient type available. It can be slower to do calculations with 'short',
though.

Length of char <= short <= int <= long.

(GCC also has 'long long' which is 64 bit, but that's not standard.)

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -3016700938704586118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d403fca2bbfd4618
X-Google-Attributes: gid1115ce,public

From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: strtok()
Date: 1997/01/06

Message-ID: <5arn7j$3qp@nyheter.chalmers.se>#1/1
X-Deja-AN: 208188221

references: <852229266_OASIS_@swampdog.demon.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <852229266_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>
>Hmm, I think my strtok() is buggy. Given this string ...

What compiler are you using?
(Assuming this is happening on an Atari.)

```
>s = " line1 | line2 ][ Ok | Cancel ]";
>
>.. which I've broken up with *strchr(s,'[') = '\0'. Trouble is ...
>
>p = strtok(s,"|");
>while (p)    p = strtok(NULL,"|");
>
>.. manages to get past the '\0' and into the "[ Ok | Cancel ]".
```

What tokens do strtok() return (add a puts(p) in the loop)?
I mean, does it get past your '\0' after having considered ' line1 '
and ' line2]' tokens?
(Wouldn't you want to include ' ' as well and break up at ']'?)

If the second token is indeed what I wrote, it appears the strtok() needs

more than one '\0' to stop and you're just lucky to have an extra one after the string. That would of course make the strtok() quite buggy!

You should find sources for strtok() in the GNU libraries.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -7420468034650702301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddf42da196adf16c
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: C Tutorial, Lesson 4, page 4 of 4
Date: 1997/01/06
Message-ID: <5arpci$41r@nyheter.chalmers.se>#1/1
X-Deja-AN: 208203624
references: <19970105083300.DAA17101@ladder01.news.aol.com>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <19970105083300.DAA17101@ladder01.news.aol.com>,
RDupuy5596 <rdupuy5596@aol.com> wrote:
>
>
>That does it for this lesson. I'm sure you all still have some questions.
> For example: what happens if you mismatch format specifiers? The answer
>is C will do its best to interpret the variable in the format you

Which can crash your machine...

>requested. Try experimenting with the format specifiers in the above

...but shouldn't if you only use the specifiers mentioned here.
(%c, %d, %f)

>program to see what happens. Another question you probably have is: why

In case there's someone here who doesn't know very much about how computers
(and C in specific) work internally:

C has _no_ way of knowing whether you actually passed the floating point
or whole number you state with your specifiers that you want to display.
Therefore, printf() can not convert the float 3.14 into the whole number 3
for example and a line like

```
  printf("Pi=%d", 3.14);
```

will print gibberish.

The vast majority of C functions you will ever write and use can not handle parameters of varying types like printf(). Without the specifiers, printf() wouldn't have any idea about what, or even how many, numbers you sent it.

>are character values stored with whole digit numbers from -128 to 127.
>The answer is that the numbers correlate to letters using a lookup table.

In case someone wants to know about the 'lookup table', the Atari machines use a standard called ASCII (American Standard Code for Information Interchange) as do most other modern computers.
This covers the English alphabet, numbers and the normal special characters.
For foreign and other special characters, the numerical codes may differ.
(The normal standard only covers the character codes 0-127.)

>Try adding the following code to the above program:
>
>printf("\n %c%c",72,73);
>
>In the above line of code I didn't give printf() a character that the
>format specifier %c calls for. Instead I gave it a whole number.

I think it should be mentioned that C does not really have characters in the usual sense (for example BASIC). 'A' may look like a character to you, but C will only interpret it as the _number_ 65.

As I guess will be seen later in this course, C has no strings either.
Instead you use functions that operate on lists of numbers under the assumption that they are strings.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -7210317192170168117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: TEDINFO
Date: 1997/01/06
Message-ID: <32D1080E.41C67EA6@doc.ic.ac.uk>#1/1
X-Deja-AN: 208537007
references: <35932880_000008_OASIS_NEWS@ritter.demon.co.uk>
<19961231192000.OAA17695@ladder01.news.aol.com>
content-type: text/plain; charset=us-ascii
organization: Imperial College of Science, Medicine and Technology, London

mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

The rsrc_gaddr() function *does* work entirely as specified in the GEM documentation - that is, it will find any of the specified objects in a resource file, given that you have their index.

As I don't have the article that started this thread, I can only guess that what you want to do is change the te_ptext field of the TEDINFO structure.

The TEDINFO structure may be found by:

```
  (TEDINFO *)(tree[obj].ob_spec)
```

This may then be dereferenced to obtain the te_ptext field:

```
  ((TEDINFO *)(tree[obj].ob_spec))->te_ptext
```

te_ptext is simply a pointer to a C-style string, and may be altered or manipulated as you see fit. I seem to recall that there may be a text length field in the TEDINFO structure... but I can't quite remember (my documentation is in my hall of residence, and I'm sitting at a Sun Sparc machine typing this).

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From -9159019691239339784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,288902edd6b9b45f
X-Google-Attributes: gid1115ce,public
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Subject: Re: Malloc()
Date: 1997/01/06
Message-ID: <32D10C49.446B9B3D@doc.ic.ac.uk>#1/1
X-Deja-AN: 208537008
references: <851528916_OASIS_@swampdog.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: Imperial College of Science, Medicine and Technology, London
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.3_U1 sun4m)

I know this sounds *really* nasty, but you could try modifying

the active process system variable (in the OSHEADER structure)
to point to the basepage of the accessory, then using malloc()
or mfree() (or whatever), then setting it back to whatever
it was to start with. This should ensure that your accessory
owns the memory. It may work for file handles as well.

The thing is, I haven't tried this, and I don't know whether
it works, but if it does work on non-multitasking systems
(which are, after all, the only places where it would be
used), why not do it?

_____
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

From 5667609635299913126
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,edfd34c1ab4e72a8,start
X-Google-Attributes: gid1115ce,public
From: michael@fastlane.net (Michael White)
Subject: Test: Ignore
Date: 1997/01/07
Message-ID: <5as9mg$p83@news2.nkn.net>#1/1
X-Deja-AN: 208167206
organization: On good days...
newsgroups: comp.sys.atari.programmer

Testing with NEWSie on 1/6/97.

Mike White (michael@fastlane.net)

From -1782578505594282736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,980b7470829fd211,start
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: HP Deskjets
Date: 1997/01/07
Message-ID: <32D2433C.167EB0E7@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 208261353
references: <5arfok$98v@rap.SanDiegoCA.NCR.COM>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0

newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

Glenn Linderman wrote:
>
> When HP first came out with Deskjets, they required extra drive current on some
> pin or another, and people soldered a PNP transistor into their cables.
>
> Is this still necessary for newer Deskjets? Used by STs? by STes?

I run a 660C (about a year old) on a Falcon. No problems in this
department but I seem to remember it only affected some STs.

> Now HP has the fancy DOS/Windows GUI control panel for their newer models. Does
> this eliminate those models from being used by Atari STs?
>
No they work fine. The only problem is that it is almost impossible to
change the factory settings since there are no dip-switches. This is a
problem mainly in Europe since the paper size defaults to American
Letter rather than the European standard A4. It makes about an extra
inch at the bottom of each sheet unprintable.

Hope this helps

Regards
Martyn

From 78453118929719805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fe306,5830683de06c7ebf
X-Google-Attributes: gidfe306,public
X-Google-Thread: 1109dd,5830683de06c7ebf
X-Google-Attributes: gid1109dd,public
X-Google-Thread: feb3e,5830683de06c7ebf
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: f778b,5830683de06c7ebf
X-Google-Attributes: gidf778b,public
X-Google-Thread: 1115ce,5830683de06c7ebf
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,5830683de06c7ebf
X-Google-Attributes: gidffc26,public
From: rawneiha@w255zrz.zrz.TU-Berlin.DE (Philipp Boerker)
Subject: Re: PC 68000/80x86 hybrid Assembler
Date: 1997/01/07
Message-ID: <5at7d7$bd1$1@brachio.zrz.TU-Berlin.DE>#1/1
X-Deja-AN: 208279271
references: <32cffecc.13992629@news.prestel.co.uk>
organization: Technical University Berlin, Germany
newsgroups:
comp.sys.m68k,comp.sys.m68k.pc,comp.sys.amiga.programmer,alt.sys.amiga.demos,rec.g

ames.programmer,comp.sys.atari.programmer

> A friend has written an assembler called 'Crossfire' which supports

I would call it "Babylon"... :)

Greets,
Phil.
grond@cs.tu-berlin.de

From 6868044184963027932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1997/01/07
Message-ID: <852676227@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 208373092
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3497187170@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk d072d762
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32d2ce83
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

 >> Hhmm, and the story is??? Can you make (in theory) a game using STOS,
 >> that work in 24bit true colour graphics?
 >
 > hmmm now I think about it ..yes!, if the picture displays then it can
 > be used in a game, that simple.....

Where are the 24 bit sprite routines? And 24 bit drawing routines? My guess is there are no language extensions yet that work on true color (24 bit) graphics cards. So you are talking and thinking a bit too simple now. I even wonder if a STOS program like this will work on a true color card in an ST (or TT ot Falcon or ..).

```
10 print "Hello world!"
20 end
```

Bye, Hans Wessels

From -7537851668619692511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)
Date: 1997/01/07
Message-ID: <HAHIFHBKUP@data.rhein-main.de>#1/1
X-Deja-AN: 208450465
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com> <5a7n72ogi1@news.ptd.net>
<852052484snz@courtfld.demon.co.uk> <01bbf822$5e63dcc0$259a37ce@quantex-200>
<5aj8nr$nu8@lana.zippo.com> <32CEB78B.5F83@worldgate.com>
content-length: 616
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In <32CEB78B.5F83@worldgate.com> Bill Merik wrote:

>No, Toad is not the ONLY company. Computer Direct is pretty well
>exclusively devoted to TOS and MagiC platforms. Toad is hyping their PCs

How i can get a simple catalog of all computer direct items?
E-Mail!?

regards, robert

--

robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

From -7811916008286341283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fe306,5830683de06c7ebf
X-Google-Attributes: gidfe306,public
X-Google-Thread: 1109dd,5830683de06c7ebf
X-Google-Attributes: gid1109dd,public
X-Google-Thread: ffc26,5830683de06c7ebf
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,5830683de06c7ebf
X-Google-Attributes: gid1115ce,public
X-Google-Thread: feb3e,5830683de06c7ebf
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: f778b,5830683de06c7ebf
X-Google-Attributes: gidf778b,public
From: dave@flavious.prestel.co.uk (Dave Gibbons)
Subject: Re: PC 68000/80x86 hybrid Assembler
Date: 1997/01/07
Message-ID: <32d2d3cb.2253495@news.prestel.co.uk>#1/1
X-Deja-AN: 208450591
references: <32cffecc.13992629@news.prestel.co.uk> <5at7d7$bd1$1@brachio.zrz.TU-Berlin.DE>
organization: [not set]
newsgroups: comp.sys.m68k,comp.sys.m68k.pc,comp.sys.amiga.programmer,alt.sys.amiga.demos,rec.games.programmer,comp.sys.atari.programmer

On 7 Jan 1997 10:09:43 GMT, rawneiha@w255zrz.zrz.TU-Berlin.DE (Philipp Boerker) wrote:

>
>> A friend has written an assembler called 'Crossfire' which supports
>
>I would call it "Babylon"... :)
^^^^^^^^
Have not heard of this, or it this a language compiler? (some joke perhaps?)

Dave

dave@flavious.prestel.co.uk

From -7303582505970902948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: C Tutorial Chart
Date: 1997/01/07
Message-ID: <852674068@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 208472879
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1995747665@swampdog.demon.co.uk>
x-ftn-reply: swampdog.demon.co.uk 76f4b151
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32d2c614
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> There's still a problem. We do not know how big a 'char' is. This
> gets into the realm of portability - a complex and vague issue so I'll
> be atari specific now ...

The constant CHAR_BIT in limits.h tells you how many bits there are in a char.
Usually it's eight.

```
>
> sizeof(char)    = 1 byte.
> sizeof(short)    = 2 bytes.
> sizeof(long)    = 4 bytes.
> sizeof(int)    = either 2 or 4 bytes.
>
> This little program will tell you how many bytes an 'int' needs in
> its signed and unsigned states ...
>
> main()
> {
> printf("6\n",sizeof(signed int));
> printf("6\n",sizeof(unsigned int));
> }
>
```

Well Mr Harrisson, you made a mistake overhere, this program will print when
compiled and runned:
6

Not very usefull I think. Let's do it this way...

```
#include <stdio.h>

int main(void) /* main has to be of the type int according to ANSI */
{
  printf("%i\n", (int)sizeof(signed int));
  printf("%i\n", (int)sizeof(unsigned int));
  return 0; /* exit succes */
}
```

The operator sizeof() has an result of the type size_t, the type of size_t is compiler dependent. That's why I cast the answer to an int.

> In almost all cases there will be no problem - the compiler will sort
> it out for you. Those of you with K&R compilers will have to be a
> little more careful though because the compiler cannot tell if you
> are passing garbage between functions.

For those who don't know: there are two main streams in C compilers, the older K&R compilers and the newer ANSI C compilers. The main advantage of ANSI C is that there are function prototypes, so the compiler can check wether you are passing variables of the right type to a function.

The K&R compilers are called K&R compilers because the compile C the way it was defined in 'The C programming language' by Kerninghan and Ritchie. ANSI C compilers are implemented according the ANSI C standard. A good book about ANSI C is 'The C programming language, second edition' by
Kerninghan and Ritchie.

Those books by Kerninghan and Ritchie are usually reffered to as K&R. To avoid any confusion about which book you are reffering to you can use K&R1 and K&R2 for the first c.q. second edition.

> One area to keep an eye on is printf() and similar functions like
> fprintf() and sprintf(). A common cause of error is something like
> this ...
>
> main()
> {long   l   =5;
>
> printf("6\n",l);

```
printf("%i\n", l);  /* ??? */
```

> }
>
> Now, this may or may not work depending on your compiler *but* in
> either case it _is_ 'broken'. There are three fixes ...
>
> /* if you really wanted to print a long */
> main()

```
 > {long    l    =5;
 >
 > printf("6\n",l);
 > ----------^------------ long decimal
```

```
printf("%li\n", l);
```

etc.

Bye, Hans Wessels

From 3356339557643612587
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1997/01/07
Message-ID: <852674597@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 208472880
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3967751009@netcomuk.co.uk>
x-ftn-reply: netcomuk.co.uk ec7f1361
x-ftn-path: 323/100
x-comment-to: Anthony Jacques
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32d2c825
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

 > Not with the routines in use currently - as the routine to detect the
 > joystick address requires the user to move the joystick. Maybe this
 > code could be added for unrecognized OS versions...

Eh??? It's well defined where the joysticks are. They are in the keyboard. The ACIA will receive a joystick packet when a joystick is used. (First byte comming from the keyboard is $FE for joystick 0 and $FF for joystick 1, the second byte has in bits 0-3 the four directions and in bit 7 the firebutton status.)

Bye, Hans Wessels

From 1234675884076622270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1997/01/07
Message-ID: <852675590@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 208472976
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <4099993545@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk f460efc9
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32d2cc06
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> On Sun, 05 Jan 1997 22:59:00 +0100, haase@alkor.sax.de (Uwe Haase)
> wrote:
>> We win, we win!
>
> Who the hell is WE?

The C supporters ofcourse.

> ...actualy the thread is best BASIC or C to choose
> to make a game, I said C can do a better job, if you look at my other
> postings (as I am sure you will) then you will see that I also state
> that it would still not be the best choice , I also state my reasons
> for claiming this.....But you just quote what you want to make you
> look good :(

Why didn't you include assembly in this thread? It's even harder to do a game in assembley then in C. So there was no danger to include assembley too in the thread, because it's far easier to program in basic then in assembley.

No Tony, I think you are moving the goal posts here. C is the better choise for game programmers because you can do better games in C then in STOS basic. There was never anything about ease of use and suitable for starting game programmers.

Those arguments came when it became clear to you C could indeed do a better and faster game then STOS.

Do you remember you asked me to SHOW you a game written in C that was better then STOS? This clearly means to me you were interested in the results of the programming language, and not in how hard or easy it is to write a game in that particular language.

Bye, Hans Wessels

From 6016819539088244057
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/07
Message-ID: <32d29602.3299137@news.airtime.co.uk>#1/1
X-Deja-AN: 208561292
references: <4099993545@news.airtime.co.uk> <852675590@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 07 Jan 97 23:03:38 +0100, in comp.sys.atari.programmer you wrote:

> >> We win, we win!

> > Who the hell is WE?

>The C supporters of course.

 You don't win sweet FA until you show me a good game written in 96 in C....and that cannot be done,

 so C loses the argument, the debate and the whole thread, and you have what we call "Egg on your face" for shouting you win, it is pathetic to think you can win a debate like this with unproved arguments,
 All you C coders that have entered this debate (other BASIC owners wimped out!) are full of talk, too busy talking to prove your arguments with code...pathetic

> > ...actualy the thread is best BASIC or C to choose

snip

>Why didn't you include assembly in this thread? It's even harder to do a game

 eh?, because we already know that asm is best?...how many people are
going to learn asm to make a game, the worry for most people is that
after taking all the time it needs to learn asm, then be good enough
to make a game, will there be a big enough audience left?

 But I could show someone with NO programming knowledge , how to make
a good game in a fraction of the time, most of my time learning to
program has been taken up with lots of trial and error, I could now
pass on the...well you know :)

>No Tony, I think you are moving the goal posts here. C is the better choise for
>game programmers because you can do better games in C then in STOS basic. There

 eeerm we don't know that yet, you showed me a demo of a game, this
looks like it will be better, but is not yet?, it is also not fully
compatable, your main argument has always been compatability, you
showed me what could be good, you have not yet showed me anything
BETTER than heartland,
 I stopped asking you to show me so you had a chance, but YOU are
bringing this up again,

 You have not shown me anything better than heartland, only shown me
something that could be better? until you do then maybe you better
stop saying C is better for making games than BASIC before you start
looking silly?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 919492207691505948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,390c2e4c6a63987d
X-Google-Attributes: gid1115ce,public
From: q-funk@eclypse.net (Martin-Eric Racine)
Subject: Re: playing samples on ST/F030
Date: 1997/01/07
Message-ID: <5aspop$pq0$1@cti01.citenet.net>#1/1
X-Deja-AN: 208572834
references: <5app7l$c0nu_002@news.ti.com>
organization: Funkyware Connection (Atari)
newsgroups: comp.sys.atari.programmer

On 6 Jan 97 02:49:25 GM, William Wong wrote:

>Is there any good documentation on how to play samples on the ST/STE/F030/TT?
>I have read my Compendium but still don't have a good idea of doing it, it
>states that the ST range have hardware to play sound samples. There are WAV,
>AVR, SND format of sound samples. So which format does the ST understand?
>
>Appreciates any help to understand this.
>
>Thanks
>William
>
>,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
>William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
>Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
>http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW
>
>.
Hi Bill,

the STE/TT/Falcon range can playback AVR sounds at unstandard Atari-specific frequencies. WAVes can also be interpolated by some softwares, but ultimately, AVRs recorded at 6, 12, 25 or 50KHz are what works on Atari machines equiped with DMA sound support. A place to start is to get the System Audio Manager. It was included on Falcons delivered with internal HDs and it will also work with STE/TT. SAM installs a cookie and enables the Waveplay() command for calling AVR playbacks on programs.

Try to see if you can locate SAM and the developers kit or if you cannot source it locally, e-mail me back. I'll see what I can do about e-mailing you a copy of both along with some AVR utilities for converting AVR to WAV or AIFF. Good luck!

Regards,

From: Martin-Eric Racine Reply-To: q-funk@eclypse.net Irc: Q-FUNK
Home: http://www.geocities.com/BourbonStreet/3281 comp.sys.atari
---
~I have tasted the maggots in the brains of the Universe. I was not offended, for I knew I had to rise above it all, or drown in my own shit.~ Lyrics: Georges Clinton Album: Maggot Brain By: FUNKADELIC

Upcoming Funkyware: CAB_Mail CAB_Gopher
plug-in Internet Clients for CAB 1.5 and up
Forecast 0.50
upgraded recoded version of Forecast

Existing Funkyware: HTML3_UC.KRZ v1.04
HTML 3.2/Netscape 4.0/CAB 2.0 Kurzel for W3

compliant webpage design with Everest 3.5e.

~Necessity is the mother of invention. I wasn't born a STiK author;
I just had to become one when my Atari "looked" like it could still
show surprising usefullness in this age where everything everywhere
including your favorite songs got copyrighted by Microuck~ Q-FUNK

From 6197408535309905925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Tutorial Chart
Date: 1997/01/07
Message-ID: <852669292_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 208612481
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <012_9701061642@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>m > In Pure C floats and doubles are the same thing.
>
>You mean doubles and long doubles are the same thing. floats are
>still 4 bytes.
>
>Even more confusing, sizeof(double) varies depending on the compiler
>options. Normally, sizeof(double) == 10, but when using the FPU
>sizeof(double) == 12. The accuracy doesn't change, but the FPU uses
>the extra 2 bytes during it's internal operations.

Depends on the compiler. MWC uses the DECVAX format where
sizeof(float)=4 and sizeof(double)=8. Most MWC floating point
functions use double as arguments for the extra precision.

But who wants to use floating point anyway? <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 8652493391176831000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Tutorial Chart
Date: 1997/01/07
Message-ID: <852668934_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 208612484
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

```
 In article <852558810_OASIS_@swampdog.demon.co.uk>
  guy@swampdog.demon.co.uk (Guy Harrison) said:-

oops, I used the unfixed Nos and it's got corrupted. Silly me! <G>

Should be ...

>main()
>{
> printf("%d\n",sizeof(signed int));
> printf("%d\n",sizeof(unsigned int));
>}

>main()
>{long   l       =5;
>
> printf("%d\n",l);
>}
>
>Now, this may or may not work depending on your compiler *but* in
>either case it _is_ 'broken'. There are three fixes ...
>
>/* if you really wanted to print a long */
>main()
>{long   l       =5;
>
> printf("%ld\n",l);
>----------^------------ long decimal
>}
>
>/* if you really wanted to print an int */
>main()
>{int    l       =5;
>-^^^------------------- declare it properly
> printf("%d\n",l):
```

```
>}
>
>/* if you want a long printed as an int */
>main()
>{long   l       =5;
>
> printf("%d\n",(int)l);
>---------------^^^^^--- forces the compiler to convert it
>}
```

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -6048018112686474020
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bdafdbb56b57a7c8,start
X-Google-Attributes: gid1115ce,public
From: sjmunchak@aol.com (SJMunchak)
Subject: $$$$$$$$$$$$$$$$$$$$$$$$
Date: 1997/01/08
Message-ID: <19970108021400.VAA19809@ladder01.news.aol.com>#1/1
X-Deja-AN: 208387788
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Take five minutes to read this and it WILL change your life.

I've been a fool so far. Yes, I admit it I've been a fool. I've been doing this on local BBS's for the last 2 years. I've been getting about 40 to $50,000 a year if that. I tried it the net 3 weeks ago and I wouldn't believe it! Not just a little each week (barely enough to keep my head above the debt), but tons, I mean big bucks! In the first week I got three hundred dollars, then a week later, a couple of thousand, and by the end of the third week, I had recieved nearly $32,000.00.

It's REALLY SIMPLE to do too!!!

Here's all there is to do:

STEP 1.

Invest your $5 by writing your name and address on five seperate pieces of paper along with the words: "PLEASE ADD ME TO YOUR MAILING LIST."
(In this way, you're not just sending a dollar to someone; you're payingfor a legitimate service.) Fold a $1 bill inside each paper, and mail them by standard U. S. Mail to the following five addresses:

1-Sam Coice
25550 Buckthorn Ridge Rd
Pioneer Ca 95666

2-Peg Vickmore
14905 Highway 88
Jackson, Ca 95642

3-Brian Hyson
4278 Sayoko Cr
San Jose, Ca, 95136-2335 USA

4-Daniel Hanlon Jr.
6001 Fox Run
Fairfax, Va 22030

5-Joe Munchak
13535 Union Village Cir
Clifton, Va 20124

STEP 2.

Now remove the top name from the list, and move the other names up. This way, #5 becomes #4 and so on. Put your name in as the fifth one on the list.

STEP 3.

Post the article to "at least" 250 newsgroups. Rembering that the more that you post on, the more people see it, and the more you will get. There are at least 30,000 newsgroups at any given moment in time so don't be stingy.

STEP 4.

You are now in business for yourself, and should start seeing returns within 7 to 14 days! Remember, the Internet is new and huge. There is no way you can lose.

Now here is how and why this system works:

Out of every block of 250 posts I made, I got back about 5

responses. Yes, thats right,only 5. You make $5.00 in cash, not checks or money orders, but real cash with your name at #5.

Each additional person who sent you $1.00 now also makes 250 additional postings with your name at #4, 1000 postings. On average then, 50 people will send you $1.00 with your name at #4,....$50.00 in your pocket!

From -3650755008753074467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9f97d727d00e5f9
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Cookie jar patch program
Date: 1997/01/08
Message-ID: <187cd$142034.142@HERMES>#1/1
X-Deja-AN: 208440075
references: <014_9701061642@conchbbs.com>
newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
> S > Look for a prog called JARxxx, best to do a search on JAR*.*

> Are you sure JAR is freeware?

> BTW, it does more than just install a cookie jar. I believe it uses
> a function pointer or trap intercept to implement additions and/or
> searches. Ask Dan Wilga for details.

```
> /* ******************************************************************
>                           Install cookie jar
> ******************************************************************* */
> COOKIE = $5A0 ;cookie jar pointer address
> SIZE = 32 ;max number of cookies (can be anything)

> TEXT
> start:
>  pea init(PC)
>  move.w #38,-(A7) ;Supexec(init)
>  trap #14
>  addq.l #6,A7

>  clr.w -(A7)
>  move.l #SIZE*8,-(A7)
>  move.w #$31,-(A7) ;Ptermres(SIZE*8,0)
>  trap #1

> init:
```

```
>  lea start-256(PC),A0 ;use basepage for cookie jar
>  move.l A0,COOKIE
>  clr.l (A0)+ ;initialize cookie jar
>  move.l #SIZE-1,(A0)
>  rts
> END
```

Personally, I wouldn't overlay the new jar over the existing basepage of the TSR. I'd rather Malloc() a block of RAM (sizeof(current jar + 8 cookies), as is reccomended) which will remain allocated and owned by the TSR when it goes resident.

And, you have missed out the "unjar" code which should be executed during system reset.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From -5913083876986293591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,38551b22414b0293,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: TOS bugs
Date: 1997/01/08
Message-ID: <187cd$141915.a3@HERMES>#1/1
X-Deja-AN: 208440274
newsgroups: comp.sys.atari.programmer

Does there exist a "Canonical List Of TOS Bugs"?

If so, where? How big? And, more importantly, how up-to-date is it, and who maintains it?

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From -8579668916785589005

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,96ac9ab21ec524dd,start
X-Google-Attributes: gid1115ce,public
From: Levien van Zon <lvzon@bio.vu.nl>
Subject: cross-GCC on Linux
Date: 1997/01/08
Message-ID: <Pine.SOL.3.95.970108125348.27827A-100000@ursus>#1/1
X-Deja-AN: 208485868
organization: VU Biology, Amsterdam, The Netherlands
x-sender: lvzon@ursus
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi everyone,

I am currently trying to set up a cross compiler to produce atari bins on a i586 based Linux system. Has anyone got some experience in setting up cross compilers, because I could use some help...

I use an i586 based PC (sad but fast) running Linux 1.2.8 (temporary, until I fix GCC to run with a 2.0.24 kernel) and GCC 2.7.2 as a host, and a Falcon 030 running FreeMiNT 1.14.2 as a target (although I have configured the GCC cross compiler to make plain 68000 binaries)

I am using the following (Atari-) packages ("*" running on Linux, "o" on Atari)

* GCC 2.6.3 for MiNT (patched source tree)
  configured using ./configure --target=m68000-mint

o GCC 2.6.3 for MiNT (binaries used for compiling libgcc1.a on my Falcon)

* Binutils 37 (3.7? or 0.37? or 0.3.7? or pl37??)
  (sources by J.Bammi, pretty old I think...)
  compiled using Makefile.cross with -DBYTE_SWAP and -DWORD_ALIGNED
  (came in a .zoo file called utlsrc37.zoo)

o Binutils (unknown version, no docs. I think it's 37 again...)
  (binaries, to use with GCC binaries)
  (came in a .zoo file)

* GAS 1.37 pl 4 (I think) (sources from J.Bammi)
  (came in a *%#$@&! .zoo file called gassrc04.zoo)

o GAS 2.x (don't know the exact version)
  (binary, to use with GCC binaries)
  (came in a .lzh file called gas2<something>.lzh)

I also have the libgcc.a from the GCC Atari binary distribution and the Assembler sources for libgcc1.a for Linux68k, although I think these sources use the FPU, which I don't have...

Problems (list of 2 Gb follows :-) :
---

* Atari Binutils compiled for Linux won't recognise object file format
  produced by GCC binaries on Atari. "ar" _does_ handle the archives.
  (Atari Binutil binaries running on Atari _will_ recognise obj format)

* GAS 1.37 only supports 68020 + FPU

* GAS 2.x bins are compiled for 68030 + FPU according to docs,
  but seems to work fine on my Falcon without FPU.

* I'm not sure libgcc1.a was made correctly, since I couldn't use the
  Makefile

* The GCC make process aborts _after_ having handled libgcc1.a, because
  libgcc2.c and a few other things won't compile correctly.
  I think this is either due to faulty (cross-)Binutils or due to
  a faulty libgcc1.a

So I guess I will need at least the following:

* Source distr of a GAS which can output mc68000 TOS binaries

* Source distr of Binutils that can handle object files compiled by
  GCC 2.6.3 for Atari (OR patches for the GNU Binutils to implement
  a m68000-atari or m68000-mint target)

* A libgcc1.a for m68000-mint (in case the one I compiled isn't any good)

If anyone can help me with advice or by telling me where to get some of
the stuff above, I would be very grateful...

Thanks for reading...

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

 "Wrong, wrong. Absolutely brimming over with wrongability."
   --Rimmer

From 6822141074348737543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f77481dfc4c8743e,start
X-Google-Attributes: gid1115ce,public

From: Gambit <m_collins@hp.com>
Subject: Stos
Date: 1997/01/08
Message-ID: <32D3DEEE.B64@hp.com>#1/1
X-Deja-AN: 208491470
content-type: text/plain; charset=us-ascii
organization: Gambit
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (WinNT; I)

I see the stos vs c vs assembly argument is still going on, my view is
if a game is fun does it realy matter what language it was written in.

this comment is more directed at the people who dont beleive stos games are
good at all, I have found several games written in stos/amos to be quite enjoyable
and people shouldnt judge a game but how it was programmed(if its fun)

correct me if im wrong but i beleive Ultima I and Ultima][were written
primarily in
basic with a few assembly routines(original apple versions) and even by todays
standards
I find both of these games to be in my top 10 list of games ever.. along with
Starfleet I from interstel which the ibm version was written in basic, have the
sourcecode
and no assembly calls made. the atari/amiga and mac version i beleive was
rewritten in 'c'

as i am now only getting in to the atari scene, what is the best version of c
for the atari, ive used lattice c on both amiga/ibm.

From -8369015000372082941
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: C Tutorial Chart
Date: 1997/01/08
Message-ID: <852750352@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 208517962
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <4199902643@pallas.amp.uni-hannover.de>
x-ftn-reply: pallas.amp.uni-hannover.de fa556db3
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32d3f010
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER

organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Wrote: Peter Rottengatter
 >
 > On 6 Jan 1997, Johan Klockars wrote:
 >
 >> Normally, an 'int' should be the 'natural' integer type for the
 >> machine in question. Unfortunately, the older members of the Motorola
 >> 68k series (like the 68000 in the STs) are only 16 bit internally
 >> (except for the registers), while having a 32 bit instruction set
 >> architecture (ISA).
 >
 > This is wrong. Even the 68000 is 32 bit internally. Instructions like
 > adding 32 bit numbers would take far more time if this were not the
 > case. Turn it around, then it makes more sense : The MC68000 is a full
 > 32 bit processor that has a 24 bit address and 16 bit data bus
 > interface.

I think the ALU of the 68000 is only 16 bit, register to register addition of a long take 8 clockcycli, while a word addition only takes 4 clockcycli. So I think that Johan Klockars is right with his statement.

Bye, Hans Wessels

From -4000760595283317397
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,adbd3fd83bc4a4fc,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,adbd3fd83bc4a4fc,start
X-Google-Attributes: gid1115ce,public
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Subject: Games on TT compatibles
Date: 1997/01/08
Message-ID: <Pine.GSO.3.95.970108160722.21124B-100000@home.ptd.net>#1/1
X-Deja-AN: 208520782
x-sender: mrmaddog@home.ptd.net
content-type: TEXT/PLAIN; charset=US-ASCII
organization: ProLog - PenTeleData, Inc.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Has anyone with a TT use a patch program called TT GAME which makes the TT play ST games?

I downloaded it from a BBS sometime ago to look at it, just to see if I

can get a game I'm writting to run on a TT. I still have STOSfix 1.1
which supports TOS 3.x on the TT so I'm wondering...

If the thing works, then might be good playing ST games on DirecT/40 or
Medusa...especially if it has a PC card for running Windoze 95 and DOS
games as well :)

Eric Noss
a.k.a
Mr. Maddog

<<<Unsolicited Email of a commercial nature delivered to this address >>>
<<<is subject to a $5000 charge. Emailing such items, whether manually>>>
<<<or automatically, constitutes acceptance of these terms and >>>
<<<conditions. Do NOT send me any soliciation whatsoever!!! >>>

From -1687898888834741426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,980b7470829fd211
X-Google-Attributes: gid1115ce,public
From: DuaneOD@atlantis-bbs.com (Duane O'Donnell)
Subject: Re: HP Deskjets
Date: 1997/01/08
Message-ID: <5b12ni$6b1@news.wco.com>#1/1
X-Deja-AN: 208531440
references: <5arfok$98v@rap.SanDiegoCA.NCR.COM>
organization: West Coast Online's News Server - Not responsible for content
newsgroups: comp.sys.atari.programmer

I've been using an HP Deskjet 600C with my ST for over a year, and it
performs very well, with a standard cable.

Visit the Deskjet WWW site for more information.

Duane

>When HP first came out with Deskjets, they required extra drive current on some
>pin or another, and people soldered a PNP transistor into their cables.
>
>Is this still necessary for newer Deskjets? Used by STs? by STes?
>
>Now HP has the fancy DOS/Windows GUI control panel for their newer models. Does

>this eliminate those models from being used by Atari STs?
>
>I'm looking for the cheapest usable Deskjet to get for my Mother to go with her
ST,
>but want to be sure it's going to work, because I'm 2000 miles away.
>
>
>---
>--- Glenn Linderman Phone: (619) 485-3339
>--- NCR FAX: (619) 485-3367
>--- 17095 Via del Campo EMail: Glenn.Linderman@SanDiegoCA.ncr.com
>--- San Diego, CA 92127-1711
>
>.

From -5611376970906061923
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,db0a5d7b5e24e6f0,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.it (Mike De.Petris)
Subject: Re^2: Debugging with MagiC
Date: 1997/01/08
Message-ID: <1788_mike@bbsgate.interware.it>#1/1
X-Deja-AN: 208533980
organization: De Petris Software Development
reply-to: mike@bbsgate.interware.it
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.572) BETA (NON WINDOW VERSION)

In uno strano messaggio del 05 Jan 97 perot@pallas.amp.uni-hannover.de
(2:333/608.1) scrisse al povero All :
 p> No, the Pure Debugger works brilliantly under MagiC's preemptive
 p> multitasking.

Which version of Pure C/Debugger ? Any suggested setting ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
"Dual Pentium-100 - Compiles in a flash, makes great coffee too!"

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 8791700920681232661
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fe306,5830683de06c7ebf

X-Google-Attributes: gidfe306,public
X-Google-Thread: feb3e,5830683de06c7ebf
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: 1115ce,5830683de06c7ebf
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,5830683de06c7ebf
X-Google-Attributes: gidffc26,public
X-Google-Thread: f778b,5830683de06c7ebf
X-Google-Attributes: gidf778b,public
X-Google-Thread: 1109dd,5830683de06c7ebf
X-Google-Attributes: gid1109dd,public
From: rawneiha@hercules.zrz.TU-Berlin.DE (Philipp Boerker)
Subject: Re: PC 68000/80x86 hybrid Assembler
Date: 1997/01/08
Message-ID: <5b04mkivp1@brachio.zrz.TU-Berlin.DE>#1/1
X-Deja-AN: 208537066
references: <32cffecc.13992629@news.prestel.co.uk> <5at7d7$bd1$1@brachio.zrz.TU-Berlin.DE> <32d2d3cb.2253495@news.prestel.co.uk>
organization: Technical University Berlin, Germany
newsgroups:
comp.sys.m68k,comp.sys.m68k.pc,comp.sys.amiga.programmer,alt.sys.amiga.demos,rec.games.programmer,comp.sys.atari.programmer

dave@flavious.prestel.co.uk (Dave Gibbons) writes:

>>> A friend has written an assembler called 'Crossfire' which supports
>>
>>I would call it "Babylon"... :)
>   ^^^^^^^^
>Have not heard of this, or it this a language compiler? (some joke perhaps?)

It is a joke, obviously a bad one if you didn't get it. :(
I was refering to the babylonic mixture of languages described in the Bible... :)
That assembler (described in the first article of this thread) allows to mix x86 and
68k like opcodes.

Greets,
Phil.

From -3438597899475696161
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: C Tutorial Chart
Date: 1997/01/08
Message-ID: <Pine.A32.3.91.970108094948.18848H-100000@pallas.amp.uni-hannover.de>#1/1

X-Deja-AN: 208537207
references: <852558810_OASIS_@swampdog.demon.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 6 Jan 1997, Guy Harrison wrote:

```
> This little program will tell you how many bytes an 'int' needs in
> its signed and unsigned states ...
>
> main()
> {
>  printf("6\n",sizeof(signed int));
>  printf("6\n",sizeof(unsigned int));
> }
```

Great, this'll make the C newbies believe that int, regardless of machine, is always 6 bytes ... ;-)

They should better try :

```
main()
{
   printf ("  Signed Int is %d bytes\n",sizeof(signed int));
   printf ("Unsigned Int is %d bytes\n",sizeof(unsigned int));
 }
```

Reading all your other lines, each missing the format specifier, but all having a `6' I guess you have trouble uploading the `%' character ?

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 8877000583391472382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: C Tutorial Chart
Date: 1997/01/08
Message-ID: <Pine.A32.3.91.970108095654.18848I-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 208541565

references: <1587638962@ladder01.news.aol.com>
<852480627@p24.f101.n323.z205.mbh.org> <5arlk4$3la@nyheter.chalmers.se>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 6 Jan 1997, Johan Klockars wrote:

> Normally, an 'int' should be the 'natural' integer type for the machine in
> question. Unfortunately, the older members of the Motorola 68k series (like
> the 68000 in the STs) are only 16 bit internally (except for the registers),
> while having a 32 bit instruction set architecture (ISA). This is probably
> the cause for the confusing compiler differences.
> (The PCs with their 80x86s have the same problem.)

This is wrong. Even the 68000 is 32 bit internally. Instructions like
adding 32 bit numbers would take far more time if this were not the case.
Turn it around, then it makes more sense : The MC68000 is a full 32 bit
processor that has a 24 bit address and 16 bit data bus interface. The
notion of the 68000 being 16 bit architecture was only stated by Intel
fans at the time who could not stand that Motorola had the more advanced
CPU. I quote the Valvo databook :

DESCRIPTION
The SCN68000 is the first implementation of the S68000 16/32 bit
microprocessor architecture. The SCN68000 has a 16 bit data bus and 24
bit address bus, while the full architecture provides for 32 bit address
and data buses. ...

Got it ?

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 221133482444848869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: C Lesson 1
Date: 1997/01/03
Message-ID: <Pine.A32.3.91.970103102643.22602A-100000@pallas.amp.uni-

hannover.de>#1/1
X-Deja-AN: 207676010
references: <3183321382@nest.demon.co.uk> <852247192@p24.f101.n323.z205.mbh.org>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Fri, 3 Jan 1997, Hans Wessels wrote:

> Roger Cain wrote:
> > Reply-To: RCain@nest.demon.co.uk
> >
> > Hi stosser@airtime.co.uk, on 01 Jan 97 you wrote:
> >
> s>>
> s>> I compiled the small C program from lesson 1,
> s>>
> s>> The compiled program IS 23306 Bytes, sound right?
> s>>
> s>> Using GST C...Anyone have any opinions on this C ???? please?
> >
> > Almost anything you do, however small, will cause library(s) to be
> > linked into the program. There is a "zero-code" overhead!
> >
>
> Either the GST linker isn't very smart or extensive debug info is linked with
> the program. Pure C needs for the same job 21kb with debug info and 12kb without
> debug info.

Yes, but this is only because Pure C treats the floating point stuff
separatly. You very likely linked a printf() version that is not capable
of %f, %g and others. In case of Pure C you need to use the PCFLTLIB for
floating point support, and then even this grows bigger. This behaviour
is not all to common, most compiler's libraries only have one version of
printf(). On top of all this : Yes, the GST linker is probably not very
smart, but this makes not much difference here.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From 1286217502709286348
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,871ef66199934667
X-Google-Attributes: gid1115ce,public

From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Debugging with MagiC
Date: 1997/01/03
Message-ID: <Pine.A32.3.91.970103103259.22602B-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 207676012
references: <1666_mike@bbsgate.interware.it>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Fri, 3 Jan 1997, Mike De.Petris wrote:

> What do you use to develp programs uner MagiC and then debug within the
> multitasking environment ? Ok, you can compile C programs with Lattice or
> Pure C as a task, but the debugging procedure is much more tricky.... can it
> still be done, or is it necessary to switch to monotask ?

No, the Pure Debugger works brilliantly under MagiC's preemptive multitasking.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 1488893557023707299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: TEDINFO
Date: 1997/01/03
Message-ID: <Pine.A32.3.91.970103195043.18753A-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 207677499
references: <38762485_000008_OASIS_NEWS@ritter.demon.co.uk><19961229210400.QAA18291@ladder01.news.aol.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Thu, 2 Jan 1997, david knight wrote:

> Thanks to everyone who has helped me on this. I have now managed to
> read the text from the te_ptext.
>
> One point however.
>
> Someone mentioned that putting '@' at the start of the field resets
> the cursor to the start of the field.
>
> I have found that this works fine under normal TOS but under Magic (on
> my falcon and Magic PC for that matter) it doesn't seem to work.
> The solution to this appears to be to put a null at the start of the
> field instead of @. Is there any reason why I shouldn't do this?

Doesn't cause harm. However one of the many bugs with normal TOS leads to
the situation that an edit field filled with underscores is shown, which
is the same as an empty field but the cursor is at the end.

I use MagiC too, and I'm pretty sure I used the trick and it worked under
MagiC ...

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 2743801233266608967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public

From: Anthony Jacques <jacquesa@netcomuk.co.uk>
Subject: Re: STOS
Date: 1997/01/04

Message-ID: <32CE1B00.5DCB@netcomuk.co.uk>#1/1
X-Deja-AN: 207576111
references: <852038675@p24.f101.n323.z205.mbh.org>
<19970101025500.VAA29618@ladder01.news.aol.com>
<32ca400c.798091@news.airtime.co.uk> <HACCAGAPUP@alkor.sax.de>
content-type: text/plain; charset=us-ascii
organization: NETCOM Internet Ltd.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01E-NC260 (Win95; I; 16bit)

Uwe Haase wrote:
>
> In <32ca400c.798091@news.airtime.co.uk> Tony Greenwood wrote:

>
> You are confusing me, Tony!
>
> >>apparrantly it has spurned the creation of many exciting games, but since
> >>I do not, I have to vote with the C crowd. Has anyone run the new
> >>Heartland through Gemulator? If it works let me know, I'd like to play
> >>it!
> >
> > It should...BUT....
> >
> >STOS itself, the programming language does work under Gemulator,
> >therefore programs made should also work, if you have the rom cards
> >206 then everything should work fine, however if you are using a tos
> >image then its very doubtfull, also if you are using gemulator and
> >magiC then its also doubtfull as thats a different operating system,
> [...]
>
> That sounds that you can't fix the STOS compiler to produce working code
> for newer TOS versions. (I know from earlier postings that you own
> MagiC for your ST and Gemulator and a MagiC PC demo.)

Right... as of 45mins ago it can probably be fixed for all true Atari
versions of TOS. I will add Magic code soon, hopefully...

Now, discounting this new (currently unreleased) version of the
interpreter/compiler, I shall explain...

The reason STOS doesn't work with Magic is simply because magic needs
a different set of values in the table of addresses. Obvious. Now,
STOS doesn't know about magic (written before it was released), and
so only checks the TOS version - not the AES version. Thus, a Magic
based machine appears to be the TOS version of the original TOS.
(definately true for Magic 2 - it returned 1.62 on an STE when tested.)
This makes it impossible to have values for both Magic and TOS in
the same table - the same OS version.

Now, the reason that STOS doesn't work with TOS images is due to the
VERY wierd way that STOS found the OS version. This is now fixed in
my latest compiler mods, so hopefully this problem is resolved. (yet
to be tested). There may also be problems with the contents of the
tables - I'm looking into these...

> Now here's the question: Can you or can't you fix it?

Yes. Not necessarily in a way that it will work with all OS's at once
(without my new code), and definately not with image files...

> A much more important point: _WHY_ must you patch the STOS compiler?

Good question... someone thought that it would be a good idea to have
a table which had offsets (?) to certain frequently used routines
and addresses so that they could easily be found by each different
module. (STOS is written in a VERY modular way... Dynamic linking,

effectively... not bad fo 1987)

Anthony

--


```
----------------------------------------+----------------------------
Anthony Jacques                         | Generic STOS Fixer 1.3
IRC: AnthonyJ                           | STOS Falcon Extension 1.2a
email: jacquesa@cs.man.ac.uk            | GEM-DEU 0.7d     KP-Flash
WWW: http://www.cs.man.ac.uk/~jacquesa/ | available at my WWW pages
----------------------------------------+----------------------------
       Email currently forwarded to: jacquesa@netcomuk.co.uk
----------------------------------------+----------------------------
```


From 297737211797452225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e161279f5cbf58c
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS 1997 new thread
Date: 1997/01/04
Message-ID: <32cd9fc6.48462129@news.airtime.co.uk>#1/1
X-Deja-AN: 207584901
references: <32cb0676.51599448@news.airtime.co.uk>
<QgwCTCADCFzyEw52@thegibsons.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Fri, 3 Jan 1997 00:19:15 +0000, Drew Gibson
<drew@thegibsons.demon.co.uk> wrote:

>> Only Kiddin.....Get back to your Knitting hahahahaha

>I think that using size 3 needles, I can knit a better jumper with an
>Atari logo on it than anyone else with any other size needles, assuming

 No way, not with size three, have you tried this ? or is it all talk?

>it's a bog standard Atari logo and not a high powered clone logo (vbg).

 Yes but what type of wool? there are differing types, you cannot make
such a brash statement like that, you will have programmers
complaining to you ?.... har de har har :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 6675744171415297177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/04
Message-ID: <32cda103.48778753@news.airtime.co.uk>#1/1
X-Deja-AN: 207594345
references: <1868596134@news.airtime.co.uk> <852225003@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 02 Jan 97 17:58:30 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > All languages will crash. I thought one of the most annoying things
> > about STOS was the amount of crashes, and working from floppy disk,
> > one floppy disk only, then this is not only annoying but also time
> > consuming:(
>
>One of the advantages of C is that you can do almost anything in it, but it's
>also one of its disadvantages. You can do very stupid things and the compiler
>won't warn you that what you are doing is stupid. It just compiles it and the

Haa the difference?, I have only recently discovered this?, you see
when I talk about crashes, I mean in STOS itself while testing
routines, well before compilation, in the editor?, it would seem C
does not have this luxury,

>But don't ley me spoil all those nice things to be discovered for you. You will
>meet this kind of problems soon enhough. ;-)

I can imagine :))

BTW Hans, would you know what "Intercon96" is?, I just today recieved
a German diskmagazine, there is a great review of Heartland and the
reviewer says he first saw the game at the "Intercon96", I/we have no
idea what this is? is it German? any ideas please?

Cheers.....!ynoT

Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 627955915889627518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS --
through 12/23/96!!)
Date: 1997/01/04
Message-ID: <32cda074.48635239@news.airtime.co.uk>#1/1
X-Deja-AN: 207599717
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com> <5a7n72ogi1@news.ptd.net>
<852052484snz@courtfld.demon.co.uk> <01bbf822$5e63dcc0$259a37ce@quantex-200>
<5aj8nr$nu8@lana.zippo.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 3 Jan 1997 07:31:07 -0800, JEDI wrote:

>>Toad is about the ONLY company tha still regards Atari computers as real
>>computers. Most of you guys still think of Atari as nothing more than a
>>game platform and sell them as a simple game server. Its the users of Atari
>>computers who have driven the prices down in private sales. A guy buys a
>>1040 for $700 and a few years later nobody will pay more than $50 for it.

>   Not just a few years later... 8 YEARS later.
>   RAM is dirt cheap, the disk drive is obsolete & the CPU is
>   nearly 20 years old. 50bux is about right.

>   Demand is another matter.

 Boy are you in for it, wait until the knitting class see this, at
least our thread was about programming, WTF is this?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk

irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -832670660260635862
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,328b7276e9b2542e,start
X-Google-Attributes: gid1115ce,public
From: harryw@sn.no (H.W.)
Subject: C-Lab Polyframe synth editor
Date: 1997/01/04
Message-ID: <harryw-0401970614220001@fp7-6.ppp.sn.no>#1/1
X-Deja-AN: 207613611
organization: mhz
newsgroups: comp.sys.atari.programmer

Including Manuals & Dongle (latest version)
Taking offers
(also trades...not for Atari stuff though.I don't have it anymore)

From 3869983773997078818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9f97d727d00e5f9
X-Google-Attributes: gid1115ce,public
From: dforrai@erinet.com (David Forrai)
Subject: Re: Cookie jar patch program
Date: 1997/01/04
Message-ID: <5akh41$k27@server1.erinet.com>#1/1
X-Deja-AN: 207615585
references: <5afrdr$i91$3@sanjuan.islandnet.com>
organization: EriNet Online 513 436-1700 (Voice)
reply-to: dforrai@erinet.com (David Forrai)
newsgroups: comp.sys.atari.programmer

In <5afrdr$i91$3@sanjuan.islandnet.com>, kabbott@islandnet.com (Kam Abbott)
writes:

>I'm looking for a patch program that will retro fit my 520ST with the
>system cookie jar so I can run STiC and AtarIRC etc. where can I find such
>a program? Any help is great as I am a PC man (yes, yes, I know, kill me
>later) and don't know much about the world of Atari. Thanks much!

It's been a long time since I've done any ST programming, but from what
I remember of the cookie jar protocol, a program that utilizes the
cookie jar but does not find one on the system should CREATE the cookie
jar and install it.

Assuming the the programs you wish to run don't do that, I think there is a cookie jar CPX that will do this. Otherwise, find a TSR that will install the cookie jar for you and run it first.

From -4311477513469944445
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: TEDINFO
Date: 1997/01/04
Message-ID: <852374922_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 207696452
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <28431808_000008_OASIS_NEWS@ritter.demon.co.uk>
david@ritter.demon.co.uk (david knight) said:-

>Thanks to everyone who has helped me on this. I have now managed to
>read the text from the te_ptext.
>
>One point however.
>
>Someone mentioned that putting '@' at the start of the field resets
>the cursor to the start of the field.
>
>I have found that this works fine under normal TOS but under Magic (on
>my falcon and Magic PC for that matter) it doesn't seem to work.
>The solution to this appears to be to put a null at the start of the
>field instead of @. Is there any reason why I shouldn't do this?

None at all as far as I know. My own library routines walk the trees and replace the '@' with NUL on startup and I've had no complaints!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -3249255420732049964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,980a77f7a2a2d6f9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Docs for Window minimize (iconize)
Date: 1997/01/04
Message-ID: <852376772_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 207696455
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <5ajm6t$b1g@nnrp1.news.primenet.com>
rojewski@primenet.com (John M Rojewski) said:-

>
>Anyone have the documentation on how to iconize windows under TOS 4.1
>and above. I can't seem to find my copy.

Mask in the SMALLER attribute to wind_create().

When you click on it you'll get this message ...

msg[0] = WM_ICONIFY
msg[3] = window handle
msg[4,7] = area of iconified window (ie do a wind_set())

and the reverse is ...

msg[0] = WM_UNICONIFY
msg[3] = handle
msg[4,7] = original area (wind_set() again).

A CTRL click will send you WM_ALLICONIFY if you want to bother
implementing it.

Sorry, I haven't got the actual values to hand. :-(

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 5797765245002062380
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d403fca2bbfd4618,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: strtok()
Date: 1997/01/04
Message-ID: <678_9701041141@conchbbs.com>#1/1
X-Deja-AN: 207710927
organization: Houston Area League of PC Users
x-ftn-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer

```
g > p = strtok(s,"|");
g > while (p) p = strtok(NULL,"|");
```

I'm not sure what strtok(NULL,"|") is supposed to do (other than cause a two bomb error). This usage is certainly not in my ANSI C reference.

However, it works fine with Pure C, stopping at the right spot.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -1588736097051253214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a25d08266a7f8a8d,start
X-Google-Attributes: gid1115ce,public
From: "Mark B Thomson" <mark@cemoc.co.uk>
Subject: Beginners Guide to STOS Basic
Date: 1997/01/04
Message-ID: <01bbfa76$c6896a80$991d989e@cemoc.demon.co.uk>#1/1
X-Deja-AN: 207728442
x-nntp-posting-host: cemoc.demon.co.uk
content-type: text/plain; charset=ISO-8859-1
organization: Cemoc Ltd
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Beginners guide to stos basic comes on four disks containing 620 page manual and 192 example programs. Takes user from basic principles through to the development of complete shoot-em-up games, art packages, educational programs, databases, workdprocessors, etc.

If interested then please email MARK@CEMOC.CO.UK

From -4461098723024186061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
From: Bill Merik <bmerik@worldgate.com>
Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)
Date: 1997/01/04
Message-ID: <32CEB78B.5F83@worldgate.com>#1/1
X-Deja-AN: 207732808
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com> <5a7n72ogi1@news.ptd.net>
<852052484snz@courtfld.demon.co.uk> <01bbf822$5e63dcc0$259a37ce@quantex-200>
<5aj8nr$nu8@lana.zippo.com>
cc: Chris Krowchuk <chris@compdirect.com>
content-type: text/plain; charset=us-ascii
organization: Merik Media
mime-version: 1.0
reply-to: bmerik@worldgate.com
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer
x-mailer: Mozilla 3.01Gold (Win95; I)

In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron says...
> >
> >Toad is about the ONLY company tha still regards Atari computers as real
> >computers. Most of you guys still think of Atari as nothing more than a
> >game platform and sell them as a simple game server. Its the users of Atari
> >computers who have driven the prices down in private sales. A guy buys a

> >1040 for $700 and a few years later nobody will pay more than $50 for it.
>
No, Toad is not the ONLY company. Computer Direct is pretty well exclusively devoted to TOS and MagiC platforms. Toad is hyping their PCs (with Gemulator built in) and their Internet service provider business. They still sell Atari stuff, and provide support, but appear to be winding down their involvement in the world of TOS computing. Computer Direct, on the other hand, will only sell you a Mac or Mac Clone if you REALLY insist, and steadfastly refuse to have anything whatsoever to do with PCs. Check them out at http://compdirect.com. They are doing some really amazing stuff.

Bill Merik
VERY satisfied Computer Direct customer and beta tester.
--
```
/*******************************************************/
/    We'll Fight on to Victory            /
/    Or Choke your Rivers with Our Dead !      /
/                                /
/                      Bart Simpson  /
/*******************************************************/
```

From 4772961976147692678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8affcb82e423bf0
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: Intro. to C tutorial, part 1
Date: 1997/01/04
Message-ID: <19970104223900.RAA01642@ladder01.news.aol.com>#1/1
X-Deja-AN: 207752551
references: <5af60q$46d@nyheter.chalmers.se>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

In my first writing of the introduction, I was under the impression that a certain unnamed BASIC was free, which in fact, it turns out is not free.

However, with most computers, C64, Atari 800 or MS-DOS, have a free version of BASIC included (Commodore BASIC, Atari BASIC or GW BASIC) what have you...If there are free versions of C for TOS, then PLEASE, seriously PLEASE tell me where to find them so I can test my programs on this compiler and tell all those people who do not have compilers where they can get one. That will solve some of the problems related to this tutorial.

As for your other comments, I'm not going to argue with them, the fact is there are some good points in your posting, and .... C and C++ are related languages, obviously, but the concept of programming object

oriented code places an emphasis on different skills...in any event so few Atarians have a C++ compiler that the point is moot.

From 1265463667261059884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc2cad25490e1002
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: C tutorial begins January 1st
Date: 1997/01/04
Message-ID: <19970104224200.RAA01727@ladder01.news.aol.com>#1/1
X-Deja-AN: 207753046
references: <5af4lm$41n@nyheter.chalmers.se>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Yes, feel free to clarify,

Yes, Megamax is out of business. I am not current on all of the Atari issues, so please jump in when I stick a foot in my mouth.

I thought most compilers would come from a company that has since abandoned the Atari platform since Atari has abandoned the Atari platform...

If you find a company that has active support, I would choose it over Megamax anyday.

Thanks for your help.

From 6501346935889842200
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,579dbc687530e178
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: Lesson 4 Announcement
Date: 1997/01/04
Message-ID: <19970104224500.RAA01795@ladder01.news.aol.com>#1/1
X-Deja-AN: 207753314
references: <852214974@p24.f101.n323.z205.mbh.org>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Hans-

I like your advice and will take it. After lesson 4, I will slow things down a bit.

From 1327311665340776920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e880baf423e47c4,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial, Lesson4 page 1 of 4
Date: 1997/01/05
Message-ID: <19970105024700.VAA08357@ladder01.news.aol.com>#1/1
X-Deja-AN: 207781019
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Lesson 4 - Variables and printf();

OK, in lesson 3, you were introduced to the world of printf(). Today, we are going to learn about variables. We will then demonstrate the use of variables with printf().

Variables are a basic component of every computer program. Variables are used to set aside a portion of the computers memory. This portion of memory is then identified by an easy to remember name. This name is assigned when you define the variable. I'll give you an example. Let's say that I added the following line to a C program:

```
int lives;
```

What I've done is told the compiler that I will be using a variable, and that the name of this variable will be 'lives'. Also I've told the compiler that this variable will be an integer. (whole number)

In C you cannot use a variable unless you first define it. This is because the compiler needs to know exactly what type of data is going to be stored so it can make the most efficient and logical use of memory.

In the above example 'int' told the compiler to set aside space for an INTeger variable and that the variables name is lives. We are now ready to use the variable. We can assign a value to this variable. We could add the following line to our C program:

```
lives = 4;
```

With this bit of code we have assigned the integer value 4 to the variable lives. To save some time, most compilers allow you to combine the two

example C statements into one, thus:

```
int lives = 4;
```

Another shorthand is to declare more than one variable of the same type at once:

```
int month, day, year;
```

From -558325763648079917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddf42da196adf16c,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial, Lesson 4, page 4 of 4
Date: 1997/01/05
Message-ID: <19970105083300.DAA17101@ladder01.news.aol.com>#1/1
X-Deja-AN: 207826889
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

That does it for this lesson. I'm sure you all still have some questions. For example: what happens if you mismatch format specifiers? The answer is C will do its best to interpret the variable in the format you requested. Try experimenting with the format specifiers in the above program to see what happens. Another question you probably have is: why are character values stored with whole digit numbers from -128 to 127. The answer is that the numbers correlate to letters using a lookup table. Try adding the following code to the above program:

```
printf("\n %c%c",72,73);
```

In the above line of code I didn't give printf() a character that the format specifier %c calls for. Instead I gave it a whole number. Printf() will not display the number, but instead display the character the corresponds to it!

OK, we've covered a lot of ground in this lesson and there are bound to be many questions generated. Please post to this newsgroup with your questions. I am going to pause for a week and give everyone time to digest the material.

NEXT LESSON: The next lesson will be posted January 11th and will cover operators.

From 2727653868365529004
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc8e2175c372d013,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial, Lesson 4, page 3 of 4
Date: 1997/01/05
Message-ID: <19970105083100.DAA17033@ladder01.news.aol.com>#1/1
X-Deja-AN: 207830017
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Format Specifier	Use
%c	single character
%s	string
%d	signed decimal integer
%f	floating point in decimal notation

Got all that?

Lets put what we've learned together with a program.

Project: Write a program that uses variables to hold information about the number pi and the number of sides of a triangle.
Answer:

```
/* Lesson4.C */
/* This program demonstrates the use of variables and format specifiers */

#include <stdio.h>

main() {

     int sides;
     float pi;

     sides = 3 ;
     pi = 3.14 ;

     printf("\nThe value of pi is: %f",pi);
     printf("\nA triangle has %d sides.",sides);

     getchar();
    }
```

When you run this program, pi is displayed as 3.140000! That is not

correct of course, but without anyfurther information printf() assumes that a float value should be displayed to six digits of precision. We can correct this problem by either defining pi to six digits or by providing printf() some additional information which will tell it to display the variable to only t digits of precision. Try the following line of code:

```
printf("\nThe value of pi is: %.2f",pi);
```

The ".2" tells printf() to only display two digits after the decimal point.

From -3612503659584965942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77ae3297e8cb8349,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial, Lesson4, page 2 of 4
Date: 1997/01/05
Message-ID: <19970105090800.EAA17616@ladder01.news.aol.com>#1/1
X-Deja-AN: 207830206
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

There are other variable types besides integer. The following chart shows some of the common types:

(*Chart deleted -see post named C Tutorial Chart- sorry about not including it here but America Online has disconnected the connection the last 10 times I tried to send this page*)

Got all that?

For now, I recommend using 'int' when you need to use whole numbers (used when you need to count something). Use float when you need a measured value. (example : float wage = 8.82;) And char for character values. (example: char grade = 'A';)

Question: Can't I just make things simple and use float all the time?
Answer : No. Because of the way variables are stored in memory, this is not a good idea. Use 'int' for counting. Otherwise you will end up in the same predicament as government statisticians...that is with 2.4 children and owning 1.5 cars. It will become clear as you program more and more, why using the wrong variable type can have amusing consequences.

OK, you all understood lesson 3? In lesson 3, you were introduced to printf() and we covered two FORMAT SPECIFIERS. They were %s and %d. There are many format specifiers. There are specifiers for scientific

notation, octal, and hexadecimal, among others. The following chart shows four common format specifiers. For the purpose of this tutorial I will only introduce new format specifiers as they become necessary.

From -3138844538182081318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial Chart
Date: 1997/01/05
Message-ID: <19970105091200.EAA17672@ladder01.news.aol.com>#1/1
X-Deja-AN: 207831862
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Because of America Online, I cannot even send one full page before I get disconnected. So here is the chart that, otherwise, would have been on page 2 of C Tutorial Lesson 4:

Variable type	Keyword	Memory Useage	Use
integer	int	2 bytes	Whole numbers -32,768 to +32,768
long integer	long	4 bytes	Whole numbers -2,147,483,648 to +2,147,483,648
floating point	float	4 bytes	Measured values +/- 10E38 6 digits of precision
double float	double	8 bytes	Measured values +/- 10E308 15 digits of precision
character	char	1 byte	non numeric values -128 to 127

From 3546614010730175410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e161279f5cbf58c

X-Google-Attributes: gid1115ce,public
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Subject: Re: STOS 1997 new thread
Date: 1997/01/05
Message-ID: <ehhF9AAbawzyEwoH@thegibsons.demon.co.uk>#1/1
X-Deja-AN: 207832241
distribution: world
x-nntp-posting-host: thegibsons.demon.co.uk
references: <32cb0676.51599448@news.airtime.co.uk>
organization: The Mad House
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi Tony !

In article <32cd9fc6.48462129@news.airtime.co.uk>, Tony Greenwood
<stosser@airtime.co.uk> writes
>On Fri, 3 Jan 1997 00:19:15 +0000, Drew Gibson
><drew@thegibsons.demon.co.uk> wrote:
>
>>> Only Kiddin.....Get back to your Knitting hahahahaha
>
>>I think that using size 3 needles, I can knit a better jumper with an

<snip>

>such a brash statement like that, you will have programmers
>complaining to you ?.... har de har har :)
>

Better not really get started, eh ?!

Happy New Year !

Cheers,

Drew ;^)

```
*>   drew@thegibsons.demon.co.uk   <*
*>       dgibson@cameo.co.uk       <*
*>   FidoNet  2:2501/101.15        <*
*>          NeST  90:102/202.15    <*
*>   AtariNet 51:6/502.15          <*
*>          TurboNet 100:105/3.15  <*
*>     A STandard ProBBS Point !   <*
```

From -7227373210817420362
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public

From: SBagley@cameo.co.uk (Steven Bagley)
Subject: Re: STOS
Date: 1997/01/05
Message-ID: <1715_SBagley@cameo.co.uk>#1/1
X-Deja-AN: 207832955
references: <32B6E01B.7D4D@mc.xerox.com><32B78022.CC4@andtechnologies.com>
organization: Cameo Network Services Ltd.
reply-to: SBagley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.57) BETA (NON WINDOW VERSION)

"Ambassador ," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied stosser@airtime.co.uk.
Steven moved forward, and whispered something.
 s> Organization: STOSSER Software

 s> I never said STOS was better than C, in fact I have made every
 s> effort to say that C is better than STOS,
 s> But if someone wants to make a game, then STOS is the best choice,

Rubbish, The ONLY language that games should be programmed in is assembler. :)

I'm not getting at you, Diamond ICE is absolutely brilliant, I'm getting at all the big companies that use C and such like instead of creating games in assembler. Then perhaps we wouldn't see the PC market requiring a new processor every week.

See you earlier,

Steven

        InterNet: sbagley@innotts.co.uk
        FidoNET: 2:2501/101.12 ... NeST: 90:102/203
        IRC: SteveB

..."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.
Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

From 2547613360046408298
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d403fca2bbfd4618
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)

Subject: Re: strtok()
Date: 1997/01/05
Message-ID: <32cfa558ddbe75@xs4all.nl>#1/1
X-Deja-AN: 207851744
references: <678_9701041141@conchbbs.com>
x-xs4all-date: Sun, 05 Jan 1997 14:00:21 MET
content-type: text/plain; charset=iso-8859-1
x-hardware: MC68000 Atari Mega 4 ST TOS 1.4
organization: Seni Translation Services, Amsterdam
x-url: http://xs4all.nl/~josdb
mime-version: 1.0
reply-to: josdb@xs4all.nl
newsgroups: comp.sys.atari.programmer

on Sat 04-01-97 10:14 John Kormylo wrote:

```
>g > p = strtok(s,"|");
>g > while (p) p = strtok(NULL,"|");
>
>I'm not sure what strtok(NULL,"|") is supposed to do
```

Find the next token in s.

```
>This usage is certainly not in my ANSI C
>reference.
```

Kernighan & Ritchie:

A sequence of calls of strtok(s,ct) splits s into tokens, each delimited by a character from ct. The first call in a sequence has a non-NULL s. It finds the first token in s consisting of characters not in ct; it terminates that by overwriting the next character of s with '\0' and returns a pointer to the token. Each subsequent call, indicated by a NULL value of s, returns the next such token, searching from just past the end of the previous one. strtok returns NULL when no further token is found. The string ct may be different on each call.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s
-*-

From 1928307288673785560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)

Subject: Re: STOS
Date: 1997/01/05
Message-ID: <32cfa241.1264836@news.airtime.co.uk>#1/1
X-Deja-AN: 207855609
references: <32B6E01B.7D4D@mc.xerox.com><32B78022.CC4@andtechnologies.com>
<1715_SBagley@cameo.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 05 Jan 97 04:30:30, in comp.sys.atari.programmer you wrote:

> s> I never said STOS was better than C, in fact I have made every
> s> effort to say that C is better than STOS,
> s> But if someone wants to make a game, then STOS is the best choice,
>
>Rubbish, The ONLY language that games should be programmed in is assembler. :)

YOU have to follow and understand the thread before you jump in with your size tens shouting "rubbish" at me,
The thread is best BASIC for making games, with C thrown in, we ALL already know assembler is tops, only a fool would say STOS or C is better, IF you had followed the thread then you would have understood the context of the statement, just like everyone else did, nagh na na naaa nagh ;--)
You have the wrong end of the stick, <smile>

>I'm not getting at you, Diamond ICE is absolutely brilliant, I'm getting at

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 5018092859122463416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: STOS
Date: 1997/01/05
Message-ID: <167cd$22c9.356@HERMES>#1/1
X-Deja-AN: 207858733
references: <32B6E01B.7D4D@mc.xerox.com><32B78022.CC4@andtechnologies.com>
<1715_SBagley@cameo.co.uk>
newsgroups: comp.sys.atari.programmer

Steven Bagley (SBagley@cameo.co.uk) wrote:
> I'm not getting at you, Diamond ICE is absolutely brilliant, I'm getting at
> all the big companies that use C and such like instead of creating games in
> assembler. Then perhaps we wouldn't see the PC market requiring a new
> processor every week.

Errr... the culprit is not C, but a combination of C++ [more object oriented (and "buzzword compliant"), but slower than C] and Widows [like a snail pulling a locomotive through near-frozen treacle]. Oh, and the extreme register starvation and tedious instruction set of Itel processors.

(Read: The Evil Empire didn't get its sweeties before bedtime, so it is making everyone suffer)

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From -2956857583146070352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d403fca2bbfd4618
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: strtok()
Date: 1997/01/05
Message-ID: <852478505@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 207884722
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1375964762@conchbbs.com>
x-ftn-reply: conchbbs.com 52038e5a
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cfca29
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

John Kormylo wrote:

> I'm not sure what strtok(NULL,"|") is supposed to do (other than

> cause a two bomb error). This usage is certainly not in my ANSI C
> reference.

Time to throw away your ANSI C reference, because it is certainly ANSI C.
strtok is a function to tokenize a string, that is the string is cut when a separator is found. The second parameter is a string with separators. The first time you call strtok the first parameter is the string that has to be tokenized, the result is the first part of the string. All
subsequent calls of strtok() with as first parameter NULL will give the second, third etc. part of the string.

Bye, Hans Wessels

From 6164730079875071055
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1997/01/05
Message-ID: <852477025@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 207884729
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <4273571911@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk feb98847
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cfc461
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> when I talk about crashes, I mean in STOS itself while testing
> routines, well before compilation, in the editor?, it would seem C
> does not have this luxury,

Just get a buggy editor. ;-)

> BTW Hans, would you know what "Intercon96" is?, I just today recieved
> a German diskmagazine, there is a great review of Heartland and the
> reviewer says he first saw the game at the "Intercon96", I/we have no
> idea what this is? is it German? any ideas please?

According to my knowledge Intercon96 was a (computer) party organized from 1-3 November by Inter, TSCC and New Trend. I think it was somewhere in Germany.

Bye, Hans Wessels

From 4896868322726983390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1997/01/05
Message-ID: <852479084@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 207884741
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3285976113@cameo.co.uk>
x-ftn-reply: cameo.co.uk c3dc0431
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cfcc6c
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Steven Bagley wrote:
 s>> I never said STOS was better than C, in fact I have made every
 s>> effort to say that C is better than STOS,
 s>> But if someone wants to make a game, then STOS is the best choice,
 >
 > Rubbish, The ONLY language that games should be programmed in is
 > assembler. :)

Wow, an assembly die hard? I think it's easier to write the game in C and then optimeze all parts that take too much time in assembley. SO you can use C for memory management and disk io and getting raw speed for the graphics parts.

 > getting at all the big companies that use C and such like instead of
 > creating games in assembler. Then perhaps we wouldn't see the PC market
 > requiring a new processor every week.

Most of those big companies you talk about are writing games for intel x68 processors and there is absolutly no joy found in doing assembly for that type of processors.

Bye, Hans Wessels

From -935176909268920005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1997/01/05
Message-ID: <852477824@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 207884745
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <107129118@netcomuk.co.uk>
x-ftn-reply: netcomuk.co.uk 0662a91e
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cfc780
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> >> A much more important point: _WHY_ must you patch the STOS compiler?
> >
> > Good question... someone thought that it would be a good idea to have
> > a table which had offsets (?) to certain frequently used routines
> > and addresses so that they could easily be found by each different
> > module. (STOS is written in a VERY modular way... Dynamic linking,
> > effectively... not bad fo 1987)

A table with frequently used functions and adresses is no problem, as long as you fill in that table at run time. The weird part about STOS is that it the table has to be filled in at compile time and the program is trying to find out which table has to be used when the program is started. That's begging for problems. As you can create new tables for STOS you seem to know exactly which adresses are needed. Can't you patch STOS in such a way that the table is filled in at runtime? So when the program is started first your code is filling the tables with the right adresses and after that starting the rest of the program?

Bye, Hans Wessels

From -2204384601857368068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: C Tutorial Chart
Date: 1997/01/05
Message-ID: <852480627@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 207884760
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1587638962@ladder01.news.aol.com>
x-ftn-reply: ladder01.news.aol.com 5ea172b2
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cfd273
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

rdupuy5596@aol.com wrote:

```
 > Variable type     |  Keyword   |  Memory Useage  |  Use
 >
 > integer           |   int      |  2 bytes        | Whole numbers
 >                                                  | -32,768 to
 >                                                  | +32,768
```

Ho, stop, now we are in compiler specific things. Time to grap the ANSI standard and correct a few things.

An int is guaranteed to be 16 bit, 32 bit many compilers, like Lattice C, use 32 bit ints.

```
 > long integer      |   long     |  4 bytes        | Whole numbers
 >                                                  | -2,147,483,648 to
 >                                                  | +2,147,483,648
```

Same thing here, a long is at least 32 bit, bit it can also be bigger, like 64 bit on a Alpha processor.

```
 > floating point    |  float     |  4 bytes        | Measured values
 >                                                  | +/- 10E38
 >                                                  | 6 digits of precision
 >
 > double float      |  double    |  8 bytes        | Measured values
```

```
 >                                                    | +/- 10E308
 >                                                    |15 digits of precision
```

Same thing here. In Pure C floats and doubles are the same thing. The minimum number of digits of a double is 10. The minimum value of a float or double is at least 10E-37, the maximum value is at least 10E37

```
 > character         |  char      |  1 byte         | non numeric values
 >                                                  | -128 to 127
```

Compiler specific, some compilers use unsigned chars by default, other use signed chars by default.

All quoted values come from my copy of K&R2, not from the real ANSI standard, but there aren't much differences between K&R2 and ANSI.

The exact minimum and maximum values of all these types can be found in limits.h.

Bye, Hans Wessels

From -7378584480624041968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d403fca2bbfd4618
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: strtok()
Date: 1997/01/05
Message-ID: <852476170@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 207884894
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <196965825@swampdog.demon.co.uk>
x-ftn-reply: swampdog.demon.co.uk 0bbd75c1
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cfc10a
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

```
 > Hmm, I think my strtok() is buggy. Given this string ...
 >
```

> Anybody got some source for one?

Yep, I have one. It comes with a complete unix string library, that is all ANSI string functions plus some extra like strend(). The library is under GNU licence so no problems with copying it including the source. It comes with all functions in C, discription of those functions and a 68000 assembley optimized (by me) version of most of the functions. In the library is also an complete printf() function with al its diveratives and called functions (and it are less than 42 in this library, especially if you use the assembley optimized version, because most called functions like strlen are included in the source for the sake of speed).

The library is about 2Mb, but this includes all documentation. I can pack it down to a 340 kb file. I can mail it to you if you like.

bye, Hans Wessels

From 2442261702915441156
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9f97d727d00e5f9
X-Google-Attributes: gid1115ce,public
From: SSweet@mettav.demon.co.uk (Steve Sweet)
Subject: Cookie jar patch program
Date: 1997/01/05
Message-ID: <25826_SSweet@mettav.demon.co.uk>#1/1
X-Deja-AN: 207886515
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: SSweet@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.60) BETA (NON WINDOW VERSION)

FROM: SSweet@mettav.demon.co.uk
SUBJ: Cookie jar patch program

> k> I'm looking for a patch program that will retro fit my 520ST with the
> k> system cookie jar so I can run STiC and AtarIRC etc. where can I find
> k> such a program? Any help is great as I am a PC man (yes, yes, I know, kill
> k> me later) and don't know much about the world of Atari. Thanks much!

Look for a prog called JARxxx, best to do a search on JAR*.*

> Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Borg Moderator: your Topic is irrelevant.
--

~~~
~~~

| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~
~~~

thought about what I have paid for hardware and what its worth now. I would NEVER buy another computer again...

From -980910246827369869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,875bf131331690ac
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: new progamming site!!!
Date: 1997/01/05
Message-ID: <32cfdf59.16907286@news.airtime.co.uk>#1/1
X-Deja-AN: 207891096
references: <01bbf59e35995620d00447cc@ryanrife>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 5 Jan 1997 15:36:12 GMT, "Ryan Rife" <rife2676@alpha.esper.com>
wrote:

>New progamming site (recently updated):
>http://www.geocities.com/siliconvalley/6223/

Does this mean we are getting visual basic for the atari?...

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -2516821026114980281
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: fe306,5830683de06c7ebf,start
X-Google-Attributes: gidfe306,public
X-Google-Thread: 1109dd,5830683de06c7ebf,start
X-Google-Attributes: gid1109dd,public
X-Google-Thread: feb3e,5830683de06c7ebf,start
X-Google-Attributes: gidfeb3e,public
X-Google-Thread: 1115ce,5830683de06c7ebf,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,5830683de06c7ebf,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: f778b,5830683de06c7ebf,start
X-Google-Attributes: gidf778b,public
From: dave@flavious.prestel.co.uk (Dave Gibbons)
Subject: PC 68000/80x86 hybrid Assembler

Date: 1997/01/05
Message-ID: <32cffecc.13992629@news.prestel.co.uk>
X-Deja-AN: 207907345
expires: +14days
organization: [not set]
newsgroups:
comp.sys.m68k,comp.sys.m68k.pc,comp.sys.amiga.programmer,alt.sys.amiga.demos,rec.games.programmer,comp.sys.atari.programmer

Crossfire
PC 80x86/68000 hybrid Macro Assembler

If you want a 68k assembler or pine for the 68k chip then read this

A friend has written an assembler called 'Crossfire' which supports both 680xx and a modified form of 8086 (actually 80386). It needs a 386 minimum but I guess thats no problem these days.

With output both for 68k and 80x86 - its goal was two fold:-

1) To allow you to write 68k programs using a PC for running on a 68k machine - (NOTE: It does not allow you to run them on a PC) The pattern was DEVPAC which it now surpasses IMHO.

2) To write 68K alike programs on the PC. Using predominantly 68k instructions and address modes, but 80x86 registers it is very similar to writing 68k code especially PMODE code (which is the preferred method)

; a nonsence example (and the .X's are not necessary - just habit)

```
     move.l   [esi],eax
     lsl.l    #1,eax
     move.l   eax,[edi]
     add.l    #4,edi        ; no post increment (YET!)
     swap ebx      'pseudo op'
     clr.w    bx        'pseudo op'
     tst.w    ax        'pseudo op'
     beq.s    .skip
     not.l    eax
.skip    bsr  fred
     rts
```

That is not to say that a 80x86 programmer would be lost using Crossfire.

It is not all things to all men - the dedicated 80x86 programmer would perhaps not appreciate some of the features. If you have 68k'ed at one time and perhaps pine for those times this could be for you, or maybe not - the extra modes, instructions and methods are optional - you can even mix styles, though as you can imagine this looks rather messy.

NOTE: I will not dwell on the basic 68k mode - it's just that - more than a match for most. Suffice that it has Nested Macros, INCLUDE, INCBIN, local labels, string handling, opcode overides, repeat loops, conditional assembly etc....

It is modified in the respect that it is geared for the 680xx programmer wanting to write 80x86.

Some of the more important features are:

* allows operand reversal (for 68k alike):-

```
Conventional  8086          mov  al,5
    reversed      8086          mov  5,al
```

* allows 68k instructions

```
     'MOVE' as well as 'MOV'
     'Bcc'  as well as 'Jcc'
         + many others
```

* optional pseudo instructions + address modes

```
     'CLR.W  [eax]'
     'TST.B   DL
     'MOVE.B  3[ESI],2[EDI]'
     'SWAP'
```

* Uses .B/.W/.L/.D rather than byte_ptr word_ptr etc

```
     'ADD.W   #$1000,AX'
     'OR.L    #$101010,EDX'
```

* immediate numbers specification preceded with #

```
     'MOVE     #$20,AL'
     'MOVE.B  #$40,AL'  NOTE .B suffix optional
```

--
What follows is the beginning of part of the docs written by Paz just
to give
you a little more.

--

CrossFire Assembler, By Mark Parry
80x86.DOC

This document explains the Intel 80x86 processors/instruction set from
the perspective of a Motorola 680x0 programmer. It is not a intended
as a complete guide to programming the 80x86 range of processors. You

should also look at the document "FILETYPE.DOC" to see how various
output file formats are supported, especially for types ".COM",
".EXE", ".SYS" and ".EXL".

Introduction

The reason for CrossFire? Originally, I wanted to write a 680x0
assembler on the PC, to take advantage of the much faster processor
speed. I could of probably have coped with the annoying quirks of PC
assemblers, but I could just not get my head around the opposite
syntax of the instructions. For this reason, I had to write an 80x86
assembler that I could work with. CrossFire's version of 80x86 is as
close to 680x0 as I could make it.

Example: store value (41 hex) in memory on different
assemblers

```
MOV  BYTE PTR [BX],41h  TASM/MASM/etc.
MOV.B    [BX],41h      XFire 80x86 (normal
syntax)
MOVE.B   [BX],#$41     XFire 80x86 (normal
syntax)

MOVE.B   #$41,[BX]     XFire 80x86 (reverse
syntax)
MOVE.B   #$41,(A0)     XFire 680x0
```

Being used to programming the 68000, it was a major culture shock
switching to the 80x86. The assemblers do not help, they seem to be
lumbered with a lot of unnecessary and awkward features.

I don't like having to keep modifying segment registers. Earlier
versions of the assembler had to, and it was a nightmare. To try to

make life easier for myself, I now program the 80x86 in one of two ways;

If all the code, data and buffers will fit in 64k, I can write the program in a 16-bit segment. ('.COM')

If code, data and buffers will not fit in 64k, or I need to use expanded memory, I will use a DOS extender and write the program in a 32-bit segment. I now tend to write all programs using this method,as I have a library of routines that handle memory, input, output and files. The DOS extender seems very stable, and works under DPMI, VCPI and XMS. ('.EXE')

A 32-bit segment works similar to the 68000. With reverse syntax and the equivalent instructions (the branches, set conditionally, shifts, CLR, TST, SWAP, etc.) 80386 code can look remarkably similar to 68000.

I find 68000 branches, set conditionally and shifts more logical, and CLR, TST and SWAP make source code more readable. Using MOVE/MULU/MULS/DIVU/DIVS/ADDX/SUBX/JSR/EOR/EXG instead of MOV/MUL/IMUL/DIV/IDIV/ADC/SBB/CALL/XOR/XCHG are just a matter of preference.

BTST, BCHG, BCLR and BSET (only with an immediate bit number) have been included from before 80386- instructions were added. However, I still only use BT, BTC, BTR and BTS if I use a bit field or a register bit number. xBCHG, xBCLR and xBSET are included because they take less than half the bytes of BCHG, BCLR and BSET (but they do not set the flags properly). xBTST is included for parity.

Use of the extra instructions is optional, all of the 80x86 instructions can still be used (I like having the choice). However, BSR (bit scan reverse) and LSL (load segment limit) have been renamed (@BSR and @LSL), because of the 680x0 instructions BSR (branch to subroutine) and LSL (logical shift left). BTTST (BT), BTCLR (BTR), BTCHG (BTC), BTSET (BTS), BTSF (BSF) and BTSR (@BSR) were added because I prefer the syntax.

I tried to make the assembler as flexible as possible. There are a lot of duplicate instructions, and the same address mode can be specified in a number of ways. There are a lot of ways to do the same thing, for example :-

```
LODSD = LODS.D = LODSL = LODS.L
[BX] = (BX)
CS:[BX] = CS:(BX) = [CS:BX] = (CS:BX)
offset[address] = [offset,address] = [offset+address]
$12 = 12h = 12xh
$ABCD = 0ABCDh = 0ABCDxh
%100 = 100b = 100xb
```

Although the assembler will recognize round brackets on 80x86 address modes, (BX) is considered the same as [BX] for example, you can only use square brackets for direct memory addressing; [100] is allowed, (100) is not. It is therefore recommended that you use only square brackets for 80x86 address modes.

```
ÚÄÄÄ
```

- The file continues.....

Now the thing is with all this is :-

The assembler is very much finished in the sense that we use it all the time, but more output filetypes and features could be added but as yet we don't have any use for them. Constant use means fewer (if any) bugs and many improvements - this is not just an end user product.Its a ongoing production tool. If you can provide the technical reference for filetypes or features - within reason these can perhaps be added.

We use Pmode by Thomas Pytel (aka TRAN - thanks TRAN) which has been converted to our hybrid format for ease of use and modification, as our dos extender together with a pretty extensive pmode Dos call library. This will be supplied too.

I think that a fair few people would be interested in it, he does not. Hence the DOCs are not finished because he can't be bothered, he does however have a working evaluation copy running (limited source capacity). Okay okay so its crippled, but given the measly amout he wants for registration I think this is fair.

Penciled in is a provisional registration fee of only £10 (UK pounds about $17.50 US) or £25 including the full source code. Thisis only provisional - but no way is it not going to cost you $40 or more like some s/w apps.

Maybe some mail will arouse his interest again so:-

IF YOU HAVE ANY INTEREST IN CROSSFIRE - MAIL ME @

dave@flavious.prestel.co.uk

Note this is a quick lashup excuse spelling.

From 2533290388070736973
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10a146,875bf131331690ac
X-Google-Attributes: gid10a146,public
X-Google-Thread: 101ec9,875bf131331690ac
X-Google-Attributes: gid101ec9,public
X-Google-Thread: f635e,875bf131331690ac

X-Google-Attributes: gidf635e,public
X-Google-Thread: 10e505,875bf131331690ac
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1115ce,875bf131331690ac
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,875bf131331690ac
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1046d6,875bf131331690ac
X-Google-Attributes: gid1046d6,public
From: "Digital Anarchy" <digital_anarchy@corpcomm.net>
Subject: Re: new progamming site!!!
Date: 1997/01/05
Message-ID: <digital_anarchy-0501971519540001@fgo3-a39.corpcomm.net>#1/1
X-Deja-AN: 207926591
references: <01bbf59e35995620d00447cc@ryanrife>
organization: Digital Anarchy
newsgroups:
comp.lang.java.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp
.sys.atari.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.
games,comp.sys.mac.programmer.help

In article <01bbf59e35995620d00447cc@ryanrife>, "Ryan Rife"
<rife2676@alpha.esper.com> wrote:

>New progamming site (recently updated):
>http://www.geocities.com/siliconvalley/6223/

this is a Visual Basic site.....Not a CodeWarrior related site.....

DA

From 3033920802567784075
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d107de5e16a484d8,start
X-Google-Attributes: gid1115ce,public
From: greg_evans@delphi.com
Subject: 256 colors on the Falcon
Date: 1997/01/05
Message-ID: <x3NWkn9.greg_evans@delphi.com>#1/1
X-Deja-AN: 207927371
organization: Delphi (info@delphi.com email, 800-695-4005 voice)
newsgroups: comp.sys.atari.programmer

I am not a GEM programmer so I am asking this question, partly out of
ignorance and partly out of frustration.

Why do programs which work fine i 16 color mode have problems or refuse
to run in 256 color mode on a Falcon? Examples, Outline Art 3 runs

but can't display the graphics. SARA runs but refuse to display
images. WICOPAGE (an icon displayer) says "sorry I can run in 256
colors". Why does a program have a hard time when it has _more_
colors than it needs? Why not just use the 16 colors it wants to
use and just ignore the rest? What am I missing?

Greg

From -4424851983889911319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fa022812d92a1e9,start
X-Google-Attributes: gid1115ce,public
From: avrisham@beitza.jct.ac.il (oded avrishami)
Subject: atari 2 pc files transfer please.
Date: 1997/01/05
Message-ID: <5apdjb$6hv@news.huji.ac.il>#1/1
X-Deja-AN: 207943551
organization: The hebrew University of Jerusalem
newsgroups: comp.sys.atari.programmer

BE'EZRAT HA'SHEM, WITH GOD'S HELP.

HELLO.
Can someone please tell me : is there a way to transfer file from
atari to pc & how ?

THANK U VERY MUTCH IN ADVANCE.

SORY FOR THE POOR ENGLISH.

ODED AVRISHAMI.

avrisham@avoda.jct.ac.il

From 5958183686312098552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40df6a3596ae2f3e
X-Google-Attributes: gid1115ce,public
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Subject: Re: C Tutorial Chart
Date: 1997/01/05
Message-ID: <EWV1IBAqjD0yEwBK@thegibsons.demon.co.uk>#1/1
X-Deja-AN: 207944443
distribution: world
x-nntp-posting-host: thegibsons.demon.co.uk
references: <19970105091200.EAA17672@ladder01.news.aol.com>
organization: The Mad House
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

In article <19970105091200.EAA17672@ladder01.news.aol.com>, RDupuy5596
<rdupuy5596@aol.com> writes
>Because of America Online, I cannot even send one full page before I get
>disconnected. So here is the chart that, otherwise, would have been on
>page 2 of C Tutorial Lesson 4:

I'd be thinking about another ISP if I were you :(, sounds like a
really bad service.

Cheers,

   Drew ;^)

```
*>   drew@thegibsons.demon.co.uk   <*
*>       dgibson@cameo.co.uk       <*
*>   FidoNet  2:2501/101.15        <*
*>          NeST  90:102/202.15    <*
*>   AtariNet 51:6/502.15          <*
*>          TurboNet 100:105/3.15  <*
*>     A STandard ProBBS Point !   <*
```

From -2918867598273004321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1997/01/05
Message-ID: <HAFWFHAFUP@alkor.sax.de>#1/1
X-Deja-AN: 207945923
references: <1868596134@news.airtime.co.uk> <852225003@p24.f101.n323.z205.mbh.org>
<32cda103.48778753@news.airtime.co.uk>
content-length: 517
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <32cda103.48778753@news.airtime.co.uk> Tony Greenwood wrote:

>[...]
> BTW Hans, would you know what "Intercon96" is?, I just today recieved
>a German diskmagazine, there is a great review of Heartland and the
>reviewer says he first saw the game at the "Intercon96", I/we have no
>idea what this is? is it German? any ideas please?

"InterCon Autumn '96" was a demo group convention organized by INTER, TSCC
and NEW TREND (german falcon demo coder groups) hold 1.-3. November 1996.

--
Email: haase@alkor.sax.de

From 2612562857712780628
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1997/01/05
Message-ID: <HAFWFHALUP@alkor.sax.de>#1/1
X-Deja-AN: 207945960
references: <32c3ce91.7597067@news.airtime.co.uk> <HACCAGAJUP@alkor.sax.de>
<32cb9248.923436@news.airtime.co.uk>
content-length: 1660
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <32cb9248.923436@news.airtime.co.uk> Tony Greenwood wrote:

>On Thu, 02 Jan 1997 02:16:38 +0100, haase@alkor.sax.de (Uwe Haase)
>wrote:

>>Please have a look at this posting in maus.sys.atari.software:
>
>>Subject: Auswertung: Wer hat was zu Hause?
>>Message-ID: <199612281710.a25767@w2.maus.de>
>>
>>It's the result of a opinion poll in December 1996 in the german atari news
>>groups. It's not representative, but you would be impressed...
>
> EERM WHERE?? I can't see it? did you forget to include it ????

This is a large posting in a german news group. I won't confuse all readers
of c.s.a.programmer with a german text. If your newsreader is able to search
for a message-ID, the infos above should be enough.
If your newsreader is unable to catch the posting (maybe its already deleted)
you can use DejaNews:

   http://www.dejanews.com

Please enter "Rainer Wiesenfeller Auswertung TOS" (without quotation marks)
as search string.

Remark: All hardware listed in the opinion poll must be used with atari
TOS compatible software. Each 'X' stands for one of the 85 votes.

>>As you know, I tested your recently made games, they are good for atari
>>machines designed in 1983, not for the newer, designed in 1988...
>>   ^ first ST   ^ first TT
>
> Ho don't be so childish, MORE people own ATARI machines you call old,
>ie: STFM STe models than own TT, a LOT more, My software also works on
>the Falcon...but you like to ignore that, you prefer to keep going on
>about the TT, I say it will be supported in my next release,

Look into this posting, must of them own a TT... :-)

--
Email: haase@alkor.sax.de

From 6305545508659633191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1997/01/05
Message-ID: <HAFWFHAOUP@alkor.sax.de>#1/1
X-Deja-AN: 207945971
references: <3347311906@news.airtime.co.uk> <851872981@p24.f101.n323.z205.mbh.org>
<32c70945.13509507@news.airtime.co.uk> <HACCAGAMUP@alkor.sax.de>
<32cb986b.2494707@news.airtime.co.uk>
content-length: 1330
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <32cb986b.2494707@news.airtime.co.uk> Tony Greenwood wrote:

>On Thu, 02 Jan 1997 02:18:28 +0100, haase@alkor.sax.de (Uwe Haase)
>wrote:
>
>>Can you use up to 16.7 mill colors in your STOS games? No? But you can do it
>
>TARGA (TGA) 24bit true colour graphics,

Hhmm, and the story is??? Can you make (in theory) a game using STOS, that
work in 24bit true colour graphics?

>>> the next game (according to the author of the generic fixer) will be
>>>able to work on a TT, it will also work on a falcon without the use of
>>>backwards, by having code inserted that will set the machines to 8mhz
>>>and atari st low :)
>

>>Ohh! I'm very interested in that nice piece of software that can turn a
>>TT to 8 MHz, because it's impossible to do that without soldering and
>
> so would I? please re-read the above, take a deep breath then
>apologise....I do not say it changes the TT, at least your mistakes
>are consistant?....ie: all of them hahaha

Let's have a look: ... a TT... ...a falcon... ...will set the machines...
that's one machine, another one, both machines ^

OK. I know what you like to say. And you see why I missunderstood you?

BUT: Why don't you use the higher power of these machines to make more
redraws or so? Why do you want to kick them back to 8 MHz?

--
Email: haase@alkor.sax.de

From -6615369479789423706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1997/01/05
Message-ID: <HAFWFHARUP@alkor.sax.de>#1/1
X-Deja-AN: 207945973
references: <852038675@p24.f101.n323.z205.mbh.org>
<19970101025500.VAA29618@ladder01.news.aol.com>
<32ca400c.798091@news.airtime.co.uk> <HACCAGAPUP@alkor.sax.de>
<32cb9996.2793204@news.airtime.co.uk>
content-length: 1014
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <32cb9996.2793204@news.airtime.co.uk> Tony Greenwood wrote:

>>> YES!....Give us a new TOS version and it will be fixed for it just
>>>like all the rest have ?
>>[...]
>
>>That sounds that you can fix the STOS compiler to produce working code
>>for newer TOS versions.
>
> Not by me, I can only program in BASIC, I do not make the fixers, but
>simply quote what the fixers authors claim?

>
>>Now here's the question: Can you or can't you fix it?
>
> I cannot, the authors of the fixers say that if a user of any tos
>version will spend 5 minutes helping them then they can fix for any
>tos, including madusa and hades....chew on that!!!!!

But it sounds that you are very very sure that it can be done. Now you
say that somebody else have told you that it should be possible, if someone
else helps him. Please make a difference between hearsay (you hope that it
can be fixed) and proofed truth (you definatly know that it can be fixed for
all known and unknown TOS versions).

--
Email: haase@alkor.sax.de

From 5541497922322166953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1997/01/05
Message-ID: <HAFWFHAUUP@alkor.sax.de>#1/1
X-Deja-AN: 207945976
references: <2979159534@news.airtime.co.uk> <852224292@p24.f101.n323.z205.mbh.org>
<32cc195a.23919906@news.airtime.co.uk>
content-length: 1141
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <32cc195a.23919906@news.airtime.co.uk> Tony Greenwood wrote:

> what else is there?...ho yeagh, madusa and hades..hmmmm

And much other machines/emulators too...

>
>>stick to ST arcade games:
>>Assembley is best
>>C is good
>>STOS comes right here
>>Put here all other basics
>
> Well after seeing what YOU accomplished with C then I would now agree
>with the above, this of course means Uwe will instantly quote me

Yes, I qoute you Tony, and I agree with the above...

>saying I said different last week :(

As long as you don't say that you never said that STOS is better than C
for making arcade games, I won't proceed against you... ;)

> But the above now looks about right to me,

We win, we win!

[...]
> So your average C user could not have made your version of
>heartland?, that tells us a lot doesn't it?, we are then back to given
>the choice, then STOS would be the language to choose, I have a
>feeling a program like that would scare the hell out of MOST c
>programers:)

But you can show us other STOS games at the same quality level as heartland
made by other STOS programmers in 1996?

--
Email: haase@alkor.sax.de

From -7733302650181148588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1997/01/05
Message-ID: <HAFWFHAXUP@alkor.sax.de>#1/1
X-Deja-AN: 207946009
references: <852038675@p24.f101.n323.z205.mbh.org>
<19970101025500.VAA29618@ladder01.news.aol.com>
<32ca400c.798091@news.airtime.co.uk> <HACCAGAPUP@alkor.sax.de>
<32CE1B00.5DCB@netcomuk.co.uk>
content-length: 2823
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <32CE1B00.5DCB@netcomuk.co.uk> Anthony Jacques wrote:

>> That sounds that you can't fix the STOS compiler to produce working code
>> for newer TOS versions. (I know from earlier postings that you own

>> MagiC for your ST and Gemulator and a MagiC PC demo.)
>
>Right... as of 45mins ago it can probably be fixed for all true Atari
>versions of TOS. I will add Magic code soon, hopefully...
>
>Now, discounting this new (currently unreleased) version of the
>interpreter/compiler, I shall explain...
>
>The reason STOS doesn't work with Magic is simply because magic needs
>a different set of values in the table of addresses. Obvious. Now,
>STOS doesn't know about magic (written before it was released), and
>so only checks the TOS version - not the AES version. Thus, a Magic
>based machine appears to be the TOS version of the original TOS.
>(definately true for Magic 2 - it returned 1.62 on an STE when tested.)

Hhmm. In which way do you request the OS version?
Looking at $FC0000 or $E00000? Why don't you use _sysbase at $4F2?
If I boot up MagiC 2 on TOS 1.04 and look at $FC0002 I get $0104,
if I look to the OSHEADER structure pointed in _sysbase, I get $0200,
date 10.08.1993. That's the same like it shows you the GENERAL.CPX.
This method (using _sysbase) does also work with image files.

(If you need a source code, I will post it, it's 2 KByte C code including
comments...)

>This makes it impossible to have values for both Magic and TOS in
>the same table - the same OS version.

Look above...

>Now, the reason that STOS doesn't work with TOS images is due to the
>VERY wierd way that STOS found the OS version. This is now fixed in
>my latest compiler mods, so hopefully this problem is resolved. (yet
>to be tested). There may also be problems with the contents of the
>tables - I'm looking into these...

>> Now here's the question: Can you or can't you fix it?
>
>Yes. Not necessarily in a way that it will work with all OS's at once
>(without my new code), and definately not with image files...
>
>> A much more important point: _WHY_ must you patch the STOS compiler?
>
>Good question... someone thought that it would be a good idea to have
>a table which had offsets (?) to certain frequently used routines
>and addresses so that they could easily be found by each different
>module. (STOS is written in a VERY modular way... Dynamic linking,
>effectively... not bad fo 1987)

What certain frequently used routines and addresses are used by STOS?
Why not divert them to a documented way to access the OS? (I mean the
trap routines of definatly all atari TOS versions.)

"Using the OS version number to determine the location of undocumented
variables is not acceptable. You have been warned."
(Pexec-Cookbook, Atari Corporation, 19.03.1991)

Greetings,
  Uwe.

--
Email: haase@alkor.sax.de

From 6359235624994649910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e161279f5cbf58c
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS 1997 new thread
Date: 1997/01/05
Message-ID: <32cfa287.1334726@news.airtime.co.uk>#1/1
X-Deja-AN: 207989546
references: <32cb0676.51599448@news.airtime.co.uk>
<QgwCTCADCFzyEw52@thegibsons.demon.co.uk> <32cd9fc6.48462129@news.airtime.co.uk>
<ehhF9AAbawzyEwoH@thegibsons.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 5 Jan 1997 01:40:43 +0000, Drew Gibson
<drew@thegibsons.demon.co.uk> wrote:

>Hi Tony !

snip

>>>I think that using size 3 needles, I can knit a better jumper with an

snip

>Better not really get started, eh ?!

chicken!.....<smile>

>Happy New Year !

and yourself :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk

irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 3501706321305793029
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d403fca2bbfd4618
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: strtok()
Date: 1997/01/05
Message-ID: <852476874_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 208057741
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <678_9701041141@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

```
>g > p = strtok(s,"|");
>g > while (p) p = strtok(NULL,"|");
>
>I'm not sure what strtok(NULL,"|") is supposed to do (other than
>cause a two bomb error).  This usage is certainly not in my ANSI C
>reference.
```

```
char*    strtok(char* s1, char* s2)
```

strtok has an internal static pointer which it uses to keep track of the remainder of s1. When you pass s1 as non NULL it initialises this pointer. Subsequent calls with s1=NULL cause it to use the internal pointer. That was a (general) summary of my docs. Another thing my strtok does, is scribble nul chars over the string. Any mention of this in ansi? I guess the only other possible mechanism would be this? ...

```
p = strtok(s,"|");
while (p) p = strtok(p,"|");
```

>However, it works fine with Pure C, stopping at the right spot.

Wierd! My strtok is from Mark Williams C which is mostly K&R but was moving toward ansi as best it could, considering the standard was not finalised.

I'm beginning to suspect the mechanism has changed and that I have the old mechanism. In addition, it appears to be buggy as well!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 3985573837583953228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d8fefdb44339893,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Repost, C tutorial Lesson 3, 4 of 4
Date: 1997/01/01
Message-ID: <19970101221400.RAA22880@ladder01.news.aol.com>#1/1
X-Deja-AN: 207168538
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Here is your assignment: Using format specifiers write a program, that states your name, age, and weight, on three lines. Use only one printf() call.

To help you out here is a template for your program.

```
/* NAMEOFPROGRAM.C */
/* THIS PROGRAM DOES SOMETHING */

#include <stdio.h>  /* You must use this preprocessor directive, because
it contains the printf() function */

main() {   /* the starting bracket tells the compiler where the main
function begins */

LOGIC GOES HERE

          getchar();   /* This waits for a return, so you have time to
read the output before the program ends */

}   /* Don't forget the ending bracket, the compiler needs to know where
the main function ends too!  */
```

Have you all been running into compiler errors? I'm sure you have! I have! Forgetting a quote or a semi-colon gives the compiler fits doesn't

it? C is a very exacting language when it comes to syntax, but that is in part why it produces such great code!

oh yes, one other thing, the compiler strips out spaces, all the indentations are for readability and are traditional, they are not absolutely necessary.

From -4610060933120191912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,579dbc687530e178,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Lesson 4 Announcement
Date: 1997/01/01
Message-ID: <19970101223200.RAA23512@ladder01.news.aol.com>#1/1
X-Deja-AN: 207171803
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

For those of you following the C Tutorial, Lesson 4 will be posted on Saturday, January the 4th.

I originally said every two weeks, but I'm afraid everyone would get bored if I waited that long, by necessity these lessons must be short (AOL won't let me post long articles)...

thanks,

Robert

From 4352722574263122582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0b96352319b6291
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: C Tutorial - Help
Date: 1997/01/02
Message-ID: <HACCAGAFUP@alkor.sax.de>#1/1
X-Deja-AN: 207191353
references: <852096106_OASIS_@stainsby.demon.co.uk>
<19961231193500.OAA18218@ladder01.news.aol.com>
<32c96e8f.25996581@news.airtime.co.uk>
content-length: 1097
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <32c96e8f.25996581@news.airtime.co.uk> Tony Greenwood wrote:

> Looking forward to this tutorial myself, but buggered if I can get
>hold of a C compiler ???

FYI: There are also C compilers available free of charge.

- Sozobon C
- GNU C/C++

Both are not for beginners, (no IDE) and demand a lot of RAM and disk space.
At least 4 MB RAM and about 5..20 MB empty disk space.

Chatwin from Dirk Haun is a shareware development environment for nearly all
programming languages.

You can find the related files on several ftp servers:

```
sunsite.cnam.fr/pub/Atari/Programming/soz*.zoo  Sozobon C V. 2.0
ftp.uni-kl.de/pub/atari/languages/gcc/*         GNU C 2.6.3
                                                (version 2.6.3 is old but more
                                                 stable than 2.7.x)
```

There was a HiSoft C interpreter on coverdisk of ST Format 71.

This one is good for doing the very first steps in C, no large configuration
files and so on, it fits on 2 disks.

Disadvantages: No executable output, IDE not very compatible for newer
ataris.

--
Email: haase@alkor.sax.de

From 2201977574644429533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1997/01/02
Message-ID: <HACCAGAJUP@alkor.sax.de>#1/1
X-Deja-AN: 207191599
references: <32c3ce91.7597067@news.airtime.co.uk>
content-length: 2602
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <32c3ce91.7597067@news.airtime.co.uk> Tony Greenwood wrote:

>>> C being faster is not being disputed, C being the better choice for
>>>game making is the bone of contention here, I would not say STOS is
>>>faster than C,
>
>>In <32b03219.1215756@news.airtime.co.uk> Tony Greenwood wrote:
>
>>> I still feel STOS would taking the above into consideration be the
>>>wisest choice, The only draw back STOS has is a slight compatability
>>>problem with SUPER comuters, the only drawback other BASICS and C have
>>>is they cannot manage anything that needs speed,timing and power, the
>>>choice is easy :)
>
>>Read your last 3 lines very carefully, and you would see that you insist
>>that STOS is faster than C... (speed, timing and power)
>
> Ho dear, do you not understand the concept of a programming group, or
>the whole idea of a debate or discusion?, Yes the above was my belief,
>I am now saying that due to information since received, that if I am
>shown what Hans says he can produce then I would not say STOS is
>faster, better yes!, faster no :), this is what I get out of threads
>like this, knowledge and information,

Oh yes I know the concept of a programming group, but please be so kind
and don't say that you never said your earlier statements.

> But now STOS has been upgraded and can produce quality arcade type
>games that will stand up in todays market and will compare well with
>any other programming language, it is very hard to change peoples
>attitude, they think STOS=CRAP, they ignore wihout even testing
>software simply because they know it is STOS,

Most of them will still ignore STOS.

Please have a look at this posting in maus.sys.atari.software:

Subject: Auswertung: Wer hat was zu Hause?
Message-ID: <199612281710.a25767@w2.maus.de>

It's the result of a opinion poll in December 1996 in the german atari news
groups. It's not representative, but you would be impressed...

> Ask Hans and anyone else, what they used to think of STOS, and ask if
>they have changed there mind in the last couple of months, If I lose this
> debate <grin> I will still win because STOS has a
>better name, I hope you have looked at something made recently in STOS
>and are not commenting on the STOS of old, thats the mistake a lot of
>people have made coming into this thread, they have gone away with
>there tail between there legs :))

As you know, I tested your recently made games, they are good for atari

machines designed in 1983, not for the newer, designed in 1988...
^ first ST ^ first TT

--
Email: haase@alkor.sax.de

From -5559657005478667645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1997/01/02
Message-ID: <HACCAGAMUP@alkor.sax.de>#1/1
X-Deja-AN: 207191601
references: <3347311906@news.airtime.co.uk> <851872981@p24.f101.n323.z205.mbh.org>
<32c70945.13509507@news.airtime.co.uk>
content-length: 1036
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <32c70945.13509507@news.airtime.co.uk> Tony Greenwood wrote:

>>STOS is the best language to make games in 1996.
>>Can I make a GEM game? No.
>
> Thank goodness, who wants a game in black and white with orrible
>green and a splash of red :(

Can you use up to 16.7 mill colors in your STOS games? No? But you can do it
with GEM games...

>>It isn't working on the TT too. Useless? Please let the programmer decide on
>
> the next game (according to the author of the generic fixer) will be
>able to work on a TT, it will also work on a falcon without the use of
>backwards, by having code inserted that will set the machines to 8mhz
>and atari st low :)

Ohh! I'm very interested in that nice piece of software that can turn a
TT to 8 MHz, because it's impossible to do that without soldering and
redesigning 3 chips! (Reference: Atari TT 030 Hardware Reference Manual,
Atari Corporation, June 1990)

FYI: There are 3 official TT TOS versions: 3.01, 3.05, 3.06.
And some (>4) patched versions...

--
Email: haase@alkor.sax.de

From 5075216995654931600
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1997/01/02
Message-ID: <HACCAGAPUP@alkor.sax.de>#1/1
X-Deja-AN: 207191602
references: <852038675@p24.f101.n323.z205.mbh.org>
<19970101025500.VAA29618@ladder01.news.aol.com>
<32ca400c.798091@news.airtime.co.uk>
content-length: 1720
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <32ca400c.798091@news.airtime.co.uk> Tony Greenwood wrote:

You are confusing me, Tony!

>>apparrantly it has spurned the creation of many exciting games, but since
>>I do not, I have to vote with the C crowd. Has anyone run the new
>>Heartland through Gemulator? If it works let me know, I'd like to play
>>it!
>
> It should...BUT....
>
>STOS itself, the programming language does work under Gemulator,
>therefore programs made should also work, if you have the rom cards
>206 then everything should work fine, however if you are using a tos
>image then its very doubtfull, also if you are using gemulator and
>magiC then its also doubtfull as thats a different operating system,
[...]

That sounds that you can't fix the STOS compiler to produce working code
for newer TOS versions. (I know from earlier postings that you own
MagiC for your ST and Gemulator and a MagiC PC demo.)

In <32c70945.13509507@news.airtime.co.uk> Tony Greenwood wrote:

[...]
>>Will my game work on a not yet released TOS version? No.
>
> YES!....Give us a new TOS version and it will be fixed for it just

>like all the rest have ?
[...]

That sounds that you can fix the STOS compiler to produce working code
for newer TOS versions.

Now here's the question: Can you or can't you fix it?

Are there 2 Tonys?
The first is saying "Yes, yes, it can be done!"
The second: "No, I've never said that!"

A much more important point: _WHY_ must you patch the STOS compiler?
Is this a very good build-in feature of the so called best game programming
language?!? This feature is so unique, I've never seen it in other actual
programming languages of the old year 1996. ;)

At this point: A happy new year to all.

--
Email: haase@alkor.sax.de

From -671621845651405515
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2be334fe1d082d2c
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Does anyone need reposts for Intro- Lesson 3
Date: 1997/01/02
Message-ID: <32caf061.45946199@news.airtime.co.uk>#1/1
X-Deja-AN: 207194607
references: <32ca407b.909154@news.airtime.co.uk>
<19970101210200.QAA20861@ladder01.news.aol.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 1 Jan 1997 21:04:29 GMT, rdupuy5596@aol.com (RDupuy5596) wrote:

>Tony-
>
>I posted Lesson 2 in one big part...before I ever posted Lesson 3(4
>parts)...however it seems that most people did not get Lesson 2, even

got them all now though...great stuff:)

>I like the idea of posting these lessons to the Newsgroup, so I will

>continue. In the future I will split up the pages and each page will be
>clearly marked (i.e. Lesson 4 page 1 of 4, etc.) AND I will post on the

yeagh , i wasn't being picky, its just that as the system can fall
down, then not putting the of? would worry me i had missed something,
and I dont wanna miss anything:)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 8304022314093897310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/02
Message-ID: <32cb0644.51550077@news.airtime.co.uk>#1/1
X-Deja-AN: 207194774
references: <1265831943@news.airtime.co.uk> <852038675@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 31 Dec 96 13:23:48 +0100, in comp.sys.atari.programmer you
wrote:

> > in if they have STOS to choose from, the advantages of using C do not
> > compensate having to use C,

>Yes, you have first to learn programming before you can switch to C. It's
>clearly a language for advanced programmers. It's an incredible powerfull
>language that will hapily carsh if you made a mistake.

All languages will crash. I thought one of the most annoying things
about STOS was the amount of crashes, and working from floppy disk,
one floppy disk only, then this is not only annoying but also time
consuming:(

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 6254640672360628283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/02
Message-ID: <32caffa5.49854284@news.airtime.co.uk>#1/1
X-Deja-AN: 207194781
references: <3190380828@news.airtime.co.uk> <852034934@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 31 Dec 96 13:04:30 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > Thank goodness, who wants a game in black and white with orrible
> > green and a splash of red :(

>Poor you, you have seen STOS being upgraded from utter crap to something that

 Yes I agree, from utter crap

>is usefull for writing games, but you are still stuck on the GEM idea of the

 Aw come on...you can't even admit that it is good for making games,
you are stretching the imagination here, alright you beleive C is
better, but you MUST accept that STOS does a good job of making games?
how can you not admit that?

>eighties. Please set your gemulator to normal resolution (640x480 and at least
>16 colors) get a mordern (German) GEM game and be stunned.

 gemulator ??? I only have the demo installed, and that only goes as
high as st high mono and no sound?

> >> Will my game work on a not yet released TOS version? No.

> > YES!....Give us a new TOS version and it will be fixed for it just
> > like all the rest have ?

>So, the answer is no. The TT and the STe are about the same age. It took STOS
>support over five years to fix it for a TT. Did you cover all TOS versions?

 haha it took a while to get a fixer, now the fixer is here, it just
needs upgrading to tos versions, the problem as you well know , was
that no TT owner came forward with the information needed to fix for

there machines ?

>There are at least 2! Are there important differences between the German, French
>and UK versions of the TT TOS? Who can tell?

 Yes who?....so you cannot argue for or against can you ?

> > I do not recall ever saying STOS was faster than C, I would never say
> > such a thing, I have stated STOS is the better choice for making
> > games, not that it is faster?,
>
>What about that quotation from Uwe Haase. ('C can't handle anything that needs
>speed, timing and power' or something like that, the message has already been
>whased away be new messages.)

 yeagh well like i say, you TALK a good debate and get me into
corners, :).....missquoting or quoting parts is a good way to win an
argument, count the number of times i illiterated that C is faster,
not the one time I said it wasnt...sheesh!

> > able to work on a TT, it will also work on a falcon without the use
> > of backwards, by having code inserted that will set the machines to
> > 8mhz and atari st low :)
>
>Forget the point about 8 MHz. (You can't set a Falcon to 8 mhz (to say in words
>8 milli Hertz).) If your game is supposed to work in 1 vbl then simply wait

 You can't?....ho I didn't know that?...mute point then ?

> > STOS can do a lot more than make games.....

>Ofcourse, I think that you, as a experienced STOS programmer, can do almost
>anything with at as long as it doesn't need GEM or compatibility with 'super
>computers'.

 compatability with super computers is a moot point....we been there

 GEM is also a little mute, I don't want to use GEM

 and how many C coders could have made that version of heartland you
did?, not many, if they could, then how come no one does?, they cant
all be making poxy gem applications that have already been made ten
time over?

>I think less suitable is a better discription.

 Hmmmm maybe :)

> >> together in a library for next time use?

> > AND ? so what...I have made a few platformers, didnt need C libraries
> > ?

>I think that you have to experience advantages like that to appreciate them,
>they are not highly necesarry, but make the live of the programmer easy.

 But I have a couple of disks full of much used routines that I can
merge into my program listing whenever I need them, alright this has
to be done when coding rather than when compiling, but much the same
idea?

BTW I now have GST C and am taking the C tutorial in c.s.a.p, this is
after learning a little about C from this thread, and after seeing
your heartland demo, that swung the decision to learn C,
I was honestly amazed <smile>

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 1517497689899086433
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e161279f5cbf58c,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: STOS 1997 new thread
Date: 1997/01/02
Message-ID: <32cb0676.51599448@news.airtime.co.uk>#1/1
X-Deja-AN: 207194793
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

 Only Kiddin.....Get back to your Knitting hahahahaha

Cheers....!ynoT

From -9195335039116583633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc2cad25490e1002
X-Google-Attributes: gid1115ce,public

From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: C tutorial begins January 1st
Date: 1997/01/02
Message-ID: <5af4lm$41n@nyheter.chalmers.se>#1/1
X-Deja-AN: 207217136
references: <19961229210900.QAA18421@ladder01.news.aol.com>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <19961229210900.QAA18421@ladder01.news.aol.com>,
RDupuy5596 <rdupuy5596@aol.com> wrote:
>Here is your chance to learn C!
>
>Starting January 1st I will be posting lessons on about a biweekly basis
>on the C programming language. I will be concentrating on the basics of

Great idea!

I hope you don't mind if other people jump in and clarify, explain etc. ;-)

>I will be using Laser C, but I don't think there will be many compiler
>specific issues. Nevertheless, I will help anyone who so desires, locate
>a copy of Laser C...

I thought that company went out of business more than five years ago.

Sozobon C (various versions) is freely available on the Internet and can be
used on a 1 Mbyte machine with floppies IIRC.
The very best Atari compiler (not counting compile speed or IDE), GCC, is
also free, but you need 4 Mbyte and a harddrive to use that. G++ is the C++
version of the same compiler (only C++ available for the Atari).

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -1256713582263272067
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8affcb82e423bf0
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Intro. to C tutorial, part 1
Date: 1997/01/02
Message-ID: <5af60q$46d@nyheter.chalmers.se>#1/1
X-Deja-AN: 207218610
references: <19961230174500.MAA13314@ladder01.news.aol.com>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <19961230174500.MAA13314@ladder01.news.aol.com>,
RDupuy5596 <rdupuy5596@aol.com> wrote:
...
>--What is C? What is C++?
...
>C++ is in some respects an entirely different language than C. Over the
>years, however C and C++ have melded in function. You must know C to

Well, C++ was based on C. I think the ANSI-C standard did indeed take a few
features from the newer language, though.

>understand C++. Some people learning C++ learn C at the same time,

Unless you do very strange things, chances are good that your C program is
also a C++ program without you even knowing it. ;-)

You can well do without the things in C that are different in C++.
(I just tried to remember a difference, but I couldn't...)

>however it is wise to learn C first, and thoroughly before moving on to

Many people would disagree with that. I'm one of them.

You can easily use C++ as a 'better C' and not bother with the object
oriented things. The compiler will protect you from more stupid errors and
you can take advantage of many nice features.

Learning object oriented programming from the start is probably also a very
good idea.

>--Should I learn C or BASIC first?
>
>The fundamentals of programming, i.e. accepting input, manipulating data,
>formatting output, are universal regardless of which language you choose

I guess this isn't the place to go into imperative vs logic vs functional
(vs whatever) programming. ;-)

>will find useful in other environments. There are versions of BASIC
>available free for the Atari computer, whereas C usually costs money. It

Hmm, apart from one or two BASIC versions that were released on magazine
disks, I've not heard of a free one.
On the other hand, there are several free C compilers.

>may be wise to start programming in BASIC to see how well you like
>programming, although C compilers are pretty inexpensive nowadays. C has

I'd rather say the main reason for using a traditional (interpreted) BASIC
is that you can more easily test (not too complex) things out. It's very
easy to crash the computer using C and you always have to wait for recompiles.

--
  Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
     of Technology | .signatures | johan@rand.thn.htu.se
                        | so hard to do | WWW/ftp: rand.thn.htu.se
   Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From -7039078488565094384
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: C Lesson 1
Date: 1997/01/02
Message-ID: <5af6pi$474@nyheter.chalmers.se>#1/1
X-Deja-AN: 207219480
references: <32c9b18b.43147177@news.airtime.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <32c9b18b.43147177@news.airtime.co.uk>,
Tony Greenwood <stosser@airtime.co.uk> wrote:
>
>I compiled the small C program from lesson 1,
>
>The compiled program IS 23306 Bytes, sound right?

That sounds reasonable.

Your main() function is probably no more than 50 bytes or so, but the
printf() library function can be quite large. Your executable also includes
a bunch of stuff used by the initialization code that's run before the call
to main().

>Using GST C...Anyone have any opinions on this C ???? please?

I wonder how many even remembers it. ;-)

The code quality of such an early compiler is not likely to be very good
and it probably doesn't handle function prototypes or other ANSI-C stuff.
It's quite possible that it will be OK for this course, though.

Will the course be using ANSI-C, by the way?
If not, I hope there will at least be function prototypes.
(Does Laser C have that?)

--
  Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
     of Technology | .signatures | johan@rand.thn.htu.se
                        | so hard to do | WWW/ftp: rand.thn.htu.se

Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From -2493884210690004724
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: TEDINFO
Date: 1997/01/02
Message-ID: <852178540_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 207236709
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <35932880_000008_OASIS_NEWS@ritter.demon.co.uk>
david@ritter.demon.co.uk (david knight) said:-

> In article <19961229210400.QAA18291@ladder01.news.aol.com>
> rdupuy5596@aol.com (RDupuy5596) wrote:-
>
>>te_ptext - A POINTER to the actual text.
>>
>
>So let me see if I've got this correct.
>
>I'm finding out the address of the te_ptext by using rsrc_gaddr()
>
>Is the address returned by doing this the actual address of the text
>or does the returned address just hold the address of the text?

I dunno if it's the call itself or just my compiler binding but I've
found most of the rsrc_gaddr() options do not work correctly. Thus,
all I tend to use is R_TREE and some macros. If you do it the same way
then ...

```
#define TePtext(ob,x)           ((TEDINFO*)ob[x].ob_spec)->te_ptext

OBJECT   *ob;
char *p;

rsrc_gaddr(R_TREE,tree_idx,&ob);
p = TePtext(ob,obi);
```

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 959609023048627441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: TEDINFO
Date: 1997/01/02
Message-ID: <852179628_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 207236719
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <43511354_000008_OASIS_NEWS@ritter.demon.co.uk>
david@ritter.demon.co.uk (david knight) said:-

> In article <117cd$ef10.294@HERMES>
> gmiller@inca.co.nz (Gaven Miller) wrote:-
>
>
>>
>>Given code of the form:
>>
>>TEDINFO *tip;   /* TedInfo Pointer */
>>
>>rsrc_gaddr(R_TEDINFO, itemnum, &tip);   /* get address of TEDINFO
structure
>>   associated with TEDINFO #itemnum */
>>
>>
>>This call is useless, as it (and R_TEPTEXT, R_TEPTMPLT and R_TEPVALID)
>>will not work as they requies the TEDINFO item number within the whole
>>TEDINFO block in the resource file. This itemnum is not returned by most
>>(all?) resource editors I know of.
>>
>>Instead you need to use something of the form:
>>
>>OBJECT *tree;
>>
>>rsrc_gaddr(R_TREE, treenum, &tree);   /* get treee pointer */
>>tip = (TEDINFO *)tree[itemnum].ob_spec;
>>
>>This will load tip with the address of the TEDINFO structure within that

```
>>tree.
>>
>>You can then get at the te_pvalid, te_ptext &c via "tip -> te_ptext" &c.
>>
>
>Thanks for the C code for this but unfortunately (as I stated in the
>original posting) I'm using assembler and I do not know enough C to
>work out what is happening in the above.

Once you've got the tree address , index into the OBJECT array ...

p = tree + (itemnum * sizeof(OBJECT));
                      ^^^^^^^^^^^^^
                      24 bytes iirc

Now add the ob_spec offset ...

p = p + 12

and fetch the TEDINFO structure address ...

p = *p   /* ie something like move.l (a0),a0 */

Now you can access any of the TEDINFO members by adding the desired
offset. The te_ptext offset is zero so a move.l (a0),d0 will leave you
with the address of its nul terminated string in d0.

As my assember knowledge is pretty vague here's another example in
case I've screwed up the above ...

Fetch TEDINFO address for object item 5 say, p = ob[5].ob_spec ...

p = ob + (5 * 24) + 12
move.l   (p),te_ptext


--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html
```

```
From -1564252911953621993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9f97d727d00e5f9,start
X-Google-Attributes: gid1115ce,public
From: kabbott@islandnet.com (Kam Abbott)
```

Subject: Cookie jar patch program
Date: 1997/01/02
Message-ID: <5afrdr$i91$3@sanjuan.islandnet.com>#1/1
X-Deja-AN: 207239612
organization: Island Net in Victoria, B.C. Canada
newsgroups: comp.sys.atari.programmer

[Article crossposted from comp.sys.atari.st]
[Author was Kam Abbott]
[Posted on 2 Jan 1997 08:22:37 GMT]

I'm looking for a patch program that will retro fit my 520ST with the system cookie jar so I can run STiC and AtarIRC etc. where can I find such a program? Any help is great as I am a PC man (yes, yes, I know, kill me later) and don't know much about the world of Atari. Thanks much!

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
|\\\\\\\\\"Put your message////\\\\\\\\kabbott@islandnet.com//|
 |\\\\\\\\\\\\\in a modem///////\\\\\\\\\\\\\\\\\\\\is//////////|
  |\\\\\\\\\\and throw it//////\\\\\\\\\\\\\\\Kam Abbott/////|
   |\\\\\\\\in a cyber sea"////\\\\\\\\\\\\\\\Nanaimo B.C.///|
    |\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\Canada/////|
      ~~~~~~~~~~~~~~~~~~~
```

> So let me see if I've got this correct.
>
> I'm finding out the address of the te_ptext by using rsrc_gaddr()
>
> Is the address returned by doing this the actual address of the text
> or does the returned address just hold the address of the text?

It depends. With rsrc_gaddr you find the address of a specified structure, but you need it's index in the corresponding array. For TEDINFO you'll rarely have it. I normally use the following sequence of lines to get the address of the te_ptext :

```
   OBJECT   *tree;
   TEDINFO  *ted;
   char     *ptext_ptr;

   rsrc_gaddr (R_TREE, MY_TREE, & tree);
   ted = tree[MY_TED].ob_spec.tedinfo;     /* this is Pure C */
/* ted = (TEDINFO *) tree[MY_TED].ob_spec;    should almost always work */
   ptext_ptr = ted->te_ptext;
```

The first line gives you the address of the root object of the object tree, the name of which is assumed here MY_TREE, and which is specified inside your resource construction set. From that address, using the index of your TEDINFO object MY_TED, again set in the resource construction set, the address of the TEDINFO structure is gained. Note that this notation depends on how your compiler defines the OBJECT structure. You may need to use the notation commented out. Using the address of the TEDINFO you immediately have the te_ptext, as well as any other component of the TEDINFO, like te_pvalid, te_ptmplt, etc.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From 2764093320873710261
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,449646aa9eb182e
X-Google-Attributes: gid1115ce,public

From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Form CPX dialog size?
Date: 1997/01/02

Message-ID: <Pine.A32.3.91.970102100704.18645E-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 207246999
references: <117cd$101d24.258@HERMES>
content-type: TEXT/PLAIN; charset=US-ASCII

organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Wed, 1 Jan 1997, Gaven Miller wrote:

> What is the size of a Form CPX dialog? For example: 304 by 152 pixels.

The root object of any CPX must be 256 x 176 pixels. I believe the COPS (an Xcontrol replacement) does not require a CPX to be this size. But I highly recommend to not differ from this size, so that other people without COPS can use it too.

> (Sods law says that the hypothetical numbers I have just quoted from the
> top of my head have just correctly answered my question)
>
> I used to have it written down somewhere, but no longer seem to have it
> available.
>
> I looked in the Compendium, but it appears to mention nothing on this
> subject.
>
> Is there a good source of info on this subject?

I could have sworn the Compendium has this info. The ProfiBuch is a even better source of information.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -520406595965792244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: C Lesson 1
Date: 1997/01/02
Message-ID: <Pine.A32.3.91.970102101220.18645F-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 207247811
references: <32c9b18b.43147177@news.airtime.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

On Wed, 1 Jan 1997, Tony Greenwood wrote:

> I compiled the small C program from lesson 1,
>
> The compiled program IS 23306 Bytes, sound right?

Sounds right. The reason is that printf() is a super duper function that is able to do virtually everything in terms of text output. It thus takes some space. There are smaller, more specialized functions, I'm sure they will be covered in later lessons.

> Using GST C...Anyone have any opinions on this C ???? please?

It's a rather old, not all too efficient c-compiler. But this holds for the lessons reference compiler Laser C too. It should certainly do everything required for this series of lessons. But it also means that you should not despair if you can't get a sample program to work, you might have come across a compiler bug. This happened to me, I learned programming C using Megamax C and a few times I was close to despair. But with growing experience you learn how to destinguish compiler bugs from your own ones.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 6600079420932294850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: and@sun1.imr.uni-hannover.de (Andreas Kromke)
Subject: Re: MagiC radio buttons/check boxes - how to access?
Date: 1997/01/02
Message-ID: <5ag1q6$o6c@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 207251879
references: <GL2OCCUQUp@tos.ak.planet.gen.nz> <5a277a$j20@orm.southern.co.nz>
organization: MiM
newsgroups: comp.sys.atari.programmer

Chris Wilkinson (chriswil@southern.co.nz) wrote:
: It does, although I'm not really sure how to get at them. They may just
: have to be called by creating a radio_button or check_box and calling it

: extended type 13 or 14 with a resource editor...

NO!!!
Set the WHITEBAK-Flag.

--

From -7908422107674112108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,561c3d8fe460848e,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,561c3d8fe460848e,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,561c3d8fe460848e,start
X-Google-Attributes: gid109a67,public
From: lecoat@tokay.ief-paris-sud.fr (Francois LE COAT)
Subject: Eureka a graph describer and 3D modeler
Date: 1997/01/02
Message-ID: <5ag53h$rml@upsn6.u-psud.fr>#1/1
X-Deja-AN: 207256618
organization: Universite Paris-Sud, France.
newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello everybody,

I'm a french developper working on a program called Eureka 2.12.
It's a 2D numerical analysis program, and a 3D modelling of
mathematical shapes. It also includes 4D presentation, because
a time parameter is available. It's quite easy to make movies
showing the evolution of a formula in 3D rotating, morphing from
a shape to another etc... Data files can be loaded so that you can
manipulate series, or even stereo/mono sample files manipulating
sounds. Images can be produced, computing them with formulas to
draw fractals such as Julia or Madelbrot sets. You can even map
these images on a 3D surface, producing impressive representations.
Since recent revision of my program it is now in two languages
French and English. The english translation of the documentation
will be soon available. My goal is to make a program like some
on other platform such as Mathematica or Matlab. It has been
tested with success on MAGIC, TOS2WIN and STonX.
My work is a complete package including the program and some
accessory like a snapshot, an unusual recording accessory that
allow you to demonstrate the program like a mecanical piano would
play Stravinsky (?). There's a program that can show your movies
etc ...
The latest english version is available on my home page at :
http://www.ief.u-psud.fr/~lecoat/
That page is mainly illustrated with my program so that you can
see what is possible to do. Eureka has 3D2 Raw and VRML exports
so you will see Virtual reality demonstrations of objects, and

movies or images produced with Persistence Of Vision.
The latest revision will also be available soon by FTP on the
"Conservatoire National des Arts et Metiers" at :
ftp://ftp.cnam.fr/pub/Atari/Applications
Anyway for any problem report in my mailbox at :
lecoat@ief.u-psud.fr
Any suggestions are also welcomed ...
Have fun with my production, bye for now ...

-- Francois LE COAT

From 1449930115318247554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a
X-Google-Attributes: gid1115ce,public
From: RCain@nest.demon.co.uk (Roger Cain)
Subject: C Lesson 1
Date: 1997/01/02
Message-ID: <671_RCain@nest.demon.co.uk>#1/1
X-Deja-AN: 207262582
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: RCain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.57) BETA (NON WINDOW VERSION)

Hi stosser@airtime.co.uk, on 01 Jan 97 you wrote:

 s>
 s> I compiled the small C program from lesson 1,
 s>
 s> The compiled program IS 23306 Bytes, sound right?
 s>
 s> Using GST C...Anyone have any opinions on this C ???? please?

Almost anything you do, however small, will cause library(s) to be linked
into the program. There is a "zero-code" overhead!

Relax! The library(s) are only linked once - you can go on to write megabytes
of your own code with no further overhead.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
~~~~~~

Via the Net2Net NeST gateway - 90:100/999

~~~
~~~

X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/02
Message-ID: <32cb9996.2793204@news.airtime.co.uk>#1/1
X-Deja-AN: 207267113
references: <852038675@p24.f101.n323.z205.mbh.org>
<19970101025500.VAA29618@ladder01.news.aol.com>
<32ca400c.798091@news.airtime.co.uk> <HACCAGAPUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 02 Jan 1997 02:21:24 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>In <32ca400c.798091@news.airtime.co.uk> Tony Greenwood wrote:
>
>You are confusing me, Tony!

 From someone who spends his time looking back through this thread for
possible contradictions, then I don't doubt you are confused...

 (I love this thread.....)hahaha

>>STOS itself, the programming language does work under Gemulator,
>>therefore programs made should also work, if you have the rom cards
>>206 then everything should work fine, however if you are using a tos
>>image then its very doubtfull, also if you are using gemulator and
>>magiC then its also doubtfull as thats a different operating system,
>[...]
>
>That sounds that you can't fix the STOS compiler to produce working code
>for newer TOS versions. (I know from earlier postings that you own
>MagiC for your ST and Gemulator and a MagiC PC demo.)

 Nope.....you are spending far too much time looking through back
posts, your are soooo confused,

 I own the Gemulator DEMO
 I do not own and have never owned the MagiC PC demo
 I have MagiC but not for my ATARI (MagiC on floppy system????)
 I tried MagiC on the Gemulator Demo
 I now use Gemulator DEMO and tos image

 From postings in c.s.a.st it would seem the Gemulator demo and full
product act considerably different, for example the full version wont
accept a tos image?

 If you are going to constantly quote old posting then do try and take
notes of some sort.....

>> YES!....Give us a new TOS version and it will be fixed for it just
>>like all the rest have ?
>[...]

>That sounds that you can fix the STOS compiler to produce working code
>for newer TOS versions.

 Not by me, I can only program in BASIC, I do not make the fixers, but
simply quote what the fixers authors claim?

>Now here's the question: Can you or can't you fix it?

 I cannot, the authors of the fixers say that if a user of any tos
version will spend 5 minutes helping them then they can fix for any
tos, including madusa and hades....chew on that!!!!!

>Are there 2 Tonys?

 Childish of you....

>The first is saying "Yes, yes, it can be done!"

 The first is actualy saying as far as he knows it can be done,

>The second: "No, I've never said that!"

 bollox, you made that up?

>A much more important point: _WHY_ must you patch the STOS compiler?

 ho no....yawn yawn yawn.....why must you ask, do we realy need to go
through all this...yawn yawn yawn

>Is this a very good build-in feature of the so called best game programming
>language?!? This feature is so unique, I've never seen it in other actual

 WAIT...you are wrong again, who called it the best games programming
language? I certainly never called STOS the best games programming
language,
 Ho dear...so confused that you came to the wrong thread?

>At this point: A happy new year to all.

 and a Happy new year from me,

 BTW for the confused amongst us, and especialy people like Uwe who
does not even understand the thread he is trying to contribute
to..although contribute is a loose term when he writes so much
untruths?

The thread was..STOS is the best BASIC for making games in 1996, then
I added that I would include C and say that STOS would even beat that,

2 POINTS FOR EVERYONE TO NOTE

1) I have since seen a demo of HEARTLAND by Hans and it looks like it
will eventually be better

2) It is now 1997....the thread is mute....

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -7997884620766051100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/02
Message-ID: <32cb986b.2494707@news.airtime.co.uk>#1/1
X-Deja-AN: 207267397
references: <3347311906@news.airtime.co.uk> <851872981@p24.f101.n323.z205.mbh.org>
<32c70945.13509507@news.airtime.co.uk> <HACCAGAMUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 02 Jan 1997 02:18:28 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>Can you use up to 16.7 mill colors in your STOS games? No? But you can do it

TARGA (TGA) 24bit true colour graphics,

>> the next game (according to the author of the generic fixer) will be
>>able to work on a TT, it will also work on a falcon without the use of
>>backwards, by having code inserted that will set the machines to 8mhz
>>and atari st low :)

>Ohh! I'm very interested in that nice piece of software that can turn a
>TT to 8 MHz, because it's impossible to do that without soldering and

so would I? please re-read the above, take a deep breath then
apologise....I do not say it changes the TT, at least your mistakes

are consistant?....ie: all of them hahaha

 Hmmm you don't seem to be getting the hang of this Uwe..... you had
more luck when you spent what must have been an absoloute age looking
back through the whole thread trying to find contradictions by me, at
least you found something then.....
                    Cheers.....!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 7863467869942660186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: C Lesson 1
Date: 1997/01/02
Message-ID: <32cb9dea.3901699@news.airtime.co.uk>#1/1
X-Deja-AN: 207267409
references: <32c9b18b.43147177@news.airtime.co.uk>
<Pine.A32.3.91.970102101220.18645F-100000@pallas.amp.uni-hannover.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 2 Jan 1997 10:21:04 +0100, Peter Rottengatter
<perot@pallas.amp.uni-hannover.de> wrote:

>> I compiled the small C program from lesson 1,

>> The compiled program IS 23306 Bytes, sound right?
>
>Sounds right. The reason is that printf() is a super duper function that

 So it woould seem, I am suprised that the whole library is used?
>
>
>> Using GST C...Anyone have any opinions on this C ???? please?
>
>It's a rather old, not all too efficient c-compiler. But this holds

 hmmmmm

>for the lessons reference compiler Laser C too. It should certainly do

ok then onto something better when needed...

Thanks Peter :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -5699198173167387898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: C Lesson 1
Date: 1997/01/02
Message-ID: <32cb9e4c.3999979@news.airtime.co.uk>#1/1
X-Deja-AN: 207267410
references: <32c9b18b.43147177@news.airtime.co.uk>
<5af6pi$474@nyheter.chalmers.se>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 2 Jan 1997 02:33:22 GMT, d8klojo@dtek.chalmers.se (Johan Klockars)
wrote:

>>The compiled program IS 23306 Bytes, sound right?
>
>That sounds reasonable.

Good, you see I had three compiler options, it would seem compile
link is the one to use :)

>Your main() function is probably no more than 50 bytes or so, but the
>printf() library function can be quite large. Your executable also includes
>a bunch of stuff used by the initialization code that's run before the call
>to main().

ho?....so the whole library is used when you only need part of it?,

>>Using GST C...Anyone have any opinions on this C ???? please?

>I wonder how many even remembers it. ;-)

ho dear ?

>The code quality of such an early compiler is not likely to be very good

ho dear ho dear ho dear :(

>and it probably doesn't handle function prototypes or other ANSI-C stuff.

ho no....:(

>It's quite possible that it will be OK for this course, though.

Hooooray!!! :)))))) not a total waste of money then :)

Thank you, that cleared up a couple of points....FANX!

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 878887241588120185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/02
Message-ID: <32cb9248.923436@news.airtime.co.uk>#1/1
X-Deja-AN: 207267432
references: <32c3ce91.7597067@news.airtime.co.uk> <HACCAGAJUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 02 Jan 1997 02:16:38 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>>the whole idea of a debate or discusion?, Yes the above was my belief,
>>I am now saying that due to information since received, that if I am
>>shown what Hans says he can produce then I would not say STOS is
>>faster, better yes!, faster no :), this is what I get out of threads
>>like this, knowledge and information,
>
>Oh yes I know the concept of a programming group, but please be so kind
>and don't say that you never said your earlier statements.

Look!....in the above that YOU quote, it quite clearly states that my
original comments where my belief, but after seeing what Hans has to
say I have since changed that beleif, that is what the above says, if
you do not understand then you should not make such statements, I
conceded that given the information Hans has provided that I would

then be wrong, so just what exactly are you going on about ????

>>attitude, they think STOS=CRAP, they ignore wihout even testing
>>software simply because they know it is STOS,

>Most of them will still ignore STOS.

 yes my point exactly, because they have a pre conceived idea of what
STOS can produce, I am trying to change those views, I beleive I have
managed this to a certain extent with many people,
 A lot of people now do not automaticaly label STOS as "slow",
"unresponsive", "jerky" and "only good for small crap games", those
statements can NOT now be levelled at STOS,

 >
>Please have a look at this posting in maus.sys.atari.software:

>Subject: Auswertung: Wer hat was zu Hause?
>Message-ID: <199612281710.a25767@w2.maus.de>
>
>It's the result of a opinion poll in December 1996 in the german atari news
>groups. It's not representative, but you would be impressed...

 EERM WHERE?? I can't see it? did you forget to include it ????

>As you know, I tested your recently made games, they are good for atari
>machines designed in 1983, not for the newer, designed in 1988...
>   ^ first ST   ^ first TT

 Ho don't be so childish, MORE people own ATARI machines you call old,
ie: STFM STe models than own TT, a LOT more, My software also works on
the Falcon...but you like to ignore that, you prefer to keep going on
about the TT, I say it will be supported in my next release,

 Stop being so picky!

                    Cheers.............!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -7964106832385741581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,449646aa9eb182e
X-Google-Attributes: gid1115ce,public

From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Form CPX dialog size?
Date: 1997/01/02
Message-ID: <137cd$21721.6e@HERMES>#1/1
X-Deja-AN: 207269098
references: <117cd$101d24.258@HERMES>
<Pine.A32.3.91.970102100704.18645E-100000@pallas.amp.uni-hannover.de>
newsgroups: comp.sys.atari.programmer

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
> On Wed, 1 Jan 1997, Gaven Miller wrote:

> > What is the size of a Form CPX dialog? For example: 304 by 152 pixels.

> The root object of any CPX must be 256 x 176 pixels. I believe the COPS
> (an Xcontrol replacement) does not require a CPX to be this size. But I
> highly recommend to not differ from this size, so that other people
> without COPS can use it too.

Thanks for the info. That's 32 x 11 chars using an 8x16 system font.

> > I looked in the Compendium, but it appears to mention nothing on this
> > subject.

> I could have sworn the Compendium has this info. The ProfiBuch is a
> even better source of information.

I looked at my copy of the Compendium (April 1994 edition), and it doesn't
appear to mention (in Chapter 10 [dedicated to XCONTROL]) pixel size of
the root object - only about the callbacks XCONTROL makes (cpx_init,
cpx_call etc) and the utility funcs XCONTROL makes available to a CPX.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From 2826546436256849435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,579dbc687530e178
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Lesson 4 Announcement
Date: 1997/01/02
Message-ID: <852214974@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 207303337
distribution: world

x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3889352040@ladder01.news.aol.com>
x-ftn-reply: ladder01.news.aol.com e7d2cd68
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cbc4be
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

RDupuy5596 wrote:

> For those of you following the C Tutorial, Lesson 4 will be posted
> on Saturday, January the 4th.
>
> I originally said every two weeks, but I'm afraid everyone would get
> bored if I waited that long, by necessity these lessons must be short
> (AOL won't let me post long articles)...

I think it's wise to put at least one week between the lessons. That gives us time to respond on the lessons and discuss problems found. It also gives the lossons time to reach all of the readers. Bigger messages sometimes need serveral days to reach everybody. No one will get bored, I think but byt going to fast you will loose those who can't spend every evening behind the computer.

I sometimes see repleys to questions that arrive two or three days later. At this moment the lessons get lost in posts, reposts and forwards and that's a pity. The lessons are a great initiative, don't spoil it by rushing it.

Bye, Hans Wessels

From -7972607412062113928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1997/01/02
Message-ID: <852224292@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 207303367
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2979159534@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk b1925dee
x-ftn-path: 323/100

x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cbe924
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> Aw come on...you can't even admit that it is good for making games,
> you are stretching the imagination here, alright you beleive C is
> better, but you MUST accept that STOS does a good job of making
> games? how can you not admit that?

It does a nice job for making games, but its core is still rotten. It works just fine on a 8 MHz ST, accelerated ST and the Falcon are a may be, all else simply won't work. This realy can't get the qualification good from me. Let us stick to ST arcade games:
Assembley is best
C is good
STOS comes right here
Put here all other basics

>> So, the answer is no. The TT and the STe are about the same age. It
>> took STOS support over five years to fix it for a TT. Did you cover
>> all TOS versions?
>
> haha it took a while to get a fixer, now the fixer is here, it just
> needs upgrading to tos versions, the problem as you well know , was
> that no TT owner came forward with the information needed to fix for
> there machines ?

It JUST needs upgrading to TOS versions? I am sorry, but I think this is not a small disadvantage of a programming language. For most programmers it's unacceptable. They will call any language needing this kind of fixing utter crap.

>> There are at least 2! Are there important differences between the
>> German,
> French
>> and UK versions of the TT TOS? Who can tell?
>
> Yes who?....so you cannot argue for or against can you ?

It simply means you can never tell STOS will work on a certain machine because you can not no if the TOS version used in that machine is known by STOS. You can never say: STOS will work on an ST compatible computer. It always has to be something like:
This game will work on TOS 1.0 (UK) 1.02 (UK and German), 1.04, 1.06, 2.06....

A game written in most other languages only need ST, Ste, Falcon or TT hardware to work. TOS version is not important.

>> Forget the point about 8 MHz. (You can't set a Falcon to 8 mhz (to say
>> in words 8 milli Hertz).) If your game is supposed to work in 1 vbl
>> then simply wait
>
> You can't?....ho I didn't know that?...mute point then ?

You can switch a Falcon to 8 MHz, not 8 mHz. There is a factor 10^9 between those ratings.

> and how many C coders could have made that version of heartland you
> did?, not many, if they could, then how come no one does?, they cant
> all be making poxy gem applications that have already been made ten
> time over?

I really don't know. I expect all members of the TOS-crew could have done the same thing. Of the TOS crew 3 out of five members switched to other systems. One of them has written a MUD in C.

In general I think most of the C coders are doing more interesting things then writing games, just like I have been doing for the past years. Secondly a good game concept and graphics are as important as a good programming language to write the game in. That's why STOS still exists. It allows people with good game ideas or good game graphics and not enhough programmings skill to write a game themselves to write a game never the less.

A C simply makes an other type of program when there is no one to inspire him with good ideas and graphics. There are lots of good assembley coders out there too, but it needs more than a good coder to write a game.

>> I think that you have to experience advantages like that to appreciate
>> them, they are not highly necesarry, but make the live of the
>> programmer easy.
>
> But I have a couple of disks full of much used routines that I can
> merge into my program listing whenever I need them, alright this has
> to be done when coding rather than when compiling, but much the same
> idea?

Yes, the same idea, a bit clumsy though, but it works.

> BTW I now have GST C and am taking the C tutorial in c.s.a.p, this is
> after learning a little about C from this thread, and after seeing
> your heartland demo, that swung the decision to learn C,
> I was honestly amazed <smile>

Be warned, you need more then some knowledge about C to do a game like I did.
You also have to know how the graphics system of the Atari works.
Bye, Hans Wessels

From -8706983519286427981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1997/01/02
Message-ID: <852215543@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 207303418
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1527860839@alkor.sax.de>
x-ftn-reply: alkor.sax.de 5b114e67
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cbc6f7
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Uwe Haase wrote:

> A much more important point: _WHY_ must you patch the STOS compiler?
> Is this a very good build-in feature of the so called best game
> programming language?!? This feature is so unique, I've never seen it
> in other actual programming languages of the old year 1996. ;)

I now a bit of the answer: STOS is using fixed ROM adresses to do some things. I don't know why it needs those adresses but every STOS program hase a table of ROM adresses that's used to get some fital information. So STOS has a build in incompatibility to every not yet released or unknown TOS version. I think the author of the gerneral STOS fixer can explain us which adresses are exactly needed and why.

Bye Hans Wessels

From -4985943862673401973
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS

Date: 1997/01/02
Message-ID: <852225003@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 207303780
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1868596134@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 6f6083a6
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cbebeb
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> On Tue, 31 Dec 96 13:23:48 +0100, in comp.sys.atari.programmer you
> wrote:
>
>> Yes, you have first to learn programming before you can switch to C.
>> It's clearly a language for advanced programmers. It's an incredible
>> powerfull language that will hapily carsh if you made a mistake.
>
> All languages will crash. I thought one of the most annoying things
> about STOS was the amount of crashes, and working from floppy disk,
> one floppy disk only, then this is not only annoying but also time
> consuming:(

One of the advantages of C is that you can do almost anything in it, but it's also one of its disadvantages. You can do very stupid things and the compiler won't warn you that what you are doing is stupid. It just compiles it and the program will tell you you were stupid by crashing in a horrible way. :-) ? :-(

A good example is writing over array boudaries. Most pascal programs will stop with an error telling you tried to acces an array alement that doesn't exist. C will let you do it, allowing you to alter data that isn't part of the array you think you are accessing. Normally this causes the program to crash on very strange points or do very strange things. This is an well known hard to find bug in a C program. The most common error of this type is the off by one error: you are accessing one element too much.

But don't ley me spoil all those nice things to be discovered for you. You will meet this kind of problems soon enhough. ;-)

Bye, Hans Wessels

From -6694055476604288374
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3766f7486fc1603b,start
X-Google-Attributes: gid1115ce,public
From: Daan Scherft <scherft@bart.nl>
Subject: GFA source -> ASCII
Date: 1997/01/02
Message-ID: <32CC7310.50C9@bart.nl>#1/1
X-Deja-AN: 207304101
content-type: text/plain; charset=us-ascii
organization: bART Internet Services
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.01Gold (Win16; I)

I am looking for a DOS utility to convert GFA BASIC source files to an
ASCII text-file. Can anyone help me?

Thank you.

Greetings from

Daan Scherft
(scherft@bart.nl)

From -3397857194120517928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/02
Message-ID: <32cc195a.23919906@news.airtime.co.uk>
X-Deja-AN: 207356942
references: <2979159534@news.airtime.co.uk> <852224292@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 02 Jan 97 15:34:22 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > better, but you MUST accept that STOS does a good job of making
> > games? how can you not admit that?

>It does a nice job for making games, but its core is still rotten. It works

 hehehe you just cant say it wihout adding something can you :)

>just fine on a 8 MHz ST, accelerated ST and the Falcon are a may be, all else
>simply won't work. This realy can't get the qualification good from me. Let us

 what else is there?...ho yeagh, madusa and hades..hmmmm

>stick to ST arcade games:
>Assembley is best
>C is good
>STOS comes right here
>Put here all other basics

 Well after seeing what YOU accomplished with C then I would now agree
with the above, this of course means Uwe will instantly quote me
saying I said different last week :(
 But the above now looks about right to me,

 However :)....a couple of months ago and you would have put STOS at
the bottom of the list, yes? ?

> > that no TT owner came forward with the information needed to fix for
> > there machines ?
>
>It JUST needs upgrading to TOS versions? I am sorry, but I think this is not a
>small disadvantage of a programming language. For most programmers it's

 It is absoloutly no dissadvantage to me, and I am programming ?, the
compiler fixes the programs when compiling, so I wouldn't even notice
now?

> > Yes who?....so you cannot argue for or against can you ?

>It simply means you can never tell STOS will work on a certain machine because

 But surely thats true of any language, you can never be sure, lok at
magiC, Not doing very well even on a Falcon....it's not just STOS that
this kind of comment can be aimed at..

>never say: STOS will work on an ST compatible computer. It always has to be
>something like:
>This game will work on TOS 1.0 (UK) 1.02 (UK and German), 1.04, 1.06, 2.06....

 I see that as reasonable, a far better solution than saying it works
on everything...then it doesn't ?

>A game written in most other languages only need ST, Ste, Falcon or TT hardware
>to work. TOS version is not important.

 True, in MOST other languages, not all ?

> >> in words 8 milli Hertz).) If your game is supposed to work in 1 vbl
> >> then simply wait

> > You can't?....ho I didn't know that?...mute point then ?

>You can switch a Falcon to 8 MHz, not 8 mHz. There is a factor 10^9 between
>those ratings.

 So what was the point of the above?, trying to confuse me?

> > and how many C coders could have made that version of heartland you
> > did?, not many, if they could, then how come no one does?, they cant
> > all be making poxy gem applications that have already been made ten
> > time over?
>
>I really don't know. I expect all members of the TOS-crew could have done the
>same thing. Of the TOS crew 3 out of five members switched to other systems. One
>of them has written a MUD in C.

 So your average C user could not have made your version of
heartland?, that tells us a lot doesn't it?, we are then back to given
the choice, then STOS would be the language to choose, I have a
feeling a program like that would scare the hell out of MOST c
programers:)

>In general I think most of the C coders are doing more interesting things then
>writing games, just like I have been doing for the past years. Secondly a good

 that is a very biased opinion, more interesting?, who defines what is
interesting?, you may think making an archiver that will never become
standard is interesting, I say making a game that people enjoy is more
interesting?, seeing graphics come to life is far more interesting
than getting something to pack down one more byte :)

>write the game in. That's why STOS still exists. It allows people with good game
>ideas or good game graphics and not enhough programmings skill to write a game
>themselves to write a game never the less.

 Ho back to insults now, so I do not have enough programming skills to
write a game....tsk:(
 the above is stupid, anyone playing a good game written in stos will
not think the programmer has no skill, good grief man! what the hell
are you talking about ?

>A C simply makes an other type of program when there is no one to inspire him
>with good ideas and graphics. There are lots of good assembley coders out there
>too, but it needs more than a good coder to write a game.

 Really? a minute ago all you needed was STOS and an idea?

> >> I think that you have to experience advantages like that to appreciate

> > But I have a couple of disks full of much used routines that I can

>Yes, the same idea, a bit clumsy though, but it works.

 I take it that was you way of saying I am right.....hehehe

> > BTW I now have GST C and am taking the C tutorial in c.s.a.p, this is
> > after learning a little about C from this thread, and after seeing
> > your heartland demo, that swung the decision to learn C,
> > I was honestly amazed <smile>
>
>Be warned, you need more then some knowledge about C to do a game like I did.
>You also have to know how the graphics system of the Atari works.

 ho and of course STOS programmers don't know anything about the ATARI
graphics system do they, hmmmm making cups of tea and the odd game,
nothing too taxing for us STOS users hey?....tsk tsk tsk

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -1959296412123811817
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: david@ritter.demon.co.uk (david knight)
Subject: Re: TEDINFO
Date: 1997/01/02
Message-ID: <28431808_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 207512891
x-nntp-posting-host: ritter.demon.co.uk
references:
<38762485_000008_OASIS_NEWS@ritter.demon.co.uk><19961229210400.QAA18291@ladder01.n
ews.aol.com>
reply-to: david@ritter.demon.co.uk (david knight)
newsgroups: comp.sys.atari.programmer

Thanks to everyone who has helped me on this. I have now managed to
read the text from the te_ptext.

One point however.

Someone mentioned that putting '@' at the start of the field resets
the cursor to the start of the field.

I have found that this works fine under normal TOS but under Magic (on
my falcon and Magic PC for that matter) it doesn't seem to work.

The solution to this appears to be to put a null at the start of the
field instead of @. Is there any reason why I shouldn't do this?

--


```
  ---------------------------------------------------------------------------
     david@ritter.demon.co.uk
  ---------------------------------------------------------------------------
```


From -3052266087376303039
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e161279f5cbf58c
X-Google-Attributes: gid1115ce,public

From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: Re: STOS 1997 new thread
Date: 1997/01/03

Message-ID: <Pine.SOL.3.91.970103105152.29378A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 207403926
references: <32cb0676.51599448@news.airtime.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: University of Canberra, Australia
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Thu, 2 Jan 1997, Tony Greenwood wrote:

> Only Kiddin.....Get back to your Knitting hahahahaha

How 'bout a new newsgroup "comp.sys.atari.knitting" then? :)

But seriously, there is a sort of knitting program for the TT called
"Stitchitiser" (sp?). It is used to design emblems/logos for clothing and
then "prints" them to a machine which sews them onto fabric. The package
lets you use multiple colours, stitch widths, etc.

When the package was demonstrated to the local user group here a few
years back, we were told it was $30000 (Australian) for the software, TT
and the other hardware (which I would say is the bulk of the cost).

Just thought it would be interesting for all the knitters out there :)


```
     /"(   _   )"\     .-------------------------------------------------------.
    / . \/^\/ . \    | Yiannis Paschalidis / Alias "X"   ...  Nuclear waste  |
   /  _)_`-'_(_  \   | u943409@student.canberra.edu.au   |||    fades your   |
  /.-~   ).(   ~-.\  | tp943409@ise.canberra.edu.au     / | \     genes!     |
```

/'   /_/\   `\ | URL -> http://student.canberra.edu.au/~u943409/ |
       "-v-" F'030 `---'

From 3002701003345400559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: C Lesson 1
Date: 1997/01/03
Message-ID: <852247192@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 207404875
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3183321382@nest.demon.co.uk>
x-ftn-reply: nest.demon.co.uk bdbda126
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cc4298
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Roger Cain wrote:
> Reply-To: RCain@nest.demon.co.uk
>
> Hi stosser@airtime.co.uk, on 01 Jan 97 you wrote:
>
s>>
s>> I compiled the small C program from lesson 1,
s>>
s>> The compiled program IS 23306 Bytes, sound right?
s>>
s>> Using GST C...Anyone have any opinions on this C ???? please?
>
> Almost anything you do, however small, will cause library(s) to be
> linked into the program. There is a "zero-code" overhead!
>

Either the GST linker isn't very smart or extensive debug info is linked with
the program. Pure C needs for the same job 21kb with debug info and 12kb without
debug info.

Bye, Hans Wessels

From -3330040942936707105
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: JRichard@nest.demon.co.uk (John Richardson)
Subject: TEDINFO
Date: 1997/01/03
Message-ID: <672_JRichard@nest.demon.co.uk>#1/1
X-Deja-AN: 207431635
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: JRichard@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.57) BETA (NON WINDOW VERSION)

Dave,

> Can anyone help me with this or point me to somewhere that I can get
> more info on the structure of TEDINFO? (on line preferable as I can't
> really afford to buy any books on the subject)

Ok the start of the TEDINFO structure is pointed to by the OBJECT.ob_spec field of the object structure, the text of the actual object (the edited) text is pointed to by the TEDINFO.te_ptext field.

Below is a macro I wrote many moons ago to calculate the start address of the TEDINFO structure of an object. Field \1 contains the address the resource tree and field \2 contains the address of the object. a5 will then contain the address of the TEDINFO structure.

Because TEDINFO.te_ptext field is at the top of the structure to read the text all you have to do is - move.l (a5),a5 - and then copy from the address stored in a5. Example shown below.

To find other information fron the TEDINFO structure reference the the table shown below.

```
;----
;tedinfo_str macro
;Calculates address of tedinfo structure!
;----
tedinfo_str macro
    move.l  \1,a5
    add.l   #(\2*24)+12,a5
    move.l  (a5),a5
    endm
```

```
get_text:
        tedinfo_str dial_addr,obj

        move.l  (a5),a5
        lea     string,a4

loop
        tst.b   (a5)                * tst for null
        beq     .done
        move.b  (a5)+,(a4)+
        bra     .loop
done
        move.b  #0,(a4)             * add null


; a similar method maybe used to write text to the dialogue field.


TEDINFO:
te_ptext:   ds.l    1   ; Pointer to text
te_ptmplt:  ds.l    1   ; Pointer to template
te_pvalid:  ds.l    1   ; Pointer to string containing valid chars.
te_font:    ds.w    1   ; Font used, 3=sys font, 5=small font.
te_junk1:   ds.w    1   ; reserved
te_just:    ds.w    1   ; text justification, 0=left,1=right,2=centre
te_color:   ds.w    1   ; object colour and pattern
te_junk2:   ds.w    1   ; reserved
te_thick:   ds.w    1   ; border thickness
te_txtlen:  ds.w    1   ; length of te_ptext (inc. NULL)
te_tmplen:  ds.w    1   ; length of te_ptmplt (inc. NULL)
```

Hope you find this information useful.

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From -1474616909641959518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,871ef66199934667,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.it (Mike De.Petris)
Subject: Debugging with MagiC
Date: 1997/01/03

Message-ID: <1666_mike@bbsgate.interware.it>#1/1
X-Deja-AN: 207433166
organization: De Petris Software Development
reply-to: mike@bbsgate.interware.it
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.572) BETA (NON WINDOW VERSION)

What do you use to develp programs uner MagiC and then debug within the multitasking environment ? Ok, you can compile C programs with Lattice or Pure C as a task, but the debugging procedure is much more tricky.... can it still be done, or is it necessary to switch to monotask ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From -1012006204359230413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a
X-Google-Attributes: gid1115ce,public
From: RCain@nest.demon.co.uk (Roger Cain)
Subject: Re: C Lesson 1
Date: 1997/01/03
Message-ID: <677_RCain@nest.demon.co.uk>#1/1
X-Deja-AN: 207433464
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: RCain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.57) BETA (NON WINDOW VERSION)

Hi stosser@airtime.co.uk, on 02 Jan 97 you wrote:

s> ho?....so the whole library is used when you only need part of it?,

Ermm .. probably :)

There are some linkers which will optimise the object program so that only CALLED items are linked.

I have a Modula 2 system which does this - not sure which C linkers do simi

Roger

rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From 8742783663617440340
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Lesson 1
Date: 1997/01/03
Message-ID: <852284060_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 207467855
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <852247192@p24.f101.n323.z205.mbh.org>
Hans Wessels <mr_ni@mbh.org> said:-

>Roger Cain wrote:
> > Reply-To: RCain@nest.demon.co.uk
> >
> > Hi stosser@airtime.co.uk, on 01 Jan 97 you wrote:
> >
> s>>
> s>> I compiled the small C program from lesson 1,
> s>>
> s>> The compiled program IS 23306 Bytes, sound right?
> s>>
> s>> Using GST C...Anyone have any opinions on this C ???? please?
> >
> > Almost anything you do, however small, will cause library(s) to be
> > linked into the program. There is a "zero-code" overhead!
> >
>
>Either the GST linker isn't very smart or extensive debug info is
>linked with the program.

Possibly GST is linking in the floating point printf() stuff as well?

>Pure C needs for the same job 21kb with debug info and 12kb without

>debug info.

MWC omits the floating point parts by default, saving quite a bit of space. Can PureC do something similar?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -8077181213804225924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3766f7486fc1603b
X-Google-Attributes: gid1115ce,public
From: awatson@pacifier.com (Anthony Watson)
Subject: GFA source -> ASCII
Date: 1997/01/03
Message-ID: <5ajd0b$2q7@news.pacifier.com>#1/1
X-Deja-AN: 207497673
to: Daan Scherft <scherft@bart.nl>
organization: Pacifier BBS, Vancouver, Wa. ((360) 693-0325)
newsgroups: comp.sys.atari.programmer

Daan,

DS> I am looking for a DOS utility to convert GFA BASIC source files to
DS> an ASCII text-file. Can anyone help me?

I assume you are talking about converting a tokenized GFA BASIC program into an ASCII text listing of the program? (A GFA BASIC .LST file is already standard ASCII text)

As far as I know, the only way to do this is with a copy of GFA BASIC. Just load the GFA BASIC program, and then Save As ASCII (may be called WRITE? I can't remember what its called right now).

Anthony Watson
awatson@pacifier.com

From 5234573067129463466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e161279f5cbf58c

X-Google-Attributes: gid1115ce,public
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Subject: Re: STOS 1997 new thread
Date: 1997/01/03
Message-ID: <QgwCTCADCFzyEw52@thegibsons.demon.co.uk>#1/1
X-Deja-AN: 207522363
distribution: world
x-nntp-posting-host: thegibsons.demon.co.uk
references: <32cb0676.51599448@news.airtime.co.uk>
organization: The Mad House
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <32cb0676.51599448@news.airtime.co.uk>, Tony Greenwood
<stosser@airtime.co.uk> writes
>
> Only Kiddin.....Get back to your Knitting hahahahaha

I think that using size 3 needles, I can knit a better jumper with an
Atari logo on it than anyone else with any other size needles, assuming
it's a bog standard Atari logo and not a high powered clone logo (vbg).

Cheers,

Drew ;^)

```
*>   drew@thegibsons.demon.co.uk   <*
*>       dgibson@cameo.co.uk       <*
*>   FidoNet  2:2501/101.15        <*
*>          NeST  90:102/202.15    <*
*>   AtariNet 51:6/502.15          <*
*>          TurboNet 100:105/3.15  <*
*>     A STandard ProBBS Point !   <*
```

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

From -1247662249972982856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,980a77f7a2a2d6f9,start
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Docs for Window minimize (iconize)
Date: 1997/01/03
Message-ID: <5ajm6t$b1g@nnrp1.news.primenet.com>#1/1
X-Deja-AN: 207522836
organization: JR Enterprises
x-posted-by: @206.165.20.54 (rojewski)
newsgroups: comp.sys.atari.programmer

Anyone have the documentation on how to iconize windows under TOS 4.1
and above. I can't seem to find my copy.

Thanks,
John

*
* John Rojewski   email: rojewski@primenet.com
*   http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From -7579391409940545147
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
From: JEDI
Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS --
through 12/23/96!!)
Date: 1997/01/03
Message-ID: <5aj8nr$nu8@lana.zippo.com>#1/1
X-Deja-AN: 207529458
sender: usenet@drn.zippo.com
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com> <5a7n72ogi1@news.ptd.net>
<852052484snz@courtfld.demon.co.uk> <01bbf822$5e63dcc0$259a37ce@quantex-200>
organization: Zip News
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer

In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron says...
>
>Toad is about the ONLY company tha still regards Atari computers as real
>computers. Most of you guys still think of Atari as nothing more than a
>game platform and sell them as a simple game server. Its the users of Atari
>computers who have driven the prices down in private sales. A guy buys a

>1040 for $700 and a few years later nobody will pay more than $50 for it.

Not just a few years later... 8 YEARS later.
RAM is dirt cheap, the disk drive is obsolete & the CPU is
nearly 20 years old. 50bux is about right.

Demand is another matter.

From -6923323766177688192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86182d022b478df1,start
X-Google-Attributes: gid1115ce,public
From: tccs@sprintmail.com
Subject: CD-R Media for Sale
Date: 1997/01/03
Message-ID: <5ajol1$i8i@newsfep3.sprintmail.com>#1/1
X-Deja-AN: 207530648
organization: The Copy Cat Shop
newsgroups: comp.sys.atari.programmer

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Pioneer
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders, software, and media needs.

If you have any questions or comments feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

From -8493268279103885391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: C Lesson 1
Date: 1997/01/03
Message-ID: <3a8_9701032040@conchbbs.com>#1/1
X-Deja-AN: 207596362
organization: Houston Area League of PC Users
x-ftn-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

s > ho?....so the whole library is used when you only need part of
s > it?,

That depends on the linker.

The main problem is that printf() can format strings, chars, ints, longs, and floats, and calls a bunch of other functions to handle all of these cases. It also uses stream I/O, which requires a considerable number of functions to handle its buffering and error handling peculiarities. It also needs to parse the format string.

You could save considerable amounts of RAM calling functions like Cconws(), strcat() and ltoa() and doing all of the formatting yourself, but that is hardly to goal of a tutorial.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -4480050711496990448
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: C Lesson 1
Date: 1997/01/03
Message-ID: <852332221@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 207597140
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3900967197@swampdog.demon.co.uk>
x-ftn-reply: swampdog.demon.co.uk e884091d
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cd8ebd
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

> Hans Wessels <mr_ni@mbh.org> said:-
>

>> Either the GST linker isn't very smart or extensive debug info is
>> linked with the program.
>
> Possibly GST is linking in the floating point printf() stuff as well?
>
> MWC omits the floating point parts by default, saving quite a bit of
> space. Can PureC do something similar?

Yep, as soon as you link the floating point library the floating point printf is linked too. But I am not very familiar with this part of Pure C, I almost never use it.

Bye, Hans Wessels

From 1725803937425679602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1997/01/03
Message-ID: <852331986@p24.f101.n323.z205.mbh.org>
X-Deja-AN: 207597175
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2522421815@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 96591a37
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32cd8dd2
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> On Thu, 02 Jan 97 15:34:22 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
>> It does a nice job for making games, but its core is still rotten. It
>> works
>
> hehehe you just cant say it wihout adding something can you :)

Nope!

>> just fine on a 8 MHz ST, accelerated ST and the Falcon are a may be,
>> all else simply won't work. This realy can't get the qualification
>> good from me. Let us
>
> what else is there?...ho yeagh, madusa and hades..hmmmm

TT, Hades, Medusa, Magic Mac, Magic PC, Tos2win, Gemulator + Magic...

>> stick to ST arcade games:
>> Assembley is best
>> C is good
>> STOS comes right here
>> Put here all other basics
>
> Well after seeing what YOU accomplished with C then I would now agree
> with the above, this of course means Uwe will instantly quote me
> saying I said different last week :(

Only if you say you never said something different. You are making fun of Uwe right here, but I think he is right. We can start a whole new thread about this, concluding in the end that most of it were misunderstandings...

> But the above now looks about right to me,
>
> However :)....a couple of months ago and you would have put STOS at
> the bottom of the list, yes? ?

I wouldn't even have mentioned STOS.

>> It simply means you can never tell STOS will work on a certain machine
>> because
>
> But surely thats true of any language, you can never be sure, lok at
> magiC, Not doing very well even on a Falcon....it's not just STOS
> that this kind of comment can be aimed at..

Dear Tony, Magic is exactly the kind of program that has to eat all the shit the hardware brings, that is because it is an operating system. All programs running under the OS don't have to worry about the particular hardware because the OS does.

STOS is an programming language, just as C, Pascal, Modula 2 and the other basics. A programming language can use the OS to acomplish certain tasks. The programmer can decide not to use the OS and go directly to the hardware for the sake of speed, knowing he has to pay the price of incompatibility.

The problem with STOS is that the programming language itself doesn't use the OS the right way, forcing you ino a lot of problems. It's like a paint program expecting the screen memory to start at $78000 (that's rthe start of screen memory in a half Mb Atari ST), needing fixing for all other memory configurations. (There was actually a game that had this problem, it was Hacker.)

>> never say: STOS will work on an ST compatible computer. It always has
>> to be something like:
>> This game will work on TOS 1.0 (UK) 1.02 (UK and German), 1.04, 1.06,
>> 2.06....
>
> I see that as reasonable, a far better solution than saying it works
> on everything...then it doesn't ?

I can say that my compression program works on all Atari compatible computers. And if there are trouble it is my own mistake, I did something wrong then, not the programming language I use.

The samething can be said about Heartland 2.0, it will work on all Atari compatible computers with ST compatible videohardware, a soundchip and a MFP. Because I know I am directly accessing that hardware and I am depending on some properties of that hardware.

>> A game written in most other languages only need ST, Ste, Falcon or TT
>> hardware to work. TOS version is not important.
>
> True, in MOST other languages, not all ?

I can't think of an other example like STOS, but I am not 100% sure there is none. Maybe there still are some obscure languages that won't work on a 68020 and higher because the stackframes are different and some instructions became privilidged. But depending on the TOS version like STOS does is (AFAIK) unique.

>> You can switch a Falcon to 8 MHz, not 8 mHz. There is a factor 10^9
>> between those ratings.
>
> So what was the point of the above?, trying to confuse me?

Ok, let me unconfuse you.
1 ST, Mega ST and STe work on 8MHz.
2 There are accelerated ST's, switching back to 8MHz might be possible but the way to do that is accelerator card specific.
3 A Mega STe works on 16MHz, it can be switched bac to 8 MHz
4 A TT works on 32 MHz (there are a few pre production TT's working on 16 MHz), clockspeed can be switched back to 8 MHz
5 A Falcon works on 16MHz, it can be switched back to 8MHz
6 There are accelerated Falcons. I don't know what happens when you try to witch back to 8MHz on these Falcons.
7 Clones and emulated Atari's work on a variety of clockspeeds, no change of switching back.

Bottom line is: Don't rely on the hardware to be 8MHz for correct timing of your programs. Make sure your timing is independend of the clockspeed, how that can be done was shown in my previous mail. Feel free to ask if you have questions about the code, that's what a newsgroup like this is for, isn't it?

>> and how many C coders could have made that version of heartland you
>> did?, not many, if they could, then how come no one does?, they cant
>> all be making poxy gem applications that have already been made ten

>> time over?
>
> So your average C user could not have made your version of
> heartland?, that tells us a lot doesn't it?,

I realy can't tell, honest, not the slightest idea. I don't know what an average C user knows about the language he is using, I don't know how much he knows about the OS and don't know howmuch he knows about the hardware. I don't even know how much knowledge is needed to do something like that. I only do know one can write better games in C then in STOS.

For me it was quite easy. Most of the time was spend hacking your game to get the graphics and to convert them into the format I could use for my game.

> we are then back to
> given the choice, then STOS would be the language to choose, I have a
> feeling a program like that would scare the hell out of MOST c
> programers:)

The whole idea of coding a game would scare a lot of people. For a C programmer, knowing he has to use basic will be enhough to commit suicide. A C programmer won't go back to basic, unless he really has to, because there is no C available.

>> In general I think most of the C coders are doing more interesting
>> things then writing games, just like I have been doing for the past
>> years. Secondly a good
>
> that is a very biased opinion, more interesting?, who defines what is
> interesting?

Why are people programming?
1 Because is't their job.
2 Because they like it.
We can forget the first group of people, unless they belong also to the second group as well.

The people of group 2 will program because they like it. It doesn't matter what they program or why they do it. So the people who program for fun are the people who define what's interesting. You said you haven't seen many C games lately, let me give you some hypothesis explaining it:
1 you didn't look good enough.
2 there are far less C coders as STOS coders
3 most C coders are doing more intresting things then coding games

I am only quite sure that point isn't true.

> you may think making an archiver that will never become
> standard is interesting, I say making a game that people enjoy is
> more interesting?

Yes, you may say so. (BTW: my compression program is the only compression program still being supported on the Atari ST platform and the lastest version

does create LZH archives.)

> seeing graphics come to life is far more
> interesting than getting something to pack down one more byte :)

Not for me, the best days for me are when a new routine is working as it should, packing a few bytes better, or a few seconds faster. Writing the game engine was also nice, but designing new graphics and a new game map is not my idea of having fun.

>> write the game in. That's why STOS still exists. It allows people with
>> good
> game
>> ideas or good game graphics and not enhough programmings skill to
>> write a game themselves to write a game never the less.
>
> Ho back to insults now, so I do not have enough programming skills to
> write a game....tsk:(

Nope, you proved you could do it with STOS. But could you have done it whithout STOS? It is easy to get started in programming with STOS. That's what a basic is all about. To program a game in C requiers more programming skill, but the result can be better too!

> the above is stupid, anyone playing a good game written in stos will
> not think the programmer has no skill, good grief man! what the hell
> are you talking about ?

And all STOS programmers admire the programming skills of the writers of the language extensions, because they can't do things like that themselves? The players of those games don't bother about how much prohramming skill was needed to create the game. But as an programmer I can say you need probably less programmings skills to write a game in STOS then in C. STOS is easier, but at the same time I can say C can make the better games and is therefore the better language for writing games.

>> A C simply makes an other type of program when there is no one to
>> inspire him with good ideas and graphics. There are lots of good
>> assembley coders out there too, but it needs more than a good coder to
>> write a game.
>
> Really? a minute ago all you needed was STOS and an idea?

No, you are mixing up my words. With an idea you can write the game in STOS. If you read the above you will see the assembly coders have the programming language, but they are missing nice ideas or graphics.

> ho and of course STOS programmers don't know anything about the ATARI
> graphics system do they, hmmmm making cups of tea and the odd game,
> nothing too taxing for us STOS users hey?....tsk tsk tsk

Well, you showed me you knew nothing about the graphics hardware of the ST! With knowing about the graphics system of the ST I mean knowing about the

hardware registers on adres $ff8200 and up. When I was happily poking around in those hardware registers in an example program you told me you didn't understand, and that you were using STOS so there was no need to understand it.

Bye, Hans Wessels

From -746467360527270737
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c239f549b54f706
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Accessory Malloc()
Date: 1996/12/30
Message-ID: <521_9612302031@conchbbs.com>#1/1
X-Deja-AN: 206861995
organization: Houston Area League of PC Users
x-ftn-to: perot@pallas.amp.uni-han
newsgroups: comp.sys.atari.programmer

p> Mfree and Fclose do not cause any harm, they may be called at
p> any time.

> They may not cause harm, but they may not free the RAM or
> close the file either.

p > They do.

I tested it and have to admit that TOS 3.06 doesn't check the
ownership before freeing RAM. Can you guarentee that this is true
for EVERY single-tasking TOS?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -286083804577364700
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57ec16db3c80fc04,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial, Lesson 2

Date: 1996/12/31
Message-ID: <19961231040000.XAA29215@ladder01.news.aol.com>#1/1
X-Deja-AN: 206873731
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

LESSON 2 - elements of a C program

OK, I'm going to keep things as simple as I can here.

Some elements of a C program are requirements that must be followed in order to allow your compiler to work. Other elements are by tradition or for readability and are not absolute design requirements.

Lets examine another sample program, its not necessary to understand everything about it at this time:

```
/* Count.C             */
/* This program will
   count to 10 and
   display the output  */

#include <stdio.h>  /* This header file defines printf()  */

main() {
     int count;

     for (count=1; count<11; count++)

         printf("\ncount=%d", count);
         getchar();
     }
```

```
/* Count.C             */
/* This program will
   count to 10 and
   display the output  */
```

A program starts with a comment that gives the filename and brief description of the program.
If you'll remember from lesson one, comments are simply remarks that are ignored by the compiler, but are useful reminders that aid other programmers in their understanding of your code. A remark begins (without the quotes) with a '/*' and must end with a '*/'

```
#include <stdio.h>  /* This header file defines printf()  */
```

The next portion of a C program is the preprocessor directives. These are #include and #define. The preprocessor directives are for the benefit of the C compiler. The #include <stdio.h> tells the compiler that you will be using the stdio.h header file. This header file contains information about the printf() function. Confusing? Don't worry I'm just trying to give you an outline of a C program, we will cover header files again.

```
main() {
```

Remember, C is a structured language. That means you reuse code. over and over.
Unlike languages such as BASIC, there are very few keywords in C. C is a language made up almost entirely of functions. Every C program contains a main() function, and by tradition main() goes first. Our example only has one function, but in real life C programs have many.

```
     int count;
```

Initializes a variable 'count' and tells the compiler that it will be an integer.

```
     for (count=1; count<11; count++)
```

A for loop, don't worry about this just yet.

```
         printf("\ncount=%d", count);
```

printf() is not a keyword! printf() is a function that is being called. We do not have to rewrite this function because it has already been written. The printf() is in the header file stdio.h which we told the compiler to use at the beginning of the program.

```
         getchar();   /* waits for the enter key before exiting */
```

getchar() is another function that is part of the stdio.h file.

```
     }
```

Clear as mud now? Don't worry, I just wanted to familiarize you with the makeup of a C program.
To Summarize: Start with some comments so you can remember what the program is all about later, then you will do some preprocessor directives,

such as telling the compiler what header files you will be calling up in
your program (what prewritten routines you will be borrowing), then you
will write the function main() which contains the logic of your program.
Finally, you write any functions that
main() calls, but are not included in any header files(not necessary in
this tiny example, but done in real life)

From 8027463578151584245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/31
Message-ID: <852034934@p24.f101.n323.z205.mbh.org>
X-Deja-AN: 206940543
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3190380828@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk be29591c
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32c90576
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

 >> STOS is the best language to make games in 1996.
 >> Can I make a GEM game? No.
 >
 > Thank goodness, who wants a game in black and white with orrible
 > green and a splash of red :(

Poor you, you have seen STOS being upgraded from utter crap to something that
is usefull for writing games, but you are still stuck on the GEM idea of the
eighties. Please set your gemulator to normal resolution (640x480 and at least
16 colors) get a mordern (German) GEM game and be stunned.

 >> Can I make a game for a so called super computer? (including TT's)
 >> No.
 >
 > I don't see this as much of a problem, I will be able to include TT
 > by the next game I release as that has been sorted already, theres

> only madusa and hades I cannot support..so what ?

No, you don't see it as a problem, but someone who wants to develop for those super computers does when he wants to use STOS (maybe because he heard in this newsgroup that it is supposed to be the best language for games?).

>> Will my game work on a not yet released TOS version? No.
>
> YES!....Give us a new TOS version and it will be fixed for it just
> like all the rest have ?

So, the answer is no. The TT and the STe are about the same age. It took STOS support over five years to fix it for a TT. Did you cover all TOS versions? There are at least 2! Are there important differences between the German, French and UK versions of the TT TOS? Who can tell?
The Phenix project is trying to make a free TOS version with sources freely available. It's impossible to fix STOS for every diferent compilation of such a TOS version.
The only solution is to fix STOS so it looses it's nasty habit to use fixed adresses.

> I do not recall ever saying STOS was faster than C, I would never say
> such a thing, I have stated STOS is the better choice for making
> games, not that it is faster?,

What about that quotation from Uwe Haase. ('C can't handle anything that needs speed, timing and power' or something like that, the message has already been whased away be new messages.)

>> It isn't working on the TT too. Useless? Please let the programmer
>> decide on
>
> the next game (according to the author of the generic fixer) will be
> able to work on a TT, it will also work on a falcon without the use
> of backwards, by having code inserted that will set the machines to
> 8mhz and atari st low :)

Forget the point about 8 MHz. (You can't set a Falcon to 8 mhz (to say in words 8 milli Hertz).) If your game is supposed to work in 1 vbl then simply wait forthe next vbl when you are done with prparing the next screen, no problem. But when it is supposed to work in 2 vbls like heartland, then make sure it always uses those 2 vbls, even on faster machines. You can keep track of the number of vbls by reading _vbclock, a system variable that counts the number of verical blanks sice system start. You can read it by lpeek($462). A routine waiting for the second vbl could look like this (it's not exactly STOS basic, not C, not Omikron basic but just a discription that should easily be ported to any programming language).

```
  if(lpeek($462) & 1) then   ' we are doing a bitwise and overhere
                             ' ie (13 & 7) = 5
    Vsync()                  ' wait for a vertical blank
  endif
```

```
  temp=workscreen
  workscreen=displayscreen
  display=screen=temp        ' swap workscreen and display screen

  Setscreen(workscreen, displayscreen, -1)
                             ' workscreen is now the logic screen
                             ' display screen the physic
  Vsync()                    ' wat for a vertical blank
```

This code will wait an extra vertical blank if there is an odd number of vertical blanks in the counter.

```
 >> Please explain me why... You don't have to use GEM, you CAN use GEM.
 >> The choise is to the programmer.
 >
 > There you are,  I didn't know that?, and the knitting class say this
 > thread is none informative :)
```

Ai, you could have known that, you have a program of mine that hasn't got any Gem init it, although it was written in C! (There a lots of people asking me for a Gem interface to that program.)

```
 >> How fast do you want to display your background sprites?
 >
 > NOT so fast that it spoils the game ?
```

High speed background drawing won't spoil the game, bad timing will.

```
 >> Yes it is, I was thinking about a lot of GEM stuff and so on, maybe
 >> even a compression program?
 >
 > Like my picture compactor currently used by ST+ diskzine and a couple
 > of personalized programs made on request, people like my picture
 > compactor because it is soooo fast :),
```

Wow, please tell me:
1 is compression fast or only decompression? (Decompression time is the only thing that matters though)
2 what compression algorithm are you using? (Run length encoding is my guess)
3 ratios, what is its ratio? (Let us use the intro picture from heartland as a example picture (in degas PI1 format).)
4 what is the size of the decompression program? (a picture compressor requiering a 2Mb decompression engine is of no use for ST games :-))

(BTW: my results are 7413 bytes for the 1kb decompression routine and 8245 bytes for the 144 byte decompression routine, speed: beats atomic, ice and sentry packer :-) Compression and decompression routines are available in C but for the sake of speed and size I recommend the assembley versions.)

```
 > Hans please stop insisting STOS cannot do certain things, I then have
 > to start listing them all, again and again, you must concede that
```

> STOS can do a lot more than make games.....

Ofcourse, I think that you, as a experienced STOS programmer, can do almost anything with at as long as it doesn't need GEM or compatibility with 'super computers'.

I think less suitable is a better discription.

>> eeerm again, so what? what is so good about that? it doesent seem to
>> do the C "games" programmer any good does it..
>>
>> Well, I designed some routines for heartland. I might put those
>> together in a library for next time use?
>
> AND ? so what...I have made a few platformers, didnt need C libraries
> ?

I think that you have to experience advantages like that to appreciate them, they are not highly necesarry, but make the live of the programmer easy.

Bye, Hans Wessels

From -3096121727412363690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/31
Message-ID: <852038675@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 206940616
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1265831943@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 4b731007
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32c91413
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

>> this thread we are discussing which programming language is the best

>> one to write games in.
>
> Well you may be, I am not?, I am discussing the programming language
> someone would choose to use to make a game at this moment in time,
> You may well prove that C is faster and more compatable, I don't
> actualy dispute that, I say its NOT the game makers choice, the
> choice does not have to be the fastest, it is maybe the most apt,
> especialy for someone who has never programmed before and wants to make
> a game for the ATARI,

When choosing a programming language becomes a matter of taste there is no discussion possible. We can only discuss advantages and disadvantages of certain programming languages. Saying the best for games does IMHO say nothing of someone just getting started in (game) programming, to me its about speed, speed and more speed (thinking about arcade games right now, we covered all other types of games).

> You seem pre-occupied with speed, I will say C is faster, there!
> Happy!, but still it would not be most peoples choice to make a game
> in if they have STOS to choose from, the advantages of using C do not
> compensate having to use C,

Yes, you have first to learn programming before you can switch to C. It's clearly a language for advanced programmers. It's an incredible powerfull language that will hapily carsh if you made a mistake.

> ie no one in there right minds is making
> games in C, but lots of people are making them in STOS.....

Yes, and the mayority is right aren't they? They are going for the easy way to make games, but the easy way isn't the best way. Again, the easy way to make games is to use the programming language you already know, no discussion possible.

>> I will, I told you I will, so I will, is it so hard to believe what I
>> am claiming? Or are you eager to get a better version of the game?
>
> I have it, I have it :)

Hurray!

>> Please tell me yours. Whats a good arcade game? It has to be fast and
>> smooth, doesn't it?
>
> But not neccasarilly bigger, maybe a status/life/objects etc bar is
> needed, maybe it is such a game that big icons showing the above is
> needed, maybe some other information has to be shown, as arcade type
> games are usually aimed at younger children then tiny status bars are
> out, so full screen games are not always a good idea, thus smaller is
> better?

But heartland could get bigger without loosing information. And even with fulls creen games you can simpley overlay the status bar on the screen?

>> No, I am reading Jouystick cursor keys and you pad at the same time.
>> You can
>
> Well that is simply another way of doing it, I like the idea of a
> menu, giving the user a setup screen ?

No, I don't like those things, it then either use this or that, when no limitations are necesarry simple support them all without forcing the user to select the joystick of choise first.

> comments to follow.....

I will be waiting for them.

Now signing of for this year, although there are some more messages to be answered, they have to wait to 1997.

So to all readers of COMP.SYS.ATARI.PROGRAMER:

Happy newyear! May the Powers in the Clouds guide you safely on your quest through the lonely desert, haunted by Evil User Requests and fearsome Bugs.

Hans Wessels

From 4660297091775486360
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: david@ritter.demon.co.uk (david knight)
Subject: Re: TEDINFO
Date: 1996/12/31
Message-ID: <35932880_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 206977491
x-nntp-posting-host: ritter.demon.co.uk
references: <38762485_000008_OASIS_NEWS@ritter.demon.co.uk>
reply-to: david@ritter.demon.co.uk (david knight)
newsgroups: comp.sys.atari.programmer

In article <19961229210400.QAA18291@ladder01.news.aol.com>
rdupuy5596@aol.com (RDupuy5596) wrote:-

>te_ptext - A POINTER to the actual text.
>

So let me see if I've got this correct.

I'm finding out the address of the te_ptext by using rsrc_gaddr()

Is the address returned by doing this the actual address of the text
or does the returned address just hold the address of the text?

--

david@ritter.demon.co.uk

From -5192262863402903510
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0b96352319b6291,start
X-Google-Attributes: gid1115ce,public
From: trevor@stainsby.demon.co.uk (trevor stainsby)
Subject: C Tutorial - Help
Date: 1996/12/31
Message-ID: <852096106_OASIS_@stainsby.demon.co.uk>#1/1
X-Deja-AN: 206979589
x-nntp-posting-host: stainsby.demon.co.uk
reply-to: trevor@stainsby.demon.co.uk
newsgroups: comp.sys.atari.programmer

I picked up the announcement about these tutorials in comp.sys.atari.st, but
unfortunately I appear to have missed the introduction - could some kind
individual re-post or e-mail it to me.

TIA and a Happy New Year to all!

trevor@stainsby.demon.co.uk

From 4766526769970124001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0b96352319b6291
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: C Tutorial - Help
Date: 1996/12/31
Message-ID: <19961231193700.OAA18272@ladder01.news.aol.com>#1/1
X-Deja-AN: 206983323

references: <852096106_OASIS_@stainsby.demon.co.uk>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Subject: Intro. to C tutorial, part 2
From: rdupuy5596@aol.com (RDupuy5596)
Date: 30 Dec 1996 17:49:03 GMT
Message-ID: <19961230174700.MAA13355@ladder01.news.aol.com>

--OK, I want to learn C. What do I need?

You'll need an Atari compatible computer. That is any Atari made ST or TT, or Falcon, or a clone. There are clones such as the Medusa (www.compdirect.com) and the C-LAB Falcon (www.ataricentral.com). Or you can have a pc outfitted with an emulator, such as gemulator 96 (www.emulators.com). In addition you will need a C compiler. I will be using Megamax's Laser C. You can't go wrong with this compiler and I will sell you one for $40US + shipping if you cannot find one elsewhere. (Email: RDupuy5596@aol.com)

A printer would be a great help, although not mandatory. In addition you may wish to purchase additional reference material. Some great reference books are available from Bravo Sierra Computers.(www.teleport.com/~bensmith/bscomputrs.shtml)

--What is this 'compiler' that you are talking about?

C is a structured language, applications are built from many smaller segments. Many of these segments are prewritten. A compiler contains libraries of prewritten program segments for use in your own programs. A compiler will link these segments together to create the final application. In addition, a compiler will check your code for syntax errors (typos and other mistakes). The compiler will make the final executable so anyone, even someone who doesn't own C, can run your programs!

--I'm still confused. Is there any hope for me?

Probably not, but don't despair. :-) Starting on January 1st, and about every two weeks thereafter I will post a lesson. Depending upon the response, I will attempt to answer any question you may have. Please post to the group and don't Email me individually. This is because, one, someone else may have the same question and, two, someone else may have the answer!

----Robert Dupuy

(***p.s.***) I am brand new at this, and appreciate any help anyone may

wish to offer.

From 6102043774323746005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8cd113ff0ae3e51
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: Programming and Magic PC
Date: 1996/12/31
Message-ID: <19961231194500.OAA18437@ladder01.news.aol.com>#1/1
X-Deja-AN: 206983724
references: <xHn6qLAZhCyyEwnw@thegibsons.demon.co.uk>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

I use Gemulator with Magic 2...but I do Atari programming on my pc using
Laser C..

I've heard good things about Lattice 5.6 and will probably try that out
when I get the funds...

As for Laser C, it does work on the pc, but you must set Gemulator to
Atari Disk Mode...I am not sure why this should be a requirement, but it
will not work otherwise.

Good Luck, and have a happy new year.

From 6271410859018825773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
From: Raj Rijhwani <raj@courtfld.demon.co.uk>
Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS --
through 12/23/96!!)
Date: 1996/12/31
Message-ID: <852052484snz@courtfld.demon.co.uk>#1/1
X-Deja-AN: 206984100
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>

<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com> <5a7n72ogi1@news.ptd.net>
x-mail2news-user: raj@courtfld.demon.co.uk
x-mail2news-path: relay-7.mail.demon.net!relay-5.mail.demon.net!
courtfld.demon.co.uk
organization: Organization? You gotta be kidding... Chaos!
reply-to: raj@courtfld.demon.co.uk
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer

In article <5a7n72ogi1@news.ptd.net>
bendokus@postoffice.ptd.net "Greg Bendokus" writes:

> sale...Anyway, I appreciate that they support Atari after all these
> years, but get real...they have always charged close to full retail
> for EVERYTHING, since the very beginning. How the hell did they
> survive this long dealing Atari wares when all the good vendors fell
> by the wayside?

I know not the people of which you speak, but as a business man myself,
I would suggest that the answer to your query lies in the question.

They charge what the market will bear, and in so doing maintain the
viability of their endeavour. Or to turn it the other way round, the
ones you like because they charge less disappear because in keeping
you happy they are themselves unviable in the long term.
--
Raj Rijhwani (umtsb5/16) | This is the voice of the Mysterons...
raj@courtfld.demon.co.uk | ... We know that you can hear us Earthmen
scarlet@fido.zetnet.co.uk | "Lieutenant Green: Launch all Angels!"
http://www.courtfld.demon.co.uk/raj/ (demon, and gods, willing...)

From -7770832056622524688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: TEDINFO
Date: 1996/12/31
Message-ID: <19961231192000.OAA17695@ladder01.news.aol.com>#1/1
X-Deja-AN: 206988800
references: <35932880_000008_OASIS_NEWS@ritter.demon.co.uk>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

I believe the original question was about the structure of TEDINFO and so

I copied some information regarding the structure out of a GEM manual that I recently bought, in an attempt to be helpful.

I hope someone else can answer your question, because I am just now learning myself. sorry.

From -5643745346452655438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0b96352319b6291
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: C Tutorial - Help
Date: 1996/12/31
Message-ID: <19961231193500.OAA18218@ladder01.news.aol.com>#1/1
X-Deja-AN: 206990496
references: <852096106_OASIS_@stainsby.demon.co.uk>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Subject: Intro. to C tutorial, part 1
From: rdupuy5596@aol.com (RDupuy5596)
Date: 30 Dec 1996 17:47:14 GMT
Message-ID: <19961230174500.MAA13314@ladder01.news.aol.com>

Welcome to the C programming tutorial!

This is the introduction to a continuing series. I have two specific goals for this series: to teach the C programming language and to demonstrate its use on Atari compatible computers. That is, to teach the constructs of C, which is portable accross a wide variety of platforms, and to demonstrate its use by creating real world applications for the Atari compatible.

--What is C? What is C++?

C has been around for a long time, but it was during the heydey of Atari, Amiga, and Macintosh when C really came into its own as the language of choice for developing applications. C's popularity is due to three key points. One, C is a structured language. That is, a C application can be broken down into smaller, more maneagable segments that can be written and tested seperately from the application as a whole. Two, C is portable. That is most of the code you write for your Atari application can be reused in applications that you may write for a different platform, like the pc. Only machine specific routines need to be rewritten. Thirdly, C programs tend to run faster than other languages.

C++ is in some respects an entirely different language than C. Over the years, however C and C++ have melded in function. You must know C to understand C++. Some people learning C++ learn C at the same time,

however it is wise to learn C first, and thoroughly before moving on to C++. C++ is an object oriented programming (OOP) language.

--Should I learn C or BASIC first?

The fundamentals of programming, i.e. accepting input, manipulating data, formatting output, are universal regardless of which language you choose and learning any language will help you develop analytical skills that you will find useful in other environments. There are versions of BASIC available free for the Atari computer, whereas C usually costs money. It may be wise to start programming in BASIC to see how well you like programming, although C compilers are pretty inexpensive nowadays. C has the advantage of being far more portable, should you choose to develop programs for other environments. I believe there is a version of BASIC called STOS available for free download.
(www.airtime.co.uk/users/stosser)

From 5032819831834483665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a51a2177c62ee041,start
X-Google-Attributes: gid1115ce,public
From: root@bytewarecafe.com
Subject: 32meg 70ns 72pin EDO simm for $140
Date: 1996/12/31
Message-ID: <5abth6$7u7@newman.pcisys.net>#1/1
X-Deja-AN: 206992945
organization: bytewarecafe.com
newsgroups: comp.sys.atari.programmer

We are a new site on the internet and we can supply your hardware needs. As a promotion to get our name out to you, we are running a special promotion on 32Meg simms. For a very limited time, we are selling 32Meg/70ns EDO simms for just 140+shipping and handling, delivered to your door within 2-3 days.

Just go to our site www.bytewarecafe.com and fill out the necessary information about yourself and your credit card information. Goto the products list and choose the memory item. From here, select the memory you want and click on the invoice button to see your total charges.

If you wish to browse the other hardware categories, feel free to browse for as long as you wish. If you wish to buy anything else, just select that item from that category.

If you are satisfied with your selection(s) and your personal information is correct, click on the submit order button. The bytewarecafe.com server will respond with an order number and a time stamp. You will need these two numbers for any future correspondences with bytewarecafe.com

Your order will be prepared and delivered to your door within 2-3 days.

Thank you.

From -5279578766024234013
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a51a2177c62ee041
X-Google-Attributes: gid1115ce,public
From: root@bytewarecafe.com
Subject: 32meg 70ns 72pin EDO simm for $140
Date: 1996/12/31
Message-ID: <5abth7$7u7@newman.pcisys.net>#1/1
X-Deja-AN: 206992952
organization: bytewarecafe.com
newsgroups: comp.sys.atari.programmer

We are a new site on the internet and we can supply your
hardware needs. As a promotion to get our name out to you, we are
running a special promotion on 32Meg simms. For a very limited time,
we are selling 32Meg/70ns EDO simms for just 140+shipping and handling,
delivered to your door within 2-3 days.

Just go to our site www.bytewarecafe.com and fill out the necessary
information about yourself and your credit card information. Goto the
products list and choose the memory item. From here, select the memory
you want and click on the invoice button to see your total charges.

If you wish to browse the other hardware categories, feel free to browse for
as long as you wish. If you wish to buy anything else, just select that item
from that category.

If you are satisfied with your selection(s) and your personal information
is correct, click on the submit order button. The bytewarecafe.com
server will respond with an order number and a time stamp. You will
need these two numbers for any future correspondences with bytewarecafe.com

Your order will be prepared and delivered to your door within 2-3 days.

Thank you.

From -3213768822813249141
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c239f549b54f706
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Accessory Malloc()
Date: 1996/12/31
Message-ID: <dwilga-3112961620480001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 206999532

references: <521_9612302031@conchbbs.com>
organization: Mount Holyoke College
newsgroups: comp.sys.atari.programmer

In article <521_9612302031@conchbbs.com>, John.Kormylo@7861.conchbbs.com
(John Kormylo) wrote:
> I tested it and have to admit that TOS 3.06 doesn't check the
> ownership before freeing RAM. Can you guarentee that this is true
> for EVERY single-tasking TOS?

Singletasking GEMDOS does not care who owns a memory block being Mfree'd.
This is true of all TOS versions. I believe MiNT is different, though,
even in unprotected mode.

Dan Wilga
dwilga@mtholyoke.edu

From -2257490458996325978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0b96352319b6291
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: C Tutorial - Help
Date: 1996/12/31
Message-ID: <32c96e8f.25996581@news.airtime.co.uk>#1/1
X-Deja-AN: 207012610
references: <852096106_OASIS_@stainsby.demon.co.uk>
<19961231193500.OAA18218@ladder01.news.aol.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 31 Dec 1996 19:36:36 GMT, rdupuy5596@aol.com (RDupuy5596) wrote:

>programs for other environments. I believe there is a version of BASIC
>called STOS available for free download.
>(www.airtime.co.uk/users/stosser)

 Sorry but STOS is commercial, and not available for download from
anywhere, never has been from my page and never will be,
 However there is a STOS file site for support programs and this I
presume is where the missunderstaning occured, an honest mistake by
the original poster <smile>

 Looking forward to this tutorial myself, but buggered if I can get
hold of a C compiler ???

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 3488509825978201217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa934d8de4d54dce,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial, Lesson 3 1 of 4
Date: 1996/12/31
Message-ID: <19961231232500.SAA24109@ladder01.news.aol.com>#1/1
X-Deja-AN: 207013163
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

LESSON 3 - printf()

First, a personal aside.

I am using America Online to connect to the internet and anything that I try to post longer than a page will cause a disconnect, so I am going to have to keep splitting up these lessons. Which means, inevitably someone will find themselves missing a part. In addition, some newsgroup servers are so pressed for space that some articles do not last very long. If you need a repost..let me know.

Also, I realize that the example C programs that I have use probably still look like a bunch of gibberish, but don't let that get you down. Like any language things will become more and more familiar to you in time, untill eventually you will wonder why you ever thought it was hard.

I thought long and hard about what the lesson plan should be today. Its a common fault of most tutorials to get bogged down with text formattting issues. Text formatting is great for understanding legacy applications, but not necessarily as important for programming a GUI (Graphical User Interface) environment like GEM.

Nevertheless, the GEM AES (Application Environment Services) will have to wait for more advanced lessons. So lets tackle printf() now, so we can begin programming today and so we can use it to display output as we continue learning the syntax of the C language.

As I mentioned in earlier lessons, printf() is not a C keyword, but a prewritten piece of code which is contained in virtually every C library. To be precise, it is contained in the header file stdio.h. (STanDard Input/Output) It is an output function.

(End part 1 of 4)

From 5707202584582844010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b66bed2afaa3c56d,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial, Lesson 3 part 2 of 4
Date: 1996/12/31
Message-ID: <19961231232700.SAA24162@ladder01.news.aol.com>#1/1
X-Deja-AN: 207013340
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

--How do I recognize a function?

Good question. Every function from the main() function to the most obscure is always the functions name followed by a set of parenthesees. Sometimes there is information inside the parentheseees, such as:

```
printf("Print this");
```

the information in the parenthesees is passed to the function. In later lessons, we will cover in greater detail how information is passed to and from functions. For now, just remember when you use printf() you are calling a function, and information you place between the parentheseees is information you are passing to this function, which it will interpret and use to display information on your screen.

In the above example we are passing one argument. This arguement is the STRING CONSTANT "Print this"...we can pass more than one arguement to printf(). Consider the following example:

```
printf("My name is: %s","Robert");
```

within a C program, this would display:

```
My name is Robert
```

Why? Because %s is a FORMAT SPECIFIER. This tells printf() where to put a value and what kind of value to expect. %s tells it to look for a string. In this example the string is "Robert"

Lets take a look at another format specifier.

```
printf("I make %d per week",250);
```

This would display

I make 250 per week

From -8999282937474283291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45e2c104df881d3c,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial, Lesson 3, part 3 of 4
Date: 1996/12/31
Message-ID: <19961231232900.SAA24244@ladder01.news.aol.com>#1/1
X-Deja-AN: 207013528
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Why? because %d is a format specifier for a decimal integer value. It takes whatever is on the right of the comma and plugs it into the string on the left. Lets combine the previous two examples.

```
printf("My name is %s.  I make %d per week.","Robert",250);
```

What would this display?

In the above examples using format specifiers doesn't make much sense. It would be easier just to type out a string constant such as "My name is Robert. I make 250 per week" But remember, these are just examples, format specifiers do come in handy. Lets take another look at that Count.C program from Lesson 2 and see if it makes any more sense now!

```
/* Count.C         */
/* This program will
     count to 10 and
     display the output */

#include <stdio.h>  /* Header file where printf() is located */

main() {

     int count;

      for (count=1; count<11; count++)

           printf("\ncount=%d",count);
           getchar();
}
```

If we examine the printf() function call here, we can now see that the

value of count is substituted for '%d' We can also see a '\n' that is not printed when we run the program. That is because \n tells the printf() to start a new line. In typewriter speak, it technically does a carriage return and a line feed.

For extra credit. Delete the \n from the above program and recompile and re-run it.

From -7482578224459011986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: MagiC radio buttons/check boxes - how to acces
Date: 1996/12/31
Message-ID: <GL6JFEWUUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 207013986
references: <GL2OCCUQUp@tos.ak.planet.gen.nz> <5a277a$j20@orm.southern.co.nz>
<GL4JADWAUp@tos.ak.planet.gen.nz> <5a740f$j36@orm.southern.co.nz>
content-length: 711
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <5a740f$j36@orm.southern.co.nz> Chris Wilkinson wrote :

>Hi there!
>
>Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
>:
>: I'm not sure what you mean by "creating a radio_button or check_box".
>
>Created as objects in a resource file...

As it turns out, the radio buttons and check boxes should be G_BUTTON with ob_flags bit 15 set. If the object has the radio button flag set then a radio button will be drawn.

There is no object type of "radio_button" or "check_box".

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz
http://www.pl.net/user/mario/
Tariland: http://www.pl.net/user/mario/tariland/

From -1062491461913599926
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: MagiC radio buttons/check boxes - how to acces
Date: 1996/12/31
Message-ID: <GL6JFEWWUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 207013987
references: <GL2OCCUQUp@tos.ak.planet.gen.nz> <5a277a$j20@orm.southern.co.nz>
<Pine.A32.3.91.961230111654.19685C-100000@pallas.amp.uni-hannover.de>
content-length: 900
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <Pine.A32.3.91.961230111654.19685C-100000@pallas.amp.uni-hannover.de> Peter
Rottengatter wrote :

>Check for the cookie 'MAGX'. But what do you need it for ? I hope not for
>checking if those radio/crossed buttons are available !!! For this you
>must use appl_getinfo !

I was wanting to check for the presence of MagiC so that I can use MagiC
style radio buttons and check boxes when MagiC is present.

How should I be using appl_getinfo to determine whether MagiC style radio
buttons and checkboxes are present? I was unable to find a mode which
returned this information. (By "MagiC style readio buttons" I am referring
to a G_BUTTON object with ob_flags bit 15 set.)

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

From 5298026022173544501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: MagiC radio buttons/check boxes - how to acces
Date: 1996/12/31
Message-ID: <GL6JFEWYUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 207013988
references: <851873514_OASIS_@swampdog.demon.co.uk>
<GL4RDDVEUp@tos.ak.planet.gen.nz>

<Pine.A32.3.91.961230114720.19685G-100000@pallas.amp.uni-hannover.de>
content-length: 1291
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <Pine.A32.3.91.961230114720.19685G-100000@pallas.amp.uni-hannover.de> Peter Rottengatter wrote :

>On Sun, 29 Dec 1996, Mario Becroft wrote:
>
>> Can I set the ob_spec field of the G_BUTTON to a null pointer if I do not
>> want any text to be drawn beside the radio button or check box? (I don't
>> have MagiC myself, so I can't test this.)
>
>Don't do this. Although I'm confident that MagiC will survive it, you'll
>want your program work with other AES too if they provide the same
>radio/checkbox feature. It's so little work to put in a pointer that
>points to a $0 byte, indicating an empty string.

OTOH, I will only be using this with MagiC. If an other AES supports the same feature, how would I know about it in order to use it? You mentioned previously about using appl_getinfo to find out, but I cannot find an appl_getinfo mode which returns the relevant information.

For example, Geneva supports the same feature, but it uses "extended type" 18 to indicate a radio button or checkbox. So I have to use individual support for each AES anyway.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

From -1138853234434391208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8912eee639e20c1,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial, Lesson 3, part 4 of 4
Date: 1996/12/31
Message-ID: <19961231233100.SAA24334@ladder01.news.aol.com>#1/1
X-Deja-AN: 207014271
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Here is your assignment: Using format specifiers write a program, that states your name, age, and weight, on three lines. Use only one printf() call.

To help you out here is a template for your program.

```
/* NAMEOFPROGRAM.C */
/* THIS PROGRAM DOES SOMETHING */

#include <stdio.h>  /* You must use this preprocessor directive, because
it contains the printf() function */

main() {   /* the starting bracket tells the compiler where the main
function begins */

LOGIC GOES HERE

          getchar();   /* This waits for a return, so you have time to
read the output before the program ends */

}   /* Don't forget the ending bracket, the compiler needs to know where
the main function ends too!  */
```

Have you all been running into compiler errors? I'm sure you have! I have! Forgetting a quote or a semi-colon gives the compiler fits doesn't it? C is a very exacting language when it comes to syntax, but that is in part why it produces such great code!

oh yes, one other thing, the compiler strips out spaces, all the indentations are for readability and are traditional, they are not absolutely necessary.

From 8672095068637336612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0b96352319b6291
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: C Tutorial - Help
Date: 1996/12/31
Message-ID: <19961231232300.SAA24009@ladder01.news.aol.com>#1/1
X-Deja-AN: 207014824
references: <32c96e8f.25996581@news.airtime.co.uk>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

You wrote:

>> Sorry but STOS is commercial, and not available for download from anywhere, never has been from my page and never will be,
 However there is a STOS file site for support programs and this I presume is where the missunderstaning occured, an honest mistake by the original poster <smile>

Now I'm writing:

Yes, that was an honest mistake on my part! Sorry...was there ever a free version of basic for the Atari or am I going to have to change my introduction? Anyway everyone should check out Tony's page because it has a bunch of great stuff on it!!! As far as C compilers go, it looks like everyone intends to use a different compiler. I am going to use Megamax Laser C...

From 6971503002079771764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b7181277c683467,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Repost, C Tutorial Lesson 3, part 3 of 4
Date: 1996/12/31
Message-ID: <19961231233300.SAA24367@ladder01.news.aol.com>#1/1
X-Deja-AN: 207016185
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Why? because %d is a format specifier for a decimal integer value. It takes whatever is on the right of the comma and plugs it into the string on the left. Lets combine the previous two examples.

```
printf("My name is %s.  I make %d per week.","Robert",250);
```

What would this display?

In the above examples using format specifiers doesn't make much sense. It would be easier just to type out a string constant such as "My name is Robert. I make 250 per week" But remember, these are just examples, format specifiers do come in handy. Lets take another look at that Count.C program from Lesson 2 and see if it makes any more sense now!

```
/* Count.C         */
/* This program will
     count to 10 and
     display the output */

#include <stdio.h>  /* Header file where printf() is located */
```

```
main() {

     int count;

      for (count=1; count<11; count++)

           printf("\ncount=%d",count);
           getchar();
}
```

If we examine the printf() function call here, we can now see that the value of count is substituted for '%d' We can also see a '\n' that is not printed when we run the program. That is because \n tells the printf() to start a new line. In typewriter speak, it technically does a carriage return and a line feed.

For extra credit. Delete the \n from the above program and recompile and re-run it.

From -1511028960602992768
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bef81eb7057e5dc2,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: C Tutorial, Lesson 1
Date: 1997/01/01
Message-ID: <861_9612311538@conchbbs.com>#1/1
X-Deja-AN: 207001007
organization: Houston Area League of PC Users
x-ftn-to: rdupuy5596@aol.com
newsgroups: comp.sys.atari.programmer

For Pure C, you will first need to specify a Project File. Use the DEFAULT.PRJ file provided (use the Project/Select... menu item).

You might also need to specify the default directories where the headers and object libraries are located. I believe it works OK straight out of the box, though.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -941134607711460191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b7181277c683467
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Repost, C Tutorial Lesson 3, part 3 of 4
Date: 1997/01/01
Message-ID: <32c9acd2.41937995@news.airtime.co.uk>#1/1
X-Deja-AN: 207026943
references: <19961231233300.SAA24367@ladder01.news.aol.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 31 Dec 1996 23:34:36 GMT, rdupuy5596@aol.com (RDupuy5596) wrote:

>Why? because %d is a format specifier for a decimal integer value. It

 Intro
 Lesson 1
 Lesson 3

 Lesson 2 never arrived here?

 Hey I just Compiled me first C program that printed "My first C
program".....good eh! :))

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -8597595519672146087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6de368fa6eecf341,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Repost, C tutorial Lesson 2, part 1
Date: 1997/01/01
Message-ID: <19970101020600.VAA28432@ladder01.news.aol.com>#1/1
X-Deja-AN: 207035375
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

LESSON 2 - elements of a C program

OK, I'm going to keep things as simple as I can here.

Some elements of a C program are requirements that must be followed in order to allow your compiler to work. Other elements are by tradition or for readability and are not absolute design requirements.

Lets examine another sample program, its not necessary to understand everything about it at this time:

```
/* Count.C             */
/* This program will
   count to 10 and
   display the output  */

#include <stdio.h>  /* This header file defines printf()  */

main() {
     int count;

     for (count=1; count<11; count++)

         printf("\ncount=%d", count);
         getchar();
     }
```

```
/* Count.C             */
/* This program will
   count to 10 and
   display the output  */
```

A program starts with a comment that gives the filename and brief description of the program.
If you'll remember from lesson one, comments are simply remarks that are ignored by the compiler, but are useful reminders that aid other programmers in their understanding of your code. A remark begins (without the quotes) with a '/*' and must end with a '*/'

From 2848028273233387744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7377d0d64cc5fb2,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)

Subject: Repost, Lesson 2, part 2
Date: 1997/01/01
Message-ID: <19970101020700.VAA28465@ladder01.news.aol.com>#1/1
X-Deja-AN: 207035543
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

```
#include <stdio.h>  /* This header file defines printf()  */
```

The next portion of a C program is the preprocessor directives. These are #include and #define. The preprocessor directives are for the benefit of the C compiler. The #include <stdio.h> tells the compiler that you will be using the stdio.h header file. This header file contains information about the printf() function. Confusing? Don't worry I'm just trying to give you an outline of a C program, we will cover header files again.

```
main() {
```

Remember, C is a structured language. That means you reuse code. over and over.
Unlike languages such as BASIC, there are very few keywords in C. C is a language made up almost entirely of functions. Every C program contains a main() function, and by tradition main() goes first. Our example only has one function, but in real life C programs have many.

```
     int count;
```

Initializes a variable 'count' and tells the compiler that it will be an integer.

```
     for (count=1; count<11; count++)
```

A for loop, don't worry about this just yet.

```
         printf("\ncount=%d", count);
```

printf() is not a keyword! printf() is a function that is being called. We do not have to rewrite this function because it has already been written. The printf() is in the header file stdio.h which we told the compiler to use at the beginning of the program.

```
        getchar();   /* waits for the enter key before exiting */
```

getchar() is another function that is part of the stdio.h file.

```
     }
```

Clear as mud now? Don't worry, I just wanted to familiarize you with the makeup of a C program.
To Summarize: Start with some comments so you can remember what the program is all about later,
then you will do some preprocessor directives, such as telling the compiler what header files you
will be calling up in your program (what prewritten routines you will be borrowing), then you will write
the function main() which contains the logic of your program. Finally, you write any functions that
main() calls, but are not included in any header files(not necessary in this tiny example, but done in real life)

From -6405998318799704966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2be334fe1d082d2c,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Does anyone need reposts for Intro- Lesson 3
Date: 1997/01/01
Message-ID: <19970101022300.VAA28803@ladder01.news.aol.com>#1/1
X-Deja-AN: 207038433
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

OK,

Hopefully everyone has the following parts:

Intro
Lesson 1
Lesson 2
Lesson 3

I am working on Lesson 4 now, but I may pause for a bit to make sure everyone who is interested has got all the lessons...I know some of you are still searching out a compiler. I don't think any two people are using the same compiler, but if everyone gets to the end of Lesson 3 feeling fairly comfortable then I think we can move ahead without any hitches...

By the way, feel free to copy these articles, modify them, do anything with them you'd like ... except claim that you wrote them you stinkin bastard...

ooops, got a bit carried away there, ha! :-) Seriously, do whatever you'd like with them, I'm just writing these for my own edification and would love it if more people found them useful.

Happy New Year to All!

From -6910711763336648871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: TEDINFO
Date: 1997/01/01
Message-ID: <117cd$ef10.294@HERMES>#1/1
X-Deja-AN: 207038550
references: <38762485_000008_OASIS_NEWS@ritter.demon.co.uk>
<35932880_000008_OASIS_NEWS@ritter.demon.co.uk>
newsgroups: comp.sys.atari.programmer

david knight (david@ritter.demon.co.uk) wrote:
> In article <19961229210400.QAA18291@ladder01.news.aol.com>
>   rdupuy5596@aol.com (RDupuy5596) wrote:-

> >te_ptext - A POINTER to the actual text.
> >

> So let me see if I've got this correct.

> I'm finding out the address of the te_ptext by using rsrc_gaddr()

> Is the address returned by doing this the actual address of the text
> or does the returned address just hold the address of the text?

Given code of the form:

```
TEDINFO *tip; /* TedInfo Pointer */

rsrc_gaddr( R_TEDINFO, itemnum, &tip );   /* get address of TEDINFO structure
                                              associated with TEDINFO #itemnum */
```

This call is useless, as it (and R_TEPTEXT, R_TEPTMPLT and R_TEPVALID) will not work as they requies the TEDINFO item number within the whole TEDINFO block in the resource file. This itemnum is not returned by most (all?) resource editors I know of.

Instead you need to use something of the form:

```
OBJECT *tree;

rsrc_gaddr( R_TREE, treenum, &tree ); /* get treee pointer */
tip = (TEDINFO *)tree[itemnum].ob_spec;
```

This will load tip with the address of the TEDINFO structure within that tree.

You can then get at the te_pvalid, te_ptext &c via "tip -> te_ptext" &c.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From -8256980235758010514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: STOS
Date: 1997/01/01
Message-ID: <19970101025500.VAA29618@ladder01.news.aol.com>#1/1
X-Deja-AN: 207041404
references: <852038675@p24.f101.n323.z205.mbh.org>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Wow, lovely discussion.

I'd like to ad a point. I use Gemulator and I cannot run any STOS games so far :-(

I initially thought I would not have any problems running games because Megaroids (written as a demo for the original Megamax C) works just fine.

This has just been my experience so far, but since my Atari ST, (TOS on disk!, its been that long...) was thrown away by my evil brother, who was looking after it...

Gemulator is all I have! And when I buy a real Atari Machine, it will probably be one of those high end systems....

If I had a real ST, I would probably be very glad for STOS, since apparrantly it has spurned the creation of many exciting games, but since I do not, I have to vote with the C crowd. Has anyone run the new Heartland through Gemulator? If it works let me know, I'd like to play it!

From 7932100315092904293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,449646aa9eb182e,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Form CPX dialog size?
Date: 1997/01/01
Message-ID: <117cd$101d24.258@HERMES>#1/1
X-Deja-AN: 207046075
newsgroups: comp.sys.atari.programmer

What is the size of a Form CPX dialog? For example: 304 by 152 pixels.

(Sods law says that the hypothetical numbers I have just quoted from the top of my head have just correctly answered my question)

I used to have it written down somewhere, but no longer seem to have it available.

I looked in the Compendium, but it appears to mention nothing on this subject.

Is there a good source of info on this subject?

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

From 6261607743169427174
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,386f1b51b7f3302d,start
X-Google-Attributes: gid1115ce,public
From: help@spry.com
Subject: FREE EDUCATIONAL VIDEO/CDs
Date: 1997/01/01
Message-ID: <5ackjd$5g3@chile.earthlink.net>#1/1

X-Deja-AN: 207046499
organization: Self Help Corp
newsgroups: comp.sys.atari.programmer

FREE ACCESS: WORLDS LARGEST COLLECTION OF SELF-HELP, EDUCATIONAL,
INSRUCTIONAL,AND INFORMATIONAL VIDEO TAPES AND CD ROMs.

http://www.totalmarketing.com "IMPORTANT" ACCESS CODE FOR SITE IS "69589"
(69589) PLEASE MAKE A NOTE OF THIS ACCESS CODE, AS YOU WILL NOT BE ABLE
TO USE SITE WITHOUT IT.

" LEARN AT HOME "

From 1604911922888291776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,affd9b879c8ce5fc,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Tedinfo
Date: 1997/01/01
Message-ID: <98a_9701010045@conchbbs.com>#1/1
X-Deja-AN: 207067235
organization: Houston Area League of PC Users
x-ftn-to: david@ritter.demon.co.uk
newsgroups: comp.sys.atari.programmer

d > I'm finding out the address of the te_ptext by using rsrc_gaddr

Actually, the index used to specify the TEDINFO may be difficult to
locate (unless the RSC has only one). One usually accesses it via
the ob_spec pointer:

```
    OBJECT *tree;
    char *p;

    rsrc_gaddr(R_TREE,T_NAME,&tree);
    p = tree[O_NAME].ob_spec.tedinfo->te_ptext;  /* Pure C */
or
    p = ((TEDINFO*) tree[O_NAME].ob_spec)->te_ptext;  /* Laser C */
```

where T_NAME and O_NAME represent the names you gave the tree and
object in your RSC editor (and defined in a header file provided).

|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 3489865179761677187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef2852724564910a,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: C Lesson 1
Date: 1997/01/01
Message-ID: <32c9b18b.43147177@news.airtime.co.uk>#1/1
X-Deja-AN: 207095187
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

I compiled the small C program from lesson 1,

The compiled program IS 23306 Bytes, sound right?

Using GST C...Anyone have any opinions on this C ???? please?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -8128634087634391369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1997/01/01
Message-ID: <32ca400c.798091@news.airtime.co.uk>#1/1
X-Deja-AN: 207104718
references: <852038675@p24.f101.n323.z205.mbh.org>
<19970101025500.VAA29618@ladder01.news.aol.com>
organization: STOSSER Software

reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 1 Jan 1997 02:57:12 GMT, in comp.sys.atari.programmer you wrote:

>Wow, lovely discussion.

hehe

>I'd like to ad a point. I use Gemulator and I cannot run any STOS games
>so far :-(

 Strange?

>I initially thought I would not have any problems running games because
>Megaroids (written as a demo for the original Megamax C) works just fine.

 So should STOS?

>This has just been my experience so far, but since my Atari ST, (TOS on
>disk!, its been that long...) was thrown away by my evil brother, who was
>looking after it...

 Not doing a very good job of looking after it if he threw it away?

>Gemulator is all I have! And when I buy a real Atari Machine, it will
>probably be one of those high end systems....

 hmmmm

>If I had a real ST, I would probably be very glad for STOS, since

Ho you would:)

>apparrantly it has spurned the creation of many exciting games, but since
>I do not, I have to vote with the C crowd. Has anyone run the new
>Heartland through Gemulator? If it works let me know, I'd like to play
>it!

 It should...BUT....

STOS itself, the programming language does work under Gemulator,
therefore programs made should also work, if you have the rom cards
206 then everything should work fine, however if you are using a tos
image then its very doubtfull, also if you are using gemulator and
magiC then its also doubtfull as thats a different operating system,

 HTH :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 1352585269385253188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2be334fe1d082d2c
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Does anyone need reposts for Intro- Lesson 3
Date: 1997/01/01
Message-ID: <32ca407b.909154@news.airtime.co.uk>#1/1
X-Deja-AN: 207104721
references: <19970101022300.VAA28803@ladder01.news.aol.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 1 Jan 1997 02:25:08 GMT, rdupuy5596@aol.com (RDupuy5596) wrote:

>Hopefully everyone has the following parts:

>Intro
>Lesson 1
>Lesson 2
>Lesson 3

 Lesson three arrived, now lesson 2 seems to be coming through, but
where you list lesson 3 as part 1/4 2/4 etc, lesson 2 arrives as part
1 and part 2, I wonder if there is a part 3,

 Strange that lesson 3 arrived before 2

>By the way, feel free to copy these articles, modify them, do anything
>with them you'd like ... except claim that you wrote them you stinkin
>bastard...

 I am involved with a couple of uk diskzines, most prominantly ST+
that is released monthly and carries STOS and Assembler tutorials,
they would love this, please give me a header for the tutorial, ie:
who wrote it where when and why, and I will see it gets used starting
in the very next issue If thats alright?

>ooops, got a bit carried away there, ha! :-) Seriously, do whatever you'd
>like with them, I'm just writing these for my own edification and would
>love it if more people found them useful.

well I am, I recently learnt quite a bit about C, what it is and its
possiblities, so this comes along at just the right time, NICE ONE :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -5842122845796508963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: david@ritter.demon.co.uk (david knight)
Subject: Re: TEDINFO
Date: 1997/01/01
Message-ID: <43511354_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 207128168
x-nntp-posting-host: ritter.demon.co.uk
references: <38762485_000008_OASIS_NEWS@ritter.demon.co.uk>
<35932880_000008_OASIS_NEWS@ritter.demon.co.uk>
reply-to: david@ritter.demon.co.uk (david knight)
newsgroups: comp.sys.atari.programmer

In article <117cd$ef10.294@HERMES>
gmiller@inca.co.nz (Gaven Miller) wrote:-

```
>
>Given code of the form:
>
>TEDINFO *tip;   /* TedInfo Pointer */
>
>rsrc_gaddr( R_TEDINFO, itemnum, &tip );         /* get address of TEDINFO
structure
>                                                 associated with TEDINFO #itemnum */
>
>
>This call is useless, as it (and R_TEPTEXT, R_TEPTMPLT and R_TEPVALID)
>will not work as they requies the TEDINFO item number within the whole
>TEDINFO block in the resource file. This itemnum is not returned by most
>(all?) resource editors I know of.
>
>Instead you need to use something of the form:
>
>OBJECT *tree;
>
>rsrc_gaddr( R_TREE, treenum, &tree );   /* get treee pointer */
>tip = (TEDINFO *)tree[itemnum].ob_spec;
>
```

>This will load tip with the address of the TEDINFO structure within that
>tree.
>
>You can then get at the te_pvalid, te_ptext &c via "tip -> te_ptext" &c.
>

Thanks for the C code for this but unfortunately (as I stated in the
original posting) I'm using assembler and I do not know enough C to
work out what is happening in the above.

--

---
david@ritter.demon.co.uk

From -6897503269046616838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public

From: "Ron Pothier" <falken@tstonramp.com>
Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS --
through 12/23/96!!)
Date: 1997/01/01

Message-ID: <01bbf822$5e63dcc0$259a37ce@quantex-200>#1/1
X-Deja-AN: 207154046
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com> <5a7n72ogi1@news.ptd.net>
<852052484snz@courtfld.demon.co.uk>
organization: Pacific Bell Internet Services
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer

Toad is about the ONLY company tha still regards Atari computers as real
computers. Most of you guys still think of Atari as nothing more than a
game platform and sell them as a simple game server. Its the users of Atari

computers who have driven the prices down in private sales. A guy buys a 1040 for $700 and a few years later nobody will pay more than $50 for it. C'mon now folks, the hardware is much better than that. These are REAL computers, not nintendos.

Toad recognizes this fact and sells their stuff as real computers. They also stand behind their sales if something goes wrong. Toad currently sells a 1 meg 1040 for $199 and thats a very good and realistic price, but if a guy advertised one here for sale as an owner looking to sell his stuff, most of you would say thats too much for a 1040. SO admit it folks, either you have real computers or nintendos for sale in this group. I say that Atari made real computers and I bought them as such and will sell them as such when the time comes.

Raj Rijhwani <raj@courtfld.demon.co.uk> wrote in article
<852052484snz@courtfld.demon.co.uk>...
> In article <5a7n72ogi1@news.ptd.net>
> bendokus@postoffice.ptd.net "Greg Bendokus" writes:
>
> > sale...Anyway, I appreciate that they support Atari after all these
> > years, but get real...they have always charged close to full retail
> > for EVERYTHING, since the very beginning. How the hell did they
> > survive this long dealing Atari wares when all the good vendors fell
> > by the wayside?
>
> I know not the people of which you speak, but as a business man myself,
> I would suggest that the answer to your query lies in the question.
>
> They charge what the market will bear, and in so doing maintain the
> viability of their endeavour. Or to turn it the other way round, the
> ones you like because they charge less disappear because in keeping
> you happy they are themselves unviable in the long term.
> --
> Raj Rijhwani (umtsb5/16) | This is the voice of the Mysterons...
> raj@courtfld.demon.co.uk | ... We know that you can hear us
Earthmen
> scarlet@fido.zetnet.co.uk | "Lieutenant Green: Launch all
Angels!"
> http://www.courtfld.demon.co.uk/raj/ (demon, and gods, willing...)
>
>

From -4689938968057242527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2be334fe1d082d2c
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: Does anyone need reposts for Intro- Lesson 3
Date: 1997/01/01
Message-ID: <19970101210200.QAA20861@ladder01.news.aol.com>#1/1
X-Deja-AN: 207157101

references: <32ca407b.909154@news.airtime.co.uk>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Tony-

I posted Lesson 2 in one big part...before I ever posted Lesson 3(4 parts)...however it seems that most people did not get Lesson 2, even though it is on the America Online newsgroup server OK... America Online keeps dropping the connection if I try to send out the lessons in one big message...so I have been forced to split them up...when I reposted Lesson 2, I split them up into two parts.

I like the idea of posting these lessons to the Newsgroup, so I will continue. In the future I will split up the pages and each page will be clearly marked (i.e. Lesson 4 page 1 of 4, etc.) AND I will post on the day when I said I was going to post the lesson so that people will have a chance to get them before the newgroup servers loses them. Btw, the AOL newsgroup server keeps about 350 msgs for this newsgroup, is this similar to your experience??

I will get back to you through Email on your other questions...

From 6863475012359525231
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8cd113ff0ae3e51
X-Google-Attributes: gid1115ce,public
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Subject: Re: Programming and Magic PC
Date: 1997/01/01
Message-ID: <II9EJBAzatyyEwwc@thegibsons.demon.co.uk>#1/1
X-Deja-AN: 207160548
distribution: world
x-nntp-posting-host: thegibsons.demon.co.uk
references: <xHn6qLAZhCyyEwnw@thegibsons.demon.co.uk>
organization: The Mad House
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi Robert,

In article <19961231194500.OAA18437@ladder01.news.aol.com>, RDupuy5596 <rdupuy5596@aol.com> writes

>I use Gemulator with Magic 2...but I do Atari programming on my pc using
>Laser C..

Mmm - I'm going to try Magic PC first - the demo version from System

Solutions first !

>
>I've heard good things about Lattice 5.6 and will probably try that out
>when I get the funds...
>
>As for Laser C, it does work on the pc, but you must set Gemulator to
>Atari Disk Mode...I am not sure why this should be a requirement, but it
>will not work otherwise.
>
>Good Luck, and have a happy new year.

Thanks - and you too ! And thanks also for the well timed C tutorials -
sorry to hear about your upload problems.

Cheers,

   Drew ;^)

```
*>   drew@thegibsons.demon.co.uk   <*
*>       dgibson@cameo.co.uk       <*
*>   FidoNet  2:2501/101.15        <*
*>          NeST  90:102/202.15    <*
*>   AtariNet 51:6/502.15          <*
*>          TurboNet 100:105/3.15  <*
*>     A STandard ProBBS Point !   <*
```

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

From 2951209169513555260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4654be8a2dd772b2,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Repost, C Tutorial Intro 1 of 2
Date: 1997/01/01
Message-ID: <19970101220400.RAA22573@ladder01.news.aol.com>#1/1
X-Deja-AN: 207166160
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Subject: Intro. to C tutorial, part 1
From: rdupuy5596@aol.com (RDupuy5596)
Date: 30 Dec 1996 17:47:14 GMT
Message-ID: <19961230174500.MAA13314@ladder01.news.aol.com>

Welcome to the C programming tutorial!

This is the introduction to a continuing series. I have two specific

goals for this series: to teach the C programming language and to demonstrate its use on Atari compatible computers. That is, to teach the constructs of C, which is portable accross a wide variety of platforms, and to demonstrate its use by creating real world applications for the Atari compatible.

--What is C? What is C++?

C has been around for a long time, but it was during the heydey of Atari, Amiga, and Macintosh when C really came into its own as the language of choice for developing applications. C's popularity is due to three key points. One, C is a structured language. That is, a C application can be broken down into smaller, more maneagable segments that can be written and tested seperately from the application as a whole. Two, C is portable. That is most of the code you write for your Atari application can be reused in applications that you may write for a different platform, like the pc. Only machine specific routines need to be rewritten. Thirdly, C programs tend to run faster than other languages.

C++ is in some respects an entirely different language than C. Over the years, however C and C++ have melded in function. You must know C to understand C++. Some people learning C++ learn C at the same time, however it is wise to learn C first, and thoroughly before moving on to C++. C++ is an object oriented programming (OOP) language.

--Should I learn C or BASIC first?

The fundamentals of programming, i.e. accepting input, manipulating data, formatting output, are universal regardless of which language you choose and learning any language will help you develop analytical skills that you will find useful in other environments. There are versions of BASIC available free for the Atari computer, whereas C usually costs money. It may be wise to start programming in BASIC to see how well you like programming, although C compilers are pretty inexpensive nowadays. C has the advantage of being far more portable, should you choose to develop programs for other environments.

From 1681393890377275272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c30367a1046c2f83,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Repost, C Tutorial Intro, 2 of 2
Date: 1997/01/01
Message-ID: <19970101220500.RAA22600@ladder01.news.aol.com>#1/1
X-Deja-AN: 207166318
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer

x-admin: news@aol.com

Subject: Intro. to C tutorial, part 2
From: rdupuy5596@aol.com (RDupuy5596)
Date: 30 Dec 1996 17:49:03 GMT
Message-ID: <19961230174700.MAA13355@ladder01.news.aol.com>

--OK, I want to learn C. What do I need?

You'll need an Atari compatible computer. That is any Atari made ST or TT, or Falcon, or a clone. There are clones such as the Medusa (www.compdirect.com) and the C-LAB Falcon (www.ataricentral.com). Or you can have a pc outfitted with an emulator, such as gemulator 96 (www.emulators.com). In addition you will need a C compiler. I will be using Megamax's Laser C. You can't go wrong with this compiler and I will sell you one for $40US + shipping if you cannot find one elsewhere. (Email: RDupuy5596@aol.com)

A printer would be a great help, although not mandatory. In addition you may wish to purchase additional reference material. Some great reference books are available from Bravo Sierra Computers.(www.teleport.com/~bensmith/bscomputrs.shtml)

--What is this 'compiler' that you are talking about?

C is a structured language, applications are built from many smaller segments. Many of these segments are prewritten. A compiler contains libraries of prewritten program segments for use in your own programs. A compiler will link these segments together to create the final application. In addition, a compiler will check your code for syntax errors (typos and other mistakes). The compiler will make the final executable so anyone, even someone who doesn't own C, can run your programs!

--I'm still confused. Is there any hope for me?

Probably not, but don't despair. :-) Starting on January 1st, and about every two weeks thereafter I will post a lesson. Depending upon the response, I will attempt to answer any question you may have. Please post to the group and don't Email me individually. This is because, one, someone else may have the same question and, two, someone else may have the answer!<<<---Do to the limitations of usenet, I have changed my mind you may Email me individually(01/01/97)

----Robert Dupuy

From 4165737411042888284
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cb7d00cc40182e9,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Repost, C Tutorial Lesson 1, 1 of 2
Date: 1997/01/01
Message-ID: <19970101220600.RAA22643@ladder01.news.aol.com>#1/1
X-Deja-AN: 207166647
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

LESSON ONE - Get To Know Your Compiler.

If you'll recall from the introduction, the compiler is central to making a C application. The compiler translates the english-like syntax of your program into a binary (1's and 0's) that the computer can execute. In addition, since most C programs are broken into several segments, the compiler will link these segments together and will do some rudimentary error checking.

There are two types of compilers available: those that use and IDE (integrated development environment) and command line compilers. Megamax LaserC (which is the primary compiler for this tutorial) is a good example of an IDE compiler. In an IDE environment, the editor (used for typing in the C programs) and other functions are built in a easy to use shell. Command line compilers tend to be a little more cryptic. With a command line compiler you use any text editor or word processor to write your code. Error checking is harder to do with command line compilers, and you may have to learn and understand how to use scripts to keep track of various modules. Alcyon C that comes with the Atari Developers Kit is an example of a command line compiler. I highly recommend that you do not use a command line compiler to learn C.

The goal of this lesson is to familiarize yourself with how your compiler works and you will type in your first C program. It will not be necessary to understand this program, only to type it in EXACTLY as written, and to compile it.

First, if you have not done so already install Laser C. (or whatever compiler you are using). Refer to your documentation for help. If you still cannot install your compiler then post to this group and someone will help you out.

Double click on the Laser C icon. This will load the Shell and ram resident programs. If you will be using a command line compiler then load a text editor. Select the File menu, then select New. In the window type the following EXACTLY (case is important):

```
#include <stdio.h>
```

```
main() {
        printf("My first program\n");
        getchar();
             }
```

OK, now select the file menu again, and then select Save As. Save this file as First.C....

The file should now be saved to disk, you may change the name but be sure that it has the ".C" extension, this is necessary for your compiler to recognize it as a C program.. In Laser C, you may now pull down the Execute menu and select run. If you did not type any errors then Laser C will automatically compile and run the program. Hit return to exit the program. Now exit Laser C, you will find a program called First.prg on your disk. You may run the program again, if you'd like, just double click on it! (Remember to hit return to exit this program)

If you are using a command line compiler, please refer to the documentation. Command line compilers usually work by typing the name of the compiler followed by the program you wish to compile. Also there may be many options and several passes necessary to make them work. Please post to this group if you have questions about using your command line compiler.

From 6002189647198023586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f25878085fa2e10f,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Repost, C Tutorial Lesson 1, 2 of 2
Date: 1997/01/01
Message-ID: <19970101220700.RAA22669@ladder01.news.aol.com>#1/1
X-Deja-AN: 207166826
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

EXTRA CREDIT

OK, you may add comments to any program by using the following format:

/* put comments here */

Got that? You type (without the quotes) "/*" to start a comment and a "*/" to end the comment.

The "/*" tells the compiler to ignore all text and the "*/" tells the compiler to stop ignoring text. Comments don't change the way your final program runs or the size of your final program in anyway, but they are usefull for making your long programs readable by other programmers or yourself. Here is the first.c, this time with comments

```
/*
This is my very first program
*/

#include <stdio.h>  /* This is a header file.  Header file's have the '.h'
extension */

/* Every C program has a function called 'Main' */

main() {
         printf("My first program\n");  /*print my first program */
         getchar();  /* Wait for return */
              }
```

Of course in real life, you would not use this many comments. Comments that only state the obvious detract from readability and our goal is to make our code as readable as possible!

OK, compile this program, its exactly the same as the first! See, I told you....

Thats it for lesson one, in the next lesson we'll go over the format of C programs and what functions are all about.

p.s. always remember to end a comment with the '*/' . Its a common mistake to just start a new line without ending the comment. The compiler ignores all text untill it reaches a '*/' so if you leave one out, the compiler will ignore the rest of the program!

From -216820154897852528
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f832a6d9ad5b201,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Repost, C Tutorial Lesson 2, 1 of 2
Date: 1997/01/01
Message-ID: <19970101220900.RAA22703@ladder01.news.aol.com>#1/1
X-Deja-AN: 207167261
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

LESSON 2 - elements of a C program

OK, I'm going to keep things as simple as I can here.

Some elements of a C program are requirements that must be followed in order to allow your compiler to work. Other elements are by tradition or for readability and are not absolute design requirements.

Lets examine another sample program, its not necessary to understand everything about it at this time:

```
/* Count.C             */
/* This program will
   count to 10 and
   display the output  */

#include <stdio.h>  /* This header file defines printf()  */

main() {
     int count;

     for (count=1; count<11; count++)

         printf("\ncount=%d", count);
         getchar();
     }
```

```
/* Count.C             */
/* This program will
   count to 10 and
   display the output  */
```

A program starts with a comment that gives the filename and brief description of the program.
If you'll remember from lesson one, comments are simply remarks that are ignored by the compiler, but are useful reminders that aid other programmers in their understanding of your code. A remark begins (without the quotes) with a '/*' and must end with a '*/'

```
#include <stdio.h>  /* This header file defines printf()  */
```

The next portion of a C program is the preprocessor directives. These are #include and #define. The preprocessor directives are for the benefit
of the C compiler. The #include <stdio.h> tells the compiler that you will be
using the stdio.h header file. This header file contains information

about the printf() function. Confusing? Don't worry I'm just trying to
give you an outline of a C program, we will cover header files again.

From -7234325069391173568
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc79f27d394fe3f3,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Repost, C Tutorial Lesson 2, 2 of 2
Date: 1997/01/01
Message-ID: <19970101221000.RAA22737@ladder01.news.aol.com>#1/1
X-Deja-AN: 207167425
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

```
main() {
```

Remember, C is a structured language. That means you reuse code. over
and over.
Unlike languages such as BASIC, there are very few keywords in C. C is a
language
made up almost entirely of functions. Every C program contains a main()
function,
and by tradition main() goes first. Our example only has one function,
but in real life
C programs have many.

```
     int count;
```

Initializes a variable 'count' and tells the compiler that it will be an
integer.

```
     for (count=1; count<11; count++)
```

A for loop, don't worry about this just yet.

```
         printf("\ncount=%d", count);
```

printf() is not a keyword! printf() is a function that is being called.
We do not have to
rewrite this function because it has already been written. The printf()
is in the header
file stdio.h which we told the compiler to use at the beginning of the
program.

```
        getchar();   /* waits for the enter key before exiting */
```

getchar() is another function that is part of the stdio.h file.

```
     }
```

Clear as mud now? Don't worry, I just wanted to familiarize you with the makeup of a C program.
To Summarize: Start with some comments so you can remember what the program is all about later,
then you will do some preprocessor directives, such as telling the compiler what header files you
will be calling up in your program (what prewritten routines you will be borrowing), then you will write
the function main() which contains the logic of your program. Finally, you write any functions that
main() calls, but are not included in any header files(not necessary in this tiny example, but done in real life)

From 1861275290600628206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af6712404710c649,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Repost, C Tutorial Lesson 3, 1 of 4
Date: 1997/01/01
Message-ID: <19970101221100.RAA22780@ladder01.news.aol.com>#1/1
X-Deja-AN: 207167948
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

LESSON 3 - printf()

First, a personal aside.

I am using America Online to connect to the internet and anything that I try to post longer than a page will cause a disconnect, so I am going to have to keep splitting up these lessons. Which means, inevitably someone will find themselves missing a part. In addition, some newsgroup servers are so pressed for space that some articles do not last very long. If you need a repost..let me know.

Also, I realize that the example C programs that I have use probably still look like a bunch of gibberish, but don't let that get you down. Like any

language things will become more and more familiar to you in time, untill eventually you will wonder why you ever thought it was hard.

I thought long and hard about what the lesson plan should be today. Its a common fault of most tutorials to get bogged down with text formattting issues. Text formatting is great for understanding legacy applications, but not necessarily as important for programming a GUI (Graphical User Interface) environment like GEM.

Nevertheless, the GEM AES (Application Environment Services) will have to wait for more advanced lessons. So lets tackle printf() now, so we can begin programming today and so we can use it to display output as we continue learning the syntax of the C language.

As I mentioned in earlier lessons, printf() is not a C keyword, but a prewritten piece of code which is contained in virtually every C library. To be precise, it is contained in the header file stdio.h. (STanDard Input/Output) It is an output function.

(End part 1 of 4)

From 4428366887151714234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,24ffb478b5edc205,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Repost, C Tutorial Lesson 3, 2 of 4
Date: 1997/01/01
Message-ID: <19970101221200.RAA22807@ladder01.news.aol.com>#1/1
X-Deja-AN: 207168061
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

--How do I recognize a function?

Good question. Every function from the main() function to the most obscure is always the functions name followed by a set of parenthesees. Sometimes there is information inside the parentheseees, such as:

```
printf("Print this");
```

the information in the parenthesees is passed to the function. In later lessons, we will cover in greater detail how information is passed to and from functions. For now, just remember when you use printf() you are calling a function, and information you place between the parentheseees is

information you are passing to this function, which it will interpret and use to display information on your screen.

In the above example we are passing one argument. This arguement is the STRING CONSTANT "Print this"...we can pass more than one arguement to printf(). Consider the following example:

```
printf("My name is: %s","Robert");
```

within a C program, this would display:

```
My name is Robert
```

Why? Because %s is a FORMAT SPECIFIER. This tells printf() where to put a value and what kind of value to expect. %s tells it to look for a string. In this example the string is "Robert"

Lets take a look at another format specifier.

```
printf("I make %d per week",250);
```

This would display

```
I make 250 per week.
```

\

From 6528550243025773129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76ecb6deaf758ec7,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Repost, C Tutorial Lesson 3, 3 of 4
Date: 1997/01/01
Message-ID: <19970101221300.RAA22843@ladder01.news.aol.com>#1/1
X-Deja-AN: 207168285
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Why? because %d is a format specifier for a decimal integer value. It takes whatever is on the right of the comma and plugs it into the string on the left. Lets combine the previous two examples.

```
printf("My name is %s.  I make %d per week.","Robert",250);
```

What would this display?

In the above examples using format specifiers doesn't make much sense. It would be easier just to type out a string constant such as "My name is Robert. I make 250 per week" But remember, these are just examples,

format specifiers do come in handy. Lets take another look at that Count.C program from Lesson 2 and see if it makes any more sense now!

```
/* Count.C         */
/* This program will
     count to 10 and
     display the output */

#include <stdio.h>  /* Header file where printf() is located */

main() {

     int count;

      for (count=1; count<11; count++)

           printf("\ncount=%d",count);
           getchar();
}
```

If we examine the printf() function call here, we can now see that the value of count is substituted for '%d' We can also see a '\n' that is not printed when we run the program. That is because \n tells the printf() to start a new line. In typewriter speak, it technically does a carriage return and a line feed.

For extra credit. Delete the \n from the above program and recompile and re-run it.

From -6460236192171713248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (Martin)
Subject: Re: STOS
Date: 1996/12/28
Message-ID: <5a3qpt$4j3@neon.airtime.co.uk>
X-Deja-AN: 206460650
references: <613778688@news.airtime.co.uk> <851737591@p24.f101.n323.z205.mbh.org> <32c51efc.9570796@news.airtime.co.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

Well I can been so entertained by this reproire that I feel I simply have to jump in and say "Well done!". Ypou two should write for a BBC comedy series, good family entertainment. Anyway, enough. I have come back to add a few more (useless?) points?

>>So you happily moved the goal! First was STOS better because it could to
>>blazing fast arcade games although it isn't as compatible as C is. Now STOS is
>>better because STOS is better (#define BETTER STOS). It's nicer to write games
>>in?... Let me summarize:

Hmm, don't remember that!

> What are you talking about ? I said that given the choice, STOS is
>the best language to make games in 1996 compared to any other BASIC, I

You did..

>then said that I would even add C, I never mentiond fast or
>compatability, please do not trry to put words into my mouth,

Fair point, words shoved in ones mouth can leave a bitter aftertaste if
they are off... ;)

> I have since stated some things, but I have not moved the posts, my
>original statment stands good, you have done nothing to prove it
>otherwise, you make a gallant attempt and you do get me into corners
>by talking a good debate,
>
Ahh, how honest of you Tony. A good debate, that is true. Over 100 posts
(most of which were between you two people). To me that is, indeed, a
good debate!

> But really at the end of the day we have to let the software do the
>talking, mine has, your has not.....figure that one out :)

True... unles the C version is released with AT LEAST the same graphics,
sounds, music, options, levels, gameplay, speed, etc of the original.
Add to it if you like Hans but we are still waiting... us STers!

>>* C works on all Atari systems, STOS doesn't

> The only computers a STOS written game does not work on is the so
>called supre computers, Hades and Madusa, I do not see that as a
>compatability problem, so your compatability argument although true,
>is pretty useless ?

Works on mine, so I'm okay Jack. No probs where I am...

>>* C produces working code for all Atari systems, STOS doesn't

> Is that not exactly the same point as above?, and I proved that to be
>a useless point...

True, the same point worded differently... unless in your 1st point you
mean you can not even run STOS on all machines let alone STOS-written
programs? Need to clear this one up Hans!

>>* C will work on newer (not yet existing) TOS versions, STOS won't

> How the hell can you make a statement like that, that is impossible
>to know, you are talking rubish here,

You are asuming that there will be newer TOS versions? Heheheh, are we
all going to wake up and Atari never really went away? Hehehe.

>>* C can do GEM game, STOS can't

> I think that is a dissadvantage to C, thus you just shot yourself in
>the foot,

I agreee, I have not seen a decent looking GEM game. GEM was most
certainly not designed to be used for arcade games I am sure.

>>* C produces faster code than STOS

> Yawn, so what, how fast do you want to PRINT "SOMETHING"

Very true. Okay, so it gives you more processing time to do other things
which might have to be omitted in STOS because you would not get the
free time. In assembler this time is enough but in C it must surely be
minimal, by comparison?

>>* C allows structured programming with functions and data structures,
>> STOS doesn't

> So what, that has got to be the one most stupid statement you have
>made, what point is there to that? you are right, but so what, I may
>as well say STOS is better because it uses line numbers? you seem to
>be scraping the bottom of the barrel for reasons here?

Or... at least STOS does not forse you to use stupid curly brackets ;)

The idea that structured programming = quicker processing is, as any
schoolboy home coder will know, a load of old wotsits. Why? Well, it may
well be easier to read and debug (this I agree is true) but as far as
faster processing? An unconditional "Goto" is often considered a
programming "sin". I have, in the past, done timed tests and found that
it is more often than not more processor effecient to skip true cyclic
programming.

Besides, STOS does allow structured programming if you wish to utilise
it. Functions may easily be created.

>>* C can be used for all kinds of programming, STOS can only do games

> WRONG, See other posting for proof positive that your statement is

>outlandishly ill-informed and to be honest, suprisingly cheap of you,

Oi! STOS can only do games? Rubbish! By that token C can only do
applications :P

>>* C can produce it's own libraries (language extensions), STOS needs
>> assembley to do that

> eeerm again, so what? what is so good about that? it doesent seem to
>do the C "games" programmer any good does it..

Plus you can write subroutines in STOS which can easily be merged into a
program, so you are again wrong mister!

>>Yet STOS is the best language to do games in? Get a life! STOS is nice to do

> "Get a life", if you find my replies to you have taken a sour tint to
>them, it is because you have taken to cheap insults like this, at no
>point have I ever made a personal insult to you, even this message you
>are quoting and replying to was not to you personally, yet you feel
>the need to personally insult me, you tell me to "get a life" ?,

Oooer!! Well Hans, here's some rope to help you out of that hole you
just fell in :)

>>games in, especially for unexperienced programmers, but it is
>>certainly not the best language to do games in.

> Yes it is....you are wrong, but it is not enough to be wrong, today
>you have to be childish and insulting, whats up, game not going to
>plan hahahaha

Hmm, this seems to be the feeling of so many bitter (?) people today.
They HAVE to be right. It is impossible for other people to have
anything correct to say which might contravene them. And you are right,
when they realise they have lost an arguement it gets personal!

>> > This thread IS having the desired effect and making some people
>> > realise that STOS is not as bad as it used to be,

Yes, shame Mandarin couldn't take teh heat and dumped it... they could
have relaunched it as STOS '97 with most of the popular
extensions/commands as default (freeing up more extensions!) and really
shown that STOS is a viable language for games and serious use. There
are still some uninformed peopel out there who think of STOS as a SEUCK
type of affair!

>>But still isn't as good as C always has been.

> I never said STOS was better than C, in fact I have made every effort
>to say that C is better than STOS,

> But if someone wants to make a game, then STOS is the best choice,

Exactly... hehhee, but just so you know... ">>But still isn't as good as C always has been."!!!! Just in case ;)

>>Yes, it moved from total utter crap to could be sensible.

> How childish :(

Well, Tny, you are obviously dealing with a real debator here... someone who like sdebating a lot, a kind of "mass debator"? ;)

> Please stop talking about how good you are, and start showing, I am
>not going to have a debate with someone who resorts to childish
>witterings and cheap insults.....Goodbye :(

Wahay... hear! hear! Go on Hans, release that version of Heartland... go for it!!! You have nothing to lose, as you say C is so much better that STOS. Therefore we are waiting the game of teh century!! Oh, not too difficult with the lack of new releases, that's true!

Ooh! I look around and think I am lost here. I only came here for a bit of a wind up. Mind you, STOS is better than C, we all know that !!!!

HAHAHA!!

Lighten up everybody... |-|appy |\|ew '/ear

From 4904975402929048363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c239f549b54f706
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Accessory Malloc()
Date: 1996/12/28
Message-ID: <ea9_9612281602@conchbbs.com>#1/1
X-Deja-AN: 206470024
organization: Houston Area League of PC Users
x-ftn-to: perot@pallas.amp.uni-han
newsgroups: comp.sys.atari.programmer

p > Mfree and Fclose do not cause any harm, they may be called at
p > any time.

They may not cause harm, but they may not free the RAM or close the
file either.

p > So before using those ACCset and ACCreset calls you must
p > inquire whether you're with multi-tasking, and thus whether
p > you're allowed to use them.

Once again, if you are multi-tasking, cooperative or pre-emptive,
*prun will equal the accessory BPA (when you read it) unless it
isn't used at all (in which case changing it should do no harm).

(Actually, putting the test in is overkill, since at worst you will
be re-writing the current value.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 2569835299828294233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: MagiC radio buttons/check boxes - how to acces
Date: 1996/12/29
Message-ID: <GL4JADWAUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 206488247
references: <GL2OCCUQUp@tos.ak.planet.gen.nz> <5a277a$j20@orm.southern.co.nz>
content-length: 1277
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <5a277a$j20@orm.southern.co.nz> wrote :

>Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
>: Although I am unsure about this, I seem to remember hearing somewhere that
>: MagiC AES has its own inbuilt radio buttons and check boxes ("proper" ones
>: that look like circles and crossed boxes respectively).
>
>It does, although I'm not really sure how to get at them. They may just
>have to be called by creating a radio_button or check_box and calling it

>extended type 13 or 14 with a resource editor...

I'm not sure what you mean by "creating a radio_button or check_box".

>: Also, how can I check for the presence of MagiC?
>
>Check the TOS version number. It says 3.00 on my TOS 4.04 Falcon when
>MagiC is running. It also tells me that I'm running AES version 3.99...

That would be unreliable, since any AES could be version 3.99, and any TOS
version could be 3.00. I was wanting to know how to check for the presence
of MagiC, not for the AES or TOS version number.

Surely there is some cookie that signifies that MagiC is present?

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

From -6494760970985530824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/29
Message-ID: <5a4fgh$5b2@nr1.vancouver.istar.net>#1/1
X-Deja-AN: 206495271
references: <613778688@news.airtime.co.uk> <851737591@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sat, 28 Dec 96 02:46:16 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>So you happily moved the goal! First was STOS better because it could to
>blazing fast arcade games although it isn't as compatible as C is. Now STOS is
>better because STOS is better (#define BETTER STOS). It's nicer to write games
>in?... Let me summarize:

What are you talking about ? I said that given the choice, STOS is
the best language to make games in 1996 compared to any other BASIC, I
then said that I would even add C, I never mentiond fast or
compatability, please do not trry to put words into my mouth,
I have since stated some things, but I have not moved the posts, my
original statment stands good, you have done nothing to prove it
otherwise, you make a gallant attempt and you do get me into corners

by talking a good debate,

But really at the end of the day we have to let the software do the talking, mine has, your has not.....figure that one out :)

>* C works on all Atari systems, STOS doesn't

The only computers a STOS written game does not work on is the so called supre computers, Hades and Madusa, I do not see that as a compatability problem, so your compatability argument although true, is pretty useless ?

>* C produces working code for all Atari systems, STOS doesn't

Is that not exactly the same point as above?, and I proved that to be a useless point...

>* C will work on newer (not yet existing) TOS versions, STOS won't

How the hell can you make a statement like that, that is impossible to know, you are talking rubish here,

>* C can do GEM game, STOS can't

I think that is a dissadvantage to C, thus you just shot yourself in the foot,

>* C produces faster code than STOS

Yawn, so what, how fast do you want to PRINT "SOMETHING"

>* C allows structured programming with functions and data structures,
> STOS doesn't

So what, that has got to be the one most stupid statement you have made, what point is there to that? you are right, but so what, I may as well say STOS is better because it uses line numbers? you seem to be scraping the bottom of the barrel for reasons here?

>* C can be used for all kinds of programming, STOS can only do games

WRONG, See other posting for proof positive that your statement is outlandishly ill-informed and to be honest, suprisingly cheap of you,

>* C can produce it's own libraries (language extensions), STOS needs
> assembley to do that

eeerm again, so what? what is so good about that? it doesent seem to do the C "games" programmer any good does it..

>Yet STOS is the best language to do games in? Get a life! STOS is nice to do

"Get a life", if you find my replies to you have taken a sour tint to them, it is because you have taken to cheap insults like this, at no point have I ever made a personal insult to you, even this message you are quoting and replying to was not to you personally, yet you feel the need to personally insult me, you tell me to "get a life" ?,

>games in, especially for unexperienced programmers, but it is
>certainly not the best language to do games in.

Yes it is....you are wrong, but it is not enough to be wrong, today you have to be childish and insulting, whats up, game not going to plan hahahaha

> > This thread IS having the desired effect and making some people
> > realise that STOS is not as bad as it used to be,

>But still isn't as good as C always has been.

I never said STOS was better than C, in fact I have made every effort to say that C is better than STOS,
But if someone wants to make a game, then STOS is the best choice,

> > Ask Hans and anyone else, what they used to think of STOS, and ask if
> > they have changed there mind in the last couple of months,

>Yes, it moved from total utter crap to could be sensible.

How childish :(

Please stop talking about how good you are, and start showing, I am not going to have a debate with someone who resorts to childish witterings and cheap insults.....Goodbye :(

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -7993221999625181065
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/29
Message-ID: <5a4fpa$5b2@nr1.vancouver.istar.net>#1/1
X-Deja-AN: 206495739

references: <1448650943@news.airtime.co.uk> <851737570@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sat, 28 Dec 96 02:15:34 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > enough to keep my opinion as it is, STOS is best for making games,
> > *I* already proved this?
>
>You did? Well, yes, from STOS point of view, STOS is best for making games

 Well done Hans, you just ended this thread...thanks :))

>because it's the only thing it can be used for. But that doesn't matter to this

 WHAT!!!!!!! eh? what do you mean its the only thing it can be used
for, we went through this once and I proved you wrong once,

 eg: there are more diskzines in the UK using a STOS written shell
than any other,
 eg: The only multimedia displayer for a FM that allows text,
animation, sampled sound, music, colourd text, choice of fonts etc in
the one file is a STOS program

 And other peoples software, well how about Video Supreme? show me a
rival to that, or how about grafix, both are COMMERCIAL programs, NOT
games and are STOS, Education titles, STOS surely rules in that
department, there are lots of instances of STOS in public domain and
commercialy released software that are not games,

 You say STOS can only do games, ???? You are wrong again.....

>discussion, because we were comparing STOS with other languages and then STOS is
>way behind C, even on it's speciality: arcade games.

  So you keep saying, I proved STOS is better, and until you can prove
otherwise then you are wrong, talk is cheap!

>intention is to write real cool games and you don't want to use assembley you
>have to use C for the best results, not STOS.

 again, I proved STOS is best, now you please stop talking and start
proving...yes?

> > what is the point of that, you must make a better version or say STOS
> > is best.....

>Well, by writing a faster game I proved C is at least on par with STOS on the

NO NO NO, you have talked about it, you have proved nothing, I showed
you a good arcade style , fast smooth game, you have not showed me a
arcade type game written in C, you just talked about it, that is NOT
proof,

>allow you to show a too big screen and the game is also faster. In arcade games
>bigger and faster usually is better.

In YOUR opinion...

> > you mean it takes MORE than reading a joystick ?
>
>No, where did I say that? reading the joystick has to be done by a intterupt

You accused me of not adding Joypad support because the main loop
could not handle the time, I say I already check for joystick, so in
the options screen someone chooses a jagpad then I simply swap a few
pointers and the routine looks for jagpad instead of joystick, same
time, no problem....so me not including jagpad was because I havent
got one to test with, and NOT because of proc time as you suggest,
your wrong again,

> >> Requests for the finished game can be send to:
> >> mr_ni@mst.tn.utwente.nl
> >
> > yes request it, talk about it....but we still have not seen it?
>
>It will be released. Please allow me some time to finish the product. It will
>be finished before februari 1997.

So you get a couple of months brainwashing everyone by telling them
you can do it, you tell everyone its faster and better and you tell
everyone you have proved it,
Why not wait until you have done it before you start telling everyone
how good you are ?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4097083787880051558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens)
Subject: OK, you win - I'm outta here (was Re: STOS)
Date: 1996/12/29

Message-ID: <5a4gp0$nq4$1@nadine.teleport.com>#1/1
X-Deja-AN: 206498248
references: <613778688@news.airtime.co.uk> <851737591@p24.f101.n323.z205.mbh.org>
organization: Portland Atari Club
newsgroups: comp.sys.atari.programmer

> What are you talking about ? I said that given the choice, STOS is
>the best language to make games in 1996 compared to any other BASIC, I

Well, since you guys have turned this newsgroup into the "MPLIBTYPL"
instead of the forum for exchanging programming info that it was
intended for, I guess I have no further use for the waste of
bandwidth. I'm unsubscribing.

It's a damn shame that Atarians have to act like Sinclap.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From -3448424820879355714
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/29
Message-ID: <5a4jb6$5b2@nr1.vancouver.istar.net>#1/1
X-Deja-AN: 206502514
x-nntp-posting-host: swampdog.demon.co.uk
organisation: SwampDog
organization: iSTAR internet Incorporated
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <851642272@p24.f101.n323.z205.mbh.org>

Hans Wessels <mr_ni@mbh.org> said:-

>Guy Harrison wrote:
>
> > In article <659_JRichard@nest.demon.co.uk>
> > JRichard@nest.demon.co.uk (John Richardson) said:-
> >>
> >> "a"   - Append in default mode.
> >> "a+"   - Append and read in default mode.
> >> "ra"   - Read in ascii mode.
> >> "aa"   - Append in ascii mode.
> >> "aa+"   - Append and read in ascii mode.
> >> "ab"   - Append in binary mode.
> >>
> >> There are other combinations but you get the picture.
> >
> > This is from ANSI?
> >
> > If so, then there are differences between it and K&R! :-(
>
>No, "ra", "aa", "aa+" DO NOT EXIST in ANSI C. It's an extension of Lattice C on
>the Ansi standard. The problem is that they don't say the second 'a' is an
>extension of their own.

Ah, I see! I wonder who dreamt that daft idea up? ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 2712369185613518175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MagiC radio buttons/check boxes - how to access?
Date: 1996/12/29
Message-ID: <5a4jbi$5b2@nr1.vancouver.istar.net>#1/1
X-Deja-AN: 206502545
x-nntp-posting-host: swampdog.demon.co.uk
organisation: SwampDog
organization: iSTAR internet Incorporated
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <GL2OCCUQUp@tos.ak.planet.gen.nz>
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>Although I am unsure about this, I seem to remember hearing somewhere that
>MagiC AES has its own inbuilt radio buttons and check boxes ("proper" ones
>that look like circles and crossed boxes respectively).
>
>Since the MagiC programmer documentation is in German, it is difficult for
>me to use these features. Can someone explain how to use MagiC's radio
>butons and checkboxes (in English)? Thanks!

If ob_flags bit15 is set in a normal G_BUTTON then a toggle is drawn.
If the button is a radio button then a Mac style radio button will be
drawn instead. Normal Gem ignores this and displays the usual way.

>Also, how can I check for the presence of MagiC?

Look in the cookie jar for MAGX. It contains a pointer to the
MAGX_COOKIE structure which is defined in magx.h.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 3146134956613336576
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e55d55f8c97ffa2a
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: Standards for programming in GEM??
Date: 1996/12/29
Message-ID: <5a4ns3$5b2@nr1.vancouver.istar.net>#1/1
X-Deja-AN: 206517132
references: <5a1p9a$sgo@snail.stack.nl>
organization: JR Enterprises
x-posted-by: @206.165.20.58 (rojewski)
newsgroups: comp.sys.atari.programmer

On 28 Dec 1996 01:23:06, Marcel Veltmaat wrote:
>Hi all,

>Now I was wondering if there are any know standards in programming the
>Atari. Or do I have to find all possible libraries on the net and put them
>together to find out which functions are best to use?
>
The Atari Compendium CD has all sorts of things, including some of the
more recent standards for GEM interfaces, etc. It also contains a lot
of associated source code and samples, as well as the docs on AES,
VDI, XBIOS, etc. I got mine for about $30 USD.

Hope this helps,
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From -8244971193213455311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (Martin)
Subject: Re: STOS
Date: 1996/12/29
Message-ID: <5a4ssg$5b2@nr1.vancouver.istar.net>
X-Deja-AN: 206528124
references: <613778688@news.airtime.co.uk> <851737591@p24.f101.n323.z205.mbh.org>
<32c51efc.9570796@news.airtime.co.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

Well I can been so entertained by this reproire that I feel I simply
have to jump in and say "Well done!". Ypou two should write for a BBC
comedy series, good family entertainment. Anyway, enough. I have come
back to add a few more (useless?) points?

>>So you happily moved the goal! First was STOS better because it could to
>>blazing fast arcade games although it isn't as compatible as C is. Now STOS is
>>better because STOS is better (#define BETTER STOS). It's nicer to write games
>>in?... Let me summarize:

Hmm, don't remember that!

> What are you talking about ? I said that given the choice, STOS is
>the best language to make games in 1996 compared to any other BASIC, I

You did..

>then said that I would even add C, I never mentiond fast or
>compatability, please do not trry to put words into my mouth,

Fair point, words shoved in ones mouth can leave a bitter aftertaste if
they are off... ;)

> I have since stated some things, but I have not moved the posts, my
>original statment stands good, you have done nothing to prove it
>otherwise, you make a gallant attempt and you do get me into corners
>by talking a good debate,
>
Ahh, how honest of you Tony. A good debate, that is true. Over 100 posts
(most of which were between you two people). To me that is, indeed, a
good debate!

> But really at the end of the day we have to let the software do the
>talking, mine has, your has not.....figure that one out :)

True... unles the C version is released with AT LEAST the same graphics,
sounds, music, options, levels, gameplay, speed, etc of the original.
Add to it if you like Hans but we are still waiting... us STers!

>>* C works on all Atari systems, STOS doesn't

> The only computers a STOS written game does not work on is the so
>called supre computers, Hades and Madusa, I do not see that as a
>compatability problem, so your compatability argument although true,
>is pretty useless ?

Works on mine, so I'm okay Jack. No probs where I am...

>>* C produces working code for all Atari systems, STOS doesn't

> Is that not exactly the same point as above?, and I proved that to be
>a useless point...

True, the same point worded differently... unless in your 1st point you
mean you can not even run STOS on all machines let alone STOS-written
programs? Need to clear this one up Hans!

>>* C will work on newer (not yet existing) TOS versions, STOS won't

> How the hell can you make a statement like that, that is impossible
>to know, you are talking rubish here,

You are asuming that there will be newer TOS versions? Heheheh, are we
all going to wake up and Atari never really went away? Hehehe.

>>* C can do GEM game, STOS can't

> I think that is a dissadvantage to C, thus you just shot yourself in
>the foot,

I agreee, I have not seen a decent looking GEM game. GEM was most
certainly not designed to be used for arcade games I am sure.

>>* C produces faster code than STOS

> Yawn, so what, how fast do you want to PRINT "SOMETHING"

Very true. Okay, so it gives you more processing time to do other things
which might have to be omitted in STOS because you would not get the
free time. In assembler this time is enough but in C it must surely be
minimal, by comparison?

>>* C allows structured programming with functions and data structures,
>> STOS doesn't

> So what, that has got to be the one most stupid statement you have
>made, what point is there to that? you are right, but so what, I may
>as well say STOS is better because it uses line numbers? you seem to
>be scraping the bottom of the barrel for reasons here?

Or... at least STOS does not forse you to use stupid curly brackets ;)

The idea that structured programming = quicker processing is, as any
schoolboy home coder will know, a load of old wotsits. Why? Well, it may
well be easier to read and debug (this I agree is true) but as far as
faster processing? An unconditional "Goto" is often considered a
programming "sin". I have, in the past, done timed tests and found that
it is more often than not more processor effecient to skip true cyclic
programming.

Besides, STOS does allow structured programming if you wish to utilise
it. Functions may easily be created.

>>* C can be used for all kinds of programming, STOS can only do games

> WRONG, See other posting for proof positive that your statement is
>outlandishly ill-informed and to be honest, suprisingly cheap of you,

Oi! STOS can only do games? Rubbish! By that token C can only do
applications :P

>>* C can produce it's own libraries (language extensions), STOS needs
>> assembley to do that

> eeerm again, so what? what is so good about that? it doesent seem to
>do the C "games" programmer any good does it..

Plus you can write subroutines in STOS which can easily be merged into a

program, so you are again wrong mister!

>>Yet STOS is the best language to do games in? Get a life! STOS is nice to do

> "Get a life", if you find my replies to you have taken a sour tint to
>them, it is because you have taken to cheap insults like this, at no
>point have I ever made a personal insult to you, even this message you
>are quoting and replying to was not to you personally, yet you feel
>the need to personally insult me, you tell me to "get a life" ?,

Oooer!! Well Hans, here's some rope to help you out of that hole you
just fell in :)

>>games in, especially for unexperienced programmers, but it is
>>certainly not the best language to do games in.

> Yes it is....you are wrong, but it is not enough to be wrong, today
>you have to be childish and insulting, whats up, game not going to
>plan hahahaha

Hmm, this seems to be the feeling of so many bitter (?) people today.
They HAVE to be right. It is impossible for other people to have
anything correct to say which might contravene them. And you are right,
when they realise they have lost an arguement it gets personal!

>> > This thread IS having the desired effect and making some people
>> > realise that STOS is not as bad as it used to be,

Yes, shame Mandarin couldn't take teh heat and dumped it... they could
have relaunched it as STOS '97 with most of the popular
extensions/commands as default (freeing up more extensions!) and really
shown that STOS is a viable language for games and serious use. There
are still some uninformed peopel out there who think of STOS as a SEUCK
type of affair!

>>But still isn't as good as C always has been.

> I never said STOS was better than C, in fact I have made every effort
>to say that C is better than STOS,
> But if someone wants to make a game, then STOS is the best choice,

Exactly... hehhee, but just so you know... ">>But still isn't as good
as C always has been."!!!! Just in case ;)

>>Yes, it moved from total utter crap to could be sensible.

> How childish :(

Well, Tny, you are obviously dealing with a real debator here... someone
who like sdebating a lot, a kind of "mass debator"? ;)

> Please stop talking about how good you are, and start showing, I am
>not going to have a debate with someone who resorts to childish
>witterings and cheap insults.....Goodbye :(

Wahay... hear! hear! Go on Hans, release that version of Heartland... go for it!!! You have nothing to lose, as you say C is so much better that STOS. Therefore we are waiting the game of teh century!! Oh, not too difficult with the lack of new releases, that's true!

Ooh! I look around and think I am lost here. I only came here for a bit of a wind up. Mind you, STOS is better than C, we all know that !!!!

HAHAHA!!

Lighten up everybody... |-|appy |\|ew '/ear

From -689075361864114341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e55d55f8c97ffa2a
X-Google-Attributes: gid1115ce,public
From: rog <@>
Subject: Re: Standards for programming in GEM??
Date: 1996/12/29
Message-ID: <32c5faa5.0@news.pinc.com>#1/1
X-Deja-AN: 206529918
references: <5a1p9a$sgo@snail.stack.nl>
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.2 (Windows; U; 16bit)

HI,

I suggest MEGAMAX C, if you can find a copy of it. It came originally with a visual design interface and code generator for the atari STs and GEM.

This was a 2 pass compiler and made excellent 68000 code. The other quality C compiler for the STs was the Lattice C compiler. I think Michtron was handling that one last I looked.

regards.

Pete

From -3028183010303590621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
From: ekl@metronet.com
Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS --
through 12/23/96!!)
Date: 1996/12/29
Message-ID: <32C61367.4FAF@metronet.com>#1/1
X-Deja-AN: 206543686
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com>
<Pine.SUN.3.92.961226024620.9027A-100000@kelly.teleport.com>
to: Bravo Sierra Computers <bensmith@teleport.com>
content-type: text/plain; charset=us-ascii
organization: TMI news testing
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer
x-mailer: Mozilla 3.01 (Win95; I)

> their families. I just received a Toad-M SwitchBox which will let me use
> a MultiSync Monitor on my Atari ST to do Color and MonoChrome on the same
> MultiSync. This will also be the Last one Toad makes as their Technician
> is leaving because not enough people wanting to keep him Employed with a
> DEMAND for work. I know about the Crap that Bonafide Atari dealers put up
> with. And how many don't appreciate them. I blame it all on Atari,
> especially their slogan "Power without the Price!"
>
> ==Thanx==
> ===Ben===

Ben, I used to hate it when people said that Atari was dead. But now
its true.
There is no more Atari computer company. Your 'Multisync Switch Box' is
not
only totally unnecessary on new equipment (the need for such was just a
way to

sell monitors anyway), but you can make one yourself with a small platic box
and a rotary switch. Total cost about $5-$10 and 30 mins to an hour of work.
So, forgive me if I'm not floored at the loss of the WonderTech and his super switch box.

Toad prices suck. All Atari prices such. A Pentium 90 w/512K cache, dual EIDE
controllers, dual 16550 UART serial ports, parallel, full PCI, etc, is $250!
Add a case, hard disk, monitor, and keyboard - all of which can be had at your
local sidewalk sale for pennies, and you have a decent machine. Add Linux for
an OS and you never have to look at MicroSloth either. I hate Intel, but the
ST just doesn't have the power, and its WAY too expensive to upgrade. That's
why I dumped the Atari 8-bit - upgrade was too expensive. Now there isn't any
cheap Atari to upgrade too. Sure a Hades would be great, but if I was gonna
buy another unsupported piece of hardware, I'd get a BeBox - at least that has
some upgradeability and a decent price point.

CYA,
Evan

From 8178100520250430792
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: OK, you win - I'm outta here (was Re: STOS)
Date: 1996/12/29
Message-ID: <32c65b6c.3832798@news.airtime.co.uk>#1/1
X-Deja-AN: 206581999
references: <613778688@news.airtime.co.uk> <851737591@p24.f101.n323.z205.mbh.org>
<5a4gp0$nq4$1@nadine.teleport.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 29 Dec 1996 01:16:16 GMT, in comp.sys.atari.programmer you wrote:

>Well, since you guys have turned this newsgroup into the "MPLIBTYPL"

 We are discussing the most appropriate programming language between

BASIC and C for making games, please try to understand the thread
before complaining,

>instead of the forum for exchanging programming info that it was

 Ho realy ?, read some of the messages, there is more programming
information in this thread than you will find anywhere else, STOS and
C and other BASICS have all been covered, Yes a fair amount of
bickering that we happen to be enjoying thank you,

 Nevertheless if you look then you will see a hell of a lot of
programming information, all you have to do is look?,

 For examply this is a STOS thread, yet I have learnt more about C
than I ever learnt anywhere else, Hopefully others have learnt about
STOS, try looking at the positive, not the negative,

 Your suggestion that programming information has not been exchanged
in this thread is..is well just rediculous to the extreme,

>intended for, I guess I have no further use for the waste of
>bandwidth. I'm unsubscribing.

 That is your choice, maybe if we start to talk about knitting then
that will be acceptable ?, but we have a saying for the above, it's
called "Cutting off your nose to spite your face"

>It's a damn shame that Atarians have to act like Sinclap.

 You may not like this thread, but it is on topic, it does comply with
the spirit of the newsgroup by the fact that it is about programming
and there is a lot of information, SO WHY HAVE YOU JUST MADE A
PERSONAL INSULT TO ME ??

 We all know it would have been simple for you to ignore this thread,
but instead you felt the need to jump in and make ill informed
statements and personal insults :(

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 8604424669809955473
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268,start
X-Google-Attributes: gid1115ce,public
From: david@ritter.demon.co.uk (david knight)

Subject: TEDINFO
Date: 1996/12/29
Message-ID: <38762485_000008_OASIS_NEWS@ritter.demon.co.uk>#1/1
X-Deja-AN: 206608674
x-nntp-posting-host: ritter.demon.co.uk
reply-to: david@ritter.demon.co.uk (david knight)
newsgroups: comp.sys.atari.programmer

I am trying to learn how to program GEM applications in assembler but
I'm having trouble finding out what text was entered in editable
fields from dialogue boxes.

Can anyone help me with this or point me to somewhere that I can get
more info on the structure of TEDINFO? (on line preferable as I can't
really afford to buy any books on the subject)

--

---
david@ritter.demon.co.uk

From -3862972912370221367
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/29
Message-ID: <851867476@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 206611228
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <832274387@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 319b7fd3
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32c67754
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Here we go agian!

Tony Greenwood wrote:
 >
 > On Sat, 28 Dec 96 02:15:34 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
 >
 >
 >> enough to keep my opinion as it is, STOS is best for making games,
 >> *I* already proved this?
 >>
 >> You did? Well, yes, from STOS point of view, STOS is best for making
 >> games
 >
 > Well done Hans, you just ended this thread...thanks :))

This is an argument of type 1. The best programming language to do something in is the computer language you know best. No discussion possible on this point. In this thread we are discussing which programming language is the best one to write games in.

Most important part is here the speed of the resulting game (because the thread evolved to the arcade game type, and arcade games need smooth animations and fast response to user action, to accomplish that the language has to be fast.)

 >> because it's the only thing it can be used for. But that doesn't
 >> matter to this
 >
 > WHAT!!!!!!! eh? what do you mean its the only thing it can be used
 > for, we went through this once and I proved you wrong once,

I know, I was stating things a bit black white. STOS was primary written as an game programming language, and ofcourse, you can do other things with susch a language.

 >> discussion, because we were comparing STOS with other languages and
 >> then STOS
 > is
 >> way behind C, even on it's speciality: arcade games.
 >
 > So you keep saying, I proved STOS is better, and until you can prove
 > otherwise then you are wrong, talk is cheap!

I can prove it, the code is running overhere, for now you simply have to believe me, to morrow (30-12-1996) you can test the game (that is if the mail wont be screwed up again).

 >> intention is to write real cool games and you don't want to use
 >> assembley you have to use C for the best results, not STOS.
 >
 > again, I proved STOS is best, now you please stop talking and start
 > proving...yes?

I will, I told you I will, so I will, is it so hard to believe what I am

claiming? Or are you eager to get a better version of the game?

>> Well, by writing a faster game I proved C is at least on par with STOS
>> on the
>
> NO NO NO, you have talked about it, you have proved nothing, I showed
> you a good arcade style , fast smooth game, you have not showed me a
> arcade type game written in C, you just talked about it, that is NOT
> proof,

It's working on my computer, it does exist, you haven't seen it. Bu again you will get a version real soon (the internet acces is the problem right now).

>> allow you to show a too big screen and the game is also faster. In
>> arcade games bigger and faster usually is better.
>
> In YOUR opinion...

Please tell me yours. Whats a good arcade game? It has to be fast and smooth, doesn't it?

>
>> you mean it takes MORE than reading a joystick ?
>>
>> No, where did I say that? reading the joystick has to be done by a
>> intterupt
>
> You accused me of not adding Joypad support because the main loop
> could not handle the time, I say I already check for joystick, so in
> the options screen someone chooses a jagpad then I simply swap a few
> pointers and the routine looks for jagpad instead of joystick, same
> time, no problem....so me not including jagpad was because I havent
> got one to test with, and NOT because of proc time as you suggest,
> your wrong again,

No, I am reading Jouystick cursor keys and you pad at the same time. You can play whith any of them and change at all times. So I need time to scan the keyboard and get the joystick actions and time to read the joypad. So more input devices will take more time in my case.

> So you get a couple of months brainwashing everyone by telling them
> you can do it, you tell everyone its faster and better and you tell
> everyone you have proved it,
> Why not wait until you have done it before you start telling everyone
> how good you are ?

Either I have to be called sneaky devil because I am not telling I was working on the game or I am salling vapor ware. My delemma is that I have to prove that C is better and at the same time I want to do a realy good game, not just a bit of a game just lloking like heartland, but a bit better like you ask. That will take time. So I am gaving away a preview right now and will release the completed game in a month.

Bye, Hans Wessels

From 8653721794903445935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/29
Message-ID: <851872981@p24.f101.n323.z205.mbh.org>
X-Deja-AN: 206611232
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3347311906@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk c783ed22
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32c68cd5
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

 >> So you happily moved the goal! First was STOS better because it could
 >> to blazing fast arcade games although it isn't as compatible as C is.
 >> Now STOS is better because STOS is better (#define BETTER STOS). It's
 >> nicer to write games in?... Let me summarize:
 >
 > What are you talking about ? I said that given the choice, STOS is
 > the best language to make games in 1996 compared to any other BASIC,
 > I then said that I would even add C, I never mentiond fast or
 > compatability, please do not trry to put words into my mouth,
 > I have since stated some things, but I have not moved the posts, my
 > original statment stands good, you have done nothing to prove it
 > otherwise, you make a gallant attempt and you do get me into corners
 > by talking a good debate,

STOS is the best language to make games in 1996.
Can I make a GEM game? No.
Can I make a game for a so called super computer? (including TT's) No.
Will my game work on a not yet released TOS version? No.

Why should I use STOS then?

In <32b03219.1215756@news.airtime.co.uk> Tony Greenwood wrote:
...
> I still feel STOS would taking the above into consideration be the
>wisest choice, The only draw back STOS has is a slight compatability
>problem with SUPER comuters, the only drawback other BASICS and C have
>is they cannot manage anything that needs speed,timing and power, the
>choice is easy :)
...

Now you are on the point saying STOS isn't as fast as C is. Please tell me what's left except your feeling STOS is better? What arguments are left for STOS?

 >> * C works on all Atari systems, STOS doesn't
 >
 > The only computers a STOS written game does not work on is the so
 > called supre computers, Hades and Madusa, I do not see that as a
 > compatability problem, so your compatability argument although true,
 > is pretty useless ?

It isn't working on the TT too. Useless? Please let the programmer decide on which computers the game should work, not the programming language. Are you to decide super computer owners shoulnd't have games?

 >> * C produces working code for all Atari systems, STOS doesn't
 >
 > Is that not exactly the same point as above?, and I proved that to be
 > a useless point...

No, the first is you can program on al the computers, that is writing the code compiling the code into a complet program. The second point is on which systems should the compiled code work. I am writing code on my ST targeted for all other Atari computers, or in the case of heartland 2.0 targeted to ST, STe, Falcon and TT. An hades owner can write code on his Hades that is ment to be used on an ST. So the first is development, the second is the target platform Clearly two different things.

 >> * C will work on newer (not yet existing) TOS versions, STOS won't
 >
 > How the hell can you make a statement like that, that is impossible
 > to know, you are talking rubish here,

No, not in case of STOS. STOS has a table with the OS adress of certain routines or tables. In a newer OS the adres will probably be different. Most other languages use trapes and documented system vectors to acces the OS.

 >> * C can do GEM game, STOS can't
 >
 > I think that is a dissadvantage to C, thus you just shot yourself in
 > the foot,

Please explain me why... You don't have to use GEM, you CAN use GEM. The choise is to the programmer.

>> * C produces faster code than STOS
>
> Yawn, so what, how fast do you want to PRINT "SOMETHING"

How fast do you want to display your background sprites?

>> * C allows structured programming with functions and data structures,
>> STOS doesn't
>
> So what, that has got to be the one most stupid statement you have
> made, what point is there to that? you are right, but so what, I may
> as well say STOS is better because it uses line numbers? you seem to
> be scraping the bottom of the barrel for reasons here?

Data structures and functions are usefull in more advanced games like tet adventures board games with an 'intelligent' computer opponent.

>> * C can be used for all kinds of programming, STOS can only do games
>
> WRONG, See other posting for proof positive that your statement is
> outlandishly ill-informed and to be honest, suprisingly cheap of you,

Yes it is, I was thinking about a lot of GEM stuff and so on, maybe even a compression program?

>> * C can produce it's own libraries (language extensions), STOS needs
>> assembley to do that
>
> eeerm again, so what? what is so good about that? it doesent seem to
> do the C "games" programmer any good does it..

Well, I designed some routines for heartland. I might put those together in a library for next time use?

> "Get a life", if you find my replies to you have taken a sour tint to
> them, it is because you have taken to cheap insults like this, at no
> point have I ever made a personal insult to you, even this message
> you are quoting and replying to was not to you personally, yet you
> feel the need to personally insult me, you tell me to "get a life" ?,

If getting a live is insulting I will take my words back. I underestimated the power of that saying then. I thought I was a proper way to ask you to review all arguments again.

>> But still isn't as good as C always has been.
>
> I never said STOS was better than C, in fact I have made every effort
> to say that C is better than STOS,
> But if someone wants to make a game, then STOS is the best choice,

That is not the same as saying STOS is the best game language. If someone wants to make a game the programming language he knows best is the best choise. It's

not possible to argue about that. We can only argue about which wich language can make the best game.

Bye, Hans Wessels

From 5902778939223691812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/29
Message-ID: <851874258@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 206611238
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2938081098@neon.airtime.co.uk>
x-ftn-reply: neon.airtime.co.uk af1f8f4a
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32c691d2
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Martin wrote:

 >>> So you happily moved the goal! First was STOS better because it could
 >>> to blazing fast arcade games although it isn't as compatible as C is.
 >>> Now STOS is better because STOS is better (#define BETTER STOS). It's
 >>> nicer to write games in?... Let me summarize:
 >
 > Hmm, don't remember that!

Do I have to quote the quotations of Uwe Haase again?

 >> But really at the end of the day we have to let the software do the
 >> talking, mine has, your has not.....figure that one out :)
 >
 > True... unles the C version is released with AT LEAST the same graphics,
 > sounds, music, options, levels, gameplay, speed, etc of the original.
 > Add to it if you like Hans but we are still waiting... us STers!

Trust me, it will be there. I can either rush a same version out right now (with al larger visible play field) or a far better version within a month?

Which one do you want?

>>> * C will work on newer (not yet existing) TOS versions, STOS won't
>
>> How the hell can you make a statement like that, that is impossible
>> to know, you are talking rubish here,
>
> You are asuming that there will be newer TOS versions? Heheheh, are
> we all going to wake up and Atari never really went away? Hehehe.

There are new TOS versions (patched versions) in the new super computers. A complete new TOS comaptible OS is called magic. I think there will be a day there won't be TOS in ROM but Magic. There is the phenix project develloping a new TOS version. So yes, there are still changes for a new TOS version.

>>> * C can do GEM game, STOS can't
>
>> I think that is a dissadvantage to C, thus you just shot yourself in
>> the foot,
>
> I agreee, I have not seen a decent looking GEM game. GEM was most
> certainly not designed to be used for arcade games I am sure.

That's true, but you DON'T to have use GEM, you CAN use GEM if you want. For example if you want to write a game like Free cell. This is exactly what I mean with moving goal posts. You are thinking about arcade games for ST's. A best programming language for games has to do all king of games, GEM and non GEM. Otherwise it's something like the best programing language for arcade games.

>>> * C produces faster code than STOS
>
>> Yawn, so what, how fast do you want to PRINT "SOMETHING"
>
> Very true. Okay, so it gives you more processing time to do other
> things which might have to be omitted in STOS because you would not get
> the free time. In assembler this time is enough but in C it must surely
> be minimal, by comparison?

Well, in my version of heartland I can show a game area of 160 lines on screen instead of 128 let mes see... 160/128*100% = 125% so 25% more screen. I wouldn't call that minimal.

> Oooer!! Well Hans, here's some rope to help you out of that hole you
> just fell in :)

Thank you!

Bye, Hans Wessels

From -7583963012432355794

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Subject: Re: STOS
Date: 1996/12/29
Message-ID: <f5MRVBA4NsxyEwYM@thegibsons.demon.co.uk>#1/1
X-Deja-AN: 206633498
distribution: world
x-nntp-posting-host: thegibsons.demon.co.uk
references: <2344365705@neon.airtime.co.uk>
organization: The Mad House
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <GL2AACAWUP@alkor.sax.de>, Uwe Haase <haase@alkor.sax.de>
writes

>BTW: Is the hole thread a trick to influence some programmers to code
>   more games? ;-)
>

I think I came to the same conclusion about this yesterday !!!
Cheers,

   Drew ;^)

```
*>   drew@thegibsons.demon.co.uk   <*
*>       dgibson@cameo.co.uk       <*
*>   FidoNet  2:2501/101.15        <*
*>          NeST  90:102/202.15    <*
*>   AtariNet 51:6/502.15          <*
*>          TurboNet 100:105/3.15  <*
*>     A STandard ProBBS Point !   <*
```

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

From -2865342919368222734
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: MagiC radio buttons/check boxes - how to acces
Date: 1996/12/29
Message-ID: <GL4RDDVEUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 206641991
references: <851873514_OASIS_@swampdog.demon.co.uk>
content-length: 1210
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand

mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <851873514_OASIS_@swampdog.demon.co.uk> wrote :

> In article <GL2OCCUQUp@tos.ak.planet.gen.nz>
> mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-
>
>>Since the MagiC programmer documentation is in German, it is difficult for
>>me to use these features. Can someone explain how to use MagiC's radio
>>butons and checkboxes (in English)? Thanks!
>
>If ob_flags bit15 is set in a normal G_BUTTON then a toggle is drawn.
>If the button is a radio button then a Mac style radio button will be
>drawn instead. Normal Gem ignores this and displays the usual way.

Can I set the ob_spec field of the G_BUTTON to a null pointer if I do not
want any text to be drawn beside the radio button or check box? (I don't
have MagiC myself, so I can't test this.)

Also, how much room should I allow for the button? Under Geneva, for
example, an extra three characters are taken up with the button, so the
object must be made three characters wider than the text.

Thank you for your help.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz
http://www.pl.net/user/mario/
Tariland: http://www.pl.net/user/mario/tariland/

```
   _
 o( )
/  /\
```

From 818647018325879346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: OK, you win - I'm outta here (was Re: STOS)
Date: 1996/12/29
Message-ID: <851891128@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 206653002
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1237264004@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 49bf2684
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14

x-ftn-msgid: 205:323/101.24@mbh 32c6d3b8
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> Ho realy ?, read some of the messages, there is more programming
> information in this thread than you will find anywhere else, STOS and
> C and other BASICS have all been covered, Yes a fair amount of
> bickering that we happen to be enjoying thank you,

Well, Tony, it seems you still enjoying our little discussion. A was afraid I had gone too far... Phew! :-)

Bye, Hans Wessels

PS: Just after I gave the new game to Arnoud to send it to you (did you receive it already?) I discovered a bug. :-((Let's call it the well known demo effect.) When viewing the map I am scanning joysticks and joypad for the fire button to contine the game, even on normal ST's but on an ST there is no joypad, so a bus error is generated. This won't happen on STe's because joypads are possible there, only ST's and TT have this bug.

From 6817418690006697957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: TEDINFO
Date: 1996/12/29
Message-ID: <19961229210400.QAA18291@ladder01.news.aol.com>#1/1
X-Deja-AN: 206653042
references: <38762485_000008_OASIS_NEWS@ritter.demon.co.uk>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

The TEDINFO structure lets a user edit formatted text. The object types G_TEXT, G_BOXTEXT, G_FTEXT, and, G_FBOXTEXT use their ob_spec pointers to point to TEDINFO structures.

```
+----------+------------+-----------+------------+
|                   te_ptext                      |
+----------+-----------+------------+------------+
```

```
|                  te_ptmplt                      |
+----------+------------+-----------+------------+
|                  te_pvalid                       |
+----------+------------+-----------+------------+
|      te_font          |       te_resvdl       |
+------------+-----------+-----------+-----------+
|       te_just        |        te_color        |
+---------+------------+------------+-----------+
|     te_resvd2       |    te_thickness    |
+----------+------------+------------+-----------+
|     te_txtlen        |       te_tmplen     |
+----------+------------+------------+-----------+
```

te_ptext - A POINTER to the actual text.

If the first text character is "@", the field is blank, and the application can use any characters for the remainin character posistions in the field. For example, a te_ptext string "@xyzpdq" is seven blank spaces.

te_ptmplt - A POINTER to a text string template for any further data entry. The editable portion of the field is represented by underscores.

te_pvalid - A POINTER to a text sting containing characters that validate any entered text.

9 - allow only digits 0 - 9
A - allow only uppercase A - Z plus space
a - allow upper- and lowercase A- Z, plus space
N - allow 0 - 9 and uppercase A- Z, plus space
n - allow 0 - 9 upper- and lowercase A- Z, plus space
F - allow all valid DOS filename characters, plus ? * :
P - allow all valid DOS pathname characters, plus \ : ? *
p - allow all valid DOS pathname characters, plus \ :
X - allow anything

te_font - A WORD identifying the font used to draw the text.

3 - system font: used in menus, dialogs, etc.
5 - small font: used in icons

te_resvdl - Reserved for future use

te_just - A WORD identifying the type of text justification desired.

0 - left-justified
1 - right justified
2- centered

te_color - A WORD identifying the color and pattern of box-type objects.

te_resvd2- Reserved for future use

te_thickness - A WORD containing the thickness in pixels of the border of the text box. This WORD can have the following values:

00 = no thickness

1 - 128 (positive values) = inside thickness: inward from the object's edge
-1 - (-127) (negative values) = outside thickness: outward from the object's edge

te_txtlen - A WORD containing the length of the string pointed to by te_ptext.

te_tmplen - A WORD containing the length of the string pointed to by te_ptmplt.

The following example illustrates how the TEDINFO structure works.

- te_ptext is a string of raw data for a date. Its value is "061384".

- te_ptmplt, also a sting, is a template that shows how to display the data in te_ptext. Its value is "Enter Date: __/__/__".

- te_pvalid is a string of input validation characters. Its value is "999999".

- The editable text facility merges all the above data in one sting, "Enter Date: 06/13/84".

- If the user types "1004", the string becomes "Enter Date: 10/04/84".

- If the user presses the Backspace key after typing "1004", the string become "Enter Date: 10/0_/84".

- If te_ptext has no data or not enough data to fill out the template, the unfilled parts of the template show underscores

From -956736622557126540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc2cad25490e1002,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C tutorial begins January 1st
Date: 1996/12/29
Message-ID: <19961229210900.QAA18421@ladder01.news.aol.com>#1/1
X-Deja-AN: 206654380
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Here is your chance to learn C!

Starting January 1st I will be posting lessons on about a biweekly basis on the C programming language. I will be concentrating on the basics of ANSI C, and will move on to Atari specific subjects if there is interest.

I will be using Laser C, but I don't think there will be many compiler specific issues. Nevertheless, I will help anyone who so desires, locate a copy of Laser C...

I plan on going over the basics for about 15 lessons, give or take, and then I will see what kind of interest there is in continuing.

-- Robert Dupuy

From -13290960923144513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Re: MagiC radio buttons/check boxes - how to acces
Date: 1996/12/29
Message-ID: <19961229213800.QAA19186@ladder01.news.aol.com>#1/1
X-Deja-AN: 206657497
references: <GL4JADWAUp@tos.ak.planet.gen.nz>
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

MagiC registers a cookie called "MagX". The cookie value is a pointer to the following structure (-> MAGX. H):

```
typedef struct
  {
            long                  config_status;
            DOSVARS        *dosvars;
            AESVARS        *aesvars;
  }  MAGX_COOKIE;
```

- config_status is the configuration bit-vector, which can be changed using the configuration module MAGXCONT.CPX (or MAGXCONF.ACC).

- dosvars is a pointer to a DOSVARS structure:

```
      typedef struct
  {
            char                      *in_dos;  /* DOS semaphore
address    */
            int                         *dos_time;   /* DOS time
```

```
address  */
                int                        *dos_date;    /* DOS date
address */
                long                      res1;
                long                      res2;
                long                      res3;        /* alway 0L */
                void                       *act_pd;   /* current program
*/
                long                       res4;
                int                          res5;
                void                        res6;
                void                        res7;   /* internal DOS
memory list */
                void                        (*resv_intmem) ();    /*
extends DOS memory */
                long                        (*etv_critic)();   /*
etv_critic handler */
                char                        *((*err_to_str)(char e)); /*
conv. error to text */
                long                        res8;
                long                        res9;
                long                        res10;
} DOSVARS;
```

- aesvars points to an AESVARS structure:

```
     typedef struct
     {
               long           magic;                      /* must be
$87654321  */
               void            *membot;                 /* end of AES
variables */
               void            *aes_start;               /* start address
          */
               long            magic2;                   /* is "MAGX"
          */
               long            date;                       /* date
ddmmyyyy        */
               void            (chgres)(int res,int txt);  /*chg.
resolution  */
               long            (**shel_vector)(void);     /* resident
desktop   */
               char            *aes_bootdrv;
               int               *vdi_device;  /* VDI driver used by AES
*/
               void             *reservd1;
               void             *reservd2;
               void             *reservd3;
               int                version;
               int                release;
} AESVARS;
```

These variables are read only.

OK, I cannot believe I have typed this much! I got that out of the Magic 2.0 manual.... also in the manual is a C routine which test whether Magic exists and also returns the version number. You can purchase a copy of magic from Toad at www.ataricentral.com

I hoped that I have been of some help!

-Robert

From 4036181263939269984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: Re: MagiC radio buttons/check boxes - how to acces
Date: 1996/12/30
Message-ID: <5a740f$j36@orm.southern.co.nz>#1/1
X-Deja-AN: 206668394
references: <GL2OCCUQUp@tos.ak.planet.gen.nz> <5a277a$j20@orm.southern.co.nz> <GL4JADWAUp@tos.ak.planet.gen.nz>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Hi there!

Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
:
: I'm not sure what you mean by "creating a radio_button or check_box".

Created as objects in a resource file...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

From -3608856355810032665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/30
Message-ID: <32c71a50.17873035@news.airtime.co.uk>#1/1
X-Deja-AN: 206672404
references: <613778688@news.airtime.co.uk> <851737591@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software

reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

Hans.....

Having just tried your version of Heartland, I am suprised, it is very good, not as good as the original, But I can see it will be and will maybe even pass it.....

So C is better at making games than STOS is.....now we know ?

However...given the choice, I would use STOS, it's more fun :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 1343575855700744540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: OK, you win - I'm outta here (was Re: STOS)
Date: 1996/12/30
Message-ID: <32c70510.12432819@news.airtime.co.uk>#1/1
X-Deja-AN: 206672412
references: <1237264004@news.airtime.co.uk> <851891128@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 29 Dec 96 21:09:34 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > C and other BASICS have all been covered, Yes a fair amount of
> > bickering that we happen to be enjoying thank you,

>Well, Tony, it seems you still enjoying our little discussion. A was afraid I
>had gone too far... Phew! :-)

Nagh, we sometimes lose a bit in translation, but thats only to be expected:), so long as we don't take each other too seriously then we are happy,

>PS: Just after I gave the new game to Arnoud to send it to you (did you receive

>it already?) I discovered a bug. :-((Let's call it the well known demo effect.)

 Got it, but can not get near my ATARI until morning, tried it on
Gemulator but it went no where?,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4429791164131592707
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/30
Message-ID: <32c708e3.13412219@news.airtime.co.uk>#1/1
X-Deja-AN: 206672536
references: <832274387@news.airtime.co.uk> <851867476@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 29 Dec 96 14:24:04 +0100, in comp.sys.atari.programmer you
wrote:

>Here we go agian!

 What fun!

> >> You did? Well, yes, from STOS point of view, STOS is best for making

> > Well done Hans, you just ended this thread...thanks :))

>this thread we are discussing which programming language is the best one to
>write games in.

 Well you may be, I am not?, I am discussing the programming language
someone would choose to use to make a game at this moment in time,
 You may well prove that C is faster and more compatable, I don't
actualy dispute that, I say its NOT the game makers choice, the choice
does not have to be the fastest, it is maybe the most apt, especialy
for someone who has never programmed before and wants to make a game
for the ATARI,

>Most important part is here the speed of the resulting game (because the thread
>evolved to the arcade game type, and arcade games need smooth animations and

>fast response to user action, to accomplish that the language has to be fast.)

 You seem pre-occupied with speed, I will say C is faster, there!
Happy!, but still it would not be most peoples choice to make a game
in if they have STOS to choose from, the advantages of using C do not
compensate having to use C, ie no one in there right minds is making
games in C, but lots of people are making them in STOS.....

> > WHAT!!!!!!! eh? what do you mean its the only thing it can be used
> > for, we went through this once and I proved you wrong once,

>I know, I was stating things a bit black white. STOS was primary written as an
>game programming language, and ofcourse, you can do other things with susch a
>language.

 Official name is...."STOS The Game creator", however it has evolved
so much that it can no longer be compared with the original,

> > proving...yes?

>I will, I told you I will, so I will, is it so hard to believe what I am
>claiming? Or are you eager to get a better version of the game?

 I have it, I have it :)

> >> allow you to show a too big screen and the game is also faster. In
> >> arcade games bigger and faster usually is better.

> > In YOUR opinion...

>Please tell me yours. Whats a good arcade game? It has to be fast and smooth,
>doesn't it?

 But not neccasarilly bigger, maybe a status/life/objects etc bar is
needed, maybe it is such a game that big icons showing the above is
needed, maybe some other information has to be shown, as arcade type
games are usually aimed at younger children then tiny status bars are
out, so full screen games are not always a good idea, thus smaller is
better?

> > time, no problem....so me not including jagpad was because I havent
> > got one to test with, and NOT because of proc time as you suggest,
> > your wrong again,

>No, I am reading Jouystick cursor keys and you pad at the same time. You can

 Well that is simply another way of doing it, I like the idea of a
menu, giving the user a setup screen ?

> > Why not wait until you have done it before you start telling everyone

> > how good you are ?

>Either I have to be called sneaky devil because I am not telling I was working

 I explained that was a lighthearted saying :)

>on the game or I am salling vapor ware. My delemma is that I have to prove that
>C is better and at the same time I want to do a realy good game, not just a bit
>of a game just lloking like heartland, but a bit better like you ask. That will
>take time. So I am gaving away a preview right now and will release the
>completed game in a month.

 comments to follow.....

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -1956092970454977042
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/30
Message-ID: <32c705e8.12648873@news.airtime.co.uk>#1/1
X-Deja-AN: 206672599
references: <2344365705@neon.airtime.co.uk> <851477846@p24.f101.n323.z205.mbh.org>
<32c2620c.3526405@news.airtime.co.uk> <GL2AACAWUP@alkor.sax.de>
<f5MRVBA4NsxyEwYM@thegibsons.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 29 Dec 1996 19:16:08 +0000, Drew Gibson
<drew@thegibsons.demon.co.uk> wrote:

>>BTW: Is the hole thread a trick to influence some programmers to code
>> more games? ;-)

>I think I came to the same conclusion about this yesterday !!!
>Cheers,

 Great!, so what type of a game is it your going to make :)))))

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 3398270199272092405
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0af3104a92196a3,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: C v STOS
Date: 1996/12/30
Message-ID: <32c71a0d.17806235@news.airtime.co.uk>#1/1
X-Deja-AN: 206672624
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -7483698200336066585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/30
Message-ID: <32c70945.13509507@news.airtime.co.uk>#1/1
X-Deja-AN: 206672739
references: <3347311906@news.airtime.co.uk> <851872981@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 29 Dec 96 15:05:52 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>STOS is the best language to make games in 1996.
>Can I make a GEM game? No.

 Thank goodness, who wants a game in black and white with orrible

green and a splash of red :(

>Can I make a game for a so called super computer? (including TT's) No.

 I don't see this as much of a problem, I will be able to include TT
by the next game I release as that has been sorted already, theres
only madusa and hades I cannot support..so what ?

>Will my game work on a not yet released TOS version? No.

 YES!....Give us a new TOS version and it will be fixed for it just
like all the rest have ?

>>is they cannot manage anything that needs speed,timing and power, the
>>choice is easy :)

>Now you are on the point saying STOS isn't as fast as C is. Please tell me

 I do not recall ever saying STOS was faster than C, I would never say
such a thing, I have stated STOS is the better choice for making
games, not that it is faster?,

>It isn't working on the TT too. Useless? Please let the programmer decide on

 the next game (according to the author of the generic fixer) will be
able to work on a TT, it will also work on a falcon without the use of
backwards, by having code inserted that will set the machines to 8mhz
and atari st low :)

> >> * C can do GEM game, STOS can't

> > I think that is a dissadvantage to C, thus you just shot yourself in
> > the foot,

>Please explain me why... You don't have to use GEM, you CAN use GEM. The choise
>is to the programmer.

 There you are, I didn't know that?, and the knitting class say this
thread is none informative :)

> >> * C produces faster code than STOS

> > Yawn, so what, how fast do you want to PRINT "SOMETHING"

>How fast do you want to display your background sprites?

 NOT so fast that it spoils the game ?

> > as well say STOS is better because it uses line numbers? you seem to

> > be scraping the bottom of the barrel for reasons here?

>Data structures and functions are usefull in more advanced games like tet
>adventures board games with an 'intelligent' computer opponent.

 ho give me a break.....
SHAREWARE TITLES STOS Adventure Creator and STOS Graphic Adventure
Creator, a game produced with the latter.."Grannies Garden" won an
award in the now defunct ST format, in 1996...

> >> * C can be used for all kinds of programming, STOS can only do games

> > WRONG, See other posting for proof positive that your statement is
> > outlandishly ill-informed and to be honest, suprisingly cheap of you,

>Yes it is, I was thinking about a lot of GEM stuff and so on, maybe even a
>compression program?

 Like my picture compactor currently used by ST+ diskzine and a couple
of personalized programs made on request, people like my picture
compactor because it is soooo fast :),

 Hans please stop insisting STOS cannot do certain things, I then have
to start listing them all, again and again, you must concede that STOS
can do a lot more than make games.....

> >> * C can produce it's own libraries (language extensions), STOS needs
> >> assembley to do that
> >
> > eeerm again, so what? what is so good about that? it doesent seem to
> > do the C "games" programmer any good does it..
>
>Well, I designed some routines for heartland. I might put those together in a
>library for next time use?

 AND ? so what...I have made a few platformers, didnt need C libraries
?

> > "Get a life", if you find my replies to you have taken a sour tint to

>If getting a live is insulting I will take my words back. I

 If there was a top ten list of insults to computer users, get a life
would be top, train spotters are anoraks, man utd fans are
southerners, and so on, it is something none computer users would
normaly say to put a computer user down ?

>underestimated the power of that saying then. I thought I was a proper way to
>ask you to review all arguments again.

 hehehe translation breakdown <smile>

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -7523354320932085081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
From: bendokus@postoffice.ptd.net (Greg Bendokus)
Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS --
through 12/23/96!!)
Date: 1996/12/30
Message-ID: <5a7n72ogi1@news.ptd.net>#1/1
X-Deja-AN: 206697570
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com>
organization: ProLog - PenTeleData, Inc.
reply-to: bendokus@postoffice.ptd.net
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer

JEDI wrote:

>In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo
says...
>>
>>On Thu, 19 Dec 1996, Thomas Main wrote:
>>
>>> Toad's prices for used ST equipment are way too high, IMO. Last week, an
>>> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
>>> Compare this with the $299 "special" Toad is offering on USED STe's.
>>> Also, a few days ago on this very group someone was selling a VERY nice TT
>>> for $300. I think people in this group ought to write to Toad and tell
>>> them that we are not willing to pay these prices! I know that Toad has
>>> long supported the Atari platform, but that is not an excuse to excercise

>>> price gouging. If you agree, write to Toad "Toaday" and let them know
>>> their prices are way off. I think the Atari community will be better off
>>> with realistic prices set for equipment.
>>
I personally haven't dealt with Toad since I met the Troy's at an
Atari show several years ago. They had a bin full of 8-bit carts that
were selling for $10 a piece (even though you could find them
elsewhere at the show for a buck or two). Anyway, I found a rare cart
in there and when they saw me looking at it, Mrs. Troy literally
snatched it out of my hands from across the booth and rudely told me
it wasn't supposed to be in the bin! I'd never had someone do this to
me before or since, even with all the hostile people I've dealt with
at flea markets over the years, and I was quite pissed! There could
have been another way to tell me the stupid thing wasn't for
sale...Anyway, I appreciate that they support Atari after all these
years, but get real...they have always charged close to full retail
for EVERYTHING, since the very beginning. How the hell did they
survive this long dealing Atari wares when all the good vendors fell
by the wayside?

Just my 2 cents worth...

Greg

From 55728672980797207
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74f6fdab4a1bc82f
X-Google-Attributes: gid1115ce,public
From: bjr@edison.ebicom.net (Brian Roland)
Subject: Re: Programming for multitasking
Date: 1996/12/30
Message-ID: <5a7n6v$bt2@einstein.ebicom.net>#1/1
X-Deja-AN: 206697672
references: <32B7B307.2781E494@etlxdmx.ericsson.se>
<Pine.A32.3.91.961227114051.16123B-100000@pallas.amp.uni-hannover.de>
organization: EbiCom.Net
newsgroups: comp.sys.atari.programmer

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
: On Wed, 18 Dec 1996, Martyn Tidd wrote:
:
: > I've been doing a bit of investigation into concurrent launching of
: > programs from within other applications and would like to make a plea
: > for a bit of cooperation from programmers.
: >
: > If your program calls another program could you please test for AES >= 4
: > and use shel_write() mode 0 in that case rather than shel_write() mode
: > 1. Mode 1 will only launch programs concurrently under MagiC. Under all
: > other systems (AFAIK) it launches programs as child processes of the

:
: Even under MagiC the launched program will be a child of the starting
: process. This is sensible and necessary.

Ah, but in this case...is it not true that the system is devoted to only
the "child" process until you exit it?

Mind you, I'm no programmer..but I know that from time to time I run
across a program that launches another...such as the way Ant Mail opens
an external editor. Some programs ask the AES to open the application
(like later versions of Ant Mail), and this way your system is still free
to multi task...co-operative, or pre-emptive, and you can choose different
applications that may be running in the mean-time. Other programs will
launch it as a child application, and you're stuck there...all else
sleeping...until you finish and exit from the "child" process. I suppose
the better written programs will check to see what AES is loaded, and use
the best method for that system (isn't that what the cookie jar is for?).

: > calling application. I appreciate Andreas' comments of a while back that
: > this is more sensible than Atari's mode 0 approach since it works to an
: > extent under all systems whereas mode 0 will crash most systems without
: > AES 4. However, functionality is reduced if your user is using a
: > multitasking system other than MagiC. A number of programs spring to
:
: Why is functionality reduced ? Because others than MagiC's AES do not
: bring preemptive multitasking ? That is not MagiC's fault.

See above comments...
Some programs that don't tell the AES an application is open, or out-right
have the AES open it, severely limit your flexability as a user. A good
example is an experience I've had with using Oasis and NOS in Geneva.
Oasis does not tell the AES when it opens another program...hence, you
can't multi-task at all when one of these "child processes" are open.
In this case, I like to run NOS in the back ground, and use Oasis as an
online reader. When Oasis calls one of its many editors, everything else
goes to sleep until that editor is closed! While the TCP/IP stack sleeps,
the internet provider grows inpatient from a lack of activity and hangs up
on me. A good example of an application that works well is Ant Mail...it
will have the AES open your editor...hence I can write email, browse the
web, do irc chat...and much more all at once and nothing sleeps while I'm
using the Ant-Mail-launched-editor unless I tell it to!

:
: > mind, Thing and Kobold being the most obvious.
: >
: > It's not difficult to do, I've done it for the next version of
: > MultiPlicity so it can't be :-), and it's quite small:
: >
: > If AES >= 4 then use shel_write() mode 0
: > else use shel_write() mode 1.
:
: You never thought of a MagiC version that one day will have an AES
: version > 4.0 ?

:
: I do not think this is sensible at all. But if you really need to make a
: distinction, please do it properly. Check for the MagiC cookie, or even
: better, call appl_getinfo to find out what works which way, instead of
: just comparing the AES version.

I agree fully...
A top notch program will check to see what is the best method depending
upon what it runs under. Geneva may recommend one way...MagiC another,
and the many AES/TOS versions even another.

Brian

From -4538513561681083971
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74f6fdab4a1bc82f
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Programming for multitasking
Date: 1996/12/30
Message-ID: <Pine.A32.3.91.961230102102.19561C-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 206721805
references: <32B7B307.2781E494@etlxdmx.ericsson.se>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 27 Dec 1996, Dominique Bereziat wrote:

> Peter Rottengatter <perot@pallas.amp.uni-hannover.de> writes:
>
> Hi everybody,
>
> > I do not think this is sensible at all. But if you really need to make a
> > distinction, please do it properly. Check for the MagiC cookie, or even
> > better, call appl_getinfo to find out what works which way, instead of
> > just comparing the AES version.
> >
>
> For your information, AES (with MagiC4) return 3.99 as AES-version,
> the "official way" is to check appl_getinfo() for testing new AES
> feature (such as shel_write extension). But appl_getinfo() is available
> with AES >=4.0 (MultiTos, Geneva, N.AES, Oaesis, Xaaes) execpet MagiC4.
> Please, test AESversion >= 3.99 or
>   AESversion >= 4.00 || get_cookie('MAGX')
> and after, check appl_getinfo()

For your information, AES (with MagiC5) return 3.99 as AES-version too ;-)

The originally mentioned approach is precisely the reason why Andreas Kromke still could not increase the AES version number beyond 4.0, even though MagiC AES has lots of improvements compared to AES 4.x. MagiC AES lacks a few minor things, and because egg-heads think the AES version number tells them everything about what is there, a MagiC returning 4.x as a version number would not run programs by those people properly. If everybody used the proper method by calling appl_getinfo then MagiC AES could have an appropriate version number that is proportional to it's quality, or service, or whatever, probably 6.0 or 7.0 ;-)

The method you suggest here to find out about appl_getinfo's presence is not appropriate either. It's again checking version numbers, which - I say it again - is not the right way. You noticed the problem already : appl_getinfo is claimed to be there with AES 4.x and later, but MagiC AES has version 3.99 and yet has appl_getinfo.

The only proper way to find out if appl_getinfo is present, is calling appl_find ("?AGI"); this returns 0 instead of -1 if appl_getinfo is present. After this, all AES extra features should be found out via appl_getinfo ! And voila : You do not need the version number anymore.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 8516072580615363425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e55d55f8c97ffa2a
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Standards for programming in GEM??
Date: 1996/12/30
Message-ID: <Pine.A32.3.91.961230105717.19685B-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 206724286
references: <5a1p9a$sgo@snail.stack.nl>
organization: RRZN - Newsserver
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 28 Dec 1996, Marcel Veltmaat wrote:

> Hi all,
> I've been scooping around for 'c' and 'c++' compilers. And found Pure C,

> Borland C and GNU C++. But I've come to the
> conclusion that there is no way for a newbie to start without spending
> hours,days or months on all the functions, bits and bytes for programming.

Well, depends what you're a newbie on. If you're a newbie on programming, then you should refrain of trying to use any graphics features from the operating system, just going for text based programs. That saves you the trouble of bothering with 80 % of all those calls. Once you know the basics of programming well, you can move on.

If you're a firm programmer, just not knowing the Ataris operating system, then go first for the lower parts of it, that is all but the GEM part. Explore BIOS, XBIOS and GEMDOS, that will give you a decent number of system calls to start with and to which you can get used. Then move on to GEM programming (VDI and AES).

I agree for a newbie the operating system provides a vast number of calls, but it is exactly this what makes it flexible and powerful. If you think there aren't needed so many, ask an Xwindow programmer. Only for the graphics part of the operating system he must deal with five times as many calls !

> Are the small programs I can start with so I can get familiar with the
> userunfriendly userinterface of all those C compilers? (There should be a
> combined interface with the resource editor and the GNU C++ with object
> library function.).

I'm not sure what you're talking about.

> Now I was wondering if there are any know standards in programming the
> Atari. Or do I have to find all possible libraries on the net and put them
> together to find out which functions are best to use?

As an english reference the Atari Compendium is a good choice. This is not a tutorial, however. For this, Tim Orens document "Professional GEM" can be recommended. It's quite good, however a little out-dated, so everything you read from the PROGEM document you should compare with the appropriate part from the Compendium. Reading both at the same time you'll get a fairly comprehensive picture of programming Ataris. PROGEM can be found on the net on many ftp-servers, and BBSs, to be printed, the Compendium is available from book stores. Proceed reading this newsgroup and you'll learn about the more recent aspects of Atari programming.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 589020929176736595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: MagiC radio buttons/check boxes - how to access?
Date: 1996/12/30
Message-ID: <Pine.A32.3.91.961230111654.19685C-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 206727292
references: <GL2OCCUQUp@tos.ak.planet.gen.nz> <5a277a$j20@orm.southern.co.nz>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 28 Dec 1996, Chris Wilkinson wrote:

> : Also, how can I check for the presence of MagiC?
>
> Check the TOS version number. It says 3.00 on my TOS 4.04 Falcon when
> MagiC is running. It also tells me that I'm running AES version 3.99...

No, no, no, this is the wrong way.

> Not sure which cookie it is that says this, but I'm sure there is one...

Yes, yes, yes, this is the right way ;-)

Check for the cookie 'MAGX'. But what do you need it for ? I hope not for checking if those radio/crossed buttons are available !!! For this you must use appl_getinfo !

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -3819597792869512071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c239f549b54f706
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Accessory Malloc()

Date: 1996/12/30
Message-ID: <Pine.A32.3.91.961230112006.19685D-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 206727293
references: <ea9_9612281602@conchbbs.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 28 Dec 1996, John Kormylo wrote:

> p > Mfree and Fclose do not cause any harm, they may be called at
> p > any time.
>
> They may not cause harm, but they may not free the RAM or close the
> file either.

They do.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 1788400097441126326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e55d55f8c97ffa2a
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Standards for programming in GEM??
Date: 1996/12/30
Message-ID: <Pine.A32.3.91.961230112339.19685E-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 206727788
references: <5a1p9a$sgo@snail.stack.nl> <32c5faa5.0@news.pinc.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 29 Dec 1996 rog@.MISSING-HOST-NAME. wrote:

> I suggest MEGAMAX C, if you can find a copy of it. It came originally with
> a visual design interface and code generator for the atari STs and GEM.

Oh noooo ! It's so buggy like all those early c compilers. It's
successor, the Laser C is not much better in that.

I'd suggest you go for some recent compiler. Turbo C was the first good
compiler. It's successor, Pure C is even better, and damn fast. If you
got the resources GNU C is a good choice too, and provides the C++
extensions, however compiling is slow. I heard late versions of Lattice
C are rather good too.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -841346355556771244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5b4d6d6d01e6268
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: TEDINFO
Date: 1996/12/30
Message-ID: <Pine.A32.3.91.961230113136.19685F-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 206729875
references: <38762485_000008_OASIS_NEWS@ritter.demon.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Sun, 29 Dec 1996, david knight wrote:

> I am trying to learn how to program GEM applications in assembler but
> I'm having trouble finding out what text was entered in editable
> fields from dialogue boxes.
>
> Can anyone help me with this or point me to somewhere that I can get
> more info on the structure of TEDINFO? (on line preferable as I can't
> really afford to buy any books on the subject)

The TEDINFO structure has three entries, te_ptmplt, te_pvalid, and
te_ptext, that are responsible for the strings. The te_ptmplt is a template
that shows the structure of the edit field, where in fact characters can
be edited on the screen. Fixed characters are here, and underscores show
where the user can edit a character. The fixed characters are omitted in
both te_pvalid and te_ptext, there are places only for the editable
characters ! The te_pvalid determines what sort of characters are allowed

at the corresponding place. A '9' for instance allows only digits. The te_ptext contains the edited characters. This is the entry which is of most interest here.

A good example is what I had the other day when working on STiK :
An edit field for an IP address was needed. An IP address is four numbers between 0 and 255, separated by dots. The TEDINFO strings are :

```
te_ptmplt   :   "IP Address : ___.___.___.___"
te_pvalid   :   "999999999999"
te_ptext    :   "@__________"
```

You'll see the structure from the te_ptmplt. The underscores are the places the cursor may roam about. For each of the underscores there is a character in both te_pvalid and te_ptext : The character in te_pvalid (`9') means only digits are allowed (as numbers are to be entered). The te_ptext holds the finally entered characters. The `@' in the first position of the te_ptext is a trick to have the field cleared and the cursor in the first position when calling form_do, for instance.

Now form_do does all the work, and you only need to evaluate the te_ptext string.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -6832195695774724440
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: MagiC radio buttons/check boxes - how to acces
Date: 1996/12/30
Message-ID: <Pine.A32.3.91.961230114720.19685G-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 206731287
references: <851873514_OASIS_@swampdog.demon.co.uk> <GL4RDDVEUp@tos.ak.planet.gen.nz>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Sun, 29 Dec 1996, Mario Becroft wrote:

> In <851873514_OASIS_@swampdog.demon.co.uk> wrote :

>
> > In article <GL2OCCUQUp@tos.ak.planet.gen.nz>
> > mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-
> >
> >>Since the MagiC programmer documentation is in German, it is difficult for
> >>me to use these features. Can someone explain how to use MagiC's radio
> >>butons and checkboxes (in English)? Thanks!
> >
> >If ob_flags bit15 is set in a normal G_BUTTON then a toggle is drawn.
> >If the button is a radio button then a Mac style radio button will be
> >drawn instead. Normal Gem ignores this and displays the usual way.
>
> Can I set the ob_spec field of the G_BUTTON to a null pointer if I do not
> want any text to be drawn beside the radio button or check box? (I don't
> have MagiC myself, so I can't test this.)

Don't do this. Although I'm confident that MagiC will survive it, you'll
want your program work with other AES too if they provide the same
radio/checkbox feature. It's so little work to put in a pointer that
points to a $0 byte, indicating an empty string.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 6562534201973097508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74f6fdab4a1bc82f
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Programming for multitasking
Date: 1996/12/30
Message-ID: <Pine.A32.3.91.961230115436.19685H-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 206731827
references: <32B7B307.2781E494@etlxdmx.ericsson.se>
<Pine.A32.3.91.961227114051.16123B-100000@pallas.amp.uni-hannover.de>
<5a7n6v$bt2@einstein.ebicom.net>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 30 Dec 1996, Brian Roland wrote:

> Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:

> : On Wed, 18 Dec 1996, Martyn Tidd wrote:
> :
> : > If your program calls another program could you please test for AES >= 4
> : > and use shel_write() mode 0 in that case rather than shel_write() mode
> : > 1. Mode 1 will only launch programs concurrently under MagiC. Under all
> : > other systems (AFAIK) it launches programs as child processes of the
> :
> : Even under MagiC the launched program will be a child of the starting
> : process. This is sensible and necessary.
>
> Ah, but in this case...is it not true that the system is devoted to only
> the "child" process until you exit it?

There is a minor thing to distinguish which might have caused confusion here. If you Pexec another program then GEMDOS knows that you (as a process) want to start another process. This other process will be your child then.

With shel_write things are slightly different. It is not your program that starts another process, and it's not the desktop either. In fact, your program asks the AES to launch the new process ! The AES do it, and thus the new process is a child of the AES. This means that the new process is not terminated if your process terminates, as you observed. However, the new process will be terminated by force if the AES terminate ! Sure this is not possible with MagiC, but there are several AES that can run with MiNT, for instance, and that can very well terminate. Those AES are Geneva, NAES, XaAES, oAESis ...

> Mind you, I'm no programmer..but I know that from time to time I run
> across a program that launches another...such as the way Ant Mail opens
> an external editor. Some programs ask the AES to open the application
> (like later versions of Ant Mail), and this way your system is still free
> to multi task...co-operative, or pre-emptive, and you can choose different
> applications that may be running in the mean-time. Other programs will
> launch it as a child application, and you're stuck there...all else
> sleeping...until you finish and exit from the "child" process. I suppose
> the better written programs will check to see what AES is loaded, and use
> the best method for that system (isn't that what the cookie jar is for?).

With MagiC or MiNT you're not necessarily stuck when launching another process using Pexec.

I guess what I wrote above clears up your confusion.

> : > If AES >= 4 then use shel_write() mode 0
> : > else use shel_write() mode 1.
> :
> : You never thought of a MagiC version that one day will have an AES
> : version > 4.0 ?
> :
> : I do not think this is sensible at all. But if you really need to make a

> : distinction, please do it properly. Check for the MagiC cookie, or even
> : better, call appl_getinfo to find out what works which way, instead of
> : just comparing the AES version.
>
> I agree fully...
> A top notch program will check to see what is the best method depending
> upon what it runs under. Geneva may recommend one way...MagiC another,
> and the many AES/TOS versions even another.

Yep, and all the information required is provided by appl_getinfo.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -8382391925605892451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc2cad25490e1002
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: C tutorial begins January 1st
Date: 1996/12/30
Message-ID: <Pine.BSI.3.95.961230074245.17283D-100000@usr10.primenet.com>#1/1
X-Deja-AN: 206741908
references: <19961229210900.QAA18421@ladder01.news.aol.com>
to: RDupuy5596 <rdupuy5596@aol.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Primenet Services for the Internet
mime-version: 1.0
x-posted-by: kellis@206.165.5.110 (kellis)
newsgroups: comp.sys.atari.programmer

ohhh Great...
PLease do it, and do it from the very start. My problem is how to
start and understand the basic, even including how to compile..
Bye..

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -5908385728153317441

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
From: asmolar@nscs.fast.net (Tony Smolar)
Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS --
through 12/23/96!!)
Date: 1996/12/30
Message-ID: <slrn5cfqqe.ff9.asmolar@nscs.fast.net>#1/1
X-Deja-AN: 206774946
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com>
<Pine.SUN.3.92.961226024620.9027A-100000@kelly.teleport.com>
<59ubul$1io@lana.zippo.com>
organization: FASTNET(tm) PA/NJ/DE Internet
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer

>>Power without the Price was Atari's idea for a slogan. And a load of Crap.
>>It defies logic and goes against All the Laws of the universe. Like "A Man
>
>   In 1988, the cheapest PC Clone available in my area was an (PB)
>   8Mhz, 8088, w/ 640k & 10Meg HD, dual 5.25 floppies and a cga card.
>
>   It cost $1000.
>
>   A 520ST (w/ SS drive) cost $300.
>
>   Despite the appearace that that Clone outspecs this ST, the
>   ST ran circles around that machine and was quite a bit more
>   useable.
>
>   Just because you can't manage it now; it doesn't mean that it
>   never was.
>
>   Power without the Price, existed once.
>
>   It is not a far stretch to say that that is why many of us are here.

In the mid-80's when Atari was using the slogan "Power without the Price"
It was true. You couldn't buy a better system for the money. The problem
is that the prices on Atari hardware became stagnant, while hardware prices in

the PC world dropped rapidly. For instance, in 1992 Atari released the Falcon '030 (1 meg, no HD) for $799. Today toad is still selling the MK-I falcons with the same specs for... $799. In 1992, $799 might have bought you a 286 or 386 system with 1meg and a small HD if you were lucky. Now you can buy a low-end Pentium-class machine with 16meg RAM and a 850meg (or better) HD.

Add-ons are similar. For over $150, you can take your 8mhz ST to 16mhz with an Adspeed. For about $50 you can replace a 66mhz 486DX2 with a 133Mhz 5x86 CPU on a PC.

I would love to have an Atari clone that was as powerful as my PC (like one of those
Medusas or Hades machines) But at $3500 for what is equivalent to a slower Pentium at best, I just can't afford it. :(

From 3964899728151052981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8affcb82e423bf0,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Intro. to C tutorial, part 1
Date: 1996/12/30
Message-ID: <19961230174500.MAA13314@ladder01.news.aol.com>#1/1
X-Deja-AN: 206796531
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

Welcome to the C programming tutorial!

This is the introduction to a continuing series. I have two specific goals for this series: to teach the C programming language and to demonstrate its use on Atari compatible computers. That is, to teach the constructs of C, which is portable accross a wide variety of platforms, and to demonstrate its use by creating real world applications for the Atari compatible.

--What is C? What is C++?

C has been around for a long time, but it was during the heydey of Atari, Amiga, and Macintosh when C really came into its own as the language of choice for developing applications. C's popularity is due to three key points. One, C is a structured language. That is, a C application can be broken down into smaller, more maneagable segments that can be written and tested seperately from the application as a whole. Two, C is portable. That is most of the code you write for your Atari application can be reused in applications that you may write for a different platform, like the pc. Only machine specific routines need to be rewritten. Thirdly, C programs tend to run faster than other languages.

C++ is in some respects an entirely different language than C. Over the years, however C and C++ have melded in function. You must know C to understand C++. Some people learning C++ learn C at the same time, however it is wise to learn C first, and thoroughly before moving on to C++. C++ is an object oriented programming (OOP) language.

--Should I learn C or BASIC first?

The fundamentals of programming, i.e. accepting input, manipulating data, formatting output, are universal regardless of which language you choose and learning any language will help you develop analytical skills that you will find useful in other environments. There are versions of BASIC available free for the Atari computer, whereas C usually costs money. It may be wise to start programming in BASIC to see how well you like programming, although C compilers are pretty inexpensive nowadays. C has the advantage of being far more portable, should you choose to develop programs for other environments. I believe there is a version of BASIC called STOS available for free download.
(www.airtime.co.uk/users/stosser)

From 4117591011187361997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,382285211c47bb56,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: Intro. to C tutorial, part 2
Date: 1996/12/30
Message-ID: <19961230174700.MAA13355@ladder01.news.aol.com>#1/1
X-Deja-AN: 206797063
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

--OK, I want to learn C. What do I need?

You'll need an Atari compatible computer. That is any Atari made ST or TT, or Falcon, or a clone. There are clones such as the Medusa (www.compdirect.com) and the C-LAB Falcon (www.ataricentral.com). Or you can have a pc outfitted with an emulator, such as gemulator 96 (www.emulators.com). In addition you will need a C compiler. I will be using Megamax's Laser C. You can't go wrong with this compiler and I will sell you one for $40US + shipping if you cannot find one elsewhere. (Email: RDupuy5596@aol.com)

A printer would be a great help, although not mandatory. In addition you may wish to purchase additional reference material. Some great reference books are available from Bravo Sierra Computers.(www.teleport.com/~bensmith/bscomputrs.shtml)

--What is this 'compiler' that you are talking about?

C is a structured language, applications are built from many smaller segments. Many of these segments are prewritten. A compiler contains libraries of prewritten program segments for use in your own programs. A compiler will link these segments together to create the final application. In addition, a compiler will check your code for syntax errors (typos and other mistakes). The compiler will make the final executable so anyone, even someone who doesn't own C, can run your programs!

--I'm still confused. Is there any hope for me?

Probably not, but don't despair. :-) Starting on January 1st, and about every two weeks thereafter I will post a lesson. Depending upon the response, I will attempt to answer any question you may have. Please post to the group and don't Email me individually. This is because, one, someone else may have the same question and, two, someone else may have the answer!

----Robert Dupuy

From 2431525084829208243
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d94de1d07b48d6fb,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial, Lesson 1, Extra Credit
Date: 1996/12/30
Message-ID: <19961230205300.PAA17974@ladder01.news.aol.com>#1/1
X-Deja-AN: 206825976
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

EXTRA CREDIT

OK, you may add comments to any program by using the following format:

/* put comments here */

Got that? You type (without the quotes) "/*" to start a comment and a "*/" to end the comment.

The "/*" tells the compiler to ignore all text and the "*/" tells the compiler to stop ignoring text. Comments don't change the way your final

program runs or the size of your final program in anyway, but they are usefull for making your long programs readable by other programmers or yourself. Here is the first.c, this time with comments

```
/*
This is my very first program
*/

#include <stdio.h>  /* This is a header file.  Header file's have the '.h'
extension */

/* Every C program has a function called 'Main' */

main() {
         printf("My first program\n");  /*print my first program */
         getchar();  /* Wait for return */
              }
```

Of course in real life, you would not use this many comments. Comments that only state the obvious detract from readability and our goal is to make our code as readable as possible!

OK, compile this program, its exactly the same as the first! See, I told you....

Thats it for lesson one, in the next lesson we'll go over the format of C programs and what functions are all about.

p.s. always remember to end a comment with the '*/' . Its a common mistake to just start a new line without ending the comment. The compiler ignores all text untill it reaches a '*/' so if you leave one out, the compiler will ignore the rest of the program

From 6108497466888100614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Subject: Re: STOS
Date: 1996/12/30
Message-ID: <LXO0+FA8YCyyEwAR@thegibsons.demon.co.uk>#1/1
X-Deja-AN: 206840516
distribution: world
x-nntp-posting-host: thegibsons.demon.co.uk
references: <2344365705@neon.airtime.co.uk>
organization: The Mad House
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi Tony !

In article <32c705e8.12648873@news.airtime.co.uk>, Tony Greenwood
<stosser@airtime.co.uk> writes
>On Sun, 29 Dec 1996 19:16:08 +0000, Drew Gibson
><drew@thegibsons.demon.co.uk> wrote:
>
>>>BTW: Is the hole thread a trick to influence some programmers to code
>>>   more games? ;-)
>
>>I think I came to the same conclusion about this yesterday !!!
>>Cheers,
>
> Great!, so what type of a game is it your going to make :)))))

ROTFL !!! I'm no good at programming tho', so I'm afraid not. I'm the one who has been emailing you recently about educational software (dgibson@cameo.co.uk) so I'm afraid I'm one of the ones who are reliant on programmers like you ! I only follow this newsgroup as I'd like to get into programming - a 'would be' hacker - if only I could find the time !

BTW - if anyone from STandard (you know who you are !) is reading, yes it IS me !

Cheers,

   Drew ;^)

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

From -2350352599026443684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8cd113ff0ae3e51,start
X-Google-Attributes: gid1115ce,public
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Subject: Programming and Magic PC
Date: 1996/12/30
Message-ID: <xHn6qLAZhCyyEwnw@thegibsons.demon.co.uk>#1/1
X-Deja-AN: 206840519
distribution: world
x-nntp-posting-host: thegibsons.demon.co.uk
organization: The Mad House
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi Folks.

I was wondering if any of you good Atarians have any experience of programming the 'Atari Way' using Magic PC. The reason I ask is that

I've just got a PC, and unfortunately haven't got room for the old ST any more. If I absolutely MUST, I'll keep it, but only if some of my ST software won't run under Magic on the PC.

The software I'm interested in (for programming anyway) is :-

Lattive C 5.52
Personal Pascal 2.05 (using Everest as the editor)

FYI, I have been using these systems under Magic 2 and Ease 3 for a while, and although Lattice has some compatibility issues that I have come across (eg running Batcher from the Lattice editor), it seems to work OK.

Look forward to your reply's !

Cheers,

Drew ;^)

```
*>   drew@thegibsons.demon.co.uk   <*
*>       dgibson@cameo.co.uk       <*
*>   FidoNet  2:2501/101.15        <*
*>          NeST  90:102/202.15    <*
*>   AtariNet 51:6/502.15          <*
*>          TurboNet 100:105/3.15  <*
*>     A STandard ProBBS Point !   <*
```

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

From 1660127019839336900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd12ae1ce8fd3ab7,start
X-Google-Attributes: gid1115ce,public
From: rdupuy5596@aol.com (RDupuy5596)
Subject: C Tutorial, Lesson 1
Date: 1996/12/30
Message-ID: <19961230205100.PAA17929@ladder01.news.aol.com>#1/1
X-Deja-AN: 206840767
organization: AOL http://www.aol.com
newsgroups: comp.sys.atari.programmer
x-admin: news@aol.com

LESSON ONE - Get To Know Your Compiler.

If you'll recall from the introduction, the compiler is central to making a C application. The compiler translates the english-like syntax of your program into a binary (1's and 0's) that the computer can execute.
In addition, since most C programs are broken into several segments, the compiler will link these segments together and will do some rudimentary

error checking.

There are two types of compilers available: those that use and IDE (integrated development environment) and command line compilers. Megamax LaserC (which is the primary compiler for this tutorial) is a good example of an IDE compiler. In an IDE environment, the editor (used for typing in the C programs) and other functions are built in a easy to use shell. Command line compilers tend to be a little more cryptic. With a command line compiler you use any text editor or word processor to write your code. Error checking is harder to do with command line compilers, and you may have to learn and understand how to use scripts to keep track of various modules. Alcyon C that comes with the Atari Developers Kit is an example of a command line compiler. I highly recommend that you do not use a command line compiler to learn C.

The goal of this lesson is to familiarize yourself with how your compiler works and you will type in your first C program. It will not be necessary to understand this program, only to type it in EXACTLY as written, and to compile it.

First, if you have not done so already install Laser C. (or whatever compiler you are using). Refer to your documentation for help. If you still cannot install your compiler then post to this group and someone will help you out.

Double click on the Laser C icon. This will load the Shell and ram resident programs. If you will be using a command line compiler then load a text editor. Select the File menu, then select New. In the window type the following EXACTLY (case is important):

```
#include <stdio.h>

main() {
        printf("My first program\n");
        getchar();
             }
```

OK, now select the file menu again, and then select Save As. Save this file as First.C....

The file should now be saved to disk, you may change the name but be sure that it has the ".C" extension, this is necessary for your compiler to recognize it as a C program.. In Laser C, you may now pull down the Execute menu and select run. If you did not type any errors then Laser C will automatically compile and run the program. Hit return to exit the program. Now exit Laser C, you will find a program called First.prg on your disk. You may run the program again, if you'd like, just double click on it! (Remember to hit return to exit this program)

If you are using a command line compiler, please refer to the documentation. Command line compilers usually work by typing the name of the compiler followed by the program you wish to compile. Also there may

be many options and several passes necessary to make them work. Please post to this group if you have questions about using your command line compiler.

From 3005328916917328572
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74f6fdab4a1bc82f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Programming for multitasking
Date: 1996/12/30
Message-ID: <852071936_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 206841407
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <5a7n6v$bt2@einstein.ebicom.net>
bjr@edison.ebicom.net (Brian Roland) said:-

>Ah, but in this case...is it not true that the system is devoted to only
>the "child" process until you exit it?

Not necessarily. I can only talk about MagiC here ...

There are two types of child. There's a child launched by Pexec() and a child launched by shel_write().

A Pexec() child will inherit the status of its parent but the parent is suspended. If the parent was multitasking then the child will do so, thus allowing other processes to continue. If the parent was singletasking then the child will do also.

A shel_write() child is brought up as a separate process. All processes remain running, including the parent. The only exception to this is application zero (typically your installed desktop). It is allowed to bring up processes singletasking. No other process can.

A singletasking process can spawn multitasking children.

So just about anything goes provided it does not interfere with other processes.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 838345564064348123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MagiC radio buttons/check boxes - how to acces
Date: 1996/12/30
Message-ID: <852070094_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 206841420
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <GL4RDDVEUp@tos.ak.planet.gen.nz>
  mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>In <851873514_OASIS_@swampdog.demon.co.uk> wrote :
>
>> In article <GL2OCCUQUp@tos.ak.planet.gen.nz>
>> mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-
>>
>>>Since the MagiC programmer documentation is in German, it is difficult for
>>>me to use these features. Can someone explain how to use MagiC's radio
>>>butons and checkboxes (in English)? Thanks!
>>
>>If ob_flags bit15 is set in a normal G_BUTTON then a toggle is drawn.
>>If the button is a radio button then a Mac style radio button will be
>>drawn instead. Normal Gem ignores this and displays the usual way.

Hmm, I just found the manual is wrong. You have to set bit15 ob_state
not ob_flags *and* also mask WHITEBAK (0x40) into ob_state, which
means you'll have to set up a keyboard shortcut also.

>Can I set the ob_spec field of the G_BUTTON to a null pointer if I do not
>want any text to be drawn beside the radio button or check box? (I don't
>have MagiC myself, so I can't test this.)

I have never tried it because there is no way to do it in my resource
editor. I think you'd be better off with a nul (ie '\0') string, or a
string of spaces though.

>Also, how much room should I allow for the button? Under Geneva, for
>example, an extra three characters are taken up with the button, so the

>object must be made three characters wider than the text.

That should work with MagiC as well.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 7944022019266114632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c96e461a5f3450c6,start
X-Google-Attributes: gid1115ce,public
From: JRichard@nest.demon.co.uk (John Richardson)
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/23
Message-ID: <654_JRichard@nest.demon.co.uk>#1/1
X-Deja-AN: 205584512
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: JRichard@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.57) BETA (NON WINDOW VERSION)

Hans Wessels:
 > handle=fopen(cur_wind->filename,"ra");
 >
 > Is "ra" an allowed combination? I think is't a bit strange to open a
 > file for
 > read and append, the proper call would be "r+" or is it a type for
 > "rb"?

"ra" doesn't mean open for read and append it means open for read in Mode A.
Which means the file is read only and ASCII translation will take place.
The call is perfectly valid.

Jr,

--

Via the Net2Net NeST gateway - 90:100/999

~~~
~~~

Subject: Re: wierd problem with C and fopen...
Date: 1996/12/23
Message-ID: <E2vr3F.L6B@cix.compulink.co.uk>#1/1
X-Deja-AN: 205647486
references: <850904172_OASIS_@swampdog.demon.co.uk> <59b7q4$cbj@m1.cs.man.ac.uk>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>>I've never seen any rules on the parsing of the mode string but I've a
>>feeling "ra" is illegal as parsing is left to right. Try "ar".
>aahh... thats possible... hmm.. except 'ra' is simular to 'rb' which
>I know I have used before...
There's nothing wrong with "ra", it means "read in ASCII mode" whereas "rb"
is "read in binary mode". "ar" wouldn't work and isn't what you want.

Try making your filename static char[].

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

From -3383065449503015323
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c239f549b54f706,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Accessory Malloc()
Date: 1996/12/23
Message-ID: <143_9612231751@conchbbs.com>#1/1
X-Deja-AN: 205665533
organization: Houston Area League of PC Users
newsgroups: comp.sys.atari.programmer

/* **
void ACCset(void);
void ACCreset(void);

There are certain functions which should not be called from an
accessory (after AES has been initialized):

Malloc(), Mxalloc(), Mfree(), Mshrink(), Fcreate(), Fopen(),
Fclose() or any stdlib function which uses these GEMDOS functions.

```
The reason is that single-tasking TOS will assign the resulting RAM
or files to the application, rather than the accessory, and will
free/close them when the application terminates.

This problem can be solved by bracketing the function call with the
ACCset() - ACCreset() functions:

  ACCset();
  p = Malloc(size);
  ACCreset();

If you call ACCset(), you MUST call ACCreset() before the next AES
call.  Do NOT call ACCreset() before ACCset() has been called.

Designed for Pure C only.
****************************************************************** */

EXPORT ACCset, ACCreset
IMPORT _BasPag ;base page pointer provided by PCSTART.O

SYSBASE = $4F2 ;OS Header

TEXT
ACCset:
 pea (A2) ;save A2 to stack (Pure C binding)
 pea set_bpa(PC)
 move.w #38,-(A7) ;Supexec(set_bpa)
 trap #14
 addq.l #6,A7
 move.l (A7)+,A2 ;restore A2
 rts

ACCreset:
 move.l save,D0 ;get saved application bpa
 cmp.l _BasPag,D0 ;compare to accessory bpa
 beq done1
 pea (A2) ;save A2 to stack (Pure C binding)
 pea reset(PC)
 move.w #38,-(A7) ;Supexec(reset)
 trap #14
 addq.l #6,A7
 move.l (A7)+,A2 ;restore A2
done1:
 rts

SUPER ;(not really needed)
set_bpa:
 move.l SYSBASE,A0 ;get sysheader
 move.l $28(A0),A0 ;get prun
 move.l (A0),D0 ;get application bpa
 move.l D0,save ;save application bpa
 move.l _BasPag,D1 ;get accessory bpa
```

```
 cmp.l D1,D0 ;compare bpas
 beq done2
 move.l D1,(A0) ;set accessory bpa
done2:
 rts

reset:
 move.l SYSBASE,A0 ;get sysheader
 move.l $28(A0),A0 ;get prun
 move.l save,(A0) ;restore application bpa
 rts

BSS
save: ds.l 1
--
|Fidonet:  John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

From 1583951507003657119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67853216f6049a0
X-Google-Attributes: gid1115ce,public
From: "Michael Clemmetsen" <michael.clemmetsen@sunderland.ac.uk>
Subject: Re: Professional GEM Help!!!
Date: 1996/12/23
Message-ID: <01bbf0b6$483d1f60$80dfe49d@michael_home1.ac.uk>#1/1
X-Deja-AN: 205698888
references: <59aaqd$ots@alexander.INS.CWRU.Edu>
organization: University of Sunderland
newsgroups: comp.sys.atari.programmer

These files can be found at:
src.doc.ic.ac.uk
in directory:
/pub/packages/atari/umich/Programming
in these files:
progem.arc - the articles and the sources as a sub archive
progem.lzh - the articles and the sources in one archive
prosrc.arc - just the sources for the demos

If you are in the US you will be better off going straight to:
atari.archive.umich.edu

Hope this helps,

Michael

Boris D. Cahan <bdc2@po.CWRU.Edu> wrote in article
<59aaqd$ots@alexander.INS.CWRU.Edu>...
: but it constantly refers to a set of demo programs called "gemcl...".
: Nowhere can I find these. Does anyone know where they are to be found???:

From -1747855329828707300
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/24
Message-ID: <851384432@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 205688575
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1945464101@nest.demon.co.uk>
x-ftn-reply: nest.demon.co.uk 73f56d25
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32bf1870
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

John Richardson wrote:
> Hans Wessels:
>> handle=fopen(cur_wind->filename,"ra");
>>
>> Is "ra" an allowed combination? I think is't a bit strange to open a
>> file for
>> read and append, the proper call would be "r+" or is it a type for
>> "rb"?
>
> "ra" doesn't mean open for read and append it means open for read in
> Mode A. Which means the file is read only and ASCII translation will
> take place. The call is perfectly valid.

No, "ra" not a perfectly valid mode string. K&R edition 2, knows only the modifier 'b' for binairy mode. The modifier 'a' for ASCII mode does not exist. It's something of Lattice C only I think, because it is in the Lattice C manual, but it's not in K&R 2 nor in Pure C. I tried to open a file with "ra" in pure C and it didn't work.

There is no need for the 'a' modifier to read in ASCII mode, because without a modifier a fopen() will always open a file in ASCII mode. There is also ModeA,

ModeB and default in the ANSI C standard. Default is ASCII and for binaire mode you have to use the 'b' modifier. So don't use the 'a' modifier in fopen if you want your C source to be compatible. (The integer _fmode doesn't exist too in ANSI C.)

Bye, Hans Wessels

From 8789377971881074456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
From: Bravo Sierra Computers <bensmith@teleport.com>
Subject: Re: Toad Christmas SPECIALS -- through 12/23/96!!
Date: 1996/12/24
Message-ID: <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>#1/1
X-Deja-AN: 205728920
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
to: Thomas Main <main@conrad.appstate.edu>
cc: Dave Troy <dave@toad.net>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Teleport - Portland's Public Access (503) 220-1016
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On Thu, 19 Dec 1996, Thomas Main wrote:

> Toad's prices for used ST equipment are way too high, IMO. Last week, an
> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
> Compare this with the $299 "special" Toad is offering on USED STe's.
> Also, a few days ago on this very group someone was selling a VERY nice TT
> for $300. I think people in this group ought to write to Toad and tell
> them that we are not willing to pay these prices! I know that Toad has
> long supported the Atari platform, but that is not an excuse to excercise
> price gouging. If you agree, write to Toad "Toaday" and let them know
> their prices are way off. I think the Atari community will be better off
> with realistic prices set for equipment.

This is the kind of Talk that will put Toad out of Business and Kill yet
Another Atari Supporting Business at the Hands of some Cheapskate.

> On Mon, 16 Dec 1996, Dave Troy wrote:
>
> > THERE'S STILL TIME TO GET ATARI STUFF IN TIME FOR CHRISTMAS!!
> > ----------
> >
> > AMAZINGLY HOT ST STUFF -- PRICES GOOD THROUGH 12/23/96!
> > ----------
> >
> > ATARI 1040ST and 1040STE Computers!!
> > We have used Atari 1040ST computers available for $199 and used Atari
> > 1040STE computers available for $299! New STE computers available
> > too! Call for pricing! Order yours today!
> >
> > IF YOU CAN WAIT TO ORDER, YOU'LL PAY MORE IF YOU DO IT AFTER 12/23/96!!
> > ----------
>
>
>

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

From -4449524609478712230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (Martin)
Subject: Re: STOS
Date: 1996/12/24
Message-ID: <59onct$97h@neon.airtime.co.uk>#1/1
X-Deja-AN: 205777897
references: <3763047147@news.airtime.co.uk> <851275210@p24.f101.n323.z205.mbh.org>
organization: None Specified
newsgroups: comp.sys.atari.programmer

>Tony Greenwood wrote:

> > And me being ME will then state STOS is the best BASIC for making
> > games in 1997, and all the members of the knitting classes who lurk
> > in here will have releative Heart attacks :))

You are quite right Mr Greenwood, STOS is the best BASIC on the Atari
for making games. I would argue that it has been since it's creation.

>That's nice, but I realy believe the honours will have to go to C. So will
>still have a lot of debating to do. :-)

How can C be the best BASIC ;)

> > But you went to great lengths telling us all how some ATARI computers
> > cannot use ST Low thus making any game that does not support other
> > resolutions inferior, you seemed to be saying that so long as it
> > worked on every machine then it was the best, hmm even if the game
> > was naff?

Surely this is a restriction in the hardware, not the software? Atari's
incompentance at making a non-fully compatible machine.

>No, I was telling you a programming language wasn't the best if it couldn't do
>all types of games for all types of computers. You don't dispute the fact that C
>can do GEM type of games. You do dispute if C can do fast arcade type of games
>like you do in STOS, so if I can prove you wrong too on that point, there is
>nothing left for STOS to be better at.

Erm... not being funny but I have yet to see a good GEM game, IMHO. I
feel it is easier to write a game in STOS then C. There are some STOS
commands which are so darned high level the programmer need do an
absolute minimum! I appreciate, however, that in C you can use libraries
which in effect offer high level programming.

>I think they will notice. Game players aren't THAT stupid. For me it's simply a
>part of showing C is faster than STOS.

Oh, a sweeping comment !!

>So? There are no falcons with half a meg. I will only load data I really need
>on the machine, and will only preshift sprites that are really needed. I can do
>the complete game in half a meg. It's simply a matter of allocating the memory
>you need and loading the data you need. More memory will be allocated when there
>is enhough memory and when it is needed for extra effects.

Go on then... do it ;)

>Maybe you didn't because detecting joystick, cursor youstick and joypad costs
>too much time?

The time, in STOS for joypad detection, is not noticeable.

> > Would like to see C make VidIgrid 2 hahahahaha

>What's VidIgrid 2? Does it run on my ST?

Oh boy, have you only a minimal connection with the Atari scene or
something? What's Vidigrid 2?? Hehehe, LOL!

>Why, it's clear, I am doing more lines in the same time, so the code has to be
>faster. It's better timed because the code is synced every vbl.

Whether is is faster in vbl's is irrelevant.. it is the playing that
matters. Maybe it will be too fast and impossible to control?

>Sorry, haven't seen diamond ice, but my game has actually more animation than
>your Heartland, because the viewscreen is bigger, so there is more animation to
>be seen at the same time.
Have not seen Diamond Ice? Where ya been!!!

> > a unproductive task, no point having two of the same other than to
> > compare,

>They aren't the same, Heartland 2.0 is better, works on more machines, has an
>improved playing area. So there won't be two of the same, but the old version
>and the new improved version.

In your opinion.. we'll have to see to compare..

>Well, you have to test it, but I think you will have to agree it's better.

> > although we would probably both have to show the actual source to
> > prove to anyone interested that only BASIC commands or only C
> > commands where used :)

>I have no problem releasing the C code.

BTW, don't you have a day job or something?! If only I could get time to
write a program just to see if it was faster than another!!

>So it's also impossible to get more than 3000 points? Just because you can't
>bear the thought someone is above you in the highscore list?

Oooh, handbags!!

I only joined this thread to see if I could be number 100 in it!!!! Like
I care about this arguement ;)

We all know that C and STOS are very different, STOS is better at games
and C is good for GEM applications. Real programmers use assembler...

In and out of this thread!!

Merry Christmas

From -76690360517738867
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
From: JEDI
Subject: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)
Date: 1996/12/24
Message-ID: <59opm4$5om@lana.zippo.com>#1/1
X-Deja-AN: 205802510
sender: usenet@drn.zippo.com
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
organization: Zip News
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
>
>On Thu, 19 Dec 1996, Thomas Main wrote:
>
>> Toad's prices for used ST equipment are way too high, IMO. Last week, an
>> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
>> Compare this with the $299 "special" Toad is offering on USED STe's.
>> Also, a few days ago on this very group someone was selling a VERY nice TT
>> for $300. I think people in this group ought to write to Toad and tell
>> them that we are not willing to pay these prices! I know that Toad has
>> long supported the Atari platform, but that is not an excuse to excercise
>> price gouging. If you agree, write to Toad "Toaday" and let them know
>> their prices are way off. I think the Atari community will be better off
>> with realistic prices set for equipment.
>
>
>This is the kind of Talk that will put Toad out of Business and Kill yet
>Another Atari Supporting Business at the Hands of some Cheapskate.

We're customers, NOT a benevolence association.

They apply supply and demand to us but, cannot have the same done
to them...

Power without the Price used to be more than just empty words.

From 5872864302283670689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
From: jcompton@flood.xnet.com (Jason Compton)
Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS --
through 12/23/96!!)
Date: 1996/12/24
Message-ID: <59p5o4$65c@flood.xnet.com>#1/1
X-Deja-AN: 205806802
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com>
followup-to:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer
organization: XNet - A Full Service Internet Provider - (708) 983-6064
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer

JEDI wrote:
: In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo
says...
: >This is the kind of Talk that will put Toad out of Business and Kill yet
: >Another Atari Supporting Business at the Hands of some Cheapskate.

: We're customers, NOT a benevolence association.

: They apply supply and demand to us but, cannot have the same done
: to them...

: Power without the Price used to be more than just empty words.

I've looked at Toad's website. Yes, the prices are higher than you can get from a second-hand shop or a direct used sale. That's the nature of being a dealership--on used equipment sales, you can't compete with what somebody just dumping a machine will ask. Somebody just dumping a machine can't take your credit card and be a legal entity you can take recourse against if there's a major problem, either.

As for your statement about supply and demand, you can apply it to them just fine. Don't demand their machines and you're applying it. What's the problem there?

Nobody's asking you to be benevolent. If you think Toad's prices are too high there are other places to get the machines from. They're setting their margins, other people have their own. Personally, I think they're too high for me, so I'm counting on a sales post here to come through. But others may disagree.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

From -5536966023102524790
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/24
Message-ID: <851528348_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 205810211
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <654_JRichard@nest.demon.co.uk>
JRichard@nest.demon.co.uk (John Richardson) said:-

>
>Hans Wessels:
> > handle=fopen(cur_wind->filename,"ra");
> >
> > Is "ra" an allowed combination? I think is't a bit strange to open a
> > file for
> > read and append, the proper call would be "r+" or is it a type for
> > "rb"?
>

>"ra" doesn't mean open for read and append it means open for read in
>Mode A. Which means the file is read only and ASCII translation will
>take place. The call is perfectly valid.

Are you sure of this? It is certainly not true for K&R where there is
no way of explicitly defining ascii mode - it just defaults to it and
"a" does mean append. I'm beginning to wonder if ANSI rules are
different?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 1281210081994315316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/24
Message-ID: <851526418_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 205810226
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <59b7q4$cbj@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>In article <850904172_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy
Harrison) writes:
>> In article <593i32$69r@m1.cs.man.ac.uk>
>>>handle=fopen(cur_wind->filename,"ra");
>>
>>I've never seen any rules on the parsing of the mode string but I've a
>>feeling "ra" is illegal as parsing is left to right. Try "ar".
>
>aahh... thats possible... hmm.. except 'ra' is simular to 'rb' which
>I know I have used before...

There may be a K&R/ANSI incompatability issue here - again I can't be
certain. Here's the K&R version from my MWC manual which tends to

pride itself on being exact past the point of comprehension (you should see its description of strtok())!! Back to the point ...

```
r    read ascii, error if not found.
rb   ditto binary
w    write ascii, truncate if found, create if not found.
wb   ditto binary
a    append ascii, no truncation, create if not found.
ab   ditto binary.
rw   read/write ascii, no truncation, error if not found.
rwb  ditto binary.
wr   write/read ascii, truncate if found, create if not found.
wrb  ditto binary.
ar   append/read ascii, no truncation, create if not found.
arb  ditto binary.

r+   rw
w+   wr
a+   ar
```

"ra" equates to "r+" equates to "rw", and "rw" is the reason I think Lattice may have a bug. It should consistently fail _unless_ ANSI states differently. ;-)

```
>>>while the following code always works:
>>>
>>>strcpy(tempstring,cur_wind->filename);
>>>handle=fopen(tempstring,"ra");
>>
>>Does it start to fail if you manually delete the file?
>
>Yes, if the filename is invalid (ie. it doesn't exist) it fails with
>the (correct) EFILNF.
>
>>If I'm wrong then I've just typed a complete load of twaddle! :-))
>
>It does sound as if it is possibly correct... I'll give it a try. :)
```

I'd be interested to hear what you discover on this - bug or ansi feature.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 4284610155626120240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,288902edd6b9b45f,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Malloc()
Date: 1996/12/24
Message-ID: <851528916_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 205810260
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <7d4_9612201242@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>d > Yes, it does. That also solves the file handle problem. I
>d > wouldn't use the term "PID", though, since that's not what it
>d > is, technically. It's a basepage pointer.
>
>d> Note that you should NOT do this under MagiC, MiNT, or Geneva!
>
>I planned to test the original value of *(_syshdr->_run) to see if
>it matched the ACC's BPA. (You have to read it anyway in order to
>restore it later.)

The accessory will be the "active" process until it makes its first aes call (under standard gem) after which it may or may not be (it isn't but you can't be sure).

>I assume under a multitasking OS the two will be
>the same (when you read it), in which case you don't need to mess
>with it.

There is no guarantee (but it does seem to be) that what you have just read in the os header is anything at all under anything but standard gem. It would probably be best to look for specific operating system cookies?

TOS versions less than 1.4 do not have the information in the os header. You have to know the address where the basepage for the active process is stored. It is $602C for all versions except the spanish one which is $873C.

--

Guy Harrison

Email guy@swampdog.demon.co.uk

swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -3176328468589045578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d455df4cd95b8df5,start
X-Google-Attributes: gid1115ce,public
From: 0copinga01@nop.flnet.nl (Johan Copinga)
Subject: Atari Printer connector
Date: 1996/12/24
Message-ID: <32c05921.1570530@news.flnet.nl>#1/1
X-Deja-AN: 205869209
organization: Flevonet
newsgroups: comp.sys.atari.programmer

hello,

who can help me,

who knows whats the fastest way to program the DATA-LINE and the
STROBE on the printer connector for the Atari 1040ST

And have a merry christmas and a happy new year.

Johan Copinga
E-mail 0Copinga01@nop.flnet.nl
(The Netherlands)

From 4438851454933274254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b85d00b3b31a9cd8,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Loading Extensions
Date: 1996/12/25
Message-ID: <c197cc$1730b.357@HERMES>#1/1
X-Deja-AN: 205890379
newsgroups: comp.sys.atari.programmer

I've been working on a TSR that allows you to plug in extensions at boot
time.

These extensions allow you to have one system-wide piece of code to (for
example) translate bitmap graphics, edit on-disc data, and so forth.

So, the bitmap translator will be one library, the disc editor will be another, and so forth. And each library will reside in different executable files loaded at boot time.

Now, before I finalise things, I am interested to find out : what info would an extension need to know about at boot time? I already pass it info about the version of the TSR it will be plugging into, the CPU, FPU of the machine it is running on, TOS version, and which extensions are already loaded.

Before loading it, I have also checked that the extension has the correct magic id (so that I know it is an extension and not just a misplaced regular app), that it has a unique "cookie" and id number, and that CPU, FPU, and TOS are appropriate.

Is there anything obvious that I have forgotten to check for prior to extension loading time? Or to pass to the extension when it is loaded?

Oh, and while I am at it - if I happen to come across a second copy of an extension while loading, what should I do? My idea is to implement a "newer-is-better" policy, whereby the older version is "forgotten" and the newer version replaces it.

Your ideas, advice, guidance is welcomed.

--

Quote For The Month:

"Come back here with my fish, you horse thief"

From 6662528457875520861
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: JRichard@nest.demon.co.uk (John Richardson)
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/25
Message-ID: <659_JRichard@nest.demon.co.uk>#1/1
X-Deja-AN: 205897419
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: JRichard@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.57) BETA (NON WINDOW VERSION)

Hans Wessels:

> When a 'b' folows after ony of the above symbols the file will be
> handled as a
> binairy file.

The attributes the file is opened for (ie either read,write or append) is always the first letter in the string and the mode always the second for example:

```
"a"     - Append in default mode.
"a+"    - Append and read in default mode.
"ra"    - Read in ascii mode.
"aa"    - Append in ascii mode.
"aa+"   - Append and read in ascii mode.
"ab"    - Append in binary mode.
```

There are other combinations but you get the picture.

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From -4816382135178395018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/25
Message-ID: <851477846@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 205925285
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2344365705@neon.airtime.co.uk>
x-ftn-reply: neon.airtime.co.uk 8bbc2e89
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32c08556
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Martin wrote:

>> Tony Greenwood wrote:
>
>> And me being ME will then state STOS is the best BASIC for making
>> games in 1997, and all the members of the knitting classes who lurk
>> in here will have releative Heart attacks :))
>
>> That's nice, but I realy believe the honours will have to go to C. So
>> will still have a lot of debating to do. :-)
>
> How can C be the best BASIC ;)

Oops, yes, maybe Tony doesn't want to include C anymore.

> Erm... not being funny but I have yet to see a good GEM game, IMHO. I
> feel it is easier to write a game in STOS then C. There are some STOS
> commands which are so darned high level the programmer need do an
> absolute minimum! I appreciate, however, that in C you can use
> libraries which in effect offer high level programming.

Ofcourse, you might find it a lot easier, Tony will, simply because he doesn't speak C. But C can produce better games as STOS basic. And when you know how to program in C writing a game isn't that hard. I wrote the C version of heartland in less then 10 days. Not bad for my very first game on the Atari ST. Ofcourse game concept was ready, I needed some time to get the graphics out of the original game and some extra time to figure out how their format is. A next game will be easier, because the keyboard handlers and music players are ready now.

>> Would like to see C make VidIgrid 2 hahahahaha
>
>> What's VidIgrid 2? Does it run on my ST?
>
> Oh boy, have you only a minimal connection with the Atari scene or
> something? What's Vidigrid 2?? Hehehe, LOL!

Well, I haven't seen much games last few years, Tony's statement attracted my attention so, heare I am, and no, I don't know anything about Vidigrid 2, and your comments weren't very helpfull either.

>> Why, it's clear, I am doing more lines in the same time, so the code
>> has to be faster. It's better timed because the code is synced every
>> vbl.
>
> Whether is is faster in vbl's is irrelevant.. it is the playing that
> matters. Maybe it will be too fast and impossible to control?

Syncing to vbls is important on every atari that has more then 8 MHz, it ensures the game speed is the smae on all computers (exept for differences in the vertical frequency of the monitor).

> BTW, don't you have a day job or something?! If only I could get time
> to write a program just to see if it was faster than another!!

It didn't take too much time. I was simply a bit fed up with my normal programming work, so I did this game for fun (and to be right about C being faster ofcourse).

Bye, Hans Wessels

From 6414895758891382946
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,288902edd6b9b45f
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Malloc()
Date: 1996/12/25
Message-ID: <638_9612251643@conchbbs.com>#1/1
X-Deja-AN: 205948660
organization: Houston Area League of PC Users
x-ftn-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer

g > TOS versions less than 1.4 do not have the information in the
g > os header. You have to know the address where the basepage for
g > the active process is stored. It is $602C for all versions
g > except the spanish one which is $873C.

I believe you mean TOS 1.02. Yeah, I guess I should fix that.

So long as *prun contains the ACC's bpa, whether single-tasking or multi-tasking, nothing needs to be done. If multi-tasking, nothing needs to be done. If prun points to garbage (whether or not it is used), that OS deserves to crash.

--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 3578023818235276350
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b85d00b3b31a9cd8
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens)

Subject: Re: Loading Extensions
Date: 1996/12/26
Message-ID: <59skbt$3pd@maureen.teleport.com>#1/1
X-Deja-AN: 205953309
references: <c197cc$1730b.357@HERMES>
organization: Portland Atari Club
newsgroups: comp.sys.atari.programmer

>I've been working on a TSR that allows you to plug in extensions at boot
>time.
>
>These extensions allow you to have one system-wide piece of code to (for
>example) translate bitmap graphics, edit on-disc data, and so forth.

Precisely what I suggested about a month back - excep you seem to have
refined the concept considerably.

>Oh, and while I am at it - if I happen to come across a second copy of an
>extension while loading, what should I do? My idea is to implement a
>"newer-is-better" policy, whereby the older version is "forgotten" and the
>newer version replaces it.

As long as you have a compile date encoded in the extension (so you can
compare realistically), that seems like the smart way to go.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 3957265746304311368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,4483d17bf121a05f

X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
From: Bravo Sierra Computers <bensmith@teleport.com>
Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS --
through 12/23/96!!)
Date: 1996/12/26
Message-ID: <Pine.SUN.3.92.961226024620.9027A-100000@kelly.teleport.com>#1/1
X-Deja-AN: 206012534
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Teleport - Portland's Public Access (503) 220-1016
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer

On 24 Dec 1996, it was written:

> In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo
says...
> >
> >On Thu, 19 Dec 1996, Thomas Main wrote:
> >
> >> Toad's prices for used ST equipment are way too high, IMO. Last week, an
> >> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
> >> Compare this with the $299 "special" Toad is offering on USED STe's.
> >> Also, a few days ago on this very group someone was selling a VERY nice TT
> >> for $300. I think people in this group ought to write to Toad and tell
> >> them that we are not willing to pay these prices! I know that Toad has
> >> long supported the Atari platform, but that is not an excuse to excercise
> >> price gouging. If you agree, write to Toad "Toaday" and let them know
> >> their prices are way off. I think the Atari community will be better off
> >> with realistic prices set for equipment.
> >
> >
> >This is the kind of Talk that will put Toad out of Business and Kill yet
> >Another Atari Supporting Business at the Hands of some Cheapskate.
>
>   We're customers, NOT a benevolence association.
>
>   They apply supply and demand to us but, cannot have the same done
>   to them...
>
>   Power without the Price used to be more than just empty words.

Power without the Price was Atari's idea for a slogan. And a load of Crap.
It defies logic and goes against All the Laws of the universe. Like "A Man
is worthy of His Hire." and "You get what you Pay for." and "If it sounds

too good to be true, It's probably a Lie." and in Atari's case, "You sow what you reap" aka "What goes around, comes around." Atari trying to appeal to cheapskates was it's undoing. Don't punish Toad because of an Atari Slogan. They're trying to support Atari, stay in business and feed their families. I just received a Toad-M SwitchBox which will let me use a MultiSync Monitor on my Atari ST to do Color and MonoChrome on the same MultiSync. This will also be the Last one Toad makes as their Technician is leaving because not enough people wanting to keep him Employed with a DEMAND for work. I know about the Crap that Bonafide Atari dealers put up with. And how many don't appreciate them. I blame it all on Atari, especially their slogan "Power without the Price!"

==Thanx==
===Ben===

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

From -4534831540187663219
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/26
Message-ID: <32c2575e.792341@news.airtime.co.uk>
X-Deja-AN: 206024910
references: <3763047147@news.airtime.co.uk> <851275210@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 22 Dec 96 17:10:32 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>still have a lot of debating to do. :-)

 hehe

>all types of games for all types of computers. You don't dispute the fact that C
>can do GEM type of games. You do dispute if C can do fast arcade type of games

 NO!, You are correct, we agree C can do GEM , but I do not dispute
that C can do fast arcade type games, I could well agree that C can do
fast arcade games,
 To put simply, *IF* I could program in C and STOS, and wanted to make

a platform game then I would use STOS, there may be many tools that can do one specific job, but I would claim that STOS would be the BEST one to do that job, ie: my first choice, I also beleive that anyone else in the same situation would also use STOS, that is what it is for, that is the correct tool for the job and that would be top choice,
 I repeat I "could" agree C can do a platform game, but you have yet to show me one, you show me the game you say you have made, show me it using,
 A larger play area
 Better Sampled sound
 More Animation
 Better play area,

 In fact show me your game with everything better, then C will be better, but so far it is all talk,

>like you do in STOS, so if I can prove you wrong too on that point, there is
>nothing left for STOS to be better at.

 So show me ?.....you have spent a lot of time telling me you can do it, but shown me nothing ?, again I dont dispute your ability, I just want to see :)

> >> Yes, I have almost finished the conversion of Heartland to C. The
> >> screen is

> > You sneaky devil you :)

>I am?

 Well yes, you did not mention until nearly finished that you where doing this, so yes sneaky devil, BTW "sneaky devil" is a freindly expression :)

> > there is unused screen at the top,its an illusion and I know for a fact
> > that it works to a certain extent, believe me the screen was not
> > simply thrown together, a lot of thought went into it

>I think they will notice. Game players aren't THAT stupid. For me it's simply a
>part of showing C is faster than STOS.

 No one suggested game players are stupid, I simply pointed out that a programmer can get away with a lot by using optical illusions, I mean surely thats what the whole concept is based on ?????

 Showing C is faster than STOS ? that would be a waste, no one is disputing the level of the language, its not speed, its ability, show me what C is capable of in game making, not how fast it is, I already know C is faster,

>It works on my two Atari's. (1Mb TOS 1.0 and a 4Mb Kaos TOS). But working on a
>TT is simply a matter of starting the game on a TT. I don't expect any trouble
>there.

 OK so the three or four game yearning TT owners out there will be
pleased :)
 But then, we havent seen yours working on ANYTHING yet?

> > this is far less noticable at 8 pixels, and its only a programmer
> > examining the game that would notice, believe me no one else has ?

>Or no one cared to complaim, all being happy to get a new game for their ST?

 You may be right, but I doubt it, no one is that desperate for a game
that they would then say its great, when its not?

> >> * It will work on a machine with 512kb or more memory
> >
> > NO!!! NOT IF YOU PUT EVERYTHING IN, you said you left half the game

>I will have to look for the extra STe and Falcon smaples. Up till now I only
>found one. (Thinking there was only one.)

 Whoops, the falcon enhanced samples are in Diamond Ice, Diamond Ice
came AFTER Heartland so obviously has improved routines... so you
would never make that on a half meg, no way :)

> > I can do jagpad easilly enough, just didnt, actually its very simply
> > to implement,

>Maybe you didn't because detecting joystick, cursor youstick and joypad costs
>too much time?

 It does not cost any time, it costs me going out and buying a pad,
its alright getting people to test certain aspects of a game, but some
you cannot trust to what people say, you have to see it for yourself
while programming or whatever, I only have a joystick so thats all its
programmed for, that simple really?,

> > Would like to see C make VidIgrid 2 hahahahaha
>
>What's VidIgrid 2? Does it run on my ST?

 Yes, it takes a Video, FLM or VID or whatever, cuts it up into chunks
and displays it back on screen like a jigsaw, you pick up a peice with
the mouse and drop it where you think it should be,the peice already
there then flicks to the empty slot you left, if you have seen ViGrid
on the JAGUAR CD then its a complete copy of that, but with obviouse
lilitations,
 There are 14 video clips on disk all cartoons edited to loop without
noticing where the loop occurs :)

sound simple ??
while you are moving a peice it is still playing the peice you are moving,as well as all the other peices individualy,
At later levels there are 30 peices of the video playing individualy,
When you pick up and move a playing peice, NONE of the video slows down :)

>there, the sprite will walk behind all objects like it does in your game. It's
>all the same, only a bit better. :-)

At this time, it is none existant,

>Sorry, haven't seen diamond ice, but my game has actually more animation than
>your Heartland, because the viewscreen is bigger, so there is more animation to
>be seen at the same time.

No I mean more items animated, where heartland had the coins, bottles and spikes, diamond ice has those and another 8 objects animated, like I say, later model, more advanced,

>They aren't the same, Heartland 2.0 is better, works on more machines, has an
>improved playing area. So there won't be two of the same, but the old version
>and the new improved version.

I hope you can show this soon, it is not nice of you to post public messages telling everyone how much better your version is, but not let anyone see it?

>Well, you have to test it, but I think you will have to agree it's better.

I would not count on it, I have yet to see it ?

> > although we would probably both have to show the actual source to
> > prove to anyone interested that only BASIC commands or only C
> > commands where used :)
>
>I have no problem releasing the C code.

Just releasing the program is the problem hey ?

>So it's also impossible to get more than 3000 points? Just because you can't
>bear the thought someone is above you in the highscore list?

hahahahaha I wish you had put a smiley in the above, I really wish you had, Of course you can beat 3000, YOU have to see how,

Merry Christmas Hans <SMILE>

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk

irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 1731806739186763552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/26
Message-ID: <32c2604c.3078475@news.airtime.co.uk>#1/1
X-Deja-AN: 206024973
references: <3763047147@news.airtime.co.uk> <851275210@p24.f101.n323.z205.mbh.org>
<59onct$97h@neon.airtime.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 24 Dec 1996 13:54:57 GMT, sinbad@airtime.co.uk (Martin) wrote:

>You are quite right Mr Greenwood, STOS is the best BASIC on the Atari
>for making games. I would argue that it has been since it's creation.

 hehehe wana be in my gang my gang my gang.....wanna be in my gang

>>That's nice, but I realy believe the honours will have to go to C. So will
>>still have a lot of debating to do. :-)

>How can C be the best BASIC ;)

 Well Martin, you should have read the original statement that started
this thread :)

>> > resolutions inferior, you seemed to be saying that so long as it
>> > worked on every machine then it was the best, hmm even if the game
>> > was naff?

>Surely this is a restriction in the hardware, not the software? Atari's
>incompentance at making a non-fully compatible machine.

 Goooooood point :)

>>the complete game in half a meg. It's simply a matter of allocating the memory
>>you need and loading the data you need. More memory will be allocated when there
>>is enhough memory and when it is needed for extra effects.

>Go on then... do it ;)

 Thats what I said :)

>>They aren't the same, Heartland 2.0 is better, works on more machines, has an

>In your opinion.. we'll have to see to compare..

 Bugger!...I said that as well :)

>>So it's also impossible to get more than 3000 points? Just because you can't
>>bear the thought someone is above you in the highscore list?

>Oooh, handbags!!

 Haa so you noticed the lack of smileys as well did yer ?

>I only joined this thread to see if I could be number 100 in it!!!! Like
>I care about this arguement ;)

 100 ?.....Gosh :).....You don't care ?, but that won't help the sales
of your STOS "EXTRA" extension mate :))))))))))))) thats one of the
reasons STOS is faster than before, because of you, hahaha

>We all know that C and STOS are very different, STOS is better at games
>and C is good for GEM applications. Real programmers use assembler...

 About sums it up that.....

>In and out of this thread!!

 Ho so sooon, when you added so...eeerm ho all right, seeya then
<giggle>

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -6230488223254957313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/26

Message-ID: <32c2620c.3526405@news.airtime.co.uk>#1/1
X-Deja-AN: 206024990
references: <2344365705@neon.airtime.co.uk> <851477846@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 25 Dec 96 02:14:36 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > How can C be the best BASIC ;)

>Oops, yes, maybe Tony doesn't want to include C anymore.

His name is Martin, Mine is Tony, Please don't put words into my mouth :), Given the choice, I would use STOS BASIC before any other BASIC to make a game, and if I also had the choice of C then I would still choose STOS as it is better addapted for the job and therefore the better tool,
Hans, YOU! are then only person who disputes this, everyone else agrees, thus proving you to be in a miority of ONE!

>It didn't take too much time. I was simply a bit fed up with my normal
>programming work, so I did this game for fun (and to be right about C being
>faster ofcourse).

C being faster is not being disputed, C being the better choice for game making is the bone of contention here, I would not say STOS is faster than C, I cannot say STOS is more comapatable than C, (but apart from a couple of SUPER machines then its no less compatable) all I can say is that someone wanting to make a game that had all BASICS and C to choose from, then STOS BASIC would be the best choice at this moment in time, maybe not a couple of years ago, But now YES defintaly the best choice!

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -1856799428666659923
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/26
Message-ID: <851682064_OASIS_@swampdog.demon.co.uk>#1/1

X-Deja-AN: 206070307
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <659_JRichard@nest.demon.co.uk>
JRichard@nest.demon.co.uk (John Richardson) said:-

>
>Hans Wessels:
> > When a 'b' folows after ony of the above symbols the file will be
> > handled as a
> > binairy file.
>
>The attributes the file is opened for (ie either read,write or append) is
>always the first letter in the string and the mode always the second for
>example:
>
>"a" - Append in default mode.
>"a+" - Append and read in default mode.
>"ra" - Read in ascii mode.
>"aa" - Append in ascii mode.
>"aa+" - Append and read in ascii mode.
>"ab" - Append in binary mode.
>
>There are other combinations but you get the picture.

This is from ANSI?

If so, then there are differences between it and K&R! :-(

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 7648665433559810319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,288902edd6b9b45f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Malloc()
Date: 1996/12/26

Message-ID: <851681656_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 206070320
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <638_9612251643@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>g > TOS versions less than 1.4 do not have the information in the
>g > os header. You have to know the address where the basepage for
>g > the active process is stored. It is $602C for all versions
>g > except the spanish one which is $873C.
>
>I believe you mean TOS 1.02. Yeah, I guess I should fix that.

And tos 1.0 as well!

>So long as *prun contains the ACC's bpa, whether single-tasking or
>multi-tasking, nothing needs to be done. If multi-tasking, nothing
>needs to be done. If prun points to garbage (whether or not it is
>used), that OS deserves to crash.

Naturally it would be trivial for the os to write the current bpa to
prun and as such it should be done by any future tos compatible os
also. As MiNT uses "proper" process identifiers it made me wonder if
it does actually update the bpa? It should ... ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -2424393176340560705
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b2495bf85d3f962,start
X-Google-Attributes: gid1115ce,public
From: "MusicLife" <danbel@total.net>
Subject: Help Please !!Transfer files from atatri to i.b.m.!!!!
Date: 1996/12/26
Message-ID: <01bbf363$51bbe1c0$7b7acdcd@danielbe>#1/1
X-Deja-AN: 206077969
organization: TotalNet Inc.

newsgroups: comp.sys.atari.programmer

help Please !!!!!
I own an aAtari 1040 st That i have used for Midi Music for 8 years now and I would like to tranfer all my midi files from Atari machine format to Dos format .the only way i know to do this would be to send them via modem .the only hick i have with this is time since I have quite a few (100 or so and via 2400 bds it would take foerever)

A couple of years ago i received a diskette for drum samples that could be read on my Atari and on my Ibm all the files are .mid format ,if i save my files in .mid format on my Atari it cannot be read on My I.b.m.

My question is :is there another way to do this with a programm or something ?Any kind of help would be GREATLY APRECIATED.

Thanks in advance-Daniel

From -619631987285283110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
From: JEDI
Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)
Date: 1996/12/26
Message-ID: <59ubul$1io@lana.zippo.com>#1/1
X-Deja-AN: 206124106
sender: usenet@drn.zippo.com
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com>
<Pine.SUN.3.92.961226024620.9027A-100000@kelly.teleport.com>
organization: Zip News
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <Pine.SUN.3.92.961226024620.9027A-100000@kelly.teleport.com>, Bravo says...
>
>On 24 Dec 1996, it was written:
>

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says...
>> >
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>> >
>> >
>> >This is the kind of Talk that will put Toad out of Business and Kill yet
>> >Another Atari Supporting Business at the Hands of some Cheapskate.
>>
>>   We're customers, NOT a benevolence association.
>>
>>   They apply supply and demand to us but, cannot have the same done
>>   to them...
>>
>>   Power without the Price used to be more than just empty words.
>
>Power without the Price was Atari's idea for a slogan. And a load of Crap.
>It defies logic and goes against All the Laws of the universe. Like "A Man

In 1988, the cheapest PC Clone available in my area was an (PB)
8Mhz, 8088, w/ 640k & 10Meg HD, dual 5.25 floppies and a cga card.

It cost $1000.

A 520ST (w/ SS drive) cost $300.

Despite the appearace that that Clone outspecs this ST, the
ST ran circles around that machine and was quite a bit more
useable.

Just because you can't manage it now; it doesn't mean that it
never was.

Power without the Price, existed once.

It is not a far stretch to say that that is why many of us are here.

From -8960399404608062322
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126

X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1996/12/27
Message-ID: <GL2AACAWUP@alkor.sax.de>#1/1
X-Deja-AN: 206124959
references: <2344365705@neon.airtime.co.uk> <851477846@p24.f101.n323.z205.mbh.org>
<32c2620c.3526405@news.airtime.co.uk>
content-length: 1490
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <32c2620c.3526405@news.airtime.co.uk> Tony Greenwood wrote:

> Hans, YOU! are then only person who disputes this, everyone else
>agrees, thus proving you to be in a miority of ONE!

Hhmm. You've not counted me, and on your side are how many in this news group? 2? I've discussed the thread last night with 5 guys, they are on my (or Hans) side...

> C being faster is not being disputed, C being the better choice for
>game making is the bone of contention here, I would not say STOS is
>faster than C,

In <32b03219.1215756@news.airtime.co.uk> Tony Greenwood wrote:
...
> I still feel STOS would taking the above into consideration be the
>wisest choice, The only draw back STOS has is a slight compatability
>problem with SUPER comuters, the only drawback other BASICS and C have
>is they cannot manage anything that needs speed,timing and power, the
>choice is easy :)
...

Read your last 3 lines very carefully, and you would see that you insist that STOS is faster than C... (speed, timing and power)

>I cannot say STOS is more comapatable than C, (but
>apart from a couple of SUPER machines then its no less compatable) all
>I can say is that someone wanting to make a game that had all BASICS
>and C to choose from, then STOS BASIC would be the best choice at this
>moment in time, maybe not a couple of years ago, But now YES defintaly
>the best choice!

BTW: Is the hole thread a trick to influence some programmers to code
more games? ;-)

--
Email: haase@alkor.sax.de

From -8723418986434012447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/27
Message-ID: <851642272@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 206125052
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <950239977@swampdog.demon.co.uk>
x-ftn-reply: swampdog.demon.co.uk 38a382e9
x-ftn-path: 323/100
x-comment-to: all
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32c307a0
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

```
 > In article <659_JRichard@nest.demon.co.uk>
 > JRichard@nest.demon.co.uk (John Richardson) said:-
 >>
 >> "a"     - Append in default mode.
 >> "a+"    - Append and read in default mode.
 >> "ra"    - Read in ascii mode.
 >> "aa"    - Append in ascii mode.
 >> "aa+"   - Append and read in ascii mode.
 >> "ab"    - Append in binary mode.
 >>
 >> There are other combinations but you get the picture.
 >
 > This is from ANSI?
 >
 > If so, then there are differences between it and K&R! :-(
```

No, "ra", "aa", "aa+" DO NOT EXIST in ANSI C. It's an extension of Lattice C on the Ansi standard. The problem is that they don't say the second 'a' is an extension of their own.

Bye, Hans Wessels

From -3596673896006570054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/27
Message-ID: <851648037@p24.f101.n323.z205.mbh.org>
X-Deja-AN: 206125057
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1338062826@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 4fc137ea
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32c31e25
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> NO!, You are correct, we agree C can do GEM , but I do not dispute
> that C can do fast arcade type games, I could well agree that C can
> do fast arcade games,
> To put simply, *IF* I could program in C and STOS, and wanted to make
> a platform game then I would use STOS, there may be many tools that
> can do one specific job, but I would claim that STOS would be the
> BEST one to do that job, ie: my first choice, I also beleive that
> anyone else in the same situation would also use STOS, that is what it
> is for, that is the correct tool for the job and that would be top
> choice,

There are two separate things:
1) If you have to program something the best language to do it in is the language you know best. In your case it would be STOS and I prefer C.
2) There is also a best languge to do some things. I think the best game language is the language that produces the best games, seen from the game players view. There it doesn't matter how hard the programming is, how ugly the interface to that language is or how unreadeble the source is. The only thing that matters is the result. (I am not saying that my source is unreadable, nor that my C compiler has an ugly interface, and I think we agree good coding is usually a hard job.)

> I repeat I "could" agree C can do a platform game, but you have yet
> to show me one, you show me the game you say you have made, show me

> it using,
> A larger play area
> Better Sampled sound

Has the sample quality to do anything with the power of the language? Don't think so, DMA sound is DMA sound, a longer sample, or an higher sample rate only consumes more memory.

> More Animation
> Better play area,

That's also a matter of design, I think.

> So show me ?.....you have spent a lot of time telling me you can do
> it, but shown me nothing ?, again I dont dispute your ability, I just
> want to see :)

Well, a preview version of heartland is on it's way to you. I send it you via i_a, because the mail system on my atari doesn't allow to send me HUGE mails.

A short overview of the keys:
Esc: quit game
s: toggle sound: DMA sound -> chip sound -> sound effects only -> no sound
m: show map
r: show rasters (= processor time left)
h: toggle 50/60 Hz (very unwise to do on an 8MHz ST)
f: enable fast machine mode, it will play a nibble scrolled game on machines that are at least twice as fast as a normal 8MHz ST. (PS: My 20MHz turbo board ST isn't fast enhough, still has a 8MHz bus)
n: toggle nibble scrolling

Still to be added:
*Fix for jumping out of the game area in the right part of the game field.
*Detection of being dead, now you life can be negative, doing funny effects on the screen, maybe, if you wait long enough, the game will crash.
*Main menu screen
*Detection of game completion

Still to be tested:
*STe/Falcon/TT DMA sound
*STe/Falcon joypad
*TT/Falcon nibble scrolling (I realy wonder if a Falcon with VGA monitor is fast enhough for nibble scrolling)
*The walk right sprite sequence contains a damaged sprite (never had a correct version of the sprite data)
*working of the game on a half Meg machine (does anybody know the amount of free memory on such a system?)

The game is not intended for massive spreading yet, but you may give copies to people very intrested in the game. The game is only a preview.

> No one suggested game players are stupid, I simply pointed out that a
> programmer can get away with a lot by using optical illusions, I mean

> surely thats what the whole concept is based on ?????

Yes, but I think players will immediately see my version has a larger play area. You could call your version a mordern wide screen version. :-)

> But then, we havent seen yours working on ANYTHING yet?

Please tell me: did you receive the game and did you like it?

>> I will have to look for the extra STe and Falcon smaples. Up till now
>> I only found one. (Thinking there was only one.)
>
> Whoops, the falcon enhanced samples are in Diamond Ice, Diamond Ice
> came AFTER Heartland so obviously has improved routines... so you
> would never make that on a half meg, no way :)

Never say never, I may be tempted to convert that game too :-)
The amount of sound data isn't the problem, just don't load it if you haven't the memory for it. The only important thing is the amount of code and data needed for the main gameplay. All other things can be reloaded when needed. (Fastest access: put all data in one big file open it once at the game start and 'fseek' to the data position of the you need and load the stuff.

> It does not cost any time, it costs me going out and buying a pad,
> its alright getting people to test certain aspects of a game, but
> some you cannot trust to what people say, you have to see it for
> yourself while programming or whatever, I only have a joystick so thats
> all its programmed for, that simple really?,

Hmm, it does cost time to read the joypad, at least 8 clockcycles, but usually around the 100 cycles, so yes, time overhead of reading a joypad is very low.

>> Would like to see C make VidIgrid 2 hahahahaha
>>
> already there then flicks to the empty slot you left, if you have seen
> ViGrid on the JAGUAR CD then its a complete copy of that, but with
> obviouse lilitations,
> There are 14 video clips on disk all cartoons edited to loop without
> noticing where the loop occurs :)
> sound simple ??
> while you are moving a peice it is still playing the peice you are
> moving,as well as all the other peices individualy,
> At later levels there are 30 peices of the video playing individualy,
> When you pick up and move a playing peice, NONE of the video slows
> down :)

Yes, that's realy simple, it's no problem at all to do that in C, I think I can do it with a resolution 320x192, 240 16x16 pieces, movie going at 50 frames per second, 50 screen updates per second, all continues to play while ony pice is moving over the screen (including the pice you are moving). Just have the complete depacked sequence ready in memory, copy the current displayed part of the animation screen to the display memory (or change the screen adres when you are using a full screen puzzle, the piece moved is a sprited move over the

screen (can by done real time). When two pieces swap places update them in all screens and off you go. Where is the problem? Maybe the movie depackers, I haven't got them in my code collection, but no doubt they are available somewhere.

> >> Sorry, haven't seen diamond ice, but my game has actually more
> >> animation than your Heartland, because the viewscreen is bigger, so
> >> there is more animation to be seen at the same time.
> >
> > No I mean more items animated, where heartland had the coins, bottles
> > and spikes, diamond ice has those and another 8 objects animated,
> > like I say, later model, more advanced,

No problem at all. I can manage as many animated items as you like. The first thing geving problems is computer memory, because one 16x16 item costs 1kb in byte scrolling mode (2 kb for nibble scrolling). So if you want to have 512 items it's going to cost you half a Meg. You can put those items (or some groups of them) into an animation sequence. So a 4Mb machine can have about 3500 items that can be used in animations, allowing us to have 512kb of game code. The real problem is to find somone who will draw that many parts and put them together into nice animations. Your fantasy is the limit here, not the programming language.

Samething for the level map. Make it as big as you like, the biggest problem is to find someone who will design it, alter the macro's
(constants) MAP_LEN and MAP_HEIGHT in my C code and off you go, no problems with multiple overlapping maps like you did in heartland, just one big map. There is no 32k limit on the size of the map, nor on the seize of the item data. The only limit there is is the memory limit of the computer and, ofcourse, your fantasy.

> > I hope you can show this soon, it is not nice of you to post public
> > messages telling everyone how much better your version is, but not
> > let anyone see it?

Requests for the finished game can be send to:
mr_ni@mst.tn.utwente.nl
It's my e-mail adress at the university, allowing me to send huge amounts of data cheap and easy. You will receive a copy of heartland 2.0 as soon as I think it's completely finished (let's say before the end of January, writing a program isn't hard, making a complete product is!).

> >> Well, you have to test it, but I think you will have to agree it's
> >> better.
> >
> > I would not count on it, I have yet to see it ?

And now?

> > Just releasing the program is the problem hey ?
Yes, especially a finished and full debugged program, as soon as the code is working the fun is over, than the boring finishing starts.

> hahahahaha I wish you had put a smiley in the above, I really wish
> you had, Of course you can beat 3000, YOU have to see how,

Well, will have an other look. But I expect to find some extra bokkingen in your game. :-)

> Merry Christmas Hans <SMILE>

And a happy new year?

Bye, Hans Wessels

From 6649154350027919936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24,start
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: MagiC radio buttons/check boxes - how to access?
Date: 1996/12/27
Message-ID: <GL2OCCUQUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 206132749
content-length: 703
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

Although I am unsure about this, I seem to remember hearing somewhere that MagiC AES has its own inbuilt radio buttons and check boxes ("proper" ones that look like circles and crossed boxes respectively).

Since the MagiC programmer documentation is in German, it is difficult for me to use these features. Can someone explain how to use MagiC's radio butons and checkboxes (in English)? Thanks!

Also, how can I check for the presence of MagiC?

Any help would be appreciated.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

From -317396700510271797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74f6fdab4a1bc82f
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Programming for multitasking
Date: 1996/12/27
Message-ID: <Pine.A32.3.91.961227114051.16123B-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 206190012
references: <32B7B307.2781E494@etlxdmx.ericsson.se>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Wed, 18 Dec 1996, Martyn Tidd wrote:

> I've been doing a bit of investigation into concurrent launching of
> programs from within other applications and would like to make a plea
> for a bit of cooperation from programmers.
>
> If your program calls another program could you please test for AES >= 4
> and use shel_write() mode 0 in that case rather than shel_write() mode
> 1. Mode 1 will only launch programs concurrently under MagiC. Under all
> other systems (AFAIK) it launches programs as child processes of the

Even under MagiC the launched program will be a child of the starting
process. This is sensible and necessary.

> calling application. I appreciate Andreas' comments of a while back that
> this is more sensible than Atari's mode 0 approach since it works to an
> extent under all systems whereas mode 0 will crash most systems without
> AES 4. However, functionality is reduced if your user is using a
> multitasking system other than MagiC. A number of programs spring to

Why is functionality reduced ? Because others than MagiC's AES do not
bring preemptive multitasking ? That is not MagiC's fault.

> mind, Thing and Kobold being the most obvious.
>
> It's not difficult to do, I've done it for the next version of
> MultiPlicity so it can't be :-), and it's quite small:
>
> If AES >= 4 then use shel_write() mode 0
> else use shel_write() mode 1.

You never thought of a MagiC version that one day will have an AES
version > 4.0 ?

I do not think this is sensible at all. But if you really need to make a distinction, please do it properly. Check for the MagiC cookie, or even better, call appl_getinfo to find out what works which way, instead of just comparing the AES version.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 4731464412385268739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,981ed8e653a72b32
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Malloc()
Date: 1996/12/27
Message-ID: <Pine.A32.3.91.961227120122.16123D-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 206193821
references: <7d4_9612201242@conchbbs.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 20 Dec 1996, John Kormylo wrote:

> d > Yes, it does. That also solves the file handle problem. I
> d > wouldn't use the term "PID", though, since that's not what it
> d > is, technically. It's a basepage pointer.
>
> d> Note that you should NOT do this under MagiC, MiNT, or Geneva!
>
> I planned to test the original value of *(_syshdr->_run) to see if
> it matched the ACC's BPA. (You have to read it anyway in order to
> restore it later.) I assume under a multitasking OS the two will be
> the same (when you read it), in which case you don't need to mess
> with it.

This would be proper action. But note that under preemptive multitasking the variable might not be the same anymore at the time of the Malloc. It's unlikely, but difficulties may arise. The way to go is to do the check and the Malloc in Supervisor context.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -1611629738771647417
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc35ee73a99728a6
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: GEM Metafiles
Date: 1996/12/27
Message-ID: <Pine.A32.3.91.961227121050.16123E-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 206193822
references: <59jv3u$rem@irk.zetnet.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 22 Dec 1996, Adam Foster wrote:

> Does anyone know how to save output as a metafile (or print it) when
> programming under SozobonX C? Any help would be appreciated, email me
> on afoster@zetnet.co.uk. Thanks!

It's precisely like VDI drawing onto the screen. You only open a metafile workstation, instead of a screen workstation. You'll need META.SYS in your GEMSYS folder, or whatever it's called on your machine, and an entry in ASSIGN.SYS. Some special VDI calls then let you choose the filename, and write extra entries into the file.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -1587222418195699987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c239f549b54f706
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Accessory Malloc()

Date: 1996/12/27
Message-ID: <Pine.A32.3.91.961227121612.16123F-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 206194531
references: <143_9612231751@conchbbs.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 23 Dec 1996, John Kormylo wrote:

> There are certain functions which should not be called from an
> accessory (after AES has been initialized):
>
> Malloc(), Mxalloc(), Mfree(), Mshrink(), Fcreate(), Fopen(),
> Fclose() or any stdlib function which uses these GEMDOS functions.

Mfree and Fclose do not cause any harm, they may be called at any time.

> This problem can be solved by bracketing the function call with the
> ACCset() - ACCreset() functions:
>
>   ACCset();
>   p = Malloc(size);
>   ACCreset();
>
> If you call ACCset(), you MUST call ACCreset() before the next AES
> call. Do NOT call ACCreset() before ACCset() has been called.

This approach works with single-tasking TOS (i.e. original TOS versions without MiNT, MTOS AES or Geneva). With multi-tasking systems you'll cause problems here. So before using those ACCset and ACCreset calls you must inquire whether you're with multi-tasking, and thus whether you're allowed to use them.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 1333338308904643379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)

Subject: Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)
Date: 1996/12/27
Message-ID: <32c3a7c3.1974140@news.airtime.co.uk>#1/1
X-Deja-AN: 206194589
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
<Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
<59opm4$5om@lana.zippo.com>
<Pine.SUN.3.92.961226024620.9027A-100000@kelly.teleport.com>
<59ubul$1io@lana.zippo.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 26 Dec 1996 09:17:09 -0800, JEDI wrote:

>>Power without the Price was Atari's idea for a slogan. And a load of Crap.
>>It defies logic and goes against All the Laws of the universe. Like "A Man

In the UK many years ago, it would seem most people progressing from Spectrums etc had two choices, Amiga or ATARI. the ATARI was cheaper, that simple, and was/IS powerfull,
You can pick up an ATARI for 50 UKP or less now, so I think "Power without the Price" slogan is very apt to this day,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -2233632234072200912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/27
Message-ID: <32c3cebf.7642923@news.airtime.co.uk>#1/1
X-Deja-AN: 206232979
references: <1338062826@news.airtime.co.uk> <851648037@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Fri, 27 Dec 96 00:18:10 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>1) If you have to program something the best language to do it in is the
>language you know best. In your case it would be STOS and I prefer C.

 Perhaps I should learn C then restate my claim?, I am confident
enough to keep my opinion as it is, STOS is best for making games, *I*
already proved this?

>2) There is also a best languge to do some things. I think the best game
>language is the language that produces the best games, seen from the game
>players view. There it doesn't matter how hard the programming is, how ugly the

 NO!, the thread is meant to be from a programmers point of view, that
is why it is posted in a programming group and not a gameplayers
group, so I am right when I say that a programmer, NOW who can program
in STOS and C, he should choose STOS to make a game, because that is
what it is for, If he can not program at all, but his interest is in
programming games then he should learn STOS,

>that matters is the result. (I am not saying that my source is unreadable, nor
>that my C compiler has an ugly interface, and I think we agree good coding is
>usually a hard job.)

 Ithink my source is unreadable, verry bad and speghetti linked, it
has line numbers and is hard to follow, but who cares, it is the end
result that counts?

>Has the sample quality to do anything with the power of the language? Don't

 You say you can make a better version of Heartland, I say you can
not, are you saying you can make a faster version, but not better?
what is the point of that, you must make a better version or say STOS
is best.....

> > Better play area,

>That's also a matter of design, I think.

 I meant bigger, to prove your routine is capable of the task, with no
disk accesing during game play,

> > So show me ?.....you have spent a lot of time telling me you can do

>Well, a preview version of heartland is on it's way to you. I send it you via
>i_a, because the mail system on my atari doesn't allow to send me HUGE mails.

 Thank you, It is not here yet but it is Christams and the post will
be slow, maybe a few more days,

> > programmer can get away with a lot by using optical illusions, I mean
> > surely thats what the whole concept is based on ?????

>Yes, but I think players will immediately see my version has a larger play
>area. You could call your version a mordern wide screen version. :-)

 of course they will....that is not the point, the point is that mine
has a smaller play area and no one noticed, no one complained and no
one said the game suffered because of a small play area, because you
cannot tell it is small, they do not realise, it is an illusion,
 Yes if you stick another version under there nose with a bigger play
are they will notice, but they havent got anothetr version, they have
heartland and like it, I realy do not see your point here, my point is
that the screen size is good enough and does the job, maybe a bigger
screen size will spoil the effect?, bigger and faster does not mean
better does it ?????

> > It does not cost any time, it costs me going out and buying a pad,

>Hmm, it does cost time to read the joypad, at least 8 clockcycles, but usually
>around the 100 cycles, so yes, time overhead of reading a joypad is very low.

 you mean it takes MORE than reading a joystick ?

> > I hope you can show this soon, it is not nice of you to post public
> > messages telling everyone how much better your version is, but not
> > let anyone see it?
>
>Requests for the finished game can be send to:
>mr_ni@mst.tn.utwente.nl

 yes request it, talk about it....but we still have not seen it?

> > Just releasing the program is the problem hey ?
>Yes, especially a finished and full debugged program, as soon as the code is
>working the fun is over, than the boring finishing starts.

 <smile> I have a couple of such projects where the main game is
finished, but needs loads of data inputting, pictures cutting out and
allsorts, just cant get myself to do the boring bits so they are on
hold:)

>Well, will have an other look. But I expect to find some extra bokkingen in

"bokkingen" ?????

>And a happy new year?

 97 here we come hehehehe

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 2496513428859896893
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/27
Message-ID: <32c3ce91.7597067@news.airtime.co.uk>#1/1
X-Deja-AN: 206236396
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Fri, 27 Dec 1996 00:44:28 +0100, in comp.sys.atari.programmer you
wrote:

>> Hans, YOU! are then only person who disputes this, everyone else
>>agrees, thus proving you to be in a miority of ONE!

>Hhmm. You've not counted me, and on your side are how many in this news
>group? 2? I've discussed the thread last night with 5 guys, they are on
>my (or Hans) side...

Have you looked at the whole thread, there are more than 2 people in
it, and so far you are only the 2nd person to side with Hans, telling
me you have 5 friends that agree is a silly thing to say,Or can I
bring in the STOS mailing list, the readers of STOSSER diskzine and
the whole UK user base of STOS users and and and, No let's not get
silly or we will end up with the old "My dads bigger than your dad",

>>game making is the bone of contention here, I would not say STOS is
>>faster than C,

>In <32b03219.1215756@news.airtime.co.uk> Tony Greenwood wrote:

>>is they cannot manage anything that needs speed,timing and power, the
>>choice is easy :)

>Read your last 3 lines very carefully, and you would see that you insist
>that STOS is faster than C... (speed, timing and power)

Ho dear, do you not understand the concept of a programming group, or the whole idea of a debate or discusion?, Yes the above was my belief, I am now saying that due to information since received, that if I am shown what Hans says he can produce then I would not say STOS is faster, better yes!, faster no :), this is what I get out of threads like this, knowledge and information,

>>and C to choose from, then STOS BASIC would be the best choice at this
>>moment in time, maybe not a couple of years ago, But now YES defintaly
>>the best choice!

>BTW: Is the hole thread a trick to influence some programmers to code
>   more games? ;-)

Very close, you are nearly right :)))
You see a lot of people have a very big missunderstanding about STOS, they see all the OLD games made years ago with the original STOS, these where terrible slow rubish type games that gave STOS a bad name, I released programs years ago that would be an absolout embarresment now, because STOS was so easy to use then everyone had a go and produced some total crap, (Including me)
Unfortunatly the Public Domain Libraries stupidly accepted these programs, gave them a great description and sold them,
Now all these years later, those same programs with the same descriptions can be bought from public domain libraries thus giving everyone the idea that STOS is crap,
But now STOS has been upgraded and can produce quality arcade type games that will stand up in todays market and will compare well with any other programming language, it is very hard to change peoples attitude, they think STOS=CRAP, they ignore wihout even testing software simply because they know it is STOS,

I have received emails from people who are amazed that STOS is capable of such software and are getting out there disks and having another go,

This thread IS having the desired effect and making some people realise that STOS is not as bad as it used to be,

Ask Hans and anyone else, what they used to think of STOS, and ask if they have changed there mind in the last couple of months,
If I lose this debate <grin> I will still win because STOS has a better name, I hope you have looked at something made recently in STOS and are not commenting on the STOS of old, thats the mistake a lot of people have made coming into this thread, they have gone away with there tail between there legs :))

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -6841141023023871574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74f6fdab4a1bc82f
X-Google-Attributes: gid1115ce,public
From: Dominique Bereziat <Dominique.Bereziat@inria.fr>
Subject: Re: Programming for multitasking
Date: 1996/12/27
Message-ID: <rw5d8vwngjk.fsf@phoebus.inria.fr>#1/1
X-Deja-AN: 206246512
sender: bereziat@phoebus.inria.fr
references: <32B7B307.2781E494@etlxdmx.ericsson.se>
content-type: text/plain; charset=iso-8859-1
organization: I.N.R.I.A Rocquencourt
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Peter Rottengatter <perot@pallas.amp.uni-hannover.de> writes:

Hi everybody,

> I do not think this is sensible at all. But if you really need to make a
> distinction, please do it properly. Check for the MagiC cookie, or even
> better, call appl_getinfo to find out what works which way, instead of
> just comparing the AES version.
>

For your information, AES (with MagiC4) return 3.99 as AES-version,
the "official way" is to check appl_getinfo() for testing new AES
feature (such as shel_write extension). But appl_getinfo() is available
with AES >=4.0 (MultiTos, Geneva, N.AES, Oaesis, Xaaes) execpet MagiC4.
Please, test AESversion >= 3.99 or
```
          AESversion >= 4.00 || get_cookie('MAGX')
```
and after, check appl_getinfo()

--

```
-----------------------------------------------------------
Dominique Bereziat     | Email: Dominique.Bereziat@inria.fr
Projet AIR             | Web: http://www-air.inria.fr/
INRIA Rocquencourt     |
Domaine de Voluceau    |
BP 105                 | tel: 01.39.63.58.65
78153 Le Chesnay Cedex | fax: 01.39.63.53.30
-----------------------------------------------------------
```


From -7405945429352907029
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/28
Message-ID: <851734220@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 206318182
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1560265439@alkor.sax.de>
x-ftn-reply: alkor.sax.de 5cffc2df
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32c46ecc
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Uwe Haase wrote:

> In <32c2620c.3526405@news.airtime.co.uk> Tony Greenwood wrote:
>> Hans, YOU! are then only person who disputes this, everyone else
>> agrees, thus proving you to be in a miority of ONE!
>
> Hhmm. You've not counted me, and on your side are how many in this
> news group? 2? I've discussed the thread last night with 5 guys, they
> are on my (or Hans) side...

Doesn't count, only people who bother to respond to this tread count. I think most C coders see the header STOS and just skip. Maybe we should as MAUS.SYS.ATARI.SOFTWARE for their opinion. But determining which language is the best isn't a matter of majority. It can be proven that C beats STOS on any point that matters in game writing, so one person can be right and de rest of the universe can be wrong. Question is: are they willing to accept that, or will I be heretic and burned to death on the firestake? After all, earth is still turning around the sun. :-)

>> C being faster is not being disputed, C being the better choice for
>> game making is the bone of contention here, I would not say STOS is
>> faster than C,
>
> In <32b03219.1215756@news.airtime.co.uk> Tony Greenwood wrote:
> ...
>> I still feel STOS would taking the above into consideration be the
>> wisest choice, The only draw back STOS has is a slight compatability
>> problem with SUPER comuters, the only drawback other BASICS and C
>> have is they cannot manage anything that needs speed,timing and power,
>> the choice is easy :)

> ...
>
> Read your last 3 lines very carefully, and you would see that you
> insist that STOS is faster than C... (speed, timing and power)

Well, you got the right message there, that's the massage that triggered me into converting the Heartland to C. Thank you!

Bye, Hans Wessels

From 4899814842070774032
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/28
Message-ID: <851737570@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 206318185
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1448650943@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 5658a8bf
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32c47be2
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
> On Fri, 27 Dec 96 00:18:10 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>> 1) If you have to program something the best language to do it in is
>> the language you know best. In your case it would be STOS and I prefer
>> C.
>
> Perhaps I should learn C then restate my claim?, I am confident
> enough to keep my opinion as it is, STOS is best for making games,
> *I* already proved this?

You did? Well, yes, from STOS point of view, STOS is best for making games because it's the only thing it can be used for. But that doesn't matter to this discussion, because we were comparing STOS with other languages and then STOS is way behind C, even on it's speciality: arcade games.

>> 2) There is also a best languge to do some things. I think the best
>> game language is the language that produces the best games, seen from
>> the game players view. There it doesn't matter how hard the
>> programming is, how ugly the
>
> NO!, the thread is meant to be from a programmers point of view, that
> is why it is posted in a programming group and not a gameplayers
> group, so I am right when I say that a programmer, NOW who can
> program in STOS and C, he should choose STOS to make a game, because
> that is what it is for, If he can not program at all, but his interest
> is in programming games then he should learn STOS,
>
>> that matters is the result. (I am not saying that my source is
>> unreadable, nor that my C compiler has an ugly interface, and I think
>> we agree good coding is usually a hard job.)
>
> Ithink my source is unreadable, verry bad and speghetti linked, it
> has line numbers and is hard to follow, but who cares, it is the end
> result that counts?

The end result counts? No!, the thread is meant to be from a programmers point of view, that.. etc etc. Well, for the first time in the thread you contradicted yourself between to quotations, congratulations!

Yes, you don't have to tell me basic is easier to learn than C, but if your intention is to write real cool games and you don't want to use assembley you have to use C for the best results, not STOS.

> You say you can make a better version of Heartland, I say you can
> not, are you saying you can make a faster version, but not better?
> what is the point of that, you must make a better version or say STOS
> is best.....

Well, by writing a faster game I proved C is at least on par with STOS on the arcade game type, taking all previous mentioned advantages of C in account, C is clearly the best.

> I meant bigger, to prove your routine is capable of the task, with no
> disk accesing during game play,

Do you think a mapsize of 320x200, or 640x100 will be big enhoug? I took these sizes because the complete map can't be displayed on screen when I am using bigger map size.

> bigger screen size will spoil the effect?, bigger and faster does not
> mean better does it ?????

Yep, maybe you are right, start using to old STOS routines again, the current allow you to show a too big screen and the game is also faster. In arcade games bigger and faster usually is better.

>> Hmm, it does cost time to read the joypad, at least 8 clockcycles, but
>> usually around the 100 cycles, so yes, time overhead of reading a

>> joypad is very low.
>
> you mean it takes MORE than reading a joystick ?

No, where did I say that? reading the joystick has to be done by a intterupt routine, or by sending IKBD command to the keyboard to request joystick data. Waiting for IKBD commands to be send takes really a lot of time. Intterupt routines take more time too. How much time does reading the normal joystick need in your oppinion?

Remember, we are talking about clockcycles, not scanlines, on a 8MHz ST one clockcycle is 125ns, a scanline is 512 clockcycles long, ie 64ms. At 50 Hz one screen is 160000 clock cycles. This information, plus a clockcycle table and some extra knowledge of bus usage during DE (display enable) allows you to create exactly synchronized screens, but that's assembly guru level stuff, but it can also done in (Omikron) basic or C.

>> Requests for the finished game can be send to:
>> mr_ni@mst.tn.utwente.nl
>
> yes request it, talk about it....but we still have not seen it?

It will be released. Please allow me some time to finish the product. It will be finished before februari 1997.

>> Well, will have an other look. But I expect to find some extra
>> bokkingen in
>
> "bokkingen" ?????

Yes, bokkingen. It's dutch. According to my dictionary has to be transleted in bloater, but that's no the type we are looking for :-)

Bye, Hans Wessels

From -6136477857860773275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/28
Message-ID: <851737591@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 206318192
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <613778688@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 24958500
x-ftn-path: 323/100
x-comment-to: All

x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32c47bf7
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >> In <32b03219.1215756@news.airtime.co.uk> Tony Greenwood wrote:
> >
> >>> is they cannot manage anything that needs speed,timing and power,
> >>> the choice is easy :)
> >
> >> Read your last 3 lines very carefully, and you would see that you
> >> insist that STOS is faster than C... (speed, timing and power)
> >
> > Ho dear, do you not understand the concept of a programming group, or
> > the whole idea of a debate or discusion?, Yes the above was my belief,
> > I am now saying that due to information since received, that if I am
> > shown what Hans says he can produce then I would not say STOS is
> > faster, better yes!, faster no :), this is what I get out of threads
> > like this, knowledge and information,

So you happily moved the goal! First was STOS better because it could to blazing fast arcade games although it isn't as compatible as C is. Now STOS is better because STOS is better (#define BETTER STOS). It's nicer to write games in?... Let me summarize:

* C works on all Atari systems, STOS doesn't
* C produces working code for all Atari systems, STOS doesn't
* C will work on newer (not yet existing) TOS versions, STOS won't
* C can do GEM game, STOS can't
* C produces faster code than STOS
* C allows structured programming with functions and data structures, STOS doesn't
* C can be used for all kinds of programming, STOS can only do games
* C can produce it's own libraries (language extensions), STOS needs assembley to do that

Yet STOS is the best language to do games in? Get a life! STOS is nice to do games in, especially for unexperienced programmers, but it is certainly not the best language to do games in.

> This thread IS having the desired effect and making some people
> realise that STOS is not as bad as it used to be,

But still isn't as good as C always has been.

> Ask Hans and anyone else, what they used to think of STOS, and ask if

> they have changed there mind in the last couple of months,

Yes, it moved from total utter crap to could be sensible.

Bye, Hans Wessels

From 244268635814939882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: Re: MagiC radio buttons/check boxes - how to access?
Date: 1996/12/28
Message-ID: <5a277a$j20@orm.southern.co.nz>#1/1
X-Deja-AN: 206335693
references: <GL2OCCUQUp@tos.ak.planet.gen.nz>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Hi there!

Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
: Although I am unsure about this, I seem to remember hearing somewhere that
: MagiC AES has its own inbuilt radio buttons and check boxes ("proper" ones
: that look like circles and crossed boxes respectively).

It does, although I'm not really sure how to get at them. They may just
have to be called by creating a radio_button or check_box and calling it
extended type 13 or 14 with a resource editor...

: Also, how can I check for the presence of MagiC?

Check the TOS version number. It says 3.00 on my TOS 4.04 Falcon when
MagiC is running. It also tells me that I'm running AES version 3.99...

Not sure which cookie it is that says this, but I'm sure there is one...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

From -3967152976548886742
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e55d55f8c97ffa2a,start
X-Google-Attributes: gid1115ce,public
From: marcelv@stack.nl (Marcel Veltmaat)
Subject: Standards for programming in GEM??

Date: 1996/12/28
Message-ID: <5a1p9a$sgo@snail.stack.nl>#1/1
X-Deja-AN: 206341752
organization: MCGV Stack, Eindhoven University of Technology, the Netherlands.
keywords: FALCON,ATARI
newsgroups: comp.sys.atari.programmer

Hi all,
I've been scooping around for 'c' and 'c++' compilers. And found Pure C, Borland C and GNU C++. But I've come to the
conclusion that there is no way for a newbie to start without spending hours,days or months on all the functions, bits and bytes for programming. Are the small programs I can start with so I can get familiar with the userunfriendly userinterface of all those C compilers? (There should be a combined interface with the resource editor and the GNU C++ with object library function.).
Now I was wondering if there are any know standards in programming the Atari. Or do I have to find all possible libraries on the net and put them together to find out which functions are best to use?

Also I was wondering if anybody has used the STL include files with GNU C++ compiler. For me the STL is the best thing since it's so darn smart coding. I will try to continue to use the STL header files with GNU. But the compiler might use to much memory so it might be neccesary to use virtual memory. (slow!)

Guess those were my 2 cents,
Fuse

From -4332077314076060465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67853216f6049a0
X-Google-Attributes: gid1115ce,public
From: bdc2@bdc2-ra.cwru.edu (Boris D. Cahan)
Subject: Re: Professional GEM Help!!!
Date: 1996/12/28
Message-ID: <48866140_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>#1/1
X-Deja-AN: 206343710
references: <59aaqd$ots@alexander.INS.CWRU.Edu>
organization: Case Western Reserve University
reply-to: bdc2@po.cwru.edu
newsgroups: comp.sys.atari.programmer

Thanks! Gotit!

--

Prof. Boris D. Cahan

bdc2@po.cwru.edu

From -50740637994095591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/28
Message-ID: <32c51efc.9570796@news.airtime.co.uk>#1/1
X-Deja-AN: 206406938
references: <613778688@news.airtime.co.uk> <851737591@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sat, 28 Dec 96 02:46:16 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>So you happily moved the goal! First was STOS better because it could to
>blazing fast arcade games although it isn't as compatible as C is. Now STOS is
>better because STOS is better (#define BETTER STOS). It's nicer to write games
>in?... Let me summarize:

What are you talking about ? I said that given the choice, STOS is
the best language to make games in 1996 compared to any other BASIC, I
then said that I would even add C, I never mentiond fast or
compatability, please do not trry to put words into my mouth,
I have since stated some things, but I have not moved the posts, my
original statment stands good, you have done nothing to prove it
otherwise, you make a gallant attempt and you do get me into corners
by talking a good debate,

But really at the end of the day we have to let the software do the
talking, mine has, your has not.....figure that one out :)

>* C works on all Atari systems, STOS doesn't

The only computers a STOS written game does not work on is the so
called supre computers, Hades and Madusa, I do not see that as a
compatability problem, so your compatability argument although true,
is pretty useless ?

>* C produces working code for all Atari systems, STOS doesn't

Is that not exactly the same point as above?, and I proved that to be

a useless point...

>* C will work on newer (not yet existing) TOS versions, STOS won't

 How the hell can you make a statement like that, that is impossible
to know, you are talking rubish here,

>* C can do GEM game, STOS can't

 I think that is a dissadvantage to C, thus you just shot yourself in
the foot,

>* C produces faster code than STOS

 Yawn, so what, how fast do you want to PRINT "SOMETHING"

>* C allows structured programming with functions and data structures,
> STOS doesn't

 So what, that has got to be the one most stupid statement you have
made, what point is there to that? you are right, but so what, I may
as well say STOS is better because it uses line numbers? you seem to
be scraping the bottom of the barrel for reasons here?

>* C can be used for all kinds of programming, STOS can only do games

 WRONG, See other posting for proof positive that your statement is
outlandishly ill-informed and to be honest, suprisingly cheap of you,

>* C can produce it's own libraries (language extensions), STOS needs
> assembley to do that

 eeerm again, so what? what is so good about that? it doesent seem to
do the C "games" programmer any good does it..

>Yet STOS is the best language to do games in? Get a life! STOS is nice to do

 "Get a life", if you find my replies to you have taken a sour tint to
them, it is because you have taken to cheap insults like this, at no
point have I ever made a personal insult to you, even this message you
are quoting and replying to was not to you personally, yet you feel
the need to personally insult me, you tell me to "get a life" ?,

>games in, especially for unexperienced programmers, but it is
>certainly not the best language to do games in.

 Yes it is....you are wrong, but it is not enough to be wrong, today
you have to be childish and insulting, whats up, game not going to
plan hahahaha

> > This thread IS having the desired effect and making some people
> > realise that STOS is not as bad as it used to be,

>But still isn't as good as C always has been.

 I never said STOS was better than C, in fact I have made every effort
to say that C is better than STOS,
 But if someone wants to make a game, then STOS is the best choice,

> > Ask Hans and anyone else, what they used to think of STOS, and ask if
> > they have changed there mind in the last couple of months,

>Yes, it moved from total utter crap to could be sensible.

 How childish :(

 Please stop talking about how good you are, and start showing, I am
not going to have a debate with someone who resorts to childish
witterings and cheap insults.....Goodbye :(

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4593860877233991596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/28
Message-ID: <32c51b19.8575480@news.airtime.co.uk>#1/1
X-Deja-AN: 206408161
references: <1448650943@news.airtime.co.uk> <851737570@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sat, 28 Dec 96 02:15:34 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > enough to keep my opinion as it is, STOS is best for making games,
> > *I* already proved this?
>
>You did? Well, yes, from STOS point of view, STOS is best for making games

 Well done Hans, you just ended this thread...thanks :))

>because it's the only thing it can be used for. But that doesn't matter to this

 WHAT!!!!!!! eh? what do you mean its the only thing it can be used for, we went through this once and I proved you wrong once,

 eg: there are more diskzines in the UK using a STOS written shell than any other,
 eg: The only multimedia displayer for a FM that allows text, animation, sampled sound, music, colourd text, choice of fonts etc in the one file is a STOS program

 And other peoples software, well how about Video Supreme? show me a rival to that, or how about grafix, both are COMMERCIAL programs, NOT games and are STOS, Education titles, STOS surely rules in that department, there are lots of instances of STOS in public domain and commercialy released software that are not games,

 You say STOS can only do games, ???? You are wrong again.....

>discussion, because we were comparing STOS with other languages and then STOS is
>way behind C, even on it's speciality: arcade games.

  So you keep saying, I proved STOS is better, and until you can prove otherwise then you are wrong, talk is cheap!

>intention is to write real cool games and you don't want to use assembley you
>have to use C for the best results, not STOS.

 again, I proved STOS is best, now you please stop talking and start proving...yes?

> > what is the point of that, you must make a better version or say STOS
> > is best.....

>Well, by writing a faster game I proved C is at least on par with STOS on the

 NO NO NO, you have talked about it, you have proved nothing, I showed you a good arcade style , fast smooth game, you have not showed me a arcade type game written in C, you just talked about it, that is NOT proof,

>allow you to show a too big screen and the game is also faster. In arcade games
>bigger and faster usually is better.

 In YOUR opinion...

> > you mean it takes MORE than reading a joystick ?
>
>No, where did I say that? reading the joystick has to be done by a intterupt

 You accused me of not adding Joypad support because the main loop could not handle the time, I say I already check for joystick, so in

the options screen someone chooses a jagpad then I simply swap a few
pointers and the routine looks for jagpad instead of joystick, same
time, no problem....so me not including jagpad was because I havent
got one to test with, and NOT because of proc time as you suggest,
your wrong again,

> >> Requests for the finished game can be send to:
> >> mr_ni@mst.tn.utwente.nl
> >
> > yes request it, talk about it....but we still have not seen it?
>
>It will be released. Please allow me some time to finish the product. It will
>be finished before februari 1997.

 So you get a couple of months brainwashing everyone by telling them
you can do it, you tell everyone its faster and better and you tell
everyone you have proved it,
 Why not wait until you have done it before you start telling everyone
how good you are ?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 457080406084810784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ab69bd9c960c24
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MagiC radio buttons/check boxes - how to access?
Date: 1996/12/28
Message-ID: <851873514_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 206421881
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <GL2OCCUQUp@tos.ak.planet.gen.nz>
  mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>Although I am unsure about this, I seem to remember hearing somewhere that
>MagiC AES has its own inbuilt radio buttons and check boxes ("proper" ones
>that look like circles and crossed boxes respectively).
>
>Since the MagiC programmer documentation is in German, it is difficult for

>me to use these features. Can someone explain how to use MagiC's radio
>butons and checkboxes (in English)? Thanks!

If ob_flags bit15 is set in a normal G_BUTTON then a toggle is drawn.
If the button is a radio button then a Mac style radio button will be
drawn instead. Normal Gem ignores this and displays the usual way.

>Also, how can I check for the presence of MagiC?

Look in the cookie jar for MAGX. It contains a pointer to the
MAGX_COOKIE structure which is defined in magx.h.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 483801393351007466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/28
Message-ID: <851873284_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 206421883
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <851642272@p24.f101.n323.z205.mbh.org>
  Hans Wessels <mr_ni@mbh.org> said:-

>Guy Harrison wrote:
>
> > In article <659_JRichard@nest.demon.co.uk>
> > JRichard@nest.demon.co.uk (John Richardson) said:-
> >>
> >> "a"   - Append in default mode.
> >> "a+"   - Append and read in default mode.
> >> "ra"   - Read in ascii mode.
> >> "aa"   - Append in ascii mode.
> >> "aa+"   - Append and read in ascii mode.

> >> "ab"   - Append in binary mode.
> >>
> >> There are other combinations but you get the picture.
> >
> > This is from ANSI?
> >
> > If so, then there are differences between it and K&R! :-(
>
>No, "ra", "aa", "aa+" DO NOT EXIST in ANSI C. It's an extension of Lattice C on
>the Ansi standard. The problem is that they don't say the second 'a' is an
>extension of their own.

Ah, I see! I wonder who dreamt that daft idea up? ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -3472405819005975967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e55d55f8c97ffa2a
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: Standards for programming in GEM??
Date: 1996/12/28
Message-ID: <5a3mid$naq@nnrp1.news.primenet.com>#1/1
X-Deja-AN: 206439664
references: <5a1p9a$sgo@snail.stack.nl>
organization: JR Enterprises
x-posted-by: @206.165.20.58 (rojewski)
newsgroups: comp.sys.atari.programmer

On 28 Dec 1996 01:23:06, Marcel Veltmaat wrote:
>Hi all,
>Now I was wondering if there are any know standards in programming the
>Atari. Or do I have to find all possible libraries on the net and put them
>together to find out which functions are best to use?
>
The Atari Compendium CD has all sorts of things, including some of the
more recent standards for GEM interfaces, etc. It also contains a lot
of associated source code and samples, as well as the docs on AES,
VDI, XBIOS, etc. I got mine for about $30 USD.

Hope this helps,
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From -5952128360609942645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a8b3d7c78252875,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Detecting Joystick buttons
Date: 1996/12/17
Message-ID: <c117cc$f1a14.393@HERMES>#1/1
X-Deja-AN: 204468549
newsgroups: comp.sys.atari.programmer

Sometime ago, I wrote a TSR which used the joystick to switch palettes based on which way the joystick is "pointed".

I recently tried to extend this into a joystick monitor (where the last X number of movements of the joystick are saved into a buffer, and can be called upon by the running ap)

Unfortunately, none of my implementations seem to be able to log the fire button.

The first time, I installed my code into the joyvec member of the IKBD structure. Whilst that will work for the standard UDLR motion of the joystick, it seems that the button is ignored (or is permanently set to "not pressed" by the time my code is run)

Next, I tried to put myself into the Keyboard ACIA data vector (using some code from a really old ST User mag). This is okay for UDLR, but when I look for any value other than UDLR, I am snookered. No fire button data seems to be available.

(In both cases, I am checking whether data bit 7 is set, signalling that the fire button is pressed)

How do I detect that the fire button is pressed, without disabling the keyboard?

(BTW: "UDLR" = "Up-Down-Left-Right")

--

Quote For The Month:

"Come back here with my fish, you horse thief"

From -2538922114778139524
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1f228ce94a336634,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 108ff0,1f228ce94a336634,start
X-Google-Attributes: gid108ff0,public
X-Google-Thread: 1115ce,1f228ce94a336634,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd490,1f228ce94a336634,start
X-Google-Attributes: gidfd490,public
X-Google-Thread: 105710,1f228ce94a336634,start
X-Google-Attributes: gid105710,public
X-Google-Thread: f94de,1f228ce94a336634,start
X-Google-Attributes: gidf94de,public
X-Google-Thread: 115513,1f228ce94a336634,start
X-Google-Attributes: gid115513,public
X-Google-Thread: 1119ac,1f228ce94a336634,start
X-Google-Attributes: gid1119ac,public
From: Zplanet@aol.com (Zplanet)
Subject: Atari ST 1040 For Sale
Date: 1996/12/17
Message-ID: <19961217020405565657@ip-pdx06-27.teleport.com>#1/1
X-Deja-AN: 204534239
organization: Teleport - Portland's Public Access (503) 220-1016
reply-to: zplanet@aol.com
newsgroups:
comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

Atari ST 1040 For Sale

Two systems for sale:

Atari ST 1040:1MB Ram, Color Monitor, Keyboard, Mouse, Cables, Manual.
$125 plus postage.

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables, Manual.
$125 plus postage.

Also one external disk drive: $15

email to: zplanet@aol.com

Norm
Portland, OR

From -1500785378622189054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2a5ca00a27ebf95c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 108ff0,2a5ca00a27ebf95c,start
X-Google-Attributes: gid108ff0,public
X-Google-Thread: f94de,2a5ca00a27ebf95c,start
X-Google-Attributes: gidf94de,public
X-Google-Thread: 1119ac,2a5ca00a27ebf95c,start
X-Google-Attributes: gid1119ac,public
X-Google-Thread: fd490,2a5ca00a27ebf95c,start
X-Google-Attributes: gidfd490,public
X-Google-Thread: 1115ce,2a5ca00a27ebf95c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105710,2a5ca00a27ebf95c,start
X-Google-Attributes: gid105710,public
X-Google-Thread: 115513,2a5ca00a27ebf95c,start
X-Google-Attributes: gid115513,public
From: Zplanet@aol.com (Zplanet)
Subject: FS: Atari ST 1040
Date: 1996/12/17
Message-ID: <199612170204015654 59@ip-pdx06-27.teleport.com>#1/1
X-Deja-AN: 204534253
organization: Teleport - Portland's Public Access (503) 220-1016
reply-to: zplanet@aol.com
newsgroups:
comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

FS: Atari ST 1040

Two systems for sale:

Atari ST 1040:1MB Ram, Color Monitor, Keyboard, Mouse, Cables, Manual.
$125 plus postage.

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables, Manual.
$125 plus postage.

Also one external disk drive: $15

email to: zplanet@aol.com

Norm
Portland, OR

From -8929200126956294392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/17
Message-ID: <850904172_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 204572039
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <593i32$69r@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>
>Hiya
>
>I have had a wierd problem under Lattice C with using the
>fopen (or Fopen) call. I have a structure which contains
>info about the contents of a window, which includes the
>filename which it is associated with.
>
>With the following code the fopen fails, with _OSERR
>indicating file-not-found, but only the first time it
>is called (subsequent calls succeed)...
>
>handle=fopen(cur_wind->filename,"ra");

I've never seen any rules on the parsing of the mode string but I've a
feeling "ra" is illegal as parsing is left to right. Try "ar".

>while the following code always works:
>
>strcpy(tempstring,cur_wind->filename);
>handle=fopen(tempstring,"ra");

Does it start to fail if you manually delete the file?

>anyone got any ideas why this is? is it a bug in
>lattice or something?

Assuming I've guessed right then it might be a bug or just one of the

undefined areas of C. Once a filing system error crops up it will
persist until cleared so it is perfectly possible the lattice fopen()
"mode string" parsing is doing something akin to the following where
fopen() is actually a function to test if a file of a given name can
be opened in a given mode ...

```
fp = fopen("foo","r"); /* fails, no file */
if OSERR == no_error THEN OSERR = status /* is EFILNF */
fp = fopen("foo","a"); /* succeeds, file created */
if OSERR == no_error THEN OSERR = status /* still EFILNF */
return (OSERR == no_error) ? fp : NULL /* oops lost the handle */
```

If I'm wrong then I've just typed a complete load of twaddle! :-))

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -7155699815536028133
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c945705417720716
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens)
Subject: Re: NED PLAYER v2.2
Date: 1996/12/17
Message-ID: <596v6f$666@ornews.intel.com>#1/1
X-Deja-AN: 204602447
references: <32A550E5.41C67EA6@etlxdmx.ericsson.se>
<594905$ct9@newsfeed.cs.auc.dk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <594905$ct9@newsfeed.cs.auc.dk>,
chainxor@iesd.auc.dk (Henrik Lunardi Weide) wrote:
>
>Using a multitasking system really makes .ACC's irrelevant. Just start
>everything you need to run as applications and bingo! :-)

I've tried the Geneva demo. In most respects, it's quite impressive.

>I normally run 8 applications in the background (GemView, ST-Guide,
>LZH-Shell etc.etc.), so that they're always ready for use when I
>double-click on a - say ..LZH-file it gets piped to the LZH-Shell via the
>AV-protocol. The memory doesn't get so fragmented either when programs are
>run as applications instead of ACC's.

If I can ever iron out the PATH problems vis-a-vis Geneva and Jetmail, I
would like to buy it and use it as my normal environment. So far, however,
I get errors when Jetmail starts - it keeps trying to look in C:\ for its
files, even though I created the GEM.CNF file as described in the Geneva
demo docs. As long asI can't get the demo to work properly with the
software I /must/ use, I don't want to spend the money for the full version.
'Twould be pointless to buy yet another program that I can't use (flashbacks
to Data Diet and the complete loss of partitions that it caused...).

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From -6099474716053617040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dff80117939ce74d
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: psg, sound, floppies
Date: 1996/12/17
Message-ID: <850863183@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 204634711
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3756468059@ornews.intel.com>
x-ftn-reply: ornews.intel.com dfe7275b
x-ftn-path: 323/100
x-comment-to: Rich Tietjens
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32b7244f
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Rich Tietjens wrote:
>> Hans Wessels <mr_ni@mbh.org> wrote:
>>>

>>> The second one is in C:
>>>
>>> /* toggle TT speaker on/of */
>>
>> That should do it. Since the whole thing uses only integers, even GST
>> C should compile it. I'll give it a try tonight, thanks!
>
> Follwup - tried it, GST C didn't like it (and I can't see any reason
> why not). Wrote a similar routine in HighSoft BASIC, which appears to
> work, but doesn't actually /do/ anything. Should I switch to
> supervisor mode before accessing the GI chip?

I think Giacces should work in user mode. Going directly to the rigisters, like in the assembly example, works only in supervisor mode.
For you info: the bit you have to change is bit #6 in register 14 of the sounchip. The MSB is bit #7, the LSB is bit #0. Bit #6 set means speaker is on (according to the profibuch). You select a soundchip register by writing the register number as a byte at adres $ff8800. You can read the contents of the selected register by reading a byte at $ff8800. You can write new data in the selected register by writing a byte at $ff8802.

Hope this information will get you a working program.

Bye, Hans wessels

From 4209290327726903307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/17
Message-ID: <850859494@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 204634735
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2087226343@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 7c688be7
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32b715e6
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> On Wed, 11 Dec 96 21:52:00 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>> Anthony Jacques wrote:
>
>> "the *perfect* language for games". I would suggest that in the
>> abscence of any alternatives (which is what Tony was trying to
>> establish), an imperfect languague can still be the best...
>>
>> I think C is a good alternative. It will do all the GEM stuff. Doesn't
>> need any fixing for TOS versions. And has the ability to do all the
>> direct memory stuff
>
> Realy I think Anthony put it in the correct concept, he says what I
> am trying to say, but him being educated was able to say it betterm
> heheh
>
>> needed for the fast arcade games. C isn't the perfect game language
>> too, but is more all round than STOS is. I cam up a chess game written
>> in C (GNU chess) and
>
> Her we go Chess again <G> excuse me but I see no reason why STOS
> could not handle a chess game? although admittedly I have never had
> the inclination to try evn though I am a Chess player,

Well, to play with your rules: show me! This is type blah, blah, blah. I think it will be very hard to write a chess engine with STOS, because STOS has no functions. I think a chess program is the kind of program where data structures become handy and recursion will be used, so very bas points for STOS overhere.

>> with serveral GEM games. The only thing I didn't show is an arcade
>> game written in C that matches Tony's Heartland., On the other it is
>> agreed STOS is useless for GEM. So I think C will be the best language
>> to write games in and the only question that remains un answered is
>> 'Can C beat STOS on the arcade game level?'.
>
> NO is a quick and easy answer :)

Yes is the not so quick, but better answer.

> STOS is unrivaled in the catagories stated, ie: BASIC and C
> STOS Cannot do GEM
> therefore STOS is what? 90percent compatable, the only machines it
> would fall down on are Hades and Madusa types, I dont think
> complaints would come flooding in from those quarters?

Yes, I know, I don't know these people, you only know people playing games on harddisk less color systems.

> GEM made are fully compatable but can only handle board type games,
> where STOS can handle arcade AND board type games?

Gem type games are usually used as accessoire games. Games that are played when

the whole system is running, busy compiling a huge C project, or compressing big amounts of data (testruns typically require 15 minutes). I know, it's different from the use of an Atari you know.

> I still feel STOS would taking the above into consideration be the
> wisest choice, The only draw back STOS has is a slight compatability
> problem with SUPER comuters, the only drawback other BASICS and C
> have is they cannot manage anything that needs speed,timing and power,
> the choice is easy :)

Ah, I see, my demo is also a demonstration of bad timing and slow code? That was omikron basic, and I know I can do it even faster in C. How do you know you can't accomplish the speed of STOS in C? Ever seriously tried to write a game in C?

With C you can do ALL: GEM games, board games, arcade games, chess games, games running on super Atari's, games that have to be fast. The only better choice is assembley. No patching is needed to support a new TOS version. A second advantage is that C is easily upgraded with new functions, either written in C or assembley (or pascal, or fortran, or Modula 2, or ....). Any function or procedure that comes in a common object format like GST or DR (digital reaserch) format can be used with most C compilers. And when necessary, you can easily mix c and assembley functions in C.

I agree, you first have to learn to program in C, and the beginning isn't as easy as it is in basic. But when you are familiar with C you can do almost anything you want, write an OS, a text processor or a game, and that game can be faster than STOS games.

Why don't you see that much C games then? Well, I think there is an easy explanation for that too: to work confortable with C you need a harddisk. And harddisks are rare in your part of the Atari world. STOS basic seems to be less power hungry and is easier to learn, so more games are produced in STOS basic in your part of the Atari world (But this doesn't mean STOS is automaticly the best game language). I havent been in the gaming world for about four years, so I don't know much about recent games. However, I do know a lot about C compilers, the Omikrom basic compiler and how to write fast screen output routines (I still like to do some demo coding so now and then). So I still think it's possible to write a better arcade game in C then in STOS basic.

Bye, Hans Wessels

BTW Tony: who is stario land and why does it, well, you know...

From 2263640425871649992
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: wierd problem with C and fopen...

Date: 1996/12/17
Message-ID: <850862748@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 204634739
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <4279418969@m1.cs.man.ac.uk>
x-ftn-reply: m1.cs.man.ac.uk ff12c059
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32b7229c
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> With the following code the fopen fails, with _OSERR
> indicating file-not-found, but only the first time it
> is called (subsequent calls succeed)...
>
> handle=fopen(cur_wind->filename,"ra");

Is "ra" an allowed combination? I think is't a bit strange to open a file for read and append, the proper call would be "r+" or is it a type for "rb"?

> while the following code always works:
>
> strcpy(tempstring,cur_wind->filename);
> handle=fopen(tempstring,"ra");
>
> anyone got any ideas why this is? is it a bug in
> lattice or something?

I am sory, I have no explanation for this part. Maybe you could try to put cur_wind->filename into a char* and pass that to the fopen function? Just to see what happens?

Bye, Hans Wessels

From 7422276861111520721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS (compatibility)

Date: 1996/12/17
Message-ID: <850862315@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 204634770
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <4228522737@student.canberra.edu.au>
x-ftn-reply: student.canberra.edu.au fc0a22f1
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32b720eb
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Yiannis Paschalidis wrote:

> STOS was not written to use GEM for very good reasons:
>
> 1) It came out a while ago so less than 512Kb RAM available on 520's -
> even less under GEM!!!

So? The decision to use or not to use GEM can be made by the programmer. Being able to use GEM doesn't mean you HAVE to use GEM, but no GEM support means you can't use GEM, even if you want to. BTW: C was there at the birth of GEM.

> 2) Having to wait for GEM to load up - even worse if TOS was on disk
> :) (Non-GEM means able to be run from bootsector loader or auto-
> folder)

Still no reason not to support it. And STOS does need the OS, that's where the problems were comming from with TOS 1.04, 1.06, 2.06 etc. STOS uses a table to look up the OS routines for certain functions. On the old 520 with TOS on disk you have to load TOS before you can start something from the auto folder. At autofolder time BIOS, XBIOS and GEMDOS are installed.
The programmer has to choose which OS functions he will use:

* None means you can start the code from anywhere, you have to relocate your code and off you go. (Or it can even mean you are the OS.)
* BIOS, XBIOS and GEMDOS means you can start the program from the auto folder.
* AES and VDI can only be used when the whole system is initialized.

> 3) Booting the game on a clean system meant that compatibiltiy
> is *increased*

Meaning there are a lot of programs doing things not officially allowed for the sake of speed, but this does not mean a programming language shouldn't support 'clean' programming. A STOS game will always be incompatible because incompatibility is build into the programming language. It can be patched to

work on certain TOS versions, but the incompatibility will still be there.

> What other commercial games of that time run under GEM? Not many!
> Actually, even some modern games have problems with
> GEM/accessories/etc.
> The GEM version of "nethack" which was written to run on all GEM
> machines has major problems on certain falcons reading the mouse &
> keyboard! It was written in C and still can't get 100% compatibility. I
> don't think you can ensure 100% compatibility no matter what language
> you write in.

No, because you have to cope with TOS and it's bugs. But you have a good change being compatible by using GEM. Teradesk, my favourite GEM shell, runs AFAIK on all TOS versions and Atari like hardware. It's not a game, but it is an example of a program that is quite compatible, even First Word Plus of the stone age runs on the mordern systems I have been told.

> Look at the PC scene... most games are not designed to run under
> windows (a DOS shell in windows maybe - but then it's still under
> DOS)

Yes, in 320 x 200 in 256 colors because all higher resolutions won't work on all VGA cards, huge problems with Vesa support and secondly, PC's need a 66 MHz 486 and 8 Mb memory to do things a 8MHz 68000 with 0.5Mb memory could do ten years ago ;-).

> Even when coding in C or 680x0 I wouldn't choose to write arcade games
> in GEM - simply because it would be too slow!

I agree, going direct to the hardware is always (a lot) faster. And you can do it in C. You can do anything STOS can in C and even a lot more. That's why I think Tony is wrong claiming STOS to be the best language for games.

> Now can this thread die in peace?

No, then this newsgroup would be too silent. :-)

Bye, Hans Wessels

From 2534906608320027954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e08abecbbbe2916,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: ICTARI 41 out now !
Date: 1996/12/18
Message-ID: <850873642_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 204637141
x-nntp-posting-host: elis.demon.co.uk
organization: Thee Augean Stables

reply-to: augeas@elis.demon.co.uk (G Greenway)
newsgroups: comp.sys.atari.programmer

Thee Augean Stables Present:

```
           ______    __________        ______           ______
 __    __ /      \  /          \   __ /      \ __    __ /      \ __    __
/  \  /  \\______/  \__________/  /  \\______//  \  /  \\______//  \  /  \
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          \______/
```

The Atari Programmer's User Group

It's that time of the month again...

ICTARI 41 is now available on my web-page. Go to:

http://www.elis.demon.co.uk/ictari/ictari.htm

Well, the last time I posted this message, saying that Pete Hibbs is about to step down as editor it generated exactly NO REPLIES. This is probably his second-last issue, and there's a chance that your's trully will take over. If your only contact with ICTARI is via my WEB-page then *please* send an article. You don't need to be any kind of expert, just read the note at the top of the page. I'm probably going to re-vamp the page in the new year, with some usefull links for programmers.

Have Fun,
"Augeas"

--

```
 ___________________________          _    _   _    _   _____
/ \                          \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
\/__\   _______________________\___   H  | |\\| | | |\/| | |  ___|   THE
     \ / \                        \     | | \  | | |  | | | |___
      \\_|                        |  E  |_|  \_| |_|  |_| |_____|  ENEMY
       \_/________________________/
```

From 2342211938885814434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,44e693652f314bf9,start
X-Google-Attributes: gid1115ce,public
From: jorge@mailloop.com
Subject: Bulk-Mailing Software
Date: 1996/12/18
Message-ID: <597oep$k94@crawler.dlc.fi>#1/1
X-Deja-AN: 204655713
organization: Mailloop Software
newsgroups: comp.sys.atari.programmer

Mailloop is bulk mailing software that will revolutionize how
people advertise on the internet.

See what all the fuss is about...

http://www.mailloop.com

From -8345484646995241957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c945705417720716
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: NED PLAYER v2.2
Date: 1996/12/18
Message-ID: <32B7AC24.167EB0E7@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 204692422
references: <32A550E5.41C67EA6@etlxdmx.ericsson.se>
<594905$ct9@newsfeed.cs.auc.dk> <596v6f$666@ornews.intel.com>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

Rich Tietjens wrote:
>
> I've tried the Geneva demo. In most respects, it's quite impressive.
>
> If I can ever iron out the PATH problems vis-a-vis Geneva and Jetmail, I

> would like to buy it and use it as my normal environment. So far, however,
> I get errors when Jetmail starts - it keeps trying to look in C:\ for its
> files, even though I created the GEM.CNF file as described in the Geneva
> demo docs. As long asI can't get the demo to work properly with the
> software I /must/ use, I don't want to spend the money for the full version.
> 'Twould be pointless to buy yet another program that I can't use (flashbacks
> to Data Diet and the complete loss of partitions that it caused...).

Try e-mailing Dan Wilga (gribnif@pair.com), he's normally most helpful
and always does his best to help people use his software.

Regards
Martyn

From -2637572173729780671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74f6fdab4a1bc82f,start
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Programming for multitasking
Date: 1996/12/18
Message-ID: <32B7B307.2781E494@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 204694996
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

Hi all

I've been doing a bit of investigation into concurrent launching of
programs from within other applications and would like to make a plea
for a bit of cooperation from programmers.

If your program calls another program could you please test for AES >= 4
and use shel_write() mode 0 in that case rather than shel_write() mode
1. Mode 1 will only launch programs concurrently under MagiC. Under all
other systems (AFAIK) it launches programs as child processes of the
calling application. I appreciate Andreas' comments of a while back that
this is more sensible than Atari's mode 0 approach since it works to an
extent under all systems whereas mode 0 will crash most systems without
AES 4. However, functionality is reduced if your user is using a
multitasking system other than MagiC. A number of programs spring to
mind, Thing and Kobold being the most obvious.

It's not difficult to do, I've done it for the next version of
MultiPlicity so it can't be :-), and it's quite small:

If AES >= 4 then use shel_write() mode 0

else use shel_write() mode 1.

Regards
Martyn

From -3661065193754110999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4456b86fe392c4,start
X-Google-Attributes: gid1115ce,public
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Subject: Floating Point Maths
Date: 1996/12/18
Message-ID: <Pine.LNX.3.91.961218110235.8451A-100000@macbeth>#1/1
X-Deja-AN: 204709598
organization: Electronics and Computer Science, University of Southampton
x-sender: sce196@macbeth
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi,

Does anyone know where I can get some assembly language source code for
doing floating point maths?

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

From -7765835759305830739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c37f5bf0ebbcc131
X-Google-Attributes: gid1115ce,public
From: daniel.hagg@marine.combitech.se (Daniel H⍰gg)
Subject: Re: G++ or C++ whatever
Date: 1996/12/18
Message-ID: <598nm4$958@cndns.combitech.se>#1/1
X-Deja-AN: 204723351
organization: SME
newsgroups: comp.sys.atari.programmer

In article <593ppv$lq6@snail.stack.nl>, marcelv@stack.nl (Marcel Veltmaat) writes:
> To be short. I'm looking for a way to get into object oriented programming
> for the Falcon. I have Pure C but pherhaps a C++ compiler makes it more

> easy. If anyone has experience with this sort of programming, can you please
> help me out and get me started.
>
> I already programmed with (spit) MSVC++ 4.2 (spit). Although this is a
> (spit) Microsoft (spit) product, it still is better than writing tons of
> listings nobody else can understand.
>
> Pherhaps with the C++ compiler you could have the same sort of programs for
> Atari as Delphi and stuff like that. This would mean more Atari software
> could be made.
>
> Otherwise I should get as much libraries as possible to use them for making
> software.

I belive that GNU C is the only C++ compiler for the Atari.

 /
/ Daniel

From 6930800287739128299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,981ed8e653a72b32,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Malloc()
Date: 1996/12/18
Message-ID: <0f7_9612190045@conchbbs.com>#1/1
X-Deja-AN: 204866941
organization: Fidonet: D.U.E. (713)944-7861
x-ftn-to: Dan Wilga
newsgroups: comp.sys.atari.programmer

Hmmmm, would it work to insert the ACC's PID into *(_syshdr->_run)
before calling Malloc() then re-insert the application's PID?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 2595923720558133299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f25c2fc0a04835df,start

X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Detecting Joystick butto
Date: 1996/12/18
Message-ID: <0f8_9612190045@conchbbs.com>#1/1
X-Deja-AN: 204866943
organization: Fidonet: D.U.E. (713)944-7861
x-ftn-to: gmiller@inca.co.nz
newsgroups: comp.sys.atari.programmer

g > How do I detect that the fire button is pressed, without
g > disabling the keyboard?

It would seem that the fire button does not trigger a joystick event. Try holding down the fire button while moving the joystick and see if you can detect that.

If true, there are only two ways to get fire button info while still using the keyboard.

1) reprogram the IKBD (EEEEEK!)

2) periodically request a joystick report (using a timer interrupt or VBI). You might have to switch to joystick interogation mode.

BTW, in joystick monitoring mode (which disables the keyboard), the fire button for joystick 0 is sent in bit 6 rather than 7.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -7587078620421581556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67853216f6049a0,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Professional GEM Help!!!
Date: 1996/12/19
Message-ID: <59aaqd$ots@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 204838838
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

Several weeks ago, there appeared in one of these letters, the suggestion
to get Professional GEM to help understand window construction under
GEM. I got and translated the TeX files (into a 135 page document),
but it constantly refers to a set of demo programs called "gemcl...".
Nowhere can I find these. Does anyone know where they are to be found???

HELP!!

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 9107439907269612203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67853216f6049a0
X-Google-Attributes: gid1115ce,public
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Subject: Re: Professional GEM Help!!!
Date: 1996/12/19
Message-ID: <32B92CDA.3444@eng.derby.ac.uk>#1/1
X-Deja-AN: 204903244
references: <59aaqd$ots@alexander.INS.CWRU.Edu>
content-type: multipart/mixed; boundary="------------405642CD4D7C"
organization: University of Derby
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 5.4 sun4c)

This is a multi-part message in MIME format.

--------------405642CD4D7C
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Boris D. Cahan wrote:
>
> Several weeks ago, there appeared in one of these letters, the suggestion
> to get Professional GEM to help understand window construction under
> GEM. I got and translated the TeX files (into a 135 page document),
> but it constantly refers to a set of demo programs called "gemcl...".
> Nowhere can I find these. Does anyone know where they are to be found???
>
> HELP!!
>
> --
> Prof. Boris D. Cahan
> bdc2@po.cwru.edu

The files are the demo listings, I have the files on my HD here,
uncompressed though. For a compressed version try : [ftp]

ftp.funet.fi/pub/atari/programming
The files you want are : 1-6.zoo 7-12.zoo 13-17.zoo
which contain the whole progem package

or

if that doesn't work try the attachment....

----------405642CD4D7C
Content-Type: application/octet-stream; name="prosrc.arc"
Content-Transfer-Encoding: base64
Content-Disposition: attachment; filename="prosrc.arc"

<encoded_portion_removed>
GgA=
----------405642CD4D7C--

From -3145617379301364887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: JRichard@nest.demon.co.uk (John Richardson)
Subject: wierd problem with C and fopen...
Date: 1996/12/19
Message-ID: <647_JRichard@nest.demon.co.uk>#1/1
X-Deja-AN: 204904268
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: JRichard@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.57) BETA (NON WINDOW VERSION)

Anthony,

```
 > handle=fopen(cur_wind->filename,"ra");
 >
 > while the following code always works:
 >
 > strcpy(tempstring,cur_wind->filename);
 > handle=fopen(tempstring,"ra");
 >
 > anyone got any ideas why this is? is it a bug in
 > lattice or something?
```

It must be something else both of these methods should work fine. Are you

sure you are using the correct structure referencer ie '->' or '.'? Are you including the correct header files for fopen you want <stdio.h>. Recheck your code, I assure you it'll be your fault and not the compilers :*)

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From -396297709487279897
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,1e3f35a044238356,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1e3f35a044238356,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Selectric
Date: 1996/12/19
Message-ID: <32b959da84ef40@xs4all.nl>#1/1
X-Deja-AN: 204923788
x-xs4all-date: Thu, 19 Dec 1996 16:15:59 MET
content-type: text/plain; charset=iso-8859-1
x-hardware: MC68000 Atari Mega 4 ST TOS 1.4
organization: Seni Translation Services, Amsterdam
x-url: http://xs4all.nl/~josdb
mime-version: 1.0
reply-to: josdb@xs4all.nl
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I'm having problems with Selectric and MiNT. Selectric doesn't work properly with MiNT sensitive programs which set Pdomain to 1 when MiNT is installed. Filenames are shown in lower case, then, and Selectric's mask patterns don't work anymore, even with `lower case' option switched one.

If there isn't a solution to the problem, what's the best alternative to Selectric?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa⍰ol e ingl⍰s

-*-

From 248470585045835220
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,981ed8e653a72b32
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Malloc()
Date: 1996/12/19
Message-ID: <dwilga-1912961035170001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 204927118
references: <0f7_9612190045@conchbbs.com>
organization: Mount Holyoke College
newsgroups: comp.sys.atari.programmer

In article <0f7_9612190045@conchbbs.com>, John.Kormylo@7861.conchbbs.com
(John Kormylo) wrote:

> Hmmmm, would it work to insert the ACC's PID into *(_syshdr->_run)
> before calling Malloc() then re-insert the application's PID?

Yes, it does. That also solves the file handle problem. I wouldn't use the
term "PID", though, since that's not what it is, technically. It's a
basepage pointer.

Note that you should NOT do this under MagiC, MiNT, or Geneva!

Dan Wilga
dwilga@mtholyoke.edu

From -3310127566115802026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10ee20504e2c00cf,start
X-Google-Attributes: gid1115ce,public
From: jnorton@nilenet.com (John Norton)
Subject: Epson Stylus Color II driver
Date: 1996/12/19
Message-ID: <59bv03$qtq@thoth.nilenet.com>#1/1
X-Deja-AN: 204944576
organization: NileNet, Ltd.
newsgroups: comp.sys.atari.programmer

I am using Dr. Noonan's Epson Sylus driver for Pagestream. I have
noticed that with very large font sizes, the driver causes lines to print
across the page. I have watched closely over the past few months and what
seems to be happening is that the driver only prints a short section at a
time and, if the fonts are large, then it (somehow) prints the bottoms of

the letters at the top of this print section.

I wish I could explain this better. But, I have seen this many times and this seems to be what is happening. Only happens with big fonts and (for example) the the very bottom edge of a 72 point size letter "A" will print two short lines above the letter that correspond with the bottom of the letter. Weird. Has anyone else seen this? Any programmers with a Stylus willing to tackle this problem (or at least try to reproduce it? I love my Stylus but I have to always work around this problem.

Oh, it is version 2.0.5 and is called STYLUS_C.PRT. Bruse Noonan unfortunately is not upgrading it further. He has moved on to other things.

From 1528054164715256639
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
From: Thomas Main <main@conrad.appstate.edu>
Subject: Re: Toad Christmas SPECIALS -- through 12/23/96!!
Date: 1996/12/19
Message-ID:
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>#1/1
X-Deja-AN: 204972425
references: <32B60228.7EC5@toad.net>
to: Dave Troy <dave@toad.net>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Appalachian State University
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer

Toad's prices for used ST equipment are way too high, IMO. Last week, an Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD). Compare this with the $299 "special" Toad is offering on USED STe's. Also, a few days ago on this very group someone was selling a VERY nice TT for $300. I think people in this group ought to write to Toad and tell them that we are not willing to pay these prices! I know that Toad has long supported the Atari platform, but that is not an excuse to excercise price gouging. If you agree, write to Toad "Toaday" and let them know their prices are way off. I think the Atari community will be better off

with realistic prices set for equipment.

On Mon, 16 Dec 1996, Dave Troy wrote:

> THERE'S STILL TIME TO GET ATARI STUFF IN TIME FOR CHRISTMAS!!
> ---
>
> AMAZINGLY HOT ST STUFF -- PRICES GOOD THROUGH 12/23/96!
> ---
>
> ATARI 1040ST and 1040STE Computers!!
> We have used Atari 1040ST computers available for $199 and used Atari
> 1040STE computers available for $299! New STE computers available
> too! Call for pricing! Order yours today!
>
> IF YOU CAN WAIT TO ORDER, YOU'LL PAY MORE IF YOU DO IT AFTER 12/23/96!!
> ---

From -4200159910983881588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4456b86fe392c4
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Floating Point Maths
Date: 1996/12/19
Message-ID: <363_9612191542@conchbbs.com>#1/1
X-Deja-AN: 204980391
organization: Fidonet: D.U.E. (713)944-7861
x-ftn-to: sce196@ecs.soton.ac.uk
newsgroups: comp.sys.atari.programmer

s > Does anyone know where I can get some assembly language source
s > code for doing floating point maths?

Yes, but it requires a 68881 coprocessor ;-)

You could also try writing C code then looking at the results with a
debugger (I do that a lot with Pure C).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com

|
| Standard disclaimer: The views of this user are strictly his own.

From 7977027883830523293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
From: cb541@cleveland.Freenet.Edu (James R. Gilbert)
Subject: Re: Toad Christmas SPECIALS -- through 12/23/96!!
Date: 1996/12/19
Message-ID: <59c6s3$52c@alexander.INS.CWRU.Edu>#1/1
X-Deja-AN: 204989458
references: <32B60228.7EC5@toad.net>
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: cb541@cleveland.Freenet.Edu (James R. Gilbert)
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer

Before somebody says something about the Toad ad, I wanna jump in.
Thanks Toad. We don't get many stuff like this, you're the last
(maybe just a few left).

From 6216787623761092649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a8b3d7c78252875
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Detecting Joystick buttons
Date: 1996/12/19
Message-ID: <851109436_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 204993406
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <c117cc$f1a14.393@HERMES>
gmiller@inca.co.nz (Gaven Miller) said:-

>Sometime ago, I wrote a TSR which used the joystick to switch palettes
>based on which way the joystick is "pointed".
>
>I recently tried to extend this into a joystick monitor (where the last X
>number of movements of the joystick are saved into a buffer, and can be
>called upon by the running ap)
>
>Unfortunately, none of my implementations seem to be able to log the fire
>button.
>
>The first time, I installed my code into the joyvec member of the IKBD
>structure. Whilst that will work for the standard UDLR motion of the
>joystick, it seems that the button is ignored (or is permanently set to
>"not pressed" by the time my code is run)
>
>Next, I tried to put myself into the Keyboard ACIA data vector (using some
>code from a really old ST User mag). This is okay for UDLR, but when I
>look for any value other than UDLR, I am snookered. No fire button data
>seems to be available.
>
>(In both cases, I am checking whether data bit 7 is set, signalling that
>the fire button is pressed)
>
>How do I detect that the fire button is pressed, without disabling the
>keyboard?
>
>
>(BTW: "UDLR" = "Up-Down-Left-Right")

I've not done anything with joysticks so all I can do is quote a
section which might be relevent.

[from page 341, Compute Tech Ref Vol 3, ISBN 0-87455-149-8] ...

"After any joystick command the IKBD reads both ports as if they have
joysticks attached with one of the buttons assigned to each. After any
mouse command (except mouse disable $12) the IKBD scans port 0 as if a
mouse were attached and "steals" the joystick 1 fire button line for
the right mouse button. In this condition the only way to read the
fire button on joystick 1 is to temporarily disable the mouse with
command $12. Then, the fire button on joystick 1 can be read until the
mouse is enabled again."

The above book has 30+ pages dedicated to the IKBD if you can find a
copy.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 2684340243641107025
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c85ee83d61ecec81
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Buttons ...
Date: 1996/12/19
Message-ID: <851110504_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 204993418
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <E2ID8J.GFu@csc.liv.ac.uk>
sm6pak@csc.liv.ac.uk (P.A. Kelleher) said:-

>In article <850428404_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk
>(Guy Harrison) writes:
>> In article <3828574b.d8c0.6950@flori.stingbox.stingbox.de>
>> FLORI@STINGBOX.STINGBOX.DE (FLORIAN WILCKE) said:-
>>
>> >Hi ..
>> >
>> >Today I had a chance to check out a SGI-machine. Not to mention that
>> >the whole thing was really impressing (speed/graphics etc) but what I
>> >liked most was a demo wich is called (I think) flying buttons.
>> >
>> >Clicking on a button caused the button to grow, spin around in a 3D
>> >style until it's "backside" filled the whole screen, showing another
>> >screen.
>> >
>> >Is it possible to implement something like that on the Falcon or
>> >under Magic on a faster machine (eg. a powerMac ?)
>>
>> I don't see why not. An ST could probably get away with it even
>> because there a lot less screen data to shift.
>>
>This is something I've been thinking of for a long time (approx. 2.5
>years) and I never quite seen to get down to it. A thought for you
>all: I've seen a program which (by judicious use of nobbling Trap #2,
>I think) disabled the zoomboxes and speeded up the desktop by some
>small amount. Could the same not be done in reverse, so to speak, by

>installing a routine which draws, basically, a prettier zoombox? What
>I had in mind was, admittedly, grabbing a chunk of screen bitmap
>(vro_cpy...etc) and kicking it until it looked like it was
>texture-mapped over a spinning box, but I suspect wireframes may be
>both easier and quicker. Thoughts?

Wireframes will certainly be quicker but even the blitterless ST can drag a window plus its contents at a reasonable speed.

I've never had the need to fiddle with trap2 but it should be possible. There are three possibilities I think ...

a) Find a portable way of using the AES vdi handle and pretend to be the desktop. Without docs on the matter you may interfere with settings the desktop has in effect. The problem of implementing vdi calls within the trap is entirely yours of course!

b) Use the LineA. This will not affect the vdi at all due to the necessity of having to rewrite all variables for all calls (ie the vdi has to do this also). However, the linea should not really be used and use of it will almost certainly fail under some non standard situations (extended screen driver etc) where linea may not even exist.

c) Limit the feature to your own programs.

Another less obvious problem: you would have to ensure a multitasking system does not taskswitch midway through your code else the screen would be corrupted. This alone may limit you to (c) unless you can find a portable way of locking and unlocking the screen manager.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -6017051265527179304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67853216f6049a0
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Professional GEM Help!!!
Date: 1996/12/19
Message-ID: <851108932_OASIS_@swampdog.demon.co.uk>#1/1

X-Deja-AN: 204993468
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <59aaqd$ots@alexander.INS.CWRU.Edu>
bdc2@po.CWRU.Edu (Boris D. Cahan) said:-

>
>Several weeks ago, there appeared in one of these letters, the suggestion
>to get Professional GEM to help understand window construction under
>GEM. I got and translated the TeX files (into a 135 page document),
>but it constantly refers to a set of demo programs called "gemcl...".
>Nowhere can I find these. Does anyone know where they are to be found???

I do have some (I doubt all) of these source files lurking about
somewhere on floppies. If you can list the actual filename referencess
I can email the ones I have got. I have no idea where they came from
unfortunately!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 6001530552089126964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f25c2fc0a04835df
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Detecting Joystick butto
Date: 1996/12/19
Message-ID: <851032946@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 205004701
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <423361287@conchbbs.com>
x-ftn-reply: conchbbs.com 193bfb07
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32b9bb72

x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

John Kormylo wrote:
> How do I detect that the fire button is pressed, without
> disabling the keyboard?

Hi John,

I just wrote a key boardhandler, maybe it will help you a bit. The problem is this is just a level closer to the machine as you want do do your stuff, because I install myself in the ikbdsys vector and your joystick toutine has to work in the joyvec vector, but according to my documentation the information you want is pointed at by A0.

The programming language is C.

Bye, Hans Wessels

----------8----------

```
#include <stdio.h>
#include <tos.h>

#define JOY_UP 1
#define JOY_LEFT 4
#define JOY_RIGHT 8
#define JOY_DOWN 2
#define JOY_FIRE 128

typedef unsigned int word;
typedef unsigned char byte;

/* key handeler info */
struct key_handler_info_struct
{
  int status;
  volatile byte joy0;
  volatile byte joy1;
  volatile byte joy2; /* cursor joystick */
  volatile byte last_key;
} key_info;

int stop=0;
void *old_kbd;

void main_game(void);
void restore(void);
void init_game(void);
void key_handle(void);
```

```
void read_kbd(void);

void move_sr(word value) 0x46c0; /* move D0,SR */

int main(void)
{
  Supexec((long)(main_game));
  return 0;
}


void main_game(void)
{
  init_game();
  for(;;)
  {
    read_kbd();
    if(stop)
    {
      break;
    }
  }
  restore();
}

void init_game(void)
{
  Bconout(4, 0x12); /* disable mouse */
  Vsync();
  Vsync();
  Vsync();
  Vsync();
  Vsync(); /* Voodoo code */
  { /* flush keyboard */
    KBDVBASE *base;
    byte *p=(byte *)0xfffffc00UL;
    move_sr(0x2700);
    while(*p&1)
    {
      byte tmp=p[2];
    }
    base=Kbdvbase();
    old_kbd=base->kb_kbdsys;
    base->kb_kbdsys=key_handle;
    move_sr(0x2300);
  }
}

void restore(void)
{
  Bconout(4, 0x08); /* enable mouse */
  Vsync();
  Vsync();
```

```
  Vsync();
  Vsync();
  Vsync();
  { /* flush keyboard */
    byte *p=(byte *)0xfffffc00UL;
    KBDVBASE *base;
    move_sr(0x2700);
    while(*p&1)
    {
      byte tmp=p[2];
    }
    base=Kbdvbase();
    base->kb_kbdsys=old_kbd;
    move_sr(0x2300);
  }
}

void key_handle(void)
{
  byte key;
  key=*(byte*)0xfffffc02UL;
  if(key_info.status==0)
  {
    switch(key)
    {
      case 0xff:
      key_info.status=-1; /* joy 1 is comming */
      break;
      case 0xfe:
      key_info.status=1;  /* joy 0 is comming */
      break;
      case 72: /* cursor up */
      key_info.joy2|=JOY_UP;
      break;
      case 72+128:
      key_info.joy2&=~JOY_UP;
      break;
      case 75: /* cursor left */
      key_info.joy2|=JOY_LEFT;
      break;
      case 75+128:
      key_info.joy2&=~JOY_LEFT;
      break;
      case 77: /* cursor right */
      key_info.joy2|=JOY_RIGHT;
      break;
      case 77+128:
      key_info.joy2&=~JOY_RIGHT;
      break;
      case 80: /* cursor down */
      key_info.joy2|=JOY_DOWN;
      break;
      case 80+128:
```

```
      key_info.joy2&=~JOY_DOWN;
      break;
      case 57: /* spatie */
      key_info.joy2|=JOY_FIRE;
      break;
      case 57+128:
      key_info.joy2&=~JOY_FIRE;
      break;
      default:
      key_info.last_key=key;
      break;
    }
  }
  else
  {
    if(key_info.status<0)
    { /* joy1 */
      key_info.joy1=key;
      key_info.status=0;
    }
    else
    { /* joy0 */
      key_info.joy0=key;
      key_info.status=0;
    }
  }
}

void read_kbd(void)
{
  printf("joy0: %02X    joy1: %02X    joy2: %02X    key: %02X\r",
          key_info.joy0,key_info.joy1,key_info.joy2,key_info.last_key);
  if(key_info.last_key==1)
  {
    stop=1;
  }
}
```


From 4519750008355801455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public

From: Brian-Roland Miller <brmiller@tiac.net>
Subject: Re: Toad Christmas SPECIALS -- through 12/23/96!!
Date: 1996/12/19
Message-ID: <32B8CC44.51D2@tiac.net>#1/1
X-Deja-AN: 205030881
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
content-type: text/plain; charset=us-ascii
organization: Suprye Corp.
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer
x-mailer: Mozilla 3.01 (Macintosh; I; PPC)

Thomas Main wrote:
>
> Toad's prices for used ST equipment are way too high, IMO. Last week, an
> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
> Compare this with the $299 "special" Toad is offering on USED STe's.
> Also, a few days ago on this very group someone was selling a VERY nice TT
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> long supported the Atari platform, but that is not an excuse to excercise
> price gouging. If you agree, write to Toad "Toaday" and let them know
> their prices are way off. I think the Atari community will be better off
> with realistic prices set for equipment.
>

I suspect they're trying to liquidate their remaining inventory without
too much of a loss. Now that they're in the PC business, all that old
ST equipment is taking up room and costing money to store, heat, and
air-condition. If you mention prices, they'll probably come down.

I thought STeve Kipker's STeve's Atari Sales was the last Atari-only
bastion, but even STeve has been forced to go Macintosh. But he hasn't
made the intimations that he is dropping TOS support (like Toad has).

BR Miller
Boston, MA

From -7608870157435701903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/19

Message-ID: <59b7jh$c95@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 205047352
distribution: world
references: <850862748@p24.f101.n323.z205.mbh.org>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <850862748@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org>
writes:
>Anthony Jacques wrote:
>
> > With the following code the fopen fails, with _OSERR
> > indicating file-not-found, but only the first time it
> > is called (subsequent calls succeed)...
> >
> > handle=fopen(cur_wind->filename,"ra");
>
>Is "ra" an allowed combination? I think is't a bit strange to open a file for
>read and append, the proper call would be "r+" or is it a type for "rb"?

Hmm... I'm fairly sure that the a stands for 'ascii' not 'append' (I wrote
the original code with the lattice manuals in front of me. I wrote the
above code the day after from memory...) [ascii forces the conversions,
which I guess is probably the same as 'r', but its more obvious that it
isn't reading as binary]

> > while the following code always works:
> >
> > strcpy(tempstring,cur_wind->filename);
> > handle=fopen(tempstring,"ra");
> >
> > anyone got any ideas why this is? is it a bug in
> > lattice or something?
>
>I am sory, I have no explanation for this part. Maybe you could try to put
>cur_wind->filename into a char* and pass that to the fopen function? Just to see
>what happens?

yea, I'll try that (tempstring is defined as char[FMSIZE] btw)

Anthony

--
----------+----------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
                                | Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
----------+----------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon

---
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

From -6422717175395533342
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/19
Message-ID: <59b7q4$cbj@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 205047355
references: <850904172_OASIS_@swampdog.demon.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <850904172_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy Harrison) writes:
> In article <593i32$69r@m1.cs.man.ac.uk>
>>handle=fopen(cur_wind->filename,"ra");
>
>I've never seen any rules on the parsing of the mode string but I've a
>feeling "ra" is illegal as parsing is left to right. Try "ar".

aahh... thats possible... hmm.. except 'ra' is simular to 'rb' which
I know I have used before...

>>while the following code always works:
>>
>>strcpy(tempstring,cur_wind->filename);
>>handle=fopen(tempstring,"ra");
>
>Does it start to fail if you manually delete the file?

Yes, if the filename is invalid (ie. it doesn't exist) it fails with
the (correct) EFILNF.

>If I'm wrong then I've just typed a complete load of twaddle! :-))

It does sound as if it is possibly correct... I'll give it a try. :)

Cheers

Anthony

--

----------+----------
Anthony Jacques   IRC: AnthonyJ | STOS Falcon Extension v1.2a
                                     | Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
----------+----------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

From -8488172254591343865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
From: "David C. Troy" <dave@beast.toad.net>
Subject: Re: Toad Christmas SPECIALS -- through 12/23/96!!
Date: 1996/12/19
Message-ID: <Pine.LNX.3.95.961219165154.10481A-100000@beast.toad.net>#1/1
X-Deja-AN: 205080835
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
to: Thomas Main <main@conrad.appstate.edu>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Toad Computers
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer

On Thu, 19 Dec 1996, Thomas Main wrote:

> Toad's prices for used ST equipment are way too high, IMO.

We set our prices based on two basic principles: supply and demand. In our
experience the prices on that equipment are agreeable to the people who
buy it, hence their inclination to purchase.

With all due respect if you would like us to lower our prices, you will
need to either increase supply or decrease demand. :)

Dave

From -9060707661480526501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eed6e88cad581be6
X-Google-Attributes: gid1115ce,public
From: SBagley@cameo.co.uk (Steven Bagley)
Subject: Re: Launching a program under MagiC5
Date: 1996/12/19
Message-ID: <1689_SBagley@cameo.co.uk>#1/1
X-Deja-AN: 205248163
references:
<950_mike@bbsgate.interware.it><massimo-2911960954190001@macmax.irfmn.mnegri.it>
organization: Cameo Network Services Ltd.
reply-to: SBagley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.57) BETA (NON WINDOW VERSION)

"Ambassador ," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied gary@the-gap.demon.co.uk.
Steven moved forward, and whispered something.

```
 g>

 g> I'm very confused and I've looked at the MagiC5 documents.
```

Mode SHW_PARALLEL I believe.

```
 g> How can I launch a program (say CAB) from another program, AND leave
 g> the original program running?
 g>
 g> Magic5 doesn't support Pexec (load,go,don't wait).
```

I thought it did? Hmm lets take a look.

[fx: takes a look at MagiC docs]

Nope it appears not.

```
 g> Magic5 doesn't 'seem' to support mode 0 of shel_write.
```

No, it doesn't.

```
 g> Mode1 is no good because it doesn't launch the program until the
 g> calling program has exited. :(
```

Which is what is meant to do.

 g> Help!!! Does anyone have any idea how I can do this?

I think its shel_write(SHW_PARALLEL) #100, its detailed in one of the files in the magic 5 programming docs archive.

 g> I'm not interested in sharing memory or any of that stuff. Just a
 g> straightforward start another program.

What are you writing?

See you earlier,

Steven

        InterNet: sbagley@innotts.co.uk
        FidoNET: 2:2501/101.12 ... NeST: 90:102/203
        IRC: SteveB

..."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.
Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

From -1715797553707873140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f24eda8b22a8b9e8,start
X-Google-Attributes: gid1115ce,public
From: mark@mdsh.com (Mark Himsley)
Subject: <Q> Falcon Audio
Date: 1996/12/20
Message-ID: <32bbe2ec.4315103@news.idiscover.co.uk>#1/1
X-Deja-AN: 205013575
content-type: text/plain; charset=us-ascii
organization: Private
mime-version: 1.0
reply-to: mark@mdsh.com
newsgroups: comp.sys.atari.programmer

Has anyone got any information on bit 6 of $ffff8930 on the Falcon.

The only information I have is that it's set to zero (as below) but the audio app I'm working on at the moment (a new version of PlayAIFF) only works with bit six set.

$FFFF8930 [R/W] :$01 76543210 ..... Sound-Source-Device-Prescale-Mode Hi

```
                    ||||||||
                    ||||||||     Source-Device: EXT-INP
                    |||||||+---- 1: Handshaking off
                    |||||++----- Source-Clock
                    ||||+------- set to zero
                    ||||
                    ||||         Source-Device: A/D-Converter
                    |||+-------- set to zero
                    ||+--------- 0: internal 25.175 MHz-Clock
                    ||           1: extermal Clock
                    ++---------- set to zero
```

Thanks, in advance.

==========
Repost from CiX atari.st.prog/hardware #191
from mdsh, 887 chars, Dec 16 17:06 96

--
Enjoy! Mark Himsley.

From -9026330082455922050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,41bac0aeb58b6e02,start
X-Google-Attributes: gid1115ce,public
From: gaghon@nevada.edu (GEORGE GAGHON)
Subject: Falcon and BlowUp FX
Date: 1996/12/20
Message-ID: <59ct55$37o@news.nevada.edu>#1/1
X-Deja-AN: 205014851
organization: University of Nevada System Computing Services
nntp-posting-user: unauthenticated_user
newsgroups: comp.sys.atari.programmer

Can anyone give me any information about the BlowUP FX.
We want to expand the Falcon. We also have several 1meg 30pin simms
lying around. With the BlowUp FX, can you use those one meg simms
to expand to 8megs? also, how much does it cost, is it hard to install
(I have some soldering experience).

Thanks,

George

From 1374917032839120760

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
From: jdaddin9@airmail.net (Jared Addington)
Subject: Re: Toad Christmas SPECIALS -- through
Date: 1996/12/20
Message-ID: <59df9g$40t@library.airnews.net>#1/1
X-Deja-AN: 205049576
references: <32B60228.7EC5@toad.net>
<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
organization: Internet America
newsgroups: comp.sys.atari.programmer

>I suspect they're trying to liquidate their remaining inventory without
>too much of a loss. Now that they're in the PC business, all that old
>ST equipment is taking up room and costing money to store, heat, and
>air-condition. If you mention prices, they'll probably come down.
>
>I thought STeve Kipker's STeve's Atari Sales was the last Atari-only
>bastion, but even STeve has been forced to go Macintosh. But he hasn't
>made the intimations that he is dropping TOS support (like Toad has).
>

I don't see why more dealers could not offer support for multiple
platforms like this. I totally understand that it's near impossible
to make a business stay afloat on Atari sales alone, but to carry it
as a side would seem to be a viable solution.

-Jared

From -1672659272475536912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,981ed8e653a72b32
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Malloc()
Date: 1996/12/20
Message-ID: <851156980_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 205103174
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <0f7_9612190045@conchbbs.com>
  John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>Hmmmm, would it work to insert the ACC's PID into *(_syshdr->_run)
>before calling Malloc() then re-insert the application's PID?

Yes but it's not portable. It will only work under standard Gem and there's no guarantee it will work with a future version. MagiC for instance, allows you to Malloc() as and when you please because it treats accs like apps and switches appropriately.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -179307531667808897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,981ed8e653a72b32
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Malloc()
Date: 1996/12/20
Message-ID: <7d4_9612201242@conchbbs.com>#1/1
X-Deja-AN: 205140149
organization: Fidonet: D.U.E. (713)944-7861
x-ftn-to: dwilga@mtholyoke.edu
newsgroups: comp.sys.atari.programmer

d > Yes, it does. That also solves the file handle problem. I
d > wouldn't use the term "PID", though, since that's not what it
d > is, technically. It's a basepage pointer.

d> Note that you should NOT do this under MagiC, MiNT, or Geneva!

I planned to test the original value of *(_syshdr->_run) to see if it matched the ACC's BPA. (You have to read it anyway in order to restore it later.) I assume under a multitasking OS the two will be the same (when you read it), in which case you don't need to mess with it.

BTW, I think I picked up using "PID" for the basepage address from the MPB documentation, or maybe it was MiNT.

I thought about releasing source code for a bunch of ACCalloc() etc. functions, but would rather make them Pure C specific assembly code

so as to avoid calling the Malloc() etc. interface functions.

Anyway, I need to fix RAM_HOG.ACC

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 3110143582551885231
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4483d17bf121a05f
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,4483d17bf121a05f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4483d17bf121a05f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4483d17bf121a05f
X-Google-Attributes: gid109a67,public
From: af332@james.freenet.hamilton.on.ca (William Moeller)
Subject: Re: Toad Christmas SPECIALS -- through 12/23/96!!
Date: 1996/12/20
Message-ID: <59en67$o9h@james.freenet.hamilton.on.ca>#1/1
X-Deja-AN: 205153945
references: <32B60228.7EC5@toad.net>
organization: Hamilton-Wentworth FreeNet, Ontario, Canada.
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer

 <Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
Lines: 30
X-Newsreader: NewsWerthy 2.04 (unregistered)

In <Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>, Thomas
Main <main@conrad.appstate.edu> wrote:

: Toad's prices for used ST equipment are way too high, IMO. Last week, an
: Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
: Compare this with the $299 "special" Toad is offering on USED STe's.

I agree Toad has High prices.

: Also, a few days ago on this very group someone was selling a VERY nice TT
: for $300. I think people in this group ought to write to Toad and tell
: them that we are not willing to pay these prices!

Why should I? I vote with my pocket book. I am not willing to pay those
prices, so I wont. Toad loses a customer. They have a right to ask whatever
they want for their Atari stuff.

: I know that Toad has
: long supported the Atari platform, but that is not an excuse to excercise
: price gouging. If you agree, write to Toad "Toaday" and let them know
: their prices are way off. I think the Atari community will be better off
: with realistic prices set for equipment.

I agree here. The Atari community should have realistic prices. Toad
doesn't have those realistic prices, so buy used. I have never understood
how Toad became THE name in Atari. I wont buy from 'em.

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

From 2452149894336480996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/20
Message-ID: <32baea51.13421584@news.airtime.co.uk>
X-Deja-AN: 205163097
references: <2087226343@news.airtime.co.uk> <850859494@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 17 Dec 96 21:55:34 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > Her we go Chess again <G> excuse me but I see no reason why STOS
> > could not handle a chess game? although admittedly I have never had
> > the inclination to try evn though I am a Chess player,
>
>Well, to play with your rules: show me! This is type blah, blah, blah. I think

 To start programming something I have never attempted before? to make
a point? eeerm I think not :)

>it will be very hard to write a chess engine with STOS, because STOS has no

 Yes you are right, it would be very very hard I presume, but still
possible, I realy don't see why not?

> > therefore STOS is what? 90percent compatable, the only machines it
> > would fall down on are Hades and Madusa types, I dont think
> > complaints would come flooding in from those quarters?

>Yes, I know, I don't know these people, you only know people playing games on
>harddisk less color systems.

 The point being made is that the vast majority of game playing ATARI
owners will have access to ATARI ST Low? ,
 I don't see this as much of a disputable point, do you ?

>Gem type games are usually used as accessoire games. Games that are played when
>the whole system is running, busy compiling a huge C project, or compressing big
>amounts of data (testruns typically require 15 minutes). I know, it's different
>from the use of an Atari you know.

 Yes you are correct, multitasking of any description is something I
can only do with two machines running, however I think you are
stretching the point a little,
 Scenario: You know BASIC and you know C, you NOW! want to make a game
for the ATARI, do you attempt a gem game that would be a little bland
but works as a desk ACC and is pretty compatable?, or do you go all
out to make a game that people will be attracted to? , you can only do
so much with a desk acc, and most of this has already been done yes?
and the thread is the best BASIC for making a game today!

> > problem with SUPER comuters, the only drawback other BASICS and C
> > have is they cannot manage anything that needs speed,timing and power,
> > the choice is easy :)

>Ah, I see, my demo is also a demonstration of bad timing and slow code? That

 Your demo is just that, a demo, NOT a game, alright you will say it
can be changed into a game, I doubt that very much, the only part that
looks like a game is the menu, and sorry but even that does not
function very well does it, so if it doesent even work as a good menu,
what chance a full game ?

>was omikron basic, and I know I can do it even faster in C. How do you know you
>can't accomplish the speed of STOS in C? Ever seriously tried to write a game in
>C?

 aha!!!!!!! you are now getting to the point :), I am a STOS coder,

YOU are the C coder, I have shown you mine, it is up to you to show me
yours!, it is not up to me to show you how fast C is, I can write
nothing in C, what do you think this thread is far, it is for me to
say STOS is best, you prove me wrong, not me prove me wrong <smile>

>With C you can do ALL: GEM games, board games, arcade games, chess games, games

 I do not dispute any of the above, but if you could use C and BASIC
and STOS BASIC, then STOS would IMHO and many others? be the best
choice today to attempt to make a game,

>running on super Atari's, games that have to be fast. The only better choice is
>assembley. No patching is needed to support a new TOS version. A second

 I do not dispute that, but we are not talking about best language,
thats for others to squabble over, I am talking about someone
attempting to make a game today, with the choice of BASIC or C,

>advantage is that C is easily upgraded with new functions, either written in C
>or assembley (or pascal, or fortran, or Modula 2, or ....). Any function or

 Yes I know, but that is not proof that it is good for games?

>procedure that comes in a common object format like GST or DR (digital reaserch)
>format can be used with most C compilers. And when necessary, you can easily mix
>c and assembley functions in C.

 so? still doesn't win any debates does it?

>I agree, you first have to learn to program in C, and the beginning isn't as
>easy as it is in basic. But when you are familiar with C you can do almost
>anything you want, write an OS, a text processor or a game, and that game can be
>faster than STOS games.

 yawn.....the point is, would anyone?, thats the thread, thats the
question,

>like to do some demo coding so now and then). So I still think it's possible to
>write a better arcade game in C then in STOS basic.

 Want to put it to the test ?

>BTW Tony: who is stario land and why does it, well, you know...

 hmmm don't know where you got this from :), but it is true, I have a
very LOW estimation of STARIOLAND, I took one look at this slooow
boring and very bland platform game, took one look at the 20ukp price
tag and thought hey!, I can do better for free :))), ten years ago ok,
but chrging such a high price in the current market for such a drab
game is a bit of a *** *** IMHO :)
 hmmm this does beg the question what it is written in ?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -655713069500340170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,afbea17ab7e9b61d,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: html
Date: 1996/12/20
Message-ID: <32baf93b.17239317@news.airtime.co.uk>#1/1
X-Deja-AN: 205175574
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

I have the code on my web page for playing a midi file, but this only
works for MIE3, I beleive there is another command to get it working
on Netscape, anyone know what it is?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 574118333686373313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: wierd problem with C and fopen...
Date: 1996/12/20
Message-ID: <851121768@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 205197374
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3466139606@m1.cs.man.ac.uk>
x-ftn-reply: m1.cs.man.ac.uk ce9917d6
x-ftn-path: 323/100
x-comment-to: All

x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32bb1668
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
> <mr_ni@mbh.org> writes:
>>
>> Is "ra" an allowed combination? I think is't a bit strange to open a
>> file for read and append, the proper call would be "r+" or is it a
>> type for "rb"?
>
> Hmm... I'm fairly sure that the a stands for 'ascii' not 'append' (I
> wrote the original code with the lattice manuals in front of me. I
> wrote the above code the day after from memory...) [ascii forces the
> conversions, which I guess is probably the same as 'r', but its more
> obvious that it isn't reading as binary]

I checked the Lattice C (5.0) manual for it, and I must admid, the description overthere is a bit fuzzy, but K&R (2nd edition) page 242 is quite clear:
"r" open texstfile for reading
"w" create textfile for writing
"a" append, open or create a textfile to write at the end
"r+" open textfile for update (read and write)
"w+" create textfile for update, delete the existing one
"a+" appen, open or create a textfile for update, with writing at the end

When a 'b' folows after ony of the above symbols the file will be handled as a binairy file.

So a file is always opened as an ascii file unless 'b' is used to force it into a binairy file.

Bye, Hans Wessels

From -8576078013605210279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS (compatibility)
Date: 1996/12/20
Message-ID: <32baf74e.16746437@news.airtime.co.uk>#1/1
X-Deja-AN: 205268379
references: <4228522737@student.canberra.edu.au>

<850862315@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 17 Dec 96 22:52:04 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>So? The decision to use or not to use GEM can be made by the programmer. Being
>able to use GEM doesn't mean you HAVE to use GEM, but no GEM support means you
>can't use GEM, even if you want to. BTW: C was there at the birth of GEM.

 EH? Alittle confusing that bit?, but STOS can not use GEM in the tru
sense of the meaning,

> > :) (Non-GEM means able to be run from bootsector loader or auto-
> > folder)
>
>Still no reason not to support it. And STOS does need the OS, that's where the

 the reason a STOS programmer does not support GEM is because STOS
does not support GEM, that simple :)

>The programmer has to choose which OS functions he will use:

 not in this house ?

>support 'clean' programming. A STOS game will always be incompatible because
>incompatibility is build into the programming language. It can be patched to
>work on certain TOS versions, but the incompatibility will still be there.

 so? when a falcon owner is running a STOS written game, he will not
care about any of this, he will have a game working on his falcon,
thats that?, no incompatability there, or are we still going on about
hades etc?

>all VGA cards, huge problems with Vesa support and secondly, PC's need a 66 MHz
>486 and 8 Mb memory to do things a 8MHz 68000 with 0.5Mb memory could do ten
>years ago ;-).

 bit of a myth that surely ?

>it in C. You can do anything STOS can in C and even a lot more. That's why I
>think Tony is wrong claiming STOS to be the best language for games.

 hahahahahaha, that can all be summed up with the first word of the
second line "think" hahaha, PROVE IT!

> > Now can this thread die in peace?

>No, then this newsgroup would be too silent. :-)

And if talking about programming is to be off limit then what do we talk about.....knitting ? :)

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -2402982363300946143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d62db1ee2ec67e
X-Google-Attributes: gid1115ce,public
From: James Troup <jjtroup@dcsun4.comp.brad.ac.uk>
Subject: Re: Linux and 520ST
Date: 1996/12/21
Message-ID: <dmm3ewzol75.fsf@dcsun4.comp.brad.ac.uk>#1/1
X-Deja-AN: 205292210
references: <32AA3350.2D89@pilot.msu.edu> <5948i2$ct9@newsfeed.cs.auc.dk>
content-type: text/plain; charset=US-ASCII
organization: University of Bradford
mime-version: 1.0 (generated by tm-edit 7.89)
newsgroups: comp.sys.atari.programmer

chainxor@iesd.auc.dk (Henrik Lunardi Weide) writes:

> > Is it possible to get Linux running on a 520ST? I know the Linux
> > docs say you need at least a 68020, but is there any way around
> > this? I'd also like to upgrade the RAM and such, any advice?
>
> You'll need at least a 68030 CPU and 8 MB RAM at least to run
> X-Window properly. LiNUX requires built-in MMU, which only 68030,
> 040 and 060 has.

Linux/m68k doesn't require a built-in MMU, just a m68k processor with an MMU; a 020+8851 will work.

The original poster should note, however, the wording of the FAQ (namely "There is *no way* to run it without one"); i.e. there is no way around this. You need a better processor than a 68000.

From the Linux/m68k FAQ[1] :-

"2.1 Processor

 You need a Motorola 680x0 processor *with PMMU*. There is *no way* to

run it without one. This reduces the list of possible processors to
68020+68851, 68030, 68040, 68LC040, 68060."

[1] <URL:http://www-agrw.informatik.uni-kl.de/~jmayer/linux68k/linux68k-faq>
"Linux/m68k FAQ"

--
James
++ http://thor.lib.chalmers.se/~jamest/ ++

From 8993867490244125355
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/21
Message-ID: <851182674@p24.f101.n323.z205.mbh.org>
X-Deja-AN: 205302596
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <458532461@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 1b54a66d
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32bc0452
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Hi there, all of you, the thread is going to end...
It's 11 days before the end of 1996. So time is almost over.

Tony Greenwood wrote:
>
> Scenario: You know BASIC and you know C, you NOW! want to make a game
> for the ATARI, do you attempt a gem game that would be a little bland
> but works as a desk ACC and is pretty compatable?, or do you go all
> out to make a game that people will be attracted to?

I will do a blazing fast non GEM game, requiering ST LOW.

>> was omikron basic, and I know I can do it even faster in C. How do you
>> know you can't accomplish the speed of STOS in C? Ever seriously tried
>> to write a game

> in
>> C?
>
> aha!!!!!!! you are now getting to the point :), I am a STOS coder,
> YOU are the C coder, I have shown you mine, it is up to you to show
> me yours!

OK, I will :-)

> , it is not up to me to show you how fast C is, I can write
> nothing in C, what do you think this thread is far, it is for me to
> say STOS is best, you prove me wrong, not me prove me wrong <smile>

You think heartland is the best you can do in STOS (given the game type?)?

>> With C you can do ALL: GEM games, board games, arcade games, chess
>> games, games
>
> I do not dispute any of the above, but if you could use C and BASIC
> and STOS BASIC, then STOS would IMHO and many others? be the best
> choice today to attempt to make a game,

Well, the choice to get the best, and fastest game is C!

>> advantage is that C is easily upgraded with new functions, either
>> written in C or assembley (or pascal, or fortran, or Modula 2, or
>> ....). Any function or
>
> Yes I know, but that is not proof that it is good for games?

No, it is not.

>> I agree, you first have to learn to program in C, and the beginning
>> isn't as easy as it is in basic. But when you are familiar with C you
>> can do almost anything you want, write an OS, a text processor or a
>> game, and that game can
> be
>> faster than STOS games.
>
> yawn.....the point is, would anyone?, thats the thread, thats the
> question,

Yes, I will!

>
>> like to do some demo coding so now and then). So I still think it's
>> possible to write a better arcade game in C then in STOS basic.
>
> Want to put it to the test ?

Yes, I have almost finished the conversion of Heartland to C. The screen is
moving, the sprite works (still have trouble with the right sequence of sprites
when rotating the sprrite clockwise and anti clockwise). It doesn't have any of

the card- and teleport animations but I think that isn't essential for the game play, and the prove the game game be done better and faster in C.

But:
* It's faster than STOS basic, my C version has a playfield of 160 scanlines instead of the 128 you do with STOS basic.
* It will work on ST, Ste, TT and Falcon
* It has IMHO better sprite handling routines, it won't fall down from a platform that quick.
* It will work on a machine with 512kb or more memory
* It will play chip music on an ST and DMA music on STe and better
* Support of cursor joystick, normal joystick and joypad
* On fast machines (like TT and Falcon) the game will switch to 1VBL mode and scroll on nibble level.
* It is fully synced, so on accelerated ST's it will always run in 2 vbls, no matter how fast your ST is. But you can switch to the fast machine mode by pressing a key.
* The whole game is writen in C, according to the rules.

The game is also faster, more compatible and better timed...

To say it in chess terms check! mmmmma... :-)

Still have a question...

As the whole game design is yours I can't release the game in the public domain. So I donate it to you. You can release the game if you want (as heartland 2.0 or something like that). If you want to release the game as heartland 2.0 we have to spend some time making the game like yours, including card animations and teleport effects, game loading and saving and so on. If you don't want to release the game I simply send you a finished version without save routine and intro picture nad so on.

So, what are we going to do with the game? (I think will have it finished it tuesday).

A bugg report of your game (it's in mine too):
If you go to the most right part of the game map and from there up, to the point where you can go back to the rest of the game you will come to a point you can jump up into a wall, it looks something like this:

```
                  X
                  X < wall
   platform       X
===================X
   X
   X
   X   platform    S < sprite
   X=====================================
```

When you continue to jump up in the wall the game will crash.

Further I still haven't found out how to reach the three coins close to the boy image in the wall, right of the big slide and those coins located high in the game map (these are the same a I asked you about some time ago).

  >
 >> BTW Tony: who is stario land and why does it, well, you know...
 >
 > hmmm don't know where you got this from :), but it is true, I have a

I wrote this when I just had the routines for displaying the map working.

Bye, Hans Wessels

From -1074835176421321674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/22
Message-ID: <32bd2422.6403273@news.airtime.co.uk>
X-Deja-AN: 205433421
references: <458532461@news.airtime.co.uk> <851182674@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sat, 21 Dec 96 15:52:06 +0100, in comp.sys.atari.programmer you wrote:

>Hi there, all of you, the thread is going to end...
>It's 11 days before the end of 1996. So time is almost over.

 And me being ME will then state STOS is the best BASIC for making games in 1997, and all the members of the knitting classes who lurk in here will have releative Heart attacks :))

> > for the ATARI, do you attempt a gem game that would be a little bland
> > but works as a desk ACC and is pretty compatable?, or do you go all
> > out to make a game that people will be attracted to?

>I will do a blazing fast non GEM game, requiering ST LOW.

 But you went to great lengths telling us all how some ATARI computers cannot use ST Low thus making any game that does not support other resolutions inferior, you seemed to be saying that so long as it worked on every machine then it was the best, hmm even if the game was

naff?

> > YOU are the C coder, I have shown you mine, it is up to you to show

>OK, I will :-)

 eh?...you will hehehehe

> > say STOS is best, you prove me wrong, not me prove me wrong <smile>

>You think heartland is the best you can do in STOS (given the game type?)?

 NO, thats a BIG NOOOO, not only is it not the best STOS can do, but
there are other STOS programmers around,
 I am currently loking at making a game that will have same scrolling
etc, but plenty of independant baddies, that will be uncontrolled, ie:
no set left/right paths, also a still background screen, then when the
platforms move it gives a spooky parralax effect , and a few other
ideas,
 However I must stress that these are as yet only working individual
routines, yet to be all plonked into a game <?> yikes :)

>Well, the choice to get the best, and fastest game is C!

 So you keep saying?

> > Yes I know, but that is not proof that it is good for games?

>No, it is not.

 hmm your being agreeable...I sense a trap ;-)

> >> game, and that game can be faster than STOS games.

> > yawn.....the point is, would anyone?, thats the thread, thats the
> > question,

>Yes, I will!

 You will? oooer

> > Want to put it to the test ?

>Yes, I have almost finished the conversion of Heartland to C. The screen is

 You sneaky devil you :)

>moving, the sprite works (still have trouble with the right sequence of sprites

>when rotating the sprrite clockwise and anti clockwise). It doesn't have any of
>the card- and teleport animations but I think that isn't essential for the game
>play, and the prove the game game be done better and faster in C.

heres a point?, waddaya mean "faster", if you mean more proc time
left then put something else in and then it will be better,

>* It's faster than STOS basic, my C version has a playfield of 160 scanlines
>instead of the 128 you do with STOS basic.

I doubt a game player would notice, I set the heartland screen out in
such a way that it hopefully gave the illusion that it started from
the top of the screen, not to a fellow programmer, but to a game
player, and most people at first glance, you would not know that there
is unused screen at the top,its an illusion and I know for a fact that
it works to a certain extent, believe me the screen was not simply
thrown together, a lot of thought went into it

>* It will work on ST, Ste, TT and Falcon

Ok TT would beat me, but thats IF you manage it, so far yours works
on NOTHING yet ?

>* It has IMHO better sprite handling routines, it won't fall down from a
>platform that quick.

hehehe, alright I was sloow but I figured out the part you where
attacking, you originaly gave the impresion that the sprite hung over
the edges of platforms, or fell through platforms, (IT DOES NEITHER)
but what it does do is scroll the screen at 8 pixels, but for simple
sprite detection I force two moves, thus only having to do 16pixels
sprite detection, as the play area is made up of 16x16 bloacks then
all i have to do is keep track of which block is where?
changing two variable and you can have the same game moving at 4,2 or
1 pixels,
for example if you set to one pixel scrolling, then you move left,
the screen will move one pixel, but will move 16 times before you get
control again,
this is far less noticable at 8 pixels, and its only a programmer
examining the game that would notice, believe me no one else has ?

>* It will work on a machine with 512kb or more memory

NO!!! NOT IF YOU PUT EVERYTHING IN, you said you left half the game
out because it was not needed to prove the speed point, if you had put
it all in then you either have a lot of disk access, or you go over
half a meg, that was a little cheeky of you to try and sneak "half
meg" in, you could not make the SAME game in half a meg, noooooo way,
the falcon sample is over quarter of a meg for a start!!
If I was to take most of the stuff out like you have then I could do
half meg,

>* It will play chip music on an ST and DMA music on STe and better

Mine already does that, but even more enhanced sound if ste has more
than one meg or a falcon is detected,

>* Support of cursor joystick, normal joystick and joypad

I can do jagpad easilly enough, just didnt, actually its very simply
to implement,

>* On fast machines (like TT and Falcon) the game will switch to 1VBL mode and
>scroll on nibble level.

Yeagh, ? I will be impressed, if I see it :)

>* It is fully synced, so on accelerated ST's it will always run in 2 vbls, no
>matter how fast your ST is. But you can switch to the fast machine mode by
>pressing a key.
>* The whole game is writen in C, according to the rules.

eeerm there wernt any rules, wish I knew we where having a compo, I
could have set to something C would be impossible to do,

Would like to see C make VidIgrid 2 hahahahaha

>The game is also faster, more compatible and better timed...

In Your Opinion....

>To say it in chess terms check! mmmmma... :-)

Hmmmm I think my King is safe, I cant even see your set? <smile>

will yours have the sprite walking behind all the objects mine does,
to be honest that was the killer punch in my game and the effect takes
half the proc time :(
I presume your game will be as big and have the animations, will it
have as much animation as diamond ice has?

I don't doubt your programming abilities Hans, but will be suprised
if you can duplicate Heartland in C, let alone the enhancements found
in diamond ice,

>Still have a question...

>As the whole game design is yours I can't release the game in the public
>domain. So I donate it to you. You can release the game if you want (as

No you should release it, the work will be yours and the public whome
the majority are FM and STe owners, can play the games side by side
and see which is best:)

>heartland 2.0 or something like that). If you want to release the game as

>heartland 2.0 we have to spend some time making the game like yours, including

 a unproductive task, no point having two of the same other than to
compare,

>card animations and teleport effects, game loading and saving and so on. If you
>don't want to release the game I simply send you a finished version without save
>routine and intro picture nad so on.

 as the work is yours then the decision is yours, I wont mind :)

>So, what are we going to do with the game? (I think will have it finished it
>tuesday).

 if it is anywhere as good as mine from a gameplayers point of view
then I will eat my words :)
 although we would probably both have to show the actual source to
prove to anyone interested that only BASIC commands or only C commands
where used :)

>A bugg report of your game (it's in mine too):
>If you go to the most right part of the game map and from there up, to the
>point where you can go back to the rest of the game you will come to a point you
>can jump up into a wall, it looks something like this:

 thats the design of the map, not the actual engine, no detection is
done in mine for what is above the sprite, the map was supposed to be
designed so the sprite could not reach anything above it that it
shouldnt,, obviously one part was designed wrong,

>Further I still haven't found out how to reach the three coins close to the boy
>image in the wall, right of the big slide and those coins located high in the
>game map (these are the same a I asked you about some time ago).

 Red Herring!, the sprite is there to attract, let you notice, a
simple look at the map should show that its impossible to get to them,

 NO its not a bug :), its a nasty bit of game play to make you work :)

 When I released SPOT IT, I knew it was hard, so I made it quite clear
there was a cheat, loads of people wrote asking where the cheat was as
they had tried everything to find it and couldn't, well there was NO
cheat, but trying to find it added to the game :)

 no one said you could get all the coins :)

 The ones at the top? well if i recall, you have to go through one of
the doors and you are transported there? I think ?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -6143298348663661023
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Subject: Re: STOS
Date: 1996/12/22
Message-ID: <851275210@p24.f101.n323.z205.mbh.org>
X-Deja-AN: 205465535
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3763047147@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk e04b8aeb
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32bd6dca
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> And me being ME will then state STOS is the best BASIC for making
> games in 1997, and all the members of the knitting classes who lurk
> in here will have releative Heart attacks :))

That's nice, but I realy believe the honours will have to go to C. So will
still have a lot of debating to do. :-)

> But you went to great lengths telling us all how some ATARI computers
> cannot use ST Low thus making any game that does not support other
> resolutions inferior, you seemed to be saying that so long as it
> worked on every machine then it was the best, hmm even if the game
> was naff?

No, I was telling you a programming language wasn't the best if it couldn't do
all types of games for all types of computers. You don't dispute the fact that C
can do GEM type of games. You do dispute if C can do fast arcade type of games
like you do in STOS, so if I can prove you wrong too on that point, there is

nothing left for STOS to be better at.

>> Yes, I have almost finished the conversion of Heartland to C. The
>> screen is
>
> You sneaky devil you :)

I am?

>> doesn't have any of the card- and teleport animations but I think that
>> isn't essential for the game play, and the prove the game game be done
>> better and faster in C.
>
> heres a point?, waddaya mean "faster", if you mean more proc time
> left then put something else in and then it will be better,

I am using the processor time left to display 32 lines of display extra.

>> * It's faster than STOS basic, my C version has a playfield of 160
>> scanlines instead of the 128 you do with STOS basic.
>
> I doubt a game player would notice, I set the heartland screen out in
> such a way that it hopefully gave the illusion that it started from
> the top of the screen, not to a fellow programmer, but to a game
> player, and most people at first glance, you would not know that
> there is unused screen at the top,its an illusion and I know for a fact
> that it works to a certain extent, believe me the screen was not
> simply thrown together, a lot of thought went into it

I think they will notice. Game players aren't THAT stupid. For me it's simply a part of showing C is faster than STOS.

>> * It will work on ST, Ste, TT and Falcon
>
> Ok TT would beat me, but thats IF you manage it, so far yours works
> on NOTHING yet ?

It works on my two Atari's. (1Mb TOS 1.0 and a 4Mb Kaos TOS). But working on a TT is simply a matter of starting the game on a TT. I don't expect any trouble there.

>> * It has IMHO better sprite handling routines, it won't fall down from
>> a platform that quick.
>
> hehehe, alright I was sloow but I figured out the part you where
> attacking, you originaly gave the impresion that the sprite hung over
> the edges of platforms, or fell through platforms, (IT DOES NEITHER)
> but what it does do is scroll the screen at 8 pixels, but for simple
> sprite detection I force two moves, thus only having to do 16pixels
> sprite detection, as the play area is made up of 16x16 bloacks then
> all i have to do is keep track of which block is where?

When you have my game you will see what I mean.

> changing two variable and you can have the same game moving at 4,2 or
> 1 pixels,
> for example if you set to one pixel scrolling, then you move left,
> the screen will move one pixel, but will move 16 times before you get
> control again,

So I beat you there to, when you are on nibble scroll you can position your sprite on 4 pixels exactly, in byte scroll on 8 pixels. Further the sprite is nicly alinged with the field grid.

> this is far less noticable at 8 pixels, and its only a programmer
> examining the game that would notice, believe me no one else has ?

Or no one cared to complaim, all being happy to get a new game for their ST?

>> * It will work on a machine with 512kb or more memory
>
> NO!!! NOT IF YOU PUT EVERYTHING IN, you said you left half the game
> out because it was not needed to prove the speed point, if you had
> put it all in then you either have a lot of disk access, or you go
> over half a meg, that was a little cheeky of you to try and sneak
> "half meg" in, you could not make the SAME game in half a meg, noooooo
> way, the falcon sample is over quarter of a meg for a start!!

So? There are no falcons with half a meg. I will only load data I really need on the machine, and will only preshift sprites that are really needed. I can do the complete game in half a meg. It's simply a matter of allocating the memory you need and loading the data you need. More memory will be allocated when there is enhough memory and when it is needed for extra effects.

>> * It will play chip music on an ST and DMA music on STe and better
>
> Mine already does that, but even more enhanced sound if ste has more
> than one meg or a falcon is detected,

Your game doesn't play chip music. It only does when you hit upon a coin or touch a spike (and things like that). At that moment game speed will slow down to 3 vbls (talking about good timing here?). I can play chipmusic all the time an will still have a 2 vbl game.

I will have to look for the extra STe and Falcon smaples. Up till now I only found one. (Thinking there was only one.)

>> * Support of cursor joystick, normal joystick and joypad
>
> I can do jagpad easilly enough, just didnt, actually its very simply
> to implement,

Maybe you didn't because detecting joystick, cursor youstick and joypad costs too much time?

>> * On fast machines (like TT and Falcon) the game will switch to 1VBL

>> mode and scroll on nibble level.
>
> Yeagh, ? I will be impressed, if I see it :)

Will, quite simple, if the game runs in 2 vbls on an ST than it will run in 1 vbl or less on a comuter with a bus and processor twice as fast. The nibble scrolling will work because I tested it on my computer (still running in 2 vbls though).

>> * The whole game is writen in C, according to the rules.
>
> eeerm there wernt any rules, wish I knew we where having a compo, I
> could have set to something C would be impossible to do,

The rules are no assembley. If I was allowed to use assembly I could to the game full screen (I think, didn't check that out).

> Would like to see C make VidIgrid 2 hahahahaha

What's VidIgrid 2? Does it run on my ST?

>> The game is also faster, more compatible and better timed...
>
> In Your Opinion....

Why, it's clear, I am doing more lines in the same time, so the code has to be faster. It's better timed because the code is synced every vbl.

> will yours have the sprite walking behind all the objects mine does,
> to be honest that was the killer punch in my game and the effect
> takes half the proc time :(

Ofcourse, no problem on that point, it looks exactly like your game does, there is more to see, you have a better sprite control, but all animated sprites are there, the sprite will walk behind all objects like it does in your game. It's all the same, only a bit better. :-)

> I presume your game will be as big and have the animations, will it
> have as much animation as diamond ice has?

Sorry, haven't seen diamond ice, but my game has actually more animation than your Heartland, because the viewscreen is bigger, so there is more animation to be seen at the same time.

> I don't doubt your programming abilities Hans, but will be suprised
> if you can duplicate Heartland in C, let alone the enhancements found
> in diamond ice,

Heartland was no problem for C. I still have 2 lines of 20 16x16 sprites to spare before I am back on the same level as you, so I have some time left to do some extra animations if you like.

> No you should release it, the work will be yours and the public whome

> the majority are FM and STe owners, can play the games side by side
> and see which is best:)

Ok, that's nice.

> a unproductive task, no point having two of the same other than to
> compare,

They aren't the same, Heartland 2.0 is better, works on more machines, has an improved playing area. So there won't be two of the same, but the old version and the new improved version.

>> So, what are we going to do with the game? (I think will have it
>> finished it tuesday).
>
> if it is anywhere as good as mine from a gameplayers point of view
> then I will eat my words :)

Well, you have to test it, but I think you will have to agree it's better.

> although we would probably both have to show the actual source to
> prove to anyone interested that only BASIC commands or only C
> commands where used :)

I have no problem releasing the C code.

>
>> A bugg report of your game (it's in mine too):
>> If you go to the most right part of the game map and from there up, to
>> the point where you can go back to the rest of the game you will come
>> to a point
> you
>> can jump up into a wall, it looks something like this:
>
> thats the design of the map, not the actual engine, no detection is
> done in mine for what is above the sprite, the map was supposed to be
> designed so the sprite could not reach anything above it that it
> shouldnt,, obviously one part was designed wrong,

Yes, that's a programmers view. To an ordinary player is't a bug in the program because the computer suddenly terminates the execution of the game and goes back to the desktop without enabeling the mouse again.

>> Further I still haven't found out how to reach the three coins close
>> to the boy image in the wall, right of the big slide and those coins
>> located high in the game map (these are the same a I asked you about
>> some time ago).
>
> Red Herring!, the sprite is there to attract, let you notice, a
> simple look at the map should show that its impossible to get to them,

So it's also impossible to get more than 3000 points? Just because you can't bear the thought someone is above you in the highscore list?

> no one said you could get all the coins :)
>
> The ones at the top? well if i recall, you have to go through one of
> the doors and you are transported there? I think ?

None of them does so (if I recall it right).

Bye, Hans Wessels

From -2994245020179520038
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc35ee73a99728a6,start
X-Google-Attributes: gid1115ce,public
From: afoster@zetnet.co.uk (Adam Foster)
Subject: GEM Metafiles
Date: 1996/12/22
Message-ID: <59jv3u$rem@irk.zetnet.co.uk>#1/1
X-Deja-AN: 205489409
organization: The Asylum
newsgroups: comp.sys.atari.programmer

Does anyone know how to save output as a metafile (or print it) when
programming under SozobonX C? Any help would be appreciated, email me
on afoster@zetnet.co.uk. Thanks!

From 3350424889454318279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/10
Message-ID: <850259288@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 203412544
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2997935436@m1.cs.man.ac.uk>
x-ftn-reply: m1.cs.man.ac.uk b2b0dd4c
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32aded58
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)

x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
> Well, in my book, anyone who can afford a Medusa or Hades can afford to
> go out and by a second hand STE. I think including these machines in a
> debate about (primarily) arcade games is pointless. 99% of arcade games
> go wrong when played at the wrong speed. This is simply because they
> are highly dependent on timings... even the difference between 50 and
> 60Hz makes a difference...

So the debate went the wrong way. We were trying to talk about the best game language and not the best arcade language for ST/Ste. And in a debate about a good game lamguage all types of Atari machines are allowed. Making games for all types of machines is a hard job, requireing a powerfull language. It seems to me STOS isn't powerfull enhough to do this. It's very nice Tony makes cool games with STOS for ST's, but that is not enhough to prove STOS is the best language for games. I had to emphasize the GEM part because that's STOS' the week point making it not the best language for games.

>> Why do you want to uninstall atari software? ;-)
>
> hehehe... well, maybe if it is to big/slow?

I think we are quite lucky here on the Atari platform. Most software can be un installed by simply trowing away the folder it's in. Windhoos software is totally different on this point...

> No, there is nothing false in the above. However, it makes slower
> machines redundant. There are FAR more ST's out there than Falcons,
> TT's and Medusas all put together, so why make games that the majority
> of users cannot use?
> Yes, fine, write games for powerful machines (I am doing this), but
> please do not expect ALL games to be for powerful machines. This is
> what you are doing, if you are advocating the use of GEM for games
> programming.

I am not advocating that all games should be GEM games, but merely that a language has to be able to generate GEM games if it wants the label "the best language for games".

Bye, Hans Wessels

From 6224900350764755811
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>

Subject: Re: C Libraries STOS Extensions
Date: 1996/12/10
Message-ID: <850257987@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 203412545
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <332401463@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 13d00b37
x-ftn-path: 323/100
x-comment-to: Tony Greenwood
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32ade843
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote
> On 2 Dec 1996 08:10:01 GMT, josk@ifi.unit.no (Jo Even Skarstein)
> wrote:
>
>
>> : hmm I know C is good, I would never dispute that, just sounds
>> : limiting?, from that description?
>
>> No, that exactly what it's not! Because of the very limited amount
>> of reserved words and the standard libraries, C-programs can be
>> compiled on just about any platform ever made.
>
> I did not mean limiting in compatability, I meant limiting in, eeerm
> in the programmers eeerm, cant think of the words here?, his flair!,
> his ideas, his sense of adventure his his.....the less commands then
> the less options, BUT I was only going by the above, I really have no
> idea on the subject other than whats been said recently,

Yes, I see your point. It's not limiting. Most things you call commands in basic are funtions in C. The small standard command set is enhough to do all programming with. I can't give a better explanation. Maybe you can compare it to someone fron China asking if only 26 different characters are very limiting for the english language.

Bye, Hans Wessels

From 6622002589585662594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d4cd84810f37848
X-Google-Attributes: gid1115ce,public

From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: GFA
Date: 1996/12/10
Message-ID: <32ad7f0e.1022984@news.airtime.co.uk>#1/1
X-Deja-AN: 203771938
references: <32a55455.3937900@news.airtime.co.uk>
<D.E.Jones-1012961127520001@144.173.2.234>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 10 Dec 1996 11:27:51 GMT, D.E.Jones@ex.ac.uk (D.E.Jones)
wrote:

>> Why does GFA return 2 bombs when I try to load in a file with the
>> extension *.LST

>Hi Tony,
>   GFA will only allow you to 'merge' *.LST files (as far as I know). If
>you try to 'load' it assumes you are trying to load a *.GFA file!

 Thanks, sussed it :)

 I would have thought an error message at least, plus you cannot start
from scratch with an lst file then?, well you can if you NEW then
merge into an empty file :)

 Anyway have it sorted now, THX :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 6489203650720250933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dff80117939ce74d
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: psg, sound, floppies
Date: 1996/12/11
Message-ID: <850261495@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 203412519
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2273196164@ames.net>

x-ftn-reply: ames.net 877e3884
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32adf5f7
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Mark Slagell wrote:

> I'm having trouble making sense of the docs on the basic ST sound
> chip. What exactly is its relationship to the floppy drive? When
> talking to the sound chip directly from within an interrupt {not using
> xbios}, I get the right sounds, but then can't access A: until after
> rebooting. I masked interrupts while writing to the psg, thinking it
> might prevent conflicts, but it doesn't seem to matter. Any ideas? I
> can post some assembly source here if the solution isn't obvious from
> this description. -- Mark

The drive- and side select of the diskdrive come from the soundchip. With:

```
    move  #$2700,SR              ; disable interupts

    move.b #$0E,$FFFF8800.w      ; select IO register A
    move.b #$00,$FFFF8802.w      ; Write 0 into the register

loop:
    bra.s  loop                  ; stay here forever
```

the drive leds of drive A and B are switched on, but as soon as you are starting your sound routine the drive leds will go out and you can't get them on again. (Try it, I am sure I am right on this point!). After you started you your soundchip routine the following things won't work anymore:
-drive a
-drive b
-the printer
-the serial port
-the speaker of a TT will not work

All these things are handled by I/O port A of the soundchip. Now what's your problem? When you are playing sound you will make use of register 7 of the soundchip (the Mix-Ctrl register). This register switches sound and noise on and of for all three channels, but also determines the direction of the I/O ports. When you set the 2 highest bits in this register to zero you switch the to I/O ports to input. when I/O A port is switched to input it can't send drive select to the drives and so on. The simplest way is to force the two bits to 1 (by or-ing with $C0), bet better is to set the bits in their original state. I recently patched a sound routine with this problem the following way:

```
save_registers:
;save all traps and hardware registers that are altered
; all registers are save to a space pointed at by A0

    move #$2700,SR
.....

; lots of registers are saved overhere
; and now for the soundchip bit:

    move.b   #$7,$ffff8800.w     ; mix ctrl
    move.b   $ffff8800.w,d0      ; get the register
    move.b   d0,(a0)+            ; save it
    and.b    #$C0,d0             ; get the two highest bits
    lsl.w    #8,d0               ; make it right for the play routine
    move.w   d0,io_modify_adr    ; modify some code
    move.b   #0E,$ffff8800.w     ; IO register
    move.b   $ffff8800.w,(a0)+   ; save IO register

....
; end of initialisation code


soundchip_music:                 ; the soundchip routine
    lea      $ffff8800.w,a6      ; use a6 as soundchip base
    movem.l  music_data(pc),D0-A4; the music data that has to go to
                                 ; the soundchip
    move.l   d0,(a6)             ; write d0 to the sounchip, in this
                                 ; routine d0 contains the data for
                                 ; soundchip register 0 and so on
    move.l   d1,(a6)
    move.l ...
    move.l   d6,(a6)             ; sounchip register 6
    and.w    #$3f00,d7           ; clear high bits for register 7
io_modify_adr equ *+2
    or.w     #$c0000,d7          ; this number willbe modified by the
                                 ; init routine
    move.l   d7,(a6)
....
```

You can also make sure the data for soundchip register 7 gets the right bits set in the music routine itself. Make sure you write all soundchip data to $ffff8800 and $ffff8802. On an ST you can write also data to the following adresses (so you can use a movem.l to set de soundchip registers (movem.l d0-a4,$ffff8800.w), but this will not work on a Falcon because the soundchip registers aren't mirrored anymore, instead of sound you will get a bus error on a Falcon. Second: the official hardware adress of the soundchip is $ff8800, but in all atari hardware it's also at $ffff8800. In the hades it's only at $ffff8800. This way they can use all memory as ST RAM and the RAM will be continues (otherwise there had to be a gap from 14Mb to 16Mb for the hardware registers and cardridge port and so on). SO you can savely use adress

$ffff8800 as soundchip adres.

Hope this helps, Hans Wessels

From -4392178883226393504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea283ec9d1c993a8,start
X-Google-Attributes: gid1115ce,public
From: d.cosmo@altanet.it (Cosmdo01)
Subject: Atari portfolio
Date: 1996/12/11
Message-ID: <58kts6$q3t@dante.italia.com>#1/1
X-Deja-AN: 203428341
organization: altanet.it
newsgroups: comp.sys.atari.programmer

Dear Portfolio friend,
i hope you can answer me:
Can I change the ram cipset in my portfolio for more internal ram ?
Where I found a serial port for my portfolio ?
If yes How ?
Can you send me material about portfolio big write?
Have you the ATARI PORTFOLIO's electric map ?
I LOVE PORTFOLIO and I wount all material about it
I hope you answer me soon.

A Friend

Donato Cosmo
d.cosmo@altanet.it

From -2674272214660461767
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e820f394c91431c,start
X-Google-Attributes: gid1115ce,public
From: dracul@wbris.starnet.net
Subject: Atari emulator
Date: 1996/12/11
Message-ID: <9612110001.D8713LW@wbris.starnet.net>#1/1
X-Deja-AN: 203452263
x-mail2news-path: uustar.starnet.net!wbris.starnet.net
x-mail2news-user: dracul@wbris.starnet.net
organization: WurmBorn Rangers BBS
x-authentication-warning: uustar.starnet.net: Uwbris set sender to
wbris.starnet.net!dracul using -f
newsgroups: comp.sys.atari.programmer

x-mailer: UUPlus Mail 1.51

I am looking for a copy of PC Xformer 3.2 for DOS...does anyone know where I might be able to find one? If you have PC Xformer, but do not use it, name a price. I have an 800XL I would like to sell in the future, but I wish to see if my current Atari stuff can be run on my IBM.
If you can help me, please send me e-mail because usenet news is not easily read by me. Thanx!

Troy Benoist
dracul@wbris.starnet.net

<A request for a reply has been issued>

"Sint Roman. Dar dumneavoastra?"

To: comp.sys.atari.8bit@pubnews.demon.co.uk
    comp.sys.atari.programmer@pubnews.demon.co.uk

From -6663779517703820275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78b275844cbd3251
X-Google-Attributes: gid1115ce,public
From: daniel.hagg@marine.combitech.se (Daniel H⍰gg)
Subject: Re: Malloc in GFA.
Date: 1996/12/11
Message-ID: <58lo01$65t@cndns.combitech.se>#1/1
X-Deja-AN: 203465314
organization: SME
newsgroups: comp.sys.atari.programmer

In article <584_9612101510@conchbbs.com>, John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
 > k > I've read that Malloc is no good in ACC. True or not?
 >
 > It depends on whether the current application is hogging all of RAM.
 > Otherwise, it works fine.
 >

It is only allowed under MultiTOS.

On normal TOS it won't work.
The problem is that most of the time you won't notice that it doesn't work.
Because they can't see any problems many programmers think that it works.
But belive me IT DOES NOT WORK !

TOS will think that the Malloc was done by the main application so if the
main application terminates TOS will make the memory free again. And
when the next application allocates memory....crasch....

 /
/ Daniel

From -4131976988389167395
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS 96,
Date: 1996/12/11
Message-ID: <32ae7e75.1519495@news.airtime.co.uk>#1/1
X-Deja-AN: 203476092
references: <1136699941@news.airtime.co.uk> <850257128@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 10 Dec 96 23:25:50 +0100, in comp.sys.atari.programmer you
wrote:

Hi Hans :)

>No, I didn't say that. When someone is claiming a language is the best game
>language, without specifying the game types that it's best for, nor the computer
>you are developping for, such a best language has to be able to do GEM games, it
>has to be able to generate on Medusa and Hades. Otherwise he has to set some
>boundairies like 'the best for arcade games for ST's'.

 Well I was led to believe that STOS could be made to work on the
Madusa etc as soon as the author of the STOS Generic fixer finds
someone with such a machine that can offer 5 minutes of co operation,
this is one of the reasons we cannot support the TT, well someone has
come forward now so TT will be supported in the future, so presuming
the above is correct (Anthony??) then who needs GEM ?

> >> BIOS/XBIOS-support stinks too.) but it really isn't relevant here.
> >> Compatibility is a lousy argument, GEM-based games are too slow to run
> >> on simple 68000 Ataris. And without a 3D AES and atleast 16 colours
> >> they are ugly as hell too.
> >
> > I could not agree more,
>
>Are we talking about the best game language or the best game language for 68000
>systems only?

 Well I didn't write the above, but! you do keep asking if we want to

change the original statement <smile> and I keep telling you NO!

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -7952442038799507175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/12/11
Message-ID: <58m26l$jsb@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 203476392
distribution: world
references: <850259288@p24.f101.n323.z205.mbh.org>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <850259288@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org>
writes:
> > Yes, fine, write games for powerful machines (I am doing this), but
> > please do not expect ALL games to be for powerful machines. This is
> > what you are doing, if you are advocating the use of GEM for games
> > programming.
>
>I am not advocating that all games should be GEM games, but merely that a
>language has to be able to generate GEM games if it wants the label "the best
>language for games".

Ah... well, I would say that is only necessary if it is to be labeled "the
perfect language for games". I would suggest that in the abscence of
any alternatives (which is what Tony was trying to establish), an imperfect
languague can still be the best...

Anthony
--
```
-------------------------------------+------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
```

From 3147747163516356185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: STOS
Date: 1996/12/11
Message-ID: <32AE9DEB.167EB0E7@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 203480819
references: <1167161016@news.airtime.co.uk> <849751990@p24.f101.n323.z205.mbh.org>
<32A6CBBD.41C67EA6@etlxdmx.ericsson.se> <32a6e0bf.15620420@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

Tony Greenwood wrote:
>
> >This isn't just the German viewpoint. In the days when the UK had a
> >choice of magazines, ST Format was always the most trivial by far,
>
> Was it?, you write that as if it is fact, that is surely your
> opinion, and granted the opinion of many others<G>,

True, but a statement like that is by definition subjective :-). How do
you measure the triviality or otherwise of a magazine?

> >although it did improve toward the end. I seem to remember an Atari
> >World survey that showed a much higher hard-disk ownership ratio than
> >Tony is implying. It'll be interesting to see the results of the Atari
>
> But still I think you will admit, the minority?

Can't remember. I'd have to look that one up.

> >Computing survey from issue 1. Certainly everybody I know personally
> >with an Atari has a hard disk and I live in the UK (the Swedish tag on
> >my e-mail address is just there to confuse ;-)).
>
> aw really, and who where the only people who knew about (the
> excellent!) ATARI computing issue 1?, ok maybe not only, but people on
> line knew about ATARI computing, not many others did, so any survey
> carried out in issue one will be mostly by on liners that we allready
> agree are mostly hard drive owners?

Not true. I have only recently come on line (about 6 weeks ago) and I heard about it from about three different sources prior to the first issue (although one of them was a friend who had been e-mailed details :-)). I got the first issue before going on line.

> ST Format IMHO was by far the best magazine ever produced in the UK,
> it had everything, yes including mistakes,

I read ST Format from issue 1 of ST/Amiga Format and didn't miss an issue. In the early days I learned a lot about my computer from it but after a while they were simply recycling stuff that had been done before either by them or other magazines. They also never raised the level of expected user competency. It was great to have everything explained in noddy language to begin with but after a while I grew out of it. IMHO Format's credibility plummetted when Paula Richards was editor and never really fully recovered despite the valiant efforts of those that followed.

So why did I keep buying it? Well, there wasn't a lot of choice was there? I remember being very depressed when Review folded since the only support we were going to get was from Format. This may, of course, have had something to do with me spending GBP700 on a Falcon about a week before :-(. When Format went it was sad but didn't really hit me as hard despite it being the last UK news-stand publication.

As someone whose primary interest is games (I believe), I can see why you liked Format so much. However, even you must admit that hard-core games fans have become a little thin on the ground on the Atari in recent years. This is where Format's problems stemmed from. It's difficult to write about games when none are being released (though they had a bloody good try) and, IMHO, this was no longer an area where most of their readers interests lay.

Regards
Martyn

From -8794974815654162144
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ca90f035e18dcfee,start
X-Google-Attributes: gid1115ce,public
From: mdw@liverpool.ac.uk (Dr M.D. White)
Subject: g++ and gdb
Date: 1996/12/11
Message-ID: <E29AqF.EGz@liverpool.ac.uk>#1/1
X-Deja-AN: 203515301
sender: news@liverpool.ac.uk (News System)
organization: The University of Liverpool
reply-to: abaddon@nasoftwr.demon.co.uk
newsgroups: comp.sys.atari.programmer

I've got a bit sick of using plain C, especially after working in C++ in work on PCs and unix machines, so I've decided to switch from Lattice to gcc/g++ for my atari stuff. I downloaded all ofthe latest bits and bobs from the umich mirror on imperial, and have managed to get gcc compiling (apparently quite happily). Unfortunately I don't seem to be able to get gdb to work with the rest ofthe tools. I've used sym-ld to generate a symbol table, but gdb keeps on telling me it can't read teh symbol table file, and suggesting I use the -mshort option (I've tried compiling with mshort, by the way, and usingthat, but gdb still gives the same errors). Unfortunately I don't have an atari to hand at the moment, so I can't remember the exact errors and version numbers (ie, the useful stuff :-), but does anyone recall any incompatibilities between gcc and gdb versions? Or have any ideas I might try?

Incidentally, how good is g++ on the atari? I use Borland C++ v4.5 on PCs, and the latest g++ on unix - what sort of things am I likely to find misssing? Any bugs I should look out for?

I'm not sure how frequently I can check this group, so I'd appreciate it if any replies could also be mailed to me at abaddon@nasoftwr.demon.co.uk

Thanks for any help,
Kev

From 8182116592487376378
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,78b275844cbd3251
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Malloc in GFA.
Date: 1996/12/11
Message-ID: <dwilga-1112961119590001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 203516489
references: <58lo01$65t@cndns.combitech.se>
organization: Mount Holyoke College
newsgroups: comp.sys.atari.programmer

In article <58lo01$65t@cndns.combitech.se>,
daniel.hagg@marine.combitech.se (Daniel H⍰gg) wrote:

> In article <584_9612101510@conchbbs.com>, John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> > k > I've read that Malloc is no good in ACC. True or not?
> >
> > It depends on whether the current application is hogging all of RAM.
> > Otherwise, it works fine.

> >
>
> It is only allowed under MultiTOS.
>
> On normal TOS it won't work.
> The problem is that most of the time you won't notice that it doesn't work.
> Because they can't see any problems many programmers think that it works.
> But belive me IT DOES NOT WORK !
>
> TOS will think that the Malloc was done by the main application so if the
> main application terminates TOS will make the memory free again. And
> when the next application allocates memory....crasch....

Daniel is 100% correct, believe me. Never do a Malloc() in a desk accessory after the first AES call! Before that point is OK, as the memory belongs to the desktop. This does not apply if you are using Geneva or MultiTOS, since they both treat each process individually.

For a similar reason, you have to be careful when leaving files open (that is, they haven't been Fclose'd) in a DA. Let's say I open a file and then the user quits the main app. Since the file handle actually "belongs" to the app, the file is automatically closed by GEMDOS. If the DA then tries to use the file handle, it will get an error message at best or, at worst, start writing to a file that has since been opened by another app.

The moral of this story: always close files you open in a DA, or at least be aware that they may get closed for you. In fact, you can assume that if you have received an AC_CLOSE message and you are singletasking, that the file has been closed by GEMDOS for you. Don't try to write to the file after that point.

Dan Wilga
Gribnif Software

From -6781062736534760681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101ec9,ceda1e1dfe5872ee,start
X-Google-Attributes: gid101ec9,public
X-Google-Thread: 1115ce,ceda1e1dfe5872ee,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f635e,ceda1e1dfe5872ee,start
X-Google-Attributes: gidf635e,public
X-Google-Thread: f5ddf,ceda1e1dfe5872ee,start
X-Google-Attributes: gidf5ddf,public
From: stallion@worldonline.nl (DJ The Stallion)
Subject: !!!!! AUDIO FILE FORMAT RESCOURCEGUIDE (AFFR) !!!!!
Date: 1996/12/11
Message-ID: <58n3h1$gkb@neptune.worldonline.nl>#1/1
X-Deja-AN: 203550572
organization: World Online
newsgroups:

comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.codew
arrior,comp.sys.mac.programmer.help

All you programmers pay attention:

There's a new guide containing descriptions on audio file formats.
Formats included for instance WAV, VOC, TXW and many others.

This programmers' dream is available at:
     http://www.worldonline.nl/~stallion

And check the AFFR button.

Have fun and happy developing,
     Dave

From -1873406691084326950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dff80117939ce74d
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens)
Subject: Re: psg, sound, floppies
Date: 1996/12/11
Message-ID: <58n41l$apj@ornews.intel.com>#1/1
X-Deja-AN: 203559328
references: <2273196164@ames.net> <850261495@p24.f101.n323.z205.mbh.org>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <850261495@p24.f101.n323.z205.mbh.org>,
   Hans Wessels <mr_ni@mbh.org> wrote:
>...After you started you your
>soundchip routine the following things won't work anymore:
>-drive a
>-drive b
>-the printer
>-the serial port
>-the speaker of a TT will not work
>

Hans, is there a small program to go in the AUTO folder and swithc off the
TT Speaker? I could unplug it, I suppose, but I hate to diable hardware
when software can switch it on and off. The reason I would ike to do it in
the AUTO folder is that I am running AWAV, and there's no volume control
until after GEM loads; I can control the external speakers easily enough
with the knob on the amplifier, but naturally that has no effet on the TT's

internal speaker.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 927164305868223434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c85ee83d61ecec81
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Buttons ...
Date: 1996/12/11
Message-ID: <850428404_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 203576515
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <3828574b.d8c0.6950@flori.stingbox.stingbox.de>
FLORI@STINGBOX.STINGBOX.DE (FLORIAN WILCKE) said:-

>Hi ..
>
>Today I had a chance to check out a SGI-machine. Not to mention that
>the whole thing was really impressing (speed/graphics etc) but what I
>liked most was a demo wich is called (I think) flying buttons.
>
>Clicking on a button caused the button to grow, spin around in a 3D
>style until it's "backside" filled the whole screen, showing another
>screen.
>
>Is it possible to implement something like that on the Falcon or
>under Magic on a faster machine (eg. a powerMac ?)

I don't see why not. An ST could probably get away with it even
because there a lot less screen data to shift.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 7802763590580552482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78b275844cbd3251
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Malloc in GFA.
Date: 1996/12/11
Message-ID: <850426086_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 203576680
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <Pine.BSI.3.95.961209130835.5160B-100000@usr05.primenet.com>
Katherine L Ellis <kellis@primenet.com> said:-

>Hi , WHat is the best way to manage memory in ACC?

The problem with Malloc in any accessory is down to multitasking. Even in standard gem this occurs, between the main application and the loaded accessories. Each process has a unique identifier which is written to a special place when a particular process is active. That way, when a process terminates the system resources allocated to it can be returned.

>I've read that Malloc is no good in ACC. True or not?

When an acc is loading it is the active process. Gem can only task switch when a program makes an aes call, appl_init() typically. Standard gem will *truly* taskswitch from an accessory to the main application but *never truly* back from the main application to *any* accessory. The end result is any memory obtained after appl_init() will almost certainly belong to the main process instead of the acc.

When the main process terminates, the accessory loses all memory it obtained after its first aes call but keeps what it obtained before its first aes call. When the next application is started - disaster, because both it and the acc are using the same memory area(s).

>If true what would be the solution?

The general solution is only to Malloc() before appl_init(). If your acc is unable to tell at load time how much mem it needs, you can do little more than provide a facility for the user to specify how much of a chunk it should get at this time then provide your own memory management routines. StiK for instance, does exactly this via the

ALLOCMEM variable.

A more specific solution for standard gem is to momentarily hack the accessory id into the memory location used for the active process. It works but requires some tricky programming because the memory location moves in different gem versions. Worse still - you must cater for all the different operating systems where the hack may or may not work at all. Magic for example, has no such problem - you can Malloc() as and when you feel like it anywhere in your accessory. As for MiNT and Geneva - I dunno about them.

>and could you show me an example, do I have to use reserve? inline? or
>what?

Dunno any GFA but you must ensure there are no Malloc() calls made after the first aes call, by you or internally by some GFA routine you might use.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -3461584143184601474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dff80117939ce74d
X-Google-Attributes: gid1115ce,public
From: Mark Slagell <sluggo@ames.net>
Subject: Re: psg, sound, floppies
Date: 1996/12/11
Message-ID: <32AF4170.4396@ames.net>#1/1
X-Deja-AN: 203584534
references: <32ACE58A.63D7@ames.net>
content-type: text/plain; charset=us-ascii
organization: Iowa State University, Ames, Iowa
mime-version: 1.0
reply-to: sluggo@ames.net
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win16; I)

Thanks for all the advice guys, especially Hans. I had thought register 7 of the psg was the root of the problem, but I didn't have any good source code examples to guide me. I'd actually disassembled part of the

TOS ROMs, I was so desparate. There in the system sound daemon I found the top two bits being always set, as John says. But it didn't work for me, I'm not sure why. Maybe it has to do with 'flock' as Peter says, but I thought that was just for DMA. At least that's what the Compendium says, though it's been wrong before.

While I'm grousing about confusing documentation, anyone ever notice that the psg register numbers in the Yamaha documentation supplied with the old developers' kit don't match those in the Compendium? Yet in this case the Compendium is apparently right and Yamaha wrong. Gah!

Anyway, here's the solution I came up with. It seems to work without stepping on the toes of any devices.

```
sound:   ; expects a0 to point to 14-byte sound packet, uses d0-d3/a1-a2
     move.w   #$-7800,a1    ; a1 -> psg reg select
     move.w   #$-77fe,a2    ; a2 -> psg data
     moveq    #0,d0         ; register counter
     moveq    #14,d1        ; for loop end test
     move sr,sr_0       ; store proc flags
     or   #$700,sr  ; disable interrupts
.loop:   move.b   d0,(a1)       ; send register number
     cmp.b    #7,d0         ; mixer control register requires
     beq.s    .is_7         ; special handling
.not_7:  move.b   (a0)+,(a2)    ; write to register
     bra.s    .comn
.is_7:   move.b   (a2),d2       ; read mixer control register
     and.b    #$c0,d2       ; mask
     move.b   (a0)+,d3  ; get our data
     and.b    #$3f,d3       ; mask
     or.b d2,d3         ; this way we write our six bits
     move.b   d3,(a2)       ; while leaving the other two alone
.cmn:    addq #1,d0         ; next register
     cmp.w    d1,d0         ; see if we've filled up to reg 14
     bne  .loop
     move sr_0,sr       ; restore proc flags
     rts
     . . .
sr_0:    dc.w 0
```

From -7794862566017640833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/11
Message-ID: <850428554_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 203602626
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk

newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <586cl7$9t2@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>>[oops too much snippo] erm, I said ...
>>It should be possible but intimate knowledge of STOS and the compiler
>>would be needed. A compiler which allows inline assembler might be
>>capable but reguardless how I word it an assembler interface of some
>>kind would be required between the two, if only to preserve registers,
>>stack etc.
>
>Yes, I think you are right about that... Maybe it would be worth me
>looking at this sometime...

Give it a whirl - even my old MWC compiler can do PC relative!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -8309878185587931192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS 96,
Date: 1996/12/11
Message-ID: <850337494@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 203609202
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3442242874@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk cd2c753a
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32af1ed6
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25

reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> Hi Hans :)

Hi!

> Well I was led to believe that STOS could be made to work on the
> Madusa etc as soon as the author of the STOS Generic fixer finds
> someone with such a machine that can offer 5 minutes of co operation,
> this is one of the reasons we cannot support the TT, well someone has
> come forward now so TT will be supported in the future, so presuming
> the above is correct (Anthony??) then who needs GEM ?

Now you are thinking a bit too simple. Maybe getting TOS data out of a Hades will fix STOS for a Hades (the cludge must go on). It still doesn't solve the problem of writing GEM games. The fact you don't like GEM doesn't mean other people don't want to write GEM games and secondly, the argument GEM being too slow is only a real concern for arcade games. Simulation, board and puzzle games don't need the blazing speed of direct screen manupulation. Why going not portable when you can write portable (=GEM conform) games? Especially when speed is not the main factor.
Secondly fixing STOS for a Hades does only mean that the program won't crash on a hades. Your games still won't work. New STOS upgrades are necesarry to get acces to the video memory of the Hades. So you have to own a Hades to write games in STOS for it. GEM games can be developed on every TOS compatible computer an will run on all other computers. (For the kintters among us: I am not telling Tony should write GEM games, nor that he should write games specially for the Hades. I am just telling that GEM programming is the way to go if a game should work on any TOS compatible machine.)

Bye, Hans Wessels

From 1176975380885496709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/11
Message-ID: <850338245@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 203609216
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <746457221@m1.cs.man.ac.uk>
x-ftn-reply: m1.cs.man.ac.uk 2c7e0885
x-ftn-path: 323/100

x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32af21c5
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

>> I am not advocating that all games should be GEM games, but merely
>> that a language has to be able to generate GEM games if it wants the
>> label "the best language for games".
>
> Ah... well, I would say that is only necessary if it is to be labeled
> "the *perfect* language for games". I would suggest that in the
> abscence of any alternatives (which is what Tony was trying to
> establish), an imperfect languague can still be the best...

I think C is a good alternative. It will do all the GEM stuff. Doesn't need any fixing for TOS versions. And has the ability to do all the direct memory stuff needed for the fast arcade games. C isn't the perfect game language too, but is more all round than STOS is. I cam up a chess game written in C (GNU chess) and with serveral GEM games. The only thing I didn't show is an arcade game written in C that matches Tony's Heartland., On the other it is agreed STOS is useless for GEM. So I think C will be the best language to write games in and the only question that remains un answered is 'Can C beat STOS on the arcade game level?'.

Bye, Hans Wessels

From 7629894834698921856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c85ee83d61ecec81
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: Buttons ...
Date: 1996/12/11
Message-ID: <850423814_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 203629950
organization: InternetMCI
reply-to: thechyld@pcc-uky.campus.mci.net
newsgroups: comp.sys.atari.programmer
organisation: The DarkForce! BBS (606)886-9014

In article <850428404_OASIS_@swampdog.demon.co.uk>

guy@swampdog.demon.co.uk (Guy Harrison) said:-

>>Is it possible to implement something like that on the Falcon or
>>under Magic on a faster machine (eg. a powerMac ?)
>
>I don't see why not. An ST could probably get away with it even
>because there a lot less screen data to shift.

Take a peek at the Apex demo...I really like the way it shifts between
some of the screens/functions...! :)

--

```
_/_/_/
```

God thank you.

Someone

From 3441082422568915561
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dff80117939ce74d
X-Google-Attributes: gid1115ce,public
From: ceebti@cee.hw.ac.uk (Brian Thomas Innes)
Subject: Re: psg, sound, floppies
Date: 1996/12/12
Message-ID: <E2AtJp.FtA@cee.hw.ac.uk>#1/1
X-Deja-AN: 203689404
sender: news@cee.hw.ac.uk (News Administrator)
references: <32ACE58A.63D7@ames.net>
organization: Heriot-Watt University
newsgroups: comp.sys.atari.programmer

In article <32ACE58A.63D7@ames.net>, Mark Slagell <sluggo@ames.net> wrote:
>I'm having trouble making sense of the docs on the basic ST sound chip.
>What exactly is its relationship to the floppy drive? When talking to
>the sound chip directly from within an interrupt {not using xbios}, I
>get the right sounds, but then can't access A: until after rebooting. I
>masked interrupts while writing to the psg, thinking it might prevent
>conflicts, but it doesn't seem to matter. Any ideas? I can post some
>assembly source here if the solution isn't obvious from this
>description. -- Mark

It seems to me that you have disabled the disc drive. You see, one of the registers (I think its register 7) controls the PSG states. Now, the PSG has two parallel ports, Port A and Port B. I think (Dont have any docs with me at the moment! This is all from memory) Port B controls the disc drive.

With this you can toggle the drive lights on and off (cool!), turn the drive motors on and off, also you can very handily disable the drives.

So, to sum up, it seems that your code must be touching ports A and B. (regs 13 and 14). If you like, you could e-mail me some code (I will get back to you after the new year thogh!), and i'll do my best to sort it out!

Cheers,

Brian T. innes

From 1311057538372344413
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,7167305e58a10edb,start
X-Google-Attributes: gid1115ce,public
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Subject: Mint, Minix etc
Date: 1996/12/12
Message-ID: <32B00CD8.7E32@eng.derby.ac.uk>#1/1
X-Deja-AN: 203703284
content-type: text/plain; charset=us-ascii
organization: University of Derby
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 5.4 sun4c)

Hello
    I use an atari falcon, I am wondering what the minimum specs (HD space, Ram etc) would be to run the following...

Minix (min partition size for a V2 filesystem)
XWindows (does this need mintnet, if so what does that need)
GCC (Space to run in...)

Currently I an using Mint V1.12 & Geneva 5 (GNVA_TOS.PRG still does not work though with mint miniwin works fine)

Basically I would like to know what I have to do before messing about with repartitioning my HD.

Also how do programs that don't know about long filenames cope under minix when given them? Does minix crop them to 8+3 or do you get rubbish? I.e. how useful is minix if you have older programs.

Thank you for any help either emailed to me or posted here.

Dale Needham

email : needhadp@sparcdii.derby.ac.uk

.....

From -1323854005505015503
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eed6e88cad581be6,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.it (Mike De.Petris)
Subject: Re: Launching a program under MagiC5
Date: 1996/12/12
Message-ID: <1258_mike@bbsgate.interware.it>#1/1
X-Deja-AN: 203712816
organization: De Petris Software Development
reply-to: mike@bbsgate.interware.it

newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.57) BETA (NON WINDOW VERSION)

In uno strano messaggio del 11 Dec 96 gary@the-gap.demon.co.uk (2:333/608.1)
scrisse al povero All :
 g> I'm very confused and I've looked at the MagiC5 documents.
 g>
 g> How can I launch a program (say CAB) from another program, AND leave
 g> the original program running?

If you find usefull answers, please give back to us, as this maybe a common
problem.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 7670719214289120774
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/12
Message-ID: <32b03219.1215756@news.airtime.co.uk>#1/1
X-Deja-AN: 203754121
references: <746457221@m1.cs.man.ac.uk> <850338245@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 11 Dec 96 21:52:00 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>Anthony Jacques wrote:

> > "the *perfect* language for games". I would suggest that in the
> > abscence of any alternatives (which is what Tony was trying to
> > establish), an imperfect languague can still be the best...
>
>I think C is a good alternative. It will do all the GEM stuff. Doesn't need any
>fixing for TOS versions. And has the ability to do all the direct memory stuff

 Realy I think Anthony put it in the correct concept, he says what I
am trying to say, but him being educated was able to say it betterm

heheh

>needed for the fast arcade games. C isn't the perfect game language too, but is
>more all round than STOS is. I cam up a chess game written in C (GNU chess) and

 Her we go Chess again <G> excuse me but I see no reason why STOS
could not handle a chess game? although admittedly I have never had
the inclination to try evn though I am a Chess player,

>with serveral GEM games. The only thing I didn't show is an arcade game written
>in C that matches Tony's Heartland., On the other it is agreed STOS is useless
>for GEM. So I think C will be the best language to write games in and the only
>question that remains un answered is 'Can C beat STOS on the arcade game
>level?'.

 NO is a quick and easy answer :)

 Its been said, STOS is not perfect, but still the best around

 STOS is unrivaled in the catagories stated, ie: BASIC and C
 STOS Cannot do GEM
 therefore STOS is what? 90percent compatable, the only machines it
would fall down on are Hades and Madusa types, I dont think complaints
would come flooding in from those quarters?

 GEM made are fully compatable but can only handle board type games,
where STOS can handle arcade AND board type games?

 I still feel STOS would taking the above into consideration be the
wisest choice, The only draw back STOS has is a slight compatability
problem with SUPER comuters, the only drawback other BASICS and C have
is they cannot manage anything that needs speed,timing and power, the
choice is easy :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -8608200677416404031
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dff80117939ce74d
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: psg, sound, floppies
Date: 1996/12/12

Message-ID: <850426022@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 203787124
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <4119281396@ornews.intel.com>
x-ftn-reply: ornews.intel.com f5873ef4
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32b078a6
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Rich Tietjens wrote:

> >> -the speaker of a TT will not work
> >
> > Hans, is there a small program to go in the AUTO folder and swithc off
> > the TT Speaker? I could unplug it, I suppose, but I hate to diable
> > hardware when software can switch it on and off. The reason I would
> > ike to do it in the AUTO folder is that I am running AWAV, and there's
> > no volume control until after GEM loads; I can control the external
> > speakers easily enough with the knob on the amplifier, but naturally
> > that has no effet on the TT's internal speaker.

I haven't got a program right of the shelf, but I did write two small programs for you doing the task. They both toggle the TT speaker on/off.

The first one is assembly:

```
                pea     fixit(PC)
                move.w  #$0026,-(SP)    ; Supexec
                trap    #14             ; xbios
                clr.w   (SP)            ; Ptrem
                trap    #1              ; Gemdos
fixit:
                move    SR,D0
                move    #$2700,SR       ; shutup interupts
                lea     $FFFF8800.w,A0  ; soundchip
                move.b  #$0E,(A0)       ; select register $0e
                move.b  (A0),D1         ; get current data
                eori.b  #$40,D1         ; toggle speaker bit
                move.b  D1,2(A0)        ; write new data
                move    D0,SR           ; restore sr
                rts                     ; done
```

It assembles into a 74 byte program. Purists will say it's a bit dirty. I agree with that.

The second one is in C:

```
/* toggle TT speaker on/of */

#include <tos.h>

int main(void)
{
  char data;
  data=Giaccess(0, 0x0E);    /* get data */
  Giaccess(data^0x40, 0x8E); /* write (data XOR $40) */
  return 0;                  /* exit succes */
}
```

It will be compiled into a program of about 500 bytes (depends on how smart the compiler and linker are).

The programs are not tested since I don't own a (working) TT, but I think they both will work.

I hope this information is enhough for you the get the speaker switched on/of with your own program. Otherwise drop me a message and I will mail you the program.

Bye, Hans Wessels

From -8283351060259651173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7167305e58a10edb
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: Mint, Minix etc
Date: 1996/12/12
Message-ID: <58pigr$gfp@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 203800292
references: <32B00CD8.7E32@eng.derby.ac.uk>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:
: Hello
:   I use an atari falcon, I am wondering what the minimum specs (HD
: space, Ram etc) would be to run the following...

As always, more is better. 4 megs of RAM will work for what you want to do, but it'll be a tight squeeze. I've heard 10-15 megs as a minimum for a complete GCC/XWindow install, although that's likely on the small side.

: Minix (min partition size for a V2 filesystem)

There is, as far as I know, no minimum. There may be a maximum (512 megs, IIRC), but it's easily gotten around by using symbolic links to the unified file system to make the partitions transparent.

: XWindows (does this need mintnet, if so what does that need)

XWindow requires MintOS, which in turn should be used with MintNet.

: GCC (Space to run in...)

Can't say for certain, as I don't have GCC installed myself :P

[...]
: Also how do programs that don't know about long filenames cope under
: minix when given them? Does minix crop them to 8+3 or do you get
: rubbish? I.e. how useful is minix if you have older programs.

Programs that use the fileselector will work fine. Filenames are cropped to 8+3, and converted to upper case. Files with the first 8 characters identical, and identical extensions _can_ somehow be distinguished, despite the fact that they show up with identical filenames under the 8+3 convention. There are various options you can set to control the translation between TOS and MinixFS filenames, but I haven't played with them. Essentially, reading is virtually transparent, writing may not be so.

THeo

From -7002448683549074153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dd5833753144fac9,start
X-Google-Attributes: gid1115ce,public
From: Blake Moore <bmoore@www.carolinanet.com>
Subject: Atari 1040ST 1meg ram, dual floppies, color monitor
Date: 1996/12/12
Message-ID: <32B0FDA8.11DC@www.carolinanet.com>#1/1
X-Deja-AN: 204068553
content-type: text/plain; charset=us-ascii
mime-version: 1.0
reply-to: bmoore@www.carolinanet.com
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win16; U)

Atari 1040ST 1meg ram, dual floppies, color monitor, mouse, joy stic, software atari 1st word, vip proffesional, starglider, flight sim, and other games, all original doc's and software, everything works fine, is in very good shape,
This is a nice machine, but just isn't being used, won't to sell, will

ship COD + shipping, make an offer.
bmoore@carolinanet.com

From -1106975727449171874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6f5755c88a932a92,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 108ff0,6f5755c88a932a92,start
X-Google-Attributes: gid108ff0,public
X-Google-Thread: 105710,6f5755c88a932a92,start
X-Google-Attributes: gid105710,public
X-Google-Thread: fd490,6f5755c88a932a92,start
X-Google-Attributes: gidfd490,public
X-Google-Thread: f94de,6f5755c88a932a92,start
X-Google-Attributes: gidf94de,public
X-Google-Thread: 1115ce,6f5755c88a932a92,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 115513,6f5755c88a932a92,start
X-Google-Attributes: gid115513,public
X-Google-Thread: 1119ac,6f5755c88a932a92,start
X-Google-Attributes: gid1119ac,public
From: zplanet@aol.com (Your Name)
Subject: MIDI Switching Box Plans For Sale
Date: 1996/12/13
Message-ID: <19961213040509323990@ip-pdx02-15.teleport.com>#1/1
X-Deja-AN: 203893995
organization: Teleport - Portland's Public Access (503) 220-1016
reply-to: zplanet@aol.com
newsgroups:
comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

MIDI Switching Box Plans For Sale

Have you ever fumbled around unplugging and plugging in MIDI cables from one device to another? Here is a fast, easy way to switch MIDI cables on computers, synthesizers, samplers, drum machines, effects boxes; any MIDI device. It eliminates the need for swapping cables. Anyone with more than one MIDI device should have one or more of these. Professional and home recording studios will find this item indispensable.

The MIDI Switching Box (MSB) can be used for a number of varied and useful applications, from a simple MIDI on-off switch, to a switching component in an advanced MIDI studio. You will find many uses for this simple and economical device. We use them all the time to quickly reconfigure MIDI devices in the studio.

While you can buy a MIDI Thru Box that will split a MIDI output signal into four

or more outputs, it will NOT reroute data from one place to another. You need a switch box for this.

So, if you want to reroute MIDI data from one device to another, you can:

1) Get up, reach around your equipment, and unplug and plug your cables,
2) Buy an expensive electronic switcher,
OR
3) Build the MSB, and reroute your MIDI data stream simply by throwing a switch.

Swapping cable hassles are history!

Here are some things you can do with the MSB:
1. Switch a slave keyboard (or any MIDI device) on and off.
2. Switch a master keyboard to either of two slave keyboards/modules.
3. Switch a master keyboard to either a slave keyboard or sequencer/computer.
4. Switch a slave keyboard to either a master keyboard or sequencer/computer.
5. Switch a sequencer/computer to receive MIDI from either of two keyboards.
6. Design any other configuration, depending on your needs.

Assembly is straightforward, just a few tools and soldering iron, and should take less than an hour. All part are available at your local electronics store for under $10.

Complete building instructions, parts list, and studio configuration diagrams included.

MIDI Switching Box Plans
Price:
$5 (U.S. / sent first class)
$7 (outside U.S. / sent airmail)
Cash, check, M.O. No credit cards.

Send to:
Affinity
PO Box 10833
Portland, OR 97296
U.S.A.

Questions? zplanet@aol.com

From 1325846112903455591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,748ff0769322ea61,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 105710,748ff0769322ea61,start
X-Google-Attributes: gid105710,public
X-Google-Thread: 108ff0,748ff0769322ea61,start
X-Google-Attributes: gid108ff0,public
X-Google-Thread: f94de,748ff0769322ea61,start
X-Google-Attributes: gidf94de,public

X-Google-Thread: fd490,748ff0769322ea61,start
X-Google-Attributes: gidfd490,public
X-Google-Thread: 1115ce,748ff0769322ea61,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1119ac,748ff0769322ea61,start
X-Google-Attributes: gid1119ac,public
X-Google-Thread: 115513,748ff0769322ea61,start
X-Google-Attributes: gid115513,public
From: zplanet@aol.com (Your Name)
Subject: FS: MIDI Switching Box Plans
Date: 1996/12/13
Message-ID: <19961213040448322736@ip-pdx02-15.teleport.com>#1/1
X-Deja-AN: 203893996
organization: Teleport - Portland's Public Access (503) 220-1016
reply-to: zplanet@aol.com
newsgroups:
comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

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Complete building instructions, parts list, and studio configuration diagrams included.

MIDI Switching Box Plans
Price:
$5 (U.S. / sent first class)
$7 (outside U.S. / sent airmail)
Cash, check, M.O. No credit cards.

Send to:
Affinity
PO Box 10833
Portland, OR 97296
U.S.A.

Questions? zplanet@aol.com

From 5623449629933868686
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7167305e58a10edb
X-Google-Attributes: gid1115ce,public
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Subject: Re: Mint, Minix etc
Date: 1996/12/13
Message-ID: <32B149B7.22D4@eng.derby.ac.uk>#1/1
X-Deja-AN: 203895327
references: <32B00CD8.7E32@eng.derby.ac.uk> <58pigr$gfp@ccshst05.cs.uoguelph.ca>
content-type: text/plain; charset=us-ascii
organization: University of Derby
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 5.4 sun4c)

On the night of posting the first article I tried to get things working
The version of minit.ttp I had is old, it will not protect the file
system. It comes up with the error that it needs 512byte sectors for a
null file system. How big is a partion this size?

I also have a newer version of minit.ttp, which runs fine, V2 file
system the lot including protection, however it crashes about 5 seconds
after accessing a minix partition every time.

I have no problems with mint, it runs fine. Both the version with multitos and 1.12 that came with geneva 4. However the GCC doc files state that a real file system is needed, i.e. minix given the problems I have getting that to run and stay running does anyone know of a way to get this to work on a falcon?, P.S. the "mint distribution kit" has a good install package, which also doesn't work on a falcon....

[probably the falcons fault, maybe I should have upgraded my old 520STFM to 4 Meg after all, still don't like the idea of de-soldering the video shifter however.....]

If anyone has got GCC running on a falcon please, please help....

Thank you

Dale Needham

email : needhap@sparcdii.derby.ac.uk

From -3413822326853467445
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS (compatibility)
Date: 1996/12/13
Message-ID: <32b17156.1987229@news.airtime.co.uk>#1/1
X-Deja-AN: 203944579
references: <746457221@m1.cs.man.ac.uk> <850338245@p24.f101.n323.z205.mbh.org>
<32b03219.1215756@news.airtime.co.uk>
<Pine.SOL.3.91.961214002012.16218A-100000@student.canberra.edu.au>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sat, 14 Dec 1996 01:06:02 +1100, Yiannis Paschalidis
<u943409@student.canberra.edu.au> wrote:

>> GEM made are fully compatable but can only handle board type games,
>> where STOS can handle arcade AND board type games?

>STOS was not written to use GEM for very good reasons:

Snipped some well put and excellent points :)

>BTW: STOS runs fine under the STonX emulator on PC linuxboxes & Suns :)

great stuff, it also works under gemulator and rom boards on the PC

>Now can this thread die in peace?

Why would we want to end the thread ?, you have put some good points
forward that I agree with, but am sure others will pull you up on,
thats the whole idea, Don't see any good reason to kill the thread
when there are so many things to discus,
<smile>
Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -5948878435925702337
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7167305e58a10edb
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: Mint, Minix etc
Date: 1996/12/13
Message-ID: <58sd0v$c7c@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 203987831
references: <32B00CD8.7E32@eng.derby.ac.uk> <58pigr$gfp@ccshst05.cs.uoguelph.ca>
<32B149B7.22D4@eng.derby.ac.uk>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:
: On the night of posting the first article I tried to get things working
: The version of minit.ttp I had is old, it will not protect the file
: system. It comes up with the error that it needs 512byte sectors for a
: null file system. How big is a partion this size?

Sectors are always (or nearly always) 512 bytes. They can be clustered to
increase the partition size. In any case, you should be using the newest
version of minit and related utilities.

: I also have a newer version of minit.ttp, which runs fine, V2 file
: system the lot including protection, however it crashes about 5 seconds
: after accessing a minix partition every time.

What hard disk driver are you using? Many people (myself included) have
problems using the ICD drivers, especially on larger (i.e., formerly BGM)
partitions. Recent versions of AHDI, CBHD, and HDDriver should work fine.

: I have no problems with mint, it runs fine. Both the version with
: multitos and 1.12 that came with geneva 4. However the GCC doc files
: state that a real file system is needed, i.e. minix given the problems I
: have getting that to run and stay running does anyone know of a way to
: get this to work on a falcon?, P.S. the "mint distribution kit" has a

: good install package, which also doesn't work on a falcon....

A better choice, if you want to go the route of a distribution kit, might be Knarf's German Mint Distribution (most recent), or (slightly less recent) the TAF distribution kit.

: [probably the falcons fault, maybe I should have upgraded my old 520STFM
: to 4 Meg after all, still don't like the idea of de-soldering the video
: shifter however.....]

Trust me, running Mint on an 8 MHz machine is not fun. Nor is doing development work without memory protection. Your Falcon is definitely a better Mint platform.

THeo

From 6365788874461131069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dff80117939ce74d
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens)
Subject: Re: psg, sound, floppies
Date: 1996/12/13
Message-ID: <58so1n$pop@ornews.intel.com>#1/1
X-Deja-AN: 204013447
references: <4119281396@ornews.intel.com> <850426022@p24.f101.n323.z205.mbh.org>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <850426022@p24.f101.n323.z205.mbh.org>,
   Hans Wessels <mr_ni@mbh.org> wrote:

```
>
>The second one is in C:
>
>/* toggle TT speaker on/of */
>
>#include <tos.h>
>
>int main(void)
>{
>  char data;
>  data=Giaccess(0, 0x0E);    /* get data */
>  Giaccess(data^0x40, 0x8E); /* write (data XOR $40) */
>  return 0;                  /* exit succes */
>}
>
```

>It will be compiled into a program of about 500 bytes (depends on how smart
>the compiler and linker are).

That should do it. Since the whole thing uses only integers, even GST C
should compile it. I'll give it a try tonight, thanks!

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 5805341877972707453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4b1891a2e5c977b
X-Google-Attributes: gid1115ce,public
From: c_graham@patrol.i-way.co.uk (Craig Graham)
Subject: Re: ### F030 DSP ###
Date: 1996/12/13
Message-ID: <58rind$l7j@lira.i-way.co.uk>#1/1
X-Deja-AN: 204368647
references: <57uc36$i4t@hpuniv.univ-lr.fr>
organization: Intelligent Research / Data Uncertain
reply-to: c_graham@patrol.i-way.co.uk
newsgroups: comp.sys.atari.programmer

smartin@grincheux1.univ-lr.fr (MARTIN Sonia) mumbled indistinctly:

>Hi,

>I work and program on Falcon 030, and I would like to have the Language
>(Assembler) documentation of the DSP56001. If anyone has it, please if you
>can, could you mail it to me , great thanks ! :=)))

> bye and see you ..... Olivier

You can get it from Motorola's WWW site. They have the complete
documentation sets for all their processors (I got th 56K docs from
there a while back).

Craig.

From 8527619609976310479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: Re: STOS (compatibility)
Date: 1996/12/14
Message-ID: <Pine.SOL.3.91.961214002012.16218A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 203908431
references: <746457221@m1.cs.man.ac.uk> <850338245@p24.f101.n323.z205.mbh.org>
<32b03219.1215756@news.airtime.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: University of Canberra, Australia
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Thu, 12 Dec 1996, Tony Greenwood wrote:

> Its been said, STOS is not perfect, but still the best around
>
> STOS is unrivaled in the catagories stated, ie: BASIC and C
> STOS Cannot do GEM
> therefore STOS is what? 90percent compatable, the only machines it
> would fall down on are Hades and Madusa types, I dont think complaints
> would come flooding in from those quarters?
>
> GEM made are fully compatable but can only handle board type games,
> where STOS can handle arcade AND board type games?

STOS was not written to use GEM for very good reasons:

1) It came out a while ago so less than 512Kb RAM available on 520's -
   even less under GEM!!!
2) Having to wait for GEM to load up - even worse if TOS was on disk :)
   (Non-GEM means able to be run from bootsector loader or auto-folder)
3) Booting the game on a clean system meant that compatibiltiy is *increased*

What other commercial games of that time run under GEM? Not many! Actually,
even some modern games have problems with GEM/accessories/etc.

The GEM version of "nethack" which was written to run on all GEM machines has major problems on certain falcons reading the mouse & keyboard! It was written in C and still can't get 100% compatibility. I don't think you can ensure 100% compatibility no matter what language you write in.

Look at the PC scene... most games are not designed to run under windows (a DOS shell in windows maybe - but then it's still under DOS)

Even when coding in C or 680x0 I wouldn't choose to write arcade games in GEM - simply because it would be too slow!

BTW: STOS runs fine under the STonX emulator on PC linuxboxes & Suns :)

Now can this thread die in peace?

Just my 2c worth...
Yiannis

```
     /"(   _   )"\     .-------------------------------------------------------.
    / . \/^\/ . \    | Yiannis Paschalidis / Alias "X"   ...  Nuclear waste  |
   /  _)_`-'_(_  \   | u943409@student.canberra.edu.au   |||    fades your   |
  /.-~   ).(   ~-.\  | tp943409@ise.canberra.edu.au     / | \     genes!     |
 /'     /\_/\     `\ |    URL -> http://student.canberra.edu.au/~u943409/    |
        "-v-" F'030  `-------------------------------------------------------'
```

From 5615723799531651910
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,78b275844cbd3251
X-Google-Attributes: gid1115ce,public
From: "M⍰rten Lindstr⍰m" <marten.lindstrom@skelleftea.mail.telia.com>
Subject: Re: Malloc in GFA.
Date: 1996/12/14
Message-ID: <01bbe981$1b1c19a0$7ca8edc2@min-egen-dator>#1/1
X-Deja-AN: 204057700
references: <Pine.BSI.3.95.961209130835.5160B-100000@usr05.primenet.com>
<Pine.A32.3.91.961210153253.2354E-100000@pallas.amp.uni-hannover.de>
organization: Telia Internet Services
newsgroups: comp.sys.atari.programmer

Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote in article
<Pine.A32.3.91.961210153253.2354E-100000@pallas.amp.uni-hannover.de>...
> There is one point you are allowed to Malloc memory in an accessory, that

> is *before* you do the first AES call. That is normally appl_init(), so
[snip]

And Dan Wilga <dwilga@mtholyoke.edu> wrote in article
<dwilga-1112961119590001@dwilga.comm.mtholyoke.edu>...
> Daniel is 100% correct, believe me. Never do a Malloc() in a desk
> accessory after the first AES call! Before that point is OK, as the
memory
> belongs to the desktop.
[snip]

You say the safe point for malloc in an ACC is before the very first AES call. But the way I had learned, you do a wind_update(BEG_UPDATE) first (after appl_init, obviously, but before entering the evnt_multi loop of the ACC) - which will hold the GEM Desktop since it too will call wind_update(BEG_UPDATE) before drawing the desktop on screen. You can then let your ACC undisturbed do malloc and load files and, only when this is done, call wind_update(END_UPDATE) to release the screen and let the Desktop proceed with its initialization.

The argument against this use of wind_update(BEG_UPDATE) is of course that it isn't exactly what it was intended for: signalling the intent to draw on the screen (which our ACC won't do), but it works anyway since the GEM Desktop should always call it before drawing the desktop. (Except I heard there was a bugged version of TT TOS that didn't call wind_update before drawing.)

But maybe my learning is old. Is it equally safe (or safer?) to do these things simply before the very first AES call?

```
-----------------------------------
      .  .   _
     /| /|  (_)       /
    / |/ |  ___ . _ _/_  __    __
   /  '  | /  / |/  /   /__\  /  \
\_/      | \_/| |   \_. \__. /   /
```

M?rten Lindstr?m, Sweden

From 7943784719187466618
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e03a05ce7086928a,start
X-Google-Attributes: gid1115ce,public
From: Ones-And-Zeros@Prodigy.net
Subject: !   MASS POST Was Here
(qnfdie)
Date: 1996/12/14
Message-ID: <58u6cp$7a1m@usenet1w.prodigy.net>#1/1
X-Deja-AN: 204088462
organization: Ones And Zeros, Corp.
newsgroups: comp.sys.atari.programmer

MASS POST, by Ones And Zeros, will let you post to as many newsgroups as you want!

To find out more about this exciting new program, visit a business newsgroup.

(This ad was sent to thousands of newsgroups!)

(bfqasa)

From 1762078697571407050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78b275844cbd3251
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Malloc in GFA.
Date: 1996/12/15
Message-ID: <Pine.A32.3.91.961215171620.20807B-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 204275322
references: <Pine.BSI.3.95.961209130835.5160B-100000@usr05.primenet.com> <Pine.A32.3.91.961210153253.2354E-100000@pallas.amp.uni-hannover.de> <01bbe981$1b1c19a0$7ca8edc2@min-egen-dator>
content-type: TEXT/PLAIN; charset=ISO-8859-1
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 14 Dec 1996, M=E5rten Lindstr=F6m wrote:

> Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote in article
> <Pine.A32.3.91.961210153253.2354E-100000@pallas.amp.uni-hannover.de>...
> > There is one point you are allowed to Malloc memory in an accessory, th=
at
>=20
> > is *before* you do the first AES call. That is normally appl_init(), so=
=20
> [snip]
>=20
> And Dan Wilga <dwilga@mtholyoke.edu> wrote in article
> <dwilga-1112961119590001@dwilga.comm.mtholyoke.edu>...
> > Daniel is 100% correct, believe me. Never do a Malloc() in a desk
> > accessory after the first AES call! Before that point is OK, as the
> memory
> > belongs to the desktop.
> [snip]
>=20
> You say the safe point for malloc in an ACC is before the very first AES
> call. But the way I had learned, you do a wind_update(BEG_UPDATE) first
> (after appl_init, obviously, but before entering the evnt_multi loop of t=

he
> ACC) - which will hold the GEM Desktop since it too will call
> wind_update(BEG_UPDATE) before drawing the desktop on screen. You can the=
n
> let your ACC undisturbed do malloc and load files and, only when this is
> done, call wind_update(END_UPDATE) to release the screen and let the
> Desktop proceed with its initialization.
>=20
> The argument against this use of wind_update(BEG_UPDATE) is of course tha=
t
> it isn't exactly what it was intended for: signalling the intent to draw =
on
> the screen (which our ACC won't do), but it works anyway since the GEM
> Desktop should always call it before drawing the desktop. (Except I heard
> there was a bugged version of TT TOS that didn't call wind_update before
> drawing.)
>=20
>=20
> But maybe my learning is old. Is it equally safe (or safer?) to do these
> things simply before the very first AES call?

Sorry, but this is wrong. Memory allocation has nothing to do with=20
drawing on screen. Deducting that you may call Malloc because the screen=20
is locked is wrong.

The culprit for the problem with the Malloc is that GEMDOS (Malloc is a=20
GEMDOS call) is a single-tasking system that does not know anything about=
=20
the multi-tasking capabilities of GEM-AES. That leads to the situation=20
that two programs (the main application and your accessory) can be=20
running, with the app being able to terminate. GEMDOS does not know that=20
there is more than one program running, so any Malloc'ed memory blocks,=20
regardless whether ordered by the app or the accessory, belong to the one=
=20
program GEMDOS thinks it is running. If the main app terminates, GEMDOS=20
releases all these blocks, because it thinks the one program is gone.=20
However, the acc is still there and might proceed accessing the memory=20
it ordered, which is illegal now, because GEMDOS released it, and thus=20
leads to a crash.=20

Thus the only thing that counts is whether the app that is running at the=
=20
time the acc does the Malloc, is capable of termination, or not. If you=20
do the Malloc before the first AES call then it is the AES themselves that=
=20
constitute the program, and the AES will never terminate.

If you do it any time later then there might be another program running=20
which eventually will terminate, and cause a crash this way.

Deducing that you may stop execution of the desktop before another=20
program can be started by calling wind_update is nonsense. Already with=20
TOS 1.4 (AES V1.4) the AES can auto-start an application instead of the=20

desktop, which can be terminated. So again a crash will follow if this=20
happens and the accessory had the silly idea to call Malloc and frame it=20
with wind_update.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From 6627337866354166942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc26940b28ced7c1,start
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: wierd problem with C and fopen...
Date: 1996/12/16
Message-ID: <593i32$69r@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 204379865
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

Hiya

I have had a wierd problem under Lattice C with using the
fopen (or Fopen) call. I have a structure which contains
info about the contents of a window, which includes the
filename which it is associated with.

With the following code the fopen fails, with _OSERR
indicating file-not-found, but only the first time it
is called (subsequent calls succeed)...

```
handle=fopen(cur_wind->filename,"ra");
```

while the following code always works:

```
strcpy(tempstring,cur_wind->filename);
handle=fopen(tempstring,"ra");
```

anyone got any ideas why this is? is it a bug in
lattice or something?

Anthony

--
---------------------------------------+-----------------------------
Anthony Jacques   IRC: AnthonyJ | STOS Falcon Extension v1.2a
                                     | Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
---------------------------------------+-----------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

From -6025672592118950792
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c37f5bf0ebbcc131,start
X-Google-Attributes: gid1115ce,public
From: marcelv@stack.nl (Marcel Veltmaat)
Subject: G++ or C++ whatever
Date: 1996/12/16
Message-ID: <593ppv$lq6@snail.stack.nl>#1/1
X-Deja-AN: 204391394
organization: MCGV Stack, Eindhoven University of Technology, the Netherlands.
newsgroups: comp.sys.atari.programmer

Hi,
To be short. I'm looking for a way to get into object oriented programming for the Falcon. I have Pure C but pherhaps a C++ compiler makes it more easy. If anyone has experience with this sort of programming, can you please help me out and get me started.

I already programmed with (spit) MSVC++ 4.2 (spit). Although this is a (spit) Microsoft (spit) product, it still is better than writing tons of listings nobody else can understand.

Pherhaps with the C++ compiler you could have the same sort of programs for Atari as Delphi and stuff like that. This would mean more Atari software could be made.

Otherwise I should get as much libraries as possible to use them for making software.

Thanks for your attention

From -1620407865240454152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78b275844cbd3251
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>

Subject: Re: Malloc in GFA.
Date: 1996/12/16
Message-ID: <Pine.BSI.3.95.961216103126.26531A-100000@usr07.primenet.com>#1/1
X-Deja-AN: 204391649
references: <Pine.BSI.3.95.961209130835.5160B-100000@usr05.primenet.com>
<Pine.A32.3.91.961210153253.2354E-100000@pallas.amp.uni-hannover.de>
<01bbe981$1b1c19a0$7ca8edc2@min-egen-dator>
<Pine.A32.3.91.961215171620.20807B-100000@pallas.amp.uni-hannover.de>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Primenet Services for the Internet
mime-version: 1.0
x-posted-by: kellis@206.165.5.107 (kellis)
newsgroups: comp.sys.atari.programmer

Thanks to all of you who replied. I think it was pretty interesting...
Thanks again..:)

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -3578798383446202087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 115ebc,dc811a66fa51795c,start
X-Google-Attributes: gid115ebc,public
X-Google-Thread: f8e8e,dc811a66fa51795c,start
X-Google-Attributes: gidf8e8e,public
X-Google-Thread: 1115ce,dc811a66fa51795c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,dc811a66fa51795c,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: 10a4c1,dc811a66fa51795c,start
X-Google-Attributes: gid10a4c1,public
X-Google-Thread: 1046d6,dc811a66fa51795c,start
X-Google-Attributes: gid1046d6,public
X-Google-Thread: 10df49,dc811a66fa51795c,start
X-Google-Attributes: gid10df49,public
From: "Lawson English" <english@primenet.com>
Subject: [announce] New GUI design discussion.
Date: 1996/12/16
Message-ID: <AEDADF65-88902@198.68.42.133>
X-Deja-AN: 204414874
        nntp: //news.primenet.com/comp.sys.be
content-type: text/plain; charset=US-ASCII
x-newsgroups-to: nntp://news.primenet.com/comp.sys.acorn,
organization: Primenet Services for the Internet
x-news-servers: news.primenet.com

x-posted-by: @198.68.42.133 (english)
newsgroups:
comp.sys.acorn,comp.sys.acorn.advocacy,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.amiga.multimedia,comp.sys.atari.programmer,comp.sys.be
x-mailer: Cyberdog/1.2

For those who might possibly be interested, an _informal, non-official, non-Apple-sanctioned_ discussion about the design of a new graphical user interface and windowing system for the next generation of Macintosh operating system is talking place on the GX dev mailing list and the AIMED-talk mailing list [see sig for subscription info].

Background:

Apple Computer's attempts to create a transitional operating system have failed, at least partly due to a lack of a pre-emptive multitasking-enabled graphical user interface and windowing system in their transitional OS design.

The design of Apple's original graphics library [QuickDraw] didn't allow for a simple transition to PMT, and the shipment date for their transitional OS slipped beyond commercial viability. To make matters worse, former management didn't have a fully-PMT GUI waiting in the wings, so now Apple is without a transitional OS *or* a full-featured OS.

Fortunately, Apple has available the most powerful 2D graphs library ever implemented on a desktop system: QuickDraw GX.

[before you flame, look through the programming manuals via the GX Fan Club GXDev page listed below]

GX was designed to be a PMT-able graphics API. It is an object-based, vector-based graphics library with very robust features. It was designed from scratch with desktop publishing for 2-byte languages in mind. It was designed from scratch to be a cross-platform library (at Comdex, Apple demoed a Netscape plug-in that displays GX graphics under Windows 95). With GX, all graphical objects are called shapes. Shapes can be collected in larger groups called pictures. All operations available for shapes are available for pictures. Even text is considred a kind of shape, and all shapes can be used for masking and other special effects purposes.

Proposal:

A number of us have noted these useful qualities of GX and have decided to try to design a next-generation GUI for the Macintosh based on QuickDraw GX. Due to the object-based nature of GX graphics, GX GUI elements would be remarkably powerful:

*Any GX graphical objects or set of objects can be transformed using a 3x3 transformation matrix.

*Transparency and coloring issues are resolved using powerful attributes found in "ink objects."

*In-place editing of text that follows an arbitrary curve (rotated/skewed/etc is optional) is only two or three steps of complexity beyond the standard "Hello World" program when using GX calls.

*Transforming a GUI element from one type to another would be trivial using the GX library since any shape object can store arbitrary data in "Tags," which could be used to store GUI-specific data.

*Menus could become docking stations for any arbitrary GUI element, including another menu, merely by using the already existing GX API.

*WIndows could be skewed or rotated or given a 3D perspective and rotated *into* the screen or merely scaled [allowing full view of 2 or more windows' contents as they are updated] using a simple 3x3 transform matrix.

*OS language localization issues are relatively trivial because the GX font model was designed from scratch to handle single and double-byte languages desktop publishing issues.

*Because GX was designed with PMT in mind, the issues that Apple faces to implement GX with full pre-emption are likely to be far less costly and time-consuming than any other options available for them to create the next-generation MacOS GUI.

*Because GX is available already, a "shell" could be created to allow Macintosh developers to share a common code base between the current System 7 and the not-yet-released MacOS 8. THis would provide a MUCH larger customer base than would be available according to current rumors of an entirely new API with no backwards compatibility.

*An Windows Manager and GUI API based on GX could be designed to be as robust and simple to use as the Mac's user interface itself.

*Because GX was designed to be cross-platform, in theory a GX-based GUI could be ported to any platform, including the Internet.

The discussion of how to implement a GX-based GUI and Windowing system is taking place primarily on two mailing lists: GX Dev and AIMED-talk. Subscription info can be found in my sig.

Anyone interested in discussing issues related to implementing a GUI and Windowing system based on the most powerful 2D graphics library available on any platform

[yes, I know about Display PostScript]

should consider monitoring and contributing to these discussions on the

AIMED-talk and GX Dev mailing lists. We believe that a GX-based GUI is viable and the best solution for Apple's immediate OS problem. Apple engineers are known to be monitoring this discussion, so it is conceivable that the ideas generated may actually be used in the next-generation Mac OS. At the least, the discussion should generate some interesting ideas concerning cutting edge user interfaces and PMT-aware windowing systems when using vector-based, object-based graphics.

I don't read most of the newsgroups that I'm posting this to, so any feedback/questions/flames will have to be sent via e-mail.

Thanks for your time.

++++++++++++++++++
To find out more about QuickDraw GX, go to:

<http://www.gxfanclub.com/>

To find out more about programming GX, or to subscribe to the GXdev mailing list, go to

<http://www.gxfanclub.com/gxdev.html>

++++++++++++++
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++++++++++++++++++

"Without a new GUI that is as innovative and ground-breaking as the original was in its time, the Macintosh will cease to matter, and we should all go home." -Me
---

From 2803980789478271249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c85ee83d61ecec81
X-Google-Attributes: gid1115ce,public
From: sm6pak@csc.liv.ac.uk (P.A. Kelleher)
Subject: Re: Buttons ...
Date: 1996/12/16
Message-ID: <E2ID8J.GFu@csc.liv.ac.uk>#1/1
X-Deja-AN: 204431479
x-nntp-posting-host: sm6pak@vapours.csc.liv.ac.uk
sender: news@csc.liv.ac.uk (News Eater)
references: <850428404_OASIS_@swampdog.demon.co.uk>
organization: Computer Science, Liverpool University
newsgroups: comp.sys.atari.programmer

In article <850428404_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk
(Guy Harrison) writes:
> In article <3828574b.d8c0.6950@flori.stingbox.stingbox.de>
>   FLORI@STINGBOX.STINGBOX.DE (FLORIAN WILCKE) said:-
>
> >Hi ..
> >
> >Today I had a chance to check out a SGI-machine. Not to mention that
> >the whole thing was really impressing (speed/graphics etc) but what I
> >liked most was a demo wich is called (I think) flying buttons.
> >
> >Clicking on a button caused the button to grow, spin around in a 3D
> >style until it's "backside" filled the whole screen, showing another
> >screen.
> >
> >Is it possible to implement something like that on the Falcon or
> >under Magic on a faster machine (eg. a powerMac ?)
>
> I don't see why not. An ST could probably get away with it even
> because there a lot less screen data to shift.
>
This is something I've been thinking of for a long time (approx. 2.5 years)
and I never quite seen to get down to it. A thought for you all: I've seen a
program which (by judicious use of nobbling Trap #2, I think) disabled the
zoomboxes and speeded up the desktop by some small amount. Could the same not
be done in reverse, so to speak, by installing a routine which draws,
basically, a prettier zoombox? What I had in mind was, admittedly, grabbing
a chunk of screen bitmap (vro_cpy...etc) and kicking it until it looked like it
was texture-mapped over a spinning box, but I suspect wireframes may be both
easier and quicker. Thoughts?

Kelloggs
--
Paul Kelleher, reachable at:	Drive _vb_: To convey (esp. a motor
1: sm6pak@csc.liv.ac.uk	vehicle) as fast as possible from one
2: paulk@unix.liv.ac.uk	red light to the next. Cf scorch.

| And possibly elsewhere, too. | |

From -2513168741903447290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dff80117939ce74d
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens)
Subject: Re: psg, sound, floppies
Date: 1996/12/16
Message-ID: <594a47$fga@ornews.intel.com>#1/1
X-Deja-AN: 204462844
references: <4119281396@ornews.intel.com> <850426022@p24.f101.n323.z205.mbh.org>
<58so1n$pop@ornews.intel.com>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <58so1n$pop@ornews.intel.com>,
   atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) wrote:
>
>In article <850426022@p24.f101.n323.z205.mbh.org>,
>   Hans Wessels <mr_ni@mbh.org> wrote:
>>
>>The second one is in C:
>>
>>/* toggle TT speaker on/of */
>
>That should do it. Since the whole thing uses only integers, even GST C
>should compile it. I'll give it a try tonight, thanks!

Follwup - tried it, GST C didn't like it (and I can't see any reason why
not). Wrote a similar routine in HighSoft BASIC, which appears to work, but
doesn't actually /do/ anything. Should I switch to supervisor mode before
accessing the GI chip?

----------http://www.teleport.com/~atari----------
  ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
     NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
          email for subscription details and further information
  Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From -4621243301634270104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d62db1ee2ec67e

X-Google-Attributes: gid1115ce,public
From: chainxor@iesd.auc.dk (Henrik Lunardi Weide)
Subject: Re: Linux and 520ST
Date: 1996/12/16
Message-ID: <5948i2$ct9@newsfeed.cs.auc.dk>#1/1
X-Deja-AN: 204561110
references: <32AA3350.2D89@pilot.msu.edu>
organization: Math & CS at Aalborg University
reply-to: chainxor@iesd.auc.dk
newsgroups: comp.sys.atari.programmer

In article <32AA3350.2D89@pilot.msu.edu>, Chris Cholette <cholette@pilot.msu.edu>
writes:
> Hi everyone,
>
> Is it possible to get Linux running on a 520ST? I know the Linux docs
> say you need at least a 68020, but is there any way around this? I'd
> also like to upgrade the RAM and such, any advice?

You'll need at least a 68030 CPU and 8 MB RAM at least to run X-Window
properly. LiNUX requires built-in MMU, which only 68030, 040 and 060
has.

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB IDE HDD, 4 MB ST-RAM+4 MB FastRAM ***
*** Running MagiC 5 OS and LiNUX 68k+X11 ***
*** E-Mail : chainxor@cs.auc.dk ***
*** Homepage : http://www.cs.auc.dk/~chainxor ***

From -1976657691135986305
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c945705417720716
X-Google-Attributes: gid1115ce,public
From: chainxor@iesd.auc.dk (Henrik Lunardi Weide)
Subject: Re: NED PLAYER v2.2
Date: 1996/12/16
Message-ID: <594905$ct9@newsfeed.cs.auc.dk>#1/1
X-Deja-AN: 204563505
references: <32A550E5.41C67EA6@etlxdmx.ericsson.se>
organization: Math & CS at Aalborg University
reply-to: chainxor@iesd.auc.dk
newsgroups: comp.sys.atari.programmer

In article <32A550E5.41C67EA6@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> writes:
> Rich Tietjens wrote:
> >
> > In article <32A3E577.167EB0E7@etlxdmx.ericsson.se>,
> >   Martyn Tidd <etlmntd@etlxdmx.ericsson.se> wrote:
> > >Rich Tietjens wrote:
> > >>
> > >> Remember, there are
> > >> only 7 ACC slots available in SingleTOS;
> > >
> > >This isn't fair. The rest of us only have 6 :-(
> >
> > Moan, moan, moan! <G> Use a crowbar and lever an extra slot into your TOS!
>
> Don't need to. I use Geneva most of the time which gives me unlimited
> slots. Still only use four or five though!

Using a multitasking system really makes .ACC's irrelevant. Just start
everything you need to run as applications and bingo! :-)

I normally run 8 applications in the background (GemView, ST-Guide, LZH-Shell
etc.etc.), so that they're always ready for use when I double-click on a - say
.LZH-file it gets piped to the LZH-Shell via the AV-protocol. The memory doesn't
get so fragmented either when programs are run as applications instead of ACC's.

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB IDE HDD, 4 MB ST-RAM+4 MB FastRAM ***
*** Running MagiC 4 OS and LiNUX 68k+X11 ***
*** E-Mail : chainxor@cs.auc.dk ***
*** Homepage : http://www.cs.auc.dk/~chainxor ***

From -4843540865643786328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,748ff0769322ea61
X-Google-Attributes: gid111a55,public
X-Google-Thread: 105710,748ff0769322ea61
X-Google-Attributes: gid105710,public
X-Google-Thread: 108ff0,748ff0769322ea61
X-Google-Attributes: gid108ff0,public
X-Google-Thread: f94de,748ff0769322ea61
X-Google-Attributes: gidf94de,public
X-Google-Thread: 115513,748ff0769322ea61

X-Google-Attributes: gid115513,public
X-Google-Thread: 1115ce,748ff0769322ea61
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1119ac,748ff0769322ea61
X-Google-Attributes: gid1119ac,public
X-Google-Thread: fd490,748ff0769322ea61
X-Google-Attributes: gidfd490,public
From: Anthony@amudarya.demon.co.uk (Anthony Bowyer-Lowe)
Subject: Re: FS: MIDI Switching Box Plans
Date: 1996/12/16
Message-ID: <850776169snz@amudarya.demon.co.uk>#1/1
X-Deja-AN: 204582891
references: <19961213040448322736@ip-pdx02-15.teleport.com>
x-mail2news-user: Anthony@amudarya.demon.co.uk
x-mail2news-path: amudarya.demon.co.uk
organization: MondoCorp
reply-to: Anthony@amudarya.demon.co.uk
newsgroups:
comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.m
isc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic
,rec.music.makers.synth,alt.emusic

zplanet@aol.com "Your Name" writes:
> FS: MIDI Switching Box Plans
[gated]
> Assembly is straightforward, just a few tools and soldering iron, and should
> take less than an hour. All part are available at your local electronics
> store for under $10.
> Complete building instructions, parts list, and studio configuration
> diagrams included.
[gated]
> Questions? zplanet@aol.com

Yeah. Why should people pay you money for a few sheets of printed
information that is easily available at Hyperreal/Harmony-Central?

Anyone want to send me money for details on how to wire audio cables?

Anthony.
--
Anthony Bowyer-Lowe.
Do not underestimate the power of Anthony...

From 6766759145820112015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4483d17bf121a05f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4483d17bf121a05f,start
X-Google-Attributes: gid1115ce,public

X-Google-Thread: f8760,4483d17bf121a05f,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,4483d17bf121a05f,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4483d17bf121a05f,start
X-Google-Attributes: gid109a67,public
From: Dave Troy <dave@toad.net>
Subject: Toad Christmas SPECIALS -- through 12/23/96!!
Date: 1996/12/16
Message-ID: <32B60228.7EC5@toad.net>
X-Deja-AN: 204785021
cc: dave@toad.net
content-type: text/plain; charset=us-ascii
organization: Toad Computers, Inc.
mime-version: 1.0
reply-to: dave@toad.net
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advoca
cy,comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (WinNT; I)

THERE'S STILL TIME TO GET ATARI STUFF IN TIME FOR CHRISTMAS!!

Our unique selection of Atari hardware and software (Lynx, Jaguar, and
ST!) is the perfect gift for the Atari fan on your Christmas list, and
if
you're the Atari fan, giving hints to the ones you love is certainly
encouraged!!

Here's a list of some of this year's hottest sellers:

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Games List & Prices as of Dec 11, 1996

A. P. B.	$19.95	NFL Football	$39.95
Awesome Golf	$29.95	Ninja Gaiden	$29.95
Basketbrawl	$19.95	Pacland	$19.95
Baseball Heroes	$19.95	Paperboy	$39.95
Batman Returns	$19.95	Pinball Jam	$19.95
Battle Wheels	$39.95	Pit Fighter	$19.95
Battlezone 2000	$39.95	Power Factor	$19.95
Bill & Ted's Ex. Adventure	$19.95	QIX	$19.95
Blockout	$19.95	Rampage	$19.95
Blue Lightning	$19.95	Rampart	$19.95
Bubble Trouble	$39.95	RoadBlaster	$39.95
California Games	$39.95	Robosquash	$19.95
Checkered Flag	$39.95	Robotron 2084	$19.95
Chip's Challenge	$19.95	Rygar	$19.95
Crystal Mines II	$19.95	Scrapyard Dog	$19.95
Desert Strike	$39.95	Shadow of the Beast	$19.95

Dinolympics	$19.95	Shanghai	$19.95
Dirty Larry	$19.95	S.T.U.N. Runner	$19.95
Double Dragon	$29.95	Slime World	$19.95
Dracula	$19.95	Steel Talons	$19.95
Electrocop	$39.95	Super Asteroids/ Missile/Command	$39.95
European Soccer Challenge	$29.95	Super Off Road	$39.95
Gates of Zendocon	$19.95	Superskweek	$19.95
Gauntlet	$39.95	Switchblade II	$19.95
Gordo	$19.95	TOKI	$29.95
Hard Drivin'	$39.95	Tounrament Cyberball	$19.95
Hockey	$19.95	Turbo Sub	$19.95
Hydra	$19.95	Ultimate Chess Challenge	$29.95
Ishido - The Way of Stones	$19.95	Viking Child	$19.95
Jimmy Connors'	$19.95	Warbirds	$39.95
Joust	$39.95	World Class Soccer	$39.95
KLAX	$19.95	Xenophobe	$39.95
Krazy Ace Mini Golf	$39.95	Xybots	$19.95
Kung Food	$19.95	Zarlor Mercenary	$39.95
Lemmings	$49.95		
Lynx Casino	$39.95		
Malibu Bikini Volleyball	$19.95		
Ms Pacman	$39.95		

Lynx Kit Carrying Case.....$24.00
AC Adapter.....$17.00
ComLynx Cable.....$15.00
SunVisor.....$ 8.00
Power Pack (req's batteries).....$19.00
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(with AC Adapter)
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==========

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The premier image conversion & printing program for the ST/Falcon is still
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120mb.....$109.00
160mb.....$129.00
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CD'S -- this is our LOWEST PRICE EVER ON THIS SET OF EXCELLENT CD's!!

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Severna Park, MD 21146-2925
orders@toad.net
(410) 544-6943 info & orders
http://www.ataricentral.com

UPS and FEDEX Standard and overnight shipping is available throughout
the
US and Canada, and anywhere else in the world!! Call for more details!!

From 3141691653145857859
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STOS
Date: 1996/12/02
Message-ID: <849645282_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 201950596
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <32a1dff0.36472032@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>>In <849109308@p24.f101.n323.z205.mbh.org> Hans Wessels wrote:
>>
>>>Uwe Haase wrote:
>
> Hans!, and anyone else in this thread,
>
> Are you getting private email telling you this thread is a pointless
>waste of time?,

Er, no I haven't - I was rather enjoying it actually!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 3641672111200559497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/02
Message-ID: <849639314_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 201951276
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <32a1f41d.41637518@news.airtime.co.uk>
  stosser@airtime.co.uk (Tony Greenwood) said:-

> hmmm I would seem to agree with this, but how many C programmers dont
>know how to compile there own code?

You'd be surprised. Even more surprising is you never have to if you
dont want to. To see why, you'll have to wade through the following
waffle ...

Most people will probably never make their own libaries but I know of
no C compiler that does not posess the tools to do it if you want.

When you first get into C, you tend to write one big program. This

soon expands into one big program which is divided up into functions. Many people go no further than this because they don't know that you can, don't need to, or think the next bit is too scary! ;-)

Of those that do, the next stage is to split up the program into separate files. You tend to group functions together according to a certain purpose which makes the management of large projects much easier - and you write a special text file called a makefile. In this you tell the compiler which files depend on which others. When you compile, the "make" program only runs the compiler on those files which _need_ compiling. On the first ever "make", everything has to be compiled but thereafter only those files which have been altered, or depend on ones which have been altered, are ever recompiled. Thus, this drastically reduces the time taken to recompile (ie debug) large programs.

When compilation is finished, the linker examines all these compiled files (object files) and tries to put them all together into one file which will be the program (executable). It does this using a symbol table attached to each object file by the compiler. The symbol table contains the names of all the functions and variables which are used in that object file. It looks through them all and starts building the executable file by merging the object files into the executable file, one by one. There is enough information in the symbol table for the linker to ensure that where a function in one file calls a function in another file, that the function will indeed be called (no flames about scope please - this is complex enough!).

Having done this it is well on the way to having an executable file. There's just one more bit. If the symbol table contains any functions or variables which are still undefined then this is where the libraries we have been discussing come into play. It will scan the ones you have told it to use, looking for the undefined stuff, adding it into the executable as it comes across them.

Anyway, most people writing large projects have no need to add their object files into a library (performed simply by using a tool to add the object files). All a C compiler does is go through the stages described above with the sole purpose of finding "undefined stuff". If anything is undefined at the end it comes up with an error (usually). It will come up with an error if it finds two different things with the same name (usually).

Hmm, that was hard to write. Even authors of only half decent C books have just gone up a few points in my estimation! :-|

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com

Web http://www.swampdog.demon.co.uk/index.html

From -4671622281472842310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/02
Message-ID: <849650614_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 202035533
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <32a2d657.12852540@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On 2 Dec 1996 08:10:01 GMT, josk@ifi.unit.no (Jo Even Skarstein)
>wrote:
>
>
>>: hmm I know C is good, I would never dispute that, just sounds
>>: limiting?, from that description?
>
>>No, that exactly what it's not! Because of the very limited amount of
>>reserved words and the standard libraries, C-programs can be compiled on
>>just about any platform ever made.
>
> I did not mean limiting in compatability, I meant limiting in, eeerm
>in the programmers eeerm, cant think of the words here?, his flair!,
>his ideas, his sense of adventure his his.....the less commands then
>the less options, BUT I was only going by the above, I really have no
>idea on the subject other than whats been said recently,

That small list enables you to do just about anything. You can do
loops and make decisions just like any other language. The powerful
bit is being able to make your own language up (within the syntax
rules of C).

A simple ...

typedef signed short Wibble;

.. at the beginning of each program allows you to spend the rest of
your C programming days declaring 16 bit values by the name "Wibble" -
it is now part of the language! ;-)

More powerfully ...

```
typedef struct     {
char forename[20];
char surname[40];
Wibble   age;
}    BOD_INFO;
```

.. makes declaration which allows you to group your data together in
a nice logical way. C now knows another name, "BOD_INFO" and it also
understands that it is quite complex ...

```
main()
{BOD_INFO bo[2];

 bo[1] = bo[0];
}
```

.. is something similar to (not done basic for years) <G> ...

```
main()
{/* BOD_INFO - sort of, cant do it exactly the same */
 DIM forename$[2][20];
 DIM surname$[2][40];
 DIM age%[2];

 /* bo[1] = bo[0] */
 forename$[1] = forename$[0]
 surname$[1] = surname$[0]
 age%[1] = age%[0]
}
```

.. C can do a *lot* of work with very few statements.

> I would hate this to get into a debate, as I dont fancy getting even
>more private email telling me this thread is pointless.....

Shame. I'm rather enjoying it. I said that earlier but I seem to be
lagged behind everyone else so I'm saying it again!

>>: simple tutorials, most start by presuming you already know something
>>: about C,
>>
>>Try "C-Manship complete" from Kuma, it's a bit outdated but it's
>>entertaining and it's Atari/GEM oriented. You should also get "The C
>>Programming Language" by D. Ritchie, it's the very definition of C and
>
> Thanks for the tips, noted, and not wanting to sound like a cheapo
>here, but would there be anything on disk, in ascii format do you
>know, as books are not only difficult to come by, but expensive as
>well, I know not much in life is free :), but as I am dedicated to
>making FREE atari software then I try to keep my oulay down IYKWIM

You'll find oodles of teach yourself C books in the public library -
too many in fact! Just grab a few of the more general ones. :-))

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -4856266262752685613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/02
Message-ID: <849652574_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 202035585
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <57ubif$728@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>In article <849462816@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org>
writes:
>>No, a library is a set of already compiled code, just like an extension. You
>>have to tell the compiler which libraries you want to use in your program. But
>>yes, I think libraries are basicly the same as STOS
>>extensions.
>
>No, the point Tony is trying to make is that a STOS extension is NOT
>simply pre-compiled code.

But it is mainly machine code though isn't it? If not I've been
labouring under totally the wrong impression!

>It CANNOT be written in STOS, which is the key difference between this
>and a C library.

Assuming I'm not wrong above then we are simply looking at it from
different aspects. I'm calling it a library because it is possible to

add to the language. Granted, it's equally possible to say it isn't
because STOS can't produce one! ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -545690792458320511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74e036d3177cb349,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Silly programming lan
Date: 1996/12/02
Message-ID: <75e_9612021151@conchbbs.com>#1/1
X-Deja-AN: 202331998
organization: Houston Area League of PC Users
x-ftn-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

m > Pascal can give problems on some points because C strings (as
m > used in the OS) and Pascal strings are fundamentally different.

Interestingly, the command line in the base page is a Pascal string.

m > There are two good PD C compilers available.

I've always regarded "good PD C compiler" as a contradiction in
terms. Pure C is my third C compiler, and makes the others look
like ... PD software. (I especially like the hypertext help
feature.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 8547835053405101279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Silly programming language advocacy
Date: 1996/12/03
Message-ID: <32a385ae.18018087@news.airtime.co.uk>#1/1
X-Deja-AN: 201990995
references: <638666878@news.airtime.co.uk> <849463447@p24.f101.n323.z205.mbh.org>
<57v8hc$qle@scipio.cyberstore.ca>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 2 Dec 1996 18:52:28 GMT, dougb@dsoe.com (Doug Byfield) wrote:

>>you reccomend some sort of tutorial?
>> I will look for sozobon C tonight ta:)

>The basic concepts of C are universal, so why not get a book from your
>library or bookstore on C? Most are written for Dos, but I found that

 the library?, I have a card...what a stonkin good idea, and it is
free :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 2572819562036152322
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/03
Message-ID: <32a386b3.18279284@news.airtime.co.uk>#1/1
X-Deja-AN: 201991095
references: <849544076_OASIS_@swampdog.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 1 Dec 96 16:27:56 GMT, guy@swampdog.demon.co.uk (Guy Harrison) wrote:

>>>Better clarify libraries here as both sides are in danger of getting
>>>themselves into a corner :-)

>> Ho good, someone who knows all about STOS extensions and all about C
>>libraries, good :)

>Haven't a clue, I'm just the milkman. :-)
 OR...Dont't ask me, I'm only the driver! ;-)

>> So a C library is a collection of subroutines that can be sort of

>> And STOS Extensions are the same you say ?
>
>I can't see any reason why STOS extentions could not be written in C,
>pascal or any compiled language. It's simply an adaptation of the
>above.

 ok I do not know enough on the subject to argue the point :)

>> A STOS BASIC programmer like myself, cannot write an extension?

>Why not? All that's needed is the info on how to add a command and a
>command to add.

 why not?.....can't you see?
 I program in BASIC, I am a BASIC programmer, If I could program in the language needed to make extensions then I would not have much use for BASIC?
 You can NOT write extensions in STOS BASIC, and that is how I base my argument that extensions and libraries are not the same? they are not subroutines to be called when needed, they are addon commands to the STOS BASIC Language package,

>> From my point of view as a purely a BASIC programmer, Your C
>>libraries are a collection of subroutines written for convenience so
>>you dont have to keep writing them yourself, but STOS extensions are
>>new commands that a STOS user could never write himself,
>
>That's my point. You could add them yourself. Why not write a tool to
>do it?

 HOLLY to LISTER: I was going to make you a fully functional female form today, that would look and feel just like a real female and would do anyhting you requested,

LISTER to HOLLY: So why didn't you ?

HOLLY to LISTER: Because I don't know how?

** Please Note ** Holly and Lister are registered characters of Red Dwarf <smile>

>The following bit of code would make a copy of the screen in memory it
>calculated and allocated automatically ...
>
>main()
>{VIMG v;
> Rect rr;

Swampy!....I just snipped what i presume to be some sort of prigramming code, can you please tell me, what in your wildest dreams was this supposed to mean to a BASIC programmer, was I maybe supposed to understand ANY of it?, it is a different language,

and you entered this thread as the person to tell everyone what C libraries and STOS extensions have in common?, I would venture to suggest that your knowledge of C is beyond question and I bow to that fact, however I would equally suggest that your knowledge of STOS is guesswork ?

NEXT! :)

BTW Swampy, next ATARI shows are at the end of APRIL , get there earlier than closing time and we wil meet up, yeagh <giggle>, seriously :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 4876473206927310311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/03
Message-ID: <32a38604.18104596@news.airtime.co.uk>#1/1
X-Deja-AN: 201991097

references: <849645282_OASIS_@swampdog.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Mon, 2 Dec 96 20:34:42 GMT, guy@swampdog.demon.co.uk (Guy Harrison)
wrote:

>> Hans!, and anyone else in this thread,

>> Are you getting private email telling you this thread is a pointless
>>waste of time?,

>Er, no I haven't - I was rather enjoying it actually!

 same here Guy, which is probaly why you where not one of the soppy
gits that emailed me telling me it was a waste of space, i am not
crass enough to name names, hopefully my mentions of wimps, soppy and
knitting classes will force them to come forward and explain there
actions, or maybe ask a kniting problem :)))))

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -6946066671244773328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS 96,
Date: 1996/12/03
Message-ID: <32a31db3.31123580@news.airtime.co.uk>#1/1
X-Deja-AN: 201996366
references: <849616356_OASIS_@pcc-uky.campus.mci.net>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Mon, 2 Dec 96 12:32:36 GMT, thechyld@pcc-uky.campus.mci.net (Ronald
J. Hall) wrote:

>> I have Hisoft BASIC, GFA BASIC 3.5, FirST BASIC and STOS BASIC, from
>>what I can see, if I or anyone else wants to make a game, then STOS

> Umm...I'm not arguing with you here, but I was just curious...didn't

Thats alright, No one else is arguing either, just debating:)

> Dave Munsie use GFA Basic (M.A.G.E.) to make some of his arcade games?
> They were pretty cool...

Well done, gooooooood point, It rings a bell here, I am pretty sure
the above is correct, and yes they WERE pretty cool <smile>,
Personally I wouldnt fancy trying it as STOS offers as much and is
easier, But I best not get into all that again, we dont want to upset
the knitting classes present who would then be forced to email us and
complain ?

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 4037575191577210352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/03
Message-ID: <849575462@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 202015875
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1285968329@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 4ca651c9
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a37e26
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> Hans!, and anyone else in this thread,
>
> Are you getting private email telling you this thread is a pointless
> waste of time?,

No, I don't. Maybe those people are a bit shy and dare not to speak in the open? And this thread is no more waste of time then to write software to such an obselete system as the Atari. ;-)

> Personally for me, this is what c.s.a.p is for, I have learnt a lot
> since my original statement, and hopefully that includes new friends
> who understand that it is possible to have a debate, without falling
> out,

I think we are having a great debate with lots of nice spin-offs. Still hope to prove you wrong. :-)

> Unfortunatly I seem to be upsetting more people than it is worth,
> when it comes to the point where people feel the need to privatly
> email me to complain, then ..well words fail me,:(

Maybe they want you to spend all your time writing new games for them?

> Perhaps all those people (well not that many!<g>) should forward
> there knitting patterns to this newsgroup and we can discuss them :(

Sure, that would be the right place for their problems.

Bye, Hans Wessels

From 6009531583490186482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/03
Message-ID: <849577277@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 202016770
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2300331933@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 891c479d
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a3853d
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER

organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
>> No, C libraries are more. The command set of C is very limited. The C
>> language it self has only 32 reserved words (that are words you can't
>> use yourself as
>
> hmm I know C is good, I would never dispute that, just sounds
> limiting?, from that description?

No, it isn't. The 68000 itself has only 54 different instructions. Never had a problem with that. The simplicity of C is regarded as one of it's strengths. One of the best books about C, 'The C programming language' second edition, by Kerningham and Ritchie, is in the english version only 260 pages and but covers the whole language. It's the only book about C I have and I didn't even read it to the full extend. The first 4 chapters (100 pages) are enhough to get started.

> so <?> eeerm wheres the flair? wheres the programming, is it just a
> shell calling all these libraries?, why does it sound so...simple? I
> am not being insulting , I really do not know?,

Depends on what you are doing. But most command you are using in basic are also implemented as function calls. You don't see it, but a command like print is translated into a call to the print function with a set of parameters. The advantage of C is that you can replace the print command (called printf()) with your own version, because it's defined in a library which you can replace.

> BTW the only reason I have not got into C, is that i can find no
> simple tutorials, most start by presuming you already know something
> about C,

Just get a copy of 'The C programming language' by K&R. Make sure you get the second edition, that covers ANSI C. It's available in most public libraries and in any bookstore with books about programming languages.

> hmmm I would seem to agree with this, but how many C programmers dont
> know how to compile there own code?

Compiling code is no problem. Compiling a library is somthing different. You have to tell the linker how to make the library. I think most C coders never build a library of their own. May be wrong though.

Bye, Hans Wessels

From -9078118992429731846
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,7ee5fc1e8bf38cd1,start
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Silly programming language advocacy issues
Date: 1996/12/03
Message-ID: <849578419@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 202016776
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <706316219@dcsun4.comp.brad.ac.uk>
x-ftn-reply: dcsun4.comp.brad.ac.uk 2a1987bb
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a389b3
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

James Troup wrote:

> Abusing a language on the strength of one compiler, which you
> yourself admit is poor, is not desperately sound reasoning IMO. Ada
> has it's faults, but your argument is no more valid than if I were to
> abuse C on the strength of the nasty experiences I've had with
> BorlandC++ (version 3 or so). Try GNAT under a real OS sometime.

I might be wrong, but even GNAT doesn't cover the whole ADA programming language, but only certain parts of it. And, doesn't GNAT convert ADA to C to compile it with the GNU C compiler?

Oh yes, borland C++ 3.x is a real nightmare, fully agree!

Bye, Hans Wessels

From -837046321051895214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS 96,
Date: 1996/12/03
Message-ID: <849578120@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 202017160
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)

references: <2839371438@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk a93d5eae
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a38888
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> wins hands down, why would I want to use GFA to make a game when STOS
> is there offering a hell of a lot more, and as you rightly say is
> easier?, because it has GEM support? phoooey, thats what would
> cripple a good game not be an advantage,

Depends on what type of game you want to make. Only for the Arcade type of game the blazing fast incopmatible screen output is needed. For boardgames, simulation games, adventures, any game not requireing realtime action, GEM is fast enhough, and, because it is working on any TOS compatible machine, GEM is the way to go for those types of games.
Bye, Hans

BTW: did you know there is a game library for Gfa basic? Neighter did I, but I saw one on the fair last Saturday.

From -1536902363062142048
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c945705417720716
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: NED PLAYER v2.2
Date: 1996/12/03
Message-ID: <32A3E577.167EB0E7@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 202057501
references: <17413598_000003_OASIS_NEWS@the-gap.demon.co.uk>
<57fe88$5jf@ornews.intel.com> <57menq$5q6@balaena.bio.vu.nl>
<57vf9t$qlg@ornews.intel.com>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

Rich Tietjens wrote:
>
> /without/ using an ACC and without using a multitasker. Remember, there are
> only 7 ACC slots available in SingleTOS; using an ACC for one file type (or

This isn't fair. The rest of us only have 6 :-(

Regards
Martyn

From 585161467968354934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/03
Message-ID: <5819e2$eev@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 202087791
references: <849544076_OASIS_@swampdog.demon.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <849544076_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy
Harrison) writes:
>> And STOS Extensions are the same you say ?
>
>I can't see any reason why STOS extentions could not be written in C,
>pascal or any compiled language. It's simply an adaptation of the
>above.

Hmm... maybe... from C etc if you compile only a single object with
the relevent header info as static const etc. at the top. You would
be limited in what you could do (no malloc()'s etc.) but it should
work... maybe...

>> A STOS BASIC programmer like myself, cannot write an extension?
>
>Why not? All that's needed is the info on how to add a command and a
>command to add.

No. It would not be possible to use a STOS program as an extension
to STOS because the compile always compiles complete executables, which
include the initialisation routines which eg. install STOS's trap
routines, and there would be no way to put the header at this point...

>That's my point. You could add them yourself. Why not write a tool to
>do it?

No, you couldn't. It would not work without resorting to another language.

>Does the STOS compiler insist on using the source for libraries?

No.

>The compiler can build an executable program without the source code
>for _any_ of the above functions. The only source code it needs is the
>above. So I still maintain that STOS extentions and object libaries
>are identical in terms of use. ;-)

I do not believe that it is possible to build a STOS extension from
within STOS itself, which is possible under C. I am not even sure
that it is possible to do it with other languages other than assembler.

Anthony

--


```
-------------------------------------+------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------
```


From 5859463046581067282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public

From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: OS Extension concept
Date: 1996/12/03

Message-ID: <581avs$f5a@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 202091206

references: <57vfaa$qlg@ornews.intel.com>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <57vfaa$qlg@ornews.intel.com>, atari@teleport.com.REMOVE.THIS.TO.REPLY
(Rich Tietjens) writes:
>In article <57eq2v$amg@m1.cs.man.ac.uk>,
>   jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:
>

>>
>>However, from Desktop, this is not the case, as it doesn't understand the
>>AV protocol. Thing on the other hand...
>
>Teradesk does also, I believe.
>
>>>clicking a WAV link leads to a complete redraw of the page after SWAV
>>>plays the sound.
>>
>>This could be CAB's fault. There are definately some redundant redraws
>>there...
>>I have never tried running an AV_START wav/avr player from CAB, but there
>>should be no reason why CAB needs to redraw the screen.
>
>As it happens, N_PLAYER seems to to the job "properly" with CAB. I'd still
>like to see an OS extension allowing this type of thing from the desktop,
>though. Even just adding AV_START to singleTOS would be a big improvement.

Yes, but this is not possible without the source code to the desktop. This
is why the replacement desktops (thing, teradesk, gemini etc.) support this
but NewDesk and Desktop do not.

I think your best solution is to use a replacement desktop, which will
support AV_START messages. This is even nicer under a multitasking OS, but
you say this is not practical for you. ok - but it is still of benefit under
SingleTOS.

Anthony
--

```
-------------------------------------+-------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+-------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```


From 7843575579259725886
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c945705417720716
X-Google-Attributes: gid1115ce,public

From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: NED PLAYER v2.2
Date: 1996/12/03

Message-ID: <581ntg$9nl@ornews.intel.com>#1/1
X-Deja-AN: 202128859

references: <17413598_000003_OASIS_NEWS@the-gap.demon.co.uk>
<57fe88$5jf@ornews.intel.com> <57menq$5q6@balaena.bio.vu.nl>

<57vf9t$qlg@ornews.intel.com> <32A3E577.167EB0E7@etlxdmx.ericsson.se>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <32A3E577.167EB0E7@etlxdmx.ericsson.se>,
   Martyn Tidd <etlmntd@etlxdmx.ericsson.se> wrote:
>Rich Tietjens wrote:
>>
>> Remember, there are
>> only 7 ACC slots available in SingleTOS;
>
>This isn't fair. The rest of us only have 6 :-(

Moan, moan, moan! <G> Use a crowbar and lever an extra slot into your TOS!

----------http://www.teleport.com/~atari----------
  ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
     NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 1779115830358412070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS 96,
Date: 1996/12/03
Message-ID: <32a46052.13731047@news.airtime.co.uk>#1/1
X-Deja-AN: 202153514
references: <2839371438@news.airtime.co.uk> <849578120@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 03 Dec 96 02:44:04 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > wins hands down, why would I want to use GFA to make a game when STOS
> > is there offering a hell of a lot more, and as you rightly say is
> > easier?, because it has GEM support? phoooey, thats what would
> > cripple a good game not be an advantage,

>Depends on what type of game you want to make. Only for the Arcade type of game

>the blazing fast incopmatible screen output is needed. For boardgames,

  So you are saying STOS is good for "Arcade type Blazing fast" games
:)

>simulation games, adventures, any game not requireing realtime action, GEM is
>fast enhough, and, because it is working on any TOS compatible machine, GEM is

 Yes true, any game that doesent need to move anything, still screens
and GFA etc can handle it, its a matter of opinion if its best,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 5406929663807035074
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1996/12/03
Message-ID: <GLDWBJALUP@alkor.sax.de>#1/1
X-Deja-AN: 202170214
references: <2939280032@news.airtime.co.uk> <849217270@p24.f101.n323.z205.mbh.org>
content-length: 619
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <849217270@p24.f101.n323.z205.mbh.org> Hans Wessels wrote:

> >> So tell me how do you would switch resolution from:
> >>
> >> - ST low with AS OverScan (368x264x16) to ST low (320x200x16)
>
>Hey Uwe, what AS Overscan driver are you using? Mine does only
>(400x240x16) in ST low. How do you get the 24 extra scanlines? (My settings are
>(400x240x16) in ST LOW, (816x240x4) in ST medium and (720x480x2) in ST HIGH (I
>have got a SM144 monitor for high res, they are faster with the horizontal
>retrace).

A typo... But you can virtually increase the resolution by using LaceScan.

--

Email: haase@alkor.sax.de

From -1823477832466658072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1996/12/03
Message-ID: <GLDWBJAIUP@alkor.sax.de>#1/1
X-Deja-AN: 202170654
references: <2178346340@news.airtime.co.uk> <849110848@p24.f101.n323.z205.mbh.org>
<329d8bfc.13551596@news.airtime.co.uk>
content-length: 2544
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <329d8bfc.13551596@news.airtime.co.uk> Tony Greenwood wrote:

>>said no one wants GEM games because you think they are slow and nonresponsive
>>(just like we thought about STOS). We are proving there are lots of people
>>wating GEM games. Try to get a copy of Kubis '96 or WinColTris to see a mordern
>>GEM game.
>
> no I did not quite say that, a game does not have to be GEM
>compatable to be good, as soon as you realise that, then we can move
>on, all atari computers should have the ability to run in atari st
>low, so.....

STacy and ST Book are not able to run st low.

Yes, I've played some games on them.

>> > Ok I never said my games where fanatastic, I said STOS is the best
>> > BASIC for making games on the ATARI in 1996,
>>IF you don't want to make GEM games and don't care about the fact the game
>>doesn't run on a TT and the game will only run on a Falcon using
>>backwards.
>
> eerm your falcon statement is totally totally false, in fact its
>total rubish, MY games need backwards, but we are talking about STOS
>BASIC not my games, STOS can be used to make Fully Falcon compatable
>games, STOS can be used as you will see in another posting in here for
>a lot of nice falcon things, without backwards ?
> I can and indeed have made software in STOS that runs on the falcon,
>without backwards, just not games, I can support TOS 401, 402, 404 and
>492

>> >> There is no choice between GEM games and none GEM games, because you
>> >> can only run GEM games on the new powerfull atari compatible
>> >> computers!
>
>> > really? I think you will find you are WRONG
>
>>Your game doesn't work...
>
> I Know, but we are not talking about MY games, and in this instance
>we are not even talking about STOS, a statement was made that only GEM
>made games will run on the new powerfull ATARI's, and I doubt that
>very much,

Either you include code for all known (and still unknown!) video hardware,
or you have to use GEM. I know at least 9 different video modi for known
video hardware... (st low/st mid/st high are ONE of them, 32 KB video ram
direct accessible via XBIOS pointers, color depth 1/2/4 bit, interleaved
bitplanes. ET 4000 compatible graphic cards are another one, there are
a wide variety of high and true color modi and so on...)

I've never seen a none GEM game that supports more than 2 resolutions.

If you really find a game for a new ATARI, I doubt that it will run
on the different hardware of another new ATARI. (Please pay attention
to the plural in my statement.)

--
Email: haase@alkor.sax.de

From -2747993173002334262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1996/12/03
Message-ID: <GLDWBJAOUP@alkor.sax.de>#1/1
X-Deja-AN: 202170708
references: <2939280032@news.airtime.co.uk> <849217270@p24.f101.n323.z205.mbh.org>
<329ee32f.10414799@news.airtime.co.uk>
content-length: 854
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <329ee32f.10414799@news.airtime.co.uk> Tony Greenwood wrote:

>>All those games work on all Ataris, under all resolutions, maybe some of those
>>games require you to have a harddisk (I usually don't test a game from floppy
>>disk if I can run it from harddisk).
>
> if they require a hd then they are definatly not a reccomended good
>game, MOST atarians do not own hard drives,

ALL atarians I know own a HD.

> AW Give us a break, you have to draw the line somewhere,
>
> Q when is an ATARI not an ATARI
> A when it cannot even handle standard ATARI screen resolutions

Is an ATARI STacy and an ATARI ST Book not an ATARI?

> How many Hades Computers have been sold

More than 300 (August 1996). I suppose 500 until Christmas.

> How many of these people will want a game made on a ST

More than you can imagine ;)

--
Email: haase@alkor.sax.de

From 2288337261256039082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1996/12/03
Message-ID: <GLDWBJAFUP@alkor.sax.de>#1/1
X-Deja-AN: 202170737
references: <GK3ABBAFUP@alkor.sax.de> <57jt4q$4cj@m1.cs.man.ac.uk>
content-length: 2781
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <57jt4q$4cj@m1.cs.man.ac.uk> Anthony Jacques wrote:

>In article <GK3ABBAFUP@alkor.sax.de>, haase@alkor.sax.de (Uwe Haase) writes:
> >I translate it as:
>>

>>"Don't start STOS games on new atari's because they will crash!"
>
>Why? All 'new' atari's support ST-low. Just hold down CTRL when booting and
>it should default to ST-Low. (or at least, my Falcon does). Where is the problem
>with this?

STacy and ST Book are not able to display st low.
Medusa & Hades (ISA/PCI graphic card) are limited to at least 640x480 pixels.

>Games shouldn't really be run ontop of NVDI, MultiTOS, loads of DA's
>etc. - you SHOULD clean boot anyway. (this isn't just STOS games btw. Comercial
>games such as Zero-5/Robinsons Requiem [falcon] recommend this...)

Not always. You can fix some bugs in Civilization by loading the right
extensions...

>>Can a Programming Language be the best of all, if the resulting program
>>won't run on new ataris? Hhmmm....
>
>I dont know where you got this from - All atari's should be able to access ST-low

See above.

>(unless you only have mono monitor, of course :)

ATARI have sold more monochrome than color monitors.
This is not representative because you can use a tv set. But all atarians
I know own a SM 124/144/146/194.

>>>>memory. This is fast, but will only work on original ATARIs (ST/STe/TT/FALCON
>>>>without extensions).
>>>
>>> without extensions? what on earth does that mean ?
>>
>>For example graphic extensions like AutoSwitch OverScan (for ST), VME bus
>>graphic cards (for Mega STe/TT), BlowUp (for FALCON).
>
>Yea, I agree that STOS probably wont work with these, but I can garantee that
>it does work with the BlowUP 1-hardware on the Falcon (as part of my FX card).
>And yes, you can even make use of it - I have written myself a .TGA viewer
>which uses 640x480xTCxVGA mode and hardware scrolling for big images...

Can I use this on other hardware with the same resolution?
(What do you mean with TC, 16 bit high color or 24 bit true color?)

>>To be on topic:
>>
>>The only way to display anything on these graphic extensions is VDI/GEM.
>>And STOS is not able to use VDI AVAIK.
>>
>>Here are some quotations from the ATARI Compendium:
>
>I notice you didn't quote from the Style guide the bit that says that all

>software should come with (un)install software, etc. which I have not seen
>much evidence of...

Have you seen the install software of some german software?
Why do you want to uninstall atari software? ;-)

>>A faster CPU can compensate slow code. GEM code is mostly slow code.
>>To make good GEM games, you can compensate the slow but compatible
>>GEM code with a faster CPU.
>
>That sounds like a Micro$oft approach to me...

Is there anything false in my statement? So what...

--
Email: haase@alkor.sax.de

From -3861443343986882335
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: STOS
Date: 1996/12/03
Message-ID: <Pine.BSI.3.95.961203215755.8848A-100000@usr03.primenet.com>#1/1
X-Deja-AN: 202216367
references: <3583913590@news.airtime.co.uk> <849459843@p24.f101.n323.z205.mbh.org>
to: Hans Wessels <mr_ni@mbh.org>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Primenet Services for the Internet
mime-version: 1.0
x-posted-by: kellis@206.165.5.103 (kellis)
newsgroups: comp.sys.atari.programmer

On Sun, 1 Dec 1996, Hans Wessels wrote:

>Tony Greenwood wrote:
>
> >
> > if they require a hd then they are definatly not a reccomended good
> > game, MOST atarians do not own hard drives,
>
>How do you know? Most Atarians I know do have harddisks.
>
I have to say that from the survey i made, most of the atari users
have hard drive. It is true.
(Survey results available on my homepage BTW)

bye.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -8599311202788531059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4b1891a2e5c977b
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: ### F030 DSP ###
Date: 1996/12/03
Message-ID: <Pine.BSI.3.95.961203213010.29035B-100000@usr03.primenet.com>#1/1
X-Deja-AN: 202225151
references: <57uc36$i4t@hpuniv.univ-lr.fr>
to: MARTIN Sonia <smartin@grincheux1.univ-lr.fr>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Primenet Services for the Internet
mime-version: 1.0
x-posted-by: kellis@206.165.5.103 (kellis)
newsgroups: comp.sys.atari.programmer

Ohh too bad, a french guy was giving away for FREE his whole
documentation about the DSP for falcon.
You would just have to pay for the postage fees.
It was something like 2 or 3 months ago now..
I think it was frederic mora, I don't remeber his address, you might
ask in comp.atari.st.fr if he still has it..
Bye

On 2 Dec 1996, MARTIN Sonia wrote:

>
>
>Hi,
>
>I work and program on Falcon 030, and I would like to have the Language
>(Assembler) documentation of the DSP56001. If anyone has it, please if you
>can, could you mail it to me , great thanks ! :=)))
>
> bye and see you ..... Olivier
>
>--
>----------
>- E-mail: obellon@srvetud.univ-lr.fr -------
>----------
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 2511517759528702715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c85ee83d61ecec81,start
X-Google-Attributes: gid1115ce,public
From: FLORI@STINGBOX.STINGBOX.DE (FLORIAN WILCKE)
Subject: Buttons ...
Date: 1996/12/03
Message-ID: <3828574b.d8c0.6950@flori.stingbox.stingbox.de>#1/1
X-Deja-AN: 202555920
x-gateway: ZCONNECT zelator.berlinet.de [UNIX/Connect v0.74b4]
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: THE_DOT V2.16a <54452>

Hi ..

Today I had a chance to check out a SGI-machine. Not to mention that the whole thing was really impressing (speed/graphics etc) but what I liked most was a demo wich is called (I think) flying buttons.

Clicking on a button caused the button to grow, spin around in a 3D style until it's "backside" filled the whole screen, showing another screen.

Is it possible to implement something like that on the Falcon or under Magic on a faster machine (eg. a powerMac ?)

Florian

+++ Florian Wilcke +++ D-13507 Berlin (Tegel)
Fax: +49 30 3031 5369 (incl. my name on coverpage)

From 7745548047430433034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5da8ef11918c4806,start
X-Google-Attributes: gid1115ce,public
From: JBaker@mettav.demon.co.uk (Janet Baker)
Subject: Paul

Date: 1996/12/04
Message-ID: <24010_JBaker@mettav.demon.co.uk>#1/1
X-Deja-AN: 202229676
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: JBaker@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.57) BETA (NON WINDOW VERSION)

I hope I'm doing this right...

My name is Janet , Paul Bakers wife

In case you are wondering why you haven't seen much of Paul in the last 3 months or so , I have decided to tell people what's going on as he is still not able to talk about it much.

PLEASE don't reply to this message as he doesn't know I'm sending this , I will be deleting this message afterwards.

Pauls mother died from cancer about 3 months ago , since then he has been in a battle to get his mums items from the theiving bastard that she was living with at the time.

The guy has been constanty hastling his grandfather for money to pay for the funeral even though he was never paying for it in the first place.

This has caused his grandfather who had a weak heart to have several heart attacks , he is currently in hospital under observation.

There is currently a legal battle going on , the guy his mother was living with ordered the funeral (evan though he had not intention of paying for it) , the estate may end up footing the bill , the funeral directors won't release the ashes until the bill is payed.

So that's about it..

Like I said , PLEASE don't reply to this as I don't want Paul to see this , but that's why he's been missing a lot recently.

--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From -6626504100102438689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STOS
Date: 1996/12/04
Message-ID: <849750844_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 202260577
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <32a38604.18104596@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Mon, 2 Dec 96 20:34:42 GMT, guy@swampdog.demon.co.uk (Guy Harrison)
>wrote:
>
>
>>> Hans!, and anyone else in this thread,
>
>>> Are you getting private email telling you this thread is a pointless
>>>waste of time?,
>
>>Er, no I haven't - I was rather enjoying it actually!
>
> same here Guy, which is probaly why you where not one of the soppy
>gits that emailed me telling me it was a waste of space, i am not
>crass enough to name names, hopefully my mentions of wimps, soppy and
>knitting classes will force them to come forward and explain there
>actions, or maybe ask a kniting problem :)))))

<G>

My mother once asked me do do just that when she bought one of those
knitting machines that takes punched cards. Would have been
instructive I guess but I just wasn't interested enough in the
problem!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -3723607501523960937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/04
Message-ID: <849751086_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 202260580
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <32a386b3.18279284@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

> I program in BASIC, I am a BASIC programmer, If I could program in
>the language needed to make extensions then I would not have much use
>for BASIC?
> You can NOT write extensions in STOS BASIC, and that is how I base my
>argument that extensions and libraries are not the same? they are not
>subroutines to be called when needed, they are addon commands to the
>STOS BASIC Language package,

Oh, I assumed the STOS compiler would be able to generate the code.
The tool would only have to patch this into the language. I guess its
a bit more dedicated than I thought!

> HOLLY to LISTER: I was going to make you a fully functional female
>form today, that would look and feel just like a real female and would
>do anyhting you requested,
>
> LISTER to HOLLY: So why didn't you ?
>
> HOLLY to LISTER: Because I don't know how?
>
> ** Please Note ** Holly and Lister are registered characters of Red
>Dwarf <smile>

<G>

> Swampy!....I just snipped what i presume to be some sort of
>prigramming code, can you please tell me, what in your wildest dreams
>was this supposed to mean to a BASIC programmer, was I maybe supposed
>to understand ANY of it?, it is a different language,

No need to understand any of it - just the fact that the only source
code required is what you saw. The rest was done previously.

> and you entered this thread as the person to tell everyone what C
>libraries and STOS extensions have in common?, I would venture to
>suggest that your knowledge of C is beyond question and I bow to that
>fact, however I would equally suggest that your knowledge of STOS is
>guesswork ?

Exactly! :-)) I got the STOS interpreter off a cover disk once and
even went so far as to order the compiler but the disk was duff and
after some altercations with unsaid mail order company I just sent it
back. Does that make me an expert? hehe ;-))

>NEXT! :)
>
> BTW Swampy, next ATARI shows are at the end of APRIL , get there
>earlier than closing time and we wil meet up, yeagh <giggle>,
>seriously :)

We got there before closing time - in fact I distinctly remember
having to leave before the pub closed ... oh, you mean before the show
closes? Might be worth trying! <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 5451621598473361736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/04
Message-ID: <849751912_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 202260584
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <5819e2$eev@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>In article <849544076_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>> And STOS Extensions are the same you say ?
>>
>>I can't see any reason why STOS extentions could not be written in C,
>>pascal or any compiled language. It's simply an adaptation of the
>>above.
>
>Hmm... maybe... from C etc if you compile only a single object with
>the relevent header info as static const etc. at the top. You would
>be limited in what you could do (no malloc()'s etc.) but it should
>work... maybe...

I'm certain it's possible. It being practical is another matter. It may indeed be worth the effort if (say) complex math were required as the C math library could be used, but if someone's math is up to the job and so is their assembler then still no point in bothering.

>No. It would not be possible to use a STOS program as an extension
>to STOS because the compile always compiles complete executables, which
>include the initialisation routines which eg. install STOS's trap
>routines, and there would be no way to put the header at this point...

I'm beginning to get the picture. The "tool" would have to locate all such initialisation, rip it back out and then produce a correctly formatted extention - almost definately an impossible job.

>>Does the STOS compiler insist on using the source for libraries?
>
>No.

Then might it be possible to produce precompiled "functions"? Erm, hang on - how do these libraries work? STOS hasn't any named functions or procedures has it?

>I do not believe that it is possible to build a STOS extension from
>within STOS itself, which is possible under C. I am not even sure
>that it is possible to do it with other languages other than assembler.

It should be possible but intimate knowledge of STOS and the compiler would be needed. A compiler which allows inline assembler might be capable but reguardless how I word it an assembler interface of some kind would be required between the two, if only to preserve registers, stack etc.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 5589373342554789831
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Silly programming language advocacy issues
Date: 1996/12/04
Message-ID: <32A5350A.41C6@in.tu-clausthal.de>#1/1
X-Deja-AN: 202268040
references: <329b973d.797033@news.airtime.co.uk> <329d540c11e390@stud.ntnu.no>
<329d9bf1.17637465@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; OSF1 V3.2 alpha)

Tony Greenwood wrote:

> I have recently aquired hisoft2 basic and gfa 3.5, I am looking to
> make a serious application that needs GEM you see <duck!>

Well, look at The change from Papyrus 3.x to 4.0. the 3.x was written in
GFA Basic. the 4.0 was written in C. everybody I hered talking about it
said that the newer version did not only provide much more features, but
also was very noticably faster than the old version. I don't know
anything about game programming, but for serious apps Basic does not
seem to be the best language.

Christof

From -3421757218034837899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Silly programming language advocacy issues
Date: 1996/12/04
Message-ID: <32A53A36.167E@in.tu-clausthal.de>#1/1
X-Deja-AN: 202270520
references: <329b973d.797033@news.airtime.co.uk> <329d540c11e390@stud.ntnu.no>
<329d9bf1.17637465@news.airtime.co.uk> <57khdb$ain@dux.dundee.ac.uk>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0

newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; OSF1 V3.2 alpha)

Davy Mitchell wrote:

> Yep. We still see more STOS stuff than anything else.

Actually I see more C-Stuff than anything else - well I'm a UNIX Fan...

> : >Perhaps you should try looking outside the (very) small world of BASIC
> Visual BASIC is very very popular on a platform that has something as
> structured and powerful as VC++??

I did not try Visual C++. Visual Basic was a serious pain in the ass for me. The Compiled Program was so slow, that even a ST could beat a Pentium with similar Code written in C.

This is definately not because I'm not a good Basic Programmer. I wrote lots of Basic Programs on My old C64, and when I got My fist ST Omicron Basic came with it and so this was the first language I used on it. I never touched Omicron Basic again since I got PureC on my machine.

Another point is that I can use many parts of my code more often. I know, Basic can also use code as modules, but the concept I found with C was miles better than the one I found with Omicron Basic (and that one is said to be good for a Basic). So I don't spend so much time coding everything twice and again.

> : make a serious application that needs GEM you see <duck!>
> Sigh and we were hoping for a decent GEM game... :-)

He said "serious"...

> Visual Basic is more powerful than my C compiler! No easy database support..
> No easy GUI...

Visual Basic is not more powerful than My C Compiler. No Data structures.. No tricks for saving time (Comparisons e.g. can be tuned a lot in C - On a Pentium (to speak about Visual Basic) this is very useful, because it wastes a lot of time for each comparison).

For easy GUI I can use a cool Libary, or tools like ACS. For Database support.. have you ever seen the msql API for C Programmers? Or have you seen embedded SQL for C? Don't tell me that there is a better Interface to relational Databases (Acess - whitch is uesd with Visual Basic - is also a relational Database).

Christof

From -8495730378083069050

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Silly programming language advocacy issues
Date: 1996/12/04
Message-ID: <32A53F99.2781@in.tu-clausthal.de>#1/1
X-Deja-AN: 202271234
references: <638666878@news.airtime.co.uk> <849463447@p24.f101.n323.z205.mbh.org>
<32a1f506.41870600@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; OSF1 V3.2 alpha)

Tony Greenwood wrote:

> >definitly need an harddisk. You have a chance Sozobon C (or is it Sosobon C?)
> >still works on floppy based systems.

Well, Sozobon I think does not compile the Standard. It lacks in some
Libaries, and the OS libaries are not in all aespects combatible to
other C-Compilers like GCC, PureC, etc. (they say...)

> how about...eerrm tutorials or something, something for the complete
> and utter beginner , i only just found out what a library actually is,
> I had seen the expresion LINK etc??,
> a bit much sitting here with C and no idea what to do next, so can
> you reccomend some sort of tutorial?
> I will look for sozobon C tonight ta:)

Try the book by Kernighan & Ritchie. Those two invented C and developed
UNIX in the old days. This is the (IMHO)best book for learning C.

From 1457212258363717952
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c945705417720716
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: NED PLAYER v2.2
Date: 1996/12/04
Message-ID: <32A550E5.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 202278133
references: <17413598_000003_OASIS_NEWS@the-gap.demon.co.uk>
<57fe88$5jf@ornews.intel.com> <57menq$5q6@balaena.bio.vu.nl>
<57vf9t$qlg@ornews.intel.com> <32A3E577.167EB0E7@etlxdmx.ericsson.se>
<581ntg$9nl@ornews.intel.com>
content-type: text/plain; charset=us-ascii
organization: Ericsson

mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

Rich Tietjens wrote:
>
> In article <32A3E577.167EB0E7@etlxdmx.ericsson.se>,
> Martyn Tidd <etlmntd@etlxdmx.ericsson.se> wrote:
> >Rich Tietjens wrote:
> >>
> >> Remember, there are
> >> only 7 ACC slots available in SingleTOS;
> >>
> >This isn't fair. The rest of us only have 6 :-(
>
> Moan, moan, moan! <G> Use a crowbar and lever an extra slot into your TOS!

Don't need to. I use Geneva most of the time which gives me unlimited
slots. Still only use four or five though!

Regards
Martyn

From 8645593848395034853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/04
Message-ID: <32a4cc43.41368353@news.airtime.co.uk>#1/1
X-Deja-AN: 202279972
references: <2939280032@news.airtime.co.uk> <849217270@p24.f101.n323.z205.mbh.org>
<329ee32f.10414799@news.airtime.co.uk> <GLDWBJAOUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 03 Dec 1996 23:17:06 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

 (To the Knitting class (thats the "we hate this thread people") I
apologise for contributing again, but I could not resist<G>)

>> if they require a hd then they are definatly not a reccomended good
>>game, MOST atarians do not own hard drives,

>ALL atarians I know own a HD.

Both of them?
90 percent of ATARIans I come into contact with, do not own hard drives, and before I got a modem and went on line, NONE of the ATARIans I knew owned a hard drive,
How many?, well a couple of hundred readers of the STOSSER diskmag who filled in questionaires, only the odd one owned a Hard drive,

ST Format ran polls every year, Hard drive owners where in the minority every year,

Now I am on line, just about everyone you meet has a hard drive (yes I am jealous), but again according to polls in mags, the ATARI on line community only account for ten percent of the whole ATARI community, I think ST Format was a world? wide publication?, so on liners fall into a false sense of ??? eeerm, we on line are in the monority:)

At the recent uk shows, 500 questionaires where handed in, only 7 percent where on line?

>> AW Give us a break, you have to draw the line somewhere,

>> Q when is an ATARI not an ATARI
>> A when it cannot even handle standard ATARI screen resolutions

>Is an ATARI STacy and an ATARI ST Book not an ATARI?

I am going to have to agree with some members of the knitting class here, this is getting silly, Who the hell is using BASIC to make games for the STacy ???

>> How many Hades Computers have been sold

>More than 300 (August 1996). I suppose 500 until Christmas.

>> How many of these people will want a game made on a ST

>More than you can imagine ;)

that, without being sarcastic, = One!

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 4865082014786006873
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/04
Message-ID: <32a4d0d2.42535875@news.airtime.co.uk>#1/1
X-Deja-AN: 202279986
references: <2178346340@news.airtime.co.uk> <849110848@p24.f101.n323.z205.mbh.org> <329d8bfc.13551596@news.airtime.co.uk> <GLDWBJAIUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 03 Dec 1996 23:04:26 +0100, in comp.sys.atari.programmer you wrote:

>>on, all atari computers should have the ability to run in atari st
>>low, so.....

>STacy and ST Book are not able to run st low.

 Ho right, One nil to you...yawn.....thats silly!

>Yes, I've played some games on them.

 I really dare not ask....Hangman perhaps :))))

>I've never seen a none GEM game that supports more than 2 resolutions.

 It would take me less than a day to knock something up for you that supports three ATARI resolutions <hehehe>, nothing grand, but it would be a game, and it would support more than 2,?

>If you really find a game for a new ATARI, I doubt that it will run
>on the different hardware of another new ATARI. (Please pay attention
>to the plural in my statement.)

 ooooer!...and a plural is what ?.....Havent you noticed I am a bit eeerm whats that word that means your not a very good writer ?

 I did not say anything definate and I certainly did not say I knew of something, I said I doubted ONLY gem written games would work on the latest ATARIs, its just a doubt, dont get all excited <SMILE>
Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 4998400689370923272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3fc0aca14b47fd5
X-Google-Attributes: gid1115ce,public
From: Vegard Hofsoy <vegard@origo.no>
Subject: Re: gfa site
Date: 1996/12/04
Message-ID: <32A57920.26E9@origo.no>#1/1
X-Deja-AN: 202289009
references: <32a05a32.19064460@news.airtime.co.uk>
<57te18$na8@library.airnews.net> <32a2d4f7.12501184@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Telenor Media
mime-version: 1.0
reply-to: vegard@origo.no
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Macintosh; I; PPC)

Tony Greenwood wrote:
>
> On 2 Dec 1996 02:14:00 GMT, jdaddin9@airmail.net (Jared Addington)
> wrote:
>
> >> Is there a good GFA site on the net a WWW page with plenty of news,
> >>and especialy source code?
>
> >http://www.mediarom.no/mediarom/vegard/gfa.html

Actually, it was http://www.mediadrom.no/mediadrom/vegard/gfa.html, but
this page has been moved to "http://ansatte.origo.no/~vegard/"...

Vegard Hofsoy

From 7701552527275798152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/04
Message-ID: <32a54d39.2117518@news.airtime.co.uk>#1/1
X-Deja-AN: 202291127
references: <3583913590@news.airtime.co.uk> <849459843@p24.f101.n323.z205.mbh.org>
<Pine.BSI.3.95.961203215755.8848A-100000@usr03.primenet.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 3 Dec 1996 20:01:11 -0700, Katherine L Ellis <kellis@primenet.com>
wrote:

>> > if they require a hd then they are definatly not a reccomended good
>> > game, MOST atarians do not own hard drives,
>>
>>How do you know? Most Atarians I know do have harddisks.
>>
>I have to say that from the survey i made, most of the atari users
>have hard drive. It is true.

 Please! you cannot say "It is true". you surveyed the online
community that IS a very small part of the actual ATARI community, and
admmitidly the on line community for the most part do own Hard Drives
(mutter mutter<G>)
 What about the other 90 percent of ATARIans,

 Sorry I in no way mean to belittle your survey,and indeed I was
probably one of the first round to see it:), but it should be pointed
out that it was the on line community, a small minority of ATARI users
:)

 I base those comments on the fact that I am involved or read just
about every ATARI publication in the UK, none of which carried your
survey :)

 So IMHO it is not true, MOST do not own Hardrives :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 6562248617616385828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Silly programming language advocacy issues
Date: 1996/12/04
Message-ID: <32a551f1.3325375@news.airtime.co.uk>#1/1
X-Deja-AN: 202291130
references: <329b973d.797033@news.airtime.co.uk> <329d540c11e390@stud.ntnu.no>
<329d9bf1.17637465@news.airtime.co.uk> <32A5350A.41C6@in.tu-clausthal.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk

newsgroups: comp.sys.atari.programmer

On Wed, 04 Dec 1996 09:23:38 +0100, Christof Donat
<cdonat@in.tu-clausthal.de> wrote:

>> I have recently aquired hisoft2 basic and gfa 3.5, I am looking to
>> make a serious application that needs GEM you see <duck!>

>Well, look at The change from Papyrus 3.x to 4.0. the 3.x was written in
>GFA Basic. the 4.0 was written in C. everybody I hered talking about it
>said that the newer version did not only provide much more features, but
>also was very noticably faster than the old version. I don't know

 But the old version was nevertheless good yes?

>anything about game programming, but for serious apps Basic does not
>seem to be the best language.

 I would agree wholeheartedly, But I already know BASIC and am a
little worried as to how long it would take me to learn C, as I have a
reasonable BASIC head start the GFA should be alright (although I am
finding it harder than anticipated)
 I know nothing about C other than some knowledge re: libraries as
discussed in here, it is hard to try and learn a completely new
language, while still using BASIC to make games (of which I am doing)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -8272898951051292127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/04
Message-ID: <32a5538e.3738696@news.airtime.co.uk>#1/1
X-Deja-AN: 202291131
references: <1302618686@alkor.sax.de> <849109308@p24.f101.n323.z205.mbh.org>
<GK3WCFAFUP@alkor.sax.de> <57v8gs$qle@scipio.cyberstore.ca>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 2 Dec 1996 18:52:12 GMT, dougb@dsoe.com (Doug Byfield) wrote:

>> Unfortunatly I seem to be upsetting more people than it is worth,
>> when it comes to the point where people feel the need to privatly
>> email me to complain, then ..well words fail me,:(

>Some people seem unable to grasp the concept of free and open debate. They
>cannot differentiate between criticizing an idea and a personal attack.
>The first would involve debating the validity of STOS as a game programming
>language, the second would involve personal attacks calling you a moron
>or worse! :-)

I could have wrote the above, sounds exactly like I feel on the
subject :)
I was serious, I have recieved private emails asking about the sense
of the thread? and telling me how stupid it is,
But since I mentioned that, I have had lots of people tell me they
are either enjoying it , or more importantly they have learnt
something from it :)
So I suggest the knitting class get back to there knitting, <G>

>Anyone not interested in this thread should merely skip it, not waste their
>time and yours emailing comments about public debates that they don't
>understand!

hear hear!

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 6841669401097873963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/04
Message-ID: <32a54f40.2636189@news.airtime.co.uk>#1/1
X-Deja-AN: 202291165
references: <849751086_OASIS_@swampdog.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 4 Dec 96 01:58:06 GMT, guy@swampdog.demon.co.uk (Guy Harrison)
wrote:

>>was this supposed to mean to a BASIC programmer, was I maybe supposed
>>to understand ANY of it?, it is a different language,

>No need to understand any of it - just the fact that the only source
>code required is what you saw. The rest was done previously.

 Sorry but it was still/is difficult to folow?

 any code listed in here that isnt BASIC would be difficult for me
personally to follow,:)

>Exactly! :-)) I got the STOS interpreter off a cover disk once and

 Thats how I got it mate :)

>even went so far as to order the compiler but the disk was duff and

 One of the few programs I went out and paid for as well, just before
this was also on a cover disk, hmmmm

>after some altercations with unsaid mail order company I just sent it

 yeagh been there done that, havn't we all ?

>back. Does that make me an expert? hehe ;-))

 eeerm sorry, but you did introduce yourself to the thread as someone
who knew enough about both, to be able to tell us all ?

 hey stick around, I have a C question or two for you mate :)

>> BTW Swampy, next ATARI shows are at the end of APRIL , get there

>having to leave before the pub closed ... oh, you mean before the show
just a novel idea:)
>closes? Might be worth trying! <G>

 we should all get better organised next time, birmingham, and i
wouldnt mind scotland if it goes ahead :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 8249782239986167810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d4cd84810f37848,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: GFA
Date: 1996/12/04
Message-ID: <32a55455.3937900@news.airtime.co.uk>#1/1
X-Deja-AN: 202291173
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

OK apologies for what are probably really lame questions, but I am using this forum as a way to get quick and easy answers :)

Why does GFA return 2 bombs when I try to load in a file with the extension *.LST

I have these as source files? well thats how they where given to me, and they certainly look like source in a text editor, but GFA 3.5 returns bombs,
This is under Gemulator and tos 206,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 6370340506920378533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/04
Message-ID: <583qkc$qh2@balaena.bio.vu.nl>#1/1
X-Deja-AN: 202293073
references: <849544076_OASIS_@swampdog.demon.co.uk>
<32a386b3.18279284@news.airtime.co.uk>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Engage off-topic-mode...

Tony Greenwood (stosser@airtime.co.uk) wrote:

: HOLLY to LISTER: I was going to make you a fully functional female
: form today, that would look and feel just like a real female and would
: do anyhting you requested,
:
: LISTER to HOLLY: So why didn't you ?

: HOLLY to LISTER: Because I don't know how?

: ** Please Note ** Holly and Lister are registered characters of Red
: Dwarf <smile>

Red Dwarf <TM> to be precise :-)
Judging from the cover of "Backwards" the Red Dwarf logo is now a trademark.

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

 "Wrong, wrong. Absolutely brimming over with wrongability."
   --Rimmer

From 1689268817220264791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4b1891a2e5c977b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: ### F030 DSP ###
Date: 1996/12/04
Message-ID: <583r1l$qh2@balaena.bio.vu.nl>#1/1
X-Deja-AN: 202295829
references: <57uc36$i4t@hpuniv.univ-lr.fr>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

MARTIN Sonia (smartin@grincheux1.univ-lr.fr) wrote:

: I work and program on Falcon 030, and I would like to have the Language
: (Assembler) documentation of the DSP56001. If anyone has it, please if you
: can, could you mail it to me , great thanks ! :=)))

Hey, I asked the same question two months ago...
I've put the links I got on:

http://huizen.dds.nl/~levjenno/atari/

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

From 2791313187744093784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a567883eb6931cf2,start
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Pexec() error
Date: 1996/12/04
Message-ID: <5849bn$er0@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 202329218
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

Hi

I am trying to start a program using Pexec mode 4 (just go)
and I believe that everything (ie program, basepage etc.)
is set up correctly but it isn't working. Instead of executing
the program, Pexec is just returning an error code of 'EIMBA'
- invalid memory block address.

What exactly does this mean? I assume it means I am doing
something wrong, but what?

Cheers

Anthony
--
----------+----------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
                                | Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
----------+----------
New program - KP Flash - Sound 2 Light (literally) for the Falcon

---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

From -1538210878419766588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/12/04
Message-ID: <584crd$g6g@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 202341144
references: <GLDWBJAFUP@alkor.sax.de>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <GLDWBJAFUP@alkor.sax.de>, haase@alkor.sax.de (Uwe Haase) writes:
>In <57jt4q$4cj@m1.cs.man.ac.uk> Anthony Jacques wrote:
>
>>In article <GK3ABBAFUP@alkor.sax.de>, haase@alkor.sax.de (Uwe Haase) writes:
>> >I translate it as:
>>>
>>>"Don't start STOS games on new atari's because they will crash!"
>>
>>Why? All 'new' atari's support ST-low. Just hold down CTRL when booting and
>>it should default to ST-Low. (or at least, my Falcon does). Where is the problem
>>with this?
>
>STacy and ST Book are not able to display st low.
>Medusa & Hades (ISA/PCI graphic card) are limited to at least 640x480 pixels.

Well, in my book, anyone who can afford a Medusa or Hades can afford to go
out and by a second hand STE. I think including these machines in a debate
about (primarily) arcade games is pointless. 99% of arcade games go
wrong when played at the wrong speed. This is simply because they are
highly dependent on timings... even the difference between 50 and 60Hz
makes a difference...

>>Games shouldn't really be run ontop of NVDI, MultiTOS, loads of DA's
>>etc. - you SHOULD clean boot anyway. (this isn't just STOS games btw. Comercial
>>games such as Zero-5/Robinsons Requiem [falcon] recommend this...)
>
>Not always. You can fix some bugs in Civilization by loading the right
>extensions...

One example... but in general, most game software prefers clean systems,
even if it is only for the extra memory!

(but both Robinsons Requiem [Falcon] and Zero-5 do not work correctly
if run from 256x640x480 on my Falcon.

>ATARI have sold more monochrome than color monitors.
>This is not representative because you can use a tv set. But all atarians
>I know own a SM 124/144/146/194.

Well, I know 3 atarians with mono monitors, and all 3 of them also have
colour monitors as well. I know significantly more that only have colour
monitors/TV's.

>>And yes, you can even make use of it - I have written myself a .TGA viewer
>>which uses 640x480xTCxVGA mode and hardware scrolling for big images...
>
>Can I use this on other hardware with the same resolution?

nope. written for my own use, with my own hardware. I jst used it of an
example showing that STOS *can* make use of extended hardware, *if programmed*
to. This is the same as other non-GEM software. [Bad Mood v2.15 can now make
use of a NOVA graphics card, *now that it has been written to support it*.]

>(What do you mean with TC, 16 bit high color or 24 bit true color?)

I mean Falcon True-colour mode. 16-bit.

>>I notice you didn't quote from the Style guide the bit that says that all
>>software should come with (un)install software, etc. which I have not seen
>>much evidence of...
>
>Have you seen the install software of some german software?

nope, because most of it doesn't make it to this country... ;/

>Why do you want to uninstall atari software? ;-)

hehehe... well, maybe if it is to big/slow?

>>>A faster CPU can compensate slow code. GEM code is mostly slow code.
>>>To make good GEM games, you can compensate the slow but compatible
>>>GEM code with a faster CPU.
>>
>>That sounds like a Micro$oft approach to me...
>
>Is there anything false in my statement? So what...

No, there is nothing false in the above. However, it makes slower machines
redundant. There are FAR more ST's out there than Falcons, TT's and Medusas
all put together, so why make games that the majority of users cannot use?

Yes, fine, write games for powerful machines (I am doing this), but please
do not expect ALL games to be for powerful machines. This is what you are
doing, if you are advocating the use of GEM for games programming.

Anthony
--
```
-------------------------------------+------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```

From -1809650388867018494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3fc0aca14b47fd5
X-Google-Attributes: gid1115ce,public
From: jdaddin9@airmail.net (Jared Addington)
Subject: Re: gfa site
Date: 1996/12/04
Message-ID: <584ln7$t3h@library.airnews.net>#1/1
X-Deja-AN: 202363740
references: <32a05a32.19064460@news.airtime.co.uk>
<57te18$na8@library.airnews.net> <32a2d4f7.12501184@news.airtime.co.uk>
organization: Internet America
newsgroups: comp.sys.atari.programmer

Vegard Hofsoy wrote:

>Actually, it was http://www.mediadrom.no/mediadrom/vegard/gfa.html, but
>this page has been moved to "http://ansatte.origo.no/~vegard/"...
>
Oops.. I must have copied down off my bookmarks incorrectly. Thanks
for the URL update though.

-Jared

From 2706727150995863080
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d4cd84810f37848
X-Google-Attributes: gid1115ce,public
From: jdaddin9@airmail.net (Jared Addington)
Subject: Re: GFA
Date: 1996/12/04
Message-ID: <584lue$t3h@library.airnews.net>#1/1

X-Deja-AN: 202367438
references: <32a55455.3937900@news.airtime.co.uk>
organization: Internet America
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> Why does GFA return 2 bombs when I try to load in a file with the
>extension *.LST
>
> I have these as source files? well thats how they where given to me,
>and they certainly look like source in a text editor, but GFA 3.5
>returns bombs,
> This is under Gemulator and tos 206,
>

I've been using v3.5e for many years on Atari systems and have never
experienced a bomb while merging in a .LST file. Does it still load
in .GFA files with no problem?

-Jared

From -2434703546633911324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4b1891a2e5c977b
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: ### F030 DSP ###
Date: 1996/12/04
Message-ID: <583s34$55g@nyheter.chalmers.se>#1/1
X-Deja-AN: 202370332
references: <57uc36$i4t@hpuniv.univ-lr.fr>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <57uc36$i4t@hpuniv.univ-lr.fr>,
MARTIN Sonia <smartin@grincheux1.univ-lr.fr> wrote:
...
>I work and program on Falcon 030, and I would like to have the Language
>(Assembler) documentation of the DSP56001. If anyone has it, please if you
>can, could you mail it to me , great thanks ! :=)))

Take a look at Motorola's WWW site. It seems they have all their manuals
available there in PDF format nowadays.

--
  Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
     of Technology | .signatures | johan@rand.thn.htu.se
                        | so hard to do | WWW/ftp: rand.thn.htu.se
   Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From 9094771035930852985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d4cd84810f37848
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: GFA
Date: 1996/12/04
Message-ID: <32a5ebeb.42749022@news.airtime.co.uk>#1/1
X-Deja-AN: 202393401
references: <32a55455.3937900@news.airtime.co.uk> <584lue$t3h@library.airnews.net>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 4 Dec 1996 20:11:58 GMT, jdaddin9@airmail.net (Jared Addington)
wrote:

>> Why does GFA return 2 bombs when I try to load in a file with the
>>extension *.LST

>> I have these as source files? well thats how they where given to me,

>I've been using v3.5e for many years on Atari systems and have never
>experienced a bomb while merging in a .LST file. Does it still load
>in .GFA files with no problem?

 You gave me the answer in the above paragraph, If I load them in,
BOMBS, but if I MERGE them in, then they load alright?
 I never thought GFA would find a difference, i presumed load would
work for both
 So to load a LST file, I NEW, then MERGE and its there :)

 This is the problem when trying to get to grips with another
programming language, you presume some tasks to be normal :)

 Thanks

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -7390360431405427681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS 96,
Date: 1996/12/04
Message-ID: <849727296@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 202458247
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3651868792@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk d9ab1878
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a5cf40
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

>> Depends on what type of game you want to make. Only for the Arcade
>> type of game the blazing fast incopmatible screen output is needed.
>> For boardgames,
>
> So you are saying STOS is good for "Arcade type Blazing fast" games
> :)

It's good, won't say best yet, but sure, it is good.

>> simulation games, adventures, any game not requireing realtime action,
>> GEM is fast enhough, and, because it is working on any TOS compatible
>> machine, GEM is
>
> Yes true, any game that doesent need to move anything, still screens
> and GFA etc can handle it, its a matter of opinion if its best,

So, I talked, talked and talked, and finally you agree your statement was a bit too general?

:-)

Bye, Hans Wessels

From 46328857304443924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/05
Message-ID: <849751990@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 202458248
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1167161016@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 459176b8
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a62fb6
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> How many?, well a couple of hundred readers of the STOSSER diskmag
> who filled in questionaires, only the odd one owned a Hard drive,
>
> ST Format ran polls every year, Hard drive owners where in the
> minority every year,
>
> Now I am on line, just about everyone you meet has a hard drive (yes
> I am jealous), but again according to polls in mags, the ATARI on
> line community only account for ten percent of the whole ATARI
> community, I think ST Format was a world? wide publication?, so on
> liners fall into a false sense of ??? eeerm, we on line are in the
> monority:)

Yes, and you are forgetting the mighty Atari user base in germany. They don't fill in ST Format polls. In my view ST Format was a game oriented magazine (maybe I got spoiled by german magazines) and I expect a lower harddisk user base among the game adicts.

Bye, Hans Wessels

From 2381611486341978533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/05
Message-ID: <849752677@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 202458249
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2951900569@alkor.sax.de>
x-ftn-reply: alkor.sax.de aff26d99
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a63265
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Uwe Haase wrote:

> I've never seen a none GEM game that supports more than 2
> resolutions.

I did, Stonage works on ST LOW, ST HIGH and TT HIGH. It will work on Amiga's too. It's a great game! Good music, digisound, even on a standard 1040 ST.

Bye, Hans Wessels

From 8970755478987974718
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/05
Message-ID: <849754050@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 202458252
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2951900569@alkor.sax.de>
x-ftn-reply: alkor.sax.de aff26d99

x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a637c2
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
> I can and indeed have made software in STOS that runs on the falcon,
> without backwards, just not games, I can support TOS 401, 402, 404 > and 492

Does this impressive list of TOS versions mean STOS is still calling routines at fixed adresses in ROM? I thought these practices were something of the stoneage of Atari ST computing. Something of the pre TOS 1.02 age. If that is true STOS will be in a lot of trouble on ST emulators using magic. Because that OS is software is's much easier to update and you won't be able to keep track of all the different versions of that OS.

The game I am working on now doesn't care about the TOS version. The only point of interest is the hardware it's running on. The OS is only needed for memory allocation and some disk acces at the start and end of the game. Oh yes, also for switching to ST LOW on a falcon and, ofcourse, going to supervisor mode. It will work on ST, STe, TT and Falcon (both RGB and VGA).

Bye, Hans Wessels

From 1333059417242292214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d4cd84810f37848
X-Google-Attributes: gid1115ce,public
From: jdaddin9@airmail.net (Jared Addington)
Subject: Re: GFA
Date: 1996/12/05
Message-ID: <585vgg$ovl@library.airnews.net>#1/1
X-Deja-AN: 202462357
references: <32a55455.3937900@news.airtime.co.uk> <584lue$t3h@library.airnews.net>
organization: Internet America
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> You gave me the answer in the above paragraph, If I load them in,

>BOMBS, but if I MERGE them in, then they load alright?
> I never thought GFA would find a difference, i presumed load would
>work for both
> So to load a LST file, I NEW, then MERGE and its there :)
>
> This is the problem when trying to get to grips with another
>programming language, you presume some tasks to be normal :)
>
> Thanks

No problem.. Usually if you try to load a file that is not a GFA
file, an alert box will pop up telling you so. Either that was a very
odd .LST file or GEMulator has a problem with it.

-Jared

From -3223970597449760392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b39a352a8c295ec,start
X-Google-Attributes: gid1115ce,public
From: DGibson@cameo.co.uk (Drew Gibson)
Subject: test
Date: 1996/12/05
Message-ID: <1660_DGibson@cameo.co.uk>#1/1
X-Deja-AN: 202469184
organization: Cameo Network Services Ltd.
reply-to: DGibson@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.55) BETA (NON WINDOW VERSION)

sorry folks - just a test

in c.s.a.p. group using NM setup

--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.
Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

From 9152221342925419378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public

From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Silly programming language advocacy issues
Date: 1996/12/05
Message-ID: <32A68D99.2781@in.tu-clausthal.de>#1/1
X-Deja-AN: 202472314
references: <329b973d.797033@news.airtime.co.uk> <329d540c11e390@stud.ntnu.no>
<329d9bf1.17637465@news.airtime.co.uk> <32A5350A.41C6@in.tu-clausthal.de>
<32a551f1.3325375@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; OSF1 V3.2 alpha)

Tony Greenwood wrote:

> But the old version was nevertheless good yes?

Shure. I did not say that it is impossible to write serious Programs in
Basic. The question is just if there is a better solution.

> I would agree wholeheartedly,

<habby and glad> ;-)

> But I already know BASIC and am a
> little worried as to how long it would take me to learn C, as I have a
> reasonable BASIC head start the GFA should be alright (although I am
> finding it harder than anticipated)

It did not take me too long. When I started with Omicron Basic I found
out rather quick, that structuring programs in procedures and functions
is a good idear. I then was impressed by the - definately better - way C
deals this. It gives me the possibility to really modularize most of my
code.

> I know nothing about C other than some knowledge re: libraries as
> discussed in here, it is hard to try and learn a completely new
> language, while still using BASIC to make games (of which I am doing)

That is exactly where I started. One of the advantages of C is that the
structuring of the Programs is very consistent. So there are no special
Key words for end while, or end if. Such statements like while or if
just handle a block, and a Block is either a single statement, or is
some statements written in curly braces.

In short terms C is rather easy to learn (compared to other languages).
It took me just a few days to get my first real Program with Grafic
Output etc. running. As I said I never started Omicron again since I gon
PureC.

Christof

From -8223298691928950202
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4b1891a2e5c977b
X-Google-Attributes: gid1115ce,public
From: Romuald.Jouffrey@imag.fr (Romuald Jouffrey)
Subject: Re: ### F030 DSP ###
Date: 1996/12/05
Message-ID: <5865es$bvo@imag.imag.fr>#1/1
X-Deja-AN: 202472748
references: <57uc36$i4t@hpuniv.univ-lr.fr>
content-type: text/plain; charset="iso-8859-1"
organization: IMAG, Grenoble, France
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

smartin@grincheux1.univ-lr.fr (MARTIN Sonia) wrote:

Does nobody can program and developp the so much waited for modem
using DSP ! Somebody told a few month ago in this thread that the DSP
in the falcon could do 140,000 Bds modulation/demodulation. And the
hard interface shouldn't be to expensive, would it ?

I know, you will answer that the difficulty is to know how to do it !

No clue about this, Gaston (I saw that a while ago) does use the DSP
to handle voice on a phone line !

Best regards ... hope that could give idea to any DSP developper ...
I just ask a free modem for the idea (I'm kidding ...)

Sorry for my poor english, I'm french

****
* Romuald JOUFFREY - TIMC IMAG Email : Romuald.Jouffrey@imag.fr *
* Faculte de medecine de Grenoble http://www-cami.imag.fr/~jouffrey/ *
* 38706 LA TRONCHE CEDEX FRANCE Tel (33)76637139 FAX (33)76518667 *
* Numero de Kobby 0669151214 Par Minitel 0836097070/609090 operatrice *
****

From 5176846854965856973
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a567883eb6931cf2
X-Google-Attributes: gid1115ce,public
From: daniel.hagg@marine.combitech.se (Daniel H⍰gg)
Subject: Re: Pexec() error
Date: 1996/12/05

Message-ID: <586aht$kee@cndns.combitech.se>#1/1
X-Deja-AN: 202483200
organization: SME
newsgroups: comp.sys.atari.programmer

>I am trying to start a program using Pexec mode 4 (just go)
>and I believe that everything (ie program, basepage etc.)
>is set up correctly but it isn't working. Instead of executing
>the program, Pexec is just returning an error code of 'EIMBA'
>- invalid memory block address.

Pexec can be a bit tricky.
It is essential that you do the memory handling the right way.
TOS must have a free block of memory that is big enough for
the program. What happens if you call GEMDOS Malloc?
Is there any memory free?

/
/ Daniel

From -6072576734792214572
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/05
Message-ID: <586cl7$9t2@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 202486365
references: <849751912_OASIS_@swampdog.demon.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <849751912_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy
Harrison) writes:
>I'm certain it's possible. It being practical is another matter. It

Yea, I guess so, although I suspect it might require inlined assembler
though...

>may indeed be worth the effort if (say) complex math were required as
>the C math library could be used, but if someone's math is up to the
>job and so is their assembler then still no point in bothering.

Yea. the maths rout's could be useful, but apart from that...

>I'm beginning to get the picture. The "tool" would have to locate all

>such initialisation, rip it back out and then produce a correctly
>formatted extention - almost definately an impossible job.

yep...

>Then might it be possible to produce precompiled "functions"? Erm,
>hang on - how do these libraries work? STOS hasn't any named functions
>or procedures has it?

no, it doesn't have named functions/procedures. The extensions are implemented by adding extra tokens to the actual language itself. All instructions are represented as a 2 byte code, the first of these identifies which extension (or internal) and the second identifies which instruction. The header of the extension gives the tokens which are understood, followed by the offsets to the code for the instructions.

(btw. extensions are only aware of the instruction token - the extension
 token is allocated when the extensions are loaded)

The exact syntax of the compiler libraries are different from interpreter libraries. Also, compiler libraries have to be in PC relative code.

>It should be possible but intimate knowledge of STOS and the compiler
>would be needed. A compiler which allows inline assembler might be
>capable but reguardless how I word it an assembler interface of some
>kind would be required between the two, if only to preserve registers,
>stack etc.

Yes, I think you are right about that... Maybe it would be worth me looking at this sometime...

Anthony

--
----------+----------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
                                | Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
----------+----------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

From -3527894458389381920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public

From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: STOS
Date: 1996/12/05
Message-ID: <32A6CBBD.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 202493464
references: <1167161016@news.airtime.co.uk> <849751990@p24.f101.n323.z205.mbh.org>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

Hans Wessels wrote:
>
> Yes, and you are forgetting the mighty Atari user base in germany. They don't
> fill in ST Format polls. In my view ST Format was a game oriented magazine
> (maybe I got spoiled by german magazines) and I expect a lower harddisk user
> base among the game adicts.

This isn't just the German viewpoint. In the days when the UK had a
choice of magazines, ST Format was always the most trivial by far,
although it did improve toward the end. I seem to remember an Atari
World survey that showed a much higher hard-disk ownership ratio than
Tony is implying. It'll be interesting to see the results of the Atari
Computing survey from issue 1. Certainly everybody I know personally
with an Atari has a hard disk and I live in the UK (the Swedish tag on
my e-mail address is just there to confuse ;-)).

Regards
Martyn

From -3568752514193310471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/05
Message-ID: <32a6cf05.11081503@news.airtime.co.uk>#1/1
X-Deja-AN: 202511106
references: <1167161016@news.airtime.co.uk> <849751990@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 05 Dec 96 03:02:16 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > who filled in questionaires, only the odd one owned a Hard drive,

> > ST Format ran polls every year, Hard drive owners where in the
> > minority every year,

> > Now I am on line, just about everyone you meet has a hard drive (yes
> > I am jealous), but again according to polls in mags, the ATARI on
> > line community only account for ten percent of the whole ATARI

>Yes, and you are forgetting the mighty Atari user base in germany. They don't

 Yes I do keep falling into the trap of talking about the English
ATARI peeps, can't think why that keeps happening! :)

>fill in ST Format polls. In my view ST Format was a game oriented magazine

 yeagh!, strange?, did you read it or just listen to the gossip and
not bother,
 I had a few programs on stf cover disks, not all games, and I had a
small series of programming arrticles published
 Never got a bloody penny for them though? :)

>(maybe I got spoiled by german magazines) and I expect a lower harddisk user
>base among the game adicts.

 ooooer, I am glad I didnt say that :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -8398538246775132825
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6c4a52b68652ada9
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,6c4a52b68652ada9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 111acd,6c4a52b68652ada9
X-Google-Attributes: gid111acd,public
X-Google-Thread: 1056fc,6c4a52b68652ada9
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 105753,6c4a52b68652ada9
X-Google-Attributes: gid105753,public
X-Google-Thread: 1115ce,6c4a52b68652ada9
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1164f8,6c4a52b68652ada9
X-Google-Attributes: gid1164f8,public
X-Google-Thread: 10aaed,6c4a52b68652ada9

X-Google-Attributes: gid10aaed,public
From: msiy@unixg.ubc.ca (Mark Siy)
Subject: Re: Make money!
Date: 1996/12/05
Message-ID: <32a6fa1c.26583103@news.ucs.ubc.ca>#1/1
X-Deja-AN: 202519870
distribution: inet
references: <329AB24B.908@phosworks.se> <57ejml$d0s1@ocsgw2.chipshol.tec.klm.nl>
<57h560$3o5@balaena.bio.vu.nl> <329F3340.6626@sierra.net>
organization: Registrar's Office, University of British Columbia
reply-to: msiy@unixg.ubc.ca
newsgroups:
comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.ata
ri.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp
.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos
,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

MAN ... I really hate this stuff !!

Mark

On Fri, 29 Nov 1996 11:02:24 -0800, Jean Robinson
<rnbwridr@sierra.net> wrote:

[-->I don't know. I have always heard that it is best to ignore
stupidity.
[-->Just my 2 cents.
[-->
[-->Jean
[-->
[-->Levien van Zon wrote:
[-->>
[-->> >THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO
SHARE THE
[-->> >WEALTH OF THE WORLD
[-->>
[-->> Has this person ever heard of _working_?
[-->>
[-->> >WITHOUT COSTING US ANYTHING BUT OUR TIME
[-->>
[-->> Time is mony. Especially when you're on a 2400 baud link.
[-->>
[-->> >$5 AND FIVE POSTAGE STAMPS!
[-->>
[-->> God, I hate people who leave their Caps-Lock turned on...
[-->>
[-->> Sorry, but one just can't resist replying to such a message :)
[-->>
[-->>   -=Levjenno
[-->>
[-->> ------
[-->> Levien van Zon (lvzon@bio.vu.nl)

[-->> MALEB Homepage: http://huizen.dds.nl/~levjenno/
[-->> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
[-->> ------
[-->>
[-->> "Wrong, wrong. Absolutely brimming over with wrongability."
[-->>   --Rimmer

From 4075569817866599624
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a567883eb6931cf2
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Pexec() error
Date: 1996/12/05
Message-ID: <586v3j$i8j@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 202526738
references: <586aht$kee@cndns.combitech.se>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <586aht$kee@cndns.combitech.se>, daniel.hagg@marine.combitech.se
(Daniel H⍰gg) writes:
> >I am trying to start a program using Pexec mode 4 (just go)
> >and I believe that everything (ie program, basepage etc.)
> >is set up correctly but it isn't working. Instead of executing
> >the program, Pexec is just returning an error code of 'EIMBA'
> >- invalid memory block address.
>
>Pexec can be a bit tricky.

yea, bummer... ;/

>It is essential that you do the memory handling the right way.
>TOS must have a free block of memory that is big enough for
>the program. What happens if you call GEMDOS Malloc?
>Is there any memory free?

Its ok - I managed to sort the problem - I wasn't setting up
the basepage correctly - a couple of entries were invalid.

Its sorted now, but cheers anyway. :-)

Anthony

--

Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a

```
                                    |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk        |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/  |  available from WWW pages
-------------------------------------+------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-------------------------------------------------------------------
```

From -1154036154632216298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4b1891a2e5c977b
X-Google-Attributes: gid1115ce,public
From: dougb@dsoe.com (Doug Byfield)
Subject: Re: ### F030 DSP ###
Date: 1996/12/05
Message-ID: <58729c$9ub@scipio.cyberstore.ca>#1/1
X-Deja-AN: 202533049
references: <57uc36$i4t@hpuniv.univ-lr.fr>
organization: Dreamscape Online
newsgroups: comp.sys.atari.programmer

>Take a look at Motorola's WWW site. It seems they have all their manuals
>available there in PDF format nowadays.
>
Thanks for the tip. Now does anyone know if there is an Atari program that
can read Adobe Acrobat format (PDF) files?

From 3783537758153379720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/05
Message-ID: <32a6e0bf.15620420@news.airtime.co.uk>#1/1
X-Deja-AN: 202660868
references: <1167161016@news.airtime.co.uk> <849751990@p24.f101.n323.z205.mbh.org>
<32A6CBBD.41C67EA6@etlxdmx.ericsson.se>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 05 Dec 1996 13:18:53 +0000, Martyn Tidd

<etlmntd@etlxdmx.ericsson.se> wrote:

>> (maybe I got spoiled by german magazines) and I expect a lower harddisk user
>> base among the game adicts.

>This isn't just the German viewpoint. In the days when the UK had a
>choice of magazines, ST Format was always the most trivial by far,

Was it?, you write that as if it is fact, that is surely your
opinion, and granted the opinion of many others<G>,

>although it did improve toward the end. I seem to remember an Atari
>World survey that showed a much higher hard-disk ownership ratio than
>Tony is implying. It'll be interesting to see the results of the Atari

But still I think you will admit, the minority?

>Computing survey from issue 1. Certainly everybody I know personally
>with an Atari has a hard disk and I live in the UK (the Swedish tag on
>my e-mail address is just there to confuse ;-)).

aw really, and who where the only people who knew about (the
excellent!) ATARI computing issue 1?, ok maybe not only, but people on
line knew about ATARI computing, not many others did, so any survey
carried out in issue one will be mostly by on liners that we allready
agree are mostly hard drive owners?

Also if you do a survey, and give the option of sending in your
answers via email or by snail mail, then a bigger majority of on
liners will respond, again making the survey a little one sided?

IMHO :)

ST Format IMHO was by far the best magazine ever produced in the UK,
it had everything, yes including mistakes,
The only real gripe I ever had was the page count, but although thin,
they had a lot more pages than anyone else at the end?

At no point in this statement am I saying the others where bad (so
back to your knitting the moaners!) because theye where good, I bought
every one of them, just that IMHO STformat was always the best of the
bunch :)

The problem with ST Format was that thousands read it and liked it,
but it was allways something not many would admit to :)
A bit like the present English goverment, they get enough votes to be
elected, but try finding someone who would admit to voting for them :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -6499488973239874388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a567883eb6931cf2
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Pexec() error
Date: 1996/12/05
Message-ID: <5fa_9612071804@conchbbs.com>#1/1
X-Deja-AN: 202918020
organization: Houston Area League of PC Users
x-ftn-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer

j > I am trying to start a program using Pexec mode 4 (just go)
j > and I believe that everything (ie program, basepage etc.) is
j > set up correctly but it isn't working. Instead of executing
j > the program, Pexec is just returning an error code of 'EIMBA'
j > - invalid memory block address.

Did you also load the program/basepage using Pexec mode 3?
If not, did you convert the memory references using the fixup table?
Did you pass the basepage address returned by the previous call?

```
base = (BASPAG *) Pexec( 3, prgm, cmd, envp );
if(base) ret = Pexec( 4, 0L, base, 0L );
```

Note: if you try to run the program more than once, all initialized
variables (and the command line) will be modified.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 7727766899066303904
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Silly programming language advocacy issues
Date: 1996/12/06
Message-ID: <588r8r$rbo@balaena.bio.vu.nl>#1/1
X-Deja-AN: 202667521
references: <638666878@news.airtime.co.uk> <849463447@p24.f101.n323.z205.mbh.org>
<32a1f506.41870600@news.airtime.co.uk> <32A53F99.2781@in.tu-clausthal.de>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Christof Donat (cdonat@in.tu-clausthal.de) wrote:

: Well, Sozobon I think does not compile the Standard. It lacks in some
: Libaries, and the OS libaries are not in all aespects combatible to
: other C-Compilers like GCC, PureC, etc. (they say...)

Yep, you're right.
Porting stuff using Sozobon is not a good idea, believe me, I've
tried... The libs are not entirely standard and the GEM libs are't either.
But it's a nice compiler anyway :-)
I would advise Sozobon users to get the MiNTlibs for Sozobon,
it will improve compatibility a bit.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

From -2144557574801054206
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,95394fb0a51abd36,start
X-Google-Attributes: gid1115ce,public
From: M⍰rten Holmberg <marten.n.holmberg@telia.se>
Subject: Transfer files ST to PC
Date: 1996/12/06
Message-ID: <32A8157A.66BF@telia.se>#1/1
X-Deja-AN: 202677939
content-type: text/plain; charset=iso-8859-1
organization: Telia AB
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.01 (WinNT; I)

Hi,

I'm looking for a program that can transfer files from ST to PC.

Like GhostLink but with the Atari as the slave and the PC as master.

Tack p⍰ f⍰rhand
(the above meens: Thank you in advance, in swedish)

/M⍰rten

From -899291908632599221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/12/06
Message-ID: <5895r0$6i0@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 202678254
references: <32A6CBBD.41C67EA6@etlxdmx.ericsson.se>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <32A6CBBD.41C67EA6@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> writes:
>Hans Wessels wrote:
>>
>> Yes, and you are forgetting the mighty Atari user base in germany. They don't
>> fill in ST Format polls. In my view ST Format was a game oriented magazine
>> (maybe I got spoiled by german magazines) and I expect a lower harddisk user
>> base among the game adicts.

Eh? We are talking about gamers!!!!

>This isn't just the German viewpoint. In the days when the UK had a
>choice of magazines, ST Format was always the most trivial by far,
>although it did improve toward the end. I seem to remember an Atari

Woha! hold on there! STF was really good, and not as game orientated
in the early days as well. STF went through a bad patch, but was beginning
to improve again when it went...

>World survey that showed a much higher hard-disk ownership ratio than
>Tony is implying. It'll be interesting to see the results of the Atari
>Computing survey from issue 1. Certainly everybody I know personally

Again, I think this will be biased, as the people who learnt about Atari Computing are online, or regularly contacting di-hard companies (sys.sol, goodmans pdl etc.) I was away from uni, and I only found out about it via the limited email access that I had from home. If I had not had this, I would not have known about AC until getting back here...

Anthony

--


```
-------------------------------------+------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```


From -7637741975066405296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92951e2ead7e00f8
X-Google-Attributes: gid1115ce,public

From: q-funk@eclypse.net (Martin-Eric Racine)
Subject: need info on CPX programming
Date: 1996/12/06

Message-ID: <589d9rhho1@cti01.citenet.net>#1/1
X-Deja-AN: 202692242

organization: Q-FUNK
newsgroups: comp.sys.atari.programmer

Is there a book, CD-ROM, or FTP document that has *detailed* info about programming a 100% compliant CPX, explaining what is needed to transform a small APP into a CPX that will work on every Atari from TOS 1.0 to 4.04, and specifying the un-documented calls that should be avoided (ie: CONFIG.CPX and others used some calls only known to Atari-commissioned programmers that cause conflicts when running under certain TOS/AES versions, but were reported through various newsgroups)?
The information source should be preferably in English or French, although if all else fails, I almost remember having learned some German in hi-school...
Thanks to anyone who can provide me with any info about this ;-)


```
-------------------------------------------------------------------
From: Martin-Eric Racine  Reply-To: q-funk@eclypse.net  Irc: Q-FUNK
Home: http://www.geocities.com/BourbonStreet/3281/   Atari: 4160STE
```

~I have tasted the maggots in the brains of the Universe. I was not offended, for I knew I had to rise above it all, or drown in my own shit!~ Lyrics: Georges Clinton Album: Maggot Brain By: FUNKADELIC

From -3798046409727114113
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b560e885d56f39c0,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b560e885d56f39c0,start
X-Google-Attributes: gid1115ce,public
From: morfan@etu.info.unicaen.fr (Eddy Morfan)
Subject: Metados developer doc.
Date: 1996/12/06
Message-ID: <589th6$qrh@bijude.unicaen.fr>#1/1
X-Deja-AN: 202734071
organization: Universite de Caen
reply-to: morfan@etu.info.unicaen.fr
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi,
Does anyone know where I could find a Metados developer doc ?
Regards, Eddy.

--
```
+-----------------------------------------------------------------------+
| Eddy MORFAN      ( Email : morfan@etu.info.unicaen.fr )               |
+-----------------------------------------------------------------------+
| Atari STf    2.5Mo                                                    |
| Atari Falcon 030/14Mo/340Mo                                           |
+-----------------------------------------------------------------------+
```

From 5476629373942521187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4b1891a2e5c977b
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: ### F030 DSP ###
Date: 1996/12/06
Message-ID: <589h0k$bi4@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 202736814
references: <57uc36$i4t@hpuniv.univ-lr.fr> <58729c$9ub@scipio.cyberstore.ca>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Doug Byfield (dougb@dsoe.com) wrote:

: Thanks for the tip. Now does anyone know if there is an Atari program that
: can read Adobe Acrobat format (PDF) files?

Recent versions of Ghostscript are supposed to do so. I haven't verified it
myself, though.

THeo

From -8161752280601942757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4b1891a2e5c977b
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: ### F030 DSP ###
Date: 1996/12/07
Message-ID: <GLHHEFWGUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 202741232
references: <57uc36$i4t@hpuniv.univ-lr.fr> <58729c$9ub@scipio.cyberstore.ca>
content-length: 580
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <58729c$9ub@scipio.cyberstore.ca> Doug Byfield wrote :

>>Take a look at Motorola's WWW site. It seems they have all their manuals
>>available there in PDF format nowadays.
>>
>Thanks for the tip. Now does anyone know if there is an Atari program that
>can read Adobe Acrobat format (PDF) files?

I believe the most recent GhostScript version can do this.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz
http://www.pl.net/user/mario/
Tariland: http://www.pl.net/user/mario/tariland/

From -7562911143713872149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b28d4e536c774d9,start
X-Google-Attributes: gid1115ce,public

From: stosser@airtime.co.uk (Tony Greenwood)
Subject: DIAMOND-ICE
Date: 1996/12/07
Message-ID: <32a8c182.53113292@news.airtime.co.uk>#1/1
X-Deja-AN: 202782626
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

DIAMOND-ICE
http://www.airtime.co.uk/users/stosser
STOSSER Software
Quality FREE software for the ATARI ST

Released NOW
Features Include:
[] Smooth 8 way scrolling
[] Brilliant Graphics
[] Massive play area
[] Enhanced sound on STe
[] Enhanced sound ++ on STe/Falcons with more than one meg
[] Puzzle element includes
   {} Objects to find and maybe use
   {} Characters to meet and interact with
   {} Puzzles to figure out
   {} Arcade Style game play and traps!

[] Game tested and working on STFM,STe,MEGA STFM and MEGA STe and
. FALCON, Tos versions supported,1.0 to 1.62, 2.05, 2.06, and
. 401,402,404,492
[] Minimum setup required is a one meg STFM and a joystick, FALCON
. owners must use Backwards and ATARI ST Low at 8mhz
[] DIAMOND-ICE Production team
   {} Programmer.....: Tony Greenwood
   {} Graphics.....: Dean Chadwick
   {} Extended Sound.....: Andy MacCallum
   {} Machine and play testing By : Tom Lamparty
   () Major play testing By.....: Andrew Robertson
   () Falcon tested By.....: Flinny

After Receiving Major Feedback and Encouragement re: HEARTLAND we decided to go with the flow, although Heartland was intended as a simple platformer that was fast and easy to use, plenty of you asked where the Puzzle was, so here it is, enjoy, but most of all COMMENT as that is the only thing that keeps us going,

*** IMPORTANT *** It is strongly advised that Floppy disk users read the on disk documentation in order to set up their disk for the Save/Load features,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 4487959041748211573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e9f53dfbbb0b447,start
X-Google-Attributes: gid1115ce,public
From: "Kevin Burkhardt" <kb-1@ix.netcom.com>
Subject: Atari 800 & 1040ST stuff FOR SALE
Date: 1996/12/07
Message-ID: <01bbe457$51009160$67c5b8cd@p5-133>#1/1
X-Deja-AN: 202861367
organization: The Appraisal Group
x-netcom-date: Sat Dec 07 7:57:36 AM PST 1996
newsgroups: comp.sys.atari.programmer

FOR SALE: ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
ATARI 800 - SYSTEM AND SOFTWARE !!! (Listed Below)

****
ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything *****
(plus shipping costs)
Will sell components separately.

HARDWARE: Original boxes and documentation.

ATARI 1040 ST and ATARI SC-1224 COLOR MONITOR
ATARI SH-204 HARD DRIVE
ATARI SX-212 MODEM - 2400 Baud
SUPER CHARGER - TALON TECHNOLOGY (converts Atari to IBM format)
SF354 3-1/2" EXTERNAL FLOPPY DISK DRIVE
MASTER-5S 5-1/4" EXTERNAL FLOPPY DISK DRIVE
WIRELESS REMOTE CONTROL JOYSTICKS - (2 on 1 base)
(1) QUICKSHOT JOYSTICK (2) ATARI JOYSTICKS
* All hardware purchased in 1990. (except for 2 original style joysticks)
* Original cost new in 1990 was $2,000+-

ATARI ST SOFTWARE: All original disks.
(All software believed to be in working order, but not guaranteed)

BOOT DISK ST LANGUAGE DISK
LANGUAGE DISK 1st - WORD
PROCOPY COPY II ST - Disk backup utility
PC/InterComm
SUPERCHARGER (images) ST Informer disks - 1291,192,392,492,592
REGIONAL COOKING COLLECTION AMERICAN COOKS CHINESE
ADDITIONAL PROGRAMS LOADED ON HARD DRIVE, HOWEVER NOT CATALOGED.

GAMES: (All in original boxes with instructions & 1 disk,
unless otherwise noted)

ARKNOID (instructions, no box)
DUNGEON MASTER (instructions, no box) -
(also comes with print outs of
maps and story)
MISSILE COMMAND (instructions, no box)
OBLITERATOR (instructions, no box)
(2 disks)
SUPER CYCLE (instructions, no box)
TIME AND MAGIK (instructions, no box)
The WRATH OF NIKADEMUS (instructions, no box) (2 disks)
WARLOCK (instructions, no box)
PRINCES IN AMBER (box, no instructions)
TIME BANDIT (box, no instructions)
XEVIOUS (no box, no instructions)
TEMPLE OF APSHAI TRILOGY (no box, no instructions)
ADVANCED DUNGEON & DRAGONS - HEROES OF THE LANCE
(no box, no instructions)
(3 disks)
ADVANCED DUNGEONS & DRAGONS - HILLSFAR (2 disks)
BARBARIAN S.D.I | The BLACK CALDRON (2 disks)
BLOOD MONEY | CHRONO QUEST (4 disks)
CRYSTAL CASTLES | DEATH BRINGER (3 disks)
DRAGON LORD | FOUNDATIONS WASTE (2 disks)
GATEWAY (2 disks) | GAUNTLET (2 disks)
GHOSTBUSTERS 2 | The GUILD OF THIEVES
IRON LORD (3 disks) | JINXTER
KNIGHT ORC (2 disks) | The KRISTAL
OOZE (2 disks) | OUT RUN
QUESTRON II (2 disks) | NINE RINGS OF ZILFIN (3 disks)
ROAD RAIDER (2 disks) | ROBO COP
ROGUE | SPACE HARRIER (2 disks)
WANDERER ROAD | WILLOW (2 disks)

****
ATARI 800 - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything *****
(plus shipping costs, if necessary)

HARDWARE:
ATARI 800 COMPUTER SYSTEM

ATARI 1050 5.25" DUAL DENSITY FLOPPY DRIVE WITH HAPPY BOARD
MPP-1000C MODEM

SOFTWARE:MEDIA: 5.25" FLOPPY
ATARI MASTER DISKETTE 3

HAPPY COMPUTERS WARP SPEED SOFTWARE
M.U.L.E.

ALTERNATE REALITY

SUPER BUNNY

ASYLUM

FREETRADER

NEW YORK TIMES CROSSWORD
DR. C. WACKO'S MIRACLE GUIDE TO DESIGNING & PROGRAMMING
YOUR OWN ATARI COMPUTER ARCADE GAMES
ENCOUNTER
ULYSSES AND THE GOLDEN FLEECE
60 5.25" FLOPPY DISKS WITH ASSORTED BACKUP COPIES OF VARIOUS SOFTWARE.

ZAXXON TAPE PLAYER CASSETTE TAPE

SOFTWARE:MEDIA:CARTRIDGE
BASIC
ALANTIS
RIVER RAID
MISSILE COMMAND

If interested:
Contact - Kevin at kb-1@ix.netcom.com

From 9098526990674902467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d62db1ee2ec67e,start
X-Google-Attributes: gid1115ce,public
From: Chris Cholette <cholette@pilot.msu.edu>
Subject: Linux and 520ST
Date: 1996/12/07
Message-ID: <32AA3350.2D89@pilot.msu.edu>#1/1
X-Deja-AN: 202918789
content-type: text/plain; charset=us-ascii
x-msunetid: cholette
organization: Michigan State University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

x-mailer: Mozilla 3.0 (Win16; I)

Hi everyone,

Is it possible to get Linux running on a 520ST? I know the Linux docs say you need at least a 68020, but is there any way around this? I'd also like to upgrade the RAM and such, any advice?

Chris

From 8324068505402148810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9be1b51a37d4338a,start
X-Google-Attributes: gid1115ce,public
From: Daniel Lee <dlee@pop.interport.net>
Subject: FS: XE, STE, Falcon030 And Lots 'o' Stuff
Date: 1996/12/08
Message-ID: <58etj5$j12@park.interport.net>#1/1
X-Deja-AN: 203004639
content-type: text/plain; charset=us-ascii
organization: Envision Microsystems
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.2 (Windows; U; 16bit)

Atari 130XE
    CSS Black Box SCSI HD, Parallel, & RS232 Interface
    Rana Systems DD FDD

Atari 1040STe
    VGA Sync Box
    ICD Link SCSI Disk Interface
    TOS 2.06
    4 MEG RAM
    Mouse

Atari Falcon030
    VGA Adapter
    Internal 2.5" 30 MEG HD
    16 MEG RAM
    Mouse
    Docs

Works on all 3!!!
    Parallel Printer
    28.8 Modem
    External SyQuest 270 SCSI

Software Original Media And Docs

STE, Falcon, Lattice C 5.6
STE, Flacon, Stalker
STE, Falcon, Speedo GDOS 5
STE, Flacon, AtariWorks
STE, Flacon, Crawly Crypt CDROM
STE, Falcon, All Things Falcon CDROM
XE, many games and programs

Software Shareware (Mostly XE): Hundreds of floppies, over 100MB on SyQuest.

From -2989784005364228156
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d62db1ee2ec67e
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Linux and 520ST
Date: 1996/12/09
Message-ID: <vyzafrn5387.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 203129199
sender: schwab@issan.informatik.uni-dortmund.de
references: <32AA3350.2D89@pilot.msu.edu>
organization: Dortmund University, Germany
newsgroups: comp.sys.atari.programmer

Chris Cholette <cholette@pilot.msu.edu> writes:

|> Hi everyone,
|> Is it possible to get Linux running on a 520ST? I know the Linux docs
|> say you need at least a 68020, but is there any way around this?

No, anything without an MMU is out of luck.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From 5093829676055872827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d62db1ee2ec67e
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: Linux and 520ST
Date: 1996/12/09
Message-ID: <58gs40$jsi@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 203142737
distribution: g
references: <32AA3350.2D89@pilot.msu.edu>

organization: University of Sussex
newsgroups: comp.sys.atari.programmer

Chris Cholette (cholette@pilot.msu.edu) wrote:

: Is it possible to get Linux running on a 520ST? I know the Linux docs
: say you need at least a 68020, but is there any way around this?

As far as I can tell, you need at least a 68030 with a PMMU chip. This
appears to be just the way Linux was written, and would appear to be very
difficult to change.

Cheers,

James Cox
<jamesco@cogs.susx.ac.uk>
--

From 7617857368163463324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78b275844cbd3251,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Malloc in GFA.
Date: 1996/12/09
Message-ID: <Pine.BSI.3.95.961209130835.5160B-100000@usr05.primenet.com>#1/1
X-Deja-AN: 203168620
organization: Primenet Services for the Internet
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
x-posted-by: kellis@206.165.5.105 (kellis)
newsgroups: comp.sys.atari.programmer

Hi , WHat is the best way to manage memory in ACC?
I've read that Malloc is no good in ACC. True or not?
If true what would be the solution?
and could you show me an example, do I have to use reserve? inline? or
what?
HELP!!!
Thanks.:)

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From -9156050179904733223
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,389bb13303938025,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: multi-lingual form_alert
Date: 1996/12/09
Message-ID: <12a_9612091525@conchbbs.com>#1/1
X-Deja-AN: 203194194
organization: Houston Area League of PC Users
newsgroups: comp.sys.atari.programmer

I may have missed a few responses on comp.sys.atari.st due to my 200 msg/day limit (now 400). Also, I'm going to be out of town for a while. Could someone keep track of any additions for me?

The current list is:

English "[3][Cannot load RSC file!][Abort|Search]"
Deutsch "[3][RSC Datei nicht geladen!][Abbrechen|Suchen]"
Nederlnd "[3][Geen RSC-file!][Afbeken|Zoeken]"
Svenska "[3][Kan ej ladda RSC fil!][Avbryt|Leta]"
Francais "[3][Je ne peux trouver |le fichier RSC!][Quitter|Chercher]"

I have several different French translations (all different), all using "trouver" which I believe means "find" rather than "load." rsrc_load() can fail for other reasons than not finding the RSC file. This might be confusing if one has used the "Search" button, which brings up the file selector, in which case you would KNOW whether the RSC file has been found or not.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -3569638100492433108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,abf4188b5cb7d490,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 107ef2,abf4188b5cb7d490,start
X-Google-Attributes: gid107ef2,public
X-Google-Thread: 1115ce,abf4188b5cb7d490,start
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 109a67,abf4188b5cb7d490,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,abf4188b5cb7d490,start
X-Google-Attributes: gid1056fc,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: ANNOUNCE: New MPEG Audio Layer II DSP player for Falcon.
Date: 1996/12/09
Message-ID:
<Pine.GSO.3.95Lrindlow.961209223148.12675C-100000@tintin.lysator.liu.se>#1/1
X-Deja-AN: 203203080
organization: Link⍰ping University, Sweden
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups:
alt.crews.atari,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

New version of NoCrew's MPEG Audio Layer II realtime DSP player for Falcon
is out now!!

Latest version is 0.95 with lots of new features from the last one. (0.7)

* Dynamic buffer allocation
* Config file
* Drag & Drop protocol supported
* VA_START message supported
* Keyboard control
* Automatically find the next song
* New buttons:
  * Skip to next
  * Skip to previous
  * Fast Forward
  * Count direction

Read more about this product on http://noring.org/mp2 where you also can
get the latest version. It can also be found on ftp site:
ftp://ftp.nocrew.pp.se/pub/nocrew/tos

Download, unpack and blast away with your mp2 songs playing in the
background, taking no CPU time!

Mpeg songs can be found at http://www.iuma.com or ftp://ftp.iuma.com

!!!!!!!!!!!!! NOTE !!!!!!!!!!!!
ONLY STEREO SONGS ARE SUPPORTED

Let's hear now what the public has to say about this.

Anders Eriksson, aka Evl of DHS: "BLOODY WELL DONE!!"

I'm not sure if he was talking about the player or his dinner though.

This is a dream coming true for every Falcon user, try it now!!
Send donations afterwards! :)

Tomas

--
NoBrain/NoCrew
nobrain@nocrew.pp.se
http://www.lysator.liu.se/~tobe

From -5864261206689706726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78b275844cbd3251
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Malloc in GFA.
Date: 1996/12/09
Message-ID:
<Pine.GSO.3.95Lrindlow.961209220900.12675B-100000@tintin.lysator.liu.se>#1/1
X-Deja-AN: 203204929
references: <Pine.BSI.3.95.961209130835.5160B-100000@usr05.primenet.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Link⍰ping University, Sweden
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 9 Dec 1996, Katherine L Ellis wrote:

> Hi , WHat is the best way to manage memory in ACC?
> I've read that Malloc is no good in ACC. True or not?
> If true what would be the solution?
> and could you show me an example, do I have to use reserve? inline? or
> what?
> HELP!!!
> Thanks.:)

Hi!

Inline isn't very good, cause it can only handle 32767 bytes max.

One thing you can do is declare an array of value like this:
To reserve 102400 long words - 409600 bytes.

```
DIM a%(102400)
ap=V:a%(0)
```

ap would then be a pointer to the reserved space.

Hope it helps!

Tomas

--
NoBrain/NoCrew
nobrain@nocrew.pp.se
http://www.lysator.liu.se/~tobe

From -5149572433698939227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81ce6a57fbfd6e1b,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Launching a program under MagiC5
Date: 1996/12/09
Message-ID: <81648551_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 203216434
x-nntp-posting-host: the-gap.demon.co.uk
reply-to: gary@the-gap.demon.co.uk (Gary Priest)
newsgroups: comp.sys.atari.programmer

I'm very confused and I've looked at the MagiC5 documents.

How can I launch a program (say CAB) from another program, AND leave the original program running?

Magic5 doesn't support Pexec (load,go,don't wait).

Magic5 doesn't 'seem' to support mode 0 of shel_write.
Mode1 is no good because it doesn't launch the program until the calling program has exited. :(

Help!!! Does anyone have any idea how I can do this?

I'm not interested in sharing memory or any of that stuff. Just a straightforward start another program.

Thanks for any advice,

Gary.

--


```
 ---------------------------------------------------------------------------
 Gary Priest           gary@the-gap.demon.co.uk          Southampton,England
        http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris
 ---------------------------------------------------------------------------
```


From -6435607533842017511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dff80117939ce74d,start
X-Google-Attributes: gid1115ce,public
From: Mark Slagell <sluggo@ames.net>
Subject: psg, sound, floppies
Date: 1996/12/09
Message-ID: <32ACE58A.63D7@ames.net>#1/1
X-Deja-AN: 203263356
content-type: text/plain; charset=us-ascii
organization: Iowa State University, Ames, Iowa
mime-version: 1.0
reply-to: sluggo@ames.net
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win16; I)

I'm having trouble making sense of the docs on the basic ST sound chip. What exactly is its relationship to the floppy drive? When talking to the sound chip directly from within an interrupt {not using xbios}, I get the right sounds, but then can't access A: until after rebooting. I masked interrupts while writing to the psg, thinking it might prevent conflicts, but it doesn't seem to matter. Any ideas? I can post some assembly source here if the solution isn't obvious from this description. -- Mark

From 601466187329593074
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72b9f1a468e8a53d,start
X-Google-Attributes: gid1115ce,public
From: gary@the-gap.demon.co.uk (Gary Priest)
Subject: Environment Strings and AES <4.00
Date: 1996/12/10
Message-ID: <11102312_000003_OASIS_NEWS@the-gap.demon.co.uk>#1/1
X-Deja-AN: 203235976
x-nntp-posting-host: the-gap.demon.co.uk
reply-to: gary@the-gap.demon.co.uk (Gary Priest)
newsgroups: comp.sys.atari.programmer

Does anyone know how to set environment strings such as BROWSER=C:\CAB.APP in versions of the AES prior to 4.00 (4.00 uses shel_write). Magic uses Magic.Inf similarly so does MiNT. But how do you do it with say, good old TOS 1.02?

All AES's have shel_envrn for reading them, so it seems a bit odd that you can't set 'em!!

Thanks for any advice,

Gary

--

Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris

From -7753536833761020255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,81ce6a57fbfd6e1b
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: Launching a program under MagiC5
Date: 1996/12/10
Message-ID: <32AD2F8A.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 203297320
references: <81648551_000003_OASIS_NEWS@the-gap.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

Gary Priest wrote:
>
> How can I launch a program (say CAB) from another program, AND leave the
> original program running?

Hmm, this seems familiar ;-)

I've recently been through the same problem in this very newsgroup. The answer is to use shel_write() mode 1 for MagiC with a shell parameter of 100. Note, with mode 1 you will also need to test if the program to be

launched is TOS or GEM (if you don't know this at compile time). Also,
if you want your program to run under other multitasking systems as well
as MagiC you will need to test for which is in use and use shel_write()
mode 0 for MultiTOS and Geneva.

Hope this helps

Regards
Martyn

From 7249482066431140975
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d4cd84810f37848
X-Google-Attributes: gid1115ce,public
From: D.E.Jones@ex.ac.uk (D.E.Jones)
Subject: Re: GFA
Date: 1996/12/10
Message-ID: <D.E.Jones-1012961127520001@144.173.2.234>#1/1
X-Deja-AN: 203303871
sender: news@exeter.ac.uk (news admin)
references: <32a55455.3937900@news.airtime.co.uk>
organization: University of Exeter, UK
newsgroups: comp.sys.atari.programmer

In article <32a55455.3937900@news.airtime.co.uk>, stosser@airtime.co.uk wrote:

> OK apologies for what are probably really lame questions, but I am
> using this forum as a way to get quick and easy answers :)
>
> Why does GFA return 2 bombs when I try to load in a file with the
> extension *.LST

Hi Tony,
   GFA will only allow you to 'merge' *.LST files (as far as I know). If
you try to 'load' it assumes you are trying to load a *.GFA file!

Dan Jones.

  http://newton.ex.ac.uk/general/ug/jones

From -4845782831974664541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72b9f1a468e8a53d
X-Google-Attributes: gid1115ce,public
From: sig@end.article (Gerry O'Rourke)
Subject: Re: Environment Strings and AES <4.00
Date: 1996/12/10

Message-ID: <sig-1012961141400001@47.85.0.99>#1/1
X-Deja-AN: 203305982
references: <11102312_000003_OASIS_NEWS@the-gap.demon.co.uk>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

In article <11102312_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) wrote:

> Does anyone know how to set environment strings such as BROWSER=C:\CAB.APP
> in versions of the AES prior to 4.00 (4.00 uses shel_write). Magic uses
> Magic.Inf similarly so does MiNT. But how do you do it with say, good old TOS
> 1.02?
>
> All AES's have shel_envrn for reading them, so it seems a bit odd that you
> can't set 'em!!
>

Hmm, this is the second post about environmental varaibles, must be that
time of year :)

You can set environmental variables with several programs, such as
SETENV.PRG or the CPX version. These are available from umich.

Basically, you set up a file with all of the environmental variable
strings, & this is read by the setter program & the variables are set.
This works for TOS,MiNT & probably anything else.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From -4976006689914466453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72b9f1a468e8a53d
X-Google-Attributes: gid1115ce,public
From: R. Mellish <rm03@ic.ac.uk>
Subject: Re: Environment Strings and AES <4.00
Date: 1996/12/10
Message-ID: <58jqud$bp9@oban.cc.ic.ac.uk>#1/1
X-Deja-AN: 203321934
references: <11102312_000003_OASIS_NEWS@the-gap.demon.co.uk>
organization: Acme Labs
newsgroups: comp.sys.atari.programmer

Gary Priest <gary@the-gap.demon.co.uk> wrote:
>Does anyone know how to set environment strings such as BROWSER=C:\CAB.APP

>in versions of the AES prior to 4.00 (4.00 uses shel_write). Magic uses
>Magic.Inf similarly so does MiNT. But how do you do it with say, good old TOS
>1.02?

You can set enviroment variables for the GEM desktop and all programs
launched from it with the GEMENV program:

http://sunsite.doc.ic.ac.uk/packages/atari/umich/Programming/gemenv.lzh

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk   All the bees are dead.

From 756377696261529191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72b9f1a468e8a53d
X-Google-Attributes: gid1115ce,public
From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
Subject: Re: Environment Strings and AES <4.00
Date: 1996/12/10
Message-ID: <58jsk3$hs7@dux.dundee.ac.uk>#1/1
X-Deja-AN: 203323750
references: <11102312_000003_OASIS_NEWS@the-gap.demon.co.uk>
<58jqud$bp9@oban.cc.ic.ac.uk>
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

: >But how do you do it with say, good old TOS
: >1.02?
Gulaam does I think ? :-)

Davy

--
<>< Davy Mitchell ><>
Happiness - It's Tempting But So Is Sin
dmitchel@mcs.dundee.ac.uk www.mcs.dundee.ac.uk:8080/~dmitchel/index.html

From -1989970056866712933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d62db1ee2ec67e
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Linux and 520ST
Date: 1996/12/10
Message-ID: <Pine.A32.3.91.961210151938.2354A-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 203358359
references: <32AA3350.2D89@pilot.msu.edu>
content-type: TEXT/PLAIN; charset=US-ASCII

organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Sat, 7 Dec 1996, Chris Cholette wrote:

> Is it possible to get Linux running on a 520ST? I know the Linux docs
> say you need at least a 68020, but is there any way around this? I'd
> also like to upgrade the RAM and such, any advice?

Get a PAK 68/3, that replaces the 68000 by a card with a 68030. You'll need at least 4 MB, 8 MB is not wasted at all. I assume you got a large enough harddisk.

If you lack memory as well as the PAK, it's probably cheeper to lay hands on a used Macintosh, the ones with 68030 are really cheap nowadays. If you wanna stay with Atari, look for a used TT.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -1754842004318462492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d62db1ee2ec67e
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Linux and 520ST
Date: 1996/12/10
Message-ID: <Pine.A32.3.91.961210152337.2354B-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 203360275
references: <32AA3350.2D89@pilot.msu.edu> <58gs40$jsi@infa.central.susx.ac.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 9 Dec 1996, James Cox wrote:

> Chris Cholette (cholette@pilot.msu.edu) wrote:
>
> : Is it possible to get Linux running on a 520ST? I know the Linux docs
> : say you need at least a 68020, but is there any way around this?
>

> As far as I can tell, you need at least a 68030 with a PMMU chip. This
> appears to be just the way Linux was written, and would appear to be very
> difficult to change.

There are ways to do so. The 68030 integrates the PMMU on the same chip.
Linux is a real Unix derivative, as such memory protection and mapping is
an inherent part of the kernel.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -3153317472378035787
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dff80117939ce74d
X-Google-Attributes: gid1115ce,public

From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: psg, sound, floppies
Date: 1996/12/10

Message-ID: <Pine.A32.3.91.961210152813.2354D-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 203360327
references: <32ACE58A.63D7@ames.net>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 9 Dec 1996, Mark Slagell wrote:

> I'm having trouble making sense of the docs on the basic ST sound chip.
> What exactly is its relationship to the floppy drive? When talking to
> the sound chip directly from within an interrupt {not using xbios}, I
> get the right sounds, but then can't access A: until after rebooting. I
> masked interrupts while writing to the psg, thinking it might prevent
> conflicts, but it doesn't seem to matter. Any ideas? I can post some
> assembly source here if the solution isn't obvious from this
> description. -- Mark

You haven't locked floppy access. Use the flock system variable to
synchronize your access to the sound chip with the OS. The problem arises
from the soundchip having multiplexed registers. The OS relies on a
certain register being selected, while your interupt fires and selects
a different one.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -2646957105877189506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78b275844cbd3251
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Malloc in GFA.
Date: 1996/12/10
Message-ID: <Pine.A32.3.91.961210153253.2354E-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 203360333
references: <Pine.BSI.3.95.961209130835.5160B-100000@usr05.primenet.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 9 Dec 1996, Katherine L Ellis wrote:

> Hi , WHat is the best way to manage memory in ACC?
> I've read that Malloc is no good in ACC. True or not?
> If true what would be the solution?
> and could you show me an example, do I have to use reserve? inline? or

There is one point you are allowed to Malloc memory in an accessory, that is *before* you do the first AES call. That is normally appl_init(), so you cannot have any user interaction before the Malloc. However, files can be read, for instance, as you don't need AES for that, but you cannot use the fileselector to locate it.

With GFA be careful, which command might contain hidden AES calls.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From 1610296068240587473
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,f6e4f331479faf80,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Environment Strings and
Date: 1996/12/10
Message-ID: <583_9612101510@conchbbs.com>#1/1
X-Deja-AN: 203378724
organization: Houston Area League of PC Users
x-ftn-to: gary@the-gap.demon.co.uk
newsgroups: comp.sys.atari.programmer

System variable the_env at $4BE points to the default environment string.

The problem is that the normal environment string cannot be expanded. You need to replace the string with a larger buffer using a TSR. Then just add on the the end as needed.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 1127322905791803068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78b275844cbd3251
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Malloc in GFA.
Date: 1996/12/10
Message-ID: <584_9612101510@conchbbs.com>#1/1
X-Deja-AN: 203378729
organization: Houston Area League of PC Users
x-ftn-to: kellis@primenet.com
newsgroups: comp.sys.atari.programmer

k > I've read that Malloc is no good in ACC. True or not?

It depends on whether the current application is hogging all of RAM. Otherwise, it works fine.

___ Mountain Reader II - #00000053

--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 2252967905646461545
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dff80117939ce74d
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: psg, sound, floppies
Date: 1996/12/10
Message-ID: <585_9612101510@conchbbs.com>#1/1
X-Deja-AN: 203378730
organization: Houston Area League of PC Users
x-ftn-to: sluggo@ames.net
newsgroups: comp.sys.atari.programmer

Port A of the PSG is used to control certain floppy functions (among
other things).
Port B of the PSG is used to drive the centronix printer port.

Bit 6 of register 7 (Noise/Tone Mixer) controls whether Port A is
used as input or output, and bit 7 controls Port B.

These bits should always remain set!

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 2048338328891309959
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,20a063da7c2cdaa9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ab0dca8778c52b42,start
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens)
Subject: Improving TCP/IP performane (was Re: CAB - printing pictures)
Date: 1996/12/10

Message-ID: <58kuhu$5n@ornews.intel.com>#1/1
X-Deja-AN: 203410423
references: <58kgk9$lm6@ornews.intel.com> <58kr41$4i7@newsfeed.cs.auc.dk>
followup-to: comp.sys.atari.programmer
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing USA
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <58kr41$4i7@newsfeed.cs.auc.dk>,
   chainxor@iesd.auc.dk (Henrik Lunardi Weide) wrote:
>
>CAB uses NVDI 3/4 or SpeedoGDOS 4/5 for printing.

Aha. That may explain my probelsm, at the least.

Since we're on the subject, anyone interested in TCP/IP in general might want to look at the pages starting at http://www.nlanr.net/ - there's a lot of research going on to try to improve Internet performance.

f/u set to comp.sys.atari.programmer since that's a programming issue.

----------http://www.teleport.com/~atari----------
  ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
     NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
          email for subscription details and further information
  Europe: mkerslake@cix.compulink.co.uk   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 950232966265565545
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS 96,
Date: 1996/12/10
Message-ID: <850257128@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 203412524
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1136699941@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 43c0aa25
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32ade4e8
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)

x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

>> Agree. Most GEM-based games stinks. It isn't possible to write a
>> good arcade-game that's 100% GEM-based. Why is GEM even mentioned in
>> this thread at all? Yes, I know that STOS doesn't support GEM (And
>> the
>
> It was brought in by people who argued that a game language is only
> good if it uses GEM as then Madusa and Hades owners could play them,
> a silly argument IMHO but there ya go,

No, I didn't say that. When someone is claiming a language is the best game language, without specifying the game types that it's best for, nor the computer you are developping for, such a best language has to be able to do GEM games, it has to be able to generate on Medusa and Hades. Otherwise he has to set some boundairies like 'the best for arcade games for ST's'.

>> BIOS/XBIOS-support stinks too.) but it really isn't relevant here.
>> Compatibility is a lousy argument, GEM-based games are too slow to run
>> on simple 68000 Ataris. And without a 3D AES and atleast 16 colours
>> they are ugly as hell too.
>
> I could not agree more,

Are we talking about the best game language or the best game language for 68000 systems only?

Bye, Hans Wessels

From 6401796920265466526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/29
Message-ID: <329eca7e.4092621@news.airtime.co.uk>#1/1
X-Deja-AN: 201567530
references: <1114292757@swampdog.demon.co.uk>
<849213983@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 28 Nov 96 21:45:22 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> >> HO SHIT!!! I just ordered Personal Pascal :(.....I did!

>Hey, I thought you could already program?? Ah, now I remember, you never picked

 Groan...A Comedian...;-)

 I have an idea for a program it would need to run in GEM (So not a
game), I haven't seen it sone on the ATARI yet, Its a simple enoug
program and will be usefull to onliners :)
 I tried personal Pascal from the ST Format cover disk, I was suprised
that I could actually follow the Routines given away with it (to a
certain extent) and even Compiled a bit of an ACC, albeit a hacked up
one from there source, but it wet my appetite enough:), when I say I
ordered it, I am simply getting a replacement copy of the coverdisk
version I have since lost, I am too poor to actually buy new software

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -9115079090118931245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7af96f05e1add82,start
X-Google-Attributes: gid1115ce,public
From: LCollins@mettav.demon.co.uk (Liam Collins)
Subject: Re: Assembler
Date: 1996/11/30
Message-ID: <23720_LCollins@mettav.demon.co.uk>#1/1
X-Deja-AN: 201511715
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: LCollins@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.56) BETA (NON WINDOW VERSION)

dhedberg@aristotle.algonet.se wrote:

 d> : Anyone know exactly how much it costs now? I'm using the cover-
 d> :disk release of Devpac 2 ATM, so I'm tempted to upgrade. Oh to have
 d> :a proper manual, what luxury! :)
 d> I think it was about 30-40 UKP last time I checked... it's well worth
 d> the money, and the manual is just great!

That's still beyond my meagre finances, sadly. I'm mainly interested in figuring out MonST, I thought it might be useful in tracking down bugs, although I see one of the other contributors in here doesn't rate debuggers.

/|\llTheBest ... */Liam/*

*Malcolm (Psycho Eyes) Rifkind, Isla St. Clair, Bay City Rollers, Jimmy Krankie, Ian St. John, Mel Gibson...your boys took a hell of a beating!
--

> stack will distroy your stackframe making a rte a call to nirvana.

Thanks for mentioning that. (in my defence, I typed that code directly into my newsreader (tin, running on my ISP), I didn't want to have to load 4-5000 lines of source and then eradicate all bar perhaps 20

I still feel uneasy about copying a fixed-size block of param data from the stack, though.

(My API has all data on the stack - GEMDOS/BIOS/XBIOS-like).

Perhaps I should implement a new version 2 API which uses a pointer to a parameter block? This would break the simple-to-implement and fast-to-access-parameters ability of the code.

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

From -1273902011793659443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f24bf2024c98d29,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Devpac 3.1 bug? (Multiple REPTs in a MACRO)
Date: 1996/11/30
Message-ID: <b1e7cc$17a4.110@HERMES>#1/1
X-Deja-AN: 201547660
newsgroups: comp.sys.atari.programmer

I've come across a bug in Devpac 3.1 whereby having more than one REPT loop in a MACRO will cause it to fail with a "can not nest REPT loops" error.

The code calling it is not within a REPT loop, either.

To create the macro, I simply lifted a working piece of code (used in three different places in the app), and block copied it to the start of the source file, and wrapped a macro definition around it.

(The code is used in three different parts of the prog, and for speed I would like to keep it as an inline piece of code, rather than a subroutine call - which I would normally do were it not for this). Also, making it a macro means that I can define it once in one place and not have to block copy it multiple times - possibly missing one.

The "offending" macro code looks something like this:

```
Foo  MACRO

     ; some code goes here...

     ; copy text block as longwords
a    set  0
     REPT XSIZE/4
     move.l   xl_1+a(\1),le_1+a(\2)
a    set  a+4
     ENDR

     ; more code goes here...

     ; copy info block by longwords
a    set  0
     REPT YSIZE/4
     move.l   xl_2+a(\1),le_2+a(\2)
a    set  a+4
     ENDR

     ; and yet more code goes here...

     ENDM
```

And then in the source, I call it with the line

```
     Foo  a3,a4
```

so that \1 will be replaced with a3, and \2 will be replaced with a4

But, instead, once it hits the second (un-nested) REPT it gives me that error message.

Neither the manual (for v3) or the v3.1 addendum mention this.

REPT loops on page 99 says nothing, and MACRO operations on pages 110-117 say less than that with regards to this problem.

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

From -8675403699707424097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public

From: stosser@airtime.co.uk (Tony Greenwood)
Subject: C Libraries STOS Extensions
Date: 1996/11/30
Message-ID: <32a05469.17583080@news.airtime.co.uk>#1/1
X-Deja-AN: 201575194
references: <849383810_OASIS_@swampdog.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Fri, 29 Nov 96 19:56:50 GMT, guy@swampdog.demon.co.uk (Guy Harrison) wrote:

>Better clarify libraries here as both sides are in danger of getting
>themselves into a corner :-)

Ho good, someone who knows all about STOS extensions and all about C libraries, good :)

>A compiler library (this is not C specific) most usually consists of

snippoooooooooooooos

So a C library is a collection of subroutines that can be sort of "called" and compiled into your program, a selection of subroutines written by the C users , in C for a C program? the sole purpose of which is to act as a subroutine that you dont have to keep writing yourself,

And STOS Extensions are the same you say ?

hmmmmmmmmmm thats spooky, because from where I am sat they are a million miles apart.....how do you compute they are the same ?

A STOS BASIC programmer like myself, cannot write an extension?
A STOS extension is an upgrade to the programming language that either replaces existing BASIC commands with new faster ones, or adds new BASIC commands to the language,

From my point of view as a purely a BASIC programmer, Your C libraries are a collection of subroutines written for convenience so you dont have to keep writing them yourself, but STOS extensions are new commands that a STOS user could never write himself,

How do you conclude that they are both the same?

If I get together a whole bunch of my most used sub routines, place them in a folder called "Library" and then rewrite my compiler to include these subroutines when the code it is compiling points to one of them, then is that the same as a C library???, because it sure as hell aint the same as a STOS extension,????

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 3146031473378655161
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3fc0aca14b47fd5,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: gfa site
Date: 1996/11/30
Message-ID: <32a05a32.19064460@news.airtime.co.uk>#1/1
X-Deja-AN: 201575196
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

Is there a good GFA site on the net a WWW page with plenty of news,
and especialy source code?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 50512728152706784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6c4a52b68652ada9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 111acd,6c4a52b68652ada9
X-Google-Attributes: gid111acd,public
X-Google-Thread: 105753,6c4a52b68652ada9
X-Google-Attributes: gid105753,public
X-Google-Thread: 1056fc,6c4a52b68652ada9
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1164f8,6c4a52b68652ada9

X-Google-Attributes: gid1164f8,public
X-Google-Thread: 1115ce,6c4a52b68652ada9
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10aaed,6c4a52b68652ada9
X-Google-Attributes: gid10aaed,public
X-Google-Thread: f8760,6c4a52b68652ada9
X-Google-Attributes: gidf8760,public
From: Toon Moene <toon@moene.indiv.nluug.nl>
Subject: Re: Make money!
Date: 1996/11/30
Message-ID: <57q1qo$p8i@news.utrecht.NL.net>#1/1
X-Deja-AN: 201595441
distribution: inet
references: <329AB24B.908@phosworks.se> <57ejml$d0s1@ocsgw2.chipshol.tec.klm.nl>
<57h560$3o5@balaena.bio.vu.nl> <329F3340.6626@sierra.net>
organization: Moene Computational Physics, Maartensdijk, The Netherlands
newsgroups:
comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.ata
ri.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp
.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos
,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

```
>Levien van Zon wrote:
>>
>> >THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
>> >WEALTH OF THE WORLD
>> Levien van Zon (lvzon@bio.vu.nl)
                                ^^
```

And then those stupid French think that coffee shops are the worst problem in
my country :-(:-(

--
Toon Moene (toon@moene.indiv.nluug.nl)
Saturnushof 14, 3738 XG Maartensdijk, The Netherlands
Phone: +31 346 214290; Fax: +31 346 214286
URL: http://www.knmi.nl/hirlam

From 6738870485885018161
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7af96f05e1add82
X-Google-Attributes: gid1115ce,public
From: dhedberg@sophocles.algonet.se (Daniel Hedberg)
Subject: Re: Assembler
Date: 1996/11/30
Message-ID: <57q92o$hhd@epimetheus.algonet.se>#1/1
X-Deja-AN: 201612980
references: <23720_LCollins@mettav.demon.co.uk>
organization: AlgoNet Public Access Node, Stockholm
nntp-posting-user: b96a7a91adfbafd9c93c87732e2a5b740

newsgroups: comp.sys.atari.programmer

Liam Collins (LCollins@mettav.demon.co.uk) wrote:

:   That's still beyond my meagre finances, sadly. I'm mainly interested
: in figuring out MonST, I thought it might be useful in tracking down bugs,
: although I see one of the other contributors in here doesn't rate
: debuggers.

Oh, I don't think you'll find any assembler package for less than the
cost of Devpac. Anyway, MonST is very good, but if you're only looking
for a debugger, check out Bugaboo (TurboAssembler), it's shareware I
think.

--

```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   New Beat Development on the Web:    E-Mail:                IRC Nickname:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se    _Daniel
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From -3641747150838531132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b4dacbb4aaba7279,start
X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.it (Mike De.Petris)
Subject: Debugging with MagiC
Date: 1996/11/30
Message-ID: <1007_mike@bbsgate.interware.it>#1/1
X-Deja-AN: 201623203
organization: De Petris Software Development
reply-to: mike@bbsgate.interware.it
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.56) BETA (NON WINDOW VERSION)

What do you use to develp programs uner MagiC and then debug within the
multitasking environment ? Ok, you can compile C programs with Lattice or
Pure C as a task, but the debugging procedure is much more tricky.... can it
still be done, or is it necessary to switch to monotask ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
"Dual Pentium-100 - Compiles in a flash, makes great coffee too!"

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

From 6199730552568216547
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6099868692938ec3,start
X-Google-Attributes: gid1115ce,public
From: btr@trenet.com
Subject: Be a Beta Tester!
Date: 1996/12/01
Message-ID: <32a0c122.15382049@nntp.cts.com>#1/1
X-Deja-AN: 201626577
organization: CTS Network Services
reply-to: btr@trenet.com
newsgroups: comp.sys.atari.programmer

Be a Beta Tester!

http://www.trenet.com/btr

From -3785718087547841940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9483193093d950d,start
X-Google-Attributes: gid1115ce,public
From: "Kris" <cbroky@imaginet.fr>
Subject: Decoding and viewing JPEG on falcon
Date: 1996/12/01
Message-ID: <01bbdf77$ca7e55c0$240844c3@CBROKY>#1/1
X-Deja-AN: 201693870
organization: ImagiNET
newsgroups: comp.sys.atari.programmer

I need C sources to view and decode JPEG on Falcon.
If you know where I can find that, please send me Email

cbroky@imaginet.fr

From 4493962835524014805
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6099868692938ec3
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Be a Beta Tester!
Date: 1996/12/01
Message-ID: <32a16230.4275482@news.airtime.co.uk>#1/1

X-Deja-AN: 201696360
references: <32a0c122.15382049@nntp.cts.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 01 Dec 1996 00:07:59 GMT, btr@trenet.com wrote:

>Be a Beta Tester!

>http://www.trenet.com/btr

 Yes I was daft enough to presume this was something to do with a new
ATARI program or something, so I went to have a look:(

>The Beta Test Registry has three membership levels. Each level is based on how
long you would >like to be a Beta Tester.

>Bronze2 year membership$19.95
>Silver5 year membership$39.95
>GoldLifetime

Brian,

> Can you not redirect the output to a file? Or even into nowhere if
> you wish? I know I've used Geneva to run ttp programs and pipe all of
> the input from a script file...and the output to another file...or
> the printer...or whatever. It's odd (althoe I'm no programmer) that
> you can't redirect the screen output to another device...being a file,
> a null device, etc...

You can with Fforce, however writing your own routine would be much more powerful. Knowing that however it gets there almost all text output is going to go via Cconws and Cconout - simply write a TSR to intercept these calls and take it from there.

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From 6126810287634023376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: JRicha00@nest.demon.co.uk (John Richardson)
Subject: Re: Silly programming language advocacy issues
Date: 1996/12/01
Message-ID: <574_JRicha00@nest.demon.co.uk>#1/1
X-Deja-AN: 201730300
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: JRicha00@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.57) BETA (NON WINDOW VERSION)

Tony,

> Is anyone willing to dispute my statement wihtout mentiong assembler,
> macs, and all manner of things that have nothing to do with the
> thread?

If you alter your statement to read: STOS is the *easiest* BASIC to produce a game in. Then I agree with you entirely but *best* no I'm sorry can't agree there bud, it simply doesn't give you enough system control.

The reason no-one can come up with a good game written in another basic this year is because there aren't any (probably!), doesn't mean to say that if someone had the desire to there couldn't be. Have you seen some of the pre-1996 games written in GFA?

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From -3120954085749408461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f59a0f079651fe0e,start
X-Google-Attributes: gid1115ce,public
From: nedskee@isp.net
Subject: Atari stuff for sale!!
Date: 1996/12/01
Message-ID: <32a8c75b.5645484@news.isp.net>#1/1
X-Deja-AN: 201735429
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I have a few things I want to sell or trade for PC equipment. mail me if interested or you want more information.

Falcon030 4 Meg
with Cubase Audio $1000.00 OBO

Mega STe 4 Meg
with 1435 monitor and SLM 605 Laser Printer $1000.00 OBO

Stacy 4 $500.00 OBO

I am looking for Pentuim grade PC in working order, Scanners, Hard Drives 1 gig or larger,

Thanks!!
nedskee@isp.net

From 2361786144834694435

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1996/12/01
Message-ID: <GLBSEGAFUP@alkor.sax.de>
X-Deja-AN: 201742490
references: <3298da9c.24107923@news.airtime.co.uk> <GK3ABBAFUP@alkor.sax.de>
<329ce987.54593644@news.airtime.co.uk>
content-length: 8084
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <329ce987.54593644@news.airtime.co.uk> you (Tony Greenwood) wrote:

>>>games I had no contact with anyone who owns a HD and the STOS manual
>>>has no mention of hard drives?
>
>>Yes, I've read the hole thread, but I've downloaded and tested them earlier
>>this month.
>
> Yes but the point was, as we have already coverd the games not
>working from hd, why mention it again?

Because the bug is still not fixed.
Or is there a Generic STOS fixer that is able to modify your games?

>>>>- If I start the games not from ST low (I use usual ST high or better) the
>>>> screen is trashed and the system hangs.
>>>
>>> then in the words of Tommy Cooper...Don't do it ? :)
>>
>>I translate it as:
>>
>>"Don't start STOS games on new atari's because they will crash!"
>
> Something like that..If you have the ability to run the game by
>booting some other way, then why boot in the way that makes it crash,
>seems a bit silly to me?

Because STOS games are nearly the only programs that makes my system
crash?

>>Using your words: "The thread is best BASIC for games"
>
>>Can a Programming Language be the best of all, if the resulting program
>>won't run on new ataris? Hhmmm....
>
> YES, when there is nothing better about?, a game made in BASIC that
>works on most ATARIs is better than a none existant game, how many

>ATARIs will that work on, no game=no ATARI's...yes?

You haven't excluded the newer ataris in your original statement, so
your games should work on them too?

>>>dispute its there or question your comments, either of you, juts
>>>simply to say, cannot see it ?
>>
>>I just started Heartland 5 times, I can see the bugs every time!
>
>
> As the program is pure code, and all the data is on disk, dare I
>suggest the zip might have been damaged, or....maybe your display is
>far superior to mine?

```
archive:    251 989 bytes netto,
            254 225 bytes brutto.
No CRC warnings during extraction.
21 files,   468 594 bytes
heartlnd.prg 60 454 bytes, file date: 31.12.27 00:08:14
```

I use a simple color tv set with a scart input.

>
>>> I have commands to not only find the current resolution, hertz rate
>>>etc, but I can also switch resolutions as much as I want,
>>   ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>GOTCHA!!!
>>
>>So tell me how do you would switch resolution from:
>>
>>- ST low with AS OverScan (368x264x16) to ST low (320x200x16)
>
> You see I am talking about the majority, are you seriously trying to
>tell me you do not have access to ATARI ST low rez, if you have, then
>whats the problem ?

Please answer my question: Are you really able to switch resolutions as
much as you want?

>>>>Your wonderfull STOS games are not running on this nice big ataris!
>>>
>>> hang about, whats all this "your wonderfull stos", if you are trying
>>>to be sarcastic then this is all a waste of time :(
>>>
>>>>Most of them have extended graphic hardware, the only access to screen
>
> But also have the ability to use ATARI ST low, so ????

YOU HAVE NOT ALWAYS THE ABILITY TO USE ST LOW!!!

>>To be on topic:
>>

>>The only way to display anything on these graphic extensions is VDI/GEM.
>>And STOS is not able to use VDI AVAIK.
>
> But why would I want to use those resolutions, If you have access to
>st low, and if you havent? then you show me a game made in basic that
>is using them that was programmed in 1996, and will work in atari low
>as well ?

See below.

>
>>> NO ONE has done anything to prove otherwise, you have all TALKED
>>>TALKED TALKED
>>
>>Maybe STOS is indeed the best BASIC for making games for the atari _ST_,
>>but there are a lot of other ataris. (Which are not or not full supported.)
>>And that is the bad part of your STOS games.
>
> nooo you are missing the point and straying from the whole thread, it
>is not good enough to tell me how bad stos is, it is pointless telling
>me the flaws of which I am already aware, there is certainly nothing
>to be gained from publicly attacking my software,
> for my statement to be wrong, you have to show me better ? but you
>cannot, so even though STOS does addmitedly have drawbacks, and STOS
>may not be the best all round BASIC for the ATARI and my games may not
>be the best in town, until you show me better, written in BASIC in
>1996, then my statement is proven to be true?
>
>
>>OK. I will write a game. It will support extended resolutions.
>>Can you beat this special feature with STOS?
>
> I am sorry, but I do not believe you will write a game that will work
>on every single ATARI, including my humble setup and your highest
>spec, and someone, anyone say, hey what a good game, and be in BASIC
>only,
> I am not saying you are not capable, I presume you are, you probably
>have the ability and the software to make something spectacular, I am
>saying that i doubt you will, and would go so far as to say I am
>absoloutly sure you wont be able to make one that will prove my
>original statement wrong :) hehehe, you may want to recap the original
>statement before you start, a quick glance at the calander would
>suggest you only have a matter of weeks to do it in, <smile>

HA!

I just found a game that will match your race!

ftp.cs.tu-berlin.de/pub/atari/Games/Yukon/*

Yukon is a patience clone.
- last version from 16. Aug. 1996
- with sound (DMA sound if available),

  - classic soundset
  - startrek soundset
  - [...]
- GEM GUI,
- 2/4/16/256 colors
- 640x200x4, 640x400x2, 800x600, ... [whatever you have]
  if you have cards for 640x400x2 so they can also be used for any other
  resolution with the same color depth and at least (in this case) 640x400
  pixels.
  (if you need cards for 320x200x16, just create your own, a tool is included)
- runs also with multitasking OS like MultiTOS, MagiC, MagiCMac.

Now it's your turn.

>I will put STOS games on a head to head with any others, and win...

Show me a STOS patience game that covers all this features.
31 days left...

>>>>Just seen yesterday. The only difference is speed. A PowerMac 8500 or a
>>>>Hades 060 is more than 20 times faster than a 8 MHz ST.
>
>>> and your point is what ??? would it have anything to do with making
>>>games in BASIC, I think not :(
>
>>A faster CPU can compensate slow code. GEM code is mostly slow code.
>>To make good GEM games, you can compensate the slow but compatible
>>GEM code with a faster CPU.
>
> Since when has a powermac been an atari ?

Since July 1995.
(The date of the first official release of MagiC for PowerMac.)

>...and dont you draw the
>line anywhere? how about a jaguar, thats atari,

If I speak about atari computers I mean ATARI TOS compatible computer
platforms and ATARI OS compatible OS. (Original atari hardware, clones,
emulators, MultiTOS, Geneva, MagiC, MagiC PC, MagiCMac, MagiCPowerMac...)

The ATARI 8-bit series, the Lynx, Jaguar, Portfolio and ATARI PCs are
excluded.

>>>>There is no choice between GEM games and none GEM games, because you can
>>>>only run GEM games on the new powerfull atari compatible computers!
>
>>> really? I think you will find you are WRONG
>
>>OK. So tell me some STOS games that will run on my ST at its extended
>
> I did not say STOS would do it, I said I think you are wrong?

So show me an example.

>>How look your colored software at a monochrome resolution like ST high?
>
> Dunno, I have not got a high rez monitor, mine is an old atari colour
>monitor that has no side borders, cant get it fixed:(, means the
>first8 pixels of the screen and the last 8 are hidden :(, thats why
>you wont see much happening at the edges of my software :), seriously
>:)

_IF_ you had programmed your software the GEM style way, you could move
the window to see what happens at the edges...

>
>
>>scroll bars with shape and depth or 3d boxes. The GEM of your 1040 STe
>>is from 1990!
>
> i dont see the relevance? my software still boots up and runs, and
>until you show me a game made in 1996 in BASIC, then I am afraid STOS
>and its old techonology are still the best in town :)

Your older STOS software will run at the technology of 1996 without
modifications?

--
Email: haase@alkor.sax.de

From -7023664446318488782
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Silly programming language advocacy issues
Date: 1996/12/01
Message-ID: <849463447@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 201742521
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <638666878@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 2611487e
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a1c897
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)

x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >> HO SHIT!!! I just ordered Personal Pascal :(.....I did!
> >
> > I have an idea for a program it would need to run in GEM (So not a
> > game), I haven't seen it sone on the ATARI yet, Its a simple enoug
> > program and will be usefull to onliners :)

When going for GEM applications I think you have to go for C. Most literature about the OS and GEM programming is also written with C in mind. Even the whole OS was originally written in C. Pascal can give problems on some points because C strings (as used in the OS) and Pascal strings are fundamentally different.

> > ordered it, I am simply getting a replacement copy of the coverdisk
> > version I have since lost, I am too poor to actually buy new software

There are two good PD C compilers available. The first is GNU C, the second is Sozobon C. The GNU C environment is quite hard for beginners I think and it does definitly need an harddisk. You have a chance Sozobon C (or is it Sosobon C?) still works on floppy based systems.

Bye, Hans Wessels

From -4526034003868641144
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/01
Message-ID: <849462816@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 201742523
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1229388553@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 4946fb09
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a1c620
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org

newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> So a C library is a collection of subroutines that can be sort of
> "called" and compiled into your program, a selection of subroutines
> written by the C users , in C for a C program? the sole purpose of
> which is to act as a subroutine that you dont have to keep writing
> yourself,

No, C libraries are more. The command set of C is very limited. The C language it self has only 32 reserved words (that are words you can't use yourself as name of a variable or function):
(auto, break, case, char, const, continue, default, do, double, else, enum, extern, float, for, goto, if, int, long, register, return, short, signed, sizeof, static, struct, switch, typedef, union, unsigned, void, volatile, while)

So there are no print commands, no load or save commands, no memory allocation commands. All that cind of things are done with library functions (C has only functions, no procedures. What pascal calls a procedure is in C simple a function without a result).

There are sets of functions that come with every C compiler. That are the standard libraries. What should be available in the standard libraries is defined in the ANSI C standard. C libraries can be written in C, but also in an other language or assembly. As C programmer you have the possibility to create your own libraries with much used functions.

> And STOS Extensions are the same you say ?
>
> hmmmmmmmmmm thats spooky, because from where I am sat they are a
> million miles apart.....how do you compute they are the same ?
>
> A STOS BASIC programmer like myself, cannot write an extension?
> A STOS extension is an upgrade to the programming language that
> either replaces existing BASIC commands with new faster ones, or adds
> new BASIC commands to the language,

So STOS is less powerfull as C because you can't write our own extensions. So a STOS programmer is in the same position of a C programmer that doesn't know how to compile a library. From their point of view an extension (library) is a new set of statements (functions) they can use.

> From my point of view as a purely a BASIC programmer, Your C
> libraries are a collection of subroutines written for convenience so
> you dont have to keep writing them yourself, but STOS extensions are
> new commands that a STOS user could never write himself,
>
> How do you conclude that they are both the same?

The whole concept of STOS extensions is covered by C libraries. Only C libraries are a bit more flexible.

> If I get together a whole bunch of my most used sub routines, place
> them in a folder called "Library" and then rewrite my compiler to
> include these subroutines when the code it is compiling points to one
> of them, then is that the same as a C library???, because it sure as
> hell aint the same as a STOS extension,????

No, a library is a set of already compiled code, just like an extension. You have to tell the compiler which libraries you want to use in your program. But yes, I think libraries are basicly the same as STOS
extensions.

Bye, Hans Wessels

From 4810812734226421637
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/01
Message-ID: <849459843@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 201742638
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3583913590@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk d59e2e76
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a1ba83
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> they are not good, I have not seen them, but for them to have ANY
> relevence to this thread then they must be good games made in BASIC or
> C (with no added mc) and have been made in 1996

Why made in 1996? A game made in basic in 1987 is still posible to be done in 1996.

>> All those games work on all Ataris, under all resolutions, maybe some
>> of those games require you to have a harddisk (I usually don't test a

>> game from floppy disk if I can run it from harddisk).
>
> if they require a hd then they are definatly not a reccomended good
> game, MOST atarians do not own hard drives,

How do you know? Most Atarians I know do have harddisks.

> But are they made in 1996 and how would we know if they are simple
> BASIC shells calling lots of m/c?

We can't know that. :-(

> AW Give us a break, you have to draw the line somewhere,
>
> Q when is an ATARI not an ATARI
> A when it cannot even handle standard ATARI screen resolutions

What is an Atari? Any computer that runs TOS compatible OS.

> All this talk of Hades and Madusa etc, it really is taking things a
> little too far dont you think,
>
> How many Hades Computers have been sold
> How many of these people will want a game made on a ST
>
> There aint going to be enough to even warrant booting STOS, get real
> please :)

I am real (I think). You have to get real. If you say something about a best language to program games for the Atari you have to face its implications. That includes IMHO Hades and Medusa computers. I had problems on that point my self. Cache memory in 68040+ processors a a lot biger as in the 68030, giving trouble with slef modifying code.

>> Are we allowing C or not? The original statement included C.
>
> Yes we are allowing C, my original statement seems to gain strength
> with every posting you make :)

So Kubis '96 ends the trouble. It's written in C, is a game and runs on every Atari in any resolution.

Bye, Hans Wessels

From 1680878306430869647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7af96f05e1add82
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Assembler

Date: 1996/12/01
Message-ID: <849460464@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 201742639
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2408669455@mettav.demon.co.uk>
x-ftn-reply: mettav.demon.co.uk 8f91610f
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a1bcf0
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Liam Collins wrote:

 d>> I think it was about 30-40 UKP last time I checked... it's well
 d>> worth the money, and the manual is just great!
 >
 > That's still beyond my meagre finances, sadly. I'm mainly interested
 > in figuring out MonST, I thought it might be useful in tracking down
 > bugs, although I see one of the other contributors in here doesn't
 > rate debuggers.

If you are looking for a debugger go for bugaboo, it comes with the Turbo assembler package. The current version in 1.77. It is shareware, but there are no limitations to the use of the programs. I have been told Sigma soft doesn't support it's products anymore (the two most improtant products of Sigma soft are Midimaze II and Turbo Assembler).

The great thing with bugaboo is you can run bugaboo in ST HIGH and the software you are debugging (games, demo's) in ST LOW. With a monitor switch box you can connect both monitors at the same time to you
computer.

Bye, Hans Wessels

From 2626655786854265259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/12/01
Message-ID: <849461143@p24.f101.n323.z205.mbh.org>#1/1

X-Deja-AN: 201742640
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2812554701@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk a7a42dcd
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32a1bf97
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >> BTW: I can't get to the last eleven coins. Eight of them are located
> >> very high,
> >
> > Your playing it ?.....a compliment indeedy :)

How can I else evaluate a piece of software?

> > Have you used the "View Map" option from the main menu ?, that will
> > update every time you view it, so you cans ee where the coins are and
> > how to get to them, however you have to figure where you are, as a
> > "You are HERE" tag would have been to easy :)

Yes I did. (I have to be carefull with that function because leavin and entering the game too much will lock up the game (all turns black). I can't reproduce this on a plain 1040ST with 1 Mb.)
I don't see a possibility to get to those coins on the map. That's why I am asking you for a hint.

> >> there? And will those eleven coins give me enhough points to break the
> >> 3k limit?
> >
> > what 3k limit?

The 3k points limit. The high score is 3000 points.

> >> (Now I have 2620 points, only the eleven coins and the ace card to
> >> go.)
> >
> > are you sure it is the Ace, thats very easy, its the Jack that has
> > everyone else stuck, and thats near the two hard to get at coins near
> > the big slope :)

Well it's definitly the ace (locate at the left side of the map). As soon as I pick up that card the game ends.

> Use the MAP VIEW for the coins.....comments please ?

I did. The original question is still standing. I need help.

Cu, Hans Wessels

From 5045421984757815990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: STOS 96,
Date: 1996/12/01
Message-ID: <32a1d4f4.33659821@news.airtime.co.uk>#1/1
X-Deja-AN: 201744678
references: <574_JRicha00@nest.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 01 Dec 96 16:30:00, JRicha00@nest.demon.co.uk (John
Richardson) wrote:

>Tony,

 Hi John :)

> > Is anyone willing to dispute my statement wihtout mentiong assembler,
> > macs, and all manner of things that have nothing to do with the
> > thread?
>
>If you alter your statement to read: STOS is the *easiest* BASIC to produce a
>game in. Then I agree with you entirely but *best* no I'm sorry can't agree

 Hmmm I had a long think about this one, yes I agree with you, from
what I have seen of other BASICs then I would have to agree STOS does
seem to be the easiest, this does help my statement, ie: its the best
to use :)

>there bud, it simply doesn't give you enough system control.

 Have you seen anything made recently in STOS ?, to be exact a game? I
can show you a dammned fine game that does not lack anything because
of lack of system control??, therefore your point although true in the
fact that STOS lacks greatly in that department :), would seem to hold
absoloutly no bearing in this debate ?, hehehehe

>The reason no-one can come up with a good game written in another basic this

>year is because there aren't any (probably!), doesn't mean to say that if
>someone had the desire to there couldn't be. Have you seen some of the
>pre-1996 games written in GFA?

 hahahaha yeagh, and nothing GOOD?, but the thread is 1996, the thread is not, lets all move the goalposts and add more bits to try and win the debate, sorry but pre-1996 does not count, STOS was not as upgraded in 1996 as it is now, so hardly fair to change the rules, one of my points is that STOS has been upgraded you see ,

 I have Hisoft BASIC, GFA BASIC 3.5, FirST BASIC and STOS BASIC, from what I can see, if I or anyone else wants to make a game, then STOS wins hands down, why would I want to use GFA to make a game when STOS is there offering a hell of a lot more, and as you rightly say is easier?, because it has GEM support? phoooey, thats what would cripple a good game not be an advantage,
 If I wanted to make ANYTHING other than a damm good game, then I would probably opt for GFA BASIC, I am not saying STOS is the best BASIC, merely the BEST for making games at this point in time ? :), I am willing to put software forward to prove this point, and that is exactly what no one else is doing, thus proving my point,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -5156984754589083685
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: James Troup <jjtroup@dcsun4.comp.brad.ac.uk>
Subject: Re: Silly programming language advocacy issues
Date: 1996/12/01
Message-ID: <dmmk9r29idj.fsf@dcsun4.comp.brad.ac.uk>#1/1
X-Deja-AN: 201745882
references: <849207160_OASIS_@swampdog.demon.co.uk>
content-type: text/plain; charset=US-ASCII
organization: University of Bradford
mime-version: 1.0 (generated by tm-edit 7.89)
newsgroups: comp.sys.atari.programmer

Yiannis Paschalidis <u943409@student.canberra.edu.au> writes:

> > > Ada is dangerous.
> > 'cos the military use it!
>

> And because some of the poorer compilers (like the one the
> cheapskates at my uni force students to use) give 50-something
> errors then crashes & reboots the machine all because you left off a
> ';' on one of the lines!

Abusing a language on the strength of one compiler, which you yourself
admit is poor, is not desperately sound reasoning IMO. Ada has it's
faults, but your argument is no more valid than if I were to abuse C
on the strength of the nasty experiences I've had with BorlandC++
(version 3 or so). Try GNAT under a real OS sometime.

--
James
++ http://g437.ub.gu.se/~james/ ++

From -3010422990578267930
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Silly programming language advocacy issues
Date: 1996/12/01
Message-ID: <32a1f506.41870600@news.airtime.co.uk>#1/1
X-Deja-AN: 201758192
references: <638666878@news.airtime.co.uk> <849463447@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 01 Dec 96 18:53:58 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>>When going for GEM applications I think you have to go for C. Most literature
>about the OS and GEM programming is also written with C in mind. Even the whole

 ok advice noted thank you :)

>There are two good PD C compilers available. The first is GNU C, the second is
>Sozobon C. The GNU C environment is quite hard for beginners I think and it does
>definitly need an harddisk. You have a chance Sozobon C (or is it Sosobon C?)
>still works on floppy based systems.

 how about...eerrm tutorials or something, something for the complete
and utter beginner , i only just found out what a library actually is,
I had seen the expresion LINK etc??,
 a bit much sitting here with C and no idea what to do next, so can
you reccomend some sort of tutorial?

I will look for sozobon C tonight ta:)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 1862485939807293981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/12/01
Message-ID: <32a1dff0.36472032@news.airtime.co.uk>#1/1
X-Deja-AN: 201764114
references: <1302618686@alkor.sax.de> <849109308@p24.f101.n323.z205.mbh.org>
<GK3WCFAFUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

>In <849109308@p24.f101.n323.z205.mbh.org> Hans Wessels wrote:
>
>>Uwe Haase wrote:

Hans!, and anyone else in this thread,

Are you getting private email telling you this thread is a pointless
waste of time?,
Personally for me, this is what c.s.a.p is for, I have learnt a lot
since my original statement, and hopefully that includes new friends
who understand that it is possible to have a debate, without falling
out,
Unfortunatly I seem to be upsetting more people than it is worth,
when it comes to the point where people feel the need to privatly
email me to complain, then ..well words fail me,:(

Perhaps all those people (well not that many!<g>) should forward
there knitting patterns to this newsgroup and we can discuss them :(
seeing as programming is now out of bounds :(
Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -6360658066690636425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/01
Message-ID: <32a1f41d.41637518@news.airtime.co.uk>#1/1
X-Deja-AN: 201764115
references: <1229388553@news.airtime.co.uk> <849462816@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 01 Dec 96 18:26:04 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > So a C library is a collection of subroutines that can be sort of

>No, C libraries are more. The command set of C is very limited. The C language
>it self has only 32 reserved words (that are words you can't use yourself as

 hmm I know C is good, I would never dispute that, just sounds
limiting?, from that description?

>So there are no print commands, no load or save commands, no memory allocation
>commands. All that cind of things are done with library functions (C has only

 so <?> eeerm wheres the flair? wheres the programming, is it just a
shell calling all these libraries?, why does it sound so...simple? I
am not being insulting , I really do not know?,
 BTW the only reason I have not got into C, is that i can find no
simple tutorials, most start by presuming you already know something
about C,

>There are sets of functions that come with every C compiler. That are the
>standard libraries. What should be available in the standard libraries is
>defined in the ANSI C standard. C libraries can be written in C, but also in an
>other language or assembly. As C programmer you have the
>possibility to create your own libraries with much used functions.

 hmmm sounds good, dunno about good enough for games, but sounds
interesting :)

> > And STOS Extensions are the same you say ?

>So STOS is less powerfull as C because you can't write our own
>extensions. So a STOS programmer is in the same position of a C
>programmer that doesn't know how to compile a library. From their point of view

>an extension (library) is a new set of statements (functions) they can use.

 hmmm I would seem to agree with this, but how many C programmers dont
know how to compile there own code?

                    Cheers.............!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -7282792372278640984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/01
Message-ID: <849544076_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 201917212
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <32a05469.17583080@news.airtime.co.uk>
  stosser@airtime.co.uk (Tony Greenwood) said:-

>On Fri, 29 Nov 96 19:56:50 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>
>
>>Better clarify libraries here as both sides are in danger of getting
>>themselves into a corner :-)
>
> Ho good, someone who knows all about STOS extensions and all about C
>libraries, good :)

Haven't a clue, I'm just the milkman. :-)

>>A compiler library (this is not C specific) most usually consists of
>
> snippooooooooooooos
>
> So a C library is a collection of subroutines that can be sort of
>"called" and compiled into your program, a selection of subroutines
>written by the C users , in C for a C program? the sole purpose of
>which is to act as a subroutine that you dont have to keep writing

>yourself,

Sort of. The important point here is that at the time a command from the library is referenced in the program the command does not exist and the compiler does nothing about it apart from recognising the fact that the command exists. After the compiler has finished it executes the linker whose job is to locate the command and add it into the program. The command exists as object code _not_ source code. If I knew all the details required (linker format and register usage), I could add a command to your Pascal compiler written entirely in C and the reverse is possible as well.

> And STOS Extensions are the same you say ?

I can't see any reason why STOS extentions could not be written in C, pascal or any compiled language. It's simply an adaptation of the above.

> hmmmmmmmmmm thats spooky, because from where I am sat they are a
>million miles apart.....how do you compute they are the same ?

Same reason as above.

> A STOS BASIC programmer like myself, cannot write an extension?

Why not? All that's needed is the info on how to add a command and a command to add.

> A STOS extension is an upgrade to the programming language that
>either replaces existing BASIC commands with new faster ones, or adds
>new BASIC commands to the language,

Same with a library. Remove all your pascal libraries and try compiling something - it won't get far!

> From my point of view as a purely a BASIC programmer, Your C
>libraries are a collection of subroutines written for convenience so
>you dont have to keep writing them yourself, but STOS extensions are
>new commands that a STOS user could never write himself,

That's my point. You could add them yourself. Why not write a tool to do it?

> How do you conclude that they are both the same?
>
> If I get together a whole bunch of my most used sub routines, place
>them in a folder called "Library" and then rewrite my compiler to
>include these subroutines when the code it is compiling points to one
>of them, then is that the same as a C library???, because it sure as
>hell aint the same as a STOS extension,????

Does the STOS compiler insist on using the source for libraries?

The following bit of code would make a copy of the screen in memory it calculated and allocated automatically ...

```
main()
{VIMG    v;
 Rect    rr;

 appl_init();
 v.vi_vwk = V_Opnvwk(true);
 wind_get(WH_DESKTOP,WF_CURRXYWH,PRECT(rr));
 Img_Grab(&v,rr);
 V_Clsvwk(v.vi_vwk);
 appl_exit();
 exit(0);
}
```

appl_init(), wind_get(), appl_exit() exist in a library called libaes.a.

exit() exists in library. libc.a

V_Opnvwk() and Img_Grab() are written by me. They exist in a library I created called libg.a

The compiler can build an executable program without the source code for _any_ of the above functions. The only source code it needs is the above. So I still maintain that STOS extentions and object libaries are identical in terms of use. ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 3062546645795241656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6c4a52b68652ada9
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,6c4a52b68652ada9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 10aaed,6c4a52b68652ada9
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1115ce,6c4a52b68652ada9
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105753,6c4a52b68652ada9

X-Google-Attributes: gid105753,public
X-Google-Thread: 111acd,6c4a52b68652ada9
X-Google-Attributes: gid111acd,public
X-Google-Thread: 1056fc,6c4a52b68652ada9
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1164f8,6c4a52b68652ada9
X-Google-Attributes: gid1164f8,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Make money!
Date: 1996/12/02
Message-ID: <c27cc$d182.ab@HERMES>#1/1
X-Deja-AN: 201778658
distribution: inet
references: <329AB24B.908@phosworks.se> <57fchd$c77@sf18.dseg.ti.com>
followup-to: alt.spam,junk,control,alt.2600
newsgroups:
comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

In article <329AB24B.908@phosworks.se>, lars westin said...
>Would you like to make thousands of dollars, quickly, legally, with NO
[snip - "Make Money Fast"]

No thanks.

I _like_ being a pauper.

--

Quote For The Month:

"Come back here with my fish, you horse thief"

From -7571405267642939001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3fc0aca14b47fd5
X-Google-Attributes: gid1115ce,public
From: jdaddin9@airmail.net (Jared Addington)
Subject: Re: gfa site
Date: 1996/12/02
Message-ID: <57te18$na8@library.airnews.net>#1/1
X-Deja-AN: 201794280
references: <32a05a32.19064460@news.airtime.co.uk>
organization: Internet America
newsgroups: comp.sys.atari.programmer

>
>
> Is there a good GFA site on the net a WWW page with plenty of news,
>and especialy source code?
>
One is ...

http://www.mediarom.no/mediarom/vegard/gfa.html

And then there is mine, which doesn't really have much on it yet as
far as source code. But I will be glad to put up anything you need
upon request.

http://www.delphi.com/~innovator/gfa/gfa.htm

-Jared

From 4677469158475579798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: josk@ifi.unit.no (Jo Even Skarstein)
Subject: Re: STOS 96,
Date: 1996/12/02
Message-ID: <57u1e6$9kk@due.unit.no>#1/1
X-Deja-AN: 201829902
references: <32a1d4f4.33659821@news.airtime.co.uk>
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@airtime.co.uk) wrote:
:
: hahahaha yeagh, and nothing GOOD?, but the thread is 1996, the thread
: is not, lets all move the goalposts and add more bits to try and win
: the debate, sorry but pre-1996 does not count, STOS was not as
: upgraded in 1996 as it is now, so hardly fair to change the rules, one
: of my points is that STOS has been upgraded you see ,

This is silly! Are you saying that just because a game is written before
1996 it's unfair to compare it with "STOS 96"? If age is an issue here it
should be the other way around! Or are you afraid that somebody wrote a
better game in BASIC already in 1989... ;-)

: is there offering a hell of a lot more, and as you rightly say is

: easier?, because it has GEM support? phoooey, thats what would cripple
: a good game not be an advantage,

Agree. Most GEM-based games stinks. It isn't possible to write a good arcade-game that's 100% GEM-based. Why is GEM even mentioned in this thread at all? Yes, I know that STOS doesn't support GEM (And the BIOS/XBIOS-support stinks too.) but it really isn't relevant here. Compatibility is a lousy argument, GEM-based games are too slow to run on simple 68000 Ataris. And without a 3D AES and atleast 16 colours they are ugly as hell too.

Jo Even Skarstein

From -216651365478579467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: josk@ifi.unit.no (Jo Even Skarstein)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/02
Message-ID: <57u2sp$9kk@due.unit.no>#1/1
X-Deja-AN: 201833858
references: <32a1f41d.41637518@news.airtime.co.uk>
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@airtime.co.uk) wrote:
: >No, C libraries are more. The command set of C is very limited. The C language
: >it self has only 32 reserved words (that are words you can't use yourself as
:
: hmm I know C is good, I would never dispute that, just sounds
: limiting?, from that description?

No, that exactly what it's not! Because of the very limited amount of reserved words and the standard libraries, C-programs can be compiled on just about any platform ever made.

: so <?> eeerm wheres the flair? wheres the programming, is it just a
: shell calling all these libraries?, why does it sound so...simple? I
: am not being insulting , I really do not know?,

Those reserved words are the core of the language. All those functions and structures that are added by the libraries are just an aid for the programmer. It's the same thing with STOS; you have a lot of libraries (Or extensions as you STOSsers call it.) but they don't modify or add anything to the language. Are there any extensions that adds structural commands like WHILE-DO, REPEAT-UNTIL or CASE, or that let's you define and dynamically create/remove your own datastructures? Nope, only functions.

: BTW the only reason I have not got into C, is that i can find no

: simple tutorials, most start by presuming you already know something
: about C,

Try "C-Manship complete" from Kuma, it's a bit outdated but it's
entertaining and it's Atari/GEM oriented. You should also get "The C
Programming Language" by D. Ritchie, it's the very definition of C and
therefore doesn't assume any previous knowledge to the language.
:
: hmmm sounds good, dunno about good enough for games, but sounds
: interesting :)

I don't know of a good games-library for C either, but as it's very easy
to interface C and assembler it would actually have been much easier to
write "The Missing Link" (Or any other STOS extension) for C than for
STOS.
:
: hmmm I would seem to agree with this, but how many C programmers dont
: know how to compile there own code?

Well, I know how to compile (We're talking about C remember?), but I have
never tried to compile my own library so I don't know how to do that. The
actual compiling-process shouldn't be to hard, it's writing the library
that's difficult. That's why we have libraries...

Jo Even Skarstein

From 4773342965492938818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/02
Message-ID: <57ucj3$7gu@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 201844302
references: <57u2sp$9kk@due.unit.no>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <57u2sp$9kk@due.unit.no>, josk@ifi.unit.no (Jo Even Skarstein) writes:
>to the language. Are there any extensions that adds structural commands
>like WHILE-DO, REPEAT-UNTIL or CASE, or that let's you define and
>dynamically create/remove your own datastructures? Nope, only functions.

Well... actually the Control Extension (by Les Greenhalgh - shareware)
adds a CASE statement. :) Oh, and I'm mid way through writing an extension
which dynamically creates/removes data-structures. [TT-Ram only, as

STOS has control over all other memory] :)

You are correct though... (the above use loop-holes)

Anthony

--

```
-------------------------------------+-------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+-------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```


From -5873948365762216534
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2da8010a3977d9b0,start
X-Google-Attributes: gid1115ce,public

From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: AV Protocol
Date: 1996/12/02

Message-ID: <32A2A22A.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 201845690
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

Hi All

I'd just like to publicly thank the two people who e-mailed me info or offers of info about the AV Protocol. It's so nice to be in a community where this is the norm rather than the exception.

Regards
Martyn

From -7410589249773958706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2da8010a3977d9b0
X-Google-Attributes: gid1115ce,public

From: mbge4mdc@meehpf.ee.man.ac.uk (Farag Elburki user)

Subject: Re: AV Protocol
Date: 1996/12/02
Message-ID: <57uhr0$4sl@yama.mcc.ac.uk>#1/1
X-Deja-AN: 201860299
references: <32A2A22A.41C67EA6@etlxdmx.ericsson.se>
content-type: text/plain; charset=us-ascii
organization: Sirius Cybernetics Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <32A2A22A.41C67EA6@etlxdmx.ericsson.se>,
     Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:
> Hi All
>
> I'd just like to publicly thank the two people who e-mailed me info or
> offers of info about the AV Protocol. It's so nice to be in a community
> where this is the norm rather than the exception.
>
> Regards
> Martyn

--

Any chance of posting it for the rest of us? Or pointing us towards an ftp
site if it's too big.

Cheers,

Xav

--
Email: xav@compsoc.man.ac.uk
Web: http://www.compsoc.man.ac.uk/~xav/
"It's who I am, it's what I do - I can't change" - Sledge Hammer

From -1766581996680877103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/02
Message-ID: <57ubif$728@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 201863150
distribution: world
references: <849462816@p24.f101.n323.z205.mbh.org>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <849462816@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org>
writes:
>No, a library is a set of already compiled code, just like an extension. You
>have to tell the compiler which libraries you want to use in your program. But
>yes, I think libraries are basicly the same as STOS
>extensions.

No, the point Tony is trying to make is that a STOS extension is NOT simply
pre-compiled code. It CANNOT be written in STOS, which is the key difference
between this and a C library.

Anthony

--

```
-------------------------------------+------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```


From -441327958665208678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2da8010a3977d9b0
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: AV Protocol
Date: 1996/12/02
Message-ID: <32A2D8AA.41C67EA6@etlxdmx.ericsson.se>
X-Deja-AN: 201870649
references: <32A2A22A.41C67EA6@etlxdmx.ericsson.se> <57uhr0$4sl@yama.mcc.ac.uk>
content-type: multipart/mixed; boundary="------------167EB0E72781E494446B9B3D"
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

This is a multi-part message in MIME format.

--------------167EB0E72781E494446B9B3D
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Farag Elburki user wrote:

>
> In article <32A2A22A.41C67EA6@etlxdmx.ericsson.se>,
>   Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:
> > Hi All
> >
> > I'd just like to publicly thank the two people who e-mailed me info or
> > offers of info about the AV Protocol. It's so nice to be in a community
> > where this is the norm rather than the exception.
> >
> > Regards
> > Martyn
>
> --
>
> Any chance of posting it for the rest of us? Or pointing us towards an ftp
> site if it's too big.
>
> Cheers,
>
> Xav

Sure thing. Below is a heavily commented C header file from Mario
Becroft. Also attached is an Lharc file containing documentation from
Daniel Hedberg. I haven't looked at this yet since I don't have access
to Lharc at work.

Regards
Martyn

```
/*
 * $Id$
 * Stefan Eissing, 10/21/1993
 * translated by Peter Seitz 08/06/1994
 *
 *
 * Definition of the Venus <-> Accessory protocol and its messages
 *
 * 12/07/1993: new messages AV_PATH_UPDATE, AV_WHAT_IZIT,
AV_DRAG_ON_WINDOW
 */

#ifndef __vaproto__
#define __vaproto__

/* Message numbers for the XAcc protocol of Konrad Hinsen.
 * Venus' ACC_ID name is "VENUS.APP", Gemini's "GEMINI.APP".
 * Gemini supports the basic messages of the XAcc protocol.
 */
#define ACC_ID          0x400
#define ACC_OPEN        0x401
#define ACC_CLOSE       0x402
#define ACC_ACC         0x403
```

```
/* The following defines the message numbers for the communication of
 * Venus and other accessories.
 * All path- or filenames that occure in messages are supposed to be
 * absolute pathnames (including the drive-letter) and drive letters
 * have to be upper case.
 * All paths end ALWAYS with a backslash!
 *
 * Messages from Venus start with the prefix 'VA_' (Venus -> Accessory).
 * Messages to Venus start with 'AV_' (Accessory -> Venus).
 *
 * The message 'AV_PROTOKOLL' may be used by an accessory to ask which
 * messages are supported. (This is different for Venus and GEMINI!)
 * It would be nice, if other programs would support the VA Protocol,
 * too!
 * The AV_SENDKEY [and ACC_KEY] messages are the only way to send
 * key-events to other applications - and these are easy to implement!
 * The VA_START message should be supported by all accessories, as
 * this is a simple method for applications to start accessories.
 *
 *
 * If a single-tasking TOS/AES is running (ap_count == 1) the accessory
 * should send a AV_PROTOKOLL message to application 0 when it is
 * started and each time it receives a AC_CLOSE message.
 *
 * If a multi-tasking AES is present (ap_count != 1) the main
application
 * is no longer guaranteed to have to id 0 and the AC_CLOSE messages are
 * send quite rarely. On the other hand it is possible for applications,
 * too, to communicate with GEMINI.
 * Therefore each application/accessory should try to find GEMINI using
 * the appl_find("GEMINI  ") system call. If this fails, it should look
 * for an application called "AVSERVER". Last it should check, if there
 * is an environment variable called "AVSERVER" and if this exists, it
 * should treat its contents as the name of the avserver-application.
 * Especially the last method gives an easy method to configure the
 * avserver.
 */

/* AV_PROTOKOLL: This message should be used to ask an application
 * (including GEMINI/VENUS) which messages are supported. (see above)
 */
#define AV_PROTOKOLL            0x4700
/*
 * word 6+7: a pointer to the name of the accessory/application for
 *           the use with appl_find (aligned to 8 characters and
terminated
 *           by a '\0' byte).
 * The bits of words 3, 4 and 5 have the following meaning:
 * word 3:
 *   bit 0:             (VA_SETSTATUS)
 *   bit 1:             (VA_START)
 * All other bits are reserved for future use and should be set to
```

```
 * zero (all bits of words 4 and 5 too).
 */

/* VA_PROTOSTATUS: Tell the sender of AV_PROTOKOLL, that the application
 * knows s.th. about the VA-Protocol. The words 3-7 of the message
buffer
 * contain informations which messages are understood. If a bit is set,
 * the message(group) is supported).
 */
#define VA_PROTOSTATUS          0x4701
/*
 * word 6+7: a pointer to the program's name (see AV_PROTOKOLL)
 * The bits of words 3, 4 and 5 have the following meaning:
 * word 3:
 *   bit 0:             (AV_SENDKEY)
 *   bit 1:             (AV_ASKFILEFONT)
 *   bit 2:             (AV_ASKCONFONT, AV_OPENCONSOLE)
 *   bit 3:             (AV_ASKOBJECT)
 *   bit 4:             (AV_OPENWIND)
 *   bit 5:             (AV_STARTPROG)
 *   bit 6:             (AV_ACCWINDOPEN, AV_ACCWINDCLOSED)
 *   bit 7:             (AV_STATUS, AV_GETSTATUS)
 *   bit 8:             (AV_COPY_DRAGGED)
 *   bit 9:             (AV_PATH_UPDATE, AV_WHAT_IZIT,
AV_DRAG_ON_WINDOW)
 *   bit 10:            (AV_EXIT)
 *
 * All other bits are reserved for future use and should be set to
 * zero (all bits of words 4 and 5 too).
 *
 * AV_SENDKEY is easy to implement in many programs.
 * Receiving AV_OPENWIND an application could start its 'normal'
 * routine for opening a document and use the given path (e.g. in the
 * fileselector). This is together with tools like TreeView a quite
 * simple method to open files in different folders.
 */

/* AV_GETSTATUS: An accessory asks Venus for the current state, that
 * it has given to Venus via AV_STATUS.
 */
#define AV_GETSTATUS            0x4703

/* AV_STATUS: An accessory can give its current state to Venus, which
 * will store it in the INF-file and can be restored using AV_GETSTATUS.
 * Before sending AV_STAUS it MUST send AV_PROTOKOLL to Venus!
 * words 3 + 4: A pointer to a string, which must not contain any
control
 *              characters and must not be longer than 256 characters.
 *              The pointer may be NULL.
 */
#define AV_STATUS               0x4704

/* VA_SETSTATUS: Venus tells an accessory about its stored state as a
```

```
 *               reply to AV_GETSTATUS. The state can be set by the
 *               accessory.
 * words 3 + 4: a pointer to the string that was stored (by AV_STATUS).
 *              The pointer may be NULL, if no state was stored.
 */
#define VA_SETSTATUS           0x4705

/* AV_SENDKEY: An accessory sends Venus/Gemini a keyboard event, which
 * it could not use itself. This could be used for Ctrl-W to cycle the
 * windows.
 * word 3: keyboard-state      (ev_mmokstate)
 * word 4: scancode of the key (ev_mkreturn)
 */
#define AV_SENDKEY             0x4710

/* VA_START: An accessory is activated. (Similar to AC_OPEN.)
 * words 3 + 4: A pointer to the command line, which may be NULL.
 *              The command line contains paths or filenames.
 */
#define VA_START               0x4711

/* AV_ASKFILEFONT: Ask about the selected font for filenames.
 */
#define AV_ASKFILEFONT         0x4712

/* VA_FILEFONT: Gives the currently selected font for files.
 * word 3: file font id
 * word 4: file font size (in points)
 */
#define VA_FILEFONT            0x4713

/* AV_ASKCONFONT: (Gemini only) Ask about the selected font for
 * the console window.
 */
#define AV_ASKCONFONT          0x4714

/* VA_CONFONT: Gives the currently selected font for the console window.
 * word 3: console font id
 * word 4: console font size (in points)
 */
#define VA_CONFONT             0x4715

/* AV_ASKOBJECT: Ask about the currently selected object(s).
 * The name(s) of the selected object(s) is (are) returned.
 * If no object is selected, the string is empty.
 * If several objects are selected, their names are separated by
 * spaces.
 */
#define AV_ASKOBJECT           0x4716

/* VA_OBJECT: Return the currently selected object(s).
 * words 3 + 4: see VA_START
 */
```

```
#define VA_OBJECT               0x4717

/* AV_OPENCONSOLE: (Gemini only) Venus should open the console window.
 * If it is already open, it will be topped. This action can be used, if
 * a accessory is about to start a TOS-program using the system()
function.
 * (NOTE: No GEM-programs should be started by an accessory via the
 * system() function! see AV_STARTPROG)
 * The message should only be used, if the user wants to, otherwise he
 * will be confused.
 */
#define AV_OPENCONSOLE          0x4718

/* VA_CONSOLEOPEN: Returns the state of the console window:
 * word 3: == 0: not topped/opened, != 0: is topped
 */
#define VA_CONSOLEOPEN          0x4719

/* AV_OPENWIND: Venus should open a file window. This should only happen
 * if there's a obvious reason for the user.
 * words 3 + 4: pointer to the path for the window
 * words 5 + 6: pointer to a string containing the wildcards for the
 *              files which should be displayed
 */
#define AV_OPENWIND             0x4720

/* VA_WINDOPEN: Returns the state of the file window (see
VA_CONSOLEOPEN).
 */
#define VA_WINDOPEN             0x4721


/* word 7 in AV_STARTPROG and words 4 and 7 in VA_PROGSTART are used
since
 * 03/29/1992.
 */

/* AV_STARTPROG: Venus should start a program. ####
 * words 3 + 4: pointer to the program's name (with complete path!)
 * words 5 + 6: pointer to the command line for the program (may be
NULL)
 * word 7:      any 16-bit-word, which will be returned by VA_PROSTART.
 */
#define AV_STARTPROG            0x4722

/* VA_PROGSTART: Tells, if Venus could start the program.
 * word 3: == 0: not started, != 0: started
 * Normaly the accessory will receive this reply at once if an error
 * occures. If the program could be started, the accessory receives this
 * message after the program is started, as the Pexec routine can't know
 * that there's a message which has to be delivered.
 * If the program is a GEM-program, the success could be seen, if a
 * AC_CLOSE message is received (but not necessarily).
```

```
 *
 * word 4: return-code of the started program (if possible)
 * word 7: the 16-bit-word given in AV_STARTPROG
 */
#define VA_PROGSTART            0x4723


/* The following three messages define a possibility to implement a
   Drag & Drop protocol which works without MiNT and pipes and with
   any TOS version!
 */

/* AV_ACCWINDOPEN: This message can be used by an accessory, to inform
 * Venus about own (opened) window.
 * word 3: the AES handle of the window
 */
#define AV_ACCWINDOPEN          0x4724

/* VA_DRAGACCWIND: Venus tell the accessory that objects have been
 * dragged to a window Venus knows about (-> AV_ACCWINDOPEN).
 * word 3:      AES handle of the window
 * word 4:      x position of the mouse
 * word 5:      y position of the mouse
 * words 6 + 7: pointer to a string containing the names of the objects
 */
#define VA_DRAGACCWIND          0x4725

/* AV_ACCWINDCLOSED: The accessory informs Venus that a window has been
 * closed. This is only necessary, if it closed the window itself. If
 * the window is closed due to an AC_CLOSE message, Venus knows the all
 * windows are closed.
 * word 3: AES handle of the window
 */
#define AV_ACCWINDCLOSED        0x4726


/* New messages since 04/11/1991!!!
 */

/* AV_COPY_DRAGGED: An accessory tells Venus, that the objects that have
 * been dragged to its window should be copied.
 * This may be the case, e.g. if objects are dragged to the TreeView-
 * window. This message may only be used as reply to a VA_DRAGACCWIND.
 * word 3:      The keyboard state (alternate, control, shift) which
have
 *              been given in the VA_DRAGACCWIND message
 * words 4 + 5: pointer to a string which must contain the name of the
 *              destination object. This HAS to be a *pathname*!
 */
#define AV_COPY_DRAGGED         0x4728

/* VA_COPY_COMPLETE: Reply to AV_COPY.
 * word 3: state of the copying process (!= 0 means that s.th. has
```

```
really
 *         be copied of moved. This may be useful, if a window has to be
 *         redrawed.)
 */
#define VA_COPY_COMPLETE        0x4729


/* AV_PATH_UPDATE: A program/accessory tells Gemini that the contents of
a
 * folder has been changed. Gemini redraws this folder if it is shown in
a
 * window, even if subdirectories are shown.
 * The update of "C:\" for example results in redisplaying everything on
 * drive C:.
 * words 3 + 4: pointer to the complete (!) pathname
 */
#define AV_PATH_UPDATE          0x4730


/* AV_WHAT_IZIT: A program/accessory asks Gemini about objects at
position
 * x/y on the screen. The  coordinates are the normal VDI coordinates
(the
 * origin is the left upper corner of the screen).
 * The reply is VA_THAT_IZIT.
 * word 3: x position
 * word 4: y position
 */
#define AV_WHAT_IZIT            0x4732

/* VA_THAT_IZIT:
 * word 3:      ID of the application handling the object
 * word 4:      type of the object (see below)
 * words 5 + 6: pointer to the name of the object(s) or NULL if there
 *              was nothing.
 *
 * 'type' may be one of the following (all other values are reserved):
 */
#define VA_OB_UNKNOWN   0
#define VA_OB_TRASHCAN  1
#define VA_OB_SHREDDER  2
#define VA_OB_CLIPBOARD 3
#define VA_OB_FILE      4
#define VA_OB_FOLDER    5
#define VA_OB_DRIVE     6
#define VA_OB_WINDOW    7

#define VA_THAT_IZIT            0x4733

/* AV_DRAG_ON_WINDOW: A program/accessory tells Gemini that objects have
 * been dragged to one of its windows (as result of a AV_WHAT_IZIT).
 * The names are names of files, folders or drives, separated by a
 * single space. Names of folders or drives must end with a backslash.
```

```
 *
 * word 3:      AES handle of the window
 * word 4:      x position of the mouse
 * word 5:      y position of the mouse
 * words 6 + 7: pointer to a string containing the names of the objects.
 *
 * (not implemented yet)
 *
 */
#define AV_DRAG_ON_WINDOW       0x4734

/* AV_EXIT: A program/accessory tells Gemini that it doesn't join the
 * protocol any longer (normally because it will terminate).
 * word 3: AES id of the application/accessory
 */
#define AV_EXIT                 0x4736


#endif

--------------167EB0E72781E494446B9B3D
Content-Type: application/octet-stream; name="av.lzh"
Content-Transfer-Encoding: base64
Content-Disposition: attachment; filename="av.lzh"

<encoded_portion_removed>
kJVbBiIBQ3wvAA==
--------------167EB0E72781E494446B9B3D--
```

From -7595037520713773170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4b1891a2e5c977b,start
X-Google-Attributes: gid1115ce,public
From: smartin@grincheux1.univ-lr.fr (MARTIN Sonia)
Subject: ### F030 DSP ###
Date: 1996/12/02
Message-ID: <57uc36$i4t@hpuniv.univ-lr.fr>#1/1
X-Deja-AN: 201877438
organization: Universite de La Rochelle
newsgroups: comp.sys.atari.programmer

Hi,

I work and program on Falcon 030, and I would like to have the Language (Assembler) documentation of the DSP56001. If anyone has it, please if you can, could you mail it to me , great thanks ! :=)))

bye and see you ..... Olivier

--

- E-mail: obellon@srvetud.univ-lr.fr -------

From -6083013668552803527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92951e2ead7e00f8,start
X-Google-Attributes: gid1115ce,public
From: q-funk@eclypse.net (Martin-Eric Racine)
Subject: need info on CPX programming
Date: 1996/12/02
Message-ID: <57tbioklo1@cti01.citenet.net>#1/1
X-Deja-AN: 201883911
organization: Montreal Atari Club (MACAM)
newsgroups: comp.sys.atari.programmer

Is there a book, CD-ROM, or FTP document that has *detailed* info about programming a 100% compliant CPX, explaining what is needed to transform a small APP into a CPX that will work on every Atari from TOS 1.0 to 4.04, and specifying any un-documented calls that should be avoided?

The information source should be preferably in English, although, if all else fails, I understand French too.

Thanks to anyone who can provide me with any info about this ;-)

From: Martin-Eric Racine Reply-To: q-funk@eclypse.net Irc: Q-FUNK
Home: http://www.geocities.com/BourbonStreet/3281/ Comp: 4160STE

~I have tasted the maggots in the brains of the Universe. I was not offended, for I knew I had to rise above it all, or drown in my own shit.~ Lyrics: Georges Clinton Album: Maggot Brain By: FUNKADELIC

From -8555306789492526419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public

From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: STOS 96,
Date: 1996/12/02
Message-ID: <849616356_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 201910880
organization: InternetMCI
reply-to: thechyld@pcc-uky.campus.mci.net
newsgroups: comp.sys.atari.programmer
organisation: The DarkForce! BBS (606)886-9014

In article <32a1d4f4.33659821@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

> I have Hisoft BASIC, GFA BASIC 3.5, FirST BASIC and STOS BASIC, from
>what I can see, if I or anyone else wants to make a game, then STOS
>wins hands down, why would I want to use GFA to make a game when STOS
>is there offering a hell of a lot more, and as you rightly say is
>easier?, because it has GEM support? phoooey, thats what would cripple
>a good game not be an advantage,

Umm...I'm not arguing with you here, but I was just curious...didn't
Dave Munsie use GFA Basic (M.A.G.E.) to make some of his arcade games?
They were pretty cool...

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/                                          |                              _/
_/  Wild wind-horses soar the cloud-trails, |              /\             _/
_/    Unholy horn doth sound its blast,     |          Dark><Chyld        _/
_/    You and we were first to conquer,     |              \/             _/
_/      You and we shall be the last!       |                             _/
_/                                          |       -The Fuji Lives!-     _/
_/  From "Song Of The DragonMasters"...     |                             _/
_/__________________________________________|_____________________________/
_/                                                                        _/
_/         SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014         _/
_/                                                                        _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

From -6085078422048284673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2da8010a3977d9b0
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: AV Protocol
Date: 1996/12/02

Message-ID: <849623286_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 201917214
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <329ED362.41C67EA6@etlxdmx.ericsson.se>
Martyn Tidd <etlmntd@etlxdmx.ericsson.se> said:-

>Hi all
>
>Anyone know where I can get programming info (preferably for C and in
>English) for implementing the AV Protocol in my programs?

I've got some example code and docs. I dunno where I got it from but
if you want it email me. It's about 60k uncompressed.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 6345791084735124525
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: dougb@dsoe.com (Doug Byfield)
Subject: Re: STOS
Date: 1996/12/02
Message-ID: <57v8gs$qle@scipio.cyberstore.ca>#1/1
X-Deja-AN: 201926320
references: <1302618686@alkor.sax.de> <849109308@p24.f101.n323.z205.mbh.org>
<GK3WCFAFUP@alkor.sax.de>
organization: Dreamscape Online
newsgroups: comp.sys.atari.programmer

> Hans!, and anyone else in this thread,
>
> Are you getting private email telling you this thread is a pointless
> waste of time?,
> Personally for me, this is what c.s.a.p is for, I have learnt a lot

> since my original statement, and hopefully that includes new friends
> who understand that it is possible to have a debate, without falling
> out,
> Unfortunatly I seem to be upsetting more people than it is worth,
> when it comes to the point where people feel the need to privatly
> email me to complain, then ..well words fail me,:(
>

Some people seem unable to grasp the concept of free and open debate. They cannot differentiate between criticizing an idea and a personal attack. The first would involve debating the validity of STOS as a game programming language, the second would involve personal attacks calling you a moron or worse! :-)

What I see here is an open, constructive debate on how and why various programming languages are good/bad for various applications. We can all benefit by finding out how others think, even if we don't agree with them.

Anyone not interested in this thread should merely skip it, not waste their time and yours emailing comments about public debates that they don't understand!

From 7451307186230258416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: dougb@dsoe.com (Doug Byfield)
Subject: Re: Silly programming language advocacy
Date: 1996/12/02
Message-ID: <57v8hc$qle@scipio.cyberstore.ca>#1/1
X-Deja-AN: 201926780
references: <638666878@news.airtime.co.uk> <849463447@p24.f101.n323.z205.mbh.org>
organization: Dreamscape Online
newsgroups: comp.sys.atari.programmer

> how about...eerrm tutorials or something, something for the complete
>and utter beginner , i only just found out what a library actually is,
>I had seen the expresion LINK etc??,
> a bit much sitting here with C and no idea what to do next, so can
>you reccomend some sort of tutorial?
> I will look for sozobon C tonight ta:)
>

The basic concepts of C are universal, so why not get a book from your library or bookstore on C? Most are written for Dos, but I found that they get you started with basic C concepts and let you write TOS programs. You could then get the Progem series, which are free and at most Atari ftp sites. They are a series on gem programming that came out a few years ago, but still teach you the basics of windows, dialog boxes, etc.

From -3803359957898540656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3fc0aca14b47fd5
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: gfa site
Date: 1996/12/02
Message-ID: <32a2d4f7.12501184@news.airtime.co.uk>#1/1
X-Deja-AN: 201930483
references: <32a05a32.19064460@news.airtime.co.uk>
<57te18$na8@library.airnews.net>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 2 Dec 1996 02:14:00 GMT, jdaddin9@airmail.net (Jared Addington) wrote:

>> Is there a good GFA site on the net a WWW page with plenty of news,
>>and especialy source code?

>http://www.mediarom.no/mediarom/vegard/gfa.html

>And then there is mine, which doesn't really have much on it yet as

>http://www.delphi.com/~innovator/gfa/gfa.htm

 Thank you!
 Added to bookmarks and will check them out at the weekend ta :)))

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4271564441516092755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/02
Message-ID: <32a2d657.12852540@news.airtime.co.uk>#1/1
X-Deja-AN: 201930593
references: <32a1f41d.41637518@news.airtime.co.uk> <57u2sp$9kk@due.unit.no>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 2 Dec 1996 08:10:01 GMT, josk@ifi.unit.no (Jo Even Skarstein)
wrote:

>: hmm I know C is good, I would never dispute that, just sounds
>: limiting?, from that description?

>No, that exactly what it's not! Because of the very limited amount of
>reserved words and the standard libraries, C-programs can be compiled on
>just about any platform ever made.

 I did not mean limiting in compatability, I meant limiting in, eeerm
in the programmers eeerm, cant think of the words here?, his flair!,
his ideas, his sense of adventure his his.....the less commands then
the less options, BUT I was only going by the above, I really have no
idea on the subject other than whats been said recently,

 I would hate this to get into a debate, as I dont fancy getting even
more private email telling me this thread is pointless.....

>: simple tutorials, most start by presuming you already know something
>: about C,
>
>Try "C-Manship complete" from Kuma, it's a bit outdated but it's
>entertaining and it's Atari/GEM oriented. You should also get "The C
>Programming Language" by D. Ritchie, it's the very definition of C and

 Thanks for the tips, noted, and not wanting to sound like a cheapo
here, but would there be anything on disk, in ascii format do you
know, as books are not only difficult to come by, but expensive as
well, I know not much in life is free :), but as I am dedicated to
making FREE atari software then I try to keep my oulay down IYKWIM

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -3465508270525974814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS 96,
Date: 1996/12/02
Message-ID: <32a2d542.12575592@news.airtime.co.uk>#1/1
X-Deja-AN: 201930594
references: <32a1d4f4.33659821@news.airtime.co.uk> <57u1e6$9kk@due.unit.no>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 2 Dec 1996 07:45:10 GMT, josk@ifi.unit.no (Jo Even Skarstein)
wrote:

>This is silly! Are you saying that just because a game is written before
>1996 it's unfair to compare it with "STOS 96"? If age is an issue here it

 No? I am saying pre 1996 STOS probably cannot compete,

>should be the other way around! Or are you afraid that somebody wrote a
>better game in BASIC already in 1989... ;-)

 They probaly already did:), I did not want to confuse the issue, so
as thew whole idea was about what someone would want to program in
today, then I was trying to keep to that year,

>: is there offering a hell of a lot more, and as you rightly say is
>: easier?, because it has GEM support? phoooey, thats what would cripple
>: a good game not be an advantage,
>
>Agree. Most GEM-based games stinks. It isn't possible to write a good
>arcade-game that's 100% GEM-based. Why is GEM even mentioned in this
>thread at all? Yes, I know that STOS doesn't support GEM (And the

 It was brought in by people who argued that a game language is only
good if it uses GEM as then Madusa and Hades owners could play them, a
silly argument IMHO but there ya go,

>BIOS/XBIOS-support stinks too.) but it really isn't relevant here.
>Compatibility is a lousy argument, GEM-based games are too slow to run on
>simple 68000 Ataris. And without a 3D AES and atleast 16 colours they are
>ugly as hell too.

I could not agree more,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -2176895780556350264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: C Libraries STOS Extensions
Date: 1996/12/02
Message-ID: <32a2d79c.13177886@news.airtime.co.uk>#1/1
X-Deja-AN: 201931549
references: <849462816@p24.f101.n323.z205.mbh.org> <57ubif$728@m1.cs.man.ac.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 2 Dec 1996 10:38:07 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>>have to tell the compiler which libraries you want to use in your program. But
>>yes, I think libraries are basicly the same as STOS
>>extensions.

>No, the point Tony is trying to make is that a STOS extension is NOT simply
>pre-compiled code. It CANNOT be written in STOS, which is the key difference
>between this and a C library.

Yes thats a clear way of pointing out, thats exactly what I meant :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 8807662516948653234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c945705417720716

X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: NED PLAYER v2.2
Date: 1996/12/02
Message-ID: <57vf9t$qlg@ornews.intel.com>#1/1
X-Deja-AN: 201940853
references: <17413598_000003_OASIS_NEWS@the-gap.demon.co.uk>
<57fe88$5jf@ornews.intel.com> <57menq$5q6@balaena.bio.vu.nl>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <57menq$5q6@balaena.bio.vu.nl>,
   lvzon@bio.vu.nl (Levien van Zon) wrote:
>
>Rich Tietjens (atari@teleport.com.REMOVE.THIS.TO.REPLY) wrote:
>
>: >I'd just like to add that there is a tiny program available on my pages
>: >called BackPlay. This can be used in conjunction with NED PLAYER and
>: >CAB so that you can seamlessly play samples from within CAB without any
>: >windows etc. being displayed in NED PLAYER.
>
>: This is exactly the kind of idea I was talking about in my TOS extension
>: thread. Good job!
>
>What's it got to do with _TOS_ extentions then?
>You don't need to patch the entire OS just to fix an ACC, do you?

No. You need to patch the entire OS to be able to do the same thing
/without/ using an ACC and without using a multitasker. Remember, there are
only 7 ACC slots available in SingleTOS; using an ACC for one file type (or
collection of types, in the case of N_PLAYER) means using resources that may
be desired for other things.

----------http://www.teleport.com/~atari----------
  ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
     NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From -1093340719230721420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: OS Extension concept
Date: 1996/12/02

Message-ID: <57vfaa$qlg@ornews.intel.com>#1/1
X-Deja-AN: 201945738
references: <57cmgp$ejs@ornews.intel.com> <57eq2v$amg@m1.cs.man.ac.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <57eq2v$amg@m1.cs.man.ac.uk>,
   jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:

>
>However, from Desktop, this is not the case, as it doesn't understand the
>AV protocol. Thing on the other hand...

Teradesk does also, I believe.

>>clicking a WAV link leads to a complete redraw of the page after SWAV
>>plays the sound.
>
>This could be CAB's fault. There are definately some redundant redraws
>there...
>I have never tried running an AV_START wav/avr player from CAB, but there
>should be no reason why CAB needs to redraw the screen.

As it happens, N_PLAYER seems to to the job "properly" with CAB. I'd still like to see an OS extension allowing this type of thing from the desktop, though. Even just adding AV_START to singleTOS would be a big improvement.

----------http://www.teleport.com/~atari----------
  ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
     NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From -4619802512010375809
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fadda202550e23b8,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Debugging with MagiC
Date: 1996/12/02
Message-ID: <849644608_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 201950591
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer

organisation: SwampDog

In article <1007_mike@bbsgate.interware.it>
mike@bbsgate.interware.it (Mike De.Petris) said:-

>What do you use to develp programs uner MagiC and then debug within
>the multitasking environment ? Ok, you can compile C programs with
>Lattice or Pure C as a task, but the debugging procedure is much more
>tricky.... can it still be done, or is it necessary to switch to
>monotask ?

I never really thought about it that much before. Maybe because I don't use a debugger, just the good old print statement. Now that I am thinking about it I guess the answer must be there isn't really a problem as I use MWC single tasking to run the command shell full screen or multitasking when I want it in a vt52 window, and both modes seem to work (or crash) the same with a development program.

Is there any particular area you were thinking about?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -6732753086459258706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92951e2ead7e00f8
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: need info on CPX programming
Date: 1996/12/02
Message-ID: <849644512_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 201950592
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <57tbioklo1@cti01.citenet.net>
q-funk@eclypse.net (Martin-Eric Racine) said:-

>

>Is there a book, CD-ROM, or FTP document that has *detailed* info
>about programming a 100ompliant CPX, explaining what is needed
>to transform a small APP into a CPX that will work on every Atari
>from TOS 1.0 to 4.04, and specifying any un-documented calls that
>should be avoided?
>
>
>The information source should be preferably in English, although,
>if all else fails, I understand French too.
>
>
>Thanks to anyone who can provide me with any info about this ;-)

The only book info I've seen is in the Compendium. I've seen CPX
folders on the usual ftp sites - they might be worth a search.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -7066650868193160613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b563aa5ea2cad77
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: Creating an own Homepage
Date: 1996/11/25
Message-ID: <57cnlc$ejs@ornews.intel.com>#1/1
X-Deja-AN: 200672004
references: <57491b$sui@easy2.worldaccess.nl> <57b8ul$2a132_002@news.ti.com>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <57b8ul$2a132_002@news.ti.com>,
   wongck@ti.com (William Wong) wrote:
>
>In article <57491b$sui@easy2.worldaccess.nl>, bjorn@worldaccess.nl
>(Bjorn-Niels van den Berg) wrote:
>>
>>How can I create my own homepage? Must I use ST-Guide then?

>
>You don't need ST-Guide... what you need is just a normal editor. Of course
>you will not see the graphics in the editor. For those, you need a HTML
>authoring program, AFAIK, Atari don't have one.

You certainly do NOT need an "HTML authoring program." Even here with a
Pentium/100 I don't use the Netscaep editor - Wordpad is much faster and
it's easier to work with. Write the page, then look at it in your browser.

>I suggest you grab a HTML document to make yourself familiar with that
>language if you are using a normal editor. Just go to Yahoo & search "HTML"
>for where to get the online doc.

That's excellent advice. There are any number of search engines, as well -
and when you see an HTML effect that you want to emulate, view source and
copy it.

----------http://www.teleport.com/~atari----------
  ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
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          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 8204983372234574165
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cf2fd15c87dfaf7
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: HIGHSOFT BASIC 2
Date: 1996/11/25
Message-ID: <57cn4m$ejs@ornews.intel.com>#1/1
X-Deja-AN: 200675050
references: <328f179e.8167664@news.airtime.co.uk> <56qeo4$c1i@ornews.intel.com>
<GKYLDFUSUp@tos.ak.planet.gen.nz>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <GKYLDFUSUp@tos.ak.planet.gen.nz>,
   mbecroft@tos.ak.planet.gen.nz (Mario Becroft) wrote:
>
>In <56qeo4$c1i@ornews.intel.com> wrote :
>
>>>   how do you retrive the command line info
>>
>>x$=COMMAND$

>>
>>That's it. Then parse x$ to suit yourself.
>
>The only problem is that the commandline is changed to upper case when you
>retrieve it via COMMAND$. Of course in many cases this will not matter.

If one is writing the parser, one might be thoughtful enough to make it
case-insensitive, I should think. In fact, I usually convert the command$
to upper-case just to be certain.

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          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From -5178556784653665822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Silly programming language advocacy issues
Date: 1996/11/25
Message-ID: <57cleb$ejs@ornews.intel.com>#1/1
X-Deja-AN: 200675574
references: <544996677@news.airtime.co.uk> <848837434@p24.f101.n323.z205.mbh.org>
<32989ec9.8791039@news.airtime.co.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

There is an ongoing thread here that I find personally annoying, wherein a
couple of people (you know who you are, I don't intend to increase your
infamy) are bickering about which programming language is "best." As
someone who has dabbled in just about every language available (and a few no
one else seems to have ever heard of), here are my opinions - which are no
less valid, and no more valid, than anyone else's:

STOS is terrific for quick development of games running in ST Low
resolution.

HighSoft BASIC is terrific for manipulating text and managing the GEM
interface.

C (any flavor) is good for medium-sized programs which need more speed than BASIC can provide, but development time is extended.

Assembly is best when speed of operation is the only absolute essential; development time will be greatly extended.

Logo is interesting but not particularly productivity-oriented.

Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD. Great for teaching programming principles on paper, awful for actually programming.

SamllTalk is powerful and very confusing.

Ada is dangerous.

Forth is good for processing lists.

I've tried a few others that you won't have heard of; the upshot is, any programmer should use what HE feels is best for the application he's developing. Remember, the object is the deciding factor. If you want to develop something quickly, you should be using some variety of BASIC. If you want blazing speed, you should be using pure assembler. And if you don't know what you want, it doesn't matter what you use.

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email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 763322031212072982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cf2fd15c87dfaf7
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: HIGHSOFT BASIC 2
Date: 1996/11/25
Message-ID: <57cnaa$ejs@ornews.intel.com>#1/1
X-Deja-AN: 200676003
references: <328f179e.8167664@news.airtime.co.uk> <56qeo4$c1i@ornews.intel.com> <GKYLDFUSUp@tos.ak.planet.gen.nz> <32983313.5187850@news.airtime.co.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <32983313.5187850@news.airtime.co.uk>,
   stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>On Sun, 24 Nov 96 11:58:28 NZST, mbecroft@tos.ak.planet.gen.nz (Mario
>Becroft) wrote:
>
>>>>   how do you retrive the command line info
>>>
>>>x$=COMMAND$
>>>
>>>That's it. Then parse x$ to suit yourself.
>
> tried that, i get an actual command line on screen, like you would
>with an app or ttp?

Force compilation to a GEM app - then it will not ask for the command line,
but will accept it if called from a program which provides that facility.

> how do i get a fileselector on screen, thats the biggy no one will
>answer ?????????

Ah. I'll have to consult my source codes - which are at home. Email me and
ask there.

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          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

From -6931067510182936855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23a9f72680ae5136
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: vro_cpyfm() (1/1)
Date: 1996/11/25
Message-ID: <849004324_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 200679468
x-mail2news-path: swampdog.demon.co.uk
x-mail2news-user: guy@swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <3295b57a.11455519@news.airtime.co.uk>
  stosser@airtime.co.uk (Tony Greenwood) said:-

>On Fri, 22 Nov 96 00:54:28 GMT, in comp.sys.atari.programmer you
>wrote:
>
>
>
>>Here's some selected sources I've ripped out of my libraries. It works
>
>
>Binaries in a newsgroup ?????? swampy you suprise me :)

They weren't as long as some articles :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 6434421730769938249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cf2fd15c87dfaf7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: HIGHSOFT BASIC 2
Date: 1996/11/25
Message-ID: <849019056_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 200681932
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

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stosser@airtime.co.uk (Tony Greenwood) said:-

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>
>
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>>>
>>>x$=COMMAND$
>>>
>>>That's it. Then parse x$ to suit yourself.

>
> tried that, i get an actual command line on screen, like you would
>with an app or ttp?
>
> how do i get a fileselector on screen, thats the biggy no one will
>answer ?????????

You mean there isn't a command to do it? You could always use Gem's
fsel_input()! ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 6103712764874189786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b563aa5ea2cad77
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Creating an own Homepage
Date: 1996/11/25
Message-ID: <849018804_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 200692201
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <57491b$sui@easy2.worldaccess.nl>
  bjorn@worldaccess.nl (Bjorn-Niels van den Berg) said:-

>
>How can I create my own homepage? Must I use ST-Guide then?
>I'm really interested in it, I hope someone can answer my
>question or have some serious suggestions!!

A text editor gives you the best control and it isn't too hard to do.
I had my first page done before I even bothered to read any
instructions, simply by pinching bits out of other peoples pages!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -5526634070021489465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b52cb8f28954edc5
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Mouse Events
Date: 1996/11/25
Message-ID: <57clad$j1a@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 200700296
references: <57cbve$6vn@balaena.bio.vu.nl>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <57cbve$6vn@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon)
writes:
>Does anyone know if it is possible to wait for _both_ mouse buttons in one
>GEM event. And I _don't_ mean both buttons _together_, I mean the left
>button OR the right button... (binary OR in this case :-)

Yes, it is possible. I cannot remember right now how, but I know that
this was asked (and answered :) in this group a little while ago...

Anthony

--
----------+----------
Anthony Jacques | STOS Falcon Extension v1.2a
                 | Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
----------+----------

From -8743521665092450774
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,33327fec678a1b,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,33327fec678a1b,start

X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,33327fec678a1b,start
X-Google-Attributes: gid1115ce,public
From: "Ronald Hartwig" <Ronald.Hartwig@Informatik.Uni-Oldenburg.DE>
Subject: TOS images and Gemulator
Date: 1996/11/25
Message-ID: <57d1u9$40l@news.Informatik.Uni-Oldenburg.DE>#1/1
X-Deja-AN: 200701276
content-type: text/plain; charset=iso-8859-1
organization: C. v. Ossietzky Universitaet Oldenburg - Fachbereich Informatik
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Hi,

thanks to all who answered my questions. You all were a lot of help.
So that is how I got it working by now:

Get the TOS image (I now try 2.6) and name it "Magic_pc.os" and let
gemualtor find it. That's all.

The file selectors now work fine. Speed is amazing.

Just two little problems are left:

1) The TOS I got is in english. But I need the Umlautes "????" and so
on. Does anybody have access to a german TOS version?

2) Funny enough I can read all files from all partitions but GfA will
not detect the EOF. This problem appears ONLY with files imported from
the original ST. When I create the files with the gemulator it works
fine. Maybe I need ti add a (DOS?) EOF character myself. Any ideas?

But thanx anyway for all your help

Ronald

ps: One thing I noticed was that the gemulator won't start up properly
when the printer is absent. Maybe that's a feature and no bug. I still
wonder what this black bar means which continues to get smaller during
boot up of TOS 2.6.

--
/ EMail: Ronald.Hartwig@informatik.uni-oldenburg.de
| http : //www.informatik.uni-oldenburg.de/~rhaug/
| SMail: Haareneschstr.2, D-26121 Oldenburg
\ Tel. : 0441-71590

From -6961706310027505426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: STOS
Date: 1996/11/25
Message-ID: <57dblp$80em_004@news.ti.com>#1/1
X-Deja-AN: 200725327
distribution: world
references: <848530251@p24.f101.n323.z205.mbh.org> <573vjk$egd@m1.cs.man.ac.uk>
content-type: text/plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

If this is the reception a game programmer gets for producing a FREE game for a dying platform... I would certainly think twice about producing any more for that platform!

Lighten up you guys... at least he is trying to inject some life in the Atari.

Just my 2 cents.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE |||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com |||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From 5077418710068149377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b563aa5ea2cad77
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: Creating an own Homepage
Date: 1996/11/25
Message-ID: <57dbln$80em_002@news.ti.com>#1/1
X-Deja-AN: 200725348
references: <57491b$sui@easy2.worldaccess.nl>
content-type: text/plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <57491b$sui@easy2.worldaccess.nl>, bjorn@worldaccess.nl
(Bjorn-Niels van den Berg) wrote:
>
>How can I create my own homepage? Must I use ST-Guide then?
>I'm really interested in it, I hope someone can answer my
>question or have some serious suggestions!!
>

You don't need ST-Guide... what you need is just a normal editor. Of course
you will not see the graphics in the editor. For those, you need a HTML
authoring program, AFAIK, Atari don't have one.

I suggest you grab a HTML document to make yourself familiar with that
language if you are using a normal editor. Just go to Yahoo & search "HTML"
for where to get the online doc.

Regard
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From 2623652873152449575
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b52cb8f28954edc5
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Mouse Events
Date: 1996/11/25
Message-ID:
<Pine.GSO.3.95Lrindlow.961125230113.4125A-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 200739529
references: <57cbve$6vn@balaena.bio.vu.nl>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Link⊕ping University, Sweden
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 25 Nov 1996, Levien van Zon wrote:

> Does anyone know if it is possible to wait for _both_ mouse buttons in one
> GEM event. And I _don't_ mean both buttons _together_, I mean the left
> button OR the right button... (binary OR in this case :-)

One of the two, or both, input values for evnt_button with the bitmaps for
left and right button should be ORed with the values 0x100.

I can't remember if both values should be ORed, or only one. Anyone else know, or you'll have to try! :)

Tomas

--
NoBrain/NoCrew
tomas@nocrew.pp.se
http://www.lysator.liu.se/~tobe

From -2755408987156401230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: josk@stud.ntnu.no (Jo Even Skarstein)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/25
Message-ID: <329b1df260c9f1@stud.ntnu.no>#1/1
X-Deja-AN: 200910031
references: <57cleb$ejs@ornews.intel.com>
content-type: text/plain; charset=ISO-8859-1
x-hardware: Atari Falcon 030
organization: NTNU
mime-version: 1.0
reply-to: Jo.Even.Skarstein@ifi.ntnu.no
newsgroups: comp.sys.atari.programmer
originator: josk@mekker8.stud.ntnu.no

Rich Tietjens (atari@teleport.com.REMOVE.THIS.TO.REPLY) wrote:

>Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD. Great
>for teaching programming principles on paper, awful for actually
>programming.

Hmm... CAB is written in Pascal! Personally I like pascal, especially
the "object-oriented" varieties. Delphi 2 is actually very cool!

>SamllTalk is powerful and very confusing.

I don't know about "powerful", but it sure is confusing!

>I've tried a few others that you won't have heard of; the upshot is, any
>programmer should use what HE feels is best for the application he's
>developing. Remember, the object is the deciding factor. If you want to
>develop something quickly, you should be using some variety of BASIC. If
>you want blazing speed, you should be using pure assembler. And if you
>don't know what you want, it doesn't matter what you use.

Agree, except for the BASIC-part. IMHO (Yeah right!) basic (I'm
talking about the "classic" basic here.) is totally useless. But if
people like it, let them use it...

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

From 3093725730806915589
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/25
Message-ID: <3299f565.3759926@news.airtime.co.uk>
X-Deja-AN: 200912345
references: <544996677@news.airtime.co.uk> <848837434@p24.f101.n323.z205.mbh.org>
<32989ec9.8791039@news.airtime.co.uk> <57cleb$ejs@ornews.intel.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Mon, 25 Nov 96 14:33:47 GMT, in comp.sys.atari.programmer you
wrote:

 haaa new blood to the thread...yummy :)

>There is an ongoing thread here that I find personally annoying, wherein a
>couple of people (you know who you are, I don't intend to increase your
>infamy) are bickering about which programming language is "best." As

1) Eeeerm actualy thats not the case and not the thread, they all left
with there tails between there legs, on an eternal search for a gem
game made in BASIC, so they wont be back for quite a while
heheheh

>STOS is terrific for quick development of games running in ST Low
>resolution.

Ho no not another?. you suprise me Rich?

 BTW whats this "quick", you think H.E.R.O. was a quicky maybe ?

 Diskzine construction Kit (Show me better in any language) used by 5 current live uk diskzines and has been used by many more one offs in the past, as you can imagine, medium rez, allows you to cut and paste pictures into your scrolling text....and this is pre-cab etc?

Multimedia display, runs entirely in medium rez and allows you to make one (packed) document that contains its own, music, sampled sound, animations, colourd text, various fonts, it not only has its own individual editors for these options but is also the player, everything runs in medium rez and will work on a bog standard 1 meg FM, the total file size for ALL this program is 75k

SHOWTIME uses a medium rez shell to search you directory, and inside folders to find an array of different format of picture files, the shows then in a slideshow fashion, but in full overscan by first stretching the picture then removing all four borders,

TEXTY....eerm hang about..theres a lot more none games serious and novelty? programs in medium rez and in STOS...should I go on?

 Sorry Rich, but your comments go a long way to suggest that you are not talking about the STOS that is available to the programmer today, when did you last make a game in STOS, was it upgraded STOS, if not then you are making comments on a language that is no longer really used, there are so many new commands, I can't even remember most of the original STOS ones,

>HighSoft BASIC is terrific for manipulating text and managing the GEM
>interface.

 I can imagine and would not dream of saying otherwise,

>C (any flavor) is good for medium-sized programs which need more speed than
>BASIC can provide, but development time is extended.

Again , I would not dispute this, although the last two comments have nothing to do with the thread, I would still agree :)

>Assembly is best when speed of operation is the only absolute essential;
>development time will be greatly extended.

 Yet another that has nothing to do with the thread, maybe thisa would be a good time to say

 I think STOS BASIC is the best BASIC available in 1996 for making

games, and I will go as far as to add C to the whatsit,

>Logo is interesting but not particularly productivity-oriented.

 again I agree,

>Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD. Great
>for teaching programming principles on paper, awful for actually
>programming.

 HO SHIT!!! I just ordered Personal Pascal :(.....I did!

>SamllTalk is powerful and very confusing.

 Never heard of it?

>Ada is dangerous.

 She is ??

>Forth is good for processing lists.

 Ok..

>I've tried a few others that you won't have heard of; the upshot is, any
>programmer should use what HE feels is best for the application he's

 yes yes, that all goes without saying, but really? what does it have
to do with the debate of the best BASIC for making a game in 1996,

 Yet another none beleiver enters the thread ,

 STOS has been upgraded, I made a statement, I expressed an opinion,
someone should have come along and said, hey not its not, look at
this, this is better, but instead everyone talks about anything but!

 Its not enough to tell me how bad STOS is, someone has to show me
better, in BASIC or C, if people come into the thread saying I am
wrong, but show me nothing more than talk and hot air, then I must
reply and defend my original statement, surely the people entering the
thread with nonsense should be chastised for wasting everyones time,

 Is anyone willing to dispute my statement wihtout mentiong assembler,
macs, and all manner of things that have nothing to do with the
thread?

ta!

 PS.....You wasnt expecting anything less than the above was you Rich
<big smile>

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk

irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 2949180772697880370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: OS Extension concept
Date: 1996/11/26
Message-ID: <57de81$s0ku_002@news.ti.com>#1/1
X-Deja-AN: 200732145
references: <5722gr$3tq@ornews.intel.com> <57c65l$bip@m1.cs.man.ac.uk>
<57cmvi$ejs@ornews.intel.com>
content-type: text/plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <57cmvi$ejs@ornews.intel.com>,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>
>That would be good. Someplace around the house I have C source for a WAV
>player - it need some work (doesn't handle stereo samples properly, for one
>thing) but it would be another approach - if I knew enough C to do anything
>useful with it. Guess that's my next project after the UUpoint gateway -
>learning C properly. <SIGH> It never ends.
>

Why don't you make the code accessible so that other people who is interested
can take a look at it, even may implement something...

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From -6342575107935754167
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b563aa5ea2cad77
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)

Subject: Re: Creating an own Homepage
Date: 1996/11/26
Message-ID: <57de82$s0ku_004@news.ti.com>#1/1
X-Deja-AN: 200732153
references: <57491b$sui@easy2.worldaccess.nl> <57b8ul$2a132_002@news.ti.com>
<57cnlc$ejs@ornews.intel.com>
content-type: text/plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <57cnlc$ejs@ornews.intel.com>,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>
>You certainly do NOT need an "HTML authoring program." Even here with a
>Pentium/100 I don't use the Netscaep editor - Wordpad is much faster and
>it's easier to work with. Write the page, then look at it in your browser.
>

Here is what I normally do for web pages, I used the Netscape editor to create
a template - with all the tables, graphics position as I can see where they
all go in the page. After that I use a text editor for subsequent changes,
much easier. Downside is that you must know the language!

>
>That's excellent advice. There are any number of search engines, as well -
>and when you see an HTML effect that you want to emulate, view source and
>copy it.
>

Right, that's the trick... amazing how you much you can learn.
Don't forget that right click to grab that moving gif or background.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From 6297973531651600931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/26
Message-ID: <57djga$o0bk_002@news.ti.com>#1/1

X-Deja-AN: 200747261
references: <544996677@news.airtime.co.uk> <848837434@p24.f101.n323.z205.mbh.org>
<32989ec9.8791039@news.airtime.co.uk> <57cleb$ejs@ornews.intel.com>
content-type: text/plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <57cleb$ejs@ornews.intel.com>,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>There is an ongoing thread here that I find personally annoying, wherein a
>couple of people (you know who you are, I don't intend to increase your
>infamy) are bickering about which programming language is "best." As

Right...

And that poor guy started off by giving out a FREE software for the ever
decreasing pool of new software for the Atari. Why bother doing a program for
a bunch of people who instead of giving you a pad on the back, criticize you
and the program.

Worst, they are critcizing the tool which is being used.

Just my 2 cents.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From -788582302545738268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: SBagley@cameo.co.uk (Steven Bagley)
Subject: Re: STOS
Date: 1996/11/26
Message-ID: <1623_SBagley@cameo.co.uk>#1/1
X-Deja-AN: 200807494
references: <327BD03B.41C67EA6@cafenet.net> <oMm58QAitaiyIw8F@new-
tech.demon.co.uk> <YN$WQDAkNviyEwyi@deira.demon.co.uk>
<328BC4C7.7E98@sable.ox.ac.uk>
<56fnem$8a1@news.ox.ac.uk><328CD979.7B8C@sable.ox.ac.uk>
organization: Cameo Network Services Ltd.
reply-to: SBagley@cameo.co.uk

newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.535) BETA (NON WINDOW VERSION)

"Ambassador ," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied stosser@airtime.co.uk.
Steven moved forward, and whispered something.
 s> Organization: STOSSER Software

 s> GEM=NO NO from STOS...So how come you told everyone in this
 s> newsgroup that I did use it ?

You can use XBIOS from STOS. But I can't remember how. And XBIOS/BIOS/GEMDOS are not GEM. AES/VDI are.

See you earlier,

Steven

        InterNet: sbagley@innotts.co.uk
        FidoNET: 2:2501/101.12 ... NeST: 90:102/203
        IRC: SteveB

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.
Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

From -8169568144995193412
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6c4a52b68652ada9,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6c4a52b68652ada9,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,6c4a52b68652ada9,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 10aaed,6c4a52b68652ada9,start
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1164f8,6c4a52b68652ada9,start
X-Google-Attributes: gid1164f8,public
X-Google-Thread: 111acd,6c4a52b68652ada9,start
X-Google-Attributes: gid111acd,public
X-Google-Thread: 1056fc,6c4a52b68652ada9,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 105753,6c4a52b68652ada9,start
X-Google-Attributes: gid105753,public

From: lars westin <lars@phosworks.se>
Subject: Make money!
Date: 1996/11/26
Message-ID: <329AB24B.908@phosworks.se>
X-Deja-AN: 200810271
distribution: inet
content-type: text/plain; charset=iso-8859-1
organization: phosworks interactive ab
mime-version: 1.0
reply-to: lars@phosworks.se
newsgroups:
comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace
x-mailer: Mozilla 3.0 (Win95; I)

THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!

Hello!!

Would you like to make thousands of dollars, quickly, legally, with NO CATCH? Then keep reading.....please take five minutes to read this article- it will change your life, just like it did mine. It's true! you can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're interested, keep reading; if you're not, I apologize for wasting your time.

Here we go, A little while back, I was browsing through these newsgroups, just like you are now, and came across an article similar to this that said you could make thousands of dollars in weeks, with only an initial investment of $5! So, I thought, "Yeah, right, must be a scam".

but I was curious, like most of us, so I kept reading. Anyway, it said that you send $1 to each of the 5 names and addresses stated in the article. You then place your own name and address in the article at the bottom of the list at #5, and post the article in at least 200

newsgroups (there are thousands). No catch, that was it!

So after thinking it over, talking to a few people first, I tried it. I figured what have I got to lose except for 5 stamps and $5, right? Well, guess what....within 7 days, I started getting money in the mail! I was shocked! I still figured it would end soon, and didn't give it another thought. But then money kept coming IN, tripling in size and multiplying by 10-20 times the amount that I got the first week! In my first week I made about 2- to 30 dollars. But by the end of the second week, I had made a total of over $1,000!!!!!! In the third week, I had over $10,000 dollars, and it's still growing! This is my fourth week (Nov 13) and I've made about $42,000 TOTAL, and believe it or not the money is still coming in.....

Let me tell you how this works and most importantly, WHY it works...also, make sure you print a copy of this article NOW so you get the information from it, and begin making money.

The Process is very simple, and it consists of 3 EASY steps:

STEP 1: Get 5 seperate pieces of paper and write the following on each sheet of paper..."PLEASE PUT ME ON YOUR MAILING LIST". YOU ARE NUMBER 4. get five $1 bills, and place ONE inside each piece of paper that you have just written on, and fold each piece of paper so the bill will not be seen in the envelope (otherwise, nosey people who like to steal envelopes with money in it will get yours). Put one paper inside the envelope and seal it. Do the same for all 5. You should now have 5 envelopes sealed, EACH having a piece of paper and the $1 bill inside. NOTE: make sure those words that were stated above are written on each piece of paper. What you are doing is creating a service by this.

This is PERFECTLY LEGAL. Now, mail the 5 envelopes with the paper and $1 in each to the following 5 addresses.

1. Bruce, P.I. Box 63 4700 Keele St., North York, Ontario M3J 1P3

2. Lars Westin Bj[illegible]rkv[illegible]gen 3 740 12 Knutby SWEDEN

3. D. Hill, 4280 150 6 Ave. S.W., Calgery, AB, Canada T2P 3Y7

4. Mattias W sernanders v[illegible]g 1 rum 535 752 61 Uppsala Sweden

5. Jeff Boldrick, RR#2 Tweed, Ontario K0K3J0

STEP 2: Now take the #1 name off the list that you see above, move the other 4 names up (5 becoming 4, 4 becoming 3, etc.) editing what you need to edit.

STEP 3: Post your amended article (with your name at #5) to at least 200 news groups (there are around 10,000 of them!!). All you need is say, at least 200. HOW TO DO THIS: If you have netscape 3.0 do EXACTLY the following:

1) click on any news group like normal, THEN click on 'TO NEWS', which is on the far left when you're in the newsgroups page. This will bring up a box to type a message in.

2) Leave the newsgroup box as it is, but CHANGE the subject box to somehting eye-catching, like, "NEED CASH $$$ READ HERE" $$$ or "FAST CASH" !!!

3) Tab once and you should be ready to type. Now, Copy and paste or retype (only once)

THIS WHOLE ARTICLE, word for word, except to insert your name at #5, and to remove #1 off the list, plus any other small changes you think you need to make. Keep almost all of it the same.

4) When you're done typing(Copy/Paste) the whole article, click on FILE in THIS BOX,

right above send, NOT where it says netscape news on the first box. Click on SAVE AS when you're under FILE. Save your article as a Text file to our c: or A: drive. DO NOT SEND OR POST YOUR ARTICLE UNTILL YOU HAVE SAVED IT. Once saved, move on to number 5 below.

5) If you still have all of our text. send or post to this newsgroup now by simply clicking send, which is right below AFILE, and right above the Cc: button.

6) Here's where you're going to post all 200. OK, click on any newsgroups then click on 'TO NEWS', again (in the top left hand corner of your netscape navigator. Leave the newsgroups box alone again, put your eye-catching title in the SUBJECT BOX, hit tab once you're in the body of the message, and then click on ATTACHMENT, which is below the subject box. You will get another box to come up. Click on ATTACH FILE, then find YOUR FILE THAT YOU HAVE SAVED; click once on this file, and then click OPEN. NOw click on OK. If you did this right, you should see our file name in the attachments box, and it will be shaded green.

IF YOU USE I.E EXPLORER, IT'S JUST AS EASY: Holding down the left mouse button, highlight this article. Then press the "CTRL" key and the "C" key at the same, to copy this article. Then print this article for your records to have the names of those you will be sending $1 bills to. Next, go to the news groups and press "POST AN ARTICLE". A window will open. Type in your headlines in the subject area and then click in the large windows below. If you want to edit the article, do so and then highlight and copy it again. Now everytime you post the article in a newsgroup all you have to reat is "CTRL" and "V" and press POST.

7) That's it! Each time you do this, all you have to do is type in a different newsgroup, so that way, it posts to 200 DIFFERENT newsgroups. You See? Now you just have 100 to go!! (Don't worry, each one takes about 30 seconds, once you get used to it). REMEMBER, 200 IS THE MINIMUM. The more you post, the more money you will make.

You are now in the mail-order business and will start receivng your $1 enveloopes from various people all over the world, within days! HINT: THE MORE NEWSGROUPS YOU POST TOK THE MORE MONEY YOU WILL MAKE.

You may want to rent a PO Box eventualy, because of all the mail. If you wish to stay anonymouse, you can come up with a name, such as "manager" or " investor". Just make sure all the address that you have typed in for the 4 people plus yourself are correct, please.

LET ME TELL YOU WHY THIS SYSTEM WORKS!

Out of every 200 posting, let's say I ONLY receive 5 replies, which is actually VERY LOW. So I made 5 dollars with my name at #5. Now, each person who just sent me $1 makes, say, only 200 posting, now with your name at number 4, WHICH IS A TOTAL OF 1000 POSTINGS, not including yours too. So people send you $1 now-that's $50 you have just made! Next, your new 50 agens each post 200 newsgroups with your name at number #3, or 10,000 POSTINGS (50x200 = 10,000). The average return is 500 at $1 each, so $500. They make 200 postings, which is 5,000 returns at $1 each, which is $5,000 dollars! and finally, 5,000 people make 200 postings with YOUR NAME AT NUMBER 1. YOU NOW GET A RETURN OF $50,000 BEFROE YOUR NAME DROPS OFF THE LIST. AND THAT'S IF EVERYONE ONLY MAKES 200 POSTINGS, AND IF ONLY 5 PEOPLE RESPOND!!!!!!

When your name is no longer on the list, you simply take the latest posting that is appearing in the newsgroups, and SEND OUT ANOTHER $5 TO

THE NAMES ON THE LIST. PUTTING YOUR NAME AT #5 AGAIN. And start posting again. The thing to remember is, THOUSANDS OF PEOPLE ALL OVER THE WORLD ARE JOINING THE INTERNET AND READING THESE ARTICLES EVERY DAY-just like you are right now!!!

So can you aford $5 to see if it really works? I think so.....

People have said, "What if the plan is played out and no one sends you the money?"

So what! What are the chances of that happening when there are TONS OF NEW HONEST USERS AND NEW HONEST PEOPLE who are joining the internet and newsgroups every day and are willing to give it a try?

Estimates are at 20,000 to 50,000 new users, every day with THOUSANDS of those actually joining the internet.

Remember, PLAY FAIRLY, AND HONESTLY, and this WILL WORK, I promise you!!!! You just to be honest. Make sure yhou print this article RIGHT NOW.

Also, try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly.

REMEMBER: HONESTY IS THE BEST POLICY! You don't need to cheat the back idea is to make money!

GOOD LUCK TO ALL PLEASE PLAY FAIRLY, AND YOU WILL REAP THE HUGE REWARDS FROM THIS-TONS OF EXTRA CASH!!!!

One last note: If you try to deceive people by posting the messages with your name on the list and not sending the money to the poeple already on the list you won't get much.

Someone I talked to knew someone who did that and he only made $150

dollars, and that's after seven or eight weeks! Then he sent the 5 $1

bills, people added his to their list, and in 4-5 weeks he had over

$10,000!!!

THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE

WEALTH OF THE WORLD WITHOUT COSTING US ANYTHING BUT OUR TIME, $5 AND

FIVE POSTAGE STAMPS!

From -5708613682239538878
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,6c4a52b68652ada9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 111acd,6c4a52b68652ada9
X-Google-Attributes: gid111acd,public
X-Google-Thread: 10aaed,6c4a52b68652ada9
X-Google-Attributes: gid10aaed,public
X-Google-Thread: f8760,6c4a52b68652ada9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,6c4a52b68652ada9
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,6c4a52b68652ada9
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105753,6c4a52b68652ada9
X-Google-Attributes: gid105753,public
X-Google-Thread: 1164f8,6c4a52b68652ada9
X-Google-Attributes: gid1164f8,public
From: Ebrummelen@klm.nl (Evert van Brummelen)
Subject: Re: Make money!
Date: 1996/11/26
Message-ID: <57ejml$d0s1@ocsgw2.chipshol.tec.klm.nl>
X-Deja-AN: 200827624
sender: Evert van Brummelen
references: <329AB24B.908@phosworks.se>
organization: KLM
newsgroups:
comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

lars westin <lars@phosworks.se> wrote:

>THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!

>Hello!!

>Would you like to make thousands of dollars, quickly, legally, with NO

>CATCH? Then keep reading.....please take five minutes to read this

>article- it will change your life, just like it did mine. It's true!

>you can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I

>SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're

>interested, keep reading; if you're not, I apologize for wasting your

>time.

>   Here we go, A little while back, I was browsing through these

>newsgroups, just like you are now, and came across an article similar to

>this that said you could make thousands of dollars in weeks, with only

>an initial investment of $5! So, I thought, "Yeah, right, must be a

>scam".

>but I was curious, like most of us, so I kept reading. Anyway, it said

>that you send $1 to each of the 5 names

Well, I kept reading up to here... The old chain letter. I must have
about 10 years old when I discovered that you would soon use up all
the possible victims, although I had to explain it to my demented
aunt. That leads me to the conclusion that you are either less than 10
years old or a demented old lady. Cheers.

Evert.

>article. You then place your own name and address in the article at

>the bottom of the list at #5, and post the article in at least 200

>newsgroups (there are thousands). No catch, that was it!

>   So after thinking it over, talking to a few people first, I tried

>it. I figured what have I got to lose except for 5 stamps and $5,

>right? Well, guess what....within 7 days, I started getting money in
>the

>mail! I was shocked! I still figured it would end soon, and didn't give

>it another thought. But then money kept coming IN, tripling in size and
>multiplying by 10-20 times the amount that I got the first week! In my
>first week I made about 2- to 30 dollars. But by the end of the second
>week, I had made a total of over $1,000!!!!!! In the third week, I had
>over $10,000 dollars, and it's still growing! This is my fourth week
>(Nov 13) and I've made about $42,000 TOTAL, and believe it or not the
>money is still coming in.....
>   Let me tell you how this works and most importantly, WHY it
>works...also, make sure you print a copy of this article NOW so you get
>the information from it, and begin making money.
>The Process is very simple, and it consists of 3 EASY steps:
>STEP 1: Get 5 seperate pieces of paper and write the following on each
>sheet of paper..."PLEASE PUT ME ON YOUR MAILING LIST". YOU ARE NUMBER
>4. get five $1 bills, and place ONE inside each piece of paper that you
>have just written on, and fold each piece of paper so the bill will not
>be seen in the envelope (otherwise, nosey people who like to steal
>envelopes with money in it will get yours). Put one paper inside the
>envelope and seal it. Do the same for all 5. You should now have 5
>envelopes sealed, EACH having a piece of paper and the $1 bill inside.
>NOTE: make sure those words that were stated above are written on each
>piece of paper. What you are doing is creating a service by this.
>This is PERFECTLY LEGAL. Now, mail the 5 envelopes with the paper and $1
>in each to the following 5 addresses.
>1. Bruce, P.I. Box 63 4700 Keele St., North York, Ontario M3J 1P3
>2. Lars Westin Bj[illegible]rkv[illegible]gen 3 740 12 Knutby SWEDEN
>3. D. Hill, 4280 150 6 Ave. S.W., Calgery, AB, Canada T2P 3Y7

>4. Mattias W sernanders v[illegible]g 1 rum 535 752 61 Uppsala Sweden

>5. Jeff Boldrick, RR#2 Tweed, Ontario K0K3J0

>STEP 2: Now take the #1 name off the list that you see above, move the

>other 4 names up (5 becoming 4, 4 becoming 3, etc.) editing what you

>need to edit.

>STEP 3: Post your amended article (with your name at #5) to at least

>200 news groups (there are around 10,000 of them!!). All you need is

>say, at least 200. HOW TO DO THIS: If you have netscape 3.0 do EXACTLY

>the following:

>1) click on any news group like normal, THEN click on 'TO NEWS', which

>is on the far left when you're in the newsgroups page. This will bring

>up a box to type a message in.

>2) Leave the newsgroup box as it is, but CHANGE the subject box to

>somehting eye-catching, like, "NEED CASH $$$ READ HERE" $$$ or "FAST

>CASH" !!!

>3) Tab once and you should be ready to type. Now, Copy and paste or

>retype (only once)

>THIS WHOLE ARTICLE, word for word, except to insert your name at #5, and

>to remove #1 off the list, plus any other small changes you think you

>need to make. Keep almost all of it the same.

>4) When you're done typing(Copy/Paste) the whole article, click on FILE
>in THIS BOX,

>right above send, NOT where it says netscape news on the first box.

>Click on SAVE AS when you're under FILE. Save your article as a Text

>file to our c: or A: drive. DO NOT SEND OR POST YOUR ARTICLE UNTILL YOU

>HAVE SAVED IT. Once saved, move on to number 5 below.

>5) If you still have all of our text. send or post to this newsgroup

>now by simply clicking send, which is right below AFILE, and right above
>the Cc: button.
>6) Here's where you're going to post all 200. OK, click on any
>newsgroups then click on 'TO NEWS', again (in the top left hand corner
>of your netscape navigator. Leave the newsgroups box alone again, put
>your eye-catching title in the SUBJECT BOX, hit tab once you're in the
>body of the message, and then click on ATTACHMENT, which is below the
>subject box. You will get another box to come up. Click on ATTACH
>FILE, then find YOUR FILE THAT YOU HAVE SAVED; click once on this file,
>and then click OPEN. NOw click on OK. If you did this right, you
>should see our file name in the attachments box, and it will be shaded
>green.
>IF YOU USE I.E EXPLORER, IT'S JUST AS EASY: Holding down the left mouse
>button, highlight this article. Then press the "CTRL" key and the "C"
>key at the same, to copy this article. Then print this article for your
>records to have the names of those you will be sending $1 bills to.
>Next, go to the news groups and press "POST AN ARTICLE". A window will
>open. Type in your headlines in the subject area and then click in the
>large windows below. If you want to edit the article, do so and then
>highlight and copy it again. Now everytime you post the article in a
>newsgroup all you have to reat is "CTRL" and "V" and press POST.
>7) That's it! Each time you do this, all you have to do is type in a
>different newsgroup, so that way, it posts to 200 DIFFERENT newsgroups.
>You See? Now you just have 100 to go!! (Don't worry, each one takes
>about 30 seconds, once you get used to it). REMEMBER, 200 IS THE
>MINIMUM. The more you post, the more money you will make.
>You are now in the mail-order business and will start receivng your $1

>enveloopes from various people all over the world, within days! HINT:

>THE MORE NEWSGROUPS YOU POST TOK THE MORE MONEY YOU WILL MAKE.

>You may want to rent a PO Box eventualy, because of all the mail. If

>you wish to stay anonymouse, you can come up with a name, such as

>"manager" or " investor". Just make sure all the address that you have

>typed in for the 4 people plus yourself are correct, please.

>LET ME TELL YOU WHY THIS SYSTEM WORKS!

>Out of every 200 posting, let's say I ONLY receive 5 replies, which is

>actually VERY LOW. So I made 5 dollars with my name at #5. Now, each

>person who just sent me $1 makes, say, only 200 posting, now with your

>name at number 4, WHICH IS A TOTAL OF 1000 POSTINGS, not including yours

>too. So people send you $1 now-that's $50 you have just made! Next,

>your new 50 agens each post 200 newsgroups with your name at number #3,

>or 10,000 POSTINGS (50x200 = 10,000). The average return is 500 at $1

>each, so $500. They make 200 postings, which is 5,000 returns at $1

>each, which is $5,000 dollars! and finally, 5,000 people make 200

>postings with YOUR NAME AT NUMBER 1. YOU NOW GET A RETURN OF $50,000

>BEFROE YOUR NAME DROPS OFF THE LIST. AND THAT'S IF EVERYONE ONLY MAKES

>200 POSTINGS, AND IF ONLY 5 PEOPLE RESPOND!!!!!!

>   When your name is no longer on the list, you simply take the latest

>posting that is appearing in the newsgroups, and SEND OUT ANOTHER $5 TO

>THE NAMES ON THE LIST. PUTTING YOUR NAME AT #5 AGAIN. And start

>posting again. The thing to remember is, THOUSANDS OF PEOPLE ALL OVER

>THE WORLD ARE JOINING THE INTERNET AND READING THESE ARTICLES EVERY DAY-

>just like you are right now!!!

>So can you aford $5 to see if it really works? I think

>so.....

>People have said, "What if the plan is played out and no one sends you

>the money?"

>So what! What are the chances of that happening when there are TONS OF

>NEW HONEST USERS AND NEW HONEST PEOPLE who are joining the internet and

>newsgroups every day and are willing to give it a try?

>Estimates are at 20,000 to 50,000 new users, every day with THOUSANDS of

>those actually joining the internet.

>Remember, PLAY FAIRLY, AND HONESTLY, and this WILL WORK, I promise

>you!!!! You just to be honest. Make sure yhou print this article RIGHT

>NOW.

>Also, try to keep a list of everyone that sends you money and always

>keep an eye on the newsgroups to make sure everyone is playing fairly.

>REMEMBER: HONESTY IS THE BEST POLICY! You don't need to cheat the back

>idea is to make money!

>GOOD LUCK TO ALL PLEASE PLAY FAIRLY, AND YOU WILL REAP THE HUGE REWARDS

>FROM THIS-TONS OF EXTRA CASH!!!!

>One last note: If you try to deceive people by posting the messages

>with your name on the list and not sending the money to the poeple

>already on the list you won't get much.

>Someone I talked to knew someone who did that and he only made $150

>dollars, and that's after seven or eight weeks! Then he sent the 5 $1

>bills, people added his to their list, and in 4-5 weeks he had over

>$10,000!!!

>THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE

>WEALTH OF THE WORLD WITHOUT COSTING US ANYTHING BUT OUR TIME, $5 AND

>FIVE POSTAGE STAMPS!

From 1736058522302701033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77c1dbe2470072ce,start
X-Google-Attributes: gid1115ce,public
From: ataris@ctv.es (jose)
Subject: TRANSFER FILES VIA MIDI ???
Date: 1996/11/26
Message-ID: <57epbo$ilc@macarena.ctv.es>#1/1
X-Deja-AN: 200835108
organization: C.T.V.
newsgroups: comp.sys.atari.programmer

TRANSFER FILES VIA MIDI ???

Anybody knows a comms program to connect PC & ATARI via MIDI to
transfer files ???

Anybody knows a version of NOS/TNOS/JNOS for PC with MIDI port enabled
??? (EXISTS one of ATARI)

jose
ataris@ctv.es

From -2358197131812347597
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,e94f2074f64a71b6,start
X-Google-Attributes: gid1115ce,public
From: Steffin
Subject: Please Help!!!
Date: 1996/11/26
Message-ID: <329aec6c.69901163@news.inet-direct.com>#1/1
X-Deja-AN: 200835932
organization: For Wendy!!
newsgroups: comp.sys.atari.programmer

Thanks for taking the time to read this message! This is about a lady
that gave all she could to everyone, including me. Her name is Wendy.

When I was young she became my foster mother after my real mother had abandon me. Never having any kids of her own she became a foster parent. That I got to be in her care was probably the best thing that had ever happened to me. She had other foster children and even ended up taking care of many of the neighborhood kids.

Wendy is a lady that just never gave up and always gave more than anyone could imagine. I no longer think of my real mother as mother but rather Wendy as my only true mother. I know that I□m not the only one that thinks that way either. It wasn□t just kids that she helped it included the elderly, the disabled and the just down and out. What it takes to qualify for a saint is something I never found out, but I know it can□t be more than the things I saw this lady do for anybody. Even people that had wronged her could find themselves looking up at her while she helped them when they were down.

I□m 26 now and many of the things I□m telling you I never really realized until now. Since I was a kid she has helped me with everything from recovering from my mistakes to just being there to say □You can do it... It□ll be okay.□ I□ve never been able to make a good attempt at trying to repay her for all she□s done for me and I□m not alone. Many people just have taken for granted the things she□s done for them.

I know by now you□re asking yourself why I□ve posted this letter. Well, to be honest and straight with you it□s because I would like your help. If there□s one thing that I□ve learned from Wendy it□s that, □We are our neighbors keepers.□ You know the golden rule, □Do onto others as you would have them do onto you.□ Anyway now Wendy is an older lady that is disabled and can□t do as much as she used to. With the disability sometimes expenses can be too much. I now live in Arkansas and can□t be of much help. With no real family I□d like to do something to try to repay all she done for me and many others.

That□s were you come in. See if you can think back to someone that helped you no matter how big or small. Maybe it□s someone you can□t even remember or have lost touch with. For that moment picture Wendy and say, □I□d like to repay that kindness.□ I wish you would sit down and write a small note saying □Thanks for being the generous person that you have been!□ If you could include something to help out. Maybe it□s a five dollar bill, a book of stamps, even a dollar. Oh and would you also tell her the Steffin sends his love. Her birthday is next month on the 27th and I□m hoping I can make this own a very memorable one.

Thanks for reading and if you choose to help God pless you.
Her address is

Wendy Mcghee
9636 Elm
Taylor, Mi 48180

From 5258199811817163333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: OS Extension concept
Date: 1996/11/26
Message-ID: <57eq2v$amg@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 200836663
references: <57cmgp$ejs@ornews.intel.com>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <57cmgp$ejs@ornews.intel.com>, atari@teleport.com.REMOVE.THIS.TO.REPLY
(Rich Tietjens) writes:
>In article <57c875$6vn@balaena.bio.vu.nl>,
> lvzon@bio.vu.nl (Levien van Zon) wrote:
>But that's exactly what I want to get away from, Lev. When running CAB, for
>example, when I click a link to a WAV file, I just want to hear the WAV, not
>see a blank screen (or even a description of the data) while it plays. ATM,

Well, if you had a DA which understood AV_START and simply played a the sample,
this would work from within CAB. No problems. *Should* not cause CAB to redraw.

However, from Desktop, this is not the case, as it doesn't understand the AV
protocol. Thing on the other hand...

>clicking a WAV link leads to a complete redraw of the page after SWAV plays
>the sound.

This could be CAB's fault. There are definately some redundant redraws there...
I have never tried running an AV_START wav/avr player from CAB, but there should
be no reason why CAB needs to redraw the screen.

Anthony
--

```
-------------------------------------+-------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+-------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```

From 904049508534291994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,33327fec678a1b
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,33327fec678a1b
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,33327fec678a1b
X-Google-Attributes: gid1115ce,public
From: asmolar@nscs.fast.net (Tony Smolar)
Subject: Re: TOS images and Gemulator
Date: 1996/11/26
Message-ID: <slrn59ltmk.86n.asmolar@nscs.fast.net>#1/1
X-Deja-AN: 200840698
references: <57d1u9$40l@news.Informatik.Uni-Oldenburg.DE>
organization: FASTNET(tm) PA/NJ/DE Internet
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

>2) Funny enough I can read all files from all partitions but GfA will
>not detect the EOF. This problem appears ONLY with files imported from
>the original ST. When I create the files with the gemulator it works
>fine. Maybe I need ti add a (DOS?) EOF character myself. Any ideas?

That is wierd! Maybe it has something to do with the PC's partition that
Gemulator uses that are different from the ST's. I don't know exactly how GFA
detects EOF, but it may be flawed, which is causing your problem.

I guess you can do one of two thing:
  1) Use a virtual hard disk image. (I don't know if the Gemulator Demo
     supports this, but I think it does.
  2) Read in and re-write the files under GFA Basic to fix that problem.

> I still
> wonder what this black bar means which continues to get smaller during
> boot up of TOS 2.6.

It's a memory test, you can hit the spacebar to quit it.

From -4113069374945275573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e94f2074f64a71b6
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Please Help!!!
Date: 1996/11/26
Message-ID: <329af9fd.10837638@news.airtime.co.uk>#1/1
X-Deja-AN: 200887034
references: <329aec6c.69901163@news.inet-direct.com>
organization: STOSSER Software

reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 26 Nov 1996 13:11:19 GMT, Steffin wrote:

>Thanks for taking the time to read this message! This is about a lady
>that gave all she could to everyone, including me. Her name is Wendy.

 Are begging letters as illegal as those scam things, we will see what
his postmaster thinks at
postmaster@208.128.111.236

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 2302220568974428753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6c4a52b68652ada9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 111acd,6c4a52b68652ada9
X-Google-Attributes: gid111acd,public
X-Google-Thread: 1164f8,6c4a52b68652ada9
X-Google-Attributes: gid1164f8,public
X-Google-Thread: 10aaed,6c4a52b68652ada9
X-Google-Attributes: gid10aaed,public
X-Google-Thread: f8760,6c4a52b68652ada9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,6c4a52b68652ada9
X-Google-Attributes: gid105753,public
X-Google-Thread: 1056fc,6c4a52b68652ada9
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,6c4a52b68652ada9
X-Google-Attributes: gid1115ce,public
From: egotrip@lesol1.dseg.ti.com (Mike Neus)
Subject: Re: Make money!
Date: 1996/11/26
Message-ID: <57fchd$c77@sf18.dseg.ti.com>#1/1
X-Deja-AN: 200893079
distribution: inet
references: <329AB24B.908@phosworks.se>
content-type: Text/Plain; charset=US-ASCII
organization: Texas Instruments
mime-version: 1.0
newsgroups:
comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.ata

ri.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp
.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos
,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

In article <329AB24B.908@phosworks.se>, lars westin said...
>
>THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!
>
>Hello!!
>
>Would you like to make thousands of dollars, quickly, legally, with NO
>
>CATCH? Then keep reading.....please take five minutes to read this
>
>article- it will change your life, just like it did mine. It's true!
>
>you can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I
>
>SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're

Ya, right...

<snip>

>In the third week, I had over $10,000 dollars, and it's still growing!
>
>This is my fourth week (Nov 13) and I've made about $42,000 TOTAL, and
>
>believe it or not the money is still coming in.....

Lets see, $32,000 in $1 bills in one week. That amounts to 32,000 letters. Since the post office does not deliver on Sundays, that means you received an average of 5,333 letters per day. If you sleep for eight hours a day, and spend the rest of it opening 5,333 letters, you would have to open one letter approximately every 11 seconds all day long without rest or food. You won't even have time to pay your bills or do other household chores. You'll also need to rent a truck to drive all that money to the bank and pick up your next load of mail because it will weigh about a ton. That means you'll need to cut into your sleep time and/or open the mail faster.

This is beside the fact that the bank, police, FBI, and the IRS will become very inquisitive over your repeated large cash deposits. Your home will probably be raided once or twice if not outright seized for probable cause of drug trafficing, money laundering/counterfitting, etc. The postmaster general will be after you to explain why you're suddenly getting so much mail. Somebody at the post office will go 'postal' because of the sudden manditory overtime to sort mail. The garbage collectors will fine you for exceeding your weekly garbage limit, and much of it will remain on your lawn since they can't haul it all away. That means the city will be after you as well because of all the trash in your yard (not to mension that it hasn't been mowed in some time since you've been busy opening 5,333 letter a day). BTW, doesn't your finger get a bit sore and don't the papercuts hurt?

It goes without saying though, if you spam your message to 200 newsgroups, and only 15 people are dumb enough to respond and spam out another 200 messages per person, you will have ran out of news groups to continue the chain in. This is because there are only 3-4,000 newsgroups, not 10,000, and only about half of those see a significant amount of activity. Max profit for you is $15 income - $7 (investment + stamps/envelopes) = $8 net. Wow.

Your story is just a weeeeeee bit far fetched.

From 3158158046148984599
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,fa3faf43ba14c79e
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c945705417720716,start
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: NED PLAYER v2.2
Date: 1996/11/26
Message-ID: <57fe88$5jf@ornews.intel.com>#1/1
X-Deja-AN: 200896050
references: <17413598_000003_OASIS_NEWS@the-gap.demon.co.uk>
followup-to: comp.sys.atari.programmer
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <17413598_000003_OASIS_NEWS@the-gap.demon.co.uk>,
   gary@the-gap.demon.co.uk (Gary Priest) wrote:
>
> In article
<Pine.BSI.3.95.961125084050.20743A-100000@fest.stud.fee.vutbr.cz>
> Sumbera Petr <xsumbe00@stud.fee.vutbr.cz> wrote:-
>
>>I have just done new version of NED PLAYER v2.2.
>>
>>You can now get N_PLAY22.LZH on my page:
>>
>>http://www.stud.fee.vutbr.cz/~xsumbe00
<SNIP>
>
>I'd just like to add that there is a tiny program available on my pages
>called BackPlay. This can be used in conjunction with NED PLAYER and CAB
>so that you can seamlessly play samples from within CAB without any windows
>etc. being displayed in NED PLAYER.

This is exactly the kind of idea I was talking about in my TOS extension

thread. Good job!

Followups set to comp.sys.atari.programmer

----------http://www.teleport.com/~atari----------
  ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
     NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 4451683948482741311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b52cb8f28954edc5
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Mouse Events
Date: 1996/11/26
Message-ID: <99d_9611261407@conchbbs.com>#1/1
X-Deja-AN: 200899782
organization: Houston Area League of PC Users
x-ftn-to: lvzon@bio.vu.nl
newsgroups: comp.sys.atari.programmer

l > Does anyone know if it is possible to wait for _both_ mouse
l > buttons in one GEM event. And I _don't_ mean both buttons
l > _together_, I mean the left button OR the right button...
l > (binary OR in this case :-)

Sure. It waits until a button event occurs where
  (button & bmask) == bstate
so set
  bmask = bstate = 0;

It will then return on ANY button event. (Just ignore it if both
buttons are down.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 4085902179354141691

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23a9f72680ae5136
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: vro_cpyfm() (1/1)
Date: 1996/11/26
Message-ID: <329b2aae.8198443@news.airtime.co.uk>#1/1
X-Deja-AN: 201006452
references: <849004324_OASIS_@swampdog.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Mon, 25 Nov 96 10:32:04 GMT, guy@swampdog.demon.co.uk (Guy
Harrison) wrote:

>>Binaries in a newsgroup ?????? swampy you suprise me :)
>
>They weren't as long as some articles :-)

We would also have to wonder which made the most sense ? :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI JOURNALIST : ST FORMAT: ATARI WORLD: ST HANDBOOK: PC MART
Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 4659209129389785343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/27
Message-ID: <329b973d.797033@news.airtime.co.uk>#1/1
X-Deja-AN: 200957566
references: <57cleb$ejs@ornews.intel.com> <329b1df260c9f1@stud.ntnu.no>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Mon, 25 Nov 1996 21:32:46 +0100, josk@stud.ntnu.no (Jo Even
Skarstein) wrote:

>>Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD. Great

>Hmm... CAB is written in Pascal! Personally I like pascal, especially

 Is it?..hmm maybe I wont regret getting Personal pascal then :)

>>SamllTalk is powerful and very confusing.
>
>I don't know about "powerful", but it sure is confusing!

  hmmm dont know that one?

>>I've tried a few others that you won't have heard of; the upshot is, any
>>programmer should use what HE feels is best for the application he's

>Agree, except for the BASIC-part. IMHO (Yeah right!) basic (I'm
>talking about the "classic" basic here.) is totally useless. But if
>people like it, let them use it...

 what do you mean "classic" BASIC? , and why do you say totally
useless, are you telling me that in ALL the time you have used
computers, from the very first day you set eyes on one, you have never
used a program written in BASIC?, maybe you used plenty but just did
not know it?,
 I would say that posting a message in a programming newsgroup saying
BASIC is useless, when you have used software written in it, wether
knowingly or unwittingly, is a very sad case of using your gob when
your brain is dissengaged,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI JOURNALIST : ST FORMAT: ATARI WORLD: ST HANDBOOK: PC MART
Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 5151419851881175312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,33327fec678a1b
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,33327fec678a1b
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,33327fec678a1b
X-Google-Attributes: gid1115ce,public
From: "Michael Davis" <md444@uky.campus.mci.net>
Subject: Re: TOS images and Gemulator
Date: 1996/11/27
Message-ID: <01bbdc09$459db380$949cdbcd@ns.campus.mci.net>#1/1
X-Deja-AN: 200960189
references: <57d1u9$40l@news.Informatik.Uni-Oldenburg.DE>

<slrn59ltmk.86n.asmolar@nscs.fast.net>
organization: CampusMCI
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Where does one get the TOS rom images to begin with? On the web?

Tony Smolar <asmolar@nscs.fast.net> wrote in article
<slrn59ltmk.86n.asmolar@nscs.fast.net>...
> >2) Funny enough I can read all files from all partitions but GfA will
> >not detect the EOF. This problem appears ONLY with files imported from
> >the original ST. When I create the files with the gemulator it works
> >fine. Maybe I need ti add a (DOS?) EOF character myself. Any ideas?
>
> That is wierd! Maybe it has something to do with the PC's partition that
> Gemulator uses that are different from the ST's. I don't know exactly
how GFA
> detects EOF, but it may be flawed, which is causing your problem.
>
> I guess you can do one of two thing:
>   1) Use a virtual hard disk image. (I don't know if the Gemulator Demo
>   supports this, but I think it does.
>   2) Read in and re-write the files under GFA Basic to fix that problem.
>
> > I still
> > wonder what this black bar means which continues to get smaller during
> > boot up of TOS 2.6.
>
> It's a memory test, you can hit the spacebar to quit it.
>
>

From 6720240044842920720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b563aa5ea2cad77
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: Creating an own Homepage
Date: 1996/11/27
Message-ID: <57gjn6$260jc_002@news.ti.com>#1/1
X-Deja-AN: 200972162
references: <849018804_OASIS_@swampdog.demon.co.uk>
content-type: text/plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I have placed in my web page "10 tips to creating a web home page". This may
be helpful to you. It's based on a MS page but modified to be Atari friendly.

http://www.geocities.com/SiliconValley/6880/phsw.html

Have fun!

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From 1729765257350466052
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: OS Extension concept
Date: 1996/11/27
Message-ID: <57h43p$3o5@balaena.bio.vu.nl>#1/1
X-Deja-AN: 201011856
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com> <See_my_sig-1911960858520001@47.85.0.99>
<Pine.GSO.3.94.961119150534.9297B-100000@Stratus.CAM.ORG>
<5722bn$3tq@ornews.intel.com>
<Pine.GSO.3.94.961123100722.17813A-100000@Ocean.CAM.ORG>
<57c875$6vn@balaena.bio.vu.nl> <57cmgp$ejs@ornews.intel.com>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Rich Tietjens (atari@teleport.com.REMOVE.THIS.TO.REPLY) wrote:

: But that's exactly what I want to get away from, Lev. When running CAB, for
: example, when I click a link to a WAV file, I just want to hear the WAV, not
: see a blank screen (or even a description of the data) while it plays. ATM,
: clicking a WAV link leads to a complete redraw of the page after SWAV plays
: the sound.

Ah, yes, but when using CAB you could call the forementioned hypothetical
accessory directly from CAB (CAB has AV capabilities, doesn't it?),
you wouldn't have to _start_ anything, so CAB just goes on running.
You just need a manager app of some sort to call the acc from the desktop,
as a "viewer". This manager would only have to pass the filename to the acc,
just as CAB would have to do...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/

(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

 "Wrong, wrong. Absolutely brimming over with wrongability."
   --Rimmer

From 8305969953909868519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6c4a52b68652ada9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10aaed,6c4a52b68652ada9
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 111acd,6c4a52b68652ada9
X-Google-Attributes: gid111acd,public
X-Google-Thread: 1115ce,6c4a52b68652ada9
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,6c4a52b68652ada9
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1164f8,6c4a52b68652ada9
X-Google-Attributes: gid1164f8,public
X-Google-Thread: f8760,6c4a52b68652ada9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,6c4a52b68652ada9
X-Google-Attributes: gid105753,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Make money!
Date: 1996/11/27
Message-ID: <57h560$3o5@balaena.bio.vu.nl>#1/1
X-Deja-AN: 201015509
distribution: inet
references: <329AB24B.908@phosworks.se> <57ejml$d0s1@ocsgw2.chipshol.tec.klm.nl>
followup-to:
comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.ata
ri.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp
.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos
,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace
organization: VU Biology, Amsterdam, The Netherlands
newsgroups:
comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.ata
ri.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp
.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos
,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

>THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
>WEALTH OF THE WORLD

Has this person ever heard of _working_?

>WITHOUT COSTING US ANYTHING BUT OUR TIME

Time is mony. Especially when you're on a 2400 baud link.

>$5 AND FIVE POSTAGE STAMPS!

God, I hate people who leave their Caps-Lock turned on...

Sorry, but one just can't resist replying to such a message :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

From -3986366343450286343
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,33327fec678a1b
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,33327fec678a1b
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,33327fec678a1b
X-Google-Attributes: gid1115ce,public

From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: TOS images and Gemulator
Date: 1996/11/27

Message-ID: <57h5c1$3o5@balaena.bio.vu.nl>#1/1
X-Deja-AN: 201018121
references: <57d1u9$40l@news.Informatik.Uni-Oldenburg.DE>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Ronald Hartwig (Ronald.Hartwig@Informatik.Uni-Oldenburg.DE) wrote:

: 1) The TOS I got is in english. But I need the Umlautes "????" and so
: on. Does anybody have access to a german TOS version?

Can't you just type the ASCII codes?

: 2) Funny enough I can read all files from all partitions but GfA will
: not detect the EOF. This problem appears ONLY with files imported from
: the original ST. When I create the files with the gemulator it works

: fine. Maybe I need ti add a (DOS?) EOF character myself. Any ideas?

I've seen a stange character at the end of a lot of DOS files when I viewed them on my Atari. I don't know the ASCII code, though, but I'll see if I can find it...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

From -4258379767057246379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b52cb8f28954edc5
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Mouse Events
Date: 1996/11/27
Message-ID: <yvvhgmb3gb8.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 201023752
sender: emwoll@bowmore
references: <57cbve$6vn@balaena.bio.vu.nl> <57clad$j1a@m1.cs.man.ac.uk>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

> In article <57cbve$6vn@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) writes:
> >Does anyone know if it is possible to wait for _both_ mouse buttons in one
> >GEM event. And I _don't_ mean both buttons _together_, I mean the left
> >button OR the right button... (binary OR in this case :-)
>
> Yes, it is possible. I cannot remember right now how, but I know that
> this was asked (and answered :) in this group a little while ago...

And you should know as we use it in GEM-DEU! :-)

Just check in deu.c and the evnt_multi call.

//Magnus Kollberg
--

+----------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------+

From -7150788080845375547
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,33327fec678a1b
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,33327fec678a1b
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,33327fec678a1b
X-Google-Attributes: gid1115ce,public
From: "Ronald Hartwig" <Ronald.Hartwig@Informatik.Uni-Oldenburg.DE>
Subject: Re: TOS images and Gemulator
Date: 1996/11/27
Message-ID: <57hd5e$ed3@news.Informatik.Uni-Oldenburg.DE>#1/1
X-Deja-AN: 201027426
references: <57d1u9$40l@news.Informatik.Uni-Oldenburg.DE>
<57h5c1$3o5@balaena.bio.vu.nl>
content-type: text/plain; charset=iso-8859-1
organization: C. v. Ossietzky Universitaet Oldenburg - Fachbereich Informatik
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

lvzon@bio.vu.nl (Levien van Zon) writes:

>Ronald Hartwig (Ronald.Hartwig@Informatik.Uni-Oldenburg.DE) wrote:

>: 1) The TOS I got is in english. But I need the Umlautes "????" and so
>: on. Does anybody have access to a german TOS version?

>Can't you just type the ASCII codes?

OK, but I think that would overload the user a bit :) See that umlauts
are very common in german.

>: 2) Funny enough I can read all files from all partitions but GfA will
>: not detect the EOF. This problem appears ONLY with files imported from
>: the original ST. When I create the files with the gemulator it works
>: fine. Maybe I need ti add a (DOS?) EOF character myself. Any ideas?

>I've seen a stange character at the end of a lot of DOS files when I viewed
>them on my Atari. I don't know the ASCII code, though, but I'll see if I can
>find it...

Further tests gave a stunning result:
When I use the "Ataris-ST" drive mode so that all files are put into a
container, it works perfectly. Having a close look onto the files had
no result. I tried adding some characters, but it look slike gemulator

(or gfa basic) never ever recognizes the EOF of files which are among
dos files.

Just for info

Ronald
--
/ EMail: Ronald.Hartwig@informatik.uni-oldenburg.de
| http : //www.informatik.uni-oldenburg.de/~rhaug/
| SMail: Haareneschstr.2, D-26121 Oldenburg
\ Tel. : 0441-71590

```
      __  // _   __ \
     /\  /   // | \ /   |
    |--| \__ -/ |_/ \__ |
       /          /
```

From -4194748924474703565
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,33327fec678a1b
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,33327fec678a1b
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,33327fec678a1b
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: TOS images and Gemulator
Date: 1996/11/27
Message-ID: <329c2b1c.5838887@news.airtime.co.uk>#1/1
X-Deja-AN: 201033034
references: <57d1u9$40l@news.Informatik.Uni-Oldenburg.DE>
<57h5c1$3o5@balaena.bio.vu.nl>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

On 27 Nov 1996 10:32:33 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Ronald Hartwig (Ronald.Hartwig@Informatik.Uni-Oldenburg.DE) wrote:
>
>: 1) The TOS I got is in english. But I need the Umlautes "????" and so
>: on. Does anybody have access to a german TOS version?

 Whoops, I missed a lot of this, but presume you are talking
emulators, and your keyboard works as English but you want German?

 Well I had the opposite problem, when trying to type, I was getting
the German keyboard when I wanted English,

 A small AUTO Folder program cured this, theres also a keyboard
manager cpx that lets you choose the keyboard language type thing and
set the keys,
 I cant go into it too technically because I do not understand it, I
just know it works and offers a variety of languages,

CKBD is the name and found on most ftp sites,

HTH and if it doesent, then apologies for getting hold of the wrong
end of the stick..as they say :)
Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI JOURNALIST : ST FORMAT: ATARI WORLD: ST HANDBOOK: PC MART
Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 516458976890862268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/27
Message-ID: <329c2cfb.6318552@news.airtime.co.uk>#1/1
X-Deja-AN: 201033573
references: <544996677@news.airtime.co.uk> <848837434@p24.f101.n323.z205.mbh.org>
<32989ec9.8791039@news.airtime.co.uk> <57cleb$ejs@ornews.intel.com>
<3299f565.3759926@news.airtime.co.uk> <57g6mc$140v6_002@news.ti.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 27 Nov 96 01:49:00 GMT, wongck@ti.com (William Wong) wrote:

Hi William:)

>>>SamllTalk is powerful and very confusing.

>> Never heard of it?

> A true OO language... real tough one.

"OO language" ?...seriously :) I am none the wiser?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI JOURNALIST : ST FORMAT: ATARI WORLD: ST HANDBOOK: PC MART
Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 644308629041439760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b52cb8f28954edc5
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Mouse Events
Date: 1996/11/27
Message-ID: <57hhum$bj9@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 201038565
references: <yvvhgmb3gb8.fsf@emw.ericsson.se>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <yvvhgmb3gb8.fsf@emw.ericsson.se>, Magnus Kollberg
<emwoll@emw.ericsson.se> writes:
>jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>
>
>> In article <57cbve$6vn@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon)
writes:
>> >Does anyone know if it is possible to wait for _both_ mouse buttons in one
>> >GEM event. And I _don't_ mean both buttons _together_, I mean the left
>> >button OR the right button... (binary OR in this case :-)
>>
>> Yes, it is possible. I cannot remember right now how, but I know that
>> this was asked (and answered :) in this group a little while ago...
>
>And you should know as we use it in GEM-DEU! :-)
>
>Just check in deu.c and the evnt_multi call.

hehehehe.... Yea, but I dont keep the GEM-DEU source here at uni. :-)

Actually, now I think about it, I do! In my WWW pages, of course! Doh!

right, here it is...

```
        event = evnt_multi(MU_KEYBD | MU_BUTTON | MU_MESAG,
                  0x102,3,0,
                  0,0,0,0,0,
                  0,0,0,0,0,
                  msgbuf,0,0,
                  &PointerX,&PointerY,&mousebut,&kbstate,&key,&numclicks);
```

Its the 0x102 which does it I think - setting the 0x10? flag makes and the
value of 3 is the important bit. (we are also detecting doubclicks)

Doh! how did I forget that... :)

Anthony
--

```
-------------------------------------+------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```


From -8081561340378391160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public

From: wongck@ti.com (William Wong)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/27

Message-ID: <57g6mc$140v6_002@news.ti.com>#1/1
X-Deja-AN: 201050314
references: <544996677@news.airtime.co.uk> <848837434@p24.f101.n323.z205.mbh.org>
<32989ec9.8791039@news.airtime.co.uk> <57cleb$ejs@ornews.intel.com>
<3299f565.3759926@news.airtime.co.uk>
content-type: text/plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <3299f565.3759926@news.airtime.co.uk>, stosser@airtime.co.uk wrote:

>
>>SamllTalk is powerful and very confusing.
>
> Never heard of it?
>

 A true OO language... real tough one.

William


```
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE        ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com                         ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW
```

From -3541419612911584538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6c4a52b68652ada9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 111acd,6c4a52b68652ada9
X-Google-Attributes: gid111acd,public
X-Google-Thread: 1056fc,6c4a52b68652ada9
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,6c4a52b68652ada9
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105753,6c4a52b68652ada9
X-Google-Attributes: gid105753,public
X-Google-Thread: 10aaed,6c4a52b68652ada9
X-Google-Attributes: gid10aaed,public
X-Google-Thread: f8760,6c4a52b68652ada9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1164f8,6c4a52b68652ada9
X-Google-Attributes: gid1164f8,public
From: jelsterb@pen.k12.va.us (Joseph K. Elster)
Subject: Re: Make money!
Date: 1996/11/27
Message-ID: <E1JCJu.2x09@pen.k12.va.us>#1/1
X-Deja-AN: 201062701
references: <329AB24B.908@phosworks.se>
organization: Virginia's Public Education Network
newsgroups:
comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

lars westin (lars westin) writes:
> THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!
>
> Hello!!
>
> Would you like to make thousands of dollars, quickly, legally, with NO
>
> CATCH? Then keep reading.....please take five minutes to read this
>
> article- it will change your life, just like it did mine. It's true!
>

I know of a much more honest way to share the wealth... GET A
JOB!!! Sure you will end up paying some money to the
government, but look at all the wonderful services you get in
return!! And you will feel much better about yourself because
you won't be stuck behind a computer posting to 200 newsgroups!
You may even make a friend or 2!

As for an article changing your life... try giving a read to

the following -
http://www.gospelcom.net/rbc/salvation/index.html

It will take you a lot further and doesn't cost you $5.00

--
Joseph Elster, Senior Programmer/Analyst, County of Albemarle
"All opinions expressed are that of my own and not my employer."
jelsterb@pen.k12.va.us

http://www.geocities.com/CapitolHill/1555

Christians aren't perfect, just forgiven!

From -8007316138368919739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dbcb7e7ed77e0858,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Silly programming lan
Date: 1996/11/27
Message-ID: <c52_9611271239@conchbbs.com>#1/1
X-Deja-AN: 201080037
organization: Houston Area League of PC Users
newsgroups: comp.sys.atari.programmer

"There are three things a man must do, before his life is done;
Write two lines in APL and make the buggers run."

j > Hmm... CAB is written in Pascal!

Ah, that explains why it is so slow and buggy! ;-)

Where I used to work, the first (and last) time they tried to use
Pascal they had to go back and redo the whole project in another
language in order to get reasonable performance out of it.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 822362137843027101

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/27
Message-ID: <329c3865.9240961@news.airtime.co.uk>#1/1
X-Deja-AN: 201084663
references: <544996677@news.airtime.co.uk> <848837434@p24.f101.n323.z205.mbh.org>
<32989ec9.8791039@news.airtime.co.uk> <57cleb$ejs@ornews.intel.com>
<57djga$o0bk_002@news.ti.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 26 Nov 96 02:09:14 GMT, wongck@ti.com (William Wong) wrote:

>In article <57cleb$ejs@ornews.intel.com>,
>atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:

>>infamy) are bickering about which programming language is "best." As

>Right...

>And that poor guy started off by giving out a FREE software for the ever
>decreasing pool of new software for the Atari. Why bother doing a program for
>a bunch of people who instead of giving you a pad on the back, criticize you
>and the program.

 <smile> I probably brought a lot of it on myself for starting the
thread, making a statement (that as yet no one has proved wrong<G>),
but I have to admit I did not see the point in ripping my programs
apart, when the way to handle the debate would have been to show me
better?, I honestly was not trying to say my programs where the best,
but to find out if anyone thought there was a better BASIC for making
games,
 The thread got on some peoples nerves, although I dont see why,
theres a long and boring thread about mutitasking in c.s.a.st but I
suppose thats alright :)
 Anyway after trying unsuccesfully to do whatever they where trying,
they have all gone off in a sulk, we can now safely say the thread is
dead if thats what everyone wants, and we will all just have to agree
that STOS is the best BASIC for making games in 1996 hehehehe

>Worst, they are critcizing the tool which is being used.

 And they realy should have known better hehehehe

>Just my 2 cents.

 Appreciated :)

Released this weekend, DIAMOND-ICE, already quoted as being ten times better than Heartland :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 9037514520722225212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/27
Message-ID: <849207634_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 201103403
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <3299f565.3759926@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>>Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD. Great
>>for teaching programming principles on paper, awful for actually
>>programming.
>
> HO SHIT!!! I just ordered Personal Pascal :(.....I did!

hehe! It's not _that_ bad because they all come with extensions to the standard. Pascal was my first compiled language and I think traces of it can still be seen in my C today. I'm not a fan of incomprehensible rubbish when comprehensible rubbish will do!

>>Ada is dangerous.
>
> She is ??

Oh most certainly she is, yes. My "two lift" problem got sorted in assembler quicker than in ada. ;-) It's a language that incorporates multitasking constructs btw.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -8181667982783581738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/27
Message-ID: <849207160_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 201107220
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

>Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD.
>Great for teaching programming principles on paper, awful for actually
>programming.

Too true, especially "standard Pascal". I have heard good things about
oops pascal (delphi?), though not had the opportunity to try it.

>Ada is dangerous.

'cos the military use it!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 5033542192203488372
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public

From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/27
Message-ID: <849098527@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 201124354
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3332708628@news.ti.com>
x-ftn-reply: news.ti.com c6a51914
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 329c371f
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

William Wong wrote:

> If this is the reception a game programmer gets for producing a FREE
> game for a dying platform... I would certainly think twice about
> producing any more for that platform!

No, it's the result of some saying his programming language is the best for games and two very stubborn people discussing the subject.

> Lighten up you guys... at least he is trying to inject some life in the
> Atari.
> Just my 2 cents.

And we are generating a lot of attention to his games and programming language. I am sure serveral people have downloaded the game to look what all that noise is about.

Bye, Hans Wessels

From 2175396811528673837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/27
Message-ID: <849109308@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 201125946
distribution: world

x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1302618686@alkor.sax.de>
x-ftn-reply: alkor.sax.de 4da4623e
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 329c613c
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Uwe Haase wrote:

> - All three games are not full synchronised to the VBL,
> because they are unplayable with my T-28 speedup board.
> If I toggle back to 8 MHz, all is OK.

Hi, does the T-28 board switch back correctly to 8 MHz? My Turbo 20 board (very old product) doesn't swith back it's memory acces timing correctly. Memory acces is always like the shiffter is accessing video memory, even when it doesn't. This gives trouble with very tight timed programs like fullscreens demo's.

> The reason is simple: The sprite is wider than the raster of the
> playground!
>
```
>         __
>        ('')
>       /(  )\   <---- play character
>         AA
> ##########      <---- platform it is standing on
>  I   I   I     <---- raster width
>
```

Yes, this fix is also simple. Move the character about 6 pixels to the left and all is symetric again. The trouble is that the left hand of the character is algined with the raster and the character with is not a integer number times the raster width, causing a misalignment of the symetry axis of the character and (raster width)/2. However, moving the character about 6 pixels to the left will make the cahacter witdh 3 times the rasterwidth instead of two.

Bye, Hans Wessels

From 6625489992261059964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>

Subject: Re: STOS memory banks
Date: 1996/11/27
Message-ID: <849094074@p24.f101.n323.z205.mbh.org>
X-Deja-AN: 201128143
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <4058413613@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk f1e67a2d
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 329c25ba
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> The difference between permanant and temp is that if you save your
> basic listing, the banks will save with it if permanant,

Ok, that's the way dat can be included into programs, you answered a question of mine before I could ask it, thank you.

> Reserve as screen = temporary screen
> reserve as work = temporary work area
>
> Then I can also reserve as music, charactor set, 3d, sprite
> and stos will know exactly what to do with them, it will allways know
> there start address and size and whatever

What is the difference between al those reserve commands? IMHO memory is memory. I don't see the need telling to computer for what purpose memory is reserved. The special thing about screen memory is that is has to be aligned on 256 byte boundaries, but I was told all memory blocks are reserved on 256 byte boundaries. Why differentiating in all those types?

>> think so. Does STOS automaticly alaign memory banks to 256 bytes
>> offsets so
>
> yes....so there!

OK, that's clear.

```
>> Scr=memory(64256)            ' Get some memory
>> scr+=256                     ' anticipate round down
>> scr=scr and $ffff00          ' get 256 byte boundary
>>
>> and thats the same as reserve as work 7,64256 hmmmmmmm?
```

```
 >>
 >> No, only the first line is. The second and third line are to make sure
 >> my screens adress will be aligned to a 256 byte boundary.
 >
 > then IT IS THE SAME as all I need to do is reserve the bank and STOS
 > does the rest....why didnt you beleive me?
```

Because it's unusual behavior for a memory allocationg command. Normally they alaing to 2 or 4 byte boundaries.

```
 >> repeat
 >> scrp=(scr and $ff0000) + ((scr and $ff00) shr 8) ' calculate
 >> videobase lpoke $ff8200,scrp         ' poke directly into hardware
 >> register wvbl                       ' wait for vbl
 >> scr+=1280                  ' change offset
 >> until(0)
 >>
 >> Mine is faster. And speed is al you need to get good arcade games.
 >
 > really, how the heck do you know ?????????????
```

Because every screensetting command has to do something like this. Calling a subroutine that calls an xbios command will be slower.

```
 > I reserve all my banks and the rest in a routine called SETUP , the
 > main loop that uses speed will not have any memory being reseved etc,
 > you dont need that extra kick of speed until the main loop
```

I am not talking about the speed of memory allocation. I was talking about the speed of switching screens. You can use the fast way too in STOS. You have to be in supervisor mode, that's is no problem because heartland is working in supervisor mode so you either switched to supervisor mode, or STOS is always in supervisor mode. Yes, some poking has to be done, but poke is also a regular basic command, and it is faster, so why not use it?

```
 >> STOS will, but does the hardware know? Does STOS start to move around
 >> banks in
 >
 > yawn...how many times?
```

Well, as you don't have trouble my guess is STOS doesn't move it's memory banks when surrounding memoryblocks are released. Can someone confirm this?

```
 >> As you told me I don't no how to program STOS, so I don't know how
 >> your memset command is called. (Probably it depends on which extension
 >> you use).
 >
 > Extensions are upgrades to STOS programming launguage , just like any
 > other language gets upgraded, waddaya mean it depends on which
 > extension? stop being a baby,
```

I guess there are a lot of extensions you can use for a lot of different things. So it's resonable to think there is more than one extension that

supplies you with a command to set a block of memory to a cetain value. Maybe there are commands that lets you set memoryblocks with a 2, 4, 8 or 16 byte value. You have to be able to differentiate between the commands in different extensions. So how is this done? How are new commands added to STOS? How do I make sure the command name is already in use by someone else?

> Well you got that right!...I had absoloutly no idea what your list of
> pokes where meant to do, we are using diferent BASICs, STOS the
> upgraded 1996 BASIC, and your old one that would seem to rely on
> being poked to death?

Please, I explained you why I was using pokes: I don't know the memset() command in STOS, so I used pokes because that command is supported in all basics.

> so your long list of peeks etc that resembled an old spectrum listing
> is just a round about and confusing way of :.....
>
> reserve as (whatever type or size bank i want)
> reserve as
> reserve as :rem 3 banks
> fill start(?) to length(?), 0...or f or whatever

Yes.

> Ok i will leave this thread with pleasure, you can stay in it and
> talk to yourself until you actually win a debate, probably take you
> ages hehehe

I am not trying to win a debate in this thread. I am just curious about a programming language that I don't know. I'd like to know how certain commands work. I like to know how things work.

What happends when you are tying te reserve memory when no memory is left? (C returns a NULL pointer, Omikron basic generates an 'Out of memory error.)

Hans Wessels

From -8606687812827805383
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27a63e7bf4511d7d
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Need working(!) ST Emulator for GfA3.07D program
Date: 1996/11/27
Message-ID: <849098122@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 201128147
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2869867015@nh.ultranet.com>

x-ftn-reply: nh.ultranet.com ab0eb207
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 329c358a
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

```
 >> MagicPC (full version) : problems with fileselectboxes (*)
 >> MagicPC (demo)         : No use, due to disc only file access
 >> Gemulator96 (demo, with MagicPC Magic_OS 1.0 96/6/26):
 >> same problems as MagicPC full version
 >> STonX                  : Is known not to run GfA3.x
 >> Tos2Win                        : Did not run (Page fault under W95)
 >>
 >> Since the problem seems to be related to magic, why don't you try
 >> using a TOS img with Gemulator (You can put a TOS image in place of
 >> magic, it'll work)
 >> STonX works fine with GFA2.0, I've never tried it with 3.x, but I
 >> don't know why it wouldn't work.
 > What image needs to be replaced, I have a few TOS images but am
 > unsure what to replace.  There are two files with the tos extension in
 > the Gemsys folder.  If I could use the TOS image I'd be able to use
 > the emulator in English!!!!
```

Hi, I know that you can boot Magic PC with any OS image in the range TOS 1.00 to 2.06. There are even two different ways to do it:

Replace the file MagiC_PC.OS with the TOS image you want to boot from

or

Insert the TOS image you want to boot from as the file ROM.OS. When booting Magic PC it first looks for the file ROM.OS and when found it will boot from it. When ROM.OS is not available it will look for the file MagiC_PS.OS and use that one to boot.

Bye, Hans Wessels

From -1390487625554299552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>

Subject: re: STOS
Date: 1996/11/27
Message-ID: <849110848@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 201137462
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2178346340@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 81d6ed64
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 329c6740
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

>> - If I start the games not from ST low (I use usual ST high or better)
>> the screen is trashed and the system hangs.
>
> then in the words of Tommy Cooper...Don't do it ? :)

Maybe you can test the resolution in your next game and print a message saying the game only works in ST LOW instead of locking up the system?

> dispute its there or question your comments, either of you, juts
> simply to say, cannot see it ?

Did you check the archive? It might be a broken file in the archive.

> anything about xbios,gemdos or any of the others,??? I dont really
> see your point? none of the words you mention have any relevance in
> STOS BASIC, they are not STOS BASIC commands and as far as I am ware
> are not mentioned in the STOS BASIC user manual?

No, but they are mentioned in every ST programers manual. You can use the bios and xbios functions with STOS, so see them as etensions to the language.

>> Most of them have extended graphic hardware, the only access to
>> screen is VDI! STOS does not make use of VDI, it writes its drawings
>> direct into memory. This is fast, but will only work on original
>> ATARIs (ST/STe/TT/FALCON without extensions).
>
> without extensions? what on earth does that mean ?

He means extensions like videocards, turbocards, exotic memory cards and all other thing you can add to a normal ST, so an Atari without extensions is an Atari like you have, no modifications.

> the thread is best BASIC for games ??????? why do people have to
> start prattling on about applications and anything else they can
> think of because they are too scared to admit they cannot fault my
> original statement,

We said your original statement was false because STOS can't do GEM games. You said no one wants GEM games because you think they are slow and nonresponsive (just like we thought about STOS). We are proving there are lots of people wating GEM games. Try to get a copy of Kubis '96 or WinColTris to see a mordern GEM game.

> Ok I never said my games where fanatastic, I said STOS is the best
> BASIC for making games on the ATARI in 1996,
IF you don't want to make GEM games and don't care about the fact the game doesn't run on a TT and the game will only run on a Falcon using backwards.

>> There is no choice between GEM games and none GEM games, because you
>> can only run GEM games on the new powerfull atari compatible
>> computers!
>
> really? I think you will find you are WRONG

Your game doesn't work...

Bye, Hans

From 1631772670602636677
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: OS Extension concept
Date: 1996/11/27
Message-ID: <57iod7$ch1@ornews.intel.com>#1/1
X-Deja-AN: 201139477
references: <5722gr$3tq@ornews.intel.com> <57c65l$bip@m1.cs.man.ac.uk>
<57cmvi$ejs@ornews.intel.com> <57de81$s0ku_002@news.ti.com>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <57de81$s0ku_002@news.ti.com>,
   wongck@ti.com (William Wong) wrote:
>
>In article <57cmvi$ejs@ornews.intel.com>,

>atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>>
>>Someplace around the house I have C source for a WAV player...
>
>Why don't you make the code accessible so that other people who is
>interested can take a look at it, even may implement something...

Do a Web search for WAVEPLAY - that's where I found it. John Curtis added a GEM front end to it and compiled it to WAVPLAY2 (look at my ftp site), but it doesn't do stereo. Otherwise, it seems to be just about he best WAV code there is. Ned's Player has a better interface, though, and many more file types.

----------http://www.teleport.com/~atari----------
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email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 7289255258428634470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/27
Message-ID: <57iod1$ch1@ornews.intel.com>#1/1
X-Deja-AN: 201174961
references: <544996677@news.airtime.co.uk> <848837434@p24.f101.n323.z205.mbh.org>
<32989ec9.8791039@news.airtime.co.uk> <57cleb$ejs@ornews.intel.com>
<3299f565.3759926@news.airtime.co.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <3299f565.3759926@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>On Mon, 25 Nov 96 14:33:47 GMT, in comp.sys.atari.programmer you
>wrote:
>
>>STOS is terrific for quick development of games running in ST Low
>>resolution.
>
>Ho no not another?. you suprise me Rich?

>
> BTW whats this "quick", you think H.E.R.O. was a quicky maybe ?

If it's not "quick" (as compared to C, Assembler, Pascal, or whatever), then there's no reason to use BASIC in any flavor. AFAIAC, the whole point is writing a program in a language that actually makes sense to me days later., so that I can figure out without running a half-dozen debuggers/system monitors what's wrong, make the (hopefully minor) changes, recompile, and re-test it in a few minutes.

And it's still advocacy.

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email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 1923335774169210595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23a9f72680ae5136
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: vro_cpyfm() (1/1)
Date: 1996/11/27
Message-ID: <849209584_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 201197847
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <329b2aae.8198443@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Mon, 25 Nov 96 10:32:04 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>
>
>
>>>Binaries in a newsgroup ?????? swampy you suprise me :)
>>
>>They weren't as long as some articles :-)
>
> We would also have to wonder which made the most sense ? :)

The green ones. (?)

Followups to #atari I reckon ... <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 8654549532321468976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fafebb4cb2745d03,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: The real Issue
Date: 1996/11/27
Message-ID: <329c931f.32470121@news.airtime.co.uk>#1/1
X-Deja-AN: 201217338
references: <16513.6905T806T2879@mindspring.com>
<329c8e3e.105335965@news.airmail.net>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 27 Nov 1996 18:54:53 GMT, mprophet@airmail.net (Dave Randolph)
wrote:

>>The follow IS NOT intended to promote the computer platform mentioned.
>>Quite frankly and honestly, there is far to much dishonesty in regards to,
>>through and surrounding the mentioned platform.
>>
><snip>
>
>That must have been some good weed!!! Too bad I don't partake.

Dear me!!...I thought I could natter, but that guy has me beat hands
down,
The word AMIGA was used in double figures , at least, could not see a
mention of ATARI anywhere,
Is it just me ,or does anyone else think that if we follow him to his
web page, then somewhere along the linewe will be asked for x amount
of dollars..hmm or am I just synical? :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -2032710679211508168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dbcb7e7ed77e0858
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Silly programming lan
Date: 1996/11/27
Message-ID: <329c9458.32782928@news.airtime.co.uk>#1/1
X-Deja-AN: 201217358
references: <c52_9611271239@conchbbs.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 27 Nov 96 09:30:02, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

>"There are three things a man must do, before his life is done;
>Write two lines in APL and make the buggers run."
>
>j > Hmm... CAB is written in Pascal!
>
>Ah, that explains why it is so slow and buggy! ;-)

hmmm it would seem to be split down the middle, some say its good,
some says its bad, prrof surely that a lot of people have tried it?,
Personal Pascal...arrives this week :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -1562059305060687233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: josk@stud.ntnu.no (Jo Even Skarstein)

Subject: Re: Silly programming language advocacy issues
Date: 1996/11/27
Message-ID: <329d540c11e390@stud.ntnu.no>#1/1
X-Deja-AN: 201233234
references: <329b973d.797033@news.airtime.co.uk>
content-type: text/plain; charset=ISO-8859-1
x-hardware: Atari Falcon 030
organization: NTNU
mime-version: 1.0
reply-to: Jo.Even.Skarstein@ifi.ntnu.no
newsgroups: comp.sys.atari.programmer
originator: josk@uranus.ifi.ntnu.no

Tony Greenwood (stosser@airtime.co.uk) wrote:

>>>SamllTalk is powerful and very confusing.
Should be "SmallTalk".
>>
>>I don't know about "powerful", but it sure is confusing!
>
> hmmm dont know that one?

Believe me, you don't want to either...

>>Agree, except for the BASIC-part. IMHO (Yeah right!) basic (I'm
>>talking about the "classic" basic here.) is totally useless. But if
>>people like it, let them use it...
>
> what do you mean "classic" BASIC? , and why do you say totally
>useless, are you telling me that in ALL the time you have used
>computers, from the very first day you set eyes on one, you have never
>used a program written in BASIC?, maybe you used plenty but just did
>not know it?,

I used BASIC in various incarnations from 1984 to 1992, including STOS. I wrote some programs too (A diskzine-shell, a couple of demos and some programming-utilities.) in STOS and at that time I liked it. The reason I abandonded STOS was that it couldn't do what I wanted it to without some serious hacking. And I'm not talking about sprites and stuff here, I wrote those parts in assembler anyway (This was before all those cool extensions.).

I'm a fan of clean and structured programming; no way you can accomplish that with STOS. I mean, just look at those line-numbers! Show me a 10000-line *structured*, easy-to-read source in STOS! Let's face it, the programming-language itself is crap. No procedures, no functions and no dynamic datastructures (No datastructures at all except for arrays.). (BTW. this is what I mean with "classic BASIC".) If STOS had looked anything like AMOS on the Amiga (It was awesome!) we wouldn't have this thread today.

> I would say that posting a message in a programming newsgroup saying

>BASIC is useless, when you have used software written in it, wether
>knowingly or unwittingly, is a very sad case of using your gob when
>your brain is dissengaged,

Perhaps you should try looking outside the (very) small world of BASIC
and see what else is out there. You're obviously a very skilled
programmer (I've seen a couple of your games and they were cool!),
if you spent some time learning a more powerful language you could
write better games in the same or less amount of time you use now.

The time you save by being able to write one line of code instead of
three to plot a sprite is quickly consumed by the additional time you
use to maintain large sources with line numbers, goto's and gosub's.

Your original posting said something like "STOS is the best BASIC to
write games with", and that's correct. But you included C too, which
is more powerful than STOS no matter what you say. You claim that you
write your games in ("Upgraded") STOS. OK, if I wrote a library like
"Missing Link" for C, could I write a game with it and claim that I
use nothing but "upgraded C"? I couldn't, 'cause I used C and an
additional library, just like your extensions. They're not a part of
the language, and no sane person would say that the language BASIC is
more powerful than C??

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

From 965120719337960444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,33327fec678a1b
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: TOS images and Gemulator
Date: 1996/11/27
Message-ID: <849180192_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 201238534
organization: InternetMCI
reply-to: thechyld@pcc-uky.campus.mci.net
newsgroups: comp.sys.atari.programmer
organisation: The DarkForce! BBS (606)886-9014

In article <01bbdc09$459db380$949cdbcd@ns.campus.mci.net>
"Michael Davis" <md444@uky.campus.mci.net> said:-

>> > I still
>> > wonder what this black bar means which continues to get smaller during
>> > boot up of TOS 2.6.
>>
>> It's a memory test, you can hit the spacebar to quit it.

Well, actually, the first bar is a memory test. The second bar is a built in delay to allow older hard drives to come up to speed before continuing the boot-up process...In any case, he is right--just bash a key to carry on... :)

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/                                          |                               _/
_/  Wild wind-horses soar the cloud-trails, |              /\              _/
_/    Unholy horn doth sound its blast,     |          Dark><Chyld         _/
_/    You and we were first to conquer,     |              \/              _/
_/      You and we shall be the last!       |                              _/
_/                                          |       -The Fuji Lives!-      _/
_/  From "Song Of The DragonMasters"...     |                              _/
_/__________________________________________|______________________________/
_/                                                                          _/
_/         SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014           _/
_/                                                                          _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

From -4453519316783254036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: re: STOS
Date: 1996/11/28
Message-ID: <GK3ABBAFUP@alkor.sax.de>
X-Deja-AN: 201125395
references: <3298da9c.24107923@news.airtime.co.uk>
content-length: 8499
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <3298d2ae.22078270@mailhost.airtime.co.uk> you (Tony Greenwood) wrote:

>>- Multi Pakman & HERO doesn't run from HD.
>
> I will presume you have not followed this thread? I have been told
>its a lame excuse, but I do not own a HD, at the time of writing those
>games I had no contact with anyone who owns a HD and the STOS manual
>has no mention of hard drives?

Yes, I've read the hole thread, but I've downloaded and tested them earlier this month.

>>- All three games are not full synchronised to the VBL,
>> because they are unplayable with my T-28 speedup board.
>> The sprites are jumping around very nervous, game control (especially
>> Multi Pakman) is impossible, because it's too fast.
>> If I toggle back to 8 MHz, all is OK.
>
> Thats because they are ATARI ST games made on an ATARI ST for ATARI
>STs? by that, I mean yer average ATARI ST set up,
> And before it is pointed out that I state STOS works on newer tos
>versions, the games in question are older pre whatsit :)

I own many games written in 1990 and earlier, and they run from HD and
makes no trouble with my T-28. On the contrary, they peform much better
with 28 MHz. (Civilization, Elite II Frontier, Transarctica, Power Monger,
Popolus, Ishar)
Of course there is another diference to yours, these are not free games.

>>- If I start the games not from ST low (I use usual ST high or better) the
>> screen is trashed and the system hangs.
>
> then in the words of Tommy Cooper...Don't do it ? :)

I translate it as:

"Don't start STOS games on new atari's because they will crash!"

Using your words: "The thread is best BASIC for games"

Can a Programming Language be the best of all, if the resulting program
won't run on new ataris? Hhmmm....

>>>>Ok, there is something wrong with the sprite data. When walking to the right
>>>>against a blue background a white pixel infront op the character is
periodically
>>>
>>> eh?...this is all news to me ?
>>
>>I can confirm this bug.
>
> Well I rebooted the game (something I am not used to doing, playing
>my own games<G>) and still cannot see it?, I do not for one moment
>dispute its there or question your comments, either of you, juts
>simply to say, cannot see it ?

I just started Heartland 5 times, I can see the bugs every time!

MEGA ST 1 (4MB RAM), TOS 1.04, 8 MHz, ST low, blitter disabled, HD enabled,
all hardware extensions disabled.

>
>>I want to know what video hardware is present.
>>
>>I can use Getrez (XBIOS 4), which return 0, which means "something like ST low"

>
> I have commands to not only find the current resolution, hertz rate
>etc, but I can also switch resolutions as much as I want,
^^^

cause incompatibilities in software that relies on hardware access rather than the recommended method of using standardized OS calls.

The recent availability of these computers as well as enhanced graphics and peripheral boards amphasizes the value of programming using the OS whenever possible to allow software to be run on the widest variety of machine configurations.

---------4.3 XBIOS - Overview -------------------
...
Some functions (notably video hardware and storage device related functions) should only be used by device drivers and system level software as they represent a non-portable method of hardware interaction which may be unsupported in future Atari computers.

As a general rule, GEMDOS and VDI functions should be used, when possible, rather than XBIOS calls. The GEMDOS and VDI provide a software abstraction layer which will make software applications much more compatible across new computer releases.

> Ok I never said my games where fanatastic, I said STOS is the best
>BASIC for making games on the ATARI in 1996,
>
> NO ONE has done anything to prove otherwise, you have all TALKED
>TALKED TALKED

Maybe STOS is indeed the best BASIC for making games for the atari _ST_, but there are a lot of other ataris. (Which are not or not full supported.) And that is the bad part of your STOS games.

> None of you can show me a game written in BASIC thats better than
>STOS ones, it is childish to start trying to find bad things in my
>games, show me something better, thats the whole point, or dont you
>all understand ?????

OK. I will write a game. It will support extended resolutions.
Can you beat this special feature with STOS?

>>Just seen yesterday. The only difference is speed. A PowerMac 8500 or a
>>Hades 060 is more than 20 times faster than a 8 MHz ST.
>
> and your point is what ??? would it have anything to do with making
>games in BASIC, I think not :(

A faster CPU can compensate slow code. GEM code is mostly slow code.
To make good GEM games, you can compensate the slow but compatible
GEM code with a faster CPU.

>>There is no choice between GEM games and none GEM games, because you can
>>only run GEM games on the new powerfull atari compatible computers!
>
> really? I think you will find you are WRONG

OK. So tell me some STOS games that will run on my ST at its extended resolutions or on the mentioned Perfoma 460 (832x624x256). I've tested many GEM games successfully.

>>Tony: Why do you dislike GEM? Have you ever worked on a "big" atari?
>>   (A simple falcon is not a big atari to me.)
>
> I have a STe...thats it, no falcon, no hard drive, i dont even have a
>drive B? i have the original atari mouse and a joystick and ONE box of
>disks, thats my total atari set up,

That's overhelming! You can code without any monitor! ;)

>I manage to make reasonably good
>software thats quite well recieved in the ATARI community, beleive me
>its not that easy with such a bare minimum set up,

Serious: Compliment to you.

> SO no i havent "worked" on a big atari, in my book this is big:)

Indeed, it is. I hope you can use some time a big atari, to make very good games.

> why do all gem programmers think there is only red,green white and
>black, surely they can change the colours here and there,

Most of them have a monochrome monitor.

>I have made
>some serious software in medium rez, and they "look" quite nice, I
>made angled scroll bars with shape and depth, 3d boxes etc,
> Nagggh I definatly dont like GEM its boring IMHO:)

How look your colored software at a monochrome resolution like ST high?

You've asked for the best BASIC for making games in 1996, so please refer to a GEM of 1996. The actual GEM offers you much more than scroll bars with shape and depth or 3d boxes. The GEM of your 1040 STe is from 1990!

>
>>BTW: Is there any (GEM) monopoly game around?
>>   In case there's no one, I'm forced to write my own...
>
> in BASIC ? :)

In C. I have no BASIC which is 100% GEM compatible.

--

Email: haase@alkor.sax.de

From -1372097894391746322
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/28
Message-ID: <329ce987.54593644@news.airtime.co.uk>
X-Deja-AN: 201146084
references: <3298da9c.24107923@news.airtime.co.uk> <GK3ABBAFUP@alkor.sax.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 28 Nov 1996 00:12:38 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>>games I had no contact with anyone who owns a HD and the STOS manual
>>has no mention of hard drives?

>Yes, I've read the hole thread, but I've downloaded and tested them earlier
>this month.

 Yes but the point was, as we have already coverd the games not
working from hd, why mention it again?

>with 28 MHz. (Civilization, Elite II Frontier, Transarctica, Power Monger,
>Popolus, Ishar)
>Of course there is another diference to yours, these are not free games.

 That was a cheap shot :(

>>>- If I start the games not from ST low (I use usual ST high or better) the
>>> screen is trashed and the system hangs.
>>
>> then in the words of Tommy Cooper...Don't do it ? :)
>
>I translate it as:
>
>"Don't start STOS games on new atari's because they will crash!"

 Something like that..If you have the ability to run the game by
booting some other way, then why boot in the way that makes it crash,

seems a bit silly to me?

>Using your words: "The thread is best BASIC for games"

>Can a Programming Language be the best of all, if the resulting program
>won't run on new ataris? Hhmmm....

 YES, when there is nothing better about?, a game made in BASIC that
works on most ATARIs is better than a none existant game, how many
ATARIs will that work on, no game=no ATARI's...yes?

>>dispute its there or question your comments, either of you, juts
>>simply to say, cannot see it ?
>
>I just started Heartland 5 times, I can see the bugs every time!

 As the program is pure code, and all the data is on disk, dare I
suggest the zip might have been damaged, or....maybe your display is
far superior to mine?

>> I have commands to not only find the current resolution, hertz rate
>>etc, but I can also switch resolutions as much as I want,
>   ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>GOTCHA!!!
>
>So tell me how do you would switch resolution from:
>
>- ST low with AS OverScan (368x264x16) to ST low (320x200x16)

 You see I am talking about the majority, are you seriously trying to
tell me you do not have access to ATARI ST low rez, if you have, then
whats the problem ?

>>>Your wonderfull STOS games are not running on this nice big ataris!
>>
>> hang about, whats all this "your wonderfull stos", if you are trying
>>to be sarcastic then this is all a waste of time :(
>>
>>>Most of them have extended graphic hardware, the only access to screen

 But also have the ability to use ATARI ST low, so ????

>To be on topic:
>
>The only way to display anything on these graphic extensions is VDI/GEM.
>And STOS is not able to use VDI AVAIK.

But why would I want to use those resolutions, If you have access to st low, and if you havent? then you show me a game made in basic that is using them that was programmed in 1996, and will work in atari low as well ?

>> NO ONE has done anything to prove otherwise, you have all TALKED
>>TALKED TALKED
>
>Maybe STOS is indeed the best BASIC for making games for the atari _ST_,
>but there are a lot of other ataris. (Which are not or not full supported.)
>And that is the bad part of your STOS games.

nooo you are missing the point and straying from the whole thread, it is not good enough to tell me how bad stos is, it is pointless telling me the flaws of which I am already aware, there is certainly nothing to be gained from publicly attacking my software,
for my statement to be wrong, you have to show me better ? but you cannot, so even though STOS does addmitedly have drawbacks, and STOS may not be the best all round BASIC for the ATARI and my games may not be the best in town, until you show me better, written in BASIC in 1996, then my statement is proven to be true?

>OK. I will write a game. It will support extended resolutions.
>Can you beat this special feature with STOS?

I am sorry, but I do not believe you will write a game that will work on every single ATARI, including my humble setup and your highest spec, and someone, anyone say, hey what a good game, and be in BASIC only,
I am not saying you are not capable, I presume you are, you probably have the ability and the software to make something spectacular, I am saying that i doubt you will, and would go so far as to say I am absoloutly sure you wont be able to make one that will prove my original statement wrong :) hehehe, you may want to recap the original statement before you start, a quick glance at the calander would suggest you only have a matter of weeks to do it in, <smile>

>>>Just seen yesterday. The only difference is speed. A PowerMac 8500 or a
>>>Hades 060 is more than 20 times faster than a 8 MHz ST.

>> and your point is what ??? would it have anything to do with making
>>games in BASIC, I think not :(

>A faster CPU can compensate slow code. GEM code is mostly slow code.
>To make good GEM games, you can compensate the slow but compatible
>GEM code with a faster CPU.

Since when has a powermac been an atari ?...and dont you draw the line anywhere? how about a jaguar, thats atari,

>>>There is no choice between GEM games and none GEM games, because you can
>>>only run GEM games on the new powerfull atari compatible computers!

>> really? I think you will find you are WRONG

>OK. So tell me some STOS games that will run on my ST at its extended

 I did not say STOS would do it, I said I think you are wrong?

>> I have a STe...thats it, no falcon, no hard drive, i dont even have a
>>drive B? i have the original atari mouse and a joystick and ONE box of
>>disks, thats my total atari set up,

>That's overhelming! You can code without any monitor! ;)

 doh!...whoops :)

>> SO no i havent "worked" on a big atari, in my book this is big:)

>Indeed, it is. I hope you can use some time a big atari, to make
>very good games.

 well I think you stated a falcon is not big in your eyes, but that is
something I would like to do, hopefully this does not sound big
head'd, but I really do believe I could make some really good software
on a falcon, most of the commands I have available now have already
been converted to work on the falcon, STOS on the falcon will access
most of what it has to offer, all that speed, true colur sprites d..
ho there i go again, drooling...it may never happpen though :(

>> why do all gem programmers think there is only red,green white and
>>black, surely they can change the colours here and there,

>Most of them have a monochrome monitor.

 haaa, fair comment :)

>>made angled scroll bars with shape and depth, 3d boxes etc,
>> Nagggh I definatly dont like GEM its boring IMHO:)

>How look your colored software at a monochrome resolution like ST high?

 Dunno, I have not got a high rez monitor, mine is an old atari colour
monitor that has no side borders, cant get it fixed:(, means the
first8 pixels of the screen and the last 8 are hidden :(, thats why
you wont see much happening at the edges of my software :), seriously
:)

>scroll bars with shape and depth or 3d boxes. The GEM of your 1040 STe
>is from 1990!

 i dont see the relevance? my software still boots up and runs, and
until you show me a game made in 1996 in BASIC, then I am afraid STOS
and its old techonology are still the best in town :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4258154503936178906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/28
Message-ID: <329ce926.54496672@news.airtime.co.uk>#1/1
X-Deja-AN: 201156261
references: <1302618686@alkor.sax.de> <849109308@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 27 Nov 96 16:41:36 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>(raster width)/2. However, moving the character about 6 pixels to the left will
>make the cahacter witdh 3 times the rasterwidth instead of two.

 and make me have to add too much to the overlaying trick I am using
to be able to keep the game at the speed it is?,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -1530935322454235191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9

X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS memory banks
Date: 1996/11/28
Message-ID: <329ce836.54256570@news.airtime.co.uk>#1/1
X-Deja-AN: 201156274
references: <4058413613@news.airtime.co.uk> <849094074@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 27 Nov 96 11:31:54 +0100, in comp.sys.atari.programmer you
wrote:

> > Then I can also reserve as music, charactor set, 3d, sprite
> > and stos will know exactly what to do with them, it will allways know

>What is the difference between al those reserve commands? IMHO memory is
>memory. I don't see the need telling to computer for what purpose memory is
>reserved. The special thing about screen memory is that is has to be aligned on

 Eeerm, for the follow up commands, the best way to explain...
Later on I may want to use a command like....MUSIC 3
 STOS will automatically look in the bank I assigned as music, this
saves me having to add perameters to the music play command,
 This is the same for fonts used in windows, sprites etc,

> > then IT IS THE SAME as all I need to do is reserve the bank and STOS
> > does the rest....why didnt you beleive me?

>Because it's unusual behavior for a memory allocationg command. Normally they
>alaing to 2 or 4 byte boundaries.

 hmmm I can only presume its easier for STOS? Dunno realy, having
never used other programming languages to the extent of memory
allocation, then I never questioned the way STOS does it?,

> >> STOS will, but does the hardware know? Does STOS start to move around
> >> banks in
> >
> > yawn...how many times?
>
>Well, as you don't have trouble my guess is STOS doesn't move it's memory banks
>when surrounding memoryblocks are released. Can someone confirm this?

 It does, eeerm I think we may have lost track of each other here, but
let me give this a shot:)

If I assign a variable to = the start address of a memory bank, eg S7=start(7)
Then at some point another bank is erased or made? then S7 will no longer = start(7) and the variable must be reset by the programmer,

BUT!..if I use STOS commands, eg screencopy 7 to physic, well I can use that in a loop all day and erase or make banks all I want, STOS will keep track of bank 7,

As for screens.....we would not usualy use a bank, screen areas are already set, PHYSIC,LOGIC and BACK, Logic being the screen your work is allways performed on unless told otherwise, so print "Tony" will allways go to the logic, a good programmer will allways set logic to = back, so work is hidden, then a screenswap command will swap the logic,physic, = instant graphics as no data is moved, only a pointer changed, I cannot see anything being faster? logic can be set to anywhere, back, physic a bank, anywhere.....

> > Extensions are upgrades to STOS programming launguage , just like any

>I guess there are a lot of extensions you can use for a lot of different
>things. So it's resonable to think there is more than one extension that
>supplies you with a command to set a block of memory to a cetain value. Maybe

All the memory allocations are done with STOS original commands, well in my work, I cant speak for all STOS programmers:), but I do not recall any commands in any extension for allocating memory, unless the termonolgy is confusing me:)

>there are commands that lets you set memoryblocks with a 2, 4, 8 or 16 byte

Unfortunatly the STOS memory banks not only round off 256, but have a minimum size of 256? or is it??, ho dear, all this off the top of my head?,

>value. You have to be able to differentiate between the commands in different
>extensions. So how is this done? How are new commands added to STOS? How do I
>make sure the command name is already in use by someone else?

extensions are obviously not made in STOS, so i cannot help you there, I know a certain amount, but it could be the blind leading the blind, making extensions is well out of my luegue i am afraid,

> > talk to yourself until you actually win a debate, probably take you
> > ages hehehe
>
>I am not trying to win a debate in this thread. I am just curious about a
>programming language that I don't know. I'd like to know how certain commands
>work. I like to know how things work.

My apologies, I found it difficult to seperate the two threads, ie
STOS and this one, SORRY :)

>What happends when you are tying te reserve memory when no memory is left? (C
>returns a NULL pointer, Omikron basic generates an 'Out of memory error.)

STOS returns error 8, out of memory....
But STOS has amongst its nifty commands and preset variables, free,
so print free return the available memory, you can allocate a bank
with "reserve as data 7,free" although free-1280 or simmilar might be
a better idea:)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -3656403386095760855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b52cb8f28954edc5
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Mouse Events
Date: 1996/11/28
Message-ID: <yvvybfmk190.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 201208285
sender: emwoll@bowmore
references: <yvvhgmb3gb8.fsf@emw.ericsson.se> <57hhum$bj9@m1.cs.man.ac.uk>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>

> >> Yes, it is possible. I cannot remember right now how, but I know that
> >> this was asked (and answered :) in this group a little while ago...
> >
> >And you should know as we use it in GEM-DEU! :-)
> >
> >Just check in deu.c and the evnt_multi call.
>
> hehehehe.... Yea, but I dont keep the GEM-DEU source here at uni. :-)
>
> Actually, now I think about it, I do! In my WWW pages, of course! Doh!

;-)

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```


From -3192941736272723096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6a5aaa84f9f539
X-Google-Attributes: gid1115ce,public

From: D.E.Jones@ex.ac.uk (D.E.Jones)
Subject: Re: Help: 2 bomb error
Date: 1996/11/28

Message-ID: <D.E.Jones-2811960927570001@144.173.2.235>#1/1
X-Deja-AN: 201210092
sender: news@exeter.ac.uk (news admin)
references: <D.E.Jones-2111960944440001@144.173.2.235>
<32942a46.2712918@news.airtime.co.uk>
organization: University of Exeter, UK
newsgroups: comp.sys.atari.programmer

Well, I wasn't expecting so much response. Thanks for all the help. To tell you the truth the day after I posted the message I went home found the bug and fixed it. I was using GFA Basic. The problem involved the passing of information for XBIOS 32 format sound between procedures. It wan't noticed on the STE because this was not being used most of the time. Anyway thanks for your replies. Next time I have a problem I'll see if I can sort it out first, then if not I'll give more info in my message to this newsgroup. Cheers.

Dan Jones.

  http://newton.ex.ac.uk/general/ug/jones

From 819540296468491037
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public

From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS memory banks
Date: 1996/11/28

Message-ID: <57jrh5$3gp@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 201221265
distribution: world
references: <849094074@p24.f101.n323.z205.mbh.org>

organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <849094074@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
> > Then I can also reserve as music, charactor set, 3d, sprite
> > and stos will know exactly what to do with them, it will allways know
> > there start address and size and whatever
>
>What is the difference between al those reserve commands? IMHO memory is
>memory. I don't see the need telling to computer for what purpose memory is
>reserved. The special thing about screen memory is that is has to be aligned on
>256 byte boundaries, but I was told all memory blocks are reserved on 256 byte
>boundaries. Why differentiating in all those types?

Ever heard of type checking? this is rather simular. Reserving as a character set tells STOS what you are using it for, so it can tell you if you do something silly.

What is the difference between these in C?

```
char *a;
float *c;
void *d;
```

They are all pointers to memory, but have a different 'type'.

>in supervisor mode, that's is no problem because heartland is working in
>supervisor mode so you either switched to supervisor mode, or STOS is always in
>supervisor mode.

STOS is always in supervisor mode.

>Yes, some poking has to be done, but poke is also a regular
>basic command, and it is faster, so why not use it?

Because it is less eligent? Yes, using OS calls is slightly slower, but it is much neater, and easier to read (an important issue in programming large progs...) Oh, and as you previously brought up Hades etc. you cannot gaurentee that it will work...

>Well, as you don't have trouble my guess is STOS doesn't move it's memory banks
>when surrounding memoryblocks are released. Can someone confirm this?

I dont know exactly what it does, but it doesn't seem to move the banks around in my progs... I haven't examined its behaviour in too much detail because I dont tend to do things like erase/reserve banks appart from in the initialisation stages...

>value. You have to be able to differentiate between the commands in different

>extensions. So how is this done? How are new commands added to STOS? How do I
>make sure the command name is already in use by someone else?

You cannot - it is up to the extension programmer to come up with unique names.
(which is why I have all existing extensions installed so that I can recognise
 clashes - there are none at the moment)

There is a symbol table at the beginning of each extension which gives the
command name, and a byte 'token' which is used to ID the command. STOS
internally has a second byte which identifies the extension.

>What happends when you are tying te reserve memory when no memory is left? (C
>returns a NULL pointer, Omikron basic generates an 'Out of memory error.)

STOS generates an error (suprisingly 'Out of Memory'). This can be caught
by your program using the 'on error goto' command, which may handle the
error in anyway it considers fit, and then if possible 'resume'.

Anthony
--

```
-------------------------------------+------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```


From -6641150063023168008
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/28
Message-ID: <57js9b$3su@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 201221266
distribution: world
references: <849110848@p24.f101.n323.z205.mbh.org>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <849110848@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org>
writes:
 >GEM game.

>
> > Ok I never said my games where fanatastic, I said STOS is the best
> > BASIC for making games on the ATARI in 1996,
>IF you don't want to make GEM games and don't care about the fact the game
>doesn't run on a TT and the game will only run on a Falcon using
>backwards.

I'm sorry, but I have to point out that this is wrong.

STOS games can work on the Falcon - I am writing games for/on it! (go to http://www.cs.man.ac.uk/~jacquesa/tron2000/ for a sneak preview - but no demo yet).

Also, the reason STOS does not work on TT's is because I have no DEF030x.DAT files for the Generic Fixer (ie. it cannot fix for TOS 3.0x). This is due to the fact that TT owners completely ignored my repeated requests (on this and other newsgroups) for someone to spend 5 minutes creating these files for me.

Obviously TT owners are not interested in playing games, as they would have contacted me if they were!

Anthony

--
```
-------------------------------------+------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------
```

From -2758803108849652545
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/28
Message-ID: <57jt4q$4cj@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 201221268
references: <GK3ABBAFUP@alkor.sax.de>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348

newsgroups: comp.sys.atari.programmer

In article <GK3ABBAFUP@alkor.sax.de>, haase@alkor.sax.de (Uwe Haase) writes:
>I translate it as:
>
>"Don't start STOS games on new atari's because they will crash!"

Why? All 'new' atari's support ST-low. Just hold down CTRL when booting and it should default to ST-Low. (or at least, my Falcon does). Where is the problem with this? Games shouldn't really be run ontop of NVDI, MultiTOS, loads of DA's etc. - you SHOULD clean boot anyway. (this isn't just STOS games btw. Comercial games such as Zero-5/Robinsons Requiem [falcon] recommend this...)

>Can a Programming Language be the best of all, if the resulting program
>won't run on new ataris? Hhmmm....

I dont know where you got this from - All atari's should be able to access ST-low (unless you only have mono monitor, of course :)

>>>memory. This is fast, but will only work on original ATARIs (ST/STe/TT/FALCON
>>>without extensions).
>>
>> without extensions? what on earth does that mean ?
>
>For example graphic extensions like AutoSwitch OverScan (for ST), VME bus
>graphic cards (for Mega STe/TT), BlowUp (for FALCON).

Yea, I agree that STOS probably wont work with these, but I can garantee that it does work with the BlowUP 1-hardware on the Falcon (as part of my FX card). And yes, you can even make use of it - I have written myself a .TGA viewer which uses 640x480xTCxVGA mode and hardware scrolling for big images...

>To be on topic:
>
>The only way to display anything on these graphic extensions is VDI/GEM.
>And STOS is not able to use VDI AVAIK.
>
>Here are some quotations from the ATARI Compendium:

I notice you didn't quote from the Style guide the bit that says that all software should come with (un)install software, etc. which I have not seen much evidence of...

>A faster CPU can compensate slow code. GEM code is mostly slow code.
>To make good GEM games, you can compensate the slow but compatible
>GEM code with a faster CPU.

That sounds like a Micro$oft approach to me...

>> why do all gem programmers think there is only red,green white and
>>black, surely they can change the colours here and there,
>

>Most of them have a monochrome monitor.

No, I would have said that it is they dont want to change the system
palette (this is 'bad form' ISTR the Atari Compendium saying not change
the bottom 16 colours as these are for the system...)

Anthony

--

```
-------------------------------------+-----------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
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```


From -5102112198913951148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/28
Message-ID: <329cf2f5.57007722@news.airtime.co.uk>#1/1
X-Deja-AN: 201229750
references: <544996677@news.airtime.co.uk> <848837434@p24.f101.n323.z205.mbh.org>
<32989ec9.8791039@news.airtime.co.uk> <57cleb$ejs@ornews.intel.com>
<3299f565.3759926@news.airtime.co.uk> <57iod1$ch1@ornews.intel.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 27 Nov 96 22:01:04 GMT,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:

>> BTW whats this "quick", you think H.E.R.O. was a quicky maybe ?
>
>If it's not "quick" (as compared to C, Assembler, Pascal, or whatever), then
>there's no reason to use BASIC in any flavor. AFAIAC, the whole point is

 Theres one hell of a good reason, for me at least,

 I enjoy writing in BASIC.....:)

>And it's still advocacy.

So what isn't advocacy, I express an opinion, someone contradicts, I thought that was one of the functions of comp.sys.atari.programmer? a place where programmers can hang out, chew the fat, discuss programming?
Admmitedly there is a difference of opinion going on, but I don't see how that can be avoided?

Now if we can get rid of all these GEM lovers we can get on with things....heheheh

> > without extensions? what on earth does that mean ?

>He means extensions like videocards, turbocards, exotic memory cards and all

 haaaa, as most of the thread had been about programming extensions
then you can see where the confusion arose :)

>other thing you can add to a normal ST, so an Atari without
>extensions is an Atari like you have, no modifications.

 aw go on say it :), you mean a sad setup like mine, dont be shy Hans,
it is a sad setup, maybe when I get some money....

 Actually someone reading this thread has offered to send me a scsi
hard drive, for free :)...I need to get the odd lead , then i will
have a hard drive,
 I doubt Rich would want me to tell the world that he is the kind
soul, so I wont mention his name ;-)
 then hold on to your seat for a really kick arse graphic adventure
:))))))

> > think of because they are too scared to admit they cannot fault my
> > original statement,

>We said your original statement was false because STOS can't do GEM games. You

 "we".....you have a twin maybe ? :-)
 So you think the only good game is GEM game, hahahaha thats silly!

>said no one wants GEM games because you think they are slow and nonresponsive
>(just like we thought about STOS). We are proving there are lots of people
>wating GEM games. Try to get a copy of Kubis '96 or WinColTris to see a mordern
>GEM game.

 no I did not quite say that, a game does not have to be GEM
compatable to be good, as soon as you realise that, then we can move
on, all atari computers should have the ability to run in atari st
low, so.....

> > Ok I never said my games where fanatastic, I said STOS is the best
> > BASIC for making games on the ATARI in 1996,
>IF you don't want to make GEM games and don't care about the fact the game
>doesn't run on a TT and the game will only run on a Falcon using
>backwards.

 eerm your falcon statement is totally totally false, in fact its
total rubish, MY games need backwards, but we are talking about STOS
BASIC not my games, STOS can be used to make Fully Falcon compatable
games, STOS can be used as you will see in another posting in here for
a lot of nice falcon things, without backwards ?
 I can and indeed have made software in STOS that runs on the falcon,

without backwards, just not games, I can support TOS 401, 402, 404 and
492

> >> There is no choice between GEM games and none GEM games, because you
> >> can only run GEM games on the new powerfull atari compatible
> >> computers!

> > really? I think you will find you are WRONG

>Your game doesn't work...

 I Know, but we are not talking about MY games, and in this instance
we are not even talking about STOS, a statement was made that only GEM
made games will run on the new powerfull ATARI's, and I doubt that
very much,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -5378308119457299887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: josk@ifi.unit.no (Jo Even Skarstein)
Subject: Re: STOS
Date: 1996/11/28
Message-ID: <57kco9$57l@due.unit.no>#1/1
X-Deja-AN: 201250218
references: <329d8bfc.13551596@news.airtime.co.uk>
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@airtime.co.uk) wrote:
:
: no I did not quite say that, a game does not have to be GEM
: compatable to be good, as soon as you realise that, then we can move
: on, all atari computers should have the ability to run in atari st
: low, so.....

If you have a graphics-card or any of the new clones you can't use ST-low.
The main problem is that the ST use bitplanes whereas all graphics-card
use chunky mode. If you don't want to write routines specifically for each
type of graphics-card, the only solution is to use VDI. It's quite
acceptable on faster machines, but not on ST's. Forget it. GEM is OK for
games that doesn't require speed and complex graphics but not for
arcade-games.

However, if you don't fix STOS-games (That's designed to run on ST's.)
they won't work on Falcons even if they're running in ST-Low. Wouldn't it
be a solution to somehow include a generic STOS-fixer in the game itself
(It obviously has to run before the compiled STOS-code is executed.)
so that the user don't have to do this? This way the game should be able
to run on about every Atari out there that can use ST-Low.

Jo Even Skarstein

From -2768105062792608754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/28
Message-ID: <329d9bf1.17637465@news.airtime.co.uk>
X-Deja-AN: 201251593
references: <329b973d.797033@news.airtime.co.uk> <329d540c11e390@stud.ntnu.no>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 27 Nov 1996 17:55:44 +0100, in comp.sys.atari.programmer you
wrote:

>>>>SamllTalk is powerful and very confusing.
>Should be "SmallTalk".

 K Inow ?

>>computers, from the very first day you set eyes on one, you have never
>>used a program written in BASIC?, maybe you used plenty but just did
>>not know it?,
>
>I used BASIC in various incarnations from 1984 to 1992, including STOS.

 So definatly another input from someone who has opinions based on the
"old" STOS....

>I wrote some programs too (A diskzine-shell, a couple of demos and some
>programming-utilities.) in STOS and at that time I liked it. The
>reason I abandonded STOS was that it couldn't do what I wanted it to

 And that is a seriously excellent reason for abandoning it, and when
it won't do what I want, then it is history :)

>I'm a fan of clean and structured programming; no way you can accomplish

>that with STOS. I mean, just look at those line-numbers! Show me a

 Ho dear...Sorry but you really must look at this from the gameplayers point of view, he is after all the person who decides what is and what is not a good game, when making this decision, I doubt very much wether he cares how it was made?, not even someone who likes line numbers would be able to follow my code, it is said that STOS promotes speghetti code, well in my case it certainly does, but hopefully the end result justufies the means,

>10000-line *structured*, easy-to-read source in STOS! Let's face it,
>the programming-language itself is crap. No procedures, no functions

 Thats a matter of opinion, there are a lot of people using it, surely that tells us something?

>and no dynamic datastructures (No datastructures at all except for
>arrays.). (BTW. this is what I mean with "classic BASIC".) If STOS had
>looked anything like AMOS on the Amiga (It was awesome!) we wouldn't
>have this thread today.

 I tried AMOS, maybe it was the machine I didnt like working on, or maybe too long in STOS, but I definatly did not like AMOS ,

>> I would say that posting a message in a programming newsgroup saying
>>BASIC is useless, when you have used software written in it, wether

>Perhaps you should try looking outside the (very) small world of BASIC

 For what ?, why would I want to when BASIC is doing everything I personally ask of it ?

>and see what else is out there. You're obviously a very skilled
>programmer (I've seen a couple of your games and they were cool!),

 <blush> ta :)

>if you spent some time learning a more powerful language you could
>write better games in the same or less amount of time you use now.

  But would I enjot it? you see I have looked at C and tried a couple of tutorials and I simply didnt like the look of it, assembler looks even less enjoyable, I liked the little play around I had with Pascal and indeed am awaiting a copy of Personal Pascal as we speak,
 I have recently aquired hisoft2 basic and gfa 3.5, I am looking to make a serious application that needs GEM you see <duck!>
 But would not even contemplate making a game out of any of them,

>The time you save by being able to write one line of code instead of
>three to plot a sprite is quickly consumed by the additional time you
>use to maintain large sources with line numbers, goto's and gosub's.

eeerm sorry? I did not understand that last statement, serious ?

>Your original posting said something like "STOS is the best BASIC to
>write games with", and that's correct. But you included C too, which
>is more powerful than STOS no matter what you say. You claim that you

The point I was trying to make, was that if someone wants to make a game now, then the best software, up to C that they could use is STOS BASIC, it is something I believe and stand by,
The original statement was to, start a thread in an otherwise empty and boring newsgroup :), have a healthy debate with other BASIC coders and generally liven things up, it was not designed to upset people or make enemies,
NOTHING has been said to make me even consider retracting my original statement, maybe if someone shows me something instead of trying to tell me ? :)...but of course that cannot be done, thus strenghning my beliefs,
BTW this was never intended to be about MY software, but about STOS BASIC, I merely used mine as examples as it would not be fair to use other peopels un invited,

>write your games in ("Upgraded") STOS. OK, if I wrote a library like
>"Missing Link" for C, could I write a game with it and claim that I
>use nothing but "upgraded C"? I couldn't, 'cause I used C and an

haha you are joking?

>additional library, just like your extensions. They're not a part of
>the language, and no sane person would say that the language BASIC is
>more powerful than C??

You are making 2 points here, the last I agree, I never said or even hinted that BASIC is the most powerfull language, I already wrote that other languages are more powerfull and I think I even used the termanology you just did and said...only an idiot would... C is more powerfull, I know that.....but that still does not alter the fact, just because something is more powerfull then it doesent mean its the best tool for the job,

Your first point however falls flat on its face and you are falling into the same trap everyone else seems so intent on doing,

The original authors of STOS BASIC made it in such a way that when it would need upgrading, they could add the commands by way of extensions, you add these to your programming folder that holds the original commands, they are extra commands loaded into your language disk, they are not programming libraries, they are upgrades, STOS BASIC LANGUAGE UPGRADES,

This is the problem, some of you think of them as libraries and make comparisons with C libraries, thats rubbish, you have to realise that extensions are language upgrades, therefore if I use extensions, I am making my game in STOS BASIC, nothing more nothing less, but I do

point out that it is a much upgraded STOS BASIC,
Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 2662661182446559041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/28
Message-ID: <57ki2s$f31@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 201252717
references: <57kco9$57l@due.unit.no>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <57kco9$57l@due.unit.no>, josk@ifi.unit.no (Jo Even Skarstein) writes:
>However, if you don't fix STOS-games (That's designed to run on ST's.)
>they won't work on Falcons even if they're running in ST-Low. Wouldn't it
>be a solution to somehow include a generic STOS-fixer in the game itself
>(It obviously has to run before the compiled STOS-code is executed.)
>so that the user don't have to do this? This way the game should be able
>to run on about every Atari out there that can use ST-Low.

Hehehehe.... or even, just pass it through my "Generic STOS Fixer v1.3"
(see my WWW pages... :) which will pre-fix a STOS program for multiple
OS versions (except TT versions as TT owners are too lazy/dis-interested
to contact me).

Tony knows about this, but as there are other problems with Heartland
and Dimond Ice, I dont think he bothered. As for before that... well,
it just wasn't released!

Anthony
--
```
-------------------------------------+-------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+-------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
```

Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

From 5824020229872055182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e94f2074f64a71b6
X-Google-Attributes: gid1115ce,public
From: trythis@money.com
Subject: Please Help!!!
Date: 1996/11/28
Message-ID: <329dfe95.89585338@news.inet-direct.com>#1/1
X-Deja-AN: 201279646
organization: Virtual Interactive Center
newsgroups: comp.sys.atari.programmer

Thanks for taking the time to read this message! This is about a lady that gave all she could to everyone, including me. Her name is Wendy.

When I was young she became my foster mother after my real mother had abandon me. Never having any kids of her own she became a foster parent. That I got to be in her care was probably the best thing that had ever happened to me. She had other foster children and even ended up taking care of many of the neighborhood kids.

Wendy is a lady that just never gave up and always gave more than anyone could imagine. I no longer think of my real mother as mother but rather Wendy as my only true mother. I know that I'm not the only one that thinks that way either. It wasn't just kids that she helped it included the elderly, the disabled and the just down and out. What it takes to qualify for a saint is something I never found out, but I know it can't be more than the things I saw this lady do for anybody. Even people that had wronged her could find themselves looking up at her while she helped them when they were down.

I'm 26 now and many of the things I'm telling you I never really realized until now. Since I was a kid she has helped me with everything from recovering from my mistakes to just being there to say "You can do it... It'll be okay." I've never been able to make a good attempt at trying to repay her for all she's done for me and I'm not alone. Many people just have taken for granted the things she's done for them.

I know by now you're asking yourself why I've posted this letter. Well, to be honest and straight with you it's because I would like your help. If there's one thing that I've learned from Wendy it's that, "We are our neighbors keepers." You know the golden rule, "Do onto others as you would have them do onto you." Anyway now Wendy is an older lady that is disabled and can't do as much as she used to. With the disability sometimes expenses can be too much. I now live in

Arkansas and can't be of much help. With no real family I'd like to do something to try to repay all she done for me and many others.

That's were you come in. See if you can think back to someone that helped you no matter how big or small. Maybe it's someone you can't even remember or have lost touch with. For that moment picture Wendy and say, "I'd like to repay that kindness." I wish you would sit down and write a small note saying "Thanks for being the generous person that you have been!" If you could include something to help out. Maybe it's a five dollar bill, a book of stamps, even a dollar. Oh and would you also tell her the Steffin sends his love. Her birthday is next month on the 27th and I'm hoping I can make this own a very memorable one.

Thanks for reading and if you choose to help God pless you.
Her address is

Wendy Mcghee
9636 Elm
Taylor, Mi 48180

From -2785868789665245207
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/28
Message-ID: <329e1385.19218330@news.airtime.co.uk>#1/1
X-Deja-AN: 201299414
references: <57kco9$57l@due.unit.no> <57ki2s$f31@m1.cs.man.ac.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 28 Nov 1996 17:27:56 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:

>Hehehehe.... or even, just pass it through my "Generic STOS Fixer v1.3"
>(see my WWW pages... :) which will pre-fix a STOS program for multiple
>OS versions (except TT versions as TT owners are too lazy/dis-interested
>to contact me).
>
>Tony knows about this, but as there are other problems with Heartland
>and Dimond Ice, I dont think he bothered. As for before that... well,
>it just wasn't released!

The latter is true, it wasnt available,

But you are being a bit pre emptive with Diamond-Ice? it isn't even released yet, and NEWS!!! I have fixed it and Flinny tried it on his Falcon TOS 4.04 and it works, So Diamond-Ice will be released as Falcon Compatable,
Anthony, theres also an improved Sample that will play on the Falcon, and any Ste with more than one meg :), the only thing that will be missing on the Falcon version is the very nifty intro routine :)

(Yes Backwards and ST Low will be needed<G>)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 2817630609204027542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/28
Message-ID: <329de287.6674611@news.airtime.co.uk>#1/1
X-Deja-AN: 201301133
references: <329d8bfc.13551596@news.airtime.co.uk> <57kco9$57l@due.unit.no>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 28 Nov 1996 15:56:57 GMT, josk@ifi.unit.no (Jo Even Skarstein) wrote:

>However, if you don't fix STOS-games (That's designed to run on ST's.)
>they won't work on Falcons even if they're running in ST-Low. Wouldn't it
>be a solution to somehow include a generic STOS-fixer in the game itself

See, I am trying to convert you all, My programs are fixed automatically during compilation, the compiler has been upgraded as well you see.....whoops I forgot to mention that,
I am releasing a game this weekend, it will not need STOS fix to work on the Falcon, it has already been tested and works on a Falcon tos 404 (Thanks Flinny) and will handle tos 401,402 and 492 as well,
and yes it will need backwards.....

>(It obviously has to run before the compiled STOS-code is executed.)
>so that the user don't have to do this? This way the game should be able

>to run on about every Atari out there that can use ST-Low.

 Well thats what I have been trying to tell YOU!!!!!!!!!!!!!

 At Last!

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 9693200291145844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/28
Message-ID: <849213983@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 201335007
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1114292757@swampdog.demon.co.uk>
x-ftn-reply: swampdog.demon.co.uk 426ac215
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 329dfa1f
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Guy Harrison wrote:

 >>> Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD.
 >>> Great for teaching programming principles on paper, awful for
 >>> actually programming.

Pascal was designed to teach programming, it was never ment as a
programming language to do real programming with. (Real programming is any
programming that solves problems exceeding the level of problems
encountered in the regular 'programming for beginers' courses.

 >>

>> HO SHIT!!! I just ordered Personal Pascal :(.....I did!

Hey, I thought you could already program?? Ah, now I remember, you never picked up the use of funtions. Though I think it's a bit of over kill to buy pascal for that purpose. ;-)

> hehe! It's not _that_ bad because they all come with extensions to
> the standard. Pascal was my first compiled language and I think traces
> of it can still be seen in my C today. I'm not a fan of
> incomprehensible rubbish when comprehensible rubbish will do!

That's exactly what makes pascal bad as a real programming language. ISO Pascal (the official standard pascal), is a cripple language, not usable for real programming. To make Pascal more usable people made extensions to the standard, but the problem is that different pascal versions are extended in their own particular way, so those versions are incompatible with each other.

If you are sure you are going to use that compiler the next couple of years there is no problem with that, but if your program should be compiled on different systems. The programming project I am working on compiles on multiple platforms with different compilers (TOS: Pure C and GNU C; Linux (68k and ix86): GNU C; DOS: Watcom C and Microsnot C). (Be warned, using C doesn't mean it's portable, but it is possible to write portable code.)

Even the designer of pascal, Nicklaus Wirth, agrees with the fact that pascal is not usable to do real programming that's why he designed
Modula 2. That language is able to handle real life problems. I don't like that language though.

>>> Ada is dangerous.
>>
>> She is ??
>
> Oh most certainly she is, yes. My "two lift" problem got sorted in
> assembler quicker than in ada. ;-) It's a language that incorporates
> multitasking constructs btw.

The best mutitasking language I know of is Occam, the teacher told us horror strories about Ada and parallel C.

Hans Wessels

From 5508503532583591421
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS memory banks
Date: 1996/11/28
Message-ID: <849220333@p24.f101.n323.z205.mbh.org>

X-Deja-AN: 201335013
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <962231997@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 395a7ebd
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 329e12ed
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> Eeerm, for the follow up commands, the best way to explain...
> Later on I may want to use a command like....MUSIC 3
> STOS will automatically look in the bank I assigned as music, this
> saves me having to add perameters to the music play command,
> This is the same for fonts used in windows, sprites etc,

So memory banks are very thight coupled with the command set. How does this affect new or improved commands?
Example: I want to use a Digmax tune or a Countzero tune, these music types have to be initialized and played in a different way (if I remeber it correct, there are a lot of different chip music formats.)
Same thing for a sprite routine. How is a bank matched to the right sprite routine?

> hmmm I can only presume its easier for STOS? Dunno realy, having
> never used other programming languages to the extent of memory
> allocation, then I never questioned the way STOS does it?,

Seems so. Creating a lot of trouble to understand each other.

>> Well, as you don't have trouble my guess is STOS doesn't move it's
>> memory banks when surrounding memoryblocks are released. Can someone
>> confirm this?
>
> If I assign a variable to = the start address of a memory bank, eg
> S7=start(7)
> Then at some point another bank is erased or made? then S7 will no
> longer = start(7) and the variable must be reset by the programmer,

OK, how do you know when that moment arrived? Just by keeping track on which banks are used and when a bank get released?
And that was the point I tried to make. If the displayed screen is located in that bank you the shifter could display the wrong memory area but it looks like STOS can keep track of the memory adresses because you are telling STOS what

adress should be used. (I wasn't so honest to Omikron).

> allways go to the logic, a good programmer will allways set logic to
> = back, so work is hidden, then a screenswap command will swap the

Hmnm, I am a bad programmer then. Most parts of my demo use only on screen. I simply make sure I update a part of the screen after is was displayed by the shifter.

> logic,physic, = instant graphics as no data is moved, only a pointer
> changed, I cannot see anything being faster? logic can be set to
> anywhere, back, physic a bank, anywhere.....

You can't see anything being faster because you don't know what happens after you told STOS you want to switchthe pointer. The data displayed won't change until the shifter has been told the screen is at an other adres. And how do you tell the shifter which adress is the screen adres?

By:

```
poke $ff8201,(screenadres shr 16)
poke $ff8203,(screenadres shr 8)
```

All other commands will eventually write to those hardware registers.

>> I guess there are a lot of extensions you can use for a lot of
>> different things. So it's resonable to think there is more than one
>> extension that supplies you with a command to set a block of memory to
>> a cetain value. Maybe
>
> All the memory allocations are done with STOS original commands,
> well in my work, I cant speak for all STOS programmers:), but I do
> not recall any commands in any extension for allocating memory, unless
> the termonolgy is confusing me:)

Yes it is I think. By setting memory I mean setting the bytes (words etc.) in a memory block ro a certain value. So the question

>> there are commands that lets you set memoryblocks with a 2, 4, 8 or 16
>> byte

means: are there different commands that let you set the bytes in a given memory block to a given value? And are there other commands that allow you to set a block 2, 4, 8 or 16 bytes into a certain value?

> extensions are obviously not made in STOS, so i cannot help you
> there, I know a certain amount, but it could be the blind leading the
> blind, making extensions is well out of my luegue i am afraid,

Ok, but how do you use extensions? I think there is something like a library with a lot of functions. I asume you can use multiple libraries at the same time in a program (one for the sound, an other for sprites and maybe again an other for doing heavy duty memory moves). What happens if two functions in different

libraries have the same name?

> My apologies, I found it difficult to seperate the two threads, ie
> STOS and this one, SORRY :)

I can understand that. I would kill someone who attacks me too! (First shoot, then ask 'Wa d'ya want?'. That's the safest way.)

> STOS returns error 8, out of memory....
> But STOS has amongst its nifty commands and preset variables, free,
> so print free return the available memory, you can allocate a bank

Just like all other basics I know of. It will give trouble on multi tasking systems. Because in the time you determine the amount of free memory and the moment you try to allocate it, an other application might grap a huge block of memory, leaving your program no other option than to generate a error. But lucky us, multitasking is of no importance here.

> with "reserve as data 7,free" although free-1280 or simmilar might be
> a better idea:)

Still wouldn't be a great way of programming. Can you determine the size of a reserved memory block after it has been reserved. Like in your example, can you determine the size of bank 7?

Bye, Hans Wessels

From -5025123789990944672
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/28
Message-ID: <849221876@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 201335014
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2626698363@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 9c903c7b
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 329e18f4
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >> (raster width)/2. However, moving the character about 6 pixels to the
> >> left will make the cahacter witdh 3 times the rasterwidth instead of
> >> two.
> >
> > and make me have to add too much to the overlaying trick I am using
> > to be able to keep the game at the speed it is?,

I don't know. On a plain 1040ST (1Mb) there are about eight scanlines left before the start of the VBL. Don't know how much time is needed on a STe nor the amount of time needed to display the sprite. You are the only one that can find out by placing rasters around the routine that displays the main character. If you say there is not enough time left I won't argue about that.

Bye, Hans Wessels

BTW: I can't get to the last eleven coins. Eight of them are located very high, left from the middle on the lower half of the map. The other three are located on the first level above ground level where the longest slide of the game ends (It's also on the upper half of the map.). Can you give me a hint how to get there? And will those eleven coins give me enhough points to break the 3k limit? (Now I have 2620 points, only the eleven coins and the ace card to go.)

From 3343678327678305150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/28
Message-ID: <849217270@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 201335016
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2939280032@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk af31daa0
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 329e06f6
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >> with 28 MHz. (Civilization, Elite II Frontier, Transarctica, Power
> >> Monger, Popolus, Ishar)
> >> Of course there is another diference to yours, these are not free
> >> games.
> >
> > That was a cheap shot :(

Most of them are simulation games and don't compare to the Arcade games Tony makes. The number of Arcade games running with speeder boards is less. Most DMA loaders won't work. Using the hacked version of the game solves that problem. Jeff Minter games work on speedy Atari's and that are real arcade games, but I guess Jeff doesn't use basic. :-)

> >> Can a Programming Language be the best of all, if the resulting
> >> program won't run on new ataris? Hhmmm....
> >
> > YES, when there is nothing better about?, a game made in BASIC that
> > works on most ATARIs is better than a none existant game, how many
> > ATARIs will that work on, no game=no ATARI's...yes?

Ok Tony, let me see... We have the following C games:
Kubis '96, WinColTris and Nethack running under GEM. (I think the most GEM games are written in C, but I haven't tested them so I can't prove it to you.)
GNU chess working character based.

All those games work on all Ataris, under all resolutions, maybe some of those games require you to have a harddisk (I usually don't test a game from floppy disk if I can run it from harddisk).

If you want to have more GEM games, maybe even written in Gfa (or another basic), just plunder a German Atari ftp site.

So either we can remove C from the challenge list, or we have to concentrate on arcade games running in ST LOW. The best way is to remove C from the challenge list, because then most of the original statement is still true. But the moment a basic GEM game is found your statement collapses again. So maybe it safer to concentrate on arcade games running in ST LOW.

So what's it gonna be? (Wow, dirty question, answering it means you agree you starting statement was false!)

> >> So tell me how do you would switch resolution from:
> >>
> >> - ST low with AS OverScan (368x264x16) to ST low (320x200x16)

Hey Uwe, what AS Overscan driver are you using? Mine does only (400x240x16) in ST low. How do you get the 24 extra scanlines? (My settings are (400x240x16) in ST LOW, (816x240x4) in ST medium and (720x480x2) in ST HIGH (I have got a SM144 monitor for high res, they are faster with the horizontal retrace).

>
> You see I am talking about the majority, are you seriously trying to
> tell me you do not have access to ATARI ST low rez, if you have, then
> whats the problem ?

The Ultra very Mega big majority of Atari users can run GEM programs.

>
>>>> Your wonderfull STOS games are not running on this nice big
>>>> ataris!
>>>
>>> hang about, whats all this "your wonderfull stos", if you are
>>> trying to be sarcastic then this is all a waste of time :(
>>>
>>>> Most of them have extended graphic hardware, the only access to
>>>> screen
>
> But also have the ability to use ATARI ST low, so ????

Autoswitch Overscan has, but go to a VGA type card and you say good bye to the good old ST resolutions.

> may not be the best all round BASIC for the ATARI and my games may
> not be the best in town, until you show me better, written in BASIC
> in 1996, then my statement is proven to be true?

Are we allowing C or not? The original statement included C.

Bye, Hans Wessels

From -2731665766571989301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/28
Message-ID: <57khdb$ain@dux.dundee.ac.uk>#1/1
X-Deja-AN: 201396818
references: <329b973d.797033@news.airtime.co.uk> <329d540c11e390@stud.ntnu.no>
<329d9bf1.17637465@news.airtime.co.uk>
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

: >10000-line *structured*, easy-to-read source in STOS! Let's face it,
: >the programming-language itself is crap. No procedures, no functions
Speaking as someone who is working on a project with 27 classes all in MSDev
Studio I would say that there is not much diffence over structure Vs Basic

style. What is important is you get to know the code, make sure it is neat
and comment it. Your textbook folk will say procs etc are so wonderful but
practically there is little difference! BTW gosubs can be given labels in STOS
e.g. X=500:Gosub X

: Thats a matter of opinion, there are a lot of people using it, surely
: that tells us something?
Yep. We still see more STOS stuff than anything else.

: >and no dynamic datastructures (No datastructures at all except for
Not that useful in games programming but would be nice I suppose.
Always memory on disk so using files you could do what you like so not a total
limitation.

: >Perhaps you should try looking outside the (very) small world of BASIC
Visual BASIC is very very popular on a platform that has something as
structured and powerful as VC++??

: For what ?, why would I want to when BASIC is doing everything I
: personally ask of it ?
Exactly. Instead of time spent on learning GEM you can use what is already
available to you. STOS wimp features are really easy to use and are amongst
the best I have used including 32bit windows!!

: make a serious application that needs GEM you see <duck!>
Sigh and we were hoping for a decent GEM game... :-)

: >use to maintain large sources with line numbers, goto's and gosub's.
Nope this is rubbish. Get a printout, a notepad and a ballpoint pen and it is
fine! You don't have to use goto at all. That is to do with good style - not
the language itself.

: The original statement was to, start a thread in an otherwise empty
: and boring newsgroup :), have a healthy debate with other BASIC coders
Uk.comp.misc was more exciting than this place until a wee while ago! <wink>

: >additional library, just like your extensions. They're not a part of
: >the language, and no sane person would say that the language BASIC is
: >more powerful than C??
Visual Basic is more powerful than my C compiler! No easy database support..
No easy GUI...

agape,
Davy

Davy Mitchell - Computer Science, Dundee University dmitchel@mcs.dundee.ac.uk
Homepage: http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
Compline - Christian Night Prayers. Short 10min service.
10pm on Wednesdays in the University Chaplaincy Centre. All welcome !!

From 924503748679843514

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1996/11/28
Message-ID: <GK3WCFAFUP@alkor.sax.de>#1/1
X-Deja-AN: 201742460
references: <1302618686@alkor.sax.de> <849109308@p24.f101.n323.z205.mbh.org>
content-length: 690
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <849109308@p24.f101.n323.z205.mbh.org> Hans Wessels wrote:

>Uwe Haase wrote:
>
> > - All three games are not full synchronised to the VBL,
> > because they are unplayable with my T-28 speedup board.
> > If I toggle back to 8 MHz, all is OK.
>
>Hi, does the T-28 board switch back correctly to 8 MHz?

It does.

>My Turbo 20 board (very
>old product) doesn't swith back it's memory acces timing correctly. Memory acces
>is always like the shiffter is accessing video memory, even when it doesn't.
>This gives trouble with very tight timed programs like fullscreens demo's.

No problems with fullscreen demos. Same to spectrum viewers (f.e. Photochrome)

--
Email: haase@alkor.sax.de

From -4201301332009489053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/29
Message-ID: <Pine.SOL.3.91.961129101357.6896A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 201302138
references: <849207160_OASIS_@swampdog.demon.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII

organization: University of Canberra, Australia
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Wed, 27 Nov 1996, Guy Harrison wrote:

> >Ada is dangerous.
> 'cos the military use it!

And because some of the poorer compilers (like the one the cheapskates at
my uni force students to use) give 50-something errors then crashes &
reboots the machine all because you left off a ';' on one of the lines!

and here's one nobody has mentioned...

Prolog is an elegant language, but don't even think about writing large
applications in it or your brain will melt :)

```
     /"(   _   )"\     .-------------------------------------------------------.
    / . \/^\/ . \    | Yiannis Paschalidis / Alias "X"   ...  Nuclear waste  |
   /  _)_`-'_(_  \   | u943409@student.canberra.edu.au   |||    fades your   |
  /.-~   ).(   ~-.\  | tp943409@ise.canberra.edu.au     / | \     genes!     |
 /'     /\_/\     `\ |    URL -> http://student.canberra.edu.au/~u943409/    |
        "-v-" F'030  `-------------------------------------------------------'
```

From 5106301201256651612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,78d982ef51f22a0c,start
X-Google-Attributes: gid1115ce,public
From: dnemeth@sprynet.com
Subject: Atari 2600 Question.
Date: 1996/11/29
Message-ID: <57la5o$etl@juliana.sprynet.com>#1/1
X-Deja-AN: 201309113
organization: Sprynet News Service
newsgroups: comp.sys.atari.programmer

Can anyone point me to where I can find solutions to Atari 2600s "Earth World" &
"Fire World? Any web pages dealing with Atari
2600 out there?

Please email me

Darren

dnemeth@sprynet.com

From 4249718472563120870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c945705417720716
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: NED PLAYER v2.2
Date: 1996/11/29
Message-ID: <57menq$5q6@balaena.bio.vu.nl>#1/1
X-Deja-AN: 201385372
references: <17413598_000003_OASIS_NEWS@the-gap.demon.co.uk>
<57fe88$5jf@ornews.intel.com>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Rich Tietjens (atari@teleport.com.REMOVE.THIS.TO.REPLY) wrote:

: >I'd just like to add that there is a tiny program available on my pages
: >called BackPlay. This can be used in conjunction with NED PLAYER and CAB
: >so that you can seamlessly play samples from within CAB without any windows
: >etc. being displayed in NED PLAYER.

: This is exactly the kind of idea I was talking about in my TOS extension
: thread. Good job!

What's it got to do with _TOS_ extentions then?
You don't need to patch the entire OS just to fix an ACC, do you?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

From 9093331357992267112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,30a286f9d76ffaa,start
X-Google-Attributes: gid1115ce,public
From: erik@schunta.etc.tu-bs.de
Subject: PPAS: Underlining characters in buttons?
Date: 1996/11/29
Message-ID: <57meul$mkk@ra.ibr.cs.tu-bs.de>#1/1

X-Deja-AN: 201386973
distribution: world
organization: Studentenwohnheim An der Schunter, Braunschweig
newsgroups: comp.sys.atari.programmer

Hello wizards out there,

I'm busy writing an app in Pure Pascal that features dialog boxes in AES windows. It works, but what I couldn't figure out yet is how to underline a char in, say, an exit button, radio button or such. This is, as you know, used to indicate which key to press with the Alternate key to select the button via keyboard.

Now, everyone does this. How's it done? Do I need to transform the buttons to G_USERDEF objects, or G_FBOXTEXT objects? Or do you just put the lines in there with appropriate VDI calls? With a week of trying, I might end up with something that works, and I'm not looking for ready source code here, just hints in the general direction would be appreciated -- I don't plan on writing something that sort of works, but in a different way than the way it should.

Please do reply via email, because I don't yet have access to Usenet on a regular basis. If there is sufficient interest, I'll post a HOWTO here when I've arrived at a solution. This goes for all problems with window dialogs... if anyone out there has a related question, feel free to mail me. Who knows? I might even be able to help you.

And please *don't* ask why I don't want to use anyone's library to do this... it's an altogether different and potentially lengthy discussion in there, as is in why do I use Pascal. :-)

Oh, BTW, what's this Personal Pascal thing about? Am I missing something dramatic here?

Thank you for your time.
Yours, Erik.

From -7554152479082902249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/29
Message-ID: <57mi8d$91@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 201389392
references: <329e1385.19218330@news.airtime.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk

nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <329e1385.19218330@news.airtime.co.uk>, stosser@airtime.co.uk (Tony Greenwood) writes:

> But you are being a bit pre emptive with Diamond-Ice? it isn't even

Well, with a week or two to go (? do I remember right?) and without you mentioning that it worked, I assumed that it would be the same. :-)

>released yet, and NEWS!!! I have fixed it and Flinny tried it on his
>Falcon TOS 4.04 and it works, So Diamond-Ice will be released as
>Falcon Compatable,

Aha! Cool. Why didn't you say so? :-)))

> Anthony, theres also an improved Sample that will play on the Falcon,
>and any Ste with more than one meg :), the only thing that will be
>missing on the Falcon version is the very nifty intro routine :)

Got a sample at the right frequency then. :-)

> (Yes Backwards and ST Low will be needed<G>)

I assume Backwards to slow it down to 8Mhz. I guess its not wise for me to run it at 36Mhz then. :-)

Anthony

--

```
-------------------------------------+-------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+-------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```


From 6447127180030774588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/29
Message-ID: <57mjg5$rk@m1.cs.man.ac.uk>#1/1

X-Deja-AN: 201391407
distribution: world
references: <849217270@p24.f101.n323.z205.mbh.org>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <849217270@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
>Jeff Minter games work on speedy Atari's and that are real arcade games, but I
>guess Jeff doesn't use basic. :-)

What are you talking about? Jeff's games DO NOT work on fast Atari's without changing from the standard setup. The reason for this is that Jeff uses self modifying code in his sample replay code. This causes a crash on any machine with a data cache that is operational (ie. Falcon, TT, and probably Hades etc.) Yes, disabling the cache improves compatability.

(note that his STE/TT versions dont play sound on Falcon's either - for the same reason that Heartland doesn't - Atari redefined the lowest speed to be sample off)

- all this is based on Llamatron, Revenge, Revenge STE and Hardcore demo. Obviously Llamazap only works on Falcons, Trip-a-tron (not a game, but hey) has problems on an STE - and doesn't do any better on a Falcon. 'Thingy' (I believe an early version of colourspace ST) DOES work, although it doesn't correctly change mode at the beginning, so you have to start in ST-Low. I cannot remember what colourspace did (I think it worked from ST low)

>Ok Tony, let me see... We have the following C games:
>Kubis '96, WinColTris and Nethack running under GEM. (I think the most GEM

>All those games work on all Ataris, under all resolutions, maybe some of those
>games require you to have a harddisk (I usually don't test a game from floppy
>disk if I can run it from harddisk).

I would be prepared to bet that Tony cannot run Nethack (GEM version, that is) as I believe this needs 640x400 minimum rez...

Anthony

--

```
-------------------------------------+-------------------------------
Anthony Jacques    IRC: AnthonyJ     |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk         |  KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/   |  available from WWW pages
-------------------------------------+-------------------------------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon
-------------------------------------------------------------------
 Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
```

From 3480653948533547121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,33327fec678a1b
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,33327fec678a1b
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,33327fec678a1b
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: TOS images and Gemulator
Date: 1996/11/29
Message-ID: <57mej3$5q6@balaena.bio.vu.nl>#1/1
X-Deja-AN: 201391419
references: <57d1u9$40l@news.Informatik.Uni-Oldenburg.DE>
<57h5c1$3o5@balaena.bio.vu.nl> <57hd5e$ed3@news.Informatik.Uni-Oldenburg.DE>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Ronald Hartwig (Ronald.Hartwig@Informatik.Uni-Oldenburg.DE) wrote:

: >Can't you just type the ASCII codes?
: OK, but I think that would overload the user a bit :) See that umlauts
: are very common in german.

Ah yes, I remember that from my German lessons... They're horrific if you're
not used to them :)

: Further tests gave a stunning result:
: When I use the "Ataris-ST" drive mode so that all files are put into a
: container, it works perfectly. Having a close look onto the files had
: no result. I tried adding some characters, but it look slike gemulator
: (or gfa basic) never ever recognizes the EOF of files which are among
: dos files.

Hmmm, weird... Maybe you should try if other programming langueages do
recognise EOF... Do you have a C compiler?

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

From -6772489102395847631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS memory banks
Date: 1996/11/29
Message-ID: <57mkd8$175@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 201394247
distribution: world
references: <849220333@p24.f101.n323.z205.mbh.org>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <849220333@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org>
writes:
> > STOS returns error 8, out of memory....
> > But STOS has amongst its nifty commands and preset variables, free,
> > so print free return the available memory, you can allocate a bank
>
>Just like all other basics I know of. It will give trouble on multi tasking
>systems. Because in the time you determine the amount of free memory and the
>moment you try to allocate it, an other application might grap a huge block of
>memory, leaving your program no other option than to generate a error. But lucky
>us, multitasking is of no importance here.

Well, nothing would happen anyway - as STOS allocates all the RAM it can at
the begining, and when a STOS program 'frees' memory it doesn't actually
free it back to the system - just the STOS memory manager.

Also, as already pointed out, STOS runs in supervisor mode, so there is no
chance that another task can grab some memory... :)

>reserved memory block after it has been reserved. Like in your example, can you
>determine the size of bank 7?

yep length(7) gives this.

Anthony

--
----------+----------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
                                | Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
----------+----------
 New program - KP Flash - Sound 2 Light (literally) for the Falcon

---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

From 483593691010606879
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b238412e8bd574c,start
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: AV Protocol
Date: 1996/11/29
Message-ID: <329ED362.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 201394495
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

Hi all

Anyone know where I can get programming info (preferably for C and in
English) for implementing the AV Protocol in my programs?

Regards
Martyn

From 4112640272051823848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/29
Message-ID: <329ee32f.10414799@news.airtime.co.uk>#1/1
X-Deja-AN: 201408964
references: <2939280032@news.airtime.co.uk> <849217270@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 28 Nov 96 21:50:20 +0100, in comp.sys.atari.programmer you
wrote:

> >
> > YES, when there is nothing better about?, a game made in BASIC that
> > works on most ATARIs is better than a none existant game, how many

> > ATARIs will that work on, no game=no ATARI's...yes?
>
>Ok Tony, let me see... We have the following C games:
>Kubis '96, WinColTris and Nethack running under GEM. (I think the most GEM
>games are written in C, but I haven't tested them so I can't prove it to you.)

 So you also cannot tell me wether they are any good? and until you
can, then My statement stands, I am not for one moment suggesting they
are not good, I have not seen them, but for them to have ANY relevence
to this thread then they must be good games made in BASIC or C (with
no added mc) and have been made in 1996

>All those games work on all Ataris, under all resolutions, maybe some of those
>games require you to have a harddisk (I usually don't test a game from floppy
>disk if I can run it from harddisk).

 if they require a hd then they are definatly not a reccomended good
game, MOST atarians do not own hard drives,

>If you want to have more GEM games, maybe even written in Gfa (or another
>basic), just plunder a German Atari ftp site.

 But are they made in 1996 and how would we know if they are simple
BASIC shells calling lots of m/c?

>So either we can remove C from the challenge list, or we have to

Certainly not!

>concentrate on arcade games running in ST LOW. The best way is to remove C from

 No, you have said nothing to convince me, and more importantly you
have shown me nothing to convince me,

>the challenge list, because then most of the original statement is still true.
>But the moment a basic GEM game is found your statement collapses again. So

 No, then we decide which is best, but you havent even found a good
game written in 1996 BASCIC or C yet!

>maybe it safer to concentrate on arcade games running in ST LOW.

 NO, My statement stands until you or someone else shows me something
made in BASIC or C in 96 that is better than a STOS made game, you are
very good at talking, but no one can play that ?

>So what's it gonna be? (Wow, dirty question, answering it means you agree you
>starting statement was false!)

 Yeagh?...see above, this is not Chess, I cannot be cornered or pushed
into a false move,
 You see I will be quite happy to say ok, x language is better for

making games in this day and age, if you show me something, but with
the best will in the world i can not say that now just because you say
its possible, SHOW ME!

> > But also have the ability to use ATARI ST low, so ????
>
>Autoswitch Overscan has, but go to a VGA type card and you say good bye to the
>good old ST resolutions.

AW Give us a break, you have to draw the line somewhere,

Q when is an ATARI not an ATARI
A when it cannot even handle standard ATARI screen resolutions

Having these extra screen resolutions is great, I saw some in action
at the recent English ATARI shows and I was gobsmacked, with a mega
STe (owned by Harry Sideras A.A.U.G.) looking a lot better than any of
the falcons on show, it had far better screen display etc,
BUT If a machine does not even have the capabilities to run a
standard ATARI resolution then is it realy an ATARI in the true spirit
of the thread, if so, then where do you draw the line, or will we next
be told that STOS is sad because it wont work on an ATARI Jaguar, or
maybe an ATARI 800XL Computer,
All this talk of Hades and Madusa etc, it really is taking things a
little too far dont you think,

How many Hades Computers have been sold
How many of these people will want a game made on a ST

There aint going to be enough to even warrant booting STOS, get real
please :)

> > may not be the best all round BASIC for the ATARI and my games may
> > not be the best in town, until you show me better, written in BASIC
> > in 1996, then my statement is proven to be true?
>
>Are we allowing C or not? The original statement included C.

Yes we are allowing C, my original statement seems to gain strength
with every posting you make :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -5981509611460438841

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,27a63e7bf4511d7d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,27a63e7bf4511d7d
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,27a63e7bf4511d7d
X-Google-Attributes: gid1115ce,public
From: john@JCordes.Phys.Dal.Ca (John Cordes)
Subject: Re: Need working(!) ST Emulator for GfA3.07D program
Date: 1996/11/29
Message-ID: <57mt6m$f5m@News.Dal.Ca>#1/1
X-Deja-AN: 201409227
references: <572v9r$emi@news.Informatik.Uni-Oldenburg.DE>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc
organization: Dalhousie University, Halifax NS
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Ronald Hartwig (Ronald.Hartwig@Informatik.Uni-Oldenburg.DE) wrote:
: I am really desperatly searching an emulator for PCs which emulates
: my 1040STFM with TOS 1.4 (I thin) or 1.2.
: Up to now I tried several:

 --- material deleted ---

: STonX   : Is known not to run GfA3.x

 I can't get GFA v3.5 running under STonX either. However, STonX *is*
able to run my compiled GFA programs, so if you can get what you want
compiled on an Atari then you can run on the PC under Linux/STonX.

 John

From -971428610585253171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS memory banks
Date: 1996/11/29
Message-ID: <329ef4ed.14957246@news.airtime.co.uk>#1/1
X-Deja-AN: 201437594
references: <849094074@p24.f101.n323.z205.mbh.org> <57jrh5$3gp@m1.cs.man.ac.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 28 Nov 1996 11:03:01 GMT, in comp.sys.atari.programmer you wrote:

>>Well, as you don't have trouble my guess is STOS doesn't move it's memory banks
>>when surrounding memoryblocks are released. Can someone confirm this?
>
>I dont know exactly what it does, but it doesn't seem to move the banks
>around in my progs... I haven't examined its behaviour in too much detail
>because I dont tend to do things like erase/reserve banks appart from in
>the initialisation stages...

This is what I am trying to get accross, I don't know if its simply habit, but I usually set up all my banks, arrays etc, have everything I am going to need later, all ready before the game starts, a little like a Chef would lay out his ingrediants and utensils, I would not want to trye erasing or allocating banks in the middle of a game loop,

However I have found it to be true that setting a variable as the start of a bank then erasing reserving other banks can cause an address error, I usually have my variable = bank commands right at the end of the setup, best just before the main program loop starts, that way you know they will all point to the correct place,

>STOS generates an error (suprisingly 'Out of Memory'). This can be caught
>by your program using the 'on error goto' command, which may handle the
>error in anyway it considers fit, and then if possible 'resume'.

If I know this is a possibility in the program then I first reserve a small bank of memory, as soon as my program detects an error 8 (out of memory) it erases the bank, thus freeing enough memory to draw ..maybe a nice alert box etc and an involved error routine, such as a mini menu featuring, try again, go back to? , quit, cold boot, warm boot etc,
This should only be neccasay in a program that allows user input of some sort, ?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 1795465264166442249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/29
Message-ID: <329ef922.16034621@news.airtime.co.uk>#1/1
X-Deja-AN: 201437597

references: <329e1385.19218330@news.airtime.co.uk> <57mi8d$91@m1.cs.man.ac.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 29 Nov 1996 11:43:09 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:

>> But you are being a bit pre emptive with Diamond-Ice? it isn't even

>Well, with a week or two to go (? do I remember right?) and without
>you mentioning that it worked, I assumed that it would be the same. :-)

 each release must progress, as I think you pointed out earlier in this thread, you see I have learnt sice Heartland, and hopefully will learn even more after Diamond Ice :)

>>released yet, and NEWS!!! I have fixed it and Flinny tried it on his
>>Falcon TOS 4.04 and it works, So Diamond-Ice will be released as
>>Falcon Compatable,

>Aha! Cool. Why didn't you say so? :-)))

 Only got the final OK from Flinny that it worked littraly hours before that posting, I had used the compiler fixer, but as I pointed out, thats a bit limiting as you are set to certain tos versions, once I fixed it with Generic it worked alright, well I presume it was that as I also stopped it going to the intro if >TOS 2.06 detected, some nasty chip music in intro you see ?,
 BTW using Martins EXTRA...if val(os version$)>n.nn then ????

>> Anthony, theres also an improved Sample that will play on the Falcon,
>>and any Ste with more than one meg :), the only thing that will be

>Got a sample at the right frequency then. :-)

 Yep enlisted the services of another bod', we have a nice jingle bells tune playing the background on STe, and same tune but bigger and better sample rate loaded if Falcon or may as well load it if STe has more than one meg as well :)
 BTW using Martins EXTRA...if mem config > 1040 then ????

>> (Yes Backwards and ST Low will be needed<G>)

>I assume Backwards to slow it down to 8Mhz. I guess its not wise for
>me to run it at 36Mhz then. :-)

 Cant tie it to a vbl I now believe is the termanology:), if I make a graphic adventure next, then shouldnt need backwatds, hmmmmm

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 2748832997713295139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a525c62eb521043a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Release tips
Date: 1996/11/29
Message-ID: <329ef16c.14059806@news.airtime.co.uk>#1/1
X-Deja-AN: 201437627
references: <32919872.6653016@news.airtime.co.uk> <577unh$f3q@dux.dundee.ac.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 23 Nov 1996 22:44:01 GMT, dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
wrote:

>Tony Greenwood (stosser@airtime.co.uk) wrote:
>: WHAT ELSE?: Suggestions?.....
>How 'bout a little add in shopper / Micromart etc??
>Or even in local press?? Doesn't cost much more than sending a disk.
>Anyone tried this ??

 Hey what about PC MART...And everyone get PC MART, next issue I
think?, they are printing an article about ATARI, by eeeeerrm ? and I
don't mention STOS in it :))), its either next, or the one after
crimbo:)

 As to your suggestions, this is exactly what we are going to do with
diamond-ice, no pdls, just available through me by email, or snail to
my artist partner, each copy will have the name of the owner on the
play screen,
 This is to keep track of how many people are interested in our
software?
 We will advertiose the game through all known user groups,
diskmagazines, free paper magazines and hopefully get soemthing
reviewed in Atari Computing,
 The game will be FREE, but we simply want to keep track to see wether
its all worth while,

Cheers.....!ynoT

Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 3559021830553345196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6c4a52b68652ada9
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,6c4a52b68652ada9
X-Google-Attributes: gidf8760,public
X-Google-Thread: 10aaed,6c4a52b68652ada9
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1164f8,6c4a52b68652ada9
X-Google-Attributes: gid1164f8,public
X-Google-Thread: 111acd,6c4a52b68652ada9
X-Google-Attributes: gid111acd,public
X-Google-Thread: 105753,6c4a52b68652ada9
X-Google-Attributes: gid105753,public
X-Google-Thread: 1056fc,6c4a52b68652ada9
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,6c4a52b68652ada9
X-Google-Attributes: gid1115ce,public
From: Jean Robinson <rnbwridr@sierra.net>
Subject: Re: Make money!
Date: 1996/11/29
Message-ID: <329F3340.6626@sierra.net>#1/1
X-Deja-AN: 201445534
distribution: inet
references: <329AB24B.908@phosworks.se> <57ejml$d0s1@ocsgw2.chipshol.tec.klm.nl>
<57h560$3o5@balaena.bio.vu.nl>
content-type: text/plain; charset=us-ascii
organization: Sierra-Net
mime-version: 1.0
newsgroups:
comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace
x-mailer: Mozilla 3.0 (Win95; I)

I don't know. I have always heard that it is best to ignore stupidity.
Just my 2 cents.

Jean

Levien van Zon wrote:
>
> >THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE

> >WEALTH OF THE WORLD
>
> Has this person ever heard of _working_?
>
> >WITHOUT COSTING US ANYTHING BUT OUR TIME
>
> Time is mony. Especially when you're on a 2400 baud link.
>
> >$5 AND FIVE POSTAGE STAMPS!
>
> God, I hate people who leave their Caps-Lock turned on...
>
> Sorry, but one just can't resist replying to such a message :)
>
>   -=Levjenno
>
> ------
> Levien van Zon (lvzon@bio.vu.nl)
> MALEB Homepage: http://huizen.dds.nl/~levjenno/
> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
> ------
>
> "Wrong, wrong. Absolutely brimming over with wrongability."
>   --Rimmer

From 6510866951896962291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/29
Message-ID: <849382778_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 201555789
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <849213983@p24.f101.n323.z205.mbh.org>
  Hans Wessels <mr_ni@mbh.org> said:-

>Guy Harrison wrote:

oh no I didn't! :-)

> >>> Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD.
> >>> Great for teaching programming principles on paper, awful for
> >>> actually programming.
>

>Pascal was designed to teach programming, it was never ment as a
>programming language to do real programming with. (Real programming is
>any programming that solves problems exceeding the level of problems
>encountered in the regular 'programming for beginers' courses.
>
> >>
> >> HO SHIT!!! I just ordered Personal Pascal :(.....I did!
>
>Hey, I thought you could already program??

I can and I didn't say the above!

>Ah, now I remember, you
>never picked up the use of funtions. Though I think it's a bit of over
>kill to buy pascal for that purpose. ;-)
>
> > hehe! It's not _that_ bad because they all come with extensions to
> > the standard. Pascal was my first compiled language and I think traces
> > of it can still be seen in my C today. I'm not a fan of
> > incomprehensible rubbish when comprehensible rubbish will do!

Ah, I did say the above!

>That's exactly what makes pascal bad as a real programming language.
>ISO Pascal (the official standard pascal), is a cripple language, not
>usable for real programming. To make Pascal more usable people made
>extensions to the standard, but the problem is that different pascal
>versions are extended in their own particular way, so those versions
>are incompatible with each other.

No arguments from me on that. Totally agreed.

>If you are sure you are going to use that compiler the next couple of
>years there is no problem with that, but if your program should be
>compiled on different systems. The programming project I am working on
>compiles on multiple platforms with different compilers (TOS: Pure C
>and GNU C; Linux (68k and ix86): GNU C; DOS: Watcom C and Microsnot
>C). (Be warned, using C doesn't mean it's portable, but it is possible
>to write portable code.)

oo, I'm not sure we should get into a debate about what is portable
and what is not - that would be the never ending thread. :-) I do see
your point however.

>Even the designer of pascal, Nicklaus Wirth, agrees with the fact that
>pascal is not usable to do real programming that's why he designed
>Modula 2. That language is able to handle real life problems. I don't
>like that language though.

I purchased Pascal & C at the same time. I could already program
Pascal well and knew nothing whatsoever about C. Even with this bias,
it did not take me long to decide C was the better long term prospect.
Had modula 2 been available at the time, things might have been

different. Fortunately it wasn't - I would have regretted never
learning C.

> >>> Ada is dangerous.
> >>
> >> She is ??
> >
> > Oh most certainly she is, yes. My "two lift" problem got sorted in
> > assembler quicker than in ada. ;-) It's a language that incorporates
> > multitasking constructs btw.
>
>The best mutitasking language I know of is Occam, the teacher told us horror
>strories about Ada and parallel C.

Never tried that one. I don't even know what it looks like!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -149787700781194974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Silly programming language advocacy issues
Date: 1996/11/29
Message-ID: <849383810_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 201555790
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

Better clarify libraries here as both sides are in danger of getting
themselves into a corner :-)

A compiler library (this is not C specific) most usually consists of
pre-compiled source code. When the main program makes reference to a
particular command then it is noted. Once everything is compiled, the
linker has the job of going through all these "unknown" commands and
attempts to find those commands in the libraries you have told it to

use. If it finds them all you get an executable program otherwise you get an error.

To add new STOS commands you need an extention. To add new compiler commands you need a library. In effect they are the same thing. STOS is to be praised for providing the facility at all, especially when you consider how long ago it was since it first came out.

The power of a library is you can choose what to put in it (or take out / replace) yourself. If I find I have written the same routine more than a few times, I tend to generalise it and add it into one of my libraries. I never have to write it (or compile it) again. Same thing with STOS - may be hard for the user to do but it is possible thus both are the same!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 2855891984563982952
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/29
Message-ID: <329ee47d.10748522@news.airtime.co.uk>#1/1
X-Deja-AN: 201567461
references: <2626698363@news.airtime.co.uk> <849221876@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 28 Nov 96 23:39:58 +0100, in comp.sys.atari.programmer you wrote:

>BTW: I can't get to the last eleven coins. Eight of them are located very high,

 Your playing it ?.....a compliment indeedy :)

>left from the middle on the lower half of the map. The other three are located

 Have you used the "View Map" option from the main menu ?, that will

update every time you view it, so you cans ee where the coins are and
how to get to them, however you have to figure where you are, as a
"You are HERE" tag would have been to easy :)

>there? And will those eleven coins give me enhough points to break the 3k limit?

 what 3k limit?

>(Now I have 2620 points, only the eleven coins and the ace card to go.)

 are you sure it is the Ace, thats very easy, its the Jack that has
everyone else stuck, and thats near the two hard to get at coins near
the big slope :)

 Use the MAP VIEW for the coins.....comments please ?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 2870201966141264962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS memory banks
Date: 1996/11/29
Message-ID: <329eebce.12621571@news.airtime.co.uk>
X-Deja-AN: 201567529
references: <962231997@news.airtime.co.uk> <849220333@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 28 Nov 96 22:42:50 +0100, in comp.sys.atari.programmer you
wrote:

> > saves me having to add perameters to the music play command,
> > This is the same for fonts used in windows, sprites etc,

>So memory banks are very thight coupled with the command set. How does this
>affect new or improved commands?

 One of the reasons the new commands are faster is that a lot of the
control is taken away from STOS, you have to use variables to keep

track of the start of banks for just about all the new commands

>Example: I want to use a Digmax tune or a Countzero tune, these music types
>have to be initialized and played in a different way (if I remeber it correct,
>there are a lot of different chip music formats.)

 hehehehe, variable=musauto(start(?),tune_number,length(?))
 that command recognises most (about 20+ i think) formas of chip music

>Same thing for a sprite routine. How is a bank matched to the right sprite
>routine?

 ok the new sprite commands=BOBS or one bitplane JOEYS
 BOB DESTINATION_SCREEN,BOB_DATA,IMG,X,Y,etc

 if i use start(7) as bob data then stos will always know the bobs are
there, its a compltete replacement to stos sprites so stos doesent
care whats in there, but as a variable is faster then I would use a
variable and re assign if any memory is allocated while the routine is
running, but that never happens,

>> > hmmm I can only presume its easier for STOS? Dunno realy, having
> > never used other programming languages to the extent of memory
> > allocation, then I never questioned the way STOS does it?,

>Seems so. Creating a lot of trouble to understand each other.

 Thats due to the major differences in the programming languages, I
have never heard of "memloc" before ? for instance :)

> > Then at some point another bank is erased or made? then S7 will no
> > longer = start(7) and the variable must be reset by the programmer,
>
>OK, how do you know when that moment arrived? Just by keeping track on which
>banks are used and when a bank get released?

 Yep, but to be honest I never do any memory bank erasing allocating
while a program loop is running, all that is as I tried to explain,
done in the setup routines ?

>And that was the point I tried to make. If the displayed screen is located in
>that bank you the shifter could display the wrong memory area but it looks like

 No because dont shift memory while the game is being played, ie
while the main loop is running,

> > allways go to the logic, a good programmer will allways set logic to
> > = back, so work is hidden, then a screenswap command will swap the

>Hmnm, I am a bad programmer then. Most parts of my demo use only on screen. I

Ho dont be silly, I meant a good STOS programmer, sheesh! :)) we have
a differnet screen set up, we dont use GEM, remember? so are not
restricted to the GEM way of doing things, whatever that is?,

>until the shifter has been told the screen is at an other adres. And how do you
>tell the shifter which adress is the screen adres?

STOS Allways knows where Physic, Logic and Back are, so a screenswap
command will swap the pointers between physic and Logic, physic,logic
and back are all preset variables, so PRINT PHYSIC will return the
adress of the physical screen, same with logic and back :) ?

>poke $ff8201,(screenadres shr 16)
>poke $ff8203,(screenadres shr 8)

>All other commands will eventually write to those hardware registers.

ho look! more pokes.....hmmmmmm

> > not recall any commands in any extension for allocating memory, unless
> > the termonolgy is confusing me:)

>means: are there different commands that let you set the bytes in a given
>memory block to a given value? And are there other commands that allow you to
>set a block 2, 4, 8 or 16 bytes into a certain value?

sorry, but you are still totally confusing me here? I have no idea
what you are talking about? honest!

> > blind, making extensions is well out of my luegue i am afraid,

>Ok, but how do you use extensions? I think there is something like a library
>with a lot of functions. I asume you can use multiple libraries at the same time

Yep but everything has a limit, extensions is 26, and each extension
will only allow x amount of commands, soory no idea what x is?

>in a program (one for the sound, an other for sprites and maybe again an other
>for doing heavy duty memory moves). What happens if two functions in different
>libraries have the same name?

then you have a crash!.....however extension makers will find out
what other extensions are available and try to work around it, hence
some very funny sounding commands :)

> > so print free return the available memory, you can allocate a bank

>Just like all other basics I know of. It will give trouble on multi tasking

 Well I havent tried all other BASIC so I would not know?

>memory, leaving your program no other option than to generate a error. But lucky
>us, multitasking is of no importance here.

 Yawn.....ZZZZzzzzzzzz.....

> > with "reserve as data 7,free" although free-1280 or simmilar might be
> > a better idea:)

>reserved memory block after it has been reserved. Like in your example, can you
>determine the size of bank 7?

 You mean like
print length(7) or x=length(7)

 So why would it not be a great way of programming?, so long as all
this is done outside of the game loop, then whats the problem, and why
do any memory setting from within the game loop, surely that IS bad
programming ? :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 8368142377491393588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23a9f72680ae5136,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: vro_cpyfm() (1/1)
Date: 1996/11/22
Message-ID: <3295b57a.11455519@news.airtime.co.uk>#1/1
X-Deja-AN: 198100537
references: <848710468_OASIS_@swampdog.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Fri, 22 Nov 96 00:54:28 GMT, in comp.sys.atari.programmer you
wrote:

>Here's some selected sources I've ripped out of my libraries. It works

Binaries in a newsgroup ?????? swampy you suprise me :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 6047089878950286264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS memory banks
Date: 1996/11/22
Message-ID: <3295cc96.17372437@news.airtime.co.uk>#1/1
X-Deja-AN: 198100882
references: <892615701@news.airtime.co.uk> <848522506@p24.f101.n323.z205.mbh.org>
<Pine.SOL.3.91.961122104057.14940A-100000@student.canberra.edu.au>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Fri, 22 Nov 1996 10:46:04 +1100, Yiannis Paschalidis
<u943409@student.canberra.edu.au> wrote:

>problems whatsoever! And I don't tell stos "use bank 7 for physic", I
>just set the hardware to point to the start of the bank or half way
>through (I reserve twice the needed size to have a buffer).

Yes I would like to point out that this bank 7 bit was purely as
simple as possible an example I could give of what a bank is to a none
STOS user,

Yep
```
RESERVE AS WORK 7,64000
BNK=START(7)
REPEAT
PHYSIC=BNK :WAIT VBL
BNK=BNK+1280
UNTIL FALSE
```

And hey presto, cheap hardware scrolling at 8 pixels on a FM, can be

done at 4 pixels but uses twice the memory :)
 The above was to ei: something, dont actually do it like that for
gawds sake :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -1717329328840292853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a525c62eb521043a
X-Google-Attributes: gid1115ce,public
From: macdonald@cfcsc.dnd.ca (Ken Macdonald)
Subject: Re: Release tips
Date: 1996/11/22
Message-ID: <macdonald.569.000BE066@cfcsc.dnd.ca>#1/1
X-Deja-AN: 198111472
sender: news@cfcsc.dnd.ca (News Administrator)
references: <32919872.6653016@news.airtime.co.uk>
organization: Canadian Forces College
newsgroups: comp.sys.atari.programmer

In article <32919872.6653016@news.airtime.co.uk> stosser@airtime.co.uk (Tony
Greenwood) writes:
>Date: Tue, 19 Nov 1996 14:04:18 GMT
> OK you make a program, a game or something serious (apologies to all
>the "serious" game players I just insulted) and its taken you months,
>or weeks or years or whatever,
> Then what?
> I mean the next step surely is to let as many people as possible know
>your program is available?, especially freeware programs as there is
>no other incentive bar feedback and recognition, but we all want our
>releases to be seen as far and wide as possible, so whats the best way
>of going about it?
> WHAT ELSE?: Suggestions?.....

yep.
-send email to every Atari Mag, user group, etc you can get an address for,
attaching your compressed program, or uuencoded.
-stick it on Fidonet/AtariNet

Atari/TOS 1.04-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp

Kenneth Macdonald/ Coinneach Domhnullaich -speaking only for myself
GraphicArts, Canadian Forces College, Toronto, Ontario, Canada
the Atari Police

From 2180869367623696818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b563aa5ea2cad77
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: Creating an own Homepage
Date: 1996/11/22
Message-ID: <574phf$oha@ornews.intel.com>#1/1
X-Deja-AN: 198117552
references: <57491b$sui@easy2.worldaccess.nl>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <57491b$sui@easy2.worldaccess.nl>,
   bjorn@worldaccess.nl (Bjorn-Niels van den Berg) wrote:
>
>How can I create my own homepage? Must I use ST-Guide then?
>I'm really interested in it, I hope someone can answer my
>question or have some serious suggestions!!

You don't need ST_guide; any plain-text editor will do (I create HTML documents both personally and professionally, and I use either Wordpad or Everest, depending on which system I happen to be sitting in front of).

You can use CAB (or Webspace) to view your results; if you happen to be running STeno as a desk accessory it's easy to flip back and forth between the editor and viewer.

First, examine the source of a page which displays the features you are interested in. First principle of programming: Steal from the best. Make no mistake, HTML code /is/ programming.

Second, create a "blank page" template containing the minimum required headers (e.g., <HTML><BODY></BODY></HTML>) and any "vanity" headers you want included in all of your pages.

Now load the template, and start copying the parts of the other page that interest you. Don't be afraid to experiment! You can't damage your computer with HTML, and there's no such thing as a "finished" Web page, so keep trying things until you like the results. Each time you save the page, load up or switch over to your Browser and look at what you have so far.

Most important: Have fun!

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 2758893209534876975
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27a63e7bf4511d7d
X-Google-Attributes: gid1115ce,public
From: sbagley@innotts.co.uk (Steven Bagley)
Subject: Re: Need working(!) ST Emulator for GfA3.07
Date: 1996/11/22
Message-ID: <57513n$gr7@mapperley.innotts.co.uk>#1/1
X-Deja-AN: 198135707
references: <572v9r$emi@news.Informatik.Uni-Oldenburg.DE>
organization: Panopticon Archive
newsgroups: comp.sys.atari.programmer

>(*) the problems seems to depend on MagiC. As long as I use Magixdesk
>I can access all data from the desktop. But when I switch to GfA Basic
>and try to load a file, th eselectboxes stay empty. Nevertheless I may
>load a program when I type th ename blindly. But then GfA behaves bad
>when trying to load a file. (sometimes it works, but mostly it
>doesent). Using Gemini1.999(!) as a replacement makes it even worse,
>as gemini is not able to open any drives ("Error: fgetinfo failed").
>Using the supllied shell tells me: "Not enough memory to open
>"<unreadable sign> but this cannot be th ecase (16M, 1,2G HD)

Using MagXDesk select the GFa application, and goto options->Install
Application and limit the memory available to it say 2500k on a 4mb
machine. This will cure the problem with selection boxes caused by GFA
hogging all the memory, if not try setting to run as a single task.

See you earlier,

Steven

InterNet: sbagley@innotts.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203
IRC: SteveB
.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie

From -8397996621784709218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/22
Message-ID: <848696852@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 198167511
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <114447883@m1.cs.man.ac.uk>
x-ftn-reply: m1.cs.man.ac.uk 06d2560b
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32961614
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Hans Wessels
> It all comes down to the definition of 'best'. From your previous
> remarks about Tony's games (eg. no. of VBL's per game-loop) I made the
> assumption that one of your criteria for a good game is one which is
> fast, updates the screen smoothly etc.
> This is not what you get with a GEM based game.

The first thing I tried to find out when I read Tony's original posting, was what he exactly ment with 'game programming' and 'best'. (A least, that was my intention.) He made it clear that game programming is simply game programming, so every game has to be accounted.

So I have got two ways to prove his statement is false:
1: Prove there are games that can't be written in STOS.
  Well, even Tony says GEM games can't be done in STOS so let's forget this point.

2: Prove there are better games done in an other basic than STOS, or C. This is a bit harder to do because haven't been very active in the ST gaming and demo scene since I completed my Omikron Basic demo (about 3 or 4

years ago).

Maybe I will convert the main menu of my demo into a Pacman game, then the second point will be solved too (Mowzis creeble, just suffered an ego overflow). But first I will try to locate a Gfa basic game that meets my arcade criteria. I don't bother to look for C arcade games because a c-programmer that writes an arcade game in C probabely can't stand the temptation of optimizing some parts in assembly and by that ruling the game out of the competition.

Now the point of best. That's an other hard point. Let's assume the best language is the language that produces the best games, no matter how hard it is to make such a best game in the language of choice. To see if a game is good we have to look at the game type. A simulation game like 'Civilisation' has to meet other criteria as a puzzle game like 'Sokoban' or an arcade game like 'Heartland'. And indeed, a good arcade game has among other things 1 vbl screen updates, direct reactions to the joystick, precise and symetric sprite control according to my standards. (There is also the need for good graphics, game concept, game play. But these are more design issues, not very language dependent.)

> If your definition of 'best' means that this is of no consequence, why
> mention the VBL figures. Also, if following this line of reasoning, a
> demo would be of no use as proof either way, as all this is showing is
> the speed of execution.

When we are evaluating arcade games, the main menu of my demo comes close to an arcade game. There is nothing to play against, but all other factors are there.

Hans Wessels

BTW:
> most computer terminology is multi-lingual as it was invented WAY after
> the languages had formed...)

But language purists see the danger of people understanding each other so they make German people talk about Festplatten, Dateien, Speicher und Tastaturen and french porgrammers have to talk about octets (forgot the other french computer terms I came across).

From -4129996426827390286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6a5aaa84f9f539
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Help: 2 bomb error
Date: 1996/11/22
Message-ID: <848683588@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 198169545
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)

references: <48375073@conchbbs.com>
x-ftn-reply: conchbbs.com 02e22521
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 3295e244
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

John Kormylo wrote:

> Unless you have modified your Ste to use a 68030, I probably can't
> help you. I used to get 2 bomb errors when I tried to run programs
> on a ST which I had developed on my TT. The problem there had to do
> with setting int or long pointers to odd valued addresses.

No, I think you have messed you bombs up. Word or longword reads from a uneven adres causes an adress error. And an adress error causes three (3) bombs.

Hans Wessels

From -2040651884410929425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35cce23fb9c6e241
X-Google-Attributes: gid1115ce,public
From: Blair Dean <Blair_Dean@isdtcp3.hwc.ca>
Subject: Re: Das Profibuch
Date: 1996/11/22
Message-ID: <329628D8.317B@isdtcp3.hwc.ca>#1/1
X-Deja-AN: 198187159
references: <2390087481@news.airtime.co.uk> <848527855@p24.f101.n323.z205.mbh.org>
<32942aca.2845026@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Health Canada
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (Win16; I)

Tony Greenwood wrote:
>
> On Wed, 20 Nov 96 23:02:10 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
> >Tony Greenwood wrote:
> >

> > > sorry? profibuch ?
> >
> >Yes, the holy Atari bible. C.a. 1500 pages Atari knowledge. Let me give the
> >index:
>
> WOW!...Looks very comprehensive, a good book to have for most :), but
> surely I wasnt the only one who was puzzled by the word/name
> "profibuch" :)
>

This is the german version of the Compendium, isn't it??

--

Blair Dean | blair_dean@isdtcp3.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 8-meg TT030
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada Jaguar/Lynx :)

From 7318857626790318053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS memory banks
Date: 1996/11/22
Message-ID: <848703608@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 198194996
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2577841832@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 99a6bea8
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32963078
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

 > Yes I would like to point out that this bank 7 bit was purely as
 > simple as possible an example I could give of what a bank is to a
 > none STOS user,
 >
 > Yep RESERVE AS WORK 7,64000

```
>   BNK=START(7)
>   REPEAT
>   PHYSIC=BNK :WAIT VBL
>   BNK=BNK+1280
>   UNTIL FALSE
>
> And hey presto, cheap hardware scrolling at 8 pixels on a FM, can be
> done at 4 pixels but uses twice the memory :)
```

Ok, source code now we're getting somewhere. Two questions:
1: How do you align your screens?

Screen memory has to start on a 256 byte boundary on a plain ST. I don't see any aligning. In omikron I would do something like:

```
  Scr=memory(64256)            ' Get some memory
  scr+=256                     ' anticipate round down
  scr=scr and $ffff00          ' get 256 byte boundary
  repeat
    scrp=(scr and $ff0000) + ((scr and $ff00) shr 8) ' calculate videobase
    lpoke $ff8200,scrp         ' poke directly into hardware register
    wvbl                       ' wait for vbl
    scr+=1280                  ' change offset
  until(0)
```

2: What if banks get delete around bank 7? The memory manager of STOS will move the bank in memory and so your screen data will be moved, resulting in the wrong memory will be displayed. So will something like this work?

```
  reserve as work 6,10000
  reserve as work 7,32000
  reserve as work 8,9000
  memp=start(6)
  for i=0 to 9999
    poke memp+i,0    ' clear bank 6
  next i
  memp = start(7)
  for i=0 to 31999
    poke memp+i,255  ' set bank 7
  next i
  memp = start(8)
  for i =0 to 8999
    poke memp+i,0    ' clear bank 8
  next i
  physic=start(7)    ' display bank 7 (should be black)
  wait vbl
  free(6)            ' release bank 6
  free(8)            ' release bank 8
  garbage collect    ' force garbage collection (I am not sure of the
                     '  command)
  wait vbl           ' screen should be still black
  memp = start(7)
  for i = 0 to 31999
    poke memp+i,0    ' clear bank 7
```

```
  next i
  wait vbl           ' screen should be white
```

Just curious.

Bye, Hans Wessels

From 6903064569513956575
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/22
Message-ID: <3295d4d8.19486687@news.airtime.co.uk>#1/1
X-Deja-AN: 198290983
references: <574107$9a9@dux.dundee.ac.uk> <5743vq$gcp@m1.cs.man.ac.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 22 Nov 1996 11:49:14 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>>To move the thread on slightly are we seeing the demise of game programming on
the ST??

 move on?...Just when I was winning :))

>To be honest, yes. I think that the games scene is shrinking, and this is why we
>are seeing less games - in any language. The vast ammounts of time needed to
write
>a good game are thought of as not worth while with the shrinking user base which
is
>why we dont see all that many games written in pure asm. these days...

 Yes and I would suggest that the incentive is not there, commercial
games must be dead, shareware has never IMHO been a way to go for
games, some acceptions of course, but not really?,
 Personally my incebtive was always to try and make something in the
hope that it would be good enough to appear on a cover disk, that way
you at least knew that people would see your work, if not on a cover
disk then a review in a magazine, however all that has gone it would
seem :(

 My ONLY incentive for making games, or whatever? is feedback, nothing
else, there is no other incentive to make FREE software, enough
feedback is good enough for me to keep going, but anyone else?..
 BTW "me" includes my artist partner who thinks the same:)

>Having said that, there was enough negative feedback to convince Tony not to start
>doing edu. stuff and to do heartland/dimond-ice instead, so it cannot be /that/
>dead.

True, I really did think there was a gap to be filled, some decent educational titles, but only two responded, a better response was gained when a graphical adventure was mentioned, it would seem most like that idea,
But although everyone liked Heartland, they all asked where the puzzle was?, I explained the idea was a fast and SIMPLE platformer but having taken note of how many wanted a puzzle, thats what DIAMOND ICE is, simmilar to hearland, but with more animation, no doors! but with charactors to meet and talk to, objects to find and use etc, a reet good puzzle :)

>> <Cue several replies from the STOS mailing list!>

cue sublime advertising by Tony :)

>hehehe... I was almost tempted NOT to reply. :)

But you where having such a quiet day at school?....sorry uni?
hehehe :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 7091252184501770665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,27a63e7bf4511d7d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,27a63e7bf4511d7d
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,27a63e7bf4511d7d
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Need working(!) ST Emulator for GfA3.07D program
Date: 1996/11/22
Message-ID: <3295af85.9930269@news.airtime.co.uk>#1/1
X-Deja-AN: 198303042

references: <572v9r$emi@news.Informatik.Uni-Oldenburg.DE>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

On 22 Nov 96 01:02:40 GMT, "Ronald Hartwig"
<Ronald.Hartwig@Informatik.Uni-Oldenburg.DE> wrote:

>Hi,

>I am really desperatly searching an emulator for PCs which emulates
>my 1040STFM with TOS 1.4 (I thin) or 1.2.

>Up to now I tried several:

>MagicPC (full version) : problems with fileselectboxes (*)
>MagicPC (demo)   : No use, due to disc only file access

 I can only find the above in German, thats not a complaint BTW just
no good to me personally,

>Gemulator96 (demo, with MagicPC Magic_OS 1.0 96/6/26):
>   same problems as MagicPC full version

 I am using under WIN95 Gemulator96 Demo, MagiC 4.1 and Terradesktop,
in the auto folder I have NVDI 2.? and selectric file selector,
 I was having problems with some filesectors that certain programs
used, but selectric solved the lot..for me, I have not tried GFA but
am having no problems with anything else, including the demo of Hisoft
Basic2,

>doesent). Using Gemini1.999(!) as a replacement makes it even worse,
>as gemini is not able to open any drives ("Error: fgetinfo failed").
>Using the supllied shell tells me: "Not enough memory to open

 Yes I cant open a window to view any hardrive if I use my preffered
desktop (the excellent) Thing, I get out of memory error, and yes I am
using 16 meg, however the demos only allocate 2 meg to the emulator,
but still that should be enough,

>So please, has anyone an idea how to continue??

 Sorry I have not tried GFA purely because I dont own it, NO other
reason :), just thought something in the above might help:) ?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -3384616457553603953
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fb0f14cd358e0524
X-Google-Attributes: gid1115ce,public
From: "M⍰rten Lindstr⍰m" <marten.lindstrom@skelleftea.mail.telia.com>
Subject: Re: More Atari Computing
Date: 1996/11/23
Message-ID: <01bbd8d5$a8be5460$LocalHost@u91000355>#1/1
X-Deja-AN: 198166079
references: <2390087481@news.airtime.co.uk> <848527310@p24.f101.n323.z205.mbh.org>
organization: Telia Internet Services
newsgroups: comp.sys.atari.programmer

Hans Wessels <mr_ni@mbh.org> wrote in article
<848527310@p24.f101.n323.z205.mbh.org>...
[among other things]
> Ofcourse, it's a German newsgroup. Stunning, a bunch of german Atari
users are
> cabable of producing more messages than the english speaking 'the rest of
the
> world'.

This in itself may not be so stunning as it first seems. I read some years ago (I cannot remember where) that about half of all the computers sold by Atari worldwide went to Germany (and, furthermore, those sold there were on the average heavier models - megas, TTs etc - than elsewhere). THAT, admittedly, IS stunning (if true) and so is the circumstance that the American "home land" of Atari doesn't seem to have more Atari computers/users than Britain or France with less than a fourth of the US population. All this may possibly be explained by Europeans in general and Germans in particular being more clever and progressive than the conservative Americans. But, seriously speaking, I think it may also have something to do with Atari selectively targeting the European and in particular German market (at the expense of the American one), apparently because they felt they could get more money here.

So half of the Atari community may actually BE German, which would well explain why an Atari news group in German (BTW, I missed the message with the name of this group) could be more prosperous than the "rest of the world" one in English; some of the rest-of-the-world citizens (did I say the French?) don't much like to speak English I've heard :-).

```
 .   .      _
 |\  |\    (_)        \
 | \ | \   ,--.  . ,- -+-    ,--. .,--.
 |  \|  \   .--\  \     \    \__/  \   \
 |   '   \  \   \  \     \    \     \   \
```

```
 '         `  `--'`  '     `--' `--'  '   `
M⍰rten Lindstr⍰m, Sweden
```

From 3595565154109767414
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,95af1e8c641141e4,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,95af1e8c641141e4,start
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,95af1e8c641141e4,start
X-Google-Attributes: gid1115ce,public
From: "Ronald Hartwig" <Ronald.Hartwig@Informatik.Uni-Oldenburg.DE>
Subject: Searching TOS image
Date: 1996/11/23
Message-ID: <575rh4$bms@news.Informatik.Uni-Oldenburg.DE>#1/1
X-Deja-AN: 198194827
organization: C. v. Ossietzky Universitaet Oldenburg - Fachbereich Informatik
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.emulators.misc

Hi,

as I am trying desperatly to run an emulator together with GfA3.07 I
need a TOS image 1.4 or 2.0.

I DO have an image 1.02(!) but it doesn't work with gemulator and
probably won't work with all the other emulators.

MagiC 4.00 absolutly doesn't comply with GfA3.07. Somehow the file
handling is broken, so I cannot access files properly via
fileselectbox or direct input (even though it READS the files, it
fails to list them or to detect the EOF properly :(((((

So please, is there any TOS image around? It would not be copyright
violation as I DO own an ST.

PLease help
Ronald

ps: I would need an ftp access to it . I am not used to BBSs
systems. I can offer a ftp space here, where YOU could download it too
as well.
--
/ EMail: Ronald.Hartwig@informatik.uni-oldenburg.de
| http : //www.informatik.uni-oldenburg.de/~rhaug/
| SMail: Haareneschstr.2, D-26121 Oldenburg
\ Tel. : 0441-71590

```
             __  // _   __ \
         /\  /   // | \ /   |
        |--| \__ -/ |_/ \__ |
           /          /
```

From 6107210634858678197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/23
Message-ID: <848708225@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 198194992
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2956752205@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk b03c754d
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32964281
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> naaaagh it looks like we will have to disagree, I was not very
> pleased that you wrote in such a way that anyone who has not seen
> HEARTLAND will have gained a very false impresion from your posting,
> don't you think ?

Yes, I think exaggeration mode was on. Still I like to do something like this:
(ASCII 'Art?' mode on)

```
            ############ <---- platform to be jumped to

           __
          (''')
         /(  )\   <---- play character
           AA
   ##########      <---- platform it is standing on
```

(SCII Art mode off)

Sitation: the play character is standing on the extreme right position of the lower platform (with its right foot more or less not completely supported by the platform) and it wants to jum up to the platform above it. The two platforms are not overlapping but where the first ends the second starts. So we just jump (not moving the character to the left or right) and glory glory, the stands on the upper platform (with its left foot more or less not completely supported by the platform).

> I have recieved enough good feedback to not only make an improved
> followup DIAMOND-ICE (now ready for game testing) but to not hold too
> much store by your comments, I do feel you went over the top with
> your description, but you have that right I suppose ,

> I am flabbergasted!...I have no idea what you are refering to, but as
> soon as I kick the kids off the ST I will be checking, my game
> testers must be as blind as bats hey ? :)

Need a very niggling (on certain points) beta tester?

> Exactly, GEM games are certainly not excluded, but you seem to be
> trying to make the point that in order for a game to be the best, it
> has to be GEM, and that I am afraid is laughable, I am not excluding

Still there is the catagory GEM games and programming languages which can be used for writing those games. Arcade games are the hardest to do in GEM and you will never get the performance in GEM like you can get by going directly to the hardware. But there are more catagories of games.

> GEM, but I have not seen a good GEM game made this year written in
> BASIC...have you ?, there are some of us who not only dislike GEM but

No, I haven't seen any new game this year unitl we started the thread. But your statement was so common that I was sure I could shootat least some holes in it.

> would rather not have anything at all to do with it, personally I
> hate GEM, Personally I prefer software that does not use GEM,

Buy a DOS computer? :-)

>> hahahahahahaha yes I agree anything is better than STOS for making
>> GEM games.
>>
>> QED, your statement is proven to be wrong.
>
> QED ?

Quod Erat Demonstradum, I think it has to be traslate like 'What had to be proved'.

> Give someone with a nice big atari with a hard drive, the option
> between a GEM version of breakout or tetris or whatever else a GEM
> programmer can stretch to in the games department, then give him the
> choice of something spectacular thats none GEM, I won't tell you the
> answer, I will let you work that one out,hehehe

Who will program it for them? Do you know how to acces the PCI graphics card in a Hades? Would you write a game special for those few Hades users? The only games that will work are GEM games!

> Your turn :)
e2-e4 (Just compile GNU chess, it's C and will blow any STOS chess away,

I think but then again, never seen a STOS chess.)

Hans Wessels

From 8135079527657112492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d59c639603ede1
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Bulletproof TRAP handler? (long)
Date: 1996/11/23
Message-ID: <848708210@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 198194993
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1857558675@HERMES>
x-ftn-reply: HERMES 6eb81893
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32964272
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Gaven Miller wrote:

> At present, my (very inelegant) implementation, after detecting it
> has been called from supervisor mode, copies six longwords from the
> supervisor stack onto the user stack and then points the SSP at the

Please, leave the user stack intact, because you can't be sure it's in use as a stack by the user program. The user program may use the stack-pointer just like any other adres register. (I frequently do so.)

Why not:

```
     movem.l    reglist,-(sp)    ; save regs
     move.l     usp,a5           ; save user stack
     moveq      #-6,d7           ; trap frame size
     cmp.l      #68010,_cpu      ; are we using an '010 or better?
     blo.s      .68k             ; nope - just a plain 68k
     subq.l     #2,d7            ; increment frame size for '010+ cpus
.68k:
     btst       #13-8,trap_sr(sp) ; check if we are called from supervisor
     beq.s      .user            ; nope - user call
     lea        trap_sr(sp,d7.w),a6 ; position of data on the stack
```

```
     move.l     a6,usp           ; user stack points at params
.user:
     ....
```

Maybe fist figure out if it was a user call or not and after that bothering about the processor type:

```
     movem.l    reglist,-(sp)     ; save registers
     btst       #13-8,trap_sr(sp) ; user call?
     move.l     usp,a5            ; save usp, so you can always restore it
     beq.s      .user
     lea        -6+trap_sr(sp),a6 ; position of data on stack
     cmp.l      #68010,_cpu       ; test processor
     blo.s      .68k
     subq.l     #2,a6             ; correct position
.68k:
     move.l     a6,usp            ; usp is now correct
.user:
```

You can't use the user stack as stack anymore, because pushing things on the stack will distroy your stackframe making a rte a call to nirvana.

Bye, Hans

From 6956354214079128224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d59c639603ede1
X-Google-Attributes: gid1115ce,public
From: f92sk@efd.lth.se (Sven Karlsson)
Subject: Re: Bulletproof TRAP handler? (long)
Date: 1996/11/23
Message-ID: <576np1$kgn@news.lth.se>#1/1
X-Deja-AN: 198250873
references: <b177cc$21b1.2bf@HERMES>
organization: Lund Institute of Technology, Sweden
nntp-posting-user: f92sk
newsgroups: comp.sys.atari.programmer

In article <b177cc$21b1.2bf@HERMES>, Gaven Miller <gmiller@inca.co.nz> wrote:
>A further complication is that the TSR is extensible, and so extension
>modules loaded at boot time (for such things as bitmap expansion of an
>image, disc editing tools, and suchlike) may be called. This is all
>handled (faultlessly) in the code which disambiguates the function number.
>
>I can't guarantee the re-entrancy of the code, though. (BTW: Are there
>any OS's for the Atari which allow pre-emption when in supervisor mode?)

Fenix does to some extent. In Supervisormode ipl-level 2 is preemptive while higher ipl-levels are not. This to avoid preemption of interupt-

handlers and maintain compatibility with MiNT applications.

I would not recommend using the spare traps for anything since Fenix is using them to speed up dispatch of kernel funtions. Using spare traps will effectivly make your programs incompatible with Fenix.

Fenix has three different library schemes ranging from shared libraries to application-to-application communication and object embedding. Applications that wants to make some of their capabilities accesible from other applications can use these schemes.

Regards
    Sven Karlsson

Student of Engineering Physics at Lund Institute of Technology, Sweden

Soft- and Hardware developer @ Istari Software
Current project: Code ,an interactive development tool for video
    game consoles including Editor,Debugger and Assembler
    Fenix, a new OO OS for Atari compatible computers.
E-mail: f92sk@efd.lth.se
WWW: http://www.efd.lth.se/~f92sk

From 94472530965855797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac619b63d2b9e5c0,start
X-Google-Attributes: gid1115ce,public
From: RCain@nest.demon.co.uk (Roger Cain)
Subject: Toggle Switches
Date: 1996/11/23
Message-ID: <534_RCain@nest.demon.co.uk>#1/1
X-Deja-AN: 198294186
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: RCain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.531) BETA (2) (NON WINDOW VERSION)

Hi stosser@airtime.co.uk, on 20 Nov 96 you wrote:

 s> This little thread came out of the BASIC thread...so should I know
 s> what a "toggle switch" is ? because I dont?

You youngsters don't need to know :)

On the earliest computers programs were entered on the engineers' console by first setting the bit pattern of the address on a bank of toggle switches then by setting the data to be entered at this address.

You really learned the value of "dry-run" de-bugging in those days! Anything to reduce the number of times you had to go through this ball-breaking procedure.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From 318332099234557130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,27a63e7bf4511d7d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,27a63e7bf4511d7d
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,27a63e7bf4511d7d
X-Google-Attributes: gid1115ce,public
From: asmolar@smol.fast.net (Tony Smolar)
Subject: Re: Need working(!) ST Emulator for GfA3.07D program
Date: 1996/11/23
Message-ID: <slrn59cgch.3l.asmolar@smol.fast.net>#1/1
X-Deja-AN: 198310205
references: <572v9r$emi@news.Informatik.Uni-Oldenburg.DE>
organization: FASTNET(tm) PA/NJ/DE Internet
reply-to: asmolar@fast.net
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

On 22 Nov 96 01:02:40 GMT, Ronald Hartwig <Ronald.Hartwig@Informatik.Uni-Oldenburg.DE> wrote:
>Hi,
>
>I am really desperatly searching an emulator for PCs which emulates
>my 1040STFM with TOS 1.4 (I thin) or 1.2.
>
>Up to now I tried several:
>
>MagicPC (full version) : problems with fileselectboxes (*)
>MagicPC (demo)   : No use, due to disc only file access
>Gemulator96 (demo, with MagicPC Magic_OS 1.0 96/6/26):
>   same problems as MagicPC full version
>STonX   : Is known not to run GfA3.x
>Tos2Win   : Did not run (Page fault under W95)

Since the problem seems to be related to magic, why don't you try using
a TOS img with Gemulator (You can put a TOS image in place of magic, it'll
work)
STonX works fine with GFA2.0, I've never tried it with 3.x, but I don't
know why it wouldn't work.

From 4602971694298141961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6a5aaa84f9f539
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Help: 2 bomb error
Date: 1996/11/23
Message-ID: <f7d_9611231451@conchbbs.com>#1/1
X-Deja-AN: 198315176
organization: Houston Area League of PC Users
x-ftn-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

m > No, I think you have messed you bombs up. Word or longword
m > reads from a uneven adres causes an adress error. And an
m > adress error causes three (3) bombs.

So it does. Sigh, it WAS a long time ago.

A likely culprit would be messing up the stack then doing an RTS.
Maybe the STe and STfm use different supervisor stack sizes.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 2025018276971380138
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/23
Message-ID: <3297622d.35410064@news.airtime.co.uk>#1/1

X-Deja-AN: 198327894
references: <2956752205@news.airtime.co.uk> <848708225@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sat, 23 Nov 96 01:16:54 +0100, in comp.sys.atari.programmer you
wrote:

> > HEARTLAND will have gained a very false impresion from your posting,
> > don't you think ?
>
>Yes, I think exaggeration mode was on. Still I like to do something like this:

 The above, then more ascii art <?>:(why not a real game, because
until you show me a game written in sonething other than STOS and
written this year, and stop simply trying to rip my games apart, then
you have no chance of winning this debate, show me !

>(ASCII 'Art?' mode on)

snip yawn.....

> > testers must be as blind as bats hey ? :)
>
>Need a very niggling (on certain points) beta tester?

 I will pass your comments on to the current testers, some of whome
are watching this thread and wondering what you are on about :)

> > Exactly, GEM games are certainly not excluded, but you seem to be

>Still there is the catagory GEM games and programming languages which can be
>used for writing those games. Arcade games are the hardest to do in GEM and you
>will never get the performance in GEM like you can get by going directly to the
>hardware. But there are more catagories of games.

 of course, so we are agreed, gem is not excluded and indeed never has
been, only you seem intent on saying it is/isn't, gem is included, but
that does not alter the plain fact that the best BASIC for making
games in 1996 is STOS...you said yourself there are other catagories,
so you cannot exclude STOS just because it doesn't use bland boring
GEM?

>No, I haven't seen any new game this year unitl we started the thread. But your
>statement was so common that I was sure I could shootat least some holes in it.

 And you made a gallant attempt :), useless but gallant :)

> > would rather not have anything at all to do with it, personally I
> > hate GEM, Personally I prefer software that does not use GEM,

>
>Buy a DOS computer? :-)

 I did, thats what I am writing this on ? na na na naaaa na hehehe

 But for the five years or so previous, I managed quite nicely to use
my computer nearly all day long, and not use gem for most of that time
:)

> > Give someone with a nice big atari with a hard drive, the option
> > between a GEM version of breakout or tetris or whatever else a GEM
> > programmer can stretch to in the games department, then give him the
> > choice of something spectacular thats none GEM, I won't tell you the
> > answer, I will let you work that one out,hehehe
>Who will program it for them? Do you know how to acces the PCI graphics card in
>a Hades? Would you write a game special for those few Hades users? The only
>games that will work are GEM games!

 Find a hades user who wants a game, ask him the above, ask him which
he would prefer, we both know the question and we both know the
answer,

> > Your turn :)
> e2-e4 (Just compile GNU chess, it's C and will blow any STOS chess away,

 e2-e4 is not a valid move, the move is e4 on its own as it is quite
obvious what peice would have to be moved there ?

>I think but then again, never seen a STOS chess.)

 Neither have I....And it took you 2 weeks to find a GEM game, and its
Chess :)))) goood one Hans haha

 Here is one of my other sigs,

 Cheers.....!ynoT.....IECG Member, Rating 800
 Internet Email Chess Group, WorldWide Membership

                    Cheers.....!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -2914203416875228517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)

Subject: Re: STOS memory banks
Date: 1996/11/23
Message-ID: <3297625a.35455165@news.airtime.co.uk>#1/1
X-Deja-AN: 198327897
references: <2577841832@news.airtime.co.uk> <848703608@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Fri, 22 Nov 96 23:33:22 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

```
> > Yep RESERVE AS WORK 7,64000
> >   BNK=START(7)
> >   REPEAT
> >   PHYSIC=BNK :WAIT VBL
> >   BNK=BNK+1280
> >   UNTIL FALSE
> >
> > And hey presto, cheap hardware scrolling at 8 pixels on a FM, can be
> > done at 4 pixels but uses twice the memory :)
>
```

>Ok, source code now we're getting somewhere. Two questions:

We are getting nowhere, bits of example source and ascii art and ripping my games apart go no where in your quest to try and prove that STOS is not the best BASIC for making games in 1996

>1: How do you align your screens?
>
>Screen memory has to start on a 256 byte boundary on a plain ST. I don't see
>any aligning. In omikron I would do something like:

You reserve a bank, STOS does the rest :)

```
>  Scr=memory(64256)            ' Get some memory
>  scr+=256                     ' anticipate round down
>  scr=scr and $ffff00          ' get 256 byte boundary
```

and thats the same as reserve as work 7,64256 hmmmmmmm?

```
>  repeat
>    scrp=(scr and $ff0000) + ((scr and $ff00) shr 8) ' calculate videobase
>    lpoke $ff8200,scrp         ' poke directly into hardware register
>    wvbl                       ' wait for vbl
>    scr+=1280                  ' change offset
>  until(0)
```

wow, they say you cant beat the old way?....I think mine was simpler, don't you?

>2: What if banks get delete around bank 7? The memory manager of STOS will move

>the bank in memory and so your screen data will be moved, resulting in the wrong
>memory will be displayed. So will something like this work?

 your wrong, I really do wish you would stop thinking you know how
STOS works, you have no idea, I would not dream of trying to
understand your ormikron

 7 will always be the start of bank 7, no matetr how much deleting,
reserving loading or erasing you do, say bnk 7 or start(7) or whatever
and stos will go straight to it.

>
> reserve as work 6,10000

snip..wow all those pokes, and you have the cheek to suggest I may use
so many, there is not one single poke or peek in heartland,
 I have never in my life had to garbage collect, if that was an
example of your BASIC then I would strongly suggest you upgrade as
quick as possible to STOS BASIC, the days of spectrum and poking
everything are long gone you know :)

> wait vbl   ' screen should be white

 we have a command called floodpal...ho you really dont know what your
missing

 its no use banging a long line of peeks and pokes and expect someone
who is long past that sort of programming to folow it, tell me what it
was supposed to do and I will write the same code in a lot less
commands and simpler for anyone to follow,

 WHERES THE GAME THATS BETTER THAN STOS ???

                    Cheers.............!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 6972746711445191153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: Yves Pelletier <ypell@CAM.ORG>
Subject: Re: OS Extension concept
Date: 1996/11/23
Message-ID: <Pine.GSO.3.94.961123100722.17813A-100000@Ocean.CAM.ORG>#1/1
X-Deja-AN: 198333207

references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com> <See_my_sig-1911960858520001@47.85.0.99>
<Pine.GSO.3.94.961119150534.9297B-100000@Stratus.CAM.ORG>
<5722bn$3tq@ornews.intel.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Communications Accessibles Montreal, Quebec Canada
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Thu, 21 Nov 1996, Rich Tietjens wrote:

> Yves Pelletier <ypell@CAM.ORG> wrote:
> >
> >Not that I would be able to implement this or anything, but when
> >I read Rich's proposal I thought it might be feasible through
> >..XDD or .XIF MiNT extensions, in which case you would be able to
> >bypass the desktop "install" altogether.

> The only real problem with that is that it requires MiNT. I'm looking for a
> way to extend singleTOS - MiNT has so many incompatabilities that it totally
> defeats the purpose of having it installed for me.

Man, you're hard to please... :-)

I find your assessment of MiNT (incompatible? How so?) somewhat harsh, but hey, it's your mileage. Not to sound argumentative, but, for what I do, MiNT only very rarely gives me problems of any sort, and I use it almost all the time.

OK then, maybe what you are looking for is an .ACC, or maybe a combination of an ACC and a TSR. The TSR could intercept double-clicks on certain file types, and the ACC could (I presume) play the sound without taking over the video. Not being a programmer, that's about as far as I dare go.

Yves

From 7127748937601175399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35cce23fb9c6e241
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Das Profibuch
Date: 1996/11/23
Message-ID: <848789168@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 198336651
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3422163887@isdtcp3.hwc.ca>

x-ftn-reply: isdtcp3.hwc.ca cbfa13af
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32977eb0
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Blair Dean wrote:
 >
 > This is the german version of the Compendium, isn't it??
 >

Yes basicly it is, althoug the compendium is newer and covers the falcon too. I haven't seen a Atari Compendium so I don't know how they compare.

Bye, Hans Wessels

From 6924632818379117333
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d7ec55cbf2b7858a,start
X-Google-Attributes: gid1115ce,public
From: herve@alpes-net.fr (Herve Piedvache)
Subject: PARX Company on the Web
Date: 1996/11/23
Message-ID: <998herve@alpes-net.fr>#1/1
X-Deja-AN: 198455576
x-ftn-adr: 90:800/1.0
organization: Diversified Communications, Inc.
x-viagateway-at: 90:800/1.15
reply-to: herve@alpes-net.fr
newsgroups: comp.sys.atari.programmer
organisation: FRENCH GATEWAY

Hi,

Get more news about PARX and their Atari products on the Web site :

http://www.parx.fr

Regards,

--
Brain Disengaged; Call Back Tomorrow.

Herv⍰ - Herve@parx.frmug.fr.net

--- JetMail 0.99beta22
 * Origin: --==> THE BBS for ATARI <==-- Paris, France (NeST 90:800/1)
SEEN-BY: 90:8/0@nest.ftn 800/0 1 99
PATH: 90:800/1@nest.ftn

--

From -3994851281713570604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a525c62eb521043a
X-Google-Attributes: gid1115ce,public
From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
Subject: Re: Release tips
Date: 1996/11/23
Message-ID: <577unh$f3q@dux.dundee.ac.uk>#1/1
X-Deja-AN: 201394556
references: <32919872.6653016@news.airtime.co.uk>
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@airtime.co.uk) wrote:
: WHAT ELSE?: Suggestions?.....
How 'bout a little add in shopper / Micromart etc??
Or even in local press?? Doesn't cost much more than sending a disk.
Anyone tried this ??

Davy

--
 Davy Mitchell - Computer Science, Dundee University dmitchel@mcs.dundee.ac.uk
       Homepage: http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html

From 4794614109969387705
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: Re: STOS memory banks
Date: 1996/11/24
Message-ID: <Pine.SOL.3.91.961124210432.29764A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 198402361
references: <2577841832@news.airtime.co.uk> <848703608@p24.f101.n323.z205.mbh.org>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: University of Canberra, Australia

mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Fri, 22 Nov 1996, Hans Wessels wrote:

> Ok, source code now we're getting somewhere. Two questions:
> 1: How do you align your screens?
>
> Screen memory has to start on a 256 byte boundary on a plain ST. I don't see
> any aligning. In omikron I would do something like:

STOS reserves memory banks on the 256-byte boundary and rouns up the
length of the reserved memory up to the next 256 bytes.

> 2: What if banks get delete around bank 7? The memory manager of STOS will move
> the bank in memory and so your screen data will be moved, resulting in the wrong
> memory will be displayed. So will something like this work?

Yes it does, I just checked it! Why it works is beyond me... STOS must
have a look at what is using that bank?

> Just curious.

So was I actually :)

```
     /"(   _   )"\     .-------------------------------------------------------.
    / . \/^\/ . \    | Yiannis Paschalidis / Alias "X"   ...  Nuclear waste  |
   /  _)_`-'_(_  \   | u943409@student.canberra.edu.au   |||    fades your   |
  /.-~   ).(   ~-.\  | tp943409@ise.canberra.edu.au     / | \     genes!     |
 /'     /\_/\     `\ |    URL -> http://student.canberra.edu.au/~u943409/    |
        "-v-" F'030  `-------------------------------------------------------'
```

From -6482942183608251876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cf2fd15c87dfaf7
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: HIGHSOFT BASIC 2
Date: 1996/11/24
Message-ID: <GKYLDFUSUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 198405559
references: <328f179e.8167664@news.airtime.co.uk> <56qeo4$c1i@ornews.intel.com>
content-length: 533
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0

newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <56qeo4$c1i@ornews.intel.com> wrote :

>> how do you retrive the command line info
>
>x$=COMMAND$
>
>That's it. Then parse x$ to suit yourself.

The only problem is that the commandline is changed to upper case when you
retrieve it via COMMAND$. Of course in many cases this will not matter.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

From 553927618651515176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cf2fd15c87dfaf7
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: HIGHSOFT BASIC 2
Date: 1996/11/24
Message-ID: <32983313.5187850@news.airtime.co.uk>#1/1
X-Deja-AN: 198411386
references: <328f179e.8167664@news.airtime.co.uk> <56qeo4$c1i@ornews.intel.com>
<GKYLDFUSUp@tos.ak.planet.gen.nz>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 24 Nov 96 11:58:28 NZST, mbecroft@tos.ak.planet.gen.nz (Mario
Becroft) wrote:

>>> how do you retrive the command line info
>>
>>x$=COMMAND$
>>
>>That's it. Then parse x$ to suit yourself.

 tried that, i get an actual command line on screen, like you would
with an app or ttp?

 how do i get a fileselector on screen, thats the biggy no one will

answer ?????????

 thanks :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -7079465271674557766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/24
Message-ID: <848839708@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 198442279
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1542598609@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 5bf22fd1
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 3298441c
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

 > The above, then more ascii art <?>:(why not a real game, because
 > until you show me a game written in sonething other than STOS and
 > written this year, and stop simply trying to rip my games apart, then
 > you have no chance of winning this debate, show me !

I am trying to discuss gameplay right now. Is the only thing on your mind this basic game better than STOS?

 > I will pass your comments on to the current testers, some of whome
 > are watching this thread and wondering what you are on about :)

Is there some garbage in the sprites like I discribed, or do have I a bad copy

of your game? I double checked the archive. All crc's are correct and still I have this garbage in the sprite when I am walking to the right.

> of course, so we are agreed, gem is not excluded and indeed never has
> been, only you seem intent on saying it is/isn't, gem is included,
> but that does not alter the plain fact that the best BASIC for making
> games in 1996 is STOS...you said yourself there are other catagories,
> so you cannot exclude STOS just because it doesn't use bland boring
> GEM?

If you whish to uphold your statement... Yes!

> Find a hades user who wants a game, ask him the above, ask him which
> he would prefer, we both know the question and we both know the
> answer,

I know one, it's Wout Klaren, you know, the guy from the Tera Desktop. I asked him just that question. He doesn't care, as long as the game works. Shall I try heartland on his machine?

> e2-e4 is not a valid move, the move is e4 on its own as it is quite
> obvious what peice would have to be moved there ?

Yes, it is. But the possibility of short notation doesn't make the same move written in long notation a invalid move, does it?

> Neither have I....And it took you 2 weeks to find a GEM game, and its
> Chess :)))) goood one Hans haha

Correction, GNU chess is a commandline game. There are GEM version, but compile the sources from the internet and you will get a commandline game. But you are right, it's another axample of a game I can compile today using C and that can't be done in STOS. Or are we going to rule out these types of games too?

Bye, Hans Wessels

From 8191586851353021777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,27a63e7bf4511d7d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,27a63e7bf4511d7d
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,27a63e7bf4511d7d
X-Google-Attributes: gid1115ce,public
From: Brian Sturk <bsturk@nh.ultranet.com>
Subject: Re: Need working(!) ST Emulator for GfA3.07D program
Date: 1996/11/24
Message-ID: <3298B124.59D0@nh.ultranet.com>#1/1
X-Deja-AN: 198461802
references: <572v9r$emi@news.Informatik.Uni-Oldenburg.DE>

<slrn59cgch.3l.asmolar@smol.fast.net>
content-type: text/plain; charset=us-ascii
organization: UltraNet Communications, Inc.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc
x-mailer: Mozilla 3.01Gold (Win95; I)

Tony Smolar wrote:
>
> On 22 Nov 96 01:02:40 GMT, Ronald Hartwig <Ronald.Hartwig@Informatik.Uni-
Oldenburg.DE> wrote:
> >Hi,
> >
> >I am really desperatly searching an emulator for PCs which emulates
> >my 1040STFM with TOS 1.4 (I thin) or 1.2.
> >
> >Up to now I tried several:
> >
> >MagicPC (full version) : problems with fileselectboxes (*)
> >MagicPC (demo)   : No use, due to disc only file access
> >Gemulator96 (demo, with MagicPC Magic_OS 1.0 96/6/26):
> >   same problems as MagicPC full version
> >STonX   : Is known not to run GfA3.x
> >Tos2Win   : Did not run (Page fault under W95)
>
> Since the problem seems to be related to magic, why don't you try using
> a TOS img with Gemulator (You can put a TOS image in place of magic, it'll
> work)
> STonX works fine with GFA2.0, I've never tried it with 3.x, but I don't
> know why it wouldn't work.
What image needs to be replaced, I have a few TOS images but am unsure
what to replace. There are two files with the tos extension in the
Gemsys folder. If I could use the TOS image I'd be able to use the
emulator in English!!!!

From -2132155307479600072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,95af1e8c641141e4
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,95af1e8c641141e4
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,95af1e8c641141e4
X-Google-Attributes: gid1115ce,public
From: Brian Sturk <bsturk@nh.ultranet.com>
Subject: Re: Searching TOS image
Date: 1996/11/24
Message-ID: <3298B3EA.48DE@nh.ultranet.com>#1/1
X-Deja-AN: 198462487
references: <575rh4$bms@news.Informatik.Uni-Oldenburg.DE>
content-type: text/plain; charset=us-ascii

organization: UltraNet Communications, Inc.
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.emulators.misc
x-mailer: Mozilla 3.01Gold (Win95; I)

Ronald Hartwig wrote:
>
> Hi,
>
> as I am trying desperatly to run an emulator together with GfA3.07 I
> need a TOS image 1.4 or 2.0.
>
> I DO have an image 1.02(!) but it doesn't work with gemulator and
> probably won't work with all the other emulators.
>
> MagiC 4.00 absolutly doesn't comply with GfA3.07. Somehow the file
> handling is broken, so I cannot access files properly via
> fileselectbox or direct input (even though it READS the files, it
> fails to list them or to detect the EOF properly :(((((
>
> So please, is there any TOS image around? It would not be copyright
> violation as I DO own an ST.
>
> PLease help
> Ronald
>
> ps: I would need an ftp access to it . I am not used to BBSs
> systems. I can offer a ftp space here, where YOU could download it too
> as well.
> --
> / EMail: Ronald.Hartwig@informatik.uni-oldenburg.de __ // _ __ \
> | http : //www.informatik.uni-oldenburg.de/~rhaug/ /\ / // | \ / |
> | SMail: Haareneschstr.2, D-26121 Oldenburg |--| __ -/ |_/ __ |
> \ Tel. : 0441-71590 / /
I have many TOS images, I myself would like to use them with Gemulator.
I'll trade the Tos images for the names of the files to replace and how
to get it working with these images. :]

From 1034358453840078474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS memory banks
Date: 1996/11/24
Message-ID: <32989ec9.8791039@news.airtime.co.uk>
X-Deja-AN: 198469271
references: <544996677@news.airtime.co.uk> <848837434@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk

newsgroups: comp.sys.atari.programmer

On Sun, 24 Nov 96 12:39:16 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > You reserve a bank, STOS does the rest :)

>Does STOS know you are going to use the memory as screen memory? No, don't

YES IT DOES, for crying out load!

 The difference between permanant and temp is that if you save your
basic listing, the banks will save with it if permanant,

 Reserve as screen = temporary screen
 reserve as dscreen = permanant screen
 reserve as work = temporary work area
 reserve as data = permanant work are

 Then I can also reserve as music, charactor set, 3d, sprite
 and stos will know exactly what to do with them, it will allways know
there start address and size and whatever

>think so. Does STOS automaticly alaign memory banks to 256 bytes offsets so

 yes....so there!

```
> >> Scr=memory(64256)            ' Get some memory
> >> scr+=256                     ' anticipate round down
> >> scr=scr and $ffff00          ' get 256 byte boundary
> >
> > and thats the same as reserve as work 7,64256 hmmmmmmm?
>
```

>No, only the first line is. The second and third line are to make sure my
>screens adress will be aligned to a 256 byte boundary.

 then IT IS THE SAME as all I need to do is reserve the bank and STOS
does the rest....why didnt you beleive me?

```
>
> >> repeat
> >> scrp=(scr and $ff0000) + ((scr and $ff00) shr 8) ' calculate
> >> videobase lpoke $ff8200,scrp         ' poke directly into hardware
> >> register wvbl                       ' wait for vbl
> >> scr+=1280                  ' change offset
> >> until(0)
> >
```

> > wow, they say you cant beat the old way?....I think mine was simpler,
> > don't you?
>
>Mine is faster. And speed is al you need to get good arcade games.

really, how the heck do you know ?????????????

I reserve all my banks and the rest in a routine called SETUP , the
main loop that uses speed will not have any memory being reseved etc,
you dont need that extra kick of speed until the main loop

> > 7 will always be the start of bank 7, no matetr how much deleting,
> > reserving loading or erasing you do, say bnk 7 or start(7) or
> > whatever and stos will go straight to it.
>
>STOS will, but does the hardware know? Does STOS start to move around banks in

yawn...how many times?

>As you told me I don't no how to program STOS, so I don't know how your memset
>command is called. (Probably it depends on which extension you use).

Extensions are upgrades to STOS programming launguage , just like any
other language gets upgraded, waddaya mean it depends on which
extension? stop being a baby,

> > quick as possible to STOS BASIC, the days of spectrum and poking
> > everything are long gone you know :)

>Sometimes it's still the fastest way to do things.

Sometimes ? :)

>We are not messing with palletes, we are messing with screen memory. Changing
>the pallete is not an option here. Your comments suggest you haven't the
>slightest idea where I am talking about.

Well you got that right!...I had absoloutly no idea what your list of
pokes where meant to do, we are using diferent BASICs, STOS the
upgraded 1996 BASIC, and your old one that would seem to rely on being
poked to death?

>Did you read the comments? I am allocating three memorybanks. 6,7,and 8. Bank
>number saven is used as screen memory. I fill banks 6 and 8 with zeros. I fill
>bank 7 with $ff's. But you don't have to understand poke's and peeks, STOS will,
>as poke and peek is one of the commands available in all basics.

so your long list of peeks etc that resembled an old spectrum listing
is just a round about and confusing way of :.....

reserve as (whatever type or size bank i want)
reserve as
reserve as :rem 3 banks
fill start(?) to length(?), 0...or f or whatever

> > WHERES THE GAME THATS BETTER THAN STOS ???

>
>I am trying to understand the concept of STOS memorybanks. Just out of
>curiosity, because someone said STOS memorybanks where such a great thing. Are
>you willing to help me on this subject please continue in this thread. If all

 hahaha thats a laugh, you telling me to leave a thread, hahahahaha

>questions I ask are going to be answered by shouting 'Where's the game that's
>better than STOS???' please leave this thread and I will try to find a coder
>that does know how his programming language works.

 hahahaha like you know what your talking about, your trouble is that
you are only capable of talk,
 I thought we where having an adult debate, looks like i am wrong,
every thread you have been in so far you have tried by whatever means
that you can to weasel out of putting your skills where your mouth is,

 Ok i will leave this thread with pleasure, you can stay in it and
talk to yourself until you actually win a debate, probably take you
ages hehehe

  I might see you again in the STOS debate if you ever get up enough
guts to stop talking and start proving what you say?

                    Cheers.....!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -5275699811213836517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f6ea19f614982c7,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Ste to FM
Date: 1996/11/24
Message-ID: <3298b469.14328036@news.airtime.co.uk>#1/1
X-Deja-AN: 198469274
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

 Is there any way to make my STe think it is an FM

 I regularly use FIGGY that will make my 4meg into a half or 1 meg but

wondered if it was possible to make it think its a FM

 For software testing you see:)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -8612743873477377647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: haase@alkor.sax.de (Uwe Haase)
Subject: Re: STOS
Date: 1996/11/24
Message-ID: <GKYWEAAFUP@alkor.sax.de>
X-Deja-AN: 198471973
references: <3992767789@news.airtime.co.uk> <848619294@p24.f101.n323.z205.mbh.org>
<3295cfac.18162110@news.airtime.co.uk>
content-length: 6245
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <3295cfac.18162110@news.airtime.co.uk> Tony Greenwood wrote:

First of all,

Tony: I've downloaded your games (Multi Pakman, HERO, Heartland),
and (after some trouble) I was very impressed. The look is a little
homemade, but the gameplay is very good.

What are my troubles?

- Multi Pakman & HERO doesn't run from HD.
- All three games are not full synchronised to the VBL,
  because they are unplayable with my T-28 speedup board.
  The sprites are jumping around very nervous, game control (especially
  Multi Pakman) is impossible, because it's too fast.
  If I toggle back to 8 MHz, all is OK.
- If I start the games not from ST low (I use usual ST high or better) the
  screen is trashed and the system hangs.

>On Fri, 22 Nov 96 00:09:28 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
>>I am realy sorry, but I just see it like that. When I am standing on a platform

>>and there is some platform free on the left side of the character, so my red
>>liquid powered processor concludes he can savely direct the figure a bit to the
>>left and, surprice surprice, the character falls down! I don't expect Rick
>>Dangerous quality of character control, but I think game play would be better if
>>it would be fixed.

The reason is simple: The sprite is wider than the raster of the playground!

```
          __
         (''')
        /(  )\   <---- play character
          AA
   ##########      <---- platform it is standing on
    I   I   I     <---- raster width
```

>
>>Ok, there is something wrong with the sprite data. When walking to the right
>>against a blue background a white pixel infront op the character is periodically
>
> eh?...this is all news to me ?

I can confirm this bug.

>>the face is distorted and also some junk data in the wall is (periodically)
>
> I am flabbergasted!...I have no idea what you are refering to, but as
>soon as I kick the kids off the ST I will be checking, my game testers
>must be as blind as bats hey ? :)

Again, I can confirm this bug.
>
>> > Thats because it is irrelevant,
>>
>>It is not, you are making a general statement, nothing excluded (I asked you
>>"What do you mean with making games?" didn't I? And GEM games where not
>>excluded. So your statement is wrong.
>
> Exactly, GEM games are certainly not excluded, but you seem to be
>trying to make the point that in order for a game to be the best, it
>has to be GEM, and that I am afraid is laughable, I am not excluding
>GEM, but I have not seen a good GEM game made this year written in
>BASIC...have you ?, there are some of us who not only dislike GEM but
>would rather not have anything at all to do with it, personally I hate
>GEM, Personally I prefer software that does not use GEM,
>
>> > Ho I agree totally, STOS can NOT access GEM, even though you state in
>> > this newsgroup that I use GEM calls ?,
>>
>>I never said that! Not every OS call is a GEM call.
>
> Well to be honest it confuses me, I do not know enough about GEM, I
>thought xbios calls where GEM related, I take back anything I said on
>the subject and will try not to talk about things I have no knowledge

>of :), seriously :)

Hhmm, I suppose there is some confusion about the OS structure of ATARIs OS?

```
       user
   GEM application    hardware independed

   VDI      AES
      GEMDOS
   BIOS     XBIOS
                      hardware dependend
      hardware

                                                  example:
BIOS:    Basic Input Output System                Rwabs - Read/Write Sectors
XBIOS:   eXtended BIOS                            Rsconf - configure serial port
GEMDOS:  GEM Disk Operating System                Dfree - Get drive free space

GEM:     Graphical Environment Manager:
            VDI - low level GEM,
            AES - high level GEM
VDI:     Virtual Device Interface                 vro_cpyfm - copy raster, opaque
AES:     Application Environment Services         wind_create - Create GEM window
```

I suppose that STOS uses only BIOS, XBIOS and GEMDOS.

The functions from the higher layers (GEMDOS, VDI, AES) are much more powerfull than the lower layers (BIOS, XBIOS).

For example:

I want to know what video hardware is present.

I can use Getrez (XBIOS 4), which return 0, which means "something like ST low"

Or I use v_opnvwk (VDI 100) which fills a array of 56 integers.

If you evaluate this array, you will get informations about the selected device (plotter, printer, screen, alternative second screen), about the resolution (width & height of the screen, width & height of each pixel, number of colors, number of pens, number of patterns, number of fonts and so on.)

Do you see the diverence?

>> >....but who the F wants a GEM game ????
>>
>>People with big, fast Atari computers and big harddisks. I already told that.
>
> Yeagh you did, and EVERYONE who has contributed to this thread has
>dissagreed with you....
> Give someone with a nice big atari with a hard drive, the option
>between a GEM version of breakout or tetris or whatever else a GEM

>programmer can stretch to in the games department, then give him the
>choice of something spectacular thats none GEM, I won't tell you the
>answer, I will let you work that one out,hehehe
>
> Your turn :)

Your wonderfull STOS games are not running on this nice big ataris!
Most of them have extended graphic hardware, the only access to screen
is VDI! STOS does not make use of VDI, it writes its drawings direct into
memory. This is fast, but will only work on original ATARIs (ST/STe/TT/FALCON
without extensions).
The GEM window redraw on graphic cards is many times faster than in ST low.

I wrote some applications for GEM, and yes, they are also running on a
Apple Perfoma 460 in thousands colors using MagicMac without any modifications.
Just seen yesterday. The only difference is speed. A PowerMac 8500 or a
Hades 060 is more than 20 times faster than a 8 MHz ST.

There is no choice between GEM games and none GEM games, because you can
only run GEM games on the new powerfull atari compatible computers!

Tony: Why do you dislike GEM? Have you ever worked on a "big" atari?
(A simple falcon is not a big atari to me.)

BTW: Is there any (GEM) monopoly game around?
In case there's no one, I'm forced to write my own...

--
Email: haase@alkor.sax.de

From 3840769300951699176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS memory banks
Date: 1996/11/24
Message-ID: <848837434@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 198472621
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <544996677@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 207bfd45
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32983b3a
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)

x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony wrote:

```
 >> Screen memory has to start on a 256 byte boundary on a plain ST. I
 >> don't see any aligning. In omikron I would do something like:
 >
 > You reserve a bank, STOS does the rest :)
```

Does STOS know you are going to use the memory as screen memory? No, don't think so. Does STOS automaticly alaign memory banks to 256 bytes offsets so ignorant users can use it for screens? Maybe, who knows.

```
 >> Scr=memory(64256)            ' Get some memory
 >> scr+=256                     ' anticipate round down
 >> scr=scr and $ffff00          ' get 256 byte boundary
 >
 > and thats the same as reserve as work 7,64256 hmmmmmmm?
```

No, only the first line is. The second and third line are to make sure my screens adress will be aligned to a 256 byte boundary.

```
 >> repeat
 >> scrp=(scr and $ff0000) + ((scr and $ff00) shr 8) ' calculate
 >> videobase lpoke $ff8200,scrp         ' poke directly into hardware
 >> register wvbl                       ' wait for vbl
 >> scr+=1280                  ' change offset
 >> until(0)
 >
 > wow, they say you cant beat the old way?....I think mine was simpler,
 > don't you?
```

Mine is faster. And speed is al you need to get good arcade games.

```
 >> 2: What if banks get delete around bank 7? The memory manager of STOS
 >> will move the bank in memory and so your screen data will be moved,
 >> resulting in the
 > wrong
 >> memory will be displayed. So will something like this work?
 >
 > your wrong, I really do wish you would stop thinking you know how
 > STOS works, you have no idea, I would not dream of trying to
 > understand your ormikron
```

No, I don't know how STOS works, that's what I am trying to figure out.

```
 > 7 will always be the start of bank 7, no matetr how much deleting,
 > reserving loading or erasing you do, say bnk 7 or start(7) or
 > whatever and stos will go straight to it.
```

STOS will, but does the hardware know? Does STOS start to move around banks in memory or not when you delete surrounding banks? I was told it did. But you insisting there are no problems it seems like it doesn't.

```
 >> reserve as work 6,10000
 >
 > snip..wow all those pokes, and you have the cheek to suggest I may
 > use so many, there is not one single poke or peek in heartland,
```

As you told me I don't no how to program STOS, so I don't know how your memset command is called. (Probably it depends on which extension you use).

```
 > I have never in my life had to garbage collect, if that was an
 > example of your BASIC then I would strongly suggest you upgrade as
 > quick as possible to STOS BASIC, the days of spectrum and poking
 > everything are long gone you know :)
```

Sometimes it's still the fastest way to do things.

```
 >> wait vbl           ' screen should be white
 >
 > we have a command called floodpal...ho you really dont know what your
 > missing
```

We are not messing with palletes, we are messing with screen memory. Changing the pallete is not an option here. Your comments suggest you haven't the slightest idea where I am talking about.

```
 > its no use banging a long line of peeks and pokes and expect someone
 > who is long past that sort of programming to folow it, tell me what
 > it was supposed to do and I will write the same code in a lot less
 > commands and simpler for anyone to follow,
```

Did you read the comments? I am allocating three memorybanks. 6,7,and 8. Bank number saven is used as screen memory. I fill banks 6 and 8 with zeros. I fill bank 7 with $ff's. But you don't have to understand poke's and peeks, STOS will, as poke and peek is one of the commands available in all basics.

```
 > WHERES THE GAME THATS BETTER THAN STOS ???
```

I am trying to understand the concept of STOS memorybanks. Just out of curiosity, because someone said STOS memorybanks where such a great thing. Are you willing to help me on this subject please continue in this thread. If all questions I ask are going to be answered by shouting 'Where's the game that's better than STOS???' please leave this thread and I will try to find a coder that does know how his programming language works.

Hans Wessels

From 7467132791149128957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: re: STOS
Date: 1996/11/24
Message-ID: <3298da9c.24107923@news.airtime.co.uk>
X-Deja-AN: 198490317
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sun, 24 Nov 1996 22:42:46 +0100, in comp.sys.atari.programmer you
wrote:

>Tony: I've downloaded your games (Multi Pakman, HERO, Heartland),
>and (after some trouble) I was very impressed. The look is a little
>homemade, but the gameplay is very good.

 Thanks for the comments:)....the games are bound to look homemade,
they are homemade ?
 Gameplay is good? a compliment indeed, thanks:)

>What are my troubles?
>
>- Multi Pakman & HERO doesn't run from HD.

 I will presume you have not followed this thread? I have been told
its a lame excuse, but I do not own a HD, at the time of writing those
games I had no contact with anyone who owns a HD and the STOS manual
has no mention of hard drives?

>- All three games are not full synchronised to the VBL,
> because they are unplayable with my T-28 speedup board.
> The sprites are jumping around very nervous, game control (especially
> Multi Pakman) is impossible, because it's too fast.
> If I toggle back to 8 MHz, all is OK.

 Thats because they are ATARI ST games made on an ATARI ST for ATARI
STs? by that, I mean yer average ATARI ST set up,
  And before it is pointed out that I state STOS works on newer tos
versions, the games in question are older pre whatsit :)

>- If I start the games not from ST low (I use usual ST high or better) the
> screen is trashed and the system hangs.

 then in the words of Tommy Cooper...Don't do it ? :)

>>>Ok, there is something wrong with the sprite data. When walking to the right
>>>against a blue background a white pixel infront op the character is
periodically

>>
>> eh?...this is all news to me ?
>
>I can confirm this bug.

 Well I rebooted the game (something I am not used to doing, playing
my own games<G>) and still cannot see it?, I do not for one moment
dispute its there or question your comments, either of you, juts
simply to say, cannot see it ?

>Hhmm, I suppose there is some confusion about the OS structure of ATARIs OS?

 No confusion here ?

>   user
>   GEM application   hardware independed

snip...

>I suppose that STOS uses only BIOS, XBIOS and GEMDOS.

 I have absoloutly no idea if the above is true or false,

>The functions from the higher layers (GEMDOS, VDI, AES) are much more
>powerfull than the lower layers (BIOS, XBIOS).

 I have absoloutly no idea about any of that, or the bits i snipped,

>I want to know what video hardware is present.
>
>I can use Getrez (XBIOS 4), which return 0, which means "something like ST low"

 I have commands to not only find the current resolution, hertz rate
etc, but I can also switch resolutions as much as I want, and none
need any of the commands you mention, neither do I need to know
anything about xbios,gemdos or any of the others,??? I dont really see
your point? none of the words you mention have any relevance in STOS
BASIC, they are not STOS BASIC commands and as far as I am ware are
not mentioned in the STOS BASIC user manual?

>Or I use v_opnvwk (VDI 100) which fills a array of 56 integers.

 still losing me?

>If you evaluate this array, you will get informations about the selected
>device (plotter, printer, screen, alternative second screen), about the
>resolution (width & height of the screen, width & height of each pixel,
>number of colors, number of pens, number of patterns, number of fonts
>and so on.)

but I have BASIC commands for all that? simple BASIC commads that will return any or all of that information, that is the whole idea of a BASIC language, I do not need to know all the things you are mentioning, I have BASIC commands that will find it all out and return the information?

>Do you see the diverence?

NO!

>Your wonderfull STOS games are not running on this nice big ataris!

hang about, whats all this "your wonderfull stos", if you are trying to be sarcastic then this is all a waste of time :(

>Most of them have extended graphic hardware, the only access to screen
>is VDI! STOS does not make use of VDI, it writes its drawings direct into
>memory. This is fast, but will only work on original ATARIs (ST/STe/TT/FALCON
>without extensions).

without extensions? what on earth does that mean ?

>The GEM window redraw on graphic cards is many times faster than in ST low.

>I wrote some applications for GEM, and yes, they are also running on a
>Apple Perfoma 460 in thousands colors using MagicMac without any modifications.

the thread is best BASIC for games ??????? why do people have to start prattling on about applications and anything else they can think of because they are too scared to admit they cannot fault my original statement,
so far we have had demos, applications, macs, assembler, and attempts to try and make my software look bad?
Yet no one is showing me anything better

Ok I never said my games where fanatastic, I said STOS is the best BASIC for making games on the ATARI in 1996,

NO ONE has done anything to prove otherwise, you have all TALKED TALKED TALKED

None of you can show me a game written in BASIC thats better than STOS ones, it is childish to start trying to find bad things in my games, show me something better, thats the whole point, or dont you all understand ?????

>Just seen yesterday. The only difference is speed. A PowerMac 8500 or a
>Hades 060 is more than 20 times faster than a 8 MHz ST.

and your point is what ??? would it have anything to do with making games in BASIC, I think not :(

>There is no choice between GEM games and none GEM games, because you can
>only run GEM games on the new powerfull atari compatible computers!

really? I think you will find you are WRONG

>Tony: Why do you dislike GEM? Have you ever worked on a "big" atari?
> (A simple falcon is not a big atari to me.)

I have a STe...thats it, no falcon, no hard drive, i dont even have a drive B? i have the original atari mouse and a joystick and ONE box of disks, thats my total atari set up, I manage to make reasonably good software thats quite well recieved in the ATARI community, beleive me its not that easy with such a bare minimum set up,
SO no i havent "worked" on a big atari, in my book this is big:)

BTW my software is free, its not work, its a hobby ?

I spent sooo long using programs that are none gem, a few years, (on the atari) then when i had to use the desktop ie: when i got a modem, i suddenly had to start using gem...what a let down,

why do all gem programmers think there is only red,green white and black, surely they can change the colours here and there, I have made some serious software in medium rez, and they "look" quite nice, I made angled scroll bars with shape and depth, 3d boxes etc,
Nagggh I definatly dont like GEM its boring IMHO:)

>BTW: Is there any (GEM) monopoly game around?
> In case there's no one, I'm forced to write my own...

in BASIC ? :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -49446498901960974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,95af1e8c641141e4
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,95af1e8c641141e4
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,95af1e8c641141e4
X-Google-Attributes: gid1115ce,public
From: Stuart Simpson <SSIMPSO1@NETCOM.CA>
Subject: Re: Searching TOS image

Date: 1996/11/24
Message-ID: <32983472.362E@NETCOM.CA>#1/1
X-Deja-AN: 198496563
references: <575rh4$bms@news.Informatik.Uni-Oldenburg.DE>
content-type: text/plain; charset=us-ascii
organization: Netcom Canada
x-netcom-date: Sun Nov 24 7:26:35 PM EST 1996
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.emulators.misc
x-mailer: Mozilla 2.02 (Win95; I)

Ronald Hartwig wrote:
>
> Hi,
>
> as I am trying desperatly to run an emulator together with GfA3.07 I
> need a TOS image 1.4 or 2.0.
>
> I DO have an image 1.02(!) but it doesn't work with gemulator and
> probably won't work with all the other emulators.
>
> MagiC 4.00 absolutly doesn't comply with GfA3.07. Somehow the file
> handling is broken, so I cannot access files properly via
> fileselectbox or direct input (even though it READS the files, it
> fails to list them or to detect the EOF properly :(((((
>
> So please, is there any TOS image around? It would not be copyright
> violation as I DO own an ST.
>
> PLease help
> Ronald
>
> ps: I would need an ftp access to it . I am not used to BBSs
> systems. I can offer a ftp space here, where YOU could download it too
> as well.
> --
> / EMail: Ronald.Hartwig@informatik.uni-oldenburg.de
> | http : //www.informatik.uni-oldenburg.de/~rhaug/
> | SMail: Haareneschstr.2, D-26121 Oldenburg
> \ Tel. : 0441-71590

```
__  // _   __ \
 /\  /   // | \ /   |
|--| \__ -/ |_/ \__ |
                /          /
```

Hi, I am looking for the same thing (TOS image). It seems that
Gemulator doesn't work with my dumped TOS 1.0 image.
  (I have a very old 1040st)

so if you get an image please email it to me, or perhaps let me know
where to obtain an image ...
thank you.

From -139262510186966991
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,27a63e7bf4511d7d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,27a63e7bf4511d7d
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,27a63e7bf4511d7d
X-Google-Attributes: gid1115ce,public
From: asmolar@localhost.fast.net (Tony Smolar)
Subject: Re: Need working(!) ST Emulator for GfA3.07D program
Date: 1996/11/25
Message-ID: <57avls$78p@news1.fast.net>#1/1
X-Deja-AN: 198515161
references: <572v9r$emi@news.Informatik.Uni-Oldenburg.DE>
<slrn59cgch.3l.asmolar@smol.fast.net> <3298B124.59D0@nh.ultranet.com>
organization: FASTNET(tm) PA/NJ/DE Internet
reply-to: asmolar@fast.net
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

On Sun, 24 Nov 1996 15:33:40 -0500, Brian Sturk <bsturk@nh.ultranet.com> wrote:
>Tony Smolar wrote:
>>
>> a TOS img with Gemulator (You can put a TOS image in place of magic, it'll
>> work)
>> STonX works fine with GFA2.0, I've never tried it with 3.x, but I don't
>> know why it wouldn't work.
>What image needs to be replaced, I have a few TOS images but am unsure
>what to replace. There are two files with the tos extension in the
>Gemsys folder. If I could use the TOS image I'd be able to use the
>emulator in English!!!!

Replace the MAGIC_PC.OS file in your root directory. It's not in the GEMSYS
folder.

--

Tony Smolar

---

asmolar@fast.net	home email
tonys@nscs.fast.net	work email
http://www.users.fast.net/~smol	homepage

From 9012597635547740973
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b563aa5ea2cad77
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: Creating an own Homepage
Date: 1996/11/25

Message-ID: <57b8ul$2a132_002@news.ti.com>#1/1
X-Deja-AN: 198562437
references: <57491b$sui@easy2.worldaccess.nl>
content-type: text/plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <57491b$sui@easy2.worldaccess.nl>, bjorn@worldaccess.nl
(Bjorn-Niels van den Berg) wrote:
>
>How can I create my own homepage? Must I use ST-Guide then?
>I'm really interested in it, I hope someone can answer my
>question or have some serious suggestions!!
>

You don't need ST-Guide... what you need is just a normal editor. Of course
you will not see the graphics in the editor. For those, you need a HTML
authoring program, AFAIK, Atari don't have one.

I suggest you grab a HTML document to make yourself familiar with that
language if you are using a normal editor. Just go to Yahoo & search "HTML"
for where to get the online doc.

Regard
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From 7591143737765371729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,95af1e8c641141e4
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,95af1e8c641141e4
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,95af1e8c641141e4
X-Google-Attributes: gid1115ce,public
From: Miika Tervo <miitervo@jypoly.fi>
Subject: Re: Searching TOS image
Date: 1996/11/25
Message-ID: <32999C2A.3478@jypoly.fi>#1/1
X-Deja-AN: 198590861
references: <575rh4$bms@news.Informatik.Uni-Oldenburg.DE>
<3298B3EA.48DE@nh.ultranet.com>
content-type: text/plain; charset=us-ascii
organization: JKOL

mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.emulators.misc
x-mailer: Mozilla 3.0Gold (Win95; I)

Brian Sturk wrote:
> I have many TOS images, I myself would like to use them with Gemulator.
> I'll trade the Tos images for the names of the files to replace and how
> to get it working with these images. :]

Have you tried TOS.LO TOS.HI ? Can't be sure if it works, but I've
came accross with such names with TOS 2.06 files.

miitervo@jypoly.fi

From 6605936439279737482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: OS Extension concept
Date: 1996/11/25
Message-ID: <57c65l$bip@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 198591370
references: <5722gr$3tq@ornews.intel.com>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <5722gr$3tq@ornews.intel.com>, atari@teleport.com.REMOVE.THIS.TO.REPLY
(Rich Tietjens) writes:
>>These programs do not write to the screen (well, they may do, but it is
>>relevent - not just the contents of the file) - I dont see the problem
>>here. There is no real need for What-is, but this just makes it a bit more
>>sophisticated.
>
>The problem is that writing to the screen is NOT relevant. IF there's a
>problem with the data file, I'd rather have no results at all, or a log file
>written out - the whole purpose here is to play data files WITHOUT screen
>display.

Do you mean completely without screen display - even GEM based? I have
SuperSAM set up so that it plays .AVR, .WAV and other sample formats. It
just plays the sample given then quits. If there is an error (unsupported
frequency etc.) it simply gives a GEM alert telling you this.

Surely this is a good thing, rather than doing nothing?

I haven't checked what midifp does... (I dont have any .MID files)

(if you want, I'll write a 10 line C program to play any .AVR sample via
 SAM with zero screen writing...)

Anthony

--


```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From 5289436635030683590
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: OS Extension concept
Date: 1996/11/25
Message-ID: <57c77c$c32@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 198593595
references: <573pbh$ho7@einstein.ebicom.net>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <573pbh$ho7@einstein.ebicom.net>, bjr@edison.ebicom.net (Brian Roland)
writes:
>:
>: The problem is that writing to the screen is NOT relevant. IF there's a
>: problem with the data file, I'd rather have no results at all, or a log file
>: written out - the whole purpose here is to play data files WITHOUT screen
>: display.
>
>Can you not redirect the output to a file? Or even into nowhere if you
>wish? I know I've used Geneva to run ttp programs and pipe all of the
>input from a script file...and the output to another file...or the
>printer...or whatever. It's odd (althoe I'm no programmer) that you
>can't redirect the screen output to another device...being a file, a null
>device, etc...

Yes, I believe you are right. I think you can use FForce() to redirect
stdio to any file handle. Not sure, as I have never used it...

Anthony

--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From 666780054635959856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/25
Message-ID: <57c8qf$cu2@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 198597027
distribution: world
references: <848448088@p24.f101.n323.z205.mbh.org>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <848448088@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org>
writes:
>Davy Mitchell wrote:
> > : (400x240), ST HIGH, ST HIGH overscan (720x480) and on the different
> > : TT resolutions. I even expect that game to run on a Hades 060 or
> > : Magic Mac. What about text adventures? That are games too! If I had
> > : to do a text adventure my
> > Hear Hear !! But those with access to such
> > powerful machines are very few and if they have that dosh then they
> > won't be playing ATARI games !!
>
>Wrong, people with such powerfull machines are still people playing games so
>now and then. Having overscan hardware is nothing special, nor expensive. I

....but I can safely say that I (like many Falcon owners) very rarely run
ST games for the simple reason that they look/sound pathetic compared to
Falcon equivilents. Appart from Falcon-testing heartland and a few other
games, I haven't *played* an ST game on my Falcon/FX for at least 6 months.

Yes, people like to play games, but if they can afford a 2/3000ukp Hades,
then I am sure they can afford an ST if they are desperate?

Anthony

--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From -5261926233867307919
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,27a63e7bf4511d7d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,27a63e7bf4511d7d
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,27a63e7bf4511d7d
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Need working(!) ST Emulator for GfA3.07D program
Date: 1996/11/25
Message-ID: <57c9or$6vn@balaena.bio.vu.nl>#1/1
X-Deja-AN: 198599168
references: <572v9r$emi@news.Informatik.Uni-Oldenburg.DE>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Ronald Hartwig (Ronald.Hartwig@Informatik.Uni-Oldenburg.DE) wrote:

: (*) the problems seems to depend on MagiC. As long as I use Magixdesk
: I can access all data from the desktop. But when I switch to GfA Basic
: and try to load a file, th eselectboxes stay empty. Nevertheless I may
: load a program when I type th ename blindly. But then GfA behaves bad
: when trying to load a file. (sometimes it works, but mostly it
: doesent). Using Gemini1.999(!) as a replacement makes it even worse,

You could try loading/saving files the old-fashioned way:
Press <ESC> when in the editor, then use DIR, CHDIR and LOAD commands to
load your file. Similarly, use SAVE for saving. It's not
user-friendly, but it might work...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer (Quarantine)

From -7360488590247069106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: OS Extension concept
Date: 1996/11/25
Message-ID: <57c875$6vn@balaena.bio.vu.nl>#1/1
X-Deja-AN: 198609815
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com> <See_my_sig-19119608585200001@47.85.0.99>
<Pine.GSO.3.94.961119150534.9297B-100000@Stratus.CAM.ORG>
<5722bn$3tq@ornews.intel.com>
<Pine.GSO.3.94.961123100722.17813A-100000@Ocean.CAM.ORG>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Yves Pelletier (ypell@CAM.ORG) wrote:

: OK then, maybe what you are looking for is an .ACC, or maybe a
: combination of an ACC and a TSR. The TSR could intercept
: double-clicks on certain file types, and the ACC could (I
: presume) play the sound without taking over the video. Not being
: a programmer, that's about as far as I dare go.

For more compatiblity one could install an AV manager of some sort as viewer
for *.* in DESKTOP.INF. You'd have to have an accessory with which it could
communicate and which could play a file. Only one problem: the manager
program whould take up the screen display for a second or two...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer (Quarantine)

From 5504318792441922546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b52cb8f28954edc5,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Mouse Events

Date: 1996/11/25
Message-ID: <57cbve$6vn@balaena.bio.vu.nl>#1/1
X-Deja-AN: 198610918
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Does anyone know if it is possible to wait for _both_ mouse buttons in one
GEM event. And I _don't_ mean both buttons _together_, I mean the left
button OR the right button... (binary OR in this case :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer (Quarantine)

From 2109903766925071337
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: OS Extension concept
Date: 1996/11/25
Message-ID: <57cmc5$ejs@ornews.intel.com>#1/1
X-Deja-AN: 200670836
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com> <See_my_sig-1911960858520001@47.85.0.99>
<Pine.GSO.3.94.961119150534.9297B-100000@Stratus.CAM.ORG>
<5722bn$3tq@ornews.intel.com>
<Pine.GSO.3.94.961123100722.17813A-100000@Ocean.CAM.ORG>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <Pine.GSO.3.94.961123100722.17813A-100000@Ocean.CAM.ORG>,
Yves Pelletier <ypell@CAM.ORG> wrote:
>On Thu, 21 Nov 1996, Rich Tietjens wrote:
>
>> Yves Pelletier <ypell@CAM.ORG> wrote:
>> >
>> >I read Rich's proposal I thought it might be feasible through
>> >..XDD or .XIF MiNT extensions,...

>
>> ... that ...requires MiNT. I'm looking for a way to extend singleTOS
>
>Man, you're hard to please... :-)

Darn right - that's why I don't use a DOS box as my persoanl machine

>I find your assessment of MiNT (incompatible? How so?) somewhat
>harsh, but hey, it's your mileage. Not to sound argumentative,

It's not a matter of harsh, it's a matter of practicality. If I could get MiNT to work properly (or, more accurately, if I could get Jetmail to work properly, unattended, under MiNT) I'd be quite pleased to convert.

>but, for what I do, MiNT only very rarely gives me problems of
>any sort, and I use it almost all the time.

You're not running an autoamted mailer, are you?

>OK then, maybe what you are looking for is an .ACC, or maybe a
>combination of an ACC and a TSR. The TSR could intercept
>double-clicks on certain file types, and the ACC could (I
>presume) play the sound without taking over the video. Not being
>a programmer, that's about as far as I dare go.

That would be a good solution - I'd say a CPX rather than an ACC, since after all, there are only so many ACC slots, but the TSR/ACC option works well for STiK.

So, the concept has developed to this point:

A TSR will load up and create a cookie.

Appropriate CPXes will load up and communicate with the TSR somehow, possibly by adding more cookies.

When an unknown filetype is double-clicked, the TSR Will check to see if it's a "known" type and, if so, pass it to the correct CPX; if not, drop to the usual desktop routines.

Now the problem is finding someone who thinks it's worthwhile to program.

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From -3651279101496998693
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: OS Extension concept
Date: 1996/11/25
Message-ID: <57cmgp$ejs@ornews.intel.com>#1/1
X-Deja-AN: 200671185
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com> <See_my_sig-19119608585200001@47.85.0.99>
<Pine.GSO.3.94.961119150534.9297B-100000@Stratus.CAM.ORG>
<5722bn$3tq@ornews.intel.com>
<Pine.GSO.3.94.961123100722.17813A-100000@Ocean.CAM.ORG>
<57c875$6vn@balaena.bio.vu.nl>
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organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <57c875$6vn@balaena.bio.vu.nl>,
   lvzon@bio.vu.nl (Levien van Zon) wrote:
>
>Yves Pelletier (ypell@CAM.ORG) wrote:
>
>: OK then, maybe what you are looking for is an .ACC, or maybe a
>: combination of an ACC and a TSR. The TSR could intercept
>: double-clicks on certain file types, and the ACC could (I
>: presume) play the sound without taking over the video. Not being
>: a programmer, that's about as far as I dare go.
>
>For more compatiblity one could install an AV manager of some sort as
>viewer
>for *.* in DESKTOP.INF. You'd have to have an accessory with which it could
>communicate and which could play a file. Only one problem: the manager
>program whould take up the screen display for a second or two...

But that's exactly what I want to get away from, Lev. When running CAB, for
example, when I click a link to a WAV file, I just want to hear the WAV, not
see a blank screen (or even a description of the data) while it plays. ATM,
clicking a WAV link leads to a complete redraw of the page after SWAV plays
the sound.

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          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From -4043502606849046016

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: OS Extension concept
Date: 1996/11/25
Message-ID: <57cmvi$ejs@ornews.intel.com>#1/1
X-Deja-AN: 200671214
references: <5722gr$3tq@ornews.intel.com> <57c65l$bip@m1.cs.man.ac.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <57c65l$bip@m1.cs.man.ac.uk>,
   jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:
>
>In article <5722gr$3tq@ornews.intel.com>,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>>
>>The problem is that writing to the screen is NOT relevant.
>>... the whole purpose here is to play data files WITHOUT screen
>>display.
>
>Do you mean completely without screen display - even GEM based? I have

Absolutely without screen display. An alert box if there's a problem is acceptable IF and ONLY if it times out and goes away by itself after a few seconds.

>SuperSAM set up so that it plays .AVR, .WAV and other sample formats. It
>just plays the sample given then quits. If there is an error (unsupported
>frequency etc.) it simply gives a GEM alert telling you this.
>
>Surely this is a good thing, rather than doing nothing?
>
>I haven't checked what midifp does... (I dont have any .MID files)
>
>(if you want, I'll write a 10 line C program to play any .AVR sample via
> SAM with zero screen writing...)

That would be good. Someplace around the house I have C source for a WAV player - it need some work (doesn't handle stereo samples properly, for one thing) but it would be another approach - if I knew enough C to do anything useful with it. Guess that's my next project after the UUpoint gateway - learning C properly. <SIGH> It never ends.

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email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 8661753142049121053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: STOS
Date: 1996/11/25
Message-ID: <57cnf7$ejs@ornews.intel.com>#1/1
X-Deja-AN: 200671443
references: <2956752205@news.airtime.co.uk> <848708225@p24.f101.n323.z205.mbh.org>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <848708225@p24.f101.n323.z205.mbh.org>,
Hans Wessels <mr_ni@mbh.org> wrote:
> >> QED, your statement is proven to be wrong.
> >
> > QED ?
>
>Quod Erat Demonstradum, I think it has to be traslate like 'What had to be
>proved'.

"Thus it is demonstrated."

Rich "I don't speak bloody Latin" Tietjens

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email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 9038534863643207735
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e6c8b0e3383a17b
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: raster copy problems
Date: 1996/11/20

Message-ID: <848583200_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 197939111
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <1756@kiwi.ukc.ac.uk>
J.B.W.Webber@ukc.ac.uk (jbww) said:-

>I have been sucsessful in raster copying from one are of the screen
>to another, using vro_cpyfm, by first defining a Memory Form Definition
>Block for the screen, and the pxyarray defining the areas to be affects.
>
>However what I want to do is copy in/out of linear memory, from/to the
>screen.

Ah, the docs start to get scarce round about here!

>My understanding is that I have to define a MFDB for the memory with
>one single long line

Can't remember exactly but it sounds right.

>(and appropriate pxyarray), with mode 0, then call
>   vr_trnfm(handle, psrcMFDB, pdesMFDB)

You don't need to worry about this function. It's for converting
images to and from a standard format which VDI on all system
understands.

>What little docs I have implies that, copying from memory to screen,
>the mode will be toggled and placed in the destination mode. This does
>not happen. I realise I fail to understand what vr_trnfm is actually
>supposed to do to what.

I wrote some code which I've been using successfully for years (that's
why I can't remember the details). I'll post it here.

>When I go on to call vro_cpyfm, to copy from memory (all set to 0x5555, to
>give grey) to the screen, I get a single line where I expect to copy to,
>and the top of the screen few rasters (in the menu bar) goes grey.

The scheme I used works well and I've not had any reports of it
failing under any resolution. It'll be a uu-encoded zip.

--

Guy Harrison

Email guy@swampdog.demon.co.uk

swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 7412124351279985764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e6c8b0e3383a17b
X-Google-Attributes: gid1115ce,public
From: c_graham@patrol.i-way.co.uk (Craig Graham)
Subject: Re: raster copy problems
Date: 1996/11/20
Message-ID: <56upgg$29d@lira.i-way.co.uk>#1/1
X-Deja-AN: 201144993
references: <1755@kiwi.ukc.ac.uk> <1756@kiwi.ukc.ac.uk>
<32918D58.5480@eng.derby.ac.uk>
organization: Intelligent Research / Data Uncertain
reply-to: c_graham@patrol.i-way.co.uk
newsgroups: comp.sys.atari.programmer

Dale Philip Needham <needhadp@eng.derby.ac.uk> mumbled indistinctly:

>Hello.
> When I started programming GEM I had the same problem, the
>documentation I had implied that just putting NULL for the MFDB will
>point it to the screen, it does, it also implies that just using the
>name of an MFDB will copy to/from that MFDB. This caused crashes every
>time. What I found out (eventually) is that the fd_addr field needs to
>be set up in the MFDB as a pointer to memory. The easiest way I found to
>do this is via malloc() (not Malloc()) the C version is much better.

No, wrong there. Setting fd_addr to 0 will indeed cause the MFDB to
reffer to the screen (I use it all over the place in the XaAES code).

>Dale Needham
>Email : needhadp@sparcdii.derby.ac.uk

Craig.

From 3926414962631255186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e6c8b0e3383a17b
X-Google-Attributes: gid1115ce,public
From: bdc2@bdc2-ra.cwru.edu (Boris D. Cahan)
Subject: Re: raster copy problems
Date: 1996/11/21
Message-ID: <848550126_OASIS_NEWS@bdc2-ra.cwru.edu>#1/1

X-Deja-AN: 197763049
references: <1755@kiwi.ukc.ac.uk> <1756@kiwi.ukc.ac.uk>
organization: Case Western Reserve University
reply-to: bdc2@po.cwru.edu
newsgroups: comp.sys.atari.programmer

I am interested in this problem, too. I am trying to rewrite telnet for
stik, and am having scrolling problems. Let me know too.

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -4912543530524167785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: DGibson@cameo.co.uk (Drew Gibson)
Subject: STOS
Date: 1996/11/21
Message-ID: <1613_DGibson@cameo.co.uk>#1/1
X-Deja-AN: 197776154
organization: Cameo Network Services Ltd.
reply-to: DGibson@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.535) BETA (NON WINDOW VERSION)

Hi All, esp Tony :)

I was wondering if STOS is still available commercially - if so, where from.
Anyone in the UK ?

Cheers,
    Drew ;^)
        #> dgibson@cameo.co.uk <#
        #> FidoNet 2:2501/101.15 Nest 90:102/202.15 <#
        #> AtariNet 51:6/502.15 TurboNet 100:105/3.15 <#
        #> STandard ProBBS [24 hours] 01394-271550 <#

--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.

Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

From 3318695111844109273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3e7b2b4fdb51581
X-Google-Attributes: gid1115ce,public
From: LCollins@mettav.demon.co.uk (Liam Collins)
Subject: Re: Assembler
Date: 1996/11/21
Message-ID: <22999_LCollins@mettav.demon.co.uk>#1/1
X-Deja-AN: 197783261
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: LCollins@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.535) BETA (NON WINDOW VERSION)

jamesco@cogs.susx.ac.uk wrote:

j> Other than that, public domain assemblers are pretty lame. Get hold
j> of a copy of Devpac 3 from HiSoft -- it's _the_ best assembler, and
j> isn't all that expensive these days.

Anyone know exactly how much it costs now? I'm using the cover-disk release of Devpac 2 ATM, so I'm tempted to upgrade. Oh to have a proper manual, what luxury! :)

/|\llTheBest ... */Liam/*

*Malcolm (Psycho Eyes) Rifkind, Isla St. Clair, Bay City Rollers, Jimmy Krankie, Ian St. John, Mel Gibson...your boys took a hell of a beating!
--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From -7841557503430789472
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6a5aaa84f9f539,start
X-Google-Attributes: gid1115ce,public
From: D.E.Jones@ex.ac.uk (D.E.Jones)
Subject: Help: 2 bomb error
Date: 1996/11/21

Message-ID: <D.E.Jones-2111960944440001@144.173.2.235>#1/1
X-Deja-AN: 197797930
sender: news@exeter.ac.uk (news admin)
organization: University of Exeter, UK
newsgroups: comp.sys.atari.programmer

Hi all,

I am having a problem with a program I have written, on an Atari STfm (1/2 meg) it crashes at a seemingly random point for no reason I can find. The error is two bombs : bus error, poke or peek possibly wrong. The same thing does not happen on an Atari STe. Is there a reason for this error that I can program around? Any help or ideas would be much appreciated. Cheers

Dan Jones.

http://newton.ex.ac.uk/general/ug/jones

From -2397891374462077160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/21
Message-ID: <571he8$ggb@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 197812190
references: <3292e9df.3496095@news.airtime.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <3292e9df.3496095@news.airtime.co.uk>, stosser@airtime.co.uk (Tony Greenwood) writes:
>On Wed, 20 Nov 96 01:02:06 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
>>Rich Tietjens wrote:
>>
>> > Oh, all you guys are just p*ssies! Real programmers write in hex and
>> > enter their code with toggle switches!
>>
>>No, you are wrong, if you enter youer code with toggle switches you have
>
> This little thread came out of the BASIC thread...so should I know
>what a "toggle switch" is ? because I dont?

well, you should do really. A toggle switch is just an on/off switch.

(it 'toggles' between two states). A light switch is a toggle switch.

In this context, they mean really old computers (like the ones built
here with the really clever naming scheme... Manchester Mk1, Mk2...)
which were programmed by setting the binary values in the memory
directly by entering the numbers into a bank of toggle switches...
A tiny bit more complex to program that STOS... :)

Anthony
--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From 2295405862658546837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public

From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS memory banks
Date: 1996/11/21

Message-ID: <32943035.4231645@news.airtime.co.uk>#1/1
X-Deja-AN: 197812240
references: <892615701@news.airtime.co.uk> <848522506@p24.f101.n323.z205.mbh.org>

organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 20 Nov 96 21:22:32 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> >> It's too much work for them to put all the data in one large file or
> >> to include them directly in the program code. Both options can easily
> >> be done in both programming languages.
> >
> > You Kiddin?, about 3 mebbe 4 lines of code containing around a dozen
> > or so commands total and you have all your data in the one bank, but
> > why?
> >
> > whats wrong with the way it is?
>
>Well, you had the lame excuse that some of your software wouldn't work because
>you hadn't one? Put all the data in the program file, or in one big data file

 lame! lame, you call me lame when you cannot even back up anything
you are trying to say?, I made a statement and backed it up with

software to prove it, you have done nothing but talk, ho and show me a demo that had nothing to do with making games, show me something that has something to do with the thread, THEN and only THEN, may you resort to insulting me

my excuse was that I did not have one, ie a hd, or have any documentation and no way of getting it, OK!

>that has to be in the current directory and you don't have to bother where your
>files are located (on disk, harddisk, networkdrive or maybe even on tape). As

You put heartland on your hardisk and it worked, so you know that I already work like this, its called learning, no one makes a something perfect first time, heartland is my latest release and works from hard drive, and we all know that you already tested it, so why try to look clever telling me how to do something that you know I have done already ???????????

>Other reasons: smaller risk of loosing data, faster copying, less slack space
>on the medium, better compressable.

bollox, your doing it again...talkin bollox, no one ever lost data from any of my games, theres no good reason tyo put all the files into one file, theres no reason why not to have them anywhere I want ?

AGAIN the person playing the game and enjoying himself, is not going to worry about how the disk is made up,

Wouldn't it be nice if the demo you sent me did not have loads of different programs on it, then your explanation would not have looked so silly, had you practised what you preach ????

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -7686986818829119632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/21
Message-ID: <32943307.4954189@news.airtime.co.uk>#1/1
X-Deja-AN: 197812245
references: <3395248029@ornews.intel.com> <848448144@p24.f101.n323.z205.mbh.org>

<3292e9df.3496095@news.airtime.co.uk> <56vjt0$hu8@ornews.intel.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 20 Nov 96 15:47:43 GMT, in comp.sys.atari.programmer you
wrote:

>> This little thread came out of the BASIC thread...so should I know
>>what a "toggle switch" is ? because I dont?

>Go to the library and find an old Byte magazine or possibly Popular
>Electronics - look for an IMSAI or SWTPC DIY computer project and you'll

 Hi Rich
 Sorry mate, it was the termonology, yes I do know what you mean, its
just in my small programming circle, I havent heard it called
that..however it does seem a simple enough name for it...now I know :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 1311929930441641920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/21
Message-ID: <32943337.5001995@news.airtime.co.uk>#1/1
X-Deja-AN: 197812352
references: <907495014@news.airtime.co.uk> <848529632@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 20 Nov 96 23:16:16 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > from within STOS BASIC, I cannot do any of the commands you just
> > quoted?
>
>You can't use XBIOS calls in STOS basic? And the rest of the OS, it's forbidden
>playgroud too?

GEM=NO NO from STOS...So how come you told everyone in this newsgroup
that I did use it ?

> > Getting something to work from hardisk, that was the same problem as
> > getting something to work on a falcon, I do not own a hard drive, I

>Lame excuse. Loading from disk is exactly the same as loading from harddisk

Hang on, didn't I just answer this thread, you are duping your
posting Hans :)

>(from the OS's viewpoint). Just don't insist of getting data from drive a and
>don't use a absolute path. An other solution was discussed somewhere else.

You already know I can do this, because you ran heartland from your
hard drive, so please stop trying to show off,
BTW I also said I had no documentation no hd and no contacts with
one, I have since learnt, or are you suggesting that everyone that
releases something should make it perfect on the first go ?

> > would have been changed, its not bad programming IMHO but a bad
> > choice of gameplay?...Yes?
>
>A bad choise of gameplay enforced by the limitations of the used language?

Ho dear, why make statements you cannot back up ?
I made a decision to stop the game, I could have let player two
continue, but I wanted both players to see what decision was being
made, ie: wether they where going to lose something from the other
players choice, it was my descision, NOT a limitation?

> > that's utter crap!, you make the game sound rediculous, it is nothing
> > like you say, you cannot stand partly in mid air giving a false
> > impression, that's utter and utter crap!
>
>It's true: Let me draw it in ASCII

> - the left food isn't standing on the platform, the
> sprite does fall down.

draw all you want, you are trying to tell everyone that the sprite in
heartland gives a false sense of being able to stand in mid air and
not fall when it should, and actually stands somewhere but falls, that
is an utter falsehood, it is nothing like you say, why do you feel the
need to attack sofware like this?

Has anyone played Heartland, would you say it is bad detection, is it
really as crap as Hans wants everyone to believe ? I tell you what
Hans, if Heartland is that bad, if its as sad as you are trying to
make out, then its time for me to pack up,

>I am calling the fact that the sprite does fall down in the left

>situation a bug in the program. It shouldn't be that way.

 sheeesh .it does not happen the way you are making it out, I dont
mind critism at all,in fact I welcome the feedback, it helps to make
the next game better, but you are trying to make out that the sprite
when on the right hangs in mid air, and when left it falls off when it
should not,

> > The thread is...STOS is the best BASIC programming language for
> > making games in 1996, and I added C to the equation just to make the
> > point,
>
>Still you didn't mention anything about writing GEM games in STOS. So I say:

 Thats because it is irrelevant,

>STOS basic is totally useless for writing GEM games and so it is NOT the best

 Ho I agree totally, STOS can NOT access GEM, even though you state in
this newsgroup that I use GEM calls ?,

>basic for making games in 1996. So either Gfa, Hisoft or Omikron basic is the
>best basic for making games, because those basics allow you to write GEM games.

 hahahahahahaha yes I agree anything is better than STOS for making
GEM games.....but who the F wants a GEM game ????

 I can show you a good game written in 1996 in STOS BASIC, you show me
one in GFA, HISOFT or OMIKRON and you win, in other words back up your
statement, I DID ?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 291589766500885610
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6a5aaa84f9f539
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Help: 2 bomb error
Date: 1996/11/21
Message-ID: <32942a46.2712918@news.airtime.co.uk>#1/1
X-Deja-AN: 197812509
references: <D.E.Jones-2111960944440001@144.173.2.235>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk

newsgroups: comp.sys.atari.programmer

On Thu, 21 Nov 1996 09:44:43 GMT, D.E.Jones@ex.ac.uk (D.E.Jones)
wrote:

>Hi all,
>
> I am having a problem with a program I have written, on an Atari STfm
>(1/2 meg) it crashes at a seemingly random point for no reason I can

 Knowing the programming language would help, and believe me, it may
seem random, but won't be, no matter what language ? :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4454386571591842264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35cce23fb9c6e241
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Das Profibuch
Date: 1996/11/21
Message-ID: <32942aca.2845026@news.airtime.co.uk>#1/1
X-Deja-AN: 197812513
references: <2390087481@news.airtime.co.uk> <848527855@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 20 Nov 96 23:02:10 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>Tony Greenwood wrote:
>
> > sorry? profibuch ?
>
>Yes, the holy Atari bible. C.a. 1500 pages Atari knowledge. Let me give the
>index:

 WOW!...Looks very comprehensive, a good book to have for most :), but
surely I wasnt the only one who was puzzled by the word/name
"profibuch" :)

Cheers.....!ynoT

Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 9110495782574364191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/21
Message-ID: <32943b70.7107154@news.airtime.co.uk>#1/1
X-Deja-AN: 197812517
references: <2230398529@m1.cs.man.ac.uk> <848530251@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 20 Nov 96 23:40:44 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>At the beginning of the thread Tony made it very clear game programming is game
>programming. It was a clear statement he said. When we are starting to rule out
>certain games the statement has to be changed. Maybe something like:

 I aint changing the rules, you are the one that seems adept at moving
the posts, I still say that in 1996 STOS BASIC is the best BASIC for
making games, and I still go so far as to include C in that statement,

 Maybe if you stop talking assembler and stop harping on about GEM and
pay a little less attention to who speaks English, then maybe you can
start to back up some of your outlandish claims, I put my game on the
table, I backed up my statement, However so far you and everyone else
has been TALK TALK TALK HAHAHAHAHAHAHAHA

>STOS basic is the best basic for writing arcade games if you are english
>speaking and only want to write games for the ST and STe.

 You are begining to sound silly Hans...but at least you are starting
to see the light :)

Cheers.....!ynoT

Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -1469247831968837505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/21
Message-ID: <3294384c.6303253@news.airtime.co.uk>#1/1
X-Deja-AN: 197812544
references: <1613_DGibson@cameo.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 21 Nov 96 04:30:06, DGibson@cameo.co.uk (Drew Gibson) wrote:

>Hi All, esp Tony :)

 HEHE What did I do ? :))

>I was wondering if STOS is still available commercially - if so, where from.
>Anyone in the UK ?

 OK, STOS is no longer supported by the original authors, they are
busy making Klick'n'Play and followups on the PC, the people who own
the selling rights to STOS have absoloutly no InteresT in the product
and according to an email I recieved from them, they say they would
not be interested in anything to do with STOS or be able to find the
time to deal with any matters arrising from STOS , That was a response
after I asked if anyone would mind me sending out copies FREE of
charge and unchanged, so..?

 STOS was released on a cover disk ST Format? cant recall the issue,
but its in the STOS.FAQ, Ad-Lib BBS (Sysop Frank Charlton ex ST Format
STOS Answers), they have a file site that contains all the softwrae
from ex cover disks, so you should be able to get a copy from there?

 Otherwise such publications as MicroMart usually have adverts for
used ATARI stuff :)

 BEFORE anyone jumps in with there size nines!..STOS is supported by
independant software developers, there is no need for the original
authors, STOS was made in such a way that it is simple for extra
commands to be added onto the launguage, there are now many such
upgrades, including Falcon specific stuff :)

 Please see the STOS FAQ for more info :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 485991161064213961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3e7b2b4fdb51581
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)
Subject: Re: Assembler
Date: 1996/11/21
Message-ID: <571i9k$p4h@epimetheus.algonet.se>#1/1
X-Deja-AN: 197813523
references: <22999_LCollins@mettav.demon.co.uk>
organization: AlgoNet Public Access Node, Stockholm
nntp-posting-user: b96a7a91adfbafd9c93c87732e2a5b740
newsgroups: comp.sys.atari.programmer

: Anyone know exactly how much it costs now? I'm using the cover-disk
: release of Devpac 2 ATM, so I'm tempted to upgrade. Oh to have a proper
: manual, what luxury! :)

I think it was about 30-40 UKP last time I checked... it's well worth the
money, and the manual is just great!

--
```
                                                          @ @
  ----------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   New Beat Development on the Web:    E-Mail:                IRC Nickname:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se    _Daniel
  ---------------------------------------------------------------------------
                                                             oOo   oOo
                                                              U     U
```

From 2066538046024776875
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: OS Extension concept
Date: 1996/11/21
Message-ID: <571itl$h7u@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 197813857

references: <16396@gos.ukc.ac.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <16396@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>In article <56qtun$k52@ornews.intel.com> atari@teleport.com.REMOVE.THIS.TO.REPLY
(Rich Tietjens) writes:
>>I know how to install apps (I said so in the first message). What I want is
>>a TSR that won't bugger the screen display when I play a non-viewable file
>>(e.g., an audio, MIDI, io MOD file).
>
>Oooops, I think I mis-understood you...
>
>Anyway, it could be done as a TSR but it's a lot of hard work hacking into
>the OS to get it to use a different viewer depending on the file you're
>viewing.

I think it would be quite easy - if you make use of existing software.

There was a program on an ST-Format coverdisk called 'what-is' IIRC, which identifies a file (by reading the header - not just the file extension) and introduced a protocol for programs to comunicate with it.

You could write a simple little application to replace the standard viewer which asked What-Is what the file was, and then called the appropriate external program - eg. Midifp for .MID, Play-avr for .AVR etc. If 'What-is' returns 'unknown file' simply display a dialogue informing the user that it is not a recognised file, asking the user what to do (display as text, abandon, select viewer application...)

These programs do not write to the screen (well, they may do, but it is relevent - not just the contents of the file) - I dont see the problem here. There is no real need for What-is, but this just makes it a bit more sophisticated.

Ideally, I think replacement desktops should also understand this protocol so that there was no need for the above app - just interigate What-Is directly. This would improve the install application facilities of these desktops.

Anthony

--
----------+----------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
----------+----------

From 7177562899589486821
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb0f14cd358e0524
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: More Atari Computing
Date: 1996/11/21
Message-ID: <32942fc4.4118536@news.airtime.co.uk>#1/1
X-Deja-AN: 197823465
references: <2390087481@news.airtime.co.uk> <848527310@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 20 Nov 96 22:52:40 +0100, in comp.sys.atari.programmer you
wrote:

> > I would wonder why someone who has "upgraded" to a machine capable of
> > so much, would want to play a game that can at most only manage 16
> > colours and in comparison to there machine would be classed as slooow,
> > for example, the games I make would look very silly on my pc, if you
> > see what I mean :)
>
>I am not talking of PC's, I am talking about Atari power users. People with

 Yes I was trying to say that games made on lower end machines, will
look sad on higher end machines, does that make it a little more clear
?:), I was including my software, as well as any other made on a bog
standard ST, people with power machines should expect more?

>There aren't much games specially written for TT's and better so it's either
>palying GEM games and (patched) ST games or playing no games. Gem games are nice
>because you can play them while the C compiler is working it's way through your
>multi-megabyte C source.

 OK, I will bow to your experience on this, I neither own or have
access to anything other than a standard STe, it was an assumption
that someone upgrading there machine would not want software from
there old machines they obviously wanted to get away from, it would
seem they have no choice?

> > Dunno about Highsoft, I am having real trouble finding more than a
> > couple of users, but STOS (although I am biased) is used widely, its
> > very common and every single PDL is packed with STOS written programs,
>
>Again, wrong, you are seeing the english speaking Atari world. Asuming a PDL is

 waddaya mean "Again wrong" :)
 Yes I am speaking about the English speaking community because thats

the only community I know, perhaps I should keep mentioning English
speaking in every sentance?...you seem to be overly pre-occupied with
this english speaking side of things?, whats wrong?

>some sort of public domain disk lets have a look a the ST Computer public domain
>pages (ST computer is a German Magazine):

My appologies, I presumed everyone knew what a PDL is, it would seem
that you do not, a PDL is a Public Domain Library, sorry for confusing
you with the technical terminology ie: PDL

>- Don't wory, be happy!, Gem version of ludo
>- Nanjing, Gem game (Acc or program)
>- Sokoban, Gem version of sokoban.
>- Invers, Gem game..
>and so on..

ok point taken, UK PDL are packed to the gills with STOS written
programs, not the rest of the world, I AM WRONG then :)

>The april 1995 edition has ten new disks, 4 of them containing Gem games, I am
>realy wondering how much of those games where written in STOS (none I think),

ok ok I said I was wrong :)

>Gfa Basic, C and assembly, can't see though, it isn't
>mentioned.

oooer so could be STOS :)

> > Is Omikron still a live product, I presumed it was an old BASIC?
>
>Hmm, there is someone telling STOS is the best basic for game programming,
>doesn't know what other basics are doing! Well let me inform you: The newst

ow c'mon, for crying out loud, I wouldn't have started the thread if
I already knew the answer, the idea was for people to come forward and
show that there BASIC is better for making games, something you have
fantastically failed to do :)

>Omikron basic is vs 5.02 from 19-05-1996. It's now running on the MagiC OS too
>(Mgic, MagiC Mac, MagiC PC). So you can program your games on those OS's and
>they will work on those OS's (unless you choose to use computer specific
>features, like DMA sound, our direct acces to special hardware registers..).

It was a honest question, I did not know, I am suitably impressed,
enough so to ask (serious question) if there is English speaking
documentation, manual, or a demo maybe?, where is it available and
prices maybe? if you don't mind me asking ,:)

>What about STOS updates? Which is the old basic?

> > And I take it all the messages are in German?....personally I would

>Ofcourse, it's a German newsgroup. Stunning, a bunch of german Atari users are
>cabable of producing more messages than the english speaking 'the rest of the
>world'.

 I already agreed, and agree again, I really do wish there was a lot
more messages in the comp.sys newsgroups ?

> >>Again the difference, the emulator is called Magic (Mac/PC) and is
> >>an complete OS (second german emulator is TOS2WIN).
> > eh? I do not understand your last comment? Gemulator can use TOS 206
> > and in fact is reccomended, and STOS does work under Gemulator on a
> > PC
>
>Gemulator is not THE ST emulator. You have Magic Mac for emulating an Atari on

 Yeagh right, but I never said it was, ??

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -5733116428388011360
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/21
Message-ID: <571upa$ogs@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 197836729
references: <32943337.5001995@news.airtime.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <32943337.5001995@news.airtime.co.uk>, stosser@airtime.co.uk (Tony
Greenwood) writes:
>On Wed, 20 Nov 96 23:16:16 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
>> > from within STOS BASIC, I cannot do any of the commands you just
>> > quoted?
>>
>>You can't use XBIOS calls in STOS basic? And the rest of the OS, it's forbidden
>>playgroud too?

>
> GEM=NO NO from STOS...So how come you told everyone in this newsgroup
>that I did use it ?

Tony, XBIOS isn't part of GEM - thats AES/VDI. The Xbios *can* be accessed
from STOS via the 'trap' command (trap 14,...). Despite this, I doubt that
Tony is the one using Xbios - it is either extensions (eg my Falcon extension
sometimes uses this to change resolution - dependent on the STOS programmers
wishes, of course) or the original STOS commands.

>> > Getting something to work from hardisk, that was the same problem as
>> > getting something to work on a falcon, I do not own a hard drive, I
>
>>Lame excuse. Loading from disk is exactly the same as loading from harddisk
>
> Hang on, didn't I just answer this thread, you are duping your
>posting Hans :)

It was the fact that it required the program to be in the root directory -
not on floppy disk - that caused the problems. As you are unlikely to keep
a disk-sized game in a sub-directory on a floppy disk, this problem was not
encountered on floppy based systems.

(try running Hero from the root directory, and it will work from HD...)

>>(from the OS's viewpoint). Just don't insist of getting data from drive a and
>>don't use a absolute path. An other solution was discussed somewhere else.
>
> You already know I can do this, because you ran heartland from your
>hard drive, so please stop trying to show off,

hehehe.... yes, a simple leading \ is all that problem was... And how many
HD owners made Tony aware of this limitation?

> Has anyone played Heartland, would you say it is bad detection, is it
>really as crap as Hans wants everyone to believe ? I tell you what

Nope. I would say that heartland is a great game, and I didn't notice
any such problems.

>Hans, if Heartland is that bad, if its as sad as you are trying to
>make out, then its time for me to pack up,

Nope. Judging by the comments of gamers in c.s.a.st when Heartland was
released, I would say that Hans is in the minority on this one...

>>basic for making games in 1996. So either Gfa, Hisoft or Omikron basic is the
>>best basic for making games, because those basics allow you to write GEM games.
>
> hahahahahahaha yes I agree anything is better than STOS for making
>GEM games.....but who the F wants a GEM game ????

Yes - would anyone here honestly say that the best game they ever played

was written in GEM? If not, then surely a programming language which doesn't support GEM may still be the best for games, even though it doesn't support it?

> I can show you a good game written in 1996 in STOS BASIC, you show me
>one in GFA, HISOFT or OMIKRON and you win, in other words back up your
>statement, I DID ?

hehhee... lets tear appart a GEM game. I bet most of them run in more than 2 vbls per screen update... :)

Anthony

--


```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From 1720165954034909851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public

From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/21

Message-ID: <3294675f.648806@news.airtime.co.uk>#1/1
X-Deja-AN: 197847337

references: <3292e9df.3496095@news.airtime.co.uk> <571he8$ggb@m1.cs.man.ac.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 21 Nov 1996 12:20:24 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:

>> This little thread came out of the BASIC thread...so should I know
>>what a "toggle switch" is ? because I dont?

>well, you should do really. A toggle switch is just an on/off switch.

Well I use a heck of a lot of "true false" code so maybe that counts :)))

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk

irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 4343628853760687152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: OS Extension concept
Date: 1996/11/21
Message-ID: <5722bn$3tq@ornews.intel.com>#1/1
X-Deja-AN: 197882804
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com> <See_my_sig-1911960858520001@47.85.0.99>
<Pine.GSO.3.94.961119150534.9297B-100000@Stratus.CAM.ORG>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <Pine.GSO.3.94.961119150534.9297B-100000@Stratus.CAM.ORG>,
   Yves Pelletier <ypell@CAM.ORG> wrote:
>
>Not that I would be able to implement this or anything, but when
>I read Rich's proposal I thought it might be feasible through
>..XDD or .XIF MiNT extensions, in which case you would be able to
>bypass the desktop "install" altogether.
>
>Comments?

The only real problem with that is that it requires MiNT. I'm looking for a
way to extend singleTOS - MiNT has so many incompatabilities that it totally
defeats the purpose of having it installed for me.

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          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From -42277183206839792
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35cce23fb9c6e241

X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: Das Profibuch
Date: 1996/11/21
Message-ID: <5722mt$3tq@ornews.intel.com>#1/1
X-Deja-AN: 197883340
references: <2390087481@news.airtime.co.uk> <848527855@p24.f101.n323.z205.mbh.org>
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organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <848527855@p24.f101.n323.z205.mbh.org>,
   Hans Wessels <mr_ni@mbh.org> wrote:
>
>Tony Greenwood wrote:
>
> > sorry? profibuch ?
>
>Yes, the holy Atari bible. C.a. 1500 pages Atari knowledge. Let me give the
>index:
<SNIP>

"Armaments, chapter 5, verses 2 thoruhg 16: And the Lord spake, ..."

>It's usefull for programmers who want to do their programs in Gem, but also
>for those who want to write a DMA disk routine or do hardware
>modifications.

/IF/ they happen to read Deutsch. The comments aren't much use to anyone
whose languages skills don't include technical German.

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----------ftp://ftp.teleport.com/users/atari----------

From 2509470246203003113
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: OS Extension concept
Date: 1996/11/21
Message-ID: <5722gr$3tq@ornews.intel.com>#1/1
X-Deja-AN: 197883835

references: <16396@gos.ukc.ac.uk> <571itl$h7u@m1.cs.man.ac.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <571itl$h7u@m1.cs.man.ac.uk>,
   jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:

>In article <16396@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>>In article <56qtun$k52@ornews.intel.com>
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>
>>>a TSR that won't bugger the screen display ...
>
>I think it would be quite easy - if you make use of existing software.
>
>There was a program on an ST-Format coverdisk called 'what-is' IIRC, which
>identifies a file (by reading the header - not just the file extension)
>and introduced a protocol for programs to comunicate with it.
>
>You could write a simple little application to replace the standard viewer
>which asked What-Is what the file was, and then called the appropriate
>external program - eg. Midifp for .MID, Play-avr for .AVR etc. If 'What-is'
>returns 'unknown file' simply display a dialogue informing the user that
>it is not a recognised file, asking the user what to do (display as text,
>abandon, select viewer application...)
>
>These programs do not write to the screen (well, they may do, but it is
>relevent - not just the contents of the file) - I dont see the problem
>here. There is no real need for What-is, but this just makes it a bit more
>sophisticated.

The problem is that writing to the screen is NOT relevant. IF there's a problem with the data file, I'd rather have no results at all, or a log file written out - the whole purpose here is to play data files WITHOUT screen display.

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From -7268298748107787603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: STOS
Date: 1996/11/21
Message-ID: <5722uq$3tq@ornews.intel.com>#1/1
X-Deja-AN: 197887117
references: <848259004_OASIS_@swampdog.demon.co.uk>
<328f16e7.7984597@news.airtime.co.uk> <56qf6d$c1i@ornews.intel.com>
<3291968b.6166152@news.airtime.co.uk> <56srf1$puo@ornews.intel.com>
<32920d1d.3680329@news.airtime.co.uk>
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newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <32920d1d.3680329@news.airtime.co.uk>,
   stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>On Tue, 19 Nov 96 14:38:22 GMT, in comp.sys.atari.programmer you
>wrote:
>
>>Allegedly thick, or alleged programmers? <G>
>
> oooer :)
> Sad thing is...I don't know the answer <BG>

Guess that puts you firmly in the first group. ;^)

> well "pussy" here is female (human female) genitalia (I used big
>words in case of under aged<G>) so you just called all the uk
>programmers a load of c***s HAHAHAHAHAHAHA i dont mind mate hehe

That's another meaning here as well. I think it's the basis of the comment
as applied to human males.

>>Oh, hardly over, but the biggest offender has had his account terminated,
>
> Round of applause, nice one :)

Sadly, I didn't get to do it personally.

>>and I am quietly cancelling the rest of their trash in the newsgroups I
>

> Standing ovation :)

Thank you, thank you! Don't applaud, just throw money! <G>

Ladies and Gentlemen, Elvis has left the planet...

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          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From 101622495201191134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6a5aaa84f9f539
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: Help: 2 bomb error
Date: 1996/11/21
Message-ID: <57235h$3tq@ornews.intel.com>#1/1
X-Deja-AN: 197887168
references: <D.E.Jones-2111960944440001@144.173.2.235>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <D.E.Jones-2111960944440001@144.173.2.235>,
   D.E.Jones@ex.ac.uk (D.E.Jones) wrote:
>
>   I am having a problem with a program I have written, on an Atari STfm
>(1/2 meg) it crashes at a seemingly random point for no reason I can
>find. The error is two bombs : bus error, poke or peek possibly wrong.
>The same thing does not happen on an Atari STe. Is there a reason for
>this error that I can program around? Any help or ideas would be much
>appreciated. Cheers

Need input!

We can't troubleshoot unless you tell us:

(a) what language is it written in;

(b) how much RAM does it allocate to itself;

(c) can you turn on TRACE and determine at what point(s) it is actually
blowing up?

A copy of the source might also help, if it's not too large.

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From 6247510007194987105
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X-Google-Thread: 1115ce,35cce23fb9c6e241
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: Das Profibuch
Date: 1996/11/21
Message-ID: <5722oe$3tq@ornews.intel.com>#1/1
X-Deja-AN: 197887517
references: <2390087481@news.airtime.co.uk> <848527855@p24.f101.n323.z205.mbh.org>
<32942aca.2845026@news.airtime.co.uk>
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message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <32942aca.2845026@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>
> WOW!...Looks very comprehensive, a good book to have for most :), but
>surely I wasnt the only one who was puzzled by the word/name
>"profibuch" :)

German usage: "Profi" == "professional."

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Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From -5959666291246712168

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: OS Extension concept
Date: 1996/11/21
Message-ID: <5724qm$58a@ornews.intel.com>#1/1
X-Deja-AN: 197888164
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com> <See_my_sig-1911960858520001@47.85.0.99>
<GKUKDFWCUp@tos.ak.planet.gen.nz>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <GKUKDFWCUp@tos.ak.planet.gen.nz>,
   mbecroft@tos.ak.planet.gen.nz (Mario Becroft) wrote:
>
>In <See_my_sig-1911960858520001@47.85.0.99> too_MUCH_SPAM wrote :
>
>>In article <56qtun$k52@ornews.intel.com>,
>>atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>>
>>I guess what you want are TSR's that work in the background & never send
>>data to the screen. You could load these from the Auto folder.
>
>All you need is a just normal program that simply doesn't output to the
>screen. That is easily done. No TSR is necessary.

OK, I'll bite. HOW is it done? Keep in mind that, due to the nature of
MIDIcom, I need to use GEM programs (TOS apps disconnect the network); I
haven't found a way to init a GEM app without it grabbing the screen.

>You don't have to get the "usual messages". It's entirely just what
>messages the programmer puts into the program. Just the same way as a TSR
>could have various messages.

I can compile a program that doesn't print ANYTING to the screen - it still
creates the app name above the menu bar, and a blank display.

>Using a TSR will not solve the problem.
>
>Using a program that does not output to the screen, be it TSR or not, will
>solve the problem.

Two seperate problems - non-display is needed, and a TSR is prefereable
becasue, even on a fast hard drive, there is significant delay loading an
app on an 8 MHz system.

>I presume you have a hard disc drive, in which case software generally

>loads quite quickly anyway.

"Fast" != "fast enough" in this case.

>Alternatively, you could just set all your file viewing software to load at
>startup so that the desktop passes files to them by the AV protocol. This
>way you don't have to wait for the software to load, since it is loaded all
>the time.

Precisely what I had in mind.

----------http://www.teleport.com/~atari----------
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From 3174606457348161935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1911627bc69118b6,start
X-Google-Attributes: gid1115ce,public
From: geh3rd@exis.net (George E. Hoffman III)
Subject: Pak 68/3
Date: 1996/11/21
Message-ID: <57289d$d2o@grouper.exis.net>#1/1
X-Deja-AN: 197901116
organization: Exis Net Inc
newsgroups: comp.sys.atari.programmer

I am posting this here from the st group in the hope someone here
can help me.

>: George E. Hoffman III (geh3rd@exis.net) wrote:
>
>: : I am looking for some help with a Pak 68/3 I just installed in my
>: : MegaST4. It seems to work fine in SThi rez but in STmed rez there
>: : is no blue. This makes all that should be black, yellow (red+green).
>: : Hard to read to say the least.
>: : The roms are labeled 306E-Uxx. The sys info prg. reports a UK version
>: : and os_conf has $7 in it.
>
>Hmm, if i remember right there was something with the set_color
>routine in the patched pak3-tos306. I think they needed space and
>removed it. Since most people tuning their hardware are using
>nvdi for further speedup they get a working set_color in nvdi
>and don't miss the original one. Perhaps i'm wrong.

>
>Has anyone noticed the bug with the two-bomb
>routine? Everytime my PAK3/TOS306-ST tries to crash with two bombs
>it locks up. The exception vector 2 (the one for two bombs)
>points to nirwana, even if i boot the machine completely naked
>without any tool or accessory.
>
>Ciao,
> Till
>--
>   Till Harbaum   o
>   T.Harbaum@tu-bs.de   __/<_
>_____________________ (_)>(_) ___
>.

What version of NVDI do I need or is there a program I can run in
the auto folder to give me control back. None of the cpxs etc. do
anything. The ICD booter 6.4.3 gives me the right colors when I get
to the desktop. I am guessing because it sets the screen rez for
the boot. HDDriver 60 does not.

George

From 6912105515923037451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/21
Message-ID: <32948fcb.10998986@news.airtime.co.uk>#1/1
X-Deja-AN: 197917711
references: <32943337.5001995@news.airtime.co.uk> <571upa$ogs@m1.cs.man.ac.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 21 Nov 1996 16:08:10 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>>>You can't use XBIOS calls in STOS basic? And the rest of the OS, it's forbidden
>>>playgroud too?
>>
>> GEM=NO NO from STOS...So how come you told everyone in this newsgroup
>>that I did use it ?
>
>Tony, XBIOS isn't part of GEM - thats AES/VDI. The Xbios *can* be accessed
>from STOS via the 'trap' command (trap 14,...). Despite this, I doubt that

 ooer, I stand corrected (again?), But then again..mo now knowing that
much would surely prove that I didn't use them :))

>Tony is the one using Xbios - it is either extensions (eg my Falcon extension
>sometimes uses this to change resolution - dependent on the STOS programmers
>wishes, of course) or the original STOS commands.

 Hmmm I haven't used the Falcon extension...mostly just the Missing
Link?

>(try running Hero from the root directory, and it will work from HD...)

 Well theresa another one to me...shame it was an accidental one, I
never knew that :)

>> You already know I can do this, because you ran heartland from your
>>hard drive, so please stop trying to show off,
>
>hehehe.... yes, a simple leading \ is all that problem was... And how many
>HD owners made Tony aware of this limitation?

 One...:) IIRC , and I do recall asking you if it was really that
simple:)...wish I had a HD....thats just under the wish I had a Falcon
wish?, Get the Falc and I will have a HD..ooer :)

>> Has anyone played Heartland, would you say it is bad detection, is it
>>really as crap as Hans wants everyone to believe ? I tell you what

>Nope. I would say that heartland is a great game, and I didn't notice
>any such problems.

 no neither did any of the game testers who had it for around a month
or more before release, I am pretty sure they would have mentioned the
little chap either hanging in mid air or "a programming bug" that made
him fall off ledges he was stood on,
 Maybe I should sack the playtesters (only kidding gang<grin>)

>>Hans, if Heartland is that bad, if its as sad as you are trying to
>>make out, then its time for me to pack up,

>Nope. Judging by the comments of gamers in c.s.a.st when Heartland was
>released, I would say that Hans is in the minority on this one...

I got an excellent response from Heartland, maybe because we insisted in the documentation that the only way we would continue making FREE software was to get encouragement, I got loads of emails, but now that the game has filtered through to the PD libraries catalogues we are starting to receive snail mail with very good comments, honest we are!
Yet no one has mentioned dodgy sprite detection?

>>>basic for making games in 1996. So either Gfa, Hisoft or Omikron basic is the
>>>best basic for making games, because those basics allow you to write GEM games.
>>
>> hahahahahahaha yes I agree anything is better than STOS for making
>>GEM games.....but who the F wants a GEM game ????

At this point I was getting rather wound up, but still managed to keep it to one capitol letter :)

>> I can show you a good game written in 1996 in STOS BASIC, you show me
>>one in GFA, HISOFT or OMIKRON and you win, in other words back up your
>>statement, I DID ?
>
>hehhee... lets tear appart a GEM game. I bet most of them run in more than
>2 vbls per screen update... :)

I think the problem some people have <ahem!> is that they are viewing the game, and other STOS written software, from a programmers point of view, this is all well and good in a programming forum, but when commenting on the viability of a game, ie: its usefulness as a game, then it should be viewed from a players point of view,
The person sat at home with his telly and ST playing a game, if he is enjoying it then he wont complain how many vbls it took to update the screen or what language its in, or where the files are stored, he wont mind not being able to multi task or render some artwork or whatever while he is playing, a full good game should keep him happy,
I say STOS is the best BASIC to achieve this task...

And I am still waiting for someone to prove me wrong ? with something a little more tangible than talk...ho and ascii drawings :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 6613945852705088574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9423c3bfc52bfb6,start
X-Google-Attributes: gid1115ce,public

From: "Crunchman" <crunchman@mindsync.com>
Subject: Give away prgm books and sw
Date: 1996/11/21
Message-ID: <01bbd7fe$2ec443e0$773187d0@brian>#1/1
X-Deja-AN: 197946841
organization: West Coast Online's News Server - Not responsible for content
newsgroups: comp.sys.atari.programmer

I have a small box of atari books and software I'd like to
give away to anyone who wants to come pick them up.

Cmanship complete, trb aes & vdi quick refrence, old copy
of devpack with manual, cad3d, Gogo st, and some other
stuff.

If you are near Shingle Springs, CA and can come pick
them up send me email. Otherwise I'm going to toss
them in the trash.

From -8240333978276481010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63416527e1ad32aa
X-Google-Attributes: gid1115ce,public
From: epprecht@mail.logon.ch (Robert Epprecht)
Subject: Re: ?GFA Basic Compiler and Inline Assembler_Code
Date: 1996/11/21
Message-ID: <329393da.501190@news.logon.ch>#1/1
X-Deja-AN: 197962731
references: <328A4734.7ED6@mediascape.de>
newsgroups: comp.sys.atari.programmer

nikob@mediascape.de wrote:

>Who knows about GFA Basic on ATARI ST?
>I wrote a program with Assembler Code included (poke into RAM from DATA
>lines). It works perfectly in the interpreter mode, compiles without
>error, but the resulting PRG file crashes when invoking my assembler
>routine.
>Is this normal, or what?

The reason for this is, that the compiled code does use some CPU
registers, which are *NOT* saved and restored before and after your
assembly code. So all you have to do is to save and restore the
registers that your routine uses. You can do this inside your code or
use a compiler option.
Sorry: I have forgotten which registers are critical and how the

compiler option is called.
--
Robert Epprecht
epprecht@mail.logon.ch

From 33590375971034476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6a5aaa84f9f539
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Help: 2 bomb error
Date: 1996/11/21
Message-ID: <8d0_9611211948@conchbbs.com>#1/1
X-Deja-AN: 197966589
organization: Houston Area League of PC Users
x-ftn-to: D.E.Jones@ex.ac.uk
newsgroups: comp.sys.atari.programmer

D > The error is two bombs : bus error, poke or peek possibly
D > wrong. The same thing does not happen on an Atari STe.

Unless you have modified your Ste to use a 68030, I probably can't help you. I used to get 2 bomb errors when I tried to run programs on a ST which I had developed on my TT. The problem there had to do with setting int or long pointers to odd valued addresses.

Specifically, I was creating a file header which included a string. When the string was an odd number of bytes long, the rest of the header was mis-aligned in RAM.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -8867653145792009764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6a5aaa84f9f539
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Help: 2 bomb error
Date: 1996/11/21
Message-ID: <848614823@p24.f101.n323.z205.mbh.org>#1/1

X-Deja-AN: 197968385
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3060038958@144.173.2.235>
x-ftn-reply: 144.173.2.235 b6647d2e
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 3294d5a7
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

D.E.Jones wrote:
> I am having a problem with a program I have written, on an Atari STfm
> (1/2 meg) it crashes at a seemingly random point for no reason I can
> find. The error is two bombs : bus error, poke or peek possibly

To be exact:
Bus error: you tried to acces (read or write) memory on which you haven't acces rights. In supervisor mode this can only be non existing memory. In user mode it also can be acces to the hardware registers or memory below the adres $800.

> wrong. The same thing does not happen on an Atari STe. Is there a
> reason for this error that I can program around? Any help or ideas
> would be much appreciated. Cheers

As the program works on a Atari STe. You try either to read or write STe specific hardware registers, or, because your STfm has only half a meg memory, you tried to read or write above the 512 kB border.

Maybe you should put print statements around every construction that's allocating memory:

```
print "Start of memory allocation"
'Allocate your memory here
print "Memory allocation was succesfull!"
```

Same thing around statements where you are accessing memory blocks you haven't used before.

Hope this helps, Hans Wessels

From 6208311117532170363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9

X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS memory banks
Date: 1996/11/21
Message-ID: <848617665@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197968450
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1208314549@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 48056ab5
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 3294e0c1
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >> Other reasons: smaller risk of loosing data, faster copying, less
> >> slack space on the medium, better compressable.
> >
> > bollox, your doing it again...talkin bollox, no one ever lost data
> > from any of my games, theres no good reason tyo put all the files
> > into one file, theres no reason why not to have them anywhere I want
> > ?

Yes, if you are keeping data on a single disk changes of loosing data are low. But there are also people how are keeping their data on harddisk, packed or depacked. If someone on the computer club is asking me about a certain program, I might say "It there and there on my harddisk, copy it yourself.." and data gets lost very quickly. Less folders and data files means simply lower change of any data getting lost in the process of archiving, copying, rearchiving, datatransfers etc.

Copying from harddisk to disk is faster when there are a few big files. Same is true for loading data from disk while starting the game (although the speed advantage is very small).

A few big files generate less slackspace then a lot off small files. Especially on big harddisks like mine (big cluster size is the problem).

And yes, on big file is better compressable as serveral small files.

> > Wouldn't it be nice if the demo you sent me did not have loads of
> > different programs on it, then your explanation would not have looked
> > so silly, had you practised what you preach ????

All the data the inividual demoscreens need are in the program file. Except for the digisound table and data, because those files are used by multiple programs. Every executable is a working program on it's own, except for the loader which binds all programms together in one demo. So I think I have indeed practised what I preach. I even delivered a textfile with the scrolltext stories, so you haven't to hack into the programs just to read them in your own tempo.

Cu, Hans

From 6925113888187631246
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb0f14cd358e0524
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: More Atari Computing
Date: 1996/11/21
Message-ID: <848616318@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197976451
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3096884438@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk b896b4d6
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 3294db7e
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> bog standard ST, people with power machines should expect more?

The would like to have better games but

> access to anything other than a standard STe, it was an assumption
> that someone upgrading there machine would not want software from
> there old machines they obviously wanted to get away from, it would
> seem they have no choice?

Indeed. The number of games making use of the special abilities of a certain power machine is very low and probably zero, because there is more variety in the hardware. Normal ST(e)'s are a nice standard, but even on a falcon you can't be sure about the bus and processor speed.

> waddaya mean "Again wrong" :)
> Yes I am speaking about the English speaking community because thats
> the only community I know, perhaps I should keep mentioning English
> speaking in every sentance?...you seem to be overly pre-occupied with
> this english speaking side of things?, whats wrong?

Nothing, but at the moment you are going to make general statements like you
did, you have to be sure it will hold for the whole Atari community.

> and show that there BASIC is better for making games, something you
> have fantastically failed to do :)

I am trying to catch some German game enthusiats so they can update me about
new games written in serveral languages but there is still no answer from them.
I'll keep you informed on this point.

> It was a honest question, I did not know, I am suitably impressed,
> enough so to ask (serious question) if there is English speaking
> documentation, manual, or a demo maybe?, where is it available and
> prices maybe? if you don't mind me asking ,:)

No, there is only a German adress in the review. But I think it German only,
just like 3.5, the last update I have.

Bye, Hans

From 8197722331111804172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: Re: STOS memory banks
Date: 1996/11/22
Message-ID: <Pine.SOL.3.91.961122104057.14940A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 197949124
references: <892615701@news.airtime.co.uk> <848522506@p24.f101.n323.z205.mbh.org>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: University of Canberra, Australia
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Wed, 20 Nov 1996, Hans Wessels wrote:

> > so unpack 7 to physic , and stos would allways know where the data
> > was to unpack, no matter what
>
> No, no, I want to have the physic screen in one of the banks. This started with
> someone claiming STOS mamory banks where great thing, no need to malloc memory

> and so on. One of the things memory is used for is to hold the screen data. But
> from the stories I heard about those memory banks I undestand they are moved by
> the languages memory manager around in memory. This means you can't keep the
> adresses of much needed data in a variable, but you always have to tell wich
> bank you need on on which adress in the bank the data is.

You *can* use STOS memory banks for holding the physical screen... you just tell the hardware to point to it! STOS memory banks are a must for holding extended screen modes (32000 bytes). They *do* work like this, I have used this method on the Falcon in 320*264 resolution and there are no problems whatsoever! And I don't tell stos "use bank 7 for physic", I just set the hardware to point to the start of the bank or half way through (I reserve twice the needed size to have a buffer).


```
     /"(   _   )"\     .-------------------------------------------------------.
    / . \/^\/ . \    | Yiannis Paschalidis / Alias "X"   ...  Nuclear waste  |
   /  _)_`-'_(_  \   | u943409@student.canberra.edu.au   |||    fades your   |
  /.-~   ).(   ~-.\  | tp943409@ise.canberra.edu.au     / | \     genes!     |
 /'     /\_/\     `\ |    URL -> http://student.canberra.edu.au/~u943409/    |
        "-v-" F'030  `-------------------------------------------------------'
```


From -1188043394217631943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,27a63e7bf4511d7d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1022b1,27a63e7bf4511d7d,start
X-Google-Attributes: gid1022b1,public
X-Google-Thread: 1115ce,27a63e7bf4511d7d,start
X-Google-Attributes: gid1115ce,public

From: "Ronald Hartwig" <Ronald.Hartwig@Informatik.Uni-Oldenburg.DE>
Subject: Need working(!) ST Emulator for GfA3.07D program
Date: 1996/11/22

Message-ID: <572v9r$emi@news.Informatik.Uni-Oldenburg.DE>#1/1
X-Deja-AN: 197964309

organization: C. v. Ossietzky Universitaet Oldenburg - Fachbereich Informatik
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Hi,

I am really desperatly searching an emulator for PCs which emulates
my 1040STFM with TOS 1.4 (I thin) or 1.2.

Up to now I tried several:

```
MagicPC (full version)  : problems with fileselectboxes (*)
MagicPC (demo)          : No use, due to disc only file access
Gemulator96 (demo, with MagicPC Magic_OS 1.0 96/6/26):
                       same problems as MagicPC full version
```

STonX   : Is known not to run GfA3.x
Tos2Win   : Did not run (Page fault under W95)
ST??? (som efrench emulator, from the comp.emulators.fawq):
               The address was inactive (No files there , no
               mail reply but a timeout sending mail!)

(*) the problems seems to depend on MagiC. As long as I use Magixdesk
I can access all data from the desktop. But when I switch to GfA Basic
and try to load a file, th eselectboxes stay empty. Nevertheless I may
load a program when I type th ename blindly. But then GfA behaves bad
when trying to load a file. (sometimes it works, but mostly it
doesent). Using Gemini1.999(!) as a replacement makes it even worse,
as gemini is not able to open any drives ("Error: fgetinfo failed").
Using the supllied shell tells me: "Not enough memory to open
"<unreadable sign> but this cannot be th ecase (16M, 1,2G HD)

So please, has anyone an idea how to continue??

Please suggest help to
Ronald

ps1: I use W95 and Linux, so both platform solutions will be welcome.

--
/ EMail: Ronald.Hartwig@informatik.uni-oldenburg.de
| http : //www.informatik.uni-oldenburg.de/~rhaug/
| SMail: Haareneschstr.2, D-26121 Oldenburg
\ Tel. : 0441-71590

```
     __  // _   __ \
 /\  /   // | \ /   |
|--| \__ -/ |_/ \__ |
   /          /
```

From 7054548516376507213
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b0f13f3545ba74b7,start
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Das Profibuch
Date: 1996/11/22
Message-ID: <848619511@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197966782
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3371001241@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk c8ed6599
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 3294e7f7
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org

newsgroups: comp.sys.atari.programmer

Tony Greenwood

> WOW!...Looks very comprehensive, a good book to have for most :), but

Sure it is!

> surely I wasnt the only one who was puzzled by the word/name
> "profibuch" :)

Oops, forgot to stranslate it. It's complete title is "ATARI Profibuch ST-STE-TT", traslated it would be something like "Atari Professional Book ST-STE-TT".

Cu, Hans Wessels

From -5821958422322676706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126,start
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/22
Message-ID: <848619294@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197976460
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3992767789@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk edfccd2d
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 3294e71e
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> draw all you want, you are trying to tell everyone that the sprite in
> heartland gives a false sense of being able to stand in mid air and
> not fall when it should, and actually stands somewhere but falls,
> that is an utter falsehood, it is nothing like you say, why do you feel
> the need to attack sofware like this?

I am realy sorry, but I just see it like that. When I am standing on a platform and there is some platform free on the left side of the character, so my red liquid powered processor concludes he can savely direct the figure a bit to the left and, surprice surprice, the character falls down! I don't expect Rick Dangerous quality of character control, but I think game play would be better if it would be fixed.

> sheeesh .it does not happen the way you are making it out, I dont
> mind critism at all,in fact I welcome the feedback, it helps to make

Ok, there is something wrong with the sprite data. When walking to the right against a blue background a white pixel infront op the character is periodically visible. When you walk against a wall and keep moving you can se some data in the face is distorted and also some junk data in the wall is (periodically) visible. (The data is already distorted in the sprite buffers you use.) Just to be sure, it doesn't make game play bad, nor does it say anything about the used programming language, it's just a minor flaw.

>> The thread is...STOS is the best BASIC programming language for
>> making games in 1996, and I added C to the equation just to make the
>> point,
>>
>> Still you didn't mention anything about writing GEM games in STOS. So
>> I say:
>
> Thats because it is irrelevant,

It is not, you are making a general statement, nothing excluded (I asked you "What do you mean with making games?" didn't I? And GEM games where not excluded. So your statement is wrong.

> Ho I agree totally, STOS can NOT access GEM, even though you state in
> this newsgroup that I use GEM calls ?,

I never said that! Not every OS call is a GEM call.

> hahahahahahaha yes I agree anything is better than STOS for making
> GEM games.

QED, your statement is proven to be wrong.

>....but who the F wants a GEM game ????

People with big, fast Atari computers and big harddisks. I already told that.

Bye Hans Wessels

From -1911417407838082500
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: gaghon@nevada.edu (GEORGE GAGHON)
Subject: Re: Falcon Truecolor mode
Date: 1996/11/22
Message-ID: <5734t3$450@news.nevada.edu>#1/1
X-Deja-AN: 197976926
references: <531crj$qga@freenet.hut.fi> <3254C421.167E@in.tu-clausthal.de>
<Pine.GSO.3.95Lrindlow.961007180152.7249C-100000@tingeling.lysator.liu.se>
<642@cypress.ukc.ac.uk> <54eo3p$mkk@tsunami.wavetech.net>
organization: University of Nevada System Computing Services
nntp-posting-user: unauthenticated_user
newsgroups: comp.sys.atari.programmer

The Falcon's blitter in Hog mode is quite fast. However, you cannot have
any interrupts running that occuply alot of CPU time or it seems that uses
the DSP, like a MOD player. I have an engine that I used on the Falcon
for Towers II. If you wish, I could put it somewere you can look at it.

I also have some code for blitting in TC mode with the Blitter, but I don't
recall where it is.

Vince
http://jvent.pho.com

From 4902707053256065994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e1e7c8cb1a7afcc0,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Help: 2 bomb error
Date: 1996/11/22
Message-ID: <848711864_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 197984296
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <D.E.Jones-2111960944440001@144.173.2.235>
  D.E.Jones@ex.ac.uk (D.E.Jones) said:-

>Hi all,
>
>   I am having a problem with a program I have written, on an Atari STfm
>(1/2 meg) it crashes at a seemingly random point for no reason I can
>find. The error is two bombs : bus error, poke or peek possibly wrong.
>The same thing does not happen on an Atari STe. Is there a reason for

>this error that I can program around? Any help or ideas would be much
>appreciated. Cheers

There's not a lot I can say without more info! What language? What are you programming? Does it access hardware? Was it written on the STE originally? Is the cpu in userstate - if not can peek/poke cope (some can't)?

You can't program around a bus error as such. You need to find it. Once found, the reason and thus the solution will usually be obvious.

If you have no access to a debugger (and they aren't much use imo) then there's nowt like a few good old print statements to find out. I always use the binary chop method when I'm completely flummuxed (or too darn lazy)!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -8744235304817329502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: bjr@edison.ebicom.net (Brian Roland)
Subject: Re: OS Extension concept
Date: 1996/11/22
Message-ID: <573pbh$ho7@einstein.ebicom.net>#1/1
X-Deja-AN: 198031145
references: <16396@gos.ukc.ac.uk> <571itl$h7u@m1.cs.man.ac.uk>
<5722gr$3tq@ornews.intel.com>
organization: EbiCom.Net
newsgroups: comp.sys.atari.programmer

:
: The problem is that writing to the screen is NOT relevant. IF there's a
: problem with the data file, I'd rather have no results at all, or a log file
: written out - the whole purpose here is to play data files WITHOUT screen
: display.

Can you not redirect the output to a file? Or even into nowhere if you wish? I know I've used Geneva to run ttp programs and pipe all of the input from a script file...and the output to another file...or the

printer...or whatever. It's odd (althoe I'm no programmer) that you can't redirect the screen output to another device...being a file, a null device, etc...

Brian

From 5973895731124464684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc6a5aaa84f9f539
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Help: 2 bomb error
Date: 1996/11/22
Message-ID: <57400l$ekf@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 198044745
references: <D.E.Jones-2111960944440001@144.173.2.235>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <D.E.Jones-2111960944440001@144.173.2.235>, D.E.Jones@ex.ac.uk (D.E.Jones) writes:
>Hi all,
>
> I am having a problem with a program I have written, on an Atari STfm
>(1/2 meg) it crashes at a seemingly random point for no reason I can

It may seem random, but it isn't....

>find. The error is two bombs : bus error, poke or peek possibly wrong.
>The same thing does not happen on an Atari STe. Is there a reason for
>this error that I can program around? Any help or ideas would be much
>appreciated. Cheers

We are going to need more detail than that, I expect...

I guess from the words 'poke' and 'peek' that its Basic. GFA, IIRC?

What does the program do? does it use any interupt based routines? (eg. sample players, joystick / mouse reading, mod players etc.) as these are likely to cause bus errors if you do nasty things to them.

I assume you are not changing any hardware reg's. with peek/poke?

Try removing sections of your program (comment them out) and see if you can stop it from happening. Then re-introduce bits one at a time, until it starts to happen again. You will then have tracked down *part* of the problem...

Hope this is of some help...

Anthony

--
```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From -164938095630372244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/22
Message-ID: <573vjk$egd@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 198044882
distribution: world
references: <848530251@p24.f101.n323.z205.mbh.org>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <848530251@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org>
writes:
>Anthony Jacques wrote:
> > but these really are not the sort of game we are talking about, are
> > they?
>
>At the beginning of the thread Tony made it very clear game programming is game
>programming. It was a clear statement he said. When we are starting to rule out
>certain games the statement has to be changed. Maybe
>something like:
>STOS basic is the best basic for writing arcade games if you are english
>speaking and only want to write games for the ST and STe.

It all comes down to the definition of 'best'. From your previous remarks about
Tony's games (eg. no. of VBL's per game-loop) I made the assumption that one of
your criteria for a good game is one which is fast, updates the screen smoothly
etc.
This is not what you get with a GEM based game.

If your definition of 'best' means that this is of no consequence, why mention

the VBL figures. Also, if following this line of reasoning, a demo would be
of no use as proof either way, as all this is showing is the speed of execution.

Anthony

(btw. if you try 'francais' into the STOS editor, it all turns into French,
 so it certainly isn't just for English programmers! - and also, most
 computer terminology is multi-lingual as it was invented WAY after the
 languages had formed...)

--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From 2222510156744733361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
Subject: Re: STOS
Date: 1996/11/22
Message-ID: <574107$9a9@dux.dundee.ac.uk>#1/1
X-Deja-AN: 198046545
references: <32868305.7619628@news.airtime.co.uk>
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

If all these other languages are so good then why do we not see many programs
released today written in them ?? Why is it so many good STOS games come out?
When did the last Gem C platformer come out ??
(Incidently if anyones got loadrunner for gem or not I would love a copy :-))
There was super tetris in GFA recently but that's all I think ???
I have Hisoft Basic 1 and it is an excellent package but haven't seen anything
written it..

To move the thread on slightly are we seeing the demise of game programming on the
ST?? <Cue several replies from the STOS mailing list!>

agape,
Davy

--

 Davy Mitchell - Computer Science, Dundee University dmitchel@mcs.dundee.ac.uk
       Homepage: http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html

Compline - Christian Night Prayers. Short 10min service.
10pm on Wednesdays in the University Chaplaincy Centre. All welcome !!

From 4536006537580430586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d757070c60b0b64a,start
X-Google-Attributes: gid1115ce,public
From: fitogar@delphi.com (Tony Garcia)
Subject: Monitor, Books & C Compiler for Sale
Date: 1996/11/22
Message-ID: <57424l$n4m@news2.delphi.com>#1/1
X-Deja-AN: 198049506
organization: AAA Consultants
content-type: Text/Plain; charset=ISO-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Atari ST Monitor, Books & C Compiler for Sale

HIRES Monochrome monitor, works good	$55.00
Atari ST internals by Abacus Software	$13.00
Atari ST 3D Graphics Programming Concepts and Techniques By Abacus Software	$13.00
Programmers Guide To GEM by SYBEX	$13.00
LaserC: Original version and upgrades up to 2.1 Complete with utilities Includes Original Book	$35.00
Dead Original Atari 1040 ST, open, good for parts	Shipping charges

All of the above for	$100.00
All books for	$ 30.00
All books & Compiler	$ 60.00

Terms: COD, buyer is responsible for shipping charges.

Please keep in mind I have not been in touch with the ST community in about 6 years. I don't even know if people still use GEM as the main O/S for the ST. I used to use a UNIX like environment.

Telephone (318) 837-1646
Direct Business line (318) 837-9807
Email address fitogar@delphi.com
I check my mail daily but not every hour, please be patient if I don't

answer for a day.

Hope this helps someone,

Tony

From -3757341772023177542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/22
Message-ID: <5743vq$gcp@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 198058590
references: <574107$9a9@dux.dundee.ac.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <574107$9a9@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy Mitchell) writes:
>To move the thread on slightly are we seeing the demise of game programming on the ST??

To be honest, yes. I think that the games scene is shrinking, and this is why we are seeing less games - in any language. The vast ammounts of time needed to write a good game are thought of as not worth while with the shrinking user base which is
why we dont see all that many games written in pure asm. these days...

Having said that, there was enough negative feedback to convince Tony not to start doing edu. stuff and to do heartland/dimond-ice instead, so it cannot be /that/ dead.

> <Cue several replies from the STOS mailing list!>

hehehe... I was almost tempted NOT to reply. :)

Anthony

--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
```

From -2053610432342313912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d59c639603ede1,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Bulletproof TRAP handler? (long)
Date: 1996/11/22
Message-ID: <b177cc$21b1.2bf@HERMES>#1/1
X-Deja-AN: 198067325
newsgroups: comp.sys.atari.programmer

Does anyone have some 68k assembly source for a bulletproof trap handler that can be called from either user or supervisor mode?

I want to extend my Toolbox TSR (which is called via one of the Atari's 12 unused TRAP vectors) to allow it to be called from Supervisor mode as well as User mode, but the code I have written seems to be far from ideal. (Or am I being a bit too picky?)

Originally, it was callable from User mode, and expected function code and arguments on the 68k User stack, and the called function would receive the arguments as if they had just been JSR'd directly by the calling app.

That limitation (only callable from User mode) was due to my need to rewrite something like 2000+ lines (in 68k assembly) of Toolbox code in 24 hours after a power supply meltdown a while ago (in my TT) cost me my hard-drive and the data on it (read: it occurred two hours prior to a scheduled backup). It was easier to implement it that way than to generify it to allow calling from anywhere.

A few people have expressed interest in using the TSR with their own progs, so I would like to generify the handler so it can be called from anywhere.

At present, my (very inelegant) implementation, after detecting it has been called from supervisor mode, copies six longwords from the supervisor stack onto the user stack and then points the SSP at the data prior to JSRing to the called function. (This way the saved registers and trap frame [on the supervisor stack] are preserved).

However, this implementation feels very inelegant, and will definitely cause problems with called functions needing more than six longwords of parameters. AFAICR, none of my code requires more than 20 bytes (5 longwords) of params, but I could be wrong on that point, though.

A further complication is that the TSR is extensible, and so extension modules loaded at boot time (for such things as bitmap expansion of an

image, disc editing tools, and suchlike) may be called. This is all handled (faultlessly) in the code which disambiguates the function number.

I can't guarantee the re-entrancy of the code, though. (BTW: Are there any OS's for the Atari which allow pre-emption when in supervisor mode?)

Here is (roughly) what my code looks like in Devpac 3.1:

(BTW: I am doing this from memory - I don't have the source code handy, as I am running my TT in monotasking mode as Connect 2.46 is somewhat more reliable when monotasked than my usual Mint 1.14/AES 4.1 multitos setup)

```
; "is it a toolbox call" has run, and it has determined that
; it is a genuine Toolbox call. It then branches to this

     movem.l  reglist,-(sp) ; save regs
     move.l   usp,a5        ; save user stack
     move.l   usp,a6        ; get user stack
     moveq    #6,d7         ; trap frame size
     cmp.l    #68010,_cpu   ; are we using an '010 or better?
     blo.s    .68k     ; nope - just a plain 68k
     addq.w   #2,d7         ; increment frame size for '010+ cpus
.68k btst #13-8,trap_sr(sp) ; check if we are called from supervisor
     beq.s    .user         ; nope - user call
     move.l   trap_sr+24(sp,d7.w),-(a6) ; copy param #6 to user stack
     move.l   trap_sr+20(sp,d7.w),-(a6) ; copy param #5
     ...
     move.l   trap_sr+4(sp,d7.w),-(a6)  ; copy param #1
     move.l   trap_sr+0(sp,d7.w),-(a6)  ; copy function number
     move.l   a6,usp        ; point user stack at params
.user

     ; disambiguate function number (at address pointed to by USP)

     ; a4 will now contain address of function that will be called

     move.l   (a6)+,a3  ; lose function number from stack frame
     exg  a6,sp         ; save SSP in a6, point SSP at params
     jsr  (a4)     ; call function
     exg  a6,sp         ; restore SSP
     move.l   a3,-(a6)  ; restore function num in stack frame
     move.l   a5,usp        ; restore USP
     movem.l  (sp)+,reglist ; restore saved regs
     rte           ; return to caller
```

A typical call to the Toolbox is as follows:

```
tlbxProcessor:
     pea  buffer        ; buffer to be filled in with CPU, FPU
     move.l   #$430,-(a7)   ; function number
     moveq    #0,d0         ; interface
```

```
     moveq    #$10,d1       ; interface (MAGIC number)
     move.l   d0,a0         ; interface
     move.l   d0,a1         ; interface
     trap #0       ; call toolbox
     addq.w   #8,a7         ; fix stack
```

(The Toolbox call interface requires d0,a0,and a1 to be zero, and d1 to be $10. I sort-of had ideas for the zeroed registers when I designed the Toolbox interface, and am still mulling over which variant will succeed and become the newer interface)

In this case, "buffer" will be filled in with the CPU and FPU installed in the computer.

Having this function in the TSR allows me to have one call in my app which can interrogate the computers processors, regardless of TOS version, and free of the "incorrectly programmed FPU cookie" bug in all versions of TOS 3.x and 4.x that I am familiar with (in essence TOS programs it to say "there's one there, but I can't work out which FPU it is"). As a side effect, depending on the software you use, the system speeds up by about 5-to-10 percent when the FPU cookie is correctly programmed.

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

From 8619971469861035697
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,8b563aa5ea2cad77,start
X-Google-Attributes: gid1115ce,public
From: bjorn@worldaccess.nl (Bjorn-Niels van den Berg)
Subject: Creating an own Homepage
Date: 1996/11/22
Message-ID: <57491b$sui@easy2.worldaccess.nl>#1/1
X-Deja-AN: 198072539
organization: NRG 106.3 FM
newsgroups: comp.sys.atari.programmer

How can I create my own homepage? Must I use ST-Guide then?
I'm really interested in it, I hope someone can answer my
question or have some serious suggestions!!

Bye Bye,

Bj⍰rn van den Berg

From 7824894540620542624
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb0f14cd358e0524
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: More Atari Computing
Date: 1996/11/22
Message-ID: <3295ca9c.16865659@news.airtime.co.uk>#1/1
X-Deja-AN: 198100415
references: <3096884438@news.airtime.co.uk> <848616318@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 21 Nov 96 23:22:12 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > there old machines they obviously wanted to get away from, it would
> > seem they have no choice?
>
>Indeed. The number of games making use of the special abilities of a certain
>power machine is very low and probably zero, because there is more variety in
>the hardware. Normal ST(e)'s are a nice standard, but even on a falcon you can't
>be sure about the bus and processor speed.

I would very very much like to program a Falcon, I don't mean make things compatable, I mean actually get to grips with the extras and make something that needs maybe 3-4meg of memory and lots of hd, something spectacular....

> > this english speaking side of things?, whats wrong?
>
>Nothing, but at the moment you are going to make general statements like you
>did, you have to be sure it will hold for the whole Atari community.

I think we all have to make acceptions for the way each of us explains or tries to get a point accross, I doubt its very easy to say something and it be totally understood by everyone in the world, It would seem that most people in these newsgroups and indeed on the internet or either students or ex students and therfore (supposedly) educated, so they tend to pull up those with shall we say less of an education,

> > and show that there BASIC is better for making games, something you
> > have fantastically failed to do :)

>
>I am trying to catch some German game enthusiats so they can update me about
>new games written in serveral languages but there is still no answer from them.
>I'll keep you informed on this point.

 hehehe I shan't hold my breath, I have the greatest respect for all
programmers, and we already agreed that a lot of the best software
does seem to come from germany, at least by volume? not "all" the best
BTW, but I seriously doubt wether anyone from Germany or elsewhere are
making a stonkin good atari game in BASIC?, that's just an opinion.

> > documentation, manual, or a demo maybe?, where is it available and
> > prices maybe? if you don't mind me asking ,:)
>
>No, there is only a German adress in the review. But I think it German only,
>just like 3.5, the last update I have.

 haa, a shame, I have tried a few BASICs just lately, would have liked
a dabble with the one you seem to prefer :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 1321311938317105306
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10bc0aee51d35126
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/22
Message-ID: <3295cfac.18162110@news.airtime.co.uk>#1/1
X-Deja-AN: 198100417
references: <3992767789@news.airtime.co.uk> <848619294@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Fri, 22 Nov 96 00:09:28 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>I am realy sorry, but I just see it like that. When I am standing on a platform
>and there is some platform free on the left side of the character, so my red
>liquid powered processor concludes he can savely direct the figure a bit to the

>left and, surprice surprice, the character falls down! I don't expect Rick
>Dangerous quality of character control, but I think game play would be better if
>it would be fixed.

naaaagh it looks like we will have to disagree, I was not very pleased that you wrote in such a way that anyone who has not seen HEARTLAND will have gained a very false impresion from your posting, don't you think ?
I have recieved enough good feedback to not only make an improved followup DIAMOND-ICE (now ready for game testing) but to not hold too much store by your comments, I do feel you went over the top with your description, but you have that right I suppose ,

>Ok, there is something wrong with the sprite data. When walking to the right
>against a blue background a white pixel infront op the character is periodically

eh?...this is all news to me ?

>the face is distorted and also some junk data in the wall is (periodically)

I am flabbergasted!...I have no idea what you are refering to, but as soon as I kick the kids off the ST I will be checking, my game testers must be as blind as bats hey ? :)

> > Thats because it is irrelevant,
>
>It is not, you are making a general statement, nothing excluded (I asked you
>"What do you mean with making games?" didn't I? And GEM games where not
>excluded. So your statement is wrong.

Exactly, GEM games are certainly not excluded, but you seem to be trying to make the point that in order for a game to be the best, it has to be GEM, and that I am afraid is laughable, I am not excluding GEM, but I have not seen a good GEM game made this year written in BASIC...have you ?, there are some of us who not only dislike GEM but would rather not have anything at all to do with it, personally I hate GEM, Personally I prefer software that does not use GEM,

> > Ho I agree totally, STOS can NOT access GEM, even though you state in
> > this newsgroup that I use GEM calls ?,
>
>I never said that! Not every OS call is a GEM call.

Well to be honest it confuses me, I do not know enough about GEM, I thought xbios calls where GEM related, I take back anything I said on the subject and will try not to talk about things I have no knowledge of :), seriously :)

> > hahahahahahaha yes I agree anything is better than STOS for making
> > GEM games.
>
>QED, your statement is proven to be wrong.

QED ?

> >....but who the F wants a GEM game ????
>
>People with big, fast Atari computers and big harddisks. I already told that.

Yeagh you did, and EVERYONE who has contributed to this thread has dissagreed with you....
Give someone with a nice big atari with a hard drive, the option between a GEM version of breakout or tetris or whatever else a GEM programmer can stretch to in the games department, then give him the choice of something spectacular thats none GEM, I won't tell you the answer, I will let you work that one out,hehehe

Your turn :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -8624269745595833179
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: STOS
Date: 1996/11/18
Message-ID: <56qf6d$c1i@ornews.intel.com>#1/1
X-Deja-AN: 197277533
references: <848259004_OASIS_@swampdog.demon.co.uk>
<328f16e7.7984597@news.airtime.co.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <328f16e7.7984597@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>> In article <56ir3a$7pn@ornews.intel.com>
>> atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) said:-
>

>>Oh, all you guys are just p*ssies! Real programmers write in hex and
>>enter their code with toggle switches!
>
> Name calling hey!....But then again did Rich actually write that
>message?, having pussy in the content could lead us to believe it was
>not him.....

No, that was me, all right. My point was apparently too subtle for this
group. It's turning into comp.sys.atari.programming.languages.advocacy...

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---

From 5171120108709481056
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cf2fd15c87dfaf7
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: HIGHSOFT BASIC 2
Date: 1996/11/18
Message-ID: <56qeo4$c1i@ornews.intel.com>#1/1
X-Deja-AN: 197277636
references: <328f179e.8167664@news.airtime.co.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
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organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <328f179e.8167664@news.airtime.co.uk>,
   stosser@airtime.co.uk (Tony Greenwood) wrote:
>
> OK guys same question as I ask on a regular basis, just hopeing that
>maybe some new blood in the group may be able to answer,

Blood? You vant blood? Vat type? <G>

> Has anyone got HIGHSOFT BASIC 2, can you send me some simple examples
>and maybe..hopefully a command listing,

That might be a bit awkward, the manual weighs in at around 500 grams or
better.

> I have the copy from the atari world cover disk, but no commands, no
>source,

Source I can give you.

> Added question, how do you call the fileselctor from HSB2

Have to look this up.

> how do you retrive the command line info

x$=COMMAND$

That's it. Then parse x$ to suit yourself.

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  Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
---

From -1006759044727157866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: OS Extension concept
Date: 1996/11/18
Message-ID: <56qf3q$c1i@ornews.intel.com>#1/1
X-Deja-AN: 197283495
references: <56fs3h$afk@ornews.intel.com> <GKRPCBVPUp@tos.ak.planet.gen.nz>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <GKRPCBVPUp@tos.ak.planet.gen.nz>,
   mbecroft@tos.ak.planet.gen.nz (Mario Becroft) wrote:
>
>In <56fs3h$afk@ornews.intel.com> Rich Tietjens wrote :
>
>>One feature that TOS lacks is the ability to add extensions easily;
..
>
>An application need not display anything on the screen. Most do, however.

Precisely. And in most cases, they take over the current video RAM, even if
they display nothing.

>>I'd like to see the ability to simply double-click on, say, a WAV file and
>>have it play through an "extended OS" which doesn't use any screen memory
>
>Screen memory? I am unsure what you mean here.
>
>If you are refering to the memory where the current screen is stored (also
>known as "video RAM"), applications do not allocate their own video RAM
>anyway.

I am aware of the malloc for video RAM ...

>So what do you mean?

What I'm driving at is the ability to have data files treated exactly like
applications, but wihtout permitting them to access video RAM at all. IOW,
run as a background app using executable code loaded at startup - a TSR that
isn't permitted to access video RAM.

>The effect you want is obtainable by using the "Install Application" option
>in the GEM desktop (or the equivalent in an alternative desktop).

But not without video RAM access, so far as I have been able to determine.

>I get the feeling I must be missing the point of your idea, however. So
>please correct me if my comments don't make any sense.

They probably make more sense than mine did. <G>

>One thing that relates to this, however, is that when I have a shell script
>that starts with, say, "#!/bin/tcsh", tcsh is not started when I
double-click
>on the item on the desktop. Instead, nothing happens (in the case of Thing)
>or the file gets displayed to the screen (in the case of the GEM desktop).

Uhmmmm. No. That's almost the opposite of what I have in mind.

>Is this what you are referring to? And even if not, is there any way around
>the problem?

If I knew a way around it, I'd be coding. <SIGH> I'm afraid my programming
skills are limited to what I have seen in examples - I learned everything by
typing in the programs in old Compuke, ST Log, Analog, etc., and modifying
the code to see what happened.

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From 6528967133732744216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b20874cecbfa310,start
X-Google-Attributes: gid1115ce,public
From: allentc@eng.auburn.edu (Terry C Allen)
Subject: Help with memory address for 130XE
Date: 1996/11/18
Message-ID: <56qrdk$f2k@ultranews.duc.auburn.edu>#1/1
X-Deja-AN: 197304167
organization: Auburn University College of Engineering
reply-to: allentc@eng.auburn.edu
newsgroups: comp.sys.atari.programmer

Keywords:

Does anyone know where to find the exact address of each memory part
discussed below?? I am looking for a free 8 bytes or so to wire
in some D/a converters and I'm new to atari basic programming.
I know this:
(quoted)

 $200-$47f
This area is used for operating system database variables. Parts which are not
used in some particular programs, such as the cassette buffer or printer buffer,
may then be used for other purposes. See the O.S. equate listing for these
locations.

Thank you,
Terry

Email responses to: allentc@eng.auburn.edu

From -3099219007042085585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: RCain@nest.demon.co.uk (Roger Cain)
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/18
Message-ID: <519_RCain@nest.demon.co.uk>#1/1
X-Deja-AN: 197305502
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: RCain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.531) BETA (2) (NON WINDOW VERSION)

Hi guy@swampdog.demon.co.uk, on 16 Nov 96 you wrote:

```
 g> Use of two workstations lets you ..
 g>
 g> font1(h[0]);
 g> font2(h[1]);
 g> loop    {
 g> v_gtext(h[0]);
 g> v_gtext(h[1]);
 g> }endloop;
 g>
 g>
 g> :-)
```

Ahhh! :-) Nice.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From -8510689683171006882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: OS Extension concept
Date: 1996/11/18
Message-ID: <56qtun$k52@ornews.intel.com>#1/1
X-Deja-AN: 197314143
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <16387@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) wrote:
>

>Well, you can already do this with the desktop. What you need are a set of
>"clickies", and you install these clickies to load and display/play files.
>You do that with the "Install Apllication" option under the Atari desktop
>and all replacement desktops have a similar (usually more poewrful)
version.

I know how to install apps (I said so in the first message). What I want is
a TSR that won't bugger the screen display when I play a non-viewable file
(e.g., an audio, MIDI, io MOD file).

>Currently I have clickies installed for MODs, WAVs, FLIs, MPGs, JPGs, GIFs
>and TGAs. Works a treat :)
>
>The main advantage is they're not resident programs, therefore they don't
>tie up memory!

Memory is NOT the problem. Response speed is a requirement, so a TSR is
preferable; and a completely non-video operation mode is desired.

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From -8134220270598664189
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: See_my_sig@end_of_article.(too_MUCH_SPAM) (Gerry O'Rourke)
Subject: Re: OS Extension concept
Date: 1996/11/19
Message-ID: <See_my_sig-1911960858520001@47.85.0.99>#1/1
X-Deja-AN: 197397835
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

In article <56qtun$k52@ornews.intel.com>,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:

> In article <16387@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) wrote:
> >
> >Well, you can already do this with the desktop. What you need are a set of
> >"clickies", and you install these clickies to load and display/play files.
> >You do that with the "Install Apllication" option under the Atari desktop
> >and all replacement desktops have a similar (usually more poewrful)

> version.
>
> I know how to install apps (I said so in the first message). What I want is
> a TSR that won't bugger the screen display when I play a non-viewable file
> (e.g., an audio, MIDI, io MOD file).

I guess what you want are TSR's that work in the background & never send
data to the screen. You could load these from the Auto folder.

What you need is some way of 'defining' these in the desktop.inf file, so
that when you double click on a MOD/MIDI/WAV file, the desktop 'sends' the
file to the TSR.

Currently, defining applications in the desktop causes these to be
started; you don't want the usual messages you get with program startup.

You need functionality like the desktop's show/print function (but without
the dialog box). People have written alternative file viewers that
intercept the desktops show/print, you would need to do this & call the
TSR.

>
> >Currently I have clickies installed for MODs, WAVs, FLIs, MPGs, JPGs, GIFs
> >and TGAs. Works a treat :)
> >
> >The main advantage is they're not resident programs, therefore they don't
> >tie up memory!
>
> Memory is NOT the problem. Response speed is a requirement, so a TSR is
> preferable; and a completely non-video operation mode is desired.
>

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From 5956833681007112594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e6c8b0e3383a17b
X-Google-Attributes: gid1115ce,public
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Subject: Re: raster copy problems
Date: 1996/11/19
Message-ID: <32918D58.5480@eng.derby.ac.uk>#1/1
X-Deja-AN: 197409244
references: <1755@kiwi.ukc.ac.uk> <1756@kiwi.ukc.ac.uk>
cc: Dale Needham <needhadp@sparcdii.derby.ac.uk>
content-type: text/plain; charset=us-ascii
organization: University of Derby

mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 5.4 sun4c)

jbww wrote:
>
> I have been sucsessful in raster copying from one are of the screen
> to another, using vro_cpyfm, by first defining a Memory Form Definition
> Block for the screen, and the pxyarray defining the areas to be affects.
>
> However what I want to do is copy in/out of linear memory, from/to the
> screen.
>
> My understanding is that I have to define a MFDB for the memory with
> one single long line (and appropriate pxyarray), with mode 0, then call
> vr_trnfm(handle, psrcMFDB, pdesMFDB)
>
> What little docs I have implies that, copying from memory to screen,
> the mode will be toggled and placed in the destination mode. This does not
> happen. I realise I fail to understand what vr_trnfm is actually supposed to
> do to what.
>
> When I go on to call vro_cpyfm, to copy from memory (all set to 0x5555, to
> give grey) to the screen, I get a single line where I expect to copy to,
> and the top of the screen few rasters (in the menu bar) goes grey.
>
> any help is appreciated.
>
> cheers
> beau webber

Hello.
When I started programming GEM I had the same problem, the documentation I had implied that just putting NULL for the MFDB will point it to the screen, it does, it also implies that just using the name of an MFDB will copy to/from that MFDB. This caused crashes every time. What I found out (eventually) is that the fd_addr field needs to be set up in the MFDB as a pointer to memory. The easiest way I found to do this is via malloc() (not Malloc()) the C version is much better.

This made vro_cpyfm() to work. (I will dig up the exact code an post it at some point, email me for more info). This allows copying to and from the screen as well as between areas of the screen, and MFDB's.

As to what vro_trnfm() does, my understanding is that given two MFDB's (both of which must be of the same colour depth, i.e. nplanes must be the same for both) it will convert the source form from device specific into device independent and place it in the destination form, or convert from device independent to device specific. (Again email me for more info)

I hope this was of help, it took me months of playing around to get

this to work. I could not find any doc's on programming the VDI, except the PROGEM series, well worth downloading & printing, if you get it from funet.fi they have postscript & TeX versions too. Make sure you get the source code as well....)

Dale Needham
Email : needhadp@sparcdii.derby.ac.uk
or
Email : needhadp@eng.derby.ac.uk

Long live the ST/Falcon ....

From 8501224799188632099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1be14f738f665139,start
X-Google-Attributes: gid1115ce,public
From: Crashman <f2212310@est.fib.upc.es>
Subject: MSX Emulator
Date: 1996/11/19
Message-ID: <32922E00.57D2@est.fib.upc.es>#1/1
X-Deja-AN: 197425495
content-type: text/plain; charset=us-ascii
organization: Universitat Politecnica de Catalunya
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

Can anybody help me to write an MSX emulator?
I'm trying to translate one from the Amiga. It's written in 68020 assembly.
Also has anyone time to port the GameBoy emulator VGB from
http://www.freeflight.com/fms?
it's written in C. (Versions for *nix and MS-DOS)

Thank you very much....

8-)

From -3939602171253934390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1be14f738f665139
X-Google-Attributes: gid1115ce,public
From: Popeye <f2425805@est.fib.upc.es>
Subject: MSX Emulator
Date: 1996/11/19
Message-ID: <32922F65.19A2@est.fib.upc.es>#1/1
X-Deja-AN: 197425572
content-type: text/plain; charset=us-ascii

organization: Universitat Politecnica de Catalunya
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

Wanted help for write a MSX emulator in 68030 assembly code.

Thanks. 8-)

From -1819455843875031542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a525c62eb521043a,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Release tips
Date: 1996/11/19
Message-ID: <32919872.6653016@news.airtime.co.uk>#1/1
X-Deja-AN: 197439068
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

OK you make a program, a game or something serious (apologies to all the "serious" game players I just insulted) and its taken you months, or weeks or years or whatever,

Then what?

I mean the next step surely is to let as many people as possible know your program is available?, especially freeware programs as there is no other incentive bar feedback and recognition, but we all want our releases to be seen as far and wide as possible, so whats the best way of going about it?

INTERNET: OK letting everyone know on the net then hoping for word of mouth to spread, not brilliant as supposedly only ten percent of ATARI owners are on the internet?

MAGAZINES: This is the biggest way, however theres only one left, looking at issue one released at the atari shows, they do have a good policy re: reviewing, hopefully this means we will see reviews of recently released software rather than stuff a few years old, so send it to the magazine,

PD LIBRARIES: Sorry to say this, but IMHO most can not advertise your software, they will have there loyal band of customers, but?
However there are two PDL's in the UK , Goodmans and Floppyshop who

send out updates of there catalouge to all there customers, so getting
them to add your title to there collection will ensure a mail shot
goes out to littraly thousands of ATARI users,

DISKMAGS: Send it to as many as you can, they will review it,there
are many active diskmags in the UK, some available overseas, between
them they will reach a heck of a lot of ATARI users,

WHAT ELSE?: Suggestions?.....

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 3002585224567916221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/19
Message-ID: <3291968b.6166152@news.airtime.co.uk>#1/1
X-Deja-AN: 197439245
references: <848259004_OASIS_@swampdog.demon.co.uk>
<328f16e7.7984597@news.airtime.co.uk> <56qf6d$c1i@ornews.intel.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Mon, 18 Nov 96 16:56:42 GMT,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:

>>>Oh, all you guys are just p*ssies! Real programmers write in hex and
>>>enter their code with toggle switches!

>> Name calling hey!....But then again did Rich actually write that
>>message?, having pussy in the content could lead us to believe it was
>>not him.....

>No, that was me, all right. My point was apparently too subtle for this

haaa yeagh, you see we are all just thick programmers in
here..alledgedly :)

>group. It's turning into comp.sys.atari.programming.languages.advocacy...

 Naghhhh Rich, its just a bit of fun, no one is being too serious I hope?, IMHO the group needed livenin up, plus a nice debate never hurt anyone, all good clean fun :)

 Your message, well you have been quiet of late, and you have been having masses of trouble with the meow fing, so a posting with the word pussy? was to be questioned, pussy = cat here?, unfortunately calling someone a pussy means something entirely different in England, dunno about over there mate, probably not as insulting in America, what's a pussy there :))))

 Anyway, nice to see you back mate, problems over with those sad meow idiots?...hope so?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 2908949149407768084
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ae89948d388205b,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: basic
Date: 1996/11/19
Message-ID: <32919810.6555014@news.airtime.co.uk>#1/1
X-Deja-AN: 197439356
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

 hmmm Someone I sent HEARTLAND to as a demo of what BASIC game programming can do <eek> has gone quiet, either laughing his bollox off or astounded into silence :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 7123919491379684777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c431f612bb2420aa,start
X-Google-Attributes: gid1115ce,public
From: love
Subject: >>> ARE YOU READY FOR LOVE? <<<
Date: 1996/11/19
Message-ID: <10004731.22CC@anonymous.com>#1/1
X-Deja-AN: 197440022
content-type: text/plain; charset=us-ascii
organization: inturnet inc
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (Win95; I)

Please join us at http://bradsi.cyberportal.net

From -7056051842646300071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: STOS
Date: 1996/11/19
Message-ID: <56srf1$puo@ornews.intel.com>#1/1
X-Deja-AN: 197493054
references: <848259004_OASIS_@swampdog.demon.co.uk>
<328f16e7.7984597@news.airtime.co.uk> <56qf6d$c1i@ornews.intel.com>
<3291968b.6166152@news.airtime.co.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <3291968b.6166152@news.airtime.co.uk>,
   stosser@airtime.co.uk (Tony Greenwood) wrote:

>On Mon, 18 Nov 96 16:56:42 GMT,
>atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>
>>>>Oh, all you guys are just p*ssies! Real programmers write in hex and
>>>>enter their code with toggle switches!
>

>>No, that was me, all right. My point was apparently too subtle for this
>>group.
>
> haaa yeagh, you see we are all just thick programmers in
>here..alledgedly :)

Allegedly thick, or alleged programmers? <G>

>>It's turning into comp.sys.atari.programming.languages.advocacy...
>
> Naghhhh Rich, its just a bit of fun, no one is being too serious I
>hope?, IMHO the group needed livenin up, plus a nice debate never hurt
>anyone, all good clean fun :)

I agree - that was my contribution to the general chaos.

> Your message, well you have been quiet of late, and you have been
>having masses of trouble with the meow fing, so a posting with the
>word pussy? was to be questioned, pussy = cat here?, unfortunately
>calling someone a pussy means something entirely different in England,
>dunno about over there mate, probably not as insulting in America,
>what's a pussy there :))))

Hmmm... Well, "wuss" and "pansy" are synonyms. It's definitely insulting.
The intended meaning certainly had nothing to do with felines.];^)

> Anyway, nice to see you back mate, problems over with those sad meow
>idiots?...hope so?

Oh, hardly over, but the biggest offender has had his account terminated,
and I am quietly cancelling the rest of their trash in the newsgroups I
read. Can't be bothered with the rest of the net, of course. However, I
will give instructions in private email on how to cancel garbage messages
using Pine - in a way that is acceptable to everyone except spammers. Only
regular contributors to the *.atari.* groups will get replies.

  ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
     NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
---

From -3577870528378617754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public

From: Yves Pelletier <ypell@CAM.ORG>

Subject: Re: OS Extension concept
Date: 1996/11/19
Message-ID: <Pine.GSO.3.94.961119150534.9297B-100000@Stratus.CAM.ORG>#1/1
X-Deja-AN: 197505937
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com> <See_my_sig-19119608585200 01@47.85.0.99>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Communications Accessibles Montreal, Quebec Canada
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Not that I would be able to implement this or anything, but when
I read Rich's proposal I thought it might be feasible through
.XDD or .XIF MiNT extensions, in which case you would be able to
bypass the desktop "install" altogether.

Comments?

Yves

From 4291248996270887306
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/19
Message-ID: <32920d1d.3680329@news.airtime.co.uk>#1/1
X-Deja-AN: 197509253
references: <848259004_OASIS_@swampdog.demon.co.uk>
<328f16e7.7984597@news.airtime.co.uk> <56qf6d$c1i@ornews.intel.com>
<3291968b.6166152@news.airtime.co.uk> <56srf1$puo@ornews.intel.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 19 Nov 96 14:38:22 GMT, in comp.sys.atari.programmer you
wrote:

>> haaa yeagh, you see we are all just thick programmers in
>>here..alledgedly :)

>Allegedly thick, or alleged programmers? <G>

 oooer :)
 Sad thing is...I don't know the answer <BG>

>>dunno about over there mate, probably not as insulting in America,
>>what's a pussy there :))))

>Hmmm... Well, "wuss" and "pansy" are synonyms. It's definitely insulting.
>The intended meaning certainly had nothing to do with felines.];^)

 well "pussy" here is female (human female) genitalia (I used big
words in case of under aged<G>) so you just called all the uk
programmers a load of c***s HAHAHAHAHAHAHA i dont mind mate hehe

>> Anyway, nice to see you back mate, problems over with those sad meow
>>idiots?...hope so?

>Oh, hardly over, but the biggest offender has had his account terminated,

 Round of applause, nice one :)

>and I am quietly cancelling the rest of their trash in the newsgroups I

 Standing ovation :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 8000172545661846015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,16f5fc72a8166537,start
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: gem game?
Date: 1996/11/19
Message-ID: <848434272@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197542965
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1000711552@emw.ericsson.se>
x-ftn-reply: emw.ericsson.se 3ba5a580
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32921460
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)

x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Magnus Kollberg wrote:
> in
>> germany working under Gem (a midimaze clone? like a
>> conversion of x_maze?) no hard evidence on this point.
>
> Where did you hear this? Could be cool to run a 3D game at the same
> time as Papyrus. :-)

Wout has seen a message about a 3d game in the german
maus.sys.atari.programmer (or something like that) groep. As he nor I was
intrested in game development at that time he didn't spend much ettention to it.
Only on my question for GEM games he came up with this answer.

Hans Wessels

From -540898231356406449
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/19
Message-ID: <848445975@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197543598
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1134024338@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 4397d692
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32924217
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> OK hopefully you have mangaed to have a good looksy at the game i
> sent you..its all in basic and the actual source could be viewed in a
> text editor, ie no machine code etc,

Yes, I did. Hacked around, wonderd why you use xbios calls to set the screen adress and wait for the vsync, installed a own vysync rout to study your timing, patched the screen code to look at screen updates. Discovered that some vsync calls were better programmed then others

```
   lea 2(sp),sp       ; 4 bytes, 8 cycles
```

against

```
   addq.l #2,sp       ; 2 bytes, 8 cycles
```

and many more.

Lets start with the games. I got from you heartland and I downloaded from your homepage Hero and Multi Pakman.

Lets start with the worst, multi pakman:
It won't work from harddisk. It leaves with some errorcodes lockingup your mouse. The game itself works in 2 vbls (I guess) and uses byte copys to move the screen (ie it moves with 8 pixels at a time). The sprites are 16x16 sprites. The playscreen is 12 sprites long and 6 sprites deep.
As the character is placed in the middle of the screen there are only 2 sprites visible beneath the character and 3 above. That makes the game play bad because a deadly obstacle comming from beneath needs only:
2(sprites) * 16(pixels) * 40(ms screenupdate)/8(pixels per update)=
160 milliseconde to kill you. Everytim I pick up a bonus the game stops, waiting for you to press the joystick button, that's realy annoying. (See for a well done multiplayer pacman game The Synergy Mega demo, it has a great game called crapman. But that one doesn't count in our quest for good basic games.)

Less worse is Hero, updating the screen every second vsync and again scrolling on byte level. Again it doesn't work from harddisk. Gameplay would improve if one could intterupt looking in a locker by pressing the fire button. Not realy much to say about this game.

The best game is heartland. It has some realy nice graphics! It also has the greatest playscreen of the three games. Again the screen updates every second vbl. Scrolling is again on byte level. A strange thing is that the timing gets far worse by the sound effects (like pling when you grap a coin. There is a small bug in the edge detection. If you are on a platform you can stand with one foot on air without falling. On the left side you will fall down before you have reached the end of the platform. Switching to 60 Hz makes the screen updates every 3th vsync making the movements 'blocky', but that could be expected.

A pity that no time was left for free moving sprites, but not bad for basic, it by far the best STOS game I have ever seen. (Please notice, still needs the word basic to indicate the comparison level.)

> I got your demo done in BASIC, Yes definatly impressed, some of the
> screens can easilly be done in other BASICs now...

Don't think so, only the intro is realy simple to do. I think your assembly subroutine library is useless to do any of the other screens. (Remember all screens work on plain ST's, so no DMA sound, no blitter, no hardware scrolling....)

> Loved the main menu...very nice,

Let's add three one-bitplane ghots, some rater-dots to eat, remove the scroller and some scanlines form top and bottom to get some extra processortime to handle ghosts, ending up with a pacman game that's absolutely impossible to do in STOS unless you write a special library doing the whole thing in assembly?

> All this is made even more impressive by the fact that the sound is
> being replayed not by machine code routines but by your own routines
> written in the program, thats something I could not do....but then
> again dont need to :)

Maybe you should, my routines are faster as the original play routines!

> Yes impressed by your demo in BASIC...but it doesent alter my opinion
> that STOS is the best BASIC for making games at this moment in
> time?:)

You still did't talk about GEM games done in STOS, did you?

Don't think we are finished yet! :-)

Hans Wessels

From -4850375841969728210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: RE: STOS
Date: 1996/11/19
Message-ID: <848435279@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197543706
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <996057894@student.canberra.edu.au>
x-ftn-reply: student.canberra.edu.au 3b5ea326
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 3292184f
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Yiannis Paschalidis worte

> STOS reserves its memory banks from the top of memory downwards (ie.
> bank 15 will always be near the end). So all constant data should be
> put in higher banks and workspaces in lower banks if you are to be
> constantly reserving and deleting banks. When you delete or reserve a
> bank, STOS does a lot of work shifting the lower banks around...

So there is a memory stack on which you can allocate a memory bank. AT the moment you free a memory bank all banks below is will be moved to fill the space?

Doesn't seem very usable for me. The only way to access such a bank would be by start (or end) relative adressing. But then I have very slow access on large blocks (>64k).

Secondly they would by unusable for holding the current screen.

> The nice thing about banks is that you can use them for just about
> anything (I have even used them for storing strings >65535 characters
> long) and it is very easy to access them. Their best feature IMHO is
> that you can use them for including binary data in your programs
> eliminating all those horrible little files like you see with programs
> written in C. :)

You should tell this trick to Tony. He also has a lot of little files hanging arounf his program :-) . Maybe it's because most programmers are lazy people. It's too much work for them to put all the data in one large file or to include them directly in the program code. Both options can easily be done in both programming languages.

Hans Wessels

From -7292600669302952465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: test@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/19
Message-ID: <848520366_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 197560099
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: test@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: Dept. of Inane Ideas

> In article <dwilga-1811961127060001@dwilga.comm.mtholyoke.edu>
> dwilga@mtholyoke.edu (Dan Wilga) said:-

>> >As far as I know you are right. There is no point in opening a virtual
>> >workstation more than once. The benefit of doing v_opnwkk is that you
>> >can get hold of all the parameters of the workstation in one call.
>>
>> Trivial example ...
>>
>
>One thing to be concerned about, though, relates to backward
>compatibility. Even though many people these days are using NVDI and other
>replacements for the VDI, it is worth noting that TOS, by itself, has a
>static limit on the total number of workstation handles. I seem to recall
>from testing early on that it was around 20 or so. After this point the
>v_opnvwk() call will fail.

I wonder if it's fixed on a standard un-enhanced machine or not? I did
a similar thing once on my old 1 meg tos 1.2 jobby and got 120 odd
open before failure.

>Using too many workstations in one program will make this limit apparent
>more quickly, especially if the user is multitasking.

You have a point of course, even more so when most of the vdi source
code I've seen never even bothers to check for failure. The best
solution is to limit yourself to a very few workstations, used with a
little planning.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com (if you want to test POP)
Web   http://www.swampdog.demon.co.uk/index.html

From -823838672495290679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c431f612bb2420aa
X-Google-Attributes: gid1115ce,public
From: jim petit <jpetit1@airmail.net>
Subject: Re: >>> ARE YOU READY FOR LOVE? <<<
Date: 1996/11/19
Message-ID: <329289E7.5865@airmail.net>#1/1
X-Deja-AN: 197565978
references: <10004731.22CC@anonymous.com>
content-type: text/plain; charset=us-ascii
organization: airmail.net
mime-version: 1.0
reply-to: jpetit1@airmail.net

newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win95; I)

love wrote:
>
> Please join us at http://bradsi.cyberportal.net

yes! yes! I'm ready! Where are you?

From 1748343790552540302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: OS Extension concept
Date: 1996/11/19
Message-ID: <56su6b$9la@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 197643305
distribution: g
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com>
organization: University of Sussex
newsgroups: comp.sys.atari.programmer

Rich Tietjens (atari@teleport.com.REMOVE.THIS.TO.REPLY) wrote:
: In article <16387@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) wrote:
: >Well, you can already do this with the desktop. What you need are a set of
: >"clickies", and you install these clickies to load and display/play files.
: >You do that with the "Install Apllication" option under the Atari desktop
: >and all replacement desktops have a similar (usually more poewrful)
: >version.

: I know how to install apps (I said so in the first message). What I want is
: a TSR that won't bugger the screen display when I play a non-viewable file
: (e.g., an audio, MIDI, io MOD file).

: >Currently I have clickies installed for MODs, WAVs, FLIs, MPGs, JPGs, GIFs
: >and TGAs. Works a treat :)
: >
: >The main advantage is they're not resident programs, therefore they don't
: >tie up memory!

: Memory is NOT the problem. Response speed is a requirement, so a TSR is
: preferable; and a completely non-video operation mode is desired.

I'm presently developing a 'Component Manager' that sounds similar to what you are looking for. Components are just the core part of an application, or simply libraries of functions. This if you want to make something like Media Player (MS Windows) then you have an app that looks for a certain class of

component.

I'm not going to go into the gory details any further.

This won't be finished for quite a while, however. It is being developed primarily for MiNTOS, but is being written so that it can be configured to work with excatly the same functionality under MiNT+single TOS/MultiTOS.

Cheers,

James Cox
<jamesco@cogs.susx.ac.uk>
--

From -4423104705871748717
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: nj1@ukc.ac.uk (N.Jones-Rodway)
Subject: Re: OS Extension concept
Date: 1996/11/19
Message-ID: <16396@gos.ukc.ac.uk>#1/1
X-Deja-AN: 197683078
sender: nj1@ukc.ac.uk
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com>
organization: University of Kent at Canterbury, UK.
reply-to: nj1@ukc.ac.uk (N.Jones-Rodway)
newsgroups: comp.sys.atari.programmer

In article <56qtun$k52@ornews.intel.com> atari@teleport.com.REMOVE.THIS.TO.REPLY
(Rich Tietjens) writes:
>I know how to install apps (I said so in the first message). What I want is
>a TSR that won't bugger the screen display when I play a non-viewable file
>(e.g., an audio, MIDI, io MOD file).

Oooops, I think I mis-understood you...

Anyway, it could be done as a TSR but it's a lot of hard work hacking into the OS to get it to use a different viewer depending on the file you're viewing.

Also, the TSR would freeze the desktop if you were only running a single-TOS, and changes like those you state would be very prone to changes in OS and perhaps even the desktop installed.

Perhaps a better method would be to install the audio players as a Desk Acc, then you could set the desktop to call it whenever you double-click on a WAV or MIDI file or whatever. I guess this would require a desktop that at least supports the AV protocol to some extent.

i.e. I can get ST-Guide to view a hypertext by double clicking on it from
     MAGXDESK, but I don't think it works for the TOS Desktop.

This would be a TSR (of sorts), it would be more compatible with OS' and replacement Desktops, and is virtually instant. The problem for a lot of people would be that a Desk Accessory to view/play and large number of file types would be the large memory requirements... Not a prob with a 14Mb Falcon, say, but definately a problem on a 4Mb one.

Neil.
--

Neil Jones-Rodway UNIVERSITY OF KENT
AT CANTERBURY ####

From -6180616932414563027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/19
Message-ID: <848440305@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197716114
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1858123946@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 6ec0b8aa
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32922bf1
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote

 >> as it can be used to do anything you can do in other languages.
 >> It is just a different way of programming.
 >
 > yes I know what you mean now...but doesnt def? cover this?

Let me guess: def is like #define in C. So you can say:
  def plus(a,b) (a+b)

or
  def arctan2(x,y) if(x<>0)then arctan(y/x)+pi*(x<0):else (pi/2)*sgn(y)
but this way you can not call a defined function within it self:
  def fact(x) if(x=0)then 1:else fact(x-1)*x
to give a very bad example of a recursive function, but real recursive functions are only needed in more complex situations.

Bye, Hans Wessels

From 8853062883385743001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <848448144@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197542851
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3395248029@ornews.intel.com>
x-ftn-reply: ornews.intel.com ca5f5f9d
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32924a90
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Rich Tietjens wrote:

 > Oh, all you guys are just p*ssies! Real programmers write in hex and
 > enter their code with toggle switches!

No, you are wrong, if you enter youer code with toggle switches you have written the code in octal. Hex is something of the new generation. Try to hand compile 68k instructions in hex and octal. The latter is far easier. Same thing is true for a well known computer range with toggle switches: the pdp series from dec.

Hans Wessels

From 8258817106127333314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <848448088@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197542856
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3661522739@dux.dundee.ac.uk>
x-ftn-reply: dux.dundee.ac.uk da3e6733
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32924a58
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Davy Mitchell wrote:
> : (400x240), ST HIGH, ST HIGH overscan (720x480) and on the different
> : TT resolutions. I even expect that game to run on a Hades 060 or
> : Magic Mac. What about text adventures? That are games too! If I had
> : to do a text adventure my
> Hear Hear !! But those with access to such
> powerful machines are very few and if they have that dosh then they
> won't be playing ATARI games !!

Wrong, people with such powerfull machines are still people playing games so now and then. Having overscan hardware is nothing special, nor expensive. I think we have found a important difference between UK and Holland and (even stronger) Germany. In the UK the ST is mostly
considered a game machine.

In germany the ST more used as a business computer, resulting in more high resolution applications and games (most high res games I know of come from Germany). A lot of modified hardware is in use or comming from germay (autoswitch overscan, high density modules, accelerators (like PAK030), medusa, hades (Switserland to be precise)).

And also on the software level you can see the difference:
Warp 9 in GB and the US against NVDI in Germany, Geneva against Magic when it comes to alternative multitasking environments (except for mint being a german product, made into the basis multi-TOS and now used on both sides), STOS and hisoft basic are typical for the english speaking Atari community, in Germany it's Gfa basic, or less common, Omikron basic. Reason for this difference? Germans don't wan't to use software in the english language with english manuals

and most english speaking people can't read German at all, so German software is out of the question!

Where the french people come in this picture I don't know, but they are also pretty stubbourn and pround on their language, so I think there is an entire subculture of french Atari software.

An other example: in this english newgroup I got over the last four days about 60 messages, the other english Atari newgroups are not much better. In the Maus.sys.atari.software newgroup I got in the same time about 860 (yes more than eight hundred) messages.

Here in the Netherland we are somewhere between the enlish and german culture. Most of my utilities come from germany, so is my Basic, C -compiler and Assembler (although I also have de Lattice C compiler). I have got a German profibuch and a german Atari magazin.

So here ends some explanation about the different atari cultures.

> : And what about the new Atari clones? Go back to start and try
> again?
> Again very few and STOS programs work on 206 which is the
> current standard TOS in emulators eg Gemulator 96

Again the difference, the emulator is called Magic (Mac/PC) and is an complete OS (second german emulator is TOS2WIN).

Bye, Hans Wesse;s

From 4342891625004408245
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a71af099d619851e,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: ICTARI 40 Now Available ! (Big News)
Date: 1996/11/20
Message-ID: <848456512_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 197549224
x-nntp-posting-host: elis.demon.co.uk
organization: Thee Augean Stables
reply-to: augeas@elis.demon.co.uk (G Greenway)
newsgroups: comp.sys.atari.programmer

Thee Augean Stables Present:

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          ______    __________        ______           ______
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The Atari Programmer's User Group

It's that time of the month again...

ICTARI 40 is now available on my web-page. Go to:

http://www.elis.demon.co.uk/ictari/ictari.htm

I've had a few new readers fill out the form on the web-page, from a variety of corners of the globe. No-one has mailed an article yet, though. Come on ! Filling out the form can pay off. One bloke added a comment that he didn't know of any Atari FORTRAN compilers. This is about the only area of Atari programming where I can call myself an expert, so I wrote a short article. Next month's issue might even come with a freeware FORTRAN compiler.

Due to other commitments, Peter Hibbs is stepping down as editor ! ICTARI 41 will be his last issue. It need not be the last *ever* issue. Suffice it to say, the job is up for grabs. If no more suitable candidates present themselves, I may consider having a go. Read my FORTRAN article, and see what you may be letting yourself in for ! All details are in the magazine.

Have Fun,
"Augeas"

--

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  _________________________          _    _   _    _   _____
/𝔸\                         \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
\/  \  _______________________\__    H  | |\\| | | |\/| | |  ___|   THE
 ////\/ \                        \      | | \  | | |  | | | |___
      \_|_________________________/   E  |_|  \_| |_|  |_| |_____|  ENEMY
```

```
From -1447973310194719620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <848448121@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197589678
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <352574678@m1.cs.man.ac.uk>
x-ftn-reply: m1.cs.man.ac.uk 1503dcd6
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32924a79
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer
```

```
 > Anthony Jacques wrote:
 >>
 >> No, you can nor convert any recursion into a while loop, at least not
 >> without a
 >
 > Hmm... I'm sure I remember a number of lectures a couple of years ago
 > where a lecturer explained in (painful) detail how to convert both head
 > and tail recursive functions into a while loop (using temporary
 > variables).
```

Yes, your teacher is right. Head only and tail only recursive function can be converted into while loops. But recursive functions making multiple calls to it self in the middle of the code, or just one in a loop like most directory scanners can not be converted into a while loop without the use of a sort of stack emulation.

> Correct - except for 3d games. (BSP trees, for example)

Never did 3d vector work, only a single 3d sphere spinning around 3 axis, sorting is not needed in that case. So I don't know about BSP trees. They might be needed to figure out which object has to be drawn first.

Hans Wessels

From 9053396845606834768
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ae89948d388205b
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: basic
Date: 1996/11/20
Message-ID: <848448433@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197596722
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3489251063@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk cff9bef7
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32924bb1
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
> hmmm Someone I sent HEARTLAND to as a demo of what BASIC game
> programming can do <eek> has gone quiet, either laughing his bollox
> off or astounded into silence :)

No, he just had to catch up 4 days mail, as he had a very busy weekend and monday.

Hans Wessels

From 1602243678168472194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: OS Extension concept
Date: 1996/11/20
Message-ID: <GKUKDFWCUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 197598279
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com> <See_my_sig-1911960858520001@47.85.0.99>
content-length: 2419
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <See_my_sig-1911960858520001@47.85.0.99> too_MUCH_SPAM wrote :

>In article <56qtun$k52@ornews.intel.com>,
>atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>
>> In article <16387@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) wrote:
>> >
>> >Well, you can already do this with the desktop. What you need are a set of
>> >"clickies", and you install these clickies to load and display/play files.
>> >You do that with the "Install Apllication" option under the Atari desktop
>> >and all replacement desktops have a similar (usually more poewrful)
>> version.
>>
>> I know how to install apps (I said so in the first message). What I want is
>> a TSR that won't bugger the screen display when I play a non-viewable file
>> (e.g., an audio, MIDI, io MOD file).
>
>I guess what you want are TSR's that work in the background & never send
>data to the screen. You could load these from the Auto folder.

All you need is a just normal program that simply doesn't output to the screen.
That is easily done. No TSR is necessary.

>Currently, defining applications in the desktop causes these to be
>started; you don't want the usual messages you get with program startup.

You don't have to get the "usual messages". It's entirely just what messages
the programmer puts into the program. Just the same way as a TSR could have
various messages.

Using a TSR will not solve the problem.

Using a program that does not output to the screen, be it TSR or not, will solve the problem.

>You need functionality like the desktop's show/print function (but without
>the dialog box). People have written alternative file viewers that
>intercept the desktops show/print, you would need to do this & call the
>TSR.

>> Memory is NOT the problem. Response speed is a requirement, so a TSR is
>> preferable; and a completely non-video operation mode is desired.

I presume you have a hard disc drive, in which case software generally loads quite quickly anyway.

Alternatively, you could just set all your file viewing software to load at startup so that the desktop passes files to them by the AV protocol. This way you don't have to wait for the software to load, since it is loaded all the time.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

From -2881075739196172674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <3292e563.2347375@news.airtime.co.uk>#1/1
X-Deja-AN: 197648270
references: <1858123946@news.airtime.co.uk> <848440305@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 19 Nov 96 21:44:38 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> >> as it can be used to do anything you can do in other languages.
> >> It is just a different way of programming.
> >
> > yes I know what you mean now...but doesnt def? cover this?
>
>Let me guess: def is like #define in C. So you can say:
> def plus(a,b) (a+b)

 Actually my comment was a "real" question as apposed to a statement,

I honestly have never used the STOS "def" command, but from the brief glance many years ago, it struck me thats what it was for, but I honestly dont know? :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -5906441862900022891
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <3292e9df.3496095@news.airtime.co.uk>#1/1
X-Deja-AN: 197648808
references: <3395248029@ornews.intel.com> <848448144@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 20 Nov 96 01:02:06 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>Rich Tietjens wrote:
>
> > Oh, all you guys are just p*ssies! Real programmers write in hex and
> > enter their code with toggle switches!
>
>No, you are wrong, if you enter youer code with toggle switches you have

This little thread came out of the BASIC thread...so should I know what a "toggle switch" is ? because I dont?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -3667627659984310024
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <3292e601.2505529@news.airtime.co.uk>#1/1
X-Deja-AN: 197648809
references: <3661522739@dux.dundee.ac.uk> <848448088@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 20 Nov 96 00:26:20 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > Hear Hear !! But those with access to such
> > powerful machines are very few and if they have that dosh then they
> > won't be playing ATARI games !!
>
>Wrong, people with such powerfull machines are still people playing games so
>now and then. Having overscan hardware is nothing special, nor expensive. I

I would wonder why someone who has "upgraded" to a machine capable of
so much, would want to play a game that can at most only manage 16
colours and in comparison to there machine would be classed as slooow,
for example, the games I make would look very silly on my pc, if you
see what I mean :)

>think we have found a important difference between UK and Holland and (even
>stronger) Germany. In the UK the ST is mostly considered a game machine.

heheheh ho dear, glad I didnt say that...duck! :)

>In germany the ST more used as a business computer, resulting in more high
>resolution applications and games (most high res games I know of come from

Yes any high res stuff I see, games or serious or whatever are all
from Germany...

>And also on the software level you can see the difference:
>Warp 9 in GB and the US against NVDI in Germany, Geneva against Magic when it
>comes to alternative multitasking environments (except for mint being a german
>product, made into the basis multi-TOS and now used on both sides),

Are you saying that MOST of the best ATARI software comes from
Germany?, if thats what you are saying, then I must totally AGREE :)

>STOS and hisoft basic are typical for the english speaking Atari community, in
Germany

Dunno about Highsoft, I am having real trouble finding more than a couple of users, but STOS (although I am biased) is used widely, its very common and every single PDL is packed with STOS written programs,

>it's Gfa basic, or less common, Omikron basic. Reason for this difference?

Is Omikron still a live product, I presumed it was an old BASIC?

>Germans don't wan't to use software in the english language with english manuals

I cannot blame them :)

>and most english speaking people can't read German at all, so German software is
>out of the question!

Absoloutly correct....

>Where the french people come in this picture I don't know, but they are also

Francois Lionot and his equaly hard to pronounce mate, Authors of STOS BASIC...

>An other example: in this english newgroup I got over the last four days about
>60 messages, the other english Atari newgroups are not much better. In the

English speaking group you mean, its hardly an English group is it, too much riff raff for that, why theres even Scottish people in there,

<THAT WAS A JOKE EVERYONE> :)

>Maus.sys.atari.software newgroup I got in the same time about 860 (yes more than
>eight hundred) messages.

And I take it all the messages are in German?....personally I would love to see a hell of a lot more messages in the comp.sys newsgroups, instead of 90% of people moaning about CAB not working (wonder how many of them registered it?) and the rest are people falling for flame bait:)

>Assembler (although I also have de Lattice C compiler). I have got a German
>profibuch and a german Atari magazin.

sorry? profibuch ?

>So here ends some explanation about the different atari cultures.

I didn't see the question ?

> > : And what about the new Atari clones? Go back to start and try
> > again?
> > Again very few and STOS programs work on 206 which is the

> > current standard TOS in emulators eg Gemulator 96
>
>Again the difference, the emulator is called Magic (Mac/PC) and is an complete
>OS (second german emulator is TOS2WIN).

 eh? I do not understand your last comment? Gemulator can use TOS 206
and in fact is reccomended, and STOS does work under Gemulator on a PC

<SMILE>

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4773999520910314917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <3292e1c3.1419961@news.airtime.co.uk>#1/1
X-Deja-AN: 197648840
references: <996057894@student.canberra.edu.au>
<848435279@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 19 Nov 96 21:11:52 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>Doesn't seem very usable for me. The only way to access such a bank would be by
>start (or end) relative adressing. But then I have very slow access on large
>blocks (>64k).

>Secondly they would by unusable for holding the current screen.

 hmmm I may have lost this bit...but STOS keeps track of the banks,
you can erase delete restore reseve banks to your hearts content
throuout your program all you need to do is tell stos which bank your
data is in and it finds it,
 You can say the current screen is in bank 7 (for example) and no
matter how many banks you erase or make, 1-6 or 8 to 15, stos will
allways know where bank 7 is, that IMHO is the clever bit,

 so unpack 7 to physic , and stos would allways know where the data

was to unpack, no matter what

  you can do a little extra yourself, variable=start(7) or end or
length etc is used a lot :)

> > that you can use them for including binary data in your programs
> > eliminating all those horrible little files like you see with programs
> > written in C. :)
>
>You should tell this trick to Tony. He also has a lot of little files hanging
>arounf his program :-) . Maybe it's because most programmers are lazy people.

 hahahaha, a couple of things.....First: whats wrong with having lots
of files on disk? why would I need them all in one file, whats the
advantage of that? all are loaded into banks when the program boots
up,

>It's too much work for them to put all the data in one large file or to include
>them directly in the program code. Both options can easily be done in both
>programming languages.

 You Kiddin?, about 3 mebbe 4 lines of code containing around a dozen
or so commands total and you have all your data in the one bank, but
why?

 whats wrong with the way it is?

                    Cheers.............!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4049245588484301254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re:STOS
Date: 1996/11/20
Message-ID: <3293086c.2012905@news.airtime.co.uk>
X-Deja-AN: 197648843
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 19 Nov 96 22:57:16 +0100, in comp.sys.atari.programmer you
wrote:

> > OK hopefully you have mangaed to have a good looksy at the game i
> > sent you..its all in basic and the actual source could be viewed in a
> > text editor, ie no machine code etc,

<Tony rubs his hands together, rolls up his sleeves> :)

>Yes, I did. Hacked around, wonderd why you use xbios calls to set the screen
>adress and wait for the vsync, installed a own vysync rout to study your timing,
>patched the screen code to look at screen updates. Discovered that some vsync
>calls were better programmed then others
> lea 2(sp),sp ; 4 bytes, 8 cycles
>against
> addq.l #2,sp ; 2 bytes, 8 cycles
>and many more.

WHAT?....I used BASIC, how it is compiled is nothing to do with me..sorta, I know that sounds a bit like "I'm only the Driver" but I have no idea what the hell you are on about, I can't use xbios calls from within STOS BASIC, I cannot do any of the commands you just quoted?

What I can do is type the BASIC command in, if that in turn does the above? then that's up to the people who programmed my BASIC language, I have no idea what lea,addq or whatever else you wish to quote mean?, I code in BASIC

>Lets start with the games. I got from you heartland and I downloaded from your
>homepage Hero and Multi Pakman.

OOER :)

>Lets start with the worst, multi pakman:

<GULP> The worst...thats my favorite, but you knew that ?

>It won't work from harddisk. It leaves with some errorcodes lockingup your

Getting something to work from hardisk, that was the same problem as getting something to work on a falcon, I do not own a hard drive, I don't even own a drive B?, at the time of making multipakman and HERO I did not even know anyone who owned a HD and my manual has no documentation re: hard drives, therefore at the time of making those games that don't work on a hd, I simply did not know how?

>mouse. The game itself works in 2 vbls (I guess) and uses byte copys to move the

Yes it does lock up the mouse on exit sometimes, I put that in the documentation, so if it was going to cause a problem then it was forewarned?, yes 2 vbls..so?

>screen (ie it moves with 8 pixels at a time). The sprites are 16x16 sprites. The
>playscreen is 12 sprites long and 6 sprites deep.

Correct ?

>As the character is placed in the middle of the screen there are only 2 sprites
>visible beneath the character and 3 above. That makes the game play bad because
>a deadly obstacle comming from beneath needs only:

ARRRGH BAD! what are you talking about!.. it makes the gameplay more difficult and more challenging, maybe I should have made the area bigger and the game slower for the underchallenged:)....the games not supposed to be easy, YOU are supposed to overcome such obstacles, the gameplayer should be able to figure out when the deathblocks will appear, its part of the gameplay, play play play, practice and overcome, surely that's the whole idea of a game ???????

>2(sprites) * 16(pixels) * 40(ms screenupdate)/8(pixels per update)=
>160 milliseconde to kill you. Everytim I pick up a bonus the game stops,
>waiting for you to press the joystick button, that's realy annoying. (See for a

So it would seem, I hold my hand up to this one,this has been mentioned before in reviews, and had I made another version then it would have been changed, its not bad programming IMHO but a bad choice of gameplay?...Yes?

>Less worse is Hero, updating the screen every second vsync and again scrolling
>on byte level. Again it doesn't work from harddisk. Gameplay would improve if
>one could intterupt looking in a locker by pressing the fire button. Not realy
>much to say about this game.

that's because you didn't play it enough...had you gone past the first three trainer type levels, you would have then got to the real meat, the extra baddies, the need to find and use explosives on doors, the need to find ammo for your gun and use it, the need to work out lots of things in order to finish the game, you would have also encountered lifts and teleporting doors, and a hell of a lot more, more graphics etc etc, end of level animations,
play the game fully before you announce to the world its not very good please ? :), what about the 20 odd different ways for the guy to die, the 300+ animations for the main sprite, the free moving baddies that don't rely on a simple left/right preset routine, what about a lot of other things?

>small bug in the edge detection. If you are on a platform you can stand with one
>foot on air without falling. On the left side you will fall down before you have

that's utter crap!, you make the game sound rediculous, it is nothing like you say, you cannot stand partly in mid air giving a false impression, that's utter and utter crap!

I am not even going to bother with the rest of this, you have done a hatchet job on the games, for example, you make a point of mentioning there are no free moving sprites in heartland, yet suprise suprise you

don't mention there are loads of them in HERO...patheticly one sided
just like the rest of your comments,

The thread is...STOS is the best BASIC programming language for
making games in 1996, and I added C to the equation just to make the
point,

You can pathetically rip my games apart all you like, you can prattle
on about demos all you like, but you cannot show me a game written in
BASIC other than STOS that's better than a STOS written game and
therefore would be the proffered BASIC for someone to use right now,

I showed you...all you have shown is a demo ?

People who view the above games from a gameplayers point of view,
like them, they neither know or care how many vbls something takes,
they play the game, and they like it or don't, the majority like the
above games, the magazines that review them absolutely love the games,
not only top marks but awards as well, (bar Heartland that's awaiting
its first review) <yikes>

In all the postings, you have yet to show me anything that even comes
close to suggesting that today, there is anything better in BASIC for
making games, you have talked a good game, but shown me no games ? and
that's the thread, I showed you some STOS ones that you made a sad
attempt to belittle, now you show me a top 1996 game made in BASIC

YOU CAN NOT HAHAHAHAHAHA

<STILL SMILEING>

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4109145590719143722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ae89948d388205b
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: basic
Date: 1996/11/20
Message-ID: <3292ea25.3565449@news.airtime.co.uk>#1/1
X-Deja-AN: 197648844
references: <3489251063@news.airtime.co.uk> <848448433@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk

newsgroups: comp.sys.atari.programmer

On Wed, 20 Nov 96 01:02:40 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > programming can do <eek> has gone quiet, either laughing his bollox
> > off or astounded into silence :)

>No, he just had to catch up 4 days mail, as he had a very busy weekend and
>monday.

 Ho alright then :))

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 1048821792164704493
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <56v5tt$ljn@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 197651453
distribution: world
references: <848445975@p24.f101.n323.z205.mbh.org>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <848445975@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org>
writes:
>Tony Greenwood wrote:
>Lets start with the worst, multi pakman:
>Less worse is Hero, updating the screen every second vsync and again scrolling
>The best game is heartland. It has some realy nice graphics! It also has the

Notice the order is also the order they were written in...

>Don't think so, only the intro is realy simple to do. I think your assembly
>subroutine library is useless to do any of the other screens. (Remember all
>screens work on plain ST's, so no DMA sound, no blitter, no hardware
>scrolling....)

Heartland had DMA sound on STE? (looped sample - 6kHz, so doesn't play on the Falcon).

Blitter and hardware scrolling would make it incompatible with normal ST's, which isn't what Tony wanted...

>Let's add three one-bitplane ghots, some rater-dots to eat, remove the scroller
>and some scanlines form top and bottom to get some extra processortime to handle
>ghosts, ending up with a pacman game that's absolutely impossible to do in STOS
>unless you write a special library doing the whole thing in assembly?

Well, there are single bitplane sprite routines, but not having seen the demo you are referring to, I cannot comment any further....

> > Yes impressed by your demo in BASIC...but it doesent alter my opinion
> > that STOS is the best BASIC for making games at this moment in
> > time?:)
>
>You still did't talk about GEM games done in STOS, did you?

No, but seriously, these are not a real issue due to the low numbers. Yes, there are a couple (nethack, breakout, landmines, patience etc.) but these really are not the sort of game we are talking about, are they?

>Don't think we are finished yet! :-)

hehehe... :-)

Anthony

--


```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From -279656910619095237
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9de4d98798442f0f,start
X-Google-Attributes: gid1115ce,public
From: michal@gortel.phys.ualberta.ca (Michal Jaegermann)
Subject: Volunteers to maintain Atari part of gawk?
Date: 1996/11/20
Message-ID: <56vbkd$svs@pulp.ucs.ualberta.ca>#1/1
X-Deja-AN: 197672611
organization: Disorganized Bits
reply-to: michal@gortel.phys.ualberta.ca

newsgroups: comp.sys.atari.programmer

Does anybody out there would like to take over an Atari support for gawk (be it under TOS or other OS, although Linux does not need much support I guess :-). The next incominig release (soon) still compiles, with glibc, and works on Atari/TOS. After that this will be still likely the case, but you will be on your own if somebody will not take over. :-) I will not have an access to a hardware anymore.

The code nowadays is basically clean (it compiles correctly on 16, 32, 64, and possibly other widths, bit wide architectures). Maitenance consists mostly of keeping an eye so the code will stay that way :-) and watching Atari Makefiles, config and README's so they will not drift too far away from the main body.

If there are any volunteers please contact Arnold Robins (arnold@skeeve.atl.ga.us) and me (michal@ellpspace.math.ualberta.ca).

Thanks,
Michal

From -1369708471332179414
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e6c8b0e3383a17b
X-Google-Attributes: gid1115ce,public
From: J.B.W.Webber@ukc.ac.uk (jbww)
Subject: Re: raster copy problems - some answers
Date: 1996/11/20
Message-ID: <1761@kiwi.ukc.ac.uk>
X-Deja-AN: 197674223
sender: J.B.W.Webber@ukc.ac.uk
references: <1755@kiwi.ukc.ac.uk> <1756@kiwi.ukc.ac.uk>
organization: University of Kent at Canterbury, UK.
reply-to: J.B.W.Webber@ukc.ac.uk (jbww)
newsgroups: comp.sys.atari.programmer

I think I have some answers myself, about my questions regarding the raster operations on the ST.

I have looked in the original Digital Research docs, in the Prospero C and Pascal VDI binding books, and in the ProGem docs, as well as experimenting a bit. I am using gcc, gem lib patchlevel 31, and TOS 2.06.

vro_cpyfm :

What the books say is that if the size of the xypixel map is not the same for source and destination, then the size of the source is used.

What I see is that size and shape must be the same.

i.e. pxyarray[6] pxyarray[7] are only used to find the smallest xy coordinate as the starting point; size and shape come from the source coordinates. Please correct me if you think I am wrong.
I can see nothing in the gem lib that could cause this behaviour.

Thus it is not possible to copy from a vector of bits to a rectangle on the screen. What you must have is a map of bits, layed out in the same shape as the screen bits, padded out so that each scan line starts on a 16bit word boundary.
i.e for a pattern that is to be 52 bits wide must be padded out to 64 bits, before starting with the next scan line.

See below for some code that generates a simple pattern, pads it out to be in a form suitable for vro_cpyfm to copy to the screen.
To follow a vro_cpyfm copy from screen there is then some code to convert back to a packed bit pattern. This example code calls no gem functions, so it does not need to be linked to any libraries, just displays the patterns in hex.

Thus to copy from memory to the screen, pxyarray should contain something like :

```
0,0
width-1,height-1
Xposn,Yposn
Xposn+(width-1),Yposn+(height-1)
```

the last line could be Xposn+(height-1), Yposn+(width-1) and it would make no difference.

In addition , the width in words (widthw) must be written to the MFDB[5], and widthw*16 to MFDB[3], height to MFDB[4], and the long address pointing to the data to MFBD[0],[1].

For a screen MFDB all that is needed is to write 0,0 to MFDB[0],[1], and the ST fills in the rest.

vr_trnfm

I gather that Atari standard B+W screen is the same as the GEM 'standard form'. Perhaps that is why so-far I have seen no change to any Memory Form Data Block (or the data it is pointing to) after a call to vr_trnfm. At the very least I expect the mode bit to toggle. If the src and dest are set to be the same, it should read a MFDB, modify it, and write it back. Puzzled.
Any way, there seems to be no need to use it as long as I stick to high res screens.

I can now copy between packed bitmaps and the screen OK.

Hope someone else finds this useful.

cheers
     beau webber

```
/*********************************************************************/
/*   some example code to pack and unpack bitmaps
     */
/*   for writing to Atari screen                    */
/*   Copyright J.B.W.Webber@ukc.ac.uk 96_11_20          */
/*********************************************************************/

#define "stdio.h"

int width = 53;
int height = 2;

unsigned short  area_vec[250];   /* linear copy of screen area */
unsigned short area_map[250];    /* padded 2d map of screen area
     */

main()
{
int xposn = 200;
int yposn = 300;
int i,j,widthw,posny,wdeskw,shift;
long k,l;
long *p;
unsigned short *colposn, *posn;
int wr_mode = 3;        /* 3 = replace mode    */
                   /* 12 = inverse replace mode     */
int adjust = 1;


/*
     diag_area()
     fill_area()
 */
     diag_area()
     show_vec();

     widthw = (15 + width )/16;  /* min raster width */

     if ( (adjust == 1) && (widthw != width/16) ) {
         for ( j = 0; j < height; j++ ) {
          l = j * widthw ;
          k = (j * width)/16 ;
          shift = 16 - ((j * width) % 16)  ;
          for ( i = 0; i < widthw; i++ ) {
               p= (long*)&area_vec[k++];
               area_map[l++] = (unsigned short)( p[0] >> shift );
          }
         }
     }
```

```
     show_map();

     if ( (adjust == 1) && (widthw != width/16) ) {
         for ( j = 0; j < height; j++ ) {
          l = j * widthw ;
          k = (j * width)/16 ;
          shift =  ((j * width) % 16)  ;
printf("shift : %d \n", shift);
          area_vec[k++] = (area_vec[k]&~(0xffff >> shift)) | (area_map[l] >>
shift);
          for ( i = 0; i < widthw; i++ ) {
              p= (long*)&area_map[l++];
              area_vec[k++] = (unsigned short)( p[0] >> shift );
          }
         }
     }

     show_vec();

}



diag_area()
{
long len,i;
     len = (15+ width * height)/16;
     for( i=0; i< len; )  {
          area_vec[i++] = (unsigned short) 0x8208;
          area_vec[i++] = (unsigned short) 0x2082;
          area_vec[i++] = (unsigned short) 0x0820;
     }

}


fill_area()
{
/* for 53x2 only */
long len,i;
     len = (width * height)/16;
     for( i=0; i< len; )  {
          area_vec[i++] = (unsigned short) 0xffff;
     }
     area_vec[i++] = (unsigned short) 0xffc0;

}


show_vec()
{
long len,i;
```

```
     printf("Vec :\n");
     len = (15+ width * height)/16;
     for( i=0; i< len+2; )  {
          printf(" %d : %x \n", i, area_vec[i++]);
     }

}

show_map()
{
long len,i;
     printf("Map :\n");
     len = (15+ width * height)/16;
     for( i=0; i< len+2; )  {
          printf(" %d : %x \n", i, area_map[i++]);
     }

}

/*********************************************************************/
```

From -858229006705297795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: clg105@student1.york.ac.uk (Charles L. Glover (2Y0))
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <848502351.2@cs.york.ac.uk>#1/1
X-Deja-AN: 197693773
references: <32868305.7619628@news.airtime.co.uk>
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@airtime.co.uk) wrote:

: STOS is better than GFA and Highsoft AND any other BASIC for making
: games, I would also say that for making games it kicks the arse out of
: C....

Hmmm! Been on those soft drugs then? On what measure do you think that STOS is better than any of the above? You use different programming languages to give different results. For instance STOS is perfect for games which make small demands on the CPU, or to cobble things together quickly. GFA is perfect for making easy to read, and maintain programs. Hisoft (not Highsoft) is better for more traditional basic programming. C is for hacky programs that work very fast.

: Anyone want to prove otherwise ?
Set your benchmark. What about a Scrolling background, with a number of

sprites? More important than the programming language is the programmer.
For instance I have used all tha languages you mention except Hisoft. I
use assembly to put the speed, or tricky bits in. Not usually because I
cannot do the task in GFA for instance but for two more constructive reasons.
1. When 'inline'd it works at the same speed in the interpreter as in the
compiled version.
2. It is often easier to program graphics routines in assembly than to
try and get the programming language up to speed on that task.

: I will put STOS games on a head to head with any others, and win...
That is why most commercial games were written in STOS is it? I have made
programs that people could not tell the language (the hallmark of good
programming), I defy a STOS programmer to hide all traces that it is a
STOS program.

: Who wants to see a game with a green backdrop and scroll
: bars?...hahaha GEM Phoooey
Tis not necessary to have these. When you learn how to use the other
languages better, you wont have to have these bars.

: C'mon you programmers, lets see you make a decent game NOW
I also did not thank that programming languages provided gameplay.

: *****************
: This has been a "lets liven up
: the newsgroup posting", Did it
: work ?
: *****************
More considered comment on the deficiencies of the above programming
languages may have been more appropriate.

:   Cheers.............!ynoT

Arrrgh. Please tell me that you do not sign your name backwards, this was
just a freak key selection. Why? Get you n-key rollover sorted.

: Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
: irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

: Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

Chaz Glover.

Atari Enthusiast, with a burned computer. Alas. GFA is the bast anyway!
email clg105@minster.york.ac.uk

From -2582605300130371217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jim petit <jpetit1@airmail.net>

Subject: Re: STOS
Date: 1996/11/20
Message-ID: <3293CBAA.4D9@airmail.net>#1/1
X-Deja-AN: 197755113
references: <3395248029@ornews.intel.com> <848448144@p24.f101.n323.z205.mbh.org>
<3292e9df.3496095@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: airmail.net
mime-version: 1.0
reply-to: jpetit1@airmail.net
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win95; I)

Tony Greenwood wrote:
>
> On Wed, 20 Nov 96 01:02:06 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
> >Rich Tietjens wrote:
> >
> > > Oh, all you guys are just p*ssies! Real programmers write in hex and
> > > enter their code with toggle switches!
> >
> >No, you are wrong, if you enter youer code with toggle switches you have
>
> This little thread came out of the BASIC thread...so should I know
> what a "toggle switch" is ? because I dont?
>

Tony, you're kidding, right? Maybe you call it something different in
the UK. A toggle switch is a simple on-off flip switch. What is be
referred to is the old monsters that had 8 switches in a row. By
turning various switches on or off you directly programmed in binary. I
don't know exactly how the program was saved, but these things were very
large. About the size of a medium copier. I saw one of these a few
years ago and almost bought for the sake of nostalgia. But my garage
was already full. See ya.....j

From -8366560776189354882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <56vjt0$hu8@ornews.intel.com>#1/1
X-Deja-AN: 197755666
references: <3395248029@ornews.intel.com> <848448144@p24.f101.n323.z205.mbh.org>
<3292e9df.3496095@news.airtime.co.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.

organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <3292e9df.3496095@news.airtime.co.uk>,
   stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>On Wed, 20 Nov 96 01:02:06 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
>>Rich Tietjens wrote:
>>
>> > Oh, all you guys are just p*ssies! Real programmers write in hex and
>> > enter their code with toggle switches!
>>
>>No, you are wrong, if you enter youer code with toggle switches you have
>
> This little thread came out of the BASIC thread...so should I know
>what a "toggle switch" is ? because I dont?

Go to the library and find an old Byte magazine or possibly Popular Electronics - look for an IMSAI or SWTPC DIY computer project and you'll find the front panel has an array of switches. Those are actually used to enter the program code in binary; set the 8 or 16 switches, hit the "enter" switch and step to the next memory address; repeat until the program is entered. Then set the start address in binary on the switches, hit "go" and watch it run.

  ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
     NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
----

From 5893100897817556946
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <848530251@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197766253
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2230398529@m1.cs.man.ac.uk>
x-ftn-reply: m1.cs.man.ac.uk 84f12e41
x-ftn-path: 323/100
x-comment-to: All

x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32938b4b
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:
 >> Don't think so, only the intro is realy simple to do. I think your
 >> assembly subroutine library is useless to do any of the other screens.
 >> (Remember all screens work on plain ST's, so no DMA sound, no blitter,
 >> no hardware scrolling....)
 >
 > Heartland had DMA sound on STE? (looped sample - 6kHz, so doesn't play
 > on the Falcon).
 >
 > Blitter and hardware scrolling would make it incompatible with normal
 > ST's, which isn't what Tony wanted...

No, we were talking about my demo. Tony was saying some of the effects could easily done with a modern basic. I still am very curious which effects cab easy be done with a modern basic without useing above mentioned features.

 > Well, there are single bitplane sprite routines, but not having seen
 > the demo you are referring to, I cannot comment any further....

The single bitplae routines are not the problem. It's generating the playfield. That cannot be done with STOS basic (nor with Gfa basic) without writing a special routine which does the trick.

 >> You still did't talk about GEM games done in STOS, did you?
 >
 > No, but seriously, these are not a real issue due to the low numbers.
 > Yes, there are a couple (nethack, breakout, landmines, patience etc.)

Maybe for the english speaking Atari community. As I pointed out the German speaking part has different standards

 > but these really are not the sort of game we are talking about, are
 > they?

At the beginning of the thread Tony made it very clear game programming is game programming. It was a clear statement he said. When we are starting to rule out certain games the statement has to be changed. Maybe
something like:
STOS basic is the best basic for writing arcade games if you are english speaking and only want to write games for the ST and STe.

Cu, Hans Wessels

From -2740372745101221785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68a6cc0db8df82a9,start
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS memory banks
Date: 1996/11/20
Message-ID: <848522506@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197766259
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <892615701@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 35343c15
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 32936d0a
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> hmmm I may have lost this bit...but STOS keeps track of the banks,
> you can erase delete restore reseve banks to your hearts content
> throuout your program all you need to do is tell stos which bank your
> data is in and it finds it,
> You can say the current screen is in bank 7 (for example) and no
> matter how many banks you erase or make, 1-6 or 8 to 15, stos will
> allways know where bank 7 is, that IMHO is the clever bit,
>
> so unpack 7 to physic , and stos would allways know where the data
> was to unpack, no matter what

No, no, I want to have the physic screen in one of the banks. This started with someone claiming STOS mamory banks where great thing, no need to malloc memory and so on. One of the things memory is used for is to hold the screen data. But from the stories I heard about those memory banks I undestand they are moved by the languages memory manager around in memory. This means you can't keep the adresses of much needed data in a variable, but you always have to tell wich bank you need on on which adress in the bank the data is.

>> It's too much work for them to put all the data in one large file or
>> to include them directly in the program code. Both options can easily
>> be done in both programming languages.
>

> You Kiddin?, about 3 mebbe 4 lines of code containing around a dozen
> or so commands total and you have all your data in the one bank, but
> why?
>
> whats wrong with the way it is?

Well, you had the lame excuse that some of your software wouldn't work because you hadn't one? Put all the data in the program file, or in one big data file that has to be in the current directory and you don't have to bother where your files are located (on disk, harddisk, networkdrive or maybe even on tape). As long as you can open a file in the current directory (something like open(#1,"game.dat)) and you don't have to bother where your data is allocated or how exactly to handle the device. Your OS will solve problems like that for you.

Other reasons: smaller risk of loosing data, faster copying, less slack space on the medium, better compressable.

So why not?

Hans Wessels

From 470950369622320170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <848529632@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197766924
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <907495014@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 36174666
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 329388e0
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
> have no idea what the hell you are on about, I can't use xbios calls
> from within STOS BASIC, I cannot do any of the commands you just
> quoted?

You can't use XBIOS calls in STOS basic? And the rest of the OS, it's forbidden playgroud too?

> Getting something to work from hardisk, that was the same problem as
> getting something to work on a falcon, I do not own a hard drive, I

Lame excuse. Loading from disk is exactly the same as loading from harddisk (from the OS's viewpoint). Just don't insist of getting data from drive a and don't use a absolute path. An other solution was discussed somewhere else.

> So it would seem, I hold my hand up to this one,this has been
> mentioned before in reviews, and had I made another version then it
> would have been changed, its not bad programming IMHO but a bad
> choice of gameplay?...Yes?

A bad choise of gameplay enforced by the limitations of the used language?

>> small bug in the edge detection. If you are on a platform you can
>> stand with
> one
>> foot on air without falling. On the left side you will fall down
>> before you
> have
>
> that's utter crap!, you make the game sound rediculous, it is nothing
> like you say, you cannot stand partly in mid air giving a false
> impression, that's utter and utter crap!

It's true: Let me draw it in ASCII

```
   __          __
  (..)        (..)
 /(  )\      /(  )\ <-- The playing sprite
   AA          AA   <-- Right foot is not
    ##############        standing on the platform
   ^  platform          and the sprite doesn't fall down
    \
     - the left food isn't standing on the platform, the
       sprite does fall down.
```

I am calling the fact that the sprite does fall down in the left situation a bug in the program. It shouldn't be that way.

> The thread is...STOS is the best BASIC programming language for
> making games in 1996, and I added C to the equation just to make the
> point,

Still you didn't mention anything about writing GEM games in STOS. So I say: STOS basic is totally useless for writing GEM games and so it is NOT the best basic for making games in 1996. So either Gfa, Hisoft or Omikron basic is the best basic for making games, because those basics allow you to write GEM games.

Hans Wessels

From -3486942455652758124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: OS Extension concept
Date: 1996/11/20
Message-ID: <5706gf$ska@ornews.intel.com>#1/1
X-Deja-AN: 197777655
references: <56fs3h$afk@ornews.intel.com> <16387@gos.ukc.ac.uk>
<56qtun$k52@ornews.intel.com> <16396@gos.ukc.ac.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <16396@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) wrote:
>
>In article <56qtun$k52@ornews.intel.com>
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>>I know how to install apps (I said so in the first message). What I want
>>a TSR that won't bugger the screen display when I play a non-viewable file
>>(e.g., an audio, MIDI, io MOD file).
>
>Oooops, I think I mis-understood you...

Likely my fault, I talk in shorthand, too. <G>

>Anyway, it could be done as a TSR but it's a lot of hard work hacking into
>the OS to get it to use a different viewer depending on the file you're
>viewing.

Since I'm not doing the work, that doesn't bother me. <G>

>Also, the TSR would freeze the desktop if you were only running single-TOS,
>and changes like those you state would be very prone to changes in OS and
>perhaps even the desktop installed.

But this does.

>Perhaps a better method would be to install the audio players as a DA,
>then you could set the desktop to call it whenever you double-click on a
>WAV or MIDI file or whatever. I guess this would require a desktop that at
>least supports the AV protocol to some extent.

It's a reasonable thought. I may have an extension of that idea in mind - see below.

>i.e. I can get ST-Guide to view a hypertext by double clicking on it from
>   MAGXDESK, but I don't think it works for the TOS Desktop.

Actually, I think that does work in TOS 1.2 - that's the earliest TOS I have ATM.

>This would be a TSR (of sorts), it would be more compatible with OS' and
>replacement Desktops, and is virtually instant. The problem for a lot of
>people would be that a Desk Accessory to view/play and large number of file
>types would be the large memory requirements... Not a prob with a 14Mb
>Falcon, say, but definately a problem on a 4Mb one.

What about a "shell" DA that identifies the file type by the extension (making proper filenames a necessity!), then looks in a little config file or just in the EXT folder, perhaps, and loads/runs the proper player? Something like CPXes - actually, CPXes might be able to do the job; I don't know how to communicate with 'em, but that's not my problem directly anyhow, not yet, at least.

Biggest problem I can see though is the malloc problem - it would be best if the player EXT could malloc as much as it needs and then free it when done, but I don't know if that works in a DA, either.

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  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

From -5973503988047400201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb0f14cd358e0524,start
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: More Atari Computing
Date: 1996/11/20
Message-ID: <848527310@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197778623
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2390087481@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 8e75d739
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14

x-ftn-msgid: 205:323/101.24@mbh 32937fce
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> >> Wrong, people with such powerfull machines are still people playing
> >> games so now and then. Having overscan hardware is nothing special,
> >> nor expensive. I
> >
> > I would wonder why someone who has "upgraded" to a machine capable of
> > so much, would want to play a game that can at most only manage 16
> > colours and in comparison to there machine would be classed as slooow,
> > for example, the games I make would look very silly on my pc, if you
> > see what I mean :)

I am not talking of PC's, I am talking about Atari power users. People with processor accelerators, TT's (or better), enhanced hardware. On TOS parties only 16MHz or fatser machines are allowed to connect to the MIDIMAZE network. This to speed up the game. We used to get enough machines for a good game.

There aren't much games specially written for TT's and better so it's either palying GEM games and (patched) ST games or playing no games. Gem games are nice because you can play them while the C compiler is working it's way through your multi-megabyte C source.

> > Dunno about Highsoft, I am having real trouble finding more than a
> > couple of users, but STOS (although I am biased) is used widely, its
> > very common and every single PDL is packed with STOS written programs,

Again, wrong, you are seeing the english speaking Atari world. Asuming a PDL is some sort of public domain disk lets have a look a the ST Computer public domain pages (ST computer is a German Magazine):

- Don't wory, be happy!, Gem version of ludo
- Nanjing, Gem game (Acc or program)
- Sokoban, Gem version of sokoban.
- Invers, Gem game..

and so on..

The april 1995 edition has ten new disks, 4 of them containing Gem games, I am realy wondering how much of those games where written in STOS (none I think), Gfa Basic, C and assembly, can't see though, it isn't mentioned.

> > Is Omikron still a live product, I presumed it was an old BASIC?

Hmm, there is someone telling STOS is the best basic for game programming, doesn't know what other basics are doing! Well let me inform you: The newst

Omikron basic is vs 5.02 from 19-05-1996. It's now running on the MagiC OS too (Mgic, MagiC Mac, MagiC PC). So you can program your games on those OS's and they will work on those OS's (unless you choose to use computer specific features, like DMA sound, our direct acces to special hardware registers..).

What about STOS updates? Which is the old basic?

> And I take it all the messages are in German?....personally I would

Ofcourse, it's a German newsgroup. Stunning, a bunch of german Atari users are cabable of producing more messages than the english speaking 'the rest of the world'.

>>Again the difference, the emulator is called Magic (Mac/PC) and is
>>an complete OS (second german emulator is TOS2WIN).
> eh? I do not understand your last comment? Gemulator can use TOS 206
> and in fact is reccomended, and STOS does work under Gemulator on a
> PC

Gemulator is not THE ST emulator. You have Magic Mac for emulating an Atari on a (power) Mac and Magic PC for emulting an Atari on the PC. Those emulators are comming with the MagiC OS (in fact the emulator can boot from any ST rom image, but that is not documented).

Bye, Hans Wessels

From -34362150512701884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35cce23fb9c6e241,start
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Das Profibuch
Date: 1996/11/20
Message-ID: <848527855@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 197799076
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2390087481@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 8e75d739
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 329381ef
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:

> sorry? profibuch ?

Yes, the holy Atari bible. C.a. 1500 pages Atari knowledge. Let me give the index:

Part I - TOS - Atari's OS
  Chapter 1: BIOS and XBIOS
  Chapter 2: GEMDOS
  Chapter 3: VDI-OS routines
  Chapter 4: AES-OS routines
  Chapter 5: X-Control
  Chapter 6: Programming and Userinterface guidelines
Part II - The ST harware
  Chapter 1: The CPU
  Chapter 2: The Graphics System
  Chapter 3: The Soundgenerator
  Chapter 4: The MFP 68901
  Chapter 5: The serial port
  Chapter 6: The parallel port
  Chapter 7: The ACIA's in the ST
  Chapter 8: The Floppydisk interface
  Chapter 9: The ACSI port
Part III - The TT hardware
  Chapter 1: The MC68030
  Chapter 2: The MC68882
  Chapter 3: ROM and RAM in the TT
  Chapter 4: The TT videocontroller
  Chapter 5: Und weil's so schoen war - Another MFP in the TT
  Chapter 6: The TT SCSI port
  Chapter 7: The SCC
  Chapter 8: The VME-bus in the TT/Mega STE
  Chapter 9: The system control unit in the TT/Mega STE
  Chapter 10: The Clockchip in the TT
  Chapter 11: Other things about the TT
Appendix:
  A: BIOS, XBIOS and GEMDOS error numbers
  B: Important OS structures
  C: Keyboard Scancodes
  D: ASCII table
  E: System font
  F: Patch variables in AHDI
  G: the IMG format for Rasterpictures
  H: Short intro into C
  I: Usefull tools for programmers
  J: The STE hardware
  K: The realtime clock of the MEGA ST(E)
  L: The MC68881 coprocessor in the MEGA ST(E)
  M: Short overview of the hardware registers
  N: The chip pinnings
  O: Further reading

It tells you all you want to know about your Atari. How to do Gem programming, the serveral OS routines, but also how to program the floppydisc controller or the serial port. There are even schematics of the hardware implementation of the serveral IO ports.

It's usefull for programmers who want to do their programs in Gem, but also for those who want to write a DMA disk routine or do hardware modifications.

Hans Wessels

From 6557280395704660488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/20
Message-ID: <32935b61.2475590@news.airtime.co.uk>
X-Deja-AN: 197934197
references: <32868305.7619628@news.airtime.co.uk> <848502351.2@cs.york.ac.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 20 Nov 1996 15:05:51 GMT, in comp.sys.atari.programmer you wrote:

>>: STOS is better than GFA and Highsoft AND any other BASIC for making
>: games, I would also say that for making games it kicks the arse out of
>: C....

>Hmmm! Been on those soft drugs then? On what measure do you think that

 No, cheap wine, probably has the same effect, is cheaper and legal
:))

>STOS is better than any of the above? You use different programming

 "what measure"? thats easy, from what I can see ? simple as that! I
can see good STOS written games, cant see sod all from anyone else in
BASIC ?

>languages to give different results. For instance STOS is perfect for
>games which make small demands on the CPU, or to cobble things together

 ho dear?...sorry but you really must check out something thats made
in STOS thats been upgraded, ie 1996 STOS, the rest of your posting is

I am sure based on old STOS :(....I would be gald to send you
something that will blow your socks off,

STOS HAS BEEN UPGRADED or havent you been following the thread?

>quickly. GFA is perfect for making easy to read, and maintain programs.
>Hisoft (not Highsoft) is better for more traditional basic programming. C
>is for hacky programs that work very fast.

Yes I would probably agree, indeed if you look at other postings you
will see I am trying to find out as much as I can about highsoft
basic, I never said STOS was the best BASIC, the point I am making is
that, if someone wants to make a good game NOW, in BASIC or C, then I
would say that STOS is the best IMHO :), (any many others<G>)

>: Anyone want to prove otherwise ?
>Set your benchmark. What about a Scrolling background, with a number of

Ho hello, someone with the balls to put there program where there
mouth is hey, well go for it!, tell me what you can do in BASIC for a
game, and I will show you better in STOS...do it! or come back and
tell us all why not ?

>sprites? More important than the programming language is the programmer.

hahahaha done it, go to my page and check some of my software, how
about a jigsaw type puzzle made out of a smooth playing video,*.VID
file, split the video up into 30 smaller parts with each part playing
at excatly the same speed and independantly, now give the user the
control over any part, to pick up and drop, but keep the video he
picks up, ie the 30th peice playing,

I have released at least 4 games with very large play areas
consisting of 8 way scrolling and sprites, independant of each other
have a look.....

>For instance I have used all tha languages you mention except Hisoft. I
>use assembly to put the speed, or tricky bits in. Not usually because I

The thread is "best BASIC for gamemaking" not assembly ? tut tut

>cannot do the task in GFA for instance but for two more constructive reasons.
>1. When 'inline'd it works at the same speed in the interpreter as in the
>compiled version.

eeerm SO WHAT ? I can run a STOS program from within STOS at exactly
the same speed as compiled?

>2. It is often easier to program graphics routines in assembly than to
>try and get the programming language up to speed on that task.

Again the thread is "best BASIC" not best language, only an idiot

would say STOS or any other BASIC is better than assmebler, please
stop moving the goalposts ?

>: I will put STOS games on a head to head with any others, and win...

>That is why most commercial games were written in STOS is it? I have made

 No, the reason STOS never made the commercial market was because when
the ATARI commercial market was in a good position, STOS was crap,
the whole point if you have been following this thread, is that STOS
is the best BASIC for game making today...but yet again you try to
move the goalposts ?

>programs that people could not tell the language (the hallmark of good
>programming), I defy a STOS programmer to hide all traces that it is a
>STOS program.

 ok try H.E.R.O. it fooled the hell out of the magazines when it was
released, enough that when i told them it was STOS they even wrote an
article saying how suprised they where, GET REAL, get in to 1996, you
are still talking about STOS of old, suppose you are still seeing the
STOS fade and the crappy mouse pointer and MBK files, Sheeeesh :(
 Since HERO I have stopped trying to hide the fact that its STOS, what
difference do you think it makes to the person playing the game,
 So a sign of a good programmer is the ability to hide its language,
WHY? thats a daft thing to say ?

>: Who wants to see a game with a green backdrop and scroll
>: bars?...hahaha GEM Phoooey
>Tis not necessary to have these. When you learn how to use the other
>languages better, you wont have to have these bars.

 Tis was a Jest Sire :)

>: C'mon you programmers, lets see you make a decent game NOW
>I also did not thank that programming languages provided gameplay.

 eh?

>: *****************
>: This has been a "lets liven up
>: the newsgroup posting", Did it
>: work ?
>: *****************
>More considered comment on the deficiencies of the above programming
>languages may have been more appropriate.

 I have absoloutly no idea what that last comment meant, can you
explain please ?

>:   Cheers.............!ynoT

>
>Arrrgh. Please tell me that you do not sign your name backwards, this was
>just a freak key selection. Why? Get you n-key rollover sorted.

 waddaya mean why?.....hahahaha.....why not?....ynoT..GEDDIT!

>Atari Enthusiast, with a burned computer. Alas. GFA is the bast anyway!

 NOT FOR GAME MAKING ITS NOT, or would you like to prove otherwise, or
are you all talk as well ??????
 I can show you a game made recently in STOS that is not fantastic,
but is reasonably good, You show me something

 All these people quick to debate the point that STOS is the best
BASIC for making games, yet not one of you can show me ZZZZzzzzzz

 ALL TALK THE LOT OF YA! HAHAHAHAHAHAH :)

 <Serious Smile>

                    Cheers.....!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 265692572673902046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/14
Message-ID: <328b1ad2.14133239@news.airtime.co.uk>#1/1
X-Deja-AN: 196432962
references: <847919593@p24.f101.n323.z205.mbh.org> <56etd5$4lr@m1.cs.man.ac.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 14 Nov 1996 10:48:05 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>>When you can create your own
>>libraries it doesn't matter anymore wich language you choose to write the game
>>framework in.

>
>Hm... yea, this could well be true...

 From your point of view maybe Anthony, but if you look at it from the view of a STOS BASIC programmer who cannot write his own extensions, he uses the ones you and others have released, he then treats these extensions as upgrades to his language disk, this is after all what the whole concept of extensions was built in for?
 So your average BASIC programmer uses the extensions as upgrades to STOS, thus he is still using STOS BASIC, albeit an updated version, therefore anything he produces can (without stretching the imagination) be classed as written in STOS

>>Most mordern languages allow you to call external routines in a
>>more or less easy way.

>Yes. STOS does this.

 Yes it does, as most other lnguages allow this, as pointed out, then they are on a par?

>>So it ends in a game where al the main game routines are assebly and only some
>>disk routines and initialisation is done in the original language you started

 poppycock!

>>with. (I have done that once, converting every routine that used more than 1% of
>>the total execution time to assembly.)

 How can this be true, I use extensions and any add ons I can find, yet I only know BASIC, hmmm how can I put this?, no matter what I do in my program, however way you look at it, it will all be done in STOS using STOS BASIC commands, therefore the end result will be a STOS written game?

>As long as your library routines are efficient enough, then there should be
>no need to convert most of the routines to assembler. Only if there is no
>library routine which does what I need have I turned to assembler... (which
>I put into a library routine, so that other people can use it if they need it...)

 again...to you it is an assembler routine, but if packaged in the form of an extension, and given commands to utilise it, then its a BASIC upgrade :)

>As I said - the lack of proper functions IS a limitation of STOS.

 Sorry Anthony, could you explain that last sentance, whats a proper function? and why does it limit STOS, although I am unsure of what you speak, I have to say that after over 50 releases, I have never felt limited in any way ?

Cheers....!ynoT
  http://www.airtime.co.uk/users/stosser

 INSTIGATING THE STOS AWARENESS CAMPAIGN :)

From 1474095450883558762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/14
Message-ID: <328b1ad6.14137991@news.airtime.co.uk>#1/1
X-Deja-AN: 196433655
references: <Pine.SOL.3.91.961113211943.11033A-100000@student.canberra.edu.au>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 14 Nov 1996 10:37:45 +1100, Yiannis Paschalidis
<u943409@student.canberra.edu.au> wrote:

>
>> hardware without patching (and even then its a bit dodgy). At least
>> with GEM games they (should) work on all versions of ST and derivatives.

 But what GEM games are being developed now?, none?

>I must disagree with that comment as my latest production is
>Falcon-specific and was written in a mixture of STOS and assembler.

 So STOS is the shell, and you are using assembler as add on's yes?

 When you sit down to write your game, is it STOS you boot up?

Cheers....!ynoT
  http://www.airtime.co.uk/users/stosser

 INSTIGATING THE STOS AWARENESS CAMPAIGN :)

From -6185011494282404674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,28f328479f6e864a
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: Gribnif Web site Where?

Date: 1996/11/14
Message-ID: <328B1E39.446B9B3D@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 196433701
references: <328B08B5.A3@eng.derby.ac.uk>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.4 sun4m)

Dale Philip Needham wrote:
>
> Hello, I found the Gribnif web site a few days ago, And planned on
> downloading the Geneva patch (3 to 4). However the **&^%$&^ PC crashed
> during the download and the site wasn't in the bookmark file at the
> time. Can anyone point me in the right direction to find the site?
>
Sure can. It's http://www.pair.com/gribnif

Grab the new 4 to 5 upgrade while you're there. Then you'll have the
very latest version.

From -8230617818247995811
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/14
Message-ID:
<Pine.GSO.3.95Lrindlow.961114161421.24910F-100000@tiny.lysator.liu.se>#1/1
X-Deja-AN: 196453073
references: <56a226$6lu@commserv.fb1.fhtw-berlin.de>
<56euhj$bi3@commserv.fb1.fhtw-berlin.de>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 14 Nov 1996, Juergen Oppermann wrote:

> hm, i opened a vworkstation and compared the handle for the vdi
> with the handle i got from graf_handle() for the aes ...
> they are different - i would have expected that graf_handle
> would give the same back as in the opnvwk() ... ?!

No, that's the point of opening virtual workstations with v_opnvwk().
Even though it does use the same screen for all output, all attributes,
such as line style and colour, marker height and color aso are specific
for the virtual workstation you open.

You may also open more than one virtual workstation, if you like. This can be very useful if you regularly use two (or more) different attributes, so that you don't have to change them all the time.

Greetings,

Tomas

--
NoBrain/NoCrew
tomas@nocrew.pp.se
http://www.lysator.liu.se/~tobe

From 7148677569332959937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63416527e1ad32aa
X-Google-Attributes: gid1115ce,public
From: jdaddin9@airmail.net (Jared Addington)
Subject: Re: ?GFA Basic Compiler and Inline Assemble
Date: 1996/11/14
Message-ID: <56g0ec$hf9@library.airnews.net>#1/1
X-Deja-AN: 196501579
references: <328A4734.7ED6@mediascape.de>
organization: Internet America
newsgroups: comp.sys.atari.programmer

>Who knows about GFA Basic on ATARI ST?
>I wrote a program with Assembler Code included (poke into RAM from DATA
>lines). It works perfectly in the interpreter mode, compiles without
>error, but the resulting PRG file crashes when invoking my assembler
>routine.
>Is this normal, or what?

You may want to review your compiler settings. There some options pertaining to external calls. You may also check to see if you need to be in supervisor mode for the area of memory you are poking data into. (ie. protected system memory).

-Jared

From -4665220215954699095
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,4dbfd0b2ffefc36e,start
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: OS Extension concept
Date: 1996/11/14
Message-ID: <56fs3h$afk@ornews.intel.com>#1/1
X-Deja-AN: 196504084
organization: Atari Computing Magazine USA
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per message be assessed on unsolicited commercial email.
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

Had a thought (I know, mark the calendar! <G>) and, while I am not competent to implement it, surely there's someone here who is.

One feature that TOS lacks is the ability to add extensions easily; that is, while I can install any file type to call an application, that app will open a workstation (in most cases) and display something on the screen while running.

I'd like to see the ability to simply double-click on, say, a WAV file and have it play through an "extended OS" which doesn't use any screen memory at all. Such an extension ot the OS would, I imagine, have to load in the AUTO folder before GEM starts, and would add the supported filetypes to the internal list of executables; however, when one of the "new" executables was launched, the OS extenstion (let's shorten that to "OSX") would intercept the call and, instead of attempting to /run/ the file, would handle it as data for internal routines that would read the file, determine if it was the proper type (in my example, a RIFF WAV, AU, RA, or other audio file with built-in playback parameter data) and then execute code to do something with the data file (our example audio player would route it to the Yamaha chip, the DSP, or the STe DMA sound microwire). If the data type was unsupported, the usual OSX would let it "fall through" to the usual OS routines for TOS and GME applications.

Comments, suggestions, or explanations of why I am too stupid to live (with charts and diagrams) welcome.

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email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

From 5260194998085361355
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a

X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/14
Message-ID: <848012222@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 196541775
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <559643904@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk 215b7d00
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 328ba3be
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
 >> No, a midrange car brings you to every place you want. If you want
 >> maximum prestations you have to tune and modify your car...
 >
 > Are you saying BASIC games dont look as good as eeerm something else,
 > if so then thats total rubish!

No, I am telling you that while programming and optimizing your game you will get to a point that your standard (or library) routines can not improve your speed anymore and you will have to write your own, very specific routines to improve the game more.

 > hmmm "might" ?, I say might NOT, I am willing to show that STOS BASIC
 > is the best for making games in 1996 between any other BASIC and even
 > C, That was the original question

Yep, and I am trying to tell you your statement is too general. I am quite sure C or Gfa basic are far better to produce a game working under GEM running on every Atari under every resolution and TOS version.
Example? Nethack (it was written in C\C++) works in ST LOW, ST LOW overscan (400x240), ST HIGH, ST HIGH overscan (720x480) and on the different TT resolutions. I even expect that game to run on a Hades 060 or Magic Mac. What about text adventures? That are games too! If I had to do a text adventure my primairy choice would be C! You told me that making games is making games so these types of games are not to be excluded.

 >> Civilization is done in C and Colonial conquest too. I don't know the
 >> amount of assembly that's used in those projects. It's quite easy to
 >> design your code in
 > C
 >

> Neither do I, so surely that excludes them from the debate ?...next:)

No, lets say they used a graphics library someone wrote. I think the amount of assembly code in Colonial Conquest is quit low because it runs on a TT and gets a great performance improvement from a screen
accelerator.

> Yes they do don't they...and IMHO are STILL as usefull as a glass
> brick?

Just as games are?

> Then how do you know its great and how do you come to the conclusion
> that it is better than a STOS game ?

Well, I was not telling you it will be better than a STOS game, I was telling you they were making a great game in Gfa. I know it will be a great game because someone with a good taste for games was telling me so.

> Here we go again, WHY does everyone have to base there opinions and
> debates on STOS of old, STOS HAS BEEN UPGRADED! how many times does

Yes, reading this newgroup I understand all works fine on a falcon as long as you write your own keyboard routines. No problem for you, you will call it a upgrade (I would call it a cludge) and for a new piece of hardware you will have to wait untill someone cares to 'upgrade' your basic so you can use the new features, C however will produce working code for the new hardware.

> this have to be said, TOS compatability is no longer a real problem,
> or at least it need not be, I admit to having problems with making my
> software run on a TT and certain Falcon configurations, but no more
> than game makers using other programming launguages, certainly the
> old TOS 206 problem no longer exists at all...as well as most other
> tos vesrions,

And what about the new Atari clones? Go back to start and try again?

> No you are thinking correctly, sorta :), are you saying that
> POKE,PEEK, LOKE, LEEK, etc are not BASIC commands, are you suggesting
> that when I VARPTR or maybe when I use BINARIES that these are not
> BASIC commands? memory moves and anything else you wanna mention are
> all valid BASIC programming,

No, I am saying that writing a program that manly exists of peeks, pokes and memory moves is almost the same as writing the code in assembly. Only in assemply you call peek and poke move.

> BTW Hans..do you have an STe? or FM? Can I send you one of my games
> in return for the Demo you wrote ? <SMILE>

I have got an 1040STf with 4Mb of memory. Please send me one of your games. But send it to: mr_ni@mst.tn.utwente.nl . It's my e-mail adres at the university and

it's a lot cheaper for me to get large amounts of data on that adres. I will send you my demo.

From -4728776324122873725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/14
Message-ID: <848012199@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 196541777
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <4051090195@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk f176bb13
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 328ba3a7
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
 > But what GEM games are being developed now?, none?

Some tetris clones, nethack, heard something about a 3d game being developed in germany working under Gem (a midimaze clone? like a
conversion of x_maze?) no hard evidence on this point.

 > When you sit down to write your game, is it STOS you boot up?

No, when I write my code it's the C environment I boot up, including an assembler to make my extensions to C! :-)

Cu, Hans Wessels

From 5045666394333579742
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>

Subject: RE: STOS
Date: 1996/11/14
Message-ID: <848012274@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 196542993
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <484584111@student.canberra.edu.au>
x-ftn-reply: student.canberra.edu.au 1ce22aaf
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 328ba3f2
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Yiannis Paschalidis wrote:

> code. It's "banks" are a feature that I have not seen in any other
> language and are much nicer than "malloc"-ing memory all over the place
> :)

Please tell me about it. I have heard STOS memory management is one of the worst available. Scavy programed chipmon II in STOS. It worked fine on a 4MB STe. However on 1MB ST you had to wait ages for STOS to complete its garbage collections.

Hans Wessels

From -1754686318354213681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/14
Message-ID: <848012297@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 196543094
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3523776999@m1.cs.man.ac.uk>
x-ftn-reply: m1.cs.man.ac.uk d20891e7
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14

x-ftn-msgid: 205:323/101.24@mbh 328ba409
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> Nope, you cannot create local variables. However, you can easily create
> a stack, and handle it yourself. But why not convert the recursion into
> a while loop? (all recursive functions can be converted into this more
> spacially and computationally efficient form)

No, you can nor convert any recursion into a while loop, at least not without a sort of stack emulation. Comming to that point I am sure it's faster to and more memory efficient to use the build in stack mechanism of the 68000.

However most standard examples of recursion in programming courses are examples of 'false' recursion. A recursive algoritm to calculate x! is a well know example of false recursion. Those false recursions ca be rewritten as a while loop.

But tree traversel routines realy do need recursion. Like routine that outputs the data stored in a binary tree in order:

```
struct node_s           /* definition of nodestruct */
{
  node_s *c_left;       /* pointer to left child_node */
  node_s *c_right;      /* pointer to right child_node */
  key_type key;         /* Key of the node */
};

traverse_tree(node_s *node)
{
  if(node->c_left!=NULL)         /* is there a left child? */
    traverse_tree(node->c_left); /* yep, first print values
                                    in the left part of the tree */
  output(node->key);             /* print value of node */
  if(node->c_right!=NO_NODE)     /* is there a right child? */
    traverse_tree(node->c_right);/* print values of right part of tree */
}
```

Most games don't need those more complex data structures and routines to handele them.

Bye, Hans

From 3612259276562696380

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5c759c47aaa189e,start
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: doom clones
Date: 1996/11/14
Message-ID: <848012249@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 196545078
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3428198062@dux.dundee.ac.uk>
x-ftn-reply: dux.dundee.ac.uk cc5626ae
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 328ba3d9
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Davy Mitchell wrote:
> Casterbridge software part of my web page. The reason I bring it up is
> to ask about movem?? I seem to have it set up right and the routine
> doesn't crash just doesn't do anything!! Does movem really work for
> painting the screen??

I haven't seen you original question but it looks like you are working on a sort block-copy using movem.

On the 68000 movem is the fastest way to move (huge blocks) memory around. The fastest way to copy a block is somethin like this:

```
   movem.l   d0-d7/a0-a7,register_storage ; save registers
   lea       source_adress+length-56,a0   ; end of source block - 56 bytes
   lea       dest_adress+length-,a1       ; end of destination block
;start the copy
   movem.l   (a0),d0-d7/a2-a7             ; load 56 bytes
   movem.l   d0-d7/a2-a7,(a1)             ; write 56 bytes
   movem.l   -1*56(a0),d0-d7/a2-a7        ; load 56 bytes
   movem.l   d0-d7/a2-a7,-(a1)            ; write 56 bytes
   movem.l   -2*56(a0),d0-d7/a2-a7        ; load
   movem.l   d0-d7/a2-a7,-(a1)            ; write
; ......
; until the whole block is moved
   movem.l   register_storage,d0-d7/a0-a7 ; restore registers
```

Notes:
*source and destination adresses have to be even.
*Because we are using the stack you can to this in user mode, or in supervisor

mode with the interupts disabled.
*You can use the routine to write a patern in memory by loading the registers with the right values and deleting the load statements. The routine will write 56 byte blocks so you patern size can be 56, 8, 7,
4, 2 or 1 byte(s).
*If you prepare your data the right way you can use a postincrement instruction ((a0)+) to load the data into the registers. Example, you can copy a screen into a buffer using (a0)+ for the load sequence. The data in the buffer will be 'scrambled'. But when you copy the data back into the screen using the same routine the data will be restored correct.
(move.b (a0)+,-(a1) will store the bytes reverse ordered at the destination adress, but when you copy the data back to the source using the same move.b (a1)+,-(a1) the data will be restored correctly.
Modifying the routine with a post increment source adress has the same effect, only this time 56 bytes blocks will be stored backward.)

I hope this gives you enough information to fix you bug.

Hans Wessels

From -2689814386831708942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/14
Message-ID: <848088760_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 196558171
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <32898D66.167EB0E7@etlxdmx.ericsson.se>
Martyn Tidd <etlmntd@etlxdmx.ericsson.se> said:-

>Guy Harrison wrote:
>
>> Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
>> "child" terminates.
>>
>I've looked this up in both the Atari Compendium and the Lattice C docs
>as well as performing a search through all the Lattice C header files.
>I can't find any trace of this function. Help!

For MagiC (extracts from 2.0 manual intermingled with my waffle) ...

```
#define SHW_IMMED        0  /* PC-GEM 2.x  */
```

```
#define SHW_CHAIN        1  /* TOS         */
#define SHW_DOS          2  /* PC-GEM 2.x  */
#define SHW_PARALLEL     100     /* MagiC       */
#define SHW_SINGLE       101     /* MagiC       */
```

eg. shel_write(mode,gemflag,SHW_PARALLEL,exec,tail);

'gemflag' is usually passed as TRUE for a gem program. FALSE will launch a non gem program into a vt52.prg window for want of a better way to describe it. Have a look at SDUU to see this in action.

The relevent part of appl_getinfo() ...

Function 10:
word 1: available modi ...
     bits0..7 maximum value for sh_wdoex & 0xff.
     bits8..15 Bits from sh_wdoex & 0xff00 which are handled as in multitos.
word 2: 1: shel_write(0) makes previous shel_write() calls invalid (ie desktop becomes the successor) In Tos 1.4 & MagiC.
word 3: 1: shel_write(1) starts the program after termination of the current one (Tos 1.4 & MagiC).
     0: starts the program immediately (multitos).
word 4: ARGV via sh_wiscr() supported (1) or not (0).

As I do not have access to multitos I have made no attempt to be compatible with it. As such, I pass mode=1 currently.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -4034507320464181370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3e7b2b4fdb51581
X-Google-Attributes: gid1115ce,public
From: ceebti@cee.hw.ac.uk (Brian Thomas Innes)
Subject: Re: Assembler
Date: 1996/11/14
Message-ID: <E0uxCA.40C@cee.hw.ac.uk>#1/1
X-Deja-AN: 196804095
sender: news@cee.hw.ac.uk (News Administrator)
references: <5674bq$2ap@balaena.bio.vu.nl>
organization: Heriot-Watt University

newsgroups: comp.sys.atari.programmer

In article <5674bq$2ap@balaena.bio.vu.nl>,
   lvzon@bio.vu.nl (Levien van Zon) wrote:
>Anyone know where I can get a good (free) assembler?
>
>   -=Levjenno
>

     Hi, I got a free copy of Devpac GenST 2 with an pld ST User mag.
Somebody might be willing to give you the mag with disk....

     OR, GFA Assembler came with an old STFORMAT.

     Bye!

          Brian T. Innes

From 5899122310508579509
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: STOS
Date: 1996/11/15
Message-ID: <yvvwwvn7orz.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 196613368
sender: emwoll@bowmore
references: <4051090195@news.airtime.co.uk>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

Hans Wessels <mr_ni@mbh.org> writes:

> > But what GEM games are being developed now?, none?
>
> Some tetris clones, nethack, heard something about a 3d game being developed in
> germany working under Gem (a midimaze clone? like a
> conversion of x_maze?) no hard evidence on this point.

Where did you hear this? Could be cool to run a 3D game at the same time as
Papyrus. :-)

I have tested Ikarus (3D world running in GEM) on my Afterburner040 and it's
actually realy nice (walking wireframe people, flying birds, cars etc.). Something
like this could be realy playable running in a GEM window on a decent machine.

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -7658227005849975158
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d8cd641c34b281d,start
X-Google-Attributes: gid1115ce,public
From: bjr@edison.ebicom.net (Brian Roland)
Subject: Questions about STOS
Date: 1996/11/15
Message-ID: <56hc77$qsj@einstein.ebicom.net>#1/1
X-Deja-AN: 196617861
organization: EbiCom.Net
newsgroups: comp.sys.atari.programmer

Aloha...
I'd like to write some small custom programs for personal use... Some include simple midi programs...printer drivers...and the like... Also would like to delv a little into multi media type applications such as Music Tutorials...perhaps even relase a CD for Music Theory and Jazz Improv studies.

Basicly, I'd like to know if STOS would be a good package to use for this kind of stuff. It seems like it would be a great package for creating "educational" software since it must be pretty graphicly adept to handle arcade games! How does it score on using the various ports... I guess that's the key question. I can also invision some WAY COOL games that use a MIDI KEYBOARD as the input device rather than a joystick. Imagine having 64 to 88 keys to assign various functions! Not to meniton that most keyboards have at least one slider, a pedal, and those groovy wheel controlers!

A long time ago I purchased Mark Williams C for my old STf... It doesn't work on my Falcon...and I never learned to program in C anyway. I like the idea of using basic commands to call function libraries...does STOS allow this? I.E. could I find a module compiled from C, or Assembler, or whatever...and call for it/pass paramaters using STOS? If so...I'm assumeing the STOS compiler will let you mix different binary modules in the final compilation? This would ROCK!!! It'd be like having the flexability of C to call functions from various compiled modules...but being able to write the MAIN body of the program in BASIC (which I know fairly well syntex wise).

Brian

From -5100521927587109118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/15
Message-ID: <vyz7mnny535.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 196633141
sender: schwab@issan.informatik.uni-dortmund.de
references: <56a226$6lu@commserv.fb1.fhtw-berlin.de>
organization: Dortmund University, Germany
newsgroups: comp.sys.atari.programmer

Juergen Oppermann <joogn@FB1.FHTW-Berlin.DE> writes:

|> hm, i opened a vworkstation and compared the handle for the vdi
|> with the handle i got from graf_handle() for the aes ...
|> they are different - i would have expected that graf_handle
|> would give the same back as in the opnvwk() ... ?!

Note that the handle you get with graf_handle() is of the *physical*
workstation. The AES already did the v_opnwk(), which you would have to
do yourself if you want to use the VDI before the AES is started (eg. in
an auto folder program).

In general, the handle that you pass to v_opnvwk() must always be of the
physical workstation, as returned by v_opnwk().
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From -5473194391988840467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/15
Message-ID: <56ho8f$5jc@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 196640469
distribution: world
references: <848012297@p24.f101.n323.z205.mbh.org>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <848012297@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org>
writes:
>Anthony Jacques wrote:
>
> > Nope, you cannot create local variables. However, you can easily create
> > a stack, and handle it yourself. But why not convert the recursion into
> > a while loop? (all recursive functions can be converted into this more
> > spacially and computationally efficient form)
>
>No, you can nor convert any recursion into a while loop, at least not without a

Hmm... I'm sure I remember a number of lectures a couple of years ago where
a lecturer explained in (painful) detail how to convert both head and tail
recursive functions into a while loop (using temporary variables).

I could be wrong though... I'll check my notes...

>sort of stack emulation. Comming to that point I am sure it's faster to and more
>memory efficient to use the build in stack mechanism of the 68000.

Well, if you can avoid using a stack and repeated function calls you are
going to have a lot of memory accesses (=slow) and branches (=lots of
hard to pipeline code [not relevent to Atari's, AFAIK]), and as for
spacial efficiency, you have to have a large stack, otherwise you'll
get stack overflow...

>However most standard examples of recursion in programming courses are examples
>of 'false' recursion. A recursive algoritm to calculate x! is a well know
>example of false recursion. Those false recursions ca be rewritten as a while
>loop.

Yes, I know that some textbooks give stupid examples, but I have a vague
memory of a proof that it can (theoretically) be done for all cases...

>But tree traversel routines realy do need recursion. Like routine that outputs
>the data stored in a binary tree in order:

Certainly no obvious way...

>Most games don't need those more complex data structures and routines to
>handele them.

Correct - except for 3d games. (BSP trees, for example)

Anthony

--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From -1833487210274779719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/15
Message-ID: <56ht76$8c3@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 196654500
references: <Pine.SOL.3.91.961115210635.16775A-100000@student.canberra.edu.au>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <Pine.SOL.3.91.961115210635.16775A-100000@student.canberra.edu.au>,
Yiannis Paschalidis <u943409@student.canberra.edu.au> writes:
>
>On Thu, 14 Nov 1996, Hans Wessels wrote:
>
>> Please tell me about it. I have heard STOS memory management is one of the
>> worst available. Scavy programed chipmon II in STOS. It worked fine on a 4MB
>> STe. However on 1MB ST you had to wait ages for STOS to complete its garbage
>> collections.

>I've never had any problem with garbage collections before, so he must
>have been doing something wrong :)

I seem to remember that there was a bug in the first version of STOS
which caused problems with garbage collection. IIRC this has been fixed
since about 1990.

:-)

Anthony
--
```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From -50270724375673401
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: RE: STOS
Date: 1996/11/15
Message-ID: <Pine.SOL.3.91.961115210635.16775A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 196655636
references: <484584111@student.canberra.edu.au>
<848012274@p24.f101.n323.z205.mbh.org>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: University of Canberra, Australia
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Thu, 14 Nov 1996, Hans Wessels wrote:

> Please tell me about it. I have heard STOS memory management is one of the
> worst available. Scavy programed chipmon II in STOS. It worked fine on a 4MB
> STe. However on 1MB ST you had to wait ages for STOS to complete its garbage
> collections.

Ok... all variables (except arrays) are dynamically allocated on a heap and are global since STOS is not procedural. If you are doing a lot of string manipulation, there *will* be a lot of garbage getting built up. You can manually force a garbage collection at any time though to make sure that it doesn't occur at a bad time.

STOS reserves its memory banks from the top of memory downwards (ie. bank 15 will always be near the end). So all constant data should be put in higher banks and workspaces in lower banks if you are to be constantly reserving and deleting banks. When you delete or reserve a bank, STOS does a lot of work shifting the lower banks around...

The nice thing about banks is that you can use them for just about anything (I have even used them for storing strings >65535 characters long) and it is very easy to access them. Their best feature IMHO is that you can use them for including binary data in your programs eliminating all those horrible little files like you see with programs written in C. :)

I've never had any problem with garbage collections before, so he must have been doing something wrong :)


```
     /"(   _   )"\     .-------------------------------------------------------.
    / . \/^\/ . \    | Yiannis Paschalidis / Alias "X"   ...  Nuclear waste  |
   /  _)_`-'_(_  \   | u943409@student.canberra.edu.au   |||    fades your   |
  /.-~   ).(   ~-.\  | tp943409@ise.canberra.edu.au     / | \     genes!     |
 /'     /\_/\     `\ |    URL -> http://student.canberra.edu.au/~u943409/    |
        "-v-" F'030  `-------------------------------------------------------'
```

From 8824225996008424732
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: RCain@nest.demon.co.uk (Roger Cain)
Subject: VDI opnvwk() really necessary ??
Date: 1996/11/15
Message-ID: <503_RCain@nest.demon.co.uk>#1/1
X-Deja-AN: 196657646
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: RCain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.52) BETA (3) (NON WINDOW VERSION)

Hi joogn@FB1.FHTW-Berlin.DE, on 12 Nov 96 you wrote:

 j> programming an AES-GEM application and being quite lazy
 j> i asked myself if it's necessary (and when: why ?)
 j> to open another virtual workstation if i could use the workstation
 j> of the desktop and therefore just make an appl_init() and
 j> a graf_handle() to work with GEM-windows and AES ?!
 j> any advices ?

As far as I know you are right. There is no point in opening a virtual workstation more than once. The benefit of doing v_opnwkk is that you can get hold of all the parameters of the workstation in one call.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From 1375666246763450645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3e7b2b4fdb51581
X-Google-Attributes: gid1115ce,public
From: RCain@nest.demon.co.uk (Roger Cain)
Subject: Assembler

Date: 1996/11/15
Message-ID: <502_RCain@nest.demon.co.uk>#1/1
X-Deja-AN: 196658116
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: RCain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.52) BETA (3) (NON WINDOW VERSION)

Hi lvzon@bio.vu.nl, on 11 Nov 96 you wrote:

 l>
 l> Anyone know where I can get a good (free) assembler?

Yes. Look for Turbo Assembler by Omikron. It's PD now and works a treat. The
last version I have seen is 1.77. It is available with both English and
German RSC. It generally has file names like T_ASS, TASM177 etc.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From -2333800263231228609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/15
Message-ID: <328c817a.11152875@news.airtime.co.uk>
X-Deja-AN: 196667180
references: <559643904@news.airtime.co.uk> <848012222@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 14 Nov 96 23:56:42 +0100, in comp.sys.atari.programmer you
wrote:

> > Are you saying BASIC games dont look as good as eeerm something else,
> > if so then thats total rubish!

>
>No, I am telling you that while programming and optimizing your game you will
>get to a point that your standard (or library) routines can not improve your
>speed anymore and you will have to write your own, very specific routines to
>improve the game more.

 But where do you stop, suppose you have made your game, its running
at the speed you want, it looks as good as you envisaged, thats it
finished, why would i then want to add more speed?, maybe BASIC does
exactly the job I intended it to do?, I dont have this fixation with
speed that a lot of people seem to have, I envisage a game, make it,
and thats that, if it looks and plays as intended then ok?
 see heartland I just sent you, any more speed and it would look silly
?

> > is the best for making games in 1996 between any other BASIC and even
> > C, That was the original question
>
>Yep, and I am trying to tell you your statement is too general. I am quite sure
>C or Gfa basic are far better to produce a game working under GEM running on
>every Atari under every resolution and TOS version.

 hmmmm I dare say they are, and I do see your point, but who said it
had to be under GEM?

>Example? Nethack (it was written in C\C++) works in ST LOW, ST LOW overscan
>(400x240), ST HIGH, ST HIGH overscan (720x480) and on the different TT
>resolutions. I even expect that game to run on a Hades 060 or Magic Mac. What

 I bet that really impresses the guy sat at home with his trusty ST,
or maybe he wont give a monkeys?

>about text adventures? That are games too! If I had to do a text adventure my
>primairy choice would be C! You told me that making games is making games so
>these types of games are not to be excluded.

 I am sure I made the point....BEST games, comeon surely you are not
suggesting text games are.....well this point could be debated as a
matter of taste,?

> > Neither do I, so surely that excludes them from the debate ?...next:)
>
>No, lets say they used a graphics library someone wrote. I think the amount of
>assembly code in Colonial Conquest is quit low because it runs on a TT and gets
>a great performance improvement from a screen
>accelerator.

But its assembly code, asm is asm, I use BASIC commands, I cant see
how you can say that something using assembler is in BASIC?, there has
to be a line somewhere, I mean you could say that because a BASIC

language was made in assembler then we are using assembler, you have
to stop somewhere,
 a game that has a source listing that consists ONLY of that
launguages BASIC commands is a BASIC program, if you then load in
assembly routines from outside? then its no longer basic is it ?

> > Yes they do don't they...and IMHO are STILL as usefull as a glass
> > brick?

>Just as games are?

 Games can give you a challenge, from the user point of view, what use
is a demo from a user point of view, a game can have an end result, a
high score table for instance, give the player a feeling of having
done something,
 for a programmer, a game and a demo are on a par, probably more goes
into the demo, so the use of a demo is the challenge to program, the
use of a game is the same, but has a use for the user, and although I
didnt make it plain at the time, I did mean that a demo had no use to
the user...well IMHO :)

> > Then how do you know its great and how do you come to the conclusion

>Well, I was not telling you it will be better than a STOS game, I was telling
>you they were making a great game in Gfa. I know it will be a great game because
>someone with a good taste for games was telling me so.

 HEHEHE, sorry, that really did make me giggle...someone told you?,
well I am telling you STOS is best <smile>

> > Here we go again, WHY does everyone have to base there opinions and
> > debates on STOS of old, STOS HAS BEEN UPGRADED! how many times does
>
>Yes, reading this newgroup I understand all works fine on a falcon as long as
>you write your own keyboard routines. No problem for you, you will call it a

 Wrong!....someone with a Falcon will have to back me up here, you can
write your own routines for joystick and keyboard, but you dont have
to, and unless its for some reason I dont know about then I cant think
why, possibly the guy who said this needed it because his routines
work after removing top and bottom borders, but for normal everyday
use, I can use STOS joystick and STOS keyboard commands and they will
work on the Falcon,

>upgrade (I would call it a cludge) and for a new piece of hardware you will have
>to wait untill someone cares to 'upgrade' your basic so you can use the new
>features, C however will produce working code for the new hardware.

 dont understand the term "cludge" but can imagine, are you implying
that having your preffered programming launguage updated as a matter
of progress, to keep up with the times , you mean thats a cludge?

>And what about the new Atari clones? Go back to start and try again?

 what about them, start what again, ALL tos versions can be supported, according to the programmers of the generic fixer, the only reason HADES etc was not included, was because he dident have access to one, or contact with anyone who has one so he can set up the tables, as soon as he has, then I wouldnt see a problem ?...but really? who would want a game on such a machine ?

>No, I am saying that writing a program that manly exists of peeks, pokes and
>memory moves is almost the same as writing the code in assembly. Only in
>assemply you call peek and poke move.

 yeagh, well almost dont hack it!...hehehe BASIC is BASIC, POKE is a valid BASIC command, simple as that IMHO

> > BTW Hans..do you have an STe? or FM? Can I send you one of my games
> > in return for the Demo you wrote ? <SMILE>
>
>I have got an 1040STf with 4Mb of memory. Please send me one of your games. But

 Sent, I look forward to your comments, and would you have instantly known it was BASIC :))

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -5889054087547312652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/15
Message-ID: <328c8388.11678578@news.airtime.co.uk>#1/1
X-Deja-AN: 196667338
references: <484584111@student.canberra.edu.au>
<848012274@p24.f101.n323.z205.mbh.org>
<Pine.SOL.3.91.961115210635.16775A-100000@student.canberra.edu.au>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Fri, 15 Nov 1996 21:21:25 +1100, Yiannis Paschalidis
<u943409@student.canberra.edu.au> wrote:

>> STe. However on 1MB ST you had to wait ages for STOS to complete its garbage
>> collections.

>can manually force a garbage collection at any time though to make sure
>that it doesn't occur at a bad time.

I have made a lot of programs and been involved with a lot of people
making programs in STOS, and had thousands of STOS problems pass
through STOSSER diskzine, NEVER have I seen anyone have garbage
collection problems using STOS 2.6.....

>STOS reserves its memory banks from the top of memory downwards (ie. bank
>15 will always be near the end). So all constant data should be put in
>higher banks and workspaces in lower banks if you are to be constantly
>reserving and deleting banks. When you delete or reserve a bank, STOS
>does a lot of work shifting the lower banks around...

This is true, I can place chip music, sampled sound, quartet and lots
of other sounds in bank 15, then load anything i want from disk or hd
into other banks and the music/sound or whatever goes uninterupted,
caused quite a stir when i had a mod playing while loading text files
from disk....about 2 years ago :)

>
>The nice thing about banks is that you can use them for just about
>anything (I have even used them for storing strings >65535 characters

I load a text file of ANY size into a bank, even packed text using
any of the regular packers on the ATARI then format it into strings,
are get the starting point of each line and put that into a string,
the former is better for search,print routines etc :)

>long) and it is very easy to access them. Their best feature IMHO is that
>you can use them for including binary data in your programs eliminating
>all those horrible little files like you see with programs written in C. :)

A problem with STOS is not being able to re-dim an arrayed variable,
you can place all the data you would normally place into a variable or
dimmed variables into a bank, you can use double and triple dimmed
arrays in stos, ie DIM(A,X,XX), but I havent managed more, but by
using a bank, you can access data with as many branches as you like,
by using a bank, you can then erase the bank and thus free the memory,
unlike using a dimmed array?

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -3663963185135283033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens)
Subject: Re: STOS
Date: 1996/11/15
Message-ID: <56ir3a$7pn@ornews.intel.com>#1/1
X-Deja-AN: 196737569
references: <328b1ad2.14133239@news.airtime.co.uk> <56hmqg$4rm@m1.cs.man.ac.uk>
<328ca300.19735527@news.airtime.co.uk>
x-legal-warning: This is a fax machine under Title 47 USC - damages of $500 per
message be assessed on unsolicited commercial email.
organization: Atari Computing Magazine USA
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <328ca300.19735527@news.airtime.co.uk>,
   stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>On 15 Nov 1996 12:14:08 GMT, in comp.sys.atari.programmer you wrote:
>
>
>>as it can be used to do anything you can do in other languages.
>>It is just a different way of programming.
>
> yes I know what you mean now...but doesnt def? cover this?

Oh, all you guys are just p*ssies! Real programmers write in hex and
enter their code with toggle switches!

<GDR>

  ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
     NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
          email for subscription details and further information
  Europe: acg@coconut.demon.co.uk /|\   USA: atari@teleport.com
---

From 526082273153505625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e198684f5202f368
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,e198684f5202f368
X-Google-Attributes: gid1115ce,public
From: Tom Lamparty <Lamparty@concentric.net>
Subject: Re: HEARTLAND ???
Date: 1996/11/15
Message-ID: <Pine.SUN.3.95.961115192102.14478B-100000@mariner.cris.com>#1/1
X-Deja-AN: 196752545
references: <32877cbb.5681965@news.airtime.co.uk>
<Pine.BSI.3.95.961112091556.27692A-100000@usr05.primenet.com>
<1996Nov13.122508.33829@ludens>
to: thehidden@ludens.elte.hu
x-sender: Lamparty@mariner.cris.com
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Concentric Internet Services
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

On 13 Nov 1996 thehidden@ludens.elte.hu wrote:

>Can anybody tell me where I can download Heartland?
>Sorry but I haven't got the original post, only a reply that has no
>information about it. Please let me know.
>
>Thanks,

OK, here it is! http://www.airtime.co.uk/users/stosser/
Enjoy!

>
>
>The Hidden (aka Sebi)
>
>
>
>
>

```
 Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
 4Meg 1040STe 245MHD 14.4K Modem  | 24hrs 14.4k bps V32 SupraFax Modem
 Sec./Treas. NEOSTAG              | PD/Shareware/Advice/Help
 North East Ohio ST Atari Group   | Support board for Dr. Bobware
```

From -5336125718614729341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/15

Message-ID: <328ca300.19735527@news.airtime.co.uk>#1/1
X-Deja-AN: 196763259
references: <328b1ad2.14133239@news.airtime.co.uk> <56hmqg$4rm@m1.cs.man.ac.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 15 Nov 1996 12:14:08 GMT, in comp.sys.atari.programmer you wrote:

>> Yes it does, as most other lnguages allow this, as pointed out, then
>>they are on a par?

>Yep, although are they used as much as in STOS? (I honestly dont know
>about the other basics, but there are not many C Games programming
>libraries [I know of only 1] publicly available for the Atari)

 Hang about!...the stos extensions are not "game libraries", they are
used in games yes, but are used as much in serious applications, look
at EXTRA, admittedly most commands are for games in some extensions,
but there are many others, look at all the disk copying, sector and
fingy stuff in misty,
 there are many uses for commands that at first would seem to be games
orientated, I have maestro installed, never use it for sampled sound,
but do use the datacopying command as it handles uneven sized chunks
of memory?...

>> Sorry Anthony, could you explain that last sentance, whats a proper
>>function? and why does it limit STOS, although I am unsure of what you
>
>Well, STOS doesn't have the ability to have a functions which are

snippo

>as it can be used to do anything you can do in other languages.
>It is just a different way of programming.

 yes I know what you mean now...but doesnt def? cover this?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 1098705393311279271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a

X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/15
Message-ID: <56hmqg$4rm@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 196832350
references: <328b1ad2.14133239@news.airtime.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <328b1ad2.14133239@news.airtime.co.uk>, stosser@airtime.co.uk (Tony Greenwood) writes:
>On 14 Nov 1996 10:48:05 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
>wrote:
>
>
>>>When you can create your own
>>>libraries it doesn't matter anymore wich language you choose to write the game
>>>framework in.
>>
>>Hm... yea, this could well be true...
>
> From your point of view maybe Anthony, but if you look at it from the
>view of a STOS BASIC programmer who cannot write his own extensions,

Ah, but the the sentance above says 'when you can create your own
libaries' - ie if you can write extensions.

Gotcha! :-)

> So your average BASIC programmer uses the extensions as upgrades to
>STOS, thus he is still using STOS BASIC, albeit an updated version,
>therefore anything he produces can (without stretching the
>imagination) be classed as written in STOS

Yep.

>>>Most mordern languages allow you to call external routines in a
>>>more or less easy way.
>
>>Yes. STOS does this.
>
> Yes it does, as most other lnguages allow this, as pointed out, then
>they are on a par?

Yep, although are they used as much as in STOS? (I honestly dont know
about the other basics, but there are not many C Games programming
libraries [I know of only 1] publicly available for the Atari)

>>>with. (I have done that once, converting every routine that used more than 1%

of
>>>the total execution time to assembly.)
>
> How can this be true, I use extensions and any add ons I can find,
>yet I only know BASIC, hmmm how can I put this?, no matter what I do
>in my program, however way you look at it, it will all be done in STOS
>using STOS BASIC commands, therefore the end result will be a STOS
>written game?

Yep.

>>As long as your library routines are efficient enough, then there should be
>>no need to convert most of the routines to assembler. Only if there is no
>>library routine which does what I need have I turned to assembler... (which
>>I put into a library routine, so that other people can use it if they need
it...)
>
> again...to you it is an assembler routine, but if packaged in the
>form of an extension, and given commands to utilise it, then its a
>BASIC upgrade :)

Yes, thats true. :-)

>>As I said - the lack of proper functions IS a limitation of STOS.
>
> Sorry Anthony, could you explain that last sentance, whats a proper
>function? and why does it limit STOS, although I am unsure of what you

Well, STOS doesn't have the ability to have a functions which are
effectively mini programs. They take input, and return output to
the main program. They can have local variables which cannot be
accessed from elsewhere, and may call other functions (including
itself)

eg. (this is C syntax, btw)

```
int function_1(int a,int b)
{
 int c;

 c=rand(); /* probably not right syntax, but dont flame me. I dont
              use random numbers in C all that often... */
 return (a+b+c);
}

main()
{
 int d,e,f,g;

 d=2;
 e=3;

 f=function_1(d,e);
```

```
 /* f now equals 2 + 3 + some random number */
 g=function_1(e,f);
 /* g now equals 3 + f + some random number */
}
```

So, When in the main function it cannot access any varables called
a,b and c, but when it calls function_1(d,e) varables a and b are
created with the values currently held in d and e. c is created
as well. These new variables disappear when function_1 reaches the
'return' statement.

>speak, I have to say that after over 50 releases, I have never felt
>limited in any way ?

Yes, it is a known problem. If you are not aware of a particular
way of programming, then you do not realise the use of it. Because
you haven't used 'real' functions you are not aware of the power
they give. This is how recursion (not possible without functions
like above, or simulated using a stack) was introduced by one
lecturer.

I'm not saying that STOS is bad because of this 'missing' ability,
as it can be used to do anything you can do in other languages.
It is just a different way of programming.

> INSTIGATING THE STOS AWARENESS CAMPAIGN :)

hehehe.... ;-)

Anthony

--


```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From 5813887845474776892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/15
Message-ID: <328cd796.10798425@news.airtime.co.uk>#1/1
X-Deja-AN: 196975409
references: <848012297@p24.f101.n323.z205.mbh.org> <56ho8f$5jc@m1.cs.man.ac.uk>
organization: STOSSER Software

reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 15 Nov 1996 12:38:39 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>> > Nope, you cannot create local variables. However, you can easily create

>>No, you can nor convert any recursion into a while loop, at least not without a
>
>Hmm... I'm sure I remember a number of lectures a couple of years ago where

>>sort of stack emulation. Comming to that point I am sure it's faster to and more

>Well, if you can avoid using a stack and repeated function calls you are

>>However most standard examples of recursion in programming courses are examples

>>But tree traversel routines realy do need recursion. Like routine that outputs

 even snipped, it still looks as confusing as it did before I snipped
it...you two lost the hell out of me....are we still on BASIC or have
we gone onto knitting patterns <SMILE>

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -2249441007053935802
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e198684f5202f368
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e198684f5202f368
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: HEARTLAND ???
Date: 1996/11/15
Message-ID: <328cd739.10705013@news.airtime.co.uk>#1/1
X-Deja-AN: 197005659
references: <32877cbb.5681965@news.airtime.co.uk>
<Pine.BSI.3.95.961112091556.27692A-100000@usr05.primenet.com>
<1996Nov13.122508.33829@ludens>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

On 13 Nov 96 12:25:08 +0100, thehidden@ludens.elte.hu wrote:

>In article <Pine.BSI.3.95.961112091556.27692A-100000@usr05.primenet.com>,
Katherine L Ellis <kellis@primenet.com> writes:
>> Heartland works fine on the falcon. You have to use stos fix though...

>Can anybody tell me where I can download Heartland?

 funet.fi
 cnam.fr

 from the web page in my sig :)

 ENJOY:)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 1405769972500604972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
Subject: Re: STOS
Date: 1996/11/15
Message-ID: <56hra3$ide@dux.dundee.ac.uk>#1/1
X-Deja-AN: 197203831
distribution: world
references: <559643904@news.airtime.co.uk> <848012222@p24.f101.n323.z205.mbh.org>
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

Hans Wessels (mr_ni@mbh.org) wrote:
: No, I am telling you that while programming and optimizing your game you will
: get to a point that your standard (or library) routines can not improve your
: speed anymore and you will have to write your own, very specific routines to
: improve the game more.
True - but the latest STOS extensions and even some standard commands are
(virtually) as fast as you can get.

: (400x240), ST HIGH, ST HIGH overscan (720x480) and on the different TT
: resolutions. I even expect that game to run on a Hades 060 or Magic Mac. What
: about text adventures? That are games too! If I had to do a text adventure my
Hear Hear !! But those with access to such powerful machines are very few and

if they have that dosh then they won't be playing ATARI games !!

: primairy choice would be C! You told me that making games is making games so
: these types of games are not to be excluded.
STOS has some standard graphic stuff which would make point+click stuff and
even Pawn style games easy to do and animate. Mind you after writing a text
adventure in C++ I would never want to do it in a non-OO langauge!!

: > this have to be said, TOS compatability is no longer a real problem,
: And what about the new Atari clones? Go back to start and try again?
Again very few and STOS programs work on 206 which is the current standard TOS
in emulators eg Gemulator 96

: No, I am saying that writing a program that manly exists of peeks, pokes and
: memory moves is almost the same as writing the code in assembly. Only in
: assemply you call peek and poke move.
                    ^ 2 words ^ @ one word @
Of course thats for big clever grown-up programmers who want to impress by
having complicated looking code :-) :-) ;-)
Does that mean using labels is the same as writing C or BASIC??[G]

agape,
Davy

--
 Davy Mitchell - Computer Science, Dundee University dmitchel@mcs.dundee.ac.uk
       Homepage: http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
         Compline - Christian Night Prayers. Short 10min service.
   10pm on Wednesdays in the University Chaplaincy Centre. All welcome !!

From -573549764670791975
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/16
Message-ID: <848209622_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 196865687
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <56e0rt$m13@infa.central.susx.ac.uk>
  jamesco@cogs.susx.ac.uk (James Cox) said:-

>Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
>
>> > Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the

>> > "child" terminates.
>> >
>
>> I've looked this up in both the Atari Compendium and the Lattice C docs
>> as well as performing a search through all the Lattice C header files.
>> I can't find any trace of this function. Help!
>
>Different documentation uses different names for all the flags -- it might
>not actually be called SHW_PARALLEL (I've never heard of that one).

The poster was querying in reguard to MagiC. SHW_PARALLEL is defined
in magx.h

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 3690863461106036837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/16
Message-ID: <848210662_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 196865705
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <56euhj$bi3@commserv.fb1.fhtw-berlin.de>
  joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann) said:-

>hm, i opened a vworkstation and compared the handle for the vdi
>with the handle i got from graf_handle() for the aes ...
>they are different - i would have expected that graf_handle
>would give the same back as in the opnvwk() ... ?!

graf_handle() returns the physical workstation handle which the system
obtained from the v_opnwk() it issued on gem bootup.

When you open a virtual workstation with v_opnvwk() you pass the

physical handle into it which is overwritten with the virtual one (or failure). Each virtual workstation has its own set of attributes.

The aes virtual handle is stored in the os header as of tos 1.4 up (I think, no docs to hand).

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -1449000542707545925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,28f328479f6e864a
X-Google-Attributes: gid1115ce,public
From: DuaneOD@atlantis-bbs.com (Duane O'Donnell)
Subject: Re: Gribnif Web site Where?
Date: 1996/11/16
Message-ID: <56kokk$5p1@news.wco.com>#1/1
X-Deja-AN: 196883602
references: <328B08B5.A3@eng.derby.ac.uk>
organization: West Coast Online's News Server - Not responsible for content
newsgroups: comp.sys.atari.programmer

>Hello, I found the Gribnif web site a few days ago, And planned on
>downloading the Geneva patch (3 to 4). However the **&^%$&^ PC crashed
>during the download and the site wasn't in the bookmark file at the
>time. Can anyone point me in the right direction to find the site?
>
>Thank you
>
>
>Dale Needham
>email : needhadp@sparcdii.derby.ac.uk
>. >>
>>>
>>> Gribnif Software (NeoDesk, Geneva, Steno, Etc.)

>>> http://www4.pair.com/gribnif/

>>> New update for Geneva, 004 to 005, dated 11/14/96

>>>Duane O'Donnell
>>>email: DuaneOD@atlantis-bbs.com

From 7341951056319462539
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STOS
Date: 1996/11/16
Message-ID: <848259004_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 197028163
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <56ir3a$7pn@ornews.intel.com>
  atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) said:-

>In article <328ca300.19735527@news.airtime.co.uk>,
>   stosser@airtime.co.uk (Tony Greenwood) wrote:
>>
>>On 15 Nov 1996 12:14:08 GMT, in comp.sys.atari.programmer you wrote:
>>
>>
>>>as it can be used to do anything you can do in other languages.
>>>It is just a different way of programming.
>>
>> yes I know what you mean now...but doesnt def? cover this?
>
>Oh, all you guys are just p*ssies! Real programmers write in hex and
>enter their code with toggle switches!

Toggle switches! Positively avant-garde. Bring back plugs and wires!
Nay, use a soldering iron (heated over an open fire of course). :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 503319926513665719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/16
Message-ID: <848259240_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 197028165
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <503_RCain@nest.demon.co.uk>
RCain@nest.demon.co.uk (Roger Cain) said:-

>Hi joogn@FB1.FHTW-Berlin.DE, on 12 Nov 96 you wrote:
>
>
> j> programming an AES-GEM application and being quite lazy
> j> i asked myself if it's necessary (and when: why ?)
> j> to open another virtual workstation if i could use the workstation
> j> of the desktop and therefore just make an appl_init() and
> j> a graf_handle() to work with GEM-windows and AES ?!
> j> any advices ?
>
>As far as I know you are right. There is no point in opening a virtual
>workstation more than once. The benefit of doing v_opnwkk is that you
>can get hold of all the parameters of the workstation in one call.

Trivial example ...

```
font1(h)
{
 vst_alignment(h,0,0,..);
 vst_color(h,RED);
 vswr_mode(h,1);
 vst_font(h,font1);
 vst_point(h,point1,..);
}

font2(h)
{
 vst_alignment(h,0,5,..);
 vst_color(h,GREEN);
 vswr_mode(h,2);
 vst_font(h,font2);
 vst_point(h,point2,..);
}
```

Use of one workstation means code like this...

```
loop {
     font1(h);v_gtext(h);
     font2(h);v_gtext(h);
}endloop;
```

Use of two workstations lets you ..

```
font1(h[0]);
font2(h[1]);
loop {
     v_gtext(h[0]);
     v_gtext(h[1]);
}endloop;
```

:-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 6228741465764720482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: Mark Slagell <sluggo@ames.net>
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/17
Message-ID: <328EF727.18DB@ames.net>#1/1
X-Deja-AN: 197018601
references: <56a226$6lu@commserv.fb1.fhtw-berlin.de>
content-type: text/plain; charset=us-ascii
organization: Iowa State University, Ames, Iowa
mime-version: 1.0
reply-to: sluggo@ames.net
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win16; I)

Juergen Oppermann wrote:
>

> programming an AES-GEM application and being quite lazy
> i asked myself if it's necessary (and when: why ?)
> to open another virtual workstation if i could use the workstation
> of the desktop and therefore just make an appl_init() and
> a graf_handle() to work with GEM-windows and AES ?!
> any advices ?
> o
>
> --
> -
> -- Jo'ogn (; - 030/606 91 85

If you are truly VDI-phobic, you can do a surprising number of things without invoking VDI at all, including simple windowed text. For that you can create an F_TEXT OBJECT to use over and over; to print something, assign your string to the object, set ob_x and ob_y, then do an objc_draw. Besides not having to open a workstation to do this, it seems to simplify the management of clipping rectangles and such.

Once when I was struggling with VDI calls in the writing of my first full GEM app, I tried converting all output to AES object draws like this. It worked, but ran very slowly. I ended up biting the bullet and going back to VDI.

From 689036904578223260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: OS Extension concept
Date: 1996/11/17
Message-ID: <GKRPCBVPUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 197026964
references: <56fs3h$afk@ornews.intel.com>
content-length: 1715
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <56fs3h$afk@ornews.intel.com> Rich Tietjens wrote :

>One feature that TOS lacks is the ability to add extensions easily; that is,
>while I can install any file type to call an application, that app will open
>a workstation (in most cases) and display something on the screen while
>running.

An application need not display anything on the screen. Most do, however.

>I'd like to see the ability to simply double-click on, say, a WAV file and
>have it play through an "extended OS" which doesn't use any screen memory at
>all. Such an extension ot the OS would, I imagine, have to load in the AUTO

Screen memory? I am unsure what you mean here.

If you are refering to the memory where the current screen is stored (also
known as "video RAM"), applications do not allocate their own video RAM
anyway.

So what do you mean?

The effect you want is obtainable by using the "Install Application" option
in the GEM desktop (or the equivalent in an alternative desktop).

I get the feeling I must be missing the point of your idea, however. So please
correct me if my comments don't make any sense.

One thing that relates to this, however, is that when I have a shell script
that starts with, say, "#!/bin/tcsh", tcsh is not started when I double-click
on the item on the desktop. Instead, nothing happens (in the case of Thing)
or the file gets displayed to the screen (in the case of the GEM desktop).
Is this what you are referring to? And even if not, is there any way around
the problem?

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

From -2509396556841075793
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1caf27c16ca4b2d7,start
X-Google-Attributes: gid1115ce,public
From: matt <there@dial.pipex.com>
Subject: IC magazine
Date: 1996/11/17
Message-ID: <848242572.24628.0@ai089.du.pipex.com>#1/1
X-Deja-AN: 197039150
x-nntp-posting-host: ai089.du.pipex.com
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02Gold (Win95; I)

IC magazine is a UK based fortnightly printed Atari publication. It is now in
it's
fifth issue and sold throughout Europe, and is soon to expand to cover the Oases/
Omen

platform.

Is there anything I, as editor, can do to help the programmers of the Atari community?
If anyone out there wants to run a section, occassionally or regularly, that you feel
would help fellore programmers, or if you have any other ideas as to how this newsletter
could help Atari programmers, please contact me immediately.

Also please contact me if you'd like more info about the newsletter.

Please reply this message by email, and not through newsgroup messages.

Thanks for your time,
Matthew Townsend.

From 8547536343476444123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/17
Message-ID: <328f16e7.7984597@news.airtime.co.uk>#1/1
X-Deja-AN: 197041833
references: <848259004_OASIS_@swampdog.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

> In article <56ir3a$7pn@ornews.intel.com>
> atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) said:-

>Oh, all you guys are just p*ssies! Real programmers write in hex and
>enter their code with toggle switches!

 Name calling hey!....But then again did Rich actually write that
message?, having pussy in the content could lead us to believe it was
not him.....
Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -1465825168371023625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/17
Message-ID: <328f2dc8.75288@news.airtime.co.uk>#1/1
X-Deja-AN: 197041839
references: <559643904@news.airtime.co.uk> <848012222@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 14 Nov 96 23:56:42 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>I have got an 1040STf with 4Mb of memory. Please send me one of your games. But
>send it to: mr_ni@mst.tn.utwente.nl . It's my e-mail adres at the university and
>it's a lot cheaper for me to get large amounts of data on that adres. I will
>send you my demo.

OK hopefully you have mangaed to have a good looksy at the game i sent you..its all in basic and the actual source could be viewed in a text editor, ie no machine code etc,

I got your demo done in BASIC, Yes definatly impressed, some of the screens can easilly be done in other BASICs now...I say now, because I think the one you sent me isnt recent, therefore is even more impressive,
Loved the main menu...very nice,

The most impressive screen and the one that easilly stood out was the circle scroller type demo, this is excellent, I have seen circle scrollers in basic, but there where done with line, letters, eeerm drawn using the line command, nothing however as impressive or as smooth as yours,

All this is made even more impressive by the fact that the sound is being replayed not by machine code routines but by your own routines written in the program, thats something I could not do....but then again dont need to :)

Yes impressed by your demo in BASIC...but it doesent alter my opinion that STOS is the best BASIC for making games at this moment in time?:)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -378496615424181671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cf2fd15c87dfaf7,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: HIGHSOFT BASIC 2
Date: 1996/11/17
Message-ID: <328f179e.8167664@news.airtime.co.uk>#1/1
X-Deja-AN: 197042595
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

OK guys same question as I ask on a regular basis, just hopeing that maybe some new blood in the group may be able to answer,

Has anyone got HIGHSOFT BASIC 2, can you send me some simple examples and maybe..hopefully a command listing,
I have the copy from the atari world cover disk, but no commands, no source,

Added question, how do you call the fileselctor from HSB2
how do you retrive the command line info

Is no one using this package yet ?

please please can you refrain from the usual answers, if i could afford a manual, from highsoft then i would buy one, if i wanted gfa then i would get it, what i am after, is what i am asking, that simple?,

PLEASE can someone help <BIG smile>

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 3866209324910481557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83dee727e61e3600,start
X-Google-Attributes: gid1115ce,public

From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Lottery Win Guaranteed - _bigmo2.doc (1/1)
Date: 1996/11/17
Message-ID: <328f730a.17807468@news.airtime.co.uk>#1/1
X-Deja-AN: 197308139
references: <848252794.2186.60@intercal.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

I wonder if postmaster@demon.co.uk will be interested in this?
maybe intercal@demon.co.uk should sod off!

```
>begin 644 _bigmo2.doc
>MT,\1X*&Q&N$`` ``` ``` ``
```

X-Deja-AN: 197732568
sender: benni@phil.uni-sb.de (Benjamin Lorenz)
references: <55l0uo$c6t@learnet.freenet.hut.fi>
organization: WG 4.Stock
newsgroups: comp.sys.atari.programmer

Taneli Mielikainen wrote:

>Should I install it?

If you want a good programming platform, Linux always is a choice.

>I've got only 84KB HDD so Linux could have only
>about 69MB... (And I don't have money... 8[ )

Should be enough for a minimal configuration.

Benni
--
Windows 95 kann alles, wegen der 32 Bit.
Wenn ich 32 Bit getrunken habe, meine ich auch immer, ich k□nnte alles.
(Koschwitz)

From 89316910768552146
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83dee727e61e3600
X-Google-Attributes: gid1115ce,public
From: Kenneth@YiHaEnterprises (Kenneth Normington)
Subject: Lottery Win Guaranteed - _bigmo2.doc (1/1)
Date: 1996/11/18
Message-ID: <848252794.2186.60@intercal.demon.co.uk>#1/1
X-Deja-AN: 197059307
x-nntp-posting-host: intercal.demon.co.uk
organization: INTERCALL
newsgroups: comp.sys.atari.programmer

begin 644 _bigmo2.doc
<uuencoded_portion_removed>
6``` ```
`
end

From 5616984716647211710
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d3b202aad6efc7a,start
X-Google-Attributes: gid1115ce,public
From: Kenneth@YiHaEnterprises (Kenneth Normington)

Subject: Life of Luxury for $5.00 !!!!!!! - _bigmo2.doc (1/1)
Date: 1996/11/18
Message-ID: <848252801.2186.61@intercal.demon.co.uk>#1/1
X-Deja-AN: 197060620
x-nntp-posting-host: intercal.demon.co.uk
organization: INTERCALL
newsgroups: comp.sys.atari.programmer

```
begin 644 _bigmo2.doc
<uuencoded_portion_removed>
6``````````````````````````````
`
end
```

From -2681561265971029054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/18
Message-ID: <56phsk$o2e@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 197199303
references: <328ca300.19735527@news.airtime.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <328ca300.19735527@news.airtime.co.uk>, stosser@airtime.co.uk (Tony Greenwood) writes:
>On 15 Nov 1996 12:14:08 GMT, in comp.sys.atari.programmer you wrote:
>>Yep, although are they used as much as in STOS? (I honestly dont know
>>about the other basics, but there are not many C Games programming
>>libraries [I know of only 1] publicly available for the Atari)
>
> Hang about!...the stos extensions are not "game libraries", they are
>used in games yes, but are used as much in serious applications, look
>at EXTRA, admittedly most commands are for games in some extensions,
>but there are many others, look at all the disk copying, sector and
>fingy stuff in misty,

Yea, ok, point taken. What I meant was that I only know of one C library that has useful things like sprite drawing, block copying etc. (excluding using the standard GEM/VDI libraries - who would use VDI for a scroller? Line-a, yes... [but incompatible :)]

We are, afterall talking about games programming, not demos, or apps or anything else, aren't we? :)

> there are many uses for commands that at first would seem to be games
>orientated, I have maestro installed, never use it for sampled sound,
>but do use the datacopying command as it handles uneven sized chunks
>of memory?...

Yep, I've used it for that as well.

>>as it can be used to do anything you can do in other languages.
>>It is just a different way of programming.
>
> yes I know what you mean now...but doesnt def? cover this?

Partially. It sort of provides this functionality, but not terribly well.
Aren't you effectively limited to a one line function? (I've only used
it once, so dont flame me if I'm wrong. :))

Anthony
--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From 1099184448095177928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e6c8b0e3383a17b,start
X-Google-Attributes: gid1115ce,public
From: J.B.W.Webber@ukc.ac.uk (jbww)
Subject: fix for intout in common.h in gem library.
Date: 1996/11/18
Message-ID: <1755@kiwi.ukc.ac.uk>#1/1
X-Deja-AN: 197203883
sender: J.B.W.Webber@ukc.ac.uk
organization: University of Kent at Canterbury, UK.
reply-to: J.B.W.Webber@ukc.ac.uk (jbww)
newsgroups: comp.sys.atari.programmer

I have not been following this group for a while, so excuse me
if this has already been dealt with.

I think the following small change may be a fix for some gem calls
in the 32 bit mode, to the Atari gem library Patchlevel 31.

I was re-visiting some code I last compiled with the old Alcyon compiler,
and was trying it under gcc. Things were OK using -mshort,
but I was having problems I did not understand with 32 bit ints.

In particular, for the appended short test progran scn.c,
wind_get was not returning sensible values with 32 bit ints.

I moved a copy of wind_get into scn.c, and made the following small change
to common.h - after this wind_get returned sensible values in both modes.

```
#define _control   (&_contrl[0])
#define _int_in        (&_intin[0])
/*
#define _int_out   ((int *)(&_intout[0]))
 */
#define _int_out   (&_intout[0])      /* jbww@ukc.ac.uk 96_11 */
#define _addrin        ((void **)(&_ptsin[0]))
#define _addrout   ((void **)(&_ptsout[0]))
```

The impetus to get things working in 32 bit mode comes from the fact
that pml seems to have some problems with mshort - is this expected ?
In particular, exp breaks, that my code uses.

I got round this by compiling :

```
     gcc -mshort -c graph.c ; gcc graph.o -lgem16 -lpml
```

but mow with the re-built gem.olb, the following works :

```
     gcc graph.c -lgem -lpml
```

graph.c exercises open and close virtual workstation, sizer, fuller, mover,
closer; has a fairly lengthy evnt_multi section, and all seems to work OK
in both 16 and 32 bit modes now, with wind_get now OK.

The only change to graph.c from the Alcyon code, is to evnt_multi
where the two parameters following msgbuf become one :

```
unsigned long interval=(unsigned long)0;  /* was two ints
         */
```

 If you know of any other fixes I might need, I would be glad to have them.

cheers
     beau webber

Here follows scn.c, to test the fix :

```
/*********************************************************************/
/*       show screen facts  J.B.W.Webber 96_11_16       */
/*   gcc scn.c -lgem                                 */
/*   gcc -mshort scn.c -lgem16                       */
/*   needs intout fix to common.h                         */
/*********************************************************************/

/*********************************************************************/
/* INCLUDE FILES                                                     */
```

```
/*****************************************************************/

#include "stdio.h"
#include "osbind.h"
#include "aesbind.h"
#include "common.h"


int wind_getM(int WindowHandle, int What,
          int *W1, int *W2, int *W3, int *W4)
{
    int retval;

    _int_in[0] = WindowHandle;
    _int_in[1] = What;

    retval = __aes__(AES_CONTROL_ENCODE(104, 2, 5, 0));

    *W1 = _int_out[1];
    *W2 = _int_out[2];
    *W3 = _int_out[3];
    *W4 = _int_out[4];

/*
    printf("1 : %d\n",_int_out[1]);
    printf("2 : %d\n",_int_out[2]);
    printf("3 : %d\n",_int_out[3]);
    printf("4 : %d\n",_int_out[4]);
 */

    return retval;
}

main()
{
int  xdesk, ydesk, hdesk, wdesk;/* desktop x,y posn, height,width */
unsigned short Scn[2] ;     /* upper/lower 16 bits of screen address */

  printf (" screen : %p \n", Logbase() );

  Scn[0] = (unsigned short)(((long)Logbase()) >> 16) ;
  Scn[1] = (unsigned short)(long)Logbase() ;
  printf (" screen upper : %d \n", Scn[0]);
  printf (" screen lower : %d \n", Scn[1]);


  printf (" screen res : %d \n", Getrez() );

      wind_getM(0, WF_WORKXYWH, &xdesk, &ydesk, &wdesk, &hdesk);

  printf (" screen posn : %d %d \n", xdesk, ydesk);
  printf (" screen size : %d %d \n", wdesk, hdesk);
}
```

From -5763479711845074084
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e6c8b0e3383a17b
X-Google-Attributes: gid1115ce,public
From: J.B.W.Webber@ukc.ac.uk (jbww)
Subject: raster copy problems
Date: 1996/11/18
Message-ID: <1756@kiwi.ukc.ac.uk>#1/1
X-Deja-AN: 197204776
sender: J.B.W.Webber@ukc.ac.uk
references: <1755@kiwi.ukc.ac.uk>
organization: University of Kent at Canterbury, UK.
reply-to: J.B.W.Webber@ukc.ac.uk (jbww)
newsgroups: comp.sys.atari.programmer

I have been sucsessful in raster copying from one are of the screen
to another, using vro_cpyfm, by first defining a Memory Form Definition
Block for the screen, and the pxyarray defining the areas to be affects.

However what I want to do is copy in/out of linear memory, from/to the
screen.

My understanding is that I have to define a MFDB for the memory with
one single long line (and appropriate pxyarray), with mode 0, then call

```
vr_trnfm( handle, psrcMFDB, pdesMFDB)
```

What little docs I have implies that, copying from memory to screen,
the mode will be toggled and placed in the destination mode. This does not
happen. I realise I fail to understand what vr_trnfm is actually supposed to
do to what.

When I go on to call vro_cpyfm, to copy from memory (all set to 0x5555, to
give grey) to the screen, I get a single line where I expect to copy to,
and the top of the screen few rasters (in the menu bar) goes grey.

any help is appreciated.

cheers
    beau webber

From 5324616485956279122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dbfd0b2ffefc36e
X-Google-Attributes: gid1115ce,public
From: nj1@ukc.ac.uk (N.Jones-Rodway)

Subject: Re: OS Extension concept
Date: 1996/11/18
Message-ID: <16387@gos.ukc.ac.uk>#1/1
X-Deja-AN: 197209969
sender: nj1@ukc.ac.uk
references: <56fs3h$afk@ornews.intel.com>
organization: University of Kent at Canterbury, UK.
reply-to: nj1@ukc.ac.uk (N.Jones-Rodway)
newsgroups: comp.sys.atari.programmer

In article <56fs3h$afk@ornews.intel.com> atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>One feature that TOS lacks is the ability to add extensions easily; that is,
>while I can install any file type to call an application, that app will open
>a workstation (in most cases) and display something on the screen while
>running.

Well, you can already do this with the desktop. What you need are a set of "clickies", and you install these clickies to load and display/play files. You do that with the "Install Apllication" option under the Atari desktop and all replacement desktops have a similar (usually more poewrful) version.

Currently I have clickies installed for MODs, WAVs, FLIs, MPGs, JPGs, GIFs and TGAs. Works a treat :)

The main advantage is they're not resident programs, therefore they don't tie up memory!

Neil.
--

Neil Jones-Rodway UNIVERSITY OF KENT
AT CANTERBURY ####

From 3071688540518052920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/18
Message-ID: <dwilga-1811961127060001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 197251694
references: <848259240_OASIS_@swampdog.demon.co.uk>
organization: Mount Holyoke College
newsgroups: comp.sys.atari.programmer

> >As far as I know you are right. There is no point in opening a virtual

> >workstation more than once. The benefit of doing v_opnwkk is that you
> >can get hold of all the parameters of the workstation in one call.
>
> Trivial example ...
>

One thing to be concerned about, though, relates to backward compatibility. Even though many people these days are using NVDI and other replacements for the VDI, it is worth noting that TOS, by itself, has a static limit on the total number of workstation handles. I seem to recall from testing early on that it was around 20 or so. After this point the v_opnvwk() call will fail.

Using too many workstations in one program will make this limit apparent more quickly, especially if the user is multitasking.

Dan Wilga
dwilga@mtholyoke.edu

From 2813366817696969754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3e7b2b4fdb51581
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: Assembler
Date: 1996/11/11
Message-ID: <847753034@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 196030851
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2768727650@balaena.bio.vu.nl>
x-ftn-reply: balaena.bio.vu.nl a5076e62
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 3287af4a
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

> From: lvzon@bio.vu.nl (Levien van Zon)
>
> Anyone know where I can get a good (free) assembler?

I think the best is turbo assembler 1.7.6 (or 1.7.7 I am not sure on what's the last version. It's fast, has a great debugger (bugaboo) and is realy good in

finding optimisations in you code (conversions of bra in bra.s and move.w adress,d0 into move.w adress(pc),d0 etc.

I think it's available on most Atari ftp sites, but also on most BBS's like Bearbord BBS.

Groeten, Hans Wessels

From 8597971074698256124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: STOS
Date: 1996/11/12
Message-ID: <3288409A.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 195959455
references: <32868305.7619628@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.4 sun4m)

Tony Greenwood wrote:
>
> STOS is better than GFA and Highsoft AND any other BASIC for making
> games, I would also say that for making games it kicks the arse out of
> C....
> Anyone want to prove otherwise ?
>
Agreed. Except that STOS games generally don't work on the higher-end hardware without patching (and even then its a bit dodgy). At least with GEM games they (should) work on all versions of ST and derivatives.

I like STOS a lot and used to write in it all the time (not just games) but it really doesn't work on a Falcon and so I haven't used it for about two years. I was disappointed about that.

Regards
Martyn

From 8826230075304067545
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>

Subject: Re: AES 4.1 Documentation
Date: 1996/11/12
Message-ID: <328855D1.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 195963392
references: <847733144_OASIS_@swampdog.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.4 sun4m)

Guy Harrison wrote:

> Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
> "child" terminates.

Thanks, I'll take a look.

Regards
Martyn

From 4128245743143840041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/12
Message-ID: <569lio$8us@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 195965889
references: <3288409A.41C67EA6@etlxdmx.ericsson.se>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <3288409A.41C67EA6@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> writes:
>I like STOS a lot and used to write in it all the time (not just games)
>but it really doesn't work on a Falcon and so I haven't used it for
>about two years. I was disappointed about that.

<cough, cough>

I beg to differ... STOS does work very nicely on the Falcon - once it
is set up properly. Using appropriate extensions you have full access
to the Falcons extra hardware etc. The only drawback is that it must
be run in an ST compatible resolution (HI as well - you can switch to
/ from ST High with my extension) as the editor/interpreter is not

designed for high-resolution modes.

:-)

Anthony

--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From 4159077364881866140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e198684f5202f368
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e198684f5202f368
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: HEARTLAND
Date: 1996/11/12
Message-ID: <yvvd8xj8tma.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 195966806
sender: emwoll@bowmore
references: <32877cbb.5681965@news.airtime.co.uk>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

stosser@airtime.co.uk (Tony Greenwood) writes:

> Get HEARTLAND from my page NOW!....Hold your breath because
> DIAMOND-ICE is going to hit the ATARI ST sooooon :)

But we who has got Falcons then?

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```


From -1576408408638889384
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/12
Message-ID: <328847ed.910129@news.airtime.co.uk>#1/1
X-Deja-AN: 195967645
references: <32868305.7619628@news.airtime.co.uk>
<3288409A.41C67EA6@etlxdmx.ericsson.se>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 12 Nov 1996 09:17:15 +0000, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> wrote:

>Tony Greenwood wrote:
 After too much cheap boooze BTW but still a valid point I hope:)

>> STOS is better than GFA and Highsoft AND any other BASIC for making
>> games, I would also say that for making games it kicks the arse out of
>> C....
>> Anyone want to prove otherwise ?

 Crikey did I write that hahahaha...anyway its TRUE:)

>Agreed. Except that STOS games generally don't work on the higher-end
>hardware without patching (and even then its a bit dodgy). At least
>with GEM games they (should) work on all versions of ST and derivatives.

 Ok 2 points....No one makes decent games in GEM, certainly not fully
fledged platformers etc, I am talking about 1996 onwards, I am not
aware of anyone even contemplating such a thing?
 Secondly, You can now fix your compiler, this means the games you
compile will be fixed to work on any TOS versions you want, Including
all the Falcon versions, you have to follow a few programming
guidlines, things like not switching resolution anymore?, but if you
own a Falcon then I would say STOS is exactly what you need,

>I like STOS a lot and used to write in it all the time (not just games)

 Same here, Diskzine shells, text readers, multimedia kit, I have
released allsorts of stuff in STOS,

>but it really doesn't work on a Falcon and so I haven't used it for
>about two years. I was disappointed about that.

 AAAARGH what doesent work??? STOS not only works but there are now
upgrades (extensions) that allow you to access falcon specific stuff,
true colour sprites? and and and...ho just everything Falcon,

  If you have a Falcon and want to program, visit my page and look at

the file site, here you can link to Anthonys Falcon extension and
Generic fixer and much more,

STOS works great on the Falcon and now takes full advantage of
everything the Falcon has to offfer...How I wish I had a Falcon:)

Sorry to rant, but its a pet hate of mine, how people tried STOS
years ago, formed an opinion, and decide thats that, THINGS GET
UPGRADED but people prefer to think what STOS used to be like ???????

STOS has been upgraded!!!!!!!! see the STOS.FAQ

<smile>

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 889020618319696726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: STOS
Date: 1996/11/12
Message-ID: <328871B3.167EB0E7@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 195978099
references: <32868305.7619628@news.airtime.co.uk>
<3288409A.41C67EA6@etlxdmx.ericsson.se> <328847ed.910129@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.4 sun4m)

Tony Greenwood wrote:
> Sorry to rant, but its a pet hate of mine, how people tried STOS
> years ago, formed an opinion, and decide thats that, THINGS GET
> UPGRADED but people prefer to think what STOS used to be like ???????
>
> STOS has been upgraded!!!!!!!! see the STOS.FAQ
>
> <smile>

I did take a look about a year ago but couldn't get anything to work
properly. I'm certainly willing to give it another go though. I'll let
you know how I get on.

Regards
Martyn

From -2344628848553828805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670,start
X-Google-Attributes: gid1115ce,public
From: joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann)
Subject: VDI opnvwk() really necessary ??
Date: 1996/11/12
Message-ID: <56a226$6lu@commserv.fb1.fhtw-berlin.de>#1/1
X-Deja-AN: 195994430
organization: Fachhochschule fuer Technik und Wirtschaft Berlin, FB1
newsgroups: comp.sys.atari.programmer

programming an AES-GEM application and being quite lazy
i asked myself if it's necessary (and when: why ?)
to open another virtual workstation if i could use the workstation
of the desktop and therefore just make an appl_init() and
a graf_handle() to work with GEM-windows and AES ?!
any advices ?
o

--
-
-- Jo'ogn (; - 030/606 91 85

From 1606044857061990943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/12
Message-ID: <56a1it$f0t@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 195995381
references: <328871B3.167EB0E7@etlxdmx.ericsson.se>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <328871B3.167EB0E7@etlxdmx.ericsson.se>, Martyn Tidd

<etlmntd@etlxdmx.ericsson.se> writes:
>Tony Greenwood wrote:
>> Sorry to rant, but its a pet hate of mine, how people tried STOS
>> years ago, formed an opinion, and decide thats that, THINGS GET
>> UPGRADED but people prefer to think what STOS used to be like ???????
>>
>> STOS has been upgraded!!!!!!!! see the STOS.FAQ
>>
>> <smile>
>
>I did take a look about a year ago but couldn't get anything to work
>properly. I'm certainly willing to give it another go though. I'll let
>you know how I get on.

Ok...

here is what you do:

install STOS.
---
install files on you HD
run Generic STOS Fixer on BASIC206.PRG
rename to BASIC206.TOS (improves graphics commands)
put fgraphic.exx and faudio.exy in STOS\ folder
run from ST-low (no NVDI... control boot is safest)

The STOS editor should now work.

install compiler
---
install files on you HD
fix (MUST use a Generic fixer) COMP207.BIN
put fgraphic.ecx and faudio.ecy in COMPILER\ folder
compile a program
run it from ST-low (control-boot)

read the manual to Generic STOS Fixer for details on compatibility
issues. Read the manual to STOS Falcon extension for details about
Falcon only commands.

Both are available on the WWW at my pages, or via FTP somewhere...

Falcon extension is shareware, of course...

Anthony
--

```
-------------------------------------+-------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+-------------------------------
```

From -2291906422244036196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b2ea1f8b81e454a
X-Google-Attributes: gid1115ce,public
From: and@sun1.mim.uni-hannover.de (Andreas Kromke)
Subject: Re: MiNT threads - Pfork() ???
Date: 1996/11/12
Message-ID: <569jud$qcc@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 195996301
references: <b67cc$172735.135@hermes> <ersmithE0KsMK.GF7@netcom.com>
organization: MiM
newsgroups: comp.sys.atari.programmer

Eric R. Smith (ersmith@netcom.com) wrote:
: The tfork() call launches a given function in a separate thread.
: When the function returns, the thread is automatically terminated.
: Note that the standard C library is *not* re-entrant, so the
: thread must be very careful about the library calls it makes! (Indeed,
: I'm not certain my example above will work; it probably depends on
: how the library implements form_alert, appl_init, and so on).

There is only one MT safe AES library. I wrote MT_AES.LIB when I
introduced threads (in the UNIX meaning, i.e. one process can have
many threads) in MagiC 5.
Any other AES library will cause crashes.

--

ANDREAS KROMKE

.....
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

From -1399773048951162263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: and@sun1.mim.uni-hannover.de (Andreas Kromke)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/12
Message-ID: <569jo5$qcc@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 195998576
references: <32832AC3.2781E494@etlxdmx.ericsson.se>
<55vf8s$5ue@newsserver.rrzn.uni-hannover.de>
<32872960.41C67EA6@etlxdmx.ericsson.se>

organization: MiM
newsgroups: comp.sys.atari.programmer

Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
: Atari Compendium but, from memory, shel_write() mode 0 was introduced
: with AES 4.

No.

: Attempting to use it under single TOS will result in a
: crash.

No.

: It doesn't crash under MagiC, it doesn't do anything else either
: though.

No.

: AES 4 was designed as multitasking AES. AFAIK, no existing commands
: were changed just new ones added.

No.

: launch programs as child processes of the calling application. Although
: similar, it does not do the same job as shel_write because the child
: program has control of the system until it is terminated whereupon
: control returns to the parent. This is true even under multitasking
: systems (including MagiC).

No.

: This isn't the issue. Adding mode 0 support to MagiC would change
: nothing. All programs that didn't use it would continue not to use it.
: Programs that could use it (such as MultiPlicity and Thought!) would
: benefit but nobody would lose.

No (double negotiation).

: Sorry, I don't undersatnd what you mean here.

I do not, either. This was not a sensible statement.

--

ANDREAS KROMKE

From 7036644096723303689
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: AES 4.1 Documentation
Date: 1996/11/12
Message-ID: <32889B4C.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 196007616
references: <32832AC3.2781E494@etlxdmx.ericsson.se>
<55vf8s$5ue@newsserver.rrzn.uni-hannover.de>
<32872960.41C67EA6@etlxdmx.ericsson.se> <569jo5$qcc@newsserver.rrzn.uni-hannover.de>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.4 sun4m)

Andreas Kromke wrote:

> No. (lots)

Help me out here will you. I take it from "No" you disagree with what I have said. An explanation as to why might have helped. I'll be the first to admit I'm not the world's greatest GEM programmer and in the absence of any MagiC programming documentation that I can read, I can only go by my own experience.

When I wrote MultiPlicity it worked perfectly under single-TOS (using Pexec) MultiTOS and Geneva (using shel_write() mode 0). I bought MagiC 4 when it became available and MultiPlicity wouldn't call external programs under it. This was because shel_write() in mode 0 did not work under MagiC 4. I haven't tried it under v5 since the AES is still 3.99 and therefore I assume that no changes have been made here. I spent two weeks trying to get MagiC to behave as I expected it to before opting for the AV solution.

Lets be honest here. MultiPlicity was written as my final year project at university. Its primary function was to get me good marks and a good degree (which it did). The two lecturers whose job it was to assess my project only knew as much about Atari computing as I told them. I could therefore have got away with demonstrating MultiPlicity under Geneva and made NO attempt to get it work with MagiC and still have got the same mark. It was important to ME though it worked under MagiC which is why I spent time I could ill afford trying to make it do so. I readily admitted in the docs that my answer was not a solution but a workaround and I would continue to look for something better. I haven't found it yet but you are talking as you know the answer but just don't want to share it. If you really do how to do this then I would appreciate your help. Even if you don't, please try to substantiate your claims with something more than arrogance.

Incidently, why should I want to lie about MagiC? I don't have a

warehouse full of alternatives that I can't shift and trying to
discredit any Atari software does no one any good. I am simply stating
what I see to be the truth. With one or two caveats I think MagiC is
wonderful - it's just not perfect and I don't see why I shouldn't be
allowed to state that. On the shel_write() issue I would be quite happy
to proven wrong since it would solve a lot of problems. I don't like
the AV workaround any more than you for the reasons previously stated.

Regards
Martyn

From -7161875052270418571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83bab2a688ad7800,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GEM problem
Date: 1996/11/12
Message-ID: <847896182_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 196011915
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <5674fo$2ap@balaena.bio.vu.nl>
lvzon@bio.vu.nl (Levien van Zon) said:-

>I recently began programming a GEM application again,
>I haven't done that since I quit programming in GFA Basic
>and went on to learn C about two years ago...
>It took me hours just to get a slider in a dialog to work,
>as I have little GEM docs...
>(I ended up using the GFA documentation on GEM :-)
>
>Anyway, there's one thing I just can't figure out:
>Even though I do a form_dial(FMD_START,...), mouse clicks seem to
>be getting "shared" between my dialog (plain-old-non-modal type)
>and a background application (for instance TOSWIN or the Desktop).
>I use Sozobon C 2.00x (with XGEMFAST libs) and MultiTOS.
>Anyone know what's wrong here?
>
>   -=Levjenno
>
>PS. I call form_dial() in the following manner:
>
>int   x,y,w,h;
>form_center(tree,&x,&y,&w,&h);
>form_dial(0,x,y,w,h,x,y,w,h);
>

```
>/* Dialog stuff (using form_do) */
>
>form_dial(3,x,y,w,h,x,y,w,h);
```

You need to stop the screen manager getting in on the act by blocking it - otherwise apart from pinching your keys, it will let windows scribble over your dialogue ... :-)

```
wind_update(BEG_UPDATE/*1*/);
wind_update(BEG_MCTRL/*3*/);
form_dial(FMD_START...)
..
form_dial(FMD_FINISH...)
wind_update(END_MCTRL/*2*/);
wind_update(END_UPDATE/*0*/);
```

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 343101054800718177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e198684f5202f368
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e198684f5202f368
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: HEARTLAND
Date: 1996/11/12
Message-ID: <Pine.BSI.3.95.961112091556.27692A-100000@usr05.primenet.com>#1/1
X-Deja-AN: 196012357
references: <32877cbb.5681965@news.airtime.co.uk>
<yvvd8xj8tma.fsf@emw.ericsson.se>
to: Magnus Kollberg <emwoll@emw.ericsson.se>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Primenet Services for the Internet
mime-version: 1.0
x-posted-by: kellis@206.165.5.105 (kellis)
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Heartland works fine on the falcon. You have to use stos fix though...

On 12 Nov 1996, Magnus Kollberg wrote:

>stosser@airtime.co.uk (Tony Greenwood) writes:
>
>
>> Get HEARTLAND from my page NOW!....Hold your breath because
>> DIAMOND-ICE is going to hit the ATARI ST sooooon :)
>
>But we who has got Falcons then?
>
>//Magnus Kollberg
>--
>   +--+
> | Falcon040, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
>   +--+
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 5841852342687678405
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: epkerha@epk.ericsson.se (Erik Hall)
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/12
Message-ID: <56a8vt$asj@newstoo.ericsson.se>#1/1
X-Deja-AN: 196017848
references: <56a226$6lu@commserv.fb1.fhtw-berlin.de>
organization: Ericsson Software Technology AB, Karlskrona, Sweden
reply-to: epkerha@epk.ericsson.se
newsgroups: comp.sys.atari.programmer

In article <56a226$6lu@commserv.fb1.fhtw-berlin.de>, joogn@FB1.FHTW-Berlin.DE
(Juergen Oppermann) writes:
>programming an AES-GEM application and being quite lazy
>i asked myself if it's necessary (and when: why ?)
>to open another virtual workstation if i could use the workstation
>of the desktop and therefore just make an appl_init() and
>a graf_handle() to work with GEM-windows and AES ?!
>any advices ?

It is very imprtant to do a correct init and not using the desktops.
If your program is using the desktops handle

and then if your program crash it will probably hang the system.
And it is not a clean way to program.

Regads
Erik Hall

Mail : Erik.Hall@epk.ericsson.se
or erikhall@tripnet.se
URL : http://www.tripnet.se/home/erikhall/index.html

From 4172987186844107853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/12
Message-ID: <dwilga-1211961222030001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 196028540
references: <56a226$6lu@commserv.fb1.fhtw-berlin.de>
organization: Mount Holyoke College
newsgroups: comp.sys.atari.programmer

In article <56a226$6lu@commserv.fb1.fhtw-berlin.de>,
joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann) wrote:

> programming an AES-GEM application and being quite lazy
> i asked myself if it's necessary (and when: why ?)
> to open another virtual workstation if i could use the workstation
> of the desktop and therefore just make an appl_init() and
> a graf_handle() to work with GEM-windows and AES ?!
> any advices ?
> o

If you are going to use the VDI at all, you should always open your own
workstation. It is not, strictly speaking, necessary, but it is a very
good practice. It may even be required under MultiTOS, if I recall
correctly.

If you don't use any VDI calls (or only things like v_show_c(), which
don't alter any workstation attributes), there's no need to open a new
workstation.

Dan Wilga
Gribnif Software

From -2558154470774127371
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: and@sun1.mim.uni-hannover.de (Andreas Kromke)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/12
Message-ID: <56ab6r$2qs@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 196040826
references: <32832AC3.2781E494@etlxdmx.ericsson.se>
<55vf8s$5ue@newsserver.rrzn.uni-hannover.de>
<32872960.41C67EA6@etlxdmx.ericsson.se> <569jo5$qcc@newsserver.rrzn.uni-hannover.de> <32889B4C.41C67EA6@etlxdmx.ericsson.se>
organization: MiM
newsgroups: comp.sys.atari.programmer

Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
: Help me out here will you. I take it from "No" you disagree with what I
: have said. An explanation as to why might have helped. I'll be the

Please refer to comp.sys.atari.st. I posted a documentation of the parallel shel_write() call in MagiC. This posting refers to MagiC 2, but the facts are still true.

: first to admit I'm not the world's greatest GEM programmer and in the
: absence of any MagiC programming documentation that I can read, I can
: only go by my own experience.

So tell: "I did not find another way" instead of "There is not other way". And do not think that something makes sense only because Atari Corp. (RIP) did it.

:
: When I wrote MultiPlicity it worked perfectly under single-TOS (using
: Pexec) MultiTOS and Geneva (using shel_write() mode 0). I bought MagiC
: 4 when it became available and MultiPlicity wouldn't call external
: programs under it. This was because shel_write() in mode 0 did not work
: under MagiC 4.

No, this is because you called shel_write with mode 0 instead of shel_write with mode 1 like in Single TOS. You made the assumption that anything except Single TOS uses mode 0 like MultiTOS. And this assumption was wrong. appl_getinfo() clearly tells you that MagiC's mode 0 works like in TOS, not in MultiTOS. So your program should have used mode 1 as it does with Single TOS.

: help. Even if you don't, please try to substantiate your claims with
: something more than arrogance.

Don't you think it is arrogant not to distinguish between assumptions and facts and to tell here that something does not work instead of asking what you might have done wrong?

--

ANDREAS KROMKE

From -6779139578989820561
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/12
Message-ID:
<Pine.GSO.3.95Lrindlow.961112202022.4173A-100000@tiny.lysator.liu.se>#1/1
X-Deja-AN: 196042462
references: <56a226$6lu@commserv.fb1.fhtw-berlin.de>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 12 Nov 1996, Juergen Oppermann wrote:

> programming an AES-GEM application and being quite lazy
> i asked myself if it's necessary (and when: why ?)
> to open another virtual workstation if i could use the workstation
> of the desktop and therefore just make an appl_init() and
> a graf_handle() to work with GEM-windows and AES ?!
> any advices ?

This is not a very good idea in many senses.
All settings, such as line colour, width, style, marker colour, size etc. etc. will be saved and used by the desktop as well. And if your program is running as an accessory, it and the desktop would both change the settings, and VERY unexpected result will happen.

There's probably a lot more reasons not to do it that way, and besides, it's not really that much work to do a v_opnvwk.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From 2475085598192525554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e198684f5202f368
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e198684f5202f368
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: HEARTLAND
Date: 1996/11/12
Message-ID: <328884b7.16474567@news.airtime.co.uk>#1/1
X-Deja-AN: 196049750
references: <32877cbb.5681965@news.airtime.co.uk>
<yvvd8xj8tma.fsf@emw.ericsson.se>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

On 12 Nov 1996 12:01:33 +0100, Magnus Kollberg
<emwoll@emw.ericsson.se> wrote:

>> Get HEARTLAND from my page NOW!....Hold your breath because
>> DIAMOND-ICE is going to hit the ATARI ST sooooon :)
>
>But we who has got Falcons then?

 Does that translate to "What about Falcon owners", sorry I seriously
didn't understand the response ?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 1565386862252758243
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,42223ba833f8531b,start
X-Google-Attributes: gid1115ce,public
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Subject: Atari Computing
Date: 1996/11/12
Message-ID: <56b02g$7le@learnet.freenet.hut.fi>#1/1
X-Deja-AN: 196087544
organization: Official Club
newsgroups: comp.sys.atari.programmer

x-mailer: BBBS/2 v3.33 How-C

What kind of magazine is it? All information could be nice or not...

TWN...

* Kivi (unregistered) 1.41a *

From 8289877609844879255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,96d73518e21c0dde,start
X-Google-Attributes: gid1115ce,public
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Subject: C(++) compiler
Date: 1996/11/12
Message-ID: <56b02s$7le@learnet.freenet.hut.fi>#1/1
X-Deja-AN: 196087547
organization: Official Club
newsgroups: comp.sys.atari.programmer
x-mailer: BBBS/2 v3.33 How-C

Jo Even Skarstein wrote to All:
JE> Taneli Mielikainen (Taneli.Mielikainen@club.mpoli.fi) wrote:
JE> >What's good C++ compiler for Falcon/atari?
JE> The best (And only) is Gnu C++, you can find it on most ftp-sites.
JE> Perhaps the best site for MiNT and atari-specific Gnu-stuff is
JE> ftp.fu-berlin.de.

Yep... I've got it...
Does it support 060? (Any version)
Or is there anything for DirecT60 only?

TWN...

* Kivi (unregistered) 1.41a *

From 7507073510487144058
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/12
Message-ID: <847837616@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 196160755
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)

references: <2847929527@etlxdmx.ericsson.se>
x-ftn-reply: etlxdmx.ericsson.se a9bff4b7
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 3288f9b0
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
>
> STOS is better than GFA and Highsoft AND any other BASIC for making
> games, I would also say that for making games it kicks the arse out > of
C....
> Anyone want to prove otherwise ?
>

Depends on your definition of making games... STOS comes with a great set of general usable routines for games, but if you want to make your games the best of the best you have to design your own specific routines.
If you get to that point C is the most flexible solution, I think, but you have to do all your grapic and sound routines yourself because there is no standard library for graphics work.

If it comes to basic I prefer Omikron basic. Ever seen my Demounstures demo vor ST/STe? It realy beats the hell out of all other basic demos I have ever seen. Considering making demos is about as hard as making games I think your statement is proven to be wrong. ;-)

Bye Hans Wessels

BTW: use assembly to do real work and make the framework in C!

Hans

From 7879791113509149346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: AES 4.1 Documentation
Date: 1996/11/13
Message-ID: <yvvafsm8lsy.fsf@emw.ericsson.se>#1/1

X-Deja-AN: 196173418
sender: emwoll@bowmore
references: <32832AC3.2781E494@etlxdmx.ericsson.se>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:

> With one or two caveats I think MagiC is
> wonderful - it's just not perfect and I don't see why I shouldn't be
> allowed to state that. On the shel_write() issue I would be quite happy
> to proven wrong since it would solve a lot of problems. I don't like
> the AV workaround any more than you for the reasons previously stated.

I think this sounds just like Andreas. You can't comment on MagiC without he jumping on you, saying that MagiC is best. If MagiC can't do it, don't do it. Great. If you are realy lucky he wil leven say two words!

As Andreas should know about most questions asked here it shouldn't be that damned hard to answer them insteed of being arrogant, becuase that he is!

We all love/like MagiC, but we find some shortcommings from time to time. Why not try to fix them insteed? The guy who is doing Geneva (sorry I can't remeber his name right now) seems to be much more helpfull and if there is something missing, or like with the new AES calles that some guys come up with for XaAES/oAESis, quickly picked them up and add them. With MagiC you don't get much respons. You only have to upgrade three times per year to get some more pointless features insteed of AES 4.1 compatibility.

What I would like to see in MagiC before they start playing with VFAT and other stupied things would be _true_ AES 4.1 support and better memory protection which would make it alot more stable. It's a great OS, but it's not perfect, but there isn't anythinkg saying that it couldn't be.

I must say that I like MagiC very much. Anything else would be a lie but I want my toolbars.... :-)

//Magnus Kollberg
--

```
+-----------------------------------------+
|    Falcon040, Bad Mood support team     |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------+
```

From 3613637862706611742
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e198684f5202f368
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e198684f5202f368

X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: HEARTLAND
Date: 1996/11/13
Message-ID: <yvv91868los.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 196173487
sender: emwoll@bowmore
references: <32877cbb.5681965@news.airtime.co.uk>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

stosser@airtime.co.uk (Tony Greenwood) writes:

> >> Get HEARTLAND from my page NOW!....Hold your breath because
> >> DIAMOND-ICE is going to hit the ATARI ST sooooon :)
> >
> >But we who has got Falcons then?
>
> Does that translate to "What about Falcon owners", sorry I seriously
> didn't understand the response ?

Yeah, sorry. I must say that I had problems understanding that my self...

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 7334896374592880047
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: AES 4.1 Documentation
Date: 1996/11/13
Message-ID: <32898CA9.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 196178540
references: <32832AC3.2781E494@etlxdmx.ericsson.se>
<55vf8s$5ue@newsserver.rrzn.uni-hannover.de>
<32872960.41C67EA6@etlxdmx.ericsson.se> <569jo5$qcc@newsserver.rrzn.uni-
hannover.de> <32889B4C.41C67EA6@etlxdmx.ericsson.se>
<56ab6r$2qs@newsserver.rrzn.uni-hannover.de>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.4 sun4m)

Andreas Kromke wrote:
>
> Please refer to comp.sys.atari.st. I posted a documentation of the parallel
> shel_write() call in MagiC. This posting refers to MagiC 2, but the facts are
> still true.
>
I'm fairly new round here so I must have missed that. When was it?

> So tell: "I did not find another way" instead of "There is not other way".
> And do not think that something makes sense only because Atari Corp. (RIP)
> did it.
>
TINWIS. Paraphrasing a little, I said that the MagiC AES is not fully
AES 4 compliant (which it isn't) and one of the missing parts was
shel_write() in mode 0 (which it is).
It doesn't matter whether it made sense the way Atari did it. The fact
is that Atari were the originators of the OS and any replacement for
that OS must do things the same way (at least at programmer interface
level) or risk programs that worked perfectly under TOS not working
under the replacement. Like it or not TOS is the standard.
> :
> : When I wrote MultiPlicity it worked perfectly under single-TOS (using
> : Pexec) MultiTOS and Geneva (using shel_write() mode 0). I bought MagiC
> : 4 when it became available and MultiPlicity wouldn't call external
> : programs under it. This was because shel_write() in mode 0 did not work
> : under MagiC 4.
>
> No, this is because you called shel_write with mode 0 instead of shel_write
> with mode 1 like in Single TOS. You made the assumption that anything
> except Single TOS uses mode 0 like MultiTOS. And this assumption was wrong.
> appl_getinfo() clearly tells you that MagiC's mode 0 works like in TOS,
> not in MultiTOS. So your program should have used mode 1 as it does with
> Single TOS.
>
Like I said, MagiC does not use shel_write() in mode 0. Thanks for the
info on mode 1 though. I'll try it. I have since looked up this call
and got conflicting stories - though the end result is the same.
According to the Atari Compendium mode 0 was introduced with AES 4 and
should not be used with AES versions lower than this. The Lattice C
docs state that mode 0 is theoretically available for all versions of
AES but a bug in every version of the AES up to 4 means that it doesn't
work.

> : help. Even if you don't, please try to substantiate your claims with
> : something more than arrogance.
>
> Don't you think it is arrogant not to distinguish between assumptions and
> facts and to tell here that something does not work instead of asking what
> you might have done wrong?
>
No. As far as I am concerned I followed Atari's programming instructions

for a multitasking system. The fact that it worked without problem under both Atari's official multitasking system and Geneva is testement to that. The lack of any decent documentation for MagiC means that I only have two other ways of finding things out about the system: Asking the UK distributors, System Solutions; and my own observations. I observed that shel_write() mode 0 did not operate under MagiC and a phone call to SysSol for help confirmed that. I was perfectly correct to state that mode 0 did not work and that the MagiC AES is not fully AES 4 compliant. Where, perhaps, I didn't make myself clear was in saying that I had used AV to get round the problem without stating that I was aware that it wasn't the best solution. I was just trying to be concise.

Regards
Martyn

From -7612560868796641621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: AES 4.1 Documentation
Date: 1996/11/13
Message-ID: <32899207.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 196181094
references: <32832AC3.2781E494@etlxdmx.ericsson.se>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.4 sun4m)

Magnus Kollberg wrote:
>
> We all love/like MagiC, but we find some shortcommings from time to time.
> Why not try to fix them insteed? The guy who is doing Geneva (sorry I can't
> remeber his name right now) seems to be much more helpfull and if there is
> something missing, or like with the new AES calles that some guys come up with
> for XaAES/oAESis, quickly picked them up and add them. With MagiC you don't
> get much respons. You only have to upgrade three times per year to get some
> more pointless features insteed of AES 4.1 compatibility.
>
Agreed. Dan Wilga (for that is his name) is extremely good when it comes to support. When I first got my Falcon I found that Geneva TOS no longer worked (I should point out that this was a few Geneva versions ago). Within 24 hours Dan had come back with a way to fix the problem. That's service!

> What I would like to see in MagiC before they start playing with VFAT and other
> stupied things would be _true_ AES 4.1 support and better memory protection

> which would make it alot more stable. It's a great OS, but it's not perfect, but
> there isn't anythinkg saying that it couldn't be.
>
VFAT is very nice but really more trouble than it's worth. Kobold
doesn't understand long file names and doesn't default to to the
shortened versions (though I guess this might change with v4) and disk
maintenance on VFAT partitions is a thing of the past. Plus I then have
to put up with Diamond Mirror telling me that the VFAT partition is
faulty. I realise that this is older software not understanding VFAT
but I have no removed it from all partitions.

Regards
Martyn

From -110512809644971050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c039587d8dafd3b
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: Re: Game makers
Date: 1996/11/13
Message-ID: <Pine.SOL.3.91.961113203848.9064A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 196184129
references: <328684e7.8101894@news.airtime.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: University of Canberra, Australia
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

> Anyone out there making games ?

Yup - my latest is "Bomb Squad" for the Falcon 030 (and STe soon).
Check it out at http://student.canberra.edu.au/~u943409/bomb_squad.html
or d/load it from the major ftp sites...

Planning to convert some good-ol' atari 8-bit games during the summer
break from university...

I plan to support the Falcon and STe as it is quite easy to adapt code
from Falcon to STe and vice-versa. Most stuff I write will require >1Mb
RAM though - but STes are *SO* easy to upgrade any 1Mb owner should spend
$20 or so and get 4Mb RAM...

Seeya,
Yiannis


```
     /"(   _   )"\     .-------------------------------------------------------.
    / . \/^\/ . \    | Yiannis Paschalidis / Alias "X"   ...  Nuclear waste  |
```

```
   /  _)_`-'_(_  \   | u943409@student.canberra.edu.au   |||    fades your   |
  /.-~   ).(   ~-.\  | tp943409@ise.canberra.edu.au     / | \     genes!     |
 /'     /\_/\     `\ |    URL -> http://student.canberra.edu.au/~u943409/    |
        "-v-" F'030  `-------------------------------------------------------'
```

From -7052142620226001903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: AES 4.1 Documentation
Date: 1996/11/13
Message-ID: <32898D66.167EB0E7@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 196185785
references: <847733144_OASIS_@swampdog.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.4 sun4m)

Guy Harrison wrote:

> Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
> "child" terminates.
>
I've looked this up in both the Atari Compendium and the Lattice C docs
as well as performing a search through all the Lattice C header files.
I can't find any trace of this function. Help!

Regards
Martyn

From 8703723611899088443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/13
Message-ID: <32899879.2766712@news.airtime.co.uk>#1/1
X-Deja-AN: 196196300
references: <2847929527@etlxdmx.ericsson.se>
<847837616@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 12 Nov 96 23:08:22 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>> STOS is better than GFA and Highsoft AND any other BASIC for making
>> games, I would also say that for making games it kicks the arse out > of
>C....
>> Anyone want to prove otherwise ?

>Depends on your definition of making games... STOS comes with a great set of

 Theres isnt much leeway is there? making games means making games,

>general usable routines for games, but if you want to make your games the best
>of the best you have to design your own specific routines.

 What? I do design my own routines, In BASIC?.... I (and no one else
should) ever use any of the original STOS routines, they are,slow
,stupid and for the most part unusable

>If you get to that point C is the most flexible solution, I think, but you have
>to do all your grapic and sound routines yourself because there is no standard
>library for graphics work.

 Sorry but I do not understand your point here, I am debating the best
programming launguage for making games, between ANY BASIC and C, yet
you seem to be telling me how awkward to use C is,
 Show me a top game made in C ? something thats better than one I can
show you in STOS?

>If it comes to basic I prefer Omikron basic. Ever seen my Demounstures demo vor
>ST/STe? It realy beats the hell out of all other basic demos I have ever seen.
>Considering making demos is about as hard as making games I think your statement
>is proven to be wrong. ;-)

 Demos are hard to make, and about as usefull as a glass brick,

 Dont show me demos, show me a game made in BASIC that is better than
any I can show you made in STOS BASIC,
 Show me a game currently being made NOW in BASIC that beats any I can
show you currently being made in STOS,
 Demos are not games...
 You have not proved me wrong at all, more like tried to twist the
challenge,

>BTW: use assembly to do real work and make the framework in C!

 real work, hahahahahahahahahahahahahaha did you not understand my
original question?

 Anyone else out there who wants to debate the point that I say STOS
is the best BASIC for making games, without talking Demos=not games

and without suggesting Assembly....real work my foot

< BIG SMILE >

BTW Yes Assembly is more powerfull (and less fun) but then again,
thats why I did NOT include it in the challenge ?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -6699355082175221746
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: f8760,e0b3154ccf11c2f1,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: f5ddf,e0b3154ccf11c2f1,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,e0b3154ccf11c2f1,start
X-Google-Attributes: gid1115ce,public
From: fachat@physik.tu-chemnitz.de (Andre Fachat)
Subject: 6502 binary format & xassembler
Date: 1996/11/13
Message-ID: <56cbdp$at6@narses.hrz.tu-chemnitz.de>
X-Deja-AN: 196198896
organization: TU Chemnitz
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

Hi there!

After the discussion has been going on for a while in the cbm newsgroups,
I decided to ask other people what they think about it.

I have designed a 6502 relocatable binary file format binary. This
format is preliminary and I'm still collecting ideas as how to
make it more useful.
I also have an assembler (written in ANSI-C) that can produce this
format.

But first I like to here your comments, esp. what you think about
the usefulness for an 65816, as I don't have any info on this one.

Thanks
Andr

----------snip----------

6502 binary relocation format V0.9, as of 02nov1996

(c) Andr⸮ Fachat (a.fachat@physik.tu-chemnitz.de)

0) What it's for?

With some new 6502/C64/C128 operating systems comes the need for a new binary format that allows relocating an assembly language program to a different location.

This text tries to find a) a good solution to this problem for the 6502 CPU and b) an assembler source format to use this format in a general manner. It doesn't try to define or discuss object file or library file format, which can be implemented differently by different assemblers.

1) 6502 specifics

The 6502 has the special feature of a 'zeropage', i.e. a very limited memory address range used for special addressing modes. So the format should not only provide a means to relocate absolute addresses but also zeropage addresses.

The stack is also very limited. A binary format should provide a measure of how much stack space is needed for the application.
An issue still to be discussed should be if stack addresses should be relocated and how. The C64 basic interpreter uses a lot of the stack, for example. But I tend to leave the (limited) stack for its real purpose, as stack!

Such limits should be defined as 2 byte values, even if the 6502 only has a range of 1 byte. But the 65816 behaves differently (?).

Another problem is, that an address can be 'split', i.e. you can just use the high byte or the low byte separately in an opcode. This gives need to a special relocation table format, that can cope with half-address references.

2) assembler source format (as of xa-2.1.0d, 02nov1996)

As already used in other formats, the assembler uses three different segment types, i.e. text (the actual program code), data (initialized variables), and bss (uninitialized variables). In addition to that, the 6502 format also includes a zeropage segment type, to allow zeropage variables to be relocated. This zeropage segment is like a bss segment, in that only the length, but not the data is saved.

In 2.1.0 there is a way to temporarily disable the creation of relocation table entries. This way absolute code can be inserted into a file. This code should then be copied to the right location at runtime.
(Later versions will also provide a way to 'embed' relocatable files

in an absolutely addressed code. At least I want to build some operating system ROMs with that...)

2.1) allocation of data segment/zeropage segment address space

The assembler switches between the different segments by the means of ".text", ".data", ".bss" and ".zero" pseudo opcodes.
The text segment contains the program code. Data holds the initialized data, while bss and zero segments contain uninitialized data for normal/zeropage address space.
Everything that is between one of these segment opcodes and the next segment opcode gets into the corresponding segment, i.e. labels, assembled code etc.
The text and data segments are saved in the file, while for the bss and zero segments only the length is saved in the file.

2.2) referencing data/bss/zeropage addresses

One problem with the 6502 is, that it cannot load an address within one step or assembler opcode. So an address is loaded with standard byte opcodes, like "lda #<label". But how do we decide, whether "label" is an address or not, and what do we if we get something like "lda #zp_label + 12 * label2"?

The assembler is now intelligent enough to evaluate such expressions and check for:

- no address label : ok, absolute
- one address label, only add to label : ok, relocate
- difference between two addresses : If addresses in same segment, compute diff and set absolute, otherwise bail
- everything else : warning

This way there is no change in syntax. Address labels are distinguished by using the "label:" syntax, as opposed to "label = value". Well, my assembler can also use the first syntax without the colon, as here everything is a label that is not an assembler opcode.

3) binary format

I have seen three ways to handle the relocation problem so far:

- tables: have a relocation table for a text segment
  if relocation table is put in front of code (as braindead MS-DOS does) you have to save the table in a side-storage
  if table is behind, you still cannot relocate 'on the fly'.

- deassembling: go through the code, deassemble it and change all absolute addresses. Problem: needs to know / have hints about where some data is in the code.

- relocation info in the code: Here each address is preceeded with an 'escape' code and is relocated when loading. But this disallows block oriented

transfer from storage media to memory.

I therefore prefer the first method, with the table after the code/data. So I can use block oriented transfer for the text/data segment. And while reading the relocation tables bytewise, the relocation can be done without the need to save the table somewhere.

The proposed standard extension for the described format is ".o65".

The binary format is the following:

```
-----------------------------------------------------------------
header
     .byt $01      ; version
     .byt $00      ; non-C64 marker
     .word tbase        ; address to which text is assembled to
                   ; originally
     .word tlen         ; length of text segment
     .word dbase        ; originating address for data segment
     .word dlen         ; length of data segment
     .word bbase        ; originating address for bss segment
     .word blen         ; length of bss segment
     .word zbase        ; originating address for zero segment
     .word zlen         ; length of zero segment

     {             ; optional options, more than one allowed
     .byt olen     ; overall length (including length and type
                   ; byte
     .byt otype         ; option type
     [ .byt option_bytes ]
     }+
     .byt $00      ; end of options marker (i.e. option len=0)

text               ; text segment
data               ; data segment

reloc_text             ; relocation table for text segment
reloc_data             ; relocation table for data segment
external           ; list of external references
globals                ; list of global variables
-----------------------------------------------------------------
```

The header options currently defined/proposed are:

- Filename
  type=0; len=[variable]; content=string,0

- Adrlist
  type=1; len=[variable]; content= address pointer list
  The addresses are relocated as if they point to the text segment
  An OS might use this as general jump table (may be for libraries?).
  But It's better to have an own jump table for each OS; that would even
  allow one binary for multiple OSes (like OS/A65-Adrlist -> init adr,

```
  Lunix-Adrlist -> init-adr, list of exception vectors etc...)
  (Should I drop this one?)

- StackSize
  type=2; len=4; content= data word describing the minimum needed stack size.
  The OS should add an appropriate value for it's IRQ routines and stuff.
```

The text and data segments are just the assembled code.

The relocation tables are (each):

```
{ [255,...,255,] offset of next relocation (b), typebyte|segmentID [, low_byte] }+
```

where typebyte is one of

```
WORD $80  2 byte address
HIGH $40  high byte of an address
LOW  $20  low byte of an address
```

and segmentID stands for the segment the reference points to:

```
0        absolute value
1        text segment
2        data segment
3        bss segment
4        zero segment
```

The offset is a one byte value only. If the difference between the last relocation address and the next one is larger than 254, a 255 is put in the offset byte, and 254 is substracted from the difference, thus allowing to continue without a zero offset byte.
A zero offset byte ends the relocation table. The first offset is computed from the segment base address-1, to avoid a 0 value in the first entry.

A format for the external refernces list (i.e. a list of undefined references) is not (yet) defined

---

The global list is:

```
{ "global_label_name_in_asc",0, segmentID, value.w }+
.byt $00
```

This approach allows

 a) using BLOCK transfers, as no relocation info is hidden within the

```
    code or data itself;
 b) It needs no (not much) side-storage, as a segment can be read using block
    transfers and then, while reading the relocation table, being
    relocated on the fly. The only side-storage is the list of segments
    with corresponding memory offsets. See the provided basic 'loader'
    code.

----------------------------------------------------------------

Possible Changes to the format are:

- put the minimum stack size into the file header, not into an option

- have an additional byte to flag that the relocation table only allows
  pagewise relocation. Well, this would insert a word at position 2
  (i.e. after the initial .byt 1,0 and before the text segment base address.)
  The flag would then be one out of 16 possible databits.
  [This change has a high probability, I think....]

- Have possibly multiple objects in one file

- add a "static data init" function address header option that gets
  called after loading but before the thing is executed. This could
  make runtime linking easier, when each object is one function and not
  a whole program.

----------------------------------------snip---------------------------------

--
Andr⸮ Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de     | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat  | forego their use" -- Galileo Galilei
```

```
From 6989119834341294656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: AES 4.1 Documentation
Date: 1996/11/13
Message-ID: <yvv3eye87cw.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 196212374
sender: emwoll@bowmore
references: <32832AC3.2781E494@etlxdmx.ericsson.se>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer


Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:
```

> Agreed. Dan Wilga (for that is his name) is extremely good when it
> comes to support. When I first got my Falcon I found that Geneva TOS no
> longer worked (I should point out that this was a few Geneva versions
> ago). Within 24 hours Dan had come back with a way to fix the problem.
> That's service!

Yeah. I have never used Genevea, but I have always found Dan Wilga to be more
than helpfull after reading these groups. Maybe it's time I buy a copy just
for the excellent support? :-)

> VFAT is very nice but really more trouble than it's worth. Kobold
> doesn't understand long file names and doesn't default to to the
> shortened versions (though I guess this might change with v4) and disk
> maintenance on VFAT partitions is a thing of the past. Plus I then have
> to put up with Diamond Mirror telling me that the VFAT partition is
> faulty. I realise that this is older software not understanding VFAT
> but I have no removed it from all partitions.

I guess you ment "now removed"? Actaully I'm thinking of removing it as
well. As you said, it realy make more trouble than it's worth. :-\

I actually havn't got one file with more charachters than 8+3 as they
get wacky under TOS and I use TOS regulary as well.. :-)

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 3280740174403366393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/13
Message-ID: <56chr4$cge@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 196212936
distribution: world
references: <847837616@p24.f101.n323.z205.mbh.org>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <847837616@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org>
writes:

>
> Tony Greenwood wrote:
>>
>> STOS is better than GFA and Highsoft AND any other BASIC for making
>> games, I would also say that for making games it kicks the arse out > of
>C....
>> Anyone want to prove otherwise ?
>>
>
>Depends on your definition of making games... STOS comes with a great set of
>general usable routines for games, but if you want to make your games the best
>of the best you have to design your own specific routines.
>If you get to that point C is the most flexible solution, I think, but you have
>to do all your grapic and sound routines yourself because there is no standard
>library for graphics work.

Argh!

You mention library routines for C, yet not for STOS! You do not have to use
the standard STOS sprites - in fact most (good) STOS programs DO NOT use the
STOS sprites (or music, or joystick or...) routines. They use library routines
which are much more efficient. These are called extensions BTW, and there are
LOTS of them (check the STOS FAQ for info on what is available).

If you still dont think it is fast enough then you can write your routines
in assembly language and use them within STOS as has been shown by eg. BombSquad
which does exactly this.

I am not saying that STOS is better than other languages (I have used quite
a few, and do find STOS one of the easiest to write complex programs in) but
I would say that it is wrong to assume that STOS is not as good as C for the
reasons mentioned above. (one valid reason might be the lack of proper functions,
but these can easily be simulated with gosubs)

Anthony
--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From -4143437494670047956
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c039587d8dafd3b
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Game makers
Date: 1996/11/13

Message-ID: <3289e440.22168485@news.airtime.co.uk>#1/1
X-Deja-AN: 196273107
references: <328684e7.8101894@news.airtime.co.uk>
<Pine.SOL.3.91.961113203848.9064A-100000@student.canberra.edu.au>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 13 Nov 1996 20:49:06 +1100, Yiannis Paschalidis
<u943409@student.canberra.edu.au> wrote:

>> Anyone out there making games ?

>Yup - my latest is "Bomb Squad" for the Falcon 030 (and STe soon).
>Check it out at http://student.canberra.edu.au/~u943409/bomb_squad.html
>or d/load it from the major ftp sites...

 Would this be the mega kewl FULL screen bomber man type fing?

>I plan to support the Falcon and STe as it is quite easy to adapt code
>from Falcon to STe and vice-versa. Most stuff I write will require >1Mb

 What are you coding this in ?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 173079402795530045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58a789faecc7af0
X-Google-Attributes: gid1115ce,public
From: sbagley@innotts.co.uk (Steven Bagley)
Subject: Re: GEM problem
Date: 1996/11/13
Message-ID: <56d8ef$okh@mapperley.innotts.co.uk>#1/1
X-Deja-AN: 196274252
references: <5674fo$2ap@balaena.bio.vu.nl>
organization: Panopticon Archive
newsgroups: comp.sys.atari.programmer

>as I have little GEM docs...
>(I ended up using the GFA documentation on GEM :-)

Get The Atari Compendium, Its excellent.

>Anyway, there's one thing I just can't figure out:
>Even though I do a form_dial(FMD_START,...), mouse clicks seem to
>be getting "shared" between my dialog (plain-old-non-modal type)
>and a background application (for instance TOSWIN or the Desktop).
>I use Sozobon C 2.00x (with XGEMFAST libs) and MultiTOS.
>Anyone know what's wrong here?

Looking at your code yep.

Place this before Form_dial(FMD_START,

```
wind_update(BEG_UPDATE);
wind_update(BEG_MCTRL);
```

which looks the screen for your use.

and this after FMD_FINISH, to unlock it.

```
wind_update(END_MCTRL);
wind_update(END_UPDATE);
```

See you earlier,

Steven


```
        InterNet: sbagley@innotts.co.uk
        FidoNET:  2:2501/101.12 ... NeST: 90:102/203
        IRC:      SteveB
```

..."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie

From -1281687684604084257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/13
Message-ID: <848000400_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 196306083
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <56a226$6lu@commserv.fb1.fhtw-berlin.de>
joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann) said:-

>programming an AES-GEM application and being quite lazy
>i asked myself if it's necessary (and when: why ?)
>to open another virtual workstation if i could use the workstation
>of the desktop and therefore just make an appl_init() and
>a graf_handle() to work with GEM-windows and AES ?!
>any advices ?

Each vdi handle identifies a structure which holds the current
attributes. If you use the aes handle then any changes you make will
may also affect the "desktop" and vice-versa. Even if a particular
operation appears to be ok you cannot guarantee it will be so in any
other context. Thus it's a bad idea.

Part of the vdi idea is it allows you to open multiple workstations
with different attributes. Instead of having to keep changing the
attributes all you need do is change handles.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 1187847008005499369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/13
Message-ID: <847918262@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 196349647

distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <2851514726@news.airtime.co.uk>
x-ftn-reply: news.airtime.co.uk a9f6a966
x-ftn-path: 323/100
x-comment-to: Tony Greenwood
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 328a34b6
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Tony Greenwood wrote:
> On Tue, 12 Nov 96 23:08:22 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>> Depends on your definition of making games... STOS comes with a great
>> set of
>
> Theres isnt much leeway is there? making games means making games,

Yes! and cars are cars, there is no difference between a Mercedes, Fiat and Lada!

> What? I do design my own routines, In BASIC?.... I (and no one else
> should) ever use any of the original STOS routines, they are,slow
> ,stupid and for the most part unusable

No, a midrange car brings you to every place you want. If you want maimum prestations you have to tune and modify your car...

> Sorry but I do not understand your point here, I am debating the best
> programming launguage for making games, between ANY BASIC and C, yet
> you seem to be telling me how awkward to use C is,

or even design and build your own one. It's far more work, it's hard work, but the result might be far better than a regular care made of standard parts.

> Show me a top game made in C ? something thats better than one I can
> show you in STOS?

Civilization is done in C and Colonial conquest too. I don't know the amount of assembly that's used in those projects. It's quite easy to design your code in C and optimise the most used and most time consuming parts in assembly (I use that method in my current projects). I think most simulation games like (Railroad Tycoon, Simcity) are done in C with maybe some assembly. Oxyd is done in Modula 2.

> Demos are hard to make, and about as usefull as a glass brick,

They show you the limit of the computer in combination with a certain language

and the imagination of the coders.

> Dont show me demos, show me a game made in BASIC that is better than
> any I can show you made in STOS BASIC,

I can't. Most games I know of are written is assembly (maybe C, you have to step down to the Basic level to see anything like 'sorry for the worse gameplay, but it was written in basic;. ;-))

> Show me a game currently being made NOW in BASIC that beats any I can
> show you currently being made in STOS,

FUN ((ex)DBA) is working on a great game in Gfa Basic. I haven't tested it yet nor have I seen any STOS games lately (the last time I have tried a STOS game I had to switch TOS version, in that time (long, long ago) STOS crashed on TOS 1.04.

> BTW Yes Assembly is more powerfull (and less fun) but then again,
> thats why I did NOT include it in the challenge ?

So, there is the point I am trying to make. Writing games in assembly is very hard, but you can get the best results. In C it might be somewhat less difficult, but at the same time you can't reach the best assembly level. In STOS basic on the other hand, there are a lot of easy to use routines to do the hard grafix work for you (and to paly samples and so on) but at the same time you lose the absolute command over your code. To reclaim the absolute command you have to write all the impartant routines yourself. When you get to that point there is no significant difference between the various basic dialects and you are writing assembly code in basic (lots of pokes and memory moves, clockcycle counting and
preshifting of sprites). Maybe I am thing too much as democoder on this point.

Bye, Hans Wessels

From -3506080180342299457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>
Subject: Re: STOS
Date: 1996/11/13
Message-ID: <847919593@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 196349648
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <1428341461@m1.cs.man.ac.uk>
x-ftn-reply: m1.cs.man.ac.uk 5522c2d5
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100

x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 328a39e9
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

Anthony Jacques wrote:

> You mention library routines for C, yet not for STOS! You do not have
> to use the standard STOS sprites - in fact most (good) STOS programs DO
> NOT use the STOS sprites (or music, or joystick or...) routines. They
> use library routines which are much more efficient. These are called
> extensions BTW, and there are LOTS of them (check the STOS FAQ for info
> on what is available).

Nope, I was telling you the standard C library is not usable for game design and that you had to create your own library. When you can create your own libraries it doesn't matter anymore wich language you choose to write the game framework in. Most mordern languages allow you to call external routines in a more or less easy way.

> If you still dont think it is fast enough then you can write your
> routines in assembly language and use them within STOS as has been
> shown by eg. BombSquad which does exactly this.

So it ends in a game where al the main game routines are assebly and only some disk routines and initialisation is done in the original language you started with. (I have done that once, converting every routine that used more than 1% of the total execution time to assembly.)

> not as good as C for the reasons mentioned above. (one valid reason
> might be the lack of proper functions,
> but these can easily be simulated with gosubs)

I hope you can declare some local variables after your gosub labels, otherwise you are in BIG trouble when you are calling the routine recursively. (For examble when you are generating a random maze or chacking there is still a way out of the current maze.)

Bye, Hans

From -6619791334054905159
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63416527e1ad32aa,start
X-Google-Attributes: gid1115ce,public
From: nikob@mediascape.de
Subject: ?GFA Basic Compiler and Inline Assembler_Code

Date: 1996/11/13
Message-ID: <328A4734.7ED6@mediascape.de>#1/1
X-Deja-AN: 196482731
content-type: text/plain; charset=us-ascii
organization: Nacamar Data Communications
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (Win95; I)

Who knows about GFA Basic on ATARI ST?
I wrote a program with Assembler Code included (poke into RAM from DATA lines). It works perfectly in the interpreter mode, compiles without error, but the resulting PRG file crashes when invoking my assembler routine.
Is this normal, or what?

Thanks for your hints to nikob@mediascape.de
Niko

From -2225677758735512716
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e198684f5202f368
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e198684f5202f368
X-Google-Attributes: gid1115ce,public
From: thehidden@ludens.elte.hu
Subject: Re: HEARTLAND ???
Date: 1996/11/13
Message-ID: <1996Nov13.122508.33829@ludens>#1/1
X-Deja-AN: 196750196
references: <32877cbb.5681965@news.airtime.co.uk>
<Pine.BSI.3.95.961112091556.27692A-100000@usr05.primenet.com>
organization: Eotvos University, Budapest, Hungary
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

In article <Pine.BSI.3.95.961112091556.27692A-100000@usr05.primenet.com>,
Katherine L Ellis <kellis@primenet.com> writes:
> Heartland works fine on the falcon. You have to use stos fix though...
>
>
> On 12 Nov 1996, Magnus Kollberg wrote:
>
>>stosser@airtime.co.uk (Tony Greenwood) writes:
>>
>>
>>> Get HEARTLAND from my page NOW!....Hold your breath because
>>> DIAMOND-ICE is going to hit the ATARI ST sooooon :)
>>
>>But we who has got Falcons then?

```
>>
>>//Magnus Kollberg
>>--
>>        +----------------------------------------+
>>        |    Falcon040, Bad Mood support team    |
>>        | email: Magnus.Kollberg@emw.ericsson.se |
>>        +----------------------------------------+
>>
>>
>
> ______________________________________________________________________________
> Email:Kellis@primenet.com
> Web http://www.primenet.com/~kellis/
> ______________________________________________________________________________
>
```

Can anybody tell me where I can download Heartland?
Sorry but I haven't got the original post, only a reply that has no
information about it. Please let me know.

Thanks,

The Hidden (aka Sebi)

From 5145562644567426999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3e7b2b4fdb51581
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: Assembler
Date: 1996/11/14
Message-ID: <56e10p$m16@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 196343594
distribution: g
references: <5674bq$2ap@balaena.bio.vu.nl>
organization: University of Sussex
newsgroups: comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote:

: Anyone know where I can get a good (free) assembler?

You could try to get hold of an early version of the Devpac assembly from
HiSoft -- it was given away on the ST Format cover disk once or twice
(although it isn't public domain, as far as I know).

Other than that, public domain assemblers are pretty lame. Get hold of
a copy of Devpac 3 from HiSoft -- it's _the_ best assembler, and isn't all
that expensive these days.

Cheers,

James Cox
<jamesco@cogs.susx.ac.uk>
--

From 6945442251537846238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/14
Message-ID: <56e0rt$m13@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 196344175
distribution: g
references: <847733144_OASIS_@swampdog.demon.co.uk>
<32898D66.167EB0E7@etlxdmx.ericsson.se>
organization: University of Sussex
newsgroups: comp.sys.atari.programmer

Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:

> > Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
> > "child" terminates.
> >

> I've looked this up in both the Atari Compendium and the Lattice C docs
> as well as performing a search through all the Lattice C header files.
> I can't find any trace of this function. Help!

Different documentation uses different names for all the flags -- it might
not actually be called SHW_PARALLEL (I've never heard of that one).

Basically, with Pexec() there are a binch of mode codes which are single digit
which all have some meaning (create a basepage, load but don't run, just run,
load and run, etc...)

When you add 100 to those mode codes (some of them won't make any sense) it
means to do it concurrently, i.e., if you do a load go normally, your program
will suspend until the child had terminated. If you add the 100 to it, then
both the child and parent run at the same time (I think there's a library
function now called tfork() that does this, but that's in the MiNTlibs).

If you add 200 instead of 100, it means to overlay the child on the parent

thus killing off the parent and the child inheriting the parent process ID.

All this should be in the Atari Compendium under Pexec(). As for what Lattice C calls these flags, I have no idea -- I use either GCC or Assembly.

Don't flame me for not knowing any of the names of these flags by heart -- Pexec() isn't the widely used function in my line of work.

Cheers,

James Cox
<jamesco@cogs.susx.ac.uk>
--

From 4461395866603509426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: RE: STOS
Date: 1996/11/14
Message-ID: <Pine.SOL.3.91.961113211943.11033A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 196358616
organization: University of Canberra, Australia
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 12 Nov 1996, Martyn Tidd wrote:

> Agreed. Except that STOS games generally don't work on the higher-end
> hardware without patching (and even then its a bit dodgy). At least
> with GEM games they (should) work on all versions of ST and derivatives.

I must disagree with that comment as my latest production is Falcon-specific and was written in a mixture of STOS and assembler. It features an extended resolution using the Falcon's hardware, 50KHz DSP module-player (with very little CPU time), uses the extended joystick ports and has no problem whatsoever with the Falcon's hardware.

> I like STOS a lot and used to write in it all the time (not just games)
> but it really doesn't work on a Falcon and so I haven't used it for
> about two years. I was disappointed about that.

Well, and you need to do is run a STOS-fixer on the interpreter (the .PRG file) and then you should be set! You can obtain some extensions that let you use some of the Falcon's extended hardware, or if you are keen, write some small assembler routines to use the hardware.

Also, if you write your own keyboard/joystick handler in assembler, compiled programs don't need to be fixed to run - they will work on any TOS version. I have done this and it works perfectly!

I am going to stick with STOS, even though I can write the programs in assembler. It is a very good environment for quickly developing programs and you can include assembler subroutines to speed up your code. It's "banks" are a feature that I have not seen in any other language and are much nicer than "malloc"-ing memory all over the place :)

Seeya,
Yiannis

```
     /"(  _  )"\     .-------------------------------------------------------.
    / . \/^\/ . \    | Yiannis Paschalidis / Alias "X"   ...  Nuclear waste  |
   /  _)_`-'_(_  \   | u943409@student.canberra.edu.au   |||    fades your   |
  /.-~   ).(   ~-.\  | tp943409@ise.canberra.edu.au     / | \     genes!     |
 /'     /\_/\     `\ |    URL -> http://student.canberra.edu.au/~u943409/    |
        "-v-" F'030  `-------------------------------------------------------'
```

From 1999091099881404835
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c039587d8dafd3b
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: Re: Game makers
Date: 1996/11/14
Message-ID: <Pine.SOL.3.91.961114171532.10463A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 196378622
references: <328684e7.8101894@news.airtime.co.uk>
<Pine.SOL.3.91.961113203848.9064A-100000@student.canberra.edu.au>
<3289e440.22168485@news.airtime.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: University of Canberra, Australia
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Wed, 13 Nov 1996, Tony Greenwood wrote:

> >> Anyone out there making games ?
>
> >Yup - my latest is "Bomb Squad" for the Falcon 030 (and STe soon).
> >Check it out at http://student.canberra.edu.au/~u943409/bomb_squad.html
> >or d/load it from the major ftp sites...
>
> Would this be the mega kewl FULL screen bomber man type fing?

Yep, well *almost* fullscreen - I didn't remove the left and right borders, only the top and bottom ones. :) The play area is 304*200 & scoreboard 304*40, with some other stuff on the right-hand side.

> >I plan to support the Falcon and STe as it is quite easy to adapt code
> >from Falcon to STe and vice-versa. Most stuff I write will require >1Mb
>
> What are you coding this in ?

A mixture of STOS and 68000 (assembler for all the AI, screen updates, joystick & keyboard handling and sound). The rest of it is written in STOS (basically holding everything together).

The memory requirement arises from the user of pre-calculated stuff to speed things up and ofcourse there's the extra ~80Kb for the extended screen. The compiled program is already 900Kb, so there's no chance of running it under 1Mb :(

The reason the code is really easy to adapt is that all the DMA sound system is almost identical between the STe and Falcon (apart from some registers like the volume, which is microwire in STe). So all the sound effects worked with no modification. The STe screen layout is the same as the Falcon's. I used 16 colour gfx to save on memory (the GFX are ~2Mb in 16 colours!!!)

Also, I've got no problems with the joysticks and keyboard as I don't use STOS's keyboard/joystick handler - I wrote my own. The jaguar joypads are also the same for Falcon & STe. The blitter code wouldn't need changing if I had used the blitter. :)

All up, I'm quite happy with how STOS is working on the Falcon now that I've written some basic routines to use it's features...

I'll finish off the STe version soon as I've finished the last part of my uni work for this year. It just needs volume control and some checking for playability (speedwise) in certain areas... news will be listed on my webpage for it...


```
     /"(   _   )"\     .-------------------------------------------------------.
    / . \/^\/ . \    | Yiannis Paschalidis / Alias "X"   ...  Nuclear waste  |
   /  _)_`-'_(_  \   | u943409@student.canberra.edu.au   |||    fades your   |
  /.-~   ).(   ~-.\  | tp943409@ise.canberra.edu.au     / | \     genes!     |
 /'     /\_/\     `\ |    URL -> http://student.canberra.edu.au/~u943409/    |
        "-v-" F'030  `-------------------------------------------------------'
```


From 4359977701773266443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public

From: wongck@ti.com (William Wong)

Subject: Re: AES 4.1 Documentation
Date: 1996/11/14
Message-ID: <56efaf$100ao_002@news.ti.com>#1/1
X-Deja-AN: 196380323
references: <847733144_OASIS_@swampdog.demon.co.uk>
<32898D66.167EB0E7@etlxdmx.ericsson.se>
content-type: text/plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <32898D66.167EB0E7@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> wrote:
>Guy Harrison wrote:
>
>> Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
>> "child" terminates.
>>
>I've looked this up in both the Atari Compendium and the Lattice C docs
>as well as performing a search through all the Lattice C header files.
>I can't find any trace of this function. Help!
>

Sorry to budge in... I am not sure what the problem is (was not following
thread from the start) but you can find the SHW_PARALLEL in the MagiX header
files. CH_EXIT is documented in the Compendium, look under event messages.

I am using all these in one of my program to start off parallel programs in
several OS including MagiX, MultiTOS & Geneva. As for MagiC, my beta testers
said that it works too. I cannot truely confirm MagiC as I do not own that OS.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From 746972508670892981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: binder@rbg.informatik.th-darmstadt.de (Thomas Binder)
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/14
Message-ID: <56erjo$1dpp@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 196407455
references: <56a226$6lu@commserv.fb1.fhtw-berlin.de>

content-type: text/plain; charset=us-ascii
organization: Technische Hochschule Darmstadt
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi!

In article <dwilga-1211961222030001@dwilga.comm.mtholyoke.edu>,
dwilga@mtholyoke.edu (Dan Wilga) writes:
> [...]
> If you don't use any VDI calls (or only things like v_show_c(), which
> don't alter any workstation attributes), there's no need to open a new
> workstation.
Just the note that it's bad style to use v_show_c() and v_hide_c() in GEM
applications, because this (especially resetting via v_show_c()) conflicts
with the AES's own mouse hidden counter. Always use graf_mouse() to influence
the mouse pointer in GEM applications.

Ciao

Thomas

--
Thomas Binder (IRCNick: Gryf)
Johann-Valentin-May-Strasse 7
64665 Alsbach-Haehnlein / Germany
Email: binder@rbg.informatik.th-darmstadt.de
PGP-key available on request!

"Quick to judge, quick to
anger, slow to understand,
ignorance, prejudice and
fear walk hand in hand."
Rush

From -2784329268222969690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS
Date: 1996/11/14
Message-ID: <56etd5$4lr@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 196412238
distribution: world
references: <847919593@p24.f101.n323.z205.mbh.org>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <847919593@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org>
writes:

>Nope, I was telling you the standard C library is not usable for game design
>and that you had to create your own library.

Yes, but the STOS libraries (extensions - NOT the STOS commands) are suitable for use in games - some of them were originally written as personal libraries which then later got released.

>When you can create your own
>libraries it doesn't matter anymore wich language you choose to write the game
>framework in.

Hm... yea, this could well be true...

>Most mordern languages allow you to call external routines in a
>more or less easy way.

Yes. STOS does this.

>So it ends in a game where al the main game routines are assebly and only some
>disk routines and initialisation is done in the original language you started
>with. (I have done that once, converting every routine that used more than 1% of
>the total execution time to assembly.)

As long as your library routines are efficient enough, then there should be no need to convert most of the routines to assembler. Only if there is no library routine which does what I need have I turned to assembler... (which I put into a library routine, so that other people can use it if they need it...)

> > not as good as C for the reasons mentioned above. (one valid reason
> > might be the lack of proper functions,
> > but these can easily be simulated with gosubs)
>
>I hope you can declare some local variables after your gosub labels, otherwise
>you are in BIG trouble when you are calling the routine recursively. (For
>examble when you are generating a random maze or chacking there is still a way
>out of the current maze.)

Nope, you cannot create local variables. However, you can easily create a stack, and handle it yourself. But why not convert the recursion into a while loop? (all recursive functions can be converted into this more spacially and computationally efficient form)

As I said - the lack of proper functions IS a limitation of STOS.

Anthony

--


```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From 8404905289427803138
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7d5abf4bee3a670
X-Google-Attributes: gid1115ce,public
From: joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann)
Subject: Re: VDI opnvwk() really necessary ??
Date: 1996/11/14
Message-ID: <56euhj$bi3@commserv.fb1.fhtw-berlin.de>#1/1
X-Deja-AN: 196413193
references: <56a226$6lu@commserv.fb1.fhtw-berlin.de>
organization: Fachhochschule fuer Technik und Wirtschaft Berlin, FB1
newsgroups: comp.sys.atari.programmer

hm, i opened a vworkstation and compared the handle for the vdi
with the handle i got from graf_handle() for the aes ...
they are different - i would have expected that graf_handle
would give the same back as in the opnvwk() ... ?!

--
-
-- Jo'ogn (; - 030/606 91 85

From 2823778737317810355
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS
Date: 1996/11/14
Message-ID: <328af6cd.4911258@news.airtime.co.uk>
X-Deja-AN: 196417133
references: <2851514726@news.airtime.co.uk> <847918262@p24.f101.n323.z205.mbh.org>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 13 Nov 96 20:59:02 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> >> Depends on your definition of making games... STOS comes with a great
> >> set of

> > Theres isnt much leeway is there? making games means making games,

>Yes! and cars are cars, there is no difference between a Mercedes, Fiat and
>Lada!

And the above means what?.....Making Games means making games..seems
simple enough statement to me, not something so hard to understand
that it needs comparisons surely?

> > What? I do design my own routines, In BASIC?.... I (and no one else

>No, a midrange car brings you to every place you want. If you want maimum
>prestations you have to tune and modify your car...

Are you saying BASIC games dont look as good as eeerm something else,
if so then thats total rubish!

> > Sorry but I do not understand your point here, I am debating the best
> > programming launguage for making games, between ANY BASIC and C, yet
> > you seem to be telling me how awkward to use C is,

>or even design and build your own one. It's far more work, it's hard work, but
>the result might be far better than a regular care made of standard parts.

hmmm "might" ?, I say might NOT, I am willing to show that STOS BASIC
is the best for making games in 1996 between any other BASIC and even
C, That was the original question

> > Show me a top game made in C ? something thats better than one I can
> > show you in STOS?
>
>Civilization is done in C and Colonial conquest too. I don't know the amount of
>assembly that's used in those projects. It's quite easy to design your code in C

Neither do I, so surely that excludes them from the debate ?...next:)

> > Demos are hard to make, and about as usefull as a glass brick,

>They show you the limit of the computer in combination with a certain language
>and the imagination of the coders.

Yes they do don't they...and IMHO are STILL as usefull as a glass
brick?

> > Dont show me demos, show me a game made in BASIC that is better than
> > any I can show you made in STOS BASIC,
>
>I can't. Most games I know of are written is assembly (maybe C, you have to

Exactly my point.....

>step down to the Basic level to see anything like 'sorry for the worse gameplay,
>but it was written in basic;. ;-))

Now that is downright insulting..I suggest you look at something
thats recently been made in BASIC before you make such sweeping ill

informed statements, Sorry but making insulting remarks about BASIC
programs when you havent even checked any recent ones out cannot be
excused by a smiley,

> > Show me a game currently being made NOW in BASIC that beats any I can
> > show you currently being made in STOS,
>
>FUN ((ex)DBA) is working on a great game in Gfa Basic. I haven't tested it yet
>nor have I seen any STOS games lately (the last time I have tried a STOS game I

 Then how do you know its great and how do you come to the conclusion
that it is better than a STOS game ?

>had to switch TOS version, in that time (long, long ago) STOS crashed on TOS
>1.04.

 Here we go again, WHY does everyone have to base there opinions and
debates on STOS of old, STOS HAS BEEN UPGRADED! how many times does
this have to be said, TOS compatability is no longer a real problem,
or at least it need not be, I admit to having problems with making my
software run on a TT and certain Falcon configurations, but no more
than game makers using other programming launguages, certainly the old
TOS 206 problem no longer exists at all...as well as most other tos
vesrions,

>
> > BTW Yes Assembly is more powerfull (and less fun) but then again,
> > thats why I did NOT include it in the challenge ?
>
>So, there is the point I am trying to make. Writing games in assembly is very
>hard, but you can get the best results. In C it might be somewhat less

 You are making a point that has nothing to do with the original
question, I have already freely admitted that assembler is best, only
an idiot would try to say BASIC can beat assembler,

>difficult, but at the same time you can't reach the best assembly level. In STOS
>basic on the other hand, there are a lot of easy to use routines to do the hard
>grafix work for you (and to paly samples and so on) but at the same time you

 Jeeeeze....ther are no easy to use routines, the easy to use routines
produce "Slow", "Jerky" and "Unresponsive" (where have we heard that
lot before) games, the new commands are far from easy,

>lose the absolute command over your code. To reclaim the absolute command you
>have to write all the impartant routines yourself. When you get to that point

 I disagree, I make my routines do everything I want them to
do....have a look at some, then you will understand :)

>there is no significant difference between the various basic dialects and you
>are writing assembly code in basic (lots of pokes and memory moves, clockcycle
>counting and

eh?...

>preshifting of sprites). Maybe I am thing too much as democoder on this point.

I NEVER use anything but preshifted graphics, <?>

No you are thinking correctly, sorta :), are you saying that POKE,PEEK, LOKE, LEEK, etc are not BASIC commands, are you suggesting that when I VARPTR or maybe when I use BINARIES that these are not BASIC commands? memory moves and anything else you wanna mention are all valid BASIC programming,

>Bye, Hans Wessels
>

BTW Hans..do you have an STe? or FM? Can I send you one of my games in return for the Demo you wrote ? <SMILE>

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 984010913478534188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,28f328479f6e864a,start
X-Google-Attributes: gid1115ce,public
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Subject: Gribnif Web site Where?
Date: 1996/11/14
Message-ID: <328B08B5.A3@eng.derby.ac.uk>#1/1
X-Deja-AN: 196425604
content-type: text/plain; charset=us-ascii
organization: University of Derby
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 5.4 sun4c)

Hello, I found the Gribnif web site a few days ago, And planned on downloading the Geneva patch (3 to 4). However the **&^%$&^ PC crashed during the download and the site wasn't in the bookmark file at the time. Can anyone point me in the right direction to find the site?

Thank you

Dale Needham
email : needhadp@sparcdii.derby.ac.uk

From -6601910345019139436
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: AES 4.1 Documentation
Date: 1996/11/14
Message-ID: <328B11FE.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 196429511
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.4 sun4m)

Hi all

My thanks to everyone who took the trouble to suggest solutions to my
"calling a program to run concurrently with the calling application"
problem. I will be trying them out as soon as I get a moment :-)

regards
Martyn

From -332222218484596997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f901bf8b4c7e1b79,start
X-Google-Attributes: gid1115ce,public
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Subject: C(++) compiler
Date: 1996/11/07
Message-ID: <55tq6h$btr@learnet.freenet.hut.fi>#1/1
X-Deja-AN: 195159832
organization: Official Club
newsgroups: comp.sys.atari.programmer
x-mailer: BBBS/2 v3.33 How-C

What's good (free) C-compiler for Falcon/atari?

TWN...

From -4363338055418336300

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,773bf26dc4dcdf0c
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: Dungeon Master on F030.
Date: 1996/11/07
Message-ID: <847488382_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 195193689
organization: InternetMCI
reply-to: thechyld@pcc-uky.campus.mci.net
newsgroups: comp.sys.atari.programmer
organisation: The DarkForce! BBS (606)886-9014

In article <55tlpb$rv@epimetheus.algonet.se>
dhedberg@bengt.algonet.se (Daniel Hedberg) said:-

>Can anyone tell me if Dungeon Master and/or Chaos Strikes Back runs on
>the Falcon030? Is Backward required?

Both run on the Falcon just fine, albeit a little fast. All you have to do (on some systems) is hold down an [alt] [control] combo (I'm not sure what order...) While on others, like mine it boots up fine with nothing having to be done at all. I've also heard of intermittent "crashing" on some Falcons...seems to vary a little from machine to machine. If you are using ICD's utils, read in the manual about how to force a floppy drive boot-up...(about the crashing-just save your game a lot! But then, like all good dungeoneers, I'm sure you do that anyways, right?!) :)

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/                                          |                          _/
_/  Wild wind-horses soar the cloud-trails, |                          _/
_/    Unholy horn doth sound its blast,     |           /\             _/
_/    You and we were first to conquer,     |       Dark><Chyld        _/
_/      You and we shall be the last!       |           \/             _/
_/                                          |                          _/
_/  - from "Song of the Dragon Masters" -   |     The Fuji Lives!      _/
_/                                          |                          _/
_/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~_/
_/                                                                       _/
_/     --> Sysop of The DarkForce! BBS....Call 1-606-886-9014 <--        _/
_/                                                                       _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

From -2228031170847392174
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8bfbf3c96fa580d

X-Google-Attributes: gid1115ce,public
From: mike@bbsgate.interware.it (Mike De.Petris)
Subject: Re: Turbo C or Pure C?
Date: 1996/11/07
Message-ID: <512_mike@bbsgate.interware.it>#1/1
X-Deja-AN: 195198403
organization: De Petris Software Development
reply-to: mike@bbsgate.interware.it
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.53) BETA (3) (NON WINDOW VERSION)

In uno strano messaggio del 06 Nov 96 dbrewood@nest.demon.co.uk
(90:700/104.1) scrisse al povero All :
 d> Are there any Atarians out there who have a copy of Pure C or Turbo C?
 d>
 d> I'm asking as the Oasis coders (Dave Levi & Phil Yeadon) are looking to
 d> recompile mydials for GFA and Pure C or Turbo C is needed to recompile
 d> the code.

I am also interested about actual state of PureC. If 2.0 do not come out, is
it a matter of copyright ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! mike@bbsgate.interware.it www.interware.it/users/mike

From 1605972003778636902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,818a1e770f828d80
X-Google-Attributes: gid1115ce,public
From: Karsten Reincke <kreincke@cl-ki.uni-osnabrueck.de>
Subject: Re: comp.sys.atari.st?
Date: 1996/11/07
Message-ID: <55tf7a$lhs@deimos.rz.uni-osnabrueck.de>#1/1
X-Deja-AN: 195261956
references: <55qqf2$c7a@library.airnews.net>
to: jdaddin9@airmail.net
content-type: text/plain; charset=us-ascii
organization: Universitaet Osnabrueck
x-url: news:55qqf2$c7a@library.airnews.net
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; AIX 2)

Yes! I just came into this group, because I 've got
the message 'Host replies: No such newsgroup', when
I 've tried to go to comp.sys.atari.st

GR KR

From 208297000282732008
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c9aa9f50892700e2,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Help!!!
Date: 1996/11/07
Message-ID: <bf4_9611081301@conchbbs.com>#1/1
X-Deja-AN: 195332211
organization: Houston Area League of PC Users
x-ftn-to: cleon@ona.fi.umag.cl
newsgroups: comp.sys.atari.programmer

c > Could any people send me (if possible) the ENGLISH Help files
c > of Pure C? I could appreciate any help.

You should be able to download them from umich or toad. (I'm not
sure which ftp sites carry it. I only uploaded it to Genie and
Fidonet.) The names are ELF_HELP.ZIP and ELF_HLP2.ZIP (upgrade).

Or you can send the $20 shareware fee to E.L.F. Software, 9614
Oregano, Houston TX 77036 ($5 extra for non-USA personal checks),
and I'll send a registered copy via Snail mail.

BTW, I'm running out of DD floppies. Can you handle HD?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -7401134963049538493
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf885b74904dc23c
X-Google-Attributes: gid1115ce,public
From: Hans Wessels <mr_ni@mbh.org>

Subject: Re: programming for my STfm, mono?
Date: 1996/11/07
Message-ID: <847397596@p24.f101.n323.z205.mbh.org>#1/1
X-Deja-AN: 195389131
distribution: world
x-ftn-origin: MBH (070-3605991) (mbh 205:323/101.24)
references: <3199762216@usr06.primenet.com>
x-ftn-reply: usr06.primenet.com beb87f28
x-ftn-path: 323/100
x-comment-to: All
x-ftn-seen-by: 323/100
x-ftn-tearline: Tachion 0.99beta14
x-ftn-msgid: 205:323/101.24@mbh 328242dc
x-ftn-area: COMP.SYS.ATARI.PROGRAMMER
organization: MBH (070-3605991)
x-ftn-pid: LED 1.25
reply-to: mr_ni@mbh.org
newsgroups: comp.sys.atari.programmer

> From: Katherine L Ellis <kellis@primenet.com>
>
> I think it's unfortunate that we can not use the right mouse button
> on the desktop..

I think you are wrong here. On the desktop you can use the right mous button to select items in not selected windows. I regulary to doubleclick on an archive so it will be depacked in the slewted window. (I have installed al packer programs so a dubble click on an archive will depack the archive in the current (=selected) directory.

Hans

From -6620816948758957500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: AES 4.1 Documentation
Date: 1996/11/08
Message-ID: <yvvk9rxat74.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 195244336
sender: emwoll@bowmore
references: <dwilga-0111961018010001@138.110.7.161>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

> Can you tell me if Geneva supports AES 4.1 toolbars? (ie WF_TOOLBAR, WF_FTOOLBAR
> WF_NTOOLBAR wind_set/get and WM_TOOLBAR message)
>
> It would appear that Magic 5 does not...

Yeah and it's a pitty. :-(
I thought MagiC was the way to go, but as you realise more and more glitches
in it you start to wonder...

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 8673081419153479257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Atari Programming, naturally!
Date: 1996/11/08
Message-ID: <yvvlocdat9v.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 195244337
sender: emwoll@bowmore
references: <846702348_OASIS_@pcc-uky.campus.mci.net> <3276D894.3EBC@ipa.net>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

bjr@edison.ebicom.net (Brian Roland) writes:

>
> I'd like to see a really cool virtual war game for the Falcon...
> Something based on fairly current global situations...perhaps offering
> portable data so that current geography can be updated and changed.
> Toss in as much as possible...politics...stratagy...spy
> networks...nuclear...conventional...weather...economy/production...
> I guess you'd call it a "God Game"?

Yeah, or a SIMCITY (2000) clone. That would be just great! It would also run
under GEM so you can use it under a Multitasking system like MagiC in
16 colours and enhanced graphics in 256 colours (maybe even 2 if possible).
This would also make it compatible on all TOS computers, not only Falcon.

So what do you say? :-)

//Magnus Kollberg

--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 1474548511397182942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e0128f9e1ce621b,start
X-Google-Attributes: gid1115ce,public
From: mvrbicky@edu.uni-klu.ac.at
Subject: TT030 for sale
Date: 1996/11/08
Message-ID: <328314C4.3EB5@edu.uni-klu.ac.at>#1/1
X-Deja-AN: 195246954
content-type: text/plain; charset=us-ascii
organization: Graz University of Technology, Austria
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win16; I)

I have an Atari TT030 for sale.

Includes:
- 8 Mb internal memory (4 Mb ST-RAM / 4 Mb TT-RAM).
- 200 Mb SCSI harddisk.
- 1.44 Mb floppy disk drive.
- Crazy Dots II VME graphiccard (1024x768, 256 colors, 76Hz,
  800x600, 65536 colors ...)
  Works with every SVGA monitor.
- Installed Linux 68k (1.2.13pl10) with X11R6 (1024x768)
  I have connected my TT via a serial line to my PC and it works great
  as an X Terminal.
- About 200 diskettes with Atari software, lots of original software
  incl. handbooks.
- And more.

All in one sale.
Price: ATS 8000,- (DM 1150,- US$ 800,-),
       (bases for negotiation)

Michael Vrbicky
mvrbicky@edu.uni-klu.ac.at
phone: ++43 463 55112 20 (mo. - fri.)

From -2137793719220848159
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: AES 4.1 Documentation
Date: 1996/11/08
Message-ID: <32832AC3.2781E494@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 195274571
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.4 sun4m)

Magnus Kollberg wrote:
>
> jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>
> > Can you tell me if Geneva supports AES 4.1 toolbars? (ie WF_TOOLBAR,
WF_FTOOLBAR
> > WF_NTOOLBAR wind_set/get and WM_TOOLBAR message)
> >
> > It would appear that Magic 5 does not...
>
> Yeah and it's a pitty. :-(
> I thought MagiC was the way to go, but as you realise more and more glitches
> in it you start to wonder...
>
It also doesn't support shel_write() in mode 0, which means that you
cannot ask the OS to launch a program concurrently from within your own
program - except via the AV-Protocol but that relys on a having a decent
AV server installed - which MagXDesk aint!

It beats me why 2B go for this "almost there" solution of AES 3.99
rather than implementing it properly. When I first got MagiC 4,System
Solutions told me that they had passed a number of complaints onto 2B
about this but nothing changed for v5.

Regards
Martyn

From 8884355555119336363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fd80e6163a5b59f,start
X-Google-Attributes: gid1115ce,public
From: Erik <erikor@esc.de>
Subject: Need info on CTX-fileformat
Date: 1996/11/08
Message-ID: <328342F4.43B0@esc.de>#1/1
X-Deja-AN: 195278133
content-type: text/plain; charset=us-ascii

organization: ESC
mime-version: 1.0
reply-to: erikor@esc.de
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win95; I)

Hello..

For a projekt I need to know the format of the Calamus textfiles.
As Calamus win95 cannot convert this files safely, I have to
do it myself.
Could anybody who knows the CTX fileformat send me this
information? I would appreciate any help.
The problem is I need to get the text out depending on the
layout, meaning I need to know how Calamus saves it.
If someone has documents or help files about it, please send
it. It can be in English, German or Dutch ;-) .

Thanks in advance,

Greetings, Erik

From 2019766692211329266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,5b1039db6a8c32d4,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,818a1e770f828d80
X-Google-Attributes: gid1115ce,public
From: ~atari@teleport.com* (Rich Tietjens)
Subject: Re: comp.sys.atari.st?
Date: 1996/11/08
Message-ID: <55vqdg$97q@ornews.intel.com>#1/1
X-Deja-AN: 195333915
references: <55qqf2$c7a@library.airnews.net> <55tf7a$lhs@deimos.rz.uni-
osnabrueck.de>
followup-to: comp.sys.atari.st
organization: Portland Atari Club
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <55tf7a$lhs@deimos.rz.uni-osnabrueck.de>,
   Karsten Reincke <kreincke@cl-ki.uni-osnabrueck.de> wrote:
>
>Yes! I just came into this group, because I 've got
>the message 'Host replies: No such newsgroup', when
>I 've tried to go to comp.sys.atari.st

Any time your favorite newsgroup disappears, you should send mail to your news
admin. Karsten, yours is newsadmin@cl-ki.uni-osnabrueck.de; you might want to
notify postmaster@cl-ki.uni-osnabrueck.de also.

comp.sys.atari.st was rmgrouped by a rogue site attempting to disrupt Usenet.
Your news admin should not accept "Big 8" newgroup or rmgroup messages without
a valid PGP signature from tale.

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

From 1269326746162566485
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/08
Message-ID: <dwilga-0811961448310001@dwilga.comm.mtholyoke.edu>#1/1
X-Deja-AN: 195338859
references: <32832AC3.2781E494@etlxdmx.ericsson.se>
organization: Mount Holyoke College
newsgroups: comp.sys.atari.programmer

In article <32832AC3.2781E494@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> wrote:

> Magnus Kollberg wrote:
> >
> > jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
> >
> > > Can you tell me if Geneva supports AES 4.1 toolbars? (ie WF_TOOLBAR,
WF_FTOOLBAR
> > > WF_NTOOLBAR wind_set/get and WM_TOOLBAR message)

Yes, it does, thought to be honest with you, I never tested them with
anything but the basic test program that Atari sent to developers with the
AES 4.1 alpha.

> > I thought MagiC was the way to go, but as you realise more and more glitches
> > in it you start to wonder...
> >
> It also doesn't support shel_write() in mode 0, which means that you
> cannot ask the OS to launch a program concurrently from within your own
> program - except via the AV-Protocol but that relys on a having a decent
> AV server installed - which MagXDesk aint!

Geneva completely supports all the flavors of shel_write(), including mode 0.

Dan Wilga
dwilga@mtholyoke.edu

From 632550710381676251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e4a6b31151a8360,start
X-Google-Attributes: gid1115ce,public
From: curis@jonque.ens.fr (Emmanuel Curis)
Subject: CVG-file format informations needed
Date: 1996/11/08
Message-ID: <560afd$bus@nef.ens.fr>#1/1
X-Deja-AN: 195360694
organization: Ecole Normale Superieure, Paris
newsgroups: comp.sys.atari.programmer

Hello,

I would like to have informations about Calamus Vectoriel file format (CVG files), because I need to save plots and would like to use this format for use them in calamus (GEM is done, but text are not recognized by Calamus, neither polymarks...).
Does anybody knows where I can get it?

Thanks,

Emmanuel

--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

From 6685360095672358162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f901bf8b4c7e1b79
X-Google-Attributes: gid1115ce,public
From: josk@stud.ntnu.no (Jo Even Skarstein)
Subject: Re: C(++) compiler
Date: 1996/11/08
Message-ID: <3283705e91ec81@stud.ntnu.no>#1/1
X-Deja-AN: 195369579
references: <55tq6h$btr@learnet.freenet.hut.fi>
content-type: text/plain; charset=ISO-8859-1
x-hardware: Atari Falcon 030
organization: NTNU

mime-version: 1.0
reply-to: Jo.Even.Skarstein@ifi.ntnu.no
newsgroups: comp.sys.atari.programmer
originator: josk@storm.stud.ntnu.no

Taneli Mielikainen (Taneli.Mielikainen@club.mpoli.fi) wrote:

>What's good (free) C-compiler for Falcon/atari?

The best (And only) is Gnu C++, you can find it on most ftp-sites.
Perhaps the best site for MiNT and atari-specific Gnu-stuff is
ftp.fu-berlin.de.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

From -9171592593809720083
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: josk@stud.ntnu.no (Jo Even Skarstein)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/08
Message-ID: <3283705e91e820@stud.ntnu.no>#1/1
X-Deja-AN: 195369609
references: <yvvk9rxat74.fsf@emw.ericsson.se>
content-type: text/plain; charset=ISO-8859-1
x-hardware: Atari Falcon 030
organization: NTNU
mime-version: 1.0
reply-to: Jo.Even.Skarstein@ifi.ntnu.no
newsgroups: comp.sys.atari.programmer
originator: josk@storm.stud.ntnu.no

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:

>> Can you tell me if Geneva supports AES 4.1 toolbars? (ie WF_TOOLBAR,
WF_FTOOLBAR
>> WF_NTOOLBAR wind_set/get and WM_TOOLBAR message)
>>
>> It would appear that Magic 5 does not...
>
>Yeah and it's a pitty. :-(
>I thought MagiC was the way to go, but as you realise more and more glitches
>in it you start to wonder...

Let's not get too depressed here. MagiC is very good, but "power users"

are IMHO better off with N.AES. It's fast and stable, and you also get
to use all the goodies with MiNT.

But for everybody else who probably just want to multitask GEM-programs
MagiC is still the best choice. It's easier to maintain and generally
requires less memory and CPU.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

From -1372575397128007286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b2ea1f8b81e454a
X-Google-Attributes: gid1115ce,public
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: MiNT threads - Pfork() ???
Date: 1996/11/08
Message-ID: <ersmithE0KsMK.GF7@netcom.com>#1/1
X-Deja-AN: 195378754
sender: ersmith@netcom15.netcom.com
references: <b67cc$172735.135@hermes>
organization: NETCOM On-line Communication Services (408 261-4700 guest)
newsgroups: comp.sys.atari.programmer

In article <b67cc$172735.135@hermes>, Gaven Miller <gmiller@inca.co.nz> wrote:
>According to what I read in the Compendium, I believe the correct way of
>implementing GEM threads is:

```
>    pid = Pfork();
>    if( pid == 0 )  {
>      ap = appl_init();
>      form_alert( 1, "[1][Feature X][ ok ]" );
>      feature_X();
>      appl_exit();
>      Pterm( 0 );
>    }
```

No, this is one of the places where the Compendium got it wrong.
The correct way to do threads under MiNT is to create a new basepage,
then launch it with the Pexec "just go" mode (sorry, I can't remember
the numbers off hand). The MiNT library has a function, tfork(),
which will do all this for you. The code sequence above would then
look something like:

```
   pid = tfork(run_feature_X, 0);
```

where run_feature_X was defined like:

```
   void run_feature_X()
   {
      ap = appl_init();
      form_alert( 1, "[1][Feature X][ ok ]" );
      feature_X();
      appl_exit();
   }
```

The tfork() call launches a given function in a separate thread.
When the function returns, the thread is automatically terminated.
Note that the standard C library is *not* re-entrant, so the
thread must be very careful about the library calls it makes! (Indeed,
I'm not certain my example above will work; it probably depends on
how the library implements form_alert, appl_init, and so on).
--
Eric R. Smith ersmith@netcom.com

From -1319109087819293666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2416d0f52efca6a2,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2416d0f52efca6a2,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,bb7e55816885a89
X-Google-Attributes: gid109a67,public
From: ~atari@teleport.com* (Rich Tietjens)
Subject: Re: newsgroup problems?
Date: 1996/11/08
Message-ID: <55vqut$97q@ornews.intel.com>#1/1
X-Deja-AN: 195384760
references: <55uahn$gal@News.Dal.Ca>
followup-to: comp.sys.atari.st
organization: Portland Atari Club
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

In article <55uahn$gal@News.Dal.Ca>,
   ag352@chebucto.ns.ca (John S. Gray) wrote:
>
>Recently there was a multiple spam taking over comp.sys.atari.st, then
>suddenly my server dropped the group from the list. Anyone know what
>happened?

Here's the "meow bomb" FAQ:

FROM: trebor@sirius.com
SUBJECT: INSTA-FAQ: For you to answer hate mail you might get about the binary flood
DATE: Sat, 02 Nov 1996 21:58:05 -0800 ORGANIZATION: Sirius Connections

MESSAGE-ID: <328833b1.6056085@news.sirius.com> NEWSGROUPS: news.admin.net-abuse.misc

Here's an short FAQ I've created, while trying to keep my mailbox from being destroyed by auto-responder acknowledgements.

INSTA-FAQ: What's with all this shit in my favorite newsgroup?
==========
I've created this INSTA-FAQ [tm, I guess] for those who have not yet learned to read Usenet headers, and who wonder WTF is up with this flooding. Please read it before taking any action about the flood.

What's going on?
==========
Easy! A gang of dysfunctional adolescents finds it hysterically funny to post a large file to a whole bunch of groups, putting the email address of a whole bunch of people in the Reply-To: line of the post. They hope to generate a lot of hate mail to those people.

They also include as many test newsgroups as they can in the flood. Since every post to a test newsgroup generates about a dozen acknowledgements from auto-responders around the world, they hope that this will create a mailbomb for the people in the Reply-To: line.

5,000 posts X 10 test newsgroups X 10 auto-responders = 500,000 responses!

Fortunately, and because they've tried this before, most people are prepared for this, and the mailbombs just don't materialize. Most people realize what's going on, and don't send hate mail to the innocent victims, either.

Who are these Idiots[tm]?
==========
In real life? I dunno... On the Net, they are just a bunch of little boys who haven't grown up, and who go around calling themselves 'The Meowers.'

If they don't engage in real vandalism, like spraying graffiti, or ganging up on elderly people sunning themselves in the park, it's because they're not brave enough.

They have all the guts of someone tossing eggs from a moving car.

What should we do?
==========
Right now? Nothing. Grin and bear it. Hey, at least you're not one of the people being mailbombed!

DO NOT SEND EMAIL TO THE PEOPLE IN THE REPLY-TO LINE!!!!

It's not them towards whom your anger should be directed.

If you want to do something, learn about Usenet and reading headers.

If you want to do something, oppose the Meowers and what they do. They have destroyed many, many newsgroups, and who knows when it will be your turn, or your favorite newsgroup's turn, to be harassed by them.

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

From 9037960908322650769
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: and@sun1.mim.uni-hannover.de (Andreas Kromke)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/08
Message-ID: <55vf8s$5ue@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 195432046
references: <32832AC3.2781E494@etlxdmx.ericsson.se>
organization: MiM
newsgroups: comp.sys.atari.programmer

Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
: It also doesn't support shel_write() in mode 0, which means that you
: cannot ask the OS to launch a program concurrently from within your own
: program - except via the AV-Protocol but that relys on a having a decent
: AV server installed - which MagXDesk aint!

This is a lie.
MagiC's mode 0 is TOS-compatible what means that MutliTOS is not TOS-compatible.
To start programs concurrently there is another shel_write() mode which does not conflict with TOS.
One can ask which behaviour the system has by calling appl_getinfo(). This call tells you if the system is TOS compatible or MultiTOS compatible.

Another way to launch programs concurrently is Pexec(100). But if you think that you need AV to start a program you most probably never heard of Pexec.

: It beats me why 2B go for this "almost there" solution of AES 3.99
: rather than implementing it properly. When I first got MagiC 4,System
: Solutions told me that they had passed a number of complaints onto 2B
: about this but nothing changed for v5.

All shells use MagiC shel_write-Calls for starting programs. Changing this
would cause incompatibilities with former MagiC versions and with TOS.

Instead of complaining about version 3.99 tell us how to start programs
in MultiTOS using the single tasking mode.
There is none?
So use tool bars instead.

--

ANDREAS KROMKE

.....
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

From 4886760456973888366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,61db3941a9a5021,start
X-Google-Attributes: gid1115ce,public
From: <Stephen Leary>
Subject: STE Power Unit???
Date: 1996/11/08
Message-ID: <55vdo7$6ov@singer.cent.gla.ac.uk>#1/1
X-Deja-AN: 196635810
organization: University of Glasgow Computing Service
reply-to: 9600149L@student.gla.ac.uk
newsgroups: comp.sys.atari.programmer

Hi all,

Does anyone out there have an old ST with a working power supply or
know of any cheap method of obtaining one?

E-mail me :- Stephen Leary <9600149L@student.gla.ac.uk>

Thanks

From -3984522344825554238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6356031c3547715f,start
X-Google-Attributes: gid1115ce,public
From: Geburah@kether.snafu.de (Rene Ceron Palomino)
Subject: GSM Modem-Voice files to wav!
Date: 1996/11/09
Message-ID: <GKJJBIBOUP@kether.snafu.de>#1/1

X-Deja-AN: 195469460
content-length: 181
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

High!
I'm looking for a programm to konvert GSM Modem-Voice files to wav files and back ! I could send IBM-C source. Who could make just a simple small ttp?
PLEASE HELP!
Ciao
     Rene

From -462135079044830264
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4e5f8f80edbb8326,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Output of program to dialogue window
Date: 1996/11/09
Message-ID: <3284d7421c458a1@xs4all.nl>#1/1
X-Deja-AN: 195532948
x-xs4all-date: Sat, 09 Nov 1996 20:12:48 MET
content-type: text/plain; charset=iso-8859-1
x-hardware: MC68000 Atari Mega 4 ST TOS 1.4
organization: Seni Translation Services, Amsterdam
x-url: http://xs4all.nl/~josdb
mime-version: 1.0
reply-to: josdb@xs4all.nl
newsgroups: comp.sys.atari.programmer

How can I display the (running) output of a program in a dialogue box?
Any of you GEM wizzards know?

--
 Jos den Bekker
<josdb@xs4all.nl>   http://www.xs4all.nl/~josdb
                              -*-
    vertaler   translator   traductor
Engels en Spaans   English and Spanish   espa⍰ol e ingl⍰s
                              -*-

From 4976751573370558504
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)

Subject: Re: Atari Programming, naturally!
Date: 1996/11/09
Message-ID: <847570222_OASIS_NEWS@elis.demon.co.uk>#1/1
X-Deja-AN: 195539521
x-nntp-posting-host: elis.demon.co.uk
references: <846702348_OASIS_@pcc-uky.campus.mci.net> <3276D894.3EBC@ipa.net>
<55n1qo$eks@isoit109.bbn.hp.com>
organization: Thee Augean Stables
reply-to: augeas@elis.demon.co.uk (G Greenway)
newsgroups: comp.sys.atari.programmer

In article <327fc0e8.20890094@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) wrote:-

>On Tue, 05 Nov 1996 16:16:26 GMT, c_graham@patrol.i-way.co.uk (Craig
>Graham) wrote:
>
>
>   NO ONE has yet made a decent Doom clone for the ATARI Computer,
>Substation was a brave attempt, DESTRUCTION IMMINENT is a great game
>released at the ATARI show in Birmingham, better than Substation IMHO
>and I am a beta tester for KILLTHING that IMHO kicks them all and will
>work on anything from an FM,
>Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site
>
>.
     I've never heard of these last two. Where can one get them from ?

"Augeas"

--

```
  _________________________          _    _   _    _   _____
/𝔸\                        \        T  | \  | | | \  / | |  ___|   ARE
| _\ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |___
\/  \  _______________________\__    H  | |\\| | | |\/| | |  ___|   THE
 ____\/ \                       \      | | \  | | |  | | | |___
      \_|________________________/   E  |_|  \_| |_|  |_| |_____|  ENEMY
```

From -8938653462855405386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5851ba32a358915,start
X-Google-Attributes: gid1115ce,public
From: Dominique.Lacouture@cipcinsa.insa-lyon.fr (Dominique Lacouture)
Subject: Turbo Pascal
Date: 1996/11/09

Message-ID: <562vjc$b0j@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 195554854
organization: INSA Centre Informatique du 1er Cycle.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hello!
    I'm looking for a ST's version of Turbo Pascal...
There's no way now to buy it, so, if somebody can help
me!
         thanks   dom

From 3920266464162791200
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8bfbf3c96fa580d
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Turbo C or Pure C?
Date: 1996/11/09
Message-ID: <203_9611092142@conchbbs.com>#1/1
X-Deja-AN: 195579701
organization: Houston Area League of PC Users
x-ftn-to: mike@bbsgate.interware.i
newsgroups: comp.sys.atari.programmer

m > I am also interested about actual state of PureC. If 2.0 do
m > not come out, is it a matter of copyright ?

Sort of. Pure C was developed under license from Borland. Version
2.0 does not use any of the original Borland code, so ASH wants to
stop paying the license fee. The thing has been tied up in court
for years now.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -5848429953451322239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e396dbb9ab2bfc68,start

X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: doom clones
Date: 1996/11/10
Message-ID: <3285a78d.274477@news.airtime.co.uk>#1/1
X-Deja-AN: 195637326
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sat, 9 Nov 96 20:10:22 GMT, in comp.sys.atari.programmer you wrote:

>>Substation was a brave attempt, DESTRUCTION IMMINENT is a great game
>>released at the ATARI show in Birmingham, better than Substation IMHO
>>and I am a beta tester for KILLTHING that IMHO kicks them all and will

>   I've never heard of these last two. Where can one get them from ?

 Destruction Imminent you can get from Goodmand Int, its a commercial
game, but is a very good Doom type of game, one of the best that will
work on an ATARI STFM Upwards..

 Killthing....Also STFM Upwards..but not released yet?

http://www.geocities.com/SiliconValley/6273/ktsuport.html

 HTH :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 6469937862543238228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5f8f80edbb8326
X-Google-Attributes: gid1115ce,public
From: Karsten Reincke <kreincke@cl-ki.uni-osnabrueck.de>
Subject: Re: Output of program to dialogue window
Date: 1996/11/10

Message-ID: <5653h5$avb@deimos.rz.uni-osnabrueck.de>#1/1
X-Deja-AN: 195659048
references: <3284d7421c458a1@xs4all.nl>
to: josdb@xs4all.nl
content-type: text/plain; charset=us-ascii
organization: Universitaet Osnabrueck
x-url: news:3284d7421c458a1@xs4all.nl
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; AIX 2)

View the output of your program as row of data-packages, whereby
all packages have the same structure. For visualizing of this row
do this:

1) create a dialog with respect to the package-structure as
part of your rsc-file.
2) At the beginning of that program-run, which shall be presented,
call the whole dialog with objc_draw(...)
3) Whenever a new packages arives and shall be presented
in the dialog, initialize the parts of the rsc-part, which
therefore must get a new content. Refresh the output by calling
objc_draw(...) again, but in this time only for the dialog-part,
which has got a new content.

Very nice feature would be the dialog-presenting as content of
an own window. Connect window-management and prsenting of dialogs.

Note: In both cases you need a full GEM-environment with the
most important parts between appl_init(...) and appl_exit(...)!

GR KR

From -8585506292409919587
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5851ba32a358915
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Turbo Pascal
Date: 1996/11/10
Message-ID: <45d_9611101459@conchbbs.com>#1/1
X-Deja-AN: 195688369
organization: Houston Area League of PC Users
x-ftn-to: Dominique Lacouture
newsgroups: comp.sys.atari.programmer

DL> I'm looking for a ST's version of Turbo Pascal...

I believe Pure Pascal is Turbo Pascal compatible.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 1861813121520848438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e9e95d76b701d82,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: Output of program to dia
Date: 1996/11/10
Message-ID: <45e_9611101459@conchbbs.com>#1/1
X-Deja-AN: 195688382
organization: Houston Area League of PC Users
x-ftn-to: josdb@xs4all.nl
newsgroups: comp.sys.atari.programmer

j > How can I display the (running) output of a program in a
j > dialogue box? Any of you GEM wizzards know?

If you want to display a dialog without stopping, just don't call
form_do(). objc_draw() will display everything EXCEPT the templated
TEDINFO objects. These can be drawn by calling objc_edit() twice
for each, ED_INIT and ED_END.

If you want to display stdout in a window, there are a number of
ways to accomplish that. The easiest is to use Geneva.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 1225898603912471372
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/10
Message-ID: <847733144_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 195824776
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <32832AC3.2781E494@etlxdmx.ericsson.se>
Martyn Tidd <etlmntd@etlxdmx.ericsson.se> said:-

>It also doesn't support shel_write() in mode 0, which means that you
>cannot ask the OS to launch a program concurrently from within your own
>program - except via the AV-Protocol but that relys on a having a decent
>AV server installed - which MagXDesk aint!

Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
"child" terminates.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -6755839147799444541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e396dbb9ab2bfc68
X-Google-Attributes: gid1115ce,public
From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
Subject: Re: doom clones
Date: 1996/11/10
Message-ID: <564noo$a85@dux.dundee.ac.uk>#1/1
X-Deja-AN: 196262407
references: <3285a78d.274477@news.airtime.co.uk>
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@airtime.co.uk) wrote:
: game, but is a very good Doom type of game, one of the best that will

: work on an ATARI STFM Upwards..
: Killthing....Also STFM Upwards..but not released yet?
: http://www.geocities.com/SiliconValley/6273/ktsuport.html
Another 3d shooty thingy in the pipeline is my STOS / 68K version of the Ken Kalish game Phantom Slayer. More info on this on the Casterbridge software part of my web page. The reason I bring it up is to ask about movem??
I seem to have it set up right and the routine doesn't crash just doesn't do anything!! Does movem really work for painting the screen??

: Joint Maintainer of the STOS FTP Site
Who's the other guy :-) :-)

Cheers

Davy

--
 Davy Mitchell - Computer Science, Dundee University dmitchel@mcs.dundee.ac.uk
       Homepage: http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
         Compline - Christian Night Prayers. Short 10min service.
   10pm on Wednesdays in the University Chaplaincy Centre. All welcome !!

From -3783347329141099789
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e5f8f80edbb8326
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Output of program to dialogue window
Date: 1996/11/11
Message-ID: <567313$b9@balaena.bio.vu.nl>#1/1
X-Deja-AN: 195759883
references: <3284d7421c458a1@xs4all.nl>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Jos den Bekker (josdb@xs4all.nl) wrote:
: How can I display the (running) output of a program in a dialogue box?
: Any of you GEM wizzards know?

Erm, I'm certainly no GEM wizard,
but you could start by creating a RSC file containing a dialog box
which contains a TEXT or STRING object. You can then write your
own text into this object...
Which programmig language do you use? I can send you some sources...

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)

MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Mr. Flibble's very cross. You shouldn't have ran away from him.
 What are we going to to with them, Mr. Flibble? ....
 We can't _possibly_ do that! Who would clear up the mess?"

   --Rimmer (Quarantine)

From -4588322015116873568
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f901bf8b4c7e1b79
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: C(++) compiler
Date: 1996/11/11
Message-ID: <5673c6$b9@balaena.bio.vu.nl>#1/1
X-Deja-AN: 195759884
references: <55tq6h$btr@learnet.freenet.hut.fi>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Taneli Mielikainen (Taneli.Mielikainen@club.mpoli.fi) wrote:
: What's good (free) C-compiler for Falcon/atari?

If you've got enough disk space and memory (>=2Mb), then try
GCC (C and C++).
If you've got just 1Mb mem and/or not much disk space, then try
Sozobon C (no C++).
Links to FTP sites where you can get both packages are at my Page (see
below)

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Mr. Flibble's very cross. You shouldn't have ran away from him.
 What are we going to to with them, Mr. Flibble? ....
 We can't _possibly_ do that! Who would clear up the mess?"

   --Rimmer (Quarantine)

From 2118437273876434466

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3e7b2b4fdb51581,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Assembler
Date: 1996/11/11
Message-ID: <5674bq$2ap@balaena.bio.vu.nl>#1/1
X-Deja-AN: 195759888
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Anyone know where I can get a good (free) assembler?

-=Levjenno

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Mr. Flibble's very cross. You shouldn't have ran away from him.
 What are we going to to with them, Mr. Flibble? ....
 We can't _possibly_ do that! Who would clear up the mess?"

--Rimmer (Quarantine)

From -5790890504168925689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58a789faecc7af0,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: GEM problem
Date: 1996/11/11
Message-ID: <5674fo$2ap@balaena.bio.vu.nl>#1/1
X-Deja-AN: 195764325
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

I recently began programming a GEM application again,
I haven't done that since I quit programming in GFA Basic
and went on to learn C about two years ago...
It took me hours just to get a slider in a dialog to work,
as I have little GEM docs...
(I ended up using the GFA documentation on GEM :-)

Anyway, there's one thing I just can't figure out:

Even though I do a form_dial(FMD_START,...), mouse clicks seem to
be getting "shared" between my dialog (plain-old-non-modal type)
and a background application (for instance TOSWIN or the Desktop).
I use Sozobon C 2.00x (with XGEMFAST libs) and MultiTOS.
Anyone know what's wrong here?

    -=Levjenno

PS. I call form_dial() in the following manner:

```
int     x,y,w,h;
form_center(tree,&x,&y,&w,&h);
form_dial(0,x,y,w,h,x,y,w,h);

/* Dialog stuff (using form_do) */

form_dial(3,x,y,w,h,x,y,w,h);
```

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Mr. Flibble's very cross. You shouldn't have ran away from him.
 What are we going to to with them, Mr. Flibble? ....
 We can't _possibly_ do that! Who would clear up the mess?"

   --Rimmer (Quarantine)

From -5863600106829344993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: AES 4.1 Documentation
Date: 1996/11/11
Message-ID: <32872960.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 195769411
references: <32832AC3.2781E494@etlxdmx.ericsson.se>
<55vf8s$5ue@newsserver.rrzn.uni-hannover.de>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.4 sun4m)

Andreas Kromke wrote:
>

> Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
> : It also doesn't support shel_write() in mode 0, which means that you
> : cannot ask the OS to launch a program concurrently from within your own
> : program - except via the AV-Protocol but that relys on a having a decent
> : AV server installed - which MagXDesk aint!
>
> This is a lie.
> MagiC's mode 0 is TOS-compatible what means that MutliTOS is not TOS-
> compatible.
> To start programs concurrently there is another shel_write() mode which
> does not conflict with TOS.

More info please.

> One can ask which behaviour the system has by calling appl_getinfo(). This
> call tells you if the system is TOS compatible or MultiTOS compatible.
>
I'm replying to this from work and therefore don't have access to the Atari Compendium but, from memory, shel_write() mode 0 was introduced with AES 4. Attempting to use it under single TOS will result in a crash. It doesn't crash under MagiC, it doesn't do anything else either though.
AES 4 was designed as multitasking AES. AFAIK, no existing commands were changed just new ones added. shel_write() mode 0 is specifically designed to get the OS to launch another application concurrently with the calling application. Concurrently means both programs may be accessed. It is specific to AES 4 and above since, as far as TOS is concerned, no version lower than 4 is capable of multitasking.
To state that because a command is not available in earlier versions of the OS it is incompatible is daft. Once the newer version is installed the command is available. It is up to the application programmer to ensure that the system their program is running on supports the newer command before using it.

> Another way to launch programs concurrently is Pexec(100). But if you think
> that you need AV to start a program you most probably never heard of Pexec.
>
Don't be ridiculous! Of course I've heard of Pexec. It is the command to launch programs as child processes of the calling application. Although similar, it does not do the same job as shel_write because the child program has control of the system until it is terminated whereupon control returns to the parent. This is true even under multitasking systems (including MagiC).
Of course I don't think you need AV to start programs. It is obvious that there is another way. However all the programming docs for MagiC are in German and one of my shortcomings is that I don't speak German.

> : It beats me why 2B go for this "almost there" solution of AES 3.99
> : rather than implementing it properly. When I first got MagiC 4,System
> : Solutions told me that they had passed a number of complaints onto 2B
> : about this but nothing changed for v5.
>
> All shells use MagiC shel_write-Calls for starting programs. Changing this

> would cause incompatibilities with former MagiC versions and with TOS.
>
This isn't the issue. Adding mode 0 support to MagiC would change
nothing. All programs that didn't use it would continue not to use it.
Programs that could use it (such as MultiPlicity and Thought!) would
benefit but nobody would lose.

> Instead of complaining about version 3.99 tell us how to start programs
> in MultiTOS using the single tasking mode.

Use Pexec :-)

> There is none?
> So use tool bars instead.

Sorry, I don't undersatnd what you mean here.

Regards
Martyn

From 4145451714345382430
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/11
Message-ID: <567363$cp0@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 195773903
references: <dwilga-0811961448310001@dwilga.comm.mtholyoke.edu>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <dwilga-0811961448310001@dwilga.comm.mtholyoke.edu>,
dwilga@mtholyoke.edu (Dan Wilga) writes:
>In article <32832AC3.2781E494@etlxdmx.ericsson.se>, Martyn Tidd
><etlmntd@etlxdmx.ericsson.se> wrote:
>
>> Magnus Kollberg wrote:
>> >
>> > jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>> >
>> > > Can you tell me if Geneva supports AES 4.1 toolbars? (ie WF_TOOLBAR,
>WF_FTOOLBAR
>> > > WF_NTOOLBAR wind_set/get and WM_TOOLBAR message)
>
>Yes, it does, thought to be honest with you, I never tested them with
>anything but the basic test program that Atari sent to developers with the

>AES 4.1 alpha.

Great. If you want, I can send you another program which uses the toolbar
(GEM-DEU 0.7b)

>Geneva completely supports all the flavors of shel_write(), including mode 0.

Excelent. :-)

Anthony

--


```
-------------------------------------+-----------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+-----------------------------
```


From -2490701473939927427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e396dbb9ab2bfc68
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: doom clones
Date: 1996/11/11
Message-ID: <5673ir$ct5@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 195773904
references: <3285a78d.274477@news.airtime.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <3285a78d.274477@news.airtime.co.uk>, stosser@airtime.co.uk (Tony
Greenwood) writes:
>On Sat, 9 Nov 96 20:10:22 GMT, in comp.sys.atari.programmer you wrote:
>
>>>Substation was a brave attempt, DESTRUCTION IMMINENT is a great game
>>>released at the ATARI show in Birmingham, better than Substation IMHO
>>>and I am a beta tester for KILLTHING that IMHO kicks them all and will
>
>>   I've never heard of these last two. Where can one get them from ?
>
> Destruction Imminent you can get from Goodmand Int, its a commercial
>game, but is a very good Doom type of game, one of the best that will
>work on an ATARI STFM Upwards..
>
> Killthing....Also STFM Upwards..but not released yet?

>
>http://www.geocities.com/SiliconValley/6273/ktsuport.html

No, Tony. He meant the LAST two - ie. STOS FAQ and STOS FTP site
(or at least thats how I read it)

Go to Tony's WWW pages, at:

http://www.airtime.co.uk/users/stosser

and you'll find both.

Anthony

--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From 7051501935746845699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public

From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: AES 4.1 Documentation
Date: 1996/11/11

Message-ID: <yvviv7c91ch.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 195774259
sender: emwoll@bowmore
references: <32832AC3.2781E494@etlxdmx.ericsson.se>

organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:

> > Instead of complaining about version 3.99 tell us how to start programs
> > in MultiTOS using the single tasking mode.
>
> Use Pexec :-)
>
> > There is none?
> > So use tool bars instead.
>
> Sorry, I don't undersatnd what you mean here.

Neither do I. I can't see what Tool bars has to do with it and as MagiC

doesn't even support tool bars it's even more strange... ;-)

Hohohhhooo... :-)

//Magnus Kollberg
--
```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 3858733831091537212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b6109e1feb5b9ed6,start
X-Google-Attributes: gid1115ce,public
From: Schaller Daniel <schaller@desun1.epfl.ch>
Subject: GIF-decoder/Brainstorm JPEG-decoder
Date: 1996/11/11
Message-ID: <32874B1D.6CF7@desun1.epfl.ch>#1/1
X-Deja-AN: 195786972
content-type: text/plain; charset=us-ascii
organization: EPFL
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 5.4 sun4d)

Hi

I'm looking for a fast GIF-decoder. Is there anybody out there
which owns the source (C-source or even 68K-assembler) of a
fast GIF-decoder?
I'm also interested in the way to drive the Brainstorm JPEG-decoder
extension. Does anyone have some info about how to decode
a JPEG/JFIF-file using this auto-folder program?

Thanks in advance.

--
Greetings

Schaller Daniel

From 33912265288081059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3e7b2b4fdb51581
X-Google-Attributes: gid1115ce,public
From: dhedberg@aristotle.algonet.se (Daniel Hedberg)

Subject: Re: Assembler
Date: 1996/11/11
Message-ID: <567kmk$nuu@epimetheus.algonet.se>#1/1
X-Deja-AN: 195794925
references: <5674bq$2ap@balaena.bio.vu.nl>
organization: AlgoNet Public Access Node, Stockholm
nntp-posting-user: b96a7a91adfbafd9c93c87732e2a5b740
newsgroups: comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote:
: Anyone know where I can get a good (free) assembler?

I suggest you buy Devpac from HiSoft, it's worth every penny. As far as I know there are no good pd/shareware assemblers for the Falcon030 available, but if you have a ST or STe, check out TurboAssembler.

--

```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   New Beat Development on the Web:    E-Mail:                IRC Nickname:
   http://www.kuai.se/~dhedberg/       dhedberg@algonet.se    _Daniel
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From 6572435847552956530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Subject: Re: AES 4.1 Documentation
Date: 1996/11/11
Message-ID: <32875E54.41C67EA6@etlxdmx.ericsson.se>#1/1
X-Deja-AN: 195802346
references: <32872960.41C67EA6@etlxdmx.ericsson.se> <567i4s$k24@m1.cs.man.ac.uk>
content-type: text/plain; charset=us-ascii
organization: Ericsson
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.4 sun4m)

Anthony Jacques wrote:
>
> In article <32872960.41C67EA6@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> writes:
> >Andreas Kromke wrote:
> >> There is none?

> >> So use tool bars instead.
> >
> >Sorry, I don't undersatnd what you mean here.
>
> What Andreas means is that Magic doesn't have toolbar support,
> but (he claims) that the other AES's that do support toolbars dont
> have a shel_write() (or other method) that co-exists with
> Single-tasking.
>
No, sorry, still not following this. Most of the shel_write() modes ARE
single-tasking since they were implemented prior to AES 4.

Regards
Martyn

From -1540808307760239614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58a789faecc7af0
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: GEM problem
Date: 1996/11/11
Message-ID: <6e1_9611111154@conchbbs.com>#1/1
X-Deja-AN: 195806680
organization: Houston Area League of PC Users
x-ftn-to: lvzon@bio.vu.nl
newsgroups: comp.sys.atari.programmer

l > Even though I do a form_dial(FMD_START,...), mouse clicks seem
l > to be getting "shared" between my dialog (plain-old-non-modal
l > type) and a background application (for instance TOSWIN or the
l > Desktop).

While form_dial() supposedly reserves space on the screen, the
window manager doesn't honor it. There are two solutions: call
wind_update(BEG_MCTRL) to turn off multitasking before calling
form_dial(), or put your dialogs into windows.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From -1202054778600696257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/11
Message-ID: <567i4s$k24@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 195813821
references: <32872960.41C67EA6@etlxdmx.ericsson.se>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <32872960.41C67EA6@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> writes:
>Andreas Kromke wrote:
>> There is none?
>> So use tool bars instead.
>
>Sorry, I don't undersatnd what you mean here.

What Andreas means is that Magic doesn't have toolbar support,
but (he claims) that the other AES's that do support toolbars dont
have a shel_write() (or other method) that co-exists with
Single-tasking.

I'll leave you to fight over Pexec() as I've never bothered to
look into this call in much detail. :)

Anthony
--
```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From 2016381651371600405
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f10405ff2e041c6a,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: STOS
Date: 1996/11/11
Message-ID: <32868305.7619628@news.airtime.co.uk>#1/1
X-Deja-AN: 195823313

organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

STOS is better than GFA and Highsoft AND any other BASIC for making games, I would also say that for making games it kicks the arse out of C....
Anyone want to prove otherwise ?

I will put STOS games on a head to head with any others, and win...

Who wants to see a game with a green backdrop and scroll bars?...hahaha GEM Phoooey

C'mon you programmers, lets see you make a decent game NOW

****
This has been a "lets liven up the newsgroup posting", Did it work ?
****

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -3517268936779619898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b26b38c7f25e9677,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: STOSSER
Date: 1996/11/11
Message-ID: <328684c0.8062176@news.airtime.co.uk>#1/1
X-Deja-AN: 195824796
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

So who is making what then?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From 2280117275608788718
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c039587d8dafd3b,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Game makers
Date: 1996/11/11
Message-ID: <328684e7.8101894@news.airtime.co.uk>#1/1
X-Deja-AN: 195853705
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

Anyone out there making games ?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -870815973689739743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e198684f5202f368,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e198684f5202f368,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: HEARTLAND
Date: 1996/11/11
Message-ID: <32877cbb.5681965@news.airtime.co.uk>#1/1
X-Deja-AN: 195866937
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Anyone still NOT got this:HEARTLAND
FAST, SMOOTH, CUTE, 8WAY SCROLLING, MASSIVE STFM and e enhanced Platformer then you best get it now...because it soon wont be the latest game,

Coming Soon....DIAMOND-ICE the story continues, but with five times as much backdrop animation (and no speed loss), a puzzle to solve, various charactors to interact with, objects to find, pick up and use, This game will be a major improvement on HEARTLAND, and thats saying something!

Get HEARTLAND from my page NOW!....Hold your breath because DIAMOND-ICE is going to hit the ATARI ST sooooon :)

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -7005576953633241782
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58a789faecc7af0
X-Google-Attributes: gid1115ce,public
From: atwareck@ece.uwaterloo.ca (Art Twarecki)
Subject: Re: GEM problem
Date: 1996/11/11
Message-ID: <E0q7IM.4nJ@novice.uwaterloo.ca>#1/1
X-Deja-AN: 195873216
sender: news@novice.uwaterloo.ca (Mr. News)
references: <5674fo$2ap@balaena.bio.vu.nl>
organization: University of Waterloo
newsgroups: comp.sys.atari.programmer

In article <5674fo$2ap@balaena.bio.vu.nl>,
Levien van Zon <lvzon@bio.vu.nl> wrote:
>
>Anyway, there's one thing I just can't figure out:
>Even though I do a form_dial(FMD_START,...), mouse clicks seem to
>be getting "shared" between my dialog (plain-old-non-modal type)
>and a background application (for instance TOSWIN or the Desktop).
>I use Sozobon C 2.00x (with XGEMFAST libs) and MultiTOS.
>Anyone know what's wrong here?

I think the form_dial call has to be wrapped between
wind_update (BEG_MCTRL) and wind_update (END_MCTRL) calls.
This will tell GEM that your dialog is taking over all mouse activity.

Art

From -473232699452235386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Atari Programming, naturally!
Date: 1996/11/11
Message-ID: <5672ce$b9@balaena.bio.vu.nl>#1/1
X-Deja-AN: 195970929
references: <846702348_OASIS_@pcc-uky.campus.mci.net> <3276D894.3EBC@ipa.net>
<gCYgy0ZotmxB090yn@xs4all.nl>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Rene Kint (itsux@xs4all.nl) wrote:

: A nice book to have is the Atari ST Profibuch, it is in German,
: but has a LOT of info on the internals of the ST/STE/TT and maybe
: in later versions also of the Falcon.

Or the Atari Compendium, which is in English and also available on CDROM.
It should contain anything one wants to know about programming the Atari,
including Falcon stuff...
(Pity I can't spare the mony to buy it :-( )

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Mr. Flibble's very cross. You shouldn't have ran away from him.
 What are we going to to with them, Mr. Flibble? ....
 We can't _possibly_ do that! Who would clear up the mess?"

   --Rimmer (Quarantine)

From 1505483938538322060
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e4181bbd38928d4e
X-Google-Attributes: gid1115ce,public
From: the_messenger@cix.compulink.co.uk ("Bob and Lynda ")
Subject: Re: ka9q NOS
Date: 1996/10/30
Message-ID: <E02w9G.7or@cix.compulink.co.uk>#1/1
X-Deja-AN: 193129759
references: <366_mike@interware.it>

organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>I ask you help to correct the NOS problem, at least tell me if any author can
>be reached by email, or any newsgroup or mailing list is available.

dnash@cix.co.uk or dave@chaos.demon.co.uk - I have not heard from him on Cix
for awhile so try the demon address first.


```
    ----------------------------------------------------------------------
    Bob Culverston  | the_messenger@cix.compulink.co.uk
    Liverpool UK    | bobculve@clarity.compulink.co.uk
```


From -8209293943417412861
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df3e53231e93697d
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.
Date: 1996/10/30
Message-ID: <yvv7mo86c4n.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 193145671
sender: emwoll@bowmore
references: <846624248_OASIS_@pcc-uky.campus.mci.net>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

Tomas Berndtsson <tobe@lysator.liu.se> writes:

> > >Songs can be found at http://www.iuma.com
> > >**NOTE** ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**

Will, it complain if it's not a stereo song or not? I'm not sure
what I have...

Anyway, it looks like it doesn't work on the Afterburner040. I get the
countdown (I guess it's the length of the song) and it counts
down, so it looks like it's doing something, but I get no sound.

//Magnus Kollberg
--


```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
```

+----------+

From -3744309931865128812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Java
Date: 1996/10/30
Message-ID: <vyziv7s908n.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 193164289
sender: schwab@issan.informatik.uni-dortmund.de
references: <54d2uc$lsf@news.inconnect.com> <54kkn6$57j@orm.southern.co.nz>
organization: Dortmund University, Germany
newsgroups: comp.sys.atari.programmer

Craig Graham <c_graham@patrol.i-way.co.uk> writes:

|> Christof Donat <cdonat@in.tu-clausthal.de> mumbled indistinctly:
|>> MiNT supports what all UNIX people call threads: the fork System call is
|>> there since freeMiNT1.12.6 I think.

|> Fork was always there wasn't it? I thought it was the non-blocking
|> vfork() that wasn't supported.

Pvfork() is still blocking, and that cannot change. It is the Pfork()
that was made non-blocking.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From -780976042250250132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Java
Date: 1996/10/30
Message-ID: <vyzhgnc9069.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 193164995
sender: schwab@issan.informatik.uni-dortmund.de
references: <54d2uc$lsf@news.inconnect.com> <54kkn6$57j@orm.southern.co.nz>
organization: Dortmund University, Germany
newsgroups: comp.sys.atari.programmer

Christof Donat <cdonat@in.tu-clausthal.de> writes:

|> In Unix two Processes can never use the same Memoryspace.

Except in Linux, where we have clone(2). This makes it possible to
implement kernel based POSIX threads.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From 3914070148094784640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Java
Date: 1996/10/30
Message-ID: <557buk$932@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 193224927
references: <Pine.A32.3.91.961029155416.20748A-100000-100000@pallas.amp.uni-
hannover.de>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <Pine.A32.3.91.961029155416.20748A-100000-100000@pallas.amp.uni-
hannover.de>, Peter Rottengatter <perot@pallas.amp.uni-hannover.de> writes:
>On Mon, 28 Oct 1996, Mario Becroft wrote:
>] Doesn't MiNT support threads? I never used this facility myself, but it all
>] seems to be there.
>
>It basically pretents to supports threads, but does not in reality. If
>you call Pfork then the forked process is running but the first one is
>not, and does not resume before the forked process terminates.

I thought that the later free-MiNT releases had changed this... maybe
not... (just a vague memory...)

Anthony
--
```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From -2347463162875616899

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b10209e7ea68d21,start
X-Google-Attributes: gid1115ce,public
From: "Jens M. Felderhoff" <jmf@informatik.uni-koblenz.de>
Subject: GCC for MiNT: latest versions?
Date: 1996/10/30
Message-ID: <32776BC8.E2C@informatik.uni-koblenz.de>#1/1
X-Deja-AN: 193251732
content-type: text/plain; charset=us-ascii
organization: Universit⍰t Koblenz
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (WinNT; I)

Recently I downloaded the 2.6.3 version of gcc/g++
for MiNT. However, the linker was not included,
and the old linker searches for xxx.olb files
rather than libxxx.a.

It's obvious that I need another linker, but where
do I get it.

BTW: My old one is from about 1993.

Tschuess

Jens

--

```
+-----------------------------------------------+
| Jens M. Felderhoff | jmf@infko.uni-koblenz.de |
+--------------------+--------------------------+
| Fido:  2:2454/ 95.10@fidonet.org              |
| NeST: 90: 400/601.10@nest.ftn                 |
+-----------------------------------------------+
```


From -4687164022231275678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: and@sun1.mim.uni-hannover.de (Andreas Kromke)
Subject: Re: Java
Date: 1996/10/30
Message-ID: <557pc5$6bo@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 193265812
references: <54d2uc$lsf@news.inconnect.com> <54kkn6$57j@orm.southern.co.nz>
<Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de>
<GJ3MFDUSUp@tos.ak.planet.gen.nz>
organization: MiM
newsgroups: comp.sys.atari.programmer

Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
: Doesn't MiNT support threads? I never used this facility myself, but it all
: seems to be there.

No, MiNT does not support threads. Some people call it threads, but
in fact these are parallel processes. "Threads" always means _ONE_
process for more than one task. MagiC supports threads, MAGXDESK uses
threads.

--

ANDREAS KROMKE

From -4161426033907239224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df3e53231e93697d
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.
Date: 1996/10/30
Message-ID:
<Pine.GSO.3.95Lrindlow.961030174251.24263C-100000@tintin.lysator.liu.se>#1/1
X-Deja-AN: 193325683
references: <846624248_OASIS_@pcc-
uky.campus.mci.net><Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.
liu.se> <yvv7mo86c4n.fsf@emw.ericsson.se>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 30 Oct 1996, Magnus Kollberg wrote:

> Tomas Berndtsson <tobe@lysator.liu.se> writes:
>
>
> > > >Songs can be found at http://www.iuma.com
> > > >**NOTE** ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**
>
> Will, it complain if it's not a stereo song or not? I'm not sure
> what I have...

Yes, it tells if the song is mono, but it's a little frustrating if you
have a slow connection and download large files which you can't play.

Anyhow, you would definitely notice that something was wrong if it would
play a mono song. :)

> Anyway, it looks like it doesn't work on the Afterburner040. I get the
> countdown (I guess it's the length of the song) and it counts
> down, so it looks like it's doing something, but I get no sound.

This is a problem with the devconnects we use. Earlier we used the c bindings to do the devconnects. Then it didn't work in MiNT. Now, it's done by three assembler lines. (could in fact be made in two!)

Sometimes, this occurs but works if you press stop and the play again.

I'm not really sure why this happens, but the communication isn't really meant to be used the way we do and by some reason, the handshake communication from DMA to DSP doesn't work. By restarting the song, the DSP program is uploaded to the DSP again, and it might work.

Tomas

From 6887764851754320684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab0fbb7fdbdf08b6,start
X-Google-Attributes: gid1115ce,public
From: lecoat@chronos.ief-paris-sud.fr (Francois LE COAT)
Subject: Eureka a graph describer and 3D modeler
Date: 1996/10/30
Message-ID: <557sma$hqm@upsn6.u-psud.fr>#1/1
X-Deja-AN: 193400651
organization: Universite Paris-Sud, France.
newsgroups: comp.sys.atari.programmer

Hello everybody,

I'm a french developper working on a program called Eureka 2.12.
It's a 2D numerical analysis program, and a 3D modelling of
mathematical shapes. It also includes 4D presentation, because
a time parameter is available. It's quite easy to make movies
showing the evolution of a formula in 3D rotating, morphing from
a shape to another etc... Data files can be loaded so that you can
manipulate series, or even stereo/mono sample files manipulating
sounds. Images can be produced, computing them with formulas to
draw fractals such as Julia or Madelbrot sets. You can even map
these images on a 3D surface, producing impressive representations.
Since the last revision of my program it is now in two languages
French and English. The english translation of the documentation
will be soon available. My goal is to make a program like some
on other platform such as Mathematica or Matlab.
My work is a complete package including the program and some

accessory like a snapshot, an unusual recording accessory that
allow you to demonstrate the program like a mecanical piano would
play Stravinsky (?). There's a program that can show your movies
etc ...
The latest english version is available on my home page at :
http://www.ief.u-psud.fr/~lecoat/
That page is mainly illustrated with my program so that you can
see what is possible to do. Eureka has 3D2 Raw and VRML exports
so you will see Virtual reality demonstrations of objects, and
movies or images produced with Persistence Of Vision.
The latest revision will also be available soon by FTP on the
"Conservatoire National des Arts et Metiers" at :
ftp://ftp.cnam.fr/pub/Atari/Applications
Anyway for any problem report in my mailbox at :
lecoat@ief.u-psud.fr
Any suggestions are also welcomed ...
Have fun with my production, bye for now ...

-- Francois LE COAT

From -8450306612958156940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: dsb@news.cs.duke.edu (Scott Bigham)
Subject: Re: Java
Date: 1996/10/30
Message-ID: <55851i$ll6@hal.cs.duke.edu>#1/1
X-Deja-AN: 193437925
references: <54d2uc$lsf@news.inconnect.com>
<Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de>
<GJ3MFDUSUp@tos.ak.planet.gen.nz>
<Pine.A32.3.91.961029155416.20748A-100000-100000@pallas.amp.uni-hannover.de>
organization: n. Arrangement in an orderly or logical fashion. See "miracle".
newsgroups: comp.sys.atari.programmer

From the Holy Book of
<Pine.A32.3.91.961029155416.20748A-100000-100000@pallas.amp.uni-hannover.de>
  as spake by Peter Rottengatter <perot@pallas.amp.uni-hannover.de> :

>On Mon, 28 Oct 1996, Mario Becroft wrote:

>] Doesn't MiNT support threads? I never used this facility myself, but it all
>] seems to be there.

>It basically pretents to supports threads, but does not in reality. If
>you call Pfork then the forked process is running but the first one is
>not, and does not resume before the forked process terminates.

Um, MiNT has supported threads for quite a while now -- at least the
tfork() library routine has been around since I got involved with it.
The problem is that the MiNT library itself isn't thread-safe, so two
threads could hit the same internal library data structure
simultaneously and screw each other up.

-sbigham

--

Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1996 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

From -942210388193887066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Atari Programming, naturally!
Date: 1996/10/31
Message-ID: <yvv4tjb5qpy.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 193487549
sender: emwoll@bowmore
references: <846702348_OASIS_@pcc-uky.campus.mci.net> <3276D894.3EBC@ipa.net>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

Terry Miller 2 <bitbrker@ipa.net> writes:

> crowded. What I am basically wondering is if there are still folks
> that would buy video games for Atari computers, like Duke3D stuff,
> and what they think is a fair price. I suggest a price of $20 for
> the registered versions of the games. Of course, the shareware
> "taster" is completely free. Within the next month I will be
> establishing

Ofcourse we will buy it if it's any good. Why not?
We realy need some _good_ games to get some life back in the games
market on the Atari. We have great graphics programs, wp's and other
cool stuff like CAB for the Atari, but we still lack some cool games.

Go for it!

BTW. $20 sounds cheap for Duke3D on the Falcon. ;-)

//Magnus Kollberg

--

+----------+

```
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -5856067819374668751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5ee83592bbab6fd,start
X-Google-Attributes: gid1115ce,public
From: dracul@wbris.starnet.net
Subject: PC Xformer 3.2 & 6502 Asm...
Date: 1996/10/31
Message-ID: <9610311601.D0533MS@wbris.starnet.net>#1/1
X-Deja-AN: 193501394
x-mail2news-path: uustar.starnet.net!wbris.starnet.net
x-mail2news-user: dracul@wbris.starnet.net
organization: WurmBorn Rangers BBS
newsgroups: comp.sys.atari.programmer
x-mailer: UUPlus Mail 1.51

Hello. I am looking for a copy of PC Xformer 3.2 for DOS...does anyone know where I might be able to find one? I would also be interested in any 8-bit Atari emulators for DOS I might be able to FTP from the Net... I have an 800XL, and would like to program it using assembly. Is there a place on the Net, or does anyone know of a good book, which would teach me 6502 assembly? Kinda cool fact: the Apple IIe has a 6502, and SO DOES MY ATARI! :) I really would appreciate any help on these two topics. If you can help me, please e-mail me as I am not able to read usenet news. Thanx!

BTW - Do you know how to copy cartridges to disk? Thanx again!

Troy Benoist
dracul@wbris.starnet.net

<A request for a reply has been issued>

To: comp.sys.atari.8bit@pubnews.demon.co.uk
    comp.sys.atari.programmer@pubnews.demon.co.uk

From 164883682671426834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6795a751798b8455,start
X-Google-Attributes: gid1115ce,public
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Subject: Musician available
Date: 1996/10/31

Message-ID: <55bbig$ql8@learnet.freenet.hut.fi>#1/1
X-Deja-AN: 193522599
organization: Official Club
newsgroups: comp.sys.atari.programmer
x-mailer: BBBS/2 v3.33 How-C

If someone needs GT2s or MODs maybe I can help? (Hope so)

Write to taneli.mielikainen@club.mpoli.fi

I wonder why there's no more good Falcon demos or intros...
All are like "we don this in 45 minutes..."... Why?

TWN/VLP^pWp^VDC^hAze^p33107

From -3339752165645429016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb2860170f832a05,start
X-Google-Attributes: gid1115ce,public
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Subject: Video modes
Date: 1996/10/31
Message-ID: <55bbil$ql8@learnet.freenet.hut.fi>#1/1
X-Deja-AN: 193522601
organization: Official Club
newsgroups: comp.sys.atari.programmer
x-mailer: BBBS/2 v3.33 How-C

Is RGB-mode faster than VGA? I've heard something like that...

TWN...

From -1213338041845198971
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2809273e0012c8ea,start
X-Google-Attributes: gid1115ce,public
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Subject: 128 bytes compo
Date: 1996/10/31
Message-ID: <55bbij$ql8@learnet.freenet.hut.fi>#1/1
X-Deja-AN: 193522602
organization: Official Club
newsgroups: comp.sys.atari.programmer
x-mailer: BBBS/2 v3.33 How-C

Can anyone tell me more about that 128bytes intro-compo for Falcon?

(Dead Hackers Society ?)

Nowadays even I have chances to (almost) win if quality is same as before.. 8[

TWN...

From 1513096894634568102
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,379e389d7b0f01e7,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: STOS Files
Date: 1996/10/31
Message-ID: <3278d652.5436933@news.airtime.co.uk>#1/1
X-Deja-AN: 193533616
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

**** The STOS FILE Area ****

Maintained By Tony Greenwood
and Davy Mitchell

There is Now a Specific area for STOS files, On my Web page you will find the STOS FILE section, from here you can download just about anything the STOS programmer would want, if you do not use STOS then you will find nothing of interest,

* EXTENSIONS
* ACB's
* FONTS
* CALLABLE PRGS
* UPGRADES/FIXERS
* DISKZINES
* TEXT FILES

And much more....

More files added every weekend, if you use STOS then you must check this site :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

------- Coming Soon - DIAMOND-ICE - The Return of Dizzy -------

From -2542151359973128069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Java
Date: 1996/10/31
Message-ID: <55b4c8$ccv@nyheter.chalmers.se>#1/1
X-Deja-AN: 193582488
references: <54d2uc$lsf@news.inconnect.com> <GJ3MFDUSUp@tos.ak.planet.gen.nz>
<Pine.A32.3.91.961029155416.20748A-100000-100000@pallas.amp.uni-hannover.de>
<55851i$ll6@hal.cs.duke.edu>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <55851i$ll6@hal.cs.duke.edu>,
Scott Bigham <dsb@news.cs.duke.edu> wrote:
>From the Holy Book of
<Pine.A32.3.91.961029155416.20748A-100000-100000@pallas.amp.uni-hannover.de>
> as spake by Peter Rottengatter <perot@pallas.amp.uni-hannover.de> :
>
>>On Mon, 28 Oct 1996, Mario Becroft wrote:
>
>>] Doesn't MiNT support threads? I never used this facility myself, but it all
>>] seems to be there.
>
>>It basically pretents to supports threads, but does not in reality. If
>>you call Pfork then the forked process is running but the first one is
>>not, and does not resume before the forked process terminates.
>
>Um, MiNT has supported threads for quite a while now -- at least the
>tfork() library routine has been around since I got involved with it.

I remember playing around with some way to run a function as a thread
by itself under MiNT while the rest of the program continued.
That was several years ago.

I think the MiNT call I used wasn't really documented at the time, but it
sure worked.
Looking through the include files, I can find tfork() which looks like what
I remember. It still doesn't seem to be documented, though.

>The problem is that the MiNT library itself isn't thread-safe, so two
>threads could hit the same internal library data structure
>simultaneously and screw each other up.

I guess that might be a good reason not to document things. ;-)
Still, why hasn't anything been done about that yet? Surely it can't be

that difficult to make the library reentrant or use semaphore blocking?

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 1731298841000961187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: mroberts@mroberts.chickasaw.com
Subject: Re: Atari Programming, naturally!
Date: 1996/10/31
Message-ID: <NEWTNews.846782622.23975.mroberts@mroberts.chickasaw.com>#1/1
X-Deja-AN: 193659961
references: <846702348_OASIS_@pcc-uky.campus.mci.net> <3276D894.3EBC@ipa.net>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Chickasaw Nation Net
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In Article<3276D894.3EBC@ipa.net>, <bitbrker@ipa.net> write:
> Path: picard.chickasaw.com!uunet!in3.uu.net!news.sprintlink.net!news-peer.sprintlink.net!news.intellinet.com!katbert.ipa.net!news
> From: Terry Miller 2 <bitbrker@ipa.net>
> Newsgroups: comp.sys.atari.programmer
> Subject: Atari Programming, naturally!
> Date: Tue, 29 Oct 1996 20:28:31 -0800
> Organization: Internet Partners of America
> Lines: 31
> Distribution: world
> Message-ID: <3276D894.3EBC@ipa.net>
> References: <846702348_OASIS_@pcc-uky.campus.mci.net>
> NNTP-Posting-Host: pool-187.ftsm.ipa.net
> Mime-Version: 1.0
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
> X-Mailer: Mozilla 3.0 (Win16; I)
>
> Hi folks! I'm in the process of setting up a shareware company
> called Atlantis Software Development. After perusing the computer
> market as it stands now, I've been convinced that the two markets that
> need attention are the Amiga and Atari markets. I've ruled out
> programming for the PC and Mac's because those markets are already
> crowded. What I am basically wondering is if there are still folks
> that would buy video games for Atari computers, like Duke3D stuff,
> and what they think is a fair price. I suggest a price of $20 for

> the registered versions of the games. Of course, the shareware
> "taster" is completely free. Within the next month I will be
> establishing
> a permanent Web page and Email address (right now I am using a student
> account). For the moment you can write me at bitbrker@ipa.net with
> suggestions and comments for the types of games you would like to see
> and which Atari platforms you would like to see it on. The initial
> Atari computer to be supported will be the Falcon, of source. But, I
> am willing to support any Atari platform that can handle 256 color
> displays and has at least a 68030 CPU. Let me know what you think!
> I hope that you will be pleased to know that I am here to serve you
> with great software for your Atari computer. I am not a fly-by-night
> programmer, nor am I interested only in making the most money that I
> can as a video game programmer. As long as there is demand for
Atari
> software, I'll be here to make it for you. In the mean time, I'll
be
> working on some games for the Falcon and Amiga systems.
>
> Your friend, Terry Miller 2, Atlantis Software Development
>
> P.S. Anyone who knows where I can get any interesting programming
> documentation for the Atari computers, please let me know.
> I am always anxious to add to my library! ;)
>
All sounds good to me Terry. Add me to your e-mail list and
good luck, the Atari platform needs more people like you.

From -8796172070169961891
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df3e53231e93697d
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.
Date: 1996/11/01
Message-ID:
<Pine.GSO.3.95Lrindlow.961101005913.1558A-100000@tintin.lysator.liu.se>#1/1
X-Deja-AN: 193533747
references:
<Pine.GSO.3.95Lrindlow.961028192834.11192C-100000@tintin.lysator.liu.se>
<yvv918q57a2.fsf@emw.ericsson.se>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 29 Oct 1996, Magnus Kollberg wrote:

> Tomas Berndtsson <tobe@lysator.liu.se> writes:
>

> >
> > Yes! A new version is available, with lots of bug fixed and new features!
>
> Great! So does it work on the Afterburner040 now?

Wouldn't think so, I don't have one. :)
But I'd like to know if it does.

Tomas

From 3027160704012922466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df3e53231e93697d
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.
Date: 1996/11/01
Message-ID: <yvv20ee56ic.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 193670750
sender: emwoll@bowmore
references: <846624248_OASIS_@pcc-
uky.campus.mci.net><Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.
liu.se>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

Tomas Berndtsson <tobe@lysator.liu.se> writes:

> > Anyway, it looks like it doesn't work on the Afterburner040. I get the
> > countdown (I guess it's the length of the song) and it counts
> > down, so it looks like it's doing something, but I get no sound.
>
> This is a problem with the devconnects we use. Earlier we used the c
> bindings to do the devconnects. Then it didn't work in MiNT. Now, it's
> done by three assembler lines. (could in fact be made in two!)

Hehehe..

> Sometimes, this occurs but works if you press stop and the play again.
>
> I'm not really sure why this happens, but the communication isn't really
> meant to be used the way we do and by some reason, the handshake
> communication from DMA to DSP doesn't work. By restarting the song, the
> DSP program is uploaded to the DSP again, and it might work.

Well, I'm not sure this is the problem, but I will give it a try.
Do you know if someone else have managed to ge it working on the
Afterburner040? The previous version (0.5?) did not.

This in under TOS 4.04 on a AB040 Falcon.

BTW. Is it supposed to work under MagiC?

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 4298169707060151141
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255,start
X-Google-Attributes: gid1115ce,public
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Subject: AES 4.1 Documentation
Date: 1996/11/01
Message-ID: <3279EB00.59F4@eng.derby.ac.uk>#1/1
X-Deja-AN: 193679306
content-type: text/plain; charset=us-ascii
organization: University of Derby
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 5.4 sun4c)

Hello
     I own a falcon030 and lattacie C5.6, normally I run AES4.0 which came with multitos. However I have found that Geneva 4 supports most if not all the features of AES 4.1, i.e. iconify etc. Looking in the aes.h file from lattice C I have found that it to supports aes 4.1, the documentation (printed & on disk) makes no mention of these functions.

i.e.
messages : WM_ICONIFY, WM_UNICONIFY, WM_ALLICONIFY

etc.

I have got the iconify routines to work but haven't got a clue what all the parameters DO.... so far I just give them the window handle and hope.

I have written to Hi-Soft twice and both times all questions relating to these problems have been ignored while other parts of the letters have been answered. Thus any help would be very helpful.

Also does anyone know if the NVDI programmers guide has an english version anywhere?

Thank you

Dale Needham

email : needhadp@sparcdii.derby.ac.uk

From 5774935493334201082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/01
Message-ID: <dwilga-0111961018010001@138.110.7.161>#1/1
X-Deja-AN: 193695958
references: <3279EB00.59F4@eng.derby.ac.uk>
organization: Mount Holyoke College
newsgroups: comp.sys.atari.programmer

In article <3279EB00.59F4@eng.derby.ac.uk>, Dale Philip Needham
<needhadp@eng.derby.ac.uk> wrote:

> Hello
> I own a falcon030 and lattacie C5.6, normally I run AES4.0 which
> came with multitos. However I have found that Geneva 4 supports most if
> not all the features of AES 4.1, i.e. iconify etc. Looking in the aes.h
> file from lattice C I have found that it to supports aes 4.1, the
> documentation (printed & on disk) makes no mention of these functions.
>
> i.e.
> messages : WM_ICONIFY, WM_UNICONIFY, WM_ALLICONIFY
>

The Atari Compendium is probably the best source for info about AES
versions up to 4.1 (as well as every other GEMDOS/BIOS/XBIOS/VDI call).
You can get it in book or CD form from Toad and probably other
distributors as well.

Geneva does support all of the AES 4.0-specific stuff, and most of the 4.1
things. You can use appl_getinfo() to find out if a particular call is
available.

Dan Wilga
Gribnif Software
gribnif@pair.com

From 4802111964767638179
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/01
Message-ID: <55de2j$1hn@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 193733628
distribution: g
references: <3279EB00.59F4@eng.derby.ac.uk>
organization: University of Sussex
newsgroups: comp.sys.atari.programmer

Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:
: Hello
: I own a falcon030 and lattacie C5.6, normally I run AES4.0 which
: came with multitos. However I have found that Geneva 4 supports most if
: not all the features of AES 4.1, i.e. iconify etc. Looking in the aes.h
: file from lattice C I have found that it to supports aes 4.1, the
: documentation (printed & on disk) makes no mention of these functions.

: i.e.
: messages : WM_ICONIFY, WM_UNICONIFY, WM_ALLICONIFY

: etc.

: I have got the iconify routines to work but haven't got a clue what all
: the parameters DO.... so far I just give them the window handle and
: hope.

: I have written to Hi-Soft twice and both times all questions relating to
: these problems have been ignored while other parts of the letters have
: been answered. Thus any help would be very helpful.

That sound odd -- I would have thought that they would have tried to sell the
Atari Compendium to you -- it's about the best programming manual for the
Atari full stop, covering AES4.1 (and above...) as well as GEMDOS, VDI, MiNT,
BIOS and XBIOS stuff.

If you have a Falcon, then get Modern Atari Systems Software (also from
HiSoft) which covers Falcon specific stuff, as well as AES4 (not sure about
4.1, but prolly) and MiNT.

: Also does anyone know if the NVDI programmers guide has an english
: version anywhere?

I'd like to know that too, anyone?

Cheers,

James Cox.
<jamesco@cogs.susx.ac.uk>
--

From 5437561664286542444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,935619c5033c17f7,start
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: Mint-Mac Mint Question(s)
Date: 1996/11/01
Message-ID: <gigxr01-0111962107450001@47.85.0.99>#1/1
X-Deja-AN: 193757181
references: <3279A022.41B9@ridgecrest.ca.us>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

In article <3279A022.41B9@ridgecrest.ca.us>, Michael Grove
<mgrove@ridgecrest.ca.us> wrote:

****** Stuff Deleted ******

MAC-MiNT started as an attempt to get a GCC programming environment on the MAC.

Noew there are Virtual Memory versions available.

It should be possible to get up GCC on the MAC to compile Atari programs,
but since you have a falcon, why not use it instead.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From -5509156896686565372
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df3e53231e93697d
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.
Date: 1996/11/01
Message-ID:
<Pine.GSO.3.95Lrindlow.961101232602.14323A-100000@tiny.lysator.liu.se>#1/1
X-Deja-AN: 193779551
references: <846624248_OASIS_@pcc-
uky.campus.mci.net><Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.
liu.se><yvv7mo86c4n.fsf@emw.ericsson.se><Pine.GSO.3.95Lrindlow.961030174251.24263C
-100000@tintin.lysator.liu.se> <yvv20ee56ic.fsf@emw.ericsson.se>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

On 1 Nov 1996, Magnus Kollberg wrote:

> Tomas Berndtsson <tobe@lysator.liu.se> writes:
>
> > Sometimes, this occurs but works if you press stop and the play again.
> >
> > I'm not really sure why this happens, but the communication isn't really
> > meant to be used the way we do and by some reason, the handshake
> > communication from DMA to DSP doesn't work. By restarting the song, the
> > DSP program is uploaded to the DSP again, and it might work.
>
> Well, I'm not sure this is the problem, but I will give it a try.
> Do you know if someone else have managed to ge it working on the
> Afterburner040? The previous version (0.5?) did not.

Hmm, If it didn't work with that version, it's not very likely it will
work with the new version, 0.7.

The old, 0.5, used host transfer for data to the DSP.

> This in under TOS 4.04 on a AB040 Falcon.
>
> BTW. Is it supposed to work under MagiC?

It should, but I haven't tried. It works under oAESis and N.AES.

Tomas

From -749456926966161026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a3065710fa308968,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/02
Message-ID: <847051888_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 194120004
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <55de2j$1hn@infa.central.susx.ac.uk>
jamesco@cogs.susx.ac.uk (James Cox) said:-

>Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:

>: Also does anyone know if the NVDI programmers guide has an english
>: version anywhere?
>
>I'd like to know that too, anyone?

Erm, not sure but I saw a 200K doc entitled "NVDI" in a recent back issue (36 iirc) of ICATARI whilst browsing. I only looked at the first few lines before I lost it but it was in english and is probably what you are both looking for. :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 7053106965709420713
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b186f4c678997c4,start
X-Google-Attributes: gid1115ce,public
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Subject: Linux
Date: 1996/11/03
Message-ID: <55l0uo$c6t@learnet.freenet.hut.fi>#1/1
X-Deja-AN: 194360763
organization: Official Club
newsgroups: comp.sys.atari.programmer
x-mailer: BBBS/2 v3.33 How-C

Should I install it?
I've got only 84KB HDD so Linux could have only
about 69MB... (And I don't have money... 8[ )

TWN...

* Kivi (unregistered) 1.41a *

From -8400966468014882942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50b6faa8bf852898

X-Google-Attributes: gid1115ce,public
From: ceebti@cee.hw.ac.uk (Brian Thomas Innes)
Subject: Re: YM2149
Date: 1996/11/04
Message-ID: <E0CGBC.HyL@cee.hw.ac.uk>#1/1
X-Deja-AN: 194419473
sender: news@cee.hw.ac.uk (News Administrator)
references: <55401o$73q@learnet.freenet.hut.fi>
organization: Heriot-Watt University
newsgroups: comp.sys.atari.programmer

In article <55401o$73q@learnet.freenet.hut.fi>,
   Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi> wrote:
>Is there any standard format for YM2149?
>...or any good trackers?
>All kind of information would be nice.
>
>TWN...
>
>* Kivi (unregistered) 1.41a *

As far as I know, there is no standard format for YM2149 music. There are plenty of music files by different authors. Mostly "Mad Max".

Trackers: Plenty of them.. Mostly 4Channel @ 10Khz for the STFM/STF/STM. On an STE+ stereo and up to 50Khz playback rate. Most handle "Amiga" Mod format.

Check PD libraries/Net sites for some.

Cheers,

Brian T. Innes

From -1681094847717316795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: AES 4.1 Documentation
Date: 1996/11/04
Message-ID: <55khjl$ikm@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 194858802
references: <dwilga-0111961018010001@138.110.7.161>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk

nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <dwilga-0111961018010001@138.110.7.161>, dwilga@mtholyoke.edu (Dan Wilga) writes:
>Geneva does support all of the AES 4.0-specific stuff, and most of the 4.1
>things. You can use appl_getinfo() to find out if a particular call is
>available.

Can you tell me if Geneva supports AES 4.1 toolbars? (ie WF_TOOLBAR, WF_FTOOLBAR WF_NTOOLBAR wind_set/get and WM_TOOLBAR message)

It would appear that Magic 5 does not...

Cheers

Anthony

--
```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From 3032618242622254976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87926120194d7042
X-Google-Attributes: gid1115ce,public
From: jdaddin9@airmail.net (Jared Addington)
Subject: Re: GDOS printer driver help...
Date: 1996/11/05
Message-ID: <55mshq$4l4@library.airnews.net>#1/1
X-Deja-AN: 194540332
references: <405_RCain@nest.demon.co.uk>
organization: Internet America
newsgroups: comp.sys.atari.programmer

>
> I know this is probably a very simple question, but I have recently
> got hold of a Canon BJ10sx printer, and want to use it to dump some
> images from GemView and so on.. I guess I need a GDOS printer driver
> for the BJ10 series.. does anyone have one or know where I can get one
> from please.. also it needs to work with GDOS release 1.1, as I'm not
> quite well off enough to get something nice like SPEEDO GDOS yet..

Actually, I think I have a BJ10 driver for GDOS. I have Speedo GDOS
though. I'm not sure if there's a difference in the actual drivers
or not.

-Jared

From 535799322782371374
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE (Wolf Gross)
Subject: Re: Atari Programming, naturally!
Date: 1996/11/05
Message-ID: <55n1qo$eks@isoit109.bbn.hp.com>#1/1
X-Deja-AN: 194563360
distribution: world
references: <846702348_OASIS_@pcc-uky.campus.mci.net> <3276D894.3EBC@ipa.net>
organization: Hewlett Packard GmbH Germany
newsgroups: comp.sys.atari.programmer

: Hi folks! I'm in the process of setting up a shareware company
: called Atlantis Software Development. After perusing the computer
: market as it stands now, I've been convinced that the two markets that
: need attention are the Amiga and Atari markets. I've ruled out
: programming for the PC and Mac's because those markets are already
: crowded. What I am basically wondering is if there are still folks
: that would buy video games for Atari computers, like Duke3D stuff,
: and what they think is a fair price. I suggest a price of $20 for
: the registered versions of the games. Of course, the shareware
: "taster" is completely free. Within the next month I will be
: establishing
: a permanent Web page and Email address (right now I am using a student
: account). For the moment you can write me at bitbrker@ipa.net with
: suggestions and comments for the types of games you would like to see
: and which Atari platforms you would like to see it on. The initial
: Atari computer to be supported will be the Falcon, of source. But, I
: am willing to support any Atari platform that can handle 256 color
: displays and has at least a 68030 CPU. Let me know what you think!
: I hope that you will be pleased to know that I am here to serve you
: with great software for your Atari computer. I am not a fly-by-night
: programmer, nor am I interested only in making the most money that I
: can as a video game programmer. As long as there is demand for Atari
: software, I'll be here to make it for you. In the mean time, I'll be
: working on some games for the Falcon and Amiga systems.
:
:   Your friend,   Terry Miller 2, Atlantis Software Development

: P.S. Anyone who knows where I can get any interesting programming
:   documentation for the Atari computers, please let me know.
:   I am always anxious to add to my library! ;)

Duke 3d on Falcon? har, har! This project will probably never appear on
a screen! I don't like people who say such bullshit... Look at your company
name: Atlantis... A fiction, like your projects!

From -2079697144975447332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bf885b74904dc23c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bf885b74904dc23c,start
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: programming for my STfm, mono?
Date: 1996/11/05
Message-ID: <55ncvi$kb7@turing.fwi.uva.nl>#1/1
X-Deja-AN: 194597670
distribution: world
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

I have an Atari STfm, 1Mb ram, mono screen which I now mainly
use as terminal for my linux box. Question: I am thinking about
programming again for my ST, for fun. But what kind of programs
would you like to see for this computer?

--
Martijn Dekker
UvA - Math department Universiteit van Amsterdam
PFF - Computer Games
http://turing.fwi.uva.nl/~mdekker/pff/ (Xcogitate, Templar)

From -280141606290770837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bf885b74904dc23c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bf885b74904dc23c
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: programming for my STfm, mono?
Date: 1996/11/05
Message-ID: <yvv7mo0r4w4.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 194623832
sender: emwoll@bowmore
references: <55ncvi$kb7@turing.fwi.uva.nl>

organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

mdekker@fwi.uva.nl (Martijn Dekker) writes:

> programming again for my ST, for fun. But what kind of programs
> would you like to see for this computer?

What about a Doom clone? ;-))

//Magnus Kollberg
--
```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 5637558343282025415
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: c_graham@patrol.i-way.co.uk (Craig Graham)
Subject: Re: Atari Programming, naturally!
Date: 1996/11/05
Message-ID: <55np43$nmi@lira.i-way.co.uk>#1/1
X-Deja-AN: 194651692
references: <846702348_OASIS_@pcc-uky.campus.mci.net> <3276D894.3EBC@ipa.net>
<55n1qo$eks@isoit109.bbn.hp.com>
organization: Intelligent Research / Data Uncertain
reply-to: c_graham@patrol.i-way.co.uk
newsgroups: comp.sys.atari.programmer

wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE (Wolf Gross) mumbled
indistinctly:

<SNIP - optimistic happy talk deleted>

>Duke 3d on Falcon? har, har! This project will probably never appear on
>a screen! I don't like people who say such bullshit... Look at your company
>name: Atlantis... A fiction, like your projects!

The Bad Mood graphics engine is available for anyone who wants to
put together a game of this type. Doom itself (the Id version) has
been ported to the falcon (I saw it running at the London Atari Show).
So these things are quite possible.

So stick it up your arse Mr Wolf. If folks want to work on things, and
and think they can do it, who are you to be so negative.

Craig Graham

From 7196116872313083148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: *atari@freemark.com* (Rich Tietjens)
Subject: Re: Atari Programming, naturally!
Date: 1996/11/05
Message-ID: <55nt82$t3b@ornews.intel.com>#1/1
X-Deja-AN: 194664942
references: <846702348_OASIS_@pcc-uky.campus.mci.net> <3276D894.3EBC@ipa.net>
<55n1qo$eks@isoit109.bbn.hp.com>
x-insult: Meow cascaders suck! Spammers suck! Gravity sucks! postmaster@isp-
inter.net (Eric Fletcher) sucks!
x-legal-warning: This is a fax machine as described by Title 47 USC - do not send
unsolicited commercial messages
organization: Portland Atari Club
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article <55n1qo$eks@isoit109.bbn.hp.com>,
   wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE (Wolf Gross) wrote:
>
>Duke 3d on Falcon? har, har! This project will probably never appear on
>a screen! I don't like people who say such bullshit... Look at your company
>name: Atlantis... A fiction, like your projects!

This is very amusing, coming from Hewlett-Packard Germany, who can't even get
their own gateway properly configured. And /you/ have the temerity to tell
/him/ that he can't do what he says he will? It is to laugh.

 Remove the * (inserted to foil spambots) in my address to reply.
 Write to atari@teleport.com for the alt.binaries.atari* charter.
 My bookmarks: http://www.teleport.com/~atari
 Files: ftp://ftp.teleport.com/users/atari
 #include disclaimer.h

From -8207761073199314928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bf885b74904dc23c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bf885b74904dc23c
X-Google-Attributes: gid1115ce,public

From: Katherine L Ellis <kellis@primenet.com>
Subject: Re: programming for my STfm, mono?
Date: 1996/11/05
Message-ID: <Pine.BSI.3.95.961105174243.6812C-100000@usr06.primenet.com>#1/1
X-Deja-AN: 194722147
references: <55ncvi$kb7@turing.fwi.uva.nl>
to: Martijn Dekker <mdekker@fwi.uva.nl>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Primenet Services for the Internet
mime-version: 1.0
x-posted-by: kellis@206.165.5.106 (kellis)
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hi, There are 2 little program I would like to have. And I was out of
luck to find one of them.
1 would be a small accessory that would play MID files. I know that
theres a lot of atari users who have a sound expander or at least a
synthesiser. The atari was/is the midi machine. And if CAB could use
it as a MID player it would be cool too..
2 would be a little auto program that emulates the controle key when
we press the right mouse button. Like this we could move files only
using the mouse. This would only be enable when we are on the desktop,
since some program use the right mouse button.
I think it's unfortunate that we can not use the right mouse button
on the desktop..
That was just some thoughts, thanks .. bye..

On 5 Nov 1996, Martijn Dekker wrote:

>I have an Atari STfm, 1Mb ram, mono screen which I now mainly
>use as terminal for my linux box. Question: I am thinking about
>programming again for my ST, for fun. But what kind of programs
>would you like to see for this computer?
>
>--
>Martijn Dekker
>UvA - Math department Universiteit van Amsterdam
>PFF - Computer Games
>http://turing.fwi.uva.nl/~mdekker/pff/ (Xcogitate, Templar)
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

From 4712533896386874836
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Atari Programming, naturally!
Date: 1996/11/05
Message-ID: <327fc0e8.20890094@news.airtime.co.uk>#1/1
X-Deja-AN: 194730251
references: <846702348_OASIS_@pcc-uky.campus.mci.net> <3276D894.3EBC@ipa.net>
<55n1qo$eks@isoit109.bbn.hp.com> <55np43$nmi@lira.i-way.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 05 Nov 1996 16:16:26 GMT, c_graham@patrol.i-way.co.uk (Craig
Graham) wrote:

>>Duke 3d on Falcon? har, har! This project will probably never appear on
>>a screen! I don't like people who say such bullshit... Look at your company
>>name: Atlantis... A fiction, like your projects!
>
>The Bad Mood graphics engine is available for anyone who wants to
>put together a game of this type. Doom itself (the Id version) has
>been ported to the falcon (I saw it running at the London Atari Show).
>So these things are quite possible.

 1) Being possible and actually happening are two very different
things,
 2) DOOM and Bad Mood (the latter is not a game at the moment) are
hardly comparable to Duke3d, not in your wildest dreams,
 3) I would agree, Duke3d Wont appear on an ATARI

    But the guy although making a valid point, seems to have put it in
a rather nasty way, Insulting in fact,

     But (again) I can see his point, someone pops along and says Hey!
everyone, I think I will make Duke3d for your ATARI, aren't I nice, or
words to that effect,well it sorta makes all the people who have been
trying for years to make a Doom clone look inept? and thats not very
nice,
     NO ONE has yet made a decent Doom clone for the ATARI Computer,
Substation was a brave attempt, DESTRUCTION IMMINENT is a great game
released at the ATARI show in Birmingham, better than Substation IMHO
and I am a beta tester for KILLTHING that IMHO kicks them all and will
work on anything from an FM,
      But none of them come anywhere near Doom or indeed the subject?
Duke3D

 The guy made a valid point, he just made it badly and insultingly in
OUR? opinion,

>So stick it up your arse Mr Wolf. If folks want to work on things, and

Ho dear...havn't you just done exactly what you are complaining he did?

>and think they can do it, who are you to be so negative.

Exactly, anyone want to give it a shot then go for it, if its a valid attempt then we will all support there efforts, I would be in Awe and indeed am at the efforts already made..if only I..nagh:)

Just my opinions :)

PS, Wheres the original poster now? working away on a Duke3D clone for the ATARI....I think not?

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

From -4908948011114890672
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: hyc@frisky.la.platsol.com (Howard Chu)
Subject: Re: Java
Date: 1996/11/05
Message-ID: <55oq6t$19oa@frisky.la.platsol.com>#1/1
X-Deja-AN: 194753633
references: <54d2uc$lsf@news.inconnect.com>
<Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de>
<GJ3MFDUSUp@tos.ak.planet.gen.nz> <557pc5$6bo@newsserver.rrzn.uni-hannover.de>
organization: Locus Computing Corporation, Los Angeles, California
newsgroups: comp.sys.atari.programmer

In article <557pc5$6bo@newsserver.rrzn.uni-hannover.de>,
Andreas Kromke <and@sun1.mim.uni-hannover.de> wrote:
>Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
>: Doesn't MiNT support threads? I never used this facility myself, but it all
>: seems to be there.

>No, MiNT does not support threads. Some people call it threads, but
>in fact these are parallel processes. "Threads" always means _ONE_
>process for more than one task. MagiC supports threads, MAGXDESK uses
>threads.

That distinction is really meaningless. The significant feature of threads

that makes them more useful than multiple processes is that they all share a single data space. In that respect, MiNT "threads" are genuine threads. The only notable difference is that instead of the added overhead of a threads-scheduler running on top of the Unix process scheduler, you only have a single MiNT process scheduler. As such, threads in MiNT can execute more efficiently than user or kernel threads in Unix.

As has already been pointed out, there's no problem with the kernel functionality, all that's missing is a library that supports a thread-oriented API. The source code for POSIX-compliant pthreads library is freely available; I believe that's where Linux's threads library came from. Anyone with some time could port to MiNT with minimal headaches.

--

Howard Chu Principal Member of Technical Staff
hyc@locus.com PLATINUM technology, Los Angeles Lab

From 774436318087183775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: bjr@edison.ebicom.net (Brian Roland)
Subject: Re: Atari Programming, naturally!
Date: 1996/11/06
Message-ID: <55pbg8$hdl@einstein.ebicom.net>#1/1
X-Deja-AN: 194803821
distribution: world
references: <846702348_OASIS_@pcc-uky.campus.mci.net> <3276D894.3EBC@ipa.net> <55n1qo$eks@isoit109.bbn.hp.com>
organization: EbiCom.Net
newsgroups: comp.sys.atari.programmer

I'd like to see a really cool virtual war game for the Falcon...
Something based on fairly current global situations...perhaps offering portable data so that current geography can be updated and changed.
Toss in as much as possible...politics...stratagy...spy networks...nuclear...conventional...weather...economy/production...
I guess you'd call it a "God Game"?

Also...I'd really like to see a statistic based Base Ball game...like Persue the penate. Better yet...a Rotissary version that'll work over the internet! Here...you might want to make versions for all platforms with platform independent data for exchange.

Graphics are cool...but I really miss game that are simply addictive and very playable! Smart, data intensive games would be a nice thing.

Brian

From 8507356834231747100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bf885b74904dc23c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bf885b74904dc23c
X-Google-Attributes: gid1115ce,public
From: bjr@edison.ebicom.net (Brian Roland)
Subject: Re: programming for my STfm, mono?
Date: 1996/11/06
Message-ID: <55pc8v$hdl@einstein.ebicom.net>#1/1
X-Deja-AN: 194807341
distribution: world
references: <55ncvi$kb7@turing.fwi.uva.nl>
followup-to: comp.sys.atari.st,comp.sys.atari.programmer
organization: EbiCom.Net
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
: I have an Atari STfm, 1Mb ram, mono screen which I now mainly
: use as terminal for my linux box. Question: I am thinking about
: programming again for my ST, for fun. But what kind of programs
: would you like to see for this computer?
:

I'd like to see someone put together a nice set of tools for
making web-pages.

The main tool I'd like to see is a simple little program that will
load and display jpegs and gifs so you can rubberband various areas
of the image and create image maps...both client side and CIS script
formats.

Something else that would be really neat...
A program that can take Page Stream, Calamus, Post Script, Papyrus, etc...
documents and convert them to HTML. Next it should allow you to pick
text and images with your mouse and imbed your links.

Brian

From -5457155231898519126
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Atari Programming, naturally!
Date: 1996/11/06
Message-ID: <yvv683jr6q1.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 194822646

sender: emwoll@bowmore
references: <846702348_OASIS_@pcc-uky.campus.mci.net> <3276D894.3EBC@ipa.net>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

c_graham@patrol.i-way.co.uk (Craig Graham) writes:

> So stick it up your arse Mr Wolf. If folks want to work on things, and
> and think they can do it, who are you to be so negative.

Have you seen the Wolfenstein clones for the ST _with_ texturemapping? How many thought it would be possible some years ago?

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From -582639597090613134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b2ea1f8b81e454a,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: MiNT threads - Pfork() ???
Date: 1996/11/06
Message-ID: <b67cc$172735.135@HERMES>#1/1
X-Deja-AN: 194838337
newsgroups: comp.sys.atari.programmer

According to what I read in the Compendium, I believe the correct way of implementing GEM threads is:

```
int main( int argc, char *argv{} )
{
  ap_id = appl_init();
  do_something();
  if( user_wants_feature_X )  {
    pid = Pfork();
    if( pid == 0 )  {
      ap = appl_init();
      form_alert( 1, "[1][Feature X][ ok ]" );
      feature_X();
      appl_exit();
      Pterm( 0 );
    }
  }
```

```
  clean_up();
  appl_exit();
  return code;
}
```

But this seems to fail. Both the parent and the child thread seem to be asleep.

Where is it wrong?

(I am using MiNT 1.14 on a 20 Mbyte TT (4+16) with about 12 megs of free ram (about 11 of them in fast ram) with AES 4.1. My compiler is Lattice C 5.60, and it is configured as 32-bit integers, near data, stack passing).

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

From 4025173924877540844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bf885b74904dc23c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bf885b74904dc23c
X-Google-Attributes: gid1115ce,public
From: Romuald.Jouffrey@imag.fr (Romuald Jouffrey)
Subject: Re: programming for my STfm, mono?
Date: 1996/11/06
Message-ID: <55q852$nqo@imag.imag.fr>#1/1
X-Deja-AN: 194875199
references: <55ncvi$kb7@turing.fwi.uva.nl>
content-type: text/plain; charset="iso-8859-1"
organization: IMAG, Grenoble, France
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

mdekker@fwi.uva.nl (Martijn Dekker) wrote:

>I have an Atari STfm, 1Mb ram, mono screen which I now mainly
>use as terminal for my linux box. Question: I am thinking about
>programming again for my ST, for fun. But what kind of programs
>would you like to see for this computer?

If you have any Linux capability, what about joining the STiK related stuff team ... Things are getting better and better, but there is some work to help ...

Best regards

****
* Romuald JOUFFREY - TIMC IMAG   Email : Romuald.Jouffrey@imag.fr   *
* Faculte de medecine de Grenoble http://www-cami.imag.fr/~jouffrey/ *
* 38706 LA TRONCHE CEDEX   FRANCE Tel (33)76637139 FAX (33)76518667 *
****

From -5689458331437754740
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f8bfbf3c96fa580d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,f8bfbf3c96fa580d,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f8bfbf3c96fa580d,start
X-Google-Attributes: gid1115ce,public
From: dbrewood@nest.demon.co.uk (Daron Brewood)
Subject: Turbo C or Pure C?
Date: 1996/11/06
Message-ID: <6116264_Beta04_OASIS_NEWS@nest.demon.co.uk>#1/1
X-Deja-AN: 194951231
x-nntp-posting-host: nest.demon.co.uk
organization: NeST Headquarters
reply-to: dbrewood@nest.demon.co.uk (Daron Brewood)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Are there any Atarians out there who have a copy of Pure C or Turbo C?

I'm asking as the Oasis coders (Dave Levi & Phil Yeadon) are looking to recompile mydials for GFA and Pure C or Turbo C is needed to recompile the code.

Can anyone out there assist.

--

---
dbrewood@nest.demon.co.uk ~ NeST Zone Coordinator 90:90/0.0@nest.ftn
Atari - NeST - Psion - Red Haired Girls: http://www.nest.demon.co.uk/

From -6483475391342877249
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1857c8c997234255
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)

Subject: Re: AES 4.1 Documentation
Date: 1996/11/06
Message-ID: <847330082_OASIS_@elis.demon.co.uk>#1/1
X-Deja-AN: 194953235
x-nntp-posting-host: elis.demon.co.uk
reply-to: augeas@elis.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: The Augean Stables

In article <847051888_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

> In article <55de2j$1hn@infa.central.susx.ac.uk>
> jamesco@cogs.susx.ac.uk (James Cox) said:-
>
>>Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:
>
>>: Also does anyone know if the NVDI programmers guide has an english
>>: version anywhere?
>>
>>I'd like to know that too, anyone?
>
>
>Erm, not sure but I saw a 200K doc entitled "NVDI" in a recent back
>issue (36 iirc) of ICATARI whilst browsing. I only looked at the first
>few lines before I lost it but it was in english and is probably what
>you are both looking for. :-)
>

ICTARI 36 is avaiable at:

http://www.elis.demon.co.uk/ictari.htm

If you download the issue or use the information it contains then please use the form provided. (Don't give any information if you don't want to...) Better yet, write an article about your project :)

Have Fun,
"Augeas"

download

--

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|  \ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |'''
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 ''''\ /@\''''''''''''''''''''''''''''''\     | | \  | | |  | | | |'''
      \\_|                        |  E  | |  \ | | |  | | |  '''|  ENEMY
       \_/________________________/      @    @   @    @   ''''''
```

From 2845484725921838974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,818a1e770f828d80,start
X-Google-Attributes: gid1115ce,public
From: jdaddin9@airmail.net (Jared Addington)
Subject: comp.sys.atari.st?
Date: 1996/11/06
Message-ID: <55qqf2$c7a@library.airnews.net>#1/1
X-Deja-AN: 194998529
organization: Internet America
newsgroups: comp.sys.atari.programmer

Has anyone had trouble getting onto comp.sys.atari.st? Yesterday, the group suddenly disappeared from the 2 providers lists that I have access to. I can't even seem to get new messages via the Dejanews web newsreader.

-Jared

From 3294992169716750695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5d1dd22e1f18e7e,start
X-Google-Attributes: gid1115ce,public
From: "Cesar A. Leon M." <cleon@ona.fi.umag.cl>
Subject: HELP!!!
Date: 1996/11/06
Message-ID: <Pine.D-G.3.94.961106190330.24628A-100000@ona.fi.umag.cl>#1/1
X-Deja-AN: 195037495
organization: dcc.uchile.cl
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hello...

Could any people send me (if possible) the ENGLISH Help files of Pure C? I could appreciate any help.
Could any people send me (if possible too) any example on Pure C of Sprite use and/or OBJECT use? Need i libraries?

Thanks very much for any answer.

Greeting.

From 3816159861755976061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50b6faa8bf852898
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: YM2149
Date: 1996/11/07
Message-ID: <55sd1v$e2s@balaena.bio.vu.nl>#1/1
X-Deja-AN: 195056124
references: <55401o$73q@learnet.freenet.hut.fi> <E0CGBC.HyL@cee.hw.ac.uk>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

: In article <55401o$73q@learnet.freenet.hut.fi>,
:   Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi> wrote:
: >Is there any standard format for YM2149?
: >...or any good trackers?
: >All kind of information would be nice.
: >
: >TWN...
: >
: >* Kivi (unregistered) 1.41a *

I have found Protracker ST 2.x to be the best ST tracker...

     -=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Mr. Flibble's very cross. You shouldn't have ran away from him.
 What are we going to to with them, Mr. Flibble? ....
 We can't _possibly_ do that! Who would clear up the mess?"

   --Rimmer (Quarantine)

From 283337967327535221
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: itsux@xs4all.nl (Rene Kint)
Subject: Re: Atari Programming, naturally!

Date: 1996/11/07
Message-ID: <gCYgy0ZotmxB090yn@xs4all.nl>#1/1
X-Deja-AN: 195104855
references: <846702348_OASIS_@pcc-uky.campus.mci.net> <3276D894.3EBC@ipa.net>
organization: it/SUX, Computer Projects on various platforms
x-xs4all-date: Thu, 07 Nov 1996 17:38:06 MET
reply-to: itsux@xs4all.nl
newsgroups: comp.sys.atari.programmer

Nice idea, but unfortunately I am running a few Atari ST's here, so no
256 colors and no 68030 machines here....

Do you mind considering releases of 'bogged down' versions of your
games?

A nice book to have is the Atari ST Profibuch, it is in German,
but has a LOT of info on the internals of the ST/STE/TT and maybe
in later versions also of the Falcon.

Regards,
Ren Kint
Amsterdam, NL

Atari ST and OS/2.

From -5688405123864381753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,773bf26dc4dcdf0c,start
X-Google-Attributes: gid1115ce,public
From: dhedberg@bengt.algonet.se (Daniel Hedberg)
Subject: Dungeon Master on F030.
Date: 1996/11/07
Message-ID: <55tlpb$rv@epimetheus.algonet.se>#1/1
X-Deja-AN: 195149303
organization: AlgoNet Public Access Node, Stockholm
nntp-posting-user: b96a7a91adfbafd9c93c87732e2a5b740
newsgroups: comp.sys.atari.programmer

Hi,

Can anyone tell me if Dungeon Master and/or Chaos Strikes Back runs on
the Falcon030? Is Backward required?

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se _Daniel
---
oOo oOo
U U

From -5277736092350508730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: Shetland Piper <shetland@wavetech.net>
Subject: Re: Falcon Truecolor mode
Date: 1996/10/21
Message-ID: <54eo3p$mkk@tsunami.wavetech.net>#1/1
X-Deja-AN: 190963041
references: <531crj$qga@freenet.hut.fi> <3254C421.167E@in.tu-clausthal.de>
<Pine.GSO.3.95Lrindlow.961007180152.7249C-100000@tingeling.lysator.liu.se>
<642@cypress.ukc.ac.uk>
organization: Minnesota WaveTech
newsgroups: comp.sys.atari.programmer

C.P.Briscoe-Smith <cpb4@ukc.ac.uk> wrote:
: I thought I'd heard that the 68030-based Ataris didn't have a Blitter
: chip because the 030 could emulate it faster anyway? Or did that only
: apply to the 32MHz TT?

Atari apparently did not have the time to design a completely new blitter
chip for the TT. The existing 8mhz one obviously would not work with the
32mhz TT. However, the Falcon does* have a blitter...

From 1008974628527186806
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9d9a697e3f96d4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Re^2: NOS ppp
Date: 1996/10/21
Message-ID: <846013558_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 191088010
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <54agim$b34@lira.i-way.co.uk>
c_graham@patrol.i-way.co.uk (Craig Graham) said:-

>From: c_graham@patrol.i-way.co.uk (Craig Graham)
>Newsgroups: comp.sys.atari.programmer
>Subject: Re: Re^2: NOS ppp
>Date: Sat, 19 Oct 1996 10:14:12 GMT
>Organization: Intelligent Research / Data Uncertain
>Lines: 36
>Message-ID: <54agim$b34@lira.i-way.co.uk>
>References: <845645068_OASIS_@swampdog.demon.co.uk>
>Reply-To: c_graham@patrol.i-way.co.uk
>NNTP-Posting-Host: 194.129.193.100
>X-Newsreader: Forte Free Agent 1.0.82
>
>guy@swampdog.demon.co.uk (Guy Harrison) mumbled indistinctly:
>
>> In article <259_mike@interware.it>
>> mike@interware.it (Mike De.Petris) said:-
>
>>>In uno strano messaggio del 14 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
>>>scrisse al povero All :
>>> g> The Lattice sources for Nos 0.42 can be found FTP'd from
>>> g> ftp.demon.co.uk. Look in pub/atari and you should find them fairly
>>> g> easily. I have not found the sources for POP3 Nos myself either, so if
>>> g> you do find them let me know!
>>>
>>>The same for me.
>>>
>>> g> Having said that, Nos 0.42 does contain POP source modules. I do not
>>> g> know why they are unimplemented!
>>>
>>>They are only POP2, I think we should be able to find POP3 in the pc
>>>version, as the nospop3 author did, in fact.
>
>>oic! I haven't looked at the code in any great depth and won't be
>>doing so unless I can port it back to Mark Williams C. This is not
>>going very well which is strange considering it was ported from MWC in
>>the first place!
>
>>That aside, I can telnet into my pop account and control it from there
>>if need be. Is that any use?
>
>POP3 is mindbogglingly easy to implement - I've got a dead short C
>program (<100 lines) that does a POP3 mail fetch using MiNTnet.
>
>Text only, so re-working for NOS (though why folks want to is beyond
>me) should be real easy.

If it is simply a matter of doing the telnet commands then I guess it
is!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -2522717888920075513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bb79f022fe9ed990,start
X-Google-Attributes: gid1115ce,public
From: nab@comp.lancs.ac.uk (Mr N A Barnes)
Subject: GDOS printer driver help...
Date: 1996/10/21
Message-ID: <DzMvAu.HnB@comp.lancs.ac.uk>#1/1
X-Deja-AN: 191203580
sender: usenet@comp.lancs.ac.uk
organization: Computing Department, Lancaster University.
newsgroups: comp.sys.atari.programmer

I know this is probably a very simple question, but I have recently got hold of a Canon BJ10sx printer, and want to use it to dump some images from GemView and so on.. I guess I need a GDOS printer driver for the BJ10 series.. does anyone have one or know where I can get one from please.. also it needs to work with GDOS release 1.1, as I'm not quite well off enough to get something nice like SPEEDO GDOS yet..

Thanks all in advance,

Neil
(nab@comp.lancs.ac.uk)

From 7767887545238553620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b5a5fa3d4794852f,start
X-Google-Attributes: gid1115ce,public
From: JRicha00@nest.demon.co.uk (John Richardson)
Subject: Re: addressing the centronics port
Date: 1996/10/22
Message-ID: <398_JRicha00@nest.demon.co.uk>#1/1
X-Deja-AN: 191268112
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: JRicha00@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.52) BETA (3) (NON WINDOW VERSION)

Yo,

Your code works but for the wrong reasons, take a look at this revised code with comments you should get the jist of what's happening:

```
to_printer:
    move.b      #14,$ffff8800.w     ; select port A register
    eor.l      #$20,$ffff8802.w    ; ensure _STROBE_ is low
test_online:
    btst.b      #0,$fffffa01.w
    bne         test_online

    move.b      #15,$ffff8800.w     ; select port B register
    move.b      d0,$ffff8802.w      ; put character on port B

    move.b      #14,$ffff8800.w     ; select port A register
    ori.l       #$20,$ffff8802.w    ; set _STROBE_ to high

    ; possible delay code maybe needed here on faster machines ;

    rts
```

On faster machines you may need to insert some code (NOPs will do) to stop the code from desetting the _STROBE_ signal too early! Although this will work fine on a standard 8Mhz machine.

Any questions then just ask.

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From 7972946732511310867
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: Re: Java
Date: 1996/10/23
Message-ID: <54kkn6$57j@orm.southern.co.nz>#1/1
X-Deja-AN: 191465898

references: <54d2uc$lsf@news.inconnect.com>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Hi there!

Justin Thuet (taliesin@inconnect.inconnect.com) wrote:
: I was wondering if there is a java compiler out there for the
: atari st? Ive been looking through the ng but cant see anything... could
: be that its expired...? anyway thanks for any posts
: Justin

Sun Microsystems in their wisdom praised Java as THE ultimate runtime
language that would work on ALL platforms. They forgot to say originally
that they required a licensing agreement to be signed before you could
take away their source code to compile Java for your own platform. Sadly
this has scared all Atari coders away thus far...I could be wrong, but if
I'm wrong then whoever IS compiling Java for the Atari is being very
quiet about it!...:(

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU

From -4737650262149572753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b5a5fa3d4794852f
X-Google-Attributes: gid1115ce,public
From: 42Bastian Schick <elw5basc@gp.fht-esslingen.de>
Subject: Re: addressing the centronics port
Date: 1996/10/23
Message-ID: <Pine.HPP.3.91.961023130151.8125A-100000@rghx50.gp.fht-
esslingen.de>#1/1
X-Deja-AN: 191466368
references: <398_JRicha00@nest.demon.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: InterNetNews at News.BelWue.DE (Stuttgart, Germany)
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 22 Oct 1996, John Richardson wrote:

> Yo,
>
>
> Your code works but for the wrong reasons, take a look at this revised code
> with comments you should get the jist of what's happening:
>
> to_printer:

```
>     move.b      #14,$ffff8800.w     ; select port A register
>     eor.l      #$20,$ffff8802.w    ; ensure _STROBE_ is low
Wrong ----^
You have to use this
      move.b $ffff8800.w,d1
      bclr #5,d1
      move.b d1,$ffff8802.w ; now STROBE is sure low


> test_online:
>     btst.b      #0,$fffffa01.w
>     bne         test_online
>
>     move.b      #15,$ffff8800.w     ; select port B register
>     move.b      d0,$ffff8802.w      ; put character on port B
>
ok.

>     move.b      #14,$ffff8800.w     ; select port A register
>     ori.l       #$20,$ffff8802.w    ; set _STROBE_ to high
Wrong ----^
     move.b #14,$ffff8800.w
     move.b $ffff8800.w,d0
     bset #5,d0
     move.b d0,$ffff8802.w   ; set STROBE high

     nop            ; wait
; maybe more nop or here.

     bclr #5,d0
     move.b d0,$ffff8802     ; set STROBE low

; STROBE should be a pulse !

     rts

NOTE: During this routine set irq-mask to $7 to avoid access of any
other routine (like the disc-check in TOS) to the PSG.

> ...

42Bastian



From -4737733270341452940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e757013564a1f77a,start
X-Google-Attributes: gid1115ce,public
From: information@ix.netcom.com
Subject: Lottery Information
Date: 1996/10/23
Message-ID: <54kqeq$prj@sjx-ixn10.ix.netcom.com>#1/1
```

X-Deja-AN: 191469240
organization: Netcom
x-netcom-date: Wed Oct 23 3:02:02 AM PDT 1996
newsgroups: comp.sys.atari.programmer

To get information on one of the best lotteries in the world, go to.....

http://www.interlotto.li/cgi/hserver.exe?
mainlot+serve=_mn_main+urlref=3300000511816

for other information, go to....

http://www.interllotto.com

From -2959450928151607303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,423fa068a4e10063,start
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Pexec problem
Date: 1996/10/23
Message-ID: <Pine.A32.3.91.961023163343.22213C-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 191509500
organization: RRZN - Newsserver
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I have a problem, hopefully one of you can help ?

I loaded an overlay via Pexec(3,...), then used it via direct calling,
thus no further use of Pexec(). How do I get rid of it later again ?

First thought is Mfree(basepage), but this is probably not the proper
way. What about environment, does it need to be freed separately ?

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From 6878861049286260735
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Java
Date: 1996/10/23
Message-ID: <Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 191536321
references: <54d2uc$lsf@news.inconnect.com> <54kkn6$57j@orm.southern.co.nz>
organization: RRZN - Newsserver
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 23 Oct 1996, Chris Wilkinson wrote:

> Hi there!
>
> Justin Thuet (taliesin@inconnect.inconnect.com) wrote:
> : I was wondering if there is a java compiler out there for the
> : atari st? Ive been looking through the ng but cant see anything... could
> : be that its expired...? anyway thanks for any posts
> :   Justin
>
> Sun Microsystems in their wisdom praised Java as THE ultimate runtime
> language that would work on ALL platforms. They forgot to say originally
> that they required a licensing agreement to be signed before you could
> take away their source code to compile Java for your own platform. Sadly
> this has scared all Atari coders away thus far...I could be wrong, but if
> I'm wrong then whoever IS compiling Java for the Atari is being very
> quiet about it!...:(

The real reason is that until very recently there was no way for Java applets to run on Ataris, because no OS supported real threads. It appears to me that recently released MagiC 5.0 could run Java applications, but there wasn't enough time for the coders to come up with something useful.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 7640338621738658829
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,423fa068a4e10063
X-Google-Attributes: gid1115ce,public
From: dwilga@mtholyoke.edu (Dan Wilga)
Subject: Re: Pexec problem
Date: 1996/10/23
Message-ID: <dwilga-2310961627350001@138.110.7.161>#1/1
X-Deja-AN: 191753337
references: <Pine.A32.3.91.961023163343.22213C-100000@pallas.amp.uni-hannover.de>
organization: Mount Holyoke College
newsgroups: comp.sys.atari.programmer

Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:

> I have a problem, hopefully one of you can help ?
>
> I loaded an overlay via Pexec(3,...), then used it via direct calling,
> thus no further use of Pexec(). How do I get rid of it later again ?
>
> First thought is Mfree(basepage), but this is probably not the proper
> way. What about environment, does it need to be freed separately ?

You've got the method exactly. Use Mfree() to free the environment, then
the basepage.

Dan Wilga
dwilga@mtholyoke.edu

From 1725171951294303652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6b83758acbcd3f6,start
X-Google-Attributes: gid1115ce,public
From: thehidden@ludens.elte.hu
Subject: CAROLE LEPILLEUR! PLEASE REPLY!
Date: 1996/10/24
Message-ID: <1996Oct24.180316.32882@ludens>#1/1
X-Deja-AN: 191773739
organization: Eotvos University, Budapest, Hungary
newsgroups: comp.sys.atari.programmer

Hello ST-fools,

I'm looking for a girl, Carole Lepilleur. He had a letter on one of the Atari newsgroups. I discussed several sings with her, now I've sent a letter again, but haven't got any reponse yet. Now, I "fingered" her and got this reponse:

Account used on Tue Oct 1 10:08 (23 days ago)

It was long ago. Carole, if you're reading this, please write to me to "thehidden@ludens.elte.hu" or "sebi@augusta.inf.elte.hu"!

Thanks!

The Hidden

(P.s.> If someone of you know her, please tell her to contact me.)

From 9046476844703652463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8cfca50102df2631,start
X-Google-Attributes: gid1115ce,public
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Subject: problems with man pages...
Date: 1996/10/24
Message-ID: <326F9C76.44F9@eng.derby.ac.uk>#1/1
X-Deja-AN: 191860249
content-type: text/plain; charset=us-ascii
organization: University of Derby
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 5.4 sun4c)

Hello I use a falcon030 with 4M ram and a small hard disk. I have tried to install the rest of MiNT, i.e. that over and above what you get with multiTOS, most of what I have got works except the 'man' routine. This is driving me up the wall since the instructions on most of the other utilities I have got are in man format.

Whenever I tried to run man I get one of the following:

A report that Nroff cannot find it's macro file (solved by reinstalling the whole lot).
or when that works, typing [man xxx] where xxx is any man file I have produces the following.

pause while program loads.
message [formatting page please wait]
another pause
message [aborted, sorry...]

program returns to command shell.

It does this under MiNT (with or without GEM), and under normal TOS. It does not complain of missing files etc.

To start with it could not find files but now the Mint directory setup has it's own (virtual) drive via the alias command in mint.cnf.

The only part of mint I don't use is minix due to a small drive size and the fact that as yet mint is of little use due to this problem.

I am aware of one possible solution which is as follows:
can anyone post or email me (needhadp@sparcdii.derby.ac.uk) information on the man page format, e.g. what the embedded command sequences are and what they do so I can write a viewer that uses GEM and as such can be used outside Mint etc.

Having used man on unix I would like to be able to decipher the files I have got. I know you can read most of it but sorting the commands from the text is a pain.

Thanks to anyone who can help, or direct me to those who can...

Dale Needham
Engineering student derby university.
email : needhadp@spardii.derby.ac.uk

From -9160839093139504827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87926120194d7042,start
X-Google-Attributes: gid1115ce,public
From: RCain@nest.demon.co.uk (Roger Cain)
Subject: GDOS printer driver help...
Date: 1996/10/24
Message-ID: <405_RCain@nest.demon.co.uk>#1/1
X-Deja-AN: 191955809
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: RCain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.52) BETA (3) (NON WINDOW VERSION)

Hi nab@comp.lancs.ac.uk, on 21 Oct 96 you wrote:

 n>
 n> I know this is probably a very simple question, but I have recently
 n> got hold of a Canon BJ10sx printer, and want to use it to dump some
 n> images from GemView and so on.. I guess I need a GDOS printer driver

n> for the BJ10 series.. does anyone have one or know where I can get one
n> from please.. also it needs to work with GDOS release 1.1, as I'm not
n> quite well off enough to get something nice like SPEEDO GDOS yet..

Does the 10sx emulate anything, Neil? You'll have to take a look in the manual but usually you don't need a specific driver for each printer model - just the one appropriate to its emulation mode.

I have a BJ300 which can either use Epson LQ850 or IBM Proprinter drivers.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From -293830695501161735
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e4181bbd38928d4e,start
X-Google-Attributes: gid1115ce,public
From: mike@interware.it (Mike De.Petris)
Subject: ka9q NOS
Date: 1996/10/26
Message-ID: <358_mike@interware.it>#1/1
X-Deja-AN: 192186501
organization: De Petris Software Development
reply-to: mike@interware.it
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.53) BETA (3) (NON WINDOW VERSION)

I want to get make changes to the Atari NOS ka9q version, and possible to the PC one.

I really would like to make NOS able to connect with a ppp PAP server. I am now able to compile NOS 0.42 with Lattice, but I need some help.

I would add POP3 routines as in NOSPOP3, but I cannot find the author of that version, and correct the ppp-pap problem, so:

I am looking for sources, just to avoid rewriting the pop3 client that is working good in nospop3, for this and to correct pop3 or to add new features, I think it would be enough to get the most recent NOS sources for PC, I tryed to do this, but unsuccessfull. I found sources for TurboC in Qualcomm Phil Karn directory, but seems to be old stuff, anyway the attach command does not

recognize the ppp protocol (bug?). Mr. Karn says it is dropping this version going on with djpp or something similar, what is this ? I think I need the C version (or C++) to correct the Atari NOS.

My searches on the web give few interesting results about ka9q NOS, so please help me, I would also port to Atari any other PC stuff (written in C) that essentialy lets:

- connect in ppp pap to an NT server Backoffice internet provider
- email (SMTP - POP3)
- nntp
- ftp
- telnet (should be simple)
- scripts (automated sessions)

Please help me.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

From 2278651837768723620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e4181bbd38928d4e
X-Google-Attributes: gid1115ce,public
From: mike@interware.it (Mike De.Petris)
Subject: ka9q NOS
Date: 1996/10/26
Message-ID: <366_mike@interware.it>
X-Deja-AN: 192361214
organization: De Petris Software Development
reply-to: mike@interware.it
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.53) BETA (3) (NON WINDOW VERSION)

I ask you help to correct the NOS problem, at least tell me if any author can be reached by email, or any newsgroup or mailing list is available.

Here is where it fails to connect in ppp-pap, ack is received after pap, then a protocol is rejected, then a config option and then loop until disconnect:

```
Sat Oct 26 20:24:56 1996 - sl0 recv:
PPP: len   7  (compressed ALL/UI)    protocol: PAP
0000  c0 23 02 03 00 05 00                              @#.....
Sat Oct 26 20:24:56 1996 - sl0 PPP/Pap Recv,  option: Config Ack, id: 3, len:
```

```
Sat Oct 26 20:24:56 1996 - sl0 PPP/PAP Valid Ack:
Sat Oct 26 20:24:56 1996 - sl0 PPP/Pap Req Sent; Open
Sat Oct 26 20:24:56 1996 - sl0 PPP/IPcp Listen  ; Start
Sat Oct 26 20:24:56 1996 -     making IP source address: 0.0.0.0
Sat Oct 26 20:24:56 1996 -     making IP destination address 0.0.0.0
Sat Oct 26 20:24:56 1996 -     making IP compression 0x002d
Sat Oct 26 20:24:56 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:56 1996 - sl0 PPP/IPcp Listen  ; Sending Config Req, id: 4,
len: 20

Sat Oct 26 20:24:56 1996 - sl0 sent:
PPP: len  24  protocol: IPCP
0000  ff 03 80 21 01 04 00 14 01 0a 00 00 00 00 00 00  ...!............
0010  00 00 02 06 00 2d 0f 01                          .....-..

Sat Oct 26 20:24:56 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: unknown 0x80fd
0000  80 fd 01 04 00 0a 12 06 00 00 00 01              .}..........
Sat Oct 26 20:24:56 1996 - sl0 PPP Unknown packet protocol: 80fd;
Sat Oct 26 20:24:56 1996 - sl0 PPP/Lcp Opened  ; Sending Protocol Reject, id:
5, len: 16

Sat Oct 26 20:24:56 1996 - sl0 sent:
PPP: len  20  protocol: LCP
0000  ff 03 c0 21 08 05 00 10 80 fd 01 04 00 0a 12 06  ..@!.....}......
0010  00 00 00 01                                      ....

Sat Oct 26 20:24:56 1996 - sl0 recv:
PPP: len  18  (compressed ALL/UI)    protocol: IPCP
0000  80 21 01 05 00 10 02 06 00 2d 0f 01 03 06 97 63  .!.......-.....c
0010  e2 77                                            bw
Sat Oct 26 20:24:56 1996 - sl0 PPP/IPcp Req Sent; Processing Config Req, id:
5, len: 16
Sat Oct 26 20:24:56 1996 -     checking IP compression 0x002d
Sat Oct 26 20:24:56 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:56 1996 - IPCP REQ: result Config Ack, option 2, length 6
Sat Oct 26 20:24:56 1996 -     making IP compression 0x002d
Sat Oct 26 20:24:56 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:56 1996 - IPCP REQ: result Config Reject, option 3, length 6
Sat Oct 26 20:24:56 1996 -     making unimplemented type 3
Sat Oct 26 20:24:56 1996 - sl0 PPP/IPcp Req Sent; Sending Config Reject, id:
5, len: 10

Sat Oct 26 20:24:56 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 04 05 00 0a 03 06 97 63 e2 77        ...!.......cbw

Sat Oct 26 20:24:56 1996 - sl0 recv:
PPP: len  16  (compressed ALL/UI)    protocol: IPCP
0000  80 21 04 04 00 0e 01 0a 00 00 00 00 00 00 00 00  .!..............
Sat Oct 26 20:24:56 1996 - sl0 PPP/IPcp Req Sent; Processing Config Reject,
id: 4, len: 14
Sat Oct 26 20:24:56 1996 -     making IP compression 0x002d
```

```
Sat Oct 26 20:24:56 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:56 1996 - sl0 PPP/IPcp Req Sent; Sending Config Req, id: 6,
len: 10

Sat Oct 26 20:24:56 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 06 00 0a 02 06 00 2d 0f 01        ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: IPCP
0000  80 21 01 06 00 0a 02 06 00 2d 0f 01              .!.......-..
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Req Sent; Processing Config Req, id:
6, len: 10
Sat Oct 26 20:24:58 1996 -     checking IP compression 0x002d
Sat Oct 26 20:24:58 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - IPCP REQ: result Config Ack, option 2, length 6
Sat Oct 26 20:24:58 1996 -     making IP compression 0x002d
Sat Oct 26 20:24:58 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Req Sent; Sending Config Ack, id: 6,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 02 06 00 0a 02 06 00 2d 0f 01        ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: IPCP
0000  80 21 03 06 00 0a 03 06 00 00 00 00              .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
6, len: 10
Sat Oct 26 20:24:58 1996 -     making IP compression 0x002d
Sat Oct 26 20:24:58 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 7,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 07 00 0a 02 06 00 2d 0f 01        ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: IPCP
0000  80 21 03 07 00 0a 03 06 00 00 00 00              .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
7, len: 10
Sat Oct 26 20:24:58 1996 -     making IP compression 0x002d
Sat Oct 26 20:24:58 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 8,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 08 00 0a 02 06 00 2d 0f 01        ...!.......-..
```

```
Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: IPCP
0000  80 21 03 08 00 0a 03 06 00 00 00 00              .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
8, len: 10
Sat Oct 26 20:24:58 1996 -     making IP compression 0x002d
Sat Oct 26 20:24:58 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 9,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 09 00 0a 02 06 00 2d 0f 01        ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: IPCP
0000  80 21 03 09 00 0a 03 06 00 00 00 00              .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
9, len: 10
Sat Oct 26 20:24:58 1996 -     making IP compression 0x002d
Sat Oct 26 20:24:58 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 10,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 0a 00 0a 02 06 00 2d 0f 01        ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: IPCP
0000  80 21 03 0a 00 0a 03 06 00 00 00 00              .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
10, len: 10
Sat Oct 26 20:24:58 1996 -     making IP compression 0x002d
Sat Oct 26 20:24:58 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 11,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 0b 00 0a 02 06 00 2d 0f 01        ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: IPCP
0000  80 21 03 0b 00 0a 03 06 00 00 00 00              .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
11, len: 10
Sat Oct 26 20:24:58 1996 -     making IP compression 0x002d
Sat Oct 26 20:24:58 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 12,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
```

```
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 0c 00 0a 02 06 00 2d 0f 01        ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: IPCP
0000  80 21 03 0c 00 0a 03 06 00 00 00 00              .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
12, len: 10
Sat Oct 26 20:24:58 1996 -     making IP compression 0x002d
Sat Oct 26 20:24:58 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 13,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 0d 00 0a 02 06 00 2d 0f 01        ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: IPCP
0000  80 21 03 0d 00 0a 03 06 00 00 00 00              .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
13, len: 10
Sat Oct 26 20:24:58 1996 -     making IP compression 0x002d
Sat Oct 26 20:24:58 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 14,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 0e 00 0a 02 06 00 2d 0f 01        ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: IPCP
0000  80 21 03 0e 00 0a 03 06 00 00 00 00              .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
14, len: 10
Sat Oct 26 20:24:58 1996 -     making IP compression 0x002d
Sat Oct 26 20:24:58 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 15,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 0f 00 0a 02 06 00 2d 0f 01        ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len  10  (compressed ALL/UI)    protocol: IPCP
0000  80 21 05 07 00 08 00 00 02 dc                    .!.......\
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Termin Req, id:
7, len: 8
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Peer requested Termination
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Req Sent; Sending Termin Ack, id: 7,
len: 4
```

```
Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len   8  protocol: IPCP
0000  ff 03 80 21 06 07 00 04                           ...!....
Sat Oct 26 20:25:02 1996 - sl0 PPP/IPcp Req Sent; Timeout
Sat Oct 26 20:25:02 1996 -     making IP compression 0x002d
Sat Oct 26 20:25:02 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:25:02 1996 - sl0 PPP/IPcp Req Sent; Sending Config Req, id: 16,
len: 10

Sat Oct 26 20:25:02 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 10 00 0a 02 06 00 2d 0f 01        ...!.......-..
Sat Oct 26 20:25:04 1996 - sl0 PPP/IPcp Req Sent; Timeout
Sat Oct 26 20:25:04 1996 -     making IP compression 0x002d
Sat Oct 26 20:25:04 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:25:04 1996 - sl0 PPP/IPcp Req Sent; Sending Config Req, id: 17,
len: 10

Sat Oct 26 20:25:04 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 11 00 0a 02 06 00 2d 0f 01        ...!.......-..
Sat Oct 26 20:25:04 1996 - sl0 PPP checksum error
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPcp Req Sent; Timeout
Sat Oct 26 20:25:08 1996 -     making IP compression 0x002d
Sat Oct 26 20:25:08 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPcp Req Sent; Sending Config Req, id: 18,
len: 10

Sat Oct 26 20:25:08 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 01 12 00 0a 02 06 00 2d 0f 01        ...!.......-..

Sat Oct 26 20:25:08 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: IPCP
0000  80 21 01 12 00 0a 02 06 00 2d 0f 01              .!.......-..
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPcp Req Sent; Processing Config Req, id:
18, len: 10
Sat Oct 26 20:25:08 1996 -     checking IP compression 0x002d
Sat Oct 26 20:25:08 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:25:08 1996 - IPCP REQ: result Config Ack, option 2, length 6
Sat Oct 26 20:25:08 1996 -     making IP compression 0x002d
Sat Oct 26 20:25:08 1996 -     with IP compression slots 16, flag 1
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPcp Req Sent; Sending Config Ack, id: 18,
len: 10

Sat Oct 26 20:25:08 1996 - sl0 sent:
PPP: len  14  protocol: IPCP
0000  ff 03 80 21 02 12 00 0a 02 06 00 2d 0f 01        ...!.......-..

Sat Oct 26 20:25:08 1996 - sl0 recv:
PPP: len  12  (compressed ALL/UI)    protocol: IPCP
0000  80 21 02 12 00 0a 02 06 00 2d 0f 01              .!.......-..
```

Sat Oct 26 20:25:08 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Ack, id: 18, len: 10
Sat Oct 26 20:25:08 1996 -   making IP compression 0x002d
Sat Oct 26 20:25:08 1996 -   with IP compression slots 16, flag 1
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPcp Ack Sent; Opened
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPCP Compression enabled; Recv slots = 16, flag = 1; Xmit slots = 16, flag = 1

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

From -3008123011488908746
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2acd67e2fdd7b84b,start
X-Google-Attributes: gid1115ce,public
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Subject: Atari Stacy
Date: 1996/10/26
Message-ID: <54uj04$4hi@learnet.freenet.hut.fi>#1/1
X-Deja-AN: 192390597
organization: Official Club
newsgroups: comp.sys.atari.programmer
x-mailer: BBBS/2 v3.33 How-C

I guess this is the name of Atari's portable ST?
Could someone send me some info about it?
Have Atari done any other portable computers? (ST or higher, no portfolio)
Should I try to buy one? 8] (Sorry but this is the only
atari-conference I can read... 8[)

TWN...

* Kivi (unregistered) 1.41a *

From -5736902664019942137
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87926120194d7042
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: GDOS printer driver help...
Date: 1996/10/26
Message-ID: <54tgi9$6k8@ccshst05.cs.uoguelph.ca>#1/1

X-Deja-AN: 192402681
references: <405_RCain@nest.demon.co.uk>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Roger Cain (RCain@nest.demon.co.uk) wrote:
: Hi nab@comp.lancs.ac.uk, on 21 Oct 96 you wrote:

: n>
: n> I know this is probably a very simple question, but I have recently
: n> got hold of a Canon BJ10sx printer, and want to use it to dump some
: n> images from GemView and so on.. I guess I need a GDOS printer driver
: n> for the BJ10 series.. does anyone have one or know where I can get one
: n> from please.. also it needs to work with GDOS release 1.1, as I'm not
: n> quite well off enough to get something nice like SPEEDO GDOS yet..

: Does the 10sx emulate anything, Neil? You'll have to take a look in the
: manual but usually you don't need a specific driver for each printer model -
: just the one appropriate to its emulation mode.

: I have a BJ300 which can either use Epson LQ850 or IBM Proprinter drivers.

What Canon calls the BJ10 mode is actually IBM Proprinter mode (or at
least, that's the way it works on my BJ200). A BJ10 specific driver can
be font in the FontGDOS package:
ftp://ftp.uni-paderborn.de/pub/atari/tools/gdos/fontgdos.lzh
It appears that there are also archives of drivers for ink-jet printers
in the same directory.

THeo

From 7609213288126422367
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75185d9d8962d80f,start
X-Google-Attributes: gid1115ce,public
From: terry@modesty.com
Subject: O0o&TvnEbHOT TECHNOLOGIES AND FREE STUFFvaGLLm[Mkt
Date: 1996/10/27
Message-ID: <a1b7cc$dd12.2cf@nntphost.bbsi.net>#1/1
X-Deja-AN: 192583479
newsgroups: comp.sys.atari.programmer

The Men's Club - http://www.mens-club.com/
- Hot Technologies
- FREE Stuff
- Exclusive Products
- Health Resources
- Image and Graphics Libraries

Men and Women 18+ Are Welcome!

From 5576455064357855321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: Java
Date: 1996/10/28
Message-ID: <GJ3MFDUSUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 192647485
references: <54d2uc$lsf@news.inconnect.com> <54kkn6$57j@orm.southern.co.nz>
<Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de>
content-length: 1267
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de> Peter Rottengatter wrote :

>On 23 Oct 1996, Chris Wilkinson wrote:
>> Sun Microsystems in their wisdom praised Java as THE ultimate runtime
>> language that would work on ALL platforms. They forgot to say originally
>> that they required a licensing agreement to be signed before you could
>> take away their source code to compile Java for your own platform. Sadly
>> this has scared all Atari coders away thus far...I could be wrong, but if
>> I'm wrong then whoever IS compiling Java for the Atari is being very
>> quiet about it!...:(
>
>The real reason is that until very recently there was no way for Java applets
>to run on Ataris, because no OS supported real threads. It appears to me
>that recently released MagiC 5.0 could run Java applications, but there
>wasn't enough time for the coders to come up with something useful.

Doesn't MiNT support threads? I never used this facility myself, but it all seems to be there.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz
http://www.ak.planet.gen.nz/user/mario/
Tariland: http://www.ak.planet.gen.nz/user/mario/tariland/

From 6509772436009971882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f451a2548a64ae51,start
X-Google-Attributes: gid1115ce,public
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Subject: Man pages
Date: 1996/10/28
Message-ID: <3274A53E.326F@eng.derby.ac.uk>#1/1
X-Deja-AN: 192731630
content-type: text/plain; charset=us-ascii
organization: University of Derby
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 5.4 sun4c)

Does anyone know of a way to view man pages on a falcon? I have tried
one or two manpagers but non of them worked, one crashed the other
displayed the message :

"Formatting Page, aborted sorry..."

Both were installed according to instructions to no avail.

Ideally I would like the specification for man pages, i.e. what are the
control characters & what do they do? So that I can write a simple pager
package [TOS or maybe GEM].

It would help if you could email this info to me due to a shaky
newsgroup setup in netscape 3 [problem this end]

Dale Needham
email : needhadp@sparcdii.derby.ac.uk
or
email : needhadp@eng.derby.ac.uk

Thank you.

From -2728350562985159312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2527797db2d5cb0,start
X-Google-Attributes: gid1115ce,public
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Subject: XIMG specs
Date: 1996/10/28
Message-ID: <3274A63A.7116@eng.derby.ac.uk>#1/1
X-Deja-AN: 192731730
content-type: text/plain; charset=us-ascii
organization: University of Derby

mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 5.4 sun4c)

Hello can anyone send me the specifications for XIMG files? I have the specs for IMG files (i.e. monochrome) but would like info on how to save colour information so I can USE what I create elsewhere.

Thanks
Dale Needham

email : needhadp@sparcdii.derby.ac.uk
or
email : needhadp@eng.derby.ac.uk

From -3330539947324380422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f451a2548a64ae51
X-Google-Attributes: gid1115ce,public
From: josk@stud.unit.no (Jo Even Skarstein)
Subject: Re: Man pages
Date: 1996/10/28
Message-ID: <552cip$4g8@due.unit.no>#1/1
X-Deja-AN: 192735838
references: <3274A53E.326F@eng.derby.ac.uk>
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:

> Ideally I would like the specification for man pages, i.e. what are the
> control characters & what do they do? So that I can write a simple pager
> package [TOS or maybe GEM].

There is a gem-based man-pager at ftp.fu-berlin.de called manview.

--

Jo Even Skarstein
josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

From -7056734763582128006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b5a5fa3d4794852f

X-Google-Attributes: gid1115ce,public
From: JRicha00@nest.demon.co.uk (John Richardson)
Subject: Re: addressing the centronics port
Date: 1996/10/28
Message-ID: <420_JRicha00@nest.demon.co.uk>#1/1
X-Deja-AN: 192753292
x-nntp-posting-host: nest.demon.co.uk
references:
<398_JRicha00@nest.demon.co.uk><Pine.HPP.3.91.961023130151.8125A-100000@rghx50.gp.
fht-esslingen.de>
organization: Network ST (NeST)
reply-to: JRicha00@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.52) BETA (3) (NON WINDOW VERSION)

Yo,

```
 > Organization: InterNetNews at News.BelWue.DE (Stuttgart, Germany)
 >
 >> eor.l      #$20,$ffff8802.w    ; ensure _STROBE_ is low
 > Wrong ----^
 > You have to use this
 >    move.b $ffff8800.w,d1
 >    bclr #5,d1
 >    move.b d1,$ffff8802.w    ; now STROBE is sure low
```

The .l should've been .w or .b but otherwise there is no reason to use your method.

```
 >> move.b      #14,$ffff8800.w     ; select port A register
 >> ori.l       #$20,$ffff8802.w    ; set _STROBE_ to high
 > Wrong ----^
 >  move.b #14,$ffff8800.w
 >  move.b $ffff8800.w,d0
 >  bset #5,d0
 >  move.b d0,$ffff8802.w    ; set STROBE high
```

Again no reason to type all this code.

```
 >  nop            ; wait
 > ; maybe more nop or here.
 >
 >  bclr #5,d0
 >  move.b d0,$ffff8802    ; set STROBE low
 >
 > ; STROBE should be a pulse !
```

That's just a matter of code ordering, it really makes no difference.

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From -3975696951811660846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b5a5fa3d4794852f
X-Google-Attributes: gid1115ce,public
From: JRicha00@nest.demon.co.uk (John Richardson)
Subject: Re: addressing the centronics port
Date: 1996/10/28
Message-ID: <421_JRicha00@nest.demon.co.uk>#1/1
X-Deja-AN: 192753293
x-nntp-posting-host: nest.demon.co.uk
references:
<398_JRicha00@nest.demon.co.uk><Pine.HPP.3.91.961023130151.8125A-100000@rghx50.gp.
fht-esslingen.de>
organization: Network ST (NeST)
reply-to: JRicha00@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.52) BETA (3) (NON WINDOW VERSION)

Yo,

```
 > Organization: InterNetNews at News.BelWue.DE (Stuttgart, Germany)
 > Wrong ----^
 > You have to use this
 >    move.b $ffff8800.w,d1
 >    bclr #5,d1
 >    move.b d1,$ffff8802.w    ; now STROBE is sure low
 > Wrong ----^
 >  move.b #14,$ffff8800.w
 >  move.b $ffff8800.w,d0
 >  bset #5,d0
 >  move.b d0,$ffff8802.w    ; set STROBE high
```

You are of course absolutely right, please excuse my earlier reply -mouth
before brain, again!

Jr,

--

Via the Net2Net NeST gateway - 90:100/999

~~~
~~~

X-Google-Attributes: gid1115ce,public
From: Didier DONAT <donat@condor.univ-orleans.fr>
Subject: VDI Drivers
Date: 1996/10/28
Message-ID: <3274B97B.6111@condor.univ-orleans.fr>#1/1
X-Deja-AN: 192772455
content-type: text/plain; charset=us-ascii
organization: Universite =?iso-8859-1?Q?d=27Orl=E9ans?=
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 5.5 sun4m)

Hello can anyone send me the specifications for .SYS files?
 I would like to programm a Printer driver, but i've got no information
about .SYS structure.

From -7003126427159506006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25adfc509eba827f,start
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: AES Window handling on STE's
Date: 1996/10/28
Message-ID: <553mbj$pin@nnrp1.news.primenet.com>#1/1
X-Deja-AN: 192783080
organization: JR Enterprises
x-posted-by: @206.165.21.129 (rojewski)
newsgroups: comp.sys.atari.programmer

Is there some "unique" AES window handling in the STe TOS (1.62)?
I'm getting reports of windows failing to open the second time on
STe's. I may be issuing wind_close() on a window that has not been
opened yet. Also any window situations reported to cause lockups?

I doesn't seem to happen on my Falcon.

Thanks in advance,
John
*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

From -4928215970607981950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,395b8971baa7338,start
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: POV 3?
Date: 1996/10/28
Message-ID:
<Pine.GSO.3.95Lrindlow.961028174854.10498F-100000@tintin.lysator.liu.se>#1/1
X-Deja-AN: 192793524
references: <3274A738.474C@eng.derby.ac.uk>
to: Dale Philip Needham <needhadp@eng.derby.ac.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 28 Oct 1996, Dale Philip Needham wrote:

> Hello
> Can anyone tell me if there is a version of POV 3 available for the
> atari series as yet? if so where is it?

Yes, there is, in:
ftp://ftp.uni-kl.de/pub/atari/graphics/raytrace

I may have some directory wrong, but something like that anyway.
I'm not sure if this is compiled 68000 or 68030 though.

Tomas

From -5868728067395787437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: a great idea that might help
Date: 1996/10/28
Message-ID: <32753146.9601957@news.airtime.co.uk>#1/1
X-Deja-AN: 192864784
references: <5539jj$pmc@niamh.indigo.ie>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 28 Oct 1996 21:46:27 GMT, okelly@indigo.ie (okelly) wrote:

>THIS IS A REAL OPPORTUNITY TO MAKE MONEY GET RICH QUICK If you want a lot

WELL I HOPE YOU LIKE IT A LOT, CAUSE I JUST FORWARDED IT BACK TO YOU,
THEN MADE A COPY AND A NOTE THAT I SENT TO YOUR POSTMASTER,

Makes you wanna shout dunnit :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

------- Coming Soon - DIAMOND-ICE - The Return of Dizzy -------

From 8276078431691195940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df3e53231e93697d,start
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.
Date: 1996/10/28
Message-ID: <846624248_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 192891956
organization: InternetMCI
reply-to: thechyld@pcc-uky.campus.mci.net
newsgroups: comp.sys.atari.programmer
organisation: The DarkForce! BBS (606)886-9014

In article
<Pine.GSO.3.95Lrindlow.961028192834.11192C-100000@tintin.lysator.liu.se>
Tomas Berndtsson <tobe@lysator.liu.se> said:-

>Songs can be found at http://www.iuma.com
>**NOTE** ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**

Okay, sounds great! How about a ftp site (and path) where we can
get these stereo mpeg songs!? :)

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/                                          |                          _/
_/  Wild wind-horses soar the cloud-trails, |                          _/
_/    Unholy horn doth sound its blast,     |           /\             _/
_/    You and we were first to conquer,     |       Dark><Chyld        _/
_/      You and we shall be the last!       |           \/             _/
_/                                          |                          _/
_/  - from "Song of the Dragon Masters" -   |     The Fuji Lives!      _/
```

_/ | _/
_/~~~

program will, of course, continue to replay when it gets a
chance to load again.
* Count down display.
* MiNT support, and several other systems.

All sources are included in the package and it's released under the GNU
General Public License 2.

We're also working on a version for Atari Linux.

Songs can be found at http://www.iuma.com
NOTE ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**

Enjoy!

Fredrik Noring
noring@lysator.liu.se
http://www.lysator.liu.se/~noring

Tomas Berndtsson
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From 2678990035827774835
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f451a2548a64ae51
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Man pages
Date: 1996/10/28
Message-ID: <yvvaft75di4.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 192906047
sender: emwoll@bowmore
references: <3274A53E.326F@eng.derby.ac.uk> <552cip$4g8@due.unit.no>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

josk@stud.unit.no (Jo Even Skarstein) writes:

> > Ideally I would like the specification for man pages, i.e. what are the
> > control characters & what do they do? So that I can write a simple pager
> > package [TOS or maybe GEM].
>
> There is a gem-based man-pager at ftp.fu-berlin.de called manview.

Talking about man-pages, isn't there a good shell like C-shell or T-schell
for MagiC?? I would love to have a _good_ one. The shit (if you can call
that a shell at all) you get with MagiC is only, that's right, shit.

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```


From -3861387689826800058
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50b6faa8bf852898,start
X-Google-Attributes: gid1115ce,public
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Subject: YM2149
Date: 1996/10/28
Message-ID: <55401o$73q@learnet.freenet.hut.fi>#1/1
X-Deja-AN: 192920241
organization: Official Club
newsgroups: comp.sys.atari.programmer
x-mailer: BBBS/2 v3.33 How-C

Is there any standard format for YM2149?
..or any good trackers?
All kind of information would be nice.

TWN...

* Kivi (unregistered) 1.41a *

From 7647742601643284355
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: okelly@indigo.ie (okelly)
Subject: a great idea that might help
Date: 1996/10/28
Message-ID: <5539jj$pmc@niamh.indigo.ie>
X-Deja-AN: 193677689
organization: Indigo Navigator User
mime-version: 1.0
reply-to: okelly@indigo.ie
newsgroups: comp.sys.atari.programmer

THIS IS A REAL OPPORTUNITY TO MAKE MONEY GET RICH QUICK If you want a lot
of
money fast READ THIS!!! and it will change your life. I just read an
article in a newsgroup

describing how to make $ 50,000 in only one month from a $5.00 investment. Participation is all it
takes to make this work. PLEASE PRINT THIS ARTICLE FOR YOUR REFERENCE AND ACT NOW!!!

STEP 1:

Invest your $ 5.00 by writing your name and address on five separate pieces of paper along with the words, 'PLEASE ADD ME TO YOUR MAILING LIST".

You are paying for a legitimate service. FOLD a $1.00 bill or money order inside each paper (for safe
delivery cover the dollar bill in the paper), and mail it by standard mail to the following five
addresses:

- 1.Jason Segal, 5961 Glenhaven cres, Norfolk, Virginia 23508, USA
- 2.Rick Roehrich, 478 Conklintown Rd., Ringwood, NJ 07456, USA
- 3. Allen, P.O. Box 300, St. Peter, Minnesota 56082, USA
- 4.Chuck Rhoades, Rt 5 Box 172, Bowie, TX 76230, USA
- 5.D O'Kelly, 38 Brewery Rd, Blackrock, County Dublin, IRELAND

STEP 2:

Now remove the top name from the list, and move the other name up. This way, #5 becomes #4 and so on. Put YOUR NAME in as #5 on the list. You can use your real name or any other name but make sure your address is right. You can do this by simply retyping this article or re-posting it to other newsgroups with the edited address.

STEP 3:

Post the revised article to about 300 newsgroups. There are at least 17,000 newsgroups. Try posting to as many newsgroups you can. More posting means MORE CASH!!!

STEP 4:

Your are now IN BUSINESS FOR YOURSELF, and should start
seeing returns within 7 to 14 days. remember internet is new and HUGE. There is no way you can
lose. Out of every block of 300 posts, you will get at least 5 responses (this is very very
conservative estimate). Yes, thats right only $5.00.No checks but real CASH. Each additional
person who sent you $1.00 also makes 300 additional postings with your name as #4, 1500
additional postings!! WUH!! At least 50 people will send you $1.00 with your name as #4 (total
$50 based on a conservative estimate). Now those 50 new people will make 300 postings each
with your name as #3 or 15,000 postings. Average return, 500 people and $500. These 500
people make 300 postings with your name at #2, that mean 5,000 replies with $5,000. Finally
5,000 people make 300 postings each with your name as #1 and you get a return of $50,000
before your name drops off the list. NO RISK. As you see, the potential for earning is a lot of
money for only $5.00 investment. You MUST follow the rules. REMEMBER, millions of people

use NEWSGROUPS everyday throughout the world. SAVE this article or get a printout. GOOD
LUCK and enjoy your new found wealth. ACT NOW ! ACT NOW!

--
; winvn.ini
[Personal]
UserName=okelly
MailAddress=okelly@indigo.ie
Organization=Indigo Navigator User
ReplyTo=okelly@indigo.ie
[Communications]
UseSocket=1
NNTPHost=news.indigo.ie
SMTPHost=mail.indigo.ie
NNTPService=nntp
MailDemandLogon=1
MailForceType=2
DebugComm=1
GenSockDLL=genasync.dll
ConnectAtStartup=1
[Authorization]
NNTPUserName=
NNTPPassword=
NNTPSavePassword=0
[Preferences]
EnableThreading=1
SignatureFile=C:\NAVIGATR\NEWS\WinVn.ini
EnableSignature=1
MailLog=0
MailLogFile=MAIL.LOG
PostLog=0
PostLogFile=POST.LOG
DoList=2
FullNameFrom=1
ArticleThreshold=50
ShowUnsubscribed=1
ShowReadArticles=1
ConfirmBatchOps=1
NewWndGroup=1
NewWndArticle=0
SaveArtAppend=1
ConnectAtStartup=1
ConfirmExit=1
ConfirmReplyTo=1
CcByMail=0
ThreadFullSubject=0
GroupMultiSelect=0
ShowUnreadOnly=0
[Coding]
CodingStatusVerbose=0
DumbDecode=0

```
ArticleSplitLength=50000
EncodingTable=
SubjectTemplate=%s  -  %f [%p/%t]
MIMEBoundary=*-*-*- Next Section -*-*-*
BlankBeforeMIME=0
DecodePath=C:\NAVIGATR\NEWS\download
BlockCodingStatusAlwaysOnTop=0
ReviewAttach=1
AttachInNewArt=0
ExecuteDecodedFiles=0
KeepArticleHeaderVisible=0
UseSmartFiler=1
EncodingType=Base-64
GenerateMIME=1
MIMEUsageSuggestions=1
MIMEUUType=x-uue
MIMEXXType=x-xxe
MIMECustomType=x-custom3to4
DefaultContentType=Other
AlsoDecodeOpenArticles=0
MinimizeStatusWindows=0
[Interface]
ListFontFace=Courier
ListFontSize=10
ListFontStyle=Regular
ArticleFontFace=Courier
ArticleFontSize=10
ArticleFontStyle=Regular
StatusFontFace=Times New Roman
StatusFontSize=11
StatusFontStyle=Regular
PrintFontFace=Arial
PrintFontSize=12
NetUnSubscribedColor=0,0,200
NetSubscribedColor=0,0,0
ArticleUnSeenColor=0,0,0
ArticleSeenColor=0,0,200
ArticleTextColor=0,0,0
StatusTextColor=0,0,0
ArticleBackgroundColor=255,255,255
ListBackgroundColor=255,255,255
StatusBackgroundColor=255,255,255
ThumbTrack=1
WinVnFontFace=MS Sans Serif
WinVnFontSize=8
WinVnFontStyle=Bold
CompositionFontFace=Courier
CompositionFontSize=10
CompositionFontStyle=Regular
UseInverseSelections=0
[winvn]
Notice1=**** The [winvn] section is no longer needed unless    ****
Notice2=**** you want compatibility with old versions of WinVn ****
```

```
[Admin]
Newsrc=C:\NAVIGATR\NEWS\NEWSRC
Version=WinVN 0.93.14
[Searches]
LastArticleTextFind=
LastArticleHeaderFind=
LastGroupNameFind=
[Smart Filer]
OnDupeName=0
OnNameTooLong=0
MaxFileNameLen=8
MaxFileExtLen=3
EnableExtensionConversion=1
[Mail Addresses]
Address1=okelly@indigo.ie
[Logging]
MailLog=0
MailLogFile=MAIL.LOG
PostLog=0
PostLogFile=POST.LOG
[Confirmation]
ConfirmBatchOps=1
ConfirmDisconnect=0
ConfirmSaveOnExit=0
ConfirmReplyTo=1
[Group List]
DoList=2
ShowUnsubscribed=1
GroupListMultiSelect=0
UsenetWindowPos=0,0,400,540
[Article List]
ArticleThreshold=50
MinArticlesToRetrieve=50
FullNameFrom=0
EnableThreading=1
ShowUnreadOnly=0
NewWndGroup=0
ThreadFullSubject=0
ThreadDepthIndicator=
SaveArtAppend=1
ArtListMultiSelect=1
GroupWindowPos=1,0,800,300
[Article]
NewWndArticle=0
WrapIncomingArticleText=0
WrapIncomingArticleTextLength=80
TrimHeaders=1
ScrollPastHeaders=1
ItalicizeQuotes=1
ArticleWindowPos=130,259,640,362
[Compose]
WordWrap=1
PrefillCcAddress=1
```

```
ShowOrgHdr=0
ShowReplyToHdr=0
ShowKeywordsHdr=0
ShowSummaryHdr=0
ShowDistributionHdr=0
ShowFromHdr=0
FollowupSaysTemplate=In article %i, %a says...
ReplySaysTemplate=In article %i, you say...
SignatureFile=C:\NAVIGATR\NEWS\WinVn.ini
EnableSignature=1
[Attachments]
DefaultAttachInNewArt=0
ArticleSplitLength=50000
SubjectTemplate=%s  -  %f [%p/%t]
GenerateMIME=1
MIMEUsageSuggestions=1
MIMEBoundary=*-*-*- Next Section -*-*-*
MIMEUUType=x-uue
MIMEXXType=x-xxe
MIMECustomType=x-custom3to4
DefaultEncodingType=Base-64
DefaultContentType=Other
EncodingTable=
```

```
From -5049243791023381491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,395b8971baa7338
X-Google-Attributes: gid1115ce,public
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Subject: POV 3?
Date: 1996/10/28
Message-ID: <3274A738.474C@eng.derby.ac.uk>#1/1
X-Deja-AN: 194756078
content-type: text/plain; charset=us-ascii
organization: University of Derby
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 5.4 sun4c)
```

Hello
Can anyone tell me if there is a version of POV 3 available for the
atari series as yet? if so where is it?

thanks

email : needhadp@sparcdii.derby.ac.uk
or
email : needhadp@eng.derby.ac.uk

From -8610790763174444192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7e11e5f8bcd23382,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd2d7,7e11e5f8bcd23382,start
X-Google-Attributes: gidfd2d7,public
X-Google-Thread: 1115ce,7e11e5f8bcd23382,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7e11e5f8bcd23382,start
X-Google-Attributes: gid109a67,public
From: Han van Almkerk <jlalmkerk@lucent.com>
Subject: FS: TT030
Date: 1996/10/29
Message-ID: <3275F8CB.41C67EA6@lucent.com>#1/1
X-Deja-AN: 192900905
cc: jlalmkerk@lucent.com
content-type: text/plain; charset=us-ascii
organization: Lucent Technologies
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.os.linux.m
68k
x-mailer: Mozilla 3.0Gold (X11; I; SunOS 4.1.4 sun4m)

I have for sale an Atari TT030.

Includes:
- 8 Mb internal memory (4 Mb ST-RAM / 4 Mb TT-RAM).
- 212 MB Maxtor.
- 48 MB Seagate.
- TTM194 19" monitor (1280 x 960 x 2).
- SLM804 laserprinter (just installed new drum and toner).
- Spectre GCR Apple Macintosh emulator.
- Lighthouse tower case with 150 Watt PC power supply.
- Original case and powersuply available and usable without soldering !
- DD drive.
- Also have a HD drive available but needs Ajax controller.
- 8 x 1 Mb simms for TT-RAM upgrade (needs another TT-RAM board).
- Lots of dutch Atari related magazines and books.
- About 175 diskettes with Atari software.
- And more.

All in one sale,
Asking fl. 1700,- (+/- US$ 1000,-)

Han van Almkerk
jlalmkerk@lucent.com

From -2219571507805669137
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f451a2548a64ae51
X-Google-Attributes: gid1115ce,public
From: mbge4mdc@meehph.ee.man.ac.uk (Farag Elburki user)
Subject: Re: Man pages
Date: 1996/10/29
Message-ID: <554i9f$db5@yama.mcc.ac.uk>#1/1
X-Deja-AN: 192926138
references: <3274A53E.326F@eng.derby.ac.uk> <552cip$4g8@due.unit.no>
content-type: text/plain; charset=us-ascii
organization: Sirius Cybernetics Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <552cip$4g8@due.unit.no>,
     josk@stud.unit.no (Jo Even Skarstein) writes:
> Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:
>
>> Ideally I would like the specification for man pages, i.e. what are the
>> control characters & what do they do? So that I can write a simple pager
>> package [TOS or maybe GEM].
>
> There is a gem-based man-pager at ftp.fu-berlin.de called manview.
>

--

And of course, there's a man->ST-Guide convertor as part of the St-Guide
package. Never tried it, though ;)

Cheers,

Xav

--
Email: mbge4mdc@fs1.ee.man.ac.uk
Web: http://www.compsoc.man.ac.uk/~xav/
"It's who I am, it's what I do - I can't change" - Sledge Hammer

From 8267611175750197102
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df3e53231e93697d
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.
Date: 1996/10/29
Message-ID: <yvv918q57a2.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 192941300

sender: emwoll@bowmore
references:
<Pine.GSO.3.95Lrindlow.961028192834.11192C-100000@tintin.lysator.liu.se>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

Tomas Berndtsson <tobe@lysator.liu.se> writes:

>
> Yes! A new version is available, with lots of bug fixed and new features!

Great! So does it work on the Afterburner040 now?

//Magnus Kollberg
--
```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```


From -5738438272567439469
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5dfaa58bba6ea48,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@7861.conchbbs.com (John Kormylo)
Subject: AES Window handling on S
Date: 1996/10/29
Message-ID: <fd9_9610291041@conchbbs.com>#1/1
X-Deja-AN: 192942150
organization: Houston Area League of PC Users
x-ftn-to: rojewski@primenet.com
newsgroups: comp.sys.atari.programmer

r > I'm getting reports of windows failing to open the second time
r > on STe's. I may be issuing wind_close() on a window that has
r > not been opened yet. Also any window situations reported to
r > cause lockups?

Only one I can think of is if you put bad pointers for the NAME or
INFO text (or fail to define them before opening).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

From 2704412152291477877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df3e53231e93697d
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.
Date: 1996/10/29
Message-ID:
<Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.liu.se>#1/1
X-Deja-AN: 192957934
references: <846624248_OASIS_@pcc-uky.campus.mci.net>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 28 Oct 1996, Ronald J. Hall wrote:

> In article
<Pine.GSO.3.95Lrindlow.961028192834.11192C-100000@tintin.lysator.liu.se>
> Tomas Berndtsson <tobe@lysator.liu.se> said:-
>
> >Songs can be found at http://www.iuma.com
> >**NOTE** ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**
>
>
> Okay, sounds great! How about a ftp site (and path) where we can
> get these stereo mpeg songs!? :)

Don't have a path, but iuma also have ftp on ftp.iuma.com
The connection is still slow though. At least from Sweden, may be faster
from US.

Enjoy,

Tomas

From -5231277889376678270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df3e53231e93697d
X-Google-Attributes: gid1115ce,public
From: *atari@freemark.com* (Rich Tietjens)
Subject: Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.
Date: 1996/10/29
Message-ID: <555j3b$6kv@ornews.intel.com>#1/1
X-Deja-AN: 192987173

references: <846624248_OASIS_@pcc-uky.campus.mci.net>
<Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.liu.se>
x-legal-warning: This is a fax machine as described by Title 47 USC - do not send unsolicited commercial messages
organization: Portland Atari Club
newsgroups: comp.sys.atari.programmer
x-telephone-number: (503) 244-2870

In article
<Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.liu.se>,
   Tomas Berndtsson <tobe@lysator.liu.se> wrote:
>> >Songs can be found at http://www.iuma.com
>> >**NOTE** ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**
>
>Don't have a path, but iuma also have ftp on ftp.iuma.com
>The connection is still slow though. At least from Sweden, may be faster
>from US.

It's pretty fast from here, but I can't find anything for Atari or Falcon by following the exisiting paths.

 Remove the * (inserted to foil spambots) in my address to reply.
 Write to atari@teleport.com for the alt.binaries.atari* charter.
 My bookmarks: http://www.teleport.com/~atari
 Files: ftp://ftp.teleport.com/users/atari
 #include disclaimer.h

From -8809674740342609745
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: a great idea that might help
Date: 1996/10/29
Message-ID: <32764dd2.23674358@news.airtime.co.uk>#1/1
X-Deja-AN: 193008955
references: <5539jj$pmc@niamh.indigo.ie>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 28 Oct 1996 21:46:27 GMT, okelly@indigo.ie (okelly) wrote:

>>THIS IS A REAL OPPORTUNITY TO MAKE MONEY GET RICH QUICK If you want a lot

> WELL I HOPE YOU LIKE IT A LOT, CAUSE I JUST FORWARDED IT BACK TO YOU, THEN MADE A COPY AND A >NOTE THAT I SENT TO YOUR POSTMASTER,

> Makes you wanna shout dunnit :)

 That was quick, i just got a nice letter from this guys postmaster
who says he has suspended his account until he gets in touch, when he
does, he will then get a warning and a lesson in usenet ettifingy:)

 It was a nice response and the original spammer is getting his arse
kicked,
 Do I feel like a snitch? no! I am sick of seeing these get rich quick
schemes and they are illegal, and certainly have no place in
comp.sys.atari.programmer

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

------- Coming Soon - DIAMOND-ICE - The Return of Dizzy -------

From -4473323127619034116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df3e53231e93697d
X-Google-Attributes: gid1115ce,public
From: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall)
Subject: Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.
Date: 1996/10/29
Message-ID: <846690380_OASIS_@pcc-uky.campus.mci.net>#1/1
X-Deja-AN: 193041628
organization: InternetMCI
reply-to: thechyld@pcc-uky.campus.mci.net
newsgroups: comp.sys.atari.programmer
organisation: The DarkForce! BBS (606)886-9014

 In article <Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.liu.se>
  Tomas Berndtsson <tobe@lysator.liu.se> said:-

>Don't have a path, but iuma also have ftp on ftp.iuma.com
>The connection is still slow though. At least from Sweden, may be faster
>from US.

   Thanks, I'll go there this evening and check it out...! :)

--

   _/
   _/ | _/

```
   _/  Wild wind-horses soar the cloud-trails, |                          _/
   _/    Unholy horn doth sound its blast,     |           /\             _/
   _/    You and we were first to conquer,     |       Dark><Chyld        _/
   _/      You and we shall be the last!       |           \/             _/
   _/                                          |                          _/
   _/  - from "Song of the Dragon Masters" -   |     The Fuji Lives!      _/
   _/                                          |                          _/
   _/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~_/
   _/                                                                     _/
   _/     --> Sysop of The DarkForce! BBS....Call 1-606-886-9014 <--      _/
   _/                                                                     _/
   _/_/_/_
```

```
   _/    Unholy horn doth sound its blast,     |           /\            _/
   _/    You and we were first to conquer,     |       Dark><Chyld       _/
   _/      You and we shall be the last!       |           \/            _/
   _/                                          |                         _/
   _/  - from "Song of the Dragon Masters" -   |     The Fuji Lives!     _/
   _/                                          |                         _/
   _/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~_/
   _/                                                                    _/
   _/     --> Sysop of The DarkForce! BBS....Call 1-606-886-9014 <--     _/
   _/                                                                    _/
   _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

From 2323182703335778696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
Subject: Re: a great idea that might help
Date: 1996/10/29
Message-ID: <555ugg$co4@dux.dundee.ac.uk>#1/1
X-Deja-AN: 193103479
references: <5539jj$pmc@niamh.indigo.ie> <32764dd2.23674358@news.airtime.co.uk>
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@airtime.co.uk) wrote:
: I am sick of seeing these get rich quick
: schemes and they are illegal, and certainly have no place in
: comp.sys.atari.programmer
Quite right - atari programming has nothing to do with getting rich quick :-)

Davy

--
 Davy Mitchell - Computer Science, Dundee University dmitchel@mcs.dundee.ac.uk
       Homepage: http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
         Compline - Christian Night Prayers. Short 10min service.
   10pm on Wednesdays in the University Chaplaincy Centre. All welcome !!

From -3374360004190514043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: c_graham@patrol.i-way.co.uk (Craig Graham)
Subject: Re: Java
Date: 1996/10/29

Message-ID: <555f16$cb5@lira.i-way.co.uk>#1/1
X-Deja-AN: 193107676
references: <54d2uc$lsf@news.inconnect.com> <54kkn6$57j@orm.southern.co.nz>
<Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de>
<GJ3MFDUSUp@tos.ak.planet.gen.nz> <3274AEEC.446B@in.tu-clausthal.de>
organization: Intelligent Research / Data Uncertain
reply-to: c_graham@patrol.i-way.co.uk
newsgroups: comp.sys.atari.programmer

Christof Donat <cdonat@in.tu-clausthal.de> mumbled indistinctly:

>MiNT supports what all UNIX people call threads: the fork System call is
>there since freeMiNT1.12.6 I think.

Fork was always there wasn't it? I thought it was the non-blocking
vfork() that wasn't supported.

>generally Threads are a bit different. Treads use the same Memory Space
>(according to our Professor here who is lecturing about OS).

You can implement Threads by using Pexec (I forget the mode) to
execute a pre-loaded basepage and making it a copy of the current
basepage - this means that although it becomes a seperate process, it
shares the address space of the parent and executes in parallel.

Craig.

From -101752146488922070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df3e53231e93697d
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.
Date: 1996/10/29
Message-ID:
<Pine.GSO.3.95Lrindlow.961029212930.19744B-100000@tintin.lysator.liu.se>#1/1
X-Deja-AN: 193147144
references: <846624248_OASIS_@pcc-uky.campus.mci.net>
<Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.liu.se>
<555j3b$6kv@ornews.intel.com>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 29 Oct 1996, Rich Tietjens wrote:

> In article
> <Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.liu.se>,

>   Tomas Berndtsson <tobe@lysator.liu.se> wrote:
> >> >Songs can be found at http://www.iuma.com
> >> >**NOTE** ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**
> >
> >Don't have a path, but iuma also have ftp on ftp.iuma.com
> >The connection is still slow though. At least from Sweden, may be faster
> >from US.
>
> It's pretty fast from here, but I can't find anything for Atari or Falcon by
> following the exisiting paths.

No no!
I guess you've got the program. If not, the latest can be found at:
ftp://ftp.nocrew.pp.se/pub/nocrew/tos/mp2_07.lzh

In fact, I recommend that you do download this file now, because I've fixed a bug from the previous. If you drag a .mp2 file to the mp2audio.prg, it will now start the program and play the song automatically.

The songs are not Atari or Falcon specific. They are Mpeg Audio Layer II format, a compression format. The normal extension to the songs are .mp2 and those can be found at iuma. Look in the directory /indexes at ftp.iuma.com. There you can search by artist, by title or other ways.

It's a little tricky to see directly if the song is stereo from ftp. You have to follow all symbolic links to the actual .mp2 file. Those files are named stereo-title.mp2 or mono-title.mp2. Be sure to only get stereo as this version only support those.

If you go through www, it's easier to see what's what.

Hope you find anything of interest.

Tomas

From -4802694016114421022
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Java
Date: 1996/10/29
Message-ID: <Pine.A32.3.91.961029155416.20748A-100000-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 193168868
references: <54d2uc$lsf@news.inconnect.com> <54kkn6$57j@orm.southern.co.nz> <Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de> <GJ3MFDUSUp@tos.ak.planet.gen.nz>

content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 28 Oct 1996, Mario Becroft wrote:

] In <Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de>
Peter Rottengatter wrote :
]
] >On 23 Oct 1996, Chris Wilkinson wrote:
] >> Sun Microsystems in their wisdom praised Java as THE ultimate runtime
] >> language that would work on ALL platforms. They forgot to say originally
] >> that they required a licensing agreement to be signed before you could
] >> take away their source code to compile Java for your own platform. Sadly
] >> this has scared all Atari coders away thus far...I could be wrong, but if
] >> I'm wrong then whoever IS compiling Java for the Atari is being very
] >> quiet about it!...:(
] >
] >The real reason is that until very recently there was no way for Java applets
] >to run on Ataris, because no OS supported real threads. It appears to me
] >that recently released MagiC 5.0 could run Java applications, but there
] >wasn't enough time for the coders to come up with something useful.
]
] Doesn't MiNT support threads? I never used this facility myself, but it all
] seems to be there.

It basically pretents to supports threads, but does not in reality. If
you call Pfork then the forked process is running but the first one is
not, and does not resume before the forked process terminates.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -3951416623411245654
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e54937042893170
X-Google-Attributes: gid1115ce,public
From: Terry Miller 2 <bitbrker@ipa.net>
Subject: Atari Programming, naturally!
Date: 1996/10/29
Message-ID: <3276D894.3EBC@ipa.net>#1/1
X-Deja-AN: 193168995
distribution: world
references: <846702348_OASIS_@pcc-uky.campus.mci.net>

content-type: text/plain; charset=us-ascii
organization: Internet Partners of America
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win16; I)

Hi folks! I'm in the process of setting up a shareware company
called Atlantis Software Development. After perusing the computer
market as it stands now, I've been convinced that the two markets that
need attention are the Amiga and Atari markets. I've ruled out
programming for the PC and Mac's because those markets are already
crowded. What I am basically wondering is if there are still folks
that would buy video games for Atari computers, like Duke3D stuff,
and what they think is a fair price. I suggest a price of $20 for
the registered versions of the games. Of course, the shareware
"taster" is completely free. Within the next month I will be
establishing
a permanent Web page and Email address (right now I am using a student
account). For the moment you can write me at bitbrker@ipa.net with
suggestions and comments for the types of games you would like to see
and which Atari platforms you would like to see it on. The initial
Atari computer to be supported will be the Falcon, of source. But, I
am willing to support any Atari platform that can handle 256 color
displays and has at least a 68030 CPU. Let me know what you think!
I hope that you will be pleased to know that I am here to serve you
with great software for your Atari computer. I am not a fly-by-night
programmer, nor am I interested only in making the most money that I
can as a video game programmer. As long as there is demand for Atari
software, I'll be here to make it for you. In the mean time, I'll be
working on some games for the Falcon and Amiga systems.

Your friend, Terry Miller 2, Atlantis Software Development

P.S. Anyone who knows where I can get any interesting programming
documentation for the Atari computers, please let me know.
I am always anxious to add to my library! ;)

From -1971918485888017062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983
X-Google-Attributes: gid1115ce,public
From: Yves Pelletier <ypell@CAM.ORG>
Subject: Re: Java
Date: 1996/10/29
Message-ID: <Pine.GSO.3.94.961029210757.26898A-100000@Ocean.CAM.ORG>#1/1
X-Deja-AN: 193482650
references: <54d2uc$lsf@news.inconnect.com> <54kkn6$57j@orm.southern.co.nz>
<Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de>
<GJ3MFDUSUp@tos.ak.planet.gen.nz>

<Pine.A32.3.91.961029155416.20748A-100000-100000@pallas.amp.uni-hannover.de>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Communications Accessibles Montreal, Quebec Canada
mime-version: 1.0
reply-to: Yves Pelletier <ypell@CAM.ORG>
newsgroups: comp.sys.atari.programmer

On Tue, 29 Oct 1996, Peter Rottengatter wrote:

> It basically pretents to supports threads, but does not in reality. If
> you call Pfork then the forked process is running but the first one is
> not, and does not resume before the forked process terminates.

Someone will correct me if I'm wrong, but MiNT forks now work
properly, as of MiNT 1.12.6 and MiNT 1.14 (with VM). I am no
programmer, but maybe someone could look and see if thread
support is now sufficient for a Java port?

Yves

From -3582052132780602242
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,535c959674086ee5,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,535c959674086ee5,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,535c959674086ee5,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: fd2d7,535c959674086ee5,start
X-Google-Attributes: gidfd2d7,public
From: Han van Almkerk <jlalmkerk@lucent.com>
Subject: FS: [NL] TT030
Date: 1996/10/09
Message-ID: <325C07A8.701E@lucent.com>#1/1
X-Deja-AN: 188221029
cc: jlalmkerk@lucent.com
content-type: text/plain; charset=us-ascii
organization: Lucent Technologies
mime-version: 1.0
reply-to: jlalmkerk@lucent.com
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.os.linux.m
68k
x-mailer: Mozilla 3.0 (Win16; I)

FOR SALE: Atari TT030, 4 Mb ST ram and 4 Mb TT ram.

- TTM194 19" monitor.

- TOS version 3.05.
- 720Kb floppy drive.
- 212 Mb and 48 Mb harddisks.
- SLM804 Laser printer.
- Spectre GCR mac emulator.
- Lighthouse tower case with 150 Watt PC power supply.
- Lots of software and books.
- etc, etc ...

Asking fl. 1700,-
email for more details.

--

Han van Almkerk
Information Automation Engineering
Lucent Technologies
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4583
1270 AA Huizen
Netherlands (Earth)
Phone: (+31) (0)35 687 4884
Fax: (+31) (0)35 687 4884
Email: jlalmkerk@lucent.com

```
                    _\\///_
                   //. .\\
----------------------------.oooO--(_)--Oooo.-------------------------
                                     .oooO
                                    (   ) Oooo.
-----------------------------------\ (--(
)-----------------------------
                                    \_)  ) /
                                        (_/
```

From -8049060283944842125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: Phill Hugo <plh102@york.ac.uk>
Subject: Re: Falcon Truecolor mode
Date: 1996/10/09
Message-ID: <325BC174.2E91@york.ac.uk>#1/1
X-Deja-AN: 188297161
references: <531crj$qga@freenet.hut.fi>
<Pine.GSO.3.95Lrindlow.961006233937.19665B-100000@tingeling.lysator.liu.se>
content-type: text/plain; charset=us-ascii
organization: The University of York, UK
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (Win16; I)

Is should be possible to use the DSP to shift it around??? I have not got one or ever worlked on one but I would have thought that the DSP is a perfect slave for the job. Forgive me if I'm wrong

From -4095097583156532442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b2f5e4f769d24bb
X-Google-Attributes: gid1115ce,public
From: RCain@nest.demon.co.uk (Roger Cain)
Subject: menu_unregister()
Date: 1996/10/09
Message-ID: <284_RCain@nest.demon.co.uk>#1/1
X-Deja-AN: 188389415
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: RCain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.52) BETA (3) (NON WINDOW VERSION)

Hi guy@swampdog.demon.co.uk, on 05 Oct 96 you wrote:

 g>
 g> I've hunted high and low for the AES opcode for the above function.
 g> Can somebody tell me what it is please!

I can't find it documented ANYWHERE.

Have you tried playing with opcode 36? If it's anything it's likely to be
this one.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From 3892537140338375508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Falcon Truecolor mode
Date: 1996/10/10
Message-ID:
<Pine.GSO.3.95Lrindlow.961010000156.19103B-100000@tiny.lysator.liu.se>#1/1

X-Deja-AN: 188338574
references: <531crj$qga@freenet.hut.fi>
<Pine.GSO.3.95Lrindlow.961006233937.19665B-100000@tingeling.lysator.liu.se>
<325BC174.2E91@york.ac.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Wed, 9 Oct 1996, Phill Hugo wrote:

> Is should be possible to use the DSP to shift it around??? I have not got
> one or ever worlked on one but I would have thought that the DSP is a
> perfect slave for the job. Forgive me if I'm wrong

First of all, what do you mean by shifting it around?

It is possible to use the DSP for image processing, but remember that the DSP hasn't got very much RAM memory to use, so large pictures, or even medium sized, can't be processed at once.
And, if only doing a filter or something like that, it would take too much time sending data to and from the DSP to really make it useful, at least in real time applications.

One good thing is that it is possible to use handshaked DMA transfer to and from the DSP, which makes it possible to use the DSP completely separated from the CPU, which will therefore be free to do other things. The transfer rate on DMA transfers though are slower than the regular host transfer, so it sort of depends on the application.

Of course, no matter the speed, it's more fun programming the DSP! :)

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From -8798276925611006929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b2f5e4f769d24bb
X-Google-Attributes: gid1115ce,public
From: and@sun1.mim.uni-hannover.de (Andreas Kromke)
Subject: Re: menu_unregister()
Date: 1996/10/10
Message-ID: <53i9ib$r12@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 188463547

references: <284_RCain@nest.demon.co.uk>
organization: MiM
newsgroups: comp.sys.atari.programmer

Roger Cain (RCain@nest.demon.co.uk) wrote:
: I can't find it documented ANYWHERE.

It's a function of GEM/2, that never was ported for the ST.
This function is also included in MagiC, but not in any other ST OS.
Take a look at MT_AES, the multi-threaded-AES-library. This library
includes _ALL_ AES-calls.

--

ANDREAS KROMKE

From -6107654990314018701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,98d8263c521a6535,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,98d8263c521a6535,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,98d8263c521a6535,start
X-Google-Attributes: gid1115ce,public
From: dbacon@h659.dunton.ford.com (Don Bacon)
Subject: TOS 2.06
Date: 1996/10/10
Message-ID: <53iue9$e9r@eccdb1.pms.ford.com>#1/1
X-Deja-AN: 188488967
distribution: world
organization: Ford Motor Company
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi All

I have a couple of computers I am considering upgrading and I was hoping that somebody
out there in Atari Land could advise me as to what advantages I obtain through the upgrade,
or possible disadvantages, ie. new Bugs, incompatibilities etc.

The machines I am considering are:-

STFM 4Meg, current TOS 1.09, No Blitter.
STe 4Meg, current TOS 1.62, Blitter Fitted.

In addition can anyone recommend a good source for the upgrade chips.

Don Bacon, BA(Hons) C.Eng. M.I.E.D., Design Engineer,
Electrical & Fuel Handling Division, Ford Motor Co. Ltd.
Tel   : +44 (1268) 404296
FAX   : +44 (1268) 404334
Email : dbacon@ford.com

From 2180230608739647465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Re: Falcon Truecolor mode
Date: 1996/10/10
Message-ID: <53iqbn$14m@balaena.bio.vu.nl>#1/1
X-Deja-AN: 188492548
references: <531crj$qga@freenet.hut.fi>
<Pine.GSO.3.95Lrindlow.961006233937.19665B-100000@tingeling.lysator.liu.se>
<325BC174.2E91@york.ac.uk>
<Pine.GSO.3.95Lrindlow.961010000156.19103B-100000@tiny.lysator.liu.se>
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

Tomas Berndtsson (tobe@lysator.liu.se) wrote:

: Of course, no matter the speed, it's more fun programming the DSP! :)

OK, but are there any docs on HOW to program the DSP?
I haven't found much yet...

     -=Levjenno

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Sir, they've taken mr. Rimmer!"
- "Quick, let's get out of here before they bring him back!"

From 672445504962224491
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Falcon Truecolor mode
Date: 1996/10/10
Message-ID: <53idq7$o9t@nyheter.chalmers.se>#1/1
X-Deja-AN: 188937856
references: <531crj$qga@freenet.hut.fi>
<Pine.GSO.3.95Lrindlow.961006233937.19665B-100000@tingeling.lysator.liu.se>
<325BC174.2E91@york.ac.uk>
<Pine.GSO.3.95Lrindlow.961010000156.19103B-100000@tiny.lysator.liu.se>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <Pine.GSO.3.95Lrindlow.961010000156.19103B-100000@tiny.lysator.liu.se>,
Tomas Berndtsson <tobe@lysator.liu.se> wrote:
...
>It is possible to use the DSP for image processing, but remember that the
>DSP hasn't got very much RAM memory to use, so large pictures, or even
>medium sized, can't be processed at once.

Fortunately, many image processing operation work fine even if you can
only have a small part of the image available at once.

>And, if only doing a filter or something like that, it would take too much
>time sending data to and from the DSP to really make it useful, at least

Uhm, doing a standard convolution filter is _much_ faster with the DSP
than anything you could do via the normal 16 Mhz '030.

On a 640x480 greyscale picture, MGIF does a 3x3 convolution in 0.8 seconds
using the DSP and a 5x5 convolution 1.11 seconds. (640x480x16 colour mode)
For the 3x3 convolution that is 9 multiplications, 1 'divide' and limiting
to 0-255 for the result. 5x5 needs 25 multiplications.

Granted, other image processing programs using the DSP don't come anywhere
close to that speed, but that's not my fault. ;-)

>in real time applications.

Yes, real time image processing needs serious hardware.

>One good thing is that it is possible to use handshaked DMA transfer to
>and from the DSP, which makes it possible to use the DSP completely
>separated from the CPU, which will therefore be free to do other things.

I've been planning to take a look at that. Could be useful for some things.

>Of course, no matter the speed, it's more fun programming the DSP! :)

That it certainly is!

The nice little card with an XC68040RC33 that's lying on a desk nearby
waiting to be installed will probably also be much fun, though. :-)

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -3663972550699466033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58e9f36f56862fc0
X-Google-Attributes: gid1115ce,public

From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: ICTARI goes on-line !
Date: 1996/10/11

Message-ID: <GJLMEAUQUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 188639040
references: <844653838_OASIS_@elis.demon.co.uk>
content-length: 480
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <844653838_OASIS_@elis.demon.co.uk> G Greenway wrote :

>   The Atari Programmer's User Group

What is this group? Could you post some details about it (purpose,
how does one become a member, etc.)

--

```
Mario Becroft                        Auckland, New Zealand
                            mbecroft@tos.ak.planet.gen.nz     _
                   http://www.ak.planet.gen.nz/user/mario/   o( )
Tariland: http://www.ak.planet.gen.nz/user/mario/tariland/  /  /\
```


From 6849506511285523331
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public

From: c_graham@patrol.i-way.co.uk (Craig Graham)
Subject: Re: Falcon Truecolor mode
Date: 1996/10/11

Message-ID: <53lavf$4ug@lira.i-way.co.uk>#1/1
X-Deja-AN: 188698607

references: <531crj$qga@freenet.hut.fi>
<Pine.GSO.3.95Lrindlow.961006233937.19665B-100000@tingeling.lysator.liu.se>
<325BC174.2E91@york.ac.uk>
<Pine.GSO.3.95Lrindlow.961010000156.19103B-100000@tiny.lysator.liu.se>
<53iqbn$14m@balaena.bio.vu.nl>
organization: Intelligent Research / Data Uncertain
reply-to: c_graham@patrol.i-way.co.uk
newsgroups: comp.sys.atari.programmer

lvzon@bio.vu.nl (Levien van Zon) mumbled indistinctly:

>Tomas Berndtsson (tobe@lysator.liu.se) wrote:

>: Of course, no matter the speed, it's more fun programming the DSP! :)

>OK, but are there any docs on HOW to program the DSP?
>I haven't found much yet...

You can get the complete manual for the DSP56000 from Motorola's
WWW site (it's a pretty big download, but well worth the effort).

Craig.

From 562003000361504382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: cpb4@ukc.ac.uk (C.P.Briscoe-Smith)
Subject: Re: Falcon Truecolor mode
Date: 1996/10/11
Message-ID: <642@cypress.ukc.ac.uk>#1/1
X-Deja-AN: 188731027
sender: cpb4@ukc.ac.uk
references: <531crj$qga@freenet.hut.fi> <3254C421.167E@in.tu-clausthal.de>
<Pine.GSO.3.95Lrindlow.961007180152.7249C-100000@tingeling.lysator.liu.se>
organization: University of Kent at Canterbury, UK.
reply-to: cpb4@ukc.ac.uk (C.P.Briscoe-Smith)
newsgroups: comp.sys.atari.programmer

Tomas Berndtsson <tobe@lysator.liu.se> wrote:
>Well, it not quite true, unfortunately. There are two modes you can use
>the Blitter in. Either only Blitter and lock the system, or share time
>with the 68k. The second mode only reduced the amount of time for the two,
>so they're not really working in parallel, and this wont improve the use.

To the original poster: If you want to use the Blitter, I suggest you get its manual from Graphics/blit.arc on atari.archive.umich.edu. Some relevant paragraphs from it are:

The HOG bit, when cleared, causes the processor and the blitter to
share the bus equally. In this mode each will get 64 bus cycles
while the other is halted. When set, the bit will cause the
processor to be halted until the transfer is complete. In either
case the BLiTTER will yield to other DMA devices. [...]

[...]

The BLiTTER is usually operated with the HOG flag cleared. In this
mode the BLiTTER and the ST's cpu share the bus equally, each
taking 64 bus cycles while the other is halted. This mode allows
interrupts to be fielded by the cpu while an extensive BitBlt is
being processed by the BLiTTER. There is a drawback in that
BitBlts in this shared mode may take twice as long as BitBlts
executed in hog mode. Ninety percent of hog mode performance is
achieved while retaining robust interrupt handling via a method of
prematurely restarting the BLiTTER. When control is returned to
the cpu by the BLiTTER, the cpu immediately resets the BUSY flag,
restarting the BLiTTER after just 7 bus cycles rather than after
the usual 64 cycles. Interrupts pending will be serviced before
the restart code regains control. If the BUSY flag is reset when
the Y_Count is zero, the flag will remain clear indicating BLiTTER
completion and the BLiTTER won't be restarted.

(Interrupt service routines may explicitly halt the BLiTTER during
execution time critical sections by clearing the BUSY flag. The
original BUSY flag state must be restored however, before
termination of the interrupt service routine.)

I thought I'd heard that the 68030-based Ataris didn't have a Blitter chip because the 030 could emulate it faster anyway? Or did that only apply to the 32MHz TT?

--Charles

From -550349046221553867
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f24455611940ba1c,start
X-Google-Attributes: gid1115ce,public
From: remove1@juno.com
Subject: ******FREE DEMO******
Date: 1996/10/11
Message-ID: <53m9pk$and@usenet10.interramp.com>#1/1
X-Deja-AN: 188796429
organization: PSI Public Usenet Link
newsgroups: comp.sys.atari.programmer

Greetings!

This email is intended for persons that are interested in
electronic marketing and online business. Your email addresses was
selected because you were listed in the net abuse newsgroup as
someone who probably had their message deleted. If you are interested
in learning how you can market online in a way that the cyber-cops
can't stop you, read on. If you don't fall into this category please
excuse the intrusion and ignore this message.

Within my targeted group electronic marketers and online businesses, I am
especially looking for individuals that are interested in marketing using
email. If you are in that group, you may be interested in a software
package I distribute called Email Works. If you'd like more information and
a FREE DEMO simply call our offices at: 609-933-0644 or 212-953-5234

Don't reply to the email address from which this came for more information.

If you want to be placed on my remove list, reply to the address you
received this email from with the word remove in the subject line.

Thank you,
Lisa

From 1527824220032170858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Falcon Truecolor mode
Date: 1996/10/11
Message-ID:
<Pine.GSO.3.95Lrindlow.961011214958.5152B-100000@tiny.lysator.liu.se>#1/1
X-Deja-AN: 188797664
references: <531crj$qga@freenet.hut.fi>
<Pine.GSO.3.95Lrindlow.961006233937.19665B-100000@tingeling.lysator.liu.se>
<325BC174.2E91@york.ac.uk>
<Pine.GSO.3.95Lrindlow.961010000156.19103B-100000@tiny.lysator.liu.se>
<53iqbn$14m@balaena.bio.vu.nl>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 10 Oct 1996, Levien van Zon wrote:

> Tomas Berndtsson (tobe@lysator.liu.se) wrote:
>
> : Of course, no matter the speed, it's more fun programming the DSP! :)
>
> OK, but are there any docs on HOW to program the DSP?
> I haven't found much yet...

I have started writing about this on my homepage, at URL:
http://www.lysator.liu.se/~tobe/DSP/DSP-main.html

I haven't written more than what I have there, and right now my studying takes too much of the time I have. Ok, so I'm a little lazy too, I admit! More will come in the future, but the things so far are mostly introduction to the DSP, how it uses fixpoint numbers, it's registers and stuff like that. Nothing Atari specific is written yet, but I'm sure this can be found somewhere else.

I will gladly help anyone who wants to start program the DSP.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From 3196303845770472533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Falcon Truecolor mode
Date: 1996/10/12
Message-ID:
<Pine.GSO.3.95Lrindlow.961012170023.28418A-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 189030789
references: <531crj$qga@freenet.hut.fi>
<Pine.GSO.3.95Lrindlow.961006233937.19665B-100000@tingeling.lysator.liu.se>
<325BC174.2E91@york.ac.uk>
<Pine.GSO.3.95Lrindlow.961010000156.19103B-100000@tiny.lysator.liu.se>
<53idq7$o9t@nyheter.chalmers.se>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 10 Oct 1996, Johan Klockars wrote:

> Tomas Berndtsson <tobe@lysator.liu.se> wrote:

> >One good thing is that it is possible to use handshaked DMA transfer to
> >and from the DSP, which makes it possible to use the DSP completely
> >separated from the CPU, which will therefore be free to do other things.
>
> I've been planning to take a look at that. Could be useful for some things.

We have done this already and have working routines for handshaked DMA transfers both to and from the DSP. It's good if you have data that the CPU are drawing on the screen that the DSP has calculated. Then you can have two buffers, one the CPU is using and one the DSP uses, and flip between these.

In one of our latest projects, the Mpeg-2 audio player for Falcon, we also use handshaked DMA transfer to the DSP and nonhandshaked (frequent) transfer from the DSP to the DAC.

I'm currently working on an GEM interface for it. A VERY beta version of it can be found at
ftp://kaneda.hemmet.s-hem.chalmers.se/pub/nocrew/tos/mp2audio.tar.gz

Sorry about the .tar.gz even if it's TOS only, but there are depackers for these.

This version only works with an external 44.1Khz clock, unfortunately. The finished version will have support for internal clock.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From -4553757058335466788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b2f5e4f769d24bb
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: menu_unregister()
Date: 1996/10/12
Message-ID: <845232214_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 189093976
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <844796750_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

quoting myself... :-)

>It's existence is mentioned in the MagiC 2 manual but no assembly
>binding or explanation of its purpose. From discussions on irc it
>seems there is a difference:
>
>MagiC 2 app:
>menu_register() then terminate removes the entry leaving a blank slot
>in the "desk" entry.
>
>Magic >2 app:
>menu_register() then terminate removes the entry and removes the slot.
>
>I'm simply curious to find out if menu_unregister() removes the blank
>slot under MagiC 2.

I tried it. The function removes the entry but still leaves a blank
slot so is pointless implementing just before program termination.
Such is life. (MagiC 2).

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 3678585047662091223
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e60a19c3655a9d4,start
X-Google-Attributes: gid1115ce,public
From: mike@interware.it (Mike De.Petris)
Subject: NOS ppp
Date: 1996/10/13
Message-ID: <201_mike@interware.it>#1/1
X-Deja-AN: 189122671
organization: De Petris Software Development
reply-to: mike@interware.it
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.52) BETA (3) (NON WINDOW VERSION)

I am actually using NOS to connect to my provider, the problem is: it does
not work ! It works on a friend's SLIP account but sleeps on ppp+PAP

authentication with my provider, running NT server+backoffice, accepting
ppp+PAP immediately after modem connection.

I talked with David Nash, but trying "status up" in dialer or "ifconfig
<iface> up" after connection to start ppp negotiation doesn't help, the line
falls suddenly. I would even correct NOS sources, but I should work on NOS
POP3 version not rebuilding also this stuff, so please, can anybody help me
(at least to find those sources) ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

From -4780773230406713441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Falcon Truecolor mode
Date: 1996/10/14
Message-ID: <yvvvicdeqvg.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 189302776
sender: emwoll@bowmore
references: <531crj$qga@freenet.hut.fi>
organization: Ericsson Microwave Systems AB, Molndal, Sweden
newsgroups: comp.sys.atari.programmer

Tomas Berndtsson <tobe@lysator.liu.se> writes:

> In one of our latest projects, the Mpeg-2 audio player for Falcon, we also
> use handshaked DMA transfer to the DSP and nonhandshaked (frequent)
> transfer from the DSP to the DAC.

Hmm... have you ever thought about doing am mpeg-2 encoder as well using the DSP,
or isn't it possible? Now there isn't any encoders for the falcon so the
mpeg-2 player is rather useless, atleast for me. :-\

> I'm currently working on an GEM interface for it. A VERY beta version of
> it can be found at

Nice. What will the GEM interface do? AS it's just a player it can't do much,
but it's nice anyway. :-)

//Magnus Kollberg

--
```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 1812654470291392308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58e9f36f56862fc0
X-Google-Attributes: gid1115ce,public
From: Movement <movement@cs.man.ac.uk>
Subject: Re: ICTARI goes on-line !
Date: 1996/10/14
Message-ID: <32622926.41C67EA6@cs.man.ac.uk>#1/1
X-Deja-AN: 189305762
references: <844653838_OASIS_@elis.demon.co.uk> <GJLMEAUQUp@tos.ak.planet.gen.nz>
to: Mario Becroft <mbecroft@tos.ak.planet.gen.nz>
content-type: text/plain; charset=us-ascii
organization: Sirius Cybernetics Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (X11; I; SunOS 4.1.2 sun4c)

Mario Becroft wrote:
>
> In <844653838_OASIS_@elis.demon.co.uk> G Greenway wrote :
>
> >   The Atari Programmer's User Group
>
> What is this group? Could you post some details about it (purpose,
> how does one become a member, etc.)

Try

http://www.cs.man.ac.uk/~levonj5/ictari/ictainde.htm

From 1073138110785268143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58e9f36f56862fc0
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: ICTARI goes on-line !
Date: 1996/10/14
Message-ID: <53taeh$4gp@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 189307828
references: <32622926.41C67EA6@cs.man.ac.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk

nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <32622926.41C67EA6@cs.man.ac.uk>, Movement <movement@cs.man.ac.uk>
writes:
>Mario Becroft wrote:
>>
>> In <844653838_OASIS_@elis.demon.co.uk> G Greenway wrote :
>>
>> > The Atari Programmer's User Group
>>
>> What is this group? Could you post some details about it (purpose,
>> how does one become a member, etc.)
>
>Try
>
>http://www.cs.man.ac.uk/~levonj5/ictari/ictainde.htm
                                  ^^^^^^
Oh dear, getting your own URL's wrong! :-)

http://www.cs.man.ac.uk/~levonj5/movement/ictainde.htm

Anthony

--
```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From -4420052592392176260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5cfe0197538939e1,start
X-Google-Attributes: gid1115ce,public
From: fvk@cs.vu.nl (Florentijn van Kampen)
Subject: Problems with cpp (gcc 2.6.1)
Date: 1996/10/14
Message-ID: <Dz981K.Dq2@cs.vu.nl>#1/1
X-Deja-AN: 189314761
sender: news@cs.vu.nl
organization: Fac. Wiskunde & Informatica, VU, Amsterdam
keywords: gcc, cpp
newsgroups: comp.sys.atari.programmer
summary: Problems compiling MiNT using gcc 2.6.1

Hello,

Last week, I grabbed MiNT 1.14 of the web and tried to compile it
using my gcc 2.6.1 on my Mega STe4 running MiNT 1.12-Beta.
Compiling went ok, but somehow the preprocessor cannot handle the
'\' in a c-source to indicate that a *program* line continues after the
ascii 'end-of-line'.

Is this a 'dos/unix' problem concerning cr/lf? What is going wrong?
And, of equal importance, how to fix it?

Many thanx in advance!

Greetings

Florentijn van Kampen

--
mailto: fvk@cs.vu.nl URL: http://www.cs.vu.nl/~fvk

System Administrator at the department of
Mathematics and Computer Science, VU Amsterdam.

From -3188563602681958318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7f0e16f274cd855,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,e7f0e16f274cd855,start
X-Google-Attributes: gidfd4c9,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: I need a Minix aware version of 'find' for MiNT
Date: 1996/10/14
Message-ID: <gigxr01-1410961430450001@47.85.0.99>#1/1
X-Deja-AN: 189320323
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer,comp.sys.atari,st

Can anybody reccommend a version of 'find' which works with Minix partitions?

I am using the version from Knarf's German MiNT Distribution, GNU Find
version 4.1 (I think). When I use 'find' on a TOS partition, it works as
expected.

When I use 'find' on a Minix partition (30 character file names), it quits
immediately with an error' memory exhausted'.

Also, can anybody tell me the correct way to pass arguments to find's
'-exec' option. On another version of find, I had success with the following:-

find . -name *.ZIP -exec "ZIP -xrg {}".

When I try this with GNU find, it complains about no parameters for -exec.

I have read the 'find' MAN file, but can't make sense if it.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From 1031580664826936180
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b59378067f95be8a,start
X-Google-Attributes: gid1115ce,public
From: bdc2@bdc2-ra.cwru.edu (Boris D. Cahan)
Subject: Debug in Lattice C???
Date: 1996/10/14
Message-ID: <845306770_OASIS_NEWS@bdc2-ra.cwru.edu>#1/1
X-Deja-AN: 189337376
organization: Case Western Reserve University
reply-to: bdc2@po.cwru.edu
newsgroups: comp.sys.atari.programmer

Help!
        I am trying to update Telnet with Lattice C, using uncompleted source from Dan Ackerman. I can run the program under lattice C in debug mode just fine, but from the desktop it just gives me two bombs, and crashes the computer. Totally. It doesn't even reboot right without a complete reset.
        Does anyone have any experience with debug who can give me some help???

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -9195123191094323128
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed95cd2872eaa83a,start
X-Google-Attributes: gid1115ce,public
From: "Lou Haehn" <lhaehn@nufx.com>
Subject: Game programmer position offered.
Date: 1996/10/14

Message-ID: <01bbb9e3$8b9604c0$6afd36ce@nufx.enteract.com>#1/1
X-Deja-AN: 189337869
organization: NuFX, Inc.
newsgroups: comp.sys.atari.programmer

Established suburban Chicago, Illinois game developer
is seeking experienced game programmers and experienced
Windows programmers.

If you have background in game development or Windows
development and would like to enter the game field,
please contact us to discuss a possible position.

We are licensed developers for 3DO, Atari, Nintendo,
Sega, and Sony.

Send your resume to NuFX, Inc., 1870 N. Roselle Road,
Suite 101, Schaumburg, Illinois 60195. You may email
your resume to us. Use the following email address:
resumes@nufx.com. Your may also visit our web site
at http://www.nufx.com.

From -920497880545382624
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e60a19c3655a9d4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: NOS ppp
Date: 1996/10/14
Message-ID: <845391668_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 189406580
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <201_mike@interware.it>
  mike@interware.it (Mike De.Petris) said:-

>I am actually using NOS to connect to my provider, the problem is: it does
>not work ! It works on a friend's SLIP account but sleeps on ppp+PAP
>authentication with my provider, running NT server+backoffice, accepting
>ppp+PAP immediately after modem connection.

I use PPP myself but it does not involve PAP.

>I talked with David Nash, but trying "status up" in dialer or
>"ifconfig <iface> up" after connection to start ppp negotiation

>doesn't help, the line falls suddenly. I would even correct NOS
>sources, but I should work on NOS POP3 version not rebuilding also
>this stuff, so please, can anybody help me (at least to find those
>sources) ?

The Lattice sources for Nos 0.42 can be found FTP'd from
ftp.demon.co.uk. Look in pub/atari and you should find them fairly
easily. I have not found the sources for POP3 Nos myself either, so if
you do find them let me know!

Having said that, Nos 0.42 does contain POP source modules. I do not
know why they are unimplemented!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -1879488932668394953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Falcon Truecolor mode
Date: 1996/10/14
Message-ID:
<Pine.GSO.3.95Lrindlow.961014205107.24629C-100000@tiny.lysator.liu.se>#1/1
X-Deja-AN: 189518869
references:
<531crj$qga@freenet.hut.fi><Pine.GSO.3.95Lrindlow.961006233937.19665B-100000@tinge
ling.lysator.liu.se><325BC174.2E91@york.ac.uk><Pine.GSO.3.95Lrindlow.961010000156.
19103B-100000@tiny.lysator.liu.se><53idq7$o9t@nyheter.chalmers.se><Pine.GSO.3.95Lr
indlow.961012170023.28418A-100000@tingeling.lysator.liu.se>
<yvvvicdeqvg.fsf@emw.ericsson.se>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 14 Oct 1996, Magnus Kollberg wrote:

> Tomas Berndtsson <tobe@lysator.liu.se> writes:
>
>
> > In one of our latest projects, the Mpeg-2 audio player for Falcon, we also

> > use handshaked DMA transfer to the DSP and nonhandshaked (frequent)
> > transfer from the DSP to the DAC.
>
> Hmm... have you ever thought about doing am mpeg-2 encoder as well using the
DSP,
> or isn't it possible? Now there isn't any encoders for the falcon so the
> mpeg-2 player is rather useless, atleast for me. :-\

It's not me who has done the DSP code for this, it's Fredrik Noring.
See: http://www.lysator.liu.se/~noring

But there is a possibility there will be an encoder too. Not in the near
future though.

Mpeg-2 song can be found on http://www.iuma.com
It's slow, but some small songs can be fetched from there.

> > I'm currently working on an GEM interface for it. A VERY beta version of
> > it can be found at
>
> Nice. What will the GEM interface do? AS it's just a player it can't do much,
> but it's nice anyway. :-)

Well, it's just a shell for play, stop, load, pause. A future feature will
be to have lyrics to the songs syncronized with the playing song.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From -1023928794964772664
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Subject: Re: Falcon Truecolor mode
Date: 1996/10/15
Message-ID: <yvvran0e8in.fsf@emw.ericsson.se>#1/1
X-Deja-AN: 189547482
sender: emwoll@bowmore
references:
<531crj$qga@freenet.hut.fi><Pine.GSO.3.95Lrindlow.961006233937.19665B-100000@tinge
ling.lysator.liu.se><325BC174.2E91@york.ac.uk><Pine.GSO.3.95Lrindlow.961010000156.
19103B-100000@tiny.lysator.liu.se><53idq7$o9t@nyheter.chalmers.se><Pine.GSO.3.95Lr
indlow.961012170023.28418A-100000@tingeling.lysator.liu.se>
organization: Ericsson Microwave Systems AB, Molndal, Sweden

newsgroups: comp.sys.atari.programmer

Tomas Berndtsson <tobe@lysator.liu.se> writes:

> > Hmm... have you ever thought about doing am mpeg-2 encoder as well using the
DSP,
> > or isn't it possible? Now there isn't any encoders for the falcon so the
> > mpeg-2 player is rather useless, atleast for me. :-\
>
> It's not me who has done the DSP code for this, it's Fredrik Noring.
> See: http://www.lysator.liu.se/~noring

I know.

> But there is a possibility there will be an encoder too. Not in the near
> future though.

That's great! Even a CPU based one would do. Okey it will be very very slow,
but it's still better than nothing until a DSP based encoder gets released.

> Mpeg-2 song can be found on http://www.iuma.com
> It's slow, but some small songs can be fetched from there.

Well, as the internet connection from Ericsson already is ssslooowwww I guess
I will get nothing from this one.

> > > I'm currently working on an GEM interface for it. A VERY beta version of
> > > it can be found at
> >
> > Nice. What will the GEM interface do? AS it's just a player it can't do much,
> > but it's nice anyway. :-)
>
> Well, it's just a shell for play, stop, load, pause. A future feature will
> be to have lyrics to the songs syncronized with the playing song.

Hehehee.. that sound very cool indeed. ;-)

//Magnus Kollberg
--

```
        +----------------------------------------+
        |    Falcon040, Bad Mood support team    |
        | email: Magnus.Kollberg@emw.ericsson.se |
        +----------------------------------------+
```

From 2050528020916799654
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9d9a697e3f96d4,start
X-Google-Attributes: gid1115ce,public
From: mike@interware.it (Mike De.Petris)

Subject: Re^2: NOS ppp
Date: 1996/10/15
Message-ID: <259_mike@interware.it>#1/1
X-Deja-AN: 189598007
organization: De Petris Software Development
reply-to: mike@interware.it
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.53) BETA (3) (NON WINDOW VERSION)

In uno strano messaggio del 14 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
scrisse al povero All :
 g> The Lattice sources for Nos 0.42 can be found FTP'd from
 g> ftp.demon.co.uk. Look in pub/atari and you should find them fairly
 g> easily. I have not found the sources for POP3 Nos myself either, so if
 g> you do find them let me know!

The same for me.

 g> Having said that, Nos 0.42 does contain POP source modules. I do not
 g> know why they are unimplemented!

They are only POP2, I think we should be able to find POP3 in the pc version,
as the nospop3 author did, in fact.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

From 358404545132092546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9d9a697e3f96d4
X-Google-Attributes: gid1115ce,public
From: mike@interware.it (Mike De.Petris)
Subject: Re^2: NOS ppp
Date: 1996/10/15
Message-ID: <252_mike@interware.it>#1/1
X-Deja-AN: 189626454
organization: De Petris Software Development
reply-to: mike@interware.it
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.53) BETA (3) (NON WINDOW VERSION)

In uno strano messaggio del 14 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
scrisse al povero All :

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g> ftp.demon.co.uk. Look in pub/atari and you should find them fairly
g> easily. I have not found the sources for POP3 Nos myself either, so if
g> you do find them let me know!

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g> know why they are unimplemented!

They are only POP2, I think we should be able to find POP3 in the pc version, as the nospop3 author did, in fact.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

From -3772790786584716543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9117e5585a96d098,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Serial port
Date: 1996/10/16
Message-ID: <a107cc$f926.3a7@HERMES>#1/1
X-Deja-AN: 189703098
newsgroups: comp.sys.atari.programmer

Rather than re-invent the wheel (again), I am interested in locating source code to talk to the serial ports and any modems connected thereto, and can handle XYZmodem protocols.

Ideally it would be TSR-able at system start-up, and callable from the currently running app (or apps), although that last part is less necessary.

--

Quote For The Month:

"Where did you learn to drive?"
"I took a correspondence course"

From -221238326296985513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b59378067f95be8a
X-Google-Attributes: gid1115ce,public
From: mbge4mdc@meehpf.ee.man.ac.uk (Farag Elburki user)
Subject: Re: Debug in Lattice C???
Date: 1996/10/16
Message-ID: <542fia$3ne@yama.mcc.ac.uk>#1/1
X-Deja-AN: 189793596
references: <845306770_OASIS_NEWS@bdc2-ra.cwru.edu>
content-type: text/plain; charset=us-ascii
organization: Sirius Cybernetics Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <845306770_OASIS_NEWS@bdc2-ra.cwru.edu>,
bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) writes:
> Help!
> I am trying to update Telnet with Lattice C, using uncompleted
> source from Dan Ackerman. I can run the program under lattice C in
> debug mode just fine, but from the desktop it just gives me two bombs,
> and crashes the computer. Totally. It doesn't even reboot right without
> a complete reset.
> Does anyone have any experience with debug who can give me some
> help???

--

Well I'm certainly no expert on programming, but assuming you mean that it runs fine from MonST under Lattice, then this _might_ be relevant.

A while ago I had a similar problem with code to read the joystick ports. Worked fine in MonST, but not from the desktop. It turned out that it was a simple case of the hardware needing time to initialise properly - single stepping in MonST was giving it that time, but from the desktop it was too fast. A simple for loop as a delay solved the problem.

Obviously this is unlikely to be exactly the same problem you're having, but try looking for places where the machine needs some time to initialise something.

Cheers,

Xav

--
Email: mbge4mdc@fs1.ee.man.ac.uk
Web: http://www.compsoc.man.ac.uk/~xav/
"It's who I am, it's what I do - I can't change" - Sledge Hammer

From -1240941170918223648
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7f0e16f274cd855
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,e7f0e16f274cd855
X-Google-Attributes: gidfd4c9,public
From: bmarcum@iglou1.iglou.com (Bill Marcum)
Subject: Re: I need a Minix aware version of 'find' for MiNT
Date: 1996/10/16
Message-ID: <DzCp6x.8sB@iglou.com>#1/1
X-Deja-AN: 189800563
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou1
references: <gigxr01-141096143045000l@47.85.0.99>
organization: IgLou Internet Services (1-800-436-4456)
newsgroups: comp.sys.atari.programmer,comp.sys.atari,st

In article <gigxr01-141096143045000l@47.85.0.99>, Gerry O'Rourke wrote:
>Also, can anybody tell me the correct way to pass arguments to find's
>'-exec' option. On another version of find, I had success with the following:-
>
>find . -name *.ZIP -exec "ZIP -xrg {}".
>
>When I try this with GNU find, it complains about no parameters for -exec.
>
>I have read the 'find' MAN file, but can't make sense if it.
>
The arguments don't usually have to be quoted, but there should be a
quoted or escaped semicolon (\;) to end the -exec arguments.

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
 Is that all you get for your money?" --Billy Joel

From 8030542412191147137
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8aa092d6f54cb0d,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: STOS.FAQ
Date: 1996/10/16
Message-ID: <3264bc6d.8181473@news.airtime.co.uk>#1/1
X-Deja-AN: 189805320
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

STOS.FAQ has been updated, Now includes list of graphic files supported, This is hopefully the first of many lists to be added to the faq,
Get a copy from my page...its in my sig:)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,Heartland + More
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From -4867824326621394050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f88a899ca68c1d72,start
X-Google-Attributes: gid1115ce,public
From: zan660@aol.com (Zan660)
Subject: Step by step example GEM app?
Date: 1996/10/16
Message-ID: <543ljt$lfj@newsbf02.news.aol.com>#1/1
X-Deja-AN: 189912233
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)
reply-to: zan660@aol.com (Zan660)
newsgroups: comp.sys.atari.programmer

-I am trying to brake into the world of Atari progrmaing under MagiCMac, does anyone have some source code to a simple application of any kind which works under MagiCMac and can be complied under GFAtt (I have yet to find a place to buy this!). I know this is a lot to ask but I think it is one of the best ways to learn. I have a MagiCMac web page and would like to post some example code of my own it.

Please email if you can,
Zan

From 8764607410634935557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e06716e26fff453,start
X-Google-Attributes: gid1115ce,public
From: lenkel@inconnect.inconnect.com (Paul D. Luscher)
Subject: What do You use to develop for Falcon
Date: 1996/10/16
Message-ID: <543m5a$jnu@news.inconnect.com>#1/1

X-Deja-AN: 189920603
organization: Internet Connect, Inc. -- http://www.inconnect.com
newsgroups: comp.sys.atari.programmer

So what do you think is best: DEVPAC and using assembley or C ? Which C is really good? Lattice C? or Something else ? Isn't there a simple 68030 compiler that will take assembley Language text files and turn them into PRG's ? Where do I get info on GEM and programming graphics, the blitter, I/O to SCSI or IDE or just "The SYSTEM", ho about serial and parallel port programming and god forbid the LAN port? Where do I get this information and a good Assembley compiler ? Which ones do you recommend ? There are some really comprehensive Assembley packages on the MAC in shareware land, anything like that for the Falcon? Thank-You!

Paul

-lenkel@inconnect.com

From 7110145862088665907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67ab45104dcee376,start
X-Google-Attributes: gid1115ce,public
From: frontier@fii.com
Subject: 2Mx32 60ns $34.00
Date: 1996/10/16
Message-ID: <543pf4$cok@news05.deltanet.com>#1/1
X-Deja-AN: 190010008
organization: Delta Internet Services, Anaheim, CA
newsgroups: comp.sys.atari.programmer

Hi there,

I am the Marketing Manager of Frontier Industrial, I would like to let you know of special that we have on 8 MB SIMMS.

I can offer you 2MX32 60ns modules @ $34.00 per piece.
VARS, DEALERS, DISTRIBUTORS, & SYSTEM INTEGRATORS ONLY PLEASE

Frontier Industrial
http://www.fii.com

From -6428838918181337996
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,6b1431dbeee9f2bc,start
X-Google-Attributes: gid1115ce,public
From: Chris Mills <stumilcj@reading.ac.uk>
Subject: chips
Date: 1996/10/17
Message-ID: <Pine.SUN.3.95.961017132919.14803D-100000@sgsscsc1.reading.ac.uk>#1/1
X-Deja-AN: 190086610
organization: University of Reading, U.K.
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I am interested in finding all possible details on the intenal IC's of the st, especially the MMU, and all atari custom chips. I would also like info on addressing the disk controller chip for floppy access, as I would like to write a bios/xbios replacement. If anybody can help me please reply to my address directly.

Chris.

From -3809819968092712053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f88a899ca68c1d72
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Step by step example GEM app?
Date: 1996/10/17
Message-ID: <845645492_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 190113253
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <543ljt$lfj@newsbf02.news.aol.com>
zan660@aol.com (Zan660) said:-

This is general because I dont know anything about GFA ...

>-I am trying to brake into the world of Atari progrmaing under MagiCMac,

Any legally written Gem program will run under MagiC and thus should do so under MagiCMac. The same applies for most of TOS. MagiC docs can be found on some german sites and are only in german unfortunately. Just a few days ago someone (name escapes me) said they were seriously thinking of translating them to english.

>does anyone have some source code to a simple application of any kind

>which works under MagiCMac and can be complied under GFAtt (I have yet
>to find a place to buy this!). I know this is a lot to ask but I think
>it is one of the best ways to learn. I have a MagiCMac web page and
>would like to post some example code of my own it.

Start by getting some standard Gem docs. Experiment with AES calls and
a resource editor - this is the highest level and will give you some
understanding of OBJECTs. Try controlling a menubar - this will
introduce you to simple messages. Then try dialog boxes to understand
OBJECT's fully. Next try putting the dialog into a window - you wont
be able to do anything with the dialog itself but you will learn the
fundamentals of window messages and control. Check it works in
different resolutions. Now do the same thing in a window using the VDI
to draw text or graphics.

There's a couple of libraries for GFA which will take much of the pain
away I believe.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 2019350329902210043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9d9a697e3f96d4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Re^2: NOS ppp
Date: 1996/10/17
Message-ID: <845645068_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 190114413
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <259_mike@interware.it>
  mike@interware.it (Mike De.Petris) said:-

>In uno strano messaggio del 14 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
>scrisse al povero All :
> g> The Lattice sources for Nos 0.42 can be found FTP'd from
> g> ftp.demon.co.uk. Look in pub/atari and you should find them fairly

> g> easily. I have not found the sources for POP3 Nos myself either, so if
> g> you do find them let me know!
>
>The same for me.
>
> g> Having said that, Nos 0.42 does contain POP source modules. I do not
> g> know why they are unimplemented!
>
>They are only POP2, I think we should be able to find POP3 in the pc
>version, as the nospop3 author did, in fact.

oic! I haven't looked at the code in any great depth and won't be
doing so unless I can port it back to Mark Williams C. This is not
going very well which is strange considering it was ported from MWC in
the first place!

That aside, I can telnet into my pop account and control it from there
if need be. Is that any use?

>Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
>
>--
>Too old to rock'n'roll, too young to die.
>
>--
>
>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -8713584837639444295
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,52095b6e2cdfbf87,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: ICTARI 39 out now !
Date: 1996/10/17
Message-ID: <845681128_OASIS_@elis.demon.co.uk>#1/1
X-Deja-AN: 190160084
x-nntp-posting-host: elis.demon.co.uk
reply-to: augeas@elis.demon.co.uk
newsgroups: comp.sys.atari.programmer

organisation: The Augean Stables

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The Atari Programmer's User Group

Issue 39 is now available. *Please* don't just grab the .ZIP file and leave without another word ! Come back again, and mail me a nice article, or better yet, post it to the editor. ICTARI needs your support. I've also added a form so that you can tell the 'zine a little about yourself. Please try to fill it in. Bear with me, this is sill my first crack at HTML !

Above All,
Have Fun,
"Augeas"

The URL is:

http://www.elis.demon.co.uk/

Or more directly:

http://www.elis.demon.co.uk/ictari/ictari.htm

Hey, how's about some links, people !

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From -406926536011039112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,38538314ee8bac10,start
X-Google-Attributes: gid1115ce,public
From: lvzon@bio.vu.nl (Levien van Zon)
Subject: Homepage...
Date: 1996/10/18
Message-ID: <547pvq$il6@balaena.bio.vu.nl>#1/1
X-Deja-AN: 190300670
organization: VU Biology, Amsterdam, The Netherlands
newsgroups: comp.sys.atari.programmer

I've just started to collect some interesting links for programmers
(especially the ones who don't know where to look for docs)
on my Atari page... Go take a look... (although the page is far from
finished)

http://huizen.dds.nl/~levjenno/atari/

-=Levjenno
--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"It's a b... It's a b... It's a small,
off-duty Czechoslovakian traffic warden!"

From 9206430164015794340
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b1431dbeee9f2bc
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: chips
Date: 1996/10/18
Message-ID: <gigxr01-1810961411260001@47.85.0.99>#1/1
X-Deja-AN: 190301491
references: <Pine.SUN.3.95.961017132919.14803D-100000@sgsscsc1.reading.ac.uk>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

In article
<Pine.SUN.3.95.961017132919.14803D-100000@sgsscsc1.reading.ac.uk>, Chris
Mills <stumilcj@reading.ac.uk> wrote:

> I am interested in finding all possible details on the intenal IC's of the
> st, especially the MMU, and all atari custom chips. I would also like info
> on addressing the disk controller chip for floppy access, as I would like
> to write a bios/xbios replacement. If anybody can help me please reply to
> my address directly.
>

You need to get the Atari service manuals for a real understanding of what
goes on inside the ST.

The service manual gives a good grounding in how everything fits together
inside the ST. It does not contain detailed information on the custom
chips; for information on the others, try the manufacturer's websites, or
get a copy of the data sheets.

For more information, get a copy of the Tech manual, (should be on umich)
which will give internal block diagrams of the video system.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From 5604302623284581620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9d9a697e3f96d4
X-Google-Attributes: gid1115ce,public
From: mike@interware.it (Mike De.Petris)
Subject: Re^2: NOS ppp
Date: 1996/10/18
Message-ID: <309_mike@interware.it>#1/1
X-Deja-AN: 190405091
organization: De Petris Software Development
reply-to: mike@interware.it
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.53) BETA (3) (NON WINDOW VERSION)

In uno strano messaggio del 17 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
scrisse al povero All :
 g> oic! I haven't looked at the code in any great depth and won't be
 g> doing so unless I can port it back to Mark Williams C. This is not
 g> going very well which is strange considering it was ported from MWC in
 g> the first place!
 g>

g> That aside, I can telnet into my pop account and control it from there
g> if need be. Is that any use?

Any help about this is helpful, I will soon have a look at last PC sources, to see if I can update something.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

From -2917475027297941032
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e06716e26fff453
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: What do You use to develop for Falcon
Date: 1996/10/19
Message-ID: <a137cc$c222d.20c@HERMES>#1/1
X-Deja-AN: 190417168
references: <543m5a$jnu@news.inconnect.com>
newsgroups: comp.sys.atari.programmer

Paul D. Luscher (lenkel@inconnect.inconnect.com) wrote:
> So what do you think is best: DEVPAC and using assembley or C ?
> Which C is really good? Lattice C? or Something else ?

(I write predominantly for the TT and ST-series using Lattice C 5.60 and Devpac 3.1, but my code will also run on Falcons - I have yet to receive a "it crashed on the Falcon" error report [oops, I've just unleashed a few thousand demons, who'll guarrantee I'll get heaps of bug reports from Falcon owners in the next 24 hours])

Lattice 5.60 is quite good, but, depending on what you want to write, it may be worth your while looking at different languages.

ie DSP native code can only be generated by an assembler (like Devpac DSP), LAttice C will not generate anything but 68k code (68000-68040 and 68331/2) and FPU code (68881/2). Code for the 68851 MMU has to be written in assembly and linked in. (Obvious, I know, but I just thought I'd pre-empt a few nitpicks)

> Isn't there a
> simple 68030 compiler that will take assembley Language text files and
> turn them into PRG's ?

For intricate programming within a predominantly Lattice C app, the included assembler is satisfactory. However, if your assembly code is very intricate or makes use of deeply nested macros (or recursive macros), the lattice C assembler will barf. Therefore, I use Devpac 3.1 on those tasks (it will generate a Lattice object module that can be linked to a Lattice app).

> Where do I get info on GEM and programming
> graphics, the blitter, I/O to SCSI or IDE or just "The SYSTEM", ho about
> serial and parallel port programming and god forbid the LAN port? Where
> do I get this information and a good Assembley compiler ? Which ones do
> you recommend ? There are some really comprehensive Assembley packages on
> the MAC in shareware land, anything like that for the Falcon? Thank-You!

GEM info is found in the (ARRGH! NOT SPIRAL BOUND!!) Lattice 5.60 manuals (If you can get a copy of the 5.x manuals, they _were_ spiral bound and will lie flat - or at least the ones I got with 5.06.02 were in 1991)

The Atari Compendium book is quite good on hardware level info, (register addresses, and bit layouts for some of those registers, but not _how_ to program them) but sometimes you feel that you need more. Usenet is a good second info source!

--

Quote For The Month:

"Where did you learn to drive?"
"I took a correspondence course"

From 4267552276391616963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9d9a697e3f96d4
X-Google-Attributes: gid1115ce,public
From: c_graham@patrol.i-way.co.uk (Craig Graham)
Subject: Re: Re^2: NOS ppp
Date: 1996/10/19
Message-ID: <54agim$b34@lira.i-way.co.uk>#1/1
X-Deja-AN: 190519818
references: <845645068_OASIS_@swampdog.demon.co.uk>
organization: Intelligent Research / Data Uncertain
reply-to: c_graham@patrol.i-way.co.uk
newsgroups: comp.sys.atari.programmer

guy@swampdog.demon.co.uk (Guy Harrison) mumbled indistinctly:

> In article <259_mike@interware.it>
> mike@interware.it (Mike De.Petris) said:-

>>In uno strano messaggio del 14 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
>>scrisse al povero All :
>> g> The Lattice sources for Nos 0.42 can be found FTP'd from
>> g> ftp.demon.co.uk. Look in pub/atari and you should find them fairly
>> g> easily. I have not found the sources for POP3 Nos myself either, so if
>> g> you do find them let me know!
>>
>>The same for me.
>>
>> g> Having said that, Nos 0.42 does contain POP source modules. I do not
>> g> know why they are unimplemented!
>>
>>They are only POP2, I think we should be able to find POP3 in the pc
>>version, as the nospop3 author did, in fact.

>oic! I haven't looked at the code in any great depth and won't be
>doing so unless I can port it back to Mark Williams C. This is not
>going very well which is strange considering it was ported from MWC in
>the first place!

>That aside, I can telnet into my pop account and control it from there
>if need be. Is that any use?

POP3 is mindbogglingly easy to implement - I've got a dead short C
program (<100 lines) that does a POP3 mail fetch using MiNTnet.

Text only, so re-working for NOS (though why folks want to is beyond
me) should be real easy.

Craig.

From 6102637277880999940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e06716e26fff453
X-Google-Attributes: gid1115ce,public
From: Artur Karwatka /VaT <karvatka@mathsun.amu.edu.pl>
Subject: Re: What do You use to develop for Falcon
Date: 1996/10/19
Message-ID: <Pine.SOL.3.91.961019180408.7770A@mathsun>#1/1
X-Deja-AN: 190594798
references: <543m5a$jnu@news.inconnect.com>
x-sender: karvatka@mathsun
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Adam Mickiewicz University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 16 Oct 1996, Paul D. Luscher wrote:

>   So what do you think is best: DEVPAC and using assembley or C ?
> Which C is really good? Lattice C? or Something else ?
>
I've found Pure C v1.1 as one of the beST 'C' for Falcon...

> Isn't there a simple 68030 compiler that will take assembley Language
> text files and turn them into PRG's ?
>
DEVPAC 3.10 or newer is "simple & faST" enough! :)

> Where do I get info on GEM and programming graphics, the blitter,
> I/O to SCSI or IDE or just "The SYSTEM", ho about
> serial and parallel port programming and god forbid the LAN port?
>
in Germany there is PROFI BUCH, and there is also English relase of thiz
book, and if I remember right it's called: ATARI COMPEDIUM
if hardware infos are needed, then also look out for HARDWARE v7.0 it's
a text document... should be available on SUNSITE.CNAM.FR /pub/Atari/...
under Docs (or something like that) directory... or maybe on FTP.UNI-KL.DE
/pub/atari/... (maybe "texts" directory)...

> Where do I get this information and a good Assembley compiler ?
> Which ones do you recommend ?
>
I think that DEVPAC v3.10 assembler (maybe there's later version) is the
best for Atari Falcon! [Devpac is a HiSoft product]
to contatc HiSoft: http://www.hisoft.co.uk/products/atari/

> There are some really comprehensive Assembley packages on the MAC in
> shareware land, anything like that for the Falcon? Thank-You!
>
really don't know if there're any shareware assemblers for Atari Falcon...
For Atari ST there was Turbo Assembler, but dunno if it was ported to
Falcon... BTW... for sure one of the best shareware DSP assemblers for
Falcon is QUICK-DSP Assembler by Audoly Gilles [FRANCE], available on
FTP://SUNSITE.CNAM.FR/pub/Atari/Falcon/Programming/...

> Paul
> -lenkel@inconnect.com
>

Artur /vat.


```
==========================================
  vat /LuZak tEaM {m68oXo/dSP56k/i386+}
  -------------------------------------
 Falcon o3o 16ram/1.2GiG/68882/sc1224/...
          Jaguar SERVER SooN...
 486DX4-12o 8ram/85oHdd/6xCDr/CL^15"/...
  -------------------------------------
Email: karvatka@mathsun.amu.edu.pl
       karvatka@vm.amu.edu.pl
```

```
                modest@mathsun.amu.edu.pl
                modest@plpuam11.amu.edu.pl
        LUZAKs aRE:
                  GRAF,Latifah        -GfX
                  Modest,vat,Wachu    -C0dE
                  Prodiz              -MSX.
        ========================================
```

```
From 4338258426016250089
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9d9a697e3f96d4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Re^2: NOS ppp
Date: 1996/10/19
Message-ID: <845829126_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 190602253
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog


 In article <309_mike@interware.it>
  mike@interware.it (Mike De.Petris) said:-

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>scrisse al povero All :
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> g> going very well which is strange considering it was ported from MWC in
> g> the first place!
> g>
> g> That aside, I can telnet into my pop account and control it from there
> g> if need be. Is that any use?
>
>Any help about this is helpful, I will soon have a look at last PC sources,
>to see if I can update something.

On the telnet front it consists (for me from within Nos) of simply

telnet pop.dial.pipex.com 110

The pipex server then tersely introduces itself and sits there doing
absolutely nothing which gives the distinct impression it is a machine
not human interface.

USER maci38

causes it to report "OK <code> valid mailbox".
```

PASS password

causes it to report "OK <code> User mailbox locked and ready".

At this point I can type other commands such as STAT which tells me how many emails I've got sat there. I'm afraid I've forgotten the command to display an email (SHOW <email_num> perhaps?) (I only use it to see if I should run AntMail). I do remember "DELE <email_number>" (as shown by STAT) does remove emails.

QUIT

gets you out.

Not having read the relevent RFC's I've no idea if this method of access if generally supported or not but as it returns RFC type error codes along similar lines to Nos's NNTP and SMTP it could be worth investigating further. ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -4969222467502882886
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9117e5585a96d098
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Talking to the serial port
Date: 1996/10/20
Message-ID: <a147cc$108e.348@HERMES>#1/1
X-Deja-AN: 190686153
references: <a107cc$f926.3a7@HERMES>
newsgroups: comp.sys.atari.programmer

What sequence of Bconin and Bconout calls must one make to implement the X/Y/ZMODEM protocol?

Where might one find a reference to such protocols?

It's to run on a multi-serial port Atari (MSTE/TT/Falcon).

--

Quote For The Month:

"Where did you learn to drive?"
"I took a correspondence course"

From -3707760984183901971
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3c2eb1389996983,start
X-Google-Attributes: gid1115ce,public
From: taliesin@inconnect.inconnect.com (Justin Thuet)
Subject: Java
Date: 1996/10/20
Message-ID: <54d2uc$lsf@news.inconnect.com>#1/1
X-Deja-AN: 190731414
organization: Internet Connect, Inc. -- http://www.inconnect.com
newsgroups: comp.sys.atari.programmer

I was wondering if there is a java compiler out there for the atari st? Ive been looking through the ng but cant see anything... could be that its expired...? anyway thanks for any posts
Justin

From 7013717533891986844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7e83d9b07c2fb86,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Hisoft
Date: 1996/10/20
Message-ID: <326a75ce.5996653@news.airtime.co.uk>#1/1
X-Deja-AN: 190813532
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

Has anyone got a Hisoft BASIC Manual for sale?
I have the HiSoft BASIC 2.10 from ATARI World cover disk and could do with a manual or any ASCII helps files or anything?, simple source code? anything really :)

Cheers :))

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,Heartland + More
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From 6571570357011613539
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f88a899ca68c1d72
X-Google-Attributes: gid1115ce,public
From: Chris Krowchuk <chris@compdirect.com>
Subject: Re: Step by step example GEM app?
Date: 1996/10/21
Message-ID: <54ej4d$1cu@scanner.worldgate.com>#1/1
X-Deja-AN: 190861341
references: <543ljt$lfj@newsbf02.news.aol.com>
content-type: text/plain; charset=us-ascii
organization: Computer Direct
x-url: news:543ljt$lfj@newsbf02.news.aol.com
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; 68K)

zan660@aol.com (Zan660) wrote:
>-I am trying to brake into the world of Atari progrmaing under MagiCMac,
>does anyone have some source code to a simple application of any kind
>which works under MagiCMac and can be complied under GFAtt (I have yet to
>find a place to buy this!). I know this is a lot to ask but I think it is
>one of the best ways to learn. I have a MagiCMac web page and would like
>to post some example code of my own it.
>
>Please email if you can,
>Zan

Hi Alexander,

If you are looking at GFA Basic, you can get a copy from Systems For Tomorrow,
sft@sound.net

Also, ask him about Face Value, it is like Visual Basic, object oriented
programming and is designed to be used in conjunction with =
GFA. You still need GFA to put everything together.

All the best,
Chris @ Computer Direct

http://www.compdirect.com

Need Directions? Join our Atari Support Mailing Lists!

http://www.compdirect.com/directions/

From -7315546127831388444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Current Projects
Date: 1996/09/19
Message-ID: <Dxzzyt.EMF@iglou.com>#1/1
X-Deja-AN: 184026375
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou1
references: <Dx5uAF.9Bo@liverpool.ac.uk>
<556701562.62878.27.starship@3rdplanet.com> <DxwE7w.Fx8@iglou.com>
<51nej8$rh1@ornews.intel.com>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Rich Tietjens (*starship@3rdplanet.com*) wrote:

: Most of this stuff should be readily available via my bookmarks page. The
: "Captain's Seachest" links to my ftp space, and I'm filling that up all too
: quickly (only 5 megs available space, I'm sorry to say).

I took a quick look, though I'll have to take more time to look through it
some more. Seems you've been putting quite a bit of work in it since I was
last on it! Keep it up!

However, I'm more interested in finding the FidoDoor program than the
other stuff, since I think there's been some updates since. If I have to,
I'll make a long distance call to the guy's board, unless someone lives
near him and it's a local call for this person.

: I use Semper, so I really don't know about that. Bill Scull is the current
: developer of BTST - best to ask him in AtariNet.

I unfortunately have no Fido or Atari net access at the moment, as the
accesses I've had were over local boards. At least most of them want a
subscription rate to get that access. None of them have AtariNet access,
as far as I know. Does he have Internet access? I think I may have noticed
his name somewhere around on the net. Now that I think about it, I may
have noticed some sort of program to help out in the BTST setup in one of
my many Atari CD ROMs... Gotta look...

--

Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From -1201482947501353704
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f84093a4aaa6e212,start
X-Google-Attributes: gid1115ce,public
From: martinr@hookup.net (Rick Martin)
Subject: Magx programming info
Date: 1996/09/19
Message-ID: <843204672_OASIS_@hookup.net>#1/1
X-Deja-AN: 184053891
organization: HookUp Communication Corporation, Ottawa, Ontario, CANADA
reply-to: martinr@hookup.net
newsgroups: comp.sys.atari.programmer
organisation: Hookup.net

--
Can someone point me to a spot where I can find an electronic
programming guide for Magx . I need this info to make a program
compatible with Magx on a Falcon .
P.S. I know in my manual there is some info but unfortunately I don't
have a scanner to send the info out to the writer !

```
*************************************************************************
*   martinr@hookup.net   Falcon030 4megs / 85megs / 1.6 Gig SCSI /        *
*   Ottawa, Ontario      Apexmedia / Imagecopy / Powerup2 / 4X CD ROM     *
*       Canada             Roland D70 Synth...
               *
*************************************************************************
```

From -4016575570108127307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e229edf41fee8fb
X-Google-Attributes: gid1115ce,public
From: Henrik Lunardi Weide <chainxor@iota.cs.auc.dk>
Subject: Re: 40Mhz accellerator + Falconspeed = Kaboom?
Date: 1996/09/20
Message-ID: <pxx4tkt8ew9.fsf@iota.cs.auc.dk>#1/1
X-Deja-AN: 184200255
references: <50a_9609180531@dialis.xs4all.nl>
organization: Math & CS at Aalborg University

newsgroups: comp.sys.atari.programmer

herman@dialis.xs4all.nl (Herman Budde) writes:

>
> Hello Everyone,
>
> I recently joined the group of Falcon owners.
> My Falcon already has a Falconspeed already installed, and there is an
> accelerator that is not yet installed.
> I checked out the accellerator (from Digital Data Deicke [a German firm]) and
> it consists of nothing more than three little black boxes with labels on them
> and wires coming out.
> On the labels is a description telling which wire is to be connected to which
> pin.

Well, it sounds like the DDD accelerator allright :-)

> Two of the boxes definetely have cristals in them (one supplies 40Mhz to the
> 68030 and one supplies 50Mhz to the dsp)

OK.

> The owner, which I definetely *DO* trust btw, told me he hadn't the
> experience to do it.

Well, you'll have to find somebody who has experience with soldering and
you need a good fine soldering iron, which doesn't get too hot.

> Now I have some problems:
> -I don't know if this accellerator thingy works with the falconspeed.

FalconSpeed can work with up to 36 Mhz CPU and 18 Mhz BUS, and as far as
I remember the DDD accelerator has a 36/18 Mhz setting too.
40/20 Mhz mode is a bit uncertain though. And it is not guaranteed that
your Falcon will work properly with 40/20 Mhz mode, not because of the
heat, but because the DMA sometimes gets very upset with a 20 Mhz
system BUS, it won't smoke or anything like that, it just doesn't work
properly. This can be fixed though with some hardware patches.

If you can't get your Falcon to run with 40/20 Mhz, you should consider
buying the brand new accelerator from TITAN DESIGNS called NEMESIS.
It has a special hardware patch, which makes 97% of all Falcon's run
correctly with the DMA-chip up to 24 Mhz BUS!
The CPU isn't double clocked though, hence the system runs with
24 Mhz CPU and 24 Mhz BUS. But this setting gives a very good
performance raise anyway, since the BUS is a lot faster.
You can also run at 640x480 in TrueColor non-interlaced in SVGA-mode
with a 24 Mhz BUS! Maybe even a bit higher...

> -I don't know if I can still install a coprocessor.

That shouldn't be any problem, as far as I know.

> -If a copro can be installed, I don't know which one (what clock speed)

Well, if the DDD-accellerator has FPU acceleration too, say up to 40 Mhz, you must buy an FPU rated at 33 Mhz (MC68882-33), these can also cope with 40 Mhz clock-speed. I have mine running at both 36 Mhz and 40 Mhz, without problems, and it's a 68882-33 chip.

If you can't get a 33 Mhz FPU, just avoid connecting the acceleration wires to the FPU and it will only run at BUS-speed, that is either 16, 18 or 20 Mhz clock, depending on the accelerator setting.

You should however be able to find information on this in the DDD-accelerator manual.

> -I don't know what I have to do to make sure that my Falcon doesn't spit
> smoke after running with the accellerator gizmo.

If you install the accelerator properly (as the installation guide tells you), without doing anything odd, there
shouldn't be any problems at all. My Falcon has been running at 36 Mhz CPU, 36 Mhz FPU, 50 Mhz DSP for 2 years now without smoking :-)

> Oh phuuuleez someone help meee,

My accelerator is a FX-Card, which is an accelerator card that can run at 32/16 Mhz, 36/18 Mhz (mostly used) and 40/20 Mhz (DMA-problems may appear)
and gives the DSP 50 Mhz clock and the FPU the same clock as the CPU. In addition to that, it can accept up to 10 MB FastRAM (FX-RAM) with 30-pin SIMM's, an additional 72-pin module can be connected to the FX-Card if one prefers 72-pin SIMM modules instead of 30-pin's.

And as I said earlier, my machine doesn't smoke or anything :-)

> Herman

I hope these words can help you :-)

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB IDE HDD, 4 MB ST-RAM+4 MB FastRAM ***
*** Running MagiC 4 OS and LiNUX 68k+X11 ***

From 5707702218038159473
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f94cb,ed795f95c8d1160c,start
X-Google-Attributes: gidf94cb,public
X-Google-Thread: ffc26,ed795f95c8d1160c,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1017ea,ed795f95c8d1160c,start
X-Google-Attributes: gid1017ea,public
X-Google-Thread: 10d26f,ed795f95c8d1160c,start
X-Google-Attributes: gid10d26f,public
X-Google-Thread: 1115ce,ed795f95c8d1160c,start
X-Google-Attributes: gid1115ce,public
From: GetFree@mail.com
Subject: BEYOND TECHNOLOGY
Date: 1996/09/20
Message-ID: <32430AE4.1FC3@mail.com>
X-Deja-AN: 185566661
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups:
comp.sys.amiga.programmer,comp.sys.atari.programmer,comp.sys.ibm.ps2.hardware,comp
.sys.mac.games.action,comp.sys.next.marketplace
x-mailer: Mozilla 3.0Gold (Win95; I)

Taking 5 minutes to read what follows can change your life :

I saw an article in an internet newsgroup telling me I could make $50,000 within a month for an investment of only $5.

I thought it was a huge joke. I spoke to my wife, attorney and friends about it, and they all agreed it was some kind of scam. I can't stand scams, because usually someone gets burned, and I didn't want it to be me. Of course, I rejected the idea at first. after a short period of about two weeks ,I thought : "I have already heard of such things. But on the Internet ?!?!? ". I decided that even if I had to throw $5 into the fire, I wouldn't mind it that much, and gave it a try .After all I needed a LOT more than five dollars.

Two weeks later, I began receiving money -- every day! I could not believe it! Soon, hundreds, and then thousands of dollars began to roll in. Within 4 weeks, I had received a total of $32,445! It came from everywhere in the world. My bank account has changed its "-" into a big "+" (++++)!!!,I bought myself a car and things I wanted for a long long time for my wife and kids!

If you follow the three steps below, there is no reason why

the same shouldn't happen to you! This is a legitimate investment opportunity. You invest $5, and you receive a return on your investment. So does the next investor. NOT ILLEGAL, NOT A CHAIN LETTER- PERFECTLY LEGITIMATE.

If you are not interested, then don't participate, but please print this article and pass it on to someone who may be interested, so they can take advantage.

The procedure is simple: 1) Write your name and address, an e-mail address, and the name of the newsgroup where you learned of this on 5 sheets of paper. Below that, write the words, "Please add me to your list." Fold $1 note or bank draft or money order in each piece of paper and send them to the following 5 addresses.:

1. Oleg Gorbik,
   10834-97 St.
   Edmonton, AB, T5H 2M3 CANADA

2. Nir Levi,
   PO BOX 342
   Yavne, ISRAEL

3. Landon
   #1 Lakeway Drive
   Conroe, Tx 77304 USA

4. Olivier Arcadipane
   237 rue Francois Andre
   7390 Quaregnon BELGIUM

5. Beyond Technology
   5641 Apgar Street
   Houston, Texas 77032 USA

2) Now remove the top name from the list, and move the other four names up. In other words, #5 becomes #4 and so on. Put your name as the fifth one on the list. Use a simple text editor such as Notepad, in your "accessories" window (If you have MS-Windows),or DOS editor. In fact, any editor will do.

3) Post the article to at least 200 newsgroups. There are 17,000, so it shouldn't be hard to find that many. Try posting to as many newsgroups as you can, and the bigger the newsgroup is, the more people are to see your message!

You are now in the an order services business, and should start seeing returns within a week or two. Of course, the

more newsgroups you post to, the greater your return is. If you wish to remain anonymous, you may use a psuedonym, call yourself "The Manager", "The Boss", whatever but make sure your address is correct.

Now, here is why the system works:

-Of every 200 posts I made, I received 5 responses. Yes, only 5. You make $5 for every 200 posts with your name at #5.

-Each person who sent you $1 now also makes 200 additional postings with your name at #4. ie. 1000 postings. On average therefore, 50 people will send you $1 with your name at #4. $50.

-Your 50 new agents make 200 postings each with your name at #3 or 10,000 postings. Average return 500 people = $500. They make 200 postings each with your name at #2=100,000 postings=5000 return at $1 each=$5000.

-Finally, 5,000 people make 200 postings with your name at #1 and you get a return of $50,000 before your name drops off the list. AND THATS IF EVERYONE DOWN THE LINE MAKES 200 POSTINGS! Total income in one cycle=$55,000.

From time to time, when you see your name no longer on the list, you take the latest posting that appears in the newsgroups, and send out another $5, and put your name at #5, and start posting again. Remember, 200 postings is only a guideline. the more you post, the greater the return.

Lets review why you should do this. THE ONLY COST IS $5. Anyone can afford $5 for such an effortless investment with such SPECTACULAR RETURNS.

Some people have said to me, "what happens if the scheme is played out and no one sends me any money? "Big Deal, so you lose $5-but what are the chances of that happening ?? Do you Realize that NOBODY cares for the LEGAL chance of winning such a BIG money as 50,000.00 $$$$???? and all for a microscopic investment of five separate dollars? just think of all of the new Internet users that join the net every day!!!

There are millions of internet users, and millions of new net surfers every month !!! This is the great plus of the Internet, people all over the world can hear you and listen carefully if you talk reasonably. Everyone will take that chance ! I agree, If it wasn't the Internet, and was a small circle of people, the chance wouldn't have been so small. the amount of money had to be 200 times bigger, and the chances were zero. It wouldn't succeed.

But here, on the Internet, it is a giant village, where new thousands of members join in every day ! you CAN'T lose !!!!

Remember- read the instructions carefully, and play fairly. That's the only way this will work. Get a printout so you can refer back to this article easily.

Try to keep a list of everyone that sends you money and always keep an eye on the postings to make sure everyone is playing fairly. You know where your name should be.

REMEMBER-HONESTY IS THE BEST POLICY. YOU DO NOT NEED TO CHEAT THIS IDEA TO MAKE MONEY!! BESIDES,NOT PLAYING THE GAME FAIRLY IS ILLEGAL.SO LET'S BE REASONABLE AND PLAY FAIRLY,SO WE CAN ALL ENJOY THE INTERNET GOLD MINE.

GOOD LUCK FOR YOU ALL, And remember, play fair and you'll win, I don't want to mention what might happen to those who won't. AND AGAIN,SEE YOU NEXT TIME WITH SOMETHING YOU WANTED FOR A LONG TIME !!!

From 4958848478303208825
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35223e152caa63ba,start
X-Google-Attributes: gid1115ce,public
From: plamour@tss.net (Peter Lamoure)
Subject: $$COULD YOU USE A LOTTA XTRA CASH?$$
Date: 1996/09/22
Message-ID: <522thu$q0d@sjx-ixn3.ix.netcom.com>#1/1
X-Deja-AN: 184536852
organization: TSS
x-netcom-date: Sun Sep 22 1:31:58 AM PDT 1996
reply-to: plamour@tss.net
newsgroups: comp.sys.atari.programmer

Mary Had A Little Lamb: 9878999, 888, 999, 9878999, 88987

From 635183747484474928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ec212d801729201a,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ec212d801729201a,start
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: RSC to C
Date: 1996/09/22
Message-ID:

<Pine.GSO.3.95Lrindlow.960922200716.25173A-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 184616866
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hi!

I'm wondering if there is a program somewhere that is able to convert an
RSC file to C code?
It has to be able to convert CICON objects too.

Thanks,

Tomas

From 3851099554915187119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9282d2f7180e52,start
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: MintLib for SozobonX w/ fork()
Date: 1996/09/22
Message-ID: <5241hj$e4d@ccshst05.uoguelph.ca>#1/1
X-Deja-AN: 184797139
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

OK, so I grabbed the MintLibs for SozobonX, thinking I could you my
nicely running Mint system for my Operating Systems programming
assignment. Much to my dismay, however, it appears that fork() is not
implemented, or at least, that's what it looks like from the unistd.h
file. Is there a later verison of the libraries where fork() does work (I
have v44 (?)). Will I have to install Gnu C if I wish to take advantage
of Mint's features? Or even install Linux or NetBSD in order to gain a
semblance of a fully functional UNIX programming environment?

THeo

From -6922463916927337004
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a83d7f5751df9f0f,start
X-Google-Attributes: gid1115ce,public
From: thehidden@ludens.elte.hu
Subject: Atari games for trade - please READ!

Date: 1996/09/23
Message-ID: <1996Sep23.110355.31570@ludens>#1/1
X-Deja-AN: 184746424
organization: Eotvos University, Budapest, Hungary
newsgroups: comp.sys.atari.programmer

Hello Atarilovers,

Perhaps you haven't read any letters like this for years, and Atari ST is now out of fashion. So, I'm speaking to that few people who are mad of this kickass computer. I would like to trade with ATARI ST games (I have about 200 of them...) via internet, e-mail, snail-mail or what. I'm also interested in STe and Falcon 030 games. Please let me know if you're interested. My e-mail address is thehidden@ludens.elte.hu (Yeah, you're right, I'm hungarian!!!), but if you reply to the actual atari newsgroup, that's all right too.

If you reply, I send you my list. And one important thing: I'd like to do this without sending money or asking for some bucks...

Cheers,

The Hidden (aka Sebi)

(P.s.> Mark Love, if you read this message, please contact meeeeeeeee!!!)

From 7936664665662480538
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,ec212d801729201a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ec212d801729201a
X-Google-Attributes: gid1115ce,public
From: fr_jacqu@mail.club-internet.fr (fr_jacqu@mail.club-internet.fr)
Subject: Re: RSC to C
Date: 1996/09/24
Message-ID: <fr_jacqu-2409960411280001@ppp114.hexagone.club-internet.fr>#1/1
X-Deja-AN: 184943091
references:
<Pine.GSO.3.95Lrindlow.960922200716.25173A-100000@tingeling.lysator.liu.se>
organization: Grolier Interactive Europe
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

In article (Dans l'article)
<Pine.GSO.3.95Lrindlow.960922200716.25173A-100000@tingeling.lysator.liu.se>,
Tomas Berndtsson <tobe@lysator.liu.se> wrote (crivait):

> Hi!
>

> I'm wondering if there is a program somewhere that is able to convert an
> RSC file to C code?
> It has to be able to convert CICON objects too.
>
> Thanks,
>
> Tomas
Yes !

an old but good program may do this very well, it is "WERKS", which was
produced by HISOFT. It is copyrighted and can be found also in the Lattice
C package.
Good Luck.

From 690474466411929245
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,847f04085aad46fb
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,847f04085aad46fb
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,847f04085aad46fb
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,847f04085aad46fb
X-Google-Attributes: gid1115ce,public
From: fr_jacqu@mail.club-internet.fr (fr_jacqu@mail.club-internet.fr)
Subject: Re: RIBEL C90 CARD HELP NEEDED !!!!!
Date: 1996/09/24
Message-ID: <fr_jacqu-2409960405120001@ppp114.hexagone.club-internet.fr>#1/1
X-Deja-AN: 184957968
references: <GISLDJAUUP@parx.frmug.fr.net>
organization: Grolier Interactive Europe
newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech

In article (Dans l'article) <GISLDJAUUP@parx.frmug.fr.net>,
herve@parx.frmug.fr.net (Herve Piedvache) wrote (crivait):

> Hi,
>
> I need very very quick help for an Ethernet card called RIBEL C90.
>
> There is on it Jumpers :
>
> J1 to J6 next to the BNC connector
> J11 alone
> J8 to J10 next to the VME port
> J17 to J23 next to the memory
>
> I want to make it running on TT030 ...

>
> With Best regards,
> Herve
>
> --
> Herve Piedvache SysOp on The BBS for ATARI Computers.
> +33-1-42511135
> 90:8/0@nest.ftn 51:901/0@atarinet.ftn
> 2:320/107@fidonet.org herve@parx.frmug.fr.net

Dear Herv! !
What a chance to meet you here ! I see, the gate with fidonet is not
available and a real e-mail adress is a good thing.
Treve de plaisanterie, as tell froggies, you can definitely suppres my
point access, i am happy with an access to THE BBS and to the net...From a
Mac, it's easier. But i always keep my falcon, and if Hades get a good
debugger, then i'll buy one.
So long.

From -4333173321173972662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,469ec332605341ed,start
X-Google-Attributes: gid1115ce,public
From: 42Bastian Schick <elw5basc@rghx50.gp.fht-esslingen.de>
Subject: file-extension *.SEA
Date: 1996/09/24
Message-ID: <3247A17B.5578@rghx50.gp.fht-esslingen.de>#1/1
X-Deja-AN: 185009032
content-type: text/plain; charset=us-ascii
organization: FHT-Esslingen/Goeppingen
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (X11; I; HP-UX A.09.05 9000/715)

Hi, I got a file (text ??) with the file-extension .SEA.
Does anybody now this and might tell me ???

THX

42Bastian

From 5157952186097865577
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,469ec332605341ed
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>

Subject: Re: file-extension *.SEA
Date: 1996/09/24
Message-ID:
<Pine.GSO.3.95Lrindlow.960924160019.19361A-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 185035985
references: <3247A17B.5578@rghx50.gp.fht-esslingen.de>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 24 Sep 1996, 42Bastian Schick wrote:

> Hi, I got a file (text ??) with the file-extension .SEA.
> Does anybody now this and might tell me ???

If it's a text file, I don't know.
But .sea is the extension of self extracting files packed with a program
on the Macintosh called StuffIt. As far as I know, it's only the Mac that
uses this format.

Tomas

From -2942621925677865507
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,469ec332605341ed
X-Google-Attributes: gid1115ce,public
From: patrick@onestep.co.uk (Patrick Middleton)
Subject: Re: file-extension *.SEA
Date: 1996/09/24
Message-ID: <528tas$799@pub.news.uk.psi.net>#1/1
X-Deja-AN: 185045853
references: <3247A17B.5578@rghx50.gp.fht-esslingen.de>
organization: PSINet UK Public Usenet Site
newsgroups: comp.sys.atari.programmer

On 09/24/96, 42Bastian Schick wrote:
>Hi, I got a file (text ??) with the file-extension .SEA.
>Does anybody now this and might tell me ???
>
>
>THX
>
>42Bastian
>
Probably an Apple Mac Self Extracting Archive.

--
Patrick Middleton

OneStep Solutions plc
351 London Road Phone: +44 (0)1702 551010/426400
Hadleigh Fax: +44 (0)1702 551515
Essex. SS7 2BT Email: patrick@OneStep.co.uk
England (NeXTmail, MIME welcome)

From 177077217296946101
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,469ec332605341ed
X-Google-Attributes: gid1115ce,public
From: bdc2@bdc2-ra.cwru.edu (Boris D. Cahan)
Subject: Re: file-extension *.SEA
Date: 1996/09/24
Message-ID: <843608370_OASIS_NEWS@bdc2-ra.cwru.edu>#1/1
X-Deja-AN: 185137195
references: <3247A17B.5578@rghx50.gp.fht-esslingen.de>
organization: Case Western Reserve University
reply-to: bdc2@po.cwru.edu
newsgroups: comp.sys.atari.programmer

In article
<Pine.GSO.3.95Lrindlow.960924160019.19361A-100000@tingeling.lysator.liu.se>
Tomas Berndtsson <tobe@lysator.liu.se> wrote:-

>On Tue, 24 Sep 1996, 42Bastian Schick wrote:
>
>> Hi, I got a file (text ??) with the file-extension .SEA.
>> Does anybody now this and might tell me ???
>
>If it's a text file, I don't know.
>But .sea is the extension of self extracting files packed with a program
>on the Macintosh called StuffIt. As far as I know, it's only the Mac that
>uses this format.
>
Yes, it is ONLY for the MAC, or for Spectre, of course!

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -1298137849341939272
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,7881619ddba4300,start
X-Google-Attributes: gid1115ce,public
From: pjrose@pelican-consultants.co.uk (Paul J Rose)
Subject: TOP JOBS AVAILABLE
Date: 1996/09/25
Message-ID: <52bcc6$4sk@infoserv.netkonect.net>#1/1
X-Deja-AN: 185249341
organization: .netkonect (customer account)
newsgroups: comp.sys.atari.programmer

If this is an inappropriate newsgroup for this type of posting, please accept my apologies.

Pelican Consultants International Ltd are a search and selection agency who specialise in interactive entertainment - both hardware and software.

Many of our clients have asked us to keep a constant stream of candidates coming through to them as they continue to expand.

Throughout the whole of the UK, we have a need for programming talent. If not already experienced in the games industry, you will at least have a keen interest and will have suitable qualifications highlighting your abilities.

We are particularly interested in people with programming skills in 3D graphics, artificial intelligence and networking, but we are not merely limiting ourselves to that.

If you are working in the industry and looking for a move, or if you would like to enter an exciting and constantly changing marketplace, we can put you in touch with the right people.

All applications are treatest with the upmost discretion and we will spend a lot of time finding out about the job that you want to do, rather than just sending your details to anyone we can think of.

For an initial discussion, please send your details to me, Paul Rose, via private email or call me on 0181 423 3400.

We look forward to hearing from you soon.

Paul J Rose
Pelican Consultants International Ltd

http://www.pelican-consultants.co.uk/pelican

From 3515758015859293400
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 111a55,ec212d801729201a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ec212d801729201a
X-Google-Attributes: gid1115ce,public
From: W T Goodall <wtg@wtgab.demon.co.uk>
Subject: Re: RSC to C
Date: 1996/09/25
Message-ID: <3249B7C4.4374@wtgab.demon.co.uk>#1/1
X-Deja-AN: 185347079
x-nntp-posting-host: wtgab.demon.co.uk
references:
<Pine.GSO.3.95Lrindlow.960922200716.25173A-100000@tingeling.lysator.liu.se>
<fr_jacqu-2409960411280001@ppp114.hexagone.club-internet.fr>
content-type: text/plain; charset=iso-8859-1
mime-version: 1.0
reply-to: wtg@wtgab.demon.co.uk
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
x-mailer: Mozilla 3.0b7Gold (Macintosh; I; PPC)

fr_jacqu@mail.club-internet.fr wrote:
>
> In article (Dans l'article)
> <Pine.GSO.3.95Lrindlow.960922200716.25173A-100000@tingeling.lysator.liu.se>,
> Tomas Berndtsson <tobe@lysator.liu.se> wrote (crivait):
>
> > Hi!
> >
> > I'm wondering if there is a program somewhere that is able to convert an
> > RSC file to C code?
> > It has to be able to convert CICON objects too.
> >
> > Thanks,
> >
> > Tomas
> Yes !
>
> an old but good program may do this very well, it is "WERKS", which was
> produced by HISOFT. It is copyrighted and can be found also in the Lattice
> C package.
> Good Luck.

If you want to convert the resource file entirely into C source code so
that you can compile it into the executable and ship a program that has
_no_ .rsc file then yes there is at least one program that does this.
But I can't remember what it was called! It was Australian and the
particular release I used had a couple of small bugs so that you had to
make a few edits in the output. But it worked. I converted a complete
resource with menus, icons, buttons etc into C source and built it into
the program instead of using an external resource file and rsrc_load
with little trouble. Of course the executable gets bigger by about the
size of the resource file. And it means no-one can edit the resources to
change the language (for example). This might be what you want!

William T Goodall
wtg@wtgab.demon.co.uk

From -8420188923094527522
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,469ec332605341ed
X-Google-Attributes: gid1115ce,public
From: 42Bastian Schick <elw5basc@rghx50.gp.fht-esslingen.de>
Subject: Re: file-extension *.SEA
Date: 1996/09/25
Message-ID: <32490EB2.760@rghx50.gp.fht-esslingen.de>#1/1
X-Deja-AN: 185398060
references: <3247A17B.5578@rghx50.gp.fht-esslingen.de>
<528tas$799@pub.news.uk.psi.net>
content-type: text/plain; charset=us-ascii
organization: FHT-Esslingen/Goeppingen
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (X11; I; HP-UX A.09.05 9000/715)

Thanks for the info.
I looked into it and it really seems to be an archive.
Is there really no depacker for the ST ?? ;-(((

42Bastian

From 497572444608263495
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e9a2b633bddac8cb,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e9a2b633bddac8cb,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e9a2b633bddac8cb,start
X-Google-Attributes: gid109a67,public
From: Yuhe <cule1@gd.swissptt.ch>
Subject: ATARI ST EMULATOR
Date: 1996/09/26
Message-ID: <324AFC51.33A1@gd.swissptt.ch>#1/1
X-Deja-AN: 185460476
content-type: text/plain; charset=us-ascii
organization: Swiss Telecom
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

hi,

who can send me by e-mail,
an atari st emulator (share/free ware)

thanks

leo

From -8674739246426811294
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,469ec332605341ed
X-Google-Attributes: gid1115ce,public
From: *atari@teleport.com* (Rich Tietjens)
Subject: Re: file-extension *.SEA
Date: 1996/09/26
Message-ID: <52ej5p$fsq@ornews.intel.com>#1/1
X-Deja-AN: 185518832
references: <3247A17B.5578@rghx50.gp.fht-esslingen.de>
<528tas$799@pub.news.uk.psi.net> <32490EB2.760@rghx50.gp.fht-esslingen.de>
organization: Portland Atari Club
newsgroups: comp.sys.atari.programmer

In article <32490EB2.760@rghx50.gp.fht-esslingen.de>,
   42Bastian Schick <elw5basc@rghx50.gp.fht-esslingen.de> wrote:
>
>Thanks for the info.
>I looked into it and it really seems to be an archive.
>Is there really no depacker for the ST ?? ;-(((

If it's for the ST, try copying it to *.TOS and running it. An ST
self-extracting arhive will work, and if it's not an ST SEA, it will give a TOS
ERROR 35 or something similar.

I seem to recall that DC created an SEA depacker some years ago, anyone else
remember that?

 My bookmarks: http://www.teleport.com/~atari
 Files at ftp://ftp.teleport.com/users/atari
 Remove the * (inserted to foil spambots) from my address to reply.
 ! Opinions expressed herein are those of the writer only and *!*
 ! probably frightening to my employer and other authorities. *!*

From -2784528128942830213
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 111a55,ec212d801729201a
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,ec212d801729201a
X-Google-Attributes: gid1115ce,public
From: curis@jonque.ens.fr (Emmanuel Curis)
Subject: Re: RSC to C
Date: 1996/09/26
Message-ID: <52etlo$n8g@nef.ens.fr>#1/1
X-Deja-AN: 185546559
references:
<Pine.GSO.3.95Lrindlow.960922200716.25173A-100000@tingeling.lysator.liu.se>
<fr_jacqu-2409960411280001@ppp114.hexagone.club-internet.fr>
<3249B7C4.4374@wtgab.demon.co.uk>
organization: Ecole Normale Superieure, Paris
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Interface est capable de sauver un fichier .C partir du fichier RSC sur lequel on travaille.

--- (English version)

Interface can do it.

--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

From -2959076273318155376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,5cc4419cff1ace88,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10d9d0,5cc4419cff1ace88,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1056fc,5cc4419cff1ace88,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,5cc4419cff1ace88,start
X-Google-Attributes: gid1115ce,public
From: herve@parx.frmug.fr.net (Herve Piedvache)
Subject: HELP NEEDED for Ethernet CARD !!!
Date: 1996/09/28
Message-ID: <GI3NFIAIUP@parx.frmug.fr.net>#1/1
X-Deja-AN: 185822382
content-length: 819
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.tech

Hi,

I need very very QUICK help for an Ethernet card called RIBEL C90.
=====
There is on it Jumpers :

J1 to J6 next to the BNC connector
J11 alone
J8 to J10 next to the VME port
J17 to J23 next to the memory

I want to make it running on TT030 ...

For the moment I have the driver for Ribel + !?
It always said that it don't find the card ...

So have you got a driver for it ?
Could you give me more informations about the jumpers because I have
no documentation of it !!

Please reply by Email ... !!

Thanks per advance for your help !!

With Best regards,
Herve

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

From 5401530545290164176
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fc0654afaaeacff3
X-Google-Attributes: gid1115ce,public
From: gold@shell.aros.net (Lawrence Gold)
Subject: Re: Speech routine in GFA-basic - 2 bombs
Date: 1996/09/28
Message-ID: <52kcol$h7g@news.aros.net>#1/1
X-Deja-AN: 185915832
references: <51o7or$9q@torget.bgnett.no>
organization: ArosNet Inc.
newsgroups: comp.sys.atari.programmer

Gisle Fr►ysland (froygif@infonet.no) wrote:
: Hi!
: I'm trying to get the speech routines (@initio.speech & @talk) from
: Gfaexpert to work in GFA-basic 3.5, but all I get is 2 bombs.

: Does anybody have any experience with using these routines or know
: what could be wrong with the code.

I recall trying to get STSPEECH routines to work with GFA 3.07, and never having any luck. (I think I'd pulled them from a GFA 2.0 program.)

Somewhere on disk I think I have Modula-2 and/or assembly code for interfacing with STSPEECH. I'll see if I can find it; you may be able to adapt it to work with GFA 3.5.

From 9157522016103719500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,17a77f5899d9dfb2,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,ad5a67e0126f3873
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,17a77f5899d9dfb2,start
X-Google-Attributes: gid1115ce,public
From: clifton@southern.co.nz (Julian Forsythe)
Subject: Re: Cab 1.41 is out!!!
Date: 1996/09/29
Message-ID: <52lgk9$e78@orm.southern.co.nz>#1/1
X-Deja-AN: 186005164
references: <52lgbh$e78@orm.southern.co.nz>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

I guess I should have spammed it in my first post, but I forgot.... I'll try posting it to the comp.binaries.atari and alt.binaries.atari newsgroups but I doubt any of you will get it.... (there seems to be a distribution problem....

: Get it from:
: http://www.flinny.demon.co.uk/files/cab141.lzh
:
: and Stik 1.11 is out
: http://www.flinny.demon.co.uk/files/stik1_11.zip
:
: I daresay that they will be appearing all over the place soon :)
:
: -- Julian Forsythe

From -2265567440315370304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,469ec332605341ed
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)

Subject: Re: file-extension *.SEA
Date: 1996/09/30
Message-ID: <52p714$172@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 186285801
references: <3247A17B.5578@rghx50.gp.fht-esslingen.de>
<528tas$799@pub.news.uk.psi.net> <32490EB2.760@rghx50.gp.fht-esslingen.de>
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

In a previous article, elw5basc@rghx50.gp.fht-esslingen.de (42Bastian Schick)
says:

>Thanks for the info.
>I looked into it and it really seems to be an archive.
>Is there really no depacker for the ST ?? ;-(((
>
NO!!!! It IS an archive, but for the MAC (or Spectre) ONLY!! It is a
Self Extracting Archive for the MAC, like a .tos self extracting archive using
zip2tos but runs ONLY in a MAC, and the files it contains are ONLY for a MAC!!!
You can unpack it in a mac, but it will do you NO GOOD on an Atari.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -6289639358278515628
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,17a77f5899d9dfb2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,17a77f5899d9dfb2
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ad5a67e0126f3873
X-Google-Attributes: gid109a67,public
From: *atari@teleport.com* (Rich Tietjens)
Subject: Re: Cab 1.41 is out!!!
Date: 1996/09/30
Message-ID: <52p6tv$8n6@ornews.intel.com>#1/1
X-Deja-AN: 186292229
references: <52lgbh$e78@orm.southern.co.nz> <52lgk9$e78@orm.southern.co.nz>
organization: Portland Atari Club
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

In article <52lgk9$e78@orm.southern.co.nz>,
   clifton@southern.co.nz (Julian Forsythe) wrote:
>
>I guess I should have spammed it in my first post, but I forgot.... I'll
>try posting it to the comp.binaries.atari and alt.binaries.atari
>newsgroups but I doubt any of you will get it.... (there seems to be a

>distribution problem....

Ther is always a distribution problem with alt.binaries groups, and c.b.a has not existed for months. The moderator pulled an end run and pushed an RFD through to get it removed early this year. I am currently waiting for tale to post the RFD to recreate it.

 My bookmarks: http://www.teleport.com/~atari
 Files at ftp://ftp.teleport.com/users/atari
 Remove the * (inserted to foil spambots) from my address to reply.
 ! Opinions expressed herein are those of the writer only and *!*
 ! probably frightening to my employer and other authorities. *!*

From 4794568881432497513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e95f959969430e3a,start
X-Google-Attributes: gid1115ce,public
From: Bernd_Mueller@mausdu3.gun.de (=?ISO-8859-1?Q?Bernd_M=FCller?=)
Subject: Maddalt()
Date: 1996/10/01
Message-ID: <199610010230.a27877@du3.maus.de>#1/1
X-Deja-AN: 186378872
organization: QUARK Duisburg 3 +49-203-735844
x-gateway: Mauscon(0.9.3)/tirka.gun.de, MausTausch
newsgroups: comp.sys.atari.programmer
x-gateway-admin: uwe@tirka.gun.de

Hi,

Can anyone help my with this f***** Maddat() call?

It is very important for me, because the original 32 Mb Ram-Driver
(for Afterburner040) won't run normal.

wirte you soon
    / Bernd /

From 6492175456670350012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b97fe9037e20982,start
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Configuration file placement (HOME)?
Date: 1996/10/01

Message-ID: <GJBOBCUQUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 186384965
content-length: 1317
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

I notice now a number of programs (zControl, COPS, Start Me Up...) which place their configuration files into the current user's home directory (as set in the HOME environment variable).

I do not see this behaviour mentioned in any of the GEM references (including the Atari Compendium).

What is the proper place for configuration files?

It seems to me that all software should place configuration files into the current user's home directory, this way multiple users can have different setups while sharing one copy of the software - saving disc space.

However, this does mean that users' home directories might become clogged up with lots of configuration files.

In addition, many people will not be running a multi-user OS, and this would not mean much to those people. I suppose that if the software did not find a HOME environment variable, it would then use the directory it resides in to store the configuration files.

The above is just my thoughts on the matter, however - what is the standard protocol to use for placing configuration files?

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.ak.planet.gen.nz/user/mario/ o( )
Tariland: http://www.ak.planet.gen.nz/user/mario/tariland/ / /\

From 1501010164071153083
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e95f959969430e3a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Maddalt()
Date: 1996/10/01
Message-ID: <844282388_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 186542919
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk

newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <199610010230.a27877@du3.maus.de>
Bernd_Mueller@mausdu3.gun.de (=?ISO-8859-1?Q?Bernd_M=FCller?=) said:-

>Hi,
>
>Can anyone help my with this f***** Maddat() call?

Just been asking about this myself! :-)

>It is very important for me, because the original 32 Mb Ram-Driver
>(for Afterburner040) won't run normal.

long Maddalt(void *start, long size)

Maddalt() informs Gemdos of the existence of additional alternative ram that would not normally be identified by the system. (gemdos >= 0.19)

'start' indicates the starting address for the block of memory to be added to the Gemdos free list. 'size' indicates the length of this block in bytes. Returns E_OK on success or negative error.

Once the ram has been identified with this call is should not be removed and only be allocated with standard system calls. In addition, programs wishing to use this ram must have their alternative ram load bit set (or use Mxalloc()). Typically this call is implemented as an auto folder program.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -2921268306249519819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101970,58ed9439f0e086cb,start
X-Google-Attributes: gid101970,public
X-Google-Thread: 13a459,58ed9439f0e086cb,start
X-Google-Attributes: gid13a459,public
X-Google-Thread: 1115ce,58ed9439f0e086cb,start
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 1269f9,58ed9439f0e086cb,start
X-Google-Attributes: gid1269f9,public
X-Google-Thread: f8760,58ed9439f0e086cb,start
X-Google-Attributes: gidf8760,public
From: "Ian Chadwick" <ichadwick@georgian.net>
Subject: Need copy of 1200 memory map
Date: 1996/10/02
Message-ID: <01bbb015$04a75ea0$53a065cc@ichadwick.georgian.net>#1/1
X-Deja-AN: 186628149
content-type: text/plain; charset=ISO-8859-1
organization: Bell Global Solutions
mime-version: 1.0
newsgroups:
alt.binaries.comp.atari8bit,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys
.atari8,t-netz.rechner.atari.8bit

My only copy of Computer's Third Book of Atari was lost in the move out of
the city several years ago. I am planning to create an HTML version of
Mapping for all the versions. I need either a copy of the book or a
photocopy of the pages I wrote in it. Can anyone help me?

--
Ian Chadwick

```
        @
      _[]-=\*
.....(o)Z_/(o)
```

Cruising on two wheels along the Information Highway!
Collingwood, Ont., Canada

From 318978038758664865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b97fe9037e20982
X-Google-Attributes: gid1115ce,public
From: josk@stud.unit.no (Jo Even Skarstein)
Subject: Re: Configuration file placement (HOME)?
Date: 1996/10/02
Message-ID: <52ts6k$qbo@due.unit.no>#1/1
X-Deja-AN: 186686176
references: <GJBOBCUQUp@tos.ak.planet.gen.nz>
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
: I notice now a number of programs (zControl, COPS, Start Me Up...) which
: place their configuration files into the current user's home directory
: (as set in the HOME environment variable).

Quite a few of these programs won't work properly if the HOME variable is set to something like /users/root (Replace / with backslash). I had to set my HOME to u:/i:/users/root (Again / -> backslash), otherwise SMU and MultiStrip couldn't find their config-files.

--

Jo Even Skarstein
josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

From -1216154253423940986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d3ae32167739e5e6,start
X-Google-Attributes: gid1115ce,public
From: ceebti@cee.hw.ac.uk (Brian Thomas Innes)
Subject: STOS hi res graphics extension
Date: 1996/10/03
Message-ID: <Dyp7Ez.EE1@cee.hw.ac.uk>#1/1
X-Deja-AN: 186919969
sender: news@cee.hw.ac.uk (News Administrator)
organization: Heriot-Watt University
keywords: STOS hi rez grappix extension: Anybody interested
newsgroups: comp.sys.atari.programmer

Hi, I'm working on a FAST hi res graphics extension for stos. Anybody interested? What features? (At the moment I have a rather fast plot routine. I have not checked the actual speed yet!)

Mail: ceebti@cee.hw.ac.uk

From -5500525971715706198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c,start
X-Google-Attributes: gid1115ce,public
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Subject: Falcon Truecolor mode
Date: 1996/10/03
Message-ID: <531crj$qga@freenet.hut.fi>#1/1
X-Deja-AN: 187025655
organization: Official Club
newsgroups: comp.sys.atari.programmer
x-mailer: BBBS/2 v3.33 How-C

How can I move a picture to video memory very fast? (move.l is much too slow...

8[)

TWN/VLP^pWp^VDC^hAze^p33107

From -1249362914073814961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Falcon Truecolor mode
Date: 1996/10/04
Message-ID: <3254C421.167E@in.tu-clausthal.de>#1/1
X-Deja-AN: 187247970
references: <531crj$qga@freenet.hut.fi>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Taneli Mielikainen wrote:

> How can I move a picture to video memory very fast? (move.l is much too slow...

Try e.g. the Blitter. you can even go on with the rest of the Program
while the blitter moves the block for you.

I'm not a demo coder. So I cann not say if the Blitter is faster than
move.l, but I guess, that the transfare in the background is a good
reason to use it.

BTW the 030er has some Instructions for Block moves. at least it is
possible to fill all the Registers iwith one Instruction and write them
out again with another.

Christof

From -8391820153716067968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d3ae32167739e5e6
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS hi res graphics extension
Date: 1996/10/04
Message-ID: <532tk1$hme@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 187502302
references: <Dyp7Ez.EE1@cee.hw.ac.uk>
organization: Dept Computer Science, University of Manchester, U.K.

reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <Dyp7Ez.EE1@cee.hw.ac.uk>, ceebti@cee.hw.ac.uk (Brian Thomas Innes) writes:
>Hi, I'm working on a FAST hi res graphics extension for stos. Anybody
>interested? What features? (At the moment I have a rather fast plot routine. I
>have not checked the actual speed yet!)

I'd be interested. :)

features? fast polygons, anything, so long as it works on the Falcon :-)

Anthony
--
```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From -8222678458577420162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b97fe9037e20982
X-Google-Attributes: gid1115ce,public
From: mbge4mdc@meehpa01.ee.man.ac.uk (Farag Elburki user)
Subject: Re: Configuration file placement (HOME)?
Date: 1996/10/04
Message-ID: <533bhs$bb9@yama.mcc.ac.uk>#1/1
X-Deja-AN: 187538193
references: <GJBOBCUQUp@tos.ak.planet.gen.nz>
content-type: text/plain; charset=us-ascii
organization: Sirius Cybernetics Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <GJBOBCUQUp@tos.ak.planet.gen.nz>,
     mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:
> I notice now a number of programs (zControl, COPS, Start Me Up...) which
> place their configuration files into the current user's home directory
> (as set in the HOME environment variable).
>
> I do not see this behaviour mentioned in any of the GEM references (including
> the Atari Compendium).
>
> What is the proper place for configuration files?

>

Having a directory pointed to by a HOME variable is definitely the best way IMHO

That way, as you say, multiple users can have their own config files for
a common program. If you have only one user, and don't use Unixy stuff, then
you could always create a HOME directory called "CONFIGS" for example.

> It seems to me that all software should place configuration files into the
> current user's home directory, this way multiple users can have different
> setups while sharing one copy of the software - saving disc space.
>
> However, this does mean that users' home directories might become clogged up
> with lots of configuration files.
>

Most Unix software I've seen calls files ".file.cnf" - i.e. a preceding dot.
In a Unix system this will make it hidden, so listing the files from a shell
or similar will not usually show them. Unfortunately Thing shows dot files
even under a Minix filesystem :(((

The Atari desktop knows nothing about Minix filesystems anyway, so I rarely
use it now.

> In addition, many people will not be running a multi-user OS, and this would
> not mean much to those people. I suppose that if the software did not find a
> HOME environment variable, it would then use the directory it resides in to
> store the configuration files.
>

Depends on the software, but most things will look in their own directory at
some point. Many check the root drive and C:\MINT or C:\MULTITOS first though.

> The above is just my thoughts on the matter, however - what is the standard
> protocol to use for placing configuration files?

I'm writing a little program myself at the moment, and what I've chosen to do
is to look first for the HOME path (looking for the file both with and without
a preceding dot) then in the application path.

There is no real "standard" but more and more things are moving towards using
a HOME path (and a good thing to!).

Cheers,

Xav

--
Email: mbge4mdc@fs1.ee.man.ac.uk
Web: http://www.compsoc.man.ac.uk/~xav/

"It's who I am, it's what I do - I can't change" - Sledge Hammer

From -3290946361226089080
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b97fe9037e20982
X-Google-Attributes: gid1115ce,public
From: wendyw@gwx.sis.lmco.com
Subject: Portfolio problem
Date: 1996/10/04
Message-ID: <5339ka$u4q@cisu2.jsc.nasa.gov>#1/1
X-Deja-AN: 187544275
references: <GJBOBCUQUp@tos.ak.planet.gen.nz>
organization: NASA/Johnson Space Center
reply-to: wendyw@gwx.sis.lmco.com
newsgroups: comp.sys.atari.programmer

My father has a Portfolio for several years; unfortunately
the battery expired before he had a chance to recharge it
this week.

When he tried to re-boot it after plugging it in, he got a
Divide by Zero error. Even a cold boot (if we're doing it
right -- it doesn't look quite like the picture) doesn't
help, he still gets the same error.

Since the manual simply says to reset and re-try or fix the
program in the event of a Divide by Zero, that's not a
whole lot of help.

Any ideas?
thanks a lot
Wendy W.

From -2858600041131917940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b97fe9037e20982
X-Google-Attributes: gid1115ce,public
From: wendyw@gwx.sis.lmco.com
Subject: Re: Portfolio problem
Date: 1996/10/04
Message-ID: <533bp4$1do@cisu2.jsc.nasa.gov>#1/1
X-Deja-AN: 187554807
references: <GJBOBCUQUp@tos.ak.planet.gen.nz> <5339ka$u4q@cisu2.jsc.nasa.gov>
organization: NASA/Johnson Space Center
reply-to: wendyw@gwx.sis.lmco.com
newsgroups: comp.sys.atari.programmer

In <5339ka$u4q@cisu2.jsc.nasa.gov>, wendyw@gwx.sis.lmco.com writes:
>My father has a Portfolio for several years; unfortunately
>the battery expired before he had a chance to recharge it
>this week.
>
>When he tried to re-boot it after plugging it in, he got a
>Divide by Zero error. Even a cold boot (if we're doing it
>right -- it doesn't look quite like the picture) doesn't
>help, he still gets the same error.
>
>Since the manual simply says to reset and re-try or fix the
>program in the event of a Divide by Zero, that's not a
>whole lot of help.
>
>Any ideas?
>thanks a lot
>Wendy W.

Fixed, as if by magic. By using the batteries (now recharged)
rather than the AC adapter, it began working.
Wendy W.

From 5631181097583345332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,32b88c22d3c30719,start
X-Google-Attributes: gid1115ce,public
From: sft@sound.net (Systems For Tomorrow)
Subject: FACE VALUE is NOW shipping in North America!
Date: 1996/10/05
Message-ID: <533bsr$ql5@guitar.sound.net>#1/1
X-Deja-AN: 187545727
organization: Sound Advice Limited's over worked and underpaid news service.
newsgroups: comp.sys.atari.programmer

PRESS RELEASE

FACE VALUE - "Visual GFA basic" for TOS computers

Visual GFA programming is now a reality. As the first GEM program
generator for GFA Basic, Face Value will create fully featured, solid,
multitasking friendly programs almost at a click of the mouse. It will
revolutionize GFA programming. Now you can devote your programming
time to the task you set out to solve, and not spend weeks - or even
months - on creating a modern GEM interface yourself. Face Value will
do that for you.

How do you work with Face Value?
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
The program design is done in a resource-editor. Here you decide how
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

the program will be presented to the user. Face Value will then load the RSC-file and write a complete, ready-to-run, solid GEM-program LST file. All you have to do is merge your own routines, and "connect" them to the Face Value-written code. This is easy to do thanks to Face Values well commented source code. The development time for your programs will be radically reduced, and as a lot of effort has gone into ease of use, even relatively inexperienced GFA programmers can now create first class, professional GEM programs.

Some features of the program:

* Windows with toolbars or toolstrips
  (as seen in modern document processors or paint programs)
* Menu bars in windows
  (Toolbox windows that will work in the background)
* Modal and non-modal dialog windows
* Animated icons (even with samples)
* Animated mouse pointers
* Realtime scrolling popup listboxes
  (radio-, check- or menu listboxes)
* Radio- and menu image popups
* Multiline radiobuttons (round) and checkboxes
* Windowed progress indicator or animated busy-dialog
* Number scrollers for numerical values
* Switchable Menu bars with automatic shortcuts
* User windows with graphics or text (or both)
* Custom desktop that can be installed/deinstalled "on the fly"
* Alerts in windows - with standard, custom or animated icons
* Iconification on all systems
* Can run as accessory, just rename to *.ACC
* Intelligent ST-Guide support (context sensitive calls to ST-Guide, automatic generation of ST-Guide sources for documentation of the menu bars and dialogs)

You can also pick & choose from Face Value's expandable library:

* Fontselector support (xFSL)
* Full Selectric support
* Drag & drop support
* GEM clipboard support
* GDOS (all types) support
* Command line support
* Off screen bitmap support (with eDVI/NVDI 2.5+)
* Load & save IMG
* and more...

What are people Saying?
~~~~~~~~~~~~~~~~~~~~~~~
"ST Format seal of approval - 90%" (august 96): "If you want to give your GFA Basic programs real 1990s interfaces, then Face Value is a must." - 90%
~~~~~~~~~~~~~~~~~~~~~~~

ST Computer: 5 of 5 mice! (january 96):"Face Value - das ist eine Revolution furGFA-Basic-Benutzer....Und die ist jede Mark wert." - 5 out of 5 mice. (high points for those of us lacking German language skills: 5 of 5 rating, A Revolution)

What do I get?
~~~~~~~~~~~~~~
The program and detailed reference are in English, and are supplied with a printed English introduction. The reference and documentation is in ST-Guide format. Example programs are included. The on-line help system ST-Guide is included on a second disk. You must supply GFA interpreter 3.5 or 3.6 and a resource construction set (ie. RCS2, ORCS or INTERFACE) these programs are NOT included with Face Value.

How do I get my copy?
~~~~~~~~~~~~~~~~~~~~~~
The North American Version of Face Value is distributed by Systems For Tomorrow, with Technical support provided by our new software division: Kordes Development. The North American version of Face Value is available NOW for only $69.99. Dealer Inquiries invited.

To Order, call (800)875-4943 (US/Canada Orders Only) or (816)833-4738. Or send E-Mail to sft@sound.net.

In Europe contact: Columbus Soft at 0049-6151-94383-0

From 2003229850635534514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d3ae32167739e5e6
X-Google-Attributes: gid1115ce,public
From: "Rory McMahon" <mcmahon@inil.com>
Subject: Re: STOS hi res graphics extension
Date: 1996/10/05
Message-ID: <01bbb280$3f1f6240$2b201fce@rory>#1/1
X-Deja-AN: 187685881
references: <Dyp7Ez.EE1@cee.hw.ac.uk>
content-type: text/plain; charset=ISO-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Brian Thomas Innes <ceebti@cee.hw.ac.uk> wrote in article <Dyp7Ez.EE1@cee.hw.ac.uk>...

> Hi, I'm working on a FAST hi res graphics extension for stos. Anybody
> interested? What features? (At the moment I have a rather fast plot
routine. I
> have not checked the actual speed yet!)
>
>   Mail: ceebti@cee.hw.ac.uk

Interest here!

From 6757485811523144151
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ec212d801729201a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ec212d801729201a
X-Google-Attributes: gid1115ce,public
From: mark@mdsh.com (Mark Himsley)
Subject: Re: RSC to C
Date: 1996/10/05
Message-ID: <32565d22.2889846@news.idiscover.co.uk>#1/1
X-Deja-AN: 187738029
references:
<Pine.GSO.3.95Lrindlow.960922200716.25173A-100000@tingeling.lysator.liu.se>
<fr_jacqu-2409960411280001@ppp114.hexagone.club-internet.fr>
organization: Private
reply-to: mark@mdsh.com
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

>> I'm wondering if there is a program somewhere that is able to convert an
>> RSC file to C code?
>> It has to be able to convert CICON objects too.
>an old but good program may do this very well, it is "WERKS", which was
>produced by HISOFT. It is copyrighted and can be found also in the Lattice
>C package.

It's DERCS from HISOFT which de compiles RSC files and turns it into 'C'.
It works very well on every RSC I've tried, including colour icons.

--
Enjoy! Mark Himsley.

From 8281335661230676535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b2f5e4f769d24bb,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: menu_unregister()
Date: 1996/10/05
Message-ID: <844604570_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 187751363
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

Hi folks,

I've hunted high and low for the AES opcode for the above function.
Can somebody tell me what it is please!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -3919362529444205947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b2f5e4f769d24bb
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: menu_unregister()
Date: 1996/10/05
Message-ID: <Pine.A32.3.91.961005195940.20684B-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 187780017
references: <844604570_OASIS_@swampdog.demon.co.uk>
organization: RRZN - Newsserver
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Sat, 5 Oct 1996, Guy Harrison wrote:

>
> Hi folks,
>
> I've hunted high and low for the AES opcode for the above function.
> Can somebody tell me what it is please!

AES opcode for menu_unregister is 36. Note that menu_popup has the same opcode. AES distinguishes between them via the number of parameter of each type.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -5739018421508356437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b2f5e4f769d24bb
X-Google-Attributes: gid1115ce,public
From: dhedberg@moksha.kuai.se (Daniel Hedberg)
Subject: Re: menu_unregister()
Date: 1996/10/05
Message-ID: <536o5q$vep@kaon.kuai.se>#1/1
X-Deja-AN: 187822285
references: <844604570_OASIS_@swampdog.demon.co.uk>
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I've hunted high and low for the AES opcode for the above function.
: Can somebody tell me what it is please!

Hi,

As far as I know there does not exist an AES function named menu_unregister, and I can't see what use it would be for. There does exist a function called menu_register, though, but I guess you already knew that.

--

```
                                                          @ @
  ----------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   The Home Page of New Beat Development:   E-Mail:            IRC Nickname:
   http://www.kuai.se/~dhedberg/            dhedberg@kuai.se   _Daniel
  ---------------------------------------------------------------------------
                                                            oOo   oOo
                                                             U     U
```

From -6386030433841511286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Falcon Truecolor mode
Date: 1996/10/06
Message-ID:
<Pine.GSO.3.95Lrindlow.961006233937.19665B-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 187195144
references: <531crj$qga@freenet.hut.fi>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 3 Oct 1996, Taneli Mielikainen wrote:

> How can I move a picture to video memory very fast? (move.l is much too slow...

movem.l if you use many registers.

Don't know if the Blitter can do the work faster, but I don't think so.

Setting the screen pointer is a quite fast way! :)

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

From -2672090745544263639
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,58e9f36f56862fc0,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: ICTARI goes on-line !
Date: 1996/10/06
Message-ID: <844653838_OASIS_@elis.demon.co.uk>#1/1
X-Deja-AN: 187204426
x-nntp-posting-host: elis.demon.co.uk
reply-to: augeas@elis.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: The Augean Stables

Thee Augean Stables Present:

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 /□□\  /□□\\_______/  \___________/  /□□\\_______//□□\  /□□\\_______//□□\  /□□\
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           \_______/
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The Atari Programmer's User Group

Peter Hibbs, the editor of ICTARI, the Atari programmer's disk-'zine has given me the go-ahead to put some back issues (including the current one) on a web site. He hasn't seen it yet, so it could be subject to quite a few changes. The page contains five zipped issues (averaging around 250kb each), a facility to mail articles to me, which I will then forward, and some brief notes about how the disk-based version works. You can get to the page from my home-page at:

http://www.elis.demon.co.uk/

Or, you can avoid my warped sense of humour and cut to the chase at:

http://www.elis.demon.co.uk/ictari/ictari.htm

Have fun, and tell me what you think. I'd like to add more links to other Atari programming resources in the near future. Anyway, please give it a go.

Enjoy Theeselves,
"Augeas"

--

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|  \ augeas@elis.demon.co.uk \          |  \ | | |  \/  | | |□□□
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       \_/________________________/      □    □   □    □   □□□□□
```

From 552217752833489418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d3ae32167739e5e6
X-Google-Attributes: gid1115ce,public
From: ceebti@cee.hw.ac.uk (Brian Thomas Innes)
Subject: Re: STOS hi res graphics extension
Date: 1996/10/07
Message-ID: <DywFBM.426@cee.hw.ac.uk>#1/1
X-Deja-AN: 187292899
sender: news@cee.hw.ac.uk (News Administrator)
references: <Dyp7Ez.EE1@cee.hw.ac.uk> <532tk1$hme@m1.cs.man.ac.uk>
organization: Heriot-Watt University
newsgroups: comp.sys.atari.programmer

In article <532tk1$hme@m1.cs.man.ac.uk>,
   jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:
>In article <Dyp7Ez.EE1@cee.hw.ac.uk>, ceebti@cee.hw.ac.uk (Brian Thomas
Innes) writes:
>>Hi, I'm working on a FAST hi res graphics extension for stos. Anybody
>>interested? What features? (At the moment I have a rather fast plot routine.
I
>>have not checked the actual speed yet!)
>
>I'd be interested. :)
>
>features? fast polygons, anything, so long as it works on the Falcon :-)
>
>Anthony

Hmm, yes, well.....

I would be rather surprised if it worked on the falcon!. I have designed the pixel plot routine for ST high res mode (May work in Falcon ST High Res compatible mode), and it accesses the screen directly.

Note, that this routine was only an experiment in using Stos extensions and may not get developed further. (What with university course work and everything!)

At the moment the extension has a plot routine (for ST high res, rather fast!), and a fast version of CLS. I have figured out a way of playing chip music at the correct speed (50Hz) in high res mode, and I may put this into the extension if I can be bothered.

Would you like me to email you a copy of the extension?

Thanks for your reply!

Brian T. Innes
~~~~~~~~~~~~~~

From 7752716580943284015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b430f74e615e68c
X-Google-Attributes: gid1115ce,public
From: Tomas Berndtsson <tobe@lysator.liu.se>
Subject: Re: Falcon Truecolor mode
Date: 1996/10/07
Message-ID:
<Pine.GSO.3.95Lrindlow.961007180152.7249C-100000@tingeling.lysator.liu.se>#1/1
X-Deja-AN: 187345259
references: <531crj$qga@freenet.hut.fi> <3254C421.167E@in.tu-clausthal.de>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Fri, 4 Oct 1996, Christof Donat wrote:

> Taneli Mielikainen wrote:
>
> > How can I move a picture to video memory very fast? (move.l is much too
slow...
>
> Try e.g. the Blitter. you can even go on with the rest of the Program
> while the blitter moves the block for you.

Well, it not quite true, unfortunately. There are two modes you can use
the Blitter in. Either only Blitter and lock the system, or share time
with the 68k. The second mode only reduced the amount of time for the two,
so they're not really working in parallel, and this wont improve the use.

> BTW the 030er has some Instructions for Block moves. at least it is
> possible to fill all the Registers iwith one Instruction and write them
> out again with another.

This isn't only 030, it's on all 68K, called movem. It's only faster than
many move.l if you use a lot of registers, don't know how many, but I
think you'll have to use eight or more.
This would be my choice, if you can spare many registers for the move.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe
~~~~~~~~~~~~~~

From -2243803196743942621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b2f5e4f769d24bb
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: menu_unregister()
Date: 1996/10/07
Message-ID: <844796750_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 187401526
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <536o5q$vep@kaon.kuai.se>
dhedberg@moksha.kuai.se (Daniel Hedberg) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: I've hunted high and low for the AES opcode for the above function.
>: Can somebody tell me what it is please!
>
>Hi,
>
>As far as I know there does not exist an AES function named
>menu_unregister, and I can't see what use it would be for. There does
>exist a function called menu_register, though, but I guess you already
>knew that.

It's existence is mentioned in the MagiC 2 manual but no assembly binding or explanation of its purpose. From discussions on irc it seems there is a difference:

MagiC 2 app:
menu_register() then terminate removes the entry leaving a blank slot in the "desk" entry.

Magic >2 app:
menu_register() then terminate removes the entry and removes the slot.

I'm simply curious to find out if menu_unregister() removes the blank slot under MagiC 2.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -3413648685289311014
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b2f5e4f769d24bb
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: menu_unregister()
Date: 1996/10/07
Message-ID: <844796704_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 187401617
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <Pine.A32.3.91.961005195940.20684B-100000@pallas.amp.uni-hannover.de>
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> said:-

>On Sat, 5 Oct 1996, Guy Harrison wrote:
>
>>
>> Hi folks,
>>
>> I've hunted high and low for the AES opcode for the above function.
>> Can somebody tell me what it is please!
>
>AES opcode for menu_unregister is 36. Note that menu_popup has the same
>opcode. AES distinguishes between them via the number of parameter of
>each type.

Thanks. :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 259938615392514878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec212d801729201a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: RSC to C
Date: 1996/10/07
Message-ID: <844797640_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 187402069
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <32565d22.2889846@news.idiscover.co.uk>
mark@mdsh.com (Mark Himsley) said:-

>
>>> I'm wondering if there is a program somewhere that is able to convert an
>>> RSC file to C code?
>>> It has to be able to convert CICON objects too.
>>an old but good program may do this very well, it is "WERKS", which was
>>produced by HISOFT. It is copyrighted and can be found also in the Lattice
>>C package.
>
>It's DERCS from HISOFT which de compiles RSC files and turns it into 'C'.
>It works very well on every RSC I've tried, including colour icons.

I started writing one of these. I implemented enough to convert
whatever resource it was that I needed converting at the time. Email
me if you want the source (MWC K&R C) to look at.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 8796507123425818051
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,35fb87e8ab986cb7,start
X-Google-Attributes: gid1115ce,public
From: pjrose@pelican-consultants.co.uk (Paul J Rose)
Subject: LEAD PROGRAMMER REQUIRED
Date: 1996/08/30

Message-ID: <506vvj$d1t@infoserv.netkonect.net>#1/1
X-Deja-AN: 177441448
organization: .netkonect (customer account)
newsgroups: comp.sys.atari.programmer

A lead programmer is required for a major developer and publisher with international acclaim.

The job description reads as follows:

• Fully conversant with 3D engines running on the PC

• Completed at least one flight simulator for a games company in a senior or team leader role

• Experience of leading a programming team and giving direction to other programmers

On offer to the successful candidate is a competitive salary, generous bonus scheme and other company benefits.

The company is based in Gloucester, England and the candidate will have to work in house.

Please reply with your resume via private email as soon as possible and we will call you to discuss the opportunity in more detail.

We look forward to hearing from you.

Paul J Rose
Pelican Consultants International Ltd

From -7738812027330678063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf9643b0696c86ad
X-Google-Attributes: gid1115ce,public
From: and@sun1.mim.uni-hannover.de (Andreas Kromke)
Subject: Re: Magic and Pexec
Date: 1996/08/30
Message-ID: <506toe$h72@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 177460442
references: <503h6e$jpu@naiad.grenet.fr>
organization: MiM
newsgroups: comp.sys.atari.programmer

Olivier LANDEMARRE (Olivier.landemarre@utbm.fr) wrote:
: Hello
:

: I'm trying to start an other program with Pexec(100,...) like with
: Multitos, but with Magic and MagicMac it don't work.
: Someone know the solution?

Pexec(10x) is supported by MagiC 5, not by earlier versions.
If it does not work, you most probably have an older version.
I completed a french version of MagiC 5 last week (5.02).

--

ANDREAS KROMKE

.....
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

From -7559300668941650801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,95a0685837cd1738
X-Google-Attributes: gid1115ce,public
From: and@sun1.mim.uni-hannover.de (Andreas Kromke)
Subject: Re: MagiC form_x.. funcs
Date: 1996/08/30
Message-ID: <506u8u$h72@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 177477029
references: <840315974_OASIS_@swampdog.demon.co.uk>
organization: MiM
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
: In article <Pine.A32.3.91.960815234745.27953B-100000-100000@pallas.amp.uni-hannover.de>
:   Peter Rottengatter <perot@pallas.amp.uni-hannover.de> said:-
:
: >On Tue, 13 Aug 1996, Guy Harrison wrote:
: >
: >!>
: >!> I've spent all afternoon trying to deal with conflicting information.
: >!> All I want, is to write MWC bindings for form_xdial() and form_xdo()!

I do not know what MWC is. But some months ago I wrote a multi-thread-safe
AES library that also contains all MagiC specific functions up to MagiC 5.
The name of this library is MT_AES and it should be available on some FTP
servers or from me (by a very long uuencoded mail).
The library is mainly writte for PureC, but it includes the complete
source code.
People talked a lot about MT-programming in MiNT but never anybody did it.
Otherwise such an AES library would have been created before.

--

ANDREAS KROMKE

.....
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

From 3478466462831153414
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: *RichardX_Tietjens@ccm.jf.intel.com* (Rich Tietjens)
Subject: Re: Current Projects
Date: 1996/08/30
Message-ID: <506sr3$1rs_002@jf.intel.com>#1/1
X-Deja-AN: 177534051
references: <4vc62j$a31@dux.dundee.ac.uk> <502j0d$k5k@hal.cs.duke.edu>
<504t51$sof@miracle.cybernex.net>
organization: Anonymous Fnordling Service
newsgroups: comp.sys.atari.programmer

In article <504t51$sof@miracle.cybernex.net>,
   pierce7@cybernex.net (The Ones) wrote:
>
>i am currently working on software to knock missiles out of the sky,
>and vaporize their contents.

Methinks you've been sniffing too much hydrazine already...

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * from my email address to reply. Spammers are foiled!
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

From -1863142346697955427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,16365d034c8f6594,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,16365d034c8f6594,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,16365d034c8f6594,start
X-Google-Attributes: gid109a67,public

From: dbrewood@nest.demon.co.uk (Daron Brewood)
Subject: Pure C - export.h file
Date: 1996/08/30
Message-ID: <51918291_Beta04_OASIS_NEWS@nest.demon.co.uk>#1/1
X-Deja-AN: 177555050
x-nntp-posting-host: nest.demon.co.uk
organization: NeST Headquarters
reply-to: dbrewood@nest.demon.co.uk (Daron Brewood)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone have a copy of the Pure C 'export.h' file at all?

Needed for program development.

--

```
  ---------------------------------------------------------------------------
   dbrewood@nest.demon.co.uk   ~   NeST Zone Coordinator 90:90/0.0@nest.ftn
    Atari - NeST - Psion - Red Haired Girls: http://www.nest.demon.co.uk/
  ---------------------------------------------------------------------------
```

From 722289403189248916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4e0612df4dbb129
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: Find/change foreground app on AES 4 & compatibles?
Date: 1996/08/30
Message-ID: <506n8v$fja@ccshst05.uoguelph.ca>#1/1
X-Deja-AN: 177582980
references: <GH4SBGUVUp@tos.ak.planet.gen.nz>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
[...]
: This can be done by selecting the application under the Desk menu, but I would
: like to write software capable of bringing an application to the foreground
: itself.
Hmmm...If you're doing what I think you're doing, it may have already
been done. It sounds like you're writing some sort of task manager, like
that of Geneva. One already exists for AES 4; it's called Hideaway, and
it works quite nicely.
: I have been partially successful by sending a WM_TOPPED message for one of the
: application's windows, but this method fails when an application does not have
: any windows open.
Can't you send a message that the application's menu entry under the Desk

menu has been clicked upon?
: I would also like to be able to determine which application is currently in the
: foreground. Currently, I am using menu_bar to check what menu bar is on top,
: and checking the owner of the top window. This method fails, however, when
: the application does not have a menu bar or any windows.
You might check with the author of Hideaway; IIRC, it is able to do this.

THeo

From 8008260225384165200
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Current Projects
Date: 1996/08/31
Message-ID: <32277c6a.1260235@news.airtime.co.uk>#1/1
X-Deja-AN: 177527489
references: <4vc62j$a31@dux.dundee.ac.uk> <502j0d$k5k@hal.cs.duke.edu>
<504t51$sof@miracle.cybernex.net> <506sr3$1rs_002@jf.intel.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

>In article <504t51$sof@miracle.cybernex.net>,
> pierce7@cybernex.net (The Ones) wrote:
>>
>>i am currently working on software to knock missiles out of the sky,
>>and vaporize their contents.

 At last!..Another STOS user ??????? :)

.
.
.
.
..

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From -7663768778099346591

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c9abd79eeb2e9291
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: Re: HELP: re .RSC editing
Date: 1996/08/31
Message-ID: <508ih4$o87@orm.southern.co.nz>#1/1
X-Deja-AN: 177579574
references: <841240632_OASIS_@swampdog.demon.co.uk>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
:
: As soon as you load the resource, save it with the option to write a
: header turned on. Copy the header somewhere. After you've finished
: fiddling, save again and compare the new header against the old. If
: any of the values have changed, you're buggered. Actually no - the
: program will be!
:
: Try it again but this time just edit the existing icon. Provided you
: do not perform an action that results in the editor re-ordering the
: object tree it will work.

Editing the icon I had in mind would be nightmarish as the one I want to
use is a mono dithered IMG file at about 150 by 75 resolution!! :)

I would prefer to load the IMG file directly onto the existing icon as a
replacement.

L8R...

Chris W.
/|\

From 4016394278840691006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: Nicklas Larsson <kilsmo@lysator.liu.se>
Subject: Re: Current Projects
Date: 1996/08/31
Message-ID:
<Pine.GSO.3.95Lrindlow.960831094312.28273B-100000@tiny.lysator.liu.se>#1/1
X-Deja-AN: 177605834
references: <4vc62j$a31@dux.dundee.ac.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

> Just out of interest - what projects are people working on??
> To start the ball rolling I am working on a full screen 3d maze game.

I'm working on Glasnost. It's a programming language for games. It's meant
to be much better than STOS when (if) it's finished.

Nicklas Larsson

From -4419195739546606170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Current Projects
Date: 1996/08/31
Message-ID: <322804ee.4954999@news.airtime.co.uk>#1/1
X-Deja-AN: 177637704
references: <4vc62j$a31@dux.dundee.ac.uk>
<Pine.GSO.3.95Lrindlow.960831094312.28273B-100000@tiny.lysator.liu.se>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sat, 31 Aug 1996 09:50:19 +0200, Nicklas Larsson
<kilsmo@lysator.liu.se> wrote:

>> Just out of interest - what projects are people working on??
>> To start the ball rolling I am working on a full screen 3d maze game.

>I'm working on Glasnost. It's a programming language for games. It's meant
>to be much better than STOS when (if) it's finished.

 Them's BIG words to back up sonny :-))

  I Don't doubt your ability to make a game making language, but have
you seen the latest version of STOS, the 1996 version and what can be
achieved with it?,

  BTW I already heard about this project and have been following it
with interest :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From -7362571638318666876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cc3e1d94e8d6de4,start
X-Google-Attributes: gid1115ce,public
From: 101352.2326@compuserve.com (Stephen Wilson)
Subject: addressing the centronics port
Date: 1996/08/31
Message-ID: <509mm8$hlf@arl-news-svc-6.compuserve.com>#1/1
X-Deja-AN: 177658515
organization: CompuServe Incorporated
reply-to: 101352.2326@compuserve.com
newsgroups: comp.sys.atari.programmer

Hello everyone.

I'm having problems with the following slimmed down printing routine -
can anyone help?? Needless to say the machine has been put into
supervisor mode beforehand . . .

```
xdef _send_centronics
xref _whatever

_send_centronics:

tstprint                ; test printer status
     btst #0,$FFFFFA01.w     ; 0 = ready for data
     bne  tstprint

     move #_whatever,d0
     bsr  writebyte2printer

     rts

writebyte2printer                ; d0 = character
     move.b   #7,$FFFF8800.w         ; set port b as output
     or.b #$c0,$FFFF8802.w

     move.b   #15,$FFFF8800.w        ; write character to port b
     move.b   d0,$FFFF8802.w

     move.b   #14,$FFFF8800.w        ; get port a bits
     move.b   $FFFF8802.w,d0
     and  #$df,d0            ; turn off bit 5
     move.b   #14,$FFFF8800.w        ; write to port a
     move.b   d0,$FFFF8802.w
```

```
     move.b   #14,$FFFF8800.w        get port a bits
     move.b   $FFFF8802.w,d0
     or   #$20,d0           turn on port a bit 5
     move.b   #14,$FFFF8800.w        right changes
     move.b   d0,$FFFF8802.w

     rts
```

TIA . . .

Steve Wilson
101352.2326@compuserve.com

From 2445282272493635367
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c9abd79eeb2e9291
X-Google-Attributes: gid1115ce,public
From: vegard@interlink.no (Vegard Hofsoy)
Subject: Re: HELP: re .RSC editing
Date: 1996/08/31
Message-ID: <vegard-3108962019050001@trh-ppp1.interlink.no>#1/1
X-Deja-AN: 177677198
references: <841240632_OASIS_@swampdog.demon.co.uk>
<508ih4$o87@orm.southern.co.nz>
organization: Mediadrom AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

In article <508ih4$o87@orm.southern.co.nz>, chriswil@southern.co.nz (Chris
Wilkinson) wrote:

> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> :
> : As soon as you load the resource, save it with the option to write a
> : header turned on. Copy the header somewhere. After you've finished
> : fiddling, save again and compare the new header against the old. If
> : any of the values have changed, you're buggered. Actually no - the
> : program will be!
> :
> : Try it again but this time just edit the existing icon. Provided you
> : do not perform an action that results in the editor re-ordering the
> : object tree it will work.
>
> Editing the icon I had in mind would be nightmarish as the one I want to
> use is a mono dithered IMG file at about 150 by 75 resolution!! :)
>
> I would prefer to load the IMG file directly onto the existing icon as a
> replacement.

Use Interface. It will warn you if you are about to change the object

order, as will all good RSC editors. Interface will also let you import
IMGs directly into its icon editor.

Vegard Hofsoy

From 1476048989367820587
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c9abd79eeb2e9291
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: HELP: re .RSC editing
Date: 1996/08/31
Message-ID: <841608464_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 177714095
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <508ih4$o87@orm.southern.co.nz>
chriswil@southern.co.nz (Chris Wilkinson) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>:
>: As soon as you load the resource, save it with the option to write a
>: header turned on. Copy the header somewhere. After you've finished
>: fiddling, save again and compare the new header against the old. If
>: any of the values have changed, you're buggered. Actually no - the
>: program will be!
>:
>: Try it again but this time just edit the existing icon. Provided you
>: do not perform an action that results in the editor re-ordering the
>: object tree it will work.
>
>Editing the icon I had in mind would be nightmarish as the one I want to
>use is a mono dithered IMG file at about 150 by 75 resolution!! :)

oo-er!

>I would prefer to load the IMG file directly onto the existing icon as a
>replacement.

In order of preference ...

You need an editor where you can fix the object order manually, or
preferably stop it automatically re-ordering. My Mark Williams C
editor cannot do this, except in one circumstance, but perhaps
Interface can? I don't know.

The problem is that you have to delete the old icon before inserting

the new one. This re-orders the tree.

If you are capable with a disk editor and can fathom out the resource file header it should be possible to hack the new icon over the old provided they are the same.

The only other possible solution is to drag everything out of the tree and then put them back, one object at a time, in the same order they originally went in, using the editor's "test" feature as a guide. This is a lot of messing around and may not be feasible for various reasons.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -6732195931195825975
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf9643b0696c86ad
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Magic and Pexec
Date: 1996/08/31
Message-ID: <841609482_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 177714097
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <506toe$h72@newsserver.rrzn.uni-hannover.de>
and@sun1.mim.uni-hannover.de (Andreas Kromke) said:-

>Olivier LANDEMARRE (Olivier.landemarre@utbm.fr) wrote:
>: Hello
>:
>: I'm trying to start an other program with Pexec(100,...) like with
>: Multitos, but with Magic and MagicMac it don't work.
>: Someone know the solution?

Hmm, why did I never see the original thread?

Is Pexec(100) for starting parallel apps? If so, you could use

shel_write().

```
shel_write(TRUE,TRUE,SHW_PARALLEL,exec,tail);

#define  SHW_PARALLEL  100
#define  SHW_SINGLE    101
```

Take care with the docs - there's a multitude of confusing and badly named parameters for the first 3 args. Put it this way, of the four shel_write() references I have, there are four contradictory definitions.

One of the first TRUE parameters, if passed as FALSE should invoke a non Gem process. I *think* this worked but was doing something else at the time so never confirmed it.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -1396662497199815540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b3088ec46c5b8d3,start
X-Google-Attributes: gid1115ce,public
From: comezana@math.psu.edu (Gustavo Comezana)
Subject: SLRN?
Date: 1996/09/01
Message-ID: <50aqcb$nk0@dodgson.math.psu.edu>#1/1
X-Deja-AN: 177737220
organization: Mathematics Department, The Pennsylvania State University
newsgroups: comp.sys.atari.programmer

I wonder if anyone knows if there is a MiNT port of SLRN (and the necessary SLANG libraries). Before I try to tackle this myself, I thought I'd find out if I could save myself the trouble :-). Thanks in advance for any tips.

Gustavo

From -3319848249429785065
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c9abd79eeb2e9291
X-Google-Attributes: gid1115ce,public
From: vegard@interlink.no (Vegard Hofsoy)
Subject: Re: HELP: re .RSC editing
Date: 1996/09/01
Message-ID: <vegard-0109961846320001@trh-ppp8.interlink.no>#1/1
X-Deja-AN: 177828942
references: <841608464_OASIS_@swampdog.demon.co.uk>
organization: Mediadrom AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

In article <841608464_OASIS_@swampdog.demon.co.uk>,
guy@swampdog.demon.co.uk wrote:

> The problem is that you have to delete the old icon before inserting
> the new one. This re-orders the tree.

If you use Interface for this job (and you should, it's the best
RSC-editor yet), then you do *not* have to delete the original icon.
Simply open it for editing and then import your IMG to replace the old
icon. The object tree structure is *not* altered by this.

Vegard Hofsoy

From -2517658271326803077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c9abd79eeb2e9291
X-Google-Attributes: gid1115ce,public
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Subject: Re: HELP: re .RSC editing
Date: 1996/09/01
Message-ID: <Pine.SGI.3.91r.960901124556.13505B-100000@freenet>#1/1
X-Deja-AN: 177836666
references: <841240632_OASIS_@swampdog.demon.co.uk>
<508ih4$o87@orm.southern.co.nz> <vegard-3108962019050001@trh-ppp1.interlink.no>
x-sender: lerwick@freenet
content-type: TEXT/PLAIN; charset=US-ASCII
organization: gofast.net -- ISDN ISP for MPLS/STPL
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

> Use Interface. It will warn you if you are about to change the object
> order, as will all good RSC editors. Interface will also let you import
> IMGs directly into its icon editor.

So where do you get Interface? I've searched high and low and havn't

found it...

```
  _
 /_ /\ /_                        /|\                      .     _-__
                      lerwick@freenet.msp.mn.us           |    |   /
     |\/\/\|      http://freenet.msp.mn.us/~lerwick/      |    | */ <-- PERTH
     |(o)(o)                                            /     |__\
 ----ooO---Ooo-----------------------------------------'
```

From -9050527328949345951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cc3e1d94e8d6de4
X-Google-Attributes: gid1115ce,public
From: schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: addressing the centronics port
Date: 1996/09/02
Message-ID: <vyzu3thunwk.fsf@lamothe.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 177971421
sender: schwab@lamothe.informatik.uni-dortmund.de
references: <509mm8$hlf@arl-news-svc-6.compuserve.com>
organization: Dortmund University, Germany
reply-to: schwab@issan.informatik.uni-dortmund.de
newsgroups: comp.sys.atari.programmer

Stephen Wilson writes:

|> Hello everyone.
|> I'm having problems with the following slimmed down printing routine -
|> can anyone help?? Needless to say the machine has been put into
|> supervisor mode beforehand . . .

Did you block out the floppy vbl interrupt while accessing the sound chip?
You should set _flock around that.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From -5049934712565030402
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,16365d034c8f6594
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,16365d034c8f6594
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,16365d034c8f6594
X-Google-Attributes: gid109a67,public
From: rincewind@discworld.oche.de (Michael Schwingen)
Subject: Re: Pure C - export.h file+

Date: 1996/09/02
Message-ID: <322afa74482b0fd@discworld.oche.de>#1/1
X-Deja-AN: 178024837
references: <51918291_Beta04_OASIS_NEWS@nest.demon.co.uk>
content-type: text/plain; charset=ISO-8859-1
organization: This is the discworld
mime-version: 1.0
reply-to: rincewind@discworld.oche.de
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:

DB>Does anyone have a copy of the Pure C 'export.h' file at all?

There is no export.h shipped with PureC.

cu
Michael
--
Michael Schwingen - Ahornstra⍰e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

From 3634582274102694688
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4cc3e1d94e8d6de4
X-Google-Attributes: gid1115ce,public
From: rincewind@discworld.oche.de (Michael Schwingen)
Subject: Re: addressing the centronics port
Date: 1996/09/02
Message-ID: <322afa6e4826a52@discworld.oche.de>#1/1
X-Deja-AN: 178026316
references: <509mm8$hlf@arl-news-svc-6.compuserve.com>
content-type: text/plain; charset=ISO-8859-1
organization: This is the discworld
mime-version: 1.0
reply-to: rincewind@discworld.oche.de
newsgroups: comp.sys.atari.programmer

Stephen Wilson (101352.2326@compuserve.com) wrote:

SW>I'm having problems with the following slimmed down printing routine -
SW>can anyone help?? Needless to say the machine has been put into
SW>supervisor mode beforehand . . .

Without looking too much at your code: you need to either disable the 200Hz
timer interrupt, or set flock ($43e IIRR) because otherwise the TOS timer
routine will access the PSG (and change the selected register) to check for

disk changes.

cu
Michael
--
Michael Schwingen - Ahornstra⍰e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

From 6732425992849405535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: Current Projects
Date: 1996/09/03
Message-ID: <50fsmr$jn3@tilde.csc.ti.com>#1/1
X-Deja-AN: 178068703
references: <4vc62j$a31@dux.dundee.ac.uk> <502j0d$k5k@hal.cs.duke.edu>
content-type: Text/Plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

>From the Holy Book of <4vc62j$a31@dux.dundee.ac.uk>
> as spake by dmitchel@mcs.dundee.ac.uk (Davy Mitchell) :
>
>>Just out of interest - what projects are people working on??
>>To start the ball rolling I am working on a full screen 3d maze game.
>
>Probably not what you had in mind, but...

Ok here are what I am working on now... a QWK & BlueWave Offline Mail Reader
called Rejoinder. Working on the BlueWave part now, the QWK part is working
and released as Rejoinder 1.3.

See http://www.geocities.com/SiliconValley/6880/phsw.html for more.

--
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From 6837439929949215117
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,c4e0612df4dbb129
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: Find/change foreground app on AES 4 & compatib
Date: 1996/09/03
Message-ID: <GIDIEEWGUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 178075944
references: <GH4SBGUVUp@tos.ak.planet.gen.nz> <506n8v$fja@ccshst05.uoguelph.ca>
content-length: 2043
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <506n8v$fja@ccshst05.uoguelph.ca> Theodore L Hopman wrote :

>Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
>[...]
>: This can be done by selecting the application under the Desk menu, but I would
>: like to write software capable of bringing an application to the foreground
>: itself.
>Hmmm...If you're doing what I think you're doing, it may have already
>been done. It sounds like you're writing some sort of task manager, like
>that of Geneva. One already exists for AES 4; it's called Hideaway, and
>it works quite nicely.

Hideaway does not work on programs that have no windows - thus it can get around
all the problems I am having by simply manipulating windows.

>: I have been partially successful by sending a WM_TOPPED message for one of the
>: application's windows, but this method fails when an application does not have
>: any windows open.
>Can't you send a message that the application's menu entry under the Desk
>menu has been clicked upon?

No, because this is handled internally in the AES - the program does not get
any message.

>: I would also like to be able to determine which application is currently in the
>: foreground. Currently, I am using menu_bar to check what menu bar is on top,
>: and checking the owner of the top window. This method fails, however, when
>: the application does not have a menu bar or any windows.
>You might check with the author of Hideaway; IIRC, it is able to do this.

Hideaway only finds programs that have windows open. Luckily, very few programs
don't have menubar or window, so it is not much of a problem.

--

+-----------------------------+---+
| Mario Becroft | New improved WWW page: |
| mbecroft@tos.ak.planet.gen.nz | http://www.ak.planet.gen.nz/user/mario/ |

From 8272271365234648144
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Current Projects
Date: 1996/09/03
Message-ID: <937cc$f1716.17b@HERMES>#1/1
X-Deja-AN: 178110302
references: <4vc62j$a31@dux.dundee.ac.uk>
newsgroups: comp.sys.atari.programmer

Davy Mitchell (dmitchel@mcs.dundee.ac.uk) wrote:
> Hi all,

> Just out of interest - what projects are people working on??

I have been writing DESKFMT, a plug-in replacement for the MultiTOS disc formatter and copier.

<ShamelessPlug>

A list of it's features so far:

It contains the ability to run at one of three priorities - alterable on the fly.

One can create PC friendly formats, or normal Atari formats from the very restrictive SSDD 360k up to DSED 2880k. And each of the Atari formats can be extended in both tracks and sectors per track.

One can set it up to format multiple discs, prompting you when to change discs - useful when you buy no-name unformatted discs.

You can pause (stop temporarily) the format, so you can use the floppy drive for something else. Restarting the format will pick up where it left off.

You can customise the formats (ie One FAT instead of two, a smaller root directory than normal, an "odd" [strange] number of sectors per track)

The copier portion will allow you to write a copy of the disc to your hard drive as an image, as well as save just the boot sector.

You can also run that at variable priorities, pause/resume copying at the click of a mouse, create multiple discs from one source etc.

</ShamelessPlug>

Mario has been Beta testing it for a while, and I am still in the throes
of improving it prior to full release.

--

Quote For The Month:

"THe Little Fish Are Drowning In The Sea"

(Special prize to first person to work out the source of that quote).

From -2443261868864812251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c9abd79eeb2e9291
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: HELP: re .RSC editing
Date: 1996/09/03
Message-ID: <gigxr01-0309961336250001@47.85.0.99>#1/1
X-Deja-AN: 178173834
references: <841240632_OASIS_@swampdog.demon.co.uk>
<508ih4$o87@orm.southern.co.nz> <vegard-3108962019050001@trh-ppp1.interlink.no>
<Pine.SGI.3.91r.960901124556.13505B-100000@freenet>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

In article <Pine.SGI.3.91r.960901124556.13505B-100000@freenet>, Callum
Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:

> > Use Interface. It will warn you if you are about to change the object
> > order, as will all good RSC editors. Interface will also let you import
> > IMGs directly into its icon editor.
>
> So where do you get Interface? I've searched high and low and havn't
> found it...

You have to buy it.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From 895213999746834691
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Current Projects
Date: 1996/09/03
Message-ID: <322C305F.41C6@in.tu-clausthal.de>#1/1
X-Deja-AN: 178184109
references: <4vc62j$a31@dux.dundee.ac.uk> <502j0d$k5k@hal.cs.duke.edu>
<50fsmr$jn3@tilde.csc.ti.com>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

William Wong wrote:

> See http://www.geocities.com/SiliconValley/6880/phsw.html for more.

Your pages allways kill Netscape. I cannot find out what it is, but
wvwry time I load your pages I get a Segmantation fault. Maybe you
should try and debug your Pages...

Christof

From -7118566764266891669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c7683132335d406,start
X-Google-Attributes: gid1115ce,public
From: PETEPP@smaug.devry.ca (BA070001)
Subject: Re: Looking for someone...
Date: 1996/09/03
Message-ID: <50hkr4$k4q@foam.devry.ca>#1/1
X-Deja-AN: 178207361
organization: Devry Institute of Technology, Calgary
content-type: Text/Plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I'm looking for Eric March, who helped me out a hell of a lot with GFA Basic.
If you're out there, Eric, please let me know!! I've lost your e-mail address,
and would like to get in touch with you again.

Chow,

Sentinel

##
##
Peter Epp
Code name: Sentinel
E-mail: PETEPP@smaug.devry.ca
Y'all come back now, y'hear?
##

From -7052221074012296466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: *RichardX_Tietjens@ccm.jf.intel.com* (Rich Tietjens)
Subject: Re: Current Projects
Date: 1996/09/03
Message-ID: <50hdol$2vo_001@jf.intel.com>#1/1
X-Deja-AN: 178217794
references: <4vc62j$a31@dux.dundee.ac.uk> <502j0d$k5k@hal.cs.duke.edu>
<50fsmr$jn3@tilde.csc.ti.com> <322C305F.41C6@in.tu-clausthal.de>
organization: Anonymous Fnordling Service
newsgroups: comp.sys.atari.programmer

In article <322C305F.41C6@in.tu-clausthal.de>,
   Christof Donat <cdonat@in.tu-clausthal.de> wrote:
>William Wong wrote:
>
>> See http://www.geocities.com/SiliconValley/6880/phsw.html for more.
>
>Your pages allways kill Netscape. I cannot find out what it is, but
>wvwry time I load your pages I get a Segmantation fault. Maybe you
>should try and debug your Pages...

It works fine here, Christof. I suspect you're running into a problem
that's specific to either your system (most likely) or your university's
connection (much less likely).

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * from my email address to reply. Spammers are foiled!
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

From 2057956386718476077
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a0facade32cef52c,start

X-Google-Attributes: gid1115ce,public
From: bellis@mbox317.swipnet.se (Torbj⍰rn Jansson)
Subject: Sticker 3.0 source code
Date: 1996/09/03
Message-ID: <50i7po$g5v@mn5.swip.net>#1/1
X-Deja-AN: 178280342
content-type: Text/Plain; charset=ISO-8859-1
organization: The Waterhole
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
nntp-posting-user: s-63898

Hi..

I⍰m looking for Sticker 3.0 sourcecode...
If you have it plzzz send it to me ...

bellis@mbox317.swipnet.se

From 3695347177326818357
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: SSweet@mettav.demon.co.uk (Steve Sweet)
Subject: Re: Current Projects
Date: 1996/09/03
Message-ID: <18655_SSweet@mettav.demon.co.uk>#1/1
X-Deja-AN: 178330716
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: SSweet@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.518) BETA (3)

FROM: SSweet@mettav.demon.co.uk
SUBJ: Current Projects

 >>> i am currently working on software to knock missiles out of the sky,
 >>> and vaporize their contents.

 s> At last!..Another STOS user ??????? :)

Blimey, thats 2 of them now, i wonder if they are a breeding pair. 8~))

  Regards from STEve & his nice warm cosey PAK'd MegaSTE.

--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From -9090976601923944788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Current Projects
Date: 1996/09/04
Message-ID: <322d6e77.5305575@news.airtime.co.uk>#1/1
X-Deja-AN: 178493533
references: <18655_SSweet@mettav.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 03 Sep 96 04:24:44, SSweet@mettav.demon.co.uk (Steve Sweet)
wrote:

> >>> i am currently working on software to knock missiles out of the sky,
> >>> and vaporize their contents.
>
> s> At last!..Another STOS user ??????? :)
>
>Blimey, thats 2 of them now, i wonder if they are a breeding pair. 8~))

 A bleeding pair of what?

 Still giving everyone a load of jip in Nest are we Steve? ;-)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From -426580603127443367
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91413712303e3a8f,start
X-Google-Attributes: gid1115ce,public
From: "Jon Hull (CS)" <hull@eng.usf.edu>
Subject: Canon BLC-210 Bubble Jet...
Date: 1996/09/04

Message-ID: <Pine.GSO.3.94.960904222728.21412A-100000@suntan>#1/1
X-Deja-AN: 178594325
organization: University of South Florida
x-sender: hull@suntan
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Does anyone know if the Canon BJC-210 Color Bubble Juet printer works on
the Falcon? I've seen support for the BJ-10e, but havn't seen anything
for color.

From 4653501774703412051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d6581335a3899b1a,start
X-Google-Attributes: gid1115ce,public
From: SBagley@cameo.co.uk (Steven Bagley)
Subject: Re: MagiC form_x.. funcs
Date: 1996/09/04
Message-ID: <1284_SBagley@cameo.co.uk>#1/1
X-Deja-AN: 178605882
references: <3210fa3b.296979@news.indigo.ie> <b3b312fe46@glengyle.demon.co.uk>
<3214c155.2339005@news.demon.co.uk>
<4c5630047@glengyle.demon.co.uk><3218df12.5920420@news.indigo.ie>
organization: Cameo Network Services Ltd.
reply-to: SBagley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.514)

"Ambassador ," asked Steven. "Do you really want to know what's going on down
there right now?"
"Yes, absolutely," replied and@sun1.mim.uni-hannover.de.
Steven moved forward, and whispered something.
 a> Organization: MiM

 a> I do not know what MWC is. But some months ago I wrote a multi-thread-
 a> safe AES library that also contains all MagiC specific functions up to
 a> MagiC 5. The name of this library is MT_AES and it should be available
 a> on some FTP servers or from me (by a very long uuencoded mail).

Any ftp addresses known? and what new AES functions are there in M5?

 a> The library is mainly writte for PureC, but it includes the complete
 a> source code.

What in assembler or C?

The most annoying thing about converting PureC code to Lattice is the Lattice uses long integers (32bits) so all the callbacks in the Windowed Dialog library are mucked up by the time Lattice receives them. In the end I had to receive the correct number of bytes in longs and use some logic to set the relevant variables.

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

..."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From 4368910728765002815
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public

From: kfoley@cameo.co.uk (Karl Foley)
Subject: Re: Current Projects
Date: 1996/09/04

Message-ID: <1286_kfoley@cameo.co.uk>#1/1
X-Deja-AN: 178605885

references: <4vjeo0$nu6@newsbf02.news.aol.com><18392_SFairclo@mettav.demon.co.uk>
organization: Cameo Network Services Ltd.
reply-to: kfoley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.514)

At 12:28:20 on 31 Aug 96, stosser@airtime.co.uk wrote this about Current Projects

s> I Don't doubt your ability to make a game making language, but
s> have you seen the latest version of STOS, the 1996 version and what
s> can be achieved with it?,

IS this version of STOS available for purchase?

ATB,
Karl.

--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From 39308959199588662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e893ba5619ce30ed,start
X-Google-Attributes: gid1115ce,public
From: comezana@math.psu.edu (Gustavo Comezana)
Subject: su for MiNT?
Date: 1996/09/05
Message-ID: <50n1o0$h0t@dodgson.math.psu.edu>#1/1
X-Deja-AN: 178693979
organization: Mathematics Department, The Pennsylvania State University
newsgroups: comp.sys.atari.programmer

Does anybody know if there is a MiNT version of Unix su? If so, are
there sources or binaries available anywhere? Thanks.

Gustavo

From 5046900373999398757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e893ba5619ce30ed
X-Google-Attributes: gid1115ce,public
From: benni@phil.uni-sb.de (Benjamin Lorenz)
Subject: Re: su for MiNT?
Date: 1996/09/05
Message-ID: <50n9p5$f1m@pf2.phil.uni-sb.de>#1/1
X-Deja-AN: 178716970
references: <50n1o0$h0t@dodgson.math.psu.edu>
organization: CIP-Pool, Media Centre, U of Saarland at Saarbruecken, Germany
newsgroups: comp.sys.atari.programmer

Gustavo Comezana <comezana@math.psu.edu> wrote:
>Does anybody know if there is a MiNT version of Unix su? If so, are
>there sources or binaries available anywhere? Thanks.

Just use the su that comes with the GNU sh-utils!

Benni
--
```
      /'^'\
     ( o o )          Benjamin Lorenz, Saarbruecken
-oOOO--(_)--OOOo----  benni@phil.uni-sb.de, 0681/372253
```

From 3799780217440209297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e893ba5619ce30ed
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: su for MiNT?
Date: 1996/09/05
Message-ID: <Pine.ULT.3.91.960905212504.20834A-100000@mars>#1/1
X-Deja-AN: 178725647
references: <50n1o0$h0t@dodgson.math.psu.edu>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 5 Sep 1996, Gustavo Comezana wrote:

> Does anybody know if there is a MiNT version of Unix su? If so, are
> there sources or binaries available anywhere? Thanks.
>

I have one here in /bin ... Judged from the huge size (56k) it came with the
MiNT-OS package available from ftp.funet.fi

// Jens M Andreasen

From 5950197587295786945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cc3e1d94e8d6de4
X-Google-Attributes: gid1115ce,public
From: 101352.2326@compuserve.com (Stephen Wilson)
Subject: Re: addressing the centronics port
Date: 1996/09/05
Message-ID: <50ndsv$gja@hil-news-svc-2.compuserve.com>#1/1
X-Deja-AN: 178731606
references: <509mm8$hlf@arl-news-svc-6.compuserve.com>
<322afa6e4826a52@discworld.oche.de>
organization: CompuServe Incorporated
reply-to: 101352.2326@compuserve.com
newsgroups: comp.sys.atari.programmer

rincewind@discworld.oche.de (Michael Schwingen) wrote:

>Stephen Wilson (101352.2326@compuserve.com) wrote:

>SW>I'm having problems with the following slimmed down printing routine -
>SW>can anyone help??

>Without looking too much at your code: you need to either disable the 200Hz
>timer interrupt, or set flock ($43e IIRR) because otherwise the TOS timer
>routine will access the PSG (and change the selected register) to check for
>disk changes.

>cu
>Michael

Thanx for the reply Michael.

I've already disabled all interrupts (as a temporary measure) by
writing #$2700 to the status register. Wouldn't this take care of the
200Hz Timer??

What's the >flock< BTW? And how do you set it?

Any other thoughts would be appreciated.
(Sorry I took so long in replying, but Compuserve is rather
temperamental when it comes to the net - you only get so many headers
in a newsgroup. I'm using another Server now)

Cheers,

Steve Wilson
101352.2326@compuserve.com

From -959385253247798283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e47eb7580b9b3e56,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: STOS 1996
Date: 1996/09/06
Message-ID: <322f605b.19305721@news.airtime.co.uk>#1/1
X-Deja-AN: 178766384
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 04 Sep 96 18:08:02, in comp.sys.atari.programmer you wrote:

> s> I Don't doubt your ability to make a game making language, but
> s> have you seen the latest version of STOS, the 1996 version and what
> s> can be achieved with it?,
>
>IS this version of STOS available for purchase?

 A short explanation, Fracois Lionet in his infinite wisdom, created STOS with the ability to simply add commands on and therefore update the language by mean of extensions, once placed in the STOS folder these will add commands to the Original STOS, not only add but in most cases replicate, but with better and faster versions,

 Had mandarin still supported STOS then each time they upgraded it they would have added a number to the version, but they dropped support and it was left to third party developers to do the job, this actually had the advantage that actual STOS programmers got the opertunity to have there say in what they want,

 Subsequently STOS has had many extensions made for it, each one enhancing the language,

 You take your original old STOS, bung some extensions in the STOS folder and you then have a highly upgraded language, hence a whole new 1996 version of STOS,

 Goodmans pdl will supply you with any extensions needed and indeed are the shareware holders for two of the most important, ie: Misty and Missing link extensions,

 I program with a far enhanced version of STOS than the original, as far as I am concerned its been upgraded and is the 1996 version, I hope my original post and indeed this one dident confuse anything :)

 ta<smile>

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From -7365475126221170514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f945967acab9033,start
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: HELP: What image type for WImage?
Date: 1996/09/06
Message-ID: <50os92$5c0@orm.southern.co.nz>#1/1
X-Deja-AN: 178847384
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Hi there!

I'm wishing to convert some images I have into icons/images that I will be able to insert into resource files that I'm working on. What format of image does Hisoft's WImage need to be able to convert into a format that can be then imported into WERCS? ie is it GIF, TGA, JPG? etc...

TIA for any help,

Chris W.
/|\

From -6867057155354733121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cc3e1d94e8d6de4
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: addressing the centronics port
Date: 1996/09/06
Message-ID: <50p6n7$3b8@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 178867591
references: <509mm8$hlf@arl-news-svc-6.compuserve.com>
<322afa6e4826a52@discworld.oche.de> <50ndsv$gja@hil-news-svc-2.compuserve.com>
to: 101352.2326@compuserve.com
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

Hmmm, I'm not sure about your code, but, to put it bluntly, it looks pretty wrong.

PSG register 7 is actually the Mixer control (pure note + noise enable/disable) and is, according to my docs also supposed to be IO control as well, though if so it's only the top two bits (the bottom six are channels 1-3 pure note on/off, channels 1-3 noise on/off).

The following routine will send a text file to the printer:

<---begin code--->

```
; Simple code to print a text file
;
     clr.l    -(sp)              ;    supervisor
     move.w   #32,-(sp)
     trap #1
     addq.l   #6,sp
     move.l   d0,old_usp         ;    save stack
     lea.l    file,a0            ;    a0->text file
     move.b   (a0)+,d0      ;    get first character
send_loop
     bsr  to_printer        ;    send it
     move.b   (a0)+,d0      ;    get next
     cmp.b    #$ff,d0            ;    end of file?
     bne.s    send_loop     ;    no, so continue sending characters
     move.l   old_usp,-(sp)      ;    user
     move.w   #32,-(sp)
     trap #1
     addq.l   #6,sp
     clr.w    -(sp)              ;    exit
     trap #1
;
to_printer
     move.b   #14,$ffff8800.w        ;    IO port A
     ori.b    #$60,$ffff8802.w   ;    centronics STROBE, general purpose OP
tp_online
     btst.b   #0,$fffffa01.w         ;    printer online?
     bne.s    tp_online
     move.b   #14,$ffff8800.w        ;    IO port A
     move.b   #1,$ffff8802.w         ;    printer font
     move.b   #15,$ffff8800.w        ;    IO port B - centronics output
     move.b   d0,$ffff8802.w         ;    character
     rts
     SECTION  DATA
file incbin   "a:\filename.ext"
     dc.b $ff
     SECTION  BSS
     even
old_usp  ds.l 1
```

<---end code--->

Funnily eno\ugh, just a week ago I'd borrowed the Amiga cartridge of Mastersound 2 (which works via the printer port) in the intention of utilising it via the ST's printer port. After much TRAP following, and disassembling I gave up as it all seemed too complicated....and then I saw your routine and realised how it worked!

I'm still not 100% sure about the actual workings of this routine however...

According to my docs, $ffff8802.w is used for floppy drive side select, and some other disk stuff, but also for the centronics STROBE and general purpose output (both 1 bit each). I figured selecting these two was important so did an ORI.B to turn the bits on. I assume that port A controls all that lot...

Next an online check, then select port A again and set it, then port B for centronics output and send the character. This is where my logic begins to falter: if port A was used to select the STROBE and general-purpose output (and port A also then handles the disk stuff) how it selects the printer font I've no idea. Mind you - that's only a guess that it selects the font. I originally send do to it as well but that ended up printing rubbish when I did a character test (sending 32-255 to the printer). I tried it with 1 to port A and it did the normal ascii stuff. Different values seem to select different characters, though the upper-case alphabet always appears to be there...I've seen blocks (differnt gray scales) and line-drawing characters (you know, horizontal, vertical, corners, 3-way, 4-way, etc). Sending 1 seems to work fine.

So if this is the case then how am I selecting the STROBE and gp output?!
If you remove those two lines then it doesn't seem to work!
And not selecting port A before sending the character stops it working!
And does removing the online check!

This works fine on my Epson printer, it may vary with other printers, though I suspect most are Epson compatible or work in the same (or similar) way. Note that tab sizes are selected by the printer, and are not consistent with what's on screen (mine uses 8 characters for a tab, but I prefer 4...) if you change tab size from the normal. Might be an idea to do a check for tabs and then send some spaces so you can have variable tab sizes...

I coded this with Devpac 2 and I`ve tested it and it works ok. Hopefully it'll work fine for you too.

I was sure there was something else I was going to say but...

Questions, comments fling 'em my way. Oh yeah, should be able to set tab size by escape codes to the printer, but...it's a lot of messing about. Probably easier just sending spaces. If anyone wants the docs I've got on system variables or on $ffff8800.w and $ffff8802.w and the MFP, etc. give me an email.

gaz
(gjones@cs.man.ac.uk)

From -6254290915380605316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4cc3e1d94e8d6de4
X-Google-Attributes: gid1115ce,public
From: *RichardX_Tietjens@ccm.jf.intel.com* (Rich Tietjens)
Subject: Re: addressing the centronics port
Date: 1996/09/06

Message-ID: <50pcnq$1ag_001@jf.intel.com>#1/1
X-Deja-AN: 178913973
references: <509mm8$hlf@arl-news-svc-6.compuserve.com>
<322afa6e4826a52@discworld.oche.de> <50ndsv$gja@hil-news-svc-2.compuserve.com>
<50p6n7$3b8@m1.cs.man.ac.uk>
organization: Something people do to make it possible to find their socks in pairs
newsgroups: comp.sys.atari.programmer

In article <50p6n7$3b8@m1.cs.man.ac.uk>, gjones@cs.man.ac.uk (S94) wrote:
>
>Next an online check, then select port A again and set it, then port B for
>centronics output and send the character. This is where my logic begins to
>falter: if port A was used to select the STROBE and general-purpose output
>(and port A also then handles the disk stuff) how it selects the printer
>font I've no idea. Mind you - that's only a guess that it selects the
>font.

It doesn't. Font selection in all printers (assuming you're talking about
internal fonts) is via a control-escape sequence or something similar. If
you want to select a printer font under GDOS, it's still a different kettle
of fish, having nothing to do with the port.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * from my email address to reply. Spammers are foiled!
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

From -4059701668416654996
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c4e0612df4dbb129
X-Google-Attributes: gid1115ce,public
From: vegard@interlink.no (Vegard Hofsoy)
Subject: Re: Find/change foreground app on AES 4 & compatib
Date: 1996/09/06
Message-ID: <vegard-06099620492500001@0.0.0.0>#1/1
X-Deja-AN: 178939384
references: <GH4SBGUVUp@tos.ak.planet.gen.nz> <506n8v$fja@ccshst05.uoguelph.ca>
<GIDIEEWGUp@tos.ak.planet.gen.nz>
organization: Mediadrom AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

> In <506n8v$fja@ccshst05.uoguelph.ca> Theodore L Hopman wrote :
>
> >Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:

> >Can't you send a message that the application's menu entry under the Desk

> >menu has been clicked upon?
>
> No, because this is handled internally in the AES - the program does not get
> any message.

What if you send this message not to the program itself, but to the AES - should$nt that trigger a message from the AES to the target program?

Vegard Hofsoy

From -7209097885516150363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: Re: Current Projects
Date: 1996/09/06
Message-ID: <842121690_OASIS_@elis.demon.co.uk>#1/1
X-Deja-AN: 179115330
x-nntp-posting-host: elis.demon.co.uk
reply-to: augeas@elis.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: The Augean Stables

I'm writing a really grotty fractal proglette. (Well, one day it might not be so grotty..) Instead of being restricted to z^2+u you can enter almost any complex expression -i.e. z^3 + cos(z) + z^z + u and it *should* be able to do it. Runs at an absoloute crawl, though, and what's worse is that it's the worst form of alert-ware and only likes standard ST resoloutions. I might clean up my act later. Did anyone get my even sillier (but prettier) sierpinski gasket prog from the PENSKE BBS ?

Have Fun,
"Augeas"

--

---

augeas@elis.demon.co.uk
'I want all you phoney indie underground artist alternative "punk" rock sport fan hippies to make like a bowling ball, stick your thumb up your nose, and roll on outta here !'

From -7331573466365161727
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,4cc3e1d94e8d6de4
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: addressing the centronics port
Date: 1996/09/06
Message-ID: <842131986_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 179135812
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <50p6n7$3b8@m1.cs.man.ac.uk>
gjones@cs.man.ac.uk (S94) said:-

>I'm still not 100% sure about the actual workings of this routine
>however... According to my docs, $ffff8802.w is used for floppy drive
>side select, and some other disk stuff, but also for the centronics
>STROBE and general purpose output (both 1 bit each). I figured
>selecting these two was important so did an ORI.B to turn the bits on.
>I assume that port A controls all that lot...

I dunno if its relevent and I can't remember any details but FLOCK
might need to be dealt with (word at $43E).

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 8837577063229956259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f945967acab9033
X-Google-Attributes: gid1115ce,public
From: savarez@connectum.skurup.se (Claes Olsson)
Subject: Re: HELP: What image type for WImage?
Date: 1996/09/07
Message-ID: <842186190_OASIS_@connectum.skurup.se>#1/1
X-Deja-AN: 179063337
organization: Uniplus Internet Access
reply-to: savarez@connectum.skurup.se
newsgroups: comp.sys.atari.programmer
organisation: none

In article <50os92$5c0@orm.southern.co.nz>
chriswil@southern.co.nz (Chris Wilkinson) said:-

>I'm wishing to convert some images I have into icons/images that I will be
>able to insert into resource files that I'm working on. What format of
>image does Hisoft's WImage need to be able to convert into a format that
>can be then imported into WERCS? ie is it GIF, TGA, JPG? etc...

Hi, Chris

The image format should be DEGAS (.PI3).
I've created some icons myself.
-Great fun!

CGO
--

---

savarez@connectum.skurup.se
Claes Olsson
Musketorgatan 11B
S-212 43 Malmoe
Sweden
Phone: 040 - 18 54 97

My computer system is an

Atari Mega STE 4MB

From -5707142119274542537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c7683132335d406
X-Google-Attributes: gid1115ce,public
From: SBagley@cameo.co.uk (Steven Bagley)
Subject: Re: Current Projects
Date: 1996/09/07
Message-ID: <1304_SBagley@cameo.co.uk>#1/1
X-Deja-AN: 179099551
references: <50hkr4$k4q@foam.devry.ca>
organization: Cameo Network Services Ltd.
reply-to: SBagley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.514)

"Ambassador ," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied stosser@airtime.co.uk.

Steven moved forward, and whispered something.
 s> Organization: STOSSER Software

 s> Still giving everyone a load of jip in Nest are we Steve? ;-)

Why don't you pop in and find out?

See you earlier,

Steven

        InterNet: sbagley@cameo.co.uk
        FidoNET: 2:2501/101.12 ... NeST: 90:102/203

..."These shoes, they fit perfectly" - The Doctor, The New Doctor Who
Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From -608650537704973776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c7683132335d406
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Current Projects
Date: 1996/09/07
Message-ID: <3231bcfa.25713266@news.airtime.co.uk>#1/1
X-Deja-AN: 179130720
references: <50hkr4$k4q@foam.devry.ca> <1304_SBagley@cameo.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Sat, 07 Sep 96 17:38:46, SBagley@cameo.co.uk (Steven Bagley) wrote:

> s> Still giving everyone a load of jip in Nest are we Steve? ;-)
>
>Why don't you pop in and find out?

 Because it is far too expensive a pastime?, Nest IMHO is far better
than these newsgroups, Unfortunatly none of my local BBS will
entertain Nest as they say I would be the only one, so not worth it,
 Wish there was an ATARI BBS withing distance :(

ha well :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From -8174717861730040653
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3cf343c84b7a3488,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: Gcc and X11...
Date: 1996/09/08
Message-ID: <842282990_OASIS_@elis.demon.co.uk>#1/1
X-Deja-AN: 179257896
x-nntp-posting-host: elis.demon.co.uk
reply-to: augeas@elis.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: The Augean Stables

Hello, I've just installed the T.A.F. MiNT distribution, and am now trying to get Gcc to work. I'm using the archives from the other MiNT distribution, (not KMGD...) all the .zoos were extracted to the right directories and I copied the environment variables from the MINT.CNF file into the one supplied by T.A.F. I type out a little proglette:

```
#include<stdio.h>
int main()
{
printf("Hello World ! /n");
return 0;
}
```

Typing gcc hello.c doesn't do anything ! Using the -v option showed that only the pre-proscessor had been run. No error messages and certainly no trace of a.out...
Help.

Also, has anyone managed to port a X11 version of Gnuplot ? what about the X version of Fractint...

Have Fun,
"Augeas"

--

---

augeas@elis.demon.co.uk
'I want all you phoney indie underground artist alternative "punk"
rock sport fan hippies to make like a bowling ball, stick your
thumb up your nose, and roll on outta here !'

From 1034742006247007718
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,111471c0710b4365,start
X-Google-Attributes: gid1115ce,public
From: mariner1@freenet.npiec.on.ca (Eric Handbury)
Subject: cartridge software
Date: 1996/09/08
Message-ID: <50t8n0$891@brain.npiec.on.ca>#1/1
X-Deja-AN: 179420231
organization: Niagara Peninsula Industry Education Council
newsgroups: comp.sys.atari.programmer

Is it possible to get educational or word processing CARTRIDGE software
for the 130XE?

From -5211641990203033995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: Current Projects
Date: 1996/09/09
Message-ID: <50vs3g$mgc@tilde.csc.ti.com>#1/1
X-Deja-AN: 179358844
references: <4vc62j$a31@dux.dundee.ac.uk> <502j0d$k5k@hal.cs.duke.edu>
<50fsmr$jn3@tilde.csc.ti.com> <322C305F.41C6@in.tu-clausthal.de>
content-type: Text/Plain; charset=US-ASCII
organization: TIS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <322C305F.41C6@in.tu-clausthal.de>, cdonat@in.tu-clausthal.de
says...
>
>William Wong wrote:
>
>> See http://www.geocities.com/SiliconValley/6880/phsw.html for more.
>

>Your pages allways kill Netscape. I cannot find out what it is, but
>wvwry time I load your pages I get a Segmantation fault. Maybe you
>should try and debug your Pages...
>

Thanks for the feedback.

Mmm... Segmentation fault... so you're using a Unix System to browse. Well, I don't have a browser on my Sun Ultra, I am using Netscape 3.0 on NT4/Pentium, where I developed those pages. I wonder if all the pages or just the 1st enterance page. The other browser I tested with was CAB 1.3 which works, but without the animated graphics. I will try to install a browser on the Ultra & test it out.

You can try -
  http://www.geocities.com/SiliconValley/6880/phsw2.html
which where the 1st page auto jumps to for Netscape, if the 1st page crash on you.

You can also try
  http://www.geocities.com/SiliconValley/6880/phem.html
as this page don't have any animated graphics, just text plus a background.

let me know. Thanks.

--
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From -3992416381463300444
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c4e0612df4dbb129
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: Find/change foreground app on AES 4 & compatib
Date: 1996/09/09
Message-ID: <GIJNFGUQUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 179391569
references: <GH4SBGUVUp@tos.ak.planet.gen.nz> <506n8v$fja@ccshst05.uoguelph.ca>
<GIDIEEWGUp@tos.ak.planet.gen.nz> <vegard-0609962049250001@0.0.0.0>
content-length: 1305
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <vegard-06099620492500001@0.0.0.0> Vegard Hofsoy wrote :

>> In <506n8v$fja@ccshst05.uoguelph.ca> Theodore L Hopman wrote :
>>
>> >Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
>
>> >Can't you send a message that the application's menu entry under the Desk
>> >menu has been clicked upon?
>>
>> No, because this is handled internally in the AES - the program does not get
>> any message.
>
>What if you send this message not to the program itself, but to the AES -
>should⍰nt that trigger a message from the AES to the target program?

I never thought of that. However, it still
may be a problem, since I will not know where in the menu the program is
listed. Maybe, however, they are always sorted by application identifyer
in the desk menu, in which case I should be able to calculate which menu
entry to activate. It is worth a try.

--

```
+-------------------------------+----------------------------------------+
| Mario Becroft                 | New improved WWW page:                 |
| mbecroft@tos.ak.planet.gen.nz | http://www.ak.planet.gen.nz/user/mario/ |
+-------------------------------+----------------------------------------+
|   Tariland WWW page:  http://www.ak.planet.gen.nz/user/mario/tariland   |
+-------------------------------------------------------------------------+
```


From -2412600502557684681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: SBagley@cameo.co.uk (Steven Bagley)
Subject: Re: Current Projects
Date: 1996/09/09
Message-ID: <1315_SBagley@cameo.co.uk>#1/1
X-Deja-AN: 179413572
references: <Dx5uAF.9Bo@liverpool.ac.uk>
<841794660snz@courtfld.demon.co.uk><322E50AB.1E4B@dial.pipex.com>
organization: Cameo Network Services Ltd.
reply-to: SBagley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.514)

"Ambassador ," asked Steven. "Do you really want to know what's going on down
there right now?"
"Yes, absolutely," replied stosser@airtime.co.uk.
Steven moved forward, and whispered something.

s> Organization: STOSSER Software

>> Why don't you pop in and find out?
s>
s> Because it is far too expensive a pastime?, Nest IMHO is far better
s> than these newsgroups, Unfortunatly none of my local BBS will
s> entertain Nest as they say I would be the only one, so not worth it,
s> Wish there was an ATARI BBS withing distance :(
s>
s> ha well :)

Then why don't you arrange to have the NeST groups sent over Internet Email
to you, its definately possible using Wormhole or Net2Net.

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who
Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From 144130568450442361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0ba7536b7b72f04,start
X-Google-Attributes: gid1115ce,public
From: fl4a004@rzaixsrv2.uni-hamburg.de (Lars Sprute)
Subject: C compiler wanted (Freeware)
Date: 1996/09/09
Message-ID: <510snb$975@rzsun02.rrz.uni-hamburg.de>#1/1
X-Deja-AN: 179431747
organization: University of Hamburg -- Germany
newsgroups: comp.sys.atari.programmer

Hi,

subject says all. I'm looking for a C compiler, debugger etc. under TOS.
This should be a PD/Freeware/Shareware one. Can you recommend one and
give me a ftp site?

Thanks,

Lars

--

/----------\
| Lars Sprute Email: fl4a004@rrz.uni-hamburg.de |
\----------/

From -7108549655870038658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,30a6171a6a34f610,start
X-Google-Attributes: gid1115ce,public
From: Sander Berents <s.j.berents@fys.ruu.nl>
Subject: TRS-80 emulator update
Date: 1996/09/09
Message-ID: <323408CC.23C0@fys.ruu.nl>#1/1
X-Deja-AN: 179434021
x-nntp-posting-host: anx1p5.fys.ruu.nl
sender: usenet@fys.ruu.nl (News system Tijgertje)
content-type: text/plain; charset=us-ascii
organization: Physics and Astronomy, University of Utrecht, The Netherlands
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (Macintosh; I; PPC)

VERSION 0.6 OF TRS-80 EMULATOR FOR ATARI COMPUTERS AVAILABLE

Now you can download the TRS-80 model III emulator version 0.6. The package includes basic programs, machine language programs and NEWDOS/80 on 3 virtual disks. It also has a MagicMac compatibility mode and runs in all monochrome video modes. To download it go to the Atari page of

http://www.pi.net/~volatile/

The package now consists of two .ZIP files. TRS80V06.ZIP contains the minimum configuration. TRS80X06.ZIP contains conversion software and software for exchanging files between the Model III and your Atari. It also contains extra documentation.

Changes:
- Support of all monochrome video modes starting with ST high;
- Support of virtual disks with any number of tracks and sectors per track.
- ROM tape routines rerouted to disk file. This could be used by Tape to Disk copy programs. Note that the current optional CLOAD, CSAVE and SYSTEM rerouting is not changed;
- Snapshot loading/saving added. Memory, registers and options are saved;
- Changed settings on NEWDOS/80 disk. Disk 3 now defined as SS/SD disk

for Model 1 disks;
- Startup message;
- NEWDOS/80 info translated to ASCII
- 2nd Connection and 2nd Convert added to the package;
- Manual, BASIC manual and other info included.

Using the included SPEED.BAS the following speed results were obtained
(all numbers relative to a 2 Mhz TRS80 model III)

Tested item	ST	STE	Falcon16	TT*	630**	
Integer	43	85	83	170	510	%
Floating Point	32	59	60	121	392	%
Memory	45	86	88	182	530	%
Text	170	311	311	530	1766	%
Scrolling	60	131	217	333	714	%

* TT RAM
** Apple Performa 630 running MagicMac 1.2.5
(for these tests the options "disk system" and "speed adapt" were disabled, "video acceleration and clock adapt" were enabled. The real time clock was set to "normal")

Send an email to me if you want to be added to the 2nd Life mailinglist. I will use this list to notify you about new updates, tips and tricks.

s.j.berents@fys.ruu.nl

From -4347286138817780477
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Current Projects
Date: 1996/09/09
Message-ID: <3233f334.7625542@news.airtime.co.uk>#1/1
X-Deja-AN: 179442129
references: <Dx5uAF.9Bo@liverpool.ac.uk>
<841794660snz@courtfld.demon.co.uk><322E50AB.1E4B@dial.pipex.com>
<1315_SBagley@cameo.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Mon, 09 Sep 96 07:53:20, SBagley@cameo.co.uk (Steven Bagley) wrote:

> s> Wish there was an ATARI BBS withing distance :(
> s>

> s> ha well :)
>
>Then why don't you arrange to have the NeST groups sent over Internet Email
>to you, its definately possible using Wormhole or Net2Net.

 Yes but even though I love my ATARI and spend most of the day using
it, programming mainly (keeping on topic<G>) I actually use my PC for
internet access, so am in shtuk :(

 Nice idea though :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From 4068748977166892835
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: paa@hol.gr (Panayiotis Andriopoulos)
Subject: Re: Current Projects
Date: 1996/09/09
Message-ID: <511ou7$l31@news.hol.gr>#1/1
X-Deja-AN: 179456851
references: <Dx5uAF.9Bo@liverpool.ac.uk>
<841794660snz@courtfld.demon.co.uk><322E50AB.1E4B@dial.pipex.com>
<1315_SBagley@cameo.co.uk> <3233f334.7625542@news.airtime.co.uk>
content-type: Text/Plain; charset=US-ASCII
organization: Your Organization
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

>On Mon, 09 Sep 96 07:53:20, SBagley@cameo.co.uk (Steven Bagley) wrote:

>Then why don't you arrange to have the NeST groups sent over Internet Email
>to you, its definately possible using Wormhole or Net2Net.

Could someone post or email more information about that?

TIA

From -1079835151729419124

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c2a95fc702e4fe37
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,c2a95fc702e4fe37
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,b547c83003e1895b,start
X-Google-Attributes: gid1115ce,public
From: Han van Almkerk <jlalmkerk@lucent.com>
Subject: FS: [NL] Atari TT030
Date: 1996/09/10
Message-ID: <3235D6FA.3882@lucent.com>#1/1
X-Deja-AN: 179690462
references: <32122F64.73F7@lucent.com>
cc: jlalmkerk@lucent.com
content-type: text/plain; charset=us-ascii
organization: Lucent Technologies
mime-version: 1.0
reply-to: jlalmkerk@lucent.com
newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
x-mailer: Mozilla 3.0 (Win16; I)

Han van Almkerk wrote:

Hi,

I have for sale in Holland an Atari TT030.

Includes:
- 8 Mb internal memory (4 Mb ST-RAM / 4 Mb TT-RAM).
- 48 MB Seagate.
- 212 MB Maxtor.
- TTM194 19" monitor (1280 x 960 x 2).
- SLM804 laserprinter (just installed new drum and toner).
- Spectre GCR Apple Macintosh emulator.
- Lighthouse tower case with 150 Watt PC power supply.
- Original case and powersupply available and usable without soldering !
- DD drive.
- Also have a HD drive available but needs Ajax controller.
- 8 x 1 Mb simms for TT-RAM upgrade (needs another TT-RAM board).
- Lots of dutch Atari related magazines and books.
- About 175 diskettes with Atari software.

All in one sale only !
Asking fl. 1700,-

Han van Almkerk
Email: jlalmkerk@lucent.com

--

Han van Almkerk
Information Automation Engineering

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                        //. .\\
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Lucent

Technologies
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Botterstraat 45
P O Box 18 Phone: (+31) (0)35 687
4583
1270 AA Huizen .oooO Fax: (+31) (0)35 687
4884
Netherlands (Earth) ( ) Oooo. Email:
jlalmkerk@lucent.com
----------\ (--(
)----------
_)) /
(_/

From 5821936270109237162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,798c0196cf6f2fad,start
X-Google-Attributes: gid1115ce,public
From: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
Subject: Analog joysticks?
Date: 1996/09/10
Message-ID: <DxIv5x.4r0@freenet.victoria.bc.ca>#1/1
X-Deja-AN: 179737023
sender: news@freenet.victoria.bc.ca (News Manager)
x-nntp-posting-host: vifa1
organization: The Victoria Freenet Association (VIFA), Victoria, B.C., Canada
reply-to: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
newsgroups: comp.sys.atari.programmer

Is it possible to use PC compatible analog joysticks on the Falcon? If so
how would the information be read? Any info would be appreciated.

--

From 4466877633880130472
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: SSweet@mettav.demon.co.uk (Steve Sweet)
Subject: Re: Current Projects
Date: 1996/09/10
Message-ID: <19074_SSweet@mettav.demon.co.uk>#1/1
X-Deja-AN: 179843701
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: SSweet@mettav.demon.co.uk

newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.518) BETA (3)

FROM: SSweet@mettav.demon.co.uk
SUBJ: Current Projects

 >> s> At last!..Another STOS user ??????? :)

 >> Blimey, thats 2 of them now, i wonder if they are a breeding pair.
 >> 8~))

 s> A bleeding pair of what?

A pair of (s)tossers. 8~))

 s> Still giving everyone a load of jip in Nest are we Steve? ;-)

Turbonet is where youre more likely to get blapped these days, but ive
discovered UseNet now, so no buggers safe. 8~)) The world is my victim.

Now tell me slowly and in big letters, what is STOS, and what do you do with
it. 8~)))

<Shameless plug alert>. 8~)))

  Regards from STEve & his nice warm cosey PAK'd MegaSTE.

--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From 3779591201843505262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a4148b87eefbce24,start
X-Google-Attributes: gid1115ce,public
From: dhedberg@moksha.kuai.se (Daniel Hedberg)
Subject: The Zilog 8530 SCC.
Date: 1996/09/10
Message-ID: <514fj5$cc9@kaon.kuai.se>#1/1
X-Deja-AN: 179884693
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Hello,

Anyone got some information about how to conigure/program the Zilog 8530
SCC in the Falcon030? Any help is very appreciated, thank you!

--
```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   The Home Page of New Beat Development:   E-Mail:            IRC Nickname:
   http://www.kuai.se/~dhedberg/            dhedberg@kuai.se   _Daniel
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From 7276473362872836886
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0ba7536b7b72f04
X-Google-Attributes: gid1115ce,public
From: Olivier LANDEMARRE <Olivier.landemarre@utbm.fr>
Subject: Re: C compiler wanted (Freeware)
Date: 1996/09/11
Message-ID: <515t28$fbl@naiad.grenet.fr>#1/1
X-Deja-AN: 179881935
references: <510snb$975@rzsun02.rrz.uni-hamburg.de>
to: fl4a004@rzaixsrv2.uni-hamburg.de
content-type: text/plain; charset=us-ascii
organization: LERMPS
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.2N (Windows; I; 16bit)

Hello
>Hi,

>subject says all. I'm looking for a C compiler, debugger etc. under TOS.
>This should be a PD/Freeware/Shareware one. Can you recommend one and
>give me a ftp site?

Try GNU C or Sozobon C

I use to work with GNU, it have some bug (prototyp problems), but if you
have enough memory, it is not so bad.
ftp://ftp.cnam.fr/pub/Atari/GnuKit/

bye
Olivier

From 6224724298199461801
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,a3f1b75d4ba7b60e,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a3f1b75d4ba7b60e,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,a3f1b75d4ba7b60e,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,a3f1b75d4ba7b60e,start
X-Google-Attributes: gid109a67,public
From: herve@parx.frmug.fr.net (Herve Piedvache)
Subject: [HELP] ETHERNET RIBEL C90 JUMPERS SIGNIFICATIONS ????
Date: 1996/09/11
Message-ID: <GILRDFAFUP@parx.frmug.fr.net>#1/1
X-Deja-AN: 179950288
content-length: 798
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech

Hi,

I need very very quick help for an Ethernet card called RIBEL C90.

There is on it Jumpers :

J1 to J6 next to the BNC connector
J11 alone
J8 to J10 next to the VME port
J17 to J23 next to the memory

I want to make it running on TT030 ...

For the moment I have the driver for Ribel + !?
It always said that it don't find the card ...

So have you got a driver for it ?
Could you give me more informations about the jumpers because I have
no documentation of it !!

Please reply by Email ... !!

Thanks per advance for your help !!

With Best regards,
Herve

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

From -7876538614124919885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Current Projects
Date: 1996/09/11
Message-ID: <32367BFC.41C6@in.tu-clausthal.de>#1/1
X-Deja-AN: 179963012
references: <4vc62j$a31@dux.dundee.ac.uk> <502j0d$k5k@hal.cs.duke.edu>
<50fsmr$jn3@tilde.csc.ti.com> <322C305F.41C6@in.tu-clausthal.de>
<50vs3g$mgc@tilde.csc.ti.com>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

William Wong wrote:

> Mmm... Segmentation fault... so you're using a Unix System to browse.

right...

> Well, I
> don't have a browser on my Sun Ultra, I am using Netscape 3.0 on NT4/Pentium,
> where I developed those pages. I wonder if all the pages or just the 1st
> enterance page.

I don't know. I can not get the other Pages as well.

> The other browser I tested with was CAB 1.3 which works, but
> without the animated graphics. I will try to install a browser on the Ultra &
> test it out.

I use an Alpha running DIGITAL UNIX. for browsing. This only hapens with
Netscape. Mosaic has no problem with it. I also tried HotJava and Arena
on a SUN - No Problem. It really seems to be a bug in Netscape. Don't
ask me, what the Problem is.

> You can try -
> http://www.geocities.com/SiliconValley/6880/phsw2.html
> which where the 1st page auto jumps to for Netscape, if the 1st page crash on
> you.

This one crashes as well.

> You can also try
> http://www.geocities.com/SiliconValley/6880/phem.html

> as this page don't have any animated graphics, just text plus a background.

This one has no Problem. There seem to be Problems with the Animated
GIFS (?). Just find out all the differences between the two Pages. We
can try then (email me).

Christof

From 1629526291769877972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,111471c0710b4365
X-Google-Attributes: gid1115ce,public
From: Bill Wilkinson <BillW@Asymetrix.com>
Subject: Re: cartridge software
Date: 1996/09/11
Message-ID: <32375ECA.7360@Asymetrix.com>#1/1
X-Deja-AN: 180057710
references: <50t8n0$891@brain.npiec.on.ca>
to: Eric Handbury <mariner1@freenet.npiec.on.ca>
content-type: text/plain; charset=us-ascii
organization: The Asymetrix Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (WinNT; I)

Eric Handbury wrote:
>
> Is it possible to get educational or word processing CARTRIDGE software
> for the 130XE?

I don't know of any worthwhile educational software,
but certainly the old AtariWriter word processor in
cartridge form works just fine with no disk or even
(if you don't mind not being able to save your work)
cassette. Of course, without a printer it doesn't do
anything worthwhile.

I assume that the reason you want a cartridge is becuz
you don't have a disk drive? If you DO have a disk
drive, then there are a lot more choices.

--
"Don't take life so seriously, son.
 It ain't nohow permanent."
     Porky Pine [Walt Kelly]

From 1191528430570176011
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Current Projects
Date: 1996/09/11
Message-ID: <3236dba2.24888070@news.airtime.co.uk>#1/1
X-Deja-AN: 180079008
references: <19074_SSweet@mettav.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Tue, 10 Sep 96 18:49:26, SSweet@mettav.demon.co.uk (Steve Sweet)
wrote:

> >> s> At last!..Another STOS user ??????? :)

> >> Blimey, thats 2 of them now, i wonder if they are a breeding pair.
> >> 8~))

> s> A bleeding pair of what?
>
>A pair of (s)tossers. 8~))

> s> Still giving everyone a load of jip in Nest are we Steve? ;-)

>Turbonet is where youre more likely to get blapped these days, but ive
>discovered UseNet now, so no buggers safe. 8~)) The world is my victim.

 Someone mentioned you where having a relative tantrum in N.ST.FORMAT
 I was told that just before it all finished, STF sent out copies of
PCFormat as some sort of prezzie to STF subscribers:) ?

>Now tell me slowly and in big letters, what is STOS, and what do you do with
>it. 8~)))

 Ho alright, simple question ;), take one chair and one stool and one
stos (stos should be made of cork, 4 inch in diameter and taper off to
a point at the top), place stos on chair (pointy end up), then stand
on stool, leap off the stool so as to land in a sitting position on
the chair, you should now know what to do with your stos :)

><Shameless plug alert>. 8~)))

 "plug" ? ho you already knew then :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From 838196441330515623
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4cc3e1d94e8d6de4
X-Google-Attributes: gid1115ce,public
From: rincewind@discworld.oche.de (Michael Schwingen)
Subject: Re: addressing the centronics port
Date: 1996/09/11
Message-ID: <3238448620981@discworld.oche.de>#1/1
X-Deja-AN: 180192872
references: <509mm8$hlf@arl-news-svc-6.compuserve.com>
<322afa6e4826a52@discworld.oche.de> <50ndsv$gja@hil-news-svc-2.compuserve.com>
content-type: text/plain; charset=ISO-8859-1
organization: This is the discworld
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Stephen Wilson (101352.2326@compuserve.com) wrote:

SW>I've already disabled all interrupts (as a temporary measure) by
SW>writing #$2700 to the status register. Wouldn't this take care of the
SW>200Hz Timer??

Right, that prevents all such problems.

SW>What's the >flock< BTW? And how do you set it?

It's a documentes TOS system variable at $43e, which is set when anyone
accesses the floppy drive. As a side effect, it makes the VBL routine not
access the PSG registers.

cu
Michael
--
Michael Schwingen - Ahornstra⍰e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

From -6960132337299006786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a4cdc8fe0f1a6042,start
X-Google-Attributes: gid1115ce,public
From: Kai Holst <kh@www.hials.no>
Subject: Graphical effects under GEM

Date: 1996/09/12
Message-ID: <3237D824.9EC@www.hials.no>
X-Deja-AN: 180124662
content-type: text/plain; charset=us-ascii
organization: Scriba
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (Win95; I)

Greetings, Atari experts.

I have recently been working on a small utilitie that functions as a small resident applications that can be used to add animations and some cool window opening and closing effects. It functions both as an accessory and application, and works both under Single-TOS, MiNT/Multi-TOS, XaAES (Reported by a beta-tester), Geneva and MagiC (Also reported by a beta-tester). It doesn't hook up to any system vectors, but lies resident waiting for messages from other programs, and understand the basic AES messages that can be thrown at it. Since it only uses documented AES and VDI calls that have existed since TOS 1.00, it should, in theory, be downwards compatible all the way.

On a bog-standard Falcon equipped with four megs of RAM running Magic it uses only about 3% of CPU time to display a 64x64 16-color animation at ten frames/second, so there's no problem in that department :)

I am looking for people to help me develop the program, and I'm trying to get people insterested in using these effects in their GEM applications. I think it would be cool if more utilities could get more graphically pleasing to use, wouldn't it? How about an animation while depacking data in ST-Zip or Lharc? While defragmenting a harddrive? While copying data? While reading mail or news? Or just an animation on the desktop, just for fun? It can be done! I just need some inspiration and help.

Limitations of the program:

- It does not convert animations between number of bitplanes - i.e. a 16-color animation only works in a 16-color mode. (actually, if the VDI rastercopy function is debugged a little, it will be possible to display a 16-color animation in both 256 color, high color and true color as well, but all current implementation of that functions do not convert between bitplanes.
- It only supports two fileformats (Neochrome and True Paint Image), which I

think should be improved.
- It does not, as of yet, support packed animations (Which is too bad, as a ten-
frame animation of 64x64 pixels in 16 colors stored in the True Paint format
takes over 20K, and can be packed down to about 500 bytes with Lharc!
- An animation needs to be displayed on a resource object in order to be

positioned correctly (If a window containing an animation is moved, my program
only needs to check the XY-coordinate of the resource object that is to become
an animation to know where to display it next.
- As of this moment, it only support one effect at the time, but that will change.

Development plans:
- Support for packed aniamtion files.
- Perhaps a unique animation-file system, or implementation of an existing system.
- Multiple animation support.
- Further development of the window opening and closing effects. (As of right now,
it is possible to have the program close a window ten pixels at a time, or in
ten steps, or any other number of pixels/time or steps. I want to make it even
better... The window opening effect will be reversed way, with opening the
window ten pixels at a time, and drawing the contents while doing so... It goes
without saying that this is kind of slow on most systems, but with a speedy
graphics card with accelleration (NVDI comes to mind) it actually looks good!
- Does anybody have any ideas?

So, then it's just to sit around and wait for response. The source code is available upon
request, as is a beta copy of Antidote, my virus killer, which uses an animation while
reading bootsectors, just for the heck of it.

And the name of the program? Well, I haven't decided on that yet, but the working title is
GEM-FX MkII (There was a MkI, but I wrote it in GFA Basic ages ago and it was loathsome),
and it is currently being programmed in Pure C.

It takes about 10K of RAM at the current state of development.

Comments, ideas, criticism, anyone? Please forward all postings to me by mail, as I don't
very often come down to reading rews...

- Kai

==========
Kai Trygve Holst # These are not the views of HiAa - They
P.O.Box 5061, Larsgaarden # are Copyright (C) 1996, Kai Trygve Holst
N-6021 Aalesund, Norway # "The fairest rose is picked the first"
http://www.hials.no/~kh/ # "Time is the silentmost enemy of youth"

From -7336999129317407761
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,3b2ec88ce25047ae,start
X-Google-Attributes: gid1115ce,public
From: (Nelson Cheong)
Subject: Re: Find $50,000!
Date: 1996/09/12
Message-ID: <5197u1$pd5@lantana.singnet.com.sg>
X-Deja-AN: 180166420
organization: Singapore Telecom Internet Service
newsgroups: comp.sys.atari.programmer

>

> Taking 5 minutes to read what follows could be one of the best

> decisions you have ever made.

>

> READ THIS!!!!

> I saw an article in an internet newsgroup telling me

> I could make $50,000 within a month for an investment of only $5.

>

> I thought it was a huge joke. I spoke to my attorney, friends and family

> about it, and they all agreed it was some kind of scam. I

> can't stand scams, because usually someone gets burned, and I didn't

> want it to be me. After rejecting the idea at first, I realized all I

> had to lose was the $5 in my wallet, and not much else. So, needing

> more than just $5, I figured what the heck, and gave it a shot.

>

> Two weeks later, I began recieving money in the mail! I could not

> believe it! Soon, hundreds, and then thousands of dollars began to

> roll in. Within 4 weeks, I had recieved a total of $32,445! It came

> from everywhere in the world.

>

> If you follow the three steps below, there is no reason why the same

> shouldn't happen to you! This is a legitimate investment opportunity.

> You invest $5, and you recieve a return on your investment. So does

> the next investor. NOT ILLEGAL, NOT A CHAIN LETTER- PERFECTLY

> LEGITIMATE.

>

> If you are not interested, then don't participate, but please print

> this article and pass it on to someone who may be interested, so they

> can take advantage.

>

> The procedure is simple:

> 1) Write your name and address of 5 sheets of paper. Below that,

> write the words, "Please add me to your mailing list." Fold $1 note in

> each

> piece of paper and mail them to the

> following 5 addresses.:

>

>

> 1. Michael Boykins

> 813 E. Bloomingdale Ave, Apt#137

> Brandon, FL 33511 USA

>

> 2. Joao Lima

> Rua da Gandra, 26 - 1º Esq. Frente

> 4445 Ermesinde, Portugal

>

> 3. Tim Cassedy-Blum

> 8012 Westover Road

> Bethesda, MD 20814 USA

>

> 4. Stephanie Newsome

> 3037 Crystal Springs #914

> Beyford, TX 76021

>

> 5. Nelson Cheong

> Blk 916, #10-71, Tampines St 91

> Singapore 520916

>

> 2) Now remove the top name from the list, and move the other four

> names up. In other words, #5 becomes #4 and so on. Put your name as

> the fifth one on the list. You can do this by simply retyping the

> article or reposting it to other newsgroups with the

> edited addresses.

>

> 3) Post the article to at least 200 newsgroups. There are 17,000, so

> it shouldn't be hard to find that many.

>

> You are now in the mail order investment business, and should start

> seeing returns within a week or two. Of course, the more newsgroups

> you post to, the greater your return will be. If you wish to remain

> anonymous, you may use a psuedonym, but make sure your address is

> correct.

>

> Now, here is why the system works:

>

> Of every 200 posts I made, I recieved 5 responses. Yes, only 5. You

> make $5 for every 200 posts with your name at #5.

>

> Each person who sent you $1 now also makes 200 additional postings

> with your name at #4. ie. 1000 postings. On average therefore, 50

> people will send you $1 with your name at #4. $50.

>

> Your 50 new agents make 200 postings each with your name at #3 or

> 10,000 postings. Average return 500 people= $500. They make 200

> postings each with your name at #2=100,000 postings=5000 return at $1

> each=$5000.

>

> Finally, 5,000 people make 200 postings with your name at #1 and you

> get a return of $50,000 before your name drops off the list. AND THATS

> IF EVERYONE DOWN THE LINE MAKES 200 POSTINGS! Total income in one

> cycle=$55,000.

>

> From time to time, when you see your name no longer on the list, you

> take the latest posting that appears in the newsgroups, and send out

> another $5, and put your name at #5, and start posting again.

> Remember, 200 postings is only a guideline. the more you post, the

> greater the return.

>

> Lets review why you should do this. THE ONLY COST IS $5, AND 5 STAMPS,

> AND 5 ENVELOPES. Anyone can afford $5 for such an effortless

> investment with such SPECTACULAR RETURNS.

>

> Some people have said to me, "what happens if the scheme is played out

> and no one sends me any money?" Big Deal, so you lose $5-but what are

> the chances of that happening??

>

> There are millions of internet users, and millions of new net surfers

> every month.

>

> Remember- read the instructions carefully, and play fairly. Thats the

> only way this will work. Get a printout so you can refer back to this

> article easily.

>

> Try to keep a list of everyone that sends you money and always keep

> an eye on the postings to make sure everyone is playing fairly. You

> know where your name should be.

>

> REMEMBER-HONESTY IS THE BEST POLICY.

> WHAT ARE 5 DOLLARS TO YOU ?

> YOU DO NOT NEED TO CHEAT THIS IDEA TO MAKE MONEY!!!

>

> This is the easiest way that you can make a buck. Think how excited

> you'll be to open up your mailbox day after day! Will it be $49?

> $122? Start making your plans, because it can happen to you.

From 2840407366551273618
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e42b891f90808fe,start
X-Google-Attributes: gid1115ce,public
From: aegaa@uni-halle.de (koehler)
Subject: Decrunch needed immed.
Date: 1996/09/12
Message-ID: <518s3u$ibd@mlucom4.urz.uni-halle.de>#1/1
X-Deja-AN: 180221180
organization: University Halle, Germany
newsgroups: comp.sys.atari.programmer

I do need some MagicMac-compatible Multidepack-program or at
least an ATOMIK 3.1 to 3.6 depack-routine...

Soeren Koehler (aegaa@cluster.urz.uni-halle.de)

From -5407051727451358328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: SBagley@cameo.co.uk (Steven Bagley)
Subject: Re: Current Projects
Date: 1996/09/12
Message-ID: <1342_SBagley@cameo.co.uk>#1/1
X-Deja-AN: 180236281
references: <96Sep2.110433gmt.36898@uln6.lovellwhitedurrant.com>
organization: Cameo Network Services Ltd.
reply-to: SBagley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.514)

"Ambassador ," asked Steven. "Do you really want to know what's going on down
there right now?"
"Yes, absolutely," replied stosser@airtime.co.uk.
Steven moved forward, and whispered something.
 s> Organization: STOSSER Software

 s> Yes but even though I love my ATARI and spend most of the day using
 s> it, programming mainly (keeping on topic<G>) I actually use my PC

s> for internet access, so am in shtuk :(

No, you'd just have to manually transfer the files onto a disk and wham through IOS-Mail. Or use STiK/AntMail to grab the NeST stuff, assuming you have an external modem.

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

..."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From 3999195872550518198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ebe0b00fd8cae71,start
X-Google-Attributes: gid1115ce,public
From: buck@grolen.com
Subject: Wanted: Assembler Editor cart.
Date: 1996/09/12
Message-ID: <323880ed.0@205.247.203.71>#1/1
X-Deja-AN: 180274197
organization: Pioneer Global
reply-to: buck@grolen.com
newsgroups: comp.sys.atari.programmer

Could anyone point me towards Atari's Assembler Editor cartridge?
I'm putting togather an 8-bit system so that I can get back into programming but I can't find one of these carts.
Any help would be greatly appreciated.

From -2996075816591845206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Current Projects
Date: 1996/09/13

Message-ID: <32390F8E.2781@in.tu-clausthal.de>#1/1
X-Deja-AN: 180529630
references: <96Sep2.110433gmt.36898@uln6.lovellwhitedurrant.com>
<1342_SBagley@cameo.co.uk>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Steven Bagley wrote:

> No, you'd just have to manually transfer the files onto a disk and wham
> through IOS-Mail. Or use STiK/AntMail to grab the NeST stuff, assuming you
> have an external modem.

You don't need a Modem. If your PC has Internat acess you can install a
Slip conection via a nullmodem Cable between the PC and the Atari. Even
STiK can do that. Still if Ram is not the Problem on your Atari I woult
prefer to install MiNT and MiNTNet. There is al lot more software
available for this Combination. So you can use your Atari and the PC for
Internet Access at the same Time. By the way you have a TCP/IP conection
between your PC and yout Atari. So you can use stuff like ftp or even
NFS for transfering files between the two.

Christof

From 3515281730550841582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: starship@3rdplanet.com (Rich Tietjens)
Subject: Re: Current Projects
Date: 1996/09/13
Message-ID: <556637011.65062.9.starship@3rdplanet.com>#1/1
X-Deja-AN: 180537357
references: <Dx5uAF.9Bo@liverpool.ac.uk>
x-registered-to: Rich Tietjens
x-ftn-adr: 51:205/311.0
organization: STarship and Quark's Holosuites
x-viagateway-at: 51:205/311.0
reply-to: starship@3rdplanet.com (Rich Tietjens)
newsgroups: comp.sys.atari.programmer
x-mailer: UUCP-ST News_Out version 1.22 15 Aug 1996 Registered

paa@hol.gr barked in COMP.SYS.ATARI.PROGRAMMER on 10 Sep 96:

 p> Newsgroups: comp.sys.atari.programmer
 p> References: <Dx5uAF.9Bo@liverpool.ac.uk>

p> <841794660snz@courtfld.demon.co.uk><322E50AB.1E4B@dial.pipex.com>
p> <1315_SBagley@cameo.co.uk> <3233f334.7625542@news.airtime.co.uk>
p> From: paa@hol.gr (Panayiotis Andriopoulos)
p>
p>
>> On Mon, 09 Sep 96 07:53:20, SBagley@cameo.co.uk (Steven Bagley) wrote:
p>
>> Then why don't you arrange to have the NeST groups sent over Internet
>> Email to you, its definately possible using Wormhole or Net2Net.
p>
p> Could someone post or email more information about that?

Take a look at my Atari Bookmarks page
(http://www.3rdplanet.com/~starship/atari.htm) and you can get Wormhole, NOS,
and assorted other useful stuff. Paul Baker is the responsible party for
Net2Net. If you want to manually decode/encode your UUcoded email packets,
you don't even need Wormhole or N2N - a bare-bones system would include STiK,
Antmail, Swampdog's UUcode thingy (name escapes me ATM, sorry), IOSmail,
Tmail, and STzip. Fancier methods are possible, but that's the minimum
recommendation I could make.

--
Visit us at http://www.3rdplanet.com/~starship

```
+-----------------------------------+---------------------------+
|  Supporting Atari users worldwide  | 51:205/311.0@atarinet.ftn |
|   Internet, Atarinet, and Net ST   |    90:304/6.0@nest.ftn    |
|   STarship & Quark's Holosuites    |      +1-503-244-2870      |
|     Links at http://www.3rdplanet.com/~starship/atari.htm      |
+-----------------------------------+---------------------------+
```

From 1667189252213982491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: starship@3rdplanet.com (Rich Tietjens)
Subject: Re: Current Projects
Date: 1996/09/13
Message-ID: <556637010.65062.04.starship@3rdplanet.com>#1/1
X-Deja-AN: 180537362
references: <Dx5uAF.9Bo@liverpool.ac.uk>
x-registered-to: Rich Tietjens
x-ftn-adr: 51:205/311.0
organization: STarship and Quark's Holosuites
x-viagateway-at: 51:205/311.0
reply-to: starship@3rdplanet.com (Rich Tietjens)
newsgroups: comp.sys.atari.programmer
x-mailer: UUCP-ST News_Out version 1.22 15 Aug 1996 Registered

stosser@airtime.co.uk barked in COMP.SYS.ATARI.PROGRAMMER on 09 Sep 96:

s> Newsgroups: comp.sys.atari.programmer
s> References: <Dx5uAF.9Bo@liverpool.ac.uk>
s> <841794660snz@courtfld.demon.co.uk><322E50AB.1E4B@dial.pipex.com>
s> <1315_SBagley@cameo.co.uk>
>>
>> Then why don't you arrange to have the NeST groups sent over Internet
>> Email to you, its definately possible using Wormhole or Net2Net.
s>
s> Yes but even though I love my ATARI and spend most of the day using
s> it, programming mainly (keeping on topic<G>) I actually use my PC for
s> internet access, so am in shtuk :(

Not stuck at all, Tony. You can get your packets via email on the PC,
UUdecode them to a floppy, then bung them into the Atari for processing,
reading, reply, or ignoring. Reverse the process to send your outbound.
Shoot, you can even use Ghostlink and avoid the floppy altogether.
--
Visit us at http://www.3rdplanet.com/~starship
+-----------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------+

From 4906633156687190395
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Current Projects
Date: 1996/09/14
Message-ID: <323a64a4.3607791@news.airtime.co.uk>#1/1
X-Deja-AN: 180549841
references: <Dx5uAF.9Bo@liverpool.ac.uk>
<556637010.65062.04.starship@3rdplanet.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Fri, 13 Sep 1996 19:26:36 GMT, starship@3rdplanet.com (Rich
Tietjens) wrote:

>stosser@airtime.co.uk barked in COMP.SYS.ATARI.PROGRAMMER on 09 Sep 96:

>Not stuck at all, Tony. You can get your packets via email on the PC,

where from, how and how do i choose which message areas?

>UUdecode them to a floppy, then bung them into the Atari for processing,

 that sounds bloody perfect to me,

>reading, reply, or ignoring. Reverse the process to send your outbound.

 sounds like a dream come true :)

>Shoot, you can even use Ghostlink and avoid the floppy altogether.

 bit difficult, st upstairs, pc down :)

   Hers a question, hope its viable, is it possible to recieve it via email as a QWK package then use something like KIVI or simmilar OLR to read and reply, then send back as a return QWK package, that would be EVERYONES answer surely?:)

   If not then can I have exact details on how to do this,

   not an url...details please if poss, I really would like to get back to messaging in NeST.....<SMILE>

                    Cheers.....!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From -4559490785652248565
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,3e4657d59e99d54c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10d9d0,3e4657d59e99d54c,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: f7b2a,3e4657d59e99d54c,start
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1056fc,3e4657d59e99d54c,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,3e4657d59e99d54c,start
X-Google-Attributes: gid1115ce,public
From: herve@parx.frmug.fr.net (Herve Piedvache)
Subject: Ethernet Ribel C90 card for TT need Help QUICKLY !!
Date: 1996/09/14
Message-ID: <GIONAGAFUP@parx.frmug.fr.net>#1/1
X-Deja-AN: 180562188
content-length: 1305
content-type: text/plain; charset=ISO-8859-1
mime-version: 1.0

newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.tech,fr.comp.sys.atari

Hi,

PLEASE - I NEED A QUICK ANSWER - I NEED REALLY QUICKLY TO MAKE THIS
CARD RUNNING !! ...

I need very very quick help for an Ethernet card called RIBEL C90.

There is on it Jumpers :

J1 to J6 next to the BNC connector
J11 alone
J8 to J10 next to the VME port
J17 to J23 next to the memory

I want to make it running on TT030, in BNC ...

For the moment I have the driver for Ribel + !?
It always said that it don't find the card ...

So have you got a driver for it ?

Could you give me more informations about the jumpers because I have
no documentation of them !!

Please reply by Email ... !!

Thanks per advance for your help !!

With Best regards,
Herv

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

From -1280058574615910469
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public

From: starship@3rdplanet.com (Rich Tietjens)
Subject: Re: Current Projects
Date: 1996/09/14
Message-ID: <556701562.62878.27.starship@3rdplanet.com>#1/1
X-Deja-AN: 180686047
references: <Dx5uAF.9Bo@liverpool.ac.uk>
x-registered-to: Rich Tietjens
x-ftn-adr: 51:205/311.0
organization: STarship and Quark's Holosuites
x-viagateway-at: 51:205/311.0
reply-to: starship@3rdplanet.com (Rich Tietjens)
newsgroups: comp.sys.atari.programmer
x-mailer: UUCP-ST News_Out version 1.22 15 Aug 1996 Registered

stosser@airtime.co.uk barked in COMP.SYS.ATARI.PROGRAMMER on 14 Sep 96:

 s> Newsgroups: comp.sys.atari.programmer
 s> References: <Dx5uAF.9Bo@liverpool.ac.uk>
 s> <556637010.65062.04.starship@3rdplanet.com>
 s> Reply-To: stosser@airtime.co.uk
 s>
 s> On Fri, 13 Sep 1996 19:26:36 GMT, starship@3rdplanet.com (Rich
 s> Tietjens) wrote:
 s>
 >> stosser@airtime.co.uk barked in COMP.SYS.ATARI.PROGRAMMER on 09 Sep
 >> 96:
 s>
 >> Not stuck at all, Tony. You can get your packets via email on the PC,
 s>
 s> where from, how and how do i choose which message areas?

From me, or from Paul Baker, or from any NeST sysop with an email account, a small amount of technical know-how, and a big heart. For the moment, if you want to choose the message areas, you need a NeST address. Read on...

 >> UUdecode them to a floppy, then bung them into the Atari for processing,
 s>
 s> that sounds bloody perfect to me,
 s>
 >> reading, reply, or ignoring. Reverse the process to send your
 >> outbound.
 s>
 s> sounds like a dream come true :)

It's easy enough, yes.

 >> Shoot, you can even use Ghostlink and avoid the floppy altogether.
 s>
 s> bit difficult, st upstairs, pc down :)

Wire is cheap, and RS-232 will support rather long runs usually - up to a couple of hundred feet, anyway.

s> Hers a question, hope its viable, is it possible to recieve it via
s> email as a QWK package then use something like KIVI or simmilar OLR to
s> read and reply, then send back as a return QWK package, that would be
s> EVERYONES answer surely?:)

ATM, no - it would require too much manual setup on the sysop's end. Later, when I have a real UUCP here, yes, it will be possible, but right now, your best option is a NeST private node.

s> If not then can I have exact details on how to do this,
s>
s> not an url...details please if poss, I really would like to get
s> back to messaging in NeST.....<SMILE>

OK, you need to obtain all of the following:

NESTKIT (includes the NeST application and a NeSTlist, not necessarily the latest, however).
BTNC
IOSmail or Jetmail (IOS is freeware; Jetmail is faster and a bit less buggy)
Tmail, LED, or other fido-style message reader
Suitable archiver(s) (STzip recommended; ARC supported; LHA acceptable but not recommended due to too many semi-compatible versions)
UUcode software (ESScode or Guy Harrison's UUcoder recommended)

Patience.

You have to fill in your NeST app and submit it as a private node to whomever you wish to get your feed from with a request to have it forwarded to the proper RC. Use the temporary address (90:XXX/999.0 where XXX is the rgion you'll be connecting to) to set up BTNC, IOS/Jetmail, and your mail reader while you wait for a reply.

You /must/ be able to write and pack netmail in order to get a node number. The only tricky part will be manually UUcoding the outbound packets, which must be emailed to AUTONET at your host system (me or Paul, or whoever else joins the club). The email subject should be "AUTONET Packet" - the content should be nothing but the UUcoded fido packet.

When you get email addressed to AUTONET (or with AUTONET packet in the subject line), UUdecode it to a floppy and move it to your INBOUND folder, or UUdecode it directly to INBOUND. Then run IOS or Jetmail to import the packet.

It sounds complex, but the whole process takes less than a minute once you have your private node set up.

All the necessary files are available at ftp://ftp.teleport.com/users/atari

Good luck!

--
Visit us at http://www.3rdplanet.com/~starship

```
+-------------------------------------+---------------------------+
|  Supporting Atari users worldwide  | 51:205/311.0@atarinet.ftn |
|   Internet, Atarinet, and Net ST   |    90:304/6.0@nest.ftn    |
|   STarship & Quark's Holosuites    |      +1-503-244-2870      |
|     Links at http://www.3rdplanet.com/~starship/atari.htm      |
+-------------------------------------+---------------------------+
```

From -32416582011991154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: kfoley@cameo.co.uk (Karl Foley)
Subject: Re: Current Projects
Date: 1996/09/14
Message-ID: <1354_kfoley@cameo.co.uk>#1/1
X-Deja-AN: 180691356
references: <96Sep2.110433gmt.36898@uln6.lovellwhitedurrant.com>
organization: Cameo Network Services Ltd.
reply-to: kfoley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.514)

At 12:21:11 on 09 Sep 96, stosser@airtime.co.uk wrote this about Current Projects

```
 >> Then why don't you arrange to have the NeST groups sent over Internet
 >> Email to you, its definately possible using Wormhole or Net2Net.

 s>  Yes but even though I love my ATARI and spend most of the day using
 s> it, programming mainly (keeping on topic<G>) I actually use my PC
 s> for internet access, so am in shtuk :(
```

Nope - Net2Net converts FTN newsgroups to email - It doesn't matter what machine you use, if it reads email you can use it.

```
 s>  Nice idea though :)
```

Still is!

ATB,
    Karl.

--

```
Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road,              | Training and consultancy.
Felixstowe, Suffolk, England.           |
```

Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From -3061025880780664355
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: kfoley@cameo.co.uk (Karl Foley)
Subject: Re: Current Projects
Date: 1996/09/14
Message-ID: <1355_kfoley@cameo.co.uk>#1/1
X-Deja-AN: 180746499
references: <322B213D.BBA@dial.oleane.com>
organization: Cameo Network Services Ltd.
reply-to: kfoley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.514)

At 18:50:47 on 09 Sep 96, paa@hol.gr wrote this about Current Projects

 >> Then why don't you arrange to have the NeST groups sent over Internet
 >> Email to you, its definately possible using Wormhole or Net2Net.

 p> Could someone post or email more information about that?

It's possible but we'd have to agree who would do it... May I suggest that all NeST SysOps with Internet access send a few Nest echos each? BTW -It also works for file echos.

ATB,
    Karl.

--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From 7557842703361612703
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,3e4657d59e99d54c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10d9d0,3e4657d59e99d54c
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: f7b2a,3e4657d59e99d54c

X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1115ce,3e4657d59e99d54c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,3e4657d59e99d54c
X-Google-Attributes: gid1056fc,public
From: Dan Phillips <xiting@worldnet.att.net>
Subject: Re: Ethernet Ribel C90 card for TT need Help QUICKLY !!
Date: 1996/09/15
Message-ID: <323CF581.1644@worldnet.att.net>#1/1
X-Deja-AN: 181057519
references: <GIONAGAFUP@parx.frmug.fr.net>
to: Herve Piedvache <herve@parx.frmug.fr.net>
content-type: text/plain; charset=iso-8859-1
organization: AT&T WorldNet Services
mime-version: 1.0
newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.tech,fr.comp.sys.atari
x-mailer: Mozilla 2.02 (Win16; I)

Herve Piedvache wrote:
>
> Hi,
>
> ----------
> PLEASE - I NEED A QUICK ANSWER - I NEED REALLY QUICKLY TO MAKE THIS
> CARD RUNNING !! ...
> ----------
>
> I need very very quick help for an Ethernet card called RIBEL C90.
>
> There is on it Jumpers :
>
> J1 to J6 next to the BNC connector
> J11 alone
> J8 to J10 next to the VME port
> J17 to J23 next to the memory
>
> I want to make it running on TT030, in BNC ...
>
> For the moment I have the driver for Ribel + !?
> It always said that it don't find the card ...
>
> So have you got a driver for it ?
> ----------
> Could you give me more informations about the jumpers because I have
> no documentation of them !!
> ----------
>
> Please reply by Email ... !!
>
> ----------

> Thanks per advance for your help !!
> ----------
>
> With Best regards,
> Herv
>
> --
> Herve Piedvache SysOp on The BBS for ATARI Computers.
> +33-1-42511135
> 90:8/0@nest.ftn 51:901/0@atarinet.ftn
> 2:320/107@fidonet.org herve@parx.frmug.fr.net

Sorry to take so long, but I just happened to decide to get Linux going on my
Falcon
and went to the Linux newsgroups, and guess what I found in comp.os.linux.m68k?

>Marshall Lake (mlake@melake.erols.com) wrote:
>: >And if you insert an ethernet board in your PC, you can connect the Atari(s)
to
>: >the ethernet by having the PC forwarding the packets between serial interface
>: >and ethernet...
>:
>: Is there an Ethernet board that can be inserted into the TT that Linux
>: will support?

>There are various kinds of ethernet boards for the TT VME slot, using the
>LANCE chipset. The kernel has drivers for Riebl and PAM's cards - but you may
>hold yourself very lucky if you happen to find one of these for sale.
>
> Michael

He goes on to say they're worth about $100. Check out the thread, maybe someone
there can help.

Good luck!

Dan

From -8772845711484011720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: *starship@3rdplanet.com* (Rich Tietjens)
Subject: Re: Current Projects
Date: 1996/09/16
Message-ID: <51k1dm$f55@ornews.intel.com>#1/1
X-Deja-AN: 180943574
references: <322B213D.BBA@dial.oleane.com> <1355_kfoley@cameo.co.uk>
organization: Agents of KAOS
newsgroups: comp.sys.atari.programmer

In article <1355_kfoley@cameo.co.uk>, kfoley@cameo.co.uk (Karl Foley) wrote:
>
>At 18:50:47 on 09 Sep 96, paa@hol.gr wrote this about Current Projects
>
> >> Then why don't you arrange to have the NeST groups sent over Internet
> >> Email to you, its definately possible using Wormhole or Net2Net.
>
> p> Could someone post or email more information about that?
>
>It's possible but we'd have to agree who would do it... May I suggest that
>all NeST SysOps with Internet access send a few Nest echos each? BTW -It
>also works for file echos.

My internet access isn't charged by the minute, so I'm the logical candidate.
However... Ever since my ISP "upgraded" his OS, inbound email works ONLY with
Antmail, which is a PITA. I'm working on getting a "true" UUCP account, and
when that is accomplished, this whole idea will be much easier to implement
from my end.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

From -587381359925344328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e42b891f90808fe
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: Decrunch needed immed.
Date: 1996/09/16
Message-ID: <51joou$2v1@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 180947748
references: <518s3u$ibd@mlucom4.urz.uni-halle.de>
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

In article <518s3u$ibd@mlucom4.urz.uni-halle.de>, aegaa@uni-halle.de (koehler)
writes:
|>
|> I do need some MagicMac-compatible Multidepack-program or at
|> least an ATOMIK 3.1 to 3.6 depack-routine...
|>
|> Soeren Koehler (aegaa@cluster.urz.uni-halle.de)

|>

Mega Depack IIRC depacks ATOMIK-packed files.

Or rip the code off a .prg file packed with ATOMIK.

gaz

From -8573516979326744194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: SBagley@cameo.co.uk (Steven Bagley)
Subject: Re: Current Projects
Date: 1996/09/16
Message-ID: <1367_SBagley@cameo.co.uk>#1/1
X-Deja-AN: 181050065
references: <514boj$82l@oracle.damerica.net>
<515e1q$b8d@news2.cais.com><518reb$6pk@lily.redrose.net>
organization: Cameo Network Services Ltd.
reply-to: SBagley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.52) BETA (3) (NON WINDOW VERSION)

"Ambassador ," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied starship@3rdplanet.com.
Steven moved forward, and whispered something.
 s> Organization: STarship and Quark's Holosuites

 s> ATM, no - it would require too much manual setup on the sysop's end.
 s> Later, when I have a real UUCP here, yes, it will be possible, but
 s> right now, your best option is a NeST private node.

Why not just a STandard (they you go Karl a plug for you :) NeST point like 90:106/172.12 (my old NeST address). This is easier to set up for the sysop and user and doesn't require you to submit app forms.

 s> NESTKIT (includes the NeST application and a NeSTlist, not necessarily
 s> the latest, however).
 s> BTNC
 s> IOSmail or Jetmail (IOS is freeware; Jetmail is faster and a bit less

I'd recommend IOS myself, but then I'm biased, I'm one of the programmers v0.91pl9 has just been released and is as stable as anything up here on my STe under MagiC 4.

 s> buggy) Tmail, LED, or other fido-style message reader

LED v1.22 is also freeware, or you could just wait for my NewsAgent program.

 s> Suitable archiver(s) (STzip recommended; ARC supported; LHA acceptable
 s> but not recommended due to too many semi-compatible versions)

I use LHarc with my mail to and from STandard everyday with no problems.
Providing you use the same version as your sysop you'll have no problems

 s> UUcode software (ESScode or Guy Harrison's UUcoder recommended)

 s> Patience.

:)

 s> You have to fill in your NeST app and submit it as a private node to
 s> whomever
 s> you wish to get your feed from with a request to have it forwarded to
 s> the proper RC. Use the temporary address (90:XXX/999.0 where XXX is
 s> the rgion you'll be connecting to) to set up BTNC, IOS/Jetmail, and
 s> your mail reader while you wait for a reply.

Is there any reason why you can't just be a point?

 s> You /must/ be able to write and pack netmail in order to get a node
 s> number. The only tricky part will be manually UUcoding the outbound
 s> packets, which must be emailed to AUTONET at your host system (me or

But if you get setup as a point first there is no need to worry about sending
NETmails as you don't need to send in forms.

Also, when I became a point of STandard (Karl Foley's board), I was sent an
LZh archive containing all the software preconfigured for my point so all I
had to do was expand it to my floppies as I was using then and work out how
to run it :)

 s> It sounds complex, but the whole process takes less than a minute once
 s> you have your private node set up.

Someone ought to write a program to scan your emails and automatically
extract any NeST stuff. Couldn't this be added to net2net or something?

See you earlier,

Steven

        InterNet: sbagley@cameo.co.uk
        FidoNET: 2:2501/101.12 ... NeST: 90:102/203

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who
Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.

Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From -8495343944750883052
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: SBagley@cameo.co.uk (Steven Bagley)
Subject: Re: Current Projects
Date: 1996/09/16
Message-ID: <1368_SBagley@cameo.co.uk>#1/1
X-Deja-AN: 181050254
organization: Cameo Network Services Ltd.
reply-to: SBagley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.52) BETA (3) (NON WINDOW VERSION)

"Ambassador Foley," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied Karl.
Steven moved forward, and whispered something.

 KF> Nope - Net2Net converts FTN newsgroups to email - It doesn't matter
 KF> what machine you use, if it reads email you can use it.

I suppose you could set some PC(spit!) fido software up and do it all on the PC, if you really wanted to.

 s>> Nice idea though :)
 KF>
 KF> Still is!

Especially if you get connected through STandard, if he's offering email NeST. Karl's got all the software preconfigured to run from Semper so it shouldn't be much trouble to drop the decoded packets into the INBOUND pa

Hope I haven't dropped you in anything Karl :)

See you earlier,

Steven

        InterNet: sbagley@cameo.co.uk
        FidoNET: 2:2501/101.12 ... NeST: 90:102/203

..."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

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York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From -4394731916765644283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a4148b87eefbce24
X-Google-Attributes: gid1115ce,public
From: atwareck@ece.uwaterloo.ca (Art Twarecki)
Subject: Re: The Zilog 8530 SCC.
Date: 1996/09/16
Message-ID: <Dxsy2t.Hw8@novice.uwaterloo.ca>#1/1
X-Deja-AN: 181085122
sender: news@novice.uwaterloo.ca (Mr. News)
references: <514fj5$cc9@kaon.kuai.se>
organization: University of Waterloo
newsgroups: comp.sys.atari.programmer

In article <514fj5$cc9@kaon.kuai.se>,
Daniel Hedberg <dhedberg@moksha.kuai.se> wrote:
>Hello,
>
>Anyone got some information about how to conigure/program the Zilog 8530
>SCC in the Falcon030? Any help is very appreciated, thank you!

1) Obtain data book from Zilog or AMD
2) Look at linux device driver: tsx-11.mit.edu:pub/linux/680x0/
   Browse around in there, and you'll find source code for various
   kernel versions. Grab any of them (preferably 1.2.13pl.. or 2.0...)
   When you decompress the .tar.gz archive, look in
   drivers/char/atari_SCC.c and .h

E-mail me if you need more info,

Art

From -6954277048974559698
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: c_graham@patrol.i-way.co.uk (Craig Graham)
Subject: Re: Current Projects
Date: 1996/09/16
Message-ID: <51kdq2$9k6@lira.i-way.co.uk>#1/1
X-Deja-AN: 181109747
references: <4vc62j$a31@dux.dundee.ac.uk> <Dww170.7Ds@iglou.com>

organization: Intelligent Research / Data Uncertain
reply-to: c_graham@patrol.i-way.co.uk
newsgroups: comp.sys.atari.programmer

rsg0910@iglou.com (Robert Goodwin) mumbled indistinctly:

>Davy Mitchell (dmitchel@mcs.dundee.ac.uk) wrote:

>: Just out of interest - what projects are people working on??
>: To start the ball rolling I am working on a full screen 3d maze game.

Working on getting XaAES beta 6 out. (plug plug plug).
New improved, better than ever before & it actually has a fileselector
this time as well :)

Also working (a bit) on a GEM'ed trace debugger for
MultiTOS/oAESis/XaAES/N.AES

Laters..
Craig.

From 897606064769377702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: kfoley@cameo.co.uk (Karl Foley)
Subject: Re: Current Projects
Date: 1996/09/17
Message-ID: <1374_kfoley@cameo.co.uk>#1/1
X-Deja-AN: 181050076
organization: Cameo Network Services Ltd.
reply-to: kfoley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.52) BETA (3) (NON WINDOW VERSION)

At 23:06:02 on 15 Sep 96, Steven Bagley wrote this about Current Projects

 SB> Someone ought to write a program to scan your emails and
 SB> automatically extract any NeST stuff. Couldn't this be added to
 SB> net2net or something?

It's there now! All mail between Paul Baker and me is sent via Net2net.

ATB,
    Karl.

--

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York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From -1216480512699900912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77ebe4c983ba34e3,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Floppy controller detection
Date: 1996/09/17
Message-ID: <9117cc$131628.392@HERMES>#1/1
X-Deja-AN: 181078628
newsgroups: comp.sys.atari.programmer

How does one detect which floppy controller a computer has?

As part of my DESKFMT program (a plug-in replacement for the MultiTOS disc format/copier), I would like to be able to detect which floppy controller is fitted to the machine, so I can auto-configure the program and disallow capabilities above and beyond that available from the FDC.

Other than looking for the _FDC cookie and the _SWI cookie, what else can I do?

The _FDC cookie will not, AFAIK, be available in TOS versions prior to 4.

The _SWI is available from v1.06.

However, both are unavailable on TOS 1.04, as 1.04 has no cookie jar.

And, of course, they could be mis-programmed (ie incorrect cookie data)

--

Quote For The Month:

"The little fish are drowning in the sea"

(We have a winner! On Fri, 13 Sep 1996 johnsojc@jmu.edu correctly guessed the television show "The Powers That Be")

From -6415421049237774490
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,77ebe4c983ba34e3
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Floppy controller detection
Date: 1996/09/17
Message-ID: <9117cc$15156.2c8@HERMES>#1/1
X-Deja-AN: 181111016
newsgroups: comp.sys.atari.programmer

How does one detect which floppy controller a computer has?

As part of my DESKFMT program (a plug-in replacement for the MultiTOS disc format/copier), I would like to be able to detect which floppy controller is fitted to the machine, so I can auto-configure the program and disallow capabilities above and beyond that available from the FDC.

Other than looking for the _FDC cookie and the _SWI cookie, what else can I do?

The _FDC cookie will not, AFAIK, be available in TOS versions prior to 4.

The _SWI is available from v1.06.

However, both are of little use on a TOS 1.04 machine.

And, of course, the cookies could have incorrect data.

BTW: I am using Lattice C 5.60.

--

Quote For The Month:

"The little fish are drowning in the sea"

(We have a winner! On Fri, 13 Sep 1996 johnsojc@jmu.edu correctly guessed the television show "The Powers That Be")

From 4505597408842925780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e1afe5c05ba346d8,start
X-Google-Attributes: gid1115ce,public
From: King Of The Divan <kingof@skynet.be>
Subject: Fdup & Fforce
Date: 1996/09/17
Message-ID: <323EA3A9.5256@skynet.be>#1/1
X-Deja-AN: 181138486
content-type: text/plain; charset=us-ascii

organization: AGCD
mime-version: 1.0
reply-to: Dirk Nissen <kingof@skynet.be>
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Macintosh; I; PPC)

Hello,

Does anybody know how I can redirect the output of a TOS program and process this output myself ?

I would like to launch programs via the shell vector and than put the output myself on the screen. I believe that is exactly what Gemini does. I thought it could be done without bending vectors, just by using Fdup and Fforce but until now I didn't have any success.

Greetings,

Dirk Nissen.

From -8621481382724737851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 108f8e,36ce9afd596f951d,start
X-Google-Attributes: gid108f8e,public
X-Google-Thread: f433c,36ce9afd596f951d,start
X-Google-Attributes: gidf433c,public
X-Google-Thread: 102f51,36ce9afd596f951d,start
X-Google-Attributes: gid102f51,public
X-Google-Thread: 10afc5,36ce9afd596f951d,start
X-Google-Attributes: gid10afc5,public
X-Google-Thread: 1115ce,36ce9afd596f951d,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f7c11,36ce9afd596f951d,start
X-Google-Attributes: gidf7c11,public
X-Google-Thread: 10626b,36ce9afd596f951d,start
X-Google-Attributes: gid10626b,public
X-Google-Thread: 1107bf,36ce9afd596f951d,start
X-Google-Attributes: gid1107bf,public
From: kfettes@ntsrv.com (KRISTIN FETTES)
Subject: GAMES TESTERS!!
Date: 1996/09/17
Message-ID: <51mh2q$jbi@mari.onr.com>#1/1
X-Deja-AN: 181144752
content-type: Text/Plain; charset=US-ASCII
organization: Netserv, Inc.
mime-version: 1.0

newsgroups:
alt.netgames.bolo,alt.newgroup.for.fun.fun.fun,alt.rave,alt.resumes,comp.ai.games,
comp.graphics.packages.3dstudio,comp.sys.atari.programmer,comp.sys.ibm.pc.games.ac
tion,comp.sys.ibm.pc.games.adventure

CALLING ALL COMPUTER GAME JUNKIES...

NETSERV HAS 2 POSITIONS IN AUSTIN, TX FOR CONTRACT PC/DOS GAMES TESTERS
AT 10/HR.

ALL APPLICANTS MUST HAVE EXPERIENCE TESTING SOFTWARE AND HAVE A PASSION
FOR GAMES!

PLEASE SEND ALL RESUMES TO KRISTIN AT:
     kfettes@ntsrv.com
     fax (512) 453-9650

From -2847258624708271478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: *starship@3rdplanet.com* (Rich Tietjens)
Subject: Re: Current Projects
Date: 1996/09/17
Message-ID: <51mmbc$bqp@ornews.intel.com>
X-Deja-AN: 181166967
references: <514boj$82l@oracle.damerica.net>
<515e1q$b8d@news2.cais.com><518reb$6pk@lily.redrose.net>
<1367_SBagley@cameo.co.uk>
organization: Agents of KAOS
newsgroups: comp.sys.atari.programmer

In article <1367_SBagley@cameo.co.uk>,
   SBagley@cameo.co.uk (Steven Bagley) wrote:
>
> s> right now, your best option is a NeST private node.
>
>Why not just a STandard (they you go Karl a plug for you :) NeST point like
>90:106/172.12 (my old NeST address). This is easier to set up for the sysop
>and user and doesn't require you to submit app forms.

Last time I looked, points weren't allowed. Having just perused the current
Nest Policy document (.196), it appears that that particular restriction has
evaporated.

> s> IOSmail or Jetmail (IOS is freeware; Jetmail is faster and a bit less
>
>I'd recommend IOS myself, but then I'm biased, I'm one of the programmers

>v0.91pl9 has just been released and is as stable as anything up here on my
>STe under MagiC 4.

Oh, for anyone who is short on funds or not carrying tons of message areas, IOS is great. I used it myself quite a while ago, and it was a VAST improvement over what I had used previously (ACS? Long time ago, I'd have to ask Vroomfondle). For a system like mine, with over 100 message bases and 4 or more networks (I lose count), Jetmail is better.

> s> buggy) Tmail, LED, or other fido-style message reader
>
>LED v1.22 is also freeware, or you could just wait for my NewsAgent program.

I wasn't aware that LED had ever been freeware. It's currently on 1.4x, innit?

And what about Newsagent, then? Specifications, please.

>I use LHarc with my mail to and from STandard everyday with no problems.
>Providing you use the same version as your sysop you'll have no problems

Key words being "same version" - which was my point. If you ever link a system run by a PC Puke<tm> (as I will be doing shortly), Zip is better anyway - they have SUCH difficulty with everything else. <G>

> s> You have to fill in your NeST app and submit it as a private node to
> s> whomever
> s> you wish to get your feed from with a request to have it forwarded to
> s> the proper RC. Use the temporary address (90:XXX/999.0 where XXX is
> s> the rgion you'll be connecting to) to set up BTNC, IOS/Jetmail, and
> s> your mail reader while you wait for a reply.
>
>Is there any reason why you can't just be a point?

Not that I can see now, no. However, anyone linking to me will have to fill out an app anyhow - point or node, I want details for use when troubleshooting.

> s> You /must/ be able to write and pack netmail in order to get a node
> s> number. The only tricky part will be manually UUcoding the outbound
> s> packets, which must be emailed to AUTONET at your host system (me or
>
>But if you get setup as a point first there is no need to worry about sending
>NETmails as you don't need to send in forms.

Not for forms, no. However, I didn't notice it in the Nest Policy, but Fido Policy requires the ability to send and receive netmail as a prerequisite for membership. I feel that's important, else how is your uplink going to let you know that your system is wonky? In email, if you have Internet access (which is what this whole thread is about, of course), but netmail is still a vital part of any ftn.

>Also, when I became a point of STandard (Karl Foley's board), I was sent an

>LZh archive containing all the software preconfigured for my point so all I
>had to do was expand it to my floppies as I was using then and work out how
>to run it :)

Karl clearly has more free time than I do. <G>

> s> It sounds complex, but the whole process takes less than a minute once
> s> you have your private node set up.
>
>Someone ought to write a program to scan your emails and automatically
>extract any NeST stuff. Couldn't this be added to net2net or something?

Could be added to Wormhole, and since my ISP has bunged up email for NOS, I
think I'll do that Real Soon Now. I'm tired of manually UUdecoding packets.

>See you earlier,

Possibly, if I can ever get this bl**dy TARDIS Mark II out of neutral...

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

From -532185726050156864
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Current Projects
Date: 1996/09/17
Message-ID: <DxwE7w.Fx8@iglou.com>#1/1
X-Deja-AN: 181226897
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou1
references: <Dx5uAF.9Bo@liverpool.ac.uk>
<556701562.62878.27.starship@3rdplanet.com>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Rich Tietjens (starship@3rdplanet.com) wrote:

: NESTKIT (includes the NeST application and a NeSTlist, not necessarily the
: latest, however).
: BTNC
: IOSmail or Jetmail (IOS is freeware; Jetmail is faster and a bit less buggy)
: Tmail, LED, or other fido-style message reader
: Suitable archiver(s) (STzip recommended; ARC supported; LHA acceptable but

: not recommended due to too many semi-compatible versions)
: UUcode software (ESScode or Guy Harrison's UUcoder recommended)

Some of us have been on the lookout for more than these things to use in their Fidonet stuff and so on. I located a URL that had a lot of these things, and then some. I think it's the cnam site, but I don't have the URL handy with me. However, I am looking for the FidoDoor program, and other support programs that go with it. Daron Brewood usually lists his URL for the NeST utilities.

Someone also mentioned a program that helps in setting up Binkley, that makes it easier to set up. What program was this, again?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From 7236493637091550265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b47f250c9d6756b6,start
X-Google-Attributes: gid1115ce,public
From: ddrcrew1@aol.com (DDR CREW 1)
Subject: ATARI ST EMULATOR FOR THE PC THE TEST !
Date: 1996/09/17
Message-ID: <51ne91$rdg@newsbf02.news.aol.com>#1/1
X-Deja-AN: 181233289
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)
reply-to: ddrcrew1@aol.com (DDR CREW 1)
newsgroups: comp.sys.atari.programmer

i have been tested 3 emulators on my p.c. tos2win,gemulator 96,and magic pc
(demo version)
the ratio of compatibility is under at 10%
every atari software then i've been tested not works at 90%
well ! this is my questions :
1) if i had the rom card with G.E.M. in my p.c. they are much compatibility with these 3 emulators ???

2)they are anybody here can i have 1 of these 3 emulators whith G.E.M. card
and what are the compatibility ??

3) what of these 3 emulators is better

4) thank's to all for your answer because i want to buy this solution but
the report of compatibility in demo version does not seduct me !

TO BE CONTINUED....

5) AND NOW I KNOW WHY GEMULATOR DOES NOT SUPPORT A LOT OF
 ST FLOPPY BECAUSE IF YOU HAVE DISK FORMATED AT 10 SECTORS PER TRACK
GEMULATOR CAN NOT READ THIS FORMAT THIS IS A REAL PROBLEM BECAUSE ALL THE
ST GAMES ARE IN THIS FORMAT FOR EX:DUNGEON MASTER !
IF THERE ARE ANYBODY HERE CAN KNOW AN EMULATOR CAN SUPPORT THIS FORMAT
PLEASE HELP ME AND SEND ME A MAIL !!!

BYE ALL ! FROM DDRCREW !
(excuse for my little english i'm french!)

From 1625551061355155434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7e229edf41fee8fb,start
X-Google-Attributes: gid1115ce,public
From: herman@dialis.xs4all.nl (Herman Budde)
Subject: 40Mhz accellerator + Falconspeed = Kaboom?
Date: 1996/09/17
Message-ID: <50a_9609180531@dialis.xs4all.nl>#1/1
X-Deja-AN: 181282396
organization: Dialis Gateway, Enschede, The Netherlands.
newsgroups: comp.sys.atari.programmer

Hello Everyone,

I recently joined the group of Falcon owners.
My Falcon already has a Falconspeed already installed, and there is an
accelerator that is not yet installed.
I checked out the accellerator (from Digital Data Deicke [a German firm]) and
it consists of nothing more than three little black boxes with labels on them
and wires coming out.
On the labels is a description telling which wire is to be connected to which
pin.
Two of the boxes definetely have cristals in them (one supplies 40Mhz to the
68030 and one supplies 50Mhz to the dsp)
The owner, which I definetely *DO* trust btw, told me he hadn't the
experience to do it.
Now I have some problems:
-I don't know if this accellerator thingy works with the falconspeed.
-I don't know if I can still install a coprocessor.
-If a copro can be installed, I don't know which one (what clock speed)
-I don't know what I have to do to make sure that my Falcon doesn't spit
smoke after running with the accellerator gizmo.

Oh phuuuleez someone help meee,

Herman

From -2998461442652461667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: *starship@3rdplanet.com* (Rich Tietjens)
Subject: Re: Current Projects
Date: 1996/09/17
Message-ID: <51nej8$rh1@ornews.intel.com>#1/1
X-Deja-AN: 181417614
references: <Dx5uAF.9Bo@liverpool.ac.uk>
<556701562.62878.27.starship@3rdplanet.com> <DxwE7w.Fx8@iglou.com>
organization: Agents of KAOS
newsgroups: comp.sys.atari.programmer

In article <DxwE7w.Fx8@iglou.com>, rsg0910@iglou.com (Robert Goodwin) wrote:
>
>Rich Tietjens (starship@3rdplanet.com) wrote:
>
>: NESTKIT (includes the NeST application and a NeSTlist, not necessarily the
>: latest, however).
>
>Some of us have been on the lookout for more than these things to use in
>their Fidonet stuff and so on. I located a URL that had a lot of these
>things, and then some. I think it's the cnam site, but I don't have the
>URL handy with me. However, I am looking for the FidoDoor program, and
>other support programs that go with it. Daron Brewood usually lists his
>URL for the NeST utilities.

Most of this stuff should be readily available via my bookmarks page. The
"Captain's Seachest" links to my ftp space, and I'm filling that up all too
quickly (only 5 megs available space, I'm sorry to say).

>Someone also mentioned a program that helps in setting up Binkley, that
>makes it easier to set up. What program was this, again?

I use Semper, so I really don't know about that. Bill Scull is the current
developer of BTST - best to ask him in AtariNet.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

From 4663563950345387360
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,847f04085aad46fb,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,847f04085aad46fb,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,847f04085aad46fb,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,847f04085aad46fb,start
X-Google-Attributes: gid109a67,public
From: herve@parx.frmug.fr.net (Herve Piedvache)
Subject: RIBEL C90 CARD HELP NEEDED !!!!!
Date: 1996/09/18
Message-ID: <GISLDJAUUP@parx.frmug.fr.net>#1/1
X-Deja-AN: 181336586
content-length: 797
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech

Hi,

I need very very quick help for an Ethernet card called RIBEL C90.

There is on it Jumpers :

J1 to J6 next to the BNC connector
J11 alone
J8 to J10 next to the VME port
J17 to J23 next to the memory

I want to make it running on TT030 ...

For the moment I have the driver for Ribel + !?
It always said that it don't find the card ...

So have you got a driver for it ?
Could you give me more informations about the jumpers because I have
no documentation of it !!

Please reply by Email ... !!

Thanks per advance for your help !!

With Best regards,
Herve

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135

90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

From -8244106861999675516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc0654afaaeacff3,start
X-Google-Attributes: gid1115ce,public
From: froygif@infonet.no (Gisle Fr﹟ysland)
Subject: Speech routine in GFA-basic - 2 bombs
Date: 1996/09/18
Message-ID: <51o7or$9q@torget.bgnett.no>#1/1
X-Deja-AN: 181344231
organization: Bergen Nett og Media AS
newsgroups: comp.sys.atari.programmer

Hi!
I'm trying to get the speech routines (@initio.speech & @talk) from
Gfaexpert to work in GFA-basic 3.5, but all I get is 2 bombs.
Does anybody have any experience with using these routines or know
what could be wrong with the code.
Here are the routines:

```
'
PROCEDURE initio.speech
  ' *** uses STSPEECH.TOS to speak
  ' *** RESERVE doesn't function, therefore reset necessary
  ' *** don't be surprised by a sudden freeze or some bombs
  ' *** routine by Dave Morrison
  ' *** uses Standard Procedure
  LOCAL i%,k%,bpage%,prg%,phoneme$,speech$,m$
  file$="I:\HIGH_MED\SOUND\STSPEECH.TOS"                ! or other
path
  IF NOT EXIST(file$)
    ALERT 3,"Can't find| |STSPEECH.TOS|",1,"EXIT",button
    @exit
  ENDIF
  RESERVE FRE(0)-29000
  bpage%=EXEC(3,file$,"","")
  IF bpage%>0
    prg%=bpage%+&H100
    POKE prg%+&HE,&H4E
    POKE prg%+&HF,&H75
    POKE prg%+&H6C,&H4E
    POKE prg%+&H6D,&H75
    speech_buf%=prg%+&H6EEE
    POKE speech_buf%,&HFE
    phoneme%=prg%+&H32
    speech%=prg%+&H88
    RESTORE speech_data
    FOR i%=1 TO 6
```

```
      READ k%
      phoneme$=phoneme$+CHR$(k%)
      speech$=speech$+CHR$(k%)
    NEXT i%
    phoneme$=phoneme$+MKL$(phenome%)
    speech$=speech$+MKL$(speech%)
    FOR i%=1 TO 6
      READ k%
      phoneme$=phoneme$+CHR$(k%)
      speech$=speech$+CHR$(k%)
    NEXT i%
    phoneme%=VARPTR(phoneme$)
    speech%=VARPTR(speech$)
  ELSE
    m$="*** ERROR ***| |EXEC 3 returns|    "+STR$(bpage%)
    ALERT 3,m$,1,"EXIT",k
    @exit
  ENDIF
  '
speech_data:
  DATA &h48,&he7,&hff,&hfe,&h4e,&hb9,&h4c,&hdf,&h7f,&hff,&h4e,&h75
RETURN
' ***
PROCEDURE talk(txt$)
  ' *** use phonetic spelling to improve pronunciation
  POKE speech_buf%+1,LEN(txt$)
  txt$=txt$+CHR$(0)
  BMOVE VARPTR(txt$),speech_buf%+2,LEN(txt$)
  CALL phoneme%
  CALL speech%
  PAUSE 5
RETURN
```

From -5171859223035526209
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f945967acab9033
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: HELP: What image type for WImage?
Date: 1996/09/18
Message-ID: <DxxwnD.9t0@cix.compulink.co.uk>#1/1
X-Deja-AN: 181427204
references: <50os92$5c0@orm.southern.co.nz>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>I'm wishing to convert some images I have into icons/images that I will be

>able to insert into resource files that I'm working on. What format of
>image does Hisoft's WImage need to be able to convert into a format that
>can be then imported into WERCS? ie is it GIF, TGA, JPG? etc...
Degas.
It's best to grab the image you've done in Degas using tyhe rubberband method in WImage. If you grab a few pixels too many around the image you can edit them out in WERCS and set the image size accordingly.

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

From 6321531950740873711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: RCain@nest.demon.co.uk (Roger Cain)
Subject: Re: Current Projects
Date: 1996/09/18
Message-ID: <134_RCain@nest.demon.co.uk>#1/1
X-Deja-AN: 181454991
x-nntp-posting-host: nest.demon.co.uk
organization: Network ST (NeST)
reply-to: RCain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.518) BETA (3)

Hi *starship@3rdplanet.com*, on 17 Sep 96 you wrote:

 >> LED v1.22 is also freeware, or you could just wait for my NewsAgent
 >> program.
 *>
 *> I wasn't aware that LED had ever been freeware. It's currently on
 *> 1.4x, innit?

v1.22 was the last LED produced by Volkmar and Roland. Since Stephan took over the development it has become shareware.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

From -4493550422251416541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: | Q | Colors on screen
Date: 1996/08/22
Message-ID: <gigxr01-2208961403080001@47.85.0.99>#1/1
X-Deja-AN: 175758057
references: <codc01.134.0008B8F3@gel.usherb.ca> <4v9vu1$1p0_001@jf.intel.com>
<codc01.135.0007FD81@gel.usherb.ca> <4vcfc8$2rg_001@jf.intel.com>
<codc01.140.00081F4A@gel.usherb.ca> <321b3577.11954676@news.airtime.co.uk>
<codc01.142.00080F7D@gel.usherb.ca>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

In article <codc01.142.00080F7D@gel.usherb.ca>, codc01@gel.usherb.ca (Carl
Eric Codere) wrote:

> >>>plain-text adventure that happens to have pictures also. It would be the
> >>>worst possible choice for an "action" or "arcade" game.
> >>
> >>Greetings,
> >> Thank you very much for your information!! I will
decide later
> >>if I will support this platform or not.
>
> > Eh?, hmmmm maybe you just didn't word it right?,
>
> Greetings,
> The problem is that the software that I want to
create must
> at least have 32 colors on screen, and that is easy on the PC and Amiga, but
> after reading what the other person said, I am not sure anymore, and an Atari
> costs SO MUCH money for that just 16 colors. If it would have cost 200$ for
> Atari STe with 1 meg ram, I would have probably bought one to program on it...
> but it costs 400$ ... and you just get 16 colors, even though the sound is
> very good. I will have to think about it.

AFAIK, the game 'FRONTIER' (Elite II) uses 32 colours per screen in low
res, therefore getting 32 colours should be reasonably light on CPU
cycles, since the game is still very playable.

A second hand 1 Meg STe should be around $200.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From -2466636590001380948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: Current Projects
Date: 1996/08/22
Message-ID: <4vi1l2$1mg_001@jf.intel.com>#1/1
X-Deja-AN: 175785601
references: <4vc62j$a31@dux.dundee.ac.uk> <vegard-2208962000240001@trh-ppp27.interlink.no>
organization: Unanimous Fnordeling Service
newsgroups: comp.sys.atari.programmer

In article <vegard-2208962000240001@trh-ppp27.interlink.no>,
   vegard@interlink.no (Vegard Hofsoy) wrote:
>
>In article <4vc62j$a31@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy
>Mitchell) wrote:
>
>> Just out of interest - what projects are people working on??
>
>I working on Face Value v2.0, a major update of the GEM based "visual GFA
>basic".

Hmm, I seem to have missed the original post...

I'm still working on UUCP-ST and Wormhole and plan to continue to do so
until (a) They're complete to my satisfaction and that of all registered
users, or (b) I finally get the message that no one wants to register
(which seems to be the case so far).

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

From -4245075389832673481

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe2854f666c38b62,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: tos 206 game tester wanted?
Date: 1996/08/22
Message-ID: <321cc31c.704237@news.airtime.co.uk>#1/1
X-Deja-AN: 175799490
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

Looking for someone with tos 206, prefrably switchable?, that will test a game for me this weekend and get back to me asap,

will be a file less than one meg...probably half or so, that they can download from my page, i just give them the url, they then email me and tell me if it worked?, thats simple,

Will be ready probably over weekend or during week,

So anyone available to test for me please, tos 206, 1 meg, prefrably ste, must have access to normal tos so as to compare?

FANX :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From 1371357933888835362
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: codc01@gel.usherb.ca (Carl Eric Codere)
Subject: Re: | Q | Colors on screen
Date: 1996/08/22
Message-ID: <codc01.142.00080F7D@gel.usherb.ca>#1/1
X-Deja-AN: 175813070
references: <codc01.134.0008B8F3@gel.usherb.ca> <4v9vu1$1p0_001@jf.intel.com>
<codc01.135.0007FD81@gel.usherb.ca> <4vcfc8$2rg_001@jf.intel.com>
<codc01.140.00081F4A@gel.usherb.ca> <321b3577.11954676@news.airtime.co.uk>
organization: The Communications Research Centre
newsgroups: comp.sys.atari.programmer

>>>plain-text adventure that happens to have pictures also. It would be the
>>>worst possible choice for an "action" or "arcade" game.
>>
>>Greetings,
>> Thank you very much for your information!! I will decide later
>>if I will support this platform or not.

> Eh?, hmmmm maybe you just didn't word it right?,

Greetings,
  The problem is that the software that I want to create must at least have 32 colors on screen, and that is easy on the PC and Amiga, but after reading what the other person said, I am not sure anymore, and an Atari costs SO MUCH money for that just 16 colors. If it would have cost 200$ for Atari STe with 1 meg ram, I would have probably bought one to program on it... but it costs 400$ ... and you just get 16 colors, even though the sound is very good. I will have to think about it.

From 8242180994925066269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: | Q | Colors on screen
Date: 1996/08/22
Message-ID: <4vhra5$3j8_001@jf.intel.com>#1/1
X-Deja-AN: 175865956
references: <codc01.134.0008B8F3@gel.usherb.ca> <4v9vu1$1p0_001@jf.intel.com>
<codc01.135.0007FD81@gel.usherb.ca> <4vcfc8$2rg_001@jf.intel.com>
<codc01.140.00081F4A@gel.usherb.ca> <321b3577.11954676@news.airtime.co.uk>
<codc01.142.00080F7D@gel.usherb.ca>
organization: Unanimous Fnordeling Service
newsgroups: comp.sys.atari.programmer

In article <codc01.142.00080F7D@gel.usherb.ca>,
   codc01@gel.usherb.ca (Carl Eric Codere) wrote:
>... an Atari
>costs SO MUCH money for that just 16 colors. If it would have cost 200$
>for Atari STe with 1 meg ram, I would have probably bought one to program
>on it... but it costs 400$ ... and you just get 16 colors, even though the
>sound is very good. I will have to think about it.

Good gods, man, who is trying to sell you an STe for $400?!? I see them all the time for $150 to $200 (US - that's still far below the $400 CAN you're talking about). There's a fellow in Vacnouver, WA who has one he's asking US$200 for - want me to look him up for you?

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

From -2676627615577731321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: vegard@interlink.no (Vegard Hofsoy)
Subject: Re: Current Projects
Date: 1996/08/22
Message-ID: <vegard-2208962000240001@trh-ppp27.interlink.no>#1/1
X-Deja-AN: 175868409
references: <4vc62j$a31@dux.dundee.ac.uk>
organization: Mediadrom AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

In article <4vc62j$a31@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy
Mitchell) wrote:

> Hi all,
>
> Just out of interest - what projects are people working on??

I working on Face Value v2.0, a major update of the GEM based "visual GFA
basic". If you missed v.1, have a look at:
"http://www.mediadrom.no/mediadrom/vegard/faceval.html"

Vegard Hofsoy

From -2050741311153715480
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3dd4d300cdf4a989,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,3dd4d300cdf4a989,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,3dd4d300cdf4a989,start
X-Google-Attributes: gid1115ce,public
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Subject: NNTP KICK
Date: 1996/08/22
Message-ID: <4vimvlbke1@mhafn.production.compuserve.com>#1/1
X-Deja-AN: 175925268
organization: CompuServe, Inc. (1-800-689-0736)

newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

WHEN using NNTP kick I receive the message connecting to new.????.com
then there is a pause.A few seconds later the message closing news session
I then exit Nos but I can't find batch.txt anywhere and history.txt is a 0
byte file.
Nos is located at K:\NOS\
Other folders K:\NOS\SPOOL\NEWS K:\NOS\SPOOL\HISTORY K:\NOS\SPOOL\MAIL
In startup nos I have the command nntp dir nos/spool/mail nos/spool/news
Any suggestions would be helpful

From 672265903261704582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3dd4d300cdf4a989
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3dd4d300cdf4a989
X-Google-Attributes: gid1115ce,public
From: starship@3rdplanet.com (Rich Tietjens)
Subject: Re: NNTP KICK
Date: 1996/08/22
Message-ID: <555131089.78070.09.starship@3rdplanet.com>#1/1
X-Deja-AN: 175949938
x-registered-to: Rich Tietjens
x-ftn-adr: 51:205/311.0
organization: STarship and Quark's Holosuites
x-viagateway-at: 51:205/311.0
reply-to: starship@3rdplanet.com (Rich Tietjens)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,
x-mailer: UUCP-ST News_Out version 1.22 15 Aug 1996 Registered

76060.1125@CompuServe.COM barked in COMP.SYS.ATARI.ST on 22 Aug 96:

> Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,
> comp.sys.atari.st.tech
>
> WHEN using NNTP kick I receive the message connecting to new.????.com
> then there is a pause.A few seconds later the message closing news
> session I then exit Nos but I can't find batch.txt anywhere and
> history.txt is a 0 byte file.
> Nos is located at K:\NOS\
> Other folders K:\NOS\SPOOL\NEWS K:\NOS\SPOOL\HISTORY K:\NOS\SPOOL\MAIL
> In startup nos I have the command nntp dir nos/spool/mail nos/spool/news
> Any suggestions would be helpful

What's the first line in your NNTP.DAT file look like?
And what do you have entered in STARTUP.NOS for nntp server?
It sounds as if you have no news server listed in STARTUP.NOS

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+---------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+---------------------------+

From -5606868999445395210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: Re: Current Projects
Date: 1996/08/23
Message-ID: <Pine.SOL.3.91.960823002217.12513A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 175721830
references: <4vc62j$a31@dux.dundee.ac.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: University of Canberra, Australia
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 20 Aug 1996, Davy Mitchell wrote:

> Just out of interest - what projects are people working on??
> To start the ball rolling I am working on a full screen 3d maze game.

I'm now back in fuji-land after getting a replacement Falcon and still
working on "Bomb Squad", an arcade game for the Falcon. It's written in a
mixture of STOS and assembler. Info can be found at
http://student.canberra.edu.au/~u943409/bomb_squad.html

> Also I am putting some C++ classes together for an X-File-y text adventure
> which with some STOS sections e.g. animations passing parameters via the
> command line.
> (Yes stos can use the commandline with a little 'helper' proggy!)

Cool! I read a post about this topic a while back and was wondering if
any1 had got it working. Is the helper prog source available? I assume it
sticks a pointer to the command line string somewhere and calls the prog
using pexec?


```
    __
   (  )   /                        .-----------------------------------------.
     /   /  ' __  ,_  ,_   ' _     | u943409@student.canberra.edu.au |  |||  |
    (___/_,(_(_(_/ (_/ (_,(_/_)    |  tp943409@ise.canberra.edu.au   | / | \ |
   _.- /                           | Nuclear waste fades your genes! | F'030 |
```

```
  (__./                          `----------------------------------------'
             URL --> http://student.canberra.edu.au/~u943409/
```

From -1506457126361911287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
Subject: Re: Current Projects
Date: 1996/08/24
Message-ID: <DwM9u1.LAy@freenet.victoria.bc.ca>#1/1
X-Deja-AN: 176086770
sender: news@freenet.victoria.bc.ca (News Manager)
x-nntp-posting-host: vifa1
references: <4vc62j$a31@dux.dundee.ac.uk>
organization: The Victoria Freenet Association (VIFA), Victoria, B.C., Canada
reply-to: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
newsgroups: comp.sys.atari.programmer

In a previous article, dmitchel@mcs.dundee.ac.uk (Davy Mitchell) says:

>knet!usenet1.news.uk.psi.net!uknet!uknet!yama.mcc.ac.uk!zippy.dct.ac.uk!
dundee.ac.uk!xxxx!dmitchel
>Newsgroups: comp.sys.atari.programmer
>Subject: Current Projects
>Message-ID: <4vc62j$a31@dux.dundee.ac.uk>
>From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
>Date: 20 Aug 1996 11:03:47 GMT
>Organization: The University, Dundee, DD1 4HN, Scotland, UK.
>NNTP-Posting-Host: xxxx.dundee.ac.uk
>X-Newsreader: TIN [version 1.2 PL1]
>Lines: 18
>
>Hi all,
>
>Just out of interest - what projects are people working on??
>To start the ball rolling I am working on a full screen 3d maze game.
>
I am working on a couple of projects including getting the code from the
book 'Black Art of 3D Game Programming' to work on the Falcon. So far
I've got the first 4 chapters worth of code working in True Color low
res(it seemed easier than working with the 256 color bitplane mode). I am
also playing around with a multithreading extension for TOS. It's tied to
the VBI for now.

Nicholas Steele

--

From -4954502833464262352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6452c8530d9ca051,start
X-Google-Attributes: gid1115ce,public
From: Mitch <just_ask@my.home.address>
Subject: I had to try it!
Date: 1996/08/24
Message-ID: <321FDB66.24FF@my.home.address>
X-Deja-AN: 176322811
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5aGold (Win95; I)

--
Sorry to post this to your newsgroup, but I had to try it!

I read this and thought, "What could I lose?"
Read through it and maybe you'll like to try it as well!
But please be honest. That is how it works.

"MAKE-MONEY-FAST"

----- Adapted article by Jody Vining (#4 below) ----------

Want to make a few bucks? Quick, easy and cheap?

Ok ok, we have all heard this before, laughed at it, thought it was stupid, so did I. But one day, I was bored, and wanted to see if this thing really works, the now infamous newsgroup "make-money-fast" routine.
And well, to my surprise, it ACTUALLY WORKED. I didn't make $50,000 like some said, but I DID make $3,200 in 1 month. Thats not bad for a $5 investment!

So now try it, maybe you'll make less, maybe you'll make more, but its worth a shot right?

The procedure is very simple.

STEP 1. Write your name and address on 5 separate pieces of paper with the words "PLEASE ADD ME TO YOUR MAILING LIST". Fold a $1 note or money order or bank draft in each of the pieces of paper and mail them to the following five addresses:

---
1. Sahba Zadeh, 16115 122 Pl. NE, Bothell, WA 98011, USA

2. John England, 570 Vista Ave. Palo Alto, CA 94306, USA

3. Jeannette Bidegain, 2301 Redwood Street, #1406, Las Vegas, NV
    89102,USA

4. Jody Vining, 987 Shetland Ave, Winter Springs, FL, 32708

5. Mitch Whiteley, 1026 N. 510 W. Apt. 4A, Logan, UT 84341

STEP 2. Now remove the 1st name on the list, move the other 4 names up (5 becomes 4, 4 becomes 3 etc) and put your name and address as number 5 on the list. You can do this by re-typing this article or simply editing and re-posting it in this or another newsgroup.

STEP 3. Post your amended article to at least 200 new groups (there are 17 000 of them).

You are now in the Mail Order Investment Business and you will start receiving $1 returns by mail within a week or two. The more newsgroups you post to, the bigger your return will be. You may want to rent a Post Office Box to handle the volume of mail you are likely to receive.

If you wish to remain anonymous, you can use a pseudonym such as "The Manager" or "The Investor", but make sure your address is correct!

NOW LET ME TELL YOU WHY THIS SYSTEM WORKS!

Of every 200 postings I made, I received an average of 5 replies, YES - ONLY 5, each with a $1 bill enclosed. You make $5 for every 200 postings WITH YOUR NAME AT NUMBER 5.

Each person who sent you $1, now also makes let's say,only 200 additional postings WITH YOUR NAME AT NUMBER 4, i.e. 1000 postings. On average therefore, 50 people will send you $1 with your name at number 4. You make $50.

Your 50 new agents make 200 posting each WITH YOUR NAME AT NUMBER 3 or 10 000 postings - average return 500 at $1 each is $500. They make 200 postings each WITH YOUR NAME AT NUMBER 2 = 100 000 postings = 5 000 returns at $1 each = $5 000.

Finally, 5 000 people make 200 postings each WITH YOUR NAME AT NUMBER 1 and you get a return of $50 000 before you name drops off the list. AND THAT'S IF EVERYONE DOWN THE LINE ONLY MAKES 200 POSTINGS! Total income in one cycle = $55 500.

From time to time, when your name is no longer on the list, you take the latest posting that is appearing in the newsgroups, SEND OUT ANOTHER $5 TO THE NAMES THAT ARE ON THE LIST, PUT YOUR NAME IN AT NUMBER 5 AND START POSTING AGAIN. Remember, 200 postings is only a guideline. The more you post, the greater the return.

Let's review the reasons why you should do this: THE ONLY COST FACTORS ARE 5 STAMPS, 5 ENVELOPES, AND 5 $1 BILLS. Anyone can afford five dollars to put into such an effortless investment with SPECTACULAR RETURNS.

Some people have said to me "What happens if the scheme is 'played out' and no one sends me any money"? Big deal! So you lose $5 - but what are the chances of that happening?

Do you realise how many Internet Users there are? Do you realise how many times this scheme can be utilised over and over again - with COMPLETELY NEW people participating?

There are not HUNDREDS, NOT EVEN THOUSANDS, BUT HUNDREDS OF THOUSANDS OF NEW INTERNET USERS EVERY MONTH!

Remember, read the instructions carefully and play FAIRLY...that's the only way this will work. Get a printout so you can refer back to this article easily.

Try to keep a list of everyone that sends you money and always keep an eye on the newsgroup postings to make sure everyone is playing fairly. You know where your name should be.

From 8857072278422801370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3dd4d300cdf4a989
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,3dd4d300cdf4a989
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,3dd4d300cdf4a989
X-Google-Attributes: gid1115ce,public
From: dave <dave@mbha.demon.co.uk>
Subject: Re: NNTP KICK
Date: 1996/08/24
Message-ID: <840876206snz@mbha.demon.co.uk>#1/1
X-Deja-AN: 176732012
x-nntp-posting-host: mbha.demon.co.uk
references: <4vimvlbke1@mhafn.production.compuserve.com>
x-mail2news-path: mbha.demon.co.uk
organization: mbha
reply-to: dave@mbha.demon.co.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <4vimvlbke1@mhafn.production.compuserve.com>
76060.1125@CompuServe.COM "MICHAEL ROBILLARD" writes:

] WHEN using NNTP kick I receive the message connecting to new.????.com
] then there is a pause.A few seconds later the message closing news session
] I then exit Nos but I can't find batch.txt anywhere and history.txt is a 0

] byte file.
] Nos is located at K:\NOS\
] Other folders K:\NOS\SPOOL\NEWS K:\NOS\SPOOL\HISTORY K:\NOS\SPOOL\MAIL
] In startup nos I have the command nntp dir nos/spool/mail nos/spool/news
] Any suggestions would be helpful

Is your system finding $NOS_ROOT?

Just a thought...

--
dave

==========
= dave@mbha.demon.co.uk =
==========

From -3891346235971555812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d665cdad581d2547,start
X-Google-Attributes: gid1115ce,public
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Subject: Mint, Minix, Linux problems.
Date: 1996/08/25
Message-ID: <3220A276.79B@softlab.se>#1/1
X-Deja-AN: 176363031
content-type: text/plain; charset=us-ascii
organization: SoftLab Telecom AB
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

Hi!

I've tried to install MiNT and the Minix filesystem using
MINIT.TTP (minit.ttp -V -n 4 G:, where G: is a 200 MB partition
of an external SCSI drive) ... but nothing works. I downloaded the
MiNT distribution kit (9 disks), extracted disk 1, put everything
on a floppy as the docs says and then ran setup and config
from the floppy. However, MINIT.TTP just writes something
at the screen and then immediately exits. I tried
minit.ttp -V -n 4 G: by hand and it didn't work either.

I tried with the .XFS file in the MINT folder and
MINT.PRG in the AUTO folder but nothing works. Do I have to
boot with MINT.PRG and the .XFS file before executing MINIT.TTP ?

What might be wrong ?

I have a F030 (C-lab), 68881, 4 MB RAM, internal 500 MB SCSI
(C boot partition and C program partition) and an external
1 GB SCSI (E,F,G,H,I partitions) . Oh, I also had the control
panel, blow-up soft and FPATCH2 installed when I tried.

I do this just to be able to install Linux later, on top of
the Minix FS :-)
I tried finding the usr.tar.gz and root.tar.gz files for 68k-linux
but they seemed to have disappeared from most 68k-linux and replaced
in some cases by something called the watchtower-2 file system. It it
possible to use this file system. I mean, it's about 15 MB so some advice
would be nice to have before starting to ... huh ... download it.

Regards Mikael Hillborg

Mikael.Hillborg@softlab.se

From 7427392006290418463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b59b69c4934562c9,start
X-Google-Attributes: gid1115ce,public
From: Mitch <send@you.probably.already.know>
Subject: Sorry: I had to try it!
Date: 1996/08/25
Message-ID: <3220AEC8.4B55@you.probably.already.know>#1/1
X-Deja-AN: 176427061
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5aGold (Win95; I)

--
I am really sorry about my SPAM. I didn't realize how wrong
it was. Other's articles seemed convincing and legal, but I
guess not. Please disregard posting: "I had to try it!"
(delete it if your a system administrator). My mistake.

From 4996754917646605226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,252592a1f9583152,start
X-Google-Attributes: gid1115ce,public
From: a50178w8@awnet.com (Al Huyghe)
Subject: MWC and Falcon 030
Date: 1996/08/26
Message-ID: <841107430_OASIS_@awnet.com>#1/1
X-Deja-AN: 176425750

organization: MTS Internet Services
reply-to: a.huyghe@awnet.com
newsgroups: comp.sys.atari.programmer
organisation: N/A

HI;

I'm looking for a little help and advice from the Atari programming community. Several years ago, when i owned a 520ST i purchased Mark Williams C for the Atari ST. Things went on and bla bla bla... Now I own a Falcon 030 And am wondering if i continue using MWC where would i get .h files to program for the Falcon. Also the .RSC file for MWC only will allow the older screen resolutions, can any of this be brought up to date?? Is MWC still supported? Do they have an E-Mail address i can get in touch with them??

Any help would be appreciated. I haven't done any programming for years and it's like starting all over again with a new Atari.

--

```
     _/_/_/_/_/    _/_/_/_/_/      _/_/_/      _/_/_/_/_/   _/_/  _/_/
   _/_/           _/_/   _/_/   _/_/  _/_/   _/_/        _/_/  _/_/
  _/_/           _/_/_/_/_/    _/_/_/_/_/     _/_/_/    _/_/_/_/_/
 _/_/           _/_/ _/_/     _/_/  _/_/         _/_/  _/_/  _/_/
  _/_/_/_/_/   _/_/  _/_/    _/_/  _/_/    _/_/_/_/_/   _/_/  _/_/
```

Al Huyghe
---
a50178w8@awnet.com

From -8669428506921967356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: | Q | Colors on screen
Date: 1996/08/26
Message-ID: <4vqu7c$cel@tilde.csc.ti.com>#1/1
X-Deja-AN: 176458407
references: <codc01.134.0008B8F3@gel.usherb.ca> <4v9vu1$1p0_001@jf.intel.com>
<codc01.135.0007FD81@gel.usherb.ca> <4vcfc8$2rg_001@jf.intel.com>
<codc01.140.00081F4A@gel.usherb.ca> <321b3577.11954676@news.airtime.co.uk>
<codc01.142.00080F7D@gel.usherb.ca> <4vhra5$3j8_001@jf.intel.com>
content-type: Text/Plain; charset=US-ASCII
organization: TIS
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

In article <4vhra5$3j8_001@jf.intel.com>, RichardX_Tietjens@ccm.jf.intel.com says...

>Good gods, man, who is trying to sell you an STe for $400?!? I see them
>all the time for $150 to $200 (US - that's still far below the $400 CAN
>you're talking about). There's a fellow in Vacnouver, WA who has one he's
>asking US$200 for - want me to look him up for you?
>

Mmm... Just for price comparison, I bought a second hand falcon 4/84 for less than US$400.

--
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

From 8921628639643400371
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,252592a1f9583152
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: MWC and Falcon 030
Date: 1996/08/26
Message-ID: <Dwq7Ln.6xG@iglou.com>#1/1
X-Deja-AN: 176480448
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <841107430_OASIS_@awnet.com>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Al Huyghe (a50178w8@awnet.com) wrote:

: I'm looking for a little help and advice from the Atari
: programming community. Several years ago, when i owned a 520ST i
: purchased Mark Williams C for the Atari ST. Things went on and bla bla
: bla... Now I own a Falcon 030 And am wondering if i continue using MWC
: where would i get .h files to program for the Falcon. Also the .RSC file
: for MWC only will allow the older screen resolutions, can any of this be
: brought up to date?? Is MWC still supported? Do they have an E-Mail
: address i can get in touch with them??

I'll reply to this one, everyone, since I did a bit of research on my own to come up with what he's asking. He's asking a similar question to what I

asked before.

Mark Williams Company made Mark Williams C as you've noticed. The final release was 3.0.9 back in around 1988 or 1989, and then they went dormant for several years, until very early 1995 when they went out of business. There was also something about Coherent, which is a Unix clone for the IBM systems, and have their own newsgroup, comp.os.coherent, and you can find at least some of the ex-employees of there and MWC. I was in contact with a few ex-employees, including the sysadmin out there, Joe Dennison. I've not been able to find the owner of the company, Bob Swartz. I had an email address given to me by someone, but that's it. I posted a mail to him, but no reply. I even went so far as to call the 800 number that the book mentioned, but the person who answered has no idea what we're talking about. Rich Tietjens and I tried, but this guy was pretty rude. Since I'm deaf, I use my state's TTY relay service, and the two times I tried, he hung up on the relay operator before the operator could get anything out. That's rude, all right. Rich had a somewhat better experience, but from what he said, the guy had a rather thick accent or something, and he couldn't understand much.

Some of us out there still use MWC to do some programming. Some of us out there have gone on to using Lattice C or others. There's MiNT, which contains gcc, which is a C programming language in itself. My homepage has a link to the MiNT programmer and other pages from other people in this newsgroup also have links to MiNT and other things like this. I know Guy Harrison and a couple others on here, besides me, use it for some programming. I currently am doing some programming with it as well. Right now, as far as I know, the only C package that's still being updated and sold, is Lattice C, being sold by Toad Computers, version 5.6.

You may have also come across some old versions of C for the STs, like Megamax Laser C. I did not long ago, and found it was K&R C, not ANSI C, but it's great to have around to show what it was like before, when C was still being standardized. MWC used ANSI C. I can't list everything out there in the programming section, but you get the idea.

There was a bit of discussion on C programming with MWC awhile ago on here, so if you can, search back on the posts on here, or use DejaNews and/or other Usenet search engines.

: Any help would be appreciated. I haven't done any programming
: for years and it's like starting all over again with a new Atari.

Yep. Sometimes you have to start over again. What programming languages did you use? I've done some in Basic, Cobol, some Pascal, and a little assembler, and am starting out in C, but am doing nicely.

Sorry so long, everyone, but I had to repost most everything in this one message. If I tried reposting everything posted, it would have been an exceptionally long message!

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
            - Worf

From -4355091370247447424
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d665cdad581d2547
X-Google-Attributes: gid1115ce,public
From: cure@cnam.fr (David CURE)
Subject: Re: Mint, Minix, Linux problems.
Date: 1996/08/26
Message-ID: <4vrj0r$h8r@ys.ifremer.fr>#1/1
X-Deja-AN: 176503288
references: <3220A276.79B@softlab.se>
organization: Atari-Web
reply-to: cure@cnam.fr
newsgroups: comp.sys.atari.programmer

In article <3220A276.79B@softlab.se>, Mikael Hillborg <Mikael.Hillborg@softlab.se>
writes:
>
> Do I have to
>boot with MINT.PRG and the .XFS file before executing MINIT.TTP ?
>
     Yes.

>I do this just to be able to install Linux later, on top of
>the Minix FS :-)

     Why do not use ext2fs designed for Linux ?

>I tried finding the usr.tar.gz and root.tar.gz files for 68k-linux
>but they seemed to have disappeared from most 68k-linux and replaced
>in some cases by something called the watchtower-2 file system. It it
>possible to use this file system. I mean, it's about 15 MB so some advice
>would be nice to have before starting to ... huh ... download it.
>
     David.
--
David Cure   : cure@cnam.fr
Atari-Web Admin   : http://www.cnam.fr/Comp/Atari/
Linux/68k ftp Admin : ftp://ftp.cnam.fr/pub/Atari/Linux68k
                      http://www.cnam.fr/Comp/Atari/Index_Linux68k.html

From 7093739937014873521
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: Leen Kievit <L.A.Kievit@kub.nl>
Subject: Re: Current Projects
Date: 1996/08/26
Message-ID: <322176B4.41C67EA6@kub.nl>#1/1
X-Deja-AN: 176519094
references: <4vc62j$a31@dux.dundee.ac.uk>
content-type: text/plain; charset=us-ascii
organization: T & I, Tilburg University, Netherlands
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (X11; I; SunOS 4.1.1 sun4c)

Davy Mitchell wrote:
>
> Hi all,
>
> Just out of interest - what projects are people working on??

For the past 3 years I've been working on the *definitive* Empire-style strategy game in hi-res. Features include up to 6 participants, fairly intelligent computer opposition, extensive, but not cumbersome, logistics handling, about 25 different kinds of units and a cooperative interface.
I'm using GFA Basic 3.6, and at this moment I'm extending the code to provide the possibility of one of the players playing via a modem.
The program is fairly stable, containing just one more annoying bug that can crash it, and some superficial ones. It still doesn't wanna compile tho (any hints welcome on that one).

Leen Kievit L.A.Kievit@kub.nl

From 9073883336225304110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d255ad50059fda42,start
X-Google-Attributes: gid1115ce,public
From: Leen Kievit <L.A.Kievit@kub.nl>
Subject: Window order list in GEM
Date: 1996/08/26
Message-ID: <322177AD.167EB0E7@kub.nl>#1/1
X-Deja-AN: 176519963
content-type: text/plain; charset=us-ascii
organization: T & I, Tilburg University, Netherlands
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (X11; I; SunOS 4.1.1 sun4c)

Hi all,

For a small GEM utility I'm writing, I want to add some extra functionality compared to what standard GEM offers. I'm trying to get the program to push the top window to the back, if you click on it's move bar with the right mouse button. The easiest way to do that would be to access the list that GEM, I assume, holds of the windows and their respective depth, and change that. So basically I need to do the opposite of topping a window. Can anyone confirm that GEM indeed maintains such a list and tell me how to find/access it ?

--

Leen Kievit L.A.Kievit@kub.nl

From 2120203926127670675
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d665cdad581d2547
X-Google-Attributes: gid1115ce,public
From: schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Mint, Minix, Linux problems.
Date: 1996/08/26
Message-ID: <vyzvie6bdn2.fsf@lamothe.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 176525906
sender: schwab@lamothe.informatik.uni-dortmund.de
references: <3220A276.79B@softlab.se> <4vrj0r$h8r@ys.ifremer.fr>
organization: Dortmund University, Germany
reply-to: schwab@issan.informatik.uni-dortmund.de
newsgroups: comp.sys.atari.programmer

David CURE writes:

|> In article <3220A276.79B@softlab.se>, Mikael Hillborg
<Mikael.Hillborg@softlab.se> writes:
|>> I do this just to be able to install Linux later, on top of
|>> the Minix FS :-)

|> Why do not use ext2fs designed for Linux ?

It is usefull for sharing files between MiNT and Linux. There's
unfortunately no ext2.xfs yet. :-(
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From -3786431500194031520

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: codc01@gel.usherb.ca (Carl Eric Codere)
Subject: Re: | Q | Colors on screen
Date: 1996/08/26
Message-ID: <codc01.146.00085054@gel.usherb.ca>#1/1
X-Deja-AN: 176532026
references: <codc01.134.0008B8F3@gel.usherb.ca> <4v9vu1$1p0_001@jf.intel.com>
<codc01.135.0007FD81@gel.usherb.ca> <4vcfc8$2rg_001@jf.intel.com>
<codc01.140.00081F4A@gel.usherb.ca> <321b3577.11954676@news.airtime.co.uk>
<codc01.142.00080F7D@gel.usherb.ca>
organization: The Communications Research Centre
newsgroups: comp.sys.atari.programmer

>Good gods, man, who is trying to sell you an STe for $400?!? I see them
>all the time for $150 to $200 (US - that's still far below the $400 CAN
>you're talking about). There's a fellow in Vacnouver, WA who has one he's
>asking US$200 for - want me to look him up for you?

Greetings,
In that case I will probably buy one in January, but I was referring
to the Toad Computer Store (I think the only place left where you can buy
Atari stuff).

From -8858315577806212344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1373e90ab2108b88,start
X-Google-Attributes: gid1115ce,public
From: bdc2@bdc2-ra.cwru.edu (Boris D. Cahan)
Subject: VT100 help requested
Date: 1996/08/26
Message-ID: <841077384_OASIS_NEWS@bdc2-ra.cwru.edu>#1/1
X-Deja-AN: 176572737
organization: Case Western Reserve University
reply-to: bdc2@po.cwru.edu
newsgroups: comp.sys.atari.programmer

I am trying to build a vt100 interface into Kermit. I am fixing and
expanding some *C* source from an old PD program, t100, that is on
umich. So far I have gotten most to work, except blinking chars and
scrolling. The t100 had four fonts, roman, underline, bold and reverse,
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"real" graphics chars for VT100, rather than the non-standard vt52
stuff that Atari uses. The program has to be able to run on any ST, TT,

etc.

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -5001505568417206519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John M Rojewski)
Subject: Re: Current Projects
Date: 1996/08/26
Message-ID: <4vu38a$8f8@nnrp1.news.primenet.com>#1/1
X-Deja-AN: 176718993
references: <4vc62j$a31@dux.dundee.ac.uk>
organization: JR Enterprises
x-posted-by: @198.68.46.78 (rojewski)
newsgroups: comp.sys.atari.programmer

>Just out of interest - what projects are people working on??

I'm working on a Usenet newsreader program that works with STiK.
Its called NEWSie, and its currently under development, with some
outside testing going on.

If you see this message, then the posting facility in NEWSie is
probably working (at least partially).
*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
*

From 7492131254004127263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d665cdad581d2547
X-Google-Attributes: gid1115ce,public
From: whitema@vance.cig.mot.com (Michael A. White)
Subject: Re: Mint, Minix, Linux problems.
Date: 1996/08/26

Message-ID: <4vssik$7rc@trotsky.cig.mot.com>#1/1
X-Deja-AN: 176836622
references: <3220A276.79B@softlab.se>
organization: Motorola Inc., Cellular Infrastructure Group
newsgroups: comp.sys.atari.programmer

Mikael Hillborg <Mikael.Hillborg@softlab.se> writes:
<MiNT installation woes deleted>
I would recommend the KGMD installation kit. It worked great for me, the first time.

Mike

From 3475411907681521756
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: | Q | Colors on screen
Date: 1996/08/26
Message-ID: <4vsf98$19c_001@jf.intel.com>#1/1
X-Deja-AN: 176894261
references: <codc01.134.0008B8F3@gel.usherb.ca> <4v9vu1$1p0_001@jf.intel.com>
<codc01.135.0007FD81@gel.usherb.ca> <4vcfc8$2rg_001@jf.intel.com>
<codc01.140.00081F4A@gel.usherb.ca> <321b3577.11954676@news.airtime.co.uk>
<codc01.142.00080F7D@gel.usherb.ca> <codc01.146.00085054@gel.usherb.ca>
organization: Unanimous Fnordeling Service
newsgroups: comp.sys.atari.programmer

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   codc01@gel.usherb.ca (Carl Eric Codere) wrote:
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>
>In that case I will probably buy one in January, but I was referring
>to the Toad Computer Store (I think the only place left where you can buy
>Atari stuff).

Ah, a new one. Well, that's reasonable for brand new (though I didn't know Toad still had any new STes in stock). However, they are hardly the only place left:

```
<tr>
    <TD><CENTER><H2><img height=32 align=top src="images/atarilog.gif"
alt="[Atari]"></img><a name="Vendors"> Atari Vendors and Developers
</a><img height=32 align=top src="images/atarilog.gif"
alt="[Atari]"></img></H></td>
</tr>
<tr>
        <td><A HREF="http://www.chatlink.com/~stinformer/" >ST Informer
```

```
Magazine</A>
        </td>
</tr>
<tr>
        <td><A HREF="http://www.toad.net/" >Toad Computers - America's
Atari Source</A>
        </td>
</tr>
<tr>

        <td><A HREF="http://www.compdirect.com/" >Computer Direct</A> Hosts
of E.A.C.H. web pages.
        </td>
</tr>

<tr>
        <td><A HREF="http://www.ssolutions.com/" >System Solutions</A>
(recommended by Neil Barnes)
        </td>
</tr>
<tr>
        <td><A HREF="http://www.espero.it/emmesoft/inglese.htm" >Emmesoft -
Distribuzione prodotti Atari</A> English pages
        </td>
</tr>
<tr>
        <td><A HREF="http://www.atari.com/" >You're not wired...</A> Atari
HQ on the Web.  Buy a Jaguar.
        </td>
</tr>
<tr>
        <td><A
HREF="http://www.teleport.com/~bensmith/bscomputers.shtml">Ben Smith's
Bravo Sierra Computers</A> Portland's own local Atari dealer
     </td>
</tr>
<tr>
        <td><A HREF="http://www.ee.ethz.ch/~caschwan/medusa.html">Medusa
Computer Systems</A> Incredible power and TOS compatability!
     </td>
</tr>
<tr>
        <td><A
HREF="http://ourworld.compuserve.com/homepages/TITANWEB">Titan Design</A>
     </td>
</tr>
<tr>
        <td><A HREF="http://www.mcs.net/~isis/dungeon/dungeon.htm">Computer
Dungeon</A>
</td></tr>
<tr>
        <td><A HREF="http://www.carasys.de/hades.htm">The HADES system</a>
One HOT Atari compatible clone!
```

</td></tr>
<tr>
        <td><Img src="images/new.gif" align=absmiddle alt="[New!]"></img><A
HREF="http://www.netkonect.net/tachyon/flopshop">FloppyShop
</td></tr>

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

From 2444775172219852773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1373e90ab2108b88
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: VT100 help requested
Date: 1996/08/26
Message-ID: <4vspdv$330_001@jf.intel.com>#1/1
X-Deja-AN: 176896338
references: <841077384_OASIS_NEWS@bdc2-ra.cwru.edu>
organization: Unanimous Fnordeling Service
newsgroups: comp.sys.atari.programmer

In article <841077384_OASIS_NEWS@bdc2-ra.cwru.edu>,
   bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) wrote:
>
>I am trying to build a vt100 interface into Kermit. I am fixing and
>expanding some *C* source from an old PD program, t100, that is on
>umich. So far I have gotten most to work, except blinking chars and
>scrolling.
<snip>
>   Can anyone give me some help on how to implement these commands?
>I am using Lattice C, 5.6. I also need to put in a font that has the
>"real" graphics chars for VT100, rather than the non-standard vt52
>stuff that Atari uses. The program has to be able to run on any ST, TT,
>etc.

Blink is not a supported attribute under TOS, so in order to blink a
character, you have to keep track of where it is and constantly
erase/redraw it (or change the color to background/foreground, which
amounts to the same thing).

Creating a font is fairly easy, but unless you want to reinvent the wheel
for some reason, you'll probably be able to find a suitable font already
compiled - you could just inline the code. The font that comes with ANSIST

is quite nice, and you may even be able to get in touch with the author
(I'm not at home so I can't look him up) to get permission to use it.

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From -1815309985681558544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1373e90ab2108b88
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: VT100 help requested
Date: 1996/08/26
Message-ID: <4vsonp$3hk_001@jf.intel.com>#1/1
X-Deja-AN: 177240548
references: <841077384_OASIS_NEWS@bdc2-ra.cwru.edu>
organization: Unanimous Fnordeling Service
newsgroups: comp.sys.atari.programmer

In article <841077384_OASIS_NEWS@bdc2-ra.cwru.edu>,
   bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) wrote:
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From -8417939233914997709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1373e90ab2108b88
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: VT100 help requested
Date: 1996/08/26
Message-ID: <4vsopg$1as_001@jf.intel.com>#1/1
X-Deja-AN: 177240552
references: <841077384_OASIS_NEWS@bdc2-ra.cwru.edu>
organization: Unanimous Fnordeling Service
newsgroups: comp.sys.atari.programmer

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automatically, constitutes acceptance of these terms and conditions.

From 3419221088293848101
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c9abd79eeb2e9291,start
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: HELP: re .RSC editing
Date: 1996/08/27
Message-ID: <4vtsen$2qd@orm.southern.co.nz>#1/1
X-Deja-AN: 176693451
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Hi there!

I wish to edit resource files to give them my own personal touch (won't
say which, the authors will get upset :). I'm using either WERCS or ORCS.
I wish to change an icon in a dialogue box. I have designed my own icon
in mono .IMG format and imported it into the ORCS icon editor. After
saving the resource file, the program to which the resource belongs now
doesn't run correctly when I access the particular dialogue I changed.
What have I done wrong!!??!!

TIA for your help...

Chris W.
/|\

From 4070628841546222006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c9abd79eeb2e9291
X-Google-Attributes: gid1115ce,public
From: Leen Kievit <L.A.Kievit@kub.nl>
Subject: Re: HELP: re .RSC editing
Date: 1996/08/27
Message-ID: <3222AE97.2781E494@kub.nl>#1/1
X-Deja-AN: 176737959
references: <4vtsen$2qd@orm.southern.co.nz>
content-type: text/plain; charset=us-ascii
organization: T & I, Tilburg University, Netherlands

mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (X11; I; SunOS 4.1.1 sun4c)

Chris Wilkinson wrote:
>
> Hi there!
>
> I wish to edit resource files to give them my own personal touch
> ... After saving the resource file, the program to which the
> resource belongs now doesn't run correctly..

Resource editors may change the number/order of objects in object trees
as you edit them, this means the program may address the wrong objects,
maybe expecting properties that aren't there. This causes unexpected
behavior or even crashes.
I had this problems also when trying to 'translate' programs by editing
the resource files. So I wrote my own resource editor to do just this,
that guaranteed that the object numbers/properties did not change.

--

Leen Kievit L.A.Kievit@kub.nl

From -1885449492138463673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,252592a1f9583152
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MWC and Falcon 030
Date: 1996/08/27
Message-ID: <841217462_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 176768451
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

>Al Huyghe (a50178w8@awnet.com) wrote:
>
> I'm looking for a little help and advice from the Atari
> programming community. Several years ago, when i owned a 520ST i
> purchased Mark Williams C for the Atari ST. Things went on and bla bla
> bla... Now I own a Falcon 030 And am wondering if i continue using MWC
> where would i get .h files to program for the Falcon.

You can create them yourself from suitable documentation. It is easy
to add TOS functions. You may remember that these were simply macros

for gemdos(), bios() and xbios().

Similarly, Gem functions can be added. Although easier if you posess the library source code (where you add them directly), it is perfectly possible with a little assembler knowledge to write your own self contained bindings for the newer calls and add them into your object library.

> Also the .RSC file for MWC only will allow the older screen
> resolutions, can any of this be brought up to date??

No (below) but provided the resource editor will actually run then you will be able to create resources compatible with the Falcon.

>Is MWC still supported?

No, they went bust.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 6308163511046763960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d255ad50059fda42
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Window order list in GEM
Date: 1996/08/27
Message-ID: <Pine.A32.3.91.960827162606.28057A-100000@pallas.amp.uni-hannover.de>#1/1
X-Deja-AN: 176788775
references: <322177AD.167EB0E7@kub.nl>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 26 Aug 1996, Leen Kievit wrote:

> Hi all,
>
> For a small GEM utility I'm writing, I want to add some extra

> functionality compared to what standard GEM offers. I'm trying to get
> the program to push the top window to the back, if you click on it's
> move bar with the right mouse button. The easiest way to do that would
> be to access the list that GEM, I assume, holds of the windows and their
> respective depth, and change that. So basically I need to do the
> opposite of topping a window. Can anyone confirm that GEM indeed
> maintains such a list and tell me how to find/access it ?

Sure, GEM maintains such a list. However, the list's position and it's
structure are no documented features of the AES, so it's not appropriate
to mess around with it if you find it. This is for very good reason.
Other window managers like the one in MagiC have the list at a different
location and even use it in a different way. So please get rid of this
idea.

Newer TOS versions provide a wind_set() subfunction WF_BOTTOM, used
exactly like WF_TOP, that bottoms the referenced window.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -9004764580346157690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c9abd79eeb2e9291
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: HELP: re .RSC editing
Date: 1996/08/27
Message-ID: <841240632_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 176797124
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4vtsen$2qd@orm.southern.co.nz>
chriswil@southern.co.nz (Chris Wilkinson) said:-

>Hi there!
>
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>in mono .IMG format and imported it into the ORCS icon editor. After
>saving the resource file, the program to which the resource belongs now

>doesn't run correctly when I access the particular dialogue I changed.
>What have I done wrong!!??!!

As soon as you load the resource, save it with the option to write a header turned on. Copy the header somewhere. After you've finished fiddling, save again and compare the new header against the old. If any of the values have changed, you're buggered. Actually no - the program will be!

Try it again but this time just edit the existing icon. Provided you do not perform an action that results in the editor re-ordering the object tree it will work.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -7132745230060980999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: gold@shell.aros.net (Lawrence Gold)
Subject: Re: | Q | Colors on screen
Date: 1996/08/27
Message-ID: <4vvaoe$lu@news.aros.net>#1/1
X-Deja-AN: 176806168
references: <codc01.134.0008B8F3@gel.usherb.ca> <4v9vu1$1p0_001@jf.intel.com>
<codc01.135.0007FD81@gel.usherb.ca> <4vcfc8$2rg_001@jf.intel.com>
<codc01.140.00081F4A@gel.usherb.ca> <321b3577.11954676@news.airtime.co.uk>
<codc01.142.00080F7D@gel.usherb.ca>
organization: ArosNet Inc.
newsgroups: comp.sys.atari.programmer

<codc01.146.00085054@gel.usherb.ca>
Distribution:

Carl Eric Codere (codc01@gel.usherb.ca) wrote:

: In that case I will probably buy one in January, but I was
: referring to the Toad Computer Store (I think the only place left where
: you can buy Atari stuff).

I don't think they're renowned for low prices. I mean, they have 1050

(Atari 8-bit) disk drives for sale for $99, and that's an item I've been
able to find in thrift stores for about $10, including a power supply and
data cable. :)

From 5975107446582482233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d255ad50059fda42
X-Google-Attributes: gid1115ce,public
From: dhedberg@moksha.kuai.se (Daniel Hedberg)
Subject: Re: Window order list in GEM
Date: 1996/08/27
Message-ID: <4vvflg$vff@kaon.kuai.se>#1/1
X-Deja-AN: 176821417
references: <322177AD.167EB0E7@kub.nl>
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Leen Kievit (L.A.Kievit@kub.nl) wrote:

: For a small GEM utility I'm writing, I want to add some extra
: functionality compared to what standard GEM offers. I'm trying to get
: the program to push the top window to the back, if you click on it's
: move bar with the right mouse button. The easiest way to do that would
: be to access the list that GEM, I assume, holds of the windows and their
: respective depth, and change that. So basically I need to do the
: opposite of topping a window. Can anyone confirm that GEM indeed
: maintains such a list and tell me how to find/access it ?

Hi,

There is actually possible to do excactly what yuu are describing with
the AES, however it's only available as of AES v4.0 (or later). You can
then send a window to the bottom by using wind_set() with mode set to 25
(WF_BOTTOMED). You receive a WM_BOTTOMED message when the user
shift-clicks on the window's mover bar.

MagiC also has support for placing windows at the bottom of the window list.

Maybe it's a bad idea to include your "extra" function as it is supported
by both MultiTOS and MagiC. If you decide to include it anyway, please
make sure neither of these systems (or any other that supports these
calls) are installed.

Take care,

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel

```
oOo   oOo
 U     U
```

From 7242108330884048488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c8753656e3b6a8a2,start
X-Google-Attributes: gid1115ce,public
From: danbrown@ior.com (Dan Brown)
Subject: FS: (US) CHEAP GAMES!
Date: 1996/08/27
Message-ID: <4vvo50$76a@express.ior.com>#1/1
X-Deja-AN: 176876009
organization: I need to put my ORGANIZATION here.
newsgroups: comp.sys.atari.programmer

* $3.00 each + shipping -OR-
* $75.00 for all 33 games + Shipping

* ALL GAMES HAVE ORIGINAL BOXES AND PAPERWORK!

A.M.C.	Beverly Hills Cop
Blockout	Championship Wrestling
Cosmic Pirate	Deja Vu II
Fast Lane	Final Blow
Galaxy Force	Global Commander
Guardians	Heavy Metal
Hot Rod	Imperium
Jug	Khalaan
Mean Streets	Metal Mutant
Off Shore Warrior	Paradroid 90
Power Boat USA	Prince
Red Lightning	Sly Spy
St. Dragon	Star Blaze
Star Breaker	Tass Times in Tone Town
Thunder Burner	Verminator
Wild Streets	X-Out
Xiphos	

EMAIL ONLY PLEASE: danbrown@on-ramp.ior.com

```
((=====================================))((=======================))
=))   Dan Brown  ---   Matrixx of IRC  ((==))  A Program is used  ((=
((       danbrown@on-ramp.ior.com       ))((   To Turn Data Into   ))
=))    http://www.ior.com/~danbrown/   ((==))   ERROR Messages!   ((=
```

((==========))((==========))

From 8368999100244189084
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c021277ef8eb31d,start
X-Google-Attributes: gid1115ce,public
From: danbrown@ior.com (Dan Brown)
Subject: Web Page Update! [2]
Date: 1996/08/27
Message-ID: <4vvnpr$76a@express.ior.com>#1/1
X-Deja-AN: 176876863
organization: I need to put my ORGANIZATION here.
newsgroups: comp.sys.atari.programmer

!! Web Page update !!

Matrixx' Hellish Web Page

http://www.ior.com/~danbrown/

--> NOW LYNX FRIENDLY
    Sorry guys. I thought that it was already! But i didn't actually
    check it with Lynx til a few days ago. Anyways, fixed now!

--> [LINKS] TV & Shows
    Fixed/scaled the pictures. Now they should look right with all
    browsers!

--> [LINKS] MISC
    Expanded the list. Now includes links to help you build a
    web page! Will get the images in there for 'em soon hopefully.

--> [LINKS] Search Engines
    Scaled Images

--> [LINKS] Atari - General
    Added some images for the graphical end.

--> [LINKS] Atari - Jaguar
    Expanded the list. And added images

--> [LINKS] Atari - Companies
    Expanded the list. Fixed/created images

--> [LINKS] Atari - Support
    Expanded the list. Added images

-* All the pictures are now scaled. So my web page should now look

-* right with all graphical browsers! I didn't realize that Mosaic
-* (atleast the vers my friend uses sometimes) didn't support
-* HEIGHT/WIDTH variables! oops :)

-* I've been working on this web page for about a month and a half
-* now. I'm still VERY new to html! If you have any hints/tips etc
-* I'd love to hear them! :)

THANKS to EVERYONE who's given my web page a chance!

((=====================================))((=======================))
=)) Dan Brown --- Matrixx of IRC ((==)) A Program is used ((=
((danbrown@on-ramp.ior.com   ))((To Turn Data Into))
=))   http://www.ior.com/~danbrown/ ((==)) ERROR Messages! ((=
((=====================================))((=======================))

From 5307635331205901666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: Christian Andersson <faltrion@kd.qd.se>
Subject: Re: Current Projects
Date: 1996/08/27
Message-ID: <FN_3223065a_faltrion@news.kd.qd.se>#1/1
X-Deja-AN: 177025239
references: <4vu38a$8f8@nnrp1.news.primenet.com> <4vc62j$a31@dux.dundee.ac.uk>
organization: FireSTorm Atari Center
reply-to: Christian Andersson <faltrion@kd.qd.se>
newsgroups: comp.sys.atari.programmer

in message <4vu38a$8f8@nnrp1.news.primenet.com>,
    John M Rojewski wrote:

>>Just out of interest - what projects are people working on??
>
> I'm working on a Usenet newsreader program that works with STiK.
> Its called NEWSie, and its currently under development, with some
> outside testing going on.

Hey! what is this? How come that I have not heard of this?

Is your News-reader an Off-line or On-line newsreader.

I ask because that I and Mark Baker are working on a Off-line Newsreader.
It will be 2 programs! Babel that does the collecting, sending, maintenace
of the messages, and FireNews, which is the reader. Please tell me more
about your project (in e-mail please) so that I can inform the STiK group
about this.

--
Christian Andersson FireSTorm Atari Center
MAIL: faltrion@mail.kd.qd.se WWW: http://www.kd.qd.se/~faltrion
IRC : faltrion @ #Atari Current Projects:
BBS : +46 54 834731 - FireNews: News-reader for STIK
FAX : +46 45 834731 - FireCall: Caller ID utility

From -2770960223553565559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d255ad50059fda42
X-Google-Attributes: gid1115ce,public
From: Leen Kievit <L.A.Kievit@kub.nl>
Subject: Re: Window order list in GEM
Date: 1996/08/28
Message-ID: <322419EE.167EB0E7@kub.nl>#1/1
X-Deja-AN: 176925113
references: <322177AD.167EB0E7@kub.nl>
<Pine.A32.3.91.960827162606.28057A-100000@pallas.amp.uni-hannover.de>
content-type: text/plain; charset=us-ascii
organization: T & I, Tilburg University, Netherlands
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (X11; I; SunOS 4.1.1 sun4c)

Peter Rottengatter wrote:
> Newer TOS versions provide a wind_set() subfunction WF_BOTTOM, used
> exactly like WF_TOP, that bottoms the referenced window.

This is even better (must learn to go through documentation more thoroughly).
Thanks to all of you who replied.

Leen Kievit L.A.Kievit@kub.nl

From 9025554741899892081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d665cdad581d2547
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: Mint, Minix, Linux problems.
Date: 1996/08/28
Message-ID: <5020or$omp@ccshst05.uoguelph.ca>#1/1
X-Deja-AN: 177078742
references: <3220A276.79B@softlab.se>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Mikael Hillborg (Mikael.Hillborg@softlab.se) wrote:

: I've tried to install MiNT and the Minix filesystem using
: MINIT.TTP (minit.ttp -V -n 4 G:, where G: is a 200 MB partition
: of an external SCSI drive) ... but nothing works. I downloaded the
: MiNT distribution kit (9 disks), extracted disk 1, put everything
: on a floppy as the docs says and then ran setup and config
: from the floppy. However, MINIT.TTP just writes something
: at the screen and then immediately exits. I tried
: minit.ttp -V -n 4 G: by hand and it didn't work either.
[...]
: I have a F030 (C-lab), 68881, 4 MB RAM, internal 500 MB SCSI
: (C boot partition and C program partition) and an external
: 1 GB SCSI (E,F,G,H,I partitions) . Oh, I also had the control
: panel, blow-up soft and FPATCH2 installed when I tried.
[...]
What hard disk driver are you using? I found I ran into problems when I
tried to use Minix partitions (including formatting w/ minit) when I was
using the ICD driver version 6.5.5. Using AHDI solved the problem, but of
course, it's not nearly as nice as the ICD drivers. Strangely enough, I
had no problems with an earlier version (4.3) of the ICD driver, but that
might be because I was using it with a small (i.e., <16 MB) partition.

THeo

From 961364143265302132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: dsb@cs.duke.edu (Scott Bigham)
Subject: Re: Current Projects
Date: 1996/08/28
Message-ID: <502j0d$k5k@hal.cs.duke.edu>#1/1
X-Deja-AN: 177109257
references: <4vc62j$a31@dux.dundee.ac.uk>
organization: n. Arrangement in an orderly or logical fashion. See "miracle".
newsgroups: comp.sys.atari.programmer

From the Holy Book of <4vc62j$a31@dux.dundee.ac.uk>
  as spake by dmitchel@mcs.dundee.ac.uk (Davy Mitchell) :

>Just out of interest - what projects are people working on??
>To start the ball rolling I am working on a full screen 3d maze game.

Probably not what you had in mind, but...

Beyond banging the last few (ha!) bugs out of GlueSTiK, I'm also working
on a MiNT-aware file selector and a general-purpose GUI installer
program, so that I can start making distribution packages for MiNT and

MiNTnet and related stuff that don't require an introductory course in
rocket science.

-sbigham

--

Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1996 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

From -3918169248821896009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,252592a1f9583152
X-Google-Attributes: gid1115ce,public
From: a50178w8@awnet.com (Al Huyghe)
Subject: Re: MWC and Falcon 030
Date: 1996/08/28
Message-ID: <841286924_OASIS_@awnet.com>#1/1
X-Deja-AN: 177251292
organization: MTS Internet Services
reply-to: a.huyghe@awnet.com
newsgroups: comp.sys.atari.programmer
organisation: N/A

Hi ;

Thanks for your reply. i suppose i'll start looking for Lattice C to do my programming. Previously i have programmed in fortran, cobol, basic, and pascal but didn't really get much done in C. I thought i'd reenter the field using C because it is so widely used.

Al Huyghe
a50178w8@awnet.com

--

From -8596851502710943273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: Current Projects
Date: 1996/08/29
Message-ID: <Dww170.7Ds@iglou.com>#1/1
X-Deja-AN: 177101121

sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <4vc62j$a31@dux.dundee.ac.uk>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Davy Mitchell (dmitchel@mcs.dundee.ac.uk) wrote:

: Just out of interest - what projects are people working on??
: To start the ball rolling I am working on a full screen 3d maze game.

I'm currently putting the finishing touches on a Top Ten program for the Transcendence BBS program, now that it works real good. I'm using an old copy of Mark Williams C, released around 1988, as many of you know from previous posts about it. I spent 3 weeks working on it, getting some help and so on, while getting to learn it. I've touched on some topics that I've wanted to learn, like file accesses, structures, arrays, and that sort of thing. Now that I bought a used copy of Lattice C 5.52, I'll probably recompile it under that, to make it run a little faster.

All I need to know how is who else on here runs Transcendence. If I get enough requests, I'll post it on here. Total size of the archive shouldn't be more than 15K, since the actual program is about 12K. Small sucker. It's pretty much bulletproof after some abuse and testing. I'll create an area on my webpage for downloading the updates later on.

: Also I am putting some C++ classes together for an X-File-y text adventure
: which with some STOS sections e.g. animations passing parameters via the
: command line.

Lots of books out there to help. Some of the best references I've found aren't exactly for the ST, but rather, written for Borland and Turbo C packages, but they do help quite a bit!

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From -2931160839118806429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d665cdad581d2547
X-Google-Attributes: gid1115ce,public
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Subject: Re: Mint, Minix, Linux problems.
Date: 1996/08/29
Message-ID: <3225D9A5.3F4F@softlab.se>#1/1

X-Deja-AN: 177113039
content-type: text/plain; charset=us-ascii
organization: SoftLab Telecom AB
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

Theodore L Hopman wrote:
> Mikael Hillborg (Mikael.Hillborg@softlab.se) wrote:
> : I have a F030 (C-lab), 68881, 4 MB RAM, internal 500 MB SCSI
> : (C boot partition and C program partition) and an external
> : 1 GB SCSI (E,F,G,H,I partitions) . Oh, I also had the control
> : panel, blow-up soft and FPATCH2 installed when I tried.
> [...]
> What hard disk driver are you using? I found I ran into problems when I
> tried to use Minix partitions (including formatting w/ minit) when I was
> using the ICD driver version 6.5.5. Using AHDI solved the problem, but of
> course, it's not nearly as nice as the ICD drivers. Strangely enough, I
> had no problems with an earlier version (4.3) of the ICD driver, but that
> might be because I was using it with a small (i.e., <16 MB) partition.
>
> THeo

I'm using AHDI. Maybe it's MINIT.TTP that don't like external SCSI drive
partitions of that size (210 MB) ? The format seems to succeed, now with
the TAF package ... but the next step, that is making the directories with
mkdir, fails as I described in a previous posting today. I get an error
message something like, "mkdir, can't create directory /usr : error". If
I try executing mkdir directly in the shell, as opposed to from the installation
script, it also fails.

/Mikael

From -5393818694923150438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d665cdad581d2547
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: Mint, Minix, Linux problems.
Date: 1996/08/29
Message-ID: <gigxr01-2908961330260001@47.85.0.99>#1/1
X-Deja-AN: 177128494
references: <3220A276.79B@softlab.se> <4vssik$7rc@trotsky.cig.mot.com>
<32259B64.6340@softlab.se>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

In article <32259B64.6340@softlab.se>, Mikael Hillborg
<Mikael.Hillborg@softlab.se> wrote:

> Michael A. White wrote:
> >
> > Mikael Hillborg <Mikael.Hillborg@softlab.se> writes:
> > <MiNT installation woes deleted>
> > I would recommend the KGMD installation kit. It worked great for me, the
> > first time.
>
> I tried the TAF package yesterday. I ran the setup144 script with argument
> h, which means install it on drive h. H is a 210 MB partition on an external
> SCSI drive (1 GB Conner) on my C-lab Falc. The creation of the file system
> seems to succeed (it reports ok) but when the script continues and tries to
> "mkdir /usr" it failes. Why ? I looked at the script and the file system is
> created with /c/minit.ttp -V -P -n 4 h.
> What does -P do ? According to minit -h, it writes some kind of null file
> system. Is that the way it should be done ? Maybe some access rights should
> be set for the whole file system as it is created ? If I force a
> continuation, I get errors when the directories and files are trying to be
> written so it seems to be some access rights or so. What to do ?
>

The 'P' tries to protect the Minix files system from 'TOS' accesses.

Even so, I once had my Minix partition trashed by a program that wrote directly
to the disk, & assumed it was a TOS filesystem.

I also saw problems with creating files, 'permission denied', there seens
to be a limit to the number of files/folders in the root of a partition.

Has your partition got >127 files/directories ?
Who is the owner ?

Maybe (this is a guess) the problem is with your shell, can it handle '/' ?

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From -5684594454784115043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf9643b0696c86ad,start
X-Google-Attributes: gid1115ce,public
From: Olivier LANDEMARRE <Olivier.landemarre@utbm.fr>
Subject: Magic and Pexec
Date: 1996/08/29
Message-ID: <503h6e$jpu@naiad.grenet.fr>#1/1
X-Deja-AN: 177185657
content-type: text/plain; charset=us-ascii
organization: LERMPS

mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.2N (Windows; I; 16bit)

Hello

I'm trying to start an other program with Pexec(100,...) like with
Multitos, but with Magic and MagicMac it don't work.
Someone know the solution?

Thanks

Olivier

From -1466996236526892468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d665cdad581d2547
X-Google-Attributes: gid1115ce,public
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Subject: Re: Mint, Minix, Linux problems.
Date: 1996/08/29
Message-ID: <32259B64.6340@softlab.se>#1/1
X-Deja-AN: 177197347
references: <3220A276.79B@softlab.se> <4vssik$7rc@trotsky.cig.mot.com>
content-type: text/plain; charset=us-ascii
organization: SoftLab Telecom AB
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

Michael A. White wrote:
>
> Mikael Hillborg <Mikael.Hillborg@softlab.se> writes:
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seems to succeed (it reports ok) but when the script continues and tries to
"mkdir /usr" it failes. Why ? I looked at the script and the file system is
created with /c/minit.ttp -V -P -n 4 h.
What does -P do ? According to minit -h, it writes some kind of null file
system. Is that the way it should be done ? Maybe some access rights should
be set for the whole file system as it is created ? If I force a
continuation, I get errors when the directories and files are trying to be
written so it seems to be some access rights or so. What to do ?

/Mikael

From -5181084381497245405
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4e0612df4dbb129,start
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Find/change foreground app on AES 4 & compatibles?
Date: 1996/08/29
Message-ID: <GH4SBGUVUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 177245898
content-length: 1247
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

I am trying to find out how to bring a task to the foreground under AES 4
and compatibles.

This can be done by selecting the application under the Desk menu, but I would
like to write software capable of bringing an application to the foreground
itself.

I have been partially successful by sending a WM_TOPPED message for one of the
application's windows, but this method fails when an application does not have
any windows open.

I would also like to be able to determine which application is currently in the
foreground. Currently, I am using menu_bar to check what menu bar is on top,
and checking the owner of the top window. This method fails, however, when
the application does not have a menu bar or any windows.

Any suggestions on either of these issues would be appreciated.

--

```
+-------------------------------+----------------------------------------+
| Mario Becroft                 | New improved WWW page:                 |
| mbecroft@tos.ak.planet.gen.nz | http://www.ak.planet.gen.nz/user/mario/ |
+-------------------------------+----------------------------------------+
|   Tariland WWW page:  http://www.ak.planet.gen.nz/user/mario/tariland   |
+-------------------------------------------------------------------------+
```


From 4444168106080222684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b

X-Google-Attributes: gid1115ce,public
From: pierce7@cybernex.net (The Ones)
Subject: Re: Current Projects
Date: 1996/08/29
Message-ID: <504t51$sof@miracle.cybernex.net>#1/1
X-Deja-AN: 177323595
references: <4vc62j$a31@dux.dundee.ac.uk> <502j0d$k5k@hal.cs.duke.edu>
organization: Cybernex Inc.
newsgroups: comp.sys.atari.programmer

i am currently working on software to knock missiles out of the sky,
and vaporize their contents.

From 2643102492228310822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aacc597b1ef3f00b
X-Google-Attributes: gid1115ce,public
From: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
Subject: Re: C++ and ST
Date: 1996/08/13
Message-ID: <Dw30xJ.59K@freenet.victoria.bc.ca>#1/1
X-Deja-AN: 173933422
sender: news@freenet.victoria.bc.ca (News Manager)
x-nntp-posting-host: vifa1
references: <3209CBDE.56CC@psion.com>
organization: The Victoria Freenet Association (VIFA), Victoria, B.C., Canada
reply-to: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
newsgroups: comp.sys.atari.programmer

I noticed gcc 2.6.1 was mentioned for 'regular' TOS and was wondering
where I can get a copy. I can only find 2.5.8. Thanks.

Nicholas

--

From 4563520212515315554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,203f3f699207edd1,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Help with Lattice C 5.6
Date: 1996/08/13
Message-ID: <4uq950$7rf@madeline.INS.CWRU.Edu>#1/1

X-Deja-AN: 173934865
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

time zones) who is familiar with Lattice C, ver 5.6, esp. with
their makefiles? I am trying to recompile the latest version of
Kermit and add some much needed expansions. I have e-mailed HiSoft,
who still sell LC, but don't support it anymore. The program is LARGE with
more than 20 modules, so a makefile seems the only way to go. BUT, I
can't get it to link right.

If there is someone with whom I can correspond, or even phone
about this, I would appreciate it greatly. The program compiles and runs
under MWC, but not lattice. I need Lattice, because I can get an
alarm function with it.

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 999615193534990514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,95a0685837cd1738,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: MagiC form_x.. funcs
Date: 1996/08/13
Message-ID: <840043496_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 173955820
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

I've spent all afternoon trying to deal with conflicting information.
All I want, is to write MWC bindings for form_xdial() and form_xdo()!

MagiC 2 manual sez ...

form_xdial(int flag, sx,sy,sw,sh, bx,by,bw,bh; void **flydial)

```
control[0]    51
control[1]    9
control[2]    1
control[3]    2 <- ?
control[4]    0

intin[0] flag
intin[1..8]   sx..bh
```

```
addrin[0] flydial
addrin[1] 0 <- why ?
```

Now, two of my other manuals say *standard* form_dial() control[3] is *ordinarily* 0, yet when I look in the MWC code its got control[3] as 1 for a standard call. As the MagiC manual blithers on about one extra parameter I'm totally confused. Tried just about all combinations I can think of - the best I've managed is to pass flydial as NULL which comes up with no dog ear. If I attempt to pass non NULL it comes back unchanged and is either still ignored or form_xdo() bombs. I even tried *flydial = addr_out[0] type stuff as well just in case. Nowt!

Now onto form_xdo(). Is this binding correct? ...

```
int form_xdo(int tree, startob, *lastcur; XDO_INF *tabs; void flydial)

control[0]    50
control[1]    1
control[2]    2
control[3]    3
control[4]    0

intin[0]  startob

addrin[0] tree
addrin[1] tabs
addrin[2] flydial

intout[1] lastcur
```

Like I said, the dog ear never appears (when it's not crashing) but lastcur is being returned correctly, so I at least know its making the MagiC call - I was even beginning to wonder about that at one stage!

Btw, I've implemented form_xerr() and form_popup() with no trouble at all.

!Help!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 7270201406002249689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
From: Tom Lamparty <lamparty@telerama.lm.com>
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/13
Message-ID: <Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com>#1/1
X-Deja-AN: 173996863
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl> <4ufa0r$363@orm.southern.co.nz>
<4ukq7j$hao@nyheter.chalmers.se>
x-sender: lamparty@asia.lm.com
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Telerama Public Access Internet, Pittsburgh, PA
mime-version: 1.0
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

On 11 Aug 1996, Johan Klockars wrote:

Lots of stuff clipped
> I don't remeber if I voted when the group removal was suggested, but if
> I had, I would most definitely have voted YES.
>
> Why, you ask?
>
> 1. Everybody with email has ftp access.
A lot of our people only have access through one or another of the
Freenet systems. There is NO ftp access with a Freenet! Gopher, Lynx and
E-Mail only and most of the Gophers don't know an .lzh file from a .txt
file. Same goes for the self extracting tos archives that appear from
time to time!

> 2. Everything that gets put on a binary newsgroup has to be archived
> somewhere (read ftp site) as well or it'll be gone in a week or two.
Does give you a reason to check frequently!

> >: These days it is _much_ better to upload software to a web or ftp
> >: site and post an _announcement_ on one of the news groups!
I agree, but again not everyone can get to ftp sites, so a web site is
better, or umich which can be accessed either way, if you can get in to
ftp it there in the first place!

> >But it is not free, why should IBM users get all the free bandwidth they
> >want and Atari users with none?
With the Internet voice phone and live video for the PC's, I think the
bandwith argument is moot!

>
> Uhm, in what way is ftp access less free than Usenet newsgroup access?
>
> Usenet news distribution is _very_ far from free, while ftp only takes
> net bandwidth for actual accesses.
>
> The huge number of IBM users makes distribution via Usenet a lot more
> defensible. It might even save bandwidth if a large enough number of
> people want the files. That'll never be the case for Atari users.
Heck, they can go into a store and buy all the software they want! 8^) We
are rather limited in that respect!

> >: Really, such a group is just a waste of the little bandwidth it
> >Well if it produces little bandwidth then what's the problem?
Yeah, what he said!

> Why don't we create 20 new Atari newsgroups?
I think 2 would do it!
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johan@rand.thn.htu.se
> | so hard to do | WWW/ftp: rand.thn.htu.se
> Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

From 1439304454543796405
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aacc597b1ef3f00b
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: C++ and ST
Date: 1996/08/13
Message-ID: <Pine.BUL.3.90.960813234721.15633A-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 174000475
references: <3209CBDE.56CC@psion.com> <Dw30xJ.59K@freenet.victoria.bc.ca>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw
University

mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 13 Aug 1996, Nicholas Steele wrote:

>
> I noticed gcc 2.6.1 was mentioned for 'regular' TOS and was wondering
> where I can get a copy. I can only find 2.5.8. Thanks.

2.6.1 have some serious bug (I don't remeber what now). There is also
available 2.6.3. try:
atari.archive.umich.edu
ftp.cnam.fr (currently down :(
or some of the greman sites (ftp.uni-paderborn.de, ftp.uni-kl.de ...)

It has to be somewhere, because I've got it from the net for more then a
year.

Szymon.

From 6028242700483721144
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3db497198c218dc
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: Installing Linux...
Date: 1996/08/13
Message-ID: <4uqbd0$gaq@ccshst05.uoguelph.ca>#1/1
X-Deja-AN: 174038255
references: <Pine.GSO.3.94.960812190032.2865A-100000@suntan>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Jon Hull (CS) (hull@eng.usf.edu) wrote:
: I'm fed up with MiNTOS. I'm having way too much trouble with installing
: and running it on my Falcon (4/85 & 530/4.04) and I want to switch my
: multi-tasking efforts over to Linux. Does anyone know how I can attain
: Linux? I've seen the CD-ROM, but, alas, I haven't a drive. I need to
: know where to get the files, how to uncompress them and how to set up the
: software on my hard drive (how much free space for Linux/X/etc.). I want
: to use X and the Chimera Web Browser so I may begin developing for them...

(This really should belong in c.s.a.st.tech) Anyway, if you're frustrated
with MintOS, you'll likely be frustrated with Linux as well, seeing as
both are UNIX work-alikes. If you still want to go with Linux, check the
Linux68K/Atari installation guide at http://www.gti.net/azog/atari.html
I believe it has pointers to where the installation files can be obtained.

THeo

From -536471573985254416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
From: savetz@northcoast.com (Kevin Savetz)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/08/14
Message-ID: <savetz-1408961026260001@news.northcoast.com>#1/1
X-Deja-AN: 174161237
references: <savetz-2807960902500001@news.northcoast.com>
<4tg8g6$8q3@agate.berkeley.edu> <savetz-2907961104390001@news.northcoast.com>
<4unrqf$lgl@news.aros.net>
content-type: text/plain; charset=ISO-8859-1
organization: Savetz Publishing
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

In article <4unrqf$lgl@news.aros.net>, gold@shell.aros.net (Lawrence Gold)
wrote:

> I have a whole pile of STart magazines, from the first issue on, and
> access to a color scanner at school. I can look into obtaining some sort
> of OCR scanner as well...

Cool. Do it and let me know what you're gonna scan.

> Have you considered including Analog and the various newsprint and
> electronic magazines on your site? You could dub yours as the "complete"
> Atari magazine archive. :)

One thing at a time -- we have 9 years of Antics & STarts to scan. That
will keep us busy. I'll eventually try to get permission to put ANALOG
online, too.

--KMS

From -1308978152751222290

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
From: sethb@panix.com (Seth Breidbart)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/14
Message-ID: <4utabp$d76@panix3.panix.com>#1/1
X-Deja-AN: 174180522
references: <4u4l03$sdm@orm.southern.co.nz> <4ufa0r$363@orm.southern.co.nz>
<4ukq7j$hao@nyheter.chalmers.se>
<Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com>
organization: Society for the Promulgation of Cruelty to the Clueless
followup-to: news.groups,alt.config
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

In article <Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com>,
Tom Lamparty <lamparty@telerama.lm.com> wrote:
>On 11 Aug 1996, Johan Klockars wrote:

>> 1. Everybody with email has ftp access.
>A lot of our people only have access through one or another of the
>Freenet systems. There is NO ftp access with a Freenet! Gopher, Lynx and
>E-Mail only

There are ftp-by-email servers available. Sure, it's slower than ftp,
but you get what you pay for.

>With the Internet voice phone and live video for the PC's, I think the
>bandwith argument is moot!

You mean, you get all the bandwidth you want for free, so other
people's worries don't matter?

>> The huge number of IBM users makes distribution via Usenet a lot more
>> defensible. It might even save bandwidth if a large enough number of
>> people want the files. That'll never be the case for Atari users.
>Heck, they can go into a store and buy all the software they want! 8^) We
>are rather limited in that respect!

The technical point is that, for IBM software, distribution via Usenet
uses less resources than distribution via ftp. For Atari software,
it's the other way around.

Seth

From 2367259226916740530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4caa4798fd42fa27,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,4caa4798fd42fa27,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,4caa4798fd42fa27,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4caa4798fd42fa27,start
X-Google-Attributes: gid1056fc,public
From: Kyle R. Hofmann <rhofmann@crl.com>
Subject: Draft RFD: comp.binaries.atari.{,discuss}
Date: 1996/08/14
Message-ID: <4utbeo$si9@nntp.crl.com>
X-Deja-AN: 174194189
organization: CRL Dialup Internet Access (415) 705-6060 [Login: guest]
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.te
ch,comp.sys.atari.programmer

[This is a draft version of an RFD intended to be posted to
  news.announce.newgroups soon. It is being posted to the comp.sys.atari
  groups for feedback before the final submission to David C. Lawrence,
  the news.announce.newgroups moderator. Please give us your thoughts on
  this proposal. Thank you. --KRH]

REQUEST FOR DISCUSSION (RFD)
moderated group comp.binaries.atari
unmoderated group comp.binaries.atari.discuss

Newsgroup line:
comp.binaries.atari   Binaries for Atari computers. (Moderated)
comp.binaries.atari.discuss Discussion of content of c.b.a.

Proponent: Rich Tietjens <starship@3rdplanet.com>
Proponent: Kyle R. Hofmann <rhofmann@crl.com>
Proponent: Adam B. Roach <adam.roach@exu.ericsson.se>

This is a formal Request For Discussion (RFD) for the creation of
world-wide moderated Usenet newsgroup comp.binaries.atari, and
unmoderated comp.binaries.atari.discuss. This is not a Call for
Votes (CFV); you cannot vote at this time. Procedural details
are below.

RATIONALE: comp.binaries.atari

Currently, there exists no appropriate and easily accessible medium for the release of Atari software. There is also a growing pool of software available for these machines which would recieve a marginal distribution at best due to this lack of a medium. Though FTP sites and several binaries newsgroups (alt.binaries.comp.atari8bit and alt.binaries.atari) exist, many Atarians do not have FTP access and the alt groups have a poor distribution.

By creating comp.binaries.atari, a medium would be established. comp.binaries.atari would provide a method of distribution. With c.b.a, the immediate dissemination of new releases and bug fixes would be possible.

This method also has the advantages of using comparatively fewer system resources than other methods, and of keeping binaries out of existing comp.sys.atari.* discussion groups.

END RATIONALE.

RATIONALE: comp.binaries.atari.discuss

The existence of a .discuss group allows the discussion of the binaries groups to stay separate from the actual binaries postings and from non-binary related postings. Without a discussion group, non binary posts related to the topic of the binaries heirarchy have no single place in which they can be discussed; instead, they are spread around a heirarchy of newsgroups, making worthwhile discussion difficult, if not impossible. This discussion group will create a proper place for discussion and comments on binary software posted in the comp.binaries.atari.* heirarchy.

END RATIONALE.

CHARTER: comp.binaries.atari

For the distribution of Atari compatible or Atari related software. This includes bugfixes, updates, and new releases to Atari computer software and software on other platforms related to Atari computers (such as emulators, disk image maintainers, and Atari to PC communication software). Software that has been posted within the last 60 days will be rejected; no reposts will be made within that time period. Non-binary or non-software submissions will be rejected.

The moderator will cancel any post which has been posted with a forged approval header.

Specific examples of allowed software include:

- Freely distributable software

- Revisions of previously released software
- Bugfixes of previously released software
- Commercial software with the explicit permission of the copyright holder

Specific examples of disallowed software include:

- Pictures, music, and other non-software binaries
- Recently posted software (posted within the last 60 days)
- "WaReZ", pirate software posted illegally without the copyright holder's permission
- Discussion of software posted to comp.binaries.atari
- Requests for software
- Reposts of software previously posted

END CHARTER.

CHARTER: comp.binaries.atari.discuss

This group is for the discussion of binaries posted to the group comp.binaries.atari. On topic posts include:

- Asking for alternate methods of distribution for a binary
- Discussion of the relative merits of a particular binary in comparison to competing packages
- Requests for a piece of software which has not been posted recently
- Requests for a piece of software which was incomplete to be mailed

Binaries, spams, MAKE.MONEY.FAST schemes, computer advocacy, and discussion not pertaining to the comp.binaries.atari groups is considered off topic.

END CHARTER.

MODERATOR INFO: comp.binaries.atari

Moderator: starship@3rdplanet.com (Rich Tietjens)
Backup moderator: rhofmann@crl.com (Kyle R. Hofmann)
Submission address: starship@3rdplanet.com

The moderator is author of a number of freeware packages for the TOS compatibles, active in the various Atari discussion groups, several fido-technology networks, and is employed in the networking industry.

END MODERATOR INFO.

PROCEDURE:

The discussion period lasts 21 days from the initial post of this RFD. If there are no major objections to the naming or placement, then the CFV (Call For Votes) will be issued, lasting for at least 22 days. Following the vote, there is a 5 day

discussion period after which newsgroups that passed will be
newgrouped by the moderator of news.announce.newgroups.

Followups to this post are directed to news.groups, which is where
further discussion will take place. Cross-posted followups are
discouraged. Please read news.groups to participate. Thank you!

DISTRIBUTION:

This RFD has been crossposted to:

news.announce.newgroups, news.groups, comp.sys.atari.8bit,
comp.sys.atari.advocacy, comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.programmer

From 7243458864509877005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a375770ba4b1ee9f,start
X-Google-Attributes: gid1115ce,public
From: tom@basil.icce.rug.nl (Tom Hageman)
Subject: Re: MWC & CSD
Date: 1996/08/14
Message-ID: <9608142237.AA06212@basil.icce.rug.nl>#1/1
X-Deja-AN: 174233905
sender: tom@basil.icce.rug.nl
content-type: text/plain
mime-version: 1.0 (NeXT Mail 3.3 v118.2)
newsgroups: comp.sys.atari.programmer

In article <4uktcf$hh1@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se
(Johan Klockars) wrote:
> A strcpy() normally does _not_ copy a byte at a time either.
> There are ways to check for the final '\0' without ever looking at
> individual bytes.

Just curious. Do you have an example of this?

Thanks,
Tom.

--
__/__/__/__/ Tom Hageman <tom@basil.icce.rug.nl>   [NeXTmail/Mime OK]
  __/ __/_/   IC Group <tom@icgned.nl> (work)
 __/__/__/   "Ed is the standard text editor"
__/ _/_/   -- Unix Programmer's Manual

From -2790543744133442152
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
From: Brian {Hamilton Kelly} <bhk@dsl.co.uk>
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/14
Message-ID: <840046797snz@dsl.co.uk>#1/1
X-Deja-AN: 174394527
x-nntp-posting-host: dragnhll.demon.co.uk
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl> <4ufa0r$363@orm.southern.co.nz>
<4ukq7j$hao@nyheter.chalmers.se>
<Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com>
x-mail2news-path: dragnhll.demon.co.uk
organization: Dragonhill Systems Ltd
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

In article <Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com>
lamparty@telerama.lm.com "Tom Lamparty" writes:

> On 11 Aug 1996, Johan Klockars wrote:
>
> Lots of stuff clipped
> > I don't remeber if I voted when the group removal was suggested, but if
> > I had, I would most definitely have voted YES.
> >
> > Why, you ask?
> >
> > 1. Everybody with email has ftp access.
> A lot of our people only have access through one or another of the
> Freenet systems. There is NO ftp access with a Freenet! Gopher, Lynx and
> E-Mail only and most of the Gophers don't know an .lzh file from a .txt
> file. Same goes for the self extracting tos archives that appear from
> time to time!

Go back and REread what Johan wrote: if you've got an e-mail connection,
then anything that's available by anonymous ftp on the Internet is *also*
available to you --- have you never heard of ftpmail servers?

Duh!

--
Brian {Hamilton Kelly} bhk@dsl.co.uk
Tony Blair's New Labour: The Windows'95 of Political Parties
(c/w Plug'n'Pray and a pretence of offering object-orientation)

From -4444303841977212969
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7bcd0961bcab9b0,start
X-Google-Attributes: gid1115ce,public
From: email@domain.com (Your Name)
Subject: String Error in GFA-Basic V.3.6TT
Date: 1996/08/15
Message-ID: <email-1508960023330001@ppp-010.freiburg.netsurf.de>#1/1
X-Deja-AN: 174266733
organization: TopLink Internet Services, Freiburg, Germany
newsgroups: comp.sys.atari.programmer

does somebody have an idea why GFA-Basic V.3.6TT produces an error when
more than 1000 string variables are filled:

```
index=0
DO
  a$="anything"
  add index,1
LOOP
```

GFA crashes when index more than 1000.

thank you for your answer

zunkkp@Freiburg.netsurf.de

From -7837031039871958830
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,251f29ef6effbdd0,start
X-Google-Attributes: gid1115ce,public
From: email@domain.com (Your Name)
Subject: GFA-Basic V.3.6TT String Error
Date: 1996/08/15
Message-ID: <email-1508960839240001@ppp-010.freiburg.netsurf.de>#1/1
X-Deja-AN: 174314914
organization: TopLink Internet Services, Freiburg, Germany
newsgroups: comp.sys.atari.programmer

does somebody have an idea why GFA-Basic V.3.6TT produces an error when
more than 1000 string variables are filled:

```
index=0
DO
  a$="anything"
  add index,1
LOOP
```

GFA crashes (Ausdruck zu komplex) when index more than 1000.

thank you for your answer

zunkkp@Freiburg.netsurf.de

From 5656654113472731890
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
From: vcstaff@mail.tds.net (Dean & Manny Browning)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/08/15
Message-ID: <4uvq23$ek@news2.tds.net>#1/1
X-Deja-AN: 174397428
references: <savetz-2807960902500001@news.northcoast.com>
<32010FB6.5B9@iexist.att.com>
organization: D&M Enterprises
reply-to: vcstaff@mail.tds.net
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

I didn't catch the web address, could you pass me the address?

Dean

From 8990989811188567201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public

X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
From: Tom Lamparty <lamparty@telerama.lm.com>
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/15
Message-ID: <Pine.BSD.3.91.960815154555.14905B-100000@epicycle.lm.com>#1/1
X-Deja-AN: 174406410
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl> <4ufa0r$363@orm.southern.co.nz>
<4ukq7j$hao@nyheter.chalmers.se>
<Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com> <840046797snz@dsl.co.uk>
x-sender: lamparty@epicycle.lm.com
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Telerama Public Access Internet, Pittsburgh, PA
mime-version: 1.0
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

On Wed, 14 Aug 1996, Brian {Hamilton Kelly} wrote:

> In article <Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com>
>   lamparty@telerama.lm.com "Tom Lamparty" writes:
>
> > On 11 Aug 1996, Johan Klockars wrote:
> >
> > Lots of stuff clipped
> > > I don't remeber if I voted when the group removal was suggested, but if
> > > I had, I would most definitely have voted YES.
> > >
> > > Why, you ask?
> > >
> > > 1. Everybody with email has ftp access.
>   ^^^^^
> > A lot of our people only have access through one or another of the
> > Freenet systems. There is NO ftp access with a Freenet! Gopher, Lynx and
> > E-Mail only and most of the Gophers don't know an .lzh file from a .txt
>   ^^^^^^
> > file. Same goes for the self extracting tos archives that appear from
> > time to time!
>
> Go back and REread what Johan wrote: if you've got an e-mail connection,
> then anything that's available by anonymous ftp on the Internet is *also*
> available to you --- have you never heard of ftpmail servers?
Be nice now! You might try to get something from the a.a.u.e archive via
e-mail before you jump on me! It no longer works! Seem since "everyone has
ftp access" a lot of the ftp mail bots have been taken down! I had a copy
of that really long text file describing how to get "anything on the
internet" via e-mail, bu tit seems slightly out of date!

>
> Duh!
>
> --
> Brian {Hamilton Kelly} bhk@dsl.co.uk
> Tony Blair's New Labour: The Windows'95 of Political Parties
> (c/w Plug'n'Pray and a pretence of offering object-orientation)
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

From 2408043716014840083
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/15
Message-ID: <32137046.18439210@news.airtime.co.uk>#1/1
X-Deja-AN: 174418651
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl> <4ufa0r$363@orm.southern.co.nz>
<4ukq7j$hao@nyheter.chalmers.se>
<Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com> <840046797snz@dsl.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

On Wed, 14 Aug 96 18:19:57 GMT, in comp.sys.atari.st you wrote:

>> file. Same goes for the self extracting tos archives that appear from
>> time to time!
>
>Go back and REread what Johan wrote: if you've got an e-mail connection,
>then anything that's available by anonymous ftp on the Internet is *also*

>available to you --- have you never heard of ftpmail servers?

  Excuse my ignorence in this matter, but I do have what I feel to be
a valid question,
  If people are apposed to the ATARI binaries group, then why don't
they simply not subscribe to it?,
  Surely this is less time consuming than moaning,

  There are a lot of binaries groups I don't like, in fact the names
of some of them make me sick, so I simply don't subscribe to them,
it's a great plan and works really well,

>Duh!

 Sigh.....

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From 1870685968713688139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,95a0685837cd1738
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: MagiC form_x.. funcs
Date: 1996/08/15
Message-ID: <Pine.A32.3.91.960815234745.27953B-100000-100000@pallas.amp.uni-
hannover.de>#1/1
X-Deja-AN: 174460056
references: <840043496_OASIS_@swampdog.demon.co.uk>
organization: RRZN - Newsserver
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 13 Aug 1996, Guy Harrison wrote:

!>
!> I've spent all afternoon trying to deal with conflicting information.
!> All I want, is to write MWC bindings for form_xdial() and form_xdo()!
!>
!> MagiC 2 manual sez ...
!>

```
!> form_xdial(int flag, sx,sy,sw,sh, bx,by,bw,bh; void **flydial)
!>
!> control[0] 51
!> control[1] 9
!> control[2] 1
!> control[3] 2 <- ?
!> control[4] 0
!>
!> intin[0]   flag
!> intin[1..8]     sx..bh
!>
!> addrin[0]  flydial
!> addrin[1]  0 <- why ?
```

This is precisely what my MagiC docs say as well. I guess addrin[1] is reserved, like with many other functions, and this is consistent with passing control[3] = two parameters.

> Now, two of my other manuals say *standard* form_dial() control[3] is
> *ordinarily* 0, yet when I look in the MWC code its got control[3] as

This is alright, since form_dial does not take any pointer parameters.

> 1 for a standard call. As the MagiC manual blithers on about one extra
> parameter I'm totally confused. Tried just about all combinations I

Why ? MWC obviously passed one parameter to many, this would hardly get noticed by AES.

> can think of - the best I've managed is to pass flydial as NULL which
> comes up with no dog ear. If I attempt to pass non NULL it comes back

Like it should do according to the docs.

> unchanged and is either still ignored or form_xdo() bombs. I even
> tried *flydial = addr_out[0] type stuff as well just in case. Nowt!

Dunno. Haven't tried that one.

> Now onto form_xdo(). Is this binding correct? ...
>
> int form_xdo(int tree, startob, *lastcur; XDO_INF *tabs; void flydial)
>
> control[0] 50
> control[1] 1
> control[2] 2
> control[3] 3
> control[4] 0

```
>
> intin[0]    startob
>
> addrin[0]   tree
> addrin[1]   tabs
> addrin[2]   flydial
>
> intout[1]   lastcur
```

Exactly like my docs are stating !

```
> Like I said, the dog ear never appears (when it's not crashing) but
> lastcur is being returned correctly, so I at least know its making the
> MagiC call - I was even beginning to wonder about that at one stage!
>
> Btw, I've implemented form_xerr() and form_popup() with no trouble at
> all.
>
> !Help!
```

Sorry, can't, haven't used those yet.

Cheers Peter


```
---------------------------------------------------------------------
   Peter Rottengatter             perot@pallas.amp.uni-hannover.de
---------------------------------------------------------------------
```



```
From -975286259928534349
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,368fb712f421d604,start
X-Google-Attributes: gid1115ce,public
From: omen@oases.com (Craig Carmichael)
Subject: OASES Operating System
Date: 1996/08/15
Message-ID: <omen-1508961716010001@i1-95.islandnet.com>
X-Deja-AN: 174494328
organization: Esquimalt Digital
newsgroups: comp.sys.atari.programmer
```



```
Esquimalt Digital Logic Inc     The Oases Company
820 Dunsmuir Road               Voice: 604 384 0499
Victoria, BC                    Fax:   604 384 0575
Canada    V9A 5B7               Email: omen@oases.com
                                Web:   http://www.oases.com/~omen/
```


***** Press Release *****

August, 1996

Subject:

***** OMEn becomes OASES, and Goes Multi-Media *****

* In Brief
* System name
* Macintosh/Power Mac Version
* Other Versions
* Movies
* Interactive Textbook, the Multi-Media Literature System
* Download Oases
* Prices
* Availability

* In Brief

Many exciting developments have been taking place at EDLI, and it's about time we told you what they are! We've made the operating system more available and changed the name. Of course, we have been continually improving it, and it's got some features that even Mac and Windows don't have.

The App-Launch program and directory "bookmarks", plus the ability to play a sound or view a picture simply by clicking on the file, help users navigate and find things easily, and behind the scenes, new calls such as picture (RLE) encode-decode provide good support for new items such as movies and shrinking large picture files.

And, at last, we have some software of value to end users as well as to programmers: a means to create your own multi-media literature materials. If our plan for helping people to distribute their creations works out, you may even be able to make money writing such materials.

Everything is on-line (or about to go on line) at our web site (URL at top): the Oases system itself; programming manuals and Eazy-Asm assembler; the premiere edition of Interactive Author, the multimedia literature creation software; and more.

* System name

The OMEn (Open Multitasking ENvironment) operating system has been renamed Oases Open Software Environment (how about "Open Architecture Software Environment System", if you're hooked on acronyms). This is expected to make the system more appealing to many English speaking users, as "OMEn" always seemed to have a little black cloud over it in spite of many attempts to ward it off!

* Macintosh/Power Mac version

The Macintosh version of Oases is on sale. It runs on all tested models from Mac-512KE through Power PC 6100/60. The Macintosh version runs exactly the same software as the Atari version, except for a couple of very machine-specific programs like the Atari-ST VIDI-Recorder. The display, too, looks virtually identical to other versions. Oases for Mac will make use of any mounted Macintosh volume, including file servers and CDs. Currently Supported displays are monochrome, 256 colour and 32768 colour ("Thousands" setting).

* Other Versions

The PC porting is currently on hold owing to the range of other committments, but will certainly be completed at the earliest possible date, hopefully by the end of the year. We expect the current range of products to generate interest in a joint venture for completeing the PC and other portings.

We are planning a joint venture with another company to create an inexpensive single-board OASES "embedded control" computer based on MCF5202, Motorola's new 68000 compatible RISC processor. Becasuse Oases runs the same software on any machine, users would be able to test their software on their Atari/Mac/PC before trying it in the controller (except hardware dependent sections, of course!). This system may later be made available in a general "PC" configuration as well. Speed should be similar to the better 68EC040 systems.

* Movies

We've come out with a simple spec to define Oases movies containing animated graphics, still-picture "slides", and sound. Movies are played in the Interactive Textbook program, and other software can easily be written to play movies. The movie spec allows creation of movies and slideshows from any source of pictures and sounds.

And, we've taken a VIDI-ST video digitizer for Ataris and made the Atari-ST VIDI-Recorder program to create Oases movie animation sequences with 8 different video frame rates and sizes in four or sixteen levels of gray, with aspect ratios for most "normal" displays plus two for "ST-Medium-Rez" mode, with its tall pixels. A 2.5 or four megabyte ST or STE is demanded. The lowest frame rates and small sized pictures give over a minute of recording time on a 4 megabtye machine.

The Picture-Condenser utility program helps to trim down movies with larger pictures so they can better fit on a floppy disk. (Oases 3.38 and above automatically un-condense pictures for display.)

* Interactive Author and Interactive Textbook

These are our "star" programs. The premiere version of Interactive Author is now available on our web site (URL on letterhead). It allows its user to create and use multimedia "interactive textbook" literature on any conceivable topic, for reference works or educational curriculum.

The "pages" of the "textbooks" may contain text, pictures, sounds, slide-shows and movie clips. Page-link buttons dynamically link pages,

similar to hypertext.

And, as if that wasn't enough, "evaluation" items add the ability to use Interactive Textbooks for self-paced studies and distance education: all the teacher has to do is sit the student down at the computer. The student cannot proceed through the book without correctly answering the evaluation questions, and so when he/she returns having completed the "textbook", the teacher will know the material in it has been mastered.

We hope to compile a catalog of interactive textbook multimedia literature developed by other authors, and to offer distribution with commissions/royalties for well-written, original-material-only works.

Free Interactive Textbooks are also available for download on the web site... including "Using Interactive Author", whitch contains instructions for creating your own Multi-media literature.

* Download Oases

The Oases system is "protected" by having a colour coded software licence. It may, however, be run without the licence, and is available at our world wide web site: http://www.oases.com/~omen

Without the licence, it is possible to save only small files, and not large ones, to disk. But, it is entirely possible to use it, and to run Interactive Textbooks created by other users. Distribution copies will run as licenced until the end of the month they were released: i.e, OASES338 will save any files until the end of July.

* Prices

Oases system licences, printed software development manuals and software developer registration are the only items for which EDLI currently charges: The premiere edition of Interactive Author and all our other items are free, or available on disk for shipping & handling charges.

Oases-for-Macintosh costs $69.95 Canadian. Oases-for-Atari is $44.95; or both licences for $99.95. (approx. US$ equivalents: $52.95, $33.95, and $74.95) Order by August 15th and get 25% off any above item. Order Interactive-Author Professional Edition for the special pre-release price of $69.95 Cdn/$52.95 US, with delivery late fall or early winter '96.

* Availability

Oases products are available from:

EDLI (Contact information at the top)

In the UK, Oases is also carried by:

Floppyshop
P.O. Box 273
Aberdeen, Scotland

UK AB9 8SJ
General phn., fax: (01224) 586208
Credit Card orders: (01224) 312756

We are interested in dealers... If you are an interested dealer, or know of one, please get in touch.

From 7607923730539399997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7bcd0961bcab9b0
X-Google-Attributes: gid1115ce,public
From: "Jon Hull (CS)" <hull@eng.usf.edu>
Subject: Re: String Error in GFA-Basic V.3.6TT
Date: 1996/08/15
Message-ID: <Pine.GSO.3.94.960815233020.14063B-100000@suntan>#1/1
X-Deja-AN: 174566094
references: <email-1508960023330001@ppp-010.freiburg.netsurf.de>
x-sender: hull@suntan
content-type: TEXT/PLAIN; charset=US-ASCII
organization: University of South Florida
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Thu, 15 Aug 1996, you wrote:

> does somebody have an idea why GFA-Basic V.3.6TT produces an error when
> more than 1000 string variables are filled:

I've heard of this problem before. I use 3.5e on my Falcon so I can't verify this, but I've heard that it has to do with GFA handling the strings as integer variables (I think it builds some sort of array to house them in, then assigns them some sort of number). Anyway, it is a bug in the interpreter. Try compiling the program and see if it still crashes. If it does, you'll be out of luck. GFA 3.6TT is VERY buggy, that's why I didn't upgrade. I sacrificed the interpreter running in high resolution for error-free code.

-Matt

From 3150262289021261674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4caa4798fd42fa27
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,4caa4798fd42fa27

X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,4caa4798fd42fa27
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,4caa4798fd42fa27
X-Google-Attributes: gid1115ce,public
From: szhays@bullwinkle.ucdavis.edu (Eric Hays)
Subject: Re: Draft RFD: comp.binaries.atari.{,discuss}
Date: 1996/08/16
Message-ID: <4v0mao$5jn@mark.ucdavis.edu>#1/1
X-Deja-AN: 174453894
references: <4utbeo$si9@nntp.crl.com>
followup-to:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
organization: University of California, Davis
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Thanks for taking the time to create this Kyle. A few comments:

Kyle R. Hofmann (rhofmann@crl.com) wrote:
:
: REQUEST FOR DISCUSSION (RFD)
: moderated group comp.binaries.atari
: unmoderated group comp.binaries.atari.discuss

Is it possible to just use comp.sys.atari.st to discuss stuff in comp.binaries.atari? Why create comp.binaries.atari.discuss? I know I won't go looking for something in c.b.a. unless I read about it in c.s.a.st as I don't intend to poke my nose in there if I can help it. Also, does it have to be moderated? Seems like that was the cause of problems before. And then, of course, comes the issue of: do we really need this. Right now I'd say we do, primarily because there is no satisfactory ftp site. I wish we could set up a really nice network of ftp sites (one in US, one in UK, one in Germany, France, etc...) that all mirrored the complete archive. U-Mich used to do this, but seems to have gone all rough around the edges.

--
.....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- U. C. Davis :
: The Internship & Career Center | Engineering & Physical Sciences :
: ,,, http://icc.ucdavis.edu http://128.120.234.242 :
: (o o) These are my opinions; you want some, get your own. :
+-o00-(_)-00o----------+

From 2970621602252898466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27

X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4caa4798fd42fa27
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,4caa4798fd42fa27
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4caa4798fd42fa27
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4caa4798fd42fa27
X-Google-Attributes: gid109a67,public
X-Google-Thread: f9437,177bf4ffb69a78f4,start
X-Google-Attributes: gidf9437,public
From: maffia@fox.CS.Berkeley.EDU (Anthony Maffia)
Subject: Re: Draft RFD: comp.binaries.atari.{,discuss}
Date: 1996/08/16
Message-ID: <4v0vq1$2gu@agate.berkeley.edu>#1/1
X-Deja-AN: 174477768
references: <4utbeo$si9@nntp.crl.com>
organization: University of California, Berkeley
newsgroups:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys
.atari.st.tech,comp.sys.atari.programmer

This followup has been cross-posted to the groups that received the original
post.

In article <4utbeo$si9@nntp.crl.com>,
Kyle R. Hofmann <rhofmann@crl.com> wrote:
(snip snip snip snip)
>   REQUEST FOR DISCUSSION (RFD)
>   moderated group comp.binaries.atari
(snip snip snip snip)
>Specific examples of disallowed software include:
>
>- Pictures, music, and other non-software binaries

As it stands, there currently is no repository that I am aware of that
supports pictures or music files. I collected the 8-bit Atari .MOD
music files, and would like to be able to trade and/or collect more
titles. As far as I know, there are no copyright restrictions on the
MOD and related music files because they were generally released
anonymously.

A blanket prohibition on all music files to be overly restrictive.
The music and picture files specific to the Atari 8-bit computers are
small, hard to find, and tradeable. I would like to see them allowed.
This request does not extend to .jpeg, .gif or other modern formats,
nor to material that is already prohibitted from the Internet.

Please modify the proposal to allow music and picture files specific
to the Atari 8-bit computer to be posted.

- Anthony Maffia

From -1292125760042653784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6cf4938e693f8fa,start
X-Google-Attributes: gid1115ce,public
From: bdc2@bdc2-ra.cwru.edu (Boris D. Cahan)
Subject: bufferred i/o
Date: 1996/08/16
Message-ID: <840164140_OASIS_NEWS@bdc2-ra.cwru.edu>#1/1
X-Deja-AN: 174501742
organization: Case Western Reserve University
reply-to: bdc2@po.cwru.edu
newsgroups: comp.sys.atari.programmer

I am trying to write a vt100 front end for Kermit, and know less *C*
than I should. The only things I can find in the Lattice C manual use
one char at a time i/o. In the files from HSMODa07, he talks about an
fcntl() function that does buffered i/o. Is that available only under
mint? I have gotten the extended Lattice libs from Hensa, and there
seems to be an fcntl in it. Can someone help a poor novice with some
help how to use it? One char at a time seems dumb.

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -5442728762090686459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,251f29ef6effbdd0
X-Google-Attributes: gid1115ce,public
From: Barrie Brailsford <barrie@makin.demon.co.uk>
Subject: Re: GFA-Basic V.3.6TT String Error
Date: 1996/08/16
Message-ID: <840184467snz@makin.demon.co.uk>#1/1
X-Deja-AN: 174546044
x-nntp-posting-host: makin.demon.co.uk
references: <email-1508960839240001@ppp-010.freiburg.netsurf.de>
x-mail2news-path: makin.demon.co.uk
organization: Makin Organs
reply-to: barrie@makin.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <email-1508960839240001@ppp-010.freiburg.netsurf.de>
email@domain.com "Your Name" writes:

> does somebody have an idea why GFA-Basic V.3.6TT produces an error when
> more than 1000 string variables are filled:
>
> index=0
> DO
> a$="anything"
> add index,1
> LOOP
>
> GFA crashes (Ausdruck zu komplex) when index more than 1000.
>
> thank you for your answer
>
> zunkkp@Freiburg.netsurf.de
>
GFA Basic has problems with freeing the memory used by redundant strings.
The answer is to make regular use of:

~FRE(0)

wherever possible, especially in loops. This forces a garbage collection
to occur.

--
Barrie Brailsford

barrie@makin.demon.co.uk

From 3275863111912669940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4caa4798fd42fa27
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,4caa4798fd42fa27
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,4caa4798fd42fa27
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4caa4798fd42fa27
X-Google-Attributes: gid1056fc,public
From: jvogel@crl.com (John M. Vogel)
Subject: Re: Draft RFD: comp.binaries.atari.{,discuss}
Date: 1996/08/16
Message-ID: <4v2bqe$2t8@crl8.crl.com>#1/1
X-Deja-AN: 174586569
references: <4utbeo$si9@nntp.crl.com>
organization: CRL Dialup Internet Access (415) 705-6060 [Login: guest]

followup-to:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Kyle R. Hofmann (rhofmann@crl.com) wrote:
: [This is a draft version of an RFD intended to be posted to
: news.announce.newgroups soon. It is being posted to the comp.sys.atari
: groups for feedback before the final submission to David C. Lawrence,
: the news.announce.newgroups moderator. Please give us your thoughts on
: this proposal. Thank you. --KRH]

: Currently, there exists no appropriate and easily accessible medium
: for the release of Atari software. There is also a growing pool of
: software available for these machines which would recieve a
: marginal distribution at best due to this lack of a medium.
: Though FTP sites and several binaries newsgroups
: (alt.binaries.comp.atari8bit and alt.binaries.atari) exist, many
: Atarians do not have FTP access and the alt groups have a poor
: distribution.

You need to specify what kind of Atari software is going to be on here
(8-bit, ST, TT, Falcon, whatever). Seems one user seems to think this is
for ST stuff. I'm not even sure what format this is going to be for, myself.

And if this is for 8-bit, there's already an 8-bit binaries group that
doesn't get wide distribution.

John
jvogel@crl.com

From -7407738077380330072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4caa4798fd42fa27
X-Google-Attributes: gidf8760,public
X-Google-Thread: f9437,177bf4ffb69a78f4
X-Google-Attributes: gidf9437,public
X-Google-Thread: 1056fc,4caa4798fd42fa27
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,4caa4798fd42fa27
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4caa4798fd42fa27
X-Google-Attributes: gid109a67,public
From: oscar@justified.com (Oscar Fowler)
Subject: Re: Draft RFD: comp.binaries.atari.{,discuss}

Date: 1996/08/16
Message-ID: <MPLANET.321495f2oscar9896f0@client1.news.psi.net>#1/1
X-Deja-AN: 174612432
references: <4utbeo$si9@nntp.crl.com> <4v0vq1$2gu@agate.berkeley.edu>
organization: Sirius Cybernetics Corporation
newsgroups:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys
.atari.st.tech,comp.sys.atari.programmer

In article <4v0vq1$2gu@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU
says...
> As it stands, there currently is no repository that I am aware of that
> supports pictures or music files.
...
> A blanket prohibition on all music files to be overly restrictive.
> The music and picture files specific to the Atari 8-bit computers are
> small, hard to find, and tradeable.
...

I completely agree. I remember having an extensive collection of Atari
art and certainly would like to see all that be back in circulation.
There were BBS's with literally hundreds of original art and musical
items. Where are they now?

Oscar

From -2836983113618050886
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9967de6db099f525
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 13e3de,9967de6db099f525
X-Google-Attributes: gid13e3de,public
X-Google-Thread: 1463dd,9967de6db099f525
X-Google-Attributes: gid1463dd,public
X-Google-Thread: 145a3b,9967de6db099f525
X-Google-Attributes: gid145a3b,public
From: cevad@sage.wt.com.au (Cevad)
Subject: Re: Enough with the WAVs already! Just complaining...
Date: 1996/08/16
Message-ID: <4v2mil$80k@yarrow.wt.com.au>#1/1
X-Deja-AN: 174621251
references: <sikokat-0808962224100001@nntp.ix.netcom.com>
<4ufq8m$3s4_001@jf.intel.com> <ramster-1208961223410001@news.iap.net.au>
organization: Winthrop Technology
newsgroups:
alt.binaries.sounds.cartoons,alt.binaries.sounds.tv,alt.binaries.sounds.movies,com
p.sys.atari.programmer

On Mon, 12 Aug 1996 12:23:41 +0800, Jon Mircea <ramster@iap.net.au> wrote:

>If you ain't got an FPU, MPEG layer compression on Audio is close enough
>to excruciating in the pain stakes...
>
No need for an FPU when you have a DSP chip built into the atari falcon :)
As far as I understand, that enables the falcon to play .mp2 files in real
time, and it sounds great too :)

>>So, I'm adding my favorite group of programmers to the distribution list on
>>this followup, in hopes that someone will compile an MP2 player that works on
>>a bog-standard 1040ST (and auto-detects STe/TT/Falcon audio hardware and uses
>>it, if found).
>
>Pray you have an FPU. Maybe then you'll be lucky.
>
I doubt there will be one for the STe/TT, but one does exist for the falcon
(look for mp2ad.lzh) on the popular ftp sites.

Dave Cook
davecook@wt.com.au

From 6254053081240025131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6cf4938e693f8fa
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: bufferred i/o
Date: 1996/08/16
Message-ID: <840308590_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 174628710
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <840164140_OASIS_NEWS@bdc2-ra.cwru.edu>
  bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) said:-

>I am trying to write a vt100 front end for Kermit, and know less *C*
>than I should. The only things I can find in the Lattice C manual use
>one char at a time i/o. In the files from HSMODa07, he talks about an
>fcntl() function that does buffered i/o. Is that available only under
>mint? I have gotten the extended Lattice libs from Hensa, and there
>seems to be an fcntl in it. Can someone help a poor novice with some
>help how to use it? One char at a time seems dumb.

This may be off the mark ... but if you are talking about stdio
functions like fputc() etc then don't worry because they are buffered.
Tos functions on the other hand (like Cconout(), Bconout()) are not

buffered.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From -1025647863574293096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4caa4798fd42fa27
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,4caa4798fd42fa27
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,4caa4798fd42fa27
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4caa4798fd42fa27
X-Google-Attributes: gid109a67,public
X-Google-Thread: f9437,177bf4ffb69a78f4
X-Google-Attributes: gidf9437,public
From: maffia@davinci.CS.Berkeley.EDU (Anthony Maffia)
Subject: Re: Draft RFD: comp.binaries.atari.{,discuss}
Date: 1996/08/16
Message-ID: <4v2hg8$irc@agate.berkeley.edu>#1/1
X-Deja-AN: 174701596
references: <4utbeo$si9@nntp.crl.com> <4v2bqe$2t8@crl8.crl.com>
organization: University of California, Berkeley
newsgroups:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys
.atari.st.tech,comp.sys.atari.programmer

In article <4v2bqe$2t8@crl8.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
(snip snip snip)
>And if this is for 8-bit, there's already an 8-bit binaries group that
>doesn't get wide distribution.

That is an understatement. The whole point of the new binary group would
be to give it wider distribution. Very few of the ISPs in my area, and
none of the universities I've heard of accept alt.binary- anything.

I expect the new binary group to allow both 8-bit and ST stuff, although
I am only interested in the 8-bit.

- Anthony

(news.groups added to the distribution, as that is where this discussion
  is supposed to be anyway.)

From 8648851051470314008
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
From: Blair Dean <Blair_Dean@isdtcp3.hwc.ca>
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/16
Message-ID: <3214C39C.52EF@isdtcp3.hwc.ca>#1/1
X-Deja-AN: 174711937
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl> <4ufa0r$363@orm.southern.co.nz>
<4ukq7j$hao@nyheter.chalmers.se>
<Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com> <840046797snz@dsl.co.uk>
cc: blair_dean@isdtcp3.hwc.ca
content-type: text/plain; charset=us-ascii
organization: Health Canada
mime-version: 1.0
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer
x-mailer: Mozilla 2.02 (Win16; I)

Brian {Hamilton Kelly} wrote:
>
> In article <Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com>
>   lamparty@telerama.lm.com "Tom Lamparty" writes:
>
> > On 11 Aug 1996, Johan Klockars wrote:
> >
> > Lots of stuff clipped
> > >
> > > 1. Everybody with email has ftp access.
>   ^^^^^
> > A lot of our people only have access through one or another of the
> > Freenet systems. There is NO ftp access with a Freenet! Gopher, Lynx and
> > E-Mail only and most of the Gophers don't know an .lzh file from a .txt
>   ^^^^^^

> > file. Same goes for the self extracting tos archives that appear from
> > time to time!
>
> Go back and REread what Johan wrote: if you've got an e-mail connection,
> then anything that's available by anonymous ftp on the Internet is *also*
> available to you --- have you never heard of ftpmail servers?
>
> Duh!
>

Actually, way back when I just started doing the internet thing, I had (and
still have,) a Freenet account. Soon after I discovered the ftpmail
servers, National Capital Freenet (Ottawa, Canada) policy changed and I
got the proverbial 'slap on the wrist' for using ftp-by-mail. This _may_
not always be a resource of last resort.

--

Blair Dean | blair_dean@isdtcp3.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 8-meg TT030
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada Jaguar/Lynx :)

From 7471891876914005066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,4caa4798fd42fa27
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4caa4798fd42fa27
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,4caa4798fd42fa27
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,4caa4798fd42fa27
X-Google-Attributes: gidf8760,public
From: RichardX_Tietjens@jf.intel.com (Rich Tietjens)
Subject: Re: Draft RFD: comp.binaries.atari.{,discuss}
Date: 1996/08/16
Message-ID: <4v1vn4$2gc_003@jf.intel.com>#1/1
X-Deja-AN: 174732954
references: <4utbeo$si9@nntp.crl.com> <4v0mao$5jn@mark.ucdavis.edu>
organization: The act of making sense of chaos.
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.te
ch,comp.sys.atari.programmer

In article <4v0mao$5jn@mark.ucdavis.edu>,
szhays@bullwinkle.ucdavis.edu (Eric Hays) wrote:
>Thanks for taking the time to create this Kyle. A few comments:
>

>Kyle R. Hofmann (rhofmann@crl.com) wrote:
>:
>: REQUEST FOR DISCUSSION (RFD)
>: moderated group comp.binaries.atari
>: unmoderated group comp.binaries.atari.discuss
>
>Is it possible to just use comp.sys.atari.st to discuss stuff in
>comp.binaries.atari? Why create comp.binaries.atari.discuss? I know I
>won't go looking for something in c.b.a. unless I read about it in
>c.s.a.st as I don't intend to poke my nose in there if I can help it.
>Also, does it have to be moderated? Seems like that was the cause of
>problems before. And then, of course, comes the issue of: do we really
>need this. Right now I'd say we do, primarily because there is no
>satisfactory ftp site. I wish we could set up a really nice network of
>ftp sites (one in US, one in UK, one in Germany, France, etc...) that all
>mirrored the complete archive. U-Mich used to do this, but seems to have
>gone all rough around the edges.

In order for the RFD to stand any chance whatsoever of passing, a comp.binaries group must be moderated. This is one of those unwritten laws one hears so much about. <G> For those who prefer an unmoderated venue, alt.binaries.atari has been newgrouped (several times) and, while distribution is spotty, is available from many sites. I can personally assure you that the moderation this time 'round will be responsive and active.

The discussion group, while not strictly necessary, (of course, the whole Internet is "not strictly necessary") will help to segregate the "why didn't my cracked copy of Lemmings get posted?" from "who has a good routine to read the system clock?" and thus relieve clutter in c.s.a.* (at least, that's the plan).

As for ftp sites, all I can say is, "wait until next year."

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

From 6136916241383435413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4caa4798fd42fa27
X-Google-Attributes: gidf8760,public
X-Google-Thread: f9437,177bf4ffb69a78f4
X-Google-Attributes: gidf9437,public
X-Google-Thread: 1115ce,4caa4798fd42fa27
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 1056fc,4caa4798fd42fa27
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4caa4798fd42fa27
X-Google-Attributes: gid109a67,public
From: RichardX_Tietjens@jf.intel.com (Rich Tietjens)
Subject: Re: Draft RFD: comp.binaries.atari.{,discuss}
Date: 1996/08/16
Message-ID: <4v1vn5$2gc_004@jf.intel.com>#1/1
X-Deja-AN: 174859145
references: <4utbeo$si9@nntp.crl.com> <4v0vq1$2gu@agate.berkeley.edu>
organization: The act of making sense of chaos.
newsgroups:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys
.atari.st.tech,comp.sys.atari.programmer

In article <4v0vq1$2gu@agate.berkeley.edu>,
   maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:
>(snip snip snip snip)
>>   REQUEST FOR DISCUSSION (RFD)
>>   moderated group comp.binaries.atari
>(snip snip snip snip)
>
>Please modify the proposal to allow music and picture files specific
>to the Atari 8-bit computer to be posted.

Hmmm, as long as we still prohibit MOD files (which do have an appropriate
venue for distirbution), I think we might consider Atari-specific files.
Technically, the "chip music" files for both the 8-bit and ST series
probably could be considered binaries in that they are obviously not
graphics nor text, and they aren't useful on any other platform.

8-bit graphics files are so tiny (<=8K as I recall) that I don't have a
problem with that, either. ST-resolution graphics would have to be pretty
special to qualify, though; 32k isn't huge but it's big enough to be a
nuisance if a lot of them are posted, and frankly, while I love the
systems, I am underwhelmed with most of the graphics that have been
produced for it. This is a case where I think http distribution does make
more sense.

Kyle, your opinion, please?

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

From 4798119813819293135
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,95a0685837cd1738
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MagiC form_x.. funcs
Date: 1996/08/16
Message-ID: <840315974_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 174931516
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <Pine.A32.3.91.960815234745.27953B-100000-100000@pallas.amp.uni-hannover.de>
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> said:-

>On Tue, 13 Aug 1996, Guy Harrison wrote:
>
>!>
>!> I've spent all afternoon trying to deal with conflicting information.
>!> All I want, is to write MWC bindings for form_xdial() and form_xdo()!

>This is precisely what my MagiC docs say as well. I guess addrin[1] is
>reserved, like with many other functions, and this is consistent with
>passing control[3] = two parameters.

That did cross my mind but I couldn't be sure not having accessed Gem
at this level very often.

>> Now, two of my other manuals say *standard* form_dial() control[3] is
>> *ordinarily* 0, yet when I look in the MWC code its got control[3] as
>
>This is alright, since form_dial does not take any pointer parameters.
>
>> 1 for a standard call. As the MagiC manual blithers on about one extra
>> parameter I'm totally confused. Tried just about all combinations I
>
>Why ? MWC obviously passed one parameter to many, this would hardly get
>noticed by AES.

With the MagiC docs stating that form_xdial() and form_xdo() would
behave like form_dial() and form_do() under normal Gem, and there
being 2 addrin[] parameters for one additional pointer, it could have
been that form_do() took a hidden addrin[0] of NULL. Equally, just
like you say, and most likely, the MWC binding could be buggy.

>> can think of - the best I've managed is to pass flydial as NULL which
>> comes up with no dog ear. If I attempt to pass non NULL it comes back
>
>Like it should do according to the docs.

Yep. Hardly makes it worth using like that though. :-)

>> unchanged and is either still ignored or form_xdo() bombs. I even
>> tried *flydial = addr_out[0] type stuff as well just in case. Nowt!
>
>Dunno. Haven't tried that one.

If you get a few moments I would be grateful if you could try it.
Sticking to the documentation ...

```
char *flydial;
form_xdial(FMD_START, ... , &flydial)
```

form_xdo() works as per docs if flydial=NULL on entry to the above.
Naturally it is NULL on exit and gets passed to xdo() as NULL. No
problem - no dog ear.

With flydial passed as non NULL (I tried -1 and 1) flydial comes out
looking like a healthy pointer but xdo() almost always causes MagiC to
barf. I tried swapping the xdo() tabs and flydial args just in case.

That's as far as I've got! The only idea I've got left is to tie up
all the system memory just before xdial() and see if flydial comes out
as NULL. If it does, it would seem to indicate the problem lies in
xdo(), otherwise xdial() ?

>> Now onto form_xdo(). Is this binding correct? ...

[snip]

>Exactly like my docs are stating !

Darn again!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From -9221615956316200827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,302c526fce43d133

X-Google-Attributes: gidf9437,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
From: Brian {Hamilton Kelly} <bhk@dsl.co.uk>
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/17
Message-ID: <840274287snz@dsl.co.uk>#1/1
X-Deja-AN: 174800368
x-nntp-posting-host: dragnhll.demon.co.uk
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl> <4ufa0r$363@orm.southern.co.nz>
<4ukq7j$hao@nyheter.chalmers.se>
<Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com> <840046797snz@dsl.co.uk>
<32137046.18439210@news.airtime.co.uk>
x-mail2news-path: dragnhll.demon.co.uk
organization: Dragonhill Systems Ltd
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

In article <32137046.18439210@news.airtime.co.uk>
stosser@airtime.co.uk "Tony Greenwood" writes:

> Excuse my ignorence in this matter, but I do have what I feel to be
> a valid question,
> If people are apposed to the ATARI binaries group, then why don't
> they simply not subscribe to it?,
> Surely this is less time consuming than moaning,

I'm not sure that people *are* Opposed to a binaries group for Atari:
indeed, ever since this matter was first raised, I have kept on plugging
along with the concept of resurrecting the (it would seem) prematurely
rmgrouped moderated group, that died for one of two reasons (1) no one
was submitting anything, so the moderator decided that the group was no
longer needed, or (2) the moderator was a lazy git who arbitrarily chose
to ignore everyone's contributions. Having the group in the
comp.binaries.* hierarchy would gain far better propagation than trying
to create a new group in the alt.binaries.* one.

The reason why there is opposition to the concept of adding *any* new
binaries group is nothing to do with whether or not an end user chooses to
subscribe or not: what end users do matters not one whit to the fact that
the group would have to be propagated around the globe to all the servers
that host news (just in case an end user that *did* want to subscribe was
hosted upon that server); Brian Reid seems to have stopped producing these
statistics, but about a year ago his figures suggested that there were
380,000 servers around the world. For *any* group to be truly viable, it
helps if its traffic gets to every single one of these (some, of course,
are too small, or limited in bandwidth, and it is these that choose not
to take binaries hierarchies).

Rest assured that folks have nothing against Atari users as a breed: it's the principle of adding additional binaries groups that is the sticking point.

> There are a lot of binaries groups I don't like, in fact the names
> of some of them make me sick, so I simply don't subscribe to them,
> it's a great plan and works really well,

The argument that "group x.y.z exists, so why cannot a.b.c" will never hold water, I'm afraid. In fact, it's one of the best ways to ensure that your proposal is treated with derision.

--
Brian {Hamilton Kelly} bhk@dsl.co.uk
Tony Blair's New Labour: The Windows'95 of Political Parties
(c/w Plug'n'Pray and a pretence of offering object-orientation)

From -2456496439647650462
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4caa4798fd42fa27
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,4caa4798fd42fa27
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,4caa4798fd42fa27
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,177bf4ffb69a78f4
X-Google-Attributes: gidf9437,public
X-Google-Thread: 109a67,4caa4798fd42fa27
X-Google-Attributes: gid109a67,public
From: cb541@cleveland.Freenet.Edu (James R. Gilbert)
Subject: Re: Draft RFD: comp.binaries.atari.{,discuss}
Date: 1996/08/18
Message-ID: <4v5p8o$mpu@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 174908993
references: <4utbeo$si9@nntp.crl.com> <4v0vq1$2gu@agate.berkeley.edu>
<4v1vn5$2gc_004@jf.intel.com>
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: cb541@cleveland.Freenet.Edu (James R. Gilbert)
newsgroups:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys
.atari.st.tech,comp.sys.atari.programmer

(Maffia wants 8-bit sound and graphics files allowed in proposed
comp.sys.atari.binaries. Tietjens says maybe ok or something.)
I'm opposed to sound files and picture files, but really don't
care. I could see the binaries group get a bunch of tiny

picture and sound files. Hmmmm... I go to the midi binaries
group sometimes, it is a mish-mash of requests and binaries.
Sorta a prototype for the proposed atari. binaries. Except
Tietjens and Hofmann are looking for more 'discipline'
. Maffia wants to trade these rather rare formats of
sound and picture files. He probably has more of them
than anyone else, he's a rare bird that likes that type
of stuff. A simple post in csa8 might find out for him
if there's anybody else that likes the same type of
stuff. I like the original idea to exclude picture
and sound binaries, just have program files.

From -2339333951965272683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f44c25a1e0676bea,start
X-Google-Attributes: gid1115ce,public
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Subject: gcc on TOS for DSP56k etc...
Date: 1996/08/19
Message-ID: <32185205.783B@softlab.se>#1/1
X-Deja-AN: 175018742
content-type: text/plain; charset=us-ascii
organization: SoftLab Telecom AB
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

I heard there should be an older version of gcc out there
somewhere, that executes on single TOS. Does it support
code generation for the DSP56k or does it produce just
plain old 68k code ? Where can I find that version of gcc ?

Also, when Atari was about to launch the Falcon they had a
folder that described all sorts of sofware that were under
development. Many of them are out now ... except for a very
interesting package that was some sort of high level object
oriented programming language for the DSP56k. Is anyone
familiar with this ? Has anything like this been released ?

[It would be nice to program the DSP56k without sticking to
  assembler...]

/Mikael Hillborg
Mikael.Hillborg@softlab.se

From -8928535772223127394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77,start

X-Google-Attributes: gid1115ce,public
From: codc01@gel.usherb.ca (Carl Eric Codere)
Subject: | Q | Colors on screen
Date: 1996/08/19
Message-ID: <codc01.134.0008B8F3@gel.usherb.ca>#1/1
X-Deja-AN: 175076459
organization: The Communications Research Centre
newsgroups: comp.sys.atari.programmer

Greetings,
I do not have an Atari computer, but I am considering buying one (mainly for programming purposes), I have read everywhere that in low-resolution the max colors that can appear on screen is 16? But I also heard that you can get the full color palette on screen also, how is this done exactly? Is it possible? What are the limitations of this technique?

I would mainly like to be able to display 64 colors on screen. I guess that if you can display 4096, you can also display 64, no?

P.S: I am talking about the Atari STe line of computers.
Thanks in advance for your information.

From 4818595207110216143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: | Q | Colors on screen
Date: 1996/08/19
Message-ID: <4v9vu1$1p0_001@jf.intel.com>#1/1
X-Deja-AN: 175308724
references: <codc01.134.0008B8F3@gel.usherb.ca>
organization: Unanimous Fnordeling Service
newsgroups: comp.sys.atari.programmer

In article <codc01.134.0008B8F3@gel.usherb.ca>,
codc01@gel.usherb.ca (Carl Eric Codere) wrote:

>... in low-res the max colors that can appear on screen is 16?

That's correct; except through the use of programming tricks. By switching the palette every scan line (or, as Spectrum 512 does, 3 times each scan line), you can display the full palette in low-rez. This allows for a max of 48 colors per scan line; 48 x 200 = 4800 so in theory you could see all 4096 colors (I believe Spectrum 512 supports a lower number due to bandwidth restrictions, however). By screen flipping also, as many as 32k

colors have been displayed, but it flickers rather badly on my SC1224 -
'twould probably look good on a TV set.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

From 1239312426043151972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4caa4798fd42fa27
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,4caa4798fd42fa27
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,4caa4798fd42fa27
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,4caa4798fd42fa27
X-Google-Attributes: gidf8760,public
From: Kyle R. Hofmann <rhofmann@crl.com>
Subject: Re: Draft RFD: comp.binaries.atari.{,discuss}
Date: 1996/08/20
Message-ID: <4vbehh$iv6@nntp.crl.com>#1/1
X-Deja-AN: 175232476
references: <4utbeo$si9@nntp.crl.com> <4v0mao$5jn@mark.ucdavis.edu>
organization: CRL Dialup Internet Access (415) 705-6060 [Login: guest]
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.te
ch,comp.sys.atari.programmer

In article <4v0mao$5jn@mark.ucdavis.edu>, Eric Hays wrote:
: Thanks for taking the time to create this Kyle. A few comments:

: Kyle R. Hofmann (rhofmann@crl.com) wrote:
: :
: : REQUEST FOR DISCUSSION (RFD)
: : moderated group comp.binaries.atari
: : unmoderated group comp.binaries.atari.discuss

: Is it possible to just use comp.sys.atari.st to discuss stuff in
: comp.binaries.atari? Why create comp.binaries.atari.discuss?

  Yes, it's possible, but not everything posted in c.b.a will be ST
related. It's better to be more general in this case and to create a
.discuss group to handle all traffic concerning c.b.a.

: I know I won't go looking for something in c.b.a. unless I read about it in

: c.s.a.st as I don't intend to poke my nose in there if I can help it.

  Hmm... It would possible to allow crossposting of part 0 of uuencoded files to other comp.sys.atari groups (part 0 is traditionally a text description, while parts 1 and up are the file itself). Is this a good idea? It may not be, especially if we get a lot of postings to c.b.a.

: Also, does it have to be moderated? Seems like that was the cause of
: problems before.

  Yes, it does. Nobody has tried to create a moderated comp.binaries groups since comp.binaries.apple2 a long time ago, and that was changed to moderated eventually. The proposal won't be accepted by the news.announce.newgroups moderator if it isn't moderated.

: And then, of course, comes the issue of: do we really
: need this.

  IMHO, yes.

: Right now I'd say we do, primarily because there is no satisfactory ftp
: site. I wish we could set up a really nice network of ftp sites (one
: in US, one in UK, one in Germany, France, etc...) that all mirrored the
: complete archive. U-Mich used to do this, but seems to have gone all
: rough around the edges.

  That would probably be a very good thing, but that would still exclude those who don't have FTP access. :(This way we can include them (as long as they have Usenet access) and not worry about having to set up FTP sites.

-Kyle R. Hofmann

From -9054821098096263226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4caa4798fd42fa27
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,4caa4798fd42fa27
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4caa4798fd42fa27
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4caa4798fd42fa27
X-Google-Attributes: gid109a67,public
X-Google-Thread: f9437,177bf4ffb69a78f4
X-Google-Attributes: gidf9437,public
From: Kyle R. Hofmann <rhofmann@crl.com>
Subject: Re: Draft RFD: comp.binaries.atari.{,discuss}
Date: 1996/08/20
Message-ID: <4vbfh6$iv6@nntp.crl.com>#1/1

X-Deja-AN: 175236223
references: <4utbeo$si9@nntp.crl.com> <4v0vq1$2gu@agate.berkeley.edu>
<4v1vn5$2gc_004@jf.intel.com>
organization: CRL Dialup Internet Access (415) 705-6060 [Login: guest]
newsgroups:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys
.atari.st.tech,comp.sys.atari.programmer

In article <4v1vn5$2gc_004@jf.intel.com>, Rich Tietjens wrote:
: In article <4v0vq1$2gu@agate.berkeley.edu>,
:   maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:
: >(snip snip snip snip)
: >>   REQUEST FOR DISCUSSION (RFD)
: >>   moderated group comp.binaries.atari
: >(snip snip snip snip)
: >
: >Please modify the proposal to allow music and picture files specific
: >to the Atari 8-bit computer to be posted.

: Hmmm, as long as we still prohibit MOD files (which do have an appropriate
: venue for distirbution), I think we might consider Atari-specific files.
: Technically, the "chip music" files for both the 8-bit and ST series
: probably could be considered binaries in that they are obviously not
: graphics nor text, and they aren't useful on any other platform.

  This is certainly an important issue. Chip music files don't have
anywhere to go (unless one newgroups alt.binaries.chip-specific :) and do
deserve some distribution. But see below.

: 8-bit graphics files are so tiny (<=8K as I recall) that I don't have a
: problem with that, either. ST-resolution graphics would have to be pretty
: special to qualify, though; 32k isn't huge but it's big enough to be a
: nuisance if a lot of them are posted, and frankly, while I love the
: systems, I am underwhelmed with most of the graphics that have been
: produced for it. This is a case where I think http distribution does make
: more sense.

  I don't have a problem with 8 bit graphics files in terms of size, but
conceptually, I can't see a group meant for Atari binaries in general
excluding binaries for the ST simply because of their size. I don't
think it would be a problem, though, as 32k isn't all that big in
comparison to other things that are posted.

  I recieved e-mail concerning an issue similar to this from someone
recently, but it was more general. The issue was: What kinds of data
files are to be accepted? If you think about it, it's important if you
plan to moderate the group much more than "no WaReZ".

  To my knowledge, there isn't a proposal out there that has discussed
this issue much, mainly because all the comp.binaries groups that have
been proposed so far haven't tried to limit themselves much beyond what
platform they are for.

My response to this question is that we should probably post data files used in the operation of software. For example, if I draw a picture, it wouldn't be distributable on c.b.a because, after all, it's only a picture. If I create a character set for use with a word processor, though, then that would be distributable on c.b.a because it's used during the operation of the software. (I hope you're all not confused :) Does anyone else want to contribute? If you have a good idea, post it.

-Kyle R. Hofmann

From 4712639911843621537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,4caa4798fd42fa27
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,4caa4798fd42fa27
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,4caa4798fd42fa27
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4caa4798fd42fa27
X-Google-Attributes: gid109a67,public
From: Kyle R. Hofmann <rhofmann@crl.com>
Subject: Re: Draft RFD: comp.binaries.atari.{,discuss}
Date: 1996/08/20
Message-ID: <4vbeng$iv6@nntp.crl.com>#1/1
X-Deja-AN: 175251826
references: <4utbeo$si9@nntp.crl.com> <4v2bqe$2t8@crl8.crl.com>
organization: CRL Dialup Internet Access (415) 705-6060 [Login: guest]
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v2bqe$2t8@crl8.crl.com>, John M. Vogel wrote:
: You need to specify what kind of Atari software is going to be on here
: (8-bit, ST, TT, Falcon, whatever). Seems one user seems to think this is
: for ST stuff. I'm not even sure what format this is going to be for, myself.

All of the above. Any Atari software is acceptable. If someone writes a Jaguar or Lynx emulator, that would be accepted too, along with titles. This is intended as a generic Atari software group, not as an 8bit or 16bit specific Atari binaries group.

-Kyle R. Hofmann

From -6070091525164182859
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: codc01@gel.usherb.ca (Carl Eric Codere)
Subject: Re: | Q | Colors on screen
Date: 1996/08/20
Message-ID: <codc01.135.0007FD81@gel.usherb.ca>#1/1
X-Deja-AN: 175296162
references: <codc01.134.0008B8F3@gel.usherb.ca> <4v9vu1$1p0_001@jf.intel.com>
organization: The Communications Research Centre
newsgroups: comp.sys.atari.programmer

>>... in low-res the max colors that can appear on screen is 16?

>That's correct; except through the use of programming tricks. By switching
>the palette every scan line (or, as Spectrum 512 does, 3 times each scan
>line), you can display the full palette in low-rez. This allows for a
>max of 48 colors per scan line; 48 x 200 = 4800 so in theory you could see

Greetings,
Thank you for your response, but I would like to know, does this slow down the games and programs significantly, I assume it does, no? Would games still be feasible with 48 colors per scanline om an 8 Mhz 68000?

From -2273272768882346611
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Bitching about Lattice C (was: C compiler optimization)
Date: 1996/08/20
Message-ID: <8157cc$63526.271@HERMES>#1/1
X-Deja-AN: 175359980
references: <DuLxIq.83o@iglou.com> <4t6no8$43t@inca01.inca.co.nz>
<4tik0t$4ag@nyheter.chalmers.se> <4tt277$it0@inca01.inca.co.nz>
<4u7dfu$bv@nyheter.chalmers.se>
newsgroups: comp.sys.atari.programmer

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
> In article <4tt277$it0@inca01.inca.co.nz>,
> Gaven Miller <gmiller@inca.co.nz> wrote:
> >Johan Klockars (d8klojo@dtek.chalmers.se) replied to:
> >> My message responding to what:
> >> >Robert Goodwin (rsg0910@iglou.com) wrote:
> >> >> in reference to my Usenet post:
> ...
> >Evidently, either I write code that is very close to what the optimiser

> >thinks is "perfect" (chuckle), or else I write code that the optimiser
> >just wont even bother trying to unravel. Methinks it's the second.

> The problem is very likely that you use 16 bit integers (don't you?).

I stopped using 16-bit integers a few years ago. My code is 90-95% 32-bit now - only Atari OS calls and some (very) ancient code remains 16-bit.

> I think most people do that on the Atari and that upsets Lattice's optimizer.

Perhaps I tried it on some old code that wasn't fully 32-bitted, and based my comment on that. (It was a typical blend of OS call, computation, data validation and so forth - pretty close to what I do in all my apps)

> I guess you mean all _global_ variables or it wouldn't have been possible
> to do recursion. GCC normally does the same, but there's a flag that I
> can't recall to make it use base relative globals instead.
> I never use that flag since it tends to cause slower code.

Yes. Silly me. Absolute local vars do't make sense.

Base relative globals allows one to use threading. Absolute data references from the code segment of the app are not fixed up when one forks a new thread. So all threads use the same data - a bad practice indeed.

I wouldn't mind slightly slower code if it meant better threading and smaller app size (relative code is generally smaller than absolute)

> I know MiNT can take advantage of such code, but I've never written any
> software for which it would've been useful.

Background threads are handy. One can fork a thread to do some background housekeeping for the app, and the main app just keeps chugging away at what needs to be done - without worrying about "housekeeping".

> I very seldom use Lattice C itself, but the manuals are almost always on
> my desk. The last release of them is almost unreadable, though.
> Someone must have set his word processor up incorrectly.

Bitch #32: THE MANUALS FOR 5.60 DO NOT LIE FLAT!

I use the 5.0 manuals, which were ring bond, and lie flat.

Bitch #33: VOLUME 2 IS ORGANISED BADLY.

I know that I am using a function correctly, but I need to find out which header it is in. v5.0 was organised alphabetically, so finding the funtion is easy. v5.6 is alphabetical within each header file, and then alphabetically by header file name. A one step look for function name becomes a two step find it in the index and then go to page X.

Bitch #34: LATTICE WILL NOT GENERATE 32-BIT OFFSETS FOR 020+ CPUs.

The compiler will not generate 32-bit offsets when compiling for '020 or better CPUs, when near-data is selected.

The assembler allows it, but "optimises" to 16 bit. A forced 32-bit offset will not get resolved by the linker correctly.

(I sometimes have large-ish data requirements that are needed in sub-threads under MiNT, and they overflow the 64k limit on near data addressing)

--

Quote For The Month:

"Shazbot!"

From 7394378801051648519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: | Q | Colors on screen
Date: 1996/08/20
Message-ID: <4vcfc8$2rg_001@jf.intel.com>#1/1
X-Deja-AN: 175371173
references: <codc01.134.0008B8F3@gel.usherb.ca> <4v9vu1$1p0_001@jf.intel.com> <codc01.135.0007FD81@gel.usherb.ca>
organization: Unanimous Fnordeling Service
newsgroups: comp.sys.atari.programmer

In article <codc01.135.0007FD81@gel.usherb.ca>,
   codc01@gel.usherb.ca (Carl Eric Codere) wrote:
>
>>... By switching
>>the palette every scan line (or, as Spectrum 512 does, 3 times each scan
>>line), you can display the full palette in low-rez.
>   Thank you for your response, but I would like to know, does
>this slow down the games and programs significantly, I assume it does, no?
>Would games still be feasible with 48 colors per scanline om an 8 Mhz
68000?

It slows down the system significantly - most of the CPU time is burned up in palette-switching. This is not a good chocie for games, unless it's a plain-text adventure that happens to have pictures also. It would be the worst possible choice for an "action" or "arcade" game.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

From 4360497348989038829
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caa4798fd42fa27
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,4caa4798fd42fa27
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,177bf4ffb69a78f4
X-Google-Attributes: gidf9437,public
X-Google-Thread: f8760,4caa4798fd42fa27
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,4caa4798fd42fa27
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,4caa4798fd42fa27
X-Google-Attributes: gid109a67,public
From: Kyle R. Hofmann <rhofmann@crl.com>
Subject: Re: Draft RFD: comp.binaries.atari.{,discuss}
Date: 1996/08/20
Message-ID: <4vbfno$iv6@nntp.crl.com>#1/1
X-Deja-AN: 175402517
references: <4utbeo$si9@nntp.crl.com> <4v0vq1$2gu@agate.berkeley.edu>
<MPLANET.321495f2oscar9896f0@client1.news.psi.net>
organization: CRL Dialup Internet Access (415) 705-6060 [Login: guest]
newsgroups:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys
.atari.st.tech,comp.sys.atari.programmer

In article <MPLANET.321495f2oscar9896f0@client1.news.psi.net>, Oscar Fowler wrote:
: In article <4v0vq1$2gu@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU
: says...
: > As it stands, there currently is no repository that I am aware of that
: > supports pictures or music files.
: ...
: > A blanket prohibition on all music files to be overly restrictive.
: > The music and picture files specific to the Atari 8-bit computers are
: > small, hard to find, and tradeable.
: ...

: I completely agree. I remember having an extensive collection of Atari
: art and certainly would like to see all that be back in circulation.
: There were BBS's with literally hundreds of original art and musical
: items. Where are they now?

  .mod files may be in some mod archive somewhere or floating out in
alt.binaries.sounds.mods. Other stuff may be lost. It's unfortunate,

but probably true. If we do eliminate the "software only" restriction, then we would have a means of distributing these files (which are platform specific, thus making comp.binaries.atari a good choice).

-Kyle R. Hofmann

From -8700099399045509048
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,182866c51e92273b,start
X-Google-Attributes: gid1115ce,public
From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
Subject: Current Projects
Date: 1996/08/20
Message-ID: <4vc62j$a31@dux.dundee.ac.uk>#1/1
X-Deja-AN: 175704445
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

Hi all,

Just out of interest - what projects are people working on??
To start the ball rolling I am working on a full screen 3d maze game.

Also I am putting some C++ classes together for an X-File-y text adventure which with some STOS sections e.g. animations passing parameters via the command line.
(Yes stos can use the commandline with a little 'helper' proggy!)

Take care
Davy

--
><> Davy Mitchell - Computer Science Student, ACSD, Dundee University <><
| IBelieveThereIsAGodWatchingOverMeIBelieveInTheDreamsThatSetYouFree - T.B. |
| Casterbridge : http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html |
\----------/

From 6344850884853091883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: codc01@gel.usherb.ca (Carl Eric Codere)
Subject: Re: | Q | Colors on screen
Date: 1996/08/21
Message-ID: <codc01.140.00081F4A@gel.usherb.ca>#1/1
X-Deja-AN: 175560037
references: <codc01.134.0008B8F3@gel.usherb.ca> <4v9vu1$1p0_001@jf.intel.com>
<codc01.135.0007FD81@gel.usherb.ca> <4vcfc8$2rg_001@jf.intel.com>

organization: The Communications Research Centre
newsgroups: comp.sys.atari.programmer

>It slows down the system significantly - most of the CPU time is burned up
>in palette-switching. This is not a good chocie for games, unless it's a
>plain-text adventure that happens to have pictures also. It would be the
>worst possible choice for an "action" or "arcade" game.

Greetings,
Thank you very much for your information!! I will decide later
if I will support this platform or not.

From 5206477982690522303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: | Q | Colors on screen
Date: 1996/08/21
Message-ID: <321b3577.11954676@news.airtime.co.uk>#1/1
X-Deja-AN: 175778827
references: <codc01.134.0008B8F3@gel.usherb.ca> <4v9vu1$1p0_001@jf.intel.com>
<codc01.135.0007FD81@gel.usherb.ca> <4vcfc8$2rg_001@jf.intel.com>
<codc01.140.00081F4A@gel.usherb.ca>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Wed, 21 Aug 1996 08:07:16, codc01@gel.usherb.ca (Carl Eric Codere)
wrote:

>>plain-text adventure that happens to have pictures also. It would be the
>>worst possible choice for an "action" or "arcade" game.
>
>Greetings,
>Thank you very much for your information!! I will decide later
>if I will support this platform or not.

Eh?, hmmmm maybe you just didn't word it right?,

Cheers.....!ynoT

Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From -956203322606964226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4486783650ab4c77
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: | Q | Colors on screen
Date: 1996/08/21
Message-ID: <4vfsoa$o5q@ccshst05.uoguelph.ca>#1/1
X-Deja-AN: 175794299
references: <codc01.134.0008B8F3@gel.usherb.ca> <4v9vu1$1p0_001@jf.intel.com>
<codc01.135.0007FD81@gel.usherb.ca> <4vcfc8$2rg_001@jf.intel.com>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
: In article <codc01.135.0007FD81@gel.usherb.ca>,
:   codc01@gel.usherb.ca (Carl Eric Codere) wrote:
: >
: >>... By switching
: >>the palette every scan line (or, as Spectrum 512 does, 3 times each scan
: >>line), you can display the full palette in low-rez.
: >   Thank you for your response, but I would like to know, does
: >this slow down the games and programs significantly, I assume it does, no?
: >Would games still be feasible with 48 colors per scanline om an 8 Mhz
: 68000?

: It slows down the system significantly - most of the CPU time is burned up
: in palette-switching. This is not a good chocie for games, unless it's a
: plain-text adventure that happens to have pictures also. It would be the
: worst possible choice for an "action" or "arcade" game.

Switching palettes more than once per scanline does eat up CPU, but
switching only once doesn't. Many games use the technique of hooking a
palette change routine to the horizontal blank. Of course, you don't get
as many colours on the screen at once, but you can do some nice stuff.
Note that I've never done this, since I don't program in assembler...

THeo

From -5152601857263374851
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,a375770ba4b1ee9f
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: MWC & CSD
Date: 1996/08/21
Message-ID: <4vende$k8k@nyheter.chalmers.se>#1/1
X-Deja-AN: 175842190
references: <9608142237.AA06212@basil.icce.rug.nl>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <9608142237.AA06212@basil.icce.rug.nl>,
Tom Hageman <tom@basil.icce.rug.nl> wrote:
>In article <4uktcf$hh1@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se
>(Johan Klockars) wrote:
>> A strcpy() normally does _not_ copy a byte at a time either.
>> There are ways to check for the final '\0' without ever looking at
>> individual bytes.
>
>Just curious. Do you have an example of this?

I didn't realize until now that this question went to the Usenet.
(I received it by email as well.)

The following is an extract from a Usenet article that talks about this.
At other times I've seen full strcpy() functions, but this was all I could
find in my 'archives':

...
From: Lawrence Kirby <fred@genesis.demon.co.uk>
Newsgroups: comp.arch
Subject: Re: endian-ness
Date: Sat, 25 May 96 12:20:40 GMT
...

Except that you can test fairly efficiently whether at least one byte in a
word is zero. THe following C function shows an approach:

```
/* Assumes long is 32 bits but only the constants need change for different
   word (and indeed byte) sizes */

int has_zero_byte(unsigned long x)
{
    unsigned long tmp;

    tmp = x - 0x01010101;
    x = ~x;
    x &= tmp;
    return (x & 0x80808080) != 0;
}
```

I don't know if this is the best approach (best is in any event architecture

dependent) however it shows a method that uses 3 basic register only operations plus a test and a branch (in code that uses it) to check 4 bytes (more for wider words) for a null character. On most systems this will be faster than checking each byte individually. Real implemenatations use this sort of trick. Coupled a big endian archetecture this allows you you avoid byte operations on more than the first and last couple of bytes of the string.

>The Alpha has a special instruction (CMPBGE) to compare strings 8 bytes at a
>time, and return a bit vector of the results of the byte-wise comparison.
>This does at least allow you to find the terminator quickly, and copes equally
>well with big-endian and little-endian storage.

If you have direct and fast architecture support then there is no problem.
The problem is that not all architectures have such support and those that
do are not always flexible enough to be useful in all cases.

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 40147938997115110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f44c25a1e0676bea
X-Google-Attributes: gid1115ce,public

From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: gcc on TOS for DSP56k etc...
Date: 1996/08/21

Message-ID: <4vep05$kdp@nyheter.chalmers.se>#1/1
X-Deja-AN: 175967390

references: <32185205.783B@softlab.se>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <32185205.783B@softlab.se>,
Mikael Hillborg <Mikael.Hillborg@softlab.se> wrote:
>I heard there should be an older version of gcc out there
>somewhere, that executes on single TOS. Does it support

There are relatively new versions that do so.

>code generation for the DSP56k or does it produce just
>plain old 68k code ? Where can I find that version of gcc ?

A single GCC can only produce code for one family of processors.
You have to reconfigure and recompile it to target another.
Motorola have made available the files you need to build a 56k version
of GCC 1.40 (an _old_ version), so you can do that yourself.

Take a look at http://www.bdti.com/faq/32.htm for pointers.

I believe I've seen an Atari version of the 56k GCC, but that was a long
time ago. Try searching around the Web.

>interesting package that was some sort of high level object
>oriented programming language for the DSP56k. Is anyone
>familiar with this ? Has anything like this been released ?

I've not heard of anything like that, but you could build G++. ;-)

>[It would be nice to program the DSP56k without sticking to
> assembler...]

You'll still probably have to do the important things in assembler, since
even a very good C compiler like GCC won't come close to using a chip like
the 56001 well.

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 1274750271192397946
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6ae0c7b382e4212b
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6ae0c7b382e4212b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d4b88f22717c2a74,start
X-Google-Attributes: gid109a67,public

From: leslieh@valis.worldgate.com ( )
Subject: Re: Atarians in Calgary, Alberta?
Date: 1996/08/08

Message-ID: <4ucbkq$gb1@scanner.worldgate.com>#1/1
X-Deja-AN: 172877198
references: <4uanhe$lu7@foam.devry.ca>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
organization: WorldGate Inc.
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

BA070001 (PETEPP@smaug.devry.ca) wrote:
: I'm looking for fellow Atari users in the
: great city of Calgary, Alberta.
: Is there anyone out there? If there is,
: please e-mail me!!!
: I'm interested in finding out just how many
: Atarians there are in Calgary, and finding out

: about where I can get Atari hardware/software
: in Calgary.

: Besides, it would be nice to see that there
: are still plenty of Atari supporters around,
: especially in the city where I live.

: Y'all come back now, y'hear?

: Chow,

B
: Sentinel

: ##
: ## Peter Epp   ##
: ## Code-name: Sentinel   ##
: ## E-mail: PETEPP@smaug.devry.ca   ##
: ##
  Check the Computer Paper for the two Atari clubs in Calgary. There

are mroe of you than you think!

LeslieB
B
B
B
B
B

From 3517004465733549212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aacc597b1ef3f00b,start
X-Google-Attributes: gid1115ce,public
From: Kevin Dixon <kevin-dixon@psion.com>
Subject: C++ and ST
Date: 1996/08/08
Message-ID: <3209CBDE.56CC@psion.com>#1/1
X-Deja-AN: 172892569
content-type: text/plain; charset=us-ascii
organization: Psion Software Plc.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (WinNT; I)

I've been off the Atari scene for quite a while, and was
wondering if there are and C++ compilers for the ST?

Anything along the lines of GCC or a commericial product.

K

From 489528608270396059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aacc597b1ef3f00b
X-Google-Attributes: gid1115ce,public
From: Fabrice Girardot <Fabrice.Girardot@imag.fr>
Subject: Re: C++ and ST
Date: 1996/08/08
Message-ID: <3209EE7B.41C6@imag.fr>#1/1
X-Deja-AN: 172911725
references: <3209CBDE.56CC@psion.com>
cc: kevin-dixon@psion.com
content-type: text/plain; charset=us-ascii
organization: IMAG, Grenoble, France
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (X11; I; OSF1 V3.2 alpha)

Kevin Dixon wrote:
>
> I've been off the Atari scene for quite a while, and was
> wondering if there are and C++ compilers for the ST?
> Anything along the lines of GCC or a commericial product.
>
> K

There is a old version of GCC (can't remember wich one) working
without a multitasking OS.
It works on my F030, and I don't know if it could work if powered
by a 68000.

Fabrice.
mailto:Fabrice.Girardot@imag.fr
http://www-cami.imag.fr/~girardot/

From -5747450144424241692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,264d9008e4553871
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Interface, extended type?
Date: 1996/08/08
Message-ID: <839596918_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 172948191
x-nntp-posting-host: swampdog.demon.co.uk

reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4uak36$f5e@ccshst05.uoguelph.ca>
thopman@uoguelph.ca (Theodore L Hopman) said:-

>Daniel Hedberg (dhedberg@zen.kuai.se) wrote:
>
>: Is there anyone who knows how to take advantage of the "extended type"
>: thing in Interface? Do you need a special GEM-Library or something?
>: Please, help me someone, it's really frustating when the dialogs and
>: other objects doesn't look like they are supposed to do. (as they do in
>: Interface).
>
>As I understand it, (and I'm no GEM programmer--next project) from what I
>gather from the ProGEM series by Tim Oren, to use an extended object
>type, you have to supply a pointer to a routine which will handle the
>object type. GEM obviously doesn't know what to do with it, so you have
>to handle it yourself. There are libraries available that supply
>functions to handle snazzy stuff like pop-ups...

better clarify before it gets too confused ... :-)

This the G_PROGDEF / G_USERDEF ob_type=24. ob_spec points to a USERBLK / APPLBLK / APPL_BLK structure which basically describes to the AES routines (supplied by you) which can draw and manipulate your custom object.

The "extended flags" are available for you to use in describing various non standard attributes of your custom object. They are not mandatory. You could just stick with SELECTABLE for instance.

For example, if you implemented your own form_do() routine, you may decide it would be nice to have a flashing attribute - you could then use one bit out of the extended flags ob_flags to represent FLASHABLE, and one out of extended flags ob_state to indicate FLASHING.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

From 3451747308934728372
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MWC & CSD
Date: 1996/08/08
Message-ID: <839590804_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 172948192
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <3209496D.3DDE@wtgab.demon.co.uk>
wtg <wtg@wtgab.demon.co.uk> said:-

>Guy Harrison wrote:

>> If compiling K&R code you then need to replace all occurrences of
>> op(wibble) with op(&wibble). It will then compile correctly on both.
>
>Exactly - MWC isn't fully ANSI but it *does* pass structures by value
>(if you want it to) which makes a *huge* difference to the coding of
>recursive routines. I remember using the Sun workstation compiler
>around 1990 and although it had ANSI prototypes it didn't support
>structs by value (whereas MWC didn't have ANSI prototypes but *did* have
>structs by value.) A simple substitution would simply not work *at all*
>(obviously - *recursion*) - you have to go and build an auxiliary stack
>to keep the data structures on which uglifies a nice simple algorithm.

I must be missing something - surely the addition of a local
declaration and a memcpy() will simulate it?

```
ansi(a)
WHATEVER a;
{
 ...
 ansi(a);
}

k&r(ap)
WHATEVER *ap;
{WHATEVER a;
 memcpy(&a,ap,sizeof(WHATEVER));

 ...
 k&r(&a);
}
```

>Of course nowadays passing lots of data on the stack is a *bad idea*.

True, but that was the days before decent memory allocation was
common to all systems. I remember a college Pascal which was strictly

implemented, it was therefore impossible to release dynamically
allocated memory!

Just for the hell of it one day, I got MWC to malloc() itself a new
stack each time it was nearly exhausted. Talk about non portable! :-)

>I'll leave it to the language lawyers to comment on op(wibble) vs
>op(&wibble) under K&R but my recollection is that only the op(&wibble)
>version is legal K&R and op(wibble) could only work under K&R if the
>compiler silently (and erroneously) changed it for you... (lint, lint,
>lint).

iirc, you are correct. op(wibble) was not legal but most compilers did
assume &wibble rather than barf.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

From 6552342969289356688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aacc597b1ef3f00b
X-Google-Attributes: gid1115ce,public
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Subject: Re: C++ and ST
Date: 1996/08/08
Message-ID: <3209E207.167EB0E7@ena-east.ericsson.se>#1/1
X-Deja-AN: 172950583
references: <3209CBDE.56CC@psion.com>
to: Kevin Dixon <kevin-dixon@psion.com>
content-type: text/plain; charset=us-ascii
organization: Ericsson Inc.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (X11; I; SunOS 4.1.3_U1 sun4m)

Kevin Dixon wrote:
>
> I've been off the Atari scene for quite a while, and was
> wondering if there are and C++ compilers for the ST?
> Anything along the lines of GCC or a commericial product.
>
> K

Someone please correct me if I'm wrong here!

You can install Linux and use the whole GNU toolbox,
gcc, g++, gas, etc. but you currently need a 68030 to do so
which means you need a Falcon, TT, or bucks to add a PAK
upgrade to your ST (my be some kernel issues with PAK, not
sure about this).

I think (this is where I may be wrong) a port to the 68000
is currently being worked on but I don't know if it is available
yet so you may have to wait a while if you have your heart
set on using GNU C/C++

Regards,

--


```
,-------------------------------------------------------------.
| ERICSSON ///                                                |
|                                                             |
| Brian T. Hutchinson                                         |
| Software Engineer                                           |
| Private Radio Systems                                       |
|                                                             |
| Ericsson Inc.                      Telephone: (804)948-6442 |
| Mountain View Road, Room 2630            FAX: (804)948-6340 |
| Lynchburg, VA 24502                hutch@ena-east.ericsson.se |
|                                                             |
`-------------------------------------------------------------'
```


From -1856984703334644485
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,264d9008e4553871
X-Google-Attributes: gid1115ce,public
From: dhedberg@yin.kuai.se (Daniel Hedberg)
Subject: Re: Interface, extended type?
Date: 1996/08/08
Message-ID: <4ud6ca$89p@kaon.kuai.se>#1/1
X-Deja-AN: 172952251
references: <4u5qqr$j6s@kaon.kuai.se> <4uak36$f5e@ccshst05.uoguelph.ca>
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Theodore L Hopman (thopman@uoguelph.ca) wrote:
: As I understand it, (and I'm no GEM programmer--next project) from what I
: gather from the ProGEM series by Tim Oren, to use an extended object
: type, you have to supply a pointer to a routine which will handle the
: object type. GEM obviously doesn't know what to do with it, so you have
: to handle it yourself. There are libraries available that supply
: functions to handle snazzy stuff like pop-ups...

Yes, people have been telling me to use the GEM-Libraries available.
However, I am doing all programming in assembler, and there are
unfortunatly no library for assembler. Thank you for your help, though!

--

```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   The Home Page of New Beat Development:   E-Mail:            IRC Nickname:
   http://www.kuai.se/~dhedberg/            dhedberg@kuai.se   _Daniel
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From -1083180020341398932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/08
Message-ID: <839599224_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 172960688
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <avg.839412063@news.cwi.nl>
avg@cwi.nl (Annius Groenink) said:-

>grobe@netins.net (Jonathan Grobe) writes:
>
>>In article <4u4l03$sdm@orm.southern.co.nz>, clifton@southern.co.nz (Julian
Forsythe) writes:
>>>Request: Please create alt.binaries.atari.st
>
>>I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD to create
>>comp.binaries.* groups for the Atari and Atari ST. comp.binaries.* groups
>>would be available at many moreo sites than an alt.* group so I
>>suggest you contact Kyle.
>
>
>Please DON'T DO THIS! I was the last moderator for
>comp.binaries.atari.st and it was collectively decided best to
>discontinue the groups. We had at most one or two postings a month!

What is your objection? No-one if forcing you to be moderator for the
new group.

>These days it is _much_ better to upload software to a web or ftp
>site and post an _announcement_ on one of the news groups!

Rather the reverse - a heavily overloaded binaries group would be
better forced onto ftp sites to reduce bandwidth.

>Really, such a group is just a waste of the little bandwidth it
>produces, and the space in people's .newsrc files!

Above.

>I sincerely hope that people that have a memory that goes back further
>than 6 months will vote NO on this RFD.

Mine does ...

I posted numerous times here and in the removed groups asking how it
was done. Never got a single reply.

In the "discussion" for its removal, I suggested you simply find
another moderator. This was ignored.

When the "discussion" was over, I voted against its removal, again
suggesting the above, or in view of the light traffic, that moderation
could be removed all together. Ignored again.

I saw 2 posts against its removal and 3 for. Nobody had a clue what
was going on and ignored the thread. Perhaps you got many more but you
did not summarise.

People need to be seeing software!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

From 387438443838850855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aacc597b1ef3f00b
X-Google-Attributes: gid1115ce,public
From: Graham Beint <Graham.Beint@insignia.co.uk>
Subject: Re: C++ and ST
Date: 1996/08/08
Message-ID: <320A3C65.2F93@insignia.co.uk>#1/1

X-Deja-AN: 172965927
sender: news@isltd.insignia.com (Usenet News)
references: <3209CBDE.56CC@psion.com> <3209E207.167EB0E7@ena-east.ericsson.se>
content-type: text/plain; charset=us-ascii
organization: Insignia Solutions plc
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5aGold (X11; I; SunOS 5.3 sun4m)

Brian Hutchinson wrote:
>
> Kevin Dixon wrote:
> >
> > I've been off the Atari scene for quite a while, and was
> > wondering if there are and C++ compilers for the ST?
> > Anything along the lines of GCC or a commericial product.
> >
> > K
>
> Someone please correct me if I'm wrong here!

On a plain ST/STe set up a Minix partition (>=24Mb) under Mint
with Unix tools.

Try the german ftp sites for KGMD and umich & mirrors for GCC

--
Graham Beint

*The.Computer@Alpha.Complex:"Trust The Computer! The Computer is Your
Friend!"*

From -3366692647734837395
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aacc597b1ef3f00b
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: C++ and ST
Date: 1996/08/08
Message-ID: <320A2011.794B@in.tu-clausthal.de>#1/1
X-Deja-AN: 172984589
references: <3209CBDE.56CC@psion.com>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Kevin Dixon wrote:

> I've been off the Atari scene for quite a while, and was
> wondering if there are and C++ compilers for the ST?
> Anything along the lines of GCC or a commericial product.

There is at least GCC for MiNT. MiNT should be the standard OS for the Atari at the moment (every MagiC user trying to knock me down... MiNT is at least closer to Possix than MagiC, and Possix is still the only OS Standard availble).

It shurely can be used by any Processor. The 68K part of GCC makes 68000 code by default. In addition tis this almost every Processor up to the 040er is supportet directly via a command line Option.

I'm not shure if there is a up to date GCC version for single TOS as well.

Christof

From -6449124844482401036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aacc597b1ef3f00b
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C++ and ST
Date: 1996/08/08
Message-ID: <Dvu73J.M3F@iglou.com>#1/1
X-Deja-AN: 172998169
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <3209CBDE.56CC@psion.com> <3209E207.167EB0E7@ena-east.ericsson.se>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Brian Hutchinson (hutch@ena-east.ericsson.se) wrote:

: You can install Linux and use the whole GNU toolbox,
: gcc, g++, gas, etc. but you currently need a 68030 to do so
: which means you need a Falcon, TT, or bucks to add a PAK
: upgrade to your ST (my be some kernel issues with PAK, not
: sure about this).

Umich and other mirrors have MiNT, which is similar to Linux. That should do it well for you. I've been in contact with Evan Langlois about this. It'll do well for you. The Linux stuff requires the 030. I'd suggest you read up more on this. If you run onto my homepage, I have a link that allows you to go to more links, including those for MiNT and GCC. I'd suggest you have at least a meg of memory for MiNT, and a hard drive.

You may also want to look around for other compiler packages if you don't want GCC. There's the current Lattice C 5.6 currently selling at Toad Software. Older packages, if you can find them, like Mark Williams C, Megamax's Laser C, Prospero C, and others, can be found. If you do get these older packages, you must remember that the companies that developed them may not be in business any more. Mark Williams Company that made Mark Williams C is one. Prospero is still in business, from what I've seen.

: I think (this is where I may be wrong) a port to the 68000
: is currently being worked on but I don't know if it is available
: yet so you may have to wait a while if you have your heart
: set on using GNU C/C++

Actually, you can use it without MiNT or Linux. That means you'd have to run everything in the same directory, which can give you a rather messy folder if you don't clean up every now and then.

Anyone know what happened to Brian Hauer of TSO Software's homepage? He's written that freeware BBS program that for some strange reason I keep forgetting the name. I try to get on, but all my connections time out or something. What's up?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From -8713053780638260238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C compiler optimization, was Re: C programming stuff
Date: 1996/08/08
Message-ID: <839614118_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 172998319
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4u7egd$ef@nyheter.chalmers.se>
d8klojo@dtek.chalmers.se (Johan Klockars) said:-

>Doesn't MWC automatically allocate variables to registers?

Nope. You must do it yourself but you can get it to tell you which

register variables haven't been assigned. Without inspecting the code, user defined register variable usage can be rather dubious in any case.

>Generally, unless you specify that you want code for an '020 or better,
>all multiplications by non-constants will be done via library calls.
>To do differently, the compilers would have to realize that the numbers
>are guaranteed to be small.
>TurboC/PureC did the index calculation via a direct 'muls' even for long
>variables, but that's because they don't allow >16 bit indices...

long array indices in MWC are not legal.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

From -5583939374298569637
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aacc597b1ef3f00b
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: C++ and ST
Date: 1996/08/08
Message-ID: <4udl9s$prr@nyheter.chalmers.se>#1/1
X-Deja-AN: 173048747
references: <3209CBDE.56CC@psion.com> <3209EE7B.41C6@imag.fr>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <3209EE7B.41C6@imag.fr>,
Fabrice Girardot <Fabrice.Girardot@imag.fr> wrote:
>Kevin Dixon wrote:
>>
>> I've been off the Atari scene for quite a while, and was
>> wondering if there are and C++ compilers for the ST?
>> Anything along the lines of GCC or a commericial product.
>>
>> K
>
>There is a old version of GCC (can't remember wich one) working
>without a multitasking OS.

G++ has been available for the Atari ST for as long as I can remember.

I believe the latest non-MiNT port is 2.5.8, which is relatively new.

I use 2.5.8 myself (only the C part, though) since I've not managed to
get the MiNT versions to run together with Outside on my Falcon.
(GAS seems to be the major problem for some strange reason.)

I built a cross-compiler from the 2.7.2 sources last week to see if
there were any differences, but I couldn't find any at all with my
(rather simple) test programs.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -8470015165321558786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1329f6cf3778f2f9
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: SozobonX library fns.
Date: 1996/08/08
Message-ID: <4ud51k$r4v@ccshst05.uoguelph.ca>#1/1
X-Deja-AN: 173055647
references: <4t5kmb$9cg@ccshst05.uoguelph.ca> <4ubad6$4sl@s2.asi.fr>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

jmpatat@asi.fr wrote:
: thopman@uoguelph.ca (Theodore L Hopman) wrote:

: there are a
: >couple of "standard" functions, namely atof() and strtod() that don't
: >work.
: Just verify if _atof(and others) are in alphabetical order in libc.a.
: Some linkers assume to work with sorted symbols, and have options to
: go over(?) 'lib' more than once.
: Float in sozobon are in another lib, but I remember some limitations
: with printf and other(have a look in documentation).
: With sozobon 2.0 I found a bug with optimizer(tops) with some
: functions. I removed some options of tops and could re-compile libc.a
: and used it. I don't know of next version.

: I remember also an option speeding the link if you have enough
: memory(I think more than 512K).
Thanks for following up. As it turns out, I didn't RTFM to the manual
quite enough. Once I did, I found out that I was using the integer-only
libraries. Using cc -f solved my problem...

THeo

From -1843706126804458310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: wtg <wtg@wtgab.demon.co.uk>
Subject: Re: MWC & CSD
Date: 1996/08/09
Message-ID: <320A8BB6.7FF5@wtgab.demon.co.uk>
X-Deja-AN: 173083073
x-nntp-posting-host: wtgab.demon.co.uk
references: <839590804_OASIS_@swampdog.demon.co.uk>
content-type: text/plain; charset=us-ascii
mime-version: 1.0
reply-to: wtg@wtgab.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5Gold (Macintosh; I; PPC)

Guy Harrison wrote:
>
> In article <3209496D.3DDE@wtgab.demon.co.uk>
>   wtg <wtg@wtgab.demon.co.uk> said:-
>
> >Guy Harrison wrote:
>
> >> If compiling K&R code you then need to replace all occurrences of
> >> op(wibble) with op(&wibble). It will then compile correctly on both.
> >
> >Exactly - MWC isn't fully ANSI but it *does* pass structures by value
> >(if you want it to) which makes a *huge* difference to the coding of
> >recursive routines. I remember using the Sun workstation compiler
> >around 1990 and although it had ANSI prototypes it didn't support
> >structs by value (whereas MWC didn't have ANSI prototypes but *did* have
> >structs by value.) A simple substitution would simply not work *at all*
> >(obviously - *recursion*) - you have to go and build an auxiliary stack
> >to keep the data structures on which uglifies a nice simple algorithm.
>
> I must be missing something - surely the addition of a local
> declaration and a memcpy() will simulate it?
>
> ansi(a)
> WHATEVER   a;
> {
> ...
> ansi(a);
> }
>
> k&r(ap)
> WHATEVER   *ap;

```
> {WHATEVER       a;
>  memcpy(&a,ap,sizeof(WHATEVER));
>
>  ...
>  k&r(&a);
> }
```

I must apologise for not making myself clear on this subject. Of *course* I didn't mean that it was impossible to do recursion without passing structures by value. C is a language in which you *can* do anything. The question is *should you*. All the early versions of C++ from Bell labs (Cfront?) were implemented as a preprocessor which output C for your local compiler using C as a kind of macro-assembler. That doesn't mean you can write object-oriented software in C. (I know, I've tried).

Using memcpy() as in your example *works* but is horribly inefficient and no use for production code. I must digress here on just how *awful* memcpy is because I have seen so much bad code written using it. memcpy is *not* a panacea for problems in program design - the function is a last resort *unaligned* *bytewise* memory copy function for kluges, hacks and copying buffers. It does unaligned bytewise memory copies. The code that MWC (or any compiler) generates for pasing structures by value is *inline* and quite well optimised. (Yes - the base addresses of structures are word-aligned - unless you start mucking about with them (well maybe some implementations aren't - but only if you set the size before speed flags on a non-RISC processor) and then you start using memcpy) 4 bytes at a time (or more of course depending on the word size), then 2 and then the last odd byte. That is why if you cannot pass structures by value you have to go and design and code an alternative. An array big enough to hold one's maximum recursion depth being a typical solution.

I probably sound over-the-top about this but I spent 18 months working on real-time systems on VAXen which were being ported to OpenVMS on Alpha boxes and the amount of dross code which used memcpy written by people who assumed it was somehow *magical*....On VAXen unaligned accesses are legal (but still cause a memory cycle penalty) - on Alphas they cause an exception and the OpenVMS emulation slopes off into software to do the copy for you (at a horrible performance penalty)...

Unaligned? Once people start (mis)using memcpy they start to do wonderful things like stuff (unaligned) malloced memory full of bits of arrays of structures...

At this point in my diatribe I must break off and point out that Guy Harrison is not guilty of any of these heinous sins, he just set me off....

The point being that memcpy is guaranteed to copy the memory for you ok, but it is slooooooow.

> >Of course nowadays passing lots of data on the stack is a *bad idea*.

>
> True, but that was the days before decent memory allocation was
> common to all systems. I remember a college Pascal which was strictly
> implemented, it was therefore impossible to release dynamically
> allocated memory!
>
> Just for the hell of it one day, I got MWC to malloc() itself a new
> stack each time it was nearly exhausted. Talk about non portable! :-)

Actually the point was more about register allocation and optimisers,
probably.

> >I'll leave it to the language lawyers to comment on op(wibble) vs
> >op(&wibble) under K&R but my recollection is that only the op(&wibble)
> >version is legal K&R and op(wibble) could only work under K&R if the
> >compiler silently (and erroneously) changed it for you... (lint, lint,
> >lint).
>
> iirc, you are correct. op(wibble) was not legal but most compilers did
> assume &wibble rather than barf.

Which must have caused no end of fun when they got a new ANSI
compiler.....

--

William T (*DON'T* touch my code its perfect already) Goodall

wtg@wtgab.demon.co.uk

From 3220817783487247536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aacc597b1ef3f00b
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C++ and ST
Date: 1996/08/09
Message-ID: <DvuzwB.31B@iglou.com>#1/1
X-Deja-AN: 173094425
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <3209CBDE.56CC@psion.com> <320A2011.794B@in.tu-clausthal.de>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Christof Donat (cdonat@in.tu-clausthal.de) wrote:

: There is at least GCC for MiNT. MiNT should be the standard OS for the
: Atari at the moment (every MagiC user trying to knock me down... MiNT is
: at least closer to Possix than MagiC, and Possix is still the only OS

: Standard availble).

Just installed MiNT tonight, and checked on gcc. All I need is a reference card of all the commands that gcc reads and uses. Haven't found one yet, unless I'm looking in the wrong place.

: I'm not shure if there is a up to date GCC version for single TOS as
: well.

There's 2.58 and 2.61 out right now. The version of MiNT I installed was .95, so I'll be updating it to 1.41, and so on. It's pretty nice, but I only need the command reference for gcc. Someone said I should look inside the source archive of gcc.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From 6243540437093792765
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3357330908c769cc
X-Google-Attributes: gid1115ce,public
From: schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: TOS cursor
Date: 1996/08/09
Message-ID: <vyz3f1wzs8j.fsf@lamothe.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 173127660
sender: schwab@lamothe.informatik.uni-dortmund.de
references: <4tafj8$en5@dux.dundee.ac.uk> <4tvsnv$h0c@apollo.isisnet.com>
organization: Dortmund University, Germany
reply-to: schwab@issan.informatik.uni-dortmund.de
newsgroups: comp.sys.atari.programmer

Davy Mitchell writes:

|> George Seto (af221@ccn.cs.dal.ca) wrote:
|> : What were you trying to do?

|> Thanks for the info :-)
|> What I was trying to do was to home the cursor to the top left corner after
|> clearing the screen. This is for a C++ text adventure game which I am writing.
|> Minor thing but makes the display a bit nicer.

What's wrong with `cout << "\33H"'?
--
Andreas Schwab "And now for something

schwab@issan.informatik.uni-dortmund.de completely different"

From 5364225614724560164
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
From: clifton@southern.co.nz (Julian Forsythe)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/09
Message-ID: <4ufa0r$363@orm.southern.co.nz>#1/1
X-Deja-AN: 173139974
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl>
followup-to:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer
organization: Southern InterNet Services
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

Annius Groenink (avg@cwi.nl) wrote:
: Please DON'T DO THIS! I was the last moderator for
: comp.binaries.atari.st and it was collectively decided best to
: discontinue the groups. We had at most one or two postings a month!
I don't think that any sane atari user asked for the removal of the
group, or what it meant. It was people like sinclap who despise atari
owners that wanted it's removal
: These days it is _much_ better to upload software to a web or ftp
: site and post an _announcement_ on one of the news groups!
But it is not free, why should IBM users get all the free bandwidth they
want and Atari users with none?

: Really, such a group is just a waste of the little bandwidth it
Well if it produces little bandwidth then what's the problem?

: produces, and the space in people's .newsrc files!
ooo all of 20 bytes.

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o

/ /\   Internet Email: clifton@southern.co.nz   /\ \

If Speed scares you, use Windows!

In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES

From -3589597977553244911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3357330908c769cc
X-Google-Attributes: gid1115ce,public
From: rm03@ic.ac.uk (R. Mellish)
Subject: Re: TOS cursor
Date: 1996/08/09
Message-ID: <4uffrg$4td@oban.cc.ic.ac.uk>#1/1
X-Deja-AN: 173141475
distribution: world
references: <4tafj8$en5@dux.dundee.ac.uk> <4tvsnv$h0c@apollo.isisnet.com>
<4u4lhb$6gj@dux.dundee.ac.uk>
organization: Acme Labs
newsgroups: comp.sys.atari.programmer

Davy Mitchell (dmitchel@mcs.dundee.ac.uk) wrote:
>What I was trying to do was to home the cursor to the top left corner after
>clearing the screen. This is for a C++ text adventure game which I am writing.
>Minor thing but makes the display a bit nicer.
>

What is wrong with doing <esc>E<esc>H ?
Or am I missing something?

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk
`A Lavender Man, Bearing Tidings!'

From 1198989982369336068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6ae0c7b382e4212b
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10d9d0,6ae0c7b382e4212b
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,6ae0c7b382e4212b
X-Google-Attributes: gid1115ce,public
From: "Thomas R. Mccartney" <tmccartn@freenet.calgary.ab.ca>
Subject: Re: Atarians in Calgary, Alberta?
Date: 1996/08/09
Message-ID:

<Pine.A32.3.92.960809084045.33004A-100000@srv1.freenet.calgary.ab.ca>#1/1
X-Deja-AN: 173150055
references: <4uanhe$lu7@foam.devry.ca>
to: BA070001 <PETEPP@smaug.devry.ca>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Calgary Free-Net
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.tech

On 7 Aug 1996, BA070001 wrote:

> I'm looking for fellow Atari users in the
> great city of Calgary, Alberta.
> Is there anyone out there? If there is,
> please e-mail me!!!
> I'm interested in finding out just how many
> Atarians there are in Calgary, and finding out
> about where I can get Atari hardware/software
> in Calgary.
>
> Besides, it would be nice to see that there
> are still plenty of Atari supporters around,
> especially in the city where I live.
>
> Y'all come back now, y'hear?
>
> Chow,
>
> Sentinel
>
> ##
> ## Peter Epp   ##
> ## Code-name: Sentinel   ##
> ## E-mail: PETEPP@smaug.devry.ca   ##
> ##
>
>
>
Hi Peter,

There are actually a lot of atari enthusiasts in Calgary. The city used to support four or five dealers, now sadly there are none. There are two users groups, Calgary Atari Computer Enthusiasts (CACE) and the Calgary Atari users group (CAUG). Both groups have BBS CACE at 2795375 and CAUG at 720-2286. CACE meets on the first and third mondays of the month and CAUG on the 2 and fourth wedensdays.

Your best bet for hardware and software is computer direct in Edmonton. Although most of the locals get by dealing with TOAD. It is really too bad that the there are no dealers surviving in the calgary area.

I am the liason person for CACE and I can be reached at 271-1481.
(sometimes - when my wife doesn't have the falcon hooked to the net).

BTW if there are any other calgaryor area people lurking out there we would love to hear from you.

Tom McCartney

Home of MISTWOOD cats, and a whole bunch of computers.

From 5024993911472242062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8148fe76981d30d2,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Sozobon C
Date: 1996/08/09
Message-ID: <4uf4pe$j3v@inca01.inca.co.nz>#1/1
X-Deja-AN: 173173193
organization: INCA
newsgroups: comp.sys.atari.programmer

I have been asked to write a programming column for the local user group disc magazine, focusing on C.

The person who asked for it has Sozobon C, but I have Lattice 5.6.

Questions:

1) What is Sozobon C? PD/Shareware?

2) What sort of compiler is Sozobon - ANSI, K&R or ???

3) Assuming PD/Shareware, where can I locate Sozobon? How large is it (I must pay for my data transferred over the net)?

4) What are the major differences between Lattice and Sozobon? Can I take a Lattice source file and compile it unchanged?

5) Anything I should know about Sozobon before I start?

--

Quote For The Month:

"Shazbot!"

From -9182747179743921625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/09
Message-ID: <4ufelb$1ng_001@jf.intel.com>#1/1
X-Deja-AN: 173175678
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl>
organization: Must be under this pile of stuff...
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

In article <avg.839412063@news.cwi.nl>,
   avg@cwi.nl (Annius Groenink) wrote:
>
>grobe@netins.net (Jonathan Grobe) writes:
>
>>I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD
>>to create comp.binaries.* groups for the Atari and Atari ST.

>
>Please DON'T DO THIS! I was the last moderator for
>comp.binaries.atari.st and it was collectively decided best to
>discontinue the groups. We had at most one or two postings a
>month!

Firstly, who is included in "colletively?" I opposed the
removal, and and I think most of the netizens of
comp.sys.atari.st simply didn't know what was happening.

Secondly, the lack of postings was apparently a problem with your
email inbox, as I sent several items to you for posting during
the last months the group existed; they were neither psoted nor
acknowledged, leading me to believe that they had been rejected
without comment. If you didn't get them, it might explain why
the traffic was so low.

>These days it is _much_ better to upload software to a web or
>ftp site and post an _announcement_ on one of the news groups!

There are still many Atari users who don't have ftp access.
While archiving files is always a good idea, it is not (IMHO) the
best way to ensure wide dissemination on a rapid time scale, nor
does it ensure that the file will even be made available at the
ftp site. For example, during the past two months, I have
submitted two original packages to at least 6 different ftp
archives, including umich. So far as I have been able to
determine, the packages are now available ONLY at cnam; they have
been ignored or consigned to Coventry at all the other archives.
And, since I fix bugs and upgrade my packages continuously, even
the one at cnam is now quite out-of-date.

>Really, such a group is just a waste of the little bandwidth it
>produces, and the space in people's .newsrc files!

Considering the amount of spam arising from the thousands of
clueless commercial phone sex adverisers and the clueless "make
money fast" chain letter posters, the amount of bandwidth we are
discussing here is trivial. In addition, I take issue with the
concept that it would be "wasted."
alt.barney.dinosaur.die.die.die is a COMPLETE waste of bandwidth,
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"waste."

>I sincerely hope that people that have a memory that goes back
>further than 6 months will vote NO on this RFD.

In all honesty, I would expect to see an RFD to remove ALL
existing Big 8 binaries groups to appear from you within a week
or so, unless you simply have an ax to grind and are opposing the
Atari binaries group out of some sort of spite.

I sincerely hope that people who have any sense of fair play and
the ability to distinguish between new software and stale, old
software, would vote YES on this RFD.

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subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

From -4839328648059574972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 145a3b,9967de6db099f525,start
X-Google-Attributes: gid145a3b,public
X-Google-Thread: 1463dd,9967de6db099f525,start

X-Google-Attributes: gid1463dd,public
X-Google-Thread: 1115ce,9967de6db099f525,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 13e3de,9967de6db099f525,start
X-Google-Attributes: gid13e3de,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: Enough with the WAVs already! Just complaining...
Date: 1996/08/09
Message-ID: <4ufq8m$3s4_001@jf.intel.com>#1/1
X-Deja-AN: 173204681
references: <sikokat-0808962224100001@nntp.ix.netcom.com>
organization: Must be under this pile of stuff...
newsgroups:
alt.binaries.sounds.cartoons,alt.binaries.sounds.tv,alt.binaries.sounds.movies,com
p.sys.atari.programmer

In article <sikokat-0808962224100001@nntp.ix.netcom.com>,
   sikokat@ix.netcom.com (Rich Garceau) wrote:
>... MPEG. Specifically, layer 2 of the MPEG-1
>specification, most often designated and referred to as ".mp2". .mp2 can
>produce a file size about 1/10th that of the original 44.1 kHz/16-bit WAV,
>using 80 kb/sec encoding, for instance, while retaining much of the sound
>quality of the CD-quality WAV. Now with this encoding rate, there is some
>slight hoarseness to the sound, and an occasional "wateriness," but for
>dialogue, which accounts for probably 90% of the material posted to these
>groups, it's very rarely noticeable and *infinitely* better than the
>*very* noticeable noise and harshness of the unfortunately still-common
>11.025 kHz/8-bit WAV format.
..
>   The second point of this wonderful little "sermon from the soap box?"
>Cross-platform MPEG support: it exists, folks, in force. Freeware
>decoders are available for all major (and not-so-major) platforms: Mac,
>IBM-compatible (Windows and DOS), Unix, Amiga, and probably others - they
>are developing quite rapidly. Encoders are also available, most of them
>freeware. Players are available for the higher-end processors of each
>platform, however, with a decoder, you can download the .mp2, decode it to
>a 44.1 kHz/16-bit WAV, and then *you* can decide what kind of compromise
>you want to make in terms of file size and sound quality.
>
>Rich Garceau
>SikoKat@ix.netcom.com

I agree, Rich; WAV files are not only too big for current technology, and of relatively poor quality, there's a version that has recently appeared that works properly only under WIN95 (no idea what Microslop has done to it, but there you are). MP2 files are smaller, higher quality, and the standard is not subject to the whims of some marketing director in Redmond. <G>

So, I'm adding my favorite group of programmers to the distribution list on this followup, in hopes that someone will compile an MP2 player that works on a bog-standard 1040ST (and auto-detects STe/TT/Falcon audio hardware and uses it, if found).

Anyone?

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From 3912866775616267613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MWC & CSD
Date: 1996/08/09
Message-ID: <839675154_OASIS_@swampdog.demon.co.uk>
X-Deja-AN: 173209491
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <320A8BB6.7FF5@wtgab.demon.co.uk>
wtg <wtg@wtgab.demon.co.uk> said:-

>I must apologise for not making myself clear on this subject. Of
>*course* I didn't mean that it was impossible to do recursion without
>passing structures by value. C is a language in which you *can* do
>anything. The question is *should you*. All the early versions of C++
>from Bell labs (Cfront?) were implemented as a preprocessor which output
>C for your local compiler using C as a kind of macro-assembler. That
>doesn't mean you can write object-oriented software in C. (I know, I've
>tried).

If I were to write C code that had to exist on more than
implementation and maintain it, I would seriously consider doing it
without any standard library functions at all, except possibly stdio.
This does not mean that the likes of strcpy() etc would not exist,
just that the source for them would exist as part of the program.

>Using memcpy() as in your example *works* but is horribly inefficient
>and no use for production code.

I agree, up to a point. I have no problems writing inefficient code if
it is clearer and does the job acceptably. If it doesn't do the job
then I do something about it.

>I must digress here on just how *awful* memcpy is because I have seen
>so much bad code written using it. memcpy is *not* a panacea for

>problems in program design - the function is a last resort *unaligned*
>*bytewise* memory copy function for kluges, hacks and copying
>buffers. It does unaligned bytewise memory copies. The code that MWC
>(or any compiler) generates for pasing structures by value is *inline*
>and quite well optimised. (Yes - the base addresses of structures are
>word-aligned - unless you start mucking about with them (well maybe
>some implementations aren't - but only if you set the size before
>speed flags on a non-RISC processor) and then you start using memcpy)
>4 bytes at a time (or more of course depending on the word size), then
>2 and then the last odd byte. That is why if you cannot pass
>structures by value you have to go and design and code an alternative.
>An array big enough to hold one's maximum recursion depth being a
>typical solution.

Another problem with manual optimization is this sort of nonsense ...

```
strdup(s)
char s[];
{register char    *p   =malloc(strlen(s) + 1);

 return p ? strcpy(p,s) : NULL;
}
```

.. leaving "register" out all together will more likely generate
better code - a decent compiler will ignore it, a not so good one will
waste time saving and restoring the register variable before issuing
the function calls - MWC will do this.

A better solution would be to duplicate the internals of strcpy() and
strlen() within strdup(), but even this could end up worse if, for
instance, the system strcpy() used a machine code string copy
instruction. With the sources incorporated into the program the
preprocessor can select the optimal choices.

>I probably sound over-the-top about this but I spent 18 months working
>on real-time systems on VAXen which were being ported to OpenVMS on
>Alpha boxes and the amount of dross code which used memcpy written by
>people who assumed it was somehow *magical*....On VAXen unaligned
>accesses are legal (but still cause a memory cycle penalty) - on Alphas
>they cause an exception and the OpenVMS emulation slopes off into
>software to do the copy for you (at a horrible performance penalty)...
>
>Unaligned? Once people start (mis)using memcpy they start to do
>wonderful things like stuff (unaligned) malloced memory full of bits of
>arrays of structures...

not to mention replacing string functions with mem functions as well!

>At this point in my diatribe I must break off and point out that Guy
>Harrison is not guilty of any of these heinous sins, he just set me
>off....

hehe, I certainly did! <G>

>The point being that memcpy is guaranteed to copy the memory for you ok,
>but it is slooooooow.

There is another, perhaps more important issue here - that of
understanding. Not many other languages give such low level access to
the system so easily and it is easily abused, not imo on purpose, but
through lack of understanding.

I gave up arguing in comp.lang.c about the "rewrite rule". I
consistently failed to get across the idea that a[] and *a are both
pointers, just one level of indirection between them. Not true, I was
told, a[] is an array, *a is a pointer, and an array isn't a pointer!

>> Just for the hell of it one day, I got MWC to malloc() itself a new
>> stack each time it was nearly exhausted. Talk about non portable! :-)
>
>Actually the point was more about register allocation and optimisers,
>probably.

I've been digressing. :-)

>> iirc, you are correct. op(wibble) was not legal but most compilers did
>> assume &wibble rather than barf.
>
>Which must have caused no end of fun when they got a new ANSI
>compiler.....

I bet!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

From -537443990018769539
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 109a67,302c526fce43d133

X-Google-Attributes: gid109a67,public
From: Luke Drelick <duky@worldnet.att.net>
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/09
Message-ID: <320BE89F.7508@worldnet.att.net>#1/1
X-Deja-AN: 173230550
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl> <4ufelb$1ng_001@jf.intel.com>
content-type: text/plain; charset=us-ascii
organization: Duky Inc.
mime-version: 1.0
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer
x-mailer: Mozilla 2.02 (Win16; I)

Rich Tietjens wrote:
>
> In article <avg.839412063@news.cwi.nl>,
>   avg@cwi.nl (Annius Groenink) wrote:
> >
> >grobe@netins.net (Jonathan Grobe) writes:
> >
> >>I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD
> >>to create comp.binaries.* groups for the Atari and Atari ST.
>
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> >Please DON'T DO THIS! I was the last moderator for
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I thought Atari went out of business!

From -2921472473167570630
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
From: starship@3rdplanet.com (Rich Tietjens)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/09
Message-ID: <554277227.39192.54.starship@3rdplanet.com>#1/1
X-Deja-AN: 173262455
x-ftn-adr: 51:205/311.0
x-registered-to: Rich Tietjens

organization: STarship and Quark's Holosuites
x-viagateway-at: 51:205/311.0
reply-to: starship@3rdplanet.com (Rich Tietjens)
newsgroups: comp.sys.atari.programmer
x-mailer: UUCP-ST News_Out version 1.11 21 Jul 1996 Registered

guy@swampdog.demon.co.uk barked in COMP.SYS.ATARI.PROGRAMMER on 09 Aug 96:

 g> In the "discussion" for its removal, I suggested you simply find
 g> another moderator. This was ignored.
 g>
 g> When the "discussion" was over, I voted against its removal, again
 g> suggesting the above, or in view of the light traffic, that moderation
 g> could be removed all together. Ignored again.
 g>
 g> I saw 2 posts against its removal and 3 for. Nobody had a clue what
 g> was going on and ignored the thread. Perhaps you got many more but you
 g> did not summarise.
 g>
 g> People need to be seeing software!

I got some email from Annius today at work indicating that he did get my submissions, and that he thinks he replied that they would not be posted /becasue/ the group was going to be closed. I'm afraid I may have made (yet another) net.enemy here, but that's just too damn bad. My feeling is that Annius should, rather than closing the group in a "star chamber" action (whihc is what it amounts to when you tell people that you're about to do something, and give them insufficient information to support your opposition), have sought a new moderator.

I also dislike his attitude about software piracy intensely. In fact, I would go so far as to say it absolutely sucks. But that's personal and not germaine to this discussion. ;^/

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+---------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+---------------------------+

From -2676177709606073289
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8148fe76981d30d2
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (G Greenway)
Subject: Re: Sozobon C

Date: 1996/08/09
Message-ID: <839717150_OASIS_@elis.demon.co.uk>#1/1
X-Deja-AN: 173353594
x-nntp-posting-host: elis.demon.co.uk
reply-to: augeas@elis.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: The Augean Stables

In article <4uf4pe$j3v@inca01.inca.co.nz>
gmiller@inca.co.nz (Gaven Miller) said:-

>
>1) What is Sozobon C? PD/Shareware?

PD, I believe...

>2) What sort of compiler is Sozobon - ANSI, K&R or ???

K&R I'm afraid...

>3) Assuming PD/Shareware, where can I locate Sozobon? How large is it (I
>must pay for my data transferred over the net)?

I'd get it from HENSA (ftp micros.hensa.ac.uk)
There's also a debugger available, and a package called Heat'n'Serve Sozobon, which is a tad easier to set up. Might even come with a graphical shell. It's also at the UMICH archive. It's not too big.

>4) What are the major differences between Lattice and Sozobon? Can I take
>a Lattice source file and compile it unchanged?

Never tried. Well, I'm sure generic stuff should port. Sozobon does come with GEM and VDI libs, I don't know how they'd compare with Lattice. ('Cos I've never used them, I use Lattice..)

>5) Anything I should know about Sozobon before I start?

Might be the best bet for the newcomer. You've got a fighting chance of using it with a couple of drives and one meg. Most other P.D. compilers are a bit long in the tooth, and GCC's enormous. ST Format used it for a C tutorial a while back...

Have Fun,
"Augeas"

--

augeas@elis.demon.co.uk
'I want all you phoney indie underground artist alternative "punk" rock sport fan hippies to make like a bowling ball, stick your thumb up your nose, and roll on outta here !'

From -1509822333218367607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aacc597b1ef3f00b
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: C++ and ST
Date: 1996/08/09
Message-ID: <4ufctd$b2@nyheter.chalmers.se>#1/1
X-Deja-AN: 173366993
references: <3209CBDE.56CC@psion.com> <320A2011.794B@in.tu-clausthal.de>
<DvuzwB.31B@iglou.com>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <DvuzwB.31B@iglou.com>, Robert Goodwin <rsg0910@iglou.com> wrote:
>Christof Donat (cdonat@in.tu-clausthal.de) wrote:
>
>: There is at least GCC for MiNT. MiNT should be the standard OS for the
...
>Just installed MiNT tonight, and checked on gcc. All I need is a reference
>card of all the commands that gcc reads and uses. Haven't found one yet,

Commands?
Do you mean command line parameters?

There are _lots_ of parameters you can give to GCC, but most have little
real use. The most common are:

```
-o filename    Specify name of the created executable
-c             Don't link, just compile to *.o
-O             Optimize (you want to use at least this)
-O2            Optimize well (often creates much better code)
-S             Don't assemble, leave compiled code as *.s
-mshort        Use 16 bit integers
-m68000        Don't create >68000 code
-I path        Look for header files under path
-l lib         Link with the library lib
```

A simple build of a multi-file program could be:

Compile all the files (to *.o)

```
  gcc -mshort -m68000 -O2 -c *.c
```

Link the program

```
  gcc -o myprog.prg -mshort -m68000 *.o -lgem16
```

If you mean keywords, they are the same as for any C compiler, even if
GCC does have a few features of its own.

If you mean library functions, that depends on what libraries you have
of course. The standard GNU libraries can be used like any standard
ANSI C libraries.

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -1833609409952202100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
From: starship@3rdplanet.com (Rich Tietjens)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/10
Message-ID: <554324682.24998.64.starship@3rdplanet.com>#1/1
X-Deja-AN: 173387654
x-registered-to: Rich Tietjens
x-ftn-adr: 51:205/311.0
organization: STarship and Quark's Holosuites
x-viagateway-at: 51:205/311.0
reply-to: starship@3rdplanet.com (Rich Tietjens)
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer
x-mailer: UUCP-ST News_Out version 1.11 21 Jul 1996 Registered

duky@worldnet.att.net barked in COMP.SYS.ATARI.ST on 09 Aug 96:

 d> I thought Atari went out of business!

That's incorrect, and irrelevant to the discussion at hand anyway.

(1) Atari (the computer company) purchased a controlling interest in JTS
technologies (the hard drive company) and merged, adopting the new name and
abandoning "Atari" as a brand name.

(2) Atari computers and clones thereof are still manufactured by at least three firms; C-Lab makes the Atari/C-Lab Falcon, and the Hades and Medusa workstations also run TOS (the OS-in-ROM that is the basis for Atari computers).

And, assuming that there was no one still making Atari systems, there are still hundreds of thousands of Atari computers in existence and functional. The users of these systems are no less entitled to access the Interent than any other group.
--
Visit us at http://www.3rdplanet.com/~starship

```
+-----------------------------------+---------------------------+
|  Supporting Atari users worldwide  | 51:205/311.0@atarinet.ftn |
|   Internet, Atarinet, and Net ST   |    90:304/6.0@nest.ftn    |
|   STarship & Quark's Holosuites    |      +1-503-244-2870      |
|     Links at http://www.3rdplanet.com/~starship/atari.htm      |
+-----------------------------------+---------------------------+
```

From -3915713758812262716
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,264d9008e4553871
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: Interface, extended type?
Date: 1996/08/10
Message-ID: <GHKUEAWEUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 173415484
references: <4u5qqr$j6s@kaon.kuai.se> <4uak36$f5e@ccshst05.uoguelph.ca>
content-length: 1678
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <4uak36$f5e@ccshst05.uoguelph.ca> Theodore L Hopman wrote :

>Daniel Hedberg (dhedberg@zen.kuai.se) wrote:
>
>: Is there anyone who knows how to take advantage of the "extended type"
>: thing in Interface? Do you need a special GEM-Library or something?
>: Please, help me someone, it's really frustating when the dialogs and
>: other objects doesn't look like they are supposed to do. (as they do in
>: Interface).
>
>As I understand it, (and I'm no GEM programmer--next project) from what I
>gather from the ProGEM series by Tim Oren, to use an extended object
>type, you have to supply a pointer to a routine which will handle the
>object type. GEM obviously doesn't know what to do with it, so you have

>to handle it yourself. There are libraries available that supply
>functions to handle snazzy stuff like pop-ups...

You are thinking of a progdef, or userdef object. For these, you supply
the redraw function yourself.

The "extended type" and "extended flags" however can be set on any object,
progdef or not. It is up to you what you do with them since they are not
used by GEM. You should be careful however, future AES versions may use
them, and som replacement AESs such as Geneva use some of them now.

--


```
+-------------------------------+----------------------------------------+
| Mario Becroft                 | New improved WWW page:                 |
| mbecroft@tos.ak.planet.gen.nz | http://www.ak.planet.gen.nz/user/mario/ |
+-------------------------------+----------------------------------------+
|   Tariland WWW page:  http://www.ak.planet.gen.nz/user/mario/tariland   |
+-------------------------------------------------------------------------+
```


From 1721306377455843032
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public

From: clifton@southern.co.nz (Julian Forsythe)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/11
Message-ID: <4ujldr$p1q@orm.southern.co.nz>#1/1
X-Deja-AN: 173463028
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl> <4ufelb$1ng_001@jf.intel.com>
<320BE89F.7508@worldnet.att.net>
followup-to:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer
organization: Southern InterNet Services
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

Luke Drelick (duky@worldnet.att.net) wrote:
: I thought Atari went out of business!
Your point?

Just because Amiga went out of business doesn't mean that there isn't
heaps of Amiga owners left surfing the net. The same applies to Atari,
who has merged with JTS, but I haven't seen anything official saying that
Atari is out of business.


```
----------------------------------------------------------------------
          _                Julian Forsythe                _
        o( )          Christchurch, New Zealand          ( )o
       /  /\    Internet Email: clifton@southern.co.nz    /\  \

                    Intel inside.  Idiot outside.

           In a nuclear war all men will be cremated equal
       STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES
----------------------------------------------------------------------
```


From -6082588120051504915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/11
Message-ID: <839824060_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 173472027
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <554277227.39192.54.starship@3rdplanet.com>
starship@3rdplanet.com (Rich Tietjens) said:-

>I got some email from Annius today at work indicating that he did get my
>submissions, and that he thinks he replied that they would not be posted
>/becasue/ the group was going to be closed. I'm afraid I may have made (yet
>another) net.enemy here, but that's just too damn bad. My feeling is that
>Annius should, rather than closing the group in a "star chamber" action
>(whihc is what it amounts to when you tell people that you're about to do
>something, and give them insufficient information to support your
>opposition), have sought a new moderator.

My thoughts exactly!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web   http://www.swampdog.demon.co.uk/index.html

From -3410848497529785142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/11
Message-ID: <DvzsEq.AnI@iglou.com>#1/1
X-Deja-AN: 173561998
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl> <4ufelb$1ng_001@jf.intel.com>
<320BE89F.7508@worldnet.att.net>
followup-to:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer
organization: Iglou
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

Luke Drelick (duky@worldnet.att.net) wrote:

: I thought Atari went out of business!

Yes and no. Just because Atari went gone, or not, doesn't necessarily mean
that we don't get any more support from anyone. The old 8bit systems no
longer had support at all from Atari, but there is still support for it
via user groups and then some. Same with the ST systems and so on. Look at
the Commodore systems, the TI systems, and so on. Who gives it the most
support right now? The users. Don't knock them til you've tried it.

I'm not about to start a "my computer is better than yours" war, neither
do I want to see one. I'm painfully aware of a certain subject title like
this back in the mid-80s when it nearly killed the backbones of the other
systems on the network.. I see it nearly all the time here, with those

clueless idiots who don't even know where the message is going, much less
how to post a good message.

In essence, Atari is still around, alive and well, in our hearts.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From -3370234554338462911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/11
Message-ID: <4ukq7j$hao@nyheter.chalmers.se>#1/1
X-Deja-AN: 173607720
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl> <4ufa0r$363@orm.southern.co.nz>
organization: Chalmers University of Technology
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

In article <4ufa0r$363@orm.southern.co.nz>,
Julian Forsythe <clifton@southern.co.nz> wrote:
>Annius Groenink (avg@cwi.nl) wrote:
>: Please DON'T DO THIS! I was the last moderator for
>: comp.binaries.atari.st and it was collectively decided best to
>: discontinue the groups. We had at most one or two postings a month!
>I don't think that any sane atari user asked for the removal of the
>group, or what it meant. It was people like sinclap who despise atari
>owners that wanted it's removal

I've been around here a long time and I can assure you that the old
binaries group went almost without postings for years.
Back in '88 there was some activity, but even then it wasn't much.

I don't remeber if I voted when the group removal was suggested, but if
I had, I would most definitely have voted YES.

Why, you ask?

1. Everybody with email has ftp access.
2. Everything that gets put on a binary newsgroup has to be archived
   somewhere (read ftp site) as well or it'll be gone in a week or two.

>: These days it is _much_ better to upload software to a web or ftp
>: site and post an _announcement_ on one of the news groups!
>But it is not free, why should IBM users get all the free bandwidth they
>want and Atari users with none?

Uhm, in what way is ftp access less free than Usenet newsgroup access?

Usenet news distribution is _very_ far from free, while ftp only takes
net bandwidth for actual accesses.

The huge number of IBM users makes distribution via Usenet a lot more
defensible. It might even save bandwidth if a large enough number of
people want the files. That'll never be the case for Atari users.

>: Really, such a group is just a waste of the little bandwidth it
>Well if it produces little bandwidth then what's the problem?

Why don't we create 20 new Atari newsgroups?

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -7731880676851345365
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public

From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: MWC & CSD
Date: 1996/08/11
Message-ID: <4uktcf$hh1@nyheter.chalmers.se>
X-Deja-AN: 173611738
references: <839590804_OASIS_@swampdog.demon.co.uk>
<320A8BB6.7FF5@wtgab.demon.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <320A8BB6.7FF5@wtgab.demon.co.uk>,

wtg <wtg@wtgab.demon.co.uk> wrote:
>Guy Harrison wrote:
>>
>> In article <3209496D.3DDE@wtgab.demon.co.uk>
>>   wtg <wtg@wtgab.demon.co.uk> said:-
>>
>> >Guy Harrison wrote:
...
>> >Exactly - MWC isn't fully ANSI but it *does* pass structures by value
>> >(if you want it to) which makes a *huge* difference to the coding of
>> >recursive routines. I remember using the Sun workstation compiler

I'll get back to this later.

>> >around 1990 and although it had ANSI prototypes it didn't support
>> >structs by value (whereas MWC didn't have ANSI prototypes but *did* have
>> >structs by value.) A simple substitution would simply not work *at all*
>> >(obviously - *recursion*) - you have to go and build an auxiliary stack
>> >to keep the data structures on which uglifies a nice simple algorithm.

I must admit I don't see what kind of recursive algorithms you're
implementing. If the structure by value mechanism had been able to pass
entire trees or arrays I would (for some cases), but...

Of course there must be algorithms where it's useful, but I question
how common they are.

>> I must be missing something - surely the addition of a local
>> declaration and a memcpy() will simulate it?
...
>I must apologise for not making myself clear on this subject. Of
>*course* I didn't mean that it was impossible to do recursion without
>passing structures by value. C is a language in which you *can* do

I'll get back to this.

>anything. The question is *should you*. All the early versions of C++
>from Bell labs (Cfront?) were implemented as a preprocessor which output

A compiler actually, it just happened to produce C code instead of assembly.

>C for your local compiler using C as a kind of macro-assembler. That
>doesn't mean you can write object-oriented software in C. (I know, I've

It is of course possible to do that, but it sure won't look very pretty.
In my main project, more and more things are getting 'pseudo-objectized',
but only on a small scale, naturally.

>Using memcpy() as in your example *works* but is horribly inefficient
>and no use for production code. I must digress here on just how *awful*
>memcpy is because I have seen so much bad code written using it. memcpy
>is *not* a panacea for problems in program design - the function is a
>last resort *unaligned* *bytewise* memory copy function for kluges,

>hacks and copying buffers. It does unaligned bytewise memory copies. The

You're quite mistaken here, actually.

The code for memcopy() is very likely to be optimized for all kinds of copying. It will of course do bytewise copying when necessary, but it should also do whatever it can to make nice aligned copies _fast_.

Writing your own code instead of using memcopy is generally a _bad_ idea.

Still, if you do indeed want to pass structures by value, it's of course best to let the compiler decide what to do. I tested GCC on this earlier today and it will push the structure onto the stack using individual instructions, if it's small enough. When the size reaches around 50 bytes, GCC will call memcpy().

The tradeoff is of course the extra checks that memcpy() needs to do.

>size), then 2 and then the last odd byte. That is why if you cannot pass
>structures by value you have to go and design and code an alternative.
>An array big enough to hold one's maximum recursion depth being a
>typical solution.

OK, here we go:
What kind of recursive algorithms are you implementing?

I've written a quite a lot of recursive code, most recently a compiler for a functional language, and I can't recall having to copy structures at any time.

As an example, take recursion over a tree structure:
If you want to look at data anywhere, pointers work as well as copying.
If you have to update the tree, you're very likely better off with pointers, since you then don't have to replace any nodes when the lower recursion levels return.

For things like recursive sorts, C still can't copy arrays as parameters, unless they're part of a structure. Always passing the complete structures even when you've split the arrays is hardly a good idea, though.

>Alpha boxes and the amount of dross code which used memcpy written by
>people who assumed it was somehow *magical*....On VAXen unaligned

You'd normally be well advised to indeed treat memcpy() as magical. ;-)
It very likely uses assembler tricks that are better than what you could do with C. Still, when the compiler is free to chose, such as with the structure parameters, it's of course better to let it.

>accesses are legal (but still cause a memory cycle penalty) - on Alphas
>they cause an exception and the OpenVMS emulation slopes off into
>software to do the copy for you (at a horrible performance penalty)...

Without ever programming on an Alpha I can absolutely guarantee that

Digital's memcpy() doesn't use byte copies unless it absolutely has to.

>The point being that memcpy is guaranteed to copy the memory for you ok,
>but it is slooooooow.

No, it shouldn't be and in almost all cases is not.

Allow me to quote from the manual pages on this SPARCstation, regarding
the memXXX family of instructions:

> These functions operate as efficiently as possible on memory areas (arrays of bytes bounded by a count, not terminated by a null character). They do not check for the overflow of any receiving memory area.

That does _not_ mean that memcpy() is slow!

A strcpy() normally does _not_ copy a byte at a time either.
There are ways to check for the final '\0' without ever looking at
individual bytes.

--

Chalmers University of Technology	Why are these .signatures	e-mail:	rand@cd.chalmers.se
			johan@rand.thn.htu.se
	so hard to do	WWW/ftp:	rand.thn.htu.se
Gothenburg, Sweden	well?		(MGIFv5, QLem, BAD MOOD)

From 6178210782894792041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: MWC & CSD
Date: 1996/08/11
Message-ID: <4ukul5$hjb@nyheter.chalmers.se>#1/1
X-Deja-AN: 173614108
references: <839675154_OASIS_@swampdog.demon.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <839675154_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
...
>I gave up arguing in comp.lang.c about the "rewrite rule". I
>consistently failed to get across the idea that a[] and *a are both
>pointers, just one level of indirection between them. Not true, I was
>told, a[] is an array, *a is a pointer, and an array isn't a pointer!

There's no point trying to argue with those guys. They can quote the
complete ANSI standard at you without breaking into a sweat it appears.

While this can be annoying, it also means that they normally do know
exactly what they're talking about. If they say an array is not a
pointer, you can be certain that it says so somewhere in the standard.

While arrays and pointers are very closely related, it's not difficult
to come up with differences between 'ordinary' pointers and arrays:

 An array 'pointer' 'knows' a bit (only while compiling, though) about
  the area it points to when it's declared as multi-dimensional.

Excluding arrays declared as function arguments:

 An array 'pointer' is always constant.
 You can never have a NULL array.

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 7864441726146024404
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1463dd,9967de6db099f525
X-Google-Attributes: gid1463dd,public
X-Google-Thread: 1115ce,9967de6db099f525
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 13e3de,9967de6db099f525
X-Google-Attributes: gid13e3de,public
X-Google-Thread: 145a3b,9967de6db099f525
X-Google-Attributes: gid145a3b,public
From: ramster@iap.net.au (Jon Mircea)
Subject: Re: Enough with the WAVs already! Just complaining...
Date: 1996/08/12
Message-ID: <ramster-1208961223410001@news.iap.net.au>#1/1
X-Deja-AN: 173627539
references: <sikokat-0808962224100001@nntp.ix.netcom.com>
<4ufq8m$3s4_001@jf.intel.com>
content-type: text/plain; charset=ISO-8859-1
organization: Digital Data Design
mime-version: 1.0
newsgroups:
alt.binaries.sounds.cartoons,alt.binaries.sounds.tv,alt.binaries.sounds.movies,com
p.sys.atari.programmer

In article <4ufq8m$3s4_001@jf.intel.com>,
RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) wrote:

<snip>

>> The second point of this wonderful little "sermon from the soap box?"
>>Cross-platform MPEG support: it exists, folks, in force. Freeware
>>decoders are available for all major (and not-so-major) platforms: Mac,
>>IBM-compatible (Windows and DOS), Unix, Amiga, and probably others - they
<snip>

Yeah right. Sure it is. You just keep telling yourself that, buddy.

Look at the medium level computers (say a good 486 without an FPU, or mac
with a 68LC040 chip - the one without the fpu inbuilt to it)

If you ain't got an FPU, MPEG layer compression on Audio is close enough
to excruciating in the pain stakes...

It only took eight hours to decode an 80kb .mp2 file... came out as about
500 odd K of .aiff, but it came out... eventually.... now, if I only had
the years it would take to decode this 838K file.... or another computer
to sit there and decode for days (to produce a single sound?)...

Personally I believe that it would take me a lot less time to download a
28 meg wav version of a file than it would to decode a 100kb .mp2.

Hey, this computer is still fast, just not on floating point. Should see
the games rock on this computer, it processes fast, it compiles in a
flash... just without an FPU, you can forget about any kind of heavy duty
audio decoding like that.

And the same goes for RA2/3.

Anyway, .wav files are at least a standard quality. If you believe that
you can get 44khz/16bit quality output from a file compressed (with a
lossy compression system) at 10:1, you've got rocks in your head.

>>Rich Garceau
>>SikoKat@ix.netcom.com
>
>I agree, Rich; WAV files are not only too big for current technology, and of
>relatively poor quality, there's a version that has recently appeared that
>works properly only under WIN95 (no idea what Microslop has done to it, but
>there you are). MP2 files are smaller, higher quality, and the standard is
>not subject to the whims of some marketing director in Redmond. <G>
>
>So, I'm adding my favorite group of programmers to the distribution list on
>this followup, in hopes that someone will compile an MP2 player that works on
>a bog-standard 1040ST (and auto-detects STe/TT/Falcon audio hardware and uses
>it, if found).

Pray you have an FPU. Maybe then you'll be lucky.

>Anyone?

--

+---+
|Don't call me Bruce. Please.   E-Mail:|
|Major Nice   ramster@iap.net.au|
|Homepage: http://www.iap.net.au/~ramster/   A.K.A: Jon Mircea|
+---+
| "You can't swing a dead cat in this country without hitting a |
| support group for survivors of swung dead cat abuse." |
+===+

From 4491313328671489547
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MWC & CSD
Date: 1996/08/12
Message-ID: <839919650_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 173653535
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4ukul5$hjb@nyheter.chalmers.se>
d8klojo@dtek.chalmers.se (Johan Klockars) said:-

>In article <839675154_OASIS_@swampdog.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>...
>>I gave up arguing in comp.lang.c about the "rewrite rule". I
>>consistently failed to get across the idea that a[] and *a are both
>>pointers, just one level of indirection between them. Not true, I was
>>told, a[] is an array, *a is a pointer, and an array isn't a pointer!
>
>There's no point trying to argue with those guys. They can quote the
>complete ANSI standard at you without breaking into a sweat it appears.

I know. :-(

>While this can be annoying, it also means that they normally do know
>exactly what they're talking about. If they say an array is not a
>pointer, you can be certain that it says so somewhere in the standard.

In terms of C, yes. However, they would not concede that in terms of
the generated code, at which point we are talking on the assembler
level, that both are pointers.

>While arrays and pointers are very closely related, it's not difficult
>to come up with differences between 'ordinary' pointers and arrays:
>

> An array 'pointer' 'knows' a bit (only while compiling, though) about
> the area it points to when it's declared as multi-dimensional.
>
>Excluding arrays declared as function arguments:
>
> An array 'pointer' is always constant.
> You can never have a NULL array.

True. An array must always exist (even if it somehow happens to be complete garbage), a pointer may not.

On seconds thoughts, better terminology ...

C always considers an array as valid, whereas a pointer may or may not be valid.

The above statement, if taken literally, can be argued to fall over on ...

```
foo(s)
char s[];
{
}

main()
{char    *p;

 p = malloc(...)
 foo(p);
}
```

.. as s[] can be NULL.

My point in the original discussion was that people learning C should take less effort to learn terminology and more on what is being hidden underneath. I failed dismally!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
      swampdog@dial.pipex.com
Web   http://www.swampdog.demon.co.uk/index.html

From 113748860285318266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8148fe76981d30d2
X-Google-Attributes: gid1115ce,public

From: Michael Clemmetsen <Michael.Clemmetsen@sunderland.ac.uk>
Subject: Re: Sozobon C
Date: 1996/08/12
Message-ID: <320EEC28.7308@sunderland.ac.uk>#1/1
X-Deja-AN: 173657612
references: <839717150_OASIS_@elis.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: University of Sunderland, UK
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (Win95; I)

G Greenway wrote:
> >2) What sort of compiler is Sozobon - ANSI, K&R or ???
>
> K&R I'm afraid...The original Sozobon is K&R. However eXtended Sozobon is ANSI. This is
available from ftp.fu-berlin.de in /pub/atari/programming/sozobon

Michael

From -924016883300399199
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,586e27839e7dbd99,start
X-Google-Attributes: gid1115ce,public
From: skudi@karol (skudi)
Subject: RS - 232
Date: 1996/08/12
Message-ID: <4un5bl$p61@sunrise.pg.gda.pl>#1/1
X-Deja-AN: 173677805
organization: Politechnika Gdanska
newsgroups: comp.sys.atari.programmer

[Article crossposted from comp.sys.atari.st.tech]
[Author was Michal Skuza]
[Posted on Tue, 06 Aug 1996 13:53:59 +0200]

I need information about RS 232 on Atari ST.
(adresses and functions)
How to handle interrupts to receive and send data ?
(I have GENST2)

```
               \|/
   _____________0v0_____________
   |            \-/             |
  {|        Michal  Skuza       |}
   |  skudi@belka.bl.pg.gda.pl  |
   |____________________________|
              /_\/_\
```

From 1133892262687578929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: sf@itl.co.uk (Steve Found)
Subject: Re: MWC & CSD
Date: 1996/08/12
Message-ID: <839853192.17963.0@sf_pc.itl.co.uk>#1/1
X-Deja-AN: 173681076
x-nntp-posting-host: sf_pc.itl.co.uk
references: <839919650_OASIS_@swampdog.demon.co.uk>
organization: ITL
newsgroups: comp.sys.atari.programmer

guy@swampdog.demon.co.uk (Guy Harrison) wrote:

>In terms of C, yes. However, they would not concede that in terms of
>the generated code, at which point we are talking on the assembler
>level, that both are pointers.

What is a pointer at assembler level ? Do you mean they are both
stored just in address registers ?

I think the difference between arrays and pointers is usually down to
the assembler level. With an array the base address of the array is
stored with a data register being used to index the element.

if an array is declared as 'short Array[5];' the code to address
element 3 would be something like...

```
lea          Array,a0                ; Array address
move     element,d0           ; Get element index
add        d0,d0                      ; word offset
move    0(a0, d0.w),d0      ; read element.
```

Admittedly, Array is a pointer, but it is a pointer to a list of
contiguous elements of a constant size. Whereas a 'pointer' is simply
the address of a single element.

>>While arrays and pointers are very closely related, it's not difficult
>>to come up with differences between 'ordinary' pointers and arrays:
>>
>> An array 'pointer' 'knows' a bit (only while compiling, though) about
>> the area it points to when it's declared as multi-dimensional.
>>
>>Excluding arrays declared as function arguments:
>>
>> An array 'pointer' is always constant.

>> You can never have a NULL array.

>True. An array must always exist (even if it somehow happens to be
>complete garbage), a pointer may not.

All true.

>On seconds thoughts, better terminology ...

>C always considers an array as valid, whereas a pointer may or may not
>be valid.

>The above statement, if taken literally, can be argued to fall over on ...

```
>foo(s)
>char    s[];
>{
>}

>main()
>{char   *p;

> p = malloc(...)
> foo(p);
>}
```

Most modern compilers (by which I mean compilers that handle C++ and
C in the same package....) would not allow the above code, or would
at least give you warnings about types and parameters for this very
reason.

foo(char s[]) could arguably be declared as foo(char const *s)
since s is not allowed to change and any attempt to change it's value
should result in an error.

foo(char s[]) should NOT be synonymous with foo(char *s) which is
what your main() is passing, since char *s and char const *s are very
different.

I would expect most compilers to give you parameter / prototyping
errors/warnings when the above code is compiled.

Steve.

From -4849929142167956620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MWC & CSD

Date: 1996/08/12
Message-ID: <839949916_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 173735794
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <839853192.17963.0@sf_pc.itl.co.uk>
sf@itl.co.uk (Steve Found) said:-

>guy@swampdog.demon.co.uk (Guy Harrison) wrote:
>
>
>>In terms of C, yes. However, they would not concede that in terms of
>>the generated code, at which point we are talking on the assembler
>>level, that both are pointers.
>
>What is a pointer at assembler level ? Do you mean they are both
>stored just in address registers ?

Yes, but see below.

>I think the difference between arrays and pointers is usually down to
>the assembler level. With an array the base address of the array is
>stored with a data register being used to index the element.
>
>if an array is declared as 'short Array[5];' the code to address
>element 3 would be something like...
>

```
>lea          Array,a0                ; Array address
>move     element,d0           ; Get element index
>add        d0,d0                      ; word offset
>move    0(a0, d0.w),d0      ; read element.
```

>
>Admittedly, Array is a pointer, but it is a pointer to a list of
>contiguous elements of a constant size. Whereas a 'pointer' is simply
>the address of a single element.

That's more or less all I was trying to say in comp.lang.c! I was
actually trying to say that the difference is only in indirection -
that is with Array[], you have the address directly, with *Array you
have to go via another address to get Array[], twice with **Array and
so on.

>>>While arrays and pointers are very closely related, it's not difficult
>>>to come up with differences between 'ordinary' pointers and arrays:
>>>
>>> An array 'pointer' 'knows' a bit (only while compiling, though) about
>>> the area it points to when it's declared as multi-dimensional.
>>>
>>>Excluding arrays declared as function arguments:

```
>>>
>>> An array 'pointer' is always constant.
>>> You can never have a NULL array.
>
>>True. An array must always exist (even if it somehow happens to be
>>complete garbage), a pointer may not.
>
>All true.
>
>>On seconds thoughts, better terminology ...
>
>>C always considers an array as valid, whereas a pointer may or may not
>>be valid.
>
>>The above statement, if taken literally, can be argued to fall over on ...
>
>>foo(s)
>>char   s[];
>>{
>>}
>
>>main()
>>{char  *p;
>
>> p = malloc(...)
>> foo(p);
>>}
>
>Most modern compilers ( by which I mean compilers that handle C++ and
>C in the same package.... ) would not allow the above code, or would
>at least give you warnings about types and parameters for this very
>reason.
```

That is sensible. My example was using K&R which has no such problem with the above code, remaining completely silent on the matter.

```
>foo( char s[] ) could arguably be declared as foo( char const *s )
>since s is not allowed to change and any attempt to change it's value
>should result in an error.
```

```
>foo( char s[] ) should NOT be synonymous with foo( char *s ) which is
>what your main() is passing, since char *s and char const *s are very
>different.
```

Strangely enough, I put this to use in K&R. If my function is declared foo(char s[]) then I use that to mean foo() does not alter s, whereas if foo() is to alter s then I use foo(char *s).

```
>I would expect most compilers to give you parameter / prototyping
>errors/warnings when the above code is compiled.
```

It's been a long while since I used an ansi compiler. I'll have to take your word on that. :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

From 3652054725984111358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
From: gold@shell.aros.net (Lawrence Gold)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/08/12
Message-ID: <4unrqf$lgl@news.aros.net>#1/1
X-Deja-AN: 173745838
references: <savetz-2807960902500001@news.northcoast.com>
<4tg8g6$8q3@agate.berkeley.edu> <savetz-2907961104390001@news.northcoast.com>
followup-to:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer
organization: ArosNet Inc.
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

: Great - well, anyone with any or all of: some issues, a scanner, or
: knowledge of HTML is invited to help. :)

I have a whole pile of STart magazines, from the first issue on, and
access to a color scanner at school. I can look into obtaining some sort
of OCR scanner as well...

Have you considered including Analog and the various newsprint and
electronic magazines on your site? You could dub yours as the "complete"
Atari magazine archive. :)

From -1101553278501364211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7fde6e54c848f051,start
X-Google-Attributes: gid1115ce,public
From: griggle@adgrafix.com (Grant Riggle)
Subject: 20meg MFM hard drives onl $10 each (price includes shipping)
Date: 1996/08/12
Message-ID: <4uo5hc$g53@test-sun.erols.com>#1/1
X-Deja-AN: 173757844
organization: A poorly-installed InterNetNews site
content-type: Text/Plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

We finally got another shipment of MFM hard drives so we have a ton of these and now there cheap!!! Only $10 each at this price they go fast!!!!! We also sell MFM controllers at only $5.50. Hurry up and send me an order if you wand these because these will be sold out soon and we might not get any more.

Grant Riggle
blues@erols.com

Please visit our web page at http://www.cybercity.hko.net/silicon_valley/cguy

From -3848919959820945352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3db497198c218dc,start
X-Google-Attributes: gid1115ce,public
From: "Jon Hull (CS)" <hull@eng.usf.edu>
Subject: Installing Linux...
Date: 1996/08/12
Message-ID: <Pine.GSO.3.94.960812190032.2865A-100000@suntan>#1/1
X-Deja-AN: 173786091
organization: University of South Florida
x-sender: hull@suntan
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I'm fed up with MiNTOS. I'm having way too much trouble with installing and running it on my Falcon (4/85 & 530/4.04) and I want to switch my multi-tasking efforts over to Linux. Does anyone know how I can attain Linux? I've seen the CD-ROM, but, alas, I haven't a drive. I need to know where to get the files, how to uncompress them and how to set up the software on my hard drive (how much free space for Linux/X/etc.). I want to use X and the Chimera Web Browser so I may begin developing for them...

From 7666103193640747589
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
From: tjh@ic.net (Tom Hopper)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/08/12
Message-ID: <tjh-1208961848570001@p28.hubbard2.t.ic.net>#1/1
X-Deja-AN: 173789203
references: <savetz-2807960902500001@news.northcoast.com>
<4tg8g6$8q3@agate.berkeley.edu> <savetz-2907961104390001@news.northcoast.com>
<4unrqf$lgl@news.aros.net>
organization: ICNET... Your Link To The Internet... +1.313.998.0090
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

In article <4unrqf$lgl@news.aros.net>, gold@shell.aros.net (Lawrence Gold)
wrote:

>: Great - well, anyone with any or all of: some issues, a scanner, or
>: knowledge of HTML is invited to help. :)
>
>I have a whole pile of STart magazines, from the first issue on, and
>access to a color scanner at school. I can look into obtaining some sort
>of OCR scanner as well...
>
>Have you considered including Analog and the various newsprint and
>electronic magazines on your site? You could dub yours as the "complete"
>Atari magazine archive. :)

I'm sorry I missed the original post, but perhaps I have something to
offer. If I read this right, someone's thinking about puting the old
Atari mags on the Web? If so, I have access to a potential gold mine.

My father has all of the STart magazines (with the exception of two early
ones: issues one and three, I think) and a whole box of the old Antic
mags, including all the ones that contained the Atari ST section
(precursor to STart). The disks for all the STart mags are still in a
disk case, and most should work, so it might even be possible to put those
old programs on the Web. It might not be entirely legal, but who's to
argue? It'd be a shame for all of that excellent software to disappear.

You would, of course, have to be judiscious in putting former commercial titles up. Anyway, STart never really owned all of those programs. I know for a fact that they never payed for the programs published in the last half-dozen or more issues of STart; they still owe me a couple hundred dollars.

If the person who's doing this project would like these magazines and disks, I'm sure my dad wouldn't mind unloading them.

Regards,

Tom

From 934238165331002787
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/12
Message-ID: <4unk72$15o_003@jf.intel.com>#1/1
X-Deja-AN: 174020127
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl> <3208debe.19069478@news.airtime.co.uk>
organization: Must be under this pile of stuff...
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

In article <3208debe.19069478@news.airtime.co.uk>,
   stosser@airtime.co.uk (Tony Greenwood) wrote:
>On Wed, 7 Aug 1996 10:01:03 GMT, avg@cwi.nl (Annius Groenink) wrote:
>
>>I sincerely hope that people that have a memory that goes back further
>>than 6 months will vote NO on this RFD.
>
> What does it matter what it was like six months ago, this whole idea
>started about four weeks ago and has had massive support in c.s.a.st,
>you nearly had it there, it was the folk on here six months ago that
>got rid of the group, NOT US <smile>

Hmm, more to the point, it was the people who read news.groups 6 months ago

that killed off the group. Other than myself and Annius, who here voted at all?

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

From -2117051396265846817
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: wtg <wtg@wtgab.demon.co.uk>
Subject: Re: MWC & CSD
Date: 1996/08/13
Message-ID: <320FD848.5507@wtgab.demon.co.uk>
X-Deja-AN: 173806651
x-nntp-posting-host: wtgab.demon.co.uk
references: <31FFF629.7955@wtgab.demon.co.uk>
content-type: text/plain; charset=us-ascii
mime-version: 1.0
reply-to: wtg@wtgab.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5Gold (Macintosh; I; PPC)

Here, as promised, is the code to add the extended file dialogue to MWC...

```
/* ok , this is the function */
/*----------------------------*/
extern long addr_in[];
extern int int_out[];

fsel_exinput(fs_iinpath,fs_innsel,fs_iexbutton,fs_label)
char *fs_iinpath;
char *fs_innsel;
int *fs_iexbutton;
char *fs_label;
{
     int temp;
     addr_in[0] = fs_iinpath;
     addr_in[1] = fs_innsel;
     addr_in[2] = fs_label;
     temp = crys_if(91);
     *fs_iexbutton = int_out[1];
     return temp;
}
```

```
/* and this is crystal.s after I had a little look at it */

     .globl   crystal_
     .globl   ctrl_cnts_

     .prvi
/
/    For GEMAES calls from AESBIND.a or cryslib.o
/

/
/    Modified 30/6/92 by WTG. The version of this .s file provided in
/    crts.a with MWC 3.0.9 DOES NOT match the version of crystal.o in
/    the file libaes.a also provided with 3.0.9! It is the same as the
/    version shipped with 3.0.5. However, after modifying this version
/    to support function 91 (and adding 55,56 which are supported in
/    3.0.9 but not in 3.0.5) the module appears to work correctly. If
/    in doubt switch back to the old version of crystal.o, but you will
/    NOT be able to compile programs using fsel_exinput with that version
/    of the file (or rather you will, but they won't work?!).
/

crystal_:
     move.l   4(a7),d1
     move $200,d0
     trap $2
     rts

/
/    control array for vdibind
/
     .prvd
     .even
ctrl_cnts_:                 /    Application Manager
     .byte    0, 1, 0           / func 010
     .byte    2, 1, 1           / func 011
     .byte    2, 1, 1       / func 012
     .byte    0, 1, 1           / func 013
     .byte    2, 1, 1           / func 014
     .byte    1, 1, 1           / func 015
     .byte    0, 0, 0           / func 016
     .byte    0, 0, 0           / func 017
     .byte    0, 0, 0           / func 008
     .byte    0, 1, 0           / func 019
/                                 Event Manager
     .byte    0, 1, 0           / func 020
     .byte    3, 5, 0           / func 021
     .byte    5, 5, 0           / func 022
     .byte    0, 1, 1           / func 023
     .byte    2, 1, 0           / func 024
     .byte    16, 7, 1      / func 025
     .byte    2, 1, 0           / func 026
     .byte    0, 0, 0           / func 027
```

```
    .byte    0, 0, 0            / func 028
    .byte    0, 0, 0            / func 009
/                                Menu Manager
    .byte    1, 1, 1            / func 030
    .byte    2, 1, 1            / func 031
    .byte    2, 1, 1            / func 032
    .byte    2, 1, 1            / func 033
    .byte    1, 1, 2            / func 034
    .byte    1, 1, 1            / func 005
    .byte    0, 0, 0            / func 006
    .byte    0, 0, 0            / func 007
    .byte    0, 0, 0            / func 008
    .byte    0, 0, 0            / func 009
/                                Object Manager
    .byte    2, 1, 1            / func 040
    .byte    1, 1, 1            / func 041
    .byte    6, 1, 1            / func 042
    .byte    4, 1, 1            / func 043
    .byte    1, 3, 1            / func 044
    .byte    2, 1, 1            / func 045
    .byte    4, 2, 1            / func 046
    .byte    8, 1, 1            / func 047
    .byte    0, 0, 0            / func 048
    .byte    0, 0, 0            / func 049
/                                Form Manager
    .byte    1, 1, 1            / func 050
    .byte    9, 1, 1            / func 051
    .byte    1, 1, 1            / func 002
    .byte    1, 1, 0            / func 003
    .byte    0, 5, 1            / func 004
    .byte    3, 3, 1            / func 005
    .byte    2, 2, 1            / func 006
    .byte    0, 0, 0            / func 007
    .byte    0, 0, 0            / func 008
    .byte    0, 0, 0            / func 009
/                                Dialog Manager
    .byte    0, 0, 0            / func 060
    .byte    0, 0, 0            / func 061
    .byte    0, 0, 0            / func 062
    .byte    0, 0, 0            / func 003
    .byte    0, 0, 0            / func 004
    .byte    0, 0, 0            / func 005
    .byte    0, 0, 0            / func 006
    .byte    0, 0, 0            / func 007
    .byte    0, 0, 0            / func 008
    .byte    0, 0, 0            / func 009
/                               Graphics Manager
    .byte    4, 3, 0            / func 070
    .byte    8, 3, 0            / func 071
    .byte    6, 1, 0            / func 072
    .byte    8, 1, 0            / func 073
    .byte    8, 1, 0            / func 074
    .byte    4, 1, 1            / func 075
```

```
    .byte    3, 1, 1           / func 076
    .byte    0, 5, 0           / func 077
    .byte    1, 1, 1           / func 078
    .byte    0, 5, 0           / func 009
/                              Scrap Manager
    .byte    0, 1, 1           / func 080
    .byte    0, 1, 1           / func 081
    .byte    0, 0, 0           / func 082
    .byte    0, 0, 0           / func 083
    .byte    0, 0, 0           / func 084
    .byte    0, 0, 0           / func 005
    .byte    0, 0, 0           / func 006
    .byte    0, 0, 0           / func 007
    .byte    0, 0, 0           / func 008
    .byte    0, 0, 0           / func 009
/                              fseler Manager
    .byte    0, 2, 2           / func 090
    .byte    0, 2, 3           / func 091
    .byte    0, 0, 0           / func 092
    .byte    0, 0, 0           / func 003
    .byte    0, 0, 0           / func 004
    .byte    0, 0, 0           / func 005
    .byte    0, 0, 0           / func 006
    .byte    0, 0, 0           / func 007
    .byte    0, 0, 0           / func 008
    .byte    0, 0, 0       / func 009
/                              Window Manager
    .byte    5, 1, 0           / func 100
    .byte    5, 1, 0           / func 101
    .byte    1, 1, 0           / func 102
    .byte    1, 1, 0           / func 103
    .byte    2, 5, 0           / func 104
    .byte    6, 1, 0           / func 105
    .byte    2, 1, 0           / func 106
    .byte    1, 1, 0           / func 107
    .byte    6, 5, 0           / func 108
    .byte    0, 0, 0       / func 009
/                              Resource Manger
    .byte    0, 1, 1           / func 110
    .byte    0, 1, 0           / func 111
    .byte    2, 1, 0           / func 112
    .byte    2, 1, 1           / func 113
    .byte    1, 1, 1           / func 114
    .byte    0, 0, 0           / func 115
    .byte    0, 0, 0           / func 006
    .byte    0, 0, 0           / func 007
    .byte    0, 0, 0           / func 008
    .byte    0, 0, 0           / func 009
/                              Shell Manager
    .byte    0, 1, 2           / func 120
    .byte    3, 1, 2           / func 121
    .byte    1, 1, 1           / func 122
    .byte    1, 1, 1           / func 123
```

```
     .byte    0, 1, 1            / func 124
     .byte    0, 1, 2            / func 125

/*--------------------*/
/* And that is all there is to it! */
```

William T Goodall

wtg@wtgab.demon.co.uk

From -8325867281886288776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: wtg <wtg@wtgab.demon.co.uk>
Subject: Re: MWC & CSD
Date: 1996/08/13
Message-ID: <320FE08B.3228@wtgab.demon.co.uk>#1/1
X-Deja-AN: 173812224
x-nntp-posting-host: wtgab.demon.co.uk
references: <31FFF629.7955@wtgab.demon.co.uk> <DvHFF4.8HA@iglou.com>
<32054005.A33@wtgab.demon.co.uk> <Dvn9tu.CA6@iglou.com>
content-type: text/plain; charset=us-ascii
mime-version: 1.0
reply-to: wtg@wtgab.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5Gold (Macintosh; I; PPC)

Here is the DMA sound code for MWC I promised,

```
/* This is sound.h */
/*      dma sound header file by WTG 30/1/93    */

#define SC_ENABLE       (*((unsigned int *)0xff8900L))
#define SC_FB_H         (*((unsigned int *)0xff8902L))
#define SC_FB_M         (*((unsigned int *)0xff8904L))
#define SC_FB_L         (*((unsigned int *)0xff8906L))
#define SC_FC_H         (*((unsigned int *)0xff8908L))
#define SC_FC_M         (*((unsigned int *)0xff890aL))
#define SC_FC_L         (*((unsigned int *)0xff890cL))
#define SC_FE_H         (*((unsigned int *)0xff890eL))
#define SC_FE_M         (*((unsigned int *)0xff8910L))
#define SC_FE_L         (*((unsigned int *)0xff8912L))
#define SC_CONTROL      (*((unsigned int *)0xff8920L))

#define MDR             (*((unsigned int *)0xff8922L))
#define MMR             (*((unsigned int *)0xff8924L))
```

```
#define STEREO  0x00
#define MONO    0x80

#define F6258HZ 0x00
#define F12517HZ        0x01
#define F25033HZ        0x02
#define F50066HZ        0x03

#define SND_OFF 0x00
#define SND_ONCE 0x01
#define SND_RPT 0x03

void dma_samp();

/* end of sound.h */

/*--------------------*/

/*And here's the code to play sounds */
/* As in put it in a file, compile it, add it to a library with ar
....*/

#include <sound.h>
#include <osbind.h>
#include <xbios.h>

static long s_start,s_end;
static int mode,reps;


static void play()
{
        SC_FB_L = (char)(s_start & 0x000000ff);
        s_start >>= 8;
        SC_FB_M = (char)(s_start & 0x000000ff);
        s_start >>= 8;
        SC_FB_H = (char)(s_start & 0x000000ff);

        SC_FE_L = (char)(s_end & 0x000000ff);
        s_end >>= 8;
        SC_FE_M = (char)(s_end & 0x000000ff);
        s_end >>= 8;
        SC_FE_H = (char)(s_end & 0x000000ff);

        SC_CONTROL = mode;
        SC_ENABLE = reps;

}

void dma_samp(s,e,m,p)
long s,e;
int m,p;
```

```
{
        s_start=s;
        s_end=e;
        mode=m;
        reps=p;
        Supexec(play);
}

/* just in case it isn't too obvious I think the idea is to load your
sample and */
/* call dma_samp() with the start & end addresses of your buffer, and
the playmode */
/* and reps values (see the header file) and *WOW* sound. I haven't
looked at this */
/* code since I wrote it (it works) which would appear to be 30/1/93
(British date */
/* format */
```

From -13685356741169360
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,190ce4f72f987f76,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,190ce4f72f987f76,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,190ce4f72f987f76,start
X-Google-Attributes: gid109a67,public
From: sangle@inow.com (Sang Le)
Subject: Looking for Atari ST FTP sites
Date: 1996/08/13
Message-ID: <4uoq91$cqb@viper.inow.com>#1/1
X-Deja-AN: 173820866
organization: Network Solutions, Inc.
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

 I "inherited" a mint condition 1040ST color system. I can't
do anything with it except thinking of using it as a game machine.
Would someone kindly tell me some hot FTP sites that have Atari
ST sharewares and games?

Many thanks.

Please respond via. email.

Sang. (sangle@inow.com)

From 914826076129377831

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,d7050cf098f5abbf,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,d7050cf098f5abbf,start
X-Google-Attributes: gid1115ce,public
From: sunlord@zot.io.org (David Bennett)
Subject: Programming the Atari 8-bit (130XE)
Date: 1996/08/01
Message-ID: <4tru6q$6lm@zot.io.org>#1/1
X-Deja-AN: 171509615
organization: Internex Online (shell.io.org), Toronto, Ontario, Canada
newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit

Hello!

very sorry to bother you. I was wondering if someone could point me
towards some good NET references on how to program on ther Atari
8-bit computer. Be in in BASIC, or Macine, Game or utility I am
interested in learning how to code on the Atari, and the specifics
involved with it. I am currently knowelgable of 80x86 C, ASM and of
course basic. If someone could give me some starying
points/books/code I would be greatly appreciative. Thanks again.

David Bennett
sunlord@io.org

From 1982690963842787935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe88eba5b9d900bc
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Hide the mouse pointer!
Date: 1996/08/01
Message-ID: <839014272_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 171520814
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4tov91$6aa@kaon.kuai.se>
dhedberg@yin.kuai.se (Daniel Hedberg) said:-

>Hi all,
>
>I have recently started to program GEM. I'm doing everything in
>assembler, you probably think I'm stupid, but that's the language I'm

>most familiar with. 8-)
>
>However, I would like to know how to properly hide the mouse cursor while
>updating graphics on the screen (in windows etc). As far as I know, you
>should not use Line-A, correct?

Yes, use either the VDI or AES - it doesn't really matter which,
except that you should try and keep to the same "level" as best you
can. Personally, I have always used the AES graf_mouse(). Vague
description ...

```
control  0   78
     1   1
     2   1
     3   1
     4   0

intin    0   mouse type index (mti)

mti  0   arrow
     1   vertical bar
     ..  (other shapes)
     7   outline crosshairs
     255 user defined (addrin[0] = 37 word array or NULL)
     256 turn mouse off
     257 turn mouse on

intout   0   0 on error, else no error.
```

>PS. If there's anyone else out there programming GEM in assembler, it would
>be nice to get in contact. DS.

I use C myself but I'm sure there are one or two other people who
prefer assembler. :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

From 103401753296490914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bc37e20c2ca7ced0
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,bc37e20c2ca7ced0
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,bc37e20c2ca7ced0

X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,bc37e20c2ca7ced0
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,5b31d4c40487c0a5
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: Alternate Proposal: comp.binaries.atari.8bit
Date: 1996/08/01
Message-ID: <4tqgeo$r8_001@jf.intel.com>#1/1
X-Deja-AN: 171542967
references: <31E550DA.261E@ccm.jf.intel.com> <4s8b23$3ef@news1.io.org>
<4sit9e$2dd@falcon.ccs.uwo.ca> <31EE7543.1985@ccm.jf.intel.com>
<31f4986d.51077946@news.sover.net> <32006a8f.68395358@news3.news.demon.net>
organization: Sure doesn't look like it here...
reply-to: starship@3rdplanet.com (Rich Tietjens)
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8b
it,comp.sys.atari.programmer

In article <32006a8f.68395358@news3.news.demon.net>,
   andy@troas.demon.co.uk (Andy D) wrote:

>On Tue, 23 Jul 1996 09:19:26 GMT, eru@sover.net (Rick Ziegler) wrote:
>
>>
>>yes to >Should comp.binaries.atari (all systems) be created?
>>NO! to >Should comp.binaries.atari (all systems) be moderated?
>>yes to >Should comp.binaries.atari.8bit be created?
>>NO! to >Should comp.binaries.atari.8bit be moderated?
>>yes to >Should comp.binaries.atari.st be created?
>>NO! to >Should comp.binaries.atari.st be moderated?
>>
>>You have my votes, let me know when it is time for the real thing.
>>I'll get you my vote, and all my friends too. :)
>>Rick
>
>Me too. :)
>
>Especially as my provider just cut down the expiry on alt.binaries.*
>to 5 days. comp.binaries.* is still 14 days.
>
>*.warez.* is 2 days!!!!!

OK, that's exactly 2 explicit replies. I am currently working with another person to get the proposal properly assembled; it will be announced in all of the comp.sys.atari* groups when the RFD (Request For Discussion) is posted, and again when the CFV (Call For Votes) comes around. You MUST subscribe to news.groups to particiapte in the discussions - something that was /not/ told us when the RFD to remove our previous binaries group was opened. This is a nuisance, but you'll only have to carry the group for a month or so, as a 21-day discussion period is required, and the CFV can take palce between 21 and 30 days after posting.

If anyone else has any comments, PLEASE make them now, either here or in email.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

From -8931256572836503583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,210a946f309496b4,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,f54f2d480e70a5a0
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,210a946f309496b4,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,210a946f309496b4,start
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: cyberspy ftp site: atari directory gone?
Date: 1996/08/01
Message-ID: <4tqklg$r8_006@jf.intel.com>#1/1
X-Deja-AN: 171543056
references: <3200D18D.1223@mad.com>
organization: Sure doesn't look like it here...
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.adv
ocacy

In article <3200D18D.1223@mad.com>, hobo <hobo@mad.com> wrote:
>
>I noticed the atari subdirectory on cyberspy2 is no longer there.
>Any confirmations?

What's the URL?

I did get in touch with the Webmaster at http://www.filez.com, and he's adding
an "Atari" button to the search engine there. Very nice guy, I sent him the
most common file extensions for Atari archives, and Hallvard's list of Atari ftp
sites.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

From -757596465429757052
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,210a946f309496b4
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,210a946f309496b4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,f54f2d480e70a5a0
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,210a946f309496b4
X-Google-Attributes: gid1056fc,public
From: cconway@ea.com (Chris Conway)
Subject: Re: cyberspy ftp site: atari directory gone?
Date: 1996/08/01
Message-ID: <cconway-0108961736010001@cconway.ea.com>#1/1
X-Deja-AN: 171900999
references: <3200D18D.1223@mad.com> <4tqklg$r8_006@jf.intel.com>
organization: Electronic Arts
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.adv
ocacy

> In article <3200D18D.1223@mad.com>, hobo <hobo@mad.com> wrote:
> >
> >I noticed the atari subdirectory on cyberspy2 is no longer there.
> >Any confirmations?
>

I don't see it anymore either...

From -7915989692040951747
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: bdc2@bdc2-ra.cwru.edu (Boris D. Cahan)
Subject: Re: C programming stuff
Date: 1996/08/02
Message-ID: <838965716_OASIS_NEWS@bdc2-ra.cwru.edu>#1/1
X-Deja-AN: 171542596
references: <838375296_OASIS_@swampdog.demon.co.uk>
organization: Case Western Reserve University
reply-to: bdc2@po.cwru.edu
newsgroups: comp.sys.atari.programmer

There are SIX disks with MWC 3.09.
I have sitting before me a red labeled disk "csd", disk 1 of 1.

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 3463347945889734309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C programming stuff
Date: 1996/08/02
Message-ID: <839067422_OASIS_@swampdog.demon.co.uk>
X-Deja-AN: 171550973
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <DvG27B.Fn5@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>In a way, it's coding, yes, but you mentioned a way to get the TOS code
>disassembled, like the German people did with MagiC. I'm familiar with the
>ls command, as my provider is on Suns, and uses the Unix software. Been
>using it for years, though I've been on for close to two years, on a shell
>account, never have gone SLIP or whatever.

Ah, right! No, I wanted the source for the command shell (I've now
discovered it was never made public). Other command shells can
redirect ok so the bug must be in MWC. Additionally, there is mention
of something wierd about file handles in the startup code source.
Perhaps this is more than a coincidence?

>: with appropriate formatting and filtering. Output should be via
>: fprintf(stdout,...). The redirection of the output is the
>: responsibility of the command shell.
>
>Sounds about right, or so it seems. I'll later on check the MiNT sources
>and see how they do it. I've saved your message to a file for later use.
>If you're using it on a modem environment, you'll wish to direct the
>output to both serial and console. I'll read up more on those commands.

If you've got a working example of the TOS Fforce() and Fdup() code
that would be good - the simpler the better. Anything I write seems to
fail - this could be down the "wierdness" in the startup code
triggering something in somw way. Who knows!

>That's what I'm gonna use. I located some other sorting routines, all
>using qsort, including one that's a bubble sort. A friend of mine was
>talking about this sort of thing.

Someone did send me some source for shellsort() but since my HD got
wiped I can't find anything.

>: I wasn't too clear. When TOS creates a file (Fcreate()) the directory
>: entry is created immediately. Fwrite() can then write as much data as
>: it likes but unless Fclose() is called that data gets lost and the
>: file ends up as zero length (lots of floating clusters). As MSH ends
>: up leaving a zero length file then it almost certainly means that MSH
>: must have barfed before Fclose() else the file would contain
>: _something_.
>
>Guess someone made a nice-size programming mistake.

Have a look at crts0.s - they were obviously struggling with something
there. Lack of docs was probably the cause. It is just possible that
patching the MSH startup will fix it.

>Always include one close statement for every time you open, or check
>to see if it's already open before you issue the open command.

exit() will close open files for you, and iirc stdio files opened
locally should be closed when their scope ends but I would never rely
on the latter for obvious reasons. I prefer to close files myself in
any case.

>Then when you quit the program or system, you get bad clusters,
>zero-length files, etc. I see that every now and then with some people
>who have horror stories of this sort of thing. I once tried defragging
>a friend's old IBM system, and I mean old, a microchannel. [gag] He
>had bad clusters all over. Every time they got fixed, more would show
>up, and to make things worse, more programs and directories would
>disappear. He takes one look at me, obviously knowing I'm getting
>nervous, says he'll format and reinstall. heh... Same thing can happen
>on any computer if you're not careful.

It's the faster way to implement a filing system. The other way would
be to force the disk to be updated for each cluster so if there was a
crash only the current uncompleted cluster might be lost. Naturally,
this would be very slow as no cacheing of any sort would be
permissable.

>: It is. I was showing it is still possible to upgrade MWC for new
>: system calls. With access to the crystal() function source it would
>: probably be possible using only C. My guess would be that new AES and
>: VDI functions could be added simply by adding parameters to a table.
>
>Go ahead and get it. If you can't find the file, I'll post it here for you
>and all. It's a pretty short file.

okay.

>: That done, I think it can be said that enough effort has been made to
>: track down the copyright?
>
>Not yet! :-) Still am trying. Got loads of mail for awhile when I got
>started in the searches, and still have most of those mails, which number
>about 20. Once I do some more, and still fail, I can honestly say that I
>tried, with you and Rich backing me up, as well as all those who are
>reading these threads.

I'm sad to discover the MSH source is not available. :-(

--

Guy Harrison

guy@swampdog.demon.co.uk
http://swampdog.demon.co.uk

From -5785289003682264828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C compiler optimization, was Re: C programming stuff
Date: 1996/08/02
Message-ID: <839065332_OASIS_@swampdog.demon.co.uk>
X-Deja-AN: 171550976
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4tpnvg$so5@nyheter.chalmers.se>
d8klojo@dtek.chalmers.se (Johan Klockars) said:-

>>long's to short though 'cos MWC starts calling library subroutines for
>>32 bit math! ...
>
>Even for add and sub?

nope.

>All the compilers will of course do that for the multiplication, but
>as you'll see in my article only PureC actually did any multiplication

>at all. I mention there that even PureC will of course use 'muls' if the
>numbers are 16 bit integers.

>But that can't even work after the type of clearing I did!
>It should give a bus error on the line:
>
>>main_+0x4A   adda.l   (a1), a0

I should have run it! [below]

>MWC has for some reason decided that 'array' is an array of pointers
>to longs, but it isn't. It's an array of arrays of long!
>(The C equivalent of a standard two dimensional array.)

It wasn't MWC. It was me being a complete idiot! ;-)

>It can't be legal to treat my definition/declaration of 'array' that
>way. It certainly won't work in this case.
>
>Are you sure you compiled the same program?

Nope, I changed the long's to ints and then because it refused to
assign "array" to a register, I tried forcing it with **a=array I
would imagine! I'm not sure exactly what I did 'cos I had been up for
over a day and deleted it as soon as I'd posted it, else we could all
see the gibberish I wrote. I do remember I didn't increase the stack
so that would have stuffed it in any case!

Let's try again ...

```
/* increase 2K stack a bit */
long _stksize =16386L;

#define ROWS 25
#define COLS 25

void main()
{register long array[ROWS][COLS];
 register long i, j, k;

 for(i = 0; i < ROWS * COLS; i++)
     *((long *)array + i) = 0
 ;

 k = COLS * ROWS;
 for(i = 0; i < ROWS; i++)
     for(j = 0; j < COLS; j++)
          array[i][j] += i * k
 ;
}
```

which produced ...

```
main_           link      a6, $0xF628
main_+0x4       movem.l   ${d3,d5-d7,a3}, (a7)
main_+0x8       moveq.l   $0x0, d7
main_+0xA       cmpi.l    $0x271, d7
main_+0x10      bge       main_+0x22
main_+0x12      move.l    d7, d0
main_+0x14      lsl.l     $0x2, d0
main_+0x16      movea.l   d0, a0
main_+0x18      adda.l    a6, a0
main_+0x1A      clr.l     0xFFFFF63C(a0)
main_+0x1E      addq.l    $0x1, d7
main_+0x20      bra       main_+0xA
main_+0x22      move.l    $0x271, d5
main_+0x28      moveq.l   $0x0, d7
main_+0x2A      cmpi.l    $0x19, d7
main_+0x30      bge       main_+0x6C
main_+0x32      moveq.l   $0x0, d6
main_+0x34      cmpi.l    $0x19, d6
main_+0x3A      bge       main_+0x68
main_+0x3C      move.l    d6, d3
main_+0x3E      lsl.l     $0x2, d3
main_+0x40      moveq.l   $0x64, d0
main_+0x42      move.l    d0, -(a7)
main_+0x44      move.l    d7, -(a7)
main_+0x46      jsr       lrmul
main_+0x4C      addq.w    $0x8, a7
main_+0x4E      movea.l   d0, a3
main_+0x50      adda.l    a6, a3
main_+0x52      adda.l    d3, a3
main_+0x54      move.l    d5, -(a7)
main_+0x56      move.l    d7, -(a7)
main_+0x58      jsr       lrmul
main_+0x5E      addq.w    $0x8, a7
main_+0x60      add.l     d0, 0xFFFFF63C(a3)
main_+0x64      addq.l    $0x1, d6
main_+0x66      bra       main_+0x34
main_+0x68      addq.l    $0x1, d7
main_+0x6A      bra       main_+0x2A
main_+0x6C      movem.l   (a7), ${d3,d5-d7,a3}
main_+0x70      unlk      a6
main_+0x72      rts
```

and for ints ...

```
long _stksize =16386L;

#define ROWS 25
#define COLS 25

void main()
{register int array[ROWS][COLS];
 register int i, j, k;
```

```
 for(i = 0; i < ROWS * COLS; i++)
     *((int *)array + i) = 0
 ;

 k = COLS * ROWS;
 for(i = 0; i < ROWS; i++)
     for(j = 0; j < COLS; j++)
          array[i][j] += i * k
 ;
}
```

```
main_           link      a6, $0xFB12
main_+0x4       movem.l   ${d5-d7}, (a7)
main_+0x8       moveq.l   $0x0, d7
main_+0xA       cmpi.w    $0x271, d7
main_+0xE       bge       main_+0x22
main_+0x10      move.w    d7, d0
main_+0x12      ext.l     d0
main_+0x14      lsl.l     $0x1, d0
main_+0x16      movea.l   d0, a0
main_+0x18      adda.l    a6, a0
main_+0x1A      clr.w     0xFFFFFB1E(a0)
main_+0x1E      addq.w    $0x1, d7
main_+0x20      bra       main_+0xA
main_+0x22      move.w    $0x271, d5
main_+0x26      moveq.l   $0x0, d7
main_+0x28      cmpi.w    $0x19, d7
main_+0x2C      bge       main_+0x58
main_+0x2E      moveq.l   $0x0, d6
main_+0x30      cmpi.w    $0x19, d6
main_+0x34      bge       main_+0x54
main_+0x36      move.w    d6, d1
main_+0x38      ext.l     d1
main_+0x3A      lsl.l     $0x1, d1
main_+0x3C      move.w    d7, d0
main_+0x3E      muls.w    $0x32, d0
main_+0x42      movea.l   d0, a0
main_+0x44      adda.l    a6, a0
main_+0x46      adda.l    d1, a0
main_+0x48      move.w    d7, d0
main_+0x4A      muls.w    d5, d0
main_+0x4C      add.w     d0, 0xFFFFFB1E(a0)
main_+0x50      addq.w    $0x1, d6
main_+0x52      bra       main_+0x30
main_+0x54      addq.w    $0x1, d7
main_+0x56      bra       main_+0x28
main_+0x58      movem.l   (a7), ${d5-d7}
main_+0x5C      unlk      a6
main_+0x5E      rts
```

Is this 16 bit / 32 bit behaviour typical of the other compilers?

--

Guy Harrison

guy@swampdog.demon.co.uk
http://swampdog.demon.co.uk

From 5393971287636071893
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d2a0697ee98409ca,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d2a0697ee98409ca,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,d2a0697ee98409ca,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,d2a0697ee98409ca,start
X-Google-Attributes: gid109a67,public
From: herve@parx.frmug.fr.net (Herve Piedvache)
Subject: ON SALE QUICKLY ...
Date: 1996/08/02
Message-ID: <GHCRCFALUP@parx.frmug.fr.net>#1/1
X-Deja-AN: 171576632
content-length: 701
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari
.st.tech

On sale quickly :

```
-MegaST4 + 19" monochrome graphic card
         + ICD speed card                     290$
-TT030 8Mo RAM/170Mo HD                     1 720$
        + carte Matrox 1208
          800x600 16M couleurs
          1280x1024 256 couleurs
-Spectre GCR                                 110$
-Lecteur de disquette externe Kumana          27$
-Disque dur SCSI 500Mo externe avec cable    163$
```

More shipment from France.

Just contact me by email !

Regards,

--

Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

From -827528786556587344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,d7050cf098f5abbf
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,d7050cf098f5abbf
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intl.com (Rich Tietjens)
Subject: Re: Programming the Atari 8-bit (130XE)
Date: 1996/08/02
Message-ID: <4tt3bc$1ms_001@jf.intel.com>#1/1
X-Deja-AN: 171599803
references: <4tru6q$6lm@zot.io.org>
organization: The opposite of my desktop.
newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit

In article <4tru6q$6lm@zot.io.org>, sunlord@zot.io.org (David Bennett) wrote:

>very sorry to bother you. I was wondering if someone could point me
>towards some good NET references on how to program on ther Atari
>8-bit computer. Be in in BASIC, or Macine, Game or utility I am
>interested in learning how to code on the Atari, and the specifics
>involved with it. I am currently knowelgable of 80x86 C, ASM and of
>course basic. If someone could give me some starying
>points/books/code I would be greatly appreciative. Thanks again.

David, there is a whole world of 8-bit users and programmers out there; most of them are hanging out in comp.sys.atari.8bit, and I have a pointer to a couple of good 8-bt references at http://www.3rdplanet.com/~starship/atari.htm - you may have some problems getting in, US West (the local phone company) has major trunk line problems right now, and I don't know who owns the T-1 trunk to the Sprintlink backbone. If you can't get it today, keep trying - they promised to have it fixed before Tuesday (that's right, 5 days or more to fix major problems - that's why many people call them "US Worst").

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From 1340016465095656131
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,210a946f309496b4
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,f54f2d480e70a5a0
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,210a946f309496b4
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,210a946f309496b4
X-Google-Attributes: gid1115ce,public
From: szhays@bullwinkle.ucdavis.edu (Eric Hays)
Subject: Re: cyberspy ftp site: atari directory gone?
Date: 1996/08/02
Message-ID: <4ttphp$fp6@mark.ucdavis.edu>#1/1
X-Deja-AN: 171626162
references: <3200D18D.1223@mad.com> <4tqklg$r8_006@jf.intel.com>
followup-to:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.adv
ocacy
organization: University of California, Davis
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.adv
ocacy

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
:
: I did get in touch with the Webmaster at http://www.filez.com, and he's
: adding an "Atari" button to the search engine there.

I just looked and the button is there. Such service! It works a charm
too. I've been looking for a copy of "Noroach" for ages (most everybody
put it in a TT folder and here I was looking in the boot utilities
folders).

--
```
.................................................................
:  Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- U. C. Davis  :
: The Internship & Career Center | Engineering & Physical Sciences :
:     ,,,        http://icc.ucdavis.edu  http://128.120.234.242    :
:    (o o)     These are my opinions; you want some, get your own. :
+-o00-(_)-00o-----------------------------------------------------+
```

From -5198952281396783162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,210a946f309496b4
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,f54f2d480e70a5a0
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,210a946f309496b4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,210a946f309496b4
X-Google-Attributes: gid1056fc,public

From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: cyberspy ftp site: atari directory gone?
Date: 1996/08/02
Message-ID: <4ttpa3$1jc_002@jf.intel.com>#1/1
X-Deja-AN: 171650788
references: <3200D18D.1223@mad.com> <4tqklg$r8_006@jf.intel.com>
<4ttphp$fp6@mark.ucdavis.edu>
organization: The opposite of my desktop.
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.adv
ocacy

In article <4ttphp$fp6@mark.ucdavis.edu>,
   szhays@bullwinkle.ucdavis.edu (Eric Hays) wrote:

>Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
>:
>: I did get in touch with the Webmaster at http://www.filez.com, and he's
>: adding an "Atari" button to the search engine there.
>
>I just looked and the button is there. Such service! It works a charm
>too. I've been looking for a copy of "Noroach" for ages (most everybody
>put it in a TT folder and here I was looking in the boot utilities
>folders).

Hmm, not much I can edit out of that. Oh, well.

If you use the service and like it, send 'em feedback. I think, like most
similar web sites, they are supported by advertising, so any feedback they get
will help them sell the site to more advertisers, allowing them to buy faster
servers and sell more ads... You know how it works. <G>

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automatically, constitutes acceptance of these terms and conditions.

From 2630485652719285051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bc37e20c2ca7ced0
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,bc37e20c2ca7ced0
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,bc37e20c2ca7ced0
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,bc37e20c2ca7ced0

X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,5b31d4c40487c0a5
X-Google-Attributes: gid1115ce,public
From: Tom Lamparty <lamparty@telerama.lm.com>
Subject: Re: Alternate Proposal: comp.binaries.atari.8bit
Date: 1996/08/02
Message-ID: <Pine.BSD.3.91.960802195328.15151B-100000@ganesh.lm.com>#1/1
X-Deja-AN: 171672927
references: <31E550DA.261E@ccm.jf.intel.com> <4s8b23$3ef@news1.io.org>
<4sit9e$2dd@falcon.ccs.uwo.ca> <31EE7543.1985@ccm.jf.intel.com>
<31f4986d.51077946@news.sover.net> <32006a8f.68395358@news3.news.demon.net>
<4tqgeo$r8_001@jf.intel.com>
x-sender: lamparty@ganesh.lm.com
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Telerama Public Access Internet, Pittsburgh, PA
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8b
it,comp.sys.atari.programmer

Didn't know that you wanted the replies yet! Just in case you do. I am
behind the proposal 100%. See you on news.groups for the discussion.

On Thu, 1 Aug 1996, Rich Tietjens wrote:

> In article <32006a8f.68395358@news3.news.demon.net>,
>   andy@troas.demon.co.uk (Andy D) wrote:
>
> >On Tue, 23 Jul 1996 09:19:26 GMT, eru@sover.net (Rick Ziegler) wrote:
> >
> >>
> >>yes to >Should comp.binaries.atari (all systems) be created?
> >>NO! to >Should comp.binaries.atari (all systems) be moderated?
> >>yes to >Should comp.binaries.atari.8bit be created?
> >>NO! to >Should comp.binaries.atari.8bit be moderated?
> >>yes to >Should comp.binaries.atari.st be created?
> >>NO! to >Should comp.binaries.atari.st be moderated?
> >>
> >>You have my votes, let me know when it is time for the real thing.
> >>I'll get you my vote, and all my friends too. :)
> >>Rick
> >
> >Me too. :)
> >
> >Especially as my provider just cut down the expiry on alt.binaries.*
> >to 5 days. comp.binaries.* is still 14 days.
> >
> >*.warez.* is 2 days!!!!!
>
> OK, that's exactly 2 explicit replies. I am currently working with another
> person to get the proposal properly assembled; it will be announced in all of
> the comp.sys.atari* groups when the RFD (Request For Discussion) is posted, and

> again when the CFV (Call For Votes) comes around. You MUST subscribe to
> news.groups to particiapte in the discussions - something that was /not/ told us
> when the RFD to remove our previous binaries group was opened. This is a
> nuisance, but you'll only have to carry the group for a month or so, as a 21-day
> discussion period is required, and the CFV can take palce between 21 and 30 days
> after posting.
>
> If anyone else has any comments, PLEASE make them now, either here or in email.
>
>
> *!* Opinions expressed herein are those of the writer only *!*
> Unsolicited Email of a commercial nature delivered to this address is
> subject to a $500 charge. Emailing such items, whether manually or
> automatically, constitutes acceptance of these terms and conditions.
>
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

From -6027929185635101897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f2fe6c9d341d7ff,start
X-Google-Attributes: gid1115ce,public
From: Stuart@shaw1.demon.co.uk (Stuart)
Subject: C and Assembly programming
Date: 1996/08/02
Message-ID: <839116088_OASIS_@shaw1.demon.co.uk>#1/1
X-Deja-AN: 171674987
x-nntp-posting-host: shaw1.demon.co.uk
reply-to: Stuart@shaw1.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: USS Stuartprise NCC 0611

Does anyone know how I can get information on C and Assembly.
--

COULD YOU VOTE!! SEE BELOW!!
##Qa'Pla##
############### From Stuart Shaw (stu) ##########################
############### E-Mail: Stuart@shaw1.demon.co.uk ##########################
############### Want ya Chat: Find me on #atari ##########################
##
WHY NOT VOTE IN MY VOTE! IF YOU HAVE ALREADY VOTED DON'T
##
############# STARTREK vs DR. WHO ##########################

##Results: 58 13 ##########################
##
##
######OASIS CRASHED AGAIN!! WHY DON'T RENAME IT TO CRASHIS##################
##

From -7024173480747904938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,da7e758e104d9bae,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,da7e758e104d9bae,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,da7e758e104d9bae,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,da7e758e104d9bae,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,da7e758e104d9bae,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,da7e758e104d9bae,start
X-Google-Attributes: gid1056fc,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Web page update
Date: 1996/08/02
Message-ID: <4ttpj1$to_001@jf.intel.com>#1/1
X-Deja-AN: 171686070
followup-to: comp.sys.atari.st
organization: The opposite of my desktop.
reply-to: starship@3rdplanet.com
newsgroups:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programm
er,comp.sys.atari.st,comp.sys.atari.st.tech

I just finished updating my Atari bookmarks page at
http://www.3rdplanet.com/~starship/atari.htm - the changes are mostly to make it
easier to get around on the pages, with some cosmetic mods and a bunch of new
links (including a new section, "References," for helping you find out how to do
STuff).

There are sections for both 8-bit and TOS-based systems. Pop in and take a
look sometime!

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subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

From 5372148171776066452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: C compiler optimization, was Re: C programming stuff
Date: 1996/08/02
Message-ID: <4tt277$it0@inca01.inca.co.nz>#1/1
X-Deja-AN: 171700707
references: <DuLxIq.83o@iglou.com> <4sv2dl$7kf@inca01.inca.co.nz>
<Duyy22.A3r@iglou.com> <4t6no8$43t@inca01.inca.co.nz>
<4tik0t$4ag@nyheter.chalmers.se>
organization: INCA
newsgroups: comp.sys.atari.programmer

Johan Klockars (d8klojo@dtek.chalmers.se) replied to:
> My message responding to what:
> >Robert Goodwin (rsg0910@iglou.com) wrote:
> >> in reference to my Usenet post:
> ...
> >But you can also run the app through the supplied optimiser (an optional
> >phase in the compile process) to speed it up by 10% (I believe that the
> >manual gives that figure - I have never actually got that much of a
> >speedup from it)

> The optimizer can give _very_ large speedups, like more than ten times.
> Depending on what kind of code you write, you may also have next to no
> speedup. And then there are the bugs I mentioned above...

Evidently, either I write code that is very close to what the optimiser
thinks is "perfect" (chuckle), or else I write code that the optimiser
just wont even bother trying to unravel. Methinks it's the second.
(Obfuscation rules - OK!)

Perhaps your code is written in such a manner that the optimiser can apply
all it's bag of tricks to it. (Maybe you write code tuned to the tools you
use?)

> >Lattice is still better than Megamax C, although not as fast as Laser C
> >(both in compilation and code produced). But it beats Laser in being able

Maybe I just wrote code that Laser found easy to optimise in the parser or
the code generator phase.

I seem to recall it [Laser] was a 16-bit integer, software floating point
(which got linked in even if you didn't need it, slowing everything down
needlessly), and had all variables at absolute 32-bit addresses (which
makes it hard to run multiple instances of the same prog in RAM using the

same code segment, but different data segments for each instance)

Speed wise, a moderately graphic GEM app I wrote in 1989-91 using Megamax and then it's successor Laser C ran quite reasonably on the 1040 STFM and the Mega 4 ST that replaced it.

Laser C ran entirely in RAM, caching all files in its own RAM cache - RAM discs would slow it down.

Lattice, on the other hand, runs entirely from disc (the only exception being if the source file is open in one of the editor windows). A RAM disc would speed it up significantly.

Converting the code from Laser C's K&R syntax to the ANSI syntax when I upgraded to Lattice C in 1991 (v5.06.02) created a slower and, if I my memory serves, bulkier program. Although, some bugs in my code were squished by ANSIfying the source, the prog did no more than the previous incarnation, but ran slower.

Some more gripes I have with Lattice C:

Unrolling loops (a common first or second optimisation strategy used by most optimisers) is something Lattice C does not appear to do - even when the loop has little to do, and the index range is constant)

The supplied assembler, ASM, is hopeless when compared to Devpac 3.1 at generating Lattice C object files. One cannot unroll loops (using the REPT/ENDR combo). There are some IF/ENDC conditionals that are not as reliable as Devpac.

But, on the whole, I like it in spite of it's faults.

--

Quote For The Month:

"Shazbot!"

From 471378715762591050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/08/03
Message-ID: <DvJo4r.Eot@iglou.com>
X-Deja-AN: 171683278
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <839067422_OASIS_@swampdog.demon.co.uk>
organization: Iglou

newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Ah, right! No, I wanted the source for the command shell (I've now
: discovered it was never made public). Other command shells can
: redirect ok so the bug must be in MWC. Additionally, there is mention
: of something wierd about file handles in the startup code source.
: Perhaps this is more than a coincidence?

I don't know... Good question. I'm not sure about the redirection thing
that you did that showed this stuff, unless I'm still confused here.
heh... Possible coincidence, I don't know. I wonder if they also found a
way to disassemble the TOS code?

: If you've got a working example of the TOS Fforce() and Fdup() code
: that would be good - the simpler the better. Anything I write seems to
: fail - this could be down the "wierdness" in the startup code
: triggering something in somw way. Who knows!

I have nothing on this yet. Probably is better to use the regular file
open/close routines.

: Someone did send me some source for shellsort() but since my HD got
: wiped I can't find anything.

Found something on one of the FTP sites out there, but nothing on
shellsort(). Lemme look at the files I found, and post what I found if it
includes shellsort(). Next message will include the bubblesort routine.

: Have a look at crts0.s - they were obviously struggling with something
: there. Lack of docs was probably the cause. It is just possible that
: patching the MSH startup will fix it.

Haven't looked at it yet. There's so many other things I'm doing now, that
I'll be looking at that later on. But of course, lack of docs can easily
be the cause, if Atari refused to provide them with what they needed.
Seems that was Atari's worst thing, forcing people to pay before they
revealed what they called proprietary secrets. Maybe some of those people
could finally bring out some of those things.

: exit() will close open files for you, and iirc stdio files opened
: locally should be closed when their scope ends but I would never rely
: on the latter for obvious reasons. I prefer to close files myself in
: any case.

As always, but there's always going to be some bug showing up that will
cause the program to open an already-opened file. The manual mentions this
as well, closing all files, flushes the buffers, and returns control to
the calling program. As usual, the Pexec() command pops up.

: It's the faster way to implement a filing system. The other way would

: be to force the disk to be updated for each cluster so if there was a
: crash only the current uncompleted cluster might be lost. Naturally,
: this would be very slow as no cacheing of any sort would be
: permissable.

Of course, a cache and be useful, but not when your system decides to take a nosedive and take all the cache contents with it. I tried using it on my system. Bad idea. It slowed it down so much, that a normal write took too long to do. Haven't used it since, neither on my STE, Mega4, or 486. Losing the current uncompleted cluster can make you lose more than your data, rather, make you have crosslinked clusters, bad data areas, etc. I've seen it once too often. Once on my 8bit after a rather huge download spanning a bit of time, and a couple hundred sectors, it puked. Took two hours to fix. Got it back. Heck, I remember losing a good file to error 164, the dreaded mislink error, which linked the sector to itself.

: >Go ahead and get it. If you can't find the file, I'll post it here for you
: >and all. It's a pretty short file.
:
: okay.

Better yet, I'll post it for all to read... As below...

```
/*
 *   QBBS Message base structures header file
 *
 *   Public Domain.
 */

#ifndef WORD
#define WORD short
#endif

#ifndef LONG
#define LONG unsigned long
#endif

#ifndef UWORD
#define UWORD unsigned short
#endif

#ifndef BYTE
#define BYTE char
#endif

typedef struct
{
    char    from[36];
    char    to[36];
    char    subject[72];
    char    time[20];
    LONG    stamp;
    LONG    msgoffset;
```

```
    UWORD   reserved1;
    UWORD   reply_to;
    UWORD   attrib;
    WORD    mailer[8];
    UWORD   size;
    UWORD   read_count;
    UWORD   cost;
    UWORD   o_zone;
    UWORD   o_net;
    UWORD   o_node;
    UWORD   o_point;
    UWORD   d_zone;
    UWORD   d_net;
    UWORD   d_node;
    UWORD   d_point;
}

QBBS_MHEADER;

/* user.bbs */

#define MAXLOGIN   7
#define MAXNAME    30
#define MAXPASS    12
#define MAXPHONE   12
#define MAXLOC         10

typedef struct {
     BYTE junk; /* !! pascal strings !! :-( */
     char name[36];
     char city[26];
     char pass[16];
     char phone[12];
     char reserved1[13]; /* dataph */
     char reserved2[6]; /* tm */
     char reserved3[9]; /* date */
     BYTE attrib; /* Bit0: Delete, Bit1: ClrScr, Bit3: FSE */
     BYTE flags[4];
     WORD credit;
     WORD lastday; /* since 1/1/70, time()/86400 on unix systems */
     WORD posted;
     WORD isansi;
     WORD security;
     WORD calls;
     WORD upload;
     WORD download;
     WORD dlkb;
     WORD dlkb_today;
     WORD seconds_today;
     WORD scr_len;
     char login[8]; /* lazybbs extension */
} QBBS_USERS;
```

```
#define GetUserFlag(u,c,n)  (u->flags[c] & (1<<n))
#define SetUserFlag(u,c,n)  (u->flags[c]|=(1<<n))
#define ResetUserFlag(u,c,n)     (u->flags[c]&=(!(1<<n))

#define USATTR_KILLED  0x01
#define USATTR_FSE     0x07

#define KILLFLAG 0x8000
#define POSTFLAG 0x0100  /* 'Local' */
#define PRVTFLAG 0x0001  /* 'Private' */
#define CRASFLAG 0x0002  /* crashmail */
#define RCVDFLAG 0x0004  /* mail read */

#define StrPasToC(a) (a[(int)(*((char *)a-1))]=0)
#define StrCToPas(a) (*((char *)a-1)=strlen(a))
```

That's it... Interesting item. Seems to set up the way the userlog is set up on the main BBS program. Gotta print out the whole thing, all .c, .h. and .doc files.

: >Not yet! :-) Still am trying. Got loads of mail for awhile when I got
: >started in the searches, and still have most of those mails, which number
: >about 20. Once I do some more, and still fail, I can honestly say that I
: >tried, with you and Rich backing me up, as well as all those who are
: >reading these threads.
:
: I'm sad to discover the MSH source is not available. :-(

Don't be yet. I'm not done by a long shot. There must have been some employees who took home the source code just before they left for the final time. Our diamond in the rough. Probably would be even better if I could actually find Bob Swartz. I got an address from the fellow who was the sysadmin, so I tried it, but still no answer. Probably got around 30-40 mails so far about all this.

In the next few days, I'll be posting a message to here, .8bit, and .st about the TurboBBS, QBBS, and Forem ST sources.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From -908295278991996922
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f2fe6c9d341d7ff
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)

Subject: Re: C and Assembly programming
Date: 1996/08/03
Message-ID: <DvKuxK.BF1@iglou.com>#1/1
X-Deja-AN: 171860291
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <839116088_OASIS_@shaw1.demon.co.uk>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Stuart (Stuart@shaw1.demon.co.uk) wrote:

: Does anyone know how I can get information on C and Assembly.

Just follow the threads here on this base. We've been talking about C programming on the STs as well as some older compilers.

Rich Tietjens has a good homepage to start you out with. It's http://www.3rdplanet.com/~starship/atari.htm. I've been there and it's a rather good webpage. Mine, well, it needs improvement, but I'll be putting more stuff on it about the Atari systems, though I've got a link to one of the largest lists of links, from a fellow in France or Finland.

--
Homepage: http://members.iglou.com/rsg0910

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- Worf

From 9129857877507891935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3357330908c769cc
X-Google-Attributes: gid1115ce,public
From: af221@ccn.cs.dal.ca (George Seto)
Subject: Re: TOS cursor
Date: 1996/08/03
Message-ID: <4tvsnv$h0c@apollo.isisnet.com>#1/1
X-Deja-AN: 172036801
distribution: world
references: <4tafj8$en5@dux.dundee.ac.uk>
organization: Chebucto Community Net
newsgroups: comp.sys.atari.programmer

Davy Mitchell (dmitchel@mcs.dundee.ac.uk) wrote:

: Can anyone tell me a what addresses the ST keeps the x,y text location of
: the cursor??

: I am trying to control the cursor from GNU C.

Not sure if this helps, but...

Unlike the MS-DOS machines, the Atari is entirely graphic based. It doesn't have a memory location as requested, exactly. However, in the LineA variable table are a few that seem to resemble the ones you are looking for.

V_SAV_XY
-$14E to $14B (Decimal = -334 to -331)
The first word contains the horizontal position of the saved text cursor, while the second word contains its vertical position.

V_CUR_AD
-$022 to -$01F (Decimal = -034 to -031)
Current text cursor address

V_CUR_OF
-$01C to -$019 (Decimal = -030 to -029)
Byte Offset from screen base address to the top of the first text character

V_CUR_XY
-$01C to -$019 (Decimal = -028 to -025)
The character position of the text cursor. The first word contains the column number, while the second word contains the row number.

Also

DESTX
+$04C to +$04D (Decimal = +076 to +077)
Horizontal screen position where character will be printed.

DESTY
+$04E to +$04F (Decimal = +078 to +079)
Vertical screen position where character will be printed.

These are all Line A Variables. This information is from the Compute!'s Technical Reference Guide, Atari ST Volume 3 - TOS, by Sheldon Leemon.

You might also want to look at the Volume 1, which covered the VDI.

What were you trying to do?

<<<<< Gum bi thu beo\ ann an a\m u\idheil. >>>>>
George / Seo\ras Seto
Internet Address: af221@ccn.cs.dal.ca

From -5355838156899860754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: wtg <wtg@wtgab.demon.co.uk>
Subject: Re: MWC & CSD
Date: 1996/08/05
Message-ID: <32054005.A33@wtgab.demon.co.uk>#1/1
X-Deja-AN: 172066522
x-nntp-posting-host: wtgab.demon.co.uk
references: <31FFF629.7955@wtgab.demon.co.uk> <DvHFF4.8HA@iglou.com>
content-type: text/plain; charset=us-ascii
mime-version: 1.0
reply-to: wtg@wtgab.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5Gold (Macintosh; I; PPC)

Robert Goodwin (rsg0910@iglou.com) wrote:
<elision>
> : Adding calls to new functions in the ROMS is very simple. crystal.s is
> : provided and is the assembler binding. It is heavily commented and you
> : just add the new function call's bindings and write the rest in C. Thats
> : how I added the calls to the extended file Selector (the one that lets
> : you add a custom message in the file selector). Accessing the STe's
> : sound hardware took no more than writing a header file and a small
> : library of functions (an evening) to make it simple in future.
>
> If you can, can you post these? I'd love to take a look at this sort of
> thing, since I'm just starting out, and would like to see what others have
> done and so on.

I will be posting the sources for extended file selector in MWC, STe sound
hardware access in MWC, GEM application startup and shutdown (half way to a
GEM application shell) and probably some other bits and pieces in a few days.
I rescued the sources off my old hard drive (which my brother-in-law now owns
as part of his MIDI setup) today and ZIPped them onto 720K disks which I
thought STe/NeoDesk had formatted as 720K DOS compatible disks - but my Mac
doesn't think they are DOS disks! So I'll have to copy the files onto *REAL*
DOS 720K disks on a PC or ST (Tuesday at the earliest) and sort them out
before I can post them.

> : Although it is a *very* K&R compiler it is one of the best - and the
> : optimisation flags *really work*. The assembler provided is more than
> : adequate for those little hacks required for the Vertical Blank Queue or
> : Cookie Jars.

>
> I believe MWC, from the manuals, have an ANSI version, not just the K&R
> things. They released the ANSI version later on, I believe what we all
> have now.

Nah, its not ANSI - but it *is* more ANSI than a lot of other compilers
of
same vintage on SUN/VAX whatever. The main ommission (and the one that
makes
people think it isn't *at all*) is ANSI function prototyping (Most other
compiler vendors put that in first and left the *more important bits*
till
later.) _But_ it does push structures onto the stack instead of
requiring
pointers (they get copied up to a limit (some weird size limited by
PC-relative addressing.)) Which I always liked because (most (of (the
(algorithms) I) write) are) recursive. (Why work out how to do it
yourself
when recursion makes the computer do the job - that's what they're for!)

--

William T Goodall

wtg@wtgab.demon.co.uk

From -4042658622515095152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: MWC & CSD
Date: 1996/08/05
Message-ID: <Dvn9tu.CA6@iglou.com>#1/1
X-Deja-AN: 172099418
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <31FFF629.7955@wtgab.demon.co.uk> <DvHFF4.8HA@iglou.com>
<32054005.A33@wtgab.demon.co.uk>
organization: Iglou
newsgroups: comp.sys.atari.programmer

wtg (wtg@wtgab.demon.co.uk) wrote:

: I will be posting the sources for extended file selector in MWC, STe
: sound hardware access in MWC, GEM application startup and shutdown (half
: way to a GEM application shell) and probably some other bits and pieces
: in a few days.

Good stuff here. There's something that brings up the file selector from

GEM without having to rely on programming it yourself.

: I rescued the sources off my old hard drive (which my brother-in-law now
: owns as part of his MIDI setup) today and ZIPped them onto 720K disks
: which I thought STe/NeoDesk had formatted as 720K DOS compatible disks -
: but my Mac doesn't think they are DOS disks! So I'll have to copy the
: files onto *REAL* DOS 720K disks on a PC or ST (Tuesday at the earliest)
: and sort them out before I can post them.

Hmm... If your Mac has System 7.5 or better, it can read the DOS 1.44 disks with no trouble. You gotta thank your brother for not deleting the stuff from the hard drive, though! I do know the ST can read the DOS 720K disks, while a TT and Falcon will read 1.44 disks fine. I did a comparison of how the Falcon and IBM systems format their disks, and the Falcon gives you a few K more.

: Nah, its not ANSI - but it *is* more ANSI than a lot of other compilers
: of same vintage on SUN/VAX whatever. The main ommission (and the one
: that makes people think it isn't *at all*) is ANSI function prototyping
: (Most other compiler vendors put that in first and left the *more
: important bits* till later.) _But_ it does push structures onto the
: stack instead of requiring pointers (they get copied up to a limit
: (some weird size limited by PC-relative addressing.)) Which I always
: liked because (most (of (the (algorithms) I) write) are) recursive.
: (Why work out how to do it yourself when recursion makes the computer do
: the job - that's what they're for!)

But of course, the computer is supposed to make the job easier for the programmer instead of harder. There's been mention of stacks and pointers together and separate in my manual, which I'm about done reading, and probably will read it again. Sometimes the thing that drives you nuts is how all the vendors consider certain things important, while others aren't. Thus, you get some code that works on one compiler, but on another, you need a little modification. Then you get those packages that are so good, that they create lazy programmers, that tend to forget how to do a certain thing.

However, when you go cross-platform, you need to come up with something that will work with little or no modification, yet readable and understandable to all, even the newbies. I come across stuff every now and then that's not even commented, and the only things you gotta work with, are the system output printfs and other things. If you can't figger that thing out, then compile and run, and hope it works.

--
Homepage: http://members.iglou.com/rsg0910

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The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From 2046337545250422599
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,df488ee1e1d75dc,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,df488ee1e1d75dc,start
X-Google-Attributes: gid1115ce,public
From: cb541@cleveland.Freenet.Edu (James R. Gilbert)
Subject: Re: Programming the Atari 8-bit (130XE)
Date: 1996/08/05
Message-ID: <4u3vmj$ghi@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 172109132
organization: Case Western Reserve University, Cleveland OH (USA)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.8bit

(Dave asks for programming resources for A8.)
Dave. You gotta have mapping the Atari from Compute. You have
Atari BASIC. Read Bill Kendrick's Newbie FAQ on how to use
Atari BASIC. (Lon Poole's 'Your Atari Computer' is a great
book on it. There is much source code in magazines, assembler,
BASIC and ACTION! Get some old ANALOGs, full of source code.
(Antics too). Uhmm. What else. The Cleveland Freenet
has a reference area that is good for a lot of things, I would
not be surprised if there isn't reference materials there
for programming (sorry I don't know specifically.)
There's plenty of BASIC code in the umich archive, I bet.
And finally, I'll offer you to look at my considerable pd
library and you can pick BASIC programs you might want to
look at, much of my pd object files I don't have source
code for.

From 6834586586710864418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f9437,302c526fce43d133,start
X-Google-Attributes: gidf9437,public
X-Google-Thread: 1115ce,302c526fce43d133,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,302c526fce43d133,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10fd46,302c526fce43d133,start
X-Google-Attributes: gid10fd46,public
From: clifton@southern.co.nz (Julian Forsythe)
Subject: REQ: Atari Binaries Group Please!
Date: 1996/08/05
Message-ID: <4u4l03$sdm@orm.southern.co.nz>#1/1
X-Deja-AN: 172216798
organization: Southern InterNet Services

newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

Request: Please create alt.binaries.atari.st
Use: For Atari users to send out public domain / shareware binaries,
programming efforts,
help other users with binary setup for example
Internet connection software (PPP and the like)
unmoderated, due to the lack of response from our previous moderator

This group is not to be used for the distribution of commercial software,
registration keys, etc.

SPAM, Advertisments etc, are undesirable, however tend to be impossible
to stop, but I believe that the general Atari community will not mind the
posting of such material, due to the fact that we would be able to get
and send binaries.

I believe that there some Atari binaries newsgroups floating around,
however not many people can get them, and the traffic doesn't get
distributed.

Please, comments, suggestions, alterations, and most of all support for
such a group are very welcome here!

```
          _                Julian Forsythe                _
        o( )          Christchurch, New Zealand          ( )o
       /  /\    Internet Email: clifton@southern.co.nz    /\  \
```


In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES

From -7103675528890054640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public

X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
From: grobe@netins.net (Jonathan Grobe)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/05
Message-ID: <009A6635.617B853A@netins.net>#1/1
X-Deja-AN: 172234875
references: <4u4l03$sdm@orm.southern.co.nz>
organization: INS Information Services, Des Moines, IA USA
reply-to: grobe@netins.net
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

In article <4u4l03$sdm@orm.southern.co.nz>, clifton@southern.co.nz (Julian
Forsythe) writes:
>Request: Please create alt.binaries.atari.st

I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD to create
comp.binaries.* groups for the Atari and Atari ST. comp.binaries.* groups
would be available at many moreo sites than an alt.* group so I
suggest you contact Kyle.

Jonathan Grobe grobe@netins.net

From 3765725634616274348
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf58112e3fff6b09,start
X-Google-Attributes: gid1115ce,public
From: woondiensten <gossie@euronet.nl>
Subject: Degas/Degelite format to Imagic
Date: 1996/08/05
Message-ID: <32067CFA.1CD4@euronet.nl>#1/1
X-Deja-AN: 172237908
cc: gossie@euronet.nl
content-type: text/plain; charset=us-ascii
organization: woondiensten
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win95; I; 16bit)

How can I save an Image made in Degas or Degelite in a way Imagic can
read and handle the image. Both programs use different extentions. Degas
in low resolution can't make *.IC images, wich Imagic needs

From 961219588036981979
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
From: szhays@rocky.ucdavis.edu (Eric Hays)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/05
Message-ID: <4u5q1a$d0j@mark.ucdavis.edu>#1/1
X-Deja-AN: 172328601
references: <4u4l03$sdm@orm.southern.co.nz>
followup-to:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer
organization: University of California, Davis
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

Julian Forsythe (clifton@southern.co.nz) wrote:
: Request: Please create alt.binaries.atari.st

Although it is not available everywhere, alt.binaries.atari already exists
expressly for the purposes you outlined in your post.
alt.binaries.atari.st is unlike to propogate anywhere that a.b.a doesn't,
and if the issue is 8-bit traffic in that newsgroup, the 8-bitters have
their own alt.binaries group already. I think we could probably reach
agreement with them not to post to each other's binaries groups. A more
useful effort would be to create an Atari binaries group in the comp
heirarchy, using a.b.a until said group can be created.
comp.binaries.atari (or comp.banries.atari.st and comp.binaries.atari.8 if
your prefer) would be accessible by more people.

--
.....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- U. C. Davis :
: The Internship & Career Center | Engineering & Physical Sciences :
:   ,,,   http://icc.ucdavis.edu http://128.120.234.242   :

:   (o o)   These are my opinions; you want some, get your own. :
+-o00-(_)-00o--+

From -4658110227302132888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6d7a2195c2b212c,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Project,
Date: 1996/08/05
Message-ID: <32063b88.6417488@news.airtime.co.uk>#1/1
X-Deja-AN: 172331022
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

Ok this is not a Question, but just to let peeps know what I am programming, well just one question? is anyone else making any games ?

Platformer,
8 way smooth scrolling (smoother than HERO)
Animated backgrounds,
2d, but walks behind most scenery effect,
FAST 8 pixels scrolling, (think of SONIC speed):)
Hidden rooms
Invisible Platforms
Enhanced sound if run on a STe
The largest single play area seen on an ATARI Platformer,
Works on *ALL* TOS versions, *NO* fixers needed,
Needs minimum of One meg and FM or STe
Falcon Version in production, currently working but this is proving
. difficult as I dont own a bloody Falcon<G>

This is aimed to be a *Fun* fast and enjoyable platformer, with a few difficulties, but not too many, the artwork is of the highest standard and beats any I have used to date,Not by me I must add as I can't draw to save my life:)

The game will be ready in time for release at the upcoming ATARI shows,
The game will be FREEWARE and no charges,donations or any monitory gains will be asked for,
For more information on STOSSER Softwares many FREEWARE titles, drop into my web page:)

So anyone else making games ??

Cheers.....!ynoT

Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From 2558714011086892408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,264d9008e4553871,start
X-Google-Attributes: gid1115ce,public
From: dhedberg@zen.kuai.se (Daniel Hedberg)
Subject: Interface, extended type?
Date: 1996/08/05
Message-ID: <4u5qqr$j6s@kaon.kuai.se>#1/1
X-Deja-AN: 172362335
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Hi,

Is there anyone who knows how to take advantage of the "extended type"
thing in Interface? Do you need a special GEM-Library or something?
Please, help me someone, it's really frustating when the dialogs and
other objects doesn't look like they are supposed to do. (as they do in
Interface).

--
```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   The Home Page of New Beat Development:   E-Mail:            IRC Nickname:
   http://www.kuai.se/~dhedberg/            dhedberg@kuai.se   _Daniel
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From 5102707840628334779
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3357330908c769cc
X-Google-Attributes: gid1115ce,public
From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
Subject: Re: TOS cursor
Date: 1996/08/05
Message-ID: <4u4lhb$6gj@dux.dundee.ac.uk>#1/1
X-Deja-AN: 172752083
distribution: world
references: <4tafj8$en5@dux.dundee.ac.uk> <4tvsnv$h0c@apollo.isisnet.com>

organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

George Seto (af221@ccn.cs.dal.ca) wrote:
: What were you trying to do?

Thanks for the info :-)
What I was trying to do was to home the cursor to the top left corner after clearing the screen. This is for a C++ text adventure game which I am writing. Minor thing but makes the display a bit nicer.

I was hoping to be able to trap the cursor and eventually write a little editor but it is (obviously) not as simple as I thought :-)

Cheers,

Davy

--
><> Davy Mitchell - Computer Science Student, ACSD, Dundee University <><
| IBelieveThereIsAGodWatchingOverMeIBelieveInTheDreamsThatSetYouFree - T.B. |
| Casterbridge : http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html |
\----------/

From -2873063179150513595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8eef6da3e062dd4,start
X-Google-Attributes: gid1115ce,public
From: georgeb@metronet.com (georgeb@metronet.com)
Subject: Programming the Atari 2600
Date: 1996/08/06
Message-ID: <4u71a3$om1@newnews.metronet.com>#1/1
X-Deja-AN: 172443032
organization: 3D Realms Entertainment
reply-to: georgeb@metronet.com
newsgroups: comp.sys.atari.programmer

Hi,

Anybody got any info on programming and creating carts for the 2600?
Can it be done and where should I start with hardware/softare. Email: <georgeb@metronet.com>.

Thanks.

George Broussard

From -3764348032440788631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf58112e3fff6b09
X-Google-Attributes: gid1115ce,public
From: mattes@unconfigured.xvnews.domain (Matthias Kuehne)
Subject: Re: Degas/Degelite format to Imagic
Date: 1996/08/06
Message-ID: <DvpvEx.88C@news.dlr.de>#1/1
X-Deja-AN: 172449177
sender: news@news.dlr.de
x-nntp-posting-host: kirk.es.go.dlr.de
references: <32067CFA.1CD4@euronet.nl>
organization: The unconfigured xvnews people
reply-to: mattes@unconfigured.xvnews.domain
newsgroups: comp.sys.atari.programmer

hello < person with no name>!

>.How can I save an Image made in Degas or Degelite in a way Imagic can
>read and handle the image. Both programs use different extentions. Degas
>in low resolution can't make *.IC images, wich Imagic needs

On ATARI there are a lot of programms, that can convert a lot of
image formats . So you have to look for a programm that can do this.
(GemView, CharlyImage,Graphtool,Papillon, and so on..)
The file_format, that is known by the most graphik programms on ATARI is
the *.(x)img format.
I hope this will help you

Greetings from Goettingen
     Matthias

From 3877293872043535375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Re: MWC & CSD
Date: 1996/08/06
Message-ID: <4u7q7p$818@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 172471926
references: <31FFF629.7955@wtgab.demon.co.uk> <DvHFF4.8HA@iglou.com>
<32054005.A33@wtgab.demon.co.uk>
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

Just thought you might like to know! CSD was sold separately.
From the coupon in the back of my 3.09 manual:
MWC was $179.95
CSD was $69.95
Library source code was "Call"

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -8597085477709215310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,34d9fdde81a5a1f7
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: addressing ST centronics port
Date: 1996/08/06
Message-ID: <Pine.A32.3.91.960806154004.16060A@vesta.amp.uni-hannover.de>#1/1
X-Deja-AN: 172496239
references: <4tok34$9pr@arl-news-svc-4.compuserve.com>
x-sender: perot@vesta.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Wed, 31 Jul 1996, Stephen Wilson wrote:

> Hello everyone.
> I seem to remember seeing an ST assembler printing routine that was
> supposed to work far faster than the TOS effort. Can anyone got a copy
> or can you direct me to it?
>
> I've looked at the TOS BIOS listing of the routine that adresses the
> centronics port and there are 2 aspects that really puzzle me. Why is
> it that:-

The programmers of TOS spend a lot of effort to make it inefficient.
That's why it is so slow. And due to that it is a rather bad idea to
watch the TOS routines working to learn how it works.

> * there are so many successive operations putting the machine into
> supervisor mode, (surely one should be enough, followed at the end of
> the business by the restoration of user mode).
> * supposing that it *is* necessary to put the machine into supervisor
> mode (to write to the port address), why should all interrupts be

> suspended? I'd like a routine I've installed running off the Timer A
> interrupt to continue unabated whilst the centronics port is written
> to. In other words, is possible to put the machine into supervisor
> mode whilst leaving the Timer A interrupt enabled?

Not supposing, it *is* neccessary to be in Super mode while accessing the port. However, staying in Super mode until the access is finished should work. And AFAIK it is not neccessary to disable interupts either for proper port access.

> As I say, what I'd really like to do is to write to the port without
> disabling the Timer A interrupt!

Just do it.

> (Actually what I'd really *really* like to do is to write to the RS232
> port without disabling the Timer A interrup, but I guess this is
> another matter altogether. Here I'd guess that other interrupts have
> to be disabled otherwise the timing of the serialisation process would
> be compromised. And so I'm settling for the centronics port).

Any RS232 port access is even easier. All timing is done by the hardware, so the only reason to switch off interupts is to be fast enough to catch arriving bytes in time if a high port speed has been chosen. If you do the receiving part as an interrupt routine triggered by the port, you don't even need to care about this.

Note that there are more than one port on other machines, and any program doing something with one port should be able to do it with any port. This involves a fair bit of programming, of course, unless you use a serial port library, like the DEVICE-LIB by Jan Kriesten.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -5805599284992930643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8eef6da3e062dd4
X-Google-Attributes: gid1115ce,public
From: georgeb@metronet.com (georgeb@metronet.com)
Subject: Programming the Atari 2600
Date: 1996/08/06
Message-ID: <4u8aeb$qt6@newnews.metronet.com>#1/1
X-Deja-AN: 172530162
organization: 3D Realms Entertainment

reply-to: georgeb@metronet.com
newsgroups: comp.sys.atari.programmer

Hi,

Can anyone point me in the direction for materials to program for the 2600? Everything from writing the code to burning the chips? Any help would be appreciated. Emal: <georgeb@metronet.com>

Thanks.

George Broussard

From -5357682246882389334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e04545ae7697b8dc,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112f4b,e04545ae7697b8dc,start
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 1115ce,e04545ae7697b8dc,start
X-Google-Attributes: gid1115ce,public
From: kfoley@cameo.co.uk (Karl Foley)
Subject: Where's the source for NOSPOP3
Date: 1996/08/06
Message-ID: <839404616_OASIS_@cameo.co.uk>#1/1
X-Deja-AN: 172539438
organisation: Cameo Network Services
organization: BT Internet
reply-to: kfoley@cameo.co.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,demon.ip.support.atari

Does anyone have the source for NOS/POP3? I'd like to modify the following to improve unattended sessions:

1 - Automatically email me session reports as to success of:
Email drop
Email pickup
News drop
News pickup

2 - Tidy up news posting:
My provider only needs one group statement before posting, not the two that NOS sends.

3 - Exit on carrier loss. Nos seems to stay active on carrier loss ignoring all "ppp sl0 idle 60" settings.

ATB,
    Karl

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From -1839381678146547440
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: C compiler optimization, was Re: C programming stuff
Date: 1996/08/06
Message-ID: <4u7egd$ef@nyheter.chalmers.se>#1/1
X-Deja-AN: 172870819
references: <839065332_OASIS_@swampdog.demon.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <839065332_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> In article <4tpnvg$so5@nyheter.chalmers.se>
> d8klojo@dtek.chalmers.se (Johan Klockars) said:-
...
>It wasn't MWC. It was me being a complete idiot! ;-)

;-)

>Let's try again ...
>
```
>/* increase 2K stack a bit */
>long    _stksize =16386L;
>
>#define ROWS 25
>#define COLS 25
>
>void main()
>{register long array[ROWS][COLS];
> register long i, j, k;
>
> for(i = 0; i < ROWS * COLS; i++)
>   *((long *)array + i) = 0
> ;
>
> k = COLS * ROWS;
> for(i = 0; i < ROWS; i++)
```

```
>    for(j = 0; j < COLS; j++)
>        array[i][j] += i * k
> ;
>}
```

Doesn't MWC automatically allocate variables to registers?

[Assembly code deleted]

That's a bit worse than what TurboC/PureC did, but as for them no
real optimization is being done at all.

>Is this 16 bit / 32 bit behaviour typical of the other compilers?

Take a look at the code they produced in the other thread.

Generally, unless you specify that you want code for an '020 or better,
all multiplications by non-constants will be done via library calls.
To do differently, the compilers would have to realize that the numbers
are guaranteed to be small.
TurboC/PureC did the index calculation via a direct 'muls' even for long
variables, but that's because they don't allow >16 bit indices...

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -7460468149649306951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: C compiler optimization, was Re: C programming stuff
Date: 1996/08/06
Message-ID: <4u7dfu$bv@nyheter.chalmers.se>#1/1
X-Deja-AN: 172949937
references: <DuLxIq.83o@iglou.com> <4t6no8$43t@inca01.inca.co.nz>
<4tik0t$4ag@nyheter.chalmers.se> <4tt277$it0@inca01.inca.co.nz>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <4tt277$it0@inca01.inca.co.nz>,
Gaven Miller <gmiller@inca.co.nz> wrote:
>Johan Klockars (d8klojo@dtek.chalmers.se) replied to:
>> My message responding to what:
>> >Robert Goodwin (rsg0910@iglou.com) wrote:
>> >> in reference to my Usenet post:

...
>Evidently, either I write code that is very close to what the optimiser
>thinks is "perfect" (chuckle), or else I write code that the optimiser
>just wont even bother trying to unravel. Methinks it's the second.

The problem is very likely that you use 16 bit integers (don't you?).
I think most people do that on the Atari and that upsets Lattice's optimizer.

>Perhaps your code is written in such a manner that the optimiser can apply
>all it's bag of tricks to it. (Maybe you write code tuned to the tools you
>use?)

It does happen that I write some things in ways I know GCC will handle well,
but that usually means that some other compiler will do a lousy job.
With a good compiler you really shouldn't have to worry much about the way
you write the code. As you could see in my article in the other thread,
there's often no point in using temporary pointers/values or ++addressing.

>I seem to recall it [Laser] was a 16-bit integer, software floating point
>(which got linked in even if you didn't need it, slowing everything down
>needlessly), and had all variables at absolute 32-bit addresses (which

I guess you mean all _global_ variables or it wouldn't have been possible
to do recursion. GCC normally does the same, but there's a flag that I
can't recall to make it use base relative globals instead.
I never use that flag since it tends to cause slower code.

>makes it hard to run multiple instances of the same prog in RAM using the
>same code segment, but different data segments for each instance)

I know MiNT can take advantage of such code, but I've never written any
software for which it would've been useful.

>Lattice, on the other hand, runs entirely from disc (the only exception
>being if the source file is open in one of the editor windows). A RAM disc
>would speed it up significantly.

A cached harddisk should be about the same, but I've not found a cache
program I trust on my Falcon with Outside, unfortunately.

>Unrolling loops (a common first or second optimisation strategy used by
>most optimisers) is something Lattice C does not appear to do - even when
>the loop has little to do, and the index range is constant)

Even GCC won't do that unless you tell it to.

>But, on the whole, I like it in spite of it's faults.

I very seldom use Lattice C itself, but the manuals are almost always on
my desk. The last release of them is almost unreadable, though.
Someone must have set his word processor up incorrectly.

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 5053245372769362470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public

From: avg@cwi.nl (Annius Groenink)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/07

Message-ID: <avg.839412063@news.cwi.nl>#1/1
X-Deja-AN: 172654743

sender: news@cwi.nl (The Daily Dross)
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
organization: CWI, Amsterdam
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

grobe@netins.net (Jonathan Grobe) writes:

>In article <4u4l03$sdm@orm.southern.co.nz>, clifton@southern.co.nz (Julian
Forsythe) writes:
>>Request: Please create alt.binaries.atari.st

>I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD to create
>comp.binaries.* groups for the Atari and Atari ST. comp.binaries.* groups
>would be available at many moreo sites than an alt.* group so I
>suggest you contact Kyle.

Please DON'T DO THIS! I was the last moderator for
comp.binaries.atari.st and it was collectively decided best to
discontinue the groups. We had at most one or two postings a month!
These days it is _much_ better to upload software to a web or ftp
site and post an _announcement_ on one of the news groups!

Really, such a group is just a waste of the little bandwidth it
produces, and the space in people's .newsrc files!

I sincerely hope that people that have a memory that goes back further
than 6 months will vote NO on this RFD.

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl .....

From -5711270386783987072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6d7a2195c2b212c
X-Google-Attributes: gid1115ce,public
From: clifton@southern.co.nz (Julian Forsythe)
Subject: Re: Project,
Date: 1996/08/07
Message-ID: <4u9sbj$98q@orm.southern.co.nz>#1/1
X-Deja-AN: 172664475
references: <32063b88.6417488@news.airtime.co.uk>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@airtime.co.uk) wrote:

: 8 way smooth scrolling (smoother than HERO)
Sounds great!

: Animated backgrounds,
Even better!

: 2d, but walks behind most scenery effect,
Like in prince of persia?

: Enhanced sound if run on a STe
YAY!

: The largest single play area seen on an ATARI Platformer,
Cool!

: Needs minimum of One meg and FM or STe
Great! Every game should be for a minimum of 1 meg now... sorry 512k
users, but the 512k games suck compared to the 1 meg ones... just look at
Obsession....

: This is aimed to be a *Fun* fast and enjoyable platformer, with a few
: difficulties, but not too many, the artwork is of the highest standard
: and beats any I have used to date,Not by me I must add as I can't draw
: to save my life:)
A bit like me... where's your artist from? If you don't mind me asking.

: The game will be FREEWARE and no charges,donations or any monitory
: gains will be asked for,
YAY!!!

: So anyone else making games ??
Until recently I've been working on a few games... one like Tank Wars,
another like LORD (a door game for BBS's) and a port of Gorilla Gorilla
from the XT IBM :) however these projects have been put on hold for a
while (exams looming in the near future :()

Also a POKWER tester is, with about half an hour's work, ready to
release... it tests and graphs how fast you can type the word POKWER :)
A new concept thanks to "Belgarath" from Nomads Online (a great site to
visit with lots of interesting people to meet.... telnet chch.nol.co.nz
to get there).

Also, how can I get my STOS programmes to be compatible with all TOS
versions?! I've tried the POKWER tester on a TT and it ran REALLY nice
until I tried to exit, where it promptly decided to crash :(.


```
----------------------------------------------------------------------
          _                Julian Forsythe                _
        o( )          Christchurch, New Zealand          ( )o
       /  /\    Internet Email: clifton@southern.co.nz    /\  \

            "I'd prefer the non-smoking lifeboat, please."

           In a nuclear war all men will be cremated equal
       STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES
----------------------------------------------------------------------
```


From 2991383098099354968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public

From: Adam Roach <adam.roach@exu.ericsson.se>
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/07

Message-ID: <3208B2B2.237C228A@exu.ericsson.se>#1/1
X-Deja-AN: 172697595
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl>

content-type: text/plain; charset=us-ascii
organization: little piles, all around my room
mime-version: 1.0
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer
x-mailer: Mozilla 2.02 (X11; I; SunOS 4.1.3_U1 sun4m)

Annius Groenink wrote:
>
> grobe@netins.net (Jonathan Grobe) writes:
>
> >I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD to create
> >comp.binaries.* groups for the Atari and Atari ST.
>
> Please DON'T DO THIS! I was the last moderator for
> comp.binaries.atari.st and it was collectively decided best to
> discontinue the groups. We had at most one or two postings a month!
> These days it is _much_ better to upload software to a web or ftp
> site and post an _announcement_ on one of the news groups!

I agree with you strongly on this point. However, it is completely
impossible to keep various users from posting binaries in the
newsgroups. If they will not do it the correct way, at least give
them a place that's more appropriate. As an analogy, if you have
a dog that refuses to releive itself outdoors, do you give it
a *more* acceptable place indoors, or just allow it to continue
shitting on the sofa? These people are going to defecate in our
newsgroups, so there may as well be a more appropriate place for
it.

> I sincerely hope that people that have a memory that goes back further
> than 6 months will vote NO on this RFD.

I've read the official line on this (that the group was dissolved by
mutual agreement between you and the readership) and I've heard
stories from the other side (that the users were by and large unaware
that the group was being dissolved). For some reason, dejanews is
missing this critical period in c.b.a.st, so I can't verify either
side's story; however, I warn everyone to take both sides' claims
with a grain of salt. (I'm a bit confused by the lack of any formality
in the dissolution of the group, though. I'm aware that no procedures
exist for deleting groups, but this seemed particularly unceremonious).

--
Adam Roach -- adam.roach@exu.ericsson.se -- Standard Disclaimers, etc. <*>
  Cahn's Axiom:
     When all else fails, read the instructions.

From -4418257769938068889
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
From: Tom Lamparty <lamparty@telerama.lm.com>
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/07
Message-ID: <Pine.BSD.3.91.960807143218.9922B-100000@asia.lm.com>#1/1
X-Deja-AN: 172731409
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl>
x-sender: lamparty@asia.lm.com
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Telerama Public Access Internet, Pittsburgh, PA
mime-version: 1.0
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

Could be that the reason for the one or two posts per month was that
every time I tried to post to that group, my post never appeared! I have
heard several other people here on c.s.a.s complaining of the same
experience! If you need to do something other than just post to the group
with PINE, then there should have been a FAQ telling us how to go about
posting to the group! This was the only moderated group that I
encountered on Usenet and still have no idea what is the proper procedure
for posting to such a group!

On Wed, 7 Aug 1996, Annius Groenink wrote:

> grobe@netins.net (Jonathan Grobe) writes:
>
> >In article <4u4l03$sdm@orm.southern.co.nz>, clifton@southern.co.nz (Julian
Forsythe) writes:
> >>Request: Please create alt.binaries.atari.st
>
> >I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD to create
> >comp.binaries.* groups for the Atari and Atari ST. comp.binaries.* groups
> >would be available at many moreo sites than an alt.* group so I
> >suggest you contact Kyle.
>
>
> Please DON'T DO THIS! I was the last moderator for
> comp.binaries.atari.st and it was collectively decided best to

> discontinue the groups. We had at most one or two postings a month!
> These days it is _much_ better to upload software to a web or ftp
> site and post an _announcement_ on one of the news groups!
>
> Really, such a group is just a waste of the little bandwidth it
> produces, and the space in people's .newsrc files!
>
> I sincerely hope that people that have a memory that goes back further
> than 6 months will vote NO on this RFD.
>
> --
> Annius V. Groenink ..... avg@cwi.nl
> Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
> .. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
> .. zfc@zfc.nl .....
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

From 7359288391919038700
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ea5bfe20ea599,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C programming stuff
Date: 1996/08/07
Message-ID: <839532576_OASIS_@swampdog.demon.co.uk>
X-Deja-AN: 172743581
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <DvJo4r.Eot@iglou.com>
  rsg0910@iglou.com (Robert Goodwin) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: Ah, right! No, I wanted the source for the command shell (I've now
>: discovered it was never made public). Other command shells can
>: redirect ok so the bug must be in MWC. Additionally, there is mention
>: of something wierd about file handles in the startup code source.
>: Perhaps this is more than a coincidence?
>
>I don't know... Good question. I'm not sure about the redirection thing

>that you did that showed this stuff, unless I'm still confused here.
>heh... Possible coincidence, I don't know. I wonder if they also found a
>way to disassemble the TOS code?

I dunno. I'm sure somebody must have attempted it.

>: If you've got a working example of the TOS Fforce() and Fdup() code
>: that would be good - the simpler the better. Anything I write seems to
>: fail - this could be down the "wierdness" in the startup code
>: triggering something in somw way. Who knows!
>
>I have nothing on this yet. Probably is better to use the regular file
>open/close routines.

True. It is not too much of a problem.

>: Someone did send me some source for shellsort() but since my HD got
>: wiped I can't find anything.
>
>Found something on one of the FTP sites out there, but nothing on
>shellsort(). Lemme look at the files I found, and post what I found if it
>includes shellsort(). Next message will include the bubblesort routine.

Okay.

>: Have a look at crts0.s - they were obviously struggling with something
>: there. Lack of docs was probably the cause. It is just possible that
>: patching the MSH startup will fix it.
>
>Haven't looked at it yet. There's so many other things I'm doing now, that
>I'll be looking at that later on. But of course, lack of docs can easily
>be the cause, if Atari refused to provide them with what they needed.
>Seems that was Atari's worst thing, forcing people to pay before they
>revealed what they called proprietary secrets. Maybe some of those people
>could finally bring out some of those things.

That would be useful. I did consider buying them but at the price and
not knowing what is was I would be getting, I decided against it.

>: exit() will close open files for you, and iirc stdio files opened
>: locally should be closed when their scope ends but I would never rely
>: on the latter for obvious reasons. I prefer to close files myself in
>: any case.
>
>As always, but there's always going to be some bug showing up that will
>cause the program to open an already-opened file. The manual mentions this
>as well, closing all files, flushes the buffers, and returns control to
>the calling program. As usual, the Pexec() command pops up.

More so with multitasking. Even more reason to not leave files open
longer than necessary.

>: It's the faster way to implement a filing system. The other way would

>: be to force the disk to be updated for each cluster so if there was a
>: crash only the current uncompleted cluster might be lost. Naturally,
>: this would be very slow as no cacheing of any sort would be
>: permissable.
>
>Of course, a cache and be useful, but not when your system decides to take
>a nosedive and take all the cache contents with it. I tried using it on my
>system. Bad idea. It slowed it down so much, that a normal write took too
>long to do. Haven't used it since, neither on my STE, Mega4, or 486.
>Losing the current uncompleted cluster can make you lose more than your
>data, rather, make you have crosslinked clusters, bad data areas, etc.
>I've seen it once too often. Once on my 8bit after a rather huge download
>spanning a bit of time, and a couple hundred sectors, it puked. Took two
>hours to fix. Got it back. Heck, I remember losing a good file to error
>164, the dreaded mislink error, which linked the sector to itself.

I get quite a few floating clusters under MagiC. Most of those are
down to my programs bombing when I'm testing them. Other than having
to run something to retrieve then once a month or so, I don't get any
serious disk problems any more.

>: >Go ahead and get it. If you can't find the file, I'll post it here for you
>: >and all. It's a pretty short file.
>:
>: okay.
>
>Better yet, I'll post it for all to read... As below...

```
>#define StrPasToC(a) (a[(int)(*((char *)a-1))]=0)
>#define StrCToPas(a) (*((char *)a-1)=strlen(a))
```

>
>That's it... Interesting item. Seems to set up the way the userlog is set
>up on the main BBS program. Gotta print out the whole thing, all .c, .h.
>and .doc files.

Those Pascal to C conversion macros at the end look dicey. You'd have
to ensure a is passed as &a[1] when issuing them.

>: I'm sad to discover the MSH source is not available. :-(
>
>Don't be yet. I'm not done by a long shot. There must have been some
>employees who took home the source code just before they left for the

I'd be very happy if you could find one. :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

From 2859208303496630015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MWC & CSD
Date: 1996/08/07
Message-ID: <839523860_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 172743582
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <Dvn9tu.CA6@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>wtg (wtg@wtgab.demon.co.uk) wrote:
>
>: I will be posting the sources for extended file selector in MWC, STe
>: sound hardware access in MWC, GEM application startup and shutdown (half
>: way to a GEM application shell) and probably some other bits and pieces
>: in a few days.
>
>Good stuff here. There's something that brings up the file selector from
>GEM without having to rely on programming it yourself.
>
>: I rescued the sources off my old hard drive (which my brother-in-law now
>: owns as part of his MIDI setup) today and ZIPped them onto 720K disks
>: which I thought STe/NeoDesk had formatted as 720K DOS compatible disks -
>: but my Mac doesn't think they are DOS disks! So I'll have to copy the
>: files onto *REAL* DOS 720K disks on a PC or ST (Tuesday at the earliest)
>: and sort them out before I can post them.
>
>Hmm... If your Mac has System 7.5 or better, it can read the DOS 1.44
>disks with no trouble. You gotta thank your brother for not deleting the
>stuff from the hard drive, though! I do know the ST can read the DOS 720K
>disks, while a TT and Falcon will read 1.44 disks fine. I did a comparison
>of how the Falcon and IBM systems format their disks, and the Falcon gives
>you a few K more.
>
>: Nah, its not ANSI - but it *is* more ANSI than a lot of other compilers
>: of same vintage on SUN/VAX whatever. The main ommission (and the one
>: that makes people think it isn't *at all*) is ANSI function prototyping
>: (Most other compiler vendors put that in first and left the *more
>: important bits* till later.) _But_ it does push structures onto the
>: stack instead of requiring pointers (they get copied up to a limit

>: (some weird size limited by PC-relative addressing.)) Which I always
>: liked because (most (of (the (algorithms) I) write) are) recursive.
>: (Why work out how to do it yourself when recursion makes the computer do
>: the job - that's what they're for!)
>
>But of course, the computer is supposed to make the job easier for the
>programmer instead of harder. There's been mention of stacks and pointers
>together and separate in my manual, which I'm about done reading, and
>probably will read it again. Sometimes the thing that drives you nuts is
>how all the vendors consider certain things important, while others
>aren't. Thus, you get some code that works on one compiler, but on
>another, you need a little modification. Then you get those packages that
>are so good, that they create lazy programmers, that tend to forget how to
>do a certain thing.
>
>However, when you go cross-platform, you need to come up with something
>that will work with little or no modification, yet readable and
>understandable to all, even the newbies. I come across stuff every now
>and then that's not even commented, and the only things you gotta work
>with, are the system output printfs and other things. If you can't figger
>that thing out, then compile and run, and hope it works.

Under K&R ...

```
typedef struct     {
int  fred,
     jim;
}    EG;

main()
{EG  wibble;

 op(wibble);
 op(&wibble);
}
```

are one and the same thing (pointer always passed), whereas ansi (thus
MWC also) passes a copy of the whole structure for the 1st and a
pointer for the 2nd.

If compiling K&R code you then need to replace all occurrences of
op(wibble) with op(&wibble). It will then compile correctly on both.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web   http://www.swampdog.demon.co.uk/index.html

From -6509437578975087846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,264d9008e4553871
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Interface, extended type?
Date: 1996/08/07
Message-ID: <839524844_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 172754775
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4u5qqr$j6s@kaon.kuai.se>
dhedberg@zen.kuai.se (Daniel Hedberg) said:-

>Hi,
>
>Is there anyone who knows how to take advantage of the "extended type"
>thing in Interface? Do you need a special GEM-Library or something?
>Please, help me someone, it's really frustating when the dialogs and
>other objects doesn't look like they are supposed to do. (as they do in
>Interface).

That's for you to decide. They are bits unused by Gem therefore you
can use them to represent anything you want. You might implement a
FLASHABLE object for instance!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

From 6943452093133346025
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6ae0c7b382e4212b,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10d9d0,6ae0c7b382e4212b,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,6ae0c7b382e4212b,start
X-Google-Attributes: gid1115ce,public
From: PETEPP@smaug.devry.ca (BA070001)

Subject: Atarians in Calgary, Alberta?
Date: 1996/08/07
Message-ID: <4uanhe$lu7@foam.devry.ca>#1/1
X-Deja-AN: 172797706
content-type: Text/Plain; charset=US-ASCII
organization: Devry Institute of Technology, Calgary
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.tech

I'm looking for fellow Atari users in the
great city of Calgary, Alberta.
Is there anyone out there? If there is,
please e-mail me!!!
I'm interested in finding out just how many
Atarians there are in Calgary, and finding out
about where I can get Atari hardware/software
in Calgary.

Besides, it would be nice to see that there
are still plenty of Atari supporters around,
especially in the city where I live.

Y'all come back now, y'hear?

Chow,

Sentinel


```
#########################################
##  Peter Epp                          ##
##  Code-name: Sentinel                ##
##  E-mail: PETEPP@smaug.devry.ca      ##
#########################################
```


From -1687869258740826144
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
From: Russ Allbery <rra@cs.stanford.edu>
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/07

Message-ID: <qum20hizo3l.thoron@cyclone.Stanford.EDU>#1/1
X-Deja-AN: 172800052
sender: eagle@cyclone.Stanford.EDU
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
followup-to: news.groups
organization: The Eyrie
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

In news.groups, Adam Roach <adam.roach@exu.ericsson.se> writes:

> (I'm a bit confused by the lack of any formality in the dissolution of
> the group, though. I'm aware that no procedures exist for deleting
> groups, but this seemed particularly unceremonious).

In general, if a moderated group has extremely low traffic (on the order of a message a year or so) and the moderator requests or agrees with the removal of the group, it will be removed. (This just recently happened with news.lists.ps-maps, for example.) Since all postings to the group have to be approved by the moderator anyway, if the moderator decides to stop approving articles the group is essentially dead. In that case, either a new moderator needs to be chosen or the group should be deleted.

I believe that the normal action for most moderated groups (news.lists.ps-maps was a special case) is to post a message to the group asking which option the readers want. I'm not familiar with the details of this particular situation.

Note followups.

--
Russ Allbery (rra@cs.stanford.edu) <URL:http://www.eyrie.org/~eagle/>

From -6259264875434701686
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,302c526fce43d133
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd46,302c526fce43d133
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 109a67,302c526fce43d133
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,302c526fce43d133
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9437,302c526fce43d133
X-Google-Attributes: gidf9437,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: REQ: Atari Binaries Group Please!
Date: 1996/08/07
Message-ID: <3208debe.19069478@news.airtime.co.uk>#1/1

X-Deja-AN: 172800249
references: <4u4l03$sdm@orm.southern.co.nz> <009A6635.617B853A@netins.net>
<avg.839412063@news.cwi.nl>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups:
comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer

On Wed, 7 Aug 1996 10:01:03 GMT, avg@cwi.nl (Annius Groenink) wrote:

>I sincerely hope that people that have a memory that goes back further
>than 6 months will vote NO on this RFD.

  You and countless others are missing the point, you only just missed
it though, in fact it's right under your nose!!!!
   How many more people have joined the internet in the last 6+months?
now there is real software to use on the ATARI then more ATARIans will
join the internet, it is only in the last six months or so that the
magazines (now defunct) started to push the concept of the internet
and let the masses know that you can play on a standard ATARI ST,
  What does it matter what it was like six months ago, this whole idea
started about four weeks ago and has had massive support in c.s.a.st,
you nearly had it there, it was the folk on here six months ago that
got rid of the group, NOT US <smile>

                    Cheers.....!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From -5680437198876523540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,264d9008e4553871
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: Interface, extended type?
Date: 1996/08/07
Message-ID: <4uak36$f5e@ccshst05.uoguelph.ca>#1/1
X-Deja-AN: 172819743
references: <4u5qqr$j6s@kaon.kuai.se>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Daniel Hedberg (dhedberg@zen.kuai.se) wrote:

: Is there anyone who knows how to take advantage of the "extended type"
: thing in Interface? Do you need a special GEM-Library or something?
: Please, help me someone, it's really frustating when the dialogs and
: other objects doesn't look like they are supposed to do. (as they do in
: Interface).

As I understand it, (and I'm no GEM programmer--next project) from what I gather from the ProGEM series by Tim Oren, to use an extended object type, you have to supply a pointer to a routine which will handle the object type. GEM obviously doesn't know what to do with it, so you have to handle it yourself. There are libraries available that supply functions to handle snazzy stuff like pop-ups...

THeo

From 8373218758451948173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1329f6cf3778f2f9
X-Google-Attributes: gid1115ce,public
From: jmpatat@asi.fr
Subject: Re: SozobonX library fns.
Date: 1996/08/07
Message-ID: <4ubad6$4sl@s2.asi.fr>#1/1
X-Deja-AN: 172861019
references: <4t5kmb$9cg@ccshst05.uoguelph.ca>
organization: Acces et Solutions Internet - Tel: 7893.0000 - Fax: 7893.0099
newsgroups: comp.sys.atari.programmer

thopman@uoguelph.ca (Theodore L Hopman) wrote:

 there are a
>couple of "standard" functions, namely atof() and strtod() that don't
>work.

Just verify if _atof(and others) are in alphabetical order in libc.a.

Some linkers assume to work with sorted symbols, and have options to go over(?) 'lib' more than once.

Float in sozobon are in another lib, but I remember some limitations with printf and other(have a look in documentation).

With sozobon 2.0 I found a bug with optimizer(tops) with some functions. I removed some options of tops and could re-compile libc.a and used it. I don't know of next version.

I remember also an option speeding the link if you have enough
memory(I think more than 512K).

Please note they are old memory(5 years). So verify them.

Thierry

From -4960322902947304454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: wtg <wtg@wtgab.demon.co.uk>
Subject: Re: MWC & CSD
Date: 1996/08/08
Message-ID: <3209496D.3DDE@wtgab.demon.co.uk>#1/1
X-Deja-AN: 172806844
x-nntp-posting-host: wtgab.demon.co.uk
references: <839523860_OASIS_@swampdog.demon.co.uk>
content-type: text/plain; charset=us-ascii
mime-version: 1.0
reply-to: wtg@wtgab.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5Gold (Macintosh; I; PPC)

Guy Harrison wrote:
> >wtg (wtg@wtgab.demon.co.uk) wrote:
<elision>
> >: Nah, its not ANSI - but it *is* more ANSI than a lot of other compilers
> >: of same vintage on SUN/VAX whatever. The main ommission (and the one
> >: that makes people think it isn't *at all*) is ANSI function prototyping
> >: (Most other compiler vendors put that in first and left the *more
> >: important bits* till later.) _But_ it does push structures onto the
> >: stack instead of requiring pointers (they get copied up to a limit
> >: (some weird size limited by PC-relative addressing.)) Which I always
> >: liked because (most (of (the (algorithms) I) write) are) recursive.
> >: (Why work out how to do it yourself when recursion makes the computer do
> >: the job - that's what they're for!)
> Under K&R ...
>
```
> typedef struct  {
> int     fred,
>         jim;
> }       EG;
>
> main()
> {EG     wibble;
>
>  op(wibble);
```

```
>  op(&wibble);
> }
>
> are one and the same thing (pointer always passed), whereas ansi (thus
> MWC also) passes a copy of the whole structure for the 1st and a
> pointer for the 2nd.
>
> If compiling K&R code you then need to replace all occurrences of
> op(wibble) with op(&wibble). It will then compile correctly on both.
```

Exactly - MWC isn't fully ANSI but it *does* pass structures by value (if you want it to) which makes a *huge* difference to the coding of recursive routines. I remember using the Sun workstation compiler around 1990 and although it had ANSI prototypes it didn't support structs by value (whereas MWC didn't have ANSI prototypes but *did* have structs by value.) A simple substitution would simply not work *at all* (obviously - *recursion*) - you have to go and build an auxiliary stack to keep the data structures on which uglifies a nice simple algorithm. Of course nowadays passing lots of data on the stack is a *bad idea*. I'll leave it to the language lawyers to comment on op(wibble) vs op(&wibble) under K&R but my recollection is that only the op(&wibble) version is legal K&R and op(wibble) could only work under K&R if the compiler silently (and erroneously) changed it for you... (lint, lint, lint).

--

William T Goodall

wtg@wtgab.demon.co.uk

From 5610909574256201272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/26
Message-ID: <Dv4uII.BE2@iglou.com>#1/1
X-Deja-AN: 170202313
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <838415686_OASIS_@swampdog.demon.co.uk>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I originally purchased 3.0.5 - there was no csd with it. MWC sent me
: 3.0.9 after I wrote pointing out a bug. If 3.0.9 came with csd on a

: disk of its own then I suppose I could have missed out on it, not
: having purchased 3.0.9 directly.

OK... I checked my end closely. Apparently, when you bought MWC, you got the software, thick manual, and Resource Editor manual. Seems my package had csd included, when the previous owner bought it separately. Someone says, thought it might have been you, that there's something comparable, the -VCSD switch. My Release Notes that came with the package I have mentions this. I quote from it; "Include csd debug information in the objects and executable." Sounds like you can use the debugger while in the cc program. There's also the db program, which is the assembler-level symbolic debugger.

: I did a tiny bit of investigating of the broken shell. The bug is
: always the same. Even a simple "ls > z" ...

How does this ls thing work? Do you have the unassembled code lying around? I'd like to see it.

: This appears to be down to Fforce() and Fdup(), although I'm not
: certain of that - I'd have to do some test code to refresh my memory.
: It might just have been MWC's dup() and dup2().

I keep forgetting... What does MSH stand for again? The Fforce and Fdup have something to do with file handles, which can easily have something to do with the infamous 40 folder bug. That's different than the dup and dup2, which have to do with file descriptors.

: MWC is easy enough to upgrade for newer OS functions, especially TOS
: ones. Gem ones are a little more longwinded but still easy.

Right. I've read through the manual about this, and the AES and GEM ones seem to be pretty easy, creating GEMboxes for alerts and so on. Haven't read up on the VDI one, as I'm on K right now, going through it page by page. Worth the time, though! I'm gonna need to look up more info in detail on GEMDOS, AES, and VDI programming, though someone mentioned some good places on the Web for them.

Also, there's going to be a new subject coming up about MWC emails. Don't let the subject confuse you. It's a message from me, that I've crossposted to here and comp.os.coherent, where some of the ex-employees of MWC lurk, from what others tell me. I'm hoping to get a good discussion going here, that's hopefully educational. Ye gods, the history I keep coming across! I've got a bit of folded paper that's rapidly filling up with writing from my searches out there.

I've located still more people who may help out in locating those who wrote Forem ST (that is, the people that Matt gave the source code to), TurboBBS, and QuickBBS. All this is netting me several emails a day, plus I'm sending out others, other than my normal replies.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
            - Worf

From 4671058154096254832
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf633d72befa68b4,start
X-Google-Attributes: gid1115ce,public
From: paul smith <paul@frisbee.net.au>
Subject: falcon 030 for sale
Date: 1996/07/26
Message-ID: <31F85377.32F2@frisbee.net.au>#1/1
X-Deja-AN: 170219815
content-type: text/plain; charset=us-ascii
organization: Frisbee Internet, Adelaide South Australia
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (Win95; I)

atari 030 falcon. 4 meg ram, 65 meg ide drive, 1.44 floppy, external
drive, cd rom, and tape drive.....$900.

paul

From -8029426479458315118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ba6e13088d31541a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1123e5,af2b067ed06c5656
X-Google-Attributes: gid1123e5,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: MWC e-mail
Date: 1996/07/26
Message-ID: <Dv4t0M.9oC@iglou.com>#1/1
X-Deja-AN: 170242400
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <4s3a0m$3d5@fn3.freenet.tlh.fl.us>
<4t25kaifo1@mhade.production.compuserve.com> <4t379j$41uc@rohcs1.uhc.com>
organization: Iglou
newsgroups: comp.os.coherent,comp.sys.atari.programmer

Robert Thelen (rthelen@uhc.com) wrote:

: Does MWC still exist? What products do they produce/market? Can someone

: tell me how to post a response without having to pad with extra character so
: my response is longer than the original message to which I am responding?

MWC went out of business in early 1995, from the results of my intensive use of the various search engines out there. From what I've been told by various people, the ex-employees hang out here and mostly lurk.

I'm here for a few reasons. Mark Williams C was released for the Atari ST systems for a short time, then for the next several years, up to the passing of the company, Mark Williams Company was dormant. If someone can check, what was the last release of the Atari ST version of the Mark Williams C package? It's 3.0.9 from what I've heard. Is Bob Shwatz still around? How do I contact him? In my manual, there's an 800 number, 1-800-692-1700, that's still in use. I tried calling through a TTY relay service, since I'm deaf, but the person who answered was incredibly rude to the operator and I, refusing to even let us get in a word edgewise before unceremoniously hanging up on us, saying he had no time. Another fellow tried calling, but seems he had no better luck, with the guy on the other end sounding weird, and he was unable to understand much of the conversation. Now, who *IS* the present owner of this number?

Finally, this message is being posted to comp.sys.atari.programmer and comp.os.coherent, since the people in both groups will want to see the answers posted, as there's a discussion about this on the c.s.a.p group.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From -5390311887208601684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3357330908c769cc,start
X-Google-Attributes: gid1115ce,public
From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
Subject: TOS cursor
Date: 1996/07/26
Message-ID: <4tafj8$en5@dux.dundee.ac.uk>#1/1
X-Deja-AN: 171007329
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

hi

Can anyone tell me a what addresses the ST keeps the x,y text location of the cursor??

I am trying to control the cursor from GNU C.

Thanks
Davy

--

><> Davy Mitchell - Computer Science Student, ACSD, Dundee University <><
| IBelieveThereIsAGodWatchingOverMeIBelieveInTheDreamsThatSetYouFree - T.B. |
| Casterbridge : http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html |
\----------/

From -2706947731932124622
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C programming stuff
Date: 1996/07/27
Message-ID: <838568932_OASIS_@swampdog.demon.co.uk>
X-Deja-AN: 170444669
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <Dv4uII.BE2@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: I originally purchased 3.0.5 - there was no csd with it. MWC sent me
>: 3.0.9 after I wrote pointing out a bug. If 3.0.9 came with csd on a
>: disk of its own then I suppose I could have missed out on it, not
>: having purchased 3.0.9 directly.
>
>OK... I checked my end closely. Apparently, when you bought MWC, you got
>the software, thick manual, and Resource Editor manual. Seems my package
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>the -VCSD switch. My Release Notes that came with the package I have
>mentions this. I quote from it; "Include csd debug information in the
>objects and executable." Sounds like you can use the debugger while in the
>cc program. There's also the db program, which is the assembler-level
>symbolic debugger.

>: I did a tiny bit of investigating of the broken shell. The bug is
>: always the same. Even a simple "ls > z" ...
>
>How does this ls thing work?

Much the same as the unix ls command.

>Do you have the unassembled code lying around? I'd like to see it.

I'm afraid not, ls is wired into the MWC command shell. I'm sure you could get a good idea of its functions by looking at unix source.

>: This appears to be down to Fforce() and Fdup(), although I'm not
>: certain of that - I'd have to do some test code to refresh my memory.
>: It might just have been MWC's dup() and dup2().
>
>I keep forgetting... What does MSH stand for again?

MicroSHell.

>The Fforce and Fdup have something to do with file handles, which can
>easily have something to do with the infamous 40 folder bug. That's
>different than the dup and dup2, which have to do with file
>descriptors.

MagiC does not suffer from the 40 folder bug. One thing I forgot to mention is that the shell gets as far as creating the redirected file. As it is zero length then the shell obviously packed up before it got to issuing an Fclose().

>: MWC is easy enough to upgrade for newer OS functions, especially TOS
>: ones. Gem ones are a little more longwinded but still easy.
>
>Right. I've read through the manual about this, and the AES and GEM ones
>seem to be pretty easy, creating GEMboxes for alerts and so on. Haven't
>read up on the VDI one, as I'm on K right now, going through it page by
>page. Worth the time, though! I'm gonna need to look up more info in
>detail on GEMDOS, AES, and VDI programming, though someone mentioned some
>good places on the Web for them.

Here's a section showing how I added some newer Gem functions. Boring, but perfectly possible. It could be simplified further with the MWC library code sources because crystal() could be used I guess.

```
     .globl   global_
     .prvi
set_global:
     move.w   global_,gl              /ap_version
     move.w   global_ + 2,gl + 2      /ap_count
     move.w   global_ + 4,gl + 4      /ap_id
     move.l   global_ + 6,gl + 6      /ap_private
     move.l   global_ + 10,gl + 10        /ap_ptree
     move.l   global_ + 14,gl + 14        /ap_1resz
     move.l   global_ + 18,gl + 18        /ap_2resv
     move.l   global_ + 22,gl + 22        /ap_3resv
     move.l   global_ + 26,gl + 26        /ap_4resv
     rts
```

```
     .globl   appl_getinfo_
     .shri
appl_getinfo_:
     link a6,$0
     jsr  set_global

     move.w   $130,co                /op-code
     move.w   $1,co + 2          /ii
     move.w   $5,co + 4          /io
     move.w   $0,co + 6          /ai
     move.w   $0,co + 8          /ao

     move.w   8(a6),ii           /info requested

     move.w   $200,d0                /GEMDOS
     move.l   $apb,d1
     trap $2

     move.w   io,d0                  /retv

     movea.l  10(a6),a0          /rr.x
     move.w   io + 2,(a0)

     movea.l  14(a6),a0          /rr.y
     move.w   io + 4,(a0)

     movea.l  18(a6),a0          /rr.w
     move.w   io + 6,(a0)

     movea.l  22(a6),a0          /rr.h
     move.w   io + 8,(a0)

     unlk a6
     rts

     .globl   form_xdial_
     .shri
form_xdial_:
     link a6,$0
     jsr  set_global

     move.w   $51,co
     move.w   $9,co + 2
     move.w   $1,co + 4
     move.w   $2,co + 6
     clr.w    co + 8

     move.w   8(a6),ii
     move.w   10(a6),ii + 2
     move.w   12(a6),ii + 4
     move.w   14(a6),ii + 6
     move.w   16(a6),ii + 8
```

```
     move.w   18(a6),ii + 10
     move.w   20(a6),ii + 12
     move.w   22(a6),ii + 14
     move.w   24(a6),ii + 16
     move.w   26(a6),ii + 18
     move.l   28(a6),ai
     clr.l    32(a6)

     move.w   $200,d0
     move.l   $apb,d1
     trap $2

     move.w   io,d0

     unlk a6
     rts

[snip more bindings]

     .prvd

apb: .long    $co,$gl,$ii,$io,$ai,$ao

co:  .blkw    5
gl:  .blkw    15
ii:  .blkw    128
io:  .blkw    128
ai:  .blkl    64
ao:  .blkl    64
```

gemdos, bios and xbios functions are trivial - simply define a macro
in the same manner as the relevent header file.

>Also, there's going to be a new subject coming up about MWC emails. Don't
>let the subject confuse you. It's a message from me, that I've crossposted
>to here and comp.os.coherent, where some of the ex-employees of MWC lurk,
>from what others tell me. I'm hoping to get a good discussion going here,
>that's hopefully educational. Ye gods, the history I keep coming across!
>I've got a bit of folded paper that's rapidly filling up with writing from
>my searches out there.

I saw it. Good luck!

--

Guy Harrison

guy@swampdog.demon.co.uk

From -8166908476905873309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2a002051996971db
X-Google-Attributes: gid1115ce,public
From: pedtober@PROBLEM_WITH_INEWS_GATEWAY_FILE (Tomas Berndtsson)
Subject: Re: WORDS per line of video memory?
Date: 1996/07/27
Message-ID: <4tcr0h$u8e@news.gu.se>#1/1
X-Deja-AN: 171219746
references: <Dv48DE.4M9@freenet.victoria.bc.ca>
content-type: text/plain; charset=ISO-8859-1
organization: Gothenburg University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Nicholas Steele (uq086@freenet.Victoria.BC.CA) wrote:

> Does anyone know the correct number of words per line in 320 x 200 16-bit
> color mode on the Falcon? Logic says 320(pixels per line) * 1(16 bit
> color equals 2 bytes or 1 word) for a total of 320 words per line. Is
> this wrong? I ask because if I fill the first 320 words of screen memory
> 2 lines are drawn. It must be an easy answer but I'm stumped.

It is definitely 320 words per line in 320x200x16.

You may have by accident(!?) set the linedoubling bit, which also works in
RGB-mode and gives a resolution of 320x100 but it still looks like 200
lines.

Are you sure you don't move longword or something else which makes you
move twice as much??

Any help?? If not, it's quite a weird computer you have! :)

- Tomas

--
NoBrain/NoCrew
pedtober@ped.gu.se
http://www.tripnet.se/~tomas

From -2728948722183764129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,b16328ffb6f9925d,start

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,b16328ffb6f9925d,start
X-Google-Attributes: gid100a3b,public
From: maffia@fox.CS.Berkeley.EDU (Anthony Maffia)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/28
Message-ID: <4tg8g6$8q3@agate.berkeley.edu>#1/1
X-Deja-AN: 170657397
references: <savetz-2807960902500001@news.northcoast.com>
organization: University of California, Berkeley
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

In article <savetz-2807960902500001@news.northcoast.com>,
Kevin Savetz <savetz@northcoast.com> wrote:
>I am happy to announce the launch of the Digital Antic Project. Antic
>magazine was the premiere magazine devoted to 8-bit Atari computers.

(snip snip snip)

Excellent! This will save on mailing and acquisition costs definitely!
Unfortunately I only have 2 or three issues left in my collection (they
went the way of my 800xl - disappeared under mysterious circumstances)
but this was one of the best, most focussed magazines ever. One thing
you might add is a link to the Antic disk archive at ftp.clark.net,
under /pub/atari/mag/antic/. Maybe you can even place a link to the
appropriate file in articles instead of giving the computer listing.
I just checked the archive and the files are under directories corres-
ponding to each issue, that is the disks are not just one zip'd blob
file each.

Oh, and can you post the permission letter to the newsgroup, and have
the info placed into the appropriate FAQs (especially newbie). That
may lessen the confusion later on and the charges of copywrite infringe-
ment from people who don't follow this thread.

>Cheers,
>Kevin Savetz

- Anthony

From 968461584455080371
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public

X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
From: Kenneth Rempfer <kennyr@pacbell.net>
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/28
Message-ID: <31FBBC15.73CE@pacbell.net>#1/1
X-Deja-AN: 170661014
references: <savetz-2807960902500001@news.northcoast.com>
to: Kevin Savetz <savetz@northcoast.com>
content-type: text/plain; charset=us-ascii
organization: A customer of Pacific Bell Internet Services
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer
x-mailer: Mozilla 2.01E-PBWE (Win95; I)

Kevin Savetz wrote:
>
> I am happy to announce the launch of the Digital Antic Project. Antic
> magazine was the premiere magazine devoted to 8-bit Atari computers.
> Antic, like the 8-bit Atari, has been forgotten by all but a small
> minority...
> Ready and willing to help when I can. I have just about all issues from
#3 thru 1989 and also have almost all STart issues as well.

From 5634023332081501213
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
From: Kenneth Rempfer <kennyr@pacbell.net>
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/28
Message-ID: <31FBBE52.1B8B@pacbell.net>#1/1
X-Deja-AN: 170661772
references: <savetz-2807960902500001@news.northcoast.com>
<31FBBC15.73CE@pacbell.net>
to: Kenneth Rempfer <kennyr@pacbell.net>
content-type: text/plain; charset=us-ascii
organization: A customer of Pacific Bell Internet Services
mime-version: 1.0
newsgroups:

comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer
x-mailer: Mozilla 2.01E-PBWE (Win95; I)

Forgot to mention I have a PageScan Color as well.

Ready and willing to help when I can. I have just about all issues from
#3 thru 1989 and also have almost all STart issues as well.

From -6128338615411331394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3df648934f0c50a5
X-Google-Attributes: gid1115ce,public
From: fou@ufou.on-luebeck.de (Franz Urbanski)
Subject: Re: converter to MSDOS-format
Date: 1996/07/28
Message-ID: <54@ufou.on-luebeck.de>#1/1
X-Deja-AN: 170686817
distribution: world
references: <4t081o$g3h@rzsun02.rrz.uni-hamburg.de> <31F66240.794B@in.tu-
clausthal.de>
organization: Offenes Netz Luebeck e.V.
newsgroups: comp.sys.atari.programmer

In article <31F66240.794B@in.tu-clausthal.de> Christof Donat
<cdonat@in.tu-clausthal.de> writes:
>That is easy. just format a Disk on your Dos Computer (to all: is this
>really necessary for disks?) [...]
>

If you use "Pumpup" to format your disks, you can select a DOS compatible
format for both DD and HD floppies.

These disks can even be read by a Macintosh using PC Exchange.

--
Franz

From -3035661989870785986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
From: oscar@primenet.com (Oscar Fowler)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/28
Message-ID: <MPLANET.31fbc96foscar9896bb@client1.news.psi.net>#1/1
X-Deja-AN: 170693367
references: <savetz-2807960902500001@news.northcoast.com>
organization: Sirius Cybernetics Corporation
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

In article <savetz-2807960902500001@news.northcoast.com>,
savetz@northcoast.com says...
> I am happy to announce the launch of the Digital Antic Project.

Wow - great! Incredible! Awesome! Thanks!

=)

Oscar

From -2749628848897144002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
From: savetz@northcoast.com (Kevin Savetz)
Subject: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/28
Message-ID: <savetz-2807960902500001@news.northcoast.com>#1/1
X-Deja-AN: 170820924
organization: Savetz Publishing
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

I am happy to announce the launch of the Digital Antic Project. Antic

magazine was the premiere magazine devoted to 8-bit Atari computers. Antic, like the 8-bit Atari, has been forgotten by all but a small minority...

The Digital Antic Project is a small crusade to put all of the old issues of Antic (and eventually its sister magazine, STart) on the Internet. I have received permission from the publisher of Antic to make the material available on the Internet for free.

The site currently features the complete text of the first two issues, as well as cover art and memorable ads from the magazine. More material will be added as time permits -- faster if YOU volunteer to help by scanning, HTMLizing, or proofreading.

The site is at http://www.northcoast.com/savetz/antic/dap.html

Your comments, suggestions and help are welcome!

Current contents of the site include:

----- April 1982 - Vol.1 No. 1
Products in Depth - A survey of three word processors
Starting Line - Glossary for the novice
Systems Guide - Memory Map, part one
Pilot - Pilot your Atari
Tape Topics - Some help for cassette owners
In the Public Domain - Chicken
Forth Factory - Multi-tasking in Forth
Assembly Language - A keyboard mask
Editorial
Software Reviews
Useful Tricks - Assembler-editor cartridge
Looking at Books
Kids Korner
GTIA
What's in a Name? ANTIC and Atari
User Notes - how to tell if you have a GTIA chip

----- June 1982 - Vol.1 No. 2
Modems
Dialing For Data
Communications Software
Assembly Language - Move-it
Starting Line - Screen Editing
'Tari Talkers - Speech Synthesis Comparison
Tricks of the Trade - Game Program Techniques
Pilot Your Atari - Large Text
In the Public Domain - Death Star
Systems Guide - Memory Map
Pascal - A First Look
GTIA
Forth Factory
I/O Board

Inside Atari
When the Chips are Down
New Products
Looking At Books
Kids Korner

Cheers,
Kevin Savetz
savetz@northcoast.com

From 1002095622945474793
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
From: Randy Kramer <rhkramer@fast.net>
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/28
Message-ID: <31FBECFF.5846@fast.net>#1/1
X-Deja-AN: 170847317
references: <savetz-2807960902500001@news.northcoast.com>
content-type: text/plain; charset=us-ascii
organization: FASTNET(tm) PA/NJ/DE Internet
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer
x-mailer: Mozilla 2.0 (Win16; I)

Kevin Savetz wrote:
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> I am happy to announce the launch of the Digital Antic Project. Antic
> magazine was the premiere magazine devoted to 8-bit Atari computers.
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>
> The site currently features the complete text of the first two issues, as
> well as cover art and memorable ads from the magazine. More material will
> be added as time permits -- faster if YOU volunteer to help by scanning,
> HTMLizing, or proofreading.

>
> The site is at http://www.northcoast.com/savetz/antic/dap.html
>
> Your comments, suggestions and help are welcome!
>
> Current contents of the site include:
>
> ----- April 1982 - Vol.1 No. 1
> Products in Depth - A survey of three word processors
> Starting Line - Glossary for the novice
> Systems Guide - Memory Map, part one
> Pilot - Pilot your Atari
> Tape Topics - Some help for cassette owners
> In the Public Domain - Chicken
> Forth Factory - Multi-tasking in Forth
> Assembly Language - A keyboard mask
> Editorial
> Software Reviews
> Useful Tricks - Assembler-editor cartridge
> Looking at Books
> Kids Korner
> GTIA
> What's in a Name? ANTIC and Atari
> User Notes - how to tell if you have a GTIA chip
>
> ----- June 1982 - Vol.1 No. 2
> Modems
> Dialing For Data
> Communications Software
> Assembly Language - Move-it
> Starting Line - Screen Editing
> 'Tari Talkers - Speech Synthesis Comparison
> Tricks of the Trade - Game Program Techniques
> Pilot Your Atari - Large Text
> In the Public Domain - Death Star
> Systems Guide - Memory Map
> Pascal - A First Look
> GTIA
> Forth Factory
> I/O Board
> Inside Atari
> When the Chips are Down
> New Products
> Looking At Books
> Kids Korner
>
> Cheers,
> Kevin Savetz
> savetz@northcoast.com

Is it Antic that had a way to improve the 800's video??
If so, please add this to the sight.

From -2709650986810123326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
From: eru@sover.net (Rick Ziegler)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/29
Message-ID: <31fc4e98.4712305@news.sover.net>#1/1
X-Deja-AN: 170762690
references: <savetz-2807960902500001@news.northcoast.com> <31FBECFF.5846@fast.net>
organization: wooga wooga
reply-to: rziegler@sover.net
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

I have all the Antic and STart issues w/ Antic, and thought about doing this myself. Unfortunately, My friend with a nice flatbed scanner is off to CA visiting a girl he met on IRC. <g> I will be glad to help when he returns. I had thought about digitizing every page until I found out how long that would take, and also how much free HD space I have compared to how much this would take. Also, I need some very good OCR software to come into my possesion, one that does fonts, text placement, line drawing, etc etc.. The package included with his scanner needed alot of help when we tried to ocr the table of contents page of one antic mag.

I would love to see a digital version of every Antic mag online, and catalogued to boot! Both text versions and the actual digitized page, large enough to be readable of course. Any other suggestions? (so far we are dreaming unless someone can donate server space(digitized pages of info get large fast.)

Rick

From 6468679177371997500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public

X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
From: eru@sover.net (Rick Ziegler)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/29
Message-ID: <31fc5a34.7684299@news.sover.net>#1/1
X-Deja-AN: 170774556
references: <savetz-2807960902500001@news.northcoast.com> <31FBECFF.5846@fast.net>
<31fc4e98.4712305@news.sover.net>
organization: wooga wooga
reply-to: rziegler@sover.net
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

On Mon, 29 Jul 1996 05:53:20 GMT, eru@sover.net (Rick Ziegler) wrote:

>I would love to see a digital version of every Antic mag online, and
>catalogued to boot! Both text versions and the actual digitized page,
>large enough to be readable of course. Any other suggestions? (so
>far we are dreaming unless someone can donate server space(digitized
>pages of info get large fast.)
 Reread the first part of the thread, we got server space covered
already...oops.... :)

What image dimensions do you want for the covers and ads? also, if we
were to digitize every page for _reading_, what image dimensions do we
want? All my mags are almost pristine in condition, provided enough
time I could put them all online, but are there other altruistic
individuals with both a scanner and a large collection of Antics (and
Analog!)?

Anyone know of a program that takes a digitized magazine page and
automatically html-izes it? Now that would be cool.

Rick

From -7158668546409577645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
From: jeking@xmission.com (James King)

Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/29
Message-ID: <4ti765$nib@news.xmission.com>#1/1
X-Deja-AN: 170808856
references: <savetz-2807960902500001@news.northcoast.com>
followup-to:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer
organization: XMission Internet (801 539 0900)
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

Kevin Savetz (savetz@northcoast.com) wrote:
: I am happy to announce the launch of the Digital Antic Project. Antic
: magazine was the premiere magazine devoted to 8-bit Atari computers.
: Antic, like the 8-bit Atari, has been forgotten by all but a small
: minority...

The site looks really good. I have every issue of Antic & Analog and
access to a color scanner. I'll see what I can do about helping you
out. This is a very good idea!

--
```
          @ @ @     -------------------------------------     @ @ @
          @ @ @        James King - jeking@xmission.com       @ @ @
         @  @  @    -------------------------------------    @  @  @
         Atari 8bit hobbyist by choice, MIS Professional by accident!
```

From -2938579595611767248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3357330908c769cc
X-Google-Attributes: gid1115ce,public
From: schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: TOS cursor
Date: 1996/07/29
Message-ID: <vyzwwznfdim.fsf@lamothe.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 170823725
sender: schwab@lamothe.informatik.uni-dortmund.de
references: <4tafj8$en5@dux.dundee.ac.uk>
organization: Dortmund University, Germany
reply-to: schwab@issan.informatik.uni-dortmund.de
newsgroups: comp.sys.atari.programmer

In article <4tafj8$en5@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy
Mitchell) writes:

|> hi

|> Can anyone tell me a what addresses the ST keeps the x,y text location of
|> the cursor??

Depends on TOS version, not to be used outside TOS.

|> I am trying to control the cursor from GNU C.

```
printf ("\33Y%c%c", row, column);
fflush (stdout);
```

--

Andreas Schwab
schwab@issan.informatik.uni-dortmund.de

"And now for something
completely different"

From 4932008789474622815
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
From: savetz@northcoast.com (Kevin Savetz)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/29
Message-ID: <savetz-2907961104390001@news.northcoast.com>#1/1
X-Deja-AN: 170881518
references: <savetz-2807960902500001@news.northcoast.com>
<4tg8g6$8q3@agate.berkeley.edu>
organization: Savetz Publishing
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <4tg8g6$8q3@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU
(Anthony Maffia) wrote:

> Unfortunately I only have 2 or three issues left in my collection (they
> went the way of my 800xl - disappeared under mysterious circumstances)
> but this was one of the best, most focussed magazines ever.

Great - well, anyone with any or all of: some issues, a scanner, or
knowledge of HTML is invited to help. :)

> One thing
> you might add is a link to the Antic disk archive at ftp.clark.net,
> under /pub/atari/mag/antic/. Maybe you can even place a link to the
> appropriate file in articles instead of giving the computer listing.

I will be doing that. Unfortunatly, the Antic disks didn't start until
1984, but the magazine started in 1982. So there are about 18 issues of
diskless code. :(

> Oh, and can you post the permission letter to the newsgroup, and have
> the info placed into the appropriate FAQs (especially newbie). That
> may lessen the confusion later on and the charges of copywrite infringe-
> ment from people who don't follow this thread.

The information is available in the "About" section of the Web site.

http://www.northcoast.com/savetz/antic/dap.html

--KMS

From -1579097756411660298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd6cd82599b5d2b,start
X-Google-Attributes: gid1115ce,public
From: PETEPP@smaug.devry.ca (BA070001)
Subject: What happened to everyone?
Date: 1996/07/29
Message-ID: <4tivu8$ecg@foam.devry.ca>#1/1
X-Deja-AN: 170885432
organization: Devry Institute of Technology, Calgary
content-type: Text/Plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hey! What happened to this newsgroup? Last time I looked at this (which
was about a year ago) there were lots of articles on lots of things, and I liked
reading some of the stuff on here. Now it appears that nobody likes to post
messages here anymore! So, if anyone can tell me what happened, I sure
would be grateful.

Peter

From 7335968382711405535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: c_graham@patrol.i-way.co.uk (Craig Graham)
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/29
Message-ID: <4tj7g6$kkc@lira.i-way.co.uk>#1/1
X-Deja-AN: 170897526
references: <552425755.432033.4.starship@3rdplanet.com> <31EBF296.15FB@in.tu-

clausthal.de> <31ED21A0.56FC@ccm.jf.intel.com> <31EE3BD1.15FB@in.tu-clausthal.de>
<31EFD88D.3DA5@ccm.jf.intel.com>
organization: Intelligent Research / Data Uncertain
reply-to: c_graham@patrol.i-way.co.uk
newsgroups: comp.sys.atari.programmer

Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> mumbled
indistinctly:

>As long as I can't get either oAESis or xaAES to work with MiNT, I am
>not going to spend any money for a completely untried AES replacement.
>If it came with a complete, guaranteed to work MiNT package that would
>be different.

XaAES is still very much beta, so I don't very many people to get it
working. I have had a lot of trouble getting oAESis to work myself (it
varies from release to release though).

>> There are Beta Versions of several free AES Clones as well: XaAES and
>> oAESis. Both of them are definately faster than Multitos (that does not
>> seem to be too difficult) and at least XaAES runs AFAIK with Memory
>> Protection.

Actually, XaAES still (even on my personal version, not yet released)
has problems with memory protection that I've not managed to sort out
yet :(

>I did get the MINT030 binaries, and strangely enough, that works
>reasonably well and is fairly stable. I need to study up and figure out
>how to adjust the niceness properly (ALERT.ACC was burning 25% of my CPU

Use the PS_CPX in the Xcontrol panel. XaAES, oAESis and AES4.1 all
support launching apps with pre-set priorities (XaAES and oAESis go a
little further with their multi-process / multi-user support as well).

Craig.

From -4386198875714221643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
From: Randy Kramer <rhkramer@fast.net>

Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/29
Message-ID: <31FD8579.1A9A@fast.net>#1/1
X-Deja-AN: 170913347
references: <savetz-2807960902500001@news.northcoast.com> <31FBECFF.5846@fast.net>
<31fc4e98.4712305@news.sover.net> <31fc5a34.7684299@news.sover.net>
content-type: text/plain; charset=us-ascii
organization: FASTNET(tm) PA/NJ/DE Internet
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
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Rick Ziegler wrote:
>
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> Reread the first part of the thread, we got server space covered
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>
> What image dimensions do you want for the covers and ads? also, if we
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> want? All my mags are almost pristine in condition, provided enough
> time I could put them all online, but are there other altruistic
> individuals with both a scanner and a large collection of Antics (and
> Analog!)?
>
> Anyone know of a program that takes a digitized magazine page and
> automatically html-izes it? Now that would be cool.
>
> Rick

Not really, but with a scanner and OCR software, one could import text
into word/wordperfect: it shouldn't be that hard to convert...

From -6943920628719337239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d3471f885e518c7,start
X-Google-Attributes: gid1115ce,public
From: Mike Jackman <mickey@two-dogs.demon.co.uk>
Subject: Gem Keyboard Buffer
Date: 1996/07/29
Message-ID: <31FD01B8.69D6@two-dogs.demon.co.uk>#1/1

X-Deja-AN: 170986524
x-nntp-posting-host: two-dogs.demon.co.uk
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (Win16; I)

Does anyone know how I can insert characters into the Gem keyboard
buffer using Prospero C ?

Cheers, Mikey

From 5393997124540674247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
From: mnementh@netcom.com (David R. Villegas)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/29
Message-ID: <mnementhDvBF48.E1E@netcom.com>#1/1
X-Deja-AN: 170996386
sender: mnementh@netcom7.netcom.com
references: <savetz-2807960902500001@news.northcoast.com> <31FBECFF.5846@fast.net>
<31fc4e98.4712305@news.sover.net>
organization: Eukaryotes Anonymous
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

rziegler@sover.net wrote:
>I would love to see a digital version of every Antic mag online, and
>catalogued to boot! Both text versions and the actual digitized page,
>large enough to be readable of course. Any other suggestions? (so

I wouldn't mind seeing a digital version (maybe with Postscript too)
on a CD-ROM....

From 8534630702587832335
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public

X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/29
Message-ID: <4tii0g$1so_003@jf.intel.com>#1/1
X-Deja-AN: 171007348
references: <savetz-2807960902500001@news.northcoast.com>
organization: United Anarchists
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

In article <savetz-2807960902500001@news.northcoast.com>,
   savetz@northcoast.com (Kevin Savetz) wrote:
>
>I am happy to announce the launch of the Digital Antic Project. Antic
>magazine was the premiere magazine devoted to 8-bit Atari computers.
>Antic, like the 8-bit Atari, has been forgotten by all but a small
>minority...
>
>The Digital Antic Project is a small crusade to put all of the old issues
>of Antic (and eventually its sister magazine, STart) on the Internet. I
>have received permission from the publisher of Antic to make the material
>available on the Internet for free.

Kevin, I still have an unpublished article for Antic or STart (I think it was
for Antic, it's on 5.25-inch) that I'd like to submit. Wil you add it if I
post it to you? If so, please email me your snail address and I'll pop it in
the Blue Box down at the corner.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From 1213700194433366659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/29
Message-ID: <4tj5m5$2lg_010@jf.intel.com>#1/1
X-Deja-AN: 171027635
references: <savetz-2807960902500001@news.northcoast.com>
<4ti765$nib@news.xmission.com> <31FD2977.2781@cs.byu.edu>
organization: United Anarchists
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

In article <31FD2977.2781@cs.byu.edu>,
   Eric Sokolowsky <esok@cs.byu.edu> wrote:
>
>I would love to help out on this project. I would be willing to
>HTML-ize text (as long as it can be scanned in and converted to text
>with some OCR previously). I think that articles should be done in HTML
>format, with illustrations as scanned-in pictures. I could even crop
>images to place in illustrations. Too bad I don't have convenient
>access to a flatbed color scanner. :(However, I have most Antic and
>Analog magazines.

A quick and easy way to add plain text in columns is to use the <pre> tag
(indicating preformatted text). Use the <H> tags for headlines, and
inline graphics, and the pages can look just like the original pages
without much storage overhead.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From -2489127170945825230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: C compiler optimization, was Re: C programming stuff
Date: 1996/07/29
Message-ID: <4tik0t$4ag@nyheter.chalmers.se>#1/1
X-Deja-AN: 171033642
references: <DuLxIq.83o@iglou.com> <4sv2dl$7kf@inca01.inca.co.nz>
<Duyy22.A3r@iglou.com> <4t6no8$43t@inca01.inca.co.nz>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <4t6no8$43t@inca01.inca.co.nz>,
Gaven Miller <gmiller@inca.co.nz> wrote:
>Robert Goodwin (rsg0910@iglou.com) wrote:
>> Gaven Miller (gmiller@inca.co.nz) wrote:
...
>> However, someone mentioned in an email to me that it puts out code that's
>> not exactly fast. What's up with this?

It's not true, if you know how to treat the optimizer.

>Compilation options can be the biggie.

Yes, and those aren't really very well explained in the Lattice C docs.

In the optimization dialog, only three of the options should be selected
to produce well optimized code. One of the four must be deselected (the
second IIRC) or things fall apart.
How's that for confusing?

Apart from that, the optimizer is very buggy.
Not that it produces incorrect code, but it fails to optimize for
incredibly strange reasons. It can actually produce worse code than you
get by turning it off completely!

I emailed HiSoft about the problems several years ago (before 5.60), but
they never did anything about it.

The most important thing to remember is that the optimizer _hates_
16 bit integers. Most optimization seems to be simply turned off when
those appears.

>But you can also run the app through the supplied optimiser (an optional
>phase in the compile process) to speed it up by 10% (I believe that the
>manual gives that figure - I have never actually got that much of a
>speedup from it)

The optimizer can give _very_ large speedups, like more than ten times. Depending on what kind of code you write, you may also have next to no speedup. And then there are the bugs I mentioned above...

On a real program (MGIF) I've gotten about five times speedup or so over the unoptimized version for some functions.

By the way, someone wondered what MGIF was. I suggest you take a look at my WWW page. See the .sig at the end.

>But even then it isn't the fastest.

Actually, it's the best I've found for some things, even beating GCC. TurboC/PureC is a joke in comparison.

It would be interesting to hear what other compilers do about the following short program I threw together yesterday:
(Please, note that the program is not supposed to do anything useful. It's just a test of optimization performance).

```
#define ROWS 25
#define COLS 25

void main(void)
{
        long i, j, k;
        long array[ROWS][COLS];

        for(i = 0; i < ROWS * COLS; i++)
                *((long *)array + i) = 0;

        k = COLS * ROWS;
        for(i = 0; i < ROWS; i++)
                for(j = 0; j < COLS; j++)
                        array[i][j] += i * k;
}
```

I will post my results from Lattice C, PureC and GCC soon (like tomorrow).

>The enclosed debugger, MON is good, but will not co-operate in MultiTOS.

How about that third part source level debugger (I forgot it's name)? I've never tried it myself, since I use GCC about 99% of the time, but wasn't it even FreeWare?

>Lattice is still better than Megamax C, although not as fast as Laser C
>(both in compilation and code produced). But it beats Laser in being able

I would be _extremely_ surprised if Laser C produced anywhere near the same quality of code as Lattice C on the program above.
If those bugs hadn't prevented the optimization from working most of the time it would have been a much more popular compiler.

TurboC/PureC are _very_ fast at compiling, but do next to no optimization at all. They're rather good at register allocation, however, which means that on simple code they can often seem to be very good optimizers. The register passing of function arguments also helps a lot.

As you'll see when I post the code generated from the program above (or if you try it yourselves), which may seem simple, TurboC/PureC are actually quite pathetic.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 1823158292513783930
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
From: Eric Sokolowsky <esok@cs.byu.edu>
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/29
Message-ID: <31FD2977.2781@cs.byu.edu>#1/1
X-Deja-AN: 171050463
references: <savetz-2807960902500001@news.northcoast.com>
<4ti765$nib@news.xmission.com>
content-type: text/plain; charset=us-ascii
organization: Brigham Young University
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer
x-mailer: Mozilla 2.02 (X11; I; IRIX 5.3 IP12)

I would love to help out on this project. I would be willing to HTML-ize text (as long as it can be scanned in and converted to text with some OCR previously). I think that articles should be done in HTML format, with illustrations as scanned-in pictures. I could even crop images to place in illustrations. Too bad I don't have convenient access to a flatbed color scanner. :(However, I have most Antic and Analog magazines.

This is a really good idea! Way to go!

From -43442462225987403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd5656876a2c58c2,start
X-Google-Attributes: gid1115ce,public
From: danbrown@ior.com (Dan Brown)
Subject: New Atari Web Page!
Date: 1996/07/29
Message-ID: <4tjiad$kh0@express.ior.com>#1/1
X-Deja-AN: 171057666
organization: Internet On-Ramp, Inc.
newsgroups: comp.sys.atari.programmer

-=* NEW ATARI WEB PAGE *=-

I've built a web page, due to my boredom :) If you'd like to see
what's come out of it, check it out!

http://www.ior.com/~danbrown/

It should be friendly to all browsers (lynx, CAB, and Netscape)

It contains a good listing of Atari Companies, Music, and more!
It is still under construction, so is being updated almost daily!

From 7829927702090110520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd6cd82599b5d2b
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: What happened to everyone?
Date: 1996/07/29
Message-ID: <4tj321$2lg_005@jf.intel.com>#1/1
X-Deja-AN: 171072056
references: <4tivu8$ecg@foam.devry.ca>
organization: United Anarchists
newsgroups: comp.sys.atari.programmer

In article <4tivu8$ecg@foam.devry.ca>,
   PETEPP@smaug.devry.ca (BA070001) wrote:

>Hey! What happened to this newsgroup? Last time I looked at this (which
>was about a year ago) there were lots of articles on lots of things, and
I liked
>reading some of the stuff on here. Now it appears that nobody likes to

post
>messages here anymore! So, if anyone can tell me what happened, I sure
>would be grateful.

Nothing happened - you must have hit the newsgroup at exactly the wrong
time of day!

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From -7762633625427932895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/30
Message-ID: <DvC7Kw.6GG@iglou.com>
X-Deja-AN: 171090986
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <838568932_OASIS_@swampdog.demon.co.uk>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >: I did a tiny bit of investigating of the broken shell. The bug is
: >: always the same. Even a simple "ls > z" ...
: >
: >How does this ls thing work?
:
: Much the same as the unix ls command.

I'd like to try doing this myself. Mind giving me a sequence of steps on
what to use and where to do it to do this? Doing this command, the ls > z
would be to send a listing of the files to a file.

: >Do you have the unassembled code lying around? I'd like to see it.

:
: I'm afraid not, ls is wired into the MWC command shell. I'm sure you
: could get a good idea of its functions by looking at unix source.

I've seen some Unix sources, but guess it's time for me to look into it some more. I'm about to install MiNT and GCC onto a 1.6 gig drive, as well as MWC, to do a bit of switching between the two. Since the 0.95 install of MiNT is on the Atari Compendium CD I picked up on when i was at the MIST AtariFest, I'll install it from there, then do installs on the subsequent installs til I get to 1.41 and patchlevel 46.

: >I keep forgetting... What does MSH stand for again?
:
: MicroSHell.

That's right... I was reading my manual, and realized it meant that. Still am a bit of distance from finishing up reading it.

Reminds me, I'm about to write a program of my own that does Top 10s of various places of the Transcendence BBS. Top 10 of posters, calls, uploads, downloads, as well as Bottom Ten. I'm going to be using the qsort command, and am wondering about sorting an array, without sorting just one column... I was considering a struct arrayname with several parts to it, namely, username, posts, calls, uploads, and downloads. I'll read the index file, counting the users already on, then make a subroutine to read them in, putting them into the array, and then sort.

: MagiC does not suffer from the 40 folder bug. One thing I forgot to
: mention is that the shell gets as far as creating the redirected file.
: As it is zero length then the shell obviously packed up before it got
: to issuing an Fclose().

It doesn't? Most interesting. I gotta get it sometime. So the shell just 'forgets' to close the file after creating it? Apparently there's no error checking if I'm understanding you right.

: Here's a section showing how I added some newer Gem functions. Boring,
: but perfectly possible. It could be simplified further with the MWC
: library code sources because crystal() could be used I guess.

Read it, but it looks more like assembler to me. I'm considering trying 68K after I learn it some more. I never really got into 6502 assembler when I was playing with my 8bit. However, if I wish to get a little more complex, I'll use GCC and its updated command listings.

: gemdos, bios and xbios functions are trivial - simply define a macro
: in the same manner as the relevent header file.

The compiler creates the headers for you, though all you need to do is write the actual coding yourself, according to the stuff I've been going through. There are some header files that you don't write, that I've seen that merely help out in writing your program. There's a QBBS.H file in the LazyBBS source code I've read through that's in the umich archives, that

seems to be a QBBS style message base setup, though you have to be the one to write the actual message base. Shall I post this file?

: I saw it. Good luck!

Thank you. Now all I need to is find Bob Swartz, owner and president, if I'm understanding right, of Coherent and Mark Williams Company. I suspect he's in the Northbrook, IL area, about 30 minutes outside Chicago, and he could be in Chicago somewhere. So far, I've found no email address, neither have I found a snailmailing address, though I found an email address of coherent@vma.cc.nd.edu. I emailed that, but no response yet. I did a telnet to the smtp port at nd.edu, and did a vrfy of it. Came back with something that looked like a mailhost at irishvma, whatever that is. If you do a whois on mwc.com, it'll tell you who it is. Below is what I've gotten so far...

```
$ whois mwc.com

Mark Williams Company (MWC-DOM1)

   60 Revere Drive #250
   Northbrook, IL 60062
   Domain Name: MWC.COM

   Administrative Contact, Technical Contact, Zone Contact:
      Dennison, John R.  (JRD)  jrd@MWC.COM
      (708) 291-6700 ext. 121

   Record last updated on 15-Jun-94.
   Record created on 13-Feb-91.

   Domain servers in listed order:

   NETCOMSV.NETCOM.COM          192.100.81.101
   NS.NETCOM.COM                192.100.81.105
```

(Hmm... Most interesting. Just now noticed this. Wonder if a few Netcom people will remember any of the MWC techs? Who do I write to at Netcom?)

```
The InterNIC Registration Services Host contains ONLY Internet Information
(Networks, ASN's, Domains, and POC's).
Please use the whois server at nic.ddn.mil for MILNET Information.

$ finger rs@mwc.com
[mwc.com]
connect: No route to host

$ traceroute mwc.com

traceroute to mwc.com (192.132.12.100), 30 hops max, 40 byte packets
 1  gator.iglou.com (192.107.41.4)  17 ms  7 ms  7 ms
 2  137.39.195.125 (137.39.195.125)  56 ms  55 ms  59 ms
 3  137.39.195.125 (137.39.195.125)  84 ms !H^C
```

```
^C^C^Z[1] + Stopped (user)          traceroute mwc.com

(I had to... Would have just said no route... A ping would be the same.)

$ whois 137.39.195.125

No match for "137.39.195.125".

The InterNIC Registration Services Host contains ONLY Internet Information
(Networks, ASN's, Domains, and POC's).
Please use the whois server at nic.ddn.mil for MILNET Information.

$ whois uu.net

UUNET Technologies, Inc. (UU-DOM)
   3060 Williams Drive Ste 601
   Fairfax, VA 22031
   USA

   Domain Name: UU.NET

   Administrative Contact, Technical Contact, Zone Contact:
      UUNET, AlterNet [Technical Support]  (OA12)  help@UUNET.UU.NET
      +1 (800) 900-0241

   Billing Contact:
      Payable, Accounts  (PA10-ORG)  ap@UU.NET
      (703) 206-5600
Fax: (703) 641-7702

   Record last updated on 23-Jul-96.
   Record created on 20-May-87.

   Domain servers in listed order:

   NS.UU.NET                    137.39.1.3    (remember the 137.39 above?)
   UUCP-GW-1.PA.DEC.COM         16.1.0.18 204.123.2.18
   UUCP-GW-2.PA.DEC.COM         16.1.0.19
   NS.EU.NET                    192.16.202.11

The InterNIC Registration Services Host contains ONLY Internet Information
(Networks, ASN's, Domains, and POC's).
Please use the whois server at nic.ddn.mil for MILNET Information.

$ telnet mwc.com smtp
Trying 192.132.12.100 ...
telnet: connect: No route to host
telnet> quit

$ finger coherent@vma.cc.nd.edu
[vma.cc.nd.edu]
connect: Connection refused
```

```
$ telnet vma.cc.nd.edu smtp
Trying 129.74.4.21 ...
Connected to vma.cc.nd.edu.
Escape character is '^]'.

220 VMA.CC.ND.EDU running IBM VM SMTP V2R2 on Sat, 27 Jul 96 22:07:52 EST
vrfy coherent
250 <coherent@VMA.CC.ND.EDU> via MAILER@IRISHVMA
quit

221 VMA.CC.ND.EDU running IBM VM SMTP V2R2 closing connection

Connection closed by foreign host.

$ finger mailer@irishvma
unknown host: irishvma

$ whois irishvma
No match for "IRISHVMA".


The InterNIC Registration Services Host contains ONLY Internet Information
(Networks, ASN's, Domains, and POC's).
Please use the whois server at nic.ddn.mil for MILNET Information.
------------------------
```

That's what I've gotten from my checks and then some. Any other ideas? I'm running out of them rather quick.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From -739442535925574159
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3357330908c769cc
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Re: TOS cursor
Date: 1996/07/30
Message-ID: <4tlocb$c0m@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 171132748
references: <4tafj8$en5@dux.dundee.ac.uk> <vyzwwznfdim.fsf@lamothe.informatik.uni-dortmund.de>

organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

In a previous article, schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab) says:

>In article <4tafj8$en5@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy Mitchell) writes:
>
>|> hi
>|> Can anyone tell me a what addresses the ST keeps the x,y text location of
>|> the cursor??
>
>Depends on TOS version, not to be used outside TOS.
>
>|> I am trying to control the cursor from GNU C.
>
>printf ("\33Y%c%c", row, column);
>fflush (stdout);
    Yeh, this moves it, but where does it save it??
Just what are ESCj and ESCk (C_SAVE and C_RESTORE)???
I thought they were supposed to save the present cursor location,
and move it back when done.
    But that doesn't seem to do it for me.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 5765647220327340059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
From: rfunk@magnus.acs.ohio-state.edu (Rob Funk)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/30
Message-ID: <4tllh8$rru@charm.magnus.acs.ohio-state.edu>#1/1
X-Deja-AN: 171135329
references: <savetz-2807960902500001@news.northcoast.com>
<4ti765$nib@news.xmission.com> <31FD2977.2781@cs.byu.edu>
<4tj5m5$2lg_010@jf.intel.com>
organization: The Ohio State University
newsgroups:

comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

In article <4tj5m5$2lg_010@jf.intel.com>,
Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> wrote:
>A quick and easy way to add plain text in columns is to use the <pre> tag
>(indicating preformatted text). Use the <H> tags for headlines, and
>inline graphics, and the pages can look just like the original pages
>without much storage overhead.

Don't do it!
<pre> is great for some things, but here we DON'T CARE about the
original layout, we care about the information itself. If you try to
do multiple columns, it will just make it harder to read -- and
convert to other forms.

--
========== R o b F u n k ==========|==========> funk+@osu.edu <==========
 "Why are you here? Snap out of it. |rfunk@magnus.acs.ohio-state.edu
  Wake up. It's all illusions." |rfunk@freenet.columbus.oh.us
 "I LIKE THE MOVIE" -- Richard Bach |http://er4www.eng.ohio-state.edu/~funkr

From 7944705215647584851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
From: savetz@northcoast.com (Kevin Savetz)
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/07/30
Message-ID: <savetz-3007960939130001@news.northcoast.com>#1/1
X-Deja-AN: 171143345
references: <savetz-2807960902500001@news.northcoast.com> <31FBECFF.5846@fast.net>
<31fc4e98.4712305@news.sover.net>
organization: Savetz Publishing
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer

In article <31fc4e98.4712305@news.sover.net>, rziegler@sover.net wrote:

> I would love to see a digital version of every Antic mag online, and
> catalogued to boot! Both text versions and the actual digitized page,
> large enough to be readable of course. Any other suggestions? (so

> far we are dreaming unless someone can donate server space(digitized
> pages of info get large fast.

We're using OCR to make text versions of the pages. Covers and necessary images are being scanned as JPEGs.

We won't be doing graphical scans of all the pages: its a TREMENDOUS waste of disk space (5K for the text of an average article, vs. about 1MB for the "actual digitized pages.") Its the INFORMATION that is important and useful, not the layout. And the information is much more useful and searchable as HTML.

--KMS

From 1531781347659664700
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b9092fb8616a5cb,start
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: SozobonX ld memory violations
Date: 1996/07/30
Message-ID: <4tlsjj$jk8@ccshst05.uoguelph.ca>#1/1
X-Deja-AN: 171193089
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

OK, I tried RTFMing on this, but I couldn't find anything. When I'm using SozobonX to do my C programming assignments, I occassionally get memory violations (type: free) when ld is run by cc. The weird thing is, it's usually caused by adding one puts() or printf() statement; when I comment out the statement, everything is compiled and linked just fine. I suspect that ld may not be allocating enough memory for itself, and there's a switch (-B <n>) to fix this. But how do I pass ld a switch from the makefile? I tried running ls by itself on my .o files, and it was unable to find such symbols as __argc and __argv (and others, which I can't recall ATM). In what library are these symbols?

THeo

From -2570967473038731175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3357330908c769cc
X-Google-Attributes: gid1115ce,public
From: schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: TOS cursor
Date: 1996/07/31
Message-ID: <vyz3f28ohj3.fsf@lamothe.informatik.uni-dortmund.de>#1/1

X-Deja-AN: 171236887
sender: schwab@lamothe.informatik.uni-dortmund.de
references: <4tafj8$en5@dux.dundee.ac.uk>
organization: Dortmund University, Germany
reply-to: schwab@issan.informatik.uni-dortmund.de
newsgroups: comp.sys.atari.programmer

In article <4tlocb$c0m@madeline.INS.CWRU.Edu>, bdc2@po.CWRU.Edu (Boris D. Cahan) writes:

|> In a previous article, schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab) says:

|>> In article <4tafj8$en5@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy Mitchell) writes:
|>>
|>> |> hi
|>> |> Can anyone tell me a what addresses the ST keeps the x,y text location of
|>> |> the cursor??
|>>
|>> Depends on TOS version, not to be used outside TOS.
|>>
|>> |> I am trying to control the cursor from GNU C.
|>>
|>> printf ("\33Y%c%c", row, column);
|>> fflush (stdout);
|> Yeh, this moves it, but where does it save it??
|> Just what are ESCj and ESCk (C_SAVE and C_RESTORE)???
|> I thought they were supposed to save the present cursor location,
|> and move it back when done.
|> But that doesn't seem to do it for me.

ESC j and ESC k are used internally when emulating some other ESC sequences which makes them pretty useless.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From -5434830836945603908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,34d9fdde81a5a1f7,start
X-Google-Attributes: gid1115ce,public
From: 101352.2326@compuserve.com (Stephen Wilson)
Subject: addressing ST centronics port
Date: 1996/07/31
Message-ID: <4tok34$9pr@arl-news-svc-4.compuserve.com>#1/1
X-Deja-AN: 171279265
organization: CompuServe Incorporated
reply-to: 101352.2326@compuserve.com
newsgroups: comp.sys.atari.programmer

Hello everyone.
I seem to remember seeing an ST assembler printing routine that was supposed to work far faster than the TOS effort. Can anyone got a copy or can you direct me to it?

I've looked at the TOS BIOS listing of the routine that adresses the centronics port and there are 2 aspects that really puzzle me. Why is it that:-

* there are so many successive operations putting the machine into supervisor mode, (surely one should be enough, followed at the end of the business by the restoration of user mode).
* supposing that it *is* necessary to put the machine into supervisor mode (to write to the port address), why should all interrupts be suspended? I'd like a routine I've installed running off the Timer A interrupt to continue unabated whilst the centronics port is written to. In other words, is possible to put the machine into supervisor mode whilst leaving the Timer A interrupt enabled?

As I say, what I'd really like to do is to write to the port without disabling the Timer A interrupt!

(Actually what I'd really *really* like to do is to write to the RS232 port without disabling the Timer A interrup, but I guess this is another matter altogether. Here I'd guess that other interrupts have to be disabled otherwise the timing of the serialisation process would be compromised. And so I'm settling for the centronics port).

TIA . . .
-
Steve Wilson
101352.2326@compuserve.com

From -5352033374739536595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d3471f885e518c7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Gem Keyboard Buffer
Date: 1996/07/31
Message-ID: <838925884_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 171289611
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <31FD01B8.69D6@two-dogs.demon.co.uk>
Mike Jackman <mickey@two-dogs.demon.co.uk> said:-

>Does anyone know how I can insert characters into the Gem keyboard
>buffer using Prospero C ?

Not really but issue Kbdvbase() and disassemble the relevent interrupt
routine. The docs for Iorec() will tell you the buffer layout.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 1671149246008637440
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3357330908c769cc
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Re: TOS cursor
Date: 1996/07/31
Message-ID: <4to5sm$d5q@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 171291977
references: <4tafj8$en5@dux.dundee.ac.uk> <vyz3f28ohj3.fsf@lamothe.informatik.uni-dortmund.de>
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

In a previous article, schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab)
says:

>In article <4tlocb$c0m@madeline.INS.CWRU.Edu>, bdc2@po.CWRU.Edu (Boris D. Cahan)
writes:
>
>|> In a previous article, schwab@lamothe.informatik.uni-dortmund.de (Andreas
Schwab) says:
>
>|>> In article <4tafj8$en5@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy
Mitchell) writes:
>|>>
>|>> |> hi
>|>> |> Can anyone tell me a what addresses the ST keeps the x,y text location of
>|>> |> the cursor??
>|>>

>|>> Depends on TOS version, not to be used outside TOS.
>|>>
>|>> |> I am trying to control the cursor from GNU C.
>|>>
>|>> printf ("\33Y%c%c", row, column);
>|>> fflush (stdout);
>|> Yeh, this moves it, but where does it save it??
>|> Just what are ESCj and ESCk (C_SAVE and C_RESTORE)???
>|> I thought they were supposed to save the present cursor location,
>|> and move it back when done.
>|> But that doesn't seem to do it for me.
>
>ESC j and ESC k are used internally when emulating some other ESC
>sequences which makes them pretty useless.

Then how does one access the addresses where the ST keeps the
x,y text location as asked in the ORIGINAL question???
I know I can put the cursor where I want with ESCY commands,
but how do I find where it WAS before I issue the ESCY command,
so I can put it back there????
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 4399522432689567024
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3357330908c769cc
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: TOS cursor
Date: 1996/07/31
Message-ID: <838924946_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 171319461
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4tafj8$en5@dux.dundee.ac.uk>
dmitchel@mcs.dundee.ac.uk (Davy Mitchell) said:-

>hi
>
>Can anyone tell me a what addresses the ST keeps the x,y text location of
>the cursor??

Longword at LineA offset -28. 1st word is column, 2nd is row.

>I am trying to control the cursor from GNU C.

Some points to note ...

1) The LineA is not officially documented but I expect you would get away with it.

2) The LineA variables can change at any time (ie system does a VDI call). As this is related to the text cursor though, you should find it does not get changed.

3) Due to (2) a multitasking system in theory could stuff the values there at any time. In practice it probably won't. On the other hand, there is no guarantee that the variables will even exist on an alternate OS. If they do exist they may only be valid in certain contexts.

For portability you would be better off starting with a known cursor position and keeping track of it yourself. This method would also work in a vt52 window for example.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -9154975345166155122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C compiler optimization, was Re: C programming stuff
Date: 1996/07/31
Message-ID: <838927448_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 171394568
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4tik0t$4ag@nyheter.chalmers.se>
d8klojo@dtek.chalmers.se (Johan Klockars) said:-

Just for a laugh, here's what MWC 3.0.9 managed. I had to change the long's to short though 'cos MWC starts calling library subroutines for 32 bit math! ...

```
>#define ROWS 25
>#define COLS 25
>
>void main(void)
>{
>        long i, j, k;
>        long array[ROWS][COLS];
>
>        for(i = 0; i < ROWS * COLS; i++)
>                *((long *)array + i) = 0;
>
>        k = COLS * ROWS;
>        for(i = 0; i < ROWS; i++)
>                for(j = 0; j < COLS; j++)
>                        array[i][j] += i * k;
>}
>
```

```
main_           link      a6, $0xFB0E
main_+0x4       movem.l   ${d5-d7,a5}, (a7)
main_+0x8       lea       0xFFFFFB1E(a6), a5
main_+0xC       moveq.l   $0x0, d7
main_+0xE       cmpi.w    $0x271, d7
main_+0x12      bge       main_+0x24
main_+0x14      move.w    d7, d0
main_+0x16      ext.l     d0
main_+0x18      lsl.l     $0x2, d0
main_+0x1A      movea.l   d0, a0
main_+0x1C      adda.l    a5, a0
main_+0x1E      clr.l     (a0)
main_+0x20      addq.w    $0x1, d7
main_+0x22      bra       main_+0xE
main_+0x24      move.w    $0x271, d5
main_+0x28      moveq.l   $0x0, d7
main_+0x2A      cmpi.w    $0x19, d7
main_+0x2E      bge       main_+0x5A
main_+0x30      moveq.l   $0x0, d6
main_+0x32      cmpi.w    $0x19, d6
main_+0x36      bge       main_+0x56
main_+0x38      move.w    d7, d0
main_+0x3A      ext.l     d0
main_+0x3C      lsl.l     $0x2, d0
main_+0x3E      movea.l   d0, a1
main_+0x40      adda.l    a5, a1
main_+0x42      move.w    d6, d0
main_+0x44      ext.l     d0
main_+0x46      lsl.l     $0x1, d0
main_+0x48      movea.l   d0, a0
main_+0x4A      adda.l    (a1), a0
main_+0x4C      move.w    d7, d0
main_+0x4E      muls.w    d5, d0
main_+0x50      add.w     d0, (a0)
```

```
main_+0x52      addq.w    $0x1, d6
main_+0x54      bra       main_+0x32
main_+0x56      addq.w    $0x1, d7
main_+0x58      bra       main_+0x2A
main_+0x5A      movem.l   (a7), ${d5-d7,a5}
main_+0x5E      unlk      a6
main_+0x60      rts
```

--

Guy Harrison

guy@swampdog.demon.co.uk

From -8643821829982184862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C programming stuff
Date: 1996/07/31
Message-ID: <838932114_OASIS_@swampdog.demon.co.uk>
X-Deja-AN: 172672169
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <DvC7Kw.6GG@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:

>: Much the same as the unix ls command.
>
>I'd like to try doing this myself. Mind giving me a sequence of steps on
>what to use and where to do it to do this? Doing this command, the ls > z
>would be to send a listing of the files to a file.

Erm, I'm not too clear on your paragraph above? I'll take it to mean
coding ...

Usage: ls [-adlrt] [file ...]
When used without options or arguments, ls prints on stdout the names
of all files in the current directory, sorted alphabetically. If used
with argument 'file', it prints only 'file' if found, or an error message
if not.

```
Options:
        -a      List all files (including '.' and '..')
        -d      Treat directories like files
        -f      Flag directories with trailing "\"
        -l      Use long format; give full information on file type and date
        -r      Reverse the order of all sorting
        -t      Sort by times, normally newest first (default: sort by name)
        -w      produce wide listing (defeated by l)
```

so it is really only a case of using the ST functions

Fgetdta() Fsetdta() Fsfirst() Fsnext()

with appropriate formatting and filtering. Output should be via fprintf(stdout,...). The redirection of the output is the responsibility of the command shell.

>That's right... I was reading my manual, and realized it meant that. Still
>am a bit of distance from finishing up reading it.

It takes a while!

>Reminds me, I'm about to write a program of my own that does Top 10s of
>various places of the Transcendence BBS. Top 10 of posters, calls,
>uploads, downloads, as well as Bottom Ten. I'm going to be using the qsort
>command, and am wondering about sorting an array, without sorting just one
>column... I was considering a struct arrayname with several parts to it,
>namely, username, posts, calls, uploads, and downloads. I'll read the
>index file, counting the users already on, then make a subroutine to read
>them in, putting them into the array, and then sort.

qsort() would be the best solution for MWC because shellsort() has a bug which iirc limits its capability to 32K arrays.

From your description you could adopt one of two methods - either scan the file then allocate space for the structure array and its contents or use a linked list and allocate as you go. The first method is easier but you would have to adopt the second if the file scanning took too much time. Using qsort() on the 1st is trivial

```
qsort(array_base,num_array_elements,sizeof(structure),sort_func)
```

the 2nd method would require you to create an array of pointers

```
p = calloc(num_array_elements,sizeof(structure*));
qsort(p,num_array_elements,sizeof(structure*),sort_func)
```

>: MagiC does not suffer from the 40 folder bug. One thing I forgot to
>: mention is that the shell gets as far as creating the redirected file.
>: As it is zero length then the shell obviously packed up before it got
>: to issuing an Fclose().
>
>It doesn't? Most interesting. I gotta get it sometime. So the shell just

>'forgets' to close the file after creating it? Apparently there's no error
>checking if I'm understanding you right.

I wasn't too clear. When TOS creates a file (Fcreate()) the directory entry is created immediately. Fwrite() can then write as much data as it likes but unless Fclose() is called that data gets lost and the file ends up as zero length (lots of floating clusters). As MSH ends up leaving a zero length file then it almost certainly means that MSH must have barfed before Fclose() else the file would contain _something_.

>: Here's a section showing how I added some newer Gem functions. Boring,
>: but perfectly possible. It could be simplified further with the MWC
>: library code sources because crystal() could be used I guess.
>
>Read it, but it looks more like assembler to me. I'm considering trying
>68K after I learn it some more. I never really got into 6502 assembler
>when I was playing with my 8bit. However, if I wish to get a little more
>complex, I'll use GCC and its updated command listings.

It is. I was showing it is still possible to upgrade MWC for new system calls. With access to the crystal() function source it would probably be possible using only C. My guess would be that new AES and VDI functions could be added simply by adding parameters to a table.

>: gemdos, bios and xbios functions are trivial - simply define a macro
>: in the same manner as the relevent header file.
>
>The compiler creates the headers for you, though all you need to do is
>write the actual coding yourself, according to the stuff I've been going
>through. There are some header files that you don't write, that I've seen
>that merely help out in writing your program.

Simply adding this to osbind.h is all that is required to make MWC support Bconmap(), a function that was not around when MWC was written

```
#define  Bconmap(a)         (long) xbios(44,a)
```

It's that easy!

>There's a QBBS.H file in the LazyBBS source code I've read through
>that's in the umich archives, that seems to be a QBBS style message
>base setup, though you have to be the one to write the actual message
>base. Shall I post this file?

ER, I dunno!

>: I saw it. Good luck!
>
>Thank you. Now all I need to is find Bob Swartz, owner and president, if
>I'm understanding right, of Coherent and Mark Williams Company. I suspect
>he's in the Northbrook, IL area, about 30 minutes outside Chicago, and he
>could be in Chicago somewhere. So far, I've found no email address,

>neither have I found a snailmailing address, though I found an email
>address of coherent@vma.cc.nd.edu. I emailed that, but no response yet. I
>did a telnet to the smtp port at nd.edu, and did a vrfy of it. Came back
>with something that looked like a mailhost at irishvma, whatever that is.
>If you do a whois on mwc.com, it'll tell you who it is. Below is what I've
>gotten so far...
>
>$ whois mwc.com
>
>Mark Williams Company (MWC-DOM1)
>
> 60 Revere Drive #250
> Northbrook, IL 60062
> Domain Name: MWC.COM
>
> Administrative Contact, Technical Contact, Zone Contact:
>   Dennison, John R. (JRD) jrd@MWC.COM
>   (708) 291-6700 ext. 121
>
> Record last updated on 15-Jun-94.
> Record created on 13-Feb-91.
>
> Domain servers in listed order:
>
> NETCOMSV.NETCOM.COM   192.100.81.101
> NS.NETCOM.COM   192.100.81.105
>
>(Hmm... Most interesting. Just now noticed this. Wonder if a few Netcom
>people will remember any of the MWC techs? Who do I write to at Netcom?)

From the date of the last update and the address (same as my manual),
plus the routing you post below it looks like this could be well out
of date. :-(

[snip]

>That's what I've gotten from my checks and then some. Any other ideas? I'm
>running out of them rather quick.

Try emailing some of the people who've posted on the coherent group?
Surely somebody there must know who took over MWC?

That done, I think it can be said that enough effort has been made to
track down the copyright?

--

Guy Harrison

guy@swampdog.demon.co.uk

From 1880613076442602728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe,start
X-Google-Attributes: gid1115ce,public
From: wtg <wtg@wtgab.demon.co.uk>
Subject: MWC & CSD
Date: 1996/08/01
Message-ID: <31FFF629.7955@wtgab.demon.co.uk>#1/1
X-Deja-AN: 171311972
x-nntp-posting-host: wtgab.demon.co.uk
content-type: text/plain; charset=us-ascii
mime-version: 1.0
reply-to: wtg@wtgab.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5Gold (Macintosh; I; PPC)

I bought Nark Williams C version 3.05? in the UK in (I think) 1979 or 1980. By that version all the manuals (apart from CSD) had been compiled into one huge mega-manual of around 1000 pages. As far as I know CSD was never bundled and had to be bought as a seperate product. In fact (if memory serves) I had to order it direct from MW in the USA since I couldn't find any British mail order company that stocked it. It snuck through customs in a plain brown padded envelope with a customs declaration saying there was nothing valuable inside! MWC 3.05 thru 3.09 (which is I think the last version) come on five disks and CSD comes on one disk. It is an excellent debugger with every feature you get nowadays in Delphi or CodeWarrior (and most of them worked better!)

Because I bought CSD from MW directly I got sent their various final offers including the opportunity to buy the complete source for all the libraries (I didn't).

Adding calls to new functions in the ROMS is very simple. crystal.s is provided and is the assembler binding. It is heavily commented and you just add the new function call's bindings and write the rest in C. Thats how I added the calls to the extended file Selector (the one that lets you add a custom message in the file selector). Accessing the STe's sound hardware took no more than writing a header file and a small library of functions (an evening) to make it simple in future.

Although it is a *very* K&R compiler it is one of the best - and the optimisation flags *really work*. The assembler provided is more than adequate for those little hacks required for the Vertical Blank Queue or Cookie Jars.

I'm writing this from (fond) memory as I 'upgraded' to a PowerMac in March/April '94 and sold my 4Mb STe (with NeoDesk etc) to my musician brother-in-law as a MIDI workstation...

If there is any (UK) reader of this post who wants MWC/CSD with all the manuals etc (in other words a legal transference of title to the software - no bootlegs here!) I *could* try and get them back (since he probably isn't using them!) but I imagine he'd want a few quid for them...

And it does seem *strange* that with 40 Megabytes of RAM and 1.25Gb of hard disk it seems to take *longer* to compile a project now than it did then - but thats probably nostalgia...

William T Goodall
bill@wtgab.demon.co.uk

From -1507558063551957015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe88eba5b9d900bc,start
X-Google-Attributes: gid1115ce,public
From: dhedberg@yin.kuai.se (Daniel Hedberg)
Subject: Hide the mouse pointer!
Date: 1996/08/01
Message-ID: <4tov91$6aa@kaon.kuai.se>#1/1
X-Deja-AN: 171337879
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Hi all,

I have recently started to program GEM. I'm doing everything in assembler, you probably think I'm stupid, but that's the language I'm most familiar with. 8-)

However, I would like to know how to properly hide the mouse cursor while updating graphics on the screen (in windows etc). As far as I know, you should not use Line-A, correct?

PS. If there's anyone else out there programming GEM in assembler, it would be nice to get in contact. DS.

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: http://www.kuai.se/~dhedberg/
E-Mail: dhedberg@kuai.se
IRC Nickname: _Daniel
----
oOo oOo
U U

From 6063625093045974331
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/08/01
Message-ID: <DvG27B.Fn5@iglou.com>
X-Deja-AN: 171351959
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <838932114_OASIS_@swampdog.demon.co.uk>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Erm, I'm not too clear on your paragraph above? I'll take it to mean
: coding ...

In a way, it's coding, yes, but you mentioned a way to get the TOS code disassembled, like the German people did with MagiC. I'm familiar with the ls command, as my provider is on Suns, and uses the Unix software. Been using it for years, though I've been on for close to two years, on a shell account, never have gone SLIP or whatever.

: with appropriate formatting and filtering. Output should be via
: fprintf(stdout,...). The redirection of the output is the
: responsibility of the command shell.

Sounds about right, or so it seems. I'll later on check the MiNT sources and see how they do it. I've saved your message to a file for later use. If you're using it on a modem environment, you'll wish to direct the output to both serial and console. I'll read up more on those commands.

: >That's right... I was reading my manual, and realized it meant that. Still
: >am a bit of distance from finishing up reading it.
:
: It takes a while!

A mouthful it is, all right. Wish I could get a second manual, as it looks like I'll be constantly referring to it. I emailed the fellow who does the ST version of gcc, and asked him about a command listing, like a 'reference card' of sorts, that I could refer to. He says it should be in the archive of the gcc source code, in texinfo. Gotta check that once I get MiNT installed. Been a little busy lately. Installed a 1.6 gig drive and CD ROM into a desktop case, replacing the old ICD case, for easier access when necessary. I'm enjoying it. Even have a 50 meg partition just for MiNT itself.

: qsort() would be the best solution for MWC because shellsort() has a

: bug which iirc limits its capability to 32K arrays.

That's what I'm gonna use. I located some other sorting routines, all using qsort, including one that's a bubble sort. A friend of mine was talking about this sort of thing.

: From your description you could adopt one of two methods - either scan
: the file then allocate space for the structure array and its contents
: or use a linked list and allocate as you go. The first method is
: easier but you would have to adopt the second if the file scanning
: took too much time. Using qsort() on the 1st is trivial

I'd say the first one is good, as I'll be allocating and deallocating as I go. Transcendence has two user files, the first is just a listing of users and their handles. I'll read that. I'll have a struct arrayname of that, plus of the main user file. Once I get the number of users who are on, I'll call the next routine to sort according to your qsort line. Then on to the others, using that same qsort line being called when needed. Before I get started, I'll write up a short routine to list how many, and so on, and add to it as I go. That way, I'll have fewer errors, and the job isn't too daunting.

Like I said, a two-dimensional array, or maybe multidimensional, is what I'll be using, containing the user's handle, number of calls, downloads, uploads, and posts. Qsort will be used on that.

: I wasn't too clear. When TOS creates a file (Fcreate()) the directory
: entry is created immediately. Fwrite() can then write as much data as
: it likes but unless Fclose() is called that data gets lost and the
: file ends up as zero length (lots of floating clusters). As MSH ends
: up leaving a zero length file then it almost certainly means that MSH
: must have barfed before Fclose() else the file would contain
: _something_.

Guess someone made a nice-size programming mistake. Always include one close statement for every time you open, or check to see if it's already open before you issue the open command. Then when you quit the program or system, you get bad clusters, zero-length files, etc. I see that every now and then with some people who have horror stories of this sort of thing. I once tried defragging a friend's old IBM system, and I mean old, a microchannel. [gag] He had bad clusters all over. Every time they got fixed, more would show up, and to make things worse, more programs and directories would disappear. He takes one look at me, obviously knowing I'm getting nervous, says he'll format and reinstall. heh... Same thing can happen on any computer if you're not careful.

: It is. I was showing it is still possible to upgrade MWC for new
: system calls. With access to the crystal() function source it would
: probably be possible using only C. My guess would be that new AES and
: VDI functions could be added simply by adding parameters to a table.

Most interesting. You mention this below. This is something I have to try myself sometime. Remember I'm still trying to get started in C, and am

searching for books, and have found, but not bought, them yet. Toad and Ben Smith both have some good ones. There's one I located not long ago that's not an Atari one, but will get it anyway due to the good reviews it's gotten from users. It's The Waite Group's C Primer Plus. I don't know if it sells in the UK, but I'm sure it may.

: >There's a QBBS.H file in the LazyBBS source code I've read through
: >that's in the umich archives, that seems to be a QBBS style message
: >base setup, though you have to be the one to write the actual message
: >base. Shall I post this file?
:
: ER, I dunno!

Go ahead and get it. If you can't find the file, I'll post it here for you and all. It's a pretty short file.

: From the date of the last update and the address (same as my manual),
: plus the routing you post below it looks like this could be well out
: of date. :-(

Yep. Looks like it. Joe Dennison, former MWC.com contact as you saw earlier, contacted me, and said for sure MWC is gone for good. The InterNIC has not yet removed them from their whois databases.

: Try emailing some of the people who've posted on the coherent group?
: Surely somebody there must know who took over MWC?

Likd I said above, I may have found something. Dennison gave me what looks like a possible address, so I'll be checking it out. Heck, I could probably write a text file on what I've done in my MWC searches! Now to do a crosspost on here, c.s.a.st, and c.s.a.8bit about searching for the TBBS and Forem ST authors. As you remember what I said earlier, Matt Singer said he had given the source to a couple other people, but can't remember who. So, I'm hoping someone in those groups would remember, as it seems none of those, except for a few, are here in the c.s.a.p group.

: That done, I think it can be said that enough effort has been made to
: track down the copyright?

Not yet! :-) Still am trying. Got loads of mail for awhile when I got started in the searches, and still have most of those mails, which number about 20. Once I do some more, and still fail, I can honestly say that I tried, with you and Rich backing me up, as well as all those who are reading these threads.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From -4977711690044509867
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: C compiler optimization, was Re: C programming stuff
Date: 1996/08/01
Message-ID: <4tpnvg$so5@nyheter.chalmers.se>#1/1
X-Deja-AN: 171418185
references: <838927448_OASIS_@swampdog.demon.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <838927448_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>
> In article <4tik0t$4ag@nyheter.chalmers.se>
> d8klojo@dtek.chalmers.se (Johan Klockars) said:-
>
>
>Just for a laugh, here's what MWC 3.0.9 managed. I had to change the
>long's to short though 'cos MWC starts calling library subroutines for
>32 bit math! ...

I've started a new thread about compiler optimization, since this one
is really about another matter.

>long's to short though 'cos MWC starts calling library subroutines for
>32 bit math! ...

Even for add and sub?
All the compilers will of course do that for the multiplication, but
as you'll see in my article only PureC actually did any multiplication
at all. I mention there that even PureC will of course use 'muls' if the
numbers are 16 bit integers.

[Clear loop code removed]

Now that sure isn't good!

[Double loop code deleted]

But that can't even work after the type of clearing I did!
It should give a bus error on the line:

```
>main_+0x4A      adda.l    (a1), a0
```

MWC has for some reason decided that 'array' is an array of pointers
to longs, but it isn't. It's an array of arrays of long!

(The C equivalent of a standard two dimensional array.)

It can't be legal to treat my definition/declaration of 'array' that
way. It certainly won't work in this case.

Are you sure you compiled the same program?

By the way, please direct followups to the other thread.
It's probably a good idea to include the code as well.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 1572459333624367679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bc37e20c2ca7ced0
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,bc37e20c2ca7ced0
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,bc37e20c2ca7ced0
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,5b31d4c40487c0a5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,bc37e20c2ca7ced0
X-Google-Attributes: gid1056fc,public
From: andy@troas.demon.co.uk (Andy D)
Subject: Re: Alternate Proposal: comp.binaries.atari.8bit
Date: 1996/08/01
Message-ID: <32006a8f.68395358@news3.news.demon.net>#1/1
X-Deja-AN: 171424082
x-nntp-posting-host: troas.demon.co.uk
references: <31E550DA.261E@ccm.jf.intel.com> <4s8b23$3ef@news1.io.org>
<4sit9e$2dd@falcon.ccs.uwo.ca> <31EE7543.1985@ccm.jf.intel.com>
<31f4986d.51077946@news.sover.net>
organization: 8 shaped worm
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8b
it,comp.sys.atari.programmer

On Tue, 23 Jul 1996 09:19:26 GMT, eru@sover.net (Rick Ziegler) wrote:

>
>yes to >Should comp.binaries.atari (all systems) be created?
>NO! to >Should comp.binaries.atari (all systems) be moderated?
>yes to >Should comp.binaries.atari.8bit be created?
>NO! to >Should comp.binaries.atari.8bit be moderated?

>yes to >Should comp.binaries.atari.st be created?
>NO! to >Should comp.binaries.atari.st be moderated?
>
>You have my votes, let me know when it is time for the real thing.
>I'll get you my vote, and all my friends too. :)
>Rick

Me too. :)

Especially as my provider just cut down the expiry on alt.binaries.*
to 5 days. comp.binaries.* is still 14 days.

.warez. is 2 days!!!!!

--
andy@troas.demon.co.uk

From -6651080627528418597
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4a80894ade38e29b,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: source btoa
Date: 1996/08/01
Message-ID: <3200f15af8b3a0@xs4all.nl>#1/1
X-Deja-AN: 171434476
x-xs4all-date: Thu, 01 Aug 1996 19:04:53 MET DST
content-type: text/plain; charset=ISO-8859-1
x-hardware: MC68000 Atari Mega 4 ST TOS 1.4
organization: Sad & Co., Amsterdam
x-url: http://xs4all.nl/~josdb
mime-version: 1.0
reply-to: josdb@xs4all.nl
newsgroups: comp.sys.atari.programmer

Where can I find the source code for btoa?

--

```
 ------------------------------------------------------------------------
|                 |    vertaler    |    translator     |   traductor    |
| Jos den Bekker  |Engels en Spaans|English and Spanish|espa⍰ol e ingl⍰s|
|<josdb@xs4all.nl>|-----------------------------------------------------|
|                 |           WWW: http://xs4all.nl/~josdb              |
 ------------------------------------------------------------------------
```

From -439814090705239740

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b16328ffb6f9925d
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,b16328ffb6f9925d
X-Google-Attributes: gidf8760,public
X-Google-Thread: 100a3b,b16328ffb6f9925d
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,b16328ffb6f9925d
X-Google-Attributes: gid1115ce,public
From: Kit Kimes <kimes@iexist.att.com>
Subject: Re: ANNOUNCE: Antic magazine on the Web
Date: 1996/08/01
Message-ID: <32010FB6.5B9@iexist.att.com>#1/1
X-Deja-AN: 171487737
sender: news@ncrcae.ColumbiaSC.ATTGIS.COM (news)
references: <savetz-2807960902500001@news.northcoast.com>
content-type: text/plain; charset=us-ascii
organization: Lucent Technologies - Bell Labs
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.program
mer
x-mailer: Mozilla 2.01 (X11; U; SunOS 5.4 sun4m)

Kevin Savetz wrote:
>
> I am happy to announce the launch of the Digital Antic Project. Antic
> magazine was the premiere magazine devoted to 8-bit Atari computers.
> Antic, like the 8-bit Atari, has been forgotten by all but a small
> minority...

What happened to Michael Current's effort to get the same thing going?
In fact what happened to Michael Current? Anyway, if he is still around
maybe he already has some of the issues scanned. I had volunteered to
help but never got around to it. I do have some of the later issues
of Antic but I gave most of them away at the Atari Mistfest last month.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

From 8334780795626038025
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,590554a879aa5cfe
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: MWC & CSD
Date: 1996/08/01

Message-ID: <DvHFF4.8HA@iglou.com>#1/1
X-Deja-AN: 171492420
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <31FFF629.7955@wtgab.demon.co.uk>
organization: Iglou
newsgroups: comp.sys.atari.programmer

wtg (wtg@wtgab.demon.co.uk) wrote:

: into one huge mega-manual of around 1000 pages. As far as I know CSD was
: never bundled and had to be bought as a seperate product. In fact (if

Aha! That's what I thought. Looks like I was pretty much right on this one, saying that I thought CSD was not bundled with the MWC package. More history unfolding! Guy H, now you know. :-)

: Because I bought CSD from MW directly I got sent their various final
: offers including the opportunity to buy the complete source for all the
: libraries (I didn't).

[sigh] I wish you had. Would have been nice.

: Adding calls to new functions in the ROMS is very simple. crystal.s is
: provided and is the assembler binding. It is heavily commented and you
: just add the new function call's bindings and write the rest in C. Thats
: how I added the calls to the extended file Selector (the one that lets
: you add a custom message in the file selector). Accessing the STe's
: sound hardware took no more than writing a header file and a small
: library of functions (an evening) to make it simple in future.

If you can, can you post these? I'd love to take a look at this sort of thing, since I'm just starting out, and would like to see what others have done and so on.

: Although it is a *very* K&R compiler it is one of the best - and the
: optimisation flags *really work*. The assembler provided is more than
: adequate for those little hacks required for the Vertical Blank Queue or
: Cookie Jars.

I believe MWC, from the manuals, have an ANSI version, not just the K&R things. They released the ANSI version later on, I believe what we all have now.

: If there is any (UK) reader of this post who wants MWC/CSD with all the
: manuals etc (in other words a legal transference of title to the
: software - no bootlegs here!) I *could* try and get them back (since he
: probably isn't using them!) but I imagine he'd want a few quid for
: them...

The only problem here is that MWC is no more. They went out in early '95 after being dormant in the Atari arena for several years. You can easily

sell the stuff to someone with no problems. Now just posting the stuff on the net, with the full executables and install disks, well, I don't know yet. I'm still attempting to get in contact with the former owner of MWC, Robert Swartz. I'm getting a little close, or so it seems.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From 8128776780849940684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe88eba5b9d900bc
X-Google-Attributes: gid1115ce,public
From: d2cg@dtek.chalmers.se (Christer Gustavsson)
Subject: Re: Hide the mouse pointer!
Date: 1996/08/01
Message-ID: <4tqajo$on@nyheter.chalmers.se>#1/1
X-Deja-AN: 171498993
references: <4tov91$6aa@kaon.kuai.se>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <4tov91$6aa@kaon.kuai.se>,
>However, I would like to know how to properly hide the mouse cursor while
>updating graphics on the screen (in windows etc). As far as I know, you
>should not use Line-A, correct?

Try using graf_mouse(M_OFF,...);

Regards, Christer

From 5602966029358781796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a5ed152dcbd42af
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: aa
Date: 1996/07/20
Message-ID: <4sq89j$8s4@inca01.inca.co.nz>#1/1
X-Deja-AN: 168989197
references: <4skibqibk1@mhafc.production.compuserve.com>
organization: INCA
newsgroups: comp.sys.atari.programmer

Roger Burrows <rzb20@juts.ccc.amdahl.com> wrote
>As far as Lattice C is concerned, the latest (5.6) has make, although
>I haven't actually used it. If you're just doing multiple compiles &
>links (and you have _some_ level of Lattice C v5), why not just use a
>project file ... they're easy to set up.

As a former owner of 5.06.02, and current user of 5.6, I must point out
that version 5.0x lacked "projects".

I believe that feature became available with v5.5.

--

Quote For The Month:

"Muttley - Do something!!!"

From -2170642895577168289
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C programming stuff
Date: 1996/07/20
Message-ID: <837972244_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 169067260
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <DuqxJu.HK4@iglou.com>
  rsg0910@iglou.com (Robert Goodwin) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: The latest version of MWC is (to my knowledge) 3.0.9.
>
>That's what I've been hearing as well. I'm wondering if it's possible to
>go ahead and put up the update disks now that MWC is no longer. Just
>checked to find I have version 3.0.6.

I'd check who owns the rights now - but it would be nice to get some
sources. My particular need is for the command shell sources because
pipes and redirection don't work under MagiC. :-(

If you find out anything please let me know. :-))

>: The MWC lexicon contains a wealth of examples. Also the C programmers

>: reference from Kernigan & Richie is well worth a read. I believe it
>: was updated to cover ansi so try and get an older version. Any C K&R
>: programming book will suffice for the basics. There is documentation
>: available off the net but I don't know where and can't vouch for its
>: quality.
>
>I've been reading through the 500+ page tome of the MWC manual, and whoa,
>it's quite a good read. I've been seeing the K&R books, and located the
>newer books at the local bookstore, and they're a little on the thin side,
>and are quite expensive, about $35-40. Also have C For Dummies, which gave
>me ideas and more insight, as well as a few others. I'll hit the local
>bookstores and see if I can locate that old version of K&R. Just do a
>Yahoo search under programming languages, and pick the one that has the
>category of C/C++.

I found it rather expensive here in the UK as well so I never bought a
copy either. Trouble is, you can't get the old version in libraries
any more.

>: The only atari reference book I know of which is still in print is the
>: compendium, reputed to be extremely comprehensive.
>
>I believe Toad has this. I have the catalog in front of me, but can't find
>the book, though I have the CD ROM. It's a little useless without the
>book. They do have the Atari ST Tips & Tricks, and I have the Graphics &
>Sound book. Bravo Sierra had something the last time I was on there, so
>I'll be checking around for who has what again. I did do some searches
>while at the MIST fest in Indy, and I only wish they had it more than once
>a year.

Good luck! :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

From 819320831155085814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C programming stuff
Date: 1996/07/20
Message-ID: <837972552_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 169067275
x-nntp-posting-host: swampdog.demon.co.uk

reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <31EF3AED.65D2@koptss03.delcoelect.com>
Checkers <jahronch@koptss03.delcoelect.com> said:-

>Robert Goodwin wrote:
>>
>> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>>
>> : The latest version of MWC is (to my knowledge) 3.0.9.
>>
>> That's what I've been hearing as well. I'm wondering if it's possible to
>> go ahead and put up the update disks now that MWC is no longer. Just
>> checked to find I have version 3.0.6.
>>
>That's a tough call. The copyright laws say ... But the company did decide
>to go out of business and no longer distribute the sw.
>
>As always, those of us who were too slow to get the lates updates before
>the company disappeared would be thankful for them now.

There might be some hope. While they were in business they were very
supportive. I once sent them a bug report on 3.0.5 crashing which they
could not reproduce - they sent me a free 3.0.9 anyway. :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

From -6853452809863511125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a4ce77432c1ca33a,start
X-Google-Attributes: gid1115ce,public
From: Carl Barron <75066.3204@CompuServe.COM>
Subject: Trap Vectors
Date: 1996/07/20
Message-ID: <4spq6b$ec3$1@mhadf.production.compuserve.com>#1/1
X-Deja-AN: 169187427
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

Trap Vectors:

TDI modula2 uses trap 6 to implememt coroutines, in any program compiled that uses coroutines.
RTX used a trap vector 6, I think to emulate task switching.

From 1462570335078446362
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/21
Message-ID: <DuvMv0.5Mt@iglou.com>#1/1
X-Deja-AN: 169148650
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <837972244_OASIS_@swampdog.demon.co.uk>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I'd check who owns the rights now - but it would be nice to get some
: sources. My particular need is for the command shell sources because
: pipes and redirection don't work under MagiC. :-(

Do so, if you can. I was pretty much out of the ST and Atari loop for several years, like about 1988-1992. Lotta stuff to miss. I still do have many of my magazines, both 8bit and ST, that I can check through, though I'll probably start out with the year 1988 or 1989, from when I've heard it went under or something. I'm still finding out about things that I missed from time to time, though I'd heard about the MIST fest every now and then. However, one slight bonus I have is that in my MWC manual, I have an 800 number. 1-800-MWC-1700. This big tome is quite surprisingly clear of other writing, other than the 312 number in Chicago, and the 800 number. Also included with the disks and the thick manual are two other manuals, the Resource Editor and csd C Source Debugger, all clear of any writing, and in very good shape. I'm gonna spend a little time checking what's on the floppies, though I seem to be missing the first two disks of the update of the csd debugger.

I've not played with MagiC yet. Right now, some of my time is spent learning the language, and reading the sources. However, I have been looking for a command resource 'card' for gcc. I don't mean the '-' commands, but rather, the C language commands it uses.

: I found it rather expensive here in the UK as well so I never bought a
: copy either. Trouble is, you can't get the old version in libraries
: any more.

It can be expensive, yes, but if you can find places that sell books for real cheap, grab them. I've located a few of them for $5 USD or less at times, and they're still in good condition, though they're for the IBM systems, but the examples are good.

: >I'll be checking around for who has what again. I did do some searches
: >while at the MIST fest in Indy, and I only wish they had it more than once
: >a year.
:
: Good luck! :-)

I was checking with Toad on the Compendium book, but can't find it in there. Where to find it, I don't know. Probably time to scour the bookstores again like I did when I was searching for this one 10-volume book for me to read

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From -988719799886661459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a5ed152dcbd42af
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: aa
Date: 1996/07/21
Message-ID: <4st5bs$9b6@studs.sci.kun.nl>#1/1
X-Deja-AN: 169195964
references: <4skibqibk1@mhafc.production.compuserve.com>
<4spqo9$50v@madeline.INS.CWRU.Edu>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <4spqo9$50v@madeline.INS.CWRU.Edu> bdc2@po.CWRU.Edu (Boris D. Cahan) writes:

> I posted to Hi-soft, and project files aren't used until 5.5.
>Make is not until 5.6
>Unfortunately I have 5.06.02. There appears NO way to compile kermit
>with it. The Makefile was for MWC, which I have the latest (?) ver 3.09.
>I can compile it with MWC, but I wanted to use a later, supported *C*.

There are some separate `make' utilities around (check out atari.archive.umich.edu), of which the best (I guess) is the GNU make, but I'm not sure whether that one works without MiNT.
You can easily set them up to use your C compiler.

Good luck,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -6094180455561614410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d7b3cacbda76c06,start
X-Google-Attributes: gid1115ce,public
From: allfree@scs.unr.edu (Benjamin C. Allfree)
Subject: Oregon Research's internet products?
Date: 1996/07/21
Message-ID: <4stsja$3on@silver.scs.unr.edu>#1/1
X-Deja-AN: 169269488
organization: UCCSN System Computing Services
newsgroups: comp.sys.atari.programmer

Has anyone called Oregon Research lately? They say they're finishing "Termite TCP" and something called "I-Browse" (or "Eyebrows?"). Does anyone know about these? They sound like Internet products to me!

--
Ben Allfree
shadow@iris.yolo.com | allfree@scs.unr.edu

From 4279430345206923815
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,802b9c46442cd3a4,start
X-Google-Attributes: gid1115ce,public
From: gdg7@vision.hrz.uni-giessen.de (Torsten Lang)
Subject: GCC 2.7.0 for TOS/MiNT
Date: 1996/07/21
Message-ID: <4stbu1$okq@c4.hrz.uni-giessen.de>#1/1
X-Deja-AN: 169310186
organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
newsgroups: comp.sys.atari.programmer

Hi everybody!
I'm searching for GCC 2.7.0 for MiNT/TOS somewhere in the net. There is a commercialized version (CD-ROM for a heavy 30-40 buck$) but I'm not interested in paying a lot of money for some kind of freeware!!!

The reason why I'm looking for GCC in this version is that GCC 2.3.3/2.5.8/2.6.1 for MiNT/TOS has serious bugs avoiding to compile programs such as

mkisofs without errors (there are no warnings but the programs do not work
due to some compiler errors!).

Regards,
    Torsten

P.S. Please contact me by EMail!

From 9014813340523669421
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6fb29ba19a9f7e99,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Help! C expert with amiga and atari savvy
Date: 1996/07/21
Message-ID: <4su1o8$mc2@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 169332826
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

Help! You might have seen earlier post by me in this area. I am trying
to update Kermit, without enough knowledge of *C*.
    I have MWC, the program the Atari parts were written for. So far,
I have gotten the latest version (192 beta) to compile and run, at least with
all of the capabilities of the 3-year old (189) version. That version
was VERY limited, and had no DIAL or SCRIPT capabilities. These were
not included because the Atari has no signal/alarm capabilities.
    Now there is a version for the MAC and for the Amiga, that have the
full system enabled. The MAC parts are very complicated, but the Amiga
version LOOKS simple. The main problem right now is, There are apparently some
system calls that I can't figure out. I need a VOLUNTEER to help me
figure out how to translate the Amiga calls to Atari, so the MWC can figure
them out.
    Anyone who helps will of course be duly acknowleged. I
have the sources for both versions.
    Can anyone help????
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -6293158361275512996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,16add6d65f32b43f
X-Google-Attributes: gid1115ce,public
From: bdc2@bdc2-ra.cwru.edu (Boris D. Cahan)
Subject: Re: ANSITerm 1.91 now PD on the web.

Date: 1996/07/21
Message-ID: <837928756_OASIS_NEWS@bdc2-ra.cwru.edu>#1/1
X-Deja-AN: 169846282
references: <Pine.GSO.3.93.960718133953.29247A-100000@grad>
organization: Case Western Reserve University
reply-to: bdc2@po.cwru.edu
newsgroups: comp.sys.atari.programmer

In article <Pine.GSO.3.93.960718133953.29247A-100000@grad>
Timothy Miller <millert@csee.usf.edu> wrote:-

>I have decided to release ANSITerm 1.91 in to the public domain. I have
>provided the executable because I cannot as yet find the source code.
>
>You can find it at http://www.csee.usf.edu/~millert in the computers
>section.

How different is 1.91 from 1.90? And from the ansilink sources in tsource?
If you find the source will you send it to me?

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 6006606236037395131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: C programming stuff
Date: 1996/07/22
Message-ID: <4sv2dl$7kf@inca01.inca.co.nz>#1/1
X-Deja-AN: 169399854
references: <DuLxIq.83o@iglou.com> <4shl2q$r1j@madeline.INS.CWRU.Edu>
<DupBoL.M9z@iglou.com>
organization: INCA
newsgroups: comp.sys.atari.programmer

Robert Goodwin (rsg0910@iglou.com) wrote:
> Has anyone played with Lattice C, version 5.60? How good is it?

Quite good - much better than 5.06.02 that I owned earlier, however it
does have a few features that piss me off - especially under MultiTOS.

And, if you are using MultiTOS, you can't change to a different app until compilation is finished. You can't even call a DA or some other innocuous util. (I often get ideas half way through a 25-minute build on my TT, and cannot test them out without aborting the build.)

And the way it seems to love to hang my machine when it has two megs of RAM consumed and I try to open a fourth or fifth window - it requires a "switch it off" cold boot - the whols system has hung. It's not that I have run out of RAM. Far from it - I have at least 8-10 megs of TT RAM free at that point.

(I run Mint 1.12 with memory protection 'on')

I'd have liked a way to mark a window as "read only", so version 2.17 of my masterpiece from three weeks ago won't be accidentally altered instead of the current version.

(Sorry. I just guess I am in a bitchy mood. it really is a good product if you can spare 3-5 megs of hard drive for it. It's much faster than version 5.0)

--

Quote For The Month:

"Muttley - Do something!!!"

From 8617435865985849109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2034d119e47bdd9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,2034d119e47bdd9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,2034d119e47bdd9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,2034d119e47bdd9a
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: Re: alt.binaries.atari
Date: 1996/07/22
Message-ID: <4sv66v$43h@orm.southern.co.nz>#1/1
X-Deja-AN: 169408134
references: <31EC2AFE.22B5@ccm.jf.intel.com>
followup-to:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progra
mmer
organization: Southern InterNet Services
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progra

mmer

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
:
: And I still haven't found a server that seems to believe my control
: message worked. Anyone out ther in Atari land have root access at a
: news server?

Yup!! Southern Internet Services Ltd. (southern.co.nz) has root access to
alt.binaries.atari newsgroup. Seems we simple folk here in New Zealand
are staying a step ahead of you folk out there...you had better catch up
soon!!! :)

Chris W.
/|\

From 7881604271222454961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b6e60d82348c2f4,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,b6e60d82348c2f4,start
X-Google-Attributes: gid109a67,public
From: borst@cs.utwente.nl (Pim Borst)
Subject: Keyboard system vectors
Date: 1996/07/22
Message-ID: <4sveef$4ao@pandora.cs.utwente.nl>#1/1
X-Deja-AN: 169476298
distribution: world
organization: University of Twente, Dept. of Computer Science
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hello,

I am writing driver software for a PC keyboard attached to the
MIDI ACIA of the ST. The driver converts scancodes from the PC
keyboard to equivalent Atari scancodes and then jumps to a
subroutine in the ST ROM that handles this scancode and puts
codes in the GEMDOS keyboard input buffer.

The problem now is how to find the address of this routine in ROM.
The Xbios call Kbdvbase gives vectors to routines to handle about
every type of messages from the keyboard, except for plain scancodes.

I found out that in TOS 2.06 the longword immediately before the
KBDVBASE structure is a vector to this routine. To make my driver
work for all TOS versions, I want to know which versions of TOS
use this undocumented vector. Does anybody know this?
And does anybody know at which address the routine is located for

the TOS versions that don't have this vector?

I know that jumping straight into the OS using an undocumented is
bad programming and highly non-portable, but I want to make a version
of the driver that does this because it then has the full Atari keyboard
functionality, including CNTRL+ALT+DELETE, ALT+HELP, ALT+(SHIFT)+UP/DOWN/
LEFT/RIGHT, ALT+ascii code etc. The portable version of the driver will
probably only contain code for 'normal' keystrokes.

Thanks,
Pim.

From 251910282353193685
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: C programming stuff
Date: 1996/07/22
Message-ID: <4t00a4$34c_001@jf.intel.com>
X-Deja-AN: 169522399
references: <837697028_OASIS_@swampdog.demon.co.uk> <DuqxJu.HK4@iglou.com>
<31EF3AED.65D2@koptss03.delcoelect.com> <DutryM.7t8@iglou.com>
organization: United Anarchists
newsgroups: comp.sys.atari.programmer

In article <DutryM.7t8@iglou.com>, rsg0910@iglou.com (Robert Goodwin) wrote:

>: That's a tough call. The copyright laws say ... But the company did decide
>: to go out of business and no longer distribute the sw.
>
>I know. However, I would like to hear from others out there, especially
>Rich Tietjens about this.

I;m no lawyer, but my opinion is: You should make a legitimate effort to
contact the last-known copyright holder(s); write any snail address you have,
perform a search on both the company name and program name on AltaVista and
Switchboard, post a query in several of the business newsgroups. If, after 30
days, you are unable to find/contact the copyright holders, place a disclaimer
in the archive (which I assume you will be creating) stating exactly what
methods you have used to try to contact the copyright holder and what results,
if any you have had, and that you will immediately withdraw the archive from
general distribution if anyone with a legitimate claim will contact you at
(your email address and your snail address).

Of course, if you are able to contact the owner, request their permission to
distribute. If they refuse, you should not post the exact text they used to
do so, (of course, if all they say is "no," that will be next to impossible to

avoid), but you should post that information - and wher to contact them - here, and any other place you feel it would be apropos. If they agree, again add a disclaimer as above with current contact information.

>There's some stuff in there, though I've not
>looked at the files on the disks, that seem to require a manual, about the
>switches that the support programs use. Plus, the main manual is about 740
>pages long, including the appendix, and so on. I'm not sure if I'm going
>to be the one to type all that in! :-) I did hear some time ago, someone
>did type in the entire GFA Basic manual, though I'm not sure what version.
>Yow. Lotta typing. There's an ST Format disk that was released a few years
>ago that had a GFA Special, and put GFA Basic 3.5, GFA Assembler, and GFA
>Raytrace on it. Shall I post this, now that I heard STF is no more after
>they release their final issue?

Magazines usually don't object to reposts after a year or so, but again, contact the publisher. It's plain courtesy, if nothing else - and if they plan to release a compendium, they may tell you so and you can start garnering interested potential customers for them.

>I've not heard anyone reply to my question about Matthew Singer, author of
>FoReM XE, FoReM ST, and a few other versions of FoReM. Is the source code
>for the ST still around? I ask, as I want to see how it was written, as it
>helps to have a few examples of BBSes written in C, if this was.

You might try contacting the "authors" of Turbo BBS, as Matt stated on many occasions that they had stolen his source code outright. I haven't heard from Matt in many a blue moon <G> and I think he's moved on to something else.

>: Let us know if you do put them on-line.
>
>I may do so only with the blessing of other people. If I get a lot of
>people saying they want me to do so, I will. I don't wish to lose my
>account on my ISP over this.

Given the foggy issue of copyright, it's best to try as I outlined above. I doubt that anyone except Prodigy or CompuServe (maybe AOL) would pull your account after you made an honest effort to contact the owner and failed.

BTW, in case onyone is interested, I contacted Joe Blenkle (author of the doorgame "Cows!") and he's alive and well, although without an ST. I don't know if he can still generate registered versions of Cows! but it's a fun game - well worth a trip to AltaVista to find Joe if you have a BBS that needs a wacky door.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****

Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From 5181632923909833883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40f5de5c8f6115d1
X-Google-Attributes: gid1115ce,public
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: 320 x 240 on Falcon?
Date: 1996/07/22
Message-ID: <DuyCAz.57v@novice.uwaterloo.ca>#1/1
X-Deja-AN: 169571610
sender: news@novice.uwaterloo.ca (Mr. News)
references: <Dut5w9.ApE@freenet.victoria.bc.ca>
organization: University of Waterloo
newsgroups: comp.sys.atari.programmer

In article <Dut5w9.ApE@freenet.victoria.bc.ca>,
Nicholas Steele <uq086@freenet.Victoria.BC.CA> wrote:

>Does anyone know what the proper graphics mode settings are to get a
>resolution of 320x240 on a Falcon? I know how to get 320x480 and I
>assumed by turning 'double - line' on it would become 320x240 but it
>turns out to be 320x200. Overscan gets the 240 but increases the 320
>which is no good because I want the 1:3 aspect ratio. Any suggestions?

There should be a VGA bit that you set. This will get you the 240 lines.

Art
P.S. I'll look up some docs and follow up
--
Art
atwareck@novice.uwaterloo.ca

From 6523784579442532687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7cd65f3ccfeb44b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a7cd65f3ccfeb44b
X-Google-Attributes: gid109a67,public
From: Julian_Reschke@ms.maus.de (Julian Reschke)
Subject: Re: Trap vectors
Date: 1996/07/22
Message-ID: <199607220724.a59018@ms.maus.de>#1/1

X-Deja-AN: 169619258
references: <4sgv6u$ooi@inca01.inca.co.nz>
<NEWTNews.837650244.14815.rzb20@rzb20.amdahl.com> <4sq7vg$8s4@inca01.inca.co.nz>
organization: MausNet
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
x-mailer: Freedom of Maus, Version 0.70.2.8.00c/MK2

In article <4sq7vg$8s4@inca01.inca.co.nz>, Gaven Miller (gmiller@inca.co.nz)
wrote:
>I already check that the params passed are correct, as well as the calling
>protocol (which requires certain magic values to be placed in CPU
>registers). At present, if something is wrong, the disambiguator will
>return a null result to the caller. (That is less than ideal, however.
>Version 2 will improve that with a much better and somewhat faster
>disambiguator and dispatcher, along with a more robust calling mechanism)

Etc.

Well. You don't have to use a trap at all. Just place a function pointer
into the cookie and call the functions through that interface. See
the XHDI spec as an example (http://wwwmath.uni-muenster.de/~reschke).

From 2271433222301214877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2034d119e47bdd9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,2034d119e47bdd9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,2034d119e47bdd9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2034d119e47bdd9a
X-Google-Attributes: gid109a67,public
From: Tom Lamparty <lamparty@telerama.lm.com>
Subject: Re: alt.binaries.atari
Date: 1996/07/22
Message-ID: <Pine.BSD.3.91.960722072657.27209B-100000@ganesh.lm.com>#1/1
X-Deja-AN: 169647243
references: <31EC2AFE.22B5@ccm.jf.intel.com> <4sv66v$43h@orm.southern.co.nz>
x-sender: lamparty@ganesh.lm.com
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Telerama Public Access Internet, Pittsburgh, PA
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progra
mmer

Don't even know what root access is but I can read the spammer messages
that have already appeared there!!

On 22 Jul 1996, Chris Wilkinson wrote:

> Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
> :
> : And I still haven't found a server that seems to believe my control
> : message worked. Anyone out ther in Atari land have root access at a
> : news server?
>
> Yup!! Southern Internet Services Ltd. (southern.co.nz) has root access to
> alt.binaries.atari newsgroup. Seems we simple folk here in New Zealand
> are staying a step ahead of you folk out there...you had better catch up
> soon!!! :)
>
> Chris W.
> /|\
>
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

From -5453740243488224207
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3df648934f0c50a5,start
X-Google-Attributes: gid1115ce,public
From: fj4a013@rzaix04.uni-hamburg.de (Benito Gattuso)
Subject: converter to MSDOS-format
Date: 1996/07/22
Message-ID: <4t081o$g3h@rzsun02.rrz.uni-hamburg.de>#1/1
X-Deja-AN: 170054132
organization: University of Hamburg -- Germany
newsgroups: comp.sys.atari.programmer

I have an ATARI and want to convert the files on this
machine to ascii files for MSDOS.
Is it possible to find such a converter?
Many thanks in advance.

--
Benito Gattuso
Hamburg, Germany

From 2158010861446297181
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,5d7b3cacbda76c06
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: Oregon Research's internet products?
Date: 1996/07/22
Message-ID: <4t06bu$18g_002@jf.intel.com>#1/1
X-Deja-AN: 170211330
references: <4stsja$3on@silver.scs.unr.edu>
organization: United Anarchists
newsgroups: comp.sys.atari.programmer

In article <4stsja$3on@silver.scs.unr.edu>,
   allfree@scs.unr.edu (Benjamin C. Allfree) wrote:
>Has anyone called Oregon Research lately? They say they're finishing
>"Termite TCP" and something called "I-Browse" (or "Eyebrows?"). Does
>anyone know about these? They sound like Internet products to me!

Just got off the phone with them - both products will be released this week -
and they are for the Amiga. We should join our "cousins" in celebrating this
new release, although it's of little use to us Atarians.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From 4165745413840344375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40f5de5c8f6115d1
X-Google-Attributes: gid1115ce,public
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: 320 x 240 on Falcon?
Date: 1996/07/22
Message-ID: <DuyE74.5Hx@novice.uwaterloo.ca>#1/1
X-Deja-AN: 170237623
sender: news@novice.uwaterloo.ca (Mr. News)
references: <Dut5w9.ApE@freenet.victoria.bc.ca> <DuyCAz.57v@novice.uwaterloo.ca>
organization: University of Waterloo
newsgroups: comp.sys.atari.programmer

In article <DuyCAz.57v@novice.uwaterloo.ca>,
Art Twarecki <atwareck@novice.uwaterloo.ca> wrote:

>There should be a VGA bit that you set. This will get you the 240 lines.

The VsetMode (XBIOS 0x58) call should have the VGA bit (bit 4) set, and
the STMODES bit (bit 7) clear.

Art
--
Art
atwareck@novice.uwaterloo.ca

From 9106683591367041784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/22
Message-ID: <Duyy22.A3r@iglou.com>#1/1
X-Deja-AN: 170518387
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <DuLxIq.83o@iglou.com> <4shl2q$r1j@madeline.INS.CWRU.Edu>
<DupBoL.M9z@iglou.com> <4sv2dl$7kf@inca01.inca.co.nz>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Gaven Miller (gmiller@inca.co.nz) wrote:

: And, if you are using MultiTOS, you can't change to a different app until
: compilation is finished. You can't even call a DA or some other innocuous
: util. (I often get ideas half way through a 25-minute build on my TT, and
: cannot test them out without aborting the build.)

Very annoying, all right. I'm trying to gather more info on writing a BBS
program, and have some stuff, but I don't quite get how the info is picked
up from the modem. Still am reading some of this stuff...

It would be nice to be able to use the computer at the same time a user is
on the board. As you can see, I'm just starting out. However, what with my
previous programming with Basic, Cobol, and some Pascal, it's made easier.

: (Sorry. I just guess I am in a bitchy mood. it really is a good product
: if you can spare 3-5 megs of hard drive for it. It's much faster than
: version 5.0)

That much space is easily spared if you got a gig drive like I do...

However, someone mentioned in an email to me that it puts out code that's
not exactly fast. What's up with this?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
            - Worf

From 9101522611004182649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bc37e20c2ca7ced0
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,bc37e20c2ca7ced0
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,bc37e20c2ca7ced0
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,5b31d4c40487c0a5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,bc37e20c2ca7ced0
X-Google-Attributes: gid1056fc,public
From: eru@sover.net (Rick Ziegler)
Subject: Re: Alternate Proposal: comp.binaries.atari.8bit
Date: 1996/07/23
Message-ID: <31f4986d.51077946@news.sover.net>#1/1
X-Deja-AN: 169607905
references: <31E550DA.261E@ccm.jf.intel.com> <4s8b23$3ef@news1.io.org>
<4sit9e$2dd@falcon.ccs.uwo.ca> <31EE7543.1985@ccm.jf.intel.com>
organization: wooga wooga
reply-to: rziegler@sover.net
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8b
it,comp.sys.atari.programmer

yes to >Should comp.binaries.atari (all systems) be created?
NO! to >Should comp.binaries.atari (all systems) be moderated?
yes to >Should comp.binaries.atari.8bit be created?
NO! to >Should comp.binaries.atari.8bit be moderated?
yes to >Should comp.binaries.atari.st be created?
NO! to >Should comp.binaries.atari.st be moderated?

You have my votes, let me know when it is time for the real thing.
I'll get you my vote, and all my friends too. :)
Rick

From 189832608373263206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a4ce77432c1ca33a
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Trap Vectors
Date: 1996/07/23
Message-ID: <4t1ctv$h3@inca01.inca.co.nz>#1/1
X-Deja-AN: 169611321
references: <4spq6b$ec3$1@mhadf.production.compuserve.com>
organization: INCA
newsgroups: comp.sys.atari.programmer

Carl Barron (75066.3204@CompuServe.COM) wrote:
> Trap Vectors:

> TDI modula2 uses trap 6 to implememt coroutines, in any program compiled
> that uses coroutines.
> RTX used a trap vector 6, I think to emulate task switching.

Thanks for the info.

Thankfully I don't use TRAP #6 (address VBR+$18 on 68010+ machines,
$00000018 on 68000 systems).

BTW: Are TDI Modula-2 and RTX comaptible in their implementation of Trap #6?
(Just curious)

--

Quote For The Month:

"Muttley - Do something!!!"

From -503630764201264361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: tholmbom@news.abo.fi (Thomas Holmbom IFK)
Subject: Re: MiNT stability (was: Re: Ataris new chance[...])
Date: 1996/07/23
Message-ID: <4t28je$4le@aton.abo.fi>#1/1
X-Deja-AN: 169641501
references: <552425755.432033.4.starship@3rdplanet.com>
<4sdsp2$idb@ccshst05.uoguelph.ca> <31EAD7D4.41A7@ccm.jf.intel.com>
<4sghn4$ipb@ccshst05.uoguelph.ca>
organization: Abo Akademi University

newsgroups: comp.sys.atari.programmer

thopman@uoguelph.ca (Theodore L Hopman) writes:

>PAK68/3? Of course, it may not be plug and play...And it's definitely not
>cheap. There was someone selling a very nice TT in comp.sys.atari.st for
>around $350 US, if you're in the market. Anyway, my binary of MiNT is 3rd
>version released by Michael Hormuth (sp?). FreeMiNT (which you appear to
>be using) are later versions worked on by more people. I really have to
>get around to upgrading :)

That's a German DIY project, isn't it? How can I get some info on it?

TH-96

From -4213885812316213020
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2034d119e47bdd9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2034d119e47bdd9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2034d119e47bdd9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,2034d119e47bdd9a
X-Google-Attributes: gidf8760,public
From: Kim Andersen <dksoft@image.dk>
Subject: Re: alt.binaries.atari
Date: 1996/07/23
Message-ID: <31F548A5.2BE8@image.dk>#1/1
X-Deja-AN: 169769015
references: <31EC2AFE.22B5@ccm.jf.intel.com>
content-type: text/plain; charset=us-ascii
organization: Image Scandinavia
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progra
mmer
x-mailer: Mozilla 3.0b4Gold (Win95; I)

Rich Tietjens wrote:

> And I still haven't found a server that seems to believe my control
> message worked. Anyone out ther in Atari land have root access at a
> news server?

I do Rich.

Greets
Kim Andersen

From 5190686858529163755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: Rory McMahon <mcmahon@inil.com>
Subject: Re: C programming stuff
Date: 1996/07/23
Message-ID: <31F5A777.3BF9@inil.com>#1/1
X-Deja-AN: 169801450
references: <838233998_OASIS_@swampdog.demon.co.uk>
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b4Gold (Win95; I)

Guy Harrison wrote:
>
> In article <DuvMv0.5Mt@iglou.com>
>   rsg0910@iglou.com (Robert Goodwin) said:-
>
> >Guy Harrison (guy@swampdog.demon.co.uk) wrote:

>
> Is there any response from those telephone numbers these days?

I think they're gone...:(

>
> >Also included with the disks and the thick manual are two other
> >manuals, the Resource Editor and csd C Source Debugger, all clear of any
> >writing, and in very good shape. I'm gonna spend a little time checking
> >what's on the floppies, though I seem to be missing the first two disks of
> >the update of the csd debugger.
>
> I never got csd myself. :-(

I bought csd debug at the 1985 chicago show and my ver has only 1 disk...

>
> --
>
> Guy Harrison
>
> guy@swampdog.demon.co.uk
>
>

From 3198256454960054301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: PAK68/3 (was Re: MiNT stability [etc...])
Date: 1996/07/23
Message-ID: <4t3dat$i4l@ccshst05.uoguelph.ca>#1/1
X-Deja-AN: 169852111
references: <552425755.432033.4.starship@3rdplanet.com>
<4sdsp2$idb@ccshst05.uoguelph.ca> <31EAD7D4.41A7@ccm.jf.intel.com>
<4sghn4$ipb@ccshst05.uoguelph.ca> <4t28je$4le@aton.abo.fi>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Thomas Holmbom IFK (tholmbom@news.abo.fi) wrote:
: thopman@uoguelph.ca (Theodore L Hopman) writes:

: >PAK68/3? Of course, it may not be plug and play...And it's definitely not
: >cheap. There was someone selling a very nice TT in comp.sys.atari.st for
: >around $350 US, if you're in the market. Anyway, my binary of MiNT is 3rd
: >version released by Michael Hormuth (sp?). FreeMiNT (which you appear to
: >be using) are later versions worked on by more people. I really have to
: >get around to upgrading :)

: That's a German DIY project, isn't it? How can I get some info on it?

: TH-96
I do believe it is based on a project from a German computer magazine. It
is now available as a commercial project from Toad (http://www.toad.net)
in the US and (IIRC) System Solutions in the UK. I don't know who the
Finnish distributors are. Toad's Web page does have a reasonably good
description of it.

THeo

From -8109280923218779772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a4ce77432c1ca33a
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Trap Vectors
Date: 1996/07/23
Message-ID: <4t1lqa$5ea@inca01.inca.co.nz>#1/1
X-Deja-AN: 170116721
references: <4spq6b$ec3$1@mhadf.production.compuserve.com>
<4t1ctv$h3@inca01.inca.co.nz>
organization: INCA

newsgroups: comp.sys.atari.programmer

Gaven Miller (gmiller@inca.co.nz) wrote:
> Thankfully I don't use TRAP #6 (address VBR+$18 on 68010+ machines,
> $00000018 on 68000 systems).

(Oops: Brain wasn't plugged in fully when I typed that - the offsets from
the VBR should be $98, and $00000098 in 68000 systems)

--

Quote For The Month:

"Muttley - Do something!!!"

From -4428706288539874316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C programming stuff
Date: 1996/07/23
Message-ID: <838233998_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 170263973
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <DuvMv0.5Mt@iglou.com>
  rsg0910@iglou.com (Robert Goodwin) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: I'd check who owns the rights now - but it would be nice to get some
>: sources. My particular need is for the command shell sources because
>: pipes and redirection don't work under MagiC. :-(
>
>Do so, if you can. I was pretty much out of the ST and Atari loop for
>several years, like about 1988-1992. Lotta stuff to miss. I still do
>have many of my magazines, both 8bit and ST, that I can check through,
>though I'll probably start out with the year 1988 or 1989, from when I've
>heard it went under or something.

Trouble is I haven't the faintest idea where to start!

>I'm still finding out about things that I missed from time to time,
>though I'd heard about the MIST fest every now and then. However, one
>slight bonus I have is that in my MWC manual, I have an 800 number.

>1-800-MWC-1700. This big tome is quite surprisingly clear of other
>writing, other than the 312 number in Chicago, and the 800 number.

Is there any response from those telephone numbers these days?

>Also included with the disks and the thick manual are two other
>manuals, the Resource Editor and csd C Source Debugger, all clear of any
>writing, and in very good shape. I'm gonna spend a little time checking
>what's on the floppies, though I seem to be missing the first two disks of
>the update of the csd debugger.

I never got csd myself. :-(

>I've not played with MagiC yet. Right now, some of my time is spent
>learning the language, and reading the sources. However, I have been
>looking for a command resource 'card' for gcc. I don't mean the '-'
>commands, but rather, the C language commands it uses.

It wasn't too hard to get MWC working under MagiC. The MSH will run
happily in a VT52 window, although in the end I found it better to put
the environmental vars into MAGX.INF and remove them from PROFILE. Now
MWC will run run happily from within MSH, by dragging a source to my
CC.PRG icon, or better still, I can just hit CTRL-SHIFT-M and MAKE
will be invoked on which ever window is active. If it wasn't for the
broken file redirection, it would be perfect!

--

Guy Harrison

guy@swampdog.demon.co.uk

From -3145334710410949215
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,418bbb0f8fdfc540,start
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: WWW: Midi and Sound for the atari.
Date: 1996/07/23
Message-ID: <4t3175$3fo_003@jf.intel.com>#1/1
X-Deja-AN: 170508545
references: <4t1pq4$qv2@fling.frisbee.net.au>
organization: United Anarchists
keywords: midi, sound, atari st
newsgroups: comp.sys.atari.programmer

In article <4t1pq4$qv2@fling.frisbee.net.au>,

peters@frisbee.net.au (Peter Sansom) wrote:
>
>Announcing Peter's page of Atari Sound and Midi programs and resources.
>
>Midi and Sound
>Any comments and further leads would be appreciated..
>

Added to my Bookmarks list at http://www.3rdplanet.com/~starship/atari.htm

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm


```
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and    |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
*************************************************************
Do NOT add my address to any mailing list without my express
permission.  Unsolicited commerical email will be proofread
at my usual consulting rate:  $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
*************************************************************
```


From -306344209791369812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,418bbb0f8fdfc540
X-Google-Attributes: gid1115ce,public
From: peters@frisbee.net.au (Peter Sansom)
Subject: WWW: Midi and Sound for the atari.
Date: 1996/07/23
Message-ID: <4t1pq4$qv2@fling.frisbee.net.au>#1/1
X-Deja-AN: 170547649
organization: Frisbee Internet, Adelaide South Australia
keywords: midi, sound, atari st
newsgroups: comp.sys.atari.programmer
summary: Pete's lil page o' midi and sound for the atari st

Announcing Peter's page of Atari Sound and Midi programs and resources.

Midi and Sound

Links to various Midi utilities, algorithmic music, sound editing and
creation. I have searched around for the most useful, interesting
programs and resources and this page is the result. No pictures, just
the facts :)

Please note that the page is aimed at ST and not Falcon , mainly because

I dont have a Falcon.
Any comments and further leads would be appreciated..

Peter Sansom
http://www.frisbee.net.au/~peters

From 4881115213133005754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: C programming stuff
Date: 1996/07/23
Message-ID: <4t3175$3fo_004@jf.intel.com>#1/1
X-Deja-AN: 170739836
references: <837697028_OASIS_@swampdog.demon.co.uk> <DuqxJu.HK4@iglou.com>
<31EF3AED.65D2@koptss03.delcoelect.com> <DutryM.7t8@iglou.com>
<4t00a4$34c_001@jf.intel.com> <Duyzrw.CF6@iglou.com>
organization: United Anarchists
newsgroups: comp.sys.atari.programmer

In article <Duyzrw.CF6@iglou.com>, rsg0910@iglou.com (Robert Goodwin) wrote:

>: You should make a legitimate effort to contact the last-known copyright >:
holder(s);
>
>I have a friend who lives in Chicago, so I can check with him. Since I'm
>deaf, I have trouble using voice on the phone, so I'm going to use the TTY
>Relay service in my state to call the 800 number. When I gave it a quickie
>test call, I got a human at the other end. I'll post the script of my
>check of the number later on.

Remind me to get in touch with you about Baudot code (I want to write a TTD
emulator for the Falcon).

>I'm hoping to find them soon, but I need info from everyone else as well.
>This isn't exactly a one-person job. [heh] You mentioned the business
>newsgroups. Which groups would this be? The biz.* groups? I seem to
>remember one of the FTP archives having something on MWC, giving something
>that was compiled by it.

There is the misc.business hierarchy, and alt.business - I'd go with misc at
first, because alt tends towards spam, as we all know. %^(

>Since Frank Charlton has mentioned that it's official that ST Format is
>quitting after the September issue, I don't think they'll object at all to
>the repost of this one disk. In all the reading of the STF mags, I've not
>seen anything that says I shouldn't put anything from the disks onto
>something else, like a BBS or the net, though I've seen on occasion some

>of the files on here and around. A CD ROM of their best sounds good.

I'd buy that.

>: You might try contacting the "authors" of Turbo BBS, as Matt stated on many
>: occasions that they had stolen his source code outright.
>
>Hmm... They did? I'd heard nothing on this. Who are the authors of TBBS? I
>don't think any of us have heard from Matt for awhile, but I guess many of
>us would like to know his email address, if he's reading this.

I don't run Turbo and don't have much more than that to give you. It's no
longer supported, either AFAIK.

>: doubt that anyone except Prodigy or CompuServe (maybe AOL) would pull your
>: account after you made an honest effort to contact the owner and failed.
>
>This is a local ISP I'm on, and I keep in occasional contact with the
>system people, so I'll check my TOS and with them. What I'm more concerned
>about is not national copyright, as in the States, but rather,
>international copyright.

Not likely a problem, either, as long as you have made that effort.

>: BTW, in case onyone is interested, I contacted Joe Blenkle (author of the
>: doorgame "Cows!")...
>
>I've got about 15 on my board alone, and am always looking for some good
>ones. A couple have a somewhat offbeat sense of humor, so I think
>something with an off-the-wall feel would probably do it.

This is definitely off the wall. Bits of it are off the planet!

>Off to AltaVista it is for me to do some checks. [Another One Bites The
>Dust in the background - hehe] Gonna do it anyway. [grin]

Good luck!

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From -5266087567406568704
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/24
Message-ID: <Dv13z6.6Gr@iglou.com>#1/1
X-Deja-AN: 169801443
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <838233998_OASIS_@swampdog.demon.co.uk>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >though I'll probably start out with the year 1988 or 1989, from when I've
: >heard it went under or something.
:
: Trouble is I haven't the faintest idea where to start!

That's my starting point, since my manual was dated 1988, and there's the references to it being not released any more for the STs a year or two after that. That's your starting point, on all ST mags, maybe the one that went out here in the States a few years ago. They were always reporting on some of the very good stuff. My Chicago friend sent me a couple boxes loaded with these mags, so I'll be looking around there. If anyone has other references, let me know, better yet, post them!

: Is there any response from those telephone numbers these days?

Yep. My response to Rich will tell you about it.

: >what's on the floppies, though I seem to be missing the first two disks of
: >the update of the csd debugger.
:
: I never got csd myself. :-(

So you got the original issue of csd, then?

: It wasn't too hard to get MWC working under MagiC. The MSH will run
: happily in a VT52 window, although in the end I found it better to put
: the environmental vars into MAGX.INF and remove them from PROFILE. Now
: MWC will run run happily from within MSH, by dragging a source to my
: CC.PRG icon, or better still, I can just hit CTRL-SHIFT-M and MAKE
: will be invoked on which ever window is active. If it wasn't for the
: broken file redirection, it would be perfect!

Since MagiC is copyrighted, and it's a little expensive for me, I'll wait

a bit til I can afford it. I've seen the newer GEMulator that doesn't
require the hardware card to work. It's nice. I'll be installing MWC soon,
to play around with it to see what to expect.

I see Toad is still selling Prospero C. Wonder if I can update it... Gonna
try soon on that one!

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
            - Worf

From -7473840303957512237
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3df648934f0c50a5
X-Google-Attributes: gid1115ce,public
From: Guy Geens <ggeens@elis.rug.ac.be>
Subject: Re: converter to MSDOS-format
Date: 1996/07/24
Message-ID: <Pine.HPP.3.90.960724121426.21213A-100000@geuze.elis.rug.ac.be>#1/1
X-Deja-AN: 169849705
x-fingerprint-0x5ae50475: 67 EF 21 48 AE D2 D8 FC 11 FF 6B E1 79 AE A2 97
references: <4t081o$g3h@rzsun02.rrz.uni-hamburg.de>
to: fj4a013@rzaix04.uni-hamburg.de
x-fingerprint-0xb4e778bd: CF 50 B6 9E 49 74 99 52 73 90 46 9A 7E F2 AD F7
content-type: TEXT/PLAIN; charset=US-ASCII
organization: ELIS -- TFCG / IMEC
x-fingerprint-0xab2a3f25: 2C 1A BA 3E 14 6F 51 D3 36 28 27 BC D0 0D B9 7E
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

-----BEGIN PGP SIGNED MESSAGE-----

On 22 Jul 1996, Benito Gattuso wrote:

> Date: 22 JUL 1996 15:51:20 GMT
> From: Benito Gattuso <fj4a013@rzaix04.uni-hamburg.de>
> Newgroups: comp.sys.atari.programmer
> Subject: converter to MSDOS-format
>
> I have an ATARI and want to convert the files on this
> machine to ascii files for MSDOS.
> Is it possible to find such a converter?
>
For pure ASCII files, you don't need any conversion. The special
characters (umlauts etc.) might get mangled up. You can't convert the
Hebrew characters, because MSDOS doesn't have them.

Check out the IdeaList package (probably on hensa or umich archives). There
is a helper program called BLINEX that will convert them for you.

- --
Guy Geens <guy.geens@elis.rug.ac.be>: Ph.D. student at ELIS -- TFCG / IMEC
Home Page: http://www.elis.rug.ac.be/ELISgroups/tfcg/staff/gg.html
finger ggeens@elis.rug.ac.be for PGP public keys (or use keyserver)

Born with a wicked charm and torn by this driving harm.
You see, it moves into me.
Brain wants to rule the heart.
Heart wants to tie the hands.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: pgp fingerprints in message headers

iQBVAwUBMfX5VXwHoCha5QR1AQEDuQIAvZSQ/kXZHC8x9vL/3l4H9TFFfhRtoCMc
Zqon+/Tp9hF06PhbG/379b2VoPUpud0mG3jPT0Zs7IPZeEoSQfV8Eg==
=CMje
-----END PGP SIGNATURE-----

From -3913166165905708366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
Subject: Re: C programming stuff
Date: 1996/07/24
Message-ID: <4t5dav$3uc_001@jf.intel.com>#1/1
X-Deja-AN: 169908465
references: <837697028_OASIS_@swampdog.demon.co.uk> <DuqxJu.HK4@iglou.com>
<31EF3AED.65D2@koptss03.delcoelect.com> <DutryM.7t8@iglou.com>
<4t00a4$34c_001@jf.intel.com> <Duyzrw.CF6@iglou.com> <4t3175$3fo_004@jf.intel.com>
<Dv13MF.64F@iglou.com>
organization: United Anarchists
newsgroups: comp.sys.atari.programmer

In article <Dv13MF.64F@iglou.com>, rsg0910@iglou.com (Robert Goodwin) wrote:
>
>TDD/TTY emulators are interesting. There's one already out on the net, so
>search under handicap archives. I do know that there's this exact archive
>out at oak.oakland.edu, and there's a program for the IBM systems. The
>Baudot code I don't know, since I don't have the specs with me. However, I
>do own a TTY, and it gets used a lot. You should listen to the tones

OK, grabbed 3 files from various sites. I'll see what I can do with 'em.

>Aha... Reminds me. I tried the 800 number using the Relay. Twice. Both
>times there was a male answering the phone. Both times he said he didn't
>have time, and hung up, giving the operator no time to reply. How rude.
>Maybe someone else can try if I keep having trouble with him?

Rude, indeed. What's the number? email me here at Intel and I'll give him a
buzz.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From -40420322232062625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1329f6cf3778f2f9,start
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: SozobonX library fns.
Date: 1996/07/24
Message-ID: <4t5kmb$9cg@ccshst05.uoguelph.ca>#1/1
X-Deja-AN: 169967840
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

I have a couple of questions about the SozobonX libraries. I was able to
install SozobonX system, get it running, and compile my C course projects
with it, so everything should be set up correctly. However, there are a
couple of "standard" functions, namely atof() and strtod() that don't
work. Trying to use atof() make the linker claim that it can't find the
symbol _atof, which is strange, because it's in the archive libc.a.
A similar message results when I try to use strtod(), except strtod is in
utils.a (or something similar) rather than libc.a. Dearchiving the .o
files stops the linker from complaining, but either I'm not using the
functions correctly or something's wrong with them, since they're not
working properly. I am aware that the double arithmetic in SozobonX isn't
there (or is broken). Would a cast as float solve the problem? I didn't

try that, since I really only wanted to convert strings to integers and
ended up using atol().

THeo

From 7054309930226265003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3df648934f0c50a5
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: converter to MSDOS-format
Date: 1996/07/24
Message-ID: <31F66240.794B@in.tu-clausthal.de>#1/1
X-Deja-AN: 169971025
references: <4t081o$g3h@rzsun02.rrz.uni-hamburg.de>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Benito Gattuso wrote:

> I have an ATARI and want to convert the files on this
> machine to ascii files for MSDOS.
> Is it possible to find such a converter?
> Many thanks in advance.

That is easy. just format a Disk on your Dos Computer (to all: is this
really necessary for disks?) and put the ASCII File from your Atari on
it. Then carry the Disk to the Dos Computer and read the file (not you,
let the DOS Computer do that. This is something even MSDos can do ;-).
This should be all you need to do for this "conversion".

Christof

From -5616836887765834412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/24
Message-ID: <Dv13MF.64F@iglou.com>
X-Deja-AN: 170502922
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2

references: <837697028_OASIS_@swampdog.demon.co.uk> <DuqxJu.HK4@iglou.com>
<31EF3AED.65D2@koptss03.delcoelect.com> <DutryM.7t8@iglou.com>
<4t00a4$34c_001@jf.intel.com> <Duyzrw.CF6@iglou.com> <4t3175$3fo_004@jf.intel.com>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:

: Remind me to get in touch with you about Baudot code (I want to write a TTD
: emulator for the Falcon).

TDD/TTY emulators are interesting. There's one already out on the net, so search under handicap archives. I do know that there's this exact archive out at oak.oakland.edu, and there's a program for the IBM systems. The Baudot code I don't know, since I don't have the specs with me. However, I do own a TTY, and it gets used a lot. You should listen to the tones coming from it, as each letter is different. Due to the federal requirements of the ADA (Americans w/ Disabilities Act passed in 1990/91), all states were required to provide the Relay Services, so each state has its own number.

On my homepage is a link to the Deaf WWW and a link to learning sign language, both of which can give you a starting point, as well as using deaf as a keyword for a Yahoo search.

Aha... Reminds me. I tried the 800 number using the Relay. Twice. Both times there was a male answering the phone. Both times he said he didn't have time, and hung up, giving the operator no time to reply. How rude. Maybe someone else can try if I keep having trouble with him?

: There is the misc.business hierarchy, and alt.business - I'd go with misc
: first, because alt tends towards spam, as we all know. %^(

Right, I know about spam... Most of what I read are in the alt.* groups. Spamming galore. I was considering crossposting my message here and there, so we get maximum coverage, and both groups chat freely. However, we may not need to, from what I've found. More below.

: >of the files on here and around. A CD ROM of their best sounds good.
:
: I'd buy that.

heh... One buyer already! I've got a number of them, and it'll take time to really go through it. A CD burner or whatever would be a little expensive, but I can always send it out to someone to do it for me. What's the address of the editors of STF? Can someone bring Frank Charlton here, and see what he says about this?

As for the international copyright thing, that effort will be made, but I'm not the only one to be doing this, as I'd like others to help out as well. How about it? We're mostly talking about companies that are no longer, and the owners can still prosecute for illegal distribution.

Finding the owners is a little difficult at times.

: I don't run Turbo and don't have much more than that to give you. It's no
: longer supported, either AFAIK.

That's what I figured. Neither are supported at the present time. However, I have found a number of Matthew Singers, and he's still at the Framingham, Massachusetts, address, or so it seems, from using Switchboard. AltaVista revealed a little more. I have his namesakes, or him, at Case Western Reserve University as a student, and at fau.edu in Florida, from the 8bit FAQ. A bit far from his Massachusetts home. Email has been sent, so I should have a reply after you read this, hopefully.

: This is definitely off the wall. Bits of it are off the planet!

Cows! it is, I'll nab, and see how it goes. And I thought my medieval assassin game was a little wild what with the way the prompts and responses are at times.

: >Off to AltaVista it is for me to do some checks. [Another One Bites The
: >Dust in the background - hehe] Gonna do it anyway. [grin]
:
: Good luck!

OK... Lots of things I've found, plus a couple emails waiting for me when I logged in today. One was on a question of Singer, like I said above. The second was on MWC. He mentioned an address, 60 Revere Drive, Northbrook, IL, 60062, 847-291-6700. The company went under according to an archived message I found, in February of 1995, though the company became inactive for the last several years. However, there's mention of Coherent, a Unix operating system clone of sorts, if I understand it right. Many, or at least some, of the former employees of MWC can be found on comp.os.coherent, and our Professor Boris has been talking to some of them on there. There's a few text files I found, that might be of interest, if anyone wants me to post them. All this was in a couple hours of searches.

That last mail also mentions of people attempting to get in contact with the owners of the MWC copyright, and not having much luck. It's merely one person doing all this. I'd rather have help doing this if I have trouble locating certain things.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
            - Worf

From -4593826258379419586
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,40f5de5c8f6115d1
X-Google-Attributes: gid1115ce,public
From: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
Subject: Re: 320 x 240 on Falcon?
Date: 1996/07/24
Message-ID: <Dv21Jn.Ks0@freenet.victoria.bc.ca>#1/1
X-Deja-AN: 170541242
sender: news@freenet.victoria.bc.ca (News Manager)
x-nntp-posting-host: vifa1
references: <DuyCAz.57v@novice.uwaterloo.ca> <Dut5w9.ApE@freenet.victoria.bc.ca>
organization: The Victoria Freenet Association (VIFA), Victoria, B.C., Canada
reply-to: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
newsgroups: comp.sys.atari.programmer

Thanks to everyone who posted/e-mailed with their suggestions. I was able
to get the resolution I wanted.

Nicholas

--

From -8704931235471441617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Re: C programming stuff
Date: 1996/07/25
Message-ID: <4t6ejq$2dj@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 169972228
references: <838233998_OASIS_@swampdog.demon.co.uk>
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

In a previous article, guy@swampdog.demon.co.uk (Guy Harrison) says:

> In article <DuvMv0.5Mt@iglou.com>
> rsg0910@iglou.com (Robert Goodwin) said:-
>
>>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>>

>
>>Also included with the disks and the thick manual are two other

>>manuals, the Resource Editor and csd C Source Debugger, all clear of any
>>writing, and in very good shape. I'm gonna spend a little time checking
>>what's on the floppies, though I seem to be missing the first two disks of
>>the update of the csd debugger.
    Strange! I have MWC3.09, and csd. there is only one disk for it!
>I never got csd myself. :-(
>

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -8325870043401822062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: C programming stuff
Date: 1996/07/25
Message-ID: <4t6no8$43t@inca01.inca.co.nz>#1/1
X-Deja-AN: 170029693
references: <DuLxIq.83o@iglou.com> <4shl2q$r1j@madeline.INS.CWRU.Edu>
<DupBoL.M9z@iglou.com> <4sv2dl$7kf@inca01.inca.co.nz> <Duyy22.A3r@iglou.com>
organization: INCA
newsgroups: comp.sys.atari.programmer

Robert Goodwin (rsg0910@iglou.com) wrote:
> Gaven Miller (gmiller@inca.co.nz) wrote:
> : (Sorry. I just guess I am in a bitchy mood. it really is a good product
> : if you can spare 3-5 megs of hard drive for it. It's much faster than
> : version 5.0)

> That much space is easily spared if you got a gig drive like I do...

True. But if you are using a computer that came with a 48 meg drive (as
my TT used to until late last year), it can be a bit tight.

The 5.60 installer still puts a lot more stuff on the hard drive than
needed (one can, when one is familiar with Lattice, delete the unneeeded,
so Lattice only takes perhaps a meg or so)

> However, someone mentioned in an email to me that it puts out code that's
> not exactly fast. What's up with this?

Compilation options can be the biggie.

The "debug with register flushing" compilation mode is guarranteed to
slow things down - especially if you write code that uses tight loops (an
interrupt handler grabbing data "live", for example).

This is a problem with all compiled languages, especially when the compiler gets a different idea of what the code does to what you want it to do.

But you can also run the app through the supplied optimiser (an optional phase in the compile process) to speed it up by 10% (I believe that the manual gives that figure - I have never actually got that much of a speedup from it)

But even then it isn't the fastest.

If you are familiar with 68k assembler, you can speed up the "wading through treacle while pulling a fully laden logging truck" slow bits by writing in assembly language. (Or engage the assistance of a 68k assembler programmer)

The enclosed debugger, MON is good, but will not co-operate in MultiTOS. I've emailed Hisoft, and got a less than helpful response ("That's how we wrote it, and it's just a fact of life that it acts that way in the presence of MultiTOS")

Lattice is still better than Megamax C, although not as fast as Laser C (both in compilation and code produced). But it beats Laser in being able to run on my TT, and in being able to output '030 code.

--

Quote For The Month:

"Muttley - Do something!!!"

From -5242982273001947401
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3df648934f0c50a5
X-Google-Attributes: gid1115ce,public
From: "Jens M. Felderhoff" <jmf@infko.uni-koblenz.de>
Subject: Re: converter to MSDOS-format
Date: 1996/07/25
Message-ID: <31F74974.1CF8@infko.uni-koblenz.de>#1/1
X-Deja-AN: 170065199
references: <4t081o$g3h@rzsun02.rrz.uni-hamburg.de>
<Pine.HPP.3.90.960724121426.21213A-100000@geuze.elis.rug.ac.be>
content-type: text/plain; charset=us-ascii
organization: University of Koblenz, Germany
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (X11; I; SunOS 5.5 sun4m)

Guy Geens wrote:
>

> -----BEGIN PGP SIGNED MESSAGE-----
>
> On 22 Jul 1996, Benito Gattuso wrote:
>
> > Date: 22 JUL 1996 15:51:20 GMT
> > From: Benito Gattuso <fj4a013@rzaix04.uni-hamburg.de>
> > Newgroups: comp.sys.atari.programmer
> > Subject: converter to MSDOS-format
> >
> > I have an ATARI and want to convert the files on this
> > machine to ascii files for MSDOS.
> > Is it possible to find such a converter?
> >
> For pure ASCII files, you don't need any conversion. The special
> characters (umlauts etc.) might get mangled up. You can't convert the
> Hebrew characters, because MSDOS doesn't have them.

There`s a GNU tool out there, called recode that handles all sorts of
character-set specific conversions of texts.

It also handles the Atari character-set and makes it possible to convert
the first to almost any other machines` alphabet and vice versa.

The character sets comprise lots of ISO sets, ASCII, several PC and Mac
sets etc. It is available (binary) at:
    ftp://ftp.uni-paderborn.de/ataritools/util/recode34.zip

Or as source code at any server that got a gnu directory.

Tschuess

Jens
--

```
+-------------------------------------------------------------------+
|Jens M. Felderhoff                                                 |
+-------------------------------------------------------------------+
|e-mail: jmf@scary.fido.de,       |  Fido:  2:2454/95.10@fidonet.org |
|        jmf@infko.uni-koblenz.de |  NeST: 90:400/601.10@nest.ftn    |
+-------------------------------------------------------------------+
```


From -5427537935792440693
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C programming stuff
Date: 1996/07/25

Message-ID: <838374682_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 170119327
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk

newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <Dv13z6.6Gr@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:

>: I never got csd myself. :-(
>
>So you got the original issue of csd, then?

I've never had any copy of csd. I found the undocumented (in the lexicon) -VCSD switch in CC.PRG by accident one day when messing with a disk sector editor. The level of comments generated along with -S meant I could trace bugs back to source lines anyway.

>: It wasn't too hard to get MWC working under MagiC. The MSH will run
>: happily in a VT52 window, although in the end I found it better to put
>: the environmental vars into MAGX.INF and remove them from PROFILE. Now
>: MWC will run run happily from within MSH, by dragging a source to my
>: CC.PRG icon, or better still, I can just hit CTRL-SHIFT-M and MAKE
>: will be invoked on which ever window is active. If it wasn't for the
>: broken file redirection, it would be perfect!
>
>Since MagiC is copyrighted, and it's a little expensive for me, I'll wait
>a bit til I can afford it. I've seen the newer GEMulator that doesn't
>require the hardware card to work. It's nice. I'll be installing MWC soon,
>to play around with it to see what to expect.

I wish I knew what in MagiC causes MSH to have broken pipes and redirection!

>I see Toad is still selling Prospero C. Wonder if I can update it... Gonna
>try soon on that one!

It might be possible. I've got Prospero Pascal and if I ever had reason to use it any more, I reckon it's flexible enough to add new calls to.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -439861817974983466

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C programming stuff
Date: 1996/07/25
Message-ID: <838375296_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 170119358
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4t6ejq$2dj@madeline.INS.CWRU.Edu>
bdc2@po.CWRU.Edu (Boris D. Cahan) said:-

>
>In a previous article, guy@swampdog.demon.co.uk (Guy Harrison) says:
>
>> In article <DuvMv0.5Mt@iglou.com>
>> rsg0910@iglou.com (Robert Goodwin) said:-
>>
>>>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>>>
>
>>
>>>Also included with the disks and the thick manual are two other
>>>manuals, the Resource Editor and csd C Source Debugger, all clear of any
>>>writing, and in very good shape. I'm gonna spend a little time checking
>>>what's on the floppies, though I seem to be missing the first two disks of
>>>the update of the csd debugger.

> Strange! I have MWC3.09, and csd. there is only one disk for it!

>>I never got csd myself. :-(

My 3.0.9 came on 5 disks - I never got csd on any of them. Should
there be a sixth disk?

--

Guy Harrison

guy@swampdog.demon.co.uk

From -8203161278049499649
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/25
Message-ID: <Dv43A7.MKK@iglou.com>#1/1
X-Deja-AN: 170121333
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <838374682_OASIS_@swampdog.demon.co.uk>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I've never had any copy of csd. I found the undocumented (in the
: lexicon) -VCSD switch in CC.PRG by accident one day when messing with
: a disk sector editor. The level of comments generated along with -S
: meant I could trace bugs back to source lines anyway.

Probably depends on what version you have. I have the csd manual, so I
know it's there. Seems most of the posters here never got it, though some
did. I'd like to find out who did and didn't.

: >Since MagiC is copyrighted, and it's a little expensive for me, I'll wait
: >a bit til I can afford it. I've seen the newer GEMulator that doesn't
: >require the hardware card to work. It's nice. I'll be installing MWC soon,
: >to play around with it to see what to expect.
:
: I wish I knew what in MagiC causes MSH to have broken pipes and
: redirection!

There's mention that TOS can somehow be decompiled, which is how the
German people came up with MagiC, fixing a lot of bugs in there. I'd love
to see the original code.

: It might be possible. I've got Prospero Pascal and if I ever had
: reason to use it any more, I reckon it's flexible enough to add new
: calls to.

I was doing some checks on AltaVista and a few others, so I'll see what
else I can find. Some things exist with MWC, while not so with Prospero.

Reminds me... I was doing some heavy checking with the search engines and
then some. Found a few more people who were running Forem ST, and so on,
and got a couple messages, one about possibly where I can find the other
person that Matt had given the source to Forem, and the person who may be
the copyright owner of MWC, and suggested reading comp.os.coherent.

I'm on my way...

--

Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From -8799714894312714780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/25
Message-ID: <Dv2t0D.1H0@iglou.com>#1/1
X-Deja-AN: 170267562
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <837697028_OASIS_@swampdog.demon.co.uk> <DuqxJu.HK4@iglou.com>
<31EF3AED.65D2@koptss03.delcoelect.com> <DutryM.7t8@iglou.com>
<4t00a4$34c_001@jf.intel.com> <Duyzrw.CF6@iglou.com> <4t3175$3fo_004@jf.intel.com>
<Dv13MF.64F@iglou.com> <4t5dav$3uc_001@jf.intel.com>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:

: >do own a TTY, and it gets used a lot. You should listen to the tones
:
: OK, grabbed 3 files from various sites. I'll see what I can do with 'em.

Great! Let me know what you may plan on doing with it.

: Rude, indeed. What's the number? email me here at Intel and I'll give him
: buzz.

Just emailed you on this... Let me know what you find.

Reminds me. I just got a reply from Matt Singer. One of two emails to two Singers netted him, in a pretty fast response, though short. Maybe someone else can help out with some things he said...

He said that he had given the code to a couple people, but who, he can't remember. Anyone know anything on this? He also talked about the TBBS program, a clone of his Forem ST program, and said that the people hailed from Canada. He'd rather forget about them, probably an interesting nightmare that happened. Finally, he mentioned that there was someone who edited his ST-Term to PD-Term, and posted it all over. I'm going to check back with him later, to see if he still has his old ST stuff around.

I don't have much info on the Turbo BBS program, but if someone used it, and still has it somewhere, let me know. I'll be checking with AltaVista, but I think the IBM systems have something similar.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From -1722813630450499244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: C programming stuff
Date: 1996/07/25
Message-ID:
<ftn_2.203.221.11$fidonet.org_31f7cacd_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 170588061
sender: news@ct.se
references: <4sv2dl$7kf@inca01.inca.co.nz>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 58e7a3ae924056c2aa9163477364d5d7
x-mailer: uugate 1.00 (FreeBSD 2.10) (Fidonet Gateway)

In a message Gaven Miller wrote to All :
GM> Quite good - much better than 5.06.02 that I owned earlier, however it
GM> does have a few features that piss me off - especially under MultiTOS.

It sure does. The editor is one.

GM> And, if you are using MultiTOS, you can't change to a different app
GM> until compilation is finished. You can't even call a DA or some other
GM> innocuous util. (I often get ideas half way through a 25-minute build on
GM> my TT, and cannot test them out without aborting the build.)

What about using QED as the editor insteed? Has anyone modified it to work with Lattic C? I know that there are a version to use QED with DevPac insteed of that editor (as bad as the one supplied with Lattice C).

QED is very nice.

Cheers,
Magnus Kollberg

From 5408939256882324870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2a002051996971db,start
X-Google-Attributes: gid1115ce,public
From: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
Subject: WORDS per line of video memory?
Date: 1996/07/25
Message-ID: <Dv48DE.4M9@freenet.victoria.bc.ca>#1/1
X-Deja-AN: 170603291
sender: news@freenet.victoria.bc.ca (News Manager)
x-nntp-posting-host: vifa1
organization: The Victoria Freenet Association (VIFA), Victoria, B.C., Canada
reply-to: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
newsgroups: comp.sys.atari.programmer

Does anyone know the correct number of words per line in 320 x 200 16-bit
color mode on the Falcon? Logic says 320(pixels per line) * 1(16 bit
color equals 2 bytes or 1 word) for a total of 320 words per line. Is
this wrong? I ask because if I fill the first 320 words of screen memory
2 lines are drawn. It must be an easy answer but I'm stumped.

Nicholas

--

From 1211650241276616036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C programming stuff
Date: 1996/07/25
Message-ID: <838415686_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 170672932
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <Dv43A7.MKK@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Probably depends on what version you have. I have the csd manual, so I
>know it's there. Seems most of the posters here never got it, though some
>did. I'd like to find out who did and didn't.

I originally purchased 3.0.5 - there was no csd with it. MWC sent me
3.0.9 after I wrote pointing out a bug. If 3.0.9 came with csd on a
disk of its own then I suppose I could have missed out on it, not
having purchased 3.0.9 directly.

>There's mention that TOS can somehow be decompiled, which is how the
>German people came up with MagiC, fixing a lot of bugs in there. I'd love
>to see the original code.

I did a tiny bit of investigating of the broken shell. The bug is
always the same. Even a simple "ls > z" ...

r_look.c: 52: assert(p) failed.
waiting for newline ...

[then MSH quits]

This appears to be down to Fforce() and Fdup(), although I'm not
certain of that - I'd have to do some test code to refresh my memory.
It might just have been MWC's dup() and dup2().

>: It might be possible. I've got Prospero Pascal and if I ever had
>: reason to use it any more, I reckon it's flexible enough to add new
>: calls to.
>
>I was doing some checks on AltaVista and a few others, so I'll see what
>else I can find. Some things exist with MWC, while not so with Prospero.

MWC is easy enough to upgrade for newer OS functions, especially TOS
ones. Gem ones are a little more longwinded but still easy.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 3990402632225772032
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,419e36fe86e248cb,start
X-Google-Attributes: gid1115ce,public

From: vegard@interlink.no (Vegard Hofsoy)
Subject: GFA page under construction, help...
Date: 1996/07/26
Message-ID: <vegard-2607960347040001@trh-ppp13.interlink.no>#1/1
X-Deja-AN: 170196934
organization: Mediadrom AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

Hi all GFA programmers!

I am currently updating my website, and want to include a page for GFA programmers, since I have found no such thing on the web. I already have a page for Face Value (GFA-tool) and a general Atari page...

I need your help. I want to collect all patches, utilities etc, so people can download (or preferably pointers to FTP...). I know about A La Card, M_TUNF, GFA_PATCH (1.07?), but I am sure there is more (a FAQ, f.ex).

Preferably in english, but I have resigned to the fact that most of the good stuff is in german, so that is ok, too. Just make sure to explain what it is (my german is a bit rusty...:-).

Please e-mail: vegard@interlink.no

Vegard Hofsoy

PS: http://www.mediadrom.no/mediadrom/vegard/faceval.html
    http://www.mediadrom.no/mediadrom/vegard/munch.html
    http://www.mediadrom.no/mediadrom/vegard/atari.html

From -2694065921935770818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/15
Message-ID: <4sdsp2$idb@ccshst05.uoguelph.ca>#1/1
X-Deja-AN: 169043593
references: <552425755.432033.4.starship@3rdplanet.com>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Rich Tietjens (starship@3rdplanet.com) wrote:
: cdonat@in.tu-clausthal.de barked in comp.sys.atari.programmer on 13 Jul 96:

: >> To support such applications, you need a
: >> stable operating system with good communications support and more
: >> advanced features like robust multitasking and threading.

: c>
: c> You mean something like MiNT?-)

: He said "stable." That's not like MiNT in my experience. %^(

Really? I'm using Mint 1.12h3, and it's generally been rock solid for me, even when I'm doing programming. Of course, I _am_ running it with memory protection on, so that may make a difference.

THeo

From 5503712248136741613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/15
Message-ID: <31EAD7D4.41A7@ccm.jf.intel.com>#1/1
X-Deja-AN: 169076681
references: <552425755.432033.4.starship@3rdplanet.com>
<4sdsp2$idb@ccshst05.uoguelph.ca>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b3 (Win95; I; 16bit)

Theodore L Hopman wrote:
>
> : He said "stable." That's not like MiNT in my experience. %^(
>
> Really? I'm using Mint 1.12h3, and it's generally been rock solid for
> me, even when I'm doing programming. Of course, I _am_ running it with
> memory protection on, so that may make a difference.

I'm sure it does. If there were a plug & play 030 that could replace my 68000 CPU, I'd try that. There's not, AFAIK, however, so I'm stuck with MINTNP in the AUTO folder when I want to run MultiTOS. I think my version of Mint is 1.12f-something, I take it there's a later binary available?

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |

+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From 3628250495721091815
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ae8f384821ee290
X-Google-Attributes: gid1115ce,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: HELP! I need a VT100 console driver for Kermit.
Date: 1996/07/15
Message-ID: <31EADB85.4867@ccm.jf.intel.com>#1/1
X-Deja-AN: 169076707
references: <4s17e9$4tu@madeline.INS.CWRU.Edu>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b3 (Win95; I; 16bit)

Boris D. Cahan wrote:
>
> I am trying to update Kermit for the Atari. It is 3 versions out of date.
> One of the things it needs BADLY is a VT100 console driver.
> Surely, somewhere in Atariland, someone has written a PD driver???
> Any help will be GREATLY appreciated.
> This is for an official update, with Columbia's blessing.

Try ftp://wuarchive.wustl.edu/systems/atari/umich.edu/Telecomm/t100.zoo
It includes sources.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From -1469093896200475031
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/15
Message-ID: <4scq1q$4ae@orm.southern.co.nz>#1/1
X-Deja-AN: 169172045
references: <4rqjce$j7s@commserv.fb1.fhtw-berlin.de> <31E4E362.2F4D@bbn.hp.com>
<31E5578D.2F1C@in.tu-clausthal.de>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Hi there...

Christof Donat (cdonat@in.tu-clausthal.de) wrote:
: Claus Brod wrote:
:
: > Someone else already mentioned that Java, being an interpreted language,
:
: That was me ;-)
:
: > requires quite a bit of processor power. Also, the browser packages
: > which are around these days are pretty complex beasts. They also tend to
: > be performance and memory hogs.

CAB doesn't really hog memory. It is only sloppy bloat programming from
guys who write code for the Windows 3.1/95/NT environ that sees fat and
greedy software released. They have little choice in the matter with the
environ they choose to run. A JAVA interpreter should be able to be
compiled for the Atari platform (perhaps '030 or better), but the big
problem will be in getting Sun to agree to license the source to you. To
get hold of JAVA source requires big biscuits despite the net.myth.gossip
that says JAVA will be a multi-platform thing for anyone who wants it.
Get real Sun!!, thats why we have only seen major corporations come out
with JAVA plug-ins so far...

Chris W.
/|\

From 3915898008947016355
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bc37e20c2ca7ced0
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,edd8b53f03053723,start
X-Google-Attributes: gid1115ce,public

X-Google-Thread: f9437,4625d56f5056d6f0
X-Google-Attributes: gidf9437,public
X-Google-Thread: 10fd46,bc37e20c2ca7ced0
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 1056fc,bc37e20c2ca7ced0
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,bc37e20c2ca7ced0
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,bc37e20c2ca7ced0
X-Google-Attributes: gidf8760,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: Replacement/removal of comp.binaries.atari.st moderator?
Date: 1996/07/15
Message-ID: <31EAC261.7AF6@ccm.jf.intel.com>
X-Deja-AN: 169698452
references: <31E550DA.261E@ccm.jf.intel.com> <837160264snz@dsl.co.uk>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups:
alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.pro
grammer,comp.sys.atari.advocacy,comp.sys.atari.8bit
x-mailer: Mozilla 3.0b3 (Win95; I; 16bit)

Chris_F_Chiesa@cup.portal.com wrote:
>
> am only really ABLE to post, this to comp.sys.atari.8bit. Thanks in advance
> for propagating this; may I request that "comp.sys.atari.st.programmer" be
> removed from the distribution? That's the group Portal says doesn't exist,
> causing all my problems in this instance...

In this instance, Portal is correct; I'm sorry, I must have unconciously added
the ".st" in the middle of that.

> I for one have been right here on comp.sys.atari.8bit on and off for nearly
> ten years, and have only occasionally seen reference to a "warez" newsgroup,
> and never quite the same name twice, or at least not regularly. Moreover,
> no ISP on which I have had an account -- and there have been three of them;
> four if you count TWO different systems here at Portal -- has ever been
> aware of the existence of, or willing to pick up, or has for that matter
> even acknowledged recipt of my requests to pick up, ANY Atari-8-bit-related
> "alt" or "binaries" group(s). I barely even know what groups EXIST.

I can email you a complet newsgroups list, if you need it. It's rather bulky
at about 350k, but if Portal won't tell you waht exists, I will. IMHO, any
and all "warez" groups that exist are pirate groups, and I won't subscribe to
them, even if I can find them (there are several listed in my NG file).

> > Since the comp.* group died for lack of use, I expect the alt.* group
> > would have the same lack of use
>

> Unless the alt.* group's existence happened to be made widely known, as
> evidently did NOT happen with the comp.* group?

Not only that, but an unmoderated group doesn't depend on the whims of one person to give it content.

> > comp.binaries.atari.st should be removed. Despite the continued
> > presence of a capable moderator, its submissions declined to the point
> > where virtually nothing was valid for the group.
>
> This is probably a relatively valid reason for removing a group.

This would be a valid reason /IF it were true/, but it is not. Submissions wer made - and ignored. I submitted several files in the omnths prior to the group's demise, and I have seen others state the same thing; no response was ever forthcoming from Annius. I don't know if that means he did not get the files, or simply chose to ignore them.

> > The Atari ST is no longer a very active platform,
>
> This most certainly is NOT a reason for removing a group, and it disturbs
> me that, even though it is not the SOLE reason given, it is obviously being
> used to "support" the suggestion/recommendation/decision to remove a group.

It's tantamount to saying that "the 286 is not a much used chip any more, so we will no longer write software that does NOT use 386 opcodes." Granted, there is a lot of software that won't work without those opcodes - but probably 90% of the current DOS-based software, including most network drivers for Novell networks, work just fine on 286 boxes. I doubt that the owners of those networks using 286 servers and clients would be very favorably impressed by anyone who told them that they would be required to give up their existing hardware platforms.

> Granted, the Atari ST is no longer a "major" platform in terms of the PER-
> CENTAGE of computer users using it -- but the Internet is big enough these
> days that ANY subject, no matter how obscure or "inactive," can collect
> enough interested parties to sustain an ongoing discussion. There's still
> an active Rubik's Cube mailinglist, for crying out loud! Kill the newsgroup
> for OTHER reasons if they exist, surely, but don't justify it on the basis
> that the subject matter itself is "no longer very active." That is not
> the point.

Well said.

> > and access to FTP and WWW have improved
> > to the point that they make a much better primary distribution
> > channel.
>
> ... it's unrealistic and selfish,
> maybe even unethical, for you and others who reason the way you do, to NOT
> continue to support older technology, IMHO. Check the Usenet archives for
> my numerous rants on THIS subject in groups like comp.os.vms and one or
> another (I forget which) of the Windows NT groups...

It's also the way things are done, and frankly, it blows. Getting an alt. group for Atari binaries effectively removes the controls exercised by the "Big 8" cabal (and such a cabal obviously exists, else it would not be necessary to put a new group proposal to a "vote").

> > Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> > whether anyone still found it useful and the vast majority agreed that
> > the sensible thing was to remove the group. At the request of the
> > moderator and the readership, it is now removed.
>
> Well, that's something anyway. I'm glad that SOME sort of "readership"
> was consulted -- but WHAT readership? Of what group? Of the group being
> removed? I hope so; I HATE it when some "elite" makes decisions that
> affect the masses, without consulting those masses. Go watch "Fern Gully."

The fact that the question was posted in comp.sys.atari.st is true. The allegation that "the vast majority agreed" to rmgroup it is either a mistake, or an outright lie. Since I don't know if the person making the statement knows the truth or not, I will assume it's a mistake.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From -7878207465976792543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9c68d0b6fbbe085,start
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: GIF87a encoding
Date: 1996/07/16
Message-ID: <Pine.SOL.3.91.960716214429.5217A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 168498264
organization: University of Canberra, Australia
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi,

Has anyone got some assembler source to save a .gif from ST-low or a PI1/NEO to GIF conversion routine. I need this to save screendumps from 320*240*16 (4 bitplane) into a common picture format - and PI1/NEO only hold 5/6 of the screen.

Thanks,
Yiannis


```
    __
   (  )   /                        .-----------------------------------------.
     /   /  ' __  ,_  ,_   ' _     | u943409@student.canberra.edu.au |  |||  |
    (___/_,(_(_(_/ (_/ (_,(_/_)    |  tp943409@ise.canberra.edu.au   | / | \ |
   _.- /                           | Nuclear waste fades your genes! | F'030 |
  (__./                            `-----------------------------------------'
             URL --> http://student.canberra.edu.au/~u943409/
```


From -3633104126524547790
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bc37e20c2ca7ced0
X-Google-Attributes: gid111a55,public
X-Google-Thread: f9437,28b703011c144536
X-Google-Attributes: gidf9437,public
X-Google-Thread: 10fd46,bc37e20c2ca7ced0
X-Google-Attributes: gid10fd46,public
X-Google-Thread: 1115ce,7b6363812e924af0,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,bc37e20c2ca7ced0
X-Google-Attributes: gid109a67,public

From: clifton@southern.co.nz (Forsythe and Guy)
Subject: Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)
Date: 1996/07/16

Message-ID: <4sg0o7$1g3@orm.southern.co.nz>#1/1
X-Deja-AN: 168500439
references: <31E550DA.261E@ccm.jf.intel.com> <837160264snz@dsl.co.uk> <31e63cc1.4940730@news.airtime.co.uk> <4s7fao$591@crcnis3.unl.edu> <4s8gvo$gqk@insosf1.netins.net> <837295729snz@dsl.co.uk> <4s9i02$rpr@nntp.crl.com> <MPLANET.31eb14b6oscar989698@client1.news.psi.net>
followup-to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
organization: Southern InterNet Services
newsgroups: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

: Umm... guys, I went through the trouble of creating

: alt.binaries.comp.atari8bit a while back - why not use
because it is for 8bitters, and we'd be interposing on you. But thanks
for the offer.

: The only thing that would really be better than the
: existing group would be a new one in the 'comp.*' hierarchy (sp?).
the "existing group" was removed more than a month ago :(

: If someone wants to try and push that through, I say 'go for it'!
YEAH!!! Let's push it through!!!

I don't mind if it is alt.binaries.atari.st or comp.binaries.atari.st
just as long as it isn't moderated and I can freely post and read from it.
I don't even care if we posted binaries to the non-binary groups, however
a lot of people have a problem with that, so I say stick with creating a
new one!!!!


```
----------------------------------------------------------------------
          _                 Julian Forsythe                 _
        o( )          Christchurch, New Zealand           ( )o
       /  /\    Internet Email: clifton@southern.co.nz    /\  \

          Despite of the cost of living, it remains popular.

           In a nuclear war all men will be cremated equal
       STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES
----------------------------------------------------------------------
```


From -3545889215317589173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,a7cd65f3ccfeb44b,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,a7cd65f3ccfeb44b,start
X-Google-Attributes: gid1115ce,public

From: gmiller@inca.co.nz (Gaven Miller)
Subject: Trap vectors
Date: 1996/07/16

Message-ID: <4sgv6u$ooi@inca01.inca.co.nz>#1/1
X-Deja-AN: 168578347

organization: INCA
followup-to: comp.sys.atari.st.tech,comp.sys.atari.programmer
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

I was just wondering which of the 68000's TRAP vectors are used by
software (apart from the obvious OS vectors, of which I am familiar).

A few years ago, I found that I was including the same pieces of code
(system interrogation, cookie Jar creation/interrogation/editing, etc) in
nearly all of the custom apps that I was writing for various people.

So, I wrote a smallish (16k) TSR to be loaded at boot time that contained all of those functions.

In order to simplify the program-to-TSR interface, I used the TRAP #0 instruction to call it from the main app.

However, it occurred to me that someone else may be using that vector.

Firstly, does anyone actually use that vector, and if so, what for?

Also, if that vector has already been claimed by something, how do I detect it, and what other TRAP vectors are available for me?

AFAIK, the only claimed vectors are traps 1, 2, 13, 14, which leaves the other 12 (0, 3 through 12, 15) free. I therefore chose Trap #0.

Now that I am starting to write more horizontal apps (as opposed to the vertical apps I have been doing so far), I wish to ensure that my Toolbox (the 16k TSR called via a "Trap #0" instruction) will not interfere with more mainstream apps.

--

Quote For The Month:

"Muttley - Do something!!!"

--

Quote For The Month:

"Muttley - Do something!!!"

From 5205113264024804115
X-Google-Language: FRENCH,ASCII-7-bit
X-Google-Thread: 111a55,88a085e36268d897,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 15e7b8,88a085e36268d897,start
X-Google-Attributes: gid15e7b8,public
X-Google-Thread: f7b2a,88a085e36268d897,start
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 109a67,88a085e36268d897,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,88a085e36268d897,start
X-Google-Attributes: gid1115ce,public
From: Christophe Cordonnier <chcordo@club-internet.fr>
Subject: Re: logiciel pour gps software for gps
Date: 1996/07/16
Message-ID: <31EC074E.2A75@club-internet.fr>#1/1
X-Deja-AN: 169182440

references: <31EB8E28.2DC9@enst-bretagne.fr>
content-type: text/plain; charset=us-ascii
organization: Grolier Interactive Europe
mime-version: 1.0
newsgroups:
fr.comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.te
ch,sci.geo.satellite_nav
x-mailer: Mozilla 3.0b5aGold (Win95; I)

Il faudra se reveiller et sortir un peu car les programmes de transfert
RS232 pour Atari existent depuis le debut de l'Atari il y a 10 ans !!!

--


```
-----------------------------------------------------------------------
-- Pour tous contacts / To contact me :                              --
-----------------------------------------------------------------------
--   _\|/_                                                           --
--  /     \      EMAIL : mailto:chcordo@club-internet.fr            --
-- |\/     |     WEB   : http://web.club-internet.fr/chcordo        --
-- |  (o)(o)     WEB   : http://www.oxo.ch/ex_cnam/stetco.html      --
-- C   ,---_)    WEB   : http://www.cnam.fr/Comp/Atari/Assos/Stetco --
--  | |,___|     Telephone : 08.90.51.72                            --
--  |  \__/                                                          --
--  /_____\      Ouh, des dunnuts !!!                               --
--                                                                  --
-----------------------------------------------------------------------
```


From 1549314643344420553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/16
Message-ID: <31EBF296.15FB@in.tu-clausthal.de>#1/1
X-Deja-AN: 169211889
references: <552425755.432033.4.starship@3rdplanet.com>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Rich Tietjens wrote:

> >> To support such applications, you need a
> >> stable operating system with good communications support and more

> >> advanced features like robust multitasking and threading.
> c>
> c> You mean something like MiNT?-)
>
> He said "stable." That's not like MiNT in my experience. %^(

Do you use Multitos on it? MiNT in the console is very stable in my experience.

Christof

From -5666732980799825981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/16
Message-ID: <31EBF446.59E2@in.tu-clausthal.de>#1/1
X-Deja-AN: 169211899
references: <4rqjce$j7s@commserv.fb1.fhtw-berlin.de> <31E4E362.2F4D@bbn.hp.com> <31E5578D.2F1C@in.tu-clausthal.de> <4scq1q$4ae@orm.southern.co.nz>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Chris Wilkinson wrote:
> A JAVA interpreter should be able to be
> compiled for the Atari platform (perhaps '030 or better), but the big
> problem will be in getting Sun to agree to license the source to you. To
> get hold of JAVA source requires big biscuits despite the net.myth.gossip
> that says JAVA will be a multi-platform thing for anyone who wants it.
> Get real Sun!!, thats why we have only seen major corporations come out
> with JAVA plug-ins so far...

That is just because people ported Java only to the major Platforms at the moment. Javasoft (doughter of SunSoft) do licence the source of the JDK to everyone who won`t use it for Profit for free. You will have to sign a Non Disclosure Agreement and then you can Download the sources from their ftp Server. You can not expect Javasoft to do all the porting to all the Platforms available.

Christof

From 568601881686458417
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: MiNT stability (was: Re: Ataris new chance[...])
Date: 1996/07/16
Message-ID: <4sghn4$ipb@ccshst05.uoguelph.ca>#1/1
X-Deja-AN: 169253515
references: <552425755.432033.4.starship@3rdplanet.com>
<4sdsp2$idb@ccshst05.uoguelph.ca> <31EAD7D4.41A7@ccm.jf.intel.com>
organization: University of Guelph
newsgroups: comp.sys.atari.programmer

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:

: I'm sure it does. If there were a plug & play 030 that could replace my
: 68000 CPU, I'd try that. There's not, AFAIK, however, so I'm stuck with
: MINTNP in the AUTO folder when I want to run MultiTOS. I think my
: version of Mint is 1.12f-something, I take it there's a later binary
: available?

PAK68/3? Of course, it may not be plug and play...And it's definitely not cheap. There was someone selling a very nice TT in comp.sys.atari.st for around $350 US, if you're in the market. Anyway, my binary of MiNT is 3rd version released by Michael Hormuth (sp?). FreeMiNT (which you appear to be using) are later versions worked on by more people. I really have to get around to upgrading :)

THeo

From -6748556319296361699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2034d119e47bdd9a,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,2034d119e47bdd9a,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,2034d119e47bdd9a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2034d119e47bdd9a,start
X-Google-Attributes: gid109a67,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: alt.binaries.atari
Date: 1996/07/16
Message-ID: <31EC2AFE.22B5@ccm.jf.intel.com>#1/1
X-Deja-AN: 169302777
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups:

comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progra
mmer
x-mailer: Mozilla 3.0b5a (Win95; I)

"Vell, ve got gud news und bad news. Der gud news iss dot der iss
alrrrready ein group for der Atari binaries. Der bad news iss dot it
iss a Cherman group, de.alt.binaries.tos zo those who do not understand
der Deutsch vill not haff much gud luck mit der files."

And I still haven't found a server that seems to believe my control
message worked. Anyone out ther in Atari land have root access at a
news server?
--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From -4024141552359813521
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1478abdc37f4ebae,start
X-Google-Attributes: gid1115ce,public
From: Magnus <soder@ts.umu.se>
Subject: How to melt a vision ?
Date: 1996/07/16
Message-ID: <4sgonn$18gi@serve.cs.umu.se>#1/1
X-Deja-AN: 169413660
content-type: text/plain; charset=iso-8859-1
organization: Department of Computing Science, Ume□ University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.22 (Windows; I; 16bit)

I vas wondering if there is enyone who knows the idea behind
the melting effect in the 96Kb demo by Lucky of ST (and others)
 Iam thiking of when the "ester lady" (p□sk k□rring p□ svenska)
just after the Wolfenstein section. (allso known as Meltovision
form the splended Atari Jaguar game Tempest 2000)

cheers.   Magnus

if you know enything (or have the 68030 source :-) pleace E-mail me
as i dont werry often read News groups.

E-mail soder@ts.umu.se

From 4092695000638489931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: Dancer <dancer@brisnet.org.au>
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/16
Message-ID: <31EAD4C5.2E68709A@brisnet.org.au>#1/1
X-Deja-AN: 169478318
references: <4rqjce$j7s@commserv.fb1.fhtw-berlin.de> <31E0E25E.6231@in.tu-clausthal.de>
content-type: text/plain; charset=us-ascii
organization: Brisnet Public Access Network Association
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5 (X11; I; Linux 2.0.0 i586)

Christof Donat wrote:
>
> Juergen Oppermann wrote:
>
> > having heard recently about JAVAs possibilities to "free us"
> > from Bill Gates and the intention of java to run applications
> > with very little memory consumption, or centralised
> > computer-networks, it occured immediately to me that a classical
> > Atari should do with that, quite fine ...
>
> Well, Java is an iterpretative Language. So a slow Computer like the ST
> wont do it too fast. There are People developing Online Compilers for
> other Systems. This means, that the code is compiled and imediately run.

Erm, no. Java is compiled. It's relative Java-script is interpreted.
It _is_ still byte-code compilation, which means that there is overhead
in interpreting the compiled program, but it is much lower than the
overhead of dealing with full interpretation like javascript.

This means that the Atari should be able to deal with Java much like
other machines (ie: Not much slower than native code).

Downside: I have reports that Java requires _enormous_ amounts of memory
to run. Can someone confirm or deny that? Reports I'm hearing are on the
order of 'if you have less than 16MB don't even bother'.

> That may be a solution for the Atari. Eventually the Compilation will

> get fast enough for the networking conection. Then this is useful.
>
> > if the marketing-devision of atari (if they still have any :)
> > could work it out this time, "we Atarians" could expect pretty
> > nice time ahead of us ...
>
> Well, Atari is not expected to do anything for that. I remember someoner
> around in the Net started to port the Java Interpreter from Sun for
> MiNT. Maybe that is a start.
>
> > nobody needs a 200Mhz computer with 64MB RAM to run his/hers
> > operating-System, except the ones being tied to Microsofts
> > products ...
>
> Why should Microsoft not getting on with writing Programs in Java and
> get on the nerves of all the Computer Owners who got around it so far?
>
> > Escom tried to put out the Amiga as the network-computer again,
> > but the most certainly lacked much motivation, coz they failed
> > even before they had started it up in the first place ...
>
> Well, the missjuged their financial capacity. They had to sell Amiga
> before they could bring them out in their shops. So now Amiga is again a
> Computer for a few people doing funny things and calling them
> Multimedia.
>
> > i'll see all those stupid PC-faces when little STs or even F030s
> > will do away with all this stupid Mircosoft-stuff ...
>
> Well, dream on. Microsoft will not be sleeping, and they wil start to
> integrate Java as much as possible into their System and get it running.
> I more think, that Intel Will be looking like a horse when all the
> Standard Software is developed in Java So everybody with a cheap
> Computer can run it.

Heck, didn't Microsoft finally drop all support for other languages and
go for Visual Basic as it's 'official' language, to minimize support
requirements?

Dollar Bill doesn't like to look foolish, and I think the arguments
behind that move would make him look that way if Microsoft suddenly
embraced Java after all they said recently.

Sorry if I'm a little incoherent. About to dash for work.

D

From -186345169566240268
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 111a55,88a085e36268d897
X-Google-Attributes: gid111a55,public

X-Google-Thread: f7b2a,88a085e36268d897
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1115ce,88a085e36268d897
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 15e7b8,88a085e36268d897
X-Google-Attributes: gid15e7b8,public
X-Google-Thread: 109a67,88a085e36268d897
X-Google-Attributes: gid109a67,public
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Subject: logiciel pour gps software for gps
Date: 1996/07/16
Message-ID: <31EB8E28.2DC9@enst-bretagne.fr>#1/1
X-Deja-AN: 169615078
content-type: text/plain; charset=iso-8859-1
organization: enst-bretagne
mime-version: 1.0
newsgroups:
fr.comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.te
ch,sci.geo.satellite_nav
x-mailer: Mozilla 2.0 (Win16; I)

Bonjour,

j'ai achet$ un gps portable Garmin 38 pour faire du bateau. Les gps
portable $tant d$pourvus de clavier dignes de ce nom, l'entr$e des donn$es
est assez laborieuse. Il existe des logiciels sur PC et Mac pour
communiquer, via la prise RS 232, mais je n'en ai pas vu sur Atari.
Quelqu'un a-t-il dj vu ce probl$me trait$ quelque part?
Merci d'avance.

Hello,

I bought a Garmin 38 gps for using on a boat, but this kind of gps have
not a true keyboard, and entering the data is quite long and difficult.
There are softwares for PC and Mac for communications with the RS232
socket, but I have never seen one for Atari computers. Has any body ever
see this question dealt?
Regards.

From -6683323533720267920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Re: C programming stuff
Date: 1996/07/17
Message-ID: <4shl2q$r1j@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 168564572
references: <DuLxIq.83o@iglou.com>
organization: Case Western Reserve University, Cleveland, OH (USA)

reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

In a previous article, rsg0910@iglou.com (Robert Goodwin) says:

>Hiya... I've been reading up on C programming, and following the
>programming examples and coding of other programs out there. I've read
>through the LazyBBS code in the Crawly Crypt 2 CD, and the Fnordadel
>in the Umich archives. Also picked up on Mark Williams C (looks like
>version 3?), Prospero C (version 1.43), and Personal Pascal (vers. 2) from
>one dealer at the MIST Fest in Indianapolis.
>
>What I'd like to know is if there are any newer versions of the above
>programs, especially MWC and PP. I've picked up the free public version of
I have one of the latest versions, 3.09. MWC ain't no more!
>
>Also, I've tried searching for Atari books on this, as well as places on
>the Web and FTP sites. No go, unless I'm looking in the wrong places. Just
>about all of the places for C and C++ programming I've come across are for
>either the IBMs or Macs.
>
If you find any, let ME know, too. I am going crazy with the differences
between different versions of C. The libraries are ALL different, and
you can't find out what the other were supposed to do.

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -8241920447724252168
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 111a55,88a085e36268d897
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,88a085e36268d897
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 15e7b8,88a085e36268d897
X-Google-Attributes: gid15e7b8,public
X-Google-Thread: f7b2a,88a085e36268d897
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 109a67,88a085e36268d897
X-Google-Attributes: gid109a67,public
From: acounis@lpnhp3.in2p3.fr (Stephane Acounis)
Subject: Re: logiciel pour gps software for gps
Date: 1996/07/17
Message-ID: <4si8k9$a8t@ccpnws.in2p3.fr>#1/1
X-Deja-AN: 168584108
references: <31EB8E28.2DC9@enst-bretagne.fr> <31EC074E.2A75@club-internet.fr>
<31EC863D.2728@enst-bretagne.fr>

followup-to:
fr.comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,sci.geo.satellite_nav
organization: LPNHE - Universit€ PARIS 6 et 7
newsgroups:
fr.comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,sci.geo.satellite_nav

Ben y a qu'a l'ecrire !!! :-)
Franchement, quelle est la boite qui se soucie d'Atari (et d'Amiga par la meme occasion) ?
Bonne chasse.
--


```
+-------------------------------------------------------------------+
|  ACOUNIS St€phane      Laboratoire de Physique Nucl€aire et des    |
|                        Hautes Energies - Universit€ PARIS 6        |
|                        T€l: (1) 44-27-43-62   Fax: (1) 44-27-46-38 |
+-------------------------------------------------------------------+
```


From 637479767488418029
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d447177afff2432f,start
X-Google-Attributes: gid1115ce,public
From: lesneskp@ecs.ecs.csus.edu (Paul Lesneski)
Subject: FREE 8-bit
Date: 1996/07/17
Message-ID: <4sidnp$mkh@csusac.ecs.csus.edu>#1/1
X-Deja-AN: 168602724
organization: California State University, Sacramento
newsgroups: comp.sys.atari.programmer

I'm very sorry if this is not the appropriate newsgroup for this...

ATTENTION! LOTS O' FREE 8-BIT STUFF!

I'm leaving the country in a matter of days, and would like

to ship all of this stuff to the first serious 8-bit enthusiast

who gets back to me... the shipping is on you, of course.

(it's heavy, so it won't be dirt cheap, but still....)

Mail me ASAP at lesneskp@gaia.ecs.csus.edu

HARDWARE:

Atari 130XE computer with dust cover

Atari 1200XL computer with dust cover

(2) Atari 1050 disk drives (5 1/4") with dust covers

Percom Dual RFD Disk Drive set (double density drives -
176K on one side of a
5 1/4" disk)

Avatex 1200hc Hayes-compatible 1200 baud modem

ICD P:R: Connection (serial port interface for Atari -
itation to Programming 2

Atari - An Invitation to Programming 3

Understanding Atari Graphics

Advanced Atari BASIC Tutorial

Manuals for AtariWriter, Text Wizard, Atari 1050, Atari
DOS 2.5, Atari 130XE, Atari 1200XL,
Assembler Editor, Percom Drives, Macro
Assembler, PRINT SHOP, Kyan PASCAL,
Atari BASIC, ICD P:R: Connection, ICD
SpartaDOS

Atari "Demopacs" (#1 - #8, info on Strings, Data Files,
Programming, Color Graphics, Advanced
Graphics, Advanced System Features, etc.)

--

   |-)   paul

"The wise person knows that it is better to sit fishing on the banks
of a remote mountain stream than to be emperor of the whole world."

From 970536373955580452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ae8f384821ee290
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Re: HELP! I need a VT100 console driver for Kermit.
Date: 1996/07/17
Message-ID: <4sj12e$s5l@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 168604897
references: <552425755.432034.2.starship@3rdplanet.com>
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

In a previous article, starship@3rdplanet.com (Rich Tietjens) says:

>bdc2@po.CWRU.Edu barked in comp.sys.atari.programmer on 13 Jul 96:
>
> b> I am trying to update Kermit for the Atari. It is 3 versions out of
> b> date. One of the things it needs BADLY is a VT100 console driver.
> b> Surely, somewhere in Atariland, someone has written a PD driver???
> b> Any help will be GREATLY appreciated.
> b> This is for an official update, with Columbia's blessing.
>
>Boris, AIUI, ANSI is merely VT100 with color extensions; Tim Miller created
>ANSIterm, and there's source in his tsource.zip file (which is now PD). You
>ought to be able to crib from that.
     Thanx, I'll try it.
>Of course, if all you want is a generic console driver, use the ANSIST TSR
>that goes in the AUTO folder.

I got ansist a while ago and even got the source from the author. It's now PD.
True, it's ANSI, but WITHOUT the vt100 parts, and is in assembly. (which
is not too bad since I understand assembly better than *C*).
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -1145859776396271598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bc37e20c2ca7ced0
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10fd46,bc37e20c2ca7ced0
X-Google-Attributes: gid10fd46,public
X-Google-Thread: f8760,bc37e20c2ca7ced0
X-Google-Attributes: gidf8760,public
X-Google-Thread: fd4c9,cfc447ae09394f11,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,bc37e20c2ca7ced0
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,7b6363812e924af0
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,bc37e20c2ca7ced0
X-Google-Attributes: gid1056fc,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)
Date: 1996/07/17
Message-ID: <31ED3FA1.6D7@ccm.jf.intel.com>#1/1
X-Deja-AN: 168628447
references: <837698870_OASIS_@swampdog.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups:
comp.sys.atari.st,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.config
x-mailer: Mozilla 3.0b5a (Win95; I)

Guy, I am including the balance of the comp.sys.atari.* groups in this discussion along with alt.config; it may be appropriate at this time to include news.groups as well, but I will wait for comments before doing so.

Guy Harrison wrote:
>
(I include here quotes from a couple of previous posters in the same thread - to save time, I'll reply directly to these as well.)
> >> Since the comp.* group died for lack of use, I expect the alt.*
> >> group would have the same lack of use--unless the supporters of
> >> this group are primarily interested in a place to illegally
> >> repost copyrighted software.

This comment (whose poster may remane nameless unless he wishes to step forward at this time) is frankly slanderous. As the proposer of the new groups, /and/ an established software author, I take personal umbrage at

the expressed implication that I am a pirate. I suggest you ask the former BBS sysop and the author of RatSoft BBS how I feel about pirates - of course, he may not be aware of just who blew the whistle on his pirate activities.

> >> Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> >> whether anyone still found it useful and the vast majority agreed
> >> that the sensible thing was to remove the group. At the request of
> >> the moderator and the readership, it is now removed.

This is patently untrue. Annius posted one or two messages in comp.sys.atari.st remarking that he was planning to have the group rmgrouped, but the "vast majority" most of the readers most certainly did NOT agree to remove the group. I think most of us simply found it impossible to get anything past the moderator. Personally, I voted to retain the group.

An now, back to Guy's remarks:

> I attempted to post to this group on more than one occasion - at
> no time did I see any information on how to do so, and received no
> replies from attempting to do so requesting suitable help. It is no
> wonder the group was unused therefore.
>
> At the time the group was going to be removed, I suggested that either
> a new moderator be appointed or moderation be removed. To my
> knowledge, no consideration was given to these points - certainly no
> reply was forthcoming.
>
> When the group was finally removed, there was no attempt even at
> presenting the numerical votes for and against to support the
> removal decision.
>
> Take these points together and it difficult to come to any other
> conclusion other than that decision to remove the groups had already
> been made. ;-|
>
> Guy Harrison
>
> guy@swampdog.demon.co.uk

It certainly appeared to me that the rmgroup was "railroaded" though. No voting results were cross-posted to the comp.sys.atari.* groups. By that time, however, the rmgroup was a /fait accompli/, as they say, so there was little anyone could do about it.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+

****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From 8863107299781901005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: C programming stuff
Date: 1996/07/17
Message-ID: <4sjr9j$ggq@nyheter.chalmers.se>#1/1
X-Deja-AN: 168656095
references: <DuLxIq.83o@iglou.com> <4shl2q$r1j@madeline.INS.CWRU.Edu>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <4shl2q$r1j@madeline.INS.CWRU.Edu>,
Boris D. Cahan <bdc2@po.CWRU.Edu> wrote:
>
>In a previous article, rsg0910@iglou.com (Robert Goodwin) says:
>
>>Hiya... I've been reading up on C programming, and following the
>>programming examples and coding of other programs out there. I've read
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>>Also, I've tried searching for Atari books on this, as well as places on
>>the Web and FTP sites. No go, unless I'm looking in the wrong places. Just
>>about all of the places for C and C++ programming I've come across are for
>>either the IBMs or Macs.

Any book that says it teaches C programming should hopefully do that.
If the book is reasonably good, it shouldn't matter much if it happens
to be named 'C programming with SuperC v 4.5.2a for the MegaMic III/2'.
ANSI C is (more or less) machine independent.

>If you find any, let ME know, too. I am going crazy with the differences
>between different versions of C. The libraries are ALL different, and
>you can't find out what the other were supposed to do.

Uhm, what differences?
The ANSI standard is rather specific about how everything should work.

If you're talking about Atari specific things like GEM etc, that has next
to nothing to do with C, but even then the differences are relatively
minor.

The MGIFv5 sources are somewhere around 700kbyte (excluding all libraries)

and compiles fine under GCC, Lattice and TurboC/PureC (I've never tried
them under any other) with very few '#ifdef' modifications.

A couple of data structures used by the AES and VDI (and I recall one from
GEMDOS) have somewhat differently named components under the three
compilers for some reason, but that isn't difficult to find or handle.

I remember fetching some rather good AES/VDI documentation from
atari.archive several years ago, but I can't recall the names(s).

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From -6077561548335866702
X-Google-Language: FRENCH,ASCII
X-Google-Thread: 111a55,88a085e36268d897
X-Google-Attributes: gid111a55,public
X-Google-Thread: f7b2a,88a085e36268d897
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 15e7b8,88a085e36268d897
X-Google-Attributes: gid15e7b8,public
X-Google-Thread: 109a67,88a085e36268d897
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,88a085e36268d897
X-Google-Attributes: gid1115ce,public
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Subject: Re: logiciel pour gps software for gps
Date: 1996/07/17
Message-ID: <31EC863D.2728@enst-bretagne.fr>#1/1
X-Deja-AN: 169248650
references: <31EB8E28.2DC9@enst-bretagne.fr> <31EC074E.2A75@club-internet.fr>
content-type: text/plain; charset=iso-8859-1
organization: enst-bretagne
mime-version: 1.0
newsgroups:
fr.comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.te
ch,sci.geo.satellite_nav
x-mailer: Mozilla 2.0 (Win16; I)

Christophe Cordonnier wrote:
>
> Il faudra se reveiller et sortir un peu car les programmes de transfert
> RS232 pour Atari existent depuis le debut de l'Atari il y a 10 ans !!!
>
> --
>
> ----------

```
> -- Pour tous contacts / To contact me :                            --
> ---------------------------------------------------------------------
> --   _\|/_                                                          --
> --  /     \      EMAIL : mailto:chcordo@club-internet.fr            --
> -- |\/     |     WEB   : http://web.club-internet.fr/chcordo        --
> -- |  (o)(o)     WEB   : http://www.oxo.ch/ex_cnam/stetco.html      --
> -- C   ,---_)    WEB   : http://www.cnam.fr/Comp/Atari/Assos/Stetco --
> --  | |,___|     Telephone : 08.90.51.72                            --
> --  |  \__/                                                         --
> --  /_____\      Ouh, des dunnuts !!!                               --
> --                                                                  --
> ---------------------------------------------------------------------Salut,
```

merci pour ton conseil, mais il est vrai qu'apr►s 4 jours et 4 nuits de f►tes ► Brest 96, je suis plut►t fatigu►.

Cependant, j'ai 2 Atari, un 520STF gonfl► ► 2.5Mo et un Falcon + copro+SCSI+ ..., je fais de l'info depuis un certain temps, hard et soft, j'ai du cabler plus de RS232 que tu n'en as jamais vu, et je sais que ►a marche sur atari, car j'ai mont► un labo d'info o► on utilisais 8 1040 en terminaux d'un vax, avec uniterm, un concentrateur Dec et le r►seau Ethernet de mon ►tablissement.

Ce que je cherche est un programme de communication entre un Atari et un gps38 de chez garmin, respectant la norme RS232 (plus exactement NMEA0180, 0182 ou 183 version 1.5) et utilisant les phrases standards ainsi que les sp►cifiques garmin, le tout avec fen►tres, menus d►roulants et tout et tout, COMME SUR PC, quoi.

Amicalement,

```
From 793819377592024386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: C programming stuff
Date: 1996/07/17
Message-ID: <837697028_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 169324080
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog
```

In article <DuLxIq.83o@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Hiya... I've been reading up on C programming, and following the
>programming examples and coding of other programs out there. I've read

>through the LazyBBS code in the Crawly Crypt 2 CD, and the Fnordadel
>in the Umich archives. Also picked up on Mark Williams C (looks like
>version 3?), Prospero C (version 1.43), and Personal Pascal (vers. 2) from
>one dealer at the MIST Fest in Indianapolis.
>
>What I'd like to know is if there are any newer versions of the above
>programs, especially MWC and PP.

The latest version of MWC is (to my knowledge) 3.0.9.

>I've picked up the free public version of
>the Atari ST port of C in the Umich archives, though I've not read through
>the whole thing yet. I'm gonna try my hand at some BBS programs and doors
>in C. Since Transcendence has not had any updates for a long while, and a
>voice chat with Wayne Watson reveals he may or may not continue to port it
>over to C from GFA Basic, I'd like to try either writing or modifying code
>to use the existing files.
>
>Also, I've tried searching for Atari books on this, as well as places on
>the Web and FTP sites. No go, unless I'm looking in the wrong places. Just
>about all of the places for C and C++ programming I've come across are for
>either the IBMs or Macs.

The MWC lexicon contains a wealth of examples. Also the C programmers
reference from Kernigan & Richie is well worth a read. I believe it
was updated to cover ansi so try and get an older version. Any C K&R
programming book will suffice for the basics. There is documentation
available off the net but I don't know where and can't vouch for its
quality.

The only atari reference book I know of which is still in print is the
compendium, reputed to be extremely comprehensive.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 2423147295494015900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/17
Message-ID: <31ED21A0.56FC@ccm.jf.intel.com>#1/1
X-Deja-AN: 169332881

references: <552425755.432033.4.starship@3rdplanet.com> <31EBF296.15FB@in.tu-clausthal.de>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5a (Win95; I)

Christof Donat wrote:
>
> Rich Tietjens wrote:
>
> > c> You mean something like MiNT?-)
> >
> > He said "stable." That's not like MiNT in my experience. %^(
>
> Do you use Multitos on it? MiNT in the console is very stable in my
> experience.

I need the ability to multitask GEM programs, so, yes, I tried to use MultiTOS. I can't say I'm terribly impressed with the speed, and since I can't keep it running long enough to tweak it, I don't imagine I ever will be.

The new MagicPC demo has impressed me, however, enough that I intend to buy MagiC for my Mega STe as soon as the money comes together.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express permission. Unsolicited commerical email will be proofread at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From -2512294119790488017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Subject: Re: C programming stuff
Date: 1996/07/17

Message-ID: <Pine.SGI.3.91r.960717153859.20655A-100000@freenet>#1/1
X-Deja-AN: 169355347
references: <DuLxIq.83o@iglou.com>
x-sender: lerwick@freenet
content-type: TEXT/PLAIN; charset=US-ASCII
organization: gofast.net -- ISDN ISP for MPLS/STPL
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

> through the LazyBBS code in the Crawly Crypt 2 CD, and the Fnordadel
> in the Umich archives. Also picked up on Mark Williams C (looks like
> version 3?), Prospero C (version 1.43), and Personal Pascal (vers. 2) from
> one dealer at the MIST Fest in Indianapolis.
>
> What I'd like to know is if there are any newer versions of the above
> programs, especially MWC and PP. I've picked up the free public version of

I have the lastest version of Fnordadel, if thats what you mean. I've
been meaning to put it up onto the net...

```
  _
 /_ /\ /_
```

From -5315166177957471195
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/17
Message-ID: <DupBoL.M9z@iglou.com>#1/1
X-Deja-AN: 169359772
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <DuLxIq.83o@iglou.com> <4shl2q$r1j@madeline.INS.CWRU.Edu>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Boris D. Cahan (bdc2@po.CWRU.Edu) wrote:

: >programs, especially MWC and PP. I've picked up the free public version of

: I have one of the latest versions, 3.09. MWC ain't no more!

Hmph... So they went poof long ago. Found an 800 number inside the main
manual. Now that they're gone, I'm wondering if it's possible to post all
the updates on one of the Atari binaries, one of the newer ones. The ones
for csd and so on would be good.

Has anyone played with Lattice C, version 5.60? How good is it?

: If you find any, let ME know, too. I am going crazy with the differences
: between different versions of C. The libraries are ALL different, and
: you can't find out what the other were supposed to do.

For now, it seems you may have to install MiNT, and install gcc with it.
That way, you have a working Unix-like system. I'm about to do this, and
possibly use MWC, alternating between the two.

What have you written so far? I'm about to write a Top Ten or something
like that listing for Transcendence, and possibly adding support for other
BBSes out there.

Reminds me... Is the author of FoReM ST still around? How about the
source code?

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
            - Worf

From 8197098725474851311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/18
Message-ID: <DuqxJu.HK4@iglou.com>#1/1
X-Deja-AN: 168701884
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <837697028_OASIS_@swampdog.demon.co.uk>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: The latest version of MWC is (to my knowledge) 3.0.9.

That's what I've been hearing as well. I'm wondering if it's possible to
go ahead and put up the update disks now that MWC is no longer. Just
checked to find I have version 3.0.6.

: The MWC lexicon contains a wealth of examples. Also the C programmers
: reference from Kernigan & Richie is well worth a read. I believe it

: was updated to cover ansi so try and get an older version. Any C K&R
: programming book will suffice for the basics. There is documentation
: available off the net but I don't know where and can't vouch for its
: quality.

I've been reading through the 500+ page tome of the MWC manual, and whoa, it's quite a good read. I've been seeing the K&R books, and located the newer books at the local bookstore, and they're a little on the thin side, and are quite expensive, about $35-40. Also have C For Dummies, which gave me ideas and more insight, as well as a few others. I'll hit the local bookstores and see if I can locate that old version of K&R. Just do a Yahoo search under programming languages, and pick the one that has the category of C/C++.

: The only atari reference book I know of which is still in print is the
: compendium, reputed to be extremely comprehensive.

I believe Toad has this. I have the catalog in front of me, but can't find the book, though I have the CD ROM. It's a little useless without the book. They do have the Atari ST Tips & Tricks, and I have the Graphics & Sound book. Bravo Sierra had something the last time I was on there, so I'll be checking around for who has what again. I did do some searches while at the MIST fest in Indy, and I only wish they had it more than once a year.

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From 5560976202615973864
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/18
Message-ID: <Duqxoo.HnC@iglou.com>#1/1
X-Deja-AN: 168701889
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <DuLxIq.83o@iglou.com>
<Pine.SGI.3.91r.960717153859.20655A-100000@freenet>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Callum Baird Lerwick (lerwick@freenet.msp.mn.us) wrote:

: I have the lastest version of Fnordadel, if thats what you mean. I've
: been meaning to put it up onto the net...

What version is this? The version I've seen around is 1.32. I'd like to
see if I can modify it for use without the . commands and use multiple
menus and so on. I've been reading through the code, but haven't located
this part yet. Guess I gotta look some more, and print it all out.

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From 6994747358129591674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a8f4e9392e0d78a2,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,6f223a9386216ea8
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,a8f4e9392e0d78a2,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a8f4e9392e0d78a2,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: fd4c9,a8f4e9392e0d78a2,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1056fc,a8f4e9392e0d78a2,start
X-Google-Attributes: gid1056fc,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: All these new groups! :)
Date: 1996/07/18
Message-ID: <31EE84C2.2E62@ccm.jf.intel.com>#1/1
X-Deja-AN: 168725041
references: <4shmm7$sjm@madeline.INS.CWRU.Edu> <4sjf60$ef0@nntp.crl.com>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups:
comp.sys.atari.8bit,comp.sys.atari,,comp.sys.atari.advocacy,comp.sys.atari.st,comp
.sys.atari.st.tech,comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5a (Win95; I)

Kyle R. Hofmann wrote:
>
> The UVV (Usenet Volunteer Votetakers) handle all votes now. I'd be
> willing to write up an RFD, but I'd like to know if there's any support

> first and what conditions, i.e., moderated or not? And if so, who will
> be the moderator? (Robomoderation is an option, too, but we'd still need
> someone to run it)

I can handle moderation - either manually or automatically. That's the
easy part. Getting the RFD accepted and passing the CFV is tough.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From 3147827249002867272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/18
Message-ID: <Pine.ULT.3.91.960718041617.7469A-100000@mars.dsv.su.se>#1/1
X-Deja-AN: 169405084
references: <552425755.432033.4.starship@3rdplanet.com>
<4sdsp2$idb@ccshst05.uoguelph.ca>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 15 Jul 1996, Theodore L Hopman wrote:

> Rich Tietjens (starship@3rdplanet.com) wrote:
> : cdonat@in.tu-clausthal.de barked in comp.sys.atari.programmer on 13 Jul 96:
>
> : He said "stable." That's not like MiNT in my experience. %^(
>
> Really? I'm using Mint 1.12h3, and it's generally been rock solid for me,
> even when I'm doing programming. Of course, I _am_ running it with memory
> protection on, so that may make a difference.

And I am running FreeMiNT 1.12.5 on a MSTE. Occasionally it even recovers

after printing error messages to the console :-)

(Get it from: ftp.funet.fi/pub/atari/mint.)

// Jens M Andreasen

From 7771919990493356366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7cd65f3ccfeb44b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a7cd65f3ccfeb44b
X-Google-Attributes: gid109a67,public
From: Roger Burrows <rzb20@juts.ccc.amdahl.com>
Subject: Re: Trap vectors
Date: 1996/07/18
Message-ID: <NEWTNews.837650244.14815.rzb20@rzb20.amdahl.com>#1/1
X-Deja-AN: 169421873
sender: netnews@ccc.amdahl.com (Usenet Administration)
references: <4sgv6u$ooi@inca01.inca.co.nz>
followup-to: comp.sys.atari.st.tech,comp.sys.atari.programmer
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Amdahl Corporation, Sunnyvale CA USA
mime-version: 1.0
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4sgv6u$ooi@inca01.inca.co.nz>, <gmiller@inca.co.nz> writes:
>
> I was just wondering which of the 68000's TRAP vectors are used by
> software (apart from the obvious OS vectors, of which I am familiar).
>
> A few years ago, I found that I was including the same pieces of code
> (system interrogation, cookie Jar creation/interrogation/editing, etc) in
> nearly all of the custom apps that I was writing for various people.
>
> So, I wrote a smallish (16k) TSR to be loaded at boot time that contained
> all of those functions.
>
> In order to simplify the program-to-TSR interface, I used the TRAP #0
> instruction to call it from the main app.
>
> However, it occurred to me that someone else may be using that vector.
>
> Firstly, does anyone actually use that vector, and if so, what for?

I don't believe so ... at least I've never heard of it.

> Also, if that vector has already been claimed by something, how do I

> detect it, and what other TRAP vectors are available for me?

You shouldn't care about that ... hopefully you are passing some kind of magic cookie to the interface that no-one else will pick :-) You should of course use XBRA to chain your trap handler to any others that may have been installed before.

But I think it would be less risky to change your TSR into a library of functions that you could include as required in your apps.

Roger Burrows / Anodyne Software

From 5777585837789435020
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a5ed152dcbd42af,start
X-Google-Attributes: gid1115ce,public
From: Carl Barron <75066.3204@CompuServe.COM>
Subject: aa
Date: 1996/07/18
Message-ID: <4skibqibk1@mhafc.production.compuserve.com>#1/1
X-Deja-AN: 169458481
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

Roger Burrows <rzb20@juts.ccc.amdahl.com> wrote

>As far as Lattice C is concerned, the latest (5.6) has make, although
>I haven't actually used it. If you're just doing multiple compiles &
>links (and you have _some_ level of Lattice C v5), why not just use a
>project file ... they're easy to set up.
>

 Kermit probbaly already comes with a makefile. A few changes in the make file like changing cc to lcc or $(CC) and the CFLAGS,LDFLAGS macros and it will probably do everything. If I get a module that cascades messages I handle the file with the same options in the IDE until they are fixed and return to make.

  I have compiled berkely pd yacc and flex 2.5.2, for example, with the supplied makefiles and minor tweaks if any. Lattice although ansi will compile K&R code.

From 6796911442088769027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bc37e20c2ca7ced0

X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,bc37e20c2ca7ced0
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,5b31d4c40487c0a5,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,bc37e20c2ca7ced0
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,bc37e20c2ca7ced0
X-Google-Attributes: gid109a67,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: Alternate Proposal: comp.binaries.atari.8bit
Date: 1996/07/18
Message-ID: <31EE7543.1985@ccm.jf.intel.com>#1/1
X-Deja-AN: 169471077
references: <31E550DA.261E@ccm.jf.intel.com> <4s8b23$3ef@news1.io.org>
<4sit9e$2dd@falcon.ccs.uwo.ca>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8b
it,comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5a (Win95; I)

Mike Jewison wrote:
>
> One of the problems with setting up an alt.binaries group is that,
> as has been pointed out earlier, many sites don't get parts of (or in
> a worst case scenario) the entire alt hierarchy.
>
<snip>
>
> I would propose that we try to make any group we want to see created an
> "official" group in the comp.binaries hierarchy.
>
<Further deletia>
>
> In theory, I support the creation of a binaries group - but I would rather
> not see it in the alt tree. Alas, I'm not sure we would have enough people
> voting in favour of the proposal to meet the second criteria for passage.
>
> Any thoughts?

I have a proposal all written up. It was already shot down in flames
after being submitted to the group mentors, but I am more than willing
to let someone else have the text to modify as they see fit.

Getting 100 votes is the toughest part - but I think it's likely to be a
lot easier now than it was before I brought the subject up in the entire
comp.sys.atari.* tree. I suggest a "straw" vote - who wants to be the
vote-taker? We will probably want to take a straw vote on each of the

following points:

Should comp.binaries.atari (all systems) be created?
Should comp.binaries.atari (all systems) be moderated?
Should comp.binaries.atari.8bit be created?
Should comp.binaries.atari.8bit be moderated?
Should comp.binaries.atari.st be created?
Should comp.binaries.atari.st be moderated?

I suggest that, if we can find a vote-taker, and if we can garner 100 or more votes in favor of any of the above "straw" proposals, that we then submit the formal RFD and try for the group. I'd also recommend a .d group (discussion) be part of the proposal for each binary group desired, so as to keep binaries and discussion seperated (in consideration of those who'd like to discuss the matter but don't have selective download ability).

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

From -1974106223325955821
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9c8674c10eda22cf,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10d9d0,9c8674c10eda22cf,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,9c8674c10eda22cf,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,9c8674c10eda22cf,start
X-Google-Attributes: gid1056fc,public
From: herve@parx.frmug.fr.net (Herve Piedvache)
Subject: WANTED ! Ethernet VME Riebel card drivers and doc !
Date: 1996/07/18
Message-ID: <GGSRCEAIUP@parx.frmug.fr.net>#1/1
X-Deja-AN: 169497953
content-length: 488
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari

.tech

Hi,

I'm looking for the drivers and the Jumper documentation of the
Thernet VME card called RIEBEL ...

It's very very urgent !!

If you know I could find this or is you got them ... please contact
me by email as quick as possible !

With Best Regards,

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

From 3233985343141062749
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,16add6d65f32b43f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,16add6d65f32b43f,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,16add6d65f32b43f,start
X-Google-Attributes: gid109a67,public
From: Timothy Miller <millert@csee.usf.edu>
Subject: ANSITerm 1.91 now PD on the web.
Date: 1996/07/18
Message-ID: <Pine.GSO.3.93.960718133953.29247A-100000@grad>#1/1
X-Deja-AN: 169507576
x-sender: millert@grad
content-type: TEXT/PLAIN; charset=US-ASCII
organization: University of South Florida
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

I have decided to release ANSITerm 1.91 in to the public domain. I have
provided the executable because I cannot as yet find the source code.

You can find it at http://www.csee.usf.edu/~millert in the computers
section.

Timothy Miller, millert@grad.csee.usf.edu Theoretical Linguistics
http://www.csee.usf.edu/~millert Music Theory, Computer Engineering
---

Cunning linguists are very skilled with their tongues.

From -7221224695359924143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/18
Message-ID: <31EE3BD1.15FB@in.tu-clausthal.de>#1/1
X-Deja-AN: 169516956
references: <552425755.432033.4.starship@3rdplanet.com> <31EBF296.15FB@in.tu-clausthal.de> <31ED21A0.56FC@ccm.jf.intel.com>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Rich Tietjens wrote:

> > > c> You mean something like MiNT?-)
> > >
> > > He said "stable." That's not like MiNT in my experience. %^(
> >
> > Do you use Multitos on it? MiNT in the console is very stable in my
> > experience.
>
> I need the ability to multitask GEM programs, so, yes, I tried to use
> MultiTOS.

MultiTOS is one of the most horrible programs available for MiNT. It is slow and insecure. Actually my Falcon with MultiTOS is slower than my old ST with Single Tos (in my feeling). I improved the priorities for the several Processes and at least got reasonable speed.

Tyhe biggest Problem with Multitos is that it won't rum with memory protection. This would at least save the programs from getting corrupted by Multitos.

> I can't say I'm terribly impressed with the speed, and since
> I can't keep it running long enough to tweak it, I don't imagine I ever
> will be.

Better try N.AES. This seems to be a lot more secure, but still won't run with Memory Protection.It is a lot faster then Multitos, and possibly improving the priorities may improve the whole performance as well.

There are Beta Versions of several free AES Clones as well: XaAES and oAESis. Both of them are definately faster than Multitos (that does not seem to be too difficult) and at least XaAES runs AFAIK with Memory Protection.

Gem Multitasking with MiNT is reasonable, as long as you don't use Multitos.

Christof

From -2941438340679281839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/18
Message-ID: <DuqyCx.J7H@iglou.com>#1/1
X-Deja-AN: 169516957
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
references: <DuLxIq.83o@iglou.com> <4shl2q$r1j@madeline.INS.CWRU.Edu>
<4sjr9j$ggq@nyheter.chalmers.se>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:

: Any book that says it teaches C programming should hopefully do that.
: If the book is reasonably good, it shouldn't matter much if it happens
: to be named 'C programming with SuperC v 4.5.2a for the MegaMic III/2'.
: ANSI C is (more or less) machine independent.

Remember you gotta deal with books that have errors in it. There's comp.lang.c and comp.lang.c.moderated that have been talking about books, and the moderated group has mention of what books have errors, no matter how glaring. My only complaint about the books is how expensive they are. I've seen some that I'd like to buy, but they're overpriced, like about $30+, and one I'd seen was about $50.

: If you're talking about Atari specific things like GEM etc, that has next
: to nothing to do with C, but even then the differences are relatively
: minor.

That's what the good Professor was asking. However, if you're going to be using AES and VDI, and some others, then you will have to keep it on the Atari ST side. Converting it to IBM format, well, it's harder.

: The MGIFv5 sources are somewhere around 700kbyte (excluding all libraries)
: and compiles fine under GCC, Lattice and TurboC/PureC (I've never tried

: them under any other) with very few '#ifdef' modifications.

I'm gonna install the MiNT OS later on, and use that while I run gcc. I merely have to find the installation disks, which I've seen 9 of them. I have the older version, but want the newer version. What exactly is this MGIFv5 thing?

: A couple of data structures used by the AES and VDI (and I recall one from
: GEMDOS) have somewhat differently named components under the three
: compilers for some reason, but that isn't difficult to find or handle.

Hmm... Interesting. I'll have to check the bindings for Prospero C and see how it compares with MWC. Someone's about to send me a Laser C book, so I'll read through that once I get it.

: I remember fetching some rather good AES/VDI documentation from
: atari.archive several years ago, but I can't recall the names(s).

I'll need to run onto there and do some searches, but will have to download the index. There's some other Web sites, like one on Rich Tietjens', that has some links. I don't have the link to his site handy with me, but if you read any of his messages, you'll find it.

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From 2958718640436601128
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,16add6d65f32b43f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,16add6d65f32b43f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,16add6d65f32b43f
X-Google-Attributes: gid109a67,public
From: jmh@io.org (Mike Harrison)
Subject: Re: ANSITerm 1.91 now PD on the web.
Date: 1996/07/19
Message-ID: <4smmpl$ge2@news1.io.org>#1/1
X-Deja-AN: 168780828
references: <Pine.GSO.3.93.960718133953.29247A-100000@grad>
followup-to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech
organization: Mike's Living Room
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Timothy Miller (millert@csee.usf.edu) wrote:

: I have decided to release ANSITerm 1.91 in to the public domain. I have
: provided the executable because I cannot as yet find the source code.

: You can find it at http://www.csee.usf.edu/~millert in the computers
: section.

It might be a good idea to add a formal PD release note to the archive
so that no one will be confused by the "registered users only" part
of the newto191 file, especially when users get it from a source
other than you web page.

Mike Harrison
jmh@io.org
Toronto Canada

From -6284526747580527054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2034d119e47bdd9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,2034d119e47bdd9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,2034d119e47bdd9a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,2034d119e47bdd9a
X-Google-Attributes: gid1115ce,public
From: avg@cwi.nl (Annius Groenink)
Subject: Re: alt.binaries.atari
Date: 1996/07/19
Message-ID: <avg.837775215@news.cwi.nl>#1/1
X-Deja-AN: 168846127
sender: news@cwi.nl (The Daily Dross)
references: <31EC2AFE.22B5@ccm.jf.intel.com>
organization: CWI, Amsterdam
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progra
mmer

Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> writes:

>"Vell, ve got gud news und bad news. Der gud news iss dot der iss
>alrrrready ein group for der Atari binaries. Der bad news iss dot it
>iss a Cherman group, de.alt.binaries.tos zo those who do not understand
>der Deutsch vill not haff much gud luck mit der files."

Derr hos ollweys been an Atari pinaries (and sources) grup, wits I wos
ze modereytor off, putt it wosn't yoost enough to keep it alive, so we
decided to remove it.

Woy don't you ket der Files from das Ftp oder der Way Way Way?

--

(I can't point you to a site that has the `intel outside' logo if
you're interested!)

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl .....

From 7991210834633958208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/19
Message-ID: <31EFA282.1CFB@in.tu-clausthal.de>#1/1
X-Deja-AN: 168874652
references: <4rqjce$j7s@commserv.fb1.fhtw-berlin.de> <31E0E25E.6231@in.tu-clausthal.de> <31EAD4C5.2E68709A@brisnet.org.au>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Dancer wrote:

> > Well, Java is an iterpretative Language. So a slow Computer like the ST
> > wont do it too fast. There are People developing Online Compilers for
> > other Systems. This means, that the code is compiled and imediately run.
>
> Erm, no. Java is compiled. It's relative Java-script is interpreted.
> It _is_ still byte-code compilation, which means that there is overhead
> in interpreting the compiled program, but it is much lower than the
> overhead of dealing with full interpretation like javascript.
>
> This means that the Atari should be able to deal with Java much like
> other machines (ie: Not much slower than native code).

I have seen compiled Java Programs on a Sun and immediately fell
asleep...
It is really very slow. Surely Interpreting the language directly would
be even slower, but this does'n make it better.

> Downside: I have reports that Java requires _enormous_ amounts of memory
> to run. Can someone confirm or deny that? Reports I'm hearing are on the

> order of 'if you have less than 16MB don't even bother'.

Well, it does with Windows. I can't guess what ammount of Memory would
be needed on a Computer (not a Quick Toy (=PC)), but compared to the
usual difference in Memory consumptions of equal Programs on an Atari
and a PC, I guess, that 4MB should be enough on a Atari.

Christof

From 5081657989205744777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40f5de5c8f6115d1,start
X-Google-Attributes: gid1115ce,public
From: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
Subject: 320 x 240 on Falcon?
Date: 1996/07/19
Message-ID: <Dut5w9.ApE@freenet.victoria.bc.ca>#1/1
X-Deja-AN: 169002239
sender: news@freenet.victoria.bc.ca (News Manager)
x-nntp-posting-host: vifa1
organization: The Victoria Freenet Association (VIFA), Victoria, B.C., Canada
reply-to: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
newsgroups: comp.sys.atari.programmer

Does anyone know what the proper graphics mode settings are to get a
resolution of 320x240 on a Falcon? I know how to get 320x480 and I
assumed by turning 'double - line' on it would become 320x240 but it
turns out to be 320x200. Overscan gets the 240 but increases the 320
which is no good because I want the 1:3 aspect ratio. Any suggestions?

Nicholas

--

From 2449879463454992863
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/19
Message-ID: <31EFD88D.3DA5@ccm.jf.intel.com>#1/1
X-Deja-AN: 169011396
references: <552425755.432033.4.starship@3rdplanet.com> <31EBF296.15FB@in.tu-clausthal.de> <31ED21A0.56FC@ccm.jf.intel.com> <31EE3BD1.15FB@in.tu-clausthal.de>
content-type: text/plain; charset=us-ascii

organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5a (Win95; I)

Christof Donat wrote:
>
> Rich Tietjens wrote:
>
> Better try N.AES. This seems to be a lot more secure, but still won't
> run with Memory Protection.It is a lot faster then Multitos, and
> possibly improving the priorities may improve the whole performance as
> well.

As long as I can't get either oAESis or xaAES to work with MiNT, I am
not going to spend any money for a completely untried AES replacement.
If it came with a complete, guaranteed to work MiNT package that would
be different.

> There are Beta Versions of several free AES Clones as well: XaAES and
> oAESis. Both of them are definately faster than Multitos (that does not
> seem to be too difficult) and at least XaAES runs AFAIK with Memory
> Protection.

But memory protection is not available on a 68000. And since I can't
afford a Falcon or TT (not right now, at least), it measn I'm not going
to have memory protection.

I did get the MINT030 binaries, and strangely enough, that works
reasonably well and is fairly stable. I need to study up and figure out
how to adjust the niceness properly (ALERT.ACC was burning 25% of my CPU
time and doing nothing at all as far as I could see), and I also need to
figure out how to make MiNT recognize that my serial ports are capable
of 115200 (it won't exceed 19200 on Serial2, which is simply stupid,
IMHO), but once those are doen, I think I can tolerate the slowness.
It's really not too bad with NVDI working (version 2.01, in case that
matters). The replacement file selector that's in GEM.SYS is almost as
good as Little Green FS, so there's about 30k saved anyhow.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.

****

From -1052456180371239721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: Checkers <jahronch@koptss03.delcoelect.com>
Subject: Re: C programming stuff
Date: 1996/07/19
Message-ID: <31EF3AED.65D2@koptss03.delcoelect.com>#1/1
X-Deja-AN: 169692276
distribution: usa
references: <837697028_OASIS_@swampdog.demon.co.uk> <DuqxJu.HK4@iglou.com>
content-type: text/plain; charset=us-ascii
organization: Delco Electronics Corporation
mime-version: 1.0
reply-to: jahronch@koptss03.delcoelect.com
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (Macintosh; I; 68K)

Robert Goodwin wrote:
>
> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
> : The latest version of MWC is (to my knowledge) 3.0.9.
>
> That's what I've been hearing as well. I'm wondering if it's possible to
> go ahead and put up the update disks now that MWC is no longer. Just
> checked to find I have version 3.0.6.
>
That's a tough call. The copyright laws say ... But the company did decide
to go out of business and no longer distribute the sw.

As always, those of us who were too slow to get the lates updates before
the company disappeared would be thankful for them now.

Let us know if you do put them on-line.

From -2343579400467375748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2034d119e47bdd9a
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,2034d119e47bdd9a
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,2034d119e47bdd9a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2034d119e47bdd9a
X-Google-Attributes: gid109a67,public

From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: alt.binaries.atari
Date: 1996/07/19
Message-ID: <31EFD1F6.1731@ccm.jf.intel.com>#1/1
X-Deja-AN: 169736971
references: <31EC2AFE.22B5@ccm.jf.intel.com> <avg.837775215@news.cwi.nl>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.progra
mmer
x-mailer: Mozilla 3.0b5a (Win95; I)

Annius Groenink wrote:
>
> Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> writes:
>
> >"Vell, ve got gud news und bad news."...
>
> Derr hos ollweys been an Atari pinaries (and sources) grup, wits I wos
> ze modereytor off, putt it wosn't yoost enough to keep it alive, so we
> decided to remove it.

Yes, but who is "we?"

I submitted several files in the last months the group existed, Annius.
I mentioned that here and in email; I never got an acknowledgement that
you received the files, nor did they appear in the newsgroup.

> Woy don't you ket der Files from das Ftp oder der Way Way Way?

I can do that, but all Atari users are not able to do so.

> (I can't point you to a site that has the `intel outside' logo if
> you're interested!)

Thanks, but one of those sites is mine. See below.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.

****

From 6788045480592765919
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: Re: C programming stuff
Date: 1996/07/20
Message-ID: <DutryM.7t8@iglou.com>#1/1
X-Deja-AN: 168956275
distribution: usa
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou
references: <837697028_OASIS_@swampdog.demon.co.uk> <DuqxJu.HK4@iglou.com>
<31EF3AED.65D2@koptss03.delcoelect.com>
organization: Iglou
newsgroups: comp.sys.atari.programmer

Checkers (jahronch@koptss03.delcoelect.com) wrote:

: That's a tough call. The copyright laws say ... But the company did decide
: to go out of business and no longer distribute the sw.

I know. However, I would like to hear from others out there, especially Rich Tietjens about this. There's some stuff in there, though I've not looked at the files on the disks, that seem to require a manual, about the switches that the support programs use. Plus, the main manual is about 740 pages long, including the appendix, and so on. I'm not sure if I'm going to be the one to type all that in! :-) I did hear some time ago, someone did type in the entire GFA Basic manual, though I'm not sure what version. Yow. Lotta typing. There's an ST Format disk that was released a few years ago that had a GFA Special, and put GFA Basic 3.5, GFA Assembler, and GFA Raytrace on it. Shall I post this, now that I heard STF is no more after they release their final issue?

I've not heard anyone reply to my question about Matthew Singer, author of FoReM XE, FoReM ST, and a few other versions of FoReM. Is the source code for the ST still around? I ask, as I want to see how it was written, as it helps to have a few examples of BBSes written in C, if this was.

: As always, those of us who were too slow to get the lates updates before
: the company disappeared would be thankful for them now.

Like I said before, I picked this up at the MIST AtariFest in Indianapolis, together with a few other packages. When exactly did MWC go out of business? How good is Lattice C over MWC?

: Let us know if you do put them on-line.

I may do so only with the blessing of other people. If I get a lot of
people saying they want me to do so, I will. I don't wish to lose my
account on my ISP over this.

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From 6798756316456018790
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a5ed152dcbd42af
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: Re: aa
Date: 1996/07/20
Message-ID: <4spqo9$50v@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 168961089
references: <4skibqibk1@mhafc.production.compuserve.com>
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

In a previous article, 75066.3204@CompuServe.COM (Carl Barron) says:

>Roger Burrows <rzb20@juts.ccc.amdahl.com> wrote
>
>
>>As far as Lattice C is concerned, the latest (5.6) has make, although
>>I haven't actually used it. If you're just doing multiple compiles &
>>links (and you have _some_ level of Lattice C v5), why not just use a
>>project file ... they're easy to set up.
>>
>
> Kermit probbaly already comes with a makefile. A few changes in the make
>file like changing cc to lcc or $(CC) and the CFLAGS,LDFLAGS macros and
>it will probably do everything. If I get a module that cascades messages
>I handle the file with the same options in the IDE until they are fixed
>and return to make.
I posted to Hi-soft, and project files aren't used until 5.5.
Make is not until 5.6
Unfortunately I have 5.06.02. There appears NO way to compile kermit
with it. The Makefile was for MWC, which I have the latest (?) ver 3.09.
I can compile it with MWC, but I wanted to use a later, supported *C*.
I guess I am SOL> :-(((

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -7127264645536081490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,dc0cce361cafd9d3,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,dc0cce361cafd9d3,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,dc0cce361cafd9d3,start
X-Google-Attributes: gid109a67,public
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Subject: UK Atari stuff for sale(1/2)
Date: 1996/07/20
Message-ID: <4sq2tk$qf1$1@mhafn.production.compuserve.com>#1/1
X-Deja-AN: 168980853
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Xtra-Ram Delux populated with 2x256k SIMMS, with disk and manual,
Can take upto 4x1meg simms,Upgrade 520-1040
A number of 256k SIMMS
2 x Atari mouse
Atari STFM PSU
Atari 720k internal floppy drive
2 x Atari Keyboards
Atari STF 1040 motherboard (not sure if working)
Atari STFM 520 motherboard (not sure if working)
Neodesk 3.04
HiSoft WERCS - RSC Editor (price new ukp 34.94)

HiSoft DevPAC 3.01 ST/STe/TT/Falcon, With manual and quick ref
book (price new ukp 79.95)
HiSoft Forth 1.01a, With manual
HiSoft Lattice C 5.52 (Includes WERCS, DERCS, 680x0
Assembler, Librian, Shell) ST/STe/TT/Falcon,Full set of manuals
(price new ukp169.00)
Prospero Pascal 2.131,With 3 manuals
Introducing Atari ST Machine Code zzSoft (with Disk) (SOLD)
Atari ST VDI Vol1 Technical Reference Guide
Atari ST 3D Graphics Programming Concepts & Techniques
(Abacus Software)
68000 Assembley Language Programming 2nd Edition (Osborne
McGrawHill)
The Concise Atari St 68000 Programmer's Reference Guide

From 2210787199673774247

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ae4082cedb147823,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ae4082cedb147823,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ae4082cedb147823,start
X-Google-Attributes: gid109a67,public
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Subject: UK atrai stuff for sale (2/2)
Date: 1996/07/20
Message-ID: <4sq30t$qf1$2@mhafn.production.compuserve.com>#1/1
X-Deja-AN: 168980856
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Make me an offer on the above items or things you may want to
swap.
I'm after Zero-X, Forgetmenot clock II. Video Digitiser (that
takes a
camera input), Avalon II.TOS 1.62 ROM, NVDI, 16mHz upgrade

From 4038749759108570777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7cd65f3ccfeb44b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a7cd65f3ccfeb44b
X-Google-Attributes: gid109a67,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Trap vectors
Date: 1996/07/20
Message-ID: <4sq7vg$8s4@inca01.inca.co.nz>#1/1
X-Deja-AN: 168987634
references: <4sgv6u$ooi@inca01.inca.co.nz>
<NEWTNews.837650244.14815.rzb20@rzb20.amdahl.com>
organization: INCA
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Roger Burrows (rzb20@juts.ccc.amdahl.com) wrote:
> In article <4sgv6u$ooi@inca01.inca.co.nz>, <gmiller@inca.co.nz> writes:
> >
> > I was just wondering which of the 68000's TRAP vectors are used by
> > software (apart from the obvious OS vectors, of which I am familiar).
> >
> > A few years ago, I found that I was including the same pieces of code
> > (system interrogation, cookie Jar creation/interrogation/editing, etc) in
> > nearly all of the custom apps that I was writing for various people.
> >
> > So, I wrote a smallish (16k) TSR to be loaded at boot time that contained
> > all of those functions.

> >
> > In order to simplify the program-to-TSR interface, I used the TRAP #0
> > instruction to call it from the main app.
> >
> > However, it occurred to me that someone else may be using that vector.
> >
> > Firstly, does anyone actually use that vector, and if so, what for?

> I don't believe so ... at least I've never heard of it.

Thanks for the response. I didn't think I'd get one, as most of the people who post programmer-ish stuff in c.s.a.p or c.s.a.s.t seem to be app programmers in Basic and C/C++. But I could be wrong in my appraisal of those groups.

An early hacker-ish "guide to programming the ST" (circa 1986-ish) published by Abacus (?) used Trap #3 for something - the local user group has the book in it's library available for members to borrow.

> > Also, if that vector has already been claimed by something, how do I
> > detect it, and what other TRAP vectors are available for me?

> You shouldn't care about that ... hopefully you are passing some kind of
> magic cookie to the interface that no-one else will pick :-) You should
> of course use XBRA to chain your trap handler to any others that may have
> been installed before.

It installs a 'TLBX' cookie in the cookie Jar (or, if necessary, creates a jar capable of holding 64-cookies first)

I already check that the params passed are correct, as well as the calling protocol (which requires certain magic values to be placed in CPU registers). At present, if something is wrong, the disambiguator will return a null result to the caller. (That is less than ideal, however. Version 2 will improve that with a much better and somewhat faster disambiguator and dispatcher, along with a more robust calling mechanism)

Now where did I put my copy of the Compendium - I know it had some XBRA docs hidden in it...

> But I think it would be less risky to change your TSR into a library of
> functions that you could include as required in your apps.

True.

But if those ~12k of functions in the TSR are included in every program, it adds bulk to the apps.

And when one is running in a multitasking environment, where perhaps 10 different apps using those funcs are running, that means perhaps 120k of RAM will be used.

Assuming 15 functions in the TSR (I haven't counted them), each of 800-ish

bytes, that totals 12000 bytes of code resident. (the remaining 3-4000 being data/stack)

Therefore, a 40-odd byte interface in each of those 10 apps to each (potentially) 800+ byte function in the TSR is more memory efficient. (40x15x10=6000 bytes in the apps, plus the 16k TSR equals 22k. 800x15x10=120000, so 120000/22000 or nearly 5.5 times more memory consumed is the functions were statically linked to each app)

And of course, if a bug is found, replacing the TSR will fix all apps simultaneously, and only a 16k TSR needs to be shipped, rather than multiple megabytes of apps - assuming the bug wasn't in the interface function)

BTW: For those who are interested - I am currently extending it to allow the boot-time loading of external modules (such as graphics converters, disc editors, and so forth) as extensions that can be used by all loaded apps. (It works, but is a little hairy at times - my implementation was a bit rushed and hence poorer than it could be) It's almost like DLLs in Widows, but not quite as dynamic.

Thanks again for your response. I'll keep your ideas in mind next time I'm editing it.

--

Quote For The Month:

"Muttley - Do something!!!"

From -4586413618209310544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71b495da44f6f123,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: STOS
Date: 1996/07/01
Message-ID: <31d7ec6b.22567692@news.airtime.co.uk>#1/1
X-Deja-AN: 163118620
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

Hello Peeps :)

I finally got around to HTMLing (is that a real word?) the STOS.FAQ, it is now on my WWW page and contains no external links bar my url and a background, both of which can be easilly replaced or removed,

Feel free to download the FAQ or when mentioning STOS you can simply link to it using the following ....

STOS

Any additions or comments then please feel free to email me,

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From 3442083207391782174
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591e95fd02053f9c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: command line
Date: 1996/07/01
Message-ID: <836311292_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 163124994
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4r0pa5$oj0@laas.laas.fr>
prajoux@chnou.laas.fr (Roland Prajoux,94,6344) said:-

>> The first data section is for variables which never change while
>> the program runs (DATA), and the second section is for variables
>> which do change while the program
>> is running (BSS).
>Not quite. DATA corresponds to variables which have an initial value.
>Both DATA and BSS are variables, though.

I thought it best not to confuse the issue too much, as it really depends on the language implementors. :-)

>> I do not know how consistent the use of $602C this is across different
>> os versions though.
>There is a legal way to obtain the basepage address for the currently
>running program, for all versions of the OS. It is documented in the
>Compendium.

I know about $602C and the parameters passed on startup. Is there another way? [I dont have a Compendium :-( ]

While I think of it, is the "undocumented" pointer to parent's

basepage documented or undocumented still?

--

Guy Harrison

guy@swampdog.demon.co.uk

From -731105029889629806
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,299938657f22f66c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,299938657f22f66c,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,299938657f22f66c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,299938657f22f66c,start
X-Google-Attributes: gid1056fc,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Updated Web Page and Links
Date: 1996/07/01
Message-ID: <31D8674C.4EDC@ccm.jf.intel.com>#1/1
X-Deja-AN: 163193853
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.
advocacy
x-mailer: Mozilla 3.0b3 (Win95; I; 16bit)

This link:

http://www.3rdplanet.com/~starship/atari.htm

(just now updated for the second time today) will get you the latest
version of UUCP-ST as well as NOS-POP3, the full Demon NOS package
(unmodified!) and several "helper" packages for getting a TCP/IP setup
running on single-TOS.

There are also about 40 links to other Atari Web sites.

--
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |

| Life bees dat way sometimezzzzz. |
+---+

From 6924442890614163239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3481f6f556853641,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,3481f6f556853641,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,3481f6f556853641,start
X-Google-Attributes: gid1115ce,public
From: lpursell@bright.net (Lonny Pursell)
Subject: MIST Atari Show
Date: 1996/07/02
Message-ID: <836361292_OASIS_@bright.net>#1/1
X-Deja-AN: 163243789
organisation: ENCOM
organization: BrightNet Ohio
reply-to: lpursell@bright.net
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

This might seem off topic, if so I'm sorry but this is rather important
to me so here goes. I would of posted this in the other Atari news groups
but nobody really reads those.

Is anyone in the Lima or Findlay, Ohio area going to the MIST Atari
show in Indian July 13th?

I'm wanting to go, but my car is unlikely to make it and would like
to know if I could ride with someone else. Forking out some money for
gas in not a problem.

Please e-mail ASAP if a ride to MIST is possible... thanks for listening.
--

Atari Computer User: Lonny Pursell E-Mail: lpursell@bright.net
WWW: http://www.bright.net/~lpursell/ IRC: lp on channel #atari
____
If you understand or if you don't, If you believe or if you doubt,
There's a universal justice, And the eyes of truth,
Are always watching you. ENIGMA 2 - The CROSS Of Changes

From -6021494469436146334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fe804fda01dc491,start
X-Google-Attributes: gid1115ce,public

From: SBagley@cameo.co.uk (Steven Bagley)
Subject: MagiC Window Dialog Library
Date: 1996/07/02
Message-ID: <994_SBagley@cameo.co.uk>#1/1
X-Deja-AN: 163258220
organization: Cameo Network Services Ltd.
reply-to: SBagley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.47)

Has anyone managed to get the Magic Window Library to work from Lattice C (v5.52)

I've compiled XOBJ_SMP and WDIAL_A.s and it displays the box but it doesn't call back properly as the buttons don't work in the dialog box

Help!

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From -5473596455825862501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83c02e3fd18ab5fb
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-30.hut.fi (Arto Jalkanen)
Subject: Re: loading colour icons from resource
Date: 1996/07/02
Message-ID: <4rba6m$5mn@nntp.hut.fi>#1/1
X-Deja-AN: 163340043
distribution: inet
references: <4q5odp$bi0@nntp.hut.fi> <4q5q26$27p@lyra.csx.cam.ac.uk> <4qs1ga$1u7@nntp.hut.fi> <1996Jul1.073649.46683@yogi.urz.unibas.ch>
organization: Helsinki University of Technology
newsgroups: comp.sys.atari.programmer

In article <1996Jul1.073649.46683@yogi.urz.unibas.ch>,
Simon Egli <eglis@ubaclu.unibas.ch> wrote:
>> And there is another point: I don't have the time to wait
>> Atari Compendium to come, as my military service starts in July.
>> The internet community is my last change :-).
>That's a hard fate, since you can't even be sure if there's still an atari
>newsgroup when you come back :-)

There will always be an Atari newsgroup ;-).

And what comes to the colour icons, I found a source which might help
me to implement it. Or then not :-).

From 2472125182542152484
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3989f1070689b3e,start
X-Google-Attributes: gid1115ce,public
From: bladez@ix.netcom.com (Steven Downer)
Subject: Is there a VLM program for Falcon?
Date: 1996/07/03
Message-ID: <4rcga4$s7d@dfw-ixnews8.ix.netcom.com>#1/1
X-Deja-AN: 163385862
organization: Bladez Graphics
x-netcom-date: Tue Jul 02 7:53:24 PM CDT 1996
reply-to: bladez@ix.netcom.com
newsgroups: comp.sys.atari.programmer

I remember going to a www page about a cool lightsynth for Falcon but I can't
find it again.

Here's my lightsynth page in case anyone's interested:
http://www.geocities.com/SunsetStrip/7385/index.html

Thanks

From -5458470262433558578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f923fa2be0456ee6,start
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)
Subject: How many < 2 MB Ataris still around?
Date: 1996/07/03

Message-ID: <1996Jul3.090155.46692@yogi.urz.unibas.ch>#1/1
X-Deja-AN: 163440958
organization: University of Basel, Switzerland
newsgroups: comp.sys.atari.programmer

Hello all,

I'm just wondering, how many ST's are around with less than 2 MB of RAM?
Has the Falcon more than 1 MB ?
I'm asking because my application does't work very well with only one MB
and I wonder if it's worth the time optimising it to reduce it's memory
requirements.

From 2478979772368468933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f923fa2be0456ee6
X-Google-Attributes: gid1115ce,public
From: pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA)
Subject: Re: How many < 2 MB Ataris still around?
Date: 1996/07/03
Message-ID: <4rde1l$m9u@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 163452772
references: <1996Jul3.090155.46692@yogi.urz.unibas.ch>
organization: INSA-Lyon
reply-to: pcastell@ifhamy.insa-lyon.fr
newsgroups: comp.sys.atari.programmer

eglis@ubaclu.unibas.ch (Simon Egli) wrote:

Hello,

>Hello all,

>I'm just wondering, how many ST's are around with less than 2 MB of RAM?
I think that most of the ST's have only 1MB
>Has the Falcon more than 1 MB ?
Most of the sold Falcons have 4MB.

>I'm asking because my application does't work very well with only one MB
>and I wonder if it's worth the time optimising it to reduce it's memory
>requirements.
It is always worth doing that !

Have a nice day.

Philippe CASTELLA

pcastell@ifhamy.insa-lyon.fr
http://wwW.insa-lyon.fr/People/AEDI/pcastell

Falcon 030 4/60+270- SVGA - Tos 4.4 - Magic 4
1040 Stf 1Mo - RGB

From 6991446228553745319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f923fa2be0456ee6
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)
Subject: Re: How many < 2 MB Ataris still around?
Date: 1996/07/03
Message-ID: <1996Jul3.150938.46694@yogi.urz.unibas.ch>#1/1
X-Deja-AN: 163476221
references: <1996Jul3.090155.46692@yogi.urz.unibas.ch> <4rde1l$m9u@tempo.univ-lyon1.fr>
organization: University of Basel, Switzerland
newsgroups: comp.sys.atari.programmer

In article <4rde1l$m9u@tempo.univ-lyon1.fr>, pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA) writes:
> eglis@ubaclu.unibas.ch (Simon Egli) wrote:
>
> Hello,
>
>>Hello all,
>
>>I'm just wondering, how many ST's are around with less than 2 MB of RAM?
> I think that most of the ST's have only 1MB
>>Has the Falcon more than 1 MB ?
> Most of the sold Falcons have 4MB.
>
>>I'm asking because my application does't work very well with only one MB
>>and I wonder if it's worth the time optimising it to reduce it's memory
>>requirements.
> It is always worth doing that !
>
> Have a nice day.

Huh? always? I'd say it depends on the amount of work and on the improvement possible.
Especially if 80% (ca 300Kb) of the code was not written by yourself, and you have to understand it first.

simi

From 2137582846065200371

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fe804fda01dc491
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MagiC Window Dialog Library
Date: 1996/07/03
Message-ID: <836491768_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 163490979
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <994_SBagley@cameo.co.uk>
SBagley@cameo.co.uk (Steven Bagley) said:-

>Has anyone managed to get the Magic Window Library to work from
>Lattice C (v5.52)
>
>I've compiled XOBJ_SMP and WDIAL_A.s and it displays the box but it
>doesn't call back properly as the buttons don't work in the dialog box

Which version of MagiC comes with those. I didn't get any!

--

Guy Harrison

guy@swampdog.demon.co.uk

From 8467865446296295733
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83c02e3fd18ab5fb
X-Google-Attributes: gid1115ce,public
From: Carl Barron <75066.3204@CompuServe.COM>
Subject: loading colour icons from resource
Date: 1996/07/04
Message-ID: <4rflvi$1hj$1@mhadf.production.compuserve.com>#1/1
X-Deja-AN: 163595169
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

ajalkane@lk-hp-30.hut.fi (Arto Jalkanen) wrote:

>Ok, but how do I know where the array of cicnblk starts?
>There are pointers to place where icnblk start, trees etc.,

>but not for cicnblks (no wonder though).
>
  if rsh_vrsn and 4 is not zero this is an extended rsc file.
If it is then there is first appended to the file a table of longs
the first entry is the real length of the file. The second is the offset
from the beginning of the file of ciconblks. (if it is -1 there are none)
  this points to a CICONBLK pointer table which is a table of 0L for each
CICONBLK. It is terminated by -1L. It is followed with the following
variable length structures for each CICONBLK.

```
  ICONBLK monoicon;      /* the standard monochrome rsc */
  LONG    n_cicons;      /* Number of different CICONS of different res.*/
  WORD    mono_data[x];  /* monochrome bit data *
  WORD    modn_mask[x];
  char    icon_text[12];
  for each CICON present for this icon.
  WORD    num_planes;
  LONG    col_data;      /* place holder calculatee during loading */
  LONG    col_mask;
  LONG    sel_data;
  LONG    sel_mask;
  LONG    next_res;      /* 1L == more icons follow */
  WORD    color_data[n];      /* the bitmaps in 'vdi standard format' */
  WORD    color_mask[n];
  WORD    select_data[n];
  WORD    select_mask[n];
```

From -4777297301060622955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f923fa2be0456ee6
X-Google-Attributes: gid1115ce,public
From: bhauer@address.net (Brian Hauer)
Subject: Re: How many < 2 MB Ataris still around?
Date: 1996/07/04
Message-ID: <4rh610$n4e@tofu.alt.net>#1/1
X-Deja-AN: 163714940
references: <1996Jul3.090155.46692@yogi.urz.unibas.ch> <4rde1l$m9u@tempo.univ-lyon1.fr>
organization: The Sybarite Organization
newsgroups: comp.sys.atari.programmer

pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA) wrote:

>>I'm just wondering, how many ST's are around with less than 2 MB of RAM?
>I think that most of the ST's have only 1MB

Sheesh--are you certain? I don't know any ST owners who didn't
eventually upgrade to higher than 1 meg. Virtually every ST user (and
certainly every STE user--since it's so easy to upgrade) I know has
upgraded to 4 megs.

If there is a sinlge STE user out there today that honestly uses his
STE regularly and still hasn't upgraded to 4 megs, this is certainly
a good time to do so. I'll bet you could get 4 1-meg 30-pin SIMMS for
scarcely $50-60 US. And I'd say that's a conservative estimate.

You may be right, though... Perhaps a majority of ST users haven't
upgraded. I just find it odd if that's the case.

From -4881791139717878843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f923fa2be0456ee6
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: How many < 2 MB Ataris still around?
Date: 1996/07/04
Message-ID: <31dc3a0d.22906086@news.airtime.co.uk>#1/1
X-Deja-AN: 163742106
references: <1996Jul3.090155.46692@yogi.urz.unibas.ch> <4rde1l$m9u@tempo.univ-
lyon1.fr> <4rh610$n4e@tofu.alt.net>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Thu, 04 Jul 1996 19:26:44 GMT, bhauer@address.net (Brian Hauer)
wrote:

>pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA) wrote:
>
>>>I'm just wondering, how many ST's are around with less than 2 MB of RAM?
>>I think that most of the ST's have only 1MB
>
 I think you are most definatly right !

>Sheesh--are you certain? I don't know any ST owners who didn't
>eventually upgrade to higher than 1 meg. Virtually every ST user (and
>certainly every STE user--since it's so easy to upgrade) I know has
>upgraded to 4 megs.
>
 Your right to a point, I would be suprised to see any STe owner with
half a meg, and very suprised to see any serious STe user with the one
meg,
 But the only people you can be pretty sure of having more than one
meg are serious STe users, the guy with an ste who plays games, has a
wp, goes on the net, what reason has he to upgrade to 2 or 4 meg?,

  The STFM owner will be stuck at one meg, alright lots of you out
there with more I know, but on liners only account for ten percent of
ST owners, There are more STFM owners than STe, and its a total pain

in the arse to upgrade FM, Financially at least,

 I would say that most of the ATARI ST owning population have one meg, you look around and see how many 2 meg hungry software packages there are, because theres a couple of hundred one meg ones for each you could name, if 2 meg was the norm then ?.....

 I have a 2.5 meg STe, but if I wasn't a programmer then I could live very happily on one meg,

  Anyway they are my personal thoughts :)

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From -5529322340305181646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda351bdcf4b8de3,start
X-Google-Attributes: gid1115ce,public
From: pjrose@pelican-consultants.co.uk (Paul J Rose)
Subject: TOP JOB AVAILABLE WITH MAJOR DEVELOPER AND PUBLISHER
Date: 1996/07/05
Message-ID: <4rje9o$pub@infoserv.netkonect.net>#1/1
X-Deja-AN: 163900024
organization: .netkonect (customer account)
newsgroups: comp.sys.atari.programmer

We are looking to recruit an experienced 3D Flight Simulator Programmer to work in the West of England for one of, if not THE largest developer of interactive entertainment in the UK.

You will have experience of programming flight simulators for the home entertainment market and will have a good understanding of the techniques required to produce a first class 3D title.

Salary is competitive and this position is available now.

For more information, please reply via private email or call Paul Rose on 0181 423 3400.

We look forward to hearing from you soon.

Pelican Consultants International Ltd

http://www.pelican-consultants.co.uk/pelican
(site currently undergoing construction)

From -7402524188500974818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dda351bdcf4b8de3
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: TOP JOB AVAILABLE WITH MAJOR DEVELOPER AND PUBLISHER
Date: 1996/07/05
Message-ID: <31dd89c3.14096705@news.airtime.co.uk>#1/1
X-Deja-AN: 163916758
references: <4rje9o$pub@infoserv.netkonect.net>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Fri, 05 Jul 1996 16:03:02 GMT, pjrose@pelican-consultants.co.uk
(Paul J Rose) wrote:

>You will have experience of programming flight simulators for the home
>entertainment market and will have a good understanding of the
>techniques required to produce a first class 3D title.

Now where on earth did I put that STOS 3D extension :))

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From 2559714399891507257
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,27d2632a758f7de0,start
X-Google-Attributes: gid1115ce,public
From: Dave Hiscock <Dave@tangram.demon.co.uk>
Subject: FS: Atari ST Books/Software
Date: 1996/07/06
Message-ID: <dmXQqEA7ko3xEwFG@tangram.demon.co.uk>#1/1
X-Deja-AN: 164017393
distribution: world
x-nntp-posting-host: tangram.demon.co.uk
content-type: text/plain; charset=iso-8859-1
organization: Tangram Software
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi!

I have the following Atari ST stuff for sale. All items are in Mint or Excellent condition unless otherwise stated. Prices are in UK pounds and don't include postage. If you find anything of interest email me for exact postal rates.

Hope you find something of interest.

Best wishes

Dave

Atari ST Software

DevPac ST version 2 (Assembler/Debugger etc with manual) £6

Books

Atari ST Disk Drives Inside and Out £5
Atari ST 3D Graphics Programming £5
Atari ST Internals £5
The Concise Atari ST 68000 Programmer's Reference Guide £5

From -3329606148056792687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b6e760d7e42c15c1,start
X-Google-Attributes: gid1115ce,public
From: gundavel@best.com (Sai Gundavelli)
Subject: Offshore Programming Services
Date: 1996/07/07
Message-ID: <4rovp6$i4t@shellx.best.com>#1/1
X-Deja-AN: 164170211
distribution: world
organization: Solix Systems Incorporation
reply-to: sales@solix.com
newsgroups: comp.sys.atari.programmer

ATTENTION: SOFTWARE ENTERPRENEURS
++++++++++++++++++++++++++++++++

Solix Systems Inc based in Sanjose, California can provide you off-shore software development services from INDIA.

OUR EXPERTISE
~~~~~~~~~~~~~
Application Level Programming involving any of the tools

```
e.g.,    Visual C++         Visual Basic       FoxPro
     Dbase              Clipper            Borland C++
     Oracle             Informix      Sybase
     Power Builder      Symantec C++       Window NT
     Unix               DOS           OS/2
     .......            .........     .........
     ....          .....              .....
     ..            ..            ..
```

OUR COMMUNICATION LINKAGES
~~~~~~~~~~~~~~~~~~~~~~~~~~
64KBPS Satellite Link to INDIA, all our development staff available on Email.
We have access to Ftp, Netscape, Telnet etc.,

OUR STRENGTH
~~~~~~~~~~~~
Marketing and Management: 6
Total # of Engineers: 75

REFERENCES
~~~~~~~~~~
Available upon request.

WHY YOU SHOULD WORK WITH US
~~~~~~~~~~~~~~~~~~~~~~~~~~~
1. Any code written by us, will meet the ISO-9000 quality standards.
2. We guarantee on our ability. If we do not meet your expections within the
   first two weeks, we will gladly get away, without charging you a penny.
3. Provide you with a good economical solution.

WHOM TO CONTACT
~~~~~~~~~~~~~~~
Name: Ardy Hagen, ardy@solix.com
Email: sales@solix.com
Phone: 408-945-9099
Fax: 408-945-9365
Web: http://www.solix.com

From -4916970604757208218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9acc20bbfabcb9,start
X-Google-Attributes: gid1115ce,public
From: SBagley@cameo.co.uk (Steven Bagley)
Subject: MagiC Window Dialogs

Date: 1996/07/07
Message-ID: <1020_SBagley@cameo.co.uk>#1/1
X-Deja-AN: 164199452
organization: Cameo Network Services Ltd.
reply-to: SBagley@cameo.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.48)

I finally managed to get this working but can't figure out how to open more than one window dialog at once and process them separately.

everything I try close both boxes when either is closed.

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

From 164864661139189872
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2fe804fda01dc491
X-Google-Attributes: gid1115ce,public
From: bjr@EbiCom.net (Brian Roland)
Subject: Re: MagiC Window Dialog Library
Date: 1996/07/08
Message-ID: <4rq7dd$vb3@Einstein.ebicom.net>#1/1
X-Deja-AN: 167140387
references: <994_SBagley@cameo.co.uk>
organization: I need to put my ORGANIZATION here.
newsgroups: comp.sys.atari.programmer

Steven Bagley (SBagley@cameo.co.uk) wrote:
: Has anyone managed to get the Magic Window Library to work from Lattice C
: (v5.52)

: I've compiled XOBJ_SMP and WDIAL_A.s and it displays the box but it doesn't

: call back properly as the buttons don't work in the dialog box

: Help!

: See you earlier,

: Steven

: InterNet: sbagley@cameo.co.uk
: FidoNET: 2:2501/101.12 ... NeST: 90:102/203
:

Well, I believe that most people who still use their Atari regularly have upgraded the memory in order to take advantage of the newer multi tasking AES/OS...however, for this very reason, I'd think that minimising memory requirements is a good idea...of course you do have to consider the trade off...if it really slows down performance, or takes out features that are likely to be used several times a session, I'd vote to use the memory available. A good idea is to try to make the application so that it can run in 512k of ram, yet take advantage of all the memory available. This way those with 512 or 1 meg machines can use your program, and those with 2,2.5,4, or more meg can allow the application to take as much or little as he wishes...deciding speed/feature VS. memory requiremnets for himself.

Personaly, I use Geneva, and find my self most often limiting the memory used by each program to the minimum possible, and loading several applications at once. Exceptions to this rule are memory intensive applications like DTP, Graphics, large digital sounds, or coustomised packages like KCS Omega, or Logic...in these cases I give them all the memory I can...it makes them run faster and more cleanly.

Good luck at any rate,
Brian

From 3708668307934090168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a,start
X-Google-Attributes: gid1115ce,public
From: joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann)
Subject: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/08
Message-ID: <4rqjce$j7s@commserv.fb1.fhtw-berlin.de>#1/1
X-Deja-AN: 167161942
organization: Fachhochschule fuer Technik und Wirtschaft Berlin, FB1
newsgroups: comp.sys.atari.programmer

having heard recently about JAVAs possibilities to "free us"
from Bill Gates and the intention of java to run applications
with very little memory consumption, or centralised
computer-networks, it occured immediately to me that a classical

Atari should do with that, quite fine ...

if the marketing-devision of atari (if they still have any :)
could work it out this time, "we Atarians" could expect pretty
nice time ahead of us ...

nobody needs a 200Mhz computer with 64MB RAM to run his/hers
operating-System, except the ones being tied to Microsofts
products ...

Escom tried to put out the Amiga as the network-computer again,
but the most certainly lacked much motivation, coz they failed
even before they had started it up in the first place ...

i'll see all those stupid PC-faces when little STs or even F030s
will do away with all this stupid Mircosoft-stuff ...

hopefully cheers

--
-
-- Jo'ogn (; - 030/606 91 85 - http://www.fb1.fhtw-berlin.de/people/joogn/

From -5331594330928234679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/08
Message-ID: <31E0E25E.6231@in.tu-clausthal.de>#1/1
X-Deja-AN: 167167940
references: <4rqjce$j7s@commserv.fb1.fhtw-berlin.de>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Juergen Oppermann wrote:

> having heard recently about JAVAs possibilities to "free us"
> from Bill Gates and the intention of java to run applications
> with very little memory consumption, or centralised
> computer-networks, it occured immediately to me that a classical
> Atari should do with that, quite fine ...

Well, Java is an iterpretative Language. So a slow Computer like the ST
wont do it too fast. There are People developing Online Compilers for
other Systems. This means, that the code is compiled and imediately run.

That may be a solution for the Atari. Eventually the Compilation will
get fast enough for the networking conection. Then this is useful.

> if the marketing-devision of atari (if they still have any :)
> could work it out this time, "we Atarians" could expect pretty
> nice time ahead of us ...

Well, Atari is not expected to do anything for that. I remember someoner
around in the Net started to port the Java Interpreter from Sun for
MiNT. Maybe that is a start.

> nobody needs a 200Mhz computer with 64MB RAM to run his/hers
> operating-System, except the ones being tied to Microsofts
> products ...

Why should Microsoft not getting on with writing Programs in Java and
get on the nerves of all the Computer Owners who got around it so far?

> Escom tried to put out the Amiga as the network-computer again,
> but the most certainly lacked much motivation, coz they failed
> even before they had started it up in the first place ...

Well, the missjuged their financial capacity. They had to sell Amiga
before they could bring them out in their shops. So now Amiga is again a
Computer for a few people doing funny things and calling them
Multimedia.

> i'll see all those stupid PC-faces when little STs or even F030s
> will do away with all this stupid Mircosoft-stuff ...

Well, dream on. Microsoft will not be sleeping, and they wil start to
integrate Java as much as possible into their System and get it running.
I more think, that Intel Will be looking like a horse when all the
Standard Software is developed in Java So everybody with a cheap
Computer can run it.

Christof

From -7740499349707242617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7164029f63408353,start
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)
Subject: printing of Icons with VDI?
Date: 1996/07/08
Message-ID: <1996Jul8.113025.46708@yogi.urz.unibas.ch>#1/1
X-Deja-AN: 167170562
organization: University of Basel, Switzerland
newsgroups: comp.sys.atari.programmer

Hi all,

Does anyone know how icons can be printed with VDI?
What I would need would be the raster functions on printers.
I suppose, I can't use the Polymarker function, since the dot mark won't be
a true dot on some printers. (otherwise I could print the icon by printing all
it's dots).

thanx, Simi

From 5244098538109688573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee980262773943ac,start
X-Google-Attributes: gid1115ce,public
From: clifton@southern.co.nz (Forsythe and Guy)
Subject: STOS Scrolling
Date: 1996/07/09
Message-ID: <4rtc13$gds@orm.southern.co.nz>#1/1
X-Deja-AN: 167378771
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

I need to scroll a portion of the screen in STOS 1 pixel left, but the
screen copy command is too slow :(is there any extensions, or other way
to scroll portions of the screen 1 pixel to the left?

I have Misty, Missing Link and a whole lot of other extensions.

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

What happens if you get scared half to death twice?

In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES

From -3589342919406203648
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75b5003340227f94,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: HELP *C* and signal/alarm for Kermit!
Date: 1996/07/09
Message-ID: <4ru3uc$3m9@madeline.INS.CWRU.Edu>#1/1

X-Deja-AN: 167407100
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

Atari read this. Can someone HELP???
I don't know *C*, tho I have programmed for years in other languages. However, I undertook to recompile Kermit to its latest version. The last was (189), from '93. The sources are now up to (192 beta). I have MWC ver. 3.0.9. The Atari version is a small subset of the whole thing. We are stuck with a vt52 emulation, altho most thing it connects to need at least a VT100. It has DIAL and SCRIPT, and many other goodies.
But it NEEDS a version of signal/alarm that is common in UNIX. I don't want to compile it under mint, cause it wants GEM. MWC has a signal.h and event_multi in aesbind.h. Can't these be used to make a dummy but functional signal/alarm??? I have compiled everything that doesn't need s/a, and it works. Using HSMODA6, it runs at 115.2 KB in a TT.
SURELY, someone, somewhere, has tackled this problem before? Or would be willing to help me do it myself? You would get full credit for your help.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -3519615303994498234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee980262773943ac
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS Scrolling
Date: 1996/07/10
Message-ID: <31e378ab.2643116@news.airtime.co.uk>#1/1
X-Deja-AN: 167554145
references: <4rtc13$gds@orm.southern.co.nz>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On 9 Jul 1996 10:24:35 GMT, clifton@southern.co.nz (Forsythe and Guy) wrote:

>I need to scroll a portion of the screen in STOS 1 pixel left, but the
>screen copy command is too slow :(is there any extensions, or other way
>to scroll portions of the screen 1 pixel to the left?
>
>I have Misty, Missing Link and a whole lot of other extensions.

There is no exact extension that lets you do this on a FM, if STe then there are extensions for accessing the blitter chip that will

allow it,
 It really depends on what you are doing and how much scrolling you
want to do, There are plenty of "tricks" and ways to do everything in
STOS,
 If you want constant scrolling in a game then any language has
trouble but even that can be overcome,
 Let me know what you are doing and how much you want to scroll?, i
know you say 1 pixel, but how many times?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From 8562910361956977679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d2dfb099eabae1aa,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d2dfb099eabae1aa,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d2dfb099eabae1aa,start
X-Google-Attributes: gid109a67,public
From: Timothy Miller <millert@csee.usf.edu>
Subject: Come get my old Falcon source code, now PD.
Date: 1996/07/10
Message-ID: <Pine.GSO.3.93.960710142845.17484B-100000@grad>#1/1
X-Deja-AN: 167638306
x-sender: millert@grad
content-type: TEXT/PLAIN; charset=US-ASCII
organization: University of South Florida
mime-version: 1.0
reply-to: Timothy Miller <millert@csee.usf.edu>
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

A few months ago, I jumped platform from Atari to PC, but I had a lot of
software that I had developed for the Atari that I didn't want to go to
waste. So, I have archived it, and it is available at the following
address:

http://www.csee.usf.edu/~millert/computers.html

Timothy Miller, millert@grad.csee.usf.edu Theoretical Linguistics
http://www.csee.usf.edu/~millert Music Theory, Computer Engineering
---
Cunning linguists are very skilled with their tongues.

From -2310789783932577051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ae8f384821ee290,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: HELP! I need a VT100 console driver for Kermit.
Date: 1996/07/10
Message-ID: <4s17e9$4tu@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 167649988
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

I am trying to update Kermit for the Atari. It is 3 versions out of date.
One of the things it needs BADLY is a VT100 console driver.
Surely, somewhere in Atariland, someone has written a PD driver???
    Any help will be GREATLY appreciated.
    This is for an official update, with Columbia's blessing.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From -7840079535987077405
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: Claus Brod <claus_brod@bbn.hp.com>
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/11
Message-ID: <31E4E362.2F4D@bbn.hp.com>#1/1
X-Deja-AN: 167801932
references: <4rqjce$j7s@commserv.fb1.fhtw-berlin.de>
content-type: text/plain; charset=us-ascii
organization: Hewlett-Packard GmbH
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b5aGold (X11; I; HP-UX A.09.07 9000/770)

Juergen Oppermann wrote:
> if the marketing-devision of atari (if they still have any :)
> could work it out this time, "we Atarians" could expect pretty
> nice time ahead of us ...

Face it, Atari is dead as a dodo. Don't expect anything from "them".

> nobody needs a 200Mhz computer with 64MB RAM to run his/hers
> operating-System, except the ones being tied to Microsofts
> products ...

Someone else already mentioned that Java, being an interpreted language, requires quite a bit of processor power. Also, the browser packages which are around these days are pretty complex beasts. They also tend to be performance and memory hogs. To support such applications, you need a stable operating system with good communications support and more advanced features like robust multitasking and threading. Thinking a little more about it also reveals that much of the Web's fascination for average people comes from the graphical representation, i.e. from animation and colorful pictures. These are all things the ST line never was designed for. (The Falcon is, of course, better suited for color graphics.)

Worst of all, I think the "network computer" idea won't be accepted by the marketplace, no matter who makes the NCs. So even if the no-longer-existent Atari had a killer machine for the purpose (which they don't have), it would, IMHO, never become a smash hit.

I'd be glad if I'm proven wrong, but the only hope that I put into "the Atari market" is that at least for a good while I can find someone to repair my TT if it needs fixing.

--claus_brod@bbn.hp.com----------
  Claus Brod, MDD, HP Have you hugged your manager today?
--http://www.geocities.com/SiliconValley/3366 ---#include <disclaimer>--
   Explicit permission required for distribution in Microsoft Network.

From -7692665407499505345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/11
Message-ID: <31E5578D.2F1C@in.tu-clausthal.de>#1/1
X-Deja-AN: 167832937
references: <4rqjce$j7s@commserv.fb1.fhtw-berlin.de> <31E4E362.2F4D@bbn.hp.com>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Claus Brod wrote:

> Someone else already mentioned that Java, being an interpreted language,

That was me ;-)

> requires quite a bit of processor power. Also, the browser packages
> which are around these days are pretty complex beasts. They also tend to
> be performance and memory hogs.

You don't need a browser to run java programs. It looks as if many
Software houses begin to use Java as a programming language for bigger
aplications. Those applications won't be distributed as aplets, but in
Java 8 bit pseudo Machine code. They could be compiled to a real Atari
Application and then run quickly.

> To support such applications, you need a
> stable operating system with good communications support and more
> advanced features like robust multitasking and threading.

You mean something like MiNT?-)

> Thinking a
> little more about it also reveals that much of the Web's fascination for
> average people comes from the graphical representation, i.e. from
> animation and colorful pictures. These are all things the ST line never
> was designed for. (The Falcon is, of course, better suited for color
> graphics.)

That is right.

> Worst of all, I think the "network computer" idea won't be accepted by
> the marketplace, no matter who makes the NCs. So even if the
> no-longer-existent Atari had a killer machine for the purpose (which
> they don't have), it would, IMHO, never become a smash hit.

You mean the Oracle Thing. It is interesting, but the problem is, that
most people buying a Computer really want to buy a Playing Console. At
the moment Networking is not too much interestin to the people. The so
called Internet Boom did not bring the Computer market into much higher
regions, and the internet just got slower with the WWW, because many
people now get their penthouse Pictures via WWW instead of buying the
magazime at the kiosk. So I think the time has not come for the Network
Computer.

> I'd be glad if I'm proven wrong, but the only hope that I put into "the
> Atari market" is that at least for a good while I can find someone to
> repair my TT if it needs fixing.

Well, we could try and persuade someone at Medusa Systems, Overscan, or
ASH to do the job Atari did, and serve as developer source.

I personaly would prefere Medusa Systems to do it, because they also
develop the New Computers that are most likely to become the new
Standard Atari.

Christof

From 8841089690411662170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3a3415b5eee3cd30,start
X-Google-Attributes: gid1115ce,public
From: torhovl@stud.unit.no (Tor-Egil Hovland)
Subject: Looking for DSP-debugger
Date: 1996/07/12
Message-ID: <4s5ocg$f9s@due.unit.no>#1/1
X-Deja-AN: 168000414
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

I once had a DSP-debugger, which I think was written by Brainstorm.
Anyway, I lost it when DataLight finally screwed up after some months
of thrustworthy expanding my storage capacity.

I can't find it anywhere on the net, so if anyone could give me a clue,
I'd appreciate it.

```
 ____
 \  / Tor
  \/  http://www.stud.unit.no/~torhov
```

From 7941585759525725015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,7a9d8bc7dd506179
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,bf84ce1bd156cc6f,start
X-Google-Attributes: gid1115ce,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: "Admiral Nuguru" Should Be Avoided
Date: 1996/07/12
Message-ID: <31E675EA.7B9B@ccm.jf.intel.com>#1/1
X-Deja-AN: 168012253
references: <steveg-1107962152410001@news.cnct.com>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
x-mailer: Mozilla 3.0b3 (Win95; I; 16bit)

Just Steve wrote:
>
> I would advise everyone who doesn't want to be pestered by a little

> mosquito of a little boy to avoid any and all attempts at trasactions with
> the user going under the name of "Admiral Nuguru" (current email:
> admiral.nuguru@fantasy.com).
<SNIP>
> What follows is his latest response to me:
> -----
> To: steveg@cnct.com
> Subject: Re: ATARI Equipment, MUST SELL!!
> From: admiral.nuguru@fantasy.com (Admiral Nuguru)
> Date: Wed, 10 Jul 1996 15:17:00 +0000
> Organization: Fantasy Land BBS * 217-535-1005
>

<MORE SNIPPAGE>

> Consider yourself reported to the NET POLICE, and I AM notifying the
> Police of your continued harassment...

<DELETIA>
> So that's that. With this in mind, I *STRONGLY* advise the net community
> to avoid this guy at all costs, and/or mail bomb him at your earliest
> convenience. :-)

There are no "Net Police" (unless you're an AOL subscriber, they have a history of "cooperating" with the FBI to entrap otherwise law-abiding citzens).

Mail bombing is always inexcusable. Very tempting, sometimes, but still inexcusable.

However...

At one time I began writing a cancelbot becasue of idiots like your "Admiral." It wouldn't be difficult
to finish it. I'd release the source code. A corollary program is the BounceBot, that simply bounces
unwanted email back to the originator. This has the (desirable?) side effect of automatically mailbombing
anyone who mailbombs you, if you know it's likely to happen.

Anyone interested in the code?

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+

From -4946371306470938066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ebe5bb4a6a88fae5,start

X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ebe5bb4a6a88fae5,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: STOS help needed
Date: 1996/07/12
Message-ID: <4s67hv$2gr@inca01.inca.co.nz>#1/1
X-Deja-AN: 168065087
organization: INCA
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Posted for someone whose Usenet feed is still flaky (their comp.sys.atari.*
groups are only getting about one article every few days)

I'll forward any responses I get...

--- SNIP ---

I am looking for someone with STOS experience who can help me with
sprite collision detection.

In particular, I want to know how to detect whether two sprites have collided,
and do something if they are touching. This is to allow the player's on screen
person to "pick up" and object. The object would be represented by a sprite.

Any example code would be appreciated.

--- SNIP ---

--

Quote For The Month:

"Muttley - Do something!!!"

From -1313078812383556915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,619553ab7e409ae1,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,619553ab7e409ae1,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,619553ab7e409ae1,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 112f4b,619553ab7e409ae1,start
X-Google-Attributes: gid112f4b,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: HD Failure ...
Date: 1996/07/12
Message-ID: <837290204_OASIS_@swampdog.demon.co.uk>#1/1

X-Deja-AN: 168068983
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.suppor
t.atari
organisation: SwampDog

Hi folks,

To cut a long story as short as possible, due to my own stupidity, my hard disk is currently "down". I fully realise I can be a complete plonker at times so I have lots of backups. Incredibly, it has been "inexplicable floppy failure week" - more died this week than have done in the last 9 years put together.

Consequently, it's going to take me some time to figure out what has gone altogether and what can be salvaged. I'll at least try to respond to email but don't expect miracles!

[feeble attempt at humour [sob]] ...

SwampDog paranoid quote of the week

THEY are *not* out there - THEY are in my sodding computer room, hopping up and down on my floppies wearing bloody great magnetic boots!

--

Guy Harrison

guy@swampdog.demon.co.uk

From 2321794883544479482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a939326c3d2f20b7,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Trap vectors
Date: 1996/07/12
Message-ID: <4s6h5e$4nm@inca01.inca.co.nz>#1/1
X-Deja-AN: 168196798
organization: INCA

newsgroups: comp.sys.atari.programmer

I was just wondering which of the 68000's TRAP vectors are used by software (apart from the obvious OS vectors, of which I am familiar).

A few years ago, I found that I was including the same pieces of code (system interrogation, cookie Jar creation/interrogation/editing, etc) in nearly all of the custom apps that I was writing for various people.

So, I wrote a smallish (16k) TSR to be loaded at boot time that contained all of those functions.

In order to simplify the program-to-TSR interface, I used the TRAP #0 instruction to call it from the main app.

However, it occurred to me that someone else may be using that vector.

Firstly, does anyone actually use that vector, and if so, what for?

Also, if that vector has already been claimed by something, how do I detect it, and what other TRAP vectors are available for me?

AFAIK, the only claimed vectors are traps 1, 2, 13, 14, which leaves the other 12 (0, 3 through 12, 15) free. I therefore chose Trap #0.

Now that I am starting to write more horizontal apps (as opposed to the vertical apps I have been doing so far), I wish to ensure that my Toolbox (the 16k TSR called via a "Trap #0" instruction) will not interfere with more mainstream apps.

--

Quote For The Month:

"Muttley - Do something!!!"

From 4176622227967210056
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,619553ab7e409ae1
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112f4b,619553ab7e409ae1
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 1115ce,619553ab7e409ae1
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,619553ab7e409ae1
X-Google-Attributes: gid109a67,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: HD Failure ...
Date: 1996/07/13
Message-ID: <31e78783.7020688@news.airtime.co.uk>#1/1

X-Deja-AN: 168202760
references: <837290204_OASIS_@swampdog.demon.co.uk>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.suppor
t.atari

On Fri, 12 Jul 96 20:36:44 GMT, guy@swampdog.demon.co.uk (Guy
Harrison) wrote:

>
>Hi folks,

 Hi Swampy :)

>
>To cut a long story as short as possible, due to my own stupidity, my
>hard disk is currently "down". I fully realise I can be a complete

 Hey! that happened to me once and I didn't have a proper backup
system, all my programming work including current projects, articles,
allsorts, damm nearly brought me to tears,
 Bloody good luck in getting it all back up and running mate, I know
exactly how you feel,

>SwampDog paranoid quote of the week
>-----------------------------------
>
>THEY are *not* out there - THEY are in my sodding computer room,
>hopping up and down on my floppies wearing bloody great magnetic
>boots!

 I like that one :)))) glad to see you have a little bit of sense of
humour when your hd is down, I know I didn't :)

                    Cheers.............!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From -485966831699035640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ebe5bb4a6a88fae5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ebe5bb4a6a88fae5
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: STOS help needed

Date: 1996/07/13
Message-ID: <31e7843e.6183950@news.airtime.co.uk>#1/1
X-Deja-AN: 168203011
references: <4s67hv$2gr@inca01.inca.co.nz>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

On 12 Jul 1996 19:03:27 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Posted for someone whose Usenet feed is still flaky (their comp.sys.atari.*
>groups are only getting about one article every few days)
>
 Thats sad:(One a week? sheesh, that definatly needs sorting doesn't
it,

>I'll forward any responses I get...
>
 Ok a quick and easy answer would be, I presume then you friend has
internet access, so why not join the STOS mailing list, normally used
for just such questions and answer sessions :) although a bit quiet at
the moment because most of them are students and gone home for the
school hols :)
>--- SNIP ---
>
>I am looking for someone with STOS experience who can help me with
>sprite collision detection.
>
 I do STOS :)

>In particular, I want to know how to detect whether two sprites have collided,
>and do something if they are touching. This is to allow the player's on screen
>person to "pick up" and object. The object would be represented by a sprite.

 Sorry there is no straight and simple answer, Do I take it your
friend doesn't have a manual, not being funny here but its pretty
simple in there to do sprite detection, you could even use a colour
detection and check for irregular shaped objects,

 But by far the best method is to use the Missing Link extension "MANY
OVERLAP" command, this will detect between hundreds of objects on
screen in lightning speed,

 *** tip to any stossers, manyoverlap for multiple object detection is
far faster than the straight overlap that detects one object, its
because the new "many" commands use a different code ***

 If you havent got that extension then the best advice would be to get
some copies of STOSSER diskzine, there are 26 issues (STOSSER 27 due
out soon) and each has a minimum of 40 articles, with over half STOS
related, the rest of the disk is filled with stos source, thats over
15 meg of stos source in the 26 issues,

Theres plenty on sprites and sprite detection, including my "idiots guides to using bobs" etc, try floppyshop in scotland,

There is no way I could send you an example routine as I have no idea what extensions you have or what you are really trying to achieve, some of the aboive would hopefully help ????

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

From 3423521769968443539
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,623781d2c80c9804,start
X-Google-Attributes: gid1115ce,public
From: zan660@aol.com (Zan660)
Subject: Free Web Space for Freeware/share Atari apps
Date: 1996/07/13
Message-ID: <4s96rt$6dv@newsbf02.news.aol.com>#1/1
X-Deja-AN: 168245642
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)
reply-to: zan660@aol.com (Zan660)
newsgroups: comp.sys.atari.programmer

Helo,
I have a MagiCMac homepage. I will be glad to put info (text, screenshots, demos etc) up on my website about your app. Where the catch? The cach is the application MUST work under MagiCMac. Email me
zan660@aol.com
http://users.aol.com/zan660/mhome.htm

From 4851277058028808131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,619553ab7e409ae1
X-Google-Attributes: gid1115ce,public
From: colbee@tyndale.apana.org.au (Colin Bernau)
Subject: Re: HD Failure ...
Date: 1996/07/13
Message-ID: <837329180_OASIS_@tyndale.apana.org.au>#1/1
X-Deja-AN: 168255019
organization: Posgate 61 6 285 1701
reply-to: colbee@tyndale.apana.org.au
newsgroups: comp.sys.atari.programmer

organisation: C.E.& R.M. Bernau

In article <837290204_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

>
>Hi folks,
>
>To cut a long story as short as possible, due to my own stupidity, my
>hard disk is currently "down". I fully realise I can be a complete
>plonker at times so I have lots of backups. Incredibly, it has been
>"inexplicable floppy failure week" - more died this week than have
>done in the last 9 years put together.

Guy,
It may be no consolation - but it has happened to most of us! Generally in the middle of something vitally important that's going to be backed up "in the next five minutes". Mine was a three day epic big band score!! Commiserations:)
--

G U I T A R I S T colbee@tyndale.apana.org.au

From -6046301912041769094
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1f3b5ae28ad63668,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 11aedc,1f3b5ae28ad63668,start
X-Google-Attributes: gid11aedc,public
X-Google-Thread: f8760,1f3b5ae28ad63668,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 15ae9a,1f3b5ae28ad63668,start
X-Google-Attributes: gid15ae9a,public
X-Google-Thread: 1115ce,1f3b5ae28ad63668,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1f3b5ae28ad63668,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,1f3b5ae28ad63668,start
X-Google-Attributes: gid1056fc,public
From: starship@3rdplanet.com (Rich Tietjens)
Subject: Atari Binaries - Inaugural Message
Date: 1996/07/13
Message-ID: <552425755.432033.A.starship@3rdplanet.com>#1/1
X-Deja-AN: 168281910

followup-to: alt.config
x-ftn-adr: 51:205/311.0
organization: STarship and Quark's Holosuites
x-viagateway-at: 51:205/311.0
reply-to: starship@3rdplanet.com (Rich Tietjens)
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.binaries.atari,alt.binaries.atari.d
x-mailer: UUCP-ST News_Out version 1.00 4 Jul 1996 Registered

This message inaugurates both alt.binaries.atari and
alt.binaries.atari.d

CHARTER:

alt.binaries.atari is for distribution of freeware, Public Domain, and shareware patches, prograsm, etcetera, intended for Atari and compatible computers. alt.binaries.atari.d is for discussion of the content of alt.binaries.atari and should never contain binary files.

The following are explicitly inappropriate for posting to either alt.binaries.atari or alt.binaries.atari.d:

- Copyrighted software without the EXPLICIT permission of the copyright holder to post the software.

- "Chain letters," "get rich quick" schemes, for sale messages, or commercial solicitations of any kind.

- "My computer is better than your computer" messages, or discussions of the relative merits of any computer system. These discussions properly belong in the various .advocacy groups (or alt.flames in some cases).

- Any posting whatsoever by Peter Sinclair-Day; he does not own an Atari or compatible computer, does not use an Atari or compatible computer, and does not hold the copyright to any known software.

Very large binaries (e.g., in excess of 500k) should be uploaded to an ftp site (or several) first, and the availability (with full path) announced in a.b.a; only in the case of a specific request by a user who has no ftp access should such large binaries be posted to the newsgroup.

It is suggested that a short text message be posted in a.b.a immediately before posting a binary, explaining the purpose of the binary, the copyright status and distribution policy pertaining to the binary, system requirements for use of the binary, and any special information which may assist in determining the desirability or undesirability of downloading the binary.

This is an unmoderated group. However, it will be closely watched by
the undersigned, and any blatant violation of copyright law will be
immediately reported to the violator's postmaster and the copyright
holder. Violations of netiquette will be referred to the appropriate
postmaster if it is deemed necessary.

Rich Tietjens
syadmin at STarship and Quark's Holosuites

--
Visit us at http://www.3rdplanet.com/~starship

```
+-------------------------------------+---------------------------+
|  Supporting Atari users worldwide   | 51:205/311.0@atarinet.ftn |
|   Internet, Atarinet, and Net ST    |    90:304/6.0@nest.ftn    |
|   STarship & Quark's Holosuites     |      +1-503-244-2870      |
+-------------------------------------+---------------------------+
```

From -2222208067001030911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27d2632a758f7de0
X-Google-Attributes: gid1115ce,public
From: starship@3rdplanet.com (Rich Tietjens)
Subject: Re: FS: Atari ST Books/Software
Date: 1996/07/13
Message-ID: <552425754.432032.7.starship@3rdplanet.com>#1/1
X-Deja-AN: 168425580
x-ftn-adr: 51:205/311.0
organization: STarship and Quark's Holosuites
x-viagateway-at: 51:205/311.0
reply-to: starship@3rdplanet.com (Rich Tietjens)
newsgroups: comp.sys.atari.programmer
x-mailer: UUCP-ST News_Out version 1.00 4 Jul 1996 Registered

Dave@tangram.demon.co.uk barked in comp.sys.atari.programmer on 08 Jul 96:

 D> I have the following Atari ST stuff for sale. All items are in Mint or
 D> Excellent condition unless otherwise stated.

Got anything in MultiTOS condition? <GDR>
--
Visit us at http://www.3rdplanet.com/~starship

```
+-------------------------------------+---------------------------+
|  Supporting Atari users worldwide   | 51:205/311.0@atarinet.ftn |
|   Internet, Atarinet, and Net ST    |    90:304/6.0@nest.ftn    |
|   STarship & Quark's Holosuites     |      +1-503-244-2870      |
+-------------------------------------+---------------------------+
```

From -1126633966558509600

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: starship@3rdplanet.com (Rich Tietjens)
Subject: Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!
Date: 1996/07/13
Message-ID: <552425755.432033.4.starship@3rdplanet.com>#1/1
X-Deja-AN: 168425582
x-ftn-adr: 51:205/311.0
organization: STarship and Quark's Holosuites
x-viagateway-at: 51:205/311.0
reply-to: starship@3rdplanet.com (Rich Tietjens)
newsgroups: comp.sys.atari.programmer
x-mailer: UUCP-ST News_Out version 1.00 4 Jul 1996 Registered

cdonat@in.tu-clausthal.de barked in comp.sys.atari.programmer on 13 Jul 96:

 >> To support such applications, you need a
 >> stable operating system with good communications support and more
 >> advanced features like robust multitasking and threading.
 c>
 c> You mean something like MiNT?-)

He said "stable." That's not like MiNT in my experience. %^(
--
Visit us at http://www.3rdplanet.com/~starship

```
+-----------------------------------+---------------------------+
|  Supporting Atari users worldwide  | 51:205/311.0@atarinet.ftn |
|   Internet, Atarinet, and Net ST   |    90:304/6.0@nest.ftn    |
|   STarship & Quark's Holosuites    |      +1-503-244-2870      |
+-----------------------------------+---------------------------+
```

From 5146807323165237120
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ae8f384821ee290
X-Google-Attributes: gid1115ce,public
From: starship@3rdplanet.com (Rich Tietjens)
Subject: Re: HELP! I need a VT100 console driver for Kermit.
Date: 1996/07/13
Message-ID: <552425755.432034.2.starship@3rdplanet.com>#1/1
X-Deja-AN: 168425584
x-ftn-adr: 51:205/311.0
organization: STarship and Quark's Holosuites
x-viagateway-at: 51:205/311.0
reply-to: starship@3rdplanet.com (Rich Tietjens)
newsgroups: comp.sys.atari.programmer
x-mailer: UUCP-ST News_Out version 1.00 4 Jul 1996 Registered

bdc2@po.CWRU.Edu barked in comp.sys.atari.programmer on 13 Jul 96:

b> I am trying to update Kermit for the Atari. It is 3 versions out of
b> date. One of the things it needs BADLY is a VT100 console driver.
b> Surely, somewhere in Atariland, someone has written a PD driver???
b> Any help will be GREATLY appreciated.
b> This is for an official update, with Columbia's blessing.

Boris, AIUI, ANSI is merely VT100 with color extensions; Tim Miller created ANSIterm, and there's source in his tsource.zip file (which is now PD). You ought to be able to crib from that.

Of course, if all you want is a generic console driver, use the ANSIST TSR that goes in the AUTO folder.

--
Visit us at http://www.3rdplanet.com/~starship

```
+-----------------------------------+---------------------------+
|  Supporting Atari users worldwide  | 51:205/311.0@atarinet.ftn |
|   Internet, Atarinet, and Net ST   |    90:304/6.0@nest.ftn    |
|   STarship & Quark's Holosuites    |      +1-503-244-2870      |
+-----------------------------------+---------------------------+
```

From -7085445888214352694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1f3b5ae28ad63668
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,1f3b5ae28ad63668
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,1f3b5ae28ad63668
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 11aedc,1f3b5ae28ad63668
X-Google-Attributes: gid11aedc,public
X-Google-Thread: 109a67,1f3b5ae28ad63668
X-Google-Attributes: gid109a67,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: Atari Binaries - Inaugural Message
Date: 1996/07/15
Message-ID: <31EA74E5.7A20@ccm.jf.intel.com>#1/1
X-Deja-AN: 168417072
references: <552425755.432033.A.starship@3rdplanet.com>
<Pine.SOL.3.91.960715111943.11999C-100000@ns1.ptd.net>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups:
comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.binaries.atari.d
x-mailer: Mozilla 3.0b3 (Win95; I; 16bit)

Mr. Maddog wrote:
>
> First of all, I say well about time with this idea! I hope that many
> will freely UL and DL as, for me at least, I have only one Atari BBS and
> Umich files are hardly updated with newer stuff. Some people don't even
> have a BBS to get the stuff from. I'll frequent this area as much as I can.
>
> Well done Richard! :)

Yes, well, thanks but it doesn't seem to have worked. I'll ask here - does
anyone have direct root@domain access to send the necessary control messages
to try again to create these groups? I can email the necessary header(s) and
text if you aren't sure how it's done.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
"Propose your group in alt.config. Be sure to include the
proposed newsgroup name or topic for the group in the Subject
line. Listen to constructive criticisms. Beware, the
"discussions" in alt.config can seem very petty, vindictive,
and altogether unpleasant at times. Alt.config is frequented
by news admins, news.wannabes, net.gods, and net.idiots.
Sometimes it's a wonder that anything useful comes out of it,
but the alternative is total anarchy and mob ethics. There
are actually a few people in alt.config with good ideas on
creating groups."

From -4017335976830636209
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37e29a86935b0d91,start
X-Google-Attributes: gid1115ce,public
From: rsg0910@iglou.com (Robert Goodwin)
Subject: C programming stuff
Date: 1996/07/15
Message-ID: <DuLxIq.83o@iglou.com>#1/1
X-Deja-AN: 168438308
sender: news@iglou.com (News Administrator)
x-nntp-posting-host: iglou2
organization: Iglou
newsgroups: comp.sys.atari.programmer

Hiya... I've been reading up on C programming, and following the
programming examples and coding of other programs out there. I've read
through the LazyBBS code in the Crawly Crypt 2 CD, and the Fnordadel

in the Umich archives. Also picked up on Mark Williams C (looks like version 3?), Prospero C (version 1.43), and Personal Pascal (vers. 2) from one dealer at the MIST Fest in Indianapolis.

What I'd like to know is if there are any newer versions of the above programs, especially MWC and PP. I've picked up the free public version of the Atari ST port of C in the Umich archives, though I've not read through the whole thing yet. I'm gonna try my hand at some BBS programs and doors in C. Since Transcendence has not had any updates for a long while, and a voice chat with Wayne Watson reveals he may or may not continue to port it over to C from GFA Basic, I'd like to try either writing or modifying code to use the existing files.

Also, I've tried searching for Atari books on this, as well as places on the Web and FTP sites. No go, unless I'm looking in the wrong places. Just about all of the places for C and C++ programming I've come across are for either the IBMs or Macs.

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

From -3381844029106746133
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90bb4ff8449a3a61,start
X-Google-Attributes: gid1115ce,public
From: bdc2@po.CWRU.Edu (Boris D. Cahan)
Subject: HELP! Lattice C
Date: 1996/07/15
Message-ID: <4sdket$rsp@madeline.INS.CWRU.Edu>#1/1
X-Deja-AN: 168830855
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: bdc2@po.CWRU.Edu (Boris D. Cahan)
newsgroups: comp.sys.atari.programmer

to be a "make" facility in it. Can an extarnal make be used,and how?
I need to compile Kermit, which has about 40 modules in it. Too much for a command line processing! Any suggestions?
Is HiSoft still alive? How much later is the latest version and would it be worth updating?

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

From 9093023263270862884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90bb4ff8449a3a61
X-Google-Attributes: gid1115ce,public
From: Roger Burrows <rzb20@juts.ccc.amdahl.com>
Subject: Re: HELP! Lattice C
Date: 1996/07/15
Message-ID: <NEWTNews.837457452.27276.rzb20@rzb20.amdahl.com>#1/1
X-Deja-AN: 168834439
sender: netnews@ccc.amdahl.com (Usenet Administration)
references: <4sdket$rsp@madeline.INS.CWRU.Edu>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Amdahl Corporation, Sunnyvale CA USA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <4sdket$rsp@madeline.INS.CWRU.Edu>, <bdc2@po.CWRU.Edu> writes:
>
> to be a "make" facility in it. Can an extarnal make be used,and how?
> I need to compile Kermit, which has about 40 modules in it. Too much for
> a command line processing! Any suggestions?
> Is HiSoft still alive? How much later is the latest version
> and would it be worth updating?
>
> --
> Prof. Boris D. Cahan
> bdc2@po.cwru.edu
>
Hi Boris,
I tried to email my previous responses to your pleas for help, however
they both bounced, so here is a public response.

As far as Lattice C is concerned, the latest (5.6) has make, although
I haven't actually used it. If you're just doing multiple compiles &
links (and you have _some_ level of Lattice C v5), why not just use a
project file ... they're easy to set up.

If you'd like to continue this via email, please feel free to do so
(but please make sure your reply address is reachable :-)).

Roger Burrows

From -6192449982494210822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1f3b5ae28ad63668
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1f3b5ae28ad63668

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,1f3b5ae28ad63668
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 11aedc,1f3b5ae28ad63668
X-Google-Attributes: gid11aedc,public
X-Google-Thread: 109a67,1f3b5ae28ad63668
X-Google-Attributes: gid109a67,public
From: "Mr. Maddog" <mrmaddog@prolog.net>
Subject: Re: Atari Binaries - Inaugural Message
Date: 1996/07/15
Message-ID: <Pine.SOL.3.91.960715111943.11999C-100000@ns1.ptd.net>#1/1
X-Deja-AN: 168836569
references: <552425755.432033.A.starship@3rdplanet.com>
x-sender: mrmaddog@ns1.ptd.net
content-type: TEXT/PLAIN; charset=US-ASCII
organization: ProLog - PenTeleData, Inc.
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.pr
ogrammer,alt.binaries.atari.d

First of all, I say well about time with this idea! I hope that many
will freely UL and DL as, for me at least, I have only one Atari BBS and
Umich files are hardly updated with newer stuff. Some people don't even
have a BBS to get the stuff from. I'll frequent this area as much as I can.

Well done Richard! :)

Eric Noss
a.k.a
Mr. Maddog

From 9465947758682102
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c133621cc77e0a
X-Google-Attributes: gid1115ce,public
From: trek@ihgp114r.ih.att.com (-Booth,W.A.)
Subject: Re: Ataris new chance ? JAVA - How about Inferno
Date: 1996/07/15
Message-ID: <4sdv0e$3qv@ssbunews.ih.lucent.com>#1/1
X-Deja-AN: 168845445
references: <4rqjce$j7s@commserv.fb1.fhtw-berlin.de> <31E4E362.2F4D@bbn.hp.com>
<31E5578D.2F1C@in.tu-clausthal.de> <4scq1q$4ae@orm.southern.co.nz>
organization: AT&T
newsgroups: comp.sys.atari.programmer

In article <4scq1q$4ae@orm.southern.co.nz>,

Chris Wilkinson <chriswil@southern.co.nz> wrote:
>Hi there...
>
>CAB doesn't really hog memory. It is only sloppy bloat programming from
>guys who write code for the Windows 3.1/95/NT environ that sees fat and
>greedy software released. They have little choice in the matter with the
>environ they choose to run. A JAVA interpreter should be able to be
>compiled for the Atari platform (perhaps '030 or better), but the big
>problem will be in getting Sun to agree to license the source to you. To
>get hold of JAVA source requires big biscuits despite the net.myth.gossip
>that says JAVA will be a multi-platform thing for anyone who wants it.
>Get real Sun!!, thats why we have only seen major corporations come out
>with JAVA plug-ins so far...

So maybe someone should look into Inferno and see if it has better
licensing terms for the Atari platform. AT&T announced it about a
month ago and has something about it on their web site if interested.

It's premise is more general than Java so it may be a better choice
in the long run anyway. Wayne

From -4272765936157138363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4edc54ffe2628c9,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: HD Failure ...
Date: 1996/07/15
Message-ID: <837533904_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 168847231
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <31e78783.7020688@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Fri, 12 Jul 96 20:36:44 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>
>>
>>Hi folks,
>
> Hi Swampy :)

'ello 'ello 'ello. <G>

>>To cut a long story as short as possible, due to my own stupidity, my
>>hard disk is currently "down". I fully realise I can be a complete

>
> Hey! that happened to me once and I didn't have a proper backup
>system, all my programming work including current projects, articles,
>allsorts, damm nearly brought me to tears,
> Bloody good luck in getting it all back up and running mate, I know
>exactly how you feel,

Thanks. :-))

>>SwampDog paranoid quote of the week
>>----------
>>
>>THEY are *not* out there - THEY are in my sodding computer room,
>>hopping up and down on my floppies wearing bloody great magnetic
>>boots!
>
> I like that one :)))) glad to see you have a little bit of sense of
>humour when your hd is down, I know I didn't :)

Life is but a game of Pong in which I am merely the ball ;-))

--

Guy Harrison

guy@swampdog.demon.co.uk

From 7333173181372987492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,882602c400f500b8,start
X-Google-Attributes: gid1115ce,public
From: "Rob." <ssu94180@reading.ac.uk>
Subject: GNU shell
Date: 1996/06/19
Message-ID: <Pine.SOL.3.91.960619132342.26101A-100000@suma3.reading.ac.uk>#1/1
X-Deja-AN: 161014649
organization: University of Reading, U.K.
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I have just started using the GCC 1.37 C compiler. Every time I user the
printf command with the %d option it prints a zero instead of the number
stored in the variable. Can anyone help?

Rob.

From -7686945093456325366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,882602c400f500b8
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: GNU shell
Date: 1996/06/19
Message-ID: <4q94f1$jiq@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 161027447
references: <Pine.SOL.3.91.960619132342.26101A-100000@suma3.reading.ac.uk>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <Pine.SOL.3.91.960619132342.26101A-100000@suma3.reading.ac.uk>,
"Rob." <ssu94180@reading.ac.uk> writes:
>I have just started using the GCC 1.37 C compiler. Every time I user the
>printf command with the %d option it prints a zero instead of the number
>stored in the variable. Can anyone help?

Sounds like your library is compiled to use short ints, and your program
to use long ints. The filenames on the library ought to stop this though.

From 8715276150113312233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3de1b80052a2c413,start
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: 680x0 instruction timings
Date: 1996/06/19
Message-ID: <4q95je$jen@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 161036851
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

I've got the Newnes 68000 pocket book which is full of wonderful info,
notably clock cycles for all the instructions. However, I'm looking for
some info on timings for 68020 and 68030. The 68040, according to this
book, averages 1.25 cycles per instruction. Pretty fast. The reason
I'm interested is because I was looking at some Falcon code and wanted
to see if I could speed it up (I'm still the demo coder speed freak I
once was!). I understand that the 68030 (and the 020? can't remember)
employs a type of parallel architecture to improve performance, along

with hard-wiring of instructions. I can only guess at instruction
timings with this lot running...

gaz

From -4450127651186935856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
From: zeke@quicklink.net (Zeke)
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/19
Message-ID: <zeke-1906961252220001@138.26.198.46>#1/1
X-Deja-AN: 161057825
distribution: inet
references: <4q0oel$eq@nw003.infi.net>
organization: ..
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech

In article <4q0oel$eq@nw003.infi.net>, yomomma@infi.net
(cds@mid-night.com) wrote:

> Midnight Escape's 1st 8,000+ file CELEBRITY/Misc Model ADULT CDROM
> (BIGGEST & BEST affordable stars/model CD-ROM you will find! Guaranteed!)
>
> -=-Web orders: www.mid-night.com (Check, Credit Cards, First Virtual)-=-
> ** For phone orders (USA number) 804-686-1271
> Order via BBS 804-686-3062 (email: cds@mid-night.com)
> $24 each (plus $2 shipping, $5 shipping outside USA)

Hey, I don't see a nude picture of an atari anywhere on that list,
maybe then the people here would be interested. Go post in some smut
group.

From -5319413265337337715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e14d59224f40c88
X-Google-Attributes: gid1115ce,public

From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: 1040 STe Midi Question
Date: 1996/06/19
Message-ID: <Pine.A32.3.91.960619191656.6718A-100000@chiron.iqo.uni-hannover.de>#1/1
X-Deja-AN: 161070697
references: <4pskgo$2rn@Einstein.ebicom.net>
x-sender: perot@chiron.iqo.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 14 Jun 1996, Brian Roland wrote:

> Anyone know the HEX address for the midi ports on an Atari 1040 STe?

Should be the same as on ordinary STs :

```
$fffffc04 (read  byte)   ACIA Status
$fffffc04 (write byte)   ACIA Control
$fffffc06 (r/w   byte)   ACIA Data
```

But why not use the operating systems function to access Midi ??

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -1747115318905960391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public

From: Joe Doro <joedoro@ix.netcom.com>
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/19
Message-ID: <31C89A67.7CA4@ix.netcom.com>#1/1
X-Deja-AN: 161138186
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk>
to: David White <david.white@rd.eng.bbc.co.uk>
content-type: text/plain; charset=us-ascii
organization: Netcom
x-netcom-date: Wed Jun 19 5:24:26 PM PDT 1996
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.conve
x,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harr
is,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux
x-mailer: Mozilla 3.0b3 (Win95; I)

David White wrote:
>
> Simon Hiscox wrote:
> >
> > Whoever,
> >
> > Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
> > to the appropriate groups. I know of many women who work with HP-UX - they
are
> > an important and valued part of our community. This posting may offend them.
> > It offends me.
> >
> > Furthermore, this is advertising. Once again, this is not welcomed here.
> >
> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is
base,
> immoral, perverted, and corrupting. Will the poster please never darken these
> groups with such tat again.
>
> -David White
> --
> //
> //   These views are my own and do not in any way //
> //   represent the views of the BBC or the BBC   //
> //   Research and Development Department   //
> //   david.white@rd.eng.bbc.co.uk   //
> //

 I agree that this is not the place to post such advertisements, but what makes it
" ..
 base,immoral, perverted,"? and why are you the authority ? Funny but I have this
outmoded notion that consenting adults have the right to do what they want. Has

something to do with personal freedom.

Joe Doro

From -3544661166536323911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e14d59224f40c88
X-Google-Attributes: gid1115ce,public
From: Barrie Brailsford <barrie@makin.demon.co.uk>
Subject: Re: 1040 STe Midi Question
Date: 1996/06/20
Message-ID: <835255966snz@makin.demon.co.uk>#1/1
X-Deja-AN: 161162082
x-nntp-posting-host: makin.demon.co.uk
references: <4pskgo$2rn@Einstein.ebicom.net>
<Pine.A32.3.91.960619191656.6718A-100000@chiron.iqo.uni-hannover.de>
x-mail2news-path: makin.demon.co.uk
organization: Makin Organs
reply-to: barrie@makin.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <Pine.A32.3.91.960619191656.6718A-100000@chiron.iqo.uni-hannover.de>
perot@pallas.amp.uni-hannover.de "Peter Rottengatter" writes:

> On 14 Jun 1996, Brian Roland wrote:
>
> > Anyone know the HEX address for the midi ports on an Atari 1040 STe?
>
> Should be the same as on ordinary STs :
>
> $fffffc04 (read byte) ACIA Status
> $fffffc04 (write byte) ACIA Control
> $fffffc06 (r/w byte) ACIA Data
>
> But why not use the operating systems function to access Midi ??
>
> Cheers Peter
>
> ---
> Peter Rottengatter perot@pallas.amp.uni-hannover.de
> ---
>
>
Because they don't work properly, you get missing bytes in large messages
which were transmitted at full speed.
--
Barrie Brailsford

barrie@makin.demon.co.uk

From -5363299054506826417
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
From: leinberger@axp621.gsi.de (Uwe Leinberger GSI Darmstadt)
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/20
Message-ID: <4qbjck$1a0g@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 161206028
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk> <31C89A67.7CA4@ix.netcom.com>
organization: GSI - Gesellschaft f. Schwerionenforschung
reply-to: leinberger@axp621.gsi.de (Uwe Leinberger GSI Darmstadt)
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.conve
x,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harr
is,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

But still, if I could "pic" for free any little machine from the 8000-AXP
family for my garage, even if "nude" (ie missing sidepanels) it
would be a "celebrity" ;-))

And PLEASE now stop this stupid thread, will you?

Uwe

From -2671740465450940961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f50a30a91884a01c

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
From: schumach@convex.com (Richard A. Schumacher)
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/20
Message-ID: <4qbn22$3pk@flare.convex.com>#1/1
X-Deja-AN: 161207230
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk> <31C89A67.7CA4@ix.netcom.com>
organization: Convex Technology Center of Hewlett Packard, Richardson, Tx USA
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
>> immoral, perverted, and corrupting. Will the poster please never darken these
>> groups with such tat again.

> I agree that this is not the place to post such advertisements, but what makes it " ..
> base,immoral, perverted,"?

All postings to inappropriate newsgroups are immoral, perverted, and corrupting.
Their content is irrelevant.

From -1084535137606025161
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1115ce,f50a30a91884a01c

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
From: dbaseley@cartech.com (WD Baseley)
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/20
Message-ID: <4qbql8$cq@ns2.ptd.net>#1/1
X-Deja-AN: 161212725
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
organization: ProLog - PenTeleData, Inc.
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Simon Hiscox <c830987@powers.phoenix.telecom.com.au> wrote:

>Whoever,

>Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
>to the appropriate groups.

1) You, of course, _realize_ that by responding to this message you
are also crossposting, right?

2) The morality or lack thereof should not be the issue; the issue is
massively cross-posted advertisements of any type, especially those
appearing in inappropriate newsgroups.

3) See news.admin.net-abuse.misc for more on how to combat this spam.

4) Terminate this thread! Give it no more reason to exist. Start a
new one if you must, but this discussion really does not belong here.

Dave Baseley

From 5492922813670603147
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,8e14d59224f40c88
X-Google-Attributes: gid1115ce,public
From: Thomas Djafari <frogger@micronet.fr>
Subject: Atari 2600 Emulator
Date: 1996/06/20
Message-ID: <31C8D536.6155@micronet.fr>#1/1
X-Deja-AN: 161242802
references: <4pskgo$2rn@Einstein.ebicom.net>
content-type: text/plain; charset=us-ascii
organization: micronet.fr
mime-version: 1.0
reply-to: frogger@micronet.fr
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b4Gold (Win95; I)

As some people were requesting infos about the state of my Atari 2600
emulator, take a look at :

http://www.micronet.fr/~frogger

I need docs about the supercharger to support it.

From -5524918940389256529
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
From: stosser@airtime.co.uk
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/20
Message-ID: <31c9b233.440651@news.airtime.co.uk>#1/1
X-Deja-AN: 161281195
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk> <31C89A67.7CA4@ix.netcom.com>
organization: None Specified
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata

ri.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.conve
x,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harr
is,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
wrote:

>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is
base,
>> immoral, perverted, and corrupting. Will the poster please never darken these
>> groups with such tat again.
>>

> I agree that this is not the place to post such advertisements, but what makes
it " ..
> base,immoral, perverted,"? and why are you the authority ? Funny but I have this
>outmoded notion that consenting adults have the right to do what they want. Has
>something to do with personal freedom.

   and what makes YOU think that everyone reading the newsgroup is a
consenting adult ??? postings should take into consideration that
minors have just as much access to these newsgroups as your consenting
adults do, the internet does no have a "18 only" sign at the front
door, would you post a sex advert somewhere you kew minors would have
access to it?,
  I have this personal freedom you speak of, but I dont think it
stretches to immoral perverted indecency,

    Cheers...........!ynoT   Tony Greenwood
stosser@airtime.co.uk   http://www.airtime.co.uk/users/stosser

                  Accrington, Lancashire, England

From -4567467784539428874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3de1b80052a2c413
X-Google-Attributes: gid1115ce,public
From: Roger Burrows <rzb20@juts.ccc.amdahl.com>
Subject: Re: 680x0 instruction timings
Date: 1996/06/20
Message-ID: <NEWTNews.835312453.19505.rzb20@rzb20.amdahl.com>#1/1
X-Deja-AN: 161298634
sender: netnews@ccc.amdahl.com (Usenet Administration)
references: <4q95je$jen@m1.cs.man.ac.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Amdahl Corporation, Sunnyvale CA USA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <4q95je$jen@m1.cs.man.ac.uk>, <gjones@cs.man.ac.uk> writes:
>
>
> I've got the Newnes 68000 pocket book which is full of wonderful info,
> notably clock cycles for all the instructions. However, I'm looking for
> some info on timings for 68020 and 68030. The 68040, according to this
> book, averages 1.25 cycles per instruction. Pretty fast. The reason
> I'm interested is because I was looking at some Falcon code and wanted
> to see if I could speed it up (I'm still the demo coder speed freak I
> once was!). I understand that the 68030 (and the 020? can't remember)
> employs a type of parallel architecture to improve performance, along
> with hard-wiring of instructions. I can only guess at instruction
> timings with this lot running...
>
> gaz
>

Instruction timings on the 030 are much more complicated, since it
(IIRC) uses a pipelining scheme. The best reference are the Motorola
books, which you used to be able to get for free from a Motorola
distributor (in this part of the world anyway) by explaining that
you're developing code for the 680x0 line. There are 2 or 3 books,
one lists all the instructions & another one talks about the
architecture.

Roger

From 1948869855684437809
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
From: Tom Lamparty <lamparty@telerama.lm.com>
Subject: Re: 8000 nude celebrity pics

Date: 1996/06/20
Message-ID: <Pine.BSD.3.91.960620215705.11839C-100000@epicycle.lm.com>#1/1
X-Deja-AN: 161300947
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk> <31C89A67.7CA4@ix.netcom.com>
<31c9b233.440651@news.airtime.co.uk>
<Pine.SOL.3.91.960620205335.20131B-100000@ns1.ptd.net>
x-sender: lamparty@epicycle.lm.com
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Telerama Public Access Internet, Pittsburgh, PA
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Please kill this thread, as the rest of us are as tired of reading about
it, as we were annoyed by the original SPAMMER! Nuff said?

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

From 4387296749274435531
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/20
Message-ID: <4qcno3$9kh@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 161302023

distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.oz.au>
organization: University of Cambridge, England
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In article <31c9b233.440651@news.airtime.co.uk>,
     stosser@airtime.co.uk writes:

>   and what makes YOU think that everyone reading the newsgroup is a
>consenting adult ??? postings should take into consideration that
>minors have just as much access to these newsgroups as your consenting
>adults do, the internet does no have a "18 only" sign at the front
>door, would you post a sex advert somewhere you kew minors would have
>access to it?,

No, but I wouldn't post one anywhere :) Trying to make all the internet
suitable for kids is what the US government tried to do, and
fortunately didn't manage. There's no way you can prevent kids from
accessing wherever they want on the internet.

I agree that posting it here was totally inappropriate and wrong, but
posting it in say alt.sex would not be inappropriate, yet kids can
read that.

From -1488438120774241379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
From: "Mr. Maddog" <mrmaddog@prolog.net>
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/20

Message-ID: <Pine.SOL.3.91.960620205335.20131B-100000@ns1.ptd.net>#1/1
X-Deja-AN: 161311050
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk> <31C89A67.7CA4@ix.netcom.com>
<31c9b233.440651@news.airtime.co.uk>
x-sender: mrmaddog@ns1.ptd.net
content-type: TEXT/PLAIN; charset=US-ASCII
organization: ProLog - PenTeleData, Inc.
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

On Thu, 20 Jun 1996 stosser@airtime.co.uk wrote:

> On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
> wrote:
>
>
> > I agree that this is not the place to post such advertisements, but what makes it " ..
> > base,immoral, perverted,"? and why are you the authority ? Funny but I have this
> >outmoded notion that consenting adults have the right to do what they want. Has
> >something to do with personal freedom.
>
> and what makes YOU think that everyone reading the newsgroup is a
> consenting adult ??? postings should take into consideration that
> minors have just as much access to these newsgroups as your consenting
> adults do, the internet does no have a "18 only" sign at the front
> door, would you post a sex advert somewhere you kew minors would have
> access to it?,
> I have this personal freedom you speak of, but I dont think it
> stretches to immoral perverted indecency,

You know, everyone is speaking about the "right" to post anything up on the Internet. But with that right comes responiblity. You must remeber that not everyone wants to see this stuff and some should even see this like children. I do wish people who advertise this sort of thing will stick to speciality newsgroups instead of broadbasing it everywhere, it's like that in the real world BTW.

And those who feel that 'they' shouldn't have to be protected because the children must be, do you let your Playboys out where your kids can read them? Thought so...

Eric Noss
a.k.a
Mr. Maddog

(BTW, absolutely NO e-mail responses to this please! All will be
automatically deleted so keep this public.)

From 8156552841702294099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
From: JEDI@osu.edu (JEDI)
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/21
Message-ID: <4qcqeg$rbf@charm.magnus.acs.ohio-state.edu>#1/1
X-Deja-AN: 161290130
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk> <31C89A67.7CA4@ix.netcom.com>
<31c9b233.440651@news.airtime.co.uk>
organization: The Ohio State University
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In article <31c9b233.440651@news.airtime.co.uk>, stosser@airtime.co.uk wrote:
>On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
>wrote:
>
>
>>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It
> is base,
>>> immoral, perverted, and corrupting. Will the poster please never darken
> these
>>> groups with such tat again.
>>>
>

>> I agree that this is not the place to post such advertisements, but what
> makes it " ..
>> base,immoral, perverted,"? and why are you the authority ? Funny but I have
> this
>>outmoded notion that consenting adults have the right to do what they want.
> Has
>>something to do with personal freedom.
>
> and what makes YOU think that everyone reading the newsgroup is a
>consenting adult ??? postings should take into consideration that
>minors have just as much access to these newsgroups as your consenting
>adults do, the internet does no have a "18 only" sign at the front

Oh really? How many children have the money to buy their own computers these days? How many children have accounts with the phone companies or ISPs?

This isn't a free broadcast medium. It does take a level of knowledge and some non-trival expenditure of money on electronics to access.

So? The real problem isn't some spammer but some lazy slob of a parent that have no clue as to what their kiddies are up to and expect the whole world to be thier baby sitters.

Nevermind that the ad itself was not obscene (not even by American standards which are obscene themselves).

>door, would you post a sex advert somewhere you kew minors would have
>access to it?,

Never seen a Playboy ad on TV?

> I have this personal freedom you speak of, but I dont think it
>stretches to immoral perverted indecency,

You have no CONCEPT of morality.

You must really cringe when you wash yourself.

>
>
> Cheers.....!ynoT Tony Greenwood
>stosser@airtime.co.uk http://www.airtime.co.uk/users/stosser
>
> Accrington, Lancashire, England
>

From -3456255487029909344

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
From: JEDI@osu.edu (JEDI)
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/21
Message-ID: <4qd3t8$sre@charm.magnus.acs.ohio-state.edu>#1/1
X-Deja-AN: 161324392
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk> <31C89A67.7CA4@ix.netcom.com>
<31c9b233.440651@news.airtime.co.uk>
<Pine.SOL.3.91.960620205335.20131B-100000@ns1.ptd.net>
organization: The Ohio State University
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In article <Pine.SOL.3.91.960620205335.20131B-100000@ns1.ptd.net>, "Mr. Maddog"
<mrmaddog@prolog.net> wrote:
>On Thu, 20 Jun 1996 stosser@airtime.co.uk wrote:
>
>> On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
>> wrote:
>>
>>
>> > I agree that this is not the place to post such advertisements, but what
> makes it " ..
>> > base,immoral, perverted,"? and why are you the authority ? Funny but I have
> this
>> >outmoded notion that consenting adults have the right to do what they want.
> Has
>> >something to do with personal freedom.
>>
>>   and what makes YOU think that everyone reading the newsgroup is a
>> consenting adult ??? postings should take into consideration that

>> minors have just as much access to these newsgroups as your consenting
>> adults do, the internet does no have a "18 only" sign at the front
>> door, would you post a sex advert somewhere you kew minors would have
>> access to it?,
>> I have this personal freedom you speak of, but I dont think it
>> stretches to immoral perverted indecency,
>
>You know, everyone is speaking about the "right" to post anything up on
>the Internet. But with that right comes responiblity. You must remeber
>that not everyone wants to see this stuff and some should even see this
>like children. I do wish people who advertise this sort of thing will

 However, please keep in mind that this was an advertisement for lewd material, NOT lewd material itself.

A distinction should be made.

From -2030955548080164873
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 10d52b,99774b6989a3ce4f,start
X-Google-Attributes: gid10d52b,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Subject: Propagation of the '8000 pics' thread
Date: 1996/06/21
Message-ID: <4qdphr$8lt@seagoon.newcastle.edu.au>#1/1
X-Deja-AN: 161357889
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk> <31C89A67.7CA4@ix.netcom.com>
<31c9b233.440651@news.airtime.co.uk>
<Pine.SOL.3.91.960620205335.20131B-100000@ns1.ptd.net>
content-type: text/plain; charset=us-ascii
organization: Department of Economics, University of Newcastle
mime-version: 1.0
newsgroups:

comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux
x-mailer: Mozilla 1.2N (Windows; I; 16bit)

"Mr. Maddog" <mrmaddog@prolog.net> wrote:

> You know, everyone is speaking about the "right" to post anything
> up on the Internet.

First, keep in mind that Usenet news is *not* restricted to the Internet.

> But with that right comes resposniblity.

For example, whoever you are, whichever of this long list of newsgroups you come from, *why* post it to comp.sys.cbm? *None* of this has anything to do with 8-bit Commodore computers. I bet most of the 8000 nude celebrity pics are in jepg format, which cannot yet be displayed on a Commodore 64 or Commodore 128. I know this didn't come from comp.sys.cbm. So I could trim comp.sys.cbm out and still get to whoever sent this to us 'in public', as they say, 'no private e-mail'. But what about the *responsibility* to avoid mindlessly posting this thread to umpteen different newsgroups because you are either too lazy or too unskilled to trim down the newsgroup distribution list?

Hint #1: if you don't know how to trim the distribution list, simply do not respond to a posting that was distributed to more than 3 newsgroups. It's that simple. If you are spreading this all over the place for no better reason than lack of knowledge or, worse, pure lazimess, *hold* *your* *tongue*. There's someone else out there who has the same opinion (or close enough) who is prepared to take the time to avoid this kind of spam multiplication.

Hint #2: if you don't *know* what a newsgroup is about, don't post to it. And it is no excuse to say, 'it was crossposted on my newsgroup, I just hit "reply".' See hint #1.

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

From -7857148111609272720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public

X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
From: Robert Gray <nrl6001@ccsalpha1.nrl.navy.mil>
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/21
Message-ID: <4qerce$7lc@ra.nrl.navy.mil>#1/1
X-Deja-AN: 161440096
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk> <31C89A67.7CA4@ix.netcom.com>
<31c9b233.440651@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Naval Research Laboratory
x-url: news:31c9b233.440651@news.airtime.co.uk
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.conve
x,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harr
is,comp.s
x-mailer: Mozilla 1.12(Macintosh; I; 68K)

Eric Noss (mrmaddog@prolog.net) offered:

> You must remeber that not everyone wants to see this stuff.

AND I must also remember that not everyone is required to read a posting
with the nauseous word "nude" in the subject line. Goodness me!

Next Tony Greenwood (stosser@airtime.co.uk) cautioned:

> ...postings should take into consideration that minors have just as
> much access to these newsgroups as your consenting adults do. I have
> this personal freedom you speak of, but I dont think it stretches to
> immoral perverted indecency....

Few things will pique an adolescents interest more than for an adult to
tell them that something they see as pleasant, i.e., nudity, is "immoral
perverted indecency". God, what a weird attitude. You did notice that

interested parties had to SEND for this material, didn't you? It isn't distributed on the net and it probably will be MAILED to the recipient. Please note that there was no mention of donkeys, leather, children, etc.

Then Dave Baseley (dbaseley@cartech.com) ordered:

> ....[Blah blah blah (at least three bags full)]....Terminate this
> thread!...this discussion really does not belong here.

It's one of the fundamentals of discuss/debate, Dave, that you don't put forward your views and then imply that there is nothing more anyone else can possibly add by declaring the subject closed!

AND I'M GETTING QUITE TIRED OF YOUR CONTINUAL CROSSPOSTING, TOO, DAVE!

Bob Gray gray@utopia.nrl.navy.mil Washington DC

From 8654936904279095746
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
From: ajai@nwt.com (Ajai Khattri)
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/21
Message-ID: <31caf47e.50962260@news2.ios.com>#1/1
X-Deja-AN: 161440097
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q2c0c$do1@dfw-ixnews2.ix.netcom.com>
<4q4ckd$b06@ra.nrl.navy.mil>
organization: New World Technologies, Inc. (New York City, USA)
reply-to: ajai@nwt.com
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata

ri.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.conve
x,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harr
is,comp.s

On 17 Jun 1996 19:45:17 GMT, Robert Gray
<nrl6001@ccsalpha1.nrl.navy.mil>, did thus say:

|What a country!!!

%s/a/a dumb/

--
Aj. (ajai@nwt.com)
New World Technologies - `the Psion house'
"I was a romantic... then I discovered reality..."

From -4730657212415340179
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e14d59224f40c88
X-Google-Attributes: gid1115ce,public
From: SSweet@mettav.demon.co.uk (Steve Sweet)
Subject: Re: 1040 STe Midi Question
Date: 1996/06/22
Message-ID: <14962_SSweet@mettav.demon.co.uk>#1/1
X-Deja-AN: 161581211
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: SSweet@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.46)

FROM: SSweet@mettav.demon.co.uk
SUBJ: 1040 STe Midi Question

 b> Because they don't work properly, you get missing bytes in large
 b> messages which were transmitted at full speed.

Are you using MIDI.PRG from the HSMODEM package in your experiments.

  Regards from STEve & his nice warm cosey PAK'd MegaSTE.

--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From -2783805277293708450
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87b60920292e86bf
X-Google-Attributes: gid1115ce,public
From: gold@shell.aros.net (Lawrence Gold)
Subject: Re: Looking for C joystick sources
Date: 1996/06/23
Message-ID: <4qi782$8og@news.aros.net>#1/1
X-Deja-AN: 161678318
references: <4pdml2$a2c@orm.southern.co.nz> <4pel66$t7r@studs.sci.kun.nl>
organization: ArosNet Inc.
newsgroups: comp.sys.atari.programmer

I looked in my old copy of The GFA Basic Book, and it includes code for reading the joysticks. I've translated it into an assembly function for C; hopefully everything works, but I haven't had a chance to test this, since I don't have an ST hooked up at the moment. :) But it's worth a shot:

```
; long joy_addr()

    .globl _joy_addr
_joy_addr:
    move.w  #34,-(SP)
    trap    #14        ; kbdvbas() -- xbios(34) function
    addq.l  #2,SP

    move.l  D0,A0      ; address to table of interrupt vectors
    lea     24(A0),A0  ; add 24 to find location of joystick vector
    move.l  (A0),old_vec  ; save the old vector for later
    clr.l   joystick
    move.l  #find_addr,(A0)  ; insert new routine

; if you assemble this with your C compiler, $16 below should probably
; be written 0x16
    move.w  #$16,-(SP)  ; this code allows the keyboard processor to
    move.w  #4,-(SP)     ; read and send values for both joysticks
    move.w  #3,-(SP)
    trap    #13        ; bconout(4,0x16) -- bios(3,4,0x16)
    addq.l  #6,SP

wait:                  ; wait for the joystick interrupt
    tst.l   joystick
    beq.s   wait
                       ; at this point, 'joystick' should contain the
                       ; address we want
    move.l  old_vec,(A0)  ; restore old vector

    move.w  #8,-(SP)   ; this code puts the keyboard processor back
    move.w  #4,-(SP)   ; in the normal mouse mode
    move.w  #3,-(SP)
    trap    #13        ; bconout(4,8) -- bios(3,4,8)
```

```
    addq.l  #6,SP

    move.l  joystick,D0
    addq.l  #1,D0      ; D0 now contains the address of joystick 0
    rts

find_addr:             ; A0 points to the input data
    move.l  A0,joystick
    rts
```

You should be able to use it as follows:

```
    unsigned char *joystick0;   /* address of first joystick */

    joystick0 = joy_addr();
```

The second joystick's address is simply joy_addr() + 1. To set the keyboard processor to joystick mode, use

```
    bconout(4, 0x14)
```

(This is bios function 3.) To set it back to mouse mode, use

```
    bconout(4, 0x16)
```

You can read the joystick values by peering at the contents of *joystick0. The 7th bit is set when the button is pushed. The 1st, 2nd, 3rd, and 4th bits represent, respectively, up, down, left, and right.

From -2046607674282359072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87b60920292e86bf
X-Google-Attributes: gid1115ce,public
From: gold@shell.aros.net (Lawrence Gold)
Subject: Re: Looking for C joystick sources
Date: 1996/06/23
Message-ID: <4qi9kj$9fu@news.aros.net>#1/1
X-Deja-AN: 161679613
references: <4pdml2$a2c@orm.southern.co.nz> <4pel66$t7r@studs.sci.kun.nl> <4qi782$8og@news.aros.net>
organization: ArosNet Inc.
newsgroups: comp.sys.atari.programmer

Oops, at the end of that asm routine I posted, I forgot to include the following two lines:

```
   old_vec:  dc.l  0
   joystick: dc.l  0
```

From 8824027426960326970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d0d31e66a8ef335,start
X-Google-Attributes: gid1115ce,public
From: rvanloo@cs.utwente.nl (Reinard R.J. van Loo)
Subject: MEGA STe LAN port
Date: 1996/06/23
Message-ID: <4qj9ep$shn@pandora.cs.utwente.nl>#1/1
X-Deja-AN: 161683050
distribution: world
organization: University of Twente, Dept. of Computer Science
newsgroups: comp.sys.atari.programmer

Hi,

Does anyone know of a program that supports the LAN port on my MEGA STe? I'm especially
looking for a program that treats this port as a high-speed midi port. I already tried the
HSMOD package, but the system crashed when using Steinberg's Avalon package.
The reason I'm asking this is because I want to speed up sample-transfers between my sampler
and atari. The sampler has a RS422 interface, which is the same as the LAN port, and
comunicates trough it using the midi protocol.

---Reinard

From -3146369243177659997
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,94822a91df5e1ef5,start
X-Google-Attributes: gid1115ce,public
From: M.Nelson@btinternet.com (Michael Nelson)
Subject: FS: HiSpeed Pascal £15 inc post.
Date: 1996/06/23
Message-ID: <4qje91$1su@snow.btinternet.com>#1/1
X-Deja-AN: 161687604
organization: none
mime-version: 1.0
reply-to: £
newsgroups: comp.sys.atari.programmer

HiSpeed Pascal by HiSoft for sale.£15 inc post.Turbo Pascal compatible.
Large ring bound manual.

Reply via e-mail
M.Nelson@btinternet.com

From -2292880373450893953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d0d31e66a8ef335
X-Google-Attributes: gid1115ce,public
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Subject: Re: MEGA STe LAN port
Date: 1996/06/24
Message-ID: <31CE90BE.78A2@undine.physik.uni-erlangen.de>#1/1
X-Deja-AN: 161842693
references: <4qj9ep$shn@pandora.cs.utwente.nl>
content-type: text/plain; charset=us-ascii
organization: Lehrstuhl fuer Optik
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (WinNT; I)

Reinard R.J. van Loo wrote:

> HSMOD package, but the system crashed when using Steinberg's Avalon package.

As far as I remember there are some options in HSMOD that enable/disable
interrupts. Did
you find that and/or tried it?

From 8624564622836139067
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/24
Message-ID: <31CEC2B3.671F@ccm.jf.intel.com>#1/1
X-Deja-AN: 161868799
distribution: inet

references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk> <31C89A67.7CA4@ix.netcom.com>
<31c9b233.440651@news.airtime.co.uk> <4qerce$7lc@ra.nrl.navy.mil>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s
x-mailer: Mozilla 3.0b3 (Win95; I; 16bit)

Robert Gray wrote:

> Few things will pique an adolescents interest more than for an adult to
> tell them that something they see as pleasant, i.e., nudity, is "immoral
> perverted indecency". God, what a weird attitude. You did notice that
> interested parties had to SEND for this material, didn't you? It isn't
> distributed on the net and it probably will be MAILED to the recipient.
> Please note that there was no mention of donkeys, leather, children, etc.

Yes, quite boring, isn't it?

> Then Dave Baseley (dbaseley@cartech.com) ordered:
>
> > ....[Blah blah blah (at least three bags full)]....Terminate this
> >   thread!...this discussion really does not belong here.
>
> It's one of the fundamentals of discuss/debate, Dave, that you don't put
> forward your views and then imply that there is nothing more anyone else
> can possibly add by declaring the subject closed!
>
> AND I'M GETTING QUITE TIRED OF YOUR CONTINUAL CROSSPOSTING, TOO, DAVE!
>
> Bob Gray   gray@utopia.nrl.navy.mil   Washington DC

Well, gee, Bob, since I don't feel like searching all of the more-than-a-dozen groups _you_ posted _this_ in to
try to figure out where you were when you wrote it, I guess you'll have to live with cross-posted replies, won't
you?

How does that rule go? It's a Navy thing... Ah, I recall now: "Do as I say, not as I do!"

--
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
| Life bees dat way sometimezzzzz. |

+----------+

From -4795916358263321617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,882602c400f500b8
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: GNU shell
Date: 1996/06/24
Message-ID: <DtIMoJ.A6p@cix.compulink.co.uk>#1/1
X-Deja-AN: 161877708
references: <Pine.SOL.3.91.960619132342.26101A-100000@suma3.reading.ac.uk>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>I have just started using the GCC 1.37 C compiler. Every time I user the
>printf command with the %d option it prints a zero instead of the number
>stored in the variable. Can anyone help?
What is your variable declared as - a long? If so use %ld instead.
Be careful that the variable type matches the parameter in printf of which
there are several and many modifies such as 'l' for long.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From 4290510744634473470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591e95fd02053f9c,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk
Subject: command line
Date: 1996/06/24
Message-ID: <31cf0c29.6467408@news.airtime.co.uk>#1/1
X-Deja-AN: 161916756
organization: None Specified
newsgroups: comp.sys.atari.programmer

Well I know I am risking looking like a total Donkey again, but I

have to ask :)

  The information passed between 2 programs, for instance clicking on display source in CAB will bring up a designated text editor such as Everest? run it and hey presto the source is loaded,

  I believe this is held in something called the "COMMAND LINE" please correct me if I am wrong on that, or slap me on the back if I am right :)

 Ok is this information held in a specific part of memory, can I simply point to and read the info, I want to get at it from BASIC if possible,

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress

From 7400785778536852875
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,882602c400f500b8
X-Google-Attributes: gid1115ce,public
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Subject: Re: GNU shell
Date: 1996/06/25
Message-ID: <31CFAC8A.7E5E@enst-bretagne.fr>#1/1
X-Deja-AN: 162019024
references: <Pine.SOL.3.91.960619132342.26101A-100000@suma3.reading.ac.uk>
<DtIMoJ.A6p@cix.compulink.co.uk>
content-type: text/plain; charset=us-ascii
organization: enst-bretagne
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

>I have just started using the GCC 1.37 C compiler. Every time I user the printf command with the %d option it prints a zero instead of the number ...

> What is your variable declared as - a long? If so use %ld instead.

there are several and many modifies such as 'l' for long.
>
> Slainte mhath
> Mark
>
> --hello

I also had this problem, but with another compiler; the use of the option
-l solve this problem (l for long)

Regards

From 8819054683504880025
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87b60920292e86bf
X-Google-Attributes: gid1115ce,public
From: gold@shell.aros.net (Lawrence Gold)
Subject: Re: Looking for C joystick sources
Date: 1996/06/25
Message-ID: <4qnr05$h63@news.aros.net>#1/1
X-Deja-AN: 162050710
references: <4pdml2$a2c@orm.southern.co.nz> <4pel66$t7r@studs.sci.kun.nl>
<4qi782$8og@news.aros.net> <4qi9kj$9fu@news.aros.net>
organization: ArosNet Inc.
newsgroups: comp.sys.atari.programmer

Lawrence Gold (gold@shell.aros.net) wrote:
: Oops, at the end of that asm routine I posted, I forgot to include the
: following two lines:

```
:    old_vec:  dc.l  0
:    joystick: dc.l  0
```

And yet another error: To return to mouse mode, bconout(4, 8), NOT
bconout(4, 0x16).

From -4428968251500100541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591e95fd02053f9c
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: command line
Date: 1996/06/25
Message-ID: <Pine.A32.3.91.960625134311.18597A-100000@juno.amp.uni-
hannover.de>#1/1
X-Deja-AN: 162058289
references: <31cf0c29.6467408@news.airtime.co.uk>
x-sender: perot@juno.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 24 Jun 1996 stosser@airtime.co.uk wrote:

> Well I know I am risking looking like a total Donkey again, but I
> have to ask :)

You're not, just ask.

> The information passed between 2 programs, for instance clicking on
> display source in CAB will bring up a designated text editor such as
> Everest? run it and hey presto the source is loaded,

There are a few different ways for programs to communicate with each other. Programs using GEM can use the appl_write() - evnt_mesag() combination, thus talking via AES-messages. Commandlines are another (far older) means of communications. For data files it has been agreed upon that any program that finds a filename in it's commandline should open the file associated with that name. Thus editors open the textfile.

> I believe this is held in something called the "COMMAND LINE" please
> correct me if I am wrong on that, or slap me on the back if I am right

Show me your back ;-)

> Ok is this information held in a specific part of memory, can I
> simply point to and read the info, I want to get at it from BASIC if
> possible,

The command line is held in the second half of the basepage (address of basepage plus 128). The first byte gives the number of characters the command line consists of, then the actual characters follow.

A reasonable programming language should have some means to access the command line in more convenient way. C does it via some pointers that are parameters for the main() function.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 8168746086086822436
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6003f8968401512,start
X-Google-Attributes: gid1115ce,public

From: Wolfgang Thron <st002466@hrz.th-darmstadt.de>
Subject: Wanted Programmer
Date: 1996/06/25
Message-ID: <31D000EC.1FC05AC1@hrz.th-darmstadt.de>#1/1
X-Deja-AN: 162089570
content-type: text/plain; charset=us-ascii
organization: Technische Hochschule Darmstadt
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; Linux 1.1.95 i486)

Who is a profi in DSP-PROGRAMMING for the Falcon 030 ?

From 8512681589002431139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
From: Robert Gray <nrl6001@ccsalpha1.nrl.navy.mil>
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/25
Message-ID: <4qpqt2$2i2@ra.nrl.navy.mil>#1/1
X-Deja-AN: 162158344
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk> <31C89A67.7CA4@ix.netcom.com>
<31c9b233.440651@news.airtime.co.uk> <4qerce$7lc@ra.nrl.navy.mil>
<31CEC2B3.671F@ccm.jf.intel.com>
to: RichardX_Tietjens@ccm.jf.intel.com
content-type: text/plain; charset=us-ascii
organization: Naval Research Laboratory
x-url: news:31CEC2B3.671F@ccm.jf.intel.com
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harr

is,comp.s
x-mailer: Mozilla 1.12(Macintosh; I; 68K)

Using my mailer REPLY feature I responded to a posting by Dave Baseley (dbaseley@cartech.com), deliberately crossposting as he had done while complaining about the practice himself:

>
> ...AND I'M GETTING QUITE TIRED OF YOUR
> CONTINUAL CROSSPOSTING, TOO, DAVE!

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) jumped in:

> Well, gee, Bob, since I don't feel like searching all of the
> more-than-a-dozen groups _you_ posted _this_ in to try to figure
> out where you were when you wrote it, I guess you'll have to live
> with cross-posted replies, won't you?

Sorry, Rich. I should have included some smilies for the humor-impared who don't recognize satire even when it hits them between the eyes!!!

Bob Gray nrl6001@ccf.nrl.navy.mil Washington DC

From 9145098347306199714
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591e95fd02053f9c
X-Google-Attributes: gid1115ce,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: command line
Date: 1996/06/25
Message-ID: <31D07CA9.4DB6@ccm.jf.intel.com>#1/1
X-Deja-AN: 162167090
references: <31cf0c29.6467408@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b3 (Win95; I; 16bit)

stosser@airtime.co.uk wrote:

>
> Well I know I am risking looking like a total Donkey again, but I
> have to ask :)
>
> The information passed between 2 programs, for instance clicking on
> display source in CAB will bring up a designated text editor such as

> Everest? run it and hey presto the source is loaded,
>
> I believe this is held in something called the "COMMAND LINE" please
> correct me if I am wrong on that, or slap me on the back if I am right
> :)
>
> Ok is this information held in a specific part of memory, can I
> simply point to and read the info, I want to get at it from BASIC if
> possible,

It has been quite a while since I used STOS (the kids have it buried somewhere in the games pile), but there should be a command that looks something like:

stuff_I_want_to_know$=COMMAND$

where whatever is on the command line when your STOS proggy runs is passed into "stuff_I_want_to_know$" and you can then do whatever you like with it.

Keep in mind that COMMAND$ is subject to change, so you want to use this as soon as practical in your program. I do it before DIMming arrays or even opening windows.

--
http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
| Life bees dat way sometimezzzzz. |
+---+

From 7568809368141557018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591e95fd02053f9c
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk
Subject: Re: command line
Date: 1996/06/26
Message-ID: <31d11510.9238419@news.airtime.co.uk>#1/1
X-Deja-AN: 162256130
references: <31cf0c29.6467408@news.airtime.co.uk>
<Pine.A32.3.91.960625134311.18597A-100000@juno.amp.uni-hannover.de>
organization: None Specified
newsgroups: comp.sys.atari.programmer

On Tue, 25 Jun 1996 13:52:39 +0200, Peter Rottengatter
<perot@pallas.amp.uni-hannover.de> wrote:

>> Ok is this information held in a specific part of memory, can I
>> simply point to and read the info, I want to get at it from BASIC if
>> possible,
>
>The command line is held in the second half of the basepage (address of
>basepage plus 128). The first byte gives the number of characters the
>command line consists of, then the actual characters follow.
>
 eeerm sorry?, basepage ?

>A reasonable programming language should have some means to access the
>command line in more convenient way. C does it via some pointers that are
>parameters for the main() function.
>
 Unfortunatly my preffered language definatly does not have such a
thing, it was originally made with the specific intention of being a
fully fledged game development system, however many interesting and
usefull serious programs have been made with it, (by other than me I
must add) and the idea for a program that I have (none available as
yet on the atari but a much needed program<?>) would definatly need
the info from the command line, hmmm I live in hope :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress

From 6029988674932139651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591e95fd02053f9c
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk
Subject: Re: command line
Date: 1996/06/26
Message-ID: <31d114ae.9140198@news.airtime.co.uk>#1/1
X-Deja-AN: 162256131
references: <31cf0c29.6467408@news.airtime.co.uk> <31D07CA9.4DB6@ccm.jf.intel.com>
organization: None Specified
newsgroups: comp.sys.atari.programmer

On Tue, 25 Jun 1996 16:56:25 -0700, Rich Tietjens
<RichardX_Tietjens@ccm.jf.intel.com> wrote:

>
>>
>> Ok is this information held in a specific part of memory, can I
>> simply point to and read the info, I want to get at it from BASIC if
>> possible,
>

>It has been quite a while since I used STOS (the kids have it buried
>somewhere in the games pile), but there should be a command that looks
>something like:
>
>stuff_I_want_to_know$=COMMAND$

 Thanks but believe me, if it was that simple then I would have got
it, there is no such command in STOS, not even anything close, I wish
there was :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress

From 7522374961868039005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1bcc39ce5b999d53,start
X-Google-Attributes: gid1115ce,public
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Subject: STOS fix ?
Date: 1996/06/26
Message-ID: <31D17518.7320@softlab.se>#1/1
X-Deja-AN: 162256132
content-type: text/plain; charset=iso-8859-1
organization: SoftLab Telecom AB
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

Hi!,

If I=B4m not mistaken there=B4s a fixer program that lets you
run STOS on a Falcon030. =

Where can I get it (I assume it=B4s free- or shareware) ?

/Mike

From 6674967485540311152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da8816b016a57c1a,start
X-Google-Attributes: gid1115ce,public
From: Thomas Djafari <frogger@micronet.fr>
Subject: Atari 2600 emulator
Date: 1996/06/27

Message-ID: <31D28541.2B73@micronet.fr>#1/1
X-Deja-AN: 162363425
content-type: text/plain; charset=us-ascii
organization: micronet.fr
mime-version: 1.0
reply-to: frogger@micronet.fr
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b4Gold (Win95; I)

UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE
UPDATE UPDATE UPDATE UPDATE UPDATE

I updated my web page, if you want to know more about my 2600 emulator,
check at :

<http://www.micronet.fr/~frogger>

I need some feedback, read these parts : "ABOUT THE DISTRIBUTION"
and "WHAT DO I NEED"

UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE
UPDATE UPDATE UPDATE UPDATE UPDATE

From 6671420191390345595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591e95fd02053f9c
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: command line
Date: 1996/06/27
Message-ID: <Pine.A32.3.91.960627130631.5127B-100000-100000@vesta.amp.uni-
hannover.de>#1/1
X-Deja-AN: 162372672
references: <835899856_OASIS_@swampdog.demon.co.uk>
x-sender: perot@vesta.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Wed, 26 Jun 1996, Guy Harrison wrote:

! In article <31d11510.9238419@news.airtime.co.uk>
!   stosser@airtime.co.uk said:-
!
! > eeerm sorry?, basepage ?
!
! From scratch ...
!

! A throwback to MSDOS is that the operating system considers a program
! on disk to consist of 3 parts. There is a section for the machine code
! instructions (TEXT), and two sections for data. The first data section
! is for variables which never change while the program runs (DATA), and
! the second section is for variables which do change while the program
! is running (BSS). This layout allows a suitable operating system or
! language to abort a program which is going wrong. Thus, on disk you
! will find a program stored as TEXT+DATA+BSS in that order.
!
! All this information needs storing somewhere whilst the program is
! running - the basepage. Probably due to the pecularities of intel
! processors a whole "page" (256 bytes) was used for this.
!
! When the os loads a program, it creates the basepage first and stuffs
! relevent information into it. Next comes TEXT, then DATA, then BSS so
! we now have basepage+TEXT+DATA+BSS. When the os finally jumps to the
! machine code at the beginning of TEXT the information on where the
! basepage is is passed as well.

Nothing to add, I guess, this is comprehensive.

! TOS maintains a pointer at $602C to the basepage of the currently
! running process. You could try something like this to see if it works
! (excuse my lousy pseudo basic) ...

This certainly is a way to go, if no facilities are provided.

```
! basepage = 32_bit_peek($602c)
! num_bytes = 8_bit_peek(basepage + 128)
! for i = 1 to num_bytes
!    a$ = a$ + 8_bit_peek(basepage + 128 + i)
! endfor
! print"command line is";a$
```

As far as I see, this should do the job. However, the peeks have to be done in supervisor mode, as the process pointer lies in the second kB of memory (the first two kB can only be accessed in supervisor mode, the GLUE chip would launch a bus error if this would be accessed in user mode).

! I do not know how consistent the use of $602C this is across different
! os versions though. You'll have to experiment! :-)

As the process pointer is a documented feature it has to be supported by every TOS clone, MiNT, MagiC, etc., and really is, AFAIK.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -2881237092152780472
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46d480718e2062c0,start
X-Google-Attributes: gid1115ce,public
From: cb170@city.ac.uk (Hall BJ)
Subject: Compiling E-Gem 2.20 problems...
Date: 1996/06/27
Message-ID: <4quc28$o0u@bambam.soi.city.ac.uk>#1/1
X-Deja-AN: 162391426
organization: School of Informatics, City University, London
newsgroups: comp.sys.atari.programmer

Hi Everyone,

I am trying to compile and use E-Gem 2.20 and am having some problems.

I have Lattice 5.5, Pure C 1.0 and I'd like to get it working with Lattice. Can anyone give some pointers to
getting it to work? The docs say I need to use the makefile but I dunno how - Lattice doesn't have a make
utility - will any old one do? Or should I download GNU C and try that? If I do get GNU C, do I need mint to run
it, or will it run under TOS/MagiC?

Any help will be appreciated.... thanx guys,

--
```
 -----------------------------------------------------
 |>         | |      WWW: http://web.city.ac.uk/~cb170
 |> E |\|   |-| /\ |_ |_        EMAIL: benj@city.ac.uk
 -----------------------------------------------------
```

From -4090792540487187702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public

X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
From: padge@indy.net (WaD)
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/27
Message-ID: <4quj4u$a44@news.indy.net>#1/1
X-Deja-AN: 162417952
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q3q09$r4c@alster.dkrz.de>
organization: IndyNet - Indys Internet Gateway (info@indy.net)
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

>I am over 18 and live on planet earth. - Where do you live ???
>
>We once had a C220 but unfortunately I don't have any nude pictures
>of it - do you have some ?
WHY do you guys even respond to these? They are by default
(after paying someone off, I'm sure) copied to every newsgroup on here
(or possibly just the ALT* groups... not sure) It's not as if they
ever come back to see replies :P

```
                   .------------------------+-----------------------------.
   ____________    |   __   __ ___  ____    | "Elite??! You?! HAHAHAHA!"   | \
  /.  .  .  .  \   |  /  \|/  \   \/    \   |               -Imel(31:4)    | |
 |.  .  .  .  . |  |  |       |    \  |  |  +------------------------------+ |
 |  ._________.  |  |  |   |   |  | | |   |  | Notorious C= User/Net Junkie | |
  \./ /~  ~\ \ /   |  \__/ \__/_/| |____/   | Astonishing Coder/Muzo! (ha!)| |
   | (x)/\(x) |    |    WaD'96    \|   \ /  +------------------------------' |
   `\~\_\/_/~/'    |    ^^^^^^     :   o.o  | .------------------------------'
    | |____| |     | S U P E R B ! :    -   | | * Prehistoria President/FDR *
    \________/     `------------------------' | * C; Intel; ANSI; Trax; HaQ *
                    `-------------------------'   +----------------------+
       [Entire Sig. Drawn/(c) WaD/Prehistoria'96 - Homepage Coming Soon!!]
```

From 184504456786048693
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 1056fc,f50a30a91884a01c

X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10d52b,99774b6989a3ce4f
X-Google-Attributes: gid10d52b,public
From: "Marco A. Zamora Cunningham" <mzamora@gfnorte.com.mx>
Subject: Re: Propagation of the '8000 pics' thread
Date: 1996/06/27
Message-ID: <31D324B8.5674@gfnorte.com.mx>#1/1
X-Deja-AN: 162467968
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
<31C6DBF6.7376@rd.eng.bbc.co.uk> <31C89A67.7CA4@ix.netcom.com>
<31c9b233.440651@news.airtime.co.uk>
<Pine.SOL.3.91.960620205335.20131B-100000@ns1.ptd.net>
<4qdphr$8lt@seagoon.newcastle.edu.au>
content-type: text/plain; charset=us-ascii
organization: Casa de Bolsa Banorte
mime-version: 1.0
reply-to: mzamora@spin.com.mx
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cdc,comp.sys.convex,comp.sys.de
c,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.h
p.apps,comp.sys.hp.hardware,comp.sys.hp.hpux
x-mailer: Mozilla 3.0b4Gold (Win95; I)

Hey all you guys, don't waste bandwidth (and forgive me for wasting it too).
Do you honestly believe that the original "8000 pics" article poster gives
a rat's ass about netiquette? If we give it more exposure, that's just what
the poster wants.

I say we just ignore it and go on with our respective newgroup discussions.
If he insists, we can all personally and *privately* volume-spam-mail his
account. A breach of netiquette is ignorable, an insistent b1FfHeaD should
be stopped with his own methods.

My $0.02 ... MZ

From 1902751118653686787
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591e95fd02053f9c
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: command line
Date: 1996/06/28
Message-ID: <31d3b227.3227812@news.airtime.co.uk>#1/1

X-Deja-AN: 162545497
references: <835899856_OASIS_@swampdog.demon.co.uk>
<Pine.A32.3.91.960627130631.5127B-100000-100000@vesta.amp.uni-hannover.de>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

I have had a few replies to the command line problem, a couple of possibilities are in the pipeline, but due to STOS being STOS then they have problems,

I really hope this isn't too lame, but would it be possible for someone to knock up an assmebler prog that when run would place the info into the post mortem area as it would be safe there, no matter what,
so original program runs .....then calls..

prog that puts filename into post mortem

that prog then runs my prog

i retrieve the info needed and act,

then my program eeeerm runs the original?, eerm or would that run auto or would i have to have that info so as to re run the original?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress

From 1484139048301747122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591e95fd02053f9c
X-Google-Attributes: gid1115ce,public
From: prajoux@chnou.laas.fr (Roland Prajoux,94,6344)
Subject: Re: command line
Date: 1996/06/28
Message-ID: <4r0pa5$oj0@laas.laas.fr>#1/1
X-Deja-AN: 162572624
distribution: world
references: <835899856_OASIS_@swampdog.demon.co.uk>
organization: LAAS-CNRS, Toulouse (France)
reply-to: prajoux@chnou.laas.fr
newsgroups: comp.sys.atari.programmer

> The first data section is for variables which never change while
> the program runs (DATA), and the second section is for variables
> which do change while the program

> is running (BSS).
Not quite. DATA corresponds to variables which have an initial value.
Both DATA and BSS are variables, though.

> I do not know how consistent the use of $602C this is across different
> os versions though.
There is a legal way to obtain the basepage address for the currently
running program, for all versions of the OS. It is documented in the
Compendium.

RP
prajoux@laas.fr

From -3585629204708044439
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591e95fd02053f9c
X-Google-Attributes: gid1115ce,public
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Subject: Re: command line
Date: 1996/06/28
Message-ID: <31D40DED.7706@ccm.jf.intel.com>#1/1
X-Deja-AN: 162615249
references: <835899856_OASIS_@swampdog.demon.co.uk>
<Pine.A32.3.91.960627130631.5127B-100000-100000@vesta.amp.uni-hannover.de>
<31d3b227.3227812@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Intel
mime-version: 1.0
reply-to: Rich Tietjens <starship@3rdplanet.com>
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b3 (Win95; I; 16bit)

Tony Greenwood wrote:
>
> I have had a few replies to the command line problem, a couple of
> possibilities are in the pipeline, but due to STOS being STOS then
> they have problems,
>
> I really hope this isn't too lame, but would it be possible for
> someone to knock up an assmebler prog that when run would place the
> info into the post mortem area as it would be safe there, no matter

That's none to clear, but what about a program that acts as a shell for your STOS
proggy? You simply send the full path of the STOS prg on the
command line followed by the desired STOS prog's command line; the shell writes
the command line to a temp disk file (we can call it
"command.txt") and then runs the STOS prog, which then opens the command.txt file,
and if appropriate, deletes it.

Easily done, I could knock that together tonight if it will serve your needs.

--
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
| Life bees dat way sometimezzzzz. |
+---+

From -7810365324237257505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591e95fd02053f9c
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: command line
Date: 1996/06/28
Message-ID: <31d45038.10249448@news.airtime.co.uk>#1/1
X-Deja-AN: 162670921
references: <835899856_OASIS_@swampdog.demon.co.uk>
<Pine.A32.3.91.960627130631.5127B-100000-100000@vesta.amp.uni-hannover.de>
<31d3b227.3227812@news.airtime.co.uk> <31D40DED.7706@ccm.jf.intel.com>
organization: STOSSER Software
reply-to: stosser@airtime.co.uk
newsgroups: comp.sys.atari.programmer

On Fri, 28 Jun 1996 09:53:01 -0700, Rich Tietjens
<RichardX_Tietjens@ccm.jf.intel.com> wrote:

>Tony Greenwood wrote:
>>
>> I have had a few replies to the command line problem, a couple of

>That's none to clear, but what about a program that acts as a shell for your STOS
proggy?

  This sounds like it would be the best answer, Have replied via
private email with more info,

  Fanx :)

                    Cheers.............!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress

From -7864868397388403091
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83c02e3fd18ab5fb
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)

Subject: Re: loading colour icons from resource
Date: 1996/07/01
Message-ID: <1996Jul1.073649.46683@yogi.urz.unibas.ch>#1/1
X-Deja-AN: 163055327
distribution: inet
references: <4q5odp$bi0@nntp.hut.fi> <4q5q26$27p@lyra.csx.cam.ac.uk>
<4qs1ga$1u7@nntp.hut.fi>
organization: University of Basel, Switzerland
newsgroups: comp.sys.atari.programmer

> I don't doubt that. But Atari Compendium is hard to get in Finland.
> I'd probably had to order it overseas. I'd be quite costy for me
> considering I only need this piece of information from it.
> And there is another point: I don't have the time to wait
> Atari Compendium to come, as my military service starts in July.
>
> The internet community is my last change :-).
>
That's a hard fate, since you can't even be sure if there's still an atari
newsgroup when you come back :-)

simi

From -3836208102536862509
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,591e95fd02053f9c
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: command line
Date: 1996/07/01
Message-ID: <31D7B051.6201@in.tu-clausthal.de>#1/1
X-Deja-AN: 163079310
references: <31cf0c29.6467408@news.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

stosser@airtime.co.uk wrote:

> I believe this is held in something called the "COMMAND LINE" please
> correct me if I am wrong on that, or slap me on the back if I am right
> :)

slapslap...

> Ok is this information held in a specific part of memory, can I
> simply point to and read the info, I want to get at it from BASIC if

> possible,

Well, AFAIK there is this system call called "exec". It will start your Programm with ypur comandline and your environment. The Pathname, the comand Line, and the environment are Parameters for this call. It executes the named Program and returns back. I don't know how it is used in basic, but it works in C.

Now in the called Programm the simplest (only) way in C is to name two parameters for the Comand Line, i.e. an integer holding the number of parameters, ant a Field of Strings holding the parameters. then you can just read them out.

I have no idea how to do that in Basic, since the last time I used Basic for a serious Program I was sitting in front of a C64...

Christof

From 724313643812050524
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48e8ad01f98098b5
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: Re: JAVA ?
Date: 1996/06/02
Message-ID: <4oqmnk$1p0@orm.southern.co.nz>#1/1
X-Deja-AN: 158004462
references: <Pine.SOL.3.91.960528134936.7244A-100000@student.canberra.edu.au>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Just a bit of a stir here...

Yiannis Paschalidis (u943409@student.canberra.edu.au) wrote:
: stosser@airtime.co.uk (Tony Greenwood) wrote
: > Does anyone have any information regarding java, rather then send me
: > to a web page, can anyone give me a quick easy to follow rundown on
: > what it actualy is, and any realtive atari software?
: JAVA is a programming language that feels a bit like C.
: It is primarily used for writing scripts into HTML code, but compilers
: for it are appearing on the PC...
: As yet, I do not know of any compilers available for the atari, or any
: atari-browser that supports JAVA code.

JAVA is heralded as a x-platform programming language that will revolutionise the WWW. I say bollocks because JAVA is being developed by only a handful of companies. Ask yourself the question, 'How much are these few companies gonna want to provide a JAVA compiler and support for Atari browser software authors...'...the answer is not at all. So far JAVA is supported only by PC, Mac and unix, and still only in relatively

young development stage. Just another way of forcing out the little
people I say...

Chris Wilkinson.
/|\

From 6250295440813355986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2d904ae986c8159,start
X-Google-Attributes: gid1115ce,public
From: fvkampen@cs.vu.nl (Florentijn van Kampen)
Subject: Sliders in GEM
Date: 1996/06/02
Message-ID: <DsDwpr.HFq.0.-s@cs.vu.nl>#1/1
X-Deja-AN: 158074121
sender: news@cs.vu.nl
organization: Fac. Wiskunde & Informatica, VU, Amsterdam
keywords: gem
newsgroups: comp.sys.atari.programmer

Hello,

I am currently writing an editor for my JX8P synthesizer
and I want it all neat 'n clean with GEM.
I looked at the seceral RCS editors available but none
of them supported sliders... Are there some extensions
that I could use, or do I have to progrm my own sliders,
any experiences with this?

Thanks in advance,

Florentijn van Kampen

--
Vrije Universiteit Amsterdam | Florentijn van Kampen
Department of | 'Freedom is the right to say: two plus
Mathematics and | two equals four. If that is granted,
Computer Science | everything else follows.' (Orwell 1984)

From 2102077919293174121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2d904ae986c8159
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: Sliders in GEM
Date: 1996/06/03
Message-ID: <31B2A3E4.D55@rd.eng.bbc.co.uk>#1/1

X-Deja-AN: 158189143
references: <DsDwpr.HFq.0.-s@cs.vu.nl>
content-type: text/plain; charset=us-ascii
organization: British Broadcasting Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

Florentijn van Kampen wrote:
>
> Hello,
>
> I am currently writing an editor for my JX8P synthesizer
> and I want it all neat 'n clean with GEM.
> I looked at the seceral RCS editors available but none
> of them supported sliders... Are there some extensions
> that I could use, or do I have to progrm my own sliders,
> any experiences with this?
>
> Thanks in advance,
>
> Florentijn van Kampen

I'm afraid that you will probably have to program your own,
sliders are not a base Gem object but are built from several
objects (buttons, draggable items, etc). Maybe there is a
custom software library out there that helps with this?

-David

```
//////////////////////////////////////////////////
//   These views are my own and do not in any way  //
//     represent the views of the BBC or the BBC   //
//      Research and Development Department        //
//          david.white@rd.eng.bbc.co.uk           //
//////////////////////////////////////////////////
```

From 4701805606834638676
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2d904ae986c8159
X-Google-Attributes: gid1115ce,public
From: prajoux@chnou.laas.fr (Roland Prajoux,94,6344)
Subject: Re: Sliders in GEM
Date: 1996/06/03
Message-ID: <4oua2r$33a@laas.laas.fr>#1/1
X-Deja-AN: 158192011
distribution: world
references: <DsDwpr.HFq.0.-s@cs.vu.nl>
organization: LAAS-CNRS, Toulouse (France)
reply-to: prajoux@chnou.laas.fr

newsgroups: comp.sys.atari.programmer

In article s@cs.vu.nl, fvkampen@cs.vu.nl (Florentijn van Kampen) writes:
>I am currently writing an editor for my JX8P synthesizer
>and I want it all neat 'n clean with GEM.
>I looked at the seceral RCS editors available but none
>of them supported sliders... Are there some extensions
>that I could use, or do I have to progrm my own sliders,
>any experiences with this?

Hi,

Sliders are related to AES windows. Ressources, and thus ressource editors, are related to AES object trees.
If your program is using windows with sliders, this has nothing to do with any ressource that this same program may use. Windows, with their sliders if any, deals with the interaction between the user and the program. So, of course, you (i.e. your program) must manage the sliders yourself, using appropriate AES calls.

Cheers.

RP
prajoux@laas.fr

From 2062631076746026490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48e8ad01f98098b5
X-Google-Attributes: gid1115ce,public
From: Paul Coene <Paul.Coene@esat.kuleuven.ac.be>
Subject: Re: JAVA ?
Date: 1996/06/03
Message-ID: <31B2B37B.2E23@esat.kuleuven.ac.be>#1/1
X-Deja-AN: 158193887
references: <4oddr8$n4n@neon.airtime.co.uk> <4omhkp$c8u@due.unit.no>
<4on07b$hjo@neon.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: K.U.Leuven
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; HP-UX A.09.05 9000/712)

Tony Greenwood wrote:

> >As has already been said, Java is a programming language intended for
> >making programs that can run on any web page. The Java Developer Kit
> >can be obtained free of charge from Sun Microsystems, but it does

> >currently only exist for Windows NT/95, MAC and Solaris.
> >
> >I don't think anybody is working on a porting to the ST. There is
> >also no web browser for the Atari that supports Java applets.

Linux/m68k supports it, or will support it in the future, I think.

Paul

From -6838398703173670813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7fc32e89a67255bf,start
X-Google-Attributes: gid1115ce,public
From: lecoat@tokay.ief-paris-sud.fr (Francois LE COAT)
Subject: Beta users needed for french 3D modelling soft.
Date: 1996/06/03
Message-ID: <4ousu3$8fo@upsn6.u-psud.fr>#1/1
X-Deja-AN: 158225154
organization: Universite Paris-Sud, France.
newsgroups: comp.sys.atari.programmer

Hello everybody,

I'm a quite isolated french developper working on a program
called Eureka 2.12. It's a 2D numerical analysys program, and
a 3D object modelling of mathematical shapes. It include
also 4D presentation, because a time parameter is available.
I'm in degugging phasis, so I would need experienced people
to tell me oppropriate comments on strengths and weaks of
my production. If anyone of yous, wood be so kind as to
play the role of awared critic on my work, it would be
a great help for me ...
I must precise, that my work is in french for the moment.
If anyone has ideas about it's translation it would be
great ... Anyway mathematical langage *is* international.
My program is available by FTP on the "Conservatoire
National des Arts et Metiers" at :
ftp://ftp.cnam.fr/pub/Atari
or on my home page at :
http://www.ief.u-psud.fr/~lecoat/
Anyway the last release is on my home page ...

Thanks for your help ... Bye for now !

-- Francois LE COAT

From -4909170688545198930
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48e8ad01f98098b5
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: JAVA ?
Date: 1996/06/03
Message-ID: <31B32ED5.167E@in.tu-clausthal.de>#1/1
X-Deja-AN: 158263561
references: <Pine.SOL.3.91.960528134936.7244A-100000@student.canberra.edu.au>
<4oqmnk$1p0@orm.southern.co.nz>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Chris Wilkinson wrote:

> JAVA is heralded as a x-platform programming language that will
> revolutionise the WWW. I say bollocks because JAVA is being developed by
> only a handful of companies. Ask yourself the question, 'How much are
> these few companies gonna want to provide a JAVA compiler and support for
> Atari browser software authors...'...the answer is not at all. So far
> JAVA is supported only by PC, Mac and unix, and still only in relatively
> young development stage. Just another way of forcing out the little
> people I say...

Well... well, JAVA is not in any way depending on X11. It is developed
only by sun soft. Other companies have paied them for being able do make
java compilers for comercial stuff. One can also download th Java
Developer Kit Scouces for free, if you sign a declaration by sun. I
hered (ie. not at all sure) someone was going to port it to MinT. I
don`t know what happened to that. I think, that as soon as it is
available CAB won't be long to suport it.

Christof

From -1721549998750850836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2d904ae986c8159
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Sliders in GEM
Date: 1996/06/03
Message-ID: <833918910_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 158287365
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer

organisation: SwampDog

In article <DsDwpr.HFq.0.-s@cs.vu.nl>
fvkampen@cs.vu.nl (Florentijn van Kampen) said:-

>Hello,
>
>I am currently writing an editor for my JX8P synthesizer
>and I want it all neat 'n clean with GEM.
>I looked at the seceral RCS editors available but none
>of them supported sliders... Are there some extensions
>that I could use, or do I have to progrm my own sliders,
>any experiences with this?
>
> Thanks in advance,
>
> Florentijn van Kampen
>
>--
>Vrije Universiteit Amsterdam | Florentijn van Kampen
>Department of | 'Freedom is the right to say: two plus
>Mathematics and | two equals four. If that is granted,
>

If you are not using using AES windows then you will have to build your own sliders completely from scratch either low level via the VDI or using G_BOX's suitably organised. Some of the graf_???() functions could help you here.

It is a little simpler with AES windows, mask in H_SLIDE, V_SLIDE into wind_create() as appropriate. and use wind_set() to position and size them. When you interact with sliders then the AES sends you a message.

Note a proper calculation is a little more subtle than would first be apparent. This is how to calculate the slider position - you will need to rearrange the formula to calculate "window_start" from the new position from the AES message you received.

position = 1000 * window_start / (total_length - length_seen)

window_start = position displayed at the beginning of a window - ie if line 40 of a doc were at the top of the window then this would be 39 (start at zero).

total_length = doc length in lines - maybe 2000 lines for example.

length_seen = how many lines currently fit in a window.

If you were processing an image then the above would be in rasters perhaps. That is, the formula is based on units of the same logical

entity. It does not matter what that entity is, as long as the values are supplied in units thereof.

A 200 line doc with 20 lines visible in a window currently displaying line 40 would result in 1000 * 39 / (200 - 20) = 216 which is not quite the 200 which you would initially expect.

```
Now issue wind_set(,WF_V/H_SLIDE,position,)
                      ^^^
                      whichever
```

The slider size (the white bit) is supposed to represent the percentage of the total doc which is currently visible ...

size = 1000 * (length_seen / total_length).

Note that where the document is smaller than the window then values will start going out of the range 0..1000 and some extra processing will be required.

Also bear in mind not to let overflow occur in the calculations.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -1715078551572459732
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2d904ae986c8159
X-Google-Attributes: gid1115ce,public
From: josk@stud.unit.no (Jo Even Skarstein)
Subject: Re: Sliders in GEM
Date: 1996/06/04
Message-ID: <4p1bnn$6om@due.unit.no>#1/1
X-Deja-AN: 158408874
references: <DsDwpr.HFq.0.-s@cs.vu.nl>
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

Florentijn van Kampen (fvkampen@cs.vu.nl) wrote:
: Hello,
:
: I am currently writing an editor for my JX8P synthesizer
: and I want it all neat 'n clean with GEM.
: I looked at the seceral RCS editors available but none

: of them supported sliders... Are there some extensions
: that I could use, or do I have to progrm my own sliders,
: any experiences with this?

Try SysGem 2.03 (Very easy to use, but Pure C only.) or E-Gem 2.20. Both can be found on ftp.uni-kl.de/pub/atari/programming/

--

Jo Even Skarstein
josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

From -5573382483894540688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee8786d8b8467dfc
X-Google-Attributes: gid1115ce,public
From: nab@comp.lancs.ac.uk (Mr N A Barnes)
Subject: Re: GEM: Dragging things...
Date: 1996/06/04
Message-ID: <DsHDAr.H9v@comp.lancs.ac.uk>#1/1
X-Deja-AN: 158438569
sender: usenet@comp.lancs.ac.uk
references: <4nshjm$93f@m1.cs.man.ac.uk> <4o3kud$2sa@inca01.inca.co.nz>
organization: Computing Department, Lancaster University.
newsgroups: comp.sys.atari.programmer

In article <4o3kud$2sa@inca01.inca.co.nz> gmiller@inca.co.nz (Gaven Miller) writes:
>
>Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
>> I'm currently writing a large GEM based program. One of the things
>> that I need to do is detect the user clicking and dragging an object.
>> The object is just a few lines (drawn with the VDI). How do I detect
>> this with evnt_multi()? I need to be able to distinguish a single
>> click from a click/drag ...
>
>> Oh, I'm writing in C on a Falcon (MultiTOS compatable)...
>
>haven't written draggable-item code in yonks, but here is a sample
>algorithm that should work:
>
>Call event_multi
> if event is a click (MU_BUTTON)
>   if button is still down (vq_mouse)
>   change mouse to "drag" shape (graf_mouse)
>   wait for mouse button to be released (vq_mouse)

```
>      do appropriate "item has been dragged" processing
>      show "on-screen item has been dragged"
>      change mouse back to arrow (graf_mouse)
>    end if
>  end if
>rest of processing ...

Call event_multi..
    if event is a mouse button pressed (down) and
      mouse over a draggable object then
        event_multi(mouse_up | timer = 100ms)
        if event is timed out then
            change mouse shape
            loop
                event_multi(box | timer = 100ms | mouse_up)
                if event = timedout and old_mouse_pos != new_mouse_pos then
                    redraw outline shape endif
                if event = box then
                    undraw shape endif
                if event = mouse_up then
                    exit endif
            end loop
        endif
    endif

note.. box is a little box a couple of pixels either side of the mouse..
if the mouse leaves this then it's time to move the shape... the timer
delay means you don't waste time redrawing or blitting a shape when the
mouse is moving quickly... the event_multi calls means other AES stuff
can go on in the background.. as well as task switching and so on...

Just my tuppence worth..

Neil
(nab@comp.lancs.ac.uk)
```

From 7415408085623925335
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2868603b29921e59,start
X-Google-Attributes: gid1115ce,public
From: Josep Rodriguez <101572.2142@CompuServe.COM>
Subject: Looking for INTERFACE Mydial auxiliary files.
Date: 1996/06/04
Message-ID: <4p1mpe$r0u$1@mhade.production.compuserve.com>#1/1
X-Deja-AN: 158441925
organization: Atari Fan Club Spain
newsgroups: comp.sys.atari.programmer

Does anyone knoew how to get the files IMPORT.H and EXPORT.H needed to
build the GFA Mydial module?

I need them to build the GFA 3D Mydial module.

Regards,

--
Josep Rodriguez Internet: 101572.2142@compuserve.com
Atari Fan Club Spain BBS/Fax: +34-3-4423479
(Keeping Atari alive in Spain) NeST: 90:900/100.0@nest .ftn

From 6025495130616559783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c8d4ba26ea5e4ebf,start
X-Google-Attributes: gid1115ce,public
From: Jim <jfouch@penny.net>
Subject: Best way to check Bits per Plane
Date: 1996/06/04
Message-ID: <31B4A1F3.1540@penny.net>#1/1
X-Deja-AN: 158479776
content-type: text/plain; charset=us-ascii
organization: a Digital Internet AlphaServer Site
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win95; I)

What is the best and most safe way to find the Bits/Plane for the resolution you
are running in.

Is is Int{L~A}, or is this not safe anymore.

Should I use Work_Out(13), does this work on true color graphics cards and the
Falcon030.

Also, will Work_out(0) and Work_Out(1) always return the X & Y for the screen,
even on graphics cards.

Any help would be Great!!

Thanks,

Jim Fouch
FOUCH SOFTWARE
jfouch@penny.net

From 6930007025722090278

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c8d4ba26ea5e4ebf
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Best way to check Bits per Plane
Date: 1996/06/05
Message-ID: <Pine.A32.3.91.960605110521.11806A-100000@juno.amp.uni-hannover.de>#1/1
X-Deja-AN: 158560291
references: <31B4A1F3.1540@penny.net>
x-sender: perot@juno.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 4 Jun 1996, Jim wrote:

> What is the best and most safe way to find the Bits/Plane for the resolution you are running in.
>
> Is is Int{L~A}, or is this not safe anymore.
>
> Should I use Work_Out(13), does this work on true color graphics cards and the Falcon030.
>
> Also, will Work_out(0) and Work_Out(1) always return the X & Y for the screen, even on graphics cards.
>
> Any help would be Great!!
>

This can be stated very clearly : It's the best way to use VDI, and it's
not safe to use any Line-A. Line-A doesn't exist on most graphics cards.
But the documented VDI behaviour should work on every ST style computer.
The Work_out return values you mentioned are of course documented and can
therefore be used safely on every machine.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -8338099360940902737
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c8d4ba26ea5e4ebf
X-Google-Attributes: gid1115ce,public
From: massimo@irfmn.mnegri.it (Max Farina)

Subject: Re: Best way to check Bits per Plane
Date: 1996/06/05
Message-ID: <massimo-0506961051300001@macmax.irfmn.mnegri.it>#1/1
X-Deja-AN: 158560292
references: <31B4A1F3.1540@penny.net>
organization: Istituto Mario Negri
newsgroups: comp.sys.atari.programmer

In article <31B4A1F3.1540@penny.net>, Jim <jfouch@penny.net> wrote:

> What is the best and most safe way to find the Bits/Plane for the
resolution you are running in.
>
> Is is Int{L~A}, or is this not safe anymore.
>
> Should I use Work_Out(13), does this work on true color graphics cards
and the Falcon030.
>
> Also, will Work_out(0) and Work_Out(1) always return the X & Y for the
screen, even on graphics cards.
>
> Any help would be Great!!
>
> Thanks,
>
> Jim Fouch
> FOUCH SOFTWARE
> jfouch@penny.net

You should use ONLY AES/VDI functions for the best result, no LineA.
Yes, Work_Out(13) should works on all graphics cards and Work_Out(0)
and Work_Out(1) for X and Y screen resolution.

Bye


```
 ---------------------------------------------------------------------------
|      /|/|                                                                  |
|     /   |AX          Institute of Pharmacology Research "Mario Negri"      |
|  Massimo Farina               E-mail: massimo@irfmn.mnegri.it              |
 ---------------------------------------------------------------------------
```


From 7617936515349936606
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48e8ad01f98098b5
X-Google-Attributes: gid1115ce,public
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Subject: Re: JAVA ?
Date: 1996/06/05
Message-ID: <31B560AE.2012@sunderland.ac.uk>#1/1

X-Deja-AN: 158581728
references: <4oddr8$n4n@neon.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: University of Sunderland, UK
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win95; I)

Tony Greenwood wrote:

> Does anyone have any information regarding java, rather then send me
> to a web page, can anyone give me a quick easy to follow rundown on
> what it actualy is, and any realtive atari software?

Java was originally developed by Sun as a language for reliably programming consumer devices. It is based on C++ but has automatic garbage collection and no pointers to increase the robustness and reliability of programs.

Java programs are compiled into bytecode. Bytecode is not native code to any particular machine architecture, rather it is native to a Virtual Machine (VM). In order to run a java program you need a VM for your (real) machine.

Sun realised that java could be adapted to distribute software over the internet. You would only need to compile a java program once and it would run on ANY machine that had a VM written for it. Hence the VM was first incorporated into Web browsers as a means of easily extending their capabilities. At present the java VM is only incorporated into two Web browsers - Netscape 2 and Hotjava.

As I understand it the VM can only be ported to 32bit systems. So if it were ported over to TOS based machines it would be limited to Falcons, TTs, Medusas, Pak030 etc.

In theory it is brilliant, because any program you write in java has a market of all the machines with a java VM. In practice the VM has only been ported to Intel, Unix and Mac machines. It is currently slow and buggy in my experience, but will undoubtedly improve with the introduction of things like just-in-time-compilers that compile bytecode into native machine code on the fly.

Sun wants java to be an open system, so language specifications and source code are freely available. I don't know about the source code to write the java compiler or VM though. In theory, if the VM could be ported to a 32bit TOS machine we would have access to a wealth of software.

> Is html authoring classed as programming?

No. I don't want to get into a theoretical discussion on what consitutes a programming language, but I would suggest a true programming language

needs logical and mathematical functions and control over data and
execution flow. Html possesses non of these.

Hope this helps,

Michael

From 2528932510027338952
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48e8ad01f98098b5
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: JAVA ?
Date: 1996/06/06
Message-ID: <31B6C551.167E@in.tu-clausthal.de>#1/1
X-Deja-AN: 158767954
references: <4oddr8$n4n@neon.airtime.co.uk> <31B560AE.2012@sunderland.ac.uk>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Michael Clemmetsen wrote:

> Java programs are compiled into bytecode. Bytecode is not native code
> to any particular machine architecture, rather it is native to a
> Virtual Machine (VM). In order to run a java program you need a VM for
> your (real) machine.

Well, Sun is working on a java chip. It is supposed to run Byte code
directly.

> As I understand it the VM can only be ported to 32bit systems. So if
> it were ported over to TOS based machines it would be limited to
> Falcons, TTs, Medusas, Pak030 etc.

Oh! The 68k is a 32 Bit processor. Guess, why sinclair once sold their
68008 Machine as a 32 bit Computer (with multiplexed 8 bit Data Bus).
the 68000 has a multiplexed 16 Bit Bus. That was one of Ataris,
Comodores and Apples Marketing Mistakes. they did not beat ther real 16
bit Machines by IBM with greater numbers. Just look at DEC, SUN, or SGI.
They now are proud of presenting 64bit Machines. so they are supposed to
make realy fast Computers. Just whatch a Alpha with byte operations. It
is really slow!!

on the other side Java does nor reqire a 32 bit machine. The Virtual
Machine is 32 bit. that doesn't say anything about the machine it is
implemented on. Theoretically a 1 bit machine would be enough (though
not sensible).

> Sun wants java to be an open system, so language specifications and
> source code are freely available. I don't know about the source
> code to write the java compiler or VM though. In theory, if the VM could
> be ported to a 32bit TOS machine we would have access to a wealth of
> software.

The sources of the JDK (Java Developer Kit) are freely available. You
just have to sign, that you don't distribute it in any way, because
Javasoft wants to have Control over it. As long as you don't make money
with it, Javasoft doesn't take any from you.

Christof

From 5892171971971543970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d04402403b97f6b2,start
X-Google-Attributes: gid1115ce,public
From: sjoh0132@sable.ox.ac.uk (John Elliott)
Subject: GEM icon file
Date: 1996/06/06
Message-ID: <4p6qmc$g1i@news.ox.ac.uk>#1/1
X-Deja-AN: 158844217
organization: Oxford University, England
newsgroups: comp.sys.atari.programmer

I'm thinking of the PC versions of GEM (including ViewMax) here, but
I'd hope the file format is sufficiently similar on the ST:

What is the format of the .ICN file (DESKLO.ICN/VIEWLO.ICN/VIEWHI.ICN etc)
which contains the Desktop icons?

---------- http://users.ox.ac.uk/~sjoh0132/ ----------
John Elliott |BLOODNOK: "But why have you got such a long face?"
|SEAGOON: "Heavy dentures, Sir!" - The Goon Show
:----------)

From 7654213706803508768
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ba1334c3966300a2,start
X-Google-Attributes: gid1115ce,public
From: zan660@aol.com (Zan660)
Subject: M.A.G.E.???
Date: 1996/06/06
Message-ID: <4p830s$h1h@newsbf02.news.aol.com>#1/1
X-Deja-AN: 158926593
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)

reply-to: zan660@aol.com (Zan660)
newsgroups: comp.sys.atari.programmer

Anyone using MAGE? I am running MagiCMac and have just ordered it, I know GFA works, does MAGE?

Email me
Zan

From -8461385576537293956
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f38d2a5cec9380a3,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f38d2a5cec9380a3,start
X-Google-Attributes: gid1115ce,public
From: Keefy <fkeith@cs.strath.ac.uk>
Subject: Music/graphics program
Date: 1996/06/07
Message-ID: <31B7F45D.167E@cs.strath.ac.uk>#1/1
X-Deja-AN: 158913974
content-type: text/plain; charset=us-ascii
organization: University of Life
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

Has anyone written a program, similar to that on the Sony Playstation music/graphics thingy? I know it would not have the 3D effects etc, but anything is better than nothing.

I once wrote a STOS program which strobed the screen with the music, reading from my Stereo Master sampler, but, as it was STOS, it was not very good. Ideally, I would like something that only reacted to the bass of the music.

I would have liked to write the STOS program in assembler, but I know sod all about the ST's screen addresses and how to clear the screen etc, although I can use assembler but don't have one for my STE.

Please e-mail any replys as I am on my Uni vacation just now and don't have much time for checking Usenet (it's a Uni account), and I will miss any postings (probably).

Thanks in advance,

Fraser.
--
Fraser Keith, Strathclyde University

mailto:fkeith@cs.strath.ac.uk

From 6173662169410843958
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f38d2a5cec9380a3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f38d2a5cec9380a3
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: Music/graphics program
Date: 1996/06/07
Message-ID: <4p98ic$304@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 158958744
references: <31B7F45D.167E@cs.strath.ac.uk> <4p97aq$t4i@neon.airtime.co.uk>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

In article <4p97aq$t4i@neon.airtime.co.uk>,
     stosser@airtime.co.uk (Tony Greenwood) writes:

>>I once wrote a STOS program which strobed the screen with the music,
>>reading from my Stereo Master sampler, but, as it was STOS, it was
>>not very good. Ideally, I would like something that only reacted to
>>the bass of the music.
>>
> Rubbish, I am going to have to be brutal here, STOS can't be blamed
>for everything you know, thats a sweeping statment "as it was STOS it
>was not very good", don't blame the tool's, try a bit harder and you
>would have managed it, STOS is not only capable of such a task but
>with the new updates and added commands then it is ideal,

Even I'm not going to disagree with you here. Awful as STOS is for most
of the purposes people put it to, I have to say this is one application
where STOS is ideal. Apart from the crap editor that is.

From -5856075433831529923
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f38d2a5cec9380a3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f38d2a5cec9380a3
X-Google-Attributes: gid1115ce,public
From: Rory McMahon <mcmahon@inil.com>
Subject: Re: Music/graphics program
Date: 1996/06/07
Message-ID: <31B852C5.455C@inil.com>#1/1
X-Deja-AN: 158969793

references: <31B7F45D.167E@cs.strath.ac.uk> <4p97aq$t4i@neon.airtime.co.uk>
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
x-mailer: Mozilla 3.0b4Gold (Win95; I)

Tony Greenwood wrote:
>
> On Fri, 07 Jun 1996 10:20:29 +0100, Keefy <fkeith@cs.strath.ac.uk>
> wrote:
>
> >Has anyone written a program, similar to that on the Sony Playstation
> >music/graphics thingy? I know it would not have the 3D effects etc,
> >but anything is better than nothing.
> >
> >I once wrote a STOS program which strobed the screen with the music,
> >reading from my Stereo Master sampler, but, as it was STOS, it was
> >not very good. Ideally, I would like something that only reacted to
> >the bass of the music.
> >
> Rubbish, I am going to have to be brutal here, STOS can't be blamed
> for everything you know, thats a sweeping statment "as it was STOS it
> was not very good", don't blame the tool's, try a bit harder and you
> would have managed it, STOS is not only capable of such a task but
> with the new updates and added commands then it is ideal,
> Just because you could not do it, that does not mean that STOS was
> not capable,
>
> >I would have liked to write the STOS program in assembler, but I know
> >sod all about the ST's screen addresses and how to clear the screen etc,
>
> What! clear the screen, theres half a dozen different ways in STOS
> and so long as you keep away from cls then you can clear the screen
> quicker than you could believe,
>
> >although I can use assembler but don't have one for my STE.
> >
> You have an STe...for crying out loud!, STOS is exactly what you
> want, DMA? no problemo, even more commands if you have a Falcon
>
> >Please e-mail any replys as I am on my Uni vacation just now and don't
> >have much time for checking Usenet (it's a Uni account), and I will
> >miss any postings (probably).
>
> Nooooo way, you come into a public newsgroup and as good as tell
> everyone that STOS isn't up to the job and I feel oblidged to let
> everyone know it is, Carbon copy sent to you just in case,
>
> >
> >Thanks in advance,
> >
> No problem my friend, and consider yourself flamed :)

>
>   "as it was STOS it was not very good"
>   He shouldn't have said that? <wicked grin>
>
>   Cheers.............!ynoT
> Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
> irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser
>
> TITLES:H.E.R.O./MultiPakman/Spot it/N.E.C.B./VidIgrid/Texty
>   Diskzine ConstructionKit/Countout/GridCross/Mouscolo
>   Stosser Multimedia Displayer/Island Strike/ STOS.FAQ
>   + Many other releases, see my page for more info +

Ouch... The man walking toward the plane never saw the moving blades...

From 6723605072978690967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f38d2a5cec9380a3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f38d2a5cec9380a3
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Music/graphics program
Date: 1996/06/07
Message-ID: <4p97aq$t4i@neon.airtime.co.uk>#1/1
X-Deja-AN: 158972109
references: <31B7F45D.167E@cs.strath.ac.uk>
organization: STOSSER Software
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

On Fri, 07 Jun 1996 10:20:29 +0100, Keefy <fkeith@cs.strath.ac.uk>
wrote:

>Has anyone written a program, similar to that on the Sony Playstation
>music/graphics thingy? I know it would not have the 3D effects etc,
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>
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>reading from my Stereo Master sampler, but, as it was STOS, it was
>not very good. Ideally, I would like something that only reacted to
>the bass of the music.
>
  Rubbish, I am going to have to be brutal here, STOS can't be blamed
for everything you know, thats a sweeping statment "as it was STOS it
was not very good", don't blame the tool's, try a bit harder and you
would have managed it, STOS is not only capable of such a task but
with the new updates and added commands then it is ideal,
 Just because you could not do it, that does not mean that STOS was
not capable,

>I would have liked to write the STOS program in assembler, but I know
>sod all about the ST's screen addresses and how to clear the screen etc,

  What! clear the screen, theres half a dozen different ways in STOS
and so long as you keep away from cls then you can clear the screen
quicker than you could believe,

>although I can use assembler but don't have one for my STE.
>
 You have an STe...for crying out loud!, STOS is exactly what you
want, DMA? no problemo, even more commands if you have a Falcon

>Please e-mail any replys as I am on my Uni vacation just now and don't
>have much time for checking Usenet (it's a Uni account), and I will
>miss any postings (probably).

  Nooooo way, you come into a public newsgroup and as good as tell
everyone that STOS isn't up to the job and I feel oblidged to let
everyone know it is, Carbon copy sent to you just in case,

>
>Thanks in advance,
>
 No problem my friend, and consider yourself flamed :)

  "as it was STOS it was not very good"
   He shouldn't have said that? <wicked grin>

                    Cheers.............!ynoT
Tony Greenwood (STOSSER Software)   stosser@airtime.co.uk
irc #ATARI <stosser>   http://www.airtime.co.uk/users/stosser

TITLES:H.E.R.O./MultiPakman/Spot it/N.E.C.B./VidIgrid/Texty
       Diskzine ConstructionKit/Countout/GridCross/Mouscolo
       Stosser Multimedia Displayer/Island Strike/ STOS.FAQ
        + Many other releases, see my page for more info +

From -2117094377912930421
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f38d2a5cec9380a3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f38d2a5cec9380a3
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: Music/graphics program
Date: 1996/06/07
Message-ID: <4p9p2m$49d@neon.airtime.co.uk>

X-Deja-AN: 158998687
references: <31B846D2.41C6@cs.strath.ac.uk>
organization: STOSSER Software
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

On Fri, 07 Jun 1996 16:12:18 +0100, Keefy <fkeith@cs.strath.ac.uk>
wrote:

>I wasn't criticising STOS as such. I don't have the compiler, so the
>load up time was about 2 minutes for a program that would probably take
>30 lines of assembeler, and no matter how good STOS may be, assembly
>will always be faster than an interpreter based language (unless you
>have the compiler, which would have to be very efficient).
>
  Then your intentions and your postings don't seem to be on the same
line, to say "as it was stos, it was not very good" is a criticism of
the programming language, your intentions may have been different, but
what I read, is what I saw, is what I responded to :)

  STOS can be criticised for many things, it is not the greatest of
languages by any means, but if someone wants to say such, then they
should have tried it to its limits then said its not up to it,

>Also, it's not that I "could not do it", I did! I just wanted it to be
>better, and as I don't know much about good ways to convert an audio
>signal to a moving patern etc, I thought I would ask to see if anyone had
>done something similar. Do YOU know how to do it? Real time sound analysis

  I do not, and never gave the impresion I could, my point and whole
posting was based on your sweeping statement re stos,

>is the the subject of degrees and is (probably) not easy, and STOS as an
>interpreter would probably not be any good (unless there is an extension
>for this).
>
> > >I would have liked to write the STOS program in assembler, but I know
>> >sod all about the ST's screen addresses and how to clear the screen etc,
>> What! clear the screen, theres half a dozen different ways in STOS
>> and so long as you keep away from cls then you can clear the screen
>> quicker than you could believe,
>
>I meant clear the screen using assembly language. I thought that was
>obvious in the question.
>
 It was, my point was that you don't need assembler to clear the
screen fast,

> > >Please e-mail any replys as I am on my Uni vacation just now and don't
>> >have much time for checking Usenet (it's a Uni account), and I will
>> >miss any postings (probably).

>>
>>   Nooooo way, you come into a public newsgroup and as good as tell
>> everyone that STOS isn't up to the job and I feel oblidged to let
>> everyone know it is.
>
>No I didn't. In no way did I say that STOS "isn't up to the job", it

 c'mon! thats exactly what you implied, you may not it would now seem
have meant that, but I doubt anyone reading it would have read it any
different?,

>can be very powerful when utilised fully, but all I want is a simple,
>fast as possible program. Assembly seems the best choice for this.
>

>And what happened to a little courtesy? Most browsers have a button
>to send as mail and news, so is it too much to ask that you press
>that one instead?
>
 I did, I sent the posting as mail and news, I could not see any
reason not to include the posting in the newsgroup, it is a harmless
debate after all ?

 You have missed the point of my posting,

 1) hopefully the smileys and the lack of any animosoty or swearing
or nastyness or anything showed that this wasent exactly meant as a
personal attack, hence the public posting :)

 But let me explain why I responded?

 2) I use STOS (you guessed that already?), and I find there is very
little it cannot do, I am the keeper of the FAQ and have written
various articles on the subject for everything from diskmags to
national magazines (with the use of a spell checker),

  For many good reasons, people have an instant opinion of STOS and
believe it to be totally useless, this is brought upon in no small
part by people telling everyone it's ....useless, Your posting DID
make it look like you where blaming stos, you havent the extensions,
upgrades or even the compiler it now seems, to have enough experience
or knowledge to make this claim, sorry to labour the point, but you
cannot simply say "as it was stos it was not very good", you are
helping get the language a bad name by making such unfounded
statements,

  After all, what is "comp.sys.atari.programmer" for, if not to debate
such point's?

Cheers.....!ynoT

Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

TITLES:H.E.R.O./MultiPakman/Spot it/N.E.C.B./VidIgrid/Texty
Diskzine ConstructionKit/Countout/GridCross/Mouscolo
Stosser Multimedia Displayer/Island Strike/ STOS.FAQ
+ Many other releases, see my page for more info +

From 2880893852276570379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f38d2a5cec9380a3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f38d2a5cec9380a3
X-Google-Attributes: gid1115ce,public
From: Keefy <fkeith@cs.strath.ac.uk>
Subject: Re: Music/graphics program
Date: 1996/06/07
Message-ID: <31B846D2.41C6@cs.strath.ac.uk>#1/1
X-Deja-AN: 159004423
content-type: text/plain; charset=us-ascii
organization: University of Life
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

> >I once wrote a STOS program which strobed the screen with the music,
> >reading from my Stereo Master sampler, but, as it was STOS, it was
> >not very good. Ideally, I would like something that only reacted to
> >the bass of the music.
> >
> Rubbish, I am going to have to be brutal here, STOS can't be blamed
> for everything you know, thats a sweeping statment "as it was STOS it
> was not very good", don't blame the tool's, try a bit harder and you
> would have managed it, STOS is not only capable of such a task but
> with the new updates and added commands then it is ideal,
> Just because you could not do it, that does not mean that STOS was
> not capable,

I wasn't criticising STOS as such. I don't have the compiler, so the load up time was about 2 minutes for a program that would probably take 30 lines of assembeler, and no matter how good STOS may be, assembly will always be faster than an interpreter based language (unless you have the compiler, which would have to be very efficient).

Also, it's not that I "could not do it", I did! I just wanted it to be better, and as I don't know much about good ways to convert an audio signal to a moving patern etc, I thought I would ask to see if anyone had done something similar. Do YOU know how to do it? Real time sound analysis is the the subject of degrees and is (probably) not easy, and STOS as an interpreter would probably not be any good (unless there is an extension for this).

> >I would have liked to write the STOS program in assembler, but I know
> >sod all about the ST's screen addresses and how to clear the screen etc,
> What! clear the screen, theres half a dozen different ways in STOS
> and so long as you keep away from cls then you can clear the screen
> quicker than you could believe,

I meant clear the screen using assembly language. I thought that was
obvious in the question.

> >although I can use assembler but don't have one for my STE.
> >
> You have an STe...for crying out loud!, STOS is exactly what you
> want, DMA? no problemo, even more commands if you have a Falcon

What use is DMA in this application? Please tell me so I can use it.
I don't even think I have the extensions anyway. (looking at the last
sample player routine I used, it was the one you get with the sampler
package, so I probably don't have them). I never use STOS anymore anyway,
because my brain is already fried with languages such as assembely, C++,
scheme, eiffel, etc.

> >Please e-mail any replys as I am on my Uni vacation just now and don't
> >have much time for checking Usenet (it's a Uni account), and I will
> >miss any postings (probably).
>
> Nooooo way, you come into a public newsgroup and as good as tell
> everyone that STOS isn't up to the job and I feel oblidged to let
> everyone know it is.

No I didn't. In no way did I say that STOS "isn't up to the job", it
can be very powerful when utilised fully, but all I want is a simple,
fast as possible program. Assembly seems the best choice for this.

And what happened to a little courtesy? Most browsers have a button
to send as mail and news, so is it too much to ask that you press
that one instead?

> >Thanks in advance,
>
> No problem my friend, and consider yourself flamed :)

Ouch ;)

Fraser.
--
Fraser Keith, Strathclyde University

mailto:fkeith@cs.strath.ac.uk

From -1852881829394600555

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87b60920292e86bf,start
X-Google-Attributes: gid1115ce,public
From: andre@southern.co.nz (Andre Nieuwenhuize)
Subject: Looking for C joystick sources
Date: 1996/06/09
Message-ID: <4pdml2$a2c@orm.southern.co.nz>#1/1
X-Deja-AN: 159242396
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Could someone please point me towards some C source code for using
joysticks. I'm using Lattice 5.5 on an ST.

Thanks in advance
-Andre

From 6814327959522569275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87b60920292e86bf
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Looking for C joystick sources
Date: 1996/06/09
Message-ID: <4pel66$t7r@studs.sci.kun.nl>#1/1
X-Deja-AN: 159289924
references: <4pdml2$a2c@orm.southern.co.nz>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <4pdml2$a2c@orm.southern.co.nz> andre@southern.co.nz (Andre Nieuwenhuize)
writes:

>Could someone please point me towards some C source code for using
>joysticks. I'm using Lattice 5.5 on an ST.

The Compendium says `While no direct TOS support is available for
reading these ports [the CX-40 style joystick controls], is is
possible ussing the IKBD contgroller in one of several joystick
reporting modes.'

It seems it's pretty complicated to read the joysticks in C. I hope
somebody else has already written something to do it, as it involves
writing to the IKBD chip. There is one mode of this chip in which it
translates all joystick position information into arrow keys.

Regards,
--

```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```


From 7470338760525172394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 103124,90f0d7b568bbbd3c
X-Google-Attributes: gid103124,public
X-Google-Thread: 110df7,90f0d7b568bbbd3c
X-Google-Attributes: gid110df7,public
X-Google-Thread: f5ddf,90f0d7b568bbbd3c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,90f0d7b568bbbd3c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,90f0d7b568bbbd3c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,90f0d7b568bbbd3c
X-Google-Attributes: gid105753,public

From: euatbl@eua.ericsson.se (Tommy Bladh)
Subject: Re: ASM multiplication subroutine
Date: 1996/06/10
Message-ID: <4pgj55$oru@euas20.eua.ericsson.se>#1/1
X-Deja-AN: 159397661
distribution: world
references: <31AC7C67.15FB7483@eng.paradyne.com>
organization: Ericsson Telecom Systems Labs, Stockholm, Sweden
reply-to: euatbl@eua.ericsson.se
newsgroups:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.progr
ammer,comp.sys.apple2.programmer

> cp32207@pinus.cc.etf.hr (christian pluym) writes:
>
> >   Hi!
> >   I need a assembler source for multiplying two 8 bit unsigned
> >   numbers on a 6800 motorola, but any source for any 8-bit
> >   processor would help. It has to work by shifting and adding,
> >   not simply by adding. The result should be a 16-bit unsigned.
> >   Tnx in advance,
> >   Christian

Well, better late than never. I remembered I once saw such a routine
in Motorola's M6800 Microprocessor Programming Manual, and yesterday
I found it. It's 1975 vintage code, but what the heck! Mind you,
if it doesn't work, blame Mototola - not me.

Regards,
Tommy
****

```
* Reentrant multiplication
*
*  Multiplies two 8 bit unsigned numbers giving
*  a 16 bit unsigned product
*
*  A * B = A, B
*************************************************************
MPY8  PSH  A         multiplicand to stack
      LDA  A  #8
      PSH  A         count to stack
      TSX            (X) pointer to stacked data
      CLR  A
      ROR  B
M3    BCC  M4        do not add
      ADD  A  1,X    add multiplicand
M4    ROR  A
      ROR  B
      DEC     0,X    decrement count
      BNE  M3
*
      INS            restore stack
      INS
      RTS
*
* calling example
*
     LDA  A   #10
     LDA  B   #20
     JSR      MPY8

*
```

```
From -4624133783167693613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a74a7b6ac1f50903,start
X-Google-Attributes: gid1115ce,public
From: sf@itl.co.uk (Steve Found)
Subject: XACC & GemView
Date: 1996/06/10
Message-ID: <834403748.22843.0@sf_pc.itl.co.uk>#1/1
X-Deja-AN: 159415987
x-nntp-posting-host: sf_pc.itl.co.uk
organization: ITL
newsgroups: comp.sys.atari.programmer
```

Has anybody successfully sent an image to GemView 3 via Xacc ??

Everytime I try it I am greeted with 2 bombs and Gemview dies.
Receiving images from Gemview via XACC is not a problem and works
fine.

Is this a known problem with Gemview 3 or is it a bug at my end ??

Thanks in advance for any help..

Steve Found

From -1784257615379706938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ba1334c3966300a2
X-Google-Attributes: gid1115ce,public
From: gaghon@nevada.edu (GEORGE GAGHON)
Subject: Re: M.A.G.E.???
Date: 1996/06/10
Message-ID: <4phmid$p34@news.nevada.edu>#1/1
X-Deja-AN: 159466628
references: <4p830s$h1h@newsbf02.news.aol.com>
organization: University of Nevada System Computing Services
nntp-posting-user: unauthenticated_user
newsgroups: comp.sys.atari.programmer

Zan660 (zan660@aol.com) wrote:
: Anyone using MAGE? I am running MagiCMac and have just ordered it, I know
: GFA works, does MAGE?
:
: Email me
: Zan

MAGE is just an Engine for GFA. It should work fine.

Vince

From 5343560958469077433
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c77fd9b95a17f02f,start
X-Google-Attributes: gid1115ce,public
From: zan660@aol.com (Zan660)
Subject: --> Needs GFA HELP!!!
Date: 1996/06/12
Message-ID: <4pndo3$oq2@newsbf02.news.aol.com>#1/1
X-Deja-AN: 159842931
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)

reply-to: zan660@aol.com (Zan660)
newsgroups: comp.sys.atari.programmer

I just got GFA with MAGE, I am using MagiCMac. GFA can be patched with A La Card, however, I have A La Card and it is not in English. I also got Button Basic and its disk was unreadable. I can not use MAGE because all the disks were unreadable, as was the Button Basic disk, and the NVDI 4 disk 2.
I really need any practicole info "you" have for setting up GFA Basic.
please email,
zan

From -3596652198623788920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2cacbf4100cfb7,start
X-Google-Attributes: gid1115ce,public
From: ppospis@mtroyal.ab.ca
Subject: need serial mouse specs
Date: 1996/06/12
Message-ID: <1996Jun12.230014.223@mtroyal.ab.ca>#1/1
X-Deja-AN: 159922270
organization: Mount Royal College, Calgary, Alberta
newsgroups: comp.sys.atari.programmer

I am trying to write an atari device driver for a DOS serial mouse.
I have the USART setup so that it recognizes the mouse, however,
I don't have any documentation on what information the mouse
produces. What I need is the details of the mouse packet, i.e.
order of information, size of each piece of information and the
specific values for the mouse buttons. I have a 3 button mouse.

Thanks in advance.

Paul Pospisil
ppospis@mtroyal.ab.ca
Mount Royal College
Calgary, Alberta, CANADA

From 220794868277796510
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c77fd9b95a17f02f
X-Google-Attributes: gid1115ce,public
From: sf@itl.co.uk (Steve Found)
Subject: Re: --> Needs GFA HELP!!!
Date: 1996/06/13
Message-ID: <834667501.1143.0@sf_pc.itl.co.uk>#1/1
X-Deja-AN: 159956613

x-nntp-posting-host: sf_pc.itl.co.uk
references: <4pndo3$oq2@newsbf02.news.aol.com>
organization: ITL
newsgroups: comp.sys.atari.programmer

zan660@aol.com (Zan660) wrote:

>I just got GFA with MAGE, I am using MagiCMac. GFA can be patched with A
>La Card, however, I have A La Card and it is not in English. I also got
>Button Basic and its disk was unreadable. I can not use MAGE because all
>the disks were unreadable, as was the Button Basic disk, and the NVDI 4
>disk 2.
>I really need any practicole info "you" have for setting up GFA Basic.
>please email,
>zan

Unfortunately, MagicMac cannot read ST formatted disks, only PC
formatted ones.

If you format some PC disks on the Mac (using PC exchange) and get
some kind soul with an Atari to copy MAGE on to the PC disks, you will
be able to install MAGE on your Mac (Whatever MAGE is !!!).

Hope this helps..

Steve.

From -7658700999243718070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c8d4ba26ea5e4ebf
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Best way to check Bits per Plane
Date: 1996/06/13
Message-ID: <Dsy9zC.3H9@cix.compulink.co.uk>#1/1
X-Deja-AN: 160058888
references: <31B4A1F3.1540@penny.net>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>What is the best and most safe way to find the Bits/Plane for the resolution
>you are running in.

>Is is Int{L~A}, or is this not safe anymore.
I wouldn't use Line-A

>Should I use Work_Out(13), does this work on true color graphics cards and
>the Falcon030.

work_out[4] gives bitplanes. work_out[13] gives number of colours.

>Also, will Work_out(0) and Work_Out(1) always return the X & Y for the screen, even on graphics cards.
Yes. See my PROFILE 2 program.

```
short handle;
short screen_lines, aspect_ratio, font_ratio;
long screen_width, screen_height;
short planes, colours, palette_size;
short rows, columns, table, backgroundcolours;
short wchar, hchar, wbox, hbox;

handle = (short)graf_handle(&wchar, &hchar, &wbox, &hbox);
v_opnvwk(work_in, &handle, work_out);/* open workstation */
screen_lines = (work_out[1] + 1) / hchar;
screen_width = (long)work_out[0] + 1;
screen_height = (long)work_out[1] + 1;
aspect_ratio = work_out[4] / work_out[3];
font_ratio = hchar / wchar;
colours = work_out[13];
palette_size = work_out[39];
vq_chcells(handle, &rows, &columns);
vq_extnd(handle, 1, work_out);
backgroundcolours = work_out[1];
planes = work_out[4];
table = work_out[5];

if (planes > 8)
  printf("Current resolution:                 Width: %lu   Height: %lu
          Colour Bits: %d", screen_width, screen_height, planes);
else
  printf("Current resolution:                 Width: %lu   Height: %lu
          Planes: %d", screen_width, screen_height, planes);

if (rows == -1 || columns == -1)
  printf("TOS-mode screen size:               Cursor addressing not possible");
else
  printf("TOS-mode screen size:               Columns: %d   Rows: %d",
         columns, rows);

printf("Number of predefined colours:       %d", colours);
printf("Number of background colours:       %d", backcolours);

if (table == 0 && planes > 1)
  printf("Palette size:                       True colour mode");
else
if (palette_size == 0)
  printf("Palette size:                       Continuous
          (more than 32767 colours)");
else
  printf("Palette size:                       %d", palette_size);
```

Hope this helps.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From 8440207722603769636
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,66b3ebd8a5855dbf,start
X-Google-Attributes: gid1115ce,public
From: rosen@sunny.bahnhof.se (Per - Erik Ros⍰n)
Subject: ST virtual drive ?
Date: 1996/06/14
Message-ID: <4prd3f$80a@funny.bahnhof.se>#1/1
X-Deja-AN: 160126544
organization: Bahnhof Internet Access
newsgroups: comp.sys.atari.programmer
summary: Asking how to make a virtual drive on the Atari ST

Does anyone know how to create a virtual drive on the ST , or , where I
can learn about it ?
From my point of view , that is a program that respond to a TOS disk
drive. It may get a message like "CD test" for example , or messages
dealing with data channels traffic.

Thanks for any answeres.

/Per Eric

From 3941826876947440493
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,66b3ebd8a5855dbf
X-Google-Attributes: gid1115ce,public
From: pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA)
Subject: Re: ST virtual drive ?
Date: 1996/06/14
Message-ID: <4prhhu$es2@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 160131432
references: <4prd3f$80a@funny.bahnhof.se>
organization: INSA-Lyon
reply-to: pcastell@ifhamy.insa-lyon.fr

newsgroups: comp.sys.atari.programmer

rosen@sunny.bahnhof.se (Per - Erik Ros⍰n) wrote:

Hello,

>Does anyone know how to create a virtual drive on the ST , or , where I
>can learn about it ?
>From my point of view , that is a program that respond to a TOS disk
>drive. It may get a message like "CD test" for example , or messages
>dealing with data channels traffic.
A program called <Pysgham2> can do this and more.
It can :
- create virtual drives like M: for C:\auto if you want,
- lock a partition to avoid programs to write on it.

You can find it in <ftp.cnam.fr/pub/Atari/Disk/pysgham2.zip>

>Thanks for any answeres.

Have a nice Week-End

Philippe CASTELLA

pcastell@ifhamy.insa-lyon.fr
http://wwW.insa-lyon.fr/People/AEDI/pcastell

Falcon 030 4/60+270- SVGA - Tos 4.4 - Magic 4
1040 Stf 1Mo - RGB

From 4140585889639097916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,521a0a93f34a043c,start
X-Google-Attributes: gid1115ce,public
From: bjr@EbiCom.net (Brian Roland)
Subject: Help With Super Charger
Date: 1996/06/14
Message-ID: <4pskea$2rn@Einstein.ebicom.net>#1/1
X-Deja-AN: 160235842
organization: I need to put my ORGANIZATION here.
newsgroups: comp.sys.atari.programmer

Anyone out there able to write drivers for the Super Charger?

I'm in need of a simple midi driver for my Super Charger...
I'm assuming all that is needed is a driver for dos that

locates and enables the atari midi ports for dos applications to
use.

If you can do this...or know of one already in existance...please
reply to this post.

Also, note that many of the dos programs allow you to enter a hex
address for the midi port. Would entering the ST address for the
midi ports work on the Super Charger? Or would special drivers
be needed? If someone can tell me the hex address for the atari
midi out port...i'll give it a try.

Thanks,
Brian

From 1275504952632779931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e14d59224f40c88,start
X-Google-Attributes: gid1115ce,public
From: bjr@EbiCom.net (Brian Roland)
Subject: 1040 STe Midi Question
Date: 1996/06/14
Message-ID: <4pskgo$2rn@Einstein.ebicom.net>#1/1
X-Deja-AN: 160235843
organization: I need to put my ORGANIZATION here.
newsgroups: comp.sys.atari.programmer

Anyone know the HEX address for the midi ports on an Atari 1040 STe?

Thanks,
Brian

From 9165700472841929621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3877634b32bd5ff,start
X-Google-Attributes: gid1115ce,public
From: comezana@math.psu.edu (Gustavo Comezana)
Subject: trn
Date: 1996/06/15
Message-ID: <4ptq05$6k3@dodgson.math.psu.edu>#1/1
X-Deja-AN: 160285419
organization: Mathematics Department, The Pennsylvania State University
newsgroups: comp.sys.atari.programmer

Hi! I'd like to know if anyone has ported the most recent version of

trn (3.6) to MiNT. I'd also like to hear from people who have compiled
trn on their own, regardless of version, just to see if this is
something that I could attempt with my limited skills.

Gustavo

From 2660882496085762461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e1950f03464ee7e6,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e1950f03464ee7e6,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e1950f03464ee7e6,start
X-Google-Attributes: gid109a67,public
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Subject: Atari FS (UK)
Date: 1996/06/15
Message-ID: <4ptq9c$j76$1@mhafn.production.compuserve.com>#1/1
X-Deja-AN: 160317556
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

For Sale

Hisoft Lattice C 5.52 St/STe/TT/Falcon
Includes WERCS, DERCS, Librarian, 680x0 Ass, diasembler,
debugger, shell.
Still boxed with 6 manuals and 7 disks.
HiSoft Forth
HiSoft Devpac 3
Prospero Pascal, 3 manuals
NeoDesk 3.04
Hisoft WERCS 1.02
zzSoft , Introducing Atari ST M/C with disk
68000 Assembley Language Programming Second edition, Osborne
McGraw Hill
Technical Ref Guide Volume 1, VDI, Sheldon Leemon.
Atari 3d Graphics Programming, Abacus
The Concise Atari ST 68000 Programmers Ref, Katherine Peel

Offers

From 5732171771766079543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c,start

X-Google-Attributes: gid111a55,public
X-Google-Thread: f4ba4,f50a30a91884a01c,start
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: f8760,f50a30a91884a01c,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,f50a30a91884a01c,start
X-Google-Attributes: gid105753,public
X-Google-Thread: 109a67,f50a30a91884a01c,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,f50a30a91884a01c,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,f50a30a91884a01c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10aaed,f50a30a91884a01c,start
X-Google-Attributes: gid10aaed,public
From: yomomma@infi.net (cds@mid-night.com)
Subject: 8000 nude celebrity pics
Date: 1996/06/16
Message-ID: <4q0oel$eq@nw003.infi.net>#1/1
X-Deja-AN: 160444772
distribution: inet
organization: T.H.E.
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Midnight Escape's 1st 8,000+ file CELEBRITY/Misc Model ADULT CDROM
(BIGGEST & BEST affordable stars/model CD-ROM you will find! Guaranteed!)

-=-Web orders: www.mid-night.com (Check, Credit Cards, First Virtual)-=-
** For phone orders (USA number) 804-686-1271
Order via BBS 804-686-3062 (email: cds@mid-night.com)
$24 each (plus $2 shipping, $5 shipping outside USA)

Just a FEW of the ME#1 CD-ROM's features are:

- 460+ pics of Cindy Crawford ** FOREIGN ORDERS: **
- 200+ pics of Elle Macpherson --WELCOME--
- 200+ pics of Alicia Silverstone
- 200+ pics of Mariah Carey
- 200+ pics of Christina Applegate (Kelly Bundy) **NUDES**
- 200+ pics of Sandra Bullock
- 100+ pics of PAMELA ANDERSON aka Pamela Lee!!
- 100+ pics of Patricia Ford (sexy hot famous model)
- 50+ pics of Elizabeth Berkley (Showgirls star)
- 50+ pics of Christie Turlington (hot supermodel)
- 50+ pics of Jenny McCarthy (singled out host, playmate)
- 70+ pics of Singer Paula Abdul
- 60+ pics of Alyssa Milano, nude and clothed..!
- 40+ pics of Sarah aka Jennifer Love Hewitt **BBS READY**
- 40+ pics of Jennifer Aniston from FRIENDS

```
        -    80+ pics of Racquel Darrian / Kelly Jackson (porn star)
        -    80+ pics of Anna Nicole Smith
        -   150+ pics of Adult Japanamation/Erotic Artwork
        -  2000+ pics of other nude stars (too many to list!)
        -  2000+ pics of clothed MISC (swimsuit etc) stars
        -  1500+ pics of hot AMATEUR models, nude..
         (MORE details on content at http://www.mid-night.com/cds.htm)
          or call 804-686-1271 to order via phone.

Common info:
        * Packed in white shipper, No signs of nudity (Wife protection plan)
        * All in all, there are over 8,000 thats EIGHT THOUSAND FILES!
        * All pics are high quality atleast 640x480!
        * Directories are arranged in NUDE/NON NUDE ordering for easy use!
        * MPEG Animations of Stars (Applegate, Salma Hayek etc..)
        * Graphics viewing software for Windows/DOS
        * CD is BBS ready with detailed descriptions of all files!
        * This CD will save you -ALOT- of download/searching TIME!
        * Too many more features to list in this message..


      This CD represents alot of hard work. Here is the pricing:
         $24 each (plus $2 shipping, $5 shipping outside USA)

*For FAST results, visit http://www.mid-night.com/cds.htm
 And fill out a order there. We take every method of payment.

*Or call 804-686-1271 to order via credit card over the phone!

*If you dont have access to the World Wide Web and would like an ORDER FORM
 sent to you via email, reply to this message at cds@mid-night.com
 If you have any questions feel free to email also..

*If you dont trust the internet for ordering, you may logon
 Midnight Escape BBS at 804-686-3062 hit C at the new user menu
 to order the CD..

Qualifications: You must be OVER 18 & live somewhere on planet EARTH!
NOTICE: Foreign orders add $5 for shipping..

*Wholesale/Dealer/Bulk information/prices available upon request.

               .*.  Midnight Escape  .*.
```


From 8200654077612491249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: f4ba4,f50a30a91884a01c

X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
From: dneubart@ix.netcom.com(Dave Neubart)
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/17
Message-ID: <4q2c0c$do1@dfw-ixnews2.ix.netcom.com>#1/1
X-Deja-AN: 160545016
distribution: inet
references: <4q0oel$eq@nw003.infi.net>
organization: Netcom
x-netcom-date: Sun Jun 16 8:22:20 PM CDT 1996
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In <4q0oel$eq@nw003.infi.net> yomomma@infi.net (cds@mid-night.com)
writes:
>
> Midnight Escape's 1st 8,000+ file CELEBRITY/Misc Model ADULT CDROM
>(BIGGEST & BEST affordable stars/model CD-ROM you will find!
Guaranteed!)
>
>-=-Web orders: www.mid-night.com (Check, Credit Cards, First
Virtual)-=-
>   ** For phone orders (USA number) 804-686-1271
>   Order via BBS 804-686-3062 (email: cds@mid-night.com)
> $24 each (plus $2 shipping, $5 shipping outside USA)
>
>Just a FEW of the ME#1 CD-ROM's features are:
>   -   460+ pics of Cindy Crawford   ** FOREIGN ORDERS: **
>   -   200+ pics of Elle Macpherson   --WELCOME--
>   -   200+ pics of Alicia Silverstone
>   -   200+ pics of Mariah Carey
>   -   200+ pics of Christina Applegate (Kelly Bundy)
NUDES
>   -   200+ pics of Sandra Bullock
>   -   100+ pics of PAMELA ANDERSON aka Pamela Lee!!
>   -   100+ pics of Patricia Ford (sexy hot famous model)
>   -   50+ pics of Elizabeth Berkley (Showgirls star)
>   -   50+ pics of Christie Turlington (hot supermodel)
>   -   50+ pics of Jenny McCarthy (singled out host, playmate)

>   -   70+ pics of Singer Paula Abdul
>   -   60+ pics of Alyssa Milano, nude and clothed..!
>   -   40+ pics of Sarah aka Jennifer Love Hewitt   **BBS
READY**
>   -   40+ pics of Jennifer Aniston from FRIENDS
>   -   80+ pics of Racquel Darrian / Kelly Jackson (porn star)
>   -   80+ pics of Anna Nicole Smith
>   -   150+ pics of Adult Japanamation/Erotic Artwork
>   - 2000+ pics of other nude stars (too many to list!)
>   - 2000+ pics of clothed MISC (swimsuit etc) stars
>   - 1500+ pics of hot AMATEUR models, nude..
>   (MORE details on content at http://www.mid-night.com/cds.htm)
>   or call 804-686-1271 to order via phone.
>
>Common info:
>   * Packed in white shipper, No signs of nudity (Wife protection
plan)
>   * All in all, there are over 8,000 thats EIGHT THOUSAND FILES!
>   * All pics are high quality atleast 640x480!
>   * Directories are arranged in NUDE/NON NUDE ordering for easy
use!
>   * MPEG Animations of Stars (Applegate, Salma Hayek etc..)
>   * Graphics viewing software for Windows/DOS
>   * CD is BBS ready with detailed descriptions of all files!
>   * This CD will save you -ALOT- of download/searching TIME!
>   * Too many more features to list in this message..
>
>
>   This CD represents alot of hard work. Here is the pricing:
> $24 each (plus $2 shipping, $5 shipping outside USA)
>
>*For FAST results, visit http://www.mid-night.com/cds.htm
> And fill out a order there. We take every method of payment.
>
>*Or call 804-686-1271 to order via credit card over the phone!
>
>*If you dont have access to the World Wide Web and would like an ORDER
FORM
> sent to you via email, reply to this message at cds@mid-night.com
> If you have any questions feel free to email also..
>
>*If you dont trust the internet for ordering, you may logon
> Midnight Escape BBS at 804-686-3062 hit C at the new user menu
> to order the CD..
>
>Qualifications: You must be OVER 18 & live somewhere on planet EARTH!
>NOTICE: Foreign orders add $5 for shipping..
>
>*Wholesale/Dealer/Bulk information/prices available upon request.
>
>   .*. Midnight Escape .*.

   This stuff should be peddled in one the more appropriate newsgroups.

Please don't post here.

Thanks.

From 4471454153424215568
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,976e52c7fe31b4ba,start
X-Google-Attributes: gid1115ce,public
From: Bren <mcenroeb@syntegra.bt.co.uk>
Subject: tester ignore
Date: 1996/06/17
Message-ID: <31C5CC63.1E1@syntegra.bt.co.uk>#1/1
X-Deja-AN: 160619333
x-nntp-posting-host: novix
content-type: text/plain; charset=us-ascii
x-mail2news-path: zaphod.axion.bt.co.uk!syntegra.bt.co.uk!novix
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

test ignore

From 1257078172911433316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,87b60920292e86bf
X-Google-Attributes: gid1115ce,public
From: bruneton@ece.fr
Subject: Re: Looking for C joystick sources
Date: 1996/06/17
Message-ID: <31C56941.41C67EA6@ece.fr>#1/1
X-Deja-AN: 160626926
references: <4pdml2$a2c@orm.southern.co.nz>
content-type: text/plain; charset=us-ascii
organization: ece
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; SunOS 4.1.3_U1 sun4m)

Andre Nieuwenhuize wrote:
>
> Could someone please point me towards some C source code for using
> joysticks. I'm using Lattice 5.5 on an ST.
>
> Thanks in advance
> -Andre

There is a text file which explains how to use Joypads for STe/Falcon.

Go to: ftp://ftp.cnam.fr/pub/Atari/Programming
or /Atari/Falcon/Programming

But I don`t know how to use standard Joysticks
Bye.

From 1229612284907117094
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
From: k202031@smog.dkrz.de (Wolfgang Stahl)
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/17
Message-ID: <4q3q09$r4c@alster.dkrz.de>#1/1
X-Deja-AN: 160628048
distribution: inet
references: <4q0oel$eq@nw003.infi.net>
organization: Deutsches Klimarechenzentrum GmbH, Hamburg
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

>> Qualifications: You must be OVER 18 & live somewhere on planet EARTH!

I am over 18 and live on planet earth. - Where do you live ???

We once had a C220 but unfortunately I don't have any nude pictures
of it - do you have some ?

--

Wolfgang Stahl German Climate Computer Centre

System Software & Operations Tel.: +49-40-41173-337
Deutsches Klimarechenzentrum GmbH (DKRZ) Fax: +49-40-41173-174

From 8126766944469170397
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
From: Robert Gray <nrl6001@ccsalpha1.nrl.navy.mil>
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/17
Message-ID: <4q4ckd$b06@ra.nrl.navy.mil>#1/1
X-Deja-AN: 160676290
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q2c0c$do1@dfw-ixnews2.ix.netcom.com>
content-type: text/plain; charset=us-ascii
organization: Naval Research Laboratory
x-url: news:4q2c0c$do1@dfw-ixnews2.ix.netcom.com
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.ata
ri.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.conve
x,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harr
is,comp.s
x-mailer: Mozilla 1.12(Macintosh; I; 68K)

Dave Neubart (dneubart@ix.netcom.com).... the silly dweeb. He wrote:

> This stuff should be peddled in one the more appropriate newsgroups.
> Please don't post here.

And then he goes on to quote the WHOLE advert-message again and cross-
post it to 17 newsgroups. I guess it's his brother-in-law's company.
What a country!!!

Bob Gray gray@utopia.nrl.navy.mil Washington DC

From -6629867528065472287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
From: Simon Hiscox <c830987@powers.phoenix.telecom.com.au>
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/18
Message-ID: <4q5f1t$ch5@newsserver.trl.OZ.AU>#1/1
X-Deja-AN: 160761083
distribution: inet
references: <4q0oel$eq@nw003.infi.net>
content-type: text/plain; charset=us-ascii
organization: Telstra (Telecom Australia)
x-url: news:4q0oel$eq@nw003.infi.net
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux
x-mailer: Mozilla 1.1N (X11; I; HP-UX A.09.05 9000/735)

Whoever,

Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings to the appropriate groups. I know of many women who work with HP-UX - they are an important and valued part of our community. This posting may offend them. It offends me.

Furthermore, this is advertising. Once again, this is not welcomed here.

--

Regards,

Simon Hiscox (HP Associate Consultant)

Telstra Phoenix Project
33/300 Latrobe Street, Melbourne, Victoria, Australia, 3001
Internet: c830987@powers.phoenix.telecom.com.au

From 686797225288756431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83c02e3fd18ab5fb,start
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-17.hut.fi (Arto Jalkanen)
Subject: loading colour icons from resource
Date: 1996/06/18
Message-ID: <4q5odp$bi0@nntp.hut.fi>#1/1
X-Deja-AN: 160781470
distribution: inet
organization: Helsinki University of Technology
newsgroups: comp.sys.atari.programmer

Anyone can help me? I'm trying to load colour icons from external
resource. I don't want to include them in the main resource which
I load with rsrc_load, because it'd probably grow beyond 64k
and because the icons aren't always used. The problem is how
can I convert colour icons ob_spec field and the pointer info
to point to correct places in memory?
The colour icons ob_spec fields seem to be very strange. Unlike
other objects ob_spec fields, which include offsets to the
file, colour icons ob_spec field seem to contain order number.
For example the first icons ob_spec is 0, the seconds 1 etc.

I'm totally lost what I should do, any help appreciated!

Regards,
Arto Jalkanen
ajalkane@cc.hut.fi

From -1743268353343462497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83c02e3fd18ab5fb
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: loading colour icons from resource
Date: 1996/06/18

Message-ID: <4q5q26$27p@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 160784849
references: <4q5odp$bi0@nntp.hut.fi>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <4q5odp$bi0@nntp.hut.fi>,
    ajalkane@lk-hp-17.hut.fi (Arto Jalkanen) writes:

>The colour icons ob_spec fields seem to be very strange. Unlike
>other objects ob_spec fields, which include offsets to the
>file, colour icons ob_spec field seem to contain order number.
>For example the first icons ob_spec is 0, the seconds 1 etc.

Those numbers are indices into the array of cicnblk (I think that's
the right name, I don't have my manuals here) structures which are
I believe immediately after the other arrays of structures.

I assume you have some documentation on how colour icons are stored
in memory once they're loaded? There's a linked list of other
structures, each with details of a version for a particular colour
depth, I imagine the resource file has a similarly complicated
layout.

As I and many others have said before, it's all in the Atari
Compendium.

From -5333036149982386486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f50a30a91884a01c
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f50a30a91884a01c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,f50a30a91884a01c
X-Google-Attributes: gid1056fc,public
X-Google-Thread: f4ba4,f50a30a91884a01c
X-Google-Attributes: gidf4ba4,public
X-Google-Thread: 10aaed,f50a30a91884a01c
X-Google-Attributes: gid10aaed,public
X-Google-Thread: 109a67,f50a30a91884a01c
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8760,f50a30a91884a01c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,f50a30a91884a01c
X-Google-Attributes: gid105753,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: 8000 nude celebrity pics
Date: 1996/06/18
Message-ID: <31C6DBF6.7376@rd.eng.bbc.co.uk>#1/1

X-Deja-AN: 160854730
distribution: inet
references: <4q0oel$eq@nw003.infi.net> <4q5f1t$ch5@newsserver.trl.OZ.AU>
to: Simon Hiscox <c830987@powers.phoenix.telecom.com.au>
content-type: text/plain; charset=us-ascii
organization: British Broadcasting Corporation
mime-version: 1.0
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux
x-mailer: Mozilla 2.0 (Win16; I)

Simon Hiscox wrote:
>
> Whoever,
>
> Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
> to the appropriate groups. I know of many women who work with HP-UX - they are
> an important and valued part of our community. This posting may offend them.
> It offends me.
>
> Furthermore, this is advertising. Once again, this is not welcomed here.
>
> --I would be stronger than 'it may be offensive'and 'it's advertising'. It is
base,
immoral, perverted, and corrupting. Will the poster please never darken these
groups with such tat again.

-David White
--
//
//   These views are my own and do not in any way //
//   represent the views of the BBC or the BBC   //
//   Research and Development Department   //
//   david.white@rd.eng.bbc.co.uk   //
//

From 2432535675432797964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b98e5c3c85928071,start
X-Google-Attributes: gid1115ce,public
From: zan660@aol.com (Zan660)
Subject: MagiCMac homepage!
Date: 1996/06/18
Message-ID: <4q6sko$9e1@newsbf02.news.aol.com>#1/1
X-Deja-AN: 160872509
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)

reply-to: zan660@aol.com (Zan660)
newsgroups: comp.sys.atari.programmer

I just put up my MagiCMac homepage, I am looking for ideas so check it out
if you have www support: http://users.aol.com/zan660/mhome.htm

From -8619636486427733434
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,10ed971a974ef320
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: Falcon 030
Date: 1996/05/05
Message-ID: <GEFOAIANUP@data.rhein-main.de>#1/1
X-Deja-AN: 153291102
references: <3187E036.39DE@public.srce.hr>
content-length: 2535
content-type: text/plain; charset=ISO-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <3187E036.39DE@public.srce.hr> Jakov Pavic wrote:

>Hallo , I am Jakov (Jack) from Zagreb, Croatia . I have Falcon 030 ,
>but unfortunately left audio chanel is not OK. Please, if anybody know
>where I can send Falcon on service - close to Croatia, if it is
>possible, send me e-mail.

Service? I don't no. Send your Falcon to C-LAB/Germany..!?

Take this Archive: DOITF030.LZH oder DOITF03H.ZIP
(ASCII-Release) (HTML-Release)

Eine Zusammenstellung vieler Tips & Tricks rund
um die Hardware des ATARI FALCON F030.

DOITF030.HTM ist -= FreeWare =-
Version 4.0 vom 30.04.96

Only a collection of Tips&Tricks around the Atari Falcon F030

Tips u. Tricks Table of contents

- Epromkarten
- div.Schaltbilder /.JPG und .GIF
- Desktop Survival
- F030 Userliste

```
        - diverses zu Romport                - M⍰use und Adapter
        - Steckerbelegungen                  - Zip-Drive
        - Reparaturhilfen                    - Umbau Desktopper
        - Towerumbau                         - Barracuda
        - SCSI CD-Rom am Falcon              - Beschleunigung selbstgemacht
        - MidiCom Romport                    - Afterburner040
        - DSP-Port                           - ⍰ber den ScreenEye-Digitizer
        - Atariplatten am Mac                - Custom ICs
        - interner Erweiterungsport          - Fehlermeldungen
        - VGA Monitoradapter                 - PowerSupply
        - RGB-Konverter                      - Soundsubsystem           <<<<<<<<<<
        - NVRAM                              - F030 IDE
        - FX-Karte                           - Memoryport
        - ClockPatch                         - F030-Register
        - Wizztronics ClockPatch             - VGA-System

 Got it from:

             http://www.rhein-main.de/people/robert/homepage.htm
             ftp.rhein-main.de/pub/incoming/doitf030.*

 That item "Soundsubsystem" is exact what do you need to Fix your Problem.

Regards, Robert


--
         robscha@data.rhein-main.de        -= Home of DOITFo3o =-
   #### _____________________________________________________________
   ####   Robert Schaffner@OF2.maus.de      Fo3o-52oST-Jaguar Mac
  # # #    Tel/Fax/Modem: +49 (0)6103-67197      Lynx I + II
 #  #  #     http://www.rhein-main.de/people/robert/homepage.htm
```

```
From 1979374539096713223
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3829e631e86c02a,start
X-Google-Attributes: gid1115ce,public
From: 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland)
Subject: help with tc-pixel stuff
Date: 1996/05/06
Message-ID: <4mjuur$946@lucy.swin.edu.au>#1/1
X-Deja-AN: 153214364
content-type: text/plain; charset=us-ascii
organization: Swinburne University of Technology
mime-version: 1.0
newsgroups: comp.sys.atari.programmer


Hi Everyone, it's me again. ;^)
```

After all the messing about with the different assembler syntaxes, I decided to go back to good ol' C to do the work, and then mess about with optimisations later.

Now, I think I nearly have it all down hat, except I'm unsure of how I should use the (void *) returned by Physbase(), and I'm not sure that I'm POKEing the color into the memory correctly with my PutPixel() rout.

If someone could modify this so that it works, and/or explain what I'm doing wrong, I'd be most appreciative.

Replies here appreciated, and e-mail really appreciated!

Also, if anyone's got some C routs for the Joystick / Joypad, I'd be most appreciative.

Many Thanks,

Karl.

P.S. Crap code follows.

```
--------------- 8< ----------------------


/*
     Falcon 030 Video Mode Library.
     Written using GNU C v2.5.8
     (c) 1996, Karl Meyland.

     ---------------------------------
     Tabs set to 3, Line length 74.
     ---------------------------------
*/

#include <stdio.h>
#include <vt52.h>
#include <stdlib.h>
#include <osbind.h>
#include <falcon.h>


typedef unsigned char   uchar;       /* 1 byte */
typedef unsigned short  ushort;      /* 2 bytes    */
typedef unsigned int    uint;            /* 4 bytes    */

#define TRUE  0
```

```
#define FALSE 1


int orig_mode;                                      /* orignal video mode
     */
void *vid_base;                                /* pointer to the video
     */
uint x_width=0, y_height=0, x_max, y_max;


void beep( void )
{
     printf("\07");
}


void init_video( uint v_mode )
{
     if( v_mode & NUMCOLS != BPS16 )
     {
          printf(CLEAR_HOME);
          beep();
          printf("\n Library only supports 64k colors.");
          printf("\n Hit [enter] to exit.");
          getchar();
          exit(-1);
     }

     else if( (mon_type() != M_COLOR) && (mon_type() != M_TELE) && (mon_type() !=
M_VGA) )
     {
          printf(CLEAR_HOME);
          beep();
          printf("\n Library only supports RGB, VGA or TV's.");
          printf("\n Hit [enter] to exit.");
          getchar();
          exit(-1);
     }

     else if( (mon_type() == M_VGA) && (v_mode & OVERSCAN) )
     {
          printf(CLEAR_HOME);
          beep();
          printf("\n Overscan doesn't work on VGA.");
          printf("\n hit [enter] to exit.");
          getchar();
          exit(-1);
     }

     else
     {
          x_width = 320;
          y_height = 200;
```

```
        if(v_mode & OVERSCAN)
        {
             x_width *= 1.2;
             y_height *= 1.2;
        }

        x_max = x_width - 1;
        y_max = y_height - 1;
    }
    orig_mode = Vsetmode( v_mode );
}


void PutPixel( int x, int y, uchar col )
{
    int offset;
    ushort *vid_mem = vid_base;

    offset = (y*x_width+x)*2;

    *(vid_mem + offset) = col;
}


void do_circle(int x, int y, int rad, uchar col)
{
   int balance, xoff, yoff;
   xoff = 0;
   yoff = rad;
   balance = -rad;
   do{
     PutPixel(x+xoff, y+yoff, col);
        PutPixel(x-xoff, y+yoff, col);
        PutPixel(x-xoff, y-yoff, col);
        PutPixel(x+xoff, y-yoff, col);
      PutPixel(x+yoff, y+xoff, col);
      PutPixel(x-yoff, y+xoff, col);
      PutPixel(x-yoff, y-xoff, col);
      PutPixel(x+yoff, y-xoff, col);

      if ((balance += xoff++ + xoff) >= 0)
         balance -= --yoff + yoff;
    } while (xoff <= yoff);
}


uint rgb2col( uchar red, uchar grn, uchar blu )
{
    return( red*64*32 + grn*64 + blu );
}
```

```
void fill_screen( void )
{
     uchar x, y;
     uint col;

     for( y=0; y<y_height; y++ )
     {
          for( x=0; x<x_width; x++ )
               for( col=40000; col<x_width; col++ )
                    PutPixel( x, y, col );
     }
}

void meth1( void )
{
     init_video( BPS16 );

     vid_base = Physbase();

     fill_screen();

     Vsetmode( orig_mode );
}


void meth2( void )
{
     void     *old_screen;
     uint     old_mode;
     void     *screen_mem;

     screen_mem    = malloc(320*200*2);
     old_screen    = Physbase();
     old_mode      = Vsetmode(-1);
     Setscreen(screen_mem,screen_mem,3,BPS16);

     vid_base = Physbase();

     fill_screen();

     Setscreen(old_screen,old_screen,3,old_mode);
}


void main( void )
{
     fflush(stdin);
     printf("\npress a key to begin:");
     Crawcin();
/*   meth1(); */
     meth2();
}
```

---------- 8< ----------

Karl Meyland, 9227466@bud.cc.swin.edu.au

From -7673523237271473447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aebf77150042c7c1,start
X-Google-Attributes: gid1115ce,public
From: zeppelin.4@servicom.es (Jes$\hat{o}$s L. Alvaro)
Subject: GFA BASIC for MAC
Date: 1996/05/06
Message-ID: <zeppelin.4-06059613052700001@0.0.0.0>#1/1
X-Deja-AN: 153257151
organization: Zeppelin
newsgroups: comp.sys.atari.programmer

Does any one know about GFA BASIC for Mac?

From -4421844706006661380
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98c9cd6ca026cc7a
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: MAlloc(-1)
Date: 1996/05/06
Message-ID: <Dqzw2o.8I6@cix.compulink.co.uk>#1/1
X-Deja-AN: 153309698
references: <1996May2.073436.46385@yogi.urz.unibas.ch>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>Recently I found out that GEMDOS.MAlloc(-1) does not return the free amount
>of memory but rather the largest free Block. Am I correct?
Yes.

>And if so, how can I find out the amount of free memory?
Do a series of Malloc(-1) until there is no memory left. The routines below
get largest available blocks of ST RAM, TT RAM as well as total memory:

```
unsigned long free_STmem, lblockST, lblockTT, free_TTmem;

free_STmem = GetFreeSTMem();      /* get free ST memory using Malloc(-1) */
free_TTmem = (rom_ver >= 0x200) ? GetFreeTTMem() : 0;
                                  /* get free TT memory using Mxalloc(-1) */

unsigned long GetFreeSTMem(void)  /* calculate free ST TPA memory */
```

```
{
  char *p[20];
  long *mem = NULL;
  char x = 0;
  short first = 0;

  free_STmem = lblockST = 0;
  if (rom_ver >= 0x200)           /* ROM version >= TOS 2.00 */
  {
    do                            /* make sure that get ST RAM only */
    {
      if (mem = Mxalloc(-1L, 0)); /* return largest block */
      {
        p[x++] = Mxalloc((size_t)mem, 0);  /* Mxalloc it out of the way */
        free_STmem += (unsigned long)mem;  /* add to total and do again */
        if (first == 0)
        {
          lblockST = free_STmem;  /* largest free block global */
          first = 1;
        }
      }
    } while (mem != NULL);        /* until no more blocks left */
  }
  else
  {
    do                            /* get ST RAM if Mxalloc not available */
    {
      if (mem = Malloc(-1));      /* return largest block */
      {
        p[x++] = Malloc((size_t)mem);     /* Malloc it out of the way */
        free_STmem += (unsigned long)mem; /* add to total and do again */
        if (first == 0)
        {
          lblockST = free_STmem;  /* largest free block global */
          first = 1;
        }
      }
    } while (mem != NULL);        /* until no more blocks left */
  }

  while (x != 0)                  /* free the memory blocks */
  {
    Mfree(p[--x]);
  };
  return (free_STmem);            /* return total */
}


unsigned long GetFreeTTMem(void)  /* calculate free TT TPA memory */
{
  char *p[20];
  long *mem = NULL;
  char x = 0;
```

```
  short first = 0;

  free_TTmem = lblockTT = 0;
  mem = Mxalloc(16, 1);           /* TT RAM is available? */
  if (mem == NULL)
  {
    altram_avail = 0;
    return (free_TTmem);          /* return total which = 0 */
  }
  else
  {
    altram_avail = 1;
    Mfree(mem);
    mem = NULL;
    do
    {
      if (mem = Mxalloc(-1L, 1)); /* return largest block */
      {
        p[x++] = Mxalloc((size_t)mem, 1); /* Malloc it out of the way */
        free_TTmem += (unsigned long)mem; /* add to total and do again */
        if (first == 0)
        {
          lblockTT = free_TTmem;  /* largest free block global */
          first = 1;
        }
      }
    } while (mem != NULL);        /* until no more blocks left */

    while (x != 0)                /* free the memory blocks */
    {
      Mfree(p[--x]);
    };
  }
  return (free_TTmem);            /* return total */
}
```

Slainte mhath
Mark

--

```
* Mark S Baines    * FidoNet:  2:254/105.10@fidonet.org     *
*                  * NeST:     90:102/107.0@nest.ftn        *
* Inver, Scotland  * TurboNet: 100:101/12.10@turbonet.ftn   *
* 01862 871624     * AtariNet: 51:502/0.10@atarinet.ftn     *
```


From -1844246727457401382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffb61,f48af1011a4cbb2b

X-Google-Attributes: gidffb61,public
X-Google-Thread: 1115ce,f48af1011a4cbb2b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,f48af1011a4cbb2b
X-Google-Attributes: gidffc26,public
X-Google-Thread: f9256,f48af1011a4cbb2b
X-Google-Attributes: gidf9256,public
X-Google-Thread: f5ddf,f48af1011a4cbb2b
X-Google-Attributes: gidf5ddf,public
From: mikew50@aol.com (MikeW50)
Subject: Re: Need Help!! Tricky problem involving user input!
Date: 1996/05/06
Message-ID: <4mlt6g$378@newsbf02.news.aol.com>#1/1
X-Deja-AN: 153372712
sender: root@newsbf02.news.aol.com
references: <4mdf8r$4ti@gap.cco.caltech.edu>
organization: America Online, Inc. (1-800-827-6364)
reply-to: mikew50@aol.com (MikeW50)
newsgroups:
alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,franscomm.programmati

In article <4mdf8r$4ti@gap.cco.caltech.edu>, nathan@cco.caltech.edu
(Nathan Mates) writes:

> Find a good book on recursive parsing-- the source code for that
> sort of thing is a page of code at most.

Having written several programs like this, about all I can say, Nathan, is
your pages are too long. :)

One good book on parsing and recursive descent expression evaluation is
"Algorithms + Data Structures = Programs," Niklaus Wirth. It has two
advantages for you: It's probably in your local university library, and
it's written in Pascal. Since your using Pascal, that could help a lot!

Mike Westerfield

From 1483576587147068725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,146b2f38df682b2e,start
X-Google-Attributes: gid1115ce,public
From: lpursell@bright.net (Lonny Pursell)
Subject: Drag&Drop protocol wanted
Date: 1996/05/06
Message-ID: <831490100_OASIS_@bright.net>#1/1
X-Deja-AN: 154336585
organization: BrightNet Ohio
reply-to: lpursell@bright.net

newsgroups: comp.sys.atari.programmer
organisation: ENCOM

Anyone know where I can find some info on the drag&drop protocol?

Some 'C' sources would be helpful. =)

It's for a friend with no net access, he has the Compendium but can't
seem to get it working from what the book says.

--


```
+-----------------------------------------------------------------------+
| Atari Computer User: Lonny Pursell     E-Mail: lpursell@bright.net |
|-----------------------------------------------------------------------|
| If you understand or if you don't, If you believe or if you doubt, |
| There's a universal justice, And the eyes of truth,                |
| Are always watching you.           ENIGMA 2 - The CROSS Of Changes |
+-----------------------------------------------------------------------+
```


From 6281251509039556698
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3829e631e86c02a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: help with tc-pixel stuff
Date: 1996/05/07
Message-ID: <831525776_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 153449131
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <4mjuur$946@lucy.swin.edu.au>
  922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) said:-

>Now, I think I nearly have it all down hat, except I'm unsure of
>how I should use the (void *) returned by Physbase(), and I'm not
>sure that I'm POKEing the color into the memory correctly with my
>PutPixel() rout.

```
main()
{char    *p   =Physbase(),  /* ie any 32 bit declaration */
     *l   =Logbase();

 printf("Physical screen starts at 6\n",p);
```

```
 printf("Logical screen starts at 6\n",l);
}
```

The whys and wherefors of writing directly to screen memory are best decided by you but I would have thought you would be better off writing to the logical screen. By default, it points to the physical screen anyway but would make future enhancements easier?

--

Guy Harrison

guy@swampdog.demon.co.uk

From 1142422822933383344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bd9830203442ee2,start
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Changing Falcon screen resolutions
Date: 1996/05/07
Message-ID: <318F5BA1.23C5@rd.eng.bbc.co.uk>#1/1
X-Deja-AN: 153500101
content-type: text/plain; charset=us-ascii
organization: British Broadcasting Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

Hello all,
     I want to be able to change my Falcon's screen resolution at bootup. I am using the function Setscreen (VsetScreen in Lattice C for the four variable version) and passing the pointer to the physical and logical screens plus other parameters. It seems to work if I run it after NVDI but not if run before or without NVDI. Any ideas?

-David White

//standard disclaimer

From 7824020078003023229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5948d71040deaca9,start
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)

Subject: Re: questions
Date: 1996/05/07
Message-ID: <4mnhh3$q77@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 153501296
references: <318F389A.41C67EA6@cs.man.ac.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <318F389A.41C67EA6@cs.man.ac.uk>, S94 <gearyp@cs.man.ac.uk> writes:
>I'm writting an ST emulator and have a few questions on the 68000.
>
>Does anybody know what LEA (An),An do ?? is it the same as MOVE.l An,An?

nope, lea (An),An moves the address pointed to by An into An.

>I know that LEA d16(An),An just copies the address An+d16 into An..

>Also does ADD.W Dn,An etc. effect the top 16bits in An..?

Um, dont think so... could check though...

>Also, does a bus error occur when you only write to the first 2k of
>memory, or does it also occure when you read there too in user mode.

It does also occur on a user-mode read, IIRC.

>I'm asking these questions as i don't have an ST with me at the moment.

Yea, guessed so....

Anthony

--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From -8178036630250982388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2b33fe44095854c,start
X-Google-Attributes: gid1115ce,public
From: S94 <gearyp@cs.man.ac.uk>
Subject: 68000 questions
Date: 1996/05/07

Message-ID: <318F389A.41C67EA6@cs.man.ac.uk>#1/1
X-Deja-AN: 153501300
content-type: text/plain; charset=us-ascii
organization: Sirius Cybernetics Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; SunOS 4.1.2 sun4c)

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Does anybody know what LEA (An),An do ?? is it the same as MOVE.l An,An?
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Also does ADD.W Dn,An etc. effect the top 16bits in An..?

Also, does a bus error occur when you only write to the first 2k of
memory, or does it also occure when you read there too in user mode.

I'm asking these questions as i don't have an ST with me at the moment.

Thanks.

From -5815214672212907737
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9fa4036d7ea4878,start
X-Google-Attributes: gid1115ce,public
From: <101501.3216@compuserve.com>
Subject: audiotracker
Date: 1996/05/07
Message-ID: <4mnnnj$ru@hil-news-svc-3.compuserve.com>#1/1
X-Deja-AN: 153504107
content-length: 200
content-type: text/plain
organization: CompuServe Incorporated
keywords: falcon audiotracker harddiskrecording
newsgroups: comp.sys.atari.programmer

I'm having troubles using audiotracker from soundopool
on my c-lab falcon 030 (4mb internal, 45 mb hd int., 850 mb scsi, sp-dif)
the systems crashes randomly when i'm recording.

can anybody help?

From -6905098282708001435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a9fa4036d7ea4878

X-Google-Attributes: gid1115ce,public
From: <101501.3216@compuserve.com>
Subject: audiotracker
Date: 1996/05/07
Message-ID: <4mnno0$ru@hil-news-svc-3.compuserve.com>#1/1
X-Deja-AN: 153504109
content-length: 200
content-type: text/plain
organization: CompuServe Incorporated
keywords: falcon audiotracker harddiskrecording
newsgroups: comp.sys.atari.programmer

I'm having troubles using audiotracker from soundopool
on my c-lab falcon 030 (4mb internal, 45 mb hd int., 850 mb scsi, sp-dif)
the systems crashes randomly when i'm recording.

can anybody help?

From -6033997608755941160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ff4a95b359a18b5f,start
X-Google-Attributes: gid1115ce,public
From: 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland)
Subject: How to switch off mouse cursor?
Date: 1996/05/08
Message-ID: <4mp01o$6p7@lucy.swin.edu.au>#1/1
X-Deja-AN: 153635306
content-type: text/plain; charset=us-ascii
organization: Swinburne University of Technology
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hullo Again ;^)

Can anyone tell me how to turn the mouse cursor on/off? I seem to remember
a long time ago that it involved messing about with a variable
at $4004 or something like that?

C code would be nice, or a pointer to a gnu header ...

Many thanks,

Karl.

From 8949688323405496318
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,f2b33fe44095854c
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)
Subject: Re: 68000 questions
Date: 1996/05/08
Message-ID: <1996May8.072013.46431@yogi.urz.unibas.ch>#1/1
X-Deja-AN: 153680162
references: <318F389A.41C67EA6@cs.man.ac.uk>
organization: University of Basel, Switzerland
newsgroups: comp.sys.atari.programmer

In article <318F389A.41C67EA6@cs.man.ac.uk>, S94 <gearyp@cs.man.ac.uk> writes:
> I'm writting an ST emulator and have a few questions on the 68000.
>
> Does anybody know what LEA (An),An do ?? is it the same as MOVE.l An,An?
> I know that LEA d16(An),An just copies the address An+d16 into An..

I think so, but maybe the effect on the conditions codes is different.

>
> Also does ADD.W Dn,An etc. effect the top 16bits in An..?

adda.w / suba.w do sign extensions on the source operand.

>
> Also, does a bus error occur when you only write to the first 2k of
> memory, or does it also occure when you read there too in user mode.

I've tested this recently on my ST (only reading).
Reading from the first 2k is invalid.

>
> I'm asking these questions as i don't have an ST with me at the moment.
>
> Thanks.

From 8873902818472194535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e7b02fd9fa636cc,start
X-Google-Attributes: gid1115ce,public
From: Karl Samyn <saka@stud.rma.ac.be>
Subject: Beginner in Lattice C 5.6
Date: 1996/05/08
Message-ID: <319054FE.FCD@stud.rma.ac.be>#1/1
X-Deja-AN: 153689958
content-type: text/plain; charset=us-ascii
organization: Royal Military Academy (ERM/KMS), Brussels
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01Gold (Win95; I)

hello,

I'm just a beginner, and tried to program in Lattice C. Simple C
programs that do not use GEM are no problem, but programming a window,
or connecting a rsc-file to a program written in C is something else.
Can somebody help me with this?

Greetings Saka

From -7264203659871212508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ff4a95b359a18b5f
X-Google-Attributes: gid1115ce,public
From: schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: How to switch off mouse cursor?
Date: 1996/05/08
Message-ID: <vyz68a7bceq.fsf@lamothe.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 153723239
sender: schwab@lamothe.informatik.uni-dortmund.de
references: <4mp01o$6p7@lucy.swin.edu.au>
organization: Dortmund University, Germany
reply-to: schwab@issan.informatik.uni-dortmund.de
newsgroups: comp.sys.atari.programmer

In article <4mp01o$6p7@lucy.swin.edu.au>, 922746@bud.swin.edu.au (Karl Nicholaas
Henry Meyland) writes:

|> Hullo Again ;^)
|> Can anyone tell me how to turn the mouse cursor on/off?

graf_mouse(M_ON,0) and graf_mouse(M_OFF,0)
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From -7239414864351658579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2b33fe44095854c
X-Google-Attributes: gid1115ce,public
From: schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: 68000 questions
Date: 1996/05/08
Message-ID: <vyz7munbch1.fsf@lamothe.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 153725228
sender: schwab@lamothe.informatik.uni-dortmund.de
references: <318F389A.41C67EA6@cs.man.ac.uk>

organization: Dortmund University, Germany
reply-to: schwab@issan.informatik.uni-dortmund.de
newsgroups: comp.sys.atari.programmer

In article <318F389A.41C67EA6@cs.man.ac.uk>, S94 <gearyp@cs.man.ac.uk> writes:

|> I'm writting an ST emulator and have a few questions on the 68000.
|> Does anybody know what LEA (An),An do ?? is it the same as MOVE.l An,An?

Yes, both are nop's, without any change to the condition codes.

|> Also does ADD.W Dn,An etc. effect the top 16bits in An..?

Yes, the lower 16 bits of Dn are sign-extended to 32 bits before
adding them to the 32 bits of An. But LEA (An,Dn.w),An is faster.

|> Also, does a bus error occur when you only write to the first 2k of
|> memory, or does it also occure when you read there too in user mode.

Both reading and writing.

Andreas.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From 6169339300614603659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2b33fe44095854c
X-Google-Attributes: gid1115ce,public
From: gaghon@nevada.edu (GEORGE GAGHON)
Subject: Re: 68000 questions
Date: 1996/05/08
Message-ID: <4mqj7i$g52@news.nevada.edu>#1/1
X-Deja-AN: 153776679
references: <318F389A.41C67EA6@cs.man.ac.uk>
organization: University of Nevada System Computing Services
nntp-posting-user: unauthenticated_user
newsgroups: comp.sys.atari.programmer

S94 (gearyp@cs.man.ac.uk) wrote:
: Does anybody know what LEA (An),An do ?? is it the same as MOVE.l An,An?
: I know that LEA d16(An),An just copies the address An+d16 into An..

I think that it is the same as MOVE, as far as the result is concerned.

:
: Also does ADD.W Dn,An etc. effect the top 16bits in An..?
'An' is always treated as a 32bit value when written to. So in your example,

ADD will add a 16bit Dn value to a 32bit An value.

:
: Also, does a bus error occur when you only write to the first 2k of
: memory, or does it also occure when you read there too in user mode.

When you read or write.

:
: I'm asking these questions as i don't have an ST with me at the moment.
:
: Thanks.

From -667154530565456480
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eaa57a89473f0fe,start
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (Martin Cubitt)
Subject: URGENT: Require articles for STOSSER disczine
Date: 1996/05/08
Message-ID: <4mr2rv$pnv@neon.airtime.co.uk>#1/1
X-Deja-AN: 153808777
organization: None Specified
newsgroups: comp.sys.atari.programmer

The STOS users' magazine desperately requires contributions in the shape of articles, letters, messages, suggestions, programs, etc. in order to survive. The editor, Deano, has informed me that he has very few articles for the next issue of STOSSER, let alone the long term future of the long running disczine.

Any contribution will be warmly received and DOES NOT NEED to be STOS-related. Any Atari article is welcome. Note, there is no payment made, the magazine is non-profitmaking and is avilable as PD. Your views and news, contributions and source code, etc can be sent to me:

sinbad@airtime.co.uk

and I will pass them on to an eager Deano. Come on, put something back into the Atari scene!

Thanks in advance for any contribution made.

To find out more about STOSSER check the WWW page at:

http://www.airtime.co.uk/users/stosser/

or visit my homepage at

http://www.airtime.co.uk/users/sinbad/

From 6508499347015110174
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2b33fe44095854c
X-Google-Attributes: gid1115ce,public
From: setup@swampdog.demon.co.uk (swampdog.demon.co.uk)
Subject: Re: 68000 questions
Date: 1996/05/08
Message-ID: <831614502_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 153815966
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: setup@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <318F389A.41C67EA6@cs.man.ac.uk>
S94 <gearyp@cs.man.ac.uk> said:-

>I'm writting an ST emulator and have a few questions on the 68000.

>Also, does a bus error occur when you only write to the first 2k of
>memory, or does it also occure when you read there too in user mode.

Any access to "supervisor" space whilst in "user" mode is trapped by
the MMU. Supervisor space also exists over the i/o area (offhand -
$ff8800 up?).

--

Guy Harrison

guy@swampdog.demon.co.uk

From -1732836114889482456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98c9cd6ca026cc7a
X-Google-Attributes: gid1115ce,public
From: nat@zumdick.rhein-main.de (Nat!)
Subject: Re: MAlloc(-1)
Date: 1996/05/08
Message-ID: <Dr3MJF.G4@zumdick.rhein-main.de>#1/1
X-Deja-AN: 153815967
references: <831321442_OASIS_@swampdog.demon.co.uk>
organization: Mulle KybernetiK

newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
: In article <1996May2.073436.46385@yogi.urz.unibas.ch>
:   eglis@ubaclu.unibas.ch (Simon Egli) said:-

: >And if so, how can I find out the amount of free memory?
I think you'll save yourself some headaches, if you confine yourself
to finding out when and if you have not enough free memory...

: It depends on what you mean? I'll assume you want to add up all the
: free blocks - but remember they are separate. There is no way *your*
: program can (reasonably) join them together to make a larger block.

: The most portable way to do this is to use only the tools you are
: guaranteed to be provided with - Malloc() and Free(). Something along
: the lines of ...
I dunno what you mean by "portable", since Malloc and Free you usually
don't use for portability but rather malloc and free (lower case).
In application programs thats usually better anyway, because each Malloc
takes up a snippet of GEMDOS poolmemory, which AFAIK is pretty limited
(you extend it with FOLDR100.PRG) at least in older TOS versions.
And its really portable.
There is no malloc(-1L) or somesuch to discover how much free memory is
available on the other hand.

: All we've achieved is to find how much free memory there was at the
: time we checked - pretty useless except to provide a real time display
: of memory. There is *no* other purpose for doing it.
Hmm, thats a strong statement I wouldn't put my name under.

Nat!
--

Bang that bit that doesn't bang!

From 3081653838189201011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98c9cd6ca026cc7a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MAlloc(-1)
Date: 1996/05/09
Message-ID: <831708598_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 153858111
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <Dr3MJF.G4@zumdick.rhein-main.de>
nat@zumdick.rhein-main.de (Nat!) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>: In article <1996May2.073436.46385@yogi.urz.unibas.ch>
>: eglis@ubaclu.unibas.ch (Simon Egli) said:-
>
>: >And if so, how can I find out the amount of free memory?
>I think you'll save yourself some headaches, if you confine yourself
>to finding out when and if you have not enough free memory...

Very true.

>: It depends on what you mean? I'll assume you want to add up all the
>: free blocks - but remember they are separate. There is no way *your*
>: program can (reasonably) join them together to make a larger block.
>
>: The most portable way to do this is to use only the tools you are
>: guaranteed to be provided with - Malloc() and Free(). Something along
>: the lines of ...
>I dunno what you mean by "portable", since Malloc and Free you usually
>don't use for portability but rather malloc and free (lower case).

Portable in the sense they are documented system calls as opposed to
hacking into the system.

>In application programs thats usually better anyway, because each Malloc
>takes up a snippet of GEMDOS poolmemory, which AFAIK is pretty limited
>(you extend it with FOLDR100.PRG) at least in older TOS versions.

The MWC arena grabs something like 16Kb blocks and doles it out itself
to offset the TOS memory bug. Like you imply, this makes Malloc(-1L)
effectively useless as well.

>And its really portable.
>There is no malloc(-1L) or somesuch to discover how much free memory is
>available on the other hand.

It wouldn't be possible to provide a standard malloc(-1) because that
would imply the operating system is capable of "locking" the memory
management system between the n=malloc(-1) and malloc(n) calls. If the
OS could not do this then it would render the malloc(-1) useless in
the same way as Malloc(-1L) nearly is for user purposes.

>: All we've achieved is to find how much free memory there was at the
>: time we checked - pretty useless except to provide a real time display
>: of memory. There is *no* other purpose for doing it.
>Hmm, thats a strong statement I wouldn't put my name under.

I think I went a little over the top there, yes. In fact I have
written a MagiC program which uses Malloc(-1L) for the sole purposes
of grabbing all *but* a specified amount of memory. I use it in

parallel with test programs to ensure they do not fail when memory is
suddenly in short supply or non existent.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -2420149744775428708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2b33fe44095854c
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: 68000 questions
Date: 1996/05/09
Message-ID: <4ms67b$aog@inca01.inca.co.nz>#1/1
X-Deja-AN: 153858112
references: <318F389A.41C67EA6@cs.man.ac.uk>
organization: INCA
newsgroups: comp.sys.atari.programmer

S94 (gearyp@cs.man.ac.uk) wrote:
> I'm writting an ST emulator and have a few questions on the 68000.

> Does anybody know what LEA (An),An do ?? is it the same as MOVE.l An,An?
> I know that LEA d16(An),An just copies the address An+d16 into An..

"d16" gets sign extended to 32 bits, and then added to An.

> Also does ADD.W Dn,An etc. effect the top 16bits in An..?

The value in Dn is sign extended from 16- to 32-bits, and then added to
the 32-bits of An.

> Also, does a bus error occur when you only write to the first 2k of
> memory, or does it also occure when you read there too in user mode.

Both reads and writes are affected. But this is controlled by thr Atari
MMU chip, not the "in CPU" MMU in '030+ processrs

> I'm asking these questions as i don't have an ST with me at the moment.

> Thanks.

--

Quote For The Month:

"[Computer Advocacy groups] are intended to be a place where people can argue... in an intelligent manner"

From -7565363640341275206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bd9830203442ee2
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: Changing Falcon screen resolutions
Date: 1996/05/09
Message-ID: <4msjn4$khh@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 153893643
distribution: g
references: <318F5BA1.23C5@rd.eng.bbc.co.uk>
organization: University of Sussex
newsgroups: comp.sys.atari.programmer

David White (david.white@rd.eng.bbc.co.uk) wrote:
: Hello all,
: I want to be able to change my Falcon's screen resolution at
: bootup. I am using the function Setscreen (VsetScreen in Lattice C for
: the four variable version) and passing the pointer to the physical and
: logical screens plus other parameters. It seems to work if I run it after
: NVDI but not if run before or without NVDI. Any ideas?

:-) I have written one of these as well - damned usefull when your machine boots up in bloody low res on a VGA monitor...

I have mine working fully - it's about 3rd in my AUTO folder (a program to turn the speaker off, then FPATCH or something like that before it). It definitely works without NVDI coz I haven't got NVDI.

You say you are passing the pointers to the logical and physical screens? I don't think you want to do that - just pass -1.L for those and let the OS sort it all out (it will reallocate the screen to be the correct size for the resolution you want and reinitialise the VDI).

I'll fish out my source code later on, so if you have any more problems, just let me know.

Cheers,

James Cox <jamesco@cogs.susx.ac.uk>
--

From 8755577417600144916

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bd9830203442ee2
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Changing Falcon screen resolutions
Date: 1996/05/09
Message-ID: <4mt440$467@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 153936590
distribution: g
references: <4msjn4$khh@infa.central.susx.ac.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <4msjn4$khh@infa.central.susx.ac.uk>, jamesco@cogs.susx.ac.uk (James Cox) writes:
>:-) I have written one of these as well - damned usefull when your machine
>boots up in bloody low res on a VGA monitor...

Hmm.. why not just change the video mode setting in your NVRam?

Anthony

--
```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From 6523754383796115549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bd9830203442ee2
X-Google-Attributes: gid1115ce,public
From: mike@mbedford.demon.co.uk ()
Subject: Re: Changing Falcon screen resolutions
Date: 1996/05/09
Message-ID: <831760074_OASIS_@mbedford.demon.co.uk>#1/1
X-Deja-AN: 154160648
x-nntp-posting-host: mbedford.demon.co.uk
reply-to: mike@mbedford.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <4mt440$467@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-
>Hmm.. why not just change the video mode setting in your NVRam?

>
>Anthony
>
How do you do that?
--

---
mike@mbedford.demon.co.uk

From -5877946789935096262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6860789a2c248ec,start
X-Google-Attributes: gid1115ce,public
From: Leen Kievit <L.A.Kievit@kub.nl>
Subject: GFA Basic crashes unexpectedly
Date: 1996/05/10
Message-ID: <319306B6.41C67EA6@kub.nl>#1/1
X-Deja-AN: 154090082
content-type: text/plain; charset=us-ascii
organization: T & I, Tilburg University, Netherlands
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; SunOS 4.1.1 sun4c)

Hello all,

Recently I bought a GFA Basic version 3.6 (TT compatible).
Now I have had the unpleasant experience that the interpreter crashed
several times, with two bombs. there is no prior warning, nor does it
seem to occur at any specific point in the programs I'm trying to run.

Anyone had this same experience and knows what causes it ?

--

Leen Kievit L.A.Kievit@kub.nl

From 7167748769384450916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e805e0112caafd,start
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: FileSys library
Date: 1996/05/10
Message-ID: <319355B0.10AF@rd.eng.bbc.co.uk>#1/1

X-Deja-AN: 154125303
content-type: text/plain; charset=us-ascii
organization: British Broadcasting Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

I'm trying to compile XaAES beta 5 using Lattice c5.6. It seem sto go well, then runs into a problem because it can't find filesys.h. Is this a MiNT library?

-David White
--

//
//   These views are my own and do not in any way //
//   represent the views of the BBC or the BBC   //
//   Research and Development Department   //
//   david.white@rd.eng.bbc.co.uk   //
//

From 1999270206607734606
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,79bc8ab3a4c260e1,start
X-Google-Attributes: gid1115ce,public
From: josk@stud.unit.no (Jo Even Skarstein)
Subject: Looking for GEM-library
Date: 1996/05/11
Message-ID: <4n1pkp$n4m@due.unit.no>#1/1
X-Deja-AN: 154277127
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

I'm looking for a good GEM-library with english docs. Are there any english versions of E-Gem or SysGem? I have both and they look good, but reading the german docs takes *forever*...

--

Jo Even Skarstein
josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

From 8698347227891316366
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,3e7b02fd9fa636cc
X-Google-Attributes: gid1115ce,public
From: matthew@peckham.compulink.co.uk (Matthew Carey)
Subject: Re: Beginner in Lattice C 5.6
Date: 1996/05/11
Message-ID: <ADBA38F3966827DC@peckham.compulink.co.uk>#1/1
X-Deja-AN: 154280645
references: <319054FE.FCD@stud.rma.ac.be>
content-type: text/plain; charset=iso-8859-1
organization: None
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <319054FE.FCD@stud.rma.ac.be>,
Karl Samyn <saka@stud.rma.ac.be> wrote:

>hello,
>
>I'm just a beginner, and tried to program in Lattice C. Simple C
>programs that do not use GEM are no problem, but programming a window,
>or connecting a rsc-file to a program written in C is something else.
>Can somebody help me with this?
>
>Greetings Saka

You should be able to find some source code examples around. Sometimes people include the source code with their PD offerings, otherwise there are a few books that show how to use Gem more or less properly.

But chopping and changing someone elses code is a reasonable way to start.

I based the design of my font editor Fonty on the examples in Compute!'s ST Application Guide Programming in C, which is full of errors and ommissions, including being aimed at a compiler called Alycon C that I have never come across, but gave me a framework to build a proper fully functioning desirable program with. The breaking the different Gem tasks into different modules made the whole design of the program easy to maintain and adapt.

Tim Oren's Gem Class is available on most ST PD libraries and is not too bad.

Matthew

Matthew Carey
http://www.compulink.co.uk/~peckham/

From 2349164404734148060
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6860789a2c248ec

X-Google-Attributes: gid1115ce,public
From: lpursell@bright.net (Lonny Pursell)
Subject: Re: GFA Basic crashes unexpectedly
Date: 1996/05/11
Message-ID: <831921628_OASIS_@bright.net>#1/1
X-Deja-AN: 154892659
organization: BrightNet Ohio
reply-to: lpursell@bright.net
newsgroups: comp.sys.atari.programmer
organisation: ENCOM

I have that version of GFA-Basic (3.6 TT) and one thing you do _not_
want to do is set the fast load bit to on. The interpreter does not
like that. I also had problems with it when ExtenDOS was loaded and
that is easily solved by not booting up the ExtenDOS. Newer versions
of ExtenDOS may not cause this.

Hope this helps...
--

```
+-----------------------------------------------------------------------+
| Atari Computer User: Lonny Pursell     E-Mail: lpursell@bright.net |
|-----------------------------------------------------------------------|
| If you understand or if you don't, If you believe or if you doubt, |
| There's a universal justice, And the eyes of truth,                |
| Are always watching you.           ENIGMA 2 - The CROSS Of Changes |
+-----------------------------------------------------------------------+
```

From 502985037092618970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bd9830203442ee2
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: Changing Falcon screen resolutions
Date: 1996/05/13
Message-ID: <3196F242.EBA@rd.eng.bbc.co.uk>#1/1
X-Deja-AN: 154541443
references: <831760074_OASIS_@mbedford.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: British Broadcasting Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

mike@mbedford.demon.co.uk wrote:
>
> In article <4mt440$467@m1.cs.man.ac.uk>

>   jacquesa@cs.man.ac.uk (Anthony Jacques) said:-
> >Hmm.. why not just change the video mode setting in your NVRam?
> >
> >Anthony
> >
> How do you do that?

Isn't that a little ... permanent? I just want to write a little auto folder program that can set the screen resolution properly prior to running (for instance) a shell program. the default resolution with a VGA monitor isn't suitable.

-David White
--

//
//   These views are my own and do not in any way //
//   represent the views of the BBC or the BBC   //
//   Research and Development Department   //
//   david.white@rd.eng.bbc.co.uk   //
//

From 3297025105611431659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e7b02fd9fa636cc
X-Google-Attributes: gid1115ce,public

From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Beginner in Lattice C 5.6

Date: 1996/05/13
Message-ID: <4n6vpu$lo1@studs.sci.kun.nl>#1/1
X-Deja-AN: 154549078
references: <831682428_OASIS_@swampdog.demon.co.uk>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <831682428_OASIS_@swampdog.demon.co.uk> test@swampdog.demon.co.uk (Guy Harrison) writes:

> In article <319054FE.FCD@stud.rma.ac.be>
> Karl Samyn <saka@stud.rma.ac.be> said:-

>>I'm just a beginner, and tried to program in Lattice C. Simple C
>>programs that do not use GEM are no problem, but programming a window,
>>or connecting a rsc-file to a program written in C is something else.

>Second, I'd forget about windows to start with. Get to grips with
>designing and manipulating dialogue boxes and other resource objects.
>Once you are happy handling them then move onto windows which are a
>whole different ball game.

Hmmm. In my experience, windows are the easy part of GEM programming

and dialogs come next. Programming a simple frame to handle window events will teach you the basics of event-based programming, then adding a menu looks like the next step, as this already involves creating a RSC file. Designing a menu with an RCS is quite simple, dialogs is a step further IMHO.

In any case, get `Profesional GEM' by Tim Oren. It's a public domain TeX book about GEM programming, and though a bit outdated by the advent of modern callback libraries and new options in the newer AESes, it's still a good start.

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -914452049124837197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3bd9830203442ee2
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Changing Falcon screen resolutions
Date: 1996/05/13
Message-ID: <4n7cku$fgb@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 154571942
references: <831760074_OASIS_@mbedford.demon.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <831760074_OASIS_@mbedford.demon.co.uk>, mike@mbedford.demon.co.uk ()
writes:
> In article <4mt440$467@m1.cs.man.ac.uk>
> jacquesa@cs.man.ac.uk (Anthony Jacques) said:-
>>Hmm.. why not just change the video mode setting in your NVRam?

>How do you do that?

There are a number of little programs that allow you to set your NV-Ram.
eg. Bootconf (I think this is the one that I used...)

ftp://ftp.cnam.fr/pub/Atari/Falcon/Utilities/btcnf120.zip

You can say whether you want double-line on/off, number of columns, and
the number of colours, of the initial resolution.

Dont touch the HD stuff, unless you know what you are doing...

Anthony

--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From 1662337744969171909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6860789a2c248ec
X-Google-Attributes: gid1115ce,public
From: curis@jonque.ens.fr (Emmanuel Curis)
Subject: Re: GFA Basic crashes unexpectedly
Date: 1996/05/13
Message-ID: <4n7g72$6t@nef.ens.fr>#1/1
X-Deja-AN: 154579520
references: <319306B6.41C67EA6@kub.nl>
organization: Ecole Normale Superieure, Paris
newsgroups: comp.sys.atari.programmer

In article <319306B6.41C67EA6@kub.nl>, Leen Kievit <L.A.Kievit@kub.nl> wrote:
>Hello all,
>
>Recently I bought a GFA Basic version 3.6 (TT compatible).
>Now I have had the unpleasant experience that the interpreter crashed
>several times, with two bombs. there is no prior warning, nor does it
>seem to occur at any specific point in the programs I'm trying to run.
>
>Anyone had this same experience and knows what causes it ?
>

Not for 2 bombs, but sometimes (with v 3.5) it crashes - writes whatever he wants but not what i say - with long programs & many unused variables. May be the same thing?

I'm not using it for long programs since that, and i've no more problems (on a Falcon30)

Hope it helps,

--

Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

From -5644657618534688895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e7b02fd9fa636cc
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Beginner in Lattice C 5.6
Date: 1996/05/13
Message-ID: <832090112_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 154613417
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4n6vpu$lo1@studs.sci.kun.nl>
sanders@sci.kun.nl (Sander Stoks) said:-

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>
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>>designing and manipulating dialogue boxes and other resource objects.
>>Once you are happy handling them then move onto windows which are a
>>whole different ball game.
>
>Hmmm. In my experience, windows are the easy part of GEM programming
>and dialogs come next. Programming a simple frame to handle window
>events will teach you the basics of event-based programming, then
>adding a menu looks like the next step, as this already involves
>creating a RSC file. Designing a menu with an RCS is quite simple,
>dialogs is a step further IMHO.

hehe, we're proabably going to end up having to agree to differ on
this one 'cos your reason for starting with windows is my reason for
not doing so, namely events! :-)

Anything asynchronous is a nightmare to debug. Couple this with the
modern trend of putting dialogues into windows (and thus a form_do()
replacement) then a thorough understanding of the object tree is a
must.

>In any case, get `Profesional GEM' by Tim Oren. It's a public domain

>TeX book about GEM programming, and though a bit outdated by the advent
>of modern callback libraries and new options in the newer AESes, it's
>still a good start.

Very true.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 486733544395982631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,660d78828e2060b1,start
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: GCC questions...
Date: 1996/05/14
Message-ID: <4n9ou3$8gj@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 154736278
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

Hi, I'm trying to write a fairly large program in GCC, and could do
with some answers to these questions... My GCC version is 2.6.? IIRC
and runs under MiNT/MultiTOS on my 4mb Falcon.

1) is it possible with GCC to have part of the code using an FPU
   (on TT/Falcon), while another part uses software emulation?
2) How do you use inline assembler?
   I have a short (20/30 lines) assembler routine which I want to
   use, but cannot get it to use it.
3) Has anyone compiled EGEM for GCC?

Cheers

Anthony
--

```
-------------------------------------+-------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
```

From 7350005416645457779
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,660d78828e2060b1
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: GCC questions...
Date: 1996/05/14
Message-ID: <gigxr01-1405961247130001@47.85.0.99>#1/1
X-Deja-AN: 154743159
references: <4n9ou3$8gj@m1.cs.man.ac.uk>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

In article <4n9ou3$8gj@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk wrote:

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> with some answers to these questions... My GCC version is 2.6.? IIRC
> and runs under MiNT/MultiTOS on my 4mb Falcon.
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>   (on TT/Falcon), while another part uses software emulation?
> 2) How do you use inline assembler?
>   I have a short (20/30 lines) assembler routine which I want to
>   use, but cannot get it to use it.
> 3) Has anyone compiled EGEM for GCC?

Yes on 3, but I have not tested it fully.
Used an STFM (4 Mbyte) & GCC 2.5.8

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From -8196654370994068409
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a474d24698d7e647,start
X-Google-Attributes: gid1115ce,public
From: rob@nbnet.nb.ca (Rob Watson)
Subject: Help w/ BC-FORTRAN77
Date: 1996/05/15
Message-ID: <832212538_OASIS_@nbnet.nb.ca>#1/1
X-Deja-AN: 154858640
organization: NBNet

reply-to: rob@nbnet.nb.ca
newsgroups: comp.sys.atari.programmer
organisation: Lyriconic

Hi,

I'm trying to do some FORTRAN programming and find that source that happily compiles on WATFOR causes all sorts of syntax error reports when I try and compile it using BC-FORTRAN77. Things like "IMPLICIT NONE" don't seem to be recognized and generate an error. Maybe I'm missing something in the setup of BC-FORTRAN but I can't imagine what?

Does anyone have any experience successfully using BC-FORTRAN compiler 1.3c by Andre Kostli. Does it use a different standard than WATFOR or have some differences in syntax? Does anyone know of another FORTRAN for the ATARI, pd or commercial that might work better.

I'm not slamming BC-FOR at all and really appreciate the efforts of all involved in its' distribution but I'm really currious as to why I'm having problems compiling stuff on it, which don't occur with WATCOM.

Any help on this would be appreciated.

Thank's
Rob

--

From 3751055691092654492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8064765665a1423,start
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: evnt_multi to get left & right button clicks- How?
Date: 1996/05/15
Message-ID: <GEPUFAUSUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 154931660
content-length: 1207
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

I have been trying, with no luck, to use evnt_multi for getting clicks

from either the left or the right button.

I want evnt_multi to return when the user clicks the left button, or when the user clicks the right button, or when the user clicks both buttons.

I followed the method described in the compendium, but this did not seem to work. Also, the compendium does not explain what value to pass for state, it merely says that you must OR a value of 0x100 with the mask parameter, making the mask parameter 0x103.

I tried a number of values for state, including 0x01, 0x02, 0x03 and all of the above ORed with 0x100. These all worked in different ways, but none of them had the desired effect. It would either respond to only the left button, or only the right button, or in some cases none at all!

I am interested to hear from anyone who has got this working - explain what you did.

I am using AES 4 with MiNT 1.12.

Thanks for any suggestions.

--

```
+-----------------------------------------------+
| Mario Becroft <mbecroft@tos.ak.planet.gen.nz> |
| Tariland Computer Club, Auckland, New Zealand |
|    *** Please note new  email address. ***    |
+-----------------------------------------------+
```


From -3189315851937449924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8064765665a1423
X-Google-Attributes: gid1115ce,public

From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: evnt_multi to get left & right button clicks- How?
Date: 1996/05/15

Message-ID: <4ncjk6$f1f@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 154934025

references: <GEPUFAUSUp@tos.ak.planet.gen.nz>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <GEPUFAUSUp@tos.ak.planet.gen.nz>,
    mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:
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>to work. Also, the compendium does not explain what value to pass
>for state, it merely says that you must OR a value of 0x100 with the mask
>parameter, making the mask parameter 0x103.

What the 0x100 means is to negate the state requirement.

If you are waiting for either key, you are waiting for the state to
be anything other than zero, so it's 0x00 you want.

The explanation in the compendium was dreadfully unclear, even worse than
the Genie posting by someone in atari developer support that I assume it
was based on.

From 2647613776091035066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8064765665a1423
X-Google-Attributes: gid1115ce,public
From: pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA)
Subject: Re: evnt_multi to get left & right button clicks- How?
Date: 1996/05/15
Message-ID: <4ncm3i$bmt@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 154936521
references: <GEPUFAUSUp@tos.ak.planet.gen.nz> <4ncjk6$f1f@lyra.csx.cam.ac.uk>
organization: INSA-Lyon
reply-to: pcastell@ifhamy.insa-lyon.fr
newsgroups: comp.sys.atari.programmer

mnb20@cam.ac.uk (Mark Baker) wrote:

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>The explanation in the compendium was dreadfully unclear, even worse than

>the Genie posting by someone in atari developer support that I assume it
>was based on.

There is a solution quite simple.

```
     replace  event_multi(MU..., x, x, x,....)
     by   event_multi(MU...,130, 3, 0,....)

     - add 128 to ev_mbclicks
     - set ev_mbmask to 3
     - set ev_mbstate to 0
```

Then, you'll have an event for right clic OR left clic.
(check ev_mmbutton).

This method works with all tos versions exept 1.0.
It was originaly a bug, which has not been corrected to allow people
to keep on using it. It also works with Magic.

Philippe CASTELLA

pcastell@ifhamy.insa-lyon.fr
http://wwW.insa-lyon.fr/People/AEDI/pcastell

Falcon 030 4/60+270- SVGA - Tos 4.4 - Mint 1.10 AES 4.1 - Magic 4
1040 Stf 1Mo - RGB

From -4073821430997837555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6c358c66f83e26b4,start
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (augeas)
Subject: Re: Help w/ BC-FORTRAN77
Date: 1996/05/16
Message-ID: <832349278_OASIS_@elis.demon.co.uk>#1/1
X-Deja-AN: 155168793
x-nntp-posting-host: elis.demon.co.uk
reply-to: augeas@elis.demon.co.uk
newsgroups: comp.sys.atari.programmer

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rob@nbnet.nb.ca (Rob Watson) said:-

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>
> I'm not slamming BC-FOR at all and really appreciate the efforts of all
>involved in its' distribution but I'm really currious as to why I'm
>having problems compiling stuff on it, which don't occur with WATCOM.
>

Prospero software will still flog you Prospero FORTRAN for GEM. You
won't get much by way of support though. Still, it comes with two huge manuals
on the A.E.S. and V.D.I. It took me through two physics degrees, analysed CERN
data, plotted solition waves, the lot. It only complained once when I tried to
do something really disgusting with EQUIVALANCE statements. Whad'ya wanna be
messing round with IMPLICIT NONE for anyway ? Seriously, I gave some PC-owning
"friends" a copy of BC-FOR, and so long as they kept it simple, they were able
to compile some simple numerical examples. Oh, the one thing PROFOR dosen't have
is a resource compiler. Bring a copy of WERCS. (Or better...)

Anyway, you can reach Prospero at:

Prospero Software,
190 castelnau,
London,
SW13 9DH,
England.

TEL - 0181 741 8531
FAX - 0181 748 9344

Enjoy theeself,
"Augeas"

--

---
augeas@elis.demon.co.uk
'I want all you phoney indie underground artist alternative "punk"
rock sport fan hippies to make like a bowling ball, stick your
thumb up your nose, and roll on outta here !"

From -3918878591930576319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e7b02fd9fa636cc
X-Google-Attributes: gid1115ce,public

From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Subject: Re: Beginner in Lattice C 5.6
Date: 1996/05/16

Message-ID: <319AF9F2.4876@sunderland.ac.uk>#1/1
X-Deja-AN: 155206215
references: <832090112_OASIS_@swampdog.demon.co.uk>
content-type: text/plain; charset=us-ascii

organization: University of Sunderland, UK
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win95; I)

Sander wrote -

>In any case, get `Profesional GEM' by Tim Oren. It's a public domain
>TeX book about GEM programming, and though a bit outdated by the advent
>of modern callback libraries and new options in the newer AESes, it's
>still a good start.

Well I'be been through most of Tim's tutorial and it is a good starting
point. But where do you get the info on the modern callback libraries
and the new AES stuff? BTW I have been using eXtended Sozobon C, if this
makes a difference.

Michael

From 7188562710170169442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76f3775a8f112267,start
X-Google-Attributes: gid1115ce,public
From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: Re: C++
Date: 1996/05/17
Message-ID: <319CB7E7.446B@in.tu-clausthal.de>#1/1
X-Deja-AN: 155318980
references: <1996May17.150439.9934@leeds.ac.uk>
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; OSF1 V3.2 alpha)

A Gaunt wrote:

> Just a quickie ... Is there any type of C++ compiler for the ST? (If so, from
> where?)

Shure: G++

try

ftp://ftp.tu-clausthal.de/pub/atari/gnu/gcc

there should be g++ in one of the dirs.

Christof

From 4216832114337835017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76f3775a8f112267
X-Google-Attributes: gid1115ce,public
From: caxag@scs.leeds.ac.uk (A Gaunt)
Subject: C++
Date: 1996/05/17
Message-ID: <1996May17.150439.9934@leeds.ac.uk>#1/1
X-Deja-AN: 155330365
organization: The University of Leeds, School of Computer Studies
newsgroups: comp.sys.atari.programmer

Hi All,

Just a quickie ... Is there any type of C++ compiler for the ST? (If so, from where?)

Cheers,

Andrew

From -3162744149304379130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e7b02fd9fa636cc
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Beginner in Lattice C 5.6
Date: 1996/05/17
Message-ID: <832437546_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 155417679
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <319AF9F2.4876@sunderland.ac.uk>
Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk> said:-

>Sander wrote -
>
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>point. But where do you get the info on the modern callback libraries
>and the new AES stuff? BTW I have been using eXtended Sozobon C, if this
>makes a difference.

I suppose the compendium is the best place to start but you still need
to hunt round for the extras.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -8903275933411311492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6c358c66f83e26b4
X-Google-Attributes: gid1115ce,public
From: augeas@elis.demon.co.uk (augeas)
Subject: Re: Help w/ BC-FORTRAN77
Date: 1996/05/17
Message-ID: <832442324_OASIS_@elis.demon.co.uk>#1/1
X-Deja-AN: 155476894
x-nntp-posting-host: elis.demon.co.uk
reply-to: augeas@elis.demon.co.uk
newsgroups: comp.sys.atari.programmer

Out of interest, whatever happen to GNU FORTRAN ? I heard it was going
to be compatible with FORTRAN 90. I know f2c (turns FORTRAN into C) has been
around on the ST for quite a while, have there been any developments ?

Have fun,
"Augeas"

--

---
augeas@elis.demon.co.uk
'I want all you phoney indie underground artist alternative "punk"
rock sport fan hippies to make like a bowling ball, stick your
thumb up your nose, and roll on outta here !"

From 6367598515861088374
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,e8064765665a1423
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: evnt_multi to get left & right button clicks-
Date: 1996/05/18
Message-ID: <GESOCGVJUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 155425940
references: <GEPUFAUSUp@tos.ak.planet.gen.nz> <4ncjk6$f1f@lyra.csx.cam.ac.uk>
content-length: 936
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <4ncjk6$f1f@lyra.csx.cam.ac.uk> Mark Baker wrote :

[re. getting both mouse button clicks in event_multi]
>What the 0x100 means is to negate the state requirement.
>
>If you are waiting for either key, you are waiting for the state to
>be anything other than zero, so it's 0x00 you want.
>
>The explanation in the compendium was dreadfully unclear, even worse than
>the Genie posting by someone in atari developer support that I assume it
>was based on.

I could never have worked that out by reading the compendium!

So, I pass 0x103 for mask and 0 for state, I will try this out.

Also, does this work on all AES versions or only newer ones? If so, how new?

Thanks very much!

--
+---+
| Mario Becroft <mbecroft@tos.ak.planet.gen.nz> |
| Tariland Computer Club, Auckland, New Zealand |
| *** Please note new email address. *** |
+---+

From 1242979302883130721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8064765665a1423
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: evnt_multi to get left & right button clicks-
Date: 1996/05/18
Message-ID: <GESTADUQUp@tos.ak.planet.gen.nz>#1/1

X-Deja-AN: 155425941
references: <GEPUFAUSUp@tos.ak.planet.gen.nz> <4ncjk6$f1f@lyra.csx.cam.ac.uk>
<4ncm3i$bmt@tempo.univ-lyon1.fr>
content-length: 1074
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <4ncm3i$bmt@tempo.univ-lyon1.fr> Philippe CASTELLA wrote :

>mnb20@cam.ac.uk (Mark Baker) wrote:
>
>>In article <GEPUFAUSUp@tos.ak.planet.gen.nz>,
>>   mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:
>>>I have been trying, with no luck, to use evnt_multi for getting clicks
>>>from either the left or the right button.
[...]
>
>>What the 0x100 means is to negate the state requirement.
[...]
>
>There is a solution quite simple.
>
>   replace   event_multi(MU..., x, x, x,....)
>   by   event_multi(MU...,130, 3, 0,....)
>
>   - add 128 to ev_mbclicks
>   - set ev_mbmask to 3
>   - set ev_mbstate to 0

Well, I tried both methods suggested, and none of them worked!

However, I did get it working in the end, by using 0x102 , 0x03 , 0x00
for clicks, mask and state.

Thanks to everyone who replied.

--
+---+
| Mario Becroft <mbecroft@tos.ak.planet.gen.nz> |
| Tariland Computer Club, Auckland, New Zealand |
| *** Please note new email address. *** |
+---+

From -3520068590438531460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8064765665a1423
X-Google-Attributes: gid1115ce,public

From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: evnt_multi to get left & right button clicks-
Date: 1996/05/18
Message-ID: <4nkb6i$hcq@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 155427910
references: <GEPUFAUSUp@tos.ak.planet.gen.nz> <4ncjk6$f1f@lyra.csx.cam.ac.uk>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <GESTADUQUp@tos.ak.planet.gen.nz>,
    mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:

```
>>>What the 0x100 means is to negate the state requirement.
>[...]
>>
>>There is a solution quite simple.
>>
>>     replace   event_multi(MU..., x, x, x,....)
>>     by   event_multi(MU...,130, 3, 0,....)
>>
>>     - add 128 to ev_mbclicks
>>     - set ev_mbmask to 3
>>     - set ev_mbstate to 0
>
>Well, I tried both methods suggested, and none of them worked!
>
>However, I did get it working in the end, by using 0x102 , 0x03 , 0x00
>for clicks, mask and state.
```

Possibly neither of us explained it very clearly, but that's what both
Phillipe and I said.

From -7846730948860105054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8064765665a1423
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: evnt_multi to get left & right button clicks-
Date: 1996/05/18
Message-ID: <4nkb96$hcq@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 155427911
references: <GEPUFAUSUp@tos.ak.planet.gen.nz> <4ncjk6$f1f@lyra.csx.cam.ac.uk>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <GESOCGVJUp@tos.ak.planet.gen.nz>,
    mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:

>>What the 0x100 means is to negate the state requirement.
>>
>>If you are waiting for either key, you are waiting for the state to
>>be anything other than zero, so it's 0x00 you want.
>>
>>The explanation in the compendium was dreadfully unclear, even worse than
>>the Genie posting by someone in atari developer support that I assume it
>>was based on.
>
>I could never have worked that out by reading the compendium!
>
>So, I pass 0x103 for mask and 0 for state, I will try this out.

No, I couldn't remember which one you had to add 0x100 to so I deliberately
didn't say :) Phillipe said correctly that it's the number of clicks you
need to add it to.

From -3680154073932029147
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8064765665a1423
X-Google-Attributes: gid1115ce,public
From: pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA)
Subject: Re: evnt_multi to get left & right button clicks MEA CULPA
Date: 1996/05/20
Message-ID: <4np1uk$ap6@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 155696078
references: <GEPUFAUSUp@tos.ak.planet.gen.nz> <4ncjk6$f1f@lyra.csx.cam.ac.uk>
<GESOCGVJUp@tos.ak.planet.gen.nz>
organization: INSA-Lyon
reply-to: pcastell@ifhamy.insa-lyon.fr
newsgroups: comp.sys.atari.programmer

mbecroft@tos.ak.planet.gen.nz (Mario Becroft) wrote:

>In <4ncjk6$f1f@lyra.csx.cam.ac.uk> Mark Baker wrote :

>[re. getting both mouse button clicks in event_multi]
>>What the 0x100 means is to negate the state requirement.
>>
>>If you are waiting for either key, you are waiting for the state to
>>be anything other than zero, so it's 0x00 you want.
>>
>>The explanation in the compendium was dreadfully unclear, even worse than
>>the Genie posting by someone in atari developer support that I assume it
>>was based on.

>I could never have worked that out by reading the compendium!

>So, I pass 0x103 for mask and 0 for state, I will try this out.

>Also, does this work on all AES versions or only newer ones? If so, how new?

>Thanks very much!

I made a TERRIBLE mistake when I wrote that las year.
it is not 128+number of waited clicks but 256+waited clicks.
It's when I looked at my routs at home that I find the problem and I
couldn't answer you before.

I beg your pardon for this.

Philippe CASTELLA

pcastell@ifhamy.insa-lyon.fr
http://wwW.insa-lyon.fr/People/AEDI/pcastell

Falcon 030 4/60+270- SVGA - Tos 4.4 - Mint 1.10 AES 4.1 - Magic 4
1040 Stf 1Mo - RGB

From 7499458316978969114
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e7b02fd9fa636cc
X-Google-Attributes: gid1115ce,public
From: Karl Samyn <saka@stud.rma.ac.be>
Subject: Re: Beginner in Lattice C 5.6
Date: 1996/05/20
Message-ID: <31A0A2D2.7718@stud.rma.ac.be>#1/1
X-Deja-AN: 155771894
references: <831682428_OASIS_@swampdog.demon.co.uk> <4n6vpu$lo1@studs.sci.kun.nl>
content-type: text/plain; charset=us-ascii
organization: Royal Military Academy (ERM/KMS), Brussels
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b3 (Win95; I)

Sander Stoks wrote:

> In any case, get `Profesional GEM' by Tim Oren. It's a public domain
> TeX book about GEM programming,

Where can I find `Profesional GEM' by Tim Oren?
At the U-M Software Archives?
And what is it called?

Saka

From 8320529131111538827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,96471fe72b7226f1,start
X-Google-Attributes: gid1115ce,public
From: heinkel@xnet.com (Abram Rutman)
Subject: HAIR LOSS?....MINOXIDIL USERS?
Date: 1996/05/21
Message-ID: <4nrkrk$mle@flood.xnet.com>#1/1
X-Deja-AN: 155895255
organization: XNet - A Full Service Internet Provider - (708) 983-6064
newsgroups: comp.sys.atari.programmer

Now available in the U.S. PENTADECAN AND FA-BAO 101D.
Japan and West Germany's leading treatment for thinning hair.
2.5X more effective than minoxidil. Featured on CNN, NEWSWEEK,
NEW YORK TIMES. DOCTOR recommended. For FREE information,
please call 1-800-555-8655

*PLEASE NOTE THAT ANY CALLS NOT PERTAINING TO INFORMATION REQUESTS
WILL BE AUTO-BILLED TO ORIGINATING NUMBER UTILIZING
LONG DISTANCE SURCHARGES.

From -1118235033034725586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,43202287082ee35d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,43202287082ee35d,start
X-Google-Attributes: gid1115ce,public
From: J.B.W.Webber@ukc.ac.uk (jbww)
Subject: Re: looking for hardcopy.prg for Cad3D.v2
Date: 1996/05/21
Message-ID: <1543@kiwi.ukc.ac.uk>#1/1
X-Deja-AN: 155910719
sender: J.B.W.Webber@ukc.ac.uk
summary: I have Cad3D.v2, my copy of hardcopy.prg is faulty
organization: University of Kent at Canterbury, UK.
reply-to: J.B.W.Webber@ukc.ac.uk (jbww)
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hi, I have a Copy of Tom Hudson's Cad3D.v2 for the Atari
but my copy of hardcopy.prg produces defective Gem files
- the files seem to be truncated, and the metafile extents are
not updated.

The original disk does not boot correctly, and all by backups
have the same problem, so the problem may have existed when
I got the original disk. At the time I used the printer driver,

but now I need Gem files so as I can covnvert to Postscript.

Do you have a version of hardcopy.prg, hardcopy.rsc that uou can
uuencode and send me ? I know this is commercial software, but
harcopy is useless if you don't already have Cad3D.

cheers
     beau webber   jbww@ukc.ac.uk

From 8334194607799486145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee8786d8b8467dfc,start
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: GEM: Dragging things...
Date: 1996/05/21
Message-ID: <4nshjm$93f@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 155938851
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

Hi

I'm currently writing a large GEM based program. One of the things
that I need to do is detect the user clicking and dragging an object.
The object is just a few lines (drawn with the VDI). How do I detect
this with evnt_multi()? I need to be able to distinguish a single
click from a click/drag ...

Oh, I'm writing in C on a Falcon (MultiTOS compatable)...

Cheers

Anthony
(someone with no GEM-docs. Only bits of source, and tutorials...)
--
```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From -8848408695994626000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee8786d8b8467dfc
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: GEM: Dragging things...
Date: 1996/05/22
Message-ID: <832873702_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 156194742
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4nshjm$93f@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>
>Hi
>
>I'm currently writing a large GEM based program. One of the things
>that I need to do is detect the user clicking and dragging an object.
>The object is just a few lines (drawn with the VDI). How do I detect
>this with evnt_multi()? I need to be able to distinguish a single
>click from a click/drag ...
>
>Oh, I'm writing in C on a Falcon (MultiTOS compatable)...

You might like to use/adapt the following for evnt_multi(). Nothing special but it makes it less prone to silly crashes and gives it some reasonable defaults if you fail to set it up.

```
typedef struct     {
int  evm_event;    /* required events */
int  evm_clicks;   /* required number of clicks (usually 1) */
int  evm_button;   /* required button (1==left,2==right) */
int  evm_bstate;   /* required state (0==up,1==down) */
int  evm_m1io; /* 0 == into, 1 == outof, (default into) */
Rect evm_m1;       /* default, all set to 1 */
int  evm_m2io; /* default outof */
Rect evm_m2;       /* default, all set to 1 */
int  *evm_msg;
ulong    evm_time;
int  evm_mousex;
int  evm_mousey;
int  evm_mbutton;
int  evm_kstate;
int  evm_keycode;
int  evm_clicked;
}    EVM;

int
```

```
Evnt_Multi(m,init_flg,msgbuf)
EVM  *m;
bool init_flg;
int  *msgbuf;
{
 if (init_flg)     {
     m->evm_event = MU_MESAG;
     m->evm_clicks = 2;
     m->evm_button = 1;
     m->evm_bstate = 3;
     m->evm_m1io = 0;
     m->evm_m1.x = m->evm_m1.y = m->evm_m1.w = m->evm_m1.h = 1;
     m->evm_m2io = 1;
     m->evm_m2.x = m->evm_m2.y = m->evm_m2.w = m->evm_m2.h = 1;
     m->evm_msg = msgbuf;
     m->evm_time = 0;

     return 0;
 }

 if (m->evm_msg == NULL)    {
     form_alert(1,"[3][Evnt_Multi()|Not initialised][Fatal]");
     return 0;
 }

 return evnt_multi(
         m->evm_event,
         m->evm_clicks, m->evm_button, m->evm_bstate,
         m->evm_m1io, m->evm_m1, m->evm_m2io, m->evm_m2,
         m->evm_msg,
         (uint)(m->evm_time & 0xffff), (uint)(m->evm_time >> 16),
         &m->evm_mousex, &m->evm_mousey, &m->evm_mbutton,
         &m->evm_kstate, &m->evm_keycode,
         &m->evm_clicked
         )
 ;
}

to use simply ...

EVM evm;
int mas[8];

main()
{
 /* initialise */
 Evnt_Multi(&evm,TRUE,msg);

 /* main loop */
 for (;;){
     events = Evnt_Multi(&evm,FALSE);
     if (events & MU_...)   blah.
 }
```

}

In your case you need to be looking for button events so mask in MU_BUTTON events (evm.evm_event |= MU_BUTTON) - the rest of the defaults set above will do the job as they are (and do double clicks - change evm.evm_clicks to 1 if you dont want these). When you get the MU_BUTTON event, evm.evm_mousex and evm.evm_mousey will contain the mouse position when the event occurred, and evm.evm_mbutton holds the button state at that time. evm.evm_kstate is also valid in case you want to make use of shift etc.

At this point you obviously need to ascertain if the mouse was within your "object" and act accordingly. Assuming it is ...

If you were displaying an OBJECT tree things would be a little easier because you could use graf_dragbox(). You could of course generate a dummy OBJECT then call graf_dragbox(). Note that this and other similar aes routines terminate immediately if the left mouse button is not down when they are called.

You may want to drag the object in such a way as the object itself moves rather than having an outline. Try graf_mkstate() which tracks the mouse in real time and blit the object accordingly. As soon as your routine via graf_mkstate() detects the mouse button is up then the object should be dropped.

That's about it without some specifics! :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

From -4726732144778811733
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da28a9d68732ddf1,start
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Question about minix
Date: 1996/05/23
Message-ID: <gigxr01-2305961007260001@47.85.0.99>#1/1
X-Deja-AN: 156276717
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

Hi

Does anybody know why copying folders from one minix partition to another (using 'CP') works differently when the commands are typed individually as opposed to using them in a batch file?

I recently had to copy several folders from one disk to another. I wanted to select the folders to be copied (about 35) from a disk with 90 folders total.

Because the desktop has problems with long filenames, I was resigned to typing CP -dvR (source) (dest) for each folder.

I tried to save time by creating a list of wanted folders & edited this to make a batch file with all of the filenames & parameters. This appeared to run ok, but after it was finished, none of the folders were present on the destination disk.

The destination disk was also full of errors (I used fsck).

When I 'CP'ed all the folders (typed in the names) everything was ok.

Is this a problem with mintshel or is it some problem with Minix.

Maybe the minix daemon was prevented from running by the amount af data being transfered (approx 90 Mbytes).

Also, I use Tapebios (magnetic tape driver) with Gtar (special version of tar which works with Tapebios) to backup files. Using Tapebios, I can do image backups or TAR backups with no problems on TOS partitions (up to 250 Mbyte no problem so far).

I can do image backups on Minix partitions also, but for some reason Gtar crashes when I try to tar more than 50-70 mbytes from a Minix partition.

I have an idea that MiNT is causing the crash, I am using freeMiNT 112.5. It also crashed under older MiNT versions.

Anybody seen this before.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From 5692129212880801891
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9100a9b05710c3b,start
X-Google-Attributes: gid1115ce,public
From: Nelson <menfond@hk.super.net>
Subject: pacman copyright

Date: 1996/05/23
Message-ID: <31A50949.6C5E@hk.super.net>#1/1
X-Deja-AN: 156288176
content-type: text/plain; charset=us-ascii
organization: Hong Kong SuperNET
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (Win95; I; 16bit)

Hi, I have been surfing on the net for this question for a long time.
Who is the author and copyright owner of the orginal pacman? I need
to contact him/her. Does anybody know his/her address, phone number,
email address, or fax?

Please help me.

Victor
Menfond Electronic Art

From 7624879561718940275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,563d7e909ee08f88,start
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)
Subject: "new" TOS developments online reference?
Date: 1996/05/23
Message-ID: <1996May23.142958.46522@yogi.urz.unibas.ch>#1/1
X-Deja-AN: 156310952
organization: University of Basel, Switzerland
newsgroups: comp.sys.atari.programmer

Hi all,
I would like to know, if there is online documentation available about changes
to TOS since TOS 1.4 inclusive Multi GEM/TOS etc.
I need this, because I've only got a very old "Atari-ST Profibuch"
as a reference and I want my Application also to run on TT's or MacigMac or
Multi GEM/TOS.

thanx Simi

From -1046184386289623042
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 1115ce,29dc3b7cc5034d2e,start
X-Google-Attributes: gid1115ce,public
From: Marcel Donges <donges@informatik.tu-muenchen.de>
Subject: SUCHE PURE C
Date: 1996/05/23

Message-ID: <31A44D23.62C6@informatik.tu-muenchen.de>#1/1
X-Deja-AN: 156366266
distribution: world
content-type: text/plain; charset=us-ascii
organization: Munich University of Technology
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; HP-UX A.09.01 9000/720)

Hi

Ich suche eine Vollversion von ASH Pure C. Moeglichst "latest versin"
mit MiNT
Libarys.

Biete 50 DM ...

Bitte Mail an mich ...

```
+---------------+-------------------------------------------------------------+
|               |   Marcel Donges             <><
|
|      <><      |   Veit-Stoss-Str 34
|
|               |   82256 Fuerstenfeldbruck
|
| Geheimzeichen |   Tel.: 08141 / 44818       von 18:00 bis 20:00 Uhr
|
|    Fisch      |   E-Mail: donges@informatik.tu-muenchen.de
|
+---------------+-------------------------------------------------------------+
```

From 6120108315590632302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,563d7e909ee08f88
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: "new" TOS developments online reference?
Date: 1996/05/23
Message-ID: <832967012_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 156385977
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <1996May23.142958.46522@yogi.urz.unibas.ch>
eglis@ubaclu.unibas.ch (Simon Egli) said:-

>Hi all,
>I would like to know, if there is online documentation available about changes
>to TOS since TOS 1.4 inclusive Multi GEM/TOS etc.
>I need this, because I've only got a very old "Atari-ST Profibuch"
>as a reference and I want my Application also to run on TT's or MacigMac or
>Multi GEM/TOS.

I think MagiC docs can be obtained from one of the german ftp sites
though I don't know where. The Compendium would be a good source for
modern documentation - it is also available on cdrom now as well.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 1570439220725964211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9100a9b05710c3b
X-Google-Attributes: gid1115ce,public
From: Marcel Schoen <Marcel.Schoen@village.ch>
Subject: Re: pacman copyright
Date: 1996/05/23
Message-ID: <31A4BD34.5C35@village.ch>#1/1
X-Deja-AN: 156485565
references: <31A50949.6C5E@hk.super.net>
content-type: text/plain; charset=us-ascii
organization: EUnet AG
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01Gold (Win95; I)

> Hi, I have been surfing on the net for this question for a long time.
> Who is the author and copyright owner of the orginal pacman? I need
> to contact him/her. Does anybody know his/her address, phone number,
> email address, or fax?

I believe Pacman was invented by the japanese company Namco first for
the arcades and later licensed by Atari for the VCS console.
So you will have to ask Namco about it... they should be on the web
somewhere.

Bye,

--

Marcel Schoen
Internet: Marcel.Schoen@village.ch
CompuServe: 100443,760

From -5485874970387467201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9100a9b05710c3b
X-Google-Attributes: gid1115ce,public
From: josk@stud.unit.no (Jo Even Skarstein)
Subject: Re: pacman copyright
Date: 1996/05/24
Message-ID: <4o3l2a$c80@due.unit.no>#1/1
X-Deja-AN: 156453977
references: <31A50949.6C5E@hk.super.net>
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

Nelson (menfond@hk.super.net) wrote:
: Hi, I have been surfing on the net for this question for a long time.
: Who is the author and copyright owner of the orginal pacman? I need
: to contact him/her. Does anybody know his/her address, phone number,
: email address, or fax?

I'm not sure, probably Atari Games/Tengen/Warner.

--

Jo Even Skarstein
josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

From 4185275266658046017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee8786d8b8467dfc
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: GEM: Dragging things...
Date: 1996/05/24
Message-ID: <4o3kud$2sa@inca01.inca.co.nz>#1/1
X-Deja-AN: 156453978
references: <4nshjm$93f@m1.cs.man.ac.uk>
organization: INCA
newsgroups: comp.sys.atari.programmer

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
> I'm currently writing a large GEM based program. One of the things
> that I need to do is detect the user clicking and dragging an object.
> The object is just a few lines (drawn with the VDI). How do I detect
> this with evnt_multi()? I need to be able to distinguish a single
> click from a click/drag ...

> Oh, I'm writing in C on a Falcon (MultiTOS compatable)...

haven't written draggable-item code in yonks, but here is a sample
algorithm that should work:

```
Call event_multi
  if event is a click  (MU_BUTTON)
    if button is still down (vq_mouse)
      change mouse to "drag" shape (graf_mouse)
      wait for mouse button to be released (vq_mouse)
      do appropriate "item has been dragged" processing
      show "on-screen item has been dragged"
      change mouse back to arrow (graf_mouse)
    end if
  end if
rest of processing ...
```

--

Quote For The Month:

"[Computer Advocacy groups] are intended to be a place where people can
argue... in an intelligent manner"

From 5505886080260853822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9100a9b05710c3b
X-Google-Attributes: gid1115ce,public
From: Evan Samuel <esamuel@iamerica.net>
Subject: RE: pacman copyright
Date: 1996/05/24
Message-ID: <01bb4945.9536fac0$4cfdadcd@esamuel.iamerica.net>#1/1
X-Deja-AN: 156477429
references: <31A50949.6C5E@hk.super.net>
organization: LDS i-America
newsgroups: comp.sys.atari.programmer

Pacman was first introduced by ATARI corporations game division.
Warner Brothers owned Atari at that time, and still owns the Atari
game division and all rights to the Pacman game.

The original game was the coin arcade machine (around 1979). Later,
Atari's computer

division sold the home version (around 1982). This was before the sale to
of
Atari computer division to Jack Trameil, who was CEO of Commodore
computers.

Hope this helps
Evan

On Thursday, May 23, 1996, Nelson wrote...
> Hi, I have been surfing on the net for this question for a long time.
> Who is the author and copyright owner of the orginal pacman? I need
> to contact him/her. Does anybody know his/her address, phone number,
> email address, or fax?
>
> Please help me.
>
> Victor
> Menfond Electronic Art
>

From -8114073235661153279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee8786d8b8467dfc
X-Google-Attributes: gid1115ce,public
From: vegard@interlink.no (Vegard Hofsoy)
Subject: Re: GEM: Dragging things...
Date: 1996/05/24
Message-ID: <vegard-2405962156340001@trh-ppp27.interlink.no>#1/1
X-Deja-AN: 156581469
references: <4nshjm$93f@m1.cs.man.ac.uk> <4o3kud$2sa@inca01.inca.co.nz>
organization: Mediadrom AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

In article <4o3kud$2sa@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven
Miller) wrote:

> Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
> > I'm currently writing a large GEM based program. One of the things
> > that I need to do is detect the user clicking and dragging an object.
> > The object is just a few lines (drawn with the VDI). How do I detect
> > this with evnt_multi()? I need to be able to distinguish a single
> > click from a click/drag ...
>
> > Oh, I'm writing in C on a Falcon (MultiTOS compatable)...
>
> haven't written draggable-item code in yonks, but here is a sample
> algorithm that should work:
>
> Call event_multi

```
>   if event is a click  (MU_BUTTON)
>     if button is still down (vq_mouse)
                               ^^^^^^^^^^^
```

Is it really a good idea to mix AES & VDI calls like this? You could use graf_mkstate(), or even another evnt_multi() (with a short timer) instead...

```
>       change mouse to "drag" shape (graf_mouse)
>       wait for mouse button to be released (vq_mouse)
                                             ^^^^^^^^^^^
```

See above...

```
>       do appropriate "item has been dragged" processing
>       show "on-screen item has been dragged"
>       change mouse back to arrow (graf_mouse)
>     end if
>   end if
> rest of processing ...
```

Also, a wind_update() would also be a good idea.

Vegard Hofsoy

From -7734359919837389195
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,43202287082ee35d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,43202287082ee35d
X-Google-Attributes: gid1115ce,public

From: J.B.W.Webber@ukc.ac.uk (jbww)
Subject: Re: looking for hardcopy.prg for Cad3D.v2 - thanks + file format ??

Date: 1996/05/24
Message-ID: <1547@kiwi.ukc.ac.uk>#1/1
X-Deja-AN: 156592501
sender: J.B.W.Webber@ukc.ac.uk
references: <1543@kiwi.ukc.ac.uk>
organization: University of Kent at Canterbury, UK.
reply-to: J.B.W.Webber@ukc.ac.uk (jbww)
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

In article <1543@kiwi.ukc.ac.uk> J.B.W.Webber@ukc.ac.uk (jbww) writes:
>Hi, I have a Copy of Tom Hudson's Cad3D.v2 for the Atari
>but my copy of hardcopy.prg produces defective Gem files
>- the files seem to be truncated, and the metafile extents are
>not updated.
>
...
>
>Do you have a version of hardcopy.prg, hardcopy.rsc that uou can
...

Thanks for the offers of Hardcopy; I now have one that works better than
mine, though it still does not write in the Metafile extents.

When I put these in by hand, Timeworks publisher V2 is happy with the Gem files
and I can produce postscript from Timeworks - small thing print fine
large things take forever to print, though Ghostscript is quite quick
to produce images, even on the ST.

mfps still won't accept the Gem files - it starts to produce a
postscript file from the Gem, then crashes.

So, my next question is " does any one know the file formats for :

Cad3D.v2 .3d2 files,
Cad3d.v2 .SIF (sequential image) files
GEM header (first 20 or so integers)

In the Gem header I have deduced that integers [5,6,7,8]
(counting from 1) are the Metafile lower,upper limits.

For the output of Hardcopy I set (16 bit integers)[7,8] to be 20479 32767.
(or in bytes : [13 to 16] set to be 255 79 255 127).

This nicely fills the box in Timeworks when loading the image.

Thanks for the (4) offers,

cheers
     beau webber

From -6707081164587833118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee8786d8b8467dfc
X-Google-Attributes: gid1115ce,public
From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
Subject: Re: GEM: Dragging things...
Date: 1996/05/24
Message-ID: <GEYWEDUQUp@tos.ak.planet.gen.nz>#1/1
X-Deja-AN: 156683469
references: <4nshjm$93f@m1.cs.man.ac.uk>
content-length: 842
content-type: text/plain; charset=ISO-8859-1
organization: Tariland Computer Club, Auckland, New Zealand
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: UPoint 'light' (24. Jul. '94)

In <4nshjm$93f@m1.cs.man.ac.uk> Anthony Jacques wrote :

>
>Hi
>
>I'm currently writing a large GEM based program. One of the things
>that I need to do is detect the user clicking and dragging an object.
>The object is just a few lines (drawn with the VDI). How do I detect
>this with evnt_multi()? I need to be able to distinguish a single
>click from a click/drag ...
>
>Oh, I'm writing in C on a Falcon (MultiTOS compatable)...

Just check if the button is still down after evnt_multi returns.
If it is, then you know the user is still holding the button down, and
therefore dragging.

--
+---+
| Mario Becroft <mbecroft@tos.ak.planet.gen.nz> |
| Tariland Computer Club, Auckland, New Zealand |
| *** Please note new email address. *** |
+---+

From 6872780546108395537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a193c1421a48d1a6,start
X-Google-Attributes: gid1115ce,public
From: grimus@cix.compulink.co.uk ("Mike Thompson")
Subject: GEM Libraries for the PC
Date: 1996/05/25
Message-ID: <DryB8q.ECz@cix.compulink.co.uk>#1/1
X-Deja-AN: 156670669
organization: Compulink Information eXchange
x-news-software: Ameol
newsgroups: comp.sys.atari.programmer

After 9 years ownership of an ST at last I am trying to write a
GEM application in C. Now all this effort would make more sense
if I could convert GEM applications I write to the PC. But I have
been unable to find ANY mention of GEM in any of the PC archives
I have searched.

What I am looking for is a PD GEM library for the PC. Can anyone help
please, I would be willing to buy a commercial version if someone
has one for sale.

It's a pity Digital Research did so little with GEM, it had the main
features of Windows without the 'bloat'. Windows 95 has just got the
grow-boxes and folders of GEM some 10 years late. How did DR
manage not to make a success of it ? :-(

Thanks
Mike

From 2206777857150251149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f26e66d574acf0e8,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f26e66d574acf0e8,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f26e66d574acf0e8,start
X-Google-Attributes: gid109a67,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: Interface/Mydials
Date: 1996/05/25
Message-ID: <6568950_000001_OASIS_NEWS@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 156690763
x-nntp-posting-host: yeadontt.demon.co.uk
organization: Diamond Soft
reply-to: phil@yeadontt.demon.co.uk (Phil Yeadon)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I am trying yo get in touch with Olaf Meisiek the author of the excellent resource editor Interface.

I am using the Mydials resource extension routines in OASIS 2 and can't use the 3D options because the GFA Basic version of the Mydials software was compiled in such a way that I can't send the 3D on/off flag when Mydials is initialised.

If yopu are reading this Olaf, or someone knows how I can get in contact with him PLEASE e-mail me.

Thanks in advance.

--

==========

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==========   Phil Yeadon ====== phil@yeadontt.demon.co.uk   ==========

From -1768221426172679745
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,563d7e909ee08f88
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: "new" TOS developments online reference?
Date: 1996/05/25
Message-ID: <4o7avv$fa5@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 156711554
distribution: g
references: <1996May23.142958.46522@yogi.urz.unibas.ch>
organization: University of Sussex
newsgroups: comp.sys.atari.programmer

Simon Egli (eglis@ubaclu.unibas.ch) wrote:
: Hi all,
: I would like to know, if there is online documentation available about changes
: to TOS since TOS 1.4 inclusive Multi GEM/TOS etc.
: I need this, because I've only got a very old "Atari-ST Profibuch"
: as a reference and I want my Application also to run on TT's or MacigMac or
: Multi GEM/TOS.

I'm not sure about on-line documentation, but you might like to consider the
book "The Atari Compendium". It's about 40 pounds sterling available from
HiSoft (and loads of otherp laces I'm sure). It's very complete, covering
MiNT, MultiTOS, etc all the way up to TOS 5 (although I haven't found any
system calls etc that are TOS 5 only...)

Cheers,

James Cox

From -8286002975362439030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,cd8c584bc7e80f6d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,cd8c584bc7e80f6d,start
X-Google-Attributes: gid1115ce,public
From: lpursell@bright.net (Lonny Pursell)
Subject: For sale: Lattice 'C' 5.6
Date: 1996/05/25
Message-ID: <833143968_OASIS_@bright.net>#1/1

X-Deja-AN: 156758506
organisation: ENCOM
organization: BrightNet Ohio
reply-to: lpursell@bright.net
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I have a complete Lattice 'C' 5.6 package I no longer need.
No reasonable offer will be refused.

US residents only please

Thanks.
--

```
+-------------------------------------------------------------------+
| Atari Computer User: Lonny Pursell     E-Mail: lpursell@bright.net |
|-------------------------------------------------------------------|
| If you understand or if you don't, If you believe or if you doubt, |
| There's a universal justice, And the eyes of truth,                |
| Are always watching you.           ENIGMA 2 - The CROSS Of Changes |
+-------------------------------------------------------------------+
```

From -1990243423961620463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9100a9b05710c3b
X-Google-Attributes: gid1115ce,public
From: diehl@io.org (Eric March)
Subject: Re: pacman copyright
Date: 1996/05/26
Message-ID: <4o8s0m$h0v@news1.io.org>#1/1
X-Deja-AN: 156786636
references: <31A50949.6C5E@hk.super.net> <4o3l2a$c80@due.unit.no>
organization: Internex Online (shell.io.org), Toronto, Ontario, Canada
newsgroups: comp.sys.atari.programmer

Jo Even Skarstein (josk@stud.unit.no) wrote:
: Nelson (menfond@hk.super.net) wrote:
: : Hi, I have been surfing on the net for this question for a long time.
: : Who is the author and copyright owner of the orginal pacman? I need
: : to contact him/her. Does anybody know his/her address, phone number,
: : email address, or fax?

: I'm not sure, probably Atari Games/Tengen/Warner.

Atari Games, now owned by WMS Industries (Williams) hold the rights to
home versions of the game from what I understand. Originally however, Pac
Man was released by Bally/Midway.

: --

: Jo Even Skarstein
: josk@stud.unit.no
: URL: http://www.stud.unit.no/~josk/

--
dMMMMMP dMMMMb dMMMMP <{[T]}> "The most incomprehensible talk comes from
 dMP   dMP dMP dMP   <{[O]}> people who have no other use for language
dMP   dMMMMMP dMMMMP   <{[C]}>   but to make themselves understood."
        Eric March @ TOC/Current Notes: http://www.io.org/~diehl

From 459732074460992672
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 110df7,90f0d7b568bbbd3c,start
X-Google-Attributes: gid110df7,public
X-Google-Thread: 103124,90f0d7b568bbbd3c,start
X-Google-Attributes: gid103124,public
X-Google-Thread: f5ddf,90f0d7b568bbbd3c,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,90f0d7b568bbbd3c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105753,90f0d7b568bbbd3c,start
X-Google-Attributes: gid105753,public
X-Google-Thread: f8760,90f0d7b568bbbd3c,start
X-Google-Attributes: gidf8760,public
From: cp32207@pinus.cc.etf.hr (christian pluym)
Subject: ASM multiplication subroutine
Date: 1996/05/26
Message-ID: <4o9cgq$79k@bagan.srce.hr>#1/1
X-Deja-AN: 156805551
distribution: world
content-type: text/plain; charset=US-ASCII
organization: Zagreb University, CROATIA
mime-version: 1.0
newsgroups:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.progr
ammer,comp.sys.apple2.programmer

Hi!
I need a assembler source for multiplying two 8 bit unsigned
numbers on a 6800 motorola, but any source for any 8-bit
processor would help. It has to work by shifting and adding,
not simply by adding. The result should be a 16-bit unsigned.
Tnx in advance,
Christian

From -4793200058279928926
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,563d7e909ee08f88
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: "new" TOS developments online reference?
Date: 1996/05/26
Message-ID: <GE1GEIAUUP@data.rhein-main.de>#1/1
X-Deja-AN: 156838699
references: <1996May23.142958.46522@yogi.urz.unibas.ch>
content-length: 752
content-type: text/plain; charset=ISO-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <1996May23.142958.46522@yogi.urz.unibas.ch> Simon Egli wrote:

>to TOS since TOS 1.4 inclusive Multi GEM/TOS etc.
>I need this, because I've only got a very old "Atari-ST Profibuch"

Buy a Compendium CD-ROM .. ;)
(www.toad.net)

>as a reference and I want my Application also to run on TT's or MacigMac or

Besorg' Dir doch das Atari Compendium als CD-ROM.
F⍰r MagiCMac ect. gibt es doch Hypertexte..

Regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITFo3o =-
Robert Schaffner@OF2.maus.de Fo3o-52oST-Jaguar Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

From -7523483636362827085
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d9100a9b05710c3b
X-Google-Attributes: gid1115ce,public
From: nat@zumdick.rhein-main.de (Nat!)
Subject: Re: pacman copyright
Date: 1996/05/26
Message-ID: <Ds0roA.At@zumdick.rhein-main.de>#1/1
X-Deja-AN: 156847575

references: <31A50949.6C5E@hk.super.net>
<01bb4945.9536fac0$4cfdadcd@esamuel.iamerica.net>
organization: Mulle KybernetiK
newsgroups: comp.sys.atari.programmer

Evan Samuel (esamuel@iamerica.net) wrote:
: Pacman was first introduced by ATARI corporations game division.
: Warner Brothers owned Atari at that time, and still owns the Atari
: game division and all rights to the Pacman game.

AFAIK Namco are the "owners" of Pacman.

Nat!
--

Bang that bit that doesn't bang!

From -7515048995600775778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae886818bf943131,start
X-Google-Attributes: gid1115ce,public
From: zan660@aol.com (Zan660)
Subject: How to write MagiCMac compatible apps?
Date: 1996/05/26
Message-ID: <4ob6dj$11n@newsbf02.news.aol.com>#1/1
X-Deja-AN: 156901985
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)
reply-to: zan660@aol.com (Zan660)
newsgroups: comp.sys.atari.programmer

I am a MagiCMac user, I would like to write some software for MagiCmac
which works! Where can I get some info, ie books, etc?

Email me,
Zan

From -6978769355249506305
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee8786d8b8467dfc
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: GEM: Dragging things...
Date: 1996/05/27
Message-ID: <4oc5nk$2nn@inca01.inca.co.nz>#1/1
X-Deja-AN: 156955974
references: <4nshjm$93f@m1.cs.man.ac.uk> <4o3kud$2sa@inca01.inca.co.nz>

<vegard-2405962156340001@trh-ppp27.interlink.no>
organization: INCA
newsgroups: comp.sys.atari.programmer

Vegard Hofsoy (vegard@interlink.no) wrote:
> gmiller@inca.co.nz (Gaven Miller) wrote:
> > Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
> > > I'm currently writing a large GEM based program. One of the things
> > > that I need to do is detect the user clicking and dragging an object.
> > > The object is just a few lines (drawn with the VDI). How do I detect
> > > this with evnt_multi()? I need to be able to distinguish a single
> > > click from a click/drag ...
> >
> > > Oh, I'm writing in C on a Falcon (MultiTOS compatable)...
> >
> > haven't written draggable-item code in yonks, but here is a sample
> > algorithm that should work:
> >
> > Call event_multi
> >   if event is a click (MU_BUTTON)
> >   if button is still down (vq_mouse)
> >   ^^^^^^^^^^^
> Is it really a good idea to mix AES & VDI calls like this? You could use
> graf_mkstate(), or even another evnt_multi() (with a short timer)
> instead...

I'd shy away from the evnt library funcs, as they can cause a task switch to occur. But in my experience, the time it takes from evnt_multi returning, through to the above vq_mouse call is generally long enough so that if the user has moved the mouse, or released the button, it'd be apparent from the vq_mouse call.

To get the system VDI handle, one could call graf_handle early on, and use it with vq_mouse and so forth.

If one needs to alter any system VDI attributes, one can always use vq_extnd, change the attrib using vs?_xxxx, then do whatever, and restore using vs?_xxxx.

> >   change mouse to "drag" shape (graf_mouse)
> >   wait for mouse button to be released (vq_mouse)
> >   ^^^^^^^^^^^
> See above...

> >   do appropriate "item has been dragged" processing
> >   show "on-screen item has been dragged"
> >   change mouse back to arrow (graf_mouse)
> >   end if
> >   end if
> > rest of processing ...

> Also, a wind_update() would also be a good idea.

True. Most of my code has been dialogs in windows and so forth, so the windowing library I wrote aeons ago has been used - it already did wind_update and mouse positioning code etc. It's not bulletproof (nothing is, despite what the marketeers say), but it works, and I haven't had a "it killed my data" support call yet that could be traced to it.

(In my library, each window got a separate VDI handle of it's own as well, so I used that in the above algorithm).

--

Quote For The Month:

"[Computer Advocacy groups] are intended to be a place where people can argue... in an intelligent manner"

From 7046993142788116121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90f0d7b568bbbd3c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 103124,90f0d7b568bbbd3c
X-Google-Attributes: gid103124,public
X-Google-Thread: f5ddf,90f0d7b568bbbd3c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 110df7,90f0d7b568bbbd3c
X-Google-Attributes: gid110df7,public
X-Google-Thread: f8760,90f0d7b568bbbd3c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 105753,90f0d7b568bbbd3c
X-Google-Attributes: gid105753,public
From: dbryant@netcom.com (David K. Bryant)
Subject: Re: ASM multiplication subroutine
Date: 1996/05/27
Message-ID: <dbryantDs1r97.GGJ@netcom.com>#1/1
X-Deja-AN: 157032476
sender: dbryant@netcom10.netcom.com
references: <4o9cgq$79k@bagan.srce.hr>
organization: NETCOM On-line Communication Services (408 261-4700 guest)
newsgroups:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.progr
ammer,comp.sys.apple2.programmer

cp32207@pinus.cc.etf.hr (christian pluym) writes:

> I need a assembler source for multiplying two 8 bit unsigned
> numbers on a 6800 motorola, but any source for any 8-bit
> processor would help. It has to work by shifting and adding,
> not simply by adding. The result should be a 16-bit unsigned.

FTP from 6800 User Group library at Motorola: freeware.aus.sps.mot.com

From 218082810270371098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48e8ad01f98098b5,start
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: JAVA ?
Date: 1996/05/27
Message-ID: <4oddr8$n4n@neon.airtime.co.uk>#1/1
X-Deja-AN: 157050378
organization: STOSSER Software
newsgroups: comp.sys.atari.programmer

Hi Peeps :)

Does anyone have any information regarding java, rather then send me to a web page, can anyone give me a quick easy to follow rundown on what it actualy is, and any realtive atari software?

Is html authoring classed as programming?

There are html newsgroups, but making html pasges for an ATARI browser is a little different :), would this be the place to discuss it? that's presuming we feel it comes under "programming" ???

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) Programming on the ATARI ST
stosser@airtime.co.uk irc #ATARI <stosser>
http://www.airtime.co.uk/users/stosser

From 8762191520834070366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48e8ad01f98098b5
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: RE: JAVA ?
Date: 1996/05/28
Message-ID: <Pine.SOL.3.91.960528134936.7244A-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 157092335
organization: University of Canberra, Australia
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

stosser@airtime.co.uk (Tony Greenwood) wrote

> Does anyone have any information regarding java, rather then send me
> to a web page, can anyone give me a quick easy to follow rundown on
> what it actualy is, and any realtive atari software?

JAVA is a programming language that feels a bit like C.
It is primarily used for writing scripts into HTML code, but compilers
for it are appearing on the PC...

As yet, I do not know of any compilers available for the atari, or any
atari-browser that supports JAVA code.

Seeya,


```
   __
  (  )   /                        .----------------------------------------.
    /   /  ' __  ,_  ,_   ' _     | u943409@student.canberra.edu.au |  |||  |
   (___/_,(_(_(_/ (_/ (_,(_/_)    |  tp943409@ise.canberra.edu.au   | / | \ |
  _.- /                           | Nuclear waste fades your genes! | F'030 |
 (__./                            `----------------------------------------'
```
URL --> http://student.canberra.edu.au/~u943409/

From -3072357007717875421
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20a12ef9c1ebe7d8,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: TOS 5 (was "new" TOS developments)
Date: 1996/05/28
Message-ID: <4oe836$eim@inca01.inca.co.nz>#1/1
X-Deja-AN: 157108551
organization: INCA
newsgroups: comp.sys.atari.programmer

James Cox (jamesco@cogs.susx.ac.uk) wrote:
> I'm not sure about on-line documentation, but you might like to consider
> the book "The Atari Compendium". It's very complete, covering MiNT,
> MultiTOS, etc all the way up to TOS 5 (although I haven't found any
> system calls etc that are TOS 5 only...)

All one can assume is that "TOS 5" is essentially MultiTOS with AES 4.1.
Nothing newer than AES 4.1 seems to appear in the book.

I haven't seen any refs in the 1000-odd page Compendium (April 1994 ed.)

to TOS 5.0 explicitly

--

Quote For The Month:

"[Computer Advocacy groups] are intended to be a place where people can argue... in an intelligent manner"

From -7999672575441193833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59cae38796aeb895,start
X-Google-Attributes: gid1115ce,public
From: Christoph Aschwanden <caschwan@stud.ee.ethz.ch>
Subject: Gnu C
Date: 1996/05/28
Message-ID: <31AAE3E9.256C@stud.ee.ethz.ch>#1/1
X-Deja-AN: 157135020
cc: caschwan@stud.ee.ethz.ch
content-type: text/plain; charset=us-ascii
organization: Swiss Federal Institute of Technology (ETHZ)
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.02 (X11; I; SunOS 5.4 sun4m)

I want to make a program in Gnu C/C++ on my Atari, which I can later port easy to other operating systems. Can anybody tell me where I can find documentation and sourcecodes of graphic function like finding screen adress, screen size, draw lines, put boxes, make windows.
I have termcap and curses docs, but I must admit it looks a bit strange for me!

E-mail to caschwan@stud.ee.ethz.ch, I don't have much time to look on the newsgroups.

From 8589945819967292949
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d67af8d44b1dee34,start
X-Google-Attributes: gid1115ce,public
From: Fredrik Axtelius <frax@publ.ica.se>
Subject: Lynx programming
Date: 1996/05/28
Message-ID: <31AB2243.44AC@publ.ica.se>#1/1
X-Deja-AN: 157159308
content-type: text/plain; charset=us-ascii
organization: None
mime-version: 1.0
reply-to: frax@publ.ica.se

newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (Macintosh; I; PPC)

Desperarly seeking Lynx programming info..
Can anyone help me??

I have successfully coded other Game consoles and would
like to code a Lynx emulator..

-->Fredrik Axtelius

From -8859055008207104030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,90f0d7b568bbbd3c
X-Google-Attributes: gidf8760,public
X-Google-Thread: 110df7,90f0d7b568bbbd3c
X-Google-Attributes: gid110df7,public
X-Google-Thread: f5ddf,90f0d7b568bbbd3c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,90f0d7b568bbbd3c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 103124,90f0d7b568bbbd3c
X-Google-Attributes: gid103124,public
X-Google-Thread: 105753,90f0d7b568bbbd3c
X-Google-Attributes: gid105753,public
From: alstrup@diku.dk (Asger K. Alstrup Nielsen)
Subject: Re: ASM multiplication subroutine
Date: 1996/05/28
Message-ID: <4odhtg$6ri@vidar.diku.dk>#1/1
X-Deja-AN: 157197718
sender: alstrup@embla.diku.dk
references: <4o9cgq$79k@bagan.srce.hr>
organization: Department of Computer Science, U of Copenhagen
newsgroups:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.progr
ammer,comp.sys.apple2.programmer

cp32207@pinus.cc.etf.hr (christian pluym) writes:

>   Hi!
>   I need a assembler source for multiplying two 8 bit unsigned
>   numbers on a 6800 motorola, but any source for any 8-bit
>   processor would help. It has to work by shifting and adding,
>   not simply by adding. The result should be a 16-bit unsigned.
>   Tnx in advance,
>   Christian

This sounds a lot like a job you have to do for school. I'll hint
you. This is ANSI C-code for a shift+add multiplication:

```
int mul(int x, int y)
{
     int i, res;   /* Reserve two variables */

     res = 0;  /* Temporary result */
     for (i=0; i<8; i++) {  /* Loop 8 times */
          if (x & 128)  /* Is bit 7 set? */
               res = res + y;     /* Yep, add */
          res = res << 1;        /* Shift left (multiply by 2) */
          x = x << 1;   /* Shift left */
     }

     return res;   /* Here we have the result */
}
```

What remains is to convert this to assembly, and if you know anything about that, it should be easy.

If you want the routine because you need a fast multiply, I can only recommend doing a tablebased implementation. Some base themselves on the fact that log(a*b)=log(a)+log(b), while others split the operands into chunks of say 4 bits to reduce the size of the table.

Greets,

Asger Alstrup

From 2990883431950963934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59cae38796aeb895
X-Google-Attributes: gid1115ce,public
From: "Jens M. Felderhoff" <jmf@informatik.uni-koblenz.de>
Subject: Re: Gnu C
Date: 1996/05/29
Message-ID: <31AC4D0B.F3@informatik.uni-koblenz.de>#1/1
X-Deja-AN: 157350419
references: <31AAE3E9.256C@stud.ee.ethz.ch>
to: Christoph Aschwanden <caschwan@stud.ee.ethz.ch>
content-type: text/plain; charset=us-ascii
organization: Universit[illegible]t Koblenz
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (WinNT; I)

Christoph Aschwanden wrote:
>
> I want to make a program in Gnu C/C++ on my Atari, which I can later
> port easy to other operating systems. Can anybody tell me where I can
> find documentation and sourcecodes of graphic function like finding

> screen adress, screen size, draw lines, put boxes, make windows.

The latter functions are _very_ machine dependent so it would be wise to group them into modules. For each machine you want to support, you need a new implementation of the module. The header file, however, should be the same for all machine dependent modules.

I programmed a graphics device interface (GDI) some years ago, which was solely responsible for the screen memory access. Thus toggling pixels on and off, querying pixels, etc., was managed by the machine-dependent GDI, while the drawing stuff (Bresenham lines/circles, Beziers) was left to machine-independent modules.

I'll have a look into my dusted disk boxes and see if I can recover the stuff for you.

> I have termcap and curses docs, but I must admit it looks a bit strange
> for me!

Termcap and curses are OK for character-oriented I/O; from the above I gather that you want to program pixel-based applications.

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> the newsgroups.

From 8146251115982424294
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59cae38796aeb895
X-Google-Attributes: gid1115ce,public
From: "Jens M. Felderhoff" <jmf@informatik.uni-koblenz.de>
Subject: Re: Gnu C
Date: 1996/05/29
Message-ID: <31AC4D30.4D@informatik.uni-koblenz.de>#1/1
X-Deja-AN: 157350434
references: <31AAE3E9.256C@stud.ee.ethz.ch>
to: Christoph Aschwanden <caschwan@stud.ee.ethz.ch>
content-type: text/plain; charset=us-ascii
organization: Universit?t Koblenz
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (WinNT; I)

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> the newsgroups.

From -5033815188880483005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8064765665a1423
X-Google-Attributes: gid1115ce,public
From: Claus Brod <claus_brod@bbn.hp.com>
Subject: Re: evnt_multi to get left & right button clicks-
Date: 1996/05/29
Message-ID: <31AC7F4A.4964@bbn.hp.com>#1/1
X-Deja-AN: 157381782
references: <GEPUFAUSUp@tos.ak.planet.gen.nz> <4ncjk6$f1f@lyra.csx.cam.ac.uk>
<GESOCGVJUp@tos.ak.planet.gen.nz>
content-type: text/plain; charset=us-ascii
organization: Hewlett-Packard GmbH
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b3 (X11; I; HP-UX A.09.07 9000/770)

Mario Becroft wrote:
> >The explanation in the compendium was dreadfully unclear, even worse than
> >the Genie posting by someone in atari developer support that I assume it
> >was based on.
>
> I could never have worked that out by reading the compendium!
>
> So, I pass 0x103 for mask and 0 for state, I will try this out.
>
> Also, does this work on all AES versions or only newer ones? If so, how new?

It works on all AES versions I'm aware of (all TOS versions, MagiC, MultiTOS).

--claus_brod@bbn.hp.com----------
  Claus Brod, MDD, HP Boeblingen   Have you hugged your manager today?
--#include <std_disclaimer>---------http://hpbmdd28.bbn.hp.com/~clausb --
   Explicit permission required for distribution in Microsoft Network.

From -3091385708478149952
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b8704202b612b2c,start
X-Google-Attributes: gid1115ce,public
From: prajoux@chnou.laas.fr (Roland Prajoux,94,6344)
Subject: Problem with SpeedoGDOS
Date: 1996/05/29
Message-ID: <4oi1pq$8h6@laas.laas.fr>#1/1
X-Deja-AN: 157406001
distribution: world
organization: LAAS-CNRS, Toulouse (France)
reply-to: prajoux@chnou.laas.fr
newsgroups: comp.sys.atari.programmer

I have just acquired and installed SpeedoGDOS 5.0c and I am trying to write a few small programs using it.
I am in trouble outputting to my Epson Stylus 820, for which I use a Speedo driver that Epson France is providing. The problem is as follows:
 - I open correctly a printer workstation (returned parameters are OK).
 - I load the fonts.
 - I obtain the correct index 5043 for the font American Garamond (for example).
 - Then, vst_font() refuses to select this font, returning a value of 32760.
 - Of course no text output can be obtained after that.

Can anybody help me trace the problem? Thanks.

Roland Prajoux

PS: the same program works perfectly when outputting to the screen.

From -2690782576258126533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,43202287082ee35d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,43202287082ee35d
X-Google-Attributes: gid1115ce,public

From: J.B.W.Webber@ukc.ac.uk (jbww)
Subject: Re: Cad3D - gem2ps converter
Date: 1996/05/29
Message-ID: <1555@kiwi.ukc.ac.uk>#1/1
X-Deja-AN: 157406002
sender: J.B.W.Webber@ukc.ac.uk
references: <1543@kiwi.ukc.ac.uk>
organization: University of Kent at Canterbury, UK.
reply-to: J.B.W.Webber@ukc.ac.uk (jbww)
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

If any one is interested, I have written a program to generate
postscript from the Gem files produced by hardcopy.prg for Cad3D
sequential image files.

You see the problem was that hardcopy produces shading by defining
a new fill pattern for each polygon - Ghostscript previews this
no problem - just a few minutes on the ST even for a 40KByte Gem file,
but an Apple Laserwriter was spending hours to produce a picture.

I have written a short Apl program that reads the Gem file and produces
a postscript file that uses greyscale half toning (it just counts the
dots in the fill pattern). The same picture prints in 30 seconds.

If you have an interest in the program, I will translate it to C.

cheers,
     beau webber

From 186008858856517018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 103124,90f0d7b568bbbd3c
X-Google-Attributes: gid103124,public
X-Google-Thread: 110df7,90f0d7b568bbbd3c
X-Google-Attributes: gid110df7,public
X-Google-Thread: 1115ce,90f0d7b568bbbd3c
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,90f0d7b568bbbd3c
X-Google-Attributes: gidf8760,public
X-Google-Thread: f5ddf,90f0d7b568bbbd3c
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 105753,90f0d7b568bbbd3c
X-Google-Attributes: gid105753,public
From: Victor Sperry <vsperry@eng.paradyne.com>
Subject: Re: ASM multiplication subroutine
Date: 1996/05/29
Message-ID: <31AC7C67.15FB7483@eng.paradyne.com>#1/1
X-Deja-AN: 157974317
references: <4o9cgq$79k@bagan.srce.hr> <4odhtg$6ri@vidar.diku.dk>

content-type: text/plain; charset=us-ascii
organization: AT&T Paradyne
mime-version: 1.0
newsgroups:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.progr
ammer,comp.sys.apple2.programmer
x-mailer: Mozilla 2.0 (X11; I; SunOS 4.1.3_U1 sun4m)

Asger K. Alstrup Nielsen wrote:
>
> cp32207@pinus.cc.etf.hr (christian pluym) writes:
>
> >   Hi!
> >   I need a assembler source for multiplying two 8 bit unsigned
> >   numbers on a 6800 motorola, but any source for any 8-bit
> >   processor would help. It has to work by shifting and adding,
> >   not simply by adding. The result should be a 16-bit unsigned.
> >   Tnx in advance,
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>
> This sounds a lot like a job you have to do for school. I'll hint
> you. This is ANSI C-code for a shift+add multiplication:
>
> int mul(int x, int y)
> {
>   int i, res;   /* Reserve two variables */
>
>   res = 0;   /* Temporary result */
>   for (i=0; i<8; i++) {   /* Loop 8 times */
>   if (x & 128)   /* Is bit 7 set? */
>   res = res + y; /* Yep, add */
>   res = res << 1;   /* Shift left (multiply by 2) */
>   x = x << 1;   /* Shift left */
>   }
>
>   return res;   /* Here we have the result */

.................^^^ (res >> 1)

> }

(or move "res = res << 1" ahead of the if)

--
Vic Sperry (813) 530-2640
Firmware Engineer vsperry@eng.paradyne.com (W)
AT&T Paradyne vic@intnet.net (H)
Largo, FL

From -922347912100255615

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b8704202b612b2c
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Problem with SpeedoGDOS
Date: 1996/05/30
Message-ID: <Pine.A32.3.91.960530115401.16241A-100000@juno.amp.uni-hannover.de>#1/1
X-Deja-AN: 157555132
references: <4oi1pq$8h6@laas.laas.fr>
x-sender: perot@juno.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 29 May 1996 prajoux@chnou.laas.fr wrote:

> I have just acquired and installed SpeedoGDOS 5.0c and I am trying to write a few
> small programs using it.
> I am in trouble outputting to my Epson Stylus 820, for which I use a Speedo driver
> that Epson France is providing. The problem is as follows:
> - I open correctly a printer workstation (returned parameters are OK).
> - I load the fonts.
> - I obtain the correct index 5043 for the font American Garamond (for example).
> - Then, vst_font() refuses to select this font, returning a value of 32760.
> - Of course no text output can be obtained after that.
>
> Can anybody help me trace the problem? Thanks.
> [...]
> PS: the same program works perfectly when outputting to the screen.
>
Does the PS mean that you're getting the proper value (the font index 5043) from the vst_font call in the case of a screen workstation ? That almost certainly points the finger on the printer driver, as the vst_call is redirected by GDOS directly to the printer driver. Maybe the driver provides some not by Atari or DR specified error code, or perhaps it`s just buggy. Try a different font as well, maybe the printer driver looks for some specific stuff in the font the screen driver is not interested in. If it's the same for all fonts blame EPSON. Since they're eager to provide a printer driver for Ataris (which is rather astonishing for the computer world nowadays) they might even allow you to speak to the people who developed the driver.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -9183739595695853475
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5c36ae8de0bc8f28,start
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Lightweight processes?
Date: 1996/05/30
Message-ID: <4okjn0$c3i@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 157651177
organization: University of Sussex
keywords: UNIX lightweight processes multi-threading
newsgroups: comp.sys.atari.programmer
summary: what are they

What is a lightweight process? I was looking at a SunOS manual today and saw this term crop up and wondered what they were on about.

From 226825713917592729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48e8ad01f98098b5
X-Google-Attributes: gid1115ce,public
From: torhovl@stud.unit.no (Tor-Egil Hovland)
Subject: Re: JAVA ?
Date: 1996/05/31
Message-ID: <4omhkp$c8u@due.unit.no>#1/1
X-Deja-AN: 157706662
references: <4oddr8$n4n@neon.airtime.co.uk>
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@airtime.co.uk) wrote:
:
: Does anyone have any information regarding java, rather then send me
: to a web page, can anyone give me a quick easy to follow rundown on
: what it actualy is, and any realtive atari software?

As has already been said, Java is a programming language intended for making programs that can run on any web page. The Java Developer Kit can be obtained free of charge from Sun Microsystems, but it does currently only exist for Windows NT/95, MAC and Solaris.

I don't think anybody is working on a porting to the ST. There is also no web browser for the Atari that supports Java applets.

```
 ____
 \  / Tor
```

\/ http://www.stud.unit.no/~torhov

From 674608555189369567
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5c36ae8de0bc8f28
X-Google-Attributes: gid1115ce,public
From: Fredrik Hugosson <fredrik.hugosson@draco.se.astra.com>
Subject: Re: Lightweight processes?
Date: 1996/05/31
Message-ID: <4omipr$ul0@mailgate.astra.com>#1/1
X-Deja-AN: 157714230
references: <4okjn0$c3i@infa.central.susx.ac.uk>
content-type: text/plain; charset=us-ascii
organization: Astra Draco AB
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Windows; I; 16bit)

jamesco@cogs.susx.ac.uk (James Cox) wondered about lightweight processes:
>What is a lightweight process? I was looking at a SunOS manual today and saw
>this term crop up and wondered what they were on about.

OK, I'll take a shot at this.....

You can think of lightweight processes as 'subprocesses'. Imagine
that you implement your own threads package, each thread will then
be a lightweight process inside the common OS process assigned to the
package.

Hope this helps.

/HUGO.

From 8863349580008389142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48e8ad01f98098b5
X-Google-Attributes: gid1115ce,public
From: stosser@airtime.co.uk (Tony Greenwood)
Subject: Re: JAVA ?
Date: 1996/05/31
Message-ID: <4on07b$hjo@neon.airtime.co.uk>#1/1
X-Deja-AN: 157741226
references: <4oddr8$n4n@neon.airtime.co.uk> <4omhkp$c8u@due.unit.no>
organization: STOSSER Software
newsgroups: comp.sys.atari.programmer

On 31 May 1996 10:28:41 GMT, torhovl@stud.unit.no (Tor-Egil Hovland)
wrote:

>: Does anyone have any information regarding java, rather then send me

>As has already been said, Java is a programming language intended for
>making programs that can run on any web page. The Java Developer Kit
>can be obtained free of charge from Sun Microsystems, but it does
>currently only exist for Windows NT/95, MAC and Solaris.
>
>I don't think anybody is working on a porting to the ST. There is
>also no web browser for the Atari that supports Java applets.

 ok cheers, I presume the questions been asked before then?, well I
may not be using my Atari for net Access, but as my pages are only of
use to Atarians then its not worth looking into any furthur,
 Althoug if things take there proper course then maybe in the future
we will have a browser that supports such things ?, well heres
hopeing:)

 Thanks for the feedback :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) Programming on the ATARI ST
stosser@airtime.co.uk irc #ATARI <stosser>
http://www.airtime.co.uk/users/stosser

From 3795934956364222227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d3fd716fd80b812,start
X-Google-Attributes: gid1115ce,public

From: danbrown@ior.com (Dan Brown)
Subject: FS: (US) 5-31-96
Date: 1996/05/31

Message-ID: <4on7mu$slj@express.ior.com>#1/1
X-Deja-AN: 157787506

organization: Internet On-Ramp, Inc.
newsgroups: comp.sys.atari.programmer

F O R S A L E

* 1040STf *

720K Internal Drive	TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb)	Z-Keys
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Extension cable for IBM Keyboard

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* Chip : PAL chip. Works. Supports HD drive. #: C301901-002.
* Chip : Floppy Drive Controller. Works!. #: WD1772-PH
* Chip : TOS 2.05 . Works. Will work on any Ste!
* Joystick : (6) Misc joysticks
* Covers : Atari Monitor, 520ST, and the ext. atari floppy drive.
* Power Supply : 1040 Power Supply. Rev 6
* Case : Hard Drive case, fan, power supply, power cable. holds 3+ drives.

If you have any questions, or your interested in one of the items listed above, PLEASE Email me! All funds must be in US Dollars.
If you respond here, PLEASE keep the same title so that I can easily find it....

Internet: danbrown@on-ramp.ior.com
Voice # : (509) 326-1128 (anytime)

Thanks for your time!

Dan Brown

P.S. - Fine Print

I will not sell any of the items listed under the "FOR FREE" section.
They are for the buyer of the 1040 (or both) to choose from.

"FOR FREE" means I won't charge you for them. But you must pay the
shipping on the items you want.

From -7141803158150216069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5c36ae8de0bc8f28
X-Google-Attributes: gid1115ce,public
From: fvkampen@cs.vu.nl (Florentijn van Kampen)
Subject: Re: Lightweight processes?
Date: 1996/05/31
Message-ID: <DsAB1o.703.0.-s@cs.vu.nl>#1/1
X-Deja-AN: 157794252
sender: news@cs.vu.nl
references: <4okjn0$c3i@infa.central.susx.ac.uk> <4omipr$ul0@mailgate.astra.com>
organization: Fac. Wiskunde & Informatica, VU, Amsterdam
newsgroups: comp.sys.atari.programmer

Fredrik Hugosson <fredrik.hugosson@draco.se.astra.com> writes:

>jamesco@cogs.susx.ac.uk (James Cox) wondered about lightweight processes:
>>What is a lightweight process? I was looking at a SunOS manual today and saw
>>this term crop up and wondered what they were on about.

>OK, I'll take a shot at this.....

>You can think of lightweight processes as 'subprocesses'. Imagine
>that you implement your own threads package, each thread will then
>be a lightweight process inside the common OS process assigned to the
>package.

>Hope this helps.

>/HUGO.

Imagine the following analogon:

    A lightweight process (or a thread) is to a process
    as o process is to the computer

within processes, multiple *threads* of control can exists (hence the name)
they share the same adress space and the same recources. The can comincate
to each other using this shared adress space and mutexes and condition variables.
(Look at some document for Inter Process Communication for more information
about these things).

You can implement a user thread package, or have kernel support for threads (Like Solaris).

When programming such packages you see typical calls like:

```
thread_create( procedure_name, variables, stack_size, &tid );

thread_destroy( tid );

thread_yield();
```

The last one is to voluntarily give op the CPU (used in non-preemted thread packages).

Hope this helps.

Florentijn

--
Vrije Universiteit Amsterdam | Florentijn van Kampen
Department of | 'Freedom is the right to say: two plus
Mathematics and | two equals four. If that is granted,
Computer Science | everything else follows.' (Orwell 1984)

From -6397283717372370990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75c8313aad1f0e47,start
X-Google-Attributes: gid1115ce,public
From: D.E.Jones@ex.ac.uk (Dan Jones)
Subject: Help: Key press detection
Date: 1996/04/25
Message-ID: <D.E.Jones-2504961330480001@144.173.2.228>#1/1
X-Deja-AN: 151374040
sender: news@exeter.ac.uk (news admin)
organization: Exeter University
newsgroups: comp.sys.atari.programmer

Hi, I am a GFA programmer, and I'm trying to detect a keypress without using the keyboard buffer. I am sure that I have done it before (years ago) but I can't seem to get it to work now. All I want to do is be able to detect if a key is up or down at any time! Is there a BIOS command that can do this or something? Anyhelp would be much appreciated. Thanks
.

```
_____________________________________________________________________
\\ \_\_   \_\_  \_   \_ \
 \\ \_ \_ \_  \_ \_\_ \_ \ Web site:
  \\ \_ \_ \_\_\_ \_ \_\_ \ http://newton.ex.ac.uk/general/ug/jones/
   \\ \_\_  \_  \_ \_   \_ \
     ================================================================
```

From -5674663108629313 0
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c7d95aa459835575
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c7d95aa459835575
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c7d95aa459835575
X-Google-Attributes: gid109a67,public
X-Google-Thread: 112f4b,c7d95aa459835575
X-Google-Attributes: gid112f4b,public
From: bbrysh@oanet.com (bbrysh)
Subject: Re: Iconify Under Magic 4
Date: 1996/04/26
Message-ID: <4lps7f$444@hermes.oanet.com>#1/1
X-Deja-AN: 151522612
references: <37446307_OASIS_NEWS@yeadontt.demon.co.uk>
organization: OA Internet
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.suppor
t.atari

In article <37446307_OASIS_NEWS@yeadontt.demon.co.uk>, phil@yeadontt.demon.co.uk
(Phil Yeadon) says:
>
>
>   Does anyone know the value of the WM_ICONIFY variable given in the
>Magic 4 hyper text documents.
>
>   I understand how to add the Icon gadget to the window title/move bar,
>the GEM event message that signifies this item being selected and the GEM
>event message recieved when a window is returned to full size. All I need to
>know is HOW to iconify the window!
>
>   Rarther helpfully the docs gives the following example:-
>
>   wind_set(wind_handle, WM_ICONIFY, -1, -1, -1, -1)
>
>   I believe this call both shrinks and expands the window, but what is
>the value of WM_ICONIFY!!!!
>
     #define WM_ICONIFY 26
     #define WM_UNICONIFY 27

     These values are the values for iconifying and uniconifying a window.
The rest of the parameters passed are the size of the window to make when
iconifying or uniconifying.

     eg.: wind_set (wind_handle,WM_UNICONIFY,x,y,w,h)

x,y,w,h = dimensions of the uniconified window.

Hope this helps.

Blaine Brysh

From -3063195467071067345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fefa4a572c4b4c30,start
X-Google-Attributes: gid1115ce,public
From: D.G.Williamson@shef.ac.uk (Daniel Williamson)
Subject: SozobonX C problem!
Date: 1996/04/26
Message-ID: <4lq30a$9hi@bignews.shef.ac.uk>#1/1
X-Deja-AN: 151534061
organization: Electrical Eng, University of Sheffield , UK
content-type: Text/Plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Right, I have a program that I know works on the p.c's and on the st will
compile perfectly fine. The problem comes when the object code is being linked
using the pml floating point math library.
While it is linking I get the messages as follows.
Double def of _infinity def: in _normdf.o libc.a
Type T, in xerror.o libm.a Type T
undef _raise from xerror.o libm.a

Does anybody have any ideas? If it's of any help I'm using the make utility
make.ttp because there are 9 files to link together.

Oh well. If anybody can help me I'd be most greatfull.
Daniel.

From -1923588069955473452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a76c4766c07a7943
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: portable way to get resolution?
Date: 1996/04/26
Message-ID: <4lq0a5$hd5@moacs11.moacs.indiv.nl.net>#1/1
X-Deja-AN: 151560024
references: <1996Apr24.161543.46340@yogi.urz.unibas.ch>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

Simon Egli <eglis@ubaclu.unibas.ch> wrote:
> What I need to know is, what is the most portable way of finding out,
> if the machine runs in Hi resolution or not?

Combining the value of the _VDO cookie and the return value of Getrez():

```
    _VDO    Getrez
    0/1/2      2   => Hi res.  640*480
      2        6   => Hi res. 1280*960
```

> Also I don't think that XBIOS.Getrez() is of any help, because the XBIOS
> can't be aware of graphic cards.

No problem, if you check the _VDO cookie first.

Regards,
Waldi
--
Never let your schooling interfere with your education.

From 2213903968212406103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3493fe8d7a92326f
X-Google-Attributes: gid1115ce,public
From: hoshi@sra.co.jp (Hoshi Takanori)
Subject: Re: Hullo, a simple problem for all you 'real' programmers
Date: 1996/04/26
Message-ID: <HOSHI.96Apr26144503@ext221.sra.co.jp>#1/1
X-Deja-AN: 151568730
distribution: all, world
references: <4l1i3k$r70@lucy.swin.edu.au>
organization: Software Research Associates, Inc.,Japan
newsgroups: comp.sys.atari.programmer

In article <4l1i3k$r70@lucy.swin.edu.au> 922746@bud.swin.edu.au (Karl Nicholaas
Henry Meyland) writes:

```
>                         movew         %3,0(a0,a0.l*2)"
```

GAS syntax is different from the standard one (Motorola's).
Try:

```
        movew   %3,a0(0,a0:l:2)
```

hoshi

From 4713108540813574604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a76c4766c07a7943
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: portable way to get resolution?
Date: 1996/04/26
Message-ID: <DqHCut.MIM@cix.compulink.co.uk>#1/1
X-Deja-AN: 151580516
references: <1996Apr24.161543.46340@yogi.urz.unibas.ch>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>It would be possible to check for the width & height & number of colors
>of the Display through the VDI. But what if there is a graphics Card out there,
>which supports a 640x400 monochrome mode? I just wondered if there is any
>safer way to do this?
Here are some useful parameters provided by the VDI:

```
short handle;
static short work_in[11] = {1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2};
                                            /* v_opnvwk input array */
static short work_out[57];                  /* v_opnvwk output array */
static short screen_lines, aspect_ratio, font_ratio;
long screen_width, screen_height;
short planes, colours, palette_size;
short rows, columns, table, backgroundcolours;
static short wchar, hchar, wbox, hbox;      /* graf_handle parameters */


handle = (short)graf_handle(&wchar, &hchar, &wbox, &hbox);
                                            /* find VDI handle */
v_opnvwk(work_in, &handle, work_out);       /* open workstation */
screen_lines = (work_out[1] + 1) / hchar;
screen_width = (long)work_out[0] + 1;
screen_height = (long)work_out[1] + 1;
aspect_ratio = work_out[4] / work_out[3];
font_ratio = hchar / wchar;
colours = work_out[13];
palette_size = work_out[39];
vq_chcells(handle, &rows, &columns);
vq_extnd(handle, 1, work_out);
backgroundcolours = work_out[1];
planes = work_out[4];
table = work_out[5];
```

>Also I don't think that XBIOS.Getrez() is of any help, because the XBIOS
>can't be aware of graphic cards.
Do not use GetRez, it isn't compatible and the result doesn't mean anything
on machines with graphic cards, overscan etc.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From 8890697415488121193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1941d8ff53224548,start
X-Google-Attributes: gid1115ce,public
From: del@jan (Dave Laplander)
Subject: Portfolio serial port info?
Date: 1996/04/26
Message-ID: <4lr9k8$501@ruby.ucc.nau.edu>#1/1
X-Deja-AN: 151591745
organization: Northern Arizona University, Flagstaff AZ, USA
newsgroups: comp.sys.atari.programmer

I recently acquired an Atari Portfolio and thought I might write some software for it. From the Portfolio FAQ I learned that this nifty little palm-top computer is mostly MS-DOS 2.1 compatible except for some differences in the serial port address & IRQ mechanism. However, the FAQ doesn't really explain what exactly those differences are. The only information it gives is a reference to a $60 book from Atari that I'm sure is long out of print....

Does anyone have a pointer to some Portfolio serial port programming info? Specifically, I'm interested in what is different about the port itself and the interrupt mechanism for writing interrupt-driven communication applications.

Thanks!

Dave
--

Dave Laplander
Support Analyst
Computing Technology Services
Northern Arizona University
David.Laplander@nau.edu Phone: (520) 523-5007
http://dana.ucc.nau.edu/~del

"In the old days, being crazy meant something.
Nowadays, everybody's crazy."
-- Charles Manson

From -3544029277835565408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a835bdb364d2758,start
X-Google-Attributes: gid1115ce,public
From: Katherine L Ellis <kellis@mtholyoke.edu>
Subject: Anyone ? interested by a new project?
Date: 1996/04/26
Message-ID:
<Pine.ULT.3.91.960426030630.28091A-100000-100000@mhc.mtholyoke.edu>#1/1
X-Deja-AN: 151616806
organization: Mount Holyoke College
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi, I started a program in GFA one month ago.
The program is a drawing program, but not like the others.
Actually, it would be a new way to draw with the mouse, I did the first
step, just to see if it would be worthy, and I think it is.
The program would be a simple program, just like you draw with a pen.
And the second step of the drawing is the colour. I think the user could
use an other program for the colours, because there is a lot of good
program for the colour.
I think the important thing in a picture is, in first, the lines, the way
they are together, and after you add the colour.
So, in short. I have a very preliminary prg, and I would like , if
someone interested, share that, and my ideas about this Prg.
Bye...

From 3484597006127725077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,44ce2848d59cba06,start
X-Google-Attributes: gid1115ce,public
From: ross@ra (Fred Matzen)
Subject: FIDO door code ??
Date: 1996/04/27
Message-ID: <4lu6ko$lja@thoth.nilenet.com>#1/1
X-Deja-AN: 151802795
organization: NileNet, Ltd.
newsgroups: comp.sys.atari.programmer

Would anyone have any starter code for FIDO door BBS games in either GFA
Basic or Hi-Soft Basic ???

I run a Ratsoft BBS and am using a USR Courier in Modem Port 2
and currently can not find any BBS games that will recognize that port.

So my solution is to right my own. Or modify current games to use all ports available. I have no clue as to how I could modify the port code so unless I get help..... well .....

Thanks in Advance for any help.

From -7821199425601332832
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a088ae605842496,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Lattice C object code (bug?)
Date: 1996/04/27
Message-ID: <4lt1p0$51d@inca01.inca.co.nz>#1/1
X-Deja-AN: 151852392
organization: INCA
newsgroups: comp.sys.atari.programmer

I have just come across a most unusual bug in the object code that Lattice C 5.6 produces.

In one of my header files I have a prototype defined as

```
     __stdargs uint16 TSRLibInfo( uint16 num, LibInfo *liptr );
```

Where "uint16" means "unsigned integer of 16-bit size", and LibInfo is a structure defined earlier in the header file. __stdargs tells Lattice to put all args on the stack, as opposed to registerising the first two.

When calling the function,

```
     rv1 = TSRLibInfo( 0, &li1 );     /* li1 is of type "LibInfo" */
     rv2 = TSRLibInfo( 6, &li2 );     /* li2 is another "LibInfo" */
```

Lattice C produces the following code:

```
     pea  li1(a6)
     clr.l    -(a7)
     jsr  _TSRLibInfo
     move.w   d0,rv1(a6)
     pea  li2(a6)
     pea  6.w
     jsr  _TSRLibInfo
     move.w   d0,rv2(a6)
     lea  $10(a7),a7
```

This has clearly increased the size of the first arg "num" from 16 to 32 bits. hence the function call (an assembler interface to an already resident app) is called with an incorrect pointer to "li1" and "li2".

The correct code should have had a "clr.w" instead of "clr.l", and

"move.w" instead of the "pea"

Casting the first parameter to "uint16" does not help.

The normal compiler opts I use are 32-bit integers, stack passing, '030 code.

The "Long Align Stack" option was not at fault, as I have never used that.

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

From -7404794033314296694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c369bcd18257c36c
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: Re: MPEG2 44.1kHz Audio Decoder for Falcon!
Date: 1996/04/28
Message-ID: <4luibq$gu6@orm.southern.co.nz>#1/1
X-Deja-AN: 151806428
references: <4lm2iu$b02@newsy.ifm.liu.se>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Fredrik Noring (noring@lysator.liu.se) wrote:
: I've written an MPEG2 Layer2 Audio decoder for the Falcon.
: The program is released under GPL and the current version is 0.4alpha.
: Anybody who wants to test it can mail me (noring@lysator.liu.se)
: or get it from my homepage (http://www.lysator.liu.se/~noring/DSP.html).

Sounds good!! I wonder how much bandwidth would be left on the Falcon bus to write a video decoder, to work alongside the audio decoder. MPEG 2 movies with sound here we come!!!... :-)

Chris W.
/|\

From 368420008332016884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a088ae605842496
X-Google-Attributes: gid1115ce,public
From: matthew@peckham.compulink.co.uk (Matthew Carey)
Subject: Re: Lattice C object code (bug?)

Date: 1996/04/29
Message-ID: <ADA9B94F9668149D7@peckham.compulink.co.uk>#1/1
X-Deja-AN: 151937220
references: <4lt1p0$51d@inca01.inca.co.nz>
content-type: text/plain; charset=iso-8859-1
organization: None
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <4lt1p0$51d@inca01.inca.co.nz>,
gmiller@inca.co.nz (Gaven Miller) wrote:

```
>I have just come across a most unusual bug in the object code that
>Lattice C 5.6 produces.
>
>In one of my header files I have a prototype defined as
>
>    __stdargs uint16 TSRLibInfo( uint16 num, LibInfo *liptr );
>
>Where "uint16" means "unsigned integer of 16-bit size", and LibInfo is a
>structure defined earlier in the header file. __stdargs tells Lattice to
>put all args on the stack, as opposed to registerising the first two.
>
>When calling the function,
>    rv1 = TSRLibInfo( 0, &li1 );     /* li1 is of type "LibInfo" */
>    rv2 = TSRLibInfo( 6, &li2 );     /* li2 is another "LibInfo" */
>
>Lattice C produces the following code:
>
>    pea  li1(a6)
>    clr.l    -(a7)
>    jsr  _TSRLibInfo
>    move.w   d0,rv1(a6)
>    pea  li2(a6)
>    pea  6.w
>    jsr  _TSRLibInfo
>    move.w   d0,rv2(a6)
>    lea  $10(a7),a7
>
>This has clearly increased the size of the first arg "num" from 16 to 32
>bits. hence the function call (an assembler interface to an already
>resident app) is called with an incorrect pointer to "li1" and "li2".
>
>The correct code should have had a "clr.w" instead of "clr.l", and
>"move.w" instead of the "pea"
>
>Casting the first parameter to "uint16" does not help.
>
>The normal compiler opts I use are 32-bit integers, stack passing, '030
>code.
>
>The "Long Align Stack" option was not at fault, as I have never used that.
```

>

Surely if you use long ints (ie not the -w flag) then all parameters passed
to functions get converted to at least 32 bits before being passed. If you
want to pass 16 bit variables don't you have to specify short integers.

Page 196 of the 5.5 Lattice User Manual says
"The compiler generates code to extend each of the parameters to the size
of int if it is smaller and then push the parameters on the stack in
reverse order."

I rest my case.

Matthew Carey
http://www.compulink.co.uk/~peckham/

From -2390802495785312242
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fefa4a572c4b4c30
X-Google-Attributes: gid1115ce,public
From: pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA)
Subject: Re: SozobonX C problem!
Date: 1996/04/29
Message-ID: <4m1ms9$4ts@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 151997358
references: <4lq30a$9hi@bignews.shef.ac.uk>
organization: INSA-Lyon
reply-to: pcastell@ifhamy.insa-lyon.fr
newsgroups: comp.sys.atari.programmer

D.G.Williamson@shef.ac.uk (Daniel Williamson) wrote:

>Right, I have a program that I know works on the p.c's and on the st will
>compile perfectly fine. The problem comes when the object code is being linked
>using the pml floating point math library.
>While it is linking I get the messages as follows.
>Double def of _infinity def: in _normdf.o libc.a

It just means that the var (or the function) called infinity has been
defined twice (once in libc, and once in normdf.o)

If you didn't write normdf.o check this two files using HAR3.PRG to
look the defined symbol in them and you'll see if infinity is really
defined twice.

A question :

If you are using pml lib, why do you have libm.a ? in the latest
version of sozobonX, this lib has bin replaced by pml.a

(chek in ftp.fu-berlin.de/programming/sozobon for the latest version
october 1995).
With it you normally didn't need libm.a anymore.

libm was called using -lm in makefile
pml is called using -f .... -lpml in makefile

>Type T, in xerror.o libm.a Type T
>undef _raise from xerror.o libm.a
raise is a function used by xerror.o (which is in libm.a)
I don't know about it. Try to see in which lib this function is
defined.
Maybe it is in libm but before xerror.o !!

The problem is that the linker normally check the libs once when
linking. And if a function is defined before another which use it, the
linker fail to solve its external call.
The solution : force the linker to make multiple pass (check ld
documentation to know how).

>Does anybody have any ideas? If it's of any help I'm using the make utility
>make.ttp because there are 9 files to link together.

>Oh well. If anybody can help me I'd be most greatfull.
>Daniel.

Philippe CASTELLA

mail : pcastell@ifhamy.insa-lyon.fr
http : HTTP://www.insa-lyon.fr/People/AEDI/pcastell

Falcon030 4/60+270 - SVGA
1040 Stf 1 Mo - RGB

From 5344059722365033309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3493fe8d7a92326f
X-Google-Attributes: gid1115ce,public
From: schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Hullo, a simple problem for all you 'real' programmers
Date: 1996/04/29
Message-ID: <vyzafzvtetm.fsf@lamothe.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 152031046
sender: schwab@lamothe.informatik.uni-dortmund.de
references: <4l1i3k$r70@lucy.swin.edu.au>

organization: Dortmund University, Germany
reply-to: schwab@issan.informatik.uni-dortmund.de
newsgroups: comp.sys.atari.programmer

In article <HOSHI.96Apr26144503@ext221.sra.co.jp>, hoshi@sra.co.jp (Hoshi Takanori) writes:

|> In article <4l1i3k$r70@lucy.swin.edu.au> 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) writes:
|>> movew %3,0(a0,a0.l*2)"

|> GAS syntax is different from the standard one (Motorola's).
|> Try:
|> movew %3,a0(0,a0:l:2)

Try this:

```
     movew    %3,a0@(a0:l:2)
```

Btw, newer version of GAS can also parse motorola syntax.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From 889622268780829080
X-Google-Language: ITALIAN,ASCII-7-bit
X-Google-Thread: 1115ce,892a23cf14a75c73,start
X-Google-Attributes: gid1115ce,public
From: fcamana <fcamana@194.184.87.2>
Subject: PORTFOLIO quale futuro??
Date: 1996/04/29
Message-ID: <4m2d30$f6@server-b.cs.interbusiness.it>#1/1
X-Deja-AN: 152033298
content-type: text/plain; charset=us-ascii
organization: Centro Servizi Interbusiness
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; 68K)

Quale futuro per il piccolo pcfolio , cerco amici italiani per gestire
il prodotto

From 904740105587312922
X-Google-Language: ITALIAN,ASCII-7-bit

X-Google-Thread: 1115ce,892a23cf14a75c73
X-Google-Attributes: gid1115ce,public
From: fcamana <fcamana@194.184.87.2>
Subject: PORTFOLIO quale futuro??
Date: 1996/04/29
Message-ID: <4m2d36$g3@server-b.cs.interbusiness.it>#1/1
X-Deja-AN: 152033306
content-type: text/plain; charset=us-ascii
organization: Centro Servizi Interbusiness
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; 68K)

Quale futuro per il piccolo pcfolio , cerco amici italiani per gestire
il prodotto

From 8614204598103668476
X-Google-Language: ITALIAN,ASCII-7-bit
X-Google-Thread: 1115ce,892a23cf14a75c73
X-Google-Attributes: gid1115ce,public
From: fcamana <fcamana@194.184.87.2>
Subject: PORTFOLIO quale futuro??
Date: 1996/04/29
Message-ID: <4m2d3b$g2@server-b.cs.interbusiness.it>#1/1
X-Deja-AN: 152033312
content-type: text/plain; charset=us-ascii
organization: Centro Servizi Interbusiness
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; 68K)

Quale futuro per il piccolo pcfolio , cerco amici italiani per gestire
il prodotto

From -6766675526532661715
X-Google-Language: ITALIAN,ASCII-7-bit
X-Google-Thread: 1115ce,892a23cf14a75c73
X-Google-Attributes: gid1115ce,public
From: fcamana <fcamana@194.184.87.2>
Subject: PORTFOLIO quale futuro??
Date: 1996/04/29

Message-ID: <4m2d3e$g4@server-b.cs.interbusiness.it>#1/1
X-Deja-AN: 152033335
content-type: text/plain; charset=us-ascii
organization: Centro Servizi Interbusiness
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; 68K)

Quale futuro per il piccolo pcfolio , cerco amici italiani per gestire
il prodotto

From -3509317224320249575
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f18dc5ff0315805b,start
X-Google-Attributes: gid1115ce,public
From: d91-ber@svartur.nada.kth.se (Bjorn Eriksson)
Subject: Double buffered playback
Date: 1996/04/29
Message-ID: <4m2k78$a75@news.kth.se>#1/1
X-Deja-AN: 152052620
content-type: text/plain; charset=iso-8859-1
organization: Royal Institute of Technology, Stockholm, Sweden
keywords: Falcon sound interrupts
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
originator: d91-ber@svartur.nada.kth.se

Hello, I'm working on a small soundproject for my
Falcon. I would like to playback sound using two
buffers so that I can process one while the other
one is playing. The problem is that I can't get
the interruptcall at 'end-of-buffer' to work.

Is there anyone who has some useful tips (or know
where to get example code) please email me.

Thanx in advance

Bj⍰rn Eriksson
Email: d91-ber@nada.kth.se

From 6448380559232658185

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a088ae605842496
X-Google-Attributes: gid1115ce,public
From: Carl Barron <75066.3204@CompuServe.COM>
Subject: Lattice C object code (bug?)
Date: 1996/04/30
Message-ID: <4m4b28oso1@mhade.production.compuserve.com>#1/1
X-Deja-AN: 152191894
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

gmiller@inca.co.nz (Gaven Miller) wrote:

```
>I have just come across a most unusual bug in the object code that
>Lattice C 5.6 produces.
>
>In one of my header files I have a prototype defined as
>
>        __stdargs uint16 TSRLibInfo( uint16 num, LibInfo *liptr );
>
>Where "uint16" means "unsigned integer of 16-bit size", and LibInfo is a
>structure defined earlier in the header file. __stdargs tells Lattice to
>put all args on the stack, as opposed to registerising the first two.
>
>
a work around is something like this
__stdargs short TSRLibInfo(short,void *);
#pragma inline d0=TSRLibInfo((short),) {;}

int main(void)
{
     int  rv1,rv2;
     long li1,li2;

     rv1 = TSRLibInfo(0u,&li1);
     rv2 = TSRLibInfo(6u,&li2);
     return 0;
}
```

From 8153874779928807593
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 1115ce,fd8c841379b2cb5c,start
X-Google-Attributes: gid1115ce,public
From: jansen@informatik.tu-muenchen.de (Jens Jansen)
Subject: 68030 > 68000 ?
Date: 1996/04/30
Message-ID: <4m5e4i$809@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 152254736
distribution: world

organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.programmer
originator: jansen@hphalle10f.informatik.tu-muenchen.de

hallo leute,

zur abwechslung hier mal eine wirklich saubloede frage:

worin (ausser im cache und den schnelleren div(u,s) und mul(u,s)-befehlen) liegt
eigentlich die verbesserung des 68030 (der ja bekanntlich im Falcon 030 zu
finden ist) gegenueber dem 68000.

ich hab null unterlagen ueber den 68030 prozessor und hab mir deshalb ein programm
geschrieben, dass die taktzyklen pro befehl misst. auf dem 68000 misst es genau
die in
der literatur angegben werte, woraus ich folgere dass das prg korrekt arbeitet.
dumm ist
halt nur, dass so ziemlich saemtliche move-befehle mehr taktzyklen auf dem 030
brauchen
als auf dem 68000. DAS KANN DOCH WOHL NICHT SEIN. (die anderen hab ich dann gar
nicht
mehr getestet.)
ein atari st mit 16 mhz wuerde schneller "moven" als ein falcon (ohne cache).
ICH FASSE ES NICHT !!!
ist das jetzt die traurige wahrheit, oder hab ich doch irgendwo mist gebaut.
was gibt's denn ueberhaupt noch fuer neuerungen (gibt's da welche ?)

(falls jemand antwortet) danke im vorraus !!!

Ciao Jens

--

```
                      ______The Keyboard-Cowboys
                     (____   __  _  __   __
                    ______) (|_ (|) |-) (-_
 jansen@informatik.tu-muenchen.de   |
```


From -6430723161008334658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c369bcd18257c36c
X-Google-Attributes: gid1115ce,public
From: noring@lysator.liu.se (Fredrik Noring)
Subject: Re: MPEG2 44.1kHz Audio Decoder for Falcon!
Date: 1996/04/30
Message-ID: <4m5in4$jms@newsy.ifm.liu.se>#1/1
X-Deja-AN: 152256622
references: <4lm2iu$b02@newsy.ifm.liu.se> <317F550B.46A2@esat.kuleuven.ac.be>
content-type: text/plain; charset=iso-8859-1

mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Paul Coene <Paul.Coene@esat.kuleuven.ac.be> writes:

>> This alpha version of mp2 replays (in realtime) almost every
>> standard MPEG2 Layer2 44.1kHz Stereo Audio frame (no CRC).

>Very very nice!! How about writing an encoder as well? I know
>this would free up some space on my HD (lots of samples on it).
>I have always wondered if this would be possible on a Falcon,
>i guess it is:)

Encoding is many times more complex than decoding, so I haven't got any
plans for that atm. There's an encoder available (CCETT's ISO compliant
reference implementation) written i C, but it's very slow.
The DSP56k implementation of the decoder is about 30 times faster than
CCETT's implementation on the Falcon, and I wouldn't be surprised if
the encoder can be alot faster too :)

Fredrik Noring

From 2278597642915776493
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c369bcd18257c36c
X-Google-Attributes: gid1115ce,public
From: noring@lysator.liu.se (Fredrik Noring)
Subject: Re: MPEG2 44.1kHz Audio Decoder for Falcon!
Date: 1996/04/30
Message-ID: <4m5jd1$k0e@newsy.ifm.liu.se>#1/1
X-Deja-AN: 152265019
references: <4lm2iu$b02@newsy.ifm.liu.se> <4luibq$gu6@orm.southern.co.nz>
content-type: text/plain; charset=iso-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

chriswil@southern.co.nz (Chris Wilkinson) writes:

>Fredrik Noring (noring@lysator.liu.se) wrote:
>: I've written an MPEG2 Layer2 Audio decoder for the Falcon.
>: The program is released under GPL and the current version is 0.4alpha.

>Sounds good!! I wonder how much bandwidth would be left on the Falcon bus
>to write a video decoder, to work alongside the audio decoder. MPEG 2
>movies with sound here we come!!!... :-)

About 16kbit/sec are transferred to the DSP via the host port (depends
on the bitrate used) and about 90% DSP time is used, I guess the CPU
has to do the video decoding :)

Fredrik Noring

From 358823876982290838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b954d909bf94f4,start
X-Google-Attributes: gid1115ce,public
From: pero@imola.jump.org (Peter Caja)
Subject: damaged UNIT.HLP file
Date: 1996/05/01
Message-ID: <1996May1.001415.1504@rcum>#1/1
X-Deja-AN: 152297584
newsgroups: comp.sys.atari.programmer

Hi, i'm using Pure Pascal and i have a damaged UNIT.HLP file.

Anybody can send me a copy of it (UNIT.HLP), please?

THANX!

Peter CAJA
Peter.Caja@uni-mb.si

From -3180971544583303475
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fefa4a572c4b4c30
X-Google-Attributes: gid1115ce,public
From: Andrew Thackrah <at@roe.ac.uk>
Subject: Re: SozobonX C problem!
Date: 1996/05/01
Message-ID: <Pine.SOL.3.91.960501171828.16117A-100000@resun11.roe.ac.uk>#1/1
X-Deja-AN: 153038760
references: <4lq30a$9hi@bignews.shef.ac.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Edinburgh University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 26 Apr 1996, Daniel Williamson wrote:

> Right, I have a program that I know works on the p.c's and on the st will
> compile perfectly fine. The problem comes when the object code is being linked

> using the pml floating point math library.
> While it is linking I get the messages as follows.
> Double def of _infinity def: in _normdf.o libc.a
> Type T, in xerror.o libm.a Type T
> undef _raise from xerror.o libm.a
>
> Does anybody have any ideas? If it's of any help I'm using the make utility
> make.ttp because there are 9 files to link together.

Daniel,
I've had a fair bit of trouble using the pml with sozobonX. I get the impression that it hasn't properly been integrated with the rest of the sozX stuff.

I think that the library was taken from the GCC version and that some of the declarations in the routines are different to the ones in the sozX headers. I got hold of the pml source code and changed the offending declarations, then ammended the sozX pml.a with the new code (using ar) and copied the new version to a file called libm.a, which I link in the usual way.

The definition of infinity - basically a very large number, must be altered in the header to be consistent with the library routines (or vice versa). I think the errorno needs hacking too, and as for the actual routines.. my version has real problems with pow()...it requires log() and exp(), and unless these are called first in the code, they are not linked and pow() crashes..and even if it does work it fails on ln(10)...
The order in which the library routines are accessed can, I think be changed using the libsort program? not sure...anyone?

maybe I have an older version of sozX - if anyone has a version with a well-behaved mathlib, please point me too it!

Andrew.

From -3569657904407483536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10ed971a974ef320,start
X-Google-Attributes: gid1115ce,public
From: Jakov Pavic <jpavic@public.srce.hr>
Subject: Falcon 030
Date: 1996/05/02
Message-ID: <3187E036.39DE@public.srce.hr>#1/1
X-Deja-AN: 152496192
distribution: world
content-type: text/plain; charset=us-ascii
organization: CARNet, CROATIA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win95; I)

Hallo , I am Jakov (Jack) from Zagreb, Croatia . I have Falcon 030 , but unfortunately left audio chanel is not OK. Please, if anybody know where I can send Falcon on service - close to Croatia, if it is possible, send me e-mail.
Regards from Zagreb, Jack

From 4106091487253290999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a088ae605842496
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Lattice C object code (bug?)
Date: 1996/05/02
Message-ID: <4m90m1$cr1@moacs11.moacs.indiv.nl.net>#1/1
X-Deja-AN: 152532803
references: <4lt1p0$51d@inca01.inca.co.nz>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

Gaven Miller <gmiller@inca.co.nz> wrote:
> I have just come across a most unusual bug in the object code that
> Lattice C 5.6 produces.

Not a bug. An ANSI C implementation is permitted to perform the usual conversions (char to int, short to int, etc.) before passing the arguments.

Waldi

From 3568561434032064678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffb61,f48af1011a4cbb2b,start
X-Google-Attributes: gidffb61,public
X-Google-Thread: ffc26,f48af1011a4cbb2b,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: f9256,f48af1011a4cbb2b,start
X-Google-Attributes: gidf9256,public
X-Google-Thread: f5ddf,f48af1011a4cbb2b,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,f48af1011a4cbb2b,start
X-Google-Attributes: gid1115ce,public
From: aq004@torfree.net (Steve Guidi)
Subject: Need Help!! Tricky problem involving user input!
Date: 1996/05/02
Message-ID: <DqrHw8.GsC.0.sheppard@torfree.net>#1/1
X-Deja-AN: 152535177

organization: Toronto Free-Net
newsgroups:
alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,franscomm.programmati

on,fras.text.programmieren,mcnc.programmers,maus.sys.mac.*,no.slekt.programmer,relcom.comp.lang.*,pl.comp.programming.umn.cs.lang.*,ucd.cs.programming,uw.mac-users,york.comp.*,z-netz.rechner.amiga.programmieren,z-netz.rechner.ibm.programmieren,z-netz.rechner.apple.programmieren,z-netz.rechner.promgrammieren,york.cs.*,uw.cs.*,a.bsu.programming,adass.iraf.programming,comp.programming.*,zer.lanex.programmieren
X-Newsreader: TIN [version 1.2 PL2]

[Article crossposted from comp.programming]
[Author was Steve Guidi]
[Posted on Thu, 2 May 1996 03:58:56 GMT]

Please, please somebody help me with this... I am working on a school project which basically asks a user to enter a mathematical formula and then the program will give the solution to that formula.

For example: if the formula is (R*S)/(R+S) where R and S are predefined values, the comptuer will calculate that using the values and give a solution.

The problem I have encountered is that the USER has to define this formula via an input/output routine. From my knowledge of datatypes, there is no type that will allow the computer to simply use the input as if it were a mathematical formula in the source code itself.

Taking the above formula used, the computer has to realize that R and S are variables in the formula and that the brackets and operateors are operators and not text.

Also, I have to develop this algorithm to use predefined functions such as SIN, SQRT, ABS, LOG, etc..

The formula can take any level of complexity also (there could be hundreds of brackets in there!)

I have consulted with a teacher at my school and he mentioned that the trick must lie with the way spreadsheet programs work. Say I were to enter a formula = A3 * A5 / ABS (SUM E2:E7), the spreadsheet program would work with that forumala with the values in the respective cells. This is VERY similar to what I have to do except I am lost and don't know how to do it!

I plan to use Think Pascal for Macintosh as I am pretty familiar with the software.

Any help on the matter would be greatly appreciated. My deadline is
coming up real soon so please email me with some advice ASAP! Thanks for
all your help in advance..

Email me ... aq004@torfree.net

PS: I know they teach this stuff in University.. I'm still a highschool
student =)

--

| hacker@wbb.com aq004@torfree.net steve.guidi@canada.tor250.org |
| Steve Guidi - 1:250/620 (Fido) 1/Steve Guidi (PCPN) |

--

| hacker@wbb.com aq004@torfree.net steve.guidi@canada.tor250.org |
| Steve Guidi - 1:250/620 (Fido) 1/Steve Guidi (PCPN) |

From -4517205257761411483
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98c9cd6ca026cc7a,start
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)
Subject: MAlloc(-1)
Date: 1996/05/02
Message-ID: <1996May2.073436.46385@yogi.urz.unibas.ch>#1/1
X-Deja-AN: 152544284
organization: University of Basel, Switzerland
newsgroups: comp.sys.atari.programmer

Hello, maybe this question is trivial, so please forgive me to ask it here:

Recently I found out that GEMDOS.MAlloc(-1) does not return the free amount
of memory but rather the largest free Block. Am I correct? And if so,
how can I find out the amount of free memory?

tanx Simi.

From -1154408856660155529
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 1115ce,fd8c841379b2cb5c
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)
Subject: Re: 68030 > 68000 ?
Date: 1996/05/02
Message-ID: <1996May2.073922.46386@yogi.urz.unibas.ch>#1/1

X-Deja-AN: 152544369
distribution: world
references: <4m5e4i$809@sunsystem5.informatik.tu-muenchen.de>
organization: University of Basel, Switzerland
newsgroups: comp.sys.atari.programmer

In article <4m5e4i$809@sunsystem5.informatik.tu-muenchen.de>,
jansen@informatik.tu-muenchen.de (Jens Jansen) writes:
> hallo leute,
>
> zur abwechslung hier mal eine wirklich saubloede frage:
>
> worin (ausser im cache und den schnelleren div(u,s) und mul(u,s)-befehlen) liegt
> eigentlich die verbesserung des 68030 (der ja bekanntlich im Falcon 030 zu
> finden ist) gegenueber dem 68000.
>
> ich hab null unterlagen ueber den 68030 prozessor und hab mir deshalb ein
programm
> geschrieben, dass die taktzyklen pro befehl misst. auf dem 68000 misst es genau
die in
> der literatur angegben werte, woraus ich folgere dass das prg korrekt arbeitet.
dumm ist
> halt nur, dass so ziemlich saemtliche move-befehle mehr taktzyklen auf dem 030
brauchen
> als auf dem 68000. DAS KANN DOCH WOHL NICHT SEIN. (die anderen hab ich dann gar
nicht
> mehr getestet.)
> ein atari st mit 16 mhz wuerde schneller "moven" als ein falcon (ohne cache).
> ICH FASSE ES NICHT !!!
> ist das jetzt die traurige wahrheit, oder hab ich doch irgendwo mist gebaut.
> was gibt's denn ueberhaupt noch fuer neuerungen (gibt's da welche ?)
>
> (falls jemand antwortet) danke im vorraus !!!
>
> Ciao Jens
>
> --
> ---
> ______The Keyboard-Cowboys
> (____ __ _ __ __
> ______) (|_ (|) |-) (-_
> jansen@informatik.tu-muenchen.de |

Ev. ist's der Speicher, der bei deinem 68030 nicht mehr mitkommt.
(70 ns Zugriffszeit -> 15 Mhz Zugriffsrate)

From 5927713659367962815
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f9256,f48af1011a4cbb2b
X-Google-Attributes: gidf9256,public

X-Google-Thread: 1115ce,f48af1011a4cbb2b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,f48af1011a4cbb2b
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ffb61,f48af1011a4cbb2b
X-Google-Attributes: gidffb61,public
X-Google-Thread: ffc26,f48af1011a4cbb2b
X-Google-Attributes: gidffc26,public
From: barnhoorn@nlev00 ()
Subject: Re: Need Help!! Tricky problem involving user input!
Date: 1996/05/02
Message-ID: <4m9plm$s6a@btmpjg.god.bel.alcatel.be>#1/1
X-Deja-AN: 152552853
distribution: world
references: <DqrHw8.GsC.0.sheppard@torfree.net>
organization: Alcatel Bell
reply-to: barnhoorn@nlev00 ()
newsgroups:
alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,franscomm.programmati

In article <DqrHw8.GsC.0.sheppard@torfree.net>, aq004@torfree.net (Steve Guidi)
writes:
>
>Please, please somebody help me with this... I am working on a school
>project which basically asks a user to enter a mathematical formula and
>then the program will give the solution to that formula.
>
>For example: if the formula is (R*S)/(R+S) where R and S are predefined
>values, the comptuer will calculate that using the values and give a
>solution.
>
Don't know anything about the way spreadsheets work, but your problem
is easy to solve when you are going to use a recursive function.
Scan from left to right - as soon as an opening bracket pops up,
call your function recursively. I guess that is enough information
for you to solve this tiny little problem.
>
>Email me ... aq004@torfree.net
>
>PS: I know they teach this stuff in University.. I'm still a highschool
>student =)
>
yeah, sure. You don't need a university degree to solve your
problem!!

--

Jaco Barnhoorn barnie@xs4all.nl
Software Test Engineer barnhoorn%nlev00@btmv56.se.bel.alcatel.be

Alcatel Telecom Systems
Rijswijk, The Netherlands

From 6598933439687598625
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 1115ce,15b1c64b8c5ff464,start
X-Google-Attributes: gid1115ce,public
From: hitm@troubadix.rz.tu-clausthal.de (Torsten Mohr)
Subject: DSP-Programmierung
Date: 1996/05/02
Message-ID: <4m9t1g$nqo@ikarus.rz.tu-clausthal.de>#1/1
X-Deja-AN: 152558832
organization: Rechenzentrum der TU Clausthal
newsgroups: comp.sys.atari.programmer

Hallo,
ich habe folgendes Programmierproblem:
Ich will vom DSP im Falcon eine FFT
durchfuehren lassen. Das ist eigentlich
ein Standardproblem, dafuer sollte es also
Loesungen geben, kann mir jemand sagen, wo
ich sowas herbekomme, hat da jemand Tips ?
Genial waere es, wenn da jemand schon eine
Loesung hat und sie mir zur Verfuegung
stellt, aber ein paar Tips sollten es
auch tun.

torsten.mohr@tu-clausthal.de

From -3902044270466670362
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,f48af1011a4cbb2b
X-Google-Attributes: gidffc26,public
X-Google-Thread: 1115ce,f48af1011a4cbb2b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f5ddf,f48af1011a4cbb2b
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ffb61,f48af1011a4cbb2b
X-Google-Attributes: gidffb61,public
X-Google-Thread: f9256,f48af1011a4cbb2b
X-Google-Attributes: gidf9256,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: Need Help!! Tricky problem involving user input!

Date: 1996/05/02
Message-ID: <4m9vbm$3cn@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 152564128
references: <DqrHw8.GsC.0.sheppard@torfree.net>
organization: University of Cambridge, England
newsgroups:
alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,franscomm.programmati

In article <DqrHw8.GsC.0.sheppard@torfree.net>,
aq004@torfree.net (Steve Guidi) writes:

>For example: if the formula is (R*S)/(R+S) where R and S are predefined
>values, the comptuer will calculate that using the values and give a
>solution.
>
>The problem I have encountered is that the USER has to define this
>formula via an input/output routine. From my knowledge of datatypes,
>there is no type that will allow the computer to simply use the input as
>if it were a mathematical formula in the source code itself.

No. In a compiled language, any expressions such as that in your source code are read at compile time and converted into an assembly language program to evaluate the expression. There is no expression parser in the output of the compiler, so no simple way to pass a user entered expression to it. You'll have to do the parsing yourself.

What you need to do is to scan the line looking for terms to add up. Each term is then passed to a routine that scans through it looking for terms to multiply or divide, then each term of that is passed to a routine that scans through it looking for terms to raise to a power. Each of those terms is then either a number, or a function such as sin or cos, or an expression in brackets, in which case you pass the contents of the brackets to the first routine.

It sounds complicated, but it's fairly easy, particularly if you've got good string functions.

>I have consulted with a teacher at my school and he mentioned that the
>trick must lie with the way spreadsheet programs work. Say I were to
>enter a formula = A3 * A5 / ABS (SUM E2:E7), the spreadsheet program
>would work with that forumala with the values in the respective cells.
>This is VERY similar to what I have to do except I am lost and don't know
>how to do it!

Well yes, spreadsheets also have to have an expression evaluator of course. But the difficult bits about writing a spreadsheet are storing the data in an efficient way and doing natural order evaluation, neither of which do you have to worry about.

From -4743185167855931419
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 1115ce,fd8c841379b2cb5c
X-Google-Attributes: gid1115ce,public
From: Claus Brod <claus_brod@bbn.hp.com>
Subject: Re: 68030 > 68000 ?
Date: 1996/05/02
Message-ID: <31886750.1E8C@bbn.hp.com>#1/1
X-Deja-AN: 152566556
references: <4m5e4i$809@sunsystem5.informatik.tu-muenchen.de>
content-type: text/plain; charset=us-ascii
organization: Hewlett-Packard GmbH
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 3.0b3 (X11; I; HP-UX A.09.07 9000/770)

Jens Jansen wrote:
>
> hallo leute,
>
> zur abwechslung hier mal eine wirklich saubloede frage:
>
> worin (ausser im cache und den schnelleren div(u,s) und mul(u,s)-befehlen) liegt
> eigentlich die verbesserung des 68030 (der ja bekanntlich im Falcon 030 zu
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die in
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dumm ist
> halt nur, dass so ziemlich saemtliche move-befehle mehr taktzyklen auf dem 030
brauchen
> als auf dem 68000.

Was *genau* hast Du da getestet? Wie *genau* hast Du die Zyklen gemessen?

Ich nehme an, dass Du den 68030 in einem Falcon getestet hast. Bedenke bitte,
dass im Falcon mehr Zyklen fuer Video abgehen als bei einem einfachen ST.

Generell hat der 68030 eine riesige Menge von Verbesserungen gegenueber einem
einfachen 68000:

- Beschleunigungen bei einigen Befehlen
- Neue Befehle
- eingebaute MMU (sehr wichtig!)
- eingebauter kleiner Cache
- kann hoeher getaktet werden
- ...

--clausb@bbn.hp.com----------
  Claus Brod, MDD, HP Boeblingen   Have you hugged your manager today?
--#include <std_disclaimer>---------http://hpbmdd28.bbn.hp.com/~clausb --
   Explicit permission required for distribution in Microsoft Network.

From 8934317415588896929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,974874b64e403c37,start
X-Google-Attributes: gid1115ce,public
From: thierry@ief-paris-sud.fr (Thierry Rochebois)
Subject: DSP and sound synthesis
Date: 1996/05/02
Message-ID: <4ma9fv$q6q@upsn6.u-psud.fr>#1/1
X-Deja-AN: 152581005
organization: IEF
reply-to: thierry@ief-paris-sud.fr
newsgroups: comp.sys.atari.programmer

Hello,

Is there somebody on this news group that attempted to generate sounds with the DSP ?

As a basic program, I would like to implement a sine wave generator as described in Motorola's Application notes:

http://www2.motorola-dsp.com/dsp/engineering/tech_doc/app_note.html
(Acrobat Format).

Thierry Rochebois

http://www.ief.u-psud.fr/~thierry/welcomef.html

From 1897479076013875355
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,f48af1011a4cbb2b
X-Google-Attributes: gidffc26,public
X-Google-Thread: f9256,f48af1011a4cbb2b
X-Google-Attributes: gidf9256,public
X-Google-Thread: ffb61,f48af1011a4cbb2b
X-Google-Attributes: gidffb61,public
X-Google-Thread: 1115ce,f48af1011a4cbb2b
X-Google-Attributes: gid1115ce,public

X-Google-Thread: f5ddf,f48af1011a4cbb2b
X-Google-Attributes: gidf5ddf,public
From: eric@skatter.USask.Ca
Subject: Re: Need Help!! Tricky problem involving user input!
Date: 1996/05/02
Message-ID: <4maquu$40j@tribune.usask.ca>#1/1
X-Deja-AN: 152620314
references: <DqrHw8.GsC.0.sheppard@torfree.net> <4m9vbm$3cn@lyra.csx.cam.ac.uk>
organization: University of Saskatchewan
newsgroups:
alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,franscomm.programmati

mnb20@cam.ac.uk (Mark Baker) wrote:
>In article <DqrHw8.GsC.0.sheppard@torfree.net>,
> aq004@torfree.net (Steve Guidi) writes:
>
>>For example: if the formula is (R*S)/(R+S) where R and S are predefined
>>values, the comptuer will calculate that using the values and give a
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>>
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>for terms to multiply or divide, then each term of that is passed to
>a routine that scans through it looking for terms to raise to a power.
>Each of those terms is then either a number, or a function such as
>sin or cos, or an expression in brackets, in which case you pass the
>contents of the brackets to the first routine.
>
>It sounds complicated, but it's fairly easy, particularly if you've
>got good string functions.

And even easier if you use LEX and YACC (or better, the more modern FLEX and BISON) to do the lexical analysis and parsing. Setting up a simple expression interpreter using these tools is very easy. The YACC manual even used to come with a little example that did just that.

--
Eric Norum eric@skatter.usask.ca
Saskatchewan Accelerator Laboratory Phone: (306) 966-6308

University of Saskatchewan FAX: (306) 966-6058
Saskatoon, Canada. NeXTMail accepted.

From -8488785382305847718
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f48af1011a4cbb2b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f9256,f48af1011a4cbb2b
X-Google-Attributes: gidf9256,public
X-Google-Thread: ffc26,f48af1011a4cbb2b
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,f48af1011a4cbb2b
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: ffb61,f48af1011a4cbb2b
X-Google-Attributes: gidffb61,public
From: Douglas Joshua Behnke <behnkedj@cs.rose-hulman.edu>
Subject: Re: Need Help!! Tricky problem involving user input!
Date: 1996/05/02
Message-ID: <318906ED.41C67EA6@cs.rose-hulman.edu>#1/1
X-Deja-AN: 152635337
references: <DqrHw8.GsC.0.sheppard@torfree.net> <4m9vbm$3cn@lyra.csx.cam.ac.uk>
content-type: text/plain; charset=us-ascii
organization: Trusted Information Systems, Inc.
mime-version: 1.0
newsgroups:
alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,franscomm.programmati
x-mailer: Mozilla 2.01 (X11; I; BSD/OS 2.0 i386)

Mark Baker wrote:
>
> In article <DqrHw8.GsC.0.sheppard@torfree.net>,
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>
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> program to evaluate the expression. There is no expression parser in
> the output of the compiler, so no simple way to pass a user entered
> expression to it. You'll have to do the parsing yourself.
>

You could always write the function out to a text file, wrapped in a suitable function declaration like:

```
double userExpression()
{
     return <insert_user_function_here>;
}
```

Then all you have to do is run the compiler, dynamically link the object file your executable, and call the function. It might be tricky to get the variables passed in correctly, though. They may need to be globals.

;-)

Cheers,
-Josh Behnke
behnkedj@cs.rose-hulman.edu

From -2137333746285807045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,974874b64e403c37
X-Google-Attributes: gid1115ce,public
From: noring@lysator.liu.se (Fredrik Noring)
Subject: Re: DSP and sound synthesis
Date: 1996/05/02
Message-ID: <4mb4h3$jb@newsy.ifm.liu.se>#1/1
X-Deja-AN: 152646821
references: <4ma9fv$q6q@upsn6.u-psud.fr>
content-type: text/plain; charset=iso-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

thierry@ief-paris-sud.fr (Thierry Rochebois) writes:

>Is there somebody on this news group that attempted to
>generate sounds with the DSP ?
>As a basic program, I would like to implement a sine wave
>generator as described in Motorola's Application notes:

I've not implemented the sine wave generator, but some
DSP sound effects programs and an MPEG2 Audio decoder.
(I've got a simple DVS sample replayer written in C and DSP56k
assembler on my home page: http://www.lysator.liu.se/~noring/DSP.html)
Hope this helps.

 Fredrik Noring

From -7342264561916146699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ed83677a1fdd3d7,start
X-Google-Attributes: gid1115ce,public
From: zan660@usa.pipeline.com
Subject: Program for MagiCMac????????
Date: 1996/05/02
Message-ID: <4m95fl$1k3@news2.h1.usa.pipeline.com>#1/1
X-Deja-AN: 152657418
organization: PSINet/Pipeline USA
newsgroups: comp.sys.atari.programmer

I would love to program for MagiCMac, but I can't find any info on it. Anyone got any ideas? I would love to make a pplication which uses teh 040 FPU, AT&T DSP, 48khz audio, Video in.out, that many Macs have.
Thanks
Zan

From 5751959989275345985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b9aea0721df55078,start
X-Google-Attributes: gid1115ce,public
From: squonk@nb.net (Jim Lundy)
Subject: Old Atari Stuff
Date: 1996/05/02
Message-ID: <361.6696T1057T1578@nb.net>#1/1
X-Deja-AN: 152667951
organization: The National Business Network Inc. (localconnect(sm))
newsgroups: comp.sys.atari.programmer

Went through some old stuff and found 3 Atari computers. I din't know if they are really worth anything, but I hate to throw them away. If anyone is interested in these, I will be happy to send them for the cost of shipping..

Atari 130 XE
Atari 800 XL
and the good ole' Atari 400 ... my first personal computer. *sigh*

Let me know.

squonk@nb.net

Thanks!

From -4134165070371413531
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,6a70006122449e41,start
X-Google-Attributes: gid1115ce,public
From: squonk@nb.net (Jim Lundy)
Subject: Ole Atari stuff
Date: 1996/05/02
Message-ID: <361.6696T1058T269@nb.net>#1/1
X-Deja-AN: 152667955
organization: The National Business Network Inc. (localconnect(sm))
newsgroups: comp.sys.atari.programmer

Went through some old stuff and found 3 Atari computers. I din't know if they are really worth anything, but I hate to throw them away. If anyone is interested in these, I will be happy to send them for the cost of shipping..

Atari 130 XE
Atari 800 XL
and the good ole' Atari 400 ... my first personal computer. *sigh*

Let me know.

squonk@nb.net

Thanks!

From 6496190775002412458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c828d2dc1a2732ab,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,c828d2dc1a2732ab,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,c828d2dc1a2732ab,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8e8e,c828d2dc1a2732ab,start
X-Google-Attributes: gidf8e8e,public
X-Google-Thread: 10aaed,c828d2dc1a2732ab,start
X-Google-Attributes: gid10aaed,public
From: Jyakobi@visinet.ca
Subject: CyberChat // CyberChat // CyberChat // CyberChat // CyberChat
Date: 1996/05/02
Message-ID: <4mbc85$ol@kenya.visinet.ca>#1/1
X-Deja-AN: 152799785
organization: VisiNet Internet Services
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,co
mp.sys.be

Tired experiencing untimely delays when chatting on the Internet? Is your curiosty getting the

better of you?

Here's your chance to do something about it!

No Keyboards, No Monitors, and No Modems!

Call CyberChat your telephone connection to people you meet on the net!

1 - 809 - 474 - 4437

Only long distance charges apply for this call. Must be 18 years of age or older.

This service brought to you by Top Communications.

Call CyberChat now!

From 39659489960993843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b954d909bf94f4
X-Google-Attributes: gid1115ce,public
From: pero@imola.jump.org (Peter Caja)
Subject: damaged UNIT.HLP file
Date: 1996/05/03
Message-ID: <1996May3.030350.1509@rcum>#1/1
X-Deja-AN: 152696922
newsgroups: comp.sys.atari.programmer

Hi, i'm using Pure Pascal and i have a damaged UNIT.HLP file.

So anyone can please send me a copy of this file?

Thanx

Peter Caja
Peter.Caja@uni-mb.si

From 2923137309958885351
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f48af1011a4cbb2b
X-Google-Attributes: gid1115ce,public
From: doucet@ripolin.laas.fr (Jean-Etienne Doucet,149,6323)
Subject: Re: Need Help!! Tricky problem involving user input!
Date: 1996/05/03
Message-ID: <4mcgt0$7sa@news.cict.fr>#1/1
X-Deja-AN: 152745282
distribution: world

references: <4m9plm$s6a@btmpjg.god.bel.alcatel.be>
organization: LAAS-CNRS, Toulouse (France)
reply-to: doucet@ripolin.laas.fr
newsgroups: comp.sys.atari.programmer

In article s6a@btmpjg.god.bel.alcatel.be, barnhoorn@nlev00 () writes:
|
| In article <DqrHw8.GsC.0.sheppard@torfree.net>, aq004@torfree.net (Steve Guidi)
writes:
| >
| >Please, please somebody help me with this... I am working on a school
| >project which basically asks a user to enter a mathematical formula and
| >then the program will give the solution to that formula.
| >
| >For example: if the formula is (R*S)/(R+S) where R and S are predefined
| >values, the comptuer will calculate that using the values and give a
| >solution.
| >
| Don't know anything about the way spreadsheets work, but your problem
| is easy to solve when you are going to use a recursive function.
| Scan from left to right - as soon as an opening bracket pops up,
| call your function recursively. I guess that is enough information
| for you to solve this tiny little problem.
| >
| >Email me ... aq004@torfree.net
| >
| >PS: I know they teach this stuff in University.. I'm still a highschool
| >student =)
| >
| yeah, sure. You don't need a university degree to solve your
| problem!!
|
| --
| ---
| Jaco Barnhoorn barnie@xs4all.nl
| Software Test Engineer barnhoorn%nlev00@btmv56.se.bel.alcatel.be
| Alcatel Telecom Systems
| Rijswijk, The Netherlands
| ---

Here's how I'd deal with the problem:
(rough solution!)

```
function EVAL_EXPR return FLOAT is
   RESULT: FLOAT;
   OPERATOR: CHARACTER;
begin
   RESULT := EVAL_TERM;
   while CURRENT_INPUT_CHAR='+' or CURRENT_INPUT_CHAR='-' loop
      OPERATOR := CURRENT_INPUT_CHAR;
      GET_NEXT_INPUT_CHAR;
```

```
      if OPERATOR='+' then
         RESULT := RESULT + EVAL_TERM;
      else -- OPERATOR='-'
         RESULT := RESULT - EVAL_TERM;
      end if;
   end loop;
   return RESULT;
end EVAL_EXPR;

function EVAL_TERM return FLOAT is
   RESULT: FLOAT;
   OPERATOR: CHARACTER;
begin
   RESULT := EVAL_FACTOR;
   while CURRENT_INPUT_CHAR='*' or CURRENT_INPUT_CHAR='/' loop
      OPERATOR := CURRENT_INPUT_CHAR;
      GET_NEXT_INPUT_CHAR;
      if OPERATOR='*' then
         RESULT := RESULT * EVAL_FACTOR;
      else -- OPERATOR='/'
         RESULT := RESULT / EVAL_FACTOR;
      end if;
   end loop;
   return RESULT;
end EVAL_TERM;

function EVAL_FACTOR return FLOAT is
begin
   case CURRENT_INPUT_CHAR is
      when 'A'..'Z' =>
         RESULT := VALUE_OF (CURRENT_INPUT_CHAR);
         -- adapt this one if variable names are more than 1 char long
         GET_NEXT_INPUT_CHAR;
         return RESULT;
      when '(' =>
         GET_NEXT_INPUT_CHAR;
         RESULT := EVAL_EXPR;
         if CURRENT_INPUT_CHAR /= ')' then
            raise SYNTAX_ERROR;
         else
            GET_NEXT_INPUT_CHAR;
            return RESULT;
         end if;
      when others =>
         raise SYNTAX_ERROR;
   end case;
end EVAL_FACTOR;

-- all the construction launched as above:

GET_NEXT_INPUT_CHAR; -- actually the 1st char of the expression
FINAL := EVAL_EXPR;
```

-- depending on how you get the input chars,
-- you'll see how to deal with the last expression char.

Good luck.


```
+----------------------------+----------------------------+
|     Jean-Etienne DOUCET     |         LAAS - CNRS         |
|        doucet@laas.fr       |     Toulouse   FRANCE       |
+---------------------------+-----------------------------+
|     (sig en chantier,  comme la flute de Mozart...)       |
+-----------------------------------------------------------+
```


From 6104604739575794385
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9a8cd7ba95068fa,start
X-Google-Attributes: gid1115ce,public

From: mbge4mdc@meehpa.ee.man.ac.uk (Xav)
Subject: NOW AVAILABLE - Enhanced Joystick Ports FAQ
Date: 1996/05/03

Message-ID: <4mclhl$q54@yama.mcc.ac.uk>#1/1
X-Deja-AN: 152765921

distribution: world
sender: mbge4mdc@meehpa.ee.man.ac.uk (Farag Elburki user)
organization: University of Manchester
newsgroups: comp.sys.atari.programmer

After many hours of research, soldering, re-learning C and tapping in test code, then realising it was getting too damned close to my exams for me to finish this, my Enhanced Joystick Ports FAQ is now available from my web pages.

I would urge anyone who is programming for the Falcon/STe (especially, but not exclusively games programmers) to grab a copy of this. Just use the URL in my .sig and click on anything looking vaguely like an Atari link (HINT - It's got a Fuji logo, and the word ATARI on it).

It would probably also be of interest to owners of STes, Falcons and Jags (for the latter, it even icludes plans for a Tempest 2000 compatible rotary controller!). Please pass it on to other owners, too - there are some minor restrictions to this, but they are just to stop anyone making lots of money out of my research and not giving me any!

Cheers,

Xav

--
Email: mbge4mdc@fs1.ee.man.ac.uk
Web: http://www.compsoc.man.ac.uk/~xav/
"It's who I am, it's what I do - I can't change" - Sledge Hammer

From 272990274361151339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffb61,f48af1011a4cbb2b
X-Google-Attributes: gidffb61,public
X-Google-Thread: ffc26,f48af1011a4cbb2b
X-Google-Attributes: gidffc26,public
X-Google-Thread: f9256,f48af1011a4cbb2b
X-Google-Attributes: gidf9256,public
X-Google-Thread: f5ddf,f48af1011a4cbb2b
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,f48af1011a4cbb2b
X-Google-Attributes: gid1115ce,public
From: nathan@cco.caltech.edu (Nathan Mates)
Subject: Re: Need Help!! Tricky problem involving user input!
Date: 1996/05/03
Message-ID: <4mdf8r$4ti@gap.cco.caltech.edu>#1/1
X-Deja-AN: 152824283
references: <DqrHw8.GsC.0.sheppard@torfree.net>
organization: California Institute of Technology, Pasadena
newsgroups:
alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.
sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.la
ng.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,franscomm.programmati

In article <DqrHw8.GsC.0.sheppard@torfree.net>,
>Please, please somebody help me with this... I am working on a school
>project which basically asks a user to enter a mathematical formula and
>then the program will give the solution to that formula.

   Read a computer science book, but don't expect us to do your homework
for you. Find a good book on recursive parsing-- the source code for that
sort of thing is a page of code at most.

Nathan Mates
--
<*> Nathan Mates http://www.ugcs.caltech.edu/~nathan/   <*>
And he said to them, "To you has been given the secret of the
Kingdom of God, but for those outside, everything comes in
parables" Mark 4:11, NRSV

From 4087404060862903467
X-Google-Language: GERMAN,ASCII-7-bit

X-Google-Thread: 1115ce,fd8c841379b2cb5c
X-Google-Attributes: gid1115ce,public
From: jansen@informatik.tu-muenchen.de (Jens Jansen)
Subject: Re: 68030 > 68000 ?
Date: 1996/05/03
Message-ID: <4mdjld$p14@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 152839211
distribution: world
references: <4m5e4i$809@sunsystem5.informatik.tu-muenchen.de>
<31886750.1E8C@bbn.hp.com>
organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.programmer
originator: jansen@hphalle10i.informatik.tu-muenchen.de

>Was *genau* hast Du da getestet? Wie *genau* hast Du die Zyklen gemessen?

>Ich nehme an, dass Du den 68030 in einem Falcon getestet hast. Bedenke bitte,
>dass im Falcon mehr Zyklen fuer Video abgehen als bei einem einfachen ST.

erstmal: richtig ich habe das auf einem falcon getestet.

weiterhin glaube ich, dass ich es ziemlich genau getestet habe.
ich hab einfach den zu testenden befehl 1000000 (!) mal ausfuehren lassen und hab das
ganze dann 10 mal geloopt. die zeit habe ich gestoppt und dann auf eine einmalige ausfuehrung des befehls zurueckgerechnet.
noch dazu habe ich das ganze bei 640*200 *2 farben gemacht wodurch der videospeicher
kleiner ist als auf dem st !

>Generell hat der 68030 eine riesige Menge von Verbesserungen gegenueber einem
>einfachen 68000:
>
>- Beschleunigungen bei einigen Befehlen
>- Neue Befehle
>- eingebaute MMU (sehr wichtig!)
>- eingebauter kleiner Cache
>- kann hoeher getaktet werden
>-

welche befehle sind denn beschleunigt, wie schnell sind die ?
welche neuen befehle gibt es denn ???

--

_____The Keyboard-Cowboys
(____ __ _ __ __
_____) (|_ (|) |-) (-_
jansen@informatik.tu-muenchen.de |

From 5436594695187897002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f9256,f48af1011a4cbb2b
X-Google-Attributes: gidf9256,public
X-Google-Thread: f5ddf,f48af1011a4cbb2b
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: 1115ce,f48af1011a4cbb2b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,f48af1011a4cbb2b
X-Google-Attributes: gidffc26,public
X-Google-Thread: ffb61,f48af1011a4cbb2b
X-Google-Attributes: gidffb61,public
From: Johan R=?iso-8859-1?Q?=F6nnblom <JRo0605@ba.ssdn.skellefte.se>?=
Subject: Re: Need Help!! Tricky problem involving user input!
Date: 1996/05/03
Message-ID: <318A7221.18BA@ba.ssdn.skellefte.se>#1/1
X-Deja-AN: 153000402
references: <DqrHw8.GsC.0.sheppard@torfree.net> <4m9vbm$3cn@lyra.csx.cam.ac.uk>
<318906ED.41C67EA6@cs.rose-hulman.edu>
content-type: text/plain; charset=iso-8859-1
organization: Balderskolan Skelleftea
mime-version: 1.0
newsgroups:
alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.
sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.la
ng.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,franscomm.programmati
x-mailer: Mozilla 2.0 (Win16; I)

> > >For example: if the formula is (R*S)/(R+S) where R and S are =

> > >predefined
> > >values, the comptuer will calculate that using the values and give a
> > >solution.
> > >
> > >The problem I have encountered is that the USER has to define this
> > >formula via an input/output routine. From my knowledge of datatypes,
> > >there is no type that will allow the computer to simply use the =

> > >input as
> > >if it were a mathematical formula in the source code itself.
> You could always write the function out to a text file, wrapped in a =

> suitable
> function declaration like:
> double userExpression()
> {
>   return <insert_user_function_here>;
> }
> =

> Then all you have to do is run the compiler, dynamically link the =

> object file
> your executable, and call the function. It might be tricky to get the =

> variables
> passed in correctly, though. They may need to be globals.

That's an interesting idea.. but a bit clumsy to start the compiler just =

for that. Or else you could write it as a scriptfile(batchfile) like =

this:
eval <userinputstring>
then you could simply execute this file, and then use the returned value =

as the aswer. Note that <eval> is the Amiga command for this kind of =

operation, replace this with whatever appropriate for your system. Could =

be a problem with a Mac though.. it must be possible in some way.
    /Johan R=F6nnblom, Team Amiga

From -5379408039464456630
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98c9cd6ca026cc7a
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MAlloc(-1)
Date: 1996/05/04
Message-ID: <831321442_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 153012965
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <1996May2.073436.46385@yogi.urz.unibas.ch>
  eglis@ubaclu.unibas.ch (Simon Egli) said:-

>Hello, maybe this question is trivial, so please forgive me to ask it
>here:

The question may be, the answer is definately not trivial!

>Recently I found out that GEMDOS.MAlloc(-1) does not return the free
>amount of memory but rather the largest free Block. Am I correct?

You are.

>And if so, how can I find out the amount of free memory?

It depends on what you mean? I'll assume you want to add up all the free blocks - but remember they are separate. There is no way *your* program can (reasonably) join them together to make a larger block.

The most portable way to do this is to use only the tools you are guaranteed to be provided with - Malloc() and Free(). Something along the lines of ...

```
/*
 blkptr     = some array of longs
 blkheadsiz = size used by header
*/

n = 0
total = 0
blksize = Malloc(-1L)
WHILE (blksize NOT ZERO)
     blkptr[n] = Malloc(blksize - blkheadsiz)
     n = n + 1
     total = total + blksize
     blksize = Malloc(-1L)
ENDWHILE

WHILE (n NOT ZERO)
     SUBTRACT 1 FROM n GIVING n  /* aggh cobol! (n = n - 1) */
     Mfree(blkptr[n])
ENDWHILE

PRINT total
```

This solution begs the question of how big the blkptr[] array should be and how to obtain the value of blkheadsiz. For a generic solution blkptr[] must be obtained dynamically which complicates things. For portability across operating systems, you can make no assumptions about the size of blkheadsiz so this must be calculated also.

Under a multitasking operating system the above code would have to be run in supervisor mode to block task switching ...

```
ENTER SUPERVISOR MODE
total = TOTAL_MEMORY()  /* ie the something like the above code */
LEAVE SUPERVISOR MODE
```

The OS can now task switch again. It leaves our process (A) and hands control over to process B. Process B then Malloc()'s (or Mfree()'s) some memory. Another task switch back to A ...

All we've achieved is to find how much free memory there was at the time we checked - pretty useless except to provide a real time display of memory. There is *no* other purpose for doing it.

If we can guarantee the code will run on known systems then it would be a trivial matter to follow the OS free memory chain adding up the sizes of the blocks.

The only way to obtain extra space whilst a program is running is to try and Malloc() it and provide code to recover if the allocation fails but note the following pitfall when attempting to allocate the largest block ...

```
char*
biggest_block()
{long    n    =Malloc(-1L);
 char    *p   =Malloc(n);

 return p;
}

/*
 * WRONG
 * possible task switch between Malloc(-1L) and Malloc(n) above
*/

main()
{char    *p   =biggest_block();
}

/*
 * CORRECT
 * task switcher blocked.
*/

main()
{char    *p   =Supexec(biggest_block);
}
```

--

Guy Harrison

guy@swampdog.demon.co.uk

From -8259340661159912078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf03fd3856d9534e,start
X-Google-Attributes: gid1115ce,public
From: miqco@sci.fi (Veikko Vanamo)
Subject: Help/Ideas wanted to DM type of game
Date: 1996/05/05

Message-ID: <318cc25c3dddb05@sci.fi>#1/1
X-Deja-AN: 153114787
content-type: text/plain; charset=ISO-8859-1
organization: Scifi Communications International Oy
mime-version: 1.0
reply-to: miqco@sci.fi
newsgroups: comp.sys.atari.programmer

Hi !

I'm programming, as a hobby, game engine which is Captive/DM type, 3D perspective rpg (NOT DOOM like). I'm programming it with GFA Basic 3.5E and Falcon. I might change to HBASIC if I start using non ST screen modes or If I want to compile it, because I have not get my GFA-compiler(3.5) work correctly in my Falcon.

My mouse routine works now as it should, with pageflipping too. Also I have done routine to check all visible 3d parts of screen to be seen (and drawn too).

My problem is memory taken by pictures.
I have drawn picture for each possible walls/floors/roofs in 3d vision. There is only 2 type of texturetypes to these but they allready take 3 NEO screens.

Is it better to draw only one wallpicture (ex. 160X100) for each types and calculate all others from that ?

Is it better to use packed pictureformats (which)?

I've thinked about changing resolution to 640X400 16C/256C RGB or 640X480 16C/256C VGA, because it looks much better that way. So I have to change the format of pictures too. Maybe its GIF type if I can get some info of that format and learn how to act with it.

Any comments are welcome !

Miquel

--

\ /
,---------- \,O,/
(Snail Mail: Veikko Vanamo, Lahtomaenkatu 3 B 38,)^(
) 33580 Tampere, Finland (v)
(InterNet E-Mail: miqco@sci.fi \|/
'----------'-

From 1425032004815018800
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9e5496d67ec8a648
X-Google-Attributes: gid1115ce,public

From: rincewind@discworld.oche.de (Michael Schwingen)
Subject: Re: Help,Germany,Junior Prommer.
Date: 1996/04/01
Message-ID: <31603796277f2a3@discworld.oche.de>#1/1
X-Deja-AN: 145289271
references: <GC3SCCAFUP@data.rhein-main.de>
content-type: text/plain; charset=ISO-8859-1
organization: This is the discworld
mime-version: 1.0
reply-to: rincewind@discworld.oche.de
newsgroups: comp.sys.atari.programmer

Robert Schaffner (robscha@data.rhein-main.de) wrote:

RS>I have on my PC a very funny DOS-Software was support this E-Prommer.
RS>I found this years ago in a german bbs.

There is a shareware program called 'jprommer' for DOS which is available
from some Mausnet BBS and which is said to support megabit EPROMs, too. I
have not tested this, myself - I prefer Pinatubo :-)

cu
Michael
--
Michael Schwingen - Ahornstra⍰e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

From -645894838056712561
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,7a6c30c79319a833,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,7a6c30c79319a833,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,7a6c30c79319a833,start
X-Google-Attributes: gid1115ce,public
From: dbrewood@nest.demon.co.uk (Daron Brewood)
Subject: NeST node 90:90/0 back up.
Date: 1996/04/01
Message-ID: <67697274_OASIS_NEWS@nest.demon.co.uk>#1/1
X-Deja-AN: 145296662
x-nntp-posting-host: nest.demon.co.uk
organization: NeST Headquarters
reply-to: dbrewood@nest.demon.co.uk (Daron Brewood)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Just to let everyone know node 90:90/0 is now back up and operational.

The downtime yesterday was indeed due to the power supply (a capacitor
in fact) dying and so no power was getting through to the Mega ST4.

The Mega ST4 is now piggy backed on top of an old DEC Alpha (with no
top on) which is supplying the power to the system.

It looks a lot like a derelict spacecraft, but at least we're up and
running for mail once more.

--

 Beta testing the superb Oasis II.....


```
ƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒ¿
³ InterNet: dbrewood@cix.compulink.co.uk  NeST....: 90:100/106.0@nest.ftn   ³
³           dbrewood@nest.demon.co.uk     FAN.....: 95:150/0.1@fanfiles.ftn ³
ƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒƒ¼
```



```
From -8955712222050016669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72d29fdbc54390e1
X-Google-Attributes: gid1115ce,public
From: Spencer@mettav.demon.co.uk (Spencer Davies)
Subject: Re: Some C questions
Date: 1996/04/01
Message-ID: <11212_Spencer@mettav.demon.co.uk>#1/1
X-Deja-AN: 145349782
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: Spencer@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.34)
```


Out of the ether, the following was mentioned by
david.white@rd.eng.bbc.co.uk...:

```
 d> parsing procedure. The parsing procedure could then run through your
 d> configuration
 d> file and assign the values. Thinking about it, the easiest method
 d> would be to
 d> malloc an array and set the last structure in the array to have a
 d> string of "",
 d> indicating the end of the array.
```

Hmmm, this is similar to what I envisioned apart from my routine parses the
file a line at the time without reading it into memory first. It may be a
little slower but disk caching seems to offset that.

```
 d> typedef struct _config
 d> {
 d> char *setting_name;   /*pointer to "setting=" string */
 d> char *setting_value;  /*pointer to result, assigned by parsing
```

 d> procedure*/
 d> }config_struct;
I must admit I hadn't thought of using a struct to store the settings.

 d> setting_value string's memory and then frees the config_struct array
 d> after you have finished
 d> with it.
Yep.

 d> I'm sure this idea could be improved upon, but is it any help?
Most certainly especially the idea of using a struct to store the settings, I
hadn't considered that angle.

Spencer

   spencer@mettav.demon.co.uk

--

interface it.

Here are the files I have tried.

I know, the code is lame, but you've got to start somewhere ...

"k_falcon.h" is the gcc Falcon binding by Howard Chu,
just tidied up a bit, with the Lattice bindings stripped out.

Thanks for any help in advance,

Karl.

9227466@bud.cc.swin.edu.au

---------- 8< trial1.c 8<----------

```
/*
     Falcon 030 Video Mode Library.
     Written in GNU C v2.5.8
     (c) 1996, Karl Meyland.

     ---------------------------------

     This baby was written 'coz no-one
     had the balls to release a free
     'c' library to program the Falcon
     with.

     Not bad for a lamer, eh? ;^)

     ---------------------------------
     Tabs set to 3, Line length 74.
     ---------------------------------
*/

#include <stdio.h>
#include "k_falcon.h"

extern void tc_pixel( int x, int y, unsigned int tccol);


int orig_mode;


void set_newmode( void )
{
     if( (mon_type() == M_COLOR) || (mon_type() == M_TELE) )
```

```
        orig_mode = Vsetmode( OVERSCAN|BPS16 );
    else if( mon_type() == M_VGA )
        orig_mode = Vsetmode( BPS16 );
    else
    {
        printf("No known monitor (or a bug in the detect code ;^) )");
        exit(-1);
    }
}


void fill_screen( void )
{
    int i, j;
    for( i=0; i<320; i++ )
        for( j=0; j<200; j++ )
            tc_pixel( i, j, i+j*2 );
}


void main( void )
{
    set_newmode();
    fill_screen();
    Vsetmode( orig_mode );
}
```

---------- 8< trial1.s 8<----------

```
;--------------------------------
; _tc_pixel.s
; plot a pixel in true color mode
; (c) Karl, 1996.
;--------------------------------

_tc_pixel:    moveq         #0,d0
                  move.w    #y,d0
                  lsl.w         #6,d0
                  move.l    d0,d1
                  lsl.l         #2,d0
                  add.l         d1,d0
                  add.l         #x,d0
                  move.w    #tccol,0(a0,d0.l*2)
                  rts
```

---------- 8< makefile.gcc 8<----------

```
#*****************************************************************
#*  Testing some Falcon video stuff...
#*****************************************************************

OPTIMYZ     = -O2

CFLAGS      = -c $(OPTIMYZ)
LFLAGS      = -o test1.tos
CC          = gcc
AS                = gcc-as
#AFLAGS       = -o
AFLAGS        = -c

# Make's implicit rules for making a .o file from a .c file...
# and a .o file from a .s file ...
.c.o :
     $(CC) $(CFLAGS) $*.c

.s.o :
     $(AS) $(AFLAGS) $*.s


OBJS = trial1.o tc_pixel.o

trial1.tos:   $(OBJS)
     $(CC) $(LFLAGS) $(OBJS) $(LIBZ)

trial1.$(OBJ): k_falcon.h
```

From -3616265518811737585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab0a064e7356f49,start
X-Google-Attributes: gid1115ce,public
From: 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland)
Subject: Some Falcon video and GCC probs , part 2 some more ;^)...
Date: 1996/04/02
Message-ID: <4jqko6$97l@lucy.swin.edu.au>#1/1
X-Deja-AN: 145379901
content-type: text/plain; charset=us-ascii
organization: Swinburne University of Technology
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi.

Here's another attempt I've made, but I get the following warning.

```
******
trial1.c: In function `tc_pixel':
trial1.c:56: invalid `asm': operand number out of range
trial1.c: In function `main':
trial1.c:87: warning: value computed is not used
******
```

This is on the line that reads

```
******
              movew         %3,0(a0,a0.l*2)"
******
```

obviously this is a problem with the way the instruction is structured,
but it's beyond me to make it simpler or acceptable to gcc-as...

Any tips/ideas/hints/code?

Many Thanks,

Karl.

9227466@bud.cc.swin.edu.au

```
**********************************

---------------- 8< ---------------
/*
     Falcon 030 Video Mode Library.
     Written in GNU C v2.5.8
     (c) 1996, Karl Meyland.

     ---------------------------------

     This baby was written 'coz no-one
     had the balls to release a free
     'c' library to program the Falcon
     with.

     Not bad for a lamer, eh? ;^)

     ---------------------------------
     Tabs set to 3, Line length 74.
     ---------------------------------
*/

#include <stdio.h>
#include "k_falcon.h"

int orig_mode;
```

```
int sum( int x, int y, int z )
{
     register long retvalue __asm__("d0");

     asm("
              movel %1, d0
              addl %2, d0
              addl %3, d0"
     : "=r"(retvalue)
     : "g"(x), "g"(y), "g"(z)
     : "d0"
     );
     return(retvalue);
}

void tc_pixel( int x, int y, int tccol )
{
     asm("    moveq         #0,d0
              movew         %2,d0
              lslw     #6,d0
              movel         d0,d1
              lsll     #2,d0
              addl     d1,d0
              addl     %1,d0
              movew         %3,0(a0,a0.l*2)"
     :
     : "g"(x), "g"(y), "g"(tccol)
     : "a0", "d0", "d1"
     );
}


void set_newmode( void )
{
     if( (mon_type() == M_COLOR) || (mon_type() == M_TELE) )
          orig_mode = Vsetmode( OVERSCAN|BPS16 );
     else if( mon_type() == M_VGA )
          orig_mode = Vsetmode( BPS16 );
     else
     {
          printf("No known monitor (or a bug in the detect code ;^) )");
          exit(-1);
     }
}


void fill_screen( void )
{
     int i, j;
     for( i=0; i<320; i++ )
          for( j=0; j<200; j++ )
               tc_pixel( i, j, i+j*2 );
```

```
}


void main( void )
{
     set_newmode();
     fill_screen();
     Vsetmode( orig_mode );
     printf(" sum of 1, 2, 3 is %d", sum(1,2,3) );
}
```

From 8724606862040519753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72d29fdbc54390e1
X-Google-Attributes: gid1115ce,public
From: Spencer@mettav.demon.co.uk (Spencer Davies)
Subject: Re: Some C questions
Date: 1996/04/03
Message-ID: <11293_Spencer@mettav.demon.co.uk>#1/1
X-Deja-AN: 145540387
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: Spencer@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.34)

Out of the ether, the following was mentioned by waldi@moacs.indiv.nl.net...:

 w> I guess, I'd prefer a linked list, as it's more flexible.
 w> Encapsulating the list in a pakage would make it easier to use in
 w> different appliations.
Quite complex, but nevertheless interesting.

I'll definately look into using such structures for my config file processing
as it could make life far easier in the long run which is part of the reason
for going for a generic approach.

Spencer

   spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From 4317475807646554519
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,14f64582754eff81
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Some Falcon video and GCC probs ...
Date: 1996/04/03
Message-ID: <4jsitk$6c5@moacs11.moacs.indiv.nl.net>#1/1
X-Deja-AN: 145548116
references: <4jqkm0$97l@lucy.swin.edu.au>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

Karl Nicholaas Henry Meyland <922746@bud.swin.edu.au> wrote:
>
> extern void tc_pixel(int x, int y, unsigned int tccol);

cc1 will push the function parameters in reversed order:

```
     tccol
     -------------- sp@(12)
     y
     -------------- sp@(8)
     x
     -------------- sp@(4)
     return address
     -------------- sp
```

```
> ;--------------------------------
> ; _tc_pixel.s
> ; plot a pixel in true color mode
> ; (c) Karl, 1996.
> ;--------------------------------
>
> _tc_pixel:  moveq    #0,d0
>        move.w   #y,d0
>        lsl.w    #6,d0
>        move.l   d0,d1
>        lsl.l    #2,d0
>        add.l    d1,d0
>        add.l    #x,d0
>        move.w   #tccol,0(a0,d0.l*2)
>        rts
```

```
     .globl   _tc_pixel
     .even
_tc_pixel:
     movq #0,d0
     movw sp@(10),d0    | LSW of y
     lslw #6,d0
     movl d0,d1
     lsll #2,d0
     addl d1,d0
     addl sp@(4),d0 | x
     /* XXX register a0 is used uninitialised! */
```

```
     movw sp@(14),a0@(d0:l:2)
     rts

> .s.o :
>    $(AS) $(AFLAGS) $*.s

     $(CC) $(AFLAGS) $*.s
```

The conventional names would be ASFLAGS and LDFLAGS.

Regards,
Waldi

From -7615649402850523464
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab0a064e7356f49
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Some Falcon video and GCC probs , part 2 some more ;^)...
Date: 1996/04/03
Message-ID: <4jsjq6$6dh@moacs11.moacs.indiv.nl.net>#1/1
X-Deja-AN: 145548119
references: <4jqko6$97l@lucy.swin.edu.au>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

Karl Nicholaas Henry Meyland <922746@bud.swin.edu.au> wrote:
>
> trial1.c:56: invalid `asm': operand number out of range
...
>   movew   %3,0(a0,a0.l*2)"

If you want to mix MOT and MIT syntax, you'll need to update
gas, else you'll have to use pure MIT syntax.

(I assume the second a0 should read d0)

Waldi

From -3714876057872841069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab0a064e7356f49
X-Google-Attributes: gid1115ce,public
From: schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Some Falcon video and GCC probs , part 2 some more ;^)...
Date: 1996/04/03
Message-ID: <vyzwx3xk6ot.fsf@lamothe.informatik.uni-dortmund.de>#1/1

X-Deja-AN: 145571245
sender: schwab@lamothe.informatik.uni-dortmund.de
references: <4jqko6$97l@lucy.swin.edu.au>
organization: Dortmund University, Germany
reply-to: schwab@issan.informatik.uni-dortmund.de
newsgroups: comp.sys.atari.programmer

In article <4jqko6$97l@lucy.swin.edu.au>, 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) writes:

|> Hi.

|> Here's another attempt I've made, but I get the following warning.

```
|> ******
|> trial1.c: In function `tc_pixel':
|> trial1.c:56: invalid `asm': operand number out of range
|> trial1.c: In function `main':
|> trial1.c:87: warning: value computed is not used
|> ******
```

|> This is on the line that reads

```
|> ******
|>            movew         %3,0(a0,a0.l*2)"
|> ******
```

|> obviously this is a problem with the way the instruction is structured,
|> but it's beyond me to make it simpler or acceptable to gcc-as...

The operands of an asm statement are numbered starting from zero. Try to count them again. :-)

```
|> void tc_pixel( int x, int y, int tccol )
|> {
|>   asm("    moveq         #0,d0
|>            movew         %2,d0
|>            lslw     #6,d0
|>            movel         d0,d1
|>            lsll     #2,d0
|>            addl     d1,d0
|>            addl     %1,d0
|>            movew         %3,0(a0,a0.l*2)"
|>   :
|>   : "g"(x), "g"(y), "g"(tccol)
        %0      %1      %2
|>   : "a0", "d0", "d1"
|>   );
|> }
```

--
Andreas Schwab
schwab@issan.informatik.uni-dortmund.de

"And now for something completely different"

From -8462615466783715719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f09a5380ff9bb16,start
X-Google-Attributes: gid1115ce,public
From: thierry@ief-paris-sud.fr (Thierry Rochebois)
Subject: A little MIDI program
Date: 1996/04/03
Message-ID: <4ju3ho$grs@upsn6.u-psud.fr>#1/1
X-Deja-AN: 145604620
organization: IEF
reply-to: thierry@ief-paris-sud.fr
newsgroups: comp.sys.atari.programmer

Hello,

Let me introduce you MIDPRDXL.PRG, a strange little program for MIDI synthesizers:
It allows you to play melodies with paradoxical scales on MIDI synthesizers.
You just need an ordinary polyphonic synthesizer (such as a D-5 Rolandus
simplex vulgaris) and an Atari to discover this stunning kind of musical
scale.

What is a paradoxical scale ?

The principle of paradoxical sounds was invented in the early 70s by
Risset and Shepard.

If you play the melody CDEFGABC on a normal synthesizer, the frequency
of the last C will be twice the first C frequency. On a paradoxical
synthesizer, the last C will be the same as the first one !
A paradoxical scale is circular. So, this kind of scale allows you to
play infinitely ascending or descending melodies.

So, when running correctly MIDPRDXL, the lowest C and the highest C of
the keyboard will play the same note, but you will be able to play melodies
"as usual".
Strange, isn't it ?
Here are some explanations...

You will find those explanations on my Web page at:
http://www.ief.u-psud.fr/~thierry

Paradoxically yours,

Thierry Rochebois

From -3535625428753548846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7a6c30c79319a833
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7a6c30c79319a833
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7a6c30c79319a833
X-Google-Attributes: gid109a67,public
From: d93rkr@hfb.se (Robert Krenn - HFB T d93)
Subject: Re: NeST node 90:90/0 back up.
Date: 1996/04/04
Message-ID: <4jv61l$f76@fizban.solace.mh.se>#1/1
X-Deja-AN: 145689547
references: <67697274_OASIS_NEWS@nest.demon.co.uk>
organization: Solace Computer Society, Sundsvall
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In <67697274_OASIS_NEWS@nest.demon.co.uk> dbrewood@nest.demon.co.uk (Daron Brewood) writes:

>The Mega ST4 is now piggy backed on top of an old DEC Alpha (with no
>top on) which is supplying the power to the system.

This COULD be missunderstood... I know for a fact that Daron DON'T have a DEC with a ALPHA CPU! It's a DEC alright, maybe even named ALPHA, but it's from another century then this :^D (Hello Daron! :)

>It looks a lot like a derelict spacecraft, but at least we're up and
>running for mail once more.

Actually the DEC you have looks like it's from a StarWars movie :^D

//Robert

--
d93rkr@blg.du.se (Robert Krenn)
tel: +46-(0)70 5718622
+46-(0)243 224836
URL: http://www.du.se/~d93rkr

From -6098835572459491971
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d01ee1dd74741cb,start
X-Google-Attributes: gid1115ce,public

From: akanthos@beryl.kapatel.gr (Spiros Polikandriotis)
Subject: STik and CAB problem
Date: 1996/04/04
Message-ID: <4k023i$28k@lithos.kapatel.gr>#1/1
X-Deja-AN: 145835330
organization: Kapa-Tel -- D. & G. Kalofolias S.A.
newsgroups: comp.sys.atari.programmer

I tried to use STik and CAB yesterday. STik dials the number and it says "dial succeed" in the status line and "carrier detected" in the string line. Then it says "find string" in the status line and shows the first string i told it to find in the dial.scr file. These are shown for 40 seconds, then it says "timeout finding" for 4 seconds and the STik window closes. I think it should show the string it tries to find each time and not only the first one for 40 seconds! Is this right?

Anyway, after that, i load CAB and try to open a URL. It says "resolving host", the RD and SD leds of the modem are on and off for a minute or two and then they stop lighting and the "resolving host" message continues to appear even if i wait for hours! Nothing else happens!

My provider offers (C)SLIP and i thought this is the reason i cannot see any web pages on my ST, but the sysop told me that there is an auto detection for (C)SLIP or SLIP demand and there should be no problem. Does this auto detection works only with TCP/IP stacks on
PCs?

From 3854235007781307433
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d01ee1dd74741cb
X-Google-Attributes: gid1115ce,public
From: akanthos@beryl.kapatel.gr (Spiros Polikandriotis)
Subject: STik and CAB problem
Date: 1996/04/04
Message-ID: <4k029e$28k@lithos.kapatel.gr>#1/1
X-Deja-AN: 145835339
organization: Kapa-Tel -- D. & G. Kalofolias S.A.
newsgroups: comp.sys.atari.programmer

desfcjsdfjkfjsdfjsdfjksdf

From 3421556371031224913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d01ee1dd74741cb
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: STik and CAB problem

Date: 1996/04/04
Message-ID: <828740150_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 145843646
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4k023i$28k@lithos.kapatel.gr>
akanthos@beryl.kapatel.gr (Spiros Polikandriotis) said:-

> I tried to use STik and CAB yesterday. STik dials the number and it
>says "dial succeed" in the status line and "carrier detected" in the
>string line. Then it says "find string" in the status line and shows
>the first string i told it to find in the dial.scr file. These are
>shown for 40 seconds, then it says "timeout finding" for 4 seconds and
>the STik window closes. I think it should show the string it tries to
>find each time and not only the first one for 40 seconds! Is this
>right?

Yes, it isn't getting the first line so it's not getting past the
first FIND. What is the *exact* logon sequence required by your
provider? If you don't know, use a standard comms package to find out
what the provider's end wants.

> Anyway, after that, i load CAB and try to open a URL. It says
>"resolving host", the RD and SD leds of the modem are on and off for a
>minute or two and then they stop lighting and the "resolving host"
>message continues to appear even if i wait for hours! Nothing else
>happens!

This will go away when you fix the above.

> My provider offers (C)SLIP and i thought this is the reason i
>cannot see any web pages on my ST, but the sysop told me that there is
>an auto detection for (C)SLIP or SLIP demand and there should be no
>problem. Does this auto detection works only with TCP/IP stacks on
>PCs?

I can't be certain but I would be *very* surprised if this is the
case. TCP is TCP, fortunately even Microsoft can't impose its ever
changing standards on it yet!

--

Guy Harrison

guy@swampdog.demon.co.uk

From -6527329361549448666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f09a5380ff9bb16
X-Google-Attributes: gid1115ce,public
From: m9174@abc.se (Carl Lofgren)
Subject: A little MIDI program
Date: 1996/04/04
Message-ID: <4k1b1i$mtd@tor.abc.se>#1/1
X-Deja-AN: 145856527
organization: ABC-Klubben
newsgroups: comp.sys.atari.programmer

t> Let me introduce you MIDPRDXL.PRG, a strange little program for MIDI

Where can I find this one?

Email: Carl.Lofgren@abc.se

---
* Kivi 1.41a *

From 6812613400650551974
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,7a6c30c79319a833
X-Google-Attributes: gid1115ce,public
From: dbrewood@nest.demon.co.uk (Daron Brewood)
Subject: Re: NeST node 90:90/0 back up.
Date: 1996/04/04
Message-ID: <80616491_OASIS_NEWS@nest.demon.co.uk>#1/1
X-Deja-AN: 145918428
x-nntp-posting-host: nest.demon.co.uk
references: <4jv61l$f76@fizban.solace.mh.se>
organization: NeST Headquarters
reply-to: dbrewood@nest.demon.co.uk (Daron Brewood)
newsgroups: comp.sys.atari.programmer

 In article <4jv61l$f76@fizban.solace.mh.se>
  d93rkr@hfb.se (Robert Krenn - HFB T d93) wrote:-

>This COULD be missunderstood... I know for a fact that Daron DON'T have a
>DEC with a ALPHA CPU! It's a DEC alright, maybe even named ALPHA, but
>it's from another century then this :^D (Hello Daron! :)

Indeed, it's very old, about the 1970's I think.

>Actually the DEC you have looks like it's from a StarWars movie :^D

Yep, and looks like it's just lost a fight with Darth.

--

 Beta testing the superb Oasis II.....


```
ºº°°°
```

X-Google-Thread: 1115ce,f86b534d093f4fbb,start
X-Google-Attributes: gid1115ce,public
From: dferran@cts.com (George Crissman - Ferran Scientific)
Subject: evnt_multi WORKS!, Thx!!
Date: 1996/04/05
Message-ID: <4k461i$jvf@news3.cts.com>#1/1
X-Deja-AN: 146014409
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Thanks for all the private email, solving my problem with
evnt_multi()! It really WAS a pointer problem, caused by
my efforts to use the Mark Williams method in Lattice C.

<sigh>

The problem was:

```
#define UNUSED 0

 short *keyin = UNUSED ;
```

The solution was:

```
#define UNUSED 0

 short placeholder = UNUSED ;
 short *keyin = &placeholder ;
```

Thanks, Jim, Mario, and ... (oh-oh! this isn't intentional!),
for all the help and advice!

-- George

From 179503220344728137
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,900d736a84f828ad
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: Re: Problems with CAB
Date: 1996/04/06
Message-ID: <4k4n0p$2ac@orm.southern.co.nz>#1/1
X-Deja-AN: 146043798

references: <4jaora$sdm@news.aros.net> <GC6VFACSUP@locke.on-luebeck.de>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Michael Guse (gooseman@locke.on-luebeck.de) wrote:
:
: BTW: If your provider does not provide pure SLIP access, stay tuned. I
: know that there is done much work to STiK and that there will be a new
: release with CSLIP or PPP (maybe both) in it.

I should hope so! I am currently trying to setup MiNTNet/MiNT 1.12 to
connect via PPP. To me it's all an over-complicated and unnecessary
business just to connect to WWW. The sooner PPP is implemented with STiK,
the better...

Chris W.
/|\

From 8666241511303855836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49cb25119c689e4e,start
X-Google-Attributes: gid1115ce,public
From: bert@caiw.nl (Bert Greevenbosch)
Subject: Wanted: C(++) compiler
Date: 1996/04/08
Message-ID: <4kbh79$5i7@vixc.voyager.net>#1/1
X-Deja-AN: 146383883
organization: Magic Software Rotterdam
newsgroups: comp.sys.atari.programmer

Hello, world!

Does anybody have a freeware C(++) compiler, or does anybody know
where to find it on the net?

Thanks!

With kind regards,
Bert Greevenbosch.

She said: 'I don't believe in fairy tales', and flew off her broomstick.
```
 . /--\  +-----------------------------------------------------------------+
 |_|  |  | MAGIC SOFTWARE ROTTERDAM, the Netherlands.                      |
 /   /   | Bert Greevenbosch, E-mail: bert@caiw.nl                         |
=---_|   +-----------------------------------------------------------------+
```
You want something to be programmed? Write me: maybe I'll do it.

From 5817231549787595152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d041733ba0430cf2,start
X-Google-Attributes: gid1115ce,public
From: bert@caiw.nl (Bert Greevenbosch)
Subject: ftp-sites for atari programmers
Date: 1996/04/08
Message-ID: <4kbh8c$5i7@vixc.voyager.net>#1/1
X-Deja-AN: 146384061
organization: Magic Software Rotterdam
newsgroups: comp.sys.atari.programmer

Hello, world!

Does anybody know FTP-sites where I can find information about
programming ATARI STe?

I'm mainly interested in compilers, and documentation about 68000
assembly language, gem and bios functions.

With kind regards,
Bert Greevenbosch.

She said: 'I don't believe in fairy tales', and flew off her broomstick.

```
 . /--\  +-------------------------------------------------------------+
 |_|  |  | MAGIC SOFTWARE ROTTERDAM, the Netherlands.                  |
 /   /   | Bert Greevenbosch, E-mail: bert@caiw.nl                     |
=---_|   +-------------------------------------------------------------+
```

You want something to be programmed? Write me: maybe I'll do it.

From -7370014336788414330
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,49cb25119c689e4e
X-Google-Attributes: gid1115ce,public
From: 1gross@rzdspc123.informatik.uni-hamburg.de (Stephan Gross)
Subject: Re: Wanted: C(++) compiler
Date: 1996/04/09
Message-ID: <4kdc28$kbj@rzsun02.rrz.uni-hamburg.de>#1/1
X-Deja-AN: 146517457
distribution: world
references: <4kbh79$5i7@vixc.voyager.net>
organization: University of Hamburg -- Germany
newsgroups: comp.sys.atari.programmer

Bert Greevenbosch (bert@caiw.nl) wrote:
: Hello, world!

Hello Bert!

: Does anybody have a freeware C(++) compiler, or does anybody know

: where to find it on the net?

Well, I can't imagine you haven't heard from GNU c/c++ yet, but
I'll mention it anyway. There are two other compilers, that I'm
not too familiar with: Sozobon and c68.

You can get the GNU compiler from almost any ftp site.

There is a 1.40 version with moderate memory requirements,
a 2.3.3 version with bugs fixed/features enabled (baserel) that
requires 2MB or more (I have plenty of it) and
2.5.8 and 2.6.3 (has anybody seen 2.7.2 ?) but these seem to be
not as stable as 2.3.3 for me.

Bye,
    Stephan Gro (1gross@informatik.uni-hamburg.de)

From 7665854834944456015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5182eaabfa86755,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 115513,e5182eaabfa86755,start
X-Google-Attributes: gid115513,public
From: kcclaess@cs.ruu.nl (Koen Claessen)
Subject: How to use MROS?
Date: 1996/04/09
Message-ID: <4kdqns$geg@krant.cs.ruu.nl>#1/1
X-Deja-AN: 146544655
organization: Dept of Computer Science, Utrecht University, The Netherlands
keywords: atari, midi, cubase, mros
newsgroups: comp.sys.atari.programmer,comp.music.midi

Hi there,

I am planning to write my owm midi-program on an Atari ST, since Cubase is
too expensive and Happy Music is too constrained.
All the efforts I made were too slow, so I now want to use MROS, the
operating system made by Steinberg. I have a few questions:

1. How do I install MROS? (I already have a version of it)
2. How do I use MROS to play MIDI-notes?

The first question is not that needed, because I can use Happy Music to
install MROS. Can anybody answer these questions, or give me any pointers
to where I can find the answers?

The program I am planning to make becomes public domain, so anyone can
get a copy.

Please if you reply, also send me email.

Regards,
Koen.

PS. Does anybody know of any public-domain good midi-program for the Atari?

--
Koen Claessen,   kcclaess@cs.ruu.nl.
Faculty of Mathematics and Computing Science,
University of Utrecht,   The Netherlands.
--

From 7237566242894903651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,24348409733800fe,start
X-Google-Attributes: gid1115ce,public
From: jpb3@ukc.ac.uk (John Beranek)
Subject: Random command in Hisoft Basic
Date: 1996/04/09
Message-ID: <4kdlg7$s1j@minerva.ukc.ac.uk>#1/1
X-Deja-AN: 146549486
organization: University of Kent at Canterbury, UK.
newsgroups: comp.sys.atari.programmer

I've been converting a very old ST Basic bridge game to Hisoft Basic, and I finally got it finished. But...I've got a weird problem. Now whenever I run the compiled program I get the same cards. i.e. The random number generator hasn't been seeded properly. This old program uses the RND function, probably a bad command compared to whats available in Hisoft Basic.

Is there any way to get a random seed from the system clock, and should I be using a better command than the RND one that the original ST Basic program used?

Thanks for any help.

John

--
+==+
| John Beranek | Third Year Computer Systems Engineer, University of Kent. |

From -465306535164073053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f86b534d093f4fbb
X-Google-Attributes: gid1115ce,public

From: matthew@peckham.compulink.co.uk (Matthew Carey)
Subject: Re: evnt_multi WORKS!, Thx!!
Date: 1996/04/09
Message-ID: <AD90589796687875@peckham.compulink.co.uk>#1/1
X-Deja-AN: 146571559
references: <4k461i$jvf@news3.cts.com>
content-type: text/plain; charset=iso-8859-1
organization: None
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <4k461i$jvf@news3.cts.com>,
dferran@cts.com (George Crissman - Ferran Scientific) wrote:

>Thanks for all the private email, solving my problem with
>evnt_multi()! It really WAS a pointer problem, caused by
>my efforts to use the Mark Williams method in Lattice C.
>
><sigh>
>
>The problem was:
>----------
>
>#define UNUSED 0
>
> short *keyin = UNUSED ;
>
>
>The solution was:
>----------
>
>#define UNUSED 0
>
> short placeholder = UNUSED ;
> short *keyin = &placeholder ;
>
>

The example in the MWC Manual on page 326-327 specifically sets the
pointers passed to event_multi() to the existing legal address of a dummy
variable array called 'nowhere[]'.

Sorry to be picky about this.

Matthew Carey
http://www.compulink.co.uk/~peckham/

From -55239121794589990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9617b229eb724a97,start

X-Google-Attributes: gid1115ce,public
From: Gary Ingram <Gary@gingram.demon.co.uk>
Subject: Doom an Atari (Update?)
Date: 1996/04/09
Message-ID: <829087859snz@gingram.demon.co.uk>#1/1
X-Deja-AN: 146616986
x-mail2news-path: gingram.demon.co.uk
x-nntp-posting-host: gingram.demon.co.uk
organization: Myorganisation
reply-to: Gary@gingram.demon.co.uk
newsgroups: comp.sys.atari.programmer

Last time I had access to this newgroup, (long time ago) there was a never ending thread running regarding the possibility of a Doom alike on an Atari machine.

Anything ever come of this?

```
*****************************************************
*Gary Ingram - Analyst Programmer                   *
*            - Writer of boring database programs on*
*            - P.C.'s at work, BUT sill uses ATARI  *
*            - computers at home!                   *
*****************************************************
*(Insert your clever and fiendishly witty comment   *
* here, I can't as I'm having a bad day.)           *
*****************************************************
```

From -8351787365308953143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,789ddbc4c838a199,start
X-Google-Attributes: gid1115ce,public
From: "Mr. Maddog" <mrmaddog@prolog.net>
Subject: Using white noise on ST sound chip
Date: 1996/04/09
Message-ID: <Pine.SOL.3.91.960409225533.10054E-100000@ns1.ptd.net>#1/1
X-Deja-AN: 146782636
organization: ProLog - PenTeleData, Inc.
x-sender: mrmaddog@ns1.ptd.net
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I've read somewhere that the ST sound chip actually has 4 channels and only 3 are useable for decent sound. The fourth is used for "white noise" but it may be adjustable. Is this true? And if so, how may I be able to use this white noise? It's for a game I'm writting that will use samples(which the 3 channels are tied up for) and I want something like fly buzz on the 'fourth' channel. I program in both STOS and 68K assembly right now. Could someone help? Thanx :)

PS: If I can't do this then how may I use the three sound channels
in STOS?

Eric Noss
a.k.a
Mr. Maddog

From 1627923359217596300
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,24348409733800fe
X-Google-Attributes: gid1115ce,public
From: Carl Barron <75066.3204@CompuServe.COM>
Subject: Random command in Hisoft Basic
Date: 1996/04/10
Message-ID: <4kfnka$f9u$1@mhade.production.compuserve.com>#1/1
X-Deja-AN: 146687183
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

jpb3@ukc.ac.uk (John Beranek) wrote:

> Is there any way to get a random seed from the system clock, and should I
>be using a better command than the RND one that the original ST Basic
>program used?
>

 RTFM :) use the statement RAMDOMIZE TIMER, early in your main code such
as the first executable statement there in.

From 2392785302295546608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,24348409733800fe
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Random command in Hisoft Basic
Date: 1996/04/10
Message-ID: <829211378_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 146696409
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <4kdlg7$s1j@minerva.ukc.ac.uk>
  jpb3@ukc.ac.uk (John Beranek) said:-

>   I've been converting a very old ST Basic bridge game to Hisoft
>Basic, and I finally got it finished. But...I've got a weird problem.
> Now whenever I run the compiled program I get the same cards. i.e.
>The random number generator hasn't been seeded properly. This old
>program uses the RND function, probably a bad command compared to
>whats available in Hisoft Basic.

This is usual for debugging purposes.

>   Is there any way to get a random seed from the system clock, and
>should I be using a better command than the RND one that the original
>ST Basic program used?

Dunno about Hisoft Basic but you can get a random number from the
system Random() function (xbios 17) which returns a 24 bit pseudo
random number. The initial seed is taken from the vertical blanking
frame counter so should be different each time the machine is turned
on. iirc the distribution of bit 0 is poor so you should always
discard it (shift it right one place).

--

Guy Harrison

guy@swampdog.demon.co.uk

From -6742182401537141127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9617b229eb724a97
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Doom an Atari (Update?)
Date: 1996/04/10
Message-ID: <4kg361$qtc@nyheter.chalmers.se>#1/1
X-Deja-AN: 146732440
references: <829087859snz@gingram.demon.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <829087859snz@gingram.demon.co.uk>,
Gary Ingram <Gary@gingram.demon.co.uk> wrote:
>Last time I had access to this newgroup, (long time ago) there was a never
>ending thread running regarding the possibility of a Doom alike on an Atari
>machine.
>
>Anything ever come of this?

Yes, there is an internet project called BAD MOOD that's making it happen.

The Falcon030 is the target machine since its DSP chip and 16 bit graphics mode are needed to get reasonable speed.
If a lot of DSP code was converted into 68k assembly, something usable could probably be written for other fast Atari machines as well, though.

The latest version (2.06) can use any DOOM, DOOM II or Heretic WAD with textures (those are usually several megabytes). Apart from the sky everything is texture mapped as it should be (including transparent textures) with light effects. There are no sprites of any kind yet, though.

(Older versions (1.8 or 1.9 IIRC) uses two internal textures and can therefore be used with any WAD, even those without textures.)

The frame rate on a normal Falcon with VGA monitor in 320x200, with full texture mapping, is usually around 3-5 fps. The resolution can be changed on the fly and at 160x100 you could well get 15 fps.
The 16 bit graphics mode makes DOOM/Heretic look quite a bit better than they do on the PC. :-)

Take a look at my WWW/ftp site (see .sig) for more information and the program archives.

There is a mailing list you can join if you want to keep up to date.

```
--
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 2354597187621317780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7,start
X-Google-Attributes: gid1115ce,public
From: jdm@netcom.com (James D. Murray)
Subject: Need poop on Atari ST graphics modes
Date: 1996/04/10
Message-ID: <jdmDpnsrG.DAK@netcom.com>#1/1
X-Deja-AN: 146873251
sender: jdm@netcom22.netcom.com
organization: O'Reilly & Associates, Inc.
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Can someone give me an explaination of the graphics (not text) modes available on the Atari ST? I'm reading through some file format specs for the Atari ST (NEO, PI, PC, TNY, etc.) and I see mention of low, medium, and high resolutions, but nothing on the size and pixel depth of these resolutions. The standard screenshot size seems to be 320x200, but the Atari FAQ lists 320x192 as a

standard graphics resolution. The FAQ also does not explain "overscanned" and "underscanned" modes. I assume this is how Atari achieves 640x200x4 resolution?

Somebody care to enlighten me? Thanks much.

--

James D. Murray POB 70 Tel: 714.288.0141
jdm@netcom.com Orange, CA 92666 USA Fax: 714.832.9924

Maintainer of the Graphics File Formats FAQ on comp.graphics and
coauthor of the O'Reilly book "Encyclopedia of Graphics File Formats".

"I'm not only an INTJ, I'm smug about it!"

From -642365812833595119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ce4d926917262b01,start
X-Google-Attributes: gid1115ce,public
From: mpoikone@news.hit.fi (Mika Timo Johannes Poikonen)
Subject: Blitter won't work correct in Falcon?
Date: 1996/04/11
Message-ID: <4kimdg$7lm@perjantai.hit.fi>#1/1
X-Deja-AN: 146894901
organization: Helsinki Institute of Technology, Finland
newsgroups: comp.sys.atari.programmer

Has anyone else noticed, that Blitter doesn't move the first word of given source address in Falcon??

Yours,
Emphii - Xtream.

From 462338648417540169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA)
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/11
Message-ID: <4kiq48$h9u@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 146900178
references: <jdmDpnsrG.DAK@netcom.com>
organization: INSA-Lyon
reply-to: pcastell@ifhamy.insa-lyon.fr
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

jdm@netcom.com (James D. Murray) wrote:

>Can someone give me an explaination of the graphics (not text) modes available

There is no text mode on ataris...

>on the Atari ST? I'm reading through some file format specs for the Atari ST
>(NEO, PI, PC, TNY, etc.) and I see mention of low, medium, and high resolutions,
>but nothing on the size and pixel depth of these resolutions. The standard
>screenshot size seems to be 320x200, but the Atari FAQ lists 320x192 as a
>standard graphics resolution. The FAQ also does not explain "overscanned" and
>"underscanned" modes. I assume this is how Atari achieves 640x200x4 resolution?

>Somebody care to enlighten me? Thanks much.

The ST has 3 "normal" modes :

- 320*200*16 colors (ST Low)
- 640*200*4 colors (ST Med)
- 640*400*2 colors (monochrome) (ST High)

The Overscan Modes use special techniques to increase the resolution
available. The problem is that there is several different technics
which do that but they are not (all) working on every STs.
In fact there is not a lot of graphics format which use such technics.
There is the .KID format which use overscanned mode in ST Low (I don't
remember the name of the program which manage this kind of file).

Most of the painting program on ST use exclusively the three modes
(like DEGAS ELITE PI1/PC1, PI2/PC2, PI3/PC3)
or only one of them (NEOCHROME .NEO)

Some use special format like SPECTRUM 512 (.SPU, .SPC)
which work in ST-LOW using only 199 lines but 512 Colors in the same
time (using a special technic consisting on changing 3 times the color
palette per line)

I hope I answered your need.

Philippe CASTELLA

pcastell@ifhamy.insa-lyon.fr
http://www.insa-lyon.fr/People/AEDI/pcastell

Falcon 030 -4/60+270 - SVGA
1040 STf 1Mo - RGB

From 2829051017521453751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: diehl@io.org (Eric March)
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/11
Message-ID: <4kj9li$4dc@news1.io.org>#1/1
X-Deja-AN: 146937162
references: <jdmDpnsrG.DAK@netcom.com>
followup-to: comp.sys.atari.st,comp.sys.atari.programmer
organization: Internex Online (shell.io.org), Toronto, Ontario, Canada
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

James D. Murray (jdm@netcom.com) wrote:
: Can someone give me an explaination of the graphics (not text) modes available
: on the Atari ST? I'm reading through some file format specs for the Atari ST
: (NEO, PI, PC, TNY, etc.) and I see mention of low, medium, and high resolutions,
: but nothing on the size and pixel depth of these resolutions. The standard
: screenshot size seems to be 320x200, but the Atari FAQ lists 320x192 as a
: standard graphics resolution. The FAQ also does not explain "overscanned" and
: "underscanned" modes. I assume this is how Atari achieves 640x200x4 resolution?

: Somebody care to enlighten me? Thanks much.

ST-Low: 320x200x16
ST-Med: 640x200x4
ST-Hi : 640x400x2 (Monochrome)

Overscanning is achieved in one of two ways. One is a hardware hack which removes the borders. The other is through software, which removes the top, bottom and/or side borders. Removing all four borders is processor intensive, however, so there aren't many CPU cycles left over for other things. Overscanning achieves somewhere in the neighbourhood or 360x240 or so, with all four borders removed. It's usually necessary to scrunch the monitor's horizontal screen size to see a fully overscanned screen.

: --

: James D. Murray POB 70 Tel: 714.288.0141
: jdm@netcom.com Orange, CA 92666 USA Fax: 714.832.9924

: Maintainer of the Graphics File Formats FAQ on comp.graphics and
: coauthor of the O'Reilly book "Encyclopedia of Graphics File Formats".

: "I'm not only an INTJ, I'm smug about it!"

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:

From 5538189045349398225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b47fb47f7f10402,start
X-Google-Attributes: gid1115ce,public
From: tomo@fly.cc.fer.hr (tomo)
Subject: A little help needed - anyone, please ...
Date: 1996/04/11
Message-ID: <4kjdld$224@bagan.srce.hr>#1/1
X-Deja-AN: 146992658
distribution: world
content-type: text/plain; charset=US-ASCII
organization: CARNet, CROATIA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi everybody!

I definitely NEED a tiny program which would, used as an accessory, force the Atari ST to change the STEP RATE FOR THE FLOPPY DISK b: from 3 ms (default) to 6 ms.

I builded an interface to connect a HD floppy to an ordinary ST with TOS 1.02 and it works fine, but I have to do this re-setting every time when I need to work. I do it with FastCopy. But many programs, when started (e.g Cubase) seem to re-set the whole machine, thus disabling my little tricks. So it definitely should be an accessory.

Please, help. I believe there's an easy way using Xbios function(s) from GFA, but I don't have any time to study this better.

This program would, along with the description of this interface, probably be posted to all newsgroups interested (if any).

Tomislav Djigas

tomo@fly.cc.fer.hr

From 1461760363735010892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: Jim Fouch <jfouch@ns.moran.com>
Subject: Re: Need poop on Atari ST graphics modes

Date: 1996/04/11
Message-ID: <316DB688.3795@ns.moran.com>#1/1
X-Deja-AN: 147021738
references: <jdmDpnsrG.DAK@netcom.com>
to: "James D. Murray" <jdm@netcom.com>
content-type: text/plain; charset=us-ascii
organization: a Digital Internet AlphaServer Site
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win95; I)

James D. Murray wrote:
>
> Can someone give me an explaination of the graphics (not text) modes available
> on the Atari ST? I'm reading through some file format specs for the Atari ST
> (NEO, PI, PC, TNY, etc.) and I see mention of low, medium, and high resolutions,
> but nothing on the size and pixel depth of these resolutions. The standard
> screenshot size seems to be 320x200, but the Atari FAQ lists 320x192 as a
> standard graphics resolution. The FAQ also does not explain "overscanned" and
> "underscanned" modes. I assume this is how Atari achieves 640x200x4 resolution?
>
> Somebody care to enlighten me? Thanks much.
>
> --
>
> James D. Murray POB 70 Tel: 714.288.0141
> jdm@netcom.com Orange, CA 92666 USA Fax: 714.832.9924
>
> Maintainer of the Graphics File Formats FAQ on comp.graphics and
> coauthor of the O'Reilly book "Encyclopedia of Graphics File Formats".
>
> "I'm not only an INTJ, I'm smug about it!"James,

Here's some info on Atari ST Graphics Modes

	X	Y	Colors	Bit-planes	
ST Low	320	200	16	4	32,000 bytes
ST Med	640	200	4	2	32,000 bytes
ST High	640	400	2	1	32,000 bytes
TT Low	320	200	256	8	153,600 bytes
TT Med	640	480	16	4	153,600 bytes
TT High	1280	960	2	1	153,600 bytes

I don't think The ST or the TT use any king of overscan, but I'm not sure.

I have a text file that lists all the known Atari Graphics file formats.

Hope this helps,

Jim Fouch

From -80483390530141019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: "Mr. Maddog" <mrmaddog@prolog.net>
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/11
Message-ID: <Pine.SOL.3.91.960411220315.3361A-100000@ns1.ptd.net>#1/1
X-Deja-AN: 147134086
references: <jdmDpnsrG.DAK@netcom.com> <4kj9li$4dc@news1.io.org>
x-sender: mrmaddog@ns1.ptd.net
content-type: TEXT/PLAIN; charset=US-ASCII
organization: ProLog - PenTeleData, Inc.
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

On 11 Apr 1996, Eric March wrote:

> Overscanning is achieved in one of two ways. One is a hardware hack which
> removes the borders. The other is through software, which removes the
> top, bottom and/or side borders. Removing all four borders is processor
> intensive, however, so there aren't many CPU cycles left over for other
> things. Overscanning achieves somewhere in the neighbourhood or 360x240
> or so, with all four borders removed. It's usually necessary to scrunch
> the monitor's horizontal screen size to see a fully overscanned screen.

How much overhead is just removing the top and bottom boarders?

I have a source code for this demo that can do this in 50Hz mode and
I want to put this in a game I'm writting so it'll automatically do
overscan on European machines. I appears that I have to keep
accessing the routine with each vbl. The game is in STOS, but I can
use assembly rountines with no problem. Is there anyone who can tell
me more about it? Thanx

Eric Noss
a.k.a
Mr. Maddog

From -7674344283034764009

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: BobR <76702.1466@CompuServe.COM>
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/12
Message-ID: <4kknjqbcb2@mhade.production.compuserve.com>#1/1
X-Deja-AN: 147051930
organization: Bob Retelle
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Just in case it wasn't fully clear from the other replies... the Atari ST
has only *3* graphics modes:Low, Medium and High, with the pixel resolutions
given in the other replies.

The other "modes" are hardware or software hacks to achieve non-standard
pseudo-resolutions.

As was mentioned, not all STs can use all of the non-standard resolutions.

For complete compatibility, you have to stick with the standard three.

BobR

From 1191620155581359878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/12
Message-ID: <829386490_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 147105513
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
organisation: SwampDog

 In article <jdmDpnsrG.DAK@netcom.com>
  jdm@netcom.com (James D. Murray) said:-

>Can someone give me an explaination of the graphics (not text) modes
>available on the Atari ST? I'm reading through some file format specs
>for the Atari ST (NEO, PI, PC, TNY, etc.) and I see mention of low,
>medium, and high resolutions, but nothing on the size and pixel depth
>of these resolutions. The standard screenshot size seems to be
>320x200, but the Atari FAQ lists 320x192 as a standard graphics

>resolution. The FAQ also does not explain "overscanned" and
>"underscanned" modes. I assume this is how Atari achieves 640x200x4
>resolution?

The standard ST and STE modes are 320x200 4 planes, 640x200 2 planes, and 640x400 1 plane. The ST has a 512 colour palette, the STE 4096.

If it's just the hardware modes you are after then that's it, but if you want to know what resolutions the machine can do then the answer is any because the OS is resolution independant. Software solutions either slow the machine down or require you to scroll round a larger virtual screen. Hardware solutions are obviously the best and depend on the spec of the card - which are damned expensive because they are hard to fit - shame really. As you have probably guessed by now, overscan can be done by software or hardware, or both.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -4014142038780672781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/12
Message-ID: <829386140_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 147106918
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
organisation: SwampDog

 In article <4kknjqbcb2@mhade.production.compuserve.com>
  BobR <76702.1466@CompuServe.COM> said:-

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>
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>pseudo-resolutions.
>

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>
>For complete compatibility, you have to stick with the standard three.

Gem is resolution independant so I assume you mean the software has to
be also be capable of running in one of the three standard modes?
(sorry to be pedantic but I missed the original question). :-)

No I didn't, I've found it (after the replies *again*) ...

He asked about graphics modes in general, not hardware modes, so it
seems best to let him choose if he wants to be bothered with the
information?

--

Guy Harrison

guy@swampdog.demon.co.uk

From 7863130117739100329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: diehl@io.org (Eric March)
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/12
Message-ID: <4kmkm6$quv@news1.io.org>#1/1
X-Deja-AN: 147200228
references: <jdmDpnsrG.DAK@netcom.com> <4kj9li$4dc@news1.io.org>
<Pine.SOL.3.91.960411220315.3361A-100000@ns1.ptd.net>
followup-to: comp.sys.atari.st,comp.sys.atari.programmer
organization: Internex Online (shell.io.org), Toronto, Ontario, Canada
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Mr. Maddog (mrmaddog@prolog.net) wrote:

: How much overhead is just removing the top and bottom boarders?

The top and bottom borders don't take much time. It's the side borders
that really eat processor time because they use the HBL, not the VBL; the
HBL is a 200Hz interrupt.

: I have a source code for this demo that can do this in 50Hz mode and
: I want to put this in a game I'm writting so it'll automatically do
: overscan on European machines. I appears that I have to keep

: accessing the routine with each vbl. The game is in STOS, but I can
: use assembly rountines with no problem. Is there anyone who can tell
: me more about it? Thanx

You could modify the overscan routine to run itself, rather than run every
time it's accessed. That would produce more stable results, and would
also be easier to use from within STOS. I don't program in STOS so I
don't know what's involved in accessing assembler routines from STOS
programs, but if it's anything like GFA then it should be a doodle.

: Eric Noss
: a.k.a
: Mr. Maddog

--
dMMMMMP dMMMMMb dMMMMMP <{[T]}>   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   <{[O]}>   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   <{[C]}> http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet/Current Notes/Perceptions: diehl@io.org

From -1802745542648716562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: "Mr. Maddog" <mrmaddog@prolog.net>
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/12
Message-ID: <Pine.SOL.3.91.960412235057.9260G-100000@ns1.ptd.net>#1/1
X-Deja-AN: 147307547
references: <829386490_OASIS_@swampdog.demon.co.uk>
x-sender: mrmaddog@ns1.ptd.net
content-type: TEXT/PLAIN; charset=US-ASCII
organization: ProLog - PenTeleData, Inc.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

On Fri, 12 Apr 1996, Guy Harrison wrote:

> If it's just the hardware modes you are after then that's it, but if
> you want to know what resolutions the machine can do then the answer
> is any because the OS is resolution independant. Software solutions
> either slow the machine down or require you to scroll round a larger
> virtual screen. Hardware solutions are obviously the best and depend
> on the spec of the card - which are damned expensive because they are
> hard to fit - shame really. As you have probably guessed by now,
> overscan can be done by software or hardware, or both.

In the XBIOS function I think, you can not only read the resolution mode number but actually can change it. On the ST, it's 0 for low, 1 for medium, and 2 for high. And I can switch between low and medium resolution for TOS programs, it messes up the GEM display which thinks it's on the old resolution but use a VT52 clear command and it works. This is what I'm going to do with the text file reader I'm written(after my game's done) and what Darek did with QuickView.

But there are the "extra" modes for higher machines like TT, Falcon, and even for Gemulator. If anyone can give me a good idea what these numbers are, that will be helpful. However, the program will switch to either ST Low or ST Med except when it's on those 'true' modes, not the extra ones on the Falcon. And yes, it won't do switching on a high rez monitor.

Eric Noss
a.k.a
Mr. Maddog

From 8864733196785768847
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: guenther@cabal.shnet.org (Thorsten Guenther)
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/13
Message-ID: <GDMVBAFHUP@cabal.shnet.org>#1/1
X-Deja-AN: 147364623
references: <4kknjqbcb2@mhade.production.compuserve.com>
content-length: 779
content-type: text/plain; charset=ISO-8859-1
organization: private shNet site, Germany
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

In <4kknjqbcb2@mhade.production.compuserve.com> BobR wrote:
>Just in case it wasn't fully clear from the other replies... the Atari ST
>has only *3* graphics modes:Low, Medium and High, with the pixel resolutions
>given in the other replies.
>
>The other "modes" are hardware or software hacks to achieve non-standard
>pseudo-resolutions.
>
>As was mentioned, not all STs can use all of the non-standard resolutions.
>
>For complete compatibility, you have to stick with the standard three.

Utter bullshit. All GEM programs are resolution independent.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten G⍰nther) - _O
----⍰=ae--⍰=oe--⍰=ue--⍰=Ae--⍰=Oe--⍰=Ue--⍰=sz---- /
                                                  \
)

From 9115187693566822071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,735e4a8808c22493,start
X-Google-Attributes: gid1115ce,public
From: bert@caiw.nl (Bert Greevenbosch)
Subject: Pexec & CTRL-C surpressing
Date: 1996/04/14
Message-ID: <4kqodm$nab@vixc.voyager.net>#1/1
X-Deja-AN: 147446310
organization: Magic Software Rotterdam
newsgroups: comp.sys.atari.programmer

Hello, world!

I'm currently writing a command shell, and got a few questions.

First: How does Pexec work? In my header file (I use Alcyon C, OSBIND.H) says it is Pexec(mode, prog, tail, env), using Gemdos(trap 1) function 0x4B.

Second: How do I surpress CTRL-C? I don't want my program to stop after pressed CTRL-C, but do other things.

Thanks!

With kind regards,
Bert Greevenbosch.

She said: 'I don't believe in fairy tales', and flew off her broomstick.
. /--\ +---+
|_| | | MAGIC SOFTWARE ROTTERDAM, the Netherlands. |
/   / | Bert Greevenbosch, E-mail: bert@caiw.nl |
=---_| +---+
You want something to be programmed? Write me: maybe I'll do it.

From 355424079144175652
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,52ac2098edc8f1e4,start
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (Martin Cubitt)
Subject: STOS programmers
Date: 1996/04/14
Message-ID: <4krsqg$cb1@neon.airtime.co.uk>#1/1
X-Deja-AN: 147493610
organization: None Specified
newsgroups: comp.sys.atari.programmer

If you program in STOS BASIC you may like to obtain the latest version
of the EXTRA extension.

I suggest you dive into the WWW page
http://www.airtime/co/uk/users/sinbad/download.htm
and get yourself the latest version of this shareware title.

Currently at version 3.26

Message ends.

From -4893932018084994006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: dferran@cts.com (George Crissman - Ferran Scientific)
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/14
Message-ID: <4ks223$2a8@news3.cts.com>#1/1
X-Deja-AN: 147500975
references: <jdmDpnsrG.DAK@netcom.com> <4kiq48$h9u@tempo.univ-lyon1.fr>
organization: CTS Network Services (CTSNET), San Diego, CA
followup-to: comp.sys.atari.st,comp.sys.atari.programmer
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Philippe CASTELLA (pcastell@ifhamy.insa-lyon.fr) wrote:
: There is no text mode on ataris...

Maybe he was thinking of the v_enter_cur() and v_exit_cur() VDI calls,
which *would* cause one to enter text mode on other (non-TOS) machines.

Just guessing --

-- George

From 1255441749804322571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ac2098edc8f1e4
X-Google-Attributes: gid1115ce,public
From: Charles Richmond <richmond@plano.net>
Subject: Re: STOS programmers
Date: 1996/04/14
Message-ID: <4ks247$98u@dns.plano.net>#1/1
X-Deja-AN: 147528646
references: <4krsqg$cb1@neon.airtime.co.uk>
to: sinbad@airtime.co.uk
content-type: text/plain; charset=us-ascii
organization: Canine Computer Center
x-url: news:4krsqg$cb1@neon.airtime.co.uk
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; 68K)

sinbad@airtime.co.uk (Martin Cubitt) wrote:
>If you program in STOS BASIC you may like to obtain the latest version
>of the EXTRA extension.
>
>I suggest you dive into the WWW page
>http://www.airtime/co/uk/users/sinbad/download.htm
>and get yourself the latest version of this shareware title.
>
I tried this URL and could *not* get a connection. The server could find
no DNS entry for www.airtime. Could this be an incorrect URL? Please
post or email me with the correct URL. The original STOS BASIC I have is
very buggy. I am very interested in getting the latest on STOS BASIC.

From -2416477192196637727
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ac2098edc8f1e4
X-Google-Attributes: gid1115ce,public
From: diehl@io.org (Eric March)
Subject: Re: STOS programmers
Date: 1996/04/15
Message-ID: <4ktgd4$f7r@news1.io.org>#1/1
X-Deja-AN: 147585016
references: <4krsqg$cb1@neon.airtime.co.uk> <4ks247$98u@dns.plano.net>
organization: Internex Online (shell.io.org), Toronto, Ontario, Canada
newsgroups: comp.sys.atari.programmer

Charles Richmond (richmond@plano.net) wrote:
: sinbad@airtime.co.uk (Martin Cubitt) wrote:

: >If you program in STOS BASIC you may like to obtain the latest version
: >of the EXTRA extension.
: >
: >I suggest you dive into the WWW page
: >http://www.airtime/co/uk/users/sinbad/download.htm
: >and get yourself the latest version of this shareware title.
: >
: I tried this URL and could *not* get a connection. The server could find
: *no* DNS entry for www.airtime. Could this be an incorrect URL? Please
: post or email me with the correct URL. The original STOS BASIC I have is
: very buggy. I am very interested in getting the latest on STOS BASIC.

Try www.airtime.co.uk...

--
dMMMMMP dMMMMMb dMMMMMP <{[T]}>   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   <{[O]}>   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   <{[C]}> http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet/Current Notes/Perceptions: diehl@io.org

From 6188842272486693000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/15
Message-ID: <4ktoa3$n0f@sargas.omicron.se>#1/1
X-Deja-AN: 147600973
references: <jdmDpnsrG.DAK@netcom.com> <4kj9li$4dc@news1.io.org>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0
reply-to: elias@omicron.se
newsgroups: comp.sys.atari.programmer

>ST-Low: 320x200x16
>ST-Med: 640x200x4
>ST-Hi : 640x400x2 (Monochrome)
>
>Overscanning is achieved in one of two ways. One is a hardware hack which
>removes the borders. The other is through software, which removes the
>top, bottom and/or side borders. Removing all four borders is processor
>intensive, however, so there aren't many CPU cycles left over for other
>things. Overscanning achieves somewhere in the neighbourhood or 360x240
>or so, with all four borders removed. It's usually necessary to scrunch
>the monitor's horizontal screen size to see a fully overscanned screen.

Perhaps you should have mentioned that over- and underscanning
can be acieved through hardware on the Falcon. And that is propably
what was discussed in the FAQ?

From 7576894025442550082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49cb25119c689e4e
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: Wanted: C(++) compiler
Date: 1996/04/15
Message-ID: <4ktobd$n0f@sargas.omicron.se>#1/1
X-Deja-AN: 147600975
references: <4kbh79$5i7@vixc.voyager.net>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0
reply-to: elias@omicron.se
newsgroups: comp.sys.atari.programmer

>Does anybody have a freeware C(++) compiler, or does anybody know
>where to find it on the net?

You should be able to find GCC at any good atari FTP site, for example
ftp.uni-kl.de:/pub/atari

From -2590087961162173888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: setup@swampdog.demon.co.uk (swampdog.demon.co.uk)
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/15
Message-ID: <829627442_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 147637549
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: setup@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <Pine.SOL.3.91.960412235057.9260G-100000@ns1.ptd.net>
  "Mr. Maddog" <mrmaddog@prolog.net> said:-

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>> either slow the machine down or require you to scroll round a larger
>> virtual screen. Hardware solutions are obviously the best and depend
>> on the spec of the card - which are damned expensive because they are
>> hard to fit - shame really. As you have probably guessed by now,

>> overscan can be done by software or hardware, or both.
>
>In the XBIOS function I think, you can not only read the resolution
>mode number but actually can change it. On the ST, it's 0 for low, 1
>for medium, and 2 for high.

Yep, Getrez(). It has an inherent problem - it doesn't know about
generic resolutions, like graphics cards or ones you make up yourself.
The VDI will know. You can ask it the width, height and number of
planes etc.

>And I can switch between low and medium
>resolution for TOS programs, it messes up the GEM display which
>thinks it's on the old resolution but use a VT52 clear command and it
>works. This is what I'm going to do with the text file reader I'm
>written(after my game's done) and what Darek did with QuickView.

This is fine as long as you do not want to use Gem whilst not in the
"old mode". TOS knows about resolution changes 'cos it's fairly simple
to make the machine do. Gem isn't told because it's too difficult to
expect it and programs running to adapt on the fly. Even multitos
requires applications to terminate I'm told.

>But there are the "extra" modes for higher machines like TT, Falcon,
>and even for Gemulator. If anyone can give me a good idea what these
>numbers are, that will be helpful. However, the program will switch
>to either ST Low or ST Med except when it's on those 'true' modes,
>not the extra ones on the Falcon. And yes, it won't do switching on
>a high rez monitor.

I'm afraid I don't know the non ST ones but you are right in the
assumption that Getrez() values will change when the resolution does
unlike the VDI.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -4154622090937534357
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,735e4a8808c22493
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Pexec & CTRL-C surpressing
Date: 1996/04/15
Message-ID: <829672630_OASIS_@swampdog.demon.co.uk>#1/1

X-Deja-AN: 147637563
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4kqodm$nab@vixc.voyager.net>
bert@caiw.nl (Bert Greevenbosch) said:-

>Hello, world!
>
>I'm currently writing a command shell, and got a few questions.
>
>First: How does Pexec work? In my header file (I use Alcyon C,
>OSBIND.H) says it is Pexec(mode, prog, tail, env), using Gemdos(trap
>1) function 0x4B.

There's a Pexec() cookbook doc out there somewhere. If you track it down can you let me have a copy. In the meantime here's what I know about it ...

mode
---

0 Load and go.
3 Just Load.
4 Just Execute.
5 Create Basepage.

0,3 take the same args ...

prog=executable file.

tail=PC type command tail or NULL.

env=environment string or NULL to inherit current environment.

prog should ideally be fully specified.

tail[0] is the length of the command tail. tail[1 ..] is the actual command tail. iirc, the ARGV extended argument format originally introduced by MWC exists if tail[0]=127.

Mode 0 returns a gemdos error code, mode 3 returns a basepage pointer and all details appear to be filled in correctly as per mode 0 except p_hitpa points to the top of ram and p_parent is NULL.

Mode 4 just takes the basepage pointer returned from Mode 3 and executes - thus Mode 0 is Pexec(3),Pexec(4);

Note that under MagiC you need to use shel_write() in most cases. The only need for Pexec() I have found is for TSR's and for overlays.

>Second: How do I surpress CTRL-C? I don't want my program to stop
>after pressed CTRL-C, but do other things.

etv_term (longword at system memory address 0x408) is the process
terminate handler. Default points to an RTS instruction. If you want
to regain control install relevent code here.

iirc, MagiC maintains a copy of this for each running process which is
dead handy if you plan to hook into the system. So if the user kills
the process off then the code here can unhook itself to prevent a
system crash.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -872302626344003483
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52ac2098edc8f1e4
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (Martin Cubitt)
Subject: STOS programmers
Date: 1996/04/15
Message-ID: <4ku70q$rr5@neon.airtime.co.uk>#1/1
X-Deja-AN: 147643602
organization: None Specified
newsgroups: comp.sys.atari.programmer

If you program in STOS BASIC you may like to obtain the latest version
of the EXTRA extension.

I suggest you dive into the WWW page
http://www.airtime.co.uk/users/sinbad/download.htm
and get yourself the latest version of this shareware title.

Currently at version 3.26

(sorry for incorrect url previously!)

Message ends.

From -2483320968766370248

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,735e4a8808c22493
X-Google-Attributes: gid1115ce,public
From: bhauer@stdntmail.lmu.edu (Brian Hauer)
Subject: Re: Pexec & CTRL-C surpressing
Date: 1996/04/15
Message-ID: <4ks8v5$5r6@ux1.lmu.edu>#1/1
X-Deja-AN: 147842791
references: <4kqodm$nab@vixc.voyager.net>
organization: The Sybarite Organization
newsgroups: comp.sys.atari.programmer

bert@caiw.nl (Bert Greevenbosch) wrote:

>First: How does Pexec work? In my header file (I use Alcyon C,
>OSBIND.H) says it is Pexec(mode, prog, tail, env), using Gemdos(trap
>1) function 0x4B.

Mode is most commonly 0, prog is the pathname of the program, tail is
the command line to pass, and env is any environment you want to pass
(generally, an empty string).

>Second: How do I surpress CTRL-C? I don't want my program to stop
>after pressed CTRL-C, but do other things.

Good question. I'd like to know the same thing--especially with
regard to Gemdos trap 9 (text to screen).

http://157.242.97.98/t10/brian/fs.html -- Foresight, a new
donation-ware BBS program for the ST and STE.

From 4097589968467284303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5bcec783062b291f,start
X-Google-Attributes: gid1115ce,public
From: bhauer@stdntmail.lmu.edu (Brian Hauer)
Subject: STiK Programmers Reference
Date: 1996/04/15
Message-ID: <4ku4tg$ile@ux1.lmu.edu>#1/1
X-Deja-AN: 147842824
organization: The Sybarite Organization
newsgroups: comp.sys.atari.programmer

Hello:

I am interested in getting a hold of any reference material for
programming with STiK. The two programs I wish to develop will be
used by my BBS software and therefore would be designed to be run

unattended. As such, they need to be able to invoke STiK without user interaction -and- close STiK afterward in order to restore normal modem access. So far as I have seen (I do not yet use STiK since I have a PC at school--I will use STiK during the summer), STiK is an accessory so invoking it unattended -may- require changes in STiK itself.

The two unattended-mode tasks I want to look into are ftp and NNTP clients. I have read the RFCs for these and really just need to know how to open a connection/port, send/receive data through that port, and close the connection via STiK. Just tell me where to dump the bytes and what "exception to throw" and I'll be happy. Of course if there are already available detailed STiK reference docs, that would be nice, too.

-Brian Hauer
bhauer@stdntmail.lmu.edu

http://157.242.97.98/t10/brian/fs.html

From 5220964107654038178
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d3ac12a867a64b6,start
X-Google-Attributes: gid1115ce,public
From: 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland)
Subject: Are there any programmers out there that can hear me?
Date: 1996/04/16
Message-ID: <4kvgll$d5o@lucy.swin.edu.au>#1/1
X-Deja-AN: 147742758
distribution: all, world
content-type: text/plain; charset=us-ascii
organization: Swinburne University of Technology
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi There.

Just wondering if anyone receives this post, as the questions I posted about a month ago received absolutely 0 replies ...

Thanks,

Karl.

From -9076073497449873988

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d3ac12a867a64b6
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Are there any programmers out there that can hear me?
Date: 1996/04/16
Message-ID: <4kvppa$pjs@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 147773124
distribution: all, world
references: <4kvgll$d5o@lucy.swin.edu.au>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <4kvgll$d5o@lucy.swin.edu.au>, 922746@bud.swin.edu.au (Karl Nicholaas
Henry Meyland) writes:
>
>Hi There.

Hi, yes, I can hear you... :-)

>Just wondering if anyone receives this post, as the questions I posted
>about a month ago received absolutely 0 replies ...

What were they about?

Anthony

--
```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```

From 5086323730497760524
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7345802c990ce2d5,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7345802c990ce2d5,start
X-Google-Attributes: gid1115ce,public
From: BobR <76702.1466@CompuServe.COM>
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/16
Message-ID: <4l0keh$j67$6@mhadg.production.compuserve.com>#1/1
X-Deja-AN: 147814929

organization: Bob Retelle
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

>Utter bullshit. All GEM programs are resolution independent.

How nice, Thorsten.. does your mother know how you talk on the net..?

Who cares about GEM programs..? Who's talking about GEM programs..?

The Atari ST HARDWARE <-- (Thorsten.. try real hard to read that word, OK?)
has three native resolutions... low, medium and high.

Try to keep up next time, OK..?

BobR

From -5037744057605825235
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7345802c990ce2d5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,7345802c990ce2d5
X-Google-Attributes: gid1115ce,public
From: "Mr. Maddog" <mrmaddog@prolog.net>
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/16
Message-ID: <Pine.SOL.3.91.960416225335.13037B-100000@ns1.ptd.net>#1/1
X-Deja-AN: 147895090
references: <4l0keh$j67$6@mhadg.production.compuserve.com>
x-sender: mrmaddog@ns1.ptd.net
content-type: TEXT/PLAIN; charset=US-ASCII
organization: ProLog - PenTeleData, Inc.
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

On 16 Apr 1996, BobR wrote:

> Who cares about GEM programs..? Who's talking about GEM programs..?
>
> The Atari ST HARDWARE <-- (Thorsten.. try real hard to read that word, OK?)
> has three native resolutions... low, medium and high.
>
> Try to keep up next time, OK..

Were you refering to XBIOS calls where you read and set the
resolution modes for mainly TOS programs? I only know 0 to 2. The
ST can switch them and use them for the VT52. GEM itself doesn't
even know about the toggle.

My concern is with does the Falcon, TT, or Gemulator have any extra
XBIOS modes other than the three for the ST?

Eric Noss
a.k.a
Mr. Maddog

From 4278721777799772470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3493fe8d7a92326f,start
X-Google-Attributes: gid1115ce,public
From: 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland)
Subject: Hullo, a simple problem for all you 'real' programmers
Date: 1996/04/17
Message-ID: <4l1i3k$r70@lucy.swin.edu.au>#1/1
X-Deja-AN: 147889310
distribution: all, world
content-type: text/plain; charset=us-ascii
organization: Swinburne University of Technology
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi.

I made this posting a while ago, but received 0 replies. So I'm
trying again, hoping that someone will listen this time.

I'm trying to write a function to plot a pixel in 320x200 TC mode.
Got the code, but one instruction the GCC compiler doesn't like.

Can you lot help me fix it!?

Many Thanks, Karl.

Here's another attempt I've made, but I get the following warning.

```
******
trial1.c: In function `tc_pixel':
trial1.c:56: invalid `asm': operand number out of range
trial1.c: In function `main':
trial1.c:87: warning: value computed is not used
******
```

This is on the line that reads

```
******
              movew         %3,0(a0,a0.l*2)"
******
```

obviously this is a problem with the way the instruction is structured,
but it's beyond me to make it simpler or acceptable to gcc-as...

Any tips/ideas/hints/code?

My code follows.

Many Thanks,

Karl.

9227466@bud.cc.swin.edu.au

****

---------- 8< ----------

```
/*
     Falcon 030 Video Mode Library.
     Written in GNU C v2.5.8
     (c) 1996, Karl Meyland.

     ---------------------------------

     This baby was written 'coz no-one
     had the balls to release a free
     'c' library to program the Falcon
     with.

     Not bad for a lamer, eh? ;^)

     ---------------------------------
     Tabs set to 3, Line length 74.
     ---------------------------------
*/

#include <stdio.h>
#include "k_falcon.h"

int orig_mode;

int sum( int x, int y, int z )
{
     register long retvalue __asm__("d0");

     asm("
              movel %1, d0
              addl %2, d0
              addl %3, d0"
     : "=r"(retvalue)
     : "g"(x), "g"(y), "g"(z)
     : "d0"
     );
```

```
    return(retvalue);
}

void tc_pixel( int x, int y, int tccol )
{
    asm("    moveq         #0,d0
             movew         %2,d0
             lslw     #6,d0
             movel         d0,d1
             lsll     #2,d0
             addl     d1,d0
             addl     %1,d0
             movew         %3,0(a0,a0.l*2)"
    :
    : "g"(x), "g"(y), "g"(tccol)
    : "a0", "d0", "d1"
    );
}


void set_newmode( void )
{
    if( (mon_type() == M_COLOR) || (mon_type() == M_TELE) )
         orig_mode = Vsetmode( OVERSCAN|BPS16 );
    else if( mon_type() == M_VGA )
         orig_mode = Vsetmode( BPS16 );
    else
    {
         printf("No known monitor (or a bug in the detect code ;^) )");
         exit(-1);
    }
}


void fill_screen( void )
{
    int i, j;
    for( i=0; i<320; i++ )
         for( j=0; j<200; j++ )
              tc_pixel( i, j, i+j*2 );
}


void main( void )
{
    set_newmode();
    fill_screen();
    Vsetmode( orig_mode );
    printf(" sum of 1, 2, 3 is %d", sum(1,2,3) );
}
```

From -6937999656072963308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,735e4a8808c22493
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Pexec & CTRL-C surpressing
Date: 1996/04/17
Message-ID: <Pine.ULT.3.91.960417092403.18352A-100000@lindor>#1/1
X-Deja-AN: 147937709
references: <4kqodm$nab@vixc.voyager.net> <4ks8v5$5r6@ux1.lmu.edu>
x-sender: jens-and@lindor
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 15 Apr 1996, Brian Hauer wrote:

> >Second: How do I surpress CTRL-C? I don't want my program to stop
> >after pressed CTRL-C, but do other things.
>
> Good question. I'd like to know the same thing--especially with
> regard to Gemdos trap 9 (text to screen).

Hmm ... I'll just pass on this reflection and let others verify it's
sanity ;-)

In C, Ctrl-C won't happen unless you call the OS in some way (printf,
gets etc). A possible solution could be to peek into the stdin buffer
before doing any OS calls (and then discard the Ctrl-C char if any)

// Jens M Andreasen

From 7526160690067011925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/17
Message-ID: <4l2gae$mh7@inca01.inca.co.nz>#1/1
X-Deja-AN: 147951641
references: <jdmDpnsrG.DAK@netcom.com> <316DB688.3795@ns.moran.com>
followup-to: comp.sys.atari.st,comp.sys.atari.programmer
organization: INCA
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Jim Fouch (jfouch@ns.moran.com) wrote:
> X Y Colors Bit-planes

> TT Low 320 200 256 8 153,600 bytes

Actually it's 480 pixels deep.

(I own a TT)

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

From 5632792357484140877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,607a0edee1123bb6
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: WANTED: Filled Polygon drawing routines
Date: 1996/04/17
Message-ID: <4l2t2i$okk@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 147979907
references: <4ihm9q$3bd@neon.airtime.co.uk> <4jblqb$ieb@m1.cs.man.ac.uk>
<4jf6te$kk1@neon.airtime.co.uk>
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

Hmm, after leaving my disk on top of my TV for the past few weeks, I come to do some coding and find everything's gone all funny. My files are not what they once were. My 3d routs have been trashed along with some mfp code, and a load of crap gfx I did. Sorta reminds me of the need to keep a backup from now on... Fortunately, my line-drawing routine is still around. I'd printed it out to have a look at to see if I could see any ways of speeding it up. I finally figured a way out and went to code it and well, lots of rubbish filled my editing window. I'm almost finished re-typing that lot and will post that tomorrow. Currently it's about as fast as I can think of making it - though any help would be appreciated on it. If the rout was just run over and over again without any time left to call it, set up regs, etc. you could draw approx 122 full scanlines per vbl. I figure even with calling code and setting regs up and other rubbish you could still get away with 100 scanlines per vbl. Pretty fast eh?

Anyway, that erasure of my source gives me the opportunity to re-code my full polygon routine. About time too really as well I think. I'm still not sure about the best way of drawing a polygon. I've seen the edge-list fill algorithm and must reject it on the grounds that it'll be far too slow:

non-integer numbers required, lots of divisions, etc. seem to make it unsuitable for high-speed, but I'll have another look at it and see about changing it a bit for speed. I should be able to get rid of non-integers by left-shifting everything and then adding/subbing as normal then right-shifting the result back, but I'm still not sure about the rest of the rout - looks slow to me.

The only other way I know of is to calculate the outline, storing the x-coords in a table. ie, a table of 200 long-words, each long representing the start and end co-ord of that scanline. However, this forces me to use convex polygons. For speed though I think convex has to be the way to go.

Anyone got any other suggestions for drawing a polygon (filled)? The table method means that it's easy to clip the polygon, and with some juggling it may be possible to remove the clip routine entirely anyway and bung it in with the polygon drawing rout. I've had some thoughts on this line and like the way things look. But then I thought some more and found that this might not be too good. Anyway, I'll get a simple polygon filler working and worry about clipping the damn thing later. For simple demos where you know the polygon won't be larger than the screen everything's cool.

gaz

From -2332947282923944359
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3493fe8d7a92326f
X-Google-Attributes: gid1115ce,public
From: Roger Burrows <rzb20@juts.ccc.amdahl.com>
Subject: Re: Hullo, a simple problem for all you 'real' programmers
Date: 1996/04/17
Message-ID: <NEWTNews.829772459.3612.rzb20@rzb20.amdahl.com>#1/1
X-Deja-AN: 148021994
sender: netnews@ccc.amdahl.com (Usenet Administration)
references: <4l1i3k$r70@lucy.swin.edu.au>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Amdahl Corporation, Sunnyvale CA USA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <4l1i3k$r70@lucy.swin.edu.au>, <922746@bud.swin.edu.au> writes:
>
> I made this posting a while ago, but received 0 replies. So I'm
> trying again, hoping that someone will listen this time.
>
> I'm trying to write a function to plot a pixel in 320x200 TC mode.
> Got the code, but one instruction the GCC compiler doesn't like.
>
> Can you lot help me fix it!?
>
> Many Thanks, Karl.

```
>
> ------------------------
>
> Here's another attempt I've made, but I get the following warning.
>
> ******
> trial1.c: In function `tc_pixel':
> trial1.c:56: invalid `asm': operand number out of range
> trial1.c: In function `main':
> trial1.c:87: warning: value computed is not used
> ******
>
> This is on the line that reads
>
> ******
>             movew         %3,0(a0,a0.l*2)"
> ******
>
```

I don't know the GCC assembler syntax, but I think what you're trying to do is an acceptable 68030 instruction, but (for sure) isn't valid 68000 code. Perhaps you need to tell GCC it's for a 68030.

Roger

```
From 4636630459656787626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d3ac12a867a64b6
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Are there any programmers out there that can hear me?
Date: 1996/04/17
Message-ID: <829833846_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 148026750
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog
```

In article <4kvgll$d5o@lucy.swin.edu.au>
922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) said:-

```
>
>Hi There.
>
>Just wondering if anyone receives this post, as the questions I posted
>about a month ago received absolutely 0 replies ...
```

We're here. What were the posts?

--

Guy Harrison

guy@swampdog.demon.co.uk

From -8789896554325894574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3493fe8d7a92326f
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Hullo, a simple problem for all you 'real' programmers
Date: 1996/04/17
Message-ID: <829854400_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 148046797
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4l1i3k$r70@lucy.swin.edu.au>
922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) said:-

```
>Hi.
>
>I made this posting a while ago, but received 0 replies.  So I'm
>trying again, hoping that someone will listen this time.

>void tc_pixel( int x, int y, int tccol )
>{
>        asm("   moveq           #0,d0
>                        movew           %2,d0
>                        lslw            #6,d0
>                        movel           d0,d1
>                        lsll            #2,d0
>                        addl            d1,d0
>                        addl            %1,d0
>                        movew           %3,0(a0,a0.l*2)"
>        :
>        : "g"(x), "g"(y), "g"(tccol)
>        : "a0", "d0", "d1"
>        );
>}
```

I haven't a clue about GCC or its assembler so please bear with me but
how does a0 get initialized? and what is the relevence of manipulating
d0 and d1 if they are not used?

Also, my assembler would not accept a0.l*2 - it would have to be
something like this ...

```
move.l   a0,dn
lsl.l    $1,dn
move.w   %3,0(a0,dn.l)
```

--

Guy Harrison

guy@swampdog.demon.co.uk

From 3568270210962323805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,607a0edee1123bb6
X-Google-Attributes: gid1115ce,public
From: noring@lysator.liu.se (Fredrik Noring)
Subject: Re: WANTED: Filled Polygon drawing routines
Date: 1996/04/18
Message-ID: <4l43f1$ri8@newsy.ifm.liu.se>#1/1
X-Deja-AN: 148081172
references: <4ihm9q$3bd@neon.airtime.co.uk> <4jblqb$ieb@m1.cs.man.ac.uk>
<4jf6te$kk1@neon.airtime.co.uk> <4l2t2i$okk@m1.cs.man.ac.uk>
content-type: text/plain; charset=iso-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I've made a texture mapped polygon routine on my Falcon. It draws
approx. 1.3 million pixels/sec (a cube). That is, one 030 instruction
per pixel and 6 DSP instructions. I'm storing the x-outline in a
table and no divisions are required since I'm using a table
with inversed numbers.

Noring

From 4514834650618749893
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9617b229eb724a97
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: Re: Doom an Atari (Update?)
Date: 1996/04/18
Message-ID: <4l4t3c$19a@orm.southern.co.nz>#1/1

X-Deja-AN: 148139858
references: <829087859snz@gingram.demon.co.uk>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Hi there...

Gary Ingram (Gary@gingram.demon.co.uk) wrote:
: Last time I had access to this newgroup, (long time ago) there was a never
: ending thread running regarding the possibility of a Doom alike on an Atari
: machine.
:
: Anything ever come of this?

Yup!. There are several projects around to port Doom (1 or 2) to the
Falcon or maybe even STe. The best known of these is called Bad Mood. Bad
Mood runs only on the Falcon and the latest version (v2.06?) uses the
original IWAD files that come with Doom 1/2 and Heretic. Currently it is
just a viewer ie..you just run around the 3d world looking at things.
There aren't opening doors but you can walk through the walls, and there
are no enemies or weapons etc...yet!! The graphics look very good, with
Falcon 16-bit colour mode being used to enhance depth shading and so on.
The graphics are in fact far better looking than the original on the PC!!
Soon (we hope) some things like solid walls, opening doors, and life
(other than you) will be used in the coming versions...

Hope this helps...

Chris W.
/|\

From -4788757158148666294
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: josk@stud.unit.no (Jo Even Skarstein)
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/18
Message-ID: <4l52mt$eqn@due.unit.no>#1/1
X-Deja-AN: 148154910
references: <Pine.SOL.3.91.960411220315.3361A-100000@ns1.ptd.net>
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

"Mr. Maddog" (mrmaddog@prolog.net) wrote:

: How much overhead is just removing the top and bottom boarders?
:

: I have a source code for this demo that can do this in 50Hz mode and
: I want to put this in a game I'm writting so it'll automatically do
: overscan on European machines. I appears that I have to keep
: accessing the routine with each vbl. The game is in STOS, but I can
: use assembly rountines with no problem. Is there anyone who can tell
: me more about it? Thanx

I did some overscan on my STE five or six years ago, and it was actually very easy to remove the lower border.

The way I did it was to install a HBL-routine that just incremented a counter, it counted scanlines. And when the counter reached 199 (The second last scanline), I changed the HBL-vector to point to a new routine that did the actual overscanning.

It just waited a specific number of NOPs (9?), changed from low to high resolution, then waited 4 or 5 more NOPs before it changed back to low. That was enough to confuse the shifter, and it ignored the DE-signal.

I can't remember how I removed the upper border, but it was a bit more difficult. It also used more CPU-time.

--

Jo Even Skarstein
josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

From -2840941183082533282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,607a0edee1123bb6
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: WANTED: Filled Polygon drawing routines
Date: 1996/04/18
Message-ID: <4l5bit$er8@studs.sci.kun.nl>#1/1
X-Deja-AN: 148190814
references: <4ihm9q$3bd@neon.airtime.co.uk> <4jblqb$ieb@m1.cs.man.ac.uk>
<4jf6te$kk1@neon.airtime.co.uk> <4l2t2i$okk@m1.cs.man.ac.uk>
<4l43f1$ri8@newsy.ifm.liu.se>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <4l43f1$ri8@newsy.ifm.liu.se> noring@lysator.liu.se (Fredrik Noring) writes:

>I've made a texture mapped polygon routine on my Falcon. It draws
>approx. 1.3 million pixels/sec (a cube). That is, one 030 instruction
>per pixel and 6 DSP instructions. I'm storing the x-outline in a

Sounds impressive. Why don't you upload it?

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -5477104108852222404
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3493fe8d7a92326f
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Hullo, a simple problem for all you 'real' programmers
Date: 1996/04/18
Message-ID: <4l5m5h$5tf@moacs11.moacs.indiv.nl.net>#1/1
X-Deja-AN: 148233052
references: <829854400_OASIS_@swampdog.demon.co.uk>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>
> Also, my assembler would not accept a0.l*2

This is called "index scaling", not supported by the 68000 and
68010. The scale factor (0..3) is the number of bits to shift
the index register.

In MOT syntax this is written as "reg[.size][*scale]". If
omitted, scale defaults to 1 (scale factor 0, aka unscaled).

Regards,
Waldi
--
Never let your schooling interfere with your education.

From 5741276322032017088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3493fe8d7a92326f
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Hullo, a simple problem for all you 'real' programmers
Date: 1996/04/18
Message-ID: <4l6fvf$2eg@nyheter.chalmers.se>#1/1
X-Deja-AN: 148327611
references: <829854400_OASIS_@swampdog.demon.co.uk>

organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <829854400_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> In article <4l1i3k$r70@lucy.swin.edu.au>
> 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) said:-
>
>>I made this posting a while ago, but received 0 replies. So I'm

Hmm, I'm sure I saw a few replies to that article.

```
>>                        movew           %3,0(a0,a0.l*2)"
```

Surely you mean (a0,d0.l*2)?
```
                    ^^
```
I think it should be written as: movew %3,a0@(0,d0:l:2)
At least that's the way the GNU assembler usually wants it.

>how does a0 get initialized? and what is the relevence of manipulating

That's what the ': "g"(x)...' part handles.

>d0 and d1 if they are not used?

Probably an error as I described above.

>Also, my assembler would not accept a0.l*2 - it would have to be

That instruction is only available on the '020 and up.

--
```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 3692523373667911911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a6ec73541d839ed7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a6ec73541d839ed7
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Need poop on Atari ST graphics modes
Date: 1996/04/19
Message-ID: <4l7pje$8k0@inca01.inca.co.nz>#1/1
X-Deja-AN: 148353620

references: <4kknjqbcb2@mhade.production.compuserve.com>
<GDMVBAFHUP@cabal.shnet.org>
followup-to: comp.sys.atari.st,comp.sys.atari.programmer
organization: INCA
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
> Utter bullshit. All GEM programs are resolution independent.

... only if they are properly written.

I could whip up a ten line program in a couple of minutes which is "GEM compliant", but is most definitely resolution dependent.

And I bet 90% of the people reading this comp.sys.atari.programmer could do likewise.

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

From 4626631712125044633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e0f79b92ddd65be,start
X-Google-Attributes: gid1115ce,public
From: bert@caiw.nl (Bert Greevenbosch)
Subject: initmous(type, param, vptr)
Date: 1996/04/19
Message-ID: <4l7br7$a9f@sun.uakom.sk>#1/1
X-Deja-AN: 148381438
organization: Magic Software Rotterdam
newsgroups: comp.sys.atari.programmer

Hello, world.

I need to turn on and off the mouse cursor. I guess I should use the initmous(type, param, vptr) (XBIOS, trap 14, function 0) function. Does anybody know how to use this function?

Also, does anybody know where to get reference about GEM, BIOS and XBIOS functions on the net?

Thanks!

With kind regards,
Bert Greevenbosch.

She said: 'I don't believe in fairy tales', and flew off her broomstick.
+----------+

```
-######---######- | MAGIC SOFTWARE ROTTERDAM, the Netherlands            |
-###---###---###- | Bert Greevenbosch                                    |
-###---------###- | E-mail: bert@caiw.nl                                 |
-###-A-G-I-C-###- | WWW: http://www.caiw.nl/~bert                        |
 S O F T W A R E  +------------------------------------------------------+
You want something to be programmed? Write me: maybe I'll do it.
```

From -6661735856221208948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8f08f2a24c10cc5,start
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-8.hut.fi (Arto Jalkanen)
Subject: File size under MiNT
Date: 1996/04/19
Message-ID: <4l7vqe$1gc@nntp.hut.fi>#1/1
X-Deja-AN: 150362245
distribution: inet
organization: Helsinki University of Technology
newsgroups: comp.sys.atari.programmer

What is the fastest way of getting the size of a file
under MiNT? Please note that Fsfirst can't be used
because it doesn't work with long filenames.
So I need to know how to get the filesize using MiNT
functions.
And no MiNTlib functions please, as I don't use MiNTlibs.

Thank you,
Arto Jalkanen
ajalkane@cc.hut.fi

From 5375689859975422948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c7d95aa459835575,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c7d95aa459835575,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 112f4b,c7d95aa459835575,start
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 109a67,c7d95aa459835575,start
X-Google-Attributes: gid109a67,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: Iconify Under Magic 4
Date: 1996/04/19
Message-ID: <37446307_OASIS_NEWS@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 150400629

x-nntp-posting-host: yeadontt.demon.co.uk
reply-to: phil@yeadontt.demon.co.uk (Phil Yeadon)
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.suppor
t.atari

Does anyone know the value of the WM_ICONIFY variable given in the Magic 4 hyper text documents.

I understand how to add the Icon gadget to the window title/move bar, the GEM event message that signifies this item being selected and the GEM event message recieved when a window is returned to full size. All I need to know is HOW to iconify the window!

Rarther helpfully the docs gives the following example:-

wind_set(wind_handle, WM_ICONIFY, -1, -1, -1, -1)

I believe this call both shrinks and expands the window, but what is the value of WM_ICONIFY!!!!

Thanks in advance for any help.

--


```
==========================================================================

    The Home Of      _/_/_/_/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
                    _/    _/  _/    _/  _/        _/  _/
                   _/    _/  _/    _/  _/        _/  _/
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                 _/    _/  _/    _/        _/  _/        _/
                _/    _/  _/    _/        _/  _/        _/
               _/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/

==========    Phil Yeadon ====== phil@yeadontt.demon.co.uk    ==========
```


From -8026280794124364160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e0f79b92ddd65be
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: initmous(type, param, vptr)
Date: 1996/04/19

Message-ID: <830026544_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 150507848
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <4l7br7$a9f@sun.uakom.sk>
  bert@caiw.nl (Bert Greevenbosch) said:-

>Hello, world.
>
>I need to turn on and off the mouse cursor. I guess I should use the
>initmous(type, param, vptr) (XBIOS, trap 14, function 0) function.
>Does anybody know how to use this function?

What sort of program are you writing because this is a very low level
call. If it were any lower you would be dealing with the hardware
itself!

Gem programs use either the AES or VDI, both have functions to deal
with the mouse such as graf_mouse() and various VDI functions. Use
either AES functions or VDI. Mixing them can confuse the system unless
you are very careful.

Tos programs do not have any mouse functions as such. However, the
LineA interface can be used to control it quite effectively.

>Also, does anybody know where to get reference about GEM, BIOS and
>XBIOS functions on the net?

There are docs around but offhand, I can't think of anywhere. :-(

--

Guy Harrison

guy@swampdog.demon.co.uk

From 8032225479745065756
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,607a0edee1123bb6
X-Google-Attributes: gid1115ce,public
From: noring@lysator.liu.se (Fredrik Noring)
Subject: Re: WANTED: Filled Polygon drawing routines
Date: 1996/04/20
Message-ID: <4l9juc$99d@newsy.ifm.liu.se>#1/1
X-Deja-AN: 150437277

references: <4ihm9q$3bd@neon.airtime.co.uk> <4jblqb$ieb@m1.cs.man.ac.uk>
<4jf6te$kk1@neon.airtime.co.uk> <4l2t2i$okk@m1.cs.man.ac.uk>
<4l43f1$ri8@newsy.ifm.liu.se> <4l5bit$er8@studs.sci.kun.nl>
content-type: text/plain; charset=iso-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

sanders@sci.kun.nl (Sander Stoks) writes:

>>I've made a texture mapped polygon routine on my Falcon. It draws
>>approx. 1.3 million pixels/sec (a cube). That is, one 030 instruction
>>per pixel and 6 DSP instructions. I'm storing the x-outline in a

>Sounds impressive. Why don't you upload it?

No, it's ment to be included in a demo (which probably won't be
finished anyway :( ).

/Noring

From 2740527790416072712
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a8f08f2a24c10cc5
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: Re: File size under MiNT
Date: 1996/04/21
Message-ID: <317b44eabd5941@xs4all.nl>#1/1
X-Deja-AN: 150757450
references: <4l7vqe$1gc@nntp.hut.fi>
content-type: text/plain; charset=ISO-8859-1
x-hardware: MC68000 Atari Mega 4 ST TOS 1.4
organization: Sad & Co., Amsterdam
x-url: http://xs4all.nl/~josdb
mime-version: 1.0
reply-to: josdb@xs4all.nl
newsgroups: comp.sys.atari.programmer

Arto Jalkanen wrote on Fri 19-04-96 12:09:

>What is the fastest way of getting the size of a file
>under MiNT? Please note that Fsfirst can't be used
>because it doesn't work with long filenames.
>So I need to know how to get the filesize using MiNT
>functions.
>And no MiNTlib functions please, as I don't use MiNTlibs.

Try stat() and struct stat.

--
 ---

	vertaler	translator	traductor
Jos den Bekker	Engels en Spaans	English and Spanish	espa⍰ol e ingl⍰s
<josdb@xs4all.nl>	----------
	WWW: http://xs4all.nl/~josdb

From -3729098223018188058
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fa664,5ca2a82803e10897,start
X-Google-Attributes: gidfa664,public
X-Google-Thread: ffc26,5ca2a82803e10897,start
X-Google-Attributes: gidffc26,public
X-Google-Thread: f5ddf,5ca2a82803e10897,start
X-Google-Attributes: gidf5ddf,public
X-Google-Thread: f9256,5ca2a82803e10897,start
X-Google-Attributes: gidf9256,public
X-Google-Thread: 1115ce,5ca2a82803e10897,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1102ad,5ca2a82803e10897,start
X-Google-Attributes: gid1102ad,public
X-Google-Thread: 1046d6,5ca2a82803e10897,start
X-Google-Attributes: gid1046d6,public
From: jungr@uni-muenster.de (Reinhard Jung)
Subject: Questionnaire about Distributed Software Development (YAQ :)
Date: 1996/04/22
Message-ID: <4lf9fo$fd2@majestix.uni-muenster.de>#1/1
X-Deja-AN: 150751648
organization: Institut fuer Wirtschaftsinformatik, WWU Muenster
reply-to: jungr@uni.muenster.de
newsgroups:
comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,com
p.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.next.programmer,z-
netz.rechner.apple.programmieren

Dear Internet participant,

IMPORTANT NOTE: Although this subject might seem to be out of place
in this newsgroup, I don't want to annoy its members!

I'm interested in your opinion concerning worldwide-distributed
software development and in your readiness to take part in such
projects. The questionnaire is designed to investigate the
opportunities only. It is part of a research project at the University
of Muenster (Germany). There are no real projects or commercial goals!

In order to save bandwidth, this post only contains the announcement
of the questionnaire. Interested persons are kindly asked to visit our
WWW form at the following address.

If you use a WWW browser for reading netnews you can simply click

here:
Questionnaire
<p>

If not, please use the following address to locate the form:
http://www.uni-muenster.de/WiWi/quest.html

Greetings from Germany,

Reinhard Jung, University of Muenster, Institute of Business
Informatics, Grevener Strasse 91, 48159 Muenster (GERMANY)
Tel. +49 251 927551, Fax +49 251 839754,
email: jungr@uni-muenster.de

From 6490576094558467498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c7d95aa459835575
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112f4b,c7d95aa459835575
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 1115ce,c7d95aa459835575
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c7d95aa459835575
X-Google-Attributes: gid109a67,public
From: rm03@ic.ac.uk (R. Mellish)
Subject: Re: Iconify Under Magic 4
Date: 1996/04/22
Message-ID: <4lflg4$p5e@sjsun1.cc.ic.ac.uk>#1/1
X-Deja-AN: 150774697
references: <37446307_OASIS_NEWS@yeadontt.demon.co.uk>
followup-to: comp.sys.atari.programmer
organization: Acme Labs
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.suppor
t.atari

in article <37446307_OASIS_NEWS@yeadontt.demon.co.uk>,
 Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:

>   Does anyone know the value of the WM_ICONIFY variable given in the
>Magic 4 hyper text documents.

Hypertext? I haven't seen those, only the flat-text docs. Are the HT
versions in English? Where can I get them?

>   I understand how to add the Icon gadget to the window title/move bar,
>the GEM event message that signifies this item being selected and the GEM
>event message recieved when a window is returned to full size. All I need to
>know is HOW to iconify the window!

>   Rarther helpfully the docs gives the following example:-

>   wind_set(wind_handle, WM_ICONIFY, -1, -1, -1, -1)

>   I believe this call both shrinks and expands the window, but what is
>the value of WM_ICONIFY!!!!

(I think that should be WF_... etc. in the wind_set call, not WM_...)

Nope, it just shrinks the window. You use WF_UNICONIFY to bring it back
again.

Anyway, from the MAGX.H header file that comes with the programming docs:

```
#define WM_ICONIFY          34
#define WM_UNICONIFY        35
#define WM_ALLICONIFY       36
```

These are sent to you by the window manager (i.e. through evnt_multi()).
You then respond with wind_set() using the values:

```
#define WF_ICONIFY          26
#define WF_UNICONIFY        27
```

I believe I obtained the (German) programming documents from
ftp.uni-paderborn.de - look for mgx4doc.lzh

-- Robert Mellish (YSFC) rm03@ic.ac.uk
`Dogs are so useful I'm surprised they're not widely sold in vending
machines. ("You got any change? I need a dog").' - Dave Barry

From 8717870483727385498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c7d95aa459835575
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c7d95aa459835575
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c7d95aa459835575
X-Google-Attributes: gid109a67,public
X-Google-Thread: 112f4b,c7d95aa459835575
X-Google-Attributes: gid112f4b,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Iconify Under Magic 4
Date: 1996/04/22
Message-ID: <4lflfq$rca@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 150774712
references: <37446307_OASIS_NEWS@yeadontt.demon.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups:

comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.suppor
t.atari
nntp-posting-user: 348

In article <37446307_OASIS_NEWS@yeadontt.demon.co.uk>, phil@yeadontt.demon.co.uk
(Phil Yeadon) writes:

>   Rarther helpfully the docs gives the following example:-
>
>   wind_set(wind_handle, WM_ICONIFY, -1, -1, -1, -1)
>
>   I believe this call both shrinks and expands the window, but what is
>the value of WM_ICONIFY!!!!

Well, wind_set() does both expand/shrink the window, but you also need
WM_UNICONIFY and WM_ALLICONIFY [not sure about the lasts name].

I believe that WM_ICONIFY=25, WM_UNICONIFY=26 and WM_ALLICONIFY=27. I could
very well be wrong, so I'm sure someone will correct me. (Try checking the
GCC include files - I expect that these constants are defined there...)

The above info is for AES 4.1, but I believe that Magic handles it in the
same way...

Anthony

--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
```


From -3511564321012479488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8f08f2a24c10cc5
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-17.hut.fi (Arto Jalkanen)
Subject: Re: File size under MiNT
Date: 1996/04/22
Message-ID: <4lfn8n$uev@nntp.hut.fi>#1/1
X-Deja-AN: 150786501
distribution: inet
references: <4l7vqe$1gc@nntp.hut.fi> <317b44eabd5941@xs4all.nl>
organization: Helsinki University of Technology
newsgroups: comp.sys.atari.programmer

In article <317b44eabd5941@xs4all.nl>, Jos den Bekker <josdb@xs4all.nl> wrote:
>Arto Jalkanen wrote on Fri 19-04-96 12:09:

>>So I need to know how to get the filesize using MiNT
>>functions.
>>And no MiNTlib functions please, as I don't use MiNTlibs.
>Try stat() and struct stat.

Stat() isn't a standard (MiNT) OS function is it? I haven't seen
that one at least.

Regards,
Arto Jalkanen
ajalkane@cc.hut.fi

From 8142425725074096533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8f08f2a24c10cc5
X-Google-Attributes: gid1115ce,public
From: schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: File size under MiNT
Date: 1996/04/22
Message-ID: <vyzhgucwgv5.fsf@lamothe.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 150789555
sender: schwab@lamothe.informatik.uni-dortmund.de
references: <4l7vqe$1gc@nntp.hut.fi> <317b44eabd5941@xs4all.nl>
organization: Dortmund University, Germany
reply-to: schwab@issan.informatik.uni-dortmund.de
newsgroups: comp.sys.atari.programmer

In article <4lfn8n$uev@nntp.hut.fi>, ajalkane@lk-hp-17.hut.fi (Arto Jalkanen)
writes:

|> In article <317b44eabd5941@xs4all.nl>, Jos den Bekker <josdb@xs4all.nl> wrote:
|>> Arto Jalkanen wrote on Fri 19-04-96 12:09:
|>>> So I need to know how to get the filesize using MiNT
|>>> functions.
|>>> And no MiNTlib functions please, as I don't use MiNTlibs.
|>> Try stat() and struct stat.

|> Stat() isn't a standard (MiNT) OS function is it? I haven't seen
|> that one at least.

But Fcntl(fd, FSTAT, &st) is standard, and the library uses it to
implement stat().
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From 8573000254605460540

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8f08f2a24c10cc5
X-Google-Attributes: gid1115ce,public
From: Panayiotis Andriopoulos <paa@eagle.patra.hol.gr>
Subject: Re: File size under MiNT
Date: 1996/04/22
Message-ID: <Pine.LNX.3.91.960422170647.2483C-100000@eagle.patra.hol.gr>#1/1
X-Deja-AN: 150799226
references: <4l7vqe$1gc@nntp.hut.fi> <317b44eabd5941@xs4all.nl>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Hellas On Line
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 22 Apr 1996, Andreas Schwab wrote:

> In article <4lfn8n$uev@nntp.hut.fi>, ajalkane@lk-hp-17.hut.fi (Arto Jalkanen)
writes:
>
> |> In article <317b44eabd5941@xs4all.nl>, Jos den Bekker <josdb@xs4all.nl>
wrote:
> |>> Arto Jalkanen wrote on Fri 19-04-96 12:09:
> |>>> So I need to know how to get the filesize using MiNT
> |>>> functions.
> |>>> And no MiNTlib functions please, as I don't use MiNTlibs.
> |>> Try stat() and struct stat.
>
> |> Stat() isn't a standard (MiNT) OS function is it? I haven't seen
> |> that one at least.
>
> But Fcntl(fd, FSTAT, &st) is standard, and the library uses it to
> implement stat().

Also you can you use the function long Fxattr(int flag, char *name, XATTR
*xattr)

From 2792342387734170744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,96ff2410f0554646,start
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: DOC: Scanline filling routine
Date: 1996/04/22
Message-ID: <4lg4co$4ug@m1.cs.man.ac.uk>
X-Deja-AN: 150807866
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

Scanline drawing routine documentation

By G. Jones (email: gjones@cs.man.ac.uk)
22nd April 1996

By the time you read this, you'll probably have already had a peek through the code, so you'll have a better idea of what I'm talking about. You might want to print out the source so you can look at it whilst reading this. (Or the reverse if you're like that). This was meant to be used in a polygon filling routine, but after leaving my disk on top of the tv it got pretty garbaged. Fortunately, I'd got a printout of the scanline routine (I'd been using it to see where I could make any improvements) and so here it is. This is a very fast scanline filling routine, hope you like it.

The routine is designed for ST low-res (320x200) and can draw in any of the sixteen colours. The routine takes in the start and end co-ordinates of a line and fills it in at the scanline chosen. Thus, by having a table of the start and end x co-ordinates for every scanline, a polygon can be drawn. This is the heart of any polygon rendering system. Note that the routine does not cater for lines with holes in them - for speed purposes it was necessary to impose this restriction.

For those who want true speed, sixteen separate routines should be developed, which draw a scanline in one colour only, thus the low-res 16-colour palette is catered for at the best speed possible. A simple left-shift of the colour value will produce the offset for the routine to be used (providing of course that each routine is put on the correct boundary). Though this would result in a better speed, it would result in an excessively long post. Besides, I wanted a working line routine first, before attempting pure speed, so I leave that up to you.

To understand this routine, a knowledge of the ST's low-res screen format is needed. For those who do not have this, here's a quick guide:

The screen is made up in an interleaved format. This will become clearer in a moment. Since we can only use 16 colours, we need 4 bits to store this information, eg 15 is 1111, 0 is 0000, etc. Note that although the palette has 512 colours we can only use 16 of these at once. So, how is each pixel stored? Well, the natural way would be 1 byte = 2 pixels, but that's not what Atari did. The first word (2 bytes) contains the first bit of the first sixteen pixels. The second word contains the second bit of the first sixteen pixels. The third contains the third bit of the first sixteen pixels. And the fourth word contains the fourth bit of the first sixteen pixels. Sounds complicated at first, but you'll get the idea in a minute:

```
0......70......70......70......70......70......70......70......7
\--------------/\--------------/\--------------/\--------------/
    1st word        2nd word        3rd word        4th word
    plane 1         plane 2         plane 3         plane 4
```

So, if we wanted to make the first pixel colour 16 (%1111 in binary), we'd set bit 0 of plane 1, bit 0 of plane 2, bit 0 of plane 3 and bit 0 of plane 4. Now get the idea?

Ok, that's it for the screen. Understand that and everything's cool.

Right, onto the routine itself.

The idea is simple - to fill part of a scanline in one colour we should realise the following:

That since the line can start from any pixel, most likely it won't be the start of a word, ie the first word we have to do will not be a full word.

Most of the line will be whole words.

The end of the line might not be a whole word too.

Thus, our routine simply draws the first word, fills the bulk of the line, then draws the final word. The trick lies in getting the most speed out of drawing the bulk of the line.

And that's it, but, time to go through the source in detail now that you understand the principle.

First off, into supervisor, save the stack, screen address, put in a new stack, and set up a screen for us to use. Into low-res and display the screen. Now make some tables for the routine to use.

First thing to do is make a lookup table of the addresses of each scanline for our screen. This saves working it out later. Of course, for more speed when drawing a polygon, going from the top of the polygon to the bottom, it would be better to setup the starting scanline address and simply increment that by 160 each time you've called the routine. This'd save a movea.l d(an, ix) each time you call do_line. The table would then only be used at the start of drawing the polygon.

Ok, next we make a mask table. This is for when we draw part of a word. We need to be able to cope with all permutations - ie, from bit 0 to bit 15 to bit 3 to bit 7 all the way to bit 15 to bit 15. This is done by each entry being 32 bytes
long. (An easy multiply factor as well). Thus entry 0 does bit 0 to bit 0, bit 0 to bit 1....bit 0 to bit 15. Which is 2 bytes * 16 = 32 bytes. This is done for each entry. As with almost all assembler programmes, the use of tables helps speed, so long as you've got the memory.

Next, we make a simple table to hold the start and end co-ords of each scanline that makes up a simple polygon - in this case a diamond. This is just one way of storing the information, and a simple one. There are others.

The main loop then sets up the registers, then draws the polygon, and loops until space is pressed, when it restore the screen, user mode and quits.

Now, the line routine itself.

There's lots of comments in the routine so that should help a lot, but I'll include any extras I think appropriate here.

To start with, we get the scanline address from the table, and then must find at which word the line starts from. This is done by anding $fff0 with the start x co-ord. The result then gives the nearest 16-pixel boundary. Of course, for the screen this is divided by 2 since 1 byte=2 pixels.
Then we see whether the line fits in 1 word, if so we can just get the mask, draw it and exit. Otherwise, we draw the first word then draw the rest of the line.

As with other parts of the routine the next bit (do_line_1_word) crops up a few times, with slight changes. The intent is still there though - basically, get the mask, go through colour planes to see whether to set or not that plane and do it.

Again for the first word and then onto drawing the bulk of the line. This is quite well explained in the code so I won't bother here. Again, a familiar lsr-ing of the colour is done to see which planes to set. And then for the last word it's basically do_line_1st_word again.

Note that in the special case of 19 words being drawn we don't need to see if there are any more words to do since there can't be so we exit.

Well, that's about it. Fairly fast, though it can get faster as I've explained here. This'll be my next task, and I can see it speeding up things quite a bit.

Have fun with the code, hope you like it. Again, if you've got any questions, comments, whatever then email me at gjones@cs.man.ac.uk

gaz - 22nd April 1996

From -2286080172503005533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2582ecdd21b5de4,start
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: SOURCE: Scanline filling routine
Date: 1996/04/22
Message-ID: <4lg4b6$4rp@m1.cs.man.ac.uk>
X-Deja-AN: 150807884
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

; Scanline drawing routine

```
;
; by G. Jones (email: gjones@cs.man.ac.uk)
; 22nd April 1996
;
; This is the fastest scanline drawing routine I can come up with, it's
; easily as fast as many commercial products and on an 8.14 Mhz ST you
; can draw ~122 full scanlines, assuming no time is needed for calling the
; routine or stuff like that. (ie the routine running over and over again,
; with no time for anything else).
;
; If you've got any comments or questions feel free to email me, especially
; if you can make any improvements on its speed!
;
; Set your tab size to 4 or it'll look silly!
;
    SECTION  TEXT
    opt      o+
    clr.l    -(sp)                  ;    into supervisor
    move.w   #32,-(sp)
    trap #1
    addq.l   #6,sp
    move.l   d0,old_ssp             ;    save old stack
    move.l   $ffff8200.w,old_screen ;    save screen address
    lea.l    stack,a7           ;    new stack
    move.l   #physical,d0       ;    new screen
    andi.l   #$ffffff00,d0      ;    must be on a 512 byte boundary
    move.l   d0,phy_screen      ;    physical screen address
    lsr.w    #8,d0                  ;    shift for hardware
    move.l   d0,phy_screen2
    move.b   #0,$ffff8260.w         ;    low-res
    move.l   phy_screen2,$ffff8200.w ;    display physical screen
    move.l   phy_screen,d0
    lea.l    y_table_phy,a0         ;    make lookup table of scanline addresses
    move.w   #199,d1                ;    200 scanlines to do
y_table_loop
    move.l   d0,(a0)+           ;    store address
    add.l    #160,d0                ;    160 bytes=1 scanline
    dbra d1,y_table_loop
    lea.l    x_table,a0             ;    make lookup table of masks for lines
    move.w   #15,d2                 ;    16 different bits to start from
x_table_loop1
    clr.w    d0                     ;    empty word
    move.w   #15,d3                 ;    up to 16 different line lengths
    bset d2,d0                  ;    set the starting bit
x_table_loop2
    move.w   d0,(a0)+           ;    store it
    move.w   d0,d1                  ;    make a copy
    lsr.w    #1,d1                  ;    shift 1 bit
    or.w d1,d0                  ;    make 1 bit bigger line
    dbra d3,x_table_loop2   ;    do all 16 possible line lengths
    dbra d2,x_table_loop1   ;    do all 16 possible starting points
;
    lea.l    x_list,a0          ;    list of start/end coords for scanlines
```

```
     move.w   #160,d0                ;    start at 160
     move.w   #161,d1                ;    end at 161
     move.w   #49,d2                 ;    50 scanlines
x_list_loop1
     move.w   d0,(a0)+           ;    store
     move.w   d1,(a0)+
; Change the subq and addq to #2 for a nice pentagon
     subq.w   #1,d0                  ;    starting x coord goes left 1 pixel
     addq.w   #1,d1                  ;    end one goes right 1 pixel
     dbra d2,x_list_loop1
     move.w   #49,d2                 ;    same but coords converging
x_list_loop2
     move.w   d0,(a0)+
     move.w   d1,(a0)+
     addq.w   #1,d0
     subq.w   #1,d1
     dbra d2,x_list_loop2
main_loop
     lea.l    y_table_phy,a0         ;    table of scanline addresses
     lea.l    x_table,a1             ;    mask table for drawing <=16 pixels
     lea.l    x_list,a4          ;    coord list
     move.w   #20,d1                 ;    start at scanline 20
     move.w   #5,d3                  ;    colour
     move.w   #99,d7                 ;    100 scanlines to do
main_loop2
     move.w   (a4)+,d0           ;    start x coord
     move.w   (a4)+,d2           ;    end x coord
     sub.w    d0,d2                  ;    now length of line
     addq.w   #1,d2                  ;    +1 for correct mask table entry
     move.w   d1,-(sp)
     move.w   d7,-(sp)
     bsr      do_line
     move.w   (sp)+,d7
     move.w   (sp)+,d1
     addq.w   #1,d1                  ;    next scanline
     dbra d7,main_loop2      ;    do all scanlines of the diamond
;
; De-comment the next line to see how fast things are going!
;    addq.w   #1,d3              ;    next colour
;
     cmp.b    #$39,$fffffc02.w   ;    space?
     bne.s    main_loop
     move.l   old_screen,$ffff8200.w ;    old screen
     move.l   old_ssp,-(sp)      ;    back to user
     move.w   #32,-(sp)
     trap #1
     addq.l   #6,sp
     clr.w    -(sp)                  ;    exit
     trap #1
*******************************************************************************
*
; This routine is very fast! To draw one scanline takes ~1340 cycles. This
; means that if the cycles needed to set up registers, etc and call the
```

```
; routine is ignored, and this routine was just run again and again, you
; could draw ~121 scanlines in 1 vbl. Pretty neat.
;
; Drawing a horizontal line-
; 1. Line length is (16 - (start x position AND $000f)) or less
;        1a. Draw the word from mask table
; 2. Line length is longer:
;        2a. Draw starting word from mask table
;        2b. Fill in (if any) whole words along line
;        2c. Draw final word (if one) from mask table
;
; d0=start x position, d1=scanline, d2=length of line (ie number of pixels)
; d3=colour (ie 0-15), a0->scanline table, a1->mask table
; Uses d4-d7,a2-a3
; Preserves d3,a0,a1
do_line
     lsl.w    #2,d1                   ;    *4 (4 bytes/table entry)
     movea.l  0(a0,d1.w),a2      ;    get address of scanline
     move.w   d0,d1                   ;    x
     andi.w   #$fff0,d1          ;    find starting word in scanline
     lsr.w    #1,d1                   ;    /2 (8 bytes/16 pixels)
     adda.w   d1,a2                   ;    word offset into scanline
     andi.w   #$000f,d0          ;    d0=starting pixel
     move.w   d0,d1                   ;    see if length is 1 word or less
     subi.w   #16,d1                  ;    d1-16, then make it positive
     neg.w    d1                      ;    --> d1=number of bits left in word
     cmp.w    d2,d1                   ;    more pixels in word than to draw?
     bmi      do_line_1st_word   ;    no, so draw 1st word
do_line_1_word
     lsl.w    #5,d0                   ;    start pixel offset(32 bytes/mask entry)
     subq.w   #1,d2                   ;    number of pixels to do-1
     lsl.w    #1,d2                   ;    *2
     add.w    d2,d0                   ;    final offset
     move.w   0(a1,d0.w),d0      ;    get mask
     move.w   d0,d1                   ;    and inverse
     not.w    d1
     move.w   d3,d4                   ;    4 cycles faster using a move & 4 lsr's
     lsr.w    #1,d4                   ;    rather than btst's
     bcc.s    dl1w_not_set1      ;    no
     or.w d0,(a2)+           ;    yes, set bits
     lsr.w    #1,d4                   ;    next plane
     bcc.s    dl1w_not_set2      ;    etc.
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dl1w_not_set3
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dl1w_not_set4
     or.w d0,(a2)+
     rts
dl1w_not_set1
     and.w    d1,(a2)+           ;    clear bits
     lsr.w    #1,d4                   ;    next plane
```

```
     bcc.s    dl1w_not_set2      ;    etc.
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dl1w_not_set3
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dl1w_not_set4
     or.w d0,(a2)+
     rts
dl1w_not_set2
     and.w    d1,(a2)+
     lsr.w    #1,d4
     bcc.s    dl1w_not_set3
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dl1w_not_set4
     or.w d0,(a2)+
     rts
dl1w_not_set3
     and.w    d1,(a2)+
     lsr.w    #1,d4
     bcc.s    dl1w_not_set4
     or.w d0,(a2)+
     rts
dl1w_not_set4
     and.w    d1,(a2)+
     rts
do_line_1st_word
     sub.w    d1,d2                  ;    update number of pixels to draw
     lsl.w    #5,d0                  ;    draw first word (case 2a)
; 118 cycles
     subq.w   #1,d1                  ;    the same as do_line_1_word, but slight
     lsl.w    #1,d1                  ;    changes in the register usage:
     add.w    d1,d0                  ;    d0.w is still the starting pixel
     move.w   0(a1,d0.w),d0          ;    d1.w is used as the number of pixels
     move.w   d0,d1                  ;    to draw since we've just worked it out
     not.w    d1
     move.w   d3,d4
     lsr.w    #1,d4
     bcc.s    dl_not_set1
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dl_not_set2
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dl_not_set3
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dl_not_set4
     or.w d0,(a2)+
     bra.s    do_line_words
dl_not_set1
     and.w    d1,(a2)+
```

```
     lsr.w    #1,d4
     bcc.s    dl_not_set2
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dl_not_set3
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dl_not_set4
     or.w d0,(a2)+
     bra.s    do_line_words
dl_not_set2
     and.w    d1,(a2)+
     lsr.w    #1,d4
     bcc.s    dl_not_set3
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dl_not_set4
     or.w d0,(a2)+
     bra.s    do_line_words
dl_not_set3
     and.w    d1,(a2)+
     lsr.w    #1,d4
     bcc.s    dl_not_set4
     or.w d0,(a2)+
     bra.s    do_line_words
dl_not_set4
     and.w    d1,(a2)+
do_line_words
; This next bit uses a bit of self-modifying code. This is to make the
; routine as fast as possible and is the only way of getting the sort of
; speed I've got out of the scanline drawing routine. Basically, there is
; a part which moves d4,d5,d6,d7 into (a2)+, ie draws on the screen. d4 is
; plane 1, d5 plane 2, etc. Since we're filling whole words, d4-d7 are
; either going to be $ffff or $0000 depending on whether that bitplane
; requires setting or not. The routine beforehand simply sets up d4-d7 to
; hold the right value. This is really the same as what has gone before,
; but we are setting registers not the screen directly.
;
; There is a little more to it of course - if we did this as it stands the
; routine would always draw 19-word lines (ie 19*16 pixel length lines). So,
; the routine at do_line_words_run (which is what draws the line from d4-d7)
; must be changed somehow so that it ends at the right point and then goes
; onto the final word. This is done by pointing a3 to the address of the
; end of the routine (dlwr_restore) and placing a jmp (a3) at the right
; point in the do_line_words_run routine. This is the code modifying itself
; and the hate of professional programmers. It's nothing special, and
; should be thought of in the same way you set up registers, etc for a
; routine, except in this case we're setting the code up instead. Same
; principle, just got to be a bit more careful.
;
; That would be it, except that we need to restore the code we've changed
; afterwards so it's back to normal for the next run of the routine. This
; is achieved by saving the offset into the do_line_words_run where we
```

```
; placed the jmp (a3) and putting a move.w d4,(a2)+ there instead.
; Registers are running short so the stack gets used for once. That's about
; it, just make sure we leave a 2-byte space after the do_line_words_run in
; case 19 words need to be filled (then we'd overwrite dlwr_restore which
; is different to move.w d4,(a2)+) and a check put in to see if 19 words
; have been filled, in which case we need to restore a nop instead of a
; move. (A nop is 2-bytes long).
;
; And that's it. Result? A more complex, longer routine but one which is
; about as fast as it'll get. The first routine I did took ~2200 cycles. I
; re-coded it self-modifyingly to get it to 1300 and then realised how I
; could use the self-modifying bit far more efficiently and got it to this
; speed. Almost three times as fast for worst case in a crucial routine.
; Well worth the effort since this is the core of any polygon routine.
;
; There's probably a few cycles that can be saved here and there, but I
; don't think any major savings can be made. Any saving is worth it though,
; even if it's only a couple of cycles - 100 calls to the routine is then
; say 400 cycles, enough to draw an 80 pixel line, or raster a bit of the
; screen, or do some calculations, or...you get the idea. Remember the big
; picture and don't think oh it's only a few cycles. In this sort of thing
; you need all the cycles you can get!
;
    lea.l    do_line_words_run,a3
    move.w   d2,d0                  ;    number of pixels to do
    lsr.w    #4,d0                  ;    divide by 16 to get number of words
    beq      do_line_last_word  ;    none, so do last word - case 2c
    lsl.w    #3,d0                  ;    *8 (8 bytes per plane setting/clearing)
    move.w   #$4ed3,0(a3,d0.w)  ;    $4ed3=jmp (a3)
    move.w   d0,-(sp)           ;    save for later
    lea.l    dlwr_restore,a3        ;    where to jump to
    move.w   #$ffff,d1          ;    plane all set
    move.w   d3,d0                  ;    set/clear registers for planes
    lsr.w    #1,d0                  ;    d4=plane 1, d5=plane 2
    bcc.s    dlws_not_set1      ;    d6=plane 3, d7=plane 4
    move.w   d1,d4
    lsr.w    #1,d0
    bcc.s    dlws_not_set2
    move.w   d1,d5
    lsr.w    #1,d0
    bcc.s    dlws_not_set3
    move.w   d1,d6
    lsr.w    #1,d0
    bcc.s    dlws_not_set4
    move.w   d1,d7
    bra.s    do_line_words_run
dlws_not_set1
    clr.w    d4
    lsr.w    #1,d0
    bcc.s    dlws_not_set2
    move.w   d1,d5
    lsr.w    #1,d0
    bcc.s    dlws_not_set3
```

```
     move.w   d1,d6
     lsr.w    #1,d0
     bcc.s    dlws_not_set4
     move.w   d1,d7
     bra.s    do_line_words_run
dlws_not_set2
     clr.w    d5
     lsr.w    #1,d0
     bcc.s    dlws_not_set3
     move.w   d1,d6
     lsr.w    #1,d0
     bcc.s    dlws_not_set4
     move.w   d1,d7
     bra.s    do_line_words_run
dlws_not_set3
     clr.w    d6
     lsr.w    #1,d0
     bcc.s    dlws_not_set4
     move.w   d1,d7
     bra.s    do_line_words_run
dlws_not_set4
     clr.w    d7
do_line_words_run
     rept 19                     ;    19 words to do at most
     move.w   d4,(a2)+           ;    set/clear plane 1
     move.w   d5,(a2)+           ;    2
     move.w   d6,(a2)+           ;    3
     move.w   d7,(a2)+           ;    4
     endr
     nop                              ;    need a 2-byte space for the jmp (a3)
dlwr_restore
     move.w   (sp)+,d0           ;    restore saved offset
     lea.l    do_line_words_run,a3
     cmp.w    #19,d0                  ;    special case of 19 words
     bne.s    dlwr_not19
     move.w   #$4e71,0(a3,d0.w)  ;    restore code ($4e71=nop)
     rts                              ;    no more words to do so finish
;878 after rts-ing
dlwr_not19
     move.w   #$34c4,0(a3,d0.w)  ;    restore code ($34c4=move.w d4,(a2)+)
;864
do_line_last_word
     andi.w   #$000f,d2          ;    case 2c - last word
     tst.w    d2                      ;    any pixels left to do?
     beq.s    do_line_end             ;    no, so finish
     subq.w   #1,d2                   ;    number of pixels to do-1
     lsl.w    #1,d2                   ;    *2
     move.w   0(a1,d2.w),d0      ;    get mask
     move.w   d0,d1                   ;    and inverse
     not.w    d1
     move.w   d3,d4
     lsr.w    #1,d4                   ;    draw this plane?
     bcc.s    dllw_not_set1      ;    no
```

```
     or.w d0,(a2)+           ;    yes, set bits
     lsr.w    #1,d4                   ;    next plane
     bcc.s    dllw_not_set2      ;    etc.
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dllw_not_set3
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dllw_not_set4
     or.w d0,(a2)+
     rts                             ;    194
dllw_not_set1
     and.w    d1,(a2)+
     lsr.w    #1,d4
     bcc.s    dllw_not_set2
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dllw_not_set3
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dllw_not_set4
     or.w d0,(a2)+
     rts
dllw_not_set2
     and.w    d1,(a2)+
     lsr.w    #1,d4
     bcc.s    dllw_not_set3
     or.w d0,(a2)+
     lsr.w    #1,d4
     bcc.s    dllw_not_set4
     or.w d0,(a2)+
     rts
dllw_not_set3
     and.w    d1,(a2)+
     lsr.w    #1,d4
     bcc.s    dllw_not_set4
     or.w d0,(a2)+
     rts
dllw_not_set4
     and.w    d1,(a2)+
do_line_end
     rts
     SECTION  DATA
     SECTION  BSS
              ds.l 200           ;    stack space
stack
old_ssp       ds.l 1             ;    old stack
old_screen    ds.l 1             ;    old screen
phy_screen    ds.l 1             ;    screen address
phy_screen2   ds.l 1             ;    again, but shifted for hardware
y_table_phy   ds.l 200           ;    address of each scanline on screen
x_table       ds.l 128           ;    16*16 2-byte masks
x_list        ds.l 400           ;    list of start & end coordinates for
```

```
                                        ;    each scanline, used to draw polygon
physical  ds.b 32256         ;    space for the screen
```

From -506268604860520835
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c7d95aa459835575
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112f4b,c7d95aa459835575
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 1115ce,c7d95aa459835575
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,c7d95aa459835575
X-Google-Attributes: gid109a67,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Iconify Under Magic 4
Date: 1996/04/22
Message-ID: <Dq9ysE.JEJ@cix.compulink.co.uk>#1/1
X-Deja-AN: 150830668
references: <37446307_OASIS_NEWS@yeadontt.demon.co.uk>
organization: Compulink Information eXchange
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.suppor
t.atari

>   Does anyone know the value of the WM_ICONIFY variable given in the
>Magic 4 hyper text documents.
In PROFILE 2 I use the following code which works under MTOS but not tested
under Magic 4:

```
#define WM_ICONIFY34
#define WM_UNICONIFY35
#define WM_ALLICONIFY36
```

When handling your event messages:

```
short xc, yc, wc, hc;

case WM_ICONIFY:
wind_get(msg[3], WF_CURRXYWH, &xc, &yc, &wc, &hc);
graf_shrinkbox(msg[4], msg[5], msg[6], msg[7], xc, yc, wc, hc);
wind_set(msg[3], WF_ICONIFY, msg[4], msg[5], msg[6], msg[7]);
wptr->iconified = OPEN; /* set a flag to show state of window */
break;
case WM_UNICONIFY:
wind_get(msg[3], WF_CURRXYWH, &xc, &yc, &wc, &hc);
graf_growbox(xc, yc, wc, hc, msg[4], msg[5], msg[6], msg[7]);
wind_set(msg[3], WF_UNICONIFY, msg[4], msg[5], msg[6], msg[7]);
wptr->iconified = CLOSED; /* set a flag to show state of window */
break;
```

Slainte mhath

Mark

--
* Mark S Baines   * FidoNet: 2:254/105.10@fidonet.org   *
*   * NeST: 90:102/107.0@nest.ftn   *
* Inver, Scotland   * TurboNet: 100:101/12.10@turbonet.ftn   *
* 01862 871624   * AtariNet: 51:502/0.10@atarinet.ftn   *

From -806947598586609547
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c7d95aa459835575
X-Google-Attributes: gid1115ce,public
From: sysop@nest.demon.co.uk (Daron Brewood)
Subject: Re: Iconify Under Magic 4
Date: 1996/04/22
Message-ID: <95322560_OASIS_NEWS@nest.demon.co.uk>#1/1
X-Deja-AN: 150863044
x-nntp-posting-host: nest.demon.co.uk
references: <Dq9ysE.JEJ@cix.compulink.co.uk>
organization: NeST Headquarters.
reply-to: dbrewood@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer

>In PROFILE 2 I use the following code which works under MTOS but not tested
>under Magic 4:

It still works Mark.

--

  ----
     sysop@nest.demon.co.uk

From -2209866620449145279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2775fa6b14c096ba,start
X-Google-Attributes: gid1115ce,public
From: pegrbin@jagor.srce.hr (Petar Grbin)
Subject: Fax class 1 software
Date: 1996/04/23
Message-ID: <4lhe6b$6aq@bagan.srce.hr>#1/1
X-Deja-AN: 150901138
distribution: world
content-type: text/plain; charset=US-ASCII

organization: Public host at University Computing Centre, Zagreb, CROATIA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I need some ST fax software
My modem supports FAX Class 1 specifications.
All I could find was Class 2 software, so I would be very happy if someone could send me something usefull (encoded).
Thanks in advance!!!
pegrbin@jagor.srce.hr

From 8247425841455045287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e0f79b92ddd65be
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: initmous(type, param, vptr)
Date: 1996/04/23
Message-ID: <DqBtwJ.Jzy@cix.compulink.co.uk>#1/1
X-Deja-AN: 151015493
references: <4l7br7$a9f@sun.uakom.sk>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>I need to turn on and off the mouse cursor. I guess I should use the
>initmous(type, param, vptr) (XBIOS, trap 14, function 0) function.
>Does anybody know how to use this function?
One possible way is to use these 2 functions to turn the mouse cursor on and off. They keep tabs on the cursor state and prevent you making a mistake (ie turning it off when it's already off etc).

```
short no_mouse;

void hide_mouse(void)    /* universal hide mouse */
{
    if (!no_mouse)
    {
        graf_mouse(M_OFF, 0);
        no_mouse = !no_mouse;
    }
}

void show_mouse(void)    /* universal show mouse */
{
    if (no_mouse)
    {
        graf_mouse(M_ON, 0);
        no_mouse = !no_mouse;
    }
}
```

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From -2864257260200306938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5bcec783062b291f
X-Google-Attributes: gid1115ce,public
From: starship@3rdplanet.com (Rich aka Captain Blade)
Subject: Re: STiK Programmers Reference
Date: 1996/04/23
Message-ID: <4liq4q$lq7@ratty.wolfe.net>#1/1
X-Deja-AN: 151137060
references: <4ku4tg$ile@ux1.lmu.edu>
organization: GRUNT Computing
newsgroups: comp.sys.atari.programmer

bhauer@stdntmail.lmu.edu (Brian Hauer) wrote:

>Hello:
>
>I am interested in getting a hold of any reference material for
>programming with STiK. The two programs I wish to develop will be
>used by my BBS software and therefore would be designed to be run
>unattended. As such, they need to be able to invoke STiK without user
>interaction -and- close STiK afterward in order to restore normal
>modem access. So far as I have seen (I do not yet use STiK since I
>have a PC at school--I will use STiK during the summer), STiK is an
>accessory so invoking it unattended -may- require changes in STiK
>itself.
>
>The two unattended-mode tasks I want to look into are ftp and NNTP
>clients. I have read the RFCs for these and really just need to know
>how to open a connection/port, send/receive data through that port,
>and close the connection via STiK. Just tell me where to dump the
>bytes and what "exception to throw" and I'll be happy. Of course if
>there are already available detailed STiK reference docs, that would
>be nice, too.
>
>-Brian Hauer

Brian, unless you have some compelling reason to use STiK, I'd

recommend NOS instead for unattended operation on a single-tasking system. It's capable of exiting after a predetermined idle time, thus automatically creating a "dynamic" event - and I'm in the process of writing a complete FIST replacement package. FTP may remain difficult, however. If you can figure that one out, let me know!

From -4389069354555828446
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e0307ec9575710b1,start
X-Google-Attributes: gid1115ce,public
From: 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland)
Subject: Plotting Pixels in TC Modes ...
Date: 1996/04/24
Message-ID: <4lk3ol$c07@lucy.swin.edu.au>#1/1
X-Deja-AN: 151088004
content-type: text/plain; charset=us-ascii
organization: Swinburne University of Technology
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Firstly, many thanks to all the helpful ideas people had about my pixel rout. Unfortunately, I still can't get it to work. ;^(

So I put out the challenge - can someone show me how to plot a pixel in TC mode?

I'm setting the TC mode via Vsetmode(), so that isn't a problem.

I know how to do this in vga - it's basically (on a poc that is) you get the offset of the VGA card ($a000), then the 320x200 screen is a linear array after that, and by setting the individual bytes to a value, you set the corresponding pixel to that color.

Is this similar to the way you do it in TC mode on a Falcon?

And how do you retrieve the base address of the video mode.

I think I'm on the right track...

PLease reply both here and e-mail if possible, as my newsfeed is about 4 weeks slow...

Many Thanks,

Karl Meyland.

From 5290584182484716592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a76c4766c07a7943,start
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)
Subject: portable way to get resolution?
Date: 1996/04/24
Message-ID: <1996Apr24.161543.46340@yogi.urz.unibas.ch>#1/1
X-Deja-AN: 151182157
organization: University of Basel, Switzerland
newsgroups: comp.sys.atari.programmer

Hello, I have a small question.

I'm writing a low-level Graphics Library for the Atari-ST version of
the ETH Oberon System (an Operating System). Since the System should run as
an Application under GEM and on every ST-Hardware that was ever made, I based
it completely on VDI at first. But since VDI is too slow, I want to support
at least the ST-Hi resolution directly by writing to the Display memory.

What I need to know is, what is the most portable way of finding out,
if the machine runs in Hi resolution or not?

It would be possible to check for the width & height & number of colors
of the Display through the VDI. But what if there is a graphics Card out there,
which supports a 640x400 monochrome mode? I just wondered if there is any
safer way to do this?

Also I don't think that XBIOS.Getrez() is of any help, because the XBIOS can't
be aware of graphic cards.

thanx, Simi

From 8012382761471458361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a76c4766c07a7943
X-Google-Attributes: gid1115ce,public
From: trek@ihgp114r.ih.att.com (-Booth,W.A.)
Subject: Re: portable way to get resolution?
Date: 1996/04/24
Message-ID: <4llpvj$mss@ssbunews.ih.att.com>#1/1
X-Deja-AN: 151217586
references: <1996Apr24.161543.46340@yogi.urz.unibas.ch>
organization: AT&T
newsgroups: comp.sys.atari.programmer

In article <1996Apr24.161543.46340@yogi.urz.unibas.ch>,
Simon Egli <eglis@ubaclu.unibas.ch> wrote:
>Hello, I have a small question.
>
>I'm writing a low-level Graphics Library for the Atari-ST version of

>the ETH Oberon System (an Operating System). Since the System should run as
>an Application under GEM and on every ST-Hardware that was ever made, I based
>it completely on VDI at first. But since VDI is too slow, I want to support
>at least the ST-Hi resolution directly by writing to the Display memory.

Why not rely on what people might already have in their machines to
speed video output - like Warp 9 or NVDI etc? Wayne

From -7890112645832761814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c369bcd18257c36c,start
X-Google-Attributes: gid1115ce,public
From: noring@lysator.liu.se (Fredrik Noring)
Subject: MPEG2 44.1kHz Audio Decoder for Falcon!
Date: 1996/04/24
Message-ID: <4lm2iu$b02@newsy.ifm.liu.se>#1/1
X-Deja-AN: 151238612
content-type: text/plain; charset=iso-8859-1
summary: MPEG2 Audio Decoder
keywords: DSP MPEG2 Audio Falcon
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I've written an MPEG2 Layer2 Audio decoder for the Falcon.
The program is released under GPL and the current version is 0.4alpha.
Anybody who wants to test it can mail me (noring@lysator.liu.se)
or get it from my homepage (http://www.lysator.liu.se/~noring/DSP.html).

This alpha version of mp2 replays (in realtime) almost every
standard MPEG2 Layer2 44.1kHz Stereo Audio frame (no CRC).

There are two versions of the program. (the Falcon do not support
44.1kHz sound without an (22.5792MHz) external clock)

* mp2e.ttp is the external clock version with high sound quality.
* mp2li.ttp uses linear interpolation for 44.1kHz to 49.17kHz
  conversion (no external clock is needed). This reduces sound
  quality significantly.

To be done:
* mono
* 32kHz and 48kHz
* more bitrates (only 128kbit/sec and 192kbit/sec are tested,
  others might work)
* CRC check

Music can be found at IUMA (the Internet Underground Music Archive)
http://www.iuma.com

Fredrik Noring
noring@lysator.liu.se
http://www.lysator.liu.se/~noring

From -5246408065720616688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a76c4766c07a7943
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)
Subject: Re: portable way to get resolution?
Date: 1996/04/25
Message-ID: <1996Apr25.080102.46347@yogi.urz.unibas.ch>#1/1
X-Deja-AN: 151317538
references: <1996Apr24.161543.46340@yogi.urz.unibas.ch>
<4llpvj$mss@ssbunews.ih.att.com>
organization: University of Basel, Switzerland
newsgroups: comp.sys.atari.programmer

In article <4llpvj$mss@ssbunews.ih.att.com>, trek@ihgp114r.ih.att.com (-
Booth,W.A.) writes:
> In article <1996Apr24.161543.46340@yogi.urz.unibas.ch>,
> Simon Egli <eglis@ubaclu.unibas.ch> wrote:
>>Hello, I have a small question.
>>
>>I'm writing a low-level Graphics Library for the Atari-ST version of
>>the ETH Oberon System (an Operating System). Since the System should run as
>>an Application under GEM and on every ST-Hardware that was ever made, I based
>>it completely on VDI at first. But since VDI is too slow, I want to support
>>at least the ST-Hi resolution directly by writing to the Display memory.
>
> Why not rely on what people might already have in their machines to
> speed video output - like Warp 9 or NVDI etc?   Wayne

Thats exactly what I did up to now. But you need to know that the Oberon
low level Graphics library was of course not designed with the slow VDI in mind.
For example there is no routine to draw a string, only a pattern copy routine,
and every character on the sreen has to be drawn by this routine. So normal
VDI (maybe not NVDI or Warp 9) is just a bit slow for the job on a 8 Mhz ST.
Because I can't expect everyone to have NVDI this doesn't solve the problem.
And also NVDI can never beat directly writing to Display Memory (if one lets
the Blitter aside), because a Trap takes at about 40 cycles or the like
(not including the trap dispatcher).

But anyway, my program would remain perfectly portable on any ST, if I
could properly decide when to use VDI and when not.

Simon

From 8174276296615350963
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a76c4766c07a7943
X-Google-Attributes: gid1115ce,public
From: curis@chaland.ens.fr (Emmanuel Curis)
Subject: Re: portable way to get resolution?
Date: 1996/04/25
Message-ID: <4lngcj$sr9@nef.ens.fr>#1/1
X-Deja-AN: 151339888
references: <1996Apr24.161543.46340@yogi.urz.unibas.ch>
organization: Ecole Normale Superieure, Paris
newsgroups: comp.sys.atari.programmer

In article <1996Apr24.161543.46340@yogi.urz.unibas.ch>,
Simon Egli <eglis@ubaclu.unibas.ch> wrote:
>
>What I need to know is, what is the most portable way of finding out,
>if the machine runs in Hi resolution or not?
>
>It would be possible to check for the width & height & number of colors
>of the Display through the VDI. But what if there is a graphics Card out there,
>which supports a 640x400 monochrome mode? I just wondered if there is any
>safer way to do this?
>
>Also I don't think that XBIOS.Getrez() is of any help, because the XBIOS can't
>be aware of graphic cards.
>
>thanx, Simi

-- English version at the end

Si je me rappelle bien, il existe dans les param𝔽tres du tableau work_out une valeur indiquant si on est sur un 𝔽cran couleur ou monochrome (ce doit 𝔽tre work_out[13], je crois) - en fait, donnant le nombre de couleurs disponibles (𝔽 ne pas confondre avec celle donnant le nombre de couleurs simultan𝔽ment ututilisables). Si on a 𝔽 la fois work_out[0]=639, work_out[1]=399 et work_out[13?]=1 (monochrome), je pense que l'on peut raisonablement supposer que l'on est en ST haute: une carte graphique 𝔽mulant le mode monochrome devrait donner plut𝔽t work_out[13?]=256 ou 32767... un peu comme le mode 640*400 du TT.

--

IIRC, work_out[13] gives the number of colours in which one can choose the colors on the screen (not to be confused with the number of colours you can use in the same time on the screen, which is given by another work_out - for instance, on ST-low: work_out[13]=512 on STF, 4096 on STE but work_out[??]=16 - may be the contrary); if this number is 1, you're in real monochrome - that is ST high on STE/STF, TT-high on TT. I think a graphic card should give another value, like ST-high on TT (not real monochrom
e but duochrome).

--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

From 1547490253830625778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c369bcd18257c36c
X-Google-Attributes: gid1115ce,public
From: Paul Coene <Paul.Coene@esat.kuleuven.ac.be>
Subject: Re: MPEG2 44.1kHz Audio Decoder for Falcon!
Date: 1996/04/25
Message-ID: <317F550B.46A2@esat.kuleuven.ac.be>#1/1
X-Deja-AN: 151344331
references: <4lm2iu$b02@newsy.ifm.liu.se>
content-type: text/plain; charset=us-ascii
organization: K.U.Leuven
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.01 (X11; I; HP-UX A.09.05 9000/712)

Fredrik Noring wrote:
> This alpha version of mp2 replays (in realtime) almost every
> standard MPEG2 Layer2 44.1kHz Stereo Audio frame (no CRC).
>
> There are two versions of the program. (the Falcon do not support
> 44.1kHz sound without an (22.5792MHz) external clock)

Very very nice!! How about writing an encoder as well? I know
this would free up some space on my HD (lots of samples on it).
I have always wondered if this would be possible on a Falcon,
i guess it is:)

From -2945339110470965458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629f7f6aa8831577
X-Google-Attributes: gid1115ce,public
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: Hisoft 2
Date: 1996/03/01
Message-ID: <DnKEB5.A0x@cix.compulink.co.uk>#1/1
X-Deja-AN: 141696147
references: <4gnncj$mj9@neon.airtime.co.uk> <ackerman.29-2502961349110001@gb10
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

7samac.acs.ohio-state.edu>
X-Newsreader: CixRead/CixComm

In message <ackerman.29-2502961349110001@gb107samac.acs.ohio-state.edu>, ackerman.29@postbox.acs.ohio-state.edu said:
> In article <4gnncj$mj9@neon.airtime.co.uk>, stosser@neon (Tony
> Greenwood) wrote:
>
> > I asked ages ago, as there was NO response then I will ask again,
> >
> > Has ANYONE got ANY source code i can have for Hisoft BASIC 2 as given
> > away by Atari World,

I have a dim memory that I tried to mail you something at the time. It bounced though - and I never got around to doing anything about it.

Sorry if it wasn't you - but was somebody asking about Hisoft Basic ISTR.

Roland.

@CiX

From -944987652601474601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60fa102f02499d61
X-Google-Attributes: gid1115ce,public
From: gaghon@nevada.edu (GEORGE GAGHON)
Subject: Re: Setting Falcon Video modes?
Date: 1996/03/01
Message-ID: <4h5fq9$7nu@news.nevada.edu>#1/1
X-Deja-AN: 141700577
references: <1996Feb20.015456.24891@freenet.victoria.bc.ca>
<4gt2la$bo9@sargas.omicron.se> <4h05pe$9f6@news.nevada.edu>
<4h1r61$kic@sargas.omicron.se>
organization: University of Nevada System Computing Services
newsgroups: comp.sys.atari.programmer

Elias Martenson (elias@omicron.se) wrote:
:
: This is not the case, read your manuals!
:
: Setscreen does NOT change the VDI.
:

------ CUT --------

Atari Falcon030 Hardware Reference Guide
Video Documentaion 10/1/92

Video Page 2

Opcode 5
WORD Setscreen(long log, long phys, WORD rez, WORD, mode)

Setscreen has been enhanced to handle the new Falcon video modes. ...

Application programmers are better off using Setscreen() than VsetMode
becuase Setscreen will handle reallocating the screen and will initialize
the VDI for them. The VsetMode() call does NOT initialize the VDI with
the new mode information.

----- CUT ----------

I did read the documentaion. I think what you mean is the AES.

Vince @ JV Ent.

From 6618740075181147268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629f7f6aa8831577
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: Hisoft 2
Date: 1996/03/01
Message-ID: <4h6j68$k6p@neon.airtime.co.uk>#1/1
X-Deja-AN: 141730426
references: <4gnncj$mj9@neon.airtime.co.uk> <ackerman.29-2502961349110001@gb10
<DnKEB5.A0x@cix.compulink.co.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: 7samac.acs.ohio-state.edu>
: X-Newsreader: CixRead/CixComm

: In message <ackerman.29-2502961349110001@gb107samac.acs.ohio-state.edu>,
: ackerman.29@postbox.acs.ohio-state.edu said:
:   > In article <4gnncj$mj9@neon.airtime.co.uk>, stosser@neon (Tony
:   > Greenwood) wrote:
:   >
:   > > I asked ages ago, as there was NO response then I will ask again,
:   > >
:   > > Has ANYONE got ANY source code i can have for Hisoft BASIC 2 as given
:   > > away by Atari World,

: I have a dim memory that I tried to mail you something at the time. It
: bounced though - and I never got around to doing anything about it.

: Sorry if it wasn't you - but was somebody asking about Hisoft Basic ISTR.

I am after some source code to learn from, ?, never recieved anything from you ?, I need source, Dan offered in an earlier message and am awaiting a reply, but still sat here with NO source at all ?, can you help :)

Cheers.....!ynoT

From 2178419390394958583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80f547e2f0caf811
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Problems with close virtual workstation
Date: 1996/03/01
Message-ID: <825748482_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 141733339
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4h4d0n$kpn@bbcnews.rd.bbc.co.uk>
David White <david.white@rd.eng.bbc.co.uk> said:-

```
>guy@swampdog.demon.co.uk (Guy Harrison) wrote:
>> What I said still goes, v_opnvwk() returns void so that is going to
>> crop up as soon as the call works. The following has just this moment
>> been compiled and tested to be *doubly* sure ...
>>
>> #define       DEF_VDI                 /* simply a conditional macros which
defines
>>                        * my intin,intout arrays etc */
>> #include <gem.h>      /* your equivilent of aes.h and vdi.h */
>>
>> main()
>> {int  wki[11]         ={1,1,1,1,1,1,1,1,1,2},
>>       wko[57],
>>       nowt,
>>       vh;
>>
>>  /* this could be a cause of invalid opcode */
>>  /* no appl_init() = no Gem calls */
>>  appl_init();
>>
>>  /* obtain physical screen handle */
>>  vh = graf_handle(&nowt,&nowt,&nowt,&nowt);
>>
>>  /* convert to virtual screen handle */
>>  /* NDI has 128 workstations iirc */
>>  v_opnvwk(wki,&vh,wko);
```

```
>>
>>  /* check for vh failure omitted!! */
>>
>>  /* prove we've got a valid workstation */
>>  v_gtext(vh,160,100,"Hello World");
>>
>>  /* close it */
>>  v_clsvwk(vh);
>>
>>  /* allow AES to free system resources */
>>  appl_exit();
>>
>>  /* success */
>>  exit(0);
>> }
>>
>> If this fails check that your int size is really 16 bit and not 32
>> bit.
>>
>> Even my K&R compiler will not allow me to assign results from void
>> functions to anything. Check that the header has been pulled in and
>> that all is defined and that it is defined correctly. It is not
>> unknown for headers to be wrong. v_opnvwk() is void, reguardless of
>> what your header has it defined as.
>
>I'm going mad, it _is_ invalid handle. I know that v_opvwk returns void,
>I obtain the VDI sreen handle by the proper method (passing a reference
>to the VDI physical handle to the v_opnvwk function) and all subsequent
>calls to the VDI work. The problem is on closing the virtual workstation
>(by passing the screen handle to v_clsvwk) when NVDI puts up a dialogue
>box informing me that the handle is invalid and prompting me to ignore
>(I think) or tolerate the problem. If I tolerate the problem then NVDI
>does not show the dialogue again if I re-run my program.
```

It sounds like you are corrupting the handle somehow. Make sure the value set by v_opnvwk() is the same when v_clsvwk() is issued. If the above example does not work then make doubly sure your ints are not 32 bit.

If the above example works but your code does not then it looks like you are on your own. Beware of blit operations, they can easily get out of control.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 235308730333038411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb74c1b95474eea1
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: Hacking executables (read, don't just flame)
Date: 1996/03/01
Message-ID: <4h74r4$9pj@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 141743188
distribution: world
references: <4gs4uj$ei@netty.york.ac.uk>
organization: University of Sussex
newsgroups: comp.sys.atari.programmer

John 'john..' Tuffen (jat5@york.ac.uk) wrote:
: Is there a recognised way of `reverse-engineering' the code? I managed
: to disassemble the code using GFA assembler, but I don't really understand
: the format of ST executables - the disassembled code has a load of jump
: instructions at it's start, now I don't know whether these are real
: instructions, or a data storage area. I haven't done much assembler!

I regularly disassemble software using HiSoft's MON (comes with Devpac). Under mon you can see a memory map (ASCII/Hexadecimal display) as well as the disassembled code. Using these together, it is possible to work our where any data sections are. For example, addresses always are 4 bytes long, the first byte being 0 - very few instructions look like that.

Executable files are split into three sections: code, data and bss. The code section is generally filled only with instructions and comes first in the program (the only problem is, some programmers see fit to jam data into the code section which is really bad practice IMHO ;). The data setion is filled with, err, data.. :) and the bss section is just blank space.

You can find the lengths of these sections by pointing the memory window of the debugger to be 256 bytes before the start of the program. You will see a bunch of long words there - this is the base page of the program. You can find the full format of the base page in most GEMDOS manuals. Atari Compendium has a really good description, as does the Devpac manual (I think Modern Atari System Software does too).

You can get mon to disassemble the thing out to disc - including labels. If the symbol table is missing from the executable (quite normal) then it creates on using the addresses of the symbols.

The worst software to debug is Turbo-C compiler stuff - it's awful! GFA Basic compiled stuff is also completely unreadable. GCC compiled stuff, however, is a dream!

Happy hacking,

James Cox
<jamesco@cogs.susx.ac.uk>

--

From -4318575179107909578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: desnogue@bavi.unice.fr (Laurent.DESNOGUES)
Subject: Re: Falcon game programming
Date: 1996/03/01
Message-ID: <4h76lj$80j@malibu.unice.fr>#1/1
X-Deja-AN: 141744687
references: <DMHAI0.Ky8@eunet.ch> <4fn58m$mta@oravannahka.Helsinki.FI>
<Pine.LNX.3.91.960228120308.6265A-100000-100000@hinux.hin.no>
<4h49bi$bh8@oravannahka.Helsinki.FI>
organization: University of Nice - Sophia Antipolis, France
reply-to: desnogue@aiguemarine.unice.fr
newsgroups: comp.sys.atari.programmer

In article <4h49bi$bh8@oravannahka.Helsinki.FI>, ekallion@cc.Helsinki.FI (Esa J
Kallioniemi) writes:
[...]
> I don't believe you. You are claiming to have over 400 kb/vlb (if 50 hz
> mode) copyspeed... This is false,you cant get this kind of speed. Now
> instead of starting stupid flame war I just wan't some third party to
> verify this. All the people I have talked with, who have any experience
> with programming on Falcon have said that Falcon's blitter is simply a
> useless piece of silicon. And for the final note,let's see if I'm wrong
> : I claim that Falcons blitter shares bus with cpu,and can't run on it's
> own without slowing the cpu down. I'm I correct ?

I never programmed the Falcon blitter (nor the
Falcon...). However I did program the blitter
found in MegaST and STE. The way it accesses
the RAM is on a 4 cycle per word (16 bit) per
cycle; so to move a word it requires 8 cycles
that is 4 cycles per byte. If I remember
correctly the Falcon's blitter runs at 16 MHz (or
8 if one wants); that gives us 4.10^6 per second
i.e. 80 000 bytes per VBL. On top of that the
blitter and the CPU share the same bus to the RAM.
However with a program running in the caches the
68030 could still run (one could make intensive
simple integer computations while blitting); the
RAM bus of STE can be split in the following way:
64 cycles for blitter, 64 for the CPU.

And the only Falcon programmer I know (he wrote
a famous game...) said the blitter is almost useless
(that's different in an STE whose CPU is much
slower).

Laurent

From -8332235968660326680
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80f547e2f0caf811
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Problems with close virtual workstation
Date: 1996/03/02
Message-ID: <4haig4$eut@inca01.inca.co.nz>#1/1
X-Deja-AN: 142035213
references: <4gs0nn$79b@bbcnews.rd.bbc.co.uk> <4gti9t$eqk@inca01.inca.co.nz>
<4gujib$st7@bbcnews.rd.bbc.co.uk>
organization: INCA
newsgroups: comp.sys.atari.programmer

David White replied:
> In response to what I wrote:
> > David White (david.white@rd.eng.bbc.co.uk) wrote:
I guess we were at cross purposes.

> > > I'm having grief with the vdi function "close virtual work station" (I
> > > 1) call appl_init()
> > > 2) VDIhandle = graf_handle()
> > > 3) ScreenHandle = VDIHandle()

What does the VDIhandle _function_ do?

I guess you really meant to copy variables re: "ScreenHandle = VDIHandle"

> > > 4) ScreenHandle = v_openvwk(...,&ScreenHandle, ...) /*or whatever
> > >   the function name*/

v_opnvwk() is documented as returning VOID (nothing, rubbish, cr"*).
Unless you are using a customised func called "v_openvwk".

> > > 5) event loop till quit
> > > 6) v_closevwk(ScreenHandle)
> > > 7) appl_exit()
> >
> > > NVDI pops up a dialogue box informing me that I gave it an invalid
> > > handle. The documentation I have says that this is the correct way
> > > of doing things.
> >
> > What you have listed appears to be valid code - although step 3 seems a
> > bit suspect. It could also be a bug in NVDI.

I was referring to the VDIHandle function you were apparently calling in
step 3. Admittedly you probably meant to assign the value of a variable to
another variable.

> >
> > Here is what I use (suitably trimmed)
> >
> > appl_init()
> > vhandle = graf_handle(...)
> > v_opnvwk(wi, &vhandle, wo)
> > evnt_keybd()
> > v_clsvwk(vhandle)
> > appl_exit()

> That is exactly the same, I just retain the original handle in case I ever
> open another workstation (eg, for printing). As for it being a gug in NVDI,
> mine seems to be the only program that comes up with it.

Fair enough.

How many virtual workstations are you opening? Would the computational overhead of calling graf_handle and v_opnvwk in sequence be any problem compared to calling graf_handle once, and reusing the saved screenhandle on each successive call to v_opnvwk?

I haven't had any bother using the former approach under TOS 1.2 on a Mega ST with about half a dozen.Likewise, on a TOS 3.05 TT with MultiTOS, it appears reaasonably bulletproof up to the mid twenties (24 I think is as far as I tested - it may be more).

--

Quote For The Month:

"Hello, operator. This is an emergency. What's the number for 911?"

From -8227221641360716404
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb74c1b95474eea1
X-Google-Attributes: gid1115ce,public
From: jat5@york.ac.uk (John 'john..' Tuffen)
Subject: Re: Hacking executables (read, don't just flame)
Date: 1996/03/04
Message-ID: <4heji6$cpo@netty.york.ac.uk>#1/1
X-Deja-AN: 141956546
distribution: world
references: <4gs4uj$ei@netty.york.ac.uk> <3136DF3B.60D4@city.ac.uk>
organization: The University of York, UK
newsgroups: comp.sys.atari.programmer

In article <3136DF3B.60D4@city.ac.uk> you wrote:
: John 'john..' Tuffen wrote:

: > I have a piece of software that drives a piece of hardware attached
: > to my Atari (it's the Lynex 16 bit sampler if you must know). Now, I

: Well I have heard of it...

: Does the software communicate with the rack unit via Midi?

No - cartridge port :(

The rack unit contains two Texas DSPs, 1 meg of memory, two ADC channels
and eight DAC outputs... I'd quite like to write a synthesiser program
for it, as well as a sampler that works...

Maybe one day....

john..

PS. There was supposed to be a Lynex User Group (according to Mark Vail's
`Vintage Synthesisers' book) which released software for the Lynex system.
I hope that that means there's some source code out there somewhere....

-=-=-=

MultoTOS MultiTOS. This might confuse some DAUs but They can-t say it's wrong...

Christof

From 2583132621575945753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6dec95f2b9086df9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6dec95f2b9086df9
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,6dec95f2b9086df9
X-Google-Attributes: gid109a67,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Single/Mono/Uni TOS?
Date: 1996/03/04
Message-ID: <4hf3nt$3gs@inca01.inca.co.nz>#1/1
X-Deja-AN: 141963276
organization: INCA (I'm Not Completely Awake)
newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Over the last few years, while writing documentation for custom ST/TT applications I have written, I've needed to describe the various versions of TOS that they (the apps) were designed for.

Up to a few years ago, all versions of TOS were single-tasking, so simply saying TOS x.xx was OK.

With the introduction of MultiTOS, I struck a problem.

Some apps are better suited to a multitasking environment (a background disc formatter/disc copier, for example, that I have written, and will be ready for wide beta/gamma testing soon)

MultiTOS obviously implys a multitasking version of TOS. But how then does one refer to a single-tasking TOS?

Reading the Atari newsgroups, it appears that the default name for it is "single TOS". But that doesn't roll off the tongue quite as well as it could (read: it doesn't quite sound right). I guess that I may have missed a discussion that eventually settled on using "Single TOS".

I have started using the phrase "Mono TOS". Some have even suggested to me that it might be better calling it something else, as it can be confused with "monochrome" TOS. Also, certain persons (PSD in c.s.a.a) would probably be able to come up with a few sharp-tongued rephrasings of "MonoTOS".

"Uni-TOS" is a variant that might have some possibilities. Although that too has possibilities for denigration.

I am therefore looking for ideas on how one can describe a single-tasking
OS version.

So, consider this article as a trawl for ideas to call single tasking TOS.
(Rude or insulting comments can be sent to /dev/null)

--

Quote For The Month:

"Hello, operator. This is an emergency. What's the number for 911?"

From 2333791704463110585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: dhedberg@zen.kuai.se (Daniel Hedberg)
Subject: Re: Falcon game programming
Date: 1996/03/04
Message-ID: <4hff9v$7cd@kaon.kuai.se>#1/1
X-Deja-AN: 141979531
references: <DMHAI0.Ky8@eunet.ch> <4fn58m$mta@oravannahka.Helsinki.FI>
<Pine.LNX.3.91.960228120308.6265A-100000-100000@hinux.hin.no>
<4h49bi$bh8@oravannahka.Helsinki.FI>
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Esa J Kallioniemi (ekallion@cc.Helsinki.FI) wrote:
: Geir Oeyvind Vaelidalo (goev@hinux.hin.no) wrote:

: : I did a test moving data with the blitter on a 20mHz falcon, and I
: : managed to move up to 24meg/sec!!! Where do you get your figures from?
: : Maybe you are a bad programmer or something(no offence), I don't know...
: : The move.l and movem.l are much slower than the blitter, but
: : that's exactly why the blitter is there. The DSP can use the DMA
: : without any use of the CPU, so the Falcon are still a fast machine in
: : some extend, especially kept in mind that it's based on 10 to 6 year old
: : technology.

: I don't believe you. You are claiming to have over 400 kb/vlb (if 50 hz
: mode) copyspeed... This is false,you cant get this kind of speed. Now
: instead of starting stupid flame war I just wan't some third party to
: verify this. All the people I have talked with, who have any experience
: with programming on Falcon have said that Falcon's blitter is simply a
: useless piece of silicon. And for the final note,let's see if I'm wrong
: : I claim that Falcons blitter shares bus with cpu,and can't run on it's
: own without slowing the cpu down. I'm I correct ?

The blitter in the Atari computers is pretty much useless yes, it can

share the bus or run in hog mode. If you run it in hog mode the blitter uses the whole bus and you're able to do particulary nothing with the CPU at the time. I can't see much use of the blitter but shifting big blocks if you're in bitplane mode. There do exist some tricks where the blitter can be very useful, though but the blitter isn't very fast on moving data, and I must say that I find 480kb/vbi very unlikely to be true. I'm not sure, I have the correct figures, but on an unaccelerated Falcon the blitter isn't capable of moving more than around 50-60kb/vbi from memory to memory.

--

```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   The Home Page of New Beat Development:   E-Mail:            IRC Nickname:
   http://www.kuai.se/~dhedberg/            dhedberg@kuai.se   _Daniel
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From 2053822138403378393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: nat@zumdick.rhein-main.de (Nat!)
Subject: Re: Falcon game programming
Date: 1996/03/05
Message-ID: <Dnt5Aw.FJ@zumdick.rhein-main.de>#1/1
X-Deja-AN: 142065512
references: <DMHAI0.Ky8@eunet.ch> <4fn58m$mta@oravannahka.Helsinki.FI>
<Pine.LNX.3.91.960228120308.6265A-100000-100000@hinux.hin.no>
<4h49bi$bh8@oravannahka.Helsinki.FI> <Dnov2w.Cs@zumdick.rhein-main.de>
organization: Mulle KybernetiK
newsgroups: comp.sys.atari.programmer

Nat! (nat@zumdick.rhein-main.de) wrote:
: The blItter is still 16 bit and runs now with 16 (20) Mhz.
: So for a straight copy it shouldn't be doing more than (1 R, 1W)

:   16 Mhz * 2 bytes / 2 accesses = 16 mio bytes/s (or 20 mio bytes for 20MHz)
I forgot to mention that AFAIK the Falcon uses 4 cycles for each bus access, so you need 8 cycles for a read and a write which gives um... 4 mio bytes/s tops (@ 16Mhz).

Nat!
--
```
-----------------------------------------------------------------
                  Bang that bit that doesn't bang!

  [ I am just another child pornography spreading internet nazi ]
```

From 3911601902262097072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea5d5949bb0a717e,start
X-Google-Attributes: gid1115ce,public
From: pcastell@ifhamy.insa-lyon.fr (Philippe Castella)
Subject: Re: C-Desk Shell for Sozobon
Date: 1996/03/06
Message-ID: <4hgpi0$9tf@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 142016331
references: <313b5f965d6ccc0@lilfort.mlnet.com>
organization: INSA-Lyon
reply-to: pcastell@ifhamy.insa-lyon.fr
newsgroups: comp.sys.atari.programmer

root@lilfort.mlnet.com (System administration) wrote:

>The sozobon docs mention a GEM shell called C-Desk. Does anyone know where
>to find it. I can't find it anywhere.

>Brad
>--
If you find it, please tell us.

Ph. CASTELLA

From 1730426070034478053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,440ac9c3b0b15e41,start
X-Google-Attributes: gid1115ce,public
From: pcastell@ifhamy.insa-lyon.fr (Philippe Castella)
Subject: AES 4.1
Date: 1996/03/06
Message-ID: <4hgple$9tf@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 142016458
organization: INSA-Lyon
reply-to: pcastell@ifhamy.insa-lyon.fr
newsgroups: comp.sys.atari.programmer

Hello,

When I bought my falcon, 2 years ago, I got the AES 4.0 with
Multitos (so no iconification)
Can someone tell me if it is possible to get the version 4.1 ?
Is it free ?

Ph. CASTELLA

From -8421246202575429051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,728c110e0ad99aac,start
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Hisoft Basic 2
Date: 1996/03/06
Message-ID: <4hinui$7bu@neon.airtime.co.uk>#1/1
X-Deja-AN: 142050018
organization: None Specified
newsgroups: comp.sys.atari.programmer

test

From -7376914878481628996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,543865f275d4bcf3,start
X-Google-Attributes: gid1115ce,public
From: I.vanderMolen@PTT-telecom.nl (I.H. van der Molen)
Subject: Re: from Atari Pc folio to PC
Date: 1996/03/06
Message-ID: <I.vanderMolen.61.000C4E81@PTT-telecom.nl>#1/1
X-Deja-AN: 142069498
references: <4hh6kb$3q8@accursio.comune.bologna.it>
organization: PTT Telecom BV
newsgroups: comp.sys.atari.programmer

In article <4hh6kb$3q8@accursio.comune.bologna.it> ris0012@iperbole.bologna.it
(Gigi) writes:
>From: ris0012@iperbole.bologna.it (Gigi)
>Subject: from Atari Pc folio to PC
>Date: Tue, 05 Mar 1996 10:52:58 GMT

>Hi,
> I'm looking for the software to connect an Atari PC-Folio with a
>MS-DOS pc, by a serial connection.
>If someone can help me, please write me !!

Check out src.doc.ic.ac.uk. Somewhere in the atari/portfolio dirs you can find
communication software for a serial connection.

>Many thanks

>   Luigi

>Luigi Bortolani ---> ris0012@iperbole.bologna.it
>via P. Gobetti, 11
>40129 Bologna
>Italy

Cu,
Ids.

From 4777103354663993432
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e313eaccd4f1420a,start
X-Google-Attributes: gid1115ce,public
From: Chris Berry <chris-berry@psion.com>
Subject: Re: Packing an executable
Date: 1996/03/06
Message-ID: <578124779wnr@psion.com>#1/1
X-Deja-AN: 142071386
x-nntp-posting-host: chrisb.uk.psion.com
references: <4hi9h3$3v8@neon.airtime.co.uk>
x-mail2news-path: disperse.demon.co.uk!post.demon.co.uk!chrisb.uk.psion.com
organization: Psion UK PLC
reply-to: chris-berry@psion.com
newsgroups: comp.sys.atari.programmer

In article: <4hi9h3$3v8@neon.airtime.co.uk> sinbad@airtime.co.uk
(M.Cubitt) writes:
>
> I have always wondered (not for a great deal of time, admittedly!),
> when packing executable files what the option to relocate really
> means. What affect does it have on my program. What are the
> advantages/disadvantages of doing either way (relocation or not)? In
> what circumstances would one use yes or use no? Using the Pack-Ice
> pogram at the moment rekindled my interest and thought maybe a techie
> could assist!

I don't know what version of pack-ice you are using (this is the
pack-ice by Axe of Delight?) but in my day(circa 1991) it didn't ask you
to specify relocation explicitly...

Anyway, the point is that if the OS loads up a program, then it takes a
whole bunch of addresses as specified in a table at the end of the
image, and adds the load address to them, thus the code will run from
the loaded address.

If you pack the program as a program, then ice pre-pends a
depacker/relocator onto the executable, which depacks the program and
relocates it.

If you pack a datafile which you are going to depack yourself

(including a program that the OS isn't going to load), then there's no point in putting the relocator, or the depacker, on.

The only time I can see where you would not put the relocator code into a program is if the code was position-independent, ie. it is all written using pc-relative instructions.

Hope this answers your question, and that I'm not just ranting on about the wrong thing 8-)

Chris.


```
+-----                            -+                        -+
| Chris Berry                      | I don't speak for Psion
| chris-berry@psion.com            | They don't speak for me |
+------------------         -- ---+-------              ----+
```


From -3961516763033487553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e313eaccd4f1420a
X-Google-Attributes: gid1115ce,public

From: stosser@stosser.airtime.co.uk (Tong Greenwood)
Subject: Re: Packing an executable
Date: 1996/03/06

Message-ID: <826209604_OASIS_@stosser.airtime.co.uk>#1/1
X-Deja-AN: 142074921

organization: None Specified
reply-to: stosser@stosser.airtime.co.uk
newsgroups: comp.sys.atari.programmer
organisation: Stosser Software

In article <4hj4o2$qhn@news1.io.org>
diehl@io.org (Eric March) said:-

>M.Cubitt (sinbad@airtime.co.uk) wrote:
>: I have always wondered (not for a great deal of time, admittedly!), when

Yes Martin, for Falcon compatability I have had to drop my old favourite ATOMIX and am using pack ice, so good question :) BTW whats the latest version of pack ice, mine looks very old, only has packing and not unpacking, is that right?

>If I'm not mistaken (and anyone feel free to correct me if I am), it is
>asking you if the program is relocatable -- meaning can it reside

Yes right, I had messed with both, when choosing NO I am pretty sure it worked on my machine, couldent figure out why it wouldent work on anyone elses, so its YES relocatable for best results, hmmm cleared one up for me as well thanks :)

>: Martin
>: Sinbad of Effect
>: Catch me on irc channel #atari
>
>
>--
>dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
> dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
>dMP   dMMMMMMP dMMMMMP   -[C]- http://www.io.org/~diehl/speccy.html
>

  Cheers.....!ynoT

H.E.R.O.\VidIgrid\Multipakman\Spotit\Stosser   And many more Titles
****
* stosser@airtime.co.uk | irc#atari<stosser> | Atari ST Programmer *
** http://www.airtime.co.uk/users/stosser/ *************************

From 5071455466425987460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e313eaccd4f1420a
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (M.Cubitt)
Subject: Re: Packing an executable
Date: 1996/03/06
Message-ID: <4hl4vq$l1q@neon.airtime.co.uk>#1/1
X-Deja-AN: 142091203
references: <826209604_OASIS_@stosser.airtime.co.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

stosser@stosser.airtime.co.uk (Tong Greenwood) wrote:

> Yes Martin, for Falcon compatability I have had to drop my old
> favourite ATOMIX and am using pack ice, so good question :)
> BTW whats the latest version of pack ice, mine looks very old, only
> has packing and not unpacking, is that right?
>
Well I use version 2.4 which I understand is the latest (and I guess
lfinal) version of Pack Ice. A depacking routine is supposed to be
available with the packer but it is the source, not a compiled version.
The idea is that programmers depack from within their programs, you can
do this (in STOS) with a number of extensions. To depack to the
MegaDepacker which recognises most, if not all, version of Pack Ice.
Glad to have helped you as well as me with this question Tony :-)
>
> Yes right, I had messed with both, when choosing NO I am pretty sure

> it worked on my machine, couldent figure out why it wouldent work on
> anyone elses, so its YES relocatable for best results, hmmm cleared
> one up for me as well thanks :)
>
Well I think that clears it up, I'll stick to YES all the time. I just
wondered if there was a difference (obviously there was, but what it
was!) and now I know. Thanks everyone :-))))

Sinbad of Effect
Catch me on irc channel #atari

From 5084554593215343226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: BAD MOOD update, was Re: Falcon game programming
Date: 1996/03/06
Message-ID: <4hl79g$ii5@nyheter.chalmers.se>#1/1
X-Deja-AN: 142093347
references: <DMHAI0.Ky8@eunet.ch> <4fn58m$mta@oravannahka.Helsinki.FI>
<Pine.LNX.3.91.960228120308.6265A-100000-100000@hinux.hin.no>
<4hdhun$3sm@news.mistral.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <4hdhun$3sm@news.mistral.co.uk>,
Thomas E Haines <thomas@mistral.co.uk> wrote:
>Geir Oeyvind Vaelidalo <goev@hinux.hin.no> wrote:
>
><stuff deleted>
>>Bad Mood are, as mentioned earlier by someone, an excellent example on
>>what the Falcon can do in the hands of skilled porgrammers. Although it's
...
>What/who is/are Bad Mood?

BAD MOOD is the name of an internet project to create DOOM(tm) compatible
game for the Atari Falcon030.
The game is (and will continue to be) FreeWare and full sources are
available.

A couple of minutes ago, I made the v2.02alpha binary and the v1.93alpha
sources available on the WWW/ftp site (see .sig).

BAD MOOD 2.03alpha will let you walk around in the 3D world defined by a
DOOM, DOOM2 or Heretic WADs with fully textured walls, floors and ceilings.
This is all done in Falcon TC mode, so the light effects look a lot better
than in the original.
(There's no texture mapping of the sky yet and the transparent textures are

still opaque (fixed in 2.03alpha).)
Since the original textures are used, you must run this version with a
WAD containing those. If your WAD is less than a couple of megabytes, it is
unlikely to do so.

No sprites, sounds or any kind of game play are available yet.

For further information, see the WWW page.

>Where can I get it?

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 850537183845499151
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,728c110e0ad99aac
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: Hisoft Basic 2
Date: 1996/03/06
Message-ID: <4hl49f$ms@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 142098484
references: <4hdar3$s7q@neon.airtime.co.uk>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <4hjln4$9r5@moacs11.moacs.indiv.nl.net>,
     waldi@moacs.indiv.nl.net (Waldi Ravens) writes:

>You're doomed never to receive any e-mail reply, until your
>news software includes a valid e-mail address in the From:
>header of your articles. Currently, the best any mail transfer
>agent can do with <stosser@neon> is to try to deliver the mail
>to neon.k9.com in Oregon (USA). This will fail, because user
>`stosser' is unknown at that site.

Why is it more likely to get neon.k9.com than neon.airtime.co.uk
which is Tony's mail host? Of course 99% of MTAs will just bounce
it straight away.

From -6710291293632534547
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,728c110e0ad99aac
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Hisoft Basic 2
Date: 1996/03/06
Message-ID: <4hl34d$ao0@moacs11.moacs.indiv.nl.net>#1/1
X-Deja-AN: 142099112
references: <4hjtkj$c2o@neon.airtime.co.uk>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

Tony Greenwood <stosser@neon> wrote:
>
> I tried but cant change my message headers,

What you can do is add a Reply-To: header with your e-mail address
to your articles. I think your newsreader (tin) can do that auto-
matically for you. You probably have to set some environment
variable, or add the header to a configuration file. Being a
trn addict myself, I don't know the exact way to do it. The
readers of news.software.readers will surely be ably to help
you.

Regards,
Waldi
--
God created the world in six days, and was arrested on the seventh.

From -9210357322639337036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,728c110e0ad99aac
X-Google-Attributes: gid1115ce,public
From: stosser@stosser.airtime.co.uk (Tong Greenwood)
Subject: Re: Hisoft Basic 2
Date: 1996/03/06
Message-ID: <826240000_OASIS_@stosser.airtime.co.uk>#1/1
X-Deja-AN: 142103495
organization: None Specified
reply-to: stosser@stosser.airtime.co.uk
newsgroups: comp.sys.atari.programmer
organisation: Stosser Software

 In article <4hjln4$9r5@moacs11.moacs.indiv.nl.net>
  waldi@moacs.indiv.nl.net (Waldi Ravens) said:-

>Tony Greenwood <stosser@neon> wrote:
>> Am I doomed never to recieve any source,
>
>You're doomed never to receive any e-mail reply, until your
>news software includes a valid e-mail address in the From:

>header of your articles. Currently, the best any mail transfer

Hi Waldi
I have had a go at sorting it, I have changed over to Oasis Nos so
that might help, I actualy tried to send an email to stosser@neon and
it arrived in my mailbag, just try a test mail :))
You dont have any Hisoft Basic 2 source while your there do you :))

If anyone has written and I havent replied then its this thats the
problem, i actualy reply to every email i get, if anyone has sent me
any source then it never arrived ?

Cheers.....!ynoT

H.E.R.O.\VidIgrid\Multipakman\Spotit\Stosser And many more Titles
****
* stosser@airtime.co.uk | irc#atari<stosser> | Atari ST Programmer *
** http://www.airtime.co.uk/users/stosser/ **********

From 4140666364365594512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,16038993a39ef754,start
X-Google-Attributes: gid1115ce,public
From: pcastell@ifhamy.insa-lyon.fr (Philippe Castella)
Subject: AES 4.1 found !
Date: 1996/03/07
Message-ID: <4hm3hb$hem@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 142101948
organization: INSA-Lyon
reply-to: pcastell@ifhamy.insa-lyon.fr
newsgroups: comp.sys.atari.programmer

Hi,

Thanks to the help of different people, I just found It in 2 different
location.
    ftp.imc.exec.nhs.uk/pub/atari
and
    ftp.fu-berlin.de/pub/atari/mint/contrib-package/mdk.new/mint030.zip

I thank them very much.

Ph. CASTELLA

PS: mint030.zip exists on several FTP sites but in general gem.sys has
been removed from the archive like in FTP.CNAM.FR

From -8100832960466881860
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aa405b1baf4281c3
X-Google-Attributes: gid1115ce,public
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Subject: Re: missing libm.a in sozobonX
Date: 1996/03/07
Message-ID: <313F0CE4.47EB@sunderland.ac.uk>#1/1
X-Deja-AN: 142200106
references: <4gvcj1$c7c@scotsman.ed.ac.uk> <4h1e0m$j3h@sargas.omicron.se>
content-type: text/plain; charset=us-ascii
organization: University of Sunderland, UK
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win95; I)

Elias Martenson wrote:

> If i remember correctly, there is no floating point support in Sozobon.The docs
with sozlib15 say:
"The standard library modules are to find in the files 'libc.a' and
'libextra.a'. The last one contains rarely used functions and extensions to
the C standard library. With this release 'libc.a' contains all floating
point code, too."
and:
"libm.a The Mathematics Floating Point Library...The library itself is a
port of the 'pml' - portable math library by Fred Fish."
Unfortunately Andrew Thackrah is correct, this seems to be missing from the
distribution. Earlier versions of SozobonX should include it. I have not
investigated far enough to know whether it is still necessary.

Michael

From 5240259440253421111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,728c110e0ad99aac
X-Google-Attributes: gid1115ce,public
From: ackerman.29@postbox.acs.ohio-state.edu (Dan Ackerman)
Subject: Re: Hisoft Basic 2
Date: 1996/03/07
Message-ID: <ackerman.29-0703961313490001@gb107samac.acs.ohio-state.edu>#1/1
X-Deja-AN: 142507706
references: <826240000_OASIS_@stosser.airtime.co.uk>
organization: OSU
newsgroups: comp.sys.atari.programmer

In article <826240000_OASIS_@stosser.airtime.co.uk>,
stosser@stosser.airtime.co.uk wrote:

> In article <4hjln4$9r5@moacs11.moacs.indiv.nl.net>
>   waldi@moacs.indiv.nl.net (Waldi Ravens) said:-
>
> >Tony Greenwood <stosser@neon> wrote:
> >> Am I doomed never to recieve any source,
> >
> >You're doomed never to receive any e-mail reply, until your
> >news software includes a valid e-mail address in the From:
> >header of your articles. Currently, the best any mail transfer
>
> Hi Waldi
> I have had a go at sorting it, I have changed over to Oasis Nos so
> that might help, I actualy tried to send an email to stosser@neon and
> it arrived in my mailbag, just try a test mail :))
> You dont have any Hisoft Basic 2 source while your there do you :))
>
> If anyone has written and I havent replied then its this thats the
> problem, i actualy reply to every email i get, if anyone has sent me
> any source then it never arrived ?
>
> Cheers.....!ynoT
>
> H.E.R.O.\VidIgrid\Multipakman\Spotit\Stosser   And many more Titles
> **
> * stosser@airtime.co.uk | irc#atari<stosser> | Atari ST Programmer *
> ** http://www.airtime.co.uk/users/stosser/ *************************
>
>

   I tried sending you email awhile back before I went on vacation and it just bounced.

   I scanned through the Programming section on a.a.u.e and only found the following:

rez_rgb.asc   5   Document further detailing Hisoft Basic res calls

   Guess I didn't note them as well as I thought. Try Hensa, I believe I saw some there. I know there are a few more files floating around the net. But when you are doing a brief description sometimes extra info like this gets lost. You could try looking at the GFA Basic code there is quite a big section of it at a.a.u.e. under Programming/Gfa. Alot of it should be pretty generic and compatible with HiSoft.

   Dan Ackerman
   aka baldrick@terminator.rs.itd.umich.edu

From -6205106011067748507
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bda0f3d853129694,start

X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: TT/STe Compatibility
Date: 1996/03/08
Message-ID: <4hogbl$hhd@moacs11.moacs.indiv.nl.net>#1/1
X-Deja-AN: 142416384
references: <4hn8q0$eoq@DGS.dgsys.com>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

```
TT shift mode register at 0xffff8262:
 bits 0x8000: sample and hold mode
      0x1000: hypermono mode
      0x0700: screen mode
           0 ST low, 1 ST medium, 2 ST high,
           4 TT medium, 6 TT high, 7 TT low
      0x000f: color register bank (0..15)

Video base registers
  0xffff8201 high byte
  0xffff8203 middle byte
  0xffff820d low byte (bits 0x07 ignored, ie 8 byte alligned)

Video counter registers (read only!)
  0xffff8205 high byte
  0xffff8207 middle byte
  0xffff8209 low byte

Color registers
  0xffff8400..0xffff85fe
  bits 0x0f00: red
       0x00f0: green
       0x000f: blue
```

Regards,
Waldi

In article <4hn8q0$eoq@DGS.dgsys.com>,
Marshall Lake <mlake@dgs.dgsys.com> wrote:
>
> Recently I purchased a TT. I have been developing a game on the STe. The
> game makes use of hardware scrolling and it works as expected on the STe.
> But when I try it on the TT the scrolling and graphics are wrong. I am
> executing the program in 640x200x2 mode but switching to 320x200x4 mode
> via the Video Shifter Mode register at 0x00ff8260 to do certain graphics
> and hardware scrolling. According to the Compendium there is a TT only
> Video Shifter Mode register at 0x00ff8262. I have tried fooling around
> with this register on the TT with the same results. Can someone tell me
> what I'm missing here?
>
--
God created the world in six days, and was arrested on the seventh.

From 345594685592102188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,728c110e0ad99aac
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Hisoft Basic 2
Date: 1996/03/09
Message-ID: <4hrk8k$rda@neon.airtime.co.uk>#1/1
X-Deja-AN: 142218028
organization: None Specified
newsgroups: comp.sys.atari.programmer

Hello peeps

My email adress is stosser@airtime.co.uk
Its in my signiture as well ? :))

If anyone has any hisoft basic source code for me to load, examine and learn from then please do send, plus any ASCII files on the subject language,

Yes your probably sick of seeing me ask, well having not recieved one single piece of source then my need is still there and I firmly beliecve there must be someone out there that can send me source,
I have spent the last few years sending STOS source and help to many peeps, surely someone in the Hisoft community has the same outlook,
I need help, and am asking,
But no one is responding,

Hmmmm <?>

Cheers.....!ynoT

H.E.R.O./MultiPakman/SpotIt/VidIgrid, And many other P.D.Titles
****
* stosser@airtime.co.uk|irc#atari<stosser>| ATARI ST Programmer *
** http://www.airtime.co.uk/users/stosser/ **********

From -2035746346172451289
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,728c110e0ad99aac
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: Hisoft Basic 2
Date: 1996/03/09
Message-ID: <4hson6$h5t@lyra.csx.cam.ac.uk>#1/1

X-Deja-AN: 142231170
references: <4hjtkj$c2o@neon.airtime.co.uk>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <4hjtkj$c2o@neon.airtime.co.uk>,
     stosser@neon (Tony Greenwood) writes:

> I tried but cant change my message headers,
> However I just tried a test and mailed a file to stosser@neon
> and it worked ?, no co.uk but as simple as that, spooky or what ?

That's because your ISP's mailer, after failing to find a machine
called "neon" will try again after appending ".airtime.co.uk" to
it. No-one else's system would find it, as they wouldn't try
appending ".airtime.co.uk"

From 3260796162974018357
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7a45438794d1a96,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10e505,e7a45438794d1a96,start
X-Google-Attributes: gid10e505,public
From: schoen@dial.eunet.ch
Subject: Calling C++ methods from within C
Date: 1996/03/10
Message-ID: <4huelp$sr3@news.eunet.ch>#1/1
X-Deja-AN: 142357079
content-type: TEXT/PLAIN; charset=US-ASCII
organization: EUnet AG
mime-version: 1.0
newsgroups: comp.sys.mac.programmer.games,comp.sys.atari.programmer,

Does anyone know if it is possible to call methods
in C++-classes from within a standard-C-program?
If it is, how can it be done?

Thanx,
Marcel Schoen
schoen@dial.eunet.ch

From -3703507908275258483
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: <STIRRE31@MAINE.MAINE.EDU>
Subject: Re: BAD MOOD update, was Re: Falcon game programming

Date: 1996/03/11
Message-ID: <96071.111951STIRRE31@MAINE.MAINE.EDU>#1/1
X-Deja-AN: 142283459
references: <DMHAI0.Ky8@eunet.ch> <4fn58m$mta@oravannahka.Helsinki.FI>
organization: University of Maine System
newsgroups: comp.sys.atari.programmer

Chris,
I found a WAD for the Bad Mood program on ftp.cnam.fr. It is
in the same directory as Bad Mood and is called damned. I forgot
what compression it uses.... I think it may be arj. Arj is
also available on ftp.cnam.fr, I believe. Damned is a fairly
small file so it shouldn't take long to download. Hope you
enjoy it and this helps ;-).
-scott tirrell

From 6397850275435761270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb74c1b95474eea1
X-Google-Attributes: gid1115ce,public
From: gc85@d6.hrz.uni-giessen.de (Konstantinos Xonis)
Subject: Re: Hacking executables (read, don't just flame)
Date: 1996/03/11
Message-ID: <4i1o1d$umt@c4.hrz.uni-giessen.de>#1/1
X-Deja-AN: 142285285
distribution: world
references: <4gs4uj$ei@netty.york.ac.uk> <3136DF3B.60D4@city.ac.uk>
<4hme3p$mc7@netty.york.ac.uk>
organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
newsgroups: comp.sys.atari.programmer

John 'john..' Tuffen (jat5@york.ac.uk) wrote (7 Mar 1996 10:34:33 GMT) in
comp.sys.atari.programmer:
: John 'john..' Tuffen wrote:

: > Is there a recognised way of `reverse-engineering' the code? I managed
: > to disassemble the code using GFA assembler, but I don't really understand
: > the format of ST executables - the disassembled code has a load of jump
: > instructions at it's start, now I don't know whether these are real
: > instructions, or a data storage area. I haven't done much assembler!

: Errrk!
:   I disassembled the code again last night - 47000+ lines
: of assembler, with no symbol table. :(
: From what I remember, it looks a helluva lot like it was written in C. Now
: I'm **really** desparate to find some source code...
Oh ! You did ?

So if you need any help, in getting some C-code out of it, I could help you...
All you need to do is sending me the binary UUEncoded, and I'll try to get

it into C-Code, I did that quite a while ago with an other exec, it worked
fine, getting the right compiler, I got exactly the same binary from my
C code conversion !

CU !

: john..

: -=-
: | e-mail: jat5@york.ac.uk |
: | web pages start here: http://www.york.ac.uk/~jat5/ |
: -=-
: * my music: http://www.york.ac.uk/~jat5/html/music.html *
: **

--
-
Konstantinos XONIS (XAKChaos of XAK-Design Wetzlar)
Snail Mail: E-mail:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 42504 or +49 6441 417663
D35576 Wetzlar TEL: +49 6441 36739
FR Germany
(Bomb plutonium heroine XTC whitehouse Iraq terror kill kokain cocaine uran)

From 6944401778554632321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d8eca67142e018,start
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (M.Cubitt)
Subject: STOS EXTRA - New release - info - extra321.zip (0/1)
Date: 1996/03/11
Message-ID: <4i1vii$3bp@neon.airtime.co.uk>#1/1
X-Deja-AN: 142286191
organization: None Specified
newsgroups: comp.sys.atari.programmer

The STOS EXTRA extension version 3.21 has been released as shareware. I
am posting it to this news group... I know it is a binary but there is
no alt.binaries.atari - if you don't want it, don't down load it.

Check it out, if you like it you may want to register! (Compiler part
not included). Examples and images are provided on the full version
available from any decent PD library soon!

Regards,

Martin
Sinbad of Effect (sinbad@airtime.co.uk)
Catch me on irc channel #atari

From 8729143994011873534
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,311abe35d1e20c6c,start
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (M.Cubitt)
Subject: STOS EXTRA - New release - info - extra321.zip (1/1)
Date: 1996/03/11
Message-ID: <4i1vk5$3bp@neon.airtime.co.uk>#1/1
X-Deja-AN: 142286227
organization: None Specified
newsgroups: comp.sys.atari.programmer

begin 644 extra321.zip
<uuencoded_portion_removed>
0```#``,`J0```+=Z`````,5$
`
end

From 7665145526127187025
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,96ec965473890957,start
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: STOS EXTRA
Date: 1996/03/11
Message-ID: <4i20ar$3la@neon.airtime.co.uk>#1/1
X-Deja-AN: 142286229
organization: None Specified
newsgroups: comp.sys.atari.programmer

 Bad enough downloading it once, but twice ?

  Martin get a hard hat, I think theres some trouble coming your way
mate? :]

 Cheers.....!ynoT

From 2800600445303600953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f1f1664debcd429,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: CH_EXIT wrong in Lattice.
Date: 1996/03/11

Message-ID: <826660426_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 142337230
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <ackerman.29-1003961323010001@gb107samac.acs.ohio-state.edu>
ackerman.29@postbox.acs.ohio-state.edu (Dan Ackerman) said:-

>
> Just discovered this last night. Lattice has CH_EXIT defined
>incorrectly in the headers and all the manuals. They have it defined as
>80 when it's really 90. Hopefully none of the alternative AES's have
>continued this error.

MagiC appears correct having it defined as 90 (with msg[3] containing
the child process ID and msg[4] the child's exit code).

--

Guy Harrison

guy@swampdog.demon.co.uk

From -1900335228050193420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: Re: BAD MOOD update, was Re: Falcon game programming
Date: 1996/03/11
Message-ID: <4i0gra$rch@orm.southern.co.nz>#1/1
X-Deja-AN: 142359568
references: <DMHAI0.Ky8@eunet.ch> <4fn58m$mta@oravannahka.Helsinki.FI>
<Pine.LNX.3.91.960228120308.6265A-100000-100000@hinux.hin.no>
<4hdhun$3sm@news.mistral.co.uk> <4hl79g$ii5@nyheter.chalmers.se>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Hi there

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
: Since the original textures are used, you must run this version with a
: WAD containing those. If your WAD is less than a couple of megabytes, it is
: unlikely to do so.

Where is a good ftp site that has a directory clearly identified for the

IWAD files (as I think they are called). I've wasted a lot of $ on ftp grabbing of PWAD files that don't work with 2.02alpha. Sadly none of the places I know about describe whether or not the wad files on them are PWAD or IWAD type...:-(

BTW, the whole project is lookin' like its cookin'!!! Great stuff guys...

Chris W.
/|\

From -6769191947014531804
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: BAD MOOD update, was Re: Falcon game programming
Date: 1996/03/12
Message-ID: <4i3oj5$6s9@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 142311065
references: <96071.111951STIRRE31@MAINE.MAINE.EDU>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <96071.111951STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU>
writes:
>Chris,
>I found a WAD for the Bad Mood program on ftp.cnam.fr. It is
>in the same directory as Bad Mood and is called damned. I forgot
>what compression it uses.... I think it may be arj. Arj is
>also available on ftp.cnam.fr, I believe. Damned is a fairly
>small file so it shouldn't take long to download. Hope you
>enjoy it and this helps ;-).

If it is 'fairly small' then it probably doesn't work with any
of the newer versions of Bad Mood. From 1.93 (now at 2.03) onwards
it required an IWAD. This is because the floor (both) and wall
(version 2.x) textures are read from the WAD file. Most WADs that
are small are just PWADs, and only contain map data - no textures
or sounds etc.

But it should work with the earlier versions (eg. 1.92 I believe
texture-mapped with only the built in textures, and ignored any
in the WAD).

IWAD's (as required by 2.x etc) are BIG. You can either install
Doom/Heretic etc. onto a PC (or Mac), and use ARJ to split it up
into multiple disks. Alternatively, you can download the .tar.gz
Doom WAD intended for the Unix ports. (this will still need

splitting onto multiple disks of you need to move it, but doesn't
require access to a PC)

Hope this is of some help...

Anthony
--

```
-------------------------------------+------------------------------
Anthony Jacques                      |  STOS Falcon Extension v1.2a
                                     |  Generic STOS Fixer v0.98
mailto:jacquesa@cs.man.ac.uk         |  available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/   |  - UUEncoded on request.
-------------------------------------+------------------------------
NEWSFLASH: Falcon extension. 1.3 to be released tomorrow!!! (honest)
           Generic STOS Fixer 1.0 also to be released today!!!
-------------------------------------+------------------------------
```


From 4378479425849320904
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c966d2df1957080d,start
X-Google-Attributes: gid1115ce,public
From: miqco@sci.fi (Veikko Vanamo)
Subject: Q:Ext.Joystick port reading in GFA, How ?
Date: 1996/03/12
Message-ID: <3145a26c5e35d0@sci.fi>#1/1
X-Deja-AN: 142369123
content-type: text/plain; charset=ISO-8859-1
organization: Scifi Communications International Oy
mime-version: 1.0
reply-to: miqco@sci.fi
newsgroups: comp.sys.atari.programmer

I want to read Extended Joystick port in (STE) and
Falcon. I have no succes with STICK function and
Jaguar joypad connected.
If anybody have done this and have easily editable
listing, please send it straight to me.
Here is a listing that I used, and it causes 2 bombs.
After those bombs I have to restart whole machine.
Listing is long because of documentation (ab. 64 rows)
of Enahanced game ports at the end of it :(

```
' 10/3-96
' FALCON/STE ENHANCED ANALOGIC GAMEPORT READING
' -------- MY EXAMPLE ----------- ! This example is my translation of
'                                 ! how the port should be read in GFA.
' mask%=&HFFFE                    ! 1. Choosen mask.
' DPOKE FF9202,mask%              ! 2. Put a mask to address 0xFF9202, ...
' SDPOKE FF9202,mask%             !(2.(or Same in Supervisormode))
' js_code&=DPEEK(ff9200)) ! ... 3. Read a word at address 0xXXX XXX, ...
```

```
' PRINT BIN$(js_code&)    ! ...and You should see if there is a cleared bit.
' END
' --- THE END OF MY EXAMPLE ------
'  JOYSTICKS:            Address 0xFF9200
'                   ==========================
'        Read Controller 0:               Read Controller 1:
' | Write   |  Bit 0  |  Bit 1  |  | Write:  |  Bit 2  |  Bit 3  |
' | Mask :  |  Clear  |  Clear  |  | Mask :  |  Clear  |  Clear  |
' |---------|---------|---------|  |---------|---------|---------|
' | 0xFFFE  |  Pause  |  Fire 0 |  | 0xFFEF  |  Pause  |  Fire 0 |
' | 0xFFFD  |    -    |  Fire 1 |  | 0xFFDF  |    -    |  Fire 1 |
' | 0xFFFB  |    -    |  Fire 2 |  | 0xFFBF  |    -    |  Fire 2 |
' | 0xFFF7  |    -    |  Option |  | 0xFF7F  |    -    |  Option |
' -------------------------------  -------------------------------
'            Read Controller 0 At 0xFF9202
'           -------------------------------
' | Write   |  Bit 8  |  Bit 9  | Bit 10  |  Bit 11 |
' | Mask :  |  Clear  |  Clear  | Clear   |  Clear  |
' |---------|---------|---------|---------|---------|
' | 0xFFFE  |   Up    |  Down   |  Left   |  Right  |
' | 0xFFFD  |  Key *  |  Key 7  |  Key 4  |  Key 1  |
' | 0xFFFB  |  Key 0  |  Key 8  |  Key 5  |  Key 2  |
' | 0xFFF7  |  Key #  |  Key 9  |  Key 6  |  Key 3  |
' ---------------------------------------------------
'            Read Controller 1 At 0xFF9202
'           -------------------------------
' | Write:  |  Bit 12 |  Bit 13 | Bit 14  |  Bit 15 |
' | Mask :  |  Clear  |  Clear  | Clear   |  Clear  |
' |---------|---------|---------|---------|---------|
' | 0xFFEF  |   Up    |  Down   |  Left   |  Right  |
' | 0xFFDF  |  Key *  |  Key 7  |  Key 4  |  Key 1  |
' | 0xFFBF  |  Key 0  |  Key 8  |  Key 5  |  Key 2  |
' | 0xFF7F  |  Key #  |  Key 9  |  Key 6  |  Key 3  |
' ---------------------------------------------------
' To read the joystick:
' 1. Write a mask value corresponding to the row
'    of keys/positions you wish to interrogate to 0xFF9202.
' 2. Read back a word from either 0xFF9200 or 0xFF9202.
'
' Cleared bits mean that a key is being pressed or a joystick
' is moved in that direction.
'
' PADDLES: Two paddles may be plugged in each joystick port.
'          Each one returns an 8-bit value indicating its position
'          at the address shown below.
'          Paddle positions are returned automaticly, fire buttons
'          are mapped and read same manner as joysticks.
'  -------------------------
' | Byte Address | Paddle |
' |--------------|--------|
' |   0xFF9211   | X Pad 0|
' |   0xFF9213   | Y Pad 0|
' |   0xFF9215   | X Pad 1|
```

```
' |   0xFF9217   | Y PAd 1|
' -------------------------
```

--


```
                                                    \     /
  ,-----------------------------------------------  \,O,/
 ( Snail Mail:     Veikko Vanamo, Lahtomaenkatu 3 B 38, )^(
  )       33580 Tampere, Finland         ( v )
 ( InterNet E-Mail: miqco@sci.fi          \|/
  '-----------------------------------------------------'-
```


From -65593176667180970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: pcastell@ifhamy.insa-lyon.fr (Philippe Castella)
Subject: Re: BAD MOOD update, was Re: Falcon game programming
Date: 1996/03/12
Message-ID: <4i35mg$q3t@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 142570794
references: <DMHAI0.Ky8@eunet.ch> <4fn58m$mta@oravannahka.Helsinki.FI>
<Pine.LNX.3.91.960228120308.6265A-100000-100000@hinux.hin.no>
<4hdhun$3sm@news.mistral.co.uk> <4hl79g$ii5@nyheter.chalmers.se>
<4i0gra$rch@orm.southern.co.nz> <96071.111951STIRRE31@MAINE.MAINE.EDU>
organization: INSA-Lyon
reply-to: pcastell@ifhamy.insa-lyon.fr
newsgroups: comp.sys.atari.programmer

<STIRRE31@MAINE.MAINE.EDU> wrote:

>Chris,
>I found a WAD for the Bad Mood program on ftp.cnam.fr. It is
>in the same directory as Bad Mood and is called damned. I forgot
>what compression it uses.... I think it may be arj. Arj is
>also available on ftp.cnam.fr, I believe. Damned is a fairly
>small file so it shouldn't take long to download. Hope you
>enjoy it and this helps ;-).
>-scott tirrell

You can find a lot of WAD in
ftp.luth.se/pub/doom/levels
in Doom, Doom2 and Heretics...

Ph. CASTELLA

From -1933219070862144518
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,c966d2df1957080d
X-Google-Attributes: gid1115ce,public
From: gaghon@nevada.edu (GEORGE GAGHON)
Subject: Re: Q:Ext.Joystick port reading in GFA, How ?
Date: 1996/03/12
Message-ID: <4i4l50$mch@news.nevada.edu>#1/1
X-Deja-AN: 142611463
references: <3145a26c5e35d0@sci.fi>
organization: University of Nevada System Computing Services
newsgroups: comp.sys.atari.programmer

Veikko Vanamo (miqco@sci.fi) wrote:
: I want to read Extended Joystick port in (STE) and
: Falcon. I have no succes with STICK function and
: Jaguar joypad connected.
: If anybody have done this and have easily editable
: listing, please send it straight to me.
: Here is a listing that I used, and it causes 2 bombs.
: After those bombs I have to restart whole machine.
: Listing is long because of documentation (ab. 64 rows)
: of Enahanced game ports at the end of it :(
:

Here's how I coded it...

```
WORD{&HF14000}=&H81FE       !Joystick setting
e%={&HF14000)          !Store longword to retrieve buttons later
e&=AND(SWAP(e%),&HF00)      !mask joystick only
                   !&H100=up &H200=down &H400=left &H800=right

... movement code....

IF AND(e%,2)=0         !button A
ELSE IF AND(e%,1)=0         !pause button? (or option :)
ENDIF

WORD{&&HF14000}=&H81FD      !Set new Mask for "C" and 0 8 5 2


etc....
```

This program worked great on a Falcon 030. With the Joystick in the first extended port

Good Luck,

Vince @ JV Ent.

From -5104909329086194506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d073d878bcf5d87,start
X-Google-Attributes: gid1115ce,public
From: Steph@wuss.demon.co.uk (Steph Taylor)
Subject: STOS Extra - Essex boys at it?
Date: 1996/03/13
Message-ID: <826837876_OASIS_@wuss.demon.co.uk>#1/1
X-Deja-AN: 142686683
x-nntp-posting-host: wuss.demon.co.uk
reply-to: Steph@wuss.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: none

Heh. Thanks for contributing to my enormous phone bill, mate.

Essex boys. You've gotta luv 'em. :o)))
--

```
O~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~O
"I am the jester, playing to my court of fools. |  Steph Taylor
 Changing, wearing my many masks -              |        Glasgow, Scotland.
 No-one suspects they are my tools."            |
                         - Potential Difference |    steph@wuss.demon.co.uk
O~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~O
```

From -6883514791036062598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9790f15a2ca79df,start
X-Google-Attributes: gid1115ce,public
From: jvarma@bigdipper.umd.edu (Jay D. Varma)
Subject: FS: Atari Mega St4+...
Date: 1996/03/13
Message-ID: <4i7fgo$7oe@hecate.umd.edu>#1/1
X-Deja-AN: 142686892
organization: University of Maryland, College Park
newsgroups: comp.sys.atari.programmer

I have an Atari Mega ST4 for sale, complete with 14" NEC Multisync II
monitor, NEC P5200 24pin 360DPI printer, and tons of software.

Complete system: $500 obo.
Reply via E-mail.
--Jay--

From -1882246548868406229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1056fc,a72a6c7c62022d94
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,aff47fab4bb8696c,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 100a3b,87515f9bdf68debf
X-Google-Attributes: gid100a3b,public
X-Google-Thread: 1115ce,e9790f15a2ca79df
X-Google-Attributes: gid1115ce,public
From: jvarma@bigdipper.umd.edu (Jay D. Varma)
Subject: Re: FS: Atari Mega St4+...
Date: 1996/03/13
Message-ID: <4i7fnp$7oe@hecate.umd.edu>#1/1
X-Deja-AN: 142686893
references: <4i7f7m$7oe@hecate.umd.edu>
organization: University of Maryland, College Park
newsgroups:
comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,rec.games
.video.atari

I forgot to mention, this also has a US Robotics Courier HST 9600baud
modem included.

Jay D. Varma (jvarma@bigdipper.umd.edu) wrote:
: I have an Atari Mega ST4 for sale, complete with 14" NEC Multisync II
: monitor, NEC P5200 24pin 360DPI printer, and tons of software.

: Complete system: $500 obo.
: Reply via E-mail.
: --Jay--

From 6661807390115124587
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,805d83863bfb84fa,start
X-Google-Attributes: gid1115ce,public
From: rvanloo@cs.utwente.nl (Reinard R.J. van Loo)
Subject: looking for OMIKRON BASIC compiler
Date: 1996/03/13
Message-ID: <4i6dil$398@utrhcs.cs.utwente.nl>#1/1
X-Deja-AN: 142745345
distribution: world
organization: University of Twente, Dept. of Computer Science
newsgroups: comp.sys.atari.programmer

Ehh... I have a very large omikron basic program which I want to compile. Does anyone have a
version of OMIKRON's basic compiler available? Legal please.

Need version 2.x If I recall it correctly.

---Reinard

From -7339574933333281145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c31c71e5098db59,start
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: GDOS Device Drivers
Date: 1996/03/14
Message-ID: <4ia27l$haa@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 142509958
organization: University of Sussex
keywords: GDOS device-drivers documentation
newsgroups: comp.sys.atari.programmer
summary: need docs for GDOS device drivers

Does ayone know where I can get hold of ay documentation/surce codes for GDOS device divers? Someone out there knows since there are public domain pronter drivers poping up every now and again...

From -8886432797357684461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10e505,e7a45438794d1a96
X-Google-Attributes: gid10e505,public
X-Google-Thread: 1115ce,e7a45438794d1a96
X-Google-Attributes: gid1115ce,public
From: jim@melongem.com (Jim Lloyd)
Subject: Re: Calling C++ methods from within C
Date: 1996/03/14
Message-ID: <jim-1403962139410001@205.158.230.163>#1/1
X-Deja-AN: 142922989
references: <4huelp$sr3@news.eunet.ch>
organization: MelonGem Productions
newsgroups: comp.sys.mac.programmer.games,comp.sys.atari.programmer,

In article <4huelp$sr3@news.eunet.ch>, schoen@dial.eunet.ch wrote:

> Does anyone know if it is possible to call methods
> in C++-classes from within a standard-C-program?
> If it is, how can it be done?

There is no portable way to call C++ methods directly from C. It may be

possible to do so if you're willing to be tied to a specific compiler and a lot of ugliness. Do you have any control over the C++ code? If so, you can generate some functions that are callable from C but are written in C++. These function's can't be member functions, but they can call C++ member functions. Here is the basic idea:

```
---- SomeClass_c.h ----
typedef void* SomeClassInstance;

#ifdef __cplusplus
extern "C"
{
#endif
   SomeClassInstance SomeClass_New();
   void SomeClass_Delete(SomeClassInstance instance);
   void SomeClass_Function1(SomeClassInstance instance);
   int SomeClass_Function2(SomeClassInstance instance,  float x);
#ifdef __cplusplus
};
#endif
---- end SomeClass_c.h ----


---- SomeClass_cpp.h ----
class SomeClass
{
public:
   SomeClass();
   virtual ~SomeClass();
   virtual void Function1();
   virtual int Function2(float x);
};
---- end SomeClass_cpp.h ----

---- SomeClass.cpp ----
#include "SomeClass_c.h"
#include "SomeClass_cpp.h"

SomeClassInstance SomeClass_New()
{
   return new SomeClass;
};

void SomeClass_Delete(SomeClassInstance instance)
{
   SomeClass* me = (SomeClass*) instance;
   delete me;
}

void SomeClass_Function1(SomeClassInstance instance)
{
   SomeClass* me = (SomeClass*) instance;
   me->Function1();
```

```
}

int SomeClass_Function2(SomeClassInstance instance,  float x)
{
   SomeClass* me = (SomeClass*) instance;
   return me->Function2(x);
}
---- end SomeClass.cpp ----
```

The file SomeClass_c.h is a header file that can be used with either a C compiler or a C++ compiler. It defines an interface using purely C style calling conventions. The implementation of that interface (SomeClass.cpp) is C++ code that forwards everything to operations on a C++ class. I don't show the implementation of the actual class SomeClass; it can be whatever you want.

Hope this helps,

Jim Lloyd

From -661368390889252397
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,440ac9c3b0b15e41
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: AES 4.1
Date: 1996/03/15
Message-ID: <DoBnMF.HMt@cix.compulink.co.uk>#1/1
X-Deja-AN: 142929097
references: <4hgple$9tf@tempo.univ-lyon1.fr> <wongck.300.000A5B69@ti.com>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>What are the advantages of AES 4.1 ?
Off the top of my head:
It supports iconify
Significantly faster than 4.0
Doesn't crash as much :-)
Change fonts for Desktop windows (or did 4.0 do that?)
erm...
I think there's something else but can't think of it ATM...

Slainte mhath
Mark

--

```
* Mark S Baines    * FidoNet:  2:254/105.10@fidonet.org     *
*                  * NeST:     90:102/107.0@nest.ftn        *
* Inver, Scotland  * TurboNet: 100:101/12.10@turbonet.ftn   *
* 01862 871624     * AtariNet: 51:502/0.10@atarinet.ftn     *
```

From -4015208484658285655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,728c110e0ad99aac
X-Google-Attributes: gid1115ce,public
From: Timpy@roseivy.demon.co.uk (Tim Putnam)
Subject: Re: Hisoft Basic 2
Date: 1996/03/15
Message-ID: <826996536_OASIS_@roseivy.demon.co.uk>#1/1
X-Deja-AN: 143116335
x-nntp-posting-host: roseivy.demon.co.uk
reply-to: Timpy@roseivy.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <4hrk8k$rda@neon.airtime.co.uk>
stosser@neon (Tony Greenwood) said:-

> If anyone has any hisoft basic source code for me to load, examine and
>learn from then please do send, plus any ASCII files on the subject language,
>
> Yes your probably sick of seeing me ask, well having not recieved one
>single piece of source then my need is still there and I firmly beliecve
>there must be someone out there that can send me source,
> I have spent the last few years sending STOS source and help to many
>peeps, surely someone in the Hisoft community has the same outlook,
> I need help, and am asking,
> But no one is responding,

Hey! You should have asked me..

I am perfectly willing to give you all the help you want as I've been using
Hisoft 2 for quite a while.

Email me ..

Tim
--

---
timpy@roseivy.demon.co.uk
Sysop of the Fractal BBS - Call on 01305 266304

From 3877252393481775416
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,135a357aa1f2a64d,start
X-Google-Attributes: gid1115ce,public
From: allfree@scs.unr.edu (Benjamin C. Allfree)
Subject: STZIP into DSP?
Date: 1996/03/16
Message-ID: <4ifgb0$9nk@silver.scs.unr.edu>#1/1
X-Deja-AN: 143194905
organization: UCCSN System Computing Services
newsgroups: comp.sys.atari.programmer

Here's a thought:

Why hasn't anyone rewritten STZIP so that the compression routines are moved into the DSP? Does anyone know if this would help, or if it's possible? It sure would be fun to have a DSP STZIP version :)

--
Ben Allfree
shadow@iris.yolo.com | allfree@scs.unr.edu

From 3312466953512611885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,607a0edee1123bb6,start
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (M.Cubitt)
Subject: WANTED: Filled Polygon drawing routines
Date: 1996/03/17
Message-ID: <4ihm9q$3bd@neon.airtime.co.uk>#1/1
X-Deja-AN: 142992637
organization: None Specified
newsgroups: comp.sys.atari.programmer

If you have the 68000 source to a Filled Polygon routine please send it to me, if you would not mind! I only need such a routine for low resolution and it needn't be all four bitplanes.

Thanks,

Martin
Sinbad of Effect (sinbad@airtime.co.uk)
Catch me on irc channel #atari

From 6497123344938441435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,295dc1014ac80025,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,295dc1014ac80025,start
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 109a67,295dc1014ac80025,start
X-Google-Attributes: gid109a67,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: Magic 4 and system clock
Date: 1996/03/17
Message-ID: <827073946_OASIS_NEWS@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 143021304
x-nntp-posting-host: yeadontt.demon.co.uk
organization: Diamond Soft
reply-to: phil@yeadontt.demon.co.uk (Phil Yeadon)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Can any one help?

Whenever I run Magic 4 on my TT the system clock is moved back 2 years, ie from 1996 to 1994. This only happens on first boot up. So naturally I put the clock back to the correct date. However when I exit Magic using the Shutdown option and selecting cold boot, the clock is then advanced 2 years, so I end up with the clock set to 1998!!!

Has anyone else experienced this problem. More to the point has anyone cured this problem.

This is the only problem I have experienced with Magic 4, I even have GFA Basic working (set to single tasking but....).

Thanks in advance for any help.

--

==========

The Home Of

```
_/_/_/_/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
_/    _/  _/    _/  _/        _/  _/
_/    _/  _/    _/  _/        _/  _/
_/    _/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
_/    _/  _/    _/        _/  _/        _/
_/    _/  _/    _/        _/  _/        _/
_/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/
```

========== Phil Yeadon ====== phil@yeadontt.demon.co.uk ==========

From 8176371486834721031
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6999f0cdac3fbbfc,start

X-Google-Attributes: gid1115ce,public
From: schoen@dial.eunet.ch
Subject: Jaguar Pads with GFA-BASIC
Date: 1996/03/18
Message-ID: <4ij7mt$qju@news.eunet.ch>#1/1
X-Deja-AN: 143208115
organization: EUnet AG
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Someone recently posted a question here about how to read
the Jag Pads on a STE or FALCON in GFA-BASIC. Well, here
is how I do it on my falcon (maybe there are better ways):

```
' -------- Get both Jag-Pads ------------
PROCEDURE jaguarpads
  '
  SDPOKE &HFFFF9202,&HFFEE
  pad1_a%=255-PEEK(&HFFF9201) AND 8
  pad2_a%=255-PEEK(&HFFF9201) AND 2
  '
  SDPOKE &HFFFF9202,&HFFDD
  pad1_b%=255-PEEK(&HFFF9201) AND 8
  pad2_b%=255-PEEK(&HFFF9201) AND 2
  '
  SDPOKE &HFFFF9202,&HFFBB
  pad1_c%=255-PEEK(&HFFF9201) AND 8
  pad2_c%=255-PEEK(&HFFF9201) AND 2
  '
  SDPOKE &HFFFF9202,&HFF77
  pad1_option%=255-PEEK(&HFFF9201) AND 8
  pad2_option%=255-PEEK(&HFFF9201) AND 2
  '
  SDPOKE &HFFFF9202,&HFFAA
  pad1_pause%=255-PEEK(&HFFF9201) AND 4
  pad2_pause%=255-PEEK(&HFFF9201) AND 1
  '
  SDPOKE &HFFFF9202,&HFFEE
  pad1_steer%=SHR(255-PEEK(&HFFFF9202),4)
  pad2_steer%=255-PEEK(&HFFFF9202) AND 15
  '
  ' NOW THE KEY-ROWS, VERTICALLY....
  '
  ' -- left vertical row --
  SDPOKE &HFFFF9202,&HFFCC
  pad1_1%=255-PEEK(&HFFFF9202) AND 128
  pad1_4%=255-PEEK(&HFFFF9202) AND 64
  pad1_7%=255-PEEK(&HFFFF9202) AND 32
  pad1_star%=255-PEEK(&HFFFF9202) AND 16
  pad2_1%=255-PEEK(&HFFFF9202) AND 8
  pad2_4%=255-PEEK(&HFFFF9202) AND 4
```

```
  pad2_7%=255-PEEK(&HFFFF9202) AND 2
  pad2_star%=255-PEEK(&HFFFF9202) AND 1
  '
  ' -- middle vertical row ----
  SDPOKE &HFFFF9202,&HFFBB
  pad1_2%=255-PEEK(&HFFFF9202) AND 128
  pad1_5%=255-PEEK(&HFFFF9202) AND 64
  pad1_8%=255-PEEK(&HFFFF9202) AND 32
  pad1_0%=255-PEEK(&HFFFF9202) AND 16
  pad2_2%=255-PEEK(&HFFFF9202) AND 8
  pad2_5%=255-PEEK(&HFFFF9202) AND 4
  pad2_8%=255-PEEK(&HFFFF9202) AND 2
  pad2_0%=255-PEEK(&HFFFF9202) AND 1
  '
  ' -- right vertical row -----
  SDPOKE &HFFFF9202,&HFF77
  pad1_3%=255-PEEK(&HFFFF9202) AND 128
  pad1_6%=255-PEEK(&HFFFF9202) AND 64
  pad1_9%=255-PEEK(&HFFFF9202) AND 32
  pad1_raute%=255-PEEK(&HFFFF9202) AND 16
  pad2_3%=255-PEEK(&HFFFF9202) AND 8
  pad2_6%=255-PEEK(&HFFFF9202) AND 4
  pad2_9%=255-PEEK(&HFFFF9202) AND 2
  pad2_raute%=255-PEEK(&HFFFF9202) AND 1
RETURN
```

The names of the % variables stand for the buttons -
 should be ease to understand

Hope, this helps.
Marcel Schoen
schoen@dial.eunet.ch

From -8868676170815397715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,295dc1014ac80025
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,295dc1014ac80025
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,295dc1014ac80025
X-Google-Attributes: gid109a67,public
From: and@sun1 (Andreas Kromke)
Subject: Re: Magic 4 and system clock
Date: 1996/03/18
Message-ID: <4ij962$8mt@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 143436428
references: <827073946_OASIS_NEWS@yeadontt.demon.co.uk>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
organization: MiM
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
:   Can any one help?

:   Whenever I run Magic 4 on my TT the system clock is moved back 2 years,
: ie from 1996 to 1994. This only happens on first boot up. So naturally I put

This depends on your ROM version. Different versions use different methods
for storing the date in the TT RTC.

--

ANDREAS KROMKE

From -8940327979612469742
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76ad3ac5f210cc85,start
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: HELP: AES 4.1 window font prob...
Date: 1996/03/19
Message-ID: <4ilnsn$bie@studs.sci.kun.nl>#1/1
X-Deja-AN: 143134411
references: <4ifmda$8na@orm.southern.co.nz>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <4ifmda$8na@orm.southern.co.nz> chriswil@southern.co.nz (Chris Wilkinson)
writes:

>I cannot get the AES 4.1 window font to change no matter what I have
>tried. I have hundreds of TT and dozens of GDOS fonts running under NVDI
>3.01. Is there something I can put in MINT.CNF to get MiNT to read the
>font directories (I think it should just rely on GDOS though?).

Huh? I thought it was just an entry in the DESKTOP drop down menus.
I'm positive that I did have other fonts in my desktop windows, but
since I didn't find any suitable fonts for this purpose, I reverted to
the original system font.

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From 2018628930146397467

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3a06bb36e13bc0cf,start
X-Google-Attributes: gid1115ce,public
From: 42Bastian Schick <s686642@rghx50.gp.fht-esslingen.de>
Subject: TT-Tos
Date: 1996/03/19
Message-ID: <314E7EF9.1111@rghx50.gp.fht-esslingen.de>#1/1
X-Deja-AN: 143479361
content-type: text/plain; charset=us-ascii
organization: FHT-Esslingen/Goeppingen
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (X11; I; HP-UX A.09.05 9000/715)

Hi,
I desperatly looking for TOS 3.05 or 3.06 (TT-TOS). Could anyone
with a TT contact me !

Thanx

42Bastian

From 8195580758964884764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8264fd3da8ded2cc,start
X-Google-Attributes: gid1115ce,public
From: cmb2 <cmb2@globallink.com>
Subject: Dave Munsier Software Source Code
Date: 1996/03/19
Message-ID: <4ilg83$40u@metro1.globallink.net>#1/1
X-Deja-AN: 143738022
to: All
content-type: text/plain; charset=us-ascii
organization: Globallink Technologies
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.2N (Windows; I; 16bit)

To anyone interested in purchasing the source code and the distribution rights to
the following software:
Asteroidia (All versions)
Frantick
Square Off
Choplifter 95(85% done..)
The complete Dave Munsie game development tools.

Please leave email at the above email address.
We will contact you by email.

Thank you..

From 1676644943669471187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5bbb4e058a6458e3,start
X-Google-Attributes: gid1115ce,public
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Subject: Help needed loading MagiC into Falcon fast ram (Help Don Maples, where are you :)
Date: 1996/03/19
Message-ID: <DoIC3C.9B@ridgecrest.ca.us>#1/1
X-Deja-AN: 143847014
sender: usenet@ridgecrest.ca.us (Ridgenet Usenet admin)
x-nntp-posting-host: annex021
content-type: text/plain; charset=iso-8859-1
organization: RidgeNet - SLIP/PPP Internet, Ridgecrest, CA. (619) 371-3501
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1b3 (Windows; I; 16bit)

Let's start of right. I'm no programmer.
One of the authors of MagiC said that MagX!boot looks for "fastram_valid" when it loads. I think he use the expression $5??. I assume $5?? means where ever the _FRB cookie is located. According to a sys info file I have, the _FRB in my Falcon sits at 0x5f465242 _FRB 0x00036028. I looked through the Atari Compendium and checked all the memory values and magic words that should be present if the system has fast ram installed. I used BSS Debug to do this (very nice, I wish I could program :).
I checked memvalid, memcntlr, phystop, memval2, membot, memtop and other locations that were to have magic numbers if the ram was valid. Everything seem to be in order. I have no problems loading applications into fast ram under TOS, and once MagiC is booted, can load applications from there as well. But I can't get MagiC to load into fast ram at startup.
The fast ram on my Falcon is on a Mighty Sonic card. The amount of fast ram gets loaded into the system with a program that calls itself a VDI patch. This patch installs the FRB and adds the amount of ram on the card to the system. It is a seperate ram from ST ram, but apears on the desktop as one number. It can be ran from the desktop or in the autofolder. I usually run it from the auto so NVDI and such loads into fast ram. I placed it ahead of MagXboot! when I tried to get it into fast ram so the flags were there. Yes, the program flags of MagXboot were set as well.
I would guess
that alternate ram on the FX card is handled in a like way, except I think that the FX ram is managed by routines burned into eproms, but Expose and Outside have the same problems with both types of cards so I figure it is implimented the same.

If MagiC cannot load into systems with this arrangement of fast

ram, it would be a great oversite. As well as the Might Sonic,
the FX, Magmum, Speed Resoluition, Afterburner and Hawk 030
will manage the alternate ram in a simular fashion.
Might just as well go buy a TT.

Or am I just missing something simple ? :)

Mike

From -1592708238330590005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5bbb4e058a6458e3
X-Google-Attributes: gid1115ce,public
From: 88316@novell1.rz.fht-mannheim.de (Frank Danapfel)
Subject: Re: Help needed loading MagiC into Falcon fast ram (Help Don Maples, where are you :)
Date: 1996/03/20
Message-ID: <88316.31.827322255@novell1.rz.fht-mannheim.de>#1/1
X-Deja-AN: 143380414
sender: news@roxi.rz.fht-mannheim.de (NEWS - system account)
references: <DoIC3C.9B@ridgecrest.ca.us>
organization: Fachhochschule fuer Technik Mannheim
newsgroups: comp.sys.atari.programmer

Hi there,

In article <DoIC3C.9B@ridgecrest.ca.us> Michael Grove
<mgrove@owens.ridgecrest.ca.us> writes:
>From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
>Subject: Help needed loading MagiC into Falcon fast ram (Help Don Maples, where are you :)
>Date: Tue, 19 Mar 1996 09:09:12 GMT
>Let's start of right. I'm no programmer.
>One of the authors of MagiC said that MagX!boot looks for
>"fastram_valid" when it loads. I think he use the expression
>$5??. I assume $5?? means where ever the _FRB cookie is located.
>According to a sys info file I have, the _FRB in my Falcon
>sits at 0x5f465242 _FRB 0x00036028. I looked through the Atari
>Compendium and checked all the memory values and magic words that
>should be present if the system has fast ram installed. I used
>BSS Debug to do this (very nice, I wish I could program :).
>I checked memvalid, memcntlr, phystop, memval2, membot, memtop and
>other locations that were to have magic numbers if the ram was
>valid. Everything seem to be in order. I have no problems loading
>applications into fast ram under TOS, and once MagiC is booted,
>can load applications from there as well. But I can't get MagiC to
>load into fast ram at startup.
>The fast ram on my Falcon is on a Mighty Sonic card. The amount of

>fast ram gets loaded into the system with a program that calls
>itself a VDI patch. This patch installs the FRB and adds the
>amount of ram on the card to the system. It is a seperate ram from
>ST ram, but apears on the desktop as one number. It can be ran
>from the desktop or in the autofolder. I usually run it from the auto
>so NVDI and such loads into fast ram. I placed it ahead of MagXboot!
>when I tried to get it into fast ram so the flags were there. Yes,
>the program flags of MagXboot were set as well.
>I would guess
>that alternate ram on the FX card is handled in a like way, except
>I think that the FX ram is managed by routines burned into eproms,
>but Expose and Outside have the same problems with both types of
>cards so I figure it is implimented the same.
>
>If MagiC cannot load into systems with this arrangement of fast
>ram, it would be a great oversite. As well as the Might Sonic,
>the FX, Magmum, Speed Resoluition, Afterburner and Hawk 030
>will manage the alternate ram in a simular fashion.
>Might just as well go buy a TT.
>
>Or am I just missing something simple ? :)
From how I underswtand you, you're looking for a way, to use the Fast-RAM of the Mighty Sonic together with MagiC 4, right ?
Thats pretty simple:
Place FAFA*.PRG in front of MAGXBOOT.PRG in your AUTO-folder, so MAGXBOOT.PRG gets loaded into Fast-RAM. To be able to use the Fast-RAM under MagiC, you have to execute FAFA*.PRG after MAGXBOOT again, so that MagiC recognizes the Fast-RAM. The easiest way to do this, is to create a file called AUTOEXEC.BAT (stupid DOS-Name :-( ) in your AUTO-folder, in which you list all the AUTO-folder-PRGS that should be executed after MAGXBOOT.PRG gets loaded.
That's all!!!!

Frank

From 7840504157879795705
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bcc150e02657e179,start
X-Google-Attributes: gid1115ce,public
From: hentai@eri.erinet.com (OH NO!)
Subject: TOS 1.4 patches needed
Date: 1996/03/20
Message-ID: <4ip7rt$aqv@eri.erinet.com>#1/1
X-Deja-AN: 143391712
organization: EriNet Online 513 436-9915
newsgroups: comp.sys.atari.programmer

I just upgraded my Mega 4 to TOS 1.4 and now several of my programs
don't run. I've heard that there is a patch that corrects this.
Also, is there a patch that will alow a hard drive with parity to
run on an old ICD scsi controler without parity?

If you know where I can get these patches please tell me.
Thanks in advance,
Rick

From -4296661311487239442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75d21844909c25d,start
X-Google-Attributes: gid1115ce,public
From: gaghon@nevada.edu (GEORGE GAGHON)
Subject: Atari Falcon 2D/3D Engine
Date: 1996/03/20
Message-ID: <4ipnpn$bds@news.nevada.edu>#1/1
X-Deja-AN: 143428286
organization: University of Nevada System Computing Services
newsgroups: comp.sys.atari.programmer

JV Enterprises has released to FREEWARE a modified version of the Towers II
2D/3D True Color Engine. It is designed for use with GFA, but can be
used by C and Assembly.

Can be found at:
ftp.cnam.fr

in:
pub/Atari/Falcon/Programming/falc_eng.zip

If it is not in there yet, please allow a couple of days, as it can take
a little time before it is moved over to the correct section....

Vince

From 697461980411544726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76ad3ac5f210cc85
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: Re: HELP: AES 4.1 window font prob...
Date: 1996/03/21
Message-ID: <4iracu$p4n@orm.southern.co.nz>#1/1
X-Deja-AN: 143336271
references: <4ifmda$8na@orm.southern.co.nz> <4ilnsn$bie@studs.sci.kun.nl>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Hi there...

Sander Stoks (sanders@sci.kun.nl) wrote:
: In <4ifmda$8na@orm.southern.co.nz> chriswil@southern.co.nz (Chris Wilkinson) writes:
:
: >I cannot get the AES 4.1 window font to change no matter what I have
: Huh? I thought it was just an entry in the DESKTOP drop down menus.
: I'm positive that I did have other fonts in my desktop windows, but
: since I didn't find any suitable fonts for this purpose, I reverted to
: the original system font.

Yes it is an item under the Set Color and Style dialogue, but the popup
to change font is always greyed out for me, no matter what I do...

Any clues?...

Chris W.
/|\

From -593156221387881590
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52849ffa7e1b73a8,start
X-Google-Attributes: gid1115ce,public
From: chriswil@southern.co.nz (Chris Wilkinson)
Subject: BAD_MOOD 2.05alpha :-))
Date: 1996/03/21
Message-ID: <4iraku$p4n@orm.southern.co.nz>#1/1
X-Deja-AN: 143336303
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Hi There...

I have doom2.wad (14 meg registered version) and heretic1.wad (shareware
version) running with BM 2.05a.

Impressions are _very_ good. In fact excellent. The subtlety of the
shading makes PC native versions look bland IMHO. Keep it up BM team!! :-))

BTW, does anyone know of any enhanced IWAD files other than the originals
and where to score 'em?

Ciao,

Chris W
/|\

From -2055069055134672709

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e8246f1da12e05bf,start
X-Google-Attributes: gid1115ce,public
From: Spencer@mettav.demon.co.uk (Spencer Davies)
Subject: X-Debug.
Date: 1996/03/21
Message-ID: <10588_Spencer@mettav.demon.co.uk>#1/1
X-Deja-AN: 143475044
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: Spencer@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.32)

Anyone here using X-Debug?

The reason I ask is that i've bought a second hand copy to use on my TT, and everything works great bar one problem so far.

It works on my Matrix graphics card fine, providing when it boots that I limit it to 2 colour mode and don't try too use any more!!

Obviously this is better than MON.PRG which writes directly to the TT video out (resulting in a need to leave a monitor connected there) but I would like to be able to run it in more than 2 colours without it corrupting the screen display.

Any help or suggestions appreciated.

Spencer

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From 1062340886314344251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b3457d313a3576e,start
X-Google-Attributes: gid1115ce,public
From: atarimag@mbox.vol.it (manuela esterni)
Subject: WANTED: News form developers worldwide
Date: 1996/03/21
Message-ID: <atarimag-2103961011030001@to-b-14.intelnet.vol.it>#1/1
X-Deja-AN: 143661790
organization: atari magazine
newsgroups: comp.sys.atari.programmer

Dear Atari fellows,

our magazine is the only one italian magazine entirely committed to Atari products.
We are interested to stay in touch with all Atari distributors/developers around the world.
We have an "International News" section to cover all the latest news from the world.
Please inform us as soon as You have new products or upgrades available.
Regards.

Manuela Esterni

From -7210673157783379180
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76ad3ac5f210cc85
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: HELP: AES 4.1 window font prob...
Date: 1996/03/22
Message-ID: <315273FB.7031@rd.eng.bbc.co.uk>#1/1
X-Deja-AN: 143682604
references: <4ifmda$8na@orm.southern.co.nz> <4ilnsn$bie@studs.sci.kun.nl> <4iracu$p4n@orm.southern.co.nz>
content-type: text/plain; charset=us-ascii
organization: British Broadcasting Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

Chris Wilkinson wrote:
>
> Hi there...
>
> Sander Stoks (sanders@sci.kun.nl) wrote:
> : In <4ifmda$8na@orm.southern.co.nz> chriswil@southern.co.nz (Chris Wilkinson) writes:
> :
> : >I cannot get the AES 4.1 window font to change no matter what I have
> : Huh? I thought it was just an entry in the DESKTOP drop down menus.
> : I'm positive that I did have other fonts in my desktop windows, but
> : since I didn't find any suitable fonts for this purpose, I reverted to
> : the original system font.
>
> Yes it is an item under the Set Color and Style dialogue, but the popup
> to change font is always greyed out for me, no matter what I do...
>
> Any clues?...

I can use that menu, but it isn't much use because the desktop seems to get all of the characters wrong using anything but the installed system font (why is this?).Is your problem simply that the dialogue starts off with the "Desktop" button pressed and there is no fonts to change on the desktop? Try

pressing the "Window" button to change the window parameters, the list should then be selectable. If this doesn't work, have you got GDOS installed?

-David White

//standard disclaimer

From -6615002315100932985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,440ac9c3b0b15e41
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: AES 4.1
Date: 1996/03/22
Message-ID: <4iu1dc$r2r@sargas.omicron.se>#1/1
X-Deja-AN: 143715879
references: <4hgple$9tf@tempo.univ-lyon1.fr> <wongck.300.000A5B69@ti.com> <31469A3E.6CF9@rd.eng.bbc.co.uk>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

David White <david.white@rd.eng.bbc.co.uk> writes:

>AES 4.1 is/was the new AES for MultiTOS that Atari developped but never
>released. The advantages were a large increase in the responsiveness
>and speed of the MultiTOS system and iconnification of windows. Although
>it was never released, 3rd party systems have used the standards defined
>by it. The main example of this is Magic, which is a complete TOS (not
>just AES) replacement. Alternative MultiTOS AESs havebeen / are being
>developed, such as N.AES(commercial and released), XaAES (shareware, in
>development) and other shareware efforts in development.

AES 4.1 was pirated by someone and is now used by a lot of people.
It has also very lousy multitasking capabilities. Feels like using
Windows 3.1.

There is another one however called oAESis that you forgot to mention.
It is not finished yet, byt it multitasks very well. (for example, it
updates the windows even while in the menus!)

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From -5067418694433442037
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,812678c019512a16,start
X-Google-Attributes: gid1115ce,public
From: dferran@cts.com (George Crissman - Ferran Scientific)
Subject: evnt_multi in Lattice C
Date: 1996/03/22
Message-ID: <4iuhup$837@news3.cts.com>#1/1
X-Deja-AN: 143727763
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Hi!

Is there a FAQ somewhere to assist those using Lattice C
(5.6) for GEM programming? My Falcon cheerfully displays
two bombs when it returns from evnt_multi after receiving
a MU_MESAG, and I'm running out of things to "fix".

The Lattice documentation for the Mon debugger gleefully
points out that two bombs represent a "bus error" and
"The causes of the above exceptions (and how best to recover
from them) are given a the end of this section" (Page 212),
yet no such cause-and-recovery information is listed.

<sigh>

[I never got stuck this bad with Mark Williams C <grumbles>.]

Any sources you could recommend for help (other than the
Atari Compendium, which I have) would be appreciated!

-- George

From -3492663528073576566
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76ad3ac5f210cc85
X-Google-Attributes: gid1115ce,public
From: mbge4mdc@hero.mcc.ac.uk (Farag Elburki user)
Subject: Re: HELP: AES 4.1 window font prob...
Date: 1996/03/22
Message-ID: <4iuhe0$i6b@yama.mcc.ac.uk>#1/1
X-Deja-AN: 143737282
distribution: world
references: <4ifmda$8na@orm.southern.co.nz> <4ilnsn$bie@studs.sci.kun.nl>
<4iracu$p4n@orm.southern.co.nz>
organization: University of Manchester
newsgroups: comp.sys.atari.programmer

In article <4iracu$p4n@orm.southern.co.nz>, chriswil@southern.co.nz (Chris

Wilkinson) writes:
> Hi there...
>
> Sander Stoks (sanders@sci.kun.nl) wrote:
> : In <4ifmda$8na@orm.southern.co.nz> chriswil@southern.co.nz (Chris Wilkinson)
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> : >I cannot get the AES 4.1 window font to change no matter what I have
> : Huh? I thought it was just an entry in the DESKTOP drop down menus.
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> : since I didn't find any suitable fonts for this purpose, I reverted to
> : the original system font.
>
> Yes it is an item under the Set Color and Style dialogue, but the popup
> to change font is always greyed out for me, no matter what I do...
>
> Any clues?...
>
> Chris W.
> /|\
>

This dialogue handles both the desktop style/colour, and the window style/colour. There are a pair of radio buttons to select which is being altered. Make sure the "window" button is selected, because the desktop doesn't recognise font changes, so the popup is greyed out.

Cheers,

Xav

--
Email: mbge4mdc@fs1.ee.man.ac.uk
Web: http://www.compsoc.man.ac.uk/~xav/
"It's who I am, it's what I do - I can't change" - Sledge Hammer

From -8939755409624431966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,440ac9c3b0b15e41
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: AES 4.1
Date: 1996/03/22
Message-ID: <3152ED58.58AE@rd.eng.bbc.co.uk>#1/1
X-Deja-AN: 143737497
references: <4hgple$9tf@tempo.univ-lyon1.fr> <wongck.300.000A5B69@ti.com>
<31469A3E.6CF9@rd.eng.bbc.co.uk> <4iu1dc$r2r@sargas.omicron.se>
content-type: text/plain; charset=us-ascii
organization: British Broadcasting Corporation
mime-version: 1.0

newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

Elias Martenson wrote:
>
> David White <david.white@rd.eng.bbc.co.uk> writes:
>
> >AES 4.1 is/was the new AES for MultiTOS that Atari developped but never
> >released. The advantages were a large increase in the responsiveness
> >and speed of the MultiTOS system and iconnification of windows. Although
> >it was never released, 3rd party systems have used the standards defined
> >by it. The main example of this is Magic, which is a complete TOS (not
> >just AES) replacement. Alternative MultiTOS AESs havebeen / are being
> >developed, such as N.AES(commercial and released), XaAES (shareware, in
> >development) and other shareware efforts in development.
>
> AES 4.1 was pirated by someone and is now used by a lot of people.
> It has also very lousy multitasking capabilities. Feels like using
> Windows 3.1.

It's multitasking capabilities are infinitely better than the released MTOS AES! Where can I get an alternative to try (even a Beta)? Any Web pagaes out there?

> There is another one however called oAESis that you forgot to mention.
> It is not finished yet, byt it multitasks very well. (for example, it
> updates the windows even while in the menus!)

But, where is it available from?

-David White

//standard disclaimer

From 7671505536097489994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,76ad3ac5f210cc85
X-Google-Attributes: gid1115ce,public
From: ducky@enterprise.america.com (Ducky)
Subject: Re: HELP: AES 4.1 window font prob...
Date: 1996/03/22
Message-ID: <4ivc1b$3gl@enterprise.america.com>#1/1
X-Deja-AN: 143890105
references: <4ifmda$8na@orm.southern.co.nz> <4ilnsn$bie@studs.sci.kun.nl>
<4iracu$p4n@orm.southern.co.nz> <4iuhe0$i6b@yama.mcc.ac.uk>
organization: PSS InterNet Services, InterNet in Fl 904 253 7100
newsgroups: comp.sys.atari.programmer

I have SpeedoGDOS installed but still only get the 6x6 system font

listed...any ideas? Speedo should go before Mint in the auto folder correct?

--
~~~~~~
| "The Cash Cow chews cud bigger than you!"...S.Taylor |
|____|
| Ducky (america.com) |
~~~~~~

From -4674413076890835813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,295dc1014ac80025
X-Google-Attributes: gid1115ce,public
From: Spencer@mettav.demon.co.uk (Spencer Davies)
Subject: Re: Magic 4 and system clock
Date: 1996/03/22
Message-ID: <10663_Spencer@mettav.demon.co.uk>#1/1
X-Deja-AN: 144151219
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: Spencer@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.33)

 p> Whenever I run Magic 4 on my TT the system clock is moved back 2
 p> years, ie from 1996 to 1994. This only happens on first boot up. So
 p> naturally I put the clock back to the correct date. However when I
 p> exit Magic using the Shutdown option and selecting cold boot, the
 p> clock is then advanced 2 years, so I end up with the clock set to
 p> 1998!!!
 p> Has anyone else experienced this problem. More to the point has
 p> anyone cured this problem.
Hmmm, I experienced clock problems but they were more to do with the time
drifting a couple of hours and eventually drifting a couple of days.

This was a battery problem and was cured by my using a Forget Me Clock II
which I used to use on an ST. Beyond that I have had no other problems.

 p> This is the only problem I have experienced with Magic 4, I even
 p> have GFA Basic working (set to single tasking but....).
I've also got Protext running fine under Magic (again single task mode,
but....)

Spencer

   spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

~~~
~~~

>
>Is there a FAQ somewhere to assist those using Lattice C
>(5.6) for GEM programming? My Falcon cheerfully displays
>two bombs when it returns from evnt_multi after receiving
>a MU_MESAG, and I'm running out of things to "fix".
>
>The Lattice documentation for the Mon debugger gleefully
>points out that two bombs represent a "bus error" and
>"The causes of the above exceptions (and how best to recover
>from them) are given a the end of this section" (Page 212),
>yet no such cause-and-recovery information is listed.
>
><sigh>
>
>[I never got stuck this bad with Mark Williams C <grumbles>.]
>
>Any sources you could recommend for help (other than the
>Atari Compendium, which I have) would be appreciated!

For years, I have used the following code for evnt_multi() with MWC,
you should have no problems with it under Lattice ...

You will have to replace stdtypes.h and gem.h with
something else.

```
------------------------ the header ------------------------

#ifndef  EVNT_H
#define  EVNT_H   EVNT_H

#include <stdtypes.h>
#include <aesbind.h>

typedef struct     {
int  evm_event;    /* required events */
int  evm_clicks;   /* required number of clicks (usually 1) */
int  evm_button;   /* required button (1==left,2==right) */
int  evm_bstate;   /* required state (0==up,1==down) */
int  evm_m1io; /* 0 == into, 1 == outof, (default into) */
Rect evm_m1;       /* default, all set to 1 */
int  evm_m2io; /* default outof */
Rect evm_m2;       /* default, all set to 1 */
int  *evm_msg;
ulong    evm_time;
int  evm_mousex;
int  evm_mousey;
int  evm_mbutton;
int  evm_kstate;
int  evm_keycode;
int  evm_clicked;
}    EVM;

int  Evnt_Multi(/* EVM *m; bool init_flg; int *msgbuf */);
```

```
#endif   /* EVNT_H */

---------------------------- the code -----------------------

#include <gem.h>
#include "evnt.h"

int
Evnt_Multi(m,init_flg,msgbuf)
EVM  *m;
bool init_flg;
int  *msgbuf;
{
 if (init_flg)    {
     /* never wrote any code where this is not enabled so enable! */
     m->evm_event = MU_MESAG;

     /* double mouse clicks can be had */
     m->evm_clicks = 2;

     /* default left button */
     m->evm_button = 1;

     /* down */
     m->evm_bstate = 3;

     /* default into */
     m->evm_m1io = 0;
     m->evm_m1.x = m->evm_m1.y = m->evm_m1.w = m->evm_m1.h = 1;

     /* default outof */
     m->evm_m2io = 1;
     m->evm_m2.x = m->evm_m2.y = m->evm_m2.w = m->evm_m2.h = 1;

     /* message buffer, never needed to but may need a larger */
     /* one some day which it is not built in */
     m->evm_msg = msgbuf;

     /* why mess with two ints? */
     m->evm_time = 0;

     /* nowt happened */
     return 0;
 }

 /* stupidity check! */
 if (m->evm_msg == NULL)    {
     form_alert(1,"[3][Evnt_Multi()|Not initialised][Fatal]");
     return 0;
 }

 /* the call */
```

```
 return evnt_multi(
         m->evm_event,
         m->evm_clicks, m->evm_button, m->evm_bstate,
         m->evm_m1io, m->evm_m1, m->evm_m2io, m->evm_m2,
         m->evm_msg,
         (uint)(m->evm_time & 0xffff), (uint)(m->evm_time >> 16),
         &m->evm_mousex, &m->evm_mousey, &m->evm_mbutton,
         &m->evm_kstate, &m->evm_keycode,
         &m->evm_clicked
         )
 ;
}
```

---------- the example ----------

```
static EVM    evm;
static int    msg[8];
static uint   events;

main()
{
 /* mundane "anticrash" initialisation and MU_MESAG enable */
 Evnt_Multi(&evm,TRUE,msg);

 /* let's say you want the timer as well */
 evm.evm_event |= MU_TIMER;
 evm.evm_time = 1000;

 ...

 while (!done)     {
     events = Evnt_Multi(&evm,FALSE);

     if (events & MU_MESAG)  Hndl_MESAG();
     if (events & MU_TIMER)  /* etc */
 }
}
```

You'll also have to change all the int references to short of course.

Hope it helps :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

From -613944882766314900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5bbb4e058a6458e3
X-Google-Attributes: gid1115ce,public
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Subject: Re: Help needed loading MagiC into Falcon fast ram (Help Don Maples, where are you :)
Date: 1996/03/25
Message-ID: <DosrqL.A9L@ridgecrest.ca.us>#1/1
X-Deja-AN: 144094346
sender: usenet@ridgecrest.ca.us (Ridgenet Usenet admin)
x-nntp-posting-host: annex063
references: <DoIC3C.9B@ridgecrest.ca.us> <88316.31.827322255@novell1.rz.fht-mannheim.de>
content-type: text/plain; charset=iso-8859-1
organization: RidgeNet - SLIP/PPP Internet, Ridgecrest, CA. (619) 371-3501
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1b3 (Windows; I; 16bit)

Bunch of my stuff cut,....

>>
>>Or am I just missing something simple ? :)
>From how I underswtand you, you're looking for a way, to use the Fast-RAM of
>the Mighty Sonic together with MagiC 4, right ?
>Thats pretty simple:
>Place FAFA*.PRG in front of MAGXBOOT.PRG in your AUTO-folder, so MAGXBOOT.
>PRG gets loaded into Fast-RAM. To be able to use the Fast-RAM under MagiC,
>you have to execute FAFA*.PRG after MAGXBOOT again, so that MagiC recognizes
>the Fast-RAM. The easiest way to do this, is to create a file called
>AUTOEXEC.BAT (stupid DOS-Name :-( ) in your AUTO-folder, in which you list
>all the AUTO-folder-PRGS that should be executed after MAGXBOOT.PRG gets
>loaded.
>That's all!!!!
>
>Frank

Ok, I gave it a shot. I get the same results. A famous programmer, (thanks for the help, I haven't had time to reply, went to Sac Expo) helped me with an alternative program to FAFA13.Prg to load MagiC into fast ram. The program works as it should, but MagiC still does not load into the alternate ram. The pointers and numbers are there, MagX!boot or MagiC just dosen't use them at the time MagiC installes itself boot up.
At this point I think that either MagiC or MagX!boot will have to be patched to "see" the fast ram in a TOS 4.04 system, something that I am unable to do.

Mike

From 863874790669173824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,440ac9c3b0b15e41
X-Google-Attributes: gid1115ce,public
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: AES 4.1
Date: 1996/03/25
Message-ID: <Doss7G.AI@cix.compulink.co.uk>#1/1
X-Deja-AN: 144097879
references: <4hgple$9tf@tempo.univ-lyon1.fr> <wongck.300.000A5B69@ti.com>
<31469A3E.6CF9@rd.eng.bbc.co.uk> <4iu1dc$r2r@sargas.omicron.se>
<3152ED58.58AE@rd.eng.bbc.co.uk>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

In message <3152ED58.58AE@rd.eng.bbc.co.uk>, david.white@rd.eng.bbc.co.uk
said:
  > Elias Martenson wrote:
  > >
  > > AES 4.1 was pirated by someone and is now used by a lot of people.
  > > It has also very lousy multitasking capabilities. Feels like using
  > > Windows 3.1.
  >
  > It's multitasking capabilities are infinitely better than the released
  > MTOS AES! Where can I get an alternative to try (even a Beta)? Any
  > Web pagaes out there?

AES 4.1 (with a decent copy of MiNT) was actually not bad. Pity they never
finished it. Very tight in 4Mbs though.

:-)

Roland.

@CiX

From -5982745781156263977
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,440ac9c3b0b15e41
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: AES 4.1
Date: 1996/03/25

Message-ID: <4j66ga$e07@sargas.omicron.se>#1/1
X-Deja-AN: 144173401
references: <4hgple$9tf@tempo.univ-lyon1.fr> <wongck.300.000A5B69@ti.com>
<31469A3E.6CF9@rd.eng.bbc.co.uk> <4iu1dc$r2r@sargas.omicron.se>
<3152ED58.58AE@rd.eng.bbc.co.uk>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

David White <david.white@rd.eng.bbc.co.uk> writes:

>> AES 4.1 was pirated by someone and is now used by a lot of people.
>> It has also very lousy multitasking capabilities. Feels like using
>> Windows 3.1.

>It's multitasking capabilities are infinitely better than the released MTOS
>AES! Where can I get an alternative to try (even a Beta)? Any Web pagaes out
>there?

Yes, they are better, but not good. It's just like saying that Win95
is good simply because it's better than Win31! There are several grades
of lousyness.

>> There is another one however called oAESis that you forgot to mention.
>> It is not finished yet, byt it multitasks very well. (for example, it
>> updates the windows even while in the menus!)

>But, where is it available from?

The latest version should be available from:
http://www.dtek.chalmers.se/~d2cg/oaesis/

But beware! It's very much beta (or even alpha still, but it's getting there!)

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From 4720978198567869778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,812678c019512a16
X-Google-Attributes: gid1115ce,public
From: Colin Whyles <whylesc@boat.bt.com>
Subject: Re: evnt_multi in Lattice C
Date: 1996/03/25
Message-ID: <31571C44.2773@boat.bt.com>#1/1
X-Deja-AN: 144173680
references: <4iuhup$837@news3.cts.com>
content-type: text/plain; charset=us-ascii

organization: BT
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

George Crissman - Ferran Scientific wrote:
>
> Is there a FAQ somewhere to assist those using Lattice C
> (5.6) for GEM programming? My Falcon cheerfully displays
> two bombs when it returns from evnt_multi after receiving
> a MU_MESAG, and I'm running out of things to "fix".
>

Amost certainly an uninitiated or wrongly initiated pointer.

--

((:) |_ | |\| whyles

From -8171581585544346218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f7195c93aacbe759,start
X-Google-Attributes: gid1115ce,public
From: danbrown@ior.com (Dan Brown)
Subject: FS: 3-24-96 (USA)
Date: 1996/03/25
Message-ID: <4j5dch$fgp@express.ior.com>#1/1
X-Deja-AN: 144346925
organization: Internet On-Ramp, Inc.
newsgroups: comp.sys.atari.programmer

F O R S A L E

* 1040STf *

720K Internal Drive
TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb)
Z-Keys
IBM (External) Keyboard included!
Tweety Board!! (For "Stereo" sound)
Original Box
Power cable
Z-Keys Documentation
Great Condition!!
NOTE: This computer has the nicest, CLEANEST upgrades to it that I
      have ever seen.
***** For $20 (If I have the chips straight) this can be upgraded to
      4mb, threw B & C ComputerVisions.

Asking $200 + shipping

* Futures Systems 3.5" floppy drive model GTS-100 *

External double sided drive
Power Supply
Full black case
Good Condition
LED display
These types of drives work exellently!!
Asking $50 + Shipping

** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR **

If you buy both items... I'll throw in (FOR FREE) at your discretion:

* Magazines *

(10) Current Notes Magazines

* Chips *

PAL chip. Came out of the Mega Ste, still works! (Replaced it, even thought I didn't need to. Didn't know that at the time. So I have a spare here) And this one will support the high density drive!
Number is: C301901-002.

Floppy Drive Controller Chip. Still works! Just upgraded to the AJAX chip, so I don't need this one! The number is: WD1772-PH

Tos 2.05. Works great. Just upgraded the Mega STe to TOS 2.06!
TOS 2.05 will work in an STe!

* Joysticks *

(6) Misc Joysticks

* Covers *

Covers for an atari Monitor, 520ST, and the external atari floppy drive. In new condition, except for the monitor cover.

If you have any questions, or your interested in one of the items listed above, PLEASE Email me! If you respond here, PLEASE keep the same title so that I can easily find it.... Thank you!

Internet: danbrown@on-ramp.ior.com

Voice # : (509) 326-1128 (anytime)

Thanks for your time!

Dan Brown

From -3526396693501235085
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,38f66896e0b2829,start
X-Google-Attributes: gid1115ce,public
From: danbrown@ior.com (Dan Brown)
Subject: FS: 1040 + (USA)
Date: 1996/03/25
Message-ID: <4j5d7d$fgp@express.ior.com>#1/1
X-Deja-AN: 144348375
organization: Internet On-Ramp, Inc.
newsgroups: comp.sys.atari.programmer

F O R S A L E

* 1040STf *

720K Internal Drive
TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb)
Z-Keys
IBM (External) Keyboard included!
Tweety Board!! (For "Stereo" sound)
Original Box
Power cable
Z-Keys Documentation
Great Condition!!
NOTE: This computer has the nicest, CLEANEST upgrades to it that I
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***** For $20 (If I have the chips straight) this can be upgraded to
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Asking $200 + shipping

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 External double sided drive
 Power Supply
 Full black case
 Good Condition
 LED display
 These types of drives work exellently!!
 Asking $50 + Shipping

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Internet: danbrown@on-ramp.ior.com
Voice # : (509) 326-1128 (anytime)

Thanks for your time!

Dan Brown

From -569306501876874298

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72d29fdbc54390e1,start
X-Google-Attributes: gid1115ce,public
From: diehl@io.org (Eric March)
Subject: Re: Some C questions
Date: 1996/03/26
Message-ID: <4j8tgu$p3s@news1.io.org>#1/1
X-Deja-AN: 144193244
references: <10939_Spencer@mettav.demon.co.uk>
organization: Internex Online (shell.io.org), Toronto, Ontario, Canada
newsgroups: comp.sys.atari.programmer

Spencer Davies (Spencer@mettav.demon.co.uk) wrote:
: I have been wondering about two difficulties I have in C and would
: appreciate anyones views on them.

: The first one involves processing config files. What I want to do is write
: a config file parser which is as generic as possible. I can see two ways of
: doing this though one is more generic than the other.

: One way I can see is to define variables of suitable types, load my config
: file, parse it and load the relevant values into their relevant variables.
: Now this will rely on my having previously setup suitable variables so is
: pretty much tied to the application. Though this is easiest to setup/use.

: The other way would be to malloc a memory area, load and parse the file and
: then load the setting=value in, possibly using an array of pointers to
: provide an easy reference to each item.

: Which, if either, would people suggest is better or do you have a better
: idea?

Depends on preference, mostly. The former would be easier to program, since it would largely be static, but management after the fact would be more difficult, since you'd have to keep track of, and add new, variables as they're added to new versions of the program. The latter would be more complicated to program, but would be easier to manage once it's done, since you wouldn't have to concern yourself with adding new variables; your routine would simply loop until it's done. You could probably keep your config variables stored in an array of whatever is appropriate. The main problem I could see with that however, is mixing variable types. You could have a loop that deals with any type, reading in the parsed data raw and then sorting it out later in your program, but that would make it larger and slightly unwieldy when it comes to the routine that would have to piece together the raw bytes of a char array from your config array. Any char arrays in your config file would also have to be terminated in some form so that you could keep track of where, say, that char array begins, and the next variable, which may be an int, begins.

Personally, I'd go for the first method. The slightly more difficult management of the variables would be much easier than the extended amount of code you'd have to write to handle the second method.

: Spencer

:   spencer@mettav.demon.co.uk

: --

: ~~~~~~
: | The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
: ~~~~~~

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]- http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

From -5405453562986891011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72d29fdbc54390e1
X-Google-Attributes: gid1115ce,public
From: Spencer@mettav.demon.co.uk (Spencer Davies)
Subject: Some C questions
Date: 1996/03/26
Message-ID: <10939_Spencer@mettav.demon.co.uk>#1/1
X-Deja-AN: 144215426
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: Spencer@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.34)

I have been wondering about two difficulties I have in C and would
appreciate anyones views on them.

The first one involves processing config files. What I want to do is write
a config file parser which is as generic as possible. I can see two ways of
doing this though one is more generic than the other.

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file, parse it and load the relevant values into their relevant variables.
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pretty much tied to the application. Though this is easiest to setup/use.

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then load the setting=value in, possibly using an array of pointers to
provide an easy reference to each item.

Which, if either, would people suggest is better or do you have a better
idea?

The other regards error handling. Some people have suggested that I write a

generic error handling function which is passed various parameters such as the function reporting the error, etc and then display a formatted dialog giving the error condition, trying to recover if its one predefined, writing a log file entry.

This seems good in theory but is possibly open to problems. So does anyone have any suggestions to make regards error handling in C.

Sorry for these stupid questions but as I am only really learning C I would like to get the procedures and approach correct from the start.

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From 3892636252624015206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e5496d67ec8a648,start
X-Google-Attributes: gid1115ce,public
From: Gudjon Gudjonsson <gudjong@treknet.is>
Subject: Help,Germany,Junior Prommer.
Date: 1996/03/26
Message-ID: <4j7jl7$ge6@news.treknet.is>#1/1
X-Deja-AN: 144228330
content-type: text/plain; charset=us-ascii
organization: Samfilm
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; 68K)

Hi there you German friend's.

I was wondering if someone of you Atari owners could help me. The thing is that few years back I was a owner of an Atari ST computer and owned a EPROM programmer form a German company called MAXON the name of the programmer is JUNIOR PROMMER. Now I miss using it desperately because it is an outstanding programmer for EPROM's and the Atari software was very good.

Now what I want to ask you is do you know if this piece of hardware could be used with either a DOS/windows machine or a Apple MAC.

I think at the time this was marketed for few other computer

brands.

Please respond to my Email address if somebody knows or have
solved this problem.

It almost seem worth buying an Atari for this.

With Thanks In Advance:

Gudjon Gudjonsson
ICELAND,

gudjong@treknet.is

From -1708831743915492489
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a981023522a88a2f,start
X-Google-Attributes: gid1115ce,public
From: pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA)
Subject: Programming GEM : VDI functions
Date: 1996/03/27
Message-ID: <4jb41l$180@tempo.univ-lyon1.fr>#1/1
X-Deja-AN: 144430979
organization: INSA-Lyon
reply-to: pcastell@ifhamy.insa-lyon.fr
newsgroups: comp.sys.atari.programmer

Hello,

I use SozobonX C as C compiler. But the problem is that it hasn't got
all VDI functions.

- vst_arbpt (...)
- vst_skew (...)

These functions are used for handling GDOS.
Could someone give me the following informations :

- VDI function numbers for CONTROL
- the parameters for INTIN and ADDRIN
for these two functions

SozobonX C allow people to add new VDI functions
thanks to C_VDI(BP) where BP is an array of pointers on
CONTROL, INTIN, INTOUT, ADDRIN and ADDROUT.

I need these informations coz I want to compile the Enhanced Gem lib
(E_GEM220) for SozobonX.
These two functions are the only one I couldn't translate.

Thanks in advance.

Philippe CASTELLA

pcastell@ifhamy.insa-lyon.fr

Falcon 030 4/60+270 - SVGA Screen
1040 Stf 1 - RVB Screen

From -824284728284670480
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,71ccd2d86ae89c4e,start
X-Google-Attributes: gid1115ce,public
From: recker@math.fu-berlin.de (Frank Recker)
Subject: Joystick
Date: 1996/03/27
Message-ID: <recker.827924889@leibniz.math.fu-berlin.de>#1/1
X-Deja-AN: 144437126
organization: Freie Universitaet Berlin
x-access: 16 17 19
newsgroups: comp.sys.atari.programmer

Does anyone know, how to test the joystick position in Pure-C ?

Greetings,
Frank

From -6983823554973458235
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,607a0edee1123bb6
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: WANTED: Filled Polygon drawing routines
Date: 1996/03/27
Message-ID: <4jblqb$ieb@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 144463004
references: <4ihm9q$3bd@neon.airtime.co.uk>
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

I'm just finishing off my routines. The line-drawing rout is very fast
now, just need to finish and tune and bresenham algorithm. My computer

science course comes in useful for once! I'll post the source as soon
as I finish the code. It's assembler, fully commented and should be
very fast. Draws polygons in any of the sixteen colours, low-res
only, super speed.

gaz

From -9174508445190952230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,900d736a84f828ad,start
X-Google-Attributes: gid1115ce,public
From: leech@shell.aros.net (Leech!@#$)
Subject: Problems with CAB
Date: 1996/03/27
Message-ID: <4jaora$sdm@news.aros.net>#1/1
X-Deja-AN: 144478002
organization: ArosNet Inc.
newsgroups: comp.sys.atari.programmer

I've downloaded the www_latest.zip file from toad's Archives and
I believe have STiK working correctly. The problem is that CAB won't
display anything. It'll say Resolving, then it stops and up comes a grey
screen with nothing on it. Is this because I have sometihing in CAB not
set up correctly, or is it STiK?
I don't think it's STiK because that will go through the script
fine and say 'Connected' then disappear like it's suppose to. I just
can't seem to get CAB to display anything but grey, and it seems to
actually connect and everything. Any help would be greatly appreciated.

Leech!@#$
"Look ma, there they are again, let's go check the cattle."

From 2231028316544994326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,812678c019512a16
X-Google-Attributes: gid1115ce,public
From: dferran@cts.com (George Crissman - Ferran Scientific)
Subject: Re: evnt_multi in Lattice C
Date: 1996/03/28
Message-ID: <4jd01c$6r3@news3.cts.com>#1/1
X-Deja-AN: 144590858
references: <827777984_OASIS_@swampdog.demon.co.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Thanks, everyone, for the good ideas posted here and sent
via email! I'll post my results (good or bad) in a week.

-- George

From 1002173800755465319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72d29fdbc54390e1
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: Some C questions
Date: 1996/03/28
Message-ID: <315A6535.3A80@rd.eng.bbc.co.uk>#1/1
X-Deja-AN: 144647807
references: <10939_Spencer@mettav.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: British Broadcasting Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

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> then load the setting=value in, possibly using an array of pointers to
> provide an easy reference to each item.
>
> Which, if either, would people suggest is better or do you have a better
> idea?

How about malloc-ing a memory area (use an array of structures, or a linked list)
and passing a reference (the array pointer or first item pointer) to your generic
parsing procedure. The parsing procedure could then run through your configuration
file and assign the values. Thinking about it, the easiest method would be to
malloc an array and set the last structure in the array to have a string of "",
indicating the end of the array.

e.g.

```
typedef struct _config
{
```

```
    char *setting_name;   /*pointer to "setting=" string */
    char *setting_value;  /*pointer to result, assigned by parsing procedure*/
}config_struct;
```

Finally, you could write a clean-up procedure that frees the setting_value string's memory and then frees the config_struct array after you have finished with it.

I'm sure this idea could be improved upon, but is it any help?

-David White

//standard disclaimer

From -5127223621048638912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,900d736a84f828ad
X-Google-Attributes: gid1115ce,public
From: rojewski@primenet.com (John Rojewski)
Subject: Re: Problems with CAB
Date: 1996/03/28
Message-ID: <rojewski-2803960827530001@ip16-033.phx.primenet.com>#1/1
X-Deja-AN: 144680359
sender: root@primenet.com
references: <4jaora$sdm@news.aros.net>
organization: Primenet Services for the Internet
x-posted-by: ip16-033.phx.primenet.com
newsgroups: comp.sys.atari.programmer

In article <4jaora$sdm@news.aros.net>, leech@shell.aros.net (Leech!@#$) wrote:

> I've downloaded the www_latest.zip file from toad's Archives and
> I believe have STiK working correctly. The problem is that CAB won't
> display anything. It'll say Resolving, then it stops and up comes a grey
> screen with nothing on it. Is this because I have sometihing in CAB not
> set up correctly, or is it STiK?
> I don't think it's STiK because that will go through the script
> fine and say 'Connected' then disappear like it's suppose to. I just
> can't seem to get CAB to display anything but grey, and it seems to
> actually connect and everything. Any help would be greatly appreciated.
>
Recheck the NAMESERVER= parameter in STiK. It *must* be set to correctly address the domain name server (DNS) that you Internet Provider specifies. It should look something like 'NAMESERVER = xxx.xxx.xxx.xxx'. Also check that the file DOMAIN.TXT has some lines in it that have these dotted addresses along with some text that matches the URL that you are looking for. Also, check in the comp.sys.atari.st newsgroup for more info.

John

From -8145863118193979031
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72d29fdbc54390e1
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: Some C questions
Date: 1996/03/28
Message-ID: <315ABBAF.5E07@rd.eng.bbc.co.uk>#1/1
X-Deja-AN: 144688737
references: <10939_Spencer@mettav.demon.co.uk> <315A6535.3A80@rd.eng.bbc.co.uk>
content-type: text/plain; charset=us-ascii
organization: British Broadcasting Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (Win16; I)

David White wrote:

> How about malloc-ing a memory area .... /*snip*/

> I'm sure this idea could be improved upon, but is it any help?

I forgot to mention, assign the setting_name values before passing it to the parsing function, that was the whole point of my suggestion. Less programming but all the flexibility of you "generic" idea.

-David White

//standard disclaimer

From 9121863205932913072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,67dcd32475379fea,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112f4b,67dcd32475379fea,start
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 109a67,67dcd32475379fea,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,67dcd32475379fea,start
X-Google-Attributes: gid1115ce,public
From: setup@swampdog.demon.co.uk (swampdog.demon.co.uk)
Subject: WWW117 English -> German
Date: 1996/03/28
Message-ID: <828121938_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 144706252
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: Nick@Flinny.demon.co.uk

newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.suppor
t.atari
organisation: SwampDog

Hi folks,

We have a slight problem with part of the WWW117 package. We really
need someone to translate the English help files into German so the
package is complete.

The important part are the three help files. Ideally three resource
files need translating also but this is not essential because the
translated help files can explain what the options do.

The translation required is not particularly technical and we estimate
it would take between 1 to 3 hours. You will of course get a mention!

Would some kind soul care to volunteer to help us? :-)

--

setup@swampdog.demon.co.uk

From 3833436191199477552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,607a0edee1123bb6
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (M.Cubitt)
Subject: Re: WANTED: Filled Polygon drawing routines
Date: 1996/03/28
Message-ID: <4jf6te$kk1@neon.airtime.co.uk>#1/1
X-Deja-AN: 144748305
references: <4ihm9q$3bd@neon.airtime.co.uk> <4jblqb$ieb@m1.cs.man.ac.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

gjones@cs.man.ac.uk (S94) wrote:

>I'm just finishing off my routines. The line-drawing rout is very fast
>now, just need to finish and tune and bresenham algorithm. My computer
>science course comes in useful for once! I'll post the source as soon
>as I finish the code. It's assembler, fully commented and should be
>_very_ fast. Draws polygons in any of the sixteen colours, low-res
>only, super speed.

>gaz

Hey, sounds great.

Who'd have thought an education would ever come in useful huh? ;-)

I look forward to seeing your routine when it becomes available...

Martin
Sinbad of Effect (sinbad@airtime.co.uk)
Catch me on irc channel #atari

From -7002880980389208725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e5496d67ec8a648
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: Help,Germany,Junior Prommer.
Date: 1996/03/28
Message-ID: <GC3SCCAFUP@data.rhein-main.de>#1/1
X-Deja-AN: 144921513
references: <4j7jl7$ge6@news.treknet.is>
content-length: 731
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <4j7jl7$ge6@news.treknet.is> Gudjon Gudjonsson wrote:

Hi,

>Now what I want to ask you is do you know if this piece of
>hardware could be used with either a DOS/windows machine or a
>Apple MAC.

I have on my PC a very funny DOS-Software was support this E-Prommer.
I found this years ago in a german bbs.
This ShareWare is not Error-free!
and can only from fom 2732 up to 27512 and not more.

Mac-Software, i don't no. I have seen nothing.
regards
 Robert

--
   ###   robsch@data.rhein-main.de   -= Home of DOITFo3o =-
   ###   ____
  # # #   Robert Schaffner@OF2.maus.de   Fo3o-52oST-Jaguar Mac
 # # #   Tel/Fax/Modem: +49 (0)6103-67197   Lynx I + II

From 3838566591945437817
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,812678c019512a16
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: evnt_multi in Lattice C
Date: 1996/03/29
Message-ID: <4jfcmo$sus@inca01.inca.co.nz>#1/1
X-Deja-AN: 144757237
references: <827777984_OASIS_@swampdog.demon.co.uk>
organization: INCA
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> dferran@cts.com (George Crissman - Ferran Scientific) said:-

> >Hi!
> >
> >Is there a FAQ somewhere to assist those using Lattice C
> >(5.6) for GEM programming? My Falcon cheerfully displays
> >two bombs when it returns from evnt_multi after receiving
> >a MU_MESAG, and I'm running out of things to "fix".
> >
> >The Lattice documentation for the Mon debugger gleefully
> >points out that two bombs represent a "bus error" and
> >"The causes of the above exceptions (and how best to recover
> >from them) are given a the end of this section" (Page 212),
> >yet no such cause-and-recovery information is listed.
> >
> ><sigh>
> >
> >[I never got stuck this bad with Mark Williams C <grumbles>.]
> >
> >Any sources you could recommend for help (other than the
> >Atari Compendium, which I have) would be appreciated!

How are you compiling it?

32 or 16-bit int?
Stack or register passing?
base-relative or absolute data?

The code can, sometimes, have bugs in it if you take good, "clean" code
written for one compiler and re-compile for another. Assumptions about the
number of free regs, int size and so forth are the biggies.

I have never had any probs with it under
1) 16-bit, stack, base rel
2) 16-bit, stack, absolute

3) 32-bit, stack, base-rel
4) 32-bit, stack, absolute

Have you altered any options within the project dialog? This was one of my big problems when I upgraded from 5.0 to 5.6 a couple of years ago. The lesson I learned was : Set your compile options from the drop down menu at the top of the screen - NOT from the Project dialog.

[snip - GH's source to sample evnt_multi wrapper]

> You'll also have to change all the int references to short of course.

Not necessary. The Lattice libs can cope. Most (if not all) prototypes in aes.h are defined in terms of "int" - which can be either 16 or 32 bit - rather than a more logical 16-bit to match the underlying system interface. To overcome this, you get a different set of libs for each way you can compile.

--

Quote For The Month:

"Hello, operator. This is an emergency. What's the number for 911?"

From 5839518898206147363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72d29fdbc54390e1
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Some C questions
Date: 1996/03/29
Message-ID: <4jfrj6$i5d@moacs11.moacs.indiv.nl.net>#1/1
X-Deja-AN: 144800632
references: <10939_Spencer@mettav.demon.co.uk> <315A6535.3A80@rd.eng.bbc.co.uk>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

David White <david.white@rd.eng.bbc.co.uk> wrote:
> Spencer Davies wrote:
>
> How about malloc-ing a memory area (use an array of structures, or a linked list)
> and passing a reference (the array pointer or first item pointer) to your generic
> parsing procedure. The parsing procedure could then run through your configuration
> file and assign the values. Thinking about it, the easiest method would be to
> malloc an array and set the last structure in the array to have a string of "",
> indicating the end of the array.

I guess, I'd prefer a linked list, as it's more flexible. Encapsulating
the list in a pakage would make it easier to use in different appliations.

Inside the package, the (private) specs might look like:

```
struct conf_var {
     struct conf_var    *next;
     char      *name;
     char      *value;
};
struct conf_lst {
     struct conf_var    *head;
     struct conf_var    *tail;
};
struct config {
     struct config *next;
     struct conf_lst    *list;
     void (*delete)(struct config *);
     int  (*write)(const struct config *, const char *filename);
     int  (*read)(const struct config *, const char *filename);
     int  (*get)(const struct config *, const char *name, const char **value);
     int  (*set)(const struct config *, const char *name, const char *value);
};
typedef struct config CONFIG;
CONFIG *new_CONFIG(void);
```

The (public) specs as exported in a header might be:

```
struct conf_priv;
struct config {
     const struct config    *next;
     const struct conf_priv *const private;
     void (*const delete)(const struct config *);
     int  (*const write)(const struct config *, const char *filename);
     int  (*const read)(const struct config *, const char *filename);
     int  (*const get)(const struct config *, const char *name, const char
**value);
     int  (*const set)(const struct config *, const char *name, const char *value);
};
typedef struct config CONFIG;
CONFIG *new_CONFIG(void);
```

Regards,
Waldi

From 7957990704872911598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72d29fdbc54390e1
X-Google-Attributes: gid1115ce,public

From: Spencer@mettav.demon.co.uk (Spencer Davies)
Subject: Re: Some C questions
Date: 1996/03/29
Message-ID: <11104_Spencer@mettav.demon.co.uk>#1/1
X-Deja-AN: 144894754
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: Spencer@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.34)

Out of the ether, the following was mentioned by diehl@io.org...:

 d> unwieldy when it comes to the routine that would have to piece
 d> together the raw bytes of a char array from your config array. Any
 d> char arrays in your config file would also have to be terminated in
 d> some form so that you could keep track of where, say, that char array
 d> begins, and the next variable, which may be an int, begins.
 d> Personally, I'd go for the first method. The slightly more
 d> difficult management of the variables would be much easier than the
 d> extended amount of code you'd have to write to handle the second
 d> method.
Agreed.

However I want to start writing routines to handle various common tasks which have defined I/O's and can be linked in when needed so my second approach would be better in this circumstance (though not as easy to perform, agree

All entries will have a pointer assigned to first item and be null terminated so dealing with them shouldn't be a problem. Also all pointers will be stored in an array for reference which should make dealing with the actual entries easier.

So the routine will say accept just the path/filename of the config file. Parse it and load the valid variables into the malloc'd block setting pointers and null terminating as it goes. It will then return a pointer to the malloc'd block (plus possibly its size, i'm unsure of making the block size set because of the uncertainty of the amount of variables that may be processed) and a pointer to the array of pointers. The calling program then just obtains the pointers and possibly malloc'd blocks size and goes it merry way using them as needed.

Now I realise this doesn't make actual handling of different types any easier but someone else (thanks Jaap) has suggested using the likes of atoi to convert settings where needed into values other than char.

Allthough definately more complicated than need be such an approach would provide an infintely more generic routine, of much more use for future programs and taking that next step on the road to professionality! ;-)

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From 5754888109755807699
X-Google-Language: SPANISH,ASCII
X-Google-Thread: 111a55,a5c456ae92da81f4,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a5c456ae92da81f4,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a5c456ae92da81f4,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: fc514,a5c456ae92da81f4,start
X-Google-Attributes: gidfc514,public
From: dbrewood@nest.demon.co.uk (Daron Brewood)
Subject: NeST node 90:90/0 down!
Date: 1996/03/31
Message-ID: <84092830_OASIS_NEWS@nest.demon.co.uk>#1/1
X-Deja-AN: 145129251
x-nntp-posting-host: nest.demon.co.uk
organization: NeST Headquarters
reply-to: dbrewood@nest.demon.co.uk (Daron Brewood)
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.psion

Until further notice NeST node 90:90/0.0@nest.ftn (the main NeST Node)
is offline.

I suspect the power supply on the Mega ST4 has blown once again.

Roger Cain (90:100/103) will be visiting tomorrow night to hopefully
effect repairs.

Normal service will be resumed as soon as is possible.

Daron Brewood - NeST Zone coordinator.

--

 Beta testing the superb Oasis II.....

ƨ
InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:100/106.0@nest.ftn
dbrewood@nest.demon.co.uk FAN.....: 95:150/0.1@fanfiles.ftn
ƈ

From 6193454147172544039
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,900d736a84f828ad
X-Google-Attributes: gid1115ce,public
From: gooseman@locke.on-luebeck.de (Michael Guse)
Subject: Re: Problems with CAB
Date: 1996/03/31
Message-ID: <GC6VFACSUP@locke.on-luebeck.de>#1/1
X-Deja-AN: 145467857
references: <4jaora$sdm@news.aros.net>
content-length: 1105
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <4jaora$sdm@news.aros.net> wrote:

> I've downloaded the www_latest.zip file from toad's Archives and
>I believe have STiK working correctly. The problem is that CAB won't
>display anything. It'll say Resolving, then it stops and up comes a grey
>screen with nothing on it. Is this because I have sometihing in CAB not
>set up correctly, or is it STiK?
> I don't think it's STiK because that will go through the script
>fine and say 'Connected' then disappear like it's suppose to. I just
>can't seem to get CAB to display anything but grey, and it seems to
>actually connect and everything. Any help would be greatly appreciated.

Even if you do think this is a problem of CAB it normaly is a problem
with STiK and your account.
At the moment STiK only supports SLIP access, no compressed SLIP
(CSLIP) or PPP protocol.
So check out if your provider has set the right protocol for you.

BTW: If your provider does not provide pure SLIP access, stay tuned. I
know that there is done much work to STiK and that there will be a new
release with CSLIP or PPP (maybe both) in it.

Bye,
  Michael Guse

From 8129129791889204896
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (M.Cubitt)
Subject: Re: Day Finder
Date: 1996/02/14
Message-ID: <4fto1l$s94@neon.airtime.co.uk>#1/1
X-Deja-AN: 139438924
references: <824420708_OASIS_@wuss.demon.co.uk>

organization: None Specified
newsgroups: comp.sys.atari.programmer

snip due to waste of space ;-)

```
>  weekday$=daze$(weekday%)      ! remainder. This remainder is the
>RETURN                          ! day of the week.
>
>
```

Congrats... the worlds longest routine for a simple task ;-)

Martin

From -1350205937072276119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19dfe8b349e81c9c
X-Google-Attributes: gid1115ce,public
From: vegard@interlink.no (Vegard Hofsoy)
Subject: Re: XaAES?
Date: 1996/02/14
Message-ID: <vegard-1402962337460001@trh-ppp16.interlink.no>#1/1
X-Deja-AN: 139442760
references: <4f4r87$4rb@dodger.csv.warwick.ac.uk> <4f5k7h$n6p@whitbeck.ncl.ac.uk> <4fooq4$cik@lyra.csx.cam.ac.uk>
organization: Mediadrom AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

In article <4fooq4$cik@lyra.csx.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) wrote:

> In article <4f5k7h$n6p@whitbeck.ncl.ac.uk>,
>   "Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:
>
> >Does anyone know what MINIWIN does with it's resource file? It definitely
> >has one, but it never calls rsrc_load(), or any of the other rsrc_ class
> >functions for that matter - but it then goes on to call rsrc_gaddr() anyway.
>
> Loading a resource file yourself is pretty easy, but I wouldn't have though
> rsrc_gaddr would work in that case (unless it has some undocumented option)

It does work, if the address for the RSC file is set in the global array...

Vegard Hofsoy

From -5990233496361744556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,edfbdee47fa078ca
X-Google-Attributes: gid1115ce,public

From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: ST Guide - Documentation Generator Tools
Date: 1996/02/14
Message-ID: <6773phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 139587505
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Internet Gate

In a message of <13 Feb 96 06:16:32>, i_a@mbh.org (90:100/106) writes:

 ia> I'm looking for tools (_anywhere_ on the Internet) which will allow
 ia> me to create ST Guide On-Line Help documentation files from some
 ia> (yet undecided) input format, preferably Texinfo or RTF (Rich Text
 ia> format).

I don't know of any, but there is some hope in that the author of UDO is
'looking' at adding some reverse conversion modules (UDO converts UDO files
into several formats including STG HYPs) and RTF to UDO is one of them.

Phil.

~ Mrs. Gandhi is in a sari state. ~

--

From -6395002517015103608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: dba@jet.uk (Dennis Armstrong)
Subject: Re: Day Finder
Date: 1996/02/15
Message-ID: <dba.824374427@YE>#1/1
X-Deja-AN: 139515738
references: <824420708_OASIS_@wuss.demon.co.uk>
organization: JET Joint Undertaking
newsgroups: comp.sys.atari.programmer

Steph@wuss.demon.co.uk (Steph Taylor) writes:

>As promised, here's an elegant solution to your problem. It's well
>documented, so anyone should be able to rip me to shreds. I'll send a crisp
>one pound note to the first person who e-mails me the GLARING error. It is
>very easy to fix, but I thought I'd leave it in as a puzzle. We all know how

>much programmers like a puzzle.

>Sinbad: Note how beautiful this is? I'd sleep with it if I wasn't married.

>Sinbad: :o)))))

```
>PROCEDURE check.date
>  good!=TRUE
>  IF year%<1753                 ! Sorry, Gregorian only. Chant!
```

should be

```
   IF year%<1583
```

However as the old one pound NOTE is no longer printed I doubt that I will see it, I will have to banish you back in time to 10th October 1582 to have a word with Pope Gregory. *8-)

regards dennis

--
 | Dennis Armstrong, CODAS division Joint European Torus
 | Abingdon, Oxfordshire, OX14 3EA, UK
 | tel ++44 1235 464871
 | dba@jet.uk or Dennis.Armstrong@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

From -5529356761453343992
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (M.Cubitt)
Subject: Re: Day Finder
Date: 1996/02/15
Message-ID: <4g0c3f$elr@neon.airtime.co.uk>#1/1
X-Deja-AN: 139591450
references: <824420708_OASIS_@wuss.demon.co.uk> <4fto1l$s94@neon.airtime.co.uk>
<4fvthd$fj0@lyra.csx.cam.ac.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

mnb20@cam.ac.uk (Mark Baker) wrote:

>In article <4fto1l$s94@neon.airtime.co.uk>,
> sinbad@airtime.co.uk (M.Cubitt) writes:

>>Congrats... the worlds longest routine for a simple task ;-)

>But it was easier to understand than yours. After all, Steph managed :)

I just wish to state that I am no longer going to participate in this
childish past time fo threading until the entire garment is threadbare
after this post. Let's just say any programming langauge is great...
if it is on the Atari :-))))

Truce?

Hope so...

Martin

From -6389375658081449940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: Day Finder
Date: 1996/02/15
Message-ID: <4g0g16$fl1@neon.airtime.co.uk>#1/1
X-Deja-AN: 139636371
references: <824420708_OASIS_@wuss.demon.co.uk> <4fto1l$s94@neon.airtime.co.uk>
<4fvthd$fj0@lyra.csx.cam.ac.uk> <4g0c3f$elr@neon.airtime.co.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

M.Cubitt (sinbad@airtime.co.uk) wrote:
: mnb20@cam.ac.uk (Mark Baker) wrote:

: >In article <4fto1l$s94@neon.airtime.co.uk>,
: > sinbad@airtime.co.uk (M.Cubitt) writes:

: >>Congrats... the worlds longest routine for a simple task ;-)

: >But it was easier to understand than yours. After all, Steph managed :)

: I just wish to state that I am no longer going to participate in this
: childish past time fo threading until the entire garment is threadbare
: after this post. Let's just say any programming langauge is great...
: if it is on the Atari :-))))

: Truce?

: Hope so...

 Sorry cant agree with that, this was a simple question born out of

lazyness on my part, but it generated some interest :), it was a question
for a basic routine in basic and evn C managed to sneak in somewhere,

 Lets see another question posed :), its all good clean fun after all ,

  <smile>

         Cheers.....!ynoT

   Tony Greenwood : STOSSER Software   **********************
         stosser@airtime.co.uk   * ATARI ST Programmer *
      irc channel#atari <stosser>   * ATARI Journalist *
http://www.airtime.co.uk/users/stosser/ **********************
.

From -3587167457970770866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: Re: Day Finder
Date: 1996/02/15
Message-ID: <6877phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 139656473
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Internet Gate

In a message of <15 Feb 96 06:50:28>, Steph@wuss.demon.co.uk (90:100/106)
writes:

 S> As promised, here's an elegant solution to your problem. It's well
 S> documented, so anyone should be able to rip me to shreds. I'll send a
 S> crisp one pound note to the first person who e-mails me the GLARING
 S> error. It is very easy to fix, but I thought I'd leave it in as a
 S> puzzle. We all know how much programmers like a puzzle.

1 min & 32 secs later - can't enter Feb 29 :)

Phil

~ Bedfellows make strange politicians. ~

--

From -7496725921761412827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,184e0a1ba60018a
X-Google-Attributes: gid1115ce,public
From: c-gle@math.utah.edu (Lawrence Edwin Gold)
Subject: Re: 68000 disassembler source code needed
Date: 1996/02/15
Message-ID: <4fuqi9$j6a@news.cc.utah.edu>#1/1
X-Deja-AN: 139712383
references: <311B469A.41C67EA6@cs.man.ac.uk>
organization: University of Utah Computer Center
newsgroups: comp.sys.atari.programmer

S94 (gearyp@cs.man.ac.uk) wrote:
: Could anyone point me in the direction of a 68000 disassembler source
: code listing - written in preferably 80x86, otherwise in C.

I don't know how helpful this would be, but a book on the 68000 by Lance
Leventhal (from around 1980, I think) contains a table with the
instruction set and all the machine language equivalents. I could
probably find it at the library and get you a photocopy of those few pages...

(When I say machine language equivalents, I mean the patterns of bits
that correspond to each mnemonic... It's tedious to look over, but it
should point you in the right direction, depending on what you intend to do.)

From -3080077581127689594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: Steph@wuss.demon.co.uk (Steph Taylor)
Subject: Re: Day Finder
Date: 1996/02/15
Message-ID: <824508650_OASIS_@wuss.demon.co.uk>#1/1
X-Deja-AN: 140211049
x-nntp-posting-host: wuss.demon.co.uk
reply-to: Steph@wuss.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: none

 In article <dba.824374427@YE>
  dba@jet.uk (Dennis Armstrong) said:-

>Steph@wuss.demon.co.uk (Steph Taylor) writes:
>
>>As promised, here's an elegant solution to your problem. It's well

```
>>documented, so anyone should be able to rip me to shreds. I'll send a crisp
>>one pound note to the first person who e-mails me the GLARING error. It is
>>very easy to fix, but I thought I'd leave it in as a puzzle. We all know how
>>much programmers like a puzzle.
>
>>Sinbad: Note how beautiful this is? I'd sleep with it if I wasn't married.
>
>>Sinbad:  :o)))))
>
>>PROCEDURE check.date
>>  good!=TRUE
>>  IF year%<1753                 ! Sorry, Gregorian only. Chant!
>
>should be
>   IF year%<1583
>
>However as the old one pound NOTE is no longer printed I doubt that I will see
>it, I will have to banish you back in time to 10th October 1582 to have a word
>with Pope Gregory. *8-)
>
>regards dennis
```

Heh. Heh. And double heh.

Dennis, Britain & the American Colonies only adopted the Gregorian Calendar in 1752. So any date prior to that was on the Julian Calendar. Most of the Catholic nations of Europe adopted the Gregorian calendar imediately, but not us stubborn Brits. How come we're always at the tail end of everything?

And Dennis, up here in Scotland we still have pound notes printed by 3 banks. What's more, they are still legal tender.

I think that makes it 2-0? =:o]

--

```
O~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~O
  "..Is it better to rule in hell than it is to serve in heaven?"
                                            Child Of The Damned - Warlord

  Steph Taylor             steph@wuss.demon.co.uk
O~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~O
```


From 9222593103791343069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,62fb0903dfd0f592,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1002bf,62fb0903dfd0f592,start

X-Google-Attributes: gid1002bf,public
X-Google-Thread: 1115ce,62fb0903dfd0f592,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,62fb0903dfd0f592,start
X-Google-Attributes: gid109a67,public
From: bat@cyberden.com (Bat)
Subject: FS: Atari ST and Misc. ST hardware
Date: 1996/02/16
Message-ID: <bat-1602961122550001@cyberden.com>#1/1
X-Deja-AN: 139647569
organization: The CyberDen
newsgroups:
ba.market.computers,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.
tech

Atari 1040ST - $90
 o 1 MB RAM

Atari Color Monitor - $40
 o European model - Overscan - Slightly larger then US model

Atari SC1224 B&W Monitor - $30

Atari ST Video Digitizer (Navarone) - $35
 o Plugs into the side port - Accepts Video input RCA

Atari ST Replay 4 Digitizer - $35
 o Plugs into the side port - Mono in/out RCA

Atari SF354 External 3.5" double sided disk drive - $55
 o Comes with Power supply and cable

Contact Peter @ 510-633-1102
bat@cyberden.com
--
Try using yourself for a change

From 8545260218105799009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: Falcon game programming
Date: 1996/02/16
Message-ID: <4g1inj$gej@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 139664070
references: <DMHAI0.Ky8@eunet.ch> <4fn58m$mta@oravannahka.helsinki.fi>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <4fn58m$mta@oravannahka.helsinki.fi>,

ekallion@cc.Helsinki.FI (Esa J Kallioniemi) writes:

>My advice to you is that if want to code games (with fast graphics) you
>better use only the 256 color mode.

Why do you think most games at the moment do use the high colour mode?

It's faster. To set a pixel in high colour mode you write two bytes, to
set it in 256 colour mode you need to do eight separate bit operations.
Had Atari made a chunky 256 colour mode it would have made much better
speed possible, but as it is high colour is fastest for most things.

From 8258056105250516349
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a86a508e893c198b,start
X-Google-Attributes: gid1115ce,public
From: arcovang@caiw.nl (A.van.Geest)
Subject: Fried bits?
Date: 1996/02/16
Message-ID: <824576700_OASIS_@caiw.nl>#1/1
X-Deja-AN: 140120876
organization: Delft University of Technology, Dept. of Electrical Engineering
reply-to: arcovang@caiw.nl
newsgroups: comp.sys.atari.programmer
organisation: None

Can anyone tell me if there is going to be a fried bits this year?
I lost my old invitation so I don't know who to mail...
thanx.
--

Arco van Geest
Goof & Fox Software
Email: arcovang@caiw.nl
Snail: PO.BOX 315, 2670 AJ, Naaldwijk, The Netherlands

From -484859882015532344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ffc98dc00db23e0,start
X-Google-Attributes: gid1115ce,public
From: roine.stenberg@stacken.ct.se (Roine Stenberg)

Subject: Cheap Jaguar Dev. Kit.
Date: 1996/02/17
Message-ID: <ftn_2.204.219_56c47a46_Roine.Stenberg@stacken.ct.se>#1/1
X-Deja-AN: 139777446
sender: news@ct.se
references: <312484D5.59E2@in.tu-clausthal.de>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: STacken BBS, Mj=94lby, Sweden. +(46)142-19331.
mime-version: 1.0
reply-to: roine.stenberg@stacken.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

TO: cdonat@in.tu-clausthal.de
 > Why don't you try and add the possibility of using extra ram
 > on the
 > JaguarServer. This would be cheap for those who can't afford
 > it, and it
 > would still be chaeper than the original for those who can
 > buy the rams.
 > It would also be interesting to be able to emulate the Jaguar
 > CDROM by
 > the computer...

I have thought about adding cart emulation, but this will take some time and?
effort to do, and the question is also - Are there any big market for it ??
Will Atari dump the Jaguar ??

From 3948560189363766113
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1691b1cbeccac74,start
X-Google-Attributes: gid1115ce,public
From: Spencer@mettav.demon.co.uk (Spencer Davies)
Subject: Re: TSR's and Interrupt Programming in C
Date: 1996/02/17
Message-ID: <8556_Spencer@mettav.demon.co.uk>#1/1
X-Deja-AN: 139782542
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: Spencer@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.20)

Out of the ether, the following was mentioned by mnb20@cam.ac.uk...:

 m> Your code needs to be __saveds and depending which interrupt you may

 m> want to make it __asm so you can get the values passed to you. Apart
 m> from that, just write the address of your routine into the vector. To
 m> go tsr, you quit with Ptermres().
Ok, any sample code???
;-)

 m> That depends what interrupt. It shouldn't be a problem with msot
 m> things. Obviously if you need to do some graphics it's not really
 m> possible as I don't think GEM is re-entrant.
Well looking at the interrupts and other comments I was led to believe that
the best int to use was the VBL which is screen mode specific.

I would like to write an interrupt driven routine which can be a TSR and sit
there polling the comm port waiting for a certain string then do its stuff
once it has been resolved so no graphics involved.

Spencer

   spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

From -4035556426315956211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: Day Finder
Date: 1996/02/17
Message-ID: <4g49sk$9j0@neon.airtime.co.uk>#1/1
X-Deja-AN: 139794924
references: <824236128_OASIS_@finitive.demon.co.uk>
<4fop6i$cik@lyra.csx.cam.ac.uk> <4fp8bu$t1q@neon.airtime.co.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@neon) wrote:
: Mark Baker (mnb20@cam.ac.uk) wrote:
: : In article <824236128_OASIS_@finitive.demon.co.uk>,
: : ade@finitive.demon.co.uk (Ade) writes:

: : >UUUgghhhh! - ugly programme ;)

: : But /all/ STOS programs are ugly.

: : That should annoy all three of you :)

:   Ugly? my intestines are ugly, who cares, no one ever sees them, no one
: will see our STOS code, only marvel at the end product,

:   Get out of that without moving.....;-))

  Did someone say this thread was dead Martin?

  It is not up to an individual to kill a thread, especialy when he
dident even start it and was merely a contributer to it,

:   Cheers......!ynoT

: ***** Tony Greenwood : STOSSER Software ************************
: *   stosser@airtime.co.uk   ATARI ST Programmer *
: *   irc channel#atari <stosser>   ATARI Jaguar Player *
: ** http://www.airtime.co.uk/users/stosser/ *********************
: .

From 892975381795448753
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8778a3480d2a78db,start
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Day Finder Thread
Date: 1996/02/17
Message-ID: <4g4a5l$9j0@neon.airtime.co.uk>#1/1
X-Deja-AN: 139794925
organization: None Specified
newsgroups: comp.sys.atari.programmer

  Is it possible for one person to kill a whole thread and make it
unavailable to everyone else, I think this would not be possible, I also
think it would be the height of bad manners, bad nettiquet and certainly
not in the spirit of the newsgroups,
  Hopefully it isnt possible for one individual to decide he dident like
the way the thread was heading and then decide to kill it and spoil it
for everyone else,
  Dont tell me how, just tell me if its possible ?

 Cheers..........!ynoT

From -7294724930556384744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8778a3480d2a78db
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (M.Cubitt)

Subject: Re: Day Finder Thread
Date: 1996/02/17
Message-ID: <4g4f4p$asf@neon.airtime.co.uk>#1/1
X-Deja-AN: 139797461
references: <4g4a5l$9j0@neon.airtime.co.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

stosser@neon (Tony Greenwood) wrote:

> Is it possible for one person to kill a whole thread and make it
>unavailable to everyone else, I think this would not be possible, I also
>think it would be the height of bad manners, bad nettiquet and certainly
>not in the spirit of the newsgroups,
> Hopefully it isnt possible for one individual to decide he dident like
>the way the thread was heading and then decide to kill it and spoil it
>for everyone else,
> Dont tell me how, just tell me if its possible ?
>
> Cheers.....!ynoT

You donkey Tony... I meant I deleted it from my hard drive! Of ocurse
you could not delete it from the newsgroup. Tut tut :-)))

Martin

From -8110273507653775494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,839dd49bf376aa9e
X-Google-Attributes: gid1115ce,public
From: t150315@proffa.cc.tut.fi (Tamminen Eero)
Subject: Re: SOZOBONX Help
Date: 1996/02/17
Message-ID: <t150315.824570490@proffa>#1/1
X-Deja-AN: 139805822
distribution: sfnet
references: <4f4mkk$a4v@bignews.shef.ac.uk> <3121E1F8.66A7@sunderland.ac.uk>
organization: Tampere University of Technology, Computing Centre
newsgroups: comp.sys.atari.programmer

>Like Daniel, however, I have been getting _undef messages when linking in
>external libraries, so there is obviously still a problem with setting up
>paths and environment variables. This happens both when I run the programs
>separately and when I try using cc.ttp. I feel sure that the answer lies in
>creating the correct makefile and using make.ttp, but I have little
>experience in this.

The linker might need the 'scan libraries more than once' option
(see the man page).

- Eero

From 7844614983681690096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,699fd6e01ce9eba0,start
X-Google-Attributes: gid1115ce,public
From: Carl Barron <75066.3204@CompuServe.COM>
Subject: 68k dissassembler
Date: 1996/02/17
Message-ID: <4g4oi6jkf1@mhadf.production.compuserve.com>#1/1
X-Deja-AN: 139859705
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

S94 (gearyp@cs.man.ac.uk) wrote:
: Could anyone point me in the direction of a 68000 disassembler source
: code listing - written in preferably 80x86, otherwise in C.

 See also "M68000 Family Programmer's Manual", Motorola Inc. 1989.

This gives bit maps of all 68000-68040 instructions as well as 68881/2
inlined opcodes. Describes format of these bitmaps as well. Complete
instruction infromation as well regarding flags set/cleared,etc.

This is a reference manual not a 680x0 progamming text.

 Steve Williams wrote a book that Sybex published on 68000/10
programming. Details escape me at the moment.

From 4683250759584736510
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1691b1cbeccac74
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: TSR's and Interrupt Programming in C
Date: 1996/02/17
Message-ID: <4g5efm$510@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 139868388
references: <8556_Spencer@mettav.demon.co.uk>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <8556_Spencer@mettav.demon.co.uk>,
     Spencer@mettav.demon.co.uk (Spencer Davies) writes:

>Ok, any sample code???

You want _me_ to actually write some code rather than just telling

other people how to do it... surely you know me better than that? :)

Seriously, if I had my atari up with me I'd try and get something for
you.

>Well looking at the interrupts and other comments I was led to believe that
>the best int to use was the VBL which is screen mode specific.

It's only the best interrupt if you really want to do something regularly.
An interrupt triggered by a particular event would be better.

(of course, the only thing that's screen mode specifc about the VBL is its
frequency, which for what you want to use it for is irrelevant anyway)

>I would like to write an interrupt driven routine which can be a TSR and sit
>there polling the comm port waiting for a certain string then do its stuff
>once it has been resolved so no graphics involved.

I can't remember how to do it now (I don't have any docs with me either) but
it should be possible to hook the rs232 receive vector, so you could do the
processing there, wouldn't that be easier?

From -6420622876303893938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: clifton@southern.co.nz (Forsythe and Guy)
Subject: Re: Falcon game programming
Date: 1996/02/17
Message-ID: <4g5pak$nie@orm.southern.co.nz>#1/1
X-Deja-AN: 139876517
references: <DMHAI0.Ky8@eunet.ch> <4fn58m$mta@oravannahka.Helsinki.FI>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Esa J Kallioniemi (ekallion@cc.Helsinki.FI) wrote:
: schoen@dial.eunet.ch wrote:
:
:
: : My biggest problem: I come from the PC and Mac-world and
: : therefore I have serious problem to figure out how to get
: : the best out of my Falcon.
: : One example: I made a little program with two swap-screens
: : to figure out how fast the falcon is in 15 bit mode.
: : I noticed that the framerate dropped dramatically when I
: : moved the mouse during the animation.
Disable the mouse interrupt.... I can't remember the address, can anyone
help me with this.... I notice a huge speed difference when you disable
the mouse on a ST.

: Just a hard fact : there isn't anything you can do to speed up things
: apart from using assembler. Falcon is simply terribly slow machine
: especially in high color mode....And for all the Atari advocates, I have
Why not use the DSP, after all, what is it there for? Decoration?


```
----------------------------------------------------------------------
        _                Julian Forsythe                _
      o( )          Christchurch, New Zealand          ( )o
     /  /\    Internet Email: clifton@southern.co.nz    /\  \

        Hail Atari! Hail Motorola! Hail IBM... with Rocks!

         In a nuclear war all men will be cremated equal.
      STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRE
----------------------------------------------------------------------
```


From -2831556481237523669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,70a87b894824ba19,start
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: '030 MMU and bus error stack questions
Date: 1996/02/18
Message-ID: <4g74hf$qd@nyheter.chalmers.se>#1/1
X-Deja-AN: 139875108
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

I've finally got around to porting my Sinclair QL emulator to the Falcon030.
Unfortunately, there are some problems which I can't do much about with
the documentation I have.
I would prefer not to have to buy Motorola's reference manuals only to
look at a dozen pages or so.
A pointer to some in depth '030 documentation on the net would be much
appreciated.

Now for the problems:

First, the Falcon normally sets up an MMU table between $700 and $800
(at least with my TOS 4.01).
The problem is that the Sinclair QL expects its ROM with the OS to be
positioned at the bottom of memory, so the table must be moved.
But what is the information in that table? And how should the
initialization of the MMU registers be changed?
I know that it would be possible to remap the address space so that the
emulator could run in its own, protected, memory space. To make that work
I'd still need the same information, though.

Second, the QL emulator currently relies on a bus error handler to do a
kind of instruction modify and restart for some of the QDOS calls.

Now, on the '030 the bus error stack has a lot of extra information to
enable the continuation of instructions.
What is that information?

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -7227205985779878338
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19dfe8b349e81c9c
X-Google-Attributes: gid1115ce,public

From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: XaAES?
Date: 1996/02/18

Message-ID: <4g7475$rke@inca01.inca.co.nz>#1/1
X-Deja-AN: 139898208

references: <4f4r87$4rb@dodger.csv.warwick.ac.uk> <4fooq4$cik@lyra.csx.cam.ac.uk>
organization: INCA
newsgroups: comp.sys.atari.programmer

Mark Baker (mnb20@cam.ac.uk) wrote:
> "Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

> >Does anyone know what MINIWIN does with it's resource file? It definitely
> >has one, but it never calls rsrc_load(), or any of the other rsrc_ class
> >functions for that matter - but it then goes on to call rsrc_gaddr() anyway.

> Loading a resource file yourself is pretty easy, but I wouldn't have though
> rsrc_gaddr would work in that case (unless it has some undocumented option)

It could be possible to set up appropriate arrays of OBJECT pointers and
TEDINFOs and so forth, and then embed that into the AES global array.

--

Quote For The Month: "This Time For Sure"

From -937295985191268774
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public

From: ekallion@cc.Helsinki.FI (Esa J Kallioniemi)
Subject: Re: Falcon game programming
Date: 1996/02/19

Message-ID: <4g9hmd$6sl@oravannahka.Helsinki.FI>#1/1
X-Deja-AN: 140049640

references: <DMHAI0.Ky8@eunet.ch> <4fn58m$mta@oravannahka.Helsinki.FI>
<4g5pak$nie@orm.southern.co.nz>
content-type: text/plain; charset=ISO-8859-1
organization: University of Helsinki
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Forsythe and Guy (clifton@southern.co.nz) wrote:
: Esa J Kallioniemi (ekallion@cc.Helsinki.FI) wrote:
: : schoen@dial.eunet.ch wrote:
: :
: :

: Disable the mouse interrupt.... I can't remember the address, can anyone
: help me with this.... I notice a huge speed difference when you disable
: the mouse on a ST.

Yes,of course if you kill the mouse things will speed up...But this
isn't the case, person who posted the original message is from pc/mac
platform and it can be kinda hard to start coding games on 16 mhz
machine,especially if you want them to be any good.

: : Just a hard fact : there isn't anything you can do to speed up things
: : apart from using assembler. Falcon is simply terribly slow machine
: : especially in high color mode....And for all the Atari advocates, I have
: Why not use the DSP, after all, what is it there for? Decoration?

Yes, dsp can be used it's just that it won't help you _draw_ polys any
faster...You can calculate things very fast with dsp (something like 1
cycle for mul) but the overall performance will be rather bad because of
the slow video. It's easy to see the effect of the bad video, just plug
slow isa video card on the pentium machine and watch how the things
crawl. Falcon could handle quite well games like wolfenstein 3d and doom
where with carefull optimisation all pixels could only be drawn once.
But the original poster stated that he wanted to write 3d games with
Falcon, and atleast I understand that this means games with polygons.

It doesn't take much of the programmers skills to understand that if you
have to draw polygons with one pixel at the time, on 16 mhz machine with
16-bit bus to the memory the performance can't be that good.

eSa

--
Esa Kallioniemi ekallion@cc.helsinki.fi
"YouCanDoDangerousThingsWithAssembler"

From -7475865631979699298

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b5bafc6bd09111b7,start
X-Google-Attributes: gid1115ce,public
From: m9174@abc.se (Carl Lofgren)
Subject: How do I...
Date: 1996/02/19
Message-ID: <4g9ve5$qts@tor.abc.se>#1/1
X-Deja-AN: 140063451
organization: ABC-Klubben
newsgroups: comp.sys.atari.programmer

Hi,

is it possible to convert 'A$="0101001"' for example into a integer,
with HiSoft Basic II?

Carl.Lofgren@abc.se
*** NOTE! This address will change into lofgren@dataphone.se
*** very soon.

---
* Kivi 1.41a *

From -7237790139137538326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,184e0a1ba60018a
X-Google-Attributes: gid1115ce,public
From: S94 <gearyp@cs.man.ac.uk>
Subject: Re: 68000 disassembler source code needed
Date: 1996/02/19
Message-ID: <3128C7FE.41C67EA6@cs.man.ac.uk>#1/1
X-Deja-AN: 140124990
references: <311B469A.41C67EA6@cs.man.ac.uk> <4fuqi9$j6a@news.cc.utah.edu>
to: Lawrence Edwin Gold <c-gle@math.utah.edu>
content-type: text/plain; charset=us-ascii
organization: Sirius Cybernetics Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (X11; I; SunOS 4.1.2 sun4c)

Lawrence Edwin Gold wrote:
>
> S94 (gearyp@cs.man.ac.uk) wrote:
> : Could anyone point me in the direction of a 68000 disassembler source
> : code listing - written in preferably 80x86, otherwise in C.
>
> I don't know how helpful this would be, but a book on the 68000 by Lance
> Leventhal (from around 1980, I think) contains a table with the
> instruction set and all the machine language equivalents. I could
> probably find it at the library and get you a photocopy of those few pages...
>

> (When I say machine language equivalents, I mean the patterns of bits
> that correspond to each mnemonic... It's tedious to look over, but it
> should point you in the right direction, depending on what you intend to do.)

Thanks, but it's not quite what i'm looking for. You see i've written an
ST emulator in 80x86 for my pc and i've now got to the stage of
debugging it and running it through my ST's ROM (it's v1.0). I have been
able to check the opcodes it's processing by using the ST INTERNAL book
by abacus which has a listing of most of the BIOS of ROM. But my
emulator is crashing in the DOS part of ROM which is not in this book.
So what i need is a disassembler i can use on the ROM so i know what the
heck i should be getting....

(P.S. i am well aware that this is in no doubt the most useless method
of debugging a program!).

From -8287236279056622345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,184e0a1ba60018a
X-Google-Attributes: gid1115ce,public
From: S94 <gearyp@cs.man.ac.uk>
Subject: Re: 68000 disassembler source code needed
Date: 1996/02/19
Message-ID: <3128C8F5.167EB0E7@cs.man.ac.uk>#1/1
X-Deja-AN: 140125479
references: <311B469A.41C67EA6@cs.man.ac.uk> <4fuqi9$j6a@news.cc.utah.edu>
to: Lawrence Edwin Gold <c-gle@math.utah.edu>
content-type: text/plain; charset=us-ascii
organization: Sirius Cybernetics Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (X11; I; SunOS 4.1.2 sun4c)

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> S94 (gearyp@cs.man.ac.uk) wrote:
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>
> I don't know how helpful this would be, but a book on the 68000 by Lance
> Leventhal (from around 1980, I think) contains a table with the
> instruction set and all the machine language equivalents. I could
> probably find it at the library and get you a photocopy of those few pages...
>
> (When I say machine language equivalents, I mean the patterns of bits
> that correspond to each mnemonic... It's tedious to look over, but it
> should point you in the right direction, depending on what you intend to do.)

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ST emulator in 80x86 for my pc and i've now got to the stage of
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emulator is crashing in the DOS part of ROM which is not in this book.
So what i need is a disassembler i can use on the ROM so i know what the
heck i should be getting....

(P.S. i am well aware that this is in no doubt the most useless method
of debugging a program!).

From 3983136689926331996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dee2bab2126a,start
X-Google-Attributes: gid1115ce,public
From: Christoph.Wawrosch@univie.ac.at (Christoph Wawrosch)
Subject: Need help on 2-byte signed to 2-byte unsigned conversion
Date: 1996/02/19
Message-ID: <4gaja6$him@ftp.univie.ac.at>#1/1
X-Deja-AN: 140130746
organization: Universit?t Wien
content-type: Text/Plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi all,

I have the following problem:
I want to convert sound files, namely from Windows *.wav to Steinbergs Avalon
*.smp format. I have no problems with all the headers and tails and stuff,
but I couldnt figure out how to convert the data itself.
In the *.wav file each sample word is stored as a signed integer with the LSB
first, i.e
-34268 = &H8000 = 00 80 in the file
+34267 = &H7FFF = FF 7F in the file, and so on.
In the target *.smp I find a unsigned integer with the MSB first:
255 = &H00FF = 00 FF
40215= &H9D17 = 9D 17 etc.

Any hints (GFA-Basic 3.5) would be highly appreciated!!!

Chris

Christoph Wawrosch
Univ. Wien, Inst. f. Pharmakognosie
Althanstr. 14, A-1090 Wien, Austria
email: christoph.wawrosch@univie.ac.at

From -2179103808259564480
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,70a87b894824ba19
X-Google-Attributes: gid1115ce,public
From: dstewart@nest.demon.co.uk (Derek Stewart)
Subject: '030 MMU and bus error stack questions
Date: 1996/02/19
Message-ID: <7021dstewart@nest.demon.co.uk>#1/1
X-Deja-AN: 140379039
x-ftn-adr: 90:100/105.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: dstewart@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Internet Gate

Hello

Is the QL emulator you have ported to the Falcon a software emulator.

As I thought all the Atari emulators were hardware emulation. The best
been the QVME card which slots into the VME bus on the TT and Mega STE. I
suppose if the Falcon had a VME interface then this could possible.

Derek

--

From -4825131954310980135
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60fa102f02499d61,start
X-Google-Attributes: gid1115ce,public
From: uq086@freenet.Victoria.BC.CA (Nicholas Steele)
Subject: Setting Falcon Video modes?
Date: 1996/02/20
Message-ID: <1996Feb20.015456.24891@freenet.victoria.bc.ca>#1/1
X-Deja-AN: 140196761
sender: news@freenet.victoria.bc.ca (News Manager)
organization: Victoria Freenet Association
newsgroups: comp.sys.atari.programmer

I can't for the life of me set the video mode on the Falcon. I
start with a Setcreen with the proper mode (gotten from Vsetmode
with -1), a rez of 2 (for 640x480) and then do a Vsetmode. In
640x480x16 I can set the video to the same mode, however from

any other mode it trahes the screen. What am I doing wrong? I
am using assembler.

Nicholas

From -1365652571223087240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8756e1d1de36092,start
X-Google-Attributes: gid1115ce,public
From: diehl@io.org (Eric March)
Subject: GFA erase var() problem?
Date: 1996/02/20
Message-ID: <4gbbp4$st7@ionews.io.org>#1/1
X-Deja-AN: 140213649
organization: Internex Online (shell.io.org), Toronto, Ontario, Canada
newsgroups: comp.sys.atari.programmer

During the development of a game I'm writing, I seemed to have come
across a strange problem.

I developed a small subroutine in my game whose sole purpose was to set
up and load relevant MOD files to play in-game and at various other
stages (title screen, high score, etc.). I simply passed the name of the
MOD and its size and the routine loaded it into an array. However each
time it did this, it would first eraase the array, and then redimension
it for the required size of the MOD. Now this all seemed to go all very
fine and well. During testing I played the first ten stages of the game,
after which several routines were designed to change the screen backdrop,
tile set (it's a logic/puzzle game) and the in-game music. After level
10, stage two begins with a new backdrop, new music, new tiles, etc, and
everything seems to go fine -- until i click on a tile, at which point
the MOD music just completely screws up.
Now, I solved the problem simply by defining a global constant array
for the size of the largest MOD in the list -- a last ditch attempt that
I didn't think would work -- having decided that redimensioning the array
was pointless anyway. To my surprise, it worked! The music no longer
screwed up when a new MOD was loaded and a tile clicked on.
But my curiosity's got the better of me. Why did the music screw up in
the first place? Is there a bug in the erase() command?

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

From -2576540320933143863
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60fa102f02499d61

X-Google-Attributes: gid1115ce,public
From: paa@hol.gr (Andriopoulos Panagiotis)
Subject: Re: Setting Falcon Video modes?
Date: 1996/02/20
Message-ID: <4gd0c2$74h@newsflash.hol.gr>#1/1
X-Deja-AN: 140229618
references: <1996Feb20.015456.24891@freenet.victoria.bc.ca>
organization: Hellas On Line
newsgroups: comp.sys.atari.programmer

Nicholas Steele (uq086@freenet.Victoria.BC.CA) wrote:

: I can't for the life of me set the video mode on the Falcon. I
: start with a Setcreen with the proper mode (gotten from Vsetmode
: with -1), a rez of 2 (for 640x480) and then do a Vsetmode. In
: 640x480x16 I can set the video to the same mode, however from
: any other mode it trahes the screen. What am I doing wrong? I
: am using assembler.
Do you allocate enough video ram?
640x480x256 needs twice the video ram needed for 640x480x16. You can get the
size of a scrren mode with the VgetSize(mode) function, set the new video
ram with Setscreen and then use Vsetmode.
Also another way is Setscreen()L, 0L, 3, mode)
: Nicholas
bye!

From -8209003502168499890
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b5bafc6bd09111b7
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: How do I...
Date: 1996/02/20
Message-ID: <4gcj9c$qng@studs.sci.kun.nl>#1/1
X-Deja-AN: 140232086
references: <4g9ve5$qts@tor.abc.se>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <4g9ve5$qts@tor.abc.se> m9174@abc.se (Carl Lofgren) writes:

>is it possible to convert 'A$="0101001"' for example into a integer,
>with HiSoft Basic II?

ObAns:
Try VAL(A$). This works in every BASIC I know.

But:
You probably meant to convert binary numbers to normal base-10
integers, didn't you? Well, I don't know whether HBASIC supports
binary numbers, e.g. by means of some prefix. If it does, then you

could simply prepend that prefix to your string and VAL it then. If
not, you'll have to make up some kind of function for it.

Something like (off the top of my head, so no guarantees :-)

```
DEF FN bin2int (a$)      ;or FUNCTION, or whatever HBASIC calls it...
   res = 0
   FOR i = 0 TO LEN(a$) - 1
       res = res + VAL(MID$(a$, LEN(a$) - i, 1))*2**i
   NEXT i
   RETURN res
END FN                   ;of ENDFUNC, or whatever...
```

Something like that.

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -6276753608639232958
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,184e0a1ba60018a
X-Google-Attributes: gid1115ce,public
From: desnogue@bavi.unice.fr (Laurent.DESNOGUES)
Subject: Re: 68000 disassembler source code needed
Date: 1996/02/20
Message-ID: <4gck10$9k8@malibu.unice.fr>#1/1
X-Deja-AN: 140237035
references: <311B469A.41C67EA6@cs.man.ac.uk> <4fuqi9$j6a@news.cc.utah.edu>
<3128C7FE.41C67EA6@cs.man.ac.uk>
organization: University of Nice - Sophia Antipolis, France
reply-to: desnogue@aiguemarine.unice.fr
newsgroups: comp.sys.atari.programmer

I've got a 68000 disassembler written in C. I can give
it away, but there's no comment and should not be used
in commercial software without my agreement.

Laurent

From 8249113240977244260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b5bafc6bd09111b7
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)

Subject: Re: How do I...
Date: 1996/02/20
Message-ID: <4gcais$lhh@nyheter.chalmers.se>#1/1
X-Deja-AN: 140249469
references: <4g9ve5$qts@tor.abc.se>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <4g9ve5$qts@tor.abc.se>, Carl Lofgren <m9174@abc.se> wrote:
>
>is it possible to convert 'A$="0101001"' for example into a integer,
>with HiSoft Basic II?

That's of course possible using almost any programming language.

It isn't obvious that the number in A$ is in binary format, but if we
assume that, a simple pseudo code (Pascal-C-BASIC of sorts) program could be:

```
len = length of A$
num = 0
for i = 1 to len        (assuming the string is indexed from 1 to len)
   num = num * 2
   if A$[i] == "1" then
      num = num + 1
   end if
end for
```

--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From 5607535336750103515
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ac9c196ccf126e2,start
X-Google-Attributes: gid1115ce,public
From: zan660@aol.com (Zan660)
Subject: What about the 040?
Date: 1996/02/20
Message-ID: <4gda28$p2@newsbf02.news.aol.com>#1/1
X-Deja-AN: 140323697
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)
reply-to: zan660@aol.com (Zan660)
newsgroups: comp.sys.atari.programmer

Hello I am using MagiCMac, I have a Quadra with a 25mhz 040 and 55mhz DSP,
how come no one is upgrading to 040s they work GREAT with MagiCMac, you
can get a 040 for under $100 (US). I am planning on writing some
rendering software to use the 040 and maybe even my DSP. If wan't LOW 040

and even LOWER 030 prices take a gamder int he bac of a Mac Magazine you
can find MANY great bargins.
Thanks for any ideas
Zan

From -3962993004048018406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60fa102f02499d61
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: Setting Falcon Video modes?
Date: 1996/02/20
Message-ID: <7013phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 140375735
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Internet Gate

In a message of <20 Feb 96 06:23:54>, uq086@freenet.Victoria.BC.CA
(90:100/106) writes:

 u> I can't for the life of me set the video mode on the Falcon. I
 u> start with a Setcreen with the proper mode (gotten from Vsetmode
 u> with -1), a rez of 2 (for 640x480) and then do a Vsetmode. In
 u> 640x480x16 I can set the video to the same mode, however from
 u> any other mode it trahes the screen. What am I doing wrong? I
 u> am using assembler.

This is from a reply by Doug Little (he's one of the author of Apex)

Initialisation:

```
        OldModeCode = VSetMode(-1)
        OldPhys = PhysBase()
        OldLog = LogBase()

        VSetScreen(NewPhys,NewLog,-1)
        VSetMode(NewModeCode)
```

Clean exit:

```
        VSetScreen(OldPhys,OldLog,-1)
        VSetMode(OldModeCode)
```

Avoid this at all costs:

```
        VSetScreen(NewPhys,NewLog,NewModeCode)
```

Trying to use VSetScreen with both screen address pointers & resolution flags passed as valid parameters will end in chaos. You have to do both jobs separately.

Doug.

AIUI, if you have NVDI 3 running then you're in big trouble, it doesn't like rez changes much and you're going to have to save and restore the screen registers, and restoring the screen registers is apparently not easy - as *when* you restore them and what order you restore them can be crucial!

BTW after the first VSetScreen you can do another immediately after

```
        VSetScreen(-1,-1,NewModeCode)
```

this helps too.

Maybe NVDI 4 is better!

Good luck :)

Phil

~ Decimal points are always one place too far to the left. ~

--

From 9118219156555387346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: Re: Day Finder
Date: 1996/02/20
Message-ID: <7012phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 140375768
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Internet Gate

In a message of <17 Feb 96 11:41:58>, phodgkin@nest.demon.co.uk

(90:100/106) writes:

 p> Author: Phil Hodgkins   Address: phodgkin@nest.demon.co.uk
 p>
 p> Split Message: 1 of 22.
 p>
 p>
 p> section 1/1   file madch001.jpg   [Wincode v2.6.1]

I don't know where this came from or who sent it, but if any one else got it - IT WASN'T ME!

The msg afterwards, marked from Unknown, WAS from me - obviously some mix up somewhere.

<late>

I've just looked at the file, how the hell can I disassociate myself from this shit! Please believe me, I had nothing to do with it.

If you received it, wipe it! It's sick.

Phil.

~ Programmers get overlaid. ~

--

From -4301713992985559870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b5bafc6bd09111b7
X-Google-Attributes: gid1115ce,public
From: diehl@io.org (Eric March)
Subject: Re: How do I...
Date: 1996/02/21
Message-ID: <4gdq8f$rr7@news1.io.org>#1/1
X-Deja-AN: 140352760
references: <4g9ve5$qts@tor.abc.se>
organization: Internex Online (shell.io.org), Toronto, Ontario, Canada
newsgroups: comp.sys.atari.programmer

Carl Lofgren (m9174@abc.se) wrote:
: Hi,

: is it possible to convert 'A$="0101001"' for example into a integer,
: with HiSoft Basic II?

Try val(a$)

: Carl.Lofgren@abc.se
: *** NOTE! This address will change into lofgren@dataphone.se
: *** very soon.

: ---
: * Kivi 1.41a *

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]- http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

From -1178824370578931357
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,becdb53e2e3307ec,start
X-Google-Attributes: gid1115ce,public
From: D.G.Williamson@shef.ac.uk (Daniel Williamson)
Subject: Programming questions!!
Date: 1996/02/21
Message-ID: <4gfblb$c6m@bignews.shef.ac.uk>#1/1
X-Deja-AN: 140392758
organization: Electrical Eng, University of Sheffield , UK
content-type: Text/Plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Well I finally got sozobonX to work. I was well happy when Dan is cool started scrolling down the screen (dan is cool is good for any test program message and is a throw back from my speccie days).
Any way.
I'm now looking for several things.
is there an editor which allows several files to be open at once and allows me to chain to the compiler?

Does anybody have or know where I can get documents/ files/ information on GEM programming.

If I wanted to make a file editor which could edit several files at once. How could I store the files in memory. i.e. how could I dynamically change the amount of memory for each file so they can grow in size. Would I give enough for say 10kb per file and then if I needed more I couldmove some of the files about in memory?

Does anybody know where I can get any extra libraries for sozobonX c
does anybody know of an interrupt driven sample player for c which will play a short sample in the background while allowing some processing to continue with my application. (I like funny noises and the like in any program, not just

games.)

oh well I hope I've given you all something to think about.
DAN
AKA ROWLF

From 2739941153605111871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,70a87b894824ba19
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: '030 MMU and bus error stack questions
Date: 1996/02/21
Message-ID: <4gfkqr$8it@nyheter.chalmers.se>#1/1
X-Deja-AN: 140404009
references: <7021dstewart@nest.demon.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <7021dstewart@nest.demon.co.uk>,
Derek Stewart <dstewart@nest.demon.co.uk> wrote:
>Hello
>
>Is the QL emulator you have ported to the Falcon a software emulator.

Yes, it's 100% software.

>As I thought all the Atari emulators were hardware emulation. The best

All the well known ones use hardware, but I didn't have the cash to pay
for one of them back in '89, so I wrote my own...

A handful of people used QLem back then, but until a couple of weeks
ago, I hadn't done anything with the program since '91.

Currently QLem only runs on 68000 based Ataris but, as I wrote, I'm
trying to do something about that.
QLem actually works to some degree under STonX (problems with the bus
error handling) and I'm planning on making it run without the ST ROM
and with its own screen emulation -> A QL on (almost) any UNIX system! :-)

--

```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -8963000031395751969

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,becdb53e2e3307ec
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Programming questions!!
Date: 1996/02/21
Message-ID: <825013544_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 140461517
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4gfblb$c6m@bignews.shef.ac.uk>
D.G.Williamson@shef.ac.uk (Daniel Williamson) said:-

[snip]

>If I wanted to make a file editor which could edit several files at
>once. How could I store the files in memory. i.e. how could I
>dynamically change the amount of memory for each file so they can grow
>in size. Would I give enough for say 10kb per file and then if I
>needed more I couldmove some of the files about in memory?

Use realloc(). This makes the typically cryptic 'C' explanations of
realloc() a little clearer ...

```
tmp_ptr = realloc(cur_buf,cur_size + extra);
if (tmp_ptr == NULL)   {
     /* no more memory, cur_buf still valid */

     if (cur_buf == NULL)   /* can't get a buffer */
     else          /* can't extend/shrink buffer */
     }
else {
     /* cur_buf gone */
     /* tmp_ptr contains a copy of cur_buf contents */
     /* plus 'extra' space to use */

     cur_buf = tmp_ptr;
     cur_size += extra;
}
```

--

Guy Harrison

guy@swampdog.demon.co.uk

From -2984302167681584183
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dee2bab2126a
X-Google-Attributes: gid1115ce,public
From: cgra@btmaa.bel.alcatel.be (Chris Gray)
Subject: Re: Need help on 2-byte signed to 2-byte unsigned conversion
Date: 1996/02/21
Message-ID: <4gf3on$19e@btmpjg.god.bel.alcatel.be>#1/1
X-Deja-AN: 140461713
distribution: world
sender: cgra@btma74 (Chris Gray)
references: <4gaja6$him@ftp.univie.ac.at>
organization: Never was my forte
reply-to: grayc@btmaa.bel.alcatel.be
newsgroups: comp.sys.atari.programmer

In article <4gaja6$him@ftp.univie.ac.at>, Christoph.Wawrosch@univie.ac.at
(Christoph Wawrosch) writes:
> Hi all,
>
> I have the following problem:
> I want to convert sound files, namely from Windows *.wav to Steinbergs Avalon
> *.smp format. I have no problems with all the headers and tails and stuff,
> but I couldnt figure out how to convert the data itself.
> In the *.wav file each sample word is stored as a signed integer with the LSB
> first, i.e
> -34268 = &H8000 = 00 80 in the file
> +34267 = &H7FFF = FF 7F in the file, and so on.

You misspelled "32768". :)

> In the target *.smp I find a unsigned integer with the MSB first:
> 255 = &H00FF = 00 FF
> 40215= &H9D17 = 9D 17 etc.
>

Unfortunately I know nothing of GFA Basic, so I'll have to write in C:

```
unsigned char a, c, c;
int i;

for (i=0;i<nbrSamples;++i)
  { a=getchar(); b=getchar(); putchar(b^0x80); putchar(a); }
```

Note that ^ is the C operator for "exclusive or".

Note that 0 for signed samples maps on to 32768 for unsigned:

```
00  80  FF  FF  00  00  FF  7F  ->  00  00  7F  FF  80  00  FF  FF
-32768    -1       0    +32767         0     32767   32768   65535
```

Good luck

Chris

--

 Chris Gray   Chris_Gray@bcs.org.uk   Compuserve: 100065,2102

From -5643152158340117797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,becdb53e2e3307ec
X-Google-Attributes: gid1115ce,public

From: gilleta@pento.esil.univ-mrs.fr (Bruno GILLETA)
Subject: Re: Programming questions!!
Date: 1996/02/21

Message-ID: <4ggad7$e6q@imt950.imt-mrs.fr>#1/1
X-Deja-AN: 140476308

references: <4gfblb$c6m@bignews.shef.ac.uk>
organization: IMT
newsgroups: comp.sys.atari.programmer

Hi !

In article <4gfblb$c6m@bignews.shef.ac.uk> D.G.Williamson@shef.ac.uk (Daniel
Williamson) writes:
> is there an editor which allows several files to be open at once and allows
me
> to chain to the compiler?

Yes, you can use micro-emacs

> Does anybody have or know where I can get documents/ files/ information on
GEM
> programming.

Yes, you can find a good one in :
ftp://src.doc.ic.ac.uk/public/info/.arch/EXTRA5/umich/Programming/progemdvi.lzh
ftp://src.doc.ic.ac.uk/public/info/.arch/EXTRA5/umich/Programming/progemtex.lzh
ftp://src.doc.ic.ac.uk/public/info/.arch/EXTRA5/umich/Programming/progem.arc

> How could I dynamically change the
> amount of memory for each file so they can grow in size?

Use the realloc function :
text = (char *) realloc(20000);

> Does anybody know where I can get any extra libraries for sozobonX c

Search the src.doc.ic.ac.uk ftp site

--


```
                                        ___
      Bruno GILLETA                  _.-|   |          |\__/,|   (`\
Laboratoire d'Informatique de       {   |   |          |o o  |__ _) )
        Marseille                    "-.|___|        _.( T   )  `  /
    Tel : 91 82 85 23                 .--'-`-.     _((_ `^--' /_<  \
                                    .+|______|__.-||__)`-'((((/  ((((/
```


From -3742748070039417249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: Re: Day Finder
Date: 1996/02/21
Message-ID: <7053rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 140479183
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Internet Gate

On 20 Feb 96 Phil wrote:

 PH> I've just looked at the file, how the hell can I disassociate myself
 PH> from this shit! Please believe me, I had nothing to do with it.
 PH>
 PH> If you received it, wipe it! It's sick.

Something told me that this was nothing to do with you, Phil.

Roger
rcain@nest.demon.co.uk

--

From 6179901575778359201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: dbrewood@nest.demon.co.uk (Daron Brewood)
Subject: Re: Day Finder
Date: 1996/02/21

Message-ID: <7058dbrewood@nest.demon.co.uk>#1/1
X-Deja-AN: 140479808
x-ftn-adr: 90:100/106.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: dbrewood@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Internet Gate

In a message of 21 Feb 96 Roger Cain (90:100/103) woffled to Phil Hodgkins:

 RC> Something told me that this was nothing to do with you, Phil.

Missed by me chaps, if I'd spotted it I'd have deleted it. As far as I can
tell I somehow received it in 'alt.sex.stories' and Fist cross posted it
and renamed the header.

Apologies.

Daron - dbrewood@nest.demon.co.uk

P.S. I do not take a.s.s regularly, just thought I'd try it for a while.
Gone now too much volume!

+!+
Owing to the current financial restrictions the lightg at the end of
the tunnel will be switched off until further notice.

--

From -2254855065577845229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: Re: Day Finder
Date: 1996/02/22
Message-ID: <98phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 140968140
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Internet Gate

In a message of <21 Feb 96 10:52:22>, Roger Cain (90:100/103) writes:

 RC> Something told me that this was nothing to do with you, Phil.

Thank you Roger, you have no idea how much this means to me :)

Phil

~ Go climb a gravity well. ~

--

From -7750834065131952324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: Re: Day Finder
Date: 1996/02/22
Message-ID: <97phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 140968910
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Internet Gate

In a message of <21 Feb 96 23:03:28>, Daron Brewood (90:100/106) writes:

 RC>> Something told me that this was nothing to do with you, Phil.
 DB>
 DB> Missed by me chaps, if I'd spotted it I'd have deleted it. As far as
 DB> I can tell I somehow received it in 'alt.sex.stories' and Fist cross
 DB> posted it and renamed the header.
 DB>
 DB> Apologies.

Accepted :))

Huge sigh of relief!

Phil

~ Dyslexics of the world untie! ~

--

From 4997439877989951271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed5f7753253db844,start
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Teaser? for BASIC Programmers
Date: 1996/02/23
Message-ID: <4gj4u5$pea@neon.airtime.co.uk>#1/1
X-Deja-AN: 140702882
organization: None Specified
newsgroups: comp.sys.atari.programmer

BASIC TEASER
Open to coders of any BASIC Language

*** note that regular users of this echo actualy requested this idea on irc channel #atari 22/02/96, I am simply supplying the question so apologies to anyone who thinks this is wrong, but this channel is desperate for traffic, enjoy ***

(1) You have a dimmed array, TEXT$(2000)

(2) You have loaded a document into this array, with each cell holding a line of text,

(3) You display the text with something like
****

```
    END=NUMBER OF TEXT LINES LOADED :rem this variables holds how
    many lines of text there actualy are, could be 10, could be
    1000
    MARKER=0 : rem this variable holds position of text on screen,
    ie 0=top of doc, END-21 = bottom of doc

    REPEAT
    I$=UPPER$(INKEY$)
    IF I$="F" AND MARKER < END-21 THEN INC MARKER : GOSUB SHOW
    IF I$="B" AND MARKER > 0      THEN DEC MARKER : GOSUB SHOW
    UNTIL FALSE

 SHOW rem sub routine to show 22 lines of text

 DUMMY=MARKER
 CLEAR SCREEN
 FOR N=0 TO 21
 LOCATE 0,N
 PRINT TEXT$(DUMMY)
 INC DUMMY
 NEXT

 REM **** DRAW A BOX X1,Y1 TO X2,Y2 ***************
```

RETURN
****

OK very rough and a pretty unusable routine, but it should be readable to even a beginner at basic,

THE TASK

Make a scrollbar, so the BOX thats REM'D will show the status of the file, This is a set window lentgh of 180 pixels, the amount of text could be 10 lines to 10 000 lines, how would you make a workable scroll bar, not interested in how to draw it, or how to work it, just interested in the correct X1,Y1 AND X2,Y2 coordinates that should be the correct top left and bottom right corners of the box no matter how for into the text you are, ie: what status the MARKER variable is at,

NO RULES but it must be BASIC not C (get your own compo <vbg>)

it is possible, see issue one of FOCUS diskzine and you will see that i have used a perfectly working scrollbar, but it took ages to make, months to figure out, so theres your task :)

Cheers.....!ynoT

*** Tony Greenwood : STOSSER Software **********
* stosser@airtime.co.uk * ATARI ST Programmer *
* irc channel#atari <stosser> * ATARI Journalist *
*http://www.airtime.co.uk/users/stosser/ **********
.

From -3873164424629391799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7419e9d9798f6cc,start
X-Google-Attributes: gid1115ce,public
From: Carl Barron <75066.3204@CompuServe.COM>
Subject: Teaser? for BASIC programmers
Date: 1996/02/23
Message-ID: <4gjr6limq1@mhafn.production.compuserve.com>#1/1
X-Deja-AN: 140793666
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

> Make a scrollbar, so the BOX thats REM'D will show the status of
> the file, This is a set window lentgh of 180 pixels, the amount of
> text could be 10 lines to 10 000 lines, how would you make a

> workable scroll bar, not interested in how to draw it, or how to
> work it, just interested in the correct X1,Y1 AND X2,Y2
> coordinates that should be the correct top left and bottom right
> corners of the box no matter how for into the text you are, ie:
> what status the MARKER variable is at,

Let w1 be the pixel width of the 'base 'box and w2 the width
of the 'progress bar'.
w2 = int(w1* (Marker)/(MarkEnd-21)) :rem end can be reserved

x1,y1,y2 of the progress box are the same as the base box.
If w2 is truncated to an integer value, then x2 = x1 + w2% where:
w2% = (x2base-x1)*Marker/(EndMarker-21)

base drawn with x1,y1,x2base,y2 parameters [and hollow]
progress drawn with x1,y1,x2,y2 parameters [and a fill]

exact code depends on your basic.

From 7913629537846044709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed5f7753253db844
X-Google-Attributes: gid1115ce,public
From: diehl@io.org (Eric March)
Subject: Re: Teaser? for BASIC Programmers
Date: 1996/02/23
Message-ID: <4gjio9$fb1@news1.io.org>#1/1
X-Deja-AN: 140793922
references: <4gj4u5$pea@neon.airtime.co.uk>
organization: Internex Online (shell.io.org), Toronto, Ontario, Canada
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@neon) wrote:

: BASIC TEASER
: Open to coders of any BASIC Language

[etc]

: Make a scrollbar, so the BOX thats REM'D will show the status of
: the file, This is a set window lentgh of 180 pixels, the amount of
: text could be 10 lines to 10 000 lines, how would you make a
: workable scroll bar, not interested in how to draw it, or how to
: work it, just interested in the correct X1,Y1 AND X2,Y2
: coordinates that should be the correct top left and bottom right
: corners of the box no matter how for into the text you are, ie:
: what status the MARKER variable is at,

: NO RULES but it must be BASIC not C (get your own compo <vbg>)

: it is possible, see issue one of FOCUS diskzine and you will see
: that i have used a perfectly working scrollbar, but it took ages
: to make, months to figure out, so theres your task :)

Relatively simple. All you have to do is turn the number of lines in the text file into a percentage and then determine the positioning of the scroll bar relative to the percentage into the file the user is currently at.

Let's say, for example, the scroll bar is 10 pixels tall, and the window within which the scroll bar sits is 110 pixels -- just to make it easy. That gives the scroll bar 100 possible positions. Now let's say that the text file is 1000 lines long -- also to make it easy. This means that for every pixel the scroll bar is moved up or down, the user will move up or down 10 lines in the text. Therefore, the user would have to allow the text to scroll 10 lines when (s)he clicks on one of the scroll arrows before the scroll bar moves one pixel.

So, if the user dragged the scroll bar down to the middle -- precicely 50 pixels down -- that user would end up with line 479 (500-21 lines of text displayable in the text window) of the text at the top of the window -- or line 500, depending on how you define the top variable and, therefore, the dynamic positioning of the scroll bar. (You could define top as either being line 21 -- or the last line, if the text is smaller than 21 lines -- or as line 1)

I could whip up some code if necessary (in GFA) but here's the explanation of how it's done, anyway. (I had to wrestle with it myself when I wrote Fansi. :-)

:
:   Cheers.....!ynoT

: *** Tony Greenwood : STOSSER Software ***********************
: *   stosser@airtime.co.uk   * ATARI ST Programmer *
: *   irc channel#atari <stosser>   *   ATARI Journalist *
: *http://www.airtime.co.uk/users/stosser/ ***********************
: .

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]- http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

From 7078669997907445479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,becdb53e2e3307ec
X-Google-Attributes: gid1115ce,public

From: Szymon Stasik <sstasik@zodiac22.mimuw.edu.pl>
Subject: Re: Programming questions!!
Date: 1996/02/23
Message-ID: <Pine.LNX.3.91.960223194323.2346B-100000@zodiac22.mimuw.edu.pl>#1/1
X-Deja-AN: 140840122
references: <4gfblb$c6m@bignews.shef.ac.uk> <4ggad7$e6q@imt950.imt-mrs.fr>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 21 Feb 1996, Bruno GILLETA wrote:

> > Does anybody have or know where I can get documents/ files/ information on
> GEM
> > programming.
>
> Yes, you can find a good one in :
> ftp://src.doc.ic.ac.uk/public/info/.arch/EXTRA5/umich/Programming/progemdvi.lzh
> ftp://src.doc.ic.ac.uk/public/info/.arch/EXTRA5/umich/Programming/progemtex.lzh
> ftp://src.doc.ic.ac.uk/public/info/.arch/EXTRA5/umich/Programming/progem.arc

And take a look at gem++ library available in most of atari sites in
directory programming/

regards,

Simon.

From -6252608672791900945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8756e1d1de36092
X-Google-Attributes: gid1115ce,public
From: bo.leuf@daggskim.ct.se (Bo Leuf)
Subject: GFA erase var() problem?
Date: 1996/02/23
Message-ID: <ftn_2.203.203.7$fidonet.org_312e1c1a_Bo.Leuf@daggskim.ct.se>#1/1
X-Deja-AN: 140956866
sender: news@ct.se
references: <4gbbp4$st7@ionews.io.org>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Daggskimmer BBS, Malmoe <ACC Scandinavia>
mime-version: 1.0
reply-to: bo.leuf@daggskim.ct.se
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 58e7a3ae924056c2aa9163477364d5d7
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message here dated 20 Feb 96 you wrote to All ...

[...detailed description...]
> But my curiosity's got the better of me. Why did the music screw up in
> the first place? Is there a bug in the erase() command?

Did you bother to do any garbage collection?
Whenever I have that sort of thing it looks like...

```
  ERASE var()
  ~FRE(0)
  DIM var(big)
```

Another thing that trips people up is the fact that GC anywhere may cause your variables to move about, so that

```
  a%=V:var(0)
```

may be valid for a while, but then var() might be moved, and a% points to something else.

<scribble> Bo Leuf

From -5620928747855565000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: gaghon@nevada.edu (GEORGE GAGHON)
Subject: Re: Falcon game programming
Date: 1996/02/23
Message-ID: <4gj92q$u2n@news.nevada.edu>#1/1
X-Deja-AN: 140990252
references: <DMHAI0.Ky8@eunet.ch>
organization: University of Nevada System Computing Services
newsgroups: comp.sys.atari.programmer

schoen@dial.eunet.ch wrote:
:
: Hi folks,
:
: with some assembler.
: My biggest problem: I come from the PC and Mac-world and
: therefore I have serious problem to figure out how to get
: the best out of my Falcon.
: One example: I made a little program with two swap-screens
: to figure out how fast the falcon is in 15 bit mode.
: I noticed that the framerate dropped dramatically when I
: moved the mouse during the animation.
: I assume that it has something to do with some kind of system

: interrupts, but I have no idea.
: I'd really appreciate if someone has some basic C-routine, like
: "hello world", just for games, which includes all the typical,
: needed initializations to get a game going on the falcon.
: Any help would be appreciated.
:
Use the blitter if you can do 2d blits or full screen blits. Yes you can use the blitter in TC as a replace mode blit ONLY. Set it up as a 1bit blit and work from there. I think I uploaded something to GEnie a while ago that demonstrated blitting on the Falcon.

With blitting, you can increase the performance to up to 12kb/sec in HOG mode.

Vince @ JV Ent.

From -3011187194243091806
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9bba62d7d1c4f3ec,start
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: itoa()
Date: 1996/02/24
Message-ID: <Pine.ULT.3.91.960224145509.28090C-100000@mars.dsv.su.se>#1/1
X-Deja-AN: 140950810
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Somebody asked for an itoa() a while ago? Here is one ...

```
#include <stdio.h>
main(void){

 char string[34];

 puts(itoa(6*9,string,13)); /* What do you get when you multiply 6 by 9 ?
                             * (in base 13)
                             */
 return 0;

}

char *itoa(int num,char *str, int radix){

 char temp[8 * sizeof (int)], i = 0, j = 0;
 if(num<0){
     num = - num;
     str[j++]='-';
 }
```

```
 temp[i++]=0;

 do{
   temp[i++] = "0123456789abcdef" [num % radix];
 } while(num /= radix);

 do{
   str[j++] = temp[--i];
 } while(i);

return str;
}


// Jens M Andreasen
```

From 5419198762175736034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed5f7753253db844
X-Google-Attributes: gid1115ce,public
From: Steph@wuss.demon.co.uk (Steph Taylor)
Subject: Re: Teaser? for BASIC Programmers
Date: 1996/02/24
Message-ID: <825264824_OASIS_@wuss.demon.co.uk>#1/1
X-Deja-AN: 140955425
x-nntp-posting-host: wuss.demon.co.uk
reply-to: Steph@wuss.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: none

Tony, Tony, Tony!

Thank you for supplying this teaser. However, I wrote a routine like this a while back, so thought was unnecessary (thank god!)

Here it is:

```
PROCEDURE sidebar
  PBOX 608,18,622,154                        ! Gives a nice white box
  ratio=138/endline%                         ! No of pixels/No of lines
  pagetop%=INT(ratio*(topline%-1))+17        ! Top of white box
  pagebase%=INT(ratio*baseline%)+17          ! Bottom of white box
  IF pagebase00000006agetop%<5
    temp%=INT(ratio*(topline%+10))+17        ! This routine sorted out a
    IF temp%<20                              ! minor bug, but I can't
      temp%=20                               ! remember what. It might be
    ENDIF                                    ! unnecessary. It might be
    pagetop%=temp%-2                         ! pivotal. I should comment my
    pagebase%=temp%+3                        ! code when I write it, & not
  ENDIF                                      ! 3 years later....
  DEFFILL 1,2,2                              ! This is a dotty menubar fill
```

```
  PBOX 607,17,623,pagetop%                  ! Draw the top grey box
  PBOX 607,pagebase%,623,155                ! Draw the bottom grey box
  DEFFILL 0,1                               ! Back to reality
RETURN
```

This is perhaps unconventional in that it draws the two shaded boxes rather than the single white box. There's no particular reason for this, other than the number of DEFFILLS.

I know that the INT commands are largely redundant because I am using integer variables, but I like to write neat code :o)

CYA

Steph.
--

O~~~~~~O
  "..Is it better to rule in hell than it is to serve in heaven?"
                                            Child Of The Damned - Warlord

  Steph Taylor   steph@wuss.demon.co.uk
O~~~~~~O

From -7754873602918063366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed5f7753253db844
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: Teaser? for BASIC Programmers
Date: 1996/02/24
Message-ID: <4gnn4g$mj9@neon.airtime.co.uk>#1/1
X-Deja-AN: 140964792
references: <825264824_OASIS_@wuss.demon.co.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

Steph Taylor (Steph@wuss.demon.co.uk) wrote:
: Tony, Tony, Tony!

: Thank you for supplying this teaser. However, I wrote a routine like this a
: while back, so thought was unnecessary (thank god!)

: Here it is:

SNIP---

  Ho dear, is everyone trying to tell me the problem was too easy?,

although a lot of people who asked for a teaser dident respond ?, I
thought you might have this one Steph, you being a mathematical fingy ?

 Well someone ask a more difficult one, but I still say it confused some,

 Cheers.....!ynoT

From 3318530600867355400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629f7f6aa8831577,start
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Hisoft 2
Date: 1996/02/24
Message-ID: <4gnncj$mj9@neon.airtime.co.uk>#1/1
X-Deja-AN: 140964793
organization: None Specified
newsgroups: comp.sys.atari.programmer

 I asked ages ago, as there was NO response then I will ask again,

 Has ANYONE got ANY source code i can have for Hisoft BASIC 2 as given
away by Atari World,

 I want to check out the code and find out what the language is capable
of before I go any farthur, Someone must have some source code or know
where I can find some,

 Cheers.....!ynoT

From -1867363198550776680
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed5f7753253db844
X-Google-Attributes: gid1115ce,public
From: dave@levihome.demon.co.uk (David Levi)
Subject: Re: Teaser? for BASIC Programmers
Date: 1996/02/24
Message-ID: <825189914_OASIS_NEWS@levihome.demon.co.uk>
X-Deja-AN: 140965331
x-nntp-posting-host: levihome.demon.co.uk
references: <4gj4u5$pea@neon.airtime.co.uk>
organization: Technosaurus_Rex
reply-to: dave@levihome.demon.co.uk (David Levi)
newsgroups: comp.sys.atari.programmer

 In article <4gj4u5$pea@neon.airtime.co.uk>
  stosser@neon (Tony Greenwood) wrote:-

```
>
>                              BASIC TEASER
>                  Open to coders of any BASIC Language
>
>  *** note that regular users of this echo actualy requested this
>idea on irc channel #atari 22/02/96, I am simply supplying the
>question so apologies to anyone who thinks this is wrong, but this
>channel is desperate for traffic, enjoy ***
>
>
>(1) You have a dimmed array, TEXT$(2000)
>
>(2) You have loaded a document into this array, with each cell
>holding a line of text,
>
>(3) You display the text with something like
>*******************************************
>
>    END=NUMBER OF TEXT LINES LOADED :rem this variables holds how
>    many lines of text there actualy are, could be 10, could be
>    1000
>    MARKER=0 : rem this variable holds position of text on screen,
>    ie 0=top of doc, END-21 = bottom of doc
>
>    REPEAT
>    I$=UPPER$(INKEY$)
>    IF I$="F" AND MARKER < END-21 THEN INC MARKER : GOSUB SHOW
>    IF I$="B" AND MARKER > 0      THEN DEC MARKER : GOSUB SHOW
>    UNTIL FALSE
>
> SHOW rem sub routine to show 22 lines of text
>
> DUMMY=MARKER
> CLEAR SCREEN
> FOR N=0 TO 21
> LOCATE 0,N
> PRINT TEXT$(DUMMY)
> INC DUMMY
> NEXT
>
> REM **** DRAW A BOX X1,Y1 TO X2,Y2 ***************

' new line ------
GOSUB scroll_bar(END,MARKER,180,22)

>
> RETURN
>******************************
>
> OK very rough and a pretty unusable routine, but it should be
>readable to even a beginner at basic,
>
```

> THE TASK
>
> Make a scrollbar, so the BOX thats REM'D will show the status of
>the file, This is a set window lentgh of 180 pixels, the amount of
>text could be 10 lines to 10 000 lines, how would you make a
>workable scroll bar, not interested in how to draw it, or how to
>work it, just interested in the correct X1,Y1 AND X2,Y2
>coordinates that should be the correct top left and bottom right
>corners of the box no matter how for into the text you are, ie:
>what status the MARKER variable is at,
>
> NO RULES but it must be BASIC not C (get your own compo <vbg>)
>

Here is the basic routine written in generic pseudo (personally I use GFA). As window length was stated I created the routine for a horizontal scroll bar, just swap x,y & x1,y1 to make it vertical.

```
PROCEDURE scroll_bar(mlines%,tline%,width%,vlines%)
' parameters
'      mlines = total number of lines loaded
'      tline = top line of current screen
'      width = total width of scrollbar range ( stated as 180 )
'      vlines = total number of lines displayable
LOCAL box_x%,box_y%,box_x1%,box_y1%,a#,scroll_x%,scroll_x1%
  box_x%=0
  box_y%=0
  box_x1%=width
  box_y1%=10  ( just to give it some height )
  a#=(box_x1%-box_x%)/mlines
  scroll_x%=a#*tline%
  scroll_x1%=scroll_x%+(a#*vlines%)
  DEFFILL 1,0                 ( white box black border )
  PBOX box_x%,box_y%,box_x1%,box_y1%
  DEFFILL 1,1                 ( Black Box )
  PBOX scroll_x%,box_y%,scroll_x1%,box_y1%
RETURN
```

Drawing it is a doddle, the challenging part is to move it with the mouse so it stays inside the range bar and can move from one end to the other and feeds the coordinates back. Also clicking on the range bar moving the page in the right direction AND the final part is to update the screen as it goes so that you can watch the text scroll as you move it.

If it is worked well you should be able to move the text cursor on the screen by moving the scrollbar.

I had to write a very small text editor for OASIS <70K but it had to handle any ATARI 16 bit computer with full GEM control with resources, MagiC, the usual word processor functions, block manipulation, Word wrap etc and can handle files of any size (actually the limit is 99,999 lines). It isn't everybodies cup of tea but then no program is.

What I have just finished was really hard - Try writing a multitasking GEM program with full TCP/IP systems (not one that runs in a multitasking environment - but is fully multitasking in itself, Menus Windows & Dialogs). Done in GFA basic.

The language isn't important it's the ideas that use it that are!

--


```
================================================================================
If All The World's Cars
Were Parked End To End: ---~~~~>> ///////  ///////  ///////  ///////  //////
                                  //       //   //  //       //       //    //
Some Idiot Would Try  ---~~~~>> ///////  ///////  ///////  ///////  //     //
To Pass !!!!!                        //  //       //       //       //    //
                    ---~~~~>> ///////  //       ///////  ///////  ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers     Falcon & HS working      Dave@levihome.demon.co.uk
================================================================================
```


From 398272534328185845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b29eb1ece2e8d9d6,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: AES 4.1 drop down listboxes
Date: 1996/02/25
Message-ID: <4go9ud$71e@inca01.inca.co.nz>#1/1
X-Deja-AN: 140975637
organization: INCA
newsgroups: comp.sys.atari.programmer

I have recently struct a bit of trouble with AES 4.1 listboxes.

If I disable the very last item in a listbox, it comes out in a "disabled button" colour, rather than just greyed text on the background colour.

If I disable any other item in that listbox, it comes out as grey text on whatever the background colour is.

This looks very odd, when the rest of the popup is flagged as FL3DBAK. Each of the affected ones are flagged FL3DBAK as well.

The listbox has fourteen items on it, all of type G_STRING, with four or five of them disabled.

Doing it as a normal popup menu seems to cure it.

Has anyone had any similar experiences like this?

How does one get around it? (other than doing it as a normal popup)

(I am using Lattice C 5.6, MultiTOS AES 4.1, MiNT 1.12 with memory
protection 'on', on a 20Mbyte TT in TT-Medium rez).

--

Quote For The Month: "This Time For Sure"

From -7644722926272363785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8756e1d1de36092
X-Google-Attributes: gid1115ce,public
From: diehl@io.org (Eric March)
Subject: Re: GFA erase var() problem?
Date: 1996/02/25
Message-ID: <4gp1mb$fug@news1.io.org>#1/1
X-Deja-AN: 141003822
references: <4gbbp4$st7@ionews.io.org>
<ftn_2.203.203.7$fidonet.org_312e1c1a_Bo.Leuf@daggskim.ct.se>
organization: Internex Online (shell.io.org), Toronto, Ontario, Canada
newsgroups: comp.sys.atari.programmer

Bo Leuf (bo.leuf@daggskim.ct.se) wrote:
: In a message here dated 20 Feb 96 you wrote to All ...
: [...detailed description...]
: > But my curiosity's got the better of me. Why did the music screw up in
: > the first place? Is there a bug in the erase() command?

: Did you bother to do any garbage collection?
: Whenever I have that sort of thing it looks like...

```
:   ERASE var()
:   ~FRE(0)
:   DIM var(big)
```

I'd forgotten about garbage collection; thing is though, I don't think
that was the problem; the problem recurred at exactly the same place
every time, and in precicely the same way. It was too regular and
precice to be a garbage collection problenn.

: Another thing that trips people up is the fact that GC anywhere may cause your
: variables to move about, so that

```
:   a%=V:var(0)
```

: may be valid for a while, but then var() might be moved, and a% points to
: something else.

I don't think that was it, either, but I'll keep that in mind. I've made
the array static now, so the probem hasn't recurred, and if I run into
more probllems I may just use malloc() instead.

:   <scribble> Bo Leuf

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]- http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

From -8568307116634095412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: schoen@dial.eunet.ch
Subject: Re: Falcon game programming
Date: 1996/02/25
Message-ID: <4gpk6c$1m0@news.eunet.ch>#1/1
X-Deja-AN: 141016744
references: <4g1inj$gej@lyra.csx.cam.ac.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: EUnet AG
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

> >My advice to you is that if want to code games (with fast graphics) you
> >better use only the 256 color mode.
>
> Why do you think most games at the moment do use the high colour mode?
>
> It's faster. To set a pixel in high colour mode you write two bytes, to
> set it in 256 colour mode you need to do eight separate bit operations.
> Had Atari made a chunky 256 colour mode it would have made much better
> speed possible, but as it is high colour is fastest for most things.

I agree. As we all can see, it's almost impossible to write a game
using real texture mapping on an amiga, just because of the lack of
chunky pixel format (ok, there are some tricks for it like using the
chopper, but they all have their limitations).
IMHO, the 16-bit-mode fits best for games on the falcon. Even if it
means to code in assembler. BTW, there's still a DSP around to do
some of the heavy work...

From 2000768857727219279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: chainxor@control.auc.dk (Henrik Lunardi Weide)
Subject: Re: Falcon game programming
Date: 1996/02/25
Message-ID: <4gq2gu$aph@news.iesd.auc.dk>#1/1
X-Deja-AN: 141035579
references: <4g1inj$gej@lyra.csx.cam.ac.uk>
organization: Aalborg University - Dep. of Control Engineering
reply-to: chainxor@control.auc.dk
newsgroups: comp.sys.atari.programmer

In article <4g1inj$gej@lyra.csx.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
> In article <4fn58m$mta@oravannahka.helsinki.fi>,
>   ekallion@cc.Helsinki.FI (Esa J Kallioniemi) writes:
>
> >My advice to you is that if want to code games (with fast graphics) you
> >better use only the 256 color mode.
>
> Why do you think most games at the moment do use the high colour mode?
>
> It's faster. To set a pixel in high colour mode you write two bytes, to
> set it in 256 colour mode you need to do eight separate bit operations.
> Had Atari made a chunky 256 colour mode it would have made much better
> speed possible, but as it is high colour is fastest for most things.

..... And it looks even better than crappy 256 colors :-)

Keep Cool and Flying...

ChainXOR...

```
// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM     //
// Running MagiC 4 OS                                               //
// E-Mail: chainxor@control.auc.dk                                  //
// Homepage: http://www.control.auc.dk/~chainxor/                   //
// Star Trek rules!                                //
```

From -4554085359268072474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public

From: chainxor@control.auc.dk (Henrik Lunardi Weide)
Subject: Re: Falcon game programming
Date: 1996/02/25
Message-ID: <4gq44q$aph@news.iesd.auc.dk>#1/1
X-Deja-AN: 141038485
references: <4g9hmd$6sl@oravannahka.Helsinki.FI>
organization: Aalborg University - Dep. of Control Engineering
reply-to: chainxor@control.auc.dk
newsgroups: comp.sys.atari.programmer

In article <4g9hmd$6sl@oravannahka.Helsinki.FI>, ekallion@cc.Helsinki.FI (Esa J Kallioniemi) writes:
> Forsythe and Guy (clifton@southern.co.nz) wrote:
> : Esa J Kallioniemi (ekallion@cc.Helsinki.FI) wrote:
> : : schoen@dial.eunet.ch wrote:
> It doesn't take much of the programmers skills to understand that if you
> have to draw polygons with one pixel at the time, on 16 mhz machine with
> 16-bit bus to the memory the performance can't be that good.

It seems that you have obvoiusly not seen BAD MOOD for Falcon than - eh ?

Well I can tell you, that it makes all your arguments fall to the grownd, regarding
the Falcon being slow in HighColor and 3D.

Of course, the Falcon is not state of the art anymore, I know that, but anyway check out :

http://rand.thn.htu.se

....and see what's possible on the Falcon.

Keep Cool and Flying...

ChainXOR...

```
// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM     //
// Running MagiC 4 OS                                               //
// E-Mail: chainxor@control.auc.dk                                  //
// Homepage: http://www.control.auc.dk/~chainxor/                   //
// Star Trek rules!                                //
```

From 5515341486852660144
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,629f7f6aa8831577
X-Google-Attributes: gid1115ce,public
From: ackerman.29@postbox.acs.ohio-state.edu (Dan Ackerman)
Subject: Re: Hisoft 2
Date: 1996/02/25
Message-ID: <ackerman.29-2502961349110001@gb107samac.acs.ohio-state.edu>#1/1
X-Deja-AN: 141045421
references: <4gnncj$mj9@neon.airtime.co.uk>
organization: OSU
newsgroups: comp.sys.atari.programmer

In article <4gnncj$mj9@neon.airtime.co.uk>, stosser@neon (Tony Greenwood) wrote:

> I asked ages ago, as there was NO response then I will ask again,
>
> Has ANYONE got ANY source code i can have for Hisoft BASIC 2 as given
> away by Atari World,
>
> I want to check out the code and find out what the language is capable
> of before I go any farthur, Someone must have some source code or know
> where I can find some,
>
> Cheers.....!ynoT

There is some floating around in the Programming section of a.a.u.e. I
couldn't tell you exactly which ones they are though. I remember seeing a
couple when I was indexing it last year. If you grab the 0index, I think
I noted which ones were HiSoft Basic.

Sorry I can't be of any more help,

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

From 8994115026978273458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9bc082917dc539bf,start
X-Google-Attributes: gid1115ce,public
From: johngr@teleport.com (John C. Graser)
Subject: Scrolling / Page flipping
Date: 1996/02/25
Message-ID: <4gqibm$k7s@maureen.teleport.com>#1/1
X-Deja-AN: 141111440
organization: Teleport - Portland's Public Access (503) 220-1016
keywords: Scrolling
newsgroups: comp.sys.atari.programmer
summary: Scrolling

I'm tring to fix some programs I wrote afew year ago. One problem I
have is I get flicker on my scrolling program. I am using Vsync and Set

screen and coping screens to the buffers can the switch. but every so often get flicker near the top of the screen. This happens on both my STFM and Falcon. I basicly copy the next screen to logical page, vsync then switch logic/physical then do the same for the next screen.

Is there a faster or flicker free way to do this that will work on both systems. I can't think of any other way with the 256byte restriction for screen boundaries on the STFM.

Thanks

John

--
johngr@teleport.COM Public Access User -- Not affiliated with Teleport
Public Access UNIX and Internet at (503) 220-1016 (2400-28800, N81)

From -7015021669996422419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629f7f6aa8831577
X-Google-Attributes: gid1115ce,public
From: Steph@wuss.demon.co.uk (Steph Taylor)
Subject: Re: Hisoft 2
Date: 1996/02/25
Message-ID: <825369784_OASIS_@wuss.demon.co.uk>#1/1
X-Deja-AN: 141115851
x-nntp-posting-host: wuss.demon.co.uk
reply-to: Steph@wuss.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: none

Tony,

If you are looking to play about with a different flavour of Basic, why not try out GFA? Asides from my obvious bias, it really is a powerful version of basic, and it forces you to write really structured code. Good training for when/if you switch to a 'real' language (as MarkB would say!)

The other advantage of trying GFA 3.6 is the number of people who use it and can give you support & false information in equal measure :o))) Guess which bracket I'd fit into....

Seriously, though, I'm a bit of an amateur, but I know my way around the language. There are a couple of experts floating around. For instance, Oasis & Oasis 2 are written in GFA 3.6, so those two must be a bit handy. And you might have noticed others on this group & c.s.a.s. talking up a good game! :o)

This isn't intended to start a flame war between languages; I just assumed you were interested in other Basics because of your question. I don't know anything about HiSoft.

My opinion, that's all..

Steph.
--

O~~~~~~O
  "..Is it better to rule in hell than it is to serve in heaven?"
                                                Child Of The Damned - Warlord

  Steph Taylor   steph@wuss.demon.co.uk
O~~~~~~O

From -1058900988768240844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629f7f6aa8831577
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: Hisoft 2
Date: 1996/02/26
Message-ID: <4gqtgg$ppv@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 141125272
references: <825369784_OASIS_@wuss.demon.co.uk>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <825369784_OASIS_@wuss.demon.co.uk>,
     Steph@wuss.demon.co.uk (Steph Taylor) writes:
>Tony,
>
>If you are looking to play about with a different flavour of Basic, why not
>try out GFA? Asides from my obvious bias, it really is a powerful version of
>basic, and it forces you to write really structured code.

So does Hisoft Basic though. Either would be better than STOS :)

>Good training for when/if you switch to a 'real' language (as MarkB
>would say!)

Since you mention it, yes :)

>The other advantage of trying GFA 3.6 is the number of people who use it and
>can give you support & false information in equal measure :o))) Guess which
>bracket I'd fit into....

I really don't think I should reply to this bit :)

>you were interested in other Basics because of your question. I don't know
>anything about HiSoft.

Hisoft basic is better for GEM stuff, particularly if you have Ofir's toolbox. Apart from that there's not much to choose between them really, it's just whichever you prefer.

From 9060045224244803332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,347ac95832c14fd2,start
X-Google-Attributes: gid1115ce,public
From: cb170@city.ac.uk (Hall BJ)
Subject: GFA Queries
Date: 1996/02/26
Message-ID: <4gr18b$kio@bambam.soi.city.ac.uk>#1/1
X-Deja-AN: 141130751
organization: School of Informatics, City University, London
newsgroups: comp.sys.atari.programmer

Perhaps someone could help me with a couple of GFA problems/queries:

Firstly, I've been having problems getting the VA_START protocol working - specifically in finding the path/file that is passed when a file is dropped onto the program icon.

I get the VA_START message and the appropriate details in the message buffer fine, with the hi and lo words of the address. When I concatenate the two words, it gives me an address, which I can then read with filename$=CHAR{address%}.

This works fine when both numbers are positive, and I get the correct filename. However, recently I have started to get negative numbers in the low word of the address, almost always resulting in a crash (bus error) when reading the file string ('cos it's getting the address wrong). Typically I get values of 25 for the hi word and around -2756 for the low word.

Anyone have more info on this?
(BTW I'm using MagiC 2 and Gemini 1.999)

**

Also, can anyone shed a bit more light on the compiler settings - specifically, which ones should be used and which should not. I'm writing Line-A free MagiC compatible, modern flydial interface Gem apps with Gregor Duchalski's Flydials.

Cheers!

--

 |> | | WWW: http://web.city.ac.uk/~cb170
 |> E |\| |-| /\ |_ |_   EMAIL: benj@city.ac.uk

From 4246084650046116776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb74c1b95474eea1,start
X-Google-Attributes: gid1115ce,public
From: jat5@york.ac.uk (John 'john..' Tuffen)
Subject: Hacking executables (read, don't just flame)
Date: 1996/02/26
Message-ID: <4gs4uj$ei@netty.york.ac.uk>#1/1
X-Deja-AN: 141169047
distribution: world
organization: The University of York, UK
newsgroups: comp.sys.atari.programmer

I have a piece of software that drives a piece of hardware attached
to my Atari (it's the Lynex 16 bit sampler if you must know). Now, I
have a problem: The software is very unreliable, and also has features
which I don't use - it also lacks features that I would like. After
(approx) 2 years of searching, I have found no-one who has heard of this
hardware, and no help whatsoever. Which brings me to my question:

Is there a recognised way of `reverse-engineering' the code? I managed
to disassemble the code using GFA assembler, but I don't really understand
the format of ST executables - the disassembled code has a load of jump
instructions at it's start, now I don't know whether these are real
instructions, or a data storage area. I haven't done much assembler!

Any hints, tips etc. (or better still, someone who has some source code
for the Lynex sampler - I still live in hope) will be gratefully
received.

cheers,

john..

-=-
| e-mail: jat5@york.ac.uk |
| web pages start here: http://www.york.ac.uk/~jat5/ |
-=-
* my music: http://www.york.ac.uk/~jat5/html/music.html *
****

From -566475132189646988
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80f547e2f0caf811,start
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Problems with close virtual workstation
Date: 1996/02/26
Message-ID: <4gs0nn$79b@bbcnews.rd.bbc.co.uk>#1/1
X-Deja-AN: 141184740
organization: British Broadcasting Corporation, UK
newsgroups: comp.sys.atari.programmer

I'm having grief with the vdi function "close virtual work station" (I can't remember the C function name off hand). NVDI3 complains that I pass it an invalid handle but I can't see what I'm doing wrong. Here's what I do (important details only):

```
1) call appl_init()
2) VDIhandle = graf_handle()
3) ScreenHandle = VDIHandle()
4) ScreenHandle = v_openvwk(...,&ScreenHandle, ...) /*or whatever
     the function name*/
5) event loop till quit
6) v_closevwk(ScreenHandle)
7) appl_exit()
```

NVDI pops up a dialogue box informing me that I gave it an invalid handle. The documentation I have says that this is the correct way of doing things.

-David White

//standard disclaimer

From -1640411823012139900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48ba076167379027,start
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: STOSSER
Date: 1996/02/26
Message-ID: <4gsile$j8j@neon.airtime.co.uk>#1/1
X-Deja-AN: 141188033
organization: None Specified
newsgroups: comp.sys.atari.programmer

http://www.airtime.co.uk/users/stosser/

This page has now been updated, Some major changes have been made, the <Downloads> section now has its own menu system, from here you can now download all 25 issues of STOSSER Diskzine, all 4 issues of STESTOSterone diskzine, a selection of STOS extensions and a selection of my titles, including H.E.R.O. Multiplayer Pakman and VidIgrid 2, other titles by myself can also be downloaded,

Couple of more people added to the <Bit about> section, please note anyone in this section directing others to there "bit" should use the normal url but change your name to uppercase,

A new section added on the main menu and smaller updates to existing sections, there now totals Seventy Nine (79) seperate pages on this one site,

This will be the last major monthly change now that I have a working ftp client ie: MG-FTP for use with STiK, I now dont have to wait a month, with my STe I can now update the page as often as I wish, and indeed will be doing, so keep your eye on the date when you visit :)

Cheers.....!ynoT

*** Tony Greenwood : STOSSER Software **********
* stosser@airtime.co.uk * ATARI ST Programmer *
* irc channel#atari <stosser> * ATARI Journalist *
*http://www.airtime.co.uk/users/stosser/ **********
.

From 268671795859923993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9bc082917dc539bf
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: Scrolling / Page flipping
Date: 1996/02/26
Message-ID: <4gsn5o$ea@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 141191505
references: <4gqibm$k7s@maureen.teleport.com>
organization: Dept of Computer Science, University of Manchester, U.K.
keywords: Scrolling
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

Sorry to be a bit blunt here, but could you possibly explain a little more clearly exactly what it is you're trying to do since I'm not sure I've understood correctly. I assume that you're just trying to do

double-buffering - ie, display physical screen, draw on logical screen, wait for the vbl, then swap screens. If your code runs in less than 1 vbl, then you can put in a new vbl routine at $70.w:

```
vbl1
     move.w   #1,vbl_flag        ;    flag the vbl's happened
     ...                ;    any other code
     move.l   #phy_screen2,$ffff8200.w    ;    display physical screen
     move.l   #log_screen1,screen    ;    draw on logical
     move.l   #vbl2,$70.w        ;    next vbl
     rte

vbl2
     move.w   #1,vbl_flag
     ...
     move.l   #log_screen2,$ffff8200.w
     move.l   #phy_screen1,screen
     move.l   #vbl1,$70.w
     rte

; This routine will wait for the vbl to occur
     clr.w    vbl_flag
wait_vbl
     tst.w    vbl_flag
     beq.s    wait_vbl
```

log_screen1 = address of screen 1
phy_screen1 = address of screen 2
log_screen2 = shifted address of screen 1 (for hardware)
phy_screen2 = shifted address of screen 2 (for hardware)

Whether this works on the Falcon I've no idea. But you get the idea. If you really need to get around the 256-byte restriction on the STFM, then you can always sync-scroll, which allows you to start the screen address on an 8-byte boundary. See the Mindbomb main menu for a good example of this. Or some of TCBs screens.

You say you're copying screens to the buffers. What do you mean by this? If you could give a more detailed explanation of what you're trying to do it would be a great help. Is this a game? Demo? There are _many_ techniques for speeding up what you're doing, but often they are restricted to certain things.

gaz

From 7552372941419069263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2dd3262e405cd2c,start
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Lattice C funnies

Date: 1996/02/26
Message-ID: <4gsagh$a4s@bbcnews.rd.bbc.co.uk>#1/1
X-Deja-AN: 141191945
organization: British Broadcasting Corporation, UK
newsgroups: comp.sys.atari.programmer

Why does my Lattice C (v5.6) compiler keep on coming up with the
message, "Warning 100: function prototype not found", when the
function prototype is definately there in one of the header
files; spelt the same and with the correct arguments.

-David White

//standard disclaimer

From 9146244655831658432
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2dd3262e405cd2c
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Lattice C funnies
Date: 1996/02/26
Message-ID: <4gsm9o$q2d@blauw.sci.kun.nl>#1/1
X-Deja-AN: 141196343
references: <4gsagh$a4s@bbcnews.rd.bbc.co.uk>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <4gsagh$a4s@bbcnews.rd.bbc.co.uk> David White <david.white@rd.eng.bbc.co.uk>
writes:

>Why does my Lattice C (v5.6) compiler keep on coming up with the
>message, "Warning 100: function prototype not found", when the
>function prototype is definately there in one of the header
>files; spelt the same and with the correct arguments.

I've had hour-long debugging sessions finally ending in finding that
the include file _before_ the offending one had a missing ; or
something. You could check that out.

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From 3933113118758681641
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,629f7f6aa8831577
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Hisoft 2
Date: 1996/02/26
Message-ID: <4gt8uq$bbr@inca01.inca.co.nz>#1/1
X-Deja-AN: 141268048
references: <825369784_OASIS_@wuss.demon.co.uk>
organization: INCA
newsgroups: comp.sys.atari.programmer

Steph Taylor (Steph@wuss.demon.co.uk) wrote:
> language. There are a couple of experts floating around. For instance, Oasis
> & Oasis 2 are written in GFA 3.6, so those two must be a bit handy. And you

<rant>

Be careful when you start assuming "product X" was written in "Language Y", and therefore Y is a very good/bad language.

This is a completely incorrect inference. The skill of the programmer is paramount here. A good programmer behind a crap language can do just as well - if not better - than a crap programer behind a much better language.

(I have heard such opinions ["X uses Y, so Y is good/crap"] before, and find the tadger-comparison that the language wars devolve into ["L has GOOGOL, but Q doesn't, so Q sux Ls appendage"] tiring to wade through).

</rant>

(Not wishing to attack you or your post in particular, but it did mention an "X written in Y", from which the capability of Y can be inferred by the lazy/ignorant)

--

Quote For The Month: "This Time For Sure"

From -3114471739727401623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a86a508e893c198b
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: Fried bits?
Date: 1996/02/26
Message-ID: <4gt3vc$bp3@sargas.omicron.se>#1/1
X-Deja-AN: 141326248
references: <824576700_OASIS_@caiw.nl>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

arcovang@caiw.nl (A.van.Geest) writes:

>Can anyone tell me if there is going to be a fried bits this year?
>I lost my old invitation so I don't know who to mail...

There won't be a Fried Bits party but there will be another party called
"Symposium" which will be held in Hamburg. The full invitation can be
found at the URL: http://stud1.tuwien.ac.at/~e9327376/sympos.htm

Regards /
         Loke / Dead Hackers Society

--
Elias Martenson   ! When I come up with a good joke,
elias@omicron.se   ! it will be here.

From -2292671912436195393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3dee2bab2126a
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: Need help on 2-byte signed to 2-byte unsigned conversion
Date: 1996/02/26
Message-ID: <4gt2hh$bo1@sargas.omicron.se>#1/1
X-Deja-AN: 141326423
references: <4gaja6$him@ftp.univie.ac.at>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Christoph.Wawrosch@univie.ac.at (Christoph Wawrosch) writes:

>Hi all,

>I have the following problem:
>I want to convert sound files, namely from Windows *.wav to Steinbergs Avalon
>*.smp format. I have no problems with all the headers and tails and stuff,
>but I couldnt figure out how to convert the data itself.
>In the *.wav file each sample word is stored as a signed integer with the LSB
>first, i.e
>-34268 = &H8000 = 00 80 in the file
>+34267 = &H7FFF = FF 7F in the file, and so on.
>In the target *.smp I find a unsigned integer with the MSB first:
>255 = &H00FF = 00 FF
>40215= &H9D17 = 9D 17 etc.

This is quite simple.
All you have to do is add 0x8000 to each value, and

the sign extension will cause the negative values to wrap around,
be careful with BASIC though, since it might not do what you expect.
In C and Assembler it works.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From -3164249740086310914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60fa102f02499d61
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: Setting Falcon Video modes?
Date: 1996/02/26
Message-ID: <4gt2la$bo9@sargas.omicron.se>#1/1
X-Deja-AN: 141326450
references: <1996Feb20.015456.24891@freenet.victoria.bc.ca>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

uq086@freenet.Victoria.BC.CA (Nicholas Steele) writes:

>I can't for the life of me set the video mode on the Falcon. I
>start with a Setcreen with the proper mode (gotten from Vsetmode
>with -1), a rez of 2 (for 640x480) and then do a Vsetmode. In
>640x480x16 I can set the video to the same mode, however from
>any other mode it trahes the screen. What am I doing wrong? I
>am using assembler.

What do you mean that it trashes the screen. If you're trying to change the
desktop resolution it won't work that way, since GEM don't know that
the resolution is changed.

Regards /
Loke / Dead Hackers Society
--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From -4002522273125348632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80f547e2f0caf811
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Problems with close virtual workstation

Date: 1996/02/27
Message-ID: <4gti9t$eqk@inca01.inca.co.nz>#1/1
X-Deja-AN: 141281678
references: <4gs0nn$79b@bbcnews.rd.bbc.co.uk>
organization: INCA
newsgroups: comp.sys.atari.programmer

David White (david.white@rd.eng.bbc.co.uk) wrote:
> I'm having grief with the vdi function "close virtual work station" (I
> can't remember the C function name off hand). NVDI3 complains that I
> pass it an invalid handle but I can't see what I'm doing wrong. Here's
> what I do (important details only):

```
> 1) call appl_init()
> 2) VDIhandle = graf_handle()
> 3) ScreenHandle = VDIHandle()
> 4) ScreenHandle = v_openvwk(...,&ScreenHandle, ...) /*or whatever
>    the function name*/
> 5) event loop till quit
> 6) v_closevwk(ScreenHandle)
> 7) appl_exit()
```

> NVDI pops up a dialogue box informing me that I gave it an invalid
> handle. The documentation I have says that this is the correct way
> of doing things.

What you have listed appears to be valid code - although step 3 seems a
bit suspect. It could also be a bug in NVDI.

Here is what I use (suitably trimmed)

```
     appl_init()
     vhandle = graf_handle(...)
     v_opnvwk( wi, &vhandle, wo )
     evnt_keybd()
     v_clsvwk( vhandle )
     appl_exit()
```

--

Quote For The Month: "This Time For Sure"

From 729047776399708615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb74c1b95474eea1
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Hacking executables (read, don't just flame)
Date: 1996/02/27
Message-ID: <4gti9g$6f3@moacs11.moacs.indiv.nl.net>#1/1
X-Deja-AN: 141284400

references: <4gs4uj$ei@netty.york.ac.uk>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

In article <4gs4uj$ei@netty.york.ac.uk>,
John 'john..' Tuffen <jat5@york.ac.uk> wrote:
> I managed to disassemble the code using GFA assembler, but I don't
> really understand the format of ST executables

The header of an executable is:

```
struct programheader {
     u_int16_t magic;        /* always 0x601a (bras)   */
     u_int32_t textlen;  /* length of text segment */
     u_int32_t datalen;  /* length of data segment */
     u_int32_t bsslen;       /* length of bss segment  */
     u_int32_t symlen;       /* length of symbol table */
     u_int32_t reserved;
     u_int32_t flags;        /* program load flags     */
     u_int16_t no_reloc_info;     /* if != 0, the code is   */
                         /* position independent   */
}
```

The text segment immediately follows this header. The data segment
immediately follows the text segment. The symbol table immediately
follows the data segment. The relocation info immediately follows
the symbol table.

The text segment may of course contain constant data, but contrary
to the unix a.out format there is no entry point in the header,
hence the text segment must start with an instruction.

Regards,
Waldi
--
The world is coming to an end. Please log off.

From 5492526264399883280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,347ac95832c14fd2
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: GFA Queries
Date: 1996/02/27
Message-ID: <4gtj6f$6gd@moacs11.moacs.indiv.nl.net>#1/1
X-Deja-AN: 141284404
references: <4gr18b$kio@bambam.soi.city.ac.uk>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

In article <4gr18b$kio@bambam.soi.city.ac.uk>,
Hall BJ <cb170@city.ac.uk> wrote:
> Typically I get values of 25 for the hi word and around -2756
> for the low word.

```
   25 == 0x19
-2756 == 0xf53c
```

((0x19 << 16) | 0xf53c) => 0x19f53c, looks like a valid address.
Maybe you must declare high and low words as unsigned integers.

Regards,
Waldi
--
The world is coming to an end. Please log off.

From -6605435910048041783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59d8d03c4066aa78,start
X-Google-Attributes: gid1115ce,public
From: clifton@southern.co.nz (Forsythe and Guy)
Subject: Teaser! for Basic Programmers
Date: 1996/02/27
Message-ID: <4gu9gk$4nq@orm.southern.co.nz>#1/1
X-Deja-AN: 141318069
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Well, not so much of a teaser as a whole game :)

Has anyone seen Worms (made by Team 17) on the Amiga or PC?
(a cross between tank wars and lemmings - awesome game!)

If you haven't then you should have a look at it and become enlightened :)
If you have... I propose the challenge of writing it for the 1 MB+ STE /
TT / Falcon - with enhancings for each system :) - you may
(actually probably will) have to get permission from Team 17...
you can email them at
dudes@team17.com
whether you get any response from them is another story...
I will post other adresses as I get hold of them

```
        _                Julian Forsythe                _
      o( )          Christchurch, New Zealand          ( )o
     /  /\    Internet Email: clifton@southern.co.nz    /\  \
```


Hail Atari! Hail Motorola! Hail IBM... with Rocks!

In a nuclear war all men will be cremated equal.

STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRE

From -7479907372415571828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2dd3262e405cd2c
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: Lattice C funnies
Date: 1996/02/27
Message-ID: <4gujbd$st7@bbcnews.rd.bbc.co.uk>#1/1
X-Deja-AN: 141325195
references: <4gsagh$a4s@bbcnews.rd.bbc.co.uk> <4gsm9o$q2d@blauw.sci.kun.nl>
organization: British Broadcasting Corporation, UK
newsgroups: comp.sys.atari.programmer

sanders@sci.kun.nl (Sander Stoks) wrote:
>
> In <4gsagh$a4s@bbcnews.rd.bbc.co.uk> David White <david.white@rd.eng.bbc.co.uk>
writes:
>
> >Why does my Lattice C (v5.6) compiler keep on coming up with the
> >message, "Warning 100: function prototype not found", when the
> >function prototype is definately there in one of the header
> >files; spelt the same and with the correct arguments.
>
> I've had hour-long debugging sessions finally ending in finding that
> the include file _before_ the offending one had a missing ; or
> something. You could check that out.
>
I'll have a look, but I doubt if that is the problem. I only have one header
file that is created manually by me, the other headers are the AES, VDI and
resource
file headers.

-David White

//standard disclaimer

From -8732997473589648021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80f547e2f0caf811
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: Problems with close virtual workstation
Date: 1996/02/27
Message-ID: <4gujib$st7@bbcnews.rd.bbc.co.uk>#1/1

X-Deja-AN: 141325670
references: <4gs0nn$79b@bbcnews.rd.bbc.co.uk> <4gti9t$eqk@inca01.inca.co.nz>
organization: British Broadcasting Corporation, UK
newsgroups: comp.sys.atari.programmer

gmiller@inca.co.nz (Gaven Miller) wrote:
>
> David White (david.white@rd.eng.bbc.co.uk) wrote:
> > I'm having grief with the vdi function "close virtual work station" (I
> > can't remember the C function name off hand). NVDI3 complains that I
> > pass it an invalid handle but I can't see what I'm doing wrong. Here's
> > what I do (important details only):
>
> > 1) call appl_init()
> > 2) VDIhandle = graf_handle()
> > 3) ScreenHandle = VDIHandle()
> > 4) ScreenHandle = v_openvwk(...,&ScreenHandle, ...) /*or whatever
> > the function name*/
> > 5) event loop till quit
> > 6) v_closevwk(ScreenHandle)
> > 7) appl_exit()
>
> > NVDI pops up a dialogue box informing me that I gave it an invalid
> > handle. The documentation I have says that this is the correct way
> > of doing things.
>
> What you have listed appears to be valid code - although step 3 seems a
> bit suspect. It could also be a bug in NVDI.
>
> Here is what I use (suitably trimmed)
>
>   appl_init()
>   vhandle = graf_handle(...)
>   v_opnvwk(wi, &vhandle, wo)
>   evnt_keybd()
>   v_clsvwk(vhandle)
>   appl_exit()

That is exactly the same, I just retain the original handle in case I ever
open another workstation (eg, for printing). As for it being a gug in NVDI,
mine seems to be the only program that comes up with it.

-David White

//standard disclaimer

From -1924669171699632784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c12770369bacdf0,start
X-Google-Attributes: gid1115ce,public
From: D.G.Williamson@shef.ac.uk (Daniel Williamson)

Subject: machine code in sozobonX
Date: 1996/02/27
Message-ID: <4gv7la$h3b@bignews.shef.ac.uk>#1/1
X-Deja-AN: 141395286
organization: Electrical Eng, University of Sheffield , UK
content-type: Text/Plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Does anybody know how to add a machine code routine into c.
I have a sample playing routine and I need to be able to pass some data to it,
In gfa I malloc() some memory and load the source code into there and then put
the data into the correct locations using offsets from the starting address.
Any ideas on how to do this using sozobonX.
DAN

From 5140077977384658280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aa405b1baf4281c3,start
X-Google-Attributes: gid1115ce,public
From: Andrew Thackrah <at>
Subject: missing libm.a in sozobonX
Date: 1996/02/27
Message-ID: <4gvcj1$c7c@scotsman.ed.ac.uk>#1/1
X-Deja-AN: 141403248
content-type: text/plain; charset=us-ascii
organization: Edinburgh University
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; OSF1 V3.2 alpha)

I have a copy of sozobonX which is missing the floating point
library libm.a (I got the package from ftp.fu-berlin.de)

Can anyone suggest a site with a copy of this file, or perhaps
post one to me (I have an anonymous ftp address)

cheers,

Andrew.

From 3322003882250584190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb74c1b95474eea1
X-Google-Attributes: gid1115ce,public

From: nat@zumdick.rhein-main.de (Nat!)
Subject: Re: Hacking executables (read, don't just flame)
Date: 1996/02/27
Message-ID: <DnEqqr.15s@zumdick.rhein-main.de>#1/1
X-Deja-AN: 141420004
references: <4gs4uj$ei@netty.york.ac.uk>
organization: Mulle KybernetiK
newsgroups: comp.sys.atari.programmer

John 'john..' Tuffen (jat5@york.ac.uk) wrote:
: Is there a recognised way of `reverse-engineering' the code? I managed
: to disassemble the code using GFA assembler, but I don't really understand
: the format of ST executables - the disassembled code has a load of jump
: instructions at it's start, now I don't know whether these are real
: instructions, or a data storage area. I haven't done much assembler!
Sorry to be so negative. But w/o knowing much assembler you're probably
just wasting time. Honestly.

The TOS header looks like this:

```
typedef struct
{
   word  magic;         /* 0x601A */
   lword text_len, /* size of text segment */
         data_len,
         bss_len,
         sym_len,
         res1,
         prgflags;
   word  abs_flag;
} tos_header;
```

If you really wanna disassemble this, use these hints.

1) replace all absolute addresses (like Hardware / lower memory)
   with symbols (like MEMCONF etc.) replace all relative
   addresses like $136784 with L_136784

2) identify subroutines that issue TRAPs. Find out what the
   traps do, name those subroutines

3) find strings, name their addresses

4) Now from the start try to analyze whats happening, ignore
   big functions for now. Look for the little shit like memcpy
   , getenv strcmp et.c.

5) Keep the CD player spinning all the time :)

Expect to spend _quite_ some time doing this, if you've never done this
before. The benefit in the end will be that you understand the program
better than the original programmer ever has (no joke).

Nat!
--

Bang that bit that doesn't bang!

[I am just another child pornography spreading internet nazi]

From -3947416415661189290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629f7f6aa8831577
X-Google-Attributes: gid1115ce,public
From: Steph@wuss.demon.co.uk (Steph Taylor)
Subject: Re: Hisoft 2
Date: 1996/02/27
Message-ID: <825540408_OASIS_@wuss.demon.co.uk>#1/1
X-Deja-AN: 141448409
x-nntp-posting-host: wuss.demon.co.uk
reply-to: Steph@wuss.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: none

In article <4gt8uq$bbr@inca01.inca.co.nz>
gmiller@inca.co.nz (Gaven Miller) said:-

>Steph Taylor (Steph@wuss.demon.co.uk) wrote:
>> language. There are a couple of experts floating around. For instance, Oasis
>> & Oasis 2 are written in GFA 3.6, so those two must be a bit handy. And you
>
><rant>
>
>Be careful when you start assuming "product X" was written in "Language
>Y", and therefore Y is a very good/bad language.

Certainly, but as there was no mention of this sort of thing, where's the
problem? I am pretty capable of figuring that out for myself, but thanks for
pointing it out.

>
>This is a completely incorrect inference. The skill of the programmer is
>paramount here. A good programmer behind a crap language can do just as

It was the skill of the programmer that I was commenting on. What I like to
do when I'm reading something is to let the words transfer their meaning,
and avoid trying to paste my preconcieved ideas on top of some stand-out
words in the text - is this something that you could usefully employ in the
future?

>well - if not better - than a crap programer behind a much better language.
>
>(I have heard such opinions ["X uses Y, so Y is good/crap"] before, and
>find the tadger-comparison that the language wars devolve into ["L has

>GOOGOL, but Q doesn't, so Q sux Ls appendage"] tiring to wade through).

I appreciate this. I am sorry, perhaps I should have e-mailed Tony directly on this matter. However, yours is the only reply to this (asides from 1 humorous one), and therefor the only one likely to start an arguement.

> ></rant>
>
>(Not wishing to attack you or your post in particular, but it did mention
>an "X written in Y", from which the capability of Y can be inferred by the
>lazy/ignorant)

Ha. Which bracket do you fit into then, Mr Misread?

I stated quite clearly that I knew nothing about Hisoft 2. I made no comparisons between languages. I made a recommendation based on 2 salient points; firstly, I know the language (GFA), and secondly, I know some people are quite expert in that language and could offer the sort of help that Tony was looking for. No more, no less.

Please don't take this post as any more of a personal attack on you than yours was on me. A suggestion though. If you do want to flame the arse off of me, e-mail me direct. I'm sure most of the group don't want to read a private bickering match between me & you.

A puffed-up & self-righteous Steph.
--

O~~~~~~O
  "..Is it better to rule in hell than it is to serve in heaven?"
                                                Child Of The Damned - Warlord

  Steph Taylor   steph@wuss.demon.co.uk
O~~~~~~O

From 4481742238620294713
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2dd3262e405cd2c
X-Google-Attributes: gid1115ce,public
From: Roger Burrows <rzb20@juts.ccc.amdahl.com>
Subject: Re: Lattice C funnies
Date: 1996/02/27
Message-ID: <NEWTNews.825466583.1754.rzb20@rzb20.amdahl.com>#1/1
X-Deja-AN: 141449512
sender: netnews@ccc.amdahl.com (Usenet Administration)
references: <4gsagh$a4s@bbcnews.rd.bbc.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Amdahl Corporation, Sunnyvale CA USA

mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <4gsagh$a4s@bbcnews.rd.bbc.co.uk>, <david.white@rd.eng.bbc.co.uk>
writes:
> Why does my Lattice C (v5.6) compiler keep on coming up with the
> message, "Warning 100: function prototype not found", when the
> function prototype is definately there in one of the header
> files; spelt the same and with the correct arguments.
>
> -David White
>
> //standard disclaimer
>

Why not post the relevant code & we'll all take a look?

Roger Burrows / Anodyne Software

From -9040574540216406963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c12770369bacdf0
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: machine code in sozobonX
Date: 1996/02/27
Message-ID: <825537650_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 141449954
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4gv7la$h3b@bignews.shef.ac.uk>
D.G.Williamson@shef.ac.uk (Daniel Williamson) said:-

>Does anybody know how to add a machine code routine into c. I have a
>sample playing routine and I need to be able to pass some data to it,
>In gfa I malloc() some memory and load the source code into there and
>then put the data into the correct locations using offsets from the
>starting address. Any ideas on how to do this using sozobonX.

It may support something along the lines of 'asm' for inline code but
the best way to do it is to have the assembler in one file and the C in
another. As you haven't done this before then you can get the compiler
to help you once you have found the correct options ...

E.G.

```
main()
{
 printf("Hello ");
 asm_bit("there ");
 printf("World\n");
}
```

asm_bit() will be in assembler. Write a nearly blank routine in a separate file which has the required arguments ...

```
void
asm_bit(s)
char *s;
{
 s = NULL; /* forces the compiler to access the argument */
}
```

and tell it to generate assembler which will produce (in my case, yours will probably differ) ...

```
cc -S asm_bit.c
```

which produces asm_bit.s containing ...

```
globl    asm_bit_

asm_bit_:
     link a6,$0
     clr.l    8(a6)
     unlk a6
     rts
```

The compiler has generated to basic prototype for you and makes the asm_bit() function accessible to be called like any other C function. A nice and neat solution. All you have to do is insert your assembler. The original asm_bit.c can now be deleted.

```
globl    asm_bit_

asm_bit_:
     link a6,$0    /stack frame for locals (none here)
               /clr.l removed, its done its job of telling
               /us arg 's' is at 8(a6)

               /code to move arguments asm_bit() arg list
               /to correct places in your code below

     movem.l ?,-(sp)    /save appropriate registers

               /insert or jsr to your code here

               /restore saved regs
```

```
     unlk a6   /kill stack frame
     rts       /to main() in this case
```

All you have to do is find the correct switches to make your compiler generate assembler and experiment with trivial examples for a bit to find out how varying arguments are passed. You of course will have to find out about the compiler's register usage.

and compilation should be a simple equivilent case of

```
cc -o example.prg main.c asm_bit.s
```

Provided you have not messed with critical compiler registers your assembly section can easily call other functions ...

```
globl asm_bit_

asm_bit_:
     link a6,$0
     move.l   8(a6),-sp
     jsr  printf_
     addq.w   $4,sp
     unlk a6
     rts
```

I hope some of it makes sense!

--

Guy Harrison

guy@swampdog.demon.co.uk

From -1967514983648285530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60fa102f02499d61
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: Setting Falcon Video modes?
Date: 1996/02/28
Message-ID: <4h1r61$kic@sargas.omicron.se>#1/1
X-Deja-AN: 141519756
references: <1996Feb20.015456.24891@freenet.victoria.bc.ca>
<4gt2la$bo9@sargas.omicron.se> <4h05pe$9f6@news.nevada.edu>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

gaghon@nevada.edu (GEORGE GAGHON) writes:

>: >I can't for the life of me set the video mode on the Falcon. I
>: >start with a Setcreen with the proper mode (gotten from Vsetmode
>: >with -1), a rez of 2 (for 640x480) and then do a Vsetmode. In
>: >640x480x16 I can set the video to the same mode, however from
>: >any other mode it trahes the screen. What am I doing wrong? I
>: >am using assembler.
>:
>: What do you mean that it trashes the screen. If you're trying to change the
>: desktop resolution it won't work that way, since GEM don't know that
>: the resolution is changed.
>:

>What happens is a problem with blowup. You are in 800x600, and VDI is in
>800x600. When you change rez using Setscreen, both the screen and the
>VDI is changed. When you go back using Setscreen the screen is in
>800x600 but the VDI is now in 640x480. So the screen looks messed up.
>The problem is Blowup does not have a hook in the Setscreen for the VDI,
>so even though the screen returns the VDI defualts. It seems that the
>VDI is only set when you change the rez in the desktop.

This is not the case, read your manuals!

Setscreen does NOT change the VDI.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From -1859480945919912652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,893c6f3688fa4721,start
X-Google-Attributes: gid1115ce,public
From: m9174@abc.se (Carl Lofgren)
Subject: Re: How do I...
Date: 1996/02/28
Message-ID: <4h183b$9pc@tor.abc.se>#1/1
X-Deja-AN: 141537833
organization: ABC-Klubben
newsgroups: comp.sys.atari.programmer

d> : is it possible to convert 'A$="0101001"' for example into a integer,
d> : with HiSoft Basic II?
d>
d> Try val(a$)

Thanks.... I'll try that!

Carl.Lofgren@abc.se

---
* Kivi 1.41a *

From 2181426121524050160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80f547e2f0caf811
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Problems with close virtual workstation
Date: 1996/02/28
Message-ID: <825628956_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 141556436
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <4h192r$mp1@bbcnews.rd.bbc.co.uk>
  David White <david.white@rd.eng.bbc.co.uk> said:-

>David White <david.white@rd.eng.bbc.co.uk> wrote:
>>
>> gmiller@inca.co.nz (Gaven Miller) wrote:
>> >
>> > David White (david.white@rd.eng.bbc.co.uk) wrote:
>> > > I'm having grief with the vdi function "close virtual work station" (I
>> > > can't remember the C function name off hand). NVDI3 complains that I
>> > > pass it an invalid handle but I can't see what I'm doing wrong. Here's
>> > > what I do (important details only):
>> >
>
>whoops, I got the error message wrong, it wasn't an error in the handle
>(which is what I assumed it said). The error is "invalid opcode, Handle = 8"
>which is not the same. But, I'm still none the wiser. Any knowledgeable
>bod out there with the answer?

What I said still goes, v_opnvwk() returns void so that is going to
crop up as soon as the call works. The following has just this moment
been compiled and tested to be *doubly* sure ...

```
#define  DEF_VDI       /* simply a conditional macros which defines
               * my intin,intout arrays etc */
#include <gem.h>   /* your equivilent of aes.h and vdi.h */

main()
{int wki[11]  ={1,1,1,1,1,1,1,1,1,2},
     wko[57],
     nowt,
     vh;
```

```
 /* this could be a cause of invalid opcode */
 /* no appl_init() = no Gem calls */
 appl_init();

 /* obtain physical screen handle */
 vh = graf_handle(&nowt,&nowt,&nowt,&nowt);

 /* convert to virtual screen handle */
 /* NDI has 128 workstations iirc */
 v_opnvwk(wki,&vh,wko);

 /* check for vh failure omitted!! */

 /* prove we've got a valid workstation */
 v_gtext(vh,160,100,"Hello World");

 /* close it */
 v_clsvwk(vh);

 /* allow AES to free system resources */
 appl_exit();

 /* success */
 exit(0);
}
```

If this fails check that your int size is really 16 bit and not 32 bit.

Even my K&R compiler will not allow me to assign results from void functions to anything. Check that the header has been pulled in and that all is defined and that it is defined correctly. It is not unknown for headers to be wrong. v_opnvwk() is void, reguardless of what your header has it defined as.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 7149495080811445358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80f547e2f0caf811
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: Problems with close virtual workstation
Date: 1996/02/28

Message-ID: <4h192r$mp1@bbcnews.rd.bbc.co.uk>#1/1
X-Deja-AN: 142235759
references: <4gs0nn$79b@bbcnews.rd.bbc.co.uk> <4gti9t$eqk@inca01.inca.co.nz>
<4gujib$st7@bbcnews.rd.bbc.co.uk>
organization: British Broadcasting Corporation, UK
newsgroups: comp.sys.atari.programmer

David White <david.white@rd.eng.bbc.co.uk> wrote:
>
> gmiller@inca.co.nz (Gaven Miller) wrote:
> >
> > David White (david.white@rd.eng.bbc.co.uk) wrote:
> > > I'm having grief with the vdi function "close virtual work station" (I
> > > can't remember the C function name off hand). NVDI3 complains that I
> > > pass it an invalid handle but I can't see what I'm doing wrong. Here's
> > > what I do (important details only):
> >

whoops, I got the error message wrong, it wasn't an error in the handle
(which is what I assumed it said). The error is "invalid opcode, Handle = 8"
which is not the same. But, I'm still none the wiser. Any knowledgeable
bod out there with the answer?

-David White

//standard disclaimer

From 756739269489872613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,629f7f6aa8831577
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: Hisoft 2
Date: 1996/02/29
Message-ID: <4h3uqa$4gt@neon.airtime.co.uk>#1/1
X-Deja-AN: 141609150
references: <4gnncj$mj9@neon.airtime.co.uk> <4h334k$3ev@news1.wolfe.net>
organization: None Specified
newsgroups: comp.sys.atari.programmer

Rich aka Captain Blade (starship@3rdplanet.com) wrote:
: stosser@neon (Tony Greenwood) wrote:

: > I asked ages ago, as there was NO response then I will ask again,
: >
: > Has ANYONE got ANY source code i can have for Hisoft BASIC 2 as given
: >away by Atari World,
: >
: > I want to check out the code and find out what the language is capable
: >of before I go any farthur, Someone must have some source code or know

: >where I can find some,

: I have about 10 megs of source code, Tony. I bought the package and
: I'm damn glad I did - HiSoft BASIC is far superior to GFA in both
: speed and "legal" code generation. I could send you the sources that
: came with the package to compile some demos if you like.

Yes please, anything you can send as i still have nothing, i tried some basic commands and compiled an example, but i need to know more before going any fartur, anything you can offer as i have nothing at all, how can you send to me, i can handle any size emails, no limits as far as i know, or whatever is best for you, please advise, and thanks :)

Cheers.....!ynoT stosser@airtime.co.uk

From -5550605017094875176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: dhedberg@yin.kuai.se (Daniel Hedberg)
Subject: Re: Falcon game programming
Date: 1996/02/29
Message-ID: <4h4ne4$q71@kaon.kuai.se>#1/1
X-Deja-AN: 141630756
references: <DMHAI0.Ky8@eunet.ch> <4fn58m$mta@oravannahka.Helsinki.FI>
<Pine.LNX.3.91.960228120308.6265A-100000-100000@hinux.hin.no>
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

: Summed up that the Falcon are much funner to use than bulky windows, and
: much slicker than even pentiums, it's well worth using. And if you look
: at the new game from Sweden, Willy - The adventurer, you can see that
: really good games on the Falcon ARE possible!!!

Thanks! We are doing our very best... btw, the name of the game have been changed to "Willie's Adventures". I just got to mention one thing about bitplane vs. TrueColor mode. You can't really say that any of these modes are quicker than the other. It all depends on what you are planning to do on the screen. It would be impossible to do "Willie's Adventures" in TrueColor for us for an example. The TrueColor mode is great for doing texturemapping and effects like that, but not very good for games like ours. Drawing bigger sprites in TrueColor takes more processing time compared to bitplane mode, and in bitplane mode it's also possible to make use of the different bitplanes to do things like parallax scrolling, something that definitly is impossible in TrueColor mode (of course it's possible but not in full frame rate).

Anyone that are interested in our Falcon030 game but haven't found it. Take a look at <ftp.uni-kl.de> or <ftp.cnam.fr>. It will also be

available on our homepage pretty soon.

--

```
                                                                @ @
  ----------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   The Home Page of New Beat Development:   E-Mail:            IRC Nickname:
   http://www.kuai.se/~dhedberg/            dhedberg@kuai.se   _Daniel
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From -1626153267662133005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ed2f19bcafd8911,start
X-Google-Attributes: gid1115ce,public
From: etbauer@informatik.tu-muenchen.de (Christian "Eddi" Etbauer)
Subject: Avalon ROM-Port Cartridge
Date: 1996/02/29
Message-ID: <4h4ahf$kfl@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 141636428
distribution: world
organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.programmer
originator: etbauer@hphalle5f.informatik.tu-muenchen.de

Can somebody tell me how to adress the Avalon DA-Board (from Steinberg) in Assembler ? I checked the entire memorymap to see if I can get any kind of response from the cartridge, but it just doesn't react. Or does somebody know an emailadress from Steinberg or something like this ? Any help would be appreciated.

Eddi

--
--

```
                      ______The Keyboard-Cowboys
                     (____   _  _   _   __
                    ______) (_ (|) |-) (-_
 etbauer@informatik.tu-muenchen.de  |
```

From -1629005941952342222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9bc082917dc539bf
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: Scrolling / Page flipping
Date: 1996/02/29

Message-ID: <4h4ner$118@sargas.omicron.se>#1/1
X-Deja-AN: 142027158
references: <4gqibm$k7s@maureen.teleport.com>
<4gv7vm$7i8@sunsystem5.informatik.tu-muenchen.de>
content-type: text/plain; charset=US-ASCII
organization: Omicron
keywords: Scrolling
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

stricker@informatik.tu-muenchen.de (Roland Strickerschmidt) writes:

>I finally came to the conclusion, that the flicker results from the fact,
>that the screen is not really switched directly after the vbl in whatever
>way I tried to do it, but one vbl later (!) and that the shifted part on
>top of the screen probably resulted from the continued manipulation of the
>logical (but in fact not yet hidden) screen. The only (temporary) solution
>I found was to watch the video-memory-address-counter (indicating which
>address of the video-RAM is evaluated at the moment), to wait until the
>whole screen is drawn and to switch screens *before* the vbl occurs.
>Surely not an efficient method of doing things, but at least I had no more
>problems with flickers or any other unintended effects. Note also, that
>some programs might not even notice that retarded vbl, if it exists...
>Since I stopped programming on Ataris about four years ago, I don't know,
>if the situation has changed on Falcon machines.

>Still not sure if my conclusions were correct, still want to know
>what was wrong with my other efforts and still curious to hear about
>similar experiences.

On any atari machine you can set the screen address at any one time.
The change occurs the next VBL, that is, BEFORE the VBL interrupt
uccurs. This means that you actually set the screen address to the
screen you want to write on at the beginning of the VBL.

Vector $70 contins a pointer to the VBL interrypt. That is, the interrupt
that gets calles every time AFTER the screen address has been read and
set from the screen address pointer.

On the STE and onward (TT, Falcon) the video address counter is no
longer read-only, which means that you can set the screen address
in the middle of the screen, effectively making half the screen
hardware scrolling while keeping another half of the screen static.

Regards /
Loke / Dead Hackers Society

--
Elias Martenson
elias@omicron.se
! When I come up with a good joke,
! it will be here.

From -1029911532038533762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,abb87dffbc1b9572,start
X-Google-Attributes: gid1115ce,public
From: garn9114@kutztown.edu (George W. Garner)
Subject: ** WANTED: A good C/C++ compiler! **
Date: 1996/02/29
Message-ID: <4h4ger$bkv@jake.esu.edu>#1/1
X-Deja-AN: 142232423
organization: Kutztown University of Pennsylvania, USA
newsgroups: comp.sys.atari.programmer

If anybody has a good C/C++ compiler they're just dying to get off their hands, then I'd love to be the one to take it from you :) Please email me at : garn9114@kutztown.edu, or if that's too much to remember, quantum@postoffice.ptd.net. Unfortunately, I don't get nearly enough of a chance to read this newsgroup, so a response via here will probably go unread :(.

Thanks in advance for any and all responses :)

George Garner

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~~~
~~~

Message-ID: <DMHAI0.Ky8@eunet.ch>#1/1
X-Deja-AN: 138577703
sender: usenet@eunet.ch
organization: A customer of EUnet AG, Switzerland
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi folks,

I just started with game programming on the falcon.
I want to write a 3D-game and am using C, eventually
with some assembler.
My biggest problem: I come from the PC and Mac-world and
therefore I have serious problem to figure out how to get
the best out of my Falcon.
One example: I made a little program with two swap-screens
to figure out how fast the falcon is in 15 bit mode.
I noticed that the framerate dropped dramatically when I
moved the mouse during the animation.
I assume that it has something to do with some kind of system
interrupts, but I have no idea.
I'd really appreciate if someone has some basic C-routine, like
"hello world", just for games, which includes all the typical,
needed initializations to get a game going on the falcon.
Any help would be appreciated.

From 7869143565126230721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a2112b16c308bae9,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 133246,a2112b16c308bae9,start
X-Google-Attributes: gid133246,public
X-Google-Thread: 15ac12,a2112b16c308bae9,start
X-Google-Attributes: gid15ac12,public
X-Google-Thread: f4c6d,a2112b16c308bae9,start
X-Google-Attributes: gidf4c6d,public
X-Google-Thread: 1115ce,a2112b16c308bae9,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ff6ae,a2112b16c308bae9,start
X-Google-Attributes: gidff6ae,public
X-Google-Thread: 159aa6,a2112b16c308bae9,start
X-Google-Attributes: gid159aa6,public
X-Google-Thread: 14f047,a2112b16c308bae9,start
X-Google-Attributes: gid14f047,public
From: Christoph.Wawrosch@univie.ac.at (Christoph Wawrosch)
Subject: file format of Sound Designer I and Avalon
Date: 1996/02/09
Message-ID: <4ff81i$1pmo@ftp.univie.ac.at>#1/1

X-Deja-AN: 138672954
content-type: Text/Plain; charset=US-ASCII
organization: Universit[illegible]t Wien
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.programmer,alt.binaries.sounds.midi,alt.binaries.sounds.misc,alt.binaries.sounds.music,alt.binaries.sounds.samples.music,alt.binaries.sounds.utilities,alt.music.midi,alt.music.midiweb,de.alt.binaries.sounds,comp.sys.ibm.pc.soundcard.tech,pronet.sound&musik

Hi everybody,

does anybody know where I could get the specifications of the sample format
of the sample editors Sound Designer (Digidesign) and Avalon (Steinberg)?
Both programs are rather out of date and ran on the Atari St platform.

Any information would be highly appreciated!

chris

Christoph Wawrosch
Institut fuer Pharmakognosie
Universitaet Wien
Althanstr. 14, A-1090 Wien, Austria
email: christoph.wawrosch@univie.ac.at

From 6563004780752038972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e7c4a1d5c0fd5dd
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: Speedo GDOS question
Date: 1996/02/09
Message-ID: <311B5ECF.44@imc.exec.nhs.uk>#1/1
X-Deja-AN: 138678863
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <hejral.2.0@feld.cvut.cz> <4fde6h$65o@newsflash.hol.gr>
to: Andriopoulos Panagiotis <paa@hol.gr>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (X11; I; SunOS 5.4 sun4m)

Andriopoulos Panagiotis wrote:
> The A.C is wrong! The vqt_get_table() returns a pointer to a linked list.
> NOT to the lookup tables.

Could you post a better description of the call to the net perhaps?

--Chris

From 6092172235252653043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99338ad791d4bb9c
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: Lattice vs Pure C
Date: 1996/02/09
Message-ID: <311B6221.1F25@imc.exec.nhs.uk>#1/1
X-Deja-AN: 138710469
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <4fchoo$54f@studs.sci.kun.nl>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (X11; I; SunOS 5.4 sun4m)

Sander Stoks wrote:
> My basic question is: Do I want to get Lattice C? I already have
> Pure C 1.1, but I find out that support for the latest TOSes (I have a
> Falcon) is not complete. I could of course hack my own function calls
> for stuff like VsetScreen() (and have done so) but this is not my
> favourite solution.

An easy and cheap solution is to use the free MiNTlibs (and gemlibs?)
which work on Pure C as well as gcc and Lattice. The MiNTlibs certainly
support more recent GEMDOS calls..

> So how does Lattice C (which is the only currently supported C,
> right?) compare to Pure C?

Lattice is not being developed any more. It is still supported in a
sense, however Hisoft are not keen to release any more versions.

> (_Is_ there an assembler or would I have to get
> Devpac?)

Yes there is an assembler. It works but isn't as good as (say) Devpac.

--Chris

From 799019264918281668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a2112b16c308bae9
X-Google-Attributes: gid111a55,public

X-Google-Thread: 133246,a2112b16c308bae9
X-Google-Attributes: gid133246,public
X-Google-Thread: 15ac12,a2112b16c308bae9
X-Google-Attributes: gid15ac12,public
X-Google-Thread: 14f047,a2112b16c308bae9
X-Google-Attributes: gid14f047,public
X-Google-Thread: ff6ae,a2112b16c308bae9
X-Google-Attributes: gidff6ae,public
X-Google-Thread: f4c6d,a2112b16c308bae9
X-Google-Attributes: gidf4c6d,public
X-Google-Thread: 1115ce,a2112b16c308bae9
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 159aa6,a2112b16c308bae9
X-Google-Attributes: gid159aa6,public
From: John Blakeley <jsb101@unix.york.ac.uk>
Subject: Re: file format of Sound Designer I and Avalon
Date: 1996/02/09
Message-ID: <4ffvf9$2q8@netty.york.ac.uk>#1/1
X-Deja-AN: 138947607
references: <4ff81i$1pmo@ftp.univie.ac.at>
to: Christoph.Wawrosch@univie.ac.at
content-type: text/plain; charset=us-ascii
organization: The University of York, UK
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.programmer,alt.binaries.sounds.midi,alt.binaries.
sounds.misc,alt.binaries.sounds.music,alt.binaries.sounds.samples.music,alt.binari
es.sounds.utilities,alt.music.midi,alt.music.midiweb,de.alt.binaries.sounds,comp.s
ys.ibm.pc.soundcard.tech,pronet.sound&musik
x-mailer: Mozilla 1.2N (Windows; I; 16bit)

Many moons ago, I wanted to do the same thing but couldn't locate any
info. What I ended up doing was creating a sample in Avalon that was 100
samples long - 16bit. Then, in the sample info page I filled in all the
data I could, loop points, comments, etc, making them all different. Then
I did a hex dump of it and worked out what every character meant!! It
took ages, but then I still havent received any replies to my original
enquiries, and that was about 4 years ago.

I don't have this info any more, but hope the suggestion helps!

John.

From 356665764006673237
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,184e0a1ba60018a,start
X-Google-Attributes: gid1115ce,public
From: S94 <gearyp@cs.man.ac.uk>
Subject: 68000 disassembler source code needed
Date: 1996/02/09

Message-ID: <311B469A.41C67EA6@cs.man.ac.uk>#1/1
X-Deja-AN: 139307524
content-type: text/plain; charset=us-ascii
organization: Sirius Cybernetics Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (X11; I; SunOS 4.1.2 sun4c)

Could anyone point me in the direction of a 68000 disassembler source
code listing - written in preferably 80x86, otherwise in C.

Thanks.

From -6151250092151596924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99338ad791d4bb9c
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Lattice vs Pure C
Date: 1996/02/10
Message-ID: <4fi46k$k2c@nyheter.chalmers.se>#1/1
X-Deja-AN: 138806770
references: <4fchoo$54f@studs.sci.kun.nl>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <4fchoo$54f@studs.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
>Hi,
>
>   My basic question is: Do I want to get Lattice C? I already have
>Pure C 1.1, but I find out that support for the latest TOSes (I have a
...
>   So how does Lattice C (which is the only currently supported C,
>right?) compare to Pure C? Pure _used_ to produce faster, shorter
>code. But even stuff I program myself seems to be rather buggy under

PureC should only produce faster executables for very simple code
(or code with lots of function calls). It's optimizer is almost
non-existent, but it does really good register allocation.

Lattice C has a very good optimizer, but its register allocation often
lets it down. Especially it seems to have problems optimizing when you
use 16 bit ints. I've had code run twice as fast when compiled with
32 bit ints, for no reason other than that the optimizer got confused
by the 16 bit ints.

GCC beats both the others when it comes to optimization, but its
inability to handle register parameters to functions can cause
performance drops sometimes.

I did a comparative test between GCC, Lattice C and TurboC some years back, compiling MGIF with full optimizations on all of them (that was the beginning of my involvment with MGIF, by the way).

While the TurboC code was slightly faster at a few things, it also lost by as much as six (6) times at other code because of the lack of optimization.
I've not seen any real difference between the code produced by PureC and the TurboC version that was used for the test back then.

I could probably dig up that old article if anyone's interested.

>   What I like about Pure C is its development environment (nice
>integrated help and stuff), its compiler speed, its code tightness and
>speed, and the integrated assembler. How does Lattice compare on
>these points? (_Is_ there an assembler or would I have to get

The lack of a source level debugger was always the main problem with Lattice C IMO, but there is supposed to be a third party one available by ftp nowadays. On line documentation can be had via ST-Guide and the environment for the later Lattice versions was much better than the PureC/TurboC ones IMO.
Naturally, compile speed is important as well and there's nothing that comes close to PureC for that.

I myself use GCC at least 99% of the time nowadays.
It looks like it's the only one of the three that's still supported.
--


```
  Chalmers University   | Why are these |  e-mail:   rand@cd.chalmers.se
     of Technology      |  .signatures  |            johan@rand.thn.htu.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -8995162140194452264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b,start
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Day Finder
Date: 1996/02/10
Message-ID: <4fi8in$avc@neon.airtime.co.uk>#1/1
X-Deja-AN: 138809404
organization: None Specified
newsgroups: comp.sys.atari.programmer

 Hi Peeps
  Looking for a sub routine that will take the current date, ie DDMMYYYY and return the actual day ie: Mon, Tues, Wen etc etc
  Something as small as possible that will also take into consideration leap years and will work from any year to any year

Put simply, I need to know the actual day name, of any given date,

Please help if possible, Many thanks :)

BTW, Any Basic Launguage will do as I should be able to convert it<?>

Cheers.....!ynoT

***** Tony Greenwood : STOSSER Software **********
* stosser@airtime.co.uk ATARI ST Programmer *
* irc channel#atari <stosser> ATARI Jaguar Player *
** http://www.airtime.co.uk/users/stosser/ **********
.

From 5726019067035567212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31617dd24597f7e1,start
X-Google-Attributes: gid1115ce,public
From: ee11aw@surrey.ac.uk (Mr Anthony P Weston)
Subject: DSP - matrix setup & LOD files
Date: 1996/02/10
Message-ID: <4fif2a$al2@info-server.surrey.ac.uk>#1/1
X-Deja-AN: 138815084
organization: University of Surrey, Guildford, England
newsgroups: comp.sys.atari.programmer

Hi,

I'm trying to write a program which uses the DSP - however I'm having problems setting the matrix & loadinig DSP files. What I need to know is:

1. How can I configure the matrix to do the folowing;

   a. ADC -> DSP -> DAC (i.e. Add a DSP effect to sound going from the mic input to the headphone output)
   b. DMAplay -> DSP -> DACa (i.e. Add a DSP effect to a sample file being played back)
   c. ADC -> DSP -> DMArecord (i.e. Add a DSP effect whilst recording a sound file)

   (I know I'm supposed to use the Devconnect() command, but every combination I try doesn't seem to work.)

2. How do I load .LOD files? I have the 'Modern Atari System Software' (?) book that lists all the commands but it just confuses me - which functions should be used, and how do I know how much memory should be allocated for the .LOD file. (The .LOD file's I'll be using are those that come with WinRec - I might right my own later, but I want to test

the DSP set up now.) The book gives some wierd formula for working this out - but as I don;t know much about the X,Y, and P registers of the DSP it doen't make any sense to me.

Thanks for any assistance.

Please email any replies to: ee11aw@surrey.ac.uk
(This is because I can only check the newsgroups about every month or so)

From -5513728319915366778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae7e80cae341b9
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: ltoa()
Date: 1996/02/10
Message-ID: <DMKLt0.Ly5@cix.compulink.co.uk>#1/1
X-Deja-AN: 138817079
references: <823487614_OASIS_@swampdog.demon.co.uk>
<DMDBEA.Bo@cix.compulink.co.uk> <4fb5h6$d9u@moacs11.moacs.indiv.nl.net>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>He was looking for the opposite, converting a long integer to a string.
Ah, I should pay more attention to the thread. ;-)

>ISO/ANSI/POSIX do not fully offer that functionality. Sprintf() only
>handles octal, decimal and hexadecimal representation.
Yes, there's Lattice stci_d family which only do dec, oct and hex.
I wrote one for binary. Low base numbering systems aren't that difficult.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From -3725562467735513801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (M.Cubitt)
Subject: Re: Day Finder
Date: 1996/02/10

Message-ID: <4fipif$evd@neon.airtime.co.uk>#1/1
X-Deja-AN: 138923045
references: <4fi8in$avc@neon.airtime.co.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

```
10 rem Day Of Week Subroutine   10 Feb 1996
100 WD_DATE$=date$
110 gosub 10000 : rem What day is it?
120 print "The day on ";WD_DATE$;" was/is a ";WD_DAY$
130 if WD_DAY$="?" then print "(";WD_ERR$;")"
140 end
10000 if WD_FLAG then 10120 : rem If already been here once, do not
need to initialise array
10010 WD_ERR$=""
10020 dim WD_DAYS$(7)
10030 rem do not READ them into array as DATA as this could cause the
main pgm to get confused with its own data
10040 WD_DAYS$(1)="Sunday"
10050 WD_DAYS$(2)="Monday"
10060 WD_DAYS$(3)="Tuesday"
10070 WD_DAYS$(4)="Wednesday"
10080 WD_DAYS$(5)="Thursday"
10090 WD_DAYS$(6)="Friday"
10100 WD_DAYS$(7)="Saturday"
10110 WD_FLAG=true
10120 WD_DAY#=val(left$(WD_DATE$,2))
10130 WD_MONTH#=val(mid$(WD_DATE$,4,2))
10140 WD_YEAR#=val(right$(WD_DATE$,4))
10150 if WD_DAY#>0 and WD_DAY#<32 then 10190
10160 WD_ERR$="Day is invalid"
10170 WD_DAY$="?"
10180 goto 10900
10190 if WD_MONTH#>0 and WD_MONTH#<13 then 10230
10200 WD_ERR$="Month is invalid"
10210 WD_DAY$="?"
10220 goto 10900
10230 if WD_YEAR#>1752 then 10270
10240 WD_ERR$="Year must be after 1752"
10250 WD_DAY$="?"
10260 goto 10900
10270 WD_K#=int(0.6+(1/WD_MONTH#))
10280 WD_L#=WD_YEAR#-WD_K#
10290 WD_O#=WD_MONTH#+12*WD_K#
10300 WD_P#=WD_L#/100
10310 WD_Z1#=int(WD_P#/4)
10320 WD_Z2#=int(WD_P#)
10330 WD_Z3#=int((5*WD_L#)/4)
10340 WD_Z4#=int(13*(WD_O#+1)/5)
10350 WD_Z0#=WD_Z4#+WD_Z3#-WD_Z2#+WD_Z1#+WD_DAY#-1
10360 WD_Z0#=int(WD_Z0#-(7*int(WD_Z0#/7))+1)
10370 WD_DAY$=WD_DAYS$(WD_Z0#)
10900 return
```

Tony, this should do it!

Martin (aka Sinbad of Effect)

From 6850781663460721672
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5d64a698a46ce26,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Speedo Fonts in G_PROGDEF
Date: 1996/02/11
Message-ID: <4fkanu$9i6@inca01.inca.co.nz>#1/1
X-Deja-AN: 138895545
organization: INCA
newsgroups: comp.sys.atari.programmer

I have just been playing with G_PROGDEF objects in my dialog boxes.

having written check-boxes and radio-buttons that mimic the behaviour on
Widows and Mac, using G_PROGDEFs,

All this was done using Speedo 4.1 under GEM AES 4.1, with MiNT 1.12, with
memory protection 'on'. I run a 20 Mbyte TT with TOS 3.05, and usually
have between 8 and 12 Mbytes of RAM left when running the generated code.

I thought it would be straighforward to implement a font sample inside a
dialog box using G_PROGDEF, and drawing the text within it using v_ftext.

But, to my horror, I find that it seems to bring the system to a "you
must reboot" stage any time I use any Speedo calls within the G_PROGDEF
code. Standard VDI calls work OK.

My general algorithm in Lattice C 5.60 is as follows:
(I've snipped out obvious clipping/positioning code)

There are no AES calls within the PROGDEF code.

```
int __stdargs __saveds progdef_callback( PARMBLK *pbptr )
{
  sint16 fnum;
  sint16 fsm;
  schar8 name[32+1];
  sint16 d;

  fnum = vqt_f_name( vhandle, font_in_list, name, &fsm );
  vst_font( vhandle, fnum );
  vst_arbpt32( vhandle, 0x98000, &d, &d, &d, &d );  // 9.5 point text

  //positioning... set x, y
```

```
  v_ftext( vhandle, x, y, name );

  return 0;
}
```

So, is it a bug in Speedo, GEM, or my code?

--

Quote For The Month: "This Time For Sure"

From -2055495703592698560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa3846e0e5d977b0,start
X-Google-Attributes: gid1115ce,public
From: Andrew Owen <andrew.owen@gecm.com>
Subject: v_justified characters missing
Date: 1996/02/11
Message-ID: <4fkoei$4rt@gcsin3.geccs.gecm.com>#1/1
X-Deja-AN: 138915363
content-type: text/plain; charset=us-ascii
organization: GEC Computer Services Ltd.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.22 (Windows; I; 16bit)

having just got interested in actually programming on the atari I've tried to write a small program, the problem is that using v_justified misses the first two characters of the string. Most of the program was copied from COMPUTE! VDI book.
Any help would be greatly apprieciated.

The following program prints

```
   TEST ITEM G1
   S T   I T E M  V 1

   TEST ITEM G2
   S T   I T E M  V 2
```

etc
I've programmed in 'C' for a while, but this is my first attempt at GEM/VDI , I'm using a 1040STFM TOS 1.4 4MB with Lattice C 5.5. It even gives me the problem when run with no AUTO or ACC's.

Andy.

```
#define TRUE 1
#define FALSE 0
```

```
#define NORMAL 0x0000

#include <osbind.h>
#include <vdi.h>

/* Global variables - For VDI bindings, etc */

short contrl[12], intin[128], ptsin[128], intout[128], ptsout[128];

short handle;

short work_in[12], work_out[57];

/* Initialisation starts here */

void main( void)
{
     short x, nul, button, charh, charw, cellh, cellw;

     button = 0;

/* Initialise the GEM application */

     appl_init();

/* Initialise input array, get the physical workstation handle,
   and open the Virtual Screen Workstation */

     work_in[0] = Getrez()+2;

     for( x=1, work_in[10]=2; x<10; work_in[x++]=1);

     handle = graf_handle( &charh, &charw, &cellh, &cellw);
     v_opnvwk( work_in, &handle, work_out);


     v_hide_c( handle);
     v_clrwk( handle);

/* perform the graphics demos */

          v_gtext( handle, 20,cellh,"TEST ITEM G1");
          v_justified( handle, 20, cellh*2, "TEST ITEM V1",
                                 100, FALSE, FALSE);

          v_gtext( handle, 20,cellh*4,"TEST ITEM G2");
          v_justified( handle, 20, cellh *5, "TEST ITEM V2",
                                 100, FALSE, TRUE);

          v_gtext( handle, 20,cellh*7,"TEST ITEM G3");
          v_justified( handle, 20, cellh *8, "TEST ITEM V3",
                                 100, TRUE, FALSE);
```

```
         v_gtext( handle, 20,cellh*10,"TEST ITEM G4");
         v_justified( handle, 20, cellh*11, "TEST ITEM V4",
                                 100, TRUE, TRUE);


/* wait until the mouse button is pushed, then close the virtual
   workstation, and exit from the application */

     while( button==0) vq_mouse( handle, &button, &nul, &nul);

     v_show_c( handle, TRUE);
     v_clsvwk( handle);

     appl_exit();

} /** end main() **/

/*** end work.c ***/
```

From -8938123761205961932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: Andrew Owen <andrew.owen@gecm.com>
Subject: Re: Day Finder
Date: 1996/02/11
Message-ID: <4fkk8n$844@gcsin3.geccs.gecm.com>#1/1
X-Deja-AN: 138916709
references: <4fi8in$avc@neon.airtime.co.uk>
to: stosser@neon
content-type: text/plain; charset=us-ascii
organization: GEC Computer Services Ltd.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.22 (Windows; I; 16bit)

stosser@neon (Tony Greenwood) wrote:
> Hi Peeps
> Looking for a sub routine that will take the current date, ie DDMMYYYY
>and return the actual day ie: Mon, Tues, Wen etc etc

If you find one, I'd be grateful if you could farward it to me.

Thanks

Andy

From 5426714337161585755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: Andrew Owen <andrew.owen@gecm.com>
Subject: Re: Day Finder
Date: 1996/02/11
Message-ID: <4fkk2r$844@gcsin3.geccs.gecm.com>#1/1
X-Deja-AN: 138916724
references: <4fi8in$avc@neon.airtime.co.uk>
to: stosser@neon
content-type: text/plain; charset=us-ascii
organization: GEC Computer Services Ltd.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.22 (Windows; I; 16bit)

stosser@neon (Tony Greenwood) wrote:
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>and return the actual day ie: Mon, Tues, Wen etc etc

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Thanks

Andy.

From 3529167956296631486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: Andrew Owen <andrew.owen@gecm.com>
Subject: Re: Day Finder
Date: 1996/02/11
Message-ID: <4fkk9a$844@gcsin3.geccs.gecm.com>#1/1
X-Deja-AN: 138916726
references: <4fi8in$avc@neon.airtime.co.uk>
to: stosser@neon@SMTP@GCHCHM
content-type: text/plain; charset=us-ascii
organization: GEC Computer Services Ltd.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.22 (Windows; I; 16bit)

stosser@neon (Tony Greenwood) wrote:
> Hi Peeps
> Looking for a sub routine that will take the current date, ie DDMMYYYY
>and return the actual day ie: Mon, Tues, Wen etc etc

If you find one, I'd be grateful if you could farward it to me.

Thanks

Andy

From -7138567715496861239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e7c4a1d5c0fd5dd
X-Google-Attributes: gid1115ce,public
From: ackerman.29@postbox.acs.ohio-state.edu (Dan Ackerman)
Subject: Re: Speedo GDOS question
Date: 1996/02/11
Message-ID: <ackerman.29-1102961512050001@gb107samac.acs.ohio-state.edu>#1/1
X-Deja-AN: 138947947
distribution: world
references: <hejral.2.0@feld.cvut.cz> <4fde6h$65o@newsflash.hol.gr>
organization: OSU
newsgroups: comp.sys.atari.programmer

In article <4fde6h$65o@newsflash.hol.gr>, paa@hol.gr (Andriopoulos
Panagiotis) wrote:

> Martin Hejral student K313 (hejral@feld.cvut.cz) wrote:
> : Hello,
>
> : is there anybody who have experience with SPEEDO function
> : 'vqt_get_table()' ??
> : I need to change mapping of Speedo characters to Atari ASCII table. I use
> : The Atari Compendium book, but result still not work :-(
>
> The A.C is wrong! The vqt_get_table() returns a pointer to a linked list.
> NOT to the lookup tables. If you are interested I'll send my CPX which uses
> this call to remap the TrueType lookuptable so I can read Greek.
> Keep in mind the NVDI, at least the 3.01 ver, does not support this call :-(
> I wrote a patch which allows me to change the tables, but it's not the same
>
> : PLEASE HELP !!!
>
> If you want the C source of the CPX module just email me!
>
> : Thanks
>
> You are welcome
>
> :   Martin
>
> Panayiotis

So where can one find your .CPX? I've been fighting with getting a cyrillic True Type font to work with Speedo. So far I haven't had much luck.

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

From 2483351588757249165
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: Day Finder
Date: 1996/02/11
Message-ID: <4fl413$sql@neon.airtime.co.uk>#1/1
X-Deja-AN: 138953618
references: <4fi8in$avc@neon.airtime.co.uk> <4fkk2r$844@gcsin3.geccs.gecm.com>
organization: None Specified
newsgroups: comp.sys.atari.programmer

Andrew Owen (andrew.owen@gecm.com) wrote:
: stosser@neon (Tony Greenwood) wrote:
: > Hi Peeps
: > Looking for a sub routine that will take the current date, ie DDMMYYYY
: >and return the actual day ie: Mon, Tues, Wen etc etc

: If you find one, I'd be grateful if you could forward it to me.

Yes, got this one, the one in this thread, and another sent direct, both work great, let me know if you need the other,

Now sorted for myself THANKS EVERYONE :))

Let me know if you want the other routine Andrew?

Cheers.....!ynoT

From 6961149842414679016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99338ad791d4bb9c
X-Google-Attributes: gid1115ce,public
From: mcareyb@cix.complink.co.uk (Matthew Carey)
Subject: Re: Lattice vs Pure C
Date: 1996/02/11
Message-ID: <AD4412F196682891B@peckham.compulink.co.uk>#1/1
X-Deja-AN: 138971782
references: <4fchoo$54f@studs.sci.kun.nl> <4fi46k$k2c@nyheter.chalmers.se>
organization: Me

newsgroups: comp.sys.atari.programmer

>GCC beats both the others when it comes to optimization, but its
>inability to handle register parameters to functions can cause
>performance drops sometimes.
>
>
>I did a comparative test between GCC, Lattice C and TurboC some years
>back, compiling MGIF with full optimizations on all of them (that was
>the beginning of my involvment with MGIF, by the way).
>

I found with a simple program to find primes up to 60000 that Lattice C
(31 secs) beat GCC (49 secs) hands down, (Both optimised with 16 bit ints).
While the same code run under MagicMac on my 25Mhz 680LC40 LC475 using
Lattice C and Mac using Think C took an identical amount of time (3 secs),
but under Spectre on the 8Mhz 68000 ST the Think code was the slowest (58
secs) (this is just the calculation with no screen work).

>The lack of a source level debugger was always the main problem with
>Lattice C IMO, but there is supposed to be a third party one available
>by ftp nowadays. On line documentation can be had via ST-Guide and the
>environment for the later Lattice versions was much better than the
>PureC/TurboC ones IMO.
>Naturally, compile speed is important as well and there's nothing that
>comes close to PureC for that.
>
>I myself use GCC at least 99% of the time nowadays.
>It looks like it's the only one of the three that's still supported.
>--

I use X-Debug on the ST for source code debugging the lack of structure
support is a pain but it better than assembler level debugging.

Of course GCC is more than just a C compiler as it does C++ as well which
is nice. I redirect the stderr error messages to a file to make it easy to
find source code problems.

Matthew

Matthew Carey
http://www.compulink.co.uk/~peckham/

From -792640769879552236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7b76b51cc4bf35f,start
X-Google-Attributes: gid1115ce,public
From: Andriopoulos Panagiotis <paa@prometheus>
Subject: vqt_get_table()
Date: 1996/02/11

Message-ID: <Pine.SOL.3.91.960211210929.21696A-100000@prometheus>#1/1
X-Deja-AN: 138974039
organization: Hellas On Line
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Some people asked me to post details about the vqt_get_table() function. First I want to make clear that I dont have any official docs for this nice function. I found its usage by disassembling SpeedoGDOS. It worked on my machine, it will probably work on your machine but if it doesn't please dont blame me :-)

First add the following text to your "vdi.h"

```
/* begin */

typedef struct speedomaps {
     struct speedomaps *next;
     unsigned int id;
     int *table;
     int dummy;
}SPEEDOMAPS;

void vqt_get_table(int handle, SPEEDOMAPS **map);

/* end */
```

map will be filled with a pointer to a SPEEDOMAPS structure

As you can see the SPEEDOMAPS structure contains:

a pointer to the next SPEEDOMAPS structure if one exists,

an integer value which distinguishes the various mappings, possible values are:
For Speedo fonts : 0x3030, 0x3031, 0x3032, 0x3131, 0x3132, 0x3133, 0x3134
For Postscript Type 1 : 0x5431
For TrueType : 0x5454

a pointer to an array of 224 integers which is used as a lookup table for ASCII 32 to ASCII 255 and

an integer which I dont know its purpose, if it has any.

So if somebody wants to change the mappings, calls vqt_get_table() to get the pointer, then walks through the list until he matches the id he is searching (you shouldn't expect that all of the above id's exist under all versions of SpeedoGDOS). Now you either change the pointer to your table or you change the internal table values. I dont know which method is legal but which ever you take keep in mind that there is no function to restore the default values. It's up to you to take a

copy of the default data.

Another method to change the mappings is by creating a file called SPDCHAR.MAP . Its structure is very simple. For each mapping you want to change you put its id followed by 224 words. Simple. Note that you dont have create tables for all possible ids and also there isn't any order you have to follow if SPDCHAR.MAP contains mappings for more than 1 id. The new mappings are set during the boot.

I had a very good motive to find out how to change the mappings. I'm Greek and when SpeedoGDOS 5 was released I hoped that at last I could use some decent Greek TrueType fonts. Imagine how I felt when I realised that most Greek characters where vanished! I hope other "minorities" of the Atari world will find this text helpfull. The bad news are that NVDI 3.01 (dont know for newer versions) does not support the vqt_get_table(). Its a shame because it spoils an otherwise perfect piece of code

I wrote a patch which changes the way NVDI builds the lookup tables in NVDI.FIF but its not the same :-(

Thats all folks

Panayiotis

From -730105977921520642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48eb94a56d8e91b9
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Tsr to read joystick
Date: 1996/02/11
Message-ID: <Pine.A32.3.91.960211191608.11652A-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 138975182
references: <3119A897.92D@two-dogs.demon.co.uk>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Wed, 7 Feb 1996, mickey wrote:

>
> Problem is where do I start? Does the joystick generate an interupt? I
> don't want to uses a timer to call the tsr as this may upset Cubase's
> timing. I'm using Prospero C (freebie with ST mag) but no manuals :(
>
Any data packet from the keyboard processor (joystick data also arrives that way) causes an MFP interupt. Dunno the number from memory. But you

don't need to change this vector, as the kernel interupt processes the
data via a list of vectors, each specifically for a particular event,
like key presses, mouse data, or joystick data, so you just have to
replace the joystick vector. The address of that list is returned by
Kbdvbase(), an xbios call.
After you installed your routine you must also tell the keyboard
processor to look for joystick movements and to report them.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -4987501821373859528
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa3846e0e5d977b0
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: v_justified characters missing
Date: 1996/02/11

Message-ID: <824148986_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 138983806
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <4fkoei$4rt@gcsin3.geccs.gecm.com>
  Andrew Owen <andrew.owen@gecm.com> said:-

>having just got interested in actually programming on the atari I've
>tried to write a small program, the problem is that using v_justified
>misses the first two characters of the string. Most of the program
>was copied from COMPUTE! VDI book.
>Any help would be greatly apprieciated.
>
>The following program prints
>
>   TEST ITEM G1
>   S T   I T E M V 1
>
>   TEST ITEM G2
>   S T   I T E M V 2
>
>etc
>I've programmed in 'C' for a while, but this is my first attempt at
>GEM/VDI , I'm using a 1040STFM TOS 1.4 4MB with Lattice C 5.5. It even
>gives me the problem when run with no AUTO or ACC's.

I nearly just answered without compiling it first - good job really.

I was going to say that v_justfied() needs GDOS and leave it at that
but it worked fine on my 520STFM TOS 1.4 4Mb with and without NVDI and
with and without MagiC using Mark Williams C 3.0.9.

This begs the question - is Lattice at fault? Over to somebody else!

--

Guy Harrison

guy@swampdog.demon.co.uk

From -888890584979049831
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: Re: Day Finder
Date: 1996/02/11
Message-ID: <6618rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 139048534
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Internet Gate

On 10 Feb 96 stosser@neon wrote:

 s> Hi Peeps
 s> Looking for a sub routine that will take the current date, ie
 s> DDMMYYYY and return the actual day ie: Mon, Tues, Wen etc etc
 s> Something as small as possible that will also take into
 s> consideration leap years and will work from any year to any year
 s>
 s> Put simply, I need to know the actual day name, of any given date,
 s>
 s> Please help if possible, Many thanks :)

Here's a Modula-2 source:

```
IMPLEMENTATION MODULE Dates;

FROM Strings IMPORT Copy;
```

```
PROCEDURE Julian(Year,Month,Day:CARDINAL):LONGCARD;

VAR
        Temp,Temp2:CARDINAL;

BEGIN
        IF (Year<0) OR (Month<1) OR (Month>12) OR (Day<1) OR (Day>31)
           THEN RETURN 0 END;

        IF Year<100 THEN Year:=Year+1900 END;
        IF Month<3 THEN Temp:=1 ELSE Temp:=0 END;
        Temp2:=32075-Day-(367*(Month-2+Temp*12)) DIV 12+
               (3*(Year+4900-Temp) DIV  100) DIV 4;
        RETURN (1461*LONGCARD(Year+4800-Temp)) DIV 4
                -LONGCARD(Temp2);
END Julian;

PROCEDURE JulToYMD (JulianDay:LONGCARD;VAR Year,Month,Day:CARDINAL);

VAR
        TempA,TempB,TempC:LONGCARD;
        TempA1:CARDINAL;

BEGIN
        TempA:=JulianDay+68569;
        TempB:=(4*TempA) DIV 146097;
        TempA:=TempA-(146097*TempB+3) DIV 4;
        TempC:=4000*(TempA+1) DIV 1461001;
        TempA:=TempA+31-(1461*TempC) DIV 4;
        Month:=CARDINAL((80*TempA) DIV 2447);
        Day:=CARDINAL(TempA)-(2447*Month) DIV 80;
        TempA1:=Month DIV 11;
        Month:=Month+2-12*TempA1;
        Year:=100*CARDINAL(TempB-49)+TempA1+CARDINAL(TempC);
END JulToYMD;

PROCEDURE DayWeek (Year,Month,Day:CARDINAL;VAR DayNum:CARDINAL;
                   VAR DayName:ARRAY OF CHAR);
CONST
        Days = "SunMonTueWedThuFriSat";

VAR
        Cent,Yr,Temp:CARDINAL;

BEGIN
        IF (Year<0) OR (Month<1) OR (Month>12) OR (Day<1) OR (Day>31)
        THEN
                DayNum:=9;
                DayName:='ERR';
                RETURN
        END;
        IF Year<100 THEN Year:=Year+1900 END;
        Month:=Month-2;
```

```
        IF (Month<1) OR (Month>10) THEN
           Month:=Month+12;
           Year:=Year-1;
        END;
        Cent:=Year DIV 100;
        Yr:=Year MOD 100;
        Temp:=(TRUNC(2.6*FLOAT(Month)-0.2)+Day+Yr+(Yr DIV 4)+(Cent DIV 4)
              -Cent-Cent) MOD 7;
        IF Temp<0 THEN Temp:=Temp+7 END;
        DayNum:=Temp;
        Temp:=3*Temp;
        Copy(Days,Temp,3,DayName);
END DayWeek;

END Dates.
```

Roger
rcain@nest.demon.co.uk

--

From -2645624400613200222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f74708404b823f4,start
X-Google-Attributes: gid1115ce,public
From: roine@stacken.ct.se (Roine)
Subject: Cheap Jaguar Dev. Kit.
Date: 1996/02/11
Message-ID: <ftn_2.204.219_11e68bc0_Roine@stacken.ct.se>
X-Deja-AN: 139591401
sender: news@ct.se
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: -
mime-version: 1.0
reply-to: roine@stacken.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

```
----------------------------------------------------       951231
Info about the Jaguar Server.
----------------------------------------------------
Current hardware revision B.
BootROM B001, JagOS version 1.07

A | in front of a line means that some new stuff
has been typed in there since the last info file...
----------------------------------------------------
```

The Jaguar Server project started out in August '94. The goal was to make a cheap developer kit for anyone that wanted to program for the Jaguar. Atari's own developer kit was $5500 and that was WAY to much if you just wanted to hack and program the Jaguar just for the fun of it.

The very first prototype was built around the Mega ST's 'MegaBus' All of it was hand wired together using a total of 21 IC's.
I can tell you that this board had VERY little empty space on it..
This prototype was soon scraped, as i begun work on the Rev A board, using a different approach this time. It was built for the cartridge port and could then be used on all Atari computers not just the ones having a 'MegaBus'.
To keep the cost down, i also decided to use the Jaguar's 2MB main memory and not include any expensive RAM chips in the Jaguar Server hardware.

The Rev A board was up and running with very simple software in Februari '95. As the Rev A board had some small flaws, i made some changes to the layout and came up with the Rev B board.

More serious work now begun on the Software - The Shell running on the Atari computer and the JagOS - Running on the Jaguar.

General Info.
---

* Use the Jaguar Server kit to develop Jaguar programs !

* The Jaguar Server runs on all Atari ST/STE/Falcon/TT computers.

* The hardware plugs into your computers cartridge port. From the cartridge hardware goes a 40 pin ribbon cable into the Jaguar.

* Uses a slightly modified standard Jaguar. You send our Jaguar to me for modification, and i'll send it back to you.

* You can change betweeen 'modified' and 'orginal' Jaguar by the flick of a switch. A reset button is also installed. ABSOLUTELY _NO_ compability problems with Jaguar games.

* No programing restrictions apart from a 2Mb main memory limit in the Jaguar. Future software updates will be able to upload data at the command of a running Jaguar program.

* You use the Jaguar Server software to upload programs/data to the Jaguar. The software looks best in resolutions over 640*400.

* Software updates to JagOS (Jaguar Operating System) are possible without burning a new EPROM chip simply by using newer software.

| * Upload transfer rate is currently 83 Kbyte per second on a 8 Mhz
| Atari and 131 Kbyte per second running at 16 Mhz.

  * Use the Devpac 3 assembler or any other code generator to write
    programs.

  * A remote debugger is under development.

  * Software updates and info are availible on InterNet World Wide Web
    at http://www-und.ida.liu.se/~t94patsa/jserver.html
    and by filerequest with any FidoNet compatible mailer to
    STacken BBS on FidoNet 2:204/219 under the magic name JSERVER

  * A Jaguar Server Developer Mailing list are availible for
    programming discussions. NOT open for anyone.
    E-mail to nat@zumdick.rhein-main.de for more info

  * The Jaguar Server development kit contains this...

          + Jaguar Server cartridge (hardware)
          + Jaguar Server Shell & JagOS (software)
          + Switches, ribbon cable, connectors and everything else
            that you need to start programming right away.
          + A few Jaguar (*.JAG) programs and example source code.

  * IT DOES _NOT_ CONTAIN THE FOLLOWING... You have to get these
    things yourself....

          - No 68000 or Atari RISC assemblers.
          - No Jaguar technical documentation.

  * 'Hacker' experience and good knowledge of assembler programming
    is STRONGLY recommended because of lacking Jaguar technical
    documentation.

  * The Jaguar Server is NOT connected to Atari Corp. in ANY way.

  * _Introduction_ price is :

            3400 Skr
| 730 DM
| 330 GBP
| 510 USD for the Jaguar Server and a new Jaguar console
                    (Swedish PAL without game!), modified and ready
                     to be used directly.

             1500 Skr
| 325 DM
| 145 GBP
| 225 USD for the Jaguar Server and modification.
                     You send your Jaguar to us...

Shipping is NOT included in these prices and will be added!

Around 200 Skr for shipping is normal.

Some technical info.

A Jaguar (*.JAG) program is built around a header. There are currently five different headers, each with it's own use and advantages depending on the development environment and programs.
For example, one of the headers looks like this (for Devpac 3)

```
*-----------------------------------------------------------------*
* Standard JagOS 3 Upload & Run parameters.                       *
* ? Roine 950420                                                  *
*-----------------------------------------------------------------*
  OUTPUT i:\*.JAG          * Output standard Atari Executable.

down    EQU $5000          * Download adress in Jaguar.
start   EQU $5000          * Program start adress in Jaguar.
        OPT D-           * No debugging info.

        dc.b 'JAGR'        * Magic to skip Devpac Header.
        dc.w 3             * JagOS 3 - Recive & Run.
        dc.l down          * Download adress.
        dc.l c_end-c_start * Lenght of Jaguar Code.
                           * A dc.l 0 are also possible.
        dc.l start         * Start adress.
        ORG  start         * If position dependent code.

*-------------------------------------------------------------
c_start                    * Jaguar code start.....
        NOP
        NOP
        ILLEGAL            * Not much of a program...  Hmm...
c_end                      * Jaguar code end.
*-------------------------------------------------------------
        END
```

Jaguar Modification

As there has been some trouble with users installing things wrong when modifying their Jaguars to accept the Jaguar Server Development kit, I have decided to NOT to let users do this modification on their own any more.

I really think that this solution is the best for both parts.
This means that the Jaguar Server Development kit will work when you get it, just plug it in the computer and start programming and i will get happy customers with working kits!

This means that you now _MUST_ send us your Jaguar console and i will do this modification for you. This will ensure that the modification

is correctly done and working 100%
It is also possible to order a complete new Jaguar Console (PAL) if
you for some reason cant send your Jaguar to us.

Misc Info.

  If you have more specific questions or write me by E-Mail...

  Roine@stacken.ct.se

From 2507465636909781980
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1663986c76564ef3,start
X-Google-Attributes: gid1115ce,public
From: Barrie Brailsford <barrie@makin.demon.co.uk>
Subject: GFA Basic 3.5 FPU support?
Date: 1996/02/12
Message-ID: <824127836snz@makin.demon.co.uk>#1/1
X-Deja-AN: 139017199
x-mail2news-path: makin.demon.co.uk
x-nntp-posting-host: makin.demon.co.uk
organization: Makin Organs
reply-to: barrie@makin.demon.co.uk
newsgroups: comp.sys.atari.programmer

Does anyone know if there is a compiler library for GFA Basic 3.5
which allows a programme to take advantage of an FPU if fitted?

Thanks in advance for any info.

--
Barrie Brailsford

barrie@makin.demon.co.uk

From -4406310126354642653
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d9d0,cd5259296e0bb1c4
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,cd5259296e0bb1c4
X-Google-Attributes: gid1115ce,public
From: Jakob Johnsen <31jhj@but.auc.dk>
Subject: Re: Problems switching between DD and HD disks
Date: 1996/02/12

Message-ID: <Pine.PCF.3.91.960212094700.7543B-100000@[130.225.56.177]>#1/1
X-Deja-AN: 139032131
references: <4f4rel$5nv@krant.cs.ruu.nl>
x-sender: 31jhj@news.iesd.auc.dk
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Math & CS at Aalborg University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech

On 5 Feb 1996, Jules Vleugels wrote:

> In other words, it seems there is a problem switching between DD and
> HD. Attempting to read the disk from the desktop solves this, but how
> do I do this from within my own program? Any help would be much
> appreciated.

Try switching the steprate.. XBios call (Can't remember the opcode)..

Jakob :)

From -1629069845096592621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9484f988a541b7c,start
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Sys-Gem: Problem
Date: 1996/02/12
Message-ID: <Pine.A32.3.91.960212155602.13593A-100000@iris.amp.uni-
hannover.de>#1/1
X-Deja-AN: 139036704
references: <4fn06i$krh@due.unit.no>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 12 Feb 1996, Tor-Egil Hovland wrote:

> I am trying to install the Sys Gem 2 library on my Pure C system.
> However, the Pure Linker gives me the "undefined symbol" message
> whenever I try to build a program.
>
> I have installed the LIB file and the H file in the correct
> directories, and the PRJ file contains all the LIBs delivered
> with Pure C plus SYS_GEM2.LIB.
>
> I get 8-10 undefined symbols, and I remember two of them to be:

>
> "vdi"
> "appl_search"
>
Maybe you've got an older version of Pure C that doesn't provide bindings
for those calls, as they at least the second one is a fairly recent one ?

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From 9067740662662186748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9484f988a541b7c
X-Google-Attributes: gid1115ce,public
From: torhovl@stud.unit.no (Tor-Egil Hovland)
Subject: Sys-Gem: Problem
Date: 1996/02/12
Message-ID: <4fn06i$krh@due.unit.no>#1/1
X-Deja-AN: 139043742
organization: The Norwegian University of Science and Technology
newsgroups: comp.sys.atari.programmer

I am trying to install the Sys Gem 2 library on my Pure C system.
However, the Pure Linker gives me the "undefined symbol" message
whenever I try to build a program.

I have installed the LIB file and the H file in the correct
directories, and the PRJ file contains all the LIBs delivered
with Pure C plus SYS_GEM2.LIB.

I get 8-10 undefined symbols, and I remember two of them to be:

"vdi"
"appl_search"

I have of course tried to build the demo program, and the same
things happen. I am sure I have just forgotten something really
stupid, but please help!

 \ / Tor
  \/ http://www.stud.unit.no/~torhov

From -4919414467803120529
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,edfbdee47fa078ca,start
X-Google-Attributes: gid1115ce,public
From: Insh_Allah <i_a@mbh.org>
Subject: ST Guide - Documentation Generator Tools
Date: 1996/02/12
Message-ID: <311FAF9B.2781@mbh.org>#1/1
X-Deja-AN: 139113315
x-nntp-posting-host: kabubah.mbh.org
sender: news@mbh.org (news)
content-type: text/plain; charset=us-ascii
organization: Moir Brandts Honk, the Netherlands
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (X11; I; IRIX 5.3 IP22)

Hi folks,

I'm looking for tools (_anywhere_ on the Internet) which will allow me to create ST Guide On-Line Help documentation files from some (yet undecided) input format, preferably Texinfo or RTF (Rich Text format).

Any idea where to get this kind of goods and what I should look for exactly? If you now source-level distributions (preferably UNIX compilable!) I'd be jumping for joy :-) as I'd like to cross-compile these ST Guide On-Line help dox when possible on SGI or Sun UNIX.

It's absolutely fine though if you've got a pointerto an ST based tool as I'll have my friends do the job for me then ;-)

I'll check this newsgroup but if you can: please CC your answer to my email address below:

Ger(rit) E.G. "Insh_Allah" Hobbelt
Email: i_a@mbh.org

Thanks!

From 8103690488713406515
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48eb94a56d8e91b9
X-Google-Attributes: gid1115ce,public
From: py4sdh@bath.ac.uk (S D Hammett)
Subject: Re: Tsr to read joystick
Date: 1996/02/12
Message-ID: <DMo5JE.Mnv.B.midge@bath.ac.uk>#1/1
X-Deja-AN: 139114686
references: <3119A897.92D@two-dogs.demon.co.uk>
<Pine.A32.3.91.960211191608.11652A-100000@iris.amp.uni-hannover.de>
organization: School of Physics, University of Bath, UK
newsgroups: comp.sys.atari.programmer

In the referenced article, Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
writes:
>On Wed, 7 Feb 1996, mickey wrote:
>
>>
>> Problem is where do I start? Does the joystick generate an interupt? I
>> don't want to uses a timer to call the tsr as this may upset Cubase's
>> timing. I'm using Prospero C (freebie with ST mag) but no manuals :(
>>
>Any data packet from the keyboard processor (joystick data also arrives
>that way) causes an MFP interupt. Dunno the number from memory. But you
>don't need to change this vector, as the kernel interupt processes the
>data via a list of vectors, each specifically for a particular event,
>like key presses, mouse data, or joystick data, so you just have to
>replace the joystick vector. The address of that list is returned by
>Kbdvbase(), an xbios call.
>After you installed your routine you must also tell the keyboard
>processor to look for joystick movements and to report them.
>

This is only true for the 'Standard Joystick Ports' and IIRC he was
asking about the extended joystick ports of the STE.

The extended joystick ports are directly memory mapped (hurray!) and
don't go through the keyboard processor, which unfortunately means that
they do not trigger an interrupt (boo!).

So you'll need a TSR that patches onto a timer interrupt and polls the
hardware addresses of the extended joystick ports. I should use the
Vblank interrupt for the timer, as joysticks don't need much polling.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

From 5844897767334997824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9484f988a541b7c
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Sys-Gem: Problem
Date: 1996/02/12
Message-ID: <4fo400$gd9@studs.sci.kun.nl>#1/1
X-Deja-AN: 139127770
references: <4fn06i$krh@due.unit.no>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <4fn06i$krh@due.unit.no> torhovl@stud.unit.no (Tor-Egil Hovland) writes:

>I am trying to install the Sys Gem 2 library on my Pure C system.
>However, the Pure Linker gives me the "undefined symbol" message
>whenever I try to build a program.

>I have installed the LIB file and the H file in the correct
>directories, and the PRJ file contains all the LIBs delivered
>with Pure C plus SYS_GEM2.LIB.

>I get 8-10 undefined symbols, and I remember two of them to be:

>"vdi"
>"appl_search"

Try setting the compiler switch for `generate underbars'. It could be
that you have it set off, and the libs were built with it on. So the
linker tries to find `vdi' which is called `_vdi' in the libs.

Good luck,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From 205655423227001423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f0fed636a6f233c3,start
X-Google-Attributes: gid1115ce,public
From: schmoo@pathcom.com (Derek Schraner)
Subject: converting ATARI ST software to IBM 486DX33
Date: 1996/02/12
Message-ID: <4foefk$r44@pathway1.pathcom.com>#1/1
X-Deja-AN: 139129061
organization: Pathway Communications
newsgroups: comp.sys.atari.programmer

Hello!

I am the owner of both an Atari ST and an IBM-compatible, a 486DX33.

My question is this. Now that I'm using the IBM for a lot of my work at business, I'm kind of missing a lot of the games that I used to play. The Atari is getting kind of glitchy I've noticed, and I'm really annoyed that many games that I paid good money for are going to go to waste.

Is there any way to run this software (short of re-buying the IBM versions) on an IBM that anyone knows of? I am feeling kind of doubtful that I could actually run anything right off of the diskettes, but I would easily

be willing to settle for an emulator which I could use to translate Atari ST software over a modem connection or direct port connection.

Any ideas or suggestions? If so, please e-mail me directly at my address below.

Thanks,

Derek.

schmoo@pathcom.com

From 8419220264636949176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: ade@finitive.demon.co.uk (Ade)
Subject: Re: Day Finder
Date: 1996/02/12
Message-ID: <824236128_OASIS_@finitive.demon.co.uk>#1/1
X-Deja-AN: 139132713
x-nntp-posting-host: finitive.demon.co.uk
reply-to: ade@finitive.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: The Happy Farm Luton

In article <4fipif$evd@neon.airtime.co.uk>
sinbad@airtime.co.uk (M.Cubitt) said:-

>10 rem Day Of Week Subroutine 10 Feb 1996

>Tony, this should do it!
>
>Martin (aka Sinbad of Effect)
>
UUUgghhhh! - ugly programme ;)

Ade.
--

This .sig contains no artificial colourings or preservatives.

Adrian Samm, SL, Luton Air Scouts, Lea Valley, Luton, Beds.

From -7899698663285506553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public

From: sinbad@airtime.co.uk (M.Cubitt)
Subject: Re: Day Finder
Date: 1996/02/12
Message-ID: <4fofla$nia@neon.airtime.co.uk>#1/1
X-Deja-AN: 139132897
references: <824236128_OASIS_@finitive.demon.co.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

ade@finitive.demon.co.uk (Ade) wrote:

> In article <4fipif$evd@neon.airtime.co.uk>
> sinbad@airtime.co.uk (M.Cubitt) said:-

>>10 rem Day Of Week Subroutine   10 Feb 1996

>>Tony, this should do it!
>>
>>Martin (aka Sinbad of Effect)
>>
>UUUgghhhh! - ugly programme ;)

>Ade.

Oi!

Where's your effort kiddo?

Sinbad aka Marty aka Martin

From -8875880351850130018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c796aa9113e4391
X-Google-Attributes: gid1115ce,public
From: ekallion@cc.Helsinki.FI (Esa J Kallioniemi)
Subject: Re: Falcon game programming
Date: 1996/02/12
Message-ID: <4fn58m$mta@oravannahka.Helsinki.FI>#1/1
X-Deja-AN: 139700199
references: <DMHAI0.Ky8@eunet.ch>
content-type: text/plain; charset=ISO-8859-1
organization: University of Helsinki
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

schoen@dial.eunet.ch wrote:

: My biggest problem: I come from the PC and Mac-world and
: therefore I have serious problem to figure out how to get

: the best out of my Falcon.
: One example: I made a little program with two swap-screens
: to figure out how fast the falcon is in 15 bit mode.
: I noticed that the framerate dropped dramatically when I
: moved the mouse during the animation.

Just a hard fact : there isn't anything you can do to speed up things
apart from using assembler. Falcon is simply terribly slow machine
especially in high color mode....And for all the Atari advocates, I have
coded on both Atari and Amiga machines so I know... Falcon has a
16-bit bus to the memory so the direct movem.l d0-d7/a0-a7 thingy is only
able to pull about 64 kb/vbl which is simply bad performance. With some
trics you can get something like 100 kb/vbl but even that ain't enough.
My advice to you is that if want to code games (with fast graphics) you
better use only the 256 color mode. Or start coding games on diffrent
machines. If compare Falcons speed to the other machines it easy to
notice slow it actually is.
For example :

Amiga 1200 7 mb/sec (12 mb/sec)
486 PC with vlb/pci bus 22-50 mb/sec (depends on card)
Pentium PC with pci bus and fast card 50-80 mb/sec
All Powerpc machines with pci bus 30-80 mb/sec (depends on card)
Falcon 030 3.2-5 mb/sec

All figures are for the writes to video memory. In amiga's case the
second figure is for the fast memory(fast mem can only be used for the
normal data, not for the graphics). On Falcon all the operations are in
3.2-5 mb/sec range.

eSa

--
Esa Kallioniemi ekallion@cc.helsinki.fi
"YouCanDoDangerousThingsWithAssembler"

From 755320649173930085
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b75cbf0dca41a1a1
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: TSR's and Interrupt Programming in C
Date: 1996/02/13
Message-ID: <4fonu6$cik@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 139141276
references: <7326_Spencer@mettav.demon.co.uk>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <7326_Spencer@mettav.demon.co.uk>,
     Spencer@mettav.demon.co.uk (Spencer Davies) writes:
>The question I have is how do I write a TSR which can link into an Interrupt
>in C?

Your code needs to be __saveds and depending which interrupt you may want to
make it __asm so you can get the values passed to you. Apart from that, just
write the address of your routine into the vector. To go tsr, you quit with
Ptermres().

>When linking into the interrupts, is it possible to make the program both
>screen resolution and machine independant, ie. it will run on both an ST and
>a TT withoout to much effort in coding seperate sections for either machine.

That depends what interrupt. It shouldn't be a problem with msot things.
Obviously if you need to do some graphics it's not really possible as I
don't think GEM is re-entrant.

From -5625723477057856576
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68ce6d139dcfca21
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: (no subject)
Date: 1996/02/13
Message-ID: <4foo18$cik@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 139141277
references: <4ehvg5$m4s@melimelo.enst-bretagne.fr>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <4ehvg5$m4s@melimelo.enst-bretagne.fr>,
     Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr> writes:
>Hello,
>
>I was told by a friend that, in England, Pure C is sold with an english
>documentation.

Not as far as I know, I've never heard of it being sold in England at all.
It is sold in the US but I seem to remember it still had German docs.

From -8832297494152918206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ca1311e42bf735a
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)

Subject: Re: Gnu C++ setup problems
Date: 1996/02/13
Message-ID: <4foohv$cik@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 139143562
references:
<Pine.LNX.3.91.960128003835.1588A-100000-100000-100000@zodiac1.mimuw.edu.pl>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

[sorry to reply to the wrong message but the original has expired]

David White wrote:

> I've found the problem. I need to name my file XXX.cc , not XXX.cpp.

Well of course you do. C++ files are almost always .cc, .cpp files are
ones that although not C or C++ need to be run through the C preprocessor.

> now managed to get it working but it is SLOOOOWWW. On my falcon with 4
> megs of memory and running Outside (34Megs of virtual memory) it is
> unbearable!

It is rather a memory hog, you might find an earlier version better.
Compiling STonX on my linux PC took half an hour on one file because
it needed 40 megs!

From -883299454872661723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19dfe8b349e81c9c
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: XaAES?
Date: 1996/02/13
Message-ID: <4fooq4$cik@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 139143592
references: <4f4r87$4rb@dodger.csv.warwick.ac.uk>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <4f5k7h$n6p@whitbeck.ncl.ac.uk>,
     "Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

>Does anyone know what MINIWIN does with it's resource file? It definitely
>has one, but it never calls rsrc_load(), or any of the other rsrc_ class
>functions for that matter - but it then goes on to call rsrc_gaddr() anyway.

Loading a resource file yourself is pretty easy, but I wouldn't have though
rsrc_gaddr would work in that case (unless it has some undocumented option)

From 507355754061375940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: Day Finder
Date: 1996/02/13
Message-ID: <4fop6i$cik@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 139145058
references: <824236128_OASIS_@finitive.demon.co.uk>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <824236128_OASIS_@finitive.demon.co.uk>,
     ade@finitive.demon.co.uk (Ade) writes:

>UUUgghhhh! - ugly programme ;)

But /all/ STOS programs are ugly.

That should annoy all three of you :)

From 20223888204262966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: Day Finder
Date: 1996/02/13
Message-ID: <4fp8bu$t1q@neon.airtime.co.uk>#1/1
X-Deja-AN: 139190477
references: <824236128_OASIS_@finitive.demon.co.uk>
<4fop6i$cik@lyra.csx.cam.ac.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

Mark Baker (mnb20@cam.ac.uk) wrote:
: In article <824236128_OASIS_@finitive.demon.co.uk>,
:   ade@finitive.demon.co.uk (Ade) writes:

: >UUUgghhhh! - ugly programme ;)

: But /all/ STOS programs are ugly.

: That should annoy all three of you :)

  Ugly? my intestines are ugly, who cares, no one ever sees them, no one will see our STOS code, only marvel at the end product,

Get out of that without moving.....;-))

Cheers.....!ynoT

***** Tony Greenwood : STOSSER Software ************************
* stosser@airtime.co.uk ATARI ST Programmer *
* irc channel#atari <stosser> ATARI Jaguar Player *
** http://www.airtime.co.uk/users/stosser/ *********************
.

From -2684183871644094892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ca1311e42bf735a
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: Gnu C++ setup problems
Date: 1996/02/13
Message-ID: <4fpvej$erk@bbcnews.rd.bbc.co.uk>#1/1
X-Deja-AN: 139274294
references:
<Pine.LNX.3.91.960128003835.1588A-100000-100000-100000@zodiac1.mimuw.edu.pl>
<4foohv$cik@lyra.csx.cam.ac.uk>
organization: British Broadcasting Corporation, UK
newsgroups: comp.sys.atari.programmer

mnb20@cam.ac.uk (Mark Baker) wrote:
>
> [sorry to reply to the wrong message but the original has expired]
>
> David White wrote:
>
> > I've found the problem. I need to name my file XXX.cc , not XXX.cpp.
>
> Well of course you do. C++ files are almost always .cc, .cpp files are
> ones that although not C or C++ need to be run through the C preprocessor.
>
Not using Visual C++ in windows, it isn't!

-David White

From -4805765843299992827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9484f988a541b7c
X-Google-Attributes: gid1115ce,public
From: dirkhage@aol.com (DirkHage)
Subject: Re: Sys-Gem: Problem

Date: 1996/02/13
Message-ID: <4frhc0$gp6@newsbf02.news.aol.com>#1/1
X-Deja-AN: 139284335
sender: root@newsbf02.news.aol.com
references: <4fpu84$mtl@due.unit.no>
organization: America Online, Inc. (1-800-827-6364)
newsgroups: comp.sys.atari.programmer

Im Artikel <4fpu84$mtl@due.unit.no>, torhovl@stud.unit.no (Tor-Egil
Hovland) schreibt:

>Thanks. Does anyone know if there is somewhere I can find those new
>bindings to use with my old version of Pure C? I have already installed
>the Falcon bindings, so it should be possible to add other calls.

Try to ask oliver_buchmann@ka2.maus.de (employee at ASH) if you may update
to Pure C 1.1.

Ciao, Dirk

SnailNet: Dirk Hagedorn, In der Esmecke 9, D-59846 Sundern, Germany
MausNet: Dirk Hagedorn @ MK2 (dh@mk2.maus.sauerland.de)
Internet: DirkHage@aol.com
WWW: http://members.aol.com/DirkHage/www/index.htm

SnailNet:Dirk Hagedorn, In der Esmecke 9, D-59846 Sundern, Germany
MausNet: dh@mk2.maus.sauerland.de
WWW: http://members.aol.com/DirkHage/www/index.htm

From 1128001162802651540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ca1311e42bf735a
X-Google-Attributes: gid1115ce,public
From: mnb20@cam.ac.uk (Mark Baker)
Subject: Re: Gnu C++ setup problems
Date: 1996/02/13
Message-ID: <4fq1u2$943@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 139284715
references:
<Pine.LNX.3.91.960128003835.1588A-100000-100000-100000@zodiac1.mimuw.edu.pl>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

In article <4fpvej$erk@bbcnews.rd.bbc.co.uk>,
     David White <david.white@rd.eng.bbc.co.uk> writes:

>> Well of course you do. C++ files are almost always .cc, .cpp files are
>> ones that although not C or C++ need to be run through the C preprocessor.
>>
>Not using Visual C++ in windows, it isn't!

I believe Cfront, the original C++ implementation, used .C, but for obvious reasons this can't be used in a DOS environment (and may cause confusion even under a real operating system) Later unix compilers used .cc but for some reason both MS and Borland chose .cpp for their PC versions.

From 2867006662620833009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b75cbf0dca41a1a1
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: TSR's and Interrupt Programming in C
Date: 1996/02/13
Message-ID: <824309416_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 139303031
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4fonu6$cik@lyra.csx.cam.ac.uk>
mnb20@cam.ac.uk (Mark Baker) said:-

>In article <7326_Spencer@mettav.demon.co.uk>,
>Spencer@mettav.demon.co.uk (Spencer Davies) writes:
>>The question I have is how do I write a TSR which can link into an Interrupt
>>in C?
>
>Your code needs to be __saveds and depending which interrupt you may want to
>make it __asm so you can get the values passed to you. Apart from that, just
>write the address of your routine into the vector. To go tsr, you quit with
>Ptermres().
>
>>When linking into the interrupts, is it possible to make the program both
>>screen resolution and machine independant, ie. it will run on both an ST and
>>a TT withoout to much effort in coding seperate sections for either machine.
>
>That depends what interrupt. It shouldn't be a problem with msot things.
>Obviously if you need to do some graphics it's not really possible as I
>don't think GEM is re-entrant.

It isn't. The BIOS is re-rentrant 3 times (?). I have used the LineA in non complex interrupts but I don't know if it is documented to be so.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 4187704935028965710
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: ade@finitive.demon.co.uk (Ade)
Subject: Re: Day Finder
Date: 1996/02/13
Message-ID: <824341796_OASIS_@finitive.demon.co.uk>#1/1
X-Deja-AN: 139313452
x-nntp-posting-host: finitive.demon.co.uk
reply-to: ade@finitive.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: The Happy Farm Luton

In article <4fofla$nia@neon.airtime.co.uk>
sinbad@airtime.co.uk (M.Cubitt) said:-

>ade@finitive.demon.co.uk (Ade) wrote:
>
>> In article <4fipif$evd@neon.airtime.co.uk>
>> sinbad@airtime.co.uk (M.Cubitt) said:-
>
>>>10 rem Day Of Week Subroutine 10 Feb 1996
>
>>>Tony, this should do it!
>>>
>>>Martin (aka Sinbad of Effect)
>>>
>>UUUgghhhh! - ugly programme ;)
>
>>Ade.
>
>Oi!
>
>Where's your effort kiddo?
Effort below, basically a tidy up of you code, show you what it should
of bee like ;)
>
>Sinbad aka Marty aka Martin
>

```
10 rem Day of Week Subroutine 13 Feb 1996
20 rem Tidy Up of Sinbad's UGLY program ;)
30 gosub 10000 : rem Set up array.
100 WD_DATE$=date$
110 gosub 10100 : rem What day is it ?
120 print "The ";WD_DATE$;" is a ";WD_DAY$
```

```
130 if WD_DAY$="?" then print "(";WD_ERR$;")"
140 end
10000 dim WD_DAY$(7)
10010 restore 10020
10020 data "Sunday","Monday","Tuesday","Wednesday","Thursday","Friday","Saturday"
10030 for WD=1 to 7 : read WD_DAY$(WD) : next WD
10040 rem used READ as any program that's written properly won't get confused with
it's own data :P
10050 return
10100 rem The actual Subroutine !
10110 WD_DAY#=val(left$(WD_DATE$,2))
10120 WD_MONTH#=val(mid$(WD_DATE$,4,2))
10130 WD_YEAR#=val(right$(WD_DATE$,4))
10140 WD_DAY$="?"
10150 if WD_YEAR#<1753.0 then WD_ERR$="Year must be after 1752" : return
10160 if WD_MONTH#<1.0 or WD_MONTH#>12.0 then WD_ERR$="Month is invalid" : return
10170 if WD_DAY#<1.0 or WD_DAY#>31.0 then WD_ERR$="Day is invalid" : return
10180 MN=int(WD_MONTH#) : rem done for laziness, but it also makes the next line
faster!
10190 if MN=4 or MN=6 or MN=9 or MN=11 then if WD_DAY#>30.0 then WD_ERR$="Day out
of range" : return
10200 if MN=2 then FEB#=28.0 : if WD_YEAR#=(int(WD_YEAR#*0.25)*4.0) then
FEB#=FEB#+1.0
10210 if MN=2 then if WD_DAY#>FEB# then WD_ERR$="Day out of range." : return
10220 WD_K#=int(0.6+(1.0/WD_MONTH#))
10230 WD_L#=WD_YEAR#-WD_K#
10240 WD_O#=WD_MONTH#+12.0*WD_K#
10250 WD_P#=WD_L#/100.0
10260 rem following lines had no real reason to be 'real' numbers!
10270 WD_Z1=int(WD_P#*0.25)
10280 WD_Z2=int(WD_P#)
10290 WD_Z3=int(WD_L#*1.25)
10300 WD_Z4=int((WD_O#+1.0)*2.6)
10310 WD_Z0=WD_Z1+WD_Z2+WD_Z3+WD_Z4+int(WD_DAY#)
10320 WD_Z0=(WD_Z0 mod 7)+1
10330 WD_DAY$=WD_DAY$(WD_Z0)
10900 return
11000 rem Sinbad, look no GOTO's ;)
```

Well ?

--

This .sig contains no artificial colourings or preservatives.

Adrian Samm, SL, Luton Air Scouts, Lea Valley, Luton, Beds.

From 5579058567190584386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public

From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: Day Finder
Date: 1996/02/14
Message-ID: <4fspj6$9q8@bbcnews.rd.bbc.co.uk>#1/1
X-Deja-AN: 139400247
references: <824236128_OASIS_@finitive.demon.co.uk>
<4fop6i$cik@lyra.csx.cam.ac.uk> <4fquj0$af6@neon.airtime.co.uk>
organization: British Broadcasting Corporation, UK
newsgroups: comp.sys.atari.programmer

sinbad@airtime.co.uk (M.Cubitt) wrote:
>
> mnb20@cam.ac.uk (Mark Baker) wrote:
>
> >In article <824236128_OASIS_@finitive.demon.co.uk>,
> > ade@finitive.demon.co.uk (Ade) writes:
>
> >>UUUgghhhh! - ugly programme ;)
>
> >But /all/ STOS programs are ugly.
>
> >That should annoy all three of you :)
>
> Mark, at least a pleb could follow the program, if it was C then
> there'd be too many curly brackets fot it to be readable!
>
> Annoyed, me? Hmm...
>
Those curly brackets helpp a lot in reading a c/c++ program

-David White

From 8010112768107439791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: Day Finder
Date: 1996/02/14
Message-ID: <4ft834$n90@neon.airtime.co.uk>#1/1
X-Deja-AN: 139420702
references: <4fi8in$avc@neon.airtime.co.uk> <4fkk2r$844@gcsin3.geccs.gecm.com>
organization: None Specified
newsgroups: comp.sys.atari.programmer

>>: >UUUgghhhh! - ugly programme ;)
>
>>: But /all/ STOS programs are ugly.
>
>>: That should annoy all three of you :)

>
>> Ugly? my intestines are ugly, who cares, no one ever sees them, no
one
>>will see our STOS code, only marvel at the end product,
>
>>   Get out of that without moving.......;-))
>
>>   Cheers......!ynoT
>
>Couldn't resist getting involved.......

 would have been suprised if you hadent? ;)

>Tony, what about that _ugly_ mouse pointer? You can't miss that!

 Ho dear, your one of THEM! are you,???? your one of those
 people who had a look at STOS years ago,looked at the sad stuff
 every man and his dog was knocking out at the time, and
 have stuck with that view ever since?

 Well my language disk has a true GEM mouse set and GEM
 fonts installed, these are part of the interpreter, ie the
 default mouse and font sets, YOU are well behind the times
 mate, I have over 50 titles released, you try finding the
 old STOS mouse pointer on any released over the last three
 years?

 Unfortunatly you are not alone, many people are still
 basing there opinions on the STOS of old and not the 1996
 updated version, I would advise yourself and anyone else to
 read ATARI WORLD issue 12, you will then learn just how
 updated STOS is,?

  <smile>
              Cheers......!ynoT

***** Tony Greenwood : STOSSER Software ************************
*   stosser@airtime.co.uk   ATARI ST Programmer *
*   irc channel#atari <stosser>   ATARI Jaguar Player *
** http://www.airtime.co.uk/users/stosser/ *********************
.

From -5533437407707251128
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: Day Finder
Date: 1996/02/14
Message-ID: <4ft84h$n90@neon.airtime.co.uk>#1/1

X-Deja-AN: 139420714
references: <4fi8in$avc@neon.airtime.co.uk> <4fkk2r$844@gcsin3.geccs.gecm.com>
organization: None Specified
newsgroups: comp.sys.atari.programmer

>> Looking for a sub routine that will take the current date, ie
DDMMYYYY
>>and return the actual day ie: Mon, Tues, Wen etc etc

>You need Zeller's Congruence. Something like:

  Snip -----

 Yes so it would seem, I now have it and a routine is
 installed into the program I was knocking together, I think
 I was being a litle lazy at the time, but a hell of a
 response for the routine, :), and thats given me an idea ?
 <G>

>Slainte mhath
>Mark

  Thanks Mark

                Cheers.....!ynoT

***** Tony Greenwood : STOSSER Software ************************
*   stosser@airtime.co.uk   ATARI ST Programmer *
*   irc channel#atari <stosser>   ATARI Jaguar Player *
** http://www.airtime.co.uk/users/stosser/ *********************
.

From 4931008439320920491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd8489652dc1ff1b
X-Google-Attributes: gid1115ce,public
From: sinbad@airtime.co.uk (M.Cubitt)
Subject: Re: Day Finder
Date: 1996/02/14
Message-ID: <4fto0n$s8k@neon.airtime.co.uk>#1/1
X-Deja-AN: 139438922
references: <824341796_OASIS_@finitive.demon.co.uk>
organization: None Specified
newsgroups: comp.sys.atari.programmer

>Well ?
>__

Yes but it is worse to have if... do something then if ... goto and do
the something on separate lines. Basic rule of programming in BASIC,
never use more than one command on one line

Huh?

From 3933019928322589856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c0c78f72df80eb5
X-Google-Attributes: gid1115ce,public
From: p3001at@sun1 ()
Subject: 14 Bomben!!! Help!
Date: 1996/01/08
Message-ID: <4crm9h$1lv@sparcserver.lrz-muenchen.de>#1/1
X-Deja-AN: 134438598
distribution: world
organization: Leibniz-Rechenzentrum, Muenchen (Germany)
newsgroups: comp.sys.atari.programmer

Weiss jemand, was 14 Bomben bedeuten?? Falcon 030
What does 14 bombs mean? on a falcon 030

Big C

From -7362108103415827914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4321e1b7a11d9715
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Help with Gnu C
Date: 1996/01/08
Message-ID: <4crvo3$3oc@studs.sci.kun.nl>#1/1
X-Deja-AN: 134438599
references: <4cqtq4$73m@sunsystem5.informatik.tu-muenchen.de>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <4cqtq4$73m@sunsystem5.informatik.tu-muenchen.de> etbauer@informatik.tu-
muenchen.de (Christian "Eddi" Etbauer) writes:

>I heard something about newer GEMDOS supporting such filesystems and a
>filesystem called minix, but I don't know exactly what this is all about.

MiNT supports alternative filesystems; there is indeed a MinixFS which
supports long filenames. IIRC, the latest MagiC (v4) supports
loadable filesystems too (?)

Good luck,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -6970904763006821342
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Programmers?
Date: 1996/01/08
Message-ID: <821161906_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 134438600
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <4cp2l4$j1c@whitbeck.ncl.ac.uk>
  "Craig. Graham" <Craig.Graham@ncl.ac.uk> said:-

>Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
>> > I've just released CLAv3 (electronic CAD & simulation).
>> Fetched that release, and tried to run it. Directly after startup NVDI
>> tells me "Invalid handle". Two choices : "Continue" or "Tolerate", one
>> crashed immediately, the other later on. CLA obviously relies on the
>> effect of Atari-VDI that wrong handles don't neccessarily lead to
>> problems (Mind you : This is a bug !)
>
>Strange. I've not had that problem myself, and I use NVDI all the time. I
>did try to ensure things worked OK (and did have quite a large number of
>testers with various setups from a 1Meg STE through falcons & TT's, right
>up to a PowerMac with MagicMac), and no-one had reported it. Oh
>well....perhaps you should have mailled me a bug report?

This may be a red herring but ...

I have had this NVDI message crop up on occasion. Nearly all the time,
it can be duplicated, indicating a bug. However, on a very few
occasions, it can occur in normally well behaved software (no I can't
think of any examples - sorry!). I have a gut feeling that the cause
is some other software (maybe not releasing handles - dunno).

--

Guy Harrison

guy@swampdog.demon.co.uk

From 4926063091201347311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Programmers?
Date: 1996/01/08
Message-ID: <Pine.A32.3.91.960108141713.12351F-100000-100000@hektor.iqo.uni-hannover.de>#1/1
X-Deja-AN: 134438601
references: <4bfjus$6mn@neon.airtime.co.uk> <4c2g98$eo7@whitbeck.ncl.ac.uk> <Pine.A32.3.91.951230135958.15757B-100000@iris.amp.uni-hannover.de> <4cp2l4$j1c@whitbeck.ncl.ac.uk>
x-sender: perot@hektor.iqo.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 7 Jan 1996, Craig. Graham wrote:

: Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
: > > I've just released CLAv3 (electronic CAD & simulation).
: > Fetched that release, and tried to run it. Directly after startup NVDI
: > tells me "Invalid handle". Two choices : "Continue" or "Tolerate", one
: > crashed immediately, the other later on. CLA obviously relies on the
: > effect of Atari-VDI that wrong handles don't neccessarily lead to
: > problems (Mind you : This is a bug !)
:
: Strange. I've not had that problem myself, and I use NVDI all the time. I
: did try to ensure things worked OK (and did have quite a large number of
: testers with various setups from a 1Meg STE through falcons & TT's, right
: up to a PowerMac with MagicMac), and no-one had reported it. Oh
: well....perhaps you should have mailled me a bug report?
:
Ok. Well, I didn't look for interference with other installations on my
maschine. I just stared at that NVDI alert ('cos I didn't get it for a
long time, and ran it again on the plain computer. I'll start all over
again, in a more proper way.

: > The plain computer of course does run it, but CLA involves lots of
: > graphics, and this is painfully on a 12 MHz maschine without NVDI.

:
: When used with NVDI or Enhancer, CLA3 speeds up a lot as it makes use of
: off-screen bitmaps to speed up the display.
:
That's what I guessed, but it apparently does not run with NVDI 3.02.

: > > I've got a new release of DUftp (mint-net again) almost ready.
: > >
: > I liked very much the idea of DUftp. I must point out that I really like
: > the way Xwindow window manager display the GUI. And I also like the
: > appearance of GEM. But mixing it up (like having a program with Motif
: > look running in a GEM environment) is to me as ugly as almost nothing
: > else. Please, Craig, go a little bit more for the style guidelines.
:
: ?????I'm sorry, but I don't follow you here. The only thing about DUftp
: that isn't quite standard is that the scroll bars are on the left for the
: remote & local file lists. Everything else is modern standard GEM. A menu
: bar, a couple of non-modal dialogs, one or two editable text fields, a pop-up
: menu or two....nothing non-standard about that. The drag & drop handling is
: standard as well...it's certainly nothing like Motif.
:
I remember other things like very strangely shaped scrollbars and so on.
It's been a while since I looked at it, maybe I confuse something. If so,
you'll read my apology.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -4703319416294859107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c0c78f72df80eb5
X-Google-Attributes: gid1115ce,public

From: p3001at@sun1 ()
Subject: 14 Bomben!!! Help!
Date: 1996/01/08

Message-ID: <4crlup$1lv@sparcserver.lrz-muenchen.de>#1/1
X-Deja-AN: 134556518

distribution: world
organization: Leibniz-Rechenzentrum, Muenchen (Germany)
newsgroups: comp.sys.atari.programmer

From -3638076468886359930
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4f796fe2e3081d8
X-Google-Attributes: gid1115ce,public
From: Charles Richmond <richmond@plano.net>
Subject: Re: shellsort() 'n' qsort()
Date: 1996/01/08
Message-ID: <4cq0b9$bek@dns.plano.net>#1/1
X-Deja-AN: 134556519
references: <820995524_OASIS_@swampdog.demon.co.uk>
<4cmbqd$c0n@nyheter.chalmers.se>
to: d8klojo@dtek.chalmers.se
content-type: text/plain; charset=us-ascii
organization: Canine Computer Center
x-url: news:4cmbqd$c0n@nyheter.chalmers.se
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; 68K)

d8klojo@dtek.chalmers.se (Johan Klockars) wrote:
>Shell sort is far from as simple to explain, so I'll just give a working
>example for you to examine.
>
I have *not* looked carefully at your exampe for the Shell sort, but there is
a Shell sort and *some* explanation of it in Kernighan & Richie's _The C
Programming Language_. It is on pages 58 and 108 in the first edition, and on
pages 61-62 in the second edition. Anyone who is serious about writing C
must have some K&R around>

From 2955639249158687419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4f796fe2e3081d8
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: shellsort() 'n' qsort()
Date: 1996/01/08
Message-ID: <821161670_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 134683511
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <2e65c895924a00@anuurn.ruhr.de>
  mk@anuurn.ruhr.de (Martin Koehling) said:-

>In <820803842_OASIS_@swampdog.demon.co.uk>,
>Guy Harrison (guy@swampdog.demon.co.uk) wrote:

>>>>I've just spent the whole night debugging some code only to find
>>>>shellsort() had failed. Is there a size limit for this function
>>>>(32/64k?) or is my implementation of it broken (MWC 3.0.9). Replacing
>>>>it with qsort() removed the fault immediately (duff addresses into the
>>>>comparison routine no less!).
>
>Yes, there definitely *is* a nasty bug in Mark William's shellsort()
>that limits the effective array size to (IIRC) about 32 K: after
>calculating the offset of an array element (using the `muls' operation),
>the resulting value is sign extended to 32 bits - which is utter
>nonsense, since `muls' already returns a 32 bit value!
>
>One way to fix it: extract shellsort.o from libc.a, find exactly four
>occurences of the sequence
> 0x48c0 ext.l d0
> 0xd08d add.l a5,d0
>and, using some kind of hex editor, replace the `ext.l d0' by
>a `nop' (0x4e71)...
>
>I tracked this down a few years ago when a user of a file selector
>I was hacking/maintaining at that time complained about crashes
>when opening directories containing more that 1000 file entries... :-)

Many thanks for this, it has saved me from an enormous amount of
hassle.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 2767913646323756904
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,dceffcbab342f1cd,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,dceffcbab342f1cd,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f7b2a,dceffcbab342f1cd,start
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: fd4c9,dceffcbab342f1cd,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,dceffcbab342f1cd,start
X-Google-Attributes: gid109a67,public
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Subject: formatting hard disk
Date: 1996/01/09
Message-ID: <4cu10o$16d4@melimelo.enst-bretagne.fr>#1/1

X-Deja-AN: 134556520
distribution: world
content-type: text/plain; charset=us-ascii
organization: Telecom Bretagne
x-url: news:fr.comp.sys.atari
mime-version: 1.0
newsgroups:
fr.comp.sys.atari,comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.
sys.atari.st.tech
x-mailer: Mozilla 1.12 (X11; I; HP-UX A.09.01 9000/710)

Hello,

a friend of mine got 2 hard diks from PC. These disks are SCSI disk, Prodrive
LPS 120 and 340 from Quantum.He's working with Hushi scsi tool and can read
sectors, verifie these but can't partitionnig nor installing a bootsector. It
seems that these disks are low-level formatted, and that he can't do nothing.

Does anybody know a solution for this problem?

Regards.

From 4782758584754249937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: Programmers?
Date: 1996/01/09
Message-ID:
<ftn_2.203.221.11$fidonet.org_30f2b388_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 134918165
sender: news@ct.se
references: <4cp2l4$j1c@whitbeck.ncl.ac.uk>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Craig. Graham wrote to All :
 >> I've just released CLAv3 (electronic CAD & simulation).
 >> Fetched that release, and tried to run it. Directly after startup NVDI
 >> tells me "Invalid handle". Two choices : "Continue" or "Tolerate", one
 >> crashed immediately, the other later on. CLA obviously relies on the
 >> effect of Atari-VDI that wrong handles don't neccessarily lead to
 >> problems (Mind you : This is a bug !)
 CG>

CG> Strange. I've not had that problem myself, and I use NVDI all the time.
CG> I did try to ensure things worked OK (and did have quite a large number
CG> of testers with various setups from a 1Meg STE through falcons & TT's,
CG> right up to a PowerMac with MagicMac), and no-one had reported it. Oh
CG> well....perhaps you should have mailled me a bug report?

Ehhh... I have got the same problem, but my machine doesn't crash. I just get the Dialog box and it works after that. I have an Falcon TOS 4.04

Cheers,
Magnus Kollberg

From 3376192617709141586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c0c78f72df80eb5
X-Google-Attributes: gid1115ce,public
From: p3001at@sun1 ()
Subject: 14 Bomben!!! Help!
Date: 1996/01/09
Message-ID: <4cthaj$ade@sparcserver.lrz-muenchen.de>#1/1
X-Deja-AN: 134918167
distribution: world
organization: Leibniz-Rechenzentrum, Muenchen (Germany)
newsgroups: comp.sys.atari.programmer

Weiss jemand, was 14 Bomben bedeuten?? Falcon 030
What does 14 bombs mean? on a falcon 030

Big C

From 5391664061609714001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,dceffcbab342f1cd
X-Google-Attributes: gid111a55,public
X-Google-Thread: f7b2a,dceffcbab342f1cd
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1115ce,dceffcbab342f1cd
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,dceffcbab342f1cd
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,dceffcbab342f1cd
X-Google-Attributes: gid109a67,public
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: formatting hard disk

Date: 1996/01/10
Message-ID: <DKxzyp.JAw@cix.compulink.co.uk>#1/1
X-Deja-AN: 134683512
references: <4cu10o$16d4@melimelo.enst-bretagne.fr>
organization: Compulink Information eXchange
newsgroups:
fr.comp.sys.atari,comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.
sys.atari.st.tech

> a friend of mine got 2 hard diks from PC. These disks are SCSI disk,
> Prodrive LPS 120 and 340 from Quantum.He's working with Hushi scsi
> tool and can read sectors, verifie these but can't partitionnig nor
> installing a bootsector. It seems that these disks are low-level
> formatted, and that he can't do nothing.

Did they work when they were last used on the PC - and if so - what O/S
were they used under?

I'v had no problem moving drives from PCs onto Ataris and back again.
Whichever the drive is connected to - I can happily format and partition
it.

This is using ICD Pro Utilities on a TT. Its a couple of years old now -
but has useful features like being able to change the interleave. I had
a drive on my PC with an interleave of 7 - and couldn't find anyway of
changing it (actually only when I connected it to the TT did I find out
that it was the interleave which was making it so slow). Anyway I had no
problems formating and paritioning it using the ICD Pro Utilities - and
after a DOS FDISK - the drive is now happily back up and running on the
PC.

:-)

Roland.

@CiX

From 9099212326302448124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,dceffcbab342f1cd
X-Google-Attributes: gid111a55,public
X-Google-Thread: f7b2a,dceffcbab342f1cd
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1115ce,dceffcbab342f1cd
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,dceffcbab342f1cd
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,dceffcbab342f1cd
X-Google-Attributes: gid109a67,public
From: etbauer@informatik.tu-muenchen.de (Christian "Eddi" Etbauer)

Subject: Re: formatting hard disk
Date: 1996/01/10
Message-ID: <4d0q85$e9@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 134768836
distribution: world
references: <4cu10o$16d4@melimelo.enst-bretagne.fr>
to: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
organization: Technische Universitaet Muenchen, Germany
newsgroups:
fr.comp.sys.atari,comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.
sys.atari.st.tech
originator: etbauer@hphalle5e.informatik.tu-muenchen.de

>a friend of mine got 2 hard diks from PC. These disks are SCSI disk, Prodrive
>LPS 120 and 340 from Quantum.He's working with Hushi scsi tool and can read
>sectors, verifie these but can't partitionnig nor installing a bootsector. It
>seems that these disks are low-level formatted, and that he can't do nothing.

Some drives need arbitration, meaning the computer has to identify itself with
its own SCSI-Id when requesting data. Since the TT is the only Atari-computer
with a proper SCSI-interface, this problem should only occur on ST-computers (I
don't know about falcon) when using disks via ACSI-port, because ACSI works
without arbtitration. But it seems strange to me that you can read sectors. On
which Computer does your friend run his drives ?

Eddi

--
```
                      ______The Keyboard-Cowboys
                     (____   __  _  __   __
                    ______) (|_ (|) |-) (-_
 etbauer@informatik.tu-muenchen.de  |
```

From 1366859261417110898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da571b099a638948,start
X-Google-Attributes: gid1115ce,public
From: kodogr@flood.xnet.com (Kodogr)
Subject: Changing Stack Limits
Date: 1996/01/10
Message-ID: <4d1in3$khh@flood.xnet.com>#1/1
X-Deja-AN: 134768837
organization: XNet - A Full Service Internet Provider - (708) 983-6064
newsgroups: comp.sys.atari.programmer

I am trying to create a simple cooperative multitasking system in Forth
on the Ste. This is for a game. I am running into a problem whenever my
multitasker trys to define a paramater stack (sp...a7) for an
individual task. I am assuming that there are some pointers in the first
1k of memory, in the St, which determine the upper and lower limits for a

data stack using a7. I have not been able to determine the proper way to
change this address register without generating a bus or address error. I
do not have any docs. Help.

From -5585116896197360366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da571b099a638948
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Changing Stack Limits
Date: 1996/01/11
Message-ID: <Pine.A32.3.91.960111114724.13806D-100000@vesta.amp.uni-
hannover.de>#1/1
X-Deja-AN: 134918168
references: <4d1in3$khh@flood.xnet.com>
x-sender: perot@vesta.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 10 Jan 1996, Kodogr wrote:

> I am trying to create a simple cooperative multitasking system in Forth
> on the Ste. This is for a game. I am running into a problem whenever my
> multitasker trys to define a paramater stack (sp...a7) for an
> individual task. I am assuming that there are some pointers in the first
> 1k of memory, in the St, which determine the upper and lower limits for a
> data stack using a7. I have not been able to determine the proper way to
>
No, there aren't. The stack can go as far as the memory reaches.

> change this address register without generating a bus or address error. I
> do not have any docs. Help.
>
Well, if you got an address error, the reason is obvious : You stored an
odd address into A7. Bus errors are generated on a few occasions. These
are :
- You accessed memory that's not there.
- You accessed the lowest 2 K in memory while in user mode.
- You accessed the I/O area ($fxxxxx) while in user mode.
The words "You accessed ..." may very well mean that you've set A7 to
one of the mentioned addresses and led the program do some stack work.

Note also that the OS does stack access as well. So try to make the
stack larger (try at least 4 K). Maybe you even have to save and restore
A7 for each OS access.

Good luck Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From 8059001265736683986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a3ddcb448cd3160,start
X-Google-Attributes: gid1115ce,public
From: mrnmrs@io.org (Michael Saarna)
Subject: help - capturing the vertical interrrupt(not the horizontal one)
Date: 1996/01/12
Message-ID: <4d63v1$41t@ionews.io.org>#1/1
X-Deja-AN: 134918166
organization: Internex Online (shell.io.org), Toronto, Ontario, Canada
newsgroups: comp.sys.atari.programmer

Anybody have any tips for this one. I've successfully captured the
horizontal interrupt for the purpose of changing colours from scan line
to scan line, but now I need to use the vertical interrupt to 'reset' my
routine at the top/bottom of each screen redraw.

Unlike the horizontal interrupt, there doesn't seem to be an interface
for capturing the vertical int.

I am working on a bog standard STFM.

Any comments/help is appreciated.

From -6735874004915784912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a3ddcb448cd3160
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: help - capturing the vertical interrrupt(not the horizontal one)
Date: 1996/01/12
Message-ID: <821562088_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 135031561
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <4d63v1$41t@ionews.io.org>
  mrnmrs@io.org (Michael Saarna) said:-

>Anybody have any tips for this one. I've successfully captured the
>horizontal interrupt for the purpose of changing colours from scan line

>to scan line, but now I need to use the vertical interrupt to 'reset' my
>routine at the top/bottom of each screen redraw.
>
>Unlike the horizontal interrupt, there doesn't seem to be an interface
>for capturing the vertical int.
>
>I am working on a bog standard STFM.
>

There's the deferred vertical blanking handler:

```
$452 vblsem        short
$454 nvbls         short
$456 vblqueue  long
```

If this is of any use and you know C then email me - I have some code
to make use it.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -2914642553208136170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f62682f342baf2ac,start
X-Google-Attributes: gid1115ce,public
From: martinr@.magmacom.com (Rick Martin)
Subject: Upoint-Medium
Date: 1996/01/13
Message-ID: <821648574_OASIS_@martinr.magmacom.com>#1/1
X-Deja-AN: 135143131
organization: Magma Communications Ltd., Ottawa, Ont., Canada
reply-to: martinr@magmacom.com
newsgroups: comp.sys.atari.programmer
organisation: magmacom.com

--
Is there anyone that knows how to get the medium version of Upoint or
where to send an E-Mail to be able to get this version as the address
for Stefan Brusch is not a good one . I would like to register for
this version but don't know who to contact . Any answers ? Pleeeeese !
---
inbox@martinr.ppp.magmacom.com

From 6820102727766417620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da571b099a638948
X-Google-Attributes: gid1115ce,public
From: kodogr@flood.xnet.com (Kodogr)
Subject: Re: Changing Stack Limits
Date: 1996/01/14
Message-ID: <4db10s$8up@flood.xnet.com>#1/1
X-Deja-AN: 135143132
references: <4d1in3$khh@flood.xnet.com>
<Pine.A32.3.91.960111114724.13806D-100000@vesta.amp.uni-hannover.de>
<4d9pfr$1v1@flood.xnet.com>
organization: XNet - A Full Service Internet Provider - (708) 983-6064
newsgroups: comp.sys.atari.programmer

Kodogr (kodogr@flood.xnet.com) wrote:
: Peter,

: Thanks for the info. You were right. I was getting a couple addressing
: modes mixed up. I am programming is assembly and forth. I wrote my own
: assembly sprite drivers, which I think are pretty fast.

: The multitasker works now, but I want to improve it before I start using it.

: Kodogr

Talking to myself again.

My mutitasker is now fully operational and enhanced.

Included is a nifty word called ?start

flag ?start task-name word-to-execute

if flag is true, then ?start sets the task to execute that word
if flag is false, does nothing.

Must now see if my implementation of local variables works with all of this
other stuff. I don't see why not.

Kodogr

From 8330009549306446927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da571b099a638948
X-Google-Attributes: gid1115ce,public
From: kodogr@flood.xnet.com (Kodogr)

Subject: Re: Changing Stack Limits
Date: 1996/01/14
Message-ID: <4d9pfr$1v1@flood.xnet.com>#1/1
X-Deja-AN: 135143133
references: <4d1in3$khh@flood.xnet.com>
<Pine.A32.3.91.960111114724.13806D-100000@vesta.amp.uni-hannover.de>
organization: XNet - A Full Service Internet Provider - (708) 983-6064
newsgroups: comp.sys.atari.programmer

Peter,

Thanks for the info. You were right. I was getting a couple addressing modes mixed up. I am programming is assembly and forth. I wrote my own assembly sprite drivers, which I think are pretty fast.

The multitasker works now, but I want to improve it before I start using it.

Kodogr

From 3211506236589999008
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,148dbfd49cf788ff,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: The Answer: "14 Bomben!!! Help!"
Date: 1996/01/14
Message-ID: <4da9e2$ehd@inca01.inca.co.nz>#1/1
X-Deja-AN: 135372557
distribution: world
organization: INCA
newsgroups: comp.sys.atari.programmer

p3001at@sun1 wrote:

> Weiss jemand, was 14 Bomben bedeuten?? Falcon 030
> What does 14 bombs mean? on a falcon 030
>
> Big C

"Stack Format Error"

The Motorola 68010 processor changed the stack frames created by TRAP and some other instructions. This "new" stack frame format carried on through the '020, '030, '040 and, I surmise, the '060.

A 16-bit "Stack Frame Format Word" is placed on the stack following the SR and PC registers. So, instead of a 6-byte TRAP frame, it is now eight bytes.

The new stack frame will only affect software which is either unaware of this change and alters the stack frame, or software which calls TRAP

routines from the 68k Supervisor mode.

The CPU will "spit the dummy" if, when executing an RTE instruction (or one of a few other instructions which I can't seem to recall at the moment) to return from Supervisor (System) mode to User mode if this value is incorrect. It does so by executing exception number fourteen, which, in the case of Atari TOS, has been set to print a stream of bombs on the screen, the number of which tells you which exception was raised. Atari TOS also defaults to killing the process which raised the exception.

--

Quote For The Month: "I'd horse-whip you if I had a horse"

From -1267477144127960069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ce6a92395c89a36,start
X-Google-Attributes: gid1115ce,public
From: eglis@ubaclu.unibas.ch (Simon Egli)
Subject: how to turn off screen&HD on a stacy
Date: 1996/01/15
Message-ID: <1996Jan15.081827.45892@yogi.urz.unibas.ch>#1/1
X-Deja-AN: 135263063
organization: University of Basel, Switzerland
newsgroups: comp.sys.atari.programmer

Hello,

Does anyone know how I can turn off the screen & the HD on my stacy by software?
If you know how to do it, please send me assembler, pascal or modula-2 source or some hints!

Maccel has this feature, but I need to have finer control to this.
Are there some new TOS calls in stacy TOS? And how can I check for the availability of these?

thanx,

Simi

From 5200719289233914732
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,daee3b1ba3982fee,start
X-Google-Attributes: gid1115ce,public
From: I.D.Cadman-CSSE94@cs.bham.ac.uk (Ian D. Cadman)
Subject: Help!!
Date: 1996/01/15
Message-ID: <4dd9r5$m44@percy.cs.bham.ac.uk>#1/1

X-Deja-AN: 135263064
sender: idc@gromit (Ian D. Cadman)
organization: School of Computer Science, The University of Birmingham, U.K.
keywords: C++
newsgroups: comp.sys.atari.programmer

I've got a 2.5 Mbyte ST with a hard drive - does anyone know of a Gnu C++ version that works
on this - I've tried everything!!

If you can help email I.D.Cadman-CSSE94@cs.bham.ac.uk
Thanks!
Ian.

From -1131124690636084293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a3ddcb448cd3160
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: help - capturing the vertical interrrupt(not the horizontal one)
Date: 1996/01/15
Message-ID: <4ddlja$abr@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 135263065
references: <4d63v1$41t@ionews.io.org>
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

I'm amazed that you've grabbed the hbl and not found a way of grabbing the vbl, or do you not have any docs at all? Even so, a little bit of hacking will soon sort that out. Anyway, here's a little snippet of code. Email me if you want some code examples - I'll send some hbl (done via the mfp), vbl, with screen-buffering and music source. Whatever else I've got lying around.

The vertical blank interrupt vector is located at $70. Just save this one and bung in the address of your new routine and there you go. Here's some code that rasters the screen in bars of colour. (The bars are made up from black->white->black.) The second vbl routine will make them move upwards. Wow! This isn't a very good way of doing things really. Much better to use the MFP if you want to change lots of the palette, and keep it that way for a number of scanlines. Eg: a score panel at the bottom of the screen could have a different palette to the rest of the screen. But the MFP isn't that good at changing lots of scanlines (Say you want fifteen differently done scanlines one after another) and basically falls back to becoming like the hbl. In actual fact, the hbl is controlled via the MFP, but the $120 vector gives a nice easy way of doing something every scanline. The MFP wins overall though because it

uses less processor time overall compared to going through the $120 vector, although it may require a slightly different mode of attack. Email me if you want some MFP sources, or get out your disassembler and start hacking any demo, nicely done menu, etc.

Sorry about the crap spacing, but it's this editor's tabs.

```
;
; Some code for rastering the screen
;
     ...                ;    start code
     lea.l    colours,a6         ;    a6->colour table
     move.w   #$2700,sr     ;    stop interrupts
     move.l   $70.w,old_vbi      ;    save old vbi vector
     move.l   $120.w,old_hbl         ;    and the hbl
     move.l   #vbl1,$70.w        ;    non-moving rasters
     move.l   #hbl,$120.w        ;    hbl interrupt
     move.w   #$2300,sr     ;    start interrupts
loop
     cmp.b    #39,$fffffc02.w        ;    space?
     beq.s    loop
     ...                ;    exit code here
;
; This'll give a display of rasters that is steady
vbl1
     lea.l    colours,a6         ;    a6->colour table
     move.w   #1,vbl_flag        ;    flag the vbl's happened
     rte
;
; This'll give moving rasters
vbl2
     move.w   #1,vbi_flag
     rte
;
;
hbl
     move.w   (a6)+,$ffff8240.w  ;    next colour
     cmp.w    #$ffff,(a6)        ;    end of table?
     bne.s    hbl_end
     lea.l    colours,a6
hbl_end
     rte
;
colours  dc.w $0000,$0111,$0222,$0333,$0444,$0555,$0666,$0777
     dc.w $0777,$0666,$0555,$0444,$0333,$0222,$0111,$0000
     dc.w $ffff              ;    end of table
old_vbi  ds.l 1
old_hbl  ds.l 1
vbi_flag ds.w 1
```

gaz
(gjones@cs.man.ac.uk)

From 357801750231551778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a3ddcb448cd3160
X-Google-Attributes: gid1115ce,public
From: etbauer@informatik.tu-muenchen.de (Christian "Eddi" Etbauer)
Subject: Re: help - capturing the vertical interrrupt(not the horizontal one)
Date: 1996/01/15
Message-ID: <4ddk0a$c21@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 135263066
distribution: world
references: <4d63v1$41t@ionews.io.org>
organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.programmer
originator: etbauer@hphalle1e.informatik.tu-muenchen.de

Hi !

>Anybody have any tips for this one. I've successfully captured the
>horizontal interrupt for the purpose of changing colours from scan line
>to scan line, but now I need to use the vertical interrupt to 'reset' my
>routine at the top/bottom of each screen redraw.
>
>Unlike the horizontal interrupt, there doesn't seem to be an interface
>for capturing the vertical int.
>
>I am working on a bog standard STFM.
>
>Any comments/help is appreciated.

If you use assembler, I can help youto a proper solution. Just email me.

Eddi

--
```
                      ______The Keyboard-Cowboys
                     (____   __  _  __   __
                    ______) (|_ (|) |-) (-_
 etbauer@informatik.tu-muenchen.de  |
```

From 1242204672143588501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3beda79c675e1c5,start
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Gnu C++ setup problems
Date: 1996/01/16
Message-ID: <4dfsm6$s6l@bbcnews.rd.bbc.co.uk>#1/1

X-Deja-AN: 135468089
organization: British Broadcasting Corporation, UK
newsgroups: comp.sys.atari.programmer

I've found the excellent-but-massive gnu-st.txt file (I have probably
got the name wrong). It explained several environment variables that
need to be setup (GNUINC GNULIB GXXINC TEMP, etc) for the gnu 2.x
compiler which I am trying to install. I wrote a small trial c++
program (called trial.cpp) that included the <iostream.h> file but
it wouldn't compile.

On running the compiler with the -v switch (verbose) I found that it
was not looking where the GXXINC variable indicated. Can anyone
throw any light on this problem?

-David White

#standard disclaimer

From -5885539126371588781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b9a3529632b298e4,start
X-Google-Attributes: gid1115ce,public
From: Mike Szewczyk <szewczyk@ais.net>
Subject: Looking for Matrix BBS
Date: 1996/01/16
Message-ID: <30FC03CB.5004@ais.net>#1/1
X-Deja-AN: 135468090
content-type: text/plain; charset=us-ascii
organization: American Information Systems, Inc.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b5 (Win16; I)

Could anyone who has heard of this, seen it, has it, modified it, is
running it, knows someone who knows someone who heard of it, please mail me?

Any kind of lead would be GREATLY appreciated.

Mike

From 8997396165361026190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f11cb31d6bc7871f,start
X-Google-Attributes: gid1115ce,public
From: askwersk@mit.edu (Adam Skwersky)
Subject: Serial Port (850) Programming
Date: 1996/01/17

Message-ID: <askwersk-1701960450550001@yavin.mit.edu>#1/1
X-Deja-AN: 135630351
organization: Massachvsetts Institvte of Technology
reply-to: askwersk@mit.edu
newsgroups: comp.sys.atari.programmer

I'm trying to work on the serial port.

I have a little program:

```
10 DIM A$(50)
20 OPEN #1,7,0,"R1:"
30 PRINT #1,"AT"
40 CLOSE #1
50 OPEN #1,6,0,"R1:"
60 INPUT #1,A$
70 PRINT A$
80 CLOSE #1
```

It breaks with:

```
ERROR-      135 AT LINE 30
```

When I change the 7 in 30 to 13 then instead it says..

```
ERROR-      154 AT Line 60
```

I cannot even find 154 in the error code listings. Can someone please explain to me how to send and recieve to a modem connected to the 850 interface?

I used to program on an 800 but it broke, then I bought an cheap used 800xl and an 850 interface but the previous owner forgot to include the 850 docs.

Adam Skwersky

--
Adam Skwersky
Graduate Student Department of Mechanical Engineering, MIT
askwersk@mit.edu

From -108589222649436170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,10a2f56cf833d50b,start
X-Google-Attributes: gid1115ce,public
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Subject: Books
Date: 1996/01/18
Message-ID: <4dlvof$nl2@dux.dundee.ac.uk>#1/1

X-Deja-AN: 135647890
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

I am looking for books to teach me how to programm ATARI ST/Falcon games.
My main interest is in graphics and sound and the books should cover
68k, C and M56001 programming.

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
(they include Sinclair C5, Atari and a few other silly pages)
"I know, I read it on the back of a match box!"

From -476569716562318216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,963f42a1dcd2342c,start
X-Google-Attributes: gid1115ce,public
From: abstract@wam.umd.edu (Gypsy Eyes)
Subject: APL programmers?
Date: 1996/01/18
Message-ID: <4dlot5$qqf@cville-srv.wam.umd.edu>#1/1
X-Deja-AN: 135699404
organization: University of Maryland College Park
newsgroups: comp.sys.atari.programmer

Anyone out there program in APL? I'm learning,and would like someone to
bounce ideas off of... Thanks!

--LuNATiC

From 1858375260281710071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3beda79c675e1c5
X-Google-Attributes: gid1115ce,public
From: jmf@informatik.uni-koblenz.de (Jens Felderhoff)
Subject: Re: Gnu C++ setup problems
Date: 1996/01/18
Message-ID: <4dl97l$bge@newshost.uni-koblenz.de>#1/1
X-Deja-AN: 135704651
references: <4dfsm6$s6l@bbcnews.rd.bbc.co.uk>
organization: University Koblenz / Germany

newsgroups: comp.sys.atari.programmer

In article <4dfsm6$s6l@bbcnews.rd.bbc.co.uk>,
     David White <david.white@rd.eng.bbc.co.uk> writes:
> [...]
>I wrote a small trial c++ program (called trial.cpp) that included
>the <iostream.h> file but it wouldn't compile.
>
>On running the compiler with the -v switch (verbose) I found that it
>was not looking where the GXXINC variable indicated. Can anyone
>throw any light on this problem?

Have you got a capture of the error output?

--


```
          ___________________________________________________________
Tschuess  /                                                          /
         / Jens M. Felderhoff                                        /
  Jens  /                                                           /
       / Internet: jmf@scary.fido.de,                              /
      /            jmf@informatik.uni-koblenz.de (*.de only)     /
     /   FidoNet : 2:2454/95.10@fidonet.org                      /
    /    NeST    : 90:400/601.10@nest.ftn                       /
   /___________________________________________________________/
```


From -5764574627127525874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a3ddcb448cd3160
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: help - capturing the vertical interrrupt(not the horizontal one)
Date: 1996/01/18
Message-ID: <4dle5h$ipn@m1.cs.man.ac.uk>
X-Deja-AN: 136067891
references: <4d63v1$41t@ionews.io.org> <4ddlja$abr@m1.cs.man.ac.uk>
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

Oops, made a mistake in my last piece of code - should have been $68.w
not $120.w I only realised last night. Sorry about that. But I was doing
it from memory and haven't coded for a while. Might as well give a brief
info on the MFP since it's better than $68.w.

Ok, the MFP is the Multi-Function Peripheral chip and controls the timers
and serial port and some other stuff. The timer vectors are all located
around $100-$150. The hbl ($68.w) is in fact an extension of the MFP, but
runs every scanline, rather than being programmable as the MFP is. So,

how do we take control of this? Simple, let's jump to your interrupt install code:

```
     ...                ;    your start code here
     move.w   #$2700,sr     ;    stop interrupts
     bsr  save_ints     ;    save all the interrupts
     move.l   #vbl,$70.w         ;    new vertical blank
     move.l   #timerb,$120.w          ;    new timer b routine
     move.w   #$2300,sr     ;    start interrupts
loop
     cmp.b    #$39,$fffffc02.w   ;    space?
     beq.s    loop
     move.w   $2700,sr      ;    stop interrupts
     bsr  restore_ints      ;    restore all the interrupts
     move.w   #$2300,sr     ;    start interrupts
     ...                ;    your exit code here
```

Ok, let's take a closer look here. You turn off the interrupts first since you don't want them still going whilst you're installing new interrupts as the results can be unpredictacble. You save the interrupts (this means the vbl, hbl, and the MFP interrupts you use in your routine - we're getting to that bit). So here's the vbl rout:

```
vbl
     move.w   #1,vbl_flag        ;    flag it's happened
     clr.b    tbcr
     move.l   #timerb,$120.w          ;    new timer b
     move.b   #1,tbdr            ;    start in 1 scanline
     move.b   #8,tbcr            ;    event countdown mode
     rte
```

Ok, this first stops timer b, installs the new routine, then sets the timer b data register to 1, then starts timer b using 8 as the control number - this is event countdown mode. In this mode, each scanline the data register gets decremented by 1, and then the new routine is run when it gets to zero. Here's the hbl rout:

```
timerb
     clr.b    $fffffa1b.w        ;    stop timer b
     move.b   #100,$fffffa21.w   ;    100 scanlines (tb data reg)
     move.l   #tb2,$120.w        ;    new tb rout
     move.b   #8,$fffffa1b.w          ;    event countdown mode
     addq.w   #4,$ffff8240.w          ;    a simple colour change
     blcr #0,$fffffa0f.w         ;    acknowledge interrupt
     rte
```

Ok, take a look at the above. Hopefully you'll understand most of it. The idea is simple - stop the timer, set it's data register, put the address of the next routine to use, start the timer. BUT, you need to also acknowledge that you've finished with the interupt as well, otherwise the channel is left open and is unusable. Ok, here's some more code.

```
tb2
     clr.b    $fffffa1b.w        ;    as above
     move.b   #4,$fffffa21.w          ;    4 scanlines
     move.l   #tb3,$120.w        ;    new rout
     move.b   #8,$fffffa1b.w          ;    start timer
     clr.w    $ffff8240.w        ;    black background
```

```
     bclr #0,$fffffa0f.w          ;    acknowledge
     rte
tb3
     clr.b    $fffffa1b.w
     move.b   #4,$fffffa21.w
     cmp.w    #$0007,$ffff8240.w ;    best blue?
     beq.s    tb3_dn              ;    yes, so we want to go down
     move.l   #tb3,$120.w         ;    this rout again
     move.b   #8,$fffffa1b.w
     addq.w   #1,$ffff8240.w          ;    brighter blue
     bclr #0,$fffffa0f.w
     rte
tb3_dn
     move.l   #tb4,$120.w         ;    down rout
     move.b   #8,$fffffa1b.w
     subq.w   #1,$ffff8240.w          ;    start going down
     bclr #0,$fffffa0f.w
     rte
tb4
     clr.b    $fffffa1b.w         ;    same as tb3, except
     move.b   #4,$fffffa21.w          ;    we're going down the
     cmp.w    #0,$ffff8240.w          ;    blues
     beq.s    tb4_up
     move.l   #tb4,$120.w
     move.b   #8,$fffffa1b.w
     subq.w   #1,$ffff8240.w
     bclr #0,$fffffa0f.w
     rte
tb4_up
     move.l   #tb3,$120.w
     move.b   #8,$fffffa1b.w
     addq.w   #1,$ffff8240.w
     bclr #0,$fffffa0f.w
     rte
```

Can you see what the result will be? Examine the code, and run through a few cycles of it. Draw diagrams if they help, I find them invaluable. Ok, let's go through it - we start with a black background (at tb2), then run tb3 after 4 scanlines. tb3 stops the interrupt as normal, then checks to see whether the blue has a value of 7 (highest my STFM can cope with!) If it is 7 then it jumps to tb3_dn. We'll deal with that in a moment. Otherwise, it adds 1 to $ffff8240. This actually increases the blue amount in the colour. (for colours, use $RGB, where R=red, G=green, B= blue, eg: $0333 = a grey, $0777=white, etc.) Then it acknowledges and runs the next timer b, which is in fact itself. So now we get a brighter blue, and etc... so we end up with a fade of black to blue. Now we get to tb3_dn, which decreases the amount of blue and runs tb4. Guess what that does eh? This is a pretty poor example of the MFP, but you get the idea. This could have been coded differently, in one timer b, using self-modifying code, where the addq is changed to a subq or vice versa. Ho hum. You may notice that the colours flicker slightly at the very edges of the line, this is because the exact moment the instructions are getting run is not the same every time. It is possible to avoid problems

like this, and do special triclks (like opening the borders), but I
leave that for you to find out (or hack!).

gaz

From 7835662077933122011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e06052c7eb52616d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 112f4b,e06052c7eb52616d,start
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 1115ce,e06052c7eb52616d,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,e06052c7eb52616d,start
X-Google-Attributes: gid109a67,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: Wanted C Programmer
Date: 1996/01/19
Message-ID: <822085972_OASIS_NEWS@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 135761215
reply-to: phil@yeadontt.demon.co.uk (Phil Yeadon)
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.suppor
t.atari

-----BEGIN PGP SIGNED MESSAGE-----

Help.

I am using the Mydial extensions for resources, as supplied with Interface, in OASIS 2. Unfortunately, the person who compiled the C code for use with GFA basic left out eh access to the 3-D dialogs functions.

What I need is someone with Pure C or Turbo C who can recompile the source for me. I know what needs changing, and have amended the source, but as my C experience is limited it may be wrong.

Any one who can help please contact me via e-mail.

Thanks in advance.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQB1AwUBMQAJUBhgjvPuccgtAQHLcwMAh/IdL4VHaGIsZvKd+aD4OYqNEay/YEsu
pMMCSfQi+kb6FaKBJ3pC44r4jJn0fAo/fE9NsjHe1sV0U3Fr/mf4ur2wmK8qAtLw
r24HXmgnTp73I8DX0hcvpeZqGdP0Jdxc
=A4RR

-----END PGP SIGNATURE-----

--

```
  ==========================================================================

     The Home Of      _/_/_/_/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
                     _/    _/  _/    _/  _/        _/  _/
                    _/    _/  _/    _/  _/        _/  _/
                   _/    _/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
                  _/    _/  _/    _/        _/  _/        _/
                 _/    _/  _/    _/        _/  _/        _/
                _/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/

  ============    Phil Yeadon ====== phil@yeadontt.demon.co.uk    ===========
```

From 1624990010969138082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3beda79c675e1c5
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: Gnu C++ setup problems
Date: 1996/01/19
Message-ID: <Pine.BUL.3.90.960119130918.756C-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 135978423
references: <4dfsm6$s6l@bbcnews.rd.bbc.co.uk>
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

> On running the compiler with the -v switch (verbose) I found that it
> was not looking where the GXXINC variable indicated. Can anyone
> throw any light on this problem?

You can implicity declare where the includes are by option
-I/dev/g/path/to/g++-include
or simpy -I$(GXXINC). You propably have also to add -L(GXXLIB) for
properly linking.

regards,

Simon.

From 3027056853939414653

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,daee3b1ba3982fee
X-Google-Attributes: gid1115ce,public
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: Help!!
Date: 1996/01/19
Message-ID: <DLEKB2.IpK@cix.compulink.co.uk>#1/1
X-Deja-AN: 136118129
references: <4dd9r5$m44@percy.cs.bham.ac.uk>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

In message <4dd9r5$m44@percy.cs.bham.ac.uk>, I.D.Cadman-CSSE94@cs.bham.ac.uk
said:
  > I've got a 2.5 Mbyte ST with a hard drive - does anyone know of a Gnu
  > C++ version that works on this - I've tried everything!!

A long time ago I had a copy of G++ 1.40 which worked in 2.5Mb. You need
to run a seriously striped down system - and turn optimisation off. Even
then you will be limited to the size of programs you can compile.

:-)

Roland.

@CiX

From 6071375885483195196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2dd96d99a8a39b1d,start
X-Google-Attributes: gid1115ce,public
From: dzander@solaria.sol.net (Douglas Zander)
Subject: Help, any MWC users?
Date: 1996/01/20
Message-ID: <4dr562$khs@solaria.sol.net>#1/1
X-Deja-AN: 135875496
organization: Solaria Public Access UNIX - Milwaukee, WI
newsgroups: comp.sys.atari.programmer

  Hello, I am wondering if there are any Mark Williams C users who can help
  me with a problem I have. The manual doesn't explain how to use the
  LineA routines very well and contradicts itself with the header file.
  In the lexicon (MWC 3.0.5) it says that the instruction to place a sprite
  on the screen uses two pointers but the header file shows four parameters;
  two long (for the x,y position) and two pointers which I assume the first
  is a pointer to the structure la_sprite and the second is enough free
  space to hold the screen's background.

  Another question I have is if I am able to combine VDI commands with
  the linea commands. When I open a virtual screen with opnvwk() and then

use the linea0() (initialize) command I get a crash. I think I read
somewhere that if a program uses line A routines then it cannot use the
VDI nor the AES and must run as a TOS program with the .tos extension.

Thanks in advance for any help.

--
Douglas Zander | editor of GAMES Player's Zine (GPZ)
dzander@solaria.sol.net | an ezine for subscribers of GAMES Magazine (tm)

From 2747552904972340607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b88664c9035f7d,start
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Interrupts in C
Date: 1996/01/20
Message-ID: <Pine.ULT.3.91.960120083911.10983B-100000@mars.dsv.su.se>#1/1
X-Deja-AN: 135882159
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

How should I do to properly install an interrupt that outputs midi from a
timestamped que? It should output the first element, check the time of
the next, and "sleep" until that time.

I want my C application to calculate the times and (if nescessary)
rearrange the que. This is no problem.

The problem is that whenever I try to install an interrupt, my system
hangs or bombs out :(

Any example on installing interrupts in mixed C/assembly is most welcome!

I use Lattice C 5.06

thanx // Jens M Andreasen

From 2947960634050002969
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2dd96d99a8a39b1d
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Help, any MWC users?
Date: 1996/01/21
Message-ID: <822330260_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 136063726

reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4dr562$khs@solaria.sol.net>
dzander@solaria.sol.net (Douglas Zander) said:-

> Hello, I am wondering if there are any Mark Williams C users who can
> help me with a problem I have. The manual doesn't explain how to
> use the LineA routines very well and contradicts itself with the
> header file. In the lexicon (MWC 3.0.5) it says that the instruction
> to place a sprite on the screen uses two pointers but the header
> file shows four parameters; two long (for the x,y position) and two
> pointers which I assume the first is a pointer to the structure
> la_sprite and the second is enough free space to hold the screen's
> background.

There is quite a bit of contradiction throughout the whole of the LineA documentation. To be fair, MWC did attempt to document what was (and still is to a large extent) undocumented atari routines. On a more helpful note:

```
linead()
int16              hot_spot_x, hot_spot_y;
struct la_sprite   *p;
void          *save_blk;
```

save_blk should be:

```
high rez  74 bytes
med rez       138
low rez       266
```

This needs to be calculated as 64 bytes per bit plane + 10 bytes just in case the program is to run under unknown resolutions.

It's a long time since I did any of this so you will need to get out the debugger and check the size of the parameters passed to linead(). At the machine level, the first two are ints but they *might* be int32 at the linead() function level. (Off the top of my head) You should see something like this:

```
linead_  link a6,$something
     move.w   0x8(a6),d0    /x pos
     move.w   0xa(a6),d1    /y pos
     move.l   0xc(a6),a0    /la_sprite
     move.l   0x10(a6),a1   /save_blk
     linea    $0x000d
     unlk a6
     rts
```

ie check that 8(a6) and 10(a6) are in fact words, not longs.

If you plan to use the LineA often then I recommend getting more than one source of literature. All of them have errors. With three books you can just about work out where the errors are. "Compute's Technical Reference Vol 3" (the TOS one) is pretty good as far as they go.

> Another question I have is if I am able to combine VDI commands with
> the linea commands. When I open a virtual screen with opnvwk() and then
> use the linea0() (initialize) command I get a crash. I think I read
> somewhere that if a program uses line A routines then it cannot use the
> VDI nor the AES and must run as a TOS program with the .tos extension.

They can be combined but it is tricky. The basic problem is the AES and VDI treat the linea like a slave - both have licence to write anywhere they want, so combination with your own linea code relies on your ability to to keep restoring the data, which negates the speed advantages of using the linea somewhat. You are essentially being a cut down VDI. Again, unless speed is crucial, I recommend sticking to the VDI.

In the end, I completely rewrote the LineA bindings and they are now much easier to understand. I even wrote some linea font loading routines. I'll email the lot if you want to take a peek at the source code.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -6387294546037142535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,401c3401ecff2cb0,start
X-Google-Attributes: gid1115ce,public
From: p3001at@sun4 ()
Subject: 14 Bomben, d.h.?
Date: 1996/01/22
Message-ID: <4e0dk9$g45@sparcserver.lrz-muenchen.de>#1/1
X-Deja-AN: 136045511
distribution: world
organization: Leibniz-Rechenzentrum, Muenchen (Germany)
newsgroups: comp.sys.atari.programmer

Hallo!
Was bedeuten am Falcon 14 Bomben?

From 314270367053147246
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8d56709faddd65b0,start
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: objc_newtext() and objc_text()
Date: 1996/01/22
Message-ID: <4e0g3l$1o0@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 136083074
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

Hi. I'm writing a number of programs in C with a nice modern GEM interface (windowed dialogues, iconify etc.), and I am currently using GCC. However, all my previous GEM programs have been written in Prospero C, which has a number of non-standard function calls. (eg. objc_newtext() and objc_text())

I have managed to work out an equivelent piece of code for a number of the functions, but cannot see how to write an equivelent routine to either of these two:

```
char *objc_text(OBJECT *tree,int index)
                           /* IIRC? Not sure... */
```

which returns the text field of the given object in the given tree. and...

```
void objc_newtext(OBJECT *tree, int index, char *text)
```

which changes the text field of a given object.

Any ideas on how to do this? (I tend to use objc_newtext() a lot to change the value of status indicators etc.)

Cheers

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

From -5465429176678027056
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,8d56709faddd65b0
X-Google-Attributes: gid1115ce,public
From: Sim <py4sdh@bath.ac.uk>
Subject: Re: objc_newtext() and objc_text()
Date: 1996/01/22
Message-ID: <Pine.SUN.3.91.960122182656.1102A@slc-12>#1/1
X-Deja-AN: 136284020
x-mail2news-path: goggins.bath.ac.uk!bath.ac.uk
x-nntp-posting-host: bath.ac.uk
x-sender: py4sdh@slc-12
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In the referenced article, jacquesa@cs.man.ac.uk writes:
>
> Hi. I'm writing a number of programs in C with a nice modern GEM interface
> (windowed dialogues, iconify etc.), and I am currently using GCC. However,
> all my previous GEM programs have been written in Prospero C, which has
> a number of non-standard function calls. (eg. objc_newtext() and
> objc_text())
> I have managed to work out an equivelent piece of code for a number of the
> functions, but cannot see how to write an equivelent routine to either of
> these two:
>
> char *objc_text(OBJECT *tree,int index)
> /* IIRC? Not sure... */
>
> which returns the text field of the given object in the given tree. and...
>
> void objc_newtext(OBJECT *tree, int index, char *text)
>
> which changes the text field of a given object.
>

I do believe that you can use rsrc_gaddr to find the address of the
object and then grab the address of the text string from the record
defining the object. You'll need to pass rsrc_gaddr the number of the
object you want to change. I can't recall the exact details of the object
structure though, so you'll need to look em up.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

From 4780821364220348782
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,7b88664c9035f7d
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: Interrupts in C
Date: 1996/01/22
Message-ID:
<ftn_2.203.221.11$fidonet.org_3103b884_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 136347223
sender: news@ct.se
references: <Pine.ULT.3.91.960120083911.10983B-100000@mars.dsv.su.se>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Jens M Andreasen wrote to All :
 JMA> How should I do to properly install an interrupt that outputs midi from
 JMA> a timestamped que? It should output the first element, check the time
 JMA> of the next, and "sleep" until that time.
 JMA>
 JMA> I want my C application to calculate the times and (if nescessary)
 JMA> rearrange the que. This is no problem.
 JMA>
 JMA> The problem is that whenever I try to install an interrupt, my system
 JMA> hangs or bombs out :(
 JMA>
 JMA> Any example on installing interrupts in mixed C/assembly is most
 JMA> welcome!
 JMA> I use Lattice C 5.06

Just what I'm looking for as well. :-))
I have also done some hacking and I have managed to get all sorts of wonderfull
effects, like scrolling the screen etc. but not what I want it to do. :-(
I would like to just get an timer interrupt with a specified period of time and
when the interrupt happens it would look if it should send out some data or
not.

Cheers,
Magnus Kollberg

From 7956945251864583127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,963f42a1dcd2342c
X-Google-Attributes: gid1115ce,public

From: jmf@.uni-koblenz (Jens Felderhoff)
Subject: Re: APL programmers?
Date: 1996/01/22
Message-ID: <4e0e8a$m1u@newshost.uni-koblenz.de>#1/1
X-Deja-AN: 136839737
references: <4dlot5$qqf@cville-srv.wam.umd.edu>
organization: University Koblenz / Germany
reply-to: jmf@scary.fido.de
newsgroups: comp.sys.atari.programmer

In article <4dlot5$qqf@cville-srv.wam.umd.edu>,
    abstract@wam.umd.edu (Gypsy Eyes) writes:
>Anyone out there program in APL? I'm learning,and would like someone to
>bounce ideas off of... Thanks!

APL is a terminal disease! ;-)

(Couldn't resist!)
--

```
          ___________________________________________________________
Tschuess  /                                                          /
         / Jens M. Felderhoff                                        /
  Jens  /                                                           /
       / Internet: jmf@scary.fido.de,                              /
      /            jmf@informatik.uni-koblenz.de (*.de only)     /
     /   FidoNet : 2:2454/95.10@fidonet.org                      /
    /    NeST    : 90:400/601.10@nest.ftn                       /
   /___________________________________________________________/
```

From 1872400564354719337
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3beda79c675e1c5
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: Gnu C++ setup problems
Date: 1996/01/23
Message-ID: <4e2cec$nf6@bbcnews.rd.bbc.co.uk>#1/1
X-Deja-AN: 136027157
references: <4dfsm6$s6l@bbcnews.rd.bbc.co.uk>
<Pine.BUL.3.90.960119130918.756C-100000@bull.mimuw.edu.pl>
organization: British Broadcasting Corporation, UK
newsgroups: comp.sys.atari.programmer

Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>
> > On running the compiler with the -v switch (verbose) I found that it
> > was not looking where the GXXINC variable indicated. Can anyone
> > throw any light on this problem?
>

> You can implicity declare where the includes are by option
> -I/dev/g/path/to/g++-include
> or simpy -I$(GXXINC). You propably have also to add -L(GXXLIB) for
> properly linking.
>
I've found the problem. I need to name my file XXX.cc , not XXX.cpp. I've now managed to get it working but it is SLOOOOWWW. On my falcon with 4 megs of memory and running Outside (34Megs of virtual memory) it is unbearable! Perseverance is needed!

-David White

//standard disclaimer

From 4943991123254571209
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8d56709faddd65b0
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: objc_newtext() and objc_text()
Date: 1996/01/23
Message-ID: <822501042_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 136086914
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <4e0g3l$1o0@m1.cs.man.ac.uk>
  jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>
>Hi. I'm writing a number of programs in C with a nice modern GEM interface
>(windowed dialogues, iconify etc.), and I am currently using GCC. However,
>all my previous GEM programs have been written in Prospero C, which has
>a number of non-standard function calls. (eg. objc_newtext() and objc_text())
>
>I have managed to work out an equivelent piece of code for a number of the
>functions, but cannot see how to write an equivelent routine to either of
>these two:
>
>char *objc_text(OBJECT *tree,int index)
>   /* IIRC? Not sure... */
>
>which returns the text field of the given object in the given tree. and...

Very basically, it all revolves around a switch statement.

```
OBJECT   *ob;
char *p;

rsrc_gaddr(R_TREE,tree,&ob);
```

```
switch (ob[obi].ob_type)    {
     case x: /* TEDINFO (ie text) */
     p = ((TEDINFO*)ob[obi].ob_spec)->te_ptext;
     break;

     case y: /* STRING */
     p = ob[obi].ob_spec;
     break

     etc ..

     default:
     p = NULL;
     break;
}

return p;

>void objc_newtext(OBJECT *tree, int index, char *text)
>
>which changes the text field of a given object.

p = objc_text(ob,obi); /* or whatever */
sprintf(p,blah...);

/* assuming window is open, redraws all visible objects */
wind_update(BEG_UPDATE);
wind_get(handle,WF_WORKXYWH,PRECT(wr));
wind_get(handle,WF_FIRSTXYWH,PRECT(rr));
while (rr.w && rr.h)    {
     if (rc_intersect(&wr,&rr))
          objc_draw(ob,obi,MAX_DEPTH,rr)
     ;
     wind_get(handle,WF_NEXTXYWH,PRECT(rr));
}
wind_update(END_UPDATE);

Use this to size a single object and adjust the above redraw
accordingly ...

objc_offset(ob,obi,&rr.x,&rr.y);
rr.w = ob[obi].ob_width;
rr.h = ob[obi].ob_height;

You may have outside border problems because objc_offset() does not
take them into account. Depends on what you are doing really.

>Any ideas on how to do this? (I tend to use objc_newtext() a lot to change
>the value of status indicators etc.)

Using the redraw method ensures the objects are drawn correctly in the
background. You do not have to wait for a WM_REDRAW message before
walking the rectangles, it can be done at any time.
```

I assume from the function names that when you say "status" you are
referring to text. If you mean the state field then simply ...

```
ob[obi].ob_state &= ~SELECTED; /* clears selected */
/* redraw code above */
```

--

Guy Harrison

guy@swampdog.demon.co.uk

From 3868500794064720703
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,e06052c7eb52616d
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,e06052c7eb52616d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 112f4b,e06052c7eb52616d
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 109a67,e06052c7eb52616d
X-Google-Attributes: gid109a67,public
From: Frank.Charlton@dial.pipex.com (Frank Charlton)
Subject: Re: Wanted C Programmer
Date: 1996/01/23
Message-ID: <AD29E2BC966886F65@am208.du.pipex.com>#1/1
X-Deja-AN: 136190516
distribution: world
references: <822085972_OASIS_NEWS@yeadontt.demon.co.uk>
organization: ST FORMAT Magazine
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.suppor
t.atari

In article <822085972_OASIS_NEWS@yeadontt.demon.co.uk>,
phil@yeadontt.demon.co.uk (Phil Yeadon) wrote:

>   What I need is someone with Pure C or Turbo C who can recompile the
>source for me. I know what needs changing, and have amended the source, but

Phil, mail me.

ATB, Frank.

Tachyon Communications - http://www.netkonect.net/tachyon/
* Web Design * Technical Support * Freelance Journalism *

"Who programs the programmer?" - David Zindell, "Neverness"

From -1592432766882760112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8d56709faddd65b0
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: objc_newtext() and objc_text()
Date: 1996/01/23
Message-ID: <3104E6F5.4654@imc.exec.nhs.uk>#1/1
X-Deja-AN: 136276274
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <4e0g3l$1o0@m1.cs.man.ac.uk>
cc: jacquesa@cs.man.ac.uk
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b5 (X11; I; SunOS 5.4 sun4m)

Anthony Jacques wrote:
> char *objc_text(OBJECT *tree,int index)
> /* IIRC? Not sure... */
>
> which returns the text field of the given object in the given tree. and...

Perhaps something like this:

```
char *objc_text(OBJECT *tree, int index)
{
    switch (tree[index].ob_type & 0xff) { /* Mask off extended byte */
    case G_STRING: /* For all object types whose ob_specs point to a */
    case G_BUTTON: /* string, do this... */
        return (char *)(tree[index].ob_spec);
    case G_TEXT:    /* Ditto, for anything that has an ob_spec which */
    case G_BOXTEXT: /* points to a TEDINFO structure, do this... */
    case G_FTEXT:
    case G_FBOXTEXT:
        return ((TEDINFO *)(tree[index].ob_spec))->te_ptext;
    }
    return NULL;
}
```

> void objc_newtext(OBJECT *tree, int index, char *text)
>
> which changes the text field of a given object.

Pretty easy, given objc_text exists. Note there isn't any bounds checking,
I don't know if the Prospero version did any or what. (ie make sure your
new string doesn't overflow the space for the string in the resource.)

```
void objc_newtext(OBJECT *tree, int index, char *text)
{
    char *s;

    s = objc_text(tree, index);
    if (s)
        strcpy(s, text);
}
```

--Chris

From 3552147308671592175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1cc5a42e0c7eafee,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1cc5a42e0c7eafee,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f7b2a,1cc5a42e0c7eafee,start
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 109a67,1cc5a42e0c7eafee,start
X-Google-Attributes: gid109a67,public
From: wilsontjb@cix.compulink.co.uk ("BARRY WILSON")
Subject: Re: Atari TTM194, TTM195 monitor
Date: 1996/01/23
Message-ID: <DLnK7E.8n5@cix.compulink.co.uk>#1/1
X-Deja-AN: 136349132
references: <4e2q2n$mod@melimelo.enst-bretagne.fr>
organization: Compulink Information eXchange
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,fr.comp.sys.ata
ri

In message <4e2q2n$mod@melimelo.enst-bretagne.fr>, Alain.Derennes@enst-bretagne.fr
said:

>Can anabody give me the differences between TTM194 and TTM195 monitors.

I'm not aware of any significant differences.

They are both 19in TT high (ECL) monitors made by different companies (Taxan?/
Phillips),
and badged by Atari.

Barry wilsontjb@cix.compulink.co.uk

From -1910016516408827828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1cc5a42e0c7eafee
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,1cc5a42e0c7eafee
X-Google-Attributes: gid109a67,public
X-Google-Thread: f7b2a,1cc5a42e0c7eafee
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1115ce,1cc5a42e0c7eafee
X-Google-Attributes: gid1115ce,public
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Subject: Atari TTM194, TTM195 monitor
Date: 1996/01/23
Message-ID: <4e2q2n$mod@melimelo.enst-bretagne.fr>#1/1
X-Deja-AN: 136349993
distribution: world
content-type: text/plain; charset=us-ascii
organization: Telecom Bretagne
x-url: news:comp.sys.atari.st
mime-version: 1.0
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,fr.comp.sys.ata
ri
x-mailer: Mozilla 1.12 (X11; I; HP-UX A.09.01 9000/710)

Hello,

Can anabody give me the differences between TTM194 and TTM195 monitors.

Regards.

From 2285910452449405488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6a564d5a0d99d27a,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6a564d5a0d99d27a,start
X-Google-Attributes: gid1115ce,public
From: Stephen Wilson <101352.2326@CompuServe.COM>
Subject: calamus file conversion
Date: 1996/01/23
Message-ID: <4e1a5ccff1@mhafc.production.compuserve.com>#1/1
X-Deja-AN: 136648620
organization: n/a
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Anyone know whether it's possible to convert Atari Calamus files
to something a PC DTP program can handle? Replies via email
pleeeese.

TIA . . .
Steve Wilson
101352.2326@compuserve.com

From 1523864016879455482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8d56709faddd65b0
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: objc_newtext() and objc_text()
Date: 1996/01/24
Message-ID: <Pine.A32.3.91.960124124606.17004E-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 136120799
references: <Pine.SUN.3.91.960122182656.1102A@slc-12>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 22 Jan 1996, Sim wrote:

```
:
: In the referenced article, jacquesa@cs.man.ac.uk writes:
: >
: > Hi. I'm writing a number of programs in C with a nice modern GEM interface
: > (windowed dialogues, iconify etc.), and I am currently using GCC. however,
: > all my previous GEM programs have been written in Prospero C, which has
: > a number of non-standard function calls. (eg. objc_newtext() and
: > objc_text())
: > I have managed to work out an equivelent piece of code for a number of the
: > functions, but cannot see how to write an equivelent routine to either of
: > these two:
: >
: > char *objc_text(OBJECT *tree,int index)
: >                            /* IIRC? Not sure... */
: >
: > which returns the text field of the given object in the given tree. and...
: >
: > void objc_newtext(OBJECT *tree, int index, char *text)
: >
: > which changes the text field of a given object.
: >
:
:
: I do believe that you can use rsrc_gaddr to find the address of the
: object and then grab the address of the text string from the record
: defining the object. You'll need to pass rsrc_gaddr the number of the
: object you want to change. I can't recall the exact details of the object
: structure though, so you'll need to look em up.
```

:

The call

```
   objc_newtext(OBJECT *tree, int index, char *text);
```

should be aquivalent to

```
   strncpy (((TEDINFO *) tree[index].ob_spec)->te_ptext, text,
            strlen (((TEDINFO *) tree[index].ob_spec)->te_pvalid));
```

This line makes sure you don't write text too long into the field, but
does not check whether the string matches the validation string.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -7711860795418069955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b88664c9035f7d
X-Google-Attributes: gid1115ce,public

From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Interrupts in C
Date: 1996/01/24

Message-ID: <Pine.A32.3.91.960124123216.17004D-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 136123869
references: <Pine.ULT.3.91.960120083911.10983B-100000@mars.dsv.su.se>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Sat, 20 Jan 1996, Jens M Andreasen wrote:

>
> How should I do to properly install an interrupt that outputs midi from a
> timestamped que? It should output the first element, check the time of
> the next, and "sleep" until that time.
>
> I want my C application to calculate the times and (if nescessary)
> rearrange the que. This is no problem.
>
> The problem is that whenever I try to install an interrupt, my system
> hangs or bombs out :(
>

It depends with interrupt you wanna use. The most basic way is to switch to Supervisor Mode, then save the old interrupt vector, so your routine can properly return to the old routine, then write the address of your routine into the interrupt vector, and return to user mode. If you want to completely replace the old one, yours must end with an RTE instruction, which is hard to achieve in C. The other version is very tricky to do as well in C. For both I would strongly suggest to use assembler, at least for the binding to your C code. The fiddling with vectors in Supervisor mode can be replaced by a Setexc() call (this is BIOS).
Easily done (even completely in C) is installing a vsync interrupt function. This is because TOS provides an array where you can put the address of your routine, and it will get executed as a normal subroutine.

Whichever way you choose : Note that your new interrupt will be executed in Supervisor mode, and will also use the supervisor system stack, which is very limited !!! There is very little space for local variables, and virtually none for arrays or extended structures !

>
> I use Lattice C 5.06
>
I never used Lattice C, I've got no idea whether it provides any help with such problems.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -1751380225956766098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6a564d5a0d99d27a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6a564d5a0d99d27a
X-Google-Attributes: gid1115ce,public

From: damms002@acpub.duke.edu (Thomas Damms)
Subject: Re: calamus file conversion
Date: 1996/01/24

Message-ID: <damms002-2401961452170001@async96.async.duke.edu>#1/1
X-Deja-AN: 136221739
references: <4e1a5ccff1@mhafc.production.compuserve.com>
organization: DUKE University
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

There is a Calamus modul available called "Bridge". This modul exports any Calamus file into a variety of different image formats including EPS und PS, you can even print on PS printers this way.

Thomas

In article <4e1a5ccff1@mhafc.production.compuserve.com>, Stephen Wilson
<101352.2326@CompuServe.COM> wrote:

> Anyone know whether it's possible to convert Atari Calamus files
> to something a PC DTP program can handle? Replies via email
> pleeeese.
> TIA . . .
> Steve Wilson
> 101352.2326@compuserve.com

--
Thomas Damms
DUKE University
damms002@acpub.duke.edu

From 2830931523894290785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1cc5a42e0c7eafee
X-Google-Attributes: gid111a55,public
X-Google-Thread: f7b2a,1cc5a42e0c7eafee
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1115ce,1cc5a42e0c7eafee
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1cc5a42e0c7eafee
X-Google-Attributes: gid109a67,public
From: a1960563@athena.rrz.Uni-Koeln.DE (Kerstin Hoef-Emden)
Subject: Re: Atari TTM194, TTM195 monitor
Date: 1996/01/24
Message-ID: <4e5d29$c3l@news.rrz.uni-koeln.de>#1/1
X-Deja-AN: 136224107
distribution: world
references: <4e2q2n$mod@melimelo.enst-bretagne.fr>
followup-to:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,fr.comp.sys.ata
ri
organization: Regional Computing Center, University of Cologne
reply-to: a1960563@athena.rrz.uni-koeln.de
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,fr.comp.sys.ata
ri

Hello,

Alain-Pierre DERENNES (Alain.Derennes@enst-bretagne.fr) wrote:

: Can anabody give me the differences between TTM194 and TTM195 monitors.

The TTM194 can be turned down to complete darkness, so you don't need a
screen saver. The TTM195's brightness can only be varied in a limited

range, but it seems to have a better contrast. I have seen only one example of each type, so I cannot tell you whether there are differences in contrast in within a production series.

Bye,

Kerstin

From -1171152310495846333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b88664c9035f7d
X-Google-Attributes: gid1115ce,public
From: rand@cd.chalmers.se (Johan Klockars)
Subject: Re: Interrupts in C
Date: 1996/01/24
Message-ID: <4e5gbi$e5l@nyheter.chalmers.se>#1/1
X-Deja-AN: 136316638
references: <Pine.ULT.3.91.960120083911.10983B-100000@mars.dsv.su.se>
<ftn_2.203.221.11$fidonet.org_3103b884_Magnus.Kollberg@p11.straight.ct.se>
organization: Chalmers Computer Society
newsgroups: comp.sys.atari.programmer

In article
<ftn_2.203.221.11$fidonet.org_3103b884_Magnus.Kollberg@p11.straight.ct.se>,
Magnus Kollberg <magnus.kollberg@p11.straight.ct.se> wrote:
>In a message Jens M Andreasen wrote to All :
> JMA> How should I do to properly install an interrupt that outputs midi from
> JMA> a timestamped que? It should output the first element, check the time
...
> JMA> The problem is that whenever I try to install an interrupt, my system
> JMA> hangs or bombs out :(
...
> JMA> I use Lattice C 5.06
>
>Just what I'm looking for as well. :-))

Have you tried the manuals?
There's not very much info in there, but they do mention that you have to use the __interrupt calling protocol modifier. Otherwise the function will be terminated with an RTS rather than the RTE needed for interrupt routines. I assume __interrupt also makes sure that all registers are saved.

For normal interrupt handling that should be enough, but the compiler also supplies the interrupt function with a special structure so that you can access the saved SR and PC (and other things, when available).

--

| Chalmers University of Technology | Why are these .signatures so hard to do | e-mail: rand@cd.chalmers.se johan@rand.thn.htu.se WWW/ftp: rand.thn.htu.se |

Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From -4935117684937261554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8d56709faddd65b0
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: objc_newtext() and objc_text()
Date: 1996/01/25
Message-ID: <DLr2M8.E0z@cix.compulink.co.uk>#1/1
X-Deja-AN: 136305282
references: <4e0g3l$1o0@m1.cs.man.ac.uk>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>all my previous GEM programs have been written in Prospero C, which has
>a number of non-standard function calls. (eg. objc_newtext() and objc_text())
The sort of thing you want is this:

```
/*
*    copy the string from a TEDINFO into another string
*    usage:  get_tedinfo(tree, FIELDNAME, edit);
*    where:  global OBJECT *tree; global char edit[40];
*            and FILENAME is editable object in tree defined in RSC header
*/
void GetTedinfo(OBJECT *tree, int obj, char *dest)
{
    char *source;

    source = ((TEDINFO *)tree[obj].ob_spec)->te_ptext;  /* extract address */
    strcpy(dest, source);
}
```

and

```
/*
*    copy a string into a TEDINFO structure
*    usage:  set_tedinfo(tree, FIELDNAME, edit);
*    where:  global OBJECT *tree; global char edit[40];
*            and FILENAME is editable object in tree defined in RSC header
*/
void SetTedinfo(OBJECT *tree, int obj, char *source)
{
    char *dest;

    dest = ((TEDINFO *)tree[obj].ob_spec)->te_ptext;
    strcpy(dest, source);
}
```

Slainte mhath

Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From -3034552678748496826
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f595d03502415cb2,start
X-Google-Attributes: gid1115ce,public
From: S94 <gearyp@cs.man.ac.uk>
Subject: ST's Timer A/B questions - need help for emulator
Date: 1996/01/25
Message-ID: <310785C1.41C67EA6@cs.man.ac.uk>#1/1
X-Deja-AN: 136312854
content-type: text/plain; charset=us-ascii
organization: Sirius Cybernetics Corporation
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b6a (X11; I; SunOS 4.1.2 sun4c)

I've been trying to figure out how these work for an emulator i'm doing.
What i need clarifying is this:-

When the counter is at 01, what happens on the next impulse??
 - ST INTERNALS says somthing about changing the timer to the output of
it's pins ?, does'nt make much sense to me..
i presume it the resets the counter to it's original value ??, and
counts down again, or do you have to do this yourself??

secondly, what is the point of setting bit 4 of the control register to
produce a low reading. When exactly would this be useful and what
differences does it make.

Lastly, i've been running my emulator through the St's ROM (v1.0), the
code of this is also in ST INTERNALS which is helpful. I was wondering
what the code between FC0CE4-FC0D1E does, it's a small routine which
does what appears to be some mindless looping using Timer B, maybe
somone could enlighten me on that as well. I could always type the
routine in if nobody has reference to this book.

Thanks in advance, it would really help me if sombody could answer these
questions.

Paul Geary.

From -6230098917561157471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6a564d5a0d99d27a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6a564d5a0d99d27a
X-Google-Attributes: gid1115ce,public
From: damms002@acpub.duke.edu (Thomas Damms)
Subject: RE: Calamus file conversion
Date: 1996/01/25
Message-ID: <damms002-2501961314370001@async181.async.duke.edu>#1/1
X-Deja-AN: 136320438
references: <4e1a5ccff1@mhafc.production.compuserve.com>
<damms002-2401961452170001@async96.async.duke.edu> <822560412snz@mbha.demon.co.uk>
organization: DUKE University
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

> >
> Yep, there is an excellent utility distributed by FAST Club (previously
ST Club)
> It converts between CVG/EPS (various formats of EPS). It really is good. About
> 14 UKP I think... Recommend it.
>
> --
> dave

There are sometimes some compatibility problems with EPS formats. Therfore
I'd like to trythis utility.

What is FAST Club and how can I contact them ?

--
Thomas Damms
DUKE University
damms002@acpub.duke.edu

From -6451072894604253665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6a564d5a0d99d27a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6a564d5a0d99d27a
X-Google-Attributes: gid1115ce,public
From: dave <dave@mbha.demon.co.uk>
Subject: Re: calamus file conversion
Date: 1996/01/25
Message-ID: <822560412snz@mbha.demon.co.uk>#1/1
X-Deja-AN: 136448367
x-nntp-posting-host: mbha.demon.co.uk
references: <4e1a5ccff1@mhafc.production.compuserve.com>
<damms002-2401961452170001@async96.async.duke.edu>

x-mail2news-path: mbha.demon.co.uk
organization: mbha
reply-to: dave@mbha.demon.co.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <damms002-2401961452170001@async96.async.duke.edu>
damms002@acpub.duke.edu "Thomas Damms" writes:

> There is a Calamus modul available called "Bridge". This modul exports any
> Calamus file into a variety of different image formats including EPS und
> PS, you can even print on PS printers this way.
>
> Thomas
>
> In article <4e1a5ccff1@mhafc.production.compuserve.com>, Stephen Wilson
> <101352.2326@CompuServe.COM> wrote:
>
> > Anyone know whether it's possible to convert Atari Calamus files
> > to something a PC DTP program can handle? Replies via email
> > pleeeese.
> > TIA . . .
> > Steve Wilson
> > 101352.2326@compuserve.com
>
Yep, there is an excellent utility distributed by FAST Club (previously ST Club)
It converts between CVG/EPS (various formats of EPS). It really is good. About
14 UKP I think... Recommend it.

--
dave

%%%

--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
(they include Sinclair C5, Atari and a few other silly pages)
"I know, I read it on the back of a match box!"

From 5857529617794918613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8d56709faddd65b0
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: objc_newtext() and objc_text()
Date: 1996/01/25
Message-ID: <Pine.BUL.3.90.960125091848.3016C-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 136791892
references: <4e0g3l$1o0@m1.cs.man.ac.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

tOn 22 Jan 1996, Anthony Jacques wrote:

> Hi. I'm writing a number of programs in C with a nice modern GEM interface
> (windowed dialogues, iconify etc.), and I am currently using GCC. However,
> all my previous GEM programs have been written in Prospero C, which has
> a number of non-standard function calls. (eg. objc_newtext() and objc_text())

I propose you to use impressive gem++ library wiritten in C++ and working
with gnu c. It's really worth to use it!

regards,

Simon.

From -3702296877109397796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f595d03502415cb2
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: ST's Timer A/B questions - need help for emulator
Date: 1996/01/26
Message-ID: <Pine.A32.3.91.960126092057.17445B-100000@pallas.amp.uni-hannover.de>#1/1

X-Deja-AN: 136472052
references: <310785C1.41C67EA6@cs.man.ac.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Thu, 25 Jan 1996, S94 wrote:

> When the counter is at 01, what happens on the next impulse??
> - ST INTERNALS says somthing about changing the timer to the output of
> it's pins ?, does'nt make much sense to me..
> i presume it the resets the counter to it's original value ??, and
> counts down again, or do you have to do this yourself??
>
If I remember right there is a possibility to set the counter to
continuous or single-shot mode. The name says it all, I think. I'm not
sure though if the reset is done when the counter reaches 0 (as you
assumed) or when it goes negative (counting down from 0). I'd have to
look it up.

> Lastly, i've been running my emulator through the St's ROM (v1.0), the
> code of this is also in ST INTERNALS which is helpful. I was wondering
> what the code between FC0CE4-FC0D1E does, it's a small routine which
> does what appears to be some mindless looping using Timer B, maybe
> somone could enlighten me on that as well. I could always type the
> routine in if nobody has reference to this book.
>
I'll look this one up as well.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -1920254287265791099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e10a5c1df21bc90,start
X-Google-Attributes: gid1115ce,public
From: jnorton@ra (John Norton)
Subject: anyone using sc1224 for web browser
Date: 1996/01/26
Message-ID: <4eaoi8$8n4@thoth.nilenet.com>#1/1
X-Deja-AN: 136513708
organization: NileNet, Ltd.
newsgroups: comp.sys.atari.programmer

Is anyone using MegaSTE with color sc1224 for CAB/STiK web browsing?

I want to set up, but have been told that 4 color is just not very good
for web browsing.

Thanks.

From 5102382438634973592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6a564d5a0d99d27a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6a564d5a0d99d27a
X-Google-Attributes: gid1115ce,public
From: dave <dave@mbha.demon.co.uk>
Subject: RE: Calamus file conversion
Date: 1996/01/26
Message-ID: <822647116snz@mbha.demon.co.uk>#1/1
X-Deja-AN: 136527349
x-nntp-posting-host: mbha.demon.co.uk
references: <4e1a5ccff1@mhafc.production.compuserve.com>
<damms002-2401961452170001@async96.async.duke.edu> <822560412snz@mbha.demon.co.uk>
<damms002-2501961314370001@async181.async.duke.edu>
x-mail2news-path: mbha.demon.co.uk
organization: mbha
reply-to: dave@mbha.demon.co.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <damms002-2501961314370001@async181.async.duke.edu>
damms002@acpub.duke.edu "Thomas Damms" writes:

>
> > >
> > Yep, there is an excellent utility distributed by FAST Club (previously
> ST Club)
> > It converts between CVG/EPS (various formats of EPS). It really is good.
About> > 14 UKP I think... Recommend it.
> >
> > --
> > dave
>
> There are sometimes some compatibility problems with EPS formats. Therfore
> I'd like to trythis utility.
>
> What is FAST Club and how can I contact them ?
>

FAST Club in Nottingham England
tel: +44 1159 455250 fax: +44 1159 455305

I haven't spoken to them for some time but I think they are still in business...

Hope this helps, Exchange deals with a variety of EPS formats.

--
dave

%%%

Message-ID: <822770720_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 136535046
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <4eb373$9tc@ionews.io.org>
  diehl@io.org (Eric March) said:-

>John Norton (jnorton@ra) wrote:
>: Is anyone using MegaSTE with color sc1224 for CAB/STiK web browsing?
>
>: I want to set up, but have been told that 4 color is just not very good
>: for web browsing.
>
>I'm using a Mega ST4 with CAB/STiK. 4 Colours isn't all tthat great, but
>it works. Another solution is to use a program like Bigscreen and run
>CAB in low res to get 16 colours and then just scroll around.

Where can Bigscreen be obtained from?

TIA

--

Guy Harrison

guy@swampdog.demon.co.uk

From 3360409516305605236
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,963f42a1dcd2342c
X-Google-Attributes: gid1115ce,public
From: a1648888@athena.rrz.Uni-Koeln.DE (Rainer J. H. Brandt)
Subject: Re: APL programmers?
Date: 1996/01/26
Message-ID: <4ea6s5$93d@news.rrz.uni-koeln.de>#1/1
X-Deja-AN: 136555103
references: <4dlot5$qqf@cville-srv.wam.umd.edu> <4e0e8a$m1u@newshost.uni-
koblenz.de>
organization: Regional Computing Center, University of Cologne
reply-to: a1648888@athena.rrz.uni-koeln.de
newsgroups: comp.sys.atari.programmer

Jens Felderhoff (jmf@.uni-koblenz) wrote:
: In article <4dlot5$qqf@cville-srv.wam.umd.edu>,
:   abstract@wam.umd.edu (Gypsy Eyes) writes:

: >Anyone out there program in APL? I'm learning,and would like someone to
: >bounce ideas off of... Thanks!

: APL is a terminal disease! ;-)

: (Couldn't resist!)
Well, I sure like that disease! Yes, of course I do program APL - as
everyone will keep on doing once he/she has seriously begun to learn the
language. However, I own only an old version of APL.68000 for the ST. If
anyone is willing to sell an APL2 license for the TT, I⌧d be interested.
(If the price isn⌧t L100: that⌧s what MicroAPL wants me to pay...)

Nowadays, I⌧m using APL2 for OS/2.

--
Rainer J. H. Brandt
Universitaet zu Koeln
a1648888@smail1.rrz.uni-koeln.de

From 6702283816905357771
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6e10a5c1df21bc90
X-Google-Attributes: gid1115ce,public
From: diehl@io.org (Eric March)
Subject: Re: anyone using sc1224 for web browser
Date: 1996/01/26
Message-ID: <4eb373$9tc@ionews.io.org>#1/1
X-Deja-AN: 136556930
references: <4eaoi8$8n4@thoth.nilenet.com>
organization: Internex Online (shell.io.org), Toronto, Ontario, Canada
newsgroups: comp.sys.atari.programmer

John Norton (jnorton@ra) wrote:
: Is anyone using MegaSTE with color sc1224 for CAB/STiK web browsing?

: I want to set up, but have been told that 4 color is just not very good
: for web browsing.

I'm using a Mega ST4 with CAB/STiK. 4 Colours isn't all tthat great, but
it works. Another solution is to use a program like Bigscreen and run
CAB in low res to get 16 colours and then just scroll around.

: Thanks.

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]- http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

From 1652604184389075677
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a564d5a0d99d27a
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: RE: Calamus file conversion
Date: 1996/01/26
Message-ID: <5930rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 136557745
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Internet Gate

On 26 Jan 96 damms002@acpub.duke.edu wrote:
 d> What is FAST Club and how can I contact them ?

UK PD library and publisher of ST Applications.

UK phone 0115 945 5250
UK fax   0115 945 5305

Address:

7, Musters Road,
West Bridgeford,
Nottingham.
NG2 7PP
UK

Roger
rcain@nest.demon.co.uk

--

From -2963404170519522984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b88664c9035f7d
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Interrupts in C
Date: 1996/01/26
Message-ID: <Pine.ULT.3.91.960126142454.20524A-100000@aston>#1/1
X-Deja-AN: 136572605
references: <Pine.ULT.3.91.960120083911.10983B-100000@mars.dsv.su.se>
<ftn_2.203.221.11$fidonet.org_3103b884_Magnus.Kollberg@p11.straight.ct.se>
<4e5gbi$e5l@nyheter.chalmers.se>

x-sender: jens-and@aston
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 24 Jan 1996, Johan Klockars wrote:

> > JMA> The problem is that whenever I try to install an interrupt, my system
> > JMA> hangs or bombs out :(
> ...
> > JMA> I use Lattice C 5.06
>
> Have you tried the manuals?

Oh yes! :)
The manuals (5.06) mention how to do a normal function call, and thats it!

> There's not very much info in there, but they do mention that you have to
> use the __interrupt calling protocol modifier. Otherwise the function will
> be terminated with an RTS rather than the RTE needed for interrupt routines.
> I assume __interrupt also makes sure that all registers are saved.

My version of Lattice manuals (5.06) mentions that the __interrupt
modifier is legal but not doing anything (yet) :(

I have tried to inline an RTE , but I have this feeling that the startup
of the routine spoils the registers before I can tell it to save them all
(or at least the ones I intend to use.)

So the problem is how to do the bindings to the interrupt as an assembly
routine using the assembler included in the package.

Forexample: let an interrupt increment a global variable every milisecond,
and let the C routine access that variable {printf("%d",number);}
If I could come that far, the rest would be _much_ easier.

// Jens M Andreasen

From 6833699680007016994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6a564d5a0d99d27a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6a564d5a0d99d27a
X-Google-Attributes: gid1115ce,public
From: mcareyb@cix.complink.co.uk (Matthew Carey)
Subject: RE: Calamus file conversion
Date: 1996/01/26

Message-ID: <AD2F18BF96681683FD@peckham.compulink.co.uk>#1/1
X-Deja-AN: 136690628
references: <4e1a5ccff1@mhafc.production.compuserve.com>
<damms002-2401961452170001@async96.async.duke.edu> <822560412snz@mbha.demon.co.uk>
<damms002-2501961314370001@async181.async.duke.edu>
organization: Me
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <damms002-2501961314370001@async181.async.duke.edu>,
damms002@acpub.duke.edu (Thomas Damms) wrote:

>> >
>> Yep, there is an excellent utility distributed by FAST Club (previously
>ST Club)
>> It converts between CVG/EPS (various formats of EPS). It really is good. About
>> 14 UKP I think... Recommend it.
>>
>> --
>> dave
>
>There are sometimes some compatibility problems with EPS formats. Therfore
>I'd like to trythis utility.
>
>What is FAST Club and how can I contact them ?
>
FaST Club
7 Musters Road
Nottingham
NG2 7PP
England

Telephone +44 115 945 5250

E-Mail stclub@cix.compulink.co.uk

Matthew Carey

From 4061194644869631818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6a564d5a0d99d27a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6a564d5a0d99d27a
X-Google-Attributes: gid1115ce,public
From: Stephen Wilson <101352.2326@CompuServe.COM>
Subject: Re: calamus file conversion
Date: 1996/01/27
Message-ID: <4ebuo8$ju7$1@mhafc.production.compuserve.com>#1/1
X-Deja-AN: 136575854
references: <damms002-2401961452170001@async96.async.duke.edu>

organization: n/a
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Many thanks to everyone who replied to this query. I didn't know
there was a PC version of Calamus - this seems the best way to
go, but I'll bear the other options in mind.
Regards,
Steve Wilson
101352.2326@compuserve.com

From -7487172812642535943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,958da23490d82dbe,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,958da23490d82dbe,start
X-Google-Attributes: gid109a67,public
From: mbecroft@iconz.co.nz (Mario Becroft)
Subject: Change top process under MultiTOS - how?
Date: 1996/01/27
Message-ID: <4ece2l$foa@status.gen.nz>#1/1
X-Deja-AN: 136634516
organization: Tariland Atari Computer Club, Auckland, New Zealand.
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

I am trying to change the top process under MultiTOS. By "top process" I
am referring to the process which has a tick on it in the desk menu.

So far, I just look through all the windows until I find a window owned
by the process I want to top, then send a wm_top message to that process.
This works ok if the process has opened windows, but not if it only
displays a menubar and no windows.

Does anyone know of a universal way of "topping" any process, having the
same effect as selecting that process in the desk menu by hand?

I have been trying to find an answer to this question for some time, but
nobody seems to have any ideas :(Perhaps I have to use appl_tplay() to
simulate a mouse click in the desk menu?? How would I go about finding
out what position to click in the menu to choose the process I want?

Thanks for any suggestions!

From -4250984634848578668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8d4a17ef7f85afd4,start
X-Google-Attributes: gid1115ce,public
From: ice@skypoint.com (Video 61)
Subject: Atari 2600/5200/7800/Lynx and Atari 8-BIT Computers - FREE Catalog
Date: 1996/01/27

Message-ID: <4ech9v$341@stratus.skypoint.net>#1/1
X-Deja-AN: 136641824
organization: Video 61 and Atari Sales
newsgroups: comp.sys.atari.programmer


```
*****************************************************************************
*  Have you ever thought there was no place on earth to get stuff           *
*     for your 2600/5200/7800/Lynx and Atari 8-Bit computers?               *
*                                                                           *
*                          Well look no further!                            *
*                                                                           *
*  To receive a FREE catalog of all Atari 8-bit and game machine products,  *
*  email your full name and postal mailing address to:  ice@skypoint.com    *
*****************************************************************************
```


From -1420454613881835616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bce89863dafd98ce,start
X-Google-Attributes: gid1115ce,public
From: wizzo@connexus.apana.org.au (Jared Jeavons Quinert)
Subject: Games stuff
Date: 1996/01/27
Message-ID: <4ed2rn$9iu@preeda.internex.net.au>#1/1
X-Deja-AN: 136659650
organization: connexus.apana.org.au
newsgroups: comp.sys.atari.programmer

Hi, just wondering if anyone can recommend to me ways to quickly get into programming for my Falcon. A friend and I are currently doing Amiga programs, and I'm eager to port some of these to Falcon (maybe STe where possible). I'm reasonably familiar with programming, but if you could all give me your (no doubt) differing opinions on which languages to use I would be most grateful. BTW, the games are basically 2D sprite/scrolling things.

Itching to start,

Jared

From 8485440131786742530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aedf4edc458d9c1a,start
X-Google-Attributes: gid1115ce,public
From: Bert.Greevenbosch@mmm.xs4all.nl (Bert Greevenbosch)
Subject: Good books about ATARI ASM
Date: 1996/01/27
Message-ID: <b24_9601281623@mmm.xs4all.nl>#1/1
X-Deja-AN: 137001627
organization: Multi Media Master, +31-(0)10-4204461

newsgroups: comp.sys.atari.programmer

Hello, world

Does anybody know a good book about learning ATARI assembler, and
containing the GEM BIOS functions?

If ISBN code exist, I would gladly receive it, because I don't think I can
buy the book without ordering it.

With kind regards,
Bert Greevenbosch

B.T.W. My E-mail address will stop existing in begin March 1996, I don't
know my new address yet.
She said: 'I don't believe in fairy tales', and flew off her broomstick.

```
 . /--\  +-------------------------------------------------------------+
 |_|  |  | MAGIC SOFTWARE, Rotterdam, the Netherlands.                 |
 /   /   | Bert Greevenbosch, E-mail: bert.greevenbosch@mmm.xs4all.nl  |
=---_|   +-------------------------------------------------------------+
```

You want something to be programmed? Write me: maybe I'll do it.

From -272426953519081602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f5a8317a14133ca,start
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Hisoft Basic 2
Date: 1996/01/28
Message-ID: <4efqhf$kl0@neon.airtime.co.uk>#1/1
X-Deja-AN: 136811653
organization: None Specified
newsgroups: comp.sys.atari.programmer

Hi

Are there any ftp sites or www pages that have any Hisoft Basic 2 source
code or articles tutorials etc,
Anyone having fun with this package that was given away by AW?

Anyone got any source for it?

I have the program but no docs at all?

Cheers....!ynoT stosser@airtime.co.uk

From 4233296073523620362
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,b75cbf0dca41a1a1,start
X-Google-Attributes: gid1115ce,public
From: Spencer@mettav.demon.co.uk (Spencer Davies)
Subject: TSR's and Interrupt Programming in C
Date: 1996/01/28
Message-ID: <7326_Spencer@mettav.demon.co.uk>#1/1
X-Deja-AN: 136996986
x-nntp-posting-host: mettav.demon.co.uk
organization: The Tavern BBS
reply-to: Spencer@mettav.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (3.13)

The question I have is how do I write a TSR which can link into an Interrupt in C?

When linking into the interrupts, is it possible to make the program both screen resolution and machine independant, ie. it will run on both an ST and a TT withoout to much effort in coding seperate sections for either machine.

All help on this issue is appreciated, especially any commented C source code giving examples ;-)

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS 300-32600 MNP5 V42Bis 44-(0)181-445-6514 24 Hours |
| Ideals and wording in this message are not necessarily those of |
| the Sysop of the Tavern BBS |
~~~~~~

From -5711963960428625226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bce89863dafd98ce
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: Re: Games stuff
Date: 1996/01/28
Message-ID: <6004rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 137068735
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Internet Gate

On 28 Jan 96 wizzo@connexus.apana.org.au wrote:
 w> Hi, just wondering if anyone can recommend to me ways to quickly get
 w> into programming for my Falcon. A friend and I are currently doing
 w> Amiga programs, and I'm eager to port some of these to Falcon (maybe
 w> STe where possible).

IMO you should use, on the Falcon, whatever language you have been using
on the Amiga. You will have enough bother converting system calls without
needing to learn a new lingo.

AFAIK all languages available on the Amiga are also available on Atari.

If you are REALLY FED UP with the language you are using on the Amiga then
start NEW projects with something else.

C seems to be the fave.

Roger
rcain@nest.demon.co.uk

--

From 118311940974214382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ca1311e42bf735a,start
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <sstasik@zodiac1.mimuw.edu.pl>
Subject: Re: Gnu C++ setup problems
Date: 1996/01/28
Message-ID:
<Pine.LNX.3.91.960128003835.1588A-100000-100000-100000@zodiac1.mimuw.edu.pl>#1/1
X-Deja-AN: 137380482
organization: Division of Mathematics, Informatics and Mechanics, Warsaw
University
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 23 Jan 1996, David White wrote:

> I've found the problem. I need to name my file XXX.cc , not XXX.cpp. I've
> now managed to get it working but it is SLOOOOWWW. On my falcon with 4
> megs of memory and running Outside (34Megs of virtual memory) it is
> unbearable! Perseverance is needed!

Its sad, but true :(((I was working with similar configuration for a
long time, but now I have installed a linux and gcc under linux runs
faster a bit and is also much easier to use and configure. I have also no

problem with getting the newest version (currently 2.7.2 --- exceptios
supported!) of compiler and debugger and I can make tos cross-compiler.
Its worth while.

regards,

Simon.

From 7127439160071978712
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,963f42a1dcd2342c
X-Google-Attributes: gid1115ce,public
From: abstract@wam.umd.edu (Gypsy Eyes)
Subject: Re: APL programmers?
Date: 1996/01/29
Message-ID: <4ehhe1$a4m@cville-srv.wam.umd.edu>#1/1
X-Deja-AN: 136896971
references: <4dlot5$qqf@cville-srv.wam.umd.edu> <4e0e8a$m1u@newshost.uni-
koblenz.de> <4ea6s5$93d@news.rrz.uni-koeln.de>
organization: University of Maryland College Park
newsgroups: comp.sys.atari.programmer

: language. However, I own only an old version of APL.68000 for the ST. If
: anyone is willing to sell an APL2

What are the differences between APL and APL2?

--LuNATiC

From -4169585055256104982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e65ce6e19d5f92b8,start
X-Google-Attributes: gid1115ce,public
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Subject: Pure C in english
Date: 1996/01/29
Message-ID: <4ei0nk$m4s@melimelo.enst-bretagne.fr>#1/1
X-Deja-AN: 137009210
distribution: world
content-type: text/plain; charset=us-ascii
organization: Telecom Bretagne
x-url: news:comp.sys.atari.programmer#4ehvg5$m4s@melimelo.enst-bretagne.fr
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.12 (X11; I; HP-UX A.09.01 9000/710)

Hello,

I was told by a friend that, in England, Pure C is sold with an english documentation. Can somebody confirm this assert, and, in this case, where can I find it (snail mail adress, fax ..).

Regards

From -8613831109518011804
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68ce6d139dcfca21,start
X-Google-Attributes: gid1115ce,public
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Subject: (no subject)
Date: 1996/01/29
Message-ID: <4ehvg5$m4s@melimelo.enst-bretagne.fr>#1/1
X-Deja-AN: 137011036
distribution: world
content-type: text/plain; charset=us-ascii
organization: Telecom Bretagne
x-url: news:comp.sys.atari.programmer#b24_9601281623@mmm.xs4all.nl
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.12 (X11; I; HP-UX A.09.01 9000/710)

Hello,

I was told by a friend that, in England, Pure C is sold with an english documentation. Can somebody confirm this assert, and, in this case, where can I find it (snail mail adress, fax ..).

Regards

From -573942077846339655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,401c3401ecff2cb0
X-Google-Attributes: gid1115ce,public
From: Jakob Johnsen <31jhj@but.auc.dk>
Subject: Re: 14 Bomben, d.h.?
Date: 1996/01/29
Message-ID: <Pine.PCF.3.91.960129143726.9216A-100000@[130.225.56.243]>#1/1
X-Deja-AN: 137035425
references: <4e0dk9$g45@sparcserver.lrz-muenchen.de>
x-sender: 31jhj@news.iesd.auc.dk
content-type: TEXT/PLAIN; charset=iso-8859-1
organization: Math & CS at Aalborg University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 22 Jan 1996 p3001at@sun4 wrote:

> Hallo!
> Was bedeuten am Falcon 14 Bomben?

Det betyder egentlig ikke noget s=E6rligt, dvs. jo flere bomber jo mindre=
=20
er fejlen..=20

OOOOPPPSSS.. Maybe I should translate it into international sence..

It means that there has been some kind of an error.. Actually it's=20
nothing to worry about, since that the less of bombs means a bigger=20
error, so since you got 14 bombs its not a big error.. ;)

1 bomb =3D Reset
2 bobms =3D Bus Error
3 Bombs =3D Invalid Instruction..
and so on...

Hope this helps..=20

Greets   Jakob=20
       (Denmark)

From -4850039716954479520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bce89863dafd98ce
X-Google-Attributes: gid1115ce,public
From: Jakob Johnsen <31jhj@but.auc.dk>
Subject: Re: Games stuff
Date: 1996/01/29
Message-ID: <Pine.PCF.3.91.960129144409.9216B-100000@[130.225.56.243]>#1/1
X-Deja-AN: 137036520
references: <4ed2rn$9iu@preeda.internex.net.au>
x-sender: 31jhj@news.iesd.auc.dk
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Math & CS at Aalborg University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 27 Jan 1996, Jared Jeavons Quinert wrote:

> Hi, just wondering if anyone can recommend to me ways to quickly get
> into programming for my Falcon. A friend and I are currently doing Amiga
> programs, and I'm eager to port some of these to Falcon (maybe STe where

> possible). I'm reasonably familiar with programming, but if you could
> all give me your (no doubt) differing opinions on which languages to use
> I would be most grateful. BTW, the games are basically 2D sprite/scrolling
> things.

Since it seems like you know the basic fundamentals of programming...
Start coding in assembly NOW !!!! Later on start on C, and then combine C
and Assembly.. In this way you will learn the instructions from the
computers view, and learn how to increase the CPU preformence.. ;)

Get started in Assembly by reading the book :

Introduction to Atari ST Machine Code.. (or something like this)..

And then get other 680x0 books.. Then you will learn it in a good manor..

Greets Jakob :)

From 4402422662467355455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,70f8d72e5ab2cfb5,start
X-Google-Attributes: gid1115ce,public
From: Sim <py4sdh@bath.ac.uk>
Subject: Assembler Source code for interrupts in C
Date: 1996/01/29
Message-ID: <Pine.SOL.3.91.960129132652.18162A-100000@midge.bath.ac.uk>#1/1
X-Deja-AN: 137039734
x-mail2news-path: goggins.bath.ac.uk!bath.ac.uk
x-nntp-posting-host: bath.ac.uk
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Message-ID: <Pine.ULT.3.91.960126142454.20524A-100000@aston>
References: <Pine.ULT.3.91.960120083911.10983B-100000@mars.dsv.su.se>
<ftn_2.203.221.11$fidonet.org_3103b884_Magnus.Kollberg@p11.straight.ct.se>
<4e5gbi$e5l@nyheter.chalmers.se>
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII

<SNIP>

I've knocked up this bit of code, which gives you a timer B timer vector that
simply increments the contents of a Global int. This code was written off the
top of my head, so as to wether it works or not, I make no warrenty.
As I don't have a C compiler I can't test it, so if it don't work you're
own your own ;)

In the code I'm assuming that the stack will look like this:

```
sp-12 int timer b data byte (0x000000db)
sp-8  int timer b control byte (0x000000cb)
sp-4  int address of global variable
sp->  int return address

when Install_TimerB is called.

Check out my page for mfp info.

____ ____ _ _ _  Simon Hammett - py4sdh@bath.ac.uk  _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
|            http://www.bath.ac.uk/~py4sdh/index.html             |
-------------------------------------------------------------------



**--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--**

**   Interrupt installer module. (C) S.Hammett 1996

**--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--**


** WARNING:   This routine assumes Timer B is free for use ( as on STs/STEs )
** Note! :    Int = long word = 4 bytes.

** Just call Install_TimerB at any time to set/reset timer frequency
** Timer is ON by default.

** Install_TimerB - Install timer B interrupt
** passed on stack: ( Install_TimerB(int &i, int control, int data) )
**
**   Int: Timer B data byte
**   Int: Timer B control byte
**   Int: Pointer to Global Int to increment.

** Start_TimerB - Start timer
** Stop_TimerB - Stop timer


Install_TimerB
     movem.l  d0-a6,-(sp)            save regs
     lea  (15*4)+4(sp),a6            a6 = ptr to parameters

     pea  install                 call code in supervisor mode
     move #38,-(sp)
     trap #14
     addq #6,sp

     movem.l  (sp)+,d0-a6            restore regs
     rts                     return
```

```
Stop_TimerB
     movem.l  d0-a6,-(sp)
     pea  stoptimer          call code in supervisor
     move #38,-(sp)
     trap #14
     addq #6,sp
     movem.l  (sp)+,d0-a6
     rts                     return

Start_TimerB
     movem.l  d0-a6,-(sp)
     pea  starttimer
     move #38,-(sp)
     trap #14
     addq 6,sp
     movem.l  (sp)+,d0-a6
     rts


install
     move.l   #timerb_vec,$120.w     set interrupt vector
     move.l   (a6),timerb_vec+6      modify code to inc variable
     move.b   4+3(a6),$fffffa1b.w         set control register
     move.b   8+3(a6),$fffffa21.w         set data register
     bclr #0,$fffffa13.w             clear timer b imr
     bset #0,$fffffa07.w             enable timer b
     bclr #0,$fffffa0f.w             clear timer b isr
     rts

stoptimer
     bclr #0,$fffffa07.w             disable timer b
     move.b   #0,$fffffa1b.w              stop timer
     rts

starttimer
     bclr #0,$fffffa13.w             clear timer b imr
     bset #0,$fffffa07.w             enable timer b
     bclr #0,$fffffa0f.w             clear timer b isr
     rts

**--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--**
timerb_vec
     add.l    #1,timerb_inc
     bclr #0,$fffffa0f.w
     rte
timerb_inc
     ds.l 1
```

From 8020690871445514043

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b88664c9035f7d
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Interrupts in C
Date: 1996/01/29
Message-ID: <Pine.A32.3.91.960129150315.19912A-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 137039786
references: <Pine.ULT.3.91.960120083911.10983B-100000@mars.dsv.su.se> <ftn_2.203.221.11$fidonet.org_3103b884_Magnus.Kollberg@p11.straight.ct.se> <4e5gbi$e5l@nyheter.chalmers.se> <Pine.ULT.3.91.960126142454.20524A-100000@aston>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Fri, 26 Jan 1996, Jens M Andreasen wrote:

>
> Forexample: let an interrupt increment a global variable every milisecond,
> and let the C routine access that variable {printf("%d",number);}
>
There is no interupt that normally is being fired each millisecond or even more often. You gotta setup an MFP timer and let that one cause interupts. If this resolution is not needed though, it might be even enough to use _frclock, which counts the frames displayed on the screen (Rate depends on resolution set.) If you could use that one you won't need any interupt programming at all.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -1741933874686381283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf0c0e9b76b57f51,start
X-Google-Attributes: gid1115ce,public
From: baldrick@terminator.rs.itd.umich.edu (Dan Ackerman)
Subject: TOS 4.04 bugs?
Date: 1996/01/29
Message-ID: <4eise4$l4m@lastactionhero.rs.itd.umich.edu>#1/1
X-Deja-AN: 137059620
organization: University of Michigan
newsgroups: comp.sys.atari.programmer

I've encountered what seems to be a bug with TOS4.04, I was

wondering if anyone else had encountered it or could comment on it.

When programming a Desk Accessory and using the Windfind command I get a return of -1. The same program on a TOS 4.02 machine returns the appropriate window handle.

Comments? Suggestions?

Thanks,

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

From -5278144401599918483
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bce89863dafd98ce
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: Games stuff
Date: 1996/01/29
Message-ID: <4eil4e$pek@turing.fwi.uva.nl>#1/1
X-Deja-AN: 137090094
distribution: world
references: <4ed2rn$9iu@preeda.internex.net.au>
<Pine.PCF.3.91.960129144409.9216B-100000@[130.225.56.243]>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

Jakob Johnsen <31jhj@but.auc.dk> wrote:

:
:
:On 27 Jan 1996, Jared Jeavons Quinert wrote:
:
:> Hi, just wondering if anyone can recommend to me ways to quickly get
:> into programming for my Falcon. A friend and I are currently doing Amiga
:> programs, and I'm eager to port some of these to Falcon (maybe STe where
:> possible). I'm reasonably familiar with programming, but if you could
:> all give me your (no doubt) differing opinions on which languages to use
:> I would be most grateful. BTW, the games are basically 2D sprite/scrolling
:> things.
:
:Since it seems like you know the basic fundamentals of programming...
:Start coding in assembly NOW !!!! Later on start on C, and then combine C

C should be fast enough! I would say, get the game up and running and
then see whether some parts need to be done in assembler...

:and Assembly.. In this way you will learn the instructions from the

:computers view, and learn how to increase the CPU preformence.. ;)

which is necessary on the slow falcon?

:Get started in Assembly by reading the book :
:
:Introduction to Atari ST Machine Code.. (or something like this)..
:
:And then get other 680x0 books.. Then you will learn it in a good manor..
:
:Greets Jakob :)

--
Martijn Dekker | PFF: Software for X Window System and more:
Math department | Atari ST, Atari Portfolio palmtop, C64
University of Amsterdam | Apple Mac and 486DX4/100
http://www.fwi.uva.nl/~mdekker/ | http://www.fwi.uva.nl/~mdekker/pff.html

From -8091268776120244804
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e65ce6e19d5f92b8
X-Google-Attributes: gid1115ce,public
From: ehramm@dk3uz.hanse.de (Edmund H. Ramm)
Subject: Re: Pure C in english
Date: 1996/01/29
Message-ID: <DLyJpI.37G@dk3uz.hanse.de>#1/1
X-Deja-AN: 137092878
references: <4ei0nk$m4s@melimelo.enst-bretagne.fr>
organization: Private Linux/68k site
reply-to: ehramm@dk3uz.hanse.de
newsgroups: comp.sys.atari.programmer

Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr> writes:

>I was told by a friend that, in England, Pure C is sold with an english
>documentation. Can somebody confirm this assert, and, in this case, where can I
>find it (snail mail adress, fax ..).

Hisoft
The Old School
Greenfield
Bedford
MK45 5DE

Phn: +441 525 718181
Fax: +441 525 713716

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU

Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

From -4654016730224948537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,963f42a1dcd2342c
X-Google-Attributes: gid1115ce,public
From: a1648888@athena.rrz.Uni-Koeln.DE (Rainer J. H. Brandt)
Subject: Re: APL programmers?
Date: 1996/01/30
Message-ID: <4eksla$6gj@news.rrz.uni-koeln.de>#1/1
X-Deja-AN: 137180270
references: <4dlot5$qqf@cville-srv.wam.umd.edu> <4e0e8a$m1u@newshost.uni-koblenz.de> <4ea6s5$93d@news.rrz.uni-koeln.de> <4ehhe1$a4m@cville-srv.wam.umd.edu>
organization: Regional Computing Center, University of Cologne
reply-to: a1648888@athena.rrz.uni-koeln.de
newsgroups: comp.sys.atari.programmer

Gypsy Eyes (abstract@wam.umd.edu) wrote:
: : language. However, I own only an old version of APL.68000 for the ST. If
: : anyone is willing to sell an APL2

: What are the differences between APL and APL2?
APL2 knows nested arrays.

--
Rainer J. H. Brandt
Universitaet zu Koeln
a1648888@smail1.rrz.uni-koeln.de

From 5898077062581355724
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf0c0e9b76b57f51
X-Google-Attributes: gid1115ce,public
From: binder@rbg.informatik.th-darmstadt.de (Thomas Binder)
Subject: Re: TOS 4.04 bugs?
Date: 1996/01/30
Message-ID: <4el286$52h@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 137183607
sender: binder@hp79.rbg.informatik.th-darmstadt.de (Thomas Binder)
references: <4eise4$l4m@lastactionhero.rs.itd.umich.edu>
organization: TU Darmstadt
newsgroups: comp.sys.atari.programmer

Hi!

In article <4eise4$l4m@lastactionhero.rs.itd.umich.edu>,
baldrick@terminator.rs.itd.umich.edu (Dan Ackerman) writes:
> I've encountered what seems to be a bug with TOS4.04, I was

> wondering if anyone else had encountered it or could comment on it.
>
> When programming a Desk Accessory and using the Windfind command
> I get a return of -1. The same program on a TOS 4.02 machine returns the
> appropriate window handle.
Well, are you sure you supplied senseful coordinates to wind_find? As this functions returns the handle of a window containing a given location on the screen, it may return -1 if there is no window to be found.

I'm running TOS 4.04 myself, and I haven't experienced any problems with my program Maus-Window, which uses wind_find extensively.

Ciao

Thomas

--
Thomas Binder (IRCNick: Gryf)
Johann-Valentin-May-Strasse 7
64665 Alsbach-Haehnlein / Germany
Email: binder@rbg.informatik.th-darmstadt.de
PGP-key available on request!

"Quick to judge, quick to anger, slow to understand, ignorance, prejudice and fear walk hand in hand."
Rush

From -528201162584707853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bce89863dafd98ce
X-Google-Attributes: gid1115ce,public
From: gaghon@nevada.edu (GEORGE GAGHON)
Subject: Re: Games stuff
Date: 1996/01/30
Message-ID: <4ekgde$cch@news.nevada.edu>#1/1
X-Deja-AN: 137191147
references: <4ed2rn$9iu@preeda.internex.net.au>
organization: University of Nevada System Computing Services
newsgroups: comp.sys.atari.programmer

Jared Jeavons Quinert (wizzo@connexus.apana.org.au) wrote:
: Hi, just wondering if anyone can recommend to me ways to quickly get
: into programming for my Falcon. A friend and I are currently doing Amiga
: programs, and I'm eager to port some of these to Falcon (maybe STe where
: possible). I'm reasonably familiar with programming, but if you could
: all give me your (no doubt) differing opinions on which languages to use
: I would be most grateful. BTW, the games are basically 2D sprite/scrolling
: things.

It depends on what language you wrote the Amiga version in.

Vince

From 8334268146868106697
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e65ce6e19d5f92b8
X-Google-Attributes: gid1115ce,public
From: frankzim@express.ca
Subject: Re: Pure C in english
Date: 1996/01/30
Message-ID: <11d7cc$121939.3d0@news.express.ca>#1/1
X-Deja-AN: 137245595
references: <4ei0nk$m4s@melimelo.enst-bretagne.fr>
newsgroups: comp.sys.atari.programmer

Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr> wrote:

>Hello,

>I was told by a friend that, in England, Pure C is sold with an english
>documentation. Can somebody confirm this assert, and, in this case, where can I
>find it (snail mail adress, fax ..).

>Regards

I'm not sure about that, but there is a collection of documentation available in english from a fellow in the US. It includes

- Pure C Help Files (in english)
- Complete documentation of Pure C menus, double clicks and hot keys
- Assembler and C Language references and tutorials
- Pure Debugger menus and window descriptions
- Complete descriptions of all library functions(except BGI, LineA, and VT52)
- Atari Memory Map and hardware descriptions
- ASCII, Scan Codes, data structures, file formats, examples, & more.

He was selling this at $50 US, but put it on half-price sale around Christmas. Maybe it's still on sale? You can reach him at

John Kormylo
9614 Oregano Circle
Houston, TX 77036

Or e-mail at J.KORMYLO@GENIE.COM.

-Frank Z.

From -1116473099789990786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bce89863dafd98ce
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Games stuff
Date: 1996/01/30
Message-ID: <4ekvhr$9c2@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 137308123
distribution: world
references: <4eil4e$pek@turing.fwi.uva.nl>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <4eil4e$pek@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker)
writes:
>Jakob Johnsen <31jhj@but.auc.dk> wrote:
>
>:
>:
>:On 27 Jan 1996, Jared Jeavons Quinert wrote:
>:
>:> Hi, just wondering if anyone can recommend to me ways to quickly get
>:> into programming for my Falcon. A friend and I are currently doing Amiga
>:> programs, and I'm eager to port some of these to Falcon (maybe STe where
>:> possible). I'm reasonably familiar with programming, but if you could
>:> all give me your (no doubt) differing opinions on which languages to use
>:> I would be most grateful. BTW, the games are basically 2D sprite/scrolling
>:> things.
>:
>:Since it seems like you know the basic fundamentals of programming...
>:Start coding in assembly NOW !!!! Later on start on C, and then combine C
>
>C should be fast enough! I would say, get the game up and running and
>then see whether some parts need to be done in assembler...

It depends what programming language you are using now - if on the
Amiga, you code in C, then its probably best that you stick what the
programs are written in...

If you are using AMOS (do Amiga programmers still use this?) then you
might want to switch to STOS, and use my Falcon Extension....

>:and Assembly.. In this way you will learn the instructions from the
>:computers view, and learn how to increase the CPU preformence.. ;)
>
>which is necessary on the slow falcon?

Yes! As has been mentioned elsewhere, the bus is slow on the Falcon,
and to get anywhere near optimum performance in a decent graphics mode

you need to take this into account.

When the bus only has to handle 32k for a screen its not too bad, but
if you have 153.6k for a screen to update/draw every refresh it starts
to get overloaded...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

From 8617065866666950514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60375d342f3bd062,start
X-Google-Attributes: gid1115ce,public
From: ibc@interaccess.com (Interactive Business Consultants, Inc.)
Subject: Help!
Date: 1996/01/30
Message-ID: <ibc.192.01D7FA0D@interaccess.com>#1/1
X-Deja-AN: 137327536
organization: InterAccess,Chicagoland's Full Service Internet Provider
newsgroups: comp.sys.atari.programmer

Hello,

If anyone here has a Atari Basic Document or has a Good Document about
Atari Programming can you please e-mail it to me at IBC@interaccess.com.

Thanx in advance

From 9044570826940460295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf0c0e9b76b57f51
X-Google-Attributes: gid1115ce,public
From: baldrick@terminator.rs.itd.umich.edu (Dan Ackerman)
Subject: Re: TOS 4.04 bugs?
Date: 1996/01/30
Message-ID: <4elh02$eg6@lastactionhero.rs.itd.umich.edu>#1/1
X-Deja-AN: 137364487
references: <4eise4$l4m@lastactionhero.rs.itd.umich.edu> <4el286$52h@rs18.hrz.th-

darmstadt.de> <4elbiv$bms@lastactionhero.rs.itd.umich.edu>
organization: University of Michigan
newsgroups: comp.sys.atari.programmer

I have egg on y face now. Ifound my problem. When I was grabbing in all my support files, I ommitted to properly initialize the VDI. SO hence it had some serious problems. This does spark one question though. Why did it function fine under AES4.1 on one machine and not on the other?

Dan

From -2928084160512437794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf0c0e9b76b57f51
X-Google-Attributes: gid1115ce,public
From: baldrick@terminator.rs.itd.umich.edu (Dan Ackerman)
Subject: Re: TOS 4.04 bugs?
Date: 1996/01/30
Message-ID: <4elbiv$bms@lastactionhero.rs.itd.umich.edu>#1/1
X-Deja-AN: 137381677
references: <4eise4$l4m@lastactionhero.rs.itd.umich.edu> <4el286$52h@rs18.hrz.th-darmstadt.de>
organization: University of Michigan
newsgroups: comp.sys.atari.programmer

re: Windfind

I do a vq_mouse to get the position before the call. The really odd thing about this problem is that it occurs on this one machine in both it's normal TOS and under MultiTOS, while on the other machine it works fine under it's normal TOS and the same AES version of MultiTOS. It doesn't really make any sense.

Dan Ackerman
aka. baldrick@terminator.rs.itd.umich.edu

From 8059019862894181743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aea83b3e5ad8d794,start
X-Google-Attributes: gid1115ce,public
From: ice@skypoint.com (Video 61)
Subject: Atari 2600/5200/7800/Lynx and Atari 8-Bit Catalog
Date: 1996/01/31
Message-ID: <4en8cf$8f6@stratus.skypoint.net>#1/1
X-Deja-AN: 137324158
organization: Video 61 and Atari Sales
newsgroups: comp.sys.atari.programmer

****
* Have you ever thought there was no place on earth to get stuff   *
*   for your 2600/5200/7800/Lynx and Atari 8-Bit computers?   *
*   *
*   Well look no further!   *
*   *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com   *
****

From -5491469299988755411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60375d342f3bd062
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: Help!
Date: 1996/01/31
Message-ID: <4emgjm$23g@neon.airtime.co.uk>#1/1
X-Deja-AN: 137335711
references: <ibc.192.01D7FA0D@interaccess.com>
organization: None Specified
newsgroups: comp.sys.atari.programmer

Interactive Business Consultants, Inc. (ibc@interaccess.com) wrote:
: Hello,

:   If anyone here has a Atari Basic Document or has a Good Document about
: Atari Programming can you please e-mail it to me at IBC@interaccess.com.

: Thanx in advance

 You mention the word BASIC, well check out tis www page

 http://www.airtime.co.uk/users/stosser/

 As seen in ST Format and Atari World.....

                Cheers.....!ynoT

***** Tony Greenwood : STOSSER Software ***********************
*   stosser@airtime.co.uk   ATARI ST Programmer *
*   irc channel#atari <stosser>   ATARI Jaguar Player *
** http://www.airtime.co.uk/users/stosser/ ********************
.

From -6256953533433227588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf0c0e9b76b57f51
X-Google-Attributes: gid1115ce,public
From: binder@hp81.rbg.informatik.th-darmstadt.de (Thomas Binder)
Subject: Re: TOS 4.04 bugs?
Date: 1996/01/31
Message-ID: <4en9f6$10pq@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 137391227
distribution: world
references: <4eise4$l4m@lastactionhero.rs.itd.umich.edu> <4el286$52h@rs18.hrz.th-darmstadt.de> <4elbiv$bms@lastactionhero.rs.itd.umich.edu> <4elh02$eg6@lastactionhero.rs.itd.umich.edu>
organization: Technische Hochschule Darmstadt
newsgroups: comp.sys.atari.programmer

Hi!

In article <4elh02$eg6@lastactionhero.rs.itd.umich.edu>,
baldrick@terminator.rs.itd.umich.edu (Dan Ackerman) writes:
#> I have egg on y face now. Ifound my problem. When I was
#>grabbing in all my support files, I ommitted to properly initialize the
#>VDI. SO hence it had some serious problems. This does spark one
#>question though. Why did it function fine under AES4.1 on one machine
#>and not on the other?
Well, I guess that's because the VDI in TOS 4.04 is less forgiving that that found in older versions. (Remember: MultiTOS replaces the AES, not the VDI!)
Or maybe you've used NVDI on one machine, but not on the other.

But anyway: Don't mix AES- and VDI-calls for accessing the mouse. To get the current mouse position, either use graf_mkstate or use the values returned from an evnt_multi call (evnt_multi _always_ returns keyboard and mouse state, independent from the events you have specified).

Also, to switch the mouse on and off, use graf_mouse(M_ON/M_OFF, 0L) instead of v_show_c/v_hide_c (I know you haven't written that, but this is another common problem).

Ciao

Thomas

--
Thomas Binder (IRCNick: Gryf)
Johann-Valentin-May-Strasse 7
64665 Alsbach-Haehnlein / Germany
Email: binder@rbg.informatik.th-darmstadt.de
PGP-key available on request!

"Quick to judge, quick to anger, slow to understand, ignorance, prejudice and fear walk hand in hand."
Rush

From -5728204991218258247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bce89863dafd98ce
X-Google-Attributes: gid1115ce,public
From: wizzo@connexus.apana.org.au (Jared Jeavons Quinert)
Subject: Re: Games stuff
Date: 1996/01/31
Message-ID: <4enq7l$42c@preeda.internex.net.au>#1/1
X-Deja-AN: 137411132
references: <4ed2rn$9iu@preeda.internex.net.au>
organization: connexus.apana.org.au
newsgroups: comp.sys.atari.programmer

Thanks to everyone who's so far responded to me here, and via e-mail :)

At the moment, I'm most likely to go the C route. The games we've been doing are written in Blitz basic, with some in-line assembler (which I've been led to believe should be one of the easiest parts to convert), so I now have just a couple of other questions...

1) Are there game-type libraries around for various C-compilers to handle sprites, hardware scrolling, sounds and the like. If so, then will my choice of C compiler affect which libraries will work?
2) Not really another question I guess...Which C compiler (English language)?

Thanks again,

Jared

From 1248970882544657861
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf0c0e9b76b57f51
X-Google-Attributes: gid1115ce,public
From: vegard@interlink.no (Vegard Hofsoy)
Subject: Re: TOS 4.04 bugs?
Date: 1996/01/31
Message-ID: <vegard-3101961434200001@trh-ppp4.interlink.no>#1/1
X-Deja-AN: 137461674
references: <4eise4$l4m@lastactionhero.rs.itd.umich.edu> <4el286$52h@rs18.hrz.th-darmstadt.de>
organization: Mediadrom AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

In article <4el286$52h@rs18.hrz.th-darmstadt.de>,
binder@rbg.informatik.th-darmstadt.de (Thomas Binder) wrote:

> Hi!
>
> In article <4eise4$l4m@lastactionhero.rs.itd.umich.edu>,
baldrick@terminator.rs.itd.umich.edu (Dan Ackerman) writes:
> >   I've encountered what seems to be a bug with TOS4.04, I was

> > wondering if anyone else had encountered it or could comment on it.
> >
> > When programming a Desk Accessory and using the Windfind command
> > I get a return of -1. The same program on a TOS 4.02 machine returns the
> > appropriate window handle.
> Well, are you sure you supplied senseful coordinates to wind_find? As this
> functions returns the handle of a window containing a given location on the
> screen, it may return -1 if there is no window to be found.

IIRC, wind_find should return 0 if no window is found (ie: the desktop)...?

Vegard Hofsoy

From 1764982037763633838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae7e80cae341b9,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: ltoa()
Date: 1996/01/31
Message-ID: <823158320_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 137462309
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

'ello,

I've got a slight problem - can somebody enlighten me about how ltoa()
works. I have to write one due to it being missing in my compiler.
Better still, if somebody has the source for one then get in touch!

This is all I know ...

```
char *ltoa( int32, char*, int16_or_32 );
char *ltoa(val,dest,oo_er)
```

It converts 'val' into a string and writes it to 'dest' right? Is
'oo_er' the precision, maximum string length or what?

TIA

--

Guy Harrison

guy@swampdog.demon.co.uk

From -2964559744352802917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c3203e8dc85f97c2,start
X-Google-Attributes: gid1115ce,public
From: arcovang@caiw.nl (A.van.Geest)
Subject: test, just skip..
Date: 1996/01/31
Message-ID: <823194236_OASIS_@caiw.nl>#1/1
X-Deja-AN: 137472684
organization: University of Nijmegen, The Netherlands
reply-to: arcovang@caiw.nl
newsgroups: comp.sys.atari.programmer
organisation: Not to well

A NNTP post test...

--

Arco van Geest
Goof & Fox Software
Email: arcovang@caiw.nl
Snail: PO.BOX 315, 2670 AJ, Naaldwijk, The Netherlands

From 897440419560637832
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e65ce6e19d5f92b8
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: Pure C in english
Date: 1996/01/31
Message-ID: <310F429A.452D@imc.exec.nhs.uk>#1/1
X-Deja-AN: 137603379
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <4ei0nk$m4s@melimelo.enst-bretagne.fr> <DLyJpI.37G@dk3uz.hanse.de>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b5 (X11; I; SunOS 5.4 sun4m)

Edmund H. Ramm wrote:
>
> Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr> writes:
>
> >I was told by a friend that, in England, Pure C is sold with an english
> >documentation. Can somebody confirm this assert, and, in this case, where can I
> >find it (snail mail adress, fax ..).
>
>   Hisoft

No, Hisoft sell Lattice C.

--Chris

From 7702808001817547302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e65ce6e19d5f92b8
X-Google-Attributes: gid1115ce,public
From: john@g4rev.ampr.org (John Trickey)
Subject: Re: Pure C in english
Date: 1996/01/31
Message-ID: <DM2Hrv.K06@g4rev.ampr.org>#1/1
X-Deja-AN: 137608659
sender: news@g4rev.ampr.org
references: <4ei0nk$m4s@melimelo.enst-bretagne.fr>
organization: Home
newsgroups: comp.sys.atari.programmer

Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr> wrote:

>I was told by a friend that, in England, Pure C is sold with an english
>documentation. Can somebody confirm this assert, and, in this case, where can I
>find it (snail mail adress, fax ..).

Its a long time since I looked but I had to buy mine in German.

John
--
+ Internet: john@its.bt.co.uk + Sutton Coldfield & District RAYNET +
+ Amprnet: john@g4rev.ampr.org + West Mids TCP/IP Co-ordinator +
+ BBS: + GemNOS, TCP/IP for Atari Computers +

From -8786086895260179268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,401c3401ecff2cb0
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: 14 Bomben, d.h.?

Date: 1996/02/01
Message-ID: <Pine.A32.3.91.960201140914.12215A-100000@hektor.iqo.uni-hannover.de>#1/1
X-Deja-AN: 137522426
references: <4e0dk9$g45@sparcserver.lrz-muenchen.de>
<Pine.PCF.3.91.960129143726.9216A-100000@[130.225.56.243]>
x-sender: perot@hektor.iqo.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 29 Jan 1996, Jakob Johnsen wrote:

> nothing to worry about, since that the less of bombs means a bigger
> error, so since you got 14 bombs its not a big error.. ;)
>
Interesting theory ;-) Well, a double bus fault leads to zero bombs (just halting the computer), so to this point the theory is right.

> 1 bomb = Reset
>
This one never occurs that way, it always directly restarts the computer.

> 2 bobms = Bus Error
> 3 Bombs = Invalid Instruction..
> and so on...
>
The latter is wrong :
 3 Bombs = Address Error
 4 Bombs = Invalid Instruction
 8 Bombs = Privilege Violation

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 4170932584355113235
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf0c0e9b76b57f51
X-Google-Attributes: gid1115ce,public
From: mk@anuurn.ruhr.de (Martin Koehling)
Subject: Re: TOS 4.04 bugs?
Date: 1996/02/01
Message-ID: <31113798439c551@anuurn.ruhr.de>#1/1
X-Deja-AN: 137566385
references: <4elbiv$bms@lastactionhero.rs.itd.umich.edu>
content-type: text/plain; charset=ISO-8859-1

mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <4elbiv$bms@lastactionhero.rs.itd.umich.edu>,
Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:

>re: Windfind
>
>
>   I do a vq_mouse to get the position before the call.

You shouldn't use VDI functions if equivalent AES functions do
exist; use graf_handle() in this case!

(Or, possibly even better: use evnt_multi(MU_TIMER) with a null
delay - there are reports about strange mouse button problems
if graf_handle() and evnt_multi() are *both* used in the same
event loop...)

>The really
>odd thing about this problem is that it occurs on this one machine in
>both it's normal TOS and under MultiTOS, while on the other machine it
>works fine under it's normal TOS and the same AES version of MultiTOS.
>It doesn't really make any sense.

Yes it does... :-)

Probably it's a bug in the Falcon's VDI; note that MultiTOS doesn't
contain a VDI - it simply uses the existing one, which would nicely
explain your observation!

Martin

--
 Martin Koehling // NEW email address: mk@anuurn.ruhr.de

From -5190469275765343045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bce89863dafd98ce
X-Google-Attributes: gid1115ce,public
From: t150315@proffa.cc.tut.fi (Tamminen Eero)
Subject: Re: Games stuff
Date: 1996/02/01
Message-ID: <4eqmv3$96i@cc.tut.fi>#1/1
X-Deja-AN: 137604091
distribution: world
references: <4ed2rn$9iu@preeda.internex.net.au>
<Pine.PCF.3.91.960129144409.9216B-100000@[130.225.56.243]>
<4eil4e$pek@turing.fwi.uva.nl>
organization: Tampere University of Technology, Computing Centre
newsgroups: comp.sys.atari.programmer

: :Since it seems like you know the basic fundamentals of programming...
: :Start coding in assembly NOW !!!! Later on start on C, and then combine C

: C should be fast enough! I would say, get the game up and running and
: then see whether some parts need to be done in assembler...

My monochrome two-player game Punssi is 100% C and achives 72Hz frame
update rate with 5 sprites (two players, two enemies and one ball) on
8Mhz STfm (no blitter, XBios sounds). Well, actually it has 10 lines of
assembly for handling the joystick packets send by kbd interrupts, but
that would have been a bit hard to do with C...

It works on the Falcon too, for binary and source see:
    http://www.modeemi.cs.tut.fi/~puujalka/

: Martijn Dekker | PFF: Software for X Window System and more:

W rules! <g> (X source is too bloated for fiddling :))

    - Eero

From -5872684007163456662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae7e80cae341b9
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: ltoa()
Date: 1996/02/01
Message-ID: <Pine.ULT.3.91.960201191429.8167B-100000@mars.dsv.su.se>#1/1
X-Deja-AN: 137812471
references: <823158320_OASIS_@swampdog.demon.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Wed, 31 Jan 1996, Guy Harrison wrote:

> This is all I know ...
>
> char *ltoa(int32, char*, int16_or_32);
> char *ltoa(val,dest,oo_er)
>
> It converts 'val' into a string and writes it to 'dest' right? Is
> 'oo_er' the precision, maximum string length or what?

You are right on your first two assumptions,

oo_er is called "radix" in my (MS)documentation. It's the base you want the output written in ie: 16 for hex, 2 for binary, 10 for normal base 10

Unfortunately this function is non-standard and may do whatever ... Have a look at sprintf before wasting too much work!

// Jens M Andreasen

From -2589288579946891592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae7e80cae341b9
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: ltoa()
Date: 1996/02/01
Message-ID: <4eqgh9$79h@studs.sci.kun.nl>#1/1
X-Deja-AN: 137844716
references: <823158320_OASIS_@swampdog.demon.co.uk>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <823158320_OASIS_@swampdog.demon.co.uk> guy@swampdog.demon.co.uk (Guy Harrison) writes:

>I've got a slight problem - can somebody enlighten me about how ltoa()
>works. I have to write one due to it being missing in my compiler.
>Better still, if somebody has the source for one then get in touch!

>This is all I know ...

```
>char    *ltoa( int32, char*, int16_or_32 );
>char    *ltoa(val,dest,oo_er)
```

>It converts 'val' into a string and writes it to 'dest' right? Is
>'oo_er' the precision, maximum string length or what?

oo_er is the `radix', so I guess you can also use it to make binary (radix = 2) or hex (radix = 16) representations, for example.

When making your own, you can probably make use of sprintf().

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -3382809685377706999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c609cb36f16a3888,start
X-Google-Attributes: gid1115ce,public
From: ibc@interaccess.com (Interactive Business Consultants, Inc.)
Subject: I need to learn!!
Date: 1996/02/02
Message-ID: <ibc.208.00EC37CF@interaccess.com>#1/1
X-Deja-AN: 137692756
organization: InterAccess,Chicagoland's Full Service Internet Provider
newsgroups: comp.sys.atari.programmer

If there is a document about programming on atari please e-mail it to me at
IBC@interaccess.com or tell me the http address

THANX!

From 960445540119502632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bce89863dafd98ce
X-Google-Attributes: gid1115ce,public
From: t150315@proffa.cc.tut.fi (Tamminen Eero)
Subject: Re: Games stuff
Date: 1996/02/02
Message-ID: <4et83e$ccs@cc.tut.fi>#1/1
X-Deja-AN: 137692912
distribution: world
references: <4eil4e$pek@turing.fwi.uva.nl> <4ekvhr$9c2@m1.cs.man.ac.uk>
organization: Tampere University of Technology, Computing Centre
newsgroups: comp.sys.atari.programmer

: If you are using AMOS (do Amiga programmers still use this?) then you
: might want to switch to STOS, and use my Falcon Extension....

I have used Amos a couple of times two years ago. It's more like
the modern basics (local variables, no line numbers, auto indenting
etc.) than STOS (yikes). ST Basics are commercial though...

- Eero

From -8986165881370527423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae7e80cae341b9

X-Google-Attributes: gid1115ce,public
From: dag.dao@dada.ct.se (Dag Dao)
Subject: ltoa()
Date: 1996/02/02
Message-ID: <ftn_2.200.136$fidonet.org_3111a46f_Dag.Dao@dada.ct.se>#1/1
X-Deja-AN: 137718521
sender: news@ct.se
references: <823158320_OASIS_@swampdog.demon.co.uk>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Dada & Surrealismus
mime-version: 1.0
reply-to: dag.dao@dada.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

> I've got a slight problem - can somebody enlighten me about how
> ltoa() works. I have to write one due to it being missing in my
> compiler. Better still, if somebody has the source for one then get in
> touch!

I'll check this out today in school (Microsoft Visual C++! Yuk!).

> char *ltoa(int32, char*, int16_or_32);
> char *ltoa(val,dest,oo_er)
>
> It converts 'val' into a string and writes it to 'dest' right? Is

Correct.

> 'oo_er' the precision, maximum string length or what?

No, the 'radix' or base, ie 2, 8, 10 or 16.

-+- /Dada!

From -6522992545292231965
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67ab9f1585b3f77d,start
X-Google-Attributes: gid1115ce,public
From: John Cartwright <johnc@dial.pipex.com>
Subject: MIDI on ST
Date: 1996/02/02
Message-ID: <31129D3D.5DAE@dial.pipex.com>#1/1
X-Deja-AN: 137733687
content-type: text/plain; charset=us-ascii
organization: UnipalmPIPEX server (post doesn't reflect views of UnipalmPIPEX)

mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b6b (Win16; I)

Hi!

I don't know much about the ST, but I'm hoping one of you guys does!
I need to know how to open and send data to the ST's MIDI Port using C.

If you know, please EMail me DIRECT at the address below. URGENT! :-)

--
John Cartwright

EMail: johnc@dial.pipex.com
WWW: http://dspace.dial.pipex.com/town/square/gp95/

From 524326444103828568
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae7e80cae341b9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ltoa()
Date: 1996/02/02
Message-ID: <823308824_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 137803124
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <Pine.ULT.3.91.960201191429.8167B-100000@mars.dsv.su.se>
  Jens M Andreasen <jens-and@dsv.su.se> said:-

>
>
>On Wed, 31 Jan 1996, Guy Harrison wrote:
>
>> This is all I know ...
>>
>> char *ltoa(int32, char*, int16_or_32);
>> char *ltoa(val,dest,oo_er)
>>
>> It converts 'val' into a string and writes it to 'dest' right? Is
>> 'oo_er' the precision, maximum string length or what?
>
>You are right on your first two assumptions,
>
>oo_er is called "radix" in my (MS)documentation. It's the base you
>want the output written in ie: 16 for hex, 2 for binary, 10 for normal
>base 10

>
>Unfortunately this function is non-standard and may do whatever ... Have
>a look at sprintf before wasting too much work!

Thanks :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

From 4342730225430760923
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae7e80cae341b9
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: ltoa()
Date: 1996/02/03
Message-ID: <DM7p5E.JBr@cix.compulink.co.uk>#1/1
X-Deja-AN: 137944227
references: <823158320_OASIS_@swampdog.demon.co.uk>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>I've got a slight problem - can somebody enlighten me about how ltoa()
>works. I have to write one due to it being missing in my compiler.
>Better still, if somebody has the source for one then get in touch!
Do you Lattice C?
If so, use stcl_d, stcl_h etc calls.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From 1370252141487775490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,14f2dcfda8098c06,start
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,14f2dcfda8098c06,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,14f2dcfda8098c06,start
X-Google-Attributes: gid109a67,public
From: cptblade <cptblade@teleport.com>
Subject: The Blue Ribbon Campaign
Date: 1996/02/04
Message-ID: <311588FD.330F@teleport.com>#1/1
X-Deja-AN: 137958738
content-type: multipart/mixed; boundary="------------121F5BBC4B8E"
organization: Beaver Trading Post
mime-version: 1.0
newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer,comp.*
x-mailer: Mozilla 2.0b6b (Win16; I)

This is a multi-part message in MIME format.

--------------121F5BBC4B8E
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

--
Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
cptblade@teleport.com | my personal position
GRUNT Computing - Support for | only and not that of
Atari users worldwide | my employers.

--------------121F5BBC4B8E
Content-Type: text/html; charset=us-ascii
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="blueribbon.html"

<BASE HREF="http://www.eff.org/blueribbon.html">

<HTML><HEAD><TITLE>The Blue Ribbon Campaign for Online Free Speech</TITLE>
</HEAD><BODY>

<CENTER>
<H1>The Blue Ribbon Campaign</H1>
<IMG SRC="http://www.eff.org/pub/Graphics/Icons/BlueRibbon/rib_trn_plain.gif"
ALT="">
<H1>for Online Freedom of Speech, Press and Association</H1>

<HR>
</CENTER>
A blue ribbon is chosen as the symbol for the preservation of basic civil
rights in the electronic world.
<P>
EFF asks that a blue ribbon be worn or displayed to show support for the
essential human right of free speech. This fundamental building block of
free society, affirmed by the U.S. Bill of Rights in 1791, and by the U.N.
Declaration of Human Rights in 1948, has been sacrificed in the 1996 Telecom

Bill.
<P>
The blue ribbon will be a way to raise awareness of these issues, and for
the quiet voice of reason to be heard.
<P>
The voice of reason knows that free speech doesn't equate to abuse of
women and children, or the breeding of hatred or intolerance.

<HR>

<H4><B>All internet users are strongly encouraged to place a blue
ribbon graphic on their servers, such as this one below. </B></H4>
(Click on it to download if your browser requires this.)
<P>
<A HREF="http://www.eff.org/pub/Graphics/Icons/BlueRibbon/rib_wh_brdr.gif">
<IMG SRC="http://www.eff.org/pub/Graphics/Icons/BlueRibbon/rib_wh_brdr.gif"
ALT="[click here to download]"></A><P>

Add this <A HREF="http://www.eff.org/bluehtml.txt">HTML Anchor to
your homepage<P>

<A HREF="http://www.eff.org/pub/Graphics/Icons/BlueRibbon/">Many other
versions are available</A>, including borderless, transparent,
grey and black backrounds, smaller versions, and a textless version for
incorporation into larger banners (as a standalone icon, please use the
versions with text, so people have some idea that there IS a blue ribbon
campaign and what is about when the first encounter it - not everyone has
a color monitor, so the verbal name of the campaign is important to pass
around.) Thank you for
your support and activism, and remember - it's <I>YOUR</I> rights you are
fighting for! Wear a real blue ribbon, so people ask you what it's all
about.
<P>

If you are not sure why you need to stand up for your free speech, or
uncertain how your rights are threatened,
please see our <A HREF="http://www.eff.org/pub/Alerts/index.html#exon">
Internet Censorship Legislation Alerts Page</A>

<HR>
<A HREF="/">
<IMG SRC="Icons/home_blue_icon.gif" ALT="[*] "></A>
EFF Welcome Page
</BODY></HTML>

----------121F5BBC4B8E--

From 4621981486171177723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae7e80cae341b9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: ltoa()
Date: 1996/02/04
Message-ID: <823487614_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 137966476
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <DM7p5E.JBr@cix.compulink.co.uk>
  msbaines@cix.compulink.co.uk ("Mark Baines") said:-

>>I've got a slight problem - can somebody enlighten me about how ltoa()
>>works. I have to write one due to it being missing in my compiler.
>>Better still, if somebody has the source for one then get in touch!
>Do you Lattice C?

I will be if I ever get round to ordering it :-)

>If so, use stcl_d, stcl_h etc calls.

I'm making do with sprintf() atm, fortunately all the calls had 10 as
the radix.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -4930647367387324807
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67ab9f1585b3f77d
X-Google-Attributes: gid1115ce,public
From: John Cartwright <johnc@dial.pipex.com>
Subject: Re: MIDI on ST
Date: 1996/02/04
Message-ID: <31150F6A.2FF2@dial.pipex.com>#1/1
X-Deja-AN: 137975964
references: <31129D3D.5DAE@dial.pipex.com>
content-type: text/plain; charset=us-ascii
organization: UnipalmPIPEX server (post doesn't reflect views of UnipalmPIPEX)
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b6b (Win16; I)

I wrote:
>

> Hi!
>
> I don't know much about the ST, but I'm hoping one of you guys does!
> I need to know how to open and send data to the ST's MIDI Port using C.
>
> If you know, please EMail me DIRECT at the address below. URGENT! :-)

There's been a change of plan!
Does anyone know how to do this using 68000 assembler?
Thanks again.

--
John Cartwright

EMail: johnc@dial.pipex.com
WWW: http://dspace.dial.pipex.com/town/square/gp95/

From -6354421039343827736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf0c0e9b76b57f51
X-Google-Attributes: gid1115ce,public
From: ackerman.29@postbox.acs.ohio-state.edu (Dan Ackerman)
Subject: Re: TOS 4.04 bugs?
Date: 1996/02/04
Message-ID: <ackerman.29-0402961439570001@gb107samac.acs.ohio-state.edu>#1/1
X-Deja-AN: 138009235
references: <4elbiv$bms@lastactionhero.rs.itd.umich.edu>
<31113798439c551@anuurn.ruhr.de>
organization: OSU
newsgroups: comp.sys.atari.programmer

In article <31113798439c551@anuurn.ruhr.de>, mk@anuurn.ruhr.de (Martin
Koehling) wrote:

> In <4elbiv$bms@lastactionhero.rs.itd.umich.edu>,
> Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:
>
> >re: Windfind
> >
> >
> >   I do a vq_mouse to get the position before the call.
>
> You shouldn't use VDI functions if equivalent AES functions do
> exist; use graf_handle() in this case!
>
> (Or, possibly even better: use evnt_multi(MU_TIMER) with a null
> delay - there are reports about strange mouse button problems
> if graf_handle() and evnt_multi() are *both* used in the same
> event loop...)

A null delay in evnt_multi() in a Desk Acc locks up the system under TOS 1.0. Not that I'm using 1.0, but I hate to write programs that will knowingly cause such problems.

>
> >The really
> >odd thing about this problem is that it occurs on this one machine in
> >both it's normal TOS and under MultiTOS, while on the other machine it
> >works fine under it's normal TOS and the same AES version of MultiTOS.
> >It doesn't really make any sense.
>
> Yes it does... :-)
>
> Probably it's a bug in the Falcon's VDI; note that MultiTOS doesn't
> contain a VDI - it simply uses the existing one, which would nicely
> explain your observation!
>

But they are both using NVDI 2.5. The only functional difference between them under MultiTOS is that one has 14 megs and the other only 4.

> Martin
>
> --
> Martin Koehling // NEW email address: mk@anuurn.ruhr.de

Here is another fun question. When enabling OBJC_EDIT in a dialog in a window. How do you get it to work properly. I've been having problems with the cursor appearing outside the window or at the end of the box containing the edit field (Note end of the box not end of the edit field).

Dan Ackerman
ackerman.29@osu.edu

From 20674698672026381
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c1c6d0f2ef382e7,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10d9d0,1c1c6d0f2ef382e7,start
X-Google-Attributes: gid10d9d0,public
From: jules@cs.ruu.nl (Jules Vleugels)
Subject: PureC memory allocation problem
Date: 1996/02/05
Message-ID: <4f4rdf$5nt@krant.cs.ruu.nl>#1/1
X-Deja-AN: 138064786
organization: Dept of Computer Science, Utrecht University, The Netherlands
newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech

Hi,

my PureC (1.0) is behaving a bit strange: I have a program that combines C and M68K, and in both I declare some variables:

```
main.c:    void *buffer[80][2][10];
fdrsec.s:  .DATA
           FDsector: dc.w 0
```

If I now link these modules together, I get that 6400 bytes have been allocated for `buffer'--just as shd be--but FDsector (and other variables I defined in fdrsec.s) appear somewhere inside this buffer! In other words, suppose buffer points to 0x0000 and continues until 0x1800 (or whatever 6400 is in hex); then FDsector will point to, say, 0x0600. Clearly I get all kinds of problems with this.

Am I doing something wrong? (I checked everything I could possibly think of.) Or is this some bug in PureC? And how do I prevent this from happening?

Thanks in advance,

-- Jules

From 993999923162539017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d9d0,cd5259296e0bb1c4,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,cd5259296e0bb1c4,start
X-Google-Attributes: gid1115ce,public
From: jules@cs.ruu.nl (Jules Vleugels)
Subject: Problems switching between DD and HD disks
Date: 1996/02/05
Message-ID: <4f4rel$5nv@krant.cs.ruu.nl>#1/1
X-Deja-AN: 138064787
organization: Dept of Computer Science, Utrecht University, The Netherlands
newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech

Hi,

I am having the following with a program I am writing to read/write Akai sampler disks, which are formatted slightly different from the Atari/MS-DOS format. I had to directly program the FDC--all (x)bios functions fail to read such disks--and finally got it working, but now I am experiencing the following problem.

When I, say, insert an Akai HD disk and try to read it from the desktop, I get `your output device is not receiving data'. When I run my program, it reads the disk just fine. However, if I now insert an

Akai DD disk and run my program, it fails to read it at all--HD disks work fine though. If I try to read the Akai DD disk from the desktop, I get the same error message, but suddenly my program will read only Akai DD disks--HD disks aren't recognized at all.

In other words, it seems there is a problem switching between DD and HD. Attempting to read the disk from the desktop solves this, but how do I do this from within my own program? Any help would be much appreciated.

Thanks in advance,

-- Jules

From 6473047679470249181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19dfe8b349e81c9c,start
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: XaAES?
Date: 1996/02/05
Message-ID: <4f5k7h$n6p@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 138067978
references: <4f4r87$4rb@dodger.csv.warwick.ac.uk>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Ben Bell (csuwi@csv.warwick.ac.uk) wrote:

> Hi,

> Is there any release of XaAES around yet? I remember back in the start of
> Jan that Craig said about two weeks - has it been delayed?

Hi Ben....no, it's not really been delayed (much). I wasn't happy with the performance of TOSWIN with it, so I'm cobbling together a replacement console window before the beta (you cann't run a desktop yet so you need the console to run programs from).

Does anyone know what MINIWIN does with it's resource file? It definitely has one, but it never calls rsrc_load(), or any of the other rsrc_ class functions for that matter - but it then goes on to call rsrc_gaddr() anyway. Any offers?

Craig.
(better late than never....)

From -222082806529627751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d9d0,1c1c6d0f2ef382e7
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,1c1c6d0f2ef382e7
X-Google-Attributes: gid1115ce,public
From: paa@hol.gr (Andriopoulos Panagiotis)
Subject: Re: PureC memory allocation problem
Date: 1996/02/05
Message-ID: <4f4v7j$41s@newsflash.hol.gr>#1/1
X-Deja-AN: 138069180
references: <4f4rdf$5nt@krant.cs.ruu.nl>
organization: Hellas On-Line SA, Greece
followup-to: comp.sys.atari.programmer,comp.sys.atari.tech
newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech

Jules Vleugels (jules@cs.ruu.nl) wrote:

: Hi,

: my PureC (1.0) is behaving a bit strange: I have a program that
: combines C and M68K, and in both I declare some variables:

```
: main.c:    void *buffer[80][2][10];
: fdrsec.s:  .DATA
:            FDsector: dc.w 0
```

buffer is local or global?
If you declare it as local do you allocate enough stack?
: If I now link these modules together, I get that 6400 bytes have been
: allocated for `buffer'--just as shd be--but FDsector (and other
: variables I defined in fdrsec.s) appear somewhere inside this buffer!
: In other words, suppose buffer points to 0x0000 and continues until
: 0x1800 (or whatever 6400 is in hex); then FDsector will point to, say,
: 0x0600. Clearly I get all kinds of problems with this.

: Am I doing something wrong? (I checked everything I could possibly
: think of.) Or is this some bug in PureC? And how do I prevent this
: from happening?

: Thanks in advance,

: -- Jules

From 8185302947422749532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9b533a6c8deba96,start
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Display problems
Date: 1996/02/05

Message-ID: <4f537p$gpv@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 138073972
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

I've had my old STFM for quite a while, but this is a problem that has always been with it, and I've just learned to live with it. I'd like to fix it though so this is the problem - in medium resolution, and occasionally low resolution as well, pixels on the screen flicker uncontrollably. This makes text very difficult to read - for example, when using Monst2, I have to use the 'faint' command to reduce the text size otherwise bits of the text are unreadable. On bad days, even the faint text suffers from the flicker. The flickering is generally not individual pixels but more often lines of about 8 pixels with little dots around it. The Ultimate Ripper when I had it for a while was essentially unreadable, and doc displayers (eg Revenge) suffered the same problem. Once, after using the computer for a few hours, I suddenly noticed that the problem had disappeared. I originally thought it was probably a dodgy tv modulator since I use a tv, but, having made up a scart lead the other day, the problem was not solved. (although the display was noticably improved by the scart lead). I thought it may be a memory problem, but the screen ram is perfectly steady. Opinions anyone? I suspect it is the video shifter which is causing the bother. How much are new ones and what expertise is requried to fit it. (I'm alright with a soldering iron and have opened my ST up plenty of times to clean it or fix the damned mouse/joystick ports).

gaz

From 2448373463934108695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19dfe8b349e81c9c
X-Google-Attributes: gid1115ce,public
From: csuwi@csv.warwick.ac.uk (Ben Bell)
Subject: XaAES?
Date: 1996/02/05
Message-ID: <4f4r87$4rb@dodger.csv.warwick.ac.uk>#1/1
X-Deja-AN: 138076819
organization: University of Warwick, Coventry, UK
newsgroups: comp.sys.atari.programmer

Hi,

Is there any release of XaAES around yet? I remember back in the start of Jan that Craig said about two weeks - has it been delayed?

Thanks,
Ben

+-----------Ben Bell - Programmer, Musician and now a Student too!---------+
/// email: B.J.Bell@warwick.ac.uk
bjb Snail: Tocil 58M, University of Warwick, Coventry CV4 7AL
_/ "Rock and Roll Children, alone again. But you've got Rock and Roll!"
--
+-----------Ben Bell - Programmer, Musician and now a Student too!---------+
/// email: B.J.Bell@warwick.ac.uk
bjb Snail: Tocil 58M, University of Warwick, Coventry CV4 7AL
_/ "Rock and Roll Children, alone again. But you've got Rock and Roll!"

From 3388590785856889098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bce89863dafd98ce
X-Google-Attributes: gid1115ce,public
From: t150315@proffa.cc.tut.fi (Tamminen Eero)
Subject: Re: Games stuff
Date: 1996/02/05
Message-ID: <4f5a9k$47k@cc.tut.fi>#1/1
X-Deja-AN: 138172009
distribution: world
references: <4ed2rn$9iu@preeda.internex.net.au>
<4enq7l$42c@preeda.internex.net.au>
organization: Tampere University of Technology, Computing Centre
newsgroups: comp.sys.atari.programmer

: At the moment, I'm most likely to go the C route. The games we've been
: doing are written in Blitz basic, with some in-line assembler (which I've
: been led to believe should be one of the easiest parts to convert), so I
: now have just a couple of other questions...

: 1) Are there game-type libraries around for various C-compilers to handle
: sprites, hardware scrolling, sounds and the like. If so, then will my
: choice of C compiler affect which libraries will work?

Warwick Allison's C++ game programming library for GNU C++ seems quite
nice. You'll need _at least_ 4Mb to run GNU C++ and Warwick's library
is a bit old (no support for newer machines like Falcon).

:2) Not really another question I guess...Which C compiler (English language)?

Only free alternatives are SozobonX C
(ftp.fu-berlin.de (somehere like /pub/atari/programming/sozobonX))
and GNU C. With GNU C you need _at least_ 2MB of ram. Both of the
compilers are a bit 'unixy' to use.

- Eero

From -1200469514131527525
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b60d32a8d678e0,start
X-Google-Attributes: gid1115ce,public
From: D.G.Williamson@shef.ac.uk (Daniel Williamson)
Subject: RSC
Date: 1996/02/05
Message-ID: <4f4md7$a4v@bignews.shef.ac.uk>#1/1
X-Deja-AN: 138266320
organization: Electrical Eng, University of Sheffield , UK
content-type: Text/Plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Can anybody tell me where to get a resource file editor preferbly off the net.
I will be using it with thing on med res so I want it to make the half size
icons. But I also want to have a go at gem programming so if anyone can help
please do.
DAN.

From -7760801053829452320
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,839dd49bf376aa9e,start
X-Google-Attributes: gid1115ce,public
From: D.G.Williamson@shef.ac.uk (Daniel Williamson)
Subject: SOZOBONX Help
Date: 1996/02/05
Message-ID: <4f4mkk$a4v@bignews.shef.ac.uk>#1/1
X-Deja-AN: 138266321
organization: Electrical Eng, University of Sheffield , UK
content-type: Text/Plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Please will somebody help me use sozobonX I can't make it work even if I try
setting up environment wariables using a CPX CC.ttp can't find the compiler.
and if I try to run the programs by hand i.e. hcc, top, jas, and ld then when
I finally link I get _undef messages and a file called a.out is produced which
may be the beginnings of a program file but actually means 1 tenth of nothing
to me. I am learning C ant the moment on P.C's and I want to use the ST for
work. Partly cos I usually find it easier.
Thanks for any help
DAN

From 1190281113874795081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,67ab9f1585b3f77d
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: MIDI on ST
Date: 1996/02/05
Message-ID: <Pine.A32.3.91.960205110826.10247A-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 138538198
references: <31129D3D.5DAE@dial.pipex.com> <31150F6A.2FF2@dial.pipex.com>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Sun, 4 Feb 1996, John Cartwright wrote:

> >
> > I don't know much about the ST, but I'm hoping one of you guys does!
> > I need to know how to open and send data to the ST's MIDI Port using C.
> >
> > If you know, please EMail me DIRECT at the address below. URGENT! :-)
>
> There's been a change of plan!
> Does anyone know how to do this using 68000 assembler?
> Thanks again.
>
Use BIOS calls :

```
    Bios #1    int Bconstat (int dev);
    Bios #2    int Bconin (int dev);
    Bios #3    int Bconout (int dev, int databyte);
```

Use dev = 3 for accessing the MIDI port. Bconstat returns -1 ($FFFF) if data is present, 0 otherwise. Calls in assembly language shown for Bconout :

```
    move.w    databyte, -(sp)      ; Provide data for output
    move.w    #3, -(sp)            ; Provide port number for MIDI
    move.w    #3, -(sp)            ; Call function number 3 (Bconstat)
    trap      #13                  ; Do the BIOS call
    addq.l    #6, sp               ; Clear the stack
```

The other two calls look the same, just replace the function number; you find the return value in the lower 16 bit of D0 :

```
    move.w    #3, -(sp)            ; Provide port number for MIDI
    move.w    #2, -(sp)            ; Call function number 2 (Bconin)
    trap      #13                  ; Do the BIOS call
```

```
    addq.l    #4, sp               ; Clear the stack
```

Replace the number '2' in the second line by '1' in order to call Bconstat.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -883589447971470583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e33a864868aa6145,start
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Iconifying windows
Date: 1996/02/06
Message-ID: <31172367.82@imc.exec.nhs.uk>#1/1
X-Deja-AN: 138173228
x-nntp-posting-host: saffron.imc.exec.nhs.uk
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0 (X11; I; SunOS 5.4 sun4m)

I'm trying to implement a menu option that iconifies the current window in an app.

This doesn't work too well because to do the wind_set(WF_ICONIFY) I need to pass it the iconified window's x/y/w/h (*not* the original window's x/y/w/h), and I don't know any of the values!

The usual iconification procedure just reacts to the GEM WM_ICONIFY message, which passes these coords to the app which simply does a wind_set(m[3], WF_ICONIFY, m[4], m[5], m[6], m[7]).

How do I find out the values to pass to wind_set?

I'm using AES 4.1...

--Chris

From 7506029049240768961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1831e312eaf7a486,start
X-Google-Attributes: gid1115ce,public

From: Christof Donat <cdonat@in.tu-clausthal.de>
Subject: new pack algorithm
Date: 1996/02/06
Message-ID: <311723B1.41C6@in.tu-clausthal.de>#1/1
X-Deja-AN: 138175823
content-type: text/plain; charset=us-ascii
organization: Rechenzentrum der TU Clausthal
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b6a (X11; I; OSF1 V3.2 alpha)

I implemented a compleetely new Pack algorithm in 68020 Assembler on my
falcon. It is now in compleete test state, but it's running fast and
effective. Perhaps this could be a possibility to make a 030 only
memmory management for MinT whith online compression and swaping with
cache, etc.

I'm not too much confirm with the internal structure of MinT. Perhaps
someone could help me to get it in there.

Christof

From -865087129993173866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19dfe8b349e81c9c
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-11.hut.fi (Arto Jalkanen)
Subject: Re: XaAES?
Date: 1996/02/06
Message-ID: <4f7ao0$5j6@nntp.hut.fi>#1/1
X-Deja-AN: 138205466
distribution: inet
references: <4f4r87$4rb@dodger.csv.warwick.ac.uk> <4f5k7h$n6p@whitbeck.ncl.ac.uk>
organization: Helsinki University of Technology
newsgroups: comp.sys.atari.programmer

In article <4f5k7h$n6p@whitbeck.ncl.ac.uk>,
Craig. Graham <Craig.Graham@ncl.ac.uk> wrote:
>Hi Ben....no, it's not really been delayed (much). I wasn't happy with
>the performance of TOSWIN with it, so I'm cobbling together a replacement
>console window before the beta (you cann't run a desktop yet so you need

Why don't you just slightly modify TOSWIN? If I've understood correctly,
XaAES has features that make it possible for TOSWIN to run without
being in busyloop and hence wasting CPU power for nothing.
I thought I would do this modification when XaAES would be available,
but of course it'd be great if someone else did it for me :-).

Regards,
Arto Jalkanen

ajalkane@snakemail.hut.fi

From -3785967330250072112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e33a864868aa6145
X-Google-Attributes: gid1115ce,public
From: avg@cwi.nl (Annius Groenink)
Subject: Re: Iconifying windows
Date: 1996/02/06
Message-ID: <avg.823610178@news.cwi.nl>#1/1
X-Deja-AN: 138214009
sender: news@cwi.nl (The Daily Dross)
references: <31172367.82@imc.exec.nhs.uk>
organization: CWI, Amsterdam
newsgroups: comp.sys.atari.programmer

Chris Ridd <C.Ridd@imc.exec.nhs.uk> writes:

>I'm trying to implement a menu option that iconifies the current
>window in an app.

>This doesn't work too well because to do the wind_set(WF_ICONIFY)
>I need to pass it the iconified window's x/y/w/h (*not* the original
>window's x/y/w/h), and I don't know any of the values!

>The usual iconification procedure just reacts to the GEM WM_ICONIFY
>message, which passes these coords to the app which simply does
>a wind_set(m[3], WF_ICONIFY, m[4], m[5], m[6], m[7]).

>How do I find out the values to pass to wind_set?

Very well observed! And solution is... none. Iconify was designed
to work only when the user clicks on the iconifier in a window name
bar. The best you can do is do your own alignment of icons along
some other side of the screen...

Anyway, don't bother writing for MultiTOS because nobody really
uses it...

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 12079, 1100 AB Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl .....

From 4028008682901328090

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bce89863dafd98ce
X-Google-Attributes: gid1115ce,public
From: chainxor@control.auc.dk (Henrik Lunardi Weide)
Subject: Re: Games stuff
Date: 1996/02/06
Message-ID: <4f7tft$n7f@news.iesd.auc.dk>#1/1
X-Deja-AN: 138248362
distribution: world
references: <4eil4e$pek@turing.fwi.uva.nl>
organization: Aalborg University - Dep. of Control Engineering
reply-to: chainxor@control.auc.dk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: chainxor

In article <4eil4e$pek@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker)
writes:
> Jakob Johnsen <31jhj@but.auc.dk> wrote:
>
> C should be fast enough! I would say, get the game up and running and
> then see whether some parts need to be done in assembler...
>
> :and Assembly.. In this way you will learn the instructions from the
> :computers view, and learn how to increase the CPU preformence.. ;)
>
> which is necessary on the slow falcon?

No, it's just the way all programmers should do their things (including
Micro$oft). Optimum performance from the current hardware.

Everything else is feeble programming. (Programming in the dark, without
knowing anything about the machines architecture).

Keep Cool and Flying...

ChainXOR...

```
// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM     //
// Running MagiC 4 OS                                               //
// E-Mail: chainxor@control.auc.dk                                  //
// Homepage: http://www.control.auc.dk/~chainxor/                   //
// Star Trek rules!                                //
```

From 1224076729299963679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae7e80cae341b9
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")

Subject: Re: ltoa()
Date: 1996/02/06
Message-ID: <DMDBEA.Bo@cix.compulink.co.uk>#1/1
X-Deja-AN: 138294197
references: <823487614_OASIS_@swampdog.demon.co.uk>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>I will be if I ever get round to ordering it :-)
:-) You won't be sorry.

>>If so, use stcl_d, stcl_h etc calls.
>I'm making do with sprintf() atm, fortunately all the calls had 10 as
>the radix.
Ah, I think I know what you want now. Convert a string to a long integer
with optional change of base? Try the ISO/ANSI strtol and strtoul functions.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From -8238165279857867620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,de6dbb6ebf812b9d,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: notmem()
Date: 1996/02/06
Message-ID: <823699144_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 138296818
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

Does anybody know how notmem() should function. Mine appears broken in
that it bombs when given an odd address, so do I write a new notmem()
or come up with say Notmem() which calls notmem() after it's checked
the address is even.

I know this is of little relevence as allocation has to return even
aligned blocks but what about on a system where this is not the case?

I'm just curious :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

From 1969918991746638354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,48eb94a56d8e91b9,start
X-Google-Attributes: gid1115ce,public
From: mickey <mickey@two-dogs.demon.co.uk>
Subject: Tsr to read joystick
Date: 1996/02/07
Message-ID: <3119A897.92D@two-dogs.demon.co.uk>#1/1
X-Deja-AN: 138435703
x-nntp-posting-host: two-dogs.demon.co.uk
content-type: text/plain; charset=us-ascii
organization: Two Dogs Recording Studio
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b6b (Win16; I)

Hi there,
 I'm trying to write a tsr program. What it needs to do is check for an input at the extra joystick port (STe), when it sees one it inserts a character into the keyboard buffer.

 The idea is to make a remote control for Cubase. Using switches (instead of a joystick) to activate the transport controls in cubase.

 I was thinking of using a desk accessory to install the tsr and then let the key assignments to be changed on the fly.

 Problem is where do I start? Does the joystick generate an interupt? I don't want to uses a timer to call the tsr as this may upset Cubase's timing. I'm using Prospero C (freebie with ST mag) but no manuals :(

 Any Help would be much appreciated, Mikey.

 p.s. Please could you reply my email as i don't get on usenet very often.

 mickey@two-dogs.demon.co.uk

From 5011906692413785780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae7e80cae341b9
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: ltoa()
Date: 1996/02/07
Message-ID: <4fb5h6$d9u@moacs11.moacs.indiv.nl.net>#1/1
X-Deja-AN: 138521773
references: <823487614_OASIS_@swampdog.demon.co.uk>
<DMDBEA.Bo@cix.compulink.co.uk>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

In article <DMDBEA.Bo@cix.compulink.co.uk>,
Mark Baines <msbaines@cix.compulink.co.uk> wrote:
> Ah, I think I know what you want now. Convert a string to a long integer
> with optional change of base? Try the ISO/ANSI strtol and strtoul functions.

He was looking for the opposite, converting a long integer to a string.
ISO/ANSI/POSIX do not fully offer that functionality. Sprintf() only
handles octal, decimal and hexadecimal representation.

Waldi
--
"The last good thing written in C was Franz Schubert's Symphony number 9."

From 4442407786505102586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7d63a6d3146fa850,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,7d63a6d3146fa850,start
X-Google-Attributes: gid109a67,public
From: jules@cs.ruu.nl (Jules Vleugels)
Subject: How to switch FDC clock speed in MegaSTe?
Date: 1996/02/07
Message-ID: <4fadpb$csm@krant.cs.ruu.nl>#1/1
X-Deja-AN: 138563797
organization: Dept of Computer Science, Utrecht University, The Netherlands
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

does anybody know how to switch the FDC's clock speed from 8 MHz to 16
  MHz (to read HD disks) and vice versa on an MegaSTe? I guess there
  shd be a hardware register for this and this shd be listed in the
  Profibuch--however, I have an older version which doesn't include
  the STe series. Any help will be much appreciated.

-- Jules

From 3320735753892142260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e7c4a1d5c0fd5dd,start
X-Google-Attributes: gid1115ce,public
From: hejral@feld.cvut.cz (Martin Hejral student K313)
Subject: Speedo GDOS question
Date: 1996/02/07
Message-ID: <hejral.2.0@feld.cvut.cz>#1/1
X-Deja-AN: 138888879
distribution: world
organization: Czech Technical University
newsgroups: comp.sys.atari.programmer

Hello,

is there anybody who have experience with SPEEDO function
'vqt_get_table()' ??
I need to change mapping of Speedo characters to Atari ASCII table. I use
The Atari Compendium book, but result still not work :-(

PLEASE HELP !!!

Thanks
              Martin

From 4101337114583893396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8ae7e80cae341b9
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: ltoa()
Date: 1996/02/07
Message-ID: <823796054_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 138979492
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <DMDBEA.Bo@cix.compulink.co.uk>
  msbaines@cix.compulink.co.uk ("Mark Baines") said:-

>>I will be if I ever get round to ordering it :-)
>:-) You won't be sorry.
>
>>>If so, use stcl_d, stcl_h etc calls.
>>I'm making do with sprintf() atm, fortunately all the calls had 10 as
>>the radix.

>Ah, I think I know what you want now. Convert a string to a long
>integer with optional change of base? Try the ISO/ANSI strtol and
>strtoul functions.

Thanks Mark :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

From -7098364197739005148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e34b771cf6c4466d,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Sozobon.
Date: 1996/02/07
Message-ID: <823796828_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 138979507
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <4ekpqt$4t3@bignews.shef.ac.uk>
  D.G.Williamson@shef.ac.uk (Daniel Williamson) said:-

>Well I have the sozobon c files but st guide always seems to crash
>on my 1 meg stfm.
>How am I supposed to use it? Can I rename st guide.acc to a prg file?
>I need to now the library info and how to use the different files.

Yes, st-guide will run as a program.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -7863436191587987580

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e7c4a1d5c0fd5dd
X-Google-Attributes: gid1115ce,public
From: paa@hol.gr (Andriopoulos Panagiotis)
Subject: Re: Speedo GDOS question
Date: 1996/02/08
Message-ID: <4fde6h$65o@newsflash.hol.gr>#1/1
X-Deja-AN: 138532226
distribution: world
references: <hejral.2.0@feld.cvut.cz>
organization: Hellas On Line
newsgroups: comp.sys.atari.programmer

Martin Hejral student K313 (hejral@feld.cvut.cz) wrote:
: Hello,

: is there anybody who have experience with SPEEDO function
: 'vqt_get_table()' ??
: I need to change mapping of Speedo characters to Atari ASCII table. I use
: The Atari Compendium book, but result still not work :-(

The A.C is wrong! The vqt_get_table() returns a pointer to a linked list.
NOT to the lookup tables. If you are interested I'll send my CPX which uses
this call to remap the TrueType lookuptable so I can read Greek.
Keep in mind the NVDI, at least the 3.01 ver, does not support this call :-(
I wrote a patch which allows me to change the tables, but it's not the same

: PLEASE HELP !!!

If you want the C source of the CPX module just email me!

: Thanks

You are welcome

:   Martin

Panayiotis

From 4074927323655668379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e33a864868aa6145
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-11.hut.fi (Arto Jalkanen)
Subject: Re: Iconifying windows
Date: 1996/02/08
Message-ID: <4fcuib$9nr@nntp.hut.fi>#1/1
X-Deja-AN: 138643005
distribution: inet
references: <31172367.82@imc.exec.nhs.uk> <avg.823610178@news.cwi.nl>
organization: Helsinki University of Technology

newsgroups: comp.sys.atari.programmer

In article <avg.823610178@news.cwi.nl>, Annius Groenink <avg@cwi.nl> wrote:
>Chris Ridd <C.Ridd@imc.exec.nhs.uk> writes:
>>I'm trying to implement a menu option that iconifies the current
>>window in an app.
>Anyway, don't bother writing for MultiTOS because nobody really
>uses it...

No, please do bother writing for MultiTOS. Many people use it,
including me :-). Besides there is another AES clones coming
for MiNT that benefit for the MultiTOS code too.

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

From -3916058597457213982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,7d63a6d3146fa850
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,7d63a6d3146fa850
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: How to switch FDC clock speed in MegaSTe?
Date: 1996/02/08
Message-ID: <4fdpb2$kua@moacs11.moacs.indiv.nl.net>#1/1
X-Deja-AN: 138661399
references: <4fadpb$csm@krant.cs.ruu.nl>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

The hardware register (16 bits) is at 0x860e:w. Bit 0 determines
the clock speed (1 => 16MHz), bit 1 controls the drive (1 =>
density signal (pin 2) high).

Waldi
--
"The last good thing written in C was Franz Schubert's Symphony number 9."

From -6526965328742102482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e33a864868aa6145
X-Google-Attributes: gid1115ce,public
From: David White <david.white@rd.eng.bbc.co.uk>
Subject: Re: Iconifying windows

Date: 1996/02/08
Message-ID: <4fci3s$il8@bbcnews.rd.bbc.co.uk>#1/1
X-Deja-AN: 138885439
references: <31172367.82@imc.exec.nhs.uk> <avg.823610178@news.cwi.nl>
organization: British Broadcasting Corporation, UK
newsgroups: comp.sys.atari.programmer

avg@cwi.nl (Annius Groenink) wrote:
>
> Chris Ridd <C.Ridd@imc.exec.nhs.uk> writes:
>
> >I'm trying to implement a menu option that iconifies the current
> >window in an app.
>
>
> Very well observed! And solution is... none. Iconify was designed
> to work only when the user clicks on the iconifier in a window name
> bar. The best you can do is do your own alignment of icons along
> some other side of the screen...
>
> Anyway, don't bother writing for MultiTOS because nobody really
> uses it...
>
Hang on, doesn't Magic allow iconifying windows? Or is that a different
protocoll (which would be particularly daft).

-David White

From 1622359340503857838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99338ad791d4bb9c,start
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Lattice vs Pure C
Date: 1996/02/08
Message-ID: <4fchoo$54f@studs.sci.kun.nl>#1/1
X-Deja-AN: 138976992
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

Hi,

My basic question is: Do I want to get Lattice C? I already have Pure C 1.1, but I find out that support for the latest TOSes (I have a Falcon) is not complete. I could of course hack my own function calls for stuff like VsetScreen() (and have done so) but this is not my favourite solution.

I spent the best part of yesterday trying to convert the XaAES logo program source form Lattice to Pure C. I had to make an rc_intersect() (luckily I could cut that from the EnhancedGEM

sources). I finally got it to work, but the logo is distorted and I get two bombs on exit. And this program is _really_ small...

So how does Lattice C (which is the only currently supported C, right?) compare to Pure C? Pure _used_ to produce faster, shorter code. But even stuff I program myself seems to be rather buggy under MiNT/MultiTOS. (Well, that could be my fault, of course...)

What I like about Pure C is its development environment (nice integrated help and stuff), its compiler speed, its code tightness and speed, and the integrated assembler. How does Lattice compare on these points? (_Is_ there an assembler or would I have to get Devpac?)

Lastly, is there some sort of upgrade path (HiSoft taking my Pure C originals and give some money for it :-) ?

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -6422195265987290391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,401c3401ecff2cb0
X-Google-Attributes: gid1115ce,public
From: Jakob Johnsen <31jhj@but.auc.dk>
Subject: Re: 14 Bomben, d.h.?
Date: 1996/02/08
Message-ID: <Pine.PCF.3.91.960208122717.7543C-100000@[130.225.56.177]>#1/1
X-Deja-AN: 139154517
references: <4e0dk9$g45@sparcserver.lrz-muenchen.de>
<Pine.PCF.3.91.960129143726.9216A-100000@[130.225.56.243]>
<Pine.A32.3.91.960201140914.12215A-100000@hektor.iqo.uni-hannover.de>
x-sender: 31jhj@news.iesd.auc.dk
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Math & CS at Aalborg University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Thu, 1 Feb 1996, Peter Rottengatter wrote:

> > 1 bomb = Reset
> >
> This one never occurs that way, it always directly restarts the computer.

I know.. But, if it was displayed, you would only see one single Bomb.. :)

> > 2 bobms = Bus Error
> > 3 Bombs = Invalid Instruction..
> > and so on...
> >
> The latter is wrong :
> 3 Bombs = Address Error
> 4 Bombs = Invalid Instruction
> 8 Bombs = Privilege Violation

Well.. Nobodys perfect.. ;) ..I can never remember the order of those after 2 bombs.. :/

Greets Jakob

From -6985699818917828099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45fe80ff74bfe891
X-Google-Attributes: gid1115ce,public
From: sinbad@globalnet.co.uk (Martin Cubitt)
Subject: STOS EXTRA extension
Date: 1995/12/22
Message-ID: <4bf9gb$usp@pippin.globalnet.co.uk>#1/1
X-Deja-AN: 122580818
organization: A Global Internet client.
newsgroups: comp.sys.atari.programmer

A new version of EXTRA is well on its way. There will be several new commands and of course the usual improvements. The fee is yet to be decided. If you can't wait then write to Top Byte (address in most Atari ST publications) and demand it gets sorted out NOW!

Owners of the existing EXTRA 3.00 will be given the option to upgrade to version 3.10 when it is released. Again, the fee has not yet been decided.

One of the commands to go is lextra. I am sorry because I am sure so many of you used it to its capacity but it had to go to make way for other commands ;)

Thanks you to all those registered users who completed the questionnaire. The feedback has been taken on board and is appreciated.

Martin Cubitt, author EXTRA extension.

From -6053476977059943126

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ce6573f15dc24e,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f6488,9ce6573f15dc24e,start
X-Google-Attributes: gidf6488,public
From: sinbad@globalnet.co.uk (Martin Cubitt)
Subject: Data compression routines WANTED (Atari ST Devpac 3)
Date: 1995/12/22
Message-ID: <4bf9i5$usp@pippin.globalnet.co.uk>#1/1
X-Deja-AN: 122580819
organization: A Global Internet client.
newsgroups: comp.sys.atari.programmer,alt.compression

I have written a packing/unpacking routine which is basically a simple
RLE type. It is very fast but VERY ineffective! Does anyone have good
compression source (68000 please) which I can use. Naturally I would
need the depacking code too.

I can be contacted on this newsgroup or e-mail me
sinbad@globalnet.co.uk

Merry Christmas!

Martin

From -5592706697136626278
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810,start
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Programmers?
Date: 1995/12/23
Message-ID: <4bfjus$6mn@neon.airtime.co.uk>#1/1
X-Deja-AN: 122580820
organization: AirTime Internet Resources Limited
newsgroups: comp.sys.atari.programmer

Hi

Well I have waited and nothing,
This seems to be a very quiet area, is atari.programming only for
problems, or for general discussions on programming,

```
  QQQQQ      Where are all the programmers,?
 Q     Q     Is there anyone out there programming,?
Q       Q    What are you programming,?
Q       Q    When will it be ready?
Q     Q Q    What machines is it aimed at?
 Q     Q     What type of release? ie pd etc
```

```
  QQQQQ Q
         Q
```

  Please reply in here rather than email, lets all talk !

  Cheers.....!ynoT   http://www.airtime.co.uk/users/stosser/

From 225403455857051465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Programmers?
Date: 1995/12/23
Message-ID: <4bfk08$6mn@neon.airtime.co.uk>#1/1
X-Deja-AN: 122580821
organization: AirTime Internet Resources Limited
newsgroups: comp.sys.atari.programmer

```
>Hi

> Well I have waited and nothing,
> This seems to be a very quiet area, is atari.programming only for
> problems, or for general discussions on programming,
>
>  QQQQQ      Where are all the programmers,?
> Q     Q     Is there anyone out there programming,?
>Q       Q    What are you programming,?
>Q       Q    When will it be ready?
>Q     Q Q    What machines is it aimed at?
> Q     Q     What type of release? ie pd etc
>  QQQQQ Q
>         Q
```

  Tony Greenwood here, answering Tony Greenwoods quite reasonable questions :)

  I started TIMESLIPS nearly a year ago but the artist dropped out (its a game, hopefully to surpass my last release H.E.R.O.) its totally different, its BIG and has lots of new things, anyway no artist, now I have finally got an artist interested in the project and all the stored ideas are now being implimented, eerm trying :)
  Ready!, dunno, before summer hopefully,

  1 Meg Atari fm or STe, I dont see why I should make ste specific games or any other ste specific software just because I own one,

why would I want to ostracise < hmm is that spelt right? > half the atari owning public?

  It will be released as Public Domain as far as I am aware, I was robbed with my first attempt at making money out of my programming and you know what they say about "once bitten etc", it hasent put me off :)

   BTW I ahve just (tonight) finished the latest shell for WARP Diskzine issue 4, so AFAIK it should be out this week, I have sent it to the producer of the mag, hmmm maybe later as it is crimbo?

  Cheers.....!ynoT   http://www.airtime.co.uk/users/stosser/
                       Check this page out now!

From -5305561651774782486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: Programmers?
Date: 1995/12/23
Message-ID: <4bgopq$khg@turing.fwi.uva.nl>#1/1
X-Deja-AN: 122674664
distribution: world
references: <4bfjus$6mn@neon.airtime.co.uk>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

stosser@neon (Tony Greenwood) wrote:

first of all, realize that atari is a dying platform
but... there are still some very good projects around, the most
impressive being the bad mood project (IMO).

: QQQQQ   Where are all the programmers,?

programming instead of reading newsnet? :-)

: Q   Q   Is there anyone out there programming,?

yes, I am at the moment programming for the atari portfolio...

:Q   Q   What are you programming,?

small things, just got my portfolio so I am experimenting.
would like to make slip package.

:Q   Q   When will it be ready?

dunno

:Q   Q Q   What machines is it aimed at?

portfolio

: Q   Q   What type of release? ie pd etc

shareware, as usual (PFF always distributes programs as shareware)

: QQQQQ Q
:   Q
:
: Please reply in here rather than email, lets all talk !

so, and what are YOU programming at the moment?

--
Martijn Dekker | PFF: Software for X Window System and more:
Math department | Atari ST, Atari Portfolio, Apple Mac,
University of Amsterdam | C64 and 486DX2/66
http://www.fwi.uva.nl/~mdekker/ | http://www.fwi.uva.nl/~mdekker/pff.html

From 438829319567449993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99eca43f11ac8e20
X-Google-Attributes: gid1115ce,public
From: ehramm@dk3uz.hanse.de (Edmund H. Ramm)
Subject: Re: Subject used for Internet address posting.
Date: 1995/12/23
Message-ID: <DK1qwt.1uq@dk3uz.hanse.de>#1/1
X-Deja-AN: 122674665
references: <4960rcain@nest.demon.co.uk>
organization: Private Linux/68k site
reply-to: ehramm@dk3uz.hanse.de
newsgroups: comp.sys.atari.programmer

rcain@nest.demon.co.uk (Roger Cain) writes:

>Anyone know of an assembler which will handle >65000 source
>lines?

Ummh, what relationship is there supposed to exist between the subject you choose and above question?

You find me thoroughly surprised at hearing there _are_ assemblers which

have a source line limit. All 680x0 assemblers I ever used and still use have no such IMO ridiculous restrictions (Alcyon, Quelo, MAS, gas).

I once, probably in a transient (I hope!) state of mental derangement, bought a C compiler package, where the assembler didn't know about forward references (Pure C). Never before did I trash a software that fast...

mry xmas & hpy 1996,

Eddi

--

dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU

Linux/m68k, the best U**x ever to hit an Atari!

Distribution of this message via the Microsoft Network is prohibited

From -4489038920895501828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94986d60c564700c
X-Google-Attributes: gid1115ce,public
From: h9250467@idefix.wu-wien.ac.at (Alfred Radauer)
Subject: Re: TOS 2.05 versus TOS 2.06
Date: 1995/12/23
Message-ID: <4bi403$b56@osiris.wu-wien.ac.at>#1/1
X-Deja-AN: 122674666
references: <4acgie$sii@thoth.nilenet.com> <DJwF0w.1sx@cix.compulink.co.uk>
organization: Vienna University of Economics and Business Administration
newsgroups: comp.sys.atari.programmer

Mark Baines (msbaines@cix.compulink.co.uk) wrote:
: >Is there really much of a difference between 2.05 and 2.06? I am thinking
: >about upgrading.

I upgraded my machine some years ago with TOS 2.06 from TOS 2.05;
On the feature side, TOS 2.06 has an inbuilt memory test, the Atari logo appearing on bootup; mybe some bug fixes I do not remember (the serial port drivers?)
But most importantly it is the first Atari TOS version to support 1.44 Mb disk drives correctly, which TOS 2.05 doesn't. So, if you want to install a HD drive or use one, TOS 2.06 is the choice. And - it runs on all 68000 Atari machines, detecting the type of machine itsself.
However, I hardly remeber all details, as I haven't seen TOS 2.06 for a long time. I am using Magic4 right now and recommend upgrading to this TOS version instead of TOS 2.06.

Regards,

Alfred

From 4988388565883429575

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public
From: cb170@city.ac.uk (Hall BJ)
Subject: Re: Programmers?
Date: 1995/12/24
Message-ID: <4bi9dp$5f9@bambam.soi.city.ac.uk>#1/1
X-Deja-AN: 122674667
references: <4bfjus$6mn@neon.airtime.co.uk>
organization: School of Informatics, City University, London
newsgroups: comp.sys.atari.programmer

> QQQQQ Where are all the programmers,?

We're all working hard... :)

> Q Q Is there anyone out there programming,?

Well I am.

>Q Q What are you programming,?

The definitive Atari Sysex software.

>Q Q When will it be ready?

Ooh, software release dates and all that...
I dunno. Weeks, months... as soon as it's decent enough
for release, really.

>Q Q Q What machines is it aimed at?

All Ataris with Midi ports.

> Q Q What type of release? ie pd etc

My first shareware proggie - but cheap, for what it does.

> Please reply in here rather than email, lets all talk !

I think programmers are notorious for not giving away too many secrets in
case someone else steals their thunder (and ideas :)

Anyway, I think there's plenty of mileage in rewriting old and useful
utilities to modern standards (multitasking OS, flydials etc etc)

--
```
 -----------------------------------------------------
 |>         | |      WWW: http://web.city.ac.uk/~cb170
 |> E |\|   |-| /\ |_ |_        EMAIL: benj@city.ac.uk
```

From 6305919723664351450
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public
From: odonnllb <odonnllb@indigo.ie>
Subject: Re: Programmers?
Date: 1995/12/24
Message-ID: <4bifis$iub@niamh.indigo.ie>#1/1
X-Deja-AN: 122674668
references: <4bfjus$6mn@neon.airtime.co.uk>
content-type: text/plain; charset=us-ascii
organization: Indigo
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.22 (Windows; I; 16bit)

stosser@neon (Tony Greenwood) wrote:
>
> Hi
>
> QQQQQ   Where are all the programmers,?
rec.games.programmer or comp.os.msdos.djgpp :-)

> Q   Q   Is there anyone out there programming,?
Probably.

>Q   Q   What are you programming,?
Version 2 of an RPG Construction Kit called Hexaid.

>Q   Q   When will it be ready?
Never. When I get enough bright(?) ideas I'll start Version 3.

>Q   Q Q   What machines is it aimed at?
ST/STe. I don't have a Falcon or a Mega, so I don't know.

> Q   Q   What type of release? ie pd etc
I'll figure out the easiest way for the person who tried version 1 to
get a copy later.

> Please reply in here rather than email, lets all talk !
Regards
Brian O'Donnell
TCD Library
odonnllb@tcd.ie

From 6362854782678797130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99eca43f11ac8e20
X-Google-Attributes: gid1115ce,public
From: dhedberg@yin.kuai.se (Daniel Hedberg)
Subject: Re: Subject used for Internet address posting.
Date: 1995/12/24
Message-ID: <4bjaii$pr8@kaon.kuai.se>#1/1
X-Deja-AN: 122739038
references: <4960rcain@nest.demon.co.uk>
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Roger Cain (rcain@nest.demon.co.uk) wrote:

: Anyone know of an assembler which will handle >65000 source
: lines?

Devpac from HiSoft I guess. I have it myself, and I can't remember any
troubles with huge sourcecodes. Devpac v3.1 is the best assembler
package available for the Atari (at least in my opinion). HiSoft is also
selling a Falcon030 enhanced version of it.

--
```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   The Home Page of New Beat Development:   E-Mail:            IRC Nickname:
   http://www.kuai.se/~dhedberg/            dhedberg@kuai.se   _Daniel
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From 1329302604803983831
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,403733d0ed75ee41,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Message #1024
Date: 1995/12/24
Message-ID: <4bje2e$g0r@inca01.inca.co.nz>#1/1
X-Deja-AN: 122739039
organization: INCA
newsgroups: comp.sys.atari.programmer

I have recently rewritten my GEM apps, and as part of that, they now
report unknown messages received.

Among the most frequent, I seem to see a message with value 1024 decimal

($400 hex) most often.

What is message 1024? How should I handle it?

From looking at the rest of the message data, it seems that msg[4] and msg[5] are a pointer to something. But what exactly is it a pointer to?

Using the sender-id in msg[1] and appl_search(), I find that it is usually sent to my application by Connect v2.46 and STZip 2.6 when they are starting up.

Ignoring it doesn't seem to hurt the overall functionality and stability of the system.

Is this message number documented anywhere?

Likewise, are there any other 'undocumented' messages I should be aware of?

I run a 20Mbyte TT with about 900Mbytes of online hard-drive, under TOS 3.05 and MultiTOS (with protection 'ON'). There's usually between ten and twelve megs of free RAM at the time those apps are loaded.

--

Quote For The Month: "With Friends Like You, I'd Rather Have Enemies"

From 3479212237307112185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7baf4685ac63a98
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: ICONIFY
Date: 1995/12/24
Message-ID: <DK3Jtt.H7H@cix.compulink.co.uk>#1/1
X-Deja-AN: 122739040
references: <Pine.A32.3.91.951221160113.8837B-100000@iris.amp.uni-hannover.de>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>I thought about introducing ICONIFY into some of my programs.
>Unfortunately I have very little documentation on the topic. A few
>questions :
First you need to include SMALLER in the window gadgets:

static int parts = (NAME | INFO | CLOSE | FULL | MOVE | SIZE | SMALLER |
UPARROW | DNARROW | LFARROW | RTARROW | VSLIDE | HSLIDE);

and an icon in your RSC file:
!rsrc_gaddr(R_TREE, FORM_ICON, &icon_form) ||

and then respond to the iconify messages in your evnt_multi loop:

```
case WM_ICONIFY:wind_get(msg[3], WF_CURRXYWH, &xc, &yc, &wc, &hc);
graf_shrinkbox(msg[4], msg[5], msg[6], msg[7], xc, yc,
wc, hc);
wind_set(msg[3], WF_ICONIFY, msg[4], msg[5], msg[6],
msg[7]);
wptr->iconified = OPEN; /*set a flag*/
break;
case WM_UNICONIFY:wind_get(msg[3], WF_CURRXYWH, &xc, &yc, &wc, &hc);
graf_growbox(xc, yc, wc, hc, msg[4], msg[5], msg[6],
msg[7]);
wind_set(msg[3], WF_UNICONIFY, msg[4], msg[5], msg[6],
msg[7]);
wptr->iconified = CLOSED; /*set a flag*/
break;
```

In your redraw window function (after moving etc) you need to either decide whether to draw the normal window contents or the iconified window:

```
while (box.g_w && box.g_h)
{
if (rc_intersect(&area, &box))
{
clip[0] = box.g_x;
clip[1] = box.g_y;
clip[2] = box.g_x + box.g_w - 1;
clip[3] = box.g_y + box.g_h - 1;
vs_clip(handle, 1, clip);
if (wptr->iconified == OPEN)
DrawIconWindow(handle, box, wptr);
else
DoDisplay(handle, wptr);
}
wind_get(w_handle, WF_NEXTXYWH, &box.g_x, &box.g_y, &box.g_w, &box.g_h);
}
```

Draw your Iconified window. I use the same icon for all the windows and change the icon text label to indicate which window it is. You might also need to cater for different aspect ratios (ie effectively med res and all others):

```
v_opnvwk(work_in, &handle, work_out);
short aspect_ratio = work_out[4] / work_out[3];

void DrawIconWindow(short handle, GRECT area, WIND *wptr)
{
char *dest;
short x, y, w, h;

wind_get(wptr->whandle, WF_WORKXYWH, &x, &y, &w, &h);
dest = ((ICONBLK *)icon_form[ICON].ob_spec)->ib_ptext;
strcpy(dest, wptr->icon_text);
ClearArea(handle, x, y, w, h);
HideMouse();
icon_form->ob_x = x;
```

```
icon_form->ob_y = y;
icon_form->ob_width = w;
icon_form->ob_height = h;
icon_form[ICON].ob_x = w / 2 - icon_form[ICON].ob_width / 2;
if (aspect_ratio == 2)
icon_form[ICON].ob_y = h / 2 - icon_form[ICON].ob_height;
else
icon_form[ICON].ob_y = h / 2 - icon_form[ICON].ob_height / 2;
objc_draw(icon_form, ROOT, MAX_DEPTH, area.g_x, area.g_y, area.g_w,
area.g_h);
ShowMouse();
}
```

I don't bother with ALL_ICONIFY as it's a bugger not worth the effort IMHO.
Hope that makes sense and helps!

Slainte mhath
Mark

--

```
* Mark S Baines    * FidoNet:  2:254/105.10@fidonet.org     *
*                  * NeST:     90:102/107.0@nest.ftn        *
* Inver, Scotland  * TurboNet: 100:101/12.10@turbonet.ftn   *
* 01862 871624     * AtariNet: 51:502/0.10@atarinet.ftn     *
```


From 6551436618423195835
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af51fdd6f4eff3e2,start
X-Google-Attributes: gid1115ce,public

From: djsmith@iti2.net
Subject: Lattice C compiler newsgroup
Date: 1995/12/26

Message-ID: <DK6KF3.Dpo@news.zippo.com>#1/1
X-Deja-AN: 122870821

sender: usenet@news.zippo.com
organization: Zippo
reply-to: djsmith@iti2.net
newsgroups: comp.sys.atari.programmer

Does anyone know of a good place to rub elbows with other Lattice C
programmers? Thanx in advance.

From -7512033706654560064
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public

From: andy@aholt.demon.co.uk (Andrew Holt)

Subject: Re: Programmers?
Date: 1995/12/26
Message-ID: <819972568_OASIS_@aholt.demon.co.uk>#1/1
X-Deja-AN: 122870822
x-nntp-posting-host: aholt.demon.co.uk
reply-to: andy@aholt.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <4bfk08$6mn@neon.airtime.co.uk>
stosser@neon (Tony Greenwood) said:-

> BTW I ahve just (tonight) finished the latest shell for WARP
>Diskzine issue 4, so AFAIK it should be out this week, I have sent
>it to the producer of the mag, hmmm maybe later as it is crimbo?

Hi

Is this Diskzine available by ftp ? If it is where can it be found ?

Thanks
---
andy@aholt.demon.co.uk

From 6153872807923171030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: Programmers?
Date: 1995/12/26
Message-ID: <4bq0s7$bhq@neon.airtime.co.uk>#1/1
X-Deja-AN: 122870823
references: <819972568_OASIS_@aholt.demon.co.uk>
organization: AirTime Internet Resources Limited
newsgroups: comp.sys.atari.programmer

Andrew Holt (andy@aholt.demon.co.uk) wrote:
: In article <4bfk08$6mn@neon.airtime.co.uk>
: stosser@neon (Tony Greenwood) said:-

: > BTW I ahve just (tonight) finished the latest shell for WARP
: >Diskzine issue 4, so AFAIK it should be out this week, I have sent
: >it to the producer of the mag, hmmm maybe later as it is crimbo?

: Hi

: Is this Diskzine available by ftp ? If it is where can it be found ?

It is doubtfull I am afarid, I send it to the editor of the zine, he then releases it to such pdls as floppyshop, goodmans etc, I cannot upload with this software so, your best bet is the pdls, theres 4 isues of WARP and they are all Public Domain,

Tony Greenwood
. stosser@airtime.co.uk   .   .
.   irc channel#atari<stosser>   .
############## http://www.airtime.co.uk/users/stosser/ ####

From 5188078838537138845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af51fdd6f4eff3e2
X-Google-Attributes: gid1115ce,public
From: mcmahon@inil.com (Rory McMahon)
Subject: Re: Lattice C compiler newsgroup
Date: 1995/12/27
Message-ID: <c1a7cb$121210.196@inil.com>#1/1
X-Deja-AN: 122870824
references: <DK6KF3.Dpo@news.zippo.com>
newsgroups: comp.sys.atari.programmer

djsmith@iti2.net wrote:

>Does anyone know of a good place to rub elbows with other Lattice C
>programmers? Thanx in advance.

or how bout Mark Williams C? just learning myself...

Rory
mcmahon@inil.com
Atari Signal BBS - USA
708-232-7614 (28.8k)
708-232-4932 (14.4k)
1 gig, 14 CD's online!

From 5245142578735699924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,403733d0ed75ee41
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Message #1024
Date: 1995/12/27

Message-ID: <Pine.A32.3.91.951227103916.14994D-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 122944734
references: <4bje2e$g0r@inca01.inca.co.nz>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 24 Dec 1995, Gaven Miller wrote:

> I have recently rewritten my GEM apps, and as part of that, they now
> report unknown messages received.
>
Messages unknown to an application should be ignored, not their receipt reported (see below).

> Among the most frequent, I seem to see a message with value 1024 decimal
> ($400 hex) most often.
>
> What is message 1024? How should I handle it?
>
Dunno what just that message does ('d have to look up). It's probably requesting if your software knows about some protocol. Since your application doesn't know it should ignore the message.

> Ignoring it doesn't seem to hurt the overall functionality and stability
> of the system.
>
That's how it works : No response just means the receiver does not support that specific thing.

> Is this message number documented anywhere?
>
Sure, read the docs of this particular protocol. ;-)

> Likewise, are there any other 'undocumented' messages I should be aware of?
>
Unless you wanna implement things like VA-protokoll, or Drag'n Drop you don't need to know about those.

Have fun Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -5467221547869972704
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,b7baf4685ac63a98
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: ICONIFY
Date: 1995/12/27
Message-ID: <Pine.A32.3.91.951227105436.14994E-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 122944735
references: <Pine.A32.3.91.951221160113.8837B-100000@iris.amp.uni-hannover.de> <DK3Jtt.H7H@cix.compulink.co.uk>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Thanks for all the info, particularly to Mark Baines, who supplied some source code. Concerning the latter, one remaining question :

On Sun, 24 Dec 1995, Mark Baines wrote:
> First you need to include SMALLER in the window gadgets:
>
> static int parts = (NAME | INFO | CLOSE | FULL | MOVE | SIZE | SMALLER |
> UPARROW | DNARROW | LFARROW | RTARROW | VSLIDE | HSLIDE);
>
Are you sure you use the names specified by Atari ? I thought the name was ICONIFIER, rather than SMALLER, also CLOSER, FULLER, MOVER, SIZER

Anyway, thanks a lot for your source code.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 646551612686982217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f1a5f8c0ee433ecf,start
X-Google-Attributes: gid1115ce,public
From: zdigas@jagor.srce.hr (Zvonimir)
Subject: Drive B - step 6ms?
Date: 1995/12/27
Message-ID: <4brn3h$492@bagan.srce.hr>#1/1
X-Deja-AN: 122944736
distribution: world
content-type: text/plain; charset=US-ASCII
organization: Public host at University Computing Centre, Zagreb, CROATIA
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

I have an old 1040stfm and i need some small program on my bootsector to
change my step rate from 3 to 6 ms on drive B. Can anyone help me?

```
     _________________________
    /\                        \
    \_|   Zvonimir Digas      |
      | zdigas@jagor.srce.hr  |
      |   ____________________|_
    \_/______________________/
```

From -5565527660141269674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f1a5f8c0ee433ecf
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Drive B - step 6ms?
Date: 1995/12/28
Message-ID: <Pine.A32.3.91.951228140154.11486B-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 123031240
references: <4brn3h$492@bagan.srce.hr>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 27 Dec 1995, Zvonimir wrote:

>
> I have an old 1040stfm and i need some small program on my bootsector to
> change my step rate from 3 to 6 ms on drive B. Can anyone help me?
>
Why does it have to be in the bootsector ? A normal (small) program being
physically (!) the first file in the main directory should do just as
well.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -7668462632713295309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bb5e163090987403,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Message #1024
Date: 1995/12/29
Message-ID: <820206522_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 123130060
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <Pine.A32.3.91.951227103916.14994D-100000@iris.amp.uni-hannover.de>
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> said:-

>On 24 Dec 1995, Gaven Miller wrote:
>
>> I have recently rewritten my GEM apps, and as part of that, they now
>> report unknown messages received.
>>
>Messages unknown to an application should be ignored, not their receipt
>reported (see below).
>
>> Among the most frequent, I seem to see a message with value 1024 decimal
>> ($400 hex) most often.
>>
>> What is message 1024? How should I handle it?
>>
>Dunno what just that message does ('d have to look up). It's probably
>requesting if your software knows about some protocol. Since your
>application doesn't know it should ignore the message.

Not sure either, but I do have these defined. I can't remember where I
got them from originally though :-(

```
/* messages for PUREC & ST-GUIDE hypertext accessories */
#define AC_HELP         1025
#define AC_REPLY        1026
#define AC_VERSION      1027
#define AC_COPY         1028
```

[snip]

--

Guy Harrison

guy@swampdog.demon.co.uk

From -6912916581338750620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f1a5f8c0ee433ecf
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Drive B - step 6ms?
Date: 1995/12/29
Message-ID: <820206888_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 123130061
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4brn3h$492@bagan.srce.hr>
zdigas@jagor.srce.hr (Zvonimir) said:-

>
>I have an old 1040stfm and i need some small program on my bootsector to
>change my step rate from 3 to 6 ms on drive B. Can anyone help me?

The word at location $440 contains:

0 6ms
1 12ms
2 2ms
3 3ms

--

Guy Harrison

guy@swampdog.demon.co.uk

From -6935568093304404137
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e3d700021b57642,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Lattice C compiler newsgroup
Date: 1995/12/29
Message-ID: <820259548_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 123130062
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk

newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <c1a7cb$121210.196@inil.com>
  mcmahon@inil.com (Rory McMahon) said:-

>or how bout Mark Williams C? just learning myself...

Been using MWC for years. I'll be glad to help with small problems.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -6752087395544816009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Programmers?
Date: 1995/12/30
Message-ID: <4c2g98$eo7@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 123130063
references: <4bfjus$6mn@neon.airtime.co.uk>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@neon) wrote:
> This seems to be a very quiet area, is atari.programming only for
> problems, or for general discussions on programming,

>   QQQQQ   Where are all the programmers,?

Reuters, making loads of money on contract...

> Q   Q   Is there anyone out there programming,?

You should see my mailbox....loads of people.

> Q   Q   What are you programming,?

I've just released CLAv3 (electronic CAD & simulation).
I've got a new release of DUftp (mint-net again) almost ready.
XaAES (although a little late - sorry) is coming along nicely, and I
do promise to actually let a select few get their mits on it RSN.

> Q   Q   When will it be ready?

see above.

> Q   Q Q   What machines is it aimed at?

Well, DUftp is an 'any with MiNT+MiNT-net'
CLA runs on anything, but better in high-res/loads of colours (I wrote it on a falcon).
XaAES has only been tested on a falcon so far, but should run on any machine with MiNT.

> Q   Q   What type of release? ie pd etc

CLA is shareware (I've been working on it for 5 years now of and on).
DUftp is PD (I did a source release of it as well).
XaAES will be released under the GNU Public License as source & binary.

Craig Graham

From 7672648042992204948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,dc6f0bc67622d68b,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,dc6f0bc67622d68b,start
X-Google-Attributes: gid1115ce,public
From: jbaumgar@coil.com (James E. Baumgardner II)
Subject: STiK Telnet Beta Testers Wanted!
Date: 1995/12/30
Message-ID: <4c2mhb$lbb@bronze.coil.com>#1/1
X-Deja-AN: 123130064
organization: Central Ohio Internet Link, Inc. (614)242-3814
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

I have a beta version of Telnet that is almost ready for release, but I am looking for beta testers. I'd like to know what the Atari community thinks before I upload it to all the various sites around the world.

So, if you want to have a copy, there are two terms to the contract:

1) You _must_ tell me what you think. Please e-mail me at jbaumgar@coil.com
2) Don't distribute it yourself. I realize that no security precautions have been taken by me, but please don't. I only want people who are interested in beta testing to use it for now. There will be an official release available in a week.

The file is located at http://www.coil.com/~jbaumgar/ai.html

Thanks!

--

Jim Baumgardner (jbaumgar@coil.com) http://www.coil.com/~jbaumgar
"Matricies? We don't need no stinkin' matricies!" - my linear algebra
professor while proving a corollary to the Cayley-Hamilton Theorem

From -961929079685341625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Programmers?
Date: 1995/12/30
Message-ID: <Pine.A32.3.91.951230135958.15757B-100000@iris.amp.uni-
hannover.de>#1/1
X-Deja-AN: 123228176
references: <4bfjus$6mn@neon.airtime.co.uk> <4c2g98$eo7@whitbeck.ncl.ac.uk>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 30 Dec 1995, Craig. Graham wrote:

> I've just released CLAv3 (electronic CAD & simulation).
>
Fetched that release, and tried to run it. Directly after startup NVDI
tells me "Invalid handle". Two choices : "Continue" or "Tolerate", one
crashed immediately, the other later on. CLA obviously relies on the
effect of Atari-VDI that wrong handles don't neccessarily lead to
problems (Mind you : This is a bug !)

The plain computer of course does run it, but CLA involves lots of
graphics, and this is painfully on a 12 MHz maschine without NVDI.
I'd try CLA again, when the improper VDI handling is cured.

> I've got a new release of DUftp (mint-net again) almost ready.
>
I liked very much the idea of DUftp. I must point out that I really like
the way Xwindow window manager display the GUI. And I also like the
appearance of GEM. But mixing it up (like having a program with Motif
look running in a GEM environment) is to me as ugly as almost nothing
else. Please, Craig, go a little bit more for the style guidelines.
I'd love to have a program like DUftp with a decent GUI. Is the gui
hardwired into DUftp ? Or is there a way to cure this ?

> XaAES (although a little late - sorry) is coming along nicely, and I
> do promise to actually let a select few get their mits on it RSN.
>
I's love to check this one myself.

Please, Craig, don't take my critique personally, you've done a great
job, but without people citicising programs hardly get better.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From 5537765421250241132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7baf4685ac63a98
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: ICONIFY
Date: 1995/12/31
Message-ID: <DKGEuB.24M@cix.compulink.co.uk>#1/1
X-Deja-AN: 123298186
references: <Pine.A32.3.91.951221160113.8837B-100000@iris.amp.uni-hannover.de>
<DK3Jtt.H7H@cix.compulink.co.uk>
<Pine.A32.3.91.951227105436.14994E-100000@iris.amp.uni-hannover.de>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>Are you sure you use the names specified by Atari ? I thought the name
>was ICONIFIER, rather than SMALLER, also CLOSER, FULLER, MOVER, SIZER
These are defined as such in my Lattice C header files. It is SMALLER in The
Atari Compendium.
I did wonder at the reasoning behind 'SMALLER' TBH ;-)

>Anyway, thanks a lot for your source code.
No problem. Hope it helps. Email if you don't understand anything.

Slainte mhath
Mark

--
* Mark S Baines   * FidoNet: 2:254/105.10@fidonet.org   *
*   * NeST: 90:102/107.0@nest.ftn   *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn   *
* 01862 871624   * AtariNet: 51:502/0.10@atarinet.ftn   *

From 1964588476603809104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,575d7e06fd44a9be,start
X-Google-Attributes: gid1115ce,public

From: roine@stacken.ct.se (Roine)
Subject: Cheap Jaguar Dev. Kit.
Date: 1995/12/31
Message-ID: <ftn_2.204.219_0e6cdaf0_Roine@stacken.ct.se>
X-Deja-AN: 123298188
sender: news@ct.se
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
mime-version: 1.0
reply-to: roine@stacken.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

---------- 951231
Info about the Jaguar Server.

Current hardware revision B.
BootROM B001, JagOS version 1.07

A | in front of a line means that some new stuff
has been typed in there since the last info file...

The Jaguar Server project started out in August '94. The goal was to make a cheap developer kit for anyone that wanted to program for the Jaguar. Atari's own developer kit was $5500 and that was WAY to much if you just wanted to hack and program the Jaguar just for the fun of it.

The very first prototype was built around the Mega ST's 'MegaBus' All of it was hand wired together using a total of 21 IC's. I can tell you that this board had VERY little empty space on it.. This prototype was soon scraped, as i begun work on the Rev A board, using a different approach this time. It was built for the cartridge port and could then be used on all Atari computers not just the ones having a 'MegaBus'.
To keep the cost down, i also decided to use the Jaguar's 2MB main memory and not include any expensive RAM chips in the Jaguar Server hardware.

The Rev A board was up and running with very simple software in Februari '95. As the Rev A board had some small flaws, i made some changes to the layout and came up with the Rev B board.

More serious work now begun on the Software - The Shell running on the Atari computer and the JagOS - Running on the Jaguar.

General Info.
---

* Use the Jaguar Server kit to develop Jaguar programs !

* The Jaguar Server runs on all Atari ST/STE/Falcon/TT computers.

* The hardware plugs into your computers cartridge port. From the cartridge hardware goes a 40 pin ribbon cable into the Jaguar.

* Uses a slightly modified standard Jaguar. You send our Jaguar to me for modification, and i'll send it back to you.

* You can change betweeen 'modified' and 'orginal' Jaguar by the flick of a switch. A reset button is also installed. ABSOLUTELY _NO_ compability problems with Jaguar games.

* No programing restrictions apart from a 2Mb main memory limit in the Jaguar. Future software updates will be able to upload data at the command of a running Jaguar program.

* You use the Jaguar Server software to upload programs/data to the Jaguar. The software looks best in resolutions over 640*400.

* Software updates to JagOS (Jaguar Operating System) are possible without burning a new EPROM chip simply by using newer software.

| * Upload transfer rate is currently 83 Kbyte per second on a 8 Mhz
| Atari and 131 Kbyte per second running at 16 Mhz.

* Use the Devpac 3 assembler or any other code generator to write programs.

* A remote debugger is under development.

* Software updates and info are availible on InterNet World Wide Web at http://www-und.ida.liu.se/~t94patsa/jserver.html and by filerequest with any FidoNet compatible mailer to STacken BBS on FidoNet 2:204/219 under the magic name JSERVER

* A Jaguar Server Developer Mailing list are availible for programming discussions. NOT open for anyone. E-mail to nat@zumdick.rhein-main.de for more info

* The Jaguar Server development kit contains this...

  + Jaguar Server cartridge (hardware)
  + Jaguar Server Shell & JagOS (software)
  + Switches, ribbon cable, connectors and everything else that you need to start programming right away.
  + A few Jaguar (*.JAG) programs and example source code.

* IT DOES _NOT_ CONTAIN THE FOLLOWING... You have to get these things yourself....

  - No 68000 or Atari RISC assemblers.
  - No Jaguar technical documentation.

```
  * 'Hacker' experience and good knowledge of assembler programming
    is STRONGLY recommended because of lacking Jaguar technical
    documentation.

  * The Jaguar Server is NOT connected to Atari Corp. in ANY way.

  * _Introduction_ price is :

            3400 Skr
|            730 DM
|            330 GBP
|            510 USD for the Jaguar Server and a new Jaguar console
                    (Swedish PAL without game!), modified and ready
                     to be used directly.

             1500 Skr
|             325 DM
|             145 GBP
|             225 USD for the Jaguar Server and modification.
                     You send your Jaguar to us...

Shipping is NOT included in these prices and will be added!
Around 200 Skr for shipping is normal.

----------------------------------------------------
Some technical info.
----------------------------------------------------
  A Jaguar (*.JAG) program is built around a header. There are
  currently five different headers, each with it's own use
  and advantages depending on the development environment and
  programs.
  For example, one of the headers looks like this (for Devpac 3)

  *-----------------------------------------------------------------*
  * Standard JagOS 3 Upload & Run parameters.                       *
  * ? Roine 950420                                                  *
  *-----------------------------------------------------------------*
    OUTPUT i:\*.JAG          * Output standard Atari Executable.

  down    EQU $5000          * Download adress in Jaguar.
  start   EQU $5000          * Program start adress in Jaguar.
          OPT D-           * No debugging info.

          dc.b 'JAGR'        * Magic to skip Devpac Header.
          dc.w 3             * JagOS 3 - Recive & Run.
          dc.l down          * Download adress.
          dc.l c_end-c_start  * Lenght of Jaguar Code.
                             * A dc.l 0 are also possible.
          dc.l start         * Start adress.
          ORG  start         * If position dependent code.

  *-----------------------------------------------------------------
```

```
  c_start                     * Jaguar code start.....
          NOP
          NOP
          ILLEGAL             * Not much of a program...  Hmm...
  c_end                       * Jaguar code end.
  *-----------------------------------------------------------------
          END
```

Jaguar Modification

As there has been some trouble with users installing things wrong when modifying their Jaguars to accept the Jaguar Server Development kit, I have decided to NOT to let users do this modification on their own any more.

I really think that this solution is the best for both parts.
This means that the Jaguar Server Development kit will work when you get it, just plug it in the computer and start programming and i will get happy customers with working kits!

This means that you now _MUST_ send us your Jaguar console and i will do this modification for you. This will ensure that the modification is correctly done and working 100%
It is also possible to order a complete new Jaguar Console (PAL) if you for some reason cant send your Jaguar to us.

Misc Info.

If you have more specific questions or want to order,
write me by E-Mail...

Roine@stacken.ct.se

From 7272233353746352822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e14b7eea12b4b9fb,start
X-Google-Attributes: gid1115ce,public
From: clifton@southern.co.nz (Frieder Guy)
Subject: Getting in touch with David Braeburn
Date: 1996/01/01
Message-ID: <4c8fft$108@orm.southern.co.nz>#1/1
X-Deja-AN: 133603684
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

How can I get in touch with David Braeburn?
Preferably over internet.

From 285710940120925569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4f796fe2e3081d8,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: shellsort() 'n' qsort()
Date: 1996/01/03
Message-ID: <820766356_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 133846049
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

Bah!

I've just spent the whole night debugging some code only to find shellsort() had failed. Is there a size limit for this function (32/64k?) or is my implementation of it broken (MWC 3.0.9). Replacing it with qsort() removed the fault immediately (duff addresses into the comparison routine no less!).

TIA

--

Guy Harrison

guy@swampdog.demon.co.uk

From 1945111254439034324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d9b876a1b44a631,start
X-Google-Attributes: gid1115ce,public
From: Rosemary MacCallum <mccallum@inwave.com>
Subject: ** ST DOOR AUTHORS **
Date: 1996/01/03
Message-ID: <4cec06$k97@homer.alpha.net>#1/1
X-Deja-AN: 133846050
content-type: text/plain; charset=iso-8859-1
organization: Mindbomb BBS
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; 68K)

Newsgroup: comp.sys.atari.programmer

(Earliest articles...)
(Earlier articles...)

* TOS 2.05 versus TOS 2.06
    o "Mark Baines" (18)
        + Alfred Radauer (19)
    o root (15)
* Re: gnu c++ problem - root (42)
* Re: tos code - root (23)
* Basic 2 problem
    o Carl Lofgren (21)
    o Henrik Lunardi Weide (37)
    o Magnus Kollberg (19)
* Re: Can't delete folders on Minix partition (rm -rf worked) - Peter Rottengatter (25)
* Gnu c++ setup problems - David White (15)
* INTERNATIONAL PROGRAMMERS GUILD - Rod Marquart (9)
* ICONIFY - Peter Rottengatter (23)
    o Chris Ridd (24)
    o "Mark Baines" (91)
        + Peter Rottengatter (21)
            + "Mark Baines" (19)
* STOS PROGRAMMERS - Tony Greenwood (34)
* From 1st Word (or Steve) to Signum 4 - H.P. Houtzagers (8)
* Re: Subject used for Internet address posting. - Roger Cain (10)
    o Edmund H. Ramm (24)
    o Daniel Hedberg (20)
* STOS EXTRA extension - Martin Cubitt (19)
* Data compression routines WANTED (Atari ST Devpac 3) - Martin Cubitt (12)
* STOS EXTRA extension - Martin Cubitt (19)
* Programmers? - Tony Greenwood (21)
    o Martijn Dekker (44)
    o Hall BJ (42)
    o odonnllb (31)
    o "Craig. Graham" (38)
        + Peter Rottengatter (38)
* Programmers? - Tony Greenwood (48)
* Message #1024 - Gaven Miller (29)
    o Peter Rottengatter (38)
* Lattice C compiler newsgroup - djsmith@iti2.net (2)
    o Rory McMahon (15)
* Re: Programmers? - Andrew Holt (19)
    o Tony Greenwood (24)
* Drive B - step 6ms? - Zvonimir (12)
    o Peter Rottengatter (16)
* Re: Message #1024 - Guy Harrison (40)

* Re: Drive B - step 6ms? - Guy Harrison (23)
* Re: Lattice C compiler newsgroup - Guy Harrison (16)
* STiK Telnet Beta Testers Wanted! - James E. Baumgardner II (21)
* Cheap Jaguar Dev. Kit. - Roine (181)
* Getting in touch with David Braeburn - Frieder Guy (2)
* shellsort() 'n' qsort() - Guy Harrison (20)

From 6679510985385726136
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2d9b876a1b44a631
X-Google-Attributes: gid1115ce,public
From: Rosemary MacCallum <mccallum@inwave.com>
Subject: Re: ** ST DOOR AUTHORS **
Date: 1996/01/03
Message-ID: <4cemje$rb2@homer.alpha.net>#1/1
X-Deja-AN: 133846051
references: <4cec06$k97@homer.alpha.net>
to: mccallum@inwave.com
content-type: text/plain; charset=us-ascii
organization: Mindbomb BBS
x-url: news:4cec06$k97@homer.alpha.net
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; 68K)

Fraggin' heck!

I apologise for that it was supposed to attach a file not quote
to kingdom come...

Very sorry!

What was supposed to go out was a plea to ANY Atari ST Doorgame
authors either past or present to send me info on their products
so I can compile a list of currently available doors available
to sysops like myself... What I am trying to do is sort out which
doors are still supported, which aren't, and update people on the
location to send donations too.

If you are/were a door author please drop me a line with:

>< Doorgame(s) along with last/latest revision number.
>< Shareware Status (expired/no longer supported/donation amount)
>< Your Name
>< Support BBS Number (if applicable)

>< Your Address if you are still accepting donations/support.

Thanks...

---------- -- - -
Mindbomb Developments   Mindbomb 608/757-2092
 -- ST Doorgames -- -   NET mccallum@inwave.com
---------- - -   -   -

From 5493736055917281201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4f796fe2e3081d8
X-Google-Attributes: gid1115ce,public
From: gjw@netcom.com (Gregory J. Wageman)
Subject: Re: shellsort() 'n' qsort()
Date: 1996/01/03
Message-ID: <gjwDKMKMo.2I2@netcom.com>#1/1
X-Deja-AN: 133846052
sender: gjw@netcom17.netcom.com
references: <820766356_OASIS_@swampdog.demon.co.uk>
organization: California Carnivores
newsgroups: comp.sys.atari.programmer

In article <820766356_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>
>I've just spent the whole night debugging some code only to find
>shellsort() had failed. Is there a size limit for this function
>(32/64k?) or is my implementation of it broken (MWC 3.0.9). Replacing
>it with qsort() removed the fault immediately (duff addresses into the
>comparison routine no less!).

If I remember correctly, shellsort() is a recursive implementation, and
therefore can require a significant amount of stack space, depending on
the number of elements to be sorted. With MWC you by default get a limited
amount; you can increase it by setting a global in your program (I forget
the name, something like _stacksize). Since by default MWC doesn't check
for stack collisions, your data and stack segments probably collided. Not
pretty.

qsort() is not a recursive algorithm, so it doesn't have the same space
requirements even though it has the same calling convention. I don't
know for sure which is faster on MWC.

--
     -Greg

"De gustibus non disputandem.
 Caveat emptor, cave canem."

From 6469565695897009488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4f796fe2e3081d8
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: shellsort() 'n' qsort()
Date: 1996/01/04
Message-ID: <4cg8j0$jr6@nyheter.chalmers.se>#1/1
X-Deja-AN: 133941901
references: <820766356_OASIS_@swampdog.demon.co.uk> <gjwDKMKMo.2I2@netcom.com>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <gjwDKMKMo.2I2@netcom.com>,
Gregory J. Wageman <gjw@netcom.com> wrote:
>In article <820766356_OASIS_@swampdog.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>
>>I've just spent the whole night debugging some code only to find
>>shellsort() had failed. Is there a size limit for this function

That would of course depend on your implementation.

>>(32/64k?) or is my implementation of it broken (MWC 3.0.9). Replacing

Shell sort, if correctly implemented, works, naturally. It wouldn't be
very useful as a sorting algorithm otherwise. ;-)

>>it with qsort() removed the fault immediately (duff addresses into the
>>comparison routine no less!).
>
>If I remember correctly, shellsort() is a recursive implementation, and

While it's perhaps possible to write a recursive shell-sort, that would
be very strange.

>therefore can require a significant amount of stack space, depending on

Shell-sort is actually one of those very nice sorting routines that
don't require any extra space (apart from a couple of integer variables).

>qsort() is not a recursive algorithm, so it doesn't have the same space

Quick-sort normally _is_ a recursive sort, although you could of course
write a non-recursive implementation. You'd still need some kind of
stack, though. The size of the stack would be proportional to log(n) IIRC.

I don't think the ANSI standard defines what kind of sorting algorithm
is actually used by qsort(). shellsort() is not an ANSI defined function.
Shell-sort and quick-sort are usually rather similar in performance.

--
  Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
     of Technology | .signatures | rand@cd.chalmers.se
                        | so hard to do | WWW/ftp: rand.thn.htu.se
   Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From 118238086381718911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4f796fe2e3081d8
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: shellsort() 'n' qsort()
Date: 1996/01/04
Message-ID: <820803842_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 134074538
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <gjwDKMKMo.2I2@netcom.com>
  gjw@netcom.com (Gregory J. Wageman) said:-

>In article <820766356_OASIS_@swampdog.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>
>>I've just spent the whole night debugging some code only to find
>>shellsort() had failed. Is there a size limit for this function
>>(32/64k?) or is my implementation of it broken (MWC 3.0.9). Replacing
>>it with qsort() removed the fault immediately (duff addresses into the
>>comparison routine no less!).
>
>If I remember correctly, shellsort() is a recursive implementation,
>and therefore can require a significant amount of stack space,
>depending on the number of elements to be sorted. With MWC you by
>default get a limited amount; you can increase it by setting a global
>in your program (I forget the name, something like _stacksize). Since
>by default MWC doesn't check for stack collisions, your data and stack
>segments probably collided. Not pretty.
>
>qsort() is not a recursive algorithm, so it doesn't have the same space
>requirements even though it has the same calling convention. I don't
>know for sure which is faster on MWC.

The MWC manual says exactly the opposite - it's normally rather good.
The fact that qsort() worked and shellsort() did not, should have lead
me to that conclusion. I'll go check...

Unexpected result - No, it wasn't the stack :-(

Test code in shellsort() comparison module:

```
int
Cmp(a,b)
char **a,
     **b;
{int dummy;

 if ((long)&dummy <= (_stksize + 1024))   abort();
 return strcmp(*a,*b);
}
```

I also increased _stksize to 128K just to double check. No joy.

Everything seems to work until the last comparison whereby 'b'
contains garbage - in fact the value looks like it could be the
consequence of a stack overflow. Wierd.

I'll have to try and duplicate it under more debuggable circumstances,
preferably with a file smaller than 300K!

--

Guy Harrison

guy@swampdog.demon.co.uk

From 743478583804782866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public
From: dancer@brisnet.org.au (root)
Subject: Re: Programmers?
Date: 1996/01/04
Message-ID: <4cglkb$n26@gateway1.brisnet.org.au>#1/1
X-Deja-AN: 134191501
references: <4bfjus$6mn@neon.airtime.co.uk> <4c2g98$eo7@whitbeck.ncl.ac.uk>
organization: Brisnet Public Network Access
newsgroups: comp.sys.atari.programmer

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: Tony Greenwood (stosser@neon) wrote:
: > This seems to be a very quiet area, is atari.programming only for
: > problems, or for general discussions on programming,

: >   QQQQQ   Where are all the programmers,?

: Reuters, making loads of money on contract...

Writing Internet software for SysVR4 unix boxes.

: > Q   Q   Is there anyone out there programming,?

: You should see my mailbox....loads of people.
Heaps, yes.

: > Q   Q   What are you programming,?

: I've just released CLAv3 (electronic CAD & simulation).
: I've got a new release of DUftp (mint-net again) almost ready.
Does it work in medium res, yet? Or do the dialog elements still retain the
wrong aspect ratios?
: XaAES (although a little late - sorry) is coming along nicely, and I
: do promise to actually let a select few get their mits on it RSN.
Pleasepleasepleasepleasepleasepleaseplease! It'll go so nicely with my
MiNTNET/CAB overlay.

A CAB Overlay to make it work with SLIP/CSLIP/PPP under MiNTNET.

: > Q   Q   When will it be ready?

: see above.
Ready now, but it has one or two annoying bugs (unless they're CAB bugs).
Either way, I'm fairly certain it's not bug-free.

: > Q   Q Q   What machines is it aimed at?

: Well, DUftp is an 'any with MiNT+MiNT-net'
: CLA runs on anything, but better in high-res/loads of colours (I wrote
: it on a falcon).
: XaAES has only been tested on a falcon so far, but should run on any
: machine with MiNT.
MiNT+MiNT-net.
: > Q   Q   What type of release? ie pd etc

: CLA is shareware (I've been working on it for 5 years now of and on).
: DUftp is PD (I did a source release of it as well).
: XaAES will be released under the GNU Public License as source & binary.
GNU Public License.
: Craig Graham
D

From -702156886009510059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f6a34132796432d,start
X-Google-Attributes: gid1115ce,public
From: lmull@skypoint.com (Larry Mullaly)
Subject: 8bit Assembler
Date: 1996/01/05
Message-ID: <4ci521$rpt@stratus.skypoint.net>#1/1

X-Deja-AN: 133941902
organization: SkyPoint Communications, Inc.
newsgroups: comp.sys.atari.programmer

I have the atari assembler editor cartridge. I have been trying to
figure out how to load the MSB and LSB into the accumulator using labels.
ex:

```
     lda <NAME
     sta XXXX
     lda >NAME
     sta XXXX
NAME .byte "Hello"
```

I have seen this wording in magazines, however I get an 'ERROR - 6' when
the assembler runs through 'lda <NAME'. Does anyone know the correct
syntax to use for this?

--

From -3938415355658105674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4f796fe2e3081d8
X-Google-Attributes: gid1115ce,public
From: ggeens@elis.rug.ac.be (Guy Geens)
Subject: Re: shellsort() 'n' qsort()
Date: 1996/01/05
Message-ID: <4cj255$mvi@infoserv.rug.ac.be>#1/1
X-Deja-AN: 134074539
references: <820766356_OASIS_@swampdog.demon.co.uk> <gjwDKMKMo.2I2@netcom.com>
organization: University of Ghent, Belgium
newsgroups: comp.sys.atari.programmer

Gregory J. Wageman (gjw@netcom.com) wrote:

: qsort() is not a recursive algorithm, so it doesn't have the same space
: requirements even though it has the same calling convention. I don't
: know for sure which is faster on MWC.

qsort *is* a recursive algoritm. But stack requirements may vary according
to implementation.

--
Guy Geens <guy.geens@elis.rug.ac.be>: Ph.D. student at ELIS -- TFCG / IMEC
Atypical civil engineer -- And proud of it!
Home Page: http://www.elis.rug.ac.be/ELISgroups/tfcg/staff/gg.html
finger ggeens@elis.rug.ac.be for PGP public keys (or use keyserver)

From 557888868466973251

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4f796fe2e3081d8
X-Google-Attributes: gid1115ce,public
From: michal@gortel.phys.ualberta.ca (Michal Jaegermann)
Subject: Re: shellsort() 'n' qsort()
Date: 1996/01/05
Message-ID: <4cjmft$1u6u@pulp.ucs.ualberta.ca>#1/1
X-Deja-AN: 134074540
references: <820766356_OASIS_@swampdog.demon.co.uk> <gjwDKMKMo.2I2@netcom.com>
<4cj255$mvi@infoserv.rug.ac.be>
organization: Disorganized Bits
reply-to: michal@gortel.phys.ualberta.ca
newsgroups: comp.sys.atari.programmer

Guy Geens (ggeens@elis.rug.ac.be) wrote:

: qsort *is* a recursive algoritm. But stack requirements may vary according
: to implementation.

More precisely a textbook description of Quick Sort is recursive. This
does not mean that implemented as a qsort() function it has to be done
that way. Actually it is pretty easy to make it into an iterative
loop. This means that you have to maintain your own stack explicitely
but, with a properly done qsort(), on 32-bit machine you need something
like 16 cells long array of pointers (give or take a pointer or two)
for that purpose. A "naive" qsort() implementation is very good, and
important too, for a Computer Science 101 course but not for a decent
library.

I have no idea how qsort() is done in MWC libraries.

--mj

From -2990770534923094162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,53fdd3f730f712f8,start
X-Google-Attributes: gid1115ce,public
From: dstewart@nest.demon.co.uk (Derek Stewart)
Subject: Re: About T-CON100 an Sozobon Distr15
Date: 1996/01/05
Message-ID: <5178dstewart@nest.demon.co.uk>#1/1
X-Deja-AN: 134309105
x-ftn-adr: 90:100/105.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: dstewart@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

Hello
there

I was going to email you concerning the Jag-server, You can certainly put me down for
one.

As long as I can program it with a STE. Then that will be a great step for
in the games or other type of programs that can be used on the
Jag

Derek

--

From 3448402738859504655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4f796fe2e3081d8
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: shellsort() 'n' qsort()
Date: 1996/01/06
Message-ID: <820995524_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 134191502
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <4cjmft$1u6u@pulp.ucs.ualberta.ca>
  michal@gortel.phys.ualberta.ca (Michal Jaegermann) said:-

>Guy Geens (ggeens@elis.rug.ac.be) wrote:
>
>: qsort *is* a recursive algoritm. But stack requirements may vary according
>: to implementation.
>
>More precisely a textbook description of Quick Sort is recursive. This
>does not mean that implemented as a qsort() function it has to be done
>that way. Actually it is pretty easy to make it into an iterative
>loop. This means that you have to maintain your own stack explicitely
>but, with a properly done qsort(), on 32-bit machine you need something
>like 16 cells long array of pointers (give or take a pointer or two)
>for that purpose. A "naive" qsort() implementation is very good, and
>important too, for a Computer Science 101 course but not for a decent
>library.
>
>I have no idea how qsort() is done in MWC libraries.

The manual says recursive. There is no source code provided for either

method which is a shame. I wouldn't mind seeing some though. If I'm
going to looking at the machine code then a basic idea of how they
both work will certainly help!

--

Guy Harrison

guy@swampdog.demon.co.uk

From 7073270759709453602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4f796fe2e3081d8
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: shellsort() 'n' qsort()
Date: 1996/01/06
Message-ID: <4cmbqd$c0n@nyheter.chalmers.se>#1/1
X-Deja-AN: 134309104
references: <820995524_OASIS_@swampdog.demon.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <820995524_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
...
>The manual says recursive. There is no source code provided for either
>method which is a shame. I wouldn't mind seeing some though. If I'm

Quick sort is conceptually very simple:

- If there's only one element, the list is sorted, otherwise:
 - Select an element, for example the first one
 - Divide the rest of the elements into two groups,
    one for values that are larger than the selected one and one for those
    that are smaller (it doesn't matter where the ones that are equal go)
 - Quick sort each group (by applying these steps recursively
 - Put the two (now sorted) groups back together, with the previously
   selected element in the middle
 - The End!

Implementing this is a lot easier in some languages than in others.
C is one where it's not entirely straight-forward, so I'll skip that.
Let's leave it as an exercise for the reader. ;-)

Shell sort is far from as simple to explain, so I'll just give a working
example for you to examine.

```
void swap(int *a, int *b)
{
   int tmp;

   tmp = *a;
   *a = *b;
   *b = tmp;
}

/*
 * This code is a quick conversion from a BASIC program
 * =>  The array starts with element 1
 */

void shell(int *d, int n)
{
   int inc, l, ps;

   inc = n;            /* lots of variations */
   while (inc > 1) {
      inc /= 2;        /* lots of variations */
      for(l = 1;l <= n - inc;l++) {
         if (d[l] > d[l + inc]) {
            swap(&d[l], &d[l + inc]);
            ps = l - inc;
            while ((ps > 0) && (d[ps] > d[ps + inc])) {
               swap(&d[ps], &d[ps + inc]);
               ps = ps - inc;
            }
         }
      }
   }
}

void main(void)
{
   int elements[17] = {0,2,6,3,7,2,9,1,2,7,4,4,2,6,0,2,1};
   int n;

   shell(elements, 16);

   for(n = 1;n < 17;n++)
      printf("%d ", elements[n]);
   printf("\n");
}
```

I hope that helps.

--
```
  Chalmers University   | Why are these |  e-mail:   d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |            rand@cd.chalmers.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
```

Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

From -2142703515592435726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af51fdd6f4eff3e2
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Lattice C compiler newsgroup
Date: 1996/01/06
Message-ID: <Pine.ULT.3.91.960106185854.10974A-100000@mars.dsv.su.se>#1/1
X-Deja-AN: 134309106
references: <DK6KF3.Dpo@news.zippo.com>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 26 Dec 1995 djsmith@iti2.net wrote:

> Does anyone know of a good place to rub elbows with other Lattice C
> programmers? Thanx in advance.

As I see it, 'C' problems comes in three flavours:

1) System related (in this case TOS etc). c.s.a.p will be the best group to hang around no matter what language you are using.

2) Compiler related (Lattice x.xx). Hmm .. Lattice has a product for the Amiga as well, but I still think that if you use an atari then c.s.a.p would be appropiate for questions and opinions on programmingtools.

3) 'ANSI-C' related. GOTO comp.lang.c.moderated

// Jens M Andreasen (using Lattice 5.06)

From 8312942228723778921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7af8793c3f3c270b,start
X-Google-Attributes: gid1115ce,public
From: selah@ccnet.com (selah)
Subject: ~ PLEASE SEND ME "BIGBEN" ACC OR PRG ! ~ ~ ~
Date: 1996/01/06
Message-ID: <4cnmcq$ajs@ccnet3.ccnet.com>#1/1
X-Deja-AN: 134309107
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

I REALLY NEED THIS ACC OR PRG .

PLEASE ZIP IT MY WAY .
MUCH APPRECIATED! ! 1

--


```
     \\\\\\\\\\  JV1080 ~ MIDIVERB4 //////////
       CAF~STUDIO MODULE~XOR/UNISYN~SONY DAT TCDD3
          DR660~ATARI FALCON~ALESIS 3630,MEQ230
       \\\\\\\\\\   \=====/     //////////
                   selah @ccnet.com
```


From 7448629786425465559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4f796fe2e3081d8
X-Google-Attributes: gid1115ce,public

From: mk@anuurn.ruhr.de (Martin Koehling)
Subject: Re: shellsort() 'n' qsort()
Date: 1996/01/06

Message-ID: <2e65c895924a00@anuurn.ruhr.de>#1/1
X-Deja-AN: 134438594
references: <820803842_OASIS_@swampdog.demon.co.uk>
content-type: text/plain; charset=ISO-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <820803842_OASIS_@swampdog.demon.co.uk>,
Guy Harrison (guy@swampdog.demon.co.uk) wrote:

> In article <gjwDKMKMo.2I2@netcom.com>
> gjw@netcom.com (Gregory J. Wageman) said:-
>
>>In article <820766356_OASIS_@swampdog.demon.co.uk>,
>>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>>
>>>I've just spent the whole night debugging some code only to find
>>>shellsort() had failed. Is there a size limit for this function
>>>(32/64k?) or is my implementation of it broken (MWC 3.0.9). Replacing
>>>it with qsort() removed the fault immediately (duff addresses into the
>>>comparison routine no less!).

Yes, there definitely *is* a nasty bug in Mark William's shellsort()
that limits the effective array size to (IIRC) about 32 K: after
calculating the offset of an array element (using the `muls' operation),
the resulting value is sign extended to 32 bits - which is utter
nonsense, since `muls' already returns a 32 bit value!

One way to fix it: extract shellsort.o from libc.a, find exactly four
occurences of the sequence

```
   0x48c0       ext.l d0
   0xd08d       add.l a5,d0
```

and, using some kind of hex editor, replace the `ext.l d0' by

a `nop' (0x4e71)...

I tracked this down a few years ago when a user of a file selector
I was hacking/maintaining at that time complained about crashes
when opening directories containing more that 1000 file entries... :-)

Martin
--
 Martin Koehling // NEW email address: mk@anuurn.ruhr.de

From 2681293333336111079
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,430572a76e6ca810
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Programmers?
Date: 1996/01/07
Message-ID: <4cp2l4$j1c@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 134309108
references: <4bfjus$6mn@neon.airtime.co.uk> <4c2g98$eo7@whitbeck.ncl.ac.uk>
<Pine.A32.3.91.951230135958.15757B-100000@iris.amp.uni-hannover.de>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
> > I've just released CLAv3 (electronic CAD & simulation).
> Fetched that release, and tried to run it. Directly after startup NVDI
> tells me "Invalid handle". Two choices : "Continue" or "Tolerate", one
> crashed immediately, the other later on. CLA obviously relies on the
> effect of Atari-VDI that wrong handles don't neccessarily lead to
> problems (Mind you : This is a bug !)

Strange. I've not had that problem myself, and I use NVDI all the time. I
did try to ensure things worked OK (and did have quite a large number of
testers with various setups from a 1Meg STE through falcons & TT's, right
up to a PowerMac with MagicMac), and no-one had reported it. Oh
well....perhaps you should have mailled me a bug report?

> The plain computer of course does run it, but CLA involves lots of
> graphics, and this is painfully on a 12 MHz maschine without NVDI.

When used with NVDI or Enhancer, CLA3 speeds up a lot as it makes use of
off-screen bitmaps to speed up the display.

> I'd try CLA again, when the improper VDI handling is cured.

Sigh...

> > I've got a new release of DUftp (mint-net again) almost ready.
> >
> I liked very much the idea of DUftp. I must point out that I really like

> the way Xwindow window manager display the GUI. And I also like the
> appearance of GEM. But mixing it up (like having a program with Motif
> look running in a GEM environment) is to me as ugly as almost nothing
> else. Please, Craig, go a little bit more for the style guidelines.

?????I'm sorry, but I don't follow you here. The only thing about DUftp
that isn't quite standard is that the scroll bars are on the left for the
remote & local file lists. Everything else is modern standard GEM. A menu
bar, a couple of non-modal dialogs, one or two editable text fields, a pop-up
menu or two....nothing non-standard about that. The drag & drop handling is
standard as well...it's certainly nothing like Motif.

> I'd love to have a program like DUftp with a decent GUI. Is the gui
> hardwired into DUftp ? Or is there a way to cure this ?

I know the GUI isn't perfect, but it's not that bad. Better give me some
real examples here, as I don't see a problem myself.

> Please, Craig, don't take my critique personally, you've done a great
> job, but without people citicising programs hardly get better.

Not personally, but at least in the case of the DUftp comments, puzzling.

From -3307817691319604621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f34c1569c3f75c06,start
X-Google-Attributes: gid1115ce,public
From: Niel <ee2dj@herts.ac.uk>
Subject: fprolog
Date: 1996/01/07
Message-ID: <Pine.SUN.3.91.960107202316.15819A-100000@altair.herts.ac.uk>#1/1
X-Deja-AN: 134438593
organization: University of Hertfordshire
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

hello, i'm a french student so excuse me for my english.
I'm looking for a software: fprolog
If someone know where i can find it, it could be nice
for me.

thank you

From 1622972620491582566
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,af51fdd6f4eff3e2
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Lattice C compiler newsgroup
Date: 1996/01/07
Message-ID: <4cp2rg$j1c@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 134438595
references: <DK6KF3.Dpo@news.zippo.com>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

djsmith@iti2.net wrote:
> Does anyone know of a good place to rub elbows with other Lattice C
> programmers? Thanx in advance.

Right here. There's a few of us about :)
DUftp was written in Lattice C (I think it's just about the only bit of
MiNT / MiNT-net software that has been so far). CLA is also done with
Lattice, as is XaAES.....

Craig
(using Lattice 5.52 on a falcon030 to write XaAES)

From 5218522299775737669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c0c78f72df80eb5,start
X-Google-Attributes: gid1115ce,public
From: p3001at@sun1 ()
Subject: 14 Bomben!!! Help!
Date: 1996/01/08
Message-ID: <4crm66$1lv@sparcserver.lrz-muenchen.de>#1/1
X-Deja-AN: 134438596
distribution: world
organization: Leibniz-Rechenzentrum, Muenchen (Germany)
newsgroups: comp.sys.atari.programmer

Subject: 14 Bomben!!! Help!
Newsgroups: comp.sys.atari.programmer
Summary:
Keywords:

Subject: Bomben
Newsgroups: comp.sys.atari.st
Summary:
Keywords:

Weiss jemand, was 14 Bomben bedeuten?? Falcon 030
What does 14 bombs mean? on a falcon 030

Big C

From 7034017931618833845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4321e1b7a11d9715,start
X-Google-Attributes: gid1115ce,public
From: etbauer@informatik.tu-muenchen.de (Christian "Eddi" Etbauer)
Subject: Help with Gnu C
Date: 1996/01/08
Message-ID: <4cqtq4$73m@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 134438597
distribution: world
organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.programmer
originator: etbauer@hphalle3b.informatik.tu-muenchen.de

Hi !

Could anyone tell me, how to install an alternative filesystem on harddisc that supports long filenames and an unzipper to unpack Gnu C properly ? With my current setup, some files are overwritten during extraction.

I heard something about newer GEMDOS supporting such filesystems and a filesystem called minix, but I don't know exactly what this is all about.

Any help would be appreciated.

Eddi

--
```
                      ______The Keyboard-Cowboys
                     (____   __  _  __   __
                    ______) (|_ (|) |-) (-_
 etbauer@informatik.tu-muenchen.de  |
```

From -9198219450508347901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Screen size detection
Date: 1995/12/14
Message-ID: <Pine.A32.3.91.951214174458.14254C-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 121940974
references: <49p5lk$9pn@infa.central.susx.ac.uk> <30C44BE2.41C67EA6@cs.man.ac.uk> <4a246s$kre@infa.central.susx.ac.uk>

<Pine.A32.3.91.951207112059.16361A-100000@iris.amp.uni-hannover.de>
<30CC04A4.41C67EA6@cs.man.ac.uk>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 11 Dec 1995, Anthony Jacques wrote:

> Peter Rottengatter wrote:
>
> > very cheap (cost me less than 30 bucks) for considerably increased screen
> > resolution, therefore I think that quite a few STs have been upgraded
> > this way.
>
> I've never heard of anyone doing this before... maybe I'm deaf! :-)
>
Well, the suggestion to do these things came from a german magazine; the details, however were for the 1040 STF(M). For other systems (like my 520 ST+) you'd need circuit diagrams in order to find the places of several components and soldering joints.
Since it was published in german I think few people outside Germany have build this. You'd have heard of it in the german Maus Net.

> > For any software looking to the hardware register this computer
> > looks precisely the same as with the original 640 x 400 resolution. You'd
> > have to do careful timing measurements to see the difference. I only need
> > a tiny driver that allocates screen memory, sets the video base adress,
> > and writes according numbers to the LINEA Variables when AES calls the
> > open_workstation VDI function. Thats all, no resident driver code.
> >
> > I'm absolutely sure that any software that doesn't use VDI and tries to
> > figure out the screen resolution on my maschine will fail, unless it is
> > carefully trimmed to my kind of hardware (which would require quite some
> > afford).
>
> I would have thought that it would work, as it is quite easy to test the
> line_a variables. As its not a Falcon, checking the video register is
> not much use for screen-size detection if you want it to work with enhanced
> modes...
>
Sorry, little mistake of mine, some VDI ESCape variables are changed.
They don't exist on maschines like the TT, Falcon, Medusa, Eagle ...

You're right, it would be possible to read the variables. My point was that it's impossible to take all hardware configurations into account.
And a hardware hack like this one on a Medusa (dunno if that makes any sense) for instance would be quite tricky to detect without VDI.

> I dont know if they do, but shouldn't graphics cards put a cookie in the
> jar to make it easy to detect what resolution it is???
>

Would have been good, it Atari had initiated this; but because they did not, there is no standard for it, and every graphics card driver has it's own cookie name, so you gotta know all of them in order to get things to work on all maschines.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -1701254414475794982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8ac31eb29431beff
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8ac31eb29431beff
X-Google-Attributes: gid1115ce,public

From: Alain DERENNES <derennes>
Subject: Re: Can't delete folders on Minix partition
Date: 1995/12/15

Message-ID: <4ardam$104f@melimelo.enst-bretagne.fr>#1/1
X-Deja-AN: 121940970
distribution: world
references: <gigxr01-1412950845040001@47.85.0.99>
content-type: text/plain; charset=us-ascii

organization: ENST de Bretagne, Brest FRANCE

x-url: news:gigxr01-1412950845040001@47.85.0.99
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
x-mailer: Mozilla 1.12 (X11; I; HP-UX A.09.01 9000/710)

Hello,

I have had some problems with deleting files and folders on big machines (convex, hp, and co...) a few years ago. The solution i found is the following:

- go to the level where your folders are (supposing they are on the same level; if not, repeat the solution)

- create a folder on the level above:
    mkdir ../toto (for example)
- move all folders (those you want to delete, and the others) and files of the same level in this folder:
    move * ../toto
- go to toto:
    cd ../toto
- move files and folders you want to keep in a safe place
- delete the folder toto:
    rm -fri toto

With this solution, you can delete files and folders create in bad ways or with bad name and so on.If you can't move your folders, it's another problem such as protection, permission of writing, ...

Regards

From -4824835883235863506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94986d60c564700c
X-Google-Attributes: gid1115ce,public
From: robaries@aol.com (Rob Aries)
Subject: Re: TOS 2.05 versus TOS 2.06
Date: 1995/12/15
Message-ID: <4arqts$i7r@newsbf02.news.aol.com>#1/1
X-Deja-AN: 121940973
sender: root@newsbf02.news.aol.com
references: <4acgie$sii@thoth.nilenet.com>
organization: America Online, Inc. (1-800-827-6364)
reply-to: robaries@aol.com (Rob Aries)
newsgroups: comp.sys.atari.programmer

>Is there really much of a difference between 2.05 and 2.06? I am
thinking
>about upgrading.

From what I understand, they are the same, except that 2.06 is downward compatible with older Ataris (this is from the documentation with my TEC card). Such things as being able to turn the blitter on and off, and being able to switch from 8 to 16Mhz, are disabled in 2.06 when it sees that it's running on an older machine.

From 6682352267102062983
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fecace2cc6cf6f18,start
X-Google-Attributes: gid1115ce,public
From: allfree@scs.unr.edu (Benjamin C. Allfree)
Subject: Falcon modem port
Date: 1995/12/15
Message-ID: <4asq47$5hf@silver.scs.unr.edu>#1/1
X-Deja-AN: 121940977
organization: UCCSN System Computing Services
newsgroups: comp.sys.atari.programmer

Does there exist any C code to fiddle with the modem port on the Falcon like on the ST(e)? I mean, rsconf() does almost nothing now, and I don't know how to detect a carrier signal any more or anything :(:(:(I don't know how to read ASM, which is what most of it is in. Help help?

Ben Allfree

From -3591946522253784041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,853c911dcde8aac9
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Falcon & BLiTTER troubles...
Date: 1995/12/15
Message-ID: <VKN7BUW@moacs.indiv.nl.net>#1/1
X-Deja-AN: 121940978
references: <199512112034.PAA31918@novice.uwaterloo.ca>
<Pine.BUL.3.90.951213122848.963F-100000@bull.mimuw.edu.pl>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

In article <Pine.BUL.3.90.951213122848.963F-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
> On Mon, 11 Dec 1995, Art Twarecki wrote:
>
> > >But there is an Xbios call to configure BLiTTER, so maybe the problem is
> > >less painful. Any other ideas?
> >
> > Simon, I think the xbios call works on machines which _do_ have software
> > blitting routines (in ROMs). Falcon isn't one of them. Of course,
> > the call is still available (for compatibility, I guess).
> > Why do you require to turn the blitter off? For benchmarking?
>
> But I still belive that it's possible to run pure GEM without BLiTTER,
> look - eg. it's possible with the Outside virtual memory because it
> doesn't use BLiTTER at all. Do you think the Outside has it's own
> blitting routines?

Did you ever read the Outside manual?

<quote on (page 31, Fehlermeldungen)>
  Illegaler Blitter-Transfer
  Der Blitter wurde dazu benutzt, Bloecke innerhalb des virtuellen Speichers
  zu kopieren. Dies ist mit OUTSIDE prinzipiell nicht moeglich. Bei der
  Verwendung eines Software-Blitters wie NVDI kann dieser Fehler nicht
  auftreten.
<quote off>

<quote on (page 31, Danksagung)>
  An dieser Stelle mein Dank an Sven und Wilfried Behne fuer NVDI, da es nur
  mit einem Software-Blitter moeglich ist, virtuelle Speicherverwaltung auf
  dem Falcon030 ohne irgendwelche Einschraenkungen zu realisieren.
<quote off>

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

From 1751544843598441681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8ac31eb29431beff
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8ac31eb29431beff
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Can't delete folders on Minix partition
Date: 1995/12/15
Message-ID: <ZJN7BZP@moacs.indiv.nl.net>#1/1
X-Deja-AN: 121940979
references: <gigxr01-1412950845040001@47.85.0.99> <4apdju$9pc@studs.sci.kun.nl>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <4apdju$9pc@studs.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
> In <gigxr01-1412950845040001@47.85.0.99> gigxr01@nt.com (Gerry O'Rourke) writes:
>
> >The error message I get is 'access denied' (-36).
>
> It could be that you don't have write permission for that directory
> (permision to write = permission to delete).
>
> Try `chmod 777 dirname', which sets all permissions on;

You don't need write permission for an object to remove that object.

> you might also
> have to do this to the directory which _contains_ the directories you
> want to delete.

That's what you need, write permission for the directory which contains
the object.

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

From 4769185106308502053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8ac31eb29431beff
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8ac31eb29431beff

X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Can't delete folders on Minix partition
Date: 1995/12/15
Message-ID: <CKN7BNT@moacs.indiv.nl.net>#1/1
X-Deja-AN: 121940980
references: <gigxr01-1412950845040001@47.85.0.99>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <gigxr01-1412950845040001@47.85.0.99>,
Gerry O'Rourke <gigxr01@nt.com> wrote:
> I have several folders on a 120 Mbyte minix partition that I cannot delete.
> I have tried both the desktop delete & RMDIR (from a shell) with no change.

rm -rf ?

> The error message I get is 'access denied' (-36).

Can you move (mv(1)) these directories?

> These folders are not corrupt, as I can copy in & out files.
>
> I remember the thread about undeletable files a few weeks ago & some of
> the solutions involved editing disk sectors.

If necessary, you can invalidate the i-nodes and than run fsck, this
is normally the way fsdb(8) works, but it doesn't exist for minix.xfs
under MiNT.

> Am I missing something really obvious here, like permissions or user privileges?

Maybe, try `chmod -R o+w .' .

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

From 3396541655638519220
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c516fa8c1f06a9ba,start
X-Google-Attributes: gid1115ce,public
From: curis@clipper.ens.fr (Emmanuel Curis)
Subject: Dungeon Master II
Date: 1995/12/15
Message-ID: <4arlme$pds@nef.ens.fr>#1/1
X-Deja-AN: 122029195
distribution: world
organization: Ecole Normale Superieure, PARIS, France
newsgroups: comp.sys.atari.programmer

Hello,

I've seen on a Mac that Dungeon Master II exists, and seems excellent: very nice graphics, and great improvments comparing with DM I (for example, you can go outside).
Does anybody know if it exists on Falcon 030, or will exist?

Thanks,

--

Emmanuel CURIS
curis@clipper.ens.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

From -9050909975349608341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5171b6144cc252d
X-Google-Attributes: gid1115ce,public
From: Movement <levon@cs.man.ac.uk>
Subject: Re: Word processors & Speedo GDOS
Date: 1995/12/15
Message-ID: <4as559$gvp@yama.mcc.ac.uk>#1/1
X-Deja-AN: 122029196
references: <4ak46h$fn5@yama.mcc.ac.uk> <4anqgr$44f@studs.sci.kun.nl>
content-type: text/plain; charset=us-ascii
organization: Nothing Association
x-url: news:4anqgr$44f@studs.sci.kun.nl
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.12 (X11; I; SunOS 4.1.2 sun4c)

sanders@sci.kun.nl (Sander Stoks) wrote:

>I'm currently writing a Speedo wordprocessor; I haven't implemented
>font and style changes yet, but intend to use a code at the place of
>change. To speed things up, I have a special code to signal text
>lines with no font stuff in them (after all, probably the majority of
>the text) which thus do not have to be parsed and can be fed to f_gtext()
>directly. But as you see, the hard work remains to be done yet.

But what about when you've got a full-justified block, and you need to position the cursor ? How on earth do you find the character it's on if you`re justifying
using the VDI text functions ?

P.S. If you reply to this post, please mail me personally as well
<levon@cs.man.ac.uk> as I am going home for Christmas and my news only lasts a

couple of days. Thanks :)

******** http://www.cs.man.ac.uk/~levonj5/ ********************
Rebellion - it always sells at a profit - Manic Street Preachers
When dogma enters the brain, all intellectual activity ceases
     - Robert Anton Wilson
******* levon@cs.man.ac.uk Member of Nothing Association *******

From -154166522964921019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8ac31eb29431beff
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8ac31eb29431beff
X-Google-Attributes: gid1115ce,public
From: aw@zaphot.augusta.de (Arno Welzel)
Subject: Re: Can't delete folders on Minix partition
Date: 1995/12/15
Message-ID: <FLPQBBCHUP@zaphot.augusta.de>#1/1
X-Deja-AN: 122206664
references: <gigxr01-1412950845040001@47.85.0.99>
content-length: 714
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In <gigxr01-1412950845040001@47.85.0.99> Gerry O'Rourke wrote:

>I have several folders on a 120 Mbyte minix partition that I cannot delete.
>I have tried both the desktop delete & RMDIR (from a shell) with no change.
>
>The error message I get is 'access denied' (-36).

Maybe the directory attributes don't include 'w'-flag (r-xr-xr-x). Try
'chmod' to change these flags to 'rwxrwxrwx'.

There is NO disk-editor etc. to change the 'low-level'-data of
MinixFS-partitions! This is only possible for plain TOS-partitions!

Maybe you should use 'fsck' to check the integrity of the Minix-Parition
too.

Ciao... Arno

--
Arno Welzel   EMail: aw@zaphot.augusta.de
                 WWW: http://www.augusta.de/~joey/

From -1751036518687296041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,aa643164b73783a9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ac98452379ed5135
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,aa643164b73783a9
X-Google-Attributes: gid109a67,public
From: dancer@brisnet.org.au (root)
Subject: Re: gnu c++ problem
Date: 1995/12/15
Message-ID: <4aqrtv$bop@gateway1.brisnet.org.au>#1/1
X-Deja-AN: 122480774
references: <DIvspu.6q2@eunet.ch> <1995Dec5.125754.14603@hasler.ascom.ch>
<Pine.A32.3.91.951211132741.20079A@iris.amp.uni-hannover.de>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
organization: Brisnet Public Network Access
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
: On Tue, 5 Dec 1995, Patrick Peter wrote:

: >
: > i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
: > and have some problems.
: >
: > 1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
: >   when i start vi in the tcsh then i cannot move the cursor with the
: >   cursorkeys. Does anybody know why this doesn't work?
: >
: Originally, vi does not know THE cursor keys. vi uses other keys for
: this purpose (space for cursor right, or CTRL-P for cursor up. I believe
: this can be configured.
VI uses a standard set of cursor motion keys:
H - left
J - down
K - up
L - right

Elvis17 knows about cursor keys as well, if your termcap record is set
up properly.

: > 2. after the installation of gnu c++ i wrote a test programm hello.cc with
: >   one includefile and one output line. when i try to compile this i will
: >   get a message similar to this: "virtual memory exhausted".
: >   after starting MiNT, TOSWIN and tcsh i have around 2MB of ram left. Is
: >   that not enough or is there an error in my installation?
: >
: 2 MB might be a little tight for GNU C. Try to run TCSH without the
: TOSWIN or even use a smaller shell (tcsh is rather larger).

2MB is tight for GNUC. THREE_POINT_FIVE (3.5) MB is tight for GNU C++. If you really want to compile C++ code in 4 MB, use the smallest, nastiest shell you find, and do not load TOSWIN or GEM.

: > if it's not possible to use gnu c++, is there another c++ available for
: > the falcon?
: >
: AFAIK there is no other C++ running on Ataris.

Correct. G++ is the only one.

From -4639049526447523400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d79dbbf84e037050
X-Google-Attributes: gid1115ce,public
From: dancer@brisnet.org.au (root)
Subject: Re: tos code
Date: 1995/12/15
Message-ID: <4as5g3$f6n@gateway1.brisnet.org.au>#1/1
X-Deja-AN: 122480775
references: <4ai290$o14@usc.edu> <4aib9m$rvd@neon.airtime.co.uk>
organization: Brisnet Public Network Access
newsgroups: comp.sys.atari.programmer

Tony Greenwood (stosser@neon) wrote:
: Mathew J. Lamb (lamb) wrote:
: : Hi - is there a tos error code faq somewhere. as a newcommer to the TOS
: : ..what does code 35 indicate?
: : e-mail answers @   lamb@rana.usc.edu
: : much thanks, Mathew Lamb

: If I remember correctly, its a file missing, such as rsc or inf, or it
: is also caused if the actual program you are running is incomplete,
: Lets say you unzip a prg, you run that prg, if it was incomplete then
: you would get error 35,

: I would say you have something missing,

: Cheers.....!ynoT

35 is a bad executable format. The OS has looked at the file and has no idea what to do with it. The extension says it's executable, but the header bytes in the file say it isn't.

D

From -3955907809286536769
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8a8628ffbc2a93d
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Resident programs
Date: 1995/12/16
Message-ID: <Pine.ULT.3.91.951216083602.2947B-100000@mars.dsv.su.se>#1/1
X-Deja-AN: 122029197
references: <1995Dec12.195058.5607@lsl>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 12 Dec 1995 timbe@lsl.co.uk wrote:

> I would like to make the lattice C compiler and linker resident for a program

Use the ramdisk included in the package.

// Jens M Andreasen

From 3069600053010880717
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c35012d4bd0c4538,start
X-Google-Attributes: gid1115ce,public
From: m9174@abc.se (Carl Lofgren)
Subject: Basic 2 problem
Date: 1995/12/16
Message-ID: <4aumkj$lk6@tor.abc.se>#1/1
X-Deja-AN: 122029198
organization: ABC-Klubben
newsgroups: comp.sys.atari.programmer

Hi,

I have a small problem regarding _reading_ and _writing_ files using
HiSoft Basic 2. I believe the problem occurs with other Basic's as
well (and perhaps other languages).

Just to get familiar with HiSoft BASIC 2, I wrote the following code:

```
data$=""
OPEN "analogue.sys" FOR INPUT AS #1
     INPUT #1;data$
CLOSE #1

OPEN "test.sys" FOR OUTPUT AS #1
```

```
     PRINT #1;data$
CLOSE #1
```

In my opinion 'test.sys' would have been an exact duplicate of 'analogue.sys' but it isn't. In fact 'analogue.sys' is 8393 bytes long, and 'test.sys' is 76 bytes long.

Just some details about the files. 'analogue.sys' is a synthesizer patch dump (also known as System Exclusive), and it contains ASCII codes from 0-255.

I assume my program runs into a 'end of file' code. But how do I write my code to read the complete 'analogue.sys'?

I'd be most grateful if antyone could help me with this one.

Carl.Lofgren@abc.se

---
* Kivi 1.41a *

From 1559736083076876913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fecace2cc6cf6f18
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Falcon modem port
Date: 1995/12/16
Message-ID: <FMO7BLE@moacs.indiv.nl.net>#1/1
X-Deja-AN: 122111586
references: <4asq47$5hf@silver.scs.unr.edu>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

In article <4asq47$5hf@silver.scs.unr.edu>,
Benjamin C. Allfree <allfree@scs.unr.edu> wrote:
> Does there exist any C code to fiddle with the modem port on the Falcon
> like on the ST(e)?

Install the HSMODA package and use Fcntl(2). The desription of the Fcntl opcodes supported by HSMODA can be found in sersoft.txt (german and english).

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

From -1690961883676062557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,aa643164b73783a9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,aa643164b73783a9
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,ac98452379ed5135
X-Google-Attributes: gid1115ce,public
From: samy@interlog.com (Samy Mesbah)
Subject: Re: gnu c++ problem
Date: 1995/12/17
Message-ID: <4b1f2k$obt@gold.interlog.com>#1/1
X-Deja-AN: 122111584
references: <Pine.BUL.3.90.951213121558.963B-100000@bull.mimuw.edu.pl>
organization: InterLog Internet Services (416) 975-2655 internet@interlog.com
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.BUL.3.90.951213121558.963B-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>On Tue, 5 Dec 1995, Patrick Peter wrote:
>
>> i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
>> and have some problems.
>>
>> 1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
>>   when i start vi in the tcsh then i cannot move the cursor with the
>>   cursorkeys. Does anybody know why this doesn't work?
>

I can shed light on this one - the TERMCAP variable that TOSWIN sets
does not have all the entries - I have this fixed at home (which is
3000 Km away right now). I will be back on Jan 10 and I can post the
fix then - it simply means setting TERMCAP yourself in your
tcshrc.csh (or whatever your version of tcsh uses). You need four
additional entries for up, down, left, and right. I figured
it out by just looking at other termcap entries so you may be able
to do the same. I was going to try an update TOSWIN for AES > 4
features and fix small things like the termcap entry.

Good Luck,
Sam

From -5711744781920620 66
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c35012d4bd0c4538
X-Google-Attributes: gid1115ce,public
From: chainxor@control.auc.dk (Henrik Lunardi Weide)
Subject: Re: Basic 2 problem
Date: 1995/12/17

Message-ID: <4b1g4q$2qf@news.iesd.auc.dk>#1/1
X-Deja-AN: 122111585
references: <4aumkj$lk6@tor.abc.se>
organization: Aalborg University - Dep. of Control Engineering
reply-to: chainxor@control.auc.dk
nntp-posting-user: chainxor
newsgroups: comp.sys.atari.programmer

In article <4aumkj$lk6@tor.abc.se>, m9174@abc.se (Carl Lofgren) writes:
> Hi,
>
> I have a small problem regarding _reading_ and _writing_ files using
> HiSoft Basic 2. I believe the problem occurs with other Basic's as
> well (and perhaps other languages).
>

Hi Carl,

Though this has nothing to do with Basic :-)

Have you made your Rev.D/C Falcon run at 36 Mhz now ??

Mine is running both 36 and 40 Mhz, much more stable than before. 36 Mhz is 100% stable!!

Keep Cool and Flying...

ChainXOR...

```
// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM     //
// Running MagiC 4 OS                                               //
// E-Mail: chainxor@control.auc.dk                                  //
// Homepage: http://www.control.auc.dk/~chainxor/                   //
```

From 1846612448331896509
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c35012d4bd0c4538
X-Google-Attributes: gid1115ce,public
From: Carl Barron <75066.3204@CompuServe.COM>
Subject: Basic 2 problem
Date: 1995/12/17
Message-ID: <4b0jma$476$1@mhafm.production.compuserve.com>#1/1
X-Deja-AN: 122111587
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

SEE INPUT$ AND lof. This will copy any file whose contents will fit in ram
---cut here----
OPEN "analogue.sys" FOR INPUT AS #1
fllelen&=LOF(1)
stuff$=INPUT$(filelen&,1)
CLOSE #1
OPEN "test.sys" FOR OUTPUT AS #1
PRINT #1,stuff$;
CLOSE #1
END

From 6578829826702543021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c35012d4bd0c4538
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: Basic 2 problem
Date: 1995/12/17
Message-ID: <4b10ce$2am@neon.airtime.co.uk>#1/1
X-Deja-AN: 122206659
references: <4b0jma$476$1@mhafm.production.compuserve.com>
organization: AirTime Internet Resources Limited
newsgroups: comp.sys.atari.programmer

Carl Barron (75066.3204@CompuServe.COM) wrote:
: SEE INPUT$ AND lof. This will copy any file whose contents will fit in ram
: ---cut here----
: OPEN "analogue.sys" FOR INPUT AS #1
: fllelen&=LOF(1)
: stuff$=INPUT$(filelen&,1)

 I am not fammiliar with the programming launguage you are using BUT, it
seems you are loading data into a string$, if that is correct then isn't
there a 65k string$ limit ?

 Cheers...........!ynoT   stosser@airtime.co.uk

From 5446272273453484128
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94986d60c564700c
X-Google-Attributes: gid1115ce,public
From: dhedberg@zen.kuai.se (Daniel Hedberg)
Subject: Re: TOS 2.05 versus TOS 2.06
Date: 1995/12/17
Message-ID: <4b19hr$u6m@kaon.kuai.se>#1/1
X-Deja-AN: 122206661
references: <4acgie$sii@thoth.nilenet.com> <4arqts$i7r@newsbf02.news.aol.com>

organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Rob Aries (robaries@aol.com) wrote:

: From what I understand, they are the same, except that 2.06 is downward
: compatible with older Ataris (this is from the documentation with my TEC
: card). Such things as being able to turn the blitter on and off, and
: being able to switch from 8 to 16Mhz, are disabled in 2.06 when it sees
: that it's running on an older machine.

As far as I know TOS v2.06 also have some bugfixes. My opinion is that
it's worth upgrading from v2.05 to v2.06. Another option would be to buy
MagiC. You'll not only get a faster and bugfixed OS, you'll get a
multitasking one too.

--

```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   The Home Page of New Beat Development:   E-Mail:            IRC Nickname:
   http://www.kuai.se/~dhedberg/            dhedberg@kuai.se   _Daniel
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From 3021762476591323162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8be4ad79dc4e19b6
X-Google-Attributes: gid1115ce,public
From: cgra@btmaa.bel.alcatel.be (Chris Gray)
Subject: Re: Fichier re?u?
Date: 1995/12/18
Message-ID: <4b37qf$mm7@btmpjg.god.bel.alcatel.be>#1/1
X-Deja-AN: 122206660
distribution: world
sender: cgra@btma74 (Chris Gray)
references: <4591phodgkin@nest.demon.co.uk> <4ak2bp$17e@sargas.omicron.se>
<4apdam$9b5@studs.sci.kun.nl>
organization: Never was my forte
reply-to: grayc@btmaa.bel.alcatel.be
newsgroups: comp.sys.atari.programmer

FWIW VRAM also requires NVDI to work with TOS 4.x, presumably in order to
use blitter-free code.

(VRAM: the Betamax of Atari vm ;{)
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
You can hire the brain behind this message! See
http://plato.digiweb.com/kiffer/chris_gray/resume.html
for details.
Opinions expressed are purely personal unless otherwise stated.

From 1530621606282250761
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab07afd020dd661f,start
X-Google-Attributes: gid1115ce,public
From: Carl Barron <75066.3204@CompuServe.COM>
Subject: Basic 2 problem
Date: 1995/12/18
Message-ID: <4b3dk7joh1@mhade.production.compuserve.com>#1/1
X-Deja-AN: 122206662
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

Subject: Basic 2 problem

 --stosser@neon (Tony Greenwood)

 I am not fammiliar with the programming launguage you are using BUT, it
seems you are loading data into a string$, if that is correct then isn't
there a 65k string$ limit ?
 -- end quote
 The language is Hisoft Basic 2 and there is no 64K limit on string length.
There is a limit,(2^31-1) or (2^32-1), I forget which but you need at least
2Gigs of ram to reach it. :) You are correct, It is inputing into a string.
This is a very efficient way to read large chunks of binary data.

From -779511898792954646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8ac31eb29431beff
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8ac31eb29431beff
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: Can't delete folders on Minix partition
Date: 1995/12/18
Message-ID: <4b42t4$lk@sargas.omicron.se>#1/1
X-Deja-AN: 122206665
references: <gigxr01-1412950845040001@47.85.0.99> <FLPQBBCHUP@zaphot.augusta.de>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0

newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

aw@zaphot.augusta.de (Arno Welzel) writes:

>In <gigxr01-1412950845040001@47.85.0.99> Gerry O'Rourke wrote:

>>I have several folders on a 120 Mbyte minix partition that I cannot delete.
>>I have tried both the desktop delete & RMDIR (from a shell) with no change.
>>
>>The error message I get is 'access denied' (-36).

>Maybe the directory attributes don't include 'w'-flag (r-xr-xr-x). Try
>'chmod' to change these flags to 'rwxrwxrwx'.

>There is NO disk-editor etc. to change the 'low-level'-data of
>MinixFS-partitions! This is only possible for plain TOS-partitions!

>Maybe you should use 'fsck' to check the integrity of the Minix-Parition
>too.

He might alson have got a device file in there. Just do a "rm -fr <dir>"
and it should be gone.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From 409932330793548082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8be4ad79dc4e19b6
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: Fichier re?u?
Date: 1995/12/18
Message-ID: <4b430s$ll@sargas.omicron.se>#1/1
X-Deja-AN: 122206666
references: <4591phodgkin@nest.demon.co.uk> <4ak2bp$17e@sargas.omicron.se>
<4apdam$9b5@studs.sci.kun.nl> <4b37qf$mm7@btmpjg.god.bel.alcatel.be>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

cgra@btmaa.bel.alcatel.be (Chris Gray) writes:

>FWIW VRAM also requires NVDI to work with TOS 4.x, presumably in order to
>use blitter-free code.

1: There is absolutely no problem in disabling the blitter on Falcon.
2: VRAM defines the virtual memory as TT-RAM, hence so problems with blitter.

AFAIK the blitter can't be used on TT-RAM.
--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From 2509338859454629598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8ac31eb29431beff
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8ac31eb29431beff
X-Google-Attributes: gid1115ce,public
From: cpb4@ukc.ac.uk (C.P.Briscoe-Smith)
Subject: Re: Can't delete folders on Minix partition
Date: 1995/12/18
Message-ID: <377@bay.ukc.ac.uk>#1/1
X-Deja-AN: 122206667
sender: cpb4@ukc.ac.uk
references: <gigxr01-1412950845040001@47.85.0.99>
organization: University of Kent at Canterbury, UK.
reply-to: cpb4@ukc.ac.uk (C.P.Briscoe-Smith)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <gigxr01-1412950845040001@47.85.0.99>,
Gerry O'Rourke <gigxr01@nt.com> wrote:
>I have several folders on a 120 Mbyte minix partition that I cannot delete.
>I have tried both the desktop delete & RMDIR (from a shell) with no change.
>
>The error message I get is 'access denied' (-36).
>
>These folders are not corrupt, as I can copy in & out files.

I've come across one obscure situation where this can occur, which no-one
else seems to have mentioned yet. (I'm assuming you've using MiNT and
MinixFS to access your Minix partition.)

MiNT protects against any directory being removed if that directory is
the currect directory of any process currently in the system. Check that
you haven't got any stopped jobs whose current dir. is the one you're
trying to delete.

This can happen if, for example, I go into directory foo, 'less *' to
examine the files, Ctrl-Z to stop less, then I forget about the less, and
eventually decide I want to remove the directory and all its contents.
I then get 'access denied' messages when I 'rm -rf foo', reminding me to
check for stopped jobs. As soon as I kill off the 'less', I can remove
the directory.

Hope this helps...

--Charles

From -5620446382532342328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5171b6144cc252d
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Word processors & Speedo GDOS
Date: 1995/12/18
Message-ID: <4b3vdg$3l9@studs.sci.kun.nl>#1/1
X-Deja-AN: 122480778
references: <4ak46h$fn5@yama.mcc.ac.uk> <4anqgr$44f@studs.sci.kun.nl>
<4as559$gvp@yama.mcc.ac.uk>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <4as559$gvp@yama.mcc.ac.uk> Movement <levon@cs.man.ac.uk> writes:

>sanders@sci.kun.nl (Sander Stoks) wrote:

>>I'm currently writing a Speedo wordprocessor; I haven't implemented
>>font and style changes yet, but intend to use a code at the place of
>>change. To speed things up, I have a special code to signal text
>>lines with no font stuff in them (after all, probably the majority of
>>the text) which thus do not have to be parsed and can be fed to f_gtext()
>>directly. But as you see, the hard work remains to be done yet.

>But what about when you've got a full-justified block, and you need to position
>the cursor ? How on earth do you find the character it's on if you`re
>justifying
>using the VDI text functions ?

Aaah! There you've put your finger on the sore spot. To tell you the
truth, I don't know. I think the only way is to do my own
justification and keep track of the offsets. Which is really a shame,
as it will probably slow down my output routines too.

Or - something I just thought of - if I set the justification routines
to `stretch spaces only', and devide the difference between the full
width and the unjistified line width by the number of spaces in the
line, I know by how much each space is stretched. I'll have to do
some experimenting to see if one-off cursor positioning (which will
probably happen in that case) is something that can be lived with.

Hmmm.

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
/K%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}   /*ATARI Falcon030 */

From 4285996298461853897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58667ba279b3bdca,start
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: Can't delete folders on Minix partition (rm -rf worked)
Date: 1995/12/19
Message-ID: <4b6j5d$61c@sargas.omicron.se>#1/1
X-Deja-AN: 122295209
references: <gigxr01-1912950840110001@47.85.0.99>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

gigxr01@nt.com (Gerry O'Rourke) writes:

>When I used rm -rf the folders were zapped, great.

>Thanks to all who replied.

>I never found the "-f" option explained in any of the documentation that
>accompanied the miNT-kit. I had previously used the rm -r option.

>Is there a book (or a file) that explains all of the various Unix commands
>& options available?

You can pick up any book on Unix, try the nutshell handbooks from
O'Reilly and Associates.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From -651603088058388506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab07afd020dd661f
X-Google-Attributes: gid1115ce,public
From: m9174@abc.se (Carl Lofgren)
Subject: Basic 2 problem
Date: 1995/12/19
Message-ID: <4b6gev$stq@tor.abc.se>#1/1
X-Deja-AN: 122295210
organization: ABC-Klubben
newsgroups: comp.sys.atari.programmer

M> M> In my opinion 'test.sys' would have been an exact duplicate of
M> M> 'analogue.sys' but it isn't. In fact 'analogue.sys' is 8393 bytes
M> M> long, and 'test.sys' is 76 bytes long.

M> -
M> Your problem is the use of INPUT, which stops when it reaches a terminator
M> like a <CR> or a comma.

Yes, it was. Fortunately, I've sorted it out now. Thanks!

Carl.Lofgren@abc.se

---
* Kivi 1.41a *

From 7326352406174242361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e3d237ed5529f78b,start
X-Google-Attributes: gid1115ce,public
From: xpitcadet@aol.com (X PITCADET)
Subject: ***MUST SELL 1040 STE ASAP***
Date: 1995/12/19
Message-ID: <4b6o60$bph@newsbf02.news.aol.com>#1/1
X-Deja-AN: 122295211
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)
reply-to: xpitcadet@aol.com (X PITCADET)
newsgroups: comp.sys.atari.programmer

FOR SALE: ATARI 1040 STE WITH CUBASE NOTATION/SEQUENCING SOFTWARE

$200.00 or B/O

4 Meg. Ram
Midi Ports
Atari SC Monitor
Cubase Software
Tons of software, manuals, and original boxes

E-mail ASAP: xpitcadet@aol.com

From -766892301573611180
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58667ba279b3bdca
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: Can't delete folders on Minix partition (rm -rf worked)
Date: 1995/12/19
Message-ID: <gigxr01-1912950840110001@47.85.0.99>#1/1
X-Deja-AN: 122295212
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

When I used rm -rf the folders were zapped, great.

Thanks to all who replied.

I never found the "-f" option explained in any of the documentation that accompanied the miNT-kit. I had previously used the rm -r option.

Is there a book (or a file) that explains all of the various Unix commands & options available?

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From 2948454004489822848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56a5d2d5bfe38e07,start
X-Google-Attributes: gid1115ce,public
From: jbaumgar@coil.com (James E. Baumgardner II)
Subject: VT100 Codes?
Date: 1995/12/19
Message-ID: <4b6se5$r9@bronze.coil.com>#1/1
X-Deja-AN: 122295213
organization: Central Ohio Internet Link, Inc. (614)242-3814
newsgroups: comp.sys.atari.programmer

I'm writing a telnet client for STiK, and I would like to know if anyone has a list of the VT100 escape codes. It's a little difficult to implement them by guess and check. <g>

--
Jim Baumgardner (jbaumgar@coil.com) http://www.coil.com/~jbaumgar
"Matricies? We don't need no stinkin' matricies!" - my linear algebra professor while proving a corollary to the Cayley-Hamilton Theorem

From -1101759523911702 40
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab07afd020dd661f
X-Google-Attributes: gid1115ce,public
From: m9174@abc.se (Carl Lofgren)
Subject: Basic 2 problem
Date: 1995/12/19
Message-ID: <4b68se$r4o@tor.abc.se>#1/1
X-Deja-AN: 122295214
organization: ABC-Klubben
newsgroups: comp.sys.atari.programmer

75066.3204@CompuServe.COM wrote...

7> SEE INPUT$ AND lof. This will copy any file whose contents will fit in ram
7> ---cut here----
7> OPEN "analogue.sys" FOR INPUT AS #1
7> fllelen&=LOF(1)
7> stuff$=INPUT$(filelen&,1)
7> CLOSE #1
7> OPEN "test.sys" FOR OUTPUT AS #1
7> PRINT #1,stuff$;
7> CLOSE #1
7> END

Thanks! I'll check it out.

Carl.Lofgren@abc.se

---
* Kivi 1.41a *

From 2699076338515142259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab07afd020dd661f
X-Google-Attributes: gid1115ce,public
From: m9174@abc.se (Carl Lofgren)
Subject: Re: Basic 2 problem
Date: 1995/12/19
Message-ID: <4b68sg$r4q@tor.abc.se>#1/1
X-Deja-AN: 122295215
organization: ABC-Klubben
newsgroups: comp.sys.atari.programmer

c> Have you made your Rev.D/C Falcon run at 36 Mhz now ??

No, not yet. I'm going to Paris very soon, and I won't buy anything
before. But I _will_ get the FX card. I don't trust Wizztronic
anymore.

c> Mine is running both 36 and 40 Mhz, much more stable than before. 36 Mhz is
c> 100% stable!!

How much faster does your Falcon _feels_?

Carl.Lofgren@abc.se

---
* Kivi 1.41a *

From -9185631409819131479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab07afd020dd661f
X-Google-Attributes: gid1115ce,public
From: m9174@abc.se (Carl Lofgren)
Subject: Re: Basic 2 problem
Date: 1995/12/19
Message-ID: <4b68sb$r4l@tor.abc.se>#1/1
X-Deja-AN: 122295216
organization: ABC-Klubben
newsgroups: comp.sys.atari.programmer

s> Carl Barron (75066.3204@CompuServe.COM) wrote:
s> : SEE INPUT$ AND lof. This will copy any file whose contents will fit in
s> ram
s> : ---cut here----
s> : OPEN "analogue.sys" FOR INPUT AS #1
s> : fllelen&=LOF(1)
s> : stuff$=INPUT$(filelen&,1)
s>
s> I am not fammiliar with the programming launguage you are using BUT, it
s> seems you are loading data into a string$, if that is correct then isn't
s> there a 65k string$ limit ?

I believe HiSoft supports 16Mb strings.

Carl.Lofgren@abc.se

---
* Kivi 1.41a *

From -30878806262890053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56a5d2d5bfe38e07
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: VT100 Codes?
Date: 1995/12/19
Message-ID: <819401442_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 122295217
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <4b6se5$r9@bronze.coil.com>
  jbaumgar@coil.com (James E. Baumgardner II) said:-

>I'm writing a telnet client for STiK, and I would like to know if anyone
>has a list of the VT100 escape codes. It's a little difficult to
>implement them by guess and check. <g>

They were posted a bit back by some kind soul. Email me and I'll send
you a copy.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 8119438324294711477
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab07afd020dd661f
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Basic 2 problem
Date: 1995/12/19
Message-ID: <4b743u$es3@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 122295218
references: <4b3dk7joh1@mhade.production.compuserve.com>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Carl Barron (75066.3204@CompuServe.COM) wrote:
> Subject: Basic 2 problem

> --stosser@neon (Tony Greenwood)

> I am not fammiliar with the programming launguage you are using BUT, it
> seems you are loading data into a string$, if that is correct then isn't
> there a 65k string$ limit ?
> -- end quote
> The language is Hisoft Basic 2 and there is no 64K limit on string length.
> There is a limit,(2^31-1) or (2^32-1), I forget which but you need at least
> 2Gigs of ram to reach it. :) You are correct, It is inputing into a string.
> This is a very efficient way to read large chunks of binary data.

Do it right - use the

```
     BLOAD filename$,address
```

command. This is a shit load faster than using input.
use VARPTR to get the address of a buffer to load into.

Or, if you want to load in segments, use the LIBRARY"GEMDOS" functions for doing
file i/o.

Craig.

(Author of DULIB, OOPLIB, NVDILIB & MODLIB for HiSoft Basic)

From -5929789694847863584
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94986d60c564700c
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: TOS 2.05 versus TOS 2.06
Date: 1995/12/20
Message-ID: <DJwF0w.1sx@cix.compulink.co.uk>#1/1
X-Deja-AN: 122376267
references: <4acgie$sii@thoth.nilenet.com>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>Is there really much of a difference between 2.05 and 2.06? I am thinking
>about upgrading.
A big difference. Apart from stacks of other things (128,000 words, 340
pages, 101 tables etc) The Atari A to Z has full details on all the machines
and TOSes.
Only available from me and cheap!
Email me for further details.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From 3956582270718870479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58667ba279b3bdca
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Can't delete folders on Minix partition (rm -rf worked)
Date: 1995/12/20
Message-ID: <Pine.A32.3.91.951220104635.19735A-100000@iris.amp.uni-
hannover.de>#1/1
X-Deja-AN: 122376268
references: <gigxr01-1912950840110001@47.85.0.99>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

On Tue, 19 Dec 1995, Gerry O'Rourke wrote:

> When I used rm -rf the folders were zapped, great.
>
> Thanks to all who replied.
>
> I never found the "-f" option explained in any of the documentation that
> accompanied the miNT-kit. I had previously used the rm -r option.
>
> Is there a book (or a file) that explains all of the various Unix commands
> & options available?
>
I don't think you'll have any luck. On AIX, the -f option means the
command won't prompt for removing write-protected files, but it does not
affect the ability to do so. You see those option mean slightly different
things from Unix to Unix. Its better to get the proper man pages for your
specific implementation. My suggestion is to aquire the "manual" section
of KGMD, which AFAIK features a rather complete set of man pages.

Cheers Peter

   Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 4841846121709737716
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94986d60c564700c
X-Google-Attributes: gid1115ce,public

From: dancer@brisnet.org.au (root)
Subject: Re: TOS 2.05 versus TOS 2.06
Date: 1995/12/20

Message-ID: <4b888e$lov@gateway1.brisnet.org.au>#1/1
X-Deja-AN: 122480776

references: <4acgie$sii@thoth.nilenet.com> <4arqts$i7r@newsbf02.news.aol.com>
organization: Brisnet Public Network Access
newsgroups: comp.sys.atari.programmer

Rob Aries (robaries@aol.com) wrote:
: >Is there really much of a difference between 2.05 and 2.06? I am
: thinking
: >about upgrading.

: From what I understand, they are the same, except that 2.06 is downward
: compatible with older Ataris (this is from the documentation with my TEC
: card). Such things as being able to turn the blitter on and off, and
: being able to switch from 8 to 16Mhz, are disabled in 2.06 when it sees
: that it's running on an older machine.

They work that way in 2.05 as well.

D

From -7240251964716773720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c35012d4bd0c4538
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: Basic 2 problem
Date: 1995/12/20
Message-ID:
<ftn_2.203.221.11$fidonet.org_30d85559_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 122807535
sender: news@ct.se
references: <4b1g4q$2qf@news.iesd.auc.dk>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Henrik Lunardi Weide wrote to All :
 HLW> Though this has nothing to do with Basic :-)
 HLW>
 HLW> Have you made your Rev.D/C Falcon run at 36 Mhz now ??
 HLW>
 HLW> Mine is running both 36 and 40 Mhz, much more stable than before. 36 Mhz
 HLW> is 100% stable!!

Have anyone of you a SCSI hd? Any problems?

 HLW> // Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
 HLW> // 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM   //

Is that SCSII-II an CD-ROM?

mvh,
Magnus Kollberg

From -8102061367357897184
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c35012d4bd0c4538

X-Google-Attributes: gid1115ce,public
From: m9174@abc.se (Carl Lofgren)
Subject: Re: Basic 2 problem
Date: 1995/12/21
Message-ID: <4ba5j8$kh1@tor.abc.se>#1/1
X-Deja-AN: 122376269
organization: ABC-Klubben
newsgroups: comp.sys.atari.programmer

C> Do it right - use the
C>
C> BLOAD filename$,address
C>
C> command. This is a shit load faster than using input.
C> use VARPTR to get the address of a buffer to load into.

Hmmm... why not.

C> Or, if you want to load in segments, use the LIBRARY"GEMDOS" functions for
C> doing file i/o.
C>
C> Craig.
C> (Author of DULIB, OOPLIB, NVDILIB & MODLIB for HiSoft Basic)

What's that?

Carl.Lofgren@abc.se

---
* Kivi 1.41a *

From 3604524674905697243
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d41948e45e5e5616,start
X-Google-Attributes: gid1115ce,public
From: David White <davidw@rd.bbc.co.uk>
Subject: Gnu c++ setup problems
Date: 1995/12/21
Message-ID: <4bbaho$acl@bbcnews.rd.bbc.co.uk>#1/1
X-Deja-AN: 122480777
organization: British Broadcasting Corporation, UK
newsgroups: comp.sys.atari.programmer

Hello, people!
     I have beren struggling for a while to set up
Gnu c++ on my falcon (MultiTOS, Outside and hard disk).
Is there a fools guide to setting up Gnu C on a TOS partition,
including a list of libraries and instructions on make files?
I would like to start C++ development on my machine ... I'm fed
up of programming for windoze at work! If there isn't any such
instructions file to make life a little easier, maybe someone

ought to consider putting their experience to some good use.
    Also, does gnu c support some of the more recent C++
additions such as templates?

-David White

//standard disclaimer

From -6545142751372338822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ab07afd020dd661f
X-Google-Attributes: gid1115ce,public
From: chainxor@control.auc.dk (Henrik Lunardi Weide)
Subject: Re: Basic 2 problem
Date: 1995/12/21
Message-ID: <4bbgda$ocp@news.iesd.auc.dk>#1/1
X-Deja-AN: 122480779
references: <4b68sg$r4q@tor.abc.se>
organization: Aalborg University - Dep. of Control Engineering
reply-to: chainxor@control.auc.dk
nntp-posting-user: chainxor
newsgroups: comp.sys.atari.programmer

In article <4b68sg$r4q@tor.abc.se>, m9174@abc.se (Carl Lofgren) writes:
> c> Have you made your Rev.D/C Falcon run at 36 Mhz now ??
>
> No, not yet. I'm going to Paris very soon, and I won't buy anything
> before. But I _will_ get the FX card. I don't trust Wizztronic
> anymore.

What about a AfterBurner040, it's suppose to make the 486DX2 look like a old
ZX81 :-)
It performs a mere 1000 % in RAM-access (!!!!!) when running a program in FastRAM
(GemBench results.) compared to a 16 Mhz 68030 Falcon!

> c> Mine is running both 36 and 40 Mhz, much more stable than before. 36 Mhz is
> c> 100% stable!!
>
> How much faster does your Falcon _feels_?

It feels quite snappy now, especially when running MagiC 4.

But old MultiTOS also runs quite acceptable now, compared to the crawling speed
before I got the FastRAM.

There is a BIIIIIG difference in performance, when running in 36 Mhz with FastRAM
in 256 colors on the desktop. I'm always running in 800x600 in 256 colors now.

MPEG-players are running much faster when running at 36 Mhz (of course the 50 Mhz
DSP does something too).

Keep Cool and Flying...

ChainXOR...

```
// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM     //
// Running MagiC 4 OS                                               //
// E-Mail: chainxor@control.auc.dk                                  //
// Homepage: http://www.control.auc.dk/~chainxor/                   //
```

From -552276906116652400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef9918be8509beb4,start
X-Google-Attributes: gid1115ce,public
From: info@ipgnet.com (Rod Marquart)
Subject: INTERNATIONAL PROGRAMMERS GUILD
Date: 1995/12/21
Message-ID: <4bc2nm$rt@guild.ipgnet.com>#1/1
X-Deja-AN: 122480780
organization: IPG
newsgroups: comp.sys.atari.programmer

International Programmers Guild (IPG)

IPG represents professional programmers globally. Its recognized certification program continues to ensure and uphold the highest standards and principles in the field of programming. Services for members include: certification, job & contract referral, fellowship & networking etc..

URL: http://www.ipgnet.com/
e-mail: ipg@ipgnet.com

From 8106524370674425457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7baf4685ac63a98,start
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: ICONIFY
Date: 1995/12/21
Message-ID: <Pine.A32.3.91.951221160113.8837B-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 122480781
organization: RRZN - Newsserver
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi

I thought about introducing ICONIFY into some of my programs.
Unfortunately I have very little documentation on the topic. A few
questions :
The iconified window shows a little icon. Is it the AESs task to care for
this icon, or must the program handle the redraws etc. for the small
window with the icon ? If the AES cares for it : How do I tell the AES
the actual ICON to use ?
To uniconify I use the wind_set (... WF_UNICONIY ...) call. Do I have to
supply the size values that came with the WM_UNICONIFY message ? Or is it
automatically restored to the original size and position ?
How does ALLICONIFY work ?

Thanks for any info, as I don't own the MTOS programming docs.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -644291897617788256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99eca43f11ac8e20,start
X-Google-Attributes: gid1115ce,public

From: rcain@nest.demon.co.uk (Roger Cain)
Subject: Re: Subject used for Internet address posting.
Date: 1995/12/21

Message-ID: <4960rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 122580817
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

Anyone know of an assembler which will handle >65000 source
lines?

Roger
rcain@nest.demon.co.uk

--

From -3047397039152616966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45fe80ff74bfe891,start
X-Google-Attributes: gid1115ce,public
From: sinbad@globalnet.co.uk (Martin Cubitt)
Subject: STOS EXTRA extension
Date: 1995/12/22
Message-ID: <4beurq$toe@pippin.globalnet.co.uk>#1/1
X-Deja-AN: 122580813
organization: A Global Internet client.
newsgroups: comp.sys.atari.programmer

A new version of EXTRA is well on its way. There will be several new commands and of course the usual improvements. The fee is yet to be decided. If you can't wait then write to Top Byte (address in most Atari ST publications) and demand it gets sorted out NOW!

Owners of the existing EXTRA 3.00 will be given the option to upgrade to version 3.10 when it is released. Again, the fee has not yet been decided.

One of the commands to go is lextra. I am sorry because I am sure so many of you used it to its capacity but it had to go to make way for other commands ;)

Thanks you to all those registered users who completed the questionnaire. The feedback has been taken on board and is appreciated.

Martin Cubitt, author EXTRA extension.

From 4177750055229775528
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7baf4685ac63a98
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: ICONIFY
Date: 1995/12/22
Message-ID: <30DA7AB8.3D21@imc.exec.nhs.uk>#1/1
X-Deja-AN: 122580814
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <Pine.A32.3.91.951221160113.8837B-100000@iris.amp.uni-hannover.de>
to: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b3 (X11; I; SunOS 5.4 sun4m)

Peter Rottengatter wrote:
> The iconified window shows a little icon. Is it the AESs task to care for
> this icon, or must the program handle the redraws etc. for the small
> window with the icon ? If the AES cares for it : How do I tell the AES
> the actual ICON to use ?

You are responsible for drawing the contents of an iconified window. You just get WM_REDRAW messages...

> To uniconify I use the wind_set (... WF_UNICONIY ...) call. Do I have to
> supply the size values that came with the WM_UNICONIFY message ? Or is it
> automatically restored to the original size and position ?

I think you have to pass the values you get from the WM_UNICONIFY message into the WF_UNICONIFY command. The AES remembers the uniconified size & position of the window for you at any rate.

ALL_ICONIFY is a pig because you are responsible for remembering all your window positions before you close them.

This is sort of explained in the Compendium, although not very well.

--Chris

From 4445032226054883124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,234154c990af483e,start
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: STOS PROGRAMMERS
Date: 1995/12/22
Message-ID: <4be95t$4v@neon.airtime.co.uk>#1/1
X-Deja-AN: 122580815
organization: AirTime Internet Resources Limited
newsgroups: comp.sys.atari.programmer

Hi

  Any STOS programmer here?, well there must be, it seems STOS was voted best programming launguage in the Annual ST Format awards,

  Well now we have our own page, for the latest STOS.FAQ the most extensive S.EXTension list (that includes downloading and reading doc files or mailing the authors), all the information about what articles have appeared in 25 issues of STOSSER Diskzine, a list of all the files given away in that diskzine, Download STOSSER,
  Articles and info abound, aprox half a meg of text for you to read, major update in January with a couple of hundred thousand more bytes of STOS text for you, check it out NOW!

Works with CAB in low or Medium rez, best in med!

http://www.airtime.co.uk/users/stosser/

Please give me some feedback!

Tony Greenwood: irc channel#atari <stosser>
++
+ Stosser Diskzine founder and programmer issues 1-25 to Nov 1995 +
+ Author and Keeper of the STOS FAQ from September 1995 onwards +
+ Author STOS Masterclass tutorial series for ST Format Issu'71,72 +
+ Sponser/Keeper STOS Forever on Ad-Lib BBS (0191) 370 2659 +
+ Supplier to STOS page at http://www.mcc.ac.uk/~dlms/atari.html +
+ Commercial,Shareware and Freeware STOS programmer,(Current/Live) +
+ Official programmer for Stosser software <stosser@airtime.co.uk> +
++

From 4244033394419662374
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,21501e53efdd3a7a,start
X-Google-Attributes: gid1115ce,public
From: houtzage@let.rug.nl (H.P. Houtzagers)
Subject: From 1st Word (or Steve) to Signum 4
Date: 1995/12/22
Message-ID: <houtzage.10.30DAB039@let.rug.nl>#1/1
X-Deja-AN: 122580816
sender: news@let.rug.nl (News system at let.rug.nl)
organization: Faculteit der Letteren, Rijksuniversiteit Groningen, NL
newsgroups: comp.sys.atari.programmer

As a STEVE and Signum user I am interested if there exists a programme that converts STEVE (or 1st Word) files into Signum 4. In my Signum 2 days I used a very handy programme made (I think) by Georg Scheibler in Germany. Is there something comparable for Signum 4 users?

Peter Houtzagers

Groningen, The Netherlands

From -8052438192267691351
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b2c9b31193e0def
X-Google-Attributes: gid1115ce,public
From: dancer@brisnet.org.au (root)
Subject: Re: STIK and SLIRP

Date: 1995/11/29
Message-ID: <49irkt$ce0@gateway1.brisnet.org.au>#1/1
X-Deja-AN: 120495326
references: <497p5m$p4e@krone.daimi.aau.dk>
organization: Brisnet Public Network Access
newsgroups: comp.sys.atari.programmer

Casper Budtz-Jorgensen (budtz@dfi.aau.dk) wrote:
: Hi, I'm trying to get my ST on the net using STIK and the SLIP.emulator
: SLIRP.

: But I'm having problems. Stik doesn't get further than 'Resolving
: Hostname'.

: I've got two DNS-addresses, so that's not the problem. Anyone got any
: ideas?

: Maybe STIK and SLIRP just don't like each other.

Repeat: For STiK to work, you have to have SLIP. Real, non-compressed SLIP.
Not CSLIP. Not TIA. Not a superset or a subset of SLIP. Not PPP. Not term.
If you have a shell account login, you are likely out of luck, as most of the
SLIP-like protocols that are designed to run from that are not true SLIP
or have default enhancements like compression.

D

From -1921870336431615991
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Accessory memory problems
Date: 1995/11/29
Message-ID: <Pine.A32.3.91.951129100630.10284C-100000@juno.amp.uni-
hannover.de>#1/1
X-Deja-AN: 120600790
references: <491vne$hoo@bambam.soi.city.ac.uk> <30B5B836.1121@imc.exec.nhs.uk>
<49f1jg$aem@bambam.soi.city.ac.uk>
x-sender: perot@juno.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 28 Nov 1995, Hall BJ wrote:

> >Yes, DA's are quite restricted in how they work. The biggest problem is that
> >they can't request any memory from TOS (ie you can't use Malloc).
>

> >The basic work-around is to fool TOS into thinking the program making the
Malloc
> >is not you, but something else. You do that by fudging the current-process
> >system variable just before you Malloc, and restore it as soon as Malloc
returns.
>
> Erm. Can you describe this a bit more? I'm using GFA, so I don't know if things
like this
> are possible. This is under normal non-mtasking TOS, yes?
>
Please, don't do that. This would be considered dirty programming because
you gotta write the current-process variable, which is documented
as read-only. On later TOS versions (certainly on mtask versions) the
program may very well crash.

Cheere Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From -5081125263115068481
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public

From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Accessory memory problems
Date: 1995/11/29

Message-ID: <Pine.A32.3.91.951129095226.10284B-100000@juno.amp.uni-
hannover.de>#1/1
X-Deja-AN: 120778901
references: <491vne$hoo@bambam.soi.city.ac.uk>
x-sender: perot@juno.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 28 Nov 1995, Hall BJ wrote:

>
> >Conclusion is that any memory needed by an accessory should be allocated
> >at bootup time. Only exception is that the accessory handles the AC_CLOSE
> >message properly.
>
> So there's no way under normal TOS to request memory dynamically from an ACC?
> Oh, welks.
>
No, you misunderstood. It can be done by utilizing the AC_CLOSE message.

But there were rumors that occasionally this doesn't work properly.
However, it worked fine when i tried this.
After receiving the AC_CLOSE message by evnt_multi() you _must not_ call
any further AES function before you've freed _all_ memory that has been
allocated after bootup time. The reason that you must free that memory
I've explained earlier. You must do it _before_ the next AES call because any
AES call may do a taskswitch, completing the main application shutdown.
That shutdown would release all that memory, and from that point you may
neither access the memory (of course) nor free it ('cos it's already
freed and TOS is programmed badly enough that it cannot cope with free
memory chunks that are freed again).
The thing is dangerous anyway, 'cos you gotta expect bugs in single-TOS
everywhere (the rumors I mentioned above probably got to do with that).
So it's certainly safer to do without these things.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -4283089045632409003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec1121c1a57e2e94,start
X-Google-Attributes: gid1115ce,public
From: avsec@westminster.ac.uk (Philip Shore)
Subject: Changing Falcon Resolution ?
Date: 1995/11/30
Message-ID: <DIussE.37C@westminster.ac.uk>#1/1
X-Deja-AN: 120495324
sender: news@westminster.ac.uk
organization: University of Westminster
newsgroups: comp.sys.atari.programmer

Not long ago I posted an article asking why my Falcon program could change
resolution and back to normal ok without blowup, but the screen is messed up
when you get back to the desktop with blowup turned on.

Aparently this was a bug with blowup and have since installed an upgrade which
was supposed to fix this - but alas no.

I there anything you need to save apart from the modecode before chnging
resolution ?

Would I be better off saving the size of the screen using Vgetsize()
and returning to normal memory using that ?

Thanks,
Phil.
--

/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk
             http://www.cranfield.ac.uk/public/me/ev942703

Atari Falcon030 4mb/120HD/FPU

There comes a time when you've got to count your chickens.

From 7224057493744952445
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9e13f0ee786a20eb,start
X-Google-Attributes: gid1115ce,public
From: nip73 <nip73@rz.uni-kiel.d400.de>
Subject: "GNU C & GRAPHICS
Date: 1995/11/30
Message-ID: <7479*/S=nip73/OU=rz/PRMD=uni-kiel/ADMD=d400/C=de/@MHS>#1/1
X-Deja-AN: 120495327
x400-received: by /PRMD=uni-kiel/ADMD=d400/C=de/; Relayed;
x-nntp-posting-host: nms.rz.uni-kiel.de
x400-content-type: P2-1984 (2)
conversion: Prohibited
content-identifier: 7479
x400-recipients: COMP.SYS.ATARI.PROGRAMMER@NEWS.DEMON.CO.uk
               thu, 30 nov 1995 18: 22:40 +0100
               relayed; thu, 30 nov 1995 18: 24:17 +0100
x400-originator: nip73@rz.uni-kiel.d400.de
newsgroups: comp.sys.atari.programmer
x400-mts-identifier: [/PRMD=uni-kiel/ADMD=d400/C=de/;951130182240]

Hi there !

Could somebody give me a hint what libraries I could use with
GNU C on my AtariST ?
I wanted to do some graphic-stuff - FAST graphic-stuff to be more
precise ;)

thanx in advance,
Andreas

--
| Andreas ,,SEGRATIS'' Bunten   I only speak for myself |
| < NIP73@rz.uni-kiel.d400.de >   and nobody else ... |
--
| "Pride is all very well, but a sausage is a sausage." |
| (Terry Pratchett, Men At Arms) |
--

From -2267937495369667320

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public
From: postmaster@anuurn.ruhr.de (The Postmaster)
Subject: Re: Accessory memory problems
Date: 1995/11/30
Message-ID: <30be340a3b53c92@anuurn.ruhr.de>#1/1
X-Deja-AN: 120495328
references: <30BB3760.2300@imc.exec.nhs.uk>
content-type: text/plain; charset=ISO-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <30BB3760.2300@imc.exec.nhs.uk>,
Chris Ridd (C.Ridd@imc.exec.nhs.uk) wrote:

>There is a TOS system variable called the current process pointer (or something
>like that). Basically, under single-TOSes it contains the address of the current
>process' basepage. All you do (!) is save the old value, then copy in a pointer
>to your parent's basepage, call Malloc, then copy the old value back.
>
>You can find a pointer to your parent's basepage in your basepage: I don't know
>if GFA gives you access to this :-(
>
>This stuff DOES NOT WORK (nor is it needed) under multitasking TOSes.

True, but it doesn't work either (but *is* needed) under "normal"
single-tasking TOS if MiNT is active... :-(

Martin

>Come to think of it, perhaps you find the current process' basepage using the
>ROM header. It is documented in things like the Compendium, anyway.
>
>--Chris

--
 Martin Koehling // NEW email address: mk@anuurn.ruhr.de

From -7567911034533883976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6ec7fc0dd9c24be3
X-Google-Attributes: gid1115ce,public
From: postmaster@anuurn.ruhr.de (The Postmaster)
Subject: Re: MiNT, XaAES, NVDI - Safe registers?
Date: 1995/11/30
Message-ID: <30be340e3b57203@anuurn.ruhr.de>#1/1
X-Deja-AN: 120495329
references: <49emp2$5ok@studs.sci.kun.nl>
content-type: text/plain; charset=ISO-8859-1
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

In <49emp2$5ok@studs.sci.kun.nl>,
Sander Stoks (sanders@sci.kun.nl) wrote:

>"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:
>
>>Sander Stoks (sanders@sci.kun.nl) wrote:
>>> register optimisations!) failed. How can I force my compiler to use
>>> only a given set of registers, if at all?
>
>>XaAES runs as a user mode server program, and interfaces via pipes, so
>>this isn't an issue. If it's running a standard GEM program, the only
>>register that the trap re-director will corrupt is a0, but I will fix
>>that if it's problem.
>
>I don't think that's a problem, but I still don't know how one can
>compile one's program and have control over what registers will be
>used. Or do all C compilers save all registers before calling another
>routine?

Most Atari C compilers preserve D2-D7/A2-A7 across function
calls; unfortunately, Pure C 1.0 uses D0-D2/A0-A1 for passing
parameters and thus *does not* save D2 - which may cause
problems if a program that *wasn't* compiled with Pure C 1.0
calls a function that *was*...

Examples of this: GEM AES (when it calls USERDEF functions) or
the Minix FS driver (when it calls MiNT kernel functions through
the kerinfo struct); the latter only is problematic if MiNT was
compiled using Pure C 1.0 and the FS driver wasn't...
(And you simply *can't* compile the current Minix FS driver with
Pure C since it uses some GNU C extensions.)

You might have noticed the Pure C version number: this problem
was sovled in Pure C 1.1 - functions using `cdecl' (stack)
parameter passing now save register D2, too!
(This is not documented (AFAIK), but verifyably true...)

Note that all this only applies to *direct* function calls -
calls using a TRAP interface don't have these problems, since
the upper level of the trap handler is always written in
assembler and does all the necessary register saving anyway!

> I know that Pure C has a compiler option `no register
>optimisation' which, when turned on, will make sure the contents of
>all registers will be reloaded before any use. But this will
>definately make things slower...

That won't change very much - the register variables (D3-D7/A2-
A6) are automatically saved anyway; there are only two valid
reasons for turning off register optimization: firstly, the Pure
Debugger doesn't handle re-allocation of register variables too

well, and second, the optimizer still has a small bug -
sometimes (rarely) the register allocation scheme will go wrong
in very complex expressions...

>About the stack vs. register passing of arguments in Pure C (as
>mentioned in Eric Smith's reply), I thought the FreeMiNT sourcecode
>has been made with ingenious IFDEFs and such, so that when Pure C is
>detected, all functions will have the `cdecl' switch.

They should, but I'm not sure how extensively this was verified
and tested...
(BTW: you only need `cdecl' parameter passing for functions
callable from the "outside" - purely internal functions can
continue to use register parameter passing, possibly gaining
some speed!)

Martin

--
 Martin Koehling // NEW email address: mk@anuurn.ruhr.de

From -1968970879469102727
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8978ccffd9369a45,start
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: THANKS: warm reboot
Date: 1995/11/30
Message-ID: <wongck.279.000CBF5E@ti.com>#1/1
X-Deja-AN: 120495330
organization: TIS
newsgroups: comp.sys.atari.programmer

Hi guys,

Thanks for the help on doing a warm reboot on the ST.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520STFM/4Mb/44M HDD/Magic2.01/EASE
  ProbeHouse Software developer | ||| &
Internet Email: wongck@ti.com |/ | \ 486DX33/8Mb/210M+850M HDD/WFW3.11
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

From -8572302541865287332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,702f2265359c31c7
X-Google-Attributes: gid1115ce,public

From: schoen@dial.eunet.ch
Subject: Re: What C package?
Date: 1995/12/01
Message-ID: <DIvsvG.71r@eunet.ch>#1/1
X-Deja-AN: 120600784
sender: usenet@eunet.ch
references: <496kjm$7q4$1@mhade.production.compuserve.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: A customer of EUnet AG, Switzerland
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

> I have heard no rumors, about an english doc'ed Pure C. There is
> an English online help package available for Pure C, from a third
> party.

Hm, wait a moment... I have a Falcon and Pure C. And a big problem: The
editor is absolutely incredible slow when the code gets big (well, not real
big, lets say bigger than 100 lines or so...:-( )
I don't know why, but I'm just looking for some other solutions. Maybe I
could just use another editor with the compiler and linker of Pure C, but
I have to try it i.e. to get a good, fast editor first.

From 3654452813938846080
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,702f2265359c31c7
X-Google-Attributes: gid1115ce,public
From: cb170@city.ac.uk (Hall BJ)
Subject: Re: What C package?
Date: 1995/12/01
Message-ID: <49n3fe$orr@bambam.soi.city.ac.uk>#1/1
X-Deja-AN: 120600785
references: <496kjm$7q4$1@mhade.production.compuserve.com> <DIvsvG.71r@eunet.ch>
organization: School of Informatics, City University, London
newsgroups: comp.sys.atari.programmer

schoen@dial.eunet.ch writes:

>> I have heard no rumors, about an english doc'ed Pure C. There is
>> an English online help package available for Pure C, from a third
>> party.

>Hm, wait a moment... I have a Falcon and Pure C. And a big problem: The
>editor is absolutely incredible slow when the code gets big (well, not real
>big, lets say bigger than 100 lines or so...:-( )
>I don't know why, but I'm just looking for some other solutions. Maybe I
>could just use another editor with the compiler and linker of Pure C, but
>I have to try it i.e. to get a good, fast editor first.

Try using Everest - I wouldn't use anything else...

--

```
 -----------------------------------------------------
 |>         | |      WWW: http://web.city.ac.uk/~cb170
 |> E |\|   |-| /\ |_ |_        EMAIL: benj@city.ac.uk
 -----------------------------------------------------
```


From -687339635497339388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b2c9b31193e0def
X-Google-Attributes: gid1115ce,public
From: ae@yin.kuai.se (a eriksson)
Subject: Re: STIK and SLIRP
Date: 1995/12/01
Message-ID: <49mb0d$mv3@bundy.mdk.se>#1/1
X-Deja-AN: 120600786
references: <497p5m$p4e@krone.daimi.aau.dk> <49irkt$ce0@gateway1.brisnet.org.au>
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

root (dancer@brisnet.org.au) wrote:
: Not CSLIP. Not TIA. Not a superset or a subset of SLIP. Not PPP. Not term.
: If you have a shell account login, you are likely out of luck, as most of the
: SLIP-like protocols that are designed to run from that are not true SLIP
: or have default enhancements like compression.

STiK works ok with TIA, I don't know where you got your info from, but
it's working for ME with no problems. AND, I've got a shell account.

--
Greetings, Anders Eriksson - ae@kuai.se - Dead Hackers Society

From 7732231681449861476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Accessory memory problems
Date: 1995/12/01
Message-ID: <817851894_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 120600787
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

Just idle curiosity here. If there's no reasonable way of dynamically allocating accessory memory then what about doing it via a TSR?

--

Guy Harrison

guy@swampdog.demon.co.uk

From -550306643420105634
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d68300f95dcd475,start
X-Google-Attributes: gid1115ce,public
From: eljibaro@aol.com (El Jibaro)
Subject: Please help me with my printer driver problem
Date: 1995/12/01
Message-ID: <49n9m9$mjo@newsbf02.news.aol.com>#1/1
X-Deja-AN: 120600788
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)
reply-to: eljibaro@aol.com (El Jibaro)
newsgroups: comp.sys.atari.programmer

I have an Atari Mega and for the last several years I've been writing a novel on Word Writer. Now I need to print out eight hundred pages on a Canon BJ200 bubble jet printer, and I can't get any compatible drivers. If I convert it all to ASCII, I'll loose all my formatting. Can someone please help me in obtaining something that will work? Or point me to a source? Canon doesn't want to help me. I'm desperate! Will someone help me out of this nightmare?

From -6146481461886001 08
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72b65661b11cffeb,start
X-Google-Attributes: gid1115ce,public
From: filmmakr0@aol.com (FilmMakr0)
Subject: Atari executable convert to IBM
Date: 1995/12/01
Message-ID: <49nikr$pi2@newsbf02.news.aol.com>#1/1
X-Deja-AN: 120600789
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)
reply-to: filmmakr0@aol.com (FilmMakr0)
newsgroups: comp.sys.atari.programmer

Is there a way of converting an Atari program to allow it to execute on an IBM compatible computer ? I would appreciate any information that may exist. Please respond either through the group or by e-mail.

Thanks,

Joe Sposito
FilmMakr0
(Paul Sposito)

"Oh, Captain, my Captain."

From 5423592968772845044
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,525e0d6ed0441655
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: gdb
Date: 1995/12/01
Message-ID: <Pine.BUL.3.90.951201114625.10614B-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 120600791
references: <494tj4$39v@sus.few.eur.nl>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 24 Nov 1995, Jan Kamphuis wrote:

> Hello world!
> I use gcc 2.5.8 along with the other stuff.
> How can I compile a source so that I can use the gdb on my atari?
> gcc -g name.cxx |gdb a.out isn't enough, for some reason.
> Help me!
> Jan Kamphuis (bikamph@edu.eur.nl)

You have to generate a .sym file too. You have to use sym-linker for it.
You'd rather look to tex documentation of gcc and gdb...

regards,

Simon.

From -6245805118370217931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9115ddc14b57cb01,start
X-Google-Attributes: gid1115ce,public

From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: RIP emulator
Date: 1995/12/01
Message-ID: <49mmmq$3a1@banaan.fwi.uva.nl>#1/1
X-Deja-AN: 120600792
distribution: world
references: <49mgfl$hmh@silver.scs.unr.edu>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

allfree@scs.unr.edu (Benjamin C. Allfree) wrote:

:Hi all,
:
:   I'm planning to write a RIP emulator. Does anyone feel like helping?

what is a RIP?

--
Martijn Dekker
Math department | PFF:
University of Amsterdam | latest product: Ishido for X Window System
http://www.fwi.uva.nl/~mdekker/ | http://www.fwi.uva.nl/~mdekker/pff.html

From -6733738714760389817
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac98452379ed5135
X-Google-Attributes: gid1115ce,public
From: schoen@dial.eunet.ch
Subject: Re: HELP-Pure C programmer req'd
Date: 1995/12/01
Message-ID: <DIvspu.6q2@eunet.ch>#1/1
X-Deja-AN: 120600793
sender: usenet@eunet.ch
references: <817408456_OASIS_@yeadontt.demon.co.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: A customer of EUnet AG, Switzerland
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

>   Would sone kind soul be prepared to compile the source to produce the
> MYDIAL.OVL file for me.
>   Many thanks in advance.

If nobody else would do it, I could...

Marcel
schoen@dial.eunet.ch

From 2235289747721792469
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9115ddc14b57cb01
X-Google-Attributes: gid1115ce,public
From: allfree@scs.unr.edu (Benjamin C. Allfree)
Subject: RIP emulator
Date: 1995/12/01
Message-ID: <49mgfl$hmh@silver.scs.unr.edu>#1/1
X-Deja-AN: 120695850
organization: UCCSN System Computing Services
newsgroups: comp.sys.atari.programmer

Hi all,

I'm planning to write a RIP emulator. Does anyone feel like helping?

From -2271936366534863866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6ec7fc0dd9c24be3
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: MiNT, XaAES, NVDI - Safe registers?
Date: 1995/12/02
Message-ID: <49psud$hsq@studs.sci.kun.nl>#1/1
X-Deja-AN: 120695851
references: <49emp2$5ok@studs.sci.kun.nl> <30be340e3b57203@anuurn.ruhr.de>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <30be340e3b57203@anuurn.ruhr.de> postmaster@anuurn.ruhr.de (The Postmaster)
writes:

>You might have noticed the Pure C version number: this problem
>was sovled in Pure C 1.1 - functions using `cdecl' (stack)
>parameter passing now save register D2, too!

Ah, I've got 1.1, so I can sleep assured now. Thanks a _lot_ for your
reply, it was most informative!

(but it still doesn't explain why my home-brew MiNT kernel was so
unstable... :-( )

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -428050449572223249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe,start
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Screen size detection
Date: 1995/12/02
Message-ID: <49p5lk$9pn@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 120695852
organization: University of Sussex
keywords: screen
newsgroups: comp.sys.atari.programmer
summary: How do you detect the screen size without the VDI?

I am in need of finding the screen dimensions, number of bitplanes etc for the screen, however, without using the VDI...

This question could probable be read: How does the VDI figure out the screen size/number of bitplanes etc.. given the fact that there are such things as 17" SVGA monitors, Screenblaster hardware, virtual screens, and reflex/supernova graphics card (etc, etc, etc..)

Cheers,

James Cox <jamesco@cogs.susx.ac.uk>

From -456409383980802721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6ec7fc0dd9c24be3
X-Google-Attributes: gid1115ce,public
From: mk@anuurn.ruhr.de (Martin Koehling)
Subject: Re: MiNT, XaAES, NVDI - Safe registers?
Date: 1995/12/02
Message-ID: <30c07836c2990@anuurn.ruhr.de>#1/1
X-Deja-AN: 120695853
references: <32fe545124ff2e0@anuurn.ruhr.de>
content-type: text/plain; charset=ISO-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <30be340e3b57203@anuurn.ruhr.de>,
The Postmaster (postmaster@anuurn.ruhr.de) wrote:

(Why the heck was this sent from my `postmaster' account?
I /really/ must fix that bug in the newsreader some day...)

>Most Atari C compilers preserve D2-D7/A2-A7 across function
>calls; unfortunately, Pure C 1.0 uses D0-D2/A0-A1 for passing
>parameters and thus *does not* save D2 - which may cause

>problems if a program that *wasn't* compiled with Pure C 1.0
>calls a function that *was*...
>
>Examples of this: GEM AES (when it calls USERDEF functions) or
>the Minix FS driver (when it calls MiNT kernel functions through
>the kerinfo struct);

I must correct myself here - I just happened to notice the following
line in the MiNT documentation (Appendix E):

>(for example, Alcyon C preserves only registers d3-d7 and a3-a7)

Apparently Alcyon C saves even fewer registers than Pure C; since
Alcyon C was used to compile the GEM AES, USERDEFs compiled with
Pure C 1.0 shouldn't cause any problems...
(However, the MiNT/MinixFS problem is real!)

Martin

>the latter only is problematic if MiNT was
>compiled using Pure C 1.0 and the FS driver wasn't...
>(And you simply *can't* compile the current Minix FS driver with
>Pure C since it uses some GNU C extensions.)
>
>You might have noticed the Pure C version number: this problem
>was sovled in Pure C 1.1 - functions using `cdecl' (stack)
>parameter passing now save register D2, too!
>(This is not documented (AFAIK), but verifyably true...)
>
>Note that all this only applies to *direct* function calls -
>calls using a TRAP interface don't have these problems, since
>the upper level of the trap handler is always written in
>assembler and does all the necessary register saving anyway!
>
>> I know that Pure C has a compiler option `no register
>>optimisation' which, when turned on, will make sure the contents of
>>all registers will be reloaded before any use. But this will
>>definately make things slower...
>
>That won't change very much - the register variables (D3-D7/A2-
>A6) are automatically saved anyway; there are only two valid
>reasons for turning off register optimization: firstly, the Pure
>Debugger doesn't handle re-allocation of register variables too
>well, and second, the optimizer still has a small bug -
>sometimes (rarely) the register allocation scheme will go wrong
>in very complex expressions...

--
Martin Koehling // NEW email address: mk@anuurn.ruhr.de

From 6865090711664463689

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Accessory memory problems
Date: 1995/12/02
Message-ID: <49pjkp$rji@inca01.inca.co.nz>#1/1
X-Deja-AN: 120695854
distribution: world
references: <491vne$hoo@bambam.soi.city.ac.uk> <49ckmu$1757@rs18.hrz.th-darmstadt.de>
organization: INCA
newsgroups: comp.sys.atari.programmer

Thomas Binder (binder@rbg.informatik.th-darmstadt.de) wrote:

> Of course, if you make sure that you are in a multitasking environment
> (check the global-array, I think global[1] > 1), you may call Malloc
                                  ^^^^^^^^^^^^^

According to the Compendium :
     global[1] is the maximum number of concurrent apps supported.

MonoTOS ("SingleTOS"? "UniTOS"?) returns 1 in this element of the array.

MultiTOS returns -1 (meaning "unlimited")

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

From 5551952546173341520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae9c9fa8829bad5e,start
X-Google-Attributes: gid1115ce,public
From: josk@stud.unit.no (Jo Even Skarstein)
Subject: STiK and tuwtcp
Date: 1995/12/02
Message-ID: <49q5q3$msr@due.unit.no>#1/1
X-Deja-AN: 120695856
organization: University of Trondheim, Norway
newsgroups: comp.sys.atari.programmer

In the tuwtcp package there is a GEM-based telnet/ftp-client with sources and everything. Is it possible to compile this to work with STiK?

--

  ***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

From 4714769346609439988
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,702f2265359c31c7
X-Google-Attributes: gid1115ce,public
From: ehramm@dk3uz.hanse.de (Edmund H. Ramm)
Subject: Re: What C package?
Date: 1995/12/02
Message-ID: <DIzCy9.4FD@dk3uz.hanse.de>#1/1
X-Deja-AN: 120778900
references: <496kjm$7q4$1@mhade.production.compuserve.com> <DIvsvG.71r@eunet.ch>
organization: Private Linux/68k site
reply-to: ehramm@dk3uz.hanse.de
newsgroups: comp.sys.atari.programmer

schoen@dial.eunet.ch writes:

>>   I have heard no rumors, about an english doc'ed Pure C. There is
>> an English online help package available for Pure C, from a third
>> party.

>Hm, wait a moment... I have a Falcon and Pure C. And a big problem: The
>editor is absolutely incredible slow when the code gets big (well, not real
>big, lets say bigger than 100 lines or so...:-( )
>I don't know why, but I'm just looking for some other solutions. Maybe I
>could just use another editor with the compiler and linker of Pure C, but
>I have to try it i.e. to get a good, fast editor first.

   Have you tried JOE (Joe's Own Editor)?

   rgds, Eddi
--
   dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
               Linux/m68k, the best U**x ever to hit an Atari!
    Distribution of this message via the Microsoft Network is prohibited

From -8341336480888419345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dcfb97bf7d2a5fba,start
X-Google-Attributes: gid1115ce,public

From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: Enregistrement egale
Date: 1995/12/02
Message-ID: <4392phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 120778905
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <30 Nov 95 17:47:20>,
avsec@westminster.ac.uk
(90:100/106)
writes:

 a> I there anything you need to save apart from the modecode
before
 a> chnging resolution
?

Yes, the following is what I use with Stoop in the AUTO folder - I don't
guarantee that it works (probably not) from the Desktop, but it will take
you a bit further - you might want look at the video registers as
well.

```
extern void
*linea;
extern short
scr_xr,scr_yr;
extern char
vga;

extern int vq_aes(void);                                //
Vq_aes.Asm

void
initialise_screen_change(void);
void
reset_screen_change(void);
char
check_screen(void);

// The following are negative linea variables and linea is set by

// using linea=linea0(); in
main()
#define  VGemX         (((long
*)linea)[-0x015A])
#define  VGemY         (((long
*)linea)[-0x0159])
#define  VCelHT        (((long
```

```
*)linea)[-0x0017])
#define  VCelMX        (((long
*)linea)[-0x0016])
#define  VCelMY        (((long
*)linea)[-0x0015])
#define  VCelWR        (((long
*)linea)[-0x0014])
#define  VXMax         (((long
*)linea)[-0x0006])
#define  VYMax         (((long
*)linea)[-0x0002])
#define  VBytesLin(((long
*)linea)[-0x0001])
#define  VPlanes       (((long *)linea)[
0x0000])
#define  VWrap         (((long *)linea)[
0x0001])

int modecode,
oldmodecode;
long
vplanes,vgemx,vgemy,vcelht,vcelmx,vcelmy,vcelwr,vxmax,vymax,vbyteslin,
vwrap
;
void *phy, *oldphy,
*linea;

void
initialise_screen_change(void)
{
     oldphy=Physbase();
     oldmodecode=Vsetmode(-1);

     vplanes=VPlanes;
     vgemx=VGemX;
     vgemy=VGemY;
     vcelht=VCelHT;
     vcelmx=VCelMX;
     vcelmy=VCelMY;
     vcelwr=VCelWR;
     vxmax=VXMax;
     vymax=VYMax;
     vbyteslin=VBytesLin;
     vwrap=VWrap;

     switch(Montype())
{
         case 1 : // ST colour
monitor
         case 3 : //
Television
              modecode=INTERLACE+OVERSCAN+COLUMNS80+COLOURS;
              if(oldmodecode &
```

```
PALFLAG)
                    modecode+=PALFLAG;
          break;

          case 2 :  // VGA
monitor
               modecode=VGAMONITOR+COLUMNS80+COLOURS;
          break;
     }

     if(modecode!=oldmodecode)
{
          phy=Mxalloc(VgetSize(modecode)+1,0);

          if((long)phy %
2)
               phy=(void *)((long)phy
+1);

          VsetScreen(phy,phy,3,modecode);
          Vsync();
          VsetScreen((void *)-1,(void
*)-1,3,modecode);
     }
}

void
reset_screen_change(void)
{
     if(modecode!=oldmodecode)
{
          VsetScreen(oldphy,oldphy,3,oldmodecode);
          Vsync();
          VsetScreen((void *)-1,(void
*)-1,3,oldmodecode);
          Mfree(phy);

          VPlanes=vplanes;
          VGemX=vgemx;
          VGemY=vgemy;
          VCelHT=vcelht;
          VCelMX=vcelmx;
          VCelMY=vcelmy;
          VCelWR=vcelwr;
          VXMax=vxmax;
          VYMax=vymax;
          VBytesLin=vbyteslin;
          VWrap=vwrap;
     }
}

Phil
```

~ Wolfgang's Third Law: It can't work.
~

--

From -5606949672168556810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9115ddc14b57cb01
X-Google-Attributes: gid1115ce,public
From: gaghon@nevada.edu (GEORGE GAGHON)
Subject: Re: RIP emulator
Date: 1995/12/03
Message-ID: <49r0oj$u7b@news.nevada.edu>#1/1
X-Deja-AN: 120695855
distribution: world
references: <49mgfl$hmh@silver.scs.unr.edu> <49mmmq$3a1@banaan.fwi.uva.nl>
organization: University of Nevada System Computing Services
newsgroups: comp.sys.atari.programmer

Martijn Dekker (mdekker@fwi.uva.nl) wrote:

: what is a RIP?

Think of RIP like a real Cool Color ANSI. It is a term emulator that
allows graphics as well....

Vince

From -3850627164373850074
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2771b9c932a81d,start
X-Google-Attributes: gid1115ce,public
From: harmony@idir.net (Michael Wray)
Subject: Programming Falcon Lan Port (TT/MEGA E)
Date: 1995/12/03
Message-ID: <49s0kd$f9k@sequoia.idir.net>#1/1
X-Deja-AN: 120778902
organization: Internet Direct Communications - Lawrence, Ks - (913) 841-2220
keywords: Localtalk Lan Falcon PC
newsgroups: comp.sys.atari.programmer
summary: Ethernet on Localtalk

Hi. Does anyone have any specs on programming the Local Talk ports on Falcons,
TT's and Mega E's? I'm trying to make an Ethernet card that turns the local
talk port into a Ten Base T port and does ethernet to Net with PC's.

(It'd also be nice not to lose my Modem port in the process although rumor has it that that isn't possible.) I'm programming on a Falcon, so currently Falcon specific specs would be fine.

harmony@idir.net
Harmony
Epistle
Communications.

HEC HQ:http://www.idir.net/~harmony

(For Cab users: http://www.idir.net/~harmony/index.html)

As Cab seems to Crash on File name completion.

From -8563209194049366483
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6938c0b09825afdb,start
X-Google-Attributes: gid1115ce,public
From: harmony@idir.net (Michael Wray)
Subject: Falcon Lan Port (Mega E/TT)
Date: 1995/12/03
Message-ID: <49r9n4$d9g_001@idtskc02.idir.net>#1/1
X-Deja-AN: 120778903
organization: Harmony Epistle Communications
keywords: Ethernet LocalTalk Atari PC
newsgroups: comp.sys.atari.programmer
summary: TenbaseT to LocalTalk

Hi all, I'm Trying to program the Falcon's Lan port and would like any specs available on the subject, specifically I'm trying to convert from localtalk to TenBase T (Twisted Pair Ethernet) and will be writing my own drivers and making my own hardware (obiously). If it works, I'll make it available to J.Q. Public Atari.

harmony@idir.net

Home of Harmony Epistle Communications
http://www.idir.net/~harmony

or for CAB users:
http://www.idir.net/~harmony/index.html

(Some versions of CAB crash on file name completion)

From 6750883402698535985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9a86c00a3a43afe,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: MagiCMac and Pexec
Date: 1995/12/03
Message-ID: <818022212_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 120778904
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <djs.818001486@gen-off-2>
djs@jet.uk (David Stevenson) said:-

>(This question is relevant to MagiC 3 as well as MagiCMac, I suspect).
>
>I am having difficulty finding a Pexec mode supported by MagiCMac that
>does what I want. Under MultiTOS, I would use Pexec(100, ...), but
>this seems to be unsupported under MM :-(
>
>All I want to do is start a TOS program from another, but without the
>parent blocking until the child completes. Under MultiTOS, this should
>be something like
>   Pexec(100,...);
>   do_something();
>   Pwait();   // Wait for child to exit

For MagiC 2, read this in addition to the usual shel_write() stuff...

shel_write(flag,graphic,gem,command,tail)

```
short    flag,graphic,gem;
char *command,*tail;
```

NAME	VALUE	SYSTEM
SHW_IMMED	0	PC-GEM 2.x
SHW_CHAIN	1	TOS
SHW_DOS	2	PC-GEM 2.x
SHW_PARALLEL	100	MagiC
SHW_SINGLE	101	MagiC

SHW_PARALLEL

Start new process in parallel. Returns application id of the new propgram; when this terminates the "parent" receives the CH_EXIT message. 'gem' non zero denotes a GEM application whereas zero denotes a TOS application (which will get run in a window).

CH_EXIT

Sent to parent process when child (started via shel_write()) has terminated. msg[3] contains the application id of the child, as returned by the shel_write() which invoked the child, and msg[4] the child process exit code.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 2878165353387860207
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d68300f95dcd475
X-Google-Attributes: gid1115ce,public
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: Please help me with my printer driver problem
Date: 1995/12/03
Message-ID: <DJ15AI.DtM@novice.uwaterloo.ca>#1/1
X-Deja-AN: 120853126
sender: news@novice.uwaterloo.ca (Mr. News)
references: <49n9m9$mjo@newsbf02.news.aol.com>
organization: University of Waterloo
newsgroups: comp.sys.atari.programmer

In article <49n9m9$mjo@newsbf02.news.aol.com>,
El Jibaro <eljibaro@aol.com> wrote:
>I have an Atari Mega and for the last several years I've been writing a
>novel on Word Writer. Now I need to print out eight hundred pages on a
>Canon BJ200 bubble jet printer, and I can't get any compatible drivers. If
>I convert it all to ASCII, I'll loose all my formatting. Can someone
>please help me in obtaining something that will work? Or point me to a
>source? Canon doesn't want to help me. I'm desperate! Will someone help me
>out of this nightmare?

Doesn't your canon do epson emulation? If it does, then assuming Word
Writer has an epson driver, you should be able to print your novel.

Art
--
Art
atwareck@novice.uwaterloo.ca

From -4653894385799576626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f9a86c00a3a43afe
X-Google-Attributes: gid1115ce,public
From: djs@jet.uk (David Stevenson)
Subject: MagiCMac and Pexec
Date: 1995/12/03
Message-ID: <djs.818001486@gen-off-2>#1/1
X-Deja-AN: 120853128
organization: JET Joint Undertaking
newsgroups: comp.sys.atari.programmer

(This question is relevant to MagiC 3 as well as MagiCMac, I suspect).

I am having difficulty finding a Pexec mode supported by MagiCMac that
does what I want. Under MultiTOS, I would use Pexec(100, ...), but
this seems to be unsupported under MM :-(

All I want to do is start a TOS program from another, but without the
parent blocking until the child completes. Under MultiTOS, this should
be something like

```
   Pexec(100,...);
   do_something();
   Pwait();          // Wait for child to exit
```

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

From -2702437419302878176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2771b9c932a81d
X-Google-Attributes: gid1115ce,public
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: Programming Falcon Lan Port (TT/MEGA E)
Date: 1995/12/03
Message-ID: <DJ15Kt.F0t@novice.uwaterloo.ca>#1/1
X-Deja-AN: 120853132
sender: news@novice.uwaterloo.ca (Mr. News)
references: <49s0kd$f9k@sequoia.idir.net>
organization: University of Waterloo
keywords: Localtalk Lan Falcon PC
newsgroups: comp.sys.atari.programmer

In article <49s0kd$f9k@sequoia.idir.net>,

Michael Wray <harmony@idir.net> wrote:
>Hi. Does anyone have any specs on programming the Local Talk ports on Falcons,
>TT's and Mega E's? I'm trying to make an Ethernet card that turns the local
>talk port into a Ten Base T port and does ethernet to Net with PC's.

On the falcon, both serial ports are 8530 based. There are several manufacturers
of this chip, so obtaining a users manual shouldn't be a problem.

If you want to see example code, download sources for linux-68k. You can find
an SCC (8530) driver in drivers/char/atari_SCC.{c,h}.

By the way--I do not believe the Falcon has DMA for the SCC, thus achieving
a decent baud rate will be a problem :(.

>(It'd also be nice not to lose my Modem port in the process although rumor has
>it that that isn't possible.) I'm programming on a Falcon, so currently Falcon
>specific specs would be fine.

I'm not sure which modem port you're refering to. I have a Falcon. If you're
talking about it's RS232 port--no problem. Both ports can be in use at the same
time.

Art
--
Art
atwareck@novice.uwaterloo.ca

From 4875752707409141913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,915155851f37a107,start
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: ou
Date: 1995/12/04
Message-ID: <4426rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 120853127
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 04 Dec 95 atwareck@novice.uwaterloo.ca wrote:

 a> El Jibaro <eljibaro@aol.com>
wrote:
 >> I have an Atari Mega and for the last several years I've been
writing
 >> a novel on Word Writer. Now I need to print out eight hundred pages
on

>> a Canon BJ200 bubble jet printer, and I can't get any
compatible
>> drivers. If I convert it all to ASCII, I'll loose all my
formatting.
>> Can someone please help me in obtaining something that will work?
Or
>> point me to a source? Canon doesn't want to help me. I'm
desperate!
>> Will someone help me out of this
nightmare?
a>

a> Doesn't your canon do epson emulation? If it does, then
assuming
a> Word Writer has an epson driver, you should be able to print
your
a>
novel.
a>
Art

AIUI, the Canons emulate Epson 850LQ or IBM Proprinter X(L)24E. There
really is no such thing as a "Canon
driver".

It's best to pick the Epson emulation as the drivers are more
common.

Roger
rcain@nest.demon.co.uk

--

From 8857558956700396229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5480ffbcf7e0d4,start
X-Google-Attributes: gid1115ce,public
From: awatson@pacifier.com (Anthony Watson)
Subject: Problems compiling a GFA 3.5 program -- please help!
Date: 1995/12/04
Message-ID: <49v5ut$jop@pacifier.com>#1/1
X-Deja-AN: 120853129
to: robaries@aol.com (Rob Aries)
organization: Pacifier BBS, Vancouver, Wa. ((360) 693-0325)
newsgroups: comp.sys.atari.programmer

Rob,

r > My compiled program bombs (2) after my welcome alert. In a
r > crude attempt at trying to find which line of code was at

```
r > fault, I inserted lines like...
r >
r > PRINT "1"
r > PAUSE 50
r >
r > ...between the existing lines (the "1" is incremented each
r > time).  This time the program ran fine!
```

Usually, when a program runs fine in the interpreter, but crashes when compiled, it is due to one of a number of memory handling problems.

First, you may be RESERVE'ing less memory than your program requires. In which case the program will crash when your program goes beyond its defined memory limits. Try increasing the amount of memory you RESERVE at the start of the program, and remember to RESERVE memory only ONCE at the start of the program, and then release it when you exit the program.

Second, you may need to force a garbage collection. Try replacing the PRINT "1"/PAUSE 50 lines with a ~FRE(0) and see if it solves your problem. GFA doesn't always clean up after itself very well, and you have to do it manually sometimes. I usually put the ~FRE(0) command in my programs event loops.

Third, you may be using up too much of the free memory, and not leaving enough for the OS.

```
r > max%=MALLOC(-1)   !  find out how much free memory is available
r > IF max%>1000000
r >   max%=1000000     !   to keep from claiming too much memory
r > ENDIF

r > s%=MALLOC(max%)
```

In the example you gave, there is no allowance made for the OS. If you have exactly 1000000 bytes free, you are using it all. Try allocating this way to save 64K for the OS to use:

```
max%=MALLOC(-1)-64536
.... Insert your error messages here ....
s%=MALLOC(max%)
```

Good luck!

Anthony Watson
Mountain Software

___ Mountain Reader II - #AUTHOR 1

From 8561370229889122027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Screen size detection
Date: 1995/12/04
Message-ID: <49vi84$p4d@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 120853130
references: <49p5lk$9pn@infa.central.susx.ac.uk>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

James Cox (jamesco@cogs.susx.ac.uk) wrote:
> I am in need of finding the screen dimensions, number of bitplanes etc for the
> screen, however, without using the VDI...

> This question could probable be read: How does the VDI figure out the screen
> size/number of bitplanes etc.. given the fact that there are such things as
> 17" SVGA monitors, Screenblaster hardware, virtual screens, and
> reflex/supernova graphics card (etc, etc, etc..)

There's no reason at all to do it yourself - you can always use the VDI
functions to determine screen size, colour depth, etc...

Why do you want to do it without the VDI? The only reason I could think
is that you want to do it from an Auto program, and that's not really a
reason at all (you just have to remember to open a physical workstation
to the screen, and close it again when you're through if you want to have
GEM start after your program exits).

Craig.

From -1289014205278894129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f90acb7c42bedff,start
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: about Bad Mood..
Date: 1995/12/04
Message-ID: <49vm68$209@nyheter.chalmers.se>#1/1
X-Deja-AN: 120853131
references: <30C2FAF7.41C67EA6@zeus.hud.ac.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <30C2FAF7.41C67EA6@zeus.hud.ac.uk>,
Jon Lewis <c9251129@zeus.hud.ac.uk> wrote:
>just wondering whether ID know about it..

They should if they ever read their email.

>if they do, then expect a bill for about $500,000.
>If it works, ID will expect you to batch it up as an official DOOM
>engine for yet another platform...

We asked id Software in our letter what they thought about the project,
but they've not replied. We'll try normal mail as well.
In the current state there is of course nothing id could complain about.
So far BAD MOOD is not much more than a glorified WAD viewer. Similar
FreeWare and ShareWare programs have long been available for the PC.

>if, however, its totally freeware, then you should be ok, but don't
>say I didn't warn you. =]

BAD MOOD is, and always will be, totally free.
We're well aware of the potential problems, though, which is why we've
tried to get some kind of official statement from id.

--
```
  Chalmers University   | Why are these |  e-mail:   d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |            rand@cd.chalmers.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```

From 7673452812352782079
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: Accessory memory problems
Date: 1995/12/04
Message-ID: <30C2CEFF.6334@imc.exec.nhs.uk>#1/1
X-Deja-AN: 120853133
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <491vne$hoo@bambam.soi.city.ac.uk> <49ckmu$1757@rs18.hrz.th-
darmstadt.de> <49pjkp$rji@inca01.inca.co.nz>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b3 (X11; I; SunOS 5.4 sun4m)

Gaven Miller wrote:
> According to the Compendium :
>   global[1] is the maximum number of concurrent apps supported.
>
> MonoTOS ("SingleTOS"? "UniTOS"?) returns 1 in this element of the array.
>
> MultiTOS returns -1 (meaning "unlimited")

MagiC returns something like 10 or 16. The test for multitasking TOSes should clearly be 'AESglobal[1] != 1'.

--Chris

From -2033450148721553375
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,bedbf113a5b780ca,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bedbf113a5b780ca,start
X-Google-Attributes: gid1115ce,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: GCC program crashes after receiving SIGCHLD
Date: 1995/12/04
Message-ID: <30c2c82483410@xs4all.nl>#1/1
X-Deja-AN: 120926792
content-type: text/plain; charset=ISO-8859-1
x-hardware: MC68000 Atari Mega 4 ST TOS 1.4
organization: Sad & Co., Amsterdam
x-url: http://xs4all.nl/~josdb
mime-version: 1.0
reply-to: josdb@xs4all.nl
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I have a program, compiled with gcc, that crashes after receiving SIGCHLD. I ran dbg on it and it clearly said: "Program stopped with signal 20 (Child Process Exited)". As far as I know, it isn't normal for a program to crash after receiving SIGCHLD, the default is: no action. The program crashes both under MiNT and under normal TOS.

It doesn't matter if I execute the child process with Pexec (mode 0) or the standard lib function system().

Any ideas what could cause this behaviour? And what can be done about it?

The same program compiled with PureC executes flawlessly.

--


```
 ------------------------------------------------------------------------
|                 |    vertaler    |    translator     |   traductor    |
| Jos den Bekker  |Engels en Spaans|English and Spanish|espa⍰ol e ingl⍰s|
|<josdb@xs4all.nl>|-----------------------------------------------------|
|                 |           WWW: http://xs4all.nl/~josdb              |
 ------------------------------------------------------------------------
```


From 6493910778700008717

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7f90acb7c42bedff
X-Google-Attributes: gid1115ce,public
From: Jon Lewis <c9251129@zeus.hud.ac.uk>
Subject: about Bad Mood..
Date: 1995/12/04
Message-ID: <30C2FAF7.41C67EA6@zeus.hud.ac.uk>#1/1
X-Deja-AN: 120926795
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b3 (X11; I; SunOS 4.1.3_U1 sun4m)

just wondering whether ID know about it..

if they do, then expect a bill for about $500,000.
If it works, ID will expect you to batch it up as an official DOOM
engine for yet another platform...
if, however, its totally freeware, then you should be ok, but don't
say I didn't warn you. =]

()rm..
Digi Tallis Developments..

From 1481356719708514205
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd39a8891b176306,start
X-Google-Attributes: gid1115ce,public
From: etbauer@informatik.tu-muenchen.de (Christian "Eddi" Etbauer)
Subject: C++ on 1040 ST ?
Date: 1995/12/04
Message-ID: <49v3ek$bkc@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 120926796
distribution: world
organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.programmer
originator: etbauer@hphalle4i.informatik.tu-muenchen.de

Hi !

Is there a C++ package (perhaps gcc) that runs on 4 MB 1040 Computers ? And where can I get it ?

Please reply by PM, because I do not always have access to this group. Thanks in advance.

Eddi

--
 If you want to   ______The Keyboard-Cowboys
 replay this   (____   __ _ __   __
 massage: ______) (|_ (|) |-) (-_
 etbauer@informatik.tu-muenchen.de |

From -8376866726120672463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f5480ffbcf7e0d4
X-Google-Attributes: gid1115ce,public
From: robaries@aol.com (Rob Aries)
Subject: Problems compiling a GFA 3.5 program -- please help!
Date: 1995/12/04
Message-ID: <49u5an$8gl@newsbf02.news.aol.com>#1/1
X-Deja-AN: 121039638
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)
reply-to: robaries@aol.com (Rob Aries)
newsgroups: comp.sys.atari.programmer

I have a few questions regarding compiling GFA 3.5 programs. I'm having a problem and can't figure out why. My compiled program bombs (2) after my welcome alert. In a crude attempt at trying to find which line of code was at fault, I inserted lines like...

```
PRINT "1"
PAUSE 50
```

...between the existing lines (the "1" is incremented each time). This time the program ran fine! I then started commenting out these lines, one set at a time, and re-compiling. Sure enough the program bombed after all but the first set of these extra lines were commented out. I'm at a loss as to why the inclusion of these lines would make the difference between my program bombing or not. Here's some of the code:

```
[......]
max%=MALLOC(-1)   !  find out how much free memory is available
IF max%>1000000
  max%=1000000     !   to keep from claiming too much memory
ENDIF
ALERT 0, [etc... my welcome alert]
PRINT "1"
PAUSE 50
s%=MALLOC(max%)
PRINT "2"
PAUSE 50
IF s%=0
  ALERT 1,"Couldn't allocate memory.",1," OK ",blah%
  END
ENDIF
```

```
DEFFN done=(MOUSEK) OR (too.much!) OR (INP?(2))
PRINT "3"
PAUSE 50
DEFFN file.ok=filename$<>"" AND RIGHT$(filename$)<>"\"
PRINT "4"
PAUSE 50
[....]
```

As I said, the program seems to run fine with all these lines enabled. I start commenting out the PRINT...PAUSE lines, starting with the higher numbered ones and working back, and re-compiling each time. When I comment out all but the PRINT "1"...PAUSE 50 and PRINT "2"...PAUSE 50 pair, I'm back to bombsville (after I click on the "OK" button of my welcome alert, the numbers "1", then "2" appear on the screen, then I get two bombs and I'm back to the desktop).

A few things: I'm running TOS 2.06 on a 520st expanded to 2.5 megs. I'm using MENU.PRG (with its default settings) to compile with; the return codes from both the compiler & linker are 0 (good). I've tried booting the ST with no accs or auto progs (except ICDBOOT). Nothing has worked! Any help, or clues as to how to look for the cause of this, is appreciated! TIA,

Rob Aries

From -1038803611113162437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Screen size detection
Date: 1995/12/04
Message-ID: <Pine.A32.3.91.951204165431.19042A-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 121157739
references: <49p5lk$9pn@infa.central.susx.ac.uk>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 2 Dec 1995, James Cox wrote:

> I am in need of finding the screen dimensions, number of bitplanes etc for the
> screen, however, without using the VDI...
>
> This question could probable be read: How does the VDI figure out the screen
> size/number of bitplanes etc.. given the fact that there are such things as
> 17" SVGA monitors, Screenblaster hardware, virtual screens, and
> reflex/supernova graphics card (etc, etc, etc..)

>
No way. VDI is told by the screen driver how large the screen is. You seem to worry about functioning with foreign hardware, so you have to solve the problem properly. There is only one single way and that goes via VDI : Open a workstation and the screen resolution and number of bitplanes etc. is written into the intout array. Then you can close it again. But there is no proper way without VDI.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From 8681535328420621315
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,60d2d2413c33f025,start
X-Google-Attributes: gid1115ce,public
From: a.pope@auntie.bbcnc.org.uk (Phineas Pope)
Subject: Wanted: Graphics Artist
Date: 1995/12/05
Message-ID: <4a17uu$c9o@auntie.bbcnc.org.uk>#1/1
X-Deja-AN: 120926790
sender: -Not-Authenticated-[4997]
xdisclaimer: No attempt was made to authenticate the sender's name.
x-posted-from: InterNews 1.0.2@aa043.du.pipex.com
organization: Merlin
newsgroups: comp.sys.atari.programmer

Hi,

Can you design 256 colour pictures, double low res screen height?

If you can, reply to this email for more info.

****
Phineas Pope   MERLIN : THE FIRST CHOICE IN COMPUTERS
****

From 3329817429546547226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8916bdb0d8f5067,start
X-Google-Attributes: gid1115ce,public
From: markuss@sim.techem.ruhr-uni-bochum.de (Markus Soick)
Subject: New problem with Stik
Date: 1995/12/05
Message-ID: <4a1cst$51c@sun168.rz.ruhr-uni-bochum.de>#1/1
X-Deja-AN: 120926791

organization: Ruhr-Universitaet Bochum, Rechenzentrum
newsgroups: comp.sys.atari.programmer

Hello all !

As many people, I have some problems with Stik. But not the same like other people here. The problem only occur, if I want to use CAB. IRC works fine.
I have checked the posting in the Usenet, but their problems (setting of the Cache-directory, uncompressed SLIP) doesn't fit here.
First I describe the problem that occurs:
If I try to load some pages, CAB stops reading the data of the page or an inline-graphic after around 1600-1700 bytes. Then after a while CAB continues to load the next document (seems to be a time-out). The error occurs always with the same document or graphic. So a document does always work or doesn't work always. IRC works fine.
Second I describe my system:
I have a 520STM, 2,5 MB, HD, 38400 Baud. Software is Overscan, NVDI3, and HSMODEM6. But the error is the same even with only Stik and HSMODEM. I'm using the www08.zip archive. The next is a part from my default.cfg:

```
TTL         =   64
PING_TTL    =  255
MTU         =  576
MSS         =  536
PKT_SIZE    = 2048
DFB_SIZE    = 2048
RCV_WND     = 2048
```

My Atari is directly connected to our server, a 486DX100 with Linux, over a uncompressed SLIP-connection. Connection over a terminal works fine.
Third I describe our trys to resolve the problem.
I have talked with our system-administrator about this problem and we have checked the packages, which are sent between the computers, and tried different settings of the default.cfg. We have found the following:
The server sends packages with the size of 536 and the atari sends packages, that he have get them. The window-size decreases every time. After around 1600-1700 bytes, there is only a small window-size left (e.g. 191 bytes).
The server then sends a package with this smaller value, but the Atari doesn't respond to this. Then the server sends this package every few seconds again, but the Atari never sends a message, that he have get them.
We have tried other values of MTU, but no changes.
We have tried other values for RCV_WND, but the window-size the Atari sends to the server is always 2000 !
Our Administrator told me, that there have been the same error in the first Linux-versions and he have corrected this (he is one of the developers for Linux).
Does other people have seen this error, too ? Or does somebody knows, what to do ?

Bye, MarkusS.
--

---
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*postmaster@microsoft.com   *

From 730569566129782722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2835d36fdb54532b,start
X-Google-Attributes: gid1115ce,public
From: p_keller@conan.ids.net (Peter Keller)
Subject: I gots me a problem, folks.
Date: 1995/12/05
Message-ID: <4a0vq8$j6v@paperboy.ids.net>#1/1
X-Deja-AN: 120926793
organization: IDS World Network Internet Access Service, (401) 885-4243
newsgroups: comp.sys.atari.programmer

Recently, I was playing around with the desktop.inf file, seeing what all the stuff does, and Something Is Not Right now. What happens is when I come out of a program, or even from the text viewer, an extra window appears on the desktop! It's a normal window, but the window that was previously open shrinks to the smallest it can get! Another thing about it is, that when this window appears, I not sure how to describe this, but there's a flash of color diagonally down from the corners of the window, almost like there was a window closing just before I come out of whatever I was in- get it? Clear as mud, no doubt.

Anybody have any ideas on how to fix this? I'm not sure how this happened, because I made sure the file was back the way it originally was, but it's still Messed Up. Perhaps someone could send me their desktop.inf file so's I could see if I maybe didn't get it back quite right or something? Any help would be greatly appreciated.

Cheers- Peter Keller
p_keller@ids.net

From -99878252684043485
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Subject: Re: Screen size detection
Date: 1995/12/05
Message-ID: <30C44BE2.41C67EA6@cs.man.ac.uk>#1/1

X-Deja-AN: 120926794
references: <49p5lk$9pn@infa.central.susx.ac.uk>
content-type: text/plain; charset=us-ascii
organization: Dept. of Computer Science, Manchester University.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348
x-mailer: Mozilla 2.0b3 (X11; I; SunOS 4.1.2 sun4c)

James Cox wrote:
>
> I am in need of finding the screen dimensions, number of bitplanes etc for the
> screen, however, without using the VDI...

Are we just talking Falcon here, or does it have to be ST compatible (for Novas etc)?

If its just Falcon, then I can help a bit... Take a look at the hardware register listing - contained there is a lot of stuff about the horizontal / vertical border / screen size.

To calculate the height, its (vertical_screen_end - vertical_screen_begin)/2 (its measured in half lines), *2 if Interlace is set, /2 if double line is set.

Width, I cannot remember off the top of my head, but its all there...

Bitplanes: This is the tricky one - The hardware register listing gives an address which has 2/256/65536 colour mode flags, but not 4/16. I have been told by a number of people that this can be found by examining the ST Shifter address... I still haven't yet got around to sticking this code in, so I dont know this for certain...

Hope this helps... mail if you need more specific info...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

Manchester University Chamber Music Society Concert - Tuesday 5th December
starts 7:30 at the Church of the Holy Innocents, Fallowfield

**** Profits go to Oxfam ****

(I'll be the 1st Flute who messes up the syncopated bit in the Copland :-))

From 7217239783335854821
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Accessory memory problems
Date: 1995/12/05
Message-ID: <3EC7B4@moacs.indiv.nl.net>#1/1
X-Deja-AN: 120926797
references: <491vne$hoo@bambam.soi.city.ac.uk> <49ckmu$1757@rs18.hrz.th-
darmstadt.de> <49pjkp$rji@inca01.inca.co.nz>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

In article <49pjkp$rji@inca01.inca.co.nz>,
Gaven Miller <gmiller@inca.co.nz> wrote:
>
> global[1] is the maximum number of concurrent apps supported.
>
> MonoTOS ("SingleTOS"? "UniTOS"?) returns 1 in this element of the array.
>
> MultiTOS returns -1 (meaning "unlimited")

I wonder what an application should do if (global[1] == 0).
A `stop #0x2700' instruction, perhaps? :-)

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

From 2203447294163950602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe
X-Google-Attributes: gid1115ce,public
From: jamesco@cogs.susx.ac.uk (James Cox)
Subject: Re: Screen size detection
Date: 1995/12/05
Message-ID: <4a246s$kre@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 120926798
distribution: e
references: <49p5lk$9pn@infa.central.susx.ac.uk> <30C44BE2.41C67EA6@cs.man.ac.uk>
organization: University of Sussex
newsgroups: comp.sys.atari.programmer

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
: Are we just talking Falcon here, or does it have to be ST compatible
: (for Novas etc)?

I am really after making a general purpose system that would work with all

Atari's, but I know this is asking a bit much. Ultimately, my system will be setting the screen mode itself, however, that won't be until I have something else finished first, which I am testing in different screen modes.

Anthony> You detailed how to get screen width from the Falcon's hardware registers - will that work even with hardware Screenblaster's? (I assume it does, but I know very little about how things work at the hardware level)...

Thanks for the help,

James Cox <jamesco@cogs.susx.ac.uk>

From 7328692134241566816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c352980e2df2e916,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 100b1f,c352980e2df2e916,start
X-Google-Attributes: gid100b1f,public
From: nhughes@cln.etc.bc.ca (Neil Hughes)
Subject: Linux for Atari/HD partitioning
Date: 1995/12/05
Message-ID: <1995Dec5.112316.16511@news.etc.bc.ca>#1/1
X-Deja-AN: 121039634
sender: news@news.etc.bc.ca (System Administration)
x-nntp-posting-host: cln.etc.bc.ca
organization: The Mine Studios, Victoria, BC, Canada
newsgroups: comp.os.linux.help,comp.sys.atari.programmer
originator: nhughes@cln

I own an Atari Falcon 030 which I use as a hard disk recorder (with Cubase Audio), as part of a multimedia studio. Recently I have been given access to a pair of Seagate Barracuda 2.5 gig HDs. They are beautiful drives but the obsolete Atari "TOS" OS insists on limiting partition size to 256 megs and refuses to accept more than a gig per SCSI id number. These are ridiculous limitations on an otherwise fantastic system; it would be great if my computer also had full access to these drives!

I have heard that Linux has been ported to Atari. Can anyone explain what the implications are for a Falcon platform? Essentially, I am looking for the ability to create large (multi-gig) partitions; my system must function with 16 megs of RAM, so turning the Falcon into a Mac would probably be out of the question ;)

If anyone could help get me out of the Stone Age, I would really appreciate it! If you prefer to reply via E-mail, you can reach me at agreenwe@castle.uvic.ca

Thanks, Anand

From 9113948820441021366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7a943360f37f4404,start
X-Google-Attributes: gid1115ce,public
From: majordomo@singnet.com.sg
Subject: * Free Newsletter on Passion & Romance *
Date: 1995/12/05
Message-ID: <4a2kdh$f34@lantana.singnet.com.sg>#1/1
X-Deja-AN: 121039639
distribution: world
organization: PassionFRUIT
newsgroups: comp.sys.atari.programmer

==========
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==========

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From -4583211953269203863
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,adf74eba7ed4de3,start
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: does this address work?
Date: 1995/12/05
Message-ID: <4457rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 121039640
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0

reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 05 Dec 95 p_keller@conan.ids.net
wrote:
 pk> Anybody have any ideas on how to fix
this?

Delete your DESKTOP.INF. Set up your new desktop as you want it and then
Save
Desktop.

Roger
rcain@nest.demon.co.uk

--

From 6262228762465203658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe
X-Google-Attributes: gid1115ce,public
From: t150315@proffa.cc.tut.fi (Tamminen Eero)
Subject: Re: Screen size detection
Date: 1995/12/05
Message-ID: <4a1dgu$200@cc.tut.fi>#1/1
X-Deja-AN: 121039641
distribution: world
references: <49p5lk$9pn@infa.central.susx.ac.uk>
organization: Tampere University of Technology, Computing Centre
newsgroups: comp.sys.atari.programmer

James Cox (jamesco@cogs.susx.ac.uk) wrote:
: I am in need of finding the screen dimensions, number of bitplanes etc for the
: screen, however, without using the VDI...

I think they are on the Line-A _variables_ (it's functions that aren't
supported by new OSs). I'm not sure about how to access them (SozobonX
C doesn't support it, but GCC has at least a linea.h header file...).

- Eero

From 2515673199311044012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c352980e2df2e916
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 100b1f,c352980e2df2e916
X-Google-Attributes: gid100b1f,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: Linux for Atari/HD partitioning
Date: 1995/12/05
Message-ID: <30C44C19.74F0@imc.exec.nhs.uk>#1/1
X-Deja-AN: 121039642
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <1995Dec5.112316.16511@news.etc.bc.ca>
to: agreenwe@castle.uvic.ca
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
mime-version: 1.0
newsgroups: comp.os.linux.help,comp.sys.atari.programmer
x-mailer: Mozilla 2.0b3 (X11; I; SunOS 5.4 sun4m)

Neil Hughes wrote:
 to a pair of Seagate Barracuda 2.5 gig HDs. They are beautiful drives but
> the obsolete Atari "TOS" OS insists on limiting partition size to 256 megs
> and refuses to accept more than a gig per SCSI id number. These are

Just install a better hard disk driver. HD Driver (a commercial product)
allows much bigger partitions, and works faster as well.

> I have heard that Linux has been ported to Atari. Can anyone explain what
> the implications are for a Falcon platform? Essentially, I am looking for
> the ability to create large (multi-gig) partitions; my system must

Yes you can have big partitions under Linux as well. I have a Conner disk
without several large partitions and one gigabyte or so partition. No problem.

--Chris

From -5623320718928137514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,aa643164b73783a9,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ac98452379ed5135
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,aa643164b73783a9,start
X-Google-Attributes: gid109a67,public
From: npetep@hasler.ascom.ch (Patrick Peter)
Subject: gnu c++ problem
Date: 1995/12/05
Message-ID: <1995Dec5.125754.14603@hasler.ascom.ch>#1/1
X-Deja-AN: 121581141
sender: news@hasler.ascom.ch
x-nntp-posting-host: gino.hasler.ascom.ch
references: <DIvspu.6q2@eunet.ch>
organization: Ascom Hasler AG, Berne, Switzerland
reply-to: npetep@hasler.ascom.ch

newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
and have some problems.

1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
   when i start vi in the tcsh then i cannot move the cursor with the
   cursorkeys. Does anybody know why this doesn't work?

2. after the installation of gnu c++ i wrote a test programm hello.cc with
   one includefile and one output line. when i try to compile this i will
   get a message similar to this: "virtual memory exhausted".
   after starting MiNT, TOSWIN and tcsh i have around 2MB of ram left. Is
   that not enough or is there an error in my installation?

if it's not possible to use gnu c++, is there another c++ available for
the falcon?

please answer also with email, because i cannot always get this newsgroup.

thanks in advance

Patrick

From 2378927965538100592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Subject: Re: Screen size detection
Date: 1995/12/06
Message-ID: <30C59731.41C67EA6@cs.man.ac.uk>#1/1
X-Deja-AN: 121039635
references: <49p5lk$9pn@infa.central.susx.ac.uk> <30C44BE2.41C67EA6@cs.man.ac.uk>
<4a246s$kre@infa.central.susx.ac.uk>
content-type: text/plain; charset=us-ascii
organization: Dept. of Computer Science, Manchester University.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348
x-mailer: Mozilla 2.0b3 (X11; I; SunOS 4.1.2 sun4c)

James Cox wrote:

> I am really after making a general purpose system that would work with all
> Atari's, but I know this is asking a bit much. Ultimately, my system will be
> setting the screen mode itself, however, that won't be until I have something
> else finished first, which I am testing in different screen modes.

If you want to be compatible, the best way to go is to use VDI... However, you could write a routine for ST, one for Falcon, one for TT etc. and then stick a little machine detector code at the beginning, which selects the correct one...

> Anthony> You detailed how to get screen width from the Falcon's hardware
> registers - will that work even with hardware Screenblaster's? (I assume it
> does, but I know very little about how things work at the hardware level)...

To be honest, I dont know, as I dont have Screenblaster, or any other hardware video-upgrades. It does work with FalconScreen, the software enhancer, and probably with all other software ones, but I dont know whether it works with hardware... Anyone?

(James: do you have screen-blaster? If so, then I could send you my code, and find out...)

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

From -7267365447445087808
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ee6dedb4aa81c7c2,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ee6dedb4aa81c7c2,start
X-Google-Attributes: gid109a67,public
From: josdb@xs4all.nl (Jos den Bekker)
Subject: GNUC's wind_set
Date: 1995/12/06
Message-ID: <30c5b5508e26f0@xs4all.nl>#1/1
X-Deja-AN: 121039636
content-type: text/plain; charset=ISO-8859-1
x-hardware: MC68000 Atari Mega 4 ST TOS 1.4
organization: Sad & Co., Amsterdam
x-url: http://xs4all.nl/~josdb
mime-version: 1.0
reply-to: josdb@xs4all.nl
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

Does anyone know if there exists a front-end for GNUC's wind_set that makes it compatible with source written for PureC's wind_set?

Please reply by private mail since our news server is faulty at the moment.

--

```
 ---------------------------------------------------------------------------
|                 |    vertaler    |    translator     |   traductor    |
| Jos den Bekker  |Engels en Spaans|English and Spanish|espa⍰ol e ingl⍰s|
|<josdb@xs4all.nl>|-------------------------------------------------------|
|                 |           WWW: http://xs4all.nl/~josdb                |
 ---------------------------------------------------------------------------
```

From 159792976296514470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2e61f840e7372f7,start
X-Google-Attributes: gid1115ce,public
From: awatson@pacifier.com (Anthony Watson)
Subject: Extra MegaSTE Ports
Date: 1995/12/06
Message-ID: <4a4rf1$ga0@news.pacifier.com>#1/1
X-Deja-AN: 121039637
organization: Pacifier, public access Internet site. 360-693-0325
newsgroups: comp.sys.atari.programmer

Hello,

I am looking for info on programming the Modem 2 and Serial2 ports on the MegaSTE. I already have the Atari Compendium, as well as the Atari Developer docs, but neither of these explains "HOW" to program these ports.

Specifically, I need to know how to set the Baud Rate (i.e. 57600 or 115200 baud), how to select which port I want (Modem, Modem 2, Serial 2), and how to send and receive data from those ports.

An example in BASIC or Assembly would be appreciated, though it doesn't need to be very extensive. Just a simple sample showing how to select the port, set the baud rate, and send/receive a byte to/from the port.

If you can help, Thanks!

Anthony Watson
Mountain Software
awatson@pacifier.com
http://www.pacifier.com/~awatson

From 8926119346741207391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2835d36fdb54532b
X-Google-Attributes: gid1115ce,public
From: Mark Butler <Mark@dwell.demon.co.uk>

Subject: Re: I gots me a problem, folks.
Date: 1995/12/06
Message-ID: <402741784wnr@dwell.demon.co.uk>#1/1
X-Deja-AN: 121157740
x-nntp-posting-host: dwell.demon.co.uk
references: <4a0vq8$j6v@paperboy.ids.net>
x-smtp-posting-host: post.demon.co.uk [Thu, 7 Dec 95 6:58:52 GMT]
x-broken-date: Wednesday, Dec 06, 1995 21.56.20
organization: None
reply-to: Mark@dwell.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article: <4a0vq8$j6v@paperboy.ids.net> p_keller@conan.ids.net (Peter
Keller) writes:
> Path:
dwell.demon.co.uk!news.demon.co.uk!demon!tank.news.pipex.net!pipex!usenet.ee
l.ufl.edu!newsfeed.internetmci.com!in2.uu.net!paperboy.ids.net!conan.ids.net
!p_keller
> From: p_keller@conan.ids.net (Peter Keller)
> Newsgroups: comp.sys.atari.programmer
> Subject: I gots me a problem, folks.
> Date: 5 Dec 1995 08:27:52 GMT
> Organization: IDS World Network Internet Access Service, (401) 885-4243
> Lines: 18
> Message-ID: <4a0vq8$j6v@paperboy.ids.net>
> NNTP-Posting-Host: conan.ids.net
> X-Newsreader: TIN [version 1.2 PL2]
>
> Recently, I was playing around with the desktop.inf file, seeing what all
the
> stuff does, and Something Is Not Right now. What happens is when I come
out of
> a program, or even from the text viewer, an extra window appears on the
desktop!
> It's a normal window, but the window that was previously open shrinks to
the
> smallest it can get! Another thing about it is, that when this window
appears,
> I not sure how to describe this, but there's a flash of color diagonally
down
> from the corners of the window, almost like there was a window closing
just
> before I come out of whatever I was in- get it? Clear as mud, no doubt.
>
> Anybody have any ideas on how to fix this? I'm not sure how this
happened,
> because I made sure the file was back the way it originally was, but it's
still
> Messed Up. Perhaps someone could send me their desktop.inf file so's I
could
> see if I maybe didn't get it back quite right or something? Any help
would be
> greatly appreciated.

Switch your computer on with no disk inserted, After a while it will come up with the Desktop. Then Insert a Disc and Save Desktop to produce a standard DESKTOP.INF file for you to look at.

--
Mark Butler, Atari ST Shareware Programmer.

From -8836226193898717358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,687632e764c70b2f,start
X-Google-Attributes: gid1115ce,public
From: Tom Thompson <tthompso@pcshs.com>
Subject: TT with 19" monitor for sale cheap
Date: 1995/12/06
Message-ID: <4a58do$in5@globe.indirect.com>#1/1
X-Deja-AN: 121157741
organization: PCS Health Systems, Inc. Scottsdale, Arizona
newsgroups: comp.sys.atari.programmer

I have a TT with 4 meg of memory, a 19 inch monitor that I would love to sell before christmas. It has been sitting lonely for the last several months waiting for someone to use it. No one does. This system is going cheap. If you are interested, leave e-mail to tthompso@pcshs.com.

I have alot of software to send if you are willing to pay the freight. (ie. Pure C. many terminal programs and a list will be made for the buyer of the system.)

I also have an old ST 520 1meg machine, with mono monitor.

leave e-mail to
tthompso@pcshs.com
~~~
~~~

X-Google-Thread: 1115ce,cf75282f25f5f778,start
X-Google-Attributes: gid1115ce,public
From: Fraser Keith <fkeith@cs.strath.ac.uk>
Subject: C++
Date: 1995/12/07
Message-ID: <4a70cs$lg6@dunlop.cs.strath.ac.uk>#1/1
X-Deja-AN: 121157737
content-type: text/plain; charset=us-ascii
organization: Comp. Sci. Dept., Strathclyde University, Glasgow, Scotland.
x-url: news:comp.sys.atari.programmer#30B9937E.443D@imc.exec.nhs.uk
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
x-mailer: Mozilla 1.1N (X11; I; OSF1 V3.2 alpha)

Can anyone recomend a good C++ compiler for the STE. I need one tonight
because a my programming project needs a lot of final work, and its due
in tomorrow (Friday)! I will need an ftp site where to get it, if known.

I've tried GNU g++, but it only works on systems with hard drives.

Sorry about cross posting but this is urgent!! :-(

Cheers,

Fraser

From 432697895729840282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: Screen size detection
Date: 1995/12/07
Message-ID: <30C6BA25.6F96@imc.exec.nhs.uk>#1/1
X-Deja-AN: 121157738
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <49p5lk$9pn@infa.central.susx.ac.uk> <30C44BE2.41C67EA6@cs.man.ac.uk>
<4a246s$kre@infa.central.susx.ac.uk> <30C59731.41C67EA6@cs.man.ac.uk>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b3 (X11; I; SunOS 5.4 sun4m)

Anthony Jacques wrote:
> If you want to be compatible, the best way to go is to use VDI... However, you
> could write a routine for ST, one for Falcon, one for TT etc. and then stick a
> little machine detector code at the beginning, which selects the correct one...

You still lose, as you don't cater for any graphics cards.

--Chris

From -6160035396592496629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31d0edd3f65cbaf9,start
X-Google-Attributes: gid1115ce,public
From: wwc@rem-wwc.desy.de (wwc)
Subject: gem for x11 library?
Date: 1995/12/07
Message-ID: <WWC.95Dec7222044@rem-wwc.desy.de>#1/1
X-Deja-AN: 121157742
distribution: world
organization: Deutsches Elektronen-Synchrotron, Hamburg
reply-to: wwc@lars.desy.de
newsgroups: comp.sys.atari.programmer

Hi,

  some time ago I heared something about a source code library which
emulates gem calls in an X11 environment. Are there any news on this
project and where might I find some hints?

     Wolfgang
--

```
   _/  _/ _/  _/ _/_/_/ . Wolfgang Wander  HERMES Collaboration
  _/  _/ _/  _/ _/     . DESY Hamburg     Email: wwc@hermes.desy.de
 _/_/_/ _/_/_/ _/     . Notkestr. 85     Tel: +49 40 8998 4638  Fax: -3438
_/_/_/ _/_/_/ _/_/_/ . 22603 Hamburg    WWW: http://dxhra1.desy.de/wander.html
```


From 67104490980185876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31d0edd3f65cbaf9
X-Google-Attributes: gid1115ce,public
From: wwc@rem-wwc.desy.de (wwc)
Subject: gem for x11 library?
Date: 1995/12/07
Message-ID: <WWC.95Dec7221738@rem-wwc.desy.de>#1/1
X-Deja-AN: 121263624
distribution: world
organization: Deutsches Elektronen-Synchrotron, Hamburg
reply-to: wwc@lars.desy.de
newsgroups: comp.sys.atari.programmer

Hi,

  some time ago I heared something about a source code library which
emulates gem calls in an X11 environment. Are there any news on this
project and where might I find some hints?

Wolfgang
--
_/ _/ _/ _/ _/_/_/ . Wolfgang Wander HERMES Collaboration
_/ _/ _/ _/ _/ . DESY Hamburg Email: wwc@hermes.desy.de
_/_/_/ _/_/_/ _/ . Notkestr. 85 Tel: +49 40 8998 4638 Fax: -3438
_/_/_/ _/_/_/ _/_/_/ . 22603 Hamburg WWW: http://dxhra1.desy.de/wander.html

From -2919088503519913407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,328c1d4f38cf3579,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd9c6,328c1d4f38cf3579,start
X-Google-Attributes: gidfd9c6,public
X-Google-Thread: 1031e1,328c1d4f38cf3579,start
X-Google-Attributes: gid1031e1,public
X-Google-Thread: fd4c9,328c1d4f38cf3579,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: f579c,328c1d4f38cf3579,start
X-Google-Attributes: gidf579c,public
X-Google-Thread: 109a67,328c1d4f38cf3579,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,328c1d4f38cf3579,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8c6e,328c1d4f38cf3579,start
X-Google-Attributes: gidf8c6e,public
From: asmodeus@telerama.lm.com (Aragon Balintine)
Subject: FS:Atari STuff: Hardware and Software
Date: 1995/12/07
Message-ID: <4a7c65$mek@terrazzo.lm.com>
X-Deja-AN: 121372521
organization: Telerama Public Access Internet, Pittsburgh, PA
keywords: atari, st, for sale, sale, software, hardware
newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsa
le
summary: Atari ST H/Software for sale

Updated: 12/6/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
I can not keep up with the newsgroups, so please use one of the below
ways of contacting me.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com

WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on an idividual basis per order. All prices are in US Dollars, and payment is to be in US Funds. Money Order payments will be shipped the day after I receive payment, and personal checks payments will be shipped when the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $250.00
ShoeBox 80meg HD w/ICD+ host $120.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
(SOLD)Epyx The Grip joystick (9-pin) ******
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00
Mouse Master $20.00

VIDEO:
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $90.00

AUDIO:
Stereo Replay audio digitizer $85.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment

```
|Manual                    (SOLD) = item has been sold
||Box Software Title          ASKING PRICE
|||   ========================================
DMB   Arctic Fox                    $5.00
DMB   Atari 1st Word ST             $5.00
DMB   Atari ST Academy              $5.00
DMB   Autoduel                      $9.00
DMB   Backup! (Michtron)            $8.00
DMB   Battle Chess                  $8.00
DMB   Battletech -
         cresent hawk's inception  $8.00
DM    BBS Express ST               $12.00
DMB   Blacklamp                     $5.00
DMB   Bloodwych                     $8.00
DMB   Club Backgammon               $8.00
DM    Codehead Lookit & Popit       $9.00
DM    Codehead Multidesk Deluxe    $14.00
DMB   Curse of the Azure Bonds      $8.00
           Above includes Adventures Journal
DM    DC Desktop                    $9.00
DM    DC Utilities                  $5.00
DMB   Death Bringer                 $5.00
DMB   Death Sword                   $5.00
DMB   Defender of the Crown         $8.00
DMB   Deluxe Paint ST              $22.00
DMB   Dragons of Flame              $5.00
DMB   Dungeon Master                $9.00
DB    Dungeon Master no manual,    $10.00
        includes: The Lost
        Scrolls of Mount Anaias help book
DMB   Dungeon Master II:           $11.00
        Chaos Strikes Back; Above includes Gaming Aids disk
DM    E-Z Data (database)           $5.00
DM    Ed Hak     $10.00
DMB   Elite w/Leroy's               $10.00
            Helpbook for Elite
DM    FAST (util)                    $5.00
DMB   FAST - Key SHell and AND       $5.00
DMB   Gauntlet                       $5.00
DMB   GFA Basic3.5e disk,3.0manual $35.00
DM    H&D Base (database)            $5.00
DMB   Hacker II: Doomsday Papers     $8.00
DM    Hard Disk Toolkit              $9.00
          (Beckmeyer Develop.)
DMB   Hillsfar                       $8.00
DM    ICD Clean-up ST               $12.00
DMB   Ikari Warriors                 $5.00
D     Interlink ST (term)           $13.00
DB    Kis Terminal                   $5.00
DM    Laser C                       $30.00
DMB   Lock-on                        $5.00
DM    Ma Hubbards Cupboard and       $7.00
           assorted utils (SHW)
```

DMB	Metro Cross	$7.00
DMB	Michtron BBS 3.0	$12.00
DMB	Mindshadow	$8.00
DMB	Neochrome	$5.00
D	PC Ditto	$5.00
DMB	Primetime	$5.00
DM3B	Print Master Plus, w/ art gallery 1 & 2	$15.00
DMB	Roadwar 2000	$8.00
DMB	Roadwar Europa	$7.00
2DM2B	Rogue (2 of them) selling both together	$5.00
DMB	Rolling Thunder	$7.00
DMB	Scurples	$7.00
DMB	Space Conquest: A Galactic Odyssey	$5.00
M	Spectrum 512	$7.00
DMB	Speedball 2	$10.00
DMB	ST Karate	$5.00
DMB	ST-Talk Professional 2.0	$8.00
DMB	Temple of Aphsai Trilogy	$8.00
DB	Temple of Aphsai Trilogy	$8.00
D	Time Link	$5.00
DMB	Timeworks Data Manager ST	$15.00
DMB	TimewrksDesktopPublisher(SHW)	$20.00
D?B	Timeworks Word Writer ST	$15.00
DB	Tool Box volume 1	$5.00
DMB	Top Gun, (SHW)	$8.00
DMB	Top Gun	$8.00
DMB	Ultima V: Wariors of Destiny w/cloth map and coin	$10.00
DM	Ultimate Virus Killer	$10.00
DM	Universal Item Selector3.32	$9.00
DMB	Universe III	$9.00

mag Assorted Atari Magazines: INCLUDING DISKS $55.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book	Atari Logo Sourcebook	$6.00
book	ST Basic Sourcebook and Tutorial	$6.00
book	Compute!'s ST Programmer's Guide	$6.00
book	The Atari ST Book (Turner)	$6.00
book	Intermediate and Advanced Atari ST Subjects (Turner)	$6.00
book	Turner's Third Book of Atari ST Topics (Turner)	$6.00

All prices are open to negotiation, please make an offer if you are interested in something(s).

You can contact me at:
BBS:(412)343-1422

Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
  there is a link on my home page for the current list of atari items

All prices are negotionable.
All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

From -4139679877359634834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Screen size detection
Date: 1995/12/07
Message-ID: <Pine.A32.3.91.951207112059.16361A-100000@iris.amp.uni-
hannover.de>#1/1
X-Deja-AN: 121466567
references: <49p5lk$9pn@infa.central.susx.ac.uk> <30C44BE2.41C67EA6@cs.man.ac.uk>
<4a246s$kre@infa.central.susx.ac.uk>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 5 Dec 1995, James Cox wrote:

> I am really after making a general purpose system that would work with all
> Atari's, but I know this is asking a bit much. Ultimately, my system will be
> setting the screen mode itself, however, that won't be until I have something
> else finished first, which I am testing in different screen modes.
>
.....
> does, but I know very little about how things work at the hardware level)...
>
I was afraid of this ;-) Lets take my maschine for an example. Currently
I use a screen resolution of 960 x 544 with original on-board hardware of
an old 520 ST+. This is possible by uprating the board clock to 12 MHz
and giving to the ST video hardware new Vsync and Hsync signals. I can
even use my old SM 124 for this resolution (indeed, it does it !). This is
very cheap (cost me less than 30 bucks) for considerably increased screen
resolution, therefore I think that quite a few STs have been upgraded
this way. For any software looking to the hardware register this computer
looks precisely the same as with the original 640 x 400 resolution. You'd
have to do careful timing measurements to see the difference. I only need

a tiny driver that allocates screen memory, sets the video base adress, and writes according numbers to the LINEA Variables when AES calls the open_workstation VDI function. Thats all, no resident driver code.

I'm absolutely sure that any software that doesn't use VDI and tries to figure out the screen resolution on my maschine will fail, unless it is carefully trimmed to my kind of hardware (which would require quite some afford).

I'll will go even further soon. I got some 19 inch computer monitors and I'm about to build a graphics card for them (1024 x 864) that will need even less software aid, and will still look like original 640 x 400 when looked at the hardware registers.

So there is no way to fulfil your promise :
> I am really after making a general purpose system that would work with
> all Atari's, ...
unless you use VDI !

Hope that clarified things Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

From 7859478860291271960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,cf75282f25f5f778
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,cf75282f25f5f778
X-Google-Attributes: gid1115ce,public
From: ggeens@elis.rug.ac.be (Guy Geens)
Subject: Re: C++
Date: 1995/12/08
Message-ID: <4a9hg4$f32@infoserv.rug.ac.be>#1/1
X-Deja-AN: 121263623
references: <4a70cs$lg6@dunlop.cs.strath.ac.uk>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st
organization: University of Ghent, Belgium
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Fraser Keith (fkeith@cs.strath.ac.uk) wrote:
: Can anyone recomend a good C++ compiler for the STE. I need one tonight
: because a my programming project needs a lot of final work, and its due
: in tomorrow (Friday)! I will need an ftp site where to get it, if known.

: I've tried GNU g++, but it only works on systems with hard drives.

AFAIK, g++ is the only C++ compiler ever ported to the ST.

--
Guy Geens <guy.geens@elis.rug.ac.be>: Ph.D. student at ELIS -- TFCG / IMEC
Home Page: http://www.elis.rug.ac.be/ELISgroups/tfcg/staff/gg.html
finger ggeens@elis.rug.ac.be for public keys (or use keyserver)
PGP fingerprints on Home Page

From -3888675536879909431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d68300f95dcd475
X-Google-Attributes: gid1115ce,public
From: Jakob Johnsen <31jhj@but.auc.dk>
Subject: Re: Please help me with my printer driver problem
Date: 1995/12/08
Message-ID: <Pine.PCF.3.91.951208115003.9216A-100000@[130.225.56.243]>#1/1
X-Deja-AN: 121372523
references: <49n9m9$mjo@newsbf02.news.aol.com>
x-sender: 31jhj@news.iesd.auc.dk
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Math & CS at Aalborg University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 1 Dec 1995, El Jibaro wrote:

> I have an Atari Mega and for the last several years I've been writing a
> novel on Word Writer. Now I need to print out eight hundred pages on a
> Canon BJ200 bubble jet printer, and I can't get any compatible drivers. If
> I convert it all to ASCII, I'll loose all my formatting. Can someone
> please help me in obtaining something that will work? Or point me to a
> source? Canon doesn't want to help me. I'm desperate! Will someone help me
> out of this nightmare?
>
I have a Canon BJ200 as well, and I've made some changes with the dip
switses, so I can (and does) use a printer driver called EPSON 850..
Check your manual for a complete list of compatiable epson printer drivers..

Hope this helps..

Greets Jakob :)

From 3945617324044907783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,cf75282f25f5f778
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,cf75282f25f5f778
X-Google-Attributes: gid1115ce,public

From: chainxor@control.auc.dk (Henrik Lunardi Weide)
Subject: Re: C++
Date: 1995/12/09
Message-ID: <4aboh5$mpf@news.iesd.auc.dk>#1/1
X-Deja-AN: 121372518
references: <4a70cs$lg6@dunlop.cs.strath.ac.uk>
organization: Aalborg University - Dep. of Control Engineering
reply-to: chainxor@control.auc.dk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
nntp-posting-user: chainxor

In article <4a70cs$lg6@dunlop.cs.strath.ac.uk>, Fraser Keith
<fkeith@cs.strath.ac.uk> writes:
> Can anyone recomend a good C++ compiler for the STE. I need one tonight
> because a my programming project needs a lot of final work, and its due
> in tomorrow (Friday)! I will need an ftp site where to get it, if known.
>
> I've tried GNU g++, but it only works on systems with hard drives.

I don't think any C++ packages are avaiable that will work with floppy-only
systems. They're simply too big.

> Sorry about cross posting but this is urgent!! :-(

I'm sorry but you need a harddrive very urgent.

> Cheers,
>
> Fraser

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

From -8767873924343614137
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,853c911dcde8aac9,start
X-Google-Attributes: gid1115ce,public
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: Falcon & BLiTTER troubles...
Date: 1995/12/09

Message-ID: <DJBz1L.IBL@novice.uwaterloo.ca>#1/1
X-Deja-AN: 121372522
sender: news@novice.uwaterloo.ca (Mr. News)
references: <Pine.BUL.3.90.951207225006.14357A@bull.mimuw.edu.pl>
organization: University of Waterloo
newsgroups: comp.sys.atari.programmer

In article <Pine.BUL.3.90.951207225006.14357A@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>Can anyone tell me what's going on with the BLiTTER on the Falcon 030?!?
>Why I cant turn it off under pure GEM/TOS and I can under NVDI?
>Is that possible taht there are no software blitting routines in
                                ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
                                      I believe that's exactly what the problem
is.
>oridinary ROM or what?

Art
--
Art
atwareck@novice.uwaterloo.ca

From -8857021155549703082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8be4ad79dc4e19b6,start
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: Fichier re□u?
Date: 1995/12/09
Message-ID: <4591phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 121466568
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <09 Dec 95 09:33:34>, stasik@bull.mimuw.edu.pl
(90:100/106)
writes:

 s> Can anyone tell me what's going on with the BLiTTER on the
Falcon
 s> 030?!? Why I cant turn it off under pure GEM/TOS and I can
under
 s> NVDI? Is that possible taht there are no software blitting
routines
 s> in oridinary ROM or
what?

AFAIK the blitter in the Falcon cannot be turned off, BUT NVDI has a switch (set in the CPX) that allows it to avoid using the blitter for any routine it supplies that would use it. However, it cannot prevent other programs from using the blitter it they bypass NVDI by using the blitter directly.

Phil

~ Never hit a man with glasses; hit him with your fist.
~

--

From 4335620788233729843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1746b07d309b17f7,start
X-Google-Attributes: gid1115ce,public
From: Arco <arcovang@caiw.nl>
Subject: switching from b/w to TV and back?
Date: 1995/12/09
Message-ID: <30CA65E6.2668@caiw.nl>#1/1
X-Deja-AN: 121581144
content-type: text/plain; charset=us-ascii
organization: University of Nijmegen, The Netherlands
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b3 (Win16; I)

Hello there, (AAAARRGGHH this is the 20th time I'm writing
this...serverproblems...8{

I want to program on a SM144 and run the program on a TV.
I just can't stand the interlaced mode on the TV.
I've got a Falcon with Screenblaster 3 inside (which won't install itself
on the SM144).
I tried to access the Videl registers but the SM144 stays 'on-line'
can anybody help?
greetings, Arco (Goof of the Giants)
arcovang@caiw.nl

From 2294428428877192435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94986d60c564700c,start
X-Google-Attributes: gid1115ce,public
From: jnorton@nilenet.com (John Norton)
Subject: TOS 2.05 versus TOS 2.06
Date: 1995/12/09

Message-ID: <4acgie$sii@thoth.nilenet.com>#1/1
X-Deja-AN: 122029194
organization: NileNet, Ltd
newsgroups: comp.sys.atari.programmer

Is there really much of a difference between 2.05 and 2.06? I am thinking
about upgrading.

From 486202714624086241
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: Screen size detection
Date: 1995/12/11
Message-ID: <gigxr01-1112950844150001@47.85.0.99>#1/1
X-Deja-AN: 121581139
references: <49p5lk$9pn@infa.central.susx.ac.uk> <30C44BE2.41C67EA6@cs.man.ac.uk>
<4a246s$kre@infa.central.susx.ac.uk>
<Pine.A32.3.91.951207112059.16361A-100000@iris.amp.uni-hannover.de>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

In article
<Pine.A32.3.91.951207112059.16361A-100000@iris.amp.uni-hannover.de>, Peter
Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:

> I was afraid of this ;-) Lets take my maschine for an example. Currently
> I use a screen resolution of 960 x 544 with original on-board hardware of
> an old 520 ST+. This is possible by uprating the board clock to 12 MHz
> and giving to the ST video hardware new Vsync and Hsync signals.

Nice!

Could you supply details of the hardware modifications.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From -3620775772815646130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,cf75282f25f5f778
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,cf75282f25f5f778
X-Google-Attributes: gid1115ce,public
From: alpldbia@sagitta.zrz.TU-Berlin.DE (Andre Leistner)

Subject: Re: C++
Date: 1995/12/11
Message-ID: <4ah0jn$ofa@brachio.zrz.TU-Berlin.DE>#1/1
X-Deja-AN: 121581140
references: <4a70cs$lg6@dunlop.cs.strath.ac.uk> <4aboh5$mpf@news.iesd.auc.dk>
organization: /usr/news/lib/organisation
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <4aboh5$mpf@news.iesd.auc.dk>,
Henrik Lunardi Weide <chainxor@control.auc.dk> wrote:

>In article <4a70cs$lg6@dunlop.cs.strath.ac.uk>, Fraser Keith
<fkeith@cs.strath.ac.uk> writes:
>> Can anyone recomend a good C++ compiler for the STE. I need one tonight
>> because a my programming project needs a lot of final work, and its due
>> in tomorrow (Friday)! I will need an ftp site where to get it, if known.
>>
>> I've tried GNU g++, but it only works on systems with hard drives.
>
>I don't think any C++ packages are avaiable that will work with floppy-only
systems. They're simply too big.

Last week I tried to reduce the entropy in my room by rearranging some old
magazines
that were lying around on the floor. I had a quick look into some of them and
there
was an interesting article from 1991 about Objective-C for the Atari. It wasn't a
stand alone compiler but more kind of a preprocessor which translates Objective-C
into 'normal' C to be compiled using a C compiler. I haven't heard of this anymore
so I believe it's not available either ...

-andre

--
Andre Leistner -- Materials Science/Polymer Physics student
UseNet: alpldbia@sp.zrz.tu-berlin.de MausNet: Andre Leistner @ B

From 892687836243444598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d79dbbf84e037050,start
X-Google-Attributes: gid1115ce,public
From: "Mathew J. Lamb" <lamb>
Subject: tos code
Date: 1995/12/11
Message-ID: <4ai290$o14@usc.edu>#1/1
X-Deja-AN: 121581142
sender: lamb@sapo.usc.edu
content-type: text/plain; charset=us-ascii
organization: University of Southern California
x-url: news:comp.sys.atari.programmer
mime-version: 1.0

newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.12 (X11; I; SunOS 5.4 sun4m)

Hi - is there a tos error code faq somewhere. as a newcommer to the TOS
..what does code 35 indicate?
e-mail answers @   lamb@rana.usc.edu
much thanks, Mathew Lamb

From -3762443950103838504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2e61f840e7372f7
X-Google-Attributes: gid1115ce,public
From: baade@saphir.physik1.uni-rostock.de (Thomas Baade)
Subject: Extra MegaSTE Ports
Date: 1995/12/11
Message-ID: <4ai8lp$gbu@taiwan.informatik.uni-rostock.de>#1/1
X-Deja-AN: 121581143
references: <4a4rf1$ga0@news.pacifier.com>
organization: Uni - Rostock
newsgroups: comp.sys.atari.programmer

Hello Anthony,

AW> I am looking for info on programming the Modem 2 and Serial2 ports on the
AW> MegaSTE.

The most easy way is described in 'hsmoda06.lzh'.

Happy hacking, T34.

From -8559336770094910260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Subject: Re: Screen size detection
Date: 1995/12/11
Message-ID: <30CC04A4.41C67EA6@cs.man.ac.uk>#1/1
X-Deja-AN: 121581145
references: <49p5lk$9pn@infa.central.susx.ac.uk> <30C44BE2.41C67EA6@cs.man.ac.uk>
<4a246s$kre@infa.central.susx.ac.uk>
<Pine.A32.3.91.951207112059.16361A-100000@iris.amp.uni-hannover.de>
content-type: text/plain; charset=us-ascii
organization: Dept. of Computer Science, Manchester University.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348
x-mailer: Mozilla 2.0b3 (X11; I; SunOS 4.1.2 sun4c)

Peter Rottengatter wrote:

> very cheap (cost me less than 30 bucks) for considerably increased screen
> resolution, therefore I think that quite a few STs have been upgraded
> this way.

I've never heard of anyone doing this before... maybe I'm deaf! :-)

> For any software looking to the hardware register this computer
> looks precisely the same as with the original 640 x 400 resolution. You'd
> have to do careful timing measurements to see the difference. I only need
> a tiny driver that allocates screen memory, sets the video base adress,
> and writes according numbers to the LINEA Variables when AES calls the
> open_workstation VDI function. Thats all, no resident driver code.
>
> I'm absolutely sure that any software that doesn't use VDI and tries to
> figure out the screen resolution on my maschine will fail, unless it is
> carefully trimmed to my kind of hardware (which would require quite some
> afford).

I would have thought that it would work, as it is quite easy to test the
line_a variables. As its not a Falcon, checking the video register is
not much use for screen-size detection if you want it to work with enhanced
modes...

> So there is no way to fulfil your promise :
> > I am really after making a general purpose system that would work with
> > all Atari's, ...
> unless you use VDI !

True - If you want to be 100% compatible with all the possible different
modes you should go with the VDI...

I dont know if they do, but shouldn't graphics cards put a cookie in the
jar to make it easy to detect what resolution it is???

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

From 8032517313352209552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ec4757c0f6b801d,start

X-Google-Attributes: gid1115ce,public
From: elad granot <elod@math.tau.ac.il>
Subject: exporting a midi file to dos
Date: 1995/12/11
Message-ID: <Pine.SUN.3.91.951211192716.14481A@lune.math.tau.ac.il>#1/1
X-Deja-AN: 121581147
organization: Tel-Aviv University Computation Center
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

hi there,
my name is elad, and i know nothing about Atari (except the TV-game...).

I have a musician friend who works with ATARI 1024, and uses a
proffessional MIDI application (called CILAB).

I own a pc computer, and want to transfer midi files from my friend, but
my drive won't accept an Atari formatted disk (3.5").

Is there a way to transfer the disk to DOS ??
Can my friend save his files on the ATARI at a format that will be
acceptable by my pc ??

your answer would be most apperciated, especially if you send it directly
to e-mail: elod@math.tau.ac.il.
Thanks !!!

From -6683521806684786483
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d79dbbf84e037050
X-Google-Attributes: gid1115ce,public
From: stosser@neon (Tony Greenwood)
Subject: Re: tos code
Date: 1995/12/11
Message-ID: <4aib9m$rvd@neon.airtime.co.uk>#1/1
X-Deja-AN: 121581151
references: <4ai290$o14@usc.edu>
organization: AirTime Internet Resources Limited
newsgroups: comp.sys.atari.programmer

Mathew J. Lamb (lamb) wrote:
: Hi - is there a tos error code faq somewhere. as a newcommer to the TOS
: ..what does code 35 indicate?
: e-mail answers @ lamb@rana.usc.edu
: much thanks, Mathew Lamb

 If I remember correctly, its a file missing, such as rsc or inf, or it
is also caused if the actual program you are running is incomplete,
 Lets say you unzip a prg, you run that prg, if it was incomplete then

you would get error 35,

I would say you have something missing,

Cheers.....!ynoT

From -30154609175205405
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,aa643164b73783a9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ac98452379ed5135
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,aa643164b73783a9
X-Google-Attributes: gid109a67,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: gnu c++ problem
Date: 1995/12/11
Message-ID: <Pine.A32.3.91.951211132741.20079A@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 121581152
references: <DIvspu.6q2@eunet.ch> <1995Dec5.125754.14603@hasler.ascom.ch>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 5 Dec 1995, Patrick Peter wrote:

>
> i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
> and have some problems.
>
> 1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
> when i start vi in the tcsh then i cannot move the cursor with the
> cursorkeys. Does anybody know why this doesn't work?
>
Originally, vi does not know THE cursor keys. vi uses other keys for
this purpose (space for cursor right, or CTRL-P for cursor up. I believe
this can be configured.

> 2. after the installation of gnu c++ i wrote a test programm hello.cc with
> one includefile and one output line. when i try to compile this i will
> get a message similar to this: "virtual memory exhausted".
> after starting MiNT, TOSWIN and tcsh i have around 2MB of ram left. Is
> that not enough or is there an error in my installation?
>
2 MB might be a little tight for GNU C. Try to run TCSH without the
TOSWIN or even use a smaller shell (tcsh is rather larger).

> if it's not possible to use gnu c++, is there another c++ available for

> the falcon?
>
AFAIK there is no other C++ running on Ataris.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From 7607898156450420826
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,853c911dcde8aac9
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: Falcon & BLiTTER troubles...
Date: 1995/12/11
Message-ID: <Pine.BUL.3.90.951211142231.25761B-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 121581156
references: <Pine.BUL.3.90.951207225006.14357A@bull.mimuw.edu.pl>
<DJBz1L.IBL@novice.uwaterloo.ca>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw
University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Sat, 9 Dec 1995, Art Twarecki wrote:

> >Can anyone tell me what's going on with the BLiTTER on the Falcon 030?!?
> >Why I cant turn it off under pure GEM/TOS and I can under NVDI?
> >Is that possible taht there are no software blitting routines in
>   ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>   I believe
> that's exactly what the problem is.
> >oridinary ROM or what?

But there is an Xbios call to configure BLiTTER, so maybe the problem is
less painful. Any other ideas?

regards,

Simon.

From -5986748742672629633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,328c1d4f38cf3579
X-Google-Attributes: gid111a55,public

X-Google-Thread: 109a67,328c1d4f38cf3579
X-Google-Attributes: gid109a67,public
X-Google-Thread: fd4c9,328c1d4f38cf3579
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: fd9c6,328c1d4f38cf3579
X-Google-Attributes: gidfd9c6,public
X-Google-Thread: f579c,328c1d4f38cf3579
X-Google-Attributes: gidf579c,public
X-Google-Thread: 1115ce,328c1d4f38cf3579
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8c6e,328c1d4f38cf3579
X-Google-Attributes: gidf8c6e,public
X-Google-Thread: 1031e1,328c1d4f38cf3579
X-Google-Attributes: gid1031e1,public
From: Chris Gullette <cjg48647@pegasus.cc.ucf.edu>
Subject: Atari 1040ST for Sale
Date: 1995/12/12
Message-ID: <4aj8cf$537@news.cc.ucf.edu>#1/1
X-Deja-AN: 121581146
references: <4a7c65$mek@terrazzo.lm.com>
content-type: text/plain; charset=us-ascii
organization: University of Central Florida
mime-version: 1.0
newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsa
le
x-mailer: Mozilla 1.1N (Windows; I; 16bit)

I have a system that I would like to sell, preferably as a whole, but I
will break it up if necessary. I have:

Atari 1040ST, 1 meg, mouse
Atari SC1224 color monitor with stand
Atari SX212 1200bps modem (blazing speed, eh?)
Atari SF354 single-sided external floppy drive
Gemini 8-pin dot matrix printer
All necessary cables and adapters

Everything is working 100% and in the original boxes. Make me an offer:
this thing is gathering dust in my closet, and I want to get rid of it.
Payment and shipping arrangements will be made when we make a deal.

If you reply to chris@flowerslabs.com, you'll get a slightly faster
response than from cjg48647@pegasus.cc.ucf.edu.

Chris Gullette (chris@flowerslabs.com/cjg48647@pegasus.cc.ucf.edu)

From 7357483100404940013

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2e61f840e7372f7
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Extra MegaSTE Ports
Date: 1995/12/12
Message-ID: <MGJ7BFR@moacs.indiv.nl.net>#1/1
X-Deja-AN: 121581148
references: <4a4rf1$ga0@news.pacifier.com>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

In article <4a4rf1$ga0@news.pacifier.com>,
Anthony Watson <awatson@pacifier.com> wrote:

> I am looking for info on programming the Modem 2 and Serial2 ports on the
> MegaSTE. I already have the Atari Compendium, as well as the Atari
> Developer docs, but neither of these explains "HOW" to program these ports.
>
> Specifically, I need to know how to set the Baud Rate (i.e. 57600 or
> 115200 baud), how to select which port I want (Modem, Modem 2, Serial 2),
> and how to send and receive data from those ports.

ftp.netbsd.org:/pub/NetBSD/NetBSD-current/src/sys/arch/atari/dev/zs.c
contains the 8530 driver for NetBSD/Atari (C source, not BASIC).

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

From 2424058081255604656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8be4ad79dc4e19b6
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: Fichier re?u?
Date: 1995/12/12
Message-ID: <4ak2bp$17e@sargas.omicron.se>#1/1
X-Deja-AN: 121581149
references: <4591phodgkin@nest.demon.co.uk>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

phodgkin@nest.demon.co.uk (Phil Hodgkins) writes:

>AFAIK the blitter in the Falcon cannot be turned off, BUT NVDI has a switch
>(set in the CPX) that allows it to avoid using the blitter for any routine
>it supplies that would use it. However, it cannot prevent other programs

>from using the blitter it they bypass NVDI by using the blitter
>directly.

It can be turned off just like in an STE. Try using the SYSINFO xcontrol module.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From -8258790973900352863
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5171b6144cc252d,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Word processors & Speedo GDOS
Date: 1995/12/12
Message-ID: <818795164_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 121581150
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4ak46h$fn5@yama.mcc.ac.uk>
Movement <levon@cs.man.ac.uk> said:-

>How do WPs store the text and the related style & font information.
>What's the quickest way ? Could "words" be efficiently stored in a
>linked list, with related attributes signifying any font or style
>changes ? Would this produce a quick algorithm for formatting with
>Speedo ?

Traversing a simple linked list would get too slow. Also you need to store information for characters, not words. Many word processors embed this information in with the text and remember the current attributes and select them as "the internal cursor" comes across them. This is just one approach out of many.

For output, you want to be looking at ways that can output strings. Building a string output routine from a lower level character output routine will be too slow. If the mouse is involved it will also have to be turned off and on for each character which is bad news.

You want some method where you can look through the text to be output and build strings posessing the same attributes.

Using uppercase to represent bold ...

hello World.

You output "hello " as one string, change attributes to bold, output "W" as the second, change back to normal then output "orld." The same holds true for font changes.

I suggest you play with v_gtext() and its relations to get the feel of it.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -1332425399278332451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d79dbbf84e037050
X-Google-Attributes: gid1115ce,public
From: dhedberg@yin.kuai.se (Daniel Hedberg)
Subject: Re: tos code
Date: 1995/12/12
Message-ID: <4akv8o$216@bundy.mdk.se>#1/1
X-Deja-AN: 121581153
references: <4ai290$o14@usc.edu>
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Mathew J. Lamb (lamb) wrote:
: Hi - is there a tos error code faq somewhere. as a newcommer to the TOS
: ..what does code 35 indicate?

The file you are trying to execute is not executable. It's simply a non-executable file with an executable extension, ie TOS/TTP/GTP/PRG/APP.

--

```
                                                                @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   The Home Page of New Beat Development:   E-Mail:            IRC Nickname:
   http://www.kuai.se/~dhedberg/            dhedberg@kuai.se   _Daniel
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From 5947563507327542737
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,d5171b6144cc252d
X-Google-Attributes: gid1115ce,public
From: Movement <levon@cs.man.ac.uk>
Subject: Word processors & Speedo GDOS
Date: 1995/12/12
Message-ID: <4ak46h$fn5@yama.mcc.ac.uk>#1/1
X-Deja-AN: 121581154
content-type: text/plain; charset=us-ascii
organization: Nothing Association
x-url: news:comp.sys.atari.programmer#4ai290$o14@usc.edu
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.12 (X11; I; SunOS 4.1.2 sun4c)

How do WPs store the text and the related style & font information. What's the quickest way ? Could "words" be efficiently stored in a linked list, with related attributes signifying any font or style changes ? Would this produce a quick algorithm for formatting with Speedo ?

Can anyone help ?

Thanks In Advance.

******** http://www.cs.man.ac.uk/~levonj5/ **********
Rebellion - it always sells at a profit - Manic Street Preachers
When dogma enters the brain, all intellectual activity ceases
     - Robert Anton Wilson
******* levon@cs.man.ac.uk Member of Nothing Association *******

From -6764136540437837795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c19eceb1ba9e3df,start
X-Google-Attributes: gid1115ce,public
From: mcareyb@cix.complink.co.uk (Matthew Carey)
Subject: Interface and MyDials Library for Lattice C
Date: 1995/12/12
Message-ID: <ACF2781196681327CE@peckham.compulink.co.uk>#1/1
X-Deja-AN: 121581155
organization: Me
newsgroups: comp.sys.atari.programmer

Is it possible to get the MyDials C Libraries compiled for Lattice C 5. It can't be that difficult to do even the custom Pure C functions they use could be emulated. Jon Ellis (jonellis@cix.compulink.co.uk) who edited the English version of the Interface Manual for Compo has offered to do it for FREE!. Surely if he signed a Non Disclosure Agreement and did it could only help everybody all round.

As it is I can read all about these interesting looking routines but not use them.

Does No| Software have an E-Mail address?

Matthew

From -9062556878549818764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d79dbbf84e037050
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: tos code
Date: 1995/12/12
Message-ID: <818784098_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 121581157
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <4ai290$o14@usc.edu>
"Mathew J. Lamb" <lamb> said:-

>Hi - is there a tos error code faq somewhere. as a newcommer to the TOS
>..what does code 35 indicate?
>e-mail answers @ lamb@rana.usc.edu
>much thanks, Mathew Lamb
>

No more file handles available.

--

Guy Harrison

guy@swampdog.demon.co.uk

From -2877438164301835995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8a8628ffbc2a93d,start
X-Google-Attributes: gid1115ce,public
From: timbe@lsl.co.uk
Subject: Resident programs
Date: 1995/12/12

Message-ID: <1995Dec12.195058.5607@lsl>#1/1
X-Deja-AN: 121741165
organization: Laser-Scan Ltd., Cambridge
newsgroups: comp.sys.atari.programmer

I would like to make the lattice C compiler and linker resident for a program of mine that produces and compiles some code. Can anyone tell me how to do it? It is irritating for it to spend most of it's time loading the compiler!

I would also like to know how to discard the compiler and how to write my code so that it can be made resident.

Thanks

Tim

From 8807927072895397213
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20781410bf26c286,start
X-Google-Attributes: gid1115ce,public
From: drigaudiere@magic.fr (david rigaudiere)
Subject: Looking for information about Midi-Com
Date: 1995/12/12
Message-ID: <4al3jq$mic@paris.magic.fr>#1/1
X-Deja-AN: 121741167
organization: Magic OnLine
newsgroups: comp.sys.atari.programmer

Hello !

well, here's my problem:

I want to link two ST with a Midi local network...
but, there's a probleme with my application : the buffer
gestion is to slow (about 2400 bps instead of 31000..)

So y want to use the Midi-Com accessorie to boost the
link... The application Mc-Talk4 use it, y want to
use it in the same way ..

So if you can help me, please write an E@mail ...

Thanx.. and sorry for bad english (8/20 for my exams -(( )

From 8793452039856847589

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,cf75282f25f5f778
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,cf75282f25f5f778
X-Google-Attributes: gid1115ce,public
From: Simon Gornall <simon@xanadu.logica.co.uk>
Subject: Re: C++
Date: 1995/12/13
Message-ID: <30CE8875.41C6@xanadu.logica.co.uk>#1/1
X-Deja-AN: 121741166
references: <4a70cs$lg6@dunlop.cs.strath.ac.uk> <4aboh5$mpf@news.iesd.auc.dk>
<4ah0jn$ofa@brachio.zrz.TU-Berlin.DE>
content-type: text/plain; charset=us-ascii
organization: Logica UK Ltd.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
x-mailer: Mozilla 2.0b1 (X11; I; OSF1 V3.2 alpha)

Andre Leistner wrote:

> Last week I tried to reduce the entropy in my room by rearranging
> some old magazines that were lying around on the floor. I had a
> quick look into some of them and there was an interesting article
> from 1991 about Objective-C for the Atari. It wasn't a stand alone
> compiler but more kind of a preprocessor which translates Objective-C
> into 'normal' C to be compiled using a C compiler. I haven't heard
> of this anymore so I believe it's not available either ...

As standard there are 3 targets for GNU C, gcc itself, g++ (the C++
compiler) and objective-C. Making them all is the default action for
the makefile that comes with GNU C.

I'm not sure if the a.a.u.e version of GCC makes in the same way (from
source), but if I remmeber correctly, if you're using MiNT/Linux the
standard C source compiles without too many problems.

ATB,
    Simon.

--

<address gornalls@logica.com>
Physicists get Hadrons!

From 8423309905425422934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d79dbbf84e037050
X-Google-Attributes: gid1115ce,public
From: ehramm@dk3uz.hanse.de (Edmund H. Ramm)
Subject: Re: tos code
Date: 1995/12/13

Message-ID: <DJJF44.19y@dk3uz.hanse.de>#1/1
X-Deja-AN: 121741169
references: <4ai290$o14@usc.edu>
organization: Private Linux/68k site
reply-to: ehramm@dk3uz.hanse.de
newsgroups: comp.sys.atari.programmer

"Mathew J. Lamb" <lamb> writes:

>Hi - is there a tos error code faq somewhere. as a newcommer to the TOS
>..what does code 35 indicate?

   Do you perhaps mean -35? The latter raises signal ENHNDL (Handle pool exhausted), which means there are too many open files.

   rgds, Eddi
--
   dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
               Linux/m68k, the best U**x ever to hit an Atari!
    Distribution of this message via the Microsoft Network is prohibited

From 804609957899687711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,aa643164b73783a9
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,aa643164b73783a9
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,ac98452379ed5135
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: gnu c++ problem
Date: 1995/12/13
Message-ID: <Pine.BUL.3.90.951213121558.963B-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 121940975
to: npetep@hasler.ascom.ch
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 5 Dec 1995, Patrick Peter wrote:

> i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
> and have some problems.
>
> 1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
>   when i start vi in the tcsh then i cannot move the cursor with the
>   cursorkeys. Does anybody know why this doesn't work?

There is a GEM shell for GNU C (available on a.a.u.u or ftp.cnam.fr) and

then you're able to run any of your favourite GEM text editors.

> 2. after the installation of gnu c++ i wrote a test programm hello.cc with
>   one includefile and one output line. when i try to compile this i will
>   get a message similar to this: "virtual memory exhausted".
>   after starting MiNT, TOSWIN and tcsh i have around 2MB of ram left. Is
>   that not enough or is there an error in my installation?

For GNU C I always use virtual RAM (eg. V-RAM - shareware or Outside - commercial) on my 4Meg falcon.

> if it's not possible to use gnu c++, is there another c++ available for
> the falcon?

No, it's only one...

regards,

Simon.

From 1739516593519191020
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,853c911dcde8aac9
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: Falcon & BLiTTER troubles...
Date: 1995/12/13
Message-ID: <Pine.BUL.3.90.951213122848.963F-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 121940976
references: <199512112034.PAA31918@novice.uwaterloo.ca>
to: Art Twarecki <atwareck@novice.uwaterloo.ca>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 11 Dec 1995, Art Twarecki wrote:

> >But there is an Xbios call to configure BLiTTER, so maybe the problem is
> >less painful. Any other ideas?
>
> Simon, I think the xbios call works on machines which _do_ have software
> blitting routines (in ROMs). Falcon isn't one of them. Of course,
> the call is still available (for compatibility, I guess).
> Why do you require to turn the blitter off? For benchmarking?

But I still belive that it's possible to run pure GEM without BLiTTER, look - eg. it's possible with the Outside virtual memory because it doesn't use BLiTTER at all. Do you think the Outside has it's own

blitting routines?

> P.S. Do you have any information regarding the accelerator made in Poland? I
> saw some of your postings to the linux-m68k mailing list regarding it...

So that's why I want to keep BLiTTER off. I'm writing the software for
the SpeedUp accelerator and there is a problem with BLiTTER at 50MHz
mode. On most of falcons is enough to put BLiTTER to half speed, but
there are some which didn't like to go at 25MHz (BUS speed) at all (even at
12.5MHz). And I guess I haven't to write my own blitting routines :(

However the SpeedUp will be officialy available on February '96. I have
one in my falconfor two months an it works very good (especially at 50MHz
with your old internal CPU you have over 200% of pure falcon and over
130% of TT with TT-RAM!)

best regards,

Simon.

From -1863969555305978260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5171b6144cc252d
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Word processors & Speedo GDOS
Date: 1995/12/14
Message-ID: <4anqgr$44f@studs.sci.kun.nl>#1/1
X-Deja-AN: 121741168
references: <4ak46h$fn5@yama.mcc.ac.uk>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <4ak46h$fn5@yama.mcc.ac.uk> Movement <levon@cs.man.ac.uk> writes:

>How do WPs store the text and the related style & font information. What's the
>quickest way ? Could "words" be efficiently stored in a linked list, with
>related attributes signifying any font or style changes ? Would this produce a
>quick algorithm for formatting with Speedo ?

I don't think a linked list for words would be smart, for two reasons:
First, you'd have quite a memory overhead, and second you won't be
able to change fonts _inside_ a word, which is not al that esoteric,
e.g. when using super- or subscripts.

I'm currently writing a Speedo wordprocessor; I haven't implemented
font and style changes yet, but intend to use a code at the place of
change. To speed things up, I have a special code to signal text
lines with no font stuff in them (after all, probably the majority of
the text) which thus do not have to be parsed and can be fed to f_gtext()
directly. But as you see, the hard work remains to be done yet.

To keep memory usage as tight as possible, I allocate textblocks when needed (currently every paragraph occupies such a block), but I already foresee trouble importing a large, `paragraphless' ASCII text.

The textblocks form a linked list, however.

But this stuff is giving me headaches anyway... :-) A wordprocessor dealing with proportional fonts is about an order of magnitude more difficult to whip up than a simple fixed-width one. (Just the cursor positioning took me hours and hours...)

Good luck! (And expect to see my WP somewhere in 2010...)

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -5719191309928064588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fc30e52c17a28fe
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Screen size detection
Date: 1995/12/14
Message-ID: <Pine.A32.3.91.951214171049.14254B-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 121837966
references: <49p5lk$9pn@infa.central.susx.ac.uk> <30C44BE2.41C67EA6@cs.man.ac.uk> <4a246s$kre@infa.central.susx.ac.uk> <Pine.A32.3.91.951207112059.16361A-100000@iris.amp.uni-hannover.de> <gigxr01-1112950844150001@47.85.0.99>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 11 Dec 1995, Gerry O'Rourke wrote:

> In article
> <Pine.A32.3.91.951207112059.16361A-100000@iris.amp.uni-hannover.de>, Peter
> Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>
> > I was afraid of this ;-) Lets take my maschine for an example. Currently
> > I use a screen resolution of 960 x 544 with original on-board hardware of
> > an old 520 ST+. This is possible by uprating the board clock to 12 MHz
> > and giving to the ST video hardware new Vsync and Hsync signals.

>
> Nice!
>
> Could you supply details of the hardware modifications.
>
I'll try to dig them out. I did these things about three years ago. Meanwhile I noticed that not all SM124 can cope with a 48 MHz pixel rate. But a rule of thumb is : The older the better. So if you have a really old SM124 you might be lucky. Modern multiscan screens should do it anyway.
I remember me buying a new CPU (a 16 MHz version of MC 68000), four 74ALSsomething to speed up the CPU bus drivers, a couple of resistor arrays for proper bus termination. These things didn't speed up the system, but made the board cope with 12 MHz. The system clock is derived from the video clock (32 MHz originally), so it had to be replaced by an 48 MHz oscillator. There are two things that complicated all a bit :
The floppy disk controller still needs 8 MHz, unless one wants to create his very personal disk format not readable on any other computer; and new video syncs are required because originally they are not derived from the video clock, I think.
The latter problem is solved by a little EPROM sequencer (about 2x2 inch) that produces Vsync, Hsync, and DE (display enable) for two different screen resolutions : 640x400 during AUTO folder execution, then switched to 960x544 after bootup. This sequencer also incorporates the new board clock oscillator (48 MHz).
The floppy problem is solved by another little daughter board (1.5x4 inch) that features another oscillator and a new floppy chip. I used a new controller because this way I could introduce HD technology (1.44 MB floppies) into my system. The oscillator produces 16 MHz. This goes directly to the FD controller for HD operation, it is divided to 8 MHz for DD operation, to 2 MHz (for the sound chip, to correct for the pitch of the sound system) and to 500 Hz for the ACIAs (needed for proper baud rate for keyboard communications).
After all this is done the last thing to do is to adjust some pots inside the SM124, to make the picture fit onto the SM124 screen.

Now the whole computer is faster by a factor of 1.5. It starts with a small picture (640x400), then AUTO folder programs are executed (the screen driver is one of those), then the picture will blow up to 960x544 and the desktop appears.

This system is most compatible (any program that runs with any external graphics card would run on this maschine; I tried MiNT with X-Window as a really hard compatibility test - it works !!!) and reliable (well, I had to replace the video chip about two years ago, but I do not think that was connected to this speedup.

The idea was from a german magazine, I'll look for that article. If you're really interested, get a german dictionary ;-) and give me a fax number.

Cheers Peter

   Peter Rottengatter   perot@pallas.amp.uni-hannover.de

From -1900796526545516629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8ac31eb29431beff,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8ac31eb29431beff,start
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Can't delete folders on Minix partition
Date: 1995/12/14
Message-ID: <gigxr01-141295084504001@47.85.0.99>#1/1
X-Deja-AN: 121837967
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I have several folders on a 120 Mbyte minix partition that I cannot delete.
I have tried both the desktop delete & RMDIR (from a shell) with no change.

The error message I get is 'access denied' (-36).

These folders are not corrupt, as I can copy in & out files.

I remember the thread about undeletable files a few weeks ago & some of
the solutions involved editing disk sectors.

I cannot edit the hard disk, as I do not know enough about the Minix
format & besides I don't think any of my disk tools can handle it.

Am I missing something really obvious here, like permissions or user privileges?

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From 5000873664201012386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8be4ad79dc4e19b6
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Fichier re?u?
Date: 1995/12/14
Message-ID: <4apdam$9b5@studs.sci.kun.nl>#1/1
X-Deja-AN: 121940971

references: <4591phodgkin@nest.demon.co.uk> <4ak2bp$17e@sargas.omicron.se>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <4ak2bp$17e@sargas.omicron.se> elias@omicron.se (Elias Martenson) writes:

>phodgkin@nest.demon.co.uk (Phil Hodgkins) writes:

>>AFAIK the blitter in the Falcon cannot be turned off, BUT NVDI has a switch

>It can be turned off just like in an STE. Try using the SYSINFO xcontrol
>module.

Hmmm. I was under the impression that the Falcon TOS no longer has
VDI code that works without a blitter. That's why you have to have
NVDI to switch it off. (And it becomes faster, too... I don't really
like that. Try explaining that to your PC friends...: `But my Falcon
has an internal BLiTTER chip that speeds up the graphics - if you turn
it off.')

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From 3920097095971115674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,8ac31eb29431beff
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,8ac31eb29431beff
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Can't delete folders on Minix partition
Date: 1995/12/14
Message-ID: <4apdju$9pc@studs.sci.kun.nl>#1/1
X-Deja-AN: 121940972
references: <gigxr01-1412950845040001@47.85.0.99>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In <gigxr01-1412950845040001@47.85.0.99> gigxr01@nt.com (Gerry O'Rourke) writes:

>The error message I get is 'access denied' (-36).

It could be that you don't have write permission for that directory
(permision to write = permission to delete).

Try `chmod 777 dirname', which sets all permissions on; you might also
have to do this to the directory which _contains_ the directories you

want to delete.

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
/K%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}   /*ATARI Falcon030 */

From 7835060580691102594
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9d44ed012555331e
X-Google-Attributes: gid1115ce,public
From: vegard@interlink.no (Vegard Hofsoy)
Subject: Re: GFA Vs Hisoft Basic
Date: 1995/11/19
Message-ID: <vegard-1911952117110001@trh-ppp3.interlink.no>#1/1
X-Deja-AN: 119820034
references: <48l3i6$cq7@dux.dundee.ac.uk> <wilsonr.4.00224456@interlog.com>
organization: Mediadrom AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

In article <wilsonr.4.00224456@interlog.com>, wilsonr@interlog.com (Robert
Wilson) wrote:

> In article <48l3i6$cq7@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod
McCall) writes:
> >From: rmccall@mcs.dundee.ac.uk (Rod McCall)
> >Subject: GFA Vs Hisoft Basic
> >Date: 18 Nov 1995 17:01:58 GMT
>
> >I am looking for a version of Basic which will allow me to QUICKLY create
> >forms, buttons and menus etc on the Falcon. I also need it to allow the
> >execution of external programs for example accessories which play
> >AVI's, MPEGS and music/speech.
>
> >So which is best for making quick prototypes GFA or Hisoft Basic?
>
> GFA will not work with MAGIC or with a lot of replacement desk tops. It
allows
> for somewhat faster development in my opinion than Hisoft if the limitations
> are not a great concern.

This is not true. GFA will not only work with Magic, but are running
perfectly even on my PowerMac/MagicMac setup. The Compiler needs to be
patched (*very* simple to do), and A La Card (Shareware, Reiner Rosin) is
needed to make the interpreter work with MagicMac, but it *does* work.

Vegard Hofs

From -2364631122521881662

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c77c321dca7ec557,start
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: EPro v2.2 beta (4 of 4)
Date: 1995/11/19
Message-ID: <4068phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 119937908
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <19 Nov 95 09:58:26>, stasik@bull.mimuw.edu.pl
(90:100/106)
writes:

 s> So I have such a problem: While booting system with xboot it
alyways
 s> pathes the newdesk.inf, so in my case the cache stays
alyways
 s> disabled. Howewer in the original .inf file the cache is turned
on.
 s> Similar problems I have with
blitter.

You could try my boot manager for the Falcon, it's called Stoop. It's
shareware, but is useable with some features disabled - you won't be able
to change the cache (unless you register) but it should stay switched on if
it is already
set.

You can ftp it
from

archive-server@micros.hensa.ac.uk

and the file
is

micros/atari/falcon/a/a091/stp105be.zip

and it is 127kB
long.

Phil

~ Saliva drools OK.
~

--

From 1962477670899713542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea8547a9db312afd
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: EVNT_MULTI problems
Date: 1995/11/20
Message-ID: <816893234_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 119763240
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <48n8r2$9pl@inca01.inca.co.nz>
gmiller@inca.co.nz (Gaven Miller) said:-

>Sorry, I do not use GFA, but the following is suggested by the
>Compendium...
>
>[quote : evnt_button() pg 6.62] A previously undocumented feature of
>this call is accessed by logically ORing the 'mask' parameter with
>0x100. This causes the call to return when independent buttons are
>depressed. For example, a mask parameter of 0x03 will return when both
>the left and right buttons are depressed. A mask of 0x103 will cause
>the call to return when either button is depressed. [end quote]
>
>The hexadecimal values are prefixed with "0x" in C, and "&h" in Basic.
>So, to find out if either left or right button is pressed, use &h103
>(259 decimal). It appears to work with the standard mouse driver built
>into TOS, but it doesn't always work with the serial mouse driver and
>the three-button mouse I am using on my TT.

Does this work with _all_ TOS versions and what are the problems with
the serial and TT mice?

Would the assumption that evnt_multi() will also benefit from this be
correct?

--

Guy Harrison

guy@swampdog.demon.co.uk

From -3139984528509422813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d44ed012555331e
X-Google-Attributes: gid1115ce,public
From: cb170@city.ac.uk (Hall BJ)
Subject: Re: GFA Vs Hisoft Basic
Date: 1995/11/20
Message-ID: <48q61l$28b@bambam.soi.city.ac.uk>#1/1
X-Deja-AN: 119937905
references: <48l3i6$cq7@dux.dundee.ac.uk> <wilsonr.4.00224456@interlog.com>
organization: School of Informatics, City University, London
newsgroups: comp.sys.atari.programmer

>>So which is best for making quick prototypes GFA or Hisoft Basic?

>GFA will not work with MAGIC or with a lot of replacement desk tops. It allows

Really? So I guess that I must not be using GFA with Gemini and MagiC in
order to write multitasking compatible, modern user-interface programs, then?

What I think you mean is that the GFA editor or compiler won't run while
multitasking (and the compiler won't at all).

But GFA compiled programs, written properly do work under MagiC fine.

I _really_ like GFA, and have been using it for years, and find it very
fast. If you want to do forms, get a resource editor (Interface is best).

--
```
 -----------------------------------------------------
 |>         | |      WWW: http://web.city.ac.uk/~cb170
 |> E |\|   |-| /\ |_ |_        EMAIL: benj@city.ac.uk
 -----------------------------------------------------
```

From -6631857457988365172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77dc56ccaa24f17f
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-11.hut.fi (Arto Jalkanen)
Subject: Re: How to recognise proportional VDI fonts ?
Date: 1995/11/21
Message-ID: <48sa9f$7l4@nntp.hut.fi>#1/1
X-Deja-AN: 119820033
distribution: inet
references: <Pine.A32.3.91.951117142808.17249B-100000@iris.amp.uni-hannover.de>
organization: Helsinki University of Technology

newsgroups: comp.sys.atari.programmer

In article <Pine.A32.3.91.951117142808.17249B-100000@iris.amp.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>Does anybody know how I can figure out (proper programming !) whether a
>given VDI-font is proportional or not ? There is a "proportional" flag in
>every fonts header, but it seems to me that there is no VDI call to read
>this flag. Of course, I can compare the cell width for all characters,
>but that method is awkward and slow, since the whole font must have been
>loaded before.

You didn't say what language you used, but under SpeedoGDOS
vqt_f_name returns additional parameter which indicates
whether the font is outline or bitmap. This call is,
if I understood correctly, vqt_f_name in C bindings, but
vqt_name in others (C basic).

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

From 4249305657994013979
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,88ab1f634c63d6ac,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,88ab1f634c63d6ac,start
X-Google-Attributes: gid1115ce,public
From: Jakob Johnsen <31jhj@but.auc.dk>
Subject: Re: blitter & cache flags problem!
Date: 1995/11/22
Message-ID: <Pine.PCF.3.91.951122132013.7095A-100000@[130.225.56.150]>#1/1
X-Deja-AN: 119875704
references:
<Pine.BUL.3.90.951115213205.29010B-100000-100000-100000@bull.mimuw.edu.pl>
x-sender: 31jhj@news.iesd.auc.dk
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Math & CS at Aalborg University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

On Fri, 17 Nov 1995, Szymon Stasik wrote:

>
> So I have such a problem: While booting system with xboot it alyways
> pathes the newdesk.inf, so in my case the cache stays alyways disabled.
> Howewer in the original .inf file the cache is turned on. Similar
> problems I have with blitter.

Have you checked if all you *.inf files are correctly installed ?

Jakob :)

From -972664004440621551
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9fa1c7085f841212,start
X-Google-Attributes: gid1115ce,public
From: msdemlei@mathi.uni-heidelberg.de (Markus Demleitner)
Subject: TT-SCSI Low Level?
Date: 1995/11/22
Message-ID: <48vs26$a4m@sun0.urz.uni-heidelberg.de>#1/1
X-Deja-AN: 119875705
organization: University of Heidelberg, Germany
newsgroups: comp.sys.atari.programmer

Does anybody have some code for accessing the TT's SCSI-port, i.e. sending arbitrary command blocks to arbitrary devices? I know there is some sample code in the Profibuch (ugh... what a name...), but I am sort of loath typing the whole stuff in, particularly if someone else has done it before -- probably with some improvements in flexibility...

Demi

From 6949498409234523519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7faa64784668102,start
X-Google-Attributes: gid1115ce,public
From: solmik@eua.ericsson.se (Mikael Hillborg)
Subject: rewritten form_do ?
Date: 1995/11/22
Message-ID: <48uk7m$i00@euas20.eua.ericsson.se>#1/1
X-Deja-AN: 119937909
organization: Ericsson Telecom Systems Labs, Stockholm, Sweden
reply-to: mikhi@softlab.se
newsgroups: comp.sys.atari.programmer

Hi!

I'm looking for source code (in C) for a form_do that allows for multitasking, that is it should not be blocking but polled.

Any ftp/www site ?

Kind regards

M. Hillborg
mikhi@softlab.se

From 4042065021491101311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46db376a196d529e
X-Google-Attributes: gid1115ce,public
From: clifton@southern.co.nz (Frieder Guy)
Subject: Re: Restricting Mouse Movement
Date: 1995/11/22
Message-ID: <48v1t6$gm5@orm.southern.co.nz>#1/1
X-Deja-AN: 119937910
references: <48fni4$jhf@DGS.dgsys.com>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Marshall Lake (mlake@dgs.dgsys.com) wrote:
: At some point I thought I read something about a systemic way of
: restricting the mouse pointer movement to a smaller, specific rectangle.
: But now that I need to do this I cannot find any supporting documentation
: reference. Is there a systemic way to do this or does it have to be
: coded by hand?

What you do in theory is:
Put the limit size of the box in coordinates eg
XMIN
XMAX
YMIN
YMAX

then you get the coordinate of the mouse eg
X
Y

and then just say that:
if X is less than XMIN then make X=XMIN
if X is greater than XMAX then make X=XMAX
if Y is less than YMIN then make Y=YMIN
if Y is greater than YMAX then make Y=YMAX

that's the theory, and according to a hardware address document I've got...
the Words (2 Bytes) at $00241c and $00241e contain the X and Y mouse
positions respectively.

Hope this helps

From -8554535703928490236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d44ed012555331e
X-Google-Attributes: gid1115ce,public
From: mbecroft@iconz.co.nz (Mario Becroft)
Subject: Re: GFA Vs Hisoft Basic
Date: 1995/11/22
Message-ID: <490606$5ia@status.gen.nz>#1/1
X-Deja-AN: 119937912
references: <48l3i6$cq7@dux.dundee.ac.uk>
organization: Tariland Atari Computer Club, Auckland, New Zealand.
newsgroups: comp.sys.atari.programmer

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I am looking for a version of Basic which will allow me to QUICKLY create
: forms, buttons and menus etc on the Falcon. I also need it to allow the
: execution of external programs for example accessories which play
: AVI's, MPEGS and music/speech.
:
: So which is best for making quick prototypes GFA or Hisoft Basic?

I have used both GFA BASIC 3.5 and HiSoft BASIC 2.1.

GFA BASIC works perfectly well, and is superior to HiSoft BASIC in some ways.

However, The GFA 3.5 interpeter is very badly done, it doesn't do anything in GEM windows, doesn't work in anything except ST low/med/high, does lots of horrible things that completely mess it up in a lot of situations other than a standard ST. I certainly don't recommend the interpreter. The compiler is ok, but you need the interpreter to generate the tokenised file for the compiler to read, so either way you can't escape from the interpreter.

I have heard of a newer GFA BASIC (3.6TT and 4?) but have not seen these myself. For this reason, some of my comments may be out of date.

Some excellent programmes have been written in GFA Basic, but for GEM programming HiSoft BASIC is IMHO much better. You get libraries for all VDI functions, not just half of them as in GFA BASIC. And the same for the AES.

You have a GEM friendly, easy to use editor, unlike the GFA BASIC editor. In addition, HiSoft BASIC is more compatible with BASICs on other platforms. If you are new to using GEM, HiSoft comes with a GEM toolbox, giving you pre-written functions for displaying Windows with Text, Images, Forms etc, as well as display of dialogue boxes and menus. The GEM Toolbox is, however, very buggy, but it may be a start. I ended up re-writing just about all of it myself.

In the end, both will probably suit what you want to do, but IMHO, HiSoft

BASIC will leave you with less problems. You won't go along withuot any trouble, then find that some vital AES function is not present. You won't be stuck in the (IMHO) hard to use, GEM unfriendly editor of GFA BASIC.

For writing a GEM friendly programme (like all programmes should be), I belive HiSoft BASIC to be in general a far better system to use, compared with GFA BASIC.

This is not to say that GFA Basic is hopeless, I have seen some perfectly good programmes written with GFA BASIC. All IMHO.

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft

From 4175089070276676091
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9d44ed012555331e
X-Google-Attributes: gid1115ce,public
From: wilsonr@interlog.com (Robert Wilson)
Subject: Re: GFA Vs Hisoft Basic
Date: 1995/11/22
Message-ID: <wilsonr.5.0035446B@interlog.com>#1/1
X-Deja-AN: 120013444
references: <48l3i6$cq7@dux.dundee.ac.uk> <wilsonr.4.00224456@interlog.com>
<vegard-1911952117110001@trh-ppp3.interlink.no>
organization: InterLog Internet Services
newsgroups: comp.sys.atari.programmer

In article <vegard-1911952117110001@trh-ppp3.interlink.no> vegard@interlink.no
(Vegard Hofsoy) writes:
>From: vegard@interlink.no (Vegard Hofsoy)
>Subject: Re: GFA Vs Hisoft Basic
>Date: Sun, 19 Nov 1995 21:17:11 +0000

>In article <wilsonr.4.00224456@interlog.com>, wilsonr@interlog.com (Robert
>Wilson) wrote:

>
>This is not true. GFA will not only work with Magic, but are running
>perfectly even on my PowerMac/MagicMac setup. The Compiler needs to be
>patched (*very* simple to do), and A La Card (Shareware, Reiner Rosin) is
>needed to make the interpreter work with MagicMac, but it *does* work.

>Vegard Hofs[illegible]y

What is the necessary patch then? After the patch do the GFA commands work for menus etc or does one need to forget GFA and do the coding with an RSC. If the latter then to a large degree it defeats the purpose of using GFA.

From 4472977858316656892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b91b3d843d11bea0
X-Google-Attributes: gid1115ce,public
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: Where can I get an image of TOS 2.06?
Date: 1995/11/23
Message-ID: <ersmithDIIHo5.6ps@netcom.com>#1/1
X-Deja-AN: 119937906
sender: ersmith@netcom23.netcom.com
references: <DI379C.EH2.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
<ersmithDI3Mn6.BGp@netcom.com> <48iaq3$gh8@btmpjg.god.bel.alcatel.be>
organization: NETCOM On-line Communication Services (408 261-4700 guest)
newsgroups: comp.sys.atari.programmer

In article <48iaq3$gh8@btmpjg.god.bel.alcatel.be>,
Chris Gray <grayc@btmaa.bel.alcatel.be> wrote:
>> I suggest you find an Atari dealer (or distributor, or whatever) who can
>> sell you TOS 2.06. The only other alternative is to steal it, and I'm sure
>> you wouldn't want to do *that*.

>Eric, we've just been through a somewhat acrimonious debate on this
>subject. :) Since none of us have any kind of written license agree-
>ment for our TOS ROMs, we're reduced to trying to guess what may or
>not be allowed under the laws of our various countries.

I think it's clear that mailing a copy of a program to someone
who does not already own a copy is illegal in almost every country.
(In many countries it is both a civil *and* criminal violation.)
Not only is it illegal, but it's also unethical.

This is comp.sys.atari.programmer, so let's put it into a programmer's
perspective. If I wrote a useful program, I would definitely NOT want
Atari to distribute it without my permission. So, logically,
I should not distribute Atari software without their permission.
--
Eric R. Smith ersmith@netcom.com

From 6790624645538935136
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6ec7fc0dd9c24be3,start
X-Google-Attributes: gid1115ce,public
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: MiNT, XaAES, NVDI - Safe registers?
Date: 1995/11/23
Message-ID: <ersmithDIII59.7uB@netcom.com>#1/1
X-Deja-AN: 119937907
sender: ersmith@netcom23.netcom.com

references: <49226q$5h2@studs.sci.kun.nl>
organization: NETCOM On-line Communication Services (408 261-4700 guest)
newsgroups: comp.sys.atari.programmer

In article <49226q$5h2@studs.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
>BUT: what registers do MiNT, XaAES and NVDI use? Can I take it for
>granted that they are the same?

If a program replaces a TOS component, it must guarantee that it preserves
any registers that the TOS component preserves (in practice it may
preserve more). MiNT, for example, guarantees that d3-d7 and a3-a7 are
preserved across GEMDOS, BIOS, XBIOS, and MiNT calls, just as TOS
guarantees.

GEMDOS does not guarantee that d0-d2 and a0-a2 are preserved across calls.
However, many versions of TOS do preserve these registers, and some
poorly written programs rely on them being preserved. This may sometimes
be a source of problems with GEMDOS replacements and emulators.

>If not, this may be one of the
>reasons that my attempts in compiling MiNT with Pure C (famous for its
>register optimisations!) failed.

Your problems likely lie elsewhere. One possibility is a calling
convention conflict; MiNT's assembly language routines expect parameters
to be passed on the stack, but Pure C's default behaviour is to pass
parameters in registers.
--
Eric R. Smith ersmith@netcom.com

From 7623058740225021034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea8547a9db312afd
X-Google-Attributes: gid1115ce,public
From: avsec@westminster.ac.uk (Philip Shore)
Subject: Re: EVNT_MULTI problems
Date: 1995/11/23
Message-ID: <DIIA1v.225@westminster.ac.uk>#1/1
X-Deja-AN: 119937911
sender: news@westminster.ac.uk
references: <816646066_OASIS_@swampdog.demon.co.uk> <48n4sf$76k@mercury.dur.ac.uk>
<48q5rl$279@bambam.soi.city.ac.uk> <491vcr$hil@bambam.soi.city.ac.uk>
organization: University of Westminster
newsgroups: comp.sys.atari.programmer

Hall BJ (cb170@city.ac.uk) wrote:

: >>evnt_multi(evnt_mask,0x102,3,0,...)

: >>This allows you to detect both mouse buttons as well as double-clicks. For

: >>triple clicks use 0x103.

: I tried both of these out, but to no success.

: Does 0x102 = Decimal 102 ? Or am I being particularly stoopid..?

Err....well.....lets say you didn't know. 8-)

The 0x prefix in c means hexidecimal.
So really 0x102 is.....258 decimal.
Just in case you didn't know the prefix 0 means octal and you can't do binary
in c source code - use hex.

Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk
             http://www.cranfield.ac.uk/public/me/ev942703

Atari Falcon030 4mb/120HD/FPU

There comes a time when you've got to count your chickens.

From -8383986933789678269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea8547a9db312afd
X-Google-Attributes: gid1115ce,public
From: ethami@duna.ericsson.se (Attila Mezei)
Subject: Re: EVNT_MULTI problems
Date: 1995/11/23
Message-ID: <4923tg$lqe@erinews.ericsson.se>#1/1
X-Deja-AN: 120013433
distribution: world
references: <816893234_OASIS_@swampdog.demon.co.uk>
organization: Ericsson
newsgroups: comp.sys.atari.programmer

In article @swampdog.demon.co.uk, guy@swampdog.demon.co.uk (Guy Harrison) writes:
> In article <48n8r2$9pl@inca01.inca.co.nz>
>   gmiller@inca.co.nz (Gaven Miller) said:-
>
> >So, to find out if either left or right button is pressed, use &h103
> >(259 decimal). It appears to work with the standard mouse driver built
> >into TOS, but it doesn't always work with the serial mouse driver and
> >the three-button mouse I am using on my TT.
>
> Does this work with _all_ TOS versions and what are the problems with
> the serial and TT mice?

>

Take care because it does not always works with all TOS versions and
desk accessories.
I wrote a program (ObjectDesk) which use the right button heavily
and which is beta tested by 20 people.
I used this 0x103 trick and it didn't work for everyone!
It was stubborn with TOS 1.00, on some TTs and believe it or not, some Falcons.
I developed it on Falcon, but the mouseclicks behaved strangely on
other Falcons with the same executable.
At the end I included another kind of right button handling (with vex_butv),
which works 100% on all TOS versions including 1.00.

Attila Mezei (ethami@duna.ericsson.se)

From -9151700354806977490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea8547a9db312afd
X-Google-Attributes: gid1115ce,public
From: cb170@city.ac.uk (Hall BJ)
Subject: Re: EVNT_MULTI problems
Date: 1995/11/23
Message-ID: <491vcr$hil@bambam.soi.city.ac.uk>#1/1
X-Deja-AN: 120013434
references: <816646066_OASIS_@swampdog.demon.co.uk> <48n4sf$76k@mercury.dur.ac.uk>
<48q5rl$279@bambam.soi.city.ac.uk>
organization: School of Informatics, City University, London
newsgroups: comp.sys.atari.programmer

>>evnt_multi(evnt_mask,0x102,3,0,...)

>>This allows you to detect both mouse buttons as well as double-clicks. For
>>triple clicks use 0x103.

I tried both of these out, but to no success.

Does 0x102 = Decimal 102 ? Or am I being particularly stoopid..?

--
```
 -------------------------------------------------------
 |>         | |      WWW: http://web.city.ac.uk/~cb170
 |> E |\|   |-| /\ |_ |_        EMAIL: benj@city.ac.uk
 -------------------------------------------------------
```

From -1857414488905910314

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98,start
X-Google-Attributes: gid1115ce,public
From: cb170@city.ac.uk (Hall BJ)
Subject: Accessory memory problems
Date: 1995/11/23
Message-ID: <491vne$hoo@bambam.soi.city.ac.uk>#1/1
X-Deja-AN: 120013435
organization: School of Informatics, City University, London
newsgroups: comp.sys.atari.programmer

Hi guys,

I am writing a program that also works as an accessory, and yet I am having problems.

Is there any special requirements for accessories (like memory limitations or whatever).

Basically, what it does: when the acc is loaded, the program runs and does some initialisation etc.

Then when the acc is called from the menu, it loads a resource (internally, not from disk) and sorts that out (apparently loading normal resources in accs is not good).

The thing is, it works fine. But if I try to run another program after the acc has been called, the computer always crashes. However, if I load the acc and don't call it, run another program, then call my acc, things behave fine from then on. I suspect it is some kind of memory allocation/fragmentation error - running a program eats into the space reserved for the accessory or something.

It doesn't misbehave under MagiC, either, so I hope it's not a TOS bug.

Anyone shed any light on this?

--
```
 -------------------------------------------------------
 |>         | |      WWW: http://web.city.ac.uk/~cb170
 |> E |\|   |-| /\ |_ |_        EMAIL: benj@city.ac.uk
 -------------------------------------------------------
```

From 1772448664621180347
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da1bbe7b840eea09
X-Google-Attributes: gid1115ce,public
From: jat5@york.ac.uk (John 'john..' Tuffen)
Subject: Re: Compiling EGEM LIbraries with Lattice C v5.04. REPOST
Date: 1995/11/23
Message-ID: <491ea5$a1@netty.york.ac.uk>#1/1

X-Deja-AN: 120013436
distribution: world
references: <48i495$d96@netty.york.ac.uk>
organization: The University of York, UK
newsgroups: comp.sys.atari.programmer

Hi,
     I'm trying to get back into programming GEM apps, and I thought
that I'd use the EGEM libraries, unfortunately I'm having difficulty in
compiling them using Lattice C 5.04. I've got a `Make' program, and I'm
trying to use the MAKEFILE.LCC... However, LC1 doesn't seem to like
the various .C files. I would appreciate any help, as my Atari C programming
is a bit rusty (Too long programming SmallTalk I guess!!)

thanks.

john..

-=-
| e-mail: jat5@york.ac.uk |
| web pages start here: http://www.york.ac.uk/~jat5/ |
-=-
* my music: http://www.york.ac.uk/~jat5/html/music.html *
****

From 7112068927431999908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,702f2265359c31c7,start
X-Google-Attributes: gid1115ce,public
From: dhedberg@yin.kuai.se (Daniel Hedberg)
Subject: What C package?
Date: 1995/11/23
Message-ID: <492inh$42m@bundy.mdk.se>#1/1
X-Deja-AN: 120013437
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Hello,

I am planning on buying a complete C package for the Atari Falcon030. The
question is, what C package should I go for?

I was thinking of PureC, but as far as I know the package is not
available in English, and as my German isn't very good... 8-)

I have heard that Lattice C is pretty good as well, but I have also heard
it's slow compiling and produces rather slow code.

I am going to use C for programming GEM. I would appreciate any
information and suggestions! Thank you!

@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: http://www.kuai.se/~dhedberg/
E-Mail: dhedberg@kuai.se
IRC Nickname: _Daniel
----
oOo oOo
U U

From 6568648625457100779
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,34f60fd48328e4ff,start
X-Google-Attributes: gid1115ce,public
From: "E.A.van Rooijen" <evrooije@ind302ea.wi.leidenuniv.nl>
Subject: AmigaTurboAssembler?
Date: 1995/11/23
Message-ID: <30B4E3D4.167E@ind302ea.wi.leidenuniv.nl>#1/1
X-Deja-AN: 120013447
content-type: text/plain; charset=us-ascii
organization: Dept. of Math. and Comp.Sci.; Leiden Univ.; Leiden; the Netherlands
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b1J (X11; I; IRIX 5.3 IP22)

A question concerning TurboAss.

I've done a assembly programming session in a ST with TurboAss from
SigmaSoft. This was quite some experience...

I've completely fallen in love with it, so here what I want to ask:

Is there an Amiga version of the TurboAss. I fear the worst, but I
just wanted to be sure and ask you if you know anything.
The Amiga assemblers are nothing compared to the powers of
TurboAss. Even if you'd combine all the good stuff of the available
Amiga assemblers, TurboAss would still be more powerful and user
friendly. I've never even seen a tokenizing assembler for the Amiga.

If anyone can help me (out of this uncertainty:-)
Thanks in advance,

--
Emiel van Rooijen
evrooije@wi.leidenuniv.nl

From 6950800482608876468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea8547a9db312afd

X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: EVNT_MULTI problems
Date: 1995/11/24
Message-ID: <Pine.A32.3.91.951124124330.11432A-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 120013438
references: <816646066_OASIS_@swampdog.demon.co.uk> <48n4sf$76k@mercury.dur.ac.uk> <48q5rl$279@bambam.soi.city.ac.uk> <491vcr$hil@bambam.soi.city.ac.uk>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 23 Nov 1995, Hall BJ wrote:

>
> >>evnt_multi(evnt_mask,0x102,3,0,...)
>
> >>This allows you to detect both mouse buttons as well as double-clicks. For
> >>triple clicks use 0x103.
>
> I tried both of these out, but to no success.
>
> Does 0x102 = Decimal 102 ? Or am I being particularly stoopid..?
>
No, no, no .... and no.

The prefix 0x... is the C way to denote hex numbers. Therefore 0x102 means decimal 258, and that's the number you've got to put in to make things work.

Cheers Peter

Peter Rottengatter
Tel. +49 511 668759
Kriegerstrasse 18
30161 Hannover
perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de
Germany

From 8597411583267603237
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77dc56ccaa24f17f
X-Google-Attributes: gid1115ce,public

From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: How to recognise proportional VDI fonts ?
Date: 1995/11/24
Message-ID: <30B5B633.6A4C@imc.exec.nhs.uk>#1/1
X-Deja-AN: 120013439
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <Pine.A32.3.91.951117142808.17249B-100000@iris.amp.uni-hannover.de> <48sa9f$7l4@nntp.hut.fi> <Pine.A32.3.91.951122121920.11413A-100000@iris.amp.uni-hannover.de>
to: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b2 (X11; I; SunOS 5.4 sun4m)

Peter Rottengatter wrote:
> If there is any documentation around for these extended VDI calls, can
> someone give the address where I can find it ?

Search archie for 'nvdiguid'. Here's one place to find it:
ftp://micros.hensa.ac.uk/micros/atari/tos/p/p142/nvdiguid.lzh

It is in German, but I guess that won't be a problem for you ;-)

--Chris

From -4866723124412651333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,702f2265359c31c7
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: What C package?
Date: 1995/11/24
Message-ID: <Pine.A32.3.91.951124131913.11432D-100000@iris.amp.uni-hannover.de>#1/1
X-Deja-AN: 120013440
references: <492inh$42m@bundy.mdk.se>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 23 Nov 1995, Daniel Hedberg wrote:

> I am planning on buying a complete C package for the Atari Falcon030. The
> question is, what C package should I go for?
>
> I was thinking of PureC, but as far as I know the package is not
> available in English, and as my German isn't very good... 8-)

>
Go for it. The versions I've seen had english menues and dialogs, and -
if I remember right - the helps as well.
PureC is sold by Gribnif Software in the US - I cannot imagine a
US-company selling software in german.

Cheers Peter

Peter Rottengatter
Tel. +49 511 668759
Kriegerstrasse 18
30161 Hannover
perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de
Germany

From -1060324046998203695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea8547a9db312afd
X-Google-Attributes: gid1115ce,public
From: cb170@city.ac.uk (Hall BJ)
Subject: Re: EVNT_MULTI problems
Date: 1995/11/24
Message-ID: <494g4s$lhr@bambam.soi.city.ac.uk>#1/1
X-Deja-AN: 120013441
references: <816893234_OASIS_@swampdog.demon.co.uk>
organization: School of Informatics, City University, London
newsgroups: comp.sys.atari.programmer

>> Does this work with _all_ TOS versions and what are the problems with
>> the serial and TT mice?

I tried this with GFA last night, and I did get it to work :)

Thanks guys,

--

```
 -----------------------------------------------------
 |>         | |      WWW: http://web.city.ac.uk/~cb170
 |> E |\|   |-| /\ |_ |_        EMAIL: benj@city.ac.uk
 -----------------------------------------------------
```


From -3377216308612210159
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,6ec7fc0dd9c24be3
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: MiNT, XaAES, NVDI - Safe registers?
Date: 1995/11/24
Message-ID: <494fnb$t48@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 120013442
references: <49226q$5h2@studs.sci.kun.nl>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Sander Stoks (sanders@sci.kun.nl) wrote:
> BUT: what registers do MiNT, XaAES and NVDI use? Can I take it for
> granted that they are the same? If not, this may be one of the
> reasons that my attempts in compiling MiNT with Pure C (famous for its
> register optimisations!) failed. How can I force my compiler to use
> only a given set of registers, if at all?

XaAES runs as a user mode server program, and interfaces via pipes, so
this isn't an issue. If it's running a standard GEM program, the only
register that the trap re-director will corrupt is a0, but I will fix
that if it's problem.

Craig.

From 6262609741043172895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: Accessory memory problems
Date: 1995/11/24
Message-ID: <30B5B836.1121@imc.exec.nhs.uk>#1/1
X-Deja-AN: 120013443
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <491vne$hoo@bambam.soi.city.ac.uk>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b2 (X11; I; SunOS 5.4 sun4m)

Hall BJ wrote:
> Is there any special requirements for accessories (like memory limitations or
> whatever).
[...]
> The thing is, it works fine. But if I try to run another program after the acc
> has been called, the computer always crashes. However, if I load the acc and

Yes, DA's are quite restricted in how they work. The biggest problem is that

they can't request any memory from TOS (ie you can't use Malloc).

Stuff Malloced by a DA can get taken away from the DA unless you are really careful; this is probably what's causing your crashes.

The basic work-around is to fool TOS into thinking the program making the Malloc is not you, but something else. You do that by fudging the current-process system variable just before you Malloc, and restore it as soon as Malloc returns.

I don't think MultiTOS requires this sort of bodge; anyway, there's no real need for DAs under multitasking OSes... Just ask Apple.

--Chris

From -7439104672709465977
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,702f2265359c31c7
X-Google-Attributes: gid1115ce,public
From: dhedberg@yin.kuai.se (Daniel Hedberg)
Subject: Re: What C package?
Date: 1995/11/24
Message-ID: <494lhk$rl4@bundy.mdk.se>#1/1
X-Deja-AN: 120013445
references: <493qntqfo1@mhafm.production.compuserve.com>
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Carl Barron (75066.3204@CompuServe.COM) wrote: : What C package?

: Lattice is a two [three with optimizer] pass compiler. It is slower to write
: to disk, than memory. Proper setup reduces the 'slow' compilations.

: Lattice produces good not slow code, particularly if the optimizer is used,
: is used, if appropriate, etc. Can be configured to 16 or 32 bit ints,
: register or stack argument passing. Supports software, inlined fpu, per.
: fpu, autodetecting math. Comes with everything needed to create gem
: programs, accessories,or cpx's.

: Lattice has a zillion options, but most are setable in its GUI, meaning you
: don't have to remember option letters, unless you use the included make.

: Pure C will never be documented in English, its part of the Borland
: agreemen, that the docs not be translated.

Hello Carl,

Lattice C sounds lika a good package to me. Do you know if it's still supported as well? According to Pure C, I think I saw a message posted here for a while ago saying that Pure C will be available in English (including the online help) for a limited time. I dunno for sure, though.
Thank you for your reply Carl!

```
                                                                @ @
  ----------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   The Home Page of New Beat Development:   E-Mail:            IRC Nickname:
   http://www.kuai.se/~dhedberg/            dhedberg@kuai.se   _Daniel
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From 3180051333045719133
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ceb4b4ff84d0b523,start
X-Google-Attributes: gid1115ce,public
From: vegard@interlink.no (Vegard Hofsoy)
Subject: New: GFA program generator
Date: 1995/11/24
Message-ID: <vegard-2411950238090001@trh-ppp15.interlink.no>#1/1
X-Deja-AN: 120013446
organization: Mediadrom AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

Colombus Soft is releasing a program of mine, Face Value - GFA GEM program generator/"Visual GFA basic", at the ProTOS fair in germany saturday. You can have a sneak look at:

http://www.mediadrom.no/mediadrom/vegard/faceval.html

Also, Munch (mono art program) has now gotten it's own web page:

http://www.mediadrom.no/mediadrom/vegard/munch.html

An announcment will be found in comp.sys.atari.announce shortly...

Bye,
Vegard Hofs

From 5789753811397731521
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af3dc390d73b48a9,start
X-Google-Attributes: gid1115ce,public
From: bikamph@cs.few.eur.nl (Jan Kamphuis)
Subject: xbin.h
Date: 1995/11/24
Message-ID: <DIK4sv.JqH@cs.few.eur.nl>#1/1
X-Deja-AN: 120013448
sender: news@cs.few.eur.nl
organization: Erasmus Universiteit Rotterdam
keywords: gcc g++ binomial
newsgroups: comp.sys.atari.programmer
summary: How to use xbin.h

Hello world,
I use gcc 2.5.8 along with the g++ compiler and include-folder.
I want to draw from a binomial distribution (i.e. x^p * (1-x)^(1-p) and
it appears to me that this is possible with xbin.h xrng.h and xacg.h
But how ???
Thanx:-))
Jan Kamphuis(bikamph@cs.few.eur.nl)

From 377207917198252416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: Accessory memory problems
Date: 1995/11/24
Message-ID: <Pine.A32.3.91.951124124743.11432B-100000@iris.amp.uni-
hannover.de>#1/1
X-Deja-AN: 120013449
references: <491vne$hoo@bambam.soi.city.ac.uk>
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 23 Nov 1995, Hall BJ wrote:

> Is there any special requirements for accessories (like memory limitations or
> whatever).
>
> Basically, what it does: when the acc is loaded, the program runs and does some
> initialisation etc.
>
> Then when the acc is called from the menu, it loads a resource (internally, not
> from disk) and sorts that out (apparently loading normal resources in accs is
> not good).
>
Basically there is a lot of problems with these things. There is no
reason (apart from having another file) to avoid loading resources by an
accessory. BUT : It MUST be done during startup time - that means boot
time, not call time ! This is because for loading the resource the
program doing that (here : the accessory) must allocate memory (actually
done by the AES call). The problem is that for GEMDOS any allocated
memory is owned by the main program. During bootup this is the accessory
itself, but at call time this is some other program that just happens to
run (can be the desktop, or any other real program). When that main
program is finished all owned memory is freed, also the memory allocated
by accessories during run-time of the main application. This leads to
crashes.

Conclusion is that any memory needed by an accessory should be allocated
at bootup time. Only exception is that the accessory handles the AC_CLOSE
message properly.

> The thing is, it works fine. But if I try to run another program after the acc
> has been called, the computer always crashes. However, if I load the acc and
>
Y'know, the accessory probably allocated memory that later has been freed
by GEMDOS due to finished main program, but the accessory probably still
accesses it. So does the newly run program, that allocated the SAME
memory and accesses it. -------> CRASH

> don't call it, run another program, then call my acc, things behave fine from
> then on. I suspect it is some kind of memory allocation/fragmentation error -
> running a program eats into the space reserved for the accessory or something.
>
> It doesn't misbehave under MagiC, either, so I hope it's not a TOS bug.
>
MagiC is free of this problem because it is real multitasking and thus
any memory is owned by the process (program) that allocated it.

> Anyone shed any light on this?
>
Done.

Cheers Peter

Peter Rottengatter

Tel. +49 511 668759

Kriegerstrasse 18
30161 Hannover

perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de

Germany

From 323247527964436970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6ec7fc0dd9c24be3
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: Re: MiNT, XaAES, NVDI - Safe registers?
Date: 1995/11/24
Message-ID: <Pine.A32.3.91.951124130603.11432C-100000@iris.amp.uni-
hannover.de>#1/1
X-Deja-AN: 120013450
references: <49226q$5h2@studs.sci.kun.nl>
x-sender: perot@iris.amp.uni-hannover.de

content-type: TEXT/PLAIN; charset=US-ASCII
organization: RRZN - Newsserver
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 23 Nov 1995, Sander Stoks wrote:

> Just out of curiosity; in several assembly programming manuals
> there are lists of `safe' registers - i.e. not used by TOS (BIOS,
> XBIOS, GEMDOS), AES or VDI. So when writing MC programs, I try to use
> the `safe' registers, saving time not having to stack them before a
> system call. I guess most MC programmers do this.
>
> BUT: what registers do MiNT, XaAES and NVDI use? Can I take it for
> granted that they are the same? If not, this may be one of the
>

I'd think so. The reason is : By using any register that is granted free by Atari the programmers of the mentioned packages would make the package incompatible with lots and lots of applications. Just that should be the main concern of those programmers.

At least MiNT and NVDI are pretty compatible with the things they are to replace (I don't know XaAES, thus no opinion), so I guess you can use the registers that are granted free by Atari.

> reasons that my attempts in compiling MiNT with Pure C (famous for its
> register optimisations!) failed. How can I force my compiler to use
> only a given set of registers, if at all?
>

Dunno. To get absolutely really really sure you can replace the library routines gemdos(), xbios(), bios(), aes(), and vdi() by selfwritten versions that save all registers and restores them - slows things down slightly but hard to notice I guess.

> Have I put my finger on the sore spot here or is this a problem that
> has long been solved?
>

All information IMHO. Make your own mind.

Cheers Peter

Peter Rottengatter
Tel. +49 511 668759
Kriegerstrasse 18
30161 Hannover
perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de
Germany

From 6145744764368018427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,702f2265359c31c7
X-Google-Attributes: gid1115ce,public
From: dhedberg@yin.kuai.se (Daniel Hedberg)
Subject: Re: What C package?
Date: 1995/11/24
Message-ID: <494l7f$rl4@bundy.mdk.se>#1/1
X-Deja-AN: 120013451
references: <492inh$42m@bundy.mdk.se>
<Pine.A32.3.91.951124131913.11432D-100000@iris.amp.uni-hannover.de>
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
: On 23 Nov 1995, Daniel Hedberg wrote:

: > I am planning on buying a complete C package for the Atari Falcon030. The
: > question is, what C package should I go for?
: >
: > I was thinking of PureC, but as far as I know the package is not
: > available in English, and as my German isn't very good... 8-)

: Go for it. The versions I've seen had english menues and dialogs, and -
: if I remember right - the helps as well.
: PureC is sold by Gribnif Software in the US - I cannot imagine a
: US-company selling software in german.

Hello Peter,

Thank you for your reply! Do you know if Gribnif software has an email address?

```
                                                                  @ @
  ------------------------------------------------------------oOO-(_)-OOo-----
   // Take Care, Daniel Hedberg of New Beat Development

   The Home Page of New Beat Development:   E-Mail:            IRC Nickname:
   http://www.kuai.se/~dhedberg/            dhedberg@kuai.se   _Daniel
  ---------------------------------------------------------------------------
                                                              oOo   oOo
                                                               U     U
```

From -8091073213678163723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3b24954d3b1e59b9,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,da1bbe7b840eea09
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 109a67,3b24954d3b1e59b9,start
X-Google-Attributes: gid109a67,public
From: jat5@york.ac.uk (John 'john..' Tuffen)
Subject: Repost: Compiling EGEM LIbraries with Lattice C v5.04
Date: 1995/11/24
Message-ID: <4947v2$221@netty.york.ac.uk>#1/1
X-Deja-AN: 120097464
distribution: world
references: <48i495$d96@netty.york.ac.uk>
organization: The University of York, UK
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
     I'm trying to get back into programming GEM apps, and I thought
that I'd use the EGEM libraries, unfortunately I'm having difficulty in
compiling them using Lattice C 5.04. I've got a `Make' program, and I'm
trying to use the MAKEFILE.LCC... However, LC1 doesn't seem to like
the various .C files. I would appreciate any help, as my Atari C programming
is a bit rusty (Too long programming SmallTalk I guess!!)

thanks.

john..

-=-
| e-mail: jat5@york.ac.uk |
| web pages start here: http://www.york.ac.uk/~jat5/ |
-=-
* my music: http://www.york.ac.uk/~jat5/html/music.html *
****

From 9023212243443707263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46db376a196d529e
X-Google-Attributes: gid1115ce,public
From: ethami@duna.ericsson.se (Attila Mezei)
Subject: Re: Restricting Mouse Movement
Date: 1995/11/24
Message-ID: <493t88$abs@erinews.ericsson.se>#1/1
X-Deja-AN: 120157098
distribution: world
references: <48v1t6$gm5@orm.southern.co.nz>
organization: Ericsson
newsgroups: comp.sys.atari.programmer

In article gm5@orm.southern.co.nz, clifton@southern.co.nz (Frieder Guy) writes:
> Marshall Lake (mlake@dgs.dgsys.com) wrote:
> : At some point I thought I read something about a systemic way of
> : restricting the mouse pointer movement to a smaller, specific rectangle.
> : But now that I need to do this I cannot find any supporting documentation
> : reference. Is there a systemic way to do this or does it have to be

> : coded by hand?
>
> What you do in theory is:
> Put the limit size of the box in coordinates eg
> XMIN
> XMAX
> YMIN
> ::
> that's the theory, and according to a hardware address document I've got...
> the Words (2 Bytes) at $00241c and $00241e contain the X and Y mouse
> positions respectively.
>
> Hope this helps
>
>

No, this is wrong. I think it can be done only by writing a mouse
movement handler (vex_move?? or something like this) in assembly
since the OS does not support it.
evnt_multi also supports watching 2 mouse rectangles, if you want
to use the above "theory". But the mouse will be jumping by the edges of the rect.

Attila Mezei (ethami@duna.ericsson.se)

From -4049286406334892960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,525e0d6ed0441655,start
X-Google-Attributes: gid1115ce,public
From: bikamph@sus.few.eur.nl (Jan Kamphuis)
Subject: gdb
Date: 1995/11/24
Message-ID: <494tj4$39v@sus.few.eur.nl>#1/1
X-Deja-AN: 120222217
organization: Erasmus Universiteit Rotterdam
keywords: gdb gcc ld
newsgroups: comp.sys.atari.programmer
summary: How can I get gdb running

Hello world!
I use gcc 2.5.8 along with the other stuff.
How can I compile a source so that I can use the gdb on my atari?
gcc -g name.cxx |gdb a.out isn't enough, for some reason.
Help me!
Jan Kamphuis (bikamph@edu.eur.nl)

From -911145500933818328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b2c9b31193e0def,start
X-Google-Attributes: gid1115ce,public
From: budtz@dfi.aau.dk (Casper Budtz-Jorgensen)
Subject: STIK and SLIRP
Date: 1995/11/25
Message-ID: <497p5m$p4e@krone.daimi.aau.dk>#1/1
X-Deja-AN: 120097462
organization: DAIMI, Computer Science Dept. at Aarhus University
newsgroups: comp.sys.atari.programmer

Hi, I'm trying to get my ST on the net using STIK and the SLIP.emulator SLIRP.

But I'm having problems. Stik doesn't get further than 'Resolving Hostname'.

I've got two DNS-addresses, so that's not the problem. Anyone got any ideas?

Maybe STIK and SLIRP just don't like each other.

Thanx, Casper.Post subject

From -8647994500017771470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,702f2265359c31c7
X-Google-Attributes: gid1115ce,public
From: Carl Barron <75066.3204@CompuServe.COM>
Subject: What C package?
Date: 1995/11/25
Message-ID: <496kjm$7q4$1@mhade.production.compuserve.com>#1/1
X-Deja-AN: 120097463
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

I don't know for certain, if it is supported, by new releases. Current [5.06.01] release in my possesion, is stable, works on anything from an St to Falcon, with all the
hooks to the falcon, and TT tos'es already. Complete with speedo/mTos/mint stuff. Works with Multitos quite well, with geneva 'sort of'.

HISOFT at UK is probably the European distributor.

I have heard no rumors, about an english doc'ed Pure C. There is an English online help package available for Pure C, from a third party.

From 3192372969527802308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac98452379ed5135,start
X-Google-Attributes: gid1115ce,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: HELP-Pure C programmer req'd
Date: 1995/11/26
Message-ID: <817408456_OASIS_@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 120222216
x-nntp-posting-host: yeadontt.demon.co.uk
reply-to: phil@yeadontt.demon.co.uk
newsgroups: comp.sys.atari.programmer

Hi, I am using the GFA Basic Mydial routines supplied with the Interface resource editor. This consists of a a file called MYDIAL.OVL which has been compiled with Pure C and a few GFA Basic procedures to call the C code.

I am trying to use the 3D dialog functions supported by Mydial, but the switch passed when initialising Mydial has been left out of the C source used to create MYDIAL.OVL.

I have worked out what needs changing, but I am not a C programmer and do not have a C compilers. The docs for Interface ansd Mydial state that the source provided is intended for Pure C and will also work with Turbo C.

Would sone kind soul be prepared to compile the source to produce the MYDIAL.OVL file for me.

Many thanks in advance.

--


```
  ==============================================================================

     The Home Of      _/_/_/_/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
                     _/    _/  _/    _/  _/        _/  _/
                    _/    _/  _/    _/  _/        _/  _/
                   _/    _/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
                  _/    _/  _/    _/        _/  _/        _/
                 _/    _/  _/    _/        _/  _/        _/
                _/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/

  ============    Phil Yeadon ====== phil@yeadontt.demon.co.uk    ===========
```


From 7746620299353150123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b2c9b31193e0def

X-Google-Attributes: gid1115ce,public
From: clifton@southern.co.nz (Frieder Guy)
Subject: Re: STIK and SLIRP
Date: 1995/11/26
Message-ID: <499av9$c0@orm.southern.co.nz>#1/1
X-Deja-AN: 120222218
references: <497p5m$p4e@krone.daimi.aau.dk>
organization: Southern InterNet Services
newsgroups: comp.sys.atari.programmer

Casper Budtz-Jorgensen (budtz@dfi.aau.dk) wrote:
: Hi, I'm trying to get my ST on the net using STIK and the SLIP.emulator
: SLIRP.
:
: But I'm having problems. Stik doesn't get further than 'Resolving
: Hostname'.

What version of STIK do you have? I had an earlyish version and there was
a bug in it which wouldn't connect past that point, try getting an update.

Also, you have to tell your server to make the PPP/Slip option Slip only
for your account, STIK doesn't like the PPP option.


```
-----------------------------------------------------------------------
        _                Julian Forsythe                 _
      o( )          Christchurch, New Zealand          ( )o
     /  /\    Internet Email: clifton@southern.co.nz    /\  \

        Hail Atari! Hail Motorola! Hail IBM... with Rocks!

         In a nuclear war all men will be cremated equal.
      STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRE
-----------------------------------------------------------------------
```


From -2638286634090579988
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,9fa1c7085f841212
X-Google-Attributes: gid1115ce,public
From: rincewind@discworld.oche.de (Michael Schwingen)
Subject: Re: TT-SCSI Low Level?
Date: 1995/11/26
Message-ID: <30ba107481f76@discworld.oche.de>#1/1
X-Deja-AN: 120222221
references: <48vs26$a4m@sun0.urz.uni-heidelberg.de>
content-type: text/plain; charset=ISO-8859-1
organization: This is the discworld
mime-version: 1.0
reply-to: rincewind@discworld.oche.de
newsgroups: comp.sys.atari.programmer

Markus Demleitner (msdemlei@mathi.uni-heidelberg.de) wrote:

MD>Does anybody have some code for accessing the TT's SCSI-port, i.e.
MD>sending arbitrary command blocks to arbitrary devices? I know there is
MD>some sample code in the Profibuch (ugh... what a name...), but I am
MD>sort of loath typing the whole stuff in, particularly if someone else
MD>has done it before -- probably with some improvements in
MD>flexibility...

You can used the newly proposed system-level SCSI driver interface - the
CBHD public domain driver uses this, and a detached SCSI driver is also
available. By doing so, your code will work on *any* SCSI interface where
a low-level driver is available.

If noone else does this, I will make this stuff available via FTP as soon
as it is complete.

cu
Michael
--
Michael Schwingen - Ahornstra⍰e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

From -4917551565609199523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a1e3b2bea11fd16,start
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: warm reboot - how?
Date: 1995/11/27
Message-ID: <wongck.277.00095686@ti.com>#1/1
X-Deja-AN: 120222219
organization: TIS
newsgroups: comp.sys.atari.programmer

I am trying to write a small util which do a warm reboots.
Anyone have any ideas, code fragment, etc to do this ?

Thanks
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520STFM/4Mb/44M HDD/Magic2.01/EASE
ProbeHouse Software developer | ||| &
Internet Email: wongck@ti.com |/ | \ 486DX33/8Mb/210M+850M HDD/WFW3.11
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

From -5891623995069010028

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public
From: binder@rbg.informatik.th-darmstadt.de (Thomas Binder)
Subject: Re: Accessory memory problems
Date: 1995/11/27
Message-ID: <49ckmu$1757@rs18.hrz.th-darmstadt.de>#1/1
X-Deja-AN: 120222220
distribution: world
references: <491vne$hoo@bambam.soi.city.ac.uk>
organization: TU Darmstadt
newsgroups: comp.sys.atari.programmer

In article <491vne$hoo@bambam.soi.city.ac.uk>, cb170@city.ac.uk (Hall BJ) writes:
> Hi guys,
>
> I am writing a program that also works as an accessory, and yet I am having
> problems.
> [...]
Under SingleTOS, calling Malloc may cause serious problems. The memory does not belong to the accessory, but to the current application and will be freed when this application exits. In an accessory, the only reliable _and_ clean way is to work with a fixed heap. This may either be a static area stored in the BSS or memory allocated directly at the beginning of the accessory initialisation (i.e. after the startup code). Calling Malloc or other calls which may alloc memory (e.g. rsrc_load) at startup should be protected with a wind_update(BEG_UPDATE/END_UPDATE)-pair to prevent the autostart-application (if any) from being loaded too early.

Of course, if you make sure that you are in a multitasking environment (check the global-array, I think global[1] > 1), you may call Malloc without having to worry about the problem mentioned above. This is why your accessory worked with MagiC, but not with SingleTOS.

Hope that helps...

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein / Germany	ignorance, prejudice and
Email: binder@rbg.informatik.th-darmstadt.de	fear walk hand in hand."
PGP-key available on request!	Rush
\--/

From -281010500971695336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a1e3b2bea11fd16
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: warm reboot - how?
Date: 1995/11/27
Message-ID: <49bl8d$5ut@inca01.inca.co.nz>#1/1
X-Deja-AN: 120222222
references: <wongck.277.00095686@ti.com>
organization: INCA
newsgroups: comp.sys.atari.programmer

William Wong (wongck@ti.com) wrote:
> I am trying to write a small util which do a warm reboots.
> Anyone have any ideas, code fragment, etc to do this ?

try this fragment of 68k assembler

```
reboot:
     pea  doit
     move.w   #$26,-(a7)
     trap #14
     illegal

doit
     move.l   $4f2,a0
     jmp  (a0)
```

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

From 7261232273640790203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f6f75,a748839ab6d3b9d9,start
X-Google-Attributes: gidf6f75,public
X-Google-Thread: 112e72,a748839ab6d3b9d9,start
X-Google-Attributes: gid112e72,public
X-Google-Thread: 109a67,a748839ab6d3b9d9,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,a748839ab6d3b9d9,start
X-Google-Attributes: gid1115ce,public
From: andi@complang.tuwien.ac.at (Andreas Krall)
Subject: Sell: Atari TT30 & 19" TT195 Monochrom Monitor
Date: 1995/11/28
Message-ID: <49f7a0$9bb@news.tuwien.ac.at>#1/1
X-Deja-AN: 120290590

organization: Vienna University of Technology, Austria
newsgroups:
comp.sys.atari.st.tech,at.tuwien.hardware,comp.sys.atari.programmer,at.anzeigen.pr
ivat.computer

I sell my Atari TT030 (2+4MB Ram, 500MB Disk, HD-Floppy) and my 19" monochrome
monitor.

Andi
--
andi@complang.tuwien.ac.at Andreas Krall
http://www.complang.tuwien.ac.at/andi/ Inst. f. Computersprachen, TU Wien
tel: (+431) 58801/4462 Argentinierstr. 8/4/1851
fax: (+431) 5057838 A-1040 Wien AUSTRIA EUROPE

From -3679950529679594967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public
From: cb170@city.ac.uk (Hall BJ)
Subject: Re: Accessory memory problems
Date: 1995/11/28
Message-ID: <49f1ga$ae5@bambam.soi.city.ac.uk>#1/1
X-Deja-AN: 120310833
references: <491vne$hoo@bambam.soi.city.ac.uk>
organization: School of Informatics, City University, London
newsgroups: comp.sys.atari.programmer

>Basically there is a lot of problems with these things. There is no
>reason (apart from having another file) to avoid loading resources by an
>accessory. BUT : It MUST be done during startup time - that means boot
>time, not call time ! This is because for loading the resource the
>program doing that (here : the accessory) must allocate memory (actually

Yeah, that's Ok. The resource is loaded before GEM, but displayed etc after GEM
has
initialised.

>Conclusion is that any memory needed by an accessory should be allocated
>at bootup time. Only exception is that the accessory handles the AC_CLOSE
>message properly.

So there's no way under normal TOS to request memory dynamically from an ACC?
Oh, welks.

>> The thing is, it works fine. But if I try to run another program after the acc
>> has been called, the computer always crashes. However, if I load the acc and
>>
>Y'know, the accessory probably allocated memory that later has been freed

>by GEMDOS due to finished main program, but the accessory probably still
>accesses it. So does the newly run program, that allocated the SAME
>memory and accesses it. -------> CRASH

Yes, I thought it was something along those lines...

>> It doesn't misbehave under MagiC, either, so I hope it's not a TOS bug.
>>
>MagiC is free of this problem because it is real multitasking and thus
>any memory is owned by the process (program) that allocated it.

Yes, that figures. Hmm, grey matter application time again..

Thanks for the response guys, appreciate it.
--

```
 -----------------------------------------------------
 |>         | |      WWW: http://web.city.ac.uk/~cb170
 |> E |\|   |-| /\ |_ |_        EMAIL: benj@city.ac.uk
 -----------------------------------------------------
```


From -6206661785961231730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public

From: cb170@city.ac.uk (Hall BJ)
Subject: Re: Accessory memory problems
Date: 1995/11/28

Message-ID: <49f1jg$aem@bambam.soi.city.ac.uk>#1/1
X-Deja-AN: 120310834
references: <491vne$hoo@bambam.soi.city.ac.uk> <30B5B836.1121@imc.exec.nhs.uk>

organization: School of Informatics, City University, London
newsgroups: comp.sys.atari.programmer

>Yes, DA's are quite restricted in how they work. The biggest problem is that
>they can't request any memory from TOS (ie you can't use Malloc).

>The basic work-around is to fool TOS into thinking the program making the Malloc
>is not you, but something else. You do that by fudging the current-process
>system variable just before you Malloc, and restore it as soon as Malloc returns.

Erm. Can you describe this a bit more? I'm using GFA, so I don't know if things like this
are possible. This is under normal non-mtasking TOS, yes?

Cheers

--

```
 -----------------------------------------------------
 |>         | |      WWW: http://web.city.ac.uk/~cb170
```

|> E |\| |-| /\ |_ |_ EMAIL: benj@city.ac.uk

From 8048497677718338256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d870e02760eb7d98
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: Accessory memory problems
Date: 1995/11/28
Message-ID: <30BB3760.2300@imc.exec.nhs.uk>#1/1
X-Deja-AN: 120310835
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <491vne$hoo@bambam.soi.city.ac.uk> <30B5B836.1121@imc.exec.nhs.uk>
<49f1jg$aem@bambam.soi.city.ac.uk>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b2 (X11; I; SunOS 5.4 sun4m)

Hall BJ wrote:
> >The basic work-around is to fool TOS into thinking the program making the
Malloc
> >is not you, but something else. You do that by fudging the current-process
> >system variable just before you Malloc, and restore it as soon as Malloc
returns.
>
> Erm. Can you describe this a bit more? I'm using GFA, so I don't know if things
like this
> are possible. This is under normal non-mtasking TOS, yes?

:-)

There is a TOS system variable called the current process pointer (or something
like that). Basically, under single-TOSes it contains the address of the current
process' basepage. All you do (!) is save the old value, then copy in a pointer
to your parent's basepage, call Malloc, then copy the old value back.

You can find a pointer to your parent's basepage in your basepage: I don't know
if GFA gives you access to this :-(

This stuff DOES NOT WORK (nor is it needed) under multitasking TOSes.

Come to think of it, perhaps you find the current process' basepage using the
ROM header. It is documented in things like the Compendium, anyway.

--Chris

From -7813700550213179738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6ec7fc0dd9c24be3
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: MiNT, XaAES, NVDI - Safe registers?
Date: 1995/11/28
Message-ID: <49emp2$5ok@studs.sci.kun.nl>#1/1
X-Deja-AN: 120310836
references: <49226q$5h2@studs.sci.kun.nl> <494fnb$t48@whitbeck.ncl.ac.uk>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

>Sander Stoks (sanders@sci.kun.nl) wrote:
>> register optimisations!) failed. How can I force my compiler to use
>> only a given set of registers, if at all?

>XaAES runs as a user mode server program, and interfaces via pipes, so
>this isn't an issue. If it's running a standard GEM program, the only
>register that the trap re-director will corrupt is a0, but I will fix
>that if it's problem.

I don't think that's a problem, but I still don't know how one can
compile one's program and have control over what registers will be
used. Or do all C compilers save all registers before calling another
routine? I know that Pure C has a compiler option `no register
optimisation' which, when turned on, will make sure the contents of
all registers will be reloaded before any use. But this will
definately make things slower...

About the stack vs. register passing of arguments in Pure C (as
mentioned in Eric Smith's reply), I thought the FreeMiNT sourcecode
has been made with ingenious IFDEFs and such, so that when Pure C is
detected, all functions will have the `cdecl' switch.

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From 8558490596948171255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,963bb665b4c26eb0,start
X-Google-Attributes: gid1115ce,public
From: I.D.Cadman-CSSE94@cs.bham.ac.uk (Ian D. Cadman)
Subject: HELP!!!
Date: 1995/11/29

Message-ID: <49h790$np3@percy.cs.bham.ac.uk>#1/1
X-Deja-AN: 120400493
sender: idc@gromit (Ian D. Cadman)
organization: School of Computer Science, The University of Birmingham, U.K.
newsgroups: comp.sys.atari.programmer

Has Anyone out there managed to get Gnu C++ working on the humble ST???
If so, can you let me know what files I need please, as it's beginning to really irritate me!!!

I've got as far as getting an object file, but it won't link, aaarrrgghhhh!!!

E-mail me on I.D.Cadman-CSSE94@cs.bham.ac.uk, if you're feeling in a helpful mood!

From 368299307384725365
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,286baee94bc7b44,start
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: BAD MOOD progress update
Date: 1995/11/29
Message-ID: <49ilmp$fp4@nyheter.chalmers.se>#1/1
X-Deja-AN: 120495325
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

The BAD MOOD internet project to create a FreeWare Falcon030 DOOM(TM)
WAD compatible game has recently taken a huge leap forward.
This is mostly thanks to the work by Douglas Little (of APEX media).

Version 1.32alpha of BAD MOOD is now available via WWW/ftp (see .sig).

So what's new?

- No more C code!
  The full '030 assembly code is included.
- Runs in Falcon true colour mode.
  Both RGB and VGA are of course supported.
- More than two times speed increase.
  In _many_ places it's _far_ more.
- The display can be resized.
  At 160x100 the frame rate is usually _very_ nice.
- All display glitches have been removed.
- A 2D map can be overlaid.
- Mouse control added.
- Some lighting effects.

...and more.
There's also a first DSP aware executable in the distribution archive,
which if course improves the frame rate... ;-)

For those of you without Falcon's, the C version of DVIEW has also been updated. Versions are available compiled for the old 68000 Atari's as well as for '020+ machines. These versions run in 16 or 256 colour bit plane modes. Full C sources are included.

By the way, it has been discovered that BAD MODD (and DVIEW) actually loads DOOM 2 and Heretic WADs as well as the original DOOM ones.
A tip: third party WADs work fine and are usually a _lot_ smaller than
the commercial/ShareWare ones.

--


```
  Chalmers University   | Why are these |  e-mail:   d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |            rand@cd.chalmers.se
                        | so hard to do |  WWW/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5, QLem, BAD MOOD)
```


From -6353514784742288101
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public

From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)

Date: 1995/11/09
Message-ID: <47st5h$djd@wn1.sci.kun.nl>#1/1
X-Deja-AN: 119000362
distribution: inet
references: <47ad2o$5hs@nntp.hut.fi> <47lg5j$e7s@wn1.sci.kun.nl> <309F2458.73D0@imc.exec.nhs.uk> <47niqd$h8h@whitbeck.ncl.ac.uk> <47q6ss$693@nntp.hut.fi> <47qc6f$4si@sargas.omicron.se>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <47qc6f$4si@sargas.omicron.se> elias@omicron.se (Elias Martenson) writes:

>ajalkane@lk-hp-27.hut.fi (Arto Jalkanen) writes:

>>Terrified by your threat I had to reply ;-). I agree on you all points
>>about GNU. I couldn't even compile a 25 line code with GNU unless I
>>killed EVERYTHING else under MultiTOS (including Desktop). That's
>>why I use Lattice too, and I think it's great that your AES uses
>>Lattice!

>Please?? Why should it be so difficult to make a program that can compile
>under _both_ Gnu and Lattice? (I won't mention the huge piece of crap

That's what we meant, Craig, we weren't flaming you for using Lattice to develop. We just got the impression that it wouldn't compile on anything else. Sorry!

>called Pure C)

And what's wrong with Pure C?

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -4262254113673912707
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public
From: csuwi@csv.warwick.ac.uk (Mr B J Bell)
Subject: Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)
Date: 1995/11/09
Message-ID: <47t12d$kdo@jaffacake.csv.warwick.ac.uk>#1/1
X-Deja-AN: 119000363
distribution: inet
references: <47ad2o$5hs@nntp.hut.fi> <47cuht$4km@whitbeck.ncl.ac.uk> <47g6gj$3v0@irzr17.inf.tu-dresden.de> <47iu6n$dje@whitbeck.ncl.ac.uk> <47jnqg$8rp@irzr17.inf.tu-dresden.de> <47nicn$h8h@whitbeck.ncl.ac.uk>
content-type: text/plain; charset=US-ASCII
organization: University of Warwick, Coventry, UK
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

: > How far away from releasing a first version do you think are you?
: I'm aiming for an initial 'techie only' release at the end of november and a full
: blown general release in January.
Great... I should have repaired my ST by then... Will there be a binary distribution? I have Lattice but as I have just lost a hard disk I am having to squeeze down my system to a bare minimum... one compiler (gcc or Lattice).

How fast is it? What juicy information can you feed us about it :) No chance of a sneak preview I guess...

--
```
+-----------Ben Bell - Programmer, Musician and now a Student too!---------+
  ///                    email: B.J.Bell@warwick.ac.uk
  bjb       Snail: Tocil 58M, Univeristy of Warwick, Coventry CV4 7AL
  \_/  "The mind is like a parachute, it only works when it is open."-SOE
```

From 2810239642545659582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262

X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doe
Date: 1995/11/09
Message-ID:
<ftn_2.203.221.11$fidonet.org_30a233a1_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 119000364
sender: news@ct.se
references: <47g6gj$3v0@irzr17.inf.tu-dresden.de>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Michael Hohmuth wrote to All :
 >> (XaAES is a MiNT specific replacment AES I'm working on)
 MH>
 MH> Cool... this is already the third efford towards an MiNT specific AES
 MH> replacement I've heard of (the other two being "MINA" by Martin Osieka
 MH> <Martin Osieka@MZ.maus.de> and "Sigma" by <Jens_Hiescher@b.maus.de>).

There is one more. :-) It's called "OAESIS" by <d2cg@dtek.chalmers.se>. His
name is Christer Gustavsson. I believe this one is written in GCC.

// Magnus Kollberg

From 9100403769981317050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fdba1c1351a54a8,start
X-Google-Attributes: gid1115ce,public
From: thietavu@news.abo.fi (Tommi Hietavuo TKKK)
Subject: DOOM...
Date: 1995/11/10
Message-ID: <47ug56$kb8@josie.abo.fi>#1/1
X-Deja-AN: 119000365
organization: Abo Akademi University
newsgroups: comp.sys.atari.programmer

What is going on with the DOOM for Falcon -project 8-) ?

We want it, want it, well.... WANT it..!!!

Greetings,

TH (DOOMed)

From 137860846714569775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af45b44393c6b3fa,start
X-Google-Attributes: gid1115ce,public
From: itig077@rossegat.uji.es (SOLER GARCIA)
Subject: [Help] ST disk -> PC
Date: 1995/11/10
Message-ID: <47vlc2$epn@oreig.uji.es>#1/1
X-Deja-AN: 119077019
organization: Universitat Jaume I. Castell⍰ de la Plana. Spain
newsgroups: comp.sys.atari.programmer

Does anybody know about any program to read Atari-ST disks on PC and make an image file of them?

I would like to put all my ST disks into image files in a PC CD-ROM.

Is it possible?
Has anybody try it?

I think the problem is with autoboot ST disks.

Please answer. A can only have one computer in my room :) and I do not want to forget my old faithfull ST :(

Davis Montanyes Sabater
Castello (Spain) 40,00 N - 0,00 E

From 7243495273250248421
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af45b44393c6b3fa
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: [Help] ST disk -> PC
Date: 1995/11/10
Message-ID: <816036204_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 119077020
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <47vlc2$epn@oreig.uji.es>
itig077@rossegat.uji.es (SOLER GARCIA) said:-

>
> Does anybody know about any program to read Atari-ST disks on

>PC and make an image file of them?

A PC formatted 720Kb (80 track, 9 sectors per track) disk can be read
and written by an ST. There are various ST disk utilities which can do
the same thing.

If my guess is right that you want to read any ST disk then you might
get better results posting in a PC group for disk utilities capable of
reading non standard PC formats. There must be something!

>I would like to put all my ST disks into image files in a PC CD-ROM.
>
> Is it possible?
> Has anybody try it?
>
>I think the problem is with autoboot ST disks.

A PC should be able to read the bootsector ok. The trouble is most
autobooting disks do so because they incoporate copy protection. A
capable piece of PC software will probably think it has copied it but
when re-installed the copy protection will be gone and the disk will
refuse to boot.

>Please answer. A can only have one computer in my room :) and I do not
>want to forget my old faithfull ST :(
>
> Davis Montanyes Sabater
>

--

Guy Harrison

guy@swampdog.demon.co.uk

From -7920655037203442296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,c97445d459b944dc,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,c97445d459b944dc,start
X-Google-Attributes: gid1115ce,public
From: jmf@informatik.uni-koblenz.de (Jens Felderhoff)
Subject: Bourne compatible shell wanted
Date: 1995/11/10
Message-ID: <47vl26$9m7@newshost.uni-koblenz.de>#1/1
X-Deja-AN: 119077023
organization: University Koblenz / Germany
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

is there any shell for the Atari that's 100% Bourne-Shell compatible?

I need it to port GNU-distributions which always require shell scripts
to configure the environment.

I tried BASH 1.13.1 that complains about "do"s on a single line, ksh
(4.8 MiNT r1.1Beta) that doesn't handle "for"-exit codes on premature
termination correctly, and sh from the MiNTOS 1.4.1 distribution, that
still requires GEMDOS-conformant suffixes to execute a program.

C-shells would be of little use as they are Bourne-shell incompatible
anyway.

There has to be a no-frills 100% Bourne-compatible shell somewhere?

Anyone got an idea?


```
               ____________________________________
Tschuess,    _/___________________________________ /
            / InterNet: jmf@scary.fido.de       //
  Jens     /  FidoNet :   2:2454/95.10         //
          /   NeST    :  90:400/601.10        //
         /    fido.de : 242:2000/152.10      /-
         -----------------------------------
```


From 134992659184611406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7c206cd757dbf83,start
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: The Mouse with MiNT
Date: 1995/11/10
Message-ID: <TNK6BCH@moacs.indiv.nl.net>#1/1
X-Deja-AN: 119140843
references: <47uqm4$si8@infa.central.susx.ac.uk>
organization: Private Site, Baarn
keywords: MiNT mouse
newsgroups: comp.sys.atari.programmer

Use select() to wait for new data from /dev/mouse and any other device
simultaneously. It looks like the MiNT mouse driver is compatible with
the Sun mouse driver. Type `od -ha /dev/mouse', start moving your mouse
and see for yourself. The only documentation I know of is the source,
I believe the mouse driver is in biosfs.c.

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

From -3225102564984359229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fdba1c1351a54a8
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: DOOM...
Date: 1995/11/11
Message-ID: <480pgj$gv5@nyheter.chalmers.se>#1/1
X-Deja-AN: 119077021
references: <47ug56$kb8@josie.abo.fi> <47v646$l2l@turing.fwi.uva.nl>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <47v646$l2l@turing.fwi.uva.nl>,
Martijn Dekker <mdekker@fwi.uva.nl> wrote:
>thietavu@news.abo.fi (Tommi Hietavuo TKKK) wrote:
>
>:What is going on with the DOOM for Falcon -project 8-) ?

The easiest way to find out about that is to join our mailing list.
Information about that, as well as a lot of archived letters, can be
found on my WWW/ftp site (see .sig).
There are still no newer versions of DVIEW at the site, but the non-
distributed versions can now for example:

- draw in Falcon TC mode
- draw a rotating 2D map
- check sector height difference

We who started up the project have not had the time to do much about it
lately, but some new people have gotten involved.
One person is thinking of writing some kind of WAD editor.
Then there's Doug Little (of APEX media) and Dave Murphy (APEX?) who've
spent a lot of time the last week or so converting/rewriting into
assembler...
(I've not tried their demo version (distributed on the list today) yet,
but I'll do that very shortly. :-)

>:We want it, want it, well.... WANT it..!!!

Why don't you join the project then?
There are lots of things that need thinking about. Some would probably
not even need any programming experience at all.

>1) doom is old.

So?

>2) get any computer other than atari and you can play doom on it.

No need to get a non-Atari machine. Jaguar DOOM is great!

One day I think BAD MOOD will be playable as well, but _when_ is
anyones guess right now.
Again, join the project and make sure it's this millenium! ;-)

--

```
  Chalmers University   | Why are these |  e-mail:   d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |            rand@cd.chalmers.se
                        | so hard to do |  www/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5 and QLem)
```

From -3917674951087700906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5eea6800dfb5cf1,start
X-Google-Attributes: gid1115ce,public
From: Stephen Wilson <101352.2326@CompuServe.COM>
Subject: interrupts on the STE
Date: 1995/11/11
Message-ID: <480tos$5du$1@mhadg.production.compuserve.com>#1/1
X-Deja-AN: 119077022
organization: n/a
newsgroups: comp.sys.atari.programmer

Anyone out there help me with the following???
I've written a program with one half (written in 68000
assembler) interrupt-driven off Timer A in the MFP chip, and the
other (written in C) performing housekeeping in a big polling
loop. Now I need one more function (probably in 68000 again) that
does its little job without interruption from anything, including
Timer A.
Can I accomplish this by writing 0x2700 to the status register at
the top of the function code (the entire program runs in
supervisor mode, by the way). If it is possible to disable all
interrupts 'by hand' as it were, what then happens to the timer A
interrupts (or indeed any other interrupt): do they 'wait' until
the function returns, or are they lost?
Any thoughts welcomed . . .

From -6059979381753140949
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fdba1c1351a54a8
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: DOOM...
Date: 1995/11/12

Message-ID:
<ftn_2.203.221.11$fidonet.org_30a6251a_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 119201866
sender: news@ct.se
references: <47ug56$kb8@josie.abo.fi>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Tommi Hietavuo TKKK wrote to All :
 THT> What is going on with the DOOM for Falcon -project 8-) ?

There will be some movement realy soon now. Doug have soon finished his rewrite and he have sent me an demoversion of it. It's faster and better looking than ever. :-) When he is finished with this one, he will move to the DSP and then things will start to get MOVING! :-))

 THT> We want it, want it, well.... WANT it..!!!

We all want it! :-))

cheers,
Magnus Kollberg

From 6289376060780595778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Pfork in MiNT doesn't work??
Date: 1995/11/12
Message-ID: <Pine.ULT.3.91.951112105919.25297A-100000@mars.dsv.su.se>#1/1
X-Deja-AN: 119201867
references: <47ad2o$5hs@nntp.hut.fi> <47cuht$4km@whitbeck.ncl.ac.uk>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 3 Nov 1995, Craig. Graham wrote:

> The way I understand it to work is that MiNT blocks the
> parent process until the child either dies or does a Pexec.

What about: system("child.prg arg1 arg2"); ?

// Jens M Andreasen

From 6927302664051942569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cbe578311e36b419,start
X-Google-Attributes: gid1115ce,public
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Subject: Mint Process Priorities
Date: 1995/11/13
Message-ID: <48643s$sl9@dux.dundee.ac.uk>#1/1
X-Deja-AN: 119201864
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

Does the adaptive prioritisation system in MiNT actually have any effect?
If not would it be possible to implement a system which set the backgound
processes to run on a lover level of priority, e.g like MagiX? Perhaps
some modification to the MiNT kernal source may be in order, where can
I get a copy for Pure C?

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know, I read it on the back of a match box!"

From -4591136704437032555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cbe578311e36b419
X-Google-Attributes: gid1115ce,public
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Subject: Mint Process Priorities
Date: 1995/11/13
Message-ID: <4864dq$sl9@dux.dundee.ac.uk>#1/1
X-Deja-AN: 119201865
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

Does the adaptive priority system in Mint/MultiTOS have any effect?
By this I mean do programs which are running in the backgound actually
receive compartively less CPU time?

If not would it be possible to implement it in the MiNT kernal? If so
where can I get the MiNT kernal in Pure C form from?

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know, I read it on the back of a match box!"

From -4164221193140548607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fdba1c1351a54a8
X-Google-Attributes: gid1115ce,public
From: chainxor@control.auc.dk (Henrik Lunardi Weide)
Subject: Re: DOOM...
Date: 1995/11/13
Message-ID: <48718i$5i@news.iesd.auc.dk>#1/1
X-Deja-AN: 119284991
distribution: world
references: <47v646$l2l@turing.fwi.uva.nl>
organization: Aalborg University - Dep. of Control Engineering
reply-to: chainxor@control.auc.dk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: chainxor

In article <47v646$l2l@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker)
writes:
> thietavu@news.abo.fi (Tommi Hietavuo TKKK) wrote:
>
> :What is going on with the DOOM for Falcon -project 8-) ?
> :
> :We want it, want it, well.... WANT it..!!!
>
> 2 things:
>
> 1) doom is old.

And ?

> 2) get any computer other than atari and you can play doom on it.

Yes, and there exists a lot of .WAD-files out there, which are nice to be able to
play on the Falcon too.
- And by the way, you can't DOOM for the Amiga. (not yet at least)

> hope this helps.

I don't think so.

> :
> :
> :Greetings,
> :
> :TH (DOOMed)
>
>
> --
> ---------- Martijn Dekker ----------
> Math department | PFF Software Group
> University of Amsterdam | latest product: Ishido for X Window System
> mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/pff.html

Keep Cool and Flying...

ChainXOR...

From 5283205915354282552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,58113ee83c318c15,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,58113ee83c318c15,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,58113ee83c318c15,start
X-Google-Attributes: gid109a67,public
From: Lars-Erik 0sterud <leo@merkur.sds.no>
Subject: Portfolio communication
Date: 1995/11/13
Message-ID: <487b76$qot@daneel.sds.no>#1/1
X-Deja-AN: 119284992
content-type: text/plain; charset=us-ascii
organization: Norwegian Government Computer Centre
mime-version: 1.0
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
x-mailer: Mozilla 1.22 (Windows; I; 16bit)

Portlink ST - Program for file transfer between Portfolio and Atari ST
"""
Since the sales have been low I now release it into the public domain!

To companies that sell other products for communication Portfolio-ST:
this is not a rip-off, but a result of hard work and lots of research
with the help of other Atari ST developers both in Norway and Germany.

The ST software communicates with the build-in Portfolio file-transfer-

program and use the Portfolio parallel-interface and Portfolio-PC cable

The cable needs some modifications, but no one should have any problems
The communication speed is much faster than with a PC - And it's free !

Binaries & documentation at: ftp.oslonett.no/user/larserik/portlink.zip
or at ABK-BBS in Norway: Call +4767132659 and get the file PORTLINK.ZIP

Source-code is available on request, send email to adress in signature.

--
Lars-Erik Osterud Home +4767131571 Data/fax 67132659 larserik@oslonett.no
 Atari Developer Work +4722886938 Mob/page 94441729 leo@merkur.sds.no
  SysOp ABK-BBS   Info/Picture at http://www.oslonett.no/~larserik/

From 5888140762279233508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c687a86c7d474692,start
X-Google-Attributes: gid1115ce,public
From: jpb3@ukc.ac.uk (J.P.Beranek)
Subject: ST Basic -> Hisoft Basic (quite long)
Date: 1995/11/13
Message-ID: <13705@gos.ukc.ac.uk>
X-Deja-AN: 119284994
distribution: world
organization: University of Kent at Canterbury, UK.
newsgroups: comp.sys.atari.programmer

For the last few days, I've been desperately trying to convert an old ST Basic (yes I know, *puke*) program into Hisoft Basic. The first thing I did was just load it straight in and see how well it compiled.

It compiled OK, but there were a few bugs with the "graphics". I therefore started looking through the code, and trying to clean it up. No small task when all the control the program had was GOTO and GOSUB!!!!!

I've now got it reasonably respectable (i.e. subroutines everywhere, except for the main code, which is totally inpenitrable). The only problem is that there are a lot of weird POKE's around that I wish I could understand. I figured one type out, which drew a rectangle. It took the form:

```
POKE PTSIN,x1:POKE PTSIN+2,y1:POKE PTSIN+4,x2:POKE PTSIN+6,y2
```

I've now replaced most of these with the rather better:

```
v_bar x1,x2,y1,y2  :) :)
```

Below is an (admittedly rather long extract) of the code, I wonder if any of you programming gods (sluuuurp!) could help me decode some of it.??

```
=========CRUDDY CODE STARTS HERE================

POKE SYSTAB+24,1:REM 022786
CN=CONTRL:IN=INTIN:PT=PTSIN

SUB sub1:
SHARED CN, IN
     POKE CN,3:POKE CN+2,0:POKE CN+6,0:VDISYS(1):POKE CN,14:POKE CN+6,4
     POKE IN,0:POKE IN+2,930:POKE IN+4,930:POKE IN+6,930:VDISYS(1)
     POKE IN,3:POKE IN+2,500:POKE IN+4,500:POKE IN+6,950:VDISYS(1)
END SUB

SUB sub2:
SHARED CN, IN
     POKE CN,123:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
END SUB

SUB sub3:
SHARED PT, CN
     POKE PT,0:POKE PT+2,0:POKE PT+4,639:POKE PT+6,199
     POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
     COLOR 1,3,1,8,2
     VDISYS(1)
     COLOR 1,1,1,0,0
END SUB

SUB sub19:
SHARED CN, PT, IN, XL,  YL, D$
     POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
     POKE PT,XL:POKE PT+2,YL:POKE PT+4,XL+44:POKE PT+6,YL+30

     VDISYS(1)
     IF RIGHT$(D$,1)="H" OR RIGHT$(D$,1)="D" THEN COLOR 2
     POKE IN,ASC(LEFT$(D$,1)):POKE CN,8:POKE CN+2,1:POKE CN+6,1
     POKE PT,XL+2:POKE PT+2,YL+8:VDISYS(1)
     POKE IN,ASC(RIGHT$(D$,1)):POKE PT,XL+2:POKE PT+2,YL+16:VDISYS(1)
     POKE CN,13:POKE CN+2,0:POKE CN+6,1:POKE IN,1800:VDISYS(1)
     POKE IN,ASC(LEFT$(D$,1)):POKE CN,8:POKE CN+2,1:POKE CN+6,1
     POKE PT,XL+42:POKE PT+2,YL+22:VDISYS(1)
     POKE IN,ASC(RIGHT$(D$,1)):POKE PT,XL+42:POKE PT+2,YL+14:VDISYS(1)
     POKE CN,13:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
     COLOR 1
END SUB

SUB sub20:
SHARED IN, CN
     POKE IN,36
     POKE CN,106:POKE CN+2,0:POKE CN+6,1:VDISYS(1)
END SUB
```

```
SUB sub22:
SHARED CN, PT, IN, R, W8, T4
     COLOR 1,3,1,8,2
     POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
     POKE PT,0:POKE PT+2,10:POKE PT+4,639:POKE PT+6,199:VDISYS(1)
     COLOR 1,1,1,0,0
     COLOR 2
     POKE CN,106:POKE CN+2,0:POKE CN+6,1:POKE IN,36:VDISYS(1)
     text 480,8,"     "
     text 112,8,STR$(R)
     text 192,8,STR$(W8)
     text 296,8,STR$(T4)
     POKE CN,106:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
     COLOR 1
END SUB

SUB sub49
SHARED CN, IN
     POKE CN,122:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
END SUB

SUB sub52:
SHARED IN, CN
     POKE IN,0
     POKE CN,106:POKE CN+2,0:POKE CN+6,1:VDISYS(1)
END SUB

SUB sub53:
SHARED PT, CN
     POKE PT,0:POKE PT+2,10:POKE PT+4,639:POKE PT+6,199
     POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
     COLOR 1,3,1,8,2
     VDISYS(1)
     COLOR 1,1,1,0,0
RETURN

==============END OF CRUDDY CODE===================
```

I also tried redoing some of the mouse handling routines, but gave up when I couldn't get vq_mouse to work... :(

Below is a typical mouse handling routine (it draws 2 boxes, labelled yes and no, and allows you to click on either one)

At the moment it still uses the horrible PEEKS to read the mouse position. The problem is that well, it doesn't work! Anyone tell me what's wrong with it??

/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/

```
FUNCTION yes_no:
STATIC mx,my,mb
     sub2
```

```
     ding
     v_hide_c
     v_rbox 500,172,549,184
     v_rbox 551,172,600,184
     text 514,181,"YES"
     text 568,181,"NO"
     v_show_c 0
     sub49

     DO
          DO
               VDISYS(1)
               mb=PEEK(INTOUT)
               mx=PEEK(PTSOUT)
               my=PEEK(PTSOUT+2)
          LOOP WHILE mb=0
     LOOP UNTIL mx>=501 AND mx<=599 AND my>=173 AND my<=183

     IF mx<550 THEN yes_no=1 ELSE yes_no=0
END FUNCTION
```

/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/

Thanks for any help I may get.....

John

P.S.

Just in case anyone cares, the program is actually a bridge playing game which is really quite good. OK, not exactly very graphical but still good. I want to recompile it with Hisoft Basic, because running it in ST Basic is painful. So SLOW!!!

--
+==+
| John Beranek | Third Year Computer Systems Engineer, University of Kent. |

From -433561067031454064
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cbe578311e36b419
X-Google-Attributes: gid1115ce,public
From: hohmuth@irs.inf.tu-dresden.de (Michael Hohmuth)
Subject: Re: Mint Process Priorities
Date: 1995/11/13
Message-ID: <487khv$17l@irzr17.inf.tu-dresden.de>#1/1
X-Deja-AN: 119284995
references: <4864dq$sl9@dux.dundee.ac.uk>
content-type: text/plain; charset=ISO-8859-1
organization: Dept. of Computer Science, TU Dresden, Germany
mime-version: 1.0

reply-to: hohmuth@inf.tu-dresden.de
newsgroups: comp.sys.atari.programmer

In article <4864dq$sl9@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:

> Does the adaptive priority system in Mint/MultiTOS have any effect?
> By this I mean do programs which are running in the backgound actually
> receive compartively less CPU time?
>
> If not would it be possible to implement it in the MiNT kernal? If so
> where can I get the MiNT kernal in Pure C form from?

It is at least supposed to work, but not in such a ways that programs running in the backgound get less CPU. It's just supposed to give interactive programs a quicker response time and to punish programs polling the BIOS or running in supervisor mode for a long time.

Feel free to hack on the MiNT kernel. If you plan to do that, you should probably subscribe to the MiNT mailing list at <mint-request@terminator.rs.itd.umich.edu>; the list address is <mint@terminator.rs.itd.umich.edu>.

There are two flavours of MiNT: Atari MiNT and FreeMiNT; both are free and subject to the same licenses. You can get Atari MiNT 1.12 at atari.archive.umich.edu, and the latest FreeMiNT sources are at <URL:ftp://ftp.inf.tu-dresden.de/pub/atari/Mint/Kernel/>; I believe that v1.12.5 (the latest version) needs some minor tweaking to make it compile with Pure C. The next version (due early next year) will better support Pure C.

(I don't know if the original Atari MiNT 1.12 can out of the box be compiled with Pure C.)

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

From 3834297573462672577
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b9d53a0e319e02d4,start
X-Google-Attributes: gid1115ce,public
From: jaccom@ambrosia.knoware.nl (Jacco van Muiswinkel)
Subject: Cross compiling PC--> ATARI ST
Date: 1995/11/13
Message-ID: <4881nu$brb@news.knoware.nl>#1/1
X-Deja-AN: 119284996
organization: Knoware Internet
newsgroups: comp.sys.atari.programmer

I've heard of somebody (yes I don't know who) who has crosscompiled with gnu-c from a PC to an ST.

Does anyone know of a way to do so. I know that with djgpp you can create a coff for 68k processors. but can you also link it into a prg?

Thanks in advance,

Jacco van Muiswinkel
jaccom@ambrosia.knoware.nl

From 1562052069763684007
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8f39de785fa7e52a,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Programming Tool Wanted
Date: 1995/11/13
Message-ID: <816256888_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 119284997
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <1995Nov10.142654.443@genrad.co.uk>
hillsp@genrad.co.uk (Paul Hills) said:-

>In article <47bmh0$nat@inca01.inca.co.nz>,
>gmiller@inca.co.nz (Gaven Miller) writes:
>
>>I am after a tool (ie piece of software) that I can install on my TT
>>to do the following task... If I am still in Lattice C, Devpac or Mon
>>after 3AM, pop up a large dialog box with the words "get some sleep"
>>emblazoned across it. Does anyone know where i can find it? Or will I
>>have to spend aeons writing it?
>
>
> Why not write one yourself? :-) :-)
>
>

Perhaps the following accessory...

```
for (;;) {
     get events;
     if MU_TIMER   {
          if (
                         time > 3am &&
                         (
```

```
              appl_find(lattice) != -1 ||
              appl_find(Devpac) != -1 ||
              appl_find(Mon) != -1
              )
            ) {
            "Get some Sleep"
         }
     }
}
```

The details I leave for you.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 5889868889202874028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3aee2300ee577125,start
X-Google-Attributes: gid1115ce,public
From: root@grasper.demon.co.uk (The root user)
Subject: GCC Funny Business
Date: 1995/11/13
Message-ID: <816305058.3909@grasper.demon.co.uk>#1/1
X-Deja-AN: 119284998
x-nntp-posting-host: grasper.demon.co.uk
organization: The Archives of Oblivion : LinuX/68k
newsgroups: comp.sys.atari.programmer

I have been trying to port over a lot of unix source to linux68k
and keep getting very strange errors in preprocessing and have come
across this anomaly that maybe someone can explain to me .

BTW I have no idea if this is causing any of the problems but I would
like to eliminate it anyway ..

testcpp.c

```
#define ABC abc
#define DEF def
ABC+DEF
```

testccp.out

should read I beleive 'abc+def' .. instead it reads 'abc +def'

Can anyone explain to me what the space is being inserted that is not
expected ??
--

The Archives of Oblivion : Linux68K :Falcon030/32
SysAdmin Account <root@grasper.demon.co.uk>
AKA 90:108/465@nest.ftn 2:109:105.8@fidonet.ftn

From -7246849054539554006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fdba1c1351a54a8
X-Google-Attributes: gid1115ce,public
From: ae@yin.kuai.se (a eriksson)
Subject: DOOM...
Date: 1995/11/13
Message-ID: <487k2l$l5o@bundy.mdk.se>#1/1
X-Deja-AN: 119363147
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

: The easiest way to find out about that is to join our mailing list.
: Information about that, as well as a lot of archived letters, can be
: found on my WWW/ftp site (see .sig).
: There are still no newer versions of DVIEW at the site, but the non-
: distributed versions can now for example:
: Why don't you join the project then?
: There are lots of things that need thinking about. Some would probably
: not even need any programming experience at all.

How to join the list then? I'm very interested in this, and might come
up with some ideas.

--
Greetings, Anders Eriksson - ae@kuai.se - Dead Hackers Society

From 2380905398833209717
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,38d7614c2182cfe4,start
X-Google-Attributes: gid1115ce,public
From: Alex@alshouse.demon.co.uk (Alexis Bennee)
Subject: Re: Help: Quicktime on Falcon030
Date: 1995/11/13
Message-ID: <816289128_OASIS_@alshouse.demon.co.uk>#1/1
X-Deja-AN: 119363150
x-nntp-posting-host: alshouse.demon.co.uk
reply-to: Alex@alshouse.demon.co.uk

newsgroups: comp.sys.atari.programmer
organisation: My Most Humble place

In article <DHz57y.LoB@eunet.ch>
schoen@dial.eunet.ch said:-

<German Snipped>
>
>Hi folks
>
>I want to develop an adventure game like "The Journeyman Project 2"
>(together with some other guys, of course) on the PowerMac and,
>maybe, for the Falcon too. But that depends completely on one question:
>Is there any adequate technology available on the Falcon to play movies
>like Quicktime on the Mac? This is important because most of the animations
>in the adventure will be rendered movies.
>If someone knows a hint on this problem, please email me.
>
>
>Marcel Schoen
>

There is a Quicktime player available on Hensa. It has a special TC mode player which runs at a resnoble speed. I don't think the DSP is used for it so there may be room for improvment. No sound at the moment. I can't remember the name of the author at the moment but I think he was also resposible for the AVI player.

Hope this helps?

--

Alex
All IMHO and AFAIK of course ;)

From 8925247194607013034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cbe578311e36b419
X-Google-Attributes: gid1115ce,public
From: mbecroft@iconz.co.nz (Mario Becroft)
Subject: Re: Mint Process Priorities
Date: 1995/11/14
Message-ID: <48b57n$3ab@status.gen.nz>#1/1
X-Deja-AN: 119363148
references: <4864dq$sl9@dux.dundee.ac.uk>
organization: Tariland Atari Computer Club, Auckland, New Zealand.
newsgroups: comp.sys.atari.programmer

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Does the adaptive priority system in Mint/MultiTOS have any effect?

: By this I mean do programs which are running in the backgound actually
: receive compartively less CPU time?

I understand that the top application can be given more CPU time than background ones by using the SLICES command in MINT.CNF. Try SLICES=4 or SLICS=900, and see if it makes any difference.

Hope that helps...

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

From -1368223470893145010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1750e3dfb99bc331,start
X-Google-Attributes: gid1115ce,public
From: mbecroft@iconz.co.nz (Mario Becroft)
Subject: [Q]How to find and change top app. under MultiTOS?
Date: 1995/11/14
Message-ID: <48b5k5$3ab@status.gen.nz>#1/1
X-Deja-AN: 119363149
organization: Tariland Atari Computer Club, Auckland, New Zealand.
newsgroups: comp.sys.atari.programmer

I am wondering how I can find out which application is the "top" application under MultiTOS. I have found that I can check which application owns the menubar or the top window. However, if an application has a wnidow but no menubar, then the menubar system won't work, and if an application has only a menubar, then the window system won't work. Apart from trying to find a top window, and if not, then looking at the mnubar owner, how can the currently top application be found?

I also would like to change which application is currently the top one. I can send a message to the target application telling it to top it's window, but this won't work if the application has only a menubar and no window. What can be done in this case?

It must be possible, as the AES
itself does it (CTL/ALT/[SHIFT]/TAB, and in the desk menu).

Thankyou for any help or suggestions.

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

From 2868581738354806187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fdba1c1351a54a8

X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: DOOM...
Date: 1995/11/14
Message-ID: <48a23u$9dr@nyheter.chalmers.se>#1/1
X-Deja-AN: 119363151
references: <487k2l$l5o@bundy.mdk.se>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <487k2l$l5o@bundy.mdk.se>, a eriksson <ae@yin.kuai.se> wrote:
>
>: The easiest way to find out about that is to join our mailing list.
>: Information about that, as well as a lot of archived letters, can be
>: found on my WWW/ftp site (see .sig).
...
>How to join the list then? I'm very interested in this, and might come
>up with some ideas.

As I said above, check out the WWW/ftp site for information, but I guess I
can repeat it here:

Send a letter to bad_mood-request@rand.thn.htu.se with the word 'subscribe'
as subject. You'll be added to the list and receive a short text explaining
how to participate.

With the recent work done by Doug Little and Dave Murphy, DVIEW is reaching
useful speeds. Their last version was more than twice as fast as the one
on the WWW/ftp site and had added mouse control and lighting effects. A new
one was posted to the list today. (I'm off home to test it ;-)
They're said to be writing some DSP code now...
--

```
  Chalmers University   | Why are these |  e-mail:   d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |            rand@cd.chalmers.se
                        | so hard to do |  www/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5 and QLem)
```

From -5347879122461788658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3aee2300ee577125
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: GCC Funny Business
Date: 1995/11/14
Message-ID: <489s8f$6k2@sargas.omicron.se>#1/1
X-Deja-AN: 119435194
references: <816305058.3909@grasper.demon.co.uk>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

root@grasper.demon.co.uk (The root user) writes:

>testcpp.c

>#define ABC abc
>#define DEF def
>ABC+DEF

>testccp.out

>should read I beleive 'abc+def' .. instead it reads 'abc +def'

This is because the ANSI C standard says that expanded macros
must be seprarate objects. If you _really_ need to get the
other behaviour (why on earth would anyone need that?) you can
use the -traditional flag to cpp.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From -1408257453793880979
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c687a86c7d474692
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: ST Basic -> Hisoft Basic (quite long)
Date: 1995/11/15
Message-ID: <ILP6BRZ@moacs.indiv.nl.net>#1/1
X-Deja-AN: 119435195
references: <13705@gos.ukc.ac.uk>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

In article <13705@gos.ukc.ac.uk>, J.P.Beranek <jpb3@ukc.ac.uk> wrote:
> SUB sub1:
> SHARED CN, IN
> POKE CN,3:POKE CN+2,0:POKE CN+6,0:VDISYS(1)
v_clrwk
> POKE CN,14:POKE CN+6,4
> POKE IN,0:POKE IN+2,930:POKE IN+4,930:POKE IN+6,930:VDISYS(1)
vs_color 0 930 930 930
> POKE IN,3:POKE IN+2,500:POKE IN+4,500:POKE IN+6,950:VDISYS(1)
vs_color 3 500 500 950
> END SUB
>
> SUB sub2:
> SHARED CN, IN
> POKE CN,123:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)

```
v_hide_c
> END SUB
>
> SUB sub3:
> SHARED PT, CN
>    POKE PT,0:POKE PT+2,0:POKE PT+4,639:POKE PT+6,199
>    POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
>    COLOR 1,3,1,8,2
>    VDISYS(1)
v_bar 0 0 639 199
>    COLOR 1,1,1,0,0
> END SUB
>
> SUB sub19:
> SHARED CN, PT, IN, XL,  YL, D$
>    POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
>    POKE PT,XL:POKE PT+2,YL:POKE PT+4,XL+44:POKE PT+6,YL+30

>    VDISYS(1)
v_bar XL YL XL+44 YL+30
>    IF RIGHT$(D$,1)="H" OR RIGHT$(D$,1)="D" THEN COLOR 2
>    POKE IN,ASC(LEFT$(D$,1)):POKE CN,8:POKE CN+2,1:POKE CN+6,1
>    POKE PT,XL+2:POKE PT+2,YL+8:VDISYS(1)
v_gtext XL+2 YL+8 LEFT$(D$,1)
>    POKE IN,ASC(RIGHT$(D$,1)):POKE PT,XL+2:POKE PT+2,YL+16:VDISYS(1)
v_gtext XL+2 YL+16 RIGHT$(D$,1)
>    POKE CN,13:POKE CN+2,0:POKE CN+6,1:POKE IN,1800:VDISYS(1)
vst_rotation 1800
>    POKE IN,ASC(LEFT$(D$,1)):POKE CN,8:POKE CN+2,1:POKE CN+6,1
>    POKE PT,XL+42:POKE PT+2,YL+22:VDISYS(1)
v_gtext XL+42 YL+22 LEFT$(D$,1)
>    POKE IN,ASC(RIGHT$(D$,1)):POKE PT,XL+42:POKE PT+2,YL+14:VDISYS(1)
v_gtext XL+42 YL+14 RIGHT$(D$,1)
>    POKE CN,13:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
vst_rotation 0
>    COLOR 1
> END SUB
>
> SUB sub20:
> SHARED IN, CN
>    POKE IN,36
>    POKE CN,106:POKE CN+2,0:POKE CN+6,1:VDISYS(1)
vst_effects 0x24 (TF_SHADOWED|TF_SLANTED)
> END SUB
>
> SUB sub22:
> SHARED CN, PT, IN, R, W8, T4
>    COLOR 1,3,1,8,2
>    POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
>    POKE PT,0:POKE PT+2,10:POKE PT+4,639:POKE PT+6,199:VDISYS(1)
v_bar 0 10 639 199
>    COLOR 1,1,1,0,0
>    COLOR 2
```

```
>    POKE CN,106:POKE CN+2,0:POKE CN+6,1:POKE IN,36:VDISYS(1)
vst_effects 0x24 (TF_SHADOWED|TF_SLANTED)
>    text 480,8,"     "
>    text 112,8,STR$(R)
>    text 192,8,STR$(W8)
>    text 296,8,STR$(T4)
>    POKE CN,106:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
vst_effects 0x00 (TF_NORMAL)
>    COLOR 1
> END SUB
>
> SUB sub49
> SHARED CN, IN
>    POKE CN,122:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
v_show_c 0 (show immediately)
> END SUB
>
> SUB sub52:
> SHARED IN, CN
>    POKE IN,0
>    POKE CN,106:POKE CN+2,0:POKE CN+6,1:VDISYS(1)
vst_effects 0x00 (TF_NORMAL)
> END SUB
>
> SUB sub53:
> SHARED PT, CN
>    POKE PT,0:POKE PT+2,10:POKE PT+4,639:POKE PT+6,199
>    POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
>    COLOR 1,3,1,8,2
>    VDISYS(1)
v_bar 0 10 639 199
>    COLOR 1,1,1,0,0
> RETURN
[ ... ]
> /\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/
>
> FUNCTION yes_no:
> STATIC mx,my,mb
>    sub2
>    ding
>    v_hide_c
>    v_rbox 500,172,549,184
>    v_rbox 551,172,600,184
>    text 514,181,"YES"
>    text 568,181,"NO"
>    v_show_c 0
>    sub49
sub49 _is_ v_show_c 0
>
>    DO
>        DO
>            VDISYS(1)
>            mb=PEEK(INTOUT)
```

```
>             mx=PEEK(PTSOUT)
>             my=PEEK(PTSOUT+2)
use vsm_locator (or insert the proper POKE's before VDISYS(1)).
>        LOOP WHILE mb=0
>    LOOP UNTIL mx>=501 AND mx<=599 AND my>=173 AND my<=183
>
>    IF mx<550 THEN yes_no=1 ELSE yes_no=0
> END FUNCTION
[ ... ]
> Just in case anyone cares, the program is actually a bridge playing game
> which is really quite good.  OK, not exactly very graphical but still good.
> I want to recompile it with Hisoft Basic, because running it in ST Basic is
> painful.  So SLOW!!!
```

I've got someone in the family who loves playing bridge. Could you
send me a compiled copy of the program, when you're finished?

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

From 6117880976103420660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12ea6c086d69ffc2,start
X-Google-Attributes: gid1115ce,public
From: bikamph@cs.few.eur.nl (Jan Kamphuis)
Subject: gcc/gdb
Date: 1995/11/15
Message-ID: <DI3CDw.EKy@cs.few.eur.nl>#1/1
X-Deja-AN: 119435196
sender: news@cs.few.eur.nl
organization: Erasmus Universiteit Rotterdam
keywords: gcc, gdb, debugger
newsgroups: comp.sys.atari.programmer
summary: How to use gcc so that I can use gdb

Hello world,
I've got gcc version 2.5.8 along with gdb etc.
When I do the following:
gcc name.cxx -g | mv a.out name.tos | gdb name.tos
I get the following:unable to load symbol table and
more of that stuff.
How can I use gdb on my Atari?
Thanx!
Jan Kamphuis(bikamph@edu.eur.nl)

From -2030393040650931582

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b91b3d843d11bea0,start
X-Google-Attributes: gid1115ce,public
From: iic@dcs.ed.ac.uk (Ian Clarke)
Subject: Where can I get an image of TOS 2.06?
Date: 1995/11/15
Message-ID: <DI379C.EH2.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>#1/1
X-Deja-AN: 119435197
sender: iic@jura.dcs.ed.ac.uk (Ian Clarke)
x-nntp-posting-host: jura.dcs.ed.ac.uk
organization: Department of Computer Science, University of Edinburgh
newsgroups: comp.sys.atari.programmer

I am attempting to find an image of TOS 2.06 as required by the STonX ST emulator for
UNIX, can anyone help me?
--
|IAN CLARKE Email: I.Clarke@sms.ed.ac.uk "All that we see, or appear |
| (aka Sanity)   iic@dcs.ed.ac.uk   to see is but a dream within|
|I.Clarke@ed.ac.uk ianc@aisb.ed.ac.uk   a dream" - Poe |

From -5449461251157678141
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12ea6c086d69ffc2
X-Google-Attributes: gid1115ce,public
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: gcc/gdb
Date: 1995/11/15
Message-ID: <DI3Gnq.oK8@novice.uwaterloo.ca>#1/1
X-Deja-AN: 119435198
sender: news@novice.uwaterloo.ca (Mr. News)
references: <DI3CDw.EKy@cs.few.eur.nl>
organization: University of Waterloo
keywords: gcc, gdb, debugger
newsgroups: comp.sys.atari.programmer

In article <DI3CDw.EKy@cs.few.eur.nl>,
Jan Kamphuis <bikamph@cs.few.eur.nl> wrote:
>Hello world,
>I've got gcc version 2.5.8 along with gdb etc.
>When I do the following:
>gcc name.cxx -g | mv a.out name.tos | gdb name.tos
>I get the following:unable to load symbol table and
>more of that stuff.
>How can I use gdb on my Atari?
>Thanx!

It's been a while since I ran my Falcon in 'TOS' mode, but if I recall
correctly there are two separate linkers, one called gcc-ld, the other sym-ld.
You use the gcc-ld to generate a binary, and the sym-ld to generate a

separate symbol table.

Another problem that exists, I believe, is that the atari version of
gdb won't handle c++ mangled names correctly.

Art
--
Art
atwareck@novice.uwaterloo.ca

From 4677072646768104383
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12ea6c086d69ffc2
X-Google-Attributes: gid1115ce,public
From: bikamph@sus.edu.eur.nl (Jan Kamphuis)
Subject: gcc/gdb
Date: 1995/11/15
Message-ID: <48d0tb$qij@sus.edu.eur.nl>#1/1
X-Deja-AN: 119435199
organization: Erasmus Universiteit Rotterdam
keywords: gcc,gdb,debugger
newsgroups: comp.sys.atari.programmer
summary: How to run gcc so that I can use gdb

Hello world,
I have GNU's gcc version 2.5.8 along with gdb.
When I make a program like : gcc name.cxx -g
mv a.out name.tos | gdb name.tos
The debugger gdb refuses to work (can't find symbol table, and more of
that stuff).
How can I use this stuff good?
Thanx!
Jan Kamphuis(bikamph@edu.eur.nl)

From 7922973482831502652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fdba1c1351a54a8
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: DOOM...
Date: 1995/11/15
Message-ID: <48cgng$1fu@banaan.fwi.uva.nl>#1/1
X-Deja-AN: 119435200
distribution: world
references: <47ug56$kb8@josie.abo.fi> <47v646$l2l@turing.fwi.uva.nl>
<48balo$rgj@inca01.inca.co.nz>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

gmiller@inca.co.nz (Gaven Miller) wrote:

:Martijn Dekker (mdekker@fwi.uva.nl) wrote:
:> 2) get any computer other than atari and you can play doom on it.
:
:Translation: "Get another computer and you are doomed".
:
:{[:-]

:-)

BTW, I completely forgot about doom for the jag when I wrote that!
I like the doom-for-atari project a lot, in fact. But with an
atari ST, I guess *I* will never see it! I hope that all you
falcon owners will be playing doom soon!

--
Martijn Dekker
Math department | PFF:
University of Amsterdam | latest product: Ishido for X Window System
http://www.fwi.uva.nl/~mdekker/ | http://www.fwi.uva.nl/~mdekker/pff.html

From 66828281940897932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b91b3d843d11bea0
X-Google-Attributes: gid1115ce,public
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: Where can I get an image of TOS 2.06?
Date: 1995/11/15
Message-ID: <ersmithDI3Mn6.BGp@netcom.com>#1/1
X-Deja-AN: 119503576
sender: ersmith@netcom9.netcom.com
references: <DI379C.EH2.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
organization: NETCOM On-line Communication Services (408 261-4700 guest)
newsgroups: comp.sys.atari.programmer

In article <DI379C.EH2.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>,
Ian Clarke <iic@dcs.ed.ac.uk> wrote:
>I am attempting to find an image of TOS 2.06 as required by the STonX ST emulator
for
>UNIX, can anyone help me?

I suggest you find an Atari dealer (or distributor, or whatever) who can
sell you TOS 2.06. The only other alternative is to steal it, and I'm sure
you wouldn't want to do *that*.
--
Eric R. Smith ersmith@netcom.com

From 4946489977350025826
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20a967f42da107c8,start
X-Google-Attributes: gid1115ce,public
From: macneils@aol.com (MacneilS)
Subject: Re: An Interesting 15 Question Survey -- Has Ended!
Date: 1995/11/16
Message-ID: <48gs11$q9a@newsbf02.news.aol.com>#1/1
X-Deja-AN: 119503577
sender: root@newsbf02.news.aol.com
references: <48bbmp$e4t@newsbf02.news.aol.com>
organization: America Online, Inc. (1-800-827-6364)
reply-to: macneils@aol.com (MacneilS)
newsgroups: comp.sys.atari.programmer

I have recieved more than enough responses for this survey. I thank all of
of those who participated, and all who tolerated my posting in
comp.sys.atari.programmer. I will send my results to all participants.

Thank you,
Macneil Shonle

From 6083453987979202551
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46db376a196d529e,start
X-Google-Attributes: gid1115ce,public
From: mlake@dgs.dgsys.com (Marshall Lake)
Subject: Restricting Mouse Movement
Date: 1995/11/16
Message-ID: <48fni4$jhf@DGS.dgsys.com>#1/1
X-Deja-AN: 119655281
organization: Digital Gateway Systems
newsgroups: comp.sys.atari.programmer

At some point I thought I read something about a systemic way of
restricting the mouse pointer movement to a smaller, specific rectangle.
But now that I need to do this I cannot find any supporting documentation
reference. Is there a systemic way to do this or does it have to be
coded by hand?

Thanks for the help.

--
Marshall Lake - TEAM Software - mlake@dgs.dgsys.com

From 1324304908689192958
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da1bbe7b840eea09,start
X-Google-Attributes: gid1115ce,public
From: jat5@york.ac.uk (John 'john..' Tuffen)
Subject: Compiling EGEM LIbraries with Lattice C v5.04
Date: 1995/11/17
Message-ID: <48i495$d96@netty.york.ac.uk>#1/1
X-Deja-AN: 119575450
distribution: world
organization: The University of York, UK
newsgroups: comp.sys.atari.programmer

Hi,
     I'm trying to get back into programming GEM apps, and I thought
that I'd use the EGEM libraries, unfortunately I'm having difficulty in
compiling them using Lattice C 5.04. I've got a `Make' program, and I'm
trying to use the MAKEFILE.LCC... However, LC1 doesn't seem to like
the various .C files. I would appreciate any help, as my Atari C programming
is a bit rusty (Too long programming SmallTalk I guess!!)

thanks.

john..

```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
| e-mail:                  jat5@york.ac.uk              |
| web pages start here:    http://www.york.ac.uk/~jat5/ |
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
* my music: http://www.york.ac.uk/~jat5/html/music.html *
*******************************************************
```

From 34513199798740769
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77dc56ccaa24f17f,start
X-Google-Attributes: gid1115ce,public
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Subject: How to recognise proportional VDI fonts ?
Date: 1995/11/17
Message-ID: <Pine.A32.3.91.951117142808.17249B-100000@iris.amp.uni-
hannover.de>#1/1
X-Deja-AN: 119575451
sender: news@newsserver.rrzn.uni-hannover.de (News Service)
organization: RRZN
x-sender: perot@iris.amp.uni-hannover.de
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Does anybody know how I can figure out (proper programming !) whether a given VDI-font is proportional or not ? There is a "proportional" flag in every fonts header, but it seems to me that there is no VDI call to read this flag. Of course, I can compare the cell width for all characters, but that method is awkward and slow, since the whole font must have been loaded before.

Thanks for any response, Peter

Peter Rottengatter

Kriegerstrasse 18
30161 Hannover
Germany

Tel. +49 511 668759

perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de

From 5572762895453914045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40db4867c73f2001,start
X-Google-Attributes: gid1115ce,public
From: Frederic Lamsens <flamsens>
Subject: Where can I find sound effects/ soundheaders (source)
Date: 1995/11/17
Message-ID: <48hp4o$bu5@infoserv.rug.ac.be>#1/1
X-Deja-AN: 119575452
content-type: text/plain; charset=us-ascii
organization: University of Ghent, Belgium
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.4 sun4d)

I'm looking for sound effects in Basic, Pascal or C-source to add in my own sampling program. If you can help me by sending those sources, or just by telling me how to program them, please send me a message.

From 2158866529794839569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,40db4867c73f2001
X-Google-Attributes: gid1115ce,public
From: Frederic Lamsens <flamsens>
Subject: Where can I find sound effects/ soundheaders (source)

Date: 1995/11/17
Message-ID: <48hp4o$c1q@infoserv.rug.ac.be>#1/1
X-Deja-AN: 119575453
content-type: text/plain; charset=us-ascii
organization: University of Ghent, Belgium
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.4 sun4d)

I'm looking for sound effects in Basic, Pascal or C-source to add in my own sampling program. If you can help me by sending those sources, or just by telling me how to program them, please send me a message.

From -4928261381710597376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b91b3d843d11bea0
X-Google-Attributes: gid1115ce,public
From: cgra@btmaa.bel.alcatel.be (Chris Gray)
Subject: Re: Where can I get an image of TOS 2.06?
Date: 1995/11/17
Message-ID: <48iaq3$gh8@btmpjg.god.bel.alcatel.be>#1/1
X-Deja-AN: 119575454
distribution: world
sender: cgra@btma74 (Chris Gray)
references: <DI379C.EH2.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
<ersmithDI3Mn6.BGp@netcom.com>
organization: Never was my forte
reply-to: grayc@btmaa.bel.alcatel.be
newsgroups: comp.sys.atari.programmer

In article <ersmithDI3Mn6.BGp@netcom.com>, ersmith@netcom.com (Eric R. Smith) writes:

> I suggest you find an Atari dealer (or distributor, or whatever) who can
> sell you TOS 2.06. The only other alternative is to steal it, and I'm sure
> you wouldn't want to do *that*.
> --
> Eric R. Smith ersmith@netcom.com

Do I detect the presence of the developer of MiNT? Welcome!

Eric, we've just been through a somewhat acrimonious debate on this subject. :) Since none of us have any kind of written license agreement for our TOS ROMs, we're reduced to trying to guess what may or not be allowed under the laws of our various countries. Buying a set of TOS 2.06 ROMs, copying them onto disc, and throwing away the ROMs is probably OK. Copying the ROMs in your machine and then vow-

ing never to use the copy and the originals at the same time may be OK too. Dumping a friend's ROMs onto floppy and using them in another machine is probably illegal, but would be a civil rather than a criminal matter. So it would come down to a question of how much damage Atari had sustained as a result of this abuse; say, $5 maximum. CA$:)

Morally, I'd put it at the same level as photocopying my colleague's out-of-print DSP textbook. And I don't lose sleep over having done that.

As I have said before, this whole problem would be solved if STonX were adapted to run with a replacement TOS such as Magic, or a free replacement for the Atari BIOS/XBIOS. (We already have a GEMDOS replacement in MiNT, and I believe STonX replaces the VDI).

Thank heaven MiNT comes with a written license, so we know where we stand on that one. :)

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
http://plato.digiweb.com/kiffer/
Opinions expressed are purely personal unless otherwise stated.

From 1225411980218499046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea8547a9db312afd,start
X-Google-Attributes: gid1115ce,public
From: cb170@city.ac.uk (Hall BJ)
Subject: EVNT_MULTI problems
Date: 1995/11/17
Message-ID: <48ig8d$egs@bambam.soi.city.ac.uk>#1/1
X-Deja-AN: 119575455
organization: School of Informatics, City University, London
newsgroups: comp.sys.atari.programmer

Hi guys,

I am trying to read the mouse buttons on an evnt_multi call, and yet the parameters require a mask and status for the buttons.

It seems that you can only look for EITHER a left button, OR a right button event, OR a both-button event, and you have to specify this in the call.

In other words, I want the one evnt_multi call to look for both left and right mouse clicks.

Any suggestions? (I'm using GFA Basic by the way).

--

 |> | | WWW: http://web.city.ac.uk/~cb170
 |> E |\| |-| /\ |_ |_   EMAIL: benj@city.ac.uk

From -3128401948039425999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52a6c28d34a2926,start
X-Google-Attributes: gid1115ce,public
From: EEG085@news.salford.ac.uk
Subject: [Help] ATARI 520 ST cartridge port
Date: 1995/11/17
Message-ID: <48j6nu$ces_001@salford.ac.uk>#1/1
X-Deja-AN: 119575456
organization: University of Salford
newsgroups: comp.sys.atari.programmer

I am currently studying for a BEng (Hons) Electronic Engineering at
Salford University. For my final year project I am building a bass
guitar to MIDI interface using the ATARI 520 ST as a system controller
and for its MIDI interface.

The hardware needed consists of an A-D converter circuit which is
interfaced to the cartridge port of the ST. I need to be able to both
address the cartridge port and to receive data from the port for
processing by the computer.

Can anyone give me some idea as to how to access the cartridge port
using my rather ancient version of C ?

Thanks in advance, John.

From 228528981470316268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea8547a9db312afd
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: EVNT_MULTI problems
Date: 1995/11/17
Message-ID: <816646066_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 119575457
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <48ig8d$egs@bambam.soi.city.ac.uk>
cb170@city.ac.uk (Hall BJ) said:-

>Hi guys,
>
>I am trying to read the mouse buttons on an evnt_multi call, and yet
>the parameters require a mask and status for the buttons.
>
>It seems that you can only look for EITHER a left button, OR a right
>button event, OR a both-button event, and you have to specify this in
>the call.
>
>In other words, I want the one evnt_multi call to look for both left
>and right mouse clicks.
>
>Any suggestions? (I'm using GFA Basic by the way).

The simplest solution is to revert to polling. Use MU_TIMER with a delay of zero. Each time it comes back switch the mask to the other button. This is a bit of a bodge and can be fairly sluggish unless you are prepared to rewrite evnt_multi() in assembler.

Other solutions are possible, such as accessing the LineA variable table directly. This is faster but circumvents the AES and can cause more subtle problems.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 6491576770595082405
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,663c91c0c8b79fcf
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,cb364a43f15232b9,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Why is Lattice C so slow?
Date: 1995/11/17
Message-ID: <48hco5$7o0@inca01.inca.co.nz>#1/1
X-Deja-AN: 119763242
references: <5972_Spencer@mettav.demon.co.uk>
organization: INCA
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Spencer Davies (Spencer@mettav.demon.co.uk) wrote:
> am now using an unaccelerated Falcon instead (why are compiles under Lattice
> so slow????)

Because Lattice insists on making two passes through each file, and
writing the info out to disc as it does so.

Laser C (by Megamax [who are no longer in business, I believe]) only ever
made one pass through each file and only ever wrote the data out to disc
when it had to - everything (source, headers, object, executables etc)
were cached in RAM by Laser. The Laser C cache dynamically resized itself
as needed and flushed itself to disc when it became full, or you quit
from Laser.

(I used Laser C from 1989 to mid-1991, when, having become sick of
waiting for the ANSI upgrade to "K&R" Laser C, I bought Lattice C.)

So, my Mega ST at 8Mhz with 4Mbytes of RAM was almost as fast using Laser
C as my 20Mbyte 32-Mhz TT is now using Lattice C 5.6.

If you want to speed up compilation, set your QUAD environment variable
to point to a RAM disc, and put all your headers and libraries in there
as well. This will speed things up, but dont expect miracles.

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

From 6235424343948306932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d44ed012555331e,start
X-Google-Attributes: gid1115ce,public
From: wilsonr@interlog.com (Robert Wilson)
Subject: Re: GFA Vs Hisoft Basic
Date: 1995/11/18
Message-ID: <wilsonr.4.00224456@interlog.com>#1/1
X-Deja-AN: 119655279
references: <48l3i6$cq7@dux.dundee.ac.uk>
organization: InterLog Internet Services
newsgroups: comp.sys.atari.programmer

In article <48l3i6$cq7@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall)
writes:
>From: rmccall@mcs.dundee.ac.uk (Rod McCall)
>Subject: GFA Vs Hisoft Basic
>Date: 18 Nov 1995 17:01:58 GMT

>I am looking for a version of Basic which will allow me to QUICKLY create

>forms, buttons and menus etc on the Falcon. I also need it to allow the
>execution of external programs for example accessories which play
>AVI's, MPEGS and music/speech.

>So which is best for making quick prototypes GFA or Hisoft Basic?

GFA will not work with MAGIC or with a lot of replacement desk tops. It allows
for somewhat faster development in my opinion than Hisoft if the limitations
are not a great concern.

>Rod

>--
>Rod McCall, Senior Honours, Computer Science with Accounting Studies
>1994/95 President, University of Dundee Dramatic Society
>Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
>"I know, I read it on the back of a match box!"

From 3663433414306064076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d44ed012555331e
X-Google-Attributes: gid1115ce,public
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Subject: GFA Vs Hisoft Basic
Date: 1995/11/18
Message-ID: <48l3i6$cq7@dux.dundee.ac.uk>#1/1
X-Deja-AN: 119655280
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

I am looking for a version of Basic which will allow me to QUICKLY create
forms, buttons and menus etc on the Falcon. I also need it to allow the
execution of external programs for example accessories which play
AVI's, MPEGS and music/speech.

So which is best for making quick prototypes GFA or Hisoft Basic?

Rod

--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know, I read it on the back of a match box!"

From -2522890070364677327
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b91b3d843d11bea0
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Where can I get an image of TOS 2.06?
Date: 1995/11/18
Message-ID: <BWS6B2L@moacs.indiv.nl.net>#1/1
X-Deja-AN: 119655282
references: <DI379C.EH2.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
organization: Private Site, Baarn
newsgroups: comp.sys.atari.programmer

In article <DI379C.EH2.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>,
Ian Clarke <iic@dcs.ed.ac.uk> wrote:
>
> I am attempting to find an image of TOS 2.06 as required by the
> STonX ST emulator for UNIX, can anyone help me?

AFAIK TOS 2.06 has only been sold in ROM. Nowadays, it's hard
enough to find someone who's still selling the ROMs (System
Solutions maybe?).

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

From 2231052569562894911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d44ed012555331e
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: GFA Vs Hisoft Basic
Date: 1995/11/19
Message-ID: <48njas$g0v@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 119763239
references: <48l3i6$cq7@dux.dundee.ac.uk>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> So which is best for making quick prototypes GFA or Hisoft Basic?

HiSoft, by a wide margin.
(I wrote quite a few things in HiSoft before I stopped using Basic
altogether).

Craig.

From 2304208074058573341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea8547a9db312afd
X-Google-Attributes: gid1115ce,public
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Subject: Re: EVNT_MULTI problems
Date: 1995/11/19
Message-ID: <48n4sf$76k@mercury.dur.ac.uk>#1/1
X-Deja-AN: 119763241
references: <816646066_OASIS_@swampdog.demon.co.uk>
organization: University of Durham, Durham, UK.
newsgroups: comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >In other words, I want the one evnt_multi call to look for both left
: >and right mouse clicks.
: The simplest solution is to revert to polling. Use MU_TIMER with a
: delay of zero. Each time it comes back switch the mask to the other
: button. This is a bit of a bodge and can be fairly sluggish unless you
: are prepared to rewrite evnt_multi() in assembler.

This is deeply unpleasant in a multitasking environment.

: Other solutions are possible, such as accessing the LineA variable
: table directly. This is faster but circumvents the AES and can cause
: more subtle problems.

Like not being guaranteed to work on all atari-compatibles (Line-A is no
longer supported)...

Instead, here's a repost of an article previously posted to this group by
Ofir Gal.

----------8<----------
Newsgroups: comp.sys.atari.st
Subject: Re: Some GEM Programming Questions
Message-ID: <D8v2pA.9M8@cix.compulink.co.uk>
From: ogal@cix.compulink.co.uk ("Ofir Gal")
Date: Sat, 20 May 1995 05:17:34 GMT
References: <800751414_OASIS_@chowgar.demon.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
Lines: 16

>> 2. Also, how can I detect if either mouse button (or both) is pressed using
>>   evnt_multi() - If I use the value 3 for the mouse parameter it still
>>   doesn't work.

Use the following values:

evnt_multi(evnt_mask,0x102,3,0,...)

This allows you to detect both mouse buttons as well as double-clicks. For triple clicks use 0x103.

Ofir ogal@cix.compulink.co.uk

----------8<----------

Hope this helps.

Martin

--
****
* ---------- M.J.Maisey@durham.ac.uk ---------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

From -5687528016222209028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,794a731eea50f897,start
X-Google-Attributes: gid1115ce,public
From: d9fors@dtek.chalmers.se (Patrick Forsberg)
Subject: Problems with fputc in TURBO-C
Date: 1995/10/31
Message-ID: <4766n3$rn0@nyheter.chalmers.se>#1/1
X-Deja-AN: 118287886
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

I'm having problems with fputc and fgetc in TURBO-C.

The problem is that when I try to write a LF with fputc I get both a CR and a LF. When I try to read a CR with fgetc I get nothing.
I tried to get around the problem by direct use of fwrite and fread but that did not seem to do the trick. Does anyone know if this is a problem with the routines in TURBO-C or if it is a more general problem with the atari ST?

/Patrick.

From -8214675792164886675

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50a2670e2e64b95a,start
X-Google-Attributes: gid1115ce,public
From: Carl Barron <75066.3204@CompuServe.COM>
Subject: Programming Docs
Date: 1995/10/31
Message-ID: <474mc4emr1@mhadg.production.compuserve.com>#1/1
X-Deja-AN: 118385921
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

RE: ARGV PROTOCOL

ARGV protocol is an extension of the 'old' basepage method of passing arguments to functions. It originated in MWC and was adopted by ATARI with a minor change from the MWC implimentation. [Terminating the environment after ARGV found]

to use check the size byte 128 bytes into the basepage. If it is NOT 127 then the protocol was not used.
walk the environement strings [pointer to them is in the basepage] until ARGV is found.
replace the 'A' with '\0' and skip to past next '\0'.
the program name,followed by the preparsed C strings stored sequentially ending in a double \0.
ex: ARGV....\0prog name\0arg1\0arg2\0arg3\0\0
See compendium. or argvspec.arc from umich, etc.
The first 125 bytes of the command are stored in the basepage so that programs not using ARGV protocol can attempt to recover some of the arguments.
sed 's/[\t]+/white space/g' aa.txt ab.txt ac.txt has extended portion of environment
ARGV...\0sed\0s/[\t]+/white space/g\0aa.txt\0ab.txt\0ac.txt\0\0
This aids programs that are 'symbolic' links, [gzip,zcat ungzip] or programs with a multitude of arguments like
ld ... *.o [shell expanded]
See Compendium for details. This is from memory....
see also argvspec.{arc,zoo} [forget which] on umich mirrors...

From -187552911198510847
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12d1bfde9c9abdf1,start
X-Google-Attributes: gid1115ce,public
From: SUNIP073@KISPAN.RZ.UNI-KIEL.DE (BUNTEN/DEROEVER)
Subject: ATARI MIDI-NET !
Date: 1995/10/31
Message-ID: <475n9c$ajg@infosrv.rz.uni-kiel.de>#1/1
X-Deja-AN: 118472740
distribution: world
x-news-reader: VMS NEWS v1.25
organization: Rechenzentrum Universitaet Kiel

newsgroups: comp.sys.atari.programmer

Hi there !

I was wondering what programs there are for MIDI-connected Atari STs.
Could u PLEASE help me !
Of course I know MIDIMaze (2 and beta-version of 3), but there must be more than that ! or not ?
BTW, I'm about to write a few programs that make use of the MIDI-net myself !
(right after my exams now ...)

* Are there still people, who write MIDI-net-games, or at least WANT some new ones ?

* What the hell is available anyway ???
  (I would like to make a list of all "Midi-net-workable" stuff ...)

* And is there still somebody wroking on MIDIMaze 3 or was that project given up ?

! please folks ! I need some answers !
(best per EMail -> <NIP73@rz.Uni-Kiel.d400.de>
... I'll send a follow-up myself if it's worth it ;)
Yours ,
SEGRATIS

-=-=-=

--
derek fern

From -2335368812781992619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e430b6071948ce0,start
X-Google-Attributes: gid1115ce,public
From: jens@mailbox.calypso.net (Jens Larsson)
Subject: Atari Portfolio info
Date: 1995/11/01
Message-ID: <478dmj$i9b@news.calypso.net>#1/1
X-Deja-AN: 118472739
organization: Calypso
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hello!

I'm writing this on behalf of a friend of mine, and I'm not perfectly sure whether my choice of group is appropriate.

Anyway, he's looking for info about the Atari Portfolio, especially concerning low-level programming of it and its hardware. Thus, all information such as interrupt lists, ports, screen access etc is greatly appreciated.

Mail reply to jens@mailbox.calypso.net is preferred.

Regards,

Jens Larsson

From -2215359781116688145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d814e56072d6d17
X-Google-Attributes: gid1115ce,public
From: Jakob Johnsen <31jhj@but.auc.dk>
Subject: Re: Falcon video registers..
Date: 1995/11/01
Message-ID: <Pine.PCF.3.91.951101114844.9200A-100000@[130.225.56.243]>#1/1
X-Deja-AN: 118472741
references: <3b6_9510241641@tagenda.sccsi.com>
x-sender: 31jhj@news.iesd.auc.dk
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Math & CS at Aalborg University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 24 Oct 1995, John Kormylo wrote:

> There is always vq_extnd(), but you have to open a VDI virtual
> workstation first.

Well I think he could use the get monitor (XBios) function..

Jakob :)

From -1676468319101067575
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,559799b88f566f3d
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Lexicon V1.0 (Simulates keyboard using mouse), author needs help with problem
Date: 1995/11/01
Message-ID: <478s4v$3hb@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 118472742
distribution: inet
references: <DGpFpM.5JE.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
<4688qd$fd5@nntp.hut.fi>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Arto Jalkanen (ajalkane@lk-hp-15.hut.fi) wrote:
> I don't know how your program is built, but it sounded to me
> like you was waiting for the right mouse button in busy loop
> similar to this:
> DO
> EVNT_TIMER(something low I guess)
> WHILE (MOUSEK <> 2)

> If this is the case, mouse droppings will happen while being in this
> loop. You should make this call using AES functions instead.
> Like evnt_button(I can't remember the parameters).

Alternatively you could take a lower level approach by using vex_motv()and vex_butv()
to hook the vdi's mouse handling routines directly. This is what I do in XaAES (but then, I had to, as XaAES runs from MINT.CNF, before the GEM AES has been initialised).

A better idea is to stop using GFA and rewrite in C (or C++ / Objective C if you are
feeling adventurous).

Craig.

From -8098952939465044738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,794a731eea50f897
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: Problems with fputc in TURBO-C
Date: 1995/11/01
Message-ID: <30973C9B.2AAC@imc.exec.nhs.uk>#1/1
X-Deja-AN: 118472743
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <4766n3$rn0@nyheter.chalmers.se>
to: Patrick Forsberg <d9fors@dtek.chalmers.se>
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b1J (X11; I; SunOS 5.4 sun4m)

Patrick Forsberg wrote:
> The problem is that when I try to write a LF with fputc I get both a
> CR and a LF. When I try to read a CR with fgetc I get nothing.
> I tried to get around the problem by direct use of fwrite and fread but
> that did not seem to do the trick. Does anyone know if this is a problem
> with the routines in TURBO-C or if it is a more general problem with the
> atari ST?

You'll get the same with DOS. '\n' is a single ASCII character, however under
TOS and DOS, lines in a text file are ended with *two* characters. If you
open the file as a text file (fopen("filename", "w")) all the fput/fwrite
calls will translate single '\n's into '\r\n's.

Just open the file in binary mode -- fopen("filename", "wb").

--Chris

From 5607812820174181392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cbfa221346c58096,start
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: PsiNet
Date: 1995/11/01
Message-ID: <3572phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 118665294
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk

newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <30 Oct 95 17:06:02>, C.Ridd@imc.exec.nhs.uk (90:100/106)
writes:

 >> Can AV Protocol be used to call other programs to edit objects
in
 >> another program (ala OLE 2 on
the
 >>
peecee)?
 C>

 C> No. The GEM Tube was quite a nice protocol which allowed that
sort
 C> of stuff, but that's dead and buried
:-(

I thought there were a few problems with the Tube that killed
it!

Phil

~ There is no such thing as a "Fail Safe" design.
~

--

From -7916025066802273068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262,start
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-11.hut.fi (Arto Jalkanen)
Subject: Pfork in MiNT doesn't work??
Date: 1995/11/02
Message-ID: <47ad2o$5hs@nntp.hut.fi>#1/1
X-Deja-AN: 118472744
distribution: inet
organization: Helsinki University of Technology
newsgroups: comp.sys.atari.programmer

Hi, I have troubles getting Pfork to work in MiNT (MultiTOS).
It is supposed to create a copy of the current process and
run the new and the old process at the same time, right?

Well I couldn't get it work, so I wrote a little program
that tests it:

```
main()
{
     long a;
     a = Pfork();
     printf("Pfork: %d\n", a)
     if (!a) something();
     else something_else();
}
```

This is my test program in principle. But what did come out?
Printf came only once, resulting 0 (ie. run in child), and
the main program was back running not before the child
had finnished!! Could someone please help me. This is
a bad problem :-(. Because of this, It's impossible to
make a GEM program wait for AES events and MiNT events
at the same time (I mean MiNT's pipes with Fselect).

I'm using Lattice C 5.6 together with FreeMiNT 1.12h4 and
MultiTOS AES 4.1

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

From 9056342877171547244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,625d218ebb885c54
X-Google-Attributes: gid1115ce,public
From: tin@b02.informatik.Uni-Bremen.DE (Mark Fechtner)
Subject: Re: To all demo coders
Date: 1995/11/02
Message-ID: <47acl2$bf0@gina.zfn.uni-bremen.de>#1/1
X-Deja-AN: 118472745
distribution: world
sender: tin@b02 (Mark Fechtner)
references: <NEWTNews.19977.814930202.slimer@pi-user.pi.net>
<474l9c$ab0@news.iesd.auc.dk>
organization: Universitaet Bremen
newsgroups: comp.sys.atari.programmer

In article <474l9c$ab0@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik Lunardi
Weide) writes:
|> What about those Falcon's that are BUS-accelerated, like 18 or 20 Mhz BUS.
|> That should do the trick - shouldn't it ?
|>
|> Keep Cool and Flying...
|>
|> ChainXOR...

 But only a few Falcon-user are owning such speeders. We don`t want to make demos

only for a few persons, but for all Falcon-owners (even if they have to connect an RGB-monitor). Surely we could do much neater effects by using speeders, but that's not the point. Our aim is to do neat effects _without_ using any hardware-expansions. If there will be more speeded Falcons in the future, the scene may use them, but actually it makes not a lot of sense...

Bye,
The Innovator (tIn of NEWline/Absence of The Independent)

From 8196531749181582814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a31cc0c8581bdde3,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Programming Tool Wanted
Date: 1995/11/03
Message-ID: <47bmh0$nat@inca01.inca.co.nz>#1/1
X-Deja-AN: 118472746
organization: INCA
newsgroups: comp.sys.atari.programmer

I am after a tool (ie piece of software) that I can install on my TT to do the following task...

If I am still in Lattice C, Devpac or Mon after 3AM, pop up a large dialog box with the words "get some sleep" emblazoned across it.

Does anyone know where i can find it? Or will I have to spend aeons writing it?

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, let's just flame AOL regardless.

From -2031108690528659812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c8871312766be9e,start
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Calling appl_exit in CPXes
Date: 1995/11/03
Message-ID: <3099EB09.4E2@imc.exec.nhs.uk>#1/1
X-Deja-AN: 118559658
x-nntp-posting-host: saffron.imc.exec.nhs.uk
content-type: text/plain; charset=us-ascii
mime-version: 1.0

newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b1J (X11; I; SunOS 5.4 sun4m)

All the CPX code I've seen (and written!) contains an appl_init call
in the cpx_init function, but nowhere does it actually do an
appl_exit.

AES 4.1 certainly keeps some kind of state for an appl_init call,
as successive calls to the CPX (and appl_init) return ever-increasing
application IDs.

Should CPXes call appl_exit? What does appl_exit *really* do?

--Chris

From 2751720118329995898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3528a916ca9bacd
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: PUG Test
Date: 1995/11/03
Message-ID: <47d4co$fdf@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 118559659
references: <814785098_OASIS_@swampdog.demon.co.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

Hi, I would like to try PUG / test it for you... however, I dont have Mark
williams
C. I have GCC, and have been trying to find a nice modern GEM library that I get
to
work...

My system is a 4mb Falcon using AES 4.1 with MiNT 1.12... My GCC version is 2.6.3,
but I have yet to succeed in getting it to compile any GEM program that I have
written with Prospero C...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

From -3068483818029378021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,12437de3fca05b61,start
X-Google-Attributes: gid1115ce,public
From: John Bayly Levon MNA <levonj5@cs.man.ac.uk>
Subject: Enhanced GEM
Date: 1995/11/03
Message-ID: <47d7hm$gh2@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 118559660
content-type: text/plain; charset=us-ascii
organization: Nothing Association
x-url: news:comp.sys.atari.programmer#47ad2o$5hs@nntp.hut.fi
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 15576
x-mailer: Mozilla 1.12 (X11; I; SunOS 4.1.2 sun4c)

Is there an English version of Enhanced GEM? If not, is there a decent GEM C package for Lattice C ?
--
****
Rebellion - it always sells at a profit - Manic Street Preachers
When dogma enters the brain, all intellectual activity ceases -
     Robert AW, Grand Master of Operation Mindfuck

From 3995012810248961808
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3528a916ca9bacd
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: PUG Test
Date: 1995/11/03
Message-ID: <47d7te$gq0@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 118559661
references: <47d4co$fdf@m1.cs.man.ac.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

Oops. wrong button...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

From 1163922338836327082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad5b6782cf705861,start
X-Google-Attributes: gid1115ce,public
From: buxmjp@zippy.dct.ac.uk
Subject: AutoZeST in colour ?
Date: 1995/11/03
Message-ID: <1995Nov3.200126.21749@zippy.dct.ac.uk>#1/1
X-Deja-AN: 118559662
organization: University of Abertay Dundee
newsgroups: comp.sys.atari.programmer

The docs for AutoZeST mention that the author saw a colour version
running at a computer show, and I've seen a couple of programs (eg SoundLab)
that look like AutoZest interfaces. Is a colour version available, either
from an ftp site, or from a freeware/shareware author.

At the moment, I'm using a mono emulator to create screens and only using
the top half, but this causes a few probems with aspect ratios,
especially with text and slider bars.

thanx

the hatter

From 6142852723456772227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,9e2fbc9a27d0f04a
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 10afa1,9e2fbc9a27d0f04a
X-Google-Attributes: gid10afa1,public
X-Google-Thread: 11431d,9e2fbc9a27d0f04a
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,9e2fbc9a27d0f04a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fa664,9e2fbc9a27d0f04a
X-Google-Attributes: gidfa664,public
X-Google-Thread: 10121b,9e2fbc9a27d0f04a
X-Google-Attributes: gid10121b,public
X-Google-Thread: 1105ff,9e2fbc9a27d0f04a
X-Google-Attributes: gid1105ff,public
X-Google-Thread: 102bfa,9e2fbc9a27d0f04a
X-Google-Attributes: gid102bfa,public

From: pohl@vtdev.vt.platinum.com (Pohl Longsine)
Subject: Re: Shareware Author Listing
Date: 1995/11/03
Message-ID: <DHHIon.7xu@gateway.platinum.com>#1/1
X-Deja-AN: 118609322
sender: nobody@gateway.platinum.com
references: <468etm$bui@news-e1a.megaweb.com> <46b1u9$m26@news.vanderbilt.edu>
organization: Platinum Technology, Inc.
reply-to: pohl@platinum.com
newsgroups:
alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,rec.games.programmer

katzlbt@vuse.vanderbilt.edu (Thomas Katzlberger) wrote:

>Todd F. Herschberg (herschberg@gnn.com) wrote:
>: I am attempting to create a freeware listing of
>: shareware authors and how to contact them. If you are
>: a shareware author

>For everyone who doesn't want to wait for that try:
>http://www.leo.org/

Actually, that site involves a considerable wait. It's one of the
slowest I've ever seen. I think I'd rather wait for Todd.

"We've seen the rings of |"We make up what we can't| "" (The Dixie Dregs,
smoke through the trees; | hear, then we sing all | Bring 'em Back Alive)
we're how all the words go."| night." (Sonic Youth, |----------
(Game Theory, Lolita Nation)| Daydream Nation) | pohl@platinum.com

From -3523446392131237633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d104234d38e32db,start
X-Google-Attributes: gid1115ce,public
From: Jan Dooms <jandooms@tornado.be>
Subject: PAK 68/3
Date: 1995/11/03
Message-ID: <47e8s0$ou6@tornix.tornado.be>#1/1
X-Deja-AN: 118617604
content-type: text/plain
organization: Tornado News Processing System
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Windows; I; 16bit)

Hi,

Does anyone have some experiences with the PAK 68/3?
A specially with a Mega STE and 50 MHZ, mor memory and
a vga card?

Please help, Jan Dooms. <jandooms@tornado.be>

From 1584184290467576518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27148293e2c3d4a0,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@f7861.n106.z1.fidonet.org (John Kormylo)
Subject: Christmas Sale
Date: 1995/11/03
Message-ID: <619_9511040122@tagenda.sccsi.com>#1/1
X-Deja-AN: 118665283
organization: Fidonet: D.U.E. Fido & AtariNet (713)944-7861
newsgroups: comp.sys.atari.programmer

E.L.F. Software
Sale Announcement

From now until Christmas '95, the English version of Pure C's help files will be available for half off the normal rate. For a mere $25 U.S. you can have hypertext documentation corresponding to over two megabytes of source text.

Not only does this include all of Pure C's features (some of which were previously undocumented), it includes descriptions for every function in the link library, both C and assembly language references, a memory map, and hardware documentation including such things as the SCC and SCSI controller register descriptions (not available in any other Atari reference).

If you have Pure C and are not using the help feature, you're missing out on half of power of the Pure C development package! Nor will this deal be available again.

Send a check, cheque, bank draft or money order to E.L.F. Software, 9614 Oregano Circle, Houston, TX 77036. There is a $5 service charge for non-USA postal orders.

P.S. This package includes a free upgrade to Pure C 2.0 when it becomes available. Also, the install program require 2 Meg RAM.

--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@f7861.n106.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

From 1650484373775683048
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,559799b88f566f3d
X-Google-Attributes: gid1115ce,public
From: chainxor@control.auc.dk (Henrik Lunardi Weide)
Subject: Re: Lexicon V1.0 (Simulates keyboard using mouse), author needs help with problem
Date: 1995/11/04
Message-ID: <47g2b1$8a2@news.iesd.auc.dk>#1/1
X-Deja-AN: 118665282
distribution: inet
references: <478s4v$3hb@whitbeck.ncl.ac.uk>
organization: Aalborg University - Dep. of Control Engineering
reply-to: chainxor@control.auc.dk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: chainxor

In article <478s4v$3hb@whitbeck.ncl.ac.uk>, "Craig. Graham"
<Craig.Graham@ncl.ac.uk> writes:
>
> Arto Jalkanen (ajalkane@lk-hp-15.hut.fi) wrote:

> to hook the vdi's mouse handling routines directly. This is what I do in XaAES
> (but then, I had to, as XaAES runs from MINT.CNF, before the GEM AES has been
> initialised).
>
> A better idea is to stop using GFA and rewrite in C (or C++ / Objective C if you are
> feeling adventurous).

Sorry to bug in - But what is XAES ?

Keep Cool and Flying...

ChainXOR...

From -6528214213505132013
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f5ab26a1e9b7dcd
X-Google-Attributes: gid1115ce,public
From: Jens M Andreasen <jens-and@dsv.su.se>
Subject: Re: Dumb things done whilst programming
Date: 1995/11/04

Message-ID: <Pine.ULT.3.91.951104201510.21869A-100000@mars.dsv.su.se>#1/1
X-Deja-AN: 118665284
references: <45g5t8$hdd@inca01.inca.co.nz> <45ilcq$sm3@m1.cs.man.ac.uk>
<45u5af$oeq@cc.tut.fi> <45vo0m$hrk@banaan.fwi.uva.nl>
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

> :Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
> :
> :: >What are the dumbest things you have done whilst programming the Atari?
> :: >Something that takes ten seconds to fix, but you took four hours to work
> :: >out what that ten second fix was?

The dumbest thing I've ever done was trying to program in 'prolog'. Took me at least four hours to figure out just how to get started. Then four hours of implementation. Then another four hours to finish it. Then four hours more trying to understand why it works now, and not before!

But it looks like it was written in just ten seconds. :-)

// Jens M Andreasen

From 1580520945460501736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,97d93c120ade2c51,start
X-Google-Attributes: gid1115ce,public
From: Jan Dooms <jandooms@tornado.be>
Subject: playing wave files, programmed in GFA Basic
Date: 1995/11/04
Message-ID: <47gucf$auj@tornix.tornado.be>#1/1
X-Deja-AN: 118665285
content-type: text/plain
organization: Tornado News Processing System
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Windows; I; 16bit)

Hi,

Does anyone know how to program in GFA Basic,
to play simple .SND wave files?
Send me the information please.

Greetings, Jan Dooms. <jandooms@tornado.be>

From 8207375475414172332
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public
From: hohmuth@irs.inf.tu-dresden.de (Michael Hohmuth)
Subject: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)
Date: 1995/11/04
Message-ID: <47g6gj$3v0@irzr17.inf.tu-dresden.de>#1/1
X-Deja-AN: 118665286
distribution: inet
references: <47ad2o$5hs@nntp.hut.fi> <47cuht$4km@whitbeck.ncl.ac.uk>
content-type: text/plain; charset=ISO-8859-1
organization: Dept. of Computer Science, TU Dresden, Germany
mime-version: 1.0
reply-to: hohmuth@inf.tu-dresden.de
newsgroups: comp.sys.atari.programmer

In article <47cuht$4km@whitbeck.ncl.ac.uk>,
Craig. Graham <Craig.Graham@ncl.ac.uk> wrote:

> (XaAES is a MiNT specific replacment AES I'm working on)

Cool... this is already the third efford towards an MiNT specific AES replacement I've heard of (the other two being "MINA" by Martin Osieka <Martin Osieka@MZ.maus.de> and "Sigma" by <Jens_Hiescher@b.maus.de>).

How do you plan to distribute your AES -- commercially or as freeware? The "X" in "XaAES" sounds like it will work on the top of X11, is that true?

I've already announced the following in maus.gui.gem, and this is a good opportunity to repeat it here:

I'll donate DM 200 (something like US$ 130) to anyone who holds a copyright to a working AES 4 replacement (MultiTOS workalike) and who is the _first_ to place his AES sources under the GNU License (GPL2).

One person already announced to support this "sponsoring program" with DM 100. Anyone else?

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

From -4828164742296430592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,15bac9f373cf7d79,start
X-Google-Attributes: gid1115ce,public
From: per.erik.peterson@asb2.ct.se (Per.Erik Peterson)
Subject: Stream to Device
Date: 1995/11/04

Message-ID:
<ftn_2.203.221.10$fidonet.org_9a0fa267_Per.Erik.Peterson@asb2.ct.se>#1/1
X-Deja-AN: 118665287
sender: news@ct.se
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Pekkas Point CB-)
mime-version: 1.0
reply-to: per.erik.peterson@asb2.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

From: per-erik_peterson@asb2.ct.se

Hello evryone.

I'm a newbeginner in GEM using Pure C and I want to try to make a simpel phonebook that calls the number I chose. So I wonder if anyone can give me a clue or a little sourse ex that show us how to use bconout, bconin and so on. In the end we will use this type of functions to send/reasive things thru the cartridge port but thats a later problem. See you.

-==> Mvh.!! Per-Erik "Pekka" Peterson <==-

per-erik_peterson@asb2.ct.se

Gothenburg Sweden

From -6045425671094658811
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 10f6aa,9e2fbc9a27d0f04a
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 10afa1,9e2fbc9a27d0f04a
X-Google-Attributes: gid10afa1,public
X-Google-Thread: 1105ff,9e2fbc9a27d0f04a
X-Google-Attributes: gid1105ff,public
X-Google-Thread: 1115ce,9e2fbc9a27d0f04a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102bfa,9e2fbc9a27d0f04a
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10121b,9e2fbc9a27d0f04a
X-Google-Attributes: gid10121b,public
X-Google-Thread: fa664,9e2fbc9a27d0f04a
X-Google-Attributes: gidfa664,public
X-Google-Thread: 11431d,9e2fbc9a27d0f04a
X-Google-Attributes: gid11431d,public
From: rincewind@discworld.oche.de (Michael Schwingen)
Subject: Re: Shareware Author Listing

Date: 1995/11/04
Message-ID: <309cf8fc9df12@discworld.oche.de>#1/1
X-Deja-AN: 118800323
references: <DHHIon.7xu@gateway.platinum.com>
content-type: text/plain; charset=ISO-8859-1
organization: This is the discworld
mime-version: 1.0
reply-to: rincewind@discworld.oche.de
newsgroups:
alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,

Pohl Longsine (pohl@vtdev.vt.platinum.com) wrote:

PL>>http://www.leo.org/
PL>
PL>Actually, that site involves a considerable wait. It's one of the
PL>slowest I've ever seen. I think I'd rather wait for Todd.

Leo.org is quite fast, actually ... the problem is that yiou are on the
other side of the ocean. Most of your sites are unacceptably slow for
us, currently.

cu
Michael
--
Michael Schwingen - Ahornstra⍰e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

From 8829820322260986625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,708b5fa93e09476f,start
X-Google-Attributes: gid1115ce,public
From: sf@itl.co.uk (Steve Found)
Subject: AV Protocol
Date: 1995/11/04
Message-ID: <815656181.24653@sf_pc.itl.co.uk>#1/1
X-Deja-AN: 118815783
x-nntp-posting-host: sf_pc.itl.co.uk
organization: ITL Limited UK
newsgroups: comp.sys.atari.programmer

Can anyone tell me where I can get the documentation for the complete
definition of the AV protocol ???

Thanks in advance...

Steve Found

From 8987808283666037639
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a31cc0c8581bdde3
X-Google-Attributes: gid1115ce,public
From: c-gle@math.utah.edu (Lawrence Edwin Gold)
Subject: Re: Programming Tool Wanted
Date: 1995/11/05
Message-ID: <47hh9m$knf@news.cc.utah.edu>#1/1
X-Deja-AN: 118665288
references: <47bmh0$nat@inca01.inca.co.nz>
organization: University of Utah Computer Center
newsgroups: comp.sys.atari.programmer

Gaven Miller (gmiller@inca.co.nz) wrote:
: I am after a tool (ie piece of software) that I can install on my TT to do
: the following task...

: If I am still in Lattice C, Devpac or Mon after 3AM, pop up a large dialog
: box with the words "get some sleep" emblazoned across it.

: Does anyone know where i can find it? Or will I have to spend aeons
: writing it?

Does such a tool actually exist? It doesn't sound like it'd be TOO hard
to write... A TSR that checks the time every so often (via the VBL) and
which program is currently running ought to do the trick. I imagine the
hardest part would be figuring out if one of the three programs you
listed is running. (It's been quite a while since I programmed on the
Atari, so I'm not sure about that last bit.)

From 7027542901211377298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,97d93c120ade2c51
X-Google-Attributes: gid1115ce,public
From: c-gle@math.utah.edu (Lawrence Edwin Gold)
Subject: Re: playing wave files, programmed in GFA Basic
Date: 1995/11/05
Message-ID: <47hhff$knf@news.cc.utah.edu>#1/1
X-Deja-AN: 118665289
references: <47gucf$auj@tornix.tornado.be>
organization: University of Utah Computer Center
newsgroups: comp.sys.atari.programmer

Jan Dooms (jandooms@tornado.be) wrote:
: Hi,

: Does anyone know how to program in GFA Basic,
: to play simple .SND wave files?
: Send me the information please.

: Greetings, Jan Dooms. <jandooms@tornado.be>

Are SND sampled sound files? If so, there's a bit of binary code
(BASCODE.EXE) that's used in a lot of GFA programs to play such sounds.
I'll see if I can dig up the code.

From -6571536418957486127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public
From: dancer@gateway1.brisnet.org.au (Dancer)
Subject: Re: Pfork in MiNT doesn't work??
Date: 1995/11/05
Message-ID: <47idid$dkd@gateway1.brisnet.org.au>#1/1
X-Deja-AN: 118665290
distribution: inet
references: <47ad2o$5hs@nntp.hut.fi>
organization: Brisnet Public Network Access
newsgroups: comp.sys.atari.programmer

Arto Jalkanen (ajalkane@lk-hp-11.hut.fi) wrote:
: Hi, I have troubles getting Pfork to work in MiNT (MultiTOS).
: It is supposed to create a copy of the current process and
: run the new and the old process at the same time, right?

: Well I couldn't get it work, so I wrote a little program
: that tests it:

```
: main()
: {
:    long a;
:    a = Pfork();
:    printf("Pfork: %d\n", a)
:    if (!a) something();
:    else something_else();
: }
```

: This is my test program in principle. But what did come out?
: Printf came only once, resulting 0 (ie. run in child), and
: the main program was back running not before the child
: had finnished!! Could someone please help me. This is
: a bad problem :-(. Because of this, It's impossible to
: make a GEM program wait for AES events and MiNT events
: at the same time (I mean MiNT's pipes with Fselect).

: I'm using Lattice C 5.6 together with FreeMiNT 1.12h4 and

: MultiTOS AES 4.1

There is a later version of the kernel where non-blocking fork()s were
added. 1.12h4 was the last version not to have it.

D

From -8282507342913387865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,559799b88f566f3d
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Lexicon V1.0 (Simulates keyboard using mouse), author needs help with
problem
Date: 1995/11/05
Message-ID: <47ites$dje@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 118665291
distribution: inet
references: <478s4v$3hb@whitbeck.ncl.ac.uk> <47g2b1$8a2@news.iesd.auc.dk>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:
> Sorry to bug in - But what is XAES ?

XaAES ain't AES.
A replacment for the GEM AES written exculsivley for MiNT. Written by me.
First beta at the end of November.
More details to come nearer the end of the month.

Craig.

From 4799555296090384477
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public
From: hohmuth@irs.inf.tu-dresden.de (Michael Hohmuth)
Subject: Re: Pfork in MiNT doesn't work??
Date: 1995/11/05
Message-ID: <47j55s$7l5@irzr17.inf.tu-dresden.de>#1/1
X-Deja-AN: 118665292
distribution: inet
references: <47ad2o$5hs@nntp.hut.fi> <47idid$dkd@gateway1.brisnet.org.au>
content-type: text/plain; charset=ISO-8859-1
organization: Dept. of Computer Science, TU Dresden, Germany
mime-version: 1.0

reply-to: hohmuth@inf.tu-dresden.de
newsgroups: comp.sys.atari.programmer

In article <47idid$dkd@gateway1.brisnet.org.au>,
Dancer <dancer@gateway1.brisnet.org.au> wrote:

> There is a later version of the kernel where non-blocking fork()s were
> added. 1.12h4 was the last version not to have it.

Not true; see my other posting <47bpk0$dut@irzr17.inf.tu-dresden.de>.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

From 3082919923603950481
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,625d218ebb885c54
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: To all demo coders
Date: 1995/11/05
Message-ID: <47jcfr$i@nyheter.chalmers.se>#1/1
X-Deja-AN: 118665293
references: <NEWTNews.19977.814930202.slimer@pi-user.pi.net>
<474l9c$ab0@news.iesd.auc.dk> <47acl2$bf0@gina.zfn.uni-bremen.de>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <47acl2$bf0@gina.zfn.uni-bremen.de>,
Mark Fechtner <tin@b02.informatik.Uni-Bremen.DE> wrote:
>In article <474l9c$ab0@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik Lunardi
Weide) writes:
>|> What about those Falcon's that are BUS-accelerated, like 18 or 20 Mhz BUS.
>|> That should do the trick - shouldn't it ?

> But only a few Falcon-user are owning such speeders. We don`t want to make demos
> only for a few persons, but for all Falcon-owners (even if they have to connect
> an RGB-monitor). Surely we could do much neater effects by using speeders, but

But aren't you already doing your demos for only a small number of us?
I can't believe the majority of Falcon owners use RGB monitors.

Anyway, I think the point about the bus acceleration was that a Falcon with
such could possibly handle the normal RGB demos' bandwidth requirements
even if it was using a VGA monitor.

--
  Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
     of Technology | .signatures | rand@cd.chalmers.se

| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

From -3644376814335166061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)
Date: 1995/11/05
Message-ID: <47iu6n$dje@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 118665296
distribution: inet
references: <47ad2o$5hs@nntp.hut.fi> <47cuht$4km@whitbeck.ncl.ac.uk> <47g6gj$3v0@irzr17.inf.tu-dresden.de>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:
> > (XaAES is a MiNT specific replacment AES I'm working on)

> Cool... this is already the third efford towards an MiNT specific AES
> replacement I've heard of (the other two being "MINA" by Martin Osieka
> <Martin Osieka@MZ.maus.de> and "Sigma" by <Jens_Hiescher@b.maus.de>).

:) - I guess it's all wide open. We'll have a compo to see who's is best, then everyone can use that.

> How do you plan to distribute your AES -- commercially or as freeware?

I'm going to release source and binary distributions. I'd love for people to change the code, improve it and send me patches to include in subsequent versions. It's being done that way as I don't program atari for money, just for fun. So, freeware...

> The "X" in "XaAES" sounds like it will work on the top of X11, is that
> true?

No, that's a little miss-leading. The X is for Xperimental, or Xtended, or Xpandable. It does have a little in common with X11 in that it is client -server based (uses pipes to go between client apps and the GUI server). Don't worry though, the trap handler interfaces to the pipes system so that ordinary GEM programs still work, but don't sit in super mode at all.

> I'll donate DM 200 (something like US$ 130) to anyone who holds a
> copyright to a working AES 4 replacement (MultiTOS workalike) and who
> is the _first_ to place his AES sources under the GNU License (GPL2).

Gimme Gimme Gimme - well, I said it wasn't for the money, and it isn't

(but that said, money is always nice). I'm releasing the source regardless though (note that they are for Lattice C, not GNU or Turbo).

Craig Graham.

From 4625918761248654263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c860c4d156c9836c,start
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: To Andy from Stefan
Date: 1995/11/05
Message-ID: <3582phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 118665297
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <03 Nov 95 17:17:42>, msumik@eua.ericsson.se (90:100/106) writes:

 m> I've had some problems getting vro_cpyfm to work (on my Falcon).
 m> I use it to copy a portion of the screen and later restore it.
 m> Should I set fd_addr in the FDB for the screen to zero or
 m> should I set the whole FDB pointing to zero in the invocation
 m> of vro_cpyfm ? What should the other parameters be set to ?

Here's an extract of code I use with vro_cpyfm, the first function should be of interest to you as it fills in MFDBs. I've added comments to what I can remember.

I wrote it to store and then restore parts of the screen screen, sbn keeps track of the last block saved and this is always restored first - I use it to restore the screen after a dialogue has exited.

```
MAX_SCR_BUFFERS
5

void
*scrn_buffer[MAX_SCR_BUFFERS];
```

```
char
sbn=0;
short scr_xr, scr_yr,
scr_nplanes;
MFDB sblock,
mblock;

void fill_mem_MFDB(short
pxy[4])
{

mblock.fd_addr=scrn_buffer[sbn];
    mblock.fd_w=(pxy[2]/16+1)*16;   // Width of block in
pixels
    mblock.fd_h=pxy[3]+1;           //
Height..
    mblock.fd_wdwidth=pxy[2]/16+1;  // Width of block in words (I
think)
    mblock.fd_stand=0;              // Device specific format (leave
in
                                    // screen
format?
    mblock.fd_nplanes=scr_nplanes;  // Number of screen
planes
                                    // (=work_out[4] given by
vq_extnd)

mblock.fd_r1=mblock.fd_r2=mblock.fd_r3;
                                    // Reserved for future use, I
forget
                                    // why I did this, it may be a
copy
                                    // of someone elses
code
}

char v_save_screen(short
pxy[4])
{
long
mem;
short
bxy[8];
char
done=TRUE;


v_hide_c(handle);

    if(sbn<MAX_SCR_BUFFERS)
{
        // Calc memory
needed
```

```
mem=(pxy[2]/16+1)*2*(pxy[3]+1)*scr_nplanes;

        if((scrn_buffer[sbn]=Mxalloc(mem,0))!=NULL)
{
            fill_mem_MFDB(pxy);  // Sets up the MFDB for the memory
block
            sblock.fd_addr=NULL; // VDI will set up MFDB if addr is
NULL


bxy[0]=pxy[0];

bxy[1]=pxy[1];

bxy[2]=pxy[0]+pxy[2];

bxy[3]=pxy[1]+pxy[3];

bxy[4]=0;

bxy[5]=0;

bxy[6]=pxy[2];

bxy[7]=pxy[3];


vro_cpyfm(handle,S_ONLY,bxy,&sblock,&mblock);


sbn++;

}
        else
done=FALSE;

}
    else
done=FALSE;


v_show_c(handle,1);
    return
done;
}

void v_restore_screen(short
pxy[4])
{
short
bxy[8];
```

```
v_hide_c(handle);

    if(sbn>0)
{

sbn--;

fill_mem_MFDB(pxy);

sblock.fd_addr=NULL;


bxy[0]=0;

bxy[1]=0;

bxy[2]=pxy[2];

bxy[3]=pxy[3];

bxy[4]=pxy[0];

bxy[5]=pxy[1];

bxy[6]=pxy[0]+pxy[2];

bxy[7]=pxy[1]+pxy[3];


vro_cpyfm(handle,S_ONLY,bxy,&mblock,&sblock);


Mfree(scrn_buffer[sbn]);
}
```

```
 m> Also, I need to (dynamically) allocate a piece of memory to
store
 m> the screen in. I'm running HiSoftC to develop and when I reach
say
 m> 951f the finished code I switch to LatticeC v3.x and
start
 m> compile. Is malloc safe ? How much memory can I allocate in malloc
?
 m> Is there a limit ? Are the limits the same in HiSoftC as in
LatticeC
 m> ? Should I use Malloc (big M) instead ? Is it safer ? Are there
no
 m> memory limits in Malloc
?

m>
 m> many questions, hope someone can
```

answer.

Sorry, I can't help you with Hisoft-C, but I do suggest that you get
Lattice
5.

Phil

~ Stop searching forever. Happiness is just next to you.
~

--

From 678357124759248471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public
From: hohmuth@irs.inf.tu-dresden.de (Michael Hohmuth)
Subject: Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT
doesn't work??)
Date: 1995/11/06
Message-ID: <47jnqg$8rp@irzr17.inf.tu-dresden.de>#1/1
X-Deja-AN: 118665295
distribution: inet
references: <47ad2o$5hs@nntp.hut.fi> <47cuht$4km@whitbeck.ncl.ac.uk>
<47g6gj$3v0@irzr17.inf.tu-dresden.de> <47iu6n$dje@whitbeck.ncl.ac.uk>
content-type: text/plain; charset=ISO-8859-1
organization: Dept. of Computer Science, TU Dresden, Germany
mime-version: 1.0
reply-to: hohmuth@inf.tu-dresden.de
newsgroups: comp.sys.atari.programmer

In article <47iu6n$dje@whitbeck.ncl.ac.uk>,
Craig. Graham <Craig.Graham@ncl.ac.uk> wrote:
> Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:

[Info on XaAES deleted]

Sounds nice!

How far away from releasing a first version do you think are you?

> > I'll donate DM 200 (something like US$ 130) to anyone who holds a
> > copyright to a working AES 4 replacement (MultiTOS workalike) and who
> > is the _first_ to place his AES sources under the GNU License (GPL2).
>
> Gimme Gimme Gimme - well, I said it wasn't for the money, and it isn't
> (but that said, money is always nice). I'm releasing the source regardless
> though (note that they are for Lattice C, not GNU or Turbo).

Be sure to drop me a message when you're ready.

Using Lattice doesn't mean that it will not be portable, does it? Are
you using any Lattice-specific features/libraries?

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

From -2275551437541695981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f3f1415fb3e0666
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3f3f1415fb3e0666
X-Google-Attributes: gid109a67,public
From: d95-dkr@hemul.nada.kth.se (David Krantz)
Subject: Re: Atari & Iomega ZIP100
Date: 1995/11/06
Message-ID: <47kss8$doe@news.kth.se>#1/1
X-Deja-AN: 118665298
references: <4657io$2b8@news.tuwien.ac.at>
followup-to: comp.sys.atari.st.tech,comp.sys.atari.programmer
content-type: text/plain; charset=iso-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Andreas Krall (andi@complang.tuwien.ac.at) wrote:
: I have problems connecting an Iomega Zip drive to my atari TT. I think the
: problem is, that the Zip drive only can use SCSI address 5 or 6. The atari
: hard disk driver only seeks for address 0 to 3. With general SCSI programs
: like HDX and HDRATE (862KB/s and 31ms seek) I can access the drive, but it
: cannot be used from desktop or tos. Is there a driver which can access
: drives at address 5 or 6.

Try a better hard disk driver, like HDDriver, ICD Pro, HuSHI etc... They are
easy to configure to read those ID:s...

/ David

--

.. David... OBSERVE that my adresses have _C_H_A_N_G_E_D_ !!
.. email://d95-dkr@nada.kth.se, http://www.nada.kth.se/~d95-dkr/...

From 6385530603975032942
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-11.hut.fi (Arto Jalkanen)
Subject: Re: Pfork in MiNT doesn't work??
Date: 1995/11/06
Message-ID: <47l8e2$1d2@nntp.hut.fi>#1/1
X-Deja-AN: 118665299
distribution: inet
references: <47ad2o$5hs@nntp.hut.fi> <47cuht$4km@whitbeck.ncl.ac.uk>
organization: Helsinki University of Technology
newsgroups: comp.sys.atari.programmer

In article <47cuht$4km@whitbeck.ncl.ac.uk>,
Craig. Graham <Craig.Graham@ncl.ac.uk> wrote:
>The way I understand it to work is that MiNT blocks the
>parent process until the child either dies or does a Pexec.

So it seems. My Lattice C documents didn't say anything about this.

```
>    sprintf(a2,"%d",V_handle);
>    if (!Pvfork())
>    {               // In child here
>        execl("mousesrv.tos","mousesrv",a1,a2,NULL);
>    }
```
>This definitely works (compiled with Lattice C 5.52).

But to use that I'd have to have two separate programs (if
I understood correctly). Anyways thanks for the bit,
maybe I find use for that if everything else failes.

>(XaAES is a MiNT specific replacment AES I'm working on)

That's great! Good luck to you with that project.. This
remains me, I once tried using tfork command out of MiNT
libs (this command spawns a function running at the same
time in the same memory as the parent). Now when I tried
making AES calls from this spawned process, they didn't
work (not even after appl_init). I just thought, this
probably was a problem with AES, so maybe you could correct
this.

Regards,
Arto Jalkanen
ajalkane<the funny sign>snakemail.hut.fi

From 1009028929245277387
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,625d218ebb885c54
X-Google-Attributes: gid1115ce,public
From: chainxor@control.auc.dk (Henrik Lunardi Weide)
Subject: Re: To all demo coders
Date: 1995/11/06
Message-ID: <47kld2$4id@news.iesd.auc.dk>#1/1
X-Deja-AN: 118665300
distribution: world
references: <47acl2$bf0@gina.zfn.uni-bremen.de>
organization: Aalborg University - Dep. of Control Engineering
reply-to: chainxor@control.auc.dk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: chainxor

In article <47acl2$bf0@gina.zfn.uni-bremen.de>, tin@b02.informatik.Uni-Bremen.DE
(Mark Fechtner) writes:
> In article <474l9c$ab0@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik
Lunardi Weide) writes:
> But only a few Falcon-user are owning such speeders. We don`t want to make
demos
> only for a few persons, but for all Falcon-owners (even if they have to connect
> an RGB-monitor). Surely we could do much neater effects by using speeders, but
> that's not the point. Our aim is to do neat effects _without_ using any
hardware-
> expansions. If there will be more speeded Falcons in the future, the scene may
> use them, but actually it makes not a lot of sense...
>
> Bye,
> The Innovator (tIn of NEWline/Absence of The Independent)

I can understand your statement. It's also very fair :-)

But what I`m trying to say is that it would be nice to have an option like - say a
menu
in the beginning of a demo (or game) that asks what kind of computer one has.
Like:

1. standard Falcon (4 MB, 16 Mhz CPU, 32 Mhz DSP) (RGB/MultiSync only)
2. Falcon (4 MB, 36 Mhz CPU, 32 Mhz DSP) (VGA/RGB)
3. Falcon (4 MB, 36 Mhz CPU, 50 Mhz DSP) (VGA/RGB)

Press 1-3 to choose config.....

The game me and my friend is writing will be supporting accelerators
like the above.

Keep Cool and Flying...

ChainXOR...

From -2000293884738166884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)
Date: 1995/11/06
Message-ID: <47lg5j$e7s@wn1.sci.kun.nl>#1/1
X-Deja-AN: 118815780
distribution: inet
references: <47ad2o$5hs@nntp.hut.fi> <47cuht$4km@whitbeck.ncl.ac.uk> <47g6gj$3v0@irzr17.inf.tu-dresden.de> <47iu6n$dje@whitbeck.ncl.ac.uk>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <47iu6n$dje@whitbeck.ncl.ac.uk> "Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

>Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:
>> > (XaAES is a MiNT specific replacment AES I'm working on)

>> Cool... this is already the third efford towards an MiNT specific AES
>> replacement I've heard of (the other two being "MINA" by Martin Osieka
>> <Martin Osieka@MZ.maus.de> and "Sigma" by <Jens_Hiescher@b.maus.de>).

>:) - I guess it's all wide open. We'll have a compo to see who's is best,
>then everyone can use that.

>> How do you plan to distribute your AES -- commercially or as freeware?

>I'm going to release source and binary distributions. I'd love for people
>to change the code, improve it and send me patches to include in subsequent
>versions. It's being done that way as I don't program atari for money, just
>for fun. So, freeware...

>> The "X" in "XaAES" sounds like it will work on the top of X11, is that
>> true?

>No, that's a little miss-leading. The X is for Xperimental, or Xtended, or
>Xpandable. It does have a little in common with X11 in that it is client
>-server based (uses pipes to go between client apps and the GUI server).
>Don't worry though, the trap handler interfaces to the pipes system so
>that ordinary GEM programs still work, but don't sit in super mode at
>all.

>> I'll donate DM 200 (something like US$ 130) to anyone who holds a
>> copyright to a working AES 4 replacement (MultiTOS workalike) and who
>> is the _first_ to place his AES sources under the GNU License (GPL2).

I'll put in another 50DM -- I'm just a poor student so I haven't got
any more to spare... Sorry!

>Gimme Gimme Gimme - well, I said it wasn't for the money, and it isn't
>(but that said, money is always nice). I'm releasing the source regardless
>though (note that they are for Lattice C, not GNU or Turbo).

Wait a minute - why only Lattice? It's bad enough that I can't
compile the MiNT kernel in Pure C, but as Lattice C is commercial,
this is even worse.

Is this limitation fundamental?

Good luck with the project! (Sounds immense to me...)

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -3518432550268107922
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a31cc0c8581bdde3
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Programming Tool Wanted
Date: 1995/11/06
Message-ID: <DHMx9t.9E6@cix.compulink.co.uk>#1/1
X-Deja-AN: 118815781
references: <47bmh0$nat@inca01.inca.co.nz>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>I am after a tool (ie piece of software) that I can install on my TT to do
>the following task...
>
>If I am still in Lattice C, Devpac or Mon after 3AM, pop up a large dialog
>box with the words "get some sleep" emblazoned across it.
You could always try an alarm clock?!
:-)
Seriously, I used to have the alarm on the clock ACC I had set to 12
midnight!

Slainte mhath
Mark

--
* Mark S Baines   * FidoNet: 2:254/105.10@fidonet.org   *

```
*                  * NeST:     90:102/107.0@nest.ftn        *
* Inver, Scotland  * TurboNet: 100:101/12.10@turbonet.ftn   *
* 01862 871624     * AtariNet: 51:502/0.10@atarinet.ftn     *
```

From 8023484922277480871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c860c4d156c9836c
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: To Andy from Stefan
Date: 1995/11/06
Message-ID: <815657320_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 118815782
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

```
 In article <3582phodgkin@nest.demon.co.uk>
  phodgkin@nest.demon.co.uk (Phil Hodgkins) said:-

>mblock.fd_r1=mblock.fd_r2=mblock.fd_r3;
>// Reserved for future use, I forget
>// why I did this, it may be a copy
>// of someone elses code
```

It's probably irrelevent but strictly speaking they should be set to
zero.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 4262779128898276585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c860c4d156c9836c
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: To Andy from Stefan
Date: 1995/11/07
Message-ID: <309F23EC.1617@imc.exec.nhs.uk>#1/1
X-Deja-AN: 118862211

x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <3583phodgkin@nest.demon.co.uk>
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b1J (X11; I; SunOS 5.4 sun4m)

Phil Hodgkins wrote:
> I've never heard of it, which probably means that it isn't well supported
> by applications - is it new and do you know where can I get a copy of the
> specs?

Recent versions of Kandinsky do, I believe.

--Chris

From -4706783639729500577
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT
doesn't work??)
Date: 1995/11/07
Message-ID: <47nicn$h8h@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 118862212
distribution: inet
references: <47ad2o$5hs@nntp.hut.fi> <47cuht$4km@whitbeck.ncl.ac.uk>
<47g6gj$3v0@irzr17.inf.tu-dresden.de> <47iu6n$dje@whitbeck.ncl.ac.uk>
<47jnqg$8rp@irzr17.inf.tu-dresden.de>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:
> How far away from releasing a first version do you think are you?

I'm aiming for an initial 'techie only' release at the end of november and a full
blown general release in January.

> Using Lattice doesn't mean that it will not be portable, does it? Are
> you using any Lattice-specific features/libraries?

No, it just means that I'll be building with Lattice as it compiles faster
and uses less memory than GNU. I don't use any of the Lattice libraries at
all, just the MINTLIBs and standard VDI library.

It should compile ok with GNU or Turbo, but you'll need to change the project
files
a bit or do a makefile for GNU.

Craig.

From -2292347143063107078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)
Date: 1995/11/07
Message-ID: <47niqd$h8h@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 118862213
references: <47ad2o$5hs@nntp.hut.fi> <47cuht$4km@whitbeck.ncl.ac.uk> <47g6gj$3v0@irzr17.inf.tu-dresden.de> <47iu6n$dje@whitbeck.ncl.ac.uk> <47lg5j$e7s@wn1.sci.kun.nl> <309F2458.73D0@imc.exec.nhs.uk>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Chris Ridd (C.Ridd@imc.exec.nhs.uk) wrote:
> Sander Stoks wrote:
> > Wait a minute - why only Lattice? It's bad enough that I can't
> > compile the MiNT kernel in Pure C, but as Lattice C is commercial,
> > this is even worse.

> Especially as it isn't being supported or developed any more.

I say again (for the last time):
I own a falcon, not a TT. Compile times with GNU are far to long to be practical on my system, and resource usage is to high - I have 4Megs, and my development system is to hang XaAES off trap 3 whilst I'm debugging, and run it in tandem with AES4.1, so I can use the console windows and GEM editors. Using GNU, I don't have enough memory to compile doing this on a 4Meg machine, with Lattice I do. It makes no difference to end users, or in terms of compatibility
as I am still using the latest MINTLIBS with Lattice - just like you would with GNU. I have no intention of using GNU to develop with until someone gives me (for free):

1) An accelerator card or a TT/Medusa/Eagle
2) More memory
3) A much bigger hard drive (I already have Lattice & Turbo C installed, I don't have space for a third compiler installation).

As no-one is going to give me those, lay off complaining that I'm developing with Lattice ok? Or I'll buy a PC and develop with Watcom and bugger you all ;)

Craig.

From 1782580606885822038
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 10f6aa,9e2fbc9a27d0f04a
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 10afa1,9e2fbc9a27d0f04a
X-Google-Attributes: gid10afa1,public
X-Google-Thread: 11431d,9e2fbc9a27d0f04a
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,9e2fbc9a27d0f04a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fa664,9e2fbc9a27d0f04a
X-Google-Attributes: gidfa664,public
X-Google-Thread: 1105ff,9e2fbc9a27d0f04a
X-Google-Attributes: gid1105ff,public
X-Google-Thread: 10121b,9e2fbc9a27d0f04a
X-Google-Attributes: gid10121b,public
X-Google-Thread: 102bfa,9e2fbc9a27d0f04a
X-Google-Attributes: gid102bfa,public
From: wkearney@access5.digex.net (Bill Kearney)
Subject: Re: Shareware Author Listing
Date: 1995/11/07
Message-ID: <47nqbt$2c9@news3.digex.net>#1/1
X-Deja-AN: 118912741
references: <468etm$bui@news-e1a.megaweb.com> <46b1u9$m26@news.vanderbilt.edu>
<DHHIon.7xu@gateway.platinum.com>
organization: The Novanto Group, Baltimore, MD USA
followup-to:
alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-
windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.p
rogrammer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.progr
ammer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,
rec.games.programmer
newsgroups:
alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-
windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.p
rogrammer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.progr
ammer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,
rec.games.programmer

Pohl Longsine (pohl@vtdev.vt.platinum.com) wrote:
: katzlbt@vuse.vanderbilt.edu (Thomas Katzlberger) wrote:
:
: >Todd F. Herschberg (herschberg@gnn.com) wrote:
: >: I am attempting to create a freeware listing of
: >: shareware authors and how to contact them. If you are
: >: a shareware author
:
: >For everyone who doesn't want to wait for that try:
: >http://www.leo.org/
:
: Actually, that site involves a considerable wait. It's one of the
: slowest I've ever seen. I think I'd rather wait for Todd.

You're not kidding. It's overseas (well, at least from the US anyway).

```
traceroute to hpsystem1.informatik.tu-muenchen.de (131.159.0.176), 30
hops max,
40 byte packets
 1  manubrium.digex.net (205.197.245.1)  2 ms  2 ms  2 ms
 2  gladiolus.digex.net (206.205.242.2)  2 ms  2 ms  2 ms
 3  frontal.digex.net (206.205.247.2)  3 ms  3 ms  3 ms
 4  mae-east-rt2.es.net (192.41.177.252)  6 ms  7 ms  8 ms
 5  * * pppl2-umd2.es.net (134.55.12.161)  36 ms
 6  ipgate2.win-ip.dfn.de (192.188.33.10)  129 ms *  118 ms
 7  Duesseldorf5.win-ip.dfn.de (193.174.74.205)  161 ms  135 ms *
 8  * * bro1c1.LRZ-Muenchen.DE (188.1.132.191)  2643 ms
 9  129.187.9.245 (129.187.9.245)  1835 ms * *
10  bro2cz.lrz-muenchen.de (129.187.4.254)  1867 ms *  2521 ms
11  inforouter.informatik.tu-muenchen.de (129.187.220.1)  2014 ms  1857 ms *
12  * * hpsystem1.informatik.tu-muenchen.de (131.159.0.176)  1488 ms
```

It looks like that jump at #8 is the first of the bottlenecks.

```
--
| Bill Kearney | wkearney@access.digex.net               | copyright 1995
| Butler, MD   | http://access.digex.net/~wkearney/      | W.G.Kearney
| 410-239-0060 | ftp://ftp.digex.net/pub/access/wkearney |
```

This random quote brought to you by the fortune program:

Weiner's Law of Libraries:
    There are no answers, only cross references.

From 6845545370502426961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,9e2fbc9a27d0f04a
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 10afa1,9e2fbc9a27d0f04a
X-Google-Attributes: gid10afa1,public
X-Google-Thread: 1115ce,9e2fbc9a27d0f04a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 11431d,9e2fbc9a27d0f04a
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1105ff,9e2fbc9a27d0f04a
X-Google-Attributes: gid1105ff,public
X-Google-Thread: 10121b,9e2fbc9a27d0f04a
X-Google-Attributes: gid10121b,public
X-Google-Thread: 102bfa,9e2fbc9a27d0f04a
X-Google-Attributes: gid102bfa,public
X-Google-Thread: fa664,9e2fbc9a27d0f04a
X-Google-Attributes: gidfa664,public

From: stieber@Informatik.TU-Muenchen.DE (Christian Stieber)
Subject: Re: Shareware Author Listing
Date: 1995/11/07

Message-ID: <47oci8$5nn@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 118912748

distribution: world
references: <468etm$bui@news-e1a.megaweb.com> <46b1u9$m26@news.vanderbilt.edu>
<DHHIon.7xu@gateway.platinum.com> <47nqbt$2c9@news3.digex.net>
organization: Technische Universitaet Muenchen, Germany
newsgroups:
alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,rec.games.programmer

Bill Kearney (wkearney@access5.digex.net) wrote:

> : >For everyone who doesn't want to wait for that try:
> : >http://www.leo.org/
> :
> : Actually, that site involves a considerable wait. It's one of the
> : slowest I've ever seen. I think I'd rather wait for Todd.

> You're not kidding. It's overseas (well, at least from the US anyway).

Well, it's in munich/germany. It's blazingly fast here :)

Well, it ought to be. Some of the leo units are local here :)

Christian

--
  //   Christian Stieber Stieber@Informatik.TU-Muenchen.de
\//   Certified Amiga Developer http://www.leo.org/~stieber/

Nobody, just nobody

From 5522538075845716524
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,99e99b61f602c262
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)
Date: 1995/11/08
Message-ID: <47qc6f$4si@sargas.omicron.se>#1/1
X-Deja-AN: 118930822
distribution: inet
references: <47ad2o$5hs@nntp.hut.fi> <47lg5j$e7s@wn1.sci.kun.nl>
<309F2458.73D0@imc.exec.nhs.uk> <47niqd$h8h@whitbeck.ncl.ac.uk>
<47q6ss$693@nntp.hut.fi>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

ajalkane@lk-hp-27.hut.fi (Arto Jalkanen) writes:

>Terrified by your threat I had to reply ;-). I agree on you all points
>about GNU. I couldn't even compile a 25 line code with GNU unless I
>killed EVERYTHING else under MultiTOS (including Desktop). That's
>why I use Lattice too, and I think it's great that your AES uses
>Lattice!

Please?? Why should it be so difficult to make a program that can compile
under _both_ Gnu and Lattice? (I won't mention the huge piece of crap
called Pure C)

Just a third thought...

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From -8652961143177304898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,625d218ebb885c54
X-Google-Attributes: gid1115ce,public
From: chainxor@control.auc.dk (Henrik Lunardi Weide)
Subject: Re: To all demo coders
Date: 1995/11/08
Message-ID: <47qel4$3tb@news.iesd.auc.dk>#1/1
X-Deja-AN: 118930823
references: <47jcfr$i@nyheter.chalmers.se>
organization: Aalborg University - Dep. of Control Engineering
reply-to: chainxor@control.auc.dk
nntp-posting-user: chainxor
newsgroups: comp.sys.atari.programmer

In article <47jcfr$i@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se (Johan
Klockars) writes:
> In article <47acl2$bf0@gina.zfn.uni-bremen.de>,
> Mark Fechtner <tin@b02.informatik.Uni-Bremen.DE> wrote:
> >In article <474l9c$ab0@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik
Lunardi Weide) writes:
>
> But aren't you already doing your demos for only a small number of us?
> I can't believe the majority of Falcon owners use RGB monitors.
>
> Anyway, I think the point about the bus acceleration was that a Falcon with
> such could possibly handle the normal RGB demos' bandwidth requirements
> even if it was using a VGA monitor.

Exactly! :-)

That was the purpose of my question.

Keep Cool and Flying...

ChainXOR...

From -2957466557959104000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9070892fd7b52dd4,start
X-Google-Attributes: gid1115ce,public
From: dsb@cs.duke.edu (Scott Bigham)
Subject: Re: SozobonX and C68
Date: 1995/11/08
Message-ID: <47qjeh$a60@duke.cs.duke.edu>#1/1
X-Deja-AN: 118930824
references: <47ahfs$anh@hippo.shef.ac.uk>
organization: n. Arrangement in an orderly or logical fashion. See "miracle".
newsgroups: comp.sys.atari.programmer

From the Holy Book of <47ahfs$anh@hippo.shef.ac.uk>
  as spake by D.G.Williamson@shef.ac.uk (Daniel Williamson) :

>Does anybody know which files are needed just to make an ansi compliant
>C compiler using C68 and SozobonX.

Most of what you need you can get from a.a in Languages/c68_445b.zoo.
You'll also need the linker and preprocessor from the SozobonX package
at ftp.fu-berlin-de:/pub/atari/programming/sozobon. And I don't
remember what version of the libraries came with that package; if it's
older than pl46 (as noted in PatchLev.h), you'll need to get
Mint/Lib/mntc6846.zoo from a.a to update them.

>   I an make do without some of the graphics libraries
>untill I get a hard drive so could anybody help?

Which graphics libraries do you mean? I'd advise against using SozobonX
libraries with c68; there will be incompatibilities.

-sbigham

--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

From -7571225858232739820
X-Google-Language: ENGLISH,ASCII

X-Google-Thread: 1115ce,8148dc676c990e8,start
X-Google-Attributes: gid1115ce,public
From: M_STORCZ@INTERKOM.rhein.de (Markus Storcz)
Subject: Problem with using GDOS to print.
Date: 1995/10/06
Message-ID: <7qO0mf4U@interkom.rhein.de>#1/1
X-Deja-AN: 117087342
newsgroups: comp.sys.atari.programmer

Hi !

I have a problem with using Gdos in my own programs. I don't really know how to get the number of lines which I can print on a single Letter-Size page. I used to divide the maximum vertical pixel position through the character height. Is this the right way ? It would be very nice if you could mail some sort of Pascal or C listings from which I can learn how to correctly use the Gdos-calls.

Thank you very much and please excuse my bad english,

markus.

#Origin: InterKom * Die Mailbox f⍰r INTERnationale KOMmunikation * 02241/590093

From 3891184952808605389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc8f9a940b03c415
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Pure C assembler: MODULE question
Date: 1995/10/06
Message-ID: <BWG5BWK@moacs.indiv.nl.net>#1/1
X-Deja-AN: 117087343
references: <44rjtv$7et@wn1.sci.kun.nl> <INF5BHG@moacs.indiv.nl.net>
<450s18$23r@wn1.sci.kun.nl>
organization: Private Site
newsgroups: comp.sys.atari.programmer

Sander Stoks (sanders@sci.kun.nl) wrote:

> So why wasn't the EXPORT in the fine manual? :-)
>
> The example just quoted a C source with an assembler source below,
> _without_ the EXPORT IIRC.

Probably because this example assumes that one file contains all source code. In real life that's unlikely to happen, unless you write some trivial software, in which case you would hardly be using the MODULE directive at all. :-)

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

From 3622989385459988683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb3d66779f627d6d
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: EX X
Date: 1995/10/06
Message-ID: <HWG5BXM@moacs.indiv.nl.net>#1/1
X-Deja-AN: 117087344
references: <DFyL53.4sL@freenet.carleton.ca>
organization: Private Site
newsgroups: comp.sys.atari.programmer

Gary Clinton (bj624@FreeNet.Carleton.CA) wrote:

> Now that I have a WWW browser that doesn't require mint and X
> windows I'd as soon do away with the unix like partition on my hard drive
> without reformating the HD, anyone know of a program or method to do this,
> any ideas would be appreciated.

SCSI-tools.
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

From 2635671556000141018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb3d66779f627d6d
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: EX X
Date: 1995/10/06
Message-ID: <gigxr01-0610950954290001@47.85.0.99>#1/1
X-Deja-AN: 117147852
references: <DFyL53.4sL@freenet.carleton.ca> <HWG5BXM@moacs.indiv.nl.net>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

In article <HWG5BXM@moacs.indiv.nl.net>, waldi@moacs.indiv.nl.net (Waldi
Ravens) wrote:

> Gary Clinton (bj624@FreeNet.Carleton.CA) wrote:
>
> > Now that I have a WWW browser that doesn't require mint and X

> > windows I'd as soon do away with the unix like partition on my hard drive
> > without reformating the HD, anyone know of a program or method to do this,
> > any ideas would be appreciated.
>
> SCSI-tools.
> --

I amssume you used mfsconf to make the partition.

There should be an option to revert a Minix partition to TOS in there.

Read the docs in the source distribution for more information.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From -6150522943780592798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,42a0d6af3d0ea8d0
X-Google-Attributes: gid1115ce,public
From: Jim Hronchek <jahronch>
Subject: Re: HELP on MIDI programming
Date: 1995/10/06
Message-ID: <4541vt$mbm@kocrsv08.delcoelect.com>#1/1
X-Deja-AN: 117147853
distribution: usa
references: <44e2or$4ll@roadkill.scms.rgu.ac.uk> <MGD5BWO@moacs.indiv.nl.net>
to: waldi@moacs.indiv.nl.net
content-type: text/plain; charset=us-ascii
organization: Delco Electronics Corp.
x-url: news:MGD5BWO@moacs.indiv.nl.net
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; HP-UX A.09.03 9000/735)

Are you using an ST? If so, you are probably experiencing buffer overrun when
reading from the MIDI port. There have been articles written about installing a
larger buffer (through iovect I think.) to prevent this from happening.

I have written several programs that use this approach and have not had any
more problems.

Would you like some example code?

From 7247681329616402159

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45007f63deee06f8,start
X-Google-Attributes: gid1115ce,public
From: md@goodnet.com (Mike Denton)
Subject: How to Get Free Cable Premium TV .. LEGIT
Date: 1995/10/07
Message-ID: <DG2x1s.A0s@goodnet.com>#1/1
X-Deja-AN: 117207463
organization: GoodNet
newsgroups: comp.sys.atari.programmer

First I want to say I am sorry that this has nothing to do with the topic of this group. You may see this message in other newsgroups, the reason is I am subscribed to those too so please don't flame me. I have been posting and reading to this group for a while. I just wanted to let you people out know there is a way to get Cable TV for FREE. I recieve this letter in the mail from a friend that had told me it works. I gave this to one of my friends and he had free cable in his house within 20 mins. I have not tried this method yet but may soon try if my cable goes up in price. If anyone would like a copy send the following to the address below.

Address Envelope to:

FreeStuff
9393 N. 90th St.
Suite 102-289
Scottsdale, AZ 85258

Enclose in the envelope:

Send...

$1.00 U.S MONEY *** NO COINS *** NO CHECKS ***
inside a sheet of carbon paper or construction paper,
and send a *self-addressed*,*stamped* envelope to the
address above.

Thanxs,
Just think if you pay 30$ + a month. 1$ will save
you 359 + dollars a year.

From 8803932927538410787
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,65a95cd3f33838fd
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8c6e,65a95cd3f33838fd
X-Google-Attributes: gidf8c6e,public

X-Google-Thread: 1031e1,65a95cd3f33838fd
X-Google-Attributes: gid1031e1,public
X-Google-Thread: fd9c6,65a95cd3f33838fd
X-Google-Attributes: gidfd9c6,public
X-Google-Thread: f579c,65a95cd3f33838fd
X-Google-Attributes: gidf579c,public
X-Google-Thread: 109a67,65a95cd3f33838fd
X-Google-Attributes: gid109a67,public
X-Google-Thread: fd4c9,65a95cd3f33838fd
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,65a95cd3f33838fd
X-Google-Attributes: gid1115ce,public
From: jonvance@unix.asb.com (Vito John Aiello)
Subject: Atari 1040 ST and 130XL
Date: 1995/10/08
Message-ID: <DG53sD.9EC@news2.new-york.net>#1/1
X-Deja-AN: 117207362
x-nntp-posting-host: sls2.asb.com
sender: news@news2.new-york.net (USENET News)
references: <4512hi$j56@tusk.lm.com>
x-nntp-posting-user: (Unauthenticated)
organization: otep
keywords: atari, st, for sale, sale, software, hardware
mime-version: 1.0
newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsa
le

ATARI 1040ST 2.5mb/ 16 bit computer built in MIDI,
     Supra 30 mb HD,
     SF 314 external drive,
     mouse,
     Hybrid Arts grey box,]
     2400 baud Supra modem,
     SC1224 color monitor and many extras (see below). . . . $ 525
ATARI 130XE 128K-8 BIT COMPUTER
               Great starter computer....
     Incl: Happy 1050 Disk Drive,
          P:R Connection Interface,
          1010 Data Drive,
          1030 300 baud modem,
          Koala Pad,
          Cart Clone, plus many extras (see below)! . . . $ 150

Both ATARI systems include:
     TONS of Software: GAMES, UTILITIES, WORD PROC., APPLICATIONS progs,
               DB, EDUCTIONAL AND CHILDREN PROGS.
               also MUSIC /MIDI (ST only) software..
          [Take both systems for $ 600]
Epson RX 80 9 pin printer ....$ 30

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

From -2901193529862782146
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,117eb7e2d7510e12,start
X-Google-Attributes: gid1115ce,public
From: Guy Richard <tradex@fla.net>
Subject: A $99 Software Product Guarantee to Double Your Income!
Date: 1995/10/08
Message-ID: <4577fh$eaj@ipof.fla.net>#1/1
X-Deja-AN: 117207462
content-type: text/plain; charset=us-ascii
organization: TradEX International
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1 (Windows; U; 16bit)

PowerBuilder, PowerTOOL, software is now available without restriction.
Includes sourcecode. Only $99 US! Ideal for learning. Move up to
Client/Server technology and double your income.

Please see our home page url: http://www.gate.net/~tradex/sale.htm

From 4130182272888470255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af7bccf0ad56d51b,start
X-Google-Attributes: gid1115ce,public
From: djs@jet.uk (David Stevenson)
Subject: Re: Memory management problems in Lattice C?!
Date: 1995/10/09
Message-ID: <djs.813243829@gen-off-3>#1/1
X-Deja-AN: 117264714
references: <45b1ts$6bl@erinews.ericsson.se>
organization: JET Joint Undertaking
newsgroups: comp.sys.atari.programmer

ethami@duna.ericsson.se (Attila Mezei) writes:

>I am developing a quite complex and huge program in Lattice C v5.6

>and I call malloc() and free() a lot. The program crashes
I think that the problem is probably in your code and not in Lattice'
malloc. I use the standard malloc/free a lot, sometimes with a "wrapper"
that does extra checking, and have not found such problems.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
    The above article is the personal view of the poster and should not be
       considered as an official comment from the JET Joint Undertaking
==========

From -6494289616264507308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af7bccf0ad56d51b
X-Google-Attributes: gid1115ce,public
From: ethami@duna.ericsson.se (Attila Mezei)
Subject: Memory management problems in Lattice C?!
Date: 1995/10/09
Message-ID: <45b1ts$6bl@erinews.ericsson.se>#1/1
X-Deja-AN: 117264715
distribution: world
organization: Ericsson
newsgroups: comp.sys.atari.programmer

Hi,

Perhaps someone can help me with this problem:

I am developing a quite complex and huge program in Lattice C v5.6
and I call malloc() and free() a lot. The program crashes
randomly (sometimes the machine reboots in the middle of the ROM,
as I debugged) and these crashes are difficult to reproduce.

Yesterday I realized (during debugging) that the malloc() returned
an address which was ALREADY allocated and was not supposed to be freed.
So the program used the SAME memory location for storing 2 things
at the same time!

My questions are:
- have you ever had problems with memory allocation in Lattice C?
- is it possible to "steal" a malloc and free from other libraries,
  and which one is the most stable?
- can I find some usable sources of malloc anywhere?

Any comments or suggestions are welcome.
/Attila

Attila Mezei (ethami@duna.ericsson.se)

Author of ObjectDesk - object oriented desktop for the Atari
      and JV1080ed - patch editor for the Roland JV-1080 (Atari)
Atari Falcon030/PowerMac 7100/JV-1080/Cubase Audio for Falcon
---

From 2210859596235658688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,69d6a21a3fe5167a,start
X-Google-Attributes: gid1115ce,public
From: kfoley@cnserv.dungeon.com (Karl Foley)
Subject: Re: 14400 bps
Date: 1995/10/09
Message-ID: <388_kfoley@cnserv.dungeon.com>#1/1
X-Deja-AN: 117378925
organization: CNS \ STandard ProBBS
reply-to: kfoley@cnserv.dungeon.com
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (2.39)

Sometime on 25 Sep 95, dancer@gateway1.brisnet.org.au wisely (or not)
wrote...
 d> So far as I am aware (I recall asking this question before), they just
 d> set 19200, which on an 8Mhz ST yields approximately 17600 of actual
 d> throughput (DTE).
How do you calculate this? I've got an 8Mhz STe with a 38400bps mod and can
quite happily exceed 3000 CPS on a 14K4 connect (uncompressed text such as
Fido netmail).
.. If at first you don't succeed, forget it.
--

ATB,
    Karl.

Computer Network Services, Suite 110, +----------+
York House, 2-4 York Road, |Novell authorised reseller, |
Felixstowe, Suffolk, England. |training and consultancy |
Tel: 01394-672004 Fax: 01394-271210   +----------+

From -4573647550876576704
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5b49b23279361b57,start
X-Google-Attributes: gid1115ce,public
From: ethami@duna.ericsson.se (Attila Mezei)

Subject: Re: Memory management problems in Lattice C
Date: 1995/10/10
Message-ID: <45dcvl$r5f@erinews.ericsson.se>#1/1
X-Deja-AN: 117378920
distribution: world
references: <813130486_OASIS_@swampdog.demon.co.uk>
organization: Ericsson
newsgroups: comp.sys.atari.programmer

Thanks guys for the ideas, so I don't give it up after 3 years work. ;)

/Attila

From -370139875063405869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af7bccf0ad56d51b
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Memory management problems in Lattice C?!
Date: 1995/10/10
Message-ID: <Y9L5BBZ@moacs.indiv.nl.net>#1/1
X-Deja-AN: 117378921
references: <45b1ts$6bl@erinews.ericsson.se> <DG7EFM.ED6@cix.compulink.co.uk>
organization: Private Site
newsgroups: comp.sys.atari.programmer

Roland Givan (rgivan@cix.compulink.co.uk) wrote:

> I'd look in the source for MiNTLIBs for GCC. Actually thinking about it
> - there is a port of MiNTLIBs for LC somewhere so you could just use the
> whole of this instead.

The mintlib sources can be compiled with gcc, pure-c and lattice-c.
No need to go looking for a `port', the #ifdef's are already part
of the original beast.

Waldi
--
"How many AOL users do you need to change a light bulb?"
"Only one..." - "Add me!" - "Me too!" - "Me either!"...

From -5338749528743511912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f5ab26a1e9b7dcd,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)

Subject: Re: Dumb things done whilst programming
Date: 1995/10/10
Message-ID: <813327698_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 117378923
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <45g5t8$hdd@inca01.inca.co.nz>
gmiller@inca.co.nz (Gaven Miller) said:-

>What are the dumbest things you have done whilst programming the Atari?
>Something that takes ten seconds to fix, but you took four hours to work
>out what that ten second fix was?
>
>In my case, I have just spent three-quarters of an hour wondering why my
>round radio buttons like the Mac and PeeWee (which used a user-defined
>drawing routine ie it was of type G_PROGDEF) in a windowed dialog box
>would not select and deselect properly.
>
> ...
>
>And then on a hunch I noticed that it wasn't SELECTABLE. That ten second
>fix was all that I needed to do. Now it works properly.
>
>Has anyone had any other "four hour" ten-seconds-to-fix errors like this?

PBS or Persistent Bug Syndrome
==========

Take one tired programmer, one large application, lots of source files, lots of header files, a resource file, a touch utility, and a makefile:

1) Make minor change to a header file.
2) Fix bug in one source.
3) Add a bit more code to another source.
4) Use touch to "save time recompiling everything".
5) Spend rest of day messing with (1) and (2) having forgotten about (3).
6) Realise finally that bug in (2) was fixed but new one exists in (3) which of course only got compiled the once.
7) Make solumn promise to self never to use touch again.

--

Guy Harrison

guy@swampdog.demon.co.uk

From 8901445879404785822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d6833be6bff17e3,start
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: memory management problems in lattice c?!
Date: 1995/10/10
Message-ID: <3100phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 117439687
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <09 Oct 95 17:33:42>, ethami@duna.ericsson.se (90:100/106)
writes:

 e> I am developing a quite complex and huge program in Lattice C
v5.6
 e> and I call malloc() and free() a lot. The program
crashes
 e> randomly (sometimes the machine reboots in the middle of the
ROM,
 e> as I debugged) and these crashes are difficult to
reproduce.

I have a program that called Mxalloc alot and problems occured which seem
to be related to the 40 folder bug, the same message appears (use
FOLDRXXX.PRG, etc and actually increasing the slots for folders does get
rid of the problem). I reduced the number of Mxalloc calls by a big factor
(at least 10 times less), in the program and the problem has not reappeared
since.

 e> Yesterday I realized (during debugging) that the malloc()
returned
 e> an address which was ALREADY allocated and was not supposed to
be
 e> freed. So the program used the SAME memory location for storing
2
 e> things at the same
time!

Nasty

 e> My questions
are:
 e> - have you ever had problems with memory allocation in Lattice
C?

e> - is it possible to "steal" a malloc and free from other
libraries,
e> and which one is the most
stable?
e> - can I find some usable sources of malloc
anywhere?

Sorry I can't
help.

Phil.

~ Women like the simple things in life: Men.
~

--

From -8547267242182642726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af7bccf0ad56d51b
X-Google-Attributes: gid1115ce,public
From: Charles Richmond <richmond@plano.net>
Subject: Re: Memory management problems in Lattice C?!
Date: 1995/10/11
Message-ID: <45fd3l$f8q@dns.plano.net>#1/1
X-Deja-AN: 117332730
references: <45b1ts$6bl@erinews.ericsson.se>
content-type: text/plain; charset=us-ascii
organization: Canine Computer Center
x-url: news:45b1ts$6bl@erinews.ericsson.se
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; 68K)

ethami@duna.ericsson.se (Attila Mezei) wrote:
>I am developing a quite complex and huge program in Lattice C v5.6
>and I call malloc() and free() a lot. The program crashes
>randomly (sometimes the machine reboots in the middle of the ROM,
>as I debugged) and these crashes are difficult to reproduce.
>
Alan Holub had an article in Dr. Dobb's Journal a few years back talking
about problems with malloc() and free(). Basically, suggestion was to
write encapsulating routines for malloc() and free() and keep track of
the pointers that go in and out. Let me explain in more detail:

Write a function called tst_malloc() that calls malloc() to get the
memory block you need, and before it returns it stores the pointer in a
global array used to retain such pointers. Write another routine called
tst_free() that removes the pointer from the global array and then calls

free() to free the memory. Additionally, your tst_malloc() routine can check the global array for the existence of the pointer and write a diagnostic if there is a problem. Also, your tst_free() can make sure that the pointer you are freeing is *in* the global array before freeing it

The only thing I might add is *never* try to free a the same block (poiinter) twice--and *never* free anything that you did *not* allocate with malloc(). Also *never* use a block from a pointer *after* you have already freed the block with a call to free(). The above test routines will detect these and you can write out a diagnostic.

From -320155703192157184
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f5ab26a1e9b7dcd
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Dumb things done whilst programming
Date: 1995/10/11
Message-ID: <45g5t8$hdd@inca01.inca.co.nz>#1/1
X-Deja-AN: 117378919
organization: INCA
newsgroups: comp.sys.atari.programmer

What are the dumbest things you have done whilst programming the Atari? Something that takes ten seconds to fix, but you took four hours to work out what that ten second fix was?

In my case, I have just spent three-quarters of an hour wondering why my round radio buttons like the Mac and PeeWee (which used a user-defined drawing routine ie it was of type G_PROGDEF) in a windowed dialog box would not select and deselect properly.

I searched through the source code. My program was recieving the mouse-button "click", I was responding to it by inverting the SELECTED status of the "button". The code to draw the "button" looked at whether it was selected or not and acted correctly.

My code was doing everything right. Except it just didn't work right.

And then on a hunch I noticed that it wasn't SELECTABLE. That ten second fix was all that I needed to do. Now it works properly.

Has anyone had any other "four hour" ten-seconds-to-fix errors like this?

--

From 7311771214764181874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af7bccf0ad56d51b
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Memory management problems in Lattice C?!
Date: 1995/10/11
Message-ID: <45g3rk$hdd@inca01.inca.co.nz>#1/1
X-Deja-AN: 117378922
distribution: world
references: <45b1ts$6bl@erinews.ericsson.se>
<ACA0C52B966824A8@peckham.compulink.co.uk>
organization: INCA
newsgroups: comp.sys.atari.programmer

Matthew Carey (mcareyb@cix.complink.co.uk) wrote:
> In article <45b1ts$6bl@erinews.ericsson.se>,
> ethami@duna.ericsson.se (Attila Mezei) wrote:

> >I am developing a quite complex and huge program in Lattice C v5.6
> >and I call malloc() and free() a lot. The program crashes
> (Chunk deleted)
> >My questions are:
> >- have you ever had problems with memory allocation in Lattice C?

> The only problem I have had is if I allocate an enormous (several 1000s of
> objects) linked list of smallish data objects (6 - 10 WORDS) and then free
> quite a lot of the members of the list (10-20%) here and there, joining up
> the links the performance of subsequent memory allocation is VERY seriously
> degraded by the ensuring fragmentation.

> Matthew

The fix for this is to alter the _MSTEP global variable. Simply include a
line like "unsigned long _MSTEP = 262144" in one of your source files as
a global variable. This value should be an initialised global variable,
and treated as a "const" variable (ie not altered from within the program)

Each time a malloc() call is made, and enough memory is not available,
malloc() will gazump another 256k (262144 bytes) from the computer.

(I do not have the 5.6 manual to hand, but the 5.0 manual describes this
on page 212).

--

From -8575175037643812923
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,af7bccf0ad56d51b
X-Google-Attributes: gid1115ce,public
From: mcareyb@cix.complink.co.uk (Matthew Carey)
Subject: Re: Memory management problems in Lattice C?!
Date: 1995/10/11
Message-ID: <ACA0C52B966824A8@peckham.compulink.co.uk>#1/1
X-Deja-AN: 117378924
distribution: world
references: <45b1ts$6bl@erinews.ericsson.se>
organization: Me
newsgroups: comp.sys.atari.programmer

In article <45b1ts$6bl@erinews.ericsson.se>,
ethami@duna.ericsson.se (Attila Mezei) wrote:

>I am developing a quite complex and huge program in Lattice C v5.6
>and I call malloc() and free() a lot. The program crashes
(Chunk deleted)
>My questions are:
>- have you ever had problems with memory allocation in Lattice C?

The only problem I have had is if I allocate an enormous (several 1000s of objects) linked list of smallish data objects (6 - 10 WORDS) and then free quite a lot of the members of the list (10-20%) here and there, joining up the links the performance of subsequent memory allocation is VERY seriously degraded by the ensuring fragmentation.

Matthew

From -2445670282618936817
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af7bccf0ad56d51b
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Memory management problems in Lattice C?!
Date: 1995/10/11
Message-ID: <813396664_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 117502515
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

 In article <0EN5BG@moacs.indiv.nl.net>
  waldi@moacs.indiv.nl.net (Waldi Ravens) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>

```
>>  p = realloc(NULL,10);
>>  realloc(p,20);
>>
>> Assuming the first line returns non NULL what is the state of the block if
>>the
>> second line fails - is the original block still available or has it been
>> released?
```

>If the request cannot be satisfied, a null pointer is returned and
>the old region is not disturbed.
>If the first argument is not a null pointer and the second argument
>is zero, realloc() returns a null pointer and the old region is
>deallocated.

Thanks, I have been using a custom routine which allocates a whole new block before it releases the old one, *just in case*. I'm more than happy to be able to trash it!

--

Guy Harrison

guy@swampdog.demon.co.uk

From -7795396661141715943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50cf08788d32bd2a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,50cf08788d32bd2a,start
X-Google-Attributes: gid109a67,public
From: psherwoo@jpmorgan.com (Piers Sherwood)
Subject: PowerUp2 + Linux on F030
Date: 1995/10/12
Message-ID: <45ipcj$qcg@hardcopy.ny.jpmorgan.com>#1/1
X-Deja-AN: 117439603
distribution: world
organization: J.P. Morgan Inc.
reply-to: psherwoo@jpmorgan.com
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello everyone,

I have just had PowerUp2 (32MHz accelerator) installed in my Falcon by System Solutions in England. I am very happy with it - GemBench shows a CPU increase of 40% with an overall increase of around 16%.

However, I have one problem - when I start Linux PowerUp is
switched off. I got two little TOS programs to switch it on and
off but I need something to do this when Linux is running.

Does anyone know of any Linux binaries to do this? Alternatively
I could knock something up myself if somebody could point me
towards how to access the keyboard controller - apparently a
spare switch is used for PowerUp.

Thanks in advance,
    Piers


```
+----------------------------------------+
| Piers Sherwood                         |
| email: piers@spuddy.mew.co.uk          |
|    or  barnes-sherwo_piers@jpmorgan.com |
+----------------------------------------+
```


From -416271270692672284
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d6833be6bff17e3
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: memory management problems in lattice c?!
Date: 1995/10/12
Message-ID: <813494348.18465@saffron.imc.exec.nhs.uk>#1/1
X-Deja-AN: 117439685
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <3100phodgkin@nest.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
x-url: news:3100phodgkin@nest.demon.co.uk
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.4 sun4m)

phodgkin@nest.demon.co.uk (Phil Hodgkins) wrote:
>I have a program that called Mxalloc alot and problems occured which seem

The problem was with *malloc* and not *Malloc* (or Mxalloc)! As you rightly
surmised, doing lots of M[x]allocs is a risky thing... Lots of mallocs are
however, quite OK.

--Chris

From -4424944224884828398
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,4f5ab26a1e9b7dcd
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Dumb things done whilst programming
Date: 1995/10/12
Message-ID: <45ilcq$sm3@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 117439686
references: <45g5t8$hdd@inca01.inca.co.nz>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <45g5t8$hdd@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller)
writes:
>What are the dumbest things you have done whilst programming the Atari?
>Something that takes ten seconds to fix, but you took four hours to work
>out what that ten second fix was?
>
>Has anyone had any other "four hour" ten-seconds-to-fix errors like this?

Oh yes....

One last week was that in my STOS Falcon extension, I could not work out
why my bitplane graphics routines came out wrong every time... I spent
ages looking at the code, trying to figure out why it just displayed a
load of garbage...

eventually, I gave up, and went to fix another bug in the Set FV command,
which sets the screenmode. At this point, I discovered that I had not
set my internal variable PLANES which stored the number of bitplanes...

Argh....

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.1b available from WWW page... UUE'd on request...

From 5499223069347394947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,22c402821e95a4ba,start
X-Google-Attributes: gid1115ce,public
From: vlvtgntlmn@aol.com (VlvtGntlmn)
Subject: MWC Manual, GST, Dr T

Date: 1995/10/12
Message-ID: <45iq78$pkq@newsbf02.news.aol.com>#1/1
X-Deja-AN: 117439688
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)
reply-to: vlvtgntlmn@aol.com (VlvtGntlmn)
newsgroups: comp.sys.atari.programmer

I am looking for a copy of the manual for Mark Williams C. I purchased the software several years ago but have since misplaced it. I also have the GST Macro Assembler but both the my original and backup disk is damaged. It has been a while since I have done any programming on the Atari ST and want to write some MPE modules for Dr. T's KCS Omega System. Can anybody help me? I am willing to by the software...

Kurtis
VlvtGntlmn@aol.com

From -6657563472785438316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f5ab26a1e9b7dcd
X-Google-Attributes: gid1115ce,public
From: diehl@wink.io.org (Eric March)
Subject: Re: Dumb things done whilst programming
Date: 1995/10/12
Message-ID: <45ivkk$sil@ionews.io.org>#1/1
X-Deja-AN: 117439689
references: <45g5t8$hdd@inca01.inca.co.nz>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Gaven Miller (gmiller@inca.co.nz) wrote:
: Has anyone had any other "four hour" ten-seconds-to-fix errors like this?

I can think of one major screwup I've made, and one of the aforementioned "four-hour-ten-second" bugfixes...

The major screwup happened over a year ago. I was set to release a program of mine, and it was to be debuted to the viewing audience at a local usergroup meeting. WEll, all was going well -- save for a few last-minute changes and bugfixes which cropped up right up until the day of the debut -- in fact, right up until an hour before I left, where it suffered several recompilations and reconstitutions into an install disk. Several days after its release at the meeting, a beta tester informed me that whilst playing around with it, trying to get it to crash (I instruct all my beta testers to try and crash the thing as best they can aso as to flush out unwanted bugs), he informed me that pressing one key brought up a dialog box that gave registration code to register the program. DOH! It seems that though I removed all _visible_ traces of this development hook, which was there for my own testing purposes, the code was still there (I thought I had commented it out for the first

release) and still accessable if you knew where to do it. I quickly had
to release a quick bugfix -- which did fix some legitemate bugs, but also
removed this rather fatal (to me, anyway :-) development hook. That's
what I get for doing last minute rush jobs...

Then there was the time I spent absolutely hours trying to hunt down an
errant bug in the program which, in the final analysis, turned out to be
a misappointed variable. (Those subtle mistakes are always the most
difficult to find, and the easiest to fix) Fun, fun, fun...

: --

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]- http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

From -2428687144192900267
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82d903dd204706ec,start
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: dumb things done whilst programming
Date: 1995/10/12
Message-ID: <3116rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 117502514
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 11 Oct 95 gmiller@inca.co.nz wrote:

 g> Has anyone had any other "four hour" ten-seconds-to-fix errors
like
 g>
this?

More than I care to mention
:)

Roger
rcain@nest.demon.co.uk

--

From 6432995172460572002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af7bccf0ad56d51b
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-27.hut.fi (Arto Jalkanen)
Subject: Re: Memory management problems in Lattice C?!
Date: 1995/10/13
Message-ID: <45lp19$bbj@nntp.hut.fi>#1/1
X-Deja-AN: 117502513
distribution: world
references: <45b1ts$6bl@erinews.ericsson.se>
organization: Helsinki University of Technology
newsgroups: comp.sys.atari.programmer

In article <45b1ts$6bl@erinews.ericsson.se>,
Attila Mezei <ethami@duna.ericsson.se> wrote:
>- have you ever had problems with memory allocation in Lattice C?

Yes, my program kept once crashing when entering malloc or
free calls (seemed quite random, but later I was able to reproduce
a series what to do to make it crash). The problem was that the
program ran out of stack. I had disabled stack checking so
it didn't say anything, just crashed. I increased the stack
size and it worked fine again... hope this helps.

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

From 3516524372126847106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d6833be6bff17e3
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: re: memory management problems in lattice c?!
Date: 1995/10/13
Message-ID: <3170phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 117629437
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <12 Oct 95 17:31:34>, C.Ridd@imc.exec.nhs.uk (90:100/106)

writes:

 C> The problem was with *malloc* and not *Malloc* (or Mxalloc)! As
you
 C> rightly surmised, doing lots of M[x]allocs is a risky thing... Lots
of
 C> mallocs are however, quite
OK.

I still want to use Mxalloc, if an Atari has FastRAM I want my progs to use
it.

Has anyone got any safe routines, preferably in
C?

Phil.

~ Money is the root of all evil, and man needs roots.
~

--

From -2153851133433083034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ba493b20992ac429,start
X-Google-Attributes: gid1115ce,public
From: herschberg@gnn.com (Todd F. Herschberg)
Subject: Shareware Author List
Date: 1995/10/14
Message-ID: <45o8ci$1ob@news-e1a.megaweb.com>#1/1
X-Deja-AN: 117556267
x-gnn-newsserver-posting-date: 14 Oct 1995 11:53:54 GMT
organization: Megaweb
reply-to: herschberg@gnn.com
newsgroups: comp.sys.atari.programmer

I am attempting to create a freeware listing of
shareware authors and how to contact them. If you are
a shareware author and would like to be included in
this document, please reply via e-mail (no sense
cluttering up the newsgroups more than necesssary)
with the following information:

Author name:
Company:
Products:
E-Mail address:
Mailing address:
Business Phone:

Types of payment accepted:
Web Page:
Where to find your programs:
A BRIEF description of your products: (Try to keep it
under 256 characters)

Thank you.

Todd F. Herschberg
herschberg@gnn.com

From -3848050878327286403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf468c5d939c389,start
X-Google-Attributes: gid1115ce,public
From: markt@cemoc.demon.co.uk (Mark Thomson)
Subject: TEST
Date: 1995/10/14
Message-ID: <813704473.4628@cemoc.demon.co.uk>#1/1
X-Deja-AN: 117556268
x-nntp-posting-host: cemoc.demon.co.uk
newsgroups: comp.sys.atari.programmer

TEST

From -7492529326214047748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f49d15266a7eeb6a,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd9c6,f49d15266a7eeb6a,start
X-Google-Attributes: gidfd9c6,public
X-Google-Thread: 1115ce,f49d15266a7eeb6a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8c6e,f49d15266a7eeb6a,start
X-Google-Attributes: gidf8c6e,public
X-Google-Thread: fd4c9,f49d15266a7eeb6a,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: f579c,f49d15266a7eeb6a,start
X-Google-Attributes: gidf579c,public
X-Google-Thread: 109a67,f49d15266a7eeb6a,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1031e1,f49d15266a7eeb6a,start
X-Google-Attributes: gid1031e1,public
From: asmodeus@telerama.lm.com (Aragon Balintine)
Subject: FS:Atari STuff: H/S, prices lowered!
Date: 1995/10/15
Message-ID: <45rcg9$r42@india.lm.com>
X-Deja-AN: 117594303

summary: Atari ST H/Software for sale
organization: Telerama Public Access Internet, Pittsburgh, PA
keywords: atari, st, for sale, sale, software, hardware
newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsa
le

Updated: 10/15/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
I can not keep up with the newsgroups, so please use one of the below
ways of contacting me.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $250.00
ShoeBox 80meg HD w/ICD+ host $110.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
Epyx The Grip joystick (9-pin) $10.00
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00
Mouse Master $20.00

VIDEO:

Video Key	$30.00
ST Video Digitizer	$15.00
The Complete Colour Solution (Sold ONLY as a set) (Vidi-ST, Vidi-RGB and VidiChrome ST)	$90.00

AUDIO:

Stereo Replay audio digitizer	$85.00
ST Sound Digitizer (Hippopotamaus)	$25.00

PARTS:

2 assorted Atari internal floppy drives for parts	$8.00
1040 case and rf shield	$10.00
4 Atari 256k Simms from Ste (Make Offer)	$35.00

ATARI SOFTWARE FOR SALE

(SHW) = Still in shrinkwrap
(P) = pending payment
(SOLD) = item has been sold

Disk |Manual ||Box	Software Title	ASKING PRICE
DMB	Arctic Fox	$5.00
DMB	Atari 1st Word ST	$5.00
DMB	Atari ST Academy	$5.00
DMB	Autoduel	$9.00
DMB	Backup! (Michtron)	$8.00
DMB	Battle Chess	$8.00
DMB	Battletech - cresent hawk's inception	$8.00
DM	BBS Express ST	$12.00
DMB	Blacklamp	$5.00
DMB	Bloodwych	$8.00
DMB	Club Backgammon	$8.00
DM	Codehead Hotwire	$14.00
DM	Codehead Lookit & Popit	$9.00
DM	Codehead Maxifile III	$14.00
DM	Codehead Multidesk Deluxe	$14.00
DM	Codehead Utilities	$9.00
DMB	Curse of the Azure Bonds	$8.00
	Above includes Adventures Journal	
DM	DC Data Diet	$10.00
DM	DC Desktop	$9.00
DM	DC Utilities	$5.00
DMB	Death Bringer	$5.00
DMB	Death Sword	$5.00
DMB	Defender of the Crown	$8.00
DMB	Deluxe Paint ST	$22.00
DMB	Dragons of Flame	$5.00
DMB	Dungeon Master	$9.00
DB	Dungeon Master no manual, includes: The Lost	$10.00

```
        Scrolls of Mount Anaias help book
DMB   Dungeon Master II:          $11.00
        Chaos Strikes Back; Above includes Gaming Aids disk
DM    E-Z Data (database)          $5.00
DM    Ed Hak     $10.00
DMB   Elite w/Leroy's              $10.00
            Helpbook for Elite
DM    FAST (util)                   $5.00
DMB   FAST - Key SHell and AND      $5.00
DMB   Gauntlet                      $5.00
DMB   GFA Basic3.5e disk,3.0manual $35.00
DM    H&D Base (database)           $5.00
DMB   Hacker II: Doomsday Papers    $8.00
DM    Hard Disk Toolkit             $9.00
          (Beckmeyer Develop.)
DMB   Hillsfar                      $8.00
DM    ICD Clean-up ST              $12.00
DMB   Ikari Warriors                $5.00
D     Interlink ST (term)          $13.00
DB    Kis Terminal                  $5.00
DM    Laser C                      $30.00
DMB   Lock-on                       $5.00
DM    Ma Hubbards Cupboard and      $7.00
           assorted utils (SHW)
DMB   Metro Cross                   $7.00
DMB   Michtron BBS 3.0             $12.00
DMB   Mindshadow                    $8.00
DM    MVG - Multi Viewer Graphica  $10.00
DMB   Neochrome                     $5.00
D     PC Ditto                      $5.00
DMB   Populous                      $8.00
DMB   Primetime                     $5.00
DM3B  Print Master Plus,           $15.00
           w/ art gallery 1 & 2
DMB   Roadwar 2000                  $8.00
DMB   Roadwar Europa                $7.00
2DM2B Rogue (2 of them)             $5.00
            selling both together
DMB   Rolling Thunder               $7.00
DMB   Scurples                      $7.00
DMB   Space Conquest:               $5.00
           A Galactic Odyssey
M     Spectrum 512                  $7.00
DMB   Speedball 2                  $10.00
DMB   ST Karate                     $5.00
DMB   ST-Talk Professional 2.0      $8.00
DMB   Temple of Aphsai Trilogy      $8.00
DB    Temple of Aphsai Trilogy      $8.00
D     Time Link                     $5.00
DMB   Timeworks Data Manager ST    $15.00
DMB   TimewrksDesktopPublisher(SHW)$20.00
D?B   Timeworks Word Writer ST     $15.00
DB    Tool Box volume 1             $5.00
```

```
DMB   Top Gun, (SHW)                $8.00
DMB   Top Gun                       $8.00
DMB   Ultima V: Wariors of Destiny $10.00
           w/cloth map and coin
DM    Ultimate Virus Killer        $10.00
DM    Universal Item Selector3.32   $9.00
DMB   Universe III                  $9.00
DB    Wanderer, w/2 3d glasses      $5.00
DM    Wizworks Image Cat            $9.00
            picture cataloger
4DM   Wizworks Mugshot             $10.00
             w/data disks 1-3


mag     Assorted Atari Magazines: INCLUDING DISKS     $55.00 OBO
     ST Informer, ST Format, STart, Current Notes, etc
   Comlete List:  http://www.lm.com/~asmodeus/
        use the link from my home page to see full list of mags.

book     Atari Logo Sourcebook     $6.00
book     ST Basic Sourcebook and Tutorial     $6.00
book     Compute!'s ST Programmer's Guide     $6.00
book     The Atari ST Book (Turner)     $6.00
book     Intermediate and Advanced Atari ST Subjects (Turner)     $6.00
book     Turner's Third Book of Atari ST Topics (Turner)     $6.00

All prices are open to negotiation, please make an offer if you are
interested in something(s).

You can contact me at:
BBS:(412)343-1422
Internet:  asmodeus@telerama.lm.com
WWW:  http://www.lm.com/~asmodeus/
  there is a link on my home page for the current list of atari items

All prices are negotionable.
All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order.  All prices are in US Dollars, and payment
is to be in US Funds.  Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.


Article Unavailable


From -2151628489702656788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7b123cc98d2b2fb,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,b7b123cc98d2b2fb,start
X-Google-Attributes: gid109a67,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
```

Subject: Falcon video registers...
Date: 1995/10/16
Message-ID: <45to6m$9r5@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 117629368
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi, does anyone know how you find out how many planes there are
in the current resolution?? I have looked through the hardware
docs that are all over the place, but this only gives true-colour
256 and mono....

I cannot use x=Vsetmode(-1); as the screenmode is not being set
this way... (Its using .FV files, which contain a dump of the
video registers, so that custom resolutions can be used...)

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2 available from WWW page... UUE'd on request...

From -6287540567198167728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f8106eb658142c5c,start
X-Google-Attributes: gid1115ce,public
From: ahorvath@deltanet.com (Andrew Horvath)
Subject: Quality Electronic Manual Writing
Date: 1995/10/16
Message-ID: <45uq8a$jl1@news1.deltanet.com>#1/1
X-Deja-AN: 117629438
organization: American Business Solutions
reply-to: lchaki@deltanet.com
newsgroups: comp.sys.atari.programmer

EPUBLISHER: your manual writer

Advanced Control Data introduces EPUBLISHER, your electronic manual writer
for Windows.

The idea:
EPUBLISHER, a professional editor/drawer/painter program for Windows

(like CorelDRAW,Pagemaker, Ventura Publisher, QuarkXPRESS), allows you to create documents with fonts, drawings, colors, but unlike conventional desktop publishing packages, Epublisher generates a very special output: a very short ASCII command set. The length of a full color screen is less than 1000 Bytes, so a full 1000 screen size manual with jumps, graphics, and fonts is less than 1MByte.
On the client side, (WWW browsers, or your program manual on disk, etc.) users use a free viewer, EPUBVIEW, to execute the commands generated by EPUBLISHER.
In programming terms: EPUBVIEW is a graphical interpreter.

This unique technology allows you to generate many documents with full desktop publishing features and allows you to send them over the wires within seconds or if you write a manual, it occupies only a few kilobytes on your floppy disk that you distribute.

The screen oriented output offers you new features:
* inserting buttons and icons into your document where readers can click and jump,just like in an online service
Your manual is practically a small BBS engine on a floppy disk.
* using colors for coding text in your document is a new feature that has just been introduced and that has never been possible before.
Example for color coding: you can build up your document in red color for main text, blue for comments to go along with the document, and green for headings and titles. users can extract text of any color from your document and save it in a new file.

Please visit our WWW site for more information:

http://www.restonline.com/acd/info.html

Information specific to manual-writing:

http://www.restonline.com/acd/epbmanl.html

Sincerely:
Laslo Chaki
Advanced Control Data
Voice: (714)8379659
EMAIL: lchaki@deltanet.com

PS: We introduced EPUBLISHER for the NET a couple days ago.
Here are a couple of EMAIL we received:

From: an America Online engineer

Hi, Laslo:

I just took a look at your Web site . . . very interesting!

Your best next step to be considered....
Thanks,

From: a print publisher consultant

Hi Laslo,
I think you are on the right track. My company works with many print publishers who want to move to web publishing.
Good luck,

From -3511883451449518224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a7479267952ce95,start
X-Google-Attributes: gid1115ce,public
From: Doug.Byfield@miratel.uniserve.com (Doug Byfield)
Subject: JDEB_OK.LZH
Date: 1995/10/16
Message-ID: <6f3_9510170010@miratel.uniserve.com>#1/1
X-Deja-AN: 117678007
organization: Miramax TeleMedia Services (MiraTel), Van BC. (1-604-323-9698)
newsgroups: comp.sys.atari.programmer

About one month ago, Jan-Olof Granlund posted a software announcement for the JDEB High Level(Source) debugger for Lattice C. When trying to obtain the file from ftp. uni-regensburg.de, the file jdeb_ok.lzh still shows up as being in the incoming directory and does not allow downloading.

Has anyone downloaded the debugger? If so from where? What is the debugger like to use? Any help would be greatly appreciated as could really use a source level debugger for Lattice C 5.6.
Thanks.

--
|Fidonet: Doug Byfield 1:153/7091
|Internet UUCP: Doug.Byfield@miratel.uniserve.com
|
|Internet PPP: Gating Coordinator, dpoon@miratel.com
|
| PPP access for 24hrs/day News and Send Mail gating with USR V.34.
| UUCP access for incoming mail only with ZyXEL V.34.
|
|Standard disclaimer: The views of this user are strictly his or her own.
|
| [Miramax BBS, Vancouver BC, Canada. 1-604-323-9698. (Atari Support).
| [Vantari BBS (Vancouver Atari Support) is now part of Miramax BBS]

From 1560688785918971325
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f90aaf070218d8b7,start
X-Google-Attributes: gid1115ce,public
From: mariusz@lwm-nv.immt.pwr.wroc.pl (Mariusz Trznadel)
Subject: Wanted programm !!!
Date: 1995/10/17
Message-ID: <460an9$90g@sun1000.ci.pwr.wroc.pl>#1/1
X-Deja-AN: 117678006
organization: Technical University of Wroclaw
content-type: Text/Plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi !

I desperately need progamm which to make conversion from files from
text editor SIGNUM-2 (extension *.sdo) to *.txt files.

PLEASE HELP ME !!!!

If you know name programms which can do it write! On which FTP
I can get it?

Mariusz

From -7878454642831369640
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f37a7ad9bc826dad,start
X-Google-Attributes: gid1115ce,public
From: Christof Ahrendt <ahrendt>
Subject: How to communicate with the dsp ???
Date: 1995/10/17
Message-ID: <460lng$150m@hrz-ws11.hrz.uni-kassel.de>#1/1
X-Deja-AN: 117678008
content-type: text/plain
organization: Universitaet Kassel
x-url: file:/home/stud/ahrendt/dspblk_e.txt
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; AIX 2)

Dear Atari-programmers,

I'm working on a piece of software that should, in it's final stage,

end up as an electo-acoustic measurement-workbench for the FALCON030.
(And give me something to write about in my Diploma-Paper)

Currently i'm trying to implement a variable Sinegenerator on the 56K. Well the generation of the sinewave is already working. What still gives me a bad time is that the falcon hangs it self up during the parameter-passing.

To pass the parameters, I use the known way via Trigger_HC(13) and Dsp_BlkUnpacked() (my source follows). Frequency changes require to change two parameters, hence this mechanism is called twice.

On the second round (faktor_2), that means the third call of Dsp_BlkUnpacked(), the busy bee shows me that the FALCON is on its way to eternal nirvana. BUT WHY ?

Now here is what i do :

```
#define  INT16    int
#define  PAR_1    0x0L
#define  PAR_2    0x01L

long  cvt_2_dsp_fractional(double fractional);  /* converts floats into 56k-format
*/

main()
{
   static long faktor_1[2] = {PAR_1, 0L}, faktor_2[2] = {PAR_1, 0L};

   faktor_1[1] = faktor_2[1] = cvt_2_dsp_fractional((double)0.5);
                                        /* converts floats into 56k-format */

   dsp_downld_para( 2, faktor_1);   /* sic! */
   dsp_downld_para( 2, faktor_2);   /* sic! */

}
/***********************************************/
   void
dsp_downld_para(INT16 n, long* array)
   /*
    *    n == number of parameters to be passed.
    *    array == adress of paramter array
    *
    *    schickt die neuen parameter an den dsp, und ist noch universell
verwendbar.
    *    Benutzt Hostvektor $13 f□r Dsp_TriggerHC. Das DSP-Proogramm muss das
unterst□tzen
    *    tut es das nicht bleibt das Hostprg. im Dsp_BlkUnpacked h□ngen und daaas
wollen
    *    wir ja nicht oder ?
    */
{  INT16 i;
   long* p;
```

```
   p = array;

   Dsp_TriggerHC( 13 );       /* das ist der Interruptvektor der die Daten
reinholt */

   for (i=1;i<=n;i++)
      {
         Dsp_BlkUnpacked ( p, (long) 1L, 0L,0L );  /* Die Steuerwerte
r⌂berschicken */
         p++;
      }
}
/***********************************************/
```

Now on the DSP-side :

```
;-----------------------------------------------

HTX      EQU     $FFEB           ; Host Transmit Data Register
HSR      EQU     $ffe9           ; Host status register

   org   p:$0026
   jsr   do_hostin           ; neue Steuerdaten vom Host abholen, ⌂ber
                             ; DSP_TriggerHC($13) ausgel⌂st.

   org y:10
faktor_r       dc 0.5
faktor_l       dc 0.5
host_in_par_nr dc 0

;-------------   weiter unten   ------------------

do_hostin
      MOVE     X0,X:<temp           ; Move inhalt von XO nach temp  usw.
      MOVE     X1,X:<temp1          ; Register retten  / save register
loop1
      jclr     #0,X:HSR,loop1       ; wait for data from host
      movep    X:<<HTX,X0           ; move data to x0
      move     X0,Y:host_in_par_nr  ; move X0 to memory adress
loop2
      jclr     #0,X:HSR,loop2       ; wait for data from host
      movep    X:<<HTX,X0

      jset     #0,Y:host_in_par_nr,par_1  ; welcher is es denn
      jsclr    #0,Y:host_in_par_nr,par_0  ; who is it ?
restore
      MOVE        X:<temp,X0           ; temp wieder zur⌂ckschreiben
      MOVE        X:<temp1,X1
      rti

par_0
      move     X0,Y:<faktor_l          ; move to memory
```

```
      jmp      restore
par_1
      move     X0,Y:<faktor_r             ; datum nach "faktor_r" schreiben
      jmp      restore

;----------------------------------------------------
```

I use PureC 1.1, ACS 2.17 for the GEM Stuff and the Motorola Assembler.

What am i doing wrong ?
I would be greatful for some hints! Do you have some working sources
and would share them with me ?

Thanks!
yours Christof 15.Oct.95

EMail: ahrendt@hrz.uni-kassel.de

From 2273940759346985538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f5ab26a1e9b7dcd
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: Dumb things done whilst programming
Date: 1995/10/17
Message-ID: <45vo0m$hrk@banaan.fwi.uva.nl>#1/1
X-Deja-AN: 117678009
distribution: world
references: <45g5t8$hdd@inca01.inca.co.nz> <45ilcq$sm3@m1.cs.man.ac.uk>
<45u5af$oeq@cc.tut.fi>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

t150315@proffa.cc.tut.fi (Tamminen Eero) wrote:

:Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
:
:: >What are the dumbest things you have done whilst programming the Atari?
:: >Something that takes ten seconds to fix, but you took four hours to work
:: >out what that ten second fix was?
:
:Dangling / non-initialized pointers sometimes produce hard to find
:errors. Initializing all the pointers to zero will point out the
:latter ones...

a mistake I often make: declare a pointer to a structure, and then
forgetting to allocate memory for the structure itself.
difficult to debug, because *reading* a value in the structure
seems to work, while writing to the structure often results in 2 bombs.
or vice versa (depends on your compiler/system).

--
---------- Martijn Dekker ----------
Math department | PFF Software Group
University of Amsterdam | latest product: Ishido for X Window System
mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/pff.html

From 7833782829260057560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cde9a5cc829a7b57,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@f7861.n106.z1.fidonet.org (John Kormylo)
Subject: Memory management proble
Date: 1995/10/17
Message-ID: <788_9510180111@tagenda.sccsi.com>#1/1
X-Deja-AN: 117732300
organization: Fidonet: D.U.E. Fido & AtariNet (713)944-7861
newsgroups: comp.sys.atari.programmer
x-ftn-to: Attila Mezei

AM> Yesterday I realized (during debugging) that the malloc()
AM> returned an address which was ALREADY allocated and was not
AM> supposed to be freed. So the program used the SAME memory
AM> location for storing 2 things at the same time!

It's possible that malloc(0) will return a pointer to the start of free RAM without allocating the space. It's known that Malloc(0L) will do that for early versions of TOS.

I have my own memory management system which I developed for ELFBACK (which can allocate thousands of blocks and up to 32 Meg RAM). It also can allocate front-to-back and back-to-front at the same time to cut down on fragmentation. I could send you a copy (Pure C source).

P.S. Are you using RAMLEAK to check for RAM leakage? If not, you should.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@f7861.n106.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

From 5393395948527977417
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d9d0,10eae28123e93bc1,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,10eae28123e93bc1,start
X-Google-Attributes: gid1115ce,public
From: sshifter@ophelia.waterloo.net (Mike Pelletier)
Subject: Line A $A006 - Polyfill
Date: 1995/10/17
Message-ID: <461p3e$pjf@ophelia.waterloo.net>#1/1
X-Deja-AN: 117786520
organization: Waterloo Internet Cooperative
newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech

Would someone mind posting a C snippet which demonstrates the Line A filled polygon routine? The Atari Compendium isn't exactly as helpful here as it is elsewhere.

Hmm...

From 846326114018378224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d6833be6bff17e3
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: re: re: memory management problems in lattice c?!
Date: 1995/10/18
Message-ID: <3211phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 117837663
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <17 Oct 95 22:38:08>, C.Ridd@imc.exec.nhs.uk (90:100/106) writes:

>> I still want to use Mxalloc, if an Atari has FastRAM I want my progs
>> to use it.
C>

C> Just set the program header flags.

Now why didn't I think of that? Too highly skilled - probably :)

Phil.

~ You are genuinely happy, if you don't know why.
~

--

From 877016177253459922
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46a6588cce733e88,start
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: jdeb_ok.lzh
Date: 1995/10/18
Message-ID: <3212phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 117837665
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <17 Oct 95 22:38:06>, Doug.Byfield@miratel.uniserve.com
(90:100/106)
writes:

 D> Has anyone downloaded the debugger? If so from where? What
is
 D> the debugger like to use? Any help would be greatly
appreciated
 D> as could really use a source level debugger for Lattice C
5.6.
 D>
Thanks.

Try Hensa (micros.hensa.ac.uk) in micros/atari/tos/q/q135 (I
think!)

Phil.

~ God made the integers; all else is the work of Man.
~

--

From 2085395680439549003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f3f1415fb3e0666,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3f3f1415fb3e0666,start
X-Google-Attributes: gid109a67,public
From: andi@complang.tuwien.ac.at (Andreas Krall)
Subject: Atari & Iomega ZIP100
Date: 1995/10/19
Message-ID: <4657io$2b8@news.tuwien.ac.at>#1/1
X-Deja-AN: 117786469
organization: Vienna University of Technology, Austria
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

I have problems connecting an Iomega Zip drive to my atari TT. I think the
problem is, that the Zip drive only can use SCSI address 5 or 6. The atari
hard disk driver only seeks for address 0 to 3. With general SCSI programs
like HDX and HDRATE (862KB/s and 31ms seek) I can access the drive, but it
cannot be used from desktop or tos. Is there a driver which can access
drives at address 5 or 6.

Andi
--
andi@complang.tuwien.ac.at Andreas Krall
http://www.complang.tuwien.ac.at/andi/ Inst. f. Computersprachen, TU Wien
tel: (+431) 58801/4462 Argentinierstr. 8/4/1851
fax: (+431) 5057838 A-1040 Wien AUSTRIA EUROPE

From 3300924988151737129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f3f1415fb3e0666
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3f3f1415fb3e0666
X-Google-Attributes: gid109a67,public
From: josk@stud.unit.no (Jo Even Skarstein)
Subject: Re: Atari & Iomega ZIP100
Date: 1995/10/19
Message-ID: <465iou$ggr@due.unit.no>#1/1
X-Deja-AN: 117786476
references: <4657io$2b8@news.tuwien.ac.at>
organization: University of Trondheim, Norway
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Andreas Krall (andi@complang.tuwien.ac.at) wrote:
: I have problems connecting an Iomega Zip drive to my atari TT. I think the
: problem is, that the Zip drive only can use SCSI address 5 or 6. The atari
: hard disk driver only seeks for address 0 to 3. With general SCSI programs

: like HDX and HDRATE (862KB/s and 31ms seek) I can access the drive, but it
: cannot be used from desktop or tos. Is there a driver which can access
: drives at address 5 or 6.

ICD Pro, SCSI-Tools and HD-Driver should have no problems with this.

  ***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

From -3228437013113079194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37f5c61c5382edf7,start
X-Google-Attributes: gid1115ce,public
From: chainxor@control.auc.dk (Henrik Lunardi Weide)
Subject: Re: JDEB_OK.LZH
Date: 1995/10/19
Message-ID: <46550o$dmu@news.iesd.auc.dk>#1/1
X-Deja-AN: 117786518
references: <460aq0$5h2@rrzs3.uni-regensburg.de>
organization: Aalborg University - Dep. of Control Engineering
reply-to: chainxor@control.auc.dk
nntp-posting-user: chainxor
newsgroups: comp.sys.atari.programmer

In article <460aq0$5h2@rrzs3.uni-regensburg.de>, Rainer.Riedl@edi.ngate.Uni-
Regensburg.de (Rainer Riedl) writes:

> --
> bye, Rainer
> *** Falcon030FX/4/420, 68882, SQ3270S, BlowUP030i ***
>   ^^

Hey Cool! :-)

Do you have a FX-card in your Falcon ?

Do you have FX-Ram installed ?

How does it work ?

     Keep Cool and Flying...

     ChainXOR...

From 2277197041120923432
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a7479267952ce95
X-Google-Attributes: gid1115ce,public
From: sf@itl.co.uk (Steve Found)
Subject: Re: JDEB_OK.LZH
Date: 1995/10/19
Message-ID: <814099454.6851@sf_pc.itl.co.uk>#1/1
X-Deja-AN: 117786519
x-nntp-posting-host: sf_pc.itl.co.uk
references: <6f3_9510170010@miratel.uniserve.com>
organization: ITL Limited UK
newsgroups: comp.sys.atari.programmer

Doug.Byfield@miratel.uniserve.com (Doug Byfield) wrote:

>About one month ago, Jan-Olof Granlund posted a software
>announcement for the JDEB High Level(Source) debugger for
>Lattice C. When trying to obtain the file from
>ftp. uni-regensburg.de, the file jdeb_ok.lzh still shows up as
>being in the incoming directory and does not allow downloading.

>Has anyone downloaded the debugger? If so from where? What is
>the debugger like to use? Any help would be greatly appreciated
>as could really use a source level debugger for Lattice C 5.6.
>Thanks.

There is a version of it at the hensa site. I downloaded it for use
with Lattice 5.52 but have not really played with it much.

From 6216786071164175692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f79ebebc77a4b5ae,start
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: Help with F030 blitter.
Date: 1995/10/19
Message-ID: <465lpp$n6o@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 117786521
references: <DGnLpt.C8o.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 351

newsgroups: comp.sys.atari.programmer

In article <DGnLpt.C8o.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>, sjsc@dcs.ed.ac.uk
(Stuart Corrin) writes:
|> Hi. I'm starting to program a game on my Falcon030 and would like some help
|> regarding
|> blitter sprites. I think my problem is I have inefficient blitter routines,
|> eg:
|> I am in 256 cols, 320x200 and can only write 50 pre-shifted 32x32 blocks
|> (ie., just
|> moving not masking) each frame, with the blitter. Is this poor / good / O.K?
|> Because
|> I have routs that can do 45 pre-shifted 32x32 blocks without the blitter (in
|> each
|> frame).
|>
|> Thanks for the help in advance.
|>
|> --
|>   C Ya.
|>
|>   Stuart Corrin
|> sjsc@dcs.ed.ac.uk

I don't code on the Falcon, but on the good 'ol 520STFM. Posting your
sourcecode
would probably be an invaluable help in deciding whether your routines could be
optimised.

gaz

From -6047133029351708074
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,37f5c61c5382edf7
X-Google-Attributes: gid1115ce,public
From: Rainer.Riedl@edi.ngate.Uni-Regensburg.de (Rainer Riedl)
Subject: Re: JDEB_OK.LZH
Date: 1995/10/19
Message-ID: <465h5h$sej@rrzs3.uni-regensburg.de>#1/1
X-Deja-AN: 117786522
references: <460aq0$5h2@rrzs3.uni-regensburg.de> <46550o$dmu@news.iesd.auc.dk>
content-type: Text/Plain; charset=ISO-8859-1
organization: University of Regensburg, Germany
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

>Hey Cool! :-)

It is:-))

>Do you have a FX-card in your Falcon ?

Yup!

>Do you have FX-Ram installed ?

Not at the moment (as you can see: 4/420:-). I⍰m still searching for cheap
used SIMMs. Any offers;-)

>How does it work ?

With my Rev. D/C Falcon there are problems with the 40Mhz mode. :-(
I⍰ll have to try a view things mentioned in the manual.
Sometimes it runs without problems for hours and somtimes it crashes all 5
minutes in the 40MHz mode. (and I don⍰t wanna switch back to 32 or 36)
Great card! Hope I get my memory soon!
An software update for faster RAM-access will be out soon.

--
bye, Rainer
*** Falcon030FX/4/420, 68882, SQ3270S, BlowUP030i ***

From -1113287867690057932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,559799b88f566f3d,start
X-Google-Attributes: gid1115ce,public
From: I.Clarke@sms.ed.ac.uk (Ian Clarke)
Subject: Lexicon V1.0 (Simulates keyboard using mouse), author needs help with
problem
Date: 1995/10/19
Message-ID: <DGpFpM.5JE.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>#1/1
X-Deja-AN: 117786523
sender: iic@jura.dcs.ed.ac.uk (Ian Clarke)
x-nntp-posting-host: jura.dcs.ed.ac.uk
organization: Department of Computer Science, University of Edinburgh
newsgroups: comp.sys.atari.programmer

Has anyone seen/heard about Lexicon V1.0, it is an accessory which allows you to
simulate keyboard input by drawing shapes with the mouse. It received a
reasonably
good review in the P.D. section of Atari World, I think it was Issue 6.
The accessory was written in GFA Basic. Not long after I wrote the accessory I
noticed that it was causing 'mouse-droppings' to be left behind on the screen. I
used my Falcon FacTT File connections to tackle the problem and discovered that
the
MOUSEK command, which I was using as part of an EVNT_TIMER repeat/until loop. I
was
advised to use the MKSTATE command, but this did not solve the problem. All I
want

to do is detect a right mouse-key press and call a procedure, does anyone know how I
can do this without interfering with the screen updates?

From 4896050383103144256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd8505db23417123,start
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Programming Docs
Date: 1995/10/19
Message-ID: <814063692_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 117786524
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

Could anybody point me in the right direction concerning any of the following documentation:

ARGV protocol

all new AES messages since TOS 1.2, especially the AV_PROTOCOL.

multitasking extentions. I have some documentation that came with MagiC but I need to know more, and I need to know about Geneva and MultiTOS. For instance, how do I enable background window operations under Geneva and MultiTOS.

C source examples of any of the above.

What new stuff is covered in the Atari Compendium?

--

Guy Harrison

guy@swampdog.demon.co.uk

From -2429757235429959611
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 1115ce,8d22b497b63bf24c,start
X-Google-Attributes: gid1115ce,public

From: fp270@fim.uni-erlangen.de (Klaus Seyferth)
Subject: ST--->CDRom ?
Date: 1995/10/19
Message-ID: <4667duFf48@uni-erlangen.de>#1/1
X-Deja-AN: 117786525
organization: Free-Net Erlangen Nuernberg, Germany
newsgroups: comp.sys.atari.programmer

Hallo Leute.

Ein Freund hat ein Problem.

Er hat an seinem MEGAST einen AT-Bus frei (IDE) und

moechte dort ein CD-Rom Laufwerk anschliessen.

Seine Probleme:

1. Ist das ueberhaaupt moeglich?

2. Gibt es CD-Rom Laufwerke, die er sowohl an seinem

ATARI als auch an einem PC anschliessen kann (nicht

gleichzeitig sonderd prinzipiell)?

3. Welche Treiber-Software gibt es da fuer den ATARI?

Hilfen und Anregungen bitte per PM (siehe footer).

Danke

Klaus.

--
/\
\ ZEFF THE GREAT /
/ fp270@fim.uni-erlangen.de | klseyfer@freenet.hut.fi \
\/

From -8632143118978016253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc9306384565acb7
X-Google-Attributes: gid1115ce,public
From: David D. Hagood <73437.3162@CompuServe.COM>
Subject: Re: Compiling with GCC...
Date: 1995/09/22
Message-ID: <43utff$6os$1@mhafm.production.compuserve.com>#1/1
X-Deja-AN: 110568018
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

It looks like you are not telling GCC to include the GEM library in your program. GCC will not automatically grab whatever libraries are needed, you have to tell it what libraries to include. Just add them to the command line (I assume you are) invoking GCC to do the compile, assemble, and link in one go. If not, pass the libraries to the linker).

From -6336872279610273799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5eef3650e595e6a3
X-Google-Attributes: gid1115ce,public
From: sms@sys.uea.ac.uk (Steve Sowerby)
Subject: Re: GEM window handling
Date: 1995/09/22
Message-ID: <sms-2209950722380001@cgpq1.sys.uea.ac.uk>#1/1
X-Deja-AN: 110568019
references: <43nhcb$b6e@login.bigblue.no>
organization: SYS, University of East Anglia, Norwich, England
newsgroups: comp.sys.atari.programmer

In article <43nhcb$b6e@login.bigblue.no>, jib@login (Jabran Akhtar) wrote:

> Can anyone please explain how to handle the window redrawing if the
> window moved is the background window ? Which evnt_multi values are then
> returned back ? I can't seem to find any info on that - and if I follow

> the 'normal' window updating then the whole window gets redrawed.
>

I WOULD HAVE EMAILED THIS BUT jib@login IS HARDLY A VALID ADDRESS :-)

You should handle window redraws in the same way regardless of whether the window is on top or behind other windows. As long as you use wind_get with modes WF_FIRSTXYWH and WF_NEXTXYWH to walk the list of visible rectangles for a given window it should work fine. Don't forget to use wind_update(BEG_UPDATE) and wind_update(END_UPDATE) wrapped around the code that walks the rectangle list.

If you need any more help, email me. I'm only too glad to help another Atari programmer.

Steve.

==========
Steve Sowerby, Ph.D. Student, Computational Geometry Project,
School of Information Systems, University of East Anglia, Norwich.
EMAIL : sms@sys.uea.ac.uk
POST:Steve Sowerby, P/G Student, SYS, UEA, Norwich NR4 7TJ, England
==========

From 8513983071146790910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5eef3650e595e6a3
X-Google-Attributes: gid1115ce,public
From: mcareyb@cix.complink.co.uk (Matthew Carey)
Subject: Re: GEM window handling
Date: 1995/09/22
Message-ID: <AC88E58596681026AA@peckham.compulink.co.uk>#1/1
X-Deja-AN: 110568020
distribution: world
references: <43nhcb$b6e@login.bigblue.no>
organization: Me
newsgroups: comp.sys.atari.programmer

In article <43nhcb$b6e@login.bigblue.no>,
jib@login (Jabran Akhtar) wrote:

>Can anyone please explain how to handle the window redrawing if the
>window moved is the background window ? Which evnt_multi values are then
>returned back ? I can't seem to find any info on that - and if I follow
>the 'normal' window updating then the whole window gets redrawed.
>

Basically all your routines that draw on the screen especially those that update windows should walk the rectangle list using a classic routine like this.

This way only the exposed rectangles get drawn.

```
void do_redraw(short xc,short yc,short wc,short hc,short whand,short vw)
{
      short clip[4];
      GRECT t1, t2;

      graf_mouse(M_OFF,NULL);
      wind_update(BEG_MCTRL);
      t2.g_x = xc;
      t2.g_y = yc;
      t2.g_w = wc;
      t2.g_h = hc;
      wind_get(whand,WF_FIRSTXYWH, &t1.g_x, &t1.g_y, &t1.g_w, &t1.g_h);
      while (t1.g_w && t1.g_h )
      {
              if (rc_intersect(&t2,&t1))
              {
                      clip[0] = t1.g_x;
                      clip[1] = t1.g_y;
                      clip[2] = t1.g_x + t1.g_w - 1;
                      clip[3] = t1.g_y + t1.g_h - 1;
                      if (whand) my_clip(vw,1,clip);
                      just_draw(whand,t1.g_x ,t1.g_y ,t1.g_w ,t1.g_h, vw);
              }
              wind_get(whand,WF_NEXTXYWH, &t1.g_x, &t1.g_y, &t1.g_w,
&t1.g_h);

      }
      wind_update(END_MCTRL);
      graf_mouse(M_ON,NULL);
}
```

From 8213661770443799364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e2e943163b8f3dba
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Color Icons
Date: 1995/09/22
Message-ID: <43uak4$fnn@whitbeck.ncl.ac.uk>#1/1

X-Deja-AN: 110568021
references: <massimo-1109951514230001@macmax.irfmn.mnegri.it>
<811585576.24864@saffron.imc.exec.nhs.uk>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Chris Ridd (C.Ridd@imc.exec.nhs.uk) wrote:
> massimo@irfmn.mnegri.it (Max Farina) wrote:
> >If anybody knows how to display a COLOR ICON in C language, with a little
> >axample, please email me.

> Won't objc_draw() work? Some versions of the AES can handle colour icons. For
> other AESes you have to write some PROGDEF code which does the same thing.

as long as your AES supports CICONS and you have used rsrc_load to load the resource,
displaying CICONS is simply a matter of calling objc_draw. If you have an older OS,
you should find that Interface comes with a library for using CICONS on older machines (exteneded resource loader, etc) as rsrc_load on older machines will not load
resources with CICONS in them....

(I use a similar approach in the new versions of DUftp & CLA, although I have a falcon
I thought it would be nice to support colour icons on older machines. I borrowed the
code to do it from the guy who wrote the Myriad desktop for MiNT....)

Craig.

From 8656430858515296991
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,689ea8cb6fe6784c,start
X-Google-Attributes: gid1115ce,public
From: Politics@usa.com
Subject: Proposed State & Federal Regulations for the INTERNET!
Date: 1995/09/23
Message-ID: <440b16$6e0@newsie.wis.com>#1/1
X-Deja-AN: 110629631
organization: Wisconsin Internet Services
newsgroups: comp.sys.atari.programmer
originator: glasrud@squeaky.free.org

  My name is Scott Glasrud, and I am running for the New Mexico State Senate
during the 1996 elections. One of the reasons I have chosen to run is to combat the
proposed state and federal regulations of the Internet. As you know, the Internet
was never designed to be regulated! It was designed to allow communications in

the event of anuclear war or a major catastrophe. I OPPOSE REGULATION, and if elected
will fight to preserve your constitutional rights. HOWEVER, I NEED YOUR HELP!

I am asking each person who reeives this message to send $5.00 to the Scott Glasrud Campaign Committee. If we pull together, we CAN protect our first amendment rights! HELP ME show the politicians the POWER behind this important NETWORK. Please send contributions to:

The Scott Glasrud Campaign Committee
11024 Montgomery Blvd. NE, Suite 179
Albuquerque, New Mexico 87111

Thank you!

From -7897711108726375825
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fe306,689e0e6147862d3f,start
X-Google-Attributes: gidfe306,public
X-Google-Thread: 11b70d,689e0e6147862d3f,start
X-Google-Attributes: gid11b70d,public
X-Google-Thread: 1115ce,689e0e6147862d3f,start
X-Google-Attributes: gid1115ce,public
From: nat@zumdick.rhein-main.de (Nat!)
Subject: New mailing list for Jaguar hackers
Date: 1995/09/24
Message-ID: <FIYRDCAFUP@zumdick.rhein-main.de>#1/1
X-Deja-AN: 110655112
content-length: 2421
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: rec.games.programmer,rec.games.video.ata.ri,comp.sys.atari.programmer

<< The Atari Jaguar underground hackers' mailing list >>

U G D - J A G

ANNOUNCEMENT:

This is a new mailing list started for free discussions and the information exchange about _programming_ the Atari Jaguar. #1#

The intention of this mailing list is to have a forum for people, who hack the Jaguar (for fun, not neccessarily for profit). This list will probably be mostly comprised of - but not restricted to - people using Roine Stenberg's "Jaguar Server".

```
  * The intended audience for the list is people who really  *
  * do some work/hacks on the Jaguar and are interested in   *
  * communication about it. (No hack too small!)             *
```

The mailing list is both unmoderated and closed at the same time, which means that you are free to post anything on the mailing list without approval by a moderator, but that access to the list is restricted. You need to be approved in order to get on the list. Troublemakers can be kicked off the list.

HOW TO SUBSCRIBE:

1. Send a mail to

   majordomo@rhein-main.de

   with the message

   subscribe ugd-jag
   end

2. Then send a mail, stating your interest in the list, to

   nat@zumdick.rhein-main.de

   Please give a little bit of your background in this second mailing so that approval will be quick and painless. You will not be approved to the list, before your statement is received.

FOR YOUR INFORMATION:

Apart from the 'regular' Atari Jaguar developers, there is a small base of people writing software for the Jaguar.
There is the "Jaguar Server" by Roine Stenberg, which allows downloading programs from an Atari Computer to the Jaguar using a hardware modification. Development software is partly written, partly on the way, partly waiting for you to be written.

For more information about the "Jaguar Server" please contact Roine Stenberg directly by writing to: "roine@stacken.ct.se".

This mailing list is setup in coordination with Roine by the way, so you can consider it the "offical Jaguar Server mailing list".

Looking forward to meet you on the ugd-jag list soon!

Nat!

#1# If your interest is _playing_ the Atari Jaguar, you will be
      far better served with the regular Jaguar mailing list
      (listserv@bucknell.edu).

----------"Bang that bit that doesn't bang"----------

"I think the two most difficult things to deal with in life are
 failure and success" David Lee Roth

From -4425716331359253596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa67dde0c5faa58e,start
X-Google-Attributes: gid1115ce,public
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Subject: [Q] What C compiler available ?
Date: 1995/09/24
Message-ID: <4438dj$sjf@apopi.u-strasbg.fr>#1/1
X-Deja-AN: 110680669
distribution: world
content-type: text/plain; charset=ISO-8859-1
x-xxmessage-id: <AC8AF1A28C01362A@curie.u-strasbg.fr>
organization: IPCMS-GONLO
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi,
I'de like to buy a C compiler which can produce 020 code what's
available ?
Where ? How Much ?
Please Reply by Mail.
Tsk

From -3977563043684401048
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f24fe3d01cc6a6b4,start
X-Google-Attributes: gid1115ce,public
From: odonnllb@vax1.tcd.ie
Subject: Is the window a structure?
Date: 1995/09/25
Message-ID: <1995Sep25.012125@vax1.tcd.ie>#1/1
X-Deja-AN: 110680670
sender: usenet@news.tcd.ie (TCD News System)
organization: Trinity College Dublin
newsgroups: comp.sys.atari.programmer

I assume, without any actual evidence, that the information for a window is
encoded in a structure, but I haven't been able to find this in my sources -

Lattice C manual, !Compute Aes and Abacus Gem Programming.
Can anyone refute my belief or supply the structure?
I'm trying (purely for entertainment) to transfer ST 'look and feel' to the
PC using djgpp and the information would clarify some of my thinking.
Brian O'Donnell
TCD Library
odonnllb@tcd.ie

From 6848607353814233712
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: sf@itl.co.uk (Steve Found)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/25
Message-ID: <812034378.11507@sf_pc.itl.co.uk>#1/1
X-Deja-AN: 110734525
x-nntp-posting-host: sf_pc.itl.co.uk
references: <307_graham@grasper.demon.co.uk> <307_graham@grasper.demon.co.uk>
<398608178wnr@gingram.demon.co.uk> <beavis-1509951738220001@uhura-14.dnaco.net>
newsgroups: comp.sys.atari.programmer

beavis@dnaco.net (beavis) wrote:

>Why not just port wolfenstein, the source code is at ID and its only 500k

>Get a copy working and then ID might help you port Doom To the Atari.

>later
>beavis

If anyone is interested, I have the Wolf 3D source code.

Just give me an email address and I'll mail it to you.

Cheers,

   Steve Found

From 312300242803866662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4076f513f327c26b
X-Google-Attributes: gid1115ce,public
From: cgra@se.bel.alcatel.be (Chris Gray)
Subject: Re: How can I make a video adapter for Falcon?

Date: 1995/09/25
Message-ID: <446gql$7t8@btmpjg.god.bel.alcatel.be>#1/1
X-Deja-AN: 110734526
distribution: world
sender: cgra@btma74 (Chris Gray)
references: <hennacy.1.1.000BC602@osu.edu>
organization: Never was my forte
reply-to: cgra@se.bel.alcatel.be
newsgroups: comp.sys.atari.programmer

If your TV has a SCART video input then you just buy a cable from [shrug]
wherever you buy Atari cables from. Toad or Best Electronic I guess.

If your TV only has a co-ax input then um, buy another telly.
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

From 3135034557180177249
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1e375020cefab5c4
X-Google-Attributes: gid1115ce,public
From: rincewind@discworld.oche.de (Michael Schwingen)
Subject: Re: MyDials 3D
Date: 1995/09/25
Message-ID: <30671c5a637852b@discworld.oche.de>#1/1
X-Deja-AN: 110734527
references: <massimo-2209951511560001@macmax.irfmn.mnegri.it>
content-type: text/plain; charset=ISO-8859-1
organization: This is the discworld
mime-version: 1.0
reply-to: rincewind@discworld.oche.de
newsgroups: comp.sys.atari.programmer

Max Farina (massimo@irfmn.mnegri.it) wrote:

MF>Does anyone know where I can find the wonderful C library "MyDials" ?
MF>I know that it handles the 3D look too... It's very very nice!

MyDials (from Olaf Meisiek (?)) are available together with the
'Interface' Ressource Construction Set - that program is worth the money!

cu
Michael
--
Michael Schwingen - Ahornstra⍰e 36 - 52074 Aachen - Germany

Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

From 4103781678121810888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e375020cefab5c4
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: MyDials 3D
Date: 1995/09/25
Message-ID: <812019878.24313@saffron.imc.exec.nhs.uk>#1/1
X-Deja-AN: 110734528
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <massimo-2209951511560001@macmax.irfmn.mnegri.it>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
x-url: news:massimo-2209951511560001@macmax.irfmn.mnegri.it
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.4 sun4m)

massimo@irfmn.mnegri.it (Max Farina) wrote:
>Does anyone know where I can find the wonderful C library "MyDials" ?

MyDials comes with the Interface RSC editor as a library for Pure C.

--Chris

From 6229003171016660423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4c3441039cef856,start
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: is the window a structure?
Date: 1995/09/25
Message-ID: <2807rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 110734529
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 25 Sep 95 From: wrote:
 Fo> I assume, without any actual evidence, that the information for a
 Fo> window is encoded in a structure, but I haven't been able to find

Fo> this in my sources - Lattice C manual, !Compute Aes and Abacus Gem
Fo> Programming. Can anyone refute my belief or supply the structure?
Fo> I'm trying (purely for entertainment) to transfer ST 'look and feel'
Fo> to the PC using djgpp and the information would clarify some of my
Fo> thinking. Brian O'Donnell
Fo> TCD Library

Any internal AES structure supporting windows has never been made public so you must assume this is intentional on the part of the coders/designers. By doing this they preserve the right to change implementation without causing user programs to fail.

However, I agree that the neatest way for a user to implement a window application is by the use of structures. You would need to be quite crazy to ignore the obvious relationship between sets of data.

In the (limited) experience I have had all I can say is that you should avoid the temptation to include in your own structures that data which is directly accessible by window_get etc. If the AES is keeping these properties securely you do not need to keep them yourself - in fact it could lead to great trouble if your data and the AES data manage to get out of step.

Roger
rcain@nest.demon.co.uk

--

From -1505391167224549225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f68e429917e2bf05,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1049df,f68e429917e2bf05,start
X-Google-Attributes: gid1049df,public
X-Google-Thread: 109a67,f68e429917e2bf05,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 142710,f68e429917e2bf05,start
X-Google-Attributes: gid142710,public
From: jtl@tkmhp12.physik.uni-karlsruhe.de (Jens Lautenbacher)
Subject: Conversion Signum 2 -> DOS/Unix
Date: 1995/09/26
Message-ID: <tdka6vpx7p.fsf@tkmhp12.physik.uni-karlsruhe.de>#1/1
X-Deja-AN: 110792772
sender: jtl@tkmhp12.physik.uni-karlsruhe.de
content-type: text/plain; charset=iso-8859-1
organization: University of Karlsruhe, Germany
mime-version: 1.0
newsgroups:
comp.sys.atari.st.tech,maus.sys.atari.desktop,maus.sys.atari.software,comp.sys.atari.programmer

Hello!

Can anybody tell me if there is any tool to convert documents from
Signum 2 to e.g. ASCII or any standard DOS or UNIX format.

This tool has to work under DOS or Unix of course, as if my friend's
ATARI would still work, we wouldn't need this anyway...

(Maybe any 68k/Linux people know some possibility?)

Please answer by email, as I don't follow this group regulary.
With best regards,

=jens=

From 537056305673705995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4c3441039cef856
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: re: is the window a structure?
Date: 1995/09/26
Message-ID: <812105357.11911@saffron.imc.exec.nhs.uk>#1/1
X-Deja-AN: 110792851
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <2807rcain@nest.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
x-url: news:2807rcain@nest.demon.co.uk
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.4 sun4m)

rcain@nest.demon.co.uk (Roger Cain) wrote:
>In the (limited) experience I have had all I can say is that you should
>avoid the temptation to include in your own structures that data which is
>directly accessible by window_get etc. If the AES is keeping these
>properties securely you do not need to keep them yourself - in fact it
>could lead to great trouble if your data and the AES data manage to get out
>of step.

Agreed. The only time you need to keep the state yourself is when you
iconify *all* the windows into one icon. You are supposed to close and delete
all the windows; I can't see a way of restoring the previous positions etc
just using the AES. Obviously, you'd only need to do this when you got the
ALLICONIFY message...

--Chris

From 6301944629017418237
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4c3441039cef856
X-Google-Attributes: gid1115ce,public
From: avg@cwi.nl (Annius Groenink)
Subject: Re: is the window a structure?
Date: 1995/09/26
Message-ID: <avg.812114243@news.cwi.nl>#1/1
X-Deja-AN: 110792852
sender: news@cwi.nl (The Daily Dross)
references: <2807rcain@nest.demon.co.uk> <812105357.11911@saffron.imc.exec.nhs.uk>
organization: CWI, Amsterdam
newsgroups: comp.sys.atari.programmer

Chris Ridd <C.Ridd@imc.exec.nhs.uk> writes:

>Agreed. The only time you need to keep the state yourself is when you
>iconify *all* the windows into one icon. You are supposed to close and delete
>all the windows; I can't see a way of restoring the previous positions etc
>just using the AES. Obviously, you'd only need to do this when you got the
>ALLICONIFY message...

By the way: you can't afford to ignore the ALLICONIFY message, even
though many programmers find it too much of a fuss, including those
at Atari.

Atari, atari. Many applications ask for a SMALLER button in their
windows, but only react to single iconify requests. However, the AES
is so friendly as to reserve a slot for an icon anyway, which is never
freed, resulting in a gap between the icons aligned at the bottom of
the screen.

(not to mention that it is impossible to allocate an icon slot if your
application wants to support iconification by keyboard shortcut---the
slots get allocated if and only if the user clicks on the SMALLER button.)

(not to mention the absence of parameters for icon placement)

(not to mention the absence of a `pack icons' function)

Some protocol! Absolutely beautiful. Too bad it doesn't work.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

From -2275304694860940949
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,43f89210aa194238
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Compiling with GCC...
Date: 1995/09/26
Message-ID: <44965f$1qc@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 110792853
references: <gigxr01-180995204849000l@47.85.0.99>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <gigxr01-180995204849000l@47.85.0.99>, gigxr01@nt.com (Gerry O'Rourke) writes:
>In article <43juge$g3k@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk wrote:
>
>> Hi, I have now successfully set up a minix filesystem on my hard drive, and have
>> installed various bits of software onto it. One program that I want to use is GCC,
>> as Prospero C really doesn't stand up to the competition. However, when I try to
>> compile anything that uses library functions, it complains when linking (see below)
>> GCC returns lots of error messages in the form:
>>
>> textedit.o: Undefined symbol _appl_init referenced from text
>>
>> I have set GNULIB and GNUINC to point to the appropriate directories. Any ideas?
>>
>
>You don't say which version of GCC you have, or what system you are using.
>This make it just guesswork: (I assume you are running MiNT + XFS + a shell).

Mint 1.12, MinixFS 6.0 (?) and GCC 2.6.3 (I think)

>1. How much RAM do you have in your machine (GCC 2.5.8 & up likes 4 Meg).

4mb.

>2. Did you set the TEMP variable to a valid directory.

Yep, to root of the minix drive.

>3. Did it ever work (ie. did you compile the version of Mint that you use).

Not for any 'real' program - Simple 'hello world' programs work, but give it a useful program, and it moans about library routines...

Part of the problem was that I was not specifying GEM libs when linking,
(ie -lgem on the command line) but some functions (menu_create, menu_title,
objc_state, objc_newstate and a couple of others) still give error messages
in the form described above...

Cheers

Anthony

From -670817544250349889
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f24fe3d01cc6a6b4
X-Google-Attributes: gid1115ce,public
From: gd63@vision.hrz.uni-giessen.de (Martin Schmidt)
Subject: Re: Is the window a structure?
Date: 1995/09/26
Message-ID: <449e15$40k@c4.hrz.uni-giessen.de>#1/1
X-Deja-AN: 110792854
references: <1995Sep25.012125@vax1.tcd.ie>
organization: Angewandte Physik der Uni Giessen
reply-to: martin.schmidt@physik.uni-giessen.de
newsgroups: comp.sys.atari.programmer

Hi *

In <1995Sep25.012125@vax1.tcd.ie>, odonnllb@vax1.tcd.ie wrote:
: I assume, without any actual evidence, that the information for a window is
: encoded in a structure, but I haven't been able to find this in my sources -
: Lattice C manual, !Compute Aes and Abacus Gem Programming.
: Can anyone refute my belief or supply the structure?
: I'm trying (purely for entertainment) to transfer ST 'look and feel' to the
: PC using djgpp and the information would clarify some of my thinking.
if you mean the window information for size/border elements/title etc. here
is how it works:
Normarly you first create you window before you open (=display) it. For this
you tell the AES the window properties. When creating the window you have to
deceide what elements your window should have (f.ex. Title bar/
Info bar/Closer etc.). You do this using:

window_handle = wind_create (something);

You will receive a handle as an identification for your window. For the
window you have to set set all elements have have asked for (f.ex. set the
title of the window). For setting _all_ these elements there exist one
AES-call: wind_set (window_handle, what_to_set, ...). For example:

wind_set (window_handle, WM_TITLE, window_title_string_adress, ...);

You do this for all your window elements. If you wish, you can internally
keep these information in a structure. If you don't, you can ask the AES for
the information using wind_get (window_handle, what_do_you_want_to_know, ...).

All the used #define's are defined in AES.H
For a complete introduction to VDI and AES you should read
"Professionell GEM" by Tim O..... (oh, what was his name??)
An older, but still usefull lecture on GEM. It can be foud on many
FTP servers with atari software an documents.

If you cannot find one, just ask me for a copy.

Hope it helps,

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26
"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

From 2980780604725042317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f24fe3d01cc6a6b4
X-Google-Attributes: gid1115ce,public
From: mcareyb@cix.complink.co.uk (Matthew Carey)
Subject: Re: Is the window a structure?
Date: 1995/09/26
Message-ID: <AC8E0ACC96681B476@peckham.compulink.co.uk>#1/1
X-Deja-AN: 110792855
distribution: world
references: <1995Sep25.012125@vax1.tcd.ie>
organization: Me
newsgroups: comp.sys.atari.programmer

In article <1995Sep25.012125@vax1.tcd.ie>,
odonnllb@vax1.tcd.ie wrote:

>I assume, without any actual evidence, that the information for a window is
>encoded in a structure, but I haven't been able to find this in my sources -
>Lattice C manual, !Compute Aes and Abacus Gem Programming.
>Can anyone refute my belief or supply the structure?
>I'm trying (purely for entertainment) to transfer ST 'look and feel' to the
>PC using djgpp and the information would clarify some of my thinking.
>Brian O'Donnell

>TCD Library
>odonnllb@tcd.ie
>

If you using C to get the look and feel a structure would be the obvious choice. On the ST the programmers never engages directly with the window data rather they ask the OS via wind_get() etc. But if you want the look and feel of the ST on the PC what about DR GEM for the PC or you can by Gemulator and run your 68K ST/TT/Falcon Progs.

Matthew

From -5375883435353947393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4c3441039cef856
X-Google-Attributes: gid1115ce,public
From: Charles Richmond <richmond@plano.net>
Subject: Re: re: is the window a structure?
Date: 1995/09/27
Message-ID: <44a9ni$nkr@dns.plano.net>#1/1
X-Deja-AN: 110792856
references: <2807rcain@nest.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: Canine Computer Center
x-url: news:2807rcain@nest.demon.co.uk
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; 68K)

rcain@nest.demon.co.uk (Roger Cain) wrote:
>On 25 Sep 95 From: wrote:
> Fo> I assume, without any actual evidence, that the information for a
> Fo> window is encoded in a structure, but I haven't been able to find
> Fo> this in my sources
>
>Any internal AES structure supporting windows has never been made > > >public so

On the contrary, I believe that these structures are known to the general public (if I understand what is being discussed). Check a =
book entitled _Programmer's Guide to GEM_, by Phillip Balma and William Fitler (ISBN 0-89588-297-3). These two guys worked on the GE=
M project for Digital Research--they helped design the system. About the first one hundred pages discusses the structures and links =
that are intrepreted by GEM as windows, dialog boxes, etc.

From -463755663883893594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a575cd380265e647,start
X-Google-Attributes: gid1115ce,public
From: gio@wcl-rs.bham.ac.uk (Giovanni Ciampa)
Subject: gcc installation problem
Date: 1995/09/27
Message-ID: <44b440$prf@sun4.bham.ac.uk>#1/1
X-Deja-AN: 110856297
organization: The University of Birmingham, UK.
reply-to: gio@wcl.bham.ac.uk
newsgroups: comp.sys.atari.programmer

I've just installed gcc 2.6.3 for MiNT, but nothing will compile. All I get is a 'gcc: installation problem, cannot exec as: file not found' message after a long pause and a fair bit of disk activity.

My MiNT setup is as follows:

STFM - Tos 1.2, 4m Ram, 170m HD, two 16m MinixFS partitions (/l and /m)
TAF Chimera diskset - calling tcsh instead of xinit (runs OK, but slooooow!)
FreeMiNT 1.12.4

I untarred the .tgz from root, so that the executables dropped directly into my path, and placed the libs/includes (PL 46) thus:

Libs: /usr/local/lib
Incs: /usr/local/lib/gcc-lib/m68000-mint/2.6.3/include

My question is therefore: what's missing? I've not set GCCINC, etc. yet, as the docs stated that it looks for these in a number of places, and I assumed that these locations were obvious candidates, and I'm not getting 'cannot find xxxx.h' messages as I did before I installed the libs/incs.

Anyone got any ideas?

Be seeing you...

```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa    |
| \O/\\O/ | gio@wcl.bham.ac.uk |
|   / \   |--------------------|
|   \_/   | I am but a figment |
|  \___/  | of my own deranged |
|   \_/   | imagination        |
\---------+--------------------/
```

From 1890422769519606790

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,42a0d6af3d0ea8d0,start
X-Google-Attributes: gid1115ce,public
From: David Crossen <dc@scms.rgu.ac.uk>
Subject: HELP on MIDI programming
Date: 1995/09/28
Message-ID: <44e2or$4ll@roadkill.scms.rgu.ac.uk>#1/1
X-Deja-AN: 110981152
content-type: text/plain; charset=us-ascii
organization: The Robert Gordon University, Aberdeen, UK
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.3_U1 sun4c)

Hi Folks,

Does anyone know of a site where I can find source code (preferably C) showing examples of using the MIDI ports on the Atari ST.

I started writing (what I thought would be) an easy program to Dump/Load programs between the ST and a synth module. I have difficuty reading stuff coming from the MIDI In port.
Large parts of these messages seem to go missing. I'm currently using the BIOS calls to put/get characters to/from the MIDI ports.

Info on any sources of such information would be gratefully received.

Thanks,

Dave Crossen (dc@scms.rgu.ac.uk)

From 7359570318488451238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6bca25258a7edb9a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,6bca25258a7edb9a,start
X-Google-Attributes: gid109a67,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: DMA read/write
Date: 1995/09/29
Message-ID: <44gtgq$1ec@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 110981047
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

As part of my STOS Falcon Extension, I want to have Direct to Disk replay/record routines. I have an idea as to how this works, but do not have any details on how to actually implement the DMA reading from disk...

I guess that you set up a buffer, and set up the sound sub-system to play and to loop back to the beginning when it reaches the end. This part I can do. However, I assume that there is a system call to read /write memory directly to/from a file. How?

Thanks in advance

Anthony
((*** STOS Falcon Extension v1.1b avaialable from WWW page***))
((***UUE'd on request***))

http://www.cs.man.ac.uk/~jacquesa/

From -4921436504078703824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e016d33ccb506d5e,start
X-Google-Attributes: gid1115ce,public
From: you@somehost.somedomain (e)
Subject: Good Pascal compiler on st ?
Date: 1995/09/29
Message-ID: <44gbhk$gej@news.univ-angers.fr>#1/1
X-Deja-AN: 110981153
organization: Your Organization
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Is someone who know where are aviable good pascal compilator on st in public domaine ?

Thanks.

Rimka: alafia@xiii.univ-angers.fr

From 3800846608952655457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f92c91b0bb349b3,start
X-Google-Attributes: gid1115ce,public

From: Herman <eddy2878@rad.net.id>
Subject: 6502 language
Date: 1995/09/29
Message-ID: <44hip1$6sn@news1.rad.net.id>#1/1
X-Deja-AN: 110981154
content-type: text/plain
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.2N (Windows; I; 32bit)

Hi,everybody
I want to asking you something about the eprom ,I have a PCB something like a poker games that using 6502 processor ,and there are many of eprom ,I thing they are programed with 6502 assembler language and after they compiled it they write it into the eproms ,Do you Know or How if we want to convert back the compiled program from eprom into the source program of 6502 assembler language ,By the way i have try to read it from the eprom writer but i can't modify it because it was the machines language ,do you know with what software or what machines we can convert it or uncompiled that program ? as i know it ,we have to own a 6502 cpu or ???.emulator ,to read it ,do any body have this machines ? because that machines is old enough so i can't find it any more

Thanks & Regards

Herman

From -9116733384830334792
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a575cd380265e647
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: gcc installation problem
Date: 1995/09/29
Message-ID: <4W04BRP@moacs.indiv.nl.net>#1/1
X-Deja-AN: 110981155
references: <44b440$prf@sun4.bham.ac.uk>
organization: Private Site
newsgroups: comp.sys.atari.programmer

Giovanni Ciampa (gio@wcl-rs.bham.ac.uk) wrote:

> I've just installed gcc 2.6.3 for MiNT, but nothing will compile. All I get
> is a 'gcc: installation problem, cannot exec as: file not found' message
> after a long pause and a fair bit of disk activity.

It looks like you forgot to install the assembler (aka `as'). Get some recent version of gas (GNU assembler) and drop it in /usr/bin.

Gcc is just a small front-end program which starts other programs to do
the real work. For example, if you type `gcc -c foo.c', gcc passes the
the file foo.c to the C preprocessor (cpp). The output of cpp (written
to a temporary file in /tmp or /var/tmp) is passed to the C compiler
(cc1). The output of cc1 is passed to the assembler (as), which creates
the object file foo.o.

BTW you'll also need a linker (aka `ld'), if it's not already in /usr/bin.
The linker needs a start-up stub (crt0.o) and most likely the standard C
library (libc.a).

G'luck,
Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

From 3306506806717205270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4c3441039cef856
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: is the window a structure?
Date: 1995/09/29
Message-ID:
<ftn_2.203.221.11$fidonet.org_306c38cf_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 110981156
sender: news@ct.se
references: <avg.812114243@news.cwi.nl>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Annius Groenink wrote to All :
 AG> Atari, atari. Many applications ask for a SMALLER button in their
 AG> windows, but only react to single iconify requests. However, the AES
 AG> is so friendly as to reserve a slot for an icon anyway, which is never
 AG> freed, resulting in a gap between the icons aligned at the bottom of
 AG> the screen.
 AG>
 AG> (not to mention that it is impossible to allocate an icon slot if your
 AG> application wants to support iconification by keyboard shortcut---the
 AG> slots get allocated if and only if the user clicks on the SMALLER
 AG> button.)
 AG> (not to mention the absence of parameters for icon placement)
 AG>

AG> (not to mention the absence of a `pack icons' function)
AG>
AG> Some protocol! Absolutely beautiful. Too bad it doesn't work.

What about MiNA then? :=)

cheers,
Magnus Kollberg

From 6529210985509230730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,96b3f1889ee7caf4,start
X-Google-Attributes: gid1115ce,public
From: MR K P SCHUPKE <ma2@ic.ac.uk>
Subject: Q:Software 8086 emulation
Date: 1995/09/30
Message-ID: <44jnhl$2tr@oban.cc.ic.ac.uk>#1/1
X-Deja-AN: 116852500
organization: Imperial College (EEE)
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.4 sun4m)

X-URL: news:comp.sys.atari.programmer
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii

Hiya ;
      I was wondering if anyone knows where i can get a software
8086 emulator or PC Ditto . I need to learn basic 8086 code and
don't intend to run anything but an assembler so i would not mind
if it is slow.
      Any help/hints/info etc... most welcome

Regards
Marcos Agra

~~~~~~
"The past constantly knocks at the door,trying to break into today.
 We will see the past but we cannot influence it."-The Books Of Magic

 Imperial College (Elec Eng year III)   m.agra@ic.ac.uk
~~~~~~

From -5468170988731066437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5f92c91b0bb349b3
X-Google-Attributes: gid1115ce,public
From: c-gle@math.utah.edu (Lawrence Edwin Gold)
Subject: Re: 6502 language
Date: 1995/10/01
Message-ID: <44kt4i$dfr@news.cc.utah.edu>#1/1
X-Deja-AN: 116852499
references: <44hip1$6sn@news1.rad.net.id>
organization: University of Utah Computer Center
newsgroups: comp.sys.atari.programmer

Herman (eddy2878@rad.net.id) wrote:
: Hi,everybody
: I want to asking you something about the eprom ,I have a PCB something
: like a poker games that using 6502 processor ,and there are many of
: eprom ,I thing they are programed with 6502 assembler language and
: after they compiled it they write it into the eproms ,Do you Know or
: How if we want to convert back the compiled program from eprom into the
: source program of 6502 assembler language ,By the way i have try to
: read it from the eprom writer but i can't modify it because it was the
: machines language ,do you know with what software or what machines we
: can convert it or uncompiled that program ? as i know it ,we have to
: own a 6502 cpu or ???.emulator ,to read it ,do any body have this
: machines ? because that machines is old enough so i can't find it any
: more

Sounds like what you need is a 6502 disassembler. Something like that could be available for just about any computer, though it might be really hard to find. I've seen a disassembler like that for the Atari ST systems, but I think you'd be hard-pressed to find one for IBM-compatible or other computers. (The debugger included with the Atari 2600 Action Pack for the PC might do the trick, though.)

From -3159767197342887947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,42a0d6af3d0ea8d0
X-Google-Attributes: gid1115ce,public
From: eker@ponder.csl.sri.com (Steven Eker)
Subject: Re: HELP on MIDI programming
Date: 1995/10/02
Message-ID: <44pi4b$3jl@ponder.csl.sri.com>#1/1
X-Deja-AN: 116901436
distribution: world
sender: eker@csl.sri.com
references: <44e2or$4ll@roadkill.scms.rgu.ac.uk>
organization: Computer Science Lab, SRI International
newsgroups: comp.sys.atari.programmer

In article <44e2or$4ll@roadkill.scms.rgu.ac.uk>, David Crossen <dc@scms.rgu.ac.uk>
writes:
|> Hi Folks,
|>
|> Does anyone know of a site where I can find source code
|> (preferably C) showing examples of using the MIDI ports on
|> the Atari ST.
|>

If you get a copy of my M1 editor (/Music/eked-m1.zoo in atari.archive)
the file midi_com.c has source to load and dump banks. The basic idea
is to bypass the system calls and read data out of the MIDI buffer
directly - the BIOS calls are _far_ to slow for reliable operation
on a stock ST.

Steven

From 8442057367608788862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,42a0d6af3d0ea8d0
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: HELP on MIDI programming
Date: 1995/10/02
Message-ID: <MGD5BWO@moacs.indiv.nl.net>#1/1
X-Deja-AN: 116901437
references: <44e2or$4ll@roadkill.scms.rgu.ac.uk>
organization: Private Site
newsgroups: comp.sys.atari.programmer

David Crossen (dc@scms.rgu.ac.uk) wrote:

> I started writing (what I thought would be) an easy program
> to Dump/Load programs between the ST and a synth module. I have
> difficuty reading stuff coming from the MIDI In port.
> Large parts of these messages seem to go missing. I'm currently
> using the BIOS calls to put/get characters to/from the MIDI ports.

Don't use the BIOS calls, use open()/read()/write() instead.

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

From -7486614099211832866

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa67dde0c5faa58e
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: [Q] What C compiler available ?
Date: 1995/10/03
Message-ID: <44r07r$mo9@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 116959310
distribution: world
references: <4438dj$sjf@apopi.u-strasbg.fr>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

Charles Hirlimann (ch@valholl.u-strasbg.fr) wrote:
> I'de like to buy a C compiler which can produce 020 code what's
> available ?

Best enviroment: Lattice C
Best debugger / fastest compiler / fastest code : Pure C (borland turbo)
Most techie : Gnu C

From -436355101043198339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e016d33ccb506d5e
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Good Pascal compiler on st ?
Date: 1995/10/03
Message-ID: <44r0bm$mo9@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 116959311
references: <44gbhk$gej@news.univ-angers.fr>
organization: University of Newcastle upon Tyne
newsgroups: comp.sys.atari.programmer

e (you@somehost.somedomain) wrote:
>   Is someone who know where are aviable good pascal compilator on
> st in public domaine ?

The demo version of Pure Pascal is great - includes the source debugger
(well integrated) and the Turbo Pascal BGI stuff.

Doesn't compile to disc though...you have to buy the full version for that.

Craig

From 2715059621413202700
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,cc9986bae52d9f6e,start
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: memory acces under MiNT?
Date: 1995/10/03
Message-ID: <812732868.12929@saffron.imc.exec.nhs.uk>#1/1
X-Deja-AN: 116959312
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <Pine.BUL.3.90.951003131819.4376G-100000@bull.mimuw.edu.pl>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
x-url: news:Pine.BUL.3.90.951003131819.4376G-100000@bull.mimuw.edu.pl
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.4 sun4m)

Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>So the question is: How I can do that under MiNT? Can I switch to
>Supervisor under MiNT?

Yes, just use Supexec() like you would do in TOS. Supexec() is recommended
instead of Super() but I don't know why. Keep your supervisor routines
short and sweet, as Mint cannot multitask whilst a process is in a supervisor
section.

--Chris

From 6390326953104043598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc8f9a940b03c415,start
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Pure C assembler: MODULE question
Date: 1995/10/03
Message-ID: <44rjtv$7et@wn1.sci.kun.nl>#1/1
X-Deja-AN: 116959313
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

Hello,

    I've been trying to link assembler subprograms into my C code.
The Pure C manual says it should look like this:

```
TEXT
MODULE refresh
        move d0,d0
        rts
ENDMOD
```

(The example is, of course, `:-)'.)

But I get a linker error about `refresh: undefined symbol'.
When I do

```
TEXT
EXPORT refresh
refresh: move d0,d0
         rts
```

all works well, but this is aesthetically much less pleasing. What am
I doing wrong?

Regards,
--

```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -9100448447353861247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b31539265c4eb3c,start
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Blitter on F030, please HELP.
Date: 1995/10/03
Message-ID: <Pine.BUL.3.90.951003131228.4376F-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 116959314
organization: Division of Mathematics, Informatics and Mechanics, Warsaw
University
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

There is posibility to swich Blitter to half speed of clock. Is there any
Xbios call responsible for that? I want to set Blitter to half speed and
to be able to check if someone switch the full speed again.

THX for help,

Simon.

From -3499995610231642858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc9986bae52d9f6e
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>

Subject: memory acces under MiNT?
Date: 1995/10/03
Message-ID: <Pine.BUL.3.90.951003131819.4376G-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 116959315
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I'd like to read/write to a 'non standard' memory location --- AdSpeed + 1
(I have installed something under this address)
(ref. Hardware.txt). On a pure TOS I can do that by switching to
Supervisor mode, lurking the address and switching back to User mode.
So the question is: How I can do that under MiNT? Can I switch to
Supervisor under MiNT?

any help will be appreciated,

Simon.

From 1246270496519929887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f067c1ef73b75a8,start
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: pure c assembler: module question
Date: 1995/10/03
Message-ID: <2968rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 117020041
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 03 Oct 95 sanders@sci.kun.nl wrote:
 s> all works well, but this is aesthetically much less pleasing. What
 s> am I doing wrong?

You're doing NOTHING wrong! And, as for aesthetics, it is better that you
have to explicitly nominate external references rather than assume that ALL
internal labels are accessible. Thumbs up to your assembler/linker for
being hygenic about this :)

Roger
rcain@nest.demon.co.uk

--

From -6604230705057704122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc8f9a940b03c415
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Pure C assembler: MODULE question
Date: 1995/10/04
Message-ID: <INF5BHG@moacs.indiv.nl.net>#1/1
X-Deja-AN: 117020039
references: <44rjtv$7et@wn1.sci.kun.nl>
organization: Private Site
newsgroups: comp.sys.atari.programmer

Sander Stoks (sanders@sci.kun.nl) wrote:

```
>     I've been trying to link assembler subprograms into my C code.
> The Pure C manual says it should look like this:
>
> TEXT
> MODULE refresh
>         move d0,d0
>         rts
> ENDMOD
>
> (The example is, of course, `:-)'. )
>
> But I get a linker error about `refresh: undefined symbol'.
```

The assembler manual clearly states that the label following the MODULE directive is visible in the source file where it is defined. The label is *not* visible in other source files. You have to explicitly export the label to make it visible in other source files.

In my manual this is explained on page 111: "Nach MODULE folgt der Name des Moduls. Er ist auch ausserhalb des Moduls sichtbar. Soll er jedoch aus anderen Quelltexten heraus angesprochen werden, muss er wie jedes andere Label exportiert werden."

```
.EXPORT  refresh

.TEXT
.MODULE  refresh
     move d0,d0
     rts
.ENDMOD
```

In addition, the scope of any label defined between .MODULE and .ENDMOD will be limited to the module (unless explicitly exported).

> When I do
>
> TEXT
> EXPORT refresh
> refresh: move d0,d0
>   rts
>
> all works well, but this is aesthetically much less pleasing.

This is very different from using modules, which are treated as
a unit by the linker (i.e. if there are several modules in the
same source file, the linker only pulls in the modules which are
actually used). The MODULE directive is mainly provided to easily
build libraries whith many small subroutines (the alternative is
to put each subroutine in its own source file).

> What am I doing wrong?

Not reading the fine manual. :-)

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

From -1972400827091978341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f067c1ef73b75a8
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: pure c assembler: module question
Date: 1995/10/04
Message-ID: <44u6b1$itj@wn1.sci.kun.nl>#1/1
X-Deja-AN: 117020040
references: <2968rcain@nest.demon.co.uk>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <2968rcain@nest.demon.co.uk> rcain@nest.demon.co.uk (Roger Cain) writes:

>On 03 Oct 95 sanders@sci.kun.nl wrote:
> s> all works well, but this is aesthetically much less pleasing. What
> s> am I doing wrong?

>You're doing NOTHING wrong! And, as for aesthetics, it is better that you
>have to explicitly nominate external references rather than assume that ALL
>internal labels are accessible. Thumbs up to your assembler/linker for
>being hygenic about this :)

Not all labels are accessible. MODULE is supposed to export its name
and place the label at the first code generating statement. That way
you can have multiple MODULES in one .S-file, whose internals are
invisible for the others. (So no more loop237864 labels :-)

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -8634670233324782503
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c1acd501d20d2c8,start
X-Google-Attributes: gid1115ce,public
From: hennacy.1@osu.edu (Richard Hennacy)
Subject: Importing Color Images from a Mac to print on Epson Stylus Color II
Date: 1995/10/04
Message-ID: <hennacy.1.3.009D48F5@osu.edu>#1/1
X-Deja-AN: 117020042
organization: UTS
newsgroups: comp.sys.atari.programmer

I have an Atari falcon which I use mostly for music and a Mac which I use for
graphics. I also have an Epson Sylus Color II which seems to work
incredibly slow on the Mac. I was thinking about trying it out on the
Falcon, but I don't know if there are any drivers that support the 720
dpi resolution mode on the printer, or what I else I would need to
import a color image, view it on the Atari, and hopefully, print it.

If I can't print it, it still would be nice to at least view it on the Falcon,
since it has a video out, something that costs a few hundred bucks
to add to the Mac.

From 4908451928922196459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc37f0b11988014d,start
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Announcement: BAD MOOD mailing list
Date: 1995/10/04
Message-ID: <44ub9s$46q@nyheter.chalmers.se>#1/1
X-Deja-AN: 117020043
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

--
In case you haven't heard of 'BAD MOOD' before, it's the current name of
the project to create a DOOM(TM) .WAD compatible game for the Falcon030.
--

The BAD MOOD project has had a mailing list running for a few weeks.
From the start we intended this to be available to anyone, but we thought
it would be best to do some kind of digest of our previous conversations
first. We still think so, but there never seems to be any time to do it
properly...

So, the mailing list is hereby announced. Join by sending email to
bad_mood-request@rand.thn.htu.se with the word 'subscribe' as subject.

The list is intended for 'serious' discussions related to the BAD MOOD
project. Participants who can't deal with this run the risk of having
their post access removed. Unless you're someone like Peter Sinclair
(far too often seen on rec.games.video.atari), I don't think you'll have
to worry about that, though. ;-)

It's recommended that you check out the previous discussions before
posting questions since a lot of things have been covered earlier.
All the email exchanged so far can be fetched by WWW/ftp.
Take a look via WWW or fetch the 'readme.1st' file by ftp to find out
more. The WWW/ftp site is mentioned below.

--

```
  Chalmers University   | Why are these |  e-mail:   d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |            rand@cd.chalmers.se
                        | so hard to do |  www/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5 and QLem)
```


From -4077240578062643274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc8f9a940b03c415
X-Google-Attributes: gid1115ce,public
From: binder@rbg.informatik.th-darmstadt.de (Thomas Binder)
Subject: Re: Pure C assembler: MODULE question
Date: 1995/10/04
Message-ID: <DFxHwr.Hvt@rz.uni-hildesheim.de>#1/1
X-Deja-AN: 117087339
sender: news@rz.uni-hildesheim.de (NetNews Manager)
references: <44rjtv$7et@wn1.sci.kun.nl>
organization: TU Darmstadt
newsgroups: comp.sys.atari.programmer

Hi there!

In article <44rjtv$7et@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>   I've been trying to link assembler subprograms into my C code.
> The Pure C manual says it should look like this:

```
>
> TEXT
> MODULE refresh
>         move d0,d0
>         rts
> ENDMOD
>
> (The example is, of course, `:-)'. )
>
> But I get a linker error about `refresh: undefined symbol'.
> When I do
>
> TEXT
> EXPORT refresh
> refresh: move d0,d0
>          rts
>
> all works well, but this is aesthetically much less pleasing.  What am
> I doing wrong?
```

Well, just add EXPORT refresh to the first example, and all works well.
Using MODULE/ENDMOD does not automatically export the symbols (the routines may be static), it only makes it possible for the linker to decide which parts of the code it must use and which not.

Ciao

Thomas


```
--
/-----------------------------------------------------------------------------\
| Thomas Binder (IRCNick: Gryf)                | "Quick to judge, quick to   |
| Johann-Valentin-May-Strasse 7                |  anger, slow to understand, |
| 64665 Alsbach-Haehnlein / Germany            |  ignorance, prejudice and   |
| Email: binder@rbg.informatik.th-darmstadt.de |  fear walk hand in hand."   |
| PGP-key available on request!                |                         Rush |
\-----------------------------------------------------------------------------/
```



```
From -3387970905297174914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cb3d66779f627d6d,start
X-Google-Attributes: gid1115ce,public
From: bj624@FreeNet.Carleton.CA (Gary Clinton)
Subject: EX X
Date: 1995/10/05
Message-ID: <DFyL53.4sL@freenet.carleton.ca>#1/1
X-Deja-AN: 117020044
sender: bj624@freenet.carleton.ca (Gary Clinton)
organization: The National Capital FreeNet
reply-to: bj624@FreeNet.Carleton.CA (Gary Clinton)
```

newsgroups: comp.sys.atari.programmer

Now that I have a WWW browser that doesn't require mint and X windows I'd as soon do away with the unix like partition on my hard drive without reformating the HD, anyone know of a program or method to do this, any ideas would be appreciated.

gary

From 5720677407859620517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,65a95cd3f33838fd,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f579c,65a95cd3f33838fd,start
X-Google-Attributes: gidf579c,public
X-Google-Thread: fd9c6,65a95cd3f33838fd,start
X-Google-Attributes: gidfd9c6,public
X-Google-Thread: 109a67,65a95cd3f33838fd,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,65a95cd3f33838fd,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1031e1,65a95cd3f33838fd,start
X-Google-Attributes: gid1031e1,public
X-Google-Thread: fd4c9,65a95cd3f33838fd,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: f8c6e,65a95cd3f33838fd,start
X-Google-Attributes: gidf8c6e,public
From: asmodeus@telerama.lm.com (Aragon Balintine)
Subject: FS:Atari STuff: H/S, prices lowered!
Date: 1995/10/05
Message-ID: <4512hi$j56@tusk.lm.com>
X-Deja-AN: 117087269
summary: Atari ST H/Software for sale
organization: Telerama Public Access Internet, Pittsburgh, PA
keywords: atari, st, for sale, sale, software, hardware
newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsa
le

Updated: 10/05/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
I can not keep up with the newsgroups, so please use one of the below
ways of contacting me.
You can contact me at:

BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on an idividual basis per order. All prices are in US Dollars, and payment is to be in US Funds. Money Order payments will be shipped the day after I receive payment, and personal checks payments will be shipped when the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $250.00
ShoeBox 80meg HD w/ICD+ host $110.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
Epyx The Grip joystick (9-pin) $10.00
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00
Mouse Master $20.00

VIDEO:
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $90.00

AUDIO:
Stereo Replay audio digitizer $85.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE

```
                            (SHW) = Still in shrinkwrap
Disk                          (P) = pending payment
|Manual                    (SOLD) = item has been sold
||Box Software Title          ASKING PRICE
|||   ========================================
DMB   Arctic Fox                    $5.00
DMB   Atari 1st Word ST             $5.00
DMB   Atari ST Academy              $5.00
DMB   Autoduel                      $9.00
DMB   Backup! (Michtron)            $8.00
DMB   Battle Chess                  $8.00
DMB   Battletech -
         cresent hawk's inception  $8.00
DM    BBS Express ST               $12.00
DMB   Blacklamp                     $5.00
DMB   Bloodwych                     $8.00
DMB   Club Backgammon               $8.00
DM    Codehead Hotwire             $14.00
DM    Codehead Lookit & Popit      $9.00
DM    Codehead Maxifile III       $14.00
DM    Codehead Multidesk Deluxe   $14.00
DM    Codehead Utilities           $9.00
DMB   Curse of the Azure Bonds     $8.00
           Above includes Adventures Journal
DM    DC Data Diet                $10.00
DM    DC Desktop                   $9.00
DM    DC Utilities                 $5.00
DMB   Death Bringer                $5.00
DMB   Death Sword                  $5.00
DMB   Defender of the Crown        $8.00
DMB   Deluxe Paint ST             $22.00
DMB   Dragons of Flame             $5.00
DMB   Dungeon Master               $9.00
DB    Dungeon Master no manual,   $10.00
        includes: The Lost
        Scrolls of Mount Anaias help book
DMB   Dungeon Master II:          $11.00
        Chaos Strikes Back; Above includes Gaming Aids disk
DM    E-Z Data (database)          $5.00
DM    Ed Hak     $10.00
DMB   Elite w/Leroy's              $10.00
            Helpbook for Elite
DM    FAST (util)                   $5.00
DMB   FAST - Key SHell and AND      $5.00
DMB   Gauntlet                      $5.00
DMB   GFA Basic3.5e disk,3.0manual $35.00
DM    H&D Base (database)           $5.00
DMB   Hacker II: Doomsday Papers    $8.00
DM    Hard Disk Toolkit             $9.00
          (Beckmeyer Develop.)
DMB   Hillsfar                      $8.00
DM    ICD Clean-up ST              $12.00
DMB   Ikari Warriors                $5.00
```

D	Interlink ST (term)	$13.00
DB	Kis Terminal	$5.00
DM	Laser C	$30.00
DMB	Lock-on	$5.00
DM	Ma Hubbards Cupboard and assorted utils (SHW)	$7.00
DMB	Metro Cross	$7.00
DMB	Michtron BBS 3.0	$12.00
DMB	Mindshadow	$8.00
DM	MVG - Multi Viewer Graphica	$10.00
DMB	Neochrome	$5.00
D	PC Ditto	$5.00
DMB	Populous	$8.00
DMB	Primetime	$5.00
DM3B	Print Master Plus, w/ art gallery 1 & 2	$15.00
DMB	Roadwar 2000	$8.00
DMB	Roadwar Europa	$7.00
2DM2B	Rogue (2 of them) selling both together	$5.00
DMB	Rolling Thunder	$7.00
DMB	Scurples	$7.00
DMB	Space Conquest: A Galactic Odyssey	$5.00
M	Spectrum 512	$7.00
DMB	Speedball 2	$10.00
DMB	ST Karate	$5.00
DMB	ST-Talk Professional 2.0	$8.00
DMB	Temple of Aphsai Trilogy	$8.00
DB	Temple of Aphsai Trilogy	$8.00
D	Time Link	$5.00
DMB	Timeworks Data Manager ST	$15.00
DMB	TimewrksDesktopPublisher(SHW)	$20.00
D?B	Timeworks Word Writer ST	$15.00
DB	Tool Box volume 1	$5.00
DMB	Top Gun, (SHW)	$8.00
DMB	Top Gun	$8.00
DMB	Ultima V: Wariors of Destiny w/cloth map and coin	$10.00
DM	Ultimate Virus Killer	$10.00
DM	Universal Item Selector3.32	$9.00
DMB	Universe III	$9.00
DB	Wanderer, w/2 3d glasses	$5.00
DM	Wizworks Image Cat picture cataloger	$9.00
4DM	Wizworks Mugshot w/data disks 1-3	$10.00

mag Assorted Atari Magazines: INCLUDING DISKS $55.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book	Atari Logo Sourcebook	$6.00
book	ST Basic Sourcebook and Tutorial	$6.00
book	Compute!'s ST Programmer's Guide	$6.00
book	The Atari ST Book (Turner)	$6.00
book	Intermediate and Advanced Atari ST Subjects (Turner)	$6.00
book	Turner's Third Book of Atari ST Topics (Turner)	$6.00

All prices are open to negotiation, please make an offer if you are
interested in something(s).

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
  there is a link on my home page for the current list of atari items

All prices are negotionable.
All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

Article Unavailable

From 3500307992235354719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d043b7c70039391,start
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: DSP chunky-planar converter
Date: 1995/10/05
Message-ID: <450ghb$120@vishnu.jussieu.fr>#1/1
X-Deja-AN: 117087337
references: <1995Oct5.101929.17625@ludens>
content-type: text/plain; charset=iso-8859-1
organization: Epsilon Software
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <1995Oct5.101929.17625@ludens>,
   szoli@ludens.elte.hu (Sebestyen Zoltan) wrote:
>the chunky is a "logical" one byte per pixel display, the planar one is the
>Falcons 8-bitplane-bitacrobatic video mode with 320x200 resolution.)
Why don't you use true color? In most cases, it is a loooot easier and faster.
And it's prettier, too.

```
+-----------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
```

```
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
+-------------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes      |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
|4, place Jussieu, 75252 Paris Cedex 05                     |
+-------------------------------------------------------------+
```

From -5973890971417503915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d043b7c70039391
X-Google-Attributes: gid1115ce,public
From: szoli@ludens.elte.hu (Sebestyen Zoltan)
Subject: DSP chunky-planar converter
Date: 1995/10/05
Message-ID: <1995Oct5.101929.17625@ludens>#1/1
X-Deja-AN: 117087338
organization: Eotvos University, Budapest, Hungary
newsgroups: comp.sys.atari.programmer

HI there,

 I'm searching for a so-called chunky-planar converter DSP code, because the one I've got is far too slow.(I mean the dislay's got 8 bitplans(256 colors), the chunky is a "logical" one byte per pixel display, the planar one is the Falcons 8-bitplane-bitacrobatic video mode with 320x200 resolution.)

     Thanks in advance,

                    Zoltan Sebestyen

From -1606114631393779241
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f067c1ef73b75a8
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: pure c assembler: module question
Date: 1995/10/05
Message-ID: <YCG5BCW@moacs.indiv.nl.net>#1/1
X-Deja-AN: 117087340
references: <2968rcain@nest.demon.co.uk> <44u6b1$itj@wn1.sci.kun.nl>
organization: Private Site
newsgroups: comp.sys.atari.programmer

Sander Stoks (sanders@sci.kun.nl) wrote:

> Not all labels are accessible. MODULE is supposed to export its name
> and place the label at the first code generating statement. That way

> you can have multiple MODULES in one .S-file, whose internals are
> invisible for the others. (So no more loop237864 labels :-)

You never need ,,loop237864 labels''. The Pure C assembler supports
local labels (described in section `Lokale Labels'). The advantage
of a Pure C module is that it is treated as a unit by the linker.

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

From 4207654370118306792
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,843b4a6f3ab287a6,start
X-Google-Attributes: gid1115ce,public
From: gio@wcl-rs.bham.ac.uk (Giovanni Ciampa)
Subject: gcc installation problem (revisited)
Date: 1995/10/05
Message-ID: <450bi5$i3l@sun4.bham.ac.uk>#1/1
X-Deja-AN: 117087341
organization: The University of Birmingham, UK.
reply-to: gio@wcl.bham.ac.uk
newsgroups: comp.sys.atari.programmer

Firstly... thanks to those people who pointed out that I was missing 'as' (and
'ld' too, as it turned out) in response to my original query:

What I'm getting now is one or other of the following:

1) 'ld: cannot find file for: gnu.olb'
2) 'ld: cannot find file for: crt0.o'

The two files in question were originally in the directory:

/usr/local/lib/gcc-lib/m68000-mint/2.6.3/ (which resulted in message 1)

so I moved *.olb and *.o to /usr/local/lib (resulted in message 2)

so put simply: where should these files go?

Thanks (again) in advance...

Be seeing you...

```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa    |
| \O/\\O/ | gio@wcl.bham.ac.uk |
|   / \   |--------------------|
|   \_/   | I am but a figment |
```

```
|  \___/  | of my own deranged |
|   \_/   | imagination        |
\---------+--------------------/
```

From -7474218590978726967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc8f9a940b03c415
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Pure C assembler: MODULE question
Date: 1995/10/05
Message-ID: <450s18$23r@wn1.sci.kun.nl>#1/1
X-Deja-AN: 117087345
references: <44rjtv$7et@wn1.sci.kun.nl> <INF5BHG@moacs.indiv.nl.net>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <INF5BHG@moacs.indiv.nl.net> waldi@moacs.indiv.nl.net (Waldi Ravens) writes:

>Sander Stoks (sanders@sci.kun.nl) wrote:

```
>>     I've been trying to link assembler subprograms into my C code.
>> The Pure C manual says it should look like this:
>>
>> TEXT
>> MODULE refresh
>>         move d0,d0
>>         rts
>> ENDMOD
>>
>> (The example is, of course, `:-)'. )
>>
>> But I get a linker error about `refresh: undefined symbol'.
```

>The assembler manual clearly states that the label following the
>MODULE directive is visible in the source file where it is defined.
>The label is *not* visible in other source files. You have to
>explicitly export the label to make it visible in other source
>files.

>In my manual this is explained on page 111: "Nach MODULE folgt der
>Name des Moduls. Er ist auch ausserhalb des Moduls sichtbar. Soll
>er jedoch aus anderen Quelltexten heraus angesprochen werden, muss
>er wie jedes andere Label exportiert werden."

```
>.EXPORT refresh

>.TEXT
>.MODULE refresh
>    move d0,d0
>    rts
```

>.ENDMOD

So why wasn't the EXPORT in the fine manual? :-)

The example just quoted a C source with an assembler source below,
without the EXPORT IIRC.

Anyway, I'll try this.

Thanks,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From 8882949521062901117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,1dc9a024fbdc7891,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,1dc9a024fbdc7891,start
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Falcon video registers...
Date: 1995/10/20
Message-ID: <467srh$c93@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 117837595
references: <45u516$dss@newdelph.rtsg.mot.com>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
nntp-posting-user: 348

In article <45u516$dss@newdelph.rtsg.mot.com>, whitema@vance.cig.mot.com (Michael
A. White) writes:
>In article <45to6m$9r5@m1.cs.man.ac.uk> jacquesa@cs.man.ac.uk writes:
>>
>>Hi, does anyone know how you find out how many planes there are
>>in the current resolution?? I have looked through the hardware
>>docs that are all over the place, but this only gives true-colour
>>256 and mono....
>>
>
>This information is returned to you when you open a virtual workstation.
>Refer to the Atari Compendium (or any Atari specific compiler manual)
>for detailed information.

Sorry, I dont seem to have been specific enough. I cannot use the VDI,
as it is within a STOS extension. I cannot use the XBIOS, as there are
problems on TOS 4.01/2 when changing from an ST mode (ie from STOS!!)

The mode is being changed by directly copying a register dump into the hardware video registers. It appears as if they dont actually hold a bitpattern which tells you the number of colours (16,8 and 1 bpp are covered, but not 4 and 2) Yet a 16-colour register dump WILL switch to 16 colour mode....

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2 available from WWW page... UUE'd on request...

From -2952765444820710995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d6833be6bff17e3
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: re: re: memory management problems in lattice c?!
Date: 1995/10/20
Message-ID: <814199125.1927@saffron.imc.exec.nhs.uk>#1/1
X-Deja-AN: 117837664
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <3211phodgkin@nest.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
x-url: news:3211phodgkin@nest.demon.co.uk
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.4 sun4m)

phodgkin@nest.demon.co.uk (Phil Hodgkins) wrote:
>In a message of <17 Oct 95 22:38:08>, C.Ridd@imc.exec.nhs.uk (90:100/106)
>writes:
> C> Just set the program header flags.
>
>Now why didn't I think of that? Too highly skilled - probably
>:)

:-)

I'm in the midst of finishing a little CPX that lets you set the program flags. Just drag programs onto the CPX window...

--Chris

From -442794286284729145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,9e2fbc9a27d0f04a,start
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 10afa1,9e2fbc9a27d0f04a,start
X-Google-Attributes: gid10afa1,public
X-Google-Thread: 1115ce,9e2fbc9a27d0f04a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102bfa,9e2fbc9a27d0f04a,start
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10121b,9e2fbc9a27d0f04a,start
X-Google-Attributes: gid10121b,public
X-Google-Thread: 11431d,9e2fbc9a27d0f04a,start
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1105ff,9e2fbc9a27d0f04a,start
X-Google-Attributes: gid1105ff,public
X-Google-Thread: fa664,9e2fbc9a27d0f04a,start
X-Google-Attributes: gidfa664,public
From: herschberg@gnn.com (Todd F. Herschberg)
Subject: Shareware Author Listing
Date: 1995/10/20
Message-ID: <468etm$bui@news-e1a.megaweb.com>#1/1
X-Deja-AN: 117862426
x-gnn-newsserver-posting-date: 20 Oct 1995 15:23:34 GMT
organization: Megaweb
reply-to: herschberg@gnn.com
newsgroups:
alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,rec.games.programmer

I am attempting to create a freeware listing of
shareware authors and how to contact them. If you are
a shareware author and would like to be included in
this document, please reply via e-mail (no sense
cluttering up the newsgroups more than necesssary)
with the following information:

Author name:
Company:
Products:
E-Mail address:
Mailing address:
Business Phone:
Types of payment accepted:
Web Page:
Where to find your programs:
Platform:
A BRIEF description of your products: (Try to keep it

under 256 characters)

Thank you.

Todd F. Herschberg
herschberg@gnn.com

P.S.- Due to popular demand, I will also be including Freeware and PD
Authors

From -9167492555575355000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9fc7ae30088959e8,start
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: atari & iomega zip100
Date: 1995/10/20
Message-ID: <3225rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 117884711
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 19 Oct 95 andi@complang.tuwien.ac.at wrote:

 a> I have problems connecting an Iomega Zip drive to my atari TT. I
think
 a> the problem is, that the Zip drive only can use SCSI address 5 or
6.
 a> The atari hard disk driver only seeks for address 0 to 3. With
general
 a> SCSI programs like HDX and HDRATE (862KB/s and 31ms seek) I can
access
 a> the drive, but it cannot be used from desktop or tos. Is there
a
 a> driver which can access drives at address 5 or
6.

Are you sure the driver is configured correctly? Use AHDICONF to check that
the driver knows to look at IDs 5 and
6.

Roger
rcain@nest.demon.co.uk

--

From 6793691120295266841
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,559799b88f566f3d
X-Google-Attributes: gid1115ce,public
From: ajalkane@lk-hp-15.hut.fi (Arto Jalkanen)
Subject: Re: Lexicon V1.0 (Simulates keyboard using mouse), author needs help with problem
Date: 1995/10/20
Message-ID: <4688qd$fd5@nntp.hut.fi>#1/1
X-Deja-AN: 117884713
distribution: inet
references: <DGpFpM.5JE.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
organization: Helsinki University of Technology
newsgroups: comp.sys.atari.programmer

In article <DGpFpM.5JE.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>,
Ian Clarke <I.Clarke@sms.ed.ac.uk> wrote:
>Has anyone seen/heard about Lexicon V1.0, it is an accessory which allows you to
>simulate keyboard input by drawing shapes with the mouse. It received a reasonably

Yes, it sounded quite interesting! Haven't tried it though.

>used my Falcon FacTT File connections to tackle the problem and discovered that the
>MOUSEK command, which I was using as part of an EVNT_TIMER repeat/until loop. I was
>advised to use the MKSTATE command, but this did not solve the problem. All I want
>to do is detect a right mouse-key press and call a procedure, does anyone know how I
>can do this without interfering with the screen updates?

This is a problem with GFA basic, and I have no idea how it can be
cured (if it can). This was one of the most frustrating things I
discovered when I was still programming with GFA Basic. This same
droppings happen even with evnt_multi when using low values on
timer. The droppings won't happen if you just wait for the
mouse input in evnt_multi (or evnt_button, if you don't have anything
else to check).

I don't know how your program is built, but it sounded to me
like you was waiting for the right mouse button in busy loop
similar to this:

```
DO
  EVNT_TIMER(something low I guess)
WHILE (MOUSEK <> 2)
```

If this is the case, mouse droppings will happen while being in this
loop. You should make this call using AES functions instead.

Like evnt_button(I can't remember the parameters).

This call returns immediately when the button state is like you
want it to be.

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

From 3819705888442154044
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f79ebebc77a4b5ae
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: Help with F030 blitter.
Date: 1995/10/21
Message-ID: <46ahin$t45@news3.cts.com>#1/1
X-Deja-AN: 117884710
references: <DGnLpt.C8o.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

I realize this may be a stupid question, but are you setting the Blitter
at 16MHz? Just curious...

Rich

****

Stuart Corrin (sjsc@dcs.ed.ac.uk) wrote:
: Hi. I'm starting to program a game on my Falcon030 and would like some help
regarding
: blitter sprites. I think my problem is I have inefficient blitter routines, eg:
: I am in 256 cols, 320x200 and can only write 50 pre-shifted 32x32 blocks (ie.,
just
: moving not masking) each frame, with the blitter. Is this poor / good / O.K?
Because
: I have routs that can do 45 pre-shifted 32x32 blocks without the blitter (in
each
: frame).

: Thanks for the help in advance.

: --
:   C Ya.

:   Stuart Corrin   sjsc@dcs.ed.ac.uk

From -5327884769368413425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46a6588cce733e88
X-Google-Attributes: gid1115ce,public
From: avsec@westminster.ac.uk (Philip Shore)
Subject: Re: jdeb_ok.lzh
Date: 1995/10/21
Message-ID: <DGsuwz.Isp@westminster.ac.uk>#1/1
X-Deja-AN: 117884712
sender: news@westminster.ac.uk
references: <3212phodgkin@nest.demon.co.uk>
organization: University of Westminster
newsgroups: comp.sys.atari.programmer

Phil Hodgkins (phodgkin@nest.demon.co.uk) wrote:
: In a message of <17 Oct 95 22:38:06>, Doug.Byfield@miratel.uniserve.com
: (90:100/106)
: writes:

: D> Has anyone downloaded the debugger? If so from where? What

: Try Hensa (micros.hensa.ac.uk) in micros/atari/tos/q/q135 (I
: think!)

I just helped Doug out with this.
If anyone else is having trouble getting it from hensa, I have put on my ftp
access. Get it from 'ftp.cranfield.ac.uk/public/me/ev942703/jdeb.lzh'.

Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk
             http://www.cranfield.ac.uk/public/me/ev942703

Atari Falcon030 4mb/120HD/FPU

From -2920361301675453605
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,9e2fbc9a27d0f04a
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 10afa1,9e2fbc9a27d0f04a
X-Google-Attributes: gid10afa1,public
X-Google-Thread: 11431d,9e2fbc9a27d0f04a
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1105ff,9e2fbc9a27d0f04a
X-Google-Attributes: gid1105ff,public
X-Google-Thread: 102bfa,9e2fbc9a27d0f04a

X-Google-Attributes: gid102bfa,public
X-Google-Thread: fa664,9e2fbc9a27d0f04a
X-Google-Attributes: gidfa664,public
X-Google-Thread: 1115ce,9e2fbc9a27d0f04a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 10121b,9e2fbc9a27d0f04a
X-Google-Attributes: gid10121b,public
From: katzlbt@vuse.vanderbilt.edu (Thomas Katzlberger)
Subject: Re: Shareware Author Listing
Date: 1995/10/21
Message-ID: <46b1u9$m26@news.vanderbilt.edu>#1/1
X-Deja-AN: 117903934
references: <468etm$bui@news-e1a.megaweb.com>
organization: a black NeXT
followup-to:
alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,rec.games.programmer
newsgroups:
alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,rec.games.programmer

Todd F. Herschberg (herschberg@gnn.com) wrote:
: I am attempting to create a freeware listing of
: shareware authors and how to contact them. If you are
: a shareware author and would like to be included in
: this document, please reply via e-mail (no sense
: cluttering up the newsgroups more than necesssary)
: with the following information:

For everyone who doesn't want to wait for that try:

http://www.leo.org/

LEO (Link Everything Online)
     Software for Unix, NeXT, PC, Amiga, Atari, Macintosh, OS/2,
     Linux, FreeBSD, NetBSD, BSDI, X11, ...

Cat.
--
_/
_/_/ Thomas Katzlberger _/_/
_/_/ katzlbt@vuse.vanderbilt.edu _/_/
_/_/ @aBlackNeXT.called.garfield _/_/
_/_/ http://www.vuse.vanderbilt.edu/~katzlbt/ _/_/
_/_/ "You can tune a file system, but you can't tune a fish." _/_/

From 7907921583961789594
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,37f5c61c5382edf7
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: JDEB_OK.LZH
Date: 1995/10/21
Message-ID: <FJVRFFAIUP@data.rhein-main.de>#1/1
X-Deja-AN: 117928251
references: <460aq0$5h2@rrzs3.uni-regensburg.de> <46550o$dmu@news.iesd.auc.dk>
<465h5h$sej@rrzs3.uni-regensburg.de>
content-length: 1271
content-type: text/plain; charset=ISO-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <465h5h$sej@rrzs3.uni-regensburg.de> Rainer Riedl wrote:

Hallo,

>With my Rev. D/C Falcon there are problems with the 40Mhz mode. :-(
>I□ll have to try a view things mentioned in the manual.
>Sometimes it runs without problems for hours and somtimes it crashes all 5
>minutes in the 40MHz mode. (and I don□t wanna switch back to 32 or 36)
>Great card! Hope I get my memory soon!
>An software update for faster RAM-access will be out soon.

Dann kein die CPU, der Bus leider nicht mehr verkraften.
Hast Du einen K□hlk□rper auf die CPU geklebt?
Am sichersten ist wirklich W□rmeleitpaste, viele K□hlk□rper
sind nicht unbedingt 100% Plan, es kann sich ein winziger
Spalt zwischen CPu-Oberfl□che und der K□hlk□rperunterseite
bilden, das W□rmeproblem ist dann schlimmer als ohne K□hlk□rper.

L□uft er stabiler wenn Du die hohe Bildschirmaufl□sung runternimmst?
(Z.b Monochromemode?)

Ich betreibe einen in einem F030 Rev.A da laufen die 40Mhz sehr stabil.

Gru□, Robert

--

* * * Robert Schaffner @OF2.maus.de ** Home of DOITF030 **
* * * Tel/Fax/Modem: +49 (0)6103-67197 == CoMa-Voice ==
* * * Machines: F030, 520ST, 64Bit-Jaguar, LYNX I/II
* * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3

* * * GSZRZ, CoNnect, VideoText, FtpMail

From -3802082661014628205
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d6833be6bff17e3
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: re: re: re: memory management problems in lattice c?!
Date: 1995/10/21
Message-ID: <3253phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 117928254
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <20 Oct 95 16:18:02>, C.Ridd@imc.exec.nhs.uk (90:100/106)
writes:

 >> C> Just set the program header
flags.
 >>

 >> Now why didn't I think of that? Too highly skilled -
probably
 >>
:)
 C>

 C>
:-)
 C>

 C> I'm in the midst of finishing a little CPX that lets you set
the
 C> program flags. Just drag programs onto the CPX
window...

Sounds nice and complicated - are you using Thing (AV server) or the plain
desktop?

I'm going to have to get into inter-program communication
soon.

Phil.

~ When you get there, there's no there there.
~

--

From -5462317215378975224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b4b0fed9f0ae6354,start
X-Google-Attributes: gid1115ce,public
From: arnol@stack.urc.tue.nl (Arno van Loenen)
Subject: atari Connector info ???
Date: 1995/10/21
Message-ID: <46blaj$qor@tuegate.tue.nl>#1/1
X-Deja-AN: 117928255
organization: MCGV Stack, Eindhoven University of Technology, the Netherlands.
newsgroups: comp.sys.atari.programmer

Has anyone got some info about the pins of the ports of the Atari 600xl. I want to for example light up some leds when I send a code to a port (I don't know which one is the easiest ? the cassette one or the larger one ??)
Thanks in advance for replying !

Arno van Loenen

From 7859526303034604659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4004c5f6ebece85d,start
X-Google-Attributes: gid1115ce,public
From: arnol@stack.urc.tue.nl (Arno van Loenen)
Subject: pin info of 600xl ???
Date: 1995/10/22
Message-ID: <46dq61$hhq@tuegate.tue.nl>#1/1
X-Deja-AN: 117928252
organization: MCGV Stack, Eindhoven University of Technology, the Netherlands.
newsgroups: comp.sys.atari.programmer

I want to build an interface to use with my 600xl, but I haven't got a description of the pins ?? Who can help me out, it would really be appreciated...

Arno van Loenen

From -8213240411671763659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68c66659d66f864b,start
X-Google-Attributes: gid1115ce,public
From: miqco@sci.fi (Veikko Vanamo)
Subject: Q:Mouse sprites in GFA, How?
Date: 1995/10/22
Message-ID: <3089778636eb61@sci.fi>#1/1
X-Deja-AN: 117928253
content-type: text/plain; charset=ISO-8859-1
organization: Scifi Communications International Oy
mime-version: 1.0
reply-to: miqco@sci.fi
newsgroups: comp.sys.atari.programmer

I want to use my own mousepointer, sprite type,
in my program but,
if I use HIDEM there is still old mousepointer,
especially if I use screen flipping.
How can I avoid it?
This listing shows method I've tried.
It works quite good because my new mousepointer is
far away from original(hidden one).
But I want it to be exactly in mousecoordinates x and y.
And I don't want to redraw whole screen again if it
is possible avoid.
Also I want to use diffrent shapes in different part of
screen, but I think I can hadle that.
All comments,helps etc. Yuo can give to me are welcome
to my E-Mail address (miqco@sci.fi).

```
HIDEM
x=MOUSEX
y=MOUSEY
old_x=x
old_y=y
GET x,y+30,x+15,y+45,background$ ! Get Background-String
PUT x,y+30,mask$,4  !          Put mask (NOT s) AND d mode
PUT x,y+30,arrow$,6 !          Put sprite XOR mode
VSYNC
WHILE MOUSEK<>2
  x=MOUSEX
  y=MOUSEY
  IF x<>old_x OR y<>old_y
    PUT old_x,old_y+30,background$   ! Put Background (only)if moved
    old_x=x
    old_y=y
    GET x,y+30,x+15,y+45,background$ ! Get Background-String
    PUT x,y+30,mask$,4  !              Put mask (NOT s) AND d mode
    PUT x,y+30,arrow$,6 !              Put sprite XOR mode
    VSYNC
```

```
  ENDIF
WEND
```

--


```
                                                    \     /
  ,-----------------------------------------------  \,O,/
 ( Snail Mail:     Veikko Vanamo, Lahtomaenkatu 3 B 38, )^(
  )       33580 Tampere, Finland         ( v )
 ( InterNet E-Mail: miqco@sci.fi          \|/
  '-----------------------------------------------------'-
```


From -2293222589581738512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a3e74cffe4086727,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a3e74cffe4086727,start
X-Google-Attributes: gid109a67,public

From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: FLH file format
Date: 1995/10/23

Message-ID: <46fvte$ni2@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 117978633

organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
nntp-posting-user: 348

Hi, having now got working FLI/C player code (displaying in true-colour)
I now want to extend it to support FLH files (as created by Apex). So...

Does anyone know where I can get the Fileformat (or even better, code)
for FLH files....

Someone must know... (doug ;)

Anthony

--


```
-----------------------------------------------------------------------------

                  Anthony Jacques : jacquesa@cs.man.ac.uk
                  WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2 available from WWW page...  UUE'd on request...
-----------------------------------------------------------------------------
```


From 859979227505487624
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a3e74cffe4086727

X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a3e74cffe4086727
X-Google-Attributes: gid109a67,public
From: da-cun_e@neon.epita.fr (eric da-cunha)
Subject: Re: FLH file format
Date: 1995/10/23
Message-ID: <46ga0u$b6d@boson.epita.fr>#1/1
X-Deja-AN: 117978636
distribution: world
sender: da-cun_e@neon (eric da-cunha)
references: <46fvte$ni2@m1.cs.man.ac.uk> <46g9ue$b6d@boson.epita.fr>
organization: Epita (French Computer Science school)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <46fvte$ni2@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques)
writes:
|> Hi, having now got working FLI/C player code (displaying in true-colour)
|> I now want to extend it to support FLH files (as created by Apex). So...

I had the same problem. Such a file as an unknown magic,
the header says 16b bitmap, and the data chunk id is 27. This means nothing if we
refer to the documentation. It is neither byte nor word-packed nor
uncompressed...
How can we display such a format ?

From 7693062589962030441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a3e74cffe4086727
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a3e74cffe4086727
X-Google-Attributes: gid109a67,public
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Subject: Re: FLH file format
Date: 1995/10/23
Message-ID: <DGwuyv.K6o@cf.ac.uk>#1/1
X-Deja-AN: 117978648
x-nntp-posting-host: d133.elsy.cf.ac.uk
sender: news@cf.ac.uk (USENET News System)
references: <46fvte$ni2@m1.cs.man.ac.uk>
content-type: text/plain; charset=us-ascii
organization: University of Wales, Cardiff, UK.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
x-mailer: Mozilla 1.1N (Windows; I; 16bit)

FLH, is that the same as FLX format produced by Lexicor's phase-4 stuff
or PC's tempra's turbo animator? These are 15-bit animations, 32K colour
but I can't play them on my 16-bit (65K colour) card.

Simon

From 1540237465205204183
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d6833be6bff17e3
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: re: re: re: memory management problems in lattice c?!
Date: 1995/10/23
Message-ID: <814440377.17673@saffron.imc.exec.nhs.uk>#1/1
X-Deja-AN: 117978710
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <3253phodgkin@nest.demon.co.uk>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
x-url: news:3253phodgkin@nest.demon.co.uk
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.4 sun4m)

phodgkin@nest.demon.co.uk (Phil Hodgkins) wrote:
>Sounds nice and complicated - are you using Thing (AV server) or the plain
>desktop?

It uses the Atari Drag'n'Drop protocol as well as the AV Protocol. It reacts
to anything it gets sent, basically.

I can also drag files from Freedom onto it, and it works OK!

--Chris

From -1270291543537314914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,46a6588cce733e88
X-Google-Attributes: gid1115ce,public
From: djs@jet.uk (David Stevenson)
Subject: Re: jdeb_ok.lzh
Date: 1995/10/23
Message-ID: <djs.814450147@gen-off-3>#1/1
X-Deja-AN: 117978711
references: <3212phodgkin@nest.demon.co.uk>
organization: JET Joint Undertaking
newsgroups: comp.sys.atari.programmer

phodgkin@nest.demon.co.uk (Phil Hodgkins) writes:
> D> Has anyone downloaded the debugger? If so from where? What

>Try Hensa (micros.hensa.ac.uk) in micros/atari/tos/q/q135 (I think!)

Sadly it does not work under MagiCMac.

Has anyone got _any_ Atari debugger to work with MagiCMac?
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
    The above article is the personal view of the poster and should not be
       considered as an official comment from the JET Joint Undertaking
==========

From -4489407954025799630
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c23feb462a88724,start
X-Google-Attributes: gid1115ce,public
From: John.Kormylo@f7861.n106.z1.fidonet.org (John Kormylo)
Subject: Pure C assembler: MOD
Date: 1995/10/23
Message-ID: <99f_9510231221@tagenda.sccsi.com>#1/1
X-Deja-AN: 117978712
organization: Fidonet: D.U.E. Fido & AtariNet (713)944-7861
newsgroups: comp.sys.atari.programmer
x-ftn-to: Sander Stoks

> BTW, this is all explained in my English version of the Pure C
> Help Files.

SS> English version? Where can I get that?

Send $50 US to E.L.F. Software, 9614 Oregano Circle, Houston, TX
77036.

Add $5 for foreign postal orders (bank service charge).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@f7861.n106.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

From -5945257608730911799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,9e2fbc9a27d0f04a

X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 10afa1,9e2fbc9a27d0f04a
X-Google-Attributes: gid10afa1,public
X-Google-Thread: 11431d,9e2fbc9a27d0f04a
X-Google-Attributes: gid11431d,public
X-Google-Thread: 1115ce,9e2fbc9a27d0f04a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fa664,9e2fbc9a27d0f04a
X-Google-Attributes: gidfa664,public
X-Google-Thread: 102bfa,9e2fbc9a27d0f04a
X-Google-Attributes: gid102bfa,public
X-Google-Thread: 10121b,9e2fbc9a27d0f04a
X-Google-Attributes: gid10121b,public
X-Google-Thread: 1105ff,9e2fbc9a27d0f04a
X-Google-Attributes: gid1105ff,public
From: adamnet@ix.netcom.com (Jared Shope)
Subject: Re: Shareware Author Listing
Date: 1995/10/23
Message-ID: <46gal4$63n@ixnews5.ix.netcom.com>#1/1
X-Deja-AN: 118004747
references: <468etm$bui@news-e1a.megaweb.com> <46b1u9$m26@news.vanderbilt.edu>
organization: Netcom
x-netcom-date: Mon Oct 23 7:59:48 AM PDT 1995
newsgroups:
alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,rec.games.programmer

In <46b1u9$m26@news.vanderbilt.edu> katzlbt@vuse.vanderbilt.edu (Thomas
 Katzlberger) writes:
>
>Todd F. Herschberg (herschberg@gnn.com) wrote:
>: I am attempting to create a freeware listing of
>: shareware authors and how to contact them. If you are
>: a shareware author and would like to be included in
>: this document, please reply via e-mail (no sense
>: cluttering up the newsgroups more than necesssary)
>: with the following information:
>
>For everyone who doesn't want to wait for that try:
>
>http://www.leo.org/
>
>LEO (Link Everything Online)
>   Software for Unix, NeXT, PC, Amiga, Atari, Macintosh, OS/2,
>   Linux, FreeBSD, NetBSD, BSDI, X11, ...

<snipped Thomas' sig>

Thank you, Thomas! Here is another site for shareware, but the search
engine was broken, and I'm not sure if it is working yet:

http://www.jumbo.com
--
Dale Smith, Ph.D. Phone: 800-753-2326
Quantitative Analyst Email: adamnet@ix.netcom.com
ADAM Investment Services (Put my name in the Subject field!)
Atlanta GA Home Email: dtsmith@mindspring.com
Opinions I express here are my own and not my employer's.

From -7719993005960667161
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,14df84e8773ecd1a,start
X-Google-Attributes: gid1115ce,public
From: vegard@interlink.no (Vegard Hofsoy)
Subject: AV protocol
Date: 1995/10/23
Message-ID: <vegard-2310950028140001@trh-ppp6.interlink.no>#1/1
X-Deja-AN: 118034576
organization: Mediadrom AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

I am trying to find *english* documentation for the AV protocol. Can
anybody help?

Vegard Hofsoy <vegard@interlink.no>

From 7767034372073839899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd8505db23417123
X-Google-Attributes: gid1115ce,public
From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: Re: Programming Docs
Date: 1995/10/23
Message-ID: <814470296_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 118034582
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

In article <46iodl$728@cc.tut.fi>
t150315@proffa.cc.tut.fi (Tamminen Eero) said:-

>: all new AES messages since TOS 1.2, especially the AV_PROTOCOL.
>
>: multitasking extentions. I have some documentation that came with MagiC but
>: I need to know more, and I need to know about Geneva and MultiTOS. For
>: instance, how do I enable background window operations under Geneva and
>: MultiTOS.

>
>If you know german, you could use the E-GEM library which AFAIK
>(I don't understand german) does most of the window processing
>work for you. It offers windowed dialogs, drag & drop, etc.

Unfortunately, I don't know German :-(

>Or, if you don't intend to do apps, just output some windowed
>graphics stuff, you could try my own lib. It's currently works
>with xgemfast (SozobonX C), but I'll intend to fix it for gemlib
>some time this year. Currently it only supports black and white
>colors as I'm unable to debug color output on my monochrome monitor.
>However, it should work on every resolution as it uses VDI/AES for
>output.

Sounds like we are doing similar stuff.

I've written an easy to program GEM interface for writing applications. It can put dialogues into windows and handles all the messages etc. I've got it to the stage where I'll soon be after people to test it but it seems a shame to not have it able to run in the background under MultiTOS and Geneva just because I don't have the docs to enable their equivilent of MagiC's WM_BOTTOM message.

Guy

--

Guy Harrison

guy@swampdog.demon.co.uk

From 1923691534506760772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,14df84e8773ecd1a
X-Google-Attributes: gid1115ce,public
From: bosem@delphi.com
Subject: Re: AV protocol
Date: 1995/10/24
Message-ID: <BXKlI7m.bosem@delphi.com>#1/1
X-Deja-AN: 118034577
references: <vegard-2310950028140001@trh-ppp6.interlink.no>
organization: Delphi (info@delphi.com email, 800-695-4005 voice)
x-to: Vegard Hofsoy <vegard@interlink.no>
newsgroups: comp.sys.atari.programmer

You'll find documentation for the AV protocol in the Thing.59E

Desktop archive (available at any Atari FTP site). The docs are in
ST-Guide Hypertext format, but they are in english.

Bob

From -3902514445654213063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d4b8cef2252dbf4,start
X-Google-Attributes: gid1115ce,public
From: donaldp@srvwingb (Ben Price)
Subject: CR/LF mapping with fgets
Date: 1995/10/24
Message-ID: <46id0g$rq6@hobbes.sco.COM>#1/1
X-Deja-AN: 118034578
organization: sco.com
reply-to: donaldp@sco.com
newsgroups: comp.sys.atari.programmer

Hi everyone,

I'm currently developing some code which will talk to a pop server and
download my mailbox - I couldn't find one in any of the archives which
would do this. Anyway, I've got it working under MiNT either talking
directly to /dev/modem1 or using sockets, but I have come across a bug
or maybe its a feature ;-)

All POP messages are terminated with CRLF pairs, but the fgets() call
always seems to translate these into LFLF pairs. Any insight would be
appreciated - I don't want to special case this code, as the same
code works on my Unix box without any problems.

     Donald

--
Donald Page   donaldp@sco.com
SCO, Hatters Lane, Watford, WD1 8YN, UK   +44(0)1923 813563

From -1738180620565204257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bd8505db23417123
X-Google-Attributes: gid1115ce,public
From: t150315@proffa.cc.tut.fi (Tamminen Eero)
Subject: Re: Programming Docs
Date: 1995/10/24
Message-ID: <46iodl$728@cc.tut.fi>#1/1
X-Deja-AN: 118034579
distribution: world
references: <814063692_OASIS_@swampdog.demon.co.uk>
organization: Tampere University of Technology, Computing Centre

newsgroups: comp.sys.atari.programmer

: ARGV protocol

: all new AES messages since TOS 1.2, especially the AV_PROTOCOL.

: multitasking extentions. I have some documentation that came with MagiC but I
: need to know more, and I need to know about Geneva and MultiTOS. For instance,
: how do I enable background window operations under Geneva and MultiTOS.

If you know german, you could use the E-GEM library which AFAIK
(I don't understand german) does most of the window processing
work for you. It offers windowed dialogs, drag & drop, etc.

Or, if you don't intend to do apps, just output some windowed
graphics stuff, you could try my own lib. It's currently works
with xgemfast (SozobonX C), but I'll intend to fix it for gemlib
some time this year. Currently it only supports black and white
colors as I'm unable to debug color output on my monochrome monitor.
However, it should work on every resolution as it uses VDI/AES for
output.

The library will need NVDI 2.5/newer or Enhancer TSR for off-screen
bitmaps that are needed for window backups (all window output is
buffered for redraws and speed reasons). I have done a couple of simple
graphics examples and games with it. A test version is available
through my WWW page:

http://www.modeemi.cs.tut.fi/~puujalka

- Eero

From 1313873661705969062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d4b8cef2252dbf4
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: CR/LF mapping with fgets
Date: 1995/10/24
Message-ID: <308CF70B.105B@imc.exec.nhs.uk>#1/1
X-Deja-AN: 118034580
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <46id0g$rq6@hobbes.sco.COM>
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b1J (X11; I; SunOS 5.4 sun4m)

Ben Price wrote:
> All POP messages are terminated with CRLF pairs, but the fgets() call
> always seems to translate these into LFLF pairs. Any insight would be
> appreciated - I don't want to special case this code, as the same
> code works on my Unix box without any problems.

Did you open the 'whatever' as binary, or as text? The core of fgets is:

```
        while((--limit > 0) && ((c = getc(fp)) != EOF))
                if((*p++ = c) == '\n')
                        break;
        *p = '\0';
```

That shouldn't mangle CRs into LFs!

--Chris

From -1287756759502172538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,14df84e8773ecd1a
X-Google-Attributes: gid1115ce,public
From: cb170@city.ac.uk (Hall BJ)
Subject: Re: AV protocol
Date: 1995/10/24
Message-ID: <46il9l$1dp@bambam.soi.city.ac.uk>#1/1
X-Deja-AN: 118034581
references: <vegard-2310950028140001@trh-ppp6.interlink.no>
organization: School of Informatics, City University, London
newsgroups: comp.sys.atari.programmer

vegard@interlink.no (Vegard Hofsoy) writes:

>I am trying to find *english* documentation for the AV protocol. Can
>anybody help?

Look in either the ST-Guide English version docs or the English version
of Gemini, that should have the info you need.

--

```
-------------------------------------------------------
 |>         | |     WWW: http://web.city.ac.uk/~cb170
 |> E |\|   |-| /\ |_ |_      EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```


From -5932541694339922901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d814e56072d6d17,start
X-Google-Attributes: gid1115ce,public

From: John.Kormylo@f7861.n106.z1.fidonet.org (John Kormylo)
Subject: Falcon video registers..
Date: 1995/10/24
Message-ID: <3b6_9510241641@tagenda.sccsi.com>#1/1
X-Deja-AN: 118034583
organization: Fidonet: D.U.E. Fido & AtariNet (713)944-7861
newsgroups: comp.sys.atari.programmer
x-ftn-to: Anthony Jacques

AJ> Hi, does anyone know how you find out how many planes there
AJ> are in the current resolution??

There is always vq_extnd(), but you have to open a VDI virtual
workstation first.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@f7861.n106.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

From 2616892123420828972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98ffc1849ffb2305,start
X-Google-Attributes: gid1115ce,public
From: selah@ccnet.com (falcon)
Subject: NEED MIDI FILE CONVERSION SOFTWARE shareware?
Date: 1995/10/24
Message-ID: <46k3o9$pnk@ccnet3.ccnet.com>#1/1
X-Deja-AN: 118034584
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

please let me know of any program or accessory to convert midi file types
1 to 2 and vice versa?

--

```
     \\\\\\\\\\\     ^^^^ ^^^^     /////////
       \\\\\\\\\\   \=====/     ////////
              \..... === ...../
                   selah @ccnet.com
```

From 5739515157317263 15
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,9d4b8cef2252dbf4
X-Google-Attributes: gid1115ce,public
From: jmf@informatik.uni-koblenz.de (Jens Felderhoff)
Subject: Re: CR/LF mapping with fgets
Date: 1995/10/25
Message-ID: <46l6c4$d25@newshost.uni-koblenz.de>#1/1
X-Deja-AN: 118087062
references: <46id0g$rq6@hobbes.sco.com>
to: donaldp@sco.com
organization: University Koblenz / Germany
newsgroups: comp.sys.atari.programmer

In article <46id0g$rq6@hobbes.sco.com>,
    donaldp@srvwingb (Ben Price) writes:

[...]
>All POP messages are terminated with CRLF pairs, but the fgets() call
>always seems to translate these into LFLF pairs. Any insight would be
>appreciated - I don't want to special case this code, as the same
>code works on my Unix box without any problems.

Hi Ben!

It's a matter of how you open the file. On the Atari the default
behavior for fgets() is to convert the CRLF pairs to LF (or NL in Unix
parlance) on input and vice versa on output.

If you want to disable this conversion you have to append a "b" for
binary to the type string, i.e. the 2d argument to the fopen() call.

E.g.:

```
    fp = fopen("foo.bar", "rb");
    /* ... */
    while (fgets(buf,BUFLEN,fp) != EOF)
        /* process unconverted buffer contents here */;
```

The "b"-type-modifier also applies to the freopen() and fdopen()
functions and will be ignored by most Unix f*open() implementations.

Tschuess

  Jens

From 2703468852894852134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d814e56072d6d17
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>

Subject: Re: Falcon video registers..
Date: 1995/10/25
Message-ID: <308E0955.5366@imc.exec.nhs.uk>#1/1
X-Deja-AN: 118087063
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <3b6_9510241641@tagenda.sccsi.com>
content-type: text/plain; charset=us-ascii
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 2.0b1J (X11; I; SunOS 5.4 sun4m)

John Kormylo wrote:
>
> AJ> Hi, does anyone know how you find out how many planes there
> AJ> are in the current resolution??
>
> There is always vq_extnd(), but you have to open a VDI virtual
> workstation first.

You could also use the AES's screen handle, the one you get back
from graf_handle().

--Chris

From -2861576776742784587
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d814e56072d6d17
X-Google-Attributes: gid1115ce,public
From: nat@zumdick.rhein-main.de (Nat!)
Subject: Re: Falcon video registers..
Date: 1995/10/25
Message-ID: <FJZUDJAIUP@zumdick.rhein-main.de>#1/1
X-Deja-AN: 118197796
references: <3b6_9510241641@tagenda.sccsi.com>
content-length: 1373
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <3b6_9510241641@tagenda.sccsi.com> John Kormylo wrote:

>AJ> Hi, does anyone know how you find out how many planes there
>AJ> are in the current resolution??
>
```
$FFFF8266 [R/W] _____210  ............................ FALCON-SHIFT-MODE HI
                     |||
                     ||+--True-Color [ 0:Aus / 1:Ein ]
                     |+---Overlay-Modus [ 0:Aus / 1:Ein ]
                     +----2-Farben [ 0:Aus / 1:Ein ]
$FFFF8267 [R/W] 76543210  ............................ FALCON-SHIFT-MODE LO
                |||||||
```

```
                |||||++++--16-Farbenbank im Falcon-Mode
                |||||      0-15: Farbbankauswahl der 256-Farbentabelle
                |||||            im 16-Farben-Modus
                |||+------8 Bitplanes [ 0:Aus / 1:Ein ]
                ||+-------Vertikal-Sync [ 0:intern / 1:extern ]
                |+--------Horizontal-Sync [ 0:intern / 1:extern ]
                +---------??Unbenutzt??
                          [ Schreibzugriff schaltet in den FALCON-Mode,
                            Falcon-Palette wird eingeschaltet. Sind die
                            Bits 10/8/4=0 so ist der 16-Farben-Modus aktiv ]
```

Nat!

----------"Bang that bit that doesn't bang"----------

"I think the two most difficult things to deal with in life are
 failure and success" David Lee Roth

From 6797263605497266639
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1b7631cf3277b4b5,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd9c6,1b7631cf3277b4b5,start
X-Google-Attributes: gidfd9c6,public
X-Google-Thread: f579c,1b7631cf3277b4b5,start
X-Google-Attributes: gidf579c,public
X-Google-Thread: 1031e1,1b7631cf3277b4b5,start
X-Google-Attributes: gid1031e1,public
X-Google-Thread: 1115ce,1b7631cf3277b4b5,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1b7631cf3277b4b5,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: fd4c9,1b7631cf3277b4b5,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: f8c6e,1b7631cf3277b4b5,start
X-Google-Attributes: gidf8c6e,public

From: asmodeus@telerama.lm.com (Aragon Balintine)
Subject: FS:Atari STuff: H/S, prices lowered!.
Date: 1995/10/26
Message-ID: <46o6cg$d3r@india.lm.com>
X-Deja-AN: 118143238
organization: Telerama Public Access Internet, Pittsburgh, PA
keywords: atari, st, for sale, sale, software, hardware
newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsa
le

summary: Atari ST H/Software for sale

Updated: 10/26/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
I can not keep up with the newsgroups, so please use one of the below
ways of contacting me.
You can contact me at:

BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/

there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.

COMPUTERS:

1040 ST/F 1meg memory	$130.00
1040 STE 4megs mem.	$300.00

MONITORS:

Color Monitors atari brands	$100.00
Color Monitors atari brands	$100.00
(P) Color Monitors(broken, power box)	$25.00
SM124 Mono Monitor	$75.00

STORAGE DEVICES: (Hard drives and Floppy)

Indus GT External 720k Floppy	$70.00
Toadfile 130meg + 80meg HD w/ICD+ host	$250.00
ShoeBox 80meg HD w/ICD+ host	$120.00
20meg shoebox, atari adapter	$90.00

OTHER HARD WARE:

WICO Bat-handle joystick (9-pin)	$10.00
(SOLD)Epyx The Grip joystick (9-pin)	******
The BEst TrackBall	$20.00
The Cordless Mouse (Practical Solutions)	$30.00
Mouse Master	$20.00

VIDEO:

Video Key	$30.00
ST Video Digitizer	$15.00

The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $90.00

AUDIO:
Stereo Replay audio digitizer $85.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE

(SHW) = Still in shrinkwrap
(P) = pending payment
(SOLD) = item has been sold

```
Disk
|Manual
||Box Software Title          ASKING PRICE
|||   ========================================
DMB   Arctic Fox                    $5.00
DMB   Atari 1st Word ST             $5.00
DMB   Atari ST Academy              $5.00
DMB   Autoduel                      $9.00
DMB   Backup! (Michtron)            $8.00
DMB   Battle Chess                  $8.00
DMB   Battletech -
         cresent hawk's inception  $8.00
DM    BBS Express ST               $12.00
DMB   Blacklamp                     $5.00
DMB   Bloodwych                     $8.00
DMB   Club Backgammon               $8.00
DM    Codehead Hotwire             $14.00
DM    Codehead Lookit & Popit       $9.00
DM    Codehead Maxifile III        $14.00
DM    Codehead Multidesk Deluxe    $14.00
DM    Codehead Utilities            $9.00
DMB   Curse of the Azure Bonds      $8.00
           Above includes Adventures Journal
DM    DC Data Diet                 $10.00
DM    DC Desktop                    $9.00
DM    DC Utilities                  $5.00
DMB   Death Bringer                 $5.00
DMB   Death Sword                   $5.00
DMB   Defender of the Crown         $8.00
DMB   Deluxe Paint ST              $22.00
DMB   Dragons of Flame              $5.00
DMB   Dungeon Master                $9.00
DB    Dungeon Master no manual,    $10.00
        includes: The Lost
        Scrolls of Mount Anaias help book
DMB   Dungeon Master II:           $11.00
        Chaos Strikes Back; Above includes Gaming Aids disk
DM    E-Z Data (database)           $5.00
DM    Ed Hak     $10.00
DMB   Elite w/Leroy's               $10.00
            Helpbook for Elite
```

DM	FAST (util)	$5.00
DMB	FAST - Key SHell and AND	$5.00
DMB	Gauntlet	$5.00
DMB	GFA Basic3.5e disk,3.0manual	$35.00
DM	H&D Base (database)	$5.00
DMB	Hacker II: Doomsday Papers	$8.00
DM	Hard Disk Toolkit (Beckmeyer Develop.)	$9.00
DMB	Hillsfar	$8.00
DM	ICD Clean-up ST	$12.00
DMB	Ikari Warriors	$5.00
D	Interlink ST (term)	$13.00
DB	Kis Terminal	$5.00
DM	Laser C	$30.00
DMB	Lock-on	$5.00
DM	Ma Hubbards Cupboard and assorted utils (SHW)	$7.00
DMB	Metro Cross	$7.00
DMB	Michtron BBS 3.0	$12.00
DMB	Mindshadow	$8.00
DM	MVG - Multi Viewer Graphica	$10.00
DMB	Neochrome	$5.00
D	PC Ditto	$5.00
DMB	(SOLD)Populous	******
DMB	Primetime	$5.00
DM3B	Print Master Plus, w/ art gallery 1 & 2	$15.00
DMB	Roadwar 2000	$8.00
DMB	Roadwar Europa	$7.00
2DM2B	Rogue (2 of them) selling both together	$5.00
DMB	Rolling Thunder	$7.00
DMB	Scurples	$7.00
DMB	Space Conquest: A Galactic Odyssey	$5.00
M	Spectrum 512	$7.00
DMB	Speedball 2	$10.00
DMB	ST Karate	$5.00
DMB	ST-Talk Professional 2.0	$8.00
DMB	Temple of Aphsai Trilogy	$8.00
DB	Temple of Aphsai Trilogy	$8.00
D	Time Link	$5.00
DMB	Timeworks Data Manager ST	$15.00
DMB	TimewrksDesktopPublisher(SHW)	$20.00
D?B	Timeworks Word Writer ST	$15.00
DB	Tool Box volume 1	$5.00
DMB	Top Gun, (SHW)	$8.00
DMB	Top Gun	$8.00
DMB	Ultima V: Wariors of Destiny w/cloth map and coin	$10.00
DM	Ultimate Virus Killer	$10.00
DM	Universal Item Selector3.32	$9.00
DMB	Universe III	$9.00

DB (SOLD)Wanderer, w/2 3d glasses******
DM Wizworks Image Cat $9.00
picture cataloger
4DM (SOLD)Wizworks Mugshot ******
w/data disks 1-3

mag Assorted Atari Magazines: INCLUDING DISKS $55.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00
book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

All prices are open to negotiation, please make an offer if you are interested in something(s).

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All prices are negotionable.
All above prices do NOT include shipping, and will be dealt with on an idividual basis per order. All prices are in US Dollars, and payment is to be in US Funds. Money Order payments will be shipped the day after I receive payment, and personal checks payments will be shipped when the check clears.

Article Unavailable

From -227610793205385545
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d814e56072d6d17
X-Google-Attributes: gid1115ce,public
From: nab@comp.lancs.ac.uk (Mr N A Barnes)
Subject: Re: Falcon video registers..
Date: 1995/10/26
Message-ID: <DH294H.G7F@comp.lancs.ac.uk>#1/1
X-Deja-AN: 118143323
sender: usenet@comp.lancs.ac.uk (The Guardian)
references: <3b6_9510241641@tagenda.sccsi.com> <46nmho$2ft@inca01.inca.co.nz>
organization: Computing Department, Lancaster University.
newsgroups: comp.sys.atari.programmer

In article <46nmho$2ft@inca01.inca.co.nz> gmiller@inca.co.nz (Gaven Miller) writes:
>John Kormylo (John.Kormylo@f7861.n106.z1.fidonet.org) wrote:
>> AJ> Hi, does anyone know how you find out how many planes there
>> AJ> are in the current resolution??
>
[snip - vq_extnd code]

>OR one could interrogate the line-A vars (not really recommended, though)
>In Lattice C 5.06 and 5.60 it goes like this...
>
```
>#include <linea.h>
>
>int main( void )
>{
>    struct la_data *ladptr;
>
>    ladptr = linea0();
>    return ladptr -> li_a0 -> la_vplanes;
>}
```
>
>
>In both cases the return value from main is the number of planes. the
>former is more portable up and down the range, the latter is not
>necessarily so.

The LineA variables are present in TOS 4.xx for compatibility only, and may well not be supported in Future versions of the operating system [quoted from memory from Atari docs] - still as there's unlikely to be a future version from Atari themselves, your best bet would be to see what other developers are thinking of doing about continuing LineA support...

Neil
(nab@comp.lancs.ac.uk)

From 6725457674375463829
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aad17b1dd07c8d93,start
X-Google-Attributes: gid1115ce,public
From: hwl0978@gemini.tntech.edu (Hiram Lester, Jr.)
Subject: SozobonX Math library bug
Date: 1995/10/26
Message-ID: <1995Oct26.191943.15835@atlas.tntech.edu>#1/1
X-Deja-AN: 118143324
organization: Tennessee Technological University
reply-to: hwl0978@gemini.tntech.edu
newsgroups: comp.sys.atari.programmer

I've found a bug in the math library for SozobonX. I just pulled down the latest version from the German site. The file was sozlib14.lzh. It appears

that the library is missing the exp and log functions, and it won't compile anything using an of the functions in that portion of library. The following program was written as a test:

```
/* Test for pow() function */
#include <stdio.h>
#include <math.h>

int main(void)
{
  printf("2 ^ 4 = %f\n", pow(2,4));

  return(0);
}
```

When I try to compile this with:

```
cc power.c -o power.tos -lm
```

I get the following error (or something close) from the linker:

```
Undefined _exp in pow.o (libm.a)
Undefined _log in pow.o (libm.a)
```

I didn't see any address to send bug reports to. Does any one know how to get in touch with the authors?

BTW, I tried this with c68, and it compiled and ran fine, but I'd rather use SozobonX unless I need the ansi stuff in c68 since c68's code is usually about twice the size for small programs (no optimization yet).

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological University	Cookeville, TN 38505	Murfreesboro, TN 37130
	hwl0978@tntech.edu	h.lester1@genie.geis.com

From 3868415140066000532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e38a53c079eb474,start
X-Google-Attributes: gid1115ce,public

From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: A pic...
Date: 1995/10/26

Message-ID: <3389phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 118247221
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk

newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <23 Oct 95 19:52:40>, C.Ridd@imc.exec.nhs.uk (90:100/106)
writes:

 >> Sounds nice and complicated - are you using Thing (AV server) or
the
 >> plain
desktop?
 C>

 C> It uses the Atari Drag'n'Drop protocol as well as the AV Protocol.
It
 C> reacts to anything it gets sent,
basically.
 C>

 C> I can also drag files from Freedom onto it, and it works
OK!

Can AV Protocol be used to call other programs to edit objects in another
program (ala OLE 2 on the
peecee)?

Phil

~ Real Ale - reaches the parts Heineken daren't mention.
~

--

From -2890464835538403462
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,625d218ebb885c54,start
X-Google-Attributes: gid1115ce,public
From: gooseman@goosie_u.on-luebeck.de (Michael Guse)
Subject: To all demo coders
Date: 1995/10/26
Message-ID: <FJ1VDEAIUP@goosie_u.on-luebeck.de>#1/1
X-Deja-AN: 118247225
content-length: 350
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi !

I have got a falcon with a VGA monitor connected to it. I have no access to a

rgb monitor.
Ok, you are producing most of the demos for rgb monitors. But what do you think about putting a small text-file to the archive, which tells me (and all the others) that I cannot use it.

OR: programm more demos for VGA monitors.

Bye,

   Michael Guse

From -8082424746277116883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d814e56072d6d17
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: Falcon video registers..
Date: 1995/10/26
Message-ID: <46nmho$2ft@inca01.inca.co.nz>#1/1
X-Deja-AN: 118287883
references: <3b6_9510241641@tagenda.sccsi.com>
organization: INCA
newsgroups: comp.sys.atari.programmer

John Kormylo (John.Kormylo@f7861.n106.z1.fidonet.org) wrote:
> AJ> Hi, does anyone know how you find out how many planes there
> AJ> are in the current resolution??

> There is always vq_extnd(), but you have to open a VDI virtual
> workstation first.

nope. You can use the AES workstation returned from graf_handle

Try this...
I use lattice C 5.60, so you may need to alter this for other compilers

```
#include <aes.h>
#include <vdi.h>

int main( void )
{
     short wo[57];
     short dummy;
     short handle;

     appl_init();
     handle = graf_handle( &dummy, &dummy, &dummy, &dummy );
     vq_extnd( handle, 1, wo );
     appl_exit();

     return wo[4];
```

```
}


OR one could interrogate the line-A vars (not really recommended, though)
In Lattice C 5.06 and 5.60 it goes like this...

#include <linea.h>

int main( void )
{
     struct la_data *ladptr;

     ladptr = linea0();
     return ladptr -> li_a0 -> la_vplanes;
}


In both cases the return value from main is the number of planes. the
former is more portable up and down the range, the latter is not
necessarily so.




From -6704824644217156732
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d814e56072d6d17
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: Falcon video registers..
Date: 1995/10/27
Message-ID: <46qeol$vk@sargas.omicron.se>#1/1
X-Deja-AN: 118197797
references: <3b6_9510241641@tagenda.sccsi.com> <308E0955.5366@imc.exec.nhs.uk>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Chris Ridd <C.Ridd@imc.exec.nhs.uk> writes:

>John Kormylo wrote:
>>
>> AJ> Hi, does anyone know how you find out how many planes there
>> AJ> are in the current resolution??
>>
>> There is always vq_extnd(), but you have to open a VDI virtual
>> workstation first.

>You could also use the AES's screen handle, the one you get back
>from graf_handle().

If you want to do it low-level you can always check the hardware-registers.
```

Unfortunately I can't remember the address right now. But go to IRC #atari
and ask some one there.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From 3442419523788349112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aad17b1dd07c8d93
X-Google-Attributes: gid1115ce,public
From: hwl0978@gemini.tntech.edu (Hiram Lester, Jr.)
Subject: Re: SozobonX Math library bug
Date: 1995/10/27
Message-ID: <1995Oct27.165521.15876@atlas.tntech.edu>#1/1
X-Deja-AN: 118247223
references: <1995Oct26.191943.15835@atlas.tntech.edu>
organization: Tennessee Technological University
reply-to: hwl0978@gemini.tntech.edu
newsgroups: comp.sys.atari.programmer

In article <1995Oct26.191943.15835@atlas.tntech.edu>, hwl0978@gemini.tntech.edu
(Hiram Lester, Jr.) writes:
> I've found a bug in the math library for SozobonX. I just pulled down the
> latest version from the German site. The file was sozlib14.lzh. It appears
> that the library is missing the exp and log functions, and it won't compile
> anything using an of the functions in that portion of library. The following
> program was written as a test:

...

> I get the following error (or something close) from the linker:
>
> Undefined _exp in pow.o (libm.a)
> Undefined _log in pow.o (libm.a)

Well, I got it to compile finally, but there is still a problem. Since it was
linking under c68, I decided to compare the libm.a's from c68 and sox. The
order was different, and the exp.o and log.o came AFTER pow.o in c68's while
they were before in sox's.

This gave me the idea to try libsort on sox's libm.a. Well, when I sorted it,
it no longer gave me the _exp and _log errors, but 2 other undefined symbols
popped up in libm.a! ARGH. Anyway, I got to looking at the man pages for ld,
and found an option of -p that causes it to make as many passes through the
library as are needed to define all symbols. It turns out that when I use this
option, it links and runs fine.

There still is a problem with the math libraries, and I would like to let the
author's know, even though I have a work-around.

> BTW, I tried this with c68, and it compiled and ran fine, but I'd rather use
> SozobonX unless I need the ansi stuff in c68 since c68's code is usually about
> twice the size for small programs (no optimization yet).

Actually, it DIDN'T run fine. It looks like C68 has a problem with malloc. The code I was trying to compile before my little simple program malloc'd some space for a structure, and it was crashing everytime it tried to assign something to the structure. I put in some code to check what malloc was returning, and it was returning something like $FFFF8A80! I don't have THAT much memory, and besides in the 68000, that is an invalid address. Maybe that explains the 2 bombs... :)

With the same debugging code in place, and the workaround mentioned above for sozobon's math lib, the same code returned a much more reasonable value, and compiled and ran fine. Phew...

Any help getting these bugs fixed would be appreciated. Thanks.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological University	Cookeville, TN 38505	Murfreesboro, TN 37130
	hwl0978@tntech.edu	h.lester1@genie.geis.com

From -3701952404069261919
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3528a916ca9bacd,start
X-Google-Attributes: gid1115ce,public

From: guy@swampdog.demon.co.uk (Guy Harrison)
Subject: PUG
Date: 1995/10/27

Message-ID: <814785098_OASIS_@swampdog.demon.co.uk>#1/1
X-Deja-AN: 118247224
x-nntp-posting-host: swampdog.demon.co.uk
reply-to: guy@swampdog.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: SwampDog

Over the last year or so I've been developing an easy to program front end for GEM which I've called 'Programming Utility for Gem'. I am now looking for people who are prepared to test it by writing GEM programs of their own using it. Helpful testers will get a free copy when it's released.

Brief Description of PUG
==========

Dialogue trees presented in windows with enhanced functions, such as a capability to size down a window and scroll around a dialogue without the need to write any code for it.

Keyboard shortcuts are invisible to source code by virtue of being translated into the mouse operation they represent.

CHECKABLE, CROSSABLE, OUTLINEABLE features handled automatically in the same way as the SELECTABLE attribute - also works in conjunction with RADIO buttons.

No wired in window limit. The number of open windows is restricted by the operating system used, not by PUG.

All mundane window messages handled automatically by default - ie moving, sizing, redraws, etc. Any message for any window can be trapped, without affecting the others, by user code to perform custom operations.

Custom redraw routines can be installed without the need to take full control over the redraw process.

Automatic detection of MagiC whereupon windows will work in the background and automatic conversion of the PUG keyboard shortcut convention to the new underscore convention. Future versions will make provision for other multitasking systems (lack of docs problem).

Limited VT52 terminal emulation in a window (again due to lack of docs) - again, automatic handling of messages.

PUG is wired into each program you write. It does not suffer from the disadvantage of requiring an AUTO folder program or some other operating system patch. It will run anywhere a GEM program will run.

Goal

I invisage PUG to be of use to all GEM programmers.

Novices will find it easy to use because it does most of the work, leaving them free to concentrate on one problem at a time.

Experts can use the (by default ignored) vectors to install custom code leaving PUG to deal with the mundane stuff that does not need special attention.

PUG allows small utilities to be written for GEM. Previously, too much overhead made this a daunting task. A window containing a dialogue loaded from a resource file can be produced and handled using less than 2 pages of source code.

PUG is presently linked as an object archive in Mark Williams C but I will be looking at the feasibility of producing it as an overlay so that it can be used with different languages.

Requirements

==========

Good knowledge of C.

Knowledge of GEM. There's no need to be an expert because it's
supposed to be easy to program!

Ability to keep good records of problems, especially on the 'lack of
documentation' front on my part.

Carrot
======

Testers will get a free registered copy when it is released. Equally
important is that if PUG takes off you will have gained a good head
start on others. PUG will be shareware. The unregistered version will
be fully functional with the additional 'bonus' of an annoying delay
as each window opens.

REPLY
=====

guy@swampdog.demon.co.uk

with "PUG Test" as the subject line.

Thankyou!

--

Guy Harrison

guy@swampdog.demon.co.uk

From 3533407114413357060
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,625d218ebb885c54
X-Google-Attributes: gid1115ce,public
From: slimer@pi.net
Subject: Re: To all demo coders
Date: 1995/10/28
Message-ID: <NEWTNews.19977.814930202.slimer@pi-user.pi.net>#1/1
X-Deja-AN: 118247222
references: <FJ1VDEAIUP@goosie_u.on-luebeck.de>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Planet Internet

mime-version: 1.0
newsgroups: comp.sys.atari.programmer

>
> Hi !
>
> I have got a falcon with a VGA monitor connected to it. I have no access to
a
> rgb monitor.
> Ok, you are producing most of the demos for rgb monitors. But what do you
think
> about putting a small text-file to the archive, which tells me (and all the
> others) that I cannot use it.
>
> OR: programm more demos for VGA monitors.
>
> Bye,
>
>   Michael Guse
>
Hi Michael

I think that about 90% of all demos are RGB only. The problem is that the Falcon is a bit slow. The high refresh rate of VGA monitors cause a lot of problems and that's why most demos are coded for RGB. The technical details are not that interesting.

Most democoders include readme files with their productions. Some demos can be run on Multisync monitors. I think that there will be no change in the future!

Slimer DBA

From -5912058381016919703
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f3528a916ca9bacd
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: PUG
Date: 1995/10/28
Message-ID: <46u68q$7q3@turing.fwi.uva.nl>#1/1
X-Deja-AN: 118287885
distribution: world
references: <814785098_OASIS_@swampdog.demon.co.uk>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

PUG sounds really interesting. although I have almost left the GEM scene (concentrating on X Window now) I would like to take a look at it.

--
---------- Martijn Dekker ----------
Math department | PFF Software Group
University of Amsterdam | latest product: Ishido for X Window System
mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/pff.html

From -1504862547180433456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e38a53c079eb474
X-Google-Attributes: gid1115ce,public
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Subject: Re: A pic...
Date: 1995/10/29
Message-ID: <470avm$7nc@mercury.dur.ac.uk>#1/1
X-Deja-AN: 118385918
references: <3389phodgkin@nest.demon.co.uk>
organization: University of Durham, Durham, UK.
newsgroups: comp.sys.atari.programmer

Phil Hodgkins (phodgkin@nest.demon.co.uk) wrote:

: C> I can also drag files from Freedom onto it, and it works
: OK!
: Can AV Protocol be used to call other programs to edit objects in another
: program (ala OLE 2 on the
: peecee)?

I don't think so, but there is a protocol called (IIRC) MiniOLE that
allows you to do this.

ATB,

Martin

--
****
* ---------- M.J.Maisey@durham.ac.uk ---------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

From -1363435297688313007
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f3f1415fb3e0666
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3f3f1415fb3e0666
X-Google-Attributes: gid109a67,public
From: andi@complang.tuwien.ac.at (Andreas Krall)

Subject: Re: Atari & Iomega ZIP100
Date: 1995/10/30
Message-ID: <47276f$5eu@news.tuwien.ac.at>#1/1
X-Deja-AN: 118287884
references: <4657io$2b8@news.tuwien.ac.at>
organization: Vienna University of Technology, Austria
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4657io$2b8@news.tuwien.ac.at>,
     andi@complang.tuwien.ac.at (Andreas Krall) writes:
>I have problems connecting an Iomega Zip drive to my atari TT. I think the
>problem is, that the Zip drive only can use SCSI address 5 or 6. The atari
>hard disk driver only seeks for address 0 to 3. With general SCSI programs
>like HDX and HDRATE (862KB/s and 31ms seek) I can access the drive, but it
>cannot be used from desktop or tos. Is there a driver which can access
>drives at address 5 or 6.
>
Thanks to everybody who suggested a solution for the problem. The correct
answer was quite simple. There is a program HDPATCH or AHDICONF included in
the atari harddisk drivers where you can configure the driver. I just
configured the driver to scan SCSI unit 5 and everything works fine. The
iomega is a very nice backup system. It can be used as a replacement for
a slow harddisk too.

Andi
--
andi@complang.tuwien.ac.at Andreas Krall
http://www.complang.tuwien.ac.at/andi/ Inst. f. Computersprachen, TU Wien
tel: (+431) 58801/4462 Argentinierstr. 8/4/1851
fax: (+431) 5057838 A-1040 Wien AUSTRIA EUROPE

From -4968811753089357001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,625d218ebb885c54
X-Google-Attributes: gid1115ce,public
From: elias@omicron.se (Elias Martenson)
Subject: Re: To all demo coders
Date: 1995/10/30
Message-ID: <472d7l$gff@sargas.omicron.se>#1/1
X-Deja-AN: 118385914
references: <FJ1VDEAIUP@goosie_u.on-luebeck.de>
<NEWTNews.19977.814930202.slimer@pi-user.pi.net>
content-type: text/plain; charset=US-ASCII
organization: Omicron
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

slimer@pi.net writes:

>I think that about 90% of all demos are RGB only. The problem is that the
>Falcon is a bit slow. The high refresh rate of VGA monitors cause a lot of
>problems and that's why most demos are coded for RGB. The technical details
>are not that interesting.

You can set up the VGA monitor to use 320*200 (or 320*100 used in many
true-colour productions) with 50hz refresh rate (this requires SVGA or
MultiSync of course). In this mode you only loose very little system time
and is also very good when developing, so you don't have to sit and code
on a RGB TV.

Loke / Dead Hackers Society
--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

From -4880238672476288026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aad17b1dd07c8d93
X-Google-Attributes: gid1115ce,public
From: t150315@proffa.cc.tut.fi (Tamminen Eero)
Subject: Re: SozobonX Math library bug
Date: 1995/10/30
Message-ID: <472jhq$pa9@cc.tut.fi>#1/1
X-Deja-AN: 118385915
distribution: world
references: <1995Oct26.191943.15835@atlas.tntech.edu>
organization: Tampere University of Technology, Computing Centre
newsgroups: comp.sys.atari.programmer

Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:

: I've found a bug in the math library for SozobonX. I just pulled down the
: latest version from the German site. The file was sozlib14.lzh. It appears
: that the library is missing the exp and log functions, and it won't compile
: anything using an of the functions in that portion of library.

With 'ar' you can check whether the object file is in the library.
If it is, the problem is that 'ld' should be directed to make multiple
passes on the library when checking for objects (there's a switch
for it I just don't remember it at the moment). I think it rather
unlikely that a math library would miss those functions.

- Eero

From 7412148979115535601
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,8eea227d1e41e831,start
X-Google-Attributes: gid1115ce,public
From: mvfkb@alf.uib.no
Subject: BasePage and HISOFT Basic
Date: 1995/10/30
Message-ID: <472hiq$luj@ugress.uib.no>#1/1
X-Deja-AN: 118385916
organization: University of Bergen, Norway
newsgroups: comp.sys.atari.programmer

How can I obtain the BasePage address from a program
written in HISoft Basic ?

Answers are appreciated

mvfkb@alf.uib.no

From -4487020160916646884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,567048ecc375800f,start
X-Google-Attributes: gid1115ce,public
From: bd@st-and.ac.uk (Brian Duff)
Subject: Me Server's Buggered???
Date: 1995/10/30
Message-ID: <473id6$9a1@calvin.st-and.ac.uk>#1/1
X-Deja-AN: 118385917
organization: University of St. Andrews
nntp-posting-user: bd
newsgroups: comp.sys.atari.programmer

Are there no messages, or is my nntphost buggered??

NNgg.

Brian

--
|> Brian Duff - University Of St. Andrews |\
|> http://www.st-and.ac.uk/~www_sa/personal/bd/ |/
Mail: bd@st-and.ac.uk

From 5927103970998555977
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d814e56072d6d17
X-Google-Attributes: gid1115ce,public
From: waldi@moacs.indiv.nl.net (Waldi Ravens)
Subject: Re: Falcon video registers..
Date: 1995/10/30

Message-ID: <PU85BLZ@moacs.indiv.nl.net>#1/1
X-Deja-AN: 118385920
references: <3b6_9510241641@tagenda.sccsi.com> <46nmho$2ft@inca01.inca.co.nz>
<DH294H.G7F@comp.lancs.ac.uk>
organization: Private Site
newsgroups: comp.sys.atari.programmer

Mr N A Barnes (nab@comp.lancs.ac.uk) wrote:

> The LineA variables are present in TOS 4.xx for compatibility only, and

Same for NVDI.

> may well not be supported in Future versions of the operating system

NVDI has an option to disable lineA support. This increases performance
and is also interesting to discover that many programmers still ignore
Atari's guidelines.

Waldi
--
"If you think you're busy today, just wait till next week."

From -8597307946355558356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d16c8b6e2648c8a,start
X-Google-Attributes: gid1115ce,public
From: stosser@neon (none)
Subject: STOS
Date: 1995/09/10
Message-ID: <42ute6$ged@neon.airtime.co.uk>#1/1
X-Deja-AN: 109848041
organization: AirTime Internet Resources Limited
newsgroups: comp.sys.atari.programmer

Is there anyone out there on the STOS mailing list, if so please get in
touch, Is it live?, whats the latest FAQ etc etc,

Cheers.....!ynoT

tony@stosser.airtime.co.uk

From 4563353053576748158
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,77881bdbb2c7a302,start

X-Google-Attributes: gid1115ce,public
From: conibear@dircon.co.uk (Tim Conibear)
Subject: HELP NEEDED
Date: 1995/09/10
Message-ID: <42vkem$att@newsgate.dircon.co.uk>#1/1
X-Deja-AN: 109848042
organization: The Direct Connection (Call 0181 297 2200 for info)
newsgroups: comp.sys.atari.programmer

Hello,

I have a friend who has recently changed from an Atari Falcon to a PC. He wanted to use the same file he used on Data Manager Professional on his Falcon to MS Works on his PC but his PC is not playing!!! He did save the file in some kind of format on an IBM diskette and it is possible to see using MS Dos Editor, it is just that is is full of garbage, and is not recognised in any windows programmes. The files have DAT extensions and I would be really grateful if someone could give me some guidance as to what to do about this problem. It would be possible to send you the file if necessary but any form of instructon or help would be greatly appreciated via direct email to conibear@dircon.co.uk

Thankyou

From -4738089814761648702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,423b00de8ce89df3,start
X-Google-Attributes: gid1115ce,public
From: paa@hol.gr (Andriopoulos Panagiotis)
Subject: JPEGD API wanted!
Date: 1995/09/11
Message-ID: <4316p7$flt@newsflash.hol.gr>#1/1
X-Deja-AN: 109906902
organization: Hellas On-Line SA, GREECE.
newsgroups: comp.sys.atari.programmer

If anybody knows the programming interface of JPEGD please post it or email me. Thanks in advance

From -2007972482596221856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: chainxor@kom.auc.dk (Henrik Lunardi Weide)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/11

Message-ID: <4317pb$519@news.iesd.auc.dk>#1/1
X-Deja-AN: 109906903
references: <95248.133002STIRRE31@MAINE.MAINE.EDU>
organization: Aalborg University - Dep. of Communication Technology
reply-to: chainxor@kom.auc.dk
nntp-posting-user: chainxor
newsgroups: comp.sys.atari.programmer

In article <95248.133002STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU>
writes:
> I would love to see Wolf 3D for the Falcon. Would someone please
> consider doing this? :-) I do think that the Falcon can handle a
> Doom-like game but I'd like to see a good, fast-action 1st-person game
> come out on the Falcon ASAP.
> BTW, Substation is a fun game, IMHO, although my first impression of
> it was bad.
> -scott tirrell

Agreed. SubStation is a good game, but the graphics are very dull, due to the
fact that it also runs on a STE.

Wolf3D should indeed be possible on the Falcon, TOWERS II shows it pretty much.

Keep Cool and Flying...

ChainXOR...

From -465558599107384699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e2e943163b8f3dba,start
X-Google-Attributes: gid1115ce,public
From: massimo@irfmn.mnegri.it (Max Farina)
Subject: Color Icons
Date: 1995/09/11
Message-ID: <massimo-1109951514230001@macmax.irfmn.mnegri.it>#1/1
X-Deja-AN: 109906904
organization: Istituto Mario Negri
newsgroups: comp.sys.atari.programmer

If anybody knows how to display a COLOR ICON in C language, with a little
axample, please email me.

Thanks in advance

```
 ==========================================================
|                        /|/|                              |
|                       /   |AX                            |
|   Institute of Pharmacology Research "Mario Negri"      |
|           E-mail: massimo@irfmn.mnegri.it               |
```

==========

From 6333144060611760999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b1b01ae5a0c8f8dc,start
X-Google-Attributes: gid1115ce,public
From: avsec@westminster.ac.uk (Philip Shore)
Subject: DevpacDSP confusion.
Date: 1995/09/11
Message-ID: <DEqI5A.F4K@westminster.ac.uk>#1/1
X-Deja-AN: 109906905
sender: news@westminster.ac.uk
organization: University of Westminster
newsgroups: comp.sys.atari.programmer

Probably a simple answer, but.....

When I do "dc 0.5" in DevpacDSP the value in memory is 4.9999....
and when I do "dc 1/2" the value _is_ 0.5

Why is this ? It's bugging the hell out of me.

Phil.
--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk
             http://www.cranfield.ac.uk/public/me/ev942703

Atari Falcon030 4mb/120HD/FPU

From -6075790392809796170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aa68be110233f012,start
X-Google-Attributes: gid1115ce,public
From: joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann)
Subject: postmortem problem ...
Date: 1995/09/11
Message-ID: <431hm9$af7@mars.fb1.fhtw-berlin.de>#1/1
X-Deja-AN: 109906906
organization: Fachhochschule fuer Technik und Wirtschaft Berlin, FB1
newsgroups: comp.sys.atari.programmer

hello, i once programmed an exception routine and just copied the postmortem
routine from the TOS into my little prg, but however it won't work ...
can somebody tell me how to prg a propper postmortem routine ?

Jo'ogn (:
--------- fone: Germany49/Berlin30/606 91 85

--------- private http://www.fb1.fhtw-berlin.de/people/joogn/
--------- Atari   http://www.fb1.fhtw-berlin.de/joogn

From 1523186218291097899
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: 1115ce,ced3abe511feb5fd,start
X-Google-Attributes: gid1115ce,public
From: mdlipper@cip.informatik.uni-erlangen.de (Manfred Lippert)
Subject: Truecolor-Off-Screen-Treiber in NVDI???
Date: 1995/09/11
Message-ID: <432edh$99t@rznews.rrze.uni-erlangen.de>#1/1
X-Deja-AN: 109906907
organization: Student Pool, CSD., University of Erlangen
nntp-posting-user: mdlipper
newsgroups: comp.sys.atari.programmer

Hallo!

Ich hab eine Frage zu den Off-Screen-Treibern in NVDI: Wie bringt man den seit neustem vorhandenen True-Color-Off-Screen-Treiber "OFF16MOV.NOD" zum laufen?? Alle anderen Off-Screen-Treiber funktionieren problemlos (bis 32768 Farben). Ich habs mit allen Kombinationen von Format (Interleaved, Normal, Packed Pixels) und Pixelreihenfolge (Normal, Falcon, Intel) versucht, aber nichts hat geklappt. Als Plane-Anzahl hatte ich jeweils 24 und als Farbanzahl 16777216L angegeben. Was mache ich falsch?

Ueber Antwort wuerde ich mich sehr freuen, am besten bitte ueber e-mail!

 - Mani -

```
            """"
           ( O O )
+----oooo0---(_)---Ooooo-------------------------------------+
|                                                            |
|  Manfred Lippert                                           |
|  Internet-email: mdlipper@cip.informatik.uni-erlangen.de   |
|                                                            |
|     oooo0                                                  |
|     (   )      Ooooo                                       |
+------\ (-------(   )-------------------------------------+
        \ )       ) /
                 ( /
```

```
            """"
           ( O O )
+----oooo0---(_)---Ooooo-------------------------------------+
|                                                            |
|  Manfred Lippert                                           |
```

| Internet-email: mdlipper@cip.informatik.uni-erlangen.de |
| |
| ooooO |
| (   )   Ooooo |
+------\ (-------(   )-------------------------------------+
        \ )   ) /
                 (/

From -3940515379841283895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/11
Message-ID:
<ftn_2.203.221.11$fidonet.org_3053ff18_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 109906908
sender: news@ct.se
references: <42pdh6$el@wimbledon.dcs.hull.ac.uk>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message T.J.Rickard wrote to Magnus Kollberg:
 TJR> Towers II has vertically angled walls that cut across squares on some
 TJR> of the top levels - the mine area with the dead mages and warriors of
 TJR> the council in it, just below the top couple of levels.

I havn't got that far.... but I will some day, I hope.... ;)

 TJR> The point of doom is less the angled walls and staircases etc and more
 TJR> the mindless violence in a nice textured environment. Lasers & Men
 TJR> could be adapted to make a fine Doom clone - maybe not up to the
 TJR> original, but still fun. Not having to run two inteligent teams of
 TJR> warriors, just simple targets close to the player should free up some
 TJR> speed as well.

Why don't we ask the author of Lasers & Men to releas the game as freeware with sources, as he don't support the project anymore? I can't think that he still is getting registrations for it, or does he? With some nice graphics and better level design and maybe some other enchantments (better armory etc.) it could be very nice. And maybe also a level designer.

 TJR> I've seen enough demos and games already on the Falcon to be certain
 TJR> that a Doom clone is very possible. Not that I'd like to try and code
 TJR> one.

Why not join the team and do some work?

Cheers,
Magnus Kollberg

From 3416315124122453833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f84b1fafa4ac8f6
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: C compilers
Date: 1995/09/11
Message-ID: <FILTDAAIUP@data.rhein-main.de>#1/1
X-Deja-AN: 110124640
references: <42tgg4$3j9@nippur.irb.hr>
content-length: 615
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <42tgg4$3j9@nippur.irb.hr> Sead Dzubur wrote:

>Does anyone here have some C compiler for old ST series (older than STE),
>like Laser, Lattice or newer, I don't know, my infos are quite out of date.I
>would like to buy it at some reasonable price...

PURE C 1.1 by ASH-Heidelberg/Germany

Fast and nice..
regards
 Robert

--

```
   * * *    robscha@data.rhein-main.de   Tel/Fax/Modem: +49 (0)6103-67197
   * * *    Robert Schaffner@OF2.maus.de
   * * *    Machines: F030, 2 * 520ST, 64Bit-Jaguar LYNX 1 + 2, PC486
  *  *  *   Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
 *   *   *  GSZRZ, CoNnect, VideoText
```

From -5755002440285814739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: graham@grasper.demon.co.uk (Graham Irvine)
Subject: Re: Doom on the Falcon update?

Date: 1995/09/12
Message-ID: <307_graham@grasper.demon.co.uk>#1/1
X-Deja-AN: 109983062
x-nntp-posting-host: grasper.demon.co.uk
references: <307_graham@grasper.demon.co.uk>
organization: The Archives of Oblivion
reply-to: graham@grasper.demon.co.uk
newsgroups: comp.sys.atari.programmer
x-mailer: Net2Net (2.29)

It was none other than chainxor@kom.auc.dk who did write on 11 Sep 95 that
... >> BTW, Substation is a fun game, IMHO, although my first impression
 >> of it was bad.
 c> Agreed. SubStation is a good game, but the graphics are very dull,
 c> due to the fact that it also runs on a STE.
 c> Wolf3D should indeed be possible on the Falcon, TOWERS II shows it
 c> pretty much.

I think the fact that there is (or will be) a NES version of DOOM puts a
mockery on the fact that a Falcon version is not possible !!
--

Falcon030/MiNTnet/Net2Net betatest Site.
graham@grasper.demon.co.uk grin@mettav.demon.co.uk
100:1011/8@turbonet.ftn   90:102/145@nest.ftn
2:254/108.8@fidonet.ftn   51:502/100.8@atarinet.ftn

From -1976519942959758003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: Gary Ingram <Gary@gingram.demon.co.uk>
Subject: Re: Doom on the Falcon update?
Date: 1995/09/13
Message-ID: <398608178wnr@gingram.demon.co.uk>#1/1
X-Deja-AN: 110056850
x-nntp-posting-host: gingram.demon.co.uk
references: <307_graham@grasper.demon.co.uk> <307_graham@grasper.demon.co.uk>
organization: None
reply-to: Gary@gingram.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article: <307_graham@grasper.demon.co.uk> graham@grasper.demon.co.uk
(Graham Irvine) writes:

> I think the fact that there is (or will be) a NES version of DOOM puts
a

> mockery on the fact that a Falcon version is not possible !!
> --
>
> ---
> Falcon030/MiNTnet/Net2Net betatest Site.
> graham@grasper.demon.co.uk grin@mettav.demon.co.uk
> 100:1011/8@turbonet.ftn   90:102/145@nest.ftn
> 2:254/108.8@fidonet.ftn   51:502/100.8@atarinet.ftn
>
AFAIK SNES Doom uses a varient of the Super FX chip to run Doom.

Still good news for the Falcon tho', as this chip is little more than a
DSP!

Gary

From 4434366498704017763
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,117b2749a8508339,start
X-Google-Attributes: gid1115ce,public
From: Jared Addington <innovator@delphi.com>
Subject: Turn off RS232 DTR on Falcon?!
Date: 1995/09/13
Message-ID: <BNABtax.innovator@delphi.com>#1/1
X-Deja-AN: 110056851
organization: Delphi (info@delphi.com email, 800-695-4005 voice)
newsgroups: comp.sys.atari.programmer

Since every RS232 function except the ring indicator has been rerouted to
the SCC on the Falcon, how is it possible to turn off the DTR signal? What
little documentation I can find on this doesn't go into enough detail to
help me track it down.

From 8203591049517145633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a7fa71979f40781,start
X-Google-Attributes: gid1115ce,public
From: Gary Ingram <Gary@gingram.demon.co.uk>
Subject: Games Programming Encyclodedia?
Date: 1995/09/13
Message-ID: <810004967wnr@gingram.demon.co.uk>#1/1
X-Deja-AN: 110056852
x-nntp-posting-host: gingram.demon.co.uk
organization: None
reply-to: Gary@gingram.demon.co.uk
newsgroups: comp.sys.atari.programmer

I have been learning the basics of games programming these last few months and have found free Atari specific information difficult to obtain.

But I also have this P.C. thing and I found a wonderful little program called the P.C. Games Programming Encyclopedia. This is basically a text editor type program with all the files built in and there is a file on just about every aspect of games programming in there. This got me thinking, a nice little version of this program for the Atari, one that could be run stand-alone or as a DA.

I think this could help a lot of people who can program but are scared off by the apparent complexities of games programming. It could hopefully provide many more programmers for the platform, and this can only be a good thing, can't it?

Whadaya think? What it would require is information on the different aspects of games coding from all you wonderful programmers out there (flattery gets you everywhere!). It dosn't have to be in any particular format (I could edit it), and of course every contributor would be credited.

Any thoughts? E-mail me or post to this thread.

--Cheers

Gary Ingram EMail gary@gingram.demon.co.uk
|

From 1197762577368639664
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,117b2749a8508339
X-Google-Attributes: gid1115ce,public
From: jbaumgar@coil.com (James E. Baumgardner II)
Subject: Re: Turn off RS232 DTR on Falcon?!
Date: 1995/09/13
Message-ID: <4384mg$bji@bronze.coil.com>#1/1
X-Deja-AN: 110056853
references: <BNABtax.innovator@delphi.com>
organization: Central Ohio Internet Link, Inc. (614)242-3814
newsgroups: comp.sys.atari.programmer

In article <BNABtax.innovator@delphi.com>,
Jared Addington <innovator@delphi.com> wrote:
>Since every RS232 function except the ring indicator has been rerouted to
>the SCC on the Falcon, how is it possible to turn off the DTR signal? What
>little documentation I can find on this doesn't go into enough detail to
>help me track it down.

Here's a little example for dropping and restoring the DTR on the Falcon. I used this for my bulletin board for six months without problems. It's a bit kludgey, I know, but if you have any questions, respond via e-mail (I posted this publicly, because it has come up before).

For Lattice ASM.TTP. It's not too hard to understand.

```
scc_bc        EQU      $ffff8c85
scc_bd        EQU      $ffff8c87

     SECTION  TEXT,CODE

          pea  DTR_low(pc)
          move.w   #$26,-(sp)
          trap #14
          addq.l   #6,sp
          clr.l    d0
loop:         addq.l   #1,d0
          cmpi.l   #1000000,d0
          bne.s    loop
          pea  DTR_high(pc)
          move.w   #$26,-(sp)
          trap #14
          addq.l   #6,sp
          clr.w    -(sp)
          trap #1

DTR_low:  move.b   #5,scc_bc
          nop
          move.b   #$62,scc_bc
          rts

DTR_high: move.b   #5,scc_bc
          nop
          move.b   #$E2,scc_bc
          rts

          END
```

--
Jim Baumgardner (jbaumgar@coil.com) http://www.coil.com/~jbaumgar
"A big crab, sure, but a man from space? Hah!" - Crow T. Robot

From 6468629952398563993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: <STIRRE31@MAINE.MAINE.EDU>
Subject: Re: Doom on the Falcon update?
Date: 1995/09/13
Message-ID: <95256.101314STIRRE31@MAINE.MAINE.EDU>#1/1
X-Deja-AN: 110124639

references: <307_graham@grasper.demon.co.uk> <307_graham@grasper.demon.co.uk>
organization: University of Maine System
newsgroups: comp.sys.atari.programmer

Graham,
I disagree that a version is not possible. Just because it hasn't been done doesn't mean that it cannot be. Besides, look at all the money and programmers that have worked for pushing the SNES to its limits. You really can't compare that to the resources devoted to Falcon development. But I think Doom will become a reality for the Falcon. Does someone want to develop a custom chip for a cartridge version of Falcon Doom ;-)?
-scott tirrell

From -1423721906748612983
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b1b01ae5a0c8f8dc
X-Google-Attributes: gid1115ce,public
From: hillsp@genrad.co.uk (Paul Hills)
Subject: Re: DevpacDSP confusion.
Date: 1995/09/14
Message-ID: <1995Sep14.132540.388@genrad.co.uk>#1/1
X-Deja-AN: 110124638
references: <DEqI5A.F4K@westminster.ac.uk>
organization: GenRad Ltd
reply-to: hillsp@genrad.co.uk
newsgroups: comp.sys.atari.programmer

In article <DEqI5A.F4K@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:
>Probably a simple answer, but.....
>
>When I do "dc 0.5" in DevpacDSP the value in memory is 4.9999....
>and when I do "dc 1/2" the value _is_ 0.5
>
>Why is this ? It's bugging the hell out of me.

I assume you mean that the value in memory is $3FFFFF which is just a little under 0.5. (4.999 won't fit in a memory location). The number concersion part of DevpacDSP does exhibit this little bug. Normally it doesn't matter but to get round it, use:

```
dc  $400000      ;WhateverItIs = 0.5
```

That way it will load the right value, and the comment tells you the value in decimal. Or use 1/2 like you did!

If you have ever tried to code a fraction conversion function (fraction to hexadecimal and vice versa) you will understand why a bug has crept in - it is not very easy at all!

Paul

From -6693096198169244298
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,117b2749a8508339
X-Google-Attributes: gid1115ce,public
From: rincewind@discworld.oche.de (Michael Schwingen)
Subject: Re: Turn off RS232 DTR on Falcon?!
Date: 1995/09/14
Message-ID: <305865ea2bff5eb@discworld.oche.de>#1/1
X-Deja-AN: 110124641
references: <BNABtax.innovator@delphi.com>
content-type: text/plain; charset=ISO-8859-1
organization: This is the discworld
mime-version: 1.0
reply-to: rincewind@discworld.oche.de
newsgroups: comp.sys.atari.programmer

Jared Addington (innovator@delphi.com) wrote:

JA>Since every RS232 function except the ring indicator has been rerouted to
JA>the SCC on the Falcon, how is it possible to turn off the DTR signal? What
JA>little documentation I can find on this doesn't go into enough detail to
JA>help me track it down.

Use HSMODEM (HSMODA06.lzh) instead of direct hardware access - there is
documentation in the archive.

cu
Michael
--
Michael Schwingen - Ahornstra⍰e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

From 7296383561392128349
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f84b1fafa4ac8f6
X-Google-Attributes: gid1115ce,public
From: ehramm@dk3uz.hanse.de (Edmund H. Ramm)
Subject: Re: C compilers
Date: 1995/09/14
Message-ID: <DEws5o.2Gv@dk3uz.hanse.de>#1/1
X-Deja-AN: 110124642
references: <42tgg4$3j9@nippur.irb.hr> <FILTDAAIUP@data.rhein-main.de>
organization: Private Linux/68k site
reply-to: ehramm@dk3uz.hanse.de

newsgroups: comp.sys.atari.programmer

robscha@data.rhein-main.de (Robert Schaffner) writes:

>In <42tgg4$3j9@nippur.irb.hr> Sead Dzubur wrote:

>>Does anyone here have some C compiler for old ST series (older than STE),
>>like Laser, Lattice or newer, I don't know, my infos are quite out of date.I
>>would like to buy it at some reasonable price...

>PURE C 1.1 by ASH-Heidelberg/Germany

>Fast and nice..

I'd say not so nice. Same ugly parameter passing as Turbo C (not via the stack but through registers) and the accompanying assembler does not understand forward references, as instead of still using the nice MAS-68K which came with Turbo C (up to three passes) they went for their own single pass assembler.

And if it comes to code generation, IMHO there is nothing better than GCC. The optimizer often produces assembler output I couldn't have written more efficiently. And what's more, the GCC comes for free. But you need memory, 4MB is fine, 2MB may work.

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

From -4277773210021624929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bda861a99b8bcafe,start
X-Google-Attributes: gid1115ce,public
From: geheniau@inter.NL.net (J. Geheniau)
Subject: atari/portfolio/rs232
Date: 1995/09/14
Message-ID: <DEwoyB.FAG@inter.NL.net>#1/1
X-Deja-AN: 110124643
organization: NLnet
keywords: atari/portfolio/rs232
newsgroups: comp.sys.atari.programmer
summary: atari/portfolio/rs232

I need a program for the atari st, that can send and receive programs
from the portfolio.
My portfolio is connected via a serial interface to the modem port.
If I send with my portfolio a program to the atari, I want to receive it,
but with which program... help me

please email to: geheniau@solair1.inter.NL.net

Thanks
Job Geheniau

From 1576168999599884915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,117b2749a8508339
X-Google-Attributes: gid1115ce,public
From: Jared Addington <innovator@delphi.com>
Subject: Re: Turn off RS232 DTR on Falcon?!
Date: 1995/09/14
Message-ID: <xFDCN63.innovator@delphi.com>#1/1
X-Deja-AN: 110124644
references: <BNABtax.innovator@delphi.com> <4384mg$bji@bronze.coil.com>
organization: Delphi (info@delphi.com email, 800-695-4005 voice)
x-to: James E. Baumgardner II <jbaumgar@coil.com>
newsgroups: comp.sys.atari.programmer

Thanks for the help! I will look that over and try it out.

From 8273001594535137573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b1b01ae5a0c8f8dc
X-Google-Attributes: gid1115ce,public
From: noring@lysator.liu.se (Fredrik Noring)
Subject: Re: DevpacDSP confusion.
Date: 1995/09/15
Message-ID: <43c1e3$q3q@newsy.ifm.liu.se>#1/1
X-Deja-AN: 110190316
references: <DEqI5A.F4K@westminster.ac.uk> <1995Sep14.132540.388@genrad.co.uk>
content-type: text/plain; charset=iso-8859-1
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <DEqI5A.F4K@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore)
writes:
>When I do "dc 0.5" in DevpacDSP the value in memory is 4.9999....
>and when I do "dc 1/2" the value _is_ 0.5

I'm using asm56001 from Motorla, but I think there are other bugs
(not related to this little "feature") in Devpac DSP. Decimal integer
numbers cannot exceed 16 bits of range, and the jmi instruction doesn't
work very good. Perhaps you can test that because I imagine it will
take a while to figure it out.

  /Fredrik

From 5445483461162909857
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: beavis@dnaco.net (beavis)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/15
Message-ID: <beavis-1509951738220001@uhura-14.dnaco.net>#1/1
X-Deja-AN: 110190317
references: <307_graham@grasper.demon.co.uk> <307_graham@grasper.demon.co.uk>
<398608178wnr@gingram.demon.co.uk>
organization: Not
newsgroups: comp.sys.atari.programmer

In article <398608178wnr@gingram.demon.co.uk>, Gary@gingram.demon.co.uk wrote:

> In article: <307_graham@grasper.demon.co.uk> graham@grasper.demon.co.uk
> (Graham Irvine) writes:
>
> > I think the fact that there is (or will be) a NES version of DOOM puts
> a
> > mockery on the fact that a Falcon version is not possible !!
> > --
> >
> > ---
> > Falcon030/MiNTnet/Net2Net betatest Site.
> > graham@grasper.demon.co.uk grin@mettav.demon.co.uk
> > 100:1011/8@turbonet.ftn   90:102/145@nest.ftn
> > 2:254/108.8@fidonet.ftn   51:502/100.8@atarinet.ftn
> >
> AFAIK SNES Doom uses a varient of the Super FX chip to run Doom.
>
> Still good news for the Falcon tho', as this chip is little more than a
> DSP!
>
>
> Gary

Why not just port wolfenstein, the source code is at ID and its only 500k

Get a copy working and then ID might help you port Doom To the Atari.

later
beavis

--

```
=========================================================================
|       Windows 95 will have Plug & Play!  Been there, Done That.      |
|               Where Microsoft wants to take you today,               |
```

| the Macintosh has been there since 1987! |
| |
| beavis@dnaco.net(finger me!) http://www.dnaco.net/~beavis |
==========

From -3826896467379171087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50bf63b1de76cac4,start
X-Google-Attributes: gid1115ce,public
From: Meg Lee Chin O'Leary <egg@yolk.demon.co.uk>
Subject: What does "Scsi error on 3" mean?
Date: 1995/09/15
Message-ID: <811207690snz@yolk.demon.co.uk>#1/1
X-Deja-AN: 110190318
x-nntp-posting-host: yolk.demon.co.uk
organization: Myorganisation
reply-to: egg@yolk.demon.co.uk
newsgroups: comp.sys.atari.programmer

Hi,
I've been trying to run Cubase Audio on my 4 meg Falcon using a 2 gig Quantum Empire 2100s Scsi3 drive. The drive is recognised by the Falcon and otherwise works just fine until I go to record audio. Then I get this error message:

"Scsi error on 3"

Does anybody know what this means?

Meg Lee Chin O'Leary
egg@yolk.demon.co.uk

From 9042481122206281758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/16
Message-ID: <43e5jt$h9p@turing.fwi.uva.nl>#1/1
X-Deja-AN: 110249489
distribution: world
references: <307_graham@grasper.demon.co.uk> <398608178wnr@gingram.demon.co.uk>
<beavis-1509951738220001@uhura-14.dnaco.net>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

beavis@dnaco.net (beavis) wrote:

:In article <398608178wnr@gingram.demon.co.uk>, Gary@gingram.demon.co.uk wrote:

:
:> In article: <307_graham@grasper.demon.co.uk> graham@grasper.demon.co.uk
:> (Graham Irvine) writes:
:>
:> > I think the fact that there is (or will be) a NES version of DOOM puts
:> a
:> > mockery on the fact that a Falcon version is not possible !!
:> > --
:> >
:> > ---
:> > Falcon030/MiNTnet/Net2Net betatest Site.
:> > graham@grasper.demon.co.uk grin@mettav.demon.co.uk
:> > 100:1011/8@turbonet.ftn   90:102/145@nest.ftn
:> > 2:254/108.8@fidonet.ftn   51:502/100.8@atarinet.ftn
:> >
:> AFAIK SNES Doom uses a varient of the Super FX chip to run Doom.
:>
:> Still good news for the Falcon tho', as this chip is little more than a
:> DSP!
:>
:>
:> Gary
:
:Why not just port wolfenstein, the source code is at ID and its only 500k
:

this is exactly the suggestion I made 2 weeks ago.

:Get a copy working and then ID might help you port Doom To the Atari.
:
i doubt it. iD is busy with quake.

:
--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam | http://www.fwi.uva.nl/~mdekker/ishido.html
Math department | Ishido: a game for TOS,GEM and X Windows
E-mail: mdekker@fwi.uva.nl| order now, using our webpage!

From 7093997925549083446
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,431d5fc644c50736,start
X-Google-Attributes: gid1115ce,public
From: mud08@cc.keele.ac.uk (R.D. Evans)
Subject: PROGRAM ANNOUNCEMENT
Date: 1995/09/16
Message-ID: <43fgat$dgc@gabriel.keele.ac.uk>#1/1
X-Deja-AN: 110249490
distribution: world
newsgroups: comp.sys.atari.programmer

********** ANNOUNCEMENT **********

Coming soon:

```
*********************************************************************
** SampleC - MIDI sample dump, sample conversion and librarian program **
**           for the Atari ST, TT, Falcon series of computers.         **
*********************************************************************
```

List of features:

1) Supported formats:

   AVR signed and unsigned, AIFF including Cubase Audio, AIFF-C (uncompressed), WAVE (.WAV), CDP soundfiles. Stereo and mono, 8-16 bit.

2) Can receive and transmit 9-16 bit samples via the MIDI sample dump protocol.

3) Supports Atari CDP soundfile system (Soundstreamer etc.).

4) Converts between all supported formats - stereo to mono, bit conversion.

5) Non-modal interface, optimised for MagiC operating system.

6) VA_START and FREEDOM support for multiple file loading. Recursive file selector allowing every available sample to be loaded in one operation.

7) Intuitive interface - drag and drop samples, enhanced GEM facilities, 'iconification' on all TOS systems.

8) ST-GUIDE on-line manual, KOBOLD support.

9) Active registered user support.

SampleC should be available within the next month, and will probably cost 12 UK pounds for registration within the UK - overseas costs TBA. An unregistered version, which is fully functional but places an 80K limit on all sample sizes and does not include the ST-GUIDE manual, will be available. If you would like to receive the unregistered version, please send me a DSDD disc with a stamped, self addressed envelope - I cannot return discs with no postage paid.

Send to: SampleC demonstration,
Richard Evans,
3, Gervis Crescent,
Parkstone,
Poole,
Dorset,
UK.
BH14 0LR.

Your details will be stored on computer for reference, they will not be passed on in any manner to any individual or organisation. If you are willing for this to happen, please include a signed statement to this effect. If you do not wish to have your details stored, please state this in writing also.

Richard Evans. All trademarks acknowledged.

--

Richard Evans | JANET | mud08@keele.ac.uk

From -6534281095855602597
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,d6a2ab4613456dce,start
X-Google-Attributes: gid1115ce,public
From: M_STORCZ@INTERKOM.rhein.de (Markus Storcz)
Subject: Problem mit GDOS-Ausgabe
Date: 1995/09/16
Message-ID: <7p2Iam5B@interkom.rhein.de>#1/1
X-Deja-AN: 110327064
newsgroups: comp.sys.atari.programmer

Hallo Atarianer!

ich habe hier ein kleines Problem mit der Druckerausgabe ⍰ber GDOS,
und suche deshalb eine Doku zur Benutzung der GDOS-Druckertreiber.
Die Ausgabe versuche ich folgenderma⍰en:

1. v_opnwk; (Physikalische Workstation ⍰ffnen)
2. vst_font; (Fonts setzten)
3. vst_height; (Fontgr⍰⍰e setzen)
4. Anzahl der Vertikalen Pixel pro Seite geteilt durch Zeichenzellenh⍰he
   ergibt die Anzahl der Zeilen pro Seite.
5. Ausgabe einer/mehrerer Textzeilen auf dem Drucker mit
   v_gtext(handle, x, y, string);

jetzt passiert folgendes: - nachdem der Rechner ca. 167 Zeilen zum Drucker
geschickt hat, beginnt der Drucker bei Zeile
167 mit der Ausgabe, druckt dann aber alle
Zeilen ab Zeile 48...
... das verwirrt mich total.
Deshalb habe ich folgende Frage: Kann mir jemand eine Beschreibung schicken,
wie ich die Druckerausgabe richtig nutze, oder noch besser: kann mir
jemand einen Beispielquellcode schicken ?

mfg, markus

#Origin: InterKom * Die Mailbox f⍰r INTERnationale KOMmunikation * 02241/590093

From -7876253660411863862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: magnus@control.auc.dk (Magnus H. Svavarsson)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/18
Message-ID: <43jg0u$368@news.iesd.auc.dk>#1/1
X-Deja-AN: 110327065
references: <307_graham@grasper.demon.co.uk>
organization: Aalborg University - Dep. of Control Engineering
reply-to: magnus@control.auc.dk
nntp-posting-user: chainxor
newsgroups: comp.sys.atari.programmer

In article <307_graham@grasper.demon.co.uk>, graham@grasper.demon.co.uk (Graham Irvine) writes:
> It was none other than chainxor@kom.auc.dk who did write on 11 Sep 95 that
> .... >> BTW, Substation is a fun game, IMHO, although my first impression
> >> of it was bad.
> c> Agreed. SubStation is a good game, but the graphics are very dull,
> c> due to the fact that it also runs on a STE.
> c> Wolf3D should indeed be possible on the Falcon, TOWERS II shows it
> c> pretty much.
>
> I think the fact that there is (or will be) a NES version of DOOM puts a
> mockery on the fact that a Falcon version is not possible !!
> --

Mockery ? What does it mean ?

Do it mean, that you agree with me ?

     Keep Cool and Flying...

     ChainXOR...

From -1886896490628443 99
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,43f89210aa194238,start
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: Compiling with GCC...
Date: 1995/09/18

Message-ID: <gigxr01-1809952048490001@47.85.0.99>#1/1
X-Deja-AN: 110327066
references: <43juge$g3k@m1.cs.man.ac.uk>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

In article <43juge$g3k@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk wrote:

> Hi, I have now successfully set up a minix filesystem on my hard drive,
and have
> installed various bits of software onto it. One program that I want to
use is GCC,
> as Prospero C really doesn't stand up to the competition. However, when
I try to
> compile anything that uses library functions, it complains when linking
(see below)
> GCC returns lots of error messages in the form:
>
> textedit.o: Undefined symbol _appl_init referenced from text
>
> I have set GNULIB and GNUINC to point to the appropriate directories.
Any ideas?
>

You don't say which version of GCC you have, or what system you are using.
This make it just guesswork: (I assume you are running MiNT + XFS + a shell).

1. How much RAM do you have in your machine (GCC 2.5.8 & up likes 4 Meg).

2. Did you set the TEMP variable to a valid directory.

3. Did it ever work (ie. did you compile the version of Mint that you use).

I am not an expert, I was in the same position a few years ago.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From 9180258532605950974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d7bd87473f0dd72b,start
X-Google-Attributes: gid1115ce,public
From: rm03@ic.ac.uk (R. Mellish)
Subject: Re: vq_mouse
Date: 1995/09/18
Message-ID: <43kig0$phl@oban.cc.ic.ac.uk>#1/1
X-Deja-AN: 110327067
distribution: world

references: <43k85v$nsr@boson.epita.fr>
organization: Acme Labs
newsgroups: comp.sys.atari.programmer

in article <43k85v$nsr@boson.epita.fr>, eric da-cunha (da-cun_e@ion.epita.fr) wrote:
> I'm currently having a strange behaviour with vq_mouse ...
[...program fragment deleted...]
> Everything worked ok. But to speed up the process I decided to use
>vq_mouse instead of graf_mkstate. While I'm in the drawing loop it works
>OK but, when I release the RIGHT_BUTTON the system randomly returns that it's
>still pressed ! I put back graf_mkstate and the program returned to a normal
>behaviour. I'm using TOS4.03 on F030. Did someone already experienced that ?
>And is a cure available ?

You are supposed to use graf_mkstate() rather than vq_mouse() in a program which uses the AES - supposedly, GEM will get confused otherwise, which is what you seem to be experiencing.

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk
`Oh har-de-har-har!' [ Babs - `Devil Doggie']

From 3132229630535460163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c289421a4a08eaa,start
X-Google-Attributes: gid1115ce,public
From: MTL@AMAV.COM (AMAV Industries)
Subject: Wanted!!! Educational Software!!
Date: 1995/09/18
Message-ID: <43k2cg$rdp@cti01.citenet.net>#1/1
X-Deja-AN: 110327068
organization: CiteNet Telecom - Commercial Internet Service
newsgroups: comp.sys.atari.programmer

  Hello, we are a leading toy distributor in Canada and
are interested in distributing a line of educational
software to our clients. As such, we are looking to buy
the rights to various educational software products for
cash or on a royalty basis.
   If you have anything that you think might be of interest
to us, please contact us
by phone: (514) 344-1234
by fax: (514) 344-1235
by e-mail: MTL@AMAV.COM   (attn: Yehuda)

               Thank-you!

From 8470679195867258293
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,d7bd87473f0dd72b
X-Google-Attributes: gid1115ce,public
From: da-cun_e@ion.epita.fr (eric da-cunha)
Subject: vq_mouse
Date: 1995/09/18
Message-ID: <43k85v$nsr@boson.epita.fr>#1/1
X-Deja-AN: 110327069
distribution: world
sender: da-cun_e@ion (eric da-cunha)
organization: Epita (French Computer Science school)
newsgroups: comp.sys.atari.programmer

```
     I'm currently having a strange behaviour with vq_mouse ...

     I've done a little drawing prg in C. It does:

      do
      {
     do
     {
       graf_mkstate(&x,&y,&b,&dummy)
     } while (b==0)                   ; loop while no mouse button is pressed

     ...                     ; draw a line to (x,y)

      } while (b!=LEFT_BUTTON)            ; exit if left button is pressed
```

Everything worked ok. But to speed up the process I decided to use vq_mouse instead of graf_mkstate. While I'm in the drawing loop it works OK but, when I release the RIGHT_BUTTON the system randomly returns that it's still pressed ! I put back graf_mkstate and the program returned to a normal behaviour. I'm using TOS4.03 on F030. Did someone already experienced that ? And is a cure available ?

From -8799183471410692259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: Gary Ingram <Gary@gingram.demon.co.uk>
Subject: Re: Doom on the Falcon update?
Date: 1995/09/18
Message-ID: <234705895wnr@gingram.demon.co.uk>#1/1
X-Deja-AN: 110387125
x-nntp-posting-host: gingram.demon.co.uk
references: <307_graham@grasper.demon.co.uk> <307_graham@grasper.demon.co.uk> <398608178wnr@gingram.demon.co.uk> <beavis-1509951738220001@uhura-14.dnaco.net>
organization: None
reply-to: Gary@gingram.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article: <beavis-1509951738220001@uhura-14.dnaco.net>

beavis@dnaco.net (beavis) writes:

> Why not just port wolfenstein, the source code is at ID and its only
500k
>
> Get a copy working and then ID might help you port Doom To the Atari.
>
> later
> beavis
>

At this moment I am looking at the source of Wolf3D. I downloaded this
sometime ago and have not had much time to myself lately:-(. But this
code is gonna take some porting if speed is an issue.

Sure, a straight C conversion would be reletively simple, but much of
the code would be better off DSPing, in order to show off the potential
of the Falcon.

Not a job for the faint of heart (or me for that matter!).

Gary
|One day, I >WILL< get a .sig file sorted|

From -4666330787643971821
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 101012,eab9a25d8cb64d98,start
X-Google-Attributes: gid101012,public
X-Google-Thread: 111a55,eab9a25d8cb64d98,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,eab9a25d8cb64d98,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 112f4b,eab9a25d8cb64d98,start
X-Google-Attributes: gid112f4b,public
X-Google-Thread: 1115ce,eab9a25d8cb64d98,start
X-Google-Attributes: gid1115ce,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: Dial Scripts
Date: 1995/09/19
Message-ID: <811544386_OASIS_@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 110387025
x-nntp-posting-host: yeadontt.demon.co.uk
reply-to: phil@yeadontt.demon.co.uk
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.suppor
t.atari,demon.tech.atari

Hello,

I am writing the code for the dialer for the graphic NOS replacement (ICE).

I have completed the basic Dialer routine, but at the moment it is Demon specific. In order to make the dialer as flexible as possible I need to take a look at as many different NOS dial scripts as possible.

To this end, I would be grateful if people who do bit access the 'net via demon.co.uk could send me their DIAL.TXT file. Obviously you will want to keep your password secret, but I need to see where it is entered, so please replace your password with the releveant number of '*' characters, ie if you password is rover replace it with *****.

Thank you in advance for youyr help.

--


```
  ==========================================================================

     The Home Of      _/_/_/_/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
                     _/    _/  _/    _/  _/        _/  _/
                    _/    _/  _/    _/  _/        _/  _/
                   _/    _/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
                  _/    _/  _/    _/        _/  _/        _/
                 _/    _/  _/    _/        _/  _/        _/
                _/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/

  ============    Phil Yeadon ====== phil@yeadontt.demon.co.uk    ===========
```


From 3485767703859170670
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fe2f51fa2495d59,start
X-Google-Attributes: gid1115ce,public
From: geheniau@inter.NL.net (J. Geheniau)
Subject: portfolio vt100
Date: 1995/09/19
Message-ID: <DF5I6A.92u@inter.NL.net>#1/1
X-Deja-AN: 110387122
organization: NLnet
keywords: portfolio vt100
newsgroups: comp.sys.atari.programmer
summary: portfolio vt100

I am searching for a terminalprogram for the atari portfolio that can emulate vt100 or vt102 terminals.

mail to : geheniau@solair1.inter.NL.net

Thanks Job

From -7108396214632140682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5eef3650e595e6a3,start
X-Google-Attributes: gid1115ce,public
From: jib@login (Jabran Akhtar)
Subject: GEM window handling
Date: 1995/09/19
Message-ID: <43nhcb$b6e@login.bigblue.no>#1/1
X-Deja-AN: 110387123
organization: Big Blue Systems A/S
newsgroups: comp.sys.atari.programmer

Can anyone please explain how to handle the window redrawing if the
window moved is the background window ? Which evnt_multi values are then
returned back ? I can't seem to find any info on that - and if I follow
the 'normal' window updating then the whole window gets redrawed.

--

```
___  __ ___ __  __ ___ _   __  ___________________________________
\   /_  /  /_  /   /  / ) /_       -=> Jabran Akhtar <=-    /////
\\ __/ /  /_   \_ /  / \ /_                                   ///
\\\_________________________________ jib@login.bigblue.no ____//
```

From 7919992454876753880
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5eef3650e595e6a3
X-Google-Attributes: gid1115ce,public
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: GEM window handling
Date: 1995/09/19
Message-ID: <DF6B25.Bz5@novice.uwaterloo.ca>#1/1
X-Deja-AN: 110387124
sender: news@novice.uwaterloo.ca (Mr. News)
references: <43nhcb$b6e@login.bigblue.no>
organization: University of Waterloo
newsgroups: comp.sys.atari.programmer

In article <43nhcb$b6e@login.bigblue.no>, Jabran Akhtar <jib@login> wrote:
>
>Can anyone please explain how to handle the window redrawing if the
>window moved is the background window ? Which evnt_multi values are then
>returned back ? I can't seem to find any info on that - and if I follow

>the 'normal' window updating then the whole window gets redrawed.

What do you mean by the 'background' window? Do you mean a window which is not topped?

In any case, the correct procedure for window redrawing is as follows:
1) get rectangle from message pipe (the evnt_multi call)
2) intersect it with the screen rectangle (use wind_get with window handle 0, and its the work area you want... something like:

```
     wind_get (0, WF_WORKXYWH, &x, &y, &w, &h);
```

3) walk through window rectangle list and intersect each rectangle with the above rectangle (from 2). code should look something like:

```
     wind_get (your_window_handle, WF_FIRSTXYWH, &x, &y, &w, &h);
     while (w && h)
     {
          /* do the intersection here */
          /* do the drawing here */
          wind_get (your_window_handle, WF_NEXTXYWH, &x, &y, &w, &h);
   }
```

Hope this helps...

art
--
Art
atwareck@novice.uwaterloo.ca

From 3154674305067368072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ad5cb076968b4cdb,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ad5cb076968b4cdb,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ad5cb076968b4cdb,start
X-Google-Attributes: gid109a67,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: STOS Falcon Extension v1.1a
Date: 1995/09/19
Message-ID: <43mhb4$3jm@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 110448199
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st

****
    Announcing the release of the STOS Falcon Extnesion (v1.1a)
****

You want to program your Falcon, yet you dont feel like taking on C or assembler? Well, you want the STOS Falcon Extension. This extension to the STOS programming language allows you to easily create Falcon only games / programs.

Commands include DSP replay of 4 track .MOD files, up to 32 track .DTM modules, Access to the Falcons sampling hardware, true colour sprites (with pixel perfect collision detection) hardware scrolling support and much more.

The extension is shareware, with a registration of 5 uk pounds. An un-registered version can be downloaded from various ftp sites (uploaded to incoming directories on 19/9/95) listed below:

micros.hensa.ac.uk
ftp.cnam.fr
ftp.un-kl.de
ftp.tu-berlin.de
ftp.cs.tu-berlin.de
ftp.stuttgart.de

A version can be downloaded via the WWW at the address given below.
For more information email me (Anthony Jacques) at:

jacquesa@cs.man.ac.uk

http://www.cs.man.ac.uk/~jacquesa/falcextn.html

From -5145099960399228757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e2e943163b8f3dba
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: Color Icons
Date: 1995/09/20
Message-ID: <811585576.24864@saffron.imc.exec.nhs.uk>#1/1
X-Deja-AN: 110448289
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <massimo-1109951514230001@macmax.irfmn.mnegri.it>
to: massimo@irfmn.mnegri.it
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
x-url: news:massimo-1109951514230001@macmax.irfmn.mnegri.it
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.4 sun4m)

massimo@irfmn.mnegri.it (Max Farina) wrote:
>If anybody knows how to display a COLOR ICON in C language, with a little

>axample, please email me.

Won't objc_draw() work? Some versions of the AES can handle colour icons. For other AESes you have to write some PROGDEF code which does the same thing.

--Chris

From -8252977646229886053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: chainxor@control.auc.dk (Henrik Lunardi Weide)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/20
Message-ID: <43opn3$5af@news.iesd.auc.dk>#1/1
X-Deja-AN: 110448290
references: <234705895wnr@gingram.demon.co.uk>
organization: Aalborg University - Dep. of Control Engineering
reply-to: chainxor@control.auc.dk
nntp-posting-user: chainxor
newsgroups: comp.sys.atari.programmer

In article <234705895wnr@gingram.demon.co.uk>, Gary Ingram
<Gary@gingram.demon.co.uk> writes:
>
> At this moment I am looking at the source of Wolf3D. I downloaded this
> sometime ago and have not had much time to myself lately:-(. But this
> code is gonna take some porting if speed is an issue.
>
> Sure, a straight C conversion would be reletively simple, but much of
> the code would be better off DSPing, in order to show off the potential
> of the Falcon.
>
> Not a job for the faint of heart (or me for that matter!).
>
> Gary
> |One day, I >WILL< get a .sig file sorted|

Are there any energic DSP-coders out there ????? :-)

Keep Cool and Flying...

ChainXOR...

From 7531543522977702043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a7fa71979f40781
X-Google-Attributes: gid1115ce,public
From: t150315@proffa.cc.tut.fi (Tamminen Eero)
Subject: Re: Games Programming Encyclodedia?
Date: 1995/09/20
Message-ID: <43p211$9q5@cc.tut.fi>#1/1
X-Deja-AN: 110448291
distribution: world
references: <810004967wnr@gingram.demon.co.uk> <43a8jr$k4@news.cc.utah.edu>
organization: Tampere University of Technology, Computing Centre
newsgroups: comp.sys.atari.programmer

A good thing to check is Warwick Allison's AMS games programming
library in C++, if you'd like to do your programming in C (or GNU
C++).

- Eero

From 1524296705546551463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e2e943163b8f3dba
X-Google-Attributes: gid1115ce,public
From: baldrick@terminator.rs.itd.umich.edu (Dan Ackerman)
Subject: Re: Color Icons
Date: 1995/09/20
Message-ID: <43q0mf$gnv@lastactionhero.rs.itd.umich.edu>#1/1
X-Deja-AN: 110448292
references: <massimo-1109951514230001@macmax.irfmn.mnegri.it>
<811585576.24864@saffron.imc.exec.nhs.uk>
organization: University of Michigan
newsgroups: comp.sys.atari.programmer

>massimo@irfmn.mnegri.it (Max Farina) wrote:
>>If anybody knows how to display a COLOR ICON in C language, with a little
>>axample, please email me.

>Won't objc_draw() work? Some versions of the AES can handle colour
>icons. For
>other AESes you have to write some PROGDEF code which does the same thing.

>--Chris

If you have a decompiled resource, you can just make a mfdb with
the adress being the cic code of the desired cicon. Sounds confusing
doesn't it. Basically if you have a way to decompile your .rsc file, the
cicon blocks will be split up. Inside the new c file created (the one

that was the rsc file) you will find a litle table that points to cic001 etc. (or something close to that, I'm going from a very dodgy memory here). In your mfdb set the mfdb.fd_addr equal to this address. ie. cic001. Then blit it to the screen.

At least thats the way I do it so that older machines can use cicons.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

From -3955609594898760313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4076f513f327c26b,start
X-Google-Attributes: gid1115ce,public
From: hennacy.1@osu.edu (Richard Hennacy)
Subject: How can I make a video adapter for Falcon?
Date: 1995/09/21
Message-ID: <hennacy.1.1.000BC602@osu.edu>#1/1
X-Deja-AN: 110503271
organization: UTS
newsgroups: comp.sys.atari.programmer

How can I make a video adapter for the Falcon so I can connect it to the video in of my tv? Is it a simple matter of finding the correct 2 pins and routing them to an RCA plug? If so, do you know the pins? Thanks.

From -392680475617083640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3c9eb620d7586a48,start
X-Google-Attributes: gid1115ce,public
From: thomah@ifi.uio.no (Thomas Hansen)
Subject: 14400 bps
Date: 1995/09/21
Message-ID: <43ri5q$kg2@delling.ifi.uio.no>#1/1
X-Deja-AN: 110503272
organization: Dept. of Informatics, University of Oslo, Norway
newsgroups: comp.sys.atari.programmer

The Rsconf() function (xbios 15) configures the serial port, and when it comes to speed, Rsconf() can set the serial port to most speeds between 300 and 19200 bps. There is, however, no parameter for speeds between 9600 and 19200 bps. 14400 modem owners use 19200.

However, CoNnect has an option for 14400 bps in it's configuration. Can anyone tell me how this is done?

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

From 3770583473599844565
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a7fa71979f40781
X-Google-Attributes: gid1115ce,public
From: c-gle@math.utah.edu (Lawrence Edwin Gold)
Subject: Re: Games Programming Encyclodedia?
Date: 1995/09/21
Message-ID: <43snjp$9ks@news.cc.utah.edu>#1/1
X-Deja-AN: 110568013
references: <43a8jr$k4@news.cc.utah.edu> <43jg8m$368@news.iesd.auc.dk>
organization: University of Utah Computer Center
newsgroups: comp.sys.atari.programmer

Magnus H. Svavarsson (magnus@control.auc.dk) wrote:

: ST-related....Hmmmmm.... Beep beep beep... Good old Yamaha..... :-)

It sure beats the PC squeaker. <grin>

From -5231508986217124407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,13b3aeb0611b0e26,start
X-Google-Attributes: gid1115ce,public
From: ibkeegan@tcd.ie (II)
Subject: please help with C libs!
Date: 1995/09/21
Message-ID: <DF9wKx.Iyt@news.tcd.ie>#1/1
X-Deja-AN: 110568015
sender: usenet@news.tcd.ie (TCD News System)
organization: University of Dublin, Trinity College
newsgroups: comp.sys.atari.programmer

hi there
i am a desperate man - i would love 2 compile the vi editor for my atari st.
i am new to programming on the st and i have hisoft c compiler.
i need to get the unix-type c libraries for the atari st to do this.
i am sure someone somewhere has had a similar problem - can anyone
point me in the right direction please?
thanks a lot
     ian

--
```
             II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II
             II    "I love the taste of unpredictable licks"    II
             II          Live 4 Love - ibkeegan@tcd.ie          II
             II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II
```

From -7290139119449500453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc9306384565acb7,start
X-Google-Attributes: gid1115ce,public
From: ehramm@dk3uz.hanse.de (Edmund H. Ramm)
Subject: Re: Compiling with GCC...
Date: 1995/09/21
Message-ID: <DF9yM8.2MD@dk3uz.hanse.de>#1/1
X-Deja-AN: 110568017
references: <43juge$g3k@m1.cs.man.ac.uk>
organization: Private Linux/68k site
reply-to: ehramm@dk3uz.hanse.de
newsgroups: comp.sys.atari.programmer

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>Hi, I have now successfully set up a minix filesystem on my hard drive, and have
>installed various bits of software onto it. One program that I want to use is
GCC,
>as Prospero C really doesn't stand up to the competition. However, when I try to
>compile anything that uses library functions, it complains when linking (see
below)
>GCC returns lots of error messages in the form:

>textedit.o: Undefined symbol _appl_init referenced from text

>I have set GNULIB and GNUINC to point to the appropriate directories. Any ideas?

Any library other than the gnulib has to be included explicitly. If you
want to link functions from the e.g portable math library, you have to tell
the linker with -lpml. The function you quote above looks as if from the GEM
department, with which I have no experience. I suggest you try -lgem and see
what happens. :-)

cu, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

From 6353352109663459103
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 111a55,ad5cb076968b4cdb
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,ad5cb076968b4cdb
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,ad5cb076968b4cdb
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: STOS Falcon Extension v1.1a
Date: 1995/09/22
Message-ID: <43ug4o$30a@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 110567930
references: <43mhb4$3jm@m1.cs.man.ac.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st
nntp-posting-user: 348

In article <43mhb4$3jm@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques)
writes:

>
>**
>   Announcing the release of the STOS Falcon Extnesion (v1.1a)
>**

>The extension is shareware, with a registration of 5 uk pounds. An
>un-registered version can be downloaded from various ftp sites (uploaded
>to incoming directories on 19/9/95) listed below:
>
>micros.hensa.ac.uk
>ftp.cnam.fr
>ftp.un-kl.de
>ftp.tu-berlin.de
>ftp.cs.tu-berlin.de
>ftp.stuttgart.de
>
>A version can be downloaded via the WWW at the address given below.
>For more information email me (Anthony Jacques) at:
>
>jacquesa@cs.man.ac.uk
>
>http://www.cs.man.ac.uk/~jacquesa/falcextn.html

Unfortunately, the uploads seem to be corrupted. However, the version
at my WWW page seems to be corrupted. For anyone who wants a copy,
I'll UUE you a copy...

Sorry about that.

Anthony

From 2845400224914687225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e375020cefab5c4,start
X-Google-Attributes: gid1115ce,public
From: massimo@irfmn.mnegri.it (Max Farina)
Subject: MyDials 3D
Date: 1995/09/22
Message-ID: <massimo-2209951511560001@macmax.irfmn.mnegri.it>#1/1
X-Deja-AN: 110568014
organization: Istituto Mario Negri
newsgroups: comp.sys.atari.programmer

Does anyone know where I can find the wonderful C library "MyDials" ?
I know that it handles the 3D look too... It's very very nice!
Thanks

```
 -------------------------------------------------------
|                        /|/|                            |
|                       /   |AX                          |
|   Institute of Pharmacology Research "Mario Negri"     |
|           E-mail: massimo@irfmn.mnegri.it              |
 -------------------------------------------------------
|  TT030 4+8Mb RAM/HD 250Mb Quantum (internal)/HD 120Mb  |
|Quantum (external)/GeSoft FastRAM card/CrazyDots graphic|
| card/Philips Brilliance 17"/HP DeskJet 510/Megafile 44 |
|  (removable) + HD 48Mb SCSI inside/Modem Trust 14.400  |
 -------------------------------------------------------
```

From 7027506679549857589
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e2e943163b8f3dba
X-Google-Attributes: gid1115ce,public
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Subject: Re: Color Icons
Date: 1995/09/22
Message-ID: <811757682.447@saffron.imc.exec.nhs.uk>#1/1
X-Deja-AN: 110568016
x-nntp-posting-host: saffron.imc.exec.nhs.uk
references: <massimo-1109951514230001@macmax.irfmn.mnegri.it>
<811585576.24864@saffron.imc.exec.nhs.uk>
<43q0mf$gnv@lastactionhero.rs.itd.umich.edu>
content-type: text/plain; charset=us-ascii
organization: NHS Information Management Centre
x-url: news:43q0mf$gnv@lastactionhero.rs.itd.umich.edu
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.4 sun4m)

baldrick@terminator.rs.itd.umich.edu (Dan Ackerman) wrote:
>   If you have a decompiled resource, you can just make a mfdb with

>the adress being the cic code of the desired cicon. Sounds confusing

You'd need a bit of logic to select the icon of the correct colour depth,
but that would basically do the trick.

The only resource editor I know that can handle CICONs is Interface, which is
commercial.

--Chris

From -3926751424541874565
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91c92dd5c41d2532,start
X-Google-Attributes: gid1115ce,public
From: Jan Dooms <jandooms@tornado.be>
Subject: vga-card for megaste? and more than 4mb ram?
Date: 1995/09/01
Message-ID: <427rfh$cg7@tornix.tornado.be>#1/1
X-Deja-AN: 109307534
content-type: text/plain
organization: Tornado News Processing System
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Windows; I; 16bit)

VME vga card for ATARI MEGA STE???
How am I gonna do that, I allready have a card but it is ISA, are
there other ways to fit it into my computer? And what about the
software? NVDI et4000 or some shareware? Or is it really necessary
that I buy the VME card and NVDI et4000 from ACN in Holland?
That would be than about $300... a little expensive, than I'll better
wait for the mighty ATARI MICROBOX wich has the best
specifications I have ever seen!!!
And my memory, can I put normal 30 pins simms into the sockets
or do I need to by simms "specialy" made for that computer. For
the moment I have simms 4x1MB but I want to change them with
2x4MB can I just do that?

From -6841559197527503127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/01
Message-ID: <427scc$eqj@sphinx.Gsu.EDU>#1/1
X-Deja-AN: 109363374
references: <95243.155529STIRRE31@MAINE.MAINE.EDU>

organization: Georgia State University
newsgroups: comp.sys.atari.programmer

STIRRE31@MAINE.MAINE.EDU wrote:
: I was just curious if anything came out of the talks of porting Doom
: to the Falcon. A monthly update would be very nice, if possible.
: I'd really like to see this game happen (and I think the Falcon
: is up to doing it).
: -scott tirrell

YES!!!!! Doom is something _so_ exciting, that if anyone has the skills
to make it true, it definitely should be done =-) !

Tommi

From -1302994564414286711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,cbcdacfaf6ec8c11,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,cbcdacfaf6ec8c11,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,cbcdacfaf6ec8c11,start
X-Google-Attributes: gid109a67,public
From: jib@login (Jabran Akhtar)
Subject: Ann: Mnilu Tranquil
Date: 1995/09/01
Message-ID: <42800a$dr0@login.bigblue.no>#1/1
X-Deja-AN: 109415797
organization: Big Blue Systems A/S
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
     S  T   e   c   t   r  e
            presents

////   /// ///   // // //     //   //
// // //// ////  // // //     //   //
//  //  // // // // // //     //   //
//      // //  //// // //     //   //
//      // //    // // ////// //////

   T   r   a   n   q   u   i   l
```

Welocme to Mnilu . .... Now at least Mnilu Tranquil ,GFA BASIC
'Compiler' is here for all you GFA BASIC coders. It's not the
official GFA compiler ,and nor can it replace the official compiler,
but it will enable everyone without a Compiler to turn their .BAS or .GFA
files into stand-alone .PRG files.

Mnilu Tranquil can be considerd the 'second' version of Mnilu.
It is by no mean the 'old' Mnilu with added support for GFA BASIC 3.5E,
but the GFA v2 compiler part has also had a _huge_ face lift.

Fully compitable with most GFA BASIC (v2 or v3.5e) files.

Mnilu Tranquil will soon be avaliable from the major Atari ftp-sites.
Or email to get back a UUEcoded version.

Please note that Mnilu Tranquil is postcardware.

--

```
___  __ ___ __  __ ___ _   __  ___________________________________
\   /_  /  /_  /   /  / ) /_       -=> Jabran Akhtar <=-    /////
\\ __/ /  /_   \_ /  / \ /_                                  ///
\\\_________________________________ jib@login.bigblue.no ____//
```

From 6652308673996512350
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d2ad635704127a3
X-Google-Attributes: gid1115ce,public
From: "T. Kelsey" <tkelsey>
Subject: Re: Reading the Falcon joypad?
Date: 1995/09/02
Message-ID: <429vhn$478@dux.dundee.ac.uk>#1/1
X-Deja-AN: 109363375
references: <41udt4$fij@disunms.epfl.ch>
content-type: text/plain; charset=us-ascii
organization: The University, Dundee, DD1 4HN, Scotland, UK.
x-url: news:41udt4$fij@disunms.epfl.ch
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.2 sun4c)

You probably need to be in supervisor mode.

From 3585159627225229579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,126b2c8185292427,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,126b2c8185292427,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 16e7c2,126b2c8185292427,start

X-Google-Attributes: gid16e7c2,public
From: peters@damp.apana.org.au (Peter Sansom)
Subject: Why wont these TTP's not run ?
Date: 1995/09/02
Message-ID: <428m46$43u@frisbee.damp.apana.org.au>#1/1
X-Deja-AN: 109415807
organization: Frisbee Internet, Adelaide Australia
keywords: Brocken progs
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,frisbee.atari
summary: These ttp 's I have wont load or run !

Greetings fellow Atarians !

I have a problem with a couple of old (circa 1988) ttp programs. The problem being that they wont run.
The two programs are parts of an algorithmic music system called Ravel. When I first tried to run them they would not start. I ran them again under Kaosdesk (gives better feedback on problems) and this told me that the progs were not executable. I then ran Knife st to check the disk etc and then ran the prog again under Knife using the run other program option. Knife then told me that the prog had an invalid program load format.

Now how, apart from data corruption, could this happen ? Is it something to do with old tos versus new tos ? I am running an Ste with tos 1.6. I would have thought that there shouldnt really be any backwards compatibility problems between tos's ? I have tried just about everything to get it to work even dearchived the originals again just incase something went wrong on the download but to no avail. The original archive was a tar.Z but I wouldnt think that would make much difference.

Can anyone help me with this ? I would really like to get it all up and running.

Many thanks in anticipation of excellent replies (by E-mail pref).

Peter Sansom
peters@damp.apana.org.au

From 1203228102905222108
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a549e70fa679e57c,start
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: reading the falcon joypad?
Date: 1995/09/02
Message-ID: <2488phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 109415897

x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <29 Aug 95 17:15:48>, felber@lse.epfl.ch (90:100/106)
writes:

 f> Does anybody know how to read the falcon joypad? I tried to use the
 f> routine found in falclib but when it tries to write $FFEE at the
 f> address $FF9202, a bus error always occurs. The code is:

You must access registers from the Supervisor mode.

_____
Phil - phodgkins@cix.compulink.co.uk

~ Small programs are for small minds. ~

--

From -4873507168632430155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a354b3ff07b74b6f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,a354b3ff07b74b6f,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,a354b3ff07b74b6f,start
X-Google-Attributes: gid1115ce,public
From: azog@gti.gti.net (azog)
Subject: Re: Cannot open URL
Date: 1995/09/03
Message-ID: <42djea$ms9@gti.gti.net>#1/1
X-Deja-AN: 109415795
references: <42dh9g$52c$1@mhafn.production.compuserve.com>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
organization: GTI GlobalNet - (201) 285-9099
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

David D. Hagood (73437.3162@CompuServe.COM) wrote:

: I suspect that my DNS is set up incorrectly, but have no idea how to set it
: up. I have it pointed to the name server on my Internet host, but it does
: not seem to want to look up the names.

: I REITERATE: WHAT AM I DOING WRONG????

Have you got an /etc/resolv.conf? It looks something like:

domain domain.name
nameserver xx.xx.xx.xx

You can have more than one nameserver (and it's a good idea), but you can only belong to one domain. You must put IP addresses in the nameserver, because to resolve hostnames, you need a nameserver to resolve from!

: SO WHY DOESN'T ANYONE HAVE THE GUTS TO RESPOND TO MY QUESTIONS?

Lighten up, bobo. With an attitude like that, you won't get any answers.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

From 8256650615564791475
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2951eb7b286907e,start
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Sample file formats
Date: 1995/09/03
Message-ID: <DEC78u.H8y@crash.cts.com>#1/1
X-Deja-AN: 109415898
sender: news@crash.cts.com (news subsystem)
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Could someone please supply me with or direct me to a document that contains information on Audio Sample File formats such as:

WAV
VOC
AVR
SPL
TRK
AU
SND
IFF
AIF

I would be most appreciative.

Rich

From -7049331875415386725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a354b3ff07b74b6f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,a354b3ff07b74b6f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a354b3ff07b74b6f
X-Google-Attributes: gid109a67,public
From: David D. Hagood <73437.3162@CompuServe.COM>
Subject: Cannot open URL
Date: 1995/09/04
Message-ID: <42dh9g$52c$1@mhafn.production.compuserve.com>#1/1
X-Deja-AN: 109415794
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I cannot get Chimera or DUFTP to work!!
First of all, every time I try to move Chimera around on the screen,
it jumps over to the right edge of the display, leaving me looking at
a few pixels of scroll bar. Also, any time I try to link to any document,
Chimera gives me a "cannot open html::<document name>" message.

WHAT AM I DOING WRONG????

I have a good PPP connection to the net, and I can use FTP.TTP to connect
to a site IF I GIVE THE IP ADDRESS, but if I give the name of the site,
no dice.

Also, DUFTP does not want to connect to any site I give it. It cannot locate
the site.

I suspect that my DNS is set up incorrectly, but have no idea how to set it
up. I have it pointed to the name server on my Internet host, but it does
not seem to want to look up the names.

I REITERATE: WHAT AM I DOING WRONG????

I have repeatedly posted these questions to all the pertainant
COMP.SYS.ATARI groups, with no help. COME ON PEOPLE, LET'S STICK TOGETHER!
I have answered other peoples questions to the best of my ability. I
know there are some people out there who are using Chimera successfully.
SO WHY DOESN'T ANYONE HAVE THE GUTS TO RESPOND TO MY QUESTIONS?
Any advice would be appreciated!

I'd really like to get on the Web, and I'd really like to to it on a
machine that does not have to have a personal blessing from Bill Gates
to boot, but with this level of non-support, even a long-time Atarian
like myself gets a little frustrated. And every one of us that leaves
hurts the community.

COME ON, SOMEBODY ANSWER ME!

From -998235853292020037
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,195edb242b4afa48,start
X-Google-Attributes: gid1115ce,public
From: pblagay@xmission.xmission.com (PBLAGAY)
Subject: 256c Sprite Driver
Date: 1995/09/04
Message-ID: <42durq$5e6@news.xmission.com>#1/1
X-Deja-AN: 109415899
organization: XMission Internet (801 539 0900)
newsgroups: comp.sys.atari.programmer

I am looking to see if anyone has a fast optimised 256 color sprite handler, including masking with the background.

I am currently writing a game, and I dont think I can squeeze the speed out of Truecolor now (a real shame).

If you have some code for this and would be willing to share it with me, Id appreciate it. I could write it myself but I dont have the time or passion for bitplane screen modes..

Thanks for your help

Paul

From -3911897957194129269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,559e8edbb9ff22d
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd9c6,559e8edbb9ff22d
X-Google-Attributes: gidfd9c6,public
X-Google-Thread: fd4c9,559e8edbb9ff22d
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,559e8edbb9ff22d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1031e1,559e8edbb9ff22d
X-Google-Attributes: gid1031e1,public
X-Google-Thread: f8c6e,559e8edbb9ff22d
X-Google-Attributes: gidf8c6e,public
X-Google-Thread: 109a67,559e8edbb9ff22d
X-Google-Attributes: gid109a67,public
X-Google-Thread: f579c,559e8edbb9ff22d
X-Google-Attributes: gidf579c,public

From: asmodeus@telerama.lm.com (Aragon Balintine)
Subject: FS:Atari STuff: New items, prices lowered!
Date: 1995/09/04
Message-ID: <42fot4$anl@india.lm.com>
X-Deja-AN: 109472042
summary: Atari ST Hardware and Software for sale
organization: Telerama Public Access Internet, Pittsburgh, PA
keywords: atari, st, for sale, sale, software, hardware
newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsa
le

Updated: 9/4/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
You can contact me at:
     BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
     WWW: http://www.lm.com/~asmodeus/
  there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 4megs mem., tos2.06 TEC board,
           ADspeed 16mhz upgrade. $300.00
1040 ST/F(M?) 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
(P) Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $270.00
ShoeBox 80meg HD w/ICD+ host $110.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:

```
WICO Bat-handle joystick (9-pin)        $10.00
Epyx The Grip joystick (9-pin)          $10.00
The BEst TrackBall                      $20.00
The Cordless Mouse (Practical Solutions)$30.00
Mouse Master                            $20.00

VIDEO:
(SOLD)Monitor Master(toad)     ******
Video Key                      $30.00
ST Video Digitizer             $15.00
The Complete Colour Solution (Sold ONLY as a set)
     (Vidi-ST, Vidi-RGB and VidiChrome ST)     $100.00

AUDIO:
Stereo Replay audio digitizer        $90.00
ST Sound Digitizer (Hippopotamaus)   $25.00

PARTS:
2 assorted Atari internal floppy drives for parts  $8.00
1040 case and rf shield (used)                    $10.00
4 Atari 256k Simms from Ste  (Make Offer)         $35.00


ATARI SOFTWARE FOR SALE
                           (SHW) = Still in shrinkwrap
Disk                         (P) = pending payment
|Manual                    (SOLD) = item has been sold
||Box Software Title          ASKING PRICE
|||   ======================================
DMB   Arctic Fox                   $5.00
DMB   Atari 1st Word ST            $5.00
DMB   Atari ST Academy             $5.00
DMB   Autoduel                    $10.00
DMB   Backup! (Michtron)          $10.00
DMB   (P)(SOLD) Balance of Power
            1990 edition (SHW)    ******
DMB   Battle Chess                $10.00
DMB   Battletech -
         cresent hawk's inception $10.00
DM    BBS Express ST              $15.00
DMB   Blacklamp                    $5.00
DMB   Bloodwych                   $10.00
DMB   (SOLD) Bureaucracy          *******
DMB   Club Backgammon             $10.00
DM    Codehead G+ Plus            $10.00
DM    Codehead Hotwire            $20.00
DM    Codehead Lookit & Popit     $10.00
DM    Codehead Maxifile III       $20.00
DM    Codehead Multidesk Deluxe   $20.00
DM    Codehead Utilities          $10.00
DM    (SOLD) Codehead Warp 9      ******
DMB   Curse of the Azure Bonds    $10.00
            Above includes Adventures Journal
```

```
DM    DC Data Diet                $10.00
DM    DC Desktop                  $10.00
DM    DC Utilities                 $5.00
DMB   Death Bringer                $5.00
DMB   Death Sword                  $5.00
DMB   Defender of the Crown       $10.00
DMB   Deluxe Paint ST             $25.00
DM    (SOLD) Diamond Back II      ******
DM    (SOLD) Diamond Edge         ******
DMB   Dragons of Flame             $5.00
DMB   Dungeon Master              $10.00
DB    Dungeon Master no manual,   $10.00
        includes: The Lost
        Scrolls of Mount Anaias help book
DMB   Dungeon Master II:          $12.00
        Chaos Strikes Back; Above includes Gaming Aids disk
DM    E-Z Data (database)          $5.00
DM    Ed Hak     $10.00
DMB   Elite w/Leroy's             $10.00
            Helpbook for Elite
DM    FAST (util)                  $5.00
DMB   FAST - Key SHell and AND     $5.00
DMB   Gauntlet                     $5.00
DMB   GFA Basic3.5e disk, 3.0manual$45.00
DM    H&D Base (database)     $5.00
DMB   Hacker II: Doomsday Papers   $10.00
DM    Hard Disk Toolkit            $10.00
          (Beckmeyer Develop.)
DMB   Hillsfar                     $10.00
DM    (SOLD)ICD - Advantage ST -   ******
            Harddrive util disk
DM    ICD Clean-up ST              $20.00
DMB   Ikari Warriors                $5.00
D     (SOLD)Image Art-icons, 2disks******
D     Interlink ST (term)          $15.00
DB    (SOLD) Jewels of Darkness     *****
DB    Kis Terminal                  $5.00
DM    Laser C                      $35.00
DMB   Lock-on                       $5.00
DMB   (SOLD) Lurking Horror         *****
DM    Ma Hubbards Cupboard and      $7.00
           assorted utils (SHW)
DMB   Mega Traveller 1:            $10.00
           Zhodani Conspiracy
DMB   Metro Cross                   $7.00
DMB   Michtron BBS 3.0             $15.00
DMB   Mindshadow                   $10.00
DM    MVG - Multi Viewer Graphica  $10.00
??B   Neochrome ????                $5.00
DM    (SOLD) Neodesk                *****
D     PACE Library Disks,         $200.00
        (Pittsburgh Atari Computer Enthusiasts)
              Aprox 350+ disks
```

```
D     PACE UK Disks  200 disk     $100.00
D     PC Ditto                      $5.00
DMB   Populous                     $10.00
DMB   Primetime                     $5.00
DM3B  Print Master Plus,           $15.00
           w/ art gallery 1 & 2
D     Pro Copy 1.22                 $5.00
DMB   Roadwar 2000                  $8.00
DMB   Roadwar Europa                $7.00
2DM2B Rogue (2 of them)             $5.00
            selling both together
DMB   Rolling Thunder               $7.00
DMB   Scurples                      $7.00
DMB   Shadowgate                   $10.00
DMB   Space Conquest:               $5.00
           A Galactic Odyssey
M     Spectrum 512                  $7.00
DMB   Speedball 2                  $15.00
DMB   ST Karate                     $5.00
DMB   ST-Talk Professional 2.0     $10.00
DMB   (SOLD) STalker 3 term        ******
DM    (SOLD) STeno     $10.00      ******
DMB   Temple of Aphsai Trilogy     $10.00
DB    Temple of Aphsai Trilogy     $10.00
D     Time Link                     $5.00
DMB   Timeworks Data Manager ST    $15.00
DMB   TimewrksDesktopPublisher(SHW)$20.00
D?B   Timeworks Word Writer ST     $15.00
DB    Tool Box volume 1             $5.00
DMB   Top Gun, (SHW)                $8.00
DMB   Top Gun                       $8.00
DMB   Ultima V: Wariors of Destiny $15.00
           w/cloth map and coin
DM    Ultimate Virus Killer        $15.00
DM    Universal Item Selector3.32  $10.00
DMB   (P)(SOLD)Universe II         ******
DMB   Universe III                 $10.00
DB    Wanderer, w/2 3d glasses      $5.00
DM    Wizworks Image Cat           $10.00
            picture cataloger
4DM   Wizworks Mugshot             $12.00
             w/data disks 1-3


mag     Assorted Atari Magazines: INCLUDING DISKS     $65.00 OBO
     ST Informer, ST Format, STart, Current Notes, etc
   Comlete List:  http://www.lm.com/~asmodeus/
        use the link from my home page to see full list of mags.

book     Atari Logo Sourcebook     $6.00
book     ST Basic Sourcebook and Tutorial     $6.00
book     Compute!'s ST Programmer's Guide     $6.00
book     The Atari ST Book (Turner)     $6.00
```

book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
  there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

From -817951369836455537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: chainxor@kom.auc.dk (Henrik Lunardi Weide)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/04
Message-ID: <42encv$m8u@news.iesd.auc.dk>#1/1
X-Deja-AN: 109472155
distribution: world
references: <426por$350@banaan.fwi.uva.nl>
organization: Aalborg University - Dep. of Communication Technology
reply-to: chainxor@kom.auc.dk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: chainxor

In article <426por$350@banaan.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker)
writes:
> d8klojo@dtek.chalmers.se (Johan Klockars) wrote:
>
> :That remains to be seen, but I have high hopes that _something_ usable
> :will at least be possible. The current DVIEW version only reaches around
> :2 fps on a Falcon, without texture mapping at 320x200, but then it's still
> :written in C and could hopefully be optimized quite a bit. If the problems
> :with DVIEW can be sorted out, the DSP would certainly help...
>
> 2 fps? no textures? I guess no dsp? well... This is not very promising.
> Maybe you'll end up with 5 fps + textures, using dsp. if you are lucky...
> (IMHO)

Well if you look at TOWERS II, which runs at about 13-14 frames/sek., it should
be possible to make a reasonable result.

And Douglas Little from Black Scorpion Software claims that TOWERS II could be

optimized even more!

Keep Cool and Flying...

ChainXOR...

From 4640969640060897967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: chainxor@kom.auc.dk (Henrik Lunardi Weide)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/04
Message-ID: <42enhp$m8u@news.iesd.auc.dk>#1/1
X-Deja-AN: 109472156
distribution: world
references: <4272uf$3db@banaan.fwi.uva.nl>
organization: Aalborg University - Dep. of Communication Technology
reply-to: chainxor@kom.auc.dk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: chainxor

In article <4272uf$3db@banaan.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
> bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:
>
> :>2 fps? no textures? I guess no dsp? well... This is not very promising.
> :>Maybe you'll end up with 5 fps + textures, using dsp. if you are lucky...
> :>(IMHO)
> :No no. this 2fps is just due to the fact that this is just a direct conversion
> :of a C program for the PC. So it can give almost no clue about the speed of
> :the real program which will be assembly language and will use the DSP.
> :This is a preliminary work, as Johan pointed out.
>
> ok, but please do not over estimate the advantage of assembly over C...

Why not? The speed advantage in assembler is brilliant, if one is good at it.

Keep Cool and Flying...

ChainXOR...

From 5776072951471769268

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,497fe6c1c98b7dd9,start
X-Google-Attributes: gid1115ce,public
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Subject: Wanted - develop gem software util for vidi-12st digitiser
Date: 1995/09/04
Message-ID: <DEE6It.n6x@cf.ac.uk>#1/1
X-Deja-AN: 109472157
x-nntp-posting-host: d133.elsy.cf.ac.uk
sender: news@cf.ac.uk (USENET News System)
content-type: text/plain; charset=us-ascii
organization: Cardiff University of Wales
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Windows; I; 16bit)

Anyone played around with vidi12st, the colour digi from rombo? I'm looking for a way to digitise in colour without having to resort to ST low rez on my TT. If anyone has the source code, I'd be interested to help get this project off the ground.

Simon

From 6612336421886869010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae38b8d63fc19750,start
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Fix double click bug?
Date: 1995/09/04
Message-ID: <42fnfm$i2d@wn1.sci.kun.nl>#1/1
X-Deja-AN: 109472158
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

Hello,

Some time ago there was a thread about the double click bug. I hadn't encountered it, thought it was fixed in my TOS (4.02) and didn't pay much attention. Alas, as it is always the case, I now _did_ encounter the bug. I'm programming a GEM wordprocessor with the EnhancedGEM libs, and when I click on an arrow or page down the slider, the event gets sent twice. I remembered that an empty timer event (i.e. Event_Timer (0, 0)) _before_ the `real' Event_Multi (NULL) would solve it, but it doesn't.

I know I can use ArrowFix, but if there's a way to solve it in my program, that's preferred.

So how was that again?

Thanks in advance,

--

```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From 2611608143430341335
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/04
Message-ID: <42fjd8$2le@nyheter.chalmers.se>#1/1
X-Deja-AN: 109472159
references: <426por$350@banaan.fwi.uva.nl> <42encv$m8u@news.iesd.auc.dk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <42encv$m8u@news.iesd.auc.dk>,
Henrik Lunardi Weide <chainxor@kom.auc.dk> wrote:
>
> Well if you look at TOWERS II, which runs at about 13-14 frames/sek., it
> should be possible to make a reasonable result.

Towers II uses a _very_ much simpler 3D model than DOOM.
IIRC there are no angled walls, everything is on one level, there are no
windows/stairs/platforms and the visibility is very restricted.

>And Douglas Little from Black Scorpion Software claims that TOWERS II could be
optimized even more!

I really hope so or MOOD (a suggested working name that may change) will
not have much chance, at least not with any texturing. We'll very likely
have to cut down the horizontal resolution by half in any case.

And from another article (Martijn Dekker below):
>> ok, but please do not over estimate the advantage of assembly over C...

> Why not? The speed advantage in assembler is brilliant, if one is good at it.

Only if you do specialized stuff like graphics (or something else that
needs bit-fiddling) or if you use a crappy C compiler, which unfortunately
is just about everything but GCC for the Atari computers.
Granted TurboC/PureC can produce decent code, but that requires that you
optimize your C code since the compiler in itself does next to no
optimization. (Lattice is quite good at optimization, but for some reason
it often screws it up. I've had non-optimized code run quicker than

optimized a couple of times...)

In a program such as MOOD a great deal of time is spent trying to figure out what walls should be drawn and where, which requires a lot of data structure manipulation. That's something that a good compiler is normally quite capable of handling.

That said, there might be a factor of two or so of improvement by simply rewriting everything in assembler.
You're quite welcome to take a shot at it. All the C sources for DVIEW are in the archive at the site mentioned in my .signature.

I do believe this to be a case where the DSP will really shine, though.
--


```
  Chalmers University   | Why are these |  e-mail:   d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |            rand@cd.chalmers.se
                        | so hard to do |  www/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5 and QLem)
```


From -6792319040962293771
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c2951eb7b286907e
X-Google-Attributes: gid1115ce,public

From: dhedberg@tao.kuai.se (Daniel Hedberg)
Subject: Re: Sample file formats
Date: 1995/09/04

Message-ID: <42fqbj$15m@bundy.mdk.se>#1/1
X-Deja-AN: 109472160

references: <DEC78u.H8y@crash.cts.com>
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: Could someone please supply me with or direct me to a document that
: contains information on Audio Sample File formats such as:

: WAV
: VOC
: AVR
: SPL
: TRK
: AU
: SND
: IFF
: AIF

: I would be most appreciative.

I am also interested if there is anyone out there who has access to this information. Please mail it to me, thank you!

// Take Care, Daniel Hedberg of New Beat Development.

TiME BOMB - The Home of New Beat Development and Addiction Software
Atari Only - 392Mb Online - Call +46-246-60187

From 12882789897965854
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed14c2d59448fd94,start
X-Google-Attributes: gid1115ce,public
From: dbrewood@nest.demon.co.uk (Daron Brewood)
Subject: ann: mnilu tranquil
Date: 1995/09/04
Message-ID: <2509dbrewood@nest.demon.co.uk>#1/1
X-Deja-AN: 109472161
x-ftn-adr: 90:100/106.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: dbrewood@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of 04 Sep 95 jib@login (90:100/106) wrote to All :

j> Mnilu Tranquil will soon be avaliable from the major Atari ftp-sites.
j> Or email to get back a UUEcoded version.

Keep us posted on availablility, very interested.

Daron - dbrewood@nest.demon.co.uk

--
I am the end of all your dreams.

--

From 5468265337888885688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,baecf9a4182b6293,start
X-Google-Attributes: gid1115ce,public
From: gf@vestkunst.no (Gisle Froysland)
Subject: Programming the Video Master digitizer?
Date: 1995/09/04
Message-ID: <42epn3$dp7@ole.uninett.no>#1/1
X-Deja-AN: 109533290
organization: UNINETT news service
newsgroups: comp.sys.atari.programmer

Does anybody know how to program Microdeal's Video Master on an STE?

I want to digitize frames, and store as either single pictures or as
animation sequences.
Preferably in GFAbasic or assembler.

From -8919084167801399346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b9946ea6d73fa6ff
X-Google-Attributes: gid1115ce,public
From: diehl@pinch.io.org (Eric March)
Subject: Re: Doom engine
Date: 1995/09/05
Message-ID: <42gmrv$7li@ionews.io.org>#1/1
X-Deja-AN: 109472162
distribution: world
references: <Pine.SUN.3.91.950819234659.17046D-100000@nic.cerf.net>
<419pqq$b52@nyheter.chalmers.se> <41abtc$3ho@turing.fwi.uva.nl>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

M. Dekker (mdekker@fwi.uva.nl) wrote:
: the music is IMHO VERY important. I never turn the music off when
: I play doom on my PC. It adds so much to the atmosphere.

With the exception of Tempest 2000, I _always_ turn music off during
gameplay. It's distracting and, IMHO, completely ruins the realism.
(After all, do _you_ hear music as you walk down spooky corridors? :-)

: --
: Martijn Dekker | PFF/Ishido info:
: University of Amsterdam |
: Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
: E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
 dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

From 8668197828058073389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b9946ea6d73fa6ff
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: Doom engine
Date: 1995/09/05

Message-ID: <42gtkp$bit@turing.fwi.uva.nl>#1/1
X-Deja-AN: 109472163
distribution: world
references: <419pqq$b52@nyheter.chalmers.se> <41abtc$3ho@turing.fwi.uva.nl>
<42gmrv$7li@ionews.io.org>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

diehl@pinch.io.org (Eric March) wrote:

:M. Dekker (mdekker@fwi.uva.nl) wrote:
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:: I play doom on my PC. It adds so much to the atmosphere.
:
:With the exception of Tempest 2000, I _always_ turn music off during
:gameplay. It's distracting and, IMHO, completely ruins the realism.
:(After all, do _you_ hear music as you walk down spooky corridors? :-)

realism? in doom?

I don't care about realism in games, realism enough in real life.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 6682056271640170592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47fd1338d73c373d
X-Google-Attributes: gid1115ce,public
From: cgra@se.bel.alcatel.be (Chris Gray)
Subject: Re: I wonder ...
Date: 1995/09/05
Message-ID: <42gthq$6np@btmpjg.god.bel.alcatel.be>#1/1
X-Deja-AN: 109472164
distribution: world
sender: cgra@btma74 (Chris Gray)
references: <41h8ja$muv@sun1000.ci.pwr.wroc.pl> <DE28wJ.2q3@bri.hp.com>
organization: Never was my forte
reply-to: cgra@se.bel.alcatel.be
newsgroups: comp.sys.atari.programmer

Pawel Minorczuk-Lamerczuk (Miron@sun10.ci.pwr.wroc.pl) wrote:
: Hello !

: I wonder why there is only few people to speak about wonderfull aTARI ?
: Note: I have Amiga 500 and I fuck aTARI *very well*.

Pehaps he uses the same translation agency as ex-president Carter, who is said to have spoken once of his great carnal desire for the Polish people ...

(Sometimes I have trouble with the French verb <<baiser>> ...)

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102

Opinions expressed are purely personal unless otherwise stated.

From 7910700102790322735
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/05
Message-ID: <42hbla$dnd@vishnu.jussieu.fr>#1/1
X-Deja-AN: 109533287
references: <426por$350@banaan.fwi.uva.nl> <42encv$m8u@news.iesd.auc.dk> <42fjd8$2le@nyheter.chalmers.se> <42gts9$bl1@turing.fwi.uva.nl>
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <42gts9$bl1@turing.fwi.uva.nl>,
mdekker@fwi.uva.nl (Martijn Dekker) wrote:
>About doom: why not first try a wolfenstein engine that uses the levels of
>the
>pc wolfenstein? iD software has made the sources of wolfenstein public!
true. The sources are available in x2ftp.oulu.fi in something like
/pub/msdos/sources/games. The archive is named wolfsrc.zip. But be careful!
this archive contains a self extracting archive that has to be extracted on a
PC.
If someone want to do this, why not?

>I only have a 1Mb 1040STfm, mono monitor, but I maybe I will try to make
>a wolf port to X Windows...
Very funny!
No, with enough configuration options, it could be done on a ST, by getting
rid of the textures. But a falcon version with all the textures would be great
and EASY to do, since we've got the sources.
But be careful, you would still need iD's authorization, and it would have to
be free. Read the license agreement.

Bye.
Bertrand


```
+-------------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
+-------------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes      |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
|4, place Jussieu, 75252 Paris Cedex 05                     |
+-------------------------------------------------------------+
```


From 506134915222614800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/05
Message-ID: <42hhbe$lr1@turing.fwi.uva.nl>#1/1
X-Deja-AN: 109533288
distribution: world
references: <42fjd8$2le@nyheter.chalmers.se> <42gts9$bl1@turing.fwi.uva.nl>
<42hbla$dnd@vishnu.jussieu.fr>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:

:In article <42gts9$bl1@turing.fwi.uva.nl>,
:   mdekker@fwi.uva.nl (Martijn Dekker) wrote:
:>About doom: why not first try a wolfenstein engine that uses the levels of
:>the
:>pc wolfenstein? iD software has made the sources of wolfenstein public!

:true. The sources are available in x2ftp.oulu.fi in something like
:/pub/msdos/sources/games. The archive is named wolfsrc.zip. But be careful!
:this archive contains a self extracting archive that has to be extracted on a
:PC.
:If someone want to do this, why not?

I thought it may be good start/exercise, before doing doom.
:
:>I only have a 1Mb 1040STfm, mono monitor, but I maybe I will try to make
:>a wolf port to X Windows...

:Very funny!

what is funny? you think I run X on my ST? don't be silly. I meant

that I will not do a port to tos/gem, but may try to do a port to X
(and thus it may run on an atari + linux).

:No, with enough configuration options, it could be done on a ST, by getting
:rid of the textures. But a falcon version with all the textures would be great

no, do not get rid of the textures. There is no game left after that (same
holds for doom).

:and EASY to do, since we've got the sources.
:But be careful, you would still need iD's authorization, and it would have to
:be free. Read the license agreement.

of course it should be free, that is no problem is it?
:
:Bye.
:Bertrand
:
--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From -1024103796681903900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/05
Message-ID: <42gts9$bl1@turing.fwi.uva.nl>#1/1
X-Deja-AN: 109533289
distribution: world
references: <426por$350@banaan.fwi.uva.nl> <42encv$m8u@news.iesd.auc.dk>
<42fjd8$2le@nyheter.chalmers.se>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

About doom: why not first try a wolfenstein engine that uses the levels of the
pc wolfenstein? iD software has made the sources of wolfenstein public!
I only have a 1Mb 1040STfm, mono monitor, but I maybe I will try to make
a wolf port to X Windows...

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 606863255963730523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: <STIRRE31@MAINE.MAINE.EDU>
Subject: Re: Doom on the Falcon update?
Date: 1995/09/05
Message-ID: <95248.133002STIRRE31@MAINE.MAINE.EDU>#1/1
X-Deja-AN: 109533291
references: <426por$350@banaan.fwi.uva.nl> <42encv$m8u@news.iesd.auc.dk>
organization: University of Maine System
newsgroups: comp.sys.atari.programmer

I would love to see Wolf 3D for the Falcon. Would someone please
consider doing this? :-) I do think that the Falcon can handle a
Doom-like game but I'd like to see a good, fast-action 1st-person game
come out on the Falcon ASAP.
BTW, Substation is a fun game, IMHO, although my first impression of
it was bad.
-scott tirrell

From 2745621433856810762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b9946ea6d73fa6ff
X-Google-Attributes: gid1115ce,public
From: diehl@wink.io.org (Eric March)
Subject: Re: Doom engine
Date: 1995/09/05
Message-ID: <42ilke$q2m@ionews.io.org>#1/1
X-Deja-AN: 109533292
distribution: world
references: <419pqq$b52@nyheter.chalmers.se> <41abtc$3ho@turing.fwi.uva.nl>
<42gmrv$7li@ionews.io.org> <42gtkp$bit@turing.fwi.uva.nl>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
: realism? in doom?

: I don't care about realism in games, realism enough in real life.

Realism isn't necessarily about immitating real life. It's more about
the game transporting you into its world and making you feel a part of it,
rather than making you feel simply like you're playing a game.

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]- http://www.io.org/~diehl/speccy.html

From 3965967565562229604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e21202e224d679c
X-Google-Attributes: gid1115ce,public
From: t150315@proffa.cc.tut.fi (Tamminen Eero)
Subject: Re: c++ for ataris?
Date: 1995/09/06
Message-ID: <42jqoi$hm1@cc.tut.fi>#1/1
X-Deja-AN: 109597260
distribution: world
references: <41vcg4$ip8@bbcnews.rd.bbc.co.uk> <DE3n9o.GAs@ssbunews.ih.att.com>
<DE5yGM.HD3@bri.hp.com>
organization: Tampere University of Technology, Computing Centre
newsgroups: comp.sys.atari.programmer

Beric Dunn (bericd@bri.hp.com) wrote:

: It should be pointed out that GNU C++ can be run on any ST with TOS

MiNT & minix-fs will help though.

: and (I think) 2 Meg or more of ram. Earlier versions might run on 1
: Meg - I have never tried these though (Not a problem as I have 4 MB)

Heh :). One can run them, but compiling anything bigger than 'hello world' will need much more memory. And if you'll intend to optimize sources including _big_ functions, you'll certainly need more memory (GCC 2.5.8 needed 3.4MB free RAM to compile old XAnim version (one 1000 line function...)). Using G++ with lots of classes needs lots more memory and is IMHO unusably slow on a plain ST.

- Eero

From 7985245333272832173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/06
Message-ID: <42k11k$ej1@nyheter.chalmers.se>#1/1
X-Deja-AN: 109597261
references: <42fjd8$2le@nyheter.chalmers.se> <42gts9$bl1@turing.fwi.uva.nl>
<42hbla$dnd@vishnu.jussieu.fr> <42hhbe$lr1@turing.fwi.uva.nl>
organization: Chalmers University of Technology

newsgroups: comp.sys.atari.programmer

In article <42hhbe$lr1@turing.fwi.uva.nl>,
Martijn Dekker <mdekker@fwi.uva.nl> wrote:
>bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:
>
>:In article <42gts9$bl1@turing.fwi.uva.nl>,
>:   mdekker@fwi.uva.nl (Martijn Dekker) wrote:
>:>About doom: why not first try a wolfenstein engine that uses the levels of
>:>the
>:>pc wolfenstein? iD software has made the sources of wolfenstein public!
...
>I thought it may be good start/exercise, before doing doom.

There are almost no similarities between the two, so it would hardly be
worth the effort.

>no, do not get rid of the textures. There is no game left after that (same
>holds for doom).

Why do you say that? Sure the textures makes the games look nicer, but
the _game_ would still be the same without them.
Have you looked at DVIEW (in 'f'/'w' mode)? I think it shows very well
that a DOOM without textures can look quite good. In TC mode with some
light shading it'll look even better.

>of course it should be free, that is no problem is it?

Not for us, but then we won't do it either.
For some reason many (most?) people who spend some serious amount of time
on a programming project do expect others to pay.

--

Chalmers University of Technology	Why are these .signatures so hard to do well?	e-mail:	d8klojo@dtek.chalmers.se
			rand@cd.chalmers.se
		www/ftp:	rand.thn.htu.se
Gothenburg, Sweden			(MGIFv5 and QLem)

From 4420377495840344566
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public

From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/06

Message-ID: <42k1n1$69e@banaan.fwi.uva.nl>#1/1
X-Deja-AN: 109597262

distribution: world
references: <42hbla$dnd@vishnu.jussieu.fr> <42hhbe$lr1@turing.fwi.uva.nl>
<42k11k$ej1@nyheter.chalmers.se>
organization: FWI, University of Amsterdam

newsgroups: comp.sys.atari.programmer

d8klojo@dtek.chalmers.se (Johan Klockars) wrote:

:In article <42hhbe$lr1@turing.fwi.uva.nl>,
:Martijn Dekker <mdekker@fwi.uva.nl> wrote:
:>bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:
:>
:>:In article <42gts9$bl1@turing.fwi.uva.nl>,
:>: mdekker@fwi.uva.nl (Martijn Dekker) wrote:
:>:>About doom: why not first try a wolfenstein engine that uses the levels of
:>:>the
:>:>pc wolfenstein? iD software has made the sources of wolfenstein public!
:...
:>I thought it may be good start/exercise, before doing doom.
:
:There are almost no similarities between the two, so it would hardly be
:worth the effort.

It is worth the effort: when wolf (with textures and all bells and whistles)
is slow, forget doom. If it is very fast, maybe doom will work.

:>no, do not get rid of the textures. There is no game left after that (same
:>holds for doom).
:
:Why do you say that? Sure the textures makes the games look nicer, but
:the _game_ would still be the same without them.
:Have you looked at DVIEW (in 'f'/'w' mode)? I think it shows very well
:that a DOOM without textures can look quite good. In TC mode with some
:light shading it'll look even better.

sorry, I don't agree.

:>of course it should be free, that is no problem is it?
:
:Not for us, but then we won't do it either.
:For some reason many (most?) people who spend some serious amount of time
:on a programming project do expect others to pay.

most serious programmers left the atari scene some time ago.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From -7417438283007558314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59a4bbcf1e410b,start
X-Google-Attributes: gid1115ce,public

From: bw343@FreeNet.Carleton.CA (Daniel Pleet)
Subject: STOS
Date: 1995/09/06
Message-ID: <DEHI70.M90@freenet.carleton.ca>#1/1
X-Deja-AN: 109597263
sender: bw343@freenet3.carleton.ca (Daniel Pleet)
organization: The National Capital FreeNet
reply-to: bw343@FreeNet.Carleton.CA (Daniel Pleet)
newsgroups: comp.sys.atari.programmer

Hi, I realize the Atari ST is rather outdated, and that anything programmed in STOS won't have a vast market, however I have never done any programming before and would like to attempt some simple things for myself. I'd like to know how to get started with STOS, which I assume is the easiest programming language. Are there any books for complete beginners?

--
"Winston Churchill dressed in drag, he used to be a British flag..."
(Peter Gabriel, from Suppers Ready by Genesis, on the album 'Foxtrot')

From -5736295667424360996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed14c2d59448fd94
X-Google-Attributes: gid1115ce,public
From: jib@login (Jabran Akhtar)
Subject: Re: ann: mnilu tranquil
Date: 1995/09/06
Message-ID: <42l5mt$56k@login.bigblue.no>#1/1
X-Deja-AN: 109597264
references: <2509dbrewood@nest.demon.co.uk>
organization: Big Blue Systems A/S
newsgroups: comp.sys.atari.programmer

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
: In a message of 04 Sep 95 jib@login (90:100/106) wrote to All :

: j> Mnilu Tranquil will soon be avaliable from the major Atari ftp-sites.
: j> Or email to get back a UUEcoded version.

: Keep us posted on availablility, very interested.

It should now avaliable from a few sites. Try ftp.funet.fi
in programming ,looking for mnlu_trq.zip.

--

```
___  __ ___ __  __ ___ _   __  ------------------------------------
\   /_  /  /_  /   /  / ) /_       -=> Jabran Akhtar <=-    /////
\\ __/ /  /_   \_ /  / \ /_                                   ///
```

_____ jib@login.bigblue.no ____//

From -4124679369176879031
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8328d33c84e4ad99,start
X-Google-Attributes: gid1115ce,public
From: mbecroft@iconz.co.nz (Mario Becroft)
Subject: [Q] AES 4.1 and Speedo Fonts with NVDI 3
Date: 1995/09/06
Message-ID: <42jqog$got@status.gen.nz>#1/1
X-Deja-AN: 109597265
organization: Tariland Atari Computer Club, Auckland, New Zealand.
newsgroups: comp.sys.atari.programmer

I am trying to make an application I am writing use the facility for
SpeedoGDOS fonts in dialogues under AES 4.1.

I have set te_font to 0, te_fontid to a valid font id for a outline font,
and te_size to 10 (for 10 point.)

However, where the text object is, nothing at all gets drawn after
calling objc_draw().

This is under NVDI 3.01. I do not have SpeedoGDOS 4.2 so as to see if it
will work like this.

Also, the environmental variables to do with the system font (ae_fonid,
and ae_fonsize?) seem to have no effect. It says "Loading GDOS Fonts" as
AES 4.1 starts up, but the system font remains just the same.

Any help would be appreciated.

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

From 7051342696902031254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8328d33c84e4ad99
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: [Q] AES 4.1 and Speedo Fonts with NVDI 3
Date: 1995/09/06
Message-ID: <42jsbn$66l@banaan.fwi.uva.nl>#1/1
X-Deja-AN: 109597266
distribution: world
references: <42jqog$got@status.gen.nz>
organization: FWI, University of Amsterdam

newsgroups: comp.sys.atari.programmer

mbecroft@iconz.co.nz (Mario Becroft) wrote:

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:SpeedoGDOS fonts in dialogues under AES 4.1.
:
:I have set te_font to 0, te_fontid to a valid font id for a outline font,
:and te_size to 10 (for 10 point.)
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:
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:and ae_fonsize?) seem to have no effect. It says "Loading GDOS Fonts" as
:AES 4.1 starts up, but the system font remains just the same.
:
:Any help would be appreciated.

may be a stupid suggestion, but did you set the colors correctly?

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From -7796618011617935119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59a4bbcf1e410b
X-Google-Attributes: gid1115ce,public
From: Lexicor@world.std.com (ysiu@lexicor.com)
Subject: Re: STOS
Date: 1995/09/06
Message-ID: <DEHrs8.Ezp@world.std.com>#1/1
X-Deja-AN: 109597267
references: <DEHI70.M90@freenet.carleton.ca>
organization: Lexicor Software Corporation
newsgroups: comp.sys.atari.programmer

In article <DEHI70.M90@freenet.carleton.ca>,
Daniel Pleet <bw343@FreeNet.Carleton.CA> wrote:
>Hi, I realize the Atari ST is rather outdated, and that anything
>programmed in STOS won't have a vast market, however I have never done any
>programming before and would like to attempt some simple things for
>myself. I'd like to know how to get started with STOS, which I assume is

>the easiest programming language. Are there any books for complete
>beginners?

Hi

STOS is indeed a very old package. Last I remember STFORMAT still offers
the set in one way or the other.

The manual of STOS should give you very good startup guide for beginners,
also check out the archives on the net for STOS programs and samples.

Cheers

Yat

From -4863181774187773366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/06
Message-ID:
<ftn_2.203.221.11$fidonet.org_304d6690_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 109651844
sender: news@ct.se
references: <42fjd8$2le@nyheter.chalmers.se>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Johan Klockars wrote to All :
 JK> Towers II uses a _very_ much simpler 3D model than DOOM
 JK> IIRC there are no angled walls, everything is on one level, there are
 JK> no windows/stairs/platforms and the visibility is very restricted.

Towers do have windows but that's it. Of Lasers of Men on the other hand do
have angled walls and different levels but no stairs. DOOMINO have it to.

cheers,
Magnus Kollberg

From 8871666850689831273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae38b8d63fc19750
X-Google-Attributes: gid1115ce,public
From: matija@sirius.ijs.si (Matija Grabnar)
Subject: Re: Fix double click bug?
Date: 1995/09/06
Message-ID: <1995Sep6.121012.56@cathy.ijs.si>#1/1
X-Deja-AN: 109651846
references: <42fnfm$i2d@wn1.sci.kun.nl>
organization: Jozef Stefan Institute, Ljubljana, Slovenia
reply-to: matija.grabnar@ijs.si
newsgroups: comp.sys.atari.programmer

In article <42fnfm$i2d@wn1.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
>Hello,
>
>slider, the event gets sent twice. I remembered that an empty timer
>event (i.e. Event_Timer (0, 0)) _before_ the `real' Event_Multi (NULL)
>would solve it, but it doesn't.
>
>   So how was that again?

As I remember it, you have to wait (once per application) for a doubleclick.
(NOT the negative doubleclick that is used to detect left or right button,
a NORMAL doubleclick). Waiting for a doubleclick ONCE per program is supposed
to get rid of the bug. Of course, you don't want to force the user to
doubleclick something every time the program gets started, so you combine the
wait for a doubleclick with an empty timer event (i.e. you put them together
in an event-multi).

--
"My name is Not Important. Not to friends.But you can call me mister Important"
     - Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

From -1228032290987683465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/07
Message-ID: <42ml7n$4vo@vishnu.jussieu.fr>#1/1
X-Deja-AN: 109651845
references: <42hbla$dnd@vishnu.jussieu.fr> <42hhbe$lr1@turing.fwi.uva.nl>
<42k11k$ej1@nyheter.chalmers.se> <42k1n1$69e@banaan.fwi.uva.nl>
content-type: text/plain; charset=iso-8859-1
organization: UPMC

mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <42k1n1$69e@banaan.fwi.uva.nl>,
   mdekker@fwi.uva.nl (Martijn Dekker) wrote:

>most serious programmers left the atari scene some time ago.
Programmers on atari will be delighted to know they're not serious!!!
;) Of course that's not what you meant. And unfortunately you're partly right.
But some people still think that a falcon is a lot more fun to program than a
PC. And they're right. It is. By a long long way.
Anyway, we'll try to show you how serious we are.
Bye.
Bertrand


```
+-------------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
+-------------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes      |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
|4, place Jussieu, 75252 Paris Cedex 05                     |
+-------------------------------------------------------------+
```


From -206664879804055206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb4f25ba7faaf8c9,start
X-Google-Attributes: gid1115ce,public
From: niekerk@prl.philips.nl (Paul van Niekerk)
Subject: Megafile-30 and DMA port questions
Date: 1995/09/07
Message-ID: <DEJF8z.A22@prl.philips.nl>#1/1
X-Deja-AN: 109651847
sender: news@prl.philips.nl (USENET News System)
organization: Philips Research Laboratories, Eindhoven, The Netherlands
newsgroups: comp.sys.atari.programmer

Hi all,

(Sorry if this is the wrong newsgroup, but the .tech group seems
to be gone here.)

I got a Megafile-30 hard disk (and no atari computer), and I'm
wondering if I can use the disk with some other system, e.g. some
PC, or even my CP/M system (that needs a SASI disk).

Questions:
What is the DMA-bus that connects the disk to the computer?

What protocol runs on this bus?
Does it look like SASI, SCSI, or something else?
If I take the Megafile-30 apart, can I use the drive with a standard RLL disk controller on a PC?

Thanks.

Paul
--
Paul van Niekerk
Philips Research Laboratories Eindhoven

From 2855641886929505369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/07
Message-ID: <42n1nk$cnf@vishnu.jussieu.fr>#1/1
X-Deja-AN: 109651848
references: <42k11k$ej1@nyheter.chalmers.se> <42k1n1$69e@banaan.fwi.uva.nl>
<42ml7n$4vo@vishnu.jussieu.fr> <42n151$fje@turing.fwi.uva.nl>
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <42n151$fje@turing.fwi.uva.nl>,
   mdekker@fwi.uva.nl (Martijn Dekker) wrote:
>eh, what OS is that PC running in your comparison?
For the moment, win 3.11 :(
Hope to switch to NT soon.

>so you will make a commercial doom?
Not commercial. No way. Absolutely free project.
>(remember how we started talking about 'serious' programmers....)
Sorry, I don't.

Bye.
Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |

+----------+

From -4030975874433560273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/07
Message-ID: <42n151$fje@turing.fwi.uva.nl>#1/1
X-Deja-AN: 109651849
distribution: world
references: <42k11k$ej1@nyheter.chalmers.se> <42k1n1$69e@banaan.fwi.uva.nl>
<42ml7n$4vo@vishnu.jussieu.fr>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:

:In article <42k1n1$69e@banaan.fwi.uva.nl>,
:   mdekker@fwi.uva.nl (Martijn Dekker) wrote:
:
:>most serious programmers left the atari scene some time ago.
:Programmers on atari will be delighted to know they're not serious!!!
:;) Of course that's not what you meant. And unfortunately you're partly right.
:But some people still think that a falcon is a lot more fun to program than a
:PC. And they're right. It is. By a long long way.

eh, what OS is that PC running in your comparison?

:Anyway, we'll try to show you how serious we are.

so you will make a commercial doom?
(remember how we started talking about 'serious' programmers....)

:Bye.
:Bertrand
[10 line sig deleted]

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 7026166212437277851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,a354b3ff07b74b6f
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,a354b3ff07b74b6f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a354b3ff07b74b6f
X-Google-Attributes: gid109a67,public
From: David D. Hagood <73437.3162@CompuServe.COM>
Subject: Re: Cannot open URL
Date: 1995/09/08
Message-ID: <42q40p$j9t$1@mhadg.production.compuserve.com>#1/1
X-Deja-AN: 109719391
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Well, I figured out what I was doing wrong. I had used the environment
variable RESOLV_CONF_FILE (I believe that's the name, I'm not at my
computer at this time so I cannot look it up) to relocate the
resolver config. file from u:/etc/resolv.conf to c:/mintnet/resolv.cnf.
Unfortunately, either the resolver wasn't paying attention to the variable
or the variable was being set after the drivers were loaded by MiNT. Result:
No config. file (as far as the resolver was concerned) and therefor no
nameserver.
I put the file in /etc/resolv.conf and all was well.

Thanks for everybodies help.

From -8445003108595550598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/08
Message-ID: <42phmv$2mo@turing.fwi.uva.nl>#1/1
X-Deja-AN: 109719494
distribution: world
references: <42fjd8$2le@nyheter.chalmers.se>
<ftn_2.203.221.11$fidonet.org_304d6690_Magnus.Kollberg@p11.straight.ct.se>
<42pdh6$el@wimbledon.dcs.hull.ac.uk>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

T.J.Rickard@hist.hull.ac.uk wrote:

:The point of doom is less the angled walls and staircases etc and more
:the mindless violence in a nice textured environment.

nonsense.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html

E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 4575099861807545947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,64be798a3ffc820d,start
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: ACIA lockups
Date: 1995/09/08
Message-ID: <Pine.SOL.3.91.950908102038.7098B-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 109719495
organization: University of Canberra, Australia
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi,

I am having trouble with keyboard interrupts...

I have installed a new interrupt to read the keyboard and joysticks, which works fine on its own, but when combined with a timer B interrupt (eg. border removal on an STe & DSP mod-player on a Falcon) the ACIA will occasionally lock up (ACIA control: $fffc00.b = %10100011).
Can anyone suggest a method for avoiding the overrun error or a method to reset the ACIA?

Thanks,
Yiannis

From 1132331542620091033
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fb4f25ba7faaf8c9
X-Google-Attributes: gid1115ce,public
From: rincewind@discworld.oche.de (Michael Schwingen)
Subject: Re: Megafile-30 and DMA port questions
Date: 1995/09/08
Message-ID: <3050ade028004a8@discworld.oche.de>#1/1
X-Deja-AN: 109719496
references: <DEJF8z.A22@prl.philips.nl>
content-type: text/plain; charset=ISO-8859-1
organization: This is the discworld
mime-version: 1.0
reply-to: rincewind@discworld.oche.de

newsgroups: comp.sys.atari.programmer

Paul van Niekerk (niekerk@prl.philips.nl) wrote:

PvN>What is the DMA-bus that connects the disk to the computer?
PvN>What protocol runs on this bus?
PvN>Does it look like SASI, SCSI, or something else?

It's ACSI - I think you won't find that outside the atari world.

PvN>If I take the Megafile-30 apart, can I use the drive with a standard RLL
PvN>disk controller on a PC?

Should work.

cu
Michael
--
Michael Schwingen - Ahornstra$e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

From 2422475480759697423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59a4bbcf1e410b
X-Google-Attributes: gid1115ce,public
From: Hub1 <the_cafe@hub.co.uk>
Subject: Re: STOS
Date: 1995/09/08
Message-ID: <42ph25$mp2@luggage.rednet.co.uk>#1/1
X-Deja-AN: 109719497
references: <DEHI70.M90@freenet.carleton.ca> <DEHrs8.Ezp@world.std.com>
content-type: text/plain; charset=us-ascii
organization: InterCafe Guest
x-url: news:DEHrs8.Ezp@world.std.com
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; PPC)

Lexicor@world.std.com (ysiu@lexicor.com) wrote:
>In article <DEHI70.M90@freenet.carleton.ca>,
>Daniel Pleet <bw343@FreeNet.Carleton.CA> wrote:
>>Hi, I realize the Atari ST is rather outdated, and that anything
>>programmed in STOS won't have a vast market, however I have never done any
>>programming before and would like to attempt some simple things for
>>myself. I'd like to know how to get started with STOS, which I assume is
>>the easiest programming language. Are there any books for complete
>>beginners?
>
>Hi

>
>STOS is indeed a very old package. Last I remember STFORMAT still offers

But not dead! Extensions allow it to be upgraded, so it can be made to do
STE/Falcon enhanced or only stuff...

>the set in one way or the other.
>
>The manual of STOS should give you very good startup guide for beginners,
>also check out the archives on the net for STOS programs and samples.
>

There is also a book by Stephen Hill (author of original STOS manual),
called 'The Game Makers Manual' which describes how to go about writing
games in STOS, covering lots of different game types. Its not that great,
but covers the basics, and may help to get you started...

The STOS mailing list can be joined by emailing
     stos-request@man.ac.uk
with the following line in the body of the mail:
     subscribe stos me@some.host
where me@some.host is your email address.

subscription may be a little slow for the next two weeks, as I am not around
to subscribe you (alhough I have limited access from here).

Anthony Jacques

(Anyone interested in GDOS text in STOS?)

email: jacquesa@cs.man.ac.uk
WWW: http://www.cs.man.ac.uk/~jacquesa/

Disclaimer:

The opinions expressed in this article do not necessarily reflect those held
by the Hub InterC@fe. We accept no reponsibility for offence caused.

From 5454544148684581882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb4f25ba7faaf8c9
X-Google-Attributes: gid1115ce,public
From: rzb20@bilbo.amdahl.com
Subject: Re: Megafile-30 and DMA port questions
Date: 1995/09/08
Message-ID: <NEWTNews.29108.810589774.Postmaster@bilbo.amdahl.com>#1/1
X-Deja-AN: 109719498
sender: netnews@ccc.amdahl.com (UTS Tech Support)

references: <DEJF8z.A22@prl.philips.nl>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Amdahl Corporation, Sunnyvale CA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <DEJF8z.A22@prl.philips.nl>, <niekerk@prl.philips.nl> writes:

>
> Hi all,
>
> (Sorry if this is the wrong newsgroup, but the .tech group seems
> to be gone here.)
>
> I got a Megafile-30 hard disk (and no atari computer), and I'm
> wondering if I can use the disk with some other system, e.g. some
> PC, or even my CP/M system (that needs a SASI disk).
>
> Questions:
> What is the DMA-bus that connects the disk to the computer?
It's Atari's own ...
> What protocol runs on this bus?
> Does it look like SASI, SCSI, or something else?
It's somewhat SCSI-like, but not close enough to work with SCSI.
> If I take the Megafile-30 apart, can I use the drive with a standard RLL
> disk controller on a PC?
Yes, it should be a standard 30MB RLL disk.
>
> Thanks.
You're welcome.

Roger Burrows / Anodyne Software

From 1959409529341495354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: hiptjr@humus.uucp (T.J.Rickard)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/08
Message-ID: <42pdh6$el@wimbledon.dcs.hull.ac.uk>#1/1
X-Deja-AN: 109719499
sender: T.J.Rickard@hist.hull.ac.uk
references: <42fjd8$2le@nyheter.chalmers.se>
<ftn_2.203.221.11$fidonet.org_304d6690_Magnus.Kollberg@p11.straight.ct.se>
organization: University of Hull
reply-to: T.J.Rickard@hist.hull.ac.uk
newsgroups: comp.sys.atari.programmer

Towers II has vertically angled walls that cut across squares on some of the top levels - the mine area with the dead mages and warriors of the council in it, just below the top couple of levels.

The point of doom is less the angled walls and staircases etc and more the mindless violence in a nice textured environment. Lasers & Men could be adapted to make a fine Doom clone - maybe not up to the original, but still fun. Not having to run two inteligent teams of warriors, just simple targets close to the player should free up some speed as well.

I've seen enough demos and games already on the Falcon to be certain that a Doom clone is very possible. Not that I'd like to try and code one.

John Rickard
(T.J.Rickard@hist.hull.ac.uk)

From 8114963714195056725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f84b1fafa4ac8f6,start
X-Google-Attributes: gid1115ce,public
From: sdzubur@dominis.phy.hr (Sead Dzubur)
Subject: C compilers
Date: 1995/09/10
Message-ID: <42tgg4$3j9@nippur.irb.hr>#1/1
X-Deja-AN: 109793123
distribution: world
content-type: text/plain; charset=US-ASCII
organization: Ruder Boskovic Inst., Zagreb, CROATIA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Does anyone here have some C compiler for old ST series (older than STE), like Laser, Lattice or newer, I don't know, my infos are quite out of date.I would like to buy it at some reasonable price...

thanx
sead

From 3309704595473634445
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8328d33c84e4ad99
X-Google-Attributes: gid1115ce,public
From: mbecroft@iconz.co.nz (Mario Becroft)
Subject: Re: [Q] AES 4.1 and Speedo Fonts with NVDI 3
Date: 1995/09/10
Message-ID: <42tloi$efi@status.gen.nz>#1/1
X-Deja-AN: 109793124
distribution: world

references: <42jqog$got@status.gen.nz> <42jsbn$66l@banaan.fwi.uva.nl>
organization: Tariland Atari Computer Club, Auckland, New Zealand.
newsgroups: comp.sys.atari.programmer

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
: mbecroft@iconz.co.nz (Mario Becroft) wrote:
:
: :I am trying to make an application I am writing use the facility for
: :SpeedoGDOS fonts in dialogues under AES 4.1.
: :
: :I have set te_font to 0, te_fontid to a valid font id for a outline font,
: :and te_size to 10 (for 10 point.)
: :
: :However, where the text object is, nothing at all gets drawn after
: :calling objc_draw().
: :
: :This is under NVDI 3.01. I do not have SpeedoGDOS 4.2 so as to see if it
: :will work like this.
: :
: may be a stupid suggestion, but did you set the colors correctly?

The colour is black. The text does come out when I don't bother with the
SpeedoGDOS fonts, so this can't have much to with it, AFAICS :-(

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

From -8156851889825583266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a83896e83d95814d
X-Google-Attributes: gid1115ce,public
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Subject: Re: GEM Programming Questions
Date: 1995/08/21
Message-ID: <419gcm$29l@percy.cs.bham.ac.uk>#1/1
X-Deja-AN: 108527822
references: <409k12$4dg@fountain.mindlink.net> <40vvbp$d68@inca01.inca.co.nz>
<413i5q$2o3@fountain.mindlink.net>
organization: NHS Information Management Centre
newsgroups: comp.sys.atari.programmer

a03148@giant.rsoft.bc.ca (Desmond Liu) writes:
>: Use the "number of bitplanes available" data returned by vq_extnd. The
>: number of colours returned in Falcon TrueColour mode is 256, which
>: implies 8-bit colour, which is incorrect.
>
>: True colour Falcon screens are 16 bitplanes "deep".
>
>If vq_extnd() returns 256 in True Colour mode, how do I correctly
>allocate enough memory to store in the MFDB?

It returns 256 in the number of *pens* available for the VDI, not the number of planes. The VDI only has a maximum of 256 pens, even in 15, 16 and 24 bits-per-pixel modes. There is another value in the array returned by vq_extnd which gives the number of planes.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From -5053549009024469299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b9946ea6d73fa6ff
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Doom engine
Date: 1995/08/21
Message-ID: <419pqq$b52@nyheter.chalmers.se>#1/1
X-Deja-AN: 108583559
references: <Pine.SUN.3.91.950819234659.17046D-100000@nic.cerf.net>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <Pine.SUN.3.91.950819234659.17046D-100000@nic.cerf.net>,
Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> wrote:
>From the sound of things, it seems like "we" are trying to play Doom on
>an extremely early version of a 386. Doom without the smooth-scrolling

Well, without counting the DSP that might be a reasonable comparison.
_If_, however, we manage to get the complete rendering engine (code and map) into the DSP RAM (which does seem likely) it should be possible to get quite a bit better DOOM performance than a 16MHz 386SX.

>graphics and light sourcing is hardly worth playing. Doom without the

Scrolling? I guess you mean the update frequency, which is of course important, but from experience playing DOOM and AvP on my Jaguar, I'd say that around 10fps would be acceptable. I must admit I'm still not 100% sure we can reach that for more complex surroundings.

Tests I've done with DVIEW has convinced me that a non-textured DOOM can look rather good, even without floors/ceilings.
Lighting effects will likely be quite simple to add when TC mode is used.

>music and sound effects just isn't Doom. We're trying to do Doom without
>either of those aspects?? Sounds like a pipe dream.

The Jaguar version of DOOM has no music and I always turned it off when I played the game on a PC. The sound effects, though, are probably

necessary, but should also be easy to do. If the sound DMA matrix is used
up for the level graphics communications, we could always fall back on the
STE DMA sound.

--
```
  Chalmers University   | Why are these |  e-mail:   d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |            rand@cd.chalmers.se
                        | so hard to do |  www/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5 and QLem)
```

From -5629216840765886032
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b9946ea6d73fa6ff
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: Doom engine
Date: 1995/08/21
Message-ID: <41abtc$3ho@turing.fwi.uva.nl>#1/1
X-Deja-AN: 108583560
distribution: world
references: <Pine.SUN.3.91.950819234659.17046D-100000@nic.cerf.net>
<419pqq$b52@nyheter.chalmers.se>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

When this subject of a doom on falcon came up first, I was very
sceptic. I am beginning to like the idea now....

:>music and sound effects just isn't Doom. We're trying to do Doom without
:>either of those aspects?? Sounds like a pipe dream.
:
:The Jaguar version of DOOM has no music and I always turned it off when
:I played the game on a PC. The sound effects, though, are probably
:necessary, but should also be easy to do. If the sound DMA matrix is used
:up for the level graphics communications, we could always fall back on the
:STE DMA sound.

the music is IMHO VERY important. I never turn the music off when
I play doom on my PC. It adds so much to the atmosphere.

--
```
Martijn Dekker            |  PFF/Ishido info:
University of Amsterdam   |
Math department           |  http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl|  Ishido: a game for GEM and X Windows
```

From 5078671754942627270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5407b55c231232b6,start

X-Google-Attributes: gid1115ce,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: Release of OASIS 1.30E
Date: 1995/08/21
Message-ID: <809037374_OASIS_@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 108583561
x-nntp-posting-host: yeadontt.demon.co.uk
reply-to: phil@yeadontt.demon.co.uk
newsgroups: comp.sys.atari.programmer

As of Monday 21/8/95 OASIS 1.30E has been uploaded to the Demon and Hensa FTP sites.

Two files have been uploaded.

OASIS130.TOS is a complete version of OASIS for people who have either never installed OASIS before or who have a version of OASIS below 1.20E.

UPD_130.TOS is the files that have changed from version 1.20E for those who have already installed 1.20E.

--

```
  ==============================================================================

     The Home Of      _/_/_/_/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
                     _/    _/  _/    _/  _/        _/  _/
                    _/    _/  _/    _/  _/        _/  _/
                   _/    _/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
                  _/    _/  _/    _/        _/  _/        _/
                 _/    _/  _/    _/        _/  _/        _/
                _/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/

  ============    Phil Yeadon ====== phil@yeadontt.demon.co.uk    ===========
```

From -955215855468674080
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,49265c6a4a88647c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd9c6,49265c6a4a88647c,start
X-Google-Attributes: gidfd9c6,public
X-Google-Thread: fd4c9,49265c6a4a88647c,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,49265c6a4a88647c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1031e1,49265c6a4a88647c,start
X-Google-Attributes: gid1031e1,public

X-Google-Thread: f579c,49265c6a4a88647c,start
X-Google-Attributes: gidf579c,public
X-Google-Thread: 109a67,49265c6a4a88647c,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8c6e,49265c6a4a88647c,start
X-Google-Attributes: gidf8c6e,public
From: asmodeus@telerama.lm.com (Aragon Balintine)
Subject: FS: Atari ST soft/hardware 1040STe 4meg, etc
Date: 1995/08/22
Message-ID: <41c1f8$ivq@india.lm.com>
X-Deja-AN: 108583472
summary: Atari ST Hardware and Software for sale
organization: Telerama Public Access Internet, Pittsburgh, PA
keywords: atari, st, for sale, sale, software, hardware
newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers

Most software has original boxes and documentation.
All software are original disks, not back-ups or copies.
Some of the hardware also has the boxes that they came in,
but some do not, such as the hard drives, disk drives for parts,
1040 case and RF shield, etc.

All prices are in US Dollars and do not include Shipping costs.
All prices are negotiable and open to reasonable offers.
Payment by personal check will be shipped after the check clears
my bank, aprox. 5 working days. Payments by money orders will be
shipped the day after payment is received.
Priority will be given to orders of 5 or more items.
This list current as of: 8/20/95

Item Name starting with (P) is possibly sold, in negotiations,
or awaiting payment.

ATARI HARDWARE FOR SALE:

ASKING PRICE	ITEM NAME
$350.00	1040 ST/F 4megs mem., tos2.06 TEC board, ADspeed 16mhz upgrade.
$175.00	1040 ST/F(M?) 1meg memory MIGHT BE 520
$350.00	1040 STE 4megs mem.
$125.00	Color Monitors Atari brands
$125.00	Color Monitors Atari brands
$25.00	(P)Color Monitors Atari brands (broken, power box)
$90.00	SM124 Mono Monitor
$80.00	(P) Indus GT External 720k Floppy
$25.00	The BEst TrackBall
$35.00	The Cordless Mouse (Practical Solutions)
$300.00	Toadfile 130meg + 80meg HD w/ICD+ host

$160.00	ShoeBox 80meg HD w/ICD+ host
$110.00	20meg shoebox, atari adapter
$20.00	Mouse Master
$15.00	Monitor Master(toad brand?)
$30.00	Video Key
$15.00	ST Video Digitizer
$110.00	The Complete Colour Solution (Vidi-ST, Vidi-RGB and VidiChrome ST)
$100.00	Stereo Replay audio digitizer
$35.00	ST Sound Digitizer (Hippopotamaus)
$8.00	2 assorted internal floppy drives for parts
$10.00	1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE

ASKING PRICE	ITEM NAME
$5.00	Arctic Fox
$5.00	Atari 1st Word ST
$5.00	Atari 1st Word ST
$5.00	Atari ST Academy
$10.00	Autoduel
$10.00	Backup! (Michtron)
$5.00	Balance of Power 1990 edition
$10.00	(P) Battle Chess
$10.00	Battletech - cresent hawk's inception
$15.00	BBS Express ST
$5.00	Blacklamp
$10.00	Bloodwych
$10.00	(P) Bureaucracy
$10.00	Club Backgammon
$10.00	Codehead G+ Plus
$20.00	Codehead Hotwire
$10.00	Codehead Lookit & Popit
$20.00	Codehead Maxifile
$20.00	Codehead Multidesk Deluxe
$10.00	Codehead Utilities
$15.00	(P) Codehead Warp 9
$10.00	Curse of the Azure Bonds
$10.00	DC Data Diet
$10.00	DC Desktop
$5.00	DC Utilities
$5.00	Death Bringer
$5.00	Death Sword
$10.00	Defender of the Crown
$25.00	Deluxe Paint ST
$15.00	(P) Diamond Back II
$20.00	(P) Diamond Edge
$5.00	Dragons of Flame
$10.00	Dungeon Master
$10.00	Dungeon Master
$5.00	E-Z Data (database)
$10.00	Ed Hak

$10.00	Elite
$5.00	FAST (util)
$5.00	FAST - Key SHell and "AND"
$5.00	Gauntlet
$45.00	GFA Basic 3.5e disk, 3.0 manual
$5.00	H&D Base (database)
$10.00	Hacker II: Doomsday Papers
$10.00	Hard Disk Toolkit (Beckmeyer Develop.)
$10.00	Hillsfar
$10.00	ICD - Advantage ST - Harddrive util disk
$20.00	ICD Clean-up ST
$5.00	Ikari Warriors
$5.00	Image Art - icons, 2 disks
$15.00	Interlink ST (term)
$5.00	(P) Jewels of Darkness
$5.00	Kis Terminal
$35.00	Laser "C"
$5.00	Lock-on
$5.00	Lock-on
$5.00	(P) Lurking Horror
$7.00	Ma Hubbards Cupboard and assorted utils
$10.00	Mega Traveller 1: Zhodani Conspiracy
$7.00	Metro Cross
$15.00	(P) Michtron BBS 3.0
$10.00	Mindshadow
$10.00	MVG - Multi Viewer Graphica
$5.00	(P) Neodesk
$250.00	PACE (Pittsburgh Atari Computer Enthusiasts) Library Disks Aprox 350 disks
$100.00	PACE UK Disks 200 disk
$5.00	(P) PC Ditto
$10.00	Populous
$5.00	Primetime
$15.00	Print Master Plus, w/ art gallery 1 & 2
$5.00	Pro Copy 1.22
$8.00	Roadwar 2000
$7.00	Roadwar Europa
$5.00	Rogue (2 of them) selling both together
$7.00	Rolling Thunder
$7.00	Scurples
$10.00	Shadowgate
$8.00	Shanghai
$5.00	Space Conquest: A Galactic Odyssey
$15.00	Speedball 2
$5.00	ST Karate
$10.00	ST-Talk Professional 2.0
$15.00	(P) STalker 3 term
$10.00	(P) STeno
$10.00	Temple of Aphsai Trilogy
$5.00	Time Link
$15.00	Timeworks Data Manager ST
$15.00	Timeworks Word Writer ST
$5.00	Tool Box volume 1

```
  $8.00   Top Gun, still in box
  $8.00   Top Gun
 $15.00   Ultima V: Wariors of Destiny
 $15.00   Ultimate Virus Killer
 $10.00   Universal Item Selector 3.32
 $10.00   Universe II
 $10.00   Universe III
  $5.00   Wanderer
 $10.00   Wizworks Image Cat - pic cataloger
 $12.00   Wizworks Mugshot w/data disks 1-3

 $65.00   Assorted Atari Magazines: Includes all disks that came with mags.
          ST Informer, ST Format, STart, Current Notes, etc
          E-mail for a complete listing.

asmo
Internet:  asmodeus@telerama.lm.com
WWW:  http://www.lm.com/~asmodeus/
BBS:  (412)343-1422       username:  SysOp*Aragon

Web page will be added soon to have the current status of Atari
items for sale and asking prices.  I will also be adding the
up to date list to my plan file, to get my plan file:
     finger asmodeus@telerama.lm.com
```

```
From -3272058352754015631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,44e81e340924ad81,start
X-Google-Attributes: gid1115ce,public
From: g-sjopet@jmk.su.se (Petter Sjoelund)
Subject: Wanted: Automation Packer Decompression
Date: 1995/08/22
Message-ID: <g-sjopet-220895091041@130.237.155.14>#1/1
X-Deja-AN: 108583562
followup-to: comp.sys.atari.programmer
content-type: text/plain; charset=iso-8859-1
organization: JMK
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I'm looking for a decompression utility for files packed with Automation
Packer v2.3r. Preferably it should run on a 520STFM or Macintosh. Can
anybody help?

Petter Sjoelund, JMK, Stockholm, Sweden
```

```
From -649724891732840352
X-Google-Language: ENGLISH,ASCII-7-bit
```

X-Google-Thread: 111a55,70f7d96686cce9c3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70f7d96686cce9c3
X-Google-Attributes: gid1115ce,public
From: nicole@seas.smu.edu (Nicole Martin)
Subject: Re: Conversion DB-master One -> ASCII/PC-database
Date: 1995/08/22
Message-ID: <41cshl$ek@giant.seas.smu.edu>#1/1
X-Deja-AN: 108639494
references: <40ph6k$jc4@nlrgup.nlr.nl> <macdonald.83.000A3D68@cfcsc.dnd.ca>
organization: Southern Methodist University - School of Engineering and Applied Science
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In DB Master, the ascii delimited output is in the form of a report. DBMaster breaks the entries with CRLF, but you should be able to find a program that converts the carriage-return,line-feed to comma if you need to. Or your PC program might be able to perform that as part of its import function.

Let us know how this turns out, please
nicole@seas.smu.edu

From 7990282111393037295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7565d91ed8bc865c,start
X-Google-Attributes: gid1115ce,public
From: paa@hol.gr (Andriopoulos Panagiotis)
Subject: Programming the SCC
Date: 1995/08/22
Message-ID: <41dkov$d6o@newsflash.hol.gr>#1/1
X-Deja-AN: 108639573
organization: Hellas On-Line SA, GREECE.
newsgroups: comp.sys.atari.programmer

I am looking for information about the SCC chip and how to program it directly. I know there are several patches but I really _need_ to write my own routines. If anybody can help me please do it!

Thanks in advance!

Panayiotis Andriopoulos
paa@prometheus.hol.gr

From 4310927758799470406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4693f1832a11e05,start
X-Google-Attributes: gid1115ce,public

From: sm001pe@e45-hrze.uni-duisburg.de (Pereira Martins)
Subject: TOS 4.9x programer searched!
Date: 1995/08/23
Message-ID: <41etvj$77a@h20-hrze.uni-duisburg.de>#1/1
X-Deja-AN: 108695515
organization: Gerhard-Mercator-Universitaet - Gesamthochschule Duisburg
newsgroups: comp.sys.atari.programmer

Dear Atari Programer !

C-Lab is still looking for people to complete the TOS 4.9x Team !
It's urgent !!It's well payed !!!

If you are interested write to:

C-Lab Digital Media GmbH
(for Mr. Buergerhoff)
Postfach 700 303
22003 Hamburg
Germany

Mention what you know best...

Best regards, Filipe :-)

From 478776066549205829
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7565d91ed8bc865c
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Programming the SCC
Date: 1995/08/23
Message-ID: <vyzspmtyoyg.fsf@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 108695516
sender: schwab@issan.informatik.uni-dortmund.de
references: <41dkov$d6o@newsflash.hol.gr>
to: paa@hol.gr
organization: Dortmund University, Germany
newsgroups: comp.sys.atari.programmer

In article <41dkov$d6o@newsflash.hol.gr>, paa@hol.gr (Andriopoulos Panagiotis)
writes:

|> I am looking for information about the SCC chip and how to program it
|> directly. I know there are several patches but I really _need_ to write my own
|> routines. If anybody can help me please do it!

If you can read German, there is the excellent "Atari ST/STE/TT
Profibuch" which describes quite a bit of the SCC programming. I'll
look up the ISBN if you are interested.
--

Andreas Schwab
schwab@issan.informatik.uni-dortmund.de

"And now for something
completely different"

From -3722286675071967752
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7565d91ed8bc865c
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: Programming the SCC
Date: 1995/08/23
Message-ID: <Pine.BUL.3.90.950823103645.12669A-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 108695517
references: <41dkov$d6o@newsflash.hol.gr>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 22 Aug 1995, Andriopoulos Panagiotis wrote:

> I am looking for information about the SCC chip and how to program it
> directly. I know there are several patches but I really _need_ to write my own
> routines. If anybody can help me please do it!

In my mind the best and simplest way is to get sources of linux routines
for SCC devices. You can get a lot of info from those sources. I
recommend you to get sources of 0.9.10 kernel (or newer if av.) from
tsx-11.mit.edu://pub/linux/680x0/src.

> Thanks in advance!

you welcome

> Panayiotis Andriopoulos
> paa@prometheus.hol.gr

Simon.

From 2296579246522851897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,f57cfe1046636568,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,f57cfe1046636568,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f57cfe1046636568,start
X-Google-Attributes: gid109a67,public
From: dac@pyrtech.mis.pyramid.com (David Clark)
Subject: 19" Mono Monitor Drivers

Date: 1995/08/23
Message-ID: <41gngd$7cm@pyrtech.mis.pyramid.com>#1/1
X-Deja-AN: 108766186
organization: Pyramid Technology Corporation
newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Folks,
Im looking for a copy of a program called Xmon for the Atari.
It is a screen driver for a Moniterm 19" monitor (SM194). Apparently
it was written by Doug Wheeler (Ex "Code Head" programmer). Any one
know where I may be able to get a copy of this program?
Alternatively any one know what/where drivers are available for the
19" mono monitors. My friend (whom I'm requesting this for) is currently
running bigmon. He's had a few problems with this and was advised to get
xmon. Any differances??? Comments??

Thanks,

David

-----m------ David Anthony Clark ---------- dac@pyramid.com.au ---
---__mmm------ P Y R A M I D ---- 173 Pacific Hwy Ph : +61-02-925-2001 -
-____mmmmm-- DATA CENTRE SYSTEMS - North Sydney 2065 Fax: +61-02-925-2090 -
_____mmmmmmm---------- AUSTRALIA ----------

From -7150197229208992504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47fd1338d73c373d,start
X-Google-Attributes: gid1115ce,public
From: Alex@alshouse.demon.co.uk (Alexis Bennee)
Subject: Re: I wonder ...
Date: 1995/08/24
Message-ID: <809264802_OASIS_@alshouse.demon.co.uk>#1/1
X-Deja-AN: 108766247
x-nntp-posting-host: alshouse.demon.co.uk
reply-to: Alex@alshouse.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: My Most Humble place

In article <41h8ja$muv@sun1000.ci.pwr.wroc.pl>
Miron@sun10.ci.pwr.wroc.pl (Pawel Minorczuk-Lamerczuk) said:-

>Hello !
>
>I wonder why there is only few people to speak about wonderfull aTARI ?
>Note: I have Amiga 500 and I fuck aTARI *very well*.
>

Oh dear, welcome the mature Amiga owner, listen to his words of wisdom for he is
most definatly in the *wrong* place.

--

Alex

From 7523550919615708222
X-Google-Language: POLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47fd1338d73c373d
X-Google-Attributes: gid1115ce,public
From: MIron <miron@sun10.ci.pwr.wroc.pl>
Subject: Re: I wonder ...
Date: 1995/08/25
Message-ID: <Pine.SOL.3.91.950825002548.7175B-100000@sun10>#1/1
X-Deja-AN: 108766246
references: <9508241552.AA17133@ftjibm.ftj.agh.edu.pl>
x-sender: miron@sun10
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Technical Univeristy of Wroclaw
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Thu, 24 Aug 1995, Bogdan Muryn wrote:

> In article <41h8ja$muv@sun1000.ci.pwr.wroc.pl> you wrote:
> : Hello !
>
> : I wonder why there is only few people to speak about wonderfull aTARI ?
> : Note: I have Amiga 500 and I fuck aTARI *very well*.
>
>
>   Hi !!!
> Ha, HA, hA !!! ;-).
> Kun by sie usmial.
> Facet jestes tak prymitywny ze az zal.
> Jak Cie czytam to mi ziemniaki z piwnicy czworkami maszeruja.
> Dorwales sie lamerze do poczty i wielce obeznanego z komputerami
> rzniesz ? Ciekawe, ze na tegoroczne Intel Outside w W-wie
> sa zaproszeni takze inne komputery, a tylko nie Amiga.
> Ci ludzie maja poziom umyslowy dosc wysoki, Ty nie masz
> go w ogole. Na zlotach Atari w Polsce zawsze jest scena (kilkanascie osob)
> Amigowska i to nie lamerzy, ale elita. Podobnie jest z zlotami
> Amigowskimi.
>
>

Sorry bout that letter was a fakemail. Please ignore messages signed by
my nick in future.
Thanks.

Przepraszam, ale ten list byl fake. Prosze ignorowac na przyszlosc
informacje sygnowane moim nickiem.

```
                  .        .    .                 .
                .        .  .    .  .              .
                .  :     .  : ___:  .              :  .
              __|  |__ __|  |/ __|  |____ ________  |  .
              \__     Y      \_\__  ___  Y  \__   \ |  :
                |  |  !  |  |  " |  ! /  j !  |    \!  |       ,
         Pawel  |  !  :  !  |    |   /  l  :  |  |  :  |   Mironczuk
                |.::    :: :|  .:| .:\ .:\ ..:j :|l . :|
                !::.`---'.::!.:::!::: \:::\.:/|::! \ ::!
                :  .        .~~~~:  .  ~~""~~ !:::  \:::
                .                .            :  .     .
                .                             .        .
                   EMail:  miron@sun10.ci.pwr.wroc.pl
                 WWW: HTTP://sun10.ci.pwr.wroc.pl/~miron
```

From -5478149452727458035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1f50f8b75c2b2109,start
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: compiling FreeMiNT with Pure C
Date: 1995/08/25
Message-ID: <41kc2e$oj8@wn1.sci.kun.nl>#1/1
X-Deja-AN: 108833189
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

Hello,

The last few days I've been trying to compile FreeMiNT 1.12.4 with
Pure C. It won't work. After some time I did get it to compile and
link (which even involved altering the source in some places) but the
program isn't stable. When running it with MultiTOS, I have to press
^C during boot (otherwise the AES copyright message stays on screen
and blocks the computer) and I get error messages all over. Without
MultiTOS (which was why I compiled it myself in the first place!) it's
even worse. The GEM screen stays white, and after pressing ^C
(nothing else seems to work) I get errors again.

Could someone who did manage to compile a stable MiNT with Pure C
please tell me what I'm doing wrong? Or, as an alternative, could
some kind GCC-owner uumail me a MiNT kernel compiled with ONLY030 and
without FASTTEXT? (Or upload one, as the latter switch prevents
MiNT from working stable in a BlowUP-equipped Falcon).
-DMULTITOS should work without GEM.SYS too, right? The swich just

enables _trying_ to load GEM.SYS?

I'm getting pretty desperate. I mean, I _had_ a perfect working environment on my old ST (MiNT 0.96 or something, worked great, even with OverScan!) and now on my Falcon, I can't get an ordinary pure MiNT to work! It's driving me crazy!

And please don't say `install GCC' as my HD is filled to the last byte. Gotta get a new one some day.

P.S. How did you get on the MiNT-mailing list again?

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -4245528202491756651
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,66215a01e3e39910,start
X-Google-Attributes: gid1115ce,public
From: Jeffrey Wood <woodzy@delphi.com>
Subject: **** Ch.A.O.S. ****
Date: 1995/08/26
Message-ID: <RrOjbj1.woodzy@delphi.com>#1/1
X-Deja-AN: 108892407
organization: Delphi (info@delphi.com email, 800-695-4005 voice)
newsgroups: comp.sys.atari.programmer

Hi, and welcome to Ch.A.O.S. Country. Welcome to the revolution. The Cheyenne Area Orphaned Systems, or Ch.A.O.S., is a club devoted solely for the preservation of classic non-IBM systems, such as ours, and for the defeat of Microsoft. If we wanted IB
M compatability, we would have abandoned our systems long ago. Those of us who do have IBMs, but still use our classics, only bought them out of necessity, such as for work or school.··This is not a political organization. We do not hold any specific r
ight wing or left wing political views. We do believe in fair competition and Microsoft is NOT fair. We spent all that time and money on our respective systems because the performed the task or tasks we bought them for. Wether it be for gaming, educat
ion, office, or whatever, our classic systems performed upto our expectations, and in some cases, beyond the original design. Why should we abandoned everything we put into our systems?··I have been working on the designs of two programs that I feel wou
ld unite all of our systems, yet retain the sovereignty or flavor of each individual system:··1. A terminal shell with game maker to allow two or more non-compatable systems to play games over the modem or in a mini-network. Of course, standard protoco

ls will have to be set between computers to ensure game play. But, graphics between two different systems wont have to be the same because screen data wont be sent, just tiny info packets. The games would take full advantage of the graphics and sound c
apabilities of each individual system. The games would be played as close to real time as possible.►►2. A DEVICE OPERATING SYSTEM (DOS) desgined on a bi-level format: The primary level is a whole new computer that provides cross-platform compatability
 between our classic systems. The computer will be based on the PowerPC. This will allow each classic system to be enhanced to that of at least a 486. Without losing much compatability with the existing sytems. Full compatability is not guaranteed be
cause of the new enhancements to each individual operating system. But, at least you wont have to abandon your whole classic system! The secondary level is a whole new disk operating system for the original classic. This will allow direct disk access
communication between ALL systems. Yes, even IBM. Just imagine, a C64 computer operating system with 38k free RAM, can now have as much as 3.75 Meg free RAM on a 4 Meg System! This is directly accessable without bankswitching or even use as a RAMDISK!
  Just imagine the fresh, new applications that can be developed that retained the original C64s flavor. No, this is not limited to the C64, but to all classic systems, such as the Atari, Tandy CoCo, VIC20 (YES!), Apple, etc.►►All of our classic systems
 have their own uniqueness, their own distinctiveness. That is why we refused to follow the industry or marketing trends. This would allow us to preserve our systems and at the same time develop a cross-platform industry standard. Who says we have to
follow the Microsoft standard? Lets follow a standard, sure, but we should also be allowed to keep our systems we have devoted so much time and energy into!
►►►Cheyenne Area Orphaned Systems►c/o Jeffrey Wood►813 Covered Wagon
Drive►Cheyenne, Wyoming 820
07-1671►

From -9000451824473846071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98d3daea5d48901c,start
X-Google-Attributes: gid1115ce,public
From: selah@ccnet.com (falcon)
Subject: FS: LEAVING ATARI SALE TT030 etc.
Date: 1995/08/26
Message-ID: <41o9um$cuq@ccnet3.ccnet.com>#1/1
X-Deja-AN: 108892408
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

SELLING ALL ATARI GEAR...MOVING ON.. buyer pays shipping

TT030 TOS 3.06   4 meg ST ram/ 4 meg TT ram

CATTAMARAN 48mhz accellerator installed

345 meg internal h/d installed

ptc 1426 monitor 14"

1100.00 or best offer
~~~~~~~~~~~~~~~~~~~~~~~~~~~
SOFTWARE FOR SALE

CALAMUS SL latest version
includes modules:MOUNT,
BRIDGE,EXTEND CLIPBOARDS,TOOL BOX,SPEED LINE

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palacio, souvenier
CHERRY FONT SETS
1 THROUGH 6 200.00 for all of above!
~~~~~~~~~~~~~~~~~~~~~~~~~
OUTLINE ART VER 3.0 40.00
DYNA CAD VER 2.04 250.00
CALAMUS FONT EDITOR VER 1.0 25.00
WORD PERFECT VER 4.1 40.00
EASY DRAW VER 3.0 40.00

TRUE PAINT VER 1.04 30.00
PAPYRUS VER 3.62 100.00
COMPO SCRIPT VER 1.04 100.00
GENEVA VER 1.02 30.00
SPEEDO GDOS 30.00
NEODESK VER 4.02 30.00
NVDI VER 3 35.00
~~~~~~~~~~~~~~~~~~
COBALT FILE MANAGER VER 2.5 35.00

DIAMOND EDGE VER 2.01 25.00
EXTEND DOS VER 1.1 10.00
IMAGCOPY VER 3.5 35.00
FLASH VER 2.2 25.00
SPEEDO VER 4.2 GDOS WITH ATARI WORKS 50.00

HARDWARE

ICD TAPE BACKUP 155 MEG WITH 5 TAPES 200.00

--

```
     \\\\\\\\\\\     ^^^^ ^^^^     /////////
       \\\\\\\\\\   \=====/     ////////
              \..... === ...../
```
~~~~~~~~~~~~~~~~~~

selah @ccnet.com

From 1222699800849893146
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c0d2557552260f7,start
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Dutch newsgroup?
Date: 1995/08/27
Message-ID: <41phgc$ig4@wn1.sci.kun.nl>#1/1
X-Deja-AN: 108941047
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <303e4852280d4f2@xs4all.nl> maberg@xs4all.nl (Maarten van den Berg) writes:

>On another note, I read in a dutch newsgroup that the former technical
^^^^^
Huh? Are there any dutch Atari newsgroups? Tell me about it!

>You all draw your own conclusions, I do have high hopes.

When's the next ProTOS? If it's not shown there, I'll get me an
Afterburner. Or a Barracuda. _If_ these products _will_ ever exist...

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From 1246611867373197112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d0b138564fac36cb,start
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: TOS 4.92 programmer sought
Date: 1995/08/27
Message-ID: <41phic$ig6@wn1.sci.kun.nl>#1/1
X-Deja-AN: 108941048
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <303e4854280f076@xs4all.nl> maberg@xs4all.nl (Maarten van den Berg) writes:

>Claus Brod (clausb@hpbbn.bbn.hp.com) wrote:

>>Pereira Martins (sm001pe@e45-hrze.uni-duisburg.de) wrote:

>>: C-Lab Digital Media GmbH
>>: (for Mr. Buergerhoff)
>>: Postfach 700 303
>>: 22003 Hamburg
>>: Germany
>>
>>They don't happen to have an e-mail address?

>Claus, are you considering joining them ?
>Rejoice ! Justice after all. There may be hope left for us all !

I hope Julian Reschke, nox, knarf and the like join the TOS 5 team.
We could have a `TOS 95' that beats every other OS then :-)

Oh I _hope_ some of these guys follow Eric Smith's example, quit the
jobs they're doing now and deliver a shiny new TOS next month.

Can't wait.

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -359725381128826219
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47fd1338d73c373d
X-Google-Attributes: gid1115ce,public
From: diehl@r-node.io.org (Eric March)
Subject: Re: I wonder ...
Date: 1995/08/27
Message-ID: <41p5mi$q0h@ionews.io.org>#1/1
X-Deja-AN: 108941049
references: <41h8ja$muv@sun1000.ci.pwr.wroc.pl>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Pawel Minorczuk-Lamerczuk (Miron@sun10.ci.pwr.wroc.pl) wrote:
: Hello !

: I wonder why there is only few people to speak about wonderfull aTARI ?
: Note: I have Amiga 500 and I fuck aTARI *very well*.
                              ^^^^^^^^^^^^^^^^^^^^^^^^

Admitting your addiction to Cyber-sex is the first step on the road to
recovery...

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/

From -8988650450509383595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a7ba68b0607563b7,start
X-Google-Attributes: gid1115ce,public
From: jonc-w@georgianho.win-uk.net (Jonathan Croft-White)
Subject: Questions on the FAT (dsdd floppy)
Date: 1995/08/27
Message-ID: <33@georgianho.win-uk.net>#1/1
X-Deja-AN: 108941050
reply-to: jonc-w@georgianho.win-uk.net (Jonathan Croft-White)
newsgroups: comp.sys.atari.programmer

Hi,
        I am in the middle of writing a disk error correction
program and I am trying to find information on the location of the
FAT and how it is formatted.
        Does anyone know if there is a HiSoft Power Basic
(smaller version of HiSoft BASIC) command or library function that
may help and how it may be used?

 Any help will be greatfully recieved.

        Thanks in advance!

        Chris.
        {using my father's e-mail address :-) [and signature :-(]}

--

```
Jonathan Croft-White                  |-----------------------------------|
Orchard House Hotel                   |Stress is the result of the        |
Wisbech, Cambs. PE13 1JR              |misguided belief that people can   |
jonc-w@georgianho.win-uk.net          |control things                     |
http://www.ibmpcug.co.uk/~joncw/      |-----------------------------------|
```


From -6919027420190873430
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,53de43c067179608,start
X-Google-Attributes: gid1115ce,public
From: jib@login (Jabran Akhtar)
Subject: Ann: Mnilu Tranquil
Date: 1995/08/27

Message-ID: <41qu8j$n54@login.bigblue.no>#1/1
X-Deja-AN: 109003253
organization: Big Blue Systems A/S
newsgroups: comp.sys.atari.programmer

From -8036359637824274562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d2ad635704127a3,start
X-Google-Attributes: gid1115ce,public
From: gauthe_a@epita.fr (gauthe_a)
Subject: Re: Reading the Falcon joypad?
Date: 1995/08/29
Message-ID: <41uqmf$j00@boson.epita.fr>#1/1
X-Deja-AN: 109082925
distribution: world
references: <41udt4$fij@disunms.epfl.ch>
organization: Epita (French engineering school)
newsgroups: comp.sys.atari.programmer

In article <41udt4$fij@disunms.epfl.ch>, felber@lse.epfl.ch (Pascal FELBER)
writes:

-=)> Does anybody know how to read the falcon joypad? I tried to use the routine
-=)> found in falclib but when it tries to write $FFEE at the address $FF9202, a
bus
-=)> error always occurs. The code is:
-=)> move.w #$ffee,d0
-=)> move.w d0,$ff9202
-=)> My joypad works correctly with the games that use it (e.g. sbm) so that's not
-=)> the problem. I use Pure C 1.1. I really can't figure where the problem comes
-=)> from.
-=)> Thanks for posting any suggestion.

I've not been using the joypad.
Anyway, I guess youve forgotten to get in Supervisor Mode (to access
"negative" addresses).

-=)> -- Pascal Felber
-=)> (felber@di.epfl.ch)

/----------\
| Alain GAUTHEROT EPITA, French Computer Science School
|
| To finish first, you first have to finish (Enzo Ferrari)
|
|_____|
| Email: Alain.Gautherot@epita.fr http://www.epita.fr:5000/~gauthe_a/

```
     |
\-----------------------------------------------------------------------/
```

From -1370997222928588360
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47fd1338d73c373d
X-Google-Attributes: gid1115ce,public
From: shanka@fiber.net
Subject: Re: I wonder ...
Date: 1995/08/29
Message-ID: <shanka.15.3043221F@fiber.net>#1/1
X-Deja-AN: 109082926
references: <41h8ja$muv@sun1000.ci.pwr.wroc.pl> <41p5mi$q0h@ionews.io.org>
organization: Fibernet: 1-800-305-6995
newsgroups: comp.sys.atari.programmer

In article <41p5mi$q0h@ionews.io.org> diehl@r-node.io.org (Eric March) writes:
>From: diehl@r-node.io.org (Eric March)
>Subject: Re: I wonder ...
>Date: 27 Aug 1995 07:09:06 GMT

>Pawel Minorczuk-Lamerczuk (Miron@sun10.ci.pwr.wroc.pl) wrote:
>: Hello !

>: I wonder why there is only few people to speak about wonderfull aTARI ?
>: Note: I have Amiga 500 and I fuck aTARI *very well*.
>   ^^^^^^^^^^^^^^^^^^^^^^^^

>Admitting your addiction to Cyber-sex is the first step on the road to
>recovery...

Yes, this man is obviously a latent appliantologist!! ;->

Steve Hanka
shanka@fiber.net

From -1850665614043566503
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47fd1338d73c373d
X-Google-Attributes: gid1115ce,public
From: bericd@bri.hp.com (Beric Dunn)
Subject: Re: I wonder ...
Date: 1995/08/29
Message-ID: <DE28wJ.2q3@bri.hp.com>#1/1
X-Deja-AN: 109082927
sender: news@bri.hp.com (News User)

references: <41h8ja$muv@sun1000.ci.pwr.wroc.pl>
organization: Hewlett-Packard
newsgroups: comp.sys.atari.programmer

Pawel Minorczuk-Lamerczuk (Miron@sun10.ci.pwr.wroc.pl) wrote:
: Hello !

: I wonder why there is only few people to speak about wonderfull aTARI ?
: Note: I have Amiga 500 and I fuck aTARI *very well*.

 Most people prefer men, women, or evan animals!

 I personally have never condisered getting my keyboard sticky, but it
 takes alsorts!

--
Beric Dunn (Hewlett-Packard Computer Peripherals Bristol)

The views stated here are entirely my own and are not necessarily
shared by my employers.

From -7833847147895376002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e21202e224d679c,start
X-Google-Attributes: gid1115ce,public
From: davidw@rd.bbc.co.uk (David White)
Subject: c++ for ataris?
Date: 1995/08/29
Message-ID: <41vcg4$ip8@bbcnews.rd.bbc.co.uk>#1/1
X-Deja-AN: 109082928
organization: British Broadcasting Corporation, UK
newsgroups: comp.sys.atari.programmer

The title says it all, what c++ platforms are there for ataris and which are
best?

-David White

standard disclaimer

From 5374060139055964073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d2ad635704127a3
X-Google-Attributes: gid1115ce,public
From: felber@lse.epfl.ch (Pascal FELBER)
Subject: Reading the Falcon joypad?
Date: 1995/08/29

Message-ID: <41udt4$fij@disunms.epfl.ch>#1/1
X-Deja-AN: 109082929
distribution: world
sender: felber@lsesun12 (Pascal FELBER)
content-type: text/plain; charset=iso-8859-1
organization: Laboratoire de Syst⍰mes d'Exploitation (LSE)
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Does anybody know how to read the falcon joypad? I tried to use the routine found in falclib but when it tries to write $FFEE at the address $FF9202, a bus error always occurs. The code is:

```
 move.w #$ffee,d0
 move.w d0,$ff9202
```

My joypad works correctly with the games that use it (e.g. sbm) so that's not the problem. I use Pure C 1.1. I really can't figure where the problem comes from.

Thanks for posting any suggestion.

-- Pascal Felber
   (felber@di.epfl.ch)

From 3288617970779697055
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,44e81e340924ad81
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: Wanted: Automation Packer Decompression
Date: 1995/08/29
Message-ID: <41vdse$ske@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 109082930
references: <g-sjopet-220895091041@130.237.155.14>
organization: Dept of Computer Science,University of Manchester,U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

The Mega-Depack program will do the job for you no problem.
If it's an auto-depack file then just load it up into MonST
and find the jmp (a6) instruction at the right place, put in
a breakpoint and there you go.
Hell, even if it doesn't have the depack routine in it, just
grab it from another file and use that one instead.

Gaz

From -28346843758449541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,559e8edbb9ff22d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd9c6,559e8edbb9ff22d,start
X-Google-Attributes: gidfd9c6,public
X-Google-Thread: fd4c9,559e8edbb9ff22d,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1031e1,559e8edbb9ff22d,start
X-Google-Attributes: gid1031e1,public
X-Google-Thread: 109a67,559e8edbb9ff22d,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,559e8edbb9ff22d,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f579c,559e8edbb9ff22d,start
X-Google-Attributes: gidf579c,public
X-Google-Thread: f8c6e,559e8edbb9ff22d,start
X-Google-Attributes: gidf8c6e,public
From: asmodeus@telerama.lm.com (Aragon Balintine)
Subject: FS:Atari STuff: New items, prices lowered!
Date: 1995/08/30
Message-ID: <420r2d$frc@terrazzo.lm.com>
X-Deja-AN: 109082845
summary: Atari ST Hardware and Software for sale
organization: Telerama Public Access Internet, Pittsburgh, PA
keywords: atari, st, for sale, sale, software, hardware
newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsa
le

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
You can contact me at:
     BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
     WWW: http://www.lm.com/~asmodeus/
  there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 4megs mem., tos2.06 TEC board,

```
           ADspeed 16mhz upgrade.     $300.00
1040 ST/F(M?) 1meg memory             $175.00
1040 STE  4megs mem.                  $300.00

MONITORS:
Color Monitors  atari brands         $100.00
Color Monitors  atari brands         $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor                    $75.00

STORAGE DEVICES:  (Hard drives and Floppy)
 (P) Indus GT External 720k Floppy        $70.00
Toadfile  130meg + 80meg HD w/ICD+ host $270.00
ShoeBox 80meg HD w/ICD+ host            $110.00
20meg shoebox, atari adapter             $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin)        $10.00
Epyx The Grip joystick (9-pin)          $10.00
The BEst TrackBall                      $20.00
The Cordless Mouse (Practical Solutions)$30.00
Mouse Master                            $20.00
VIDEO:
(P)Monitor Master(toad brand?) $15.00
Video Key                      $30.00
ST Video Digitizer             $15.00
The Complete Colour Solution (Sold ONLY as a set)
     (Vidi-ST, Vidi-RGB and VidiChrome ST)     $100.00
AUDIO:
Stereo Replay audio digitizer        $90.00
ST Sound Digitizer (Hippopotamaus)   $25.00
PARTS:
2 assorted Atari internal floppy drives for parts  $8.00
1040 case and rf shield (used)                    $10.00
4 Atari 256k Simms from Ste  (Make Offer)         $35.00


ATARI SOFTWARE FOR SALE
                          (SHW) = Still in shrinkwrap
Disk                        (P) = pending payment
|Manual                   (SOLD) = item has been sold
||Box Software Title          ASKING PRICE
|||   ======================================
DMB   Arctic Fox                   $5.00
DMB   Atari 1st Word ST            $5.00
DMB   Atari ST Academy             $5.00
DMB   Autoduel                    $10.00
DMB   Backup! (Michtron)          $10.00
DMB   Balance of Power
            1990 edition (SHW)     $5.00
DMB   Battle Chess                $10.00
DMB   Battletech -
         cresent hawk's inception $10.00
```

DM	BBS Express ST	$15.00
DMB	Blacklamp	$5.00
DMB	Bloodwych	$10.00
DMB	(SOLD) Bureaucracy	*******
DMB	Club Backgammon	$10.00
DM	Codehead G+ Plus	$10.00
DM	Codehead Hotwire	$20.00
DM	Codehead Lookit & Popit	$10.00
DM	Codehead Maxifile III	$20.00
DM	Codehead Multidesk Deluxe	$20.00
DM	Codehead Utilities	$10.00
DM	(P) Codehead Warp 9	$15.00
DMB	Curse of the Azure Bonds	$10.00
	Above includes Adventures Journal	
DM	DC Data Diet	$10.00
DM	DC Desktop	$10.00
DM	DC Utilities	$5.00
DMB	Death Bringer	$5.00
DMB	Death Sword	$5.00
DMB	Defender of the Crown	$10.00
DMB	Deluxe Paint ST	$25.00
DM	(P) Diamond Back II	$15.00
DM	(SOLD) Diamond Edge	******
DMB	Dragons of Flame	$5.00
DMB	Dungeon Master	$10.00
DB	Dungeon Master no manual,	$10.00
	includes: The Lost	
	Scrolls of Mount Anaias help book	
DMB	Dungeon Master II:	$12.00
	Chaos Strikes Back; Above includes Gaming Aids disk	
DM	E-Z Data (database)	$5.00
DM	Ed Hak $10.00	
DMB	Elite w/Leroy's	$10.00
	Helpbook for Elite	
DM	FAST (util)	$5.00
DMB	FAST - Key SHell and AND	$5.00
DMB	Gauntlet	$5.00
DMB	GFA Basic3.5e disk, 3.0manual	$45.00
DM	H&D Base (database) $5.00	
DMB	Hacker II: Doomsday Papers	$10.00
DM	Hard Disk Toolkit	$10.00
	(Beckmeyer Develop.)	
DMB	Hillsfar	$10.00
DM	(P)ICD - Advantage ST -	$10.00
	Harddrive util disk	
DM	ICD Clean-up ST	$20.00
DMB	Ikari Warriors	$5.00
D	(P)Image Art - icons, 2 disks	$5.00
D	Interlink ST (term) $15.00	
DB	(SOLD) Jewels of Darkness	*****
DB	Kis Terminal	$5.00
DM	Laser C	$35.00
DMB	Lock-on	$5.00

```
DMB   (SOLD) Lurking Horror         *****
DM    Ma Hubbards Cupboard and      $7.00
           assorted utils (SHW)
DMB   Mega Traveller 1:            $10.00
           Zhodani Conspiracy
DMB   Metro Cross                   $7.00
DMB   (P) Michtron BBS 3.0         $15.00
DMB   Mindshadow                   $10.00
DM    MVG - Multi Viewer Graphica  $10.00
??B   Neochrome ????                $5.00
DM    (SOLD) Neodesk                *****
D     PACE Library Disks,         $200.00
        (Pittsburgh Atari Computer Enthusiasts)
              Aprox 350 disks
D     PACE UK Disks  200 disk     $100.00
D     PC Ditto                      $5.00
DMB   Populous                     $10.00
DMB   Primetime                     $5.00
DM3B  Print Master Plus,           $15.00
           w/ art gallery 1 & 2
D     Pro Copy 1.22                 $5.00
DMB   Roadwar 2000                  $8.00
DMB   Roadwar Europa                $7.00
2DM2B Rogue (2 of them)             $5.00
            selling both together
DMB   Rolling Thunder               $7.00
DMB   Scurples                      $7.00
DMB   Shadowgate                   $10.00
DMB   Space Conquest:               $5.00
           A Galactic Odyssey
M     Spectrum 512                  $7.00
DMB   Speedball 2                  $15.00
DMB   ST Karate                     $5.00
DMB   ST-Talk Professional 2.0     $10.00
DMB   (SOLD) STalker 3 term        ******
DM    (SOLD) STeno     $10.00      ******
DMB   Temple of Aphsai Trilogy     $10.00
DB    Temple of Aphsai Trilogy     $10.00
D     Time Link                     $5.00
DMB   Timeworks Data Manager ST    $15.00
DMB   TimewrksDesktopPublisher(SHW)$20.00
D?B   Timeworks Word Writer ST     $15.00
DB    Tool Box volume 1             $5.00
DMB   Top Gun, (SHW)                $8.00
DMB   Top Gun                       $8.00
DMB   Ultima V: Wariors of Destiny $15.00
           w/cloth map and coin
DM    Ultimate Virus Killer        $15.00
DM    Universal Item Selector3.32  $10.00
DMB   Universe II                  $10.00
DMB   Universe III                 $10.00
DB    Wanderer, w/2 3d glasses      $5.00
DM    Wizworks Image Cat           $10.00
```

picture cataloger
4DM Wizworks Mugshot $12.00
w/data disks 1-3

mag Assorted Atari Magazines: INCLUDING DISKS $65.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00
book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

From 6121317107788096764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e21202e224d679c
X-Google-Attributes: gid1115ce,public
From: trek@ihgp2.ih.att.com (-Booth,W.A.)
Subject: Re: c++ for ataris?
Date: 1995/08/30
Message-ID: <DE3n9o.GAs@ssbunews.ih.att.com>#1/1
X-Deja-AN: 109082931
sender: news@ssbunews.ih.att.com (Netnews Administration)
references: <41vcg4$ip8@bbcnews.rd.bbc.co.uk>
organization: AT&T
newsgroups: comp.sys.atari.programmer

In article <41vcg4$ip8@bbcnews.rd.bbc.co.uk>,
David White <davidw@rd.bbc.co.uk> wrote:
>The title says it all, what c++ platforms are there for ataris and which are
>best?
>
>-David White

Or maybe you are interested in the only one: GNU C++. Can be run
under Linux, among others. Wayne

From -8001623949071590130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,559e8edbb9ff22d
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd9c6,559e8edbb9ff22d
X-Google-Attributes: gidfd9c6,public
X-Google-Thread: fd4c9,559e8edbb9ff22d
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: f8c6e,559e8edbb9ff22d
X-Google-Attributes: gidf8c6e,public
X-Google-Thread: f579c,559e8edbb9ff22d
X-Google-Attributes: gidf579c,public
X-Google-Thread: 1115ce,559e8edbb9ff22d
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,559e8edbb9ff22d
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1031e1,559e8edbb9ff22d
X-Google-Attributes: gid1031e1,public
From: davidw@rd.bbc.co.uk (David White)
Subject: Re: FS:Atari STuff: New items, prices lowered!
Date: 1995/08/30
Message-ID: <421nam$952@bbcnews.rd.bbc.co.uk>#1/1
X-Deja-AN: 109152555
references: <420r2d$frc@terrazzo.lm.com>
followup-to:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsa
le
organization: British Broadcasting Corporation, UK
newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsa
le

Please could you put the country you live in on the title of your article
if you're selling stuff because it winds me up to go through all these
articles just to find one in the correct country.

-David White.

From -7349095317109725248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e21202e224d679c
X-Google-Attributes: gid1115ce,public

From: miked@ittpub.nl (Mike Davis)
Subject: Re: c++ for ataris?
Date: 1995/08/30
Message-ID: <miked-300895142314@192.42.172.89>#1/1
X-Deja-AN: 109152680
references: <41vcg4$ip8@bbcnews.rd.bbc.co.uk>
organization: ITT Publitec bv
followup-to: comp.sys.atari.programmer
newsgroups: comp.sys.atari.programmer

In article <41vcg4$ip8@bbcnews.rd.bbc.co.uk>, davidw@rd.bbc.co.uk (David White) wrote:

> The title says it all, what c++ platforms are there for ataris and which are
> best?
>
> -David White
>
> *standard disclaimer*

Maybe someone's ported the GNU compiler set for the ST. I know there's a port for DOS machines.

If there is a port it's not a particularly good C++ compiler as it doesn't implement templates correctly (at least the NeXTSTEP version doesn't). The Objective-C compiler seems to be easier to use (and it's faster to compile).

I also remember that Calamus seemed to be written in Turbo C. Maybe Borland produced a C++ version later on?

--
fprintf(stderr, "Hello World\n");
--

From -1561389196413227461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5965c5e016c9cad1,start
X-Google-Attributes: gid1115ce,public
From: gauthe_a@epita.fr (gauthe_a)
Subject: Re: DSP Transfers.
Date: 1995/08/30
Message-ID: <42211o$t8k@boson.epita.fr>#1/1
X-Deja-AN: 109152681
distribution: world
references: <DE4KC5.8JH@westminster.ac.uk>
organization: Epita (French engineering school)
newsgroups: comp.sys.atari.programmer

In article <DE4KC5.8JH@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore)

writes:

-=)> When you transfer some data to the dsp (using dspblk_words() or whatever)
-=)> is this taken over by an interupt so your own program can do something else
-=)> until all the data is collected ?
-=)> Or is it the other way around - your program waits until all the data is
-=)> transferred, then carries on ?

Data are written at some address I can't remember, in the mode "handshaking", that is, the 68030 only writes a data if the buffer is empty (The DSP has red it). So, the 68030 is busy during the whole transmission.
On the other side, the DSP can be interrupted during its execution (the $40 1st word of the P-memory contain interrupt vectors).

-=)> Cheers,
-=)> Phil.


```
/-----------------------------------------------------------------------\
| Alain GAUTHEROT        EPITA, French Computer Science School
     |
|    To finish first, you first have to finish (Enzo Ferrari)
     |
|_______________________________________________________________________|
| Email: Alain.Gautherot@epita.fr  http://www.epita.fr:5000/~gauthe_a/
     |
\-----------------------------------------------------------------------/
```


From 508376381220285566
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5965c5e016c9cad1
X-Google-Attributes: gid1115ce,public
From: avsec@westminster.ac.uk (Philip Shore)
Subject: DSP Transfers.
Date: 1995/08/30
Message-ID: <DE4KC5.8JH@westminster.ac.uk>#1/1
X-Deja-AN: 109152682
sender: news@westminster.ac.uk
organization: University of Westminster
newsgroups: comp.sys.atari.programmer

When you transfer some data to the dsp (using dspblk_words() or whatever)
is this taken over by an interupt so your own program can do something else
until all the data is collected ?

Or is it the other way around - your program waits until all the data is
transferred, then carries on ?

Cheers,
Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

From 8401910446631939166
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d35de3e2e3a8c94c,start
X-Google-Attributes: gid1115ce,public
From: alex@avon (Alex Nicholls)
Subject: Re: QUESTION: GEM & GNU C++
Date: 1995/08/30
Message-ID: <421u7j$bu2@helios.herts.ac.uk>#1/1
X-Deja-AN: 109152683
references: <4217cg$laq@sct1.sct.fr>
organization: A-Plus Data Systems, Finchley, United Kingdom.
newsgroups: comp.sys.atari.programmer

Stephane Boisson (boisson@netpress.fr) wrote:
: Hello,

: Do someone have already experienced GEM programming with
: GNU C++? Could you tell me what I need (libs, include) and
: where can I find it?

Try getting ehanced egem libraries, they make programming under GEM
easier, but unfrotuantely I'm sure I've found a bug in the source somewhere
that make it not work when you don't have speedo installed...

anyway, get the source distribution kitt from somewhere for the complete
gnu package.. (try ftp.cnam.fr)

Alex

From -8106650784079122135
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d35de3e2e3a8c94c
X-Google-Attributes: gid1115ce,public
From: boisson@netpress.fr (Stephane Boisson)
Subject: QUESTION: GEM & GNU C++
Date: 1995/08/30
Message-ID: <4217cg$laq@sct1.sct.fr>#1/1
X-Deja-AN: 109152684
organization: Netpress, France
newsgroups: comp.sys.atari.programmer

Hello,

Do someone have already experienced GEM programming with
GNU C++? Could you tell me what I need (libs, include) and
where can I find it?

Thanks!

From 3823890686680627123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e21202e224d679c
X-Google-Attributes: gid1115ce,public
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: c++ for ataris?
Date: 1995/08/30
Message-ID: <DE5BFI.33z@cix.compulink.co.uk>#1/1
X-Deja-AN: 109152685
references: <41vcg4$ip8@bbcnews.rd.bbc.co.uk> <miked-300895142314@192.42.172.89>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

In message <miked-300895142314@192.42.172.89>, miked@ittpub.nl said:

> If there is a port it's not a particularly good C++ compiler as it
> doesn't implement templates correctly (at least the NeXTSTEP version

This apparently is quite common with C++ compilers. My brand new copy of
MS VC++ 1.5X doesn't implement them either AFAICT.

This all seems to be due to the C++ standard not being properly defined
yet - as oppsed to any lazyness by compiler writers.

All IMHO and AFAIK.

:-)

Roland.

@CiX

From -6382626837943230272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d35de3e2e3a8c94c
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: QUESTION: GEM & GNU C++
Date: 1995/08/30
Message-ID: <Pine.BUL.3.90.950830185459.15594A-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 109152686

references: <4217cg$laq@sct1.sct.fr>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 30 Aug 1995, Stephane Boisson wrote:

> Hello,
>
> Do someone have already experienced GEM programming with
> GNU C++? Could you tell me what I need (libs, include) and
> where can I find it?

Yeah, there is glorious GEM object oriented library called GEM++. The way you can create your GEM application with this library is unbelively easy. You can find archive at ftp.cnam.fr://pub/Atari/Programming/gem++19.zoo

> Thanks!

Welcome one more GEM++ programmer!

regards,

Simon.

From 6035661066415632484
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a83896e83d95814d
X-Google-Attributes: gid1115ce,public
From: and@sun1 (Andreas Kromke)
Subject: Re: GEM Programming Questions
Date: 1995/08/30
Message-ID: <1995Aug30.130454.17032@newsserver.rrzn.uni-hannover.de>#1/1
X-Deja-AN: 109227239
sender: news@newsserver.rrzn.uni-hannover.de (News Service)
references: <40vvbp$d68@inca01.inca.co.nz>
organization: MiM
newsgroups: comp.sys.atari.programmer

```
:        return (w * h * p) / 8;
```

THIS IS A TRAP!

Use

```
      ((w+15)>>4)<<4
```

or similar instead of w !!!

Otherwise you will shoot your memory block.
(Suppose w=7,h=1,p=1)

ANDREAS KROMKE

From -7755401061661767350
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e21202e224d679c
X-Google-Attributes: gid1115ce,public
From: ehramm@dk3uz.hanse.de (Edmund H. Ramm)
Subject: Re: c++ for ataris?
Date: 1995/08/30
Message-ID: <DE4vsC.13A@dk3uz.hanse.de>#1/1
X-Deja-AN: 109307533
references: <41vcg4$ip8@bbcnews.rd.bbc.co.uk>
organization: Private Linux/68k site
reply-to: ehramm@dk3uz.hanse.de
newsgroups: comp.sys.atari.programmer

davidw@rd.bbc.co.uk (David White) writes:

>The title says it all, what c++ platforms are there for ataris and which are
>best?

I know of only one, that's the GNU C++ compiler.

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

From 5935677248789431816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,4caca8a9fa14616e
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,439776e50c7a1fc1,start
X-Google-Attributes: gid1115ce,public
From: rm03@ic.ac.uk (Miss M.L.M. Duarte)
Subject: Re: A man in need of VDI/AES bookies!
Date: 1995/08/31
Message-ID: <424tuu$23h@oban.cc.ic.ac.uk>#1/1
X-Deja-AN: 109227155
references: <1995Aug31.182320.9515@alder.cc.kcl.ac.uk>
organization: Acme Labs
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

in article <1995Aug31.182320.9515@alder.cc.kcl.ac.uk>,
udem148@bay.cc.kcl.ac.uk wrote:

[...]
>would be to use AES/VDI libs with the necessary graphics functions. However,
>within the Sozobon Docs it points, for a complete description of AES/VDI
>functions, to GEM: The Programmers Guide Vol 2: VDI interface + vol 3 for AES.
> Anyone know where I could get my hands on this ?

I don't know of those two books: It may refer to the `Compute' GEM guides, which are very good (lots of examples), but I think no longer available.

Probably your best bet is `The Atari Compendium' by Sanders, which has lots of other extremely useful stuff in it, as well as AES & VDI (it's also up to date on GDOS, etc.). In the UK, it should still be available from HiSoft.

Both ST Applications and ST Review magazines ran series a while ago which introduced the basics of GEM programming. You may be able to get back copies. The ST Applications `Programmer's Forum' pages occasionally print whole listings of simple GEM programs, which you should be able to pick up a lot on.

On the net, there is the `Professional GEM' series of articles by Tim Oren. They are good, but a little dated now. Available on atari.archive in a number of different formats.

Failing all those, I have an extremely bad book, the Abacus GEM programmers guide. I would give it away, except that it has so many typos and outright mistakes in it, I wouldn't want anyone to learn GEM programming that way.

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk
`Like, I don't dig the part-time job thing, Moondoggie.'
`Tough Cahoonies, Babsie!'

From 8941570990474189456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a1e2a06091be7684,start
X-Google-Attributes: gid1115ce,public
From: msh@mserv1.dl.ac.uk (M.S. Smith)
Subject: Change of email address!
Date: 1995/08/31
Message-ID: <424gck$4i5@mserv1.dl.ac.uk>#1/1
X-Deja-AN: 109227236
distribution: world
organization: Daresbury Laboratory, UK
reply-to: msh@mserv1.dl.ac.uk
newsgroups: comp.sys.atari.programmer

I'm writing this small announcement that from tommorow 1st September my current email address msh@dl.ac.uk will no longer be vaild and that you should use my new and permanent email address dlms@nessie.mcc.ac.uk. Please also note that I'm going to be off the net for a few weeks until roughly the 25th of September so please be patient if you write to my new address and don't get an answer.

I will deal with all mail when I return and and will clear the 40+ backlog I have at the time of writing this.

Whilst I'm away the Atari Web pages will obviously have a bit of a holiday, but believe me it will be under a major set of revisions, improvements and additions when I return as I have tons of updates just waiting to be included and I'm designed graphics to improve it's appearance.

See you all in just over three weeks. Take care!


```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ Mark Stephen Smith : dlms@nessie.mcc.ac.uk                       +
+ Atari Web Pages    : http://www.mcc.ac.uk/~dlms/atari.html       +
+                                                                  +
+==================================================================+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network)    +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx      +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```


From -6211110835136926022
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e21202e224d679c
X-Google-Attributes: gid1115ce,public
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: c++ for ataris?
Date: 1995/08/31
Message-ID: <DE78D3.5H6@cix.compulink.co.uk>#1/1
X-Deja-AN: 109227237
references: <41vcg4$ip8@bbcnews.rd.bbc.co.uk> <DE3n9o.GAs@ssbunews.ih.att.com>
<DE5yGM.HD3@bri.hp.com>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

In message <DE5yGM.HD3@bri.hp.com>, bericd@bri.hp.com said:

> It should be pointed out that GNU C++ can be run on any ST with TOS
> and (I think) 2 Meg or more of ram. Earlier versions might run on
> 1 Meg - I have never tried these though (Not a problem as I have 4
> MB)

There are TOS versions I agree - but 2MB memory would be extreamly tight.
I used to have trouble running plain old GCC 1.23 in 2.5Mb with a hard
disk. Somewhere there is a distribution for GCC 1.3X which runs in 2.5Mb
off floppies - however never saw one which could run in 2Mb with a hard disk
or in 1MB at all.

I know the query was about G++, but as thats larger than GCC - the memory
requirements are not going to be any less.

All AFAIK and IMHO,

:-)

Roland.

@CiX

From 6830957319929934833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5e21202e224d679c
X-Google-Attributes: gid1115ce,public
From: bericd@bri.hp.com (Beric Dunn)
Subject: Re: c++ for ataris?
Date: 1995/08/31
Message-ID: <DE5yGM.HD3@bri.hp.com>#1/1
X-Deja-AN: 109227238
sender: news@bri.hp.com (News User)
references: <41vcg4$ip8@bbcnews.rd.bbc.co.uk> <DE3n9o.GAs@ssbunews.ih.att.com>
organization: Hewlett-Packard
newsgroups: comp.sys.atari.programmer

-Booth,W.A. (trek@ihgp2.ih.att.com) wrote:
: In article <41vcg4$ip8@bbcnews.rd.bbc.co.uk>,
: David White <davidw@rd.bbc.co.uk> wrote:
: >The title says it all, what c++ platforms are there for ataris and which are
: >best?
: >
: >-David White

: Or maybe you are interested in the only one: GNU C++. Can be run
: under Linux, among others. Wayne

 It should be pointed out that GNU C++ can be run on any ST with TOS
and (I think) 2 Meg or more of ram. Earlier versions might run on 1
Meg - I have never tried these though (Not a problem as I have 4 MB)

Oh - and a hard drive is pretty much essential for later versions. I
see you are in England Dave - try the ST Club - they have a couple of
versions in their catalogue, one of which might run off of floppy.

Beric..

--
Beric Dunn (Hewlett-Packard Computer Peripherals Bristol)

The views stated here are entirely my own and are not necessarily
shared by my employers.

From -6229487269421754902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81,start
X-Google-Attributes: gid1115ce,public
From: <STIRRE31@MAINE.MAINE.EDU>
Subject: Doom on the Falcon update?
Date: 1995/08/31
Message-ID: <95243.155529STIRRE31@MAINE.MAINE.EDU>#1/1
X-Deja-AN: 109227240
organization: University of Maine System
newsgroups: comp.sys.atari.programmer

I was just curious if anything came out of the talks of porting Doom
to the Falcon. A monthly update would be very nice, if possible.
I'd really like to see this game happen (and I think the Falcon
is up to doing it).
-scott tirrell

From -8416177096246743839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/01
Message-ID: <426n9l$irf@nyheter.chalmers.se>#1/1
X-Deja-AN: 109307528
references: <95243.155529STIRRE31@MAINE.MAINE.EDU>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <95243.155529STIRRE31@MAINE.MAINE.EDU>,
 <STIRRE31@MAINE.MAINE.EDU> wrote:
>I was just curious if anything came out of the talks of porting Doom
>to the Falcon. A monthly update would be very nice, if possible.

Well, so far what's been done is mostly very preliminary work.
I've ported DVIEW, an interactive 3D .WAD viewer from the PC (available
by WWW/ftp, see .sig), but AFAIK that's the only code that's been
written. Quite a bit of information has been gathered, though.

For the past few weeks, I haven't had the time to do anything on the
project and I've not heard from the other people involved (I believe
they're on vacation).

>I'd really like to see this game happen (and I think the Falcon

Well, the possibilities for that are perhaps not too bad, since we
intend to make this a free project, likely along the GPL lines. At least
that was the case when I last exchanged email with the others and I'd
not like it to be otherwise. That means that the sources will probably be
freely available, as the DVIEW ones are right now.
(If anyone has any ideas for improvements, I'm all ears.)

>is up to doing it).

That remains to be seen, but I have high hopes that _something_ usable
will at least be possible. The current DVIEW version only reaches around
2 fps on a Falcon, without texture mapping at 320x200, but then it's still
written in C and could hopefully be optimized quite a bit. If the problems
with DVIEW can be sorted out, the DSP would certainly help...
--


```
  Chalmers University   | Why are these |  e-mail:   d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |            rand@cd.chalmers.se
                        | so hard to do |  www/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5 and QLem)
```


From -3401517384851479086
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public

From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/01

Message-ID: <426nu0$212@vishnu.jussieu.fr>#1/1
X-Deja-AN: 109307529
references: <95243.155529STIRRE31@MAINE.MAINE.EDU>
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <95243.155529STIRRE31@MAINE.MAINE.EDU>,
   <STIRRE31@MAINE.MAINE.EDU> wrote:
>I was just curious if anything came out of the talks of porting Doom
>to the Falcon. A monthly update would be very nice, if possible.
>I'd really like to see this game happen (and I think the Falcon
>is up to doing it).
It's too early now to give any seriously interesting news about the project.
But the project exists and good wills are still welcome.
And there are legal issues to settle: we'll have to contact iD software
because a program that could read WAD files is theoretically illegal unless
it's a WAD editor or something like that.
But the program will be totally free and anyway it will need iD's registered
DOOM or DOOM 2 WAD. The reason for this is that most WAD files are just
patches of the original WAD.
So people who want to play _legally_ on the falcon will have either to limit
themselves to the shareware version of the DOOM WAD, or to purchase their

registered DOOM from iD.
So this should just enlarge the market of iD and cause them no harm.
I'll give news of the advancement of the project whenever there is a
significant progress.
NB Some other people are working on DOOM like games. Perhaps they could give
some news of the advancement of their project?

Bertrand


```
+-------------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
+-------------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes      |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
|4, place Jussieu, 75252 Paris Cedex 05                     |
+-------------------------------------------------------------+
```


From -6751048062467241521
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/01
Message-ID: <426por$350@banaan.fwi.uva.nl>#1/1
X-Deja-AN: 109307530
distribution: world
references: <95243.155529STIRRE31@MAINE.MAINE.EDU>
<426n9l$irf@nyheter.chalmers.se>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

d8klojo@dtek.chalmers.se (Johan Klockars) wrote:

:That remains to be seen, but I have high hopes that _something_ usable
:will at least be possible. The current DVIEW version only reaches around
:2 fps on a Falcon, without texture mapping at 320x200, but then it's still
:written in C and could hopefully be optimized quite a bit. If the problems
:with DVIEW can be sorted out, the DSP would certainly help...

2 fps? no textures? I guess no dsp? well... This is not very promising.
Maybe you'll end up with 5 fps + textures, using dsp. if you are lucky...
(IMHO)

--

```
Martijn Dekker            |  PFF/Ishido info:
University of Amsterdam   |
Math department           |  http://www.fwi.uva.nl/~mdekker/ishido.html
```

E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 9031405628476584249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/01
Message-ID: <4272kc$74j@vishnu.jussieu.fr>#1/1
X-Deja-AN: 109307531
references: <95243.155529STIRRE31@MAINE.MAINE.EDU>
<426n9l$irf@nyheter.chalmers.se> <426por$350@banaan.fwi.uva.nl>
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

>2 fps? no textures? I guess no dsp? well... This is not very promising.
>Maybe you'll end up with 5 fps + textures, using dsp. if you are lucky...
>(IMHO)
No no. this 2fps is just due to the fact that this is just a direct conversion
of a C program for the PC. So it can give almost no clue about the speed of
the real program which will be assembly language and will use the DSP.
This is a preliminary work, as Johan pointed out.

```
+-------------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
+-------------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes      |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
|4, place Jussieu, 75252 Paris Cedex 05                     |
+-------------------------------------------------------------+
```

From 6509768657396914674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,142e375cd4e5fc81
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (Martijn Dekker)
Subject: Re: Doom on the Falcon update?
Date: 1995/09/01
Message-ID: <4272uf$3db@banaan.fwi.uva.nl>#1/1
X-Deja-AN: 109307532
distribution: world
references: <426n9l$irf@nyheter.chalmers.se> <426por$350@banaan.fwi.uva.nl>

<4272kc$74j@vishnu.jussieu.fr>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:

:>2 fps? no textures? I guess no dsp? well... This is not very promising.
:>Maybe you'll end up with 5 fps + textures, using dsp. if you are lucky...
:>(IMHO)
:No no. this 2fps is just due to the fact that this is just a direct conversion
:of a C program for the PC. So it can give almost no clue about the speed of
:the real program which will be assembly language and will use the DSP.
:This is a preliminary work, as Johan pointed out.

ok, but please do not over estimate the advantage of assembly over C...

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 1995757079314362805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ff866cc3de9f02f,start
X-Google-Attributes: gid1115ce,public
From: jonc-w@georgianho.win-uk.net (Jonathan Croft-White)
Subject: How do these GFA BASIC functions work?
Date: 1995/08/10
Message-ID: <26@georgianho.win-uk.net>#1/1
X-Deja-AN: 107978142
reply-to: chris@georgianho.win-uk.net (Christopher Croft-White)
newsgroups: comp.sys.atari.programmer

Hi,

I have recently started to program in GFA Basic V 2.0 and have
found it to be a very powerful language. However I have a few
questions which I would like help with:-

1) Is there a command and if so what is it, to produce a GEM
   select box?

2) In the manual I have it explains the function EXEC as:

EXEC
How: EXEC flg,name,cmd,env
Use: Loads and executes machine code programs or compiled
      programs from disc.
      flg=0 load and go flg=3 load only.

```
       'name'   - the name of the program.
       'cmd'    - command line (see BASEPAGE).
       'env'    - environment string (usually just "").
        The named program is loaded from disc, the absolute
        addresses are relocated, a basepage is created, and if
        required, the program run.
```

And when I checked BASEPAGE, it said:-

```
BASEPAGE
How:    BASEPAGE
use:    Returns the address of GFA Basics basepage.
```

That helps! :)

Does anyone know what the command line variable is and could give an example of the function in use?

3) I have the mnilu compiler V 1.61 and would like to know if this function will compile as in the help text it states that no links are possible?

4) I only have the manual text file which came on the ST Format cover disk. Does anyone know if there is a better manual file and if so where can I FTP it from?

TIA!

Chris.

P.S. I fould the mnilu compiler V 1.61 at:-
http://src.doc,ic.ac.uk/packages/atari/umich/Programming/Gfa/mnilu.lzh
Does anyone know if a newer one exists for GFA basic Version 2 and where I can find it?

From 3901107044464335295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a83896e83d95814d
X-Google-Attributes: gid1115ce,public
From: matija@sirius.ijs.si (Matija Grabnar)
Subject: Re: GEM Programming Questions
Date: 1995/08/11
Message-ID: <1995Aug11.114305.9@cathy.ijs.si>#1/1
X-Deja-AN: 107907103
references: <409k12$4dg@fountain.mindlink.net> <wongck.245.000BE1F4@ti.com>
organization: Jozef Stefan Institute, Ljubljana, Slovenia
keywords: MFDB, GEM
reply-to: matija.grabnar@ijs.si
newsgroups: comp.sys.atari.programmer

In article <wongck.245.000BE1F4@ti.com>, William Wong <wongck@ti.com> wrote:
>>I'm running into the "double-click" problem where if you click in the
>>vertical scroll bar, you get two {WA_DNARROW,WA_UPARROW,WA_DNPAGE,WA_UPPAGE}
> I am also trying to look for a piece of code fragment to solve this instead
>of using the accesory patch.

IIRC, you have to put an event-multi call at the start of your program:
The call should wait for doubleclick (so it cures the bug) and for
0 miliseconds (so it doesn't slow down program start-up).

Note that there is no need to put this call into any kind of loop. A single
call upon startup of the program should suffice.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
     - Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

From 4679456046721435558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: chainxor@kom.auc.dk (Henrik Lunardi Weide)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/08/11
Message-ID: <40fchp$cqr@news.iesd.auc.dk>#1/1
X-Deja-AN: 107907104
distribution: world
references: <408rjg$6oj@gabriel.keele.ac.uk>
organization: Aalborg University - Dep. of Communication Technology
reply-to: chainxor@kom.auc.dk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: chainxor

In article <408rjg$6oj@gabriel.keele.ac.uk>, mud08@cc.keele.ac.uk (R.D. Evans)
writes:
> : Their would end up to many patched and adapted versions, and were would be
> : then, its like this Magic TOS, how compatible is it, from post I have seen
> : here its not that compatible...
>
> This is rubbish. As an actual user of MagiC (2.01 on a 4meg Atari 520STFM),
> I can state that MagiC is very compatible. Users generally experience
> problems with old software such as Calamus 1.09, Cubase and old PD software.
> This is almost always down to programmers breaking GEM guidelines (although
> I would agree that these have been difficult to obtain in the past, and
> there may have been good reasons at the time). Users who experience problems
> should look at upgrading their software, rather than automatically moaning
> about MagiC. We have Calamus S and SL, Layout, Notator Logic, excellent
> shareware products such as Everest, Edith, Twoinone, Kandinsky, Thing,
> Egale, Gemini... ALL are compatible with MagiC.

>
> IMHO all Atari users should check out MagiC 3 when it finally appears. The
> competition looks quite sad in comparison.

I can inform you that MagiC 3 for ST/TT has been out for about 2 months now,
and the Falcon version of MagiC 3 is still being beta-tested.

Keep Cool and Flying...

ChainXOR...

From 4646060271394681921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac4046a07820781c
X-Google-Attributes: gid1115ce,public
From: hutch@ilmen.lanl.gov (Hutch)
Subject: Re: GFA-BASIC: Copying between different harddisk-partitions?
Date: 1995/08/11
Message-ID: <9508111422.AA03181@ilmen.lanl.gov>#1/1
X-Deja-AN: 107978137
sender: nobody@cs.utexas.edu
organization: UTexas Mail-to-News Gateway
newsgroups: comp.sys.atari.programmer

In a previous article, gmiller@inca.co.nz (Gaven Miller) wrote:

> The Atari GFA-Basic stalled at v3.7. Supposedly there was only about 150
> hours or so of work left, and a call for help completing it was issued.

Was GFA 3.7 for the Atari ever actually released? If so, what new features
did it have over 3.5/3.6? I've never seen this version in the US.

-Hutch- @ Fair Dinkum Tech

From 3151218070292026745
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f430aa7d695a6b
X-Google-Attributes: gid1115ce,public
From: gdg7@vision.hrz.uni-giessen.de (Torsten Lang)
Subject: Re: component 74LS11
Date: 1995/08/11
Message-ID: <40ffao$103b@c4.hrz.uni-giessen.de>#1/1
X-Deja-AN: 107978138
references: <807316278_OASIS_@yeadontt.demon.co.uk>
organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
newsgroups: comp.sys.atari.programmer

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
: In article <3vj20aFlfq@uni-erlangen.de>
:   fp270@fim.uni-erlangen.de (Klaus Seyferth) said:-

: >
: > I've got a question concerning my machine.
: > I've got a MEGA ST2 upgraded to 4mb.
: > I bought ot as it is second hand.
: > Now I removed the cover, because it started
: > quitting some time ago and I thought
: > of the old ATARI overheating problem.
: > Since I removed the cover it stopped quitting.
: > But as I removed the cover I discovered that
: > a component is missing which apparently had once
: > been part of the machine and was removed some time.
: > Since I know nothing of computer architecture
: > I don't know what this component does and why
: > it had been removed.
: > Maybe anybody could tell me?
: > I checked with a friend of mine who has also an
: > upgraded MEGA ST2, and in whose machine this
: > component is still present.
: > It is located at the front of the machine, it is the
: > second from left.
: > It's a seven pin component named 74LS11.
: > It houses three and-and circuits, as I learned from
: > an electronics catalogue.
: > If anybody has any information on that, please
: > respond directly to my e-mail adress.
: >

: I upgraded the ROMS on my MEGA 4ST a long time ago (four years) and I
: had to change from a 6 to 2 ROM chip set, to do so I had to remove a chip from
: this area of the board. I know this sounds a bit vague, but it might help.
:

Well this 74LS11 does an AND operation to the /CS-lines for the three ROM areas. There are two jumpers (0Ohm resistors normally) on the board which select operation with megabit-ROMs (2 ROMs) or 256Kbit ROMs (6 ROMs). Normally the chip isn't needed when you have 6 ROMs since the GLUE generates the needed signals then. To make it clear: The chip doesn't disturb operation for all three possible configurations (boot roms, 2 ROMs, 6 ROMs) and can always be stuffed...

 - Torsten

From -6582802410141609964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2595b19b6cc61406,start
X-Google-Attributes: gid1115ce,public

From: Carl Barron <75066.3204@CompuServe.COM>
Subject: Programming a *.TTP
Date: 1995/08/11
Message-ID: <40fk49$81h$1@mhadg.production.compuserve.com>#1/1
X-Deja-AN: 107978139
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

RE finding the name of the program from the command line:
  A. Unless the program is called via argvspec protocol, there is no way to find the name of the program, using 'legal' methods in any language.
  If peekb(basepage+128) = 127 then
     search the environment directly for the string starting "ARGV="
NOTE the strings are 0 terminated and contiqous. Now set the byte containing 'A' to 0, terminating the environment. and advance past the string that did start with ARGV=. The arguments are 0 terminated strings in order the first being the name of the program, the second the first argument, etc. the list of strings ends with a double 0, that is an empty string. Have fun in basic.
   if peekb(basepage+128) <> 127 or ARGV= is not found then argvspec is not used.
   I think this is the shortest description of argvspec I have seen.

From 8966990791150069628
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a379fcee96b923e5,start
X-Google-Attributes: gid1115ce,public
From: Thomas Schweitzer <schweitz>
Subject: Thick dashed lines with VDI
Date: 1995/08/11
Message-ID: <40ff89$mf0@newshost.uni-koblenz.de>#1/1
X-Deja-AN: 107978140
content-type: text/plain; charset=us-ascii
organization: University of Koblenz, Germany
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.3 sun4c)

Hello,

does anybody know how to draw thick dashed lines with the VDI?
I tried it with NOVA-VDI, MagiC-VDI, Atari-VDI and NVDI. None of them managed to do it.

Is something wrong with the following code:

```
vsl_type(handle, 3);
vsl_width(handle,5);
v_pline(handle,....)
```

Thanks in advance

Thomas

email: schweitz@informatik.uni-koblenz.de

From -8853520742610670957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e6c84cca0254fcec,start
X-Google-Attributes: gid1115ce,public
From: oberle@informatik.uni-koblenz.de (Christoph Oberle)
Subject: Problems with GCC and GNUmake
Date: 1995/08/11
Message-ID: <40fjes$mtl@newshost.uni-koblenz.de>#1/1
X-Deja-AN: 107978141
distribution: world
organization: Universitaet Koblenz
newsgroups: comp.sys.atari.programmer

Hello everybody,

I have a problem getting GCC and GNUmake running
on my machine. This is my configuration:

TT, 4+4 MB, runs in 1280x960 mono
MagiC 3.0, NVDI 3.01, Gemini 1.A

Free ST-RAM: 2.650.190 Bytes
Free TT-RAM: 2.995.626 Bytes

FIRST PROBLEM: GCC

GCC is installed on an own partition (k:), including
the required directories (bin, include, g++inc, lib).
The compiler itself can be found under \bin\gcc-cc1.ttp
and - for C++ - under \bin\gcc-cc1p.ttp

Environment variables are set in MAGIX.INF according
to the README file (GCC_EXEC_PREFIX etc.). I've also
included k:\bin as path for executable files (PATH).

In k:\work there are my current workfiles, i.e. at

the moment the only one is hello.c :

```
#include <stdio.h>

void main (void)
{
  printf ("\nHallo Welt, ich bin da!\n");
}
```

BEHAVIOUR (in Mupfel) :
---

1) Start with "gcc hello.c"
   There doesn't seem to happen anything. There also
   isn't any error message.

2) Start with "gcc"
   I get the message "gcc: no input files"

3) Start with "k:\bin\gcc-cc1p.ttp"
   The compiler starts and immediately throws out an error message
   for line 1 (#include <stdio.h>): "undefined or invalid # directive"

HOW DO I GET THIS F...ING PROGRAM COMPILED?

SECOND PROBLEM: GNU MAKE

GNU make can be found on the same partition (K:) in the
directory /make. If I start make, I get the message
"make: not enough memory".

Is this possible? Are about 3 MB of remaining TT-RAM not
enough to get make running?

HELP!

Christoph

From 1876268879039931101
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25047a62a5dc1dc5,start
X-Google-Attributes: gid1115ce,public
From: "H:WINSOCKKA9QSPOOLMAIL" <gary@gingram.demon.co.uk>
Subject: DSP integer programming?
Date: 1995/08/11
Message-ID: <136488122wnr@gingram.demon.co.uk>#1/1

X-Deja-AN: 107978143
x-broken-date: Friday, Aug 11, 1995 21.25.27
x-nntp-posting-host: gingram.demon.co.uk
organization: None
reply-to: gary@gingram.demon.co.uk
newsgroups: comp.sys.atari.programmer

I've been doing a bit of reading up on the DSP56001 and I'm now a bit puzzled.

As far as I can see, the DSP will only perform arithmetic on fractional numbers. Now, I can see how to convert integers or real numbers to this format but I cant't see how calculations performed on these numbers would yield the correct result when re-converted.

Any ideas?

Thanks in advance

Gary

EMail gary@gingram.demon.co.uk

From -8530961265521576955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af34320672996904
X-Google-Attributes: gid1115ce,public
From: diehl@wink.io.org (Eric March)
Subject: Re: Programming *.TTP
Date: 1995/08/12
Message-ID: <40hpd8$h9a@ionews.io.org>#1/1
X-Deja-AN: 107978144
references: <40cvm5$6j0@ugress.uib.no>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

mvfkb@alf.uib.no wrote:
: I am currently writing a program in Basic

: How can I read the parameter-list/string which is
: pass on to *.ttp program at program start ?

: This is probably a simple problem, but I cant find
: the information in the HI-SOFT Basic / GFA-Basic documentation.

The simple way is to simply do: cmdline$=CARD{BASEPAGE+128}
The command line will be contained in cmdline$; you can do the parsing on your own. This method is not argv compatible, however. I have some code somewhere on the argv routine in GFA but I can't seem to find it at the moment. *sigh*

: help is appreciated

: Karl

: (mvfkb@alf.uib.no)

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]- http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

From 8027054351214736027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/08/12
Message-ID: <DD6z5x.7J4@crash.cts.com>#1/1
X-Deja-AN: 108034055
sender: news@crash.cts.com (news subsystem)
references: <408rjg$6oj@gabriel.keele.ac.uk> <40fchp$cqr@news.iesd.auc.dk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:

: I can inform you that MagiC 3 for ST/TT has been out for about 2 months now,
: and the Falcon version of MagiC 3 is still being beta-tested.

:   Keep Cool and Flying...

:   ChainXOR...

It's nice to see that they don't even bother to inform their own
registered users of that fact. I happen to be a registered user and this
is news to me.

Rich

From -8589000260068770670
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a83896e83d95814d
X-Google-Attributes: gid1115ce,public
From: a03148@giant.rsoft.bc.ca (Desmond Liu)

Subject: Re: GEM Programming Questions
Date: 1995/08/12
Message-ID: <40ilrs$2qr@fountain.mindlink.net>#1/1
X-Deja-AN: 108034056
references: <409k12$4dg@fountain.mindlink.net> <wongck.245.000BE1F4@ti.com>
<1995Aug11.114305.9@cathy.ijs.si>
organization: MIND LINK! - British Columbia, Canada
newsgroups: comp.sys.atari.programmer

Matija Grabnar (matija@sirius.ijs.si) wrote:

: IIRC, you have to put an event-multi call at the start of your program:
: The call should wait for doubleclick (so it cures the bug) and for
: 0 miliseconds (so it doesn't slow down program start-up).

: Note that there is no need to put this call into any kind of loop. A single
: call upon startup of the program should suffice.

Thanks. Your explanation wasn't quite correct, but it was enough so that I
managed to fix the problem.

The solution is to change the evnt_multi() that drives the entire GEM program.
You basically change the number of button clicks to 2, and add the MU_BUTTON
mask to make evnt_multi() look for double clicks. Then ignore any events which
have the MU_BUTTON bit flag set upon return from evnt_multi().

Desmond

From -7948618586360995304
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,86f430aa7d695a6b
X-Google-Attributes: gid1115ce,public
From: rincewind@discworld.oche.de (Michael Schwingen)
Subject: Re: component 74LS11
Date: 1995/08/12
Message-ID: <302d02ac1622d11@discworld.oche.de>#1/1
X-Deja-AN: 108034058
references: <40ffao$103b@c4.hrz.uni-giessen.de>
content-type: text/plain; charset=ISO-8859-1
organization: This is the discworld
mime-version: 1.0
reply-to: rincewind@discworld.oche.de
newsgroups: comp.sys.atari.programmer

Torsten Lang (gdg7@vision.hrz.uni-giessen.de) wrote:

TL>Well this 74LS11 does an AND operation to the /CS-lines for the three ROM
TL>areas. There are two jumpers (0Ohm resistors normally) on the board which
TL>select operation with megabit-ROMs (2 ROMs) or 256Kbit ROMs (6 ROMs).
TL>Normally the chip isn't needed when you have 6 ROMs since the GLUE generates
TL>the needed signals then. To make it clear: The chip doesn't disturb operation

TL>for all three possible configurations (boot roms, 2 ROMs, 6 ROMs) and can
TL>always be stuffed...

I'm afraid your're wrong here. In MEGA-STs, one of the jumpers has only one position (that's the two pads with the longer distance beside ther LS11). If you want to use that setting (for 6 ROMs), you have to either remove the LS11 or cut one pin at that part - otherwise you have two outputs connected together.

The easiest solution is to put in a socket ... put in the LS11 for 2-ROM operation, remove it for 6 ROMs.

cu
Michael
--
Michael Schwingen - Ahornstra⸮e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
They both savoured the strange warm glow of being much more ignorant than ordinary people, who were only ignorant of ordinary things.
-- Discworld scientists at work (Terry Pratchett, Equal Rites)

From -5890724660556668917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ccdb7d8f91853310
X-Google-Attributes: gid1115ce,public
From: Landstrider <mgrove@owens.ridgecrest.ca.us>
Subject: Re: Jaguar...
Date: 1995/08/13
Message-ID: <DD8rFr.Cp5@ridgecrest.ca.us>#1/1
X-Deja-AN: 108034057
sender: usenet@ridgecrest.ca.us (Ridgenet Usenet admin)
x-nntp-posting-host: annex004
references: <3v555l$1a6@banaan.fwi.uva.nl>
<ftn_2.204.419_55b780da_Roine.Stenberg@stacken.ct.se> <FG6PEFAFUP@data.rhein-main.de>
content-type: text/plain; charset=iso-8859-1
organization: RidgeNet - SLIP/PPP Internet, Ridgecrest, CA. (619) 371-3501
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1b3 (Windows; I; 16bit)

robscha@data.rhein-main.de (Robert Schaffner) wrote:
>In <ftn_2.204.419_55b780da_Roine.Stenberg@stacken.ct.se> Roine Stenberg wrote:
>
>>TO: mdekker@fwi.uva.nl
>> > BTW. how much does a jag cost these days? (in the
>> > netherlands)
>>
>>I don't know. In the USA, price is 199 dollars i think...

>>
> 279.- DM in Germany / Quelle, Karstadt
>
>regards
> Robert
>
>
>--
>

>
> * * * robscha@data.rhein-main.de Tel/Fax/Modem: +49
(0)6103-67197
> * * * Robert Schaffner@OF2.maus.de
> * * * Machines: F030, 2 * 520ST, 64Bit-Jaguar LYNX 1 + 2, PC486
> * * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
> * * * GSZRZ, CoNnect, VideoText
>

Current U.S. cost for a Jaguar with no game included is $159.00
through major dealers.

Mike

From -8095499866789865376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ed7b21fde2c79e4,start
X-Google-Attributes: gid1115ce,public
From: aa648@fn1.freenet.edmonton.ab.ca ()
Subject: SuperBase Professional
Date: 1995/08/13
Message-ID: <40k3np$q4@news.sas.ab.ca>#1/1
X-Deja-AN: 108034059
organization: Edmonton Freenet, Edmonton, Alberta, Canada
newsgroups: comp.sys.atari.programmer

Am interested in discussion of programming with Superbase Professional's
telcom commands. Also discussion of general use.

- Can Comms Input be set up to read a whole line from the buffer?

- When printing to an HP(II) laser, get a blank page for every printed page.
  Where is the extra FF coming from?

From 4586208044258782379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,13f60408d7b37147,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd9c6,13f60408d7b37147,start
X-Google-Attributes: gidfd9c6,public
X-Google-Thread: 109a67,13f60408d7b37147,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f579c,13f60408d7b37147,start
X-Google-Attributes: gidf579c,public
X-Google-Thread: f8c6e,13f60408d7b37147,start
X-Google-Attributes: gidf8c6e,public
X-Google-Thread: 1031e1,13f60408d7b37147,start
X-Google-Attributes: gid1031e1,public
X-Google-Thread: fd4c9,13f60408d7b37147,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,13f60408d7b37147,start
X-Google-Attributes: gid1115ce,public
From: asmodeus@telerama.lm.com (Aragon Balintine)
Subject: FS: Atari ST Soft/Hardware
Date: 1995/08/13
Message-ID: <40lhai$fm4@terrazzo.lm.com>
X-Deja-AN: 108079512
summary: Atari ST Hardware and Software for sale
organization: Telerama Public Access Internet, Pittsburgh, PA
keywords: atari, st, for sale, sale, software, hardware
newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers

Here is a list of Atari ST software and hardware that I am selling. Please
make an offer, as I am still trying to figure out pricing. All reasonable
offers will be considered. This is a sale, not an auction, first resonable
offer will be accepted.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

ATARI HARDWARE FOR SALE
hard 1040 ST/F 4megs mem., tos2.06 TEC board, ADspeed 16mhz upgrade.
hard 1040 ST/F(M?) 1meg memory MIGHT BE 520 (GF's)
hard 1040 STE 4megs mem.
hard 3 Color Monitors (1 not working - power box) All atari brands
hard SM124 Mono Monitor
hard Indus GT External 720k Floppy
hard The BEst TrackBall
hard The Cordless Mouse (Practical Solutions)
hard Toadfile 130meg + 80meg HD w/ICD+ host
hard ShoeBox 80meg HD w/ICD+ host
hard 20meg Shoebox Atari HD, w/Atari Host, sh204?(GF's)
hard Mouse Master
hard Monitor Master(toad brand?)

hard Video Key
hard ST Video Digitizer
hard The Complete Colour Solution (Vidi-ST, Vidi-RGB and VidiChrome ST)
hard Stereo Replay audio digitizer
hard ST Sound Digitizer (Hippopotamaus)
hard 2 assorted internal floppy drives for parts
hard 1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE
soft Arctic Fox
soft Atari 1st Word ST (2 of them)
soft Atari ST Academy
soft Atari ST User Magazine: Disks: Oct 1990 - Sept 1991,
         w/2 unknown demo disks
soft Autoduel
soft Backup! (Michtron)
soft Balance of Power 1990 edition
soft Battle Chess
soft Battletech - cresent hawk's inception
soft BBS Express ST
soft Blacklamp
soft Bloodwych
soft Bureaucracy
soft Club Backgammon
soft Codehead G+ Plus
soft Codehead Hotwire
soft Codehead Lookit & Popit
soft Codehead Maxifile
soft Codehead Multidesk Deluxe
soft Codehead Utilities
soft Codehead Warp 9
soft Curse of the Azure Bonds
soft DC Data Diet
soft DC Desktop
soft DC Utilities
soft Death Bringer
soft Death Sword
soft Defender of the Crown
soft Deluxe Paint ST
soft Diamond Back II
soft Diamond Edge
soft Dragons of Flame
soft Dungeon Master (2 of them)
soft E-Z Data (database)
soft Ed Hak
soft Elite
soft FAST (util)
soft FAST - Key SHell and "AND"
soft Gauntlet
soft GFA Basic 3.5e
soft H&D Base (database)
soft Hacker II: Doomsday Papers
soft Hard Disk Toolkit (Beckmeyer Develop.)

soft Hillsfar
soft ICD - Advantage ST - Harddrive util disk
soft ICD Clean-up ST
soft Ikari Warriors
soft Image Art - icons, 2 disks
soft Interlink ST (term)
soft Jewels of Darkness
soft Kis Terminal
soft Laser "C"
soft Lock-on (2 of them)
soft Lurking Horror
soft Ma Hubbards Cupboard and assorted utils
soft Mega Traveller 1: Zhodani Conspiracy
soft Metro Cross
soft Michtron BBS 3.0
soft Mindshadow
soft MVG - Multi Viewer Graphica
soft Neodesk
soft PACE (Pittsburgh Atari Computer Enthusiasts) Library Disks
         Aprox 350 disks
soft PACE UK Disks 200 disk
soft PC Ditto
soft Populous
soft Primetime
soft Print Master Plus, w/ art gallery 1 & 2
soft Pro Copy 1.22
soft Roadwar 2000
soft Roadwar Europa
soft Rogue (2 of them)
soft Rolling Thunder
soft Scurples
soft Shadowgate
soft Shanghai
soft Space Conquest: A Galactic Odyssey
soft Speedball 2
soft ST Action Magazine: Disks: 10, 12, 14-25
soft ST Format Magazine: Disks: 15-27 + Jan 91 Interphase game demo
soft ST Karate
soft ST X-press Magazine: Disks: vol.2 #8 jan 89
soft ST-Talk Professional 2.0
soft STalker 3 term
soft START Magazine: Disks: Vol.5#7, vol.5#3, vol.4#7
soft STeno
soft Temple of Aphsai Trilogy
soft Time Link
soft Timeworks Data Manager ST
soft Timeworks Word Writer ST
soft Tool Box volume 1
soft Top Gun, 2 copies, one still in box
soft Ultima V: Wariors of Destiny
soft Ultimate Virus Killer
soft Universal Item Selector 3.32
soft Universe II

soft   Universe III
soft   Wanderer
soft   Wizworks Image Cat - pic cataloger
soft   Wizworks Mugshot w/data disks 1-3

ASSORTED ATARI MAGAZINES
mag ST Informer, ST Format, STart, Current Notes, etc
     email for complete list of mags.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

From -6436130103356030739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a379fcee96b923e5
X-Google-Attributes: gid1115ce,public
From: srobins@cix.compulink.co.uk ("Simon Robins")
Subject: Re: Thick dashed lines with VDI
Date: 1995/08/13
Message-ID: <DD9CB1.C25@cix.compulink.co.uk>#1/1
X-Deja-AN: 108079590
references: <40ff89$mf0@newshost.uni-koblenz.de>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>Hello,
>
>does anybody know how to draw thick dashed lines with the VDI?
>I tried it with NOVA-VDI, MagiC-VDI, Atari-VDI and NVDI. None of them
>managed to do it.
>
>Is something wrong with the following code:
>
>vsl_type(handle, 3);
>vsl_width(handle,5);
>v_pline(handle,....)

The VDI doesn't support dashed lines thicker than 1 pixel. It's as simple
as that. :-(

Cheers,
    Simon

==
= Internet: srobins@cix.compulink.co.uk = NeST: 90:100/401@nest.ftn =
==

From 446861524292519865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ff866cc3de9f02f
X-Google-Attributes: gid1115ce,public
From: diehl@bonk.io.org (Eric March)
Subject: Re: How do these GFA BASIC functions work?
Date: 1995/08/13
Message-ID: <40ll8h$s2q@ionews.io.org>#1/1
X-Deja-AN: 108079591
references: <26@georgianho.win-uk.net>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Jonathan Croft-White (jonc-w@georgianho.win-uk.net) wrote:
: Hi,
:
: I have recently started to program in GFA Basic V 2.0 and have
: found it to be a very powerful language. However I have a few
: questions which I would like help with:-

: 1) Is there a command and if so what is it, to produce a GEM
:   select box?

FILESELECT "path","filespec","title"

Where:

path   = path to set the file selector to (*)
filespec= file spec to place in the filename box (usually "*.*")
title   = (TOS 1.4 and up only) Title to place at the top of the selector

(*) ALWAYS INCLUDE A PATH! Faliure to do so will cause file selectors on
    TOS 1.2 and below to sieze up unless users are using an alternate file
    selector. To set to the current path, set path to DIR$(0)

: 2) In the manual I have it explains the function EXEC as:

```
: EXEC
: How:   EXEC flg,name,cmd,env
: Use:   Loads and executes machine code programs or compiled
:        programs from disc.
:        flg=0   load and go     flg=3   load only.
:        'name'   - the name of the program.
:        'cmd'    - command line (see BASEPAGE).
:        'env'    - environment string (usually just "").
:         The named program is loaded from disc, the absolute
:         addresses are relocated, a basepage is created, and if
:         required, the program run.
```

:   And when I checked BASEPAGE, it said:-

: BASEPAGE

: How: BASEPAGE
: use: Returns the address of GFA Basics basepage.

:   That helps! :)

:   Does anyone know what the command line variable is and
:   could give an example of the function in use?

When it says "command line" that is where you place whatever parameters you want there, usually for .TTP files. i.e. If you wanted to EXEC LHARC.TTP to extract "DATA.LZH" you'd do this (after properly reserving memory for the application):

```
EXEC 0,"LHARC.TTP","-x DATA.LZH" ,""
```

THe environment string usually never has to be changed unless the program you are calling requires there to be an environment variable set. Figlet is one example; usually, users of alternate desktops or TOS 1.4 and up can set their environment variables and save them to their DESKTOP.INF/NEWDESK.INF file. But if you wanted to call FIGLET for example, with the FIGLETFONTS environment variable set, you'd probably do something like this:

```
EXEC 0,"FIGLET.TTP","-f colossal.flf > text.fig","FIGLETFONTS=C:\figfont"
```

: 3) I have the mnilu compiler V 1.61 and would like to know if this
:   function will compile as in the help text it states that no
:   links are possible?

I think by that he means no INLINEs. I could bd wrong, though.

: 4) I only have the manual text file which came on the ST Format
:   cover disk. Does anyone know if there is a better manual
:   file and if so where can I FTP it from?

:   TIA!
:
:   Chris.

: P.S.   I fould the mnilu compiler V 1.61 at:-
: http://src.doc,ic.ac.uk/packages/atari/umich/Programming/Gfa/mnilu.lzh
:   Does anyone know if a newer one exists for GFA basic
:   Version 2 and where I can find it?

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]- http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

From -8546110543993341797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bba6e773651c14ec,start
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Spawning programs in MagiC
Date: 1995/08/14
Message-ID: <wongck.246.000B9D26@ti.com>#1/1
X-Deja-AN: 108079592
distribution: world
organization: TIS
newsgroups: comp.sys.atari.programmer

I am trying to spawn a TPP program from a GEM program in MagiC. The programmer's guide stated that the child program can be running in parallel to the parent program and also the TOS (& TPP ?) program spawned can be in a window. This can be achieved using shel_write(). However, when I checked the system using appl_getinfo(), I found that the shel_write cannot execute program in parallel. I also verified that MagiC is in multitasking mode (again using appl_getinfo()) when the main GEM program is running. Is there something that I should set in MagiC so that the shel_write() will execute program in parallel ?

Regards
William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
Internet Email: wongck@ti.com | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
                                      |/ | \
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

From 6936123798233241276
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a83896e83d95814d
X-Google-Attributes: gid1115ce,public
From: hwl0978@gemini.tntech.edu (Hiram Lester, Jr.)
Subject: Re: GEM Programming Questions
Date: 1995/08/14
Message-ID: <1995Aug14.011310.13511@atlas.tntech.edu>#1/1
X-Deja-AN: 108079593
references: <409k12$4dg@fountain.mindlink.net>
organization: Tennessee Technological University
reply-to: hwl0978@gemini.tntech.edu
newsgroups: comp.sys.atari.programmer

In article <409k12$4dg@fountain.mindlink.net>, a03148@giant.rsoft.bc.ca (Desmond Liu) writes:
> Question 2:
> I'm running into the "double-click" problem where if you click in the

> vertical scroll bar, you get two {WA_DNARROW,WA_UPARROW,WA_DNPAGE,WA_UPPAGE}
> events. This occurs on the Falcon but not on the ST. I know there was an
> AUTO folder program that patched this problem, but I'm looking for a software
> solution. How does the Atari Desktop do it?

Well, I think the Atari Desktop suffers from the same problem, but I did see something posted in news a while back that I clipped that might be of help. I don't know the accuracy of any of this, but I included the entire thing as is.

Path: atlas.tntech.edu!darwin.sura.net!jhunix1.hcf.jhu.edu!paladin.american.edu!gatech!howland.reston.ans.net!news.sprintlink.net!EU.net!uknet!festival!hwcee!sbrown
Newsgroups: comp.sys.atari.programmer
Subject: Re: Scroll bar double scroll problem
Message-ID: <D4pH5E.F1E@cee.hw.ac.uk>
From: sbrown@cee.hw.ac.uk (Stuart Brown)
Date: Tue, 28 Feb 1995 10:29:38 GMT
Sender: news@cee.hw.ac.uk (News Administrator)
References: <D4FC11.79t@watserv3.uwaterloo.ca> <D4IH18.8w0@muster.hrz.uni-giessen.de> <3it3i1$d4d@acmey.gatech.edu>
Organization: Dept of Computing and Electrical Engineering, Heriot-Watt University
Lines: 31

David Paul Forrai (gt1448b@prism.gatech.edu) wrote:
: gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:

: >Art Twarecki (atwareck@novice.uwaterloo.ca) wrote:

: >: Could someone point me in the right direction: I am looking for a way to
: >: eliminate the double-scroll problem, i.e. you click on an arrow and GEM
: >: sees two clicks, and scrolls twice.

: >You should use "arrowfix", aviable in most FTP sites.

: If you're programming an application, there is a way to get around this
: without using arrowfix. It has to do with setting up a certain AES event
: and forcing this event BEFORE you enter the main event loop.
: Unfortunately, I can't remember what the trick is. Perhaps someone
: following this thread will know and followup. Apparantly this bug is
: caused by an improper AES initialization.
: --
: David Forrai
: Internet: gt1448b@prism.gatech.edu

I believe the solution to the infamous 'double click bug' is to arrange a timer event of length 0. Since the length is 0, it does not delay your program: but somehow it rectifies this rather annoying bug.

I think it's just a simple evnt_timer(0) call.

+----------+

| Stuart Brown BSc Computer Science IV, Heriot-Watt University |
| e-mail: sbrown@cee.hw.ac.uk WWW: http://www.cee.hw.ac.uk/~sbrown/ |
+----------+

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

From -1375928206771613415
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a379fcee96b923e5
X-Google-Attributes: gid1115ce,public
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Subject: Re: Thick dashed lines with VDI
Date: 1995/08/14
Message-ID: <40n0c8$3jr@percy.cs.bham.ac.uk>#1/1
X-Deja-AN: 108079594
references: <40ff89$mf0@newshost.uni-koblenz.de>
organization: NHS Information Management Centre
newsgroups: comp.sys.atari.programmer

Thomas Schweitzer <schweitz> writes:
>Hello,
>
>does anybody know how to draw thick dashed lines with the VDI?
>I tried it with NOVA-VDI, MagiC-VDI, Atari-VDI and NVDI. None of them
>managed to do it.
>
>Is something wrong with the following code:
>
>vsl_type(handle, 3);
>vsl_width(handle,5);
>v_pline(handle,....)

No, except most drivers (as you've discovered) will not honour the
dash setting. You can find out if a driver will or won't do this by
looking at one of the vq_extnd() return values.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From 8789999771970150046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: DOOM on Atari
Date: 1995/08/14
Message-ID: <40na6j$t7e@nyheter.chalmers.se>#1/1
X-Deja-AN: 108138789
references: <3v0av1$bmq@sunsystem5.informatik.tu-muenchen.de>
<95207.184322STIRRE31@MAINE.MAINE.EDU> <19950802.171547.75@powerslv.demon.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <19950802.171547.75@powerslv.demon.co.uk>,
Jon Kale <jon@powerslv.demon.co.uk> wrote:
>In message <95207.184322STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU
wrote:
>
>> fun to play (I know, easier said then done). Heck, I'd love
>> to just see a Wolf 3D clone. That is a great game even if

Well, since Id software has recently released the complete sources for
Wolf3D that might really show up. There's a readme file with a lengthy
legal statement, though, which I've not read, but at least a 100% Wolf3D
could happen.

>that it hasn't seen the light of day. But we do know a lot about
>how DOOM works and I'm prepared to answer any queries as well as
>I can given the strictures of the NDA.

You'll definitely hear from me later...

I'll soon (tonight) upload a new version of my port of the interactive
3D DOOM .WAD viewer DVIEW to my www/ftp site (see .signature). There's
(of course) no texture mapping and on a normal Falcon it still only runs
at around two frames/s in 320x200. The C sources (and original C++) are
included, so everyone can help improve it, though. ;-)
The sources look quite ugly since I've added quite a lot of test stuff
and am trying a few different algorithms, but with a bit of thought
most of it should be understandable.

At the moment it seems likely that this program will be used as the base
for the attempt at a DOOM .WAD compatible game for the Falcon.

By the way, I did not bother compiling the program to run on processors
<68020, but it should compile nicely under both GCC and TurboC/PureC if
anyone wants to give it a try.

--

```
  Chalmers University   | Why are these |  e-mail:   d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |            rand@cd.chalmers.se
                        | so hard to do |  www/ftp:  rand.thn.htu.se
```

Gothenburg, Sweden | well? | (MGIFv5 and QLem)

From -542452683541644318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: mud08@cc.keele.ac.uk (R.D. Evans)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/08/14
Message-ID: <40n6ma$i8g@gabriel.keele.ac.uk>#1/1
X-Deja-AN: 108138790
distribution: world
references: <408rjg$6oj@gabriel.keele.ac.uk> <40fchp$cqr@news.iesd.auc.dk>
<DD6z5x.7J4@crash.cts.com>
newsgroups: comp.sys.atari.programmer

Richard John Kelsch (richcsst@crash.cts.com) wrote:

: It's nice to see that they don't even bother to inform their own
: registered users of that fact. I happen to be a registered user and this
: is news to me.

: Rich

Rich,

The reason you have probably not been informed is that, as far as I know,
the English version of MagiC 3 will not be released until it is ready for
the Falcon, unlike the German ST/TT version which was made available before.
I spoke to System Solutions in the UK three weeks ago, who said that it
would be at least another month (i.e. probably two or three!) before we saw
the likes of MagiC 3 and the HD-Driver version with background DMA support.

Cheers,

Richard.

--

Richard Evans | JANET | mud08@keele.ac.uk

From 834654327739004756
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a300b826285e59aa,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,a300b826285e59aa,start
X-Google-Attributes: gid109a67,public
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>

Subject: Developpers tool
Date: 1995/08/15
Message-ID: <40pko6$krf@apopi.u-strasbg.fr>#1/1
X-Deja-AN: 108138686
distribution: world
content-type: text/plain; charset=ISO-8859-1
x-xxmessage-id: <AC5622D3C102362A@curie.u-strasbg.fr>
organization: IPCMS-GONLO
mime-version: 1.0
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

```
*************************************************
*    Atari Programming Tool Faq       *
*        version : 0.1          *
*                            *
* comments, additions to :            *
*    Fg024@Cleveland.freenet.edu      *
*                            *
*************************************************
```

I 'de like to post a FAQ on Atari programming Tools
and I need some Info :
 _On books
 _Developing tools

* Books :
     _Title
     _Author   (E-adress snail adress)
     _language
     _Date of Edition
     _Publisher (E-adress snail adress)
     _ISBN
     _Price
     _Subject

* Developing Tools
     _Name
     _Authors (E-adress snail adress)
     _latest version
     _Publisher (E-adress snail adress)
     _Price
     _Status (ie Commercial, Shareware, Freeware, Public Domain)
     _Type of Tools (ie Resource editor, etc ...)
     _Configuartion needed to run the Software
Thx

All Info Should be send at :
     E-mail : ch@valholl.u-strasbourg.fr [Thats me dady]
     or   Fg024@Cleveland.Freenet.edu [Thats me]

     or   Hirlimann Ludovic
          8, rue de Londres
          67610 La Wantzenau

France

i Books

Learning C on the Atari ST
Joseph Boyle Wikert
English
c 1988
Scott, Foresman and Compagny (Glenview, Illinois)
ISBN 0-673-18738-1
C language programming beginner to intermediate

The Atari Compendium
Scott sanders (Genie : S.SANDERS2)
English
1993
SDS publishing 996 Redondo Ave. #404 Long Beach, Ca 90804
ISBN 0-9638331-0-3
U$ 49.95
All bios,Xbios,Gemdos,MiNT calls from Tos 1.0 to 4.04

ii Developing Tools

Adebug
Brainstorm (Brainstorm@brasil.frmug.fr.net)
2.13
Brainstorm (as above . 19 bis, rue de cotte 75012 Paris
France)
FF 490
Commercial Software
68000-68040 assembler
St with double side Floppy/MST/STe/MSTe/TT/Falcon

Assemble
Brainstorm (Brainstorm@brasil.frmug.fr.net)
1.0
Brainstorm (as above . 19 bis, rue de cotte 75012 Paris
France)
FF 490
Commercial Software
68000-68040 assembler
St with double side Floppy/MST/Ste/MSTe/TT/Falcon

Quick-DSP
Gilles Audoly (10, passage Segurane 06300 Nice FRANCE Add
stamped envelop to get a Answer)
0.04
Freeware
DSP 56001 assembler
Falcon / TT (?)

Note:

Internet user may send E-mail to Genie users by adding

@genie.geis.com at the Genie Adress. To send e-mail to
compuserve user replace the coma by a point and append
@compuserve.com at the end of the adresse.

From -6780356348596626236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,70f7d96686cce9c3,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70f7d96686cce9c3,start
X-Google-Attributes: gid1115ce,public
From: scheer@nlr.nl (Rienk van der Scheer)
Subject: Conversion DB-master One -> ASCII/PC-database
Date: 1995/08/15
Message-ID: <40ph6k$jc4@nlrgup.nlr.nl>#1/1
X-Deja-AN: 108138758
organization: The National Aerospace Laboratory NLR
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hello,

A friend of mine is currently using an Atari ST 520. He is
using the program DB-master One, for keeping a quite large
database. Now, he's feeling the computer is getting to slow,
and for compatibility reasons, he wants to buy a PC.

Is there someone who knows if there is any conversion possible
from the db-master fileformat to a standard PC database format,
or eventually to ASCII?

When there's no such tool, can somebody explain the db-master
format to me, I can write a tool myself.

Please answer by email, I don't read this group too often.

Thanks in advance,

Rienk.

--
Rienk van der Scheer
scheer@cs.utwente.nl / scheer@nlr.nl
http://www.cs.utwente.nl/~scheer/

From -7520514883470925630
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7793c6706c38416,start
X-Google-Attributes: gid1115ce,public
From: tinny@morinda.it.ntu.edu.au (Troy Tininczky)
Subject: ST GAMES FOR SALE/TRADE

Date: 1995/08/15
Message-ID: <40p0ni$3dg@pellew.ntu.edu.au>#1/1
X-Deja-AN: 108138791
organization: Northern Territory University
newsgroups: comp.sys.atari.programmer

I have the following ST games for sale/trade:

Ishar 2
Dungeon Master and Chaos Strikes Back
Shadowlands
Cannon Fodder
Kingmaker
Fiend Freddy
Xenon 2
Air/Sea Complitation
And more... (I have forgotten the rest)

Email me at:

tinny@it.ntu.edu.au

I will accept any reasonable offer.
I will sell or trade for PC games or RPG material.
Email me and I will get you a more thorough list.

From -2369652318893640473
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25047a62a5dc1dc5
X-Google-Attributes: gid1115ce,public
From: hillsp@genrad.co.uk (Paul Hills)
Subject: Re: DSP integer programming?
Date: 1995/08/15
Message-ID: <1995Aug15.133021.374@genrad.co.uk>#1/1
X-Deja-AN: 108209891
references: <136488122wnr@gingram.demon.co.uk>
organization: GenRad Ltd
reply-to: hillsp@genrad.co.uk
newsgroups: comp.sys.atari.programmer

In article <136488122wnr@gingram.demon.co.uk>,
"H:WINSOCKKA9QSPOOLMAIL" <gary@gingram.demon.co.uk> writes:

>I've been doing a bit of reading up on the DSP56001 and I'm now a bit
>puzzled.
>As far as I can see, the DSP will only perform arithmetic on fractional
>numbers. Now, I can see how to convert integers or real numbers to
>this format but I cant't see how calculations performed on these
>numbers would yield the correct result when re-converted.

First it is important to understand that these numbers are just representations of a binary number. The registers in the 56001 are BINARY registers. How you choose to interpret their contents is up to you. Let's take an 8 bit BINARY register. When you first learn about assembly language you normally treat it as an integer, and so each bit has a heading value:

```
128  64  32  16   8   4   2   1
--- --- --- --- --- --- --- ---
 1   0   1   0   1   0   1   0       =     170
```

These headings can be represented as powers of two:

```
     7   6   5   4   3   2   1   0
    2   2   2   2   2   2   2   2
   --- --- --- --- --- --- --- ---
    1   0   1   0   1   0   1   0       =     170
```

For two's complement numbers, the seventh bit represents -128, or -2 to the power of 7. Let's ignore two's complement for the moment, and do an addition:

```
              10101010    =   170
            + 00001000    = +   8
           -----------        ---
              10110010    =   178
```

Now let's do the same thing with fixed point numbers. We'll keep the binary contents of the registers the same, and see how it works out. The headings are:

```
0.5  0.25  0.125  0.0625  0.03125  0.015625  0.0078125  0.00390625
---  ----  -----  ------  -------  --------  ---------  ----------
 1    0      1       0       1         0          1          0

                        =   0.6640625
```

The headings can be rewritten as powers of 2:

```
  -1   -2   -3   -4   -5   -6   -7   -8
 2    2    2    2    2    2    2    2
----------------------------------------
```

Now let's redo the binary adition as before:

```
              10101010    =   0.6640625
            + 00001000    = + 0.0312500
           -----------        ---------
              10110010    =   0.6953125
```

The addition has worked in fixed point format as well. If you look at

the binary contents of the registers of the 56001 before and after a 24 or 48 bit addition or subtraction, you will notice that the operation is just a simple binary operation. It is us as programmers that choose the headings for each binary digit.

Now to contradict what I have just said, let's go on to multiplication and division. If you do a multiply on the 56001, and do the same operation on the 68000 you will NOT get the same answer. The reason is a bit involved and not worth going into here. However, it is easy to convert between the two. The binary value obatined by the 56001 is shifted left by one bit. If we were doing integer sums on a 56001 and we did a multiply, this must be followed by a shift right by one bit to compensate.

Division is nore complicated still. Try experimenting, but look out for overflows (remember the answer to 0.5 divided by 0.25 won't fit in the fixed point registers).

If your having trouble, look at my articles in ST Format. They are a fairly basic introduction to the 56001 and DSP in general. Good luck!

Paul

From -7524278220545561528
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b19b2d032e155ec,start
X-Google-Attributes: gid1115ce,public
From: jonc-w@georgianho.win-uk.net (Jonathan Croft-White)
Subject: problem with Hi-Soft's Power basic.
Date: 1995/08/15
Message-ID: <28@georgianho.win-uk.net>#1/1
X-Deja-AN: 108352044
reply-to: chris@georgianho.win-uk.net (Christopher Croft-White)
newsgroups: comp.sys.atari.programmer

Hi,

I am writting a CLI and am having a problem in getting the GEMDOS library function FNpexec% to work. The problem is that whenever I try to execute the program, I get an error 131, Sub program FNPEXEC% not found. I have used defint a-z and rem $option k100 at the start and the program works without this line but as soon as I add this call, an error occurs whilst compiling it. Can anyone help me?

Chris.

From 6098661418450184 83

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/08/16
Message-ID: <DDE9KM.G6B@crash.cts.com>#1/1
X-Deja-AN: 108209892
sender: news@crash.cts.com (news subsystem)
references: <408rjg$6oj@gabriel.keele.ac.uk> <40fchp$cqr@news.iesd.auc.dk>
<DD6z5x.7J4@crash.cts.com> <40n6ma$i8g@gabriel.keele.ac.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

R.D. Evans (mud08@cc.keele.ac.uk) wrote:
: Richard John Kelsch (richcsst@crash.cts.com) wrote:

: : It's nice to see that they don't even bother to inform their own
: : registered users of that fact. I happen to be a registered user and this
: : is news to me.

: : Rich

: Rich,

: The reason you have probably not been informed is that, as far as I know,
: the English version of MagiC 3 will not be released until it is ready for
: the Falcon, unlike the German ST/TT version which was made available before.
: I spoke to System Solutions in the UK three weeks ago, who said that it
: would be at least another month (i.e. probably two or three!) before we saw
: the likes of MagiC 3 and the HD-Driver version with background DMA support.

: Cheers,

: Richard.

I hope I would be informed. I have never received so much as a postcard
indicating I am even on their user list. I mailed it a year ago.

I hope the Falcon version is released. It is the one I am interested in,
as I rarely use my ST (if at all).

Thank you for the info,

Rich

From 5753758524543852563
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public

From: nuuja@cc.Helsinki.FI (Lauri T Nuuja)
Subject: Re: DOOM on Atari
Date: 1995/08/16
Message-ID: <40rmia$njc@oravannahka.Helsinki.FI>#1/1
X-Deja-AN: 108209893
references: <3v0av1$bmq@sunsystem5.informatik.tu-muenchen.de>
<95207.184322STIRRE31@MAINE.MAINE.EDU> <19950802.171547.75@powerslv.demon.co.uk>
<40na6j$t7e@nyheter.chalmers.se>
content-type: text/plain; charset=ISO-8859-1
organization: University of Helsinki
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:

: >that it hasn't seen the light of day. But we do know a lot about
: >how DOOM works and I'm prepared to answer any queries as well as
: >I can given the strictures of the NDA.

I haven't been following this conversation very closely... But I guess
it's been about converting the Doom for the ST & Falcon.

I think that writing a vector/polygon based Doom for the ST shouldn't be
an impossible task for an experienced programmer. (Though I'm not saying
it would be very simple either. But not impossible, anyway.)

Writing a texture mapped Doom conversion for the Falcon is another
story. But I don't think it would be impossible. If the main engine was
build to run entirely on the DSP and the CPU was only used to transfer GFX
data (DSP would simply deliver GFX data pointers [for each pixel] to the CPU,
which would then transfer the GFX data to the screen...), it could be
possible to achieve a frame rate of about 15-20 frames per sec (320x200). The
CPU code would have to be very optimized (that's not difficult as transferring
one pixel takes only two MOVEs) and a few neat tricks could be used... (For
example, if the most used texture patterns [floor and ceiling] were stored in
the DSP memory, the CPU would only have make to one MOVE per pixel.) ...to boost
up the routine. Sound FX would be handled by the DMA (so no music). WADs (the
maps were called WADs, right?) would have to be put in the DSP memory. (They're
not that big, are they?) The DSP would just have to take care of screenfull of
texture mapped GFX in about 800k _instruction_ cycles (and take care of
everything else, too). So what do ya think about dis?

*LarryTee

From 5653992021040253466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a379fcee96b923e5
X-Google-Attributes: gid1115ce,public
From: dferran@crash.cts.com (George Crissman - Ferran Scientific)
Subject: Re: Thick dashed lines with VDI

Date: 1995/08/16
Message-ID: <DDDuLA.17w@crash.cts.com>#1/1
X-Deja-AN: 108209894
sender: news@crash.cts.com (news subsystem)
references: <40ff89$mf0@newshost.uni-koblenz.de> <DD9CB1.C25@cix.compulink.co.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Simon Robins (srobins@cix.compulink.co.uk) wrote:
: >Hello,
: >
: >does anybody know how to draw thick dashed lines with the VDI?
: >I tried it with NOVA-VDI, MagiC-VDI, Atari-VDI and NVDI. None of them
: >managed to do it.
: >
: >Is something wrong with the following code:
: >
: >vsl_type(handle, 3);
: >vsl_width(handle,5);
: >v_pline(handle,....)

: The VDI doesn't support dashed lines thicker than 1 pixel. It's as simple
: as that. :-(

: Cheers,
:   Simon

That sure seemed like a flippant reply, but sure enough, the
description for vsl_width() in Compute!s Technical Reference Guide:
Volume 1, VDI by Sheldon Leemon (where did he go, anyway?) on page
248 clearly states:

"This command sets the width of the lines produced by subsequent
line-drawing operations. On the ST, the line width may be any
odd number from 1 through 39. Requests for even numbers will cause
the next-lowest odd-numbered width to be set. Note that when lines
wider than one pixel are being used, the current line pattern will
be ignored, and a solid line will be drawn."

-- George

I certainly wish someone would find and fund Sheldom Leemon for a
MultiTOS book....

From -7258291685236459144
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)

Subject: Re: DOOM on Atari
Date: 1995/08/16
Message-ID: <40scs8$b2p@turing.fwi.uva.nl>#1/1
X-Deja-AN: 108281042
distribution: world
references: <19950802.171547.75@powerslv.demon.co.uk>
<40na6j$t7e@nyheter.chalmers.se> <40rmia$njc@oravannahka.Helsinki.FI>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

nuuja@cc.Helsinki.FI (Lauri T Nuuja) wrote:

:Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
:
:: >that it hasn't seen the light of day. But we do know a lot about
:: >how DOOM works and I'm prepared to answer any queries as well as
:: >I can given the strictures of the NDA.
:
:I haven't been following this conversation very closely... But I guess
:it's been about converting the Doom for the ST & Falcon.
:
:I think that writing a vector/polygon based Doom for the ST shouldn't be
:an impossible task for an experienced programmer. (Though I'm not saying
:it would be very simple either. But not impossible, anyway.)
:
:Writing a texture mapped Doom conversion for the Falcon is another
:story. But I don't think it would be impossible. If the main engine was
:build to run entirely on the DSP and the CPU was only used to transfer GFX
:data (DSP would simply deliver GFX data pointers [for each pixel] to the CPU,
:which would then transfer the GFX data to the screen...), it could be
:possible to achieve a frame rate of about 15-20 frames per sec (320x200). The
:CPU code would have to be very optimized (that's not difficult as transferring
:one pixel takes only two MOVEs) and a few neat tricks could be used... (For
:example, if the most used texture patterns [floor and ceiling] were stored in
:the DSP memory, the CPU would only have make to one MOVE per pixel.) ...to boost
:up the routine. Sound FX would be handled by the DMA (so no music). WADs (the
:maps were called WADs, right?) would have to be put in the DSP memory. (They're
:not that big, are they?) The DSP would just have to take care of screenfull of

doom2.wad is about 14Mb

:texture mapped GFX in about 800k _instruction_ cycles (and take care of
:everything else, too). So what do ya think about dis?
:
:*LarryTee
:

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From -50534999885516032
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e610018fce752a8b,start
X-Google-Attributes: gid1115ce,public
From: vegard@henry.interlink.no (Vegard Hofsoey)
Subject: objc_draw() redirection?
Date: 1995/08/17
Message-ID: <40u67l$shi@henry.interlink.no>#1/1
X-Deja-AN: 108281043
organization: InterLink AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

I want to draw RSC dialogs to an offscreen mono bitmap (EdDI) and then
save as IMG. I have all the other bits of this task solved, but output
from objc_draw() goes to the screen no matter what I do... :-(I use GFA
basic, setting the handle using V~H=offscreenhandle&.

As I understand it, AES uses VDI for objc_draw(). I have used VDI
commands to the offscreen bitmap without problems, so there must be a way
to "trick" objc_draw() to direct its VDI calls to another workstation...?

But HOW?

The alternative will be to write a replacement for objc_draw(), and while
it will not be very difficult, it will be a lot of work... :-(

I'm grateful for any help on this...

Vegard Hofsoy <vegard@interlink.no>

From -1088839431611025566
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e610018fce752a8b
X-Google-Attributes: gid1115ce,public
From: dupuyda@ibm.net
Subject: Re: objc_draw() redirection?
Date: 1995/08/17
Message-ID: <40urtn$3dda@news-s02.ny.us.ibm.net>#1/1
X-Deja-AN: 108281044
references: <40u67l$shi@henry.interlink.no>
reply-to: dupuyda@ibm.net
newsgroups: comp.sys.atari.programmer

In <40u67l$shi@henry.interlink.no>, vegard@henry.interlink.no (Vegard Hofsoey)
writes:
>I want to draw RSC dialogs to an offscreen mono bitmap (EdDI) and then
>save as IMG. I have all the other bits of this task solved, but output

>from objc_draw() goes to the screen no matter what I do... :-(I use GFA
>basic, setting the handle using V~H=offscreenhandle&.
>
>As I understand it, AES uses VDI for objc_draw(). I have used VDI
>commands to the offscreen bitmap without problems, so there must be a way
>to "trick" objc_draw() to direct its VDI calls to another workstation...?
>
Well it is theorically impossible, because the AES opens its own physical and
logical workstation (AES is supposed to work on screen only). So the best way
is to find where the AES's workstation handle is stored and to alter it.

But it's both tricky and risky, because you'll also get the mouse curso, menus
and everything else that's displayed. Good luck, hope it helps a bit

Cyrille Dupuydauby

From 4585070141183981025
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,13f60408d7b37147
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd9c6,13f60408d7b37147
X-Google-Attributes: gidfd9c6,public
X-Google-Thread: f579c,13f60408d7b37147
X-Google-Attributes: gidf579c,public
X-Google-Thread: 1115ce,13f60408d7b37147
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd4c9,13f60408d7b37147
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 109a67,13f60408d7b37147
X-Google-Attributes: gid109a67,public
X-Google-Thread: f8c6e,13f60408d7b37147
X-Google-Attributes: gidf8c6e,public
X-Google-Thread: 1031e1,13f60408d7b37147
X-Google-Attributes: gid1031e1,public
From: asmodeus@telerama.lm.com (Aragon Balintine)
Subject: FS: Atari ST Soft/Hardware
Date: 1995/08/17
Message-ID: <410dt4$4sr@india.lm.com>
X-Deja-AN: 108351966
summary: Atari ST Hardware and Software for sale
organization: Telerama Public Access Internet, Pittsburgh, PA
keywords: atari, st, for sale, sale, software, hardware
newsgroups:
comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers
.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers

Most software has original boxes and documentation.
All software are original disks, not back-ups or copies.

Some of the hardware also has the boxes that they came in,
but some do not, such as the hard drives, disk drives for parts,
1040 case and RF shield, etc.

All prices are in US Dollars and do not include Shipping costs.
All prices are negotiable and open to reasonable offers.
Payment by personal check will be shipped after the check clears
my bank, aprox. 5 working days. Payments by money orders will be
shipped the day after payment is received.
Priority will be given to orders of 5 or more items.
This list current as of: 8/17/95

Item Name starting with (P) is possibly sold, in negotiations,
or awaiting payment.

ATARI HARDWARE FOR SALE:

ASKING PRICE	ITEM NAME
$350.00	1040 ST/F 4megs mem., tos2.06 TEC board, ADspeed 16mhz upgrade.
$175.00	1040 ST/F(M?) 1meg memory MIGHT BE 520
$350.00	1040 STE 4megs mem.
$125.00	Color Monitors Atari brands
$125.00	Color Monitors Atari brands
$25.00	Color Monitors Atari brands (broken, power box)
$90.00	SM124 Mono Monitor
$80.00	(P) Indus GT External 720k Floppy
$25.00	The BEst TrackBall
$35.00	The Cordless Mouse (Practical Solutions)
$300.00	Toadfile 130meg + 80meg HD w/ICD+ host
$160.00	ShoeBox 80meg HD w/ICD+ host
$110.00	20meg shoebox, atari adapter
$20.00	Mouse Master
$15.00	Monitor Master(toad brand?)
$30.00	Video Key
$15.00	ST Video Digitizer
$110.00	The Complete Colour Solution (Vidi-ST, Vidi-RGB and VidiChrome ST)
$100.00	Stereo Replay audio digitizer
$35.00	ST Sound Digitizer (Hippopotamaus)
$8.00	2 assorted internal floppy drives for parts
$10.00	1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE

ASKING PRICE	ITEM NAME
$5.00	Arctic Fox
$5.00	Atari 1st Word ST
$5.00	Atari 1st Word ST
$5.00	Atari ST Academy
$5.00	Atari ST User Magazine: Disks: Oct 1990 - Sept

1991, w/2 unknown demo disks

$10.00	Autoduel
$10.00	Backup! (Michtron)
$5.00	Balance of Power 1990 edition
$10.00	(P) Battle Chess
$10.00	Battletech - cresent hawk's inception
$15.00	BBS Express ST
$5.00	Blacklamp
$10.00	Bloodwych
$10.00	(P) Bureaucracy
$10.00	Club Backgammon
$10.00	Codehead G+ Plus
$20.00	Codehead Hotwire
$10.00	Codehead Lookit & Popit
$20.00	Codehead Maxifile
$20.00	Codehead Multidesk Deluxe
$10.00	Codehead Utilities
$15.00	Codehead Warp 9
$10.00	Curse of the Azure Bonds
$10.00	DC Data Diet
$10.00	DC Desktop
$5.00	DC Utilities
$5.00	Death Bringer
$5.00	Death Sword
$10.00	Defender of the Crown
$25.00	Deluxe Paint ST
$15.00	Diamond Back II
$20.00	(P) Diamond Edge
$5.00	Dragons of Flame
$10.00	Dungeon Master
$10.00	Dungeon Master
$5.00	E-Z Data (database)
$10.00	Ed Hak
$10.00	Elite
$5.00	FAST (util)
$5.00	FAST - Key SHell and "AND"
$5.00	Gauntlet
$45.00	GFA Basic 3.5e disk, 3.0 manual
$5.00	H&D Base (database)
$10.00	Hacker II: Doomsday Papers
$10.00	Hard Disk Toolkit (Beckmeyer Develop.)
$10.00	Hillsfar
$10.00	ICD - Advantage ST - Harddrive util disk
$20.00	ICD Clean-up ST
$5.00	Ikari Warriors
$5.00	Image Art - icons, 2 disks
$15.00	Interlink ST (term)
$5.00	(P) Jewels of Darkness
$5.00	Kis Terminal
$35.00	Laser "C"
$5.00	Lock-on
$5.00	Lock-on
$5.00	(P) Lurking Horror

$7.00	Ma Hubbards Cupboard and assorted utils
$10.00	Mega Traveller 1: Zhodani Conspiracy
$7.00	Metro Cross
$15.00	Michtron BBS 3.0
$10.00	Mindshadow
$10.00	MVG - Multi Viewer Graphica
$5.00	(P) Neodesk
$250.00	PACE (Pittsburgh Atari Computer Enthusiasts) Library Disks Aprox 350 disks
$100.00	PACE UK Disks 200 disk
$5.00	(P) PC Ditto
$10.00	Populous
$5.00	Primetime
$15.00	Print Master Plus, w/ art gallery 1 & 2
$5.00	Pro Copy 1.22
$8.00	Roadwar 2000
$7.00	Roadwar Europa
$5.00	Rogue (2 of them) selling both together
$7.00	Rolling Thunder
$7.00	Scurples
$10.00	Shadowgate
$8.00	Shanghai
$5.00	Space Conquest: A Galactic Odyssey
$15.00	Speedball 2
$7.00	ST Action Magazine: Disks: 10, 12, 14-25
$7.00	ST Format Magazine: Disks: 15-27 + Jan 91 Interphase game demo
$5.00	ST Karate
$1.00	ST X-press Magazine: Disks: vol.2 #8 jan 89
$10.00	ST-Talk Professional 2.0
$15.00	(P) STalker 3 term
$3.00	START Magazine: Disks: Vol.5#7, vol.5#3, vol.4#7
$10.00	(P) STeno
$10.00	Temple of Aphsai Trilogy
$5.00	Time Link
$15.00	Timeworks Data Manager ST
$15.00	Timeworks Word Writer ST
$5.00	Tool Box volume 1
$8.00	Top Gun, still in box
$8.00	Top Gun
$15.00	Ultima V: Wariors of Destiny
$15.00	Ultimate Virus Killer
$10.00	Universal Item Selector 3.32
$10.00	Universe II
$10.00	Universe III
$5.00	Wanderer
$10.00	Wizworks Image Cat - pic cataloger
$12.00	Wizworks Mugshot w/data disks 1-3
$35.00	Assorted Atari Magazines ST Informer, ST Format, STart, Current Notes, etc

asmo

Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
BBS: (412)343-1422   username: SysOp*Aragon

Web page will be added soon to have the current status of Atari
items for sale and asking prices. I will also be adding the
up to date list to my plan file, to get my plan file:
     finger asmodeus@telerama.lm.com

From -6171039951163795516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,70f7d96686cce9c3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70f7d96686cce9c3
X-Google-Attributes: gid1115ce,public
From: macdonald@cfcsc.dnd.ca (Ken Macdonald)
Subject: Re: Conversion DB-master One -> ASCII/PC-database
Date: 1995/08/17
Message-ID: <macdonald.83.000A3D68@cfcsc.dnd.ca>#1/1
X-Deja-AN: 108352011
sender: news@cfcsc.dnd.ca (News Administrator)
references: <40ph6k$jc4@nlrgup.nlr.nl>
organization: Canadian Forces Command and Staff College
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <40ph6k$jc4@nlrgup.nlr.nl> scheer@nlr.nl (Rienk van der Scheer) writes:
>Hello,
>A friend of mine is currently using an Atari ST 520. He is
>using the program DB-master One, for keeping a quite large
>database. Now, he's feeling the computer is getting to slow,
>and for compatibility reasons, he wants to buy a PC.
>Is there someone who knows if there is any conversion possible
>from the db-master fileformat to a standard PC database format,
>or eventually to ASCII?
>When there's no such tool, can somebody explain the db-master
>format to me, I can write a tool myself.
>Please answer by email, I don't read this group too often.
>Thanks in advance,
>Rienk.
I am not familiar with db-master, however you should be able to export in
ascii delimited format, which should be acceptable to any dbase program.
good luck.bonne chance
-ken

From -3971040055545759122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a83896e83d95814d
X-Google-Attributes: gid1115ce,public

From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: GEM Programming Questions
Date: 1995/08/17
Message-ID: <40vvbp$d68@inca01.inca.co.nz>#1/1
X-Deja-AN: 108352043
references: <409k12$4dg@fountain.mindlink.net>
organization: INCA
newsgroups: comp.sys.atari.programmer

Desmond Liu (a03148@giant.rsoft.bc.ca) wrote:
> by printing in the entire window's work area with v_gtext(). This
> works okay on my Falcon, but the redraw is extremely noticeable on
> the ST.

(Assuming you are doing the normal "walking the window rectangle list")
Try these speedups :

1) Work out how deep the screen is. Divide this by the height of one
line of text. Output this number of lines.

2) Work out which line is the topmost line in your clipped rectangle.
Work out how deep the rectangle is in lines of text. If zero, skip to the
next rectangle, otherwise output this number of lines.

>
> I've been playing around with GEM's memory form definition blocks
> (MFDB) to copy blit chunks of the screen around. I did this to speed
> up my vertical line scrolling. I'm thinking of saving a copy of the
> screen in an MFDB so that screen redraws are simply a matter of
> blitting back my copy of the screen.

It is a good technique to use if the system you are running on is lightly
loaded, or has a conspicuous overabundance of free RAM.

But if you have some text 4009 lines long, and are running on a minimally
equipped system (or something without enough room to swing a RAM chip),
then you will not be able to do this.

> Question 1:
> If I understand correctly, I need to allocate memory and save the
> pointer in the fd_addr field of the MFDB. How much memory do I need
> to allocate? Is it the

> (number of colour planes) x (horizontal resolution) x (vertical resolution)?

> The ST resolutions are 32K each. But how does this work for True colour mode
> on the Falcon?

If you multiply this out, you'll find that you will come up with numbers
far higher than 32000 bytes. What you have calculated here is the number
of _bits_ to store the screen image. Divide this number by eight.

Following example for ST Medium shows this :

```
planes * horiz * vert
= 2 * 640 * 200
= 2 * 128000
= 256000 BITS!!  divide by 8 = 32000
```

DO NOT hardcode the 32000 bytes as a requirement for a screen into your code! Calculate it on-the-fly from available data.

Use the "number of bitplanes available" data returned by vq_extnd. The number of colours returned in Falcon TrueColour mode is 256, which implies 8-bit colour, which is incorrect.

True colour Falcon screens are 16 bitplanes "deep".

I dont know what language you are using, so, I hope this code written in Lattice C will be useful. If you are at all unsure of this, email me.

(I've ignored obvious error checking in this example, so be sure you know _exactly_ what you are doing before incorporating this into a production program)

```
#include <aes.h>
#include <osbind.h>
#include <vdi.h>

unsigned long ScreenRamSize( unsigned short handle )
{
     unsigned short wo[2][57];
     unsigned long w, h, p;

     vq_extnd( handle, 0, wo[0] );
     vq_extnd( handle, 1, wo[1] );

     w = wo[0][0] + 1;
     h = wo[0][1] + 1;
     p = wo[1][4];

     return (w * h * p) / 8;
}

void main( void )
{
     unsigned short dummy, handle;
     unsigned long ramreq;
     void *screenram;

     appl_init();
     handle = graf_handle( &dummy, &dummy, &dummy, &dummy );
     ramreq = ScreenRamSize( handle );
     screenram = Malloc( ramreq );

     DoSomething();
```

```
        Mfree( screenram );
        appl_exit();
    }
```

From 6079229187330114173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bba6e773651c14ec
X-Google-Attributes: gid1115ce,public
From: srobins@cix.compulink.co.uk ("Simon Robins")
Subject: Re: Spawning programs in MagiC
Date: 1995/08/17
Message-ID: <DDH4Kz.Eps@cix.compulink.co.uk>#1/1
X-Deja-AN: 108478970
references: <wongck.246.000B9D26@ti.com>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>I am trying to spawn a TPP program from a GEM program in MagiC. The
>programmer's guide stated that the child program can be running in parallel to
>the parent program and also the TOS (& TPP ?) program spawned can be in a
>window. This can be achieved using shel_write(). However, when I checked the
>system using appl_getinfo(), I found that the shel_write cannot execute
>program in parallel. I also verified that MagiC is in multitasking mode (
>again using appl_getinfo()) when the main GEM program is running. Is there
>something that I should set in MagiC so that the shel_write() will execute
>program in parallel ?

```
/* shel_write modes for parameter "isover" */

#define SHW_IMMED        0                                  /* PC-GEM 2.x  */
#define SHW_CHAIN        1                                  /* TOS         */
#define SHW_DOS          2                                  /* PC-GEM 2.x  */
#define SHW_PARALLEL     100                                /* MAG!X       */
#define SHW_SINGLE       101                                /* MAG!X       */
```

Cheers,
    Simon


```
=====================================================================
= Internet: srobins@cix.compulink.co.uk = NeST: 90:100/401@nest.ftn =
=====================================================================
```


From -181315594088083333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4

X-Google-Attributes: gid1115ce,public
From: nuuja@cc.Helsinki.FI (Lauri T Nuuja)
Subject: Re: DOOM on Atari
Date: 1995/08/18
Message-ID: <411naa$8l@oravannahka.Helsinki.FI>#1/1
X-Deja-AN: 108352042
distribution: world
references: <19950802.171547.75@powerslv.demon.co.uk>
<40na6j$t7e@nyheter.chalmers.se> <40rmia$njc@oravannahka.Helsinki.FI>
<40scs8$b2p@turing.fwi.uva.nl>
content-type: text/plain; charset=ISO-8859-1
organization: University of Helsinki
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

M. Dekker (mdekker@fwi.uva.nl) wrote:

: doom2.wad is about 14Mb

Gee... But the graphics are in it, too, right? When you snip 'em of
you've got about 14Kb of data for the maps. :-) Well, anyway, you can
keep part of the maps in the main memory if that's necessary... I don't
think this is a problem at all.

LarryTee

From 1954238240574901111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e610018fce752a8b
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2edc79f66c7b169e,start
X-Google-Attributes: gid109a67,public
From: rm03@ic.ac.uk (Mr R. Mellish)
Subject: Re: objc_draw() redirection?
Date: 1995/08/18
Message-ID: <412bu3$ssc@oban.cc.ic.ac.uk>#1/1
X-Deja-AN: 108418736
references: <40u67l$shi@henry.interlink.no>
organization: Acme Labs
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

in article <40u67l$shi@henry.interlink.no>,
Vegard Hofsoey (vegard@henry.interlink.no) wrote:
>I want to draw RSC dialogs to an offscreen mono bitmap (EdDI) and then
[...]
>As I understand it, AES uses VDI for objc_draw(). I have used VDI
>commands to the offscreen bitmap without problems, so there must be a way
>to "trick" objc_draw() to direct its VDI calls to another workstation...?

AFAIK, the AES opens it's own VDI workstation to do any drawing. The handle

of this workstation is what is returned with graf_handle().

As the the workstation is already open, I doubt that you could redirect it to another handle. The only way that may be possible is by altering the value of the handle, which I _think_ is stored in the negative-offset LineA structures. This seems very dodgy though. I doubt it would be compatable across all TOSes.

On the subject of EdDI and offscreen bitmaps, I'm trying to use NVDI to do this, with v_opnbm() etc. Unfortunately, I only have the German NVDI programmer's guide, and I don't speak German, so it's all a bit hit and miss. I would be grateful if someone could mail or post some sample code that opens an offscreen bitmap and draws on it, as I keep getting memory protection errors from MagiC when I try it.

As for EdDI, am I right in thinking that this is a freeware (?) program that allows you to use NVDI's offscreen bitmap facilities, without NVDI?
If so, where can I get it from, as it doesn't seem to be on the usual FTP sites.

Thanks for any help,

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk
`I mean, if you're the police, who will police the police?'
`I dunno. Coast Guard?' - [1f09]

From -4526850307841708968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: DOOM on Atari
Date: 1995/08/18
Message-ID: <411vbq$s9k@turing.fwi.uva.nl>#1/1
X-Deja-AN: 108418818
distribution: world
references: <40rmia$njc@oravannahka.Helsinki.FI> <40scs8$b2p@turing.fwi.uva.nl>
<411naa$8l@oravannahka.Helsinki.FI>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

nuuja@cc.Helsinki.FI (Lauri T Nuuja) wrote:

:M. Dekker (mdekker@fwi.uva.nl) wrote:
:
:: doom2.wad is about 14Mb
:
:Gee... But the graphics are in it, too, right? When you snip 'em of
:you've got about 14Kb of data for the maps. :-) Well, anyway, you can
:keep part of the maps in the main memory if that's necessary... I don't

:think this is a problem at all.

yes, all graphics (textures etc) and all music is in there.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 4928002382591936239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: DOOM on Atari
Date: 1995/08/18
Message-ID: <4125n2$rbe@nyheter.chalmers.se>#1/1
X-Deja-AN: 108418819
references: <19950802.171547.75@powerslv.demon.co.uk>
<40rmia$njc@oravannahka.Helsinki.FI> <40scs8$b2p@turing.fwi.uva.nl>
<411naa$8l@oravannahka.Helsinki.FI>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <411naa$8l@oravannahka.Helsinki.FI>,
Lauri T Nuuja <nuuja@cc.Helsinki.FI> wrote:
>M. Dekker (mdekker@fwi.uva.nl) wrote:
>
>: doom2.wad is about 14Mb
>
>Gee... But the graphics are in it, too, right? When you snip 'em of
>you've got about 14Kb of data for the maps. :-) Well, anyway, you can

I've analysed the levels in the unregistered version of DOOM and found
that there would be no problem putting all the relevant data from those
in the DSP memory.

>keep part of the maps in the main memory if that's necessary... I don't
>think this is a problem at all.

Well, to make a BSP tree traversal as in DOOM efficient, I think it really
is necessary to have all the map data available at all times. As I said, I
don't think that'll be a problem, though. At least not for Id's levels.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

From -7907173628165705203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c96c9cb0cc76a686,start
X-Google-Attributes: gid1115ce,public
From: Hub3 <the_cafe@hub.co.uk>
Subject: System font - where?
Date: 1995/08/18
Message-ID: <4123nc$s1o@luggage.rednet.co.uk>#1/1
X-Deja-AN: 108418820
content-type: text/plain; charset=us-ascii
organization: Guest at the Hub InterC@fe
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Macintosh; I; PPC)

NOTE: If replying by email, reply to:

jacquesa@cs.man.ac.uk

Hi, can someone out there tell me where/how the system font is stored in memory? I need
to write my own print routine for my STOS extension, as it replaces the GEMDOS print
routines, and does not support Falcon resolutions...

Please reply by email, as I cannot read news on a regular basis until September...

Anthony Jacques

email: jacquesa@cs.man.ac.uk
WWW http://www.cs.man.ac.uk/~jacquesa/

Coming soon... The STOS Falcon Extension (non-buggy version...)

From 6863059184453565775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: DOOM on Atari
Date: 1995/08/18
Message-ID: <4125a5$raj@nyheter.chalmers.se>#1/1
X-Deja-AN: 108418821
references: <3v0av1$bmq@sunsystem5.informatik.tu-muenchen.de>
<19950802.171547.75@powerslv.demon.co.uk> <40na6j$t7e@nyheter.chalmers.se>
<40rmia$njc@oravannahka.Helsinki.FI>

organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <40rmia$njc@oravannahka.Helsinki.FI>,
Lauri T Nuuja <nuuja@cc.Helsinki.FI> wrote:
>
>I think that writing a vector/polygon based Doom for the ST shouldn't be
>an impossible task for an experienced programmer. (Though I'm not saying

Of course it would be possible, but it would be _incredibly_ slow. As I said in my previous article, an engine (in C) that does the graphics only, without texture mapping, gives around 2fps on a Falcon when compiled with maximum optimizations. Rewriting it in assembler _might_ get that up to 4fps, but I'd really be surprised (I'd be quite happy, though).
Optimizing the clipping algorithms and perspective mapping, would probably be better, but still I don't think it'll get above 10fps at 320x200.

On an ST, which is at least 2-3 times slower and can't do without the c2p, it would be quite unusable.

On top of that, there's of course the need for monster AI, which you'll soon realize is _quite_ difficult to get some speed on. A monster can after all see you from the other end of the map, through a number of windows...

>Writing a texture mapped Doom conversion for the Falcon is another
>story. But I don't think it would be impossible. If the main engine was
>build to run entirely on the DSP and the CPU was only used to transfer GFX
>data (DSP would simply deliver GFX data pointers [for each pixel] to the CPU,
>which would then transfer the GFX data to the screen...), it could be
>possible to achieve a frame rate of about 15-20 frames per sec (320x200). The

If you don't use the CPU for the DSP->RAM transfer, the maximum data rate is 1Mbyte per second IIRC. 320x200x20 > 1 million, which makes the idea fall even there.
Sending only start and end coordinates for horizontal and vertical runs would work better, but then the CPU will have more to do. That is what I believe our engine will do eventually.

The main problem with doing this DOOM clone is, as I see it, that we are locked into a given format.
We can't do the normal 'fade distance into darkness', which is used in most programs of this kind on the Falcon, since DOOM doesn't do that.
Neither can we simplify the visibility rules significantly without making the game very different.
Doing a simple raycasting engine for DOOM is not likely to be at all useful since the non-orthogonal walls, windows and 'infinite' visibility would destroy the efficiency.

If anyone is interested in examining an engine that is likely to be quite close to that DOOM uses, please fetch DVIEW030.LZH from my WWW/FTP site mentioned in the .signature. Full C sources compilable at least under GCC and TurboC/PureC are included as are the original C++ sources.

I'd very much like to know about any improvements done to it.

--

```
  Chalmers University   | Why are these |  e-mail:   d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |            rand@cd.chalmers.se
                        | so hard to do |  www/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5 and QLem)
```


From 6821726730908112672
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5159f210c7d381d8,start
X-Google-Attributes: gid1115ce,public

From: Landstrider <mgrove@owens.ridgecrest.ca.us>
Subject: VID to FI? converter wanted

Date: 1995/08/19
Message-ID: <DDJqtA.685@ridgecrest.ca.us>#1/1
X-Deja-AN: 108418822
sender: usenet@ridgecrest.ca.us (Ridgenet Usenet admin)
x-nntp-posting-host: annex006
content-type: text/plain; charset=iso-8859-1
organization: RidgeNet - SLIP/PPP Internet, Ridgecrest, CA. (619) 371-3501
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1b3 (Windows; I; 16bit)

I require a program to convert Videomaster Falcon .VID files to
a .FL? or SEQ format for use in Apex media. As I understand the foramt,
a VID file is a string of TPI (TruePaint images) linked together that
must be run from ram. I would like to be able to edit those files in a
format Apex can load. I'm not much of a programer, and would pay a
fee for a working program and source code. Please e-mail if interested.

Mike Grove
mgrove@owens.ridgecrest.ca.us

From -5002008146944808193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,70f7d96686cce9c3
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,70f7d96686cce9c3
X-Google-Attributes: gid1115ce,public

From: jwatkins@cix.compulink.co.uk ("John Watkins")
Subject: Re: Conversion DB-master One -> ASCII/PC-database

Date: 1995/08/19
Message-ID: <DDKBME.5vD@cix.compulink.co.uk>#1/1
X-Deja-AN: 108478926
references: <40ph6k$jc4@nlrgup.nlr.nl>
organization: <none>

newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

>A friend of mine is currently using an Atari ST 520. He is
>using the program DB-master One, for keeping a quite large
>database. Now, he's feeling the computer is getting to slow,

Yeah, as computers get older the electrons take longer to go along the
wires!

--
John Watkins
jwatkins@cix.compulink.co.uk

From -8671064470222291335
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a83896e83d95814d
X-Google-Attributes: gid1115ce,public
From: a03148@giant.rsoft.bc.ca (Desmond Liu)
Subject: Re: GEM Programming Questions
Date: 1995/08/19
Message-ID: <413i5q$2o3@fountain.mindlink.net>#1/1
X-Deja-AN: 108478967
references: <409k12$4dg@fountain.mindlink.net> <40vvbp$d68@inca01.inca.co.nz>
organization: MIND LINK! - British Columbia, Canada
newsgroups: comp.sys.atari.programmer

: Use the "number of bitplanes available" data returned by vq_extnd. The
: number of colours returned in Falcon TrueColour mode is 256, which
: implies 8-bit colour, which is incorrect.

: True colour Falcon screens are 16 bitplanes "deep".

If vq_extnd() returns 256 in True Colour mode, how do I correctly
allocate enough memory to store in the MFDB?

From -8175732940137604462
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a83896e83d95814d
X-Google-Attributes: gid1115ce,public
From: Dave@levihome.demon.co.uk (David Levi)
Subject: Re: GEM Programming Questions
Date: 1995/08/19
Message-ID: <808860520_OASIS_@levihome.demon.co.uk>#1/1
X-Deja-AN: 108478968
x-nntp-posting-host: levihome.demon.co.uk
reply-to: Dave@levihome.demon.co.uk
newsgroups: comp.sys.atari.programmer

organisation: Technosaurus Rex

In article <413i5q$2o3@fountain.mindlink.net>
a03148@giant.rsoft.bc.ca (Desmond Liu) said:-

>: Use the "number of bitplanes available" data returned by vq_extnd. The
>: number of colours returned in Falcon TrueColour mode is 256, which
>: implies 8-bit colour, which is incorrect.
>
>: True colour Falcon screens are 16 bitplanes "deep".
>
>If vq_extnd() returns 256 in True Colour mode, how do I correctly
>allocate enough memory to store in the MFDB?
>

Gem only works with & upto 256 colours by palette. It has been patched by Atari to cover True colour mode but only to get Gem up & running.

The big thing that your missing is that the True colour screen is actually 1 colour plane.

```
On a mono screen: 16 pixels are stored in each word ( 1 bitplane )

 4 colour screen: 16 pixels are stored in 2 words
                where the colour for pixel 1 is stored in
                        bit 31 of word 1 &
                        bit 31 of word 2  - therefore 2 bitplanes

16 colour screen: 16 pixels are stored in 4 words
                where the colour for pixel 1 is stored in
                        bit 31 of word 1 &
                        bit 31 of word 2 &
                        bit 31 of word 3 &
                        bit 31 of word 4  - therefore 4 bitplanes

256 is 8 & so on ( ad infinitum... )

True colour mode is 1 pixel per word - therefore 1 plane ( no bit )
```

Use the call xbios(88,-1) this will return the screen setup for the Falcon. If Xbios(88,-1) AND 7 =4 then allocate 2*Xres*Yres bytes.

```
the answer will be in binary FSOPV8NNN
        where F = 1 = (VGA Double line - halves screen height )
                    or (TV Interlace on - Doubles screen height )
              S = 1 = ST compatable
              O = 1 = Overscan on ( NOT VGA - multiply res by 1.2 )
              P = 1 = Pal / 0 = NTSC
              V = 1 = VGA / 0 = TV/RGB
              8 = 1 = 80 column / 0 = 40 column
            NNN = 100 = Truecolour
                = 011 = 256 Colours
```

```
                        = 010 = 16 Colours
                        = 001 = 4 Colours
                        = 000 = Mono

        Or you could just set up the binary number as above and use
        number of bytes required=XBIOS(91,Binary Screen Res).

        If you are trying to set up the physical screen use
                XBIOS(5,L:0,L:0,3,Binary screen Res) and it will allocate the
memory and re-position the screen.

  When you enter date for the MFDB you must enter it as follows:

        start of MFDB
offset  $0: address of top left corner of screen
offset  $4: X res ( width in pixels )
offset  $6: Y res ( height in pixels )
offset  $8: X res ( number of words in screen width )
offset  $A: 1 ( display type  1 standard , 0 device specific )
offset  $C: 1 ( number of planes )
offset  $E: reserved
offset $10: reserved
offset $12: reserved
offset $14: end of MFDB

        Sorry if I appeared to lecture but this is one of the hardest things to
get your head around and I haven't yet found a book that explained it well. But
once you understand how simple it really is you'll never have trouble with it
again.

Dave
--
==============================================================================
If All The World's Cars
Were Parked End To End: ---~~~~>> ///////  ///////  ///////  ///////  //////
                                  //       //   //  //       //       //    //
Some Idiot Would Try  ---~~~~>> ///////  ///////  ///////  ///////  //     //
To Pass !!!!!                        //  //       //       //       //    //
                    ---~~~~>> ///////  //       ///////  ///////  ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers     Falcon & HS working      Dave@levihome.demon.co.uk
==============================================================================
```

From -8581307606889623674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b9946ea6d73fa6ff,start
X-Google-Attributes: gid1115ce,public
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Subject: Doom engine
Date: 1995/08/19

Message-ID: <Pine.SUN.3.91.950819234659.17046D-100000@nic.cerf.net>#1/1
X-Deja-AN: 108478969
organization: CERFnet
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

From the sound of things, it seems like "we" are trying to play Doom on an extremely early version of a 386. Doom without the smooth-scrolling graphics and light sourcing is hardly worth playing. Doom without the music and sound effects just isn't Doom. We're trying to do Doom without either of those aspects?? Sounds like a pipe dream.

From -3571823679199049543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
Subject: Re: DOOM on Atari
Date: 1995/08/20
Message-ID: <4189gl$hvr@sphinx.Gsu.EDU>#1/1
X-Deja-AN: 108527823
references: <19950802.171547.75@powerslv.demon.co.uk>
<40rmia$njc@oravannahka.Helsinki.FI> <40scs8$b2p@turing.fwi.uva.nl>
<411naa$8l@oravannahka.Helsinki.FI> <4125n2$rbe@nyheter.chalmers.se>
organization: Georgia State University
newsgroups: comp.sys.atari.programmer

First, I must say that you there, making DOOM-engine for Ataris, are doing *exactly* the Right Thing ;-) ! Absolutely GREAT, if you'll succeed! So, I hope this encourages you a little =) !!!

I don't think there's any realistic chance to make a ST- or even a TT-version of DOOM. Falcon has its chances because of DSP and its graphical capabilities. I just want to remind you that although Falcon _currently_ is a rather slow 3.84 MIPS (68030) computer, this probably will change in the future. It's already pretty easy and cheap to make the bird run at 32 MHz - and even 68040-Falcons will very probably be reality in 1996. What this means: if DOOM will run sluggishly on an ordinary F-030, it might work very well on a 16..40 MIPS Falcon. Even DSP can be accelerated to about 50 MHz.

What this means? It means that this project is absolutely worth doing, I think =-) !!!

Good luck!

Tommi

From -878555633640721407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,460cccabb0993b51
X-Google-Attributes: gid1115ce,public
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Subject: Re: Calling AES in subroutine
Date: 1995/07/28
Message-ID: <3vat3g$p9o@percy.cs.bham.ac.uk>#1/1
X-Deja-AN: 107031558
references: <3utrth$2r4@news.mdata.fi>
organization: NHS Information Management Centre
newsgroups: comp.sys.atari.programmer

artoj@mits.mdata.fi (Arto Jalkanen) writes:
>How can one call AES in a subroutine that has been started
>in the same address space in MiNT (eg. with troff from mint lib) ?

There is no problem writing AES programs which use Mint features, or
even the mintlibs. Are you creating a GEM program with your linker?
The startup stubs are usually different for GEM programs and TOS
programs. You may also have problems if your program has a TTP or TOS
filename extension.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From 2351194421270831546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8816dc03a38d5609,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,8816dc03a38d5609,start
X-Google-Attributes: gid109a67,public
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Subject: Atari Programming Tools
Date: 1995/07/29
Message-ID: <3vd7d4$m1v@apopi.u-strasbg.fr>#1/1
X-Deja-AN: 107139770
distribution: world
content-type: text/plain; charset=ISO-8859-1
x-xxmessage-id: <AC3FEE30E201362A@curie.u-strasbg.fr>
organization: IPCMS-GONLO
mime-version: 1.0
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi

I de like 2 post and maintain a list of All Programming tools available
for the St line (ie

St, stf, stfm, ste, TT , MST, MSTe, Falcon, Medusa)

i Books

_Title
_Author
_Publisher
_Date of Edition
_ISBN
_Language
_Subject(s)
_Price

ii Develloping Tools

_ Name
_Author
_Latest version
_Publisher
_Status (ie commercial, Freeware etc ...)
_Type of Tool(ie Resource Editor, Assembler)
_Configuration needed to run the software
_Price

iii Adresses

PLEASE send in E-adresses and Snail Adresses of authors and Publishers.
Submit to :

Fg024@Cleveland.Freenet.edu
ch@valholl.u-strasbg.fr
Hirlimann Ludovic
8, rue de Londres
67610 La Wantzenau
France

From -6751554583892883871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82bbd065bfb54aa4
X-Google-Attributes: gid1115ce,public
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Subject: Re: Q:NVRAM acces from GFA impossible?
Date: 1995/07/29
Message-ID: <3vdd29$oll@apopi.u-strasbg.fr>#1/1
X-Deja-AN: 107139848
distribution: world
references: <3v6ad0$b35@tron.sci.fi>
content-type: text/plain; charset=ISO-8859-1
x-xxmessage-id: <AC4004D5E401362A@curie.u-strasbg.fr>

organization: IPCMS-GONLO
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <3v6ad0$b35@tron.sci.fi> Veikko Vanamo, miqco@sci.fi writes:
>ave anybody any idea how to change
>   NVRAM in Falcon from GFA ?
In the third isuue of How to Code They give you the way to access NVRAM.
To get this issue follow the instruction that are in the demo of HTC
which can be found @ ftp.cnam.fr in /pub/Atari/

Tsk

From 6558090727964384887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ccdb7d8f91853310
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: Jaguar...
Date: 1995/07/29
Message-ID: <3vcu74$h7t@turing.fwi.uva.nl>#1/1
X-Deja-AN: 107139849
distribution: world
references: <3v555l$1a6@banaan.fwi.uva.nl>
<ftn_2.204.419_55b780da_Roine.Stenberg@stacken.ct.se>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

roine.stenberg@stacken.ct.se wrote:

:TO: mdekker@fwi.uva.nl
: > BTW. how much does a jag cost these days? (in the
: > netherlands)
:
:I don't know. In the USA, price is 199 dollars i think...

I just saw a jaguar in a store: NLG399 (no game included)
pretty expensive.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 4873442034050765210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6c0d5dc78ee0415,start
X-Google-Attributes: gid1115ce,public

From: aa648@freenet.edmonton.ab.ca ()
Subject: SuperBase Professional
Date: 1995/07/30
Message-ID: <3vfdig$eki@news.sas.ab.ca>#1/1
X-Deja-AN: 107139850
organization: Edmonton Freenet, Edmonton, Alberta, Canada
newsgroups: comp.sys.atari.programmer

Would like discussion with people writing programs for SuperBase Prof.
especialy if related to medical/office/modem. Also is the compiler available?

Reply here or to: aa648@freenet.edmonton.ab.ca

From -5370638758513353863
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94103b6d4d7fad81,start
X-Google-Attributes: gid1115ce,public
From: andrewc@cogs.susx.ac.uk (Andrew Collington)
Subject: Morphing Code...
Date: 1995/07/30
Message-ID: <3vh589$m9i@infa.central.susx.ac.uk>#1/1
X-Deja-AN: 107187647
organization: University of Sussex
newsgroups: comp.sys.atari.programmer

Is there any of this freely available? has anyone got any C/C++ code for a
morpher on the Atari that they can share with me? Anything would be great :)
 Not even the full morpher, any parts of teh morphing routines greatly
accepted :)
And can anyone tell me is they have come across a book the details how to
program morphers, lists code, etc.. This would really help me :)
Thanks :)

Andy

```
            _M/ /
             (}/"
            //\_,,;;;;/,
        .--(~<';;~  ,  '\
  ,;;;~(    >>     / ``~-'
 `~''  `\ )-<-.< ) )__
        //'>/'  \\~-~~\
        |  `\  =/'    "
        "   "   - The Lonesome Cowboy - andrewc@cogs.susx.ac.uk
                  (thanks to Tua Xiong for picture)
```

From 3341809308196807715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b989d3aaca2e791,start

X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Mag!x memory allocation problems
Date: 1995/07/31
Message-ID: <wongck.236.0009437F@ti.com>#1/1
X-Deja-AN: 107187648
organization: TIS
newsgroups: comp.sys.atari.programmer

I have an application which crash on Mag!x with "MCB destroyed by User Program". This program however works fine on tos 1.04 & 2.06, so it's not the program (or at least I think it's not the program). I traced to the point where the crash occurs, and it is the malloc() call of Pure C. Anyone have any ideas what the problem with Pure C malloc() ?

Regards
William

```
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | |||  520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
Internet Email: wongck@ti.com         | |||  486DX33/8Mb/210M+850M HDD/WFW3.11
                                      |/ | \
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,
```

From 5192671161813084392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ccdb7d8f91853310
X-Google-Attributes: gid1115ce,public
From: robscha@data.rhein-main.de (Robert Schaffner)
Subject: Re: Jaguar...
Date: 1995/07/31
Message-ID: <FG6PEFAFUP@data.rhein-main.de>#1/1
X-Deja-AN: 107283552
references: <3v555l$1a6@banaan.fwi.uva.nl>
<ftn_2.204.419_55b780da_Roine.Stenberg@stacken.ct.se>
content-length: 761
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <ftn_2.204.419_55b780da_Roine.Stenberg@stacken.ct.se> Roine Stenberg wrote:

>TO: mdekker@fwi.uva.nl
> > BTW. how much does a jag cost these days? (in the
> > netherlands)
>
>I don't know. In the USA, price is 199 dollars i think...
>

279.- DM in Germany / Quelle, Karstadt

regards
Robert

--

--

* * * robscha@data.rhein-main.de Tel/Fax/Modem: +49 (0)6103-67197
* * * Robert Schaffner@OF2.maus.de
* * * Machines: F030, 2 * 520ST, 64Bit-Jaguar LYNX 1 + 2, PC486
* * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
* * * GSZRZ, CoNnect, VideoText

--

From -8791047294177891679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1094fda6922428,start
X-Google-Attributes: gid1115ce,public
From: mvfkb@alf.uib.no
Subject: Re: Mnilu
Date: 1995/07/31
Message-ID: <3vit0l$86@ugress.uib.no>#1/1
X-Deja-AN: 107283553
references: <3ve9r0$8h3@login.bigblue.no>
organization: University of Bergen, Norway
newsgroups: comp.sys.atari.programmer

In article <3ve9r0$8h3@login.bigblue.no>,
jib@login.bigblue.no (Jabran Akhtar) wrote:

> The GfA BASIC 2 Compiler. Compile GfA BASIC files
> into stand-alone GEMDOS executable relocatable files.
>

Interesting !

but where/how can we get the program ?
and how much does it cost ?

Karl A. Brokstad
Karl.Brokstad@gades.uib.no

From -7061077738565669435

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f430aa7d695a6b,start
X-Google-Attributes: gid1115ce,public
From: fp270@fim.uni-erlangen.de (Klaus Seyferth)
Subject: component 74LS11
Date: 1995/07/31
Message-ID: <3vj20aFlfq@uni-erlangen.de>#1/1
X-Deja-AN: 107283554
organization: Free-Net Erlangen Nuernberg, Germany
newsgroups: comp.sys.atari.programmer

Hello everybody !

I've got a question concerning my machine.

I've got a MEGA ST2 upgraded to 4mb.

I bought ot as it is second hand.

Now I removed the cover, because it started

quitting some time ago and I thought

of the old ATARI overheating problem.

Since I removed the cover it stopped quitting.

But as I removed the cover I discovered that

a component is missing which apparently had once

been part of the machine and was removed some time.

Since I know nothing of computer architecture

I don't know what this component does and why

it had been removed.

Maybe anybody could tell me?

I checked with a friend of mine who has also an

upgraded MEGA ST2, and in whose machine this

component is still present.

It is located at the front of the machine, it is the

second from left.

It's a seven pin component named 74LS11.

It houses three and-and circuits, as I learned from

an electronics catalogue.

If anybody has any information on that, please

respond directly to my e-mail adress.

Thanx a lot.

fp270@fim.uni-erlangen.de

--
Keep the fire burning !!! ^:^
                           \-/
Bye the Bye by Zeff'95

From 1094508479524746194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,6113209c12d09fb4,start
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1115ce,6113209c12d09fb4,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102bfa,6113209c12d09fb4,start
X-Google-Attributes: gid102bfa,public
From: "Brian C. Wiles" <brianw@lloyd.com>
Subject: Fading
Date: 1995/07/31
Message-ID: <3vh7g2$l76@spider.lloyd.com>#1/1
X-Deja-AN: 107283560
content-type: text/plain; charset=us-ascii
organization: Lloyd Internetworking
mime-version: 1.0
newsgroups:
comp.sys.atari.programmer,comp.os.msdos.programmer,alt.msdos.programmer
x-mailer: Mozilla 1.1N (Windows; I; 16bit)

  I haven't programmed on the Atari for at least 5 years now, but I

figured I'd pass on this info for those of you who still program on the Atari.

When I had an Atari XE/XL system, I wanted to make movie credits on it, but wasn't sure how to fade text in and out. One night, while I was plucking around with it, I found out the setcolor command in BASIC would do just that with 10 levels of fading. Actually it's 5 because there is no difference between the even and odd numbered pallettes are the same.

Unfortunately, I don't remember the exact syntax of the setcolor command. You'll have to look it up. You can actually make some cool looking fades even with only 5 shades.

On the PC, you can fade with the pallette command in BASIC. I thought it only worked in graphics modes, but I think I've seen examples of it in text modes as well. In other languages, such as C and assembly (or assembler if you prefer), you can set the pallette by using direct video card programming.

Did this help anyone? I just figured I'd pass it on to anyone hwo might be interested. If anyone knows of a way to do fading in text modes by changing the pallette, please let me know.

-Brian C. Wiles

From -2575282017952649097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b989d3aaca2e791
X-Google-Attributes: gid1115ce,public
From: tt@muc.de (Thomas Tempelmann)
Subject: Re: Mag!x memory allocation problems
Date: 1995/08/01
Message-ID: <tt-0108950959440001@tempel.muc.de>#1/1
X-Deja-AN: 107283555
references: <wongck.236.0009437F@ti.com>
organization: MUC.DE e.v -- private Internet access
newsgroups: comp.sys.atari.programmer

In article <wongck.236.0009437F@ti.com>, wongck@ti.com (William Wong) wrote:

> I have an application which crash on Mag!x with "MCB destroyed by User
> Program". This program however works fine on tos 1.04 & 2.06, so it's not the
> program (or at least I think it's not the program). I traced to the point
> where the crash occurs, and it is the malloc() call of Pure C. Anyone
have any
> ideas what the problem with Pure C malloc() ?

Each time you call Malloc under MAGIX, it'll verify the consistence of the links of the other allocated blocks. If it detects that one of them is damaged, it reports an error.
This means that your program has damaged the links between this and the previous call to Malloc or Mfree. This might happen, if you overwrite the data behind the block that you've allocated. TOS is different here: TOS saves the links between blocks in a different memory area whereas MAGIX

puts this information directly between the allocated blocks. If you
overwrite data behind your block, under TOS you'd not damage the
allocation links but only the block behind it which is only detected
indirectly if you damage important data by this.

Thomas

From -1917547432436475784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8816dc03a38d5609
X-Google-Attributes: gid1115ce,public
From: Andreas_Steinbacher@mausdu3.gun.de (Andreas Steinbacher)
Subject: Re: Atari Programming Tools
Date: 1995/08/01
Message-ID: <199507312335.a12990@du3.maus.de>#1/1
X-Deja-AN: 107283556
references: <3vd7d4$m1v@apopi.u-strasbg.fr>
organization: QUARK Duisburg 3 (+49-203-735844)
x-gateway: MausConnect/0.3.4-pre4/tirka.gun.de, MausTausch
newsgroups: comp.sys.atari.programmer
x-gateway-admin: uwe@tirka.gun.de

CH>I de like 2 post and maintain a list of All Programming tools
CH>available for the St line (ie St, stf, stfm, ste, TT , MST, MSTe,
CH>Falcon, Medusa)

Nice idea. But there are already two hypertexts for ST Guide of this kind.

The (A)tari (I)nfo (P)ages and the ATOS-List.

Greetings, Andreas!

From -8364869234939344636
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9786e0686af65be0,start
X-Google-Attributes: gid1115ce,public
From: perck@colargol.idb.hist.no (Per Christian Krabsetsve)
Subject: How to call an ACC from GFA
Date: 1995/08/01
Message-ID: <3vlkkj$eka@astfgl.idb.hist.no>#1/1
X-Deja-AN: 107283557
organization: Sor-Trondelag College, Norway
newsgroups: comp.sys.atari.programmer

I wanna start an FAX program from an other program. I'w heard its
the easyes way to call an ACC FAX program.
BUT HOW !!

From 7136137725300165692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,105435ec2b1b87a3,start
X-Google-Attributes: gid1115ce,public
From: artoj@mits.mdata.fi (Arto Jalkanen)
Subject: Re: Calling AES in subrou
Date: 1995/08/01
Message-ID: <3vm88l$ggf@news.mdata.fi>#1/1
X-Deja-AN: 107283558
organization: Megabaud Oy,Helsinki,Finland
newsgroups: comp.sys.atari.programmer

C> >How can one call AES in a subroutine that has been started
C> >in the same address space in MiNT (eg. with troff from mint lib) ?
C> There is no problem writing AES programs which use Mint features, or
C> even the mintlibs. Are you creating a GEM program with your linker?
C> The startup stubs are usually different for GEM programs and TOS
C> programs. You may also have problems if your program has a TTP or TOS
C> filename extension.

I am creating GEM programs, and the file extension is PRG. The
problem is, that I _can_ use AES in the main program, But
with sub-routines, which have been started to run parallel from
the program (with troff) can not access AES.
And one thing more, I'm using MultiTOS.

Regards,
Arto Jalkanen
artoj@mits.mdata.fi

---
* Kivi 1.41a *

From 2182930331389523446
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86f430aa7d695a6b
X-Google-Attributes: gid1115ce,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: component 74LS11
Date: 1995/08/01
Message-ID: <807316278_OASIS_@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 107283559
x-nntp-posting-host: yeadontt.demon.co.uk
reply-to: phil@yeadontt.demon.co.uk
newsgroups: comp.sys.atari.programmer

 In article <3vj20aFlfq@uni-erlangen.de>
  fp270@fim.uni-erlangen.de (Klaus Seyferth) said:-

>
> I've got a question concerning my machine.
> I've got a MEGA ST2 upgraded to 4mb.
> I bought ot as it is second hand.
> Now I removed the cover, because it started
> quitting some time ago and I thought
> of the old ATARI overheating problem.
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> a component is missing which apparently had once
> been part of the machine and was removed some time.
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> it had been removed.
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> upgraded MEGA ST2, and in whose machine this
> component is still present.
> It is located at the front of the machine, it is the
> second from left.
> It's a seven pin component named 74LS11.
> It houses three and-and circuits, as I learned from
> an electronics catalogue.
> If anybody has any information on that, please
> respond directly to my e-mail adress.
>

I upgraded the ROMS on my MEGA 4ST a long time ago (four years) and I had to change from a 6 to 2 ROM chip set, to do so I had to remove a chip from this area of the board. I know this sounds a bit vague, but it might help.

--


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  ==============================================================================

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                 _/    _/  _/    _/        _/  _/        _/
                _/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/

  ============    Phil Yeadon ====== phil@yeadontt.demon.co.uk    ===========
```


From 7207099127454880208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4

X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: DOOM on Atari
Date: 1995/08/02
Message-ID: <Pine.ULT.3.91.950802131026.18260A-100000@mars>#1/1
X-Deja-AN: 107425168
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu> <3uckip$pc6@turing.fwi.uva.nl>
<3umu2i$b1o@wn1.sci.kun.nl>,<3upj0e$bs4@sphinx.Gsu.EDU>
<3uqpv8$rpb@golem.wcc.govt.nz>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 22 Jul 1995, Roger Sheppard.. wrote:

> Tommi you talk a load of Rubish, learn to live with the PC because Atari will
> not be around that long, you can't get parts etc....
>
But Roger, suppose Tommis Atari ain't broken :-))

> What users need is support , were is the Atari support in any form at all..

You'll get a lot of support right here!

// Jens M Andreasen

From 1036493442312154257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: jon@powerslv.demon.co.uk (Jon Kale)
Subject: Re: DOOM on Atari
Date: 1995/08/02
Message-ID: <19950802.171547.75@powerslv.demon.co.uk>#1/1
X-Deja-AN: 107425169
distribution: world
x-nntp-posting-host: powerslv.demon.co.uk
references: <3v0av1$bmq@sunsystem5.informatik.tu-muenchen.de>
<95207.184322STIRRE31@MAINE.MAINE.EDU>
organization: I Inhaled
reply-to: jon@powerslv.demon.co.uk
newsgroups: comp.sys.atari.programmer

In message <95207.184322STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU wrote:

> I checked out Doomino the other day after talk here and must
> say that I was very impressed. If this is made into a playable

> game I would be very happy.
> Regarding attempts at Doom-like games what do people think of
> Lasers and Men? I personally disliked it because I found
> the playability awful. Please keep this in mind- make the game
> fun to play (I know, easier said then done). Heck, I'd love
> to just see a Wolf 3D clone. That is a great game even if
> it isn't the newest thing around.

Precisely - that's why we ported it to the Acorn Archimedes, A series
and RiscPC - got it running about 17-20 fps on an uncached ARM2, so
it should be *well* feasable on a Falcon if you use the DSP for
texmapping. Our (aborted) DOOM port would only run on ARM3 or
better (24bit colour on a RiscPC looked *very* sexy <g>) but the
fact that it wasn't financially feasible ($20K licence fee) meant
that it hasn't seen the light of day. But we do know a lot about
how DOOM works and I'm prepared to answer any queries as well as
I can given the strictures of the NDA.

--
   Cheers __
            | /\ |\ |
           \/ \/ | \|

From 3012641945684897853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,6113209c12d09fb4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1115ce,6113209c12d09fb4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102bfa,6113209c12d09fb4
X-Google-Attributes: gid102bfa,public
From: Thomas { McFont } Beckmann <beckmann@fhh-fb-bid.bid.fh-hannover.de>
Subject: Re: Fading
Date: 1995/08/02
Message-ID: <3vo9jl$7mu@linux.rz.fh-hannover.de>#1/1
X-Deja-AN: 107425170
references: <3vh7g2$l76@spider.lloyd.com>
organization: FH-Hannover
newsgroups:
comp.sys.atari.programmer,comp.os.msdos.programmer,alt.msdos.programmer

"Brian C. Wiles" <brianw@lloyd.com> wrote:
>
> On the PC, you can fade with the pallette command in BASIC. I thought
> it only worked in graphics modes, but I think I've seen examples of it in
> text modes as well. In other languages, such as C and assembly (or
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>
>   -Brian C. Wiles
>

Its Working The Same Way As In GrafMode.
If Your Language Doesnt Give You Such Commands, You Should
Use The Specific Functions Of Interrupt $10 .
(See Ralf Browns Interrupt-List For More..)

Try Also To Get The Fade-FAQ From x2ftp.oulu.fi
 (I Think :/pub/msdos/programming/faq)

If There Are Problems For You, I May Send You A Little C-Based
Demo.

Thomas { Mc Font } Beckmann

From 3153991347526341261
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,105435ec2b1b87a3
X-Google-Attributes: gid1115ce,public
From: David D. Hagood <73437.3162@CompuServe.COM>
Subject: Re: Calling AES in subrou
Date: 1995/08/02
Message-ID: <3vognf$p64$1@mhade.production.compuserve.com>#1/1
X-Deja-AN: 107425171
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer

If I read you right, you are splitting the subroutines off to run as
co-routines to the main line program. If this is correct, I think I know
what your problem is. The subroutines are executing in the context of a
different program than registered with the AES. As a result, the AES gets
confused since it is getting requests from someone it never heard of. You'll need
to register the subroutine's process with the AES.

From 8050918885491151769
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10f6aa,6113209c12d09fb4
X-Google-Attributes: gid10f6aa,public
X-Google-Thread: 1115ce,6113209c12d09fb4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 102bfa,6113209c12d09fb4
X-Google-Attributes: gid102bfa,public
From: craigl@teleport.com (Craig Lovegren)
Subject: Re: Fading
Date: 1995/08/02
Message-ID: <3vp0ul$lo7@kelly.teleport.com>#1/1

X-Deja-AN: 107425172
references: <3vh7g2$l76@spider.lloyd.com> <3vo9jl$7mu@linux.rz.fh-hannover.de>
followup-to:
comp.sys.atari.programmer,comp.os.msdos.programmer,alt.msdos.programmer
organization: Teleport - Portland's Public Access (503) 220-1016
newsgroups:
comp.sys.atari.programmer,comp.os.msdos.programmer,alt.msdos.programmer

Thomas { McFont } Beckmann (beckmann@fhh-fb-bid.bid.fh-hannover.de) wrote:
: "Brian C. Wiles" <brianw@lloyd.com> wrote:
: >
: > On the PC, you can fade with the pallette command in BASIC. I thought
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: > might be interested. If anyone knows of a way to do fading in text modes
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: >
: > -Brian C. Wiles
: >

: Its Working The Same Way As In GrafMode.
: If Your Language Doesnt Give You Such Commands, You Should
: Use The Specific Functions Of Interrupt $10 .
: (See Ralf Browns Interrupt-List For More..)

: Try Also To Get The Fade-FAQ From x2ftp.oulu.fi
: (I Think :/pub/msdos/programming/faq)

: If There Are Problems For You, I May Send You A Little C-Based
: Demo.

: Thomas { Mc Font } Beckmann

Or, instead of using interrupts, try using the vga registers. First
write the pallete index to port 0x3c8 and then write the red value, blue
value, and green value (in that order) to port 0x3c9. The problem is,
though, is that you need to know the original pallete settings to begin
with. You can't just start fading. In my studies, I've found that
Borland's Turbo Pascal's On-line Help Documentation has some settings
that are pretty close to the vga's default pallete.

--
----------==========/(*)\==========----------
| Craig Lovegren |
| craigl@teleport.com |
----------==========\(*)/==========----------

From 1419835845873946439

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1fc6acd80beb3d7f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1fc6acd80beb3d7f,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1fc6acd80beb3d7f,start
X-Google-Attributes: gid109a67,public
From: azog@gti.gti.net (azog)
Subject: Re: Nameservers and MiNTNet
Date: 1995/08/03
Message-ID: <3vrbss$gs3@gti.gti.net>#1/1
X-Deja-AN: 107424995
references: <3vqo3fqgh1@mhafn.production.compuserve.com>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
organization: GTI GlobalNet - (201) 285-9099
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

David D. Hagood (73437.3162@CompuServe.COM) wrote:
: I've been having some trouble with my MiNTNet installation. I cannot seem
: to get MiNTNet to use a nameserver to look up site names. If I manually enter
: them into the hosts list, it'll find them, but it cannot request the nameserver
: on the system I dial into to look them up. Anyone got any suggestions?

Do you have an /etc/resolv.conf file? I think the format is like:

domain domain.level
nameserver xx.xx.xx.xx

where the xx is the *IP* address(es) of your nameservers

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

From 516704320360845203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1fc6acd80beb3d7f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1fc6acd80beb3d7f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,1fc6acd80beb3d7f
X-Google-Attributes: gid109a67,public
From: David D. Hagood <73437.3162@CompuServe.COM>
Subject: Nameservers and MiNTNet
Date: 1995/08/03
Message-ID: <3vqo3fqgh1@mhafn.production.compuserve.com>#1/1
X-Deja-AN: 107425004
organization: CompuServe, Inc. (1-800-689-0736)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I've been having some trouble with my MiNTNet installation. I cannot seem
to get MiNTNet to use a nameserver to look up site names. If I manually enter
them into the hosts list, it'll find them, but it cannot request the nameserver
on the system I dial into to look them up. Anyone got any suggestions?

From 2593702121887203115
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b989d3aaca2e791
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: Mag!x memory allocation problems
Date: 1995/08/03
Message-ID: <wongck.240.000A27A7@ti.com>#1/1
X-Deja-AN: 107425173
references: <wongck.236.0009437F@ti.com> <tt-0108950959440001@tempel.muc.de>
organization: TIS
newsgroups: comp.sys.atari.programmer

In article <tt-0108950959440001@tempel.muc.de> tt@muc.de (Thomas Tempelmann)
writes:

>Each time you call Malloc under MAGIX, it'll verify the consistence of the
>links of the other allocated blocks. If it detects that one of them is
>damaged, it reports an error.

In this respect, MagiX is better at memory management than TOS.

>This means that your program has damaged the links between this and the
>previous call to Malloc or Mfree. This might happen, if you overwrite the
>data behind the block that you've allocated. TOS is different here: TOS

Mmmm... probably that's what going on here. I will need to check.

Thanks

Regards
William
```
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | |||  520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
Internet Email: wongck@ti.com         | |||  486DX33/8Mb/210M+850M HDD/WFW3.11
                                      |/ | \
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,
```

From 2958105539330581205
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,105435ec2b1b87a3
X-Google-Attributes: gid1115ce,public

From: artoj@mits.mdata.fi (Arto Jalkanen)
Subject: Re: Calling AES in subrou
Date: 1995/08/04
Message-ID: <3vtekk$m56@news.mdata.fi>#1/1
X-Deja-AN: 107555702
organization: Megabaud Oy,Helsinki,Finland
newsgroups: comp.sys.atari.programmer

7> If I read you right, you are splitting the subroutines off to run as
7> co-routines to the main line program. If this is correct, I think I know
7> what your problem is. The subroutines are executing in the context of a
7> different program than registered with the AES. As a result, the AES gets
7> confused since it is getting requests from someone it never heard of.
7> You'll ne
7> ed
7> to register the subroutine's process with the AES.

You read me quite right (the co-routines although share the main line
programs memory space, so they use the same variables). But
registering the subroutine with the AES doesn't help (with
appl_init call). In fact, appl_init gives the same handle for
the co-routine as for the main program!

Regards,
Arto Jalkanen
artoj@mits.mdata.fi

---
* Kivi 1.41a *

From -4667759777474789796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,7cbad0376eb60971,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,7cbad0376eb60971,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,7cbad0376eb60971,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 112f4b,7cbad0376eb60971,start
X-Google-Attributes: gid112f4b,public
From: phil@yeadontt.demon.co.uk ( )
Subject: Re:Translators for OASIS
Date: 1995/08/05
Message-ID: <807630910_OASIS_@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 107555541
x-nntp-posting-host: yeadontt.demon.co.uk
newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.suppor
t.atari

organisation: OASIS Headquaters

I recently posted a request for people to translate the OASIS manual into variuos languages.

The response has been very good, I have so far had offers of translation into the following languages:-

German
Finnish
Swedish
Dutch
Spanish

I would still iike to add French and Itallian to the list. If anyone is interested please feel free to get in touch.

Please be warned, I cannot make anyone rich for performing this task, but as we intend to write a NOS replacement and a Web Browser which would be shareware, free versions of these programs would of course be sent to the translators.

Come on people, do your bit to keep the Atari scene alive, the more people who have access to Atari software the longer we all get to use these damn fine computers.

Thank you in advance to anyone who feels up to the task.

--

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                _/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/

  ============    Phil Yeadon ====== phil@yeadontt.demon.co.uk    ===========
```

From 3991337273631440114
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ac4046a07820781c,start
X-Google-Attributes: gid1115ce,public
From: PEGASOS@TRASHCAN.MCNET.DE (MARKO KEKEMENIS)

Subject: GFA-BASIC: Copying between different harddisk-partitions?
Date: 1995/08/05
Message-ID: <36f3df79.1641.bd00@MTONNE58.mcnet.de>#1/1
X-Deja-AN: 107555703
x-gateway: ZConnect CL trashcan.mcnet.de [Connectline/AmigaOS]
newsgroups: comp.sys.atari.programmer

Hi,

is there somebody able to gimme some advice? I tried to copy a big file
from one harddisk-partition to another. My problem is now to get this
copy in short time. Because GFA-BASIC v3.6 TT (D) don't support copying
files between different partitions I made it as follows:

```
OPEN "I",#1,old$
OPEN "O",#2,new$
DO
  EXIT IF EOF(#1)
  a|=INP(#1)  ! read File
  OUT #2,a|   ! write File
LOOP
CLOSE
(KILL old$)   for making a MOVE
```

But this algorithm is very slow. Do you have a faster idea?

TiA

Marko
   ^
--
* Origin : Mach' etwas aus diesem Tag!

```
__   __  _                                                          *
| \ / | //       UseNet: PEGASOS@TRASHCAN.mcnet.de        oO  _^_
||\Y/||//        NexNet: Marko Kekemenis @ PBS              \/___\~
|| Y ||\\         VOICE: D1Fu +49 171 8158122         -.-- . ►► ►► _-_._
||   || \\__...neues Leben und neue Zivilisationen..._____________________
```

// THE_DOT V2.16a Regist. //

From -1469845247141696286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac4046a07820781c
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: GFA-BASIC: Copying between different harddisk-partitions?
Date: 1995/08/05
Message-ID: <DCtzvH.1yv@crash.cts.com>#1/1
X-Deja-AN: 107555704

sender: news@crash.cts.com (news subsystem)
references: <36f3df79.1641.bd00@MTONNE58.mcnet.de>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

MARKO KEKEMENIS (PEGASOS@TRASHCAN.MCNET.DE) wrote:
: Hi,

: is there somebody able to gimme some advice? I tried to copy a big file
: from one harddisk-partition to another. My problem is now to get this
: copy in short time. Because GFA-BASIC v3.6 TT (D) don't support copying
: files between different partitions I made it as follows:

```
: OPEN "I",#1,old$
: OPEN "O",#2,new$
: DO
:   EXIT IF EOF(#1)
:   a|=INP(#1)  ! read File
:   OUT #2,a|   ! write File
: LOOP
: CLOSE
: (KILL old$)   for making a MOVE
```

: But this algorithm is very slow. Do you have a faster idea?

Yes, create a memory buffer to contain the data for faster burst transfers.

For example:

```
buffer$=space$(32000)
'
OPEN "I",#1,old$
OPEN "O",#2,new$
'
length%=lof(#1)
'
WHILE length%
  IF length%>32000
    buffer$=INPUT$(32000,#1)
    SUB length%,32000
  ELSE
    buffer$=INPUT$(length%,#1)
    CLR length%
  ENDIF
  PRINT #2,buffer$;
WEND
'
CLR buffer$
CLOSE
```

I hope this helps. All disk operations work a lot faster if you read and
write a lot of data in one shot.

That was the simplest way of doing a data transfer. You can increase the buffer size by using arrays or even allocating memory directly via MALLOC(). However, this routine is quite sufficient.

Rich

From 1807454281498276400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac4046a07820781c
X-Google-Attributes: gid1115ce,public
From: oasis@.demon.co.uk (Phil Yeadon)
Subject: Re: GFA-BASIC: Copying between different harddisk-partitions?
Date: 1995/08/05
Message-ID: <807628548_OASIS_@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 107555705
x-nntp-posting-host: yeadontt.demon.co.uk
reply-to: oasis@.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: OASIS Headquaters

 In article <DCtzvH.1yv@crash.cts.com>
  richcsst@crash.cts.com (Richard John Kelsch) said:-

```
>Yes, create a memory buffer to contain the data for faster burst transfers.
>
>For example:
>
>buffer$=space$(32000)
>'
>OPEN "I",#1,old$
>OPEN "O",#2,new$
>'
>length%=lof(#1)
>'
>WHILE length%
>  IF length%>32000
>    buffer$=INPUT$(32000,#1)
>    SUB length%,32000
>  ELSE
>    buffer$=INPUT$(length%,#1)
>    CLR length%
>  ENDIF
>  PRINT #2,buffer$;
>WEND
>'
>CLR buffer$
>CLOSE
>
>
```

Why not use BGET and BPUT,

```
INLINE buffer%,1000
OPEN "I",#1,old$
OPEN "O",#2,new$
length%=LOF(#1)
WHILE length%
  IF length%>1000
    BGET #1,buffer%,1000
    BPOT #2,buffer%,1000
    SUB length%,1000
  ELSE
    BGET #1,buffer%,length%
    BPUT #1,buffer%,length%
  ENDIF
WEND
CLOSE #1
CLOSE #2
```

This gets away from the allocation of string space and gives one fixed area for all file transfer actions to carried out through.

Of course, all these different methods work, it boils down to personal preference.
Heck, if it works for you, leave it alone!

--


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                 _/    _/  _/    _/        _/  _/        _/
                _/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/

  ============    Phil Yeadon ====== phil@yeadontt.demon.co.uk    ===========
```


From -3319379804058470452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac4046a07820781c
X-Google-Attributes: gid1115ce,public

From: gmiller@inca.co.nz (Gaven Miller)

Subject: Re: GFA-BASIC: Copying between different harddisk-partitions?
Date: 1995/08/06

Message-ID: <401msc$d8h@inca01.inca.co.nz>#1/1
X-Deja-AN: 107555707
references: <807628548_OASIS_@yeadontt.demon.co.uk>
organization: INCA
newsgroups: comp.sys.atari.programmer

Phil Yeadon (oasis@.demon.co.uk) wrote:

```
> INLINE buffer%,1000
> OPEN "I",#1,old$
> OPEN "O",#2,new$
> length%=LOF(#1)
> WHILE length%
>   IF length%>1000
>     BGET #1,buffer%,1000
>     BPOT #2,buffer%,1000
>     SUB length%,1000
>   ELSE
>     BGET #1,buffer%,length%
>     BPUT #1,buffer%,length%
>   ENDIF
> WEND
> CLOSE #1
> CLOSE #2
```

I haven't used GFA for a long time, so I hope these small algorithmic changes will work satisfactorily with it. (It does when written in C).

Changes :

1) Buffer needs to be a multiple of the disc sector/cluster size. This speeds the process due to the HDD needing to seek to the appropriate place only once at the beginning of the BGET/BPUT, rather than part way through. This change will speed things up by a fair margin on a semi-fragmented drive.

2) Checking the size remaining is done once per iteration as part of the "WHILE" construct, not twice ("WHILE" and "IF"). Doing so allows the body of the loop to be totally dedicated to the disc copy, rather than checking how much is left. This will speed up the copy slightly, assuming a good compiler.

3) Any bits of the file left over from the loop are copied just after the loop terminates. (This was part of the #2 change).

4) As a matter of personal preference, I'd close my files in reverse order to how they were opened. The language you are using, or the OS for that matter, may use ome allocated buffer to store details about the opened file. Closing the files in reverse order allows it to release this buffer space back for other usage.

```
INLINE buffer%,1024
OPEN "I",#1,old$
OPEN "O",#2,new$
```

```
length%=LOF(#1)
WHILE length%>1024
  BGET #1,buffer%,1024
  BPUT #2,buffer%,1024
  SUB length%,1024
WEND
BGET #1,buffer%,length%
BPUT #2,buffer%,length%
CLOSE #2
CLOSE #1
```

From -9056795011941592944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac4046a07820781c
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: GFA-BASIC: Copying between different harddisk-partitions?
Date: 1995/08/06
Message-ID: <DCvKL3.A2s@crash.cts.com>#1/1
X-Deja-AN: 107555708
sender: news@crash.cts.com (news subsystem)
references: <807628548_OASIS_@yeadontt.demon.co.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Phil Yeadon (oasis@.demon.co.uk) wrote:
: In article <DCtzvH.1yv@crash.cts.com>
:   richcsst@crash.cts.com (Richard John Kelsch) said:-

```
: >Yes, create a memory buffer to contain the data for faster burst transfers.
: >
: >For example:
: >
: >buffer$=space$(32000)
: >'
: >OPEN "I",#1,old$
: >OPEN "O",#2,new$
: >'
: >length%=lof(#1)
: >'
: >WHILE length%
: >  IF length%>32000
: >    buffer$=INPUT$(32000,#1)
: >    SUB length%,32000
: >  ELSE
: >    buffer$=INPUT$(length%,#1)
: >    CLR length%
: >  ENDIF
: >  PRINT #2,buffer$;
: >WEND
```

```
: >'
: >CLR buffer$
: >CLOSE
: >
: >
```

: Why not use BGET and BPUT,

```
: INLINE buffer%,1000
: OPEN "I",#1,old$
: OPEN "O",#2,new$
: length%=LOF(#1)
: WHILE length%
:   IF length%>1000
:     BGET #1,buffer%,1000
:     BPOT #2,buffer%,1000
:     SUB length%,1000
:   ELSE
:     BGET #1,buffer%,length%
:     BPUT #1,buffer%,length%
:   ENDIF
: WEND
: CLOSE #1
: CLOSE #2
```

: This gets away from the allocation of string space and gives one fixed
: area for all file transfer actions to carried out through.

: Of course, all these different methods work, it boils down to personal
: preference.

Yes, that method works just as well. You could use BGET and BPUT in conjunction with an array, BGET and BPUT in conjuntion with RESERVE and MALLOC(), BGET and BPUT in conjunction with a preallocated string. However, it tends to make the code shorter (and just as fast) if a string is used with INPUT$(). Besides, as a note, your routine is slower due to the smaller buffer size. Using INLINE wastes memory if that memory is not used all of the time. A string allows for fast dynamic memory allocation, and the memory can be reused later for something else. To speed up your routine just increase the INLINE size, but once again it's a waste of memory.

Personally, I first determine the size of the file and how much memory is available to my program before a certain algorithm is used. Mostly the BGET and BPUT in conjunction to MALLOC() is what I use.

However, it really doesn't matter. They all work.

Rich

From -7035195404908570692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac4046a07820781c
X-Google-Attributes: gid1115ce,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: Re: GFA-BASIC: Copying between different harddisk-partitions?
Date: 1995/08/06
Message-ID: <807725748_OASIS_@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 107625820
x-nntp-posting-host: yeadontt.demon.co.uk
reply-to: phil@yeadontt.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <401msc$d8h@inca01.inca.co.nz>
gmiller@inca.co.nz (Gaven Miller) said:-

>I haven't used GFA for a long time, so I hope these small algorithmic
>changes will work satisfactorily with it. (It does when written in C).
>
>Changes :
>
> 1) Buffer needs to be a multiple of the disc sector/cluster size. This
>speeds the process due to the HDD needing to seek to the appropriate place
>only once at the beginning of the BGET/BPUT, rather than part way through.
>This change will speed things up by a fair margin on a semi-fragmented
>drive.

GFA Basic buffers file access internally, so the multiple of disc medium is unnecessary (apart from some disc compression methods changing these figures).

>
> 2) Checking the size remaining is done once per iteration as part of the
>"WHILE" construct, not twice ("WHILE" and "IF"). Doing so allows the body
>of the loop to be totally dedicated to the disc copy, rather than checking
>how much is left. This will speed up the copy slightly, assuming a good
>compiler.

Point taken.

>
> 3) Any bits of the file left over from the loop are copied just after the
>loop terminates. (This was part of the #2 change).

Point also taken.

>
> 4) As a matter of personal preference, I'd close my files in reverse
>order to how they were opened. The language you are using, or the OS for
>that matter, may use ome allocated buffer to store details about the
>opened file. Closing the files in reverse order allows it to release this
>buffer space back for other usage.

As you say, personal prefernce. AFAIK the GEM handle system for files gets arounbd this possible problem, but the reverse order method is a good

working method.

```
>INLINE buffer%,1024
>OPEN "I",#1,old$
>OPEN "O",#2,new$
>length%=LOF(#1)
>WHILE length%>1024
>  BGET #1,buffer%,1024
>  BPUT #2,buffer%,1024
>  SUB length%,1024
>WEND
>BGET #1,buffer%,length%
>BPUT #2,buffer%,length%
>CLOSE #2
>CLOSE #1
>
```

I have never tried C, I have always been put off by the Data Structures and the seemingly very fussy syntax!

Personally over the last eight years I have found GFA to be a very flexible and powerful language, does anybody know what happened to version 4?

--


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                 _/    _/  _/    _/        _/  _/        _/
                _/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/

  ============    Phil Yeadon ====== phil@yeadontt.demon.co.uk    ===========
```


From -1200703494258497383
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac4046a07820781c
X-Google-Attributes: gid1115ce,public
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: GFA-BASIC: Copying between different harddisk-partitions?
Date: 1995/08/07
Message-ID: <DCx0H8.62v@cix.compulink.co.uk>#1/1
X-Deja-AN: 107625821
references: <807725748_OASIS_@yeadontt.demon.co.uk>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

In message <807725748_OASIS_@yeadontt.demon.co.uk>,
phil@yeadontt.demon.co.uk said:

> I have never tried C, I have always been put off by the Data Structures
> and the seemingly very fussy syntax!

You don't know what you are missing out on. I used to be a great fan of Hisoft's Power Basic for much the same reason. However once I was forced to learn C, there was no turning back. Totally flexible - and the syntax is cryptic rather than fussy. The main advantage is that you are not then restricted to programming for a limted user base. There are C compilers available for virtually all computer platforms in existance. Also there is a vast amount of free C source code on the 'net which can easily be recompiled onto most platforms including Ataris.

One last point to note is that you can kit yourself out with a C compiler for free. If you are short on memory then Sozobon C is a good place to start. Other than that GNU C (GCC) is the best bet. This not only looks and feels like a real minicomputer C development system. It *is* one! :-) Very powerful, and realy not that hard to use IMHO. Can be a bit of a pig to set up though.

:-)

Roland.

@CiX

From 4348796614116939061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,afe30215b193ca82,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: fd4c9,afe30215b193ca82,start
X-Google-Attributes: gidfd4c9,public
X-Google-Thread: 1115ce,afe30215b193ca82,start
X-Google-Attributes: gid1115ce,public
From: lafrance@iesd.auc.dk (Lars Frandsen)
Subject: Exists some dvi-2-lbp driver?
Date: 1995/08/07
Message-ID: <LAFRANCE.95Aug7152806@turing.iesd.auc.dk>#1/1
X-Deja-AN: 107682387
distribution: world
followup-to: comp.sys.atari.st
content-type: text/plain; charset=us-ascii
organization: Math & CS at Aalborg University
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari
nntp-posting-user: lafrance

As mentions under the subject-item, I am looking for something that
can make my Canon lbp-4 printer handle TeX-things.

Im running the CTex-shell (dont know the version, but its fairly new)
and Im using MusicTex sometimes.

By now I have to bring my .dvi-files at work to use dvips, but there
must be some way to bring the lbp-4 alive.

If not directly from tex, then by some conversion-of-graphic-means

Please e-mail if possible.

Thanks,

lafrance@musik.auc.dk
Lars Frandsen
Aalborg University, Denmark

From -7191817122196328090
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ac4046a07820781c
X-Google-Attributes: gid1115ce,public
From: PEGASOS@TRASHCAN.MCNET.DE (MARKO KEKEMENIS)
Subject: Re: GFA-BASIC: Copying between different harddisk-partitions?
Date: 1995/08/07
Message-ID: <36f3df79.9880.379c@MTONNE58.mcnet.de>#1/1
X-Deja-AN: 107682446
references: <DCtzvH.1yv@crash.cts.com>
x-gateway: ZConnect CL trashcan.mcnet.de [Connectline/AmigaOS]
newsgroups: comp.sys.atari.programmer

MARKO KEKEMENIS (PEGASOS@TRASHCAN.MCNET.DE) wrote:

[...]
R> : But this algorithm is very slow. Do you have a faster idea?

And I was astonished, how many of you were so kind to give me some advice
here in this area or as personal mail :-))! Many, many thanks! The German
release of the manual to GFA-BASIC 3.6 TT contains not so many cross
references, so it would take a long time to me finding out this methods.

I decided to use the algorythm with the string-solution, after I'd tested
all suggested possibilities in point of speed and memory-allocation. The
method with BGET and BPUT was in all variations slower (and shorter) than
the INPUT$()-method. But - I still don't know why - the string method

does not completly free the allocated memory. I use it know in the
following way:

```
PROCEDURE test(lof%,ink|,outk|)
  buffer%=4096
  IF lof%>buffer%                    ! This IF makes the algo a bit
    buffer%=MIN(MALLOC(TRUE),32000)  ! faster, if the MIN and MALLOC
  ENDIF                              ! function is not to be called
  '                                  ! for every little file < 4 KB
  buffer$=SPACE$(buffer%)
  '
  WHILE lof%>buffer%
    buffer$=INPUT$(buffer%,#ink|)
    PRINT #outk|;buffer$;
    SUB lof%,buffer%
  WEND
  '
  buffer$=INPUT$(lof%,#ink|)
  PRINT #outk|;buffer$
RETURN
```

BTW: Reverse closing of opened files I would prefer too. GFA-BASIC
supports additionally to CLOSE #channel, which closes specific the
determined channel, the command CLOSE without parameters closing
all openend files. Does anyone know, wether this operates in reverse
direction or not?

Marko
^
--
* Origin : Mach' etwas aus diesem Tag!

```
__   __  _                                                          *
| \ / | //       UseNet: PEGASOS@TRASHCAN.mcnet.de        oO  _^_
||\Y/|||//        NexNet: Marko Kekemenis @ PBS              \/___\~
|| Y ||\\         VOICE: D1Fu +49 171 8158122         -.-- . ►► ►► _-_._
||   || \\__...neues Leben und neue Zivilisationen..._______________________
```

// THE_DOT V2.16a Regist. //

From -6017983024993713756
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b195c772ce1093f,start
X-Google-Attributes: gid1115ce,public
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Subject: Border removal
Date: 1995/08/08
Message-ID: <Pine.SOL.3.91.950808170241.3111C-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 107682447
organization: University of Canberra, Australia

content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi,

  Can anyone supply me with, or direct me to a *nice* vertical-border removal interrupt routine? The only ones I have seem to kill off IKBD interrupts, and are therefore useless.

Thanks,
Yiannis.

From 6566892865314467198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac4046a07820781c
X-Google-Attributes: gid1115ce,public
From: hutch@ilmen.lanl.gov (Hutch)
Subject: Re: GFA-BASIC: Copying between different harddisk-partitions?
Date: 1995/08/08
Message-ID: <9508081536.AA02595@ilmen.lanl.gov>#1/1
X-Deja-AN: 107753846
sender: nobody@cs.utexas.edu
organization: UTexas Mail-to-News Gateway
newsgroups: comp.sys.atari.programmer

In a previous article, PEGASOS@TRASHCAN.MCNET.DE (MARKO KEKEMENIS) wrote:

> The German release of the manual to GFA-BASIC 3.6 TT contains not so
> many cross references, so it would take a long time to me finding out
> this methods.

Ha! You think the native German version of the GFA manual is bad... you ought to check out the English version! Looks like it was done by an elementary school student. I had always thought the typos and errors were due to poor translation but maybe the original was poorly written as well? Sadly, the MS-DOS and Windows GFA manuals are no better.

-Hutch- @ Fair Dinkum Tech

From 2288932938674828103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e012e7e34ca1c37,start
X-Google-Attributes: gid1115ce,public
From: hutch@ilmen.lanl.gov (Hutch)
Subject: Atari Programming Books
Date: 1995/08/08
Message-ID: <9508082202.AA02694@ilmen.lanl.gov>#1/1

X-Deja-AN: 107753847
sender: nobody@cs.utexas.edu
organization: UTexas Mail-to-News Gateway
newsgroups: comp.sys.atari.programmer

I've got some extra programming manuals that are taking up valuable
shelf space. Take them all off my hands for $23, including USA shipping:

Atari ST Application Programming	Datatech	530pp
Atari ST GEM Programmer's Reference	Abacus	414pp
DSP56000/DSP56001 User's Manual	Motorola	400pp
ST Assembly Language Workshop	Taylor Ridge	261pp+disk

If anyone is interested, I also have some miscellaneous DOS/Windows and
Macintosh books and software. Send email for a list.

-Hutch- @ Fair Dinkum Tech

From 3185648321679190134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: mud08@cc.keele.ac.uk (R.D. Evans)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/08/08
Message-ID: <408rjg$6oj@gabriel.keele.ac.uk>#1/1
X-Deja-AN: 107832725
distribution: world
references:
<3ujf1pamv1@mhadf.production.compuserve.com>,<3ums5k$ah0@wn1.sci.kun.nl>
<3upnt4$nd9@golem.wcc.govt.nz>
newsgroups: comp.sys.atari.programmer

: Their would end up to many patched and adapted versions, and were would be
: then, its like this Magic TOS, how compatible is it, from post I have seen
: here its not that compatible...

This is rubbish. As an actual user of MagiC (2.01 on a 4meg Atari 520STFM),
I can state that MagiC is very compatible. Users generally experience
problems with old software such as Calamus 1.09, Cubase and old PD software.
This is almost always down to programmers breaking GEM guidelines (although
I would agree that these have been difficult to obtain in the past, and
there may have been good reasons at the time). Users who experience problems
should look at upgrading their software, rather than automatically moaning
about MagiC. We have Calamus S and SL, Layout, Notator Logic, excellent
shareware products such as Everest, Edith, Twoinone, Kandinsky, Thing,
Egale, Gemini... ALL are compatible with MagiC.

IMHO all Atari users should check out MagiC 3 when it finally appears. The
competition looks quite sad in comparison.

Cheers,

Richard.

--

Richard Evans | JANET | mud08@keele.ac.uk

From -8522321535664850390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a83896e83d95814d,start
X-Google-Attributes: gid1115ce,public
From: a03148@giant.rsoft.bc.ca (Desmond Liu)
Subject: GEM Programming Questions
Date: 1995/08/09
Message-ID: <409k12$4dg@fountain.mindlink.net>#1/1
X-Deja-AN: 107753848
organization: MIND LINK! - British Columbia, Canada
keywords: MFDB, GEM
newsgroups: comp.sys.atari.programmer
summary: Computing screen data size, double click problem

Hi. I'm writing a small GEM program and have a few questions. Basically, my program stores some text in a standard GEM window. The user can click on the horizontal arrows to scroll the text up and down a line at a time and can drag the vertical slider around to view sections of the text.

I would like to speed up the redraw routines. Presently, my code simply sets the clipping rectangle and redraws the dirty rectangle by printing in the entire window's work area with v_gtext(). This works okay on my Falcon, but the redraw is extremely noticeable on the ST.

I've been playing around with GEM's memory form definition blocks (MFDB) to copy blit chunks of the screen around. I did this to speed up my vertical line scrolling. I'm thinking of saving a copy of the screen in an MFDB so that screen redraws are simply a matter of blitting back my copy of the screen.

Question 1:
If I understand correctly, I need to allocate memory and save the pointer in the fd_addr field of the MFDB. How much memory do I need to allocate? Is it the

(number of colour planes) x (horizontal resolution) x (vertical resolution)?

The ST resolutions are 32K each. But how does this work for True colour mode on the Falcon?

Question 2:
I'm running into the "double-click" problem where if you click in the vertical scroll bar, you get two {WA_DNARROW,WA_UPARROW,WA_DNPAGE,WA_UPPAGE} events. This occurs on the Falcon but not on the ST. I know there was an AUTO folder program that patched this problem, but I'm looking for a software solution. How does the Atari Desktop do it?

Thanks in advance.

From -2272963638918147775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b989d3aaca2e791
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: Mag!x memory allocation problems
Date: 1995/08/09
Message-ID: <DD1nny.Dxz@crash.cts.com>#1/1
X-Deja-AN: 107832722
sender: news@crash.cts.com (news subsystem)
references: <wongck.236.0009437F@ti.com>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

William Wong (wongck@ti.com) wrote:

: I have an application which crash on Mag!x with "MCB destroyed by User
: Program". This program however works fine on tos 1.04 & 2.06, so it's not the
: program (or at least I think it's not the program). I traced to the point
: where the crash occurs, and it is the malloc() call of Pure C. Anyone have any
: ideas what the problem with Pure C malloc() ?

William, it is the program. It would seem that the Pure C binding of Malloc() does its own memory allocation instead of using the GEMDOS one. Mag!X uses a different approach to memory allocation and gets ticked off if its memory structures and links are tampered with or destroyed without its permission. Calling Malloc() directly via some other means should solve your problems IF that's what's causing the problem. Typically it's a program accessing memory that doesn't belong to it, that causes problems in any multitasking environment.

Typically TOS 1.04 and 2.06 don't care is your program is the only one running after the desktop has been executed. TOS also keeps all of its memory pointers and structures in protected memory (supervisor) and thus are difficult to destroy. Mag!X puts the structures right in each region of memory allocated and links them all together. This has many advantages.

1> Unlimited amounts of Malloc() calls can be executed (theoretically).
2> Speed of allocation
3> Makes memory boundary checking easier for processors without memory protection capabilities (68000).

Downfalls:

1> System collapses when an unbehaved program (or a program compiled
with an unbehaved run-time library) accesses illegal memory.
2> Compatibility with these programs is nonexistent.

Good luck, sometimes it's a problem a previous action has caused that
makes it seem Malloc() is the cause. I have had the problem myself a
couple of times. Malloc() just makes it show up, and yet it wasn't the
problem.

Rich

From 4556845070198001463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b195c772ce1093f
X-Google-Attributes: gid1115ce,public
From: Lexicor@world.std.com (ysiu@lexicor.com)
Subject: Re: Border removal
Date: 1995/08/09
Message-ID: <DD1zuG.EqC@world.std.com>#1/1
X-Deja-AN: 107832723
references: <Pine.SOL.3.91.950808170241.3111C-100000@student.canberra.edu.au>
organization: Lexicor Software Corporation
newsgroups: comp.sys.atari.programmer

In article <Pine.SOL.3.91.950808170241.3111C-100000@student.canberra.edu.au>,
Yiannis Paschalidis <u943409@student.canberra.edu.au> wrote:
>
>Hi,
>
> Can anyone supply me with, or direct me to a *nice* vertical-border
>removal interrupt routine? The only ones I have seem to kill off IKBD
>interrupts, and are therefore useless.
>
>   Thanks,
>   Yiannis.

Yiannis,

    what are you trying to do?

Cheers

From 2538469262788483810

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94103b6d4d7fad81
X-Google-Attributes: gid1115ce,public
From: "MURRAY, KASEEN" <JPCJ@MUSIC.CC.UGA.EDU>
Subject: RE: Morphing Code...
Date: 1995/08/09
Message-ID: <09AUG95.17141348.0034@UGA.CC.UGA.EDU>#1/1
X-Deja-AN: 107832724
sender: usenet@MUSIC.CC.UGA.EDU
references: <3vh589$m9i@infa.central.susx.ac.uk>
organization: The University of Georgia
newsgroups: comp.sys.atari.programmer

andy, dude that's some great art you displayed there with the old cowboy
i wish i could do that
kaseen
In article <3vh589$m9i@infa.central.susx.ac.uk> andrewc@cogs.susx.ac.uk (Andrew
Collington) writes:
>
>Is there any of this freely available? has anyone got any C/C++ code for a
>morpher on the Atari that they can share with me? Anything would be great :)
> Not even the full morpher, any parts of teh morphing routines greatly
>accepted :)
>And can anyone tell me is they have come across a book the details how to
>program morphers, lists code, etc.. This would really help me :)
>Thanks :)
>
>Andy
>
```
>            _M/ /
>             (}/"
>            //\_,,;;;;/,
>        .--(~<';;~  ,  '\
>  ,;;;~(    >>     / ``~-'
> `~''  `\ )-<-.< ) )__
>        //'>/'  \\~-~~\
>        |  `\  =/'    "
>        "   "   - The Lonesome Cowboy - andrewc@cogs.susx.ac.uk
>                  (thanks to Tua Xiong for picture)
```
>.
>.

From 8641235025921136091
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a83896e83d95814d
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: GEM Programming Questions
Date: 1995/08/10
Message-ID: <wongck.245.000BE1F4@ti.com>#1/1
X-Deja-AN: 107832726

references: <409k12$4dg@fountain.mindlink.net>
summary: Computing screen data size, double click problem
organization: TIS
keywords: MFDB, GEM
newsgroups: comp.sys.atari.programmer

>I'm running into the "double-click" problem where if you click in the
>vertical scroll bar, you get two {WA_DNARROW,WA_UPARROW,WA_DNPAGE,WA_UPPAGE}
>events. This occurs on the Falcon but not on the ST. I know there was an
>AUTO folder program that patched this problem, but I'm looking for a software
>solution. How does the Atari Desktop do it?

I am also trying to look for a piece of code fragment to solve this instead
of using the accesory patch.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
Internet Email: wongck@ti.com | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
                                      |/ | \
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

From -5606143618839985068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af34320672996904,start
X-Google-Attributes: gid1115ce,public
From: mvfkb@alf.uib.no
Subject: Programming *.TTP
Date: 1995/08/10
Message-ID: <40cvm5$6j0@ugress.uib.no>#1/1
X-Deja-AN: 107907101
organization: University of Bergen, Norway
newsgroups: comp.sys.atari.programmer

I am currently writing a program in Basic

How can I read the parameter-list/string which is
pass on to *.ttp program at program start ?

This is probably a simple problem, but I cant find
the information in the HI-SOFT Basic / GFA-Basic documentation.

help is appreciated

Karl

(mvfkb@alf.uib.no)

From -3181369997581211985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ac4046a07820781c
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: GFA-BASIC: Copying between different harddisk-partitions?
Date: 1995/08/10
Message-ID: <40dakl$hk@inca01.inca.co.nz>#1/1
X-Deja-AN: 107907102
references: <807725748_OASIS_@yeadontt.demon.co.uk>
organization: INCA
newsgroups: comp.sys.atari.programmer

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
> Personally over the last eight years I have found GFA to be a very flexible
> and powerful language, does anybody know what happened to version 4?

Version 4 was released for the PoliticallyCorrect (ptui!) machines in
mid-to-late 1991.

Shortly thereafter GFA for Windows was released, which was "fully source
compatible" [sic] with v4.

Since then Visual Basic has overshadowed it on the Intel platform.

I dont recall seeing it available for sale in the last few months.

The Atari GFA-Basic stalled at v3.7. Supposedly there was only about 150
hours or so of work left, and a call for help completing it was issued.

I dont recall seeing anything after that.

From 4256808785722100736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af34320672996904
X-Google-Attributes: gid1115ce,public
From: Dave@levihome.demon.co.uk (David Levi)
Subject: Re: Programming *.TTP
Date: 1995/08/10
Message-ID: <808090698_OASIS_@levihome.demon.co.uk>#1/1
X-Deja-AN: 107907105
x-nntp-posting-host: levihome.demon.co.uk
reply-to: Dave@levihome.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: Technosaurus Rex

In article <40cvm5$6j0@ugress.uib.no>
mvfkb@alf.uib.no said:-

>I am currently writing a program in Basic
>
>How can I read the parameter-list/string which is
>pass on to *.ttp program at program start ?
>
>This is probably a simple problem, but I cant find
>the information in the HI-SOFT Basic / GFA-Basic documentation.

The first thing you need to gain access to is the BASEPAGE, then you add 128 bytes to this to get the start of the command tail.

In Hisoft this is got with PBASEADDR.
In GFA this is a system variable BASEPAGE.

The only other thing to note is that BASEPAGE+128 contains 1 byte of the length of the command tail string. The string starts at BASEPAGE+129 and it ends with a character 0.

In GFA basic it can be got with

```
command$=CHAR{BASEPAGE+129}
```

I'm sorry I can't do it in Hisoft as I haven't got it.

Hope this helps - Dave.

--
==========
If All The World's Cars
Were Parked End To End: ---~~~~>> /////// /////// /////// /////// //////
Some Idiot Would Try ---~~~~>> /////// /////// /////// /////// //
To Pass !!!!! ---~~~~>> /////// /////// /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
==========

From 597480397379989837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b3785b063427108,start
X-Google-Attributes: gid1115ce,public
From: asmodeus@telerama.lm.com (Aragon Balintine)
Subject: Atari ST soft/harware sale
Date: 1995/08/10
Message-ID: <40dvin$h91@epicycle.lm.com>#1/1
X-Deja-AN: 107907106
organization: Telerama Public Access Internet, Pittsburgh, PA

keywords: atari st atari-st sale for-sale harware software
newsgroups: comp.sys.atari.programmer
summary: lots of atari st stuff for sale

Here is a list of Atari ST software and hardware that I am selling.
All reasonable offers will be considered.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

ATARI HARDWARE FOR SALE
hard 1040 ST/F 4megs mem., tos2.06 TEC board, ADspeed 16mhz upgrade.
hard 1040 ST/F(M?) 1meg memory MIGHT BE 520
hard 1040 STE 4megs mem.
hard 3 Color Monitors (1 not working - power box) All atari brands
hard SM124 Mono Monitor
hard Indus GT External 720k Floppy
hard The BEst TrackBall
hard The Cordless Mouse (Practical Solutions)
hard Toadfile 130meg + 80meg HD w/ICD+ host
hard ShoeBox 80meg HD w/ICD+ host
hard Mouse Master
hard Monitor Master(toad brand?)
hard Video Key
hard ST Video Digitizer
hard The Complete Colour Solution (Vidi-ST, Vidi-RGB and VidiChrome ST)
hard Stereo Replay audio digitizer
hard ST Sound Digitizer (Hippopotamaus)
hard 2 assorted internal floppy drives for parts
hard 1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE
soft Arctic Fox
soft Atari 1st Word ST (2 of them)
soft Atari ST Academy
soft Atari ST User Magazine: Disks: Oct 1990 - Sept 1991,
            w/2 unknown demo disks
soft Autoduel
soft Backup! (Michtron)
soft Balance of Power 1990 edition
soft Battle Chess
soft Battletech - cresent hawk's inception
soft BBS Express ST
soft Blacklamp
soft Bloodwych
soft Bureaucracy
soft Club Backgammon
soft Codehead G+ Plus
soft Codehead Hotwire
soft Codehead Lookit & Popit
soft Codehead Maxifile
soft Codehead Multidesk Deluxe

soft Codehead Utilities
soft Codehead Warp 9
soft Curse of the Azure Bonds
soft DC Data Diet
soft DC Desktop
soft DC Utilities
soft Death Bringer
soft Death Sword
soft Defender of the Crown
soft Deluxe Paint ST
soft Diamond Back II
soft Diamond Edge
soft Dragons of Flame
soft Dungeon Master (2 of them)
soft E-Z Data (database)
soft Ed Hak
soft Elite
soft FAST (util)
soft FAST - Key SHell and "AND"
soft Gauntlet
soft GFA Basic 3.5e
soft H&D Base (database)
soft Hacker II: Doomsday Papers
soft Hard Disk Toolkit (Beckmeyer Develop.)
soft Hillsfar
soft ICD - Advantage ST - Harddrive util disk
soft ICD Clean-up ST
soft Ikari Warriors
soft Image Art - icons, 2 disks
soft Interlink ST (term)
soft Jewels of Darkness
soft Kis Terminal
soft Laser "C"
soft Lock-on (2 of them)
soft Lurking Horror
soft Ma Hubbards Cupboard and assorted utils
soft Mega Traveller 1: Zhodani Conspiracy
soft Metro Cross
soft Michtron BBS 3.0
soft Mindshadow
soft MVG - Multi Viewer Graphica
soft Neodesk
soft PACE (Pittsburgh Atari Computer Enthusiasts) Library Disks
            Aprox 350 disks
soft PACE UK Disks 200 disk
soft PC Ditto
soft Populous
soft Primetime
soft Print Master Plus, w/ art gallery 1 & 2
soft Pro Copy 1.22
soft Roadwar 2000
soft Roadwar Europa
soft Rogue (2 of them)

soft Rolling Thunder
soft Scurples
soft Shadowgate
soft Shanghai
soft Space Conquest: A Galactic Odyssey
soft Speedball 2
soft ST Action Magazine: Disks: 10, 12, 14-25
soft ST Format Magazine: Disks: 15-27 + Jan 91 Interphase game demo
soft ST Karate
soft ST X-press Magazine: Disks: vol.2 #8 jan 89
soft ST-Talk Professional 2.0
soft STalker 3 term
soft START Magazine: Disks: Vol.5#7, vol.5#3, vol.4#7
soft STeno
soft Temple of Aphsai Trilogy
soft Time Link
soft Timeworks Data Manager ST
soft Timeworks Word Writer ST
soft Tool Box volume 1
soft Top Gun, 2 copies, one still in box
soft Ultima V: Wariors of Destiny
soft Ultimate Virus Killer
soft Universal Item Selector 3.32
soft Universe II
soft Universe III
soft Wanderer
soft Wizworks Image Cat - pic cataloger
soft Wizworks Mugshot w/data disks 1-3

ASSORTED ATARI MAGAZINES
mag ST Informer, ST Format, STart, Current Notes, etc
     email for complete list of mags.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

From -5197169126050079868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,652cc9a995fea94a,start
X-Google-Attributes: gid1115ce,public
From: rmax99@ix.netcom.com (Ralph Maddox)
Subject: ATARI 8-BIT PARTS, SOFTWARE & BOOKS
Date: 1995/08/10
Message-ID: <40d4v8$g2q@ixnews3.ix.netcom.com>#1/1
X-Deja-AN: 107907107
organization: Netcom
newsgroups: comp.sys.atari.programmer

American Techna-Vision has a huge inventory of new replacement parts,

commercial software and reference books for your Atari 8-bit system.
If you would like a free catalog EMAIL me with your Name and STREET
ADDRESS. Or phone 510-352-3787 - Ralph

From 5999332018904735864
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af34320672996904
X-Google-Attributes: gid1115ce,public
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Subject: Re: Programming *.TTP
Date: 1995/08/10
Message-ID: <40d9kj$bch@doffen.uninett.no>#1/1
X-Deja-AN: 107907108
references: <40cvm5$6j0@ugress.uib.no>
to: mvfkb@alf.uib.no
content-type: text/plain; charset=us-ascii
organization: Aalesund College
x-url: news:40cvm5$6j0@ugress.uib.no
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; Linux 1.2.8 i586)

mvfkb@alf.uib.no wrote:
>How can I read the parameter-list/string which is
>pass on to *.ttp program at program start ?
>
>This is probably a simple problem, but I cant find
>the information in the HI-SOFT Basic / GFA-Basic documentation.

Try command$

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

From -4339938623211359020
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard..)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/16
Message-ID: <3ua9ke$g4h@golem.wcc.govt.nz>#1/1
X-Deja-AN: 106294498
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com>
<3u1s3v$ev5@sphinx.Gsu.EDU>,<DBpAor.7vn@crash.cts.com>
<3u6sie$o8i@golem.wcc.govt.nz>,<3ua7mr$bpf@status.gen.nz>

organization: Wellington City Council, Public Access
reply-to: sheppard_r@ix.wcc.govt.nz
newsgroups: comp.sys.atari.programmer

In article <3ua7mr$bpf@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
>Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
>: so why not get real, are you GOD...!!!!!
>
>Mr Shepherd we are all a little tired of you, would you mind respecting
>some net manners, and other Atari users by not frequenting these groups.
>You are simply not welcome, go elsewhere to where your own platform is.
>It is not Atari.

No You are the one with out Manners Little Boy, So go play
with your Game Boy...

You keep buging me then I have no intention of stopping, so get lost small
brain...


```
*****************************************************************************
* R. W. Sheppard                    Internet  sheppard_r@kosmos.wcc.govt.nz   *
* +64-4298-7249                     GEnie     r.sheppard5@genie.geis.com      *
*****************************************************************************
```


From -4257932861278324314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: Alias -X- <u943409@student.canberra.edu.au>
Subject: Re: DOOM on Atari
Date: 1995/07/16
Message-ID: <Pine.SOL.3.91.950716161855.14419B-100000@student.canberra.edu.au>#1/1
X-Deja-AN: 106294499
organization: University of Canberra, Australia
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi all,

On Thu, 13 Jul 1995, Joost van der Leij wrote:

> Having actually programmed a game for the Falcon makes me think that it

> could be done. The WAD are just data. You could make a 2d game out of it
> easily and a 3d game a little harder. Off course it would not be DOOM, but
> the idea of using the WADs is quite interesting. With a smaller screen
> lower rez and lower fps and 16 bit graphics instead of 8bit it could turn
> out to be a great game.

I think a doom-clone would be a great idea. From what I've seen so far on the falcon scene - the speed could be a problem, but not one that can't be resolved with some careful '030 / DSP coding. I'm still a novice at assembly language coding - but if a bunch of coders decided to get together over the 'net and give it a try, I'd be in it. So how about it guys, stop debating over whether it is feasible and give it a try?

BTW: anyone know what's happening with the 'doomino' engine - the 96ktro comp entry by STAX at fried bits this year? It looked quite promising, despite the bugs.

Yiannis.

From 873633203801935623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,de8634a5213642ae
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,de8634a5213642ae
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,de8634a5213642ae
X-Google-Attributes: gid109a67,public
From: David D. Hagood <73437.3162@CompuServe.COM>
Subject: Re: MiNTNet/PPP/Compuserve HELP
Date: 1995/07/16
Message-ID: <3ubhjr$2gf$1@mhade.production.compuserve.com>#1/1
X-Deja-AN: 106331581
organization: via CompuServe Information Service
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Well, I figured out my problem. The trick is to set the PPP options so that the PPP daemon will set the local IP address as well as the IP address of the end point of the link. Failure to to that will cause the link to be one-way.

Now, can someone tell me:
1) Where can I get TIN, the newsreader for the ST
2) Are there any replacement serial port devices for the TT that support direct setting of the serial port to baud rates above 19.2K?
3) Is the TAF distribution of the Chimera brouser set up with the correct URL's? I cannot seem to get it to go online, even though I can now FTP.
4) Has anyone done an X server that simply translates the X commands into GEM AES/VDI calls? This would allow X applications to co-exist with GEM, allow X to benefit from enhanced res boards, speedups from NVDI, etc. Having to choose between X or GEM sucks!

5) Does anyone know how to mount a file system under the NFS system? I have
seen that certain sites allow AFS access to their files, and I assume
(possably incorrectly) that NFS and AFS are related.

From 8487626967098286481
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,de8634a5213642ae
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,de8634a5213642ae
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,de8634a5213642ae
X-Google-Attributes: gid109a67,public
From: Paul Civati <paul@xciv.demon.co.uk>
Subject: Re: MiNTNet/PPP/Compuserve HELP
Date: 1995/07/16
Message-ID: <805930844snz@xciv.demon.co.uk>#1/1
X-Deja-AN: 106331582
x-nntp-posting-host: xciv.demon.co.uk
references: <3ubhjr$2gf$1@mhade.production.compuserve.com>
organization: My bedroom somewhere in London, a PC and a phoneline.
reply-to: paul@xciv.demon.co.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <3ubhjr$2gf$1@mhade.production.compuserve.com>
73437.3162@CompuServe.COM "David D. Hagood" writes:

> Now, can someone tell me:
> 1) Where can I get TIN, the newsreader for the ST

I don't know how easily it will compile on the Atari but tin can be found at
ftp.demon.co.uk:/pub/unix/news/tin IIRC. Perhaps there is a hacked source
around that will compile easily for the Atari..

> 5) Does anyone know how to mount a file system under the NFS system? I have

You have an /etc/exports for directories that are exported on your system, I
can't remember the syntax, 'man exports' perhaps. :-)

When you want to mount you do for example:

mount nfs_server:/exported_dir /mount_point

Make sure you have created a directory on your system to mount onto, eg.
/mount_point in this case.

As I said, you should be able to work this out by looking at the man pages,
ie. 'man mount'.

> seen that certain sites allow AFS access to their files, and I assume
> (possably incorrectly) that NFS and AFS are related.

AFS is Andrew File System, an enhanced version of NFS (Network File System) developed at Carnegie Melon (sp?) University. I think most of the enhancements were centered around security.

And yes, you can NFS mount src.doc.ic.ac.uk

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

From 465267576390148472
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/16
Message-ID: <DBsy6K.Kzv@crash.cts.com>#1/1
X-Deja-AN: 106331691
sender: news@crash.cts.com (news subsystem)
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com> <3u1s3v$ev5@sphinx.Gsu.EDU> <DBpAor.7vn@crash.cts.com> <3ua4f3$70e@sphinx.Gsu.EDU>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

There's a need for law and order. It actually preserves rights and freedoms and prevents anarchy. Laws, in a free society, are made by society. When differing opinions are expressed the society remains aware, alert, and healthy. When others decide to live in a society, but live by their own rules they have no right to live in that society as it violates the very fabric holding that society together, law.

Obeying laws by convenience is not good for society. If you do not like the nature of a law, then you use LEGAL means to get that law changed or removed.

So, from what you tell me. If you write a great book and have it published and you acquire a loyal following. You then decide to publish a sequel, but while writing it you decide not to publish it now. You are almost finished with it and have given preliminary copies to friends to read.

Let's now say you may or may not want to publish it in the future.

Ok, one of your friends accidently (or intentionally) leaves the preliminary copy out for someone to get. Ok, now your "loyal" fans want to publish it themselves because you weren't "loyal" to them by publishing it yourself. They'd rather just go down to their local copy shops and have a few dozen run off and given to their fan friends, and so on.

Are you telling me that what they are doing is legal, right, and fair to you?

It's reaching, but who's to say Atari is not going to do something in the future with TOS? Users do NOT have to be supported by the computer manufacturer after the sale is made. That is a risk the user takes. Warranty on operation is all you have rights to. Support is for developers and users. Support does not include theft of property and technology just because you "deserve" it.

Nobody DESERVES anything. You earn and pay for what you get. Sure, users are stung and hurt by Atari's actions, but that does not justify breaking the law. No matter how insignificant the users think the law is. If you really do not like it, then get the law changed.

You mentioned Hitler. Yes, he was a horrible person, but if you study history more throughly, then you will notice he changed things in Germany quite LEGALLY. Parliment relinquished their powers to him after he was elected Chancellor and the President died.

Next you will tell me about the American Revolution. However, all legal means were exhausted before war was declared in that situation.

Laws were made for obedience and not to be broken. Change the law if you don't like it. Also, you might want to read the USA Declaration of Independance, USA Constitution, and the Magna Carta. You will find they were written by lovers of freedom and law. You will also find that freedom cannot come without law.

The previous was only meant to convey the opinions and beliefs of Richard Kelsch (an Atari user, USA citizen, Republican, religous person, and respector of all views and opinions) in a more specific and understandable manner. So as to portray a better understanding. It was not meant as a flame or to infringe upon the receiver's rights to his opinions and way of life.

Rich

From -2873981343898885638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: dbrewood@nest.demon.co.uk (Daron Brewood)
Subject: re: falcon tos 4.92 w/mint
Date: 1995/07/16
Message-ID: <1963dbrewood@nest.demon.co.uk>#1/1

X-Deja-AN: 106331693
x-ftn-adr: 90:100/106.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: dbrewood@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

CHRS: IBMPC 2
In a message of 16 Jul 95 Roger Sheppard.. (0) wrote to All :

 RS> No You are the one with out Manners Little Boy, So go play
 RS> with your Game Boy...
 RS>
 RS> You keep buging me then I have no intention of stopping, so get lost
 RS> small brain...

If you do have to stay in the groups Roger, then please be polite.

Daron - dbrewood@nest.demon.co.uk

--

From -4271033610730374288
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: falcon tos 4.92 w/mint
Date: 1995/07/16
Message-ID: <1970rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 106429891
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 16 Jul 95 Mario wrote:
 MB> From: mbecroft@iconz.co.nz (Mario Becroft)
 MB> Mr Shepherd, kindly refrain from your untimely behaviour in these

Don't encourage him! Just press "delete" when his messages arrive.

Roger
rcain@nest.demon.co.uk

--

From -7617358914002520629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: pd@mole.bio.cam.ac.uk (Phillip Davey (Path))
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/17
Message-ID: <3udcjm$2fk@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 106331689
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com>
<3u1s3v$ev5@sphinx.Gsu.EDU>,<DBpAor.7vn@crash.cts.com>
<3u6sie$o8i@golem.wcc.govt.nz> <DBr1J6.F5G@crash.cts.com>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

richcsst@crash.cts.com (Richard John Kelsch) writes:
>Atari gets
>royalties from sales of C-lab Falcon's. These royalties apply to both
>TOS and hardware. The Lexicor pays royalties for use of TOS in their
>Medusa. The makers of the Eagle will pay royalties for TOS. Sellers of
>TOS ROMs pay for the priviledge.

AFAIK Atari have not licensed anything above TOS 4.04 (note I could well be talking crap here :)) ie the tos 4.92 that they are/were in the process of developing is just sitting around doing nothing.

>Just because Atari no longer manufactures home computers and no longer
>develops TOS does not mean they do not earn money on TOS.

True, but I believe Atari have publicly announced they are no longer supporting or developing their computer side of things, hadrware or software in order to concentrate on the Jaguar.

If this is the case, Tos 4.92 and AES 4.1 will just sit somewhere doing nothing. Neither has been officially released or sold. Neither is or will make any money for Atari or anyone else.
If you have something that is nearly finished but you have no intention of developing it more, or selling it as it is, why not give it away free?

Whatever happens it is still illegal to give away copies of these (and possess a copy) until Atari says otherwise.

I personally would be happy to get hold of a copy of the new TOS but that is just my opinion. As well as everything else I have just said, most of which could be entirely wrong. I'm just going by what I've been told.

Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

From 6183109660589322947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c63dec393b92f6c
X-Google-Attributes: gid1115ce,public
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: TAF setup HELP!
Date: 1995/07/17
Message-ID: <DBu4yy.304@cix.compulink.co.uk>#1/1
X-Deja-AN: 106331694
references: <3u4oejbac1@mhadg.production.compuserve.com>
<3u5598$rct@btmpjg.god.bel.alcatel.be>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

> > Also, how do I tell Xwindows to run in TT medium rez.
> Dunno.

MiNT-X is mono only AFAIK. Not only does it not know about colours - it
won't actually run in a colour mode. Try ST-Hi or TT-Hi if you have it.
Both of these work AFAICR.

:-)

Roland.

@CiX

From -8001081320923428174
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/17
Message-ID: <DBu5q3.63G@crash.cts.com>#1/1
X-Deja-AN: 106331695
sender: news@crash.cts.com (news subsystem)
references: <1963dbrewood@nest.demon.co.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
: CHRS: IBMPC 2
: In a message of 16 Jul 95 Roger Sheppard.. (0) wrote to All :

: RS> No You are the one with out Manners Little Boy, So go play

: RS> with your Game Boy...
: RS>
: RS> You keep buging me then I have no intention of stopping, so get lost
: RS> small brain...

: If you do have to stay in the groups Roger, then please be polite.

: Daron - dbrewood@nest.demon.co.uk

Seems to me that he's such a lowlife that others in his own PC groups
dislike him. He's just a plain loser. It appears behaving the way he
does makes him feel less inferior and he gets off on it. Just ignore it
and it will go away.

From 5266095839517338585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: DOOM on Atari
Date: 1995/07/17
Message-ID: <3uckip$pc6@turing.fwi.uva.nl>#1/1
X-Deja-AN: 106331696
distribution: world
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

millert@grad.csee.usf.edu (Timothy Miller) wrote:

:Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:
:: Come on! Everybody has a large hard drive nowadays. They are so cheap. Anyway,
:: if you get rid of the textures, you get rid of the largest part of the files.
:
:This is one of Microsoft's excuses for producing the dreadful crap that
:it does. Cheap? Really? Then why don't I own several of them?
:
:Wouldn't it be nicer if Microsoft programmers had a clue about compact,
:fast code? Maybe then we wouldn't need 1 gig of HD, 32 megs or RAM, and a
:500mhz Pentium just to run a word processor at half my typing speed.

this kind of stupid pc bashing is typical for people clinging to an old,
dead computer system such as Atari. Please get a clue or shut up.

:So, now you're using the same excuse. Are you a lazy programmer that
:wastes time and space at every turn just because you don't feel like
:taking an extra minute to make your software GOOD? If you're that lazy,
:you should program for Mac or PC. If you have a clue and some ethics,
:then program for Ataris.

oh come on! geeesh, utter nonsense. PC programmers are not lazy or
stupid, they just use the hardware all (minus 0.01%) users have at home.
If software was so terrific on an Atari, why is then that no one uses atari?
(don't blame atari bad marketing, there are more reasons, like the hardware
being not good/powerful enough).

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 3048504233692297437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2cd0b1e046f1f23a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2cd0b1e046f1f23a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2cd0b1e046f1f23a
X-Google-Attributes: gid109a67,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: Debugging C++ programs **HELP!!!**
Date: 1995/07/17
Message-ID: <Pine.BUL.3.90.950717134247.19304B-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 106429691
references: <Pine.BUL.3.90.950711165538.25390A-100000@bull.mimuw.edu.pl>
<DBMCqB.2o1@watserv3.uwaterloo.ca>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw
University
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Wed, 12 Jul 1995, Art Twarecki wrote:

> In article <Pine.BUL.3.90.950711165538.25390A-100000@bull.mimuw.edu.pl>,
> Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
> >I succesfuly configured gcc 2.6.3, so I can compile and link C and C++
> >programs properly. Thats great. But I was be able to debug C++ programs
> >compiled with gcc 2.5.8 under gdb 3.6 pl 4. And now I can debug only C
> >programs. While I try to debug C++ (compiled with 2.6.3) I've got a
> >message:
> >
> >Reading in symbols for test.cc... invalid member type dataformat, at
> >symtab pos 16.
> >
> >Does it mean that I WILL NOT be able to debug any C++ (compiled with
> >2.6.3)???? I would like to use new C++ feauters like exceptions
> >available at 2.6.3 (and with some bugs removed). I have many good ideas
> >to write good C++ programs... Maybe someone have any idea.

> >
> >*** ANY HELP WILL BE APPRECIATED ***
> >
> >HELP * HELP * HELP * HELP * HELP * PLEASE * PLEASE * PLEASE * PLEASE !!!!!!!
> >
> >Simon.
> >
> >8'-(((((((
>
> Simon,
>
> What is your system config? Is your GCC setup under TOS, MiNT or Linux?

All my problems I have either under TOS and MiNT.

> If you have an '030 machine and are not developing for GEM, I'd strongly
> suggest setting up Linux (I have no probs debugging c++ progs compiled
> under GCC 2.6.3).

Very funny...

Of course I need the gcc 2.6.3 to use with GEM, otherwise I have linux
instaled and have no problems with debuggnig C/C++ programs under it (Is
there anone, who has???). As I see there is no many gus programming in
very useful C++ and/or **GREAT** GEM++ library. That's pity.

For a moment I fix my problem something like 'manually' but it works.
Exactly the problem is that in gcc 2.6.x there is new builtin type bool
and the mentioned problems with gdb are caused by new non-standard
symbols generated in this occasion by gcc or maybe sym-linker. If there
is ANYONE (I doubt...) intrested, I can send him my own little utility
witch fix the sym file, so I CAN AGAIN DEBUG MY C++(gcc2.6.3 syntax)
PROGRAMS WITH gdb 3.6pl4 UNDER MiNT!!!!!!

Anyway if there is ANYONE developing for GEM with gcc 2.6.3 please

*** A N S W E R ***

> Art

thx for any help.

Simon.

From -7688591846805386839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,de8634a5213642ae
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,de8634a5213642ae
X-Google-Attributes: gid109a67,public

X-Google-Thread: 1115ce,de8634a5213642ae
X-Google-Attributes: gid1115ce,public
From: David D. Hagood <73437.3162@CompuServe.COM>
Subject: Re: MiNTNet/PPP/Compuserve HELP
Date: 1995/07/17
Message-ID: <3udo5prtf1@mhade.production.compuserve.com>#1/1
X-Deja-AN: 106429692
organization: via CompuServe Information Service
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

OK, I have the NFS driver installed on my machine. However, I do not have
the MOUNT program, so I cannot mount volumes. Also, while I have plenty of MAN
pages, I don't have the MAN program itself! Any ideas on where to get them?
Also, I think there my already be a version of TRN or TIN for the ST, does anyone
know where they are?

From -5285201829345523275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: Graham Beint <Graham.Beint@insignia.co.uk>
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/17
Message-ID: <DBuyvz.34t@isltd.insignia.com>#1/1
X-Deja-AN: 106429885
sender: news@isltd.insignia.com
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com>
<3u1s3v$ev5@sphinx.Gsu.EDU> <DBpAor.7vn@crash.cts.com> <3ua4f3$70e@sphinx.Gsu.EDU>
<DBsy6K.Kzv@crash.cts.com>
content-type: text/plain; charset=us-ascii
organization: Insignia Solutions plc
x-url: news:DBsy6K.Kzv@crash.cts.com
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.3 sun4m)

richcsst@crash.cts.com (Richard John Kelsch) wrote:

>
>So, from what you tell me. If you write a great book and have it
>published and you acquire a loyal following. You then decide to publish
>a sequel, but while writing it you decide not to publish it now. You are
>almost finished with it and have given preliminary copies to friends to read.

This not a valid analogy. We are talking not about a sequel but a corrected
and updated revision.

A more apt analogy would be if the ANSI committee had refused to publish the
C spec and insisted on everyone making do with the draft.

>Nobody DESERVES anything. You earn and pay for what you get. Sure,

>users are stung and hurt by Atari's actions, but that does not justify
>breaking the law. No matter how insignificant the users think the law
>is. If you really do not like it, then get the law changed.

We DESERVE Respect. At the very least they should release any such improved software they might have mouldering on the shelf or give a clear explanation of why the they choose not to.

There is also the not so small matter of the 'goodwill' releasing 4.92/4.1 would generate for Atari. Some of which might even spill over into the Jaguar arena, there supposed focus of operation.

--
Graham Beint

The.Computer@Alpha.Complex:"Trust The Computer! The Computer is Your Friend!"

From -6657071726841353197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org (Myeck Waters)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/17
Message-ID: <1b6_9507180801@nisc.fidonet.org>#1/1
X-Deja-AN: 106429887
organization: FidoNet: l'Ecole des Bas Artes. You want fries with that?
newsgroups: comp.sys.atari.programmer
x-ftn-to: Sheppard_r@ix.Wcc.Govt.Nz

In a message of 14 Jul 95 18:54:06, Sheppard_r@ix.Wcc.Govt.Nz wrote:

S> Another so called Copyright Bigot...
S> How come most Atari FTP sites have copies of CHKDISK 3 on them, why don't
S> you report this to Atari...??
-
If they're there, they SHOULD be reported.
-
S> Lets be real no one losses out from a copy of unsuported crappy OS do
S> they, so why not get real, are you GOD...!!!!!
-
No, none of us is God, but if you want to be considered a man, you'd better be prepared to respect others' property, even when it's inconvenient for you.
-

From 534524601602988335
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org (Myeck Waters)
Subject: Re: DOOM on Atari
Date: 1995/07/17
Message-ID: <1b7_9507180801@nisc.fidonet.org>#1/1
X-Deja-AN: 106429888
organization: FidoNet: l'Ecole des Bas Artes. You want fries with that?
newsgroups: comp.sys.atari.programmer
x-ftn-to: Millert@grad.Csee.Usf.Edu

In a message of 15 Jul 95 00:48:01, Millert@grad.Csee.Usf.Edu wrote:

M> : Come on! Everybody has a large hard drive nowadays. They are so cheap.
M>
M> This is one of Microsoft's excuses for producing the dreadful crap that
M> it does. Cheap? Really? Then why don't I own several of them?
-
Two completely separate issues. Yes, drives have become real cheap. Three
years ago, I paid US$350 for a $100MB drive. Last year I replaced it with a
500MB model for about the same price. Now, the same size drive is under $250.
That's pretty darn cheap in computer terms.
-
Microsloth does produce dreadful, bloated stuff that consumes far too much disk
space, RAM, and CPU time, but that's another story.
-
M> So, now you're using the same excuse. Are you a lazy programmer that
M> wastes time and space at every turn just because you don't feel like
M> taking an extra minute to make your software GOOD? If you're that lazy,
M> you should program for Mac or PC. If you have a clue and some ethics,
M> then program for Ataris.
-
I think that's a rediculous attitude. HDs have major, major advantages. Yes,
you can continue to limp along with a floppy-only system, but why would you
want to? Once I experience HD use on my ST I found using floppies to be a
major drag.
-

From -3485600968033959656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d224aa8451e2352,start
X-Google-Attributes: gid1115ce,public
From: william@ifi.uio.no (William Andre Kent)
Subject: Need development tools for Falcon! (Can gcc do the job?)
Date: 1995/07/17
Message-ID: <3udns1$s7d@maud.ifi.uio.no>#1/1
X-Deja-AN: 106429889
organization: Dept. of Informatics, University of Oslo, Norway
newsgroups: comp.sys.atari.programmer

Hi all fellow atarians!

I have had a Falcon for some time now. A while back I did buy lattic C from hiSoft, from a friend, only to find that it was the release just before any real Falcon support was added. :-(

What I want to make/program is stuff that deals with sound, realtime fxs, sample playing also in conjunction with midi.

I would prefer not to have to program the dsp in assembler.

So what I am looking for I guess is a super compiler, with lots of lib that are enhanced or made for the Falcon, that would enable control over the stuff I outlined above.

If anyone else has done development like this, or at least similar, I would be most interested in what tools you use, what kinda libs are included and so on.

Also I would be very happy if gcc could do this? That is has anybody made any libs for gcc that deals with this stuff? What would be really cool would be a port of voxware for Intel/Linux to Falcon/linux or mint, with libs that would utilise the dsp :-)

I also need to know I would go about routing sound around inside the falcon, how to control the ad/dac etc ad infinitum.. :-)

As always all help is very welcome!

william@ifi.uio.no

From -751898106231179736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,795778df24503394
X-Google-Attributes: gid1115ce,public
From: nab@comp.lancs.ac.uk (Mr N A Barnes)
Subject: Re: how to fix mouse double click?
Date: 1995/07/17
Message-ID: <DBv5BJ.2qx@comp.lancs.ac.uk>#1/1
X-Deja-AN: 106429890
sender: usenet@comp.lancs.ac.uk (The Guardian)
references: <1930rcain@nest.demon.co.uk> <wongck.232.000D7937@ti.com>
organization: Computing Department, Lancaster University.
newsgroups: comp.sys.atari.programmer

In article <wongck.232.000D7937@ti.com> wongck@ti.com (William Wong) writes:
>Problem is that same program works great with tos 2.06, Geneva and Mag!x. But
>on tos 1.4 it just don't register double click. Click timing etc all tested
>but problem still exist.

Is your EVENT_MULTI call waiting for events on both mouse buttons, if so (if I remember correctly) then double clicks don't get detected, I

don't think this was fixed in any versions of TOS, but I may well be wrong here (I've not seen the complete bug fixes/new bugs lists for the newer TOSes).

Neil
(nab@comp.lancs.ac.uk)

From -7586580237823476750
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: DOOM on Atari
Date: 1995/07/17
Message-ID: <3ue418$qv6@vishnu.jussieu.fr>#1/1
X-Deja-AN: 106429892
references: <3tj115$kcp@vishnu.jussieu.fr> <3tl5h5$6ob@ionews.io.org>
<3tlpk1$bi0@vishnu.jussieu.fr> <3u7ha1$6lu@mother.usf.edu>
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Before I talk about what really interests me, let me personnaly answer Timothy Miller.
In article <3u7ha1$6lu@mother.usf.edu>,
   millert@grad.csee.usf.edu (Timothy Miller) wrote:
>So, now you're using the same excuse. Are you a lazy programmer that
>wastes time and space at every turn just because you don't feel like
>taking an extra minute to make your software GOOD? If you're that lazy,
>you should program for Mac or PC. If you have a clue and some ethics,
>then program for Ataris.
Just the kind of aggressive messages the newsgroups could do without. I've learned programming on 8 bit machines a long time ago. In these days, you had to crunch your code into the very limited 13Ko of a TI99 or the 38 free Ko of an atari 800. You also had to cope with the dreadfully slow processors of these machines. I have released quite a few succesful games on these machines. From this I've learned how to keep a code fast and compact and have never lost these good habits. I have no lesson to take from you or whoever about compact and fast codeing.
End of the flame.

Now for something completely different:
It seems people begin to find my idea interesting. Perhaps it's not time any more, as you have suggested, to discuss IF it can be done, but HOW? And WHO is going to do it. Personally, I don't have much time but am ready to contribute what I can.
Perhaps anybody interested and motivated could say so.
And perhaps this could be a great collaboration between atari people on the net.

I think there are several problems to be solved:
* the 3D engine that will draw the walls
* the scaled sprites for the monsters
* the interaction of walls and sprites
* the game itself: moving the monsters, weapons and their projectiles, etc.
* the interpretation of WAD files, and perhaps the translating program to get rid of the textures (if we get rid of them)
* the communication via modem, null modem, midi or LAN with DOOM on atari or other platforms.

Anyone wanting to solve one or several of these problems could post here and say so.
Finally, we would need a person to supervise the whole project and set up some norms so that people can understand and interface together the different parts of the program. I would volunteer if I didn't have to go to the army next month. Still, I want to get involved one way or another and will do my best to contribute.
Do you think it's a good idea to do it as a team, like this, or that one person should code the whole thing?
I think we have enough very GOOD programmers on the atari scene (esp. DEMO coders who could find here a good reason to do something else) to get this project done.
And if you know people who would do such a thing but don't have access to the net, or don't read the news, tell them about it.
If there are editors around here, why not talk about the idea in your magazines or fanzines?

Bye.
Bertrand


```
+-------------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
+-------------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes      |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
|4, place Jussieu, 75252 Paris Cedex 05                     |
+-------------------------------------------------------------+
```


From 7704050673376385498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: <STIRRE31@MAINE.MAINE.EDU>
Subject: Re: DOOM on Atari
Date: 1995/07/17
Message-ID: <95198.185524STIRRE31@MAINE.MAINE.EDU>#1/1
X-Deja-AN: 106429893
references: <Pine.SOL.3.91.950716161855.14419B-100000@student.canberra.edu.au>
organization: University of Maine System

newsgroups: comp.sys.atari.programmer

Alias X,
I was going to e-mail you but I thought this was a good opportunity
to let you know that I _love_ Bombsquad. If you have a Falcon,
people, get this game off the net pronto. Only one problem....
the new version sets the sound blaring through the internal
speaker. It didn't in an earlier version.
I will register this game ;-). Keep up the good work.
-scott tirrell

From -4901646484757757031
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,858e7bd0a95bb5d2
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: Groovy GEM stuff...
Date: 1995/07/18
Message-ID: <Pine.BUL.3.90.950718141153.7908A-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 106429882
references: <ppp435.36.0@news.salford.ac.uk> <3tcesf$kp1@login.bigblue.no>
<ppp435.40.0@news.salford.ac.uk> <3u3i1k$ob7@prakinf2.PrakInf.TU-Ilmenau.DE>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw
University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 13 Jul 1995, Ronny Schoebel wrote:

> ppp435@news.salford.ac.uk (GR   GREENWAY) wrote:
> >
> > C would do fine. Could anyone recomend such a library ? What about
> >getting menu bars in windows. Can one simply poke about in an object
> >structure and change the coordinates or is it nastier than that ?
> >
> >   Thanks,
> >   Giles.
>
>
> It is *MUCH* nastier than that. :) Poking around just gets us very dirty
> programs that will crash the system. It won't work either...
> --
> Ronny Schoebel

I can only once again advertise the tremendous GEM++ Object oriented
library for programing GEM applications under gnu C++ by Warwick Alisson.
It is available in almost all atari sites over the world.

It's really worth while!!!

regards,

Simon.

From -3812704505199942779
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/18
Message-ID: <DBwttu.Gzo@crash.cts.com>#1/1
X-Deja-AN: 106429883
sender: news@crash.cts.com (news subsystem)
references: <1918rcain@nest.demon.co.uk> <DBoA9u.FGB@crash.cts.com>
<3u5gvh$1s5@lyra.csx.cam.ac.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: richcsst@crash.cts.com (Richard John Kelsch) writes:
: >Roger, I'm not trying to be mean. I would more than love to distribute
: >this, but it's not supposed to be. It's copyrighted material and would
: >be a Federal crime for me to distribute it. I was lucky enough to find
: ^^
: But isn't it also a Federal crime for you to possess it in the first
: place, whether you distribute it or not?

It depends on a lot of things. Do I intend to sell it or distribute
it?...No. Is it a Federal crime for you to record TV programs and movies
off of HBO?...No. Is it a crime to sell that copy?...Yes. Is it a crime
to possess TOS 4.92 acquired from Czechoslovakia? No, it is not under
treaty for Copyrights, also it would have to be proved I acquired it
purposes of sale and/or redistribution.

However, conspiring to make a copy, distribute it, and for another to
receive it IS a Federal crime.

: OK, it is still copyrighted etc AFAIK, but seeing as it will never be
: released, or making money in any other way for Atari, I'm sure they won't
: mind people distributing it, thereby keeping some kind of interest in
: their machines.

Instead of assuming Atari will not mind. Why not just ask them? All
assumptions and guesses would be resolved. Afraid you may be wrong??

Rich

From 4810243694404228042
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/18
Message-ID: <DBwu21.HCG@crash.cts.com>#1/1
X-Deja-AN: 106429884
sender: news@crash.cts.com (news subsystem)
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com>
<3u1s3v$ev5@sphinx.Gsu.EDU>,<DBpAor.7vn@crash.cts.com>
<3u6sie$o8i@golem.wcc.govt.nz> <DBr1J6.F5G@crash.cts.com>
<3udcjm$2fk@lyra.csx.cam.ac.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:

: Whatever happens it is still illegal to give away copies of these (and
: possess a copy) until Atari says otherwise.

Phil, due to a loophole in USA Copyright law and a lack of any text in
international treaty, it is not illegal to possess a copy if it was not
acquired for purposes of malice and illegal intent or acquired via
conspiracy to acquire. If it is just "found", then the loophole stands.

Anyway, it eats up too much of my measly 4 megs.

Rich

From 2132491702448627064
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/18
Message-ID: <DBwunM.Ix7@crash.cts.com>#1/1
X-Deja-AN: 106429886
sender: news@crash.cts.com (news subsystem)
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com>
<3u1s3v$ev5@sphinx.Gsu.EDU> <DBpAor.7vn@crash.cts.com> <3ua4f3$70e@sphinx.Gsu.EDU>
<DBsy6K.Kzv@crash.cts.com> <DBuyvz.34t@isltd.insignia.com>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Graham Beint (Graham.Beint@insignia.co.uk) wrote:
: richcsst@crash.cts.com (Richard John Kelsch) wrote:

: >
: >So, from what you tell me. If you write a great book and have it
: >published and you acquire a loyal following. You then decide to publish
: >a sequel, but while writing it you decide not to publish it now. You are
: >almost finished with it and have given preliminary copies to friends to read.

: This not a valid analogy. We are talking not about a sequel but a corrected
: and updated revision.

: A more apt analogy would be if the ANSI committee had refused to publish the
: C spec and insisted on everyone making do with the draft.

: >Nobody DESERVES anything. You earn and pay for what you get. Sure,
: >users are stung and hurt by Atari's actions, but that does not justify
: >breaking the law. No matter how insignificant the users think the law
: >is. If you really do not like it, then get the law changed.

: We DESERVE Respect. At the very least they should release any such improved
: software they might have mouldering on the shelf or give a clear explanation
: of why the they choose not to.

Excuse me, but you PAID for a Falcon WITH TOS INSTALLED in it working and
operational. That is what you DESERVED for the money you paid. Any
future versions are not deserved, they are offered for a price. Atari
earned the money. Any future products whether TOS or not are under
perfect legal right for Atari to offer them for sale or to give them
away. They are not required to be given away out of some customer's
delusional idea that they deserved it out of "respect".

Lots of people now days constantly confuse "respect" for handouts.
Frankly any type of marketing action is the choice of a company.
Granted, I personally believe completely cutting off the computer line
was a very poor move by Atari and will adversely affect them in the
future when it comes to customer SERVICE.

: There is also the not so small matter of the 'goodwill' releasing 4.92/4.1
: would generate for Atari. Some of which might even spill over into the Jaguar
: arena, there supposed focus of operation.

That, of course would be a good move by Atari. However, it is not
something you "deserve". It would be a purely customer SERVICE move.

You can't expect to be given TOS 4.92 or whatever any more than you can
expect that because you bought a 1993 Honda Accord with 4 cylinder engine
that you DESERVE to be given a V6 if Honda chose to discontinue the
Accord's (the V6 is the latest improvement to the Accord line) in 1996.

NO DIFFERENCE!

Rich

From -8561904653082109491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: Graham Beint <Graham.Beint@insignia.co.uk>
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/18
Message-ID: <DBxC05.BG4@isltd.insignia.com>#1/1
X-Deja-AN: 106429894
sender: news@isltd.insignia.com
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com>
<3u1s3v$ev5@sphinx.Gsu.EDU> <DBpAor.7vn@crash.cts.com> <3ua4f3$70e@sphinx.Gsu.EDU>
<DBsy6K.Kzv@crash.cts.com> <DBuyvz.34t@isltd.insignia.com>
<DBwunM.Ix7@crash.cts.com>
content-type: text/plain; charset=us-ascii
organization: Insignia Solutions plc
x-url: news:DBwunM.Ix7@crash.cts.com
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.3 sun4m)

richcsst@crash.cts.com (Richard John Kelsch) wrote:
>Graham Beint (Graham.Beint@insignia.co.uk) wrote:

>: We DESERVE Respect. At the very least they should release any such improved
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>: of why the they choose not to.
>
>Excuse me, but you PAID for a Falcon WITH TOS INSTALLED in it working and
                                                                ???????
>operational. That is what you DESERVED for the money you paid. Any
 ??????????
Quite.
>future versions are not deserved, they are offered for a price. Atari
>earned the money. Any future products whether TOS or not are under
>perfect legal right for Atari to offer them for sale or to give them
>away. They are not required to be given away out of some customer's
>delusional idea that they deserved it out of "respect".
I didn't say they had to give it away. I would just like them to
say what they are prepared to do or not do and explain why.

>
>Lots of people now days constantly confuse "respect" for handouts.
>Frankly any type of marketing action is the choice of a company.
>Granted, I personally believe completely cutting off the computer line
>was a very poor move by Atari and will adversely affect them in the
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>
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>
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>expect that because you bought a 1993 Honda Accord with 4 cylinder engine
>that you DESERVE to be given a V6 if Honda chose to discontinue the
>Accord's (the V6 is the latest improvement to the Accord line) in 1996.
Again you have made a poor choice of analogy. A better analogy would be
the ability to acquire a reworked engine management chip, one that is known
to have been developed and sampled but not put into full commercial
production and all enquiries about it being ignored.

I don't believe anyone was 'insisting' they give it away but merely being
constructive in suggesting an alternative course of action if Atari
didn't want the fuss and bother of selling it. Another alternative would
be to issue it as LicenceWare through a library or one of their existing
resellers such as Compo or C-Labs. Just people trying to be helpful.

>
>NO DIFFERENCE!
Big difference.
>
>Rich
>

--
Graham Beint

The.Computer@Alpha.Complex:"Trust The Computer! The Computer is Your Friend!"

From 7313974557488969204
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: Alain DERENNES <derennes>
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/18
Message-ID: <3ugfp7$34a@melimelo.enst-bretagne.fr>#1/1
X-Deja-AN: 106429895
distribution: world
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com>
<3u1s3v$ev5@sphinx.Gsu.EDU> <DBpAor.7vn@crash.cts.com> <3ua4f3$70e@sphinx.Gsu.EDU>
<DBsy6K.Kzv@crash.cts.com> <DBuyvz.34t@isltd.insignia.com>
<DBwunM.Ix7@crash.cts.com>
to: richcsst@crash.cts.com
content-type: text/plain; charset=us-ascii
organization: ENST de Bretagne, Brest FRANCE
x-url: news:DBwunM.Ix7@crash.cts.com
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

x-mailer: Mozilla 1.1N (X11; I; HP-UX A.09.01 9000/710)

I have bought 3 atari: 520stf, 520ste and actually falcon. I never saw any commercial release of tos (in france) for any atri I bought. I dont think getting tos4.92 is piracy or something else. For my experience, Atari has never made an effort in this sense.
Excuse-me for mistakes.

Alain.Derennes@enst-bretagne.fr

From -5828820731381953437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bf5e7db508ac5b76
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bf5e7db508ac5b76
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,bf5e7db508ac5b76
X-Google-Attributes: gid109a67,public
From: David D. Hagood <73437.3162@CompuServe.COM>
Subject: Re: MintNet Setup HELP!
Date: 1995/07/19
Message-ID: <3ujf6namv2@mhadf.production.compuserve.com>#1/1
X-Deja-AN: 106585801
organization: via CompuServe Information Service
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I mangaged to get things running better:
  1) DO NOT USE A HARDCODED IP ADDRESS! Tell PPPD to set both the local
     and remote IP addresses from what the remote host tells it.
  2) Tell PPPD to add a default route when it makes the link.

I can now do FTP/PING, now if I can just figure out why Chimera doesn't find a any URL's....

From 7678428117801247957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: Richard Kelsch <richcsst@cts.com>
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/19
Message-ID: <Pine.SCO.3.91.950719043416.13034A-100000@crash.cts.com>#1/1
X-Deja-AN: 106585970
sender: news@crash.cts.com (news subsystem)
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com> <3u1s3v$ev5@sphinx.Gsu.EDU> <DBpAor.7vn@crash.cts.com> <3ua4f3$70e@sphinx.Gsu.EDU> <DBsy6K.Kzv@crash.cts.com> <DBuyvz.34t@isltd.insignia.com> <DBwunM.Ix7@crash.cts.com> <199507181417.AA26436@melimelo.enst-bretagne.fr>

content-type: TEXT/PLAIN; charset=US-ASCII
organization: CTS Network Services (CTSNET), San Diego, CA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 18 Jul 1995, Alain DERENNES wrote:

> I have bought 3 atari: 520stf, 520ste and actually falcon. I never saw any
> commercial release of tos (in france) for any atri I bought. I dont think
> getting tos4.92 is piracy or something else. For my experience, Atari has never
> made an effort in this sense.
> Excuse-me for mistakes.
>
> Alain.Derennes@enst-bretagne.fr

Commercial releases of TOS do include its packaging within computers,
separate sales of ROMs, and licensing of TOS to third party "compatibles"
makers. All of these things Atari has done and some Atari still
continues to do.

As to your claim that Atari has "never made an effort in this sense"
appears to be quite delusional.

Rich

From 797744372360655136
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a137799ccd88732,start
X-Google-Attributes: gid1115ce,public
From: A.I.Nicholls@herts.ac.uk (Alex Nicholls)
Subject: EGEM and GDOS problem..
Date: 1995/07/19
Message-ID: <4233300d1075@m6.herts.ac.uk>#1/1
X-Deja-AN: 106585971
organization: University of Hertfordshire
newsgroups: comp.sys.atari.programmer

I'm using Enhanced GEM libraries (2.20) for GNU C 2.5.8 and wondered if any
body knows how to fix the problem, when I do not install SpeedoGDOS at bootup
any of my Enhanced GEM programs (including the test ones sources are compiled
under GNU C) they crash...

Is anybody else having the same problems?

Alex Nicholls

From -2615835645077713818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: dba@jet.uk (Dennis Armstrong)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/19
Message-ID: <dba.806166086@YE>#1/1
X-Deja-AN: 106585972
references: <1918rcain@nest.demon.co.uk> <DBoA9u.FGB@crash.cts.com>
<3u5gvh$1s5@lyra.csx.cam.ac.uk> <DBwttu.Gzo@crash.cts.com>
<3uit7s$p6e@lyra.csx.cam.ac.uk>
organization: JET Joint Undertaking
newsgroups: comp.sys.atari.programmer

pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>richcsst@crash.cts.com (Richard John Kelsch) writes:
>>Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
>>: But isn't it also a Federal crime for you to possess it in the first
>>: place, whether you distribute it or not?

>>It depends on a lot of things. Do I intend to sell it or distribute
>>it?...No. Is it a Federal crime for you to record TV programs and movies
>>off of HBO?...No. Is it a crime to sell that copy?...Yes. Is it a crime
>>to possess TOS 4.92 acquired from Czechoslovakia? No, it is not under
>>treaty for Copyrights, also it would have to be proved I acquired it
>>purposes of sale and/or redistribution.

>Hmm I'm not sure how copyright law works (especially in the US) but what
>you are saying is that the laws don't apply because you found it in
>Czechoslovakia. If that is the case, why not put it back onto a ftp site
>in Czechoslovakia?
>It all sounds a bit peculiar to me. I thought it was a crime to buy/obtain
>stolen goods whatever they are, regardless of whether you knew it was
>stolen or not. TOS 4.92 must have been "stolen" by somebody (piracy=theft
>as we all know) and put on an ftp site somewhere. Anybody who downloads
>this is then handling stolen goods.
>Unless of course I'm totally wrong. :)

The definition of theft as far as English law is concered is "To permanently
deprive the rightful owner of the use and enjoyment of their property"

ie car theft has the charge of "Taking a vehicle without the owners consent"
and not "theft of a vehicle" due to the "permanently deprive" definition
which is hard to prove in this case.
This is a criminal act and the responsibility of the police to detect and
prosecute.

Therefore you will not be charged under English law for the *THEFT* of
TOS 4.92. Theft would not be proved as you have a copy of the property

not the original.

The only likely charge will be brought under the copyright acts. When you purchased your computer atari gave you the right to use (but not copy) the software contained inside. Atari has licensed third parties to provide updated versions of the software (TOS 2.6 is a good example as atari never sold any STE's with this version of the software installed). When you purchased this TOS upgrade atari gave you the right to *USE* this software.

As you have not purchased this version of TOS atari has not given you the right to use the software. This is a civil act and the copyright owner must take action to enforce his rights under the act.

>>Instead of assuming Atari will not mind. Why not just ask them? All
>>assumptions and guesses would be resolved. Afraid you may be wrong??

I assume that if the offer of money is large enough atari would license a third party to distribute this version of TOS. Any takers on this one.8-)

>It's actually quite difficult getting an answer from them. Normally you
>can only speak to "customer service" people who general know little or
>nothing. AFAIK up until a few months ago Atari denied all knowledge of
>TOS 4.92 even existing!

>Well, if I can get 4.92 from somewhere I will, if not I'll just have to do
>without.

I hope that you enjoy this version if you can get it.

dennis

--
 | Dennis Armstrong, CODAS division Joint European Torus
 | Abingdon, Oxfordshire, OX14 3EA, UK
 | tel ++44 1235 464871
 | dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

From -2658277712517602116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: nab@comp.lancs.ac.uk (Mr N A Barnes)
Subject: Re: DOOM on Atari
Date: 1995/07/19
Message-ID: <DByuIu.sM@comp.lancs.ac.uk>#1/1

X-Deja-AN: 106585973
sender: usenet@comp.lancs.ac.uk (The Guardian)
references: <DBnp6J.C7E@comp.lancs.ac.uk> <DBrM4A.9I6@cix.compulink.co.uk>
organization: Computing Department, Lancaster University.
newsgroups: comp.sys.atari.programmer

In article <DBrM4A.9I6@cix.compulink.co.uk> thumper@cix.compulink.co.uk ("Ann Brooker") writes:
>> Substation has to run on the STE as well as the Falcon, therefore no
>> DSP usage... no wonder it's a bit naff...
>
>I think that's a little unfair it is a first attempt what do you expect
>a doom better straight off :)

Fair enough, I don't want to put those wonderful people who wrote Substation down at all, as you say for a first effort it's groovy, but why oh why won't we get a Falcon DSP version... cos then you could have textures, walls not at right angles, and so on and so forth.. still, as you so rightly point out, all praise to the Substation people, and I'm sorry if I came across a bit harshly....

Thanks to them for still supporting the Atari TOS machines,

Neil
(nab@comp.lancs.ac.uk)

From 6963705207832785638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: David D. Hagood <73437.3162@CompuServe.COM>
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/19
Message-ID: <3ujf1pamv1@mhadf.production.compuserve.com>#1/1
X-Deja-AN: 106585974
organization: via CompuServe Information Service
newsgroups: comp.sys.atari.programmer

I don't know if your mail reader can do this, but I can tell my mail read "ignore any
post made by the author of this comment", and they never bother me again. I suggest taht
everyone simply do this for "our friend". If he finds he's just shouting into a bucket, maybe he'll go away. Maybe not. Who cares, if we don't hear him?

From -25120403861011692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c63dec393b92f6c
X-Google-Attributes: gid1115ce,public

From: matija@sirius.ijs.si (Matija Grabnar)
Subject: Re: TAF setup HELP!
Date: 1995/07/19
Message-ID: <1995Jul19.161420.2055@cathy.ijs.si>#1/1
X-Deja-AN: 106585976
references: <3u4oejbac1@mhadg.production.compuserve.com>
<3u5598$rct@btmpjg.god.bel.alcatel.be> <DBs46y.80s@watserv3.uwaterloo.ca>
organization: Jozef Stefan Institute, Ljubljana, Slovenia
reply-to: matija.grabnar@ijs.si
newsgroups: comp.sys.atari.programmer

In article <DBs46y.80s@watserv3.uwaterloo.ca>,
Samy Mesbah <sasmesba@kingcong.uwaterloo.ca> wrote:
>In article <3u5598$rct@btmpjg.god.bel.alcatel.be>,
>Chris Gray <cgra@se.bel.alcatel.be> wrote:
>The X port is for mono modes only - you must have the TT set to ST-high on a
>VGA monitor (or TT-high if you have a 19") before Mint runs. Icd booter has
>an option for this - Xboot does as well (I think). Color support may come
>later.
>Sam
>

I had a problem with this, since I don't use ICD on my (borrowed) TT. So I
simply wrote a little program that called setscreen. Just a
setscreen(2,-1,-1) does the trick. That call doesn't work under GEM, but GEM
is not yet active at that point anyway. If anybody needs it, I can mail it
out - it is really small.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
     - Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

From 8545114118214134093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/20
Message-ID:
<ftn_2.203.221.11$fidonet.org_300e4926_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 106585975
sender: news@ct.se
references: <3uit7s$p6e@lyra.csx.cam.ac.uk>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se

newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Phillip Davey (Path wrote to All :
 PD(> It's actually quite difficult getting an answer from them. Normally
 PD(> you can only speak to "customer service" people who general know little
 PD(> or nothing. AFAIK up until a few months ago Atari denied all knowledge
 PD(> of TOS 4.92 even existing!

If Atari denies the existence of TOS 4.92 it can't be piracy can it? The product does not exist!

I have also heard that Atari have taken up the production of the falcon! Great news in my ears!

cheers,
Magnus Kollberg

From 491084856628258830
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1d0c3e57313e0dd3,start
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: re: egem and gdos problem..
Date: 1995/07/20
Message-ID: <2055phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 106770741
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <19 Jul 95 17:54:34>, Alex Nicholls (90:100/106) writes:

 AN> I'm using Enhanced GEM libraries (2.20) for GNU C 2.5.8 and wondered
 AN> if any body knows how to fix the problem, when I do not install
 AN> SpeedoGDOS at bootup
 AN> any of my Enhanced GEM programs (including the test ones sources are
 AN> compiled
 AN> under GNU C) they crash...

Are you opening a physical workstation (v_opnwk) instead of a virtual one (v_opnvwk)?

AFAIR, with any GDOS a physical workstation can be opened, but virtual wkstns are almost always used for the screen and physical wkstns are used only when necessary (e.g. printing via GDOS).

Phil - phodgkins@cix.compulink.co.uk

~ It is better to wear out than to rust out. ~

--

From 2516410821768109388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: DOOM on Atari
Date: 1995/07/21
Message-ID: <3uokhm$3g3@vishnu.jussieu.fr>#1/1
X-Deja-AN: 106585966
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu> <3uckip$pc6@turing.fwi.uva.nl>
<DC2Bx9.42A@comp.lancs.ac.uk>
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

>   Now, anyone know how to get in touch with the guys (gals?) writing
>DOOMINO, which happens to be a 3D engine for the Falcon, not unlike
>DOOM, demo'd as one of the under 100k demos at the Fried Bits 3
>convention, look for it at
I've seen this demo. It's great and the closest thing to a doom algorithm. Of course, it's not perfect. It needs some polishing, but still, I think we should study this program. It's really great. I'll try to get in touch with them.

>it's the second demo (alphabetically) in the archive, it does a couple
>of things even DOOM and DOOM II can't do... seems to run fast enough to
>me..
Yes, just fast enough on a basic falcon

People are starting serious work here. If you want to join the effort, your help is welcome. We take this project quite seriously, and need people we can rely on.

Bye.
Bertrand

+---+
|Bertrand Le Roy |A Darwinian theory of Gravitation: |

bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

From -4266160923003878784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: jwatkins@cix.compulink.co.uk ("John Watkins")
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/21
Message-ID: <DC318o.70n@cix.compulink.co.uk>#1/1
X-Deja-AN: 106585967
references: <1918rcain@nest.demon.co.uk> <DBoA9u.FGB@crash.cts.com>
<3u5gvh$1s5@lyra.csx.cam.ac.uk> <DBwttu.Gzo@crash.cts.com>
organization: <none>
newsgroups: comp.sys.atari.programmer

>: >Roger, I'm not trying to be mean. I would more than love to distribute
>: >this, but it's not supposed to be. It's copyrighted material and would
>: >be a Federal crime for me to distribute it. I was lucky enough to find
>:   ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>: But isn't it also a Federal crime for you to possess it in the first
>: place, whether you distribute it or not?
>
>It depends on a lot of things. Do I intend to sell it or distribute
>it?...No. Is it a Federal crime for you to record TV programs and movies
>off of HBO?...No. Is it a crime to sell that copy?...Yes. Is it a crime
>to possess TOS 4.92 acquired from Czechoslovakia? No, it is not under
>treaty for Copyrights, also it would have to be proved I acquired it
>purposes of sale and/or redistribution.
>
>However, conspiring to make a copy, distribute it, and for another to
>receive it IS a Federal crime.

Aren't you in possession of stolen property? I bet the owner of the
Czech site didn't have permission to distribute.

--
John Watkins
jwatkins@cix.compulink.co.uk

From -8631964899988377388

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/21
Message-ID: <DC2Et0.EyG@crash.cts.com>
X-Deja-AN: 106585969
sender: news@crash.cts.com (news subsystem)
references: <1918rcain@nest.demon.co.uk> <DBoA9u.FGB@crash.cts.com>
<3u5gvh$1s5@lyra.csx.cam.ac.uk> <DBwttu.Gzo@crash.cts.com>
<3uit7s$p6e@lyra.csx.cam.ac.uk> <dba.806166086@YE>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Dennis Armstrong (dba@jet.uk) wrote:
: pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

: >richcsst@crash.cts.com (Richard John Kelsch) writes:
: >>Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: >>: But isn't it also a Federal crime for you to possess it in the first
: >>: place, whether you distribute it or not?

: >>It depends on a lot of things. Do I intend to sell it or distribute
: >>it?...No. Is it a Federal crime for you to record TV programs and movies
: >>off of HBO?...No. Is it a crime to sell that copy?...Yes. Is it a crime
: >>to possess TOS 4.92 acquired from Czechoslovakia? No, it is not under
: >>treaty for Copyrights, also it would have to be proved I acquired it
: >>purposes of sale and/or redistribution.

: >Hmm I'm not sure how copyright law works (especially in the US) but what
: >you are saying is that the laws don't apply because you found it in
: >Czechoslovakia. If that is the case, why not put it back onto a ftp site
: >in Czechoslovakia?

You will notice that my explanation to the fact that it was acquired from Czechoslovakia was incomplete, and for that I apologize. My intention was to explain that because of the nature of how TOS was acquired and by the fact it was not acquired for illegal intent (ie: sale and redistribution, and conspiracy to acquire) that prosecution was not possible. USA copyright laws are not quite up to date as relating to computer data. However, in a case where the FBI would come into play these factors would have to be satisfied to be able to charge one with criminal copyright infringement. As to Atari and their civil prosecution capability, they would have to prove that malice, conspiracy to defraud, and loss of income occured due to the acquisition of TOS. None of the criteria were satisfied.

Also, international treaty on copyrights are even more vague on the matter.

As to redepositing in the FTP sight at Czechoslovakia, 1> the sight no longer exists, 2> That would be illegal intent and would subject one to violations of TWO USA laws. Both Criminal Copyright infringement and

commission of a crime via interstate and international phone lines laws
would be violated.

: >It all sounds a bit peculiar to me. I thought it was a crime to buy/obtain
: >stolen goods whatever they are, regardless of whether you knew it was
: >stolen or not. TOS 4.92 must have been "stolen" by somebody (piracy=theft
: >as we all know) and put on an ftp site somewhere. Anybody who downloads
: >this is then handling stolen goods.
: >Unless of course I'm totally wrong. :)

It is illegal to PURCHASE stolen goods.

: The definition of theft as far as English law is concered is "To permanently
: deprive the rightful owner of the use and enjoyment of their property"

: ie car theft has the charge of "Taking a vehicle without the owners consent"
: and not "theft of a vehicle" due to the "permanently deprive" definition
: which is hard to prove in this case.
: This is a criminal act and the responsibility of the police to detect and
: prosecute.

: Therefore you will not be charged under English law for the *THEFT* of
: TOS 4.92. Theft would not be proved as you have a copy of the property
: not the original.

Theft under US law has be proved it was stolen and not accidently
happened upon.

: The only likely charge will be brought under the copyright acts. When you
: purchased your computer atari gave you the right to use (but not copy) the
: software contained inside. Atari has licensed third parties to provide
: updated versions of the software (TOS 2.6 is a good example as atari
: never sold any STE's with this version of the software installed). When you
: purchased this TOS upgrade atari gave you the right to *USE* this software.

: As you have not purchased this version of TOS atari has not given you
: the right to use the software. This is a civil act and the copyright
: owner must take action to enforce his rights under the act.

Well said, I you may notice that in previous messages I have been trying
to tell others that very fact. It is also why I will not distribute TOS
4.92 at all. On the other hand, to make acquiring TOS 4.92 even a bit
illegal Atari has to admit it exists. Otherwise any future prosecution
would be null and void up to the point Atari would admit it existed.

: >>Instead of assuming Atari will not mind. Why not just ask them? All
: >>assumptions and guesses would be resolved. Afraid you may be wrong??

: I assume that if the offer of money is large enough atari would license
: a third party to distribute this version of TOS. Any takers on this one.8-)

Not necessarily. A massive customer service boost is good, and so is the

prospect of licensing on a royalty basis. An entrprenurial sort could get some programming types together to finish what Atari started and market it for themselves and pay Atari a percentage based on its sales. That way no up front money would hve to be given.

: >It's actually quite difficult getting an answer from them. Normally you
: >can only speak to "customer service" people who general know little or
: >nothing. AFAIK up until a few months ago Atari denied all knowledge of
: >TOS 4.92 even existing!

Sure, it pays to know who to talk to. I have been able to get to the loyal computer user employees. Sure, it takes time, but it can be done. They can be a great contact and a means of openning a backdoor to send a proposal to.

I hope this has answered a few concerns for you Dennis.

Rich

From 6631104128588575947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/21
Message-ID: <3ums5k$ah0@wn1.sci.kun.nl>#1/1
X-Deja-AN: 106585977
references: <3ujf1pamv1@mhadf.production.compuserve.com>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In the whole of this discussion the central question seems to be whether we, when we use AES 4.1 (or TOS 4.92), found on some obscure ftp-site or mailed by someone, actually deprive Atari of income since they licensed TOS to, for example, the Eagle.

In my (humble) opinion, it would be best for Atari to put every single new TOS release immediately on every single ftp site they know of. After all, it might save Atarians from moving to PC. As they're not planning to do anything in computers again, they must concentrate on the user base that's still left. I can't imagine anyone who has taken the step to PC/Mac, to come back to Atari. Even if they came out with a Falcon040.

I, for one, was very happy with the copy of TOS 4.92 I have. I was heavily disappointed in the speed of MultiTOS (although it is still much faster in appearance than, for instance, OS/2 on a 486/40), and the improved TOS 4.92 gave me hope for the future, although the hassle with booting from floppy and the huge memory loss prevents me from

regularly using it. But at least I know it _can_ be done.

I would be _very_ interested in AES 4.1, if that's even faster. I still haven't solved my problems with MiNT only (BlowUP problems) or I'd be using that.

I will state here that, whenever Atari or Eagle or whoever, comes out with a TOS upgrade to 4.92 or a commercial AES 4.1, I will _buy_ it. Even when I already have it. After all, I want to support the platform. But I want to be supported _by_ it as well.

As long as there is no MiNA and no commercial AES 4.1, I would _very_ much like to use a `slightly less legal' AES 4.1.

And about the book parallel: Since the copy of TOS 4.92 _is_ out there, I very much suspect that the original programming team has to do with that. So imagine you've written a beautiful sequel to your book, and your publisher says to you: `Well sorry, we're into comic books now. You can flush it.' I think _I_ would pass out copies to my friends!

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -1504323241745704146
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: DOOM on Atari
Date: 1995/07/21
Message-ID: <3umsl3$am2@wn1.sci.kun.nl>#1/1
X-Deja-AN: 106585978
references: <3tj115$kcp@vishnu.jussieu.fr> <3tj5qk$4um@banaan.fwi.uva.nl>
<DBnp6J.C7E@comp.lancs.ac.uk>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <DBnp6J.C7E@comp.lancs.ac.uk> nab@comp.lancs.ac.uk (Mr N A Barnes) writes:

>   Oh yeah, roughly how much money and bother is there involved in
>getting a FPU for my Falcon anyways.. or should I be asking this in

Companies in Germany are selling 68882s for as little as 45 DM. Check out your local currency rates. The bother is minimal. Open your Falcon, pop in the copro, and close it again. Simple.

One of these day's I'll do it myself. :-)

Regards,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From 8075927673101689097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: DOOM on Atari
Date: 1995/07/21
Message-ID: <3umu2i$b1o@wn1.sci.kun.nl>#1/1
X-Deja-AN: 106585979
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu> <3uckip$pc6@turing.fwi.uva.nl>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <3uckip$pc6@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:

>millert@grad.csee.usf.edu (Timothy Miller) wrote:

>:Wouldn't it be nicer if Microsoft programmers had a clue about compact,
>:fast code? Maybe then we wouldn't need 1 gig of HD, 32 megs or RAM, and a
>:500mhz Pentium just to run a word processor at half my typing speed.

>this kind of stupid pc bashing is typical for people clinging to an old,
>dead computer system such as Atari. Please get a clue or shut up.

Sorry, I agree with Timothy. In what sense do we need to get a clue?

>:So, now you're using the same excuse. Are you a lazy programmer that
>:wastes time and space at every turn just because you don't feel like
>:taking an extra minute to make your software GOOD? If you're that lazy,
>:you should program for Mac or PC. If you have a clue and some ethics,
>:then program for Ataris.

>oh come on! geeesh, utter nonsense. PC programmers are not lazy or
>stupid, they just use the hardware all (minus 0.01%) users have at home.

And _why_ does everybody have this brand new hardware at home?
Because they _have_ to. I know several people who have had to upgrade
their hardware because the new versions of the software they used no
longer supported the old hardware, or were simply unbearable on it.
I've seen OS/2 in action on a 468/40 w/ 4M RAM. This was considered
quite a powerful machine, one year ago. To say the least, OS/2 was

quite sluggish on it, and I wouldn't run it on my computer if I had a 486/40..

Let me illustrate with an example of PC user attitude (fictive, though based on real facts):

```
Friend:  I've bought a new PC!
Me:      Oh?  What kind?
Friend:  Pentium 90, 8M RAM, 1G HD, quad CD-ROM, Soundblaster AWE32!
Me:      My goodness!  What are you into these days, designing airplanes?
Friend:  Huh?
Me:      I mean, what do you need that power for?
Friend:  Well, mainly wordprocessing.  Some reports for school, and
         some games of course.
Me:      But you don't need such a powerful system for that!
Friend:  But the salesman said that WP 6.1 for Windows would be too
         slow on anything less.  And there are some games already that
          _need_ a Pentium to run.  486 are for sissies.
Me:      So what's wrong with WP 5.1?
Friend:  But that's old!
Me:      So what's new in 6.1?
Friend:  Well, it's graphical, and there's something with macros...
         Much better, in any case.
```

It doesn't capture the spirit too well, I see, but you get the point. Somehow, 99% of all the PC users I know seem to think that, whenever version x+0.1 of any program comes out, the version x they have suddenly breaks down and can't be used anymore. Most are even prepared to buy a new computer system every two (approx.) years, just to be able to run the latest and greatest software. They have wordprocessors of which they demand that they can draw with, art packages capable of calculating spreadsheets, spreadsheets with DTP printing capabilities etc. Every program takes 20M HD space. Amazing how some people I know wanted to buy a new HD because theirs was `full', and had about 50% to spare after I deleted all the example files, QuickGuides, TurboHelp, Ultra-you're-a-dummy-and-I'll-show-you-how-to-point-the-mouse-on-a-button-interactively-multimedia-hypertext-helpsystems.

99% of PC users are _sheep_. They'd buy everything you tell them to.

Imagine this: In the docs of WP6 they actually write under `system requirements': To really work well, a 486/66 with 8M RAM and at least 16M swapspace on disk is required. Sick. For a wordprocessor, that is.

I'll stick to Atari for a long while to come.

Regards,
--
/* sanders@sci.kun.nl */
```
main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From 7035394642056596093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a34247fe93f97299,start
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: How does MiNT find out it has No Memory Protection?
Date: 1995/07/21
Message-ID: <3uoeuo$d8d@wn1.sci.kun.nl>#1/1
X-Deja-AN: 106707475
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

Hi,

Lately I've been working on a simple AUTOEXEC-program that executes
the programs in the autofolder in the order specified in a .DAT file
(because I was experimenting a lot with the AUTO-folder order). It simply
extracts program names and commandlines out of an AUTOEXEC.DAT file
and executes those.

However, when executing MINTNP.PRX (note the X!), MiNT seems to think
it _does_ have MP switched on - and gets rather angry with GEM as soon
as that starts up (I wanted it to run w/o MultiTOS).

So I figured out that MiNT checked the filename and was confused by
the X (after all - you can't run a program called .PRX) so I made a
kludge to rename MINTNP.PRX to MINTNP.PRG shortly before exec()-ing
it, but that didn't help! I found somewhere in the Changes.MH-doc
that MiNT looks in the DTA of the parent, so I tried renaming
AUTOEXEC.PRG to MINTNP.PRG, but that didn't help either.

How can I persuade MiNT to keep MP off? Can I include a command line
option or something?

(Oh, and would anybody be interested in the program? It's really
simple, but you might have use for it)

Thanks in advance,
--
```
/* sanders@sci.kun.nl */  main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}         /*ATARI Falcon030 */
```

From -801822834433560678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public

From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: DOOM on Atari
Date: 1995/07/21
Message-ID: <3uo4e0$n7a@vishnu.jussieu.fr>#1/1
X-Deja-AN: 106707476
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu> <3uckip$pc6@turing.fwi.uva.nl>
<3umu2i$b1o@wn1.sci.kun.nl> <806317629.8650@socrates.itl.co.uk>
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

This thread has drifted from its primary subject (which is clearly described
by the title) to a debate about whether PC programmers are "lazy"
I won't enter this debate, as it doesn't belong here AT ALL:
o It isn't about atari computers
o It is not related to doom in any way

If you want to continue this very interesting (not!) conversation, please move
to comp.sys.atari.advocacy or one of the comp.sys.ibm.pc groups (how strange
that there is no ibm.pc.advocacy group!) or at least change the subject of the
thread.
But please don't post here any more.

Thank you very much.
Bye.
Bertrand


```
+-------------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
+-------------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes      |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
|4, place Jussieu, 75252 Paris Cedex 05                     |
+-------------------------------------------------------------+
```


From 3379016271610794933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org (Myeck Waters)
Subject: Re: DOOM on Atari
Date: 1995/07/21
Message-ID: <6ca_9507220301@nisc.fidonet.org>#1/1
X-Deja-AN: 106707478
organization: FidoNet: l'Ecole des Bas Artes. You want fries with that?
newsgroups: comp.sys.atari.programmer

x-ftn-to: Mdekker@fwi.Uva.Nl

In a message of 16 Jul 95 23:14:33, Mdekker@fwi.Uva.Nl wrote:

M> this kind of stupid pc bashing is typical for people clinging to an old,
M> dead computer system such as Atari. Please get a clue or shut up.
-
Excuse me, but this is an Atari area. If you don't realise that, it's time for
YOU to get a clue.
-

From 7552066792609879626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard..)
Subject: Re: DOOM on Atari
Date: 1995/07/21
Message-ID: <3uo3aa$feg@golem.wcc.govt.nz>#1/1
X-Deja-AN: 106707482
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu>
<3uckip$pc6@turing.fwi.uva.nl>,<3umu2i$b1o@wn1.sci.kun.nl>
organization: Wellington City Council, Public Access
reply-to: sheppard_r@ix.wcc.govt.nz
newsgroups: comp.sys.atari.programmer

In article <3umu2i$b1o@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>In <3uckip$pc6@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
>
>>millert@grad.csee.usf.edu (Timothy Miller) wrote:
>
>>:Wouldn't it be nicer if Microsoft programmers had a clue about compact,
>>:fast code? Maybe then we wouldn't need 1 gig of HD, 32 megs or RAM, and a
>>:500mhz Pentium just to run a word processor at half my typing speed.
>
>>this kind of stupid pc bashing is typical for people clinging to an old,
>>dead computer system such as Atari. Please get a clue or shut up.
>
>99% of PC users are _sheep_. They'd buy everything you tell them to.
>
>Imagine this: In the docs of WP6 they actually write under `system
>requirements': To really work well, a 486/66 with 8M RAM and at least
>16M swapspace on disk is required. Sick. For a wordprocessor, that
>is.
>
>I'll stick to Atari for a long while to come.

I realy pitty, and what is all this rubish about PC users having to upgrade,
its the same with Atari users..

I keep reading here that Atari users should get rid of their ST/STE's and get a slow Falcon or TT, well for what they are they are well overpriced and need a lot of hacks to make them work.....

I can go into a shop a buy a PC system and get full support and no Hacks, can you do that with a Atari, that is if you can find a shop on this planet called earth..

No the Atari and is OS is way way out of date...

If you don't go with progress then you get left by the way side...

Even the Atari OS developer John Townsend told you all here to go get a real PC with a Real OS..


```
*******************************************************************************
* R. W. Sheppard                    Internet  sheppard_r@kosmos.wcc.govt.nz   *
* +64-4298-7249                     GEnie     r.sheppard5@genie.geis.com      *
*******************************************************************************
```


From -9155746018893613082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public

From: nab@comp.lancs.ac.uk (Mr N A Barnes)
Subject: Re: DOOM on Atari
Date: 1995/07/21

Message-ID: <DC2Bx9.42A@comp.lancs.ac.uk>#1/1
X-Deja-AN: 106707484

sender: usenet@comp.lancs.ac.uk (The Guardian)
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu> <3uckip$pc6@turing.fwi.uva.nl>
organization: Computing Department, Lancaster University.
newsgroups: comp.sys.atari.programmer

In article <3uckip$pc6@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
>oh come on! geeesh, utter nonsense. PC programmers are not lazy or
>stupid, they just use the hardware all (minus 0.01%) users have at home.

    minus 13%... PCs have 87% of the market share..

>If software was so terrific on an Atari, why is then that no one uses atari?
>(don't blame atari bad marketing, there are more reasons, like the hardware
>being not good/powerful enough).

Why does everyone use VHS when BetaMax was (is) a better standard for VCRs (i.e. it has a bandwidth just greater than that used by the TV signals actually transmitted, whereas VHS falls about 1.5Mhz short)... Hardware, well the 680XX hardware is of superior design to that of the X86,X87 series chips, i.e. more orthogonal instruction set etc etc... but enough of the sad slanging match, back to what the thread was about, DOOM on the atari..

Now, anyone know how to get in touch with the guys (gals?) writing DOOMINO, which happens to be a 3D engine for the Falcon, not unlike DOOM, demo'd as one of the under 100k demos at the Fried Bits 3 convention, look for it at

<A HREF="http://www.mcc.ac.uk/~dlms/Falcon/falcon.html">Falcon Page</A>

under the New software section as

96kintro.zip -- 3 demos under 96K each from the Fried Bits III Convention 261K

it's the second demo (alphabetically) in the archive, it does a couple of things even DOOM and DOOM II can't do... seems to run fast enough to me..

Here's hoping,

Neil
(nab@comp.lancs.ac.uk)

From -2986686760942262274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: Was: DOOM on Atari
Date: 1995/07/21
Message-ID: <3up6it$2b4@turing.fwi.uva.nl>#1/1
X-Deja-AN: 106707485
distribution: world
references: <3umu2i$b1o@wn1.sci.kun.nl> <806317629.8650@socrates.itl.co.uk>
<3uo4e0$n7a@vishnu.jussieu.fr>
organization: FWI, University of Amsterdam
followup-to: comp.sys.atari.advocacy
newsgroups: comp.sys.atari.programmer

bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:

:This thread has drifted from its primary subject (which is clearly described
:by the title) to a debate about whether PC programmers are "lazy"
:I won't enter this debate, as it doesn't belong here AT ALL:
:o It isn't about atari computers

oh but it is!

:o It is not related to doom in any way

atari is not related to doom in any way (except for the jag).

:If you want to continue this very interesting (not!) conversation, please move
:to comp.sys.atari.advocacy or one of the comp.sys.ibm.pc groups (how strange
:that there is no ibm.pc.advocacy group!) or at least change the subject of the
:thread.
:But please don't post here any more.
:
:Thank you very much.
:Bye.
:Bertrand

my oh my, Bertrand is a bit sensitive ! although you started this thread, it
is not *your* thread.

[10 line sig of Bertrand deleted]

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 8090032472916905825
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
Subject: Re: DOOM on Atari
Date: 1995/07/22
Message-ID: <3upj0e$bs4@sphinx.Gsu.EDU>#1/1
X-Deja-AN: 106707477
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu> <3uckip$pc6@turing.fwi.uva.nl>
<3umu2i$b1o@wn1.sci.kun.nl>
organization: Georgia State University
newsgroups: comp.sys.atari.programmer

Sander Stoks (sanders@sci.kun.nl) wrote:
: In <3uckip$pc6@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:

: >millert@grad.csee.usf.edu (Timothy Miller) wrote:

: >this kind of stupid pc bashing is typical for people clinging to an old,
: >dead computer system such as Atari. Please get a clue or shut up.

No. It's about the time to speak out the truth... PC isn't a computer as much as it is a fashionable toy for people who don't have courage or knowledge to make individual decisions. I know people to whom PC is the best tool. For _them_ it's the best choice. But for the others, who just follow the majority, blindly... I pity them. I'm happy with my Atari - but I certainly know enough unhappy PC-users. They wonder: "I'm supposed to have the BEST there is... Why doesn't it then work well?". We all know those people, I guess. They ask you: "How come you still use that mummified Atari, when there are REAL computers available?". They think they're right - and we wrong. Still, they're unhappy (without knowing why) - and we aren't.. =-) !

```
: Me:      But you don't need such a powerful system for that!
: Friend:  But the salesman said that WP 6.1 for Windows would be too
:          slow on anything less.  And there are some games already that
:         _need_ a Pentium to run.  486 are for sissies.
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:          Much better, in any case.
```

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: a new computer system every two (approx.) years, just to be able to
: run the latest and greatest software. They have wordprocessors of
: which they demand that they can draw with, art packages capable of
: calculating spreadsheets, spreadsheets with DTP printing capabilities
: etc. Every program takes 20M HD space. Amazing how some people I
: know wanted to buy a new HD because theirs was `full', and had about
: 50% to spare after I deleted all the example files, QuickGuides,
: TurboHelp, Ultra-you're-a-dummy-and-I'll-show-you-how-to-point-the-
: mouse-on-a-button-interactively-multimedia-hypertext-helpsystems.

: 99% of PC users are _sheep_. They'd buy everything you tell them to.

It's not their fault, after all... They just don't know enough. And the last thing they need is some damned Atarian like me telling them they made a wrong decision.. ;-) ! Truth is hard to swallow, isn't it?

: Imagine this: In the docs of WP6 they actually write under `system
: requirements': To really work well, a 486/66 with 8M RAM and at least
: 16M swapspace on disk is required. Sick. For a wordprocessor, that
: is.

: I'll stick to Atari for a long while to come.

And may you be happy with that choice =-) !

: Regards,
: --

Tommi

From -6737797634968000987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..)
Subject: Re: DOOM on Atari
Date: 1995/07/22
Message-ID: <3uqpv8$rpb@golem.wcc.govt.nz>#1/1
X-Deja-AN: 106707479
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu> <3uckip$pc6@turing.fwi.uva.nl>
<3umu2i$b1o@wn1.sci.kun.nl>,<3upj0e$bs4@sphinx.Gsu.EDU>
organization: Wellington City Council, Public Access
reply-to: sheppard_r@kosmos.wcc.govt.nz
newsgroups: comp.sys.atari.programmer

In article <3upj0e$bs4@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka
Hietavuo) writes:
>Sander Stoks (sanders@sci.kun.nl) wrote:
>: In <3uckip$pc6@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
>
>: >millert@grad.csee.usf.edu (Timothy Miller) wrote:
>
>: >this kind of stupid pc bashing is typical for people clinging to an old,
>: >dead computer system such as Atari. Please get a clue or shut up.
>
>No. It's about the time to speak out the truth... PC isn't a computer
>as much as it is a fashionable toy for people who don't have courage or
>knowledge to make individual decisions. I know people to whom PC is the
>best tool. For _them_ it's the best choice. But for the others, who
>just follow the majority, blindly... I pity them. I'm happy with my
>Atari - but I certainly know enough unhappy PC-users. They wonder: "I'm
>supposed to have the BEST there is... Why doesn't it then work well?".
>We all know those people, I guess. They ask you: "How come you still use
>that mummified Atari, when there are REAL computers available?". They
>think they're right - and we wrong. Still, they're unhappy (without
>knowing why) - and we aren't.. =-) !

Tommi you talk a load of Rubish, learn to live with the PC because Atari will
not be around that long, you can't get parts etc....

The PC sells because it is marketed correctly and can be upgraded and has a lot

of software and options going for it, the Atari is DEAD, did you not read
what John Townsend posted....

What users need is support , were is the Atari support in any form at all..

Books, Clubs, Software, Updates and Repairs.....===NILL...!!!!


```
*****************************************************************************
* R. W. Sheppard                    Internet  sheppard_r@kosmos.wcc.govt.nz   *
* +64-4298-7249                     GEnie     r.sheppard5@genie.geis.com      *
*****************************************************************************
```


From 813845658983264512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public

From: diehl@twitch.io.org (Eric March)
Subject: Re: DOOM on Atari
Date: 1995/07/22

Message-ID: <3ur0ap$oda@ionews.io.org>#1/1
X-Deja-AN: 106707480
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu> <3uckip$pc6@turing.fwi.uva.nl>
<3umu2i$b1o@wn1.sci.kun.nl>,<3upj0e$bs4@sphinx.Gsu.EDU>
<3uqpv8$rpb@golem.wcc.govt.nz>

organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: Tommi you talk a load of Rubish, learn to live with the PC because Atari will
: not be around that long, you can't get parts etc....

Speaking of talking a load of rubbish...

Can't get parts? When I needed a new keyboard for my 1040, well, damnit
if I didn't find one! Then I needed a new power supply for same and --
hey, whaddya know? I found one! Then I needed a replacement for the
floppy drive in my Mega -- a specific drive, the one with the
parallelogram button on the front, and, well heck, found one of those, too!

For a machine I can't find parts for, I seem to have uncanny luck with
finding parts for it, don't I?

: The PC sells because it is marketed correctly and can be upgraded and has a lot

: of software and options going for it, the Atari is DEAD, did you not read
: what John Townsend posted....

Let's play a little "What he SAID was ... and what he MEANS is..." shall we?

What he SAID was...

"The PC sells because it is marketed correctly..."

What he MEANT was...

"The PC sells because it is marketed to computer-illiterate sheep by dealers who tell them that they need one and, being computer-illiterate but drinking in the hype that they need a computer like it was water, they buy everything the dealer sells to them at outrageous prices and think they got a pretty darn good deal out of it. Until they get it home and discover WHY these companies have 24-hour help lines, since the machine they just bought NEEDS 24-hour help lines ... and school courses ... and bible-length manuals, a technical degree, at-home service...etc"

What he SAID was...

"...it can be upgraded..."

What he MEANT was...

"...you can hack together some semblance of modularity that appears to work seamlessly until you have to look up what IRQ means, what this dip switch does, how to edit your AUTOEXEC.BAT nd CONFIG.SYS files, wht to change in your WIN.INI, etc, etc..."

What he SAID ws...

"...lots of software options for it..."

What he MEANT was...

"...lots of full-tower cases available to house those numerous, multi-gigabyte hard drives you will inevitably need to take advantage of the many software options there are because they every one of them take up more hard drive space than ten of the same applications on an Atari."

There. You see? You make a lot more sense when you clear things up like this.

: What users need is support , were is the Atari support in any form at all..

I guess all these Atari users are of absolutely no help to me, then ... they're not support, are they? Damn.

: Books, Clubs, Software, Updates and Repairs.....===NILL...!!!!

I've got books. I demoed a program I wrote at an Atari club meeting last

year. I _write_ software to be demoed at said clubs. I've performed any
number of repairs on my machine myself, and whaat I hvn't trusted myself
to do I have two fairly close (in the same city, that is) Atari dealers
who'd be happy to do it for me.

Is this what "NILL" means? I'm unfamiliar with the word, so I've had to
improvise here...

: **
: * R. W. Sheppard   Internet sheppard_r@kosmos.wcc.govt.nz   *
: * +64-4298-7249   GEnie   r.sheppard5@genie.geis.com   *
: **

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]-   http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

From 9086773942689371359
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: DOOM on Atari
Date: 1995/07/22
Message-ID: <3urkf4$8vc@turing.fwi.uva.nl>#1/1
X-Deja-AN: 106707481
distribution: world
references: <3upj0e$bs4@sphinx.Gsu.EDU> <3uqpv8$rpb@golem.wcc.govt.nz>
<3ur0ap$oda@ionews.io.org>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

diehl@twitch.io.org (Eric March) wrote:

[long story in which he interprets words of roger, and shows that
he has no clue whatsoever, deleted]

shut up eric!

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 6274351847571076150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard..)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/22
Message-ID: <3upnt4$nd9@golem.wcc.govt.nz>#1/1
X-Deja-AN: 106707483
references:
<3ujf1pamv1@mhadf.production.compuserve.com>,<3ums5k$ah0@wn1.sci.kun.nl>
organization: Wellington City Council, Public Access
reply-to: sheppard_r@ix.wcc.govt.nz
newsgroups: comp.sys.atari.programmer

In article <3ums5k$ah0@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>In the whole of this discussion the central question seems to be
>whether we, when we use AES 4.1 (or TOS 4.92), found on some obscure
>ftp-site or mailed by someone, actually deprive Atari of income since
>they licensed TOS to, for example, the Eagle.
>
>In my (humble) opinion, it would be best for Atari to put every single
>new TOS release immediately on every single ftp site they know of.
>After all, it might save Atarians from moving to PC. As they're not
>planning to do anything in computers again, they must concentrate on
>the user base that's still left. I can't imagine anyone who has taken
>the step to PC/Mac, to come back to Atari. Even if they came out with
>a Falcon040.

Atari have stated that their is a Good reason for not releasing TOS
to the PD..

Their would end up to many patched and adapted versions, and were would be
then, its like this Magic TOS, how compatible is it, from post I have seen here
its not that compatible...


```
*****************************************************************************
* R. W. Sheppard                    Internet  sheppard_r@kosmos.wcc.govt.nz   *
* +64-4298-7249                     GEnie     r.sheppard5@genie.geis.com      *
*****************************************************************************
```


From -594951541809452861
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public

From: diehl@nudge.io.org (Eric March)
Subject: Re: DOOM on Atari
Date: 1995/07/22
Message-ID: <3uq4sg$nj2@ionews.io.org>#1/1
X-Deja-AN: 106707486
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu> <3uckip$pc6@turing.fwi.uva.nl>
<3umu2i$b1o@wn1.sci.kun.nl> <806317629.8650@socrates.itl.co.uk>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

: IMHO, writing compact, fast code and the Intel processor do not exactly go
: hand in hand.

: The problem is the architecture of the processor itself, although this will
: hopefully change with the advent of 32 bit memory access under Windoze 95 or
: NT.

Doubtful; Software can not make up for deficiencies on hardware, and the
PC has far too many deficiencies in its hardware.

: Long live the Motorola !!!

Here, here. :-)

: Steve Found.

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]-   http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

From -3333485687771095487
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a34247fe93f97299
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: How does MiNT find out it has No Memory Protection?
Date: 1995/07/22
Message-ID: <3us30a$g71@nyheter.chalmers.se>#1/1
X-Deja-AN: 106707487
references: <3uoeuo$d8d@wn1.sci.kun.nl>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <3uoeuo$d8d@wn1.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
>Hi,
>

>Lately I've been working on a simple AUTOEXEC-program that executes
>the programs in the autofolder in the order specified in a .DAT file

I've been using such a program for years now. I can't remember where
I found it, but it included sources which I patched a bit.
The configuration file is 'programmable' in a limited way. You can let
it decide from a keypress on startup (without delay) what programs
should be started.
IMO this is much nicer than any of the 'boot managers' out there and
it doesn't move files around. The latter was very important to me
earlier since my STE had one of those infamous DMA chips:
When it got warm (usually after four or five hours) the computer would
start writing to the boot sector on the hard drive...
Not very nice to do at bootup!

>However, when executing MINTNP.PRX (note the X!), MiNT seems to think
>it _does_ have MP switched on - and gets rather angry with GEM as soon
>as that starts up (I wanted it to run w/o MultiTOS).

You're using FreeMiNT, right?
My current configuration script stopped working when I installed that
MiNT version.

>it, but that didn't help! I found somewhere in the Changes.MH-doc
>that MiNT looks in the DTA of the parent, so I tried renaming
>AUTOEXEC.PRG to MINTNP.PRG, but that didn't help either.

I keep all my 'AUTO folder' programs, including MiNT, in a folder
called AUTO_NEW. That should have worked with the DTA search.

I've looked at the sources, but I still don't understand why it
doesn't work. When I moved Outside from the mint.cnf to before MiNT
in the config file that caused the MP to be turned off, though.

>How can I persuade MiNT to keep MP off? Can I include a command line
>option or something?

Yes, if I recall correctly from my browsing of the sources, you can
use -M or -P. I think they are equivalent.

I'm thinking of hacking into the MiNT startup code to add a mint.cnf
switch for the memory protection. I guess there must be _some_ reason
why that isn't in there now, though.

>(Oh, and would anybody be interested in the program? It's really
>simple, but you might have use for it)

The startup program I use can't handle parameters, and naturally I
couldn't find the sources when I wanted to add that yesterday...

I'd very much like to modify your program to handle my config file.
--
  Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se

of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

From 6829977654401287780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard..)
Subject: Re: DOOM on Atari
Date: 1995/07/22
Message-ID: <3us260$419@golem.wcc.govt.nz>#1/1
X-Deja-AN: 106707488
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu>
<3uckip$pc6@turing.fwi.uva.nl>,<DC2Bx9.42A@comp.lancs.ac.uk>
organization: Wellington City Council, Public Access
reply-to: sheppard_r@ix.wcc.govt.nz
newsgroups: comp.sys.atari.programmer

In article <DC2Bx9.42A@comp.lancs.ac.uk>, nab@comp.lancs.ac.uk (Mr N A Barnes)
writes:
>In article <3uckip$pc6@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
>>oh come on! geeesh, utter nonsense. PC programmers are not lazy or
>>stupid, they just use the hardware all (minus 0.01%) users have at home.

> Why does everyone use VHS when BetaMax was (is) a better standard
>for VCRs (i.e. it has a bandwidth just greater than that used by the TV
>signals actually transmitted, whereas VHS falls about 1.5Mhz short)...
>Hardware, well the 680XX hardware is of superior design to that of the
>X86,X87 series chips, i.e. more orthogonal instruction set etc etc...
>but enough of the sad slanging match, back to what the thread was
>about, DOOM on the atari..

Their is another reason that BETA MAX died, it was imposible to service them,
you need to be a watch maker and you need a lot of expensive tools..

A VHS machine is very easy to service...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

From 8323726064280239498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,b7509f72e9af9435,start
X-Google-Attributes: gid1056fc,public
From: mbecroft@iconz.co.nz (Mario Becroft)
Subject: Re: DOOM on Atari
Date: 1995/07/23
Message-ID: <3usbir$rqh@status.gen.nz>#1/1
X-Deja-AN: 106707431
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu>
<3uckip$pc6@turing.fwi.uva.nl>,<DC2Bx9.42A@comp.lancs.ac.uk>
<3us260$419@golem.wcc.govt.nz>
organization: Tariland Atari Computer Club, Auckland, New Zealand.
newsgroups: comp.sys.atari.programmer,comp.sys.atari.advocacy

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

Well that is the trouble really. Nothing worth quoting...

Mr Shepherd says so much in these areas which is ill advised and wrong, and he knows that there are areas especially designed for his mindset.

I think it should be said that Mr Shepherd is no Authority on the subjects he espouses and in fact he has an agenda all his own and quite anti Atari. He hates it when I say, with Authority that there are parts, clubs, books etc where Atari information is readily obtainable.

Our club in New Zealand is living proof that Mr Shepherd is a liar. He is more akin to a racehorse with blinkers on. Our Club Membership has increased especially over the past 18 months. The machines are reliable and are likely to be around for a few more years yet.

Mr Shepherd, these areas are for people who own and use Atari machines and are seeking advice etc. You are not interested in the "truth are you". You seem to have such a fanatical love/hate relationship with this brand, we wonder if it is a personal kind of "streaking" which you have no control over.

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
-President Tariland Computer Club Auckland New Zealand----------

From -5787557663666606603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,b7509f72e9af9435
X-Google-Attributes: gid1056fc,public

From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard..)
Subject: Re: DOOM on Atari
Date: 1995/07/23
Message-ID: <3ut587$8g3@golem.wcc.govt.nz>#1/1
X-Deja-AN: 106707434
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu>
<3uckip$pc6@turing.fwi.uva.nl>,<DC2Bx9.42A@comp.lancs.ac.uk>
<3us260$419@golem.wcc.govt.nz>,<3usbir$rqh@status.gen.nz>
organization: Wellington City Council, Public Access
reply-to: sheppard_r@ix.wcc.govt.nz
newsgroups: comp.sys.atari.programmer,comp.sys.atari.advocacy

In article <3usbir$rqh@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft)
writes:
>Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
>
>Well that is the trouble really. Nothing worth quoting...
>
>Mr Shepherd says so much in these areas which is ill advised and wrong,
>and he knows that there are areas especially designed for his mindset.

Piss off you stupid little boy...

>-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
>-President Tariland Computer Club Auckland New Zealand----------


```
*******************************************************************************
* R. W. Sheppard                    Internet  sheppard_r@kosmos.wcc.govt.nz   *
* +64-4298-7249                     GEnie     r.sheppard5@genie.geis.com      *
*******************************************************************************
```


From -4880323436183519999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: DOOM on Atari
Date: 1995/07/23
Message-ID: <3us3mt$g7s@nyheter.chalmers.se>#1/1
X-Deja-AN: 106707489
references: <3tl5h5$6ob@ionews.io.org> <3uckip$pc6@turing.fwi.uva.nl>
<DC2Bx9.42A@comp.lancs.ac.uk> <3uokhm$3g3@vishnu.jussieu.fr>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <3uokhm$3g3@vishnu.jussieu.fr>,
Bertrand Le Roy <bleroy@ccr.jussieu.fr> wrote:
>
>People are starting serious work here. If you want to join the effort, your
>help is welcome. We take this project quite seriously, and need people we can
>rely on.

Just a couple of days ago I saved the following from r.g.programmer (IIRC):

>If anyone knows where I can obtain a few WAD browsers, I would appriciate a
>point in right direction. I am looking for realtime viewers, but they
>do not need to animate anything (doors, sprites, etc).

  Try DView.ZIP on x2ftp.oulu.fi. It reads WAD files, comes with source,
and will let you run around. It even renders floors as horizontal strips
as opposed to the easier but slow way, vertically.

That sure sounds useful!

I'd be interested in helping out on this project as well.
Image processing and emulators get boring if that's all you do. ;-)

--

Chalmers University of Technology	Why are these .signatures so hard to do well?	e-mail :	d8klojo@dtek.chalmers.se
		Address:	Johan Klockars Foreningsgatan 32/408 411 27 Gothenburg, SWEDEN
Gothenburg, Sweden			

From 7401972232354268619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1056fc,b7509f72e9af9435
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: mbecroft@iconz.co.nz (Mario Becroft)
Subject: Re: DOOM on Atari
Date: 1995/07/23
Message-ID: <3uu5v3$ejt@status.gen.nz>#1/1
X-Deja-AN: 106770682
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
<3u7ha1$6lu@mother.usf.edu>
<3uckip$pc6@turing.fwi.uva.nl>,<DC2Bx9.42A@comp.lancs.ac.uk>
<3us260$419@golem.wcc.govt.nz>,<3usbir$rqh@status.gen.nz>
<3ut587$8g3@golem.wcc.govt.nz>
followup-to: comp.sys.atari.programmer,comp.sys.atari.advocacy
organization: Tariland Atari Computer Club, Auckland, New Zealand.
newsgroups: comp.sys.atari.programmer,comp.sys.atari.advocacy

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

Again, for all the world to see, Mr Shepherd shows all that he has
nothing of value to quote in a reply.

However, I have some advice for you Mr Shepherd, you are not going to get
away with your little game of bad mouthing a machine that people have
simply chosen to use.

The facts are that the Atari fraternity is GROWING in our country and you
are very out of touch. (But then you use a PC machine don't you)

I think that you are appreciated when you just give advice on technical
matters, even then I have seen you to be quite wrong on a number of
occasions, but I am sure your good will is appreciated in these matters.

So you see Mr Shepherd I am quite able to see you for what you are.
But I am positive that people around the world are sick of your diatribe
coming out of New Zealand.

Why don't you try bucking yourself up a bit mate. We would all love you
for it.

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand----------

From 3695639026855731971
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe5566786516171c,start
X-Google-Attributes: gid1115ce,public
From: graham@nauticom.net
Subject: Screen memory
Date: 1995/07/23
Message-ID: <3utpt5$fsm@booch.legent.com>#1/1
X-Deja-AN: 106770737
organization: Legent Corporation
newsgroups: comp.sys.atari.programmer

I am searching for documentation about how the screen memory is coded in the ATARI
520 STE

From -6535539013616864243
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/23
Message-ID: <DC6622.6By@crash.cts.com>#1/1

X-Deja-AN: 106770738
sender: news@crash.cts.com (news subsystem)
references:
<3ujf1pamv1@mhadf.production.compuserve.com>,<3ums5k$ah0@wn1.sci.kun.nl>
<3upnt4$nd9@golem.wcc.govt.nz>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

: Their would end up to many patched and adapted versions, and were would be
: then, its like this Magic TOS, how compatible is it, from post I have seen here
: its not that compatible...

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

What was that?....Did a gnat fart or something?...Oh well, it obviously
was not important...

From 4725246337333622191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a34247fe93f97299
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: How does MiNT find out it has No Memory Protection?
Date: 1995/07/23
Message-ID: <DC66AF.74q@crash.cts.com>#1/1
X-Deja-AN: 106770739
sender: news@crash.cts.com (news subsystem)
references: <3uoeuo$d8d@wn1.sci.kun.nl>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Not rain on your parade or to put down anything you have done, but why
not just reorganize the AUTO programs with a program that does so. That
way a special execution program is not necessary. There are many
different utilities out that offer AUTO folder reordering.

Why try to invent a machine to open doors by pulling out the hinge-pins,
when all that is necessary is to turn the door-knob?

Rich

Sander Stoks (sanders@sci.kun.nl) wrote:
: Hi,

: Lately I've been working on a simple AUTOEXEC-program that executes
: the programs in the autofolder in the order specified in a .DAT file
: (because I was experimenting a lot with the AUTO-folder order). It simply
: extracts program names and commandlines out of an AUTOEXEC.DAT file
: and executes those.

: However, when executing MINTNP.PRX (note the X!), MiNT seems to think
: it _does_ have MP switched on - and gets rather angry with GEM as soon
: as that starts up (I wanted it to run w/o MultiTOS).

: So I figured out that MiNT checked the filename and was confused by
: the X (after all - you can't run a program called .PRX) so I made a
: kludge to rename MINTNP.PRX to MINTNP.PRG shortly before exec()-ing
: it, but that didn't help! I found somewhere in the Changes.MH-doc
: that MiNT looks in the DTA of the parent, so I tried renaming
: AUTOEXEC.PRG to MINTNP.PRG, but that didn't help either.

: How can I persuade MiNT to keep MP off? Can I include a command line
: option or something?

: (Oh, and would anybody be interested in the program? It's really
: simple, but you might have use for it)

: Thanks in advance,
: --
: /* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
: */K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
: int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
: __]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}}   /*ATARI Falcon030 */

From 8266659346258831512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a34247fe93f97299
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: How does MiNT find out it has No Memory Protection?
Date: 1995/07/23
Message-ID: <3utpcn$k08@nyheter.chalmers.se>#1/1
X-Deja-AN: 106770740
references: <3uoeuo$d8d@wn1.sci.kun.nl> <DC66AF.74q@crash.cts.com>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <DC66AF.74q@crash.cts.com>,
Richard John Kelsch <richcsst@crash.cts.com> wrote:
>Not rain on your parade or to put down anything you have done, but why
>not just reorganize the AUTO programs with a program that does so. That

I gave a very good (but not common, thankfully) reason earlier.

>way a special execution program is not necessary. There are many
>different utilities out that offer AUTO folder reordering.

Can they all send parameters?
How large are they?
Do they take extra time on bootup?

>Why try to invent a machine to open doors by pulling out the hinge-pins,
>when all that is necessary is to turn the door-knob?

IMO the reordering is the 'pulling of pins'.
What could be easier than a list of files to execute?
On older machines you also need special programs to see what the order
is, since the normal desktop can't show it.

In general, I think that the concept of a significant 'order', totally
unrelated to anything obvious, in a filesystem is _bad_.

Another thing I really dislike is the way so many programs force you
to put their configuration files in the root on the boot drive (or C:\).
Together with all the enabled and disabled ACCs, I must have a couple
of dozen files cluttering what for many people would be the _only_
root directory. I'm glad I have 11 more!

By the way, the memory protection switches I mentioned for MiNT should
be lower case. (I added a new command for MINT.CNF myself this morning.)

--
```
  Chalmers University   | Why are these |  e-mail :  d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |  Address:  Johan Klockars
                        | so hard to do |            Foreningsgatan 32/408
   Gothenburg, Sweden   |     well?     |            411 27 Gothenburg, SWEDEN
```

From 3160713612121570463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,460cccabb0993b51,start
X-Google-Attributes: gid1115ce,public
From: artoj@mits.mdata.fi (Arto Jalkanen)
Subject: Calling AES in subroutine
Date: 1995/07/23
Message-ID: <3utrth$2r4@news.mdata.fi>#1/1
X-Deja-AN: 106770742
organization: Megabaud Oy,Helsinki,Finland
newsgroups: comp.sys.atari.programmer

How can one call AES in a subroutine that has been started
in the same address space in MiNT (eg. with troff from mint lib) ?
I couldn't get the thing to work, the program would just
crash or do nothing when AES was called.
Like this kind of program:

```
#include <support.h>
#include <osbind.h>
#include <aes.h>

short mes[8];
long ap_id

main()
{
     ap_id = appl_init()

     troff(new_sub, 0);

     evnt_mesag(mes);
}

void new_sub(long arg)
{
     mes[0] = 1238; /* no matter what you put */

     shel_write(ap_id, 16, mes);

     /* or any other AES function, like form_alert... */

     for (;;);
}
```

And it doesn't help at all even if you try to init AES using
appl_init in the new_sub routine..

Is there any trick to get this work? Or is using AES together
with MiNT really this impossible? The basic problem I have
is that I need to wake the main procedure from event_mesag
call from the sub routine.

Regards,
Arto Jalkanen
artoj@mits.mdata.fi

---
* Kivi 1.41a *

From -2471282939582538503
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e1cd3c0b70bc1bbf,start
X-Google-Attributes: gid1115ce,public
From: artoj@mits.mdata.fi (Arto Jalkanen)
Subject: Re: falcon tos 4.92 w/min

Date: 1995/07/23
Message-ID: <3uu1dl$43l@news.mdata.fi>#1/1
X-Deja-AN: 106770743
organization: Megabaud Oy,Helsinki,Finland
newsgroups: comp.sys.atari.programmer

s> Atari have stated that their is a Good reason for not releasing TOS
s> to the PD..
s>
s> Their would end up to many patched and adapted versions, and were would be
s> then, its like this Magic TOS, how compatible is it, from post I have seen
s> here
s> its not that compatible...

I have heard that Atari won't be releasing these TOS versions/MultiTOS
to public domain because Atari has to pay some royalties for every
copy of TOS to DR. At least this was the case with MultiTOS, when it
was released (everyone remember Bob Brodie trying to get MultiTOS
to be released in the PD ?).

---
* Kivi 1.41a *

From -6281213391186503877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: DOOM on Atari
Date: 1995/07/23
Message-ID:
<ftn_2.203.221.11$fidonet.org_30123e05_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 107031560
sender: news@ct.se
references: <3uokhm$3g3@vishnu.jussieu.fr>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Bertrand Le Roy wrote to All :
 BLR> I've seen this demo. It's great and the closest thing to a doom
 BLR> algorithm. Of course, it's not perfect. It needs some polishing, but
 BLR> still, I think we should study this program. It's really great. I'll try
 BLR> to get in touch with them.

Have you seen EKO's latest demo "EKO SYSTEM". It have a Descent lookalike part.

Okey there is no texture mapping, but it's VERY good and fast! I would say atleast 25 fps if not more. :))

 >> it's the second demo (alphabetically) in the archive, it does a couple
 >> of things even DOOM and DOOM II can't do... seems to run fast enough to
 >> me..
 BLR> Yes, just fast enough on a basic falcon

Does it support an accelerated falcon? A 40MHz CPU and 50 MHz DSP would make it even faster!

 BLR> People are starting serious work here. If you want to join the effort,
 BLR> your help is welcome. We take this project quite seriously, and need
 BLR> people we can rely on.

What do you mean with this? Are you saing that you are working on a "DOOM" clone (I would prefer a Dark Forces clone if possible)? :))

I hope you are as we need some good games for the falcon. Especially if the rummors about Atari having started to produce the falcon again! :)

cheers,
Magnus kollberg

From 6051373840824888952
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/24
Message-ID: <3uv1bs$af0@inca01.inca.co.nz>#1/1
X-Deja-AN: 106770744
references:
<3ujf1pamv1@mhadf.production.compuserve.com>,<3ums5k$ah0@wn1.sci.kun.nl>
<3upnt4$nd9@golem.wcc.govt.nz>
organization: INCA
newsgroups: comp.sys.atari.programmer

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

> Atari have stated that their is a Good reason for not releasing TOS
> to the PD..

> Their would end up to many patched and adapted versions, and were would
> be then, its like this Magic TOS, how compatible is it, from post I have
> seen here its not that compatible...

You are right that Atari will not release any version of TOS as PD.

However, the reason you gave is incorrect.

The real reason is that THEY MUST PAY A ROYALTY TO _Digital_Research_Inc_
FOR EVERY COPY OF GEM CREATED/SOLD/GIVEN-AWAY!

This reason was given by Atari themselves (in "Dateline Atari" about
1991/2).

If they did not have to do so, they would have made TOS (including any GUI
it may contain) a freely distributable program.

From 5723100750058009514
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ff377f31c63c1afe,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ff377f31c63c1afe,start
X-Google-Attributes: gid109a67,public
From: matija@sirius.ijs.si (Matija Grabnar)
Subject: Trouble recompiling MinT
Date: 1995/07/24
Message-ID: <1995Jul24.160413.2065@cathy.ijs.si>#1/1
X-Deja-AN: 106867855
organization: Jozef Stefan Institute, Ljubljana, Slovenia
followup-to: comp.sys.atari.programmer
reply-to: matija.grabnar@ijs.si
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

I hope somebody can help me.
I am trying to compile freemint (1.12 h4), and I have been unable to compile
it with GCC. I used GCC 2.3.3 (I also tried with 2.5.8 with the same problem).
I used the libraries pl 46, and linker from utlbin38.

No matter what I try, I get several undefined symbols in the link phase.
This is weird because I was able to compile the source with other compilers and
they did not complain about those symbols (but MinTs compiled with other
compilers had other problems I won't get into).

Can anybody tell me what I need to define the symbols missing below?
Thank you very much.

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gcc-atariST version 2.3.3 Patchlevel 1
 I:\GCC\GCC-ld.ttp -v -G -o mint.prg I:\LIB\LIB\crt0.o bios.o xbios.o console.o
dos.o dosdir.o dosfile.o dosmem.o dossig.o filesys.o main.o mem.o proc.o signal.
o timeout.o tty.o util.o biosfs.o pipefs.o procfs.o tosfs.o debug.o rendez.o uni
fs.o shmfs.o fasttext.o welcome.o nalloc2.o memprot.o realloc.o update.o context
.o intr.o syscall.o quickzer.o quickmov.o cpu.o -liio16 -lgnu16

`gcc-ld' linker Patchlevel 36 for GNU, Atari ST version (Jul 1 1993 20:18:43)
dosmem.o: Undefined symbol _set_mmu referenced from text
dosmem.o: Undefined symbol _set_mmu referenced from text
main.o: Undefined symbol _setstack referenced from text
main.o: Undefined symbol _save_mmu referenced from text
main.o: Undefined symbol _restr_mmu referenced from text
mem.o: Undefined symbol _cpush referenced from text
procfs.o: Undefined symbol _cpush referenced from text
debug.o: Undefined symbol _restr_mmu referenced from text
debug.o: Undefined symbol _restr_mmu referenced from text
memprot.o: Undefined symbol _cpush referenced from text
memprot.o: Undefined symbol _set_mmu referenced from text   --

--
"My name is Not Important. Not to friends.But you can call me mister Important"
     - Not J. Important
Matija.Grabnar@ijs.si   A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana   Stefan's law: the highest power in the Universe

From -7321813766405738023
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: spatzene@informatik.tu-muenchen.de (Roland Spatzenegger)
Subject: Re: DOOM on Atari
Date: 1995/07/24
Message-ID: <3uvumh$7a5@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 106868055
distribution: world
references: <DBnp6J.C7E@comp.lancs.ac.uk> <DBrM4A.9I6@cix.compulink.co.uk>
<DByuIu.sM@comp.lancs.ac.uk>
organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.programmer
originator: spatzene@hphalle4f.informatik.tu-muenchen.de

In article <DByuIu.sM@comp.lancs.ac.uk>, nab@comp.lancs.ac.uk (Mr N A Barnes)
writes:
|>   Fair enough, I don't want to put those wonderful people who wrote
|> Substation down at all, as you say for a first effort it's groovy, but
|> why oh why won't we get a Falcon DSP version... cos then you could have
|> textures, walls not at right angles, and so on and so forth.. still, as
|> you so rightly point out, all praise to the Substation people, and I'm
|> sorry if I came across a bit harshly....
What's your problem ? To the ProTOS 95 (Bonn/Germany) such a programm will be
ready. Ok this programm is NOT from the Substation programmers, but uses the dsp
:)
Check out:
http://www.informatik.tu-muenchen.de/~spatzene/release.html
for more infos ..
         bye

Roland

--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~spatzene/

From -2577182338800799326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: cs93dlh@polaris.dcs.exeter.ac.uk (D.L.Hastings)
Subject: Re: DOOM on Atari
Date: 1995/07/24
Message-ID: <DC81rq.Ios@exeter.ac.uk>#1/1
X-Deja-AN: 106868056
sender: news@exeter.ac.uk (news admin)
references: <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr>
organization: Department of Computer Science, University of Exeter, U.K.
newsgroups: comp.sys.atari.programmer

In article <3uqpv8$rpb@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger
Sheppard..) writes:

>The PC sells because it is marketed correctly and can be upgraded and has a lot
>of software and options going for it, the Atari is DEAD, did you not read

The PC sells because lots of people have already bought one.

> What users need is support , were is the Atari support in any form at all..

It is here, in this newsgroup amongst other places. That's what this place
is for, though you don't quite seem to have grasped that fact.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

From 1431545002277016317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: spatzene@informatik.tu-muenchen.de (Roland Spatzenegger)
Subject: Re: DOOM on Atari
Date: 1995/07/24
Message-ID: <3v0av1$bmq@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 106868057
distribution: world

references: <DBnp6J.C7E@comp.lancs.ac.uk> <DBrM4A.9I6@cix.compulink.co.uk>
<DByuIu.sM@comp.lancs.ac.uk> <3uvumh$7a5@sunsystem5.informatik.tu-muenchen.de>
organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.programmer
originator: spatzene@hphalle4f.informatik.tu-muenchen.de

Doomino V1.0 from Stax will be out soon (2 months ..) (checkout doomino, 96ktro competition Fried Bits III)

bye

Roland

--

Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~spatzene/

From -2808386959415398520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: hutch@ilmen.lanl.gov (Hutch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/24
Message-ID: <9507241750.AA00379@ilmen.lanl.gov>#1/1
X-Deja-AN: 106868058
sender: nobody@cs.utexas.edu
organization: UTexas Mail-to-News Gateway
newsgroups: comp.sys.atari.programmer

In a previous article, magnus.kollberg@p11.straight.ct.se (Magnus Kollberg) wrote:

> If Atari denies the existence of TOS 4.92 it can't be piracy can it? The
> product does not exist!

They may be denying the public availability of the software. If you obtain a copy without their permission, it's still piracy. But truth be told, it appears that they could care less right now.

> I have also heard that Atari have taken up the production of the falcon!
> Great news in my ears!

And yet another unsubstantiated rumor. Hope springs eternal in the hearts of the faithful. :)

-Hutch- @ Fair Dinkum Tech

From 7666795960588326028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335

X-Google-Attributes: gid1115ce,public
From: molin@cxc1.cl.msu.edu (Michael Olin)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/24
Message-ID: <3v1krj$875@cxc1.cl.msu.edu>#1/1
X-Deja-AN: 106868061
organization: Michigan State University
newsgroups: comp.sys.atari.programmer

hutch@ilmen.lanl.gov (Hutch) writes:

> Hope springs eternal in the hearts of the faithful. :)

When jaguars fly...
--
```
  =-=-=-=-=-=-=   molin@terminator.rs.itd.umich.edu   =-=-=-=-=-=-=
                                  |||
     Keep up the fight            |||   I love my country
        or lose the right...    / | \     but I fear my government
```

From 8790200989410442530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a34247fe93f97299
X-Google-Attributes: gid1115ce,public
From: hohmuth@irs.inf.tu-dresden.de (Michael Hohmuth)
Subject: Re: How does MiNT find out it has No Memory Protection?
Date: 1995/07/24
Message-ID: <3v0qdt$ij2@irzr17.inf.tu-dresden.de>#1/1
X-Deja-AN: 106868066
references: <3uoeuo$d8d@wn1.sci.kun.nl>
content-type: text/plain; charset=ISO-8859-1
organization: Dept. of Computer Science, TU Dresden, Germany
mime-version: 1.0
reply-to: hohmuth@inf.tu-dresden.de
newsgroups: comp.sys.atari.programmer

In article <3uoeuo$d8d@wn1.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:

> So I figured out that MiNT checked the filename and was confused by
> the X (after all - you can't run a program called .PRX) so I made a
> kludge to rename MINTNP.PRX to MINTNP.PRG shortly before exec()-ing
> it, but that didn't help! I found somewhere in the Changes.MH-doc
> that MiNT looks in the DTA of the parent, so I tried renaming
> AUTOEXEC.PRG to MINTNP.PRG, but that didn't help either.
>
> How can I persuade MiNT to keep MP off? Can I include a command line
> option or something?

Yes, the "-m" and "-p" options to MiNT turn off memory protection.

("-mw" or "-pw" do so, too, and additionally suppress the ugly warning message.)

As for looking at the name of the MiNT binary: Renaming the binary won't help because FreeMiNT doesn't actually search in "\auto". The current logic (as of FreeMiNT 1.12.4) is to look in the parent's DTA for the last file name that had been Fsfirst()/Fsnext()'d and to turn off memory protection if it was "MINTN*.PRG" or "MNTN*.PRG".

(This kludgy behavior can be turned off by #undef'ing AUTO_FIX at compile time, thereby activating the old "\auto\mintnp.prg" method. However, renaming the executable still won't work because MINT searches it too early in its boot process.)

Counting executable names ending in "*.PRX" would be a bad idea because most people use it to disable AUTO folder programs.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

From -4192756078125957041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,6be6243cf88f5680,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,6be6243cf88f5680,start
X-Google-Attributes: gid1115ce,public
From: A.I.Nicholls@herts.ac.uk (Alex Nicholls)
Subject: ROMS and Natural languages
Date: 1995/07/25
Message-ID: <423330153fa5@m18.herts.ac.uk>#1/1
X-Deja-AN: 106867870
organization: University of Hertfordshire
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

Does anyone know how to get the language the ROM is in on ALL TOS Roms. (I know about the cookie jar ones from Rainbow TOS)..

the ox_conf variable in the os_base as pointed out in the Atari User documentation says that will do it, but that comes out with a value of 255 (which as I understand can't be right..)

The programme profile comes up with the same result..

Alex Nicholls

From 5589121418580972694

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ff377f31c63c1afe
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: Trouble recompiling MinT
Date: 1995/07/25
Message-ID: <3v311n$3v2@nyheter.chalmers.se>#1/1
X-Deja-AN: 106868059
references: <1995Jul24.160413.2065@cathy.ijs.si>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <1995Jul24.160413.2065@cathy.ijs.si>,
Matija Grabnar <matija.grabnar@ijs.si> wrote:
...
>No matter what I try, I get several undefined symbols in the link phase.
...
>I:\GCC\GCC-ld.ttp -v -G -o mint.prg I:\LIB\LIB\crt0.o bios.o xbios.o
>console.o dos.o dosdir.o dosfile.o dosmem.o dossig.o filesys.o main.o
>mem.o proc.o signal.o timeout.o tty.o util.o biosfs.o pipefs.o procfs.o
>tosfs.o debug.o rendez.o unifs.o shmfs.o fasttext.o welcome.o nalloc2.o
>memprot.o realloc.o update.o context.o intr.o syscall.o quickzer.o
>quickmov.o cpu.o -liio16 -lgnu16

_set_mmu, _setstack, _save_mmu, _restr_mmu and _cpush are all defined
in the file cpu.spp, which should have been compiled into the cpu.o at
the end above.

Something must have gone wrong with the compilation of cpu.spp.
Check if cpu.o is empty for example.

--

```
  Chalmers University   | Why are these |  e-mail:   d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |            rand@cd.chalmers.se
                        | so hard to do |  www/ftp:  rand.thn.htu.se
   Gothenburg, Sweden   |     well?     |            (MGIFv5 and QLem)
```


From 1202614925474501091
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d0c3e57313e0dd3
X-Google-Attributes: gid1115ce,public
From: A.I.Nicholls@herts.ac.uk (Alex Nicholls)
Subject: Re: egem and gdos problem..
Date: 1995/07/25
Message-ID: <4233301533f3@m18.herts.ac.uk>#1/1
X-Deja-AN: 106868060
references: <2055phodgkin@nest.demon.co.uk>
organization: University of Hertfordshire
newsgroups: comp.sys.atari.programmer

Phil Hodgkins (phodgkin@nest.demon.co.uk) wrote:

: In a message of <19 Jul 95 17:54:34>, Alex Nicholls (90:100/106) writes:

: AN> I'm using Enhanced GEM libraries (2.20) for GNU C 2.5.8 and wondered
: AN> if any body knows how to fix the problem, when I do not install
: AN> SpeedoGDOS at bootup
: AN> any of my Enhanced GEM programs (including the test ones sources are
: AN> compiled
: AN> under GNU C) they crash...

: Are you opening a physical workstation (v_opnwk) instead of a virtual one
: (v_opnvwk)?

: AFAIR, with any GDOS a physical workstation can be opened, but virtual
: wkstns are almost always used for the screen and physical wkstns are used
: only when necessary (e.g. printing via GDOS).

Ah, but e_gem it self does all that, but I think there is a bug in it, at least
preventing it to work properly under GNU C..

Alex

From -720266765613311560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: DOOM on Atari
Date: 1995/07/25
Message-ID:
<ftn_2.203.221.11$fidonet.org_3014c910_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 106868062
sender: news@ct.se
references: <3v0av1$bmq@sunsystem5.informatik.tu-muenchen.de>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Roland Spatzenegger wrote to All :
 RS> From: spatzene@informatik.tu-muenchen.de (Roland Spatzenegger)

 RS> Doomino V1.0 from Stax will be out soon (2 months ..) (checkout doomino,
 RS> 96ktro competition Fried Bits III)

Will this be an interactiv version there you can move around? What is the plan
for this DOOMINO thing? I know that you are responsible for Icubator, but I
must say that Doomino looks much better and I hope that it will come a real

version with something to shot at. :)

cheers,
Magnus Kollberg

From 2204124817430964458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f278bd61c061c7cb,start
X-Google-Attributes: gid1115ce,public
From: buxmjp@zippy.dct.ac.uk
Subject: Dual tones in GFA basic ?
Date: 1995/07/25
Message-ID: <1995Jul25.100950.19210@zippy.dct.ac.uk>#1/1
X-Deja-AN: 106868063
organization: University of Abertay Dundee
newsgroups: comp.sys.atari.programmer

OK, so I have a sound chip that can generate the individual frequencies,
and it has more that enough channels to play 2 tones, but I can't
seem to persuade GFA Basic to play more than 1 note at a time. I can
play 1 note on one channel or on lots of channels, but when I try to
play a different note on a different channel, the first note stops.

Help, ideas, listings, etc much appreciated. please mail as I can't
read news as regularly as I'd like to.

the hatter

From 7997738428617468137
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: DOOM on Atari
Date: 1995/07/25
Message-ID: <3v2hos$n1q@vishnu.jussieu.fr>#1/1
X-Deja-AN: 106868064
references: <3uokhm$3g3@vishnu.jussieu.fr>
<ftn_2.203.221.11$fidonet.org_30123e05_Magnus.Kollberg@p11.straight.ct.se>
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article
<ftn_2.203.221.11$fidonet.org_30123e05_Magnus.Kollberg@p11.straight.ct.se>,
   magnus.kollberg@p11.straight.ct.se (Magnus Kollberg) wrote:

>Have you seen EKO's latest demo "EKO SYSTEM". It have a Descent lookalike
>part.
>Okey there is no texture mapping, but it's VERY good and fast! I would say
>atleast 25 fps if not more. :))
OK, I'll download it right away.

>Does it [doomino] support an accelerated falcon? A 40MHz CPU and 50 MHz DSP
>would make it
>even faster!
I don't know, but OUR project will run on any falcon. The user should be able
to choose the resolution and the size of the screen, from the fluid little
window to the overscan one. Of course, it should work on any configuration
with a hard drive and a VGA or RGB monitor. And if people have very fast
falcons, why not use the ScreenBlaster and BlowUp cards?

> BLR> People are starting serious work here. If you want to join the effort,
> BLR> your help is welcome. We take this project quite seriously, and need
> BLR> people we can rely on.
>What do you mean with this? Are you saing that you are working on a "DOOM"
>clone (I would prefer a Dark Forces clone if possible)? :))
Yes. The idea is to make a doom clone that can read the WAD files of doom, and
communicate with PC, Mac, etc. based users. Dark Forces... Well, if Dark
Forces were a WAD. But it's not. And it needs a CD-ROM. Let's first do doom.
:)


```
+-------------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
+-------------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes      |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
|4, place Jussieu, 75252 Paris Cedex 05                     |
+-------------------------------------------------------------+
```


From -2144713366890889390
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,ff377f31c63c1afe
X-Google-Attributes: gid1115ce,public

From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: Trouble recompiling MinT
Date: 1995/07/25

Message-ID: <gigxr01-250795123659000l@47.85.0.99>#1/1
X-Deja-AN: 106868065

references: <1995Jul24.160413.2065@cathy.ijs.si>
organization: Northern Telecom (Ireland) Ltd
newsgroups: comp.sys.atari.programmer

In article <1995Jul24.160413.2065@cathy.ijs.si>, matija.grabnar@ijs.si wrote:

> I hope somebody can help me.
> I am trying to compile freemint (1.12 h4), and I have been unable to compile
> it with GCC. I used GCC 2.3.3 (I also tried with 2.5.8 with the same problem).
> I used the libraries pl 46, and linker from utlbin38.
>
> No matter what I try, I get several undefined symbols in the link phase.
> This is weird because I was able to compile the source with other
compilers and
> they did not complain about those symbols (but MinTs compiled with other
> compilers had other problems I won't get into).
>
> Can anybody tell me what I need to define the symbols missing below?
> Thank you very much.
>
> Make Utility Copyright ⓒ 1992 HiSoft
>
> All Rights Reserved - Version 1.40
>
******* Stuff deleted **********

I had some problems like this with 2.5.8 & the TEMP varaible was not defined
correctly,I had the path set to a non existant directory.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

From -9191820302848174976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/25
Message-ID:
<ftn_2.203.221.11$fidonet.org_3014c9fb_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 106868067
sender: news@ct.se
references: <9507241750.AA00379@ilmen.lanl.gov>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Hutch wrote to All :
 >> I have also heard that Atari have taken up the production of the falcon!

>> Great news in my ears!
H>
H> And yet another unsubstantiated rumor. Hope springs eternal in the
H> hearts of the faithful. :)

Yey it does! And it will as long as I use an Atari computer. :)

cheers,
Magnus Kollberg

From -2261844569374097198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3157c43271b6e824,start
X-Google-Attributes: gid1115ce,public
From: nat@zumdick.rhein-main.de (Nat!)
Subject: Threads
Date: 1995/07/25
Message-ID: <FGZRFFAFUP@zumdick.rhein-main.de>#1/1
X-Deja-AN: 106868068
content-length: 1955
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Is anyone seriously interested in a little Pure-C library to
do 'thread-like' programming ?

I wrote something like this just for the fun of it, but I
ain't got no real use for it at the moment.

If there's some feedback, I'll type a little usage info and
post the stuff here. Its only 16K source. UU-Compressed probably
4K. The idea will be that I give the source out, maybe do
a little initial handholding but basically I don't want to
'support' it. I think you can use the thread library quite well
in GEM programs, where each window is a thread, and a
cleverly adapted evnt_multi then dispatches the threads.

Nat!

P.S. here's a small demo source (you could also link an interrupt
into the dispatcher, to get preemption).

```
#include <nat\ndefines.h>
#include "thread.h"

thread   x, y;
```

```
void  routineA()
{
   Cconws( "routine A\r\n");     /* exits soon */
}


void  routineB()
{
   for(;;)
   {
      Cconws( "routine B\r\n");
      thread_yield();
   }
}


void  routineC()
{
   for(;;)
   {
      Cconws( "routine C\r\n");
      thread_yield();
   }
}


main()
{
   thread_run( &x, routineA, 0);
   thread_run( &y, routineB, 0);
   thread_run( &x, routineC, 0);

   for(;;)
   {
      Cconws( "routine D\r\n");
      thread_yield();
   }
}

/* Output will be something like:

              routineA
              routineB
              routineC
              routineD
              routineB
              routineC
              routineD
              routineB
              routineC
              routineD
              ...
```

```
*/

P.P.S.:
     When running on interrupts, the library is a bit problematic
     in programs that use TOS calls heavily, because a context
     switch will only be done, when the program is executing
     in user program space (and user mode). So in effect you'd
     still need to do some thread_... calls in your thread code.
```

----------"Bang that bit that doesn't bang"----------

The future's looking brighter / (with) every beer that I pour in me

David Lee Roth

```
From 2094314512056994936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ccdb7d8f91853310,start
X-Google-Attributes: gid1115ce,public
From: roine.stenberg@stacken.ct.se (Roine Stenberg)
Subject: Jaguar...
Date: 1995/07/25
Message-ID: <ftn_2.204.419_55b41f66_Roine.Stenberg@stacken.ct.se>#1/1
X-Deja-AN: 106868069
sender: news@ct.se
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: STacken BBS, Mj=94lby, Sweden. +(46)142-19331.
mime-version: 1.0
reply-to: roine.stenberg@stacken.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

For those of you interested about programming the Jaguar take a
look at this WWW page...

http://www-und.ida.liu.se/~t94patsa/jserver.html
```

```
From -7544350585124103934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
```

Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/25
Message-ID: <Pine.ULT.3.91.950725191022.18943A-100000@mars>#1/1
X-Deja-AN: 107031553
references:
<3ujf1pamv1@mhadf.production.compuserve.com>,<3ums5k$ah0@wn1.sci.kun.nl>
<3upnt4$nd9@golem.wcc.govt.nz> <3uv1bs$af0@inca01.inca.co.nz>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 24 Jul 1995, Gaven Miller wrote:
----------<snip>----------
> You are right that Atari will not release any version of TOS as PD.
> However, the reason you gave is incorrect.
>
> The real reason is that THEY MUST PAY A ROYALTY TO _Digital_Research_Inc_
> FOR EVERY COPY OF GEM CREATED/SOLD/GIVEN-AWAY!
>
> This reason was given by Atari themselves (in "Dateline Atari" about
> 1991/2).
----------<snip>----------

Strange, I remember that Atari actually bought the rights to use Gem 0.9
at a time when Digital Research was out of money? Are you sure that
Atari pays royalties, or is it so that they are just not allowed to pass
the rights on to other organisations?

// Jens M Andreasen

From -9081289262372711298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3cfef9f92d2b365a,start
X-Google-Attributes: gid1115ce,public
From: bikamph@sus.edu.eur.nl (Jan Kamphuis)
Subject: GEM++
Date: 1995/07/25
Message-ID: <3v2s3l$2j8@sus.edu.eur.nl>#1/1
X-Deja-AN: 107031564
organization: Erasmus Universiteit Rotterdam
keywords: C++, GEM, GNU
newsgroups: comp.sys.atari.programmer
summary: Question about GNU C++ 2.5.8 together with GEM++ v1.9

 I tried:
 char tmp[10], tmp2[10]; GEMform F(..., ...); GEMobject O(F, ...);
 strcpy(tmp, "...."); O.SetText(tmp); F.Do(); The bombing: strcpy(tmp2, O.Text())
 ;

Who can help me? What am I doing wrong?
Jan Kamphuis (bikamph@cs.few.eur.nl)

:save

n k:save
::help!
/

From -4298215255291895632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6be6243cf88f5680
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,6be6243cf88f5680
X-Google-Attributes: gid109a67,public
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Subject: Re: ROMS and Natural languages
Date: 1995/07/26
Message-ID: <3v51q7$ifb@percy.cs.bham.ac.uk>#1/1
X-Deja-AN: 106867877
references: <423330153fa5@m18.herts.ac.uk>
organization: NHS Information Management Centre
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

A.I.Nicholls@herts.ac.uk (Alex Nicholls) writes:
>Does anyone know how to get the language the ROM is in on ALL TOS Roms. (I
>know about the cookie jar ones from Rainbow TOS)..

>
>the ox_conf variable in the os_base as pointed out in the Atari User
>documentation says that will do it, but that comes out with a value of
>255 (which as I understand can't be right..)
>
>The programme profile comes up with the same result..

There is a special value which means 'support all languages' which I
understand is used in the Falcon ROMs.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From 6892532396239878030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: spatzene@informatik.tu-muenchen.de (Roland Spatzenegger)
Subject: Re: DOOM on Atari
Date: 1995/07/26
Message-ID: <3v4npp$jjp@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 106868070
distribution: world
references: <3v0av1$bmq@sunsystem5.informatik.tu-muenchen.de>
<ftn_2.203.221.11$fidonet.org_3014c910_Magnus.Kollberg@p11.straight.ct.se>
organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.programmer
originator: spatzene@hphalle4f.informatik.tu-muenchen.de

In article
<ftn_2.203.221.11$fidonet.org_3014c910_Magnus.Kollberg@p11.straight.ct.se>,
magnus.kollberg@p11.straight.ct.se (Magnus Kollberg) writes:
|> Will this be an interactiv version there you can move around? What is the plan
I think so ...
|> for this DOOMINO thing? I know that you are responsible for Icubator, but I
|> must say that Doomino looks much better and I hope that it will come a real
I know :) (The first version of my old wolf3d I programmed in about 2 weeks, this
is also the verions in the Incubator preview ... The new version is much faster,
but i never want to make a doom clone, i only wanted to make a Wolfenstein3D with
free walls ;)
|> version with something to shot at. :)
:)
    bye
        Roland
--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~spatzene/

From -7449067662557027331
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: <STIRRE31@MAINE.MAINE.EDU>
Subject: Re: DOOM on Atari
Date: 1995/07/26
Message-ID: <95207.184322STIRRE31@MAINE.MAINE.EDU>#1/1
X-Deja-AN: 107031561
references: <3v0av1$bmq@sunsystem5.informatik.tu-muenchen.de>
organization: University of Maine System
newsgroups: comp.sys.atari.programmer

I checked out Doomino the other day after talk here and must
say that I was very impressed. If this is made into a playable
game I would be very happy.
Regarding attempts at Doom-like games what do people think of
Lasers and Men? I personally disliked it because I found
the playability awful. Please keep this in mind- make the game
fun to play (I know, easier said then done). Heck, I'd love
to just see a Wolf 3D clone. That is a great game even if
it isn't the newest thing around.
-scott tirrell

From 5570651570956501475
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/26
Message-ID: <DCAt8p.3y7@cix.compulink.co.uk>#1/1
X-Deja-AN: 107031562
references:
<3ujf1pamv1@mhadf.production.compuserve.com>,<3ums5k$ah0@wn1.sci.kun.nl>
<3upnt4$nd9@golem.wcc.govt.nz> <3uv1bs$af0@inca01.inca.co.nz>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

In message <3uv1bs$af0@inca01.inca.co.nz>, gmiller@inca.co.nz said:
  > Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
  >
  > > Atari have stated that their is a Good reason for not releasing TOS
  > > to the PD..

  > You are right that Atari will not release any version of TOS as PD.

> However, the reason you gave is incorrect.
>
> The real reason is that THEY MUST PAY A ROYALTY TO
> _Digital_Research_Inc_ FOR EVERY COPY OF GEM CREATED/SOLD/GIVEN-AWAY!

This comes up from time to time. Now whereas I believed this to be the case - other people seem to think that Atari bought out the license from DR to avoid this royalty problem - and also let them develop GEM as they saw fit.

The real question - is does anybody actually *know*?

> This reason was given by Atari themselves (in "Dateline Atari" about
> 1991/2).

Is it still true now I wonder? Was it even true then? ;-)

> If they did not have to do so, they would have made TOS (including
> any GUI it may contain) a freely distributable program.

I think Atari (IMHO) are too disorganised - and entirely unbothered at clarifying this situation and making it available even if they do own the rights.

:-(

Roland.

@CiX

From 624747496313991810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/26
Message-ID: <DCBL0q.9t3@crash.cts.com>#1/1
X-Deja-AN: 107031563
sender: news@crash.cts.com (news subsystem)
references: <9507241750.AA00379@ilmen.lanl.gov>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

: > If Atari denies the existence of TOS 4.92 it can't be piracy can it? The
: > product does not exist!

: They may be denying the public availability of the software. If you obtain
: a copy without their permission, it's still piracy. But truth be told, it
: appears that they could care less right now.

A point to consider on the first paragraph. You will notice a copyright message dialog box in its typical selection above the desk accessory slots from within the Desktop. It claims Atari's copyright date 1985-1994 and its Digital Research notice. It satifies all international treaty and USA law requirements for Copyright claim. It states the NAME of the copyright holder(s), the DATE, and either the word "COPYRIGHT" or the copyright symbol. Typically all of the "allied" countries honor this treaty.

Just a bit of legal info.

Rich

From -4010704181995422888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1cad2e9cc3fc6f1,start
X-Google-Attributes: gid1115ce,public
From: rhino@aztec.asu.edu (JAMES ALLAN ALEXANDER)
Subject: Programming computer to dial home
Date: 1995/07/26
Message-ID: <3v4ct9$g81@news.asu.edu>#1/1
X-Deja-AN: 107031565
organization: Arizona State University
newsgroups: comp.sys.atari.programmer

I am interested in creating a program for my Atari computer. So
far I have the rough draft. I was wondering if anyone could help
me with a couple of things. I will type my program out, so that you
can examine it.

```
10 REM AZTEC
20 PRINT "Do you wish to connect to AZTEC?"
30 INPUT A$
40 IF A$ = YES THEN GOTO 60
50 IF A$ = NO  THEN GOTO 70
60 CALL 965-4151 or DIAL 965-4151
70 END
```

That's my program so far. As for line 60, I am not sure what commands
you would use for dialing into a computer. Can anyone help me?
Also, I don't want to type in my login name everytime I log in the computer.
Does anyone know how to program the computer to do it? Any help would be
appreciated a lot. One more thing, how do you save the program to a disk?
Bye and have a nice day. Please email ASAP! Thank you.
--

From 7155406618553545776
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,82bbd065bfb54aa4,start
X-Google-Attributes: gid1115ce,public
From: miqco@sci.fi (Veikko Vanamo)
Subject: Q:NVRAM acces from GFA impossible?
Date: 1995/07/26
Message-ID: <3v6ad0$b35@tron.sci.fi>#1/1
X-Deja-AN: 107031566
organization: Scifi Communications International Oy, 931-318 6277
newsgroups: comp.sys.atari.programmer

Hello !

Have anybody any idea how to change
NVRAM in Falcon from GFA ?
I Like to change my keyboard layout to
Finnish if it's possible.
On cookies is mentioned that (_AKP 10=FIN), and I
suppose that changing byte in $07 on NVRAM to
$A is the trick.

I tried XBIOS(46) call:

```
check%=XBIOS(46,W:0,W:7,c)
```

to check what is in there, but all I get was
bombs. Maybe I work it out later...

--

```
   _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_|   _|    Veikko Vanamo
  _/ InterNet E-Mail :              _/ _|  _/|  _/_/_/_/_/_/_/_/_/_/_/_/_/_>
 _/ VVANAMO@tays.fi (E-Mail only !)_/  _| _/_| _/ Lahtomaenkatu 3 B 38
_/ miqco@sci.fi ( Use this one !!)_/   _|_/ _|_/  33580 Tampere
/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/    _|/  _|/   FINLAND
```

From 5768491947002920821
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d0c3e57313e0dd3
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: re: egem and gdos problem..
Date: 1995/07/26
Message-ID: <2107phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 107139851
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <26 Jul 95 06:37:48>, Alex Nicholls (90:100/106) writes:

 AN> Phil Hodgkins (phodgkin@nest.demon.co.uk) wrote:
 AN> : In a message of <19 Jul 95 17:54:34>, Alex Nicholls (90:100/106)
 AN> writes:
 : AN>> I'm using Enhanced GEM libraries (2.20) for GNU C 2.5.8 and
 : AN>> wondered if any body knows how to fix the problem, when I do not
 : AN>> install SpeedoGDOS at bootup
 : AN>> any of my Enhanced GEM programs (including the test ones sources
 : AN>> are compiled
 : AN>> under GNU C) they crash...
 AN>
 AN> : Are you opening a physical workstation (v_opnwk) instead of a
 AN> virtual one : (v_opnvwk)?
 AN>
 AN> : AFAIR, with any GDOS a physical workstation can be opened, but
 AN> virtual : wkstns are almost always used for the screen and physical
 AN> wkstns are used : only when necessary (e.g. printing via GDOS).
 AN>
 AN> Ah, but e_gem it self does all that, but I think there is a bug in it,
 AN> at least
 AN> preventing it to work properly under GNU C..

Well, if E_GEM opens your workstation, it must use a particular function to
do so, why not avoid it and write your own.

I haven't used E_GEM (yet) so I really don't know about it's capabilities.

Phil.

~ Experience varies directly with equipment ruined. ~

--

From 8460079889929745260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6be6243cf88f5680
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,6be6243cf88f5680
X-Google-Attributes: gid109a67,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: Re: ROMS and Natural languages
Date: 1995/07/27
Message-ID: <3v7tk7$ntv@inca01.inca.co.nz>#1/1
X-Deja-AN: 107031255
references: <423330153fa5@m18.herts.ac.uk>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st.tech
organization: INCA

newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

Alex Nicholls (A.I.Nicholls@herts.ac.uk) wrote:
> Does anyone know how to get the language the ROM is in on ALL TOS Roms. (I
> know about the cookie jar ones from Rainbow TOS)..

> the ox_conf variable in the os_base as pointed out in the Atari User
> documentation says that will do it, but that comes out with a value of
> 255 (which as I understand can't be right..)

> The programme profile comes up with the same result..

The value in the os_conf byte in the OS header needs to be interpreted as
two separate values : the top seven bits give the country number, whereas
the bottom bit gives the PAL/NTSC flag.

As such, the value 255 says : country is 127, PAL.

Country 127 means "All countries/languages supported". The only TOS
version(s) with this info in it are TOS 4.x in the Falcon.

Previous versions of TOS are country/language dependent.

From 3286611920574089495
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: spatzene@informatik.tu-muenchen.de (Roland Spatzenegger)
Subject: Re: DOOM on Atari
Date: 1995/07/27
Message-ID: <3v7aad$bn5@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 107031554
distribution: world
references: <3v0av1$bmq@sunsystem5.informatik.tu-muenchen.de>
<ftn_2.203.221.11$fidonet.org_3014c910_Magnus.Kollberg@p11.straight.ct.se>
<95207.184322STIRRE31@MAINE.MAINE.EDU>
organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.programmer
originator: spatzene@hphalle10b.informatik.tu-muenchen.de

In article <95207.184322STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU>
writes:
|> Regarding attempts at Doom-like games what do people think of
|> Lasers and Men? I personally disliked it because I found
|> the playability awful. Please keep this in mind- make the game
Yup, I think they use real 3D-texturemapping, which slows down the game ...
|> to just see a Wolf 3D clone. That is a great game even if
|> it isn't the newest thing around.
Thank you :)

bye
Roland

--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~spatzene/

From 5367502304289765450
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1cad2e9cc3fc6f1
X-Google-Attributes: gid1115ce,public
From: hutch@ilmen.lanl.gov (Hutch)
Subject: Re: Programming computer to dial home
Date: 1995/07/27
Message-ID: <9507271445.AA00948@ilmen.lanl.gov>#1/1
X-Deja-AN: 107031555
sender: nobody@cs.utexas.edu
organization: UTexas Mail-to-News Gateway
newsgroups: comp.sys.atari.programmer

In a previous article, rhino@aztec.asu.edu (JAMES ALLAN ALEXANDER) wrote:

```
> 10 REM AZTEC
> 20 PRINT "Do you wish to connect to AZTEC?"
> 30 INPUT A$
> 40 IF A$ = YES THEN GOTO 60
> 50 IF A$ = NO  THEN GOTO 70
> 60 CALL 965-4151 or DIAL 965-4151
> 70 END
```

It would be helpful if you told us what kind of Atari computer and the programming language you are using. This looks like good ol' Atari BASIC for the 8-bits.

You need to add double quotation marks around the string variable values in lines 40 and 50 to make it work:

```
40 IF A$ = "YES" THEN GOTO 60
50 IF A$ = "NO"  THEN GOTO 70
```

And as far as line 60 is concerned, methinks that might me a bit over your head as a beginning programmer. But if you really wish to pursue it, you might also check in comp.sys.atari.8bit as that's where most 8-bit Atari users hang out. I don't remember enough Atari BASIC to help.

-Hutch- @ Fair Dinkum Tech

From -5129395147622902050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: DOOM on Atari
Date: 1995/07/27
Message-ID:
<ftn_2.203.221.11$fidonet.org_3017e4ad_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 107031559
sender: news@ct.se
references: <3v4npp$jjp@sunsystem5.informatik.tu-muenchen.de>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Roland Spatzenegger wrote to Magnus Kollberg:
 |>> for this DOOMINO thing? I know that you are responsible for Icubator, but
 |>> I must say that Doomino looks much better and I hope that it will come a

 RS> I know :) (The first version of my old wolf3d I programmed in about 2
 RS> weeks, this is also the verions in the Incubator preview ... The new
 RS> version is much faster, but i never want to make a doom clone, i only
 RS> wanted to make a Wolfenstein3D with free walls ;)

That will explain why the DOOMINO looks better/nicer. I hope that the final
version of Incubator will be fast and I think it will. :)
When is it going to be released?

cheers,
Magnus Kollberg

From 2091836508065847611
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1cad2e9cc3fc6f1
X-Google-Attributes: gid1115ce,public
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: Programming computer to dial home
Date: 1995/07/28
Message-ID: <DCEH1G.8yA@cix.compulink.co.uk>#1/1
X-Deja-AN: 107031556
references: <3v4ct9$g81@news.asu.edu>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

In message <3v4ct9$g81@news.asu.edu>, rhino@aztec.asu.edu said:

> That's my program so far. As for line 60, I am not sure what commands
> you would use for dialing into a computer. Can anyone help me? Also,

The comamnds depend on which version of BASIC you are using. Basically you want to print a string to the serial (AUX) port to get it to dial. The string needs to be something like:

ATDT phone-number

> I don't want to type in my login name everytime I log in the computer.
> Does anyone know how to program the computer to do it? Any help would

Much the same thing. Just a case of printing your login name to the serial port at the appropriate time. It gets a bit more tricky if you want the program to look for the 'login:' prompt.

A point to note though is that although the basics are fairly simple - it gets quite complicated, the more features you add. If you are programming this because you want the experience then all well and good. However if you don't care - and just want the facilities - then you might find a terminal emiulation package which has most of this built in anyway.

> One more thing, how do you save the program
> to a disk?

This too depends on the version of Basic you are using. Usually under the 'FILE' menu in the menu bar.

:-)

Roland.

@CiX

From 2956597502255045009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ccdb7d8f91853310
X-Google-Attributes: gid1115ce,public
From: roine.stenberg@stacken.ct.se (Roine Stenberg)
Subject: Jaguar...
Date: 1995/07/28
Message-ID: <ftn_2.204.419_55b780da_Roine.Stenberg@stacken.ct.se>#1/1
X-Deja-AN: 107031557
sender: news@ct.se
references: <3v555l$1a6@banaan.fwi.uva.nl>
content-type: text/plain; charset=ISO-8859-1
x-info: UUCP Dialup connection
organization: STacken BBS, Mj=94lby, Sweden. +(46)142-19331.

mime-version: 1.0
reply-to: roine.stenberg@stacken.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

TO: mdekker@fwi.uva.nl
 > BTW. how much does a jag cost these days? (in the
 > netherlands)

I don't know. In the USA, price is 199 dollars i think...

From -3938005447940531331
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1122a1e065a3cca7
X-Google-Attributes: gid1115ce,public
From: matija@sirius.ijs.si (Matija Grabnar)
Subject: Re: Falcon TOS 4.92 w/MiNT
Date: 1995/07/11
Message-ID: <1995Jul11.105435.2033@cathy.ijs.si>#1/1
X-Deja-AN: 105999696
references: <DB9Ety.Dy9@crash.cts.com> <3thma6$b7e@prakinf2.PrakInf.TU-Ilmenau.DE>
organization: Jozef Stefan Institute, Ljubljana, Slovenia
reply-to: matija.grabnar@ijs.si
newsgroups: comp.sys.atari.programmer

In article <3thma6$b7e@prakinf2.PrakInf.TU-Ilmenau.DE>,
Ronny Schoebel <schoebel> wrote:
>I successfully installed TOS 4.92 as a MultiTOS, if you are still interested,
>just mail me at
>
>ronny.schoebel@rz.tu-ilmenau.de

I tried mailing you twice, but the mail bounced. Could you detail the procedure
you used to do this?

--
"My name is Not Important. Not to friends.But you can call me mister Important"
     - Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

From -1819693654689891172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint

Date: 1995/07/11
Message-ID: <DBJpqv.3B5@crash.cts.com>#1/1
X-Deja-AN: 105999697
sender: news@crash.cts.com (news subsystem)
references: <1897rcain@nest.demon.co.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Roger Cain (rcain@nest.demon.co.uk) wrote:
: On 08 Jul 95 Richard wrote:
: IU> From: Richard Kelsch <richcsst@cts.com>
: IU> Anyway, it is much faster than AES 4.0. It doesn't bog down the
: IU> system as MultiTOS did. MiNT with AES 4.1 is head over heals
: IU> faster.

: Where can I get AES 4.1, Rich?

: Roger
: rcain@nest.demon.co.uk

You can't...

From 8605566919005509396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: DOOM on Atari
Date: 1995/07/11
Message-ID: <3ttpo3$gjg@vishnu.jussieu.fr>#1/1
X-Deja-AN: 105999698
references: <3tj115$kcp@vishnu.jussieu.fr> <3tl5h5$6ob@ionews.io.org>
<3tlpk1$bi0@vishnu.jussieu.fr> <3tmjh7$i1e@ionews.io.org>
<3tqrie$jdt@vishnu.jussieu.fr> <3trq43$nm3@ionews.io.org>
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Another advantage of making a compatible clone of Doom on atari (even if it's without textures) is that it could use the same protocol to play on a network.

We could duel with people on PCs, Macs, NeXTs, and so on.

So here is I think a reasonable project: a filled polygon universe with scaled sprites for the monsters and objects, compatibility with WAD files (perhaps after getting rid of the texture part of them) and compatibility with the communication protocol of Doom.

Does anybody find this interesting enough to start working on the project?

Bye.
Bertrand.


```
+-----------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
+-----------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes      |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
|4, place Jussieu, 75252 Paris Cedex 05                     |
+-----------------------------------------------------------+
```


From -6347465763494354217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,27669af4c09c48d6,start
X-Google-Attributes: gid1115ce,public
From: baldrick@terminator.rs.itd.umich.edu (Dan Ackerman)
Subject: .FLM or .SEQ source?
Date: 1995/07/11
Message-ID: <3tubjl$rjb@lastactionhero.rs.itd.umich.edu>#1/1
X-Deja-AN: 105999700
organization: University of Michigan
newsgroups: comp.sys.atari.programmer

Does anyone out there have .FLM or .SEQ source code they are willing to share or trade? I would really like to include some small animations in a program, but my time is too short to validate starting from scratch.

Any help would be great.

Dan Ackerman
aka. baldrick@terminator.rs.itd.umich.edu

From 2728194225067469862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5177d0a324f87d43,start
X-Google-Attributes: gid1115ce,public
From: tony@clixby.demon.co.uk (Tony Clixby)
Subject: REQ: CMOS setup prog for Atari 286/30 PC
Date: 1995/07/11
Message-ID: <805489552.28353@clixby.demon.co.uk>#1/1
X-Deja-AN: 105999701

x-nntp-posting-host: clixby.demon.co.uk
newsgroups: comp.sys.atari.programmer

A friend has an Atari 286/30 PC and has added more RAM.
However, the machine needs to be told the new memory is installed and
he has lost his CMOS setup prog called NEAT.

Can anyone help please?

Tony Clixby

Email Me At...
Adam@Clixby.demon.co.uk

From -9163355049237597109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af6d23a63586f4aa,start
X-Google-Attributes: gid1115ce,public
From: aseltzer@planete.net (Albert Seltzer)
Subject: Exabyte driver
Date: 1995/07/11
Message-ID: <aseltzer-1207950157420001@modem2-09.planete.net>#1/1
X-Deja-AN: 105999703
organization: Pressimage, France
newsgroups: comp.sys.atari.programmer

I'm looking for an Exabyte driver for Falcon.
Anybody can help me ?

From -956546714630787658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: falcon tos 4.92 w/mint
Date: 1995/07/11
Message-ID: <1918rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 106178212
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 11 Jul 95 Richard wrote:
 RJK> : Where can I get AES 4.1, Rich?
 RJK>

RJK> You can't...

Gee, thanks, Rich!

Roger
rcain@nest.demon.co.uk

--

From -8681562064464681028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fed41,6747f8fda5883649,start
X-Google-Attributes: gidfed41,public
X-Google-Thread: 1115ce,6747f8fda5883649,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: ffc26,6747f8fda5883649,start
X-Google-Attributes: gidffc26,public
From: leungs@er7.rutgers.edu (Speaker for the Dead)
Subject: C runtime functions in assembler?
Date: 1995/07/12
Message-ID: <3u1gkj$2td@er7.rutgers.edu>#1/1
X-Deja-AN: 106160750
distribution: world
organization: Rutgers University
keywords: C, Pascal, 68000, assembler, assembly, printf
newsgroups:
comp.sys.mac.programmer.misc,comp.sys.amiga.programmer,comp.sys.atari.programmer

Hi.
I just recently learned a little 68000 assembly language for the Amiga. But I suppose the following questions can be asked of Mac & Atari assembly language programmers as well. My question is, can one access C runtime library (libc.a) functions from assembly language? If this is possible, how exactly will the functions parameters and return values be passed to and from the functions in assembly language? For example exec.library's (an Amiga Dynamic Link Library) OpenLibrary() function prototype in C looks like the following:

```
struct Library *OpenLibrary( UBYTE *libName, unsigned long version );
```

And looks like the following in actual C source code:

```
/* Open intuition.library, any version.  Return library base pointer. */

     IntuitionBase = OpenLibrary("Intuition.library", 0);
```

In assembly language, the OpenLibrary function requires that the pointer to the library's name string to be in register A1 and the version number

of the library to be in register D0. The function returns the library's base pointer to register D0. Example as follows:

```
DC.B LIBNAME       'Intuition.library',0  ;NULL terminated string
DC.L VERSIONNUM    0             ;0 indicates any version

     lea  LIBNAME,A1             ;Address of string to A1
     move.l   VERSIONNUM,D0          ;Version #to D0
     jsr  _LVOOpenLibrary(A6)         ;call OpenLibrary()
```

* A6 contains the exec.library's base pointer.
* _LVOOpenLibrary is the Library Vector Offset (LVO).
* D0 contains the function's return value.
* D0 will contain a pointer to intuition.library if OpenLibrary() was
* sucessful. NULL otherwise.

Say I COULD to use something like the printf() from the C runtime library, how would I do the equivalent of something like printf("Hello, World!\n"); (in C) in assembly language? Where would the function's arguments and return value be stored? I have heard that Pascal uses a different calling convention than C. If C runtime functions CAN be called from Assembly language, can Pascal runtime functions be called as well? If so, how? Thank you for taking your time to read this. Please respond by e-mail if possible to leungs@eden.rutgers.edu. Thanks again. Bye-bye.

By golly, how would PEOPLE like it if animals bulldozed a suburb and put in new TREES?!?

Calvin to Hobbes

Stephen Leung
leungs@eden.rutgers.edu, leungs@voyager.bxscience.edu
Rutgers University, Electrical Engineering and Computer Science

---

From 4341171076981480545
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: ffc26,6747f8fda5883649
X-Google-Attributes: gidffc26,public
X-Google-Thread: fed41,6747f8fda5883649
X-Google-Attributes: gidfed41,public
X-Google-Thread: 1115ce,6747f8fda5883649
X-Google-Attributes: gid1115ce,public
From: dave@CS.Arizona.EDU (Dave Schaumann)
Subject: Re: C runtime functions in assembler?
Date: 1995/07/12
Message-ID: <3u28n6$mnp@lectura.CS.Arizona.EDU>#1/1
X-Deja-AN: 106160784
references: <3u1gkj$2td@er7.rutgers.edu>
organization: University of Arizona CS Department, Tucson AZ
keywords: C, Pascal, 68000, assembler, assembly, printf
newsgroups:

comp.sys.mac.programmer.misc,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <3u1gkj$2td@er7.rutgers.edu>,
Speaker for the Dead <leungs@er7.rutgers.edu> wrote:
>My question is, can one access C
>runtime library (libc.a) functions from assembly language?

Sure!

>If this is possible, how exactly will the functions parameters and
>return values be passed to and from the functions in assembly language?

In general, C code uses the run-time stack to pass parameters and
return values between functions. Probably the best way to see how
to set up a call to a C library function is to compile a short example,
and take a look at the code the compiler generates. Most compilers
have a switch that cause the compiler to generate assembly language
instead of an object or executable file (for gcc, that flag is -S).

>In assembly language, the OpenLibrary function requires that the pointer
>to the library's name string to be in register A1 and the version number
>of the library to be in register D0.

Right. Usually, what's done is that when you call OpenLibrary (or
some other OS function) it calls a library function like this:

```
     _OpenLibrary  movem.l  a1/a6,-(a7)   stash registers
              move.l   12(a7),d0 grab version off stack
              move.l   8(a7),a1  grab lib name off stack
              move.l   #4,a6
              jsr  _LVOOpenLibrary(a6)
              movem.l  (a7)+,a1/a6   restore registers
              rts
```

This sort of thing is usually called a stub, or a wrapper function.
The thing is (unless you or someone else tells it), the C compiler
doesn't know OpenLibrary is a special function and needs to be
called in a special way. The simplest solution is to provide the
above code, and the compiler can generates calls to OpenLibrary in
the same way it generates code for other function calls. Of course,
this isn't as fast as you can get in raw assembly language, but then,
that's the nature of using a high(er) level language.

-Dave

From 2415925046521588003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2cd0b1e046f1f23a
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,2cd0b1e046f1f23a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2cd0b1e046f1f23a
X-Google-Attributes: gid109a67,public
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: Debugging C++ programs **HELP!!!**
Date: 1995/07/12
Message-ID: <DBMCqB.2o1@watserv3.uwaterloo.ca>#1/1
X-Deja-AN: 106177892
sender: news@watserv3.uwaterloo.ca
references: <Pine.BUL.3.90.950711165538.25390A-100000@bull.mimuw.edu.pl>
organization: University of Waterloo
newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <Pine.BUL.3.90.950711165538.25390A-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>I succesfuly configured gcc 2.6.3, so I can compile and link C and C++
>programs properly. Thats great. But I was be able to debug C++ programs
>compiled with gcc 2.5.8 under gdb 3.6 pl 4. And now I can debug only C
>programs. While I try to debug C++ (compiled with 2.6.3) I've got a
>message:
>
>Reading in symbols for test.cc... invalid member type dataformat, at
>symtab pos 16.
>
>Does it mean that I WILL NOT be able to debug any C++ (compiled with
>2.6.3)???? I would like to use new C++ feauters like exceptions
>available at 2.6.3 (and with some bugs removed). I have many good ideas
>to write good C++ programs... Maybe someone have any idea.
>
>*** ANY HELP WILL BE APPRECIATED ***
>
>HELP * HELP * HELP * HELP * HELP * PLEASE * PLEASE * PLEASE * PLEASE !!!!!!!
>
>Simon.
>
>8'-(((((((((

Simon,

What is your system config? Is your GCC setup under TOS, MiNT or Linux?
If you have an '030 machine and are not developing for GEM, I'd strongly
suggest setting up Linux (I have no probs debugging c++ progs compiled
under GCC 2.6.3).

Art
--
Art
atwareck@novice.uwaterloo.ca

From 8244979248617366564

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,858e7bd0a95bb5d2
X-Google-Attributes: gid1115ce,public
From: ppp435@news.salford.ac.uk (GR GREENWAY)
Subject: Re: Groovy GEM stuff...
Date: 1995/07/12
Message-ID: <ppp435.40.0@news.salford.ac.uk>#1/1
X-Deja-AN: 106178208
distribution: world
references: <ppp435.36.0@news.salford.ac.uk> <3tcesf$kp1@login.bigblue.no>
organization: University of Salford
newsgroups: comp.sys.atari.programmer

In article <3tcesf$kp1@login.bigblue.no> jib@login.bigblue.no (Jabran Akhtar)
writes:
>Subject: Re: Groovy GEM stuff...
>From: jib@login.bigblue.no (Jabran Akhtar)
>Date: 4 Jul 1995 18:21:03 -0400
>GR GREENWAY (ppp435@news.salford.ac.uk) wrote:
>: What about the windowsish menu extention thingies on the Lattice C editor ?
>: Is a set of extended GEM libs available or does one have to do all the
>: donkey work oneself ?
>
>Well ,the new Falcon TOS supports these things ,so that it easy enough
>matter on these TOS.
>
>On other TOS version one simply have to write these routines by hand.
>There are a few libraries for it ,but sadly mainly only for C language.
>

C would do fine. Could anyone recomend such a library ? What about
getting menu bars in windows. Can one simply poke about in an object
structure and change the coordinates or is it nastier than that ?

Thanks,
Giles.

From 3293276873077774832
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd45623e9f9b7ef1,start
X-Google-Attributes: gid1115ce,public
From: Daniel McGuire <dmcguire@igc.apc.org>
Subject: Need help bringing atari files to
Date: 1995/07/12
Message-ID: <APC&1'0'945ca6e1'82c@igc.apc.org>#1/1
X-Deja-AN: 106178209
x-gateway: notes@igc.apc.org
newsgroups: comp.sys.atari.programmer

Many years ago I worked on an atari st, and generated many documents
using the program STWRITER. I now use a Mac, and I wonder if there is

any way to read those floppies using my mac (my atari dies a long time
ago.) Any help wound be greatly appreciated. Please e-mail me at:
dmcguire@igc.apc.org or post responses. Thank you.

From -4302154055681794951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,795778df24503394
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: re: how to fix mouse double click?
Date: 1995/07/12
Message-ID: <wongck.231.000F294C@ti.com>#1/1
X-Deja-AN: 106178210
references: <1908rcain@nest.demon.co.uk>
organization: TIS
newsgroups: comp.sys.atari.programmer

In article <1908rcain@nest.demon.co.uk> rcain@nest.demon.co.uk (Roger Cain)
writes:
>The common prob. in 1.4 is a single click in the scroll bar being
>interpreted as two clicks (text flashes past!). Is this what you mean? It
>is cred by a number of ACCs - I use SCROLFIX.

I know the common problem... but my application seems to be behaving the other
way round, ie double clik not registered. Dunno why this is so, and only on
tos 1.4 whereas tos 2.06, mag!x & Geneva all seems okay.

William
```
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | |||  520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
                                      | |||  486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com         |/ | \
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,
```

From 8374898096974881652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fd26fda402299cd,start
X-Google-Attributes: gid1115ce,public
From: pyro@flood.xnet.com (Paul Bragiel)
Subject: Chicago Area Atari Developers
Date: 1995/07/12
Message-ID: <3u1n38$74e@flood.xnet.com>#1/1
X-Deja-AN: 106178211
organization: XNet - A Full Service Internet Provider - (708) 983-6064
newsgroups: comp.sys.atari.programmer

Hello. I would like to introduce myself. My name is Paul
Bragiel and I live in the Chicago suburb of Barrington. I will be

heading off to the University of Illinois next year to study in Computer Engineering. But before I leave I am holding a competition in my area for enthusiasts in the area of game/demo programming. We will have artists, musicians, and programmers from the area come and meet at a site to be named. We plan on holding this even during the middle of August before I leave to college. What I am trying to get to is that we need a company or two to help us in my crusade to pull this competition off. What we currently need is a projector that would be able to plug into the back of your PC and display 640x480x256 projection. We also need help in acquiring a good sound system that will be able to exploit the great music that will be produced and finally we need money to help us fund the site we plan on holding it or we need help in ataining a site. If anyone can help me I would really appreciate if you could contact me at pyro@xnet.com

paul bragiel . main organizer Tempest '95

From -320148045780687051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,795778df24503394
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: re: how to fix mouse double click?
Date: 1995/07/12
Message-ID: <1930rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 106178219
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 12 Jul 95 William wrote:
 WW> I know the common problem... but my application seems to be behaving
 WW> the other
 WW> way round, ie double clik not registered. Dunno why this is so, and
 WW> only on tos 1.4 whereas tos 2.06, mag!x & Geneva all seems okay.

Oh, funny. I haven't seen this one. Have you tried adjusting the mouse click sensitivity with one of these CPX/ACC setter-uppers?

Roger
rcain@nest.demon.co.uk

--

From 2622556975146241875
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6747f8fda5883649
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fed41,6747f8fda5883649
X-Google-Attributes: gidfed41,public
X-Google-Thread: ffc26,6747f8fda5883649
X-Google-Attributes: gidffc26,public
From: crawford@scipp.ucsc.edu (Mike Crawford)
Subject: Re: C runtime functions in assembler?
Date: 1995/07/13
Message-ID: <3u2feu$7b@darkstar.UCSC.EDU>#1/1
X-Deja-AN: 106160787
references: <3u1gkj$2td@er7.rutgers.edu>
organization: UC Santa Cruz - SCIPP
keywords: C, Pascal, 68000, assembler, assembly, printf
newsgroups:
comp.sys.mac.programmer.misc,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <3u1gkj$2td@er7.rutgers.edu>,
Speaker for the Dead <leungs@er7.rutgers.edu> wrote:
>Say I COULD to use something like the printf() from the C runtime library,
>how would I do the equivalent of something like printf("Hello, World!\n");
>(in C) in assembly language? Where would the function's arguments and
>return value be stored? I have heard that Pascal uses a different calling

C pushes the parameters on the stack from right to left, so that the first
parameter is always on the top just before the actual call. This allows
functions with a variable number of parameters to work (like printf), which
you cannot do in pascal.

The return value is in D0, unless it is a floating point value or a struct.
I'm not sure what happens if the return value is a pointer - maybe it goes
into A0 then.

The caller function is responsible for restoring the stack after the call. In
pascal, the called function is responsible. This again allows variable
parameter functions, but the pascal method is a little more efficient, as
most functions get called from more than one place in a program, and C requires
a separate tear down for each call made.

So your printf("Hello, World!\n"); would be something like this:

```
@helloStr
     dc.b 'Hello, World!\n'
     dc.b 0

     pea  @helloStr
     jsr  printf
     adda #$4, sp

     move.l   do, result(a6)         ; result is a local var
```

I cheated here by allocating the string within the code space. You'd need to use

```
     pea  helloStr(A5)
```

if the string were a proper global.

--

Mike Crawford
crawford@scruznet.com   <-- note change of address.
crawford@maxwell.ucsc.edu <-- Finger Me here for PGP Public Key
http://www.scruznet.com/~crawford/ (under construction; foundation poured.)

From 467311983749061980
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8cf2b57b5de93540,start
X-Google-Attributes: gid1115ce,public
From: selah@ccnet.com (falcon)
Subject: FS:WARP,NEODESK,QUICKST,CODEKEYS
Date: 1995/07/13
Message-ID: <3u31tt$mgl@ccnet3.ccnet.com>#1/1
X-Deja-AN: 106178201
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

[Article crossposted from comp.sys.atari.st.tech]
[Author was falcon]
[Posted on 13 Jul 1995 04:59:05 -0700]

[Article crossposted from comp.sys.atari.advocacy]
[Author was falcon]
[Posted on 13 Jul 1995 04:57:28 -0700]

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 12 Jul 1995 22:12:57 -0700]

[Article crossposted from comp.sys.atari.st.tech]
[Author was selah]
[Posted on 30 Jun 1995 14:05:13 -0700]

[Article crossposted from comp.sys.atari.st]
[Author was selah]
[Posted on 30 Jun 1995 14:02:39 -0700]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 =   18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST=   5.00

CODEKEYS= 15.00 W/MANUAL

KCS 4.0= 30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL

--

```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
                    selah @ccnet.com
```

--


```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
                    selah @ccnet.com
```


--


```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
                    selah @ccnet.com
```


--


```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
                    selah @ccnet.com
```


--


```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
                    selah @ccnet.com
```


--

```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
                    selah @ccnet.com
```

From -4761385832611183151
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: falcon tos 4.92 w/mint
Date: 1995/07/13
Message-ID: <1941rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 106178202
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 13 Jul 95 Tommi wrote:
 TPH> From: gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
 TPH> Richard John Kelsch (richcsst@crash.cts.com) wrote:
 TPH>
 TPH> : : Where can I get AES 4.1, Rich?
 TPH>
 TPH> : You can't...
 TPH>
 TPH> No, you definitely can.

Thanks, Tommi. :)

Roger
rcain@nest.demon.co.uk

--

From 815911031302791130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83722e5c6f581113,start
X-Google-Attributes: gid1115ce,public
From: miqco@sci.fi (Veikko Vanamo)
Subject: 50/60Hz by Gfa
Date: 1995/07/13

Message-ID: <3u2pq5$ghd@tron.sci.fi>#1/1
X-Deja-AN: 106178213
organization: Scifi Communications International Oy, 931-318 6277
newsgroups: comp.sys.atari.programmer

How to change 50/60 Hz mode in GFA Basic ?
Or to make bootsector which do the job ? (Assembler/Gfa)

I need to know because my TOS ROM:s are in 60Hz mode
and my TV can't cope with that.
I know the address &HFF820A, and bit XXXXXX0X which I should(?)
change but it don't work?

Or can I change some bits in TOS ROMs ?
All I need to know is the place in ROM:s ?
My brother have EPROMMER which will do the job.

--

```
   _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_|   _|    Veikko Vanamo
  _/ InterNet E-Mail :              _/ _|  _/|  _/_/_/_/_/_/_/_/_/_/_/_/_/_>
 _/ VVANAMO@tays.fi (E-Mail only !)_/  _| _/_| _/ Lahtomaenkatu 3 B 38
_/ miqco@sci.fi ( Use this one !!)_/   _|_/ _|_/  33580 Tampere
/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/    _|/  _|/   FINLAND
```

From 7156592541451551612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
Subject: Re: DOOM on Atari
Date: 1995/07/13
Message-ID: <3u1sbp$ev5@sphinx.Gsu.EDU>#1/1
X-Deja-AN: 106178217
references: <3tj115$kcp@vishnu.jussieu.fr> <3tl5h5$6ob@ionews.io.org>
<3tlpk1$bi0@vishnu.jussieu.fr> <3tmjh7$i1e@ionews.io.org>
<3tqrie$jdt@vishnu.jussieu.fr> <3trq43$nm3@ionews.io.org>
<3ttpo3$gjg@vishnu.jussieu.fr>
organization: Georgia State University
newsgroups: comp.sys.atari.programmer

Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:
: Another advantage of making a compatible clone of Doom on atari (even if it's
: without textures) is that it could use the same protocol to play on a network.

: We could duel with people on PCs, Macs, NeXTs, and so on.

: So here is I think a reasonable project: a filled polygon universe with scaled
: sprites for the monsters and objects, compatibility with WAD files (perhaps
: after getting rid of the texture part of them) and compatibility with the
: communication protocol of Doom.

: Does anybody find this interesting enough to start working on the project?

This is a good idea, I think. And there _ARE_ plenty of people around who have what it takes... HI, THERE - DEMO GROUPS FOR FALCON AND STE =-) !!!

Those guys *know* =-) !!! But what would it take to encourage them to code us DOOM for Falcon, or... an improved Formula One Grand Prix :-) ??

I BELIEVE THAT ATARI WORLD _NEEDS_ DOOM !!!!!!!!!!

It's something I'd buy. You'd buy. Many, many people would buy...

Greetings,
Tommi

From 5318021980253890100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: vdleij@phil.ruu.nl (Joost van der Leij)
Subject: Re: DOOM on Atari
Date: 1995/07/13
Message-ID: <vdleij-1307951656070001@ana-dyn-29.mac.phil.ruu.nl>#1/1
X-Deja-AN: 106178218
references: <3tj115$kcp@vishnu.jussieu.fr>
content-type: text/plain; charset=US-ASCII
organization: Holland Game Design
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Having actually programmed a game for the Falcon makes me think that it could be done. The WAD are just data. You could make a 2d game out of it easily and a 3d game a little harder. Off course it would not be DOOM, but the idea of using the WADs is quite interesting. With a smaller screen lower rez and lower fps and 16 bit graphics instead of 8bit it could turn out to be a great game.

Joost.

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

From 3962938518685938047
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1122a1e065a3cca7
X-Google-Attributes: gid1115ce,public
From: Ronny Schoebel <schoebel>
Subject: Re: Falcon TOS 4.92 w/MiNT
Date: 1995/07/13
Message-ID: <3u3hm3$ob7@prakinf2.PrakInf.TU-Ilmenau.DE>#1/1
X-Deja-AN: 106178220
references: <DB9Ety.Dy9@crash.cts.com> <3thma6$b7e@prakinf2.PrakInf.TU-Ilmenau.DE>
<1995Jul11.105435.2033@cathy.ijs.si>
content-type: text/plain; charset=us-ascii
organization: Technische Universitaet Ilmenau
x-url: news:1995Jul11.105435.2033@cathy.ijs.si
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; IRIX64 6.0.1 IP26)

matija@sirius.ijs.si (Matija Grabnar) wrote:

>I tried mailing you twice, but the mail bounced. Could you detail the procedure
>you used to do this?

It seems I have a problem with my mailing address....
Ok, I'll try to remember what I did that day. First, here is what TOS I have:
I got a disk with the TOS image and a program to make a bootsector on this disk
to boot TOS 4.92. At least my version ONLY boots from floppy. (A:). To change
it into MultiTOS, you should have MiNT installed and in the configuration file
a line like INIT=C:\MULTITOS\BOOTGEM.PRG. BootGEM is a program that was
delivered with MiNT 0.95 to start up the ROM-GEM. To make the TOS think it
booted from hard disk, you have to write (or have) a programunzip
 (e.g. CBOOT.PRG) that sets _bootdev and the actual drive to your boot
partition (C:).
This will force the TOS to load the AUTO-folder and accessories from hard disk.
Create an AUTO-folder on your TOS 4.92 disk, and copy FIRST your hard disk
driver and then CBOOT.PRG there. That should do it.
I can't say for sure, because my hard disk died a week ago and so I can not
review anything exactly. :-(
If you want to load TOS 4.92 from hard disk you need another program, that is
capable of loading and running a TOS-image. I think I used TOSLOAD from the
TurboAss package and patched it, to load a 512K file, but I can't remember.
If you encounter any problems feel free to mail me at schoebel@rz.tu-ilmenau.de
(that should work).

BTW: Has anyone accomplished starting TOS 4.92 entirely without a floppy?

I'd be glad to hear it... (and how ,-))

--
Ronny Schoebel

From 6807700603553692988
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,858e7bd0a95bb5d2
X-Google-Attributes: gid1115ce,public
From: Ronny Schoebel <schoebel>
Subject: Re: Groovy GEM stuff...
Date: 1995/07/13
Message-ID: <3u3i1k$ob7@prakinf2.PrakInf.TU-Ilmenau.DE>#1/1
X-Deja-AN: 106178221
references: <ppp435.36.0@news.salford.ac.uk> <3tcesf$kp1@login.bigblue.no>
<ppp435.40.0@news.salford.ac.uk>
content-type: text/plain; charset=us-ascii
organization: Technische Universitaet Ilmenau
x-url: news:ppp435.40.0@news.salford.ac.uk
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; IRIX64 6.0.1 IP26)

ppp435@news.salford.ac.uk (GR   GREENWAY) wrote:
>
>   C would do fine. Could anyone recomend such a library ? What about
>getting menu bars in windows. Can one simply poke about in an object
>structure and change the coordinates or is it nastier than that ?
>
>   Thanks,
>   Giles.

It is *MUCH* nastier than that. :) Poking around just gets us very dirty
programs that will crash the system. It won't work either...
--
Ronny Schoebel

From -3570527070447221944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: nab@comp.lancs.ac.uk (Mr N A Barnes)
Subject: Re: DOOM on Atari
Date: 1995/07/13
Message-ID: <DBnp6J.C7E@comp.lancs.ac.uk>#1/1
X-Deja-AN: 106178222
sender: usenet@comp.lancs.ac.uk (The Guardian)
references: <3tj115$kcp@vishnu.jussieu.fr> <3tj5qk$4um@banaan.fwi.uva.nl>
organization: Computing Department, Lancaster University.
newsgroups: comp.sys.atari.programmer

In article <3tj5qk$4um@banaan.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:

>too bad, no atari is powerful enough to handle doom (just look at substation).

Substation has to run on the STE as well as the Falcon, therefore no DSP usage... no wonder it's a bit naff...

>my guess is, it won't happen: atari hardware is not powerful enough.

Hi ho, now let me see, lets check out the power given by the DSP, well it's clocked at 32MHz (the only number I remember right now), but I suspect that if you wrote a Falcon only version you could quite easily get Doom up and running, using the DSP... a Falcon is equivalent to at least a 33Mhz 386DX if not better when you combine the given power of the 68030 and the 56001 (accounting for the loss due to data comms between the two)...

My guess is it could be done, but no one will invest since Atari's "support our TOS based machines ? what TOS based machines ? We sell consoles."

Ho hum, gloom,

Neil
(nab@comp.lancs.ac.uk)

Oh yeah, roughly how much money and bother is there involved in getting a FPU for my Falcon anyways.. or should I be asking this in comp.sys.atari.st.tech ?

Thanx in advance..

From 5226333256074463090
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/13
Message-ID: <3u1s3v$ev5@sphinx.Gsu.EDU>#1/1
X-Deja-AN: 106178223
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com>
organization: Georgia State University
newsgroups: comp.sys.atari.programmer

Richard John Kelsch (richcsst@crash.cts.com) wrote:

: : Where can I get AES 4.1, Rich?

: You can't...

No, you definitely can. As it's not commercial software, but still under

some copyrights, nobody can openly give anyone one. But it shouldn't be
impossible, or terribly devastating for anyone to send a copy on 4.1 to
people who'd like to test it. I believe, someone here will help...

Refusing to give someone AES 4.1 because it's "illegal" is not (IMHO)
just honesty, but stupidness - because nobody supports this software any
longer, nobody loses money - and many people need software like this...

We have to be honest enough to respect and support our software
developers - but being _too_ honest might destroy us... Single-mindness
isn't a good thing, because world just isn't black and white.

TH

From -6673979323218022923
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: DOOM on Atari
Date: 1995/07/13
Message-ID: <3u3vjm$1dg@turing.fwi.uva.nl>#1/1
X-Deja-AN: 106178224
distribution: world
references: <3tj115$kcp@vishnu.jussieu.fr> <3tj5qk$4um@banaan.fwi.uva.nl>
<DBnp6J.C7E@comp.lancs.ac.uk>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

nab@comp.lancs.ac.uk (Mr N A Barnes) wrote:

:In article <3tj5qk$4um@banaan.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
:>too bad, no atari is powerful enough to handle doom (just look at substation).
:
:   Substation has to run on the STE as well as the Falcon, therefore no
:DSP usage... no wonder it's a bit naff...
:
:>my guess is, it won't happen: atari hardware is not powerful enough.
:
:   Hi ho, now let me see, lets check out the power given by the DSP,
:well it's clocked at 32MHz (the only number I remember right now), but I
:suspect that if you wrote a Falcon only version you could quite easily
:get Doom up and running, using the DSP... a Falcon is equivalent to at
:least a 33Mhz 386DX if not better when you combine the given power of
:the 68030 and the 56001 (accounting for the loss due to data comms
:between the two)...

ever played doom on a 386? is sucks. you need at least a 486DX50 to
play doom at a reasonable frame rate.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 6926767774984211554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/13
Message-ID: <DBoA9u.FGB@crash.cts.com>#1/1
X-Deja-AN: 106178225
sender: news@crash.cts.com (news subsystem)
references: <1918rcain@nest.demon.co.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Roger Cain (rcain@nest.demon.co.uk) wrote:
: On 11 Jul 95 Richard wrote:
: RJK> : Where can I get AES 4.1, Rich?
: RJK>
: RJK> You can't...

: Gee, thanks, Rich!

Roger, I'm not trying to be mean. I would more than love to distribute this, but it's not supposed to be. It's copyrighted material and would be a Federal crime for me to distribute it. I was lucky enough to find it in Czechoslovakia before the server went down. I'm not redistributing it. I'm sure some shadey character put it there.

Frankly, I happen to like my Internet access and my freedom 8-).

Rich

From 6497243041188398838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: hillsp@genrad.co.uk (Paul Hills)
Subject: Re: DOOM on Atari
Date: 1995/07/13
Message-ID: <1995Jul13.113327.353@genrad.co.uk>#1/1
X-Deja-AN: 106331690
references: <3tj115$kcp@vishnu.jussieu.fr> <3tl5h5$6ob@ionews.io.org>

organization: GenRad Ltd
reply-to: hillsp@genrad.co.uk
newsgroups: comp.sys.atari.programmer

bleroy@ccr.jussieu.fr (Bertrand Le Roy) writes:

>So here is I think a reasonable project: a filled polygon universe with scaled
>sprites for the monsters and objects, compatibility with WAD files (perhaps
>after getting rid of the texture part of them) and compatibility with the
>communication protocol of Doom.

A Falcon should be easily capable of doing the texture mapping too, since all the heavy mathematics involved in 3d graphics are an ideal application of the DSP. As long as the data transfer through the host inteface can be managed at speed, a Falcon should be far more capable than a PC at it.

Not that I'm offering to do it... :-)

Paul

From -1120892905062595634
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fe306,781504af1a29777,start
X-Google-Attributes: gidfe306,public
X-Google-Thread: 1115ce,781504af1a29777,start
X-Google-Attributes: gid1115ce,public
From: gonelson@netcom.com (NELSON PERSONNEL SERVICES)
Subject: US-CA-San Jose Bay Area-Graphic Artist-RECRUITER
Date: 1995/07/14
Message-ID: <gonelsonDBpw9u.57E@netcom.com>#1/1
X-Deja-AN: 106062653
sender: gonelson@netcom3.netcom.com
organization: NETCOM On-line Communication Services (408 261-4700 guest)
newsgroups: comp.sys.atari.programmer,rec.games.programmer

[Article crossposted from ba.jobs.contract]
[Author was NELSON PERSONNEL SERVICES]
[Posted on Wed, 12 Jul 1995 18:31:50 GMT]

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```
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                  Work in a 3D studio and also work with SGI and
                  Pentium machines.
   Requirements:  Experience in animation and modeling and 3+ years
                  in developing games.  Experience working with SGI
                  and or Pentium machines.
        Order #:  534

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San Jose, CA  95117                   email gonelson@netcom.com

--
                                            gonelson@netcom.com
--
                                            gonelson@netcom.com



From 5336896847198059635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: Dave Munsie <dmunsie@delphi.com>
Subject: Re: DOOM on Atari
Date: 1995/07/14
Message-ID: <x-HBgIj.dmunsie@delphi.com>#1/1
X-Deja-AN: 106178203
references: <3tj115$kcp@vishnu.jussieu.fr> <3tl5h5$6ob@ionews.io.org>
<3tlpk1$bi0@vishnu.jussieu.fr>
organization: Delphi (info@delphi.com email, 800-695-4005 voice)
x-to: Bertrand Le Roy <bleroy@ccr.jussieu.fr>
newsgroups: comp.sys.atari.programmer

Doom on the ST/STe eh? Well here's my 2cents worth, sure it could be done.
Hell, I could give it a whack, problem is I don't have the financial backing
to code such a monster project. I would guess a GOOD Doom clone running on
8mhz STe's could be hacked out. I would suggest a smaller viewing area and
try for a target frame rate of around 10-12 frames per second. Using ALL
16 colors. From the little I know about 3D coding, a limited version of the
popular RAY CASTING method could be used to achive the re-draw?? I havn't
got a clue really. :) The biggest problem imho is not the technical
limitations of the machines, but the TIME and the MONEY needed to actually
code the thing. I would guesstimatethat at least 6-8 months would be
needed to code it. And quote frankly unless some college student wants
to code it over the course of his school year, I don't see any serious
coders spending this long on a Atari specific project. But I do feel a
GOOD doom clone is not out of the question for the STe line.
```

From -2814864579865884324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d9d0,9cdf0df0b921d32e,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,9cdf0df0b921d32e,start
X-Google-Attributes: gid1115ce,public
From: Timothy Miller <millert@csee.usf.edu>
Subject: Need help with MiNT stuff
Date: 1995/07/14
Message-ID: <Pine.SUN.3.91.950714175911.7970A-100000@grad>#1/1
X-Deja-AN: 106178205
organization: University of South Florida
x-sender: millert@grad
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech

Could someone who knows MiNT tell me why this particular combination does not seem to be able to get me a modem channel that DOESN'T echo all input back to the modem?

```
struct sgttyb {
     char sg_ispeed;
     char sg_ospeed;
     char sg_erase;
     char sg_kill;
     unsigned short sg_flags;
};
#define T_CRMOD        0x0001
#define T_CBREAK   0x0002
#define T_ECHO         0x0004
#define T_RAW      0x0010
#define T_TOS      0x0080
#define T_TOSTOP   0x0100
#define T_XKEY         0x0200        /* Fread returns escape sequences for
                          cursor keys, etc. */
#define T_ECHOCTL  0x0400        /* echo ctl chars as ^x */


     mdev[num] = Fopen("U:\\DEV\\MODEM2", 2);

     Fcntl(mdev[num], (long)&sometty, TIOCGETP);
     sometty.sg_flags = T_RAW;
     Fcntl(mdev[num], (long)&sometty, TIOCSETP);
```

So, now, when I Fread something from mdev[num], everything it echoed back to the modem, even though the only flag that's set is the RAW flag.

So, what's missing?

Could someone forward this to the MiNT list and make sure they get my

email address below?

Thanks very much.

Timothy Miller millert@grad.csee.usf.edu Computer Engineering
Science Fiction Music Theoretical Linguistics

From -8655729001364087449
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: pd@mole.bio.cam.ac.uk (Phillip Davey (Path))
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/14
Message-ID: <3u5gvh$1s5@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 106178214
references: <1918rcain@nest.demon.co.uk> <DBoA9u.FGB@crash.cts.com>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

richcsst@crash.cts.com (Richard John Kelsch) writes:
>Roger, I'm not trying to be mean. I would more than love to distribute
>this, but it's not supposed to be. It's copyrighted material and would
>be a Federal crime for me to distribute it. I was lucky enough to find
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
But isn't it also a Federal crime for you to possess it in the first
place, whether you distribute it or not?

>it in Czechoslovakia before the server went down. I'm not redistributing
>it. I'm sure some shadey character put it there.

OK, it is still copyrighted etc AFAIK, but seeing as it will never be
released, or making money in any other way for Atari, I'm sure they won't
mind people distributing it, thereby keeping some kind of interest in
their machines.
All this is IMHO of course.

Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

From -4837507134843451212
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/14
Message-ID: <DBpAor.7vn@crash.cts.com>#1/1
X-Deja-AN: 106178215
sender: news@crash.cts.com (news subsystem)
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com>
<3u1s3v$ev5@sphinx.Gsu.EDU>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: Richard John Kelsch (richcsst@crash.cts.com) wrote:

: : : Where can I get AES 4.1, Rich?

: : You can't...

: No, you definitely can. As it's not commercial software, but still under
: some copyrights, nobody can openly give anyone one. But it shouldn't be
: impossible, or terribly devastating for anyone to send a copy on 4.1 to
: people who'd like to test it. I believe, someone here will help...

That, my friend, is called piracy.

: Refusing to give someone AES 4.1 because it's "illegal" is not (IMHO)
: just honesty, but stupidness - because nobody supports this software any
: longer, nobody loses money - and many people need software like this...

: We have to be honest enough to respect and support our software
: developers - but being _too_ honest might destroy us... Single-mindness
: isn't a good thing, because world just isn't black and white.

WRONG!!!

Despite the fact that Atari no longer develops TOS does not make it any
less wrong to violate their copyrights. Copyright gives them the right
to NOT sell it and distribute it if they so wish. TOS is the property of
Atari and will remain their property for 75 years or until they sell it
or release it into the public domain (if that should ever happen).

Yes, someone does lose money...Atari and C-lab. C-lab has an exclusive
agreement for the use of TOS of which they PAID for.

You're right, the world isn't black and white. It's called RIGHT and WRONG.

I wonder how many programs that you own that you actually paid for...

Rich

From -1997601986948152255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: msh@mserv1.dl.ac.uk (M.S. Smith)
Subject: Re: DOOM on Atari
Date: 1995/07/14
Message-ID: <3u5pj7$1j1@mserv1.dl.ac.uk>#1/1
X-Deja-AN: 106178216
distribution: world
references: <3u3vjm$1dg@turing.fwi.uva.nl>
organization: Daresbury Laboratory, UK
reply-to: msh@mserv1.dl.ac.uk
newsgroups: comp.sys.atari.programmer

A few notes about Doom, firstly there is a Doom FAQ and a technical Doom FAQ available (can't remember where but the Doom newsgroup could point you to it). The technical Doom FAQ gives a complete description of the format of the WAD files and how they are made up.

Secondly did you all know that Doom is only 2D. I know it looks 3D but the data used for Doom is stored using a BSP tree and is in fact 2D. What you have is a flat plan (as you see on the map) but there are heights associated with the flat objects. There is also a floor and ceiling height so you define a room with a floor an object of height (x) and a ceiling. The idea is that a wall is a flat object with a height from the floor to the ceiling. This is also how walls can slide up and down, the ceiling height in that area is changed.

Now I don't have all the details to hand and I certainly don't have the programming knowledge but the fact that Doom is only 2D makes it far easier to do the calculations than people imagine. Also ever wondered why in Doom it wasn't possible to say stand on a ledge and to have say an alcove underneath you, well the answer is it isn't 3D, it only 2D and the way it is defined you can't have multiple levels sharing the same space. Thats why the maps are all flat.

This kind of thing should be possible to some extent on at least a Falcon. With or without texture mapping it might be worth someone trying what I've said out creating an engine and optimising it on a Falcon. See what speeds you get, add some scaled sprites, see what speed you have then. Add in simple game logic and see what the speed is, and if it still flies fully optimise the code and try and introduce, shading or texture mapping, even if only spot texture mappignis added onto shaded walls.

Face it the Amiga 1200 isn't as powerfull as the Falcon and that's got 3-4 Doom clones coming out. In those cases they use a smaller screen and increase the pixel size by around a factor of 3 so you get a blocky display that moves fast as it doesn't have too much stuff to calculate and move around. If this can be done on a 68020EC then a Falcon with a 68030 and DSP should be able to do much better.

BTW Towers II which uses a raycasting engine (to my knowledge), in the same vain as Wolfeinstein only uses the 68030 and doesn't make use of the DSP for any 3D calculations. It runs in True Colour which is also a fair bit slower than 256 mode.

There must be someone who knows his apples who can come up with something. Just some food for thought. Bye!


```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ Mark Stephen Smith : msh@dl.ac.uk or dlms@nessie.mcc.ac.uk                 +
+ Atari Web Pages    : http://www.mcc.ac.uk/~dlms/atari.html                 +
+                                                                            +
+============================================================================+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer.          +
+ Member and writer for CAIN (Central Atari Information Network)             +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx               +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```


From 7016852763356218021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,83722e5c6f581113
X-Google-Attributes: gid1115ce,public
From: diehl@bonk.io.org (Eric March)
Subject: Re: 50/60Hz by Gfa
Date: 1995/07/14
Message-ID: <3u4p3c$c2e@ionews.io.org>#1/1
X-Deja-AN: 106178226
references: <3u2pq5$ghd@tron.sci.fi>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Veikko Vanamo (miqco@sci.fi) wrote:
```
:         How to change 50/60 Hz mode in GFA Basic ?
:         Or to make bootsector which do the job ? (Assembler/Gfa)
:
:         I need to know because my TOS ROM:s are in 60Hz mode
:         and my TV can't cope with that.
:         I know the address &HFF820A, and bit XXXXXX0X which I should(?)
:         change but it don't work?
```

```
SPOKE &HFF820A,BCHG(PEEK(&HFF820A),1) ! Toggles between 50/60Hz.
```

```
:
:         Or can I change some bits in TOS ROMs ?
:         All I need to know is the place in ROM:s ?
:         My brother have EPROMMER which will do the job.
:
: --
```

```
:    _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_|   _|    Veikko Vanamo
:   _/ InterNet E-Mail :              _/ _|  _/|  _/_/_/_/_/_/_/_/_/_/_/_/_/_>
:  _/ VVANAMO@tays.fi (E-Mail only !)_/  _| _/_| _/ Lahtomaenkatu 3 B 38
: _/ miqco@sci.fi ( Use this one !!)_/   _|_/ _|_/  33580 Tampere
: /_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/    _|/  _|/   FINLAND


--
dMMMMMP dMMMMMb  dMMMMMP  -[T]-     WWW: http://www.io.org/~diehl/
 dMP   dMP  dMP dMP       -[O]-         Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP    -[C]-   http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet Productions .oOo. diehl@io.org
```

From 4157582805622394576
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,795778df24503394
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: re: re: how to fix mouse double click?
Date: 1995/07/14
Message-ID: <wongck.232.000D7937@ti.com>#1/1
X-Deja-AN: 106178227
references: <1930rcain@nest.demon.co.uk>
organization: TIS
newsgroups: comp.sys.atari.programmer

In article <1930rcain@nest.demon.co.uk> rcain@nest.demon.co.uk (Roger Cain) writes:

>Oh, funny. I haven't seen this one. Have you tried adjusting the mouse
>click sensitivity with one of these CPX/ACC setter-uppers?

Problem is that same program works great with tos 2.06, Geneva and Mag!x. But on tos 1.4 it just don't register double click. Click timing etc all tested but problem still exist.

William

```
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | |||  520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
                                     | |||  486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com        |/ | \
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,
```

From -6352580893336041466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c63dec393b92f6c,start
X-Google-Attributes: gid1115ce,public
From: David D. Hagood <73437.3162@CompuServe.COM>

Subject: TAF setup HELP!
Date: 1995/07/14
Message-ID: <3u4oejbac1@mhadg.production.compuserve.com>#1/1
X-Deja-AN: 106178228
organization: via CompuServe Information Service
newsgroups: comp.sys.atari.programmer

OK, I have the TAF distribution from Compuserve. I have installed it into my system.
NOW, HOW DO I CONFIGURE IT TO USE COMPUSERVE'S PPP GATEWAY! I cannot even get my machine to ping itself via the loopback. I am not about to try to go "on-line" until I can ping myself, telnet to my own machine, etc.
Also, how do I tell Xwindows to run in TT medium rez. Can I run X along side of GEM?
Sincerely,
David D. Hagood
73437.3162@compuserve.com
david.hagood@ifrsys.com
david.hagood@nwis.com

From -2396637444393636605
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c63dec393b92f6c
X-Google-Attributes: gid1115ce,public
From: cgra@se.bel.alcatel.be (Chris Gray)
Subject: Re: TAF setup HELP!
Date: 1995/07/14
Message-ID: <3u5598$rct@btmpjg.god.bel.alcatel.be>#1/1
X-Deja-AN: 106178229
distribution: world
sender: cgra@btma74 (Chris Gray)
references: <3u4oejbac1@mhadg.production.compuserve.com>
organization: Never was my forte
reply-to: cgra@se.bel.alcatel.be
newsgroups: comp.sys.atari.programmer

In article <3u4oejbac1@mhadg.production.compuserve.com>, David D. Hagood <73437.3162@CompuServe.COM> writes:

> OK, I have the TAF distribution from Compuserve. I have installed it into my system.
> NOW, HOW DO I CONFIGURE IT TO USE COMPUSERVE'S PPP GATEWAY!

I'll answer this one via CISmail, since not many other folk are using CIS' PPP. It's just a matter of modifying a file called chatfile so that it goes through the CIS login sequence and does a GO PPPCONNECT.

> I cannot even get my machine to ping itself via the loopback.
> I am not about to try to go "on-line" until I can ping myself, telnet to my own

machine, etc.

> Also, how do I tell Xwindows to run in TT medium rez.
Dunno.

> Can I run X along side of GEM?
No. Although if you have stacks of RAM there is a package which simulates GEM under X ...

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

From 8965774229412500402
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: spn@hitec.com
Subject: Re: DOOM on Atari
Date: 1995/07/14
Message-ID: <3u5s7q$on3@news1.svc>#1/1
X-Deja-AN: 106178230
references: <3tlpk1$bi0@vishnu.jussieu.fr>
organization: Hitec Group International
newsgroups: comp.sys.atari.programmer

I would be more than willing to work WITH you on that code...Team play <g>

--Steve Lugovsky

From -4840327288668940660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard..)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/14
Message-ID: <3u6sie$o8i@golem.wcc.govt.nz>#1/1
X-Deja-AN: 106178231
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com> <3u1s3v$ev5@sphinx.Gsu.EDU>,<DBpAor.7vn@crash.cts.com>

organization: Wellington City Council, Public Access
reply-to: sheppard_r@ix.wcc.govt.nz
newsgroups: comp.sys.atari.programmer

In article <DBpAor.7vn@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) writes:
>Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
>: Richard John Kelsch (richcsst@crash.cts.com) wrote:
>
>: : : Where can I get AES 4.1, Rich?
>
>: : You can't...
Drible removed>

>Yes, someone does lose money...Atari and C-lab. C-lab has an exclusive
>agreement for the use of TOS of which they PAID for.
>
>You're right, the world isn't black and white. It's called RIGHT and WRONG.
>
>I wonder how many programs that you own that you actually paid for...

Another so called Copyright Bigot...

How come most Atari FTP sites have copies of CHKDISK 3 on them, why don't you report this to Atari...??

Lets be real no one losses out from a copy of unsuported crappy OS do they, so why not get real, are you GOD...!!!!!

>Rich
>
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

From -5571021715251448162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bf5e7db508ac5b76,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bf5e7db508ac5b76,start
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 109a67,bf5e7db508ac5b76,start
X-Google-Attributes: gid109a67,public
From: David D. Hagood <73437.3162@CompuServe.COM>
Subject: MintNet Setup HELP!
Date: 1995/07/15
Message-ID: <3u7atq$9s6$1@mhade.production.compuserve.com>#1/1
X-Deja-AN: 106177857
organization: via CompuServe Information Service
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

When I try to ping my TT on the net address I gave it, it says "Network unreachable".
I try to add my machine to it's own routing table and I get "Network unreachable".
I can ping to the Loopback port 127.0.0.1 fine, but cannot ping 100.0.0.1.

Next, when I connect to the Net, I get in OK, but I cannot FTP/TELNET/PING anything
other than my own system (Which mysteriously gains the ability to ping itself at 100.0.0.1, even though no data is going over the modem to CIS.) However, attempting to ping
compuserve fails. Attempting to ping umich fails. Data goes out over the modem, but no data ever comes back. What am I doing wrong?

From -1362979965966018663
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/15
Message-ID: <DBr1J6.F5G@crash.cts.com>#1/1
X-Deja-AN: 106178204
sender: news@crash.cts.com (news subsystem)
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com>
<3u1s3v$ev5@sphinx.Gsu.EDU>,<DBpAor.7vn@crash.cts.com>
<3u6sie$o8i@golem.wcc.govt.nz>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <DBpAor.7vn@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) writes:
: >Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: >: Richard John Kelsch (richcsst@crash.cts.com) wrote:
: >
: >: : : Where can I get AES 4.1, Rich?
: >
: >: : You can't...
: Drible removed>

: >Yes, someone does lose money...Atari and C-lab. C-lab has an exclusive

: >agreement for the use of TOS of which they PAID for.
: >
: >You're right, the world isn't black and white. It's called RIGHT and WRONG.
: >
: >I wonder how many programs that you own that you actually paid for...

: Another so called Copyright Bigot...

: How come most Atari FTP sites have copies of CHKDISK 3 on them, why don't
: you report this to Atari...??

Your point???

: Lets be real no one losses out from a copy of unsuported crappy OS do they,
: so why not get real, are you GOD...!!!!!

Again, your point?? What does obeying the laws have to do with being God? Once again you must have let your brain ooz out. Atari gets royalties from sales of C-lab Falcon's. These royalties apply to both TOS and hardware. The Lexicor pays royalties for use of TOS in their Medusa. The makers of the Eagle will pay royalties for TOS. Sellers of TOS ROMs pay for the priviledge.

Just because Atari no longer manufactures home computers and no longer develops TOS does not mean they do not earn money on TOS. It's stupid self righteous dipshits like you that make developers not want to develop. Why bother when some asshole says it's ok to distribute because he says so?

Just because Atari computer users got butt-fucked by Atari still doesn't mean they have the right to violate their copyrights.

I feel sorry for your children, if you have or will have some. A bunch of lawless and self righteous little assholes running around brings chills to my spine.

From 7485112444008471767
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: millert@grad.csee.usf.edu (Timothy Miller)
Subject: Re: DOOM on Atari
Date: 1995/07/15
Message-ID: <3u7ha1$6lu@mother.usf.edu>#1/1
X-Deja-AN: 106178206
references: <3tj115$kcp@vishnu.jussieu.fr> <3tl5h5$6ob@ionews.io.org>
<3tlpk1$bi0@vishnu.jussieu.fr>
organization: University of South Florida
newsgroups: comp.sys.atari.programmer

Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:
: Come on! Everybody has a large hard drive nowadays. They are so cheap. Anyway,
: if you get rid of the textures, you get rid of the largest part of the files.

This is one of Microsoft's excuses for producing the dreadful crap that
it does. Cheap? Really? Then why don't I own several of them?

Wouldn't it be nicer if Microsoft programmers had a clue about compact,
fast code? Maybe then we wouldn't need 1 gig of HD, 32 megs or RAM, and a
500mhz Pentium just to run a word processor at half my typing speed.

So, now you're using the same excuse. Are you a lazy programmer that
wastes time and space at every turn just because you don't feel like
taking an extra minute to make your software GOOD? If you're that lazy,
you should program for Mac or PC. If you have a clue and some ethics,
then program for Ataris.

--

Timothy Miller millert@grad.csee.usf.edu Computer Engineering
Science Fiction Music Theoretical Linguistics

From -4028192330403104796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: thumper@cix.compulink.co.uk ("Ann Brooker")
Subject: Re: DOOM on Atari
Date: 1995/07/15
Message-ID: <DBrM4A.9I6@cix.compulink.co.uk>#1/1
X-Deja-AN: 106178207
references: <DBnp6J.C7E@comp.lancs.ac.uk>
organization: Microsoft
x-news-software: Ameol
newsgroups: comp.sys.atari.programmer

> Substation has to run on the STE as well as the Falcon, therefore no
> DSP usage... no wonder it's a bit naff...

I think that's a little unfair it is a first attempt what do you expect
a doom better straight off :)

Even in the early days of Wolf3d and Blake Stone you had the problem
of being able to move around fast enough to play while still maintaining
a smooth action. Which meant Gourad Shading and Switching off the
ceiling and floor to regain so level of speed.

Granted there are a few problems still evident suchs as the slightly
dodgey looking shapes of the creatures and the fact you can't get nearer
than 8 feet to an object. But it's still early days yet.

Paul :)

From 2007656331528339699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,bf5e7db508ac5b76
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,bf5e7db508ac5b76
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,bf5e7db508ac5b76
X-Google-Attributes: gid109a67,public
From: Paul Civati <paul@xciv.demon.co.uk>
Subject: Re: MintNet Setup HELP!
Date: 1995/07/15
Message-ID: <805835902snz@xciv.demon.co.uk>#1/1
X-Deja-AN: 106294389
x-nntp-posting-host: xciv.demon.co.uk
references: <3u7atq$9s6$1@mhade.production.compuserve.com>
organization: My bedroom somewhere in London, a PC and a phoneline.
reply-to: paul@xciv.demon.co.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <3u7atq$9s6$1@mhade.production.compuserve.com>
           73437.3162@CompuServe.COM "David D. Hagood" writes:

> When I try to ping my TT on the net address I gave it, it says "Network
> unreachable".
> I try to add my machine to it's own routing table and I get "Network
> unreachable". I can ping to the Loopback port 127.0.0.1 fine, but cannot ping
> 100.0.0.1.
>
> Next, when I connect to the Net, I get in OK, but I cannot FTP/TELNET/PING
> anything
> other than my own system (Which mysteriously gains the ability to ping itself
at> 100.0.0.1, even though no data is going over the modem to CIS.) However,
> attempting to ping
> compuserve fails. Attempting to ping umich fails. Data goes out over the modem,
> but no data ever comes back. What am I doing wrong?

Have you added a default route?

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

From 915452719912710893

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c63dec393b92f6c
X-Google-Attributes: gid1115ce,public
From: sasmesba@kingcong.uwaterloo.ca (Samy Mesbah)
Subject: Re: TAF setup HELP!
Date: 1995/07/15
Message-ID: <DBs46y.80s@watserv3.uwaterloo.ca>#1/1
X-Deja-AN: 106331692
sender: news@watserv3.uwaterloo.ca
references: <3u4oejbac1@mhadg.production.compuserve.com>
<3u5598$rct@btmpjg.god.bel.alcatel.be>
organization: University of Waterloo
newsgroups: comp.sys.atari.programmer

In article <3u5598$rct@btmpjg.god.bel.alcatel.be>,
Chris Gray <cgra@se.bel.alcatel.be> wrote:
>
>In article <3u4oejbac1@mhadg.production.compuserve.com>, David D. Hagood
<73437.3162@CompuServe.COM> writes:
>
>> OK, I have the TAF distribution from Compuserve. I have installed it into my
system.
>> NOW, HOW DO I CONFIGURE IT TO USE COMPUSERVE'S PPP GATEWAY!
>
>
>I'll answer this one via CISmail, since not many other folk are using
>CIS' PPP. It's just a matter of modifying a file called chatfile so
>that it goes through the CIS login sequence and does a GO PPPCONNECT.
>

I would encourage anyone who has successfully modified their chatfile for
a particular service provider to post their chatfile (minus password) as this
will certainly help out other users.

>> I cannot even get my machine to ping itself via the loopback.
>> I am not about to try to go "on-line" until I can ping myself, telnet to my own
machine, etc.

I inadvertenly left out the loopback dummy driver in c:\mint - you may want to
download the latest mintnet (0.72) and update all the mintnet files. You cannot
telnet your own machine unless you run inetd and have all the local daemons
(telnetd,etc) running. This wasn't included cuz it takes a LOT of extra RAM
which most people seem to be short of. You can download everything from the
popular ftp sites.

>> Also, how do I tell Xwindows to run in TT medium rez.
>Dunno.
The X port is for mono modes only - you must have the TT set to ST-high on a VGA
monitor (or TT-high if you have a 19") before Mint runs. Icd booter has an
option for this - Xboot does as well (I think). Color support may come later.

Sam

From -5567838593354395363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,de8634a5213642ae,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,de8634a5213642ae,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,de8634a5213642ae,start
X-Google-Attributes: gid109a67,public
From: David D. Hagood <73437.3162@CompuServe.COM>
Subject: MiNTNet/PPP/Compuserve HELP
Date: 1995/07/16
Message-ID: <3u9rvc$f8e$1@mhafm.production.compuserve.com>#1/1
X-Deja-AN: 106294391
organization: via CompuServe Information Service
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

OK, so I have the TAF distribution (nominally) installed. I have edited my
chat script so that I can call Compuserve's PPP server and get connected.
HOWEVER, any time I try to do ANYTHING over the network, NOTHING happens.
I see DATA going out to the modem.
I DO NOT see DATA coming back.
I can use the CIS PPP server with the KA9Q package, so I know it works.
IFCONF on PPP0 shows that compuserve is connected.
ISTATS shows that 4 of the received packets were dropped due to bad checksums.

INFERENCE: Once I have connected the PPP link, CIS does not like any of the
packets I am sending, and is not replying.

Since I cannot get Chimera to work until I solve this problem, I am SOL.
SOMEBODY, HELP ME! I know people have this working, so it must be something
simple. Could somebody who is using CIS send my their config files so I can
get this to work?

73437.3162@compuserve.com
david.hagood@nwis.com
david.hagood@ifrsys.com

From -8966302476366099393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: mbecroft@iconz.co.nz (Mario Becroft)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/16
Message-ID: <3uairb$log@status.gen.nz>#1/1
X-Deja-AN: 106294494
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com>
<3u1s3v$ev5@sphinx.Gsu.EDU>,<DBpAor.7vn@crash.cts.com>

<3u6sie$o8i@golem.wcc.govt.nz>,<3ua7mr$bpf@status.gen.nz>
<3ua9ke$g4h@golem.wcc.govt.nz>
organization: Tariland Atari Computer Club, Auckland, New Zealand.
newsgroups: comp.sys.atari.programmer

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

Well it was not worth quoting actually.

I repeat:
Mr Shepherd, kindly refrain from your untimely behaviour in these areas.
It is not acceptable and is not wanted. You have said you are not
interested in Atari and have a PC. Shape up or ship out.
Everyone accepts this choice for you. It is so unnecessary.

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand----------
-Makeatape at Createatape in the Freezer at Kumeu in the Country----------

From -1025446149626642377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/16
Message-ID: <3ua4f3$70e@sphinx.Gsu.EDU>
X-Deja-AN: 106294496
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com>
<3u1s3v$ev5@sphinx.Gsu.EDU> <DBpAor.7vn@crash.cts.com>
organization: Georgia State University
newsgroups: comp.sys.atari.programmer

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: : Richard John Kelsch (richcsst@crash.cts.com) wrote:

: : : : Where can I get AES 4.1, Rich?

: : : You can't...

: : No, you definitely can. As it's not commercial software, but still under
: : some copyrights, nobody can openly give anyone one. But it shouldn't be
: : impossible, or terribly devastating for anyone to send a copy on 4.1 to
: : people who'd like to test it. I believe, someone here will help...

: That, my friend, is called piracy.

I knew _somebody_ would say that... I, however, disagree. What are laws
made for? For being obeyed blindly? Or for helping people to live? If
I, for example, gave a copy of AES 4.1 to someone - and someony informed

the authorities, and they'd sue me... What good would that bring to anyone? How great a sinner would I be doing that? Don't talk about "piracy" - talk about what needs to be done to keep Atari world alive!

: : Refusing to give someone AES 4.1 because it's "illegal" is not (IMHO)
: : just honesty, but stupidness - because nobody supports this software any
: : longer, nobody loses money - and many people need software like this...

: : We have to be honest enough to respect and support our software
: : developers - but being _too_ honest might destroy us... Single-mindness
: : isn't a good thing, because world just isn't black and white.

: WRONG!!!

: Despite the fact that Atari no longer develops TOS does not make it any
: less wrong to violate their copyrights. Copyright gives them the right
: to NOT sell it and distribute it if they so wish. TOS is the property of
: Atari and will remain their property for 75 years or until they sell it
: or release it into the public domain (if that should ever happen).

I can't say you're wrong, but I still disagree. Do you consider me a criminal, or a pirate, because of writing these kinds of opinions? It is true that Atari owns the copyrights. But it is also true that Atari hasn't respected our, their customers' rights to be supported. I don't see that they can demand much loyalty from us any longer, after acting like they did.

Someone has said that "those people who meant the best sometimes made most harm...". I think, that you mean good - but if you (just for principle) prevent Atari users from getting an improved, un-supported OS, you're honest - but at the same time you're hurting many people.

It's good that we're mostly honest people compared to many other computer users. Most PC-users I know, really have _not_ bought one single piece of software. We do. But those PC users don't seem to regret their behavior at all, or even think they're "pirates". They do as other people in PC world do! We're angels compared to them, let's face it! Most PC owners would just laugh at this conversation. And still, we have to support our developers to stay alive ourselves. I do want to respect your attitude - but somehow I feel that if we act 100% clean, we'll end up being some kind of martyrs/saints who'll die knowing "I did the right thing!". And that feels pretty stupid to me, can't help it.. We NEED a good OS. AES 4.1 is one. If Atari won't sell it, I won't be the first to throw a stone at someone who gets it illegally. But we all have to act like we feel is right, I guess.. It's always too easy to judge others, isn't it?

: Yes, someone does lose money...Atari and C-lab. C-lab has an exclusive
: agreement for the use of TOS of which they PAID for.

Atari doesn't lose money. And what comes to TOS, I asked in this newsgroup some time ago, whether they have rights to TOS, or not. I was told: they do NOT have exclusive rights to TOS! I'm sorry, if I was

misinformed - but that's all I knew at the moment. If C-Lab really has plans to develope TOS further, then everything changes. BUT: few people know about this, as nobody tells anyone anything!!

: You're right, the world isn't black and white. It's called RIGHT and WRONG.

Even Adolf Hitler thought he did the "right thing"... That's something to think about. I know _no_ living person who can say what's right, what's wrong... I only know people with different opinions. That makes an ultimate difference, I think. Some people in e.g. Vietnam have authority to say I'm "wrong" and shoot me for my opinions. But are they right? Do you know better than me? Do you?

: I wonder how many programs that you own that you actually paid for...

More than you'd believe. And think about this: how many people have courage to talk about subjects like this, without being considered as pirates and other such things? You may think I'm a "bad person" - I can't change your opinion. But let's say: for me it's important to keep Atari world alive. And I consider myself quite a honest person. In Russia, people like me used to become shot in the 60s and 70s - because they spoke out what they thought, instead of pretending something else.

Many people pretend to be angels, but act differently. I don't care what people think about my writings here - I try to do "the right thing", always. Sometimes I just don't believe in law. That's an entirely different thing. It's easy to follow rules - but it's difficult to use your brains, KNOW that something is right, or wrong...

Just yesterday I registered Towers II game for my Falcon, so even if I write unpleasant things, I do support our community. And I think, you believe it. We're in a same boat, after all.

Thanks for opinions, anyway, even if we don't entirely understand each other!

: Rich

Greetings,
TH

From -5499244767855319173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335
X-Google-Attributes: gid1115ce,public
From: mbecroft@iconz.co.nz (Mario Becroft)
Subject: Re: falcon tos 4.92 w/mint
Date: 1995/07/16
Message-ID: <3ua7mr$bpf@status.gen.nz>#1/1
X-Deja-AN: 106294497
references: <1897rcain@nest.demon.co.uk> <DBJpqv.3B5@crash.cts.com> <3u1s3v$ev5@sphinx.Gsu.EDU>,<DBpAor.7vn@crash.cts.com>

<3u6sie$o8i@golem.wcc.govt.nz>
organization: Tariland Atari Computer Club, Auckland, New Zealand.
newsgroups: comp.sys.atari.programmer

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: so why not get real, are you GOD...!!!!!

Mr Shepherd we are all a little tired of you, would you mind respecting
some net manners, and other Atari users by not frequenting these groups.
You are simply not welcome, go elsewhere to where your own platform is.
It is not Atari.

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand----------

From 4061666643069623877
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c6ac8afd7046cd99,start
X-Google-Attributes: gid1115ce,public
From: artoj@mits.mdata.fi (Arto Jalkanen)
Subject: What is wrong with this?
Date: 1995/06/21
Message-ID: <3s9nra$j85@prime.mdata.fi>#1/1
X-Deja-AN: 104875343
organization: MITS - Helsinki - Finland
nntp-posting-user: artoj
newsgroups: comp.sys.atari.programmer

Could someone pleas tell me what is wrong with the following
piece of code. I wrote it to solve the problem with MultiTOS
that didn't load the whole of NEWDESK.INF into memory.
What the program does is this: it just loads and puts the
NEWDESK.INF into shell memory using shel_put. Naturally
my program has to be launched after MultiTOS (or whatever)
loads Newdesk.inf into the memory (it just loads the
first 4096 bytes or so, and my INF is ~6000 bytes).
The right place to run it is from the GEM.CNF file.
Now after my program is loaded everything seems to be
fine, Desktop appears correctly with all the icons.
But the system is unstable, when I try to run some
of the programs everything just freezes. Also when
I try to change resolution the system freezes.
Please help, this is very annoying. I can't even
demonstrate Falcon's capabilities to anyone because
I'm afraid it just crashes and looks shitty.
Oh, still one thing. The problem isn't in my
INF file, because everything works fine if I just
load the Inf file manually from Desktop.
Here is my code:

```
#include <stdio.h>
```

```
#include <aes.h>
#include <osbind.h>
#include <dos.h>

void main(void)
{
     long newdesk;
     char *os;
     struct FILEINFO info;

     if (appl_init() == -1) Pterm0();

     Fsetdta(&info);

     Fsfirst("\\NEWDESK.INF", 0);
     newdesk=Fopen("\\NEWDESK.INF",0);
     if (newdesk <= 0) Pterm0();

     os=(char *)Malloc(info.size+1);
     Fread(newdesk, info.size, os);

/* this ensures that the last character is EOF */
     if (*(char *)((long)os+info.size-1) != 26) {
          *(os+info.size)=26;
          shel_put(os,info.size+1);
     }
     else shel_put(os,info.size);

     Mfree(os);
     Fclose(newdesk);

     appl_exit();
     Pterm0();
}
```

Any suggestions welcome... I'm totally puzzled... how does Desktop load the NEWDESK.INF file to memory if not like this???

Regards,
Arto Jalkanen
artoj@mits.mdata.fi

---
* Kivi 1.40 *

From -2146661204677320521
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c6a8a3134d9da65

X-Google-Attributes: gid1115ce,public
From: avsec@westminster.ac.uk (Philip Shore)
Subject: Re: DSP FFT routines.
Date: 1995/06/22
Message-ID: <DAKItr.F64@westminster.ac.uk>#1/1
X-Deja-AN: 104875336
sender: news@westminster.ac.uk
references: <DA3uJB.BD@westminster.ac.uk> <1995Jun18.112956.1990@cathy.ijs.si>
organization: University of Westminster
newsgroups: comp.sys.atari.programmer

Matija Grabnar (matija@sirius.ijs.si) wrote:
: In article <DA3uJB.BD@westminster.ac.uk>,
: Philip Shore <avsec@westminster.ac.uk> wrote:

: Try passing it an addition of two different sines. If they are far enough
: apart, you will get two values (and some "bleed" into neigbours if the
: frequency doesn't fall exactly into a FFT bin). The relative values of the
: two bins will have the same relationship as the relative signal strengths
: of the two sines. The actual value depends, among other things, on the length
: of the FFT.

Good idea. Didn't think of that. I've since learnt that numbers from -1 to 1
are represented by left justified numbers.

I'll have a bit more of an experiment. If I get to know what is going on, I'll
put it on a ftp site - I sure there are other people who'll want this who don't
know too much about dsp programming - like me. 8-)

Phil.

/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

From -2936524889044820942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6ac8afd7046cd99
X-Google-Attributes: gid1115ce,public
From: ethami@danubius (Attila Mezei)
Subject: Re: What is wrong with this?
Date: 1995/06/22
Message-ID: <3sbgki$cro@erinews.ericsson.se>#1/1
X-Deja-AN: 104875344
distribution: world
references: <3s9nra$j85@prime.mdata.fi>
organization: Ericsson
reply-to: ethami@danubius

newsgroups: comp.sys.atari.programmer

In article j85@prime.mdata.fi, artoj@mits.mdata.fi (Arto Jalkanen) writes:
> Could someone pleas tell me what is wrong with the following
> piece of code. I wrote it to solve the problem with MultiTOS
...
```
>    os=(char *)Malloc(info.size+1);
>    Fread(newdesk, info.size, os);
>
> /* this ensures that the last character is EOF */
>    if (*(char *)((long)os+info.size-1) != 26) {
>        *(os+info.size)=26;
>        shel_put(os,info.size+1);
>    }
>    else shel_put(os,info.size);
>
>    Mfree(os);
```

The problem is that the memory is freed and later it will
be overwritten by another program. Try it as a memory
resident program (do not Mfree) and it will work.

/A\

From -3827479774103572634
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6ac8afd7046cd99
X-Google-Attributes: gid1115ce,public
From: artoj@mits.mdata.fi (Arto Jalkanen)
Subject: Re: What is wrong with this?
Date: 1995/06/22
Message-ID: <3sbh80$li8@prime.mdata.fi>#1/1
X-Deja-AN: 104875345
references: <3s9nra$j85@prime.mdata.fi>
organization: Mits BBS, Helsinki, Finland (40+ Nodes +358-0-4582066)
nntp-posting-user: artoj
newsgroups: comp.sys.atari.programmer

>Could someone pleas tell me what is wrong with the following
>piece of code. I wrote it to solve the problem with MultiTOS

Sorry, I found out what caused the hang ups! It wasn't
my code, it was BlowUp's fault :-(. Without BlowUp
it seems to work fine. The problem is that I can't live
without BlowUp :-). Well, I'll try Screenblaster.

Regards,
Arto Jalkanen
artoj@mits.mdata.fi

From -7160131035787137143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cddd7536fd56a21a
X-Google-Attributes: gid1115ce,public
From: mlake@dgs.dgsys.com (Marshall Lake)
Subject: Re: Hardware Scrolling Problem
Date: 1995/06/22
Message-ID: <3sbtgb$c8i@DGS.dgsys.com>#1/1
X-Deja-AN: 104875346
distribution: world
references: <Pine.SUN.3.91.950620073941.6847A@ss1.bath.ac.uk>
organization: Digital Gateway Systems
newsgroups: comp.sys.atari.programmer

>> I am attempting to utilize hardware scrolling for horizontal movement
>> on an STe. Everything works fine if I try to scroll across two, three,
>> or four low rez screens. But if I try to set up more than four screens
>> to scroll across then the screens do not display properly.

>You can't have more than four screens wide. Why? 'cos the overlenght line
>register is one (1) byte wide, and tells the vid chip how many words to
>skip after completeing the current line. 160 bytes + 254*2 = 668 bytes of
>screen which is roughly equal to 4 screens.

Yah, I figured this out right after I posted originally.

I was able to get around the limitation by changing the display address
like you suggested.
Thanks.

--
Marshall Lake
mlake@dgs.dgsys.com

From -6449746378414315878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,329b50d85a924de8,start
X-Google-Attributes: gid1115ce,public
From: diehl@r-node.io.org (Eric March)
Subject: Mad Max Player for GFA
Date: 1995/06/22
Message-ID: <3sbrui$71b@ionews.io.org>#1/1
X-Deja-AN: 104875347
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

I need music. My screens look -- or sound, rather -- decidedly dull

without it. I could use a digital sample -- I rather like using samples when I don't need a great amount of processor time -- but my more recent routines in GFA _do_ require a significant amount of processor time (if I want to achieve a good frame rate, anyway) so it's down to chip music, which generally doesn't seem to take up much processor time at all.

I talk to a chap in the IRC who said he had some source, and then consequently failed to find it, but did mention that all Mad Max music files have the assembler player rout built into the header. Intriguing, and possibly useful as this is, I don't know assembler, and unless I know the exact locations to execute from to start/stop playing, it doesn't do me a great deal of good. (And I'm not particularily keen on trial-and-error execution, as this usually results in a great many rebootings) Would anyone have any source for this? And while I'm about it, any Mad Max music files lying around? I can rip a few -- a very few, as my sources for his music are relatively limited (oh, there's tons in demos, but try ripping them with a software ripper! Even a reset ripper will choke 'cos demos frequently trap/redirect the reset vector anyway)

Any help would be greatly appreciated; there's nothing quite so dull as a demoscreen/menu without music. You'll even get a mention in the scrolly! (This could be good or bad depending on how really awful my screen(s) end up being... so you've been warned. :-)

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]-   http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

From -7054608828884045905
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fe0767dd04d98048,start
X-Google-Attributes: gid1115ce,public
From: sdzubur@leda.phy.hr (Sead Dzubur)
Subject: HH guide to BIOS
Date: 1995/06/23
Message-ID: <3se65f$l4p@nippur.irb.hr>#1/1
X-Deja-AN: 104875333
distribution: world
content-type: text/plain; charset=US-ASCII
organization: Ruder Boskovic Inst., Zagreb, CROATIA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I think I've posted a similar article here (I'm not sure), but here it is anyway...
So, does anyone still has that ancient ASCII file called
   The Hitchhikers' guide to BIOS
If someone still has it I would be eternaly grateful to him/her if he/she would mail it to

sdzubur@phy.hr

Namely, I've had 1040STF since 1987 (or 88), but was seduced by the fals light of PC. However, I was illuminated again with the true light of Motorola 68000 processor, and I'm trying to make up what I have missed during the past 4 years that I've been using In**l processor based machines.

Thanx,
Sead

From -2856803896225224638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,811f666735ed69f3
X-Google-Attributes: gid1115ce,public
From: binder@rbg.informatik.th-darmstadt.de (Thomas Binder)
Subject: Re: Mouse buttons with event_multi
Date: 1995/06/23
Message-ID: <DAMK4s.DEM@rz.uni-hildesheim.de>#1/1
X-Deja-AN: 104875337
sender: news@rz.uni-hildesheim.de (NetNews Manager)
references: <3rut42$msj@nef.ens.fr> <3s3m44$78a@news.uni-paderborn.de>
organization: TU Darmstadt
newsgroups: comp.sys.atari.programmer

In article <3s3m44$78a@news.uni-paderborn.de>, e80097@pbhrzx.uni-paderborn.de (Dirk Hagedorn) writes:
> [...]
> Just try
>
> retour = evnt_multi(MU_BUTTON|MU_TIMER, 257, 3, 0, ...);
> ^^^^^^^^^
> as far as I remember. It's a "undocumented" feature.
It's not an undocumented feature any more, since it was published in the Atari-Compendium (AFAIK).

Ciao

Thomas

--
/----------\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\----------/

From -7460516051837878678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,329b50d85a924de8
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: Mad Max Player for GFA
Date: 1995/06/23
Message-ID: <3sejfe$1ra@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 104875338
references: <3sbrui$71b@ionews.io.org>
organization: Dept of Computer Science,University of Manchester,U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

If I remember correctly, let's say your MM music is at address $1000, you need to do a jump to the subroutine every vbl, ie 50 times a second. All mad max music has the player built in. First, though, the player must be initialised before the main loop starts (ie when you're setting the screen up, the palette, etc). Set d0.l to contain the number of the piece of music you wish to play, then do a 'jsr' to $1000. Now, your routine must call the actual player each vbl. This is done by a 'jsr' to $1000+6.

So, in assembler, the initialise code would be:

```
     move.l   #3,d0              ;    music 3
     jsr  music
; other code here
; vbl code
vbl
     movem.l  d0-d7/a0-a6,-(sp)  ;    save registers
     jsr  music+6            ;    play music
     movem.l  (sp)+,d0-d7/a0-a6  ;    restore registers
; other vbl code and other code here
music    incbin   "a:\mad_max.bin"   ;    music data file
```

I'm a little rusty on the addresses, but this is the general method. You might have to play around with the addresses. It might have been +8 not +6. If neither of those work then it's probably +2 (can't remember, one's for Mad Max, the other for Count Zero).
As for music files, look around the pd, there are 100s of them floating around, or rip 'em out. I seem to recall there was another address which saved the registers for you, or was that the Count Zero music driver? Shit, can't remember at the moment. I'd post an update but I'm on holiday for the next two weeks and won't be able to get to a computer.
Oh yeah, when you've finished, switch off the music by stopping the vbl (ie restoring the old one)

and then set d0.l to 0 and call 'music' again.
I may have got this hopelessly wrong, but I don't
think so. If you can get hold of a disassembler then you should
be able to work out which locations you need.
The first one is for initialisation (it's a bra instruction
I'm sure), then there are a load after it. One of the next
few is a bra which is the one you want. Can't remember at
all at the moment. A few tries should have you sorted.
Just make a little proggie that just plays music. Don't know
if you can set up an interrupt to occur every vbl easily in
gfa. There's an addreess, $456 I think, that you can bung the
music driver address into so that it'll run each vbl, but
you'll have to find out which address it is that saves the
registers as well. For Mad Max, I think one of them (+8?
saves the registers anyway for you [movem.l, then a bra, then
a movem.l to restore 'em then a bra to a location containing
an 'rts' instruciton,] so load that one into $456.
Not very good help here, but if you still haven't got it
sorted when I get back then I'll post the source (going away
on Sunday, so this is the last chance I'm gonna get to post)

Gaz

From -1298350851996284443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,329b50d85a924de8
X-Google-Attributes: gid1115ce,public
From: diehl@pinch.io.org (Eric March)
Subject: Re: Mad Max Player for GFA
Date: 1995/06/23
Message-ID: <3sfh4k$edi@ionews.io.org>#1/1
X-Deja-AN: 104994478
references: <3sbrui$71b@ionews.io.org> <3sejfe$1ra@m1.cs.man.ac.uk>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

S94 (gjones@cs.man.ac.uk) wrote:

: If I remember correctly, let's say your MM music is at address
: $1000, you need to do a jump to the subroutine every vbl, ie 50
: times a second. All mad max music has the player built in.
: First, though, the player must be initialised before the main
: loop starts (ie when you're setting the screen up, the palette,
: etc). Set d0.l to contain the number of the piece of music you
: wish to play, then do a 'jsr' to $1000. Now, your routine must
: call the actual player each vbl. This is done by a 'jsr' to
: $1000+6.
[etc...]

Well, this is al very fine and well -- if I knew assembler it might even
be helpful -- but as I mentioned I don't know assembler; what I'm looking

for is a routinet to play the music in GFA. In particular, one that I _don't_ have to manually run the routine every VBL, because some of my routines take more than one VBL to execute, so there's absolutely no way I can access the player routine every VBL. If the player routine took care of its own playing (i.e. initialised and played the music itself every VBL) it'd be perfect. Ideally, what I need is something that I can just execute and leave going all by itself while I do other things, and then execute a different address to stop playing. Something, hypothetically, like this:

```
CALL code%+4       ! Initialise music
CALL code%+6       ! Start playing...
[Code here...]
CALL code%+10      ! Stop the music!
```

That, in a nutshell, is precicely what I need.

: Gaz

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]-   http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

From 7142692278867249057
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c440c48776f5837d,start
X-Google-Attributes: gid1115ce,public
From: bastion1@netcom.com (Gregory Weston)
Subject: Programmer Wanted
Date: 1995/06/24
Message-ID: <bastion1DAosB4.453@netcom.com>#1/1
X-Deja-AN: 104994473
sender: bastion1@netcom17.netcom.com
organization: NETCOM On-line Communication Services (408 261-4700 guest)
newsgroups: comp.sys.atari.programmer

"Programmers Wanted." Isn't that just sooooo informative?
Anyway, down to business:

Bastion Products is a small startup (or upstart) programming concern for the Macintosh. [Ducking tomato] "Now wait," you may say. "What is a Mac person doing looking for programmers _here_?" What I'm doing is trying to find collaborators. We are currently working on a game. Not just any game, but a strategy board game. (All together: "Oooooh.") Trouble is, games have gotten sort of passe. Very few people buying new machines say to themselves, "Cool, I can play Lemmings." No...they got talked into buying it because it can help 'manage' their finances.

So we've got this game, and want people to want it. After a bit of

tossing ideas around, we hit upon the idea of going cross-platform with it. A friend started working on the DOS version and eventually switched over to Windows. Another associate recently started work on a version for OS/2. And I thought: Why not go _really_ cross-platform. And I looked around and discovered that there are some really nice machines that hardly anyone will admit to knowing how to program. So here I am, on groups I don't normally frequent, looking for people that enjoy programming machines that the market unfortunately did not smile upon.

How much am I willing to tell before bringing someone on? This much: The game is a strategy board game as I mentioned before. It is in your basic Go/Othello/Checkers genre. There have been other programs that follow the same basic principle but fall far short of the design that we're working on. We're looking for skilled, diverse programmers to fill some big, floppy shoes and a colorful wig. Necessary areas of knowledge include:
- Strong knowledge of UI standards for your platform
- Managing serial communications
- Any transaction-based networking that is standard on your platform
- Animation and miscellaneous graphics work
- A background in AI would be welcomed
- Attention to detail, and the ability to follow a spec

On that last one; we're not inflexible, but if you have a grievance with the spec, we'd much prefer to see it argued rationally, rather than just having divergent implementations released. The strictest points of the spec are issues relating directly to cross-platform availability. Outside of that, it largely just defines how the game works and says, "Do this, following your UI guidelines."

Distribution and profit issues are mostly hammered out, and we are willing to discuss those and other questions in e-mail.

Gregory Weston
Partner, Bastion Products

--
*** Bastion Products: Where classic quality meets modern technology. ***
Well, in fact, this post DOES represent the opinions of Bastion Products.
How's that for a switch?

From 4273176904065750250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,329b50d85a924de8
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: Mad Max Player for GFA
Date: 1995/06/24
Message-ID: <Pine.ULT.3.91.950624214529.29869A-100000@mars>#1/1
X-Deja-AN: 104994474
references: <3sbrui$71b@ionews.io.org> <3sejfe$1ra@m1.cs.man.ac.uk>

<3sfh4k$edi@ionews.io.org>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 23 Jun 1995, Eric March wrote:

> [etc...]
>
> care of its own playing (i.e. initialised and played the music itself
> every VBL) it'd be perfect. Ideally, what I need is something that I can

There is a function to do excactly that as part of the OS. Isn't that
implemented in GFA as well?? You insert a piece of code into a que that
is run on every VBL

From -6851681180984015318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3910714d1db5cd50
X-Google-Attributes: gid1115ce,public
From: labrat@rt66.com (Gregory L. Priem)
Subject: Re: GCC 2.6.3 for TOS
Date: 1995/06/25
Message-ID: <labrat-2406952205230001@pma06.rt66.com>#1/1
X-Deja-AN: 104994475
references: <Pine.BUL.3.90.950613152715.22812B-100000@bull.mimuw.edu.pl>
<3s3fpm$5oa@upsn2.u-psud.fr> <gigxr01-1906951412250001@ngalm099.gal.nt.com>
<Pine.BUL.3.90.950621141157.21545A-100000@bull.mimuw.edu.pl>
<gigxr01-2106951627390001@ngalm099.gal.nt.com>
organization: Bitchload's Bodacious Bangers
newsgroups: comp.sys.atari.programmer

In article <Pine.BUL.3.90.950621141157.21545A-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:

> On Mon, 19 Jun 1995, Gerry O'Rourke wrote:
>
> > I downloaded the ls-IR.gz file & it has Gcc 2.6.3 listed in the directory
> > " Linux-68k/ELF/gcc-2.6.3.bin.tar.gz".
> >
> > Does this mean that it only works under Linux68k (Falcon & TT)?
> >
>
> Yes, you're right. It works olny under linux on any 68k system which is
> able to run linux.

actually, the original poster said to look in a different directory for it:

Szymon Stasik (stasik@bull.mimuw.edu.pl) wrote:

: I found binaries of gcc 2.6.3 at ftp.cnam.fr:/pub/Atari/Mint, but I have
: a problem: where I can found libraries (sources or/and beter binaries)
: for this new version of gcc. Thx for any help.

these binaries work. the compile fine and all, but i do not seem to have the libs that the '-lgcc -lc -lgcc' in the linker refer to, but gcc runs. (or at least it does on my mac quadra 660 running macmint v1.12)

hope this sheds a little light and ends some despair.

--
gregory l. priem kb0erz
labrat@rt66.com gpriem@intel9.intel.com

From 1866227083778672354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af04d9902d5b4c17,start
X-Google-Attributes: gid1115ce,public
From: abstract@wam.umd.edu (Day Tripper)
Subject: Auto Folder in Pascal?
Date: 1995/06/25
Message-ID: <3sj4sv$c1@cville-srv.wam.umd.edu>#1/1
X-Deja-AN: 104994476
organization: University of Maryland College Park
newsgroups: comp.sys.atari.programmer

How do I go about getting a program to run from the auto folder for Pascal? Some of my programs work from the Auto folder, and some don't. Is there a special command for this? Please reply by email. Thanks greatly in advance!

--LuNATiC

From 5883092515581274740
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a1fe72865ae0f58,start
X-Google-Attributes: gid1115ce,public
From: abstract@wam.umd.edu (Day Tripper)
Subject: Control-C kills program!
Date: 1995/06/25
Message-ID: <3sj50d$c1@cville-srv.wam.umd.edu>#1/1
X-Deja-AN: 104994477
organization: University of Maryland College Park
newsgroups: comp.sys.atari.programmer

For some reason, "Control-C" kills my programs. Is there a way to prevent this, or to intercept the call? Please reply by email. Thanks in advance!

--LuNATiC

From -7268528919372665798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,329b50d85a924de8
X-Google-Attributes: gid1115ce,public
From: diehl@twitch.io.org (Eric March)
Subject: Re: Mad Max Player for GFA
Date: 1995/06/25
Message-ID: <3sj44s$hgg@ionews.io.org>#1/1
X-Deja-AN: 105043738
references: <3sbrui$71b@ionews.io.org> <3sejfe$1ra@m1.cs.man.ac.uk>
<3sfh4k$edi@ionews.io.org> <Pine.ULT.3.91.950624214529.29869A-100000@mars>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Jens Andreasen (jens-and@dsv.su.se) wrote:

: There is a function to do excactly that as part of the OS. Isn't that
: implemented in GFA as well?? You insert a piece of code into a que that
: is run on every VBL

If you're talking about GFA's EVERY/AFTER "interrupts" then no; they halt the program to execute the routine. They're useful in certain circumstances, but this is not one of them. In any event I have been sent a number of disks-worth of stuff -- music and GFA routines to play them (and they play on their own without any requirement of mine to access them every VBL; that's all taken care of) I've now got a rather large collection of chip music from various artists, and I'm quite happy with 'em... the tough part now is selecting which tunes I want to include. :-)

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

From -3979167169555081296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52d999dee9fb3af
X-Google-Attributes: gid1115ce,public
From: chris@buran.fb10.tu-berlin.de (Christian Nieber)
Subject: Re: Stopping Keyboard input

Date: 1995/06/26
Message-ID: <3sl56s$atd@brachio.zrz.TU-Berlin.DE>#1/1
X-Deja-AN: 105043739
references: <Pine.SUN.3.91.950615130927.22300A-100000@ss1.bath.ac.uk>
organization: Technische Universitaet Berlin
newsgroups: comp.sys.atari.programmer
originator: chris@progress

Sim <py4sdh@bath.ac.uk> writes:
>
>> I am writting a GEM small editor. I would like to disable keyboard
>> input to my application while it is busy updating screen/disk access
>> etc. The problem is I don't want it to toatally disable the keyboard so
>> much that background programs are stopped. Anyone have any ideas or
>> code fragment (C / assembler) >on how to do this?
>
>I think the general idea, is to read the keyboard rapidly after IO until
>no characters are available, thus emptying the keyboard buffer. Don't know
>from experience thou' cos I've never done it.

I assume the problem is with the display lagging behind when the user
scrolls by keeping an arrow key pressed and generating lots of repeat
keys. You can turn of key repeat by clearing bit 1 of the system variable
conterm ($484) while busy and turning it back on before re-entering the
event loop. This will effectively reduce repeat keys to those that
can be handled by the program. That's what I did in Papyrus.
In theory application programs shouldn't mess with global system variables,
but this is a real design flaw of GEM. All other solutions that I have
heard of will make macro recorders unusable by throwing away valid keypresses.


```
-----------------------------------------------------------------------
 Christian Nieber                          +-----------------+
 email chris@buran.fb10.tu-berlin.de       | Always plan ahea|
 R.O.M. logicware, the Home of Papyrus     |_________________d|
 Raschdorffstr. 99, D-13409 Berlin                 | |
 Tel. ++49/30/492 41 27, FAX 491 93 67             | |
-----------------------------------------------------------------------
```


From 2655193443822516951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7f05580b6f4fa04,start
X-Google-Attributes: gid1115ce,public
From: abstract@wam.umd.edu (Day Tripper)
Subject: Stopping Keyboard input, Pascal
Date: 1995/06/26
Message-ID: <3sla9o$bd5@cville-srv.wam.umd.edu>#1/1
X-Deja-AN: 105043740
organization: University of Maryland College Park

newsgroups: comp.sys.atari.programmer

: I am writting a GEM small editor. I would like to disable keyboard input to my
: application while it is busy updating screen/disk access etc. The problem is I
: don't want it to toatally disable the keyboard so much that background
: programs are stopped. Anyone have any ideas or code fragment (C / assembler)
: on how to do this?

Any ideas how to do the same thing in Pascal?

--LuNATiC

From 6495142491696431538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e200bf1505f64019,start
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Thanks- stopping keyboard inputs
Date: 1995/06/26
Message-ID: <wongck.224.000DAA63@ti.com>#1/1
X-Deja-AN: 105043741
organization: TIS
newsgroups: comp.sys.atari.programmer

Thanks to all of you who answered my question on how to stop the keyboard key presses when the ST is busy in updating screen, disk access. I have been implementing some of the suggestions.

Thanks.

Regards
William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

From -4415039510546774527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1ae6fe2255636bae,start
X-Google-Attributes: gid1115ce,public
From: danbrown@on-ramp.ior.com (Dan Brown)
Subject: Zip Drive FAQ!!
Date: 1995/06/26
Message-ID: <3so9j9$n5f@on-ramp.ior.com>#1/1
X-Deja-AN: 105129783

organization: Internet On-Ramp, Inc.
newsgroups: comp.sys.atari.programmer

There were people looking for the Iomega Zip Drive FAQ v1.4 ... I have the Frequently Asked Questions and would be happy to email ti to them. I also have some questions 'saved' on the Iomega (ICD) Zip software for it. The Zip software IS available on GEnie. I will have this sortly also. Let me know who you are by emailing me.... thanks!

danbrown@on-ramp.ior.com

Latron,
     Dan

From -3501932544006747448
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f415a26541bcd3a,start
X-Google-Attributes: gid1115ce,public
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson)
Subject: DMA playback using TimerA?????
Date: 1995/06/26
Message-ID: <DAs88I.KIs@news.gu.se>#1/1
X-Deja-AN: 105129784
sender: news@news.gu.se (USENET News System)
organization: Gothenburg University
newsgroups: comp.sys.atari.programmer

Hi!

I just wonder if anyone has got a working playback (or recording) routine that uses the Timer A or the MFP 17 interrupt to start when the DMA buffer has reached it's end.
What I want it for is a background DVS from disk player.
So if anyone has a routine or knows how to do it (I have tried several times but has not got it to work) please post the answer here (No Email!)

- Tomas :)

From -4384610353575893714
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4a1fe72865ae0f58
X-Google-Attributes: gid1115ce,public
From: ehramm@dk3uz.hanse.de (Edmund 'Eddi' H. Ramm)
Subject: Re: Control-C kills program!
Date: 1995/06/26
Message-ID: <DAsBA0.q5@dk3uz.hanse.de>#1/1

X-Deja-AN: 105129788
references: <3sj50d$c1@cville-srv.wam.umd.edu>
organization: Eddi's Linux/68k Corner
reply-to: ehramm@dk3uz.hanse.de
newsgroups: comp.sys.atari.programmer

abstract@wam.umd.edu (Day Tripper) writes:

> For some reason, "Control-C" kills my programs. Is there a way
>to prevent this, or to intercept the call? Please reply by email.
>Thanks in advance!

This is as designed, ^C does <C>ancel processes. Way around this is to do raw console i/o.

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

From -780920954848742863
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,1ae6fe2255636bae
X-Google-Attributes: gid1115ce,public
From: d2cg@dtek.chalmers.se (Christer Gustavsson)
Subject: Re: Zip Drive FAQ!!
Date: 1995/06/27
Message-ID: <3sp9ai$8lf@nyheter.chalmers.se>#1/1
X-Deja-AN: 105129785
references: <3so9j9$n5f@on-ramp.ior.com>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <3so9j9$n5f@on-ramp.ior.com>,
Dan Brown <danbrown@on-ramp.ior.com> wrote:
>There were people looking for the Iomega Zip Drive FAQ v1.4 ... I have
>the Frequently Asked Questions and would be happy to email ti to them. I

Couldn't you post the faq here ;-). I would appreciate that and I think many others would as well...

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first

| Technology | S-430 91 H□N□ | one failed." |

From -1711443201358678448
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e97991f495fbc541
X-Google-Attributes: gid1115ce,public
From: binder@rbg.informatik.th-darmstadt.de (Thomas Binder)
Subject: Re: Child process under MagiC
Date: 1995/06/27
Message-ID: <DAtuHE.Hn4@rz.uni-hildesheim.de>#1/1
X-Deja-AN: 105129786
sender: news@rz.uni-hildesheim.de (NetNews Manager)
references: <803664658_OASIS_@yeadontt.demon.co.uk>
organization: TU Darmstadt
newsgroups: comp.sys.atari.programmer

Hi there!

In article <803664658_OASIS_@yeadontt.demon.co.uk>, phil@yeadontt.demon.co.uk
(Phil Yeadon) writes:
>
> My latest theory is to write a machine code routine to sit in an inline
> to carry out the Shell_Write.
>
> I would be grateful if someone would UUcode me a linkable C file that
> can be compiled with the GFA source code.
My guess is you use MagiC's shel_write-mode in a wrong way (that's what
happened to me at first, too):
You don't have to call
shel_write(SHW_PARALLEL, ...);
but
shel_write(1, 0/1, SHW_PARALLEL, ...);

Where 0/1 is 0 for a TOS-Programm, 1 for a GEM-Application, just as in the
normal shel_write-call.

Hope that helps...

Ciao

Thomas

--
/----------\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush

\----------/

From 6318994474328012729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f415a26541bcd3a
X-Google-Attributes: gid1115ce,public
From: Sim <py4sdh@bath.ac.uk>
Subject: RE: DMA playback using TimerA?????
Date: 1995/06/27
Message-ID: <Pine.SOL.3.91.950627061159.18897A-100000@mary.bath.ac.uk>#1/1
X-Deja-AN: 105129789
x-nntp-posting-host: goggins.bath.ac.uk
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

References: <DAs88I.KIs@news.gu.se>
Distribution: world

In the referenced article, pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson) writes:
> Hi!
>
> I just wonder if anyone has got a working playback (or recording) routine
> that uses the Timer A or the MFP 17 interrupt to start when the
> DMA buffer has reached it's end.
> What I want it for is a background DVS from disk player.
> So if anyone has a routine or knows how to do it (I have tried several
> times but has not got it to work) please post the answer here (No Email!)
>

IIRC:

Setup your timer a vector. Place the timer A into event count down mode (8 into fffffa19.w). Set the data register to 1 for an interrupt every event. Then to get the interrupt at the end of a sample play rather than the beging, you flip the active edge register for timer A. ($fffffa03.w). But I can't remember which you change to do this.


```
____ ____ _ _ _  Simon Hammett - py4sdh@bath.ac.uk  _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
|            http://www.bath.ac.uk/~py4sdh/index.html             |
-------------------------------------------------------------------
```


From 7583465748429866186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8acc5b3a8f4683f5,start

X-Google-Attributes: gid1115ce,public
From: selah@ccnet.com (selah)
Subject: FS:FALCON RAM UPGRADE BOARD (CHEAP!!)
Date: 1995/06/27
Message-ID: <3sqq10$gdo@ccnet3.ccnet.com>#1/1
X-Deja-AN: 105261573
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

I HAVE TWO WIZTRONICS FALCOBN RAM BOARDS FOR SALE.

THESE ARE BRAND NEW!

THEY GO FOR ABOUT 90.00.
WILL SELL FOR 45.00

I CLEANED OUT A STORE GETTING RID OF ATARI STUFF.

WIN WIN SITUATION...
CALL GREG REYES 510-427-1075
OR E MAIL ME.
YOU PAY COD.

--

```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
                    selah @ccnet.com
```

From -3428291592144999475
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25704b0938c34daf,start
X-Google-Attributes: gid1115ce,public
From: selah@ccnet.com (selah)
Subject: FS: ATARI WORKS AND SPEEO GDOS
Date: 1995/06/27
Message-ID: <3sqqac$gjj@ccnet3.ccnet.com>#1/1
X-Deja-AN: 105261574
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

I HAVE A FEW OF THESE UNUSED PROGRAMS I BOUGHT FOR SALE

50.00 FOR ATARI/SPEEDO WITH MANUALS
25.00 FOR ATARI WORKS DISKS WITH OUT MANUAL (STORE LOST THEM)
25.00 MULTITOS (NO MANUAL)
35.00 ATARI WORKS/SPEEDO GDOS (NO MANUALS)

--

```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
                    selah @ccnet.com
```

From 817396077218329256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb34f0a2819096e7,start
X-Google-Attributes: gid1115ce,public
From: selah@ccnet.com (selah)
Subject: FS:FALCON RAM UPGRADE BOARDS CHEAP!!
Date: 1995/06/27
Message-ID: <3sqp0b$fso@ccnet3.ccnet.com>#1/1
X-Deja-AN: 105261578
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

I HAVE TWO BRAND NEW RAM UPGRADE BOARDS FOR SALE.
45.00
MADE BY WIZTRONICS .
MODEL NUMBER
WT 931507

ACCEPTS 1 , 4, OR 14 MEG SIMM MODULE
EASY TEN MINUTE INSTALLATION.

THESE ARE BRAND NEW WITH REGISTRATION CARDS.
CALL; ME GREG REYES 510-427-1075
YOU PAY COD TO YOU.

--


```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
                    selah @ccnet.com
```


From 6606901823830251921
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,87bcc4f388f1bad7,start
X-Google-Attributes: gid1115ce,public
From: Mathieu Petrovic <oxo@iprolink.ch>
Subject: search fst serial and graphics drivers for TT
Date: 1995/06/28
Message-ID: <3sqad7$de8@badboy.iprolink.ch>#1/1
X-Deja-AN: 105129787
content-type: text/plain; charset=us-ascii
organization: OXO Concept
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Windows; I; 16bit)

I search a drivers for ATARI TT serial port (38400Bds or better) and a
driver for VME graphic card (NOVA ATI 64 or other).

Thanks for Email Reply.

From 1265318729457605460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6250ab32f2e946c8,start
X-Google-Attributes: gid1115ce,public
From: ab617@ccn.cs.dal.ca (Scott C. Perry)
Subject: test
Date: 1995/06/28
Message-ID: <DAv9Mp.LqH@cs.dal.ca>#1/1
X-Deja-AN: 105129790
sender: usenet@cs.dal.ca (USENET News)
organization: Chebucto Community Net
newsgroups: comp.sys.atari.programmer

test

--

From -1882654353239798343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,da347cf4fe2fcc67,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,da347cf4fe2fcc67,start
X-Google-Attributes: gid1115ce,public
From: Han van Almkerk <j_l_v_almkerk@ns-nl.att.com>
Subject: Looking for Pure C 1.1
Date: 1995/06/28
Message-ID: <DAw477.22u@ssbunews.ih.att.com>#1/1

X-Deja-AN: 105261475
sender: news@ssbunews.ih.att.com (Netnews Administration)
content-type: text/plain; charset=us-ascii
organization: AT&T Network Systems NL BV
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.3 sun4c)

I am looking for Pure C version 1.1.

Anyone willing to sell (for reasonable price) ?

Reply to my email adress

Thanks,

Han van Almkerk
j_l_v_almkerk@ns-nl.att.com

From 7795248450632610264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92287d193a9171f7,start
X-Google-Attributes: gid1115ce,public
From: chrish@qnx.com (Chris Herborth)
Subject: GEMlib pl.31
Date: 1995/06/28
Message-ID: <s4aa2b7z@qnx.com>#1/1
X-Deja-AN: 105261575
organization: QNX Software Systems
newsgroups: comp.sys.atari.programmer

I have this feeling that GEMlib patchlevel 31 (the new one) is broken.
:-(

I'm using it with gcc 2.5.8 and GEM++ 1.9. My apps worked fine with
GEMlib pl.30 (well, once I rebuilt it to not have rogue '030
instructions in it... remember the bad 2.5.x x<6 compilers we had?).

Symptoms are:

- menus are displayed above the menu bar (ie, I see about 1/2 of the
menu text)

- menus are displayed with WAY too much spacing between them... a menu
that used to fit on my high-res screen with about 1/3 - 1/4 of the
menu bar still free now _wraps_around_ the screen

- menu contents are not displayed at all; when I try to pick a menu, nothing happens, or I get two bombs

This occurs with the pre-compiled binaries, and ones I built myself.

Did GEMlib pl.31 change the way resource sizes are calculated? I couldn't see anything in the ChangeLog that would lead to this sort of screwy behaviour.
--
----------==----------
Chris Herborth, R&D Technical Writer Arcane Dragon chrish@qnx.com
QNX Software Systems, Ltd. -==(UDIC)==- ||| JAGUAR
http://quest.jpl.nasa.gov/Info-ZIP/people/cjh/chris.html DNRC / | \ 64-bit

From 6667554909648703363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6cdd9f2ba500f07d,start
X-Google-Attributes: gid1115ce,public
From: ab617@ccn.cs.dal.ca (Scott C. Perry)
Subject: Please help with evnt_multi(MU_KEYBD, ..)
Date: 1995/06/28
Message-ID: <DAvA29.M57@cs.dal.ca>#1/1
X-Deja-AN: 105261579
sender: usenet@cs.dal.ca (USENET News)
organization: Chebucto Community Net
newsgroups: comp.sys.atari.programmer

I am trying to write a desk accessory that can be activated by a key, but the evnt_multi(MU_KEYBD, ..) function doesn't seem to be working. Could someone please help me out.. Any help would be appreciated.

--

From 5082973069414938834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad440d2564b173a5,start
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: terminals en MiNT
Date: 1995/06/28
Message-ID: <3sr06s$7bn@turing.fwi.uva.nl>#1/1
X-Deja-AN: 105261580
distribution: world
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

Hello,

last week I got myself a Beehive FT10 terminal. I have this thing
connected to my linux PC. works neat.

Can I get it to run with MiNT on my ST? I would like to know, before
I go through all the pains of installing MiNT....

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

From 31821977753925981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad440d2564b173a5
X-Google-Attributes: gid1115ce,public
From: ia_ric@cs.utwente.nl (Ric Klaren)
Subject: Re: terminals en MiNT
Date: 1995/06/28
Message-ID: <3srjmi$a7u@utrhcs.cs.utwente.nl>#1/1
X-Deja-AN: 105261584
distribution: world
references: <3sr06s$7bn@turing.fwi.uva.nl>
content-type: Text/Plain; charset=ISO-8859-1
organization: Foundation IAPC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Hi,

In article <3sr06s$7bn@turing.fwi.uva.nl>, mdekker@fwi.uva.nl says...

>last week I got myself a Beehive FT10 terminal. I have this thing
>connected to my linux PC. works neat.
>Can I get it to run with MiNT on my ST? I would like to know, before
>I go through all the pains of installing MiNT....

Works. You need MiNT (newest and best version is the MH-MiNT package including
lots off patches), the init package (get that from a german site (paderborn as
I recall right) atari.archive contained an old version last time I looked and
a Minix filesystem (last version 6.11 or so)

1. Install MiNT.
2. Make a Minix partition on your harddisk.
3. Install the init package on the Minixpartition. The readme's of init should
tell you were to put everything.
4. Install in the ttytab file a getty on the right port with the right speed.
4.5. ;) You'll need a tos shell to sh, tcsh, ksh, zsh or whatever. Create in
the passwd file some accounts.
5. Hook up your terminal.
6. Reset: about at the same time your terminal and monitor should give you a

login prompt.

Notes:
It works, but it's slow (at least on a normal ST) 4Mb memory is nice.. (And I do mean nice)
Using MiNT and MiNT-net you can hook your ST up to your Linux PC, and use it as a terminal or using slip or PPP you can do lot's of other things... If only that ST wasn't that SLOW :(

Hope this is a start for you....

Greetinx Ric

From 8408672076864255978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,25f07b2c4ce35e49,start
X-Google-Attributes: gid1115ce,public
From: selah@ccnet.com (selah)
Subject: FS;ATARI WORKS/SPEEDO CHEAP!!
Date: 1995/06/28
Message-ID: <3sstuh$28n@ccnet3.ccnet.com>#1/1
X-Deja-AN: 105261585
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

[Article crossposted from comp.sys.atari.st.tech]
[Author was selah]
[Posted on 28 Jun 1995 17:56:17 -0700]

i have atari works brand new
speedo gdos brand new
for sale

also multitos

WORKS+SPEEDO+MANUALS = 50.00 VER. 1.2

WORKS ALONE NO MANUAL =25.00 VER 1.2

WORK+SPEEDO NO MANUALS =35.00
MULTITOS NO MANUAL 25.00
MULTITOS WITH MANUAL 30.00
ALL VERSIONS OF ATARI WORK ARE 1.2
 i aquired many brand new disks and some packages had no manuals so that why...

--

^^^^^^^^^^ ^^^^^^^^^

```
            ^^^^^^^^^^^^^^^^^^
              =========
               =======
                +++++
                 ~~~
                   selah @ccnet.com
--

         ^^^^^^^^^^    ^^^^^^^^^
            ^^^^^^^^^^^^^^^^^^
              =========
               =======
                +++++
                 ~~~
                   selah @ccnet.com
```

From 685138905387178967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6cdd9f2ba500f07d
X-Google-Attributes: gid1115ce,public
From: rm03@ic.ac.uk (Mr R. Mellish)
Subject: Re: Please help with evnt_multi(MU_KEYBD, ..)
Date: 1995/06/28
Message-ID: <3ss8ud$otn@oban.cc.ic.ac.uk>#1/1
X-Deja-AN: 105261586
references: <DAvA29.M57@cs.dal.ca>
organization: Acme Labs
newsgroups: comp.sys.atari.programmer

in article <DAvA29.M57@cs.dal.ca>,
 Scott C. Perry (ab617@ccn.cs.dal.ca) wrote:
> I am trying to write a desk accessory that can be activated by a key,
>but the evnt_multi(MU_KEYBD, ..) function doesn't seem to be working.
>Could someone please help me out.. Any help would be appreciated.

I tried a similar sort of thing some time ago. I think the reason it doesn't work is that key events are only received by the process which owns the top window. (Or has locked the screen with wind_update(..)). Thus inactive DA's do not get any keyboard events.

In the end, I faked it by using evnt_multi(MU_TIMER...) with a fairly long time interval, say 500ms, and then checking for the correct key to be pressed every time a timer event is received. This is hardly ideal, but it does work, and the slowdown on the system is minimal if a large enough interval is used.

-- Robert Mellish (YSFC #20)
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
`You know what they say, give a man enough rope, and he'll tie it to a catapult. Eh, something like that. Whad'ya expect from me, I'm old.' [...AJFS]

From 1837504467748369804
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3910714d1db5cd50
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: GCC 2.6.3 for TOS
Date: 1995/06/28
Message-ID:
<Pine.BUL.3.90.950628221004.26909A-100000-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 105261587
references: <9506161433.AA25522@maury.ief-paris-sud.fr>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw
University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Fri, 16 Jun 1995, Francois LE COAT wrote:

> In article <Pine.BUL.3.90.950613152715.22812B-100000@bull.mimuw.edu.pl> you
wrote:
>
> : I found binaries of gcc 2.6.3 at ftp.cnam.fr:/pub/Atari/Mint, but I have
> : a problem: where I can found libraries (sources or/and beter binaries)
> : for this new version of gcc. Thx for any help.
>
> I've tryed that 2.6.3, and with the -O4 -m68020 -m68881 and the 020
> libraries it is fine. In fact it seems that it runs three times faster
> (I've tried comparing POV with PURE C and GCC). You should find good
> libraries on ftp.uni-muenster.de on /pub/Micros/atari/Gnustuff where
> the good gnu.olb is the PatchLevel 97 and the good gem.olb is the
> PatchLevel 31.

OK. C compiler works fine indeed, but what about C++ compiler (i mean
libs) ? While linking I've got errors about undefined
something like: ___pure_virtual, ___builtin_new, ___builtin_delete.
Anyone have an idea?

> But I've got a Pb. It seems impossible to link with this version of
> GCC. For linking I use in place, an old version of GCC that takes the
> .olb libraries instead of .a. If someone knows how to link with this
> 2.6.3 version, I would be glad to be replied.

I have to write in makefile -L$(LIBPATH), but .olb libs works fine. (
LIBPATH is ful path to library folder).

> Another thing, this version works very well under tos but would probably
> need virtual memory for big programs. Bye for now ...

Yes, it needs...

> Francois LE COAT

> E-mail:lecoat@marion.ief-paris-sud.fr

Simon.

From 160978760491530929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3228b904c30ca98b,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,3228b904c30ca98b,start
X-Google-Attributes: gid109a67,public
From: ducky@enterprise.america.com (Ducky)
Subject: FOR SALE: Lattice C 5.6/ Programming Books
Date: 1995/06/28
Message-ID: <3sssck$t0l@enterprise.america.com>
X-Deja-AN: 105419633
summary: Lattice C 5.6 and misc programming books for sale
organization: PSS InterNet Services, InterNet in Fl 904 253 7100
keywords: lattice, for sale, atari, st, falcon
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

I have been cleaning up my cleaning up my computer room and have come upon several items which I no longer need. All of the items are in excellent condition and will be useful to anyone wanting to learn how to program Atari computers, and also to those intermediate programmers looking for references.

Lattice C 5.6 - This is what I consider the finest C programming package for the Atari line. This version includes three excellent manuals covering all aspects of C programming on your Atari and also includes 'Modern Atari System Software' which has many sections pertaining to the Falcon. This set retails for $289.95.... Oregon Research sells it for $189.95... and it can be your from me for $95.00 .

The Atari Compendium - This huge book is the most comprehensive reference guide to the Atari computers. Retails for $49.95... I'm letting you have it for $38.00 .

C-Manship Complete - This is Clay Walnum's compilation of his famous programming series from Analog and ST-Log magazines. It is extremely useful to the aspiring Atari programmer. Includes disk with programs. Only $18.00 .

Atari ST Internals - A wonderful out-of-print refernce book to the Atari computers. Does not include Falcon information since it was printed long before that line. This is the third revision and includes sections on all of the integrated circuits, interfaces, and the operating system. Yours for only $27.00 .

V.D.I./A.E.S. quick reference books - This is a set of two reference books, over 200 pages in all, which summarize each V.D.I. and A.E.S. function. Extremely useful to the C and Assembly Language programmer. Both yours for $20.00 .

Compute's Technical Reference Guide to the Atari ST (Volume 1) - A wonderful guide for the budding Atari programmer...includes many examples for programming the V.D.I. This is another out-of-print book so grab it before it's gone...only $18.00 .

Learning C: Programming Graphics on the Amiga and Atari ST - Another useful book for beginning programmerrs with numerous examples for programming simple graphics routines. $15.00 .

Atari TOS Developer's Kit - This is THE item to have for all SERIOUS programmers. Includes 2 notebooks full of documentation and enough loose addendum to fill another 1 and a half notebooks. Also includes software such as the MADMAC assembler and resource construction set. Get it before it's history at only $95.00 .

**** Shipping is included for any pre-paid order inside of the continental United States. C.O.D. orders will be charged added UPS C.O.D. fee. Orders from other countries will be figured on an individual basis. Discounts may be given to those who buy multiple items.

--

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
|  "The Cash Cow chews cud bigger than you!"...S.Taylor                |
|_____________________________________________________________________|
|   Ducky (america.com)                                                |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

From -877506588897999965
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f0945e732640151f,start
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: re: auto folder in pascal?
Date: 1995/06/28
Message-ID: <1841phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 105520796
x-ftn-adr: 90:100/110.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

```
 DT> How do I go about getting a program to run from the auto folder
 DT> for Pascal?  Some of my programs work from the Auto folder, and
 DT> some don't.  Is there a special command for this?  Please reply by
 DT> email. Thanks greatly in advance!
```

A few rules you need to follow :-

1. Don't use the AES at all, it isn't initialised until all the AUTO folder prgs have finished.

2. You can use the VDI, but use a physical workstation (even if GDOS is loaded or not).

3. Everything else that I can think of should work :)

```
_____________________________________
Phil  - phodgkins@cix.compulink.co.uk
♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠
```

~ Keep America beautiful. Emigrate. ~

--

From -5055348122416028130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad440d2564b173a5
X-Google-Attributes: gid1115ce,public

From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: terminals en MiNT
Date: 1995/06/29
Message-ID: <3stolg$p2g@turing.fwi.uva.nl>#1/1
X-Deja-AN: 105261576
distribution: world
references: <3sr06s$7bn@turing.fwi.uva.nl> <3srjmi$a7u@utrhcs.cs.utwente.nl>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

ia_ric@cs.utwente.nl (Ric Klaren) wrote:

:Hi,
:
:In article <3sr06s$7bn@turing.fwi.uva.nl>, mdekker@fwi.uva.nl says...
:
:>last week I got myself a Beehive FT10 terminal. I have this thing
:>connected to my linux PC. works neat.
:>Can I get it to run with MiNT on my ST? I would like to know, before
:>I go through all the pains of installing MiNT....
:
:Works. You need MiNT (newest and best version is the MH-MiNT package including
:lots off patches), the init package (get that from a german site (paderborn as
:I recall right) atari.archive contained an old version last time I looked and
:a Minix filesystem (last version 6.11 or so)
:
:1. Install MiNT.
:2. Make a Minix partition on your harddisk.
:3. Install the init package on the Minixpartition. The readme's of init should
:tell you were to put everything.
:4. Install in the ttytab file a getty on the right port with the right speed.
:4.5. ;) You'll need a tos shell to sh, tcsh, ksh, zsh or whatever. Create in
:the passwd file some accounts.
:5. Hook up your terminal.
:6. Reset: about at the same time your terminal and monitor should give you a
:login prompt.

sorry, I think my vacation is way too short to install all this! I guess
I forget about it.

:
:Notes:
:It works, but it's slow (at least on a normal ST) 4Mb memory is nice.. (And I
:do mean nice)
:Using MiNT and MiNT-net you can hook your ST up to your Linux PC, and use it
:as a terminal or using slip or PPP you can do lot's of other things... If only
:that ST wasn't that SLOW :(
:
:Hope this is a start for you....

I think it is more of an 'end' for me. Why bother with MiNT if I have linux
on my 486? I stick to GEM on my ST.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

From 345156952133567592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4ab4089352149dad,start
X-Google-Attributes: gid1115ce,public
From: selah@ccnet.com (selah)
Subject: question RE:FALCON/CUBASE (FDI)
Date: 1995/06/29
Message-ID: <3svu5g$ae2@ccnet3.ccnet.com>#1/1
X-Deja-AN: 105261577
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

[Article crossposted from alt.music.midi]
[Author was selah]
[Posted on 29 Jun 1995 21:19:35 -0700]

CAN ANYONE TELL ME IF THE FALCON DIGITAL INTERFACE WILL
WORK OUTSIDE OF CUBASE AUDIO?
YOU SEE.. I HAVE THE F.D.I. BUT HAVEN'T GOT CUBASE AUDIO YET.
ALSO...
MY FRIED TELLS ME THERE ARE SOME MODIFICATIONS TO BE DONE ON THE FALCON
FOR
1. DSP/CPU CLOCK RESOLVING (SYNCING)
2. BASS BOOST CUT ON THE AUDIO OUTPUT
3. I FORGOT THE OTHER
HOW IMPORTANT ARE THESE?
DOES ANYONE KNOW A RESOURCE GUIDE TO DOING THESE MODS ... AS I'M AN
ELECTRONICS HOBBIST.
THANK YOU KINDLY FOR RESPONDING..EXCUSE THE UPPER CASE,
--

```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
                    selah @ccnet.com
```
--

```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
```

~~~
selah @ccnet.com

From 5881603275250745170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9bcef974e049f06b,start
X-Google-Attributes: gid1115ce,public
From: nab@comp.lancs.ac.uk (Mr N A Barnes)
Subject: Help with recompiling the GCC TOS libraries...
Date: 1995/06/29
Message-ID: <DAxLyt.JyE@comp.lancs.ac.uk>#1/1
X-Deja-AN: 105261581
sender: usenet@comp.lancs.ac.uk (The Guardian)
organization: Computing Department, Lancaster University.
newsgroups: comp.sys.atari.programmer

I'm trying to recompile the libraries (the TOS ones...) patchlevel 98, with GCC 2.3.3 for the 68030, just so they go a bit faster... after I figured out that you have to define $(MAKE) on the atari, using GNU MAKE 3.60 (I think..) it gets as far as :

make install TARGET=68030

and then four dinky little bombs appear, and I'm dropped back into gulam...

Has anyone managed to recompile these libraries, if so what did they do to get it to work...

Thanks in advance,

Neil
(nab@comp.lancs.ac.uk)
(http://www.comp.lancs.ac.uk/computing/staff/nab.html)

From -8207493502814003499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6cdd9f2ba500f07d
X-Google-Attributes: gid1115ce,public
From: e80097@pbhrzx.uni-paderborn.de (Dirk Hagedorn)
Subject: Re: Please help with evnt_multi(MU_KEYBD, ..)
Date: 1995/06/29
Message-ID: <3sts3t$bl4@news.uni-paderborn.de>#1/1
X-Deja-AN: 105261582
references: <DAvA29.M57@cs.dal.ca>
organization: University of Paderborn / HRZ
newsgroups: comp.sys.atari.programmer
~~~

In article <DAvA29.M57@cs.dal.ca>, Scott C. Perry <ab617@ccn.cs.dal.ca> wrote:

> I am trying to write a desk accessory that can be activated by a key,
>but the evnt_multi(MU_KEYBD, ..) function doesn't seem to be working.

A keypress goes to the upper window. Using only GEM-calls it's impossible
to activate an accessory by a key.

Ciao, Dirk

SnailNet: In der Esmecke 9, D-59846 Sundern
 MausNet: Dirk Hagedorn @ MK2   (no mails > 16kb)
Internet: dh@mk2.maus.sauerland.de (no mails > 16kb)
          e80097@pbhrzx.uni-paderborn.de (big stuff)

From -4077019883370437695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,16f36b9d88a5d5b8,start
X-Google-Attributes: gid1115ce,public
From: Mathieu Petrovic <oxo@iprolink.ch>
Subject: Search fast serial and graphik card LINUX drivers for TT
Date: 1995/06/29
Message-ID: <3sv0e1$13ue@badboy.iprolink.ch>#1/1
X-Deja-AN: 105261583
content-type: text/plain; charset=us-ascii
organization: OXO Concept
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (Windows; I; 16bit)

I search a LINUX drivers for ATARI TT serial port (38400Bds or better)
and a driver for VME graphic card (NOVA ATI 64 or other).

Thanks for Email Reply.

From 6999483058119971415
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b7f05580b6f4fa04
X-Google-Attributes: gid1115ce,public
From: binder@rbg.informatik.th-darmstadt.de (Thomas Binder)
Subject: Re: Stopping Keyboard input, Pascal

Date: 1995/06/30
Message-ID: <DAzJJ4.3Jv@rz.uni-hildesheim.de>#1/1
X-Deja-AN: 105419894
sender: news@rz.uni-hildesheim.de (NetNews Manager)
references: <3sla9o$bd5@cville-srv.wam.umd.edu>
organization: TU Darmstadt
newsgroups: comp.sys.atari.programmer

Hi!

In article <3sla9o$bd5@cville-srv.wam.umd.edu>, abstract@wam.umd.edu (Day Tripper) writes:
> : I am writting a GEM small editor. I would like to disable keyboard input to my
> : application while it is busy updating screen/disk access etc. The problem is I
> : don't want it to toatally disable the keyboard so much that background
> : programs are stopped. Anyone have any ideas or code fragment (C / assembler)
> : on how to do this?
>
> Any ideas how to do the same thing in Pascal?
Probably the best idea is flushing the keyboard buffer when your program
has finished its busy parts. You can achieve that by using evnt_multi:
Wait for keyboard- and timer-events (with 1ms) and loop until you only get
timer-events back, i.e. when no keyboard-event occured.

Ciao

Thomas

--
/----------\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\----------/

From 2141441446310268968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cddd7536fd56a21a
X-Google-Attributes: gid1115ce,public
From: timbe@lsl.co.uk
Subject: Re: Hardware Scrolling Problem
Date: 1995/06/30
Message-ID: <1995Jun30.144608.5358@lsl>#1/1
X-Deja-AN: 105419896
distribution: world
references: <3s40l9$nf5@DGS.dgsys.com>
organization: Laser-Scan Ltd., Cambridge

newsgroups: comp.sys.atari.programmer

In article <3s40l9$nf5@DGS.dgsys.com>, mlake@dgs.dgsys.com (Marshall Lake) writes:
>
> I am attempting to utilize hardware scrolling for horizontal movement
> on an STe. Everything works fine if I try to scroll across two, three,
> or four low rez screens. But if I try to set up more than four screens
> to scroll across then the screens do not display properly. I am
> setting up the display in memory by interleving the screens in the same
> manner no matter how many screens I'm working with: one line (80
> words) of screen 1 followed by one line of screen 2 etc continuing
> through one line of the last screen, followed by the next line of
> screen 1, etc through 200 lines.
>

I think there is only one byte available to offset the begining of one line
from the next (counted in words). for the 3rd screen this is 3*80=240, for the
4th screen it is 4*80=320. Obviously this is too big to fit in a byte ....

I dont know of a workaround.

Tim

From -1371695372041079715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1dbbf283c2e98305,start
X-Google-Attributes: gid1115ce,public
From: selah@ccnet.com (selah)
Subject: FS:WARP,NEODESK,QUICKST,CODEKEYS
Date: 1995/06/30
Message-ID: <3t1ov7$gle@ccnet3.ccnet.com>#1/1
X-Deja-AN: 105419897
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

[Article crossposted from comp.sys.atari.st]
[Author was selah]
[Posted on 30 Jun 1995 14:02:39 -0700]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 =   18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST=   5.00

CODEKEYS=   15.00 W/MANUAL

KCS 4.0=   30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL
--

```
         ^^^^^^^^^^    ^^^^^^^^^
            ^^^^^^^^^^^^^^^^^^
              =========
               =======
                +++++
                 ~~~
                   selah @ccnet.com
```
--

```
         ^^^^^^^^^^    ^^^^^^^^^
            ^^^^^^^^^^^^^^^^^^
              =========
               =======
                +++++
                 ~~~
                   selah @ccnet.com
```

From 1323706740840481531
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,16f36b9d88a5d5b8
X-Google-Attributes: gid1115ce,public
From: Thomas Ludewig <ludewig@tu-harburg.d400.de>
Subject: Re: Search fast serial and graphik card LINUX drivers for TT
Date: 1995/06/30
Message-ID: <3t0a3e$q0u@rzsun02.rrz.uni-hamburg.de>#1/1
X-Deja-AN: 105419898
references: <3sv0e1$13ue@badboy.iprolink.ch>
content-type: text/plain; charset=us-ascii
organization: University of Hamburg -- Germany
x-url: news:3sv0e1$13ue@badboy.iprolink.ch
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; HP-UX A.09.05 9000/712)

Mathieu Petrovic <oxo@iprolink.ch> wrote:
>I search a LINUX drivers for ATARI TT serial port (38400Bds or better)

This one has to be implemented yet. There is someone writing a driver for the SCC-Chip which supports the fast serial lines of the TT, but there is nothing available until now (I'm desperately waiting, too - for I have a Falcon!).

>and a driver for VME graphic card (NOVA ATI 64 or other).

Maybe you have more luck with this one. You should consider subscribing the group maus.os.linux68k if you can get it, there are people who can answer your

question. I have read about people using graphic cards with linux, but I don't know if your type of card is supported yet.

Greetings,
   Thomas
--

```
 \_\_\_\_\_\_                 Thomas Ludewig, Hamburg, Germany
      \_    \_                ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
       \_    \_               e-mail: ludewig@tu-harburg.d400.de
        \_    \_\_\_\_        Maus (<16kB): Thomas Ludewig @ HH
```


From 6723379495249573954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9bcef974e049f06b
X-Google-Attributes: gid1115ce,public
From: bjb@bigbox.demon.co.uk (Ben Bell)
Subject: Re: Help with recompiling the GCC TOS libraries...
Date: 1995/07/01
Message-ID: <804602136snz@bigbox.demon.co.uk>#1/1
X-Deja-AN: 105618105
x-nntp-posting-host: bigbox.demon.co.uk
references: <DAxLyt.JyE@comp.lancs.ac.uk>
organization: VP Software
reply-to: bjb@bigbox.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <DAxLyt.JyE@comp.lancs.ac.uk>
           nab@comp.lancs.ac.uk "Mr N A Barnes" writes:

>   I'm trying to recompile the libraries (the TOS ones...) patchlevel
Out of interest why are you trying to use the GNU libs? AFAICR the MiNT
libs work on TOS with almost everything except a few MiNT specific calls
and they are more actively supported now.

Ben


```
+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
| /// |   The mind is like a parachute - it only works when it's open...    |
| bjb |                  email: bjb@bigbox.demon.co.uk                      |
| \_/ |Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England|
+-----------------------------------------------------------------------------+
```


From -5313499570916560134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8753b0b21824259c,start
X-Google-Attributes: gid1115ce,public
From: vincie@circle.cs.jhu.edu (Michael Ko)

Subject: GEM Font info?
Date: 1995/07/02
Message-ID: <3t4qg4$kla@blaze.cs.jhu.edu>#1/1
X-Deja-AN: 105419889
organization: Computer Science Department, The Johns Hopkins University
newsgroups: comp.sys.atari.programmer

Does anyone know where to get info on the format of the GEM font and the font files? Would the gemlibs have something like that? Thanks.


```
    /          Michael Ko            / "... A monk, a clone, and a Ferengi /
   /   vincie@circle.cs.jhu.edu     /  decide to go bowling together..."  /
  /    Computer Science Dept.      /  Data in "The Outrageous Okona"     /
 /  The Johns Hopkins University  /  Star Trek : The Next Generation    /
/ PGP 2.6 Public Key is available by : finger vincie@circle.cs.jhu.edu /
```


From -7277771075076837244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cddd7536fd56a21a
X-Google-Attributes: gid1115ce,public
From: Dave Munsie <dmunsie@delphi.com>
Subject: Re: Hardware Scrolling Problem
Date: 1995/07/03
Message-ID: <p+1dnw5.dmunsie@delphi.com>#1/1
X-Deja-AN: 105520797
references: <3s40l9$nf5@DGS.dgsys.com> <1995Jun30.144608.5358@lsl>
organization: Delphi (info@delphi.com email, 800-695-4005 voice)
x-to: <timbe@lsl.co.uk>
newsgroups: comp.sys.atari.programmer

Hmmm....unlimited horizontal scrolling...The easiest way to do this using hardware support is to first design two screens layed out side by side so you have 320 bytes per line, so in a main loop situation you would use hardware scrolling to scroll 16 fine pixels and then using the blitter you could scroll the 2 wide screen by 16 pixels, and then reset your hardware fine scrolling register back to 0, ofcourse you would still have to update the extreme left or right side, but since the incoming data dosn't have to be shifted or mask'd it should be VERY fast!! This is basically how all the consoles achieve their seemingly unlimited scrolling platform games.
Plus with this method it is VERY easy to add vertical scrolling since all your doing is adding +-320 to the screen pointers, heck you can even combine the two for diagonal scrolling!!! On STe/Falcon machines this technique should be a breeze, the only problem might be that if you don't want a FULL screen scroll happening, (score areas, etc..) I imagine you are going to have to do some horizontal blank routines to set the scan line pointers on the fly....wait a minute!! I'm giving myself an idea!!!! l8r.....

From -7518990305123371284

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,858e7bd0a95bb5d2,start
X-Google-Attributes: gid1115ce,public
From: ppp435@news.salford.ac.uk (GR GREENWAY)
Subject: Groovy GEM stuff...
Date: 1995/07/03
Message-ID: <ppp435.36.0@news.salford.ac.uk>#1/1
X-Deja-AN: 105520798
distribution: world
organization: University of Salford
newsgroups: comp.sys.atari.programmer

Hello,
How does one achieve those cool menu_bars_in_windows ala SpititEd ?
What about the windowsish menu extention thingies on the Lattice C editor ?
Is a set of extended GEM libs available or does one have to do all the
donkey work oneself ?
Intel *outside*,
Giles.

G.R.Greenway@physics.salford.ac.uk
"What is the point of a violent kind of delightfulness if there is no
pleasure in not getting tired of it ?" -Getrude Stein.

From 2658330218438101644
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4097595f6c0cce54,start
X-Google-Attributes: gid1115ce,public
From: oruud@oslonett.no (\yvind Ruud)
Subject: PI1 file-format
Date: 1995/07/03
Message-ID: <3t93v4$erc@sinsen.oslonett.no>#1/1
X-Deja-AN: 105618099
organization: Oslonett public access
newsgroups: comp.sys.atari.programmer

Hi all,

I am writing an image-converter for the PC that reads PI1 (Low res Degas)-
files and converts them, so that they can be displayed correctly on a
PC-screen. I know how the palette is stored in a PI1-file, but I haven't
managed to read the picture data-correctly. I have tried two methods of
reading the data, and the result is a one-colour picture with many vertical
stripes in it. It looks a bit like when you try to display a low-res image
on a med-res ST-screen.

If someone could tell me, or point me to information on how to correctly
read the picture-data from a PI1-file I would be very grateful.

Please don't post an answer to this newsgroup, since I am not reading
it regularly.

Thanks in advance,

```
 ___________________________________________________________________________
|   ______            ____   \ Customer: Waiter, there's a bug in my soup! |
|  (_____ \_ _/ |\ | /        \  Waiter: Oh, you see, the chef used to     |
|  ______)  |   | \| \____/    \     program computers...          |
|_______________________________\_________________________________________|
|My own www-page is coming soon! \ e-mail: oruud@oslonett.no               |
|_________________________________\________________________________________|
```

From 7160985165720535197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d629c736516a00a,start
X-Google-Attributes: gid1115ce,public
From: mud08@cc.keele.ac.uk (R.D. Evans)
Subject: Malloc problems!
Date: 1995/07/03
Message-ID: <3t9d7c$6pc@gabriel.keele.ac.uk>#1/1
X-Deja-AN: 105618100
distribution: world
keywords: memory allocation
newsgroups: comp.sys.atari.programmer
summary: Problems with memory allocation under C

Hi everyone,

I'm writing a program which maintains a large number of data structures via linked lists of the kind:-

```
-------------------------
Pointer to next node.
Pointer to prev node.
Static data.
Pointer to malloc'd data.
Pointer to malloc'd data.
-------------------------
```

Each node is allocated dynamically using malloc (I'm using Lattice C5.6). However, I'm leaving 32K to the operating system at the moment to ensure that there is enough memory for any system functions that dynamically allocate memory themselves (Is this necessary by the way? I've heard that the fileselector allocates memory when called, but am not too sure about these things). To request memory, I am calling (long)Malloc(-1), taking away 32K and then allocating the requested memory via malloc if there is enough space left over. The problem is this; I know that calling free does not release memory back to the OS pool, but merely marks it as free for subsequent malloc calls. However, I presume that Malloc(-1) will only return OS free memory blocks, and when I then request memory via my call, it does

not account for any memory that has been previously freed, and I will steadily 'loose' memory. I hope that kind of makes sense, please e-mail me if it does not.

Is there a way of releasing freed memory back to the OS, so that Malloc(-1) will return the true amount of memory available, or would anyone be kind enough to show me how to write memory management routines in C that will allow me to truly allocate and free memory.

Thanks for your help,

Richard.

--

Richard Evans | JANET | mud08@keele.ac.uk

From -5900027569236251022
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b5eaf48a41452e3,start
X-Google-Attributes: gid1115ce,public
From: "H:WINSOCKKA9QSPOOLMAIL" <gary@gingram.demon.co.uk>
Subject: M/C line drawing
Date: 1995/07/03
Message-ID: <292507714wnr@gingram.demon.co.uk>#1/1
X-Deja-AN: 105618101
x-broken-date: Monday, Jul 03, 1995 22.23.41
x-nntp-posting-host: gingram.demon.co.uk
organization: None
reply-to: gary@gingram.demon.co.uk
newsgroups: comp.sys.atari.programmer

I am writing some 3d stuff for my collage work and I decided that the OS graphics routines were not fast enough.

So, using the standard equation for drawing a line between 2 points, I wrote my own in 68000.

Guess what? Its actually slower than the OS.

Its not a long routine and I have avoided all multiplication and division

I have programmed it on my Falcon in ST Low(i.e. 4 bit planes). The Falcon runs NVDI 2.5.

Anybody any ideas/suggestions? (but please go easy, I'm only a beginer)
--

EMail gary@gingram.demon.co.uk

From -979880645511896143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8cb8cced79a9460d,start
X-Google-Attributes: gid1115ce,public
From: Carolyn Glass <isp@teleport.com>
Subject: FS: Computer Books/Manuals
Date: 1995/07/03
Message-ID: <3t9sua$e79@maureen.teleport.com>#1/1
X-Deja-AN: 105618102
distribution: world
content-type: text/plain; charset=ISO-8859-1
x-xxmessage-id: <AC1DC5B57B023DBA@ip-eug1-26.teleport.com>
organization: Information Systems Professionals
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

All of these books are in great condition, and paperback. The original
retail on all of these in 1986 was $19.95. I must sell them now, so
I'll accept offers if you think $10 is too much :)

Atari ST Internals
    Abacus, Book #2
    Your Price: $10

Atari ST Tricks & Tips
    Abacus, Book #5
    Your Price: $10

Atari ST Logo User's Guide
    Abacus, Book #7
    Your Price: $10

Atari ST BASIC Training Guide
    Abacus, Book #9
    Your Price: $10

Atari ST Introduction To MIDI Programming
    Abacus, Book #10
    Your Price:$10

Please respond via email. Thanx!

From -6869515387907416279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b027db8f81c8b94,start
X-Google-Attributes: gid1115ce,public

From: selah@ccnet.com (falcon)
Subject: I NEED A FALCON DESKCLOCK/CAPS INDICATOR
Date: 1995/07/03
Message-ID: <3ta6mf$as@ccnet3.ccnet.com>#1/1
X-Deja-AN: 105618103
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 3 Jul 1995 18:47:24 -0700]

PLEASE TELL ME WHERE I CAN FIND AN ACCESSORY DESKTOP CLOCK AND CAPS ON
INDICATOR.
THANK YOU ..
I JUST GOT MY FALCON.
IMOVED FROM A STACY. NEED SHARWARE.
DONT KNOW THE GOOD ONES.
PLEASE HELP. ALSO WHERE TO GET THEM AND THIER NAMES.

--

```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
                    selah @ccnet.com
```

--

```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
                    selah @ccnet.com
```

From 8187937701428572612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ab1f573a15a7a53c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: f8760,ab1f573a15a7a53c,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,ab1f573a15a7a53c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ab1f573a15a7a53c,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,ab1f573a15a7a53c,start
X-Google-Attributes: gid1056fc,public

From: kua97@uno.cc.geneseo.edu
Subject: Machine for sale
Date: 1995/07/04
Message-ID: <3tc1ee$olh@news.cc.geneseo.edu>#1/1
X-Deja-AN: 105617858
organization: SUNY Geneseo, Geneseo, NY 14454
reply-to: kua97@uno.cc.geneseo.edu
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know if there's a newsgroup that posts Atari machines for sale?
I'm planning to part with my old system. It's been collecting dust ever since
I left for college. Any suggestions will be welcomed.

Please respond to kua97@uno.cc.geneseo.edu

Regards,
K.K.

****
Mi pungichi, mi stuzzichi, mi tuzzichi, mi mastichi... Amor, que questo h'aime?
Pieta, pieta, pieta. Amor e un cherto que, que disperar mi fa ;-)
****

From -8895122084961969679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3b264ff6c3963a90,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,3b264ff6c3963a90,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,3b264ff6c3963a90,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,3b264ff6c3963a90,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,3b264ff6c3963a90,start
X-Google-Attributes: gidf8760,public
From: kua97@uno.cc.geneseo.edu
Subject: FS: Loaded ST system
Date: 1995/07/04
Message-ID: <3tc34p$ovg@news.cc.geneseo.edu>#1/1
X-Deja-AN: 105617860
organization: SUNY Geneseo, Geneseo, NY 14454
reply-to: kua97@uno.cc.geneseo.edu
newsgroups:
comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here's the following for sale - US$700 o.b.o.:

* Atari 1040ST, dual drive system (one internal, one external), mouse and all necessary cabling.

* Color monitor (SC 1224).

* Spectre GCR emulator cartridge. It gives a basic Mac Plus equivalent and reads/writes to Mac formatted disks. (I'll include Mac software for word processing if interested).

* IMG Scanner (cartridge based scanner to work in conjunction with the printer).

* Yamaha PSS 680 MIDI keyboard (with cables to attach for use with Music Studio)

* Star NX-1000 dot matrix printer (with all my unused ribbon cartridges)

* I'll include my whole library of Atari ST disks (all my software collected over the years).

FINE PRINT:
It is in great condition and I'd like to sell it as a complete whole if possible. I'm in the New York City area and will consider selling outside NYC if you're willing to pay for shipping. Price is negotiable...
Please e-mail directly.

Regards,
K.K.
kua97@uno.cc.geneseo.edu
kua97@cs.geneseo.edu

****
Mi pungichi, mi stuzzichi, mi tuzzichi, mi mastichi... Amor, que questo h'aime?
Pieta, pieta, pieta. Amor e un cherto que, que disperar mi fa ;-)
****

From -1535563463972156637
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d629c736516a00a
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Re: Malloc problems!
Date: 1995/07/04
Message-ID: <wongck.226.000CA84D@ti.com>#1/1
X-Deja-AN: 105618104
distribution: world
references: <3t9d7c$6pc@gabriel.keele.ac.uk>
summary: Problems with memory allocation under C
organization: TIS
keywords: memory allocation
newsgroups: comp.sys.atari.programmer

In article <3t9d7c$6pc@gabriel.keele.ac.uk> mud08@cc.keele.ac.uk (R.D. Evans) writes:
>   Is there a way of releasing freed memory back to the OS, so that
>Malloc(-1) will return the true amount of memory available, or would anyone

IIRC, Malloc(-1) will return largest block available.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
                                     | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

From -383470521829126211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d629c736516a00a
X-Google-Attributes: gid1115ce,public
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Subject: Re: Malloc problems!
Date: 1995/07/04
Message-ID: <3tascd$38q@percy.cs.bham.ac.uk>#1/1
X-Deja-AN: 105618106
references: <3t9d7c$6pc@gabriel.keele.ac.uk>
organization: NHS Information Management Centre
keywords: memory allocation
newsgroups: comp.sys.atari.programmer

mud08@cc.keele.ac.uk (R.D. Evans) writes:
>Each node is allocated dynamically using malloc (I'm using Lattice C5.6).
>However, I'm leaving 32K to the operating system at the moment to ensure
>that there is enough memory for any system functions that dynamically
>allocate memory themselves (Is this necessary by the way? I've heard that
>the fileselector allocates memory when called, but am not too sure about
>these things). To request memory, I am calling (long)Malloc(-1), taking away

Why not just use the library malloc()?

>   Is there a way of releasing freed memory back to the OS, so that

Mfree(), I don't know if the Lattice free() calls this itself, it may do.

>Malloc(-1) will return the true amount of memory available, or would anyone

No, it just returns the largest block. Between when you call
Malloc(-1) and Malloc(foo), another app might have made a Malloc and
changed the largest block size.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From -1957624489005459758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3b5eaf48a41452e3
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Re: M/C line drawing
Date: 1995/07/04
Message-ID: <3tb0lh$71e@nyheter.chalmers.se>#1/1
X-Deja-AN: 105618107
references: <292507714wnr@gingram.demon.co.uk>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <292507714wnr@gingram.demon.co.uk>,
H:WINSOCKKA9QSPOOLMAIL <gary@gingram.demon.co.uk> wrote:
>I am writing some 3d stuff for my collage work and I decided that the
>OS graphics routines were not fast enough.

Really? ;-)

>So, using the standard equation for drawing a line between 2 points, I
>wrote my own in 68000.
>
>Guess what? Its actually slower than the OS.

:-(

>Its not a long routine and I have avoided all multiplication and
>division

A good start at least, but see below.

>I have programmed it on my Falcon in ST Low(i.e. 4 bit planes). The
>Falcon runs NVDI 2.5.
             ^^^^
I'd guess that you have a rather quick line drawing routine in there,
but the OS overhead is likely quite high (at least for short lines).

>Anybody any ideas/suggestions? (but please go easy, I'm only a beginer)

The most important thing to remember when you're writing a line routine
is that you always know very much about where the next point is to be
plotted. It's never more than one pixel away along the x and/or y axis.
Using that knowledge you will only need to calculate the address and

bit position for the very first pixel. The rest can be found simply by adding to the address and bit position. It's probably best to keep the bit position as a mask that you rotate.

A further optimization that can be useful when plotting lines that have a horizontal major axis (that is the axis you move along for every point) is to delay writing to memory as long as possible. When you're not changing y-coordinate up to 16 pixels can be written to memory at a time.

If you've done those things and it's still slow, you should take a look at the algorithm you use for following the line. The two most common ways to do that are called the DDA and Bresenham algorithms and there are almost always threads on those in comp.graphics.algorithms.
The DDA is easy to understand (it's likely that you use something similar) while Bresenham looks a bit strange. Using the mid-point approach it's quite simple to derive an algorithm that is equivalent to Bresenham, though.

By the way, the mid-point method is very useful for deriving algorithms for drawing many kinds of curves, for example circles and y=x^2. It does not seem to be very well known for some reason, but I can describe it if you're interested.

--
```
  Chalmers University   | Why are these |  e-mail :  d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |  Address:  Johan Klockars
                        | so hard to do |            Foreningsgatan 32/408
   Gothenburg, Sweden   |     well?     |            411 27 Gothenburg, SWEDEN
```

From 4182007971741446119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b027db8f81c8b94
X-Google-Attributes: gid1115ce,public
From: vlefevre@imada.ou.dk (Vincent Lefevre)
Subject: Re: I NEED A FALCON DESKCLOCK/CAPS INDICATOR
Date: 1995/07/04
Message-ID: <3tb2jg$qv2@news.uni-c.dk>#1/1
X-Deja-AN: 105618108
references: <3ta6mf$as@ccnet3.ccnet.com>
organization: News Server at UNI-C, Danish Computing Centre for Research and Education.
reply-to: vlefevre@imada.ou.dk
newsgroups: comp.sys.atari.programmer

falcon (selah@ccnet.com) wrote:
: PLEASE TELL ME WHERE I CAN FIND AN ACCESSORY DESKTOP CLOCK AND CAPS ON
: INDICATOR.
: THANK YOU ..
: I JUST GOT MY FALCON.
: IMOVED FROM A STACY. NEED SHARWARE.
: DONT KNOW THE GOOD ONES.
: PLEASE HELP. ALSO WHERE TO GET THEM AND THIER NAMES.

LedPanel is the best one. It is an AUTO prg, which works in any
resolution except True Color (it is fully Screen Blaster compatible).
It has a clock, a caps on indicator, and drive access indicators.

You can find it on atari.archive.umich.edu and mirrors.

There's also CLOGGE.ACC, which has a clock and memory indicator
(no caps on indicator).

I don't know where you can find it (try a.a.u.e or ftp.cnam.fr).

--
Vincent Lefevre |
vlefevre@ens.ens-lyon.fr | Acorn RiscPC600, 4+1MB RAM, 210MB IDE
Magistere d'informatique 2e annee | Apple CD-300, SyQuest 270MB
Ecole Normale Superieure de Lyon | Atari Falcon030, 4MB RAM, 85MB IDE
France |

[Properties of 17]
A polyhedron must have at least 17 faces to have exactly one stable face.

From 195566462506848575
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3910714d1db5cd50
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: GCC 2.6.3 for TOS
Date: 1995/07/04
Message-ID: <Pine.BUL.3.90.950704135827.1466A-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 105618109
references: <Pine.BUL.3.90.950613152715.22812B-100000@bull.mimuw.edu.pl>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw
University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 13 Jun 1995, Szymon Stasik wrote:

>
> I found binaries of gcc 2.6.3 at ftp.cnam.fr:/pub/Atari/Mint, but I have
> a problem: where I can found libraries (sources or/and beter binaries)
> for this new version of gcc. Thx for any help.
>
> Simon.

I solve my problem. I have to link file op_vnew.c (from GCC2.6.1 archive)
with gnu.olb. But now there appears another one. I cannot debug C++ code
with gdb 3.6 pl 4 (however pure C code works well). It gives error :
unknown symbol table at pos 16. Is that means that I'll not be able to

debug g++ 2.6.3 code anymore ??? :((

PLEASE __**H E L P**__ !!!!!

Simon.

From -498687186235854530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11180f,fc4597de6f5e6b45,start
X-Google-Attributes: gid11180f,public
X-Google-Thread: 1115ce,fc4597de6f5e6b45,start
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: kernel 1.2.10pl1 problems
Date: 1995/07/04
Message-ID: <Pine.BUL.3.90.950704140951.1466B-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 105618110
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,LINUX.DEV.680X0

I compiled succesfuly 1.2.10pl1 version of kernel and I found few problems while running it on my F030/4Mb/68882/ide Quantum 130MB/SCSI Quantum Empire 1080S. The most significant problem is that sometimes the kernel hags up my SCSI drive and sometimes (but rarely) it has problems with IDE HD (aspecially when there is no disk in FDD ??). It also gives message HD write status: xxxx (I don't remember) 0x50.

so... any suggestions?

regards,

Simon.

From -1377345327226441328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6cdd9f2ba500f07d
X-Google-Attributes: gid1115ce,public
From: binder@rbg.informatik.th-darmstadt.de (Thomas Binder)
Subject: Re: Please help with evnt_multi(MU_KEYBD, ..)
Date: 1995/07/04
Message-ID: <DB721J.CpE@rz.uni-hildesheim.de>#1/1
X-Deja-AN: 105618111
sender: news@rz.uni-hildesheim.de (NetNews Manager)
references: <DAvA29.M57@cs.dal.ca>

organization: TU Darmstadt
newsgroups: comp.sys.atari.programmer

In article <DAvA29.M57@cs.dal.ca>, ab617@ccn.cs.dal.ca (Scott C. Perry) writes:
> I am trying to write a desk accessory that can be activated by a key,
> but the evnt_multi(MU_KEYBD, ..) function doesn't seem to be working.
> Could someone please help me out.. Any help would be appreciated.
This won't work. Remember: With GEM, Keyboard-Input is sent to the
application that owns the topmost window, or, if there's no active topmost
window, the application with the active menu-bar. Since Accessories don't
have a menu-bar, you can only get keyboard-input by having a window open
and at the top, or by reserving the keyboard for you with
wind_update(BEG_MCTRL). Using BEG_MCTRL from within an accessory regularly
or permanently is no good idea, though, since other apps won't get any
keypresses during this time. So it's better to use a timer-event and check
for a special combination of the shift-keys (maybe Caps-LShift-RShift).
If you really want to use a key, you'll have to write an auto-folder program
that hooks into the keyboard-vektor and sets a special flag the acc can
read when the right key-combination has been pressed.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\--/

From -8680708372199376870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b64db919de1b1beb,start
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: malloc problems!
Date: 1995/07/04
Message-ID: <1866rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 105618114
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 04 Jul 95 R.D. wrote:
 RDe> Is there a way of releasing freed memory back to the OS, so that
 RDe> Malloc(-1) will return the true amount of memory available, or would
 RDe> anyone be kind enough to show me how to write memory management
 RDe> routines in C that will allow me to truly allocate and free
 RDe> memory.

Have you got one of the POOLFIX autos installed? This will correct any
probs. with memory not being freed. I think POOLFX94 is the recommended one.

Roger
rcain@nest.demon.co.uk

--

From 3140840088749245686
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9bcef974e049f06b
X-Google-Attributes: gid1115ce,public
From: nab@comp.lancs.ac.uk (Mr N A Barnes)
Subject: Re: Help with recompiling the GCC TOS libraries...
Date: 1995/07/05
Message-ID: <DB8so1.8wJ@comp.lancs.ac.uk>#1/1
X-Deja-AN: 105618098
sender: usenet@comp.lancs.ac.uk (The Guardian)
references: <DAxLyt.JyE@comp.lancs.ac.uk> <804602136snz@bigbox.demon.co.uk>
organization: Computing Department, Lancaster University.
newsgroups: comp.sys.atari.programmer

In article <804602136snz@bigbox.demon.co.uk> bjb@bigbox.demon.co.uk writes:
>Out of interest why are you trying to use the GNU libs? AFAICR the MiNT
>libs work on TOS with almost everything except a few MiNT specific calls
>and they are more actively supported now.

    Well, those are the ones I have, they've been around for quite a
while, and are known to work, and they SHOULD be dead easy to compile...
still, where would I get the MiNT libs from and why would I want them...
are they going to offer the same amount of Unix emulated calls etc...

    Thanks,

Neil
(nab@comp.lancs.ac.uk)

From -4703050218205599474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,64d992bde60f99a8,start

X-Google-Attributes: gid1115ce,public
From: Ronny Schoebel <schoebel>
Subject: Pure C 2.0?
Date: 1995/07/05
Message-ID: <3tcqq0$1b2@prakinf2.PrakInf.TU-Ilmenau.DE>#1/1
X-Deja-AN: 105618113
content-type: text/plain; charset=us-ascii
organization: Technische Universitaet Ilmenau
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; IRIX 5.3 IP20)

DOes anybode know if there will be a new release of Pure C?
Thnx.
--
Ronny Schoebel

From -8008266296800094508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,da2d838cba912fe0,start
X-Google-Attributes: gid1115ce,public
From: abstract@wam.umd.edu (Day Tripper)
Subject: How to upload prgs to BBS's?
Date: 1995/07/05
Message-ID: <3tdfch$h6t@cville-srv.wam.umd.edu>#1/1
X-Deja-AN: 105618115
organization: University of Maryland College Park
newsgroups: comp.sys.atari.programmer

I'm starting out programming, and would like to upload my programs to HENSA, UMich, etc. Is there any sort of protocol involved in this process? Do I need to clear it with anyone before I upload? Thanks in advance!

--LuNATiC

From -3158355903635829279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1122a1e065a3cca7,start
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Falcon TOS 4.92 w/MiNT
Date: 1995/07/05
Message-ID: <DB9Ety.Dy9@crash.cts.com>#1/1
X-Deja-AN: 105618116
sender: news@crash.cts.com (news subsystem)

organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Ok, many months ago I located this in Czechoslovakia (the server is now down). It is TOS 4.92. It works beautifully in single=tasking mode, but when I install MiNT it crashes on any high rez screen mode (except LOW). The MiNT I use is FreeMiNT 1.12.4. I was wondering, is this a bug that needed to be fixed in this unreleased TOS? All I really want is the AES from this TOS, and would be openned to ideas of extracting just it.

Rich

From 8198662247261257951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc4597de6f5e6b45
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1375a2,8965df005fdb18c3,start
X-Google-Attributes: gid1375a2,public
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: kernel 1.2.10pl1 problems
Date: 1995/07/05
Message-ID: <DB94H7.E5u@watserv3.uwaterloo.ca>#1/1
X-Deja-AN: 105731293
sender: news@watserv3.uwaterloo.ca
references: <Pine.BUL.3.90.950704140951.1466B-100000@bull.mimuw.edu.pl>
organization: University of Waterloo
newsgroups: comp.sys.atari.programmer,maus.os.linux68k

In article <Pine.BUL.3.90.950704140951.1466B-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>
>I compiled succesfuly 1.2.10pl1 version of kernel and I found few
>problems while running it on my F030/4Mb/68882/ide Quantum 130MB/SCSI
>Quantum Empire 1080S. The most significant problem is that sometimes the
>kernel hags up my SCSI drive and sometimes (but rarely) it has problems
>with IDE HD (aspecially when there is no disk in FDD ??). It also gives
>message HD write status: xxxx (I don't remember) 0x50.

I don't have any suggestions for you; however, I am experiencing identical problems. This may stem from the fact that 1.2.10pl1 is based on 0.9.6 (correct me if I'm wrong). My previous version (0.9.7) was _very_ stable, and had no such problems.
My setup is quite similar: F030/4 w/ '882, 84MB IDE conner and 420MB SCSI quantum.

art
--
Art
atwareck@novice.uwaterloo.ca

From -5292735625367212057
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9bcef974e049f06b
X-Google-Attributes: gid1115ce,public
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Subject: Re: Help with recompiling the GCC TOS libraries...
Date: 1995/07/06
Message-ID: <3tg6v9$8r7@percy.cs.bham.ac.uk>#1/1
X-Deja-AN: 105731292
references: <DAxLyt.JyE@comp.lancs.ac.uk> <804602136snz@bigbox.demon.co.uk>
<DB8so1.8wJ@comp.lancs.ac.uk>
organization: NHS Information Management Centre
newsgroups: comp.sys.atari.programmer

nab@comp.lancs.ac.uk (Mr N A Barnes) writes:
>still, where would I get the MiNT libs from and why would I want them...
>are they going to offer the same amount of Unix emulated calls etc...

atari.archive (and mirrors): Mint/Lib/mnt(olb|inc)44.zoo

(pl46 should be around somewhere too)

They provide direct support for the extra calls in Mint and MagiC!3,
as well as working with long filenames, UNIX-style paths (/), signals,
etc etc.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From -868321118872738648
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1122a1e065a3cca7
X-Google-Attributes: gid1115ce,public
From: Ronny Schoebel <schoebel>
Subject: Re: Falcon TOS 4.92 w/MiNT
Date: 1995/07/06
Message-ID: <3thma6$b7e@prakinf2.PrakInf.TU-Ilmenau.DE>#1/1
X-Deja-AN: 105731294
references: <DB9Ety.Dy9@crash.cts.com>
content-type: text/plain; charset=us-ascii
organization: Technische Universitaet Ilmenau
x-url: news:DB9Ety.Dy9@crash.cts.com
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; IRIX64 6.0.1 IP26)

I successfully installed TOS 4.92 as a MultiTOS, if you are still interested, just mail me at

ronny.schoebel@rz.tu-ilmenau.de

--
Ronny Schoebel

From -2421245776559062657
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4,start
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: DOOM on Atari
Date: 1995/07/07
Message-ID: <3tj115$kcp@vishnu.jussieu.fr>#1/1
X-Deja-AN: 105731291
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

It seems like many programming teams are working on things more or less like a DOOM clone. But I wonder why nobody has had the following idea yet:

WHY NOT MAKE A REAL DOOM CLONE?

I mean, make a program that can read the WAD files that describe the virtual worlds of DOOM. You could use the original WAD files of DOOM, as well as the hundreds of WADs that one can find on the net.
Such a program would ensure us of having new worlds by the load, whenever we want them.
Even funnier: PC programmers would develop games for us without even knowing it!!!
You wouldn't even be obliged to have textures on the walls. It would even be a way to reduce considerably the space WADs would take in memory or on the disk: a simple program could get the WAD rid of the textures.
A DOOM clone on atari, even without teures, would be great, don't you think?
I'm launching this idea, because it seems good to me. But I know nothing about the structure of WAD files, and don't have time to develop this project.
But I hope someone will!

Bye.
Bertrand

```
+-------------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
```

+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

From 7379688877757069860
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d629c736516a00a
X-Google-Attributes: gid1115ce,public
From: nat@zumdick.rhein-main.de (Nat!)
Subject: Re: Malloc problems!
Date: 1995/07/07
Message-ID: <FGHABEARUP@zumdick.rhein-main.de>#1/1
X-Deja-AN: 105731295
references: <3t9d7c$6pc@gabriel.keele.ac.uk>
content-length: 873
content-type: text/plain; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In <3t9d7c$6pc@gabriel.keele.ac.uk> R.D. Evans wrote:

>   Is there a way of releasing freed memory back to the OS, so that
>Malloc(-1) will return the true amount of memory available, or would anyone
>be kind enough to show me how to write memory management routines in C that
>will allow me to truly allocate and free memory.
>
>Thanks for your help,
>
>Richard.
If you use malloc, it depends on the implementation. In 99% of the
cases I'd say no. BUT: it is very unlikely, that you really want
to give the memory back to the system if you are using 'malloc'
anyway.

What kind of application are you writing anyway ? This is very important,
in this case.

Nat!

----------"Bang that bit that doesn't bang"----------

The future's looking brighter / (with) every beer that I pour in me

David Lee Roth

From -5134794400321804103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: DOOM on Atari
Date: 1995/07/07
Message-ID: <3tj5qk$4um@banaan.fwi.uva.nl>#1/1
X-Deja-AN: 105827976
distribution: world
references: <3tj115$kcp@vishnu.jussieu.fr>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:

:It seems like many programming teams are working on things more or less like a
:DOOM clone. But I wonder why nobody has had the following idea yet:
:
:WHY NOT MAKE A REAL DOOM CLONE?
:
:I mean, make a program that can read the WAD files that describe the virtual
:worlds of DOOM. You could use the original WAD files of DOOM, as well as the
:hundreds of WADs that one can find on the net.
:Such a program would ensure us of having new worlds by the load, whenever we
:want them.

too bad, no atari is powerful enough to handle doom (just look at substation).

:Even funnier: PC programmers would develop games for us without even knowing
:it!!!

doom is not a PC game.
besides, pc programmers don't care about programming for other platforms,
unlike atarians.

:You wouldn't even be obliged to have textures on the walls. It would even be a
:way to reduce considerably the space WADs would take in memory or on the disk:
:a simple program could get the WAD rid of the textures.
:A DOOM clone on atari, even without teures, would be great, don't you think?

would be great yes.

:I'm launching this idea, because it seems good to me. But I know nothing about
:the structure of WAD files, and don't have time to develop this project.
:But I hope someone will!

my guess is, it won't happen: atari hardware is not powerful enough.

--
Martijn Dekker | PFF/Ishido info:

University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 6898757648097744070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1122a1e065a3cca7
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: Falcon TOS 4.92 w/MiNT
Date: 1995/07/07
Message-ID: <DBCGIJ.3tn@crash.cts.com>#1/1
X-Deja-AN: 105827977
sender: news@crash.cts.com (news subsystem)
references: <DB9Ety.Dy9@crash.cts.com> <3thma6$b7e@prakinf2.PrakInf.TU-Ilmenau.DE>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Ronny Schoebel (schoebel) wrote:
: I successfully installed TOS 4.92 as a MultiTOS, if you are still interested,
: just mail me at

: ronny.schoebel@rz.tu-ilmenau.de

: --
: Ronny Schoebel

Thank you for the offer. I just installed plain old MiNT 1.12 (not
FreeMiNT) and all works great now.

My word...What a difference!

Rich

From -1876996607543880635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9bcef974e049f06b
X-Google-Attributes: gid1115ce,public
From: haegar@animals.uni-paderborn.de (Thorsten Boehm)
Subject: Re: Help with recompiling the GCC TOS libraries...
Date: 1995/07/07
Message-ID: <3tjb53$ru9@animals.uni-paderborn.de>#1/1
X-Deja-AN: 105827978
references: <DAxLyt.JyE@comp.lancs.ac.uk> <804602136snz@bigbox.demon.co.uk>
<DB8so1.8wJ@comp.lancs.ac.uk> <3tg6v9$8r7@percy.cs.bham.ac.uk>
organization: Universitaet Paderborn, Germany
newsgroups: comp.sys.atari.programmer

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>nab@comp.lancs.ac.uk (Mr N A Barnes) writes:
>>still, where would I get the MiNT libs from and why would I want them...
>>are they going to offer the same amount of Unix emulated calls etc...

>atari.archive (and mirrors): Mint/Lib/mnt(olb|inc)44.zoo

>(pl46 should be around somewhere too)

You can find pl46 of the MiNTlibs at:

```
ftp.uni-paderborn.de:
  /pub/atari/MiNT/mntinc/mntinc46.{zoo,tgz}        ;MiNTLib Header PL46
  /pub/atari/MiNT/mntlib/mntlib46.{zoo,tgz}        ;MiNTLib Sourcen PL46
  /pub/atari/MiNT/mntolb/mntolb46.{zoo,tgz}        ;MiNT-Lib gcc-librarys PL46
```

Greetings
          Thorsten
--
 Internet : haegar@uni-paderborn.de
 MausNet   : Thorsten Boehm @ PB

From -5687015432942187003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d629c736516a00a
X-Google-Attributes: gid1115ce,public
From: timbe@lsl.co.uk
Subject: Re: Malloc problems!
Date: 1995/07/07
Message-ID: <1995Jul7.150414.5371@lsl>#1/1
X-Deja-AN: 105827979
distribution: world
references: <3t9d7c$6pc@gabriel.keele.ac.uk>
organization: Laser-Scan Ltd., Cambridge
newsgroups: comp.sys.atari.programmer

> Each node is allocated dynamically using malloc (I'm using Lattice C5.6).
> However, I'm leaving 32K to the operating system at the moment to ensure
> that there is enough memory for any system functions that dynamically
> allocate memory themselves (Is this necessary by the way? I've heard that
> the fileselector allocates memory when called, but am not too sure about
> these things). To request memory, I am calling (long)Malloc(-1), taking away
> 32K and then allocating the requested memory via malloc if there is enough
> space left over. The problem is this; I know that calling free does not
> release memory back to the OS pool, but merely marks it as free for
> subsequent malloc calls. However, I presume that Malloc(-1) will only return
> OS free memory blocks, and when I then request memory via my call, it does
> not account for any memory that has been previously freed, and I will
> steadily 'loose' memory. I hope that kind of makes sense, please e-mail me
> if it does not.

>   Is there a way of releasing freed memory back to the OS, so that
> Malloc(-1) will return the true amount of memory available, or would anyone
> be kind enough to show me how to write memory management routines in C that
> will allow me to truly allocate and free memory.
Try allocating the block of memory once and reallocating it yourself. I think
that malloc will not release the memory back to the system - that would slow
the routine a fair bit.

I hope someone can give a better method; your own memory handeling routines
tend to be a bit of a pain.

Tim

From -7516131331338688233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: DOOM on Atari
Date: 1995/07/07
Message-ID: <3tjlhn$3to@vishnu.jussieu.fr>#1/1
X-Deja-AN: 105827980
references: <3tj115$kcp@vishnu.jussieu.fr> <3tj5qk$4um@banaan.fwi.uva.nl>
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <3tj5qk$4um@banaan.fwi.uva.nl>,
   mdekker@fwi.uva.nl (M. Dekker) wrote:
>too bad, no atari is powerful enough to handle doom (just look at
>substation).
Are you kidding? Seems like you've never programmed a falcon...
FYI, there are many demos on the falcon doing texturing on walls. Nothing as
complex as DOOM, but if you take away the textures, and only have to draw
polygons (except for the monsters, of course), you get rid of the most time
consuming part of the program. There are many programs that manage virtual
universes without textures on atari. And even very old ones. There was this
very old Psygnosis program, something 2 (starglider?) that was quite complex.
And it ran on a plain ST. The DSP and 68030 can do a lot better, and I'm
absolutely sure that a non-textured DOOM is possible. At least on the falcon.
btw, I think substation is a very little thing. Nice, that's all. imo.

>doom is not a PC game.
Ah? I have a PC here, and doom runs on it. There are other versions, of
course, but what do you mean?

>besides, pc programmers don't care about programming for other platforms,
>unlike atarians.
Yes, I know this, that is exactly the point: we would benefit from the

developing of WADs on PC without needing an adaptation: we would use OUR
program with THEIR data files. Got it this time?

>:A DOOM clone on atari, even without teures, would be great, don't you think?
>would be great yes.
And can be done.

>my guess is, it won't happen: atari hardware is not powerful enough.
Nonsense (imo)

Bye.
Bertrand


```
+-------------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
+-------------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes      |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
|4, place Jussieu, 75252 Paris Cedex 05                     |
+-------------------------------------------------------------+
```


From -1991913079156299330
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: spatzene@informatik.tu-muenchen.de (Roland Spatzenegger)
Subject: Re: DOOM on Atari
Date: 1995/07/07
Message-ID: <3tjqss$o3i@sunsystem5.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 105827981
distribution: world
references: <3tj115$kcp@vishnu.jussieu.fr> <3tj5qk$4um@banaan.fwi.uva.nl>
<3tjlhn$3to@vishnu.jussieu.fr>
organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.programmer
originator: spatzene@hphalle4.informatik.tu-muenchen.de

In article <3tjlhn$3to@vishnu.jussieu.fr>, bleroy@ccr.jussieu.fr (Bertrand Le Roy)
writes:
|> Are you kidding? Seems like you've never programmed a falcon...
The falcon is powerful .. look at Doomino by Staxx, but ...
The falcon is too slow to handle such big mazes, to make floor and ceiling
textures, to make shading, and so on... at the same time, but without this
you don't get Doom, you get a very lame and boring game (remove the graphic from
doom an you get .... nothing ...)
|> FYI, there are many demos on the falcon doing texturing on walls. Nothing as
On walls....

|> complex as DOOM, but if you take away the textures, and only have to draw
|> polygons (except for the monsters, of course), you get rid of the most time
Wuarg ... like substation ?? oh no ...
|> very old Psygnosis program, something 2 (starglider?) that was quite complex.
|> And it ran on a plain ST. The DSP and 68030 can do a lot better, and I'm
...dream on ...
|> absolutely sure that a non-textured DOOM is possible. At least on the falcon.
Texturemaped or not makes not much difference ... You must still transport a lot
of reduntant graphics ...
|> >doom is not a PC game.
|> Ah? I have a PC here, and doom runs on it. There are other versions, of
|> course, but what do you mean?
Doom runs on SGI's, Sun's ...

|> Yes, I know this, that is exactly the point: we would benefit from the
|> developing of WADs on PC without needing an adaptation: we would use OUR
I don't think that we benefit, why is it so important for you to use PC-Wad files?

|> >:A DOOM clone on atari, even without teures, would be great, don't you think?
|> >would be great yes.
|> And can be done.
nope ...

bye
Roland

--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~spatzene/

From -7080047051065293141
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1122a1e065a3cca7
X-Google-Attributes: gid1115ce,public
From: Richard Kelsch <richcsst@cts.com>
Subject: Re: Falcon TOS 4.92 w/MiNT
Date: 1995/07/07
Message-ID: <Pine.SCO.3.91.950707144239.13554C-100000@crash.cts.com>#1/1
X-Deja-AN: 105827982
sender: news@crash.cts.com (news subsystem)
references: <m0sUKVz-0000WGC@crash.cts.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: CTS Network Services (CTSNET), San Diego, CA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Fri, 7 Jul 1995, George Crissman - Ferran Scientific wrote:

> In article <DBCGIJ.3tn@crash.cts.com> you wrote:
>
> : Thank you for the offer. I just installed plain old MiNT 1.12 (not
> : FreeMiNT) and all works great now.
>
> : My word...What a difference!
>
> : Rich
>
> [Hanging on the edge of my seat ....]
>
> What difference? What, already? Faster, smoother file copies?
> New functions? Corrected dead functions?
>
> What, already?
>
Hey George!

Anyway, it is much faster than AES 4.0. It doesn't bog down the system
as MultiTOS did. MiNT with AES 4.1 is head over heals faster.

Rich

From -4823295270931626181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75442b24e95da057,start
X-Google-Attributes: gid1115ce,public
From: selah@ccnet.com (falcon)
Subject: FS: ST PROGRAMS.WARP/NEODESK/ICD PRO UTIL
Date: 1995/07/07
Message-ID: <3tkvse$mk6@ccnet3.ccnet.com>#1/1
X-Deja-AN: 105827984
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 7 Jul 1995 20:58:52 -0700]

From ccnet.com!ccnet.com!not-for-mail Fri Jun 30 15:04:04 1995
Path: ccnet.com!ccnet.com!not-for-mail
From: selah@ccnet.com (selah)
Newsgroups: comp.sys.atari.st
Subject: FS:WARP,NEODESK,QUICKST,CODEKEYS
Date: 30 Jun 1995 14:02:39 -0700
Organization: CCnet Communications (510-988-7140 guest)
Lines: 22
Message-ID: <3t1opf$ggu@ccnet3.ccnet.com>
NNTP-Posting-Host: ccnet3
X-Newsreader: TIN [version 1.2 PL2]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 =   18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST=   5.00

CODEKEYS=   15.00 W/MANUAL

KCS 4.0=   30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL
--

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              =========
               =======
                +++++
                 ~~~
                   selah @ccnet.com
```

--


```
         ^^^^^^^^^^    ^^^^^^^^^
            ^^^^^^^^^^^^^^^^^^^
              =========
               =======
                +++++
                 ~~~
                   selah @ccnet.com
```

--


```
         ^^^^^^^^^^    ^^^^^^^^^
            ^^^^^^^^^^^^^^^^^^^
              =========
               =======
                +++++
                 ~~~
                   selah @ccnet.com
```


From 274758260477264297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: gillham@andrews.edu (Andrew Gillham)
Subject: Re: DOOM on Atari
Date: 1995/07/08

Message-ID: <3tksp8$sfm@orion.cc.andrews.edu>#1/1
X-Deja-AN: 105827983
references: <3tj115$kcp@vishnu.jussieu.fr> <3tj5qk$4um@banaan.fwi.uva.nl>
<3tjlhn$3to@vishnu.jussieu.fr>
organization: Andrews University
newsgroups: comp.sys.atari.programmer

In article <3tjlhn$3to@vishnu.jussieu.fr> bleroy@ccr.jussieu.fr (Bertrand Le Roy)
writes:
>
>In article <3tj5qk$4um@banaan.fwi.uva.nl>,
> mdekker@fwi.uva.nl (M. Dekker) wrote:
>
>>doom is not a PC game.
>Ah? I have a PC here, and doom runs on it. There are other versions, of
>course, but what do you mean?

I believe he meant that Doom wasn't developed on a PC. The original
game was done on NextStep, and I believe the WAD files are still created
there. So initially Doom wasn't a PC game.

-Andrew
--
==========
Andrew Gillham gillham@andrews.edu
LAN/WAN/Netware/Unix Analyst
Resume -> http://www.cs.andrews.edu/~gillham/resume.html

From -3903134010030923045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: DOOM on Atari
Date: 1995/07/08
Message-ID: <3tlpk1$bi0@vishnu.jussieu.fr>#1/1
X-Deja-AN: 105827985
references: <3tj115$kcp@vishnu.jussieu.fr> <3tl5h5$6ob@ionews.io.org>
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <3tl5h5$6ob@ionews.io.org>, diehl@wink.io.org (Eric March) wrote:
>If you mean, make a REAL port of Doom, called Doom, authorised by ID
>Software, then you're talking about a major licensing fee here, which
>couldn't possible be justified in potential sales of the game.
Of course I don't mean that. Why are people on newsgroups so condescendant and
so aggressive each time someone proposes something? To prove they are more
intelligent?
Anyway. The whole point is just to benefit from the enormous number of WADs

that already exist.

>Do YOU want to eat up hard drive space with WAD files that meet or exceed
>a meg a piece? Another consideration is that the graphics in the
>original Doom are stored uncompressed and in such a fashion as to achieve
>the maximum speed on a PC. Such measures are not needed on Ataris -- or
Come on! Everybody has a large hard drive nowadays. They are so cheap. Anyway, if you get rid of the textures, you get rid of the largest part of the files.

>any other machines for that matter -- because the PC is inherently a
>sloppy architecture with software to match. I'd rather someone made a
>Doom-Like game with their own equivalent to a WAD editor so people can
>make their own worlds...
Why not? Go ahead. How many people use falcons? How many use PCs? That's why in my opinion, it's a good idea to use preexistant files.

>So you'd have to convert them, first...
Yes. So what?

>Doom - Texture Mapping = Substation.
Come on! Either you've never played Substation, or you've never played DOOM. These games have nothing in common. Substation is at most a Wolf3D clone.

The question is what makes DOOM so fun?
The answer is not the textures. Otherwise, it would be as much fun to watch the demo.
No. What makes DOOM fun is
1) The speed
2) The first person action
3) The paranoia (the sound is very important for this, and the falcon is good at it)
4) The speed
5) The speed

Well, anyway, I gave this idea in the hope that some people would find it good and make something out of it. But if everybody thinks it's crap, well, OK. Too bad.

By the way, I would be interested to know what people do with their ataris?
Why on an atari? If you program, what do you program and for whom?
This is just out of curiosity. I know perfectly well why I own a falcon, but I was just wondering about all of you.

Bye.
Bertrand


```
+-------------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
+-------------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes      |
```

|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

From -8354401313710164429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: DOOM on Atari
Date: 1995/07/08
Message-ID: <3tlvku$7lq@turing.fwi.uva.nl>#1/1
X-Deja-AN: 105827986
distribution: world
references: <3tj115$kcp@vishnu.jussieu.fr> <3tj5qk$4um@banaan.fwi.uva.nl>
<3tjlhn$3to@vishnu.jussieu.fr>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:

:In article <3tj5qk$4um@banaan.fwi.uva.nl>,
:   mdekker@fwi.uva.nl (M. Dekker) wrote:
:>too bad, no atari is powerful enough to handle doom (just look at
:>substation).
:Are you kidding? Seems like you've never programmed a falcon...
:FYI, there are many demos on the falcon doing texturing on walls. Nothing as
:complex as DOOM, but if you take away the textures, and only have to draw
:polygons (except for the monsters, of course), you get rid of the most time
:consuming part of the program. There are many programs that manage virtual
:universes without textures on atari. And even very old ones. There was this
:very old Psygnosis program, something 2 (starglider?) that was quite complex.
:And it ran on a plain ST. The DSP and 68030 can do a lot better, and I'm
:absolutely sure that a non-textured DOOM is possible. At least on the falcon.
:btw, I think substation is a very little thing. Nice, that's all. imo.
:
:>doom is not a PC game.
:Ah? I have a PC here, and doom runs on it. There are other versions, of
:course, but what do you mean?

doom is a game, developed on a NeXTstep machine, then ported to dos, X,
Solaris, Apple, and even jaguar.

:>besides, pc programmers don't care about programming for other platforms,
:>unlike atarians.
:Yes, I know this, that is exactly the point: we would benefit from the
:developing of WADs on PC without needing an adaptation: we would use OUR
:program with THEIR data files. Got it this time?

you took my remark out of context.

:>:A DOOM clone on atari, even without teures, would be great, don't you think?
:>would be great yes.
:And can be done.
:
:>my guess is, it won't happen: atari hardware is not powerful enough.
:Nonsense (imo)
:
:Bye.
:Bertrand
:
--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

From 226081594444375122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1122a1e065a3cca7
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Falcon TOS 4.92 w/MiNT
Date: 1995/07/08
Message-ID: <3tmeb5$992@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 105827987
distribution: world
references: <DB9Ety.Dy9@crash.cts.com>
organization: University of Newcastle upon Tyne, UK
newsgroups: comp.sys.atari.programmer

In article <DB9Ety.Dy9@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) writes:
|> Ok, many months ago I located this in Czechoslovakia (the server is now
|> down). It is TOS 4.92. It works beautifully in single=tasking mode, but
|> when I install MiNT it crashes on any high rez screen mode (except LOW).
|> The MiNT I use is FreeMiNT 1.12.4. I was wondering, is this a bug that
|> needed to be fixed in this unreleased TOS? All I really want is the AES
|> from this TOS, and would be openned to ideas of extracting just it.

Seem's to be a problem with MiNT. 1.12h2 works ok (at least, with AES4.1, which is more recent than 'TOS4.92').

Craig.

```
 __                              _
 | \        | |                 / | Watch this space - something wonderful
 |_/ A T A  \/| N C E R T A I N  /   is happening on 'Distant Earth' ?
-------------------------------- o ----------------------------------------
```
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

From 2327385907798837009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: DOOM on Atari
Date: 1995/07/08
Message-ID: <3tmejb$992@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 105827988
distribution: world
references: <3tj115$kcp@vishnu.jussieu.fr> <3tj5qk$4um@banaan.fwi.uva.nl>
<3tjlhn$3to@vishnu.jussieu.fr>
organization: University of Newcastle upon Tyne, UK
newsgroups: comp.sys.atari.programmer

In article <3tjlhn$3to@vishnu.jussieu.fr>, bleroy@ccr.jussieu.fr (Bertrand Le Roy)
writes:
|> In article <3tj5qk$4um@banaan.fwi.uva.nl>,
|>   mdekker@fwi.uva.nl (M. Dekker) wrote:
|> >too bad, no atari is powerful enough to handle doom (just look at
|> >substation).
|> Are you kidding? Seems like you've never programmed a falcon...

Or played Towers 2 (nice and fast, texture mapped).

|> >doom is not a PC game.
|> Ah? I have a PC here, and doom runs on it. There are other versions, of
|> course, but what do you mean?

I believe I'm right in saying that Doom was actually developed on a NextStation
under NextStep and then ported to all the other platforms (including the PC
and the Sun SparcStation).

|> >:A DOOM clone on atari, even without teures, would be great, don't you think?
|> >would be great yes.
|> And can be done.

I think that the textures could be done.....convinclingly, it just needs
a bit of though, thats all.

Craig.

```
 __                          _
 | \        | |              / | Watch this space - something wonderful
 |_/ A T A  \/| N C E R T A I N  /   is happening on 'Distant Earth' ?
-------------------------------- o ----------------------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

From -3866142656578894851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: diehl@nudge.io.org (Eric March)
Subject: Re: DOOM on Atari
Date: 1995/07/08
Message-ID: <3tmjh7$i1e@ionews.io.org>#1/1
X-Deja-AN: 105827989
references: <3tj115$kcp@vishnu.jussieu.fr> <3tl5h5$6ob@ionews.io.org>
<3tlpk1$bi0@vishnu.jussieu.fr>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:

: Of course I don't mean that. Why are people on newsgroups so condescendant and
: so aggressive each time someone proposes something? To prove they are more
: intelligent?

I am not being aggressive; I was merely stating a point.

: Anyway. The whole point is just to benefit from the enormous number of WADs
: that already exist.

Perhaps. But this also means that the Doom clone would require the walls
to be arbitrarily angled, as opposed to orthogonal, which takes more
processor power to do. Textured, this probably wouldn't be possible with
a decent frame rate on the Falcon. Gouraud shaded, and possibly
lightsourced/depth-cued, perhaps.

: Come on! Everybody has a large hard drive nowadays. They are so cheap. Anyway,
: if you get rid of the textures, you get rid of the largest part of the files.

Not everybody has a hard driive these days. A good many do, but I'd say
that the majority of ST users do not. (Though the majority of Falcon
users do) There's also the question of how _much_ hard drive space they
have. I have 250 megs, most of which is full, save for about 3-4 megs.

: Why not? Go ahead. How many people use falcons? How many use PCs? That's why
: in my opinion, it's a good idea to use preexistant files.

Someone would still have to make a WAD editor for the Falcon, otherwise
people are stuck using what others have made, not being able to make
their own. Furthermore, such WADs would not be compatible with the PC
version.

: Come on! Either you've never played Substation, or you've never played DOOM.
: These games have nothing in common. Substation is at most a Wolf3D clone.

I've played both. Okay, perhaps Substation is more a Wolf 3D clone...
but the biggest reason for this is the orthogonal walls. My point,
however, is that without the texture mapping, it's not much of a Doom

clone. The textures added to the ambience of the game, the reality of
it, they were what made the game, for the most part, so innovative.

: The question is what makes DOOM so fun?
: The answer is not the textures. Otherwise, it would be as much fun to watch
: the demo.
: No. What makes DOOM fun is
: 1) The speed
: 2) The first person action
: 3) The paranoia (the sound is very important for this, and the falcon is good
: at it)
: 4) The speed
: 5) The speed

: Well, anyway, I gave this idea in the hope that some people would find it good
: and make something out of it. But if everybody thinks it's crap, well, OK. Too
: bad.

: By the way, I would be interested to know what people do with their ataris?
: Why on an atari? If you program, what do you program and for whom?
: This is just out of curiosity. I know perfectly well why I own a falcon, but I
: was just wondering about all of you.

: Bye.
: Bertrand


```
: +-------------------------------------------------------------+
: |Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
: |bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
: |tel. 44.27.72.95     |in all directions. But only the trees|
: |fax. 44.27.72.87     |whose apples fell down have survived.|
: +-------------------------------------------------------------+
: |Laboratoire de Gravitation et Cosmologie Relativistes      |
: |Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
: |4, place Jussieu, 75252 Paris Cedex 05                     |
: +-------------------------------------------------------------+
```


--


```
dMMMMMP dMMMMMb  dMMMMMP  -[T]-     WWW: http://www.io.org/~diehl/
 dMP   dMP  dMP dMP       -[O]-         Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP    -[C]-   http://www.io.org/~diehl/speccy.html
```
  Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

From -3185423733483084668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: diehl@wink.io.org (Eric March)
Subject: Re: DOOM on Atari
Date: 1995/07/08
Message-ID: <3tl5h5$6ob@ionews.io.org>#1/1

X-Deja-AN: 105827990
references: <3tj115$kcp@vishnu.jussieu.fr>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:
: It seems like many programming teams are working on things more or less like a
: DOOM clone. But I wonder why nobody has had the following idea yet:

: WHY NOT MAKE A REAL DOOM CLONE?
^^^^^^^^^^^^^^^^

If you mean, make a REAL port of Doom, called Doom, authorised by ID Software, then you're talking about a major licensing fee here, which couldn't possible be justified in potential sales of the game.

: I mean, make a program that can read the WAD files that describe the virtual
: worlds of DOOM. You could use the original WAD files of DOOM, as well as the
: hundreds of WADs that one can find on the net.
: Such a program would ensure us of having new worlds by the load, whenever we
: want them.

Do YOU want to eat up hard drive space with WAD files that meet or exceed a meg a piece? Another consideration is that the graphics in the original Doom are stored uncompressed and in such a fashion as to achieve the maximum speed on a PC. Such measures are not needed on Ataris -- or any other machines for that matter -- because the PC is inherently a sloppy architecture with software to match. I'd rather someone made a Doom-Like game with their own equivalent to a WAD editor so people can make their own worlds...

: Even funnier: PC programmers would develop games for us without even knowing
: it!!!
: You wouldn't even be obliged to have textures on the walls. It would even be a
: way to reduce considerably the space WADs would take in memory or on the disk:
: a simple program could get the WAD rid of the textures.

So you'd have to convert them, first...

: A DOOM clone on atari, even without teures, would be great, don't you think?

Doom - Texture Mapping = Substation.

: I'm launching this idea, because it seems good to me. But I know nothing about
: the structure of WAD files, and don't have time to develop this project.
: But I hope someone will!

: Bye.
: Bertrand

: +----------+
: |Bertrand Le Roy |A Darwinian theory of Gravitation: |
: |bleroy@ccr.jussieu.fr|In the beginning, mature apples fell|
: |tel. 44.27.72.95 |in all directions. But only the trees|

```
: |fax. 44.27.72.87     |whose apples fell down have survived.|
: +-------------------------------------------------------+
: |Laboratoire de Gravitation et Cosmologie Relativistes      |
: |Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
: |4, place Jussieu, 75252 Paris Cedex 05                     |
: +-------------------------------------------------------+

--
dMMMMMP dMMMMMb  dMMMMMP  -[T]-     WWW: http://www.io.org/~diehl/
 dMP   dMP  dMP dMP       -[O]-         Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP    -[C]-   http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet Productions .oOo. diehl@io.org
```

From -3859998905855190656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e7f163487dfeb9a,start
X-Google-Attributes: gid1115ce,public
From: Bert.Greevenbosch@mmm.xs4all.nl (Bert Greevenbosch)
Subject: Need good compiler
Date: 1995/07/09
Message-ID: <3f5_9507100210@mmm.xs4all.nl>#1/1
X-Deja-AN: 105904488
organization: Multi Media Master, +31-(0)10-4204461
newsgroups: comp.sys.atari.programmer

Hello, world!

Does anybody have a good public domain/shareware/freeware C++ or pascal compiler for my ATARI 1040 STe?

Help would be appreciated.

Regards,
        Bert Greevenbosch

```
She said: 'I don't believe in fairy tales', and flew off her broomstick.
 . /--\  +-------------------------------------------------------------+
 |_|  |  | MAGIC SOFTWARE, Rotterdam, the Netherlands.                 |
 /   /   | Bert Greevenbosch, E-mail: bert.greevenbosch@mmm.xs4all.nl  |
=---_|   +-------------------------------------------------------------+
You want something to be programmed? Write me: maybe I'll do it.
```

From -1502041659606182284
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63159dfe676fc335,start
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: falcon tos 4.92 w/mint
Date: 1995/07/09
Message-ID: <1897rcain@nest.demon.co.uk>#1/1

X-Deja-AN: 105904489
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 08 Jul 95 Richard wrote:
 IU> From: Richard Kelsch <richcsst@cts.com>
 IU> Anyway, it is much faster than AES 4.0. It doesn't bog down the
 IU> system as MultiTOS did. MiNT with AES 4.1 is head over heals
 IU> faster.

Where can I get AES 4.1, Rich?

Roger
rcain@nest.demon.co.uk

--

From 8457306707313717808
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4d0fa169e0db84fd,start
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: How to fix mouse double click?
Date: 1995/07/10
Message-ID: <wongck.230.00115BCC@ti.com>#1/1
X-Deja-AN: 105904490
organization: TIS
newsgroups: comp.sys.atari.programmer

I am having some problems with mouse double clicks on tos 1.4. Double clicks don't register by event multi call.

I remembered that someone did a posting of code fragement on how to solve this, or it was in one of the ftp site. Unfortunately, I failed to locate it again and so if anyone have this or knows anything on this subject, please let me know. Thanks.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
                                      | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

From 7386642535831567920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: bleroy@ccr.jussieu.fr (Bertrand Le Roy)
Subject: Re: DOOM on Atari
Date: 1995/07/10
Message-ID: <3tqrie$jdt@vishnu.jussieu.fr>#1/1
X-Deja-AN: 105904491
references: <3tj115$kcp@vishnu.jussieu.fr> <3tl5h5$6ob@ionews.io.org>
<3tlpk1$bi0@vishnu.jussieu.fr> <3tmjh7$i1e@ionews.io.org>
content-type: text/plain; charset=iso-8859-1
organization: UPMC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <3tmjh7$i1e@ionews.io.org>, diehl@nudge.io.org (Eric March) wrote:

>I am not being aggressive; I was merely stating a point.
OK We always miss the nuances on internet.

>Perhaps. But this also means that the Doom clone would require the walls
>to be arbitrarily angled, as opposed to orthogonal, which takes more
>processor power to do.
Yes, that's right. And not only that, but also windows, parts of walls, stairs, and so on. In fact, Doom is built with horizontal ceilings and floors and vertical walls of arbitrary size but rectangular (even if the textures are transparent in some places). Descent does texture mapping on polygons of arbitrary size, shape and orientation. So we would have to manage a filled polygon world. Towers 2 does texture mapping at a reasonable frame rate because once more, it's more like Wolf3D than like DOOM: vertical, orthogonal walls.

>Textured, this probably wouldn't be possible with
>a decent frame rate on the Falcon. Gouraud shaded, and possibly
>lightsourced/depth-cued, perhaps.
The demo of Boom does some texture mapping on non-orthogonal walls, but not of arbitrary size. I agree with you all in saying that a Doom textured clone is almost impossible with a reasonable frame rate. And of course, when you move fast, smoothness is essential.

>Not everybody has a hard driive these days. A good many do, but I'd say
>that the majority of ST users do not. (Though the majority of Falcon
>users do) There's also the question of how _much_ hard drive space they
>have. I have 250 megs, most of which is full, save for about 3-4 megs.
You're right, but anyway, it wouldn't be reasonable to release such a game on a diskette. And once more, the textures take the largest amount of disk space.

>Someone would still have to make a WAD editor for the Falcon, otherwise
>people are stuck using what others have made, not being able to make
>their own. Furthermore, such WADs would not be compatible with the PC

>version.
I'm not sure. Of course, it would be better to have an editor. But among Doom players, how many do their own WADs? It would be nice in the first place to play the existing files.

>I've played both. Okay, perhaps Substation is more a Wolf 3D clone...
>but the biggest reason for this is the orthogonal walls. My point,
>however, is that without the texture mapping, it's not much of a Doom
>clone. The textures added to the ambience of the game, the reality of
>it, they were what made the game, for the most part, so innovative.
It's an opinion. It's true that textures are part of the realism of the game. But in my opinion, the interest lies in the speed and the paranoia. The textures add something but are not essential. In fact, Ultima Underworld featured texture mapping before Doom, but it didn't have its success.

So it seems like nobody is seriously tempted by the idea? Too bad.

Bye.


```
+-------------------------------------------------------------+
|Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
|bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
|tel. 44.27.72.95     |in all directions. But only the trees|
|fax. 44.27.72.87     |whose apples fell down have survived.|
+-------------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes      |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
|4, place Jussieu, 75252 Paris Cedex 05                     |
+-------------------------------------------------------------+
```


From 202152159840696916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,795778df24503394,start
X-Google-Attributes: gid1115ce,public

From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: how to fix mouse double click?
Date: 1995/07/10

Message-ID: <1908rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 105999699
x-ftn-adr: 90:100/103.0
x-nntp-posting-host: nest.demon.co.uk
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 10 Jul 95 William wrote:
 WW> I am having some problems with mouse double clicks on tos 1.4. Double
 WW> clicks
 WW> don't register by event multi call.

The common prob. in 1.4 is a single click in the scroll bar being interpreted as two clicks (text flashes past!). Is this what you mean? It is cred by a number of ACCs - I use SCROLFIX.

Roger
rcain@nest.demon.co.uk

--

From 1200844377335408996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1122a1e065a3cca7
X-Google-Attributes: gid1115ce,public
From: huth@stack.zfe.siemens.de (Hans-Peter Huth)
Subject: Re: Falcon TOS 4.92 w/MiNT
Date: 1995/07/10
Message-ID: <3tqn06$f0f@outlaw.zfe.siemens.de>#1/1
X-Deja-AN: 105999702
distribution: world
references: <DB9Ety.Dy9@crash.cts.com> <3tmeb5$992@whitbeck.ncl.ac.uk>
organization: Siemens AG, The "neu-Perlach" branch / Munich-Germany-Europe.
newsgroups: comp.sys.atari.programmer

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
> In article <DB9Ety.Dy9@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) writes:
> |> Ok, many months ago I located this in Czechoslovakia (the server is now
...
> Seem's to be a problem with MiNT. 1.12h2 works ok (at least, with AES4.1,
> which is more recent than 'TOS4.92').
But where can i get those newer AES Versions?

HP

From -1472860498188986968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5fe28993b83eab4
X-Google-Attributes: gid1115ce,public
From: diehl@nudge.io.org (Eric March)
Subject: Re: DOOM on Atari
Date: 1995/07/10
Message-ID: <3trq43$nm3@ionews.io.org>
X-Deja-AN: 105999705
references: <3tj115$kcp@vishnu.jussieu.fr> <3tl5h5$6ob@ionews.io.org> <3tlpk1$bi0@vishnu.jussieu.fr> <3tmjh7$i1e@ionews.io.org> <3tqrie$jdt@vishnu.jussieu.fr>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:
: OK We always miss the nuances on internet.

True; it si difficult to convey proper meanings over the Internet without
the element of emotion involved.

: Yes, that's right. And not only that, but also windows, parts of walls,
: stairs, and so on. In fact, Doom is built with horizontal ceilings and floors
: and vertical walls of arbitrary size but rectangular (even if the textures are
: transparent in some places). Descent does texture mapping on polygons of
: arbitrary size, shape and orientation. So we would have to manage a filled
: polygon world. Towers 2 does texture mapping at a reasonable frame rate
: because once more, it's more like Wolf3D than like DOOM: vertical, orthogonal
: walls.

Actually, Doom is not as processor intensive as Descent because Descent
is 6DOF; textures have to be scaled on all 6 axis (taking into account
left/right/up/down rotation) whereas Doom only requires 3 (Forward/back,
up/down, left/right) DId Doom have arbitrarily angled ceilings? I can't
remember; I thought they were all pretty much flat, rather than angled.
Additionally, windows do not take up much processor time; those are just
masked sprite; it's the same as if you just had no wall there at all,
except it's a smaller area of a wall that's been cut away. Stairs
similarily are just raised walls, in a way.

: The demo of Boom does some texture mapping on non-orthogonal walls, but not of
: arbitrary size. I agree with you all in saying that a Doom textured clone is
: almost impossible with a reasonable frame rate. And of course, when you move
: fast, smoothness is essential.

True enough.

: You're right, but anyway, it wouldn't be reasonable to release such a game on
: a diskette. And once more, the textures take the largest amount of disk space.

True here, too.

: I'm not sure. Of course, it would be better to have an editor. But among Doom
: players, how many do their own WADs? It would be nice in the first place to
: play the existing files.

I'd say that considering the number of WADs that are available, quite a
few do their own WADs. Heck, there's an entire CD full of WADs, and
that's likely not all of them.

: It's an opinion. It's true that textures are part of the realism of the
: game. But in my opinion, the interest lies in the speed and the paranoia. The
: textures add something but are not essential. In fact, Ultima Underworld
: featured texture mapping before Doom, but it didn't have its success.

Ultima Underworld was nice, but it was after Wolf 3D, and not a great
deal different (save that it was in a Fantasy genre) so probably didn't

illicit such a response. Plus, Ultima Underworld, like all of the Ultima games, was an adventure/RPG, made for the thinking man, while Doom is just an all-out, sheer blast-a-thon with a few puzzles interspersed in between for the sake of variety (and not very challenging ones, either). Ultima Underworld featured its moments of panic, but not one right after another, and in such profusion or length as Doom. Plus, both were very atmospheric in their textures; I think that is what helps to _add_ to the paranoia of the situation. The more realistic it seems to the player, the more they can envision themselves -in- that world, and the more they can become involved in it phsically. For example, can anyone picture themselves as Sonic when they play that game? I can't. This, also, is the major appeal to Alien vs. Predator on the Jag: It's got solid, even scary atmosphere that grabs the player by the scruff and scares the hell out of them.

: So it seems like nobody is seriously tempted by the idea? Too bad.

I'd love to do it if I knew how... and I'd love to see such a game. But the reality is that sacrifices would have to be made in order to achieve a good frame rate. And those sacrifices will detract from the realism of the game.
  Mind you, there /are/ tricks to get around that. For example, if you were merely using gouraud shading and light sourcing, it would be easy to make the game set in a Sci-Fi realm where the walls are made of solid steel; this could explain the plain, grey nature of the walls. Spot textures could easily be added to the walls without taking up too much processor time, enhancing the illusion of reality.

: Bye.


```
: +-------------------------------------------------------------+
: |Bertrand Le Roy      |A Darwinian theory of Gravitation:   |
: |bleroy@ccr.jussieu.fr|In the beginning,  mature apples fell|
: |tel. 44.27.72.95     |in all directions. But only the trees|
: |fax. 44.27.72.87     |whose apples fell down have survived.|
: +-------------------------------------------------------------+
: |Laboratoire de Gravitation et Cosmologie Relativistes      |
: |Universite Pierre et Marie Curie, tour 22-12, 4e etage     |
: |4, place Jussieu, 75252 Paris Cedex 05                     |
: +-------------------------------------------------------------+
```


--


```
dMMMMMP dMMMMMb  dMMMMMP  -[T]-     WWW: http://www.io.org/~diehl/
 dMP   dMP  dMP dMP       -[O]-         Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP    -[C]-   http://www.io.org/~diehl/speccy.html
```
  Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

From 2875463517639602412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2cd0b1e046f1f23a,start
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,2cd0b1e046f1f23a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2cd0b1e046f1f23a,start
X-Google-Attributes: gid109a67,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Debugging C++ programs **HELP!!!**
Date: 1995/07/11
Message-ID: <Pine.BUL.3.90.950711165538.25390A-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 105999495
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I succesfuly configured gcc 2.6.3, so I can compile and link C and C++ programs properly. Thats great. But I was be able to debug C++ programs compiled with gcc 2.5.8 under gdb 3.6 pl 4. And now I can debug only C programs. While I try to debug C++ (compiled with 2.6.3) I've got a message:

Reading in symbols for test.cc... invalid member type dataformat, at symtab pos 16.

Does it mean that I WILL NOT be able to debug any C++ (compiled with 2.6.3)???? I would like to use new C++ feauters like exceptions available at 2.6.3 (and with some bugs removed). I have many good ideas to write good C++ programs... Maybe someone have any idea.

*** ANY HELP WILL BE APPRECIATED ***

HELP * HELP * HELP * HELP * HELP * PLEASE * PLEASE * PLEASE * PLEASE !!!!!!!

Simon.

8'-(((((((((

From -727431508860069436
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c6a8a3134d9da65
X-Google-Attributes: gid1115ce,public
From: js10039@thor.cam.ac.uk (J. Sullivan)
Subject: Re: DSP FFT routines.
Date: 1995/06/14
Message-ID: <3rmp5c$cks@lyra.csx.cam.ac.uk>#1/1
X-Deja-AN: 104452195
references: <DA3uJB.BD@westminster.ac.uk>
<Pine.ULT.3.91.950613224221.20549B-100000@mars>
organization: University of Cambridge, England
newsgroups: comp.sys.atari.programmer

Jens Andreasen <jens-and@dsv.su.se> wrote:
>On Tue, 13 Jun 1995, Philip Shore wrote:
>> Anyone have any idea on the output format of the data from the standard DSP FFT
>> routines. I mean like IEEE floating point format etc.
>>
>> I managed to get data to it, like passing a sine wave and only one result is
>> set, but the actual value seems to be garbage.
>
>I was unaware that the 56k could output in IEEE format but here we go:

It would be very unusual if it did. Most DSP applications work on a 16
bit fixed point format. Assuming it runs in Q13, which is highly
likely, and means you divide up your 16 bit input words such that
there are 13 bits after the binary point:

```
 Data-in(x) = INT(16384.0*f(x))
 F(x)       = FLOAT(Data-out(x))/16384.0

 Dynamic range = +1.999939 -> +6e-5
                 -2 -> -6e-5
```

...if you really want to work in floating point. I never do - keeping
all your values in the corrent integer format in much faster, and
probably more accurate that to keep converting float->int->float.

```
>    S,EEEEEEEE,MMMMMMMMMMMMMMMMMMMMMMM
```

>That's the bitpattern for single precision IEEE floating point,
>(commaseparated for clarity).
>
>S is the sign bit (1 == minus),E is the exponent 2^(-127 to 128) and M is
>the mantissa normally taken to be a number between one and two (1.MMMMM...),
>except when E is 00000000 == 2^(-127) when M is interpreted as (0.MMMMM...).

Also the exponent is stored in a base relative form, ie the real
exponent is something like 2^(-128+E). All zeros or all ones in the
exponant indicated an out of band value (infinity, zero, Nan or a
denormal number depending on the other fields).

John
--
'Who says that? When has that ever been true? It's never been true! It's
the kind of thing people without power say to make it all seem less
bloody awful, but it's just *words*, it never makes any *difference*--'

From -547106734799723372
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5744e5fd64adb1
X-Google-Attributes: gid1115ce,public
From: M J Maisey <M.J.Maisey@durham.ac.uk>

Subject: Re: PROG_DEF & WF_BEVENT problem
Date: 1995/06/14
Message-ID: <3rmreq$k60@mercury.dur.ac.uk>#1/1
X-Deja-AN: 104452196
references: <3rin82$a23@info-server.surrey.ac.uk>
organization: University of Durham, Durham, UK.
newsgroups: comp.sys.atari.programmer

Mr Craig P Drummond (ee11cd@surrey.ac.uk) wrote:

: In some of these windows I've implemented PROG_DEF objects (such as radio
: buttons), and I use my own VDI workstation.
: The problem is that if I select a PROG_DEF object in a background window,
: when GEM redraws the object (as SELECTED or DESELCTED) it overwrites onto
: the top of any overlapping window.
: For my windowed dialogues I'm using a modified version of FLDLIB - however
: I haven't changed the redraw function.

The problem is in the AES form_button call, which is used by FLDLIB to
handle mouse clicks. It performs no clipping (it was not designed with
windowed dialogue systems in mind) and hence you will observe this effect
with any selectable object - try it with a large radio button, for
example. You've obviously removed the top window check I put into FLDLIB
in order to prevent this effect in your modified version.

There is no way around this problem bar writing a replacement
form_button, which I didn't want to do for compatibility's sake.

ATB,

Martin

--
****
* ---------- M.J.Maisey@durham.ac.uk ---------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

From -3019168670305443063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6eb6786a079fa84,start
X-Google-Attributes: gid1115ce,public
From: Sim <py4sdh@bath.ac.uk>
Subject: Line and polygon drawing routines
Date: 1995/06/14
Message-ID: <Pine.SUN.3.91.950614161558.22904A-100000@ss1.bath.ac.uk>#1/1
X-Deja-AN: 104452197
sender: news@news.demon.co.uk
content-type: TEXT/PLAIN; charset=US-ASCII
x-posting-host: goggins.bath.ac.uk
organization: Demon Internet News Service

mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I need some ideas for line drawing routines:

Ok, I've written a version of the bresnham line drawing alogorithim, and it works fine. After getting it to work, I tweaked to run entirly form dregs. Then I played some more and made it even faster.

But. even with the optomisations it ain't fast enough. I should be able to draw about 12 lines a frame, and with a bit more tweaking i think i can get about 18 320 pixel long lines. This isn't very much really, so I need to find some way of precalculating every possible line.

Also I want to extend the line drawing routine into a polygon drawing routine, so if the line drawing routine is slow the polygon drawing routine, will be unbearable.

The general idea for polygon routines, is (I think) to simply draw horizontal lines between the side points calculated, but i was thinking of doing something like filling in squares of the ploygon, until it's filled. This would be quit efficent I think until, you get down to small polygons when it would be better to use a fill in by lines routine.

So does anyone out there want to donate ideas for graphics routines. Please post rather than email, as this info is probably of interest to others.


```
____ ____ _ _ _  Simon Hammett - py4sdh@bath.ac.uk  _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
|            http://www.bath.ac.uk/~py4sdh/index.html             |
-------------------------------------------------------------------
```


From -6673586698905989850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e97991f495fbc541,start
X-Google-Attributes: gid1115ce,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: Child process under MagiC
Date: 1995/06/14
Message-ID: <803146958_OASIS_@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 104452200
reply-to: phil@yeadontt.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: OASIS HQ

Help!

I am trying to write a GFA program to call another program (a TTP actually) from within MagiC.

I have tried every combination of shell_write as detailed in the MagiC programmers guide with no success.

Can anybody help!!

Thanks in advance.

--

- - - - - - - Phil Yeadon - - - phil@yeadontt.demon.co.uk - - - - - -

I know where my towel is!!

- -

From -6238010745350914251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ed0386d3b4763ac0,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ed0386d3b4763ac0,start
X-Google-Attributes: gid1115ce,public
From: ppospis@mtroyal.ab.ca
Subject: GCC 2.33/2.58 problem
Date: 1995/06/15
Message-ID: <1995Jun15.163044.4968@mtroyal.ab.ca>#1/1
X-Deja-AN: 104452046
organization: Mount Royal College, Calgary, Alberta
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I have grabbed gcc binaries for both 2.33 and 2.58. I am using a 1040ST, 4Mb and gulam. I think that all the appropriate environment variables are all set, i.e.

```
setenv GCCEXEC = i:\gcc\bin\gcc-
setenv GCCINC = i:\gcc\cinclude
setenv GCCLIB = i:\gcc\lib
setenv GXXINC = i:\gcc\include
```

plus all of the aliases and environment variables for each ttp. And the gcc/bin directory is on my PATH. Each of the directories from the environment variables contain the appropriate files.

The typical Hello world program in C compiles perfect. However, the same program in C++ will not. For both version the following is generated:

```
In file included from i:\gcc\include\g_congif.h:16
          from i:\gcc\include\streambu.h:25
          from i:\gcc\include\iostream.h:24
          from t.cc:1:
i:\gcc\cinclude\stdio.h:155: warning: `_NFILE' redefined
i:\gcc\include\compiler.h:212: warning: this is the location of the previous
definition

m:/cc1000001.o: Undefined symbol _cout referenced from text
m:/cc1000001.o: Undefined symbol ostream::operator<<(const char *) referenced
from text
```

Does anybody have any idea what the first chunk means?

The two warnings while annoying I can live with.
However, why do they occur?

The two undefined symbol errors would seem to indicate that the linker is not finding the g++.olb, but it is in the lib directory. I have tried adding a GXXLIB environment variable with the same result. Does gcc 2.xx expect different environment variables for g++?

I am using the g++ libraries and includes version 20 and gcc libraries and includes version 98.

Any ideas or suggestions on how to fix these would be greatly appreciated. Thanks

Paul Pospisil
ppospis@MtRoyal.ab.ca

From -3290384139948550513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f36f2ec940c2ebe5,start
X-Google-Attributes: gid1115ce,public
From: dzander@solaria.sol.net (Douglas Zander)
Subject: voice in C programs?
Date: 1995/06/15
Message-ID: <3rp6v7$4um@solaria.mil.wi.us>#1/1
X-Deja-AN: 104452192
organization: Solaria Public Access UNIX - Milwaukee, WI
newsgroups: comp.sys.atari.programmer

  Hello all,

    I am curious how to put my voice in a program I'm writing. I program in

the C language. What is the easiest and cheapest way to place my voice in a program? I believe this is called "sampling". What is the required hardware/software to do this? Thanks in advance for any and all responses.

--
Douglas Zander
dzander@solaria.mil.wi.us

From 7976751513370288913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52d999dee9fb3af,start
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Stopping Keyboard input
Date: 1995/06/15
Message-ID: <wongck.214.00091778@ti.com>#1/1
X-Deja-AN: 104452198
organization: Texas Instruments
newsgroups: comp.sys.atari.programmer

I am writting a GEM small editor. I would like to disable keyboard input to my application while it is busy updating screen/disk access etc. The problem is I don't want it to toatally disable the keyboard so much that background programs are stopped. Anyone have any ideas or code fragment (C / assembler) on how to do this?

William

```
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | |||  520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
                                     | |||  486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com        |/ | \
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,
```

From -936986478876781748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52d999dee9fb3af
X-Google-Attributes: gid1115ce,public
From: Sim <py4sdh@bath.ac.uk>
Subject: Re: Stopping Keyboard input
Date: 1995/06/15
Message-ID: <Pine.SUN.3.91.950615130927.22300A-100000@ss1.bath.ac.uk>#1/1
X-Deja-AN: 104452199
sender: news@news.demon.co.uk
content-type: TEXT/PLAIN; charset=US-ASCII
x-posting-host: goggins.bath.ac.uk
organization: Demon Internet News Service

mime-version: 1.0
newsgroups: comp.sys.atari.programmer

References: <wongck.214.00091778@ti.com>

In the referenced article, wongck@ti.com (William Wong) writes:
>
> I am writting a GEM small editor. I would like to disable keyboard
> input to my application while it is busy updating screen/disk access
> etc. The problem is I don't want it to toatally disable the keyboard so
> much that background programs are stopped. Anyone have any ideas or
> code fragment (C / assembler) >on how to do this?

I think the general idea, is to read the keyboard rapidly after IO until
no characters are available, thus emptying the keyboard buffer. Don't know
from experience thou' cos I've never done it.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

From 6402191895840413514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52d999dee9fb3af
X-Google-Attributes: gid1115ce,public
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Subject: Re: Stopping Keyboard input
Date: 1995/06/15
Message-ID: <3rq6e4$ipj@mercury.dur.ac.uk>#1/1
X-Deja-AN: 104452201
references: <Pine.SUN.3.91.950615130927.22300A-100000@ss1.bath.ac.uk>
organization: University of Durham, Durham, UK.
newsgroups: comp.sys.atari.programmer

Sim (py4sdh@bath.ac.uk) wrote:

: > I am writting a GEM small editor. I would like to disable keyboard
: > input to my application while it is busy updating screen/disk access
: > etc. The problem is I don't want it to toatally disable the keyboard so
: > much that background programs are stopped. Anyone have any ideas or
: > code fragment (C / assembler) >on how to do this?
: I think the general idea, is to read the keyboard rapidly after IO until
: no characters are available, thus emptying the keyboard buffer. Don't know
: from experience thou' cos I've never done it.

Try an evnt_multi loop on a short timer and keypresses. As soon as you get a
timer event then exit the loop. Although I've never used this, IIRC all of
the key press events should be emptied from the buffer first.

ATB,

Martin

****
* ---------- M.J.Maisey@durham.ac.uk ---------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

From 2935017592179276246
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b2941e7e9baca00,start
X-Google-Attributes: gid1115ce,public
From: buxmjp@zippy.dct.ac.uk
Subject: Timers
Date: 1995/06/16
Message-ID: <1995Jun16.111507.18114@zippy.dct.ac.uk>#1/1
X-Deja-AN: 104452193
organization: University of Abertay Dundee
newsgroups: comp.sys.atari.programmer

I am trying to write a frequency meter (for relatively low frequency measurements) and have been trying to get a timer of reasonable accuracy. I tried to use a bios call from gfa (which says it measures milliseconds to 20ms accuracy) but the number I get back is always 20. Where else can I get a clock of about this speed ? Is there a convenient memory location I can read ? Is there something that runs faster (1MHz ?)

thanx

the hatter

From 931740825808518009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e4a7d90b2b677826,start
X-Google-Attributes: gid1115ce,public
From: buxmjp@zippy.dct.ac.uk
Subject: Input on printer port ?
Date: 1995/06/16
Message-ID: <1995Jun16.111844.18115@zippy.dct.ac.uk>#1/1
X-Deja-AN: 104452194
organization: University of Abertay Dundee
newsgroups: comp.sys.atari.programmer

Is the ST parallel port bi-directional ? I would like to use it for input for a few projects, but I'm not sure how to config it. I'm using GFA. The last time I had to find this info out was for a bbc, does the ST use a direction register and data register in the same sort of way ?

thanx

the hatter

From 3328631594922857045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec6279a3589180db,start
X-Google-Attributes: gid1115ce,public
From: geheniau@inter.NL.net (J. Geheniau)
Subject: faxprg
Date: 1995/06/16
Message-ID: <DA9M76.r1@inter.NL.net>#1/1
X-Deja-AN: 104596719
organization: NLnet
keywords: faxprg
newsgroups: comp.sys.atari.programmer
summary: facprg

I am searching for a program for the atari st to send and receive
faxes with my 14k4 faxmodem.
Is there a shareware programm
HELP !!!!

please email to: geheniau@solair1.inter.NL.net

From 5198260919078877584
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a92990984e0b8b3,start
X-Google-Attributes: gid1115ce,public
From: wtp@tao.kuai.se (Pontus Skoeld)
Subject: AV-protocol
Date: 1995/06/16
Message-ID: <3rrrbv$6v6@bundy.mdk.se>#1/1
X-Deja-AN: 104596720
organization: Kuai Connection
newsgroups: comp.sys.atari.programmer

Could someone please tell me all there is to know about the AV-protocol...

Regrds,
       Pontus
--
WtP / Section One   >< How can she say
wtp@kuai.se   >< forget yesterday?
(Pontus Skoeld)   >< All men are dreamers

From 82490005085241090
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e97991f495fbc541
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: Child process under MagiC
Date: 1995/06/16
Message-ID: <DA9L3G.9Cx@crash.cts.com>#1/1
X-Deja-AN: 104596721
sender: news@crash.cts.com (news subsystem)
references: <803146958_OASIS_@yeadontt.demon.co.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:

: Help!

: I am trying to write a GFA program to call another program (a TTP
: actually) from within MagiC.

: I have tried every combination of shell_write as detailed in the MagiC
: programmers guide with no success.

: Can anybody help!!

: Thanks in advance.

Good luck, as I even tried bypassing GfA's SHEL_WRITE() command and made
the call via the AES myself and it still didn't work. That is the only
thing I can't get working right for both MultiTOS and MagiC. I gave up
on it.

If you find out how, then I would be most interested in your solution myself!

Rich

From -7599711240351349019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8eb2133d02cd0a0,start
X-Google-Attributes: gid1115ce,public
From: diehl@r-node.io.org (Eric March)
Subject: C Programmers
Date: 1995/06/16
Message-ID: <3rs0d5$mpm@ionews.io.org>#1/1
X-Deja-AN: 104596723
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

I've got a program -- a conversion program for ZX Spectrum snapshot formats -- that's generally a DOS program for the PC, though it has a Unix makefile as well. I'd like to compile this on the ST as a .TTP program (and maybe program a front-end for it) but unfortunately I know nothing of C, much less C compilers. Would anyone be willing to compile the C source on an ST? It's rather small and easily UUEncoded/transmitted, and it is also available on my Speccy WWW page (URL in my .sig). If anyone would be willing to do this please E-Mail me. Thanks!

--
dMMMMMP dMMMMMb dMMMMMP -[T]-   WWW: http://www.io.org/~diehl/
 dMP   dMP dMP dMP   -[O]-   Sinclair Spectrum Page:
dMP   dMMMMMMP dMMMMMP   -[C]-   http://www.io.org/~diehl/speccy.html
  Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

From 8876606278294245634
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3cde95cc8bf79ca9,start
X-Google-Attributes: gid1115ce,public
From: gibson@cyberspace.com (Warren Gibson)
Subject: Marcel
Date: 1995/06/16
Message-ID: <3rsflt$mog@case.cyberspace.com>#1/1
X-Deja-AN: 104596724
organization: C y b e r S p a c e - (206) 505-5577
newsgroups: comp.sys.atari.programmer

I use Marcel - I was wondering where I could find the fonts for it, or can it be used with amcgdos? Thanks!

From 8714060310666382583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dc15212720b6237c,start
X-Google-Attributes: gid1115ce,public
From: geheniau@inter.NL.net (J. Geheniau)
Subject: IMGCONVERT
Date: 1995/06/17
Message-ID: <DABJ3K.9Jv@inter.NL.net>#1/1
X-Deja-AN: 104596716
organization: NLnet
keywords: imgconvert
newsgroups: comp.sys.atari.programmer
summary: imgconvert

I am searching for a sharewareprg to convert degas or other normal formats into .img for the atari st.
Or a drawing programm in which i can save in .img format.

Thanks email me: geheniau@solair1.inter.NL.net

From -5024381763367685300
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,811f666735ed69f3,start
X-Google-Attributes: gid1115ce,public
From: curis@clipper.ens.fr (Emmanuel Curis)
Subject: Mouse buttons with event_multi
Date: 1995/06/17
Message-ID: <3rut42$msj@nef.ens.fr>#1/1
X-Deja-AN: 104596717
distribution: world
organization: Ecole Normale Superieure, PARIS, France
newsgroups: comp.sys.atari.programmer

Keywords:

I want to use both left and right mouse buttons, with event_multi (with also keyboard, messages). Is there a
simple way to do this? I thought of:

```
retour = evnt_multi(MU_BUTTON|MU_TIMER,1,1,...,0);
retour2 = evnt_multi(MU_BUTTON|MU_TIMER,2,1,...,0);
```

Because, when i use evnt_multi(MU_BUTTON,LEFT|RIGHT,...) it only exits when BOTH left and right buttons are used
- and that's not what i want!

(Sorry if its'nt the exact syntax, i'm not on my Falcon now)

Thank's for answers (please with a copy on e-mail, i can't read news every day...)

Emmanuel CURIS
curis@clipper.ens.fr

From 7060427254243038379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,fa90a61f36cce2b0,start
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,fa90a61f36cce2b0,start
X-Google-Attributes: gid1115ce,public
From: mvanclea@silver.ucs.indiana.edu (mark alan van cleave)
Subject: Atari repair??
Date: 1995/06/18
Message-ID: <3s259t$pgm@usenet.ucs.indiana.edu>#1/1

X-Deja-AN: 104596680
organization: Indiana University, Bloomington
newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer

Say, does anyone know of a good repair site that could fix a Satcy?

If so please email me at:

mvanclea@indiana.edu

Thanks

MVC

From 4843067603654429163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb06a15a81bc4bae,start
X-Google-Attributes: gid1115ce,public
From: free-agent-spam@spam.com (Spammer)
Subject: Free Agent Spam
Date: 1995/06/18
Message-ID: <3s1rr1$6n3@dub-news-svc-4.compuserve.com>#1/1
X-Deja-AN: 104596718
organization: Spam Inc.
reply-to: Spam@free-agent.spam.com
newsgroups: comp.sys.atari.programmer

Free Agent, Spam Ware Without Compare

From -7616011195379824538
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,cbdd77e1c563fee7,start
X-Google-Attributes: gid1115ce,public
From: jeb@zedat.fu-berlin.de (Jens Briesofsky)
Subject: view-protocol
Date: 1995/06/18
Message-ID: <3s0ngb$ocm@fu-berlin.de>#1/1
X-Deja-AN: 104727258
organization: FU Berlin
x-access: 16 17 19
reply-to: jeb@zedat.fu-berlin.de
newsgroups: comp.sys.atari.programmer

Can anybody give me a hint where I can find a
description of the view-protocol defined by Peter Seitz?

Thanx, Jens

*****
Jens Briesofsky | vet's drive like animals!
Pankstra⸮e 49 |
13357 Berlin |
Phone: +49 30 4627254 |
Fax: +49 30 4626037 |

From 1486849614991683963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c6a8a3134d9da65
X-Google-Attributes: gid1115ce,public
From: matija@sirius.ijs.si (Matija Grabnar)
Subject: Re: DSP FFT routines.
Date: 1995/06/18
Message-ID: <1995Jun18.112956.1990@cathy.ijs.si>#1/1
X-Deja-AN: 104875334
references: <DA3uJB.BD@westminster.ac.uk>
organization: Jozef Stefan Institute, Ljubljana, Slovenia
reply-to: matija.grabnar@ijs.si
newsgroups: comp.sys.atari.programmer

In article <DA3uJB.BD@westminster.ac.uk>,
Philip Shore <avsec@westminster.ac.uk> wrote:
>I managed to get data to it, like passing a sine wave and only one result is
>set, but the actual value seems to be garbage.
The actual value IS garbage, EXCEPT when compared with values
in the other bins.

Try passing it an addition of two different sines. If they are far enough
apart, you will get two values (and some "bleed" into neigbours if the
frequency doesn't fall exactly into a FFT bin). The relative values of the
two bins will have the same relationship as the relative signal strengths
of the two sines. The actual value depends, among other things, on the length
of the FFT.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

From 1529068774202437357
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,41dfbba64f978e18,start
X-Google-Attributes: gid1115ce,public
From: molyneua@cs.man.ac.uk (Andy Molyneux)
Subject: FTP sites/ST tech. info

Date: 1995/06/19
Message-ID: <3s3ejb$7ba@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 104596715
organization: Dept of Computer Science, University of Manchester, U.K.
keywords: ST FTP tech programmer
nntp-posting-user: 15092
newsgroups: comp.sys.atari.programmer

Hi,
  Could anyone tell me if there are any ST programming-related FTP
sites around? I'm particularly looking for info regarding programming
the STE's blitter, and demo source code, that kind of thing.
  Thanks very much,

- Andy


```
=====================================================================
 Andrew Molyneux            |     Internet: molyneua@cs.man.ac.uk
 University of Manchester   |     Tel     : (+44)161-485-3291
                            |
=====================================================================
```

Boob's Law:
  You always find something in the last place you look.
Molyneux's Modification:
  But it's not necessarily the thing you were looking for.
===

From -1796474121516491521
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3910714d1db5cd50
X-Google-Attributes: gid1115ce,public
From: lecoat@gemini.ief-paris-sud.fr (Francois LE COAT)
Subject: Re: GCC 2.6.3 for TOS
Date: 1995/06/19
Message-ID: <3s3fpm$5oa@upsn2.u-psud.fr>#1/1
X-Deja-AN: 104596722
references: <Pine.BUL.3.90.950613152715.22812B-100000@bull.mimuw.edu.pl>
organization: Universite Paris-Sud, France.
newsgroups: comp.sys.atari.programmer

Szymon Stasik (stasik@bull.mimuw.edu.pl) wrote:

: I found binaries of gcc 2.6.3 at ftp.cnam.fr:/pub/Atari/Mint, but I have
: a problem: where I can found libraries (sources or/and beter binaries)
: for this new version of gcc. Thx for any help.

: regards,

: Simon.
Hi

I've tryed that 2.6.3, and with the -O4 -m68020 -m68881 and the 020
libraries it is fine. In fact it seems that it runs three times faster
(I've tried comparing POV with PURE C and GCC). You should find good
libraries on ftp.uni-muenster.de on /pub/Micros/atari/Gnustuff where
the good gnu.olb is the PatchLevel 97 and the good gem.olb is the
PatchLevel 31.

But I've got a Pb. It seems impossible to link with this version of
GCC. For linking I use in place, an old version of GCC that takes the
.olb libraries instead of .a. If someone knows how to link with this
2.6.3 version, I would be glad to be replied.
Another thing, this version works very well under tos but would probably
need virtual memory for big programs. Bye for now ...

Francois LE COAT
E-mail:lecoat@marion.ief-paris-sud.fr

From 3317610849442492518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3910714d1db5cd50
X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: GCC 2.6.3 for TOS
Date: 1995/06/19
Message-ID: <gigxr01-1906951412250001@ngalm099.gal.nt.com>#1/1
X-Deja-AN: 104727245
references: <Pine.BUL.3.90.950613152715.22812B-100000@bull.mimuw.edu.pl>
<3s3fpm$5oa@upsn2.u-psud.fr>
organization: Northern Telecom (IRL) Ltd
newsgroups: comp.sys.atari.programmer

In article <3s3fpm$5oa@upsn2.u-psud.fr>, lecoat@gemini.ief-paris-sud.fr
(Francois LE COAT) wrote:

> I've tryed that 2.6.3, and with the -O4 -m68020 -m68881 and the 020
> libraries it is fine. In fact it seems that it runs three times faster
> (I've tried comparing POV with PURE C and GCC). You should find good
> libraries on ftp.uni-muenster.de on /pub/Micros/atari/Gnustuff where
> the good gnu.olb is the PatchLevel 97 and the good gem.olb is the
> PatchLevel 31.

I downloaded the ls-IR.gz file & it has Gcc 2.6.3 listed in the directory
" Linux-68k/ELF/gcc-2.6.3.bin.tar.gz".

Does this mean that it only works under Linux68k (Falcon & TT)?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd

E-mail gigxr01@nt.com

From 8656009113258880313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b2941e7e9baca00
X-Google-Attributes: gid1115ce,public
From: drz@raven.cybercom.com (Doctor Zweistein)
Subject: Re: Timers
Date: 1995/06/19
Message-ID: <3s52p8$otd@raven.cybercom.com>#1/1
X-Deja-AN: 104727250
references: <1995Jun16.111507.18114@zippy.dct.ac.uk> <3s4495$d23@m1.cs.man.ac.uk>
<Pine.ULT.3.91.950619183611.15868B-100000@mars>
organization: CyberComm Online Services
newsgroups: comp.sys.atari.programmer

Jens Andreasen <jens-and@dsv.su.se> writes:

>It says: nt = TIMER ?? Is TIMER a keyword (can't find any proc by that name.)

Yes. In GFA code to time something would look something like this:
t%=TIMER
@cool_routine_but_i_dont_know_how_fast_it_is
PRINT (TIMER-t%)/200

That would give you the time in seconds.

Tim
--
```
  ..          Doctor Zweistein, aka Baruk or Tim Newsome
  ''::..
  D   '':: drz@raven.cybercom.com        | Microsoft is not the answer.
   ..::''  http://www.cybercom.com/~drz/ |  Microsoft is the question.
 ::''  R                                 |     "No!" is the answer.
  ''::..   quidquid latine dictum        |
      ''   sit, altum viditur            |    question = (be || !be)
```

From 7315082410079726657
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c6a8a3134d9da65
X-Google-Attributes: gid1115ce,public
From: avsec@westminster.ac.uk (Philip Shore)
Subject: Re: DSP FFT routines.
Date: 1995/06/19
Message-ID: <DAF3GL.H00@westminster.ac.uk>#1/1
X-Deja-AN: 104727251
sender: news@westminster.ac.uk
references: <DA3uJB.BD@westminster.ac.uk>
<Pine.ULT.3.91.950613224221.20549B-100000@mars>

organization: University of Westminster
newsgroups: comp.sys.atari.programmer

Jens Andreasen (jens-and@dsv.su.se) wrote:

: On Tue, 13 Jun 1995, Philip Shore wrote:
: >
: I was unaware that the 56k could output in IEEE format but here we go:

Err...I can't (I've learnt). Poor wording on my side sorry.
I just wanted to know what is the data format of these dsp fft routines ?

Cheers,
Phil.
--
/*----------*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

From -7579401101561047126
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,811f666735ed69f3
X-Google-Attributes: gid1115ce,public
From: e80097@pbhrzx.uni-paderborn.de (Dirk Hagedorn)
Subject: Re: Mouse buttons with event_multi
Date: 1995/06/19
Message-ID: <3s3m44$78a@news.uni-paderborn.de>#1/1
X-Deja-AN: 104727252
references: <3rut42$msj@nef.ens.fr>
organization: University of Paderborn / HRZ
newsgroups: comp.sys.atari.programmer

In article <3rut42$msj@nef.ens.fr>,
Emmanuel Curis <curis@clipper.ens.fr> wrote:

Hi Emmanuel,

```
>    retour = evnt_multi(MU_BUTTON|MU_TIMER,1,1,...,0);
```

Just try

```
     retour = evnt_multi(MU_BUTTON|MU_TIMER, 257, 3, 0, ...);
                                             ^^^^^^^^^
```

as far as I remember. It's a "undocumented" feature.

Ciao, Dirk

SnailNet: In der Esmecke 9, D-59846 Sundern

MausNet: Dirk Hagedorn @ MK2 (no mails > 16kb)
Internet: dh@mk2.maus.sauerland.de (no mails > 16kb)
e80097@pbhrzx.uni-paderborn.de (big stuff)

From -1864471712238155250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cddd7536fd56a21a,start
X-Google-Attributes: gid1115ce,public
From: mlake@dgs.dgsys.com (Marshall Lake)
Subject: Hardware Scrolling Problem
Date: 1995/06/19
Message-ID: <3s40l9$nf5@DGS.dgsys.com>#1/1
X-Deja-AN: 104727253
distribution: world
organization: Digital Gateway Systems
newsgroups: comp.sys.atari.programmer

I am attempting to utilize hardware scrolling for horizontal movement on an STe. Everything works fine if I try to scroll across two, three, or four low rez screens. But if I try to set up more than four screens to scroll across then the screens do not display properly. I am setting up the display in memory by interleving the screens in the same manner no matter how many screens I'm working with: one line (80 words) of screen 1 followed by one line of screen 2 etc continuing through one line of the last screen, followed by the next line of screen 1, etc through 200 lines.

Does anyone have any idea of what's going wrong?

I appreciate any help.

--
Marshall Lake
mlake@dgs.dgsys.com

From 4943498422044602925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e97991f495fbc541
X-Google-Attributes: gid1115ce,public
From: rm03@ic.ac.uk (Mr R. Mellish)
Subject: Re: Child process under MagiC
Date: 1995/06/19
Message-ID: <3s43o1$2m4@oban.cc.ic.ac.uk>#1/1
X-Deja-AN: 104727254
references: <803146958_OASIS_@yeadontt.demon.co.uk> <DA9L3G.9Cx@crash.cts.com>
organization: Acme Labs
newsgroups: comp.sys.atari.programmer

in article <DA9L3G.9Cx@crash.cts.com>, Richard John Kelsch
(richcsst@crash.cts.com) wrote:
>Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
>:   Help!
>: I am trying to write a GFA program to call another program (a TTP
>: actually) from within MagiC.
>: I have tried every combination of shell_write as detailed in the MagiC
>: programmers guide with no success.
[...]
>Good luck, as I even tried bypassing GfA's SHEL_WRITE() command and made
>the call via the AES myself and it still didn't work. That is the only
>thing I can't get working right for both MultiTOS and MagiC. I gave up
>on it.

shel_write(...SHW_PARALLEL...) seems to work OK from C, so perhaps GFA basic
is not leaving enough memory free to launch another program. Try using
LIMITMEM on GFA before running it.

-- Robert Mellish (YSFC #20)
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
`...so I added enough explosives to blow up Greenland.'

From -1992153231766463774
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b2941e7e9baca00
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: Timers
Date: 1995/06/19
Message-ID: <3s4495$d23@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 104727255
references: <1995Jun16.111507.18114@zippy.dct.ac.uk>
organization: Dept of Computer Science,University of Manchester,U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

$466.w is updated every vbl, ie 50 times a second, and thus provides
timings to 0.02s accuracy, ie 20ms accuracy. Need to be in supervisor
to access it though (gemdos #32 is the supervisor/user mode toggle:

```
     clr.l    -(sp)
     move.w   #32,-(sp)
     trap #1
     addq.l   #6,sp         ;    into supervisor
     move.l   d0,old_ssp    ;    save stack for later
; your code goes here
     move.l   old_ssp,-(sp) ;    restore user and old stack
     move.w   #32,-(sp)
     trap #1
     addq.l   #6,sp
     clr.w    -(sp)         ;    exit
```

trap #1

I've never coded in gfa so I don't know how you'd do this. I guess the basic plan is to switch to supervisor, saving the stack, bung in a new stack if you need it (probably gfa'll take care of this) do your code and when you quit your proggie, remember to restore the old user state.
Come to think of it, gfa'll probably let you access protected memory anyway. If it bombs out on you, you need to be in supervisor mode (attempts to access protected memory in user causes a crash).

There are other ways, but this seems the easiest. Not sure about the accuracy of measurements though in a basic...

There's another memory location that holds the 200Hz timer tick, but I can't remember what this is. Get back to you on that one.

Hope this helps

Gaz

From 4178301682646666454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,52d999dee9fb3af
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: Stopping Keyboard input
Date: 1995/06/19
Message-ID: <3s44oc$d68@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 104727256
references: <Pine.SUN.3.91.950615130927.22300A-100000@ss1.bath.ac.uk>
organization: Dept of Computer Science,University of Manchester,U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

To flush the KB buffer, check to see if there are any keys waiting, and if so get the key from the buffer, and loop until there are no more keys to get. Don't understand though why you should need to since screen updates, disk access, etc. will be doing their thing and the keys will simply go into the buffer. Of course, you probably have a newer ST than me (hey, one which does more than one program at once!) - I've got a 520STFM so don't need to worry about multi-tasking (well, programme switching really, not genuine multi-tasking of course), and unless the keys are acted on under interrupt so that you can access the disk, update the screen etc at the same time then I don't see why there should be a problem. Hmmm, is it just me? Am I being exceptionally stupid and missing something blindingly obvious? Sorry, not coded for many months, last I was doing some little demo code, and a database, etc.

Gaz

From -3934476931465467796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b2941e7e9baca00
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: Timers
Date: 1995/06/19
Message-ID: <Pine.ULT.3.91.950619183611.15868B-100000@mars>#1/1
X-Deja-AN: 104727257
references: <1995Jun16.111507.18114@zippy.dct.ac.uk> <3s4495$d23@m1.cs.man.ac.uk>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 19 Jun 1995, S94 wrote:

> There's another memory location that holds the 200Hz timer tick,
> but I can't remember what this is. Get back to you on that one.

```
p = (long*)0x4baL /* pointer to 200 hz System Timer */
           ^^^^^^
```

Sorry thats the C version taken from MIDI & Sound Book. I'm trying to
make sense of the GFA code as well .... hmmm .... hmhmm .....

It says: nt = TIMER ?? Is TIMER a keyword (can't find any proc by that name.)

// Jens M Andreasen

From -1281854038518528457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6eb6786a079fa84
X-Google-Attributes: gid1115ce,public
From: Bastian Schick <schick@hera.rbi.informatik.uni-frankfurt.de>
Subject: Re: Line and polygon drawing routines
Date: 1995/06/19
Message-ID: <3s3hi1$g9r@zeus.rbi.informatik.uni-frankfurt.de>#1/1
X-Deja-AN: 104727262
references: <Pine.SUN.3.91.950614161558.22904A-100000@ss1.bath.ac.uk>
content-type: text/plain; charset=us-ascii
organization: J. W. Goethe-Universitaet Frankfurt/Main
x-url: news:Pine.SUN.3.91.950614161558.22904A-100000@ss1.bath.ac.uk
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; HP-UX A.09.05 9000/715)

My poly-rout uses the bresenham-line algo and only works with convex-polygons:
'Draw' lines arround the polygon, but do not set any points, just store in an array the left and right most point.
After doin' that, go down from the first y-pos to the last and draw horizontal lines from the left to the right most x in the array.

The advantage is that only horizontal lines must be drawn and clipping is easy.
But the bresenham could very good optimized (even in 6502-code, where I wrote the routs).

Bastian

From 1055009010544700663
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e4a7d90b2b677826
X-Google-Attributes: gid1115ce,public
From: Bastian Schick <schick@hera.rbi.informatik.uni-frankfurt.de>
Subject: Re: Input on printer port ?
Date: 1995/06/19
Message-ID: <3s3hnk$g9r@zeus.rbi.informatik.uni-frankfurt.de>#1/1
X-Deja-AN: 104727263
references: <1995Jun16.111844.18115@zippy.dct.ac.uk>
content-type: text/plain; charset=us-ascii
organization: J. W. Goethe-Universitaet Frankfurt/Main
x-url: news:1995Jun16.111844.18115@zippy.dct.ac.uk
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; HP-UX A.09.05 9000/715)

You have to change the port-bit in the PSG (think it's port B) to change from output to input. In GFA, the IRQs should be forbidden.
In assembler you can get transfer-rate up to 512K/s (on a 36MHz-F030).

Bastian

From 3582767926688157931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e4a7d90b2b677826
X-Google-Attributes: gid1115ce,public
From: gdg7@vision.hrz.uni-giessen.de (Torsten Lang)
Subject: Re: Input on printer port ?
Date: 1995/06/19
Message-ID: <3s47ss$tjg@c4.hrz.uni-giessen.de>#1/1
X-Deja-AN: 104875340
references: <1995Jun16.111844.18115@zippy.dct.ac.uk>

organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
newsgroups: comp.sys.atari.programmer

buxmjp@zippy.dct.ac.uk wrote:
: Is the ST parallel port bi-directional ? I would like to use it for
: input for a few projects, but I'm not sure how to config it. I'm using
: GFA. The last time I had to find this info out was for a bbc, does the
: ST use a direction register and data register in the same sort of way ?

Hi!
The TOS does support bi-directional transfers on the printer port. But it's
not documented as far as I know. I saw this in a TOS BIOS listing but
don't remember any details - sorry...

Torsten Lang

From -6672880810647156125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1b02c949cabfd008,start
X-Google-Attributes: gid1115ce,public
From: russell.black@liffe.com (Russ Black)
Subject: C Asych comms library for ST
Date: 1995/06/20
Message-ID: <3s6260$735@gatekeeper.liffe.com>#1/1
X-Deja-AN: 104727243
organization: London International Financial Futures Exchange
newsgroups: comp.sys.atari.programmer

Sorry if this is a repeat previous posting seemed to go missing

Anyone know of a ST Asynch comms library/ source compatible with Mark
Williams C

thanks

From -529724827955370782
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf7e2a827cc1485b,start
X-Google-Attributes: gid1115ce,public
From: STEPANSKI@saturn.rowan.edu (Scott Stepanski)
Subject: Atari System for Sale $250
Date: 1995/06/20
Message-ID: <3s5flb$epg@gboro.rowan.edu>#1/1
X-Deja-AN: 104727244
distribution: local
x-news-reader: VMS NEWS v1.25
organization: ROWAN COLLEGE OF NEW JERSEY

newsgroups: comp.sys.atari.programmer

FOR SALE ATARI COMPUTER SYSTEM AND ACCESSORIES
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or contact stepanski@saturn.rowan.edu

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- Atari 520 ST with extended keyboard
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- More than 150 disks and 2 cases

Games
- Dungeon Master
- Chaos Strikes Back
- Flight Simulator

Books
- Atari ST book
- Programmer's Guide
- ST Basic Sourcebook
- Atari ST Tricks & Tips
- Atari ST Machine Language

From -5650475234480886501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e4a7d90b2b677826
X-Google-Attributes: gid1115ce,public
From: d4stefan@dtek.chalmers.se (Stefan Svensson)
Subject: Re: Input on printer port ?
Date: 1995/06/20
Message-ID: <3s6knu$q1p@nyheter.chalmers.se>#1/1
X-Deja-AN: 104727246
references: <1995Jun16.111844.18115@zippy.dct.ac.uk>
organization: Chalmers univ. of Technology
newsgroups: comp.sys.atari.programmer

buxmjp@zippy.dct.ac.uk wrote:
: Is the ST parallel port bi-directional ? I would like to use it for
: input for a few projects, but I'm not sure how to config it. I'm using
: GFA. The last time I had to find this info out was for a bbc, does the
: ST use a direction register and data register in the same sort of way ?

I found a file on ftp.cnam.fr that looks like what you are searching for.
I don't know if it works, I found it today and haven't got XBIOS calls

(Computer books at home) I have used Cut&paste to move the text.
ftp.cnam.fr:/pub/Atari/Programming/4_jystks.lst

```
'
' Written in GFA Basic (3.5) code
'
' Converted from STOS code to read the parallel port (with joystick adapter) by
'  Richard Morris 23/sept/1994 9:10pm (Don't know who the original author was)
' e-mail: r.m.morris@massey.ac.nz  (probably only until around November 1994)
'
a%=XBIOS(28,0,7)        !Was 192 on my computer (1040STfm)
b%=XBIOS(28,0,14)       !35
c%=XBIOS(28,0,15)       !0
CLS
PRINT AT(1,1);"Press any key to exit"
PRINT
PRINT "Joystick 0","Joystick 1","Button 0","Button 1"
REPEAT
  read_stick
  PRINT AT(1,4);j0%,j1%,btn0%,btn1%,
UNTIL INKEY$<>""
' must do this else can't read floppy drive
' not sure if values ever differ - so just return to the original values
~XBIOS(28,a%,128+7)
~XBIOS(28,b%,128+14)
~XBIOS(28,c%,128+15)
> PROCEDURE read_stick
  ~XBIOS(28,0,128+7)
  j0%=XBIOS(28,0,128+15)
  j1%=AND(j0%,&HF0)
  j1%=ROR(j1%,4)
  j0%=AND(&HF,j0%)
  btn0%=NOT BTST(XBIOS(28,0,128+14),5)
  btn1%=NOT BTST(PEEK(&HFFFA01),0)
RETURN
```

From -1827820390499396520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,106dc6b7a16c9818,start
X-Google-Attributes: gid1115ce,public
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson)
Subject: DMA->DSP->DMA working!!!!!!!
Date: 1995/06/20
Message-ID: <DAHE3o.CJ5@news.gu.se>
X-Deja-AN: 104727249
sender: news@news.gu.se (USENET News System)
organization: Gothenburg University
newsgroups: comp.sys.atari.programmer

Hi Griff and everyone else trying thier brains out! You may now put them right back where they belong!

I (we) has now succeeded in making a working DMA to DSP and vice versa using handshake mode. The routine only works with 16 bit and 24 bit mode right now but I'll see if I could get it to work in 8 and 12 bit mode as well. Sources to a DSP testprogram and to a 68030 program to control it is included at the end of this article.

The SSI in the DSP is set to an Asyncronous, Gated clock mode. The frame sync is set to a Word Length bit clock on both transmit and recieve. Both transmit and reciever clock are external.
The frame syncs are set to parallell mode in the Port C Control register (PCC). This means that you will have to start and stop the frame syncs your self both when transmitting from and when recieving to the DSP. This is done by setting and clearing bit number 5 and 4 respectively in the Port C Data register (PCD).

It is very important that the DMA buffers are on even adresses because the system will clear the LSB in the adress and the result will not be what you expected!

Good luck to all of you and if someone would get 8 and 12 bit mode to work before me please post the solution here!

- Tomas :)


```
Tomas Berndtsson   |   |       --- |--  |--- |   |       NoBrain
Viktors vaeg 26    |\  |  --  |    |  | |___ |   |        NoCREW
437 36  Lindome    | \ | |  | |    |--  |    | ^ |   Gothenbourg
Sweden             |  \|  --   --- |  | |--- |/ \|        Sweden
```


68030 source code:

```
--- Cut here ---
; ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
;   - Direct Memory Access (DMA) driver -
;        a NoCrew production MCMXCV
;
;         (Nc) NoCopyright NoCrew 1995
; ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

; Main module.

; This testprogram will not show anything on the screen!
; You'll have to do your own stuff for that, but if you
; want to see if it works just run it in a debugger!


include         falcmacr.s      ; You will have to write
                                ; your own macros if you
                                ; don't have any!
```

```
        section text

        bsr     dma

        clr.w   -(sp)
        trap    #1              ; Pterm0

dma
        bsr     DSP_init
        moveq   #8,d1           ; wait a bit
        moveq   #-1,d0
.wait
        dbra    d0,.wait
        dbra    d1,.wait
        bsr     DSP_exit
        rts

DSP_init
        Dsp_Lock
        locksnd
        sndstatus       #1
        Dsp_FlushSubroutines
        buffoper        #%0000          ; flush FIFOs
        dsptristate     #1,#1
        Dsp_RequestUniqueAbility
        move.w  d0,DSP_abil

        setmode #1        ; Not sure if necessary.

        devconnect      #0,#%0010,#2,#0,#0      ; DMAPLAY->DSPRECV
        devconnect      #1,#%0001,#2,#0,#0      ; DSPXMIT->DMAREC
        setbuffer       #0,#DMA_sbeg,#DMA_send
        setbuffer       #1,#DMA_rbeg,#DMA_rend

        Dsp_ExecProg    #DSP_beg,#(DSP_end-DSP_beg)/3,DSP_abil

        buffoper        #%0000  ; flush FIFOs
        buffoper        #%0111  ; activate DMA. playback repeat

        ; Start by sending sync signal via host
        Dsp_BlkUnpacked #DSP_command,#1,#0,#0

        rts

DSP_exit
        buffoper        #%0000  ; Turn off DMA
        sndstatus       #1
        Dsp_Unlock
        rts

        section data
```

```
DSP_beg
        incbin  dma.dsp         ; DSP binary file
DSP_end

; !!!!
```

```
                                ; include files and you will have
                                ; to put them in the source code.

        org     p:$40

        move    #-1,m0          ; Set all modifier
        move    #-1,m1          ; to Linear (Modulo 65536)
        move    #-1,m2
        move    #-1,m3
        move    #-1,m4
        move    #-1,m5
        move    #-1,m6
        move    #-1,m7

        andi    #%11111011,omr  ; Data Rom disabled
        movep   x:<<M_HRX,x0    ; clear host port
        jsr     <DMA_init_16    ; Initialize for 16 bit transfer
        jsr     <Host_recv      ; Recieve dummy sync signal!

main
        jsr     <DMA_recv       ; recieve first value
        move    x0,a
        jsr     <DMA_recv       ; recieve second value
        add     x0,a            ; add them together
        asr     a               ; divide by 2
        move    a,x0
        jsr     <DMA_send       ; send result (average)
        jmp     <main           ; back again

; DMA handshake and Host DSP/030 I/O routines.
DMA_init_16
        movep   #%000000000,x:<<M_PCC           ; SSI reset
        movep   #%0100000000000000,x:<<M_CRA    ; 16 bit transfer
        movep   #%0011010000000000,x:<<M_CRB    ; Enable reciever and
                                                ; transmitter without
                                                ; interrupts.
                                                ; Normal mode. Gated,
                                                ; Async. clock.
                                                ; WL bit cl. on both.
                                                ; Shift MSB first.
                                                ; Ext.clock on both.
        movep   #%111001000,x:<<M_PCC           ; All serial except
                                                ; frame syncs.
        movep   #%000110000,x:<<M_PCDDR         ; fr. syncs = outputs
        movep   #%000000000,x:<<M_PCD           ; clear data
        rts

DMA_init_24
        movep   #%000000000,x:<<M_PCC           ; SSI reset
        movep   #%0110000000000000,x:<<M_CRA    ; 24 bit transfer
        movep   #%0011010000000000,x:<<M_CRB    ; Enable reciever and
                                                ; transmitter without
                                                ; interrupts.
```

```
                                                ; Normal mode. Gated,
                                                ; Async. clock.
                                                ; WL bit cl. on both.
                                                ; Shift MSB first.
                                                ; Ext.clock on both.
        movep   #%111001000,x:<<M_PCC           ; All serial except
                                                ; frame syncs.
        movep   #%000110000,x:<<M_PCDDR         ; fr. syncs = outputs
        movep   #%000000000,x:<<M_PCD           ; clear data
        rts

Host_recv
        jclr    #0,x:<<M_HSR,Host_recv          ; Recieve by host
        movep   x:<<M_HRX,x0
        rts
Host_send
        jclr    #1,x:<<M_HSR,Host_send          ; Send by host
        movep   x0,x:<<M_HTX
        rts

DMA_send
        bset    #5,x:<<M_PCD            ; start transmit frame sync
        movep   x0,x:<<M_TX             ; move data to transmit
_wait   jclr    #6,x:<<M_SR,_wait       ; wait for TDE
        bclr    #5,x:<<M_PCD            ; stop transmit frame sync
        rts

DMA_recv
        bset    #4,x:<<M_PCD            ; start recieve frame sync
_wait   jclr    #7,x:<<M_SR,_wait       ; wait for RDF
        bclr    #4,x:<<M_PCD            ; stop recieve frame sync
        movep   x:<<M_RX,x0             ; get recieved data
        rts

        end

--- Cut here ---
```

From 2161550306416700878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,32c0f1f0d1be6a75,start
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: text blocking
Date: 1995/06/20
Message-ID: <wongck.218.000D3B9D@ti.com>#1/1

X-Deja-AN: 104727259
organization: TIS
newsgroups: comp.sys.atari.programmer

Hi there,

I am writting a simple GEM text editor for one of my applications. Currently the editor can block whole complete lines easily. I would like to be able to do blocking of partial lines.

Does anyone have any ideas on how to do this? I have pondered on this for several weeks now but still haven't come up with something useful.

Regards
William


```
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | |||  520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
                                      | |||  486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com         |/ | \
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,
```


From 8617307919886419124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e97991f495fbc541
X-Google-Attributes: gid1115ce,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: Re: Child process under MagiC
Date: 1995/06/20
Message-ID: <803664658_OASIS_@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 104727260
reply-to: phil@yeadontt.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: OASIS HQ

My latest theory is to write a machine code routine to sit in an inline to carry out the Shell_Write.

I would be grateful if someone would UUcode me a linkable C file that can be compiled with the GFA source code.

--

- - - - - - - Phil Yeadon - - - phil@yeadontt.demon.co.uk - - - - - -

I know where my towel is!!

- -

From 5899059240855957690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37fc950d75000ed9,start
X-Google-Attributes: gid1115ce,public
From: selah@ccnet.com (selah)
Subject: FS: ATARI STACY 4/20 (PORTABLE!)
Date: 1995/06/20
Message-ID: <3s82u6$2j0@ccnet3.ccnet.com>#1/1
X-Deja-AN: 104727261
organization: CCnet Communications (510-988-7140 guest)
newsgroups: comp.sys.atari.programmer

[Article crossposted from rec.music.makers.marketplace]
[Author was selah]
[Posted on 20 Jun 1995 20:02:52 -0700]

I AM SELLING MY ATARI STACY
FOR 710.00 YOU PAY SHIPPING!!
PLEASE RESPOND QUICKLY AS THIS WILL GO FAST!

GREG REYES 510-427-1075 CALIFORNIA

YOU PAY COD TO YOU.

--

```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
```

selah @ccnet.com

--


```
          ^^^^^^^^^^    ^^^^^^^^^
             ^^^^^^^^^^^^^^^^^^
               =========
                =======
                 +++++
                  ~~~
```

selah @ccnet.com

From 7953084812544181338
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cddd7536fd56a21a
X-Google-Attributes: gid1115ce,public
From: Sim <py4sdh@bath.ac.uk>
Subject: Re: Hardware Scrolling Problem
Date: 1995/06/20
Message-ID: <Pine.SUN.3.91.950620073941.6847A@ss1.bath.ac.uk>
X-Deja-AN: 104727265
sender: news@news.demon.co.uk
content-type: TEXT/PLAIN; charset=US-ASCII
x-posting-host: goggins.bath.ac.uk
organization: Demon Internet News Service
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

References: <3s40l9$nf5@DGS.dgsys.com>
Distribution: world

In the referenced article, mlake@dgs.dgsys.com (Marshall Lake) writes:
>
> I am attempting to utilize hardware scrolling for horizontal movement
> on an STe. Everything works fine if I try to scroll across two, three,
> or four low rez screens. But if I try to set up more than four screens
> to scroll across then the screens do not display properly. I am
> setting up the display in memory by interleving the screens in the same
> manner no matter how many screens I'm working with: one line (80
> words) of screen 1 followed by one line of screen 2 etc continuing
> through one line of the last screen, followed by the next line of
> screen 1, etc through 200 lines.

You can't have more than four screens wide. Why? 'cos the overlenght line register is one (1) byte wide, and tells the vid chip how many words to skip after completeing the current line. 160 bytes + 254*2 = 668 bytes of screen which is roughly equal to 4 screens. If you want to do infinte scrolling in the horizontal direction, you need to be a bit more clever.

Assuming you're scrolling from right to left (ie new background comes on on the right hand side of the screen aka double dragon).

make two screens: (v = current horizontal offset)

```
v
+----------------------+-----------------------+
|                      |                       |
|                      |                       |
|   drawn on           |     blank             |
|                      |                       |
|                      |                       |
|                      |                       |
|                      |                       |
|                      |                       |
+----------------------+-----------------------+
```

now move the horzontal screen pointer

```
uv                      x
+----------------------+-----------------------+
|:                     |:                      |
|:                     |:                      |
|:  drawn on           |:    blank             |
|:                     |:                      |
|:                     |:                      |
|:                     |:                      |
|:                     |:                      |
|:                     |:                      |
+----------------------+-----------------------+
y                       x
```

now we need to update the bit at x (cos it's just scrolled on screen)
BUT we also draw exactly what we draw at x at y.

When the horizontal offset reaches the second + (ie when we've scrolled a hole page) then reset the horizontal pointer back to the start. Now heres the clever bit. Because we've been drawing on the 1st page as well as the 2nd page, now page 1 holds an exact copy of whats on the 2 page, so we can reset the pointer back to the start, and repeat the process.

We've can now scroll the screen left for as long as we like, with out running out of memory.

This trick also works with vertical scrolling, and can easerly be adapted to scroll either left or right.

[----------Disclaimer----------]
What I'm about to describe, is what i've though about. But I ain't done it so don't blame me if you waste hours of your time trying to implement it only to find it don't work. Also it's 7:40 am and I haven't been to bed yet, I'm tied (go figger) In fact any and all what I've writen here could be complete cobblers.
[----------Disclaimer----------]

If you want to scroll both left and right then you need 3 screens. Start of in the middle then scroll in either direction, not forgeting to draw the new screen data not only where it's coming into view but also going out of view. If my thinking correct then it doesn't when you change scroll directions, as long you only reset the screen pointer when reaching either the left most edge or the right most edge.


```
____ ____ _ _ _  Simon Hammett - py4sdh@bath.ac.uk  _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
|            http://www.bath.ac.uk/~py4sdh/index.html             |
-------------------------------------------------------------------
```

From 1777912074747594171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e97991f495fbc541
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: Child process under MagiC
Date: 1995/06/20
Message-ID: <DAGH15.BLw@crash.cts.com>#1/1
X-Deja-AN: 104727266
sender: news@crash.cts.com (news subsystem)
references: <803146958_OASIS_@yeadontt.demon.co.uk> <DA9L3G.9Cx@crash.cts.com>
<3s43o1$2m4@oban.cc.ic.ac.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Mr R. Mellish (rm03@ic.ac.uk) wrote:
: in article <DA9L3G.9Cx@crash.cts.com>, Richard John Kelsch
(richcsst@crash.cts.com) wrote:
: >Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
: >:   Help!
: >: I am trying to write a GFA program to call another program (a TTP
: >: actually) from within MagiC.
: >: I have tried every combination of shell_write as detailed in the MagiC
: >: programmers guide with no success.
: [...]
: >Good luck, as I even tried bypassing GfA's SHEL_WRITE() command and made
: >the call via the AES myself and it still didn't work. That is the only
: >thing I can't get working right for both MultiTOS and MagiC. I gave up
: >on it.

: shel_write(...SHW_PARALLEL...) seems to work OK from C, so perhaps GFA basic
: is not leaving enough memory free to launch another program. Try using
: LIMITMEM on GFA before running it.

It does not work. Heck, even making GfA give up memory via RESERVE or
compiling with a memory limit still does not work. Limitmem was one of
my ideas at one time, but no luck.

My only idea would be to write a C routine and link it with the GfA
code. Perhaps that would work. Perhaps GfA is masking off the upper
bits of the SHEL_WRITE() call and only allowing 0 and 1 for values. Hmm...

Rich

From -609212456554639441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aab97945b2b29e9c,start
X-Google-Attributes: gid1115ce,public
From: russell.black@liffe.com (Russ Black)

Subject: anyone serial comms library?
Date: 1995/06/20
Message-ID: <3s60da$631@gatekeeper.liffe.com>#1/1
X-Deja-AN: 104727267
organization: London International Financial Futures Exchange
newsgroups: comp.sys.atari.programmer

Subject says it all really, does anyone know of a serial comms
library Asynch & callable from C.

thanks

russell.black@liffe.com

From -5174816963975195454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,811f666735ed69f3
X-Google-Attributes: gid1115ce,public
From: gd63@vision.hrz.uni-giessen.de (Martin Schmidt)
Subject: Re: Mouse buttons with event_multi
Date: 1995/06/20
Message-ID: <3s64a4$hfr@c4.hrz.uni-giessen.de>#1/1
X-Deja-AN: 104875341
distribution: world
references: <3rut42$msj@nef.ens.fr>
to: curis@clipper.ens.fr
organization: Angewandte Physik der Uni Giessen
reply-to: martin.schmidt@physik.uni-giessen.de
newsgroups: comp.sys.atari.programmer

Hi *

In <3rut42$msj@nef.ens.fr>, Emmanuel Curis (curis@clipper.ens.fr) wrote:
: Keywords:
:   I want to use both left and right mouse buttons, with event_multi
(with also keyboard, messages). Is there a
: simple way to do this? I thought of:
:   retour = evnt_multi(MU_BUTTON|MU_TIMER,1,1,...,0);
:   retour2 = evnt_multi(MU_BUTTON|MU_TIMER,2,1,...,0);
:   Because, when i use evnt_multi(MU_BUTTON,LEFT|RIGHT,...)
it only exits when BOTH left and right buttons are used
: - and that's not what i want!
:   (Sorry if its'nt the exact syntax, i'm not on my Falcon now)
:   Thank's for answers (please with a copy on e-mail,
i can't read news every day...)
:   Emmanuel CURIS
:   curis@clipper.ens.fr

try the following:

return = evnt_multi (MU_BUTTON|MU_TIMER, 0x102, MO_LEFT|M_RIGHT,0, ...);

Tis uses an undocumented feature of AES: If you set bit #8 in the parameter for clicks (maximum number of mouseclick), the condition for mask (mask of used mousebutton) is inverted.

In my example it meams:
 wait for button or timer (MU_BUTTON|MU_TIMER)
 maximum count of mouse clicks is two and invert mask (0x102)
 left _and_ right button (MO_LEFT|MO_RIGHT)
 wait for relaese these buttons (0)

it will wait for:
NOT (RIGHT and LEFT) released
 =
(RIGHT pressed) or (LEFT pressed)

Martin

P.S. Restrict your postings to 70 chars per line !!!
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die nicht tot sind, irgendwie sehr krank"
  Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet dead are, somehow, quite ill."
  Douglas Adams

From -6987562489036587471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3910714d1db5cd50
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: GCC 2.6.3 for TOS
Date: 1995/06/21
Message-ID: <Pine.BUL.3.90.950621141157.21545A-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 104875335
references: <Pine.BUL.3.90.950613152715.22812B-100000@bull.mimuw.edu.pl>
<3s3fpm$5oa@upsn2.u-psud.fr> <gigxr01-1906951412250001@ngalm099.gal.nt.com>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 19 Jun 1995, Gerry O'Rourke wrote:

> I downloaded the ls-IR.gz file & it has Gcc 2.6.3 listed in the directory
> " Linux-68k/ELF/gcc-2.6.3.bin.tar.gz".
>
> Does this mean that it only works under Linux68k (Falcon & TT)?
>

Yes, you're right. It works olny under linux on any 68k system which is
able to run linux.

regards,

Simon.

From 5008733810930429189
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b3cafee354fe5cc,start
X-Google-Attributes: gid1115ce,public
From: aa414@FreeNet.Carleton.CA (Nima Montaser)
Subject: GIF LZW decoder
Date: 1995/06/21
Message-ID: <DAIy5y.IzJ@freenet.carleton.ca>#1/1
X-Deja-AN: 104875339
sender: aa414@freenet2.carleton.ca (Nima Montaser)
organization: The National Capital FreeNet
reply-to: aa414@FreeNet.Carleton.CA (Nima Montaser)
newsgroups: comp.sys.atari.programmer

Can anyone here help me with uncompressing a GIF LZW data.
I have been able to extract the 9bits (to 12bits) of data
from the codestream, but I can't do a decompression.

Any sourcecode (in pascal would be even better) is appreciated.
In fact, anything at all to do with the above problem is appreicated.

Regards,
Nima
--
/\/\/\

X-Google-Attributes: gid1115ce,public
From: gigxr01@nt.com (Gerry O'Rourke)
Subject: Re: GCC 2.6.3 for TOS
Date: 1995/06/21
Message-ID: <gigxr01-2106951627390001@ngalm099.gal.nt.com>#1/1
X-Deja-AN: 104875342
references: <Pine.BUL.3.90.950613152715.22812B-100000@bull.mimuw.edu.pl>
<3s3fpm$5oa@upsn2.u-psud.fr> <gigxr01-1906951412250001@ngalm099.gal.nt.com>
<Pine.BUL.3.90.950621141157.21545A-100000@bull.mimuw.edu.pl>
organization: Northern Telecom (IRL) Ltd
newsgroups: comp.sys.atari.programmer

In article <Pine.BUL.3.90.950621141157.21545A-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:

> On Mon, 19 Jun 1995, Gerry O'Rourke wrote:
>
> > I downloaded the ls-IR.gz file & it has Gcc 2.6.3 listed in the directory
> > " Linux-68k/ELF/gcc-2.6.3.bin.tar.gz".
> >
> > Does this mean that it only works under Linux68k (Falcon & TT)?
> >
>
> Yes, you're right. It works olny under linux on any 68k system which is
> able to run linux.
>

Does this mean that all future versions of GCC greater than 2.6.3 will
only work under Linux?

Has the development of TOS/MiNT versions stopped?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

From 965786494683998714
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,56a5aeb43d49c411,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,56a5aeb43d49c411,start
X-Google-Attributes: gid1115ce,public
From: gd63@vision.hrz.uni-giessen.de (Martin Schmidt)
Subject: S: Offscreen-Bitmaps
Date: 1995/06/01
Message-ID: <D9HqBw.DpE@muster.hrz.uni-giessen.de>#1/1
X-Deja-AN: 103620392
sender: news@muster.hrz.uni-giessen.de
organization: Angewandte Physik der Uni Giessen
reply-to: martin.schmidt@physik.uni-giessen.de

newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Hi *

for my GEM-programm i want to use offscreen bitmaps.
The only problem i have: How to do it???

I'm still using TurboC, so i need a "pure" C-Code (no lib).

Thanks for your help in advance.

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet dead are, somehow, quite ill."
Douglas Adams

From 1890632863573654438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39bd25ee92cc379a,start
X-Google-Attributes: gid1115ce,public
From: lupomesky@kvt.ujep.cz (Borek Lupomesky)
Subject: EGEM 2.20 problem alert
Date: 1995/06/01
Message-ID: <lupomesky.40.000F89A9@kvt.ujep.cz>#1/1
X-Deja-AN: 103620555
organization: University of J.E.Purkyne, Usti nad Labem, CZ
keywords: EGEM alert
newsgroups: comp.sys.atari.programmer

Hi all!

I found one problem with Grunenberg's EnhancedGEM library version 2.20 (though it may be in earlier versions as well).
The bug is exposed when writing accessories to run on older TOS versions (e.g. 1.04). You need to call open_rsc() or init_gem() functions, that will do a menu_register() call for you. The problem is, that this AES call is wrapped within wind_update() calls. This causes the problem. You can easily uncomment this call in source (dial.c) and recompile the library. It works fine then.

Bye Borek

From 6805164719311840211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31760ac1a9ed8b8b
X-Google-Attributes: gid1115ce,public
From: vegard@henry.interlink.no (Vegard Hofsoey)
Subject: Re: GfA Basic Question: Resource in INLINE ????
Date: 1995/06/02
Message-ID: <3qlo94$fsg@henry.interlink.no>#1/1
X-Deja-AN: 103620553
references: <3pnfhs$909@news.xs4all.nl>
<3pqe6a$fim@lastactionhero.rs.itd.umich.edu> <3q0h2f$ppt@henry.interlink.no>
<801856737.17@cs.york.ac.uk>
organization: InterLink AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

Charles L. Glover (1Y0) (clg105@minster.york.ac.uk) wrote:
: Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: : Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:

: : : There is a file that shows how to do resouce's inlined. However
: : : I just checked and didn't see it in the Gfa section on a.a.u.e. I will
: : : try to track it down and put it there. I have it at home so if nothing
: : : else I can get it up later this week.

: : This will be limited to 32k in size, though? Right?

: A little software patch will allow you to sort that out. If you INLINE a
: few times then you can move it to a different place in memory afterwards.

But then you will have to allocate more memory, and so use twice as much
for the RSC. Is there any way of including *continous* blocks >32k in GFA?

Vegard Hofsoy
<vegard@interlink.no>

From -4763494819062927190
X-Google-Language: FRENCH,ASCII-7-bit
X-Google-Thread: 1115ce,58598e90e4f14b29,start
X-Google-Attributes: gid1115ce,public
From: bde@turing.imag.fr (Bignicourt De)
Subject: VT100
Date: 1995/06/02
Message-ID: <3qmgre$nfu@ufrima.imag.fr>#1/1
X-Deja-AN: 103620556
distribution: world
sender: bde@turing (Bignicourt De)
content-type: text/plain; charset="iso-8859-1"

organization: ufrima
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Bonjour,

Est-ce qqun aurait par le plus grands des hasard, un emulateur VT100 pour ATARI ST ???

Merci les gars.... et les fifilles...

```
        _   __  _______  ______   _____   __ __
       | | / / /__  __/ / __  /  / ___/  / // /
       | |/ /    / /   / /_/ /  / /_    / // /
      /    /    / /   /   __/  / __/   /    /
     / /| |    / /   / /\ \   / /___  / /\ \
    /_/ |_|   /_/   /_/  \_\ /_____/ /_/  \_\


       _/   _/  _/_/_/_/_/  _/_/_/_/  _/_/_/_/  _/  _/
       _/ _/       _/      _/    _/  _/        _/ _/
       _/         _/      _/_/_/_/  _/_/      _/_/
     _/_/        _/      _/  _/    _/        _/ _/
   _/  _/       _/      _/    _/  _/_/_/_/  _/   _/
```

From -7414307615501454944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7883931fba19ad61,start
X-Google-Attributes: gid1115ce,public
From: bde@turing.imag.fr (Bignicourt De)
Subject: VT100 : don't take care of my previous article
Date: 1995/06/02
Message-ID: <3qmh4h$o4u@ufrima.imag.fr>#1/1
X-Deja-AN: 103620557
distribution: world
sender: bde@turing (Bignicourt De)
content-type: text/plain; charset="iso-8859-1"
organization: ufrima
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Please, excuse me for my precedent article : i forgot that i'm not writing in a French news-group....

So, i translate it :

Is anybody have a VT100 emulator for ATARI ST ?????

Thanks to all guys... and girls....

;)

From -6998057978735013449
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bad8460cda8a082c,start
X-Google-Attributes: gid1115ce,public
From: Marcel Donges <donges@informatik.tu-muenchen.de>
Subject: Searching for Gofer
Date: 1995/06/02
Message-ID: <3qmuto$q8c@hpsystem1.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 103746414
distribution: world
to: donges@informatik.tu-muenchen.de
content-type: text/plain; charset=us-ascii
organization: Munich University of Technology
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; HP-UX A.09.01 9000/720)

Hi

I search for a gofer version for the Atari (Falcon).
Does anybody know where to get this ???


```
+---------------+-------------------------------------------------------------+
|               |   Marcel Donges             <><
|
|      <><      |   Veit-Stoss-Str 34
|
|               |   82256 Fuerstenfeldbruck
|
| Geheimzeichen |   Tel.: 08141 / 44818       von 18:00 bis 20:00 Uhr
|
|    Fisch      |   E-Mail: donges@informatik.tu-muenchen.de
|
+---------------+-------------------------------------------------------------+
```


From 1828721174111877996

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,56a5aeb43d49c411
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,56a5aeb43d49c411
X-Google-Attributes: gid1115ce,public
From: vegard@henry.interlink.no (Vegard Hofsoey)
Subject: Re: S: Offscreen-Bitmaps
Date: 1995/06/03
Message-ID: <3qoa5o$o9f@henry.interlink.no>#1/1
X-Deja-AN: 103746298
references: <D9HqBw.DpE@muster.hrz.uni-giessen.de>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st
organization: InterLink AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Martin Schmidt (gd63@vision.hrz.uni-giessen.de) wrote:
: Hi *

: for my GEM-programm i want to use offscreen bitmaps.
: The only problem i have: How to do it???

: I'm still using TurboC, so i need a "pure" C-Code (no lib).

: Thanks for your help in advance.

NVDI has offscreen bitmap support from v.25 on. The offscreen bitmap part
of NVDI is also available as a separate program, called "Enhancer". You
can find this on most FTP sites as ENHANCER.LZH. Source code examples in
C are included, IIRC. Hope this helps...

Vegard
<vegard@interlink.no>

From 265187840860918897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea4981c583da7521,start
X-Google-Attributes: gid1115ce,public
From: sbostw1@umbc.edu (bostwick sharon)
Subject: dirent structure?
Date: 1995/06/03
Message-ID: <3qou7i$3p1@news.umbc.edu>#1/1
X-Deja-AN: 103746419
organization: University of Maryland, Baltimore County
newsgroups: comp.sys.atari.programmer

For some reason, Heat-And-Serve C did not include the dirent structure in the
file "dir.h". Since I'm coming from the Amiga, I don't know if this structure
is in use on the ST or not. Anyway if anybody has this structure please email
it to me ASAP -- it's holding back one of my programs.

From -8292553535558381127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,952e40dc63f4e3c7
X-Google-Attributes: gid1115ce,public
From: wilsontjb@cix.compulink.co.uk ("BARRY WILSON")
Subject: Re: Mega STE keyboard to Falcon: How?
Date: 1995/06/04
Message-ID: <D9o8C4.23L@cix.compulink.co.uk>#1/1
X-Deja-AN: 103746416
references: <h54118.801803393@sakura>
organization: cix
newsgroups: comp.sys.atari.programmer

In message <h54118.801803393@sakura>, h54118@sakura.kudpc.kyoto-u.ac.jp said:

>I`m still trying to hook my Mega keyboard to my Falcon...

IIRC the signals on the Mega and Falcon keyboard connectors include:

Mega
pin
15V
25V
3TXD
4RXD
5gnd
6gnd

Falcon
pin
1gnd
45V
5TXD
6RXD
7reset
8gnd

Let me know how you get on.

Sayonara

Barry wilsontjb@cix.compulink.co.uk

From 7208812610511440652

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d12082e67a7719c9
X-Google-Attributes: gid1115ce,public
From: Dave Munsie <dmunsie@delphi.com>
Subject: Re: COMPETITION for SOFTWARE PROGRAMMERS
Date: 1995/06/04
Message-ID: <hK-cVmE.dmunsie@delphi.com>#1/1
X-Deja-AN: 103829773
references: <jcpatat-2905951217520001@ts0-p8.iway.fr>
organization: Delphi (info@delphi.com email, 800-695-4005 voice)
x-to: Jean-Christophe Patat <jcpatat@iway.fr>
newsgroups: comp.sys.atari.programmer

I need some more information on this please if possible. Email me a
text file with in-depth information if possible. Thank you.

From 3653529805110762308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef3b8a0db9f7df35,start
X-Google-Attributes: gid1115ce,public
From: Rod McCall <rmccall>
Subject: Sozobon C ver 2X
Date: 1995/06/05
Message-ID: <3qtk7q$rpa@dux.dundee.ac.uk>#1/1
X-Deja-AN: 103746417
content-type: text/plain; charset=us-ascii
organization: The University, Dundee, DD1 4HN, Scotland, UK.
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.2 sun4c)

I'd appreicate any views people have on the above compiler. At present my
budget doesn't stretch to Lattice or Pure C. Is Sozobon quite stable,
fast? Also can anyine tell me if there is a version of GEMFAST that will
run on the Falcon under MTOS?

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

From 5110971700370564824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef3b8a0db9f7df35

X-Google-Attributes: gid1115ce,public
From: Rod McCall <rmccall>
Subject: Sozobon C ver 2X
Date: 1995/06/05
Message-ID: <3qtk7p$qpj@dux.dundee.ac.uk>#1/1
X-Deja-AN: 103746418
content-type: text/plain; charset=us-ascii
organization: The University, Dundee, DD1 4HN, Scotland, UK.
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.2 sun4c)

I'd appreicate any views people have on the above compiler. At present my budget doesn't stretch to Lattice or Pure C. Is Sozobon quite stable, fast? Also can anyine tell me if there is a version of GEMFAST that will run on the Falcon under MTOS?

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

From -2232664450832830526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,d42a16c34aceb14c,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,d42a16c34aceb14c,start
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Subject: Resolution change with Shel_write...
Date: 1995/06/05
Message-ID: <3qurhp$1jm@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 103829719
content-type: text/plain; charset=us-ascii
organization: Dept. of Computer Science, Manchester University.
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
nntp-posting-user: 348
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.2 sun4c)

I have been playing around with the features of the later AES versions (like background operation, auto-shutdown etc.) but cannot get the Res-change mode of Shel_write to do anything useful.

Using Shel_write(5,...) I have got it to change resolution upon exit. But what

use is this? I want a dynamic change of resolution... So I tried
Shel_write(1..)
to launch the program again, after it had exited. However it launched it before
the resolution had changed...

Sooo.... Is it possible to do anything useful with this call?

Anthony

(Please respond via email, as I lose .net access for a couple of months soon)

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

From 4536043645997559476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f38ad0101f5ac571
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f38ad0101f5ac571
X-Google-Attributes: gid109a67,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: (no subject)
Date: 1995/06/05
Message-ID: <3qv5fm$5dr@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 103829720
references: <D92sxK.18zr@muster.hrz.uni-giessen.de>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
nntp-posting-user: 348

In article <D92sxK.18zr@muster.hrz.uni-giessen.de>, gd63@vision.hrz.uni-giessen.de
(Martin Schmidt) writes:
>Hi *
>
>In <3psu3j$fbt@m1.cs.man.ac.uk>, Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
>: Oops!
>: That was supposed to have the subject 'keyboard events with event_multi()'
>the return-value of evnt_keybd or evnt_multi ist a mixture of ascii and
>scancode.

Umm.. 'where is it returned?' is what I needed most... Dont worry, I've now
found it (by trial and error) in int_out[4]...

Cheers

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

From 2724275024365963321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a000a0a6981f3fa9,start
X-Google-Attributes: gid1115ce,public
From: h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz)
Subject: FalconSpeed for sale!
Date: 1995/06/05
Message-ID: <h54118.802365243@sakura>#1/1
X-Deja-AN: 104035122
organization: Data Processing Center, Kyoto University, JAPAN
newsgroups: comp.sys.atari.programmer

Dear Falcon owners,

I have a Falcon Speed AT emulator for sale:

It has a 16 MHz 80286 CPU with a Norton factor up to 12 and
includes EGA/Vgamonochrome graphics emulation.
It runs Windows at 256 colors with a special driver (all included)
and reaches a quite satifactory speed in doing so!

It just plugs into the direct processor expansion slot of the Falcon -
all you have to do is remove a jumper blocking one of the rows of pins.
You can make one partition DOS bootable and the TOS partitions are fully
accessible for DOS too.

I used the emulator to port stuff written in PureC to TurboC, testing it
on the run and the same machine... Now however, I got a separate Pentium,
so I really don't need the Falcon Speed anymore...

I paid about DM 400.-- a couple of months ago (Deutsch Marks that is) -
offers are welcome; just drop me a mail.

Regards,

Christian Goltz
Kyoto, Japan

From -6188678363724020543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef3b8a0db9f7df35
X-Google-Attributes: gid1115ce,public
From: alpldbia@hydra.zrz.TU-Berlin.DE (Andre Leistner)
Subject: Re: Sozobon C ver 2X
Date: 1995/06/06
Message-ID: <3r165k$mif@brachio.zrz.TU-Berlin.DE>#1/1
X-Deja-AN: 103908124
references: <3qtk7q$rpa@dux.dundee.ac.uk>
organization: /usr/news/lib/organisation
newsgroups: comp.sys.atari.programmer

In article <3qtk7q$rpa@dux.dundee.ac.uk>, Rod McCall <rmccall> wrote:

>I'd appreicate any views people have on the above compiler. At present my
>budget doesn't stretch to Lattice or Pure C. Is Sozobon quite stable,
>fast?

I'm still learning to program in C and I use Sozobon C sometimes. It works fine on my Falcon and hasn't been unstable so far. IIRC ST-Guide and PacShell (both programs by Holger Weets) are written with Sozobon C. Also, there's a version of Peter Hellinger's MagicLib for it, so it seems that Sozobon C fulfills most requirements of a normal C compiler. I kind of like it because it generates quite short programs.

Andre

--
Andre Leistner -- Materials Science/Polymer Physics student
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de   MausNet: Andre Leistner @ B

From 5913712143596988971
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9120b40c170fa18b,start
X-Google-Attributes: gid1115ce,public
From: dries@cs.kuleuven.ac.be (Jan Dries)
Subject: Digital Arts (DA's) address & telephone required
Date: 1995/06/06
Message-ID: <3r1eko$b29@chaos.kulnet.kuleuven.ac.be>#1/1
X-Deja-AN: 103908125
organization: Katholieke Universiteit Leuven
content-type: Text/Plain
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Could anyone give me the telephone number, fax number, post address
or e-mail address from the Digital Arts headquarters (i.e. the guys
from DA's vector and DA's Layout) in Germany?

Thanks in advance,
Jan Dries
dries@cs.kuleuven.ac.be

From -323489040740743927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5682ef8d76cfec09,start
X-Google-Attributes: gid1115ce,public
From: hutch@ilmen.lanl.gov (Hutch)
Subject: Re: GFA question
Date: 1995/06/06
Message-ID: <9506061814.AA00656@ilmen.lanl.gov>#1/1
X-Deja-AN: 103908126
sender: nobody@cs.utexas.edu
organization: UTexas Mail-to-News Gateway
newsgroups: comp.sys.atari.programmer

In a previous article, richcsst@crash.cts.com (Richard John Kelsch) wrote:

As for GfA, I only know of a USA distributor of GfA. They are called
"Toad Computers" [...]

While the good folks at Toad are certainly a good place in the USA to
begin a search for _anything_ to do with the Atari, they are not the
sole USA distributor of GFA products.

That distinction belongs to:

PTR Precision tech. Inc.
Phone 203-741-2281
Fax 203-745-7932

But AFAIK, they have no GFA products for the Atari, as all support
for the Atari platform has been dropped by GFA Systemtechnik.

If you don't want to learn C and don't want to deal with GFA's lack of
support, you might try HiSoft Basic C which includes support for MultiTOS,
SpeedoGDOS and the Falcon. The US distributor is Oregon Research
(503-620-4919 or orres@teleport.com) which is currently offering a
competitive upgrade offer from GFA or any other BASIC. They have a nice,
new catalog out so contact them directly for more info.

-Hutch- @ Fair Dinkum Tech

From 577275738408315910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7883931fba19ad61
X-Google-Attributes: gid1115ce,public

From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: VT100 : don't take care of my previous article
Date: 1995/06/06
Message-ID: <Pine.ULT.3.91.950606224242.26233A-100000@mars>#1/1
X-Deja-AN: 103908127
references: <3qmh4h$o4u@ufrima.imag.fr>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 2 Jun 1995, Bignicourt De wrote:

> Is anybody have a VT100 emulator for ATARI ST ?????

Standard answer: Look out for Uniterm.

It's a clean vt100, understands ISO-latin-1, meta key included, graphics
works correctly with a real DEC system. And it's freeware.

// Jens

From -7769270907838755108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef3b8a0db9f7df35
X-Google-Attributes: gid1115ce,public
From: sbrown@cee.hw.ac.uk (Stuart Brown)
Subject: Re: Sozobon C ver 2X
Date: 1995/06/07
Message-ID: <D9sq2p.Kuu@cee.hw.ac.uk>#1/1
X-Deja-AN: 103908123
sender: news@cee.hw.ac.uk (News Administrator)
references: <3qtk7p$qpj@dux.dundee.ac.uk>
organization: Dept of Computing and Electrical Engineering, Heriot-Watt University
newsgroups: comp.sys.atari.programmer

Rod McCall (rmccall) wrote:
: I'd appreicate any views people have on the above compiler. At present my
: budget doesn't stretch to Lattice or Pure C. Is Sozobon quite stable,
: fast? Also can anyine tell me if there is a version of GEMFAST that will
: run on the Falcon under MTOS?

: Rod

I've got Sozobon X and I think it is excellent. Earlier versions of the
Xdlibs library were a bit buggy but it seems to be okay now, although some
of the MiNT-lib type functions haven't yet been fully implemented.

I would say it is fast; you can pre-compile header files too, so that helps.

I've tried compiling a number of packages I've found around the 'net, and it seems to work quite well for the majority of them. I'd really like a DRI-linkable version of EGEM, though, and it just happens to be one of the libraries I couldn't get to compile with Sozobon X. However, that may be because I tried to compile it with the Xdlibs rather than the MiNTlibs (the different header files may have caused the problems).

I would recommend it. Also, it's probably one of the only C compilers for the Atari range that is continuously in development, with the exception of GNU C, which I personally dislike due to the fact it's absolutely huge (poor me, only 1 Meg :-( ).

As for Gemfast running under MTOS, I don't know.


```
+-------------------------------------------------------------------------------+
| Stuart Brown                BSc Computer Science IV, Heriot-Watt University |
| e-mail:  sbrown@cee.hw.ac.uk         WWW:  http://www.cee.hw.ac.uk/~sbrown/ |
+-------------------------------------------------------------------------------+
```


From -2864652989912947892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20bbbd56e61b98cf
X-Google-Attributes: gid1115ce,public
From: bo.leuf@daggskim.ct.se (Bo Leuf)
Subject: Re: GFA question
Date: 1995/06/07
Message-ID: <ftn_2.203.203.7$fidonet.org_2fd5e6b7_Bo.Leuf@daggskim.ct.se>#1/1
X-Deja-AN: 104035117
sender: news@ct.se
references: <3q4c6l$p8a@dunlop.cs.strath.ac.uk>
content-type: text/plain; charset=ISO-8859-1
organization: Daggskimmer BBS, Malmoe <ACC Scandinavia>
mime-version: 1.0
reply-to: bo.leuf@daggskim.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

Fraser S wrote on 26 May 95 (to All)...:

> From Fraser S Keith <fkeith@cs.strath.ac.uk>
> [...]
> Thanks, but where can I get the compiler, as most shops have stopped
> selling ST stuff? Also, how much would it cost me, cos I am a
> student!?

Since you're in Scotland, you should buy from:
    GFA DATA MEDIA (UK) LTD
    Unit 4 Bentley Industrial Center, Bentley
    Farnham, Surrey, GU10 5NJ
    ENGLAND

Tel: 01420 22707
Fax: 01420 22807

Compiler costs: GBP 30 + 1 p&p
Do specify v3.5 or v3.6 as appropriate to your interpreter.

'Tis true that no development has been done past v3.5(ST)/v3.6(TT), so that there are no ready-to-use one-line calls appropriate for Falcon. With AES4 documentation to hand however, these calls can be managed by writing your own functions which hide the dirty details of system calls with op-numbers. Compiled code, if properly written, will run fine on any platform. For editing in anything except stock ST hi-rez, use the 3.6 interpreter which can handle TT resolutions.

There are also some German library patches which will "fix" a few things, such as removing Line-A calls.

(illegible signature) Bo Leuf
- Daggskimmer BBS - an Atari Competence Center
- GFA sales and support for Scandinavia.

(UUCP Dialup connection)

From -483698677713632578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b9661bf5a5ce2ac,start
X-Google-Attributes: gid1115ce,public
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson)
Subject: DMA->DSP and vice versa???
Date: 1995/06/07
Message-ID: <D9tB17.M97@news.gu.se>#1/1
X-Deja-AN: 104035120
sender: news@news.gu.se (USENET News System)
organization: Gothenburg University
newsgroups: comp.sys.atari.programmer

Hi!

Has anyone tried, or perhaps has a working routine, on how to transfer data from the DMA-buffer to the DSP using handshake??

The other way DSP->DMA I have got working but I don't know if it is the best way of doing it.

After have read the DSP user's manual and Atari developer manual several times and ours of trying in front of the screen, I have more or less given up.

I guess I will have to use Asynchronous mode with Gated clocks in the DSP but I don't know if I will have to use On-Demand

(Network) mode or if it works with Normal mode. The routine I have that sends from DSP to DMA uses Normal, Synchronous (doesn't matter when only transmitting I guess), and a Gated clock. That one uses the 25.175 MHz clock but maybe it should rather use the 32 MHz.

My routine works something like this: (I don't remember exactly)

```
; Turn on frame sync:
     bset #5,x:<<PCD

; Wait for transmit shift register to be empty:
w_TDE    jclr #6,x:<<SSISR,w_TDE

; Move data to transmit register:
     movep x0,x:<<TX

; Turn off frame sync:
     bclr #5,x:<<PCD
```

While experimenting with On-Demand mode I didn't have to start and stop the frame sync but the data being transferred is not correct.

If someone know how to do this or has tried but not succeded please let me know and maybe we'll come up with something!

Don't Email me!!! Post answers in this group!!

Grateful for any help!

- Tomas (Vaguelly known as NoBrain of NoCREW!)

From -610095661349599647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ef3b8a0db9f7df35
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: Sozobon C ver 2X
Date: 1995/06/07
Message-ID: <3r4p5m$hdv@turing.fwi.uva.nl>#1/1
X-Deja-AN: 104035121
distribution: world
references: <3qtk7p$qpj@dux.dundee.ac.uk> <D9sq2p.Kuu@cee.hw.ac.uk>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

sbrown@cee.hw.ac.uk (Stuart Brown) wrote:

:Rod McCall (rmccall) wrote:
:: I'd appreicate any views people have on the above compiler. At present my
:: budget doesn't stretch to Lattice or Pure C. Is Sozobon quite stable,
:: fast? Also can anyine tell me if there is a version of GEMFAST that will
:: run on the Falcon under MTOS?
:
:: Rod

I use Sozobon for all my Atari programming. I like it.

:I've got Sozobon X and I think it is excellent. Earlier versions of the
:Xdlibs library were a bit buggy but it seems to be okay now, although some
:of the MiNT-lib type functions haven't yet been fully implemented.
:
:I would say it is fast; you can pre-compile header files too, so that helps.
:I've tried compiling a number of packages I've found around the 'net, and
:it seems to work quite well for the majority of them. I'd really like a
:DRI-linkable version of EGEM, though, and it just happens to be one of the
:libraries I couldn't get to compile with Sozobon X. However, that may be
:because I tried to compile it with the Xdlibs rather than the MiNTlibs (the
:different header files may have caused the problems).
:
:I would recommend it. Also, it's probably one of the only C compilers for
:the Atari range that is continuously in development, with the exception of
:GNU C, which I personally dislike due to the fact it's absolutely huge (poor
:me, only 1 Meg :-( ).

wait a minute, you are talking about MiNT and you use a 1 Meg machine?

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

From 2213901779666041199
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7094b9148680fca,start
X-Google-Attributes: gid1115ce,public
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Subject: Game programming library
Date: 1995/06/07
Message-ID: <Pine.SUN.3.91.950607182244.2711B-100000@nic.cerf.net>#1/1
X-Deja-AN: 104035123
organization: CERFnet
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Has anyone heard of a good one?

I have a Falcon, and to be honset, don't expect to find a game library for it, but I also have an STe that I'd like to toy with. I'm looking for some basic sprite and sound handling functions. Anyone?

Thanks for any help :)

Ben Allfree
shadow@iris.yolo.com

From -5280457126451414779
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b75177012ac1414b,start
X-Google-Attributes: gid1115ce,public
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Subject: C editor
Date: 1995/06/07
Message-ID: <Pine.SUN.3.91.950607182418.2711C-100000@nic.cerf.net>#1/1
X-Deja-AN: 104035124
organization: CERFnet
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Does anyone know of a C editor that has the "Turbo C" look, where lines are automatically indented, code is grayed out when a closing bracket is not found, etc? I'd really like one, and don't feel much like making it (although I'm about at that point in my search!).

Thanks for any help! :)

Ben Allfree
shadow@iris.yolo.com

From -393074135231405017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ee3978f420458fb
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Help with Falcon sound, Please!
Date: 1995/06/08
Message-ID: <3r6lqk$5vm@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 104035118
references: <Pine.SUN.3.91.950528222048.28963A-100000@grad>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <Pine.SUN.3.91.950528222048.28963A-100000@grad>, Timothy Miller
<millert@csee.usf.edu> writes:
>I've asked more than once in the comp.sys.atari.* groups to no avail, and
>now that it's imperative that I know, I'm really not happy. So I'm
>begging you. Could someone please tell me how to do these things on the
>falcon? PLEASE?!? I'm begging!

OK :)

>I need to do this at 12.5 khz, and if it's only close, I'd like to know
>the exact rate. For playing, I want to do 8-bit MONO.
>
>1. Play a sample on the Falcon.
>2. Find out when it's done playing.
>3. Record a sample on the Falcon.
>4. Find out where the machine is currently recording.
>5. Find out when the record buffer has run out.
>
>I've written code to do playing on the Falcon, but it's not very good,
>and both the Lattice C documentation and the Compendium give me no useful
>information. They give the commands, but no clue about which ones are
>necessary, and what order to make the calls in. I really need source
>code to do this, but I've found absolutely NO examples. Could someone
>who knows this really well please give me code to do this, with comments
>would be nice since I need to adapt it to what I'm doing.

Try :

http://www.cs.man.ac.uk/~jacquesa/samplay_c.html

for some source code for playing a sample. To do 8-bit mono, 12.5 Khz, you
would want the values RES=2, VALUE=1 and SCALE=0.

To detect whether the sample has finished, you can use SndStatus (?) to test
the position of the pointer in the sample.

To record (Remember that its 16-bit stereo only), change MODE in Setbuffer
to 1 in stead of 0.

To find out where the buffer is currently recording, and also to detect when
the buffer has run out, check the rec_ptr from SndStatus (?) I dont have the
details on me, so I cannot be specific I'm afraid...

Hope this helps

Anthony
(Tommorrow: Bye, bye news...)

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

From 988552583021788445
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,582c6eaf35bd9041,start
X-Google-Attributes: gid1115ce,public
From: ag608@freenet.toronto.on.ca (James Alexander)
Subject: OMEn
Date: 1995/06/08
Message-ID: <D9tzAG.Lor.0.queen@torfree.net>#1/1
X-Deja-AN: 104035125
sender: ag608@torfree.net (James Alexander)
organization: Toronto Free-Net Inc., Toronto, Ontario, Canada
reply-to: ag608@freenet.toronto.on.ca (James Alexander)
newsgroups: comp.sys.atari.programmer

Hullo there.

Any OMEn developers out there? I registered as a developer 2 months ago and I'm wondering if anyone else out there is doing anything with it.

--
=-=-=-

:Hullo there.
:
:   Any OMEn developers out there? I registered as a developer 2
:months ago and I'm wondering if anyone else out there is doing anything
:with it.

well I have a atari ST, 1meg. I don't do too much with it anymore but
I would love to play with OMEn. any pointers as top where to get the
latest OMEn version, C compiler for it etc?

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

From -6617284962175815469
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20bbbd56e61b98cf
X-Google-Attributes: gid1115ce,public
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Subject: Re: GFA question
Date: 1995/06/08
Message-ID: <3r6m8j$b11@percy.cs.bham.ac.uk>#1/1
X-Deja-AN: 104035127
references: <3ps7dv$2of@dunlop.cs.strath.ac.uk> <D92xz1.MMu@crash.cts.com>
<3q11oe$l8a@ionews.io.org> <D9FoKu.MqH@crash.cts.com>
organization: NHS Information Management Centre
newsgroups: comp.sys.atari.programmer

richcsst@crash.cts.com (Richard John Kelsch) writes:
>Eric March (diehl@nudge.io.org) wrote:
>: Richard John Kelsch (richcsst@crash.cts.com) wrote:
>
>: : If booting from the AUTO folder, then the program must not make use of
>: : GEM specific routines and commands.
>
>: : If the program needs GEM, then you must have the Desktop (version 1.4+)
>: : auto run it or use a program like Headstart run it.
>
>: Isn't there a way to "wake up" GEM in the AUTO folder? I recall something
>: about using ~V_OPENWK(1) or somesuch...
>
>GEM isn't even loaded yet. I'd like to see how you make a GEM call
>successfully without GEM even being initialized :-). You can, however,
>use your own mouse and window routines independant of GEM.

No. The *AES* isn't loaded until the AUTO folder has finished. The VDI
however *is* active, and you have to v_opnwk() the appropriate screen
driver (Getrez() + 2) at the start of your program and v_clswk() at
the end.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From 2967650468593547530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b9661bf5a5ce2ac
X-Google-Attributes: gid1115ce,public
From: mdg@ukc.ac.uk (Martin Griffiths)
Subject: Re: DMA->DSP and vice versa???
Date: 1995/06/08
Message-ID: <886@stork.ukc.ac.uk>#1/1
X-Deja-AN: 104035128
sender: mdg@ukc.ac.uk
references: <D9tB17.M97@news.gu.se>
organization: University of Kent at Canterbury, UK.
reply-to: mdg@ukc.ac.uk (Martin Griffiths)
newsgroups: comp.sys.atari.programmer

In article <D9tB17.M97@news.gu.se> pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson) writes:
:>Hi!
:>Has anyone tried, or perhaps has a working routine, on how to
:>transfer data from the DMA-buffer to the DSP using handshake??
:>
:>The other way DSP->DMA I have got working but I don't know if
:>it is the best way of doing it.

I wrote a routine to transfer a bitmap via the SDMA to the DSP and back again using the DMA - this was acheived by connecting the DSP OUT -> DMA Record and DMA PLAYBACK -> DSP IN. Four track 16bit stereo was selected to give the maximum possible transfer rate (20kb/vbl at 50hz). The routine worked.*However* I couldn't find a way of 'synchronising' the transfer at startup - this mean't that the first few words of a bitmap could be lost (a seemingly random number of words in fact).

:>After have read the DSP user's manual and Atari developer
:>manual several times and ours of trying in front of the screen,
:>I have more or less given up.

I spent quite a few hours scratching my head too!

:>I guess I will have to use Asynchronous mode with Gated clocks
:>in the DSP but I don't know if I will have to use On-Demand
:>(Network) mode or if it works with Normal mode. The routine I
:>have that sends from DSP to DMA uses Normal, Synchronous
:>(doesn't matter when only transmitting I guess), and a Gated
:>clock. That one uses the 25.175 MHz clock but maybe it should

:>rather use the 32 MHz.

I was using a 32mhz clock, and using SSI interrupts to transfer the data
for both transmitting and receiving, I didn't try polling, I tried a lot
of different transmit/receive modes,most of which didn't seem to have any
 affect at all. I think the final mode I settled for was On-demand network
mode or something, I can dig out the routine if any is interested.

:>My routine works something like this: (I don't remember exactly)
:>
:>; Turn on frame sync:
:> bset #5,x:<<PCD
:>
:>; Wait for transmit shift register to be empty:
:>w_TDE jclr #6,x:<<SSISR,w_TDE
:>
:>; Move data to transmit register:
:> movep x0,x:<<TX
:>
:>; Turn off frame sync:
:> bclr #5,x:<<PCD
:>While experimenting with On-Demand mode I didn't have to
:>start and stop the frame sync but the data being transferred
:>is not correct.
:>If someone know how to do this or has tried but not succeded
:>please let me know and maybe we'll come up with something!
:>
:>Grateful for any help!
:>- Tomas (Vaguelly known as NoBrain of NoCREW!)

I would also be interested if anyone can come up with a working DMA/DSP transfer
routine.

Griff
--

From 7853794810857417139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aa29757af18d7934,start
X-Google-Attributes: gid1115ce,public
From: Marcel Massana Esteve <marcel@tsc.upc.es>
Subject: SozobonX Integrated Development Environment
Date: 1995/06/08
Message-ID: <3r76jl$iru@diable.upc.es>#1/1
X-Deja-AN: 104035129
distribution: world
content-type: text/plain; charset=us-ascii
organization: Universitat Politecnica de Catalunya
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

x-mailer: Mozilla 1.1N (Windows; I; 16bit)

Hello

Could anybody help me where can I find via ftp c-desk, ACE or any other
integrated development environment to use with Sozobon C Extended?

Thanks in advance

You can e-mail me at marcel@tsc.upc.es

From 7555985631661164143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d2da89396dbca02,start
X-Google-Attributes: gid1115ce,public
From: Mr K Patel <esuze@csv.warwick.ac.uk>
Subject: PC- CrossCompiler ?
Date: 1995/06/08
Message-ID: <Pine.SV4.3.91.950608214725.17294A-100000@holly>#1/1
X-Deja-AN: 104035130
organization: University of Warwick, Coventry, UK
x-sender: esuze@holly
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I have a 520STFM (512k) and I also have a 60MHz Pentium PC, I would like
to code for the ST as this computer is nice and easy to learn.....(unlike
the PC!) , is there any way I can compile C source code on my PC for
download onto the ST?? If there are any CrossCompilers or CrossAssemblers
out there then please email me or post reply here.

Thanx,

```
-----------------------------------------------------------------
   Ketan (a.k.a. Ken)           | "Oh Pabs do I need to know
 email: ketan@dcs.warwick.ac.uk |  integration......"
        esuze@csv.warwick.ac.uk |                   Z.Syed '95
-----------------------------------------------------------------
```

From 4158675844480571451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b75177012ac1414b
X-Google-Attributes: gid1115ce,public
From: avg@cwi.nl (Annius Groenink)
Subject: Re: C editor

Date: 1995/06/09
Message-ID: <avg.802688109@news.cwi.nl>#1/1
X-Deja-AN: 104035119
sender: news@cwi.nl (The Daily Dross)
references: <Pine.SUN.3.91.950607182418.2711C-100000@nic.cerf.net>
organization: CWI, Amsterdam
newsgroups: comp.sys.atari.programmer

Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> writes:

>Does anyone know of a C editor that has the "Turbo C" look, where lines
>are automatically indented, code is grayed out when a closing bracket is
>not found, etc? I'd really like one, and don't feel much like making it
>(although I'm about at that point in my search!).

Edith Pro is reasonable in these respects. It doesn't grey code
out, but gives you a warning bell when you type a closing bracket
without a matching opening bracket (is that what you mean)?

--

```
Annius V. Groenink | avg@cwi.nl              | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl              | P.O. Box 12079
1098 SJ Amsterdam  | Room M233 ext. 4077     | NL 1100 AB Amsterdam
The Netherlands    | Phone:  +31 20 592 4077 | Phone: +31 20 695 9901
```


From 8321974935019866395
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc998e9fc8d56464,start
X-Google-Attributes: gid1115ce,public
From: ellisd@bldg284.awacs.af.mil (Dale Ellis)
Subject: Sozobon C 2x
Date: 1995/06/09
Message-ID: <3r9h6e$l9o@ixc.ixc.net>#1/1
X-Deja-AN: 104151294
distribution: world
organization: Tinker AFB, OK
reply-to: ellisd@bldg284.awacs.af.mil
newsgroups: comp.sys.atari.programmer

Help, I wrote a "hello world" program using Sobozon C 2x, on my Atari 1040ST
and it keeps bombing. I am sure it has something to do with GEM. The
compiler gives me a ".out" file that I renamed to both ".prg" and ".tos".
Both of these files bomb upon running, however it is only after it does
print to the screen. So the program works, but not after. And all I get
is bombs when I run the programs within Neodesk 4. I have to even run
without Neoload loaded. All I get is a screen dump of information.

Any ideas?

Does anyone know how to setup the enviroment for Sobozon C? the directions
I got with it are really sparce.

thanks in advance

Dale

From 4645737859775557239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1e39e4bae703daf,start
X-Google-Attributes: gid1115ce,public
From: joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann)
Subject: SozobonX & Oukami-shell ?!
Date: 1995/06/09
Message-ID: <3r9s5j$96o@mars.fb1.fhtw-berlin.de>#1/1
X-Deja-AN: 104151295
organization: Fachhochschule fuer Technik und Wirtschaft Berlin, FB1
newsgroups: comp.sys.atari.programmer

using the oukami shell to compile my little c programms with the SozobonX
i had following problems:

after having compiled a definately correct c-source, my programm
bombed me with 2 or 3 bombs in file
access routines (as far as i could make out). do i reset my ST
(or as i recently tried) load the ram with a big program, quit it and
run my prg again it'll work fine ...

i also discovered after 8 hours of desperated search and hacking an asm
ram monitor, that a with malloc() reserved bit of the ram was just over
written by c-variables used by my programm after the malloc()
(this also seem to cause the bombs)
maybe i'm a victim of my 'unclean' programming or might there be a bug
in the sozobonX ?

i tried to mail one of the maintainers already(as mentionen in the Sozobon
docs) but got no reply yet.

--

Jo'ogn (:
--------- fone: Germany49/Berlin30/606 91 85
--------- private http://www.fb1.fhtw-berlin.de/people/joogn/
--------- Atari   http://www.fb1.fhtw-berlin.de/joogn

From -3175681147749914130

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20bbbd56e61b98cf
X-Google-Attributes: gid1115ce,public
From: richara@wmin.ac.uk (Alan Richardson)
Subject: Re: GFA question
Date: 1995/06/09
Message-ID: <D9wutG.Gw6@westminster.ac.uk>#1/1
X-Deja-AN: 104151297
sender: news@westminster.ac.uk
references: <3ps7dv$2of@dunlop.cs.strath.ac.uk> <D92xz1.MMu@crash.cts.com>
<3q11oe$l8a@ionews.io.org> <D9FoKu.MqH@crash.cts.com>
organization: University of Westminster
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

>: Isn't there a way to "wake up" GEM in the AUTO folder? I recall
something
>: about using ~V_OPENWK(1) or somesuch...

If you open a workstation then you can use VDI commands to find out how
big the screen is (height and width in pixels) how many bit planes there
are etc.

You can also use VDI drawing routines.

Isn't it AES that isn't active at this point? I'm not entirely sure how
much of the system is awake, all I've ever done is get screen sizes and
used draw routines (I've only tried lines) and v_gtext.

>GEM isn't even loaded yet. I'd like to see how you make a GEM call
>successfully without GEM even being initialized :-). You can, however,
>use your own mouse and window routines independant of GEM.

You can do that as well though.

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
Email: richara@wmin.ac.uk
WWW: http://www.wmin.ac.uk/~richara add /guitaref.htm for my ST prog

From 1533685534959847611
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9b9661bf5a5ce2ac
X-Google-Attributes: gid1115ce,public
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson)
Subject: Re: DMA->DSP and vice versa???
Date: 1995/06/10
Message-ID: <D9ysMr.7nu@news.gu.se>#1/1
X-Deja-AN: 104151296
sender: news@news.gu.se (USENET News System)

references: <D9tB17.M97@news.gu.se> <886@stork.ukc.ac.uk>
organization: Gothenburg University
newsgroups: comp.sys.atari.programmer

Martin Griffiths (mdg@ukc.ac.uk) wrote:
> I wrote a routine to transfer a bitmap via the SDMA to the DSP and back again
> using the DMA - this was acheived by connecting the DSP OUT -> DMA Record and
> DMA PLAYBACK -> DSP IN. Four track 16bit stereo was selected to give the
> maximum possible transfer rate (20kb/vbl at 50hz). The routine worked.*However*
> I couldn't find a way of 'synchronising' the transfer at startup - this mean't
> that the first few words of a bitmap could be lost (a seemingly random number
> of words in fact).

This routine seems to use continous mode and NOT handshaked.
 I think I too have a version of this somewhere but it's not what I want.

> I was using a 32mhz clock, and using SSI interrupts to transfer the data
> for both transmitting and receiving, I didn't try polling, I tried a lot
> of different transmit/receive modes,most of which didn't seem to have any
> affect at all. I think the final mode I settled for was On-demand network
> mode or something, I can dig out the routine if any is interested.

> I would also be interested if anyone can come up with a working DMA/DSP transfer
> routine.

> Griff
> --

If you ever should succeed in making a HANDSHAKEd transfer please post
something here!

- Tomas :)

From 7962644857616122775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20bbbd56e61b98cf
X-Google-Attributes: gid1115ce,public
From: Richard Kelsch <richcsst@cts.com>
Subject: Re: GFA question
Date: 1995/06/10
Message-ID: <Pine.SCO.3.91.950609231843.8202A-100000@crash.cts.com>#1/1
X-Deja-AN: 104151298
sender: news@crash.cts.com (news subsystem)
references: <3ps7dv$2of@dunlop.cs.strath.ac.uk> <D92xz1.MMu@crash.cts.com>
<3q11oe$l8a@ionews.io.org> <D9FoKu.MqH@crash.cts.com>
<m0sK5ia-00023gC@crash.cts.com>
content-type: TEXT/PLAIN; charset=US-ASCII

organization: CTS Network Services (CTSNET), San Diego, CA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Fri, 9 Jun 1995, Alan Richardson wrote:

> >: Isn't there a way to "wake up" GEM in the AUTO folder? I recall
> something
> >: about using ~V_OPENWK(1) or somesuch...
>
> If you open a workstation then you can use VDI commands to find out how
> big the screen is (height and width in pixels) how many bit planes there
> are etc.
>
> You can also use VDI drawing routines.
>
> Isn't it AES that isn't active at this point? I'm not entirely sure how
> much of the system is awake, all I've ever done is get screen sizes and
> used draw routines (I've only tried lines) and v_gtext.
>
> >GEM isn't even loaded yet. I'd like to see how you make a GEM call
> >successfully without GEM even being initialized :-). You can, however,
> >use your own mouse and window routines independant of GEM.
>
> You can do that as well though.
>
It's all academic for me. I am not the one desiring to create a mouse
environment program for the AUTO folder. The other gentleman is.

Rich

From -4756374591667384057
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7094b9148680fca
X-Google-Attributes: gid1115ce,public
From: Dave Munsie <dmunsie@delphi.com>
Subject: Re: Game programming library
Date: 1995/06/11
Message-ID: <ZM+-tDW.dmunsie@delphi.com>#1/1
X-Deja-AN: 104223358
references: <Pine.SUN.3.91.950607182244.2711B-100000@nic.cerf.net>
organization: Delphi (info@delphi.com email, 800-695-4005 voice)
x-to: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
newsgroups: comp.sys.atari.programmer

What language are you working in? Both STOS and GFA have good built in
tools like BLOCK transfer, put/get, etc, that can easily allow you to
write some sprite routines. STOS even has built in sprite handling.

STOS has some pretty neat extensions to allow you to do just about anything as far as game design goes. If ineed you just want to TOY around, then I would suggest STOS as good starting point. On the Falcon you should go ahead buy a reference book like the compendium or Modem Software Programming (from HISOFT?) they both will give you a good idea of the OS calls. Game wise there is very little in print to help you out. Sorry.....

From -1451450215605847783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,59363dfe5bc8ccaf,start
X-Google-Attributes: gid1115ce,public
From: phodgkin@nest.demon.co.uk (Phil Hodgkins)
Subject: re: gfa question
Date: 1995/06/11
Message-ID: <1745phodgkin@nest.demon.co.uk>#1/1
X-Deja-AN: 104315906
x-ftn-adr: 90:100/110.0
x-viagateway-at: 90:100/106.0
reply-to: phodgkin@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of <10 Jun 95 10:36:30>, Alan Richardson (90:100/106) writes:

```
 >> : about using ~V_OPENWK(1) or somesuch...
 AR>
 AR> If you open a workstation then you can use VDI commands to find out
 AR> how big the screen is (height and width in pixels) how many bit
 AR> planes there are etc.
 AR>
 AR> You can also use VDI drawing routines.
 AR>
 AR> Isn't it AES that isn't active at this point? I'm not entirely sure
 AR> how much of the system is awake, all I've ever done is get screen
 AR> sizes and used draw routines (I've only tried lines) and v_gtext.
 AR>
 >> GEM isn't even loaded yet.  I'd like to see how you make a GEM call
 >> successfully without GEM even being initialized :-).  You can,
 >> however,
 >>  use your own mouse and window routines independant of GEM.
 AR>
 AR> You can do that as well though.
```

The VDI mouse handling routines also work, here's two functions I use

```
void vq_interface(short *mb_state,short *x,short *y,char *key,char
*scan,long *m od,char release)
{
        *key=-1;
        *mod=0;
        do {
```

```
                vq_mouse(handle, mb_state, x, y);
                if(iskbhit()) v_get_key(key,scan,mod);
        } while(!(*mb_state & 3) && *key==-1);
        v_waitmouse(release);
}

void v_get_key(char *key,char *scan,long *mod)
{
long x;

        Supexec(conset);
        x=Bconin(2);
        *key=x & 0xff;
        *scan=(x>>16) & 0xff;
        *mod=Kbshift(-1);
        Supexec(conunset);
}

long conset(void)
{
        oconterm=*(char *)0x484;
        *(char *)0x484 |= 1<<3;

        return 0;
}

long conunset(void)
{
        *(char *)0x484=oconterm;

        return 0;
}
```

The first function loops until a mouse button or the keyboard is pressed. The second is called by the first to handle the keyboard - I forget why I did it this way and stopped using getch() (or whatever it was). It works and is reliable on my Falcon, whether running from AUTO or the Desktop.

Use v_hide_c and v_show_c are used rather than v_dspcur and v_rmcur.

This is needed for the initialisation of the VDI after you have set up the physical workstation (or virtual if you run the prg from the Desktop).

```
    vsin_mode(handle,1,2);     // Set sample mode for mouse
```

Phil.

~ Stamp out philately! ~

--

From 8845321212867060487
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e323d0337f0b71e,start
X-Google-Attributes: gid1115ce,public
From: grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB)
Subject: Gfa Question: How to do a text editor
Date: 1995/06/12
Message-ID: <3rh25v$ja4@olivea.ATC.Olivetti.Com>#1/1
X-Deja-AN: 104223359
organization: Olivetti ATC; Cupertino, CA USA
newsgroups: comp.sys.atari.programmer

Hi there,

I'd like to write a veeery simple (believe me, veeery simple...) text editor in gfa-basic, but I do not have a clue about how to do it, I know how to read and display text but not on how to edit it on screen in large blocks.....

Any help will be VERY appreciated.....

Thanks a lot.

Savino

--


```
 ____________________________________________________________________
|                                                                    |
|  Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com  |
|____________________________________________________________________|
```


From -2437958852248582677
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bfae1ee7ae2f53d6,start
X-Google-Attributes: gid1115ce,public
From: I.A.Fox@bradford.ac.uk (IA FOX)
Subject: HELP!! Uniterm strife!!
Date: 1995/06/12
Message-ID: <3rib1a$sgk@columbia.acc.brad.ac.uk>#1/1
X-Deja-AN: 104315905
organization: University of Bradford
newsgroups: comp.sys.atari.programmer

I have been downloading files using ncftp through Uniterm and cannot work out the uses of putting the files into usable form. I've been having problems with all types of files (.zip, .arc, .lzh), to unzip, "unarc" and "unlzh". Can anyone tell me how to do it?

Also, I managed to "unzip" the .zip files but only got a "TOS #35" error message when trying to load them up.

Can someone tell me where I'm going wrong and what commands I should use to solve this problem.

Thank you in anticipation.

Ian A Fox

From -6124618038255181087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb2d5bf65d82d243,start
X-Google-Attributes: gid1115ce,public
From: STEPANSKI@saturn.rowan.edu (Scott Stepanski)
Subject: Atari system and Acessories for sale
Date: 1995/06/12
Message-ID: <3rhtps$e7j@gboro.rowan.edu>#1/1
X-Deja-AN: 104315909
distribution: local
x-news-reader: VMS NEWS v1.25
organization: ROWAN COLLEGE OF NEW JERSEY
newsgroups: comp.sys.atari.programmer

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or contact stepanski@saturn.rowan.edu

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- 3.5 inch disk drive SF 354 & master 3S
- Mouse
- 2 Joysticks
- Supra Modem 2400
- Cords
- More than 150 disks and 2 cases

Games
- Dungeon Master
- Chaos Strikes Back
- Flight Simulator

Books
- Atari ST book
- Programmer's Guide
- ST Basic Sourcebook
- Atari ST Tricks & Tips
- Atari ST Machine Language

From -8291239507941307544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cd7dba37a716a6a9,start
X-Google-Attributes: gid1115ce,public
From: cm3hirjd@bs47c.staffs.ac.uk (Requiem)
Subject: WTF is wrong with this?
Date: 1995/06/12
Message-ID: <3rik02$qh2@bs33n.staffs.ac.uk>#1/1
X-Deja-AN: 104315910
organization: Staffordshire University
newsgroups: comp.sys.atari.programmer

Dear Anyone,

Here is a question for you... why the hell does the following piece of HiSoft Basic 2.10 code bring up a Bad Channel Number error on line 6 when I compile and run it? I'm using an Atari Falcon030 with TOS 4.02 and I can't for the life of me see what on earth is wrong here. God I hate HiSoft Basic, why I spent a hundred quid on it I'll never know :-(

```
--
REM $option k150,y
REM $include toolbox.bas
REM $include filesel.bas

fi$=FileSelect$
IF fi$="" THEN
     PRINT "Nothing selected..."
ELSE
     PRINT fi$
END IF
--
```

One very pissed-off,

RiCH


```
--
   _____                            + + + + + + + + + + + + + + + + + + + + +
  (, /   ) ,    /)            /)    Richard Davey, Falcon Owners Group (UK)
    /__ /    _ (/   _   __  _(/   25 Old Acre Lane, Brocton, Staffs, ST17 0TW
 ) /   \__(_(__/ )_(_(_/ (_(_(_    requiem@bs47c.staffs.ac.uk   IRC: Requiem
(_/                                 + + + + + + + + + + + + + + + + + + + + +
```


And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

From 4247162377243861548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c6a8a3134d9da65,start
X-Google-Attributes: gid1115ce,public
From: avsec@westminster.ac.uk (Philip Shore)
Subject: DSP FFT routines.
Date: 1995/06/13
Message-ID: <DA3uJB.BD@westminster.ac.uk>#1/1
X-Deja-AN: 104315907
sender: news@westminster.ac.uk
organization: University of Westminster
newsgroups: comp.sys.atari.programmer

OK, so this isn't quite the right place to ask, but I've asked on comp.dsp and seem to get very complicated answers that I don't quite understand.

Anyway....

Anyone have any idea on the output format of the data from the standard DSP FFT routines. I mean like IEEE floating point format etc.

I managed to get data to it, like passing a sine wave and only one result is set, but the actual value seems to be garbage.

Can anyone help ?

Thanks,
Phil.

--
/*----------*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

From 17991212524980751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3910714d1db5cd50,start
X-Google-Attributes: gid1115ce,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: GCC 2.6.3 for TOS
Date: 1995/06/13
Message-ID: <Pine.BUL.3.90.950613152715.22812B-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 104315908
organization: Division of Mathematics, Informatics and Mechanics, Warsaw University
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I found binaries of gcc 2.6.3 at ftp.cnam.fr:/pub/Atari/Mint, but I have
a problem: where I can found libraries (sources or/and beter binaries)
for this new version of gcc. Thx for any help.

regards,

Simon.

From -1277676900639498323
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5744e5fd64adb1,start
X-Google-Attributes: gid1115ce,public
From: ee11cd@surrey.ac.uk (Mr Craig P Drummond)
Subject: PROG_DEF & WF_BEVENT problem
Date: 1995/06/13
Message-ID: <3rin82$a23@info-server.surrey.ac.uk>#1/1
X-Deja-AN: 104315911
organization: University of Surrey, Guildford, England
newsgroups: comp.sys.atari.programmer

Hi,

I have a problem using WF_BEVENT and my PROG_DEF objects.

I've set my windowed dialogues to respond to background object selection
(i.e. objects can be selected without topping the window) by using
wind_set() with the WF_BEVENT parameter.

In some of these windows I've implemented PROG_DEF objects (such as radio
buttons), and I use my own VDI workstation.

The problem is that if I select a PROG_DEF object in a background window,
when GEM redraws the object (as SELECTED or DESELCTED) it overwrites onto
the top of any overlapping window.

In my PROG_DEF handler I do set the VDI clipping rectangle. Everything
worked perfectly until I added background object selection.

If I use my window library's equivalent of objc_draw() to redraw the objects
then everything id OK - no overwritting occurs. This only happens when the
object changes state & GEM initiates the redraw!

For my windowed dialogues I'm using a modified version of FLDLIB - however
I haven't changed the redraw function.

If you know how to resolve this, please contact me via email at

ee11cd@surrey.ac.uk

Thanks!!!!!

Craig.

(p.s. I'm using LatticeC 5.60, on a TOS 4.04 Falcon)

From 4554837543087709600
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc835b2326d202e6,start
X-Google-Attributes: gid1115ce,public
From: jules@cs.ruu.nl (Jules Vleugels)
Subject: Pure C 1.1 question : _aes
Date: 1995/06/13
Message-ID: <3rk8rf$odr@krant.cs.ruu.nl>#1/1
X-Deja-AN: 104315912
organization: Dept of Computer Science, Utrecht University, The Netherlands
newsgroups: comp.sys.atari.programmer

I am trying to compile EnhancedGEM 2.20 with Pure C 1.0, but I am
running into a problem: the linker complains that _aes is undefined.
Now, _aes is supposed to be a symbol defined by Pure C (it is
declared as `extern long _aes' or something like that; the calls to
it are of the form _aes(0, 0xlongaddress)). I know that the problem
is caused by the fact that I need Pure 1.1 to compile the library,
but I don't feel like paying a lot of money for an upgrade just to
be able to compile this one library. Could anybody help me out as
to how _aes shd be defined?

Thanks in advance,

-- Jules

From 8017184996987592916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bfae1ee7ae2f53d6
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: HELP!! Uniterm strife!!
Date: 1995/06/13
Message-ID: <Pine.ULT.3.91.950613220633.20549A-100000@mars>#1/1
X-Deja-AN: 104315913
references: <3rib1a$sgk@columbia.acc.brad.ac.uk>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 12 Jun 1995, IA FOX wrote:

>
> I have been downloading files using ncftp through Uniterm and cannot work
-------<snip>------------
> Can someone tell me where I'm going wrong and what commands I should use
> to solve this problem.

I'm unsure of your excact method for downloading, but this may help:

1: When you use ftp , use the command "bin" to tell the server that you
want to download the file as binary.

2: If you use kermit , use the command "set file type binary" and remember
to click the binary box in uniterm as well.

// Jens M Andreasen

From 5055249178199125445
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1c6a8a3134d9da65
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: DSP FFT routines.
Date: 1995/06/13
Message-ID: <Pine.ULT.3.91.950613224221.20549B-100000@mars>#1/1
X-Deja-AN: 104315914
references: <DA3uJB.BD@westminster.ac.uk>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 13 Jun 1995, Philip Shore wrote:
>
> Anyone have any idea on the output format of the data from the standard DSP FFT
> routines. I mean like IEEE floating point format etc.
>
> I managed to get data to it, like passing a sine wave and only one result is
> set, but the actual value seems to be garbage.

I was unaware that the 56k could output in IEEE format but here we go:

S,EEEEEEEE,MMMMMMMMMMMMMMMMMMMMMMM

That's the bitpattern for single precision IEEE floating point,
(commaseparated for clarity).

S is the sign bit (1 == minus),E is the exponent 2^(-127 to 128) and M is
the mantissa normally taken to be a number between one and two (1.MMMMM...),
except when E is 00000000 == 2^(-127) when M is interpreted as (0.MMMMM...).

// Jens M Andreasen

From 150059231833681517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e750b8efba01faa
X-Google-Attributes: gid1115ce,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: Re: System Font ROM address?fit
Date: 1995/05/12
Message-ID: <800308106_OASIS_@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 102572564
reply-to: phil@yeadontt.demon.co.uk
newsgroups: ,comp.sys.atari.programmer
organisation: OASIS HQ

 In article <1995May12.095816.5284@lsl>
  timbe@lsl.co.uk said:-

>In article <3o6bl0$5so@news.uncc.edu>, ralunsfo@uncc.edu (Russell A Lunsford)
writes:
>> Does anyone know where in ROM the system font is stored, and the format that
>> it's stored in? Is the format the same as the PC's?
>>
>> Thanks,
>> Russ
>>
>> --
>> ***
>> "Let yourself go with the disease, be with it, keep company with it - this
>> is the way to be rid of it." - Bruce Lee
>>   ralunsfo@uncc.edu
>I think the answer is returned by the aline0 trap in one of the registers. I
>seem to remeber my lattice documentation saying that.... but that is from
>memory
>
>Tim Bevan
>

        If you can get hold od the book Atari ST Internals by Abacus there is a
detailed description of the system fonts, their arrangement and how to find
them in the ROMs.
--

  ==

From 3111168490087453429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Subject: Re: no programmers left?
Date: 1995/05/12
Message-ID: <3ovn72$gda@dux.dundee.ac.uk>#1/1
X-Deja-AN: 102572565
references: <1468dbrewood@nest.demon.co.uk>
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
: In a message of 10 May 95 David Levi (0) wrote to All :

: DL> From: Dave@levihome.demon.co.uk (David Levi)
: DL> I'm probably opening the flood gates, but I am suprised that
: DL> there seems to be little programming support for Basic, particularly
: DL> GFA.

: Agreed 100% David, my Internet<->NeST gateway is 100oded in GFA.

: Daron - dbrewood@nest.demon.co.uk

Does GFA run on the Falcon? Also if it does is their any enhancements
people have written for it?

Finally where can I get it?

Rod
--

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available

just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

From 7497736625748259560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c5dfb53e449f2ff
X-Google-Attributes: gid1115ce,public
From: msdemlei@mathi.uni-heidelberg.de (Markus Demleitner)
Subject: Re: The MiXT project
Date: 1995/05/12
Message-ID: <3ovcch$2o8@sun0.urz.uni-heidelberg.de>#1/1
X-Deja-AN: 102572566
references: <3no3n0$lj4@caro.dsic.emn.fr> <D86LIz.Hqr@cix.compulink.co.uk>
<avg.800193002@news.cwi.nl>
organization: University of Heidelberg, Germany
newsgroups: comp.sys.atari.programmer

Annius Groenink (avg@cwi.nl) wrote:
: what I am doing is writing lots of the AES code in terms of X drawing
: functions. So it still is a GEM program in many respects. Now I know
: that my 486DX50 is much faster than my TT, but the X version is
: definitely _much_ faster and more efficient than the GEM equivalent.
: I don't think that emulating the GEM calls would be that inefficient
: under X Window. I suspect the result would be faster in performance than
: a GEM program running under MultiTOS.

Well, I don't want to start another OS war, but in my view it is
simply unfair to compare Linux and MultiTOS, since Linux is an amateur
project that is simply bound to be more efficient than the commercial
MultiTOS (if this sounds somewhat contradictory to you, compare IBMs
SNA with TCP/IP -- you will see what I mean). And I heavily doubt that
your 486DX50 can do X on top of <some commercial PC-Unix> (even with
lots of RAM) quite as fast as a TT can do MagiC (ok, NVDI won't hurt
either) -- to turn things round for a change.

At least the workstations I have worked with (including various
RS-6000-Boxes, NeXT-Machines with Motorola and HP-Hardware, Sparcs),
while outperforming the TT by a factor of 10 at the very least, simply
didn't feel as snappy und X as my TT under MagiC (though they could
live scroll, which is a major problem for the TT). A few years ago
there was a saying like there is no machine that's fast enough for X.
Those were the days when Workstations had 68030 or their relatives
working in them...

I admit, having X on a machine is nice. Having X for networked stuff and
GEM for local stuff where snappy response counts is much better.
However, emulating GEM calls on X doesn't seem to good an idea to me:
You lose the flexibilty and elegance of X and sacrifice the speed of GEM.

Demi

From -7283081147894900569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6cc7c6877b068779,start
X-Google-Attributes: gid1115ce,public
From: dmurphy@nest.demon.co.uk (Dave Murphy)
Subject: re: emulating the 68k
Date: 1995/05/12
Message-ID: <1502dmurphy@nest.demon.co.uk>#1/1
X-Deja-AN: 102629571
x-ftn-adr: 90:100/109.0
x-viagateway-at: 90:100/106.0
reply-to: dmurphy@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

And the mists parted revealing S94

 S> I am considering writting a 68000 simulator for a PC and i was
 S> wondering what
 S> would be the fastest method for decoding the instruction set.
 S>
 S> A huge look-up table, or decoding the instruction bit by bit ..?
 S> Any ideas?, or is there any source code available which already does
 S> this, if so, where.

Probably a combination of the two. I have a good book which covers
disassembly techniques in some detail - 68000 Assembly Language -
Techniques for Building Programs by Donald Krantz & James Stanley
(Addison-Wesley).

The 68K instruction set is very regular & uses the upper 4 bits of the
operation word as an opcode which groups similar instuctions together.

Hope this helps.

BFN

[)ave

--

From 3759677903624428057
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,947e560123ae9992,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,947e560123ae9992,start

X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,947e560123ae9992,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,947e560123ae9992,start
X-Google-Attributes: gid109a67,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: Word Perfect
Date: 1995/05/13
Message-ID: <800402218_OASIS_@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 102572371
reply-to: phil@yeadontt.demon.co.uk
newsgroups: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,c
omp.sys.atari.st.tech
organisation: OASIS HQ

Does anybody know if a version of Word Perfect was ever released for
the Atari.
If it was could you please let me know where I could get hold of a
copy.

Thanks in advance.

--

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The Home Of

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_/    _/  _/    _/        _/  _/        _/
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```

========== Phil Yeadon ===== phil@yeadontt.demon.co.uk ==========

From -7514497921215020617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,947e560123ae9992
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 111a55,947e560123ae9992
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,947e560123ae9992
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,947e560123ae9992
X-Google-Attributes: gid109a67,public
From: mrathwel@uoguelph.ca (Mark Rathwell)
Subject: Re: Word Perfect
Date: 1995/05/13

Message-ID: <3p3g9n$l6l@ccshst05.cs.uoguelph.ca>#1/1
X-Deja-AN: 102572377
references: <800402218_OASIS_@yeadontt.demon.co.uk>
followup-
to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.
atari.st.tech
organization: University of Guelph
newsgroups: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,c
omp.sys.atari.st.tech

: Does anybody know if a version of Word Perfect was ever released for
: the Atari.

"The Atari" is a broad term. It could mean:

The Atari 400/800/XL/XE line
The Atari ST/STe/TT/Falcon030 line
The Atari 2600
The Atari 5200
The Atari 7800
The Atari Lynx
The Atari Jaguar
The Atari Portfolio
The Atari ABC PC line

If you mean the Atari ST line, then yes. Word Perfect 4.1 was
released.

>> Mark <<

From -3713949060670478619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c5dfb53e449f2ff
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: The MiXT project
Date: 1995/05/13
Message-ID: <3p2t7m$pt8@turing.fwi.uva.nl>#1/1
X-Deja-AN: 102572562
distribution: world
references: <D86LIz.Hqr@cix.compulink.co.uk> <avg.800193002@news.cwi.nl>
<3ovcch$2o8@sun0.urz.uni-heidelberg.de>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

msdemlei@mathi.uni-heidelberg.de (Markus Demleitner) wrote:

:Annius Groenink (avg@cwi.nl) wrote:
:: what I am doing is writing lots of the AES code in terms of X drawing
:: functions. So it still is a GEM program in many respects. Now I know

:: that my 486DX50 is much faster than my TT, but the X version is
:: definitely _much_ faster and more efficient than the GEM equivalent.
:: I don't think that emulating the GEM calls would be that inefficient
:: under X Window. I suspect the result would be faster in performance than
:: a GEM program running under MultiTOS.
:
:Well, I don't want to start another OS war, but in my view it is
:simply unfair to compare Linux and MultiTOS, since Linux is an amateur
:project that is simply bound to be more efficient than the commercial
:MultiTOS (if this sounds somewhat contradictory to you, compare IBMs
:SNA with TCP/IP -- you will see what I mean). And I heavily doubt that
:your 486DX50 can do X on top of <some commercial PC-Unix> (even with
:*lots* of RAM) quite as fast as a TT can do MagiC (ok, NVDI won't hurt
:either) -- to turn things round for a change.
:
:At least the workstations I have worked with (including various
:RS-6000-Boxes, NeXT-Machines with Motorola and HP-Hardware, Sparcs),
:while outperforming the TT by a factor of 10 at the very least, simply
:didn't feel as snappy und X as my TT under MagiC (though they could
:live scroll, which is a major problem for the TT). A few years ago
:there was a saying like there is no machine that's fast enough for X.
:Those were the days when Workstations had 68030 or their relatives
:working in them...

I work with a sun 5 with 32Mb ram running Solaris 2.4.
I am sure no Atari running any
OS can beat this machine, and believe me, I know atari machines quite
well!

:
:I admit, having X on a machine is nice. Having X for networked stuff and
:GEM for local stuff where snappy response counts is much better.
:However, emulating GEM calls on X doesn't seem to good an idea to me:
:You lose the flexibilty and elegance of X and sacrifice the speed of GEM.

let wait and see Edith 4X first ok?

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

From 2874075307408246363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: diehl@grin.io.org (Eric March)
Subject: Re: no programmers left?
Date: 1995/05/14

Message-ID: <3p4f7u$mgi@ionews.io.org>#1/1
X-Deja-AN: 102572563
distribution: world
references: <3nl74c$5op@banaan.fwi.uva.nl> <3nonkh$arv@ionews.io.org>
<799841825.1@cs.york.ac.uk>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Charles L. Glover (1Y0) (clg105@minster.york.ac.uk) wrote:

: Well I have a question or two. I am new to the newsgroup but not new to
: GFA programming, and I was wondering whether there is now a reliable way
: of removing both the top and bottom borders?

Not in GFA. Overscanning is a very time critical procedure, and GFA is not
nearly fast enough to handle it. Only assembler can do this.

: Also anyone who can remove the side borders ----in GFA---- please help.
: Anyone who can remove a single line or multiple lines of side borders
: would be interesting reading. It would be nice to write a Hardware
: scrolling routine in GFA that does not gobble up memory as much. One
: pixel hardware scrolling is easy but takes up more than a 1/2 meg machine
: has to give.

By hardware scrolling, do you mean STE hardware scrolling? Or some other
method? My scrolly rout runs fairly well, depending on the size of the
font, but I wouldn't call it a hardware scroll... it's just your bog
standard scrolline routine.

: Chaz.

--
```
   ____________________________  ________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

From -4345141870612803684
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 111a55,947e560123ae9992
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,947e560123ae9992
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1056fc,947e560123ae9992
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,947e560123ae9992
X-Google-Attributes: gid1115ce,public
From: guenther@cabal.shnet.org (Thorsten Guenther)
Subject: Re: Word Perfect
Date: 1995/05/14

Message-ID: <FEOOAGCPUP@cabal.shnet.org>#1/1
X-Deja-AN: 102629502
references: <800402218_OASIS_@yeadontt.demon.co.uk>
content-length: 656
content-type: text/plain; charset=ISO-8859-1
organization: private shNet site, Germany
mime-version: 1.0
newsgroups: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,c
omp.sys.atari.st.tech

In <800402218_OASIS_@yeadontt.demon.co.uk> Phil Yeadon wrote:
> Does anybody know if a version of Word Perfect was ever released for
>the Atari.
> If it was could you please let me know where I could get hold of a
>copy.

I'd get hold of a copy of 'Papyrus' instead, for Wp 4.1. is somewhat
outdated and Tempus Word pro is not available in an English version.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten G⍰nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

From 4357036103958771276
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4e9c228bf381d1c,start
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: word perfect
Date: 1995/05/14
Message-ID: <1506rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 102629572
x-ftn-adr: 90:100/103.0
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 14 May 95 Phil wrote::

 PY> From: phil@yeadontt.demon.co.uk (Phil Yeadon)
 PY> Does anybody know if a version of Word Perfect was ever released
 PY> for
 PY> the Atari.
 PY> If it was could you please let me know where I could get hold of
 PY> a copy.

There was one but it didn't last long as the producers were not willing to support such a (comparatively) small user base.

Your best bet for getting one is from junk stands at Computer Markets or second hand through BBS ads.

Roger

--

From -1477001897186815096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c5dfb53e449f2ff
X-Google-Attributes: gid1115ce,public
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: The MiXT project
Date: 1995/05/14
Message-ID: <D8L8CH.EDr@cix.compulink.co.uk>#1/1
X-Deja-AN: 102629573
references: <3no3n0$lj4@caro.dsic.emn.fr> <D86LIz.Hqr@cix.compulink.co.uk>
<avg.800193002@news.cwi.nl>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

In message <avg.800193002@news.cwi.nl>, avg@cwi.nl said:
> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>
> > X does require a lot of power - and this might be the sticking point.
> > At least on Ataris - MiXT will be very slow. X-MiNT is slow even

> I don't think that emulating the GEM calls would be that inefficient
> under X Window. I suspect the result would be faster in performance
> than a GEM program running under MultiTOS.

Hmm. I have both systems on my TT. There is not a lot between them - though NVDI helps MTOS whereas neither MiNT-X nor Linux/68 benefit from it.

Single TOS is faster than X though.

OTOH though its not MTOS (even the better AES 4.1 version) that MiXT is going to be compared to. Its going to be compared with the likes of MagiC. MagiC is much more optimised for Ataris than X11 ever will be.

I still think MiXT is a good idea though. My PC is (486sx2-50) runs X11R6 very nicely - and it would be nice to recompile GEM programs for it.

:-)

Roland.

@CiX

From 7382393902073890341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8f8c4681fc1dd6,start
X-Google-Attributes: gid1115ce,public
From: macdonald@cfcsc.dnd.ca (Ken Macdonald)
Subject: C programming language
Date: 1995/05/15
Message-ID: <macdonald.12.000A15E1@cfcsc.dnd.ca>#1/1
X-Deja-AN: 102709824
sender: news@cfcsc.dnd.ca (News Administrator)
organization: Canadian Forces Command and Staff College
newsgroups: comp.sys.atari.programmer

I was given Laser C (version 2.0) original disks and manuals. However
when I try to run it, I am informed that it does not work with TOS 1.06
(I have an STe w/TOS 1.062) and that I should run the "Patch.prg" Well,
well ,well :^) I can not find a "Patch.prg" anywhere on my four
disks!(the three disks plus the upgrade to version 2.0 disk) Does anyone
have a clue as to what is going on here?
Thanks for any help.
thanks.merci
-ken

well, it seems that no one uses or has used Laser C.
So I would like to find out what C language is preferred for programming on
the Atari. MarkWilliams? Lattice? ...?
thanks.merci
-ken

From -1061658926567417930
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2238ec761ba5792,start
X-Google-Attributes: gid1115ce,public
From: vegard@henry.interlink.no (Vegard Hofsoey)
Subject: Font selector info wanted
Date: 1995/05/15
Message-ID: <3p69cm$jfe@henry.interlink.no>#1/1
X-Deja-AN: 102837207
organization: InterLink AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

Can anybody tell me where I can find info on font selectors and where I
can find them for FTP (english versions, please, my german is rather poor)

Vegard Hofsoy
vegard@interlink.no

From 4484311742147533274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e4bd203cffacf23f,start
X-Google-Attributes: gid1115ce,public
From: vegard@henry.interlink.no (Vegard Hofsoey)
Subject: GEM-List standard reached?
Date: 1995/05/15
Message-ID: <3p69i4$jfe@henry.interlink.no>#1/1
X-Deja-AN: 102837208
organization: InterLink AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

Title says it all, really. Could anybody on this list post the agreed
standard (or a proposal if not finalized). Is this project still alive?

Vegard Hofsoy
vegard@interlink.no

From -8132041007134080692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ce13765ee263d5
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: HELP enhanced GEM
Date: 1995/05/16
Message-ID: <3p9s4c$eht@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 102709825
references: <D83qpA.I3u@muster.hrz.uni-giessen.de>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <D83qpA.I3u@muster.hrz.uni-giessen.de>, gd63@vision.hrz.uni-giessen.de
(Martin Schmidt) writes:
>Hi *
>
>Juergen Oppermann (s6354@FB1.FHTW-Berlin.DE) wrote:
>: who can give me sources or docs on TOS4.04 AES and enhanced GEM (let'em
fly ...)
>
>you can get Enhanced GEM (EGEM) by Christian Grunenberg
>from ftp.uni-stuttgart.de in pub/systems/atari/programming/C
>
>You will find
>- egem_220.lzh _Complete_ sources
>- e_gemut2.lzh some utilities

>and
>- egemd220.lzh Demos to show you the capability of egem.

I thought that Juergen meant X-AES (from the Let'em fly comment...). If so, I believe that there is a source release at Hensa I believe....

I could be wrong though.

See ya,

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

From -4480546448306901340
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7ec68ddd89e00d67,start
X-Google-Attributes: gid1115ce,public
From: pih@doc.ic.ac.uk (Paul Ian Harman)
Subject: Unusual Request number #18492.b
Date: 1995/05/16
Message-ID: <3pafc4$e0q@motmot.doc.ic.ac.uk>#1/1
X-Deja-AN: 102709826
distribution: world
organization: Dept. of Computing, Imperial College, University of London, UK.
reply-to: pih@doc.ic.ac.uk (Paul Ian Harman)
newsgroups: comp.sys.atari.programmer

Does anybody out there know if there is a utility that will convert pictures in .NEO or .PI1 format into something more "useful" for the PC, say .GIF format?

I want to put screenshots of my games onto my homepage, and this is the only way I can think of... pointers to ftp-able sites would be useful.

Thanks,

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"If heroes do not exist, it is necessary to invent them. Good for public morale." - Borusa, The Deadly Assasin

From -8248361205021128
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,820c4004cdd4e41f,start
X-Google-Attributes: gid1115ce,public
From: ee11cd@surrey.ac.uk (Mr Craig P Drummond)
Subject: Some GEM Programming Questions
Date: 1995/05/16
Message-ID: <3pb6cf$fb6@info-server.surrey.ac.uk>#1/1
X-Deja-AN: 102837203
organization: University of Surrey, Guildford, England
newsgroups: comp.sys.atari.programmer

Hi,

I'm a final year degree student and I'm writing a D2D package for the Atari Falcon. So far I've managed to implement the record & playback sections (I'm writing the editing part at the moment), however I have a few queries:

1. When I 'm playing/recording a sound file I display a model dialogue box to prevent the user from accessing any other part of the system. The reason for this is that during simultaneous playback/record, the timing is very critical - therefore I cannot allow the user to perform any other actions. I display the dialogue using the normal calls, except I use evnt_multi() and not form_do() for user input. The reason for this is that I want to stop playback/record whenever ANY key or mouse button is pressed (anywhere). Unfortunatley if another program's window is open (such as XControl) when this dialogue is displayed and the mouse is clicked on top of the open window, then that window is topped, and my program doesn't receive the event. How do I prevent this - i.e. how can I display a system modal dialoguebox that waits for multiple events?

2. Also, how can I detect if either mouse button (or both) is pressed using evnt_multi() - If I use the value 3 for the mouse parameter it still doesn't work.

3. How do I implement cycling of windows (i.e. using the CTRL-W keyboard short cut)? How do I know which window is the one that should be topped?

4. This isn't a programming question, as I've finished the record/playback section (apart from the niggles above) - I was thinking of uploading it to an FTP site so that I could get feedback from potential users (this would look good in my final report). How do I go about this - I've never actually uploaded anything - however I do have full internet access. Secondly, which FTP sites would be the best to upload it to?

Please send any replies to : ee11cd@surrey.ac.uk
- or - Craig.Drummond@ee.surrey.ac.uk

Thanks for any assistance.

Craig.

p.s. When I've finished the whole project I may upload the thing (executable, C-Source code, and -maybe- my actual report) - is anyone interested in this?

From -658588249858535032
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a8a4ed2e35de53
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,49a8a4ed2e35de53
X-Google-Attributes: gid109a67,public
From: Alan Parker <se2ap@dmu.ac.uk>
Subject: Re: DSP programmers
Date: 1995/05/17
Message-ID: <3pcf79$qe8@macondo.dmu.ac.uk>#1/1
X-Deja-AN: 102709632
distribution: world
references: <799594396.10@cs.york.ac.uk> <3ocub9$2fo@whitbeck.ncl.ac.uk> <3ol74h$2g8@boson.epita.fr>
content-type: text/plain; charset=us-ascii
organization: De Montfort University
x-url: news:3ol74h$2g8@boson.epita.fr
mime-version: 1.0
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; HP-UX A.09.01 9000/720)

gauthe_a@meson.epita.fr (alain gautherot) wrote:
>
> DevpacDSP is full of bugs...
> Many adressing modes are not allowed though they should.

Really? Please give details. I am not 100% clear about the addressing modes, but I've never
had any major problems. The only bug I've found is that you can't have too many labels starting with
the same character/s (probably some hashing algorithm bug).

I also think that DevpacDSP is good because it produce binary output and is quite fast.

Alan.

--
/----------\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |

\----------/

From 1886193086458508500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,86e096e7839482a9,start
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Looking for alain gautherot
Date: 1995/05/17
Message-ID: <3pckn6$966@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 102709827
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

Hi, sorry to junk, but could Alain send me a valid email address...(error message below)

If you cannot see why I cannot mail you, the answer is Yes please.

Cheers.

Anthony

The original message was received at Wed, 17 May 1995 12:34:51 GMT
from root@boson.epita.fr [163.5.1.4]

   ----- The following addresses had delivery problems -----
gauthe_a@epita.fr (unrecoverable error)
    (expanded from: <Alain.Gautherot@epita.fr>)

   ----- Transcript of session follows -----
550 gauthe_a@epita.fr... User unknown

   ----- Original message follows -----

--

_____

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

"..and sheep may go back to eating grass and making methane..." - Llamazap

---

From -1709257391615829037
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7ec68ddd89e00d67
X-Google-Attributes: gid1115ce,public
From: A.I.Nicholls@herts.ac.uk (Alex Nicholls)
Subject: Re: Unusual Request number #18492.b
Date: 1995/05/17
Message-ID: <42332fb9e933@sirius.herts.ac.uk>#1/1
X-Deja-AN: 102837200
distribution: world
references: <3pafc4$e0q@motmot.doc.ic.ac.uk>
organization: University of Hertfordshire
newsgroups: comp.sys.atari.programmer

Paul Ian Harman (pih@doc.ic.ac.uk) wrote:

: Does anybody out there know if there is a utility that will convert
: pictures in .NEO or .PI1 format into something more "useful" for the PC,
: say .GIF format?

: I want to put screenshots of my games onto my homepage, and this is the
: only way I can think of... pointers to ftp-able sites would be useful.

Well try GEM-View it is the best for graphic viewing at least and can cope
with loading and saving in many different formats (Mac, Sun, PC etc..)
it is avilable on ur server ;) src.doc.ic.ac.uk..
in something like /pub/packages/atari/umich/Graphics

Alex Nicholls

From -3448421218773743415
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7ec68ddd89e00d67
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Unusual Request number #18492.b
Date: 1995/05/17
Message-ID: <3pcuqn$lml@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 102837201
distribution: world
references: <3pafc4$e0q@motmot.doc.ic.ac.uk>
organization: University of Newcastle upon Tyne, UK
newsgroups: comp.sys.atari.programmer

In article <3pafc4$e0q@motmot.doc.ic.ac.uk>, pih@doc.ic.ac.uk (Paul Ian Harman)
writes:

|> Does anybody out there know if there is a utility that will convert
|> pictures in .NEO or .PI1 format into something more "useful" for the PC,
|> say .GIF format?

I expect that GEMView will do it...it does most things.

Craig.

```
 __                              _
 | \        | |                 / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From 7810982589161104523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7ec68ddd89e00d67
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Re: Unusual Request number #18492.b
Date: 1995/05/17
Message-ID: <3pd4a7$flo@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 102837202
distribution: world
references: <3pafc4$e0q@motmot.doc.ic.ac.uk>
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 348

In article <3pafc4$e0q@motmot.doc.ic.ac.uk>, pih@doc.ic.ac.uk (Paul Ian Harman)
writes:
>Does anybody out there know if there is a utility that will convert
>pictures in .NEO or .PI1 format into something more "useful" for the PC,
>say .GIF format?
>
>I want to put screenshots of my games onto my homepage, and this is the
>only way I can think of... pointers to ftp-able sites would be useful.

If we are talking for the Atari, then what about Gemview? I think that
this has .GIF and degas support...

I expect it can be ftp'd from hensa, or any of the other major sites (I would be
more specific, if the server with netscape on it's HD wasn't down...)

Anthony
--

```
                  Anthony Jacques : jacquesa@cs.man.ac.uk
                  WWW : http://www.cs.man.ac.uk/~jacquesa/
```

"..and sheep may go back to eating grass and making methane..." - Llamazap
---

From -8648805225685823369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d538373ec8b4f8ba
X-Google-Attributes: gid1115ce,public
From: cm3hirjd@bs47c.staffs.ac.uk (Requiem)
Subject: Re: STOS?
Date: 1995/05/17
Message-ID: <3pdaaq$e64@bs33n.staffs.ac.uk>#1/1
X-Deja-AN: 102837204
references: <9505031438.AA04228@ilmen.lanl.gov>
organization: Staffordshire University
newsgroups: comp.sys.atari.programmer

Hutch (hutch@ilmen.lanl.gov) wrote:

[re: STOS]
: No longer being developed or supported, AFAIK. But you can surely
: find copies of it forsale if you shop around.

No longer being developed. If you disregard the multitude of excellent extensions available. No longer supported. If you don't consider the STOS mailing list, the STOS disk magazines and the STOS articles published in STF to be support. It has more support than just about any other programming language for the Atari. Probably because its nice and easy to use so it gained followers quickly.

Rich

--

```
   _____                            + + + + + + + + + + + + + + + + + + + + +
  (, /   ) ,    /)            /)    Richard Davey, Falcon Owners Group (UK)
    /__ /    _ (/   _   __  _(/   25 Old Acre Lane, Brocton, Staffs, ST17 0TW
 ) /   \__(_(__/ )_(_(_/ (_(_(_    requiem@bs47c.staffs.ac.uk   IRC: Requiem
(_/                                + + + + + + + + + + + + + + + + + + + + +
```

And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

From 8926076941558420259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf56c80f6a6287f4,start
X-Google-Attributes: gid1115ce,public
From: pih@doc.ic.ac.uk (Paul Ian Harman)
Subject: NeoChrome File Formats
Date: 1995/05/17
Message-ID: <3pdoup$ku9@oak67.doc.ic.ac.uk>#1/1
X-Deja-AN: 102837205

distribution: world
organization: Dept. of Computing, Imperial College, University of London, UK.
reply-to: pih@doc.ic.ac.uk (Paul Ian Harman)
newsgroups: comp.sys.atari.programmer

Could somebody post me the EXACT format that NeoChrome screens come in?
Thanks muchly...

I _think_ that it's 32000 bytes of screen data stored in the standard
Atari screen format (i.e. ghastly) followed by 32 bytes of palette
data. But what is the other stuff for?

What I want to know, is this:

- Where the palette data starts
- What format the palette is stored in
- Where the picture data starts
- What format that is in

PLEASE e-mail me ASAP with the info - thanks!

Ozzy.

From -8817199570637604051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8f8c4681fc1dd6
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: C programming language
Date: 1995/05/17
Message-ID: <Pine.ULT.3.91.950517053202.573A-100000@mars>#1/1
X-Deja-AN: 102837214
references: <macdonald.12.000A15E1@cfcsc.dnd.ca>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Mon, 15 May 1995, Ken Macdonald wrote:

> well, it seems that no one uses or has used Laser C.
> So I would like to find out what C language is preferred for programming on
> the Atari. MarkWilliams? Lattice? ...?

It seems that Lattice C & Pure (Turbo) C are the most popular packages. Test
has shown that Lattice produces the faster code, but compilation time goes
square with length of file (keep your modules small and healthy). Lattice
comes with assembler and resource-editor + debugger. You can even do some

inline machinecode programming. It's supposed to conform to ANSI standards allthough a lot of stuff that I have tried to compile just spits out errors Consider this:

```
     unsigned int some_func(some_type){

          /* do something*/

          return -1; /* Lattice won't accept this */
          }
```

Well, I interprete that returnvalue as max int ? On the other hand, the stuff I have written at home compiles straight out of the box on other systems!

I had an "evaluation copy" of Turbo C 1.5 a long time ago, but I'm sure that somebody else can inform you better about the bells and whistles of Pure C.

Don't forget to consider Gnu C as well. A lot of Mint stuff & Unix ports can only be compiled with that one. Understands C++ as well. And is *free*.

// Jens M Andreasen

From -7474607578736229498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,947e560123ae9992
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1056fc,947e560123ae9992
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,947e560123ae9992
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,947e560123ae9992
X-Google-Attributes: gid109a67,public
From: L.J.Sak@kub.nl (SAK L.J.)
Subject: Re: Word Perfect
Date: 1995/05/18
Message-ID: <19950518125420.L.J.Sak@sp0011.kub.nl>#1/1
X-Deja-AN: 102836908
distribution: world
references: <800402218_OASIS_@yeadontt.demon.co.uk>
organization: Tilburg University / The Netherlands
reply-to: L.J.Sak@kub.nl
newsgroups: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,c
omp.sys.atari.st.tech

In Article <800402218_OASIS_@yeadontt.demon.co.uk> "phil@yeadontt.demon.co.uk
(Phil Yeadon)" says:
>   Does anybody know if a version of Word Perfect was ever released for
> the Atari.
>   If it was could you please let me know where I could get hold of a
> copy.

>
>   Thanks in advance.

Hi Phill,

There is in fact a version released (once on a 'fair' introduced, must be a long time ago because I bought my first mem expansion (512 Kb for plenty cash). I thought it was 4.1. (not wysiwyg, that's why it was not accepted [that's write was better and wysiwyg]. I don't know where to get it, but I will look around, okay?

From 3268008693266912463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9875cbcd49c980bf,start
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: How to block key input
Date: 1995/05/18
Message-ID: <wongck.170.0009C530@ti.com>#1/1
X-Deja-AN: 102837206
distribution: world
organization: Texas Instruments
newsgroups: comp.sys.atari.programmer

I am writting a small GEM program that uses multi_event calls to get users keyboard/mouse inputs. The problem is keyboard inputs are buffered while my program is busy updating screen etc. This is actually good but it goes on to clear the keyboard queue even after the user have stopped inputing. This cause nasty effects when the user is deleting lines and the program continues deleting lines even when the user stopped pressing the delete key.

How can I control the keyboard queue? Any ideas are welcome.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o>   520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com   ===O=== 486DX33 8Mb 210M HDD
  "I can't quite make a PC sing, but roll over and play dead is easy!"

,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

From 8394611275547052019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8f8c4681fc1dd6
X-Google-Attributes: gid1115ce,public
From: nab@comp.lancs.ac.uk (Mr N A Barnes)
Subject: Re: C programming language
Date: 1995/05/18
Message-ID: <D8rq9E.73C@comp.lancs.ac.uk>#1/1
X-Deja-AN: 102837209
sender: usenet@comp.lancs.ac.uk (The Guardian)
references: <macdonald.12.000A15E1@cfcsc.dnd.ca>
organization: Computing Department, Lancaster University.
newsgroups: comp.sys.atari.programmer

In article <macdonald.12.000A15E1@cfcsc.dnd.ca> macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:
>I was given Laser C (version 2.0) original disks and manuals. However
>when I try to run it, I am informed that it does not work with TOS 1.06
>(I have an STe w/TOS 1.062) and that I should run the "Patch.prg" Well,
>well ,well :^) I can not find a "Patch.prg" anywhere on my four
>disks!(the three disks plus the upgrade to version 2.0 disk) Does anyone
>have a clue as to what is going on here?

Well, I've not got Laser C, but if I remember correclty it's a wee bit old these days, so programs compiled with it may have problems if you use the original libraries and someone tries to run it on a TOS 2.00 or greater machine. I'm not sure about this, but there have been one or two programs which run fine under TOS 1.6, 1.62 but not under TOS 4.04, and the only problem has been the libraries used by the compiler. Imagine trying to patch the code, just the compiled in libraries part with a more up to date set of compiled libraries, by hand, without a symbol table or owt like that... it's a bit tiresome.
Still, your best bet I suppose is to try some atari ftp sites..

>well, it seems that no one uses or has used Laser C.
>So I would like to find out what C language is preferred for programming on
>the Atari. MarkWilliams? Lattice? ...?

Well, I've got Lattice V5.6 and thats good, but my C compiler of choice is definitely GCC 2.3.3 - simply because so many unix programs can be made to compile on your ST with next to no fuss....

Hope this helps,

Neil
(nab@comp.lancs.ac.uk)

p.s. wasn't Laser C called something else originally, or did it become something else... wasn't Megaroids written in it ?

From 601165345005344093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,820c4004cdd4e41f
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: Some GEM Programming Questions
Date: 1995/05/18
Message-ID: <D8rr2K.2t5@crash.cts.com>#1/1
X-Deja-AN: 102837210
sender: news@crash.cts.com (news subsystem)
references: <3pb6cf$fb6@info-server.surrey.ac.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Mr Craig P Drummond (ee11cd@surrey.ac.uk) wrote:
: Hi,

: I'm a final year degree student and I'm writing a D2D package for the Atari
: Falcon. So far I've managed to implement the record & playback sections (I'm
: writing the editing part at the moment), however I have a few queries:

: 1. When I 'm playing/recording a sound file I display a model dialogue
: box to prevent the user from accessing any other part of the system.
: The reason for this is that during simultaneous playback/record, the
: timing is very critical - therefore I cannot allow the user to perform
: any other actions. I display the dialogue using the normal calls,
: except I use evnt_multi() and not form_do() for user input. The reason
: for this is that I want to stop playback/record whenever ANY key or
: mouse button is pressed (anywhere). Unfortunatley if another program's
: window is open (such as XControl) when this dialogue is displayed and the
: mouse is clicked on top of the open window, then that window is topped,
: and my program doesn't receive the event. How do I prevent this - i.e.
: how can I display a system modal dialoguebox that waits for multiple
: events?

Lock the screen semaphore. It makes it so other processes do not receive
messages until you release the semaphore. The command is
"wind_update(x)" x being 1 or 0.

: 2. Also, how can I detect if either mouse button (or both) is pressed using
: evnt_multi() - If I use the value 3 for the mouse parameter it still
: doesn't work.

Got me, I've tried the same thing. I have "Mickey Moused" and waited for
a mouse event with evnt_multi() and then checked the status of the mouse
buttons after evnt_multi() returns.

: 3. How do I implement cycling of windows (i.e. using the CTRL-W keyboard
: short cut)? How do I know which window is the one that should be

:   topped?

I suppose the quickest way to do this is to make the top-most window the bottom one. However, this only works with AES versions over 4.0. The command uses "wind_set" with the mode parameter being decimal 25.

:   4. This isn't a programming question, as I've finished the record/playback
:   section (apart from the niggles above) - I was thinking of uploading it
:   to an FTP site so that I could get feedback from potential users (this
:   would look good in my final report). How do I go about this - I've never
:   actually uploaded anything - however I do have full internet access.
:   Secondly, which FTP sites would be the best to upload it to?

Upload it to the University of Michigan (umich) in the USA, hensa and demon in the UK, any spot in Germany, and ftp.cnam.fr in France.

: Please send any replies to : ee11cd@surrey.ac.uk
:   - or - Craig.Drummond@ee.surrey.ac.uk

: Thanks for any assistance.

: Craig.

: p.s. When I've finished the whole project I may upload the thing (executable,
: C-Source code, and -maybe- my actual report) - is anyone interested in this?

Sure, we are always interested in new projects.

Rich

From -1045391694373387846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9a668520683106b9,start
X-Google-Attributes: gid1115ce,public
From: A.I.Nicholls@herts.ac.uk (Alex Nicholls)
Subject: EGEM and GNU C
Date: 1995/05/18
Message-ID: <42332fbb2e79@sirius.herts.ac.uk>#1/1
X-Deja-AN: 102837211
organization: University of Hertfordshire
keywords: EGEM GNU
newsgroups: comp.sys.atari.programmer

I have recently written a new program which I intend to release in the near future.. unforuntately I have come up with a in my humble opinion a serious problem..

The problem is if I run the program without SpeedoGDOS it crashes... I have found that the problem comes with the init_gem call..

I tried to compile the minidemo C program in one of the provided demo programs, and the Program would only run if SpeedoGDOS was installed..

Any help regarding this matter would be greatfully received,

Alex Nicholls
A.I.Nicholls@herts.ac.uk

From -4541896816925401270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,820c4004cdd4e41f
X-Google-Attributes: gid1115ce,public
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Subject: Re: Some GEM Programming Questions
Date: 1995/05/18
Message-ID: <3pfeoo$drt@mercury.dur.ac.uk>#1/1
X-Deja-AN: 102837212
references: <3pb6cf$fb6@info-server.surrey.ac.uk>
organization: University of Durham, Durham, UK.
newsgroups: comp.sys.atari.programmer

Mr Craig P Drummond (ee11cd@surrey.ac.uk) wrote:

: and my program doesn't receive the event. How do I prevent this - i.e.
: how can I display a system modal dialoguebox that waits for multiple
: events?

Using wind_update(BEG_UPDATE) prevents events from going to any other application than your own. Then use evnt_multi to sit on mouse and key click events. I suggest that you do not attempt process GEM message events during this period (apart from possibly AP_TERM etc.). Free the system using the normal wind_update(BEG_UPDATE) call.

The reimplementation of form_do given in the LC5.6 manual uses this method.

: 2. Also, how can I detect if either mouse button (or both) is pressed using
: evnt_multi() - If I use the value 3 for the mouse parameter it still
: doesn't work.

I used to know how to do this, but I've forgotten and lost the original message - so I'd also be happy if someone reposted the solution.

: 3. How do I implement cycling of windows (i.e. using the CTRL-W keyboard
: short cut)? How do I know which window is the one that should be
: topped?

I take it you mean including windows owned by other applications? Under any AES 4.0-compatible or above system, there are wind_get modes which allow you to find windows at a given position. On single tasking systems (and possibly under Magic) IIRC there are at least 2 protocols allowing

window cycling to extend to accessaries and other applications. If you
need more info on this, email me and I'll dig it out.

:   4. This isn't a programming question, as I've finished the record/playback
:   section (apart from the niggles above) - I was thinking of uploading it
:   to an FTP site so that I could get feedback from potential users (this
:   would look good in my final report). How do I go about this - I've never
:   actually uploaded anything - however I do have full internet access.
:   Secondly, which FTP sites would be the best to upload it to?

For .ac.uk, the easiest site to upload to is micros.hensa.ac.uk. Use
'put <localfile>' in your ftp program to place the archive and a small
message in /incoming/atari/falcon (IIRC). atari.archive.umich.edu is
rather hard to get on to so that you can upload, but you can mail files
to the archive administrators, and it's widely mirrored around the world.

: p.s. When I've finished the whole project I may upload the thing (executable,
: C-Source code, and -maybe- my actual report) - is anyone interested in this?

Yup, I'd be interested.

ATB,

Martin

--
****
* ---------- M.J.Maisey@durham.ac.uk ---------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

From 7726531253315066013
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: d.e.jones@ex.ac.uk (Dan Jones)
Subject: Re: no programmers left?
Date: 1995/05/18
Message-ID: <d.e.jones-1805951540440001@144.173.2.243>#1/1
X-Deja-AN: 102837213
sender: news@exeter.ac.uk (news admin)
references: <1468dbrewood@nest.demon.co.uk> <3ovn72$gda@dux.dundee.ac.uk>
organization: Exeter Uni, UK
newsgroups: comp.sys.atari.programmer

There are still GFA programmers around. The best way we can get support
is from each other. This is the perfect place for it too. I quite often
post questions and answers on the comp.sys.atari.progammer newsgroup.
Good luck with your programming.

--

Dan Jones

From 5139593642571067334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8f8c4681fc1dd6
X-Google-Attributes: gid1115ce,public
From: hutch@ilmen.lanl.gov (Hutch)
Subject: Re: C programming language
Date: 1995/05/18
Message-ID: <9505181602.AA01023@ilmen.lanl.gov>#1/1
X-Deja-AN: 102837215
sender: nobody@cs.utexas.edu
organization: UTexas Mail-to-News Gateway
newsgroups: comp.sys.atari.programmer

In article 73C@comp.lancs.ac.uk, nab@comp.lancs.ac.uk (Mr N A Barnes) writes:
>
>p.s. wasn't Laser C called something else originally, or did it become
>something else... wasn't Megaroids written in it ?

Yep. Laser C was originally known as Megamax C (hence the game, Megaroids).

-Hutch- @ Fair Dinkum Tech

From -2798248473708894865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9875cbcd49c980bf
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: How to block key input
Date: 1995/05/18
Message-ID: <Pine.ULT.3.91.950518140125.11698A-100000@timar>#1/1
X-Deja-AN: 102837216
references: <wongck.170.0009C530@ti.com>
x-sender: jens-and@timar
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Thu, 18 May 1995, William Wong wrote:

>
> How can I control the keyboard queue? Any ideas are welcome.

After returning from whatever your program was busy doing, it should take care of all char's in the buffer. Throw them away?? Or if you want typeahead but not "delete-ahead", then put_to_screen while not backspace or delete detected, throw_away the rest. (If only emacs would understand that, sigh..)

// Jens M Andreasen

From -6238126454761916705
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: dbrewood@nest.demon.co.uk (Daron Brewood)
Subject: re: no programmers left?
Date: 1995/05/18
Message-ID: <1532dbrewood@nest.demon.co.uk>#1/1
X-Deja-AN: 102837217
x-ftn-adr: 90:100/106.0
x-viagateway-at: 90:100/106.0
reply-to: dbrewood@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of 18 May 95 Dan Jones (0) wrote to All :

 DJ> There are still GFA programmers around. The best way we can get
 DJ> support is from each other. This is the perfect place for it too. I
 DJ> quite often post questions and answers on the comp.sys.atari.progammer
 DJ> newsgroup. Good luck with your programming.

And there is also a hell of a lot of support in NeST with a lot of GFA coders in there, myself included.

Daron - dbrewood@nest.demon.co.uk

--

From 5491803653674498824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,acca56b7f7fe9fc,start
X-Google-Attributes: gid1115ce,public
From: tdcflcn@infinet.com (Thomas D. Chamberlain)
Subject: Lattice C 5.6 for Sale
Date: 1995/05/18
Message-ID: <3pgmea$1g0@horus.infinet.com>#1/1
X-Deja-AN: 102837218
distribution: world
organization: InfiNet
newsgroups: comp.sys.atari.programmer

I have Lattice C 5.6 for Sale, $175.00

It's just out of the Box.
I'll include "THE ATARI COMPENDIUM".

Never have time to learn it for the Falcon.

Thomas D. Chamberlain - Information System Analyst

3X Corporation
Expertise - Excellence - Execution
IBM Premier Business Partner

90MHz Pentium, 1Gig, 8Meg, 4x CD-ROM
Atari Falcon030, 1Gig, 16Meg

From 441026747353971411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,820c4004cdd4e41f
X-Google-Attributes: gid1115ce,public
From: djs@jet.uk (David Stevenson)
Subject: Re: Some GEM Programming Questions
Date: 1995/05/19
Message-ID: <djs.800879239@gen-off-1>#1/1
X-Deja-AN: 102837219
references: <3pb6cf$fb6@info-server.surrey.ac.uk> <D8rr2K.2t5@crash.cts.com>
organization: JET Joint Undertaking
newsgroups: comp.sys.atari.programmer

richcsst@crash.cts.com (Richard John Kelsch) writes:

>: evnt_multi() - If I use the value 3 for the mouse parameter it still
>: doesn't work.

>Got me, I've tried the same thing. I have "Mickey Moused" and waited for
>a mouse event with evnt_multi() and then checked the status of the mouse
>buttons after evnt_multi() returns.
Add 256 to the mouse state requested, eg wait for 259. It's documented
in the errata for the Atari Compendium. This trick has always worked for
all TOSes, as far as I am aware.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==========

The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

From 1778309892974091212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4637650f91c84578,start
X-Google-Attributes: gid1115ce,public
From: jules@cs.ruu.nl (Jules Vleugels)
Subject: Flydial question
Date: 1995/05/19
Message-ID: <3phv27$6nv@krant.cs.ruu.nl>#1/1
X-Deja-AN: 102837220
organization: Dept of Computer Science, Utrecht University, The Netherlands
newsgroups: comp.sys.atari.programmer

I am currently writing a program in which I want all forms to have so-called flydials (a sort of `folded' upper right corner) that can be used to move the entire form. The stupid thing is that I've been able to figure out how to implement this, but for the sake of uniform appearance I would like them to look the same way they do in e.g. Gemini or Interface. Looking at the resource files of those programs revealed that the flydials are simply transparent `crossed' boxes of which only the lower left diagonal part is drawn (this sounds a bit strange but if you've seen them you'll know what I mean). The question is: how can one draw only that part of an object rather than the whole object? Or am I missing something and are they achieved in a different way? Any help would be appreciated.

-- Jules

From 1893204746968357367
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,a555603b5bfa7165,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,a555603b5bfa7165,start
X-Google-Attributes: gid1115ce,public
From: gustavo@dent.uchicago.edu (Gustavo Comezana)
Subject: GCC GEM libraries
Date: 1995/05/19
Message-ID: <D8u8KA.DDw@midway.uchicago.edu>#1/1
X-Deja-AN: 102951115
sender: news@midway.uchicago.edu (News Administrator)
x-nntp-posting-host: dent.uchicago.edu
organization: Dept. of Mathematics
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

Does anyone know if there is any documentation available on the GEM libraries for GCC? Thanks in advance.

Gustavo

From -1758155236552200121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8f8c4681fc1dd6
X-Google-Attributes: gid1115ce,public
From: nab@comp.lancs.ac.uk (Mr N A Barnes)
Subject: Re: C programming language
Date: 1995/05/19
Message-ID: <D8tMLv.AyH@comp.lancs.ac.uk>#1/1
X-Deja-AN: 102951300
sender: usenet@comp.lancs.ac.uk (The Guardian)
references: <9505181602.AA01023@ilmen.lanl.gov>
organization: Computing Department, Lancaster University.
newsgroups: comp.sys.atari.programmer

In article <9505181602.AA01023@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:
>In article 73C@comp.lancs.ac.uk, nab@comp.lancs.ac.uk (Mr N A Barnes) writes:
>>
>>p.s. wasn't Laser C called something else originally, or did it become
>>something else... wasn't Megaroids written in it ?
>
>Yep. Laser C was originally known as Megamax C (hence the game, Megaroids).

Loved that game (for no good reason, except that in ran faster on a high res monitor...), speaking of which they did offer out the source code for it, I wonder, does anyone have a copy of this source code ? Is there a way I could get hold of a copy ?

Sorry it's a bit off topic, but it's reminded me of the early days of programming my ST (and watching windows hang in space empty not responding to anything, then having to reboot off a floppy .... it took hours for the bruising to go down <grin>).

Thanks in advance,

Neil
(nab@comp.lancs.ac.uk)

From -1383603818473244875
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,255d4e70cdc6ad37,start
X-Google-Attributes: gid1115ce,public
From: gearyp@cs.man.ac.uk (S94)

Subject: Medway Boys, Automation...
Date: 1995/05/19
Message-ID: <3pi23j$ch@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 102951301
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 324
newsgroups: comp.sys.atari.programmer

I'd be interested in getting hold of all of the old Medway Boys and Automation menus from there disks as i've already got quite a collection, and there are not the sort of thing you'd find in a pd library (can't think why!!).

Also, does anybody know at what cd numbers these finished at ?

From 2573288006088730428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf56c80f6a6287f4
X-Google-Attributes: gid1115ce,public
From: cm3hirjd@bs47c.staffs.ac.uk (Requiem)
Subject: Re: NeoChrome File Formats
Date: 1995/05/19
Message-ID: <3pibdi$ltj@bs33n.staffs.ac.uk>#1/1
X-Deja-AN: 102951302
distribution: world
references: <3pdoup$ku9@oak67.doc.ic.ac.uk>
organization: Staffordshire University
newsgroups: comp.sys.atari.programmer

Paul Ian Harman (pih@doc.ic.ac.uk) wrote:

: Could somebody post me the EXACT format that NeoChrome screens come in?
: Thanks muchly...

```
<NEOchrome>     *.NEO

 1 word          flag byte [always 0]
 1 word          resolution [0 = low res, 1 = medium res, 2 = high res]
 16 words        palette
 12 bytes        filename [usually "        .   "]
 1 word          color animation limits.  High bit (bit 15) set if color
                 animation data is valid.  Low byte contains color animation
                 limits (4 most significant bits are left/lower limit,
                 4 least significant bits are right/upper limit).
 1 word          color animation speed and direction.  High bit (bit 15) set
                 if animation is on.  Low order byte is # vblanks per step.
                 If negative, scroll is left (decreasing).  Number of vblanks
                 between cycles is |x| - 1
 1 word          # of color steps (as defined in previous word) to display
                 picture before going to the next.  (For use in slide shows)
 1 word          image X offset [unused, always 0]
```

```
 1 word          image Y offset [unused, always 0]
 1 word          image width [unused, always 320]
 1 word          image height [unused, always 200]
 33 words        reserved for future expansion
 16000 words     picture data (screen memory)
 -----------
 32128 bytes     total
```

Format obtained from the ST Picture Formats like, edited by David Baggett (dmb@wam.umd.edu)

Rich

--


```
   _____                            + + + + + + + + + + + + + + + + + + + + +
  (, /   ) ,    /)            /)    Richard Davey, Falcon Owners Group (UK)
    /__ /    _ (/   _   __  _(/   25 Old Acre Lane, Brocton, Staffs, ST17 0TW
 ) /   \__(_(__/ )_(_(_/ (_(_(_    requiem@bs47c.staffs.ac.uk   IRC: Requiem
(_/                                 + + + + + + + + + + + + + + + + + + + + +
```


And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

From 1460886166143395979
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4637650f91c84578
X-Google-Attributes: gid1115ce,public
From: hjv@phil.ruu.nl (Hendrik Jan Veenstra)
Subject: Re: Flydial question
Date: 1995/05/19
Message-ID: <3piq4q$3v1@chico.staf.phil.ruu.nl>#1/1
X-Deja-AN: 102951303
references: <3phv27$6nv@krant.cs.ruu.nl>
content-type: text/plain; charset=US-ASCII
organization: Dept. of Philosophy, Utrecht University, The Netherlands
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
nntp-posting-user: hjv

jules@cs.ruu.nl (Jules Vleugels) writes:

>I am currently writing a program in which I want all forms to have
> so-called flydials (a sort of `folded' upper right corner) that can
> be used to move the entire form. The stupid thing is that I've been
> able to figure out how to implement this, but for the sake of
> uniform appearance I would like them to look the same way they do in
> e.g. Gemini or Interface. Looking at the resource files of those
> programs revealed that the flydials are simply transparent `crossed'
> boxes of which only the lower left diagonal part is drawn (this
> sounds a bit strange but if you've seen them you'll know what I
> mean). The question is: how can one draw only that part of an
> object rather than the whole object? Or am I missing something and

> are they achieved in a different way? Any help would be
> appreciated.

Yes, they're drawn differently. The Flydial code inspects every tree in the RSC, and upon encountering e.g. an 'IBOX that's CROSSED and has the TOUCHEXIT bit set', it replaces this object with a USERDEF object, which is the 'folded corner' you know. So all the special objects you often encounter (drag-corner, underlined box-titles, mac-look radio buttons, crossed checkboxes, etc) are implemented by dynamically replacing certain objects in the resource with cutom drawing code.
If you're interested in this kind of things, check out the EGEM library (available at atari.archive.unmich.edu I suppose). This is a full featured library that implements all this things and much, much more. It comes as source code, so you can take a look and see how e.g. fly-corners are achieved, or you can modifiy the code to suit your need. And it's free...

Hope this helps.

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

From -82080189415880659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80c8df82c83c33cc,start
X-Google-Attributes: gid1115ce,public
From: gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
Subject: MiNT compilation & GCC...
Date: 1995/05/19
Message-ID: <3pjaek$ojp@sphinx.Gsu.EDU>#1/1
X-Deja-AN: 102951304
organization: Georgia State University
newsgroups: comp.sys.atari.programmer

Hi, Earthlings ;-) !

Just some silly questions. I've mostly used GFA and Pascal for programming, so C is kind of a mystery to me. Despite this, I've (bravely?) installed various versions of GCC on my Falcon's hard disk - and tried to compile optimized 68030 versions of MiNT 1.12. Partly just for fun, partly to see if anything improves.

But... Although I've managed to compile both MiNT 1.12 and the "other" MiNT (something like MH-MiNT, can't remember now..) available in Germany, the results have been somewhat strange.

68030-optimization seems to reduce the size of MINT.PRG a little, but otherwise the speed doesn't seem to improve at all. Should this be so?

Unfortunately, these compilations don't seem to work 100% reliably, either.. Some strange things happen that don't happen when using

"official" MiNT compilations.

I used CGG 2.36 at first, with those results mentioned. Then I tried version 2.5x - but for some reason, I couldn't make it compile MiNT without error messages (using same sources as w. 2.36). Anyway, I've heard that some bug somewhere makes 2.5x compilations useless when using GEM with MiNT.. =-(.

So, what should I expect from GCC 2.63? Is it even more impossible to configure (for inexperienced C-user) - and is there any point in using it to compile MiNT, anyway (greater speed, more compact code, ...) ??

Any experience and/or suggestions?

Thanks,

Tommi

From -5274271551997728271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,820c4004cdd4e41f
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: Some GEM Programming Questions
Date: 1995/05/20
Message-ID:
<ftn_2.203.221.11$fidonet.org_2fbdeab6_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 102951299
sender: news@ct.se
references: <3pb6cf$fb6@info-server.surrey.ac.uk>
content-type: text/plain; charset=ISO-8859-1
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Mr Craig P Drummond wrote to All :
 MCPD> p.s. When I've finished the whole project I may upload the thing
 MCPD> (executable, C-Source code, and -maybe- my actual report) - is anyone
 MCPD> interested in this?

YES!! I am.

Cheers,
Magnus Kollberg

(UUCP Dialup connection)

From 1404411145867190617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a3d9d50e95f07189,start
X-Google-Attributes: gid1115ce,public
From: sbostw1@umbc.edu (bostwick sharon)
Subject: C Programming On ST's
Date: 1995/05/21
Message-ID: <3pmgdg$hi5@news.umbc.edu>#1/1
X-Deja-AN: 102951298
organization: University of Maryland, Baltimore County
newsgroups: comp.sys.atari.programmer

I recently purchased a 1040ST to use with my keyboard and sampler, but I've
noticed that nothing I've seen matches Disk Master for the Amiga, which
I've been faithful to for a good 4 years now. I was wondering if anyone
had a list of the TOS/GEM specific functions in a normal text/ascii file, and,
if so, that person could send it to me via email or if it is already on a
FTP site somewhere. I'm getting a bit eager to actually compile all this code
I've created... Anyway thanks for any responses and hope to hear from
somebody soon!

From 5158286858662190453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31760ac1a9ed8b8b,start
X-Google-Attributes: gid1115ce,public
From: mss@xs4all.nl (mss)
Subject: GfA Basic Question: Resource in INLINE ????
Date: 1995/05/21
Message-ID: <3pnfhs$909@news.xs4all.nl>#1/1
X-Deja-AN: 103022129
summary: Resource in INLINE?
organization: XS4ALL, networking for the masses
keywords: GfA
x-posted-by: mss@xs1.xs4all.nl
newsgroups: comp.sys.atari.programmer

HELLO!

I'm busy writing a program in GfA, completely multitasking, dialogs in
windows, menubar present (in 3d colors), very neat all, but I seem to
have one question: Is it possible to INLINE my resource file, because I
hate the programs where you can easily change the resource files by yourself!

Thanks in advance, you will probably know the answer!

Bye!

mss@xs4all.nl (Martin Molenaar)

From 7581854831392771843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2758197af1a624c6,start
X-Google-Attributes: gid1115ce,public
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Subject: Games & Graphics Programming
Date: 1995/05/21
Message-ID: <3pno5p$2ps@dux.dundee.ac.uk>#1/1
X-Deja-AN: 103022130
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

[Article crossposted from comp.sys.atari.st.tech]
[Author was Rod McCall]
[Posted on 21 May 1995 15:50:28 GMT]

I have decided that once summer arrives I inted to start doing some
serious programming on my Falcon. At present I have (or will have
shortly) Pure C and Devpac 3. I am also considering getting Devpac DSP.
Do the latter two packages come with information on how to program
the graphics & sound system on the Falcon? Also are their any
books that are particularily good at explaining how to program the
ST/Falcon graphics and sound hardware?

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

From 2313902462772887822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80c8df82c83c33cc
X-Google-Attributes: gid1115ce,public
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Subject: Re: MiNT compilation & GCC...
Date: 1995/05/21
Message-ID: <Pine.SUN.3.91.950521214223.22915B-100000@nic.cerf.net>#1/1
X-Deja-AN: 103022131
references: <3pjaek$ojp@sphinx.Gsu.EDU>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: CERFnet
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

> 68030-optimization seems to reduce the size of MINT.PRG a little, but
> otherwise the speed doesn't seem to improve at all. Should this be so?

Hi Tommi,

I don't know exactly what 68030 optimization means. Let's see, I'm sure the '030 has some instructions that the '000 doesn't, so if I compiler were worth it's salt, it would take this into account. Probably, it doesn't. I'm just guessing, though. As far as regular "non-denominational" optimization, I wouldn't expect much improvement. I never get much improvement from optimization.

Ben Allfree
shadow@iris.yolo.com

From 8339515726629071237
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,96fc39aca666455b,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,96fc39aca666455b,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105e6b,96fc39aca666455b,start
X-Google-Attributes: gid105e6b,public
From: Michel Vanhamme <100422.651@CompuServe.COM>
Subject: Wanted : Pure C 1.1
Date: 1995/05/21
Message-ID: <3pnjfcfev1@mhade.production.compuserve.com>#1/1
X-Deja-AN: 103110046
organization: via CompuServe Information Service
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,de.comp.sys.st

I'm looking for Pure C 1.1, original disks and manual. If you'd like to sell y
yours, please email me at 100422.651@compuserve.com

Oh, BTW, I live in Belgium, Europe!

Thanks,

-Michel.
--
Michel Vanhamme

From 2944556048526572638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee15a06e91efed9e
X-Google-Attributes: gid1115ce,public
From: dupuyda@ibm.net (Cyrille Dupuydauby)
Subject: Re: Falcon Setmode call.
Date: 1995/05/05
Message-ID: <3odd43$h7c@news-s01.ny.us.ibm.net>#1/1
X-Deja-AN: 102113674
references: <3oaqns$fre@m1.cs.man.ac.uk>
reply-to: dupuyda@ibm.net (Cyrille Dupuydauby)
newsgroups: comp.sys.atari.programmer

In <3oaqns$fre@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>The command that doesn't work is simply a call to XBIOS 88 (Setmode) with
>the parameter passed from STOS. For some reason, when this is executed (only
>on Rich's system - not on mine), it changes video mode, but then causes a
>bus error (IIRC).

I think the answer is fairly easy. There are two main reasons : video memory size
depends on video mode on a Falcon and ATARI gives shitty docs.

VSetMode should theorically just change video mode. In fact, as the SetScreen call
it also erases the screen. So, if you are in ST low res, which uses approx.
32Kb, then you switch to 320*200 True Color which uses around 128Kb.
If you dont move the screen address, the XBIOS crashes when erasing the screen
(after it has cleaned the first 32Kb).

So, when changing resolution, you must take care of video memory address, or
use the call VSetScreen (XBIOS 5) specifying 0 as logical and physical address.
This call
allocates enough memory for the new resolution and change the video address
accordingly.

Hopin it will help you.

From 4366085016321534468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: hillsp@genrad.co.uk (Paul Hills)
Subject: Re: no programmers left?
Date: 1995/05/05

Message-ID: <1995May5.142434.287@genrad.co.uk>#1/1
X-Deja-AN: 102113675
references: <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>
<12627@gos.ukc.ac.uk>,<3ntg0v$eik@ionews.io.org>
organization: GenRad Ltd
reply-to: hillsp@genrad.co.uk
newsgroups: comp.sys.atari.programmer

In article <3ntg0v$eik@ionews.io.org>, diehl@r-node.io.org (Eric March) writes:

>: But I'm sure there must be advantages for coding directly in
>: assembler. Can anyone tell me what they are? ;-)
>
>Pure speed. Try doing any one of the demos ou see in the average demo in C.
>I also find assembler to be far more elegant than C, which to me, looks like
>so much spaghetti, and looks rather illogical besides. Assembler has a
>particular appeal; it is pure logic plain and simple, and it commands good
>structure and optimised coding. C, with its ungainly libraries, promotes
>piecemeal coding, which I've never liked.

Is this a wind-up and I've taken the bait, or are you serious, Eric? Now I've been writing assembler routines, at first for the 6502 and 6809, then 8086, 68000, various microcontrollers, and 56001, for 12 years, and in C for 6 years. AFAICR, I've never written any C code that looks "like so much spaghetti", or even illogical. I try to code my assembler in a manner which is as structured and clean as possible, but the structure is artificial. In C you must write structured code, it's built into the language - for example: no jumps, function calls with return values, local variables, information hiding, strict type-checking, classes, etc. You can do all these in assembler (sort of) but it won't stop you *not* doing them, and if you don't, your code quality will suffer.

The use of libraries in C is certainly not ungainly. It is the opposite. All similar functions are grouped out of the way, all tested and verified and ready to call upon. The internal code of the library functions, having being tested, does not need to be known about anymore. Do you not have libraries of assembler functions which you call when you need them? Or do you rewrite each function every time you want to include it? What do you mean by piecemeal coding?

I agree with you that there is some satisfaction with coding in assembler. I like it too, but I wouldn't go so far as to put down high level languages with which working code can be generated ten times faster with ten times the quality.

The only time when assembler is useful is when speed, or code size is at a premium. When coding for the DSP, this situation will arise more often, hence DSP routines are mainly written in assembler, although the mundane stuff the DSP does can still be written in C.

If you're writing code as a hobby, write it in whatever language you like. BASIC is great for hobbyist use, assembler is fun. When it comes to professional writing, C and sometimes Pascal are used nearly always because the code must be of high quality, ie. very reliable, and easily maintainable.

There. I took the bait. I'm hooked!.... aargh, ... let me go...

Paul

From 567879890228394278
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: hillsp@genrad.co.uk (Paul Hills)
Subject: Re: no programmers left?
Date: 1995/05/05
Message-ID: <1995May5.143152.289@genrad.co.uk>#1/1
X-Deja-AN: 102113676
distribution: world
references: <sf.25.001AF318@wilj.itl.co.uk> <3nob4v$aqb@turing.fwi.uva.nl>
<sf.26.001D9123@wilj.itl.co.uk>,<3nqq92$jku@turing.fwi.uva.nl>
organization: GenRad Ltd
reply-to: hillsp@genrad.co.uk
newsgroups: comp.sys.atari.programmer

In article <3nqq92$jku@turing.fwi.uva.nl>,
mdekker@fwi.uva.nl (M. Dekker) writes:

>no no no no! I have worked with sparc stations for the last 4 years now, and
>my linux box at home (486DX2/66 + 12Mb ram) beats my sparc IPC+16Mb RAM+Solaris
>2.4. Now I have a SunSparc5 and this is faster than my linux box, but
>only because Solaris 2.4 is so damned big and my SS5 has 32Mb RAM.
>It is bull that sparcs are better workstations than PC's! I know some
>other people at the physics department of another university, that
>are considering not buying workstations anymore, but 486's or pentiums
>running linux instead, because the performance is the same, but they cost
>only a third of workstation. Times are changing: the pc's are entering
>the market of workstations.

If SPARCstations are so slow, why not buy a different workstation (not a PC)? I had a circular from Digital advertising Alpha workstations from 5000UKP. OK, it's a lot more than a Pentium but you get a lot more - it's the fastest thing on three legs! There's lots of other serious work-stations around that will seriously outperform a Pentium.

Do you SPARCStations use the new 64bit UltraSPARC? I thought that was quite a mean machine (although the review I read said the PPC620 and Alpha were better).

>:>lets delete group then.
>low traffic is a good reason to delete a group, if not the ONLY reason.

No, don't do that. There's still plenty of traffic in this group,

and far too much junk in c.s.a.s to wade through to get to useful stuff
like in this group.

Paul

From -6607176233012591785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9273457511526346,start
X-Google-Attributes: gid1115ce,public
From: 137dickey@west.cscwc.pima.edu
Subject: help w/languages
Date: 1995/05/05
Message-ID: <1995May5.114615@west.cscwc.pima.edu>#1/1
X-Deja-AN: 102113677
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 137dickey

Hello. My name is Loren Dickey. I was wondering if someone could tell me if
the following languages are available for use on my 800xl.

c
pascal
fortran
cobol
logo
any specialty languages

I'm also looking for an editor/assembler and enhanced BASIC languages and
compilers. I have a stock 64k 800xl, two drives, a cassette recorder but no
printer. Any help would be appreciated.

loren dickey

137dickey@west.cscwc.pima.edu (user name should be ldickey after May 15 w/same
address)

From -6274622512614984431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: no programmers left?
Date: 1995/05/06
Message-ID:
<ftn_2.203.221.11$fidonet.org_2fabb8cc_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 102113678
sender: news@ct.se

references: <3nqgb2$lso@whitbeck.ncl.ac.uk>
content-type: text/plain; charset=ISO-8859-1
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Craig. Graham wrote to All :
 CG> I publish most of my source codes, Basic & C (assembler also), with the
 CG> exception
 CG> of CLA (shareware, buggered if I'm giving that away after all these
 CG> years).
 CG> __ _
 CG> | \ | | / | Makers of CLA Logic
 CG> |_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
 CG> ---------- o ----------

Can you please do a short round up (or what ever you call it) on what CLA is,
and what you can do with it?! I suspect that it's something I might find
interesting you know (it it have something to do with digital design....).
Cheers,
Magnus Kollberg

(UUCP Dialup connection)

From 212650514295070758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,29bd8facf206e088,start
X-Google-Attributes: gid1115ce,public
From: HOLFORT@BNLCL6.BNL.GOV (05274_EE)
Subject: Source to translate CGM into GEM?
Date: 1995/05/06
Message-ID: <3oeoue$l1b@sun20.ccd.bnl.gov>#1/1
X-Deja-AN: 102297578
distribution: world
x-news-reader: VMS NEWS 1.24
organization: BROOKHAVEN NATIONAL LABORATORY
newsgroups: comp.sys.atari.programmer

I need to translate CGM Vector graphics into GEM vector graphics and
back. Does anybody knows of source code (C, Fortan or Basic) that does
this? Or is there a program to make this conversion? The programm should
be preferable running under ATARI-TOS (or VAX-VMS, MS-DOS/WINDOWS, UNIX)

If possible send me answer by E-mail to
holfort@bnlcl6.bnl.gov

Thanks JH

Ju"rgen Holfort, email holfort@bnlcl6.bnl.gov //STFM,Falcon//

From -1038629463458836618
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: clg105@minster.york.ac.uk (Charles L. Glover (1Y0))
Subject: Re: no programmers left?
Date: 1995/05/07
Message-ID: <799841825.1@cs.york.ac.uk>#1/1
X-Deja-AN: 102113672
distribution: world
references: <3nl74c$5op@banaan.fwi.uva.nl> <3nonkh$arv@ionews.io.org>
newsgroups: comp.sys.atari.programmer

: I'm still programming. There just haven't been any GFA questions (at least,
: none that I was qualified to answer, anyway)
: --
:   _____________________________ _________________________________
:   _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
: _________/ /   / <_/ // <___ ___ The Comet _____ diehl@io.org ___
: _________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

Well I have a question or two. I am new to the newsgroup but not new to
GFA programming, and I was wondering whether there is now a reliable way
of removing both the top and bottom borders?

Also anyone who can remove the side borders ----in GFA---- please help.
Anyone who can remove a single line or multiple lines of side borders
would be interesting reading. It would be nice to write a Hardware
scrolling routine in GFA that does not gobble up memory as much. One
pixel hardware scrolling is easy but takes up more than a 1/2 meg machine
has to give.

Chaz.

From 8327031849770655931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d538373ec8b4f8ba
X-Google-Attributes: gid1115ce,public
From: diehl@grin.io.org (Eric March)
Subject: Re: STOS?
Date: 1995/05/07
Message-ID: <3oi3kb$c4@ionews.io.org>#1/1
X-Deja-AN: 102113673
references: <3o71jj$6r6@cville-srv.wam.umd.edu>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Lost (abstract@wam.umd.edu) wrote:
: I don't usually read here, but I had a question that probably
: fits best in this group...
: What exactly is STOS?

A game programming language from Mandarin. I don't much like it, but it
seems to be popular among novices.

: -Thanks!
: --Lunatic

--

```
   ____________________________  ________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

From -8482546593579668361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: sjg@phlem.ph.kcl.ac.uk (Simon Gornall)
Subject: Re: no programmers left?
Date: 1995/05/07
Message-ID: <1995May7.132800@phlem.ph.kcl.ac.uk>#1/1
X-Deja-AN: 102194573
distribution: world
references: <sf.25.001AF318@wilj.itl.co.uk> <3nob4v$aqb@turing.fwi.uva.nl>
<1995May5.143152.289@genrad.co.uk>
organization: King's College London Image Processing Group
newsgroups: comp.sys.atari.programmer

In article <1995May5.143152.289@genrad.co.uk>, hillsp@genrad.co.uk (Paul Hills)
writes:
% In article <3nqq92$jku@turing.fwi.uva.nl>,
% mdekker@fwi.uva.nl (M. Dekker) writes:
%
% >no no no no! I have worked with sparc stations for the last 4 years now, and
% >my linux box at home (486DX2/66 + 12Mb ram) beats my sparc IPC+16Mb RAM+Solaris
% >2.4. Now I have a SunSparc5 and this is faster than my linux box, but
% >only because Solaris 2.4 is so damned big and my SS5 has 32Mb RAM.
% >It is bull that sparcs are better workstations than PC's! I know some
% >other people at the physics department of another university, that
% >are considering not buying workstations anymore, but 486's or pentiums
% >running linux instead, because the performance is the same, but they cost
% >only a third of workstation. Times are changing: the pc's are entering
% >the market of workstations.

Not really on topic, but there's a huge performance difference between a
Linux box NOT networked and one on an ethernet. We have a CDwriter linked

up to a PC running linux, and we disconnect the PC from the net when writing CD's because it can't keep up with the dataflow to the CD when it's busy responding to net traffic. It's a Dell 486dx66 with 64Mb RAM, 2 SCSI Adaptec busses and approx 9Gb disk space, fairly high spec.

Basically I'm saying that comparing the networked Sparc to a stand-alone PC is unfair. And I don;t like Sun's :-) Personally I think they're overpriced for their delivered performance. Get an Indy or an Alpha.

ATB,
    Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

From 5871527814508515494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,68992b0337c41a97,start
X-Google-Attributes: gid1115ce,public
From: Sim <py4sdh@bath.ac.uk>
Subject: Re: WAS no programmers left? NOW overscan in GFA
Date: 1995/05/07
Message-ID: <Pine.SUN.3.91.950507180806.17693A-100000@ss1.bath.ac.uk>#1/1
X-Deja-AN: 102194574
sender: news@news.demon.co.uk
content-type: TEXT/PLAIN; charset=US-ASCII
x-posting-host: goggins.bath.ac.uk
organization: Demon Internet
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

References: <3nl74c$5op@banaan.fwi.uva.nl> <3nonkh$arv@ionews.io.org>
<799841825.1@cs.york.ac.uk>

In the referenced article, clg105@minster.york.ac.uk (Charles L. Glover (1Y0)) writes:

>Well I have a question or two. I am new to the newsgroup but not new to
>GFA programming, and I was wondering whether there is now a reliable way
>of removing both the top and bottom borders?

No is the simple answer...

>Also anyone who can remove the side borders ----in GFA---- please help.
>Anyone who can remove a single line or multiple lines of side borders
>would be interesting reading. It would be nice to write a Hardware
>scrolling routine in GFA that does not gobble up memory as much. One
>pixel hardware scrolling is easy but takes up more than a 1/2 meg machine
>has to give.

And as for full overscan, you can forget it. Full overscan requires time critical code that can only be written in assembler, IF you have a timing sheet and lots of time to experiment. If you just want to display a picture in overscan, and perhaps play some awful chip music, it's not so bad, but if you want to do anything interesting, ie anything, you can't do it in GFA, or any hi level language for that matter.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

From 7984937570741742624
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: cpbs@ukc.ac.uk (Charles Briscoe-Smith)
Subject: STfm sampled sound question (was Re: no programmers left?)
Date: 1995/05/07
Message-ID: <12704@gos.ukc.ac.uk>#1/1
X-Deja-AN: 102194575
distribution: world
sender: cpbs@ukc.ac.uk
references: <3nl74c$5op@banaan.fwi.uva.nl> <3nmd65$mjc@news.uncc.edu>
<sf.25.001AF318@wilj.itl.co.uk> <3nqgb2$lso@whitbeck.ncl.ac.uk>
organization: Haphazard
reply-to: cpbs@ukc.ac.uk (Charles Briscoe-Smith)
newsgroups: comp.sys.atari.programmer

Craig. Graham <Craig.Graham@ncl.ac.uk> wrote:
>sf@wilj.itl.co.uk (Steve Found) writes:
>|> Another reason, I believe, is what can be said about the AES and
>|> VDI that has not already been said ? Any questions are usually
>|> answered by the excellent Compendium. Personally I am all for
>|> sharing ideas and routines etc but any questions I have posted to
>|> this group have been met with complete silence.
>
>Not quite omnipotent - the wait for either button evnt_multi() call
>isn't documented there. There's a lot of stuff that isn't in any books,
>like the shifter bug scrolling technique for pre-STE machines (gives
>smooth scrolling like the hardware scrolling of an STE but using a
>'feature' of the original shifter chip), and overscan (dead easy into
>the bottom border, but much harder to overscan all 4 borders). Even
>displaying 512/4096 colours isn't documented in the books (at least the
>ones I've read). Of course, anyone with some old ST-World back issues
>will find all this in the programmers clinic pages....

:-) What about those of us who never got ST World? I experimented with bottom-border overscan at one point -- I'd heard that it involved flipping the 50/60Hz bit at some strategic moment -- but I never got it to do more than give me some fuzz in the bottom border. Whatever I did, I couldn't get graphics there, just this "static"-type fuzz. But that's beside the point...

What I'd like to find out at the moment is this:

How do I decide what values to put in the control and data registers of the 68901 to get it to generate interrupts at a particular rate? I'm trying to put together a sample playing routine to work on pre-STe ST's. The Compendium tells me where the registers are located, but it doesn't say how they work!

My other current problem is the sound chip. From reading through some code I was sent (thanks Eero!) I've worked out that you get the PSG to generate sampled sound by setting all 3 channels to generate tones and noise simultaneously, then poking appropriate values into the volume registers for channels A, B and C. I don't know what the formula is connecting a linear sample with the three volume register values. Anyone know? (It looks to me like it might involve logarithms...)

Thanks for your help.

;-)

--Charles

From -3446150774230320669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: cpbs@ukc.ac.uk (Charles Briscoe-Smith)
Subject: Re: no programmers left?
Date: 1995/05/07
Message-ID: <12705@gos.ukc.ac.uk>#1/1
X-Deja-AN: 102194576
distribution: world
sender: cpbs@ukc.ac.uk
references: <sf.25.001AF318@wilj.itl.co.uk> <3nob4v$aqb@turing.fwi.uva.nl>
<sf.26.001D9123@wilj.itl.co.uk> <3nqq92$jku@turing.fwi.uva.nl>
organization: Haphazard
reply-to: cpbs@ukc.ac.uk (Charles Briscoe-Smith)
newsgroups: comp.sys.atari.programmer

mdekker@fwi.uva.nl (M. Dekker) writes:
>lets delete group then.

sf@wilj.itl.co.uk (Steve Found) wrote:
:Why ?

:People are still using it.... Just not that many.

M. Dekker <mdekker@fwi.uva.nl> wrote:
>low traffic is a good reason to delete a group, if not the ONLY reason.

But not all low-traffic groups should be deleted,
news.announce.important, for example!

If a group has low volume AND a low signal-to-noise ratio, it might be
worth deleting it, but if the group is useful to some people, leave it
as it is. Nobody's forcing anyone to read it.

I personally prefer reading low volume, high signal-to-noise groups.

--Charles

From -8409405828835594696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c5dfb53e449f2ff
X-Google-Attributes: gid1115ce,public
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: The MiXT project
Date: 1995/05/07
Message-ID: <D86LIz.Hqr@cix.compulink.co.uk>#1/1
X-Deja-AN: 102297572
references: <3no3n0$lj4@caro.dsic.emn.fr>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

In message <3no3n0$lj4@caro.dsic.emn.fr>, i2a06a@iut-nantes.univ-nantes.fr
said:
  > Hi everybody on the net and on ATARI...
  >
  >
  > Since I got X11R5 for MiNT, I was very pleased to play with it. But
  > the problem is that you can't run GEM programs under X11. Would it
  > be such difficult to add GEM features to an X server ?

It would be nice I agree.

I think this has been tried before, but nothing has actually been released
which works.

If it was to be done - it should be independent of the ROM GEM and TOS.
In effect it should be a port of GEM to X. This way it could be recompiled
to work on any X server, including X-MiNT and Linux/68-X11R6

  > X in their software. Even if X requires lots of power, the availabi
  > lity of Atari German clones shows me that we could use this power

> in a great way. The Medusa or the Eagle could become real workstations

X does require a lot of power - and this might be the sticking point. At least on Ataris - MiXT will be very slow. X-MiNT is slow even on a TT, as is linux/68-X11R6. Its not that they are unusable - its just that GEM programs are going to work *much* faster under ROM GEM/TOS.

:-)

Roland.

@CiX

From 3088901281368134392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,49a8a4ed2e35de53
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,49a8a4ed2e35de53
X-Google-Attributes: gid1115ce,public
From: gauthe_a@meson.epita.fr (alain gautherot)
Subject: Re: DSP programmers
Date: 1995/05/08
Message-ID: <3ol74h$2g8@boson.epita.fr>#1/1
X-Deja-AN: 102297270
distribution: world
sender: gauthe_a@meson (alain gautherot)
references: <799594396.10@cs.york.ac.uk> <3ocub9$2fo@whitbeck.ncl.ac.uk>
organization: Epita (French Computer Science school)
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <3ocub9$2fo@whitbeck.ncl.ac.uk>, "Craig. Graham"
<Craig.Graham@ncl.ac.uk> writes:
|> In article <799594396.10@cs.york.ac.uk>, andrew@minster.york.ac.uk (Andrew
Hague) writes:
|> |> Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which
|> |> is good but has a number of bugs, (namely, jumping to '*' doesn't decrement
|> |> the PC by one). I tried to compile the GCC-56K with little success. If
|>
|> Buy DevpacDSP from HiSoft - it's quite cheap and pretty good.

DevpacDSP is full of bugs...
Many adressing modes are not allowed though they should.

If I have an advice: use the Motorola assembler: a bit slow but it works perfectly. You may need a tool because several programs need to be called, but it's not difficult to write and it has already been written...

|>
|> Craig.
|> __ _

```
|>  | \        | |                 / |  Makers of CLA Logic
|>  |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
|> ------------------------------- o ----------------------------
|>  Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
|>                WWW:  http://www.ncl.ac.uk/~n08z7

/-----------------------------------------------------------------------\
| Alain GAUTHEROT      EPITA, French Computer Science School
     |
| Atari Falcon Coder                                |
| If anyone agrees with you, you are either very clever orelse the BOSS
     |
|_______________________________________________________________________|
| Email: Alain.Gautherot@epita.fr  http://www.epita.fr:5000/~gauthe_a/
     |
\-----------------------------------------------------------------------/
```

```
From -3085015333247396877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c5dfb53e449f2ff
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: The MiXT project
Date: 1995/05/08
Message-ID: <3okv2c$qu0@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 102297570
distribution: world
references: <3no3n0$lj4@caro.dsic.emn.fr> <3nookg$co1@turing.fwi.uva.nl>
organization: University of Newcastle upon Tyne, UK
newsgroups: comp.sys.atari.programmer

Try looking at the WWW page:

     http://www.complang.tuwien.ac.at/nino/stemu.html

This details a full atari emulator that's already being developed for
X windows/Unix.

Craig.
 __                                _
 | \        | |                 / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

```
From 2777580211819554869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4071755575f1c03b
```

X-Google-Attributes: gid1115ce,public
From: e80097@pbhrzx.uni-paderborn.de (Dirk Hagedorn)
Subject: Re: Visual C/Basic
Date: 1995/05/08
Message-ID: <3oklpc$gt1@news.uni-paderborn.de>#1/1
X-Deja-AN: 102297576
references: <3nr5pg$n01@dux.dundee.ac.uk> <3o28sk$skv@percy.cs.bham.ac.uk>
organization: University of Paderborn / HRZ
newsgroups: comp.sys.atari.programmer

In article <3o28sk$skv@percy.cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:

>Application Systems Heidelberg sell something, but I can't remember
>its name :-(

I really would be surprised, if ASH sells something like that.
Just ask Volker_Ritzhaupt@ka2.maus.de (the CEO of ASH) or
Oliver_Buchmann@ka2.maus.de, if you want to get further (nonexisting)
details. ;-)

Ciao, Dirk

```
+-----------------------------------------------------------------+
|  Dirk Hagedorn     |   MausNet: Dirk Hagedorn @ MK2             |
|  In der Esmecke 9  |  Internet: dh@mk2.maus.sauerland.de        |
|  D-59846 Sundern   |            e80097@pbhrzx.uni-paderborn.de  |
+-----------------------------------------------------------------+
```


From 474600366510754361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: no programmers left?
Date: 1995/05/08
Message-ID: <3olesm$rnc@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 102297577
distribution: world
references: <sf.25.001AF318@wilj.itl.co.uk> <3nob4v$aqb@turing.fwi.uva.nl>
<1995May5.143152.289@genrad.co.uk> <1995May7.132800@phlem.ph.kcl.ac.uk>
organization: University of Newcastle upon Tyne, UK
newsgroups: comp.sys.atari.programmer

In article <1995May7.132800@phlem.ph.kcl.ac.uk>, sjg@phlem.ph.kcl.ac.uk (Simon
Gornall) writes:
|>
|> Basically I'm saying that comparing the networked Sparc to a stand-alone PC is

|> unfair. And I don;t like Sun's :-) Personally I think they're overpriced for
|> their delivered performance. Get an Indy or an Alpha.
|>

Come now Simon - what you really mean is get an HP 730....a fine machine,
kills the suns we have here by a quite a wide margin (RRP 23,000 pounds (UK))
- I love it. (but it doesn't have a desktop as good as Gemini).

Craig.

```
 __                          _
 | \        | |              / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

From 3411499244656073088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c51e366ec9cd2216,start
X-Google-Attributes: gid1115ce,public
From: 137dickey@west.cscwc.pima.edu
Subject: help w/languages-append.
Date: 1995/05/08
Message-ID: <1995May8.173543@west.cscwc.pima.edu>#1/1
X-Deja-AN: 102297579
newsgroups: comp.sys.atari.programmer
nntp-posting-user: 137dickey

Hello.
I posted a message asking for help with languages. Sorry, but I've forgotten
to post my address.

137dickey@west.cscwc.pima.edu
after May 15?
userame will be ldickey

Thanks!
loren dickey

From 5301610589496491207
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c16e3c634e27710f
X-Google-Attributes: gid1115ce,public
From: matija@sirius.ijs.si (Matija Grabnar)
Subject: Re: Lin. Alg. libraries
Date: 1995/05/08
Message-ID: <1995May8.120949.1890@cathy.ijs.si>#1/1
X-Deja-AN: 102297581

references: <MjdZWw200bkPQTMkR_@andrew.cmu.edu>
organization: Jozef Stefan Institute, Ljubljana, Slovenia
reply-to: matija.grabnar@ijs.si
newsgroups: comp.sys.atari.programmer

In article <MjdZWw200bkPQTMkR_@andrew.cmu.edu>,
David L Watson <dw4g+@andrew.cmu.edu> wrote:
Try finding a book called something like "Numerical software receipes in C".
You can order a disk to go with it, but it also includes some usefull routines.
It covers part of linear algebra, but of course not all of it.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
     - Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

From -5192360532836090950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d1fa359be7378324,start
X-Google-Attributes: gid1115ce,public
From: macdonald@cfcsc.dnd.ca (Ken Macdonald)
Subject: Laser C (version 2.0)
Date: 1995/05/08
Message-ID: <macdonald.215.0009FF9E@cfcsc.dnd.ca>#1/1
X-Deja-AN: 102297582
sender: news@cfcsc.dnd.ca (News Administrator)
organization: Canadian Forces Command and Staff College
keywords: C, patch.prg, laser
newsgroups: comp.sys.atari.programmer

A friend has given me Laser C version 1.01, all original disls and manuals.
There are three disks, and one disk to upgrade Laser C to version 2.0. However
when I try to start Laser, a dialog box pops up and says Laser C does not run
under TOS 1.06, and that I should use a Patch.prg. Has anyone ever run into a
similar problem? if so, what can you do? is there a patch.prg somewhere that
one can use?
ANY help appreciated, thanks.merci
-ken

From -2979029515037070345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a8a4ed2e35de53
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,49a8a4ed2e35de53
X-Google-Attributes: gid109a67,public
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: DSP programmers
Date: 1995/05/09

Message-ID: <Pine.BUL.3.90.950509084728.8255B-100000-100000@bull.mimuw.edu.pl>#1/1
X-Deja-AN: 102297296
references: <799594396.10@cs.york.ac.uk> <3ocub9$2fo@whitbeck.ncl.ac.uk>
<3ol74h$2g8@boson.epita.fr>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Division of Mathematics, Informatics and Mechanics, Warsaw
University
mime-version: 1.0
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

On 8 May 1995, alain gautherot wrote:

> In article <3ocub9$2fo@whitbeck.ncl.ac.uk>, "Craig. Graham"
<Craig.Graham@ncl.ac.uk> writes:
> |> In article <799594396.10@cs.york.ac.uk>, andrew@minster.york.ac.uk (Andrew
Hague) writes:
> |> |> Can someone help me to find a good DSP assembler? I've tried QDSP_ASM
which
> |> |> is good but has a number of bugs, (namely, jumping to '*' doesn't
decrement
> |> |> the PC by one). I tried to compile the GCC-56K with little success. If
>
>   If I have an advice: use the Motorola assembler: a bit slow but it works
> perfectly. You may need a tool because several programs need to be called, but
> it's not difficult to write and it has already been written...

You can use Motorola assembler with GNU package by writing apriopriate
makefile.

regards,

Simon.

From -5353330392282717371
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c285adcd99c90982,start
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Mutt editor (ME2.PRG)
Date: 1995/05/09
Message-ID: <Pine.ULT.3.91.950509130847.19153A-100000@mars>#1/1
X-Deja-AN: 102297571
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

How do I get Mutt to recognize it's startupfile (ME2.MCO)? The doc says
it will search the current directory, but that seems to fail.

Or is there another emacs style editor (in a window)?

// Jens M Andreasen

From 8272781081533369270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b03315c7c919079,start
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Border removal
Date: 1995/05/09
Message-ID: <3onvmi$ju4@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 102297580
organization: Dept of Computer Science,University of Manchester,U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

I've just joined this group and was wondering if anyone could help me with this little problem: I've managed to remove the bottom border without any problems, but how do I get rid of the other borders? I understand the principle, but how do I time my interrupt so that it's at the top of the screen to open the top border, and how precisely do I go about opening the left and right borders? I think it's done by waiting until the end of the scanline then switching Hz rate, pause until you get to the left border then switch back before the start of the scanline. Is this right? Am I right in thinking that you have to open every scanline 'by hand' so to speak using the hbl? Do I have to work out the timings myself by trial and error or hacking out other people's code? I've seen quite a few border code sources given away free with mags or printed in mags or on the 'net but none of these have ever worked on my 520STFM (Yes, it's old but it does all that I want it to).

Someone else mentioned a bug in the video shifter that enabled you to do hardware-like scrolling in pre-STE machines. What is this, and how is it done?

Is anyone going to answer this, or are these things that you must find out for yourself by hacking, trial and error, etc.?

Any help much appreciated.

Gaz

From 7331612370132854337
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cddde395ccc2d5aa,start
X-Google-Attributes: gid1115ce,public
From: mossant@mail.auburn.edu (Anthony G Moss)
Subject: Atari support, sales etc
Date: 1995/05/09
Message-ID: <D8Bop4.8MH@mail.auburn.edu>#1/1
X-Deja-AN: 102297583
sender: usenet@mail.auburn.edu (Usenet Administrator)
organization: Auburn University
newsgroups: comp.sys.atari.programmer

Years ago I bought a 520ST and upgraded the memory, put in a clock chip, etc. I still like to use it from time to time, and have a heap of games and shareware for my kid to learn with and play with. It's perfect for her, and every once in a while I like to do a few things with it...

I've got a fair bit invested in this computer, and it's very workable. I'm ridiculously out of date on my info about the Atari world, so please, folks, don't laugh at my questions.

First of all, where can anyone find support for this computer? I have seen, progressively, loss of support and sales of hardware and software for my Atari in the U.S. I'm in the U.S. Southeast, anyone know of sources anywhere in the area, or in the U.S. for that matter?

Specifically, I'd like to use a monochrome monitor for some of the CAD programs I purchased. The emulators just aren't any good. I have an IBM VGA monochrome monitor (quite nice); is there a way to modify somethin inteh Atari or monitor to make them talk to each other? I think they are compatible re the resolution; just not sure regarding the refresh rate, which I seem to recall was 60Hz fo rthe IBM and 70 Hz for the Atari.

Someone mentioned a Falcon. What's that?

From -6871066157490035398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 12a9b7,826d74e6098a0e79,start
X-Google-Attributes: gid12a9b7,public
X-Google-Thread: 123842,826d74e6098a0e79,start
X-Google-Attributes: gid123842,public
X-Google-Thread: 1115ce,826d74e6098a0e79,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 112f4b,826d74e6098a0e79,start
X-Google-Attributes: gid112f4b,public
From: Dave@levihome.demon.co.uk (David Levi)
Subject: Please Ignore
Date: 1995/05/09
Message-ID: <800053014_OASIS_@levihome.demon.co.uk>#1/1
X-Deja-AN: 102297584

reply-to: Dave@levihome.demon.co.uk
newsgroups:
demon.ip.support.atari,comp.sys.atari.programmer,comp.sys.atari.programmers,comp.s
ys.atari.st.programmers
organisation: Technosaurus Rex

This is a multiple news group posting Test on OASIS version 1.1

please ignore this & sorry to have inconvenienced you.

--
==========
If All The World's Cars
Were Parked End To End: ---~~~~>> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ---~~~~>> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
---~~~~>> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
==========

From 3140251924236561509
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1229a0caf55db0e7
X-Google-Attributes: gid1115ce,public
From: Thomas Much <much@rpkhp7.mach.uni-karlsruhe.de>
Subject: Re: What Pascal to get...
Date: 1995/05/09
Message-ID: <3oo2lu$r89@nz12.rz.uni-karlsruhe.de>#1/1
X-Deja-AN: 102297587
references: <3ocj4r$ddi@cville-srv.wam.umd.edu> <3odr02$4kd@sphinx.Gsu.EDU>
content-type: text/plain; charset=iso-8859-1
organization: University of Karlsruhe, Germany
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:
>
> German Pure Pascal is excellent

It really is :-)

>(I don't know, if they've bothered to translate the thing in English..).

The shell has always been in English.

>And fully PC Turbo Pascal 6 -compatible.

Even better - it's BorlandPascal 7 -compatible.

> Maybe someone can give the address where this thing is sold?

Huh, Application Systems somewhere at Heidelberg.
For the full address send a PM to Thomas_Much@ka2.maus.de,
I can't remember the address here.

BTW: There are several PurePascal-GEM-libs available.

bye, Thomas

From 384343712585171942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a8a4ed2e35de53
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,49a8a4ed2e35de53
X-Google-Attributes: gid109a67,public
From: Alan Parker <se2ap@dmu.ac.uk>
Subject: Re: DSP programmers
Date: 1995/05/10
Message-ID: <3oq750$aih@macondo.dmu.ac.uk>#1/1
X-Deja-AN: 102297268
distribution: world
references: <799594396.10@cs.york.ac.uk>
to: andrew@minster.york.ac.uk
content-type: text/plain; charset=us-ascii
organization: De Montfort University
x-url: news:799594396.10@cs.york.ac.uk
mime-version: 1.0
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; HP-UX A.09.01 9000/715)

andrew@minster.york.ac.uk (Andrew Hague) wrote:

>If
>anyone has managed to set-up a good PD DSP programming system, please get in
>touch with me.

OK, Devpac DSP is not PD, but is only(?) 50 pounds and is pretty good
although it has sparse documentation. It is obviously written in C
but it is quite fast and stable. There is one bug I've found with using
too many labels that start with the same letter(s).

I still recommend it.

Alan.

p.s - mail me if you want to discuss DSP programming at all.

se2ap@dmu.ac.uk

From -4852610531677638064
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c16e3c634e27710f
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: Lin. Alg. libraries
Date: 1995/05/10
Message-ID: <3oq0at$20d@banaan.fwi.uva.nl>#1/1
X-Deja-AN: 102297575
distribution: world
references: <MjdZWw200bkPQTMkR_@andrew.cmu.edu>
<1995May8.120949.1890@cathy.ijs.si>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

matija.grabnar@ijs.si wrote:

:In article <MjdZWw200bkPQTMkR_@andrew.cmu.edu>,
:David L Watson <dw4g+@andrew.cmu.edu> wrote:
:Try finding a book called something like "Numerical software receipes in C".
:You can order a disk to go with it, but it also includes some usefull routines.
:It covers part of linear algebra, but of course not all of it.

careful: numerical recipes is very buggish, they converted fortran code to
c to get the c libs. arrays in fortran start at index 1, arrays in C start
at 0.... this creates lots of bugs!

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

From -1776209965893853544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: Dave@levihome.demon.co.uk (David Levi)
Subject: Re: no programmers left?
Date: 1995/05/10
Message-ID: <800067180_OASIS_@levihome.demon.co.uk>
X-Deja-AN: 102297586
reply-to: Dave@levihome.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: Technosaurus Rex

I'm probably opening the flood gates, but I am suprised that there seems to be little programming support for Basic, particularly GFA.

I love trying different languages and personally speaking I haven't found the perfect language.

I program utilities & applications on a Falcon for ST/TT & F030 and I have found GFA basic supported by C or assembler is the best compromise.

Most people have a very poor view of Basic, expecting to see poorly structured code with GOTO's all over the place. GFA is a breath of fresh air, giving a fully structural environment with clean code and apart from having to introduce machine code for memory blitting or clearing, rarely is GFA unequal to the task I have set it. Using GFA I have written programs to carry out direct to disk recording & playback whilst controlling 256 lights at 256 different levels at the same time, good enough to run in a major hotel chain.

A text editor which has many features up to twice the speed of many other editors, giving word wrap indent and many other features in a full Gem environment all sat in 60K.

A Full colour icon editor which handles 16 colour full 3D button menus which pop up & down. Allowing icons to be ripped from practically any source. converting BMP & IBM colour format in real time.

A full 3D X-window's & mouse driver system that runs in the auto folder that controls the boot up of my falcon.

C is very good if you program by putting blocks of pre-written code together or using standard methods or techniques for getting around problems. But if your like me and you write straight off the top of your head get GFA Basic V3 you'll get your theory straight - fast.

Assembler is great for speed but is lousy at handling the unexpected. If your program has fixed bounds (eg working within the screen boundaries or a number between fixed confines) it is relatively simple, the problems start to arrive if you code it to handle the unexpected. You can quickly end up with a routine twice or three times the size of the original just trying to make the code as stable as possible under all conditions.

I understand for games that to get speed you really need to go to machine code but for most everyday requirements a good Interpreter & Compiler basic will out perform practically all other languages in terms of speed of coding, structure, de-bugging & alteration.

GFA has commands which allow full file control, piping & redirection, full Gem & Event management access either by preset commands for VDI & AES or if you need less common commands you're given access to the GEM paramter block tables and full A-line access. TOS is covered by access to the GEMDOS,BIOS & XBIOS with full matrix manipulations, array sorts and enhanced string functions. All supplied with full error checking & debugging functions. Unfortunately GFA is weak in the sound & sprite department and usually needs

support from either C or assembler which can be incorporated inside the basic program or linked in during compilation. Even then it doesn't stop, giving symbol tables, error trapping & dynamic memory allocation even when compiled if so desired. Also you end up with a completely clean stand alone program roughly the same size as the tokenised source.

This piece of code checks to see if a variable file exists and then loads the first variable number of lines (any length) of a text file (0=all), and append it onto a second variable file. If the first or second file doesn't exist it will display an alert message saying so, if the variable number is <0 it will return an error(-1) or it will return back the total number of lines transfered.

```
FUNCTION append(file1$,file2$,num)
  LOCAL total,num_lines,max_line,button
  IF num>-1
    IF num=0
      max_line=2000
    ELSE
      max_line=MIN(2000,num)
    ENDIF
    IF EXIST(file1$)
      IF EXIST(file2$)
        DIM line$(max_line)
        OPEN"I",#1,file1$
        OPEN"A",#2,file2$
        num_lines=0
        REPEAT
          RECALL #1,line$(),1 TO MIN(max_line,num-num_lines),total
          STORE #1,line$(),0 TO total
          num_lines=num_lines+total
        UNTIL (total<max_line) OR num_lines=num
        CLOSE #1
        CLOSE #2
        ok=num_lines
      ELSE
        ALERT 1,"FILE:"+file2$+"| does not exist |",1,"OK",button
        ok=-1
      ENDIF
      ALERT 1,"FILE:"+file1$+"| does not exist |",1,"OK",button
      ok=-1
    ENDIF
  ELSE
    ok=-1
  ENDIF
  ERASE line$()
  RETURN (ok)
ENDFUNC
```

This took 22 minutes to write, runs, compiled in 3 seconds to 8385 bytes. And appended 4750 lines in 3.77 seconds.

Try that in C or assembler - see what I mean.

--

```
==============================================================================
If All The World's Cars
Were Parked End To End: ----~~~~>> ///////  ///////  ///////  ///////  //////
                                  //       //   //  //       //       //    //
Some Idiot Would Try  ----~~~~>> ///////  ///////  ///////  ///////  //     //
To Pass !!!!!                        //  //       //       //       //    //
                    ----~~~~>> ///////  //       ///////  ///////  ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers     Falcon & HS working      Dave@levihome.demon.co.uk
==============================================================================
```

From 649139204505675110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc48cc8ef00901d9,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,bc48cc8ef00901d9,start
X-Google-Attributes: gid109a67,public
From: andrew@minster.york.ac.uk (Andrew Hague)
Subject: DSP programming
Date: 1995/05/10
Message-ID: <800108298.11@cs.york.ac.uk>#1/1
X-Deja-AN: 102449471
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Is it possible to use polling (of RDF and TDE in the SSISR) to check if
the DSP has data for reading or writing to the ADC/DAC?

--
Andrew Hague
Department of Computer Science,University of York, YORK, England. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

From -5823198807205099766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a8a4ed2e35de53
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,49a8a4ed2e35de53
X-Google-Attributes: gid109a67,public
From: hillsp@genrad.co.uk (Paul Hills)
Subject: Re: DSP programmers
Date: 1995/05/10
Message-ID: <1995May10.151148.292@genrad.co.uk>#1/1
X-Deja-AN: 102449500
references: <799594396.10@cs.york.ac.uk>
organization: GenRad Ltd
reply-to: hillsp@genrad.co.uk
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <799594396.10@cs.york.ac.uk>,
andrew@minster.york.ac.uk (Andrew Hague) writes:

>Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which
>is good but has a number of bugs, (namely, jumping to '*' doesn't decrement
>the PC by one). I tried to compile the GCC-56K with little success. If
>anyone has managed to set-up a good PD DSP programming system, please get in
>touch with me.

I find A56 works OK. This is PD and I got it from New Age PDL (which unfortunately I hear is closing down). I normally use DevpacDSP from HiSoft though which is much better, and has a debugger.

Paul

From 3101418476103005287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b03315c7c919079
X-Google-Attributes: gid1115ce,public
From: christian.dahl@tnogobl.ct.se (Christian Dahl)
Subject: Re: Border removal
Date: 1995/05/10
Message-ID: <ftn_2.203.611.4_2fb11343_Christian.Dahl@tnogobl.ct.se>#1/1
X-Deja-AN: 102449847
sender: news@ct.se
references: <3onvmi$ju4@m1.cs.man.ac.uk>
content-type: text/plain; charset=ISO-8859-1
organization: SENILE.COM found, out of memory ...
mime-version: 1.0
reply-to: christian.dahl@tnogobl.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

> I've just joined this group and was wondering if anyone could help me
> with this little problem: I've managed to remove the bottom border
> without any problems, but how do I get rid of the other borders?

Quite tricky. Well, the upper border is quite easy, it's the same trick that with the lower border, just that you have to do it without timer B. :) The easiest way is to first sync with the lower border routine, and then restart the timer B so it will interupt at a specific point in the upper border. I've released a source that removed the upper and lower border in GEM (this code also offers stable borders with the blitter enabled in GEM).

Removing the left and right border can drive one crasy, cause the timing has to be done very good. The technic is quite simple, just fiddle 50Hz to 70 Hz to 50 Hz in the left border, and in the right, fiddle it to 50 to 60 to 50. Has to be done on every scanline.

When syncronising, read the lower shifter adress, and jump by offset into some

NOPs, and you will get it synced.

The trickiest part is not to get it to work on your own machine, but to make it work on everyone else machines!

CD

(UUCP Dialup connection)

From 5696741772268333881
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b03315c7c919079
X-Google-Attributes: gid1115ce,public
From: ggaubatz@eikon.regent.e-technik.tu-muenchen.de (Joerg-Henrik Wist)
Subject: Re: Border removal
Date: 1995/05/10
Message-ID: <3oq9ud$g0h@sunserver.lrz-muenchen.de>#1/1
X-Deja-AN: 102449854
distribution: world
references: <3onvmi$ju4@m1.cs.man.ac.uk>
organization: EIKON-Projekt
newsgroups: comp.sys.atari.programmer

S94 (gjones@cs.man.ac.uk) wrote:

: Someone else mentioned a bug in the video shifter that enabled you
: to do hardware-like scrolling in pre-STE machines. What is this,
: and how is it done?

This "hardware-like" scrolling (also known as "sync"-scrolling) fiddles around with opening left and/or right border. It basically emulates the low byte of the videomem starting register, which does not exist in normal ST's. Every opening of borders means, that more videomem is being displayed. A normal scanline consists of 160 bytes. If you open the right border (which is relatively easy compared to the left one) it consists of 160+44=204 Bytes, as the Shifter displays 44 more Bytes (don't worry about the odd numbers - the planes will indeed be shifted on the next line!) If you open the left border as well, 26 more bytes will be displayed wich gives us a max of 230 bytes per scanline.
What you do now is to open different pairs of borders a couple of time at the top of the screen to get different negative offsets of the beginning of the remaining screen, eg. open the right border twice and a point further down the screen will start 88 bytes earlier. There are more things to it: There are a few methods to get different offsets than 44 or 26. By changing the timing you can get offsets of -2 (yes! you actually can reduce a scanline to 158 bytes!) and 24 (combination of -2 and 26). -2 and 44 work for the right border and 26 uses the left border. This gives: -2, 24, 26, 44 and 70 bytes offset. Now its up to

the coder to find all useful combinations to get all desired offsets.
Note: you still can use the mid byte register of the screen address,
eg. when you want an offset of 120 = 256-70-70+2+2.
It is possible to achieve a full emulation of the low byte in 7 scan-
lines.

Of course you cannot use those seven lines for your graphics, as they
would be distorted. On the other hand you can combine opening the top
border with sync-scrolling.

Well, this was the logical problem. Now comes the programming prob-
lems: First of all you have to synchronize your code to the raster
electron beam in your monitor or tv. If you are not synchronised,
you cannot open left or right border, as these need to be switched
on a particular position, unlike the lower border, where you switch
Hz "somewhere" after the last line.

And here we've got a problem: I'm no longer active on the Atari ST
since about 2 Years. I don't have the code anymore, and I can't make
up everything from my mind! But: A source code for sync-scrolling
in seven scanlines has been published in the german "TOS" magazine
back in 1992, and it has also been on various disk mags. It's been
written by our member New Mode (the infamous one ;-)

Anyway - I hope I managed to help you a bit!

Cheers,

Gunnar (ex- Big Alec of Delta Force / Union)

P.S.: It also was Delta Force who hacked NEOchrome and made
NEOchrome Master (I write this, because someone in a thread
before this one didn't know...)

P.P.S.: Don't bother to contact me about any coding activity of DF.
We are dead! We are no longer! We ceased to exist!
We are EX- coders! (hum.., er, computerwise of course)
(the above was inspired by Monty Python (of course!))

No, really: We are no longer active since 1993 but I still
get letters from people who want to get music from me...
(mostly from France though...)

Anyway, if you just want to chat a bit (about the good ol'
times on ST for example) you're welcome, of course.
Here's my e-mail: ggaubatz@eikon.e-technik.tu-muenchen.de

From 4212936103049128761

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: gjones@cs.man.ac.uk (S94)
Subject: Re: STfm sampled sound question (was Re: no programmers left?)
Date: 1995/05/10
Message-ID: <3oqmek$hc4@m1.cs.man.ac.uk>
X-Deja-AN: 102449857
distribution: world
references: <3nl74c$5op@banaan.fwi.uva.nl> <3nmd65$mjc@news.uncc.edu>
<sf.25.001AF318@wilj.itl.co.uk> <3nqgb2$lso@whitbeck.ncl.ac.uk>
<12704@gos.ukc.ac.uk>
organization: Dept of Computer Science,University of Manchester,U.K.
nntp-posting-user: 351
newsgroups: comp.sys.atari.programmer

I don't have the facilities here to do a full-scale description of an answer to your problem about the MFP since I don't have my ST here (it's at home right now), nor do I have any of my source disks around. I'll do that when I go home tonight and post a full reply to your question, and a source that'll replay a sample under interrupt.
Here's a short snippet of code though that'll show you how to remove the bottom border and also give some insight into using the MFP:

```
; setup screen, set supervisor, etc etc, goes here
     bsr  save_ints ;    save all the interrupts, etc
     clr.b    $fffffa07.w   ;    stop MFP ints
     clr.b    $fffffa09.w
     or.b #1,$fffffa07.w     ;    open timer b channel
     or.b #1,$fffffa13.w     ;    mask timer b
     bclr #6,$fffffa09.w     ;    keyboard (I/O port bit 4)
     move.l   #key,$118.w   ;    new keyboard vector
     bset #6,$fffffa09.w     ;    open channel
     move.l   #vbl,$70.w    ;    new vbl
     move.l   #emptytb,$120.w    ;    empty timer b
     move.w   #$2300,sr ;    start interrupts
; your other code here, exiting is simply a matter of stopping the ints
; and restoring all the original ints
;
vbl
     move.w   #1,vbi_flag   ;    flag it
     clr.b    $fffffa1b.w   ;    b control reg (stop timer b)
     move.b   #199,$fffffa21.w   ;    timer b data
     move.b   #8,$fffffa1b.w     ;    event countdown mode
     move.l   #bottomtb,$120.w   ;    new timer b
     rte

bottomtb
     move.l   a0,-(sp)  ;    save regs
     move.w   d0,-(sp)
     clr.b    $fffffa1b.w   ;    stop b
     lea.l    $fffffa21.w,a0     ;    a0 -> timer b data
```

```
     move.b    #?,(a0)        ;    number of scanlines
     move.b    #8,$fffffa1b.w     ;    event countdown mode
     move.l    #emptytb,$120.w    ;    new timer b
     move.b    (a0),d0        ;    get data
bottomtb_loop1
     cmp.b     (a0),d0        ;    wait until end of scanline
     beq.s     bottomtb_loop1     ;    ie, in the right border
     move.b    #2,$ffff820a.w     ;    60 Hz
     lsl.w     #8,d0          ;    wait until in the left border (62
     lsl.w     #8,d0          ;    cycles)
     lsl.w     #6,d0
     clr.b     $ffff820a.w    ;    50 Hz, no bottom border
     move.w    (sp)+,d0 ;    restore regs
     move.l    (sp)+,a0
     bclr #0,$fffffa0f.w      ;    acknowledge interrupt
     rte

emptytb
     bclr #0,$fffffa0f.w      ;    acknowledge
     rte

; Ok, now I think that's all correct, but I've had to do it from memory, so
; I hope I've got it right. I've just had a look at it again, and I think
; that it's right.
```

Here's the general idea for using the MFP, in this case, the timer b interrupt:

First, you've got to tell the MFP that you want the interrupt switched on. This is done using the interrupt enable registers (IER's), where each bit represents a different interrupt. This is done at the start in the code above.

Your vbl stops the timer b via the timer b control register, then sets the timer b data register, and then restarts the timer b. In this case, we're using event countdown mode, which simply means that each timer b event (ie every scanline) we decrement the timer b counter. When it reaches 0, it jumps to the routine whose location is stored in $120.w. Thus, the 199 used in the vbl means wait for 199 scanlines and then run the 'bottomtb' routine. Simple really.

Now, the bottomtb routine. Since we don't want this routine to run again when the counter finishes (it might finish before the vbl gets round to resetting the counter, which would lead to trying to open the bottom border again, only it would be trying at the wrong place.) we stop the timer b, set the data (there's a '?' where you can put however many scanlines you want the routine to run for), and then set it to event countdown mode again and set the new routine we want it to use after it's finished counting down. Then we do our code for the routine (in this case, opening the bottom border), and then we acknowledge the interrupt and rte. We have to acknowledge the interrupt since when the interrupt occurs, a bit is set in the interrupt in-service register A (ISR A) that says the interrupt is on. However, it isn't cleared at the end and so we must do this ourselves, and thus allow other interrupts to happen on that channel. Bit 0 corresponds to the timer b channel. Funnily enough, this happens to be the same bit as the one we set in the IER A register to turn the timer b on, and the interrupt mask register (IMR A) that we used to mask the interrupt.

Spot a pattern? This is essentially how the MFP works.
To get the full use though, you'll need a few examples and a list of which bits control which channels (ie interrupts). I've got one, but not with me, so I'll post that tomorrow.
Hope this helps in some way. If I've lost you at all or confused you then hopefully my next posting (a more detailed explanation of the MFP) will clear things up.

Gaz

From -1467755845837980559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b03315c7c919079
X-Google-Attributes: gid1115ce,public
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE ()
Subject: Re: Border removal
Date: 1995/05/10
Message-ID: <D8D60u.5Gy@news.gu.se>#1/1
X-Deja-AN: 102449858
sender: news@news.gu.se (USENET News System)
references: <3onvmi$ju4@m1.cs.man.ac.uk>
organization: Gothenburg University
newsgroups: comp.sys.atari.programmer

S94 (gjones@cs.man.ac.uk) wrote:

> I've just joined this group and was wondering if anyone could help me
> with this little problem: I've managed to remove the bottom border
> without any problems, but how do I get rid of the other borders?
> I understand the principle, but how do I time my interrupt so that
> it's at the top of the screen to open the top border, and how
> precisely do I go about opening the left and right borders? I think
> it's done by waiting until the end of the scanline then switching
> Hz rate, pause until you get to the left border then switch back
> before the start of the scanline. Is this right? Am I right in
> thinking that you have to open every scanline 'by hand' so to
> speak using the hbl? Do I have to work out the timings myself by
> trial and error or hacking out other people's code? I've seen
> quite a few border code sources given away free with mags or
> printed in mags or on the 'net but none of these have ever worked
> on my 520STFM (Yes, it's old but it does all that I want it to).

Your thinking is about right...
You can't use the HBL though (not reliable anyway).
In the VBL-interrupt do the following:

```
.loop    move.b   $ffff8209.w,d0
     beq.s    .loop
     not  d0
     lsl  d0,d0
```

What this does, is that it syncs the CPU to the raster beam in your monitor
This is needed to get the sync switch at the exact correct position.
Since it was quite som time since I did this kind of stuff, I can't give
you the correct positions, but it involves all possible syncs,
(50Hz, 60Hz, 71.25Hz (ST-HIGH)).
You'll also have to shut the interrupts off to be able to switch to ST-HIGH,
on a Colour Monitor, and remember to be careful, since frequencies at that
rate actually can damage your TV, och RGB-Screen.

If I remember correctly the left border should be removed if you, at the
end of the line (that's the graphics, and not the scanline) switch to ST-HIGH,
wait about 6 nop:s and then switch back to 50Hz.

The bottom I believe is removed by simply setting the sync to 60Hz wait a while
and the reset it to 50Hz (It's not so important to be exact here, so if you
want to remove the lower border, but not left and right you can use the HBL)

You are also absolutely right that you'll have to do the syncchanges on every
line, and this take a great amount of time.

That's all for now...

Good Luck...

--
Stefan Berndtsson - gubsb@trivux.ub.gu.se
Member of NoCREW - The ultimate swedish hacker group except for everyone else.

From -6596510775721712530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea1eec77f390f886
X-Google-Attributes: gid1115ce,public
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Subject: Re: PD C compilers
Date: 1995/05/10
Message-ID: <3oqssk$htn@mercury.dur.ac.uk>#1/1
X-Deja-AN: 102449859
distribution: world
references: <3nigf3$p67@dux.dundee.ac.uk> <3nqfvv$7g8@banaan.fwi.uva.nl>
organization: University of Durham, Durham, UK.
newsgroups: comp.sys.atari.programmer

M. Dekker (mdekker@fwi.uva.nl) wrote:

: :Does anyone jbow of a PD c compiler which will allow windows etc
: :to be created and run, on a Falcon 030 using MiNT 1.12?
: :I have usewd Heat 'N Serve C, with Gemfast, one the programs
: :are compiled they very rarely run. Indeed manny simply

: :crash the machine. Creating windows seems to be the main cause.
: I do not have a Falcon, but I do know H&S C. I have had no problems
: with using windows with this C compiler. Either it doesn't like
: MiNT (I know I dont :) or it doesn't like the Falcon. On my ST
: with Tos 1.4 it worked nicely.

Parts of GemFast certainly seem to be broken with newer versions of the AES and or/mint. It's a while since I used it (at least a year and a half) so I don't remember it all that well, but as long as certain calls are avoided (particularly IIRC those involving the extended GEM features such as popup menus and so on) it's just about usable for access to standard GEM calls. It is, however, way out of date and doesn't provide support for vector-font based GDOSs or any of the new AES facilities. GNU + gemlibs is a much better bet.

ATB,

Martin

--
****
* ---------- M.J.Maisey@durham.ac.uk ---------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

From 3219036271877932434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: dbrewood@nest.demon.co.uk (Daron Brewood)
Subject: re: no programmers left?
Date: 1995/05/10
Message-ID: <1468dbrewood@nest.demon.co.uk>#1/1
X-Deja-AN: 102449861
x-ftn-adr: 90:100/106.0
x-viagateway-at: 90:100/106.0
reply-to: dbrewood@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of 10 May 95 David Levi (0) wrote to All :

 DL> From: Dave@levihome.demon.co.uk (David Levi)
 DL>   I'm probably opening the flood gates, but I am suprised that
 DL> there seems to be little programming support for Basic, particularly
 DL> GFA.

Agreed 100% David, my Internet<->NeST gateway is 100oded in GFA.

Daron - dbrewood@nest.demon.co.uk

--

From 1832037107487710296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: hillsp@genrad.co.uk (Paul Hills)
Subject: Re: no programmers left?
Date: 1995/05/10
Message-ID: <1995May10.152127.293@genrad.co.uk>#1/1
X-Deja-AN: 102449862
references: <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>
organization: GenRad Ltd
reply-to: hillsp@genrad.co.uk
newsgroups: comp.sys.atari.programmer

In article <3o0jvv$rkq@nyheter.chalmers.se>,
d2cg@dtek.chalmers.se (Christer Gustavsson) writes:

>In article <3ntg0v$eik@ionews.io.org>, Eric March <diehl@r-node.io.org> wrote
>(regarding the c programming language):
>> Besides that, it takes 8k to write a program that prints "Hello world!' to
>>the screen. I am still very impressed by Torbjorn Ose's ability to fit an 8
>
>Not if you use your own libraries and use Gemdos calls ;-). The code for
>printf is quite big, especially if you include the float parts...

Printf has tons of other stuff in for converting float, int, char etc and for displaying these in ASCII (which is a big job, I know from experience). I always use puts() if no formatted text is necessary. This compiles much smaller (at least on the PC it does), and should just do the Gemdos call.

Paul

From 8645397461980350474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a8a4ed2e35de53
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,49a8a4ed2e35de53
X-Google-Attributes: gid109a67,public
From: spatzene@informatik.tu-muenchen.de (Roland Spatzenegger)
Subject: Re: DSP programmers
Date: 1995/05/11
Message-ID: <3oshuv$dfj@hpsystem1.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 102449475
distribution: world
references: <799594396.10@cs.york.ac.uk> <3oq750$aih@macondo.dmu.ac.uk>

organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
originator: spatzene@hphalle4g.informatik.tu-muenchen.de

In article <3oq750$aih@macondo.dmu.ac.uk>, Alan Parker <se2ap@dmu.ac.uk> writes:
|> although it has sparse documentation. It is obviously written in C
|> but it is quite fast and stable. There is one bug I've found with using
|> too many labels that start with the same letter(s).
Doesn't support tcc <move> <parallel move > instruction ! (tcc <move> works)
Sometimes it produces wrong lod files ...
bye
Roland

--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/cgi-bin/nph-gateway/hphalle4/~spatzene/

From "Canonical List of Famous Last Words":
410-"Quick !! How does one UNSUMMON a demon lord ?"

From 4905827329855105754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,49a8a4ed2e35de53
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,49a8a4ed2e35de53
X-Google-Attributes: gid1115ce,public
From: gauthe_a@neon.epita.fr (alain gautherot)
Subject: Re: DSP programmers
Date: 1995/05/11
Message-ID: <3osrcr$9ef@boson.epita.fr>#1/1
X-Deja-AN: 102449508
distribution: world
sender: gauthe_a@neon (alain gautherot)
references: <799594396.10@cs.york.ac.uk> <3oq750$aih@macondo.dmu.ac.uk>
<3oshuv$dfj@hpsystem1.informatik.tu-muenchen.de>
organization: Epita (French Computer Science school)
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <3oshuv$dfj@hpsystem1.informatik.tu-muenchen.de>,
spatzene@informatik.tu-muenchen.de (Roland Spatzenegger) writes:
|>
|> Doesn't support tcc <move> <parallel move > instruction ! (tcc <move> works)
|> Sometimes it produces wrong lod files ...
^^

YES!!! I've sspent nearly 5 hours to find a mistakes in my routines. But
it didn't exist at all! Now, I use .P56...

```
|>   bye
|>       Roland
|>
|> --
|> Roland Spatzenegger      IRC: Cymric   spatzene@informatik.tu-muenchen.de
|> http://www.informatik.tu-muenchen.de/cgi-bin/nph-gateway/hphalle4/~spatzene/
|> ---------------------------------------------------------------------------
|> From "Canonical List of Famous Last Words":
|> 410-"Quick !! How does one UNSUMMON a demon lord ?"

/-----------------------------------------------------------------------\
| Alain GAUTHEROT      EPITA, French Computer Science School
     |
| Atari Falcon Coder                                |
| If anyone agrees with you, you are either very clever orelse the BOSS
     |
|_______________________________________________________________________|
| Email: Alain.Gautherot@epita.fr  http://www.epita.fr:5000/~gauthe_a/
     |
\-----------------------------------------------------------------------/
```

```
From 3725724465290724167
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7dc6b03a97a6c705,start
X-Google-Attributes: gid1115ce,public
From: gearyp@cs.man.ac.uk (S94)
Subject: Emulating the 68k
Date: 1995/05/11
Message-ID: <3osuv7$84n@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 102449848
organization: Dept of Computer Science, University of Manchester, U.K.
nntp-posting-user: 324
newsgroups: comp.sys.atari.programmer
```

I am considering writting a 68000 simulator for a PC and i was wondering what would be the fastest method for decoding the instruction set.

A huge look-up table, or decoding the instruction bit by bit ..?
Any ideas?, or is there any source code available which already does this, if so, where.

Thanks.

```
From 6470887335069407162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c5dfb53e449f2ff
X-Google-Attributes: gid1115ce,public
```

From: avg@cwi.nl (Annius Groenink)
Subject: Re: The MiXT project
Date: 1995/05/11
Message-ID: <avg.800193002@news.cwi.nl>#1/1
X-Deja-AN: 102449849
sender: news@cwi.nl (The Daily Dross)
references: <3no3n0$lj4@caro.dsic.emn.fr> <D86LIz.Hqr@cix.compulink.co.uk>
organization: CWI, Amsterdam
newsgroups: comp.sys.atari.programmer

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>X does require a lot of power - and this might be the sticking point. At
>least on Ataris - MiXT will be very slow. X-MiNT is slow even on a TT, as
>is linux/68-X11R6. Its not that they are unusable - its just that GEM
>programs are going to work *much* faster under ROM GEM/TOS.

I don't know. I am now working on Edith Professional 4X. Basically what I am doing is writing lots of the AES code in terms of X drawing functions. So it still is a GEM program in many respects. Now I know that my 486DX50 is much faster than my TT, but the X version is definitely _much_ faster and more efficient than the GEM equivalent.

I don't think that emulating the GEM calls would be that inefficient under X Window. I suspect the result would be faster in performance than a GEM program running under MultiTOS.

--

Annius V. Groenink	avg@cwi.nl	Private/Edith/ZFC:
CWI, Kruislaan 413	zfc@zfc.nl	P.O. Box 12079
1098 SJ Amsterdam	Room M233 ext. 4077	NL 1100 AB Amsterdam
The Netherlands	Phone: +31 20 592 4077	Phone: +31 20 695 9901

From -903840665550671529
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,677887d082b52a32,start
X-Google-Attributes: gid1115ce,public
From: greppi@monviso.alpcom.it (Marco Greppi)
Subject: Atari Magazine
Date: 1995/05/11
Message-ID: <3otgsg$t9a@galileo.polito.it>#1/1
X-Deja-AN: 102449867
organization: ALPnet The Network Provider
newsgroups: comp.sys.atari.programmer

'm the Editor of "Voci di Corridoio - Atari Magazine", the new (six months old)

and the only one italian magazine entirely committed to the Atari market.

We include coverage about the International Section, for which we're always

searching for information from international distributors & developers.

Our magazine we'll be pleased if You can stay in touch with us (best if via

e-mail at: marco.greppi@pmn.it

or by fax) to give to our readers news and articles about new announcements,

products & upgrades You'll develop.

Thank You in advance (and keep supporting the Atari market!!).

Best regards.

Marco Greppi - Editor

Voci di Corridoio-Atari Magazine c/o

Edizioni Emmesoft

Via San donato 49

10144 TORINO (ITALY)

Tel. +39 11 484309

Fax: +39 11 4374311

From 1376262507261652697
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7dc6b03a97a6c705
X-Google-Attributes: gid1115ce,public
From: timbe@lsl.co.uk

Subject: Re: Emulating the 68k
Date: 1995/05/12
Message-ID: <1995May12.095600.5283@lsl>#1/1
X-Deja-AN: 102449850
references: <3osuv7$84n@m1.cs.man.ac.uk>
organization: Laser-Scan Ltd., Cambridge
newsgroups: comp.sys.atari.programmer

In article <3osuv7$84n@m1.cs.man.ac.uk>, gearyp@cs.man.ac.uk (S94) writes:
>
> I am considering writting a 68000 simulator for a PC and i was wondering what
> would be the fastest method for decoding the instruction set.
>
> A huge look-up table, or decoding the instruction bit by bit ..?
> Any ideas?, or is there any source code available which already does this,
> if so, where.
>
> Thanks.
>
My experience of emulating the spectrum was to use the lookup table; but that
would take lots of memory. You might be able to get away with a high byte look
up table and several low byte tables - that should still be fast and allows a
lot of compression for the $axxx and $fxxx instructions (a-line and f-line).
NB use jump tables not just lookup tables - they are a lot faster.

Tim Bevan

From -4419026493206319821
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e750b8efba01faa
X-Google-Attributes: gid1115ce,public
From: timbe@lsl.co.uk
Subject: Re: System Font ROM address?fit
Date: 1995/05/12
Message-ID: <1995May12.095816.5284@lsl>#1/1
X-Deja-AN: 102449851
references: <3o6bl0$5so@news.uncc.edu>
organization: Laser-Scan Ltd., Cambridge
newsgroups: comp.sys.atari.programmer

In article <3o6bl0$5so@news.uncc.edu>, ralunsfo@uncc.edu (Russell A Lunsford)
writes:
> Does anyone know where in ROM the system font is stored, and the format that
> it's stored in? Is the format the same as the PC's?
>
> Thanks,
> Russ
>
> --
> **********

> "Let yourself go with the disease, be with it, keep company with it - this
> is the way to be rid of it." - Bruce Lee
>   ralunsfo@uncc.edu

I think the answer is returned by the aline0 trap in one of the registers. I seem to remeber my lattice documentation saying that.... but that is from memory

Tim Bevan

From -6091671967873291812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4071755575f1c03b
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Visual C/Basic
Date: 1995/05/12
Message-ID: <3ovd14$2ue@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 102449852
distribution: world
references: <9505011541.AA03473@ilmen.lanl.gov>
organization: University of Newcastle upon Tyne, UK
newsgroups: comp.sys.atari.programmer

In article <9505011541.AA03473@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
|> Nope, nothing which matches the wonderful GUI-building tools that
|> VB is so famous for. They -are- fun to use, aren't they?
|>
|> Then again, I personally think the VB language itself is atrocious
|> and VB's pseudocompiler an evil plot from the bowels of MicroSloth,
|> but that's another story.
|>
|> Just think how productive Windoze programmers could be if they had
|> the syntax and speed of GFA for Windows and VB's GUI tools. ;-)

I use a Visual Basic clone for OSF Motif on the HP700, same enviroment, but uses ANSI C, K&R C, or C++ (it's called VXP - if you use Motif, get it it's great).

I've been thinking for a while now that it might be nice to have one for the Atari.....probably to directly support code generation for DULIB1.3? - the new libs release is coming RSN, with popups, windials, callbacks, custom redraws, Icon popups (like in CorelDraw), scrolling list, full text editor widgets, etc) all fully documented in english, and ready for use with Lattice C.

Craig.

```
 __                          _
 | \        | |             / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
```

---------- o ----------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

From -5411248759384885078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b137a47d40f4400a
X-Google-Attributes: gid1115ce,public
From: Frank Baumgart <godot@uni-paderborn.de>
Subject: Re: Library for nice GEM effects?
Date: 1995/05/12
Message-ID: <3ovit0$rhj@news.uni-paderborn.de>#1/1
X-Deja-AN: 102449853
references: <3mm7u8$hdl@calvin.st-and.ac.uk> <3nq95q$ers@news.uni-paderborn.de>
content-type: text/plain; charset=us-ascii
organization: Universitaet Paderborn, Germany
x-url: news:3nq95q$ers@news.uni-paderborn.de
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 5.4 sun4m)

e80097@pbhrzx.uni-paderborn.de (Dirk Hagedorn) wrote:
>Urgs, that's a problem. I think all the libs are available via FTP, but I
>don't know where you can get them, sorry.

ftp.uni-paderborn.de:/pub/atari/lang/c/sgem123c.zip
where else? :-)

Bye,

Frank

From 7090082957273707147
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f08be3bc7648647,start
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: How to create logical disk partition?
Date: 1995/05/12
Message-ID: <wongck.166.000CF7FF@ti.com>#1/1
X-Deja-AN: 102449866
organization: Texas Instruments
newsgroups: comp.sys.atari.programmer

Can anyone tell me how to create a logical disk partition like those of Ram

disk?

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

From -1641306945474957264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,395492bab76f1fb7
X-Google-Attributes: gid1115ce,public
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Subject: Re: ^S, MiNT and GEM
Date: 1995/05/12
Message-ID: <3ov5i9$1kj@percy.cs.bham.ac.uk>#1/1
X-Deja-AN: 102449868
references: <799177594snz@bigbox.demon.co.uk> <3o290u$sme@percy.cs.bham.ac.uk>
<1995May2.234024.18464@nntp.brisnet.org.au>
organization: NHS Information Management Centre
newsgroups: comp.sys.atari.programmer

dancer@nntp.brisnet.org.au (Andrew Vesperman) writes:
>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>: bjb@bigbox.demon.co.uk writes:
>: >Can anyone help me? I am using Lattice 5.6 and writing a GEM application.
>: >Whenever I type ^S into my app it acts as an XOFF, and needs to be followed
>: Hm, I've never seen this behaviour. How are you getting keystrokes
>That _is_ certainly normal behaviour for the XON/XOFF (^Q/^S) keys. Using any
>the BIOS or GEMDOS I/O routines (except RAW) enables XON/XOFF interpretation.

I agree, but it is *not* normal behaviour for a GEM application.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From 4527245520202904599
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,70be6bcc0566f140,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,70be6bcc0566f140,start
X-Google-Attributes: gid109a67,public

From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: Atari GFA Basic with Magic
Date: 1995/05/12
Message-ID: <800302010_OASIS_@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 102572366
reply-to: phil@yeadontt.demon.co.uk
newsgroups: ,comp.sys.atari.programmer,comp.sys.atari.st.tech
organisation: OASIS HQ

Hello to all GFA Basic programmers

I have been trying to get GFA Basic compiled programs to run under Magic.

There is a patch program on various ftp sites (GFA patch 1.07) that is supposed to modify the compiler libraries. The only problem I have is that the documentation is all in German!

Has anybody used this patch succesfully, or does anybody know where I can get hold of the documents in English.

Contact me at the address below.

Thanks in advance.

--


```
  ==========================================================================

     The Home Of      _/_/_/_/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
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                 _/    _/  _/    _/        _/  _/        _/
                _/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/

  ============    Phil Yeadon ===== phil@yeadontt.demon.co.uk    ============
```


From -5718764308879207661
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9d18398ab5c1d136,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,9d18398ab5c1d136,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,9d18398ab5c1d136,start
X-Google-Attributes: gid1115ce,public
From: DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM)

Subject: Patching TOS 16MB partition limit?
Date: 1995/05/22
Message-ID: <3ppmr6$6ft@news2.delphi.com>#1/1
X-Deja-AN: 103022022
organization: Delphi Internet Services Corporation
newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Since I am technically deficient in this area, I was wondering if
anybody has considered writing a patch for TOS 1.0/1.2 so that 32MB
partions can be used? Is this even possible? Or should I just get TOS
1.4/2.06 for ALL my machines?

Dom

From 2857283050403280352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,820c4004cdd4e41f
X-Google-Attributes: gid1115ce,public
From: burch@sa.rl.ac.uk (Peter Burch)
Subject: Re: Some GEM Programming Questions
Date: 1995/05/22
Message-ID: <3pq11g$1k0l@unixfe.rl.ac.uk>#1/1
X-Deja-AN: 103022132
distribution: world
references:
<ftn_2.203.221.11$fidonet.org_2fbdeab6_Magnus.Kollberg@p11.straight.ct.se>
organization: Rutherford Appleton Lab, UK.
reply-to: burch@sa.rl.ac.uk
newsgroups: comp.sys.atari.programmer

Hi!

I would be most grateful if someone could mail me withe the EXACT file format of a
.IMG image file.

Thanks

pete

burch@te.rl.ac.uk

From -7918738377041635907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2758197af1a624c6
X-Google-Attributes: gid1115ce,public
From: chainxor@kom.auc.dk (Henrik Lunardi Weide)

Subject: Re: Games & Graphics Programming
Date: 1995/05/22
Message-ID: <3pqbe6$4fc@news.iesd.auc.dk>#1/1
X-Deja-AN: 103110223
references: <3pno5p$2ps@dux.dundee.ac.uk>
organization: Aalborg University - Dep. of Communication Technology
reply-to: chainxor@kom.auc.dk
newsgroups: comp.sys.atari.programmer

In article <3pno5p$2ps@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> [Article crossposted from comp.sys.atari.st.tech]
> [Author was Rod McCall]
> [Posted on 21 May 1995 15:50:28 GMT]
>
> I have decided that once summer arrives I inted to start doing some
> serious programming on my Falcon. At present I have (or will have
> shortly) Pure C and Devpac 3. I am also considering getting Devpac DSP.
> Do the latter two packages come with information on how to program
> the graphics & sound system on the Falcon? Also are their any
> books that are particularily good at explaining how to program the
> ST/Falcon graphics and sound hardware?

Yes, try "The ATARI Compendium".
It's an American book, written by Scott Saunders. You should be able to get it from System Solutions in the U.K.
The book covers all Atari computer models and system calls etc.etc.

But there is also the more Falcon(or better)-specific book named "Modern ATARI-System software", I think it's from HiSoft.

Hope this helps. :-)

Keep Cool and Flying...

ChainXOR...

From -1403451977832665387
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2758197af1a624c6
X-Google-Attributes: gid1115ce,public
From: baldrick@terminator.rs.itd.umich.edu (Dan Ackerman)
Subject: Re: Games & Graphics Programming
Date: 1995/05/22
Message-ID: <3pqe00$fi0@lastactionhero.rs.itd.umich.edu>#1/1
X-Deja-AN: 103110224

references: <3pno5p$2ps@dux.dundee.ac.uk>
organization: University of Michigan
newsgroups: comp.sys.atari.programmer

Are you sure these programs (devpac etc) will run on your new oric ?

There are several books around that are good for the atari such as the abacus books (if you can find them) however, the best source in my opinion is magazines (new & old) and source code off the net. Generally in my experience most of the atari books aren't set up to learn from, or if they are. They only take you so far then your on your own. Although I must admit that I haven't seen several of the "newer" atari books. I do recommend the Atari Compendium. The ability to only have to look through one book most of the time, is well worth the money when you consider how long it takes to look through all your old books, Magazines and source code.

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

From 25020845810190109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31760ac1a9ed8b8b
X-Google-Attributes: gid1115ce,public
From: baldrick@terminator.rs.itd.umich.edu (Dan Ackerman)
Subject: Re: GfA Basic Question: Resource in INLINE ????
Date: 1995/05/22
Message-ID: <3pqe6a$fim@lastactionhero.rs.itd.umich.edu>#1/1
X-Deja-AN: 103110225
references: <3pnfhs$909@news.xs4all.nl>
organization: University of Michigan
keywords: GfA
newsgroups: comp.sys.atari.programmer

There is a file that shows how to do resouce's inlined. However I just checked and didn't see it in the Gfa section on a.a.u.e. I will try to track it down and put it there. I have it at home so if nothing else I can get it up later this week.

Dan Ackerman
aka. baldrick@terminator.rs.itd.umich.edu

From 7870758461804808976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5dea8d97b5018fbb,start
X-Google-Attributes: gid1115ce,public
From: "Chris J. Mills" <stumilcj@reading.ac.uk>
Subject: Spectrum 512 Etal.
Date: 1995/05/22
Message-ID: <Pine.SUN.3.91.950522204631.11997A-100000@sgsscsc1.reading.ac.uk>#1/1
X-Deja-AN: 103110226
organization: University of Reading, U.K.
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

I understand that spectrum 512 and photochrome work by trigerring events
at the right times for the monitor to display a different colour. Can
someone please tell me these monitor timing so that I can investigate how
to do this for myself.
thanks,
     Chris.

From -4827640259753162616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f38ad0101f5ac571,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f38ad0101f5ac571,start
X-Google-Attributes: gid109a67,public
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Subject: (no subject)
Date: 1995/05/23
Message-ID: <3psu0b$fbt@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 103110006
content-type: text/plain; charset=us-ascii
organization: Dept. of Computer Science, Manchester University.
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
nntp-posting-user: 348
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.2 sun4c)

I am trying to write a MultiTOS friendly Gem based application (in assembler).
I have an event handler that handles dialogues placed in a window, but at the
moment it ignores keyboard events.

I have got it to detect keyboard events, but where can I get the value of the
key that is pressed? What form is it in - ASCII / scancode?

Cheers for any help.

Anthony (who has NO aes documentation for calls implemented before v3.3)

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

From 150503968786674867
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,f38ad0101f5ac571
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,f38ad0101f5ac571
X-Google-Attributes: gid1115ce,public
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Subject: Re: (no subject)
Date: 1995/05/23
Message-ID: <3psu3j$fbt@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 103110007
references: <3psu0b$fbt@m1.cs.man.ac.uk>
content-type: text/plain; charset=us-ascii
organization: Dept. of Computer Science, Manchester University.
x-url: news:3psu0b$fbt@m1.cs.man.ac.uk
mime-version: 1.0
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
nntp-posting-user: 348
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.2 sun4c)

Oops!

That was supposed to have the subject 'keyboard events with event_multi()'

Never mind...

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

From -258769313599615388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,50a1e1c17a687638,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,50a1e1c17a687638,start

X-Google-Attributes: gid1115ce,public
From: jon@powerslv.demon.co.uk (Jon Kale)
Subject: eGEM documentation
Date: 1995/05/23
Message-ID: <19950523.140724.35@powerslv.demon.co.uk>#1/1
X-Deja-AN: 103110010
distribution: world
x-nntp-posting-host: powerslv.demon.co.uk
sender: news@news.demon.co.uk
organization: I Inhaled
reply-to: jon@powerslv.demon.co.uk
newsgroups: comp.sys.atari.st.tech,,comp.sys.atari.programmer

Just a quick request - I just downloaded eGEM 2.1 (Sep. '94 version) and it
looks pretty interesting (from my reading of the docs and source) BUT . . .
my German is, shall we say, rudimentary (esp. when it comes to the finer
points of TOS/GEM/C coding) SO . . .

Does anybody have any English docs for the eGEM library, and, if so could they
mail them to me or point me at a site where I can get 'em (either ASCII or
.hyp) I got eGEM from the (excellent) UMich mirror at Imperial but there was
no sign of any EGEM_ENG.LZH or such there.

TIA (for time and bandwidth :)

--
```
   Cheers   __
             | /\ |\ |
            \/ \/ | \|
```

From 1162644446565987758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50a1e1c17a687638
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,50a1e1c17a687638
X-Google-Attributes: gid109a67,public
From: snuggy@herts.ac.uk (Alex Nicholls)
Subject: Re: eGEM documentation
Date: 1995/05/23
Message-ID: <42332fc237be@sirius.herts.ac.uk>#1/1
X-Deja-AN: 103110015
distribution: world
references: <19950523.140724.35@powerslv.demon.co.uk>
followup-to: comp.sys.atari.st.tech,comp.sys.atari.programmer
organization: University of Hertfordshire
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Jon Kale (jon@powerslv.demon.co.uk) wrote:
: Just a quick request - I just downloaded eGEM 2.1 (Sep. '94 version) and it
: looks pretty interesting (from my reading of the docs and source) BUT . . .
: my German is, shall we say, rudimentary (esp. when it comes to the finer

: points of TOS/GEM/C coding) SO . . .

Try EGEM 2.2 ... its a tad better ;) but still with german documentation I'm afraid...

: Does anybody have any English docs for the eGEM library, and, if so could
:they
: mail them to me or point me at a site where I can get 'em (either ASCII or
: .hyp) I got eGEM from the (excellent) UMich mirror at Imperial but there was
: no sign of any EGEM_ENG.LZH or such there.

Get ruftrade (from the same place..) - its one of the best german to english traslators that will give u more of an idea how it works..

Alex Nicholls
A.I.Nicholls@herts.ac.uk

From 2677687388165918021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,244276f8296b8198,start
X-Google-Attributes: gid1115ce,public
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Subject: Two VDI questions
Date: 1995/05/23
Message-ID: <3ps4i7$9sg@nyheter.chalmers.se>#1/1
X-Deja-AN: 103110227
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

As one of the very last additions to MGIF before the new release,
I intended to implement some limited support for graphics cards.
The first of my two questions is only performance related, but the
second describes a strange problem I've run into.

1. Device specific formats for 8 bit modes
   My current routines first translate from the stored byte per pixel
   format to the normal TT/Falcon bit plane structure. The bitplanes
   are then reordered to fit the VDI 'standard' definition.
   Finally the normal VDI transform and blit functions are used.

   While the above works fine (apart from the problems described later),
   it's clearly very inefficient on graphics cards, since those are
   likely to use a byte per pixel format. Going from byte per pixel to
   bit plane and back again takes quite a lot of time.

   I will of course include the full operation outline above, for maximum
   compatibility, but it would be very nice to speed the process up for
   'normal' graphics cards. So, does anyone know what the device specific
   format (MFDB) looks like for such a card in eight bit mode?

2. VDI colour setting problem

On my Falcon with TOS 4.01, the short test program below works fine under a 4 bit mode, but not under an 8 bit one. NVDI does not help. The problem is that (physical) colour number 15 is always set to zero! I guess this must be due to some kind of mistake on my part, since I've never seen any other program display this kind of behaviour. I haven't got the slightest idea about what the bug could be, however.

A Falcon executable version of the program can be found at my ftp site, rand.thn.htu.se under the name testcol.prg. If anyone wants to compile the test code on a TT, the VgetRGB must be replaced and the handling of 'map' changed.

```
/* The list of include files might need to be changed/extended
 * for some compilers.
 * Atari specific functions used are:
 *   VgetRGB (only exists on a Falcon), vq_color, vs_color,
 *   appl_init, graf_handle, v_opnvwk and c_clsvwk
 */

#include <vdi.h>
#include <tos.h>
#include <aes.h>
#include <stdio.h>
#include <stdlib.h>

/* VDI colour permutation */
int permute[256] = {0, 2, 3, 6, 4, 7, 5, 8,
                    9, 10, 11, 14, 12, 15, 13, 1};

/* Test colours */
int colour[20] = {100, 500, 700, 200, 840, 900, 250, 130, 670, 800,
                  130, 530, 760, 260, 720, 450, 780, 990, 290, 300};

void main(void)
{
   int i;
   int rgb[3];
   int handle;
   int work_in[11] = {1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2};
   int work_out[57];
   int junk, colours;
   long map[256];

   appl_init();
   handle=graf_handle(&junk, &junk, &junk, &junk);
   v_opnvwk(work_in, &handle, work_out);
   if (!handle) {
      appl_exit();
      exit(-1);
   }
   colours = work_out[13];

   for(i = 16;i < 256;i++)
```

```
      permute[i] = i;

   for(i = 0;i < 20;i++) {
      rgb[0] = rgb[1] = rgb[2] = colour[i];
      vs_color(handle, permute[i], rgb);
   }

   VgetRGB(0, colours, map);

   printf("Physical colour #: from VgetRGB, from vq_color  (original)\n");
   printf("Values can be off by +/- 1 due to rounding.\n");
   for(i = 0;i < 20;i++) {
      vq_color(handle, permute[i], 0, rgb);
      printf("%d: %ld,%ld (%ld)\n", i, map[i] >> 16,
             (rgb[0] * 255L) / 1000, (colour[i] * 255L) / 1000);
   }
   scanf("%d", &junk);

   v_clsvwk(handle);
   appl_exit();
}
```


```
--
  Chalmers University   | Why are these |  e-mail :  d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |  Address:  Johan Klockars
                        | so hard to do |            Foreningsgatan 32/408
   Gothenburg, Sweden   |     well?     |            411 27 Gothenburg, SWEDEN
```



```
From 6937727970519561188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20bbbd56e61b98cf,start
X-Google-Attributes: gid1115ce,public
From: Fraser S Keith <fkeith@cs.strath.ac.uk>
Subject: GFA question
Date: 1995/05/23
Message-ID: <3ps7dv$2of@dunlop.cs.strath.ac.uk>#1/1
X-Deja-AN: 103110228
content-type: text/plain; charset=us-ascii
organization: Comp. Sci. Dept., Strathclyde University, Glasgow, Scotland.
x-url: news:comp.sys.atari.programmer
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.3_U1 sun4c)
```


Is there any way to put a autoboot GFA basic file
on the disk so that it automatically loads and runs
on booting. I know it can be done in STOS by naming
the file autoexec.bas .

Fraser S Keith

From -4866779348072511480
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31760ac1a9ed8b8b
X-Google-Attributes: gid1115ce,public
From: christian.dahl@tnogobl.ct.se (Christian Dahl)
Subject: Re: GfA Basic Question: Resource in INLINE ????
Date: 1995/05/23
Message-ID: <ftn_2.203.611.4_2fc25bc8_Christian.Dahl@tnogobl.ct.se>#1/1
X-Deja-AN: 103110229
sender: news@ct.se
references: <3pnfhs$909@news.xs4all.nl>
content-type: text/plain; charset=ISO-8859-1
organization: Fabricatos diem, ponk!
mime-version: 1.0
reply-to: christian.dahl@tnogobl.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

> I'm busy writing a program in GfA, completely multitasking, dialogs
> in windows, menubar present (in 3d colors), very neat all, but I seem
> to have one question: Is it possible to INLINE my resource file,
> because I hate the programs where you can easily change the resource
> files by yourself!

It's good if it's possible to change the .RSC. Then I can make a own
translation of the language to swedish (for own personal use). I like programs
have the .RSCfile loose, so that I can change it for my own perposes.

CD
(UUCP Dialup connection)

From 5742970537625178646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80c8df82c83c33cc
X-Google-Attributes: gid1115ce,public
From: Stephan Haslbeck <haslbecs@hphalle7c.informatik.tu-muenchen.de>
Subject: Re: MiNT compilation & GCC...
Date: 1995/05/23
Message-ID: <Pine.HPP.3.91.950523104952.4250C-100000@hphalle7c.informatik.tu-
muenchen.de>#1/1
X-Deja-AN: 103110230
distribution: world
references: <3pjaek$ojp@sphinx.Gsu.EDU>
content-type: TEXT/PLAIN; charset=US-ASCII
organization: Technische Universitaet Muenchen (Bavaria)
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 19 May 1995, Tommi Pekka Hietavuo wrote:

> Hi, Earthlings ;-) !

Hi, Alien! Or what? :)

> 68030-optimization seems to reduce the size of MINT.PRG a little, but
> otherwise the speed doesn't seem to improve at all. Should this be so?

The important parts of MiNT - switching from one process to another, preemptively - are already written in assembler. So the general speed cannot increase so much - but several things like pipes should run faster.

> Unfortunately, these compilations don't seem to work 100% reliably,
> either.. Some strange things happen that don't happen when using
> "official" MiNT compilations.

What kind of things are these? I use MH-MiNT1.12h2 without restrictions. But I never used an official release - so I don't know what happens there.

> I used CGG 2.36 at first, with those results mentioned. Then I tried
> version 2.5x - but for some reason, I couldn't make it compile MiNT
> without error messages (using same sources as w. 2.36). Anyway, I've
> heard that some bug somewhere makes 2.5x compilations useless when using
> GEM with MiNT.. =-(.

I've been using gcc 2.5.8 till now - and there were no problems. The bug you mention was removed, I think. There can be problems using older versions than 2.5.8.

> So, what should I expect from GCC 2.63? Is it even more impossible to
> configure (for inexperienced C-user) - and is there any point in using it
> to compile MiNT, anyway (greater speed, more compact code, ...) ??

Don't expect any miracles :-). There may be a slight increase in speed and more compact code length - but I don't think the improvements are so big that you get 10% less code and 10% more speed. But IMHO you should use the newest thing you can get.
I want to install 2.6.3 some time - I already looked how much space I need, and I didn't find any huge difference between 2.5.8 and 2.6.3, only a few regarding the port (e.g. where libraries are searched and under which name).

Ciao,
Stephan

Stephan Haslbeck
Student of Computer Science, Technical University of Munich

std mail: Agricolastr. 61, D-80686 Muenchen

email: haslbecs@informatik.tu-muenchen.de

Es gibt keine Probleme, nur Loesungen.

From -6363397104252352558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90f6eea16136e96f,start
X-Google-Attributes: gid1115ce,public
From: sdzubur@andrastea.phy.hr (Sead Dzubur)
Subject: Wanted HH guide to BIOS
Date: 1995/05/23
Message-ID: <3psh1p$c1e@nippur.irb.hr>#1/1
X-Deja-AN: 103110231
distribution: world
content-type: text/plain; charset=US-ASCII
organization: Ruder Boskovic Inst., Zagreb, CROATIA
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Could someone please mail me the Hitchhiker's guide to BIOS text file, I
seem to have lost mine somewhere. Or, if it is possible to find it on ftp,
please mail me the adress.

Thanx
Sead

From 8018612422713408957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 12a9b7,dc266589059475b3,start
X-Google-Attributes: gid12a9b7,public
X-Google-Thread: 1115ce,dc266589059475b3,start
X-Google-Attributes: gid1115ce,public
From: pratt_k@cho006.cho.ge.com
Subject: ATARI TT030 For Sale
Date: 1995/05/23
Message-ID: <1995May23.142257.840@cho006>#1/1
X-Deja-AN: 103238226
organization: GE Fanuc Automation, North America
newsgroups: comp.sys.atari.programmer,comp.sys.atari.programmers

For Sale:

Atari TT030 8 Meg RAM
50 Meg ASCSI Hard Drive

With:

lattice C 5.0
HISOFT DEVPAK (Macro Assembler)
HISOFT Professional Basic (Basic Compiler)
LASER C
Warp 9
Word Perfect
Games

Many other packages and reference material.

$800.00 B/O

Contact me at kjp@choh001.cho.ge.com

Enjoy the day,

Ken Pratt

From -1681371027810645392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a8a4ed2e35de53
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,49a8a4ed2e35de53
X-Google-Attributes: gid109a67,public
From: Alan Parker <se2ap@dmu.ac.uk>
Subject: Re: DSP programmers
Date: 1995/05/24
Message-ID: <3puvkf$95m@macondo.dmu.ac.uk>#1/1
X-Deja-AN: 103109991
distribution: world
references: <799594396.10@cs.york.ac.uk> <3oq750$aih@macondo.dmu.ac.uk>
<3oshuv$dfj@hpsystem1.informatik.tu-muenchen.de>
content-type: text/plain; charset=us-ascii
organization: De Montfort University
x-url: news:3oshuv$dfj@hpsystem1.informatik.tu-muenchen.de
mime-version: 1.0
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; HP-UX A.09.01 9000/720)

spatzene@informatik.tu-muenchen.de (Roland Spatzenegger) wrote:
>Doesn't support tcc <move> <parallel move > instruction ! (tcc <move> works)
>Sometimes it produces wrong lod files ...

I've not used tcc <move> <parallel move> but I've used tfr <move> <parallel move>

Don't forget that you must put your parallel moves in the correct order for the assmebler, i.e X: Y: and you canonly use the correct address registers for the move.

I always use binary files, and they seem to work fine so I can't really comment on the LOD problem although when I have used them they seem to be fine.

Alan.
--
/----------\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\----------/

From 7521461634323987960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,aa049d196bab2cc,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,aa049d196bab2cc,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,aa049d196bab2cc,start
X-Google-Attributes: gid109a67,public
From: 2167246.42663942(Your Lifetime Health Planner)
Subject: The Key To Organizing Your Health Records
Date: 1995/05/24
Message-ID: <3pujp4$k3l@baygull.rtd.com>#1/1
X-Deja-AN: 103109992
approved: trasoff@rtd.com
sender: 2167246.42663942 (Your Lifetime Health Planner)
news-posting-software: Cyberspam
organization: Your Lifetime Health Planner
newsgroups:
control,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

THE KEY TO ORGANIZING YOUR HEALTH RECORDS

"If you care about yourself and your children, you will do everything you can to know your family's medical history. It can save your life, and the lives of those who are dear to you." -- Dr. Aubry Milunsky, Director, Boston University's Center for Human Genetics (Life Magazine, March, 1995).

Your Lifetime Health Planner offers the simplest, most effective way to take charge of your health. Enter important facts about your health history, keep a record of the names of medications and their effects, document each doctor visit and diagnosis. You will have the information you need, and in the event of an emergency, so will your family.

Your Lifetime Health Planner, 198 pages in a compact, loose-leaf binder, contains a variety of sections which include "Doctor Visits," "Medications," "Family Health History," and "Doctors and Specialists."

The Planner is a must for the busy executive who needs to stay organized, for seniors who are receiving care and for newborns who need a record of their health care.

Parents Magazine recommended the Planner to its readers (April, 1994) and MCI called it "a useful resource in managing your personal health records." Margie Smotherman, Coordinator, Employee Health and Wellness, Blue Shield/Blue Cross of Iowa, said: "The employees felt that these (Planners) were great tools to not only record their pertinent numbers, but to plan for doctor's visits."

To get your copy, send a check or money order for $19.95 (plus shipping and handling) to :

Your Lifetime Health Planner
1955 W Grant Rd., # 230
Tucson AZ 85745
USA

Shipping and handling charges: $4.95 US; $8 Canada/Mexico; $14 Europe; $18 Asia/Pacific Rim.

Include your name, address and telephone number.*

Visa/MasterCard orders, call 520-798-1530.

*Large corporate discounts available for orders of 1,000 copies or more.

Your Lifetime Health Planner
1955 West Grant Road, #230
Tucson, AZ 85747

Enclosed is $_____ for _____ copies of Your Lifetime Health Planner.

Please ship to:

YOUR NAME _____

YOUR ADDRESS _____
Street
_____
City State Zip or Postal Code Country

YOUR TELEPHONE NUMBER _____

From -1791052833421663351
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9d18398ab5c1d136
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 111a55,9d18398ab5c1d136
X-Google-Attributes: gid111a55,public

X-Google-Thread: 109a67,9d18398ab5c1d136
X-Google-Attributes: gid109a67,public
From: diehl@r-node.io.org (Eric March)
Subject: Re: Patching TOS 16MB partition limit?
Date: 1995/05/24
Message-ID: <3pugar$n7@ionews.io.org>#1/1
X-Deja-AN: 103110024
references: <3ppmr6$6ft@news2.delphi.com>
followup-to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

DOMINGO@DELPHI.COM (DOMINGO@news.delphi.com) wrote:
: Since I am technically deficient in this area, I was wondering if
: anybody has considered writing a patch for TOS 1.0/1.2 so that 32MB
: partions can be used? Is this even possible? Or should I just get TOS
: 1.4/2.06 for ALL my machines?

ICD Utilities allows BGM partitions of up to 512 megabytes each.

: Dom

--
```
   ____________________________  _________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

From 4906924253812883104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98190572e102e376,start
X-Google-Attributes: gid1115ce,public
From: artoj@mits.mdata.fi (Arto Jalkanen)
Subject: GfA Basic Question: Resou
Date: 1995/05/24
Message-ID: <3pv3el$ftr@prime.mdata.fi>#1/1
X-Deja-AN: 103110232
organization: MITS - Helsinki - Finland
nntp-posting-user: artoj
newsgroups: comp.sys.atari.programmer

m> I'm busy writing a program in GfA, completely multitasking, dialogs in
m> windows, menubar present (in 3d colors), very neat all, but I seem to

From the description I would say your project is doomed to failure.
I mean, "cmopletely multitasking", if it means multitasking friendly...
Doing that with GFA basic is no fun. I'm an ex-GFA programmer ;-).

m> have one question: Is it possible to INLINE my resource file, because I

I think just load it to INLINE. But then you can't use the
rsrc_load() call for loading the resource and adjusting it to
the current resolution. You'll have to use rsrc_obfix for it
adjusting the different objects...
    I have never done that with GFA, but I think this is how it's
done.

m> hate the programs where you can easily change the resource files by
m> yourself!

Hey, that's one of the nice features of RSC-files! User can edit
a bit the rsc-file, if something isn't like he wanted.

---
* Kivi 1.37a *

From -1667600843565686494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f38ad0101f5ac571
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,f38ad0101f5ac571
X-Google-Attributes: gid109a67,public
From: gd63@vision.hrz.uni-giessen.de (Martin Schmidt)
Subject: Re: (no subject)
Date: 1995/05/24
Message-ID: <D92sxK.18zr@muster.hrz.uni-giessen.de>#1/1
X-Deja-AN: 103238013
sender: news@muster.hrz.uni-giessen.de
references: <3psu0b$fbt@m1.cs.man.ac.uk> <3psu3j$fbt@m1.cs.man.ac.uk>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st.tech
organization: Angewandte Physik der Uni Giessen
reply-to: martin.schmidt@physik.uni-giessen.de
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi *

In <3psu3j$fbt@m1.cs.man.ac.uk>, Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
: Oops!
: That was supposed to have the subject 'keyboard events with event_multi()'
the return-value of evnt_keybd or evnt_multi ist a mixture of ascii and
scancode.
The lower eight bit are the ascii code, the higher eight bits are the
scancode.
BE AWARE: scancode may differ from country to country
          (f.i. Germany (Y <-> Z) and France (completely different))
If you use the scancode (for menu selection by key), translate it using
keytbl().

Martin
---
 martin.schmidt@physik.uni-giessen.de

 PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
 nicht tot sind, irgendwie sehr krank"
   Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
 dead are, somehow, quite ill."
   Douglas Adams

From 1090141056666755226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20bbbd56e61b98cf
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: GFA question
Date: 1995/05/24
Message-ID: <D92xz1.MMu@crash.cts.com>#1/1
X-Deja-AN: 103238220
sender: news@crash.cts.com (news subsystem)
references: <3ps7dv$2of@dunlop.cs.strath.ac.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Fraser S Keith (fkeith@cs.strath.ac.uk) wrote:
: Is there any way to put a autoboot GFA basic file
: on the disk so that it automatically loads and runs
: on booting. I know it can be done in STOS by naming
: the file autoexec.bas .

: Fraser S Keith

Yes, you must COMPILE it first with the GfA Compiler. If you do not have
the compiler, then you must purchase one (preferably version 3.5 or 3.6TT).

If booting from the AUTO folder, then the program must not make use of
GEM specific routines and commands.

If the program needs GEM, then you must have the Desktop (version 1.4+)
auto run it or use a program like Headstart run it.

Rich

From 1962956986185388705
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,2758197af1a624c6
X-Google-Attributes: gid1115ce,public
From: hillsp@genrad.co.uk (Paul Hills)
Subject: Re: Games & Graphics Programming
Date: 1995/05/24
Message-ID: <1995May24.194700.307@genrad.co.uk>#1/1
X-Deja-AN: 103238227
references: <3pno5p$2ps@dux.dundee.ac.uk>
organization: GenRad Ltd
reply-to: hillsp@genrad.co.uk
newsgroups: comp.sys.atari.programmer

In article <3pno5p$2ps@dux.dundee.ac.uk>,
rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>shortly) Pure C and Devpac 3. I am also considering getting Devpac DSP.
>Do the latter two packages come with information on how to program
>the graphics & sound system on the Falcon?

No. Unfortunately they don't. The DevpacDSP manual is especially poor in this respect. It has a brief introductory chapter on accessing the DSP from the 68030, but the rest of it just describes how to use the assembler and debugger, although it does this well.

> Also are their any
>books that are particularily good at explaining how to program the
>ST/Falcon graphics and sound hardware?

The Atari Compendium is quite good. HiSoft's Modern Atari System Software (or something like that) has much the same stuff as the Compendium, but mostly for the Falcon. In fact, the Compendium is probably a better buy IMHO, even for the Falcon.

Paul

From 6195581911675600918
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31760ac1a9ed8b8b
X-Google-Attributes: gid1115ce,public
From: vegard@henry.interlink.no (Vegard Hofsoey)
Subject: Re: GfA Basic Question: Resource in INLINE ????
Date: 1995/05/24
Message-ID: <3q0h2f$ppt@henry.interlink.no>#1/1
X-Deja-AN: 103238228
references: <3pnfhs$909@news.xs4all.nl>
<3pqe6a$fim@lastactionhero.rs.itd.umich.edu>
organization: InterLink AS, Trondheim, Norway
newsgroups: comp.sys.atari.programmer

Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:

: There is a file that shows how to do resouce's inlined. However
: I just checked and didn't see it in the Gfa section on a.a.u.e. I will
: try to track it down and put it there. I have it at home so if nothing
: else I can get it up later this week.

This will be limited to 32k in size, though? Right?

Vegard Hofsoy
<vegard@interlink.no>

From -4965055219391611176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50a1e1c17a687638
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,50a1e1c17a687638
X-Google-Attributes: gid109a67,public
From: balkcom@jhunix.hcf.jhu.edu (Devin J Balkcom)
Subject: Re: eGEM documentation
Date: 1995/05/25
Message-ID: <3q0nj0$bqn@jhunix1.hcf.jhu.edu>#1/1
X-Deja-AN: 103238008
distribution: world
references: <19950523.140724.35@powerslv.demon.co.uk>
followup-to: comp.sys.atari.st.tech,,comp.sys.atari.programmer
organization: HCF - Johns Hopkins University, Baltimore, Maryland, USA
newsgroups: comp.sys.atari.st.tech,,comp.sys.atari.programmer

Mein Deutsch ist nicht so gut auch... I have numerous German translator
programs, and an A for my first year of college German, but I have the
same problem unfortunately. It doesn't do much good to have an 'OK'
translation for something like easy-gem, especially since my knowledge of
C programming is significantly more limited than my knowledge of German.
Verstehen Sie mich? So I would like to add my plea for an English
translation of the easy gem documentation.

Vielen Dank,
Devin

From 3599294860411633269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20bbbd56e61b98cf
X-Google-Attributes: gid1115ce,public
From: diehl@nudge.io.org (Eric March)
Subject: Re: GFA question
Date: 1995/05/25

Message-ID: <3q11oe$l8a@ionews.io.org>#1/1
X-Deja-AN: 103238221
references: <3ps7dv$2of@dunlop.cs.strath.ac.uk> <D92xz1.MMu@crash.cts.com>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Richard John Kelsch (richcsst@crash.cts.com) wrote:

: If booting from the AUTO folder, then the program must not make use of
: GEM specific routines and commands.

: If the program needs GEM, then you must have the Desktop (version 1.4+)
: auto run it or use a program like Headstart run it.

Isn't there a way to "wake up" GEM in the AUTO folder? I recall something
about using ~V_OPENWK(1) or somesuch...

: Rich

--

```
   ____________________________  ________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

From 7284576282465129281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31760ac1a9ed8b8b
X-Google-Attributes: gid1115ce,public
From: ceebsm@cscd4c17.caledonia.hw.ac.uk (Barry Scott Munro)
Subject: Re: GfA Basic Question: Resource in INLINE ????
Date: 1995/05/25
Message-ID: <D94ML0.A0L@cee.hw.ac.uk>#1/1
X-Deja-AN: 103238223
sender: news@cee.hw.ac.uk (News Administrator)
references: <3pnfhs$909@news.xs4all.nl>
<ftn_2.203.611.4_2fc25bc8_Christian.Dahl@tnogobl.ct.se>
organization: Heriot-Watt University, Edinburgh
reply-to: ceebsm@caledonia.hw.ac.uk
newsgroups: comp.sys.atari.programmer

In article <ftn_2.203.611.4_2fc25bc8_Christian.Dahl@tnogobl.ct.se>,
christian.dahl@tnogobl.ct.se (Christian Dahl) writes:

> I'm busy writing a program in GfA, completely multitasking, dialogs
> in windows, menubar present (in 3d colors), very neat all, but I seem
> to have one question: Is it possible to INLINE my resource file,
> because I hate the programs where you can easily change the resource
> files by yourself!

Dregor Duchalski's 'Flydial' GFA code contains the required routines to inline the RSC files....though you'll have to register to get these functions - they are not contained in the demo version avaiable from most german FTP sites.

Barry
--

```
+----------------+-------------------------------------------------+
| Barry S. Munro | E-mail:  ceebsm@caledonia.hw.ac.uk              |
|\/\/\/\/\/\/\/\/| URL:     http://www.tardis.ed.ac.uk/~bsm/       |
+----------------+-------------------------------------------------+
```


From -8878075600992373517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2758197af1a624c6
X-Google-Attributes: gid1115ce,public
From: Peter Burch <burch@sa.rl.ac.uk>
Subject: Re: Games & Graphics Programming
Date: 1995/05/25
Message-ID: <3q27q9$2hji@unixfe.rl.ac.uk>#1/1
X-Deja-AN: 103238224
references: <3pno5p$2ps@dux.dundee.ac.uk> <1995May24.194700.307@genrad.co.uk>
organization: Rutherford Appleton Laboratory, OXON, UK
newsgroups: comp.sys.atari.programmer

Try 'Real time 3D graphics on the Atari ST' by Andrew Tyler, from Sigma press - quite a few useful algs. to be found there; however, as it was written for the ST there is no DSP source.

pete

Pete Burch
burch@te.rl.ac.uk
Electronic Systems Design Engineer
Rutherford Appleton Laboratory

From 1488398590919119377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c222c475b15b63d4,start
X-Google-Attributes: gid1115ce,public
From: geheniau@inter.NL.net (J. Geheniau)
Subject: portfolio modem
Date: 1995/05/25
Message-ID: <D959qq.FxL@inter.NL.net>#1/1
X-Deja-AN: 103238229
organization: NLnet
keywords: porftfolio modem
newsgroups: comp.sys.atari.programmer

summary: portfolio modem

I am searching for a program for the atari portfolio, that
can handle my modem.
Is there a program that can communicate (via the portfolio interface)
with my modem (a kind of terminalprogram) ?

answer please to mail: geheniau@solair1.inter.NL.net

From 1457478790114505177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20bbbd56e61b98cf
X-Google-Attributes: gid1115ce,public
From: Fraser S Keith <fkeith@cs.strath.ac.uk>
Subject: Re: GFA question
Date: 1995/05/26
Message-ID: <3q4c6l$p8a@dunlop.cs.strath.ac.uk>#1/1
X-Deja-AN: 103238222
references: <3ps7dv$2of@dunlop.cs.strath.ac.uk> <D92xz1.MMu@crash.cts.com>
content-type: text/plain; charset=us-ascii
organization: Comp. Sci. Dept., Strathclyde University, Glasgow, Scotland.
x-url: news:D92xz1.MMu@crash.cts.com
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.3_U1 sun4c)

richcsst@crash.cts.com (Richard John Kelsch) wrote:
>
>Yes, you must COMPILE it first with the GfA Compiler. If you do not have
>the compiler, then you must purchase one (preferably version 3.5 or 3.6TT).
>
>Rich
>

Thanks, but where can I get the compiler, as most shops have stopped selling
ST stuff? Also, how much would it cost me, cos I am a student!?

Is it worth continuing with GFA Basic, or is it better to learn Assembley?

Fraser S Keith

From -8185416118976772422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,600a52ec09ec1f2,start
X-Google-Attributes: gid1115ce,public
From: peters@damp.apana.org.au (Peter Sansom)

Subject: MIDI programming. What lang to use ?
Date: 1995/05/26
Message-ID: <3q3l2q$ak9@frisbee.damp.apana.org.au>#1/1
X-Deja-AN: 103238225
organization: frisbee public access unix
keywords: Atari MIDI
newsgroups: comp.sys.atari.programmer
summary: What would a good language to programme midi apps in ?

Hello programmers.
I would like to start programming small midi utilities, patch dumpers ,editors etc and was wondering what would be the best language to do it in.
I havent done alot of programming but I *really* want to learn.
Any and all help will be appreciated
Peter Sansom
peters@damp.apana.org.au

From 840201046128808067
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,9d18398ab5c1d136
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,9d18398ab5c1d136
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 111a55,9d18398ab5c1d136
X-Google-Attributes: gid111a55,public
From: seimet@rhrk.uni-kl.de (Uwe Seimet)
Subject: Re: Patching TOS 16MB partition limit?
Date: 1995/05/26
Message-ID: <1995May26.094013.6313@rhrk.uni-kl.de>#1/1
X-Deja-AN: 103353428
references: <3ppmr6$6ft@news2.delphi.com> <3pugar$n7@ionews.io.org>
organization: University of Kaiserslautern, Germany
newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

diehl@r-node.io.org (Eric March) writes:

>ICD Utilities allows BGM partitions of up to 512 megabytes each.

AHDI (and all other AHDI compatible drivers) support this, too. BTW, with MagiC or TOS 4.0 the upper limit is 1 GByte.

```
*************************************************************************
*           Uwe Seimet              | I really hate this damned machine,  *
*                                   |     I wish that they would sell it. *
```

* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KA2 | but only what I tell it. *
****

From -8882090481234941339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20bbbd56e61b98cf
X-Google-Attributes: gid1115ce,public
From: st39@bton.ac.uk (Stephen Ticehurst)
Subject: Re: GFA question
Date: 1995/05/26
Message-ID: <D96vqp.30F@bton.ac.uk>#1/1
X-Deja-AN: 103353626
references: <3ps7dv$2of@dunlop.cs.strath.ac.uk> <D92xz1.MMu@crash.cts.com>
<3q4c6l$p8a@dunlop.cs.strath.ac.uk>
organization: University of Brighton, UK
newsgroups: comp.sys.atari.programmer

Fraser S Keith (fkeith@cs.strath.ac.uk) wrote:
: richcsst@crash.cts.com (Richard John Kelsch) wrote:
: >
: >Yes, you must COMPILE it first with the GfA Compiler. If you do not have
: >the compiler, then you must purchase one (preferably version 3.5 or 3.6TT).
: >
: >Rich
: >

: Thanks, but where can I get the compiler, as most shops have stopped selling
: ST stuff? Also, how much would it cost me, cos I am a student!?

: Is it worth continuing with GFA Basic, or is it better to learn Assembley?

: Fraser S Keith

It depends on what you want to do - remembering that Papyrus is written
in GFA BASIC (I think I heard that somewhere). Don't bother with
assembley, but try C if you really want a change.

--

Stephen Ticehurst /\
s.ticehurst@bton.ac.uk \/ Atari STe + Mag!x + Ease = a happy user!
=-

From 588520872725291895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,58fae0a70ce1c274,start
X-Google-Attributes: gid1115ce,public

From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: midi programming. what lang to use ?
Date: 1995/05/26
Message-ID: <1602rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 103353630
x-ftn-adr: 90:100/103.0
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 26 May 95 Peter wrote::

 PS> Hello programmers.
 PS> I would like to start programming small midi utilities, patch dumpers
 PS> ,editors
 PS> etc and was wondering what would be the best language to do it in.
 PS> I havent done alot of programming but I *really* want to learn.
 PS> Any and all help will be appreciated

C if you're brave and can understand cryptic code - Modula 2 otherwise.

Roger
rcain@nest.demon.co.uk

--

From -1572991026209422491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ead80fdd77858c05,start
X-Google-Attributes: gid1115ce,public
From: nuuja@cc.Helsinki.FI (Lauri T Nuuja)
Subject: Falcon DSP reset?
Date: 1995/05/27
Message-ID: <3q64q4$3n5@oravannahka.Helsinki.FI>#1/1
X-Deja-AN: 103353627
content-type: text/plain; charset=ISO-8859-1
organization: University of Helsinki
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

Is it possible to reset the Falcon DSP from the CPU or is there some other way to force the DSP "under CPU control"? CPU reset instruction might just do the trick - unfortunately it only seems to completely jam the CPU. Does anyone know if there's a way to succesfully continue program execution after reset instruction (on Falcon)? (There is a reset instruction in the beginning of the ROM code, but...) Any idea what to do when exception vectors inside the DSP are corrupted, DSP program gone mad and connection to the CPU lost?

From -6028659781439239540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,600a52ec09ec1f2
X-Google-Attributes: gid1115ce,public
From: jon@powerslv.demon.co.uk (Jon Kale)
Subject: Re: MIDI programming. What lang to use ?
Date: 1995/05/27
Message-ID: <19950527.110618.91@powerslv.demon.co.uk>#1/1
X-Deja-AN: 103353628
distribution: world
x-nntp-posting-host: powerslv.demon.co.uk
sender: news@news.demon.co.uk
references: <3q3l2q$ak9@frisbee.damp.apana.org.au>
organization: I Inhaled
reply-to: jon@powerslv.demon.co.uk
newsgroups: comp.sys.atari.programmer

In message <3q3l2q$ak9@frisbee.damp.apana.org.au> Peter Sansom wrote:

>
> Hello programmers.
> I would like to start programming small midi utilities, patch dumpers ,editors
> etc and was wondering what would be the best language to do it in.
> I havent done alot of programming but I *really* want to learn.
> Any and all help will be appreciated

Well, I use C (Lattice 5.52) and 68k (DevPac 2) - mostly C 'cos I'm lazy
like that. If you get a good Bios/XBios library and know how MIDI works
then it's fairly easy; any reasonably well-implemented language should do
(one of these days, I'm going to write a patch dumper in Fortran as a mark
of respect to a great language). If you want MIDI tech. docs, they're
archived at ftp.cs.ruu.nl (can't remember the directory - I think it's
pub/MIDI or pub/sound/MIDI) One thing - if you're working w/ sysex (which
I assume you will be) then you'll also need the manufacturers' sysex docs
(ring them and ask - they're normally pretty good. At least Akai and Yamaha
are - I don't know about Roland.) Watch out for little hidden sysex novelties
(8-7 bit conversion's always a good one, as are checksumming and
handshaking :)

Hope this helps.

--
Cheers __
| /\ |\ |
\/ \/ | \|

From -5249426502592613190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,600a52ec09ec1f2
X-Google-Attributes: gid1115ce,public

From: fvlarsen@datter.pvv.unit.no (Finn Vidar Larsen)
Subject: Re: MIDI programming. What lang to use ?
Date: 1995/05/27
Message-ID: <3q6u5e$bs1@due.unit.no>#1/1
X-Deja-AN: 103353629
references: <3q3l2q$ak9@frisbee.damp.apana.org.au>
organization: ProgramVareVerkstedet
keywords: Atari MIDI
newsgroups: comp.sys.atari.programmer

In article <3q3l2q$ak9@frisbee.damp.apana.org.au>,
Peter Sansom <peters@damp.apana.org.au> wrote:
>
>Hello programmers.
>I would like to start programming small midi utilities, patch dumpers ,editors
>etc and was wondering what would be the best language to do it in.

I would use C, because there exists some very good C compilers for the
atari, and one of the powers of C is ability to do very low-level
stuff. In addition, I seem to remember a few tutorials along the lines
of "MIDI programming in C". If you get your hands on these, then the
choise of language is obvious ;-)

>I havent done alot of programming but I *really* want to learn.

For this kind of "goal-oriented" programming, C is most likely the
best. But if you want to learn programming, you should also broaden
your horizon with other programming paradigms, such as functional
(SML, lisp), or logic (prolog). A good programmer (imho) is
multi-lingual, not tied to a specific language or paradigm... (jm$0.02)

--
%%Vidar Larsen, PVV IDT/NTH/UNIT, <http://www.pvv.unit.no/~fvlarsen/>
/a{def}def/t{translate}a/r{rotate}a/d{dup}a/M{exch}a/m{moveto}a/f{0 0
m d 0 M lineto 0 M t}a/s{d f 60 r d 3 div k 60 r d f}a/k{d 1 gt{s -120
r s pop}{3 mul d f -120 r f}ifelse}a 162 -30 50 200 t r k stroke showpage

From -5104846496784022370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ee3978f420458fb,start
X-Google-Attributes: gid1115ce,public
From: Timothy Miller <millert@csee.usf.edu>
Subject: Help with Falcon sound, Please!
Date: 1995/05/28
Message-ID: <Pine.SUN.3.91.950528222048.28963A-100000@grad>#1/1
X-Deja-AN: 103489993
to: gem-list@world.std.com
x-sender: millert@grad
content-type: TEXT/PLAIN; charset=US-ASCII
organization: University of South Florida
mime-version: 1.0

newsgroups: comp.sys.atari.programmer

I've asked more than once in the comp.sys.atari.* groups to no avail, and now that it's imperative that I know, I'm really not happy. So I'm begging you. Could someone please tell me how to do these things on the falcon? PLEASE?!? I'm begging!

I need to do this at 12.5 khz, and if it's only close, I'd like to know the exact rate. For playing, I want to do 8-bit MONO.

1. Play a sample on the Falcon.
2. Find out when it's done playing.
3. Record a sample on the Falcon.
4. Find out where the machine is currently recording.
5. Find out when the record buffer has run out.

I've written code to do playing on the Falcon, but it's not very good, and both the Lattice C documentation and the Compendium give me no useful information. They give the commands, but no clue about which ones are necessary, and what order to make the calls in. I really need source code to do this, but I've found absolutely NO examples. Could someone who knows this really well please give me code to do this, with comments would be nice since I need to adapt it to what I'm doing.

Thanks very much!

Timothy Miller millert@grad.csee.usf.edu Computer Engineering
Science Fiction Music Theoretical Linguistics

From -6913975181771591770
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ead80fdd77858c05
X-Google-Attributes: gid1115ce,public

From: spatzene@informatik.tu-muenchen.de (Roland Spatzenegger)
Subject: Re: Falcon DSP reset?
Date: 1995/05/29

Message-ID: <3qc573$6cu@hpsystem1.informatik.tu-muenchen.de>#1/1
X-Deja-AN: 103489989

distribution: world
references: <3q64q4$3n5@oravannahka.Helsinki.FI>
to: nuuja@cc.Helsinki.FI (Lauri T Nuuja)
organization: Technische Universitaet Muenchen, Germany
newsgroups: comp.sys.atari.programmer
originator: spatzene@hphalle4f.informatik.tu-muenchen.de

Hi,

the following programm completly reboots the the DSP. (it's the original TOS-Routine, this routine is called only after the reset, you can't call it with traps ...)
This routine installs all necessay transferprogramms.

```
     bye
         Roland
;BOOTE DEN DSP
boot_dsp:
     movem.l  d0-a6,-(sp)
     jsr  load_boot1
     jsr  load_boot2
     movem.l  (sp)+,d0-a6
     rts
;*********************************************************************
load_boot1:
     move.w   #$2700,sr
     move.b   #$E,$FFFF8800.w        ;reset dsp ?
     move.b   $FFFF8800.w,d0
     andi.b   #$EF,d0
     move.b   d0,$FFFF8802.w
     ori.b    #$10,d0
     move.b   d0,$FFFF8802.w
     move.w   #$2300,sr
;oder so warten:
     move.l   $4BA.w,d0     ;200Hz timer
     addq.l   #2,d0
.wait4timer:
     cmp.l    $4ba.w,d0
     blt.s    .wait4timer
     move.w   #$2700,sr
     move.b   #$E,$FFFF8800.w
     move.b   $FFFF8800.w,d0
     andi.b   #$EF,d0
     move.b   d0,$FFFF8802.w
     move.w   #$2300,sr
     moveq.l  #$52-1,d0
     lea  bootdsp1,a0
.copy2dsp1:
     move.b   (a0)+,$FFFFA205.w
     move.b   (a0)+,$FFFFA206.w
     move.b   (a0)+,$FFFFA207.w
     dbf  d0,.copy2dsp1
     move.l   #$200-$52-1,d1
.clr_restofdsp:
     move.b   #0,$FFFFA205.w
     move.b   #0,$FFFFA206.w
     move.b   #0,$FFFFA207.w
     dbf  d1,.clr_restofdsp
     rts
;*********************************************************************
load_boot2:
     lea  bootdsp2,a0
```

```
     move.w   #$98-1,d0
.transfer2dsp:
     btst #1,$FFFFA202.w         ;dsp ready ?
     beq.s    .transfer2dsp
     move.b   (a0)+,$FFFFA205.w
     move.b   (a0)+,$FFFFA206.w
     move.b   (a0)+,$FFFFA207.w
     dbf  d0,.transfer2dsp
     rts

;*********************************************************************
bootdsp1:
     DC.W $AF0,$8000,$40,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W $BF0,$8000,$7F00,$BF0
     DC.W $8000,$7EEF,$BF0,$8000
     DC.W $7EDC,$BF0,$8000,$7F00
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W $8F4,$A800,4,$8F4
     DC.W $BF00,$C00,$FE,$B808
     DC.W $F4A0,0,$108,$F4BE
     DC.W 0,$60,$F400,$7E
     DC.W $A931,$9800,$6D1,0
     DC.W $50,$AA9,$8000,$4E
     DC.W $858,$6B0C,$51,$8F4
     DC.W $A000,1,$8F4,$BE00

;*********************************************************************
bootdsp2:

     DC.W $8F4,$A000,1,$8F4
     DC.W $BE00,0,$AA9,$8000
     DC.W $7EAD,$2000,$1308,$4C2B
     DC.W $45F4,0,3,$2000
     DC.W $650E,$A000,$AA9,$8000
```

```
DC.W $7EB5,$850,$2B0A,$A980
DC.W $7E,$B808,$512B,$45F4
DC.W 0,1,$2000,$650A
DC.W $F0AA,$7E,$CE45,$F400
DC.W 0,$220,$65,$AF0
DC.W $AA00,$7ED5,$AF0,$8000
DC.W $7EC7,$6D1,0,$7ECB
DC.W $AA9,$8000,$7EC9,$858
DC.W $6B0A,$F080,$7E,$AD06
DC.W $D100,$7E,$D20A,$A980
DC.W $7E,$D008,$58AB,$AF0
DC.W $8000,$7EAD,$6D1,0
DC.W $7ED9,$AA9,$8000,$7ED7
DC.W $858,$EB0A,$F080,$7E
DC.W $AD08,$F4A0,0,$108
DC.W $F4BE,0,$A,$A980
DC.W $7E,$E008,$502B,$AA9
DC.W $8000,$7EE3,$851,$2B0A
DC.W $A980,$7E,$E608,$522B
DC.W $6D2,0,$7EEC,$7D0
DC.W $8C07,$518C,0,0
DC.W 4,$8F4,$A000,1
DC.W $8F4,$BE00,0,$AA9
DC.W $8000,$7EF3,$850,$2B0A
DC.W $A980,$7E,$F608,$512B
DC.W $6D1,0,$7EFD,$AA9
DC.W $8000,$7EFB,$858,$6B00
DC.W 0,0,$408,$F4A0
DC.W 0,$108,$F4BE,0
DC.W $A,$A980,$7F,$420
DC.W $13,$84C,$2B45,$F400
DC.W 0,$120,$65,$AF0
DC.W $AA00,$7F23,$45F4,0
DC.W 2,$2000,$650A,$F0AA
DC.W $7F,$320A,$F080,$7F
DC.W $140A,$A980,$7F,$1408
DC.W $502B,$AA9,$8000,$7F17
DC.W $851,$2B06,$D100,$7F
DC.W $2007,$D88C,$AA9,$8100
DC.W $7F1D,$5470,0,$FFEB
DC.W 0,0,4,$AA9
DC.W $8000,$7F23,$850,$2B0A
DC.W $A980,$7F,$2608,$512B
DC.W $6D1,0,$7F2F,$54D8
DC.W $A,$A981,$7F,$2C54
DC.W $7000,$FF,$EB00,0
DC.W 0,$40A,$A980,$7F
DC.W $3208,$502B,$AA9,$8000
DC.W $7F35,$851,$2B06,$D100
DC.W $7F,$3E5C,$D800,$AA9
DC.W $8100,$7F3B,$5470,0
DC.W $FFEB,0,0,4
DC.W $AF0,$8000,$40,0
```

```
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
     DC.W 0,0,0,0
```

--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/cgi-bin/nph-gateway/hphalle4/~spatzene/

From 8028166272413979428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d12082e67a7719c9,start
X-Google-Attributes: gid1115ce,public
From: jcpatat@iway.fr (Jean-Christophe Patat)
Subject: COMPETITION for SOFTWARE PROGRAMMERS
Date: 1995/05/29
Message-ID: <jcpatat-2905951217520001@ts0-p8.iway.fr>#1/1
X-Deja-AN: 103489992
organization: Internet Way
newsgroups: comp.sys.atari.programmer

```
*************************************************************
*                                                           *
*                COMPETITION for SOFTWARE PROGRAMMERS       *
*                May 5, 1995 -- June 30, 1995               *
*                                                           *
*                Concours Shareware France                  *
*                ESF                                        *
*                17 rue Viete                               *
*                75854 Paris Cedex 17                       *
*                FRANCE                                     *
*                information: prat@iway.fr                  *
*                                                           *
*************************************************************
```

A competition for programmers is held between May 5 and June
30 by PRAT/ESF, a french publishing company willing to promote
the creation of software adapted to french audience.
Hence, the programs should be written in french, and be of
french interest.

This competition aims to stimulate and contribute to the dissemination
of french subjects and language orientated software.
Entries should fit in the following categories:

```
   Education - eg: Mathematics, literature, geographical, science, any...
   Recreative - eg: travel planner, drawing program, garden assistant,
                cooking recipes, any...
```

Personnal data management : bank account, taxes, pocket money, any...
Games and animations
Children's corner software

Either PC or Mac platforms should be supported
****
Winners may receive as prize:
Video Recorder
CD ROM players
Corel Picture CDs

The prize-winning shareware software will be made available via internet and online networks
****
To compete, write your own shareware and submit it before June 30 to the above address.

Concours Shareware France
ESF
17 rue Viete
75854 Paris Cedex 17
FRANCE

****

From -8253453725321242433
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5cd5a022962feb12,start
X-Google-Attributes: gid1115ce,public
From: 00cokoester@bsuvc.bsu.edu
Subject: Falcon for sale!!!!!!!!
Date: 1995/05/30
Message-ID: <1995May30.031651.48641@orion.bsuvc.bsu.edu>#1/1
X-Deja-AN: 103489990
organization: Ball State University
newsgroups: comp.sys.atari.programmer

I have an Atari Falcon for sale w/ svga screen for 800 obo.

if interested...see posting in comp.music or comp.sys.atari.8bit

From 4844302424395842900
X-Google-Language: GERMAN,ASCII
X-Google-Thread: 1115ce,e4a52e113250e29b,start
X-Google-Attributes: gid1115ce,public
From: pl241171@Highlander.cip.bwl.uni-muenchen.de (Lichtneckert Peter)
Subject: C-Lab Polyframe
Date: 1995/05/30
Message-ID: <pl241171.1.000C1741@Highlander.cip.bwl.uni-muenchen.de>#1/1
X-Deja-AN: 103489991

distribution: world
organization: Leibniz-Rechenzentrum, Muenchen (Germany)
newsgroups: comp.sys.atari.programmer

Wer hat f⁄r C-Lab, Polyframe Bankloader, Editoren oder anderes f⁄r Korg 05/RW
und Yamaha SY 22 programmiert oder kennt jemanden, der damit umgehen kann?

Thanks Peter

From 6400364570236056957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a8f8c4681fc1dd6
X-Google-Attributes: gid1115ce,public
From: cordes@ac.dal.ca (John Cordes)
Subject: Re: C programming language
Date: 1995/05/30
Message-ID: <1995May30.093623.38641@ac.dal.ca>#1/1
X-Deja-AN: 103489994
references: <macdonald.12.000A15E1@cfcsc.dnd.ca>
organization: Dalhousie University, Halifax, Nova Scotia, Canada
newsgroups: comp.sys.atari.programmer

In article <macdonald.12.000A15E1@cfcsc.dnd.ca>, macdonald@cfcsc.dnd.ca (Ken
Macdonald) writes:
> I was given Laser C (version 2.0) original disks and manuals. However
> when I try to run it, I am informed that it does not work with TOS 1.06
> (I have an STe w/TOS 1.062) and that I should run the "Patch.prg" Well,
> well ,well :^) I can not find a "Patch.prg" anywhere on my four
> disks!(the three disks plus the upgrade to version 2.0 disk) Does anyone
> have a clue as to what is going on here?
> Thanks for any help.
> thanks.merci
> -ken
>
> well, it seems that no one uses or has used Laser C.
> So I would like to find out what C language is preferred for programming on
> the Atari. MarkWilliams? Lattice? ...?
> thanks.merci
> -ken

I tried to email you a couple of times but nothing worked. All I had
to say was that Laser C 2 (actually 2.1 I think) works fine on a MSTE
(TOS 2.05). I did find some incompatibilities on occasion running the
Laser Shell program though; if that happens you can just run the
compiler/linker etc from gulam or whatever. Don't know anything about
a Patch program, unfortunately.
John

From -3733258093027804269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31760ac1a9ed8b8b
X-Google-Attributes: gid1115ce,public
From: clg105@minster.york.ac.uk (Charles L. Glover (1Y0))
Subject: Re: GfA Basic Question: Resource in INLINE ????
Date: 1995/05/30
Message-ID: <801856737.17@cs.york.ac.uk>#1/1
X-Deja-AN: 103489995
references: <3pnfhs$909@news.xs4all.nl>
<3pqe6a$fim@lastactionhero.rs.itd.umich.edu> <3q0h2f$ppt@henry.interlink.no>
newsgroups: comp.sys.atari.programmer

Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:

: : There is a file that shows how to do resouce's inlined. However
: : I just checked and didn't see it in the Gfa section on a.a.u.e. I will
: : try to track it down and put it there. I have it at home so if nothing
: : else I can get it up later this week.

: This will be limited to 32k in size, though? Right?

A little software patch will allow you to sort that out. If you INLINE a
few times then you can move it to a different place in memory afterwards.

Chaz. (clg105@minster.york.ac.uk)
Univ. of York, Dept. of CompSci, Heslington, York, Y01 5DD. England.

: Vegard Hofsoy
: <vegard@interlink.no>

From -2689002930856327
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,952e40dc63f4e3c7,start
X-Google-Attributes: gid1115ce,public
From: h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz)
Subject: Mega STE keyboard to Falcon: How?
Date: 1995/05/30
Message-ID: <h54118.801803393@sakura>#1/1
X-Deja-AN: 103620554
organization: Data Processing Center, Kyoto University, JAPAN
newsgroups: comp.sys.atari.programmer

Dear everybody,

I`m still trying to hook my Mega keyboard to my Falcon...
I thought that possible, but can`t figure it out anymore.
Any hints greatly appreciated!

Christian

From -5292646185971747980
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20bbbd56e61b98cf
X-Google-Attributes: gid1115ce,public
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: GFA question
Date: 1995/05/31
Message-ID: <D9FoKu.MqH@crash.cts.com>#1/1
X-Deja-AN: 103620549
sender: news@crash.cts.com (news subsystem)
references: <3ps7dv$2of@dunlop.cs.strath.ac.uk> <D92xz1.MMu@crash.cts.com>
<3q11oe$l8a@ionews.io.org>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Eric March (diehl@nudge.io.org) wrote:
: Richard John Kelsch (richcsst@crash.cts.com) wrote:

: : If booting from the AUTO folder, then the program must not make use of
: : GEM specific routines and commands.

: : If the program needs GEM, then you must have the Desktop (version 1.4+)
: : auto run it or use a program like Headstart run it.

: Isn't there a way to "wake up" GEM in the AUTO folder? I recall something
: about using ~V_OPENWK(1) or somesuch...

GEM isn't even loaded yet. I'd like to see how you make a GEM call
successfully without GEM even being initialized :-). You can, however,
use your own mouse and window routines independant of GEM.

From 4119860451493230606
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d47157fc8e618d7,start
X-Google-Attributes: gid1115ce,public
From: "H:WINSOCKKA9QSPOOLMAIL" <gary@gingram.demon.co.uk>
Subject: DSP Programming
Date: 1995/05/31
Message-ID: <399528283wnr@gingram.demon.co.uk>#1/1
X-Deja-AN: 103620550
sender: news@news.demon.co.uk
x-posting-host: gingram.demon.co.uk
organization: None
reply-to: gary@gingram.demon.co.uk
newsgroups: comp.sys.atari.programmer

I am about to start my dissertation for university on DSP programming
(3D graphics). I have downloaded several pieces of software and all
have an MSA extension. Now, I may be a bit thick, but having had an
Atari of one decription or another for several years now, I never
heard of this!

Anybody help in this one? (It does seem stange to me that MSA is ASM
backwards, any clues?).

Also, any more info on the DSP would be very (very, very, *very*)
gratefully received ---


```
-----------------------------------------------------------------|
     EMail gary@gingram.demon.co.uk
              Falcon030 : (yeah)
           Jaguar    : (yeah,yeah,yeah!)
           P.C.      : (Arggghhh!!)
-----------------------------------------------------------------|
```


From -2625562396491224362
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,20bbbd56e61b98cf
X-Google-Attributes: gid1115ce,public

From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: GFA question
Date: 1995/05/31

Message-ID: <D9FoyG.ns@crash.cts.com>#1/1
X-Deja-AN: 103620551
sender: news@crash.cts.com (news subsystem)
references: <3ps7dv$2of@dunlop.cs.strath.ac.uk> <D92xz1.MMu@crash.cts.com>
<3q4c6l$p8a@dunlop.cs.strath.ac.uk>
organization: CTS Network Services (CTSNET), San Diego, CA
newsgroups: comp.sys.atari.programmer

Fraser S Keith (fkeith@cs.strath.ac.uk) wrote:
: richcsst@crash.cts.com (Richard John Kelsch) wrote:
: >
: >Yes, you must COMPILE it first with the GfA Compiler. If you do not have
: >the compiler, then you must purchase one (preferably version 3.5 or 3.6TT).
: >
: >Rich
: >

: Thanks, but where can I get the compiler, as most shops have stopped selling
: ST stuff? Also, how much would it cost me, cos I am a student!?

: Is it worth continuing with GFA Basic, or is it better to learn Assembley?

: Fraser S Keith

Sure, GfA is easy to program in, but it is no longer being developed. I

like it quite a bit myself. However, I recommend programming in C and it is a commonly used language on all computer platforms and can help a lot in acquiring employment in such a field. However, C is cryptic, but still easier to read than Assembly.

It's a matter of taste. Assembly allows you to program very fast software, but requires longer coding to get te result. C, on the other hand, does the hard work for you and is reasonably fast for most programming projects.

As for GfA, I only know of a USA distributor of GfA. They are called "Toad Computers" and their web address is:

http://www.charm.net/^toad/   The ^ is actually the approximate sign, but my Email editor will not let me type it.

Email is:

TOAD@charm.net

Good luck!

From 7354082769217287017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d47157fc8e618d7
X-Google-Attributes: gid1115ce,public
From: chainxor@kom.auc.dk (Henrik Lunardi Weide)
Subject: Re: DSP Programming
Date: 1995/05/31
Message-ID: <3qi9c3$qnb@news.iesd.auc.dk>#1/1
X-Deja-AN: 103620552
references: <399528283wnr@gingram.demon.co.uk>
organization: Aalborg University - Dep. of Communication Technology
reply-to: chainxor@kom.auc.dk
newsgroups: comp.sys.atari.programmer

In article <399528283wnr@gingram.demon.co.uk>, "H:WINSOCKKA9QSPOOLMAIL"
<gary@gingram.demon.co.uk> writes:
> I am about to start my dissertation for university on DSP programming
> (3D graphics). I have downloaded several pieces of software and all
> have an MSA extension. Now, I may be a bit thick, but having had an
> Atari of one decription or another for several years now, I never
> heard of this!
>
> Anybody help in this one? (It does seem stange to me that MSA is ASM
> backwards, any clues?).
>
> Also, any more info on the DSP would be very (very, very, *very*)
> gratefully received ---
> ----------|

```
>      EMail gary@gingram.demon.co.uk
>               Falcon030 : (yeah)
>          Jaguar    : (yeah,yeah,yeah!)
>          P.C.      : (Arggghhh!!)
> ---------------------------------------------------------------|
```

.MSA is a packed format designed for packing floppydisk's.
There is a .MSA-unpacker&packer on ftp.cnam.fr under the
directory 'pub/Atari/Archivers/'. The filename is
'msa_2_3+.prg'.
You must have some free floppy's ready when you start unpacking
the .MSA-files. The MSA unpacker copy all the contents down on a
floppy-disk.

Hope this helps..

Keep Cool and Flying...

ChainXOR...


```
From -4126029901922178383
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c34f767cf3487b94,start
X-Google-Attributes: gid1115ce,public
From: per.erik.peterson@asb2.ct.se (Per.Erik Peterson)
Subject: QUESTIAN
Date: 1995/05/31
Message-ID:
<ftn_2.203.221.10$fidonet.org_2fcba7a4_Per.Erik.Peterson@asb2.ct.se>#1/1
X-Deja-AN: 103746415
sender: news@ct.se
content-type: text/plain; charset=ISO-8859-1
organization: ASB 2an G=94teborg  +46-31-458807
mime-version: 1.0
reply-to: per.erik.peterson@asb2.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)
```


From: per-erik_peterson@asb2.ct.se

Is there someone here who can tell me were on Internet I can find
STxformer 3.0. I dont have direct access to Internet so I have to try DL this
file whith an Email instead.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

Gothenburg SWEDEN

(UUCP Dialup connection)

From -1328504997698889153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: no programmers left?
Date: 1995/04/28
Message-ID: <3nqgb2$lso@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 101997875
distribution: world
references: <3nl74c$5op@banaan.fwi.uva.nl> <3nmd65$mjc@news.uncc.edu>
<sf.25.001AF318@wilj.itl.co.uk>
organization: University of Newcastle upon Tyne, UK
newsgroups: comp.sys.atari.programmer

In article <sf.25.001AF318@wilj.itl.co.uk>, sf@wilj.itl.co.uk (Steve Found)
writes:
|> In article <3nmd65$mjc@news.uncc.edu> ralunsfo@uncc.edu (Russell A Lunsford)
writes:
|>
|> >In article <3nl74c$5op@banaan.fwi.uva.nl>,
|> >M. Dekker <mdekker@fwi.uva.nl> wrote:
|> >>
|> >>Is this group dead? Are there no more atari programmers? This wouldn't
|> >>surprise me of course, but I am curious anyway. This group started as a
|> >>very active group, now I get about 3 postings a day! I started programming
|> >>on my 486 linux box a couple of months ago, I guess we all did. But I
|> >>kept programming my ST.

I don't own a PC, don't want one, don't need one. My f030 does all I need.

|> >Well, I'm not exactly a celebrity, but I'm still working on some Atari stuff..
|>
|> Me neither, and so am I.

Aren't we all (spoke Craig, minor celeb - got a Review in ST-Review, and his name
in ST-Format, and once wrote a Dragon 32 game that got the listing printed
in Computer & Video Games back when that was still a magazine for grown ups).

|> >I think the reason theres not *too* much traffic here is because most of the
|> >people who know anything about Atari programming like to 'hide' it. Beats me

I publish most of my source codes, Basic & C (assembler also), with the exception
of CLA (shareware, buggered if I'm giving that away after all these years).

|> Another reason, I believe, is what can be said about the AES and VDI that has
|> not already been said ? Any questions are usually answered by the excellent

|> Compendium. Personally I am all for sharing ideas and routines etc but any
|> questions I have posted to this group have been met with complete silence.

Not quite omnipotent - the wait for either button evnt_multi() call isn't documented there. There's a lot of stuff that isn't in any books, like the shifter bug scrolling technique for pre-STE machines (gives smooth scrolling like the hardware scrolling of an STE but using a 'feature' of the original shifter chip), and overscan (dead easy into the bottom border, but much harder to overscan all 4 borders). Even displaying 512/4096 colours isn't documented in the books (at least the ones I've read). Of course, anyone with some old ST-World back issues will find all this in the programmers clinic pages....

Craig.


```
 __                            _
 | \        | |                / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```


From -4707880372017125066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: diehl@r-node.io.org (Eric March)
Subject: Re: no programmers left?
Date: 1995/04/29
Message-ID: <3ntg0v$eik@ionews.io.org>#1/1
X-Deja-AN: 101742775
references: <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>
<12627@gos.ukc.ac.uk>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

: But I'm sure there must be advantages for coding directly in
: assembler. Can anyone tell me what they are? ;-)

Pure speed. Try doing any one of the demos ou see in the average demo in C. I also find assembler to be far more elegant than C, which to me, looks like so much spaghetti, and looks rather illogical besides. Assembler has a particular appeal; it is pure logic plain and simple, and it commands good structure and optimised coding. C, with its ungainly libraries, promotes piecemeal coding, which I've never liked.

  Besides that, it takes 8k to write a program that prints "Hello world!' to the screen. I am still very impressed by Torbjorn Ose's ability to fit an 8 level logic game _with_graphics_ into 780 bytes.

: --Charles

--
```
   ____________________________  ________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```


From 6228164791000110752
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,699547726a2294f4,start
X-Google-Attributes: gid1115ce,public
From: gmiller@inca.co.nz (Gaven Miller)
Subject: form_button() bug??
Date: 1995/04/29
Message-ID: <3ntne5$1pl@inca01.inca.co.nz>#1/1
X-Deja-AN: 101742776
organization: INCA
newsgroups: comp.sys.atari.programmer

I am currently writing an interactive form designer, running inside GEM windows.

As i am trying to make everything just "drag and drop", I needed to write my own form handler using form_button, form_keybd etc. (In essence I am trying to put a more visual front-end on my program instead of the convoluted dialog boxes that I could've used)

However, I have found that I am unable to do so, because of an undocumented bug/feature of form_button: if the left mouse button is down when form_button is called, the machine just hangs until the button is released.

This is especially bad, since I have an "icon bar" in the window, and, when an icon is clicked, you can simply drag it onto the form. Having to click, release and then click again is not intuitive to my user, who needs to design data-entry forms.

I have looked in The Compendium (April 1994 edition), but it does not mention this problem with form_button.

Does anyone have a solution for this (apart from writing my own code to emulate form_button?)

The pseudocode of my algorithm is as follows:

```
     "Click!" - a mouse button click was returned from evnt_multi
     Find window under the mouse
     If window contains a form
          Find object under the mouse
          Call form_button to (de)select object, change edit field
          If this object requires special handling
               Call handler
```

```
        End If
    End If
```

I am using an Atari TT/030 with TOS 3.05, GEM AES 3.10.

This problem also occurs under MultiTOS GEM AES 4.0, both with and without memory protection.

I have 20Mbytes of RAM installed, of which 14 to 15 is free when the program is running.

From -3881813010397808400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2aedf771a3e899f9
X-Google-Attributes: gid1115ce,public
From: richard@stingray.manawatu.gen.nz (Richard MORRIS)
Subject: Re: Atari 8-bit homecoming
Date: 1995/04/29
Message-ID: <FD4JAFVUUp@stingray.manawatu.gen.nz>#1/1
X-Deja-AN: 101742794
references: <9504281440.AA02590@ilmen.lanl.gov>
content-length: 683
content-type: text/plain; charset=ISO-8859-1
organization: My house
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

>However, I will NOT step foot inside comp.sys.atari.8bit again until the
>software pirates have been 'kicked out' by the other, more responsible
>readers of the newsgroup.

I don't think I've seen a "warez" post for a while now on c.s.a.8 - but having said that...

Richard =8-]

--

```
                                _   _
                               /(. .)\    )
                                 (*)____/|
                                 /       |
                                /   |--\ |
                               (_)(_)  (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

From 1095972475155277714
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,58f906e2d5d88e0e,start
X-Google-Attributes: gid1115ce,public
From: diehl@grin.io.org (Eric March)
Subject: Re: assembler for beginners?
Date: 1995/04/29
Message-ID: <3nsbi1$9ic@ionews.io.org>#1/1
X-Deja-AN: 101742797
references: <5kcL75kuXdB@addix.swb.de>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

Mark Torben Rudolph (MTR@addix.swb.de) wrote:
: Greetings,

: just one short question:

: As I need to learn 68000-assembler for my job (for which,
: in addition to all Intel-based PCs, I bought an Atari
: 1040ST microcomputer with monochrome monitor model 124),
: I am wondering if there is a good, easy-to-use assembler
: for beginners (freeware or GNU-software would be great)
: available via anonymous ftp.

: And (allright, allow me a second question) are there
: any good texts or infos on 68000-assembler-programming
: on the net (or the web)?

: Please send infos via private email, as I can't get
: this group regularly. If wanted, I will post a summary
: of the responses (or is that already a FAQ?).

I'd be interested in the information, as well; I like GFA, but there are
just some things I want to do that demand the speed of assembler.

: Many thanks in advance!

: Best wishes,
: Mark Torben Rudolph
: (mtr@addix.swb.de)

: *ADDiX* email addix.swb.de
: ## CrossPoint v3.02 ##

--

```
   ____________________________  ________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

From -720908923627517241
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,395492bab76f1fb7,start
X-Google-Attributes: gid1115ce,public
From: bjb@bigbox.demon.co.uk (Ben Bell)
Subject: ^S, MiNT and GEM
Date: 1995/04/29
Message-ID: <799177594snz@bigbox.demon.co.uk>#1/1
X-Deja-AN: 101742799
organization: VP Software
reply-to: bjb@bigbox.demon.co.uk
newsgroups: comp.sys.atari.programmer

Hi,

Can anyone help me? I am using Lattice 5.6 and writing a GEM application. Whenever I type ^S into my app it acts as an XOFF, and needs to be followed by a ^Q (XON) before the keyboard will work again. I think its only because I have MiNT loaded but how can I get around this problem?

Thanks for any help.
Ben

```
+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
| /// |   The mind is like a parachute - it only works when it's open...    |
| bjb |                  email: bjb@bigbox.demon.co.uk                      |
| \_/ |Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England|
+-----------------------------------------------------------------------------+
```

From -644099210663338759
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,18f0ec81c5db9577,start
X-Google-Attributes: gid1115ce,public
From: Jeffrey.Wisniewski@Microserve.com (Jeffrey Wisniewski)
Subject: Falcon Patch
Date: 1995/04/29
Message-ID: <95042980337@microserve.com>#1/1
X-Deja-AN: 101742800
organization: Microserve Information Systems (800)380-INET
reply-to: Jeffrey.Wisniewski@Microserve.com (Jeffrey Wisniewski)
newsgroups: comp.sys.atari.programmer

Does anybody have a patch program to get around the bug in the Falcon TOS that only allows you to have 17 files open at one time?.

Or is there another way to get around this?

Thanks.

FULL INTERNET ACCESS MicroServe Information Systems ALL USENET GROUPS
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(Pa) Harrisburg, Philadelphia, Wilkes-Barre, Scranton, Stroudsburg, Hazleton
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----------your unlimited Internet access provider----------

From -2825573028010993274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df67c8fdd4a9523f,start
X-Google-Attributes: gid1115ce,public
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Subject: Falcon keyboard input
Date: 1995/04/29
Message-ID: <3ntcvc$d3l@dux.dundee.ac.uk>#1/1
X-Deja-AN: 101875674
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

When using certain programs on the Falcon e.g Superboot 8.1, the
return key produces "^@", I have also noticed that most of the
time any attempts to get a c program (which i have written)
also fail to read in the keyboard properly.

Has anyone else had any difficulties?

I am currently using TOS 4.01

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

From -358411480781483496
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: d2cg@dtek.chalmers.se (Christer Gustavsson)

Subject: Re: no programmers left?
Date: 1995/04/30
Message-ID: <3o0jvv$rkq@nyheter.chalmers.se>#1/1
X-Deja-AN: 101742777
references: <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>
<12627@gos.ukc.ac.uk> <3ntg0v$eik@ionews.io.org>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.programmer

In article <3ntg0v$eik@ionews.io.org>, Eric March <diehl@r-node.io.org> wrote
(regarding the c programming language):
> Besides that, it takes 8k to write a program that prints "Hello world!' to
>the screen. I am still very impressed by Torbjorn Ose's ability to fit an 8

Not if you use your own libraries and use Gemdos calls ;-). The code for
printf is quite big, especially if you include the float parts...

Regards, Christer.
--
"Birds can usually fly. So if Tweety is a bird, we can typically conclude that
Tweety can fly. But ostriches are a special type of bird that can't fly; if I
tell you that Tweety is an ostrich, you will change your mind and conclude that
he can't fly after all. Unless he's from the planet Krypton, of course." - M.G.

From -8577654900333719813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,395492bab76f1fb7
X-Google-Attributes: gid1115ce,public
From: artoj@mits.mdata.fi (Arto Jalkanen)
Subject: ^S, MiNT and GEM
Date: 1995/04/30
Message-ID: <3o0s8d$58o@prime.mdata.fi>#1/1
X-Deja-AN: 101742778
organization: MITS - Helsinki - Finland
nntp-posting-user: artoj
newsgroups: comp.sys.atari.programmer

b> Can anyone help me? I am using Lattice 5.6 and writing a GEM application.
b> Whenever I type ^S into my app it acts as an XOFF, and needs to be followed
b> by a ^Q (XON) before the keyboard will work again. I think its only because
b> have MiNT loaded but how can I get around this problem?

I use MiNT all the time(actually MultiTOS), and haven't have that
kind of problems. Also I'm writing programs with Lattice 5.6...
In my experience, that problem occurs only if you use some
BIOS calls, such as writing to screen with printf or put etc.
I just tried to press ^S in a GEM program I've written and
keyboard worked just fine without pressing ^Q ! But if
I have used during debug printf or similar, and press
^S, the keyboard doesn't work untill I press ^Q again.
     I hope this helps!

Arto J.

---
* Kivi 1.37 *

From 7091871799106944874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4dd77252e0842bdc,start
X-Google-Attributes: gid1115ce,public
From: py4sdh@bath.ac.uk (Sim H)
Subject: Re: assembler for beginners? - Advert for WWW page!
Date: 1995/04/30
Message-ID: <Pine.SUN.3.91.950501000149.17038A-100000@ss1.bath.ac.uk>#1/1
X-Deja-AN: 101742779
sender: usenet@demon.co.uk
x-posting-host: goggins.bath.ac.uk
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

References: <5kcL75kuXdB@addix.swb.de> <3nsbi1$9ic@ionews.io.org>

Visit STAssembler! My homepage devoted to 68K programming. You can get Turbo
Assembler from my page. I haven't used it, but I've herd good things
about. I'm currently writing a tutorial, for the page, so perhaps you can
be test subjects for it.

```
____ ____ _ _ _  Simon Hammett - py4sdh@bath.ac.uk  _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
|            http://www.bath.ac.uk/~py4sdh/index.html             |
-------------------------------------------------------------------
```

From -1062703987970652687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63c67a9b3a5f2f7a,start
X-Google-Attributes: gid1115ce,public
From: hkypuck@ibm.net
Subject: How do you save a program in atari basic?
Date: 1995/04/30
Message-ID: <3nv5pv$3alj@news-s01.ny.us.ibm.net>#1/1
X-Deja-AN: 101742801
reply-to: hkypuck@ibm.net
newsgroups: comp.sys.atari.programmer

Let me first say that I know NOTHING about the atari computers. I am strictly an

I.B.M. clone person. But -- A friend of mine has an old 8 bit atari computer which
he has long since lost the manuals for. He has several programs that he wrote
years ago in Atari basic. He cannot remember the command used to save
them to disk. Can anyone help or even better point me to some software
help files?

From -125904859622819714
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2aedf771a3e899f9
X-Google-Attributes: gid1115ce,public
From: hutch@ilmen.lanl.gov (Hutch)
Subject: Re: Atari 8-bit homecoming
Date: 1995/05/01
Message-ID: <9505011534.AA03470@ilmen.lanl.gov>#1/1
X-Deja-AN: 101742780
sender: nobody@cs.utexas.edu
organization: UTexas Mail-to-News Gateway
newsgroups: comp.sys.atari.programmer

In a previous article, richard@stingray.manawatu.gen.nz (Richard MORRIS) wrote:

> I don't think I've seen a "warez" post for a while now on c.s.a.8

Yeh, probably so. In all fairness I have not been back (intentionally)
for a few weeks now. Maybe I'll check it out again... maybe. ;-)

-Hutch- @ Fair Dinkum Tech

From 8522506518903771212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4071755575f1c03b
X-Google-Attributes: gid1115ce,public
From: hutch@ilmen.lanl.gov (Hutch)
Subject: Re: Visual C/Basic
Date: 1995/05/01
Message-ID: <9505011541.AA03473@ilmen.lanl.gov>#1/1
X-Deja-AN: 101742781
sender: nobody@cs.utexas.edu
organization: UTexas Mail-to-News Gateway
newsgroups: comp.sys.atari.programmer

In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

> I have been using MS Visual Basic quite a bit recently is their
> anything similar for the Atari platform?

Nope, nothing which matches the wonderful GUI-building tools that
VB is so famous for. They -are- fun to use, aren't they?

Then again, I personally think the VB language itself is atrocious
and VB's pseudocompiler an evil plot from the bowels of MicroSloth,
but that's another story.

Just think how productive Windoze programmers could be if they had
the syntax and speed of GFA for Windows and VB's GUI tools. ;-)

-Hutch- @ Fair Dinkum Tech

From 5566308785209136297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,395492bab76f1fb7
X-Google-Attributes: gid1115ce,public
From: bjb@bigbox.demon.co.uk (Ben Bell)
Subject: Re: ^S, MiNT and GEM
Date: 1995/05/01
Message-ID: <799351036snz@bigbox.demon.co.uk>#1/1
X-Deja-AN: 101875684
references: <799177594snz@bigbox.demon.co.uk> <3o290u$sme@percy.cs.bham.ac.uk>
organization: VP Software
reply-to: bjb@bigbox.demon.co.uk
newsgroups: comp.sys.atari.programmer

In article <3o290u$sme@percy.cs.bham.ac.uk>
C.J.Ridd@cs.bham.ac.uk "Chris Ridd" writes:

> bjb@bigbox.demon.co.uk writes:
> >
> >Hi,
> >
> >Can anyone help me? I am using Lattice 5.6 and writing a GEM application.
> >Whenever I type ^S into my app it acts as an XOFF, and needs to be followed
> >by a ^Q (XON) before the keyboard will work again. I think its only because I
> >have MiNT loaded but how can I get around this problem?
>
> Hm, I've never seen this behaviour. How are you getting keystrokes
> into the app? You must use evnt_keybd/evnt_multi. Are you doing any
> terminal control stuff in your app?

I am using nice clean, MultiTOS, 100 1.112538e-308gal GEM calls. And printf for
debugging. Damn. I think that's what the problem was but I haven't had a
chance to check yet. I let you all know.


```
+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
| /// |   The mind is like a parachute - it only works when it's open...    |
| bjb |                  email: bjb@bigbox.demon.co.uk                      |
| \_/ |Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England|
+-----------------------------------------------------------------------------+
```

From -6005516580543245494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b7983a1597c8e71
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Falcon Toolbar Code
Date: 1995/05/01
Message-ID: <3o2cte$gq4@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 101997876
distribution: world
references: <3nr7li$p64@dux.dundee.ac.uk>
organization: University of Newcastle upon Tyne, UK
newsgroups: comp.sys.atari.programmer

In article <3nr7li$p64@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall)
writes:
|> How does one invoke and call the Falcon toolbar?
|>

I assume you mean having a widget bar at the top of a window. The falcon
has a special function to do this, but it's better to use one of
the many GUI libraries that provide this sort of thing (DULIB provides
a function to attatch a widget bar to a window, as does EGEM) as this
lets your programs run on all TOS versions, rather than just a falcon.

If you really want to use the f030 specific version, check out the Atari
Compendium for details....

Craig.

```
 __                          _
 | \        | |             / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From 6123302546267906877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: Matthieu.Dazy@scinfo.u-nancy.fr (Matthieu Dazy)
Subject: Re: no programmers left?
Date: 1995/05/02
Message-ID: <3o4kmd$5li@arcturus.ciril.fr>#1/1
X-Deja-AN: 101875676
references: <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>
<12627@gos.ukc.ac.uk> <3nr2u8$d9f@arcturus.ciril.fr>
<3nrk4o$etk@frigate.doc.ic.ac.uk>
content-type: text/plain; charset=iso-8859-1

organization: Universite Henri Poincare - Nancy (France)
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

: > I wrote a game on Falcon some nine months ago (called Switch - you know
: >about it?)

: I haven't heard of this. What kind of game was it? (And more importantly, does
: it run on VGA?)

OK. So the game's called Switch. It's a little _cheap_ shareware mind game, but I'm afraid you won't have it working on a VGA. Anyway, it can be obtained at ftp.cnam.fr in /pub/Atari/Falcon/Games/switch.lzh

Cheers :)

```
__ __| |             ___|  |               |
   |   __ \   _ \  \___ \  __ \   _` |  _` |  _ \ \  \   /
   |   | | |  __/        | | | | (   | (   | (   \ \  \ /
  _|  _| |_|\___|  _____/ _| |_|\__,_|\__,_|\___/ \_/\_/
```

Bomb shelters filled to the brim I rule on land air and sea

The survival is such a silly whim Pass judgement on humanity
World leaders sell missiles cheap Winds blow from the bowels of Hell
Your stomach turns, your flesh creeps Will we give warning only time will tell

From 6350878251196774507
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2e39729b47ca0d4,start
X-Google-Attributes: gid1115ce,public
From: mclark@cs.strath.ac.uk (Michael A Clark CS91)
Subject: Dodgy Graphic File Info. Wanted
Date: 1995/05/02
Message-ID: <3o56ta$3ce@dunlop.cs.strath.ac.uk>#1/1
X-Deja-AN: 101875677
distribution: world
organization: Univ. of Strathclyde, Glasgow, UK
newsgroups: comp.sys.atari.programmer

Does anyone out there (if there is anyone out there, that is)
know where one could get one's clammies on a description of the
algorithm used to encode / decode the .PC1 files that used to spill
out of such brilliant pieces of software as the delightful (but
unfortunately highly illegal) NeoChrome Master (or whatever it
was called). Methinks that they originated in a program called Degas
(or something) but my memory is failing now and I'm not at all sure...

Any help muchos appreciendo'd,

M.A.C.

From 830324861177244119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e18f4f7ecbe92b0f,start
X-Google-Attributes: gid1115ce,public
From: andrew@minster.york.ac.uk (Andrew Hague)
Subject: Re: DSP on-chip sine table?
Date: 1995/05/02
Message-ID: <799428102.21@cs.york.ac.uk>#1/1
X-Deja-AN: 101875678
newsgroups: comp.sys.atari.programmer

I need to know how the on-chip sine (and mu-law/a-law) tables are configured on the 56001 DSP. I've had a look around for the Reference Sheet but can't get it on the net (no surprise there). Any help via e-mail would be gratefully received.

--
Andrew Hague -- D.Phil Research into Motivation in Human-Computer Interaction
Department of Computer Science,University of York, YORK, England. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

From -3665756386350297051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c16e3c634e27710f,start
X-Google-Attributes: gid1115ce,public
From: David L Watson <dw4g+@andrew.cmu.edu>
Subject: Lin. Alg. libraries
Date: 1995/05/02
Message-ID: <MjdZWw200bkPQTMkR_@andrew.cmu.edu>#1/1
X-Deja-AN: 101875679
organization: Carnegie Mellon, Pittsburgh, PA
newsgroups: comp.sys.atari.programmer

Does anybody know where I can find a public domain Linear Algebra C (or C++) library?

David Watson

From -1601961012089005418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f7d476221d47c949,start
X-Google-Attributes: gid1115ce,public

From: sph94@ecs.soton.ac.uk (Simon Hazelgrove)
Subject: STOS poking
Date: 1995/05/02
Message-ID: <3o5mo3$5fv@bosch.ecs.soton.ac.uk>#1/1
X-Deja-AN: 101875680
organization: Electronics and Computer Science, University of Southampton
newsgroups: comp.sys.atari.programmer

I am trying to poke a new address into the reset vector (address=04), using leek. Trouble is, it keeps on saying "Bus error". Is this a limitation in stos (I can leek data into all other addresses that are >= 8). PLease help!

From -7220222330111579170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,699547726a2294f4
X-Google-Attributes: gid1115ce,public
From: binder@rbg.informatik.th-darmstadt.de (Thomas Binder)
Subject: Re: form_button() bug??
Date: 1995/05/02
Message-ID: <D7yJ45.LEB@rz.uni-hildesheim.de>#1/1
X-Deja-AN: 101875681
sender: news@rz.uni-hildesheim.de (NetNews Manager)
references: <3ntne5$1pl@inca01.inca.co.nz>
organization: TU Darmstadt
newsgroups: comp.sys.atari.programmer

Hi!

The behaviour you described is OK, because with normal buttons, you always have to click-release to select them. Set the TOUCHEXIT-flag for these buttons, then it should work.

Ciao

Thomas

--
/----------\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Source unknown
\----------/

From -6846075560010529814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,df67c8fdd4a9523f
X-Google-Attributes: gid1115ce,public
From: binder@rbg.informatik.th-darmstadt.de (Thomas Binder)
Subject: Re: Falcon keyboard input
Date: 1995/05/02
Message-ID: <D7yJ9s.LJB@rz.uni-hildesheim.de>#1/1
X-Deja-AN: 101875682
sender: news@rz.uni-hildesheim.de (NetNews Manager)
references: <3ntcvc$d3l@dux.dundee.ac.uk>
organization: TU Darmstadt
newsgroups: comp.sys.atari.programmer

Hi!

In article <3ntcvc$d3l@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall)
writes:
> When using certain programs on the Falcon e.g Superboot 8.1, the
> return key produces "^@", I have also noticed that most of the
> time any attempts to get a c program (which i have written)
> also fail to read in the keyboard properly.
Yes, that's because Fread returns '0' and leaves the buffer empty if you just
press return. Older GEMDOS-versions always put the cr into the buffer and
returned it as being read. I don't know how TOS 4.02 and 4.04 behave, but if
there's need, I'll write a patch for that (it affects _all_ ST-Pascal+-
compiled programs and some other which rely on that Fread-behaviour).

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Source unknown
\--/

From -8337808216544054513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8d7a2e2fd6f8e09,start
X-Google-Attributes: gid1115ce,public
From: gearyp@cs.man.ac.uk (S94)
Subject: Atari Lynx

Date: 1995/05/02
Message-ID: <3o5t0c$s0g@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 101875683
organization: Dept of Computer Science, University of Manchester, U.K.
keywords: sale
nntp-posting-user: 324
newsgroups: comp.sys.atari.programmer
summary: Are they still being made ?

I bought an Atari Lynx recently through mail-order for 29 pounds, i cann't beleive Atari are making a profit from this so are they just removing all the old stock dirt cheap, or are they still being made ??

(by the way, i think it's a real good deal at that price - very neat !)

From 4082540608150830738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2e750b8efba01faa,start
X-Google-Attributes: gid1115ce,public
From: ralunsfo@uncc.edu (Russell A Lunsford)
Subject: System Font ROM address?
Date: 1995/05/02
Message-ID: <3o6bl0$5so@news.uncc.edu>#1/1
X-Deja-AN: 101875689
organization: University of NC at Charlotte
newsgroups: comp.sys.atari.programmer

Does anyone know where in ROM the system font is stored, and the format that it's stored in? Is the format the same as the PC's?

Thanks,
Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

From -6921807609714962907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,395492bab76f1fb7
X-Google-Attributes: gid1115ce,public
From: dancer@nntp.brisnet.org.au (Andrew Vesperman)
Subject: Re: ^S, MiNT and GEM
Date: 1995/05/02
Message-ID: <1995May2.234024.18464@nntp.brisnet.org.au>#1/1
X-Deja-AN: 101875690

references: <799177594snz@bigbox.demon.co.uk> <3o290u$sme@percy.cs.bham.ac.uk>
organization: BrisNet
newsgroups: comp.sys.atari.programmer

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: bjb@bigbox.demon.co.uk writes:
: >
: >Hi,
: >
: >Can anyone help me? I am using Lattice 5.6 and writing a GEM application.
: >Whenever I type ^S into my app it acts as an XOFF, and needs to be followed
: >by a ^Q (XON) before the keyboard will work again. I think its only because I
: >have MiNT loaded but how can I get around this problem?

: Hm, I've never seen this behaviour. How are you getting keystrokes
: into the app? You must use evnt_keybd/evnt_multi. Are you doing any
: terminal control stuff in your app?

That _is_ certainly normal behaviour for the XON/XOFF (^Q/^S) keys. Using any
the BIOS or GEMDOS I/O routines (except RAW) enables XON/XOFF interpretation.

Dancer

From -5648892133114813461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,395492bab76f1fb7
X-Google-Attributes: gid1115ce,public
From: bjb@bigbox.demon.co.uk (Ben Bell)
Subject: Re: ^S, MiNT and GEM
Date: 1995/05/02
Message-ID: <799449658snz@bigbox.demon.co.uk>#1/1
X-Deja-AN: 101997879
references: <799177594snz@bigbox.demon.co.uk> <3o290u$sme@percy.cs.bham.ac.uk>
<799351036snz@bigbox.demon.co.uk>
organization: VP Software
reply-to: bjb@bigbox.demon.co.uk
newsgroups: comp.sys.atari.programmer

> I am using nice clean, MultiTOS, 100 1.112538e-308gal GEM calls. And printf for
> debugging. Damn. I think that's what the problem was but I haven't had a
> chance to check yet. I let you all know.
Yes, that's what its been. In the last few programs I've written I have
placed a small debugging line under the menu bar in development versions,
using printf, and that was switching on XON/XOFF sensing.
Thanks to all who helped.

Ben

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+

///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

From 6094140821770737690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2e39729b47ca0d4
X-Google-Attributes: gid1115ce,public
From: rtor@ansa.co.uk (Owen Rees)
Subject: Re: Dodgy Graphic File Info. Wanted
Date: 1995/05/03
Message-ID: <3o7gc8$c1h@plato.ansa.co.uk>#1/1
X-Deja-AN: 101875675
distribution: world
references: <3o56ta$3ce@dunlop.cs.strath.ac.uk>
organization: ANSA
newsgroups: comp.sys.atari.programmer

Michael A Clark CS91 (mclark@cs.strath.ac.uk) wrote:
: Does anyone out there (if there is anyone out there, that is)
: know where one could get one's clammies on a description of the
: algorithm used to encode / decode the .PC1 files that used to spill
: out of such brilliant pieces of software as the delightful (but
: unfortunately highly illegal) NeoChrome Master (or whatever it
: was called). Methinks that they originated in a program called Degas
: (or something) but my memory is failing now and I'm not at all sure...

There is a description of the file format (and many others) in:
 <URL:ftp://src.doc.ic.ac.uk/packages/atari/umich/Graphics/picfmts.doc.gz>
If you leave off the .gz, the FTP server will gunzip the file before
sending it. The .PC1 format is low resolution DEGAS Elite Compressed
and there is nothing dodgy about it.

--
Regards,
  Owen Rees <rtor@ansa.co.uk>

From 7732797018316542397
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f7d476221d47c949
X-Google-Attributes: gid1115ce,public
From: dba@jet.uk (Dennis Armstrong)
Subject: Re: STOS poking
Date: 1995/05/03
Message-ID: <dba.799491547@YE>#1/1
X-Deja-AN: 101875685
references: <3o5mo3$5fv@bosch.ecs.soton.ac.uk>
organization: JET Joint Undertaking

newsgroups: comp.sys.atari.programmer

sph94@ecs.soton.ac.uk (Simon Hazelgrove) writes:

>I am trying to poke a new address into the reset vector (address=04), using
>leek. Trouble is, it keeps on saying "Bus error". Is this a limitation
>in stos (I can leek data into all other addresses that are >= 8). PLease
>help!
That is because you are trying to access the system rom at $E00004 (STE)
the addresses at $0 to $7 are mapped to the EPROM address.
regards dennis

--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

From 3743330065335692640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2e39729b47ca0d4
X-Google-Attributes: gid1115ce,public
From: sfc-a@minster.york.ac.uk (Stu Carter at York University, UK)
Subject: Neochrome Master
Date: 1995/05/03
Message-ID: <799494086.0@cs.york.ac.uk>#1/1
X-Deja-AN: 101875686
distribution: world
references: <3o56ta$3ce@dunlop.cs.strath.ac.uk>
newsgroups: comp.sys.atari.programmer

Michael A Clark CS91 (mclark@cs.strath.ac.uk) wrote:
: out of such brilliant pieces of software as the delightful (but
: unfortunately highly illegal) NeoChrome Master (or whatever it

Why highly illegal??

Stu

From -8916004529724150103
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,3ce13765ee263d5,start
X-Google-Attributes: gid1115ce,public
From: s6354@FB1.FHTW-Berlin.DE (Juergen Oppermann)
Subject: HELP enhanced GEM
Date: 1995/05/03
Message-ID: <3o7lv1$mru@mars.fb1.fhtw-berlin.de>#1/1
X-Deja-AN: 101875687
organization: Fachhochschule fuer Technik und Wirtschaft Berlin, FB1
newsgroups: comp.sys.atari.programmer

who can give me sources or docs on TOS4.04 AES and enhanced GEM (let'em fly ...)

Jo'ogn

From 5550228825744056732
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63c67a9b3a5f2f7a
X-Google-Attributes: gid1115ce,public
From: diehl@nudge.io.org (Eric March)
Subject: Re: How do you save a program in atari basic?
Date: 1995/05/03
Message-ID: <3o7m3q$9do@ionews.io.org>#1/1
X-Deja-AN: 101875688
references: <3nv5pv$3alj@news-s01.ny.us.ibm.net>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

hkypuck@ibm.net wrote:
: Let me first say that I know NOTHING about the atari computers. I am strictly
an
: I.B.M. clone person. But -- A friend of mine has an old 8 bit atari computer
which
: he has long since lost the manuals for. He has several programs that he wrote
: years ago in Atari basic. He cannot remember the command used to save
: them to disk. Can anyone help or even better point me to some software
: help files?

You are better off asking in comp.sys.atari.8bit. However, to save a
program in Atari Basic, type:

save "D1:filename.ext"

--

```
   ____________________________  ________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

From -4427345867613647669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d538373ec8b4f8ba,start
X-Google-Attributes: gid1115ce,public
From: abstract@wam.umd.edu (Lost)
Subject: STOS?
Date: 1995/05/03
Message-ID: <3o71jj$6r6@cville-srv.wam.umd.edu>#1/1
X-Deja-AN: 101875691
organization: University of Maryland College Park
newsgroups: comp.sys.atari.programmer

I don't usually read here, but I had a question that probably
fits best in this group...
What exactly is STOS?

-Thanks!
--Lunatic

From 216445825336116663
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2e39729b47ca0d4
X-Google-Attributes: gid1115ce,public
From: clg105@minster.york.ac.uk (Charles L. Glover (1Y0))
Subject: Re: Neochrome Master
Date: 1995/05/03
Message-ID: <799504518.15@cs.york.ac.uk>#1/1
X-Deja-AN: 101997871
distribution: world
references: <3o56ta$3ce@dunlop.cs.strath.ac.uk> <799494086.0@cs.york.ac.uk>
newsgroups: comp.sys.atari.programmer

Stu Carter at York University, UK (sfc-a@minster.york.ac.uk) wrote:
: Michael A Clark CS91 (mclark@cs.strath.ac.uk) wrote:
: : out of such brilliant pieces of software as the delightful (but
: : unfortunately highly illegal) NeoChrome Master (or whatever it

: Why highly illegal??

: Stu

From 2496281791242103520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d538373ec8b4f8ba
X-Google-Attributes: gid1115ce,public
From: pih@doc.ic.ac.uk (Paul Ian Harman)
Subject: Re: STOS?
Date: 1995/05/03

Message-ID: <3o843f$a5o@oak44.doc.ic.ac.uk>#1/1
X-Deja-AN: 101997872
distribution: world
references: <3o71jj$6r6@cville-srv.wam.umd.edu>
organization: Dept. of Computing, Imperial College, University of London, UK.
reply-to: pih@doc.ic.ac.uk (Paul Ian Harman)
newsgroups: comp.sys.atari.programmer

In article <3o71jj$6r6@cville-srv.wam.umd.edu>, abstract@wam.umd.edu (Lost) writes:
|> I don't usually read here, but I had a question that probably
|>fits best in this group...
|> What exactly is STOS?

STOS is a games-oriented programming language based on BASIC, with lots of high level facilities for moving sprites and blocks of screen memory about. It's a little slow, but it's great fun and easy to program, and being a (compilable) interpreted language, it's extremely easy to debug.

    Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
 "Are there any questions?... Are there any smartarse comments?"
        - Paul Kelly

From 3755356506295504424
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d538373ec8b4f8ba
X-Google-Attributes: gid1115ce,public
From: hutch@ilmen.lanl.gov (Hutch)
Subject: Re: STOS?
Date: 1995/05/03
Message-ID: <9505031438.AA04228@ilmen.lanl.gov>#1/1
X-Deja-AN: 101997873
sender: nobody@cs.utexas.edu
organization: UTexas Mail-to-News Gateway
newsgroups: comp.sys.atari.programmer

In a previous message, abstract@wam.umd.edu (Lost) wrote:

>   What exactly is STOS?

According to Roger Sheppard, I think it's...

  "Snot-nosed Teenage Operating System"

:)

But actually, it is a commercial Atari ST BASIC programming language

that came with special tools and commands for graphics, game design, etc, etc. I'm not a big fan of STOS because I found the language implementation itself (repleat with line numbers, no less) to be pretty archaic)IMHO) but it did have some spiffy tools for making games, using sprites, sound and music, etc, etc.

No longer being developed or supported, AFAIK. But you can surely find copies of it forsale if you shop around.

-Hutch-

From 8515697617016414476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4071755575f1c03b
X-Google-Attributes: gid1115ce,public
From: gd63@vision.hrz.uni-giessen.de (Martin Schmidt)
Subject: Re: Visual C/Basic
Date: 1995/05/03
Message-ID: <D80771.AGJ@muster.hrz.uni-giessen.de>#1/1
X-Deja-AN: 101997874
sender: news@muster.hrz.uni-giessen.de
references: <3nr5pg$n01@dux.dundee.ac.uk> <3o28sk$skv@percy.cs.bham.ac.uk>
organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
newsgroups: comp.sys.atari.programmer

Hi *

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
: >I have been using MS Visual Basic quite a bit recently is their
: >anything similar for the Atari platform?
: Application Systems Heidelberg sell something, but I can't remember
: its name :-(

it is called "application construction set (ACS)"
and is sold for aprox. DM 200 (= US$ 130).

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet dead are, somehow, quite ill."
Douglas Adams

From 2012171082785808295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4071755575f1c03b
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Visual C/Basic
Date: 1995/05/03
Message-ID: <3o8eav$2a8@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 101997877
distribution: world
references: <3nr5pg$n01@dux.dundee.ac.uk>
organization: University of Newcastle upon Tyne, UK
newsgroups: comp.sys.atari.programmer

Maxon used to sell Application Construction Set - there's a demo kicking around
somewhere. It's a bit lame compared to VB for Windows or VXP for Motif, and
I don't know if they continued development....

I think someone should get round to one for C at least, based round one of the
many GUI libraries that support Callbacks - although a Basic one could be
done for the HiSoft compiler as there are a couple of GUI libraries that
support callbacks on that as well.

Maybe the next version of Interface will expand into a code generator as well?
(conjecture)

Craig Graham.

```
 __                              _
 | \        | |                 / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From -2394834954295310070
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2e39729b47ca0d4
X-Google-Attributes: gid1115ce,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: Neochrome Master
Date: 1995/05/03
Message-ID: <3o8egr$2a8@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 101997878
distribution: world
references: <3o56ta$3ce@dunlop.cs.strath.ac.uk> <799494086.0@cs.york.ac.uk>
organization: University of Newcastle upon Tyne, UK
newsgroups: comp.sys.atari.programmer

In article <799494086.0@cs.york.ac.uk>, sfc-a@minster.york.ac.uk (Stu Carter at

York University, UK) writes:
|> Michael A Clark CS91 (mclark@cs.strath.ac.uk) wrote:
|> : out of such brilliant pieces of software as the delightful (but
|> : unfortunately highly illegal) NeoChrome Master (or whatever it
|>
|> Why highly illegal??

Neochrome Master was based on the original NeoChrome, but hacked by a demo crew (I forget which one) and expanded to be much better than the original. Unfortunately, I think they used the comercial version as the codebase, so Atari got a bit stressed over it.

A shame really, as Neo was a great package when it was first released and if it had recieved a proper on going development effort it would have kicked ass by now.....

Craig.

```
 __                          _
 | \        | |             / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From -5695176456732294838
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2e39729b47ca0d4
X-Google-Attributes: gid1115ce,public
From: nj1@ukc.ac.uk (N.Jones-Rodway)
Subject: Re: Neochrome Master
Date: 1995/05/03
Message-ID: <11415@falcon.ukc.ac.uk>#1/1
X-Deja-AN: 101997880
distribution: world
sender: nj1@ukc.ac.uk
references: <3o56ta$3ce@dunlop.cs.strath.ac.uk> <799494086.0@cs.york.ac.uk>
organization: University of Kent at Canterbury, UK.
reply-to: nj1@ukc.ac.uk (N.Jones-Rodway)
newsgroups: comp.sys.atari.programmer

In article <799494086.0@cs.york.ac.uk> sfc-a@minster.york.ac.uk (Stu Carter at York University, UK) writes:
>Michael A Clark CS91 (mclark@cs.strath.ac.uk) wrote:
>: out of such brilliant pieces of software as the delightful (but
>: unfortunately highly illegal) NeoChrome Master (or whatever it
>
>Why highly illegal??

NeoChrome was, until a few years back, commonplace in every PD library. The rights, however, were still held by Atari and it had never been released into the public domain, meaning all the copies people had ordered by PD or downloaded

were illegal. Eventually, Atari asserted their rights, and it was deleted from every BBS and taken out of the PD catalogues, and the only place you could get it from was either direct from Atari itself, or bundled with an ST.

NeoChrome wasn't the only program that followed this path - Joust for the ST was never PD, despite being in most PD catalogues, as well as a few other bits and peices I can't remember right now...

Neil.
--
Neil Jones-Rodway Caught a ride with the moon.....
University Of Kent I know, I know you well
(Well, better than I used to)
---------- Tori Amos (Tear in your Hand)

From 5171696057794983791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,49a8a4ed2e35de53,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,49a8a4ed2e35de53,start
X-Google-Attributes: gid1115ce,public
From: andrew@minster.york.ac.uk (Andrew Hague)
Subject: DSP programmers
Date: 1995/05/04
Message-ID: <799594396.10@cs.york.ac.uk>#1/1
X-Deja-AN: 101997645
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which is good but has a number of bugs, (namely, jumping to '*' doesn't decrement the PC by one). I tried to compile the GCC-56K with little success. If anyone has managed to set-up a good PD DSP programming system, please get in touch with me.

Thanks in advance.

--
Andrew Hague
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

From -4059472054359272520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d538373ec8b4f8ba
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)

Subject: Re: STOS?
Date: 1995/05/04
Message-ID: <3oa4jb$5g2@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 101997870
references: <3o71jj$6r6@cville-srv.wam.umd.edu>
organization: Dept of Computer Science,University of Manchester,U.K.
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

In article <3o71jj$6r6@cville-srv.wam.umd.edu>, abstract@wam.umd.edu (Lost) writes:
|> I don't usually read here, but I had a question that probably
|> fits best in this group...
|> What exactly is STOS?
|>
|> -Thanks!
|> --Lunatic

STOS is a version of BASIC, that provides lots of routines to make writing games easier (ie sprite commands, music etc).

The STOS faq can be found at : http://www.cs.man.ac.uk/~jacquesa/stosfaq.html

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"Its not supposed to be funny, its supposed to be true" - A maths lecturer
---

From 4912279935001088841
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee15a06e91efed9e,start
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Falcon Setmode call.
Date: 1995/05/04
Message-ID: <3oaqns$fre@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 101997881
organization: Dept of Computer Science,University of Manchester,U.K.
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

Hi,

I am coding an extension for STOS to allow the Falcon to be used more fully by the language. I have quite a bit done now (ie True colour graphics

commands etc.). However, I sent a copy to Rich Davey, and one of my commands cause the system to crash.

The command that doesn't work is simply a call to XBIOS 88 (Setmode) with the parameter passed from STOS. For some reason, when this is executed (only on Rich's system - not on mine), it changes video mode, but then causes a bus error (IIRC).

Anyone got any ideas why this is? - it doesn't happen on my Falcon.

Rich is using a TOS 4.02 Falcon, with VGA. (No auto/accs loaded.)

Cheers

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"Its not supposed to be funny, its supposed to be true" - A maths lecturer
----

From -4721991409864220583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,49a8a4ed2e35de53
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,49a8a4ed2e35de53
X-Google-Attributes: gid109a67,public
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Subject: Re: DSP programmers
Date: 1995/05/05
Message-ID: <3ocub9$2fo@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 102113402
distribution: world
references: <799594396.10@cs.york.ac.uk>
organization: University of Newcastle upon Tyne, UK
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <799594396.10@cs.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague) writes:
|> Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which
|> is good but has a number of bugs, (namely, jumping to '*' doesn't decrement
|> the PC by one). I tried to compile the GCC-56K with little success. If

Buy DevpacDSP from HiSoft - it's quite cheap and pretty good.

Craig.

```
 __                          _
 | \        | |             / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
```

---------- o ----------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

From -8338673266936042871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1229a0caf55db0e7,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1229a0caf55db0e7,start
X-Google-Attributes: gid1115ce,public
From: abstract@wam.umd.edu (Lost)
Subject: What Pascal to get...
Date: 1995/05/05
Message-ID: <3ocj4r$ddi@cville-srv.wam.umd.edu>#1/1
X-Deja-AN: 102113452
organization: University of Maryland College Park
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

I want to teach myself pascal this summer - does anyone have any suggestions as to what compiler to get? And where I can get it? Tnanks in advance!

--LoST

From -6594183731889124961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,1229a0caf55db0e7
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,1229a0caf55db0e7
X-Google-Attributes: gid1115ce,public
From: gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
Subject: Re: What Pascal to get...
Date: 1995/05/05
Message-ID: <3odr02$4kd@sphinx.Gsu.EDU>#1/1
X-Deja-AN: 102113467
references: <3ocj4r$ddi@cville-srv.wam.umd.edu>
followup-to: comp.sys.atari.programmer,comp.sys.atari.st
organization: Georgia State University
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

Lost (abstract@wam.umd.edu) wrote:

: I want to teach myself pascal this summer - does anyone have any
: suggestions as to what compiler to get? And where I can get it? Tnanks
: in advance!

German Pure Pascal is excellent (I don't know, if they've bothered to translate the thing in English..). It's simply great. And fully PC Turbo

Pascal 6 -compatible. It's fast, produces good code, and easy to use. And even better: you can get a Visual Basic -like (in a way..) extension called "Application Construction Set", or ACS Pro. That makes it easy to create great GEM-programs graphically, in a modular way. There's even a Pure Profiler available for their Pascal and C-compilers.

Maybe someone can give the address where this thing is sold?

Cheers,
TH

Btw, the German language doesn't make it impossible to use at all, if you know something about Pascal already. For a beginner, it may cause headache..

From 2432890557370257595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63c67a9b3a5f2f7a
X-Google-Attributes: gid1115ce,public
From: sshifter@ophelia.waterloo.net (Mike Pelletier)
Subject: Re: How do you save a program in atari basic?
Date: 1995/05/05
Message-ID: <3odg95$e39@ophelia.waterloo.net>#1/1
X-Deja-AN: 102113667
references: <3nv5pv$3alj@news-s01.ny.us.ibm.net> <JI+86Sh.bosem@delphi.com>
organization: Waterloo Internet Cooperative
newsgroups: comp.sys.atari.programmer

bosem@delphi.com wrote:
 : Hockypuck, :
 : To save a file in Atari Basic, use the command -
 :
 : save "D1:filename.bas" for tokenized basic, or
 : save "D1:filename.asc,a" to save an ascii version.
 :
 : Unlike most other basics, Atari Basic requires the closing quotes.
 :
 :
 : Bob @ Binary Sounds

    I think you're head is sucking air a little on this one... First, small point, Atari Basic doesn't recognize lower case. Second, it doesn't require the closing quote. Third, to save in ATASCII, you use

LIST"D:FILENAME.EXT"

Hmm...

From -7374468640756448831

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6e451c34f0154ac,start
X-Google-Attributes: gid1115ce,public
From: pih@doc.ic.ac.uk (Paul Ian Harman)
Subject: Joysticks from assembly language.
Date: 1995/05/05
Message-ID: <3od667$da7@oak50.doc.ic.ac.uk>#1/1
X-Deja-AN: 102113668
distribution: world
organization: Dept. of Computing, Imperial College, University of London, UK.
reply-to: pih@doc.ic.ac.uk (Paul Ian Harman)
newsgroups: comp.sys.atari.programmer

Simple question.

How do I read the joystick ports from assembly language?

I'd like a response that covered all STs, STEs, MEGAs and Falcons if possible.

I presume it's just a MOVE.W instruction, but what's the address I require? I hope it's the same for all the Atari range 'cos I don't know a thing about the cookie jar and stuff.

Please send me an e-mail, because our news server is erratic to say the least.

Thanks for your help,

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"Brigadier, a straight line may be the shortest distance between two points, but it is by no means the most interesting." - The Doctor, The Time Warrior

From 4986193843471561309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f6e451c34f0154ac
X-Google-Attributes: gid1115ce,public
From: schauvea@irisa.fr (Stephane Chauveau)
Subject: Re: Joysticks from assembly language.
Date: 1995/05/05
Message-ID: <3oda6d$cr6@news.irisa.fr>#1/1
X-Deja-AN: 102113669
distribution: world
references: <3od667$da7@oak50.doc.ic.ac.uk>
organization: IRISA, Campus de Beaulieu, 35042 Rennes Cedex, FRANCE
reply-to: schauvea@irisa.fr
newsgroups: comp.sys.atari.programmer

In article <3od667$da7@oak50.doc.ic.ac.uk>, pih@doc.ic.ac.uk (Paul Ian Harman) writes:
>
>Simple question.
>
>How do I read the joystick ports from assembly language?
>
>I'd like a response that covered all STs, STEs, MEGAs and Falcons if
>possible.
>
>I presume it's just a MOVE.W instruction, but what's the address I require?
>I hope it's the same for all the Atari range 'cos I don't know a thing
>about the cookie jar and stuff.
>

look at WWW page :
http://www.dtek.chalmer.se/~d2cg/qa/a1.html

there is no ports to read the joystick. (it can be obtain by one of the keyboard's messages)

the xbios call Kbdvbas() gives you the adress of a table of vectors (keyboard and midi).
There are two words or bytes after this table where you can get the joystick value.
(I think it's approximatively Kbdvbas()+50)
if you're not in the joystick mode, you can read the joystick button state in the right
mouse button.

you can also create your personnal routine as described in the www page.

--

Stephane CHAUVEAU.
email: schauvea@irisa.fr

From -414628966057181737
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ce13765ee263d5
X-Google-Attributes: gid1115ce,public
From: gd63@vision.hrz.uni-giessen.de (Martin Schmidt)
Subject: Re: HELP enhanced GEM
Date: 1995/05/05
Message-ID: <D83qpA.I3u@muster.hrz.uni-giessen.de>#1/1

X-Deja-AN: 102113671
sender: news@muster.hrz.uni-giessen.de
references: <3o7lv1$mru@mars.fb1.fhtw-berlin.de>
organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
newsgroups: comp.sys.atari.programmer

Hi *

Juergen Oppermann (s6354@FB1.FHTW-Berlin.DE) wrote:
: who can give me sources or docs on TOS4.04 AES and enhanced GEM (let'em fly ...)

you can get Enhanced GEM (EGEM) by Christian Grunenberg
from ftp.uni-stuttgart.de in pub/systems/atari/programming/C

You will find
- egem_220.lzh _Complete_ sources
- e_gemut2.lzh some utilities
and
- egemd220.lzh Demos to show you the capability of egem.

Have fun !

Martin
---
 martin.schmidt@physik.uni-giessen.de

 PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
 nicht tot sind, irgendwie sehr krank"
   Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
 dead are, somehow, quite ill."
   Douglas Adams

From -3973825023257337945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9855aa55366e7ae0,start
X-Google-Attributes: gid1115ce,public
From: rcain@nest.demon.co.uk (Roger Cain)
Subject: re: my computer made me stressed & depressed--positive ions
Date: 1995/04/16
Message-ID: <1139rcain@nest.demon.co.uk>#1/1
X-Deja-AN: 101005373
x-ftn-adr: 90:100/103.0
x-viagateway-at: 90:100/106.0
reply-to: rcain@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

On 16 Apr 95 Daniels222 wrote::

 D> ..... I realized that I always felt especially
 D> irritable, stressed, and depressed after long days in front of my
 D> computer.

I know the feeling, Dan, but there are many other reasons for this besides positive ions. :-)

Roger
rcain@nest.demon.co.uk

--

From -1384686824971128286
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f7539d107fee9db1
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: Re^2: SLIP/PPP
Date: 1995/04/17
Message-ID:
<ftn_2.203.221.11$fidonet.org_2f92a0ea_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 101095335
sender: news@ct.se
content-type: text/plain; charset=ISO-8859-1
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Christian Andersson wrote to Magnus Kollberg:
 CA>>> I'm looking for any info I can get on the SLIP/PPP protocols, if you
 CA>>> have any can you send them to di3chr@f_utbserv.adbutb.hks.se
 >>
 >> Look at MiNT NET (includes the sources I think for SLIP etc.)
 CA>
 CA> I will! but unfourtunally an source-code isn't as good as a text-file
 CA> which describe the way I have to do it! but If I get some info on how to
 CA> do it, the source will defenitly help!

I understand. But with MiNT Net you get some information, and their is a TCPIP FAQ with some other information and adresses to people which maybe can help you. I don't kbnow if this will be to any help, but try everything you can. G till ett bibliotek annars :)

Mvh,
Magnus Kollberg

(UUCP Dialup connection)

From 482216751657325513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af1c3380c716b703,start
X-Google-Attributes: gid1115ce,public
From: andrew.oyama@projectx.com (ANDREW OYAMA)
Subject: C help: reading the joystick
Date: 1995/04/17
Message-ID: <8A7905D.0BC80000B4.uuout@projectx.com>#1/1
X-Deja-AN: 101269625
distribution: world
organization: Project X BBS - VE3SVE - Brampton, Ontario (905) 792-7890
reply-to: andrew.oyama@projectx.com (ANDREW OYAMA)
newsgroups: comp.sys.atari.programmer
x-mailer: PCBoard/UUOUT Version 1.10

Does anyone have C routines to read the joystick status....
I'm using Sozobon's Heat and Serve v1.33

From 4357885839453268055
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,564ba18df639603a,start
X-Google-Attributes: gid1115ce,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: OASIS available
Date: 1995/04/18
Message-ID: <798165876snz@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 101095334
reply-to: phil@yeadontt.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: OASIS HQ

This is an announcement for a new package for the Atari range of computers called OASIS.

As of Tuesday 18/4/95 I have upload OASIS100.ZIP to the following sites

DEMON ftp.demon.co.uk

Posted to the incoming folder in the Atari section of their FTP site

HENSA micros.hensa.ac.uk

Posted in the incoming/atari-tos folder in the incoming area of their FTP site

Chameloen BBS (UK 01454-831095)

Uploaded to the Comms area of the bulletin board

OASIS is a GEM based off-line reader replacing the complete set of AtariNos off-line utilities, the only items retained are the NOS on-line software and the DEMON.TOS batch file launcher.

There will is no shareware policy on version 1.xx of OASIS, just E-Mail me if you use it. Comments, likes/dislikes, wish lists for further features and Bug reports, if any :-), would all be appreciated

Watch This Space !!!!!!

--


```
  ==============================================================================

     The Home Of      _/_/_/_/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
                     _/    _/  _/    _/  _/        _/  _/
                    _/    _/  _/    _/  _/        _/  _/
                   _/    _/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
                  _/    _/  _/    _/        _/  _/        _/
                 _/    _/  _/    _/        _/  _/        _/
                _/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/

  ============    Phil Yeadon ===== phil@yeadontt.demon.co.uk    ============
```


From -8121884119174484851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b137a47d40f4400a
X-Google-Attributes: gid1115ce,public

From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Library for nice GEM effects?
Date: 1995/04/18

Message-ID: <D78H1y.114@sci.kun.nl>#1/1
X-Deja-AN: 101095336
sender: news@sci.kun.nl (News owner)
references: <3mm7u8$hdl@calvin.st-and.ac.uk>
organization: University of Nijmegen, The Netherlands
keywords: GEM,Atari,XAES
newsgroups: comp.sys.atari.programmer

In <3mm7u8$hdl@calvin.st-and.ac.uk> bd@st-and.ac.uk (Brian Duff) writes:

>Is there a programming library (for C or Basic) which provides procedures
>for 'fancy' GEM bits, like popup menus, windowed dialogues and the like?

Try Enhanced GEM. It's on a.a as EGEM, and it's great.

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%
(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j+
+)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+k<65?'#':'
');putchar(10);}}   /* ATARI Falcon030 */

From 710121146322869276
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ad898ce568370d9
X-Google-Attributes: gid1115ce,public
From: g02o@alf.zfn.uni-bremen.de (Mark-Oliver Wolter)
Subject: Re: _H_E_L_P_!!_
Date: 1995/04/18
Message-ID: <3n0lhe$f3q@gina.zfn.uni-bremen.de>#1/1
X-Deja-AN: 101095337
references: <3lr5d7$g3n@mordred.cc.jyu.fi>
<ftn_2.203.221.11$fidonet.org_2f828cf8_Magnus.Kollberg@p11.straight.ct.se>
organization: Zentrum fuer Netze, Universitaet Bremen
newsgroups: comp.sys.atari.programmer

:> In a message James/Professor/bcc wrote to All :
:> J> Atari Hard Disk Driver
:> J> AHDI 6.06 June. 2 1993

BTW, you should upgrade to 6.061...

What do other tools, e.g. SCSITOOL, say?

--
MfG MOW []-)   Hardware-Gruppenleiter des A.C.T.e.V Bremen
  | | | Atari Computer Team e.V. Bremen   400/800/XL/XE/ST(E)/TT/Falcon/Lynx
  | | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)

From -7744996857079640777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,824ac872019c014a,start
X-Google-Attributes: gid1115ce,public
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Subject: Falcon C Problems
Date: 1995/04/18
Message-ID: <3n07p2$rtf@dux.dundee.ac.uk>#1/1
X-Deja-AN: 101269631
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

I have been using the GEMFAST library that comes with Heat & Serve

C, to write some simple programs. However I cannot get the windows
to work when using MiNT. They all work fine under TOS but not
under MiNT. The same can be said for the DEMO programs supplied.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

From 5763746715249141904
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82d8de3966e2f685
X-Google-Attributes: gid1115ce,public
From: hillsp@genrad.co.uk (Paul Hills)
Subject: Re: SLIP/PPP
Date: 1995/04/20
Message-ID: <1995Apr20.094208.254@genrad.co.uk>#1/1
X-Deja-AN: 101269626
references: <ftn_2.203.611.5_2f89bd79_Christian.Andersson@tnogobl.ct.se>
organization: GenRad Ltd
reply-to: hillsp@genrad.co.uk
newsgroups: comp.sys.atari.programmer

In article <ftn_2.203.611.5_2f89bd79_Christian.Andersson@tnogobl.ct.se>,
(Christian Andersson) writes:

] I'm looking for any info I can get on the SLIP/PPP protocols, if you have any
] can you send them to di3chr@f_utbserv.adbutb.hks.se

    If you have ftp access, there is a large document (103kbytes):

        ds2.internic.net:/rfc/rfc1661.txt

    This is in uncompressed ASCII format, in English. If you can't get
ftp, email the following message to dbserv@nis.garr.it with a message body

        get mirrors/RFC/rfc1661.txt

    and it should automatically email the document to you.

    Paul Hills

From 4908903718688363523

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,564ba18df639603a
X-Google-Attributes: gid1115ce,public
From: Dave@levihome.demon.co.uk (David Levi)
Subject: OASIS available
Date: 1995/04/20
Message-ID: <798411528snz@levihome.demon.co.uk>#1/1
X-Deja-AN: 101269627
reply-to: Dave@levihome.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: Technosaurus Rex

To all who are trying Oasis.

We are sorry for the troubles that people are experiencing :-(

Unfortunately we have two acts of God and on of BT acting against us, Phil's TT blew its power supply, A hard disk corruption, My own phoneline has been useless for a modem for just over two weeks and various last ditch attempts at getting Oasis out in the last week drained us.

Even when we finally got it out we stupidly left a line of code used in running the test version so Oasis100 becone Oasis101.

Now its out we find that the ST Medium Res resource has corrupted and various extremely minor bugs that appeared in beta test, which we put to bed ages ago are re-appearing.

Enough of this snivelling.

Please give us 2 days and correct these errors and we will upload Oasis102 which we will make sure is as bug free as we can get it.

Again we apologise to any who have had trouble - if you aren't having troubles please still upload the Oasis102 version.

Sorry again, Dave
--

==========
If All The World's Cars
Were Parked End To End: ----~~~~>> /////// /////// /////// /////// //////
Some Idiot Would Try ----~~~~>> /////// /////// /////// /////// //
To Pass !!!!! // // // // // //
----~~~~>> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
==========

From -6589240784510784869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec3575b8f2025712,start
X-Google-Attributes: gid1115ce,public
From: cunham@teleport.com (Rich Cunningham)
Subject: Atari WWW Browser
Date: 1995/04/20
Message-ID: <cunham.3.00167860@teleport.com>#1/1
X-Deja-AN: 101269628
organization: Teleport, Inc.
newsgroups: comp.sys.atari.programmer

Does anyone know of a WWW Browser for an Atari Mega STe.....I have a friend
who has need of one.

From -7765074762369722101
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af1c3380c716b703
X-Google-Attributes: gid1115ce,public
From: rkim@mars.uucp (Richard H.S. Kim)
Subject: Re: C help: reading the joystick
Date: 1995/04/21
Message-ID: <3n7gpk$ois@nic-nac.CSU.net>
X-Deja-AN: 101269630
references: <8A7905D.0BC80000B4.uuout@projectx.com>
organization: Cal State University, Los Angeles
reply-to: rkim@calstatela.edu
newsgroups: comp.sys.atari.programmer

In article <8A7905D.0BC80000B4.uuout@projectx.com>,
ANDREW OYAMA <andrew.oyama@projectx.com> wrote:
>Does anyone have C routines to read the joystick status....
>I'm using Sozobon's Heat and Serve v1.33

Looks to me like it's repost time....

----------/----------
From: koreth@ssyx.ucsc.edu (Steven Grimm)
Newsgroups: comp.sources.atari.st
Subject: v01i003: Joystick-reading routines
Keywords: Laser
Approved: koreth@ssyx.ucsc.edu
Submitted-by: sirkm@ucscb.ucsc.edu (Greg Anderson)
Posting-number: Volume 1, Issue
Archive-name: joyread

[Lots of STers seem to have trouble reading the joystick ports, which is much
 more painful on the ST than on the 8-bit. These routines should help make
 it easier. Note that these are just some routines, and not a complete

program. -sg]

```
/*-----------------------------------------------------------------------
| Stick.c:  Joystick interupt service routine
|
| Placed in the public domain March 1988 by Greg Anderson.
|
|      The joystick demo by Steve Jankowski was instrumental to
|                  the creation of these routines.
|
|   Many thanks to Steven Grimm for providing essential information
|               and the aforementioned joystick demo.
|
|#######################################################################
| THESE ROUTINES ONLY WORK UNDER LASER C!  THEY MUST BE MODIFIED FOR
| OTHER C COMPILERS, _INCLUDING_ MEGAMAX C VERSION 1.xx!
|
| MegaMax instructions:  A4 must be saved somewhere so that it is
|     available durring the isr.  Then, the isr can access joyinf
|     with "lea joyinf(A4),A1" instead of "lea joyinf,A1".
|#######################################################################
|
|     This package sets up an interupt to read the joystick on the
| ST.  The joystick is read via the ikbd--the intelligent keyboard
| interface chip.  The ikbd can be placed into "joystick-reading
| mode" by sending an appropriate command with Ikbdws().  This has
| two effects:  first, the mouse is disabled.  Second, the ikbd will
| be prompted to send a three-byte packet every time one of the
| joysticks changes states.  The packet is as follows:
|
|     [Stick #]  [State of Stick 0]  [State of Stick 1]
|
|     The first byte is $FE if stick 0 changed, or $FF if stick 1
| changed.  These routines ignore the first byte.
|     The next two bytes contain the states of sticks 0 and 1.
| There values will be the sum of:
|
|                  +1    (+128)
|                   |
|            +4 ---< >--- +8
|                   |
|                  +2
|
|     Add the apropriate value if the contact is down.  For example,
| if stick 0 is NW and the trigger has not been pressed, its
| current state will be 1 + 4 = 5.
|
|     These packets are sent to a routine pointed to by "joyvec".
| Joyvec is part of the structure returned by Kbdvbase().  Joyvec
| can be changed to point to an interupt service routine (isr) of
| our devising.  If this is done, the isr will find that A0 points
| to the first byte of the the packet sent by the ikbd.  The isr
| must be very short (less than 1ms exicution time).  Atari's docs
```

```
| of Kbdvbase indicate that a copy of the pointer to the packet is
| also deposited on the stack; however, this does not appear to be
| the case.
|
| Using these routines:
|
| Call stick_init() to set up the joystick isr and place the ikbd
|    into joystick send mode.  This will also disable the mouse.
|
| stick_exit() will return the ikbd to mouse send mode.  Your
|    program should do this before exiting.
|
|    Once the initialize routine has been called, the following
| commands are available:
|
| _stick(n):  Return the state of stick N.  (See above chart)
| stick(n) :  Return the direction of stick N.  (Minus the trigger)
| trig(n)  :  Return the state of the trigger on stick N.
| hstick(n):  Return the horizontal position of stick N.  (-1 to +1)
| vstick(n):  Return the vertical position of stick N.
|
----------------------------------------------------------------------*/
#include <osbind.h>

char ikbdcmd[10];           /* Storage space for ikbd commands  */
#define SENDJOY   0x14      /* Send joystick packets            */
#define SENDMOUSE 0x08      /* Send mouse packets               */

extern joyisr();            /* Interupt service routine follows */
int (*oldjoyvec)();         /* Save old isr vector here         */

int initialized = 0;        /* Initialized flag                 */
unsigned char joyinf[2];    /* Holds data for joystick states   */

int joytab[4] =         { 0, -1, 1, 0 };
#define xstick(v)       joytab[ v & 0x03 ]

/*-------------------------------------------------------------------
| Initialize joystick isr
-------------------------------------------------------------------*/
void stick_init()
{
        kbdvecs *KB;

        /* Do nothing if joystick isr has been initialized */
        if (initialized)
                return;
        /* Put our isr into the joystick interupt vector slot */
        KB = Kbdvbase();
        oldjoyvec = KB->joyvec;
        KB->joyvec = joyisr;
        /* Tell ikbd to send joystick packets. */
        ikbdcmd[0] = SENDJOY;
```

```
        Ikbdws(0, ikbdcmd);
        initialized = 1;
}

/*-----------------------------------------------------------------
| End joystick mode--go back to sending mouse packets.
-----------------------------------------------------------------*/
void stick_exit()
{
        kbdvecs *KB;

        /* Do nothing if joystick isr not initialized */
        if (! initialized)
                return;
        /* Tell ikbd to go back to sending mouse packets */
        ikbdcmd[0] = SENDMOUSE;
        Ikbdws(0, ikbdcmd);
        /* Restore the old joystick interupt vector */
        KB = Kbdvbase();
        KB->joyvec = oldjoyvec;
        initialized = 0;
}

/*-----------------------------------------------------------------
| Here is the actual joystick interupt service routine.
|    Both stick 0 and stick 1 are placed into the variable
|    "joyinf".
-----------------------------------------------------------------*/
asm
{
joyisr:
        lea     joyinf,A1     /* "joyinf" holds data        */
        addq.l  #1,A0         /* We don't want first byte   */
        move.b  (A0)+,(A1)+   /* Joystick 0 state           */
        move.b  (A0)+,(A1)+   /* Joystick 1 state           */
        rts
}

/*-----------------------------------------------------------------
| Return the state of stick 0 or stick 1.
|    Bits 0-3 = stick direction, bit 7 = trigger.
-----------------------------------------------------------------*/
int _stick(n)
int n;
{
        return(joyinf[n]);
}

/*-----------------------------------------------------------------
| Return the direction bits of stick 0 or stick 1.
-----------------------------------------------------------------*/
int stick(n)
int n;
```

```
{
        return( joyinf[n] & 0x0F );
}

/*-------------------------------------------------------------------
| Return the state of the trigger of stick n:
-------------------------------------------------------------------*/
int trig(n)
int n;
{
        return( (joyinf[n] & 0x80) != 0 );
}

/*-------------------------------------------------------------------
| Return the horizontal state of stick n:
|    +1 = right, 0 = centered, & -1 = left
-------------------------------------------------------------------*/
int hstick(n)
int n;
{
        return(xstick(joyinf[n] / 4));
}

/*-------------------------------------------------------------------
| Return the vertical state of stick n:
|    +1 = down, 0 = centered, -1 = up.
-------------------------------------------------------------------*/
int vstick(n)
int n;
{
        return(xstick(joyinf[n]));
}

--
```

From 4404469261119839105
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c4c41df5f5ab2f89,start
X-Google-Attributes: gid1115ce,public
From: dbrewood@nest.demon.co.uk (Daron Brewood)
Subject: re: oasis available
Date: 1995/04/21
Message-ID: <1216dbrewood@nest.demon.co.uk>#1/1
X-Deja-AN: 101361325
x-ftn-adr: 90:100/106.0
x-viagateway-at: 90:100/106.0
reply-to: dbrewood@nest.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: NeST Headquarters

In a message of 21 Apr 95 David Levi (0) wrote to All :

DL> From: Dave@levihome.demon.co.uk (David Levi)

DL>   We are sorry for the troubles that people are experiencing :-(

No worries Dave, buglets get us all from time to time.

DL>   Unfortunately we have two acts of God and on of BT acting against
DL> us, Phil's TT blew its power supply, A hard disk corruption, My own
DL> phoneline has been useless for a modem for just over two weeks and
DL> various last ditch attempts at getting Oasis out in the last week
DL> drained us.

Sounds deadly.

DL>   Even when we finally got it out we stupidly left a line of code
DL> used in
DL> running the test version so Oasis100 becone Oasis101.

Been there myself this week.

DL>   Please give us 2 days and correct these errors and we will upload
DL> Oasis102 which we will make sure is as bug free as we can get it.

Dave, will these fixes include the errors in the install program, and
provision for 9 digit passwords?

Daron - dbrewood@nest.demon.co.uk

--

From 876637884869470551
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ae22a9b7dcef699,start
X-Google-Attributes: gid1115ce,public
From: wongck@ti.com (William Wong)
Subject: Hensa files groupings
Date: 1995/04/21
Message-ID: <wongck.134.000C8C43@ti.com>#1/1
X-Deja-AN: 101361326
organization: Texas Instruments
newsgroups: comp.sys.atari.programmer

Anyone knows the scheme used by Hensa in grouping the files?
The m, n, o, p & q directory structure sure looks like no correlation between
types of file... or is there?

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,

William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| 486DX33 8Mb 210M HDD
     MCI Email: 4673356@mcimail.com |/ | \
  "I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

From 5895788366521680852
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5164b27c0cb36a9,start
X-Google-Attributes: gid1115ce,public
From: petefagc@w213zrz.zrz.TU-Berlin.DE (Peter Kellogg)
Subject: SCSI on Falcon
Date: 1995/04/21
Message-ID: <1995Apr21.184737@w213zrz.zrz.TU-Berlin.DE>#1/1
X-Deja-AN: 101361327
distribution: world
organization: ZRZ TU-Berlin
reply-to: petefagc@w213zrz.zrz.TU-Berlin.DE (Peter Kellogg)
newsgroups: comp.sys.atari.programmer

Hi there!
Is it true that SCSI drives operate slower on Falcons than on any other
computer?
Regards, Peter
--
****

Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de
OR
petefagc@w206zrz.zrz.tu-berlin.de
****

From -3015640664778933006
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,edca11481c77e926,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,edca11481c77e926,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f7b2a,edca11481c77e926,start
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 111a55,edca11481c77e926,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 105e6b,edca11481c77e926,start
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1056fc,edca11481c77e926,start
X-Google-Attributes: gid1056fc,public
From: fg024@cleveland.Freenet.Edu (Ludovic Hirlimann)
Subject: *** Falcon BBS List ***

Date: 1995/04/22
Message-ID: <3na7sc$rv4@usenet.INS.CWRU.Edu>#1/1
X-Deja-AN: 101361115
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: fg024@cleveland.Freenet.Edu (Ludovic Hirlimann)
newsgroups:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,fr.comp.sys.atari
,de.comp.sys.st,comp.sys.atari.programmer

BBS that have a Falcon 030 section
==========

Version : 0.05

Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info of:

+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity (n of bits ; Even/Odd/None ; bit of stop)
+Used Spaced for Falcon

Now my gathering (by the way I would like to thank's the people who have contributed to this list).

Canada (+ 1)

Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)

DK-Soft
43 71 70 75 19.2 kbps ??? ???

France (+33)

ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1

Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N-1

The Falcon's Realm
1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molin's Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 2400-14.4Kbps no ratios 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic.
It should be widely distributed as long has NO MONEY IS MADE OUT OF IT.
So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/270

From 1123899229220861392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,363c00cebb54281b,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ec3575b8f2025712
X-Google-Attributes: gid1115ce,public
From: schrist@io.org (Stephen M. Christian)
Subject: Re: Atari WWW Browser
Date: 1995/04/23
Message-ID: <3nf294$o3m@ionews.io.org>#1/1
X-Deja-AN: 101228755
references: <cunham.3.00167860@teleport.com>
organization: Internex Online (Data: 363-3783/Telnet: io.org)
newsgroups: comp.sys.atari.programmer,comp.sys.atari.st

In article <cunham.3.00167860@teleport.com>,
Rich Cunningham <cunham@teleport.com> wrote:
>Does anyone know of a WWW Browser for an Atari Mega STe.....I have a friend
>who has need of one.

Yes!

You can order a set of 7 diskettes from TAF's Library which installs
a MINT / X-Windows / PPP / Chimera / FTP / Telnet. All these PD
systems were written by various Atari People (who we thanks).

Sam Mesbah, put them all together and created an installation procedure.
(It's my understand he will be putting this at an FTP site also! Either
Sam or I will let you know where).

Here is how to order it from the TAF library:
Send $25 Cdn Dollars to:
Toronto Atari Federation
5334 Yonge St, Suite 1527
Willowdale, ON, Canada
M2N 6M2

I will add more information on the TAF home page later this week:
http://www.io.org/~schrist/taf.html

Here are some important notes!!

Requirements:
(0) 14.4 Modem (Min) (Highly recommended) - Appropriate Modem RTS/CTS patch
(1) 4M Machine (Min)
(2) 10M (Min) separate Hard Disk Partion
(3) An Internet Service Provider with PPP - SLIP acceptable but untested.
(4) Mono Graphics mode (ST High, Falcon, TT High)
(5) ST-ZIP, TOS/GEM based text-editor (knowledge of a UNIX, VI editor will make
    your life easier but is not essential)
(6) A Boot manager makes your life easier (SuberBoot, XBoot, etc.)

Stephen Christian (schrist@io.org) _ Member of: TAF, DWIN
   http://www.io.org/~schrist (_'-/-_ _ |_ _ _ EoH, HCoG, EoO III
._)((-'|_)	)(-'|). TT 9, Warp 9
Disclaimer: The opinions expressed above are strictly my own and in no way
             represent those of my employer and/or clubs/organizations I am
             a member of. (For information on each check out my www page.)

--

From 5060682694166658468
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,a5164b27c0cb36a9
X-Google-Attributes: gid1115ce,public
From: djs@jet.uk (David Stevenson)
Subject: Re: SCSI on Falcon
Date: 1995/04/24
Message-ID: <djs.798719768@gen-off-3>#1/1
X-Deja-AN: 101228809
references: <1995Apr21.184737@w213zrz.zrz.TU-Berlin.DE>
organization: JET Joint Undertaking
newsgroups: comp.sys.atari.programmer

petefagc@w213zrz.zrz.TU-Berlin.DE (Peter Kellogg) writes:

>Is it true that SCSI drives operate slower on Falcons than on any other
>computer?
No, of course not.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
    The above article is the personal view of the poster and should not be
       considered as an official comment from the JET Joint Undertaking
==========

From 693538293016993940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ec489622d802d11a,start
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: C code for serial port
Date: 1995/04/24
Message-ID: <3ng2bp$kio@turing.fwi.uva.nl>#1/1
X-Deja-AN: 101474564
distribution: world
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

Hello,

I am looking for some C code that sends/receives data from the
serial port. I tried to code myself but couldn't receive any
data reliably. Any help appreciated.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

From -488054228486461107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,922c5993893a6f30,start
X-Google-Attributes: gid1115ce,public
From: phil@yeadontt.demon.co.uk (Phil Yeadon)
Subject: OASIS 1.04 Available
Date: 1995/04/25
Message-ID: <798807930snz@yeadontt.demon.co.uk>#1/1
X-Deja-AN: 101474565
reply-to: phil@yeadontt.demon.co.uk
newsgroups: comp.sys.atari.programmer
organisation: OASIS HQ

OASIS104 is now available

Please use this version of OASIS to replace all prevoius versions, this version contains a working INSTALL program that will correctly convert news files thus removing theproblem of only 1 line of an article being displayed.

--

```
  ==========================================================================

     The Home Of      _/_/_/_/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
                     _/    _/  _/    _/  _/        _/  _/
                    _/    _/  _/    _/  _/        _/  _/
                   _/    _/  _/_/_/_/  _/_/_/_/  _/  _/_/_/_/
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                _/_/_/_/  _/    _/  _/_/_/_/  _/  _/_/_/_/

  ============    Phil Yeadon ===== phil@yeadontt.demon.co.uk    ============
```

From 4429798200959697640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b137a47d40f4400a
X-Google-Attributes: gid1115ce,public
From: bgilbert@natinst.com (Ben Gilbert)
Subject: Re: Library for nice GEM effects?
Date: 1995/04/25
Message-ID: <3njc4k$j18@natinst.com>#1/1
X-Deja-AN: 101474566
references: <3mm7u8$hdl@calvin.st-and.ac.uk>
 <D78H1y.114@sci.kun.nl>
organization: National Instruments, Austin, TX
reply-to: bgilbert@natinst.com (Ben Gilbert)
newsgroups: comp.sys.atari.programmer

In <3mm7u8$hdl@calvin.st-and.ac.uk> bd@st-and.ac.uk (Brian Duff) writes:
> >Is there a programming library (for C or Basic) which provides procedures
> >for 'fancy' GEM bits, like popup menus, windowed dialogues and the like?
> Try Enhanced GEM. It's on a.a as EGEM, and it's great.
> Regards,
> --

Also, check out Gem++ if you want to do C++ programming (I guess GNU is currently the only compiler which supports this on the Atari, but it's used a lot for MiNT/X - ish type stuff. It's also on atari.archive as gem++19.zoo in the Programming directory. This is by Warwick Allison and was used for GEM Nethack, for example (cool game!).

Regards,

Ben Gilbert bgilbert@natinst.com
Software Engineer, LabWindows/CVI
National Instruments Austin, TX

From -4379468812933799468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a67be42f9e02ca3,start
X-Google-Attributes: gid1115ce,public
From: aa648@freenet.edmonton.ab.ca ()
Subject: Superbase Pro
Date: 1995/04/25
Message-ID: <3ni2f5$ivj@news.sas.ab.ca>#1/1
X-Deja-AN: 101474569
organization: Edmonton Freenet, Edmonton, Alberta, Canada
newsgroups: comp.sys.atari.programmer

Looking for others using Superbase Pro DML for programming.
Specifically anyone familiar with using the Comms commands. How to control i/o of the buffer.

Would appreciate any comments/help.

From -2546508510134711009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea1eec77f390f886,start
X-Google-Attributes: gid1115ce,public
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Subject: PD C compilers
Date: 1995/04/25
Message-ID: <3nigf3$p67@dux.dundee.ac.uk>#1/1

X-Deja-AN: 101596520
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

Does anyone jbow of a PD c compiler which will allow windows etc
to be created and run, on a Falcon 030 using MiNT 1.12?

I have usewd Heat 'N Serve C, with Gemfast, one the programs
are compiled they very rarely run. Indeed manny simply
crash the machine. Creating windows seems to be the main cause.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

From 5272648232344087057
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5164b27c0cb36a9
X-Google-Attributes: gid1115ce,public
From: matija@sirius.ijs.si (Matija Grabnar)
Subject: Re: SCSI on Falcon
Date: 1995/04/26
Message-ID: <1995Apr26.115300.1880@cathy.ijs.si>#1/1
X-Deja-AN: 101474563
references: <1995Apr21.184737@w213zrz.zrz.TU-Berlin.DE>
organization: Jozef Stefan Institute, Ljubljana, Slovenia
reply-to: matija.grabnar@ijs.si
newsgroups: comp.sys.atari.programmer

In article <1995Apr21.184737@w213zrz.zrz.TU-Berlin.DE>,
Peter Kellogg <petefagc@w213zrz.zrz.TU-Berlin.DE> wrote:
>Is it true that SCSI drives operate slower on Falcons than on any other
>computer?
Not in my experience. I have two Conner 540MB drives on my Falcon's SCSI port,
and I get over 1MB/s reading throughput. Don't remember the exact figure
for writing, but it isn't much worse.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
     - Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

From -5903152730487019893
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ffb0632ab82b2b17,start
X-Google-Attributes: gid1115ce,public
From: Stephen K Mulrine <robotron@moroder.demon.co.uk>
Subject: signal() with GNU C & MiNT libraries
Date: 1995/04/26
Message-ID: <199504260030.AA03502@moroder.demon.co.uk>#1/1
X-Deja-AN: 101474567
organization: Nicole Bobek Appreciation Society
reply-to: robotron@moroder.demon.co.uk
newsgroups: comp.sys.atari.programmer

I'm trying to intercept ^C with "signal(SIGINT,handler)", but my interrupt
handler only gets called under MiNT. TOS even blithely ignores SIG_IGN.
Is there any way I can get the same binary to work under both MiNT and TOS?
(TOS appears to be intercepting ^C itself when I'm writing to stdout.)

Stephen

From 7461691081967700716
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54,start
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: no programmers left?
Date: 1995/04/26
Message-ID: <3nl74c$5op@banaan.fwi.uva.nl>#1/1
X-Deja-AN: 101474568
distribution: world
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

Is this group dead? Are there no more atari programmers? This wouldn't
surprise me of course, but I am curious anyway. This group started as a
very active group, now I get about 3 postings a day! I started programming
on my 486 linux box a couple of months ago, I guess we all did. But I
kept programming my ST.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

From 867492521859298017
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: sf@wilj.itl.co.uk (Steve Found)
Subject: Re: no programmers left?
Date: 1995/04/27
Message-ID: <sf.25.001AF318@wilj.itl.co.uk>#1/1
X-Deja-AN: 101596511
sender: news@demon.co.uk (Usenet Administration)
x-nntp-posting-host: sf_pc.itl.co.uk
references: <3nl74c$5op@banaan.fwi.uva.nl> <3nmd65$mjc@news.uncc.edu>
organization: ITL - Wilj medical diagnostic division
newsgroups: comp.sys.atari.programmer

In article <3nmd65$mjc@news.uncc.edu> ralunsfo@uncc.edu (Russell A Lunsford) writes:

>In article <3nl74c$5op@banaan.fwi.uva.nl>,
>M. Dekker <mdekker@fwi.uva.nl> wrote:
>>
>>Is this group dead? Are there no more atari programmers? This wouldn't
>>surprise me of course, but I am curious anyway. This group started as a
>>very active group, now I get about 3 postings a day! I started programming
>>on my 486 linux box a couple of months ago, I guess we all did. But I
>>kept programming my ST.

Dont look at me I wouldnt touch a PC out of choice. I am forced to program the things at work, but certainly not in my leisure time. Give me an Atari or Mac any day of the week.

>Well, I'm not exactly a celebrity, but I'm still working on some Atari stuff..

Me neither, and so am I.

>I think the reason theres not *too* much traffic here is because most of the
>people who know anything about Atari programming like to 'hide' it. Beats me
>why....I think the medal for excellence in the Atari world (IMHO) would
>probably have to go to Paul Hills....I see his name all *over* the place :)

Another reason, I believe, is what can be said about the AES and VDI that has not already been said ? Any questions are usually answered by the excellent Compendium. Personally I am all for sharing ideas and routines etc but any questions I have posted to this group have been met with complete silence.

>I don't mind doing my own research, but frankly, there's not much you can
>research in the Atari-specific realm of programming right now without other
>people...

Perfectly said.

Steve Found.

From -7124666568183767871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a5164b27c0cb36a9
X-Google-Attributes: gid1115ce,public
From: sf@wilj.itl.co.uk (Steve Found)
Subject: Re: SCSI on Falcon
Date: 1995/04/27
Message-ID: <sf.24.000F304D@wilj.itl.co.uk>#1/1
X-Deja-AN: 101596512
sender: news@demon.co.uk (Usenet Administration)
x-nntp-posting-host: sf_pc.itl.co.uk
references: <1995Apr21.184737@w213zrz.zrz.TU-Berlin.DE>
organization: ITL - Wilj medical diagnostic division
newsgroups: comp.sys.atari.programmer

In article <1995Apr21.184737@w213zrz.zrz.TU-Berlin.DE> petefagc@w213zrz.zrz.TU-Berlin.DE (Peter Kellogg) writes:
>From: petefagc@w213zrz.zrz.TU-Berlin.DE (Peter Kellogg)
>Subject: SCSI on Falcon
>Date: 21 Apr 1995 16:49:09 GMT

>Hi there!
>Is it true that SCSI drives operate slower on Falcons than on any other
>computer?
>Regards, Peter
>--

No...

From 5392722162577391601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c5dfb53e449f2ff,start
X-Google-Attributes: gid1115ce,public
From: Patrice Mandin <i2a06a@iut-nantes.univ-nantes.fr>
Subject: The MiXT project
Date: 1995/04/27
Message-ID: <3no3n0$lj4@caro.dsic.emn.fr>#1/1
X-Deja-AN: 101596513
organization: Ecole des Mines de Nantes
newsgroups: comp.sys.atari.programmer

Hi everybody on the net and on ATARI...

Since I got X11R5 for MiNT, I was very pleased to play with it.
But the problem is that you can't run GEM programs under X11. Would it be such difficult to add GEM features to an X server ?
I think it is possible to made GEM running X application in a

GEM window. It would be easy to use because it will use VDI for screen output. You'll have compatibility with all video modes availa ble under GEM. This will be the huge version (it needs no integrate X protocols under GEM, or would it be better to integrade GEM (AES) in a X server ?). The little version could be X server only (so you could run any X apps on a Atari, like I do it at this time on a PC used as an X terminal).

I call it MiXT because it would mean MiXT is X and TOS. I hear that Atari software get smaller and smaller (in number). As Internet become more and more popular in our computerized years, it would be good to have an easy-to-use-in-a-networked-environnement interface. We all know that GEM is very simple for such an interface, but it lacks of portability. Why couldn't it be possible to make an XGem.h library ? There is Motif like and Open Look like windows under X. We (all Atari programmers) could mix our capabilities in such a wide project.

X Window is standard on Unix boxes, and it surprises me that nor IBM (in OS/2) neither Microsoft(in Win95 and WinNT) have integra- ted X in their software. Even if X requires lots of power, the availabi lity of Atari German clones shows me that we could use this power in a great way. The Medusa or the Eagle could become real workstations (with MiXT (MiNT-Unix like) and could run GEM applications as always.

I'm waiting your reaction, netters! If you think there's nothing more to code on Atari, you don't need to reply me.

Patrice Mandin

Owned: Atari VCS2600
Atari 520STE 1Mo
Atari Falcon 030 4Mo/127Mo HD (+ 540Mo soon)

From -5432421708246624987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,304cf8142585c9e5,start
X-Google-Attributes: gid1115ce,public
From: david@oregan.demon.co.uk (David Holmes)
Subject: Bezier Curve 'Tricks' Formula Wanted
Date: 1995/04/27
Message-ID: <216@oregan.demon.co.uk>#1/1
X-Deja-AN: 101596514
sender: usenet@demon.co.uk
x-posting-host: oregan.demon.co.uk
newsgroups: comp.sys.atari.programmer

I need quite desperately to be able to detect where two bezier curves cross one another. I know this is possible as I've used programs that must have performed this task to give certain results.

I do have a crude method that I have developed, but its way too slow and processor demanding. There must somewhere be a quick formula method; I hope.

For those of you that don't know and are intrested a Bezier curve consists of two control points and two anchor points. They are used to generate EPS-type graphics and in CAD programs.

This is a rough diagram where X are the anchor points which the dotted line runs smoothly between, and the Q's are the control points, which determine the angle and strenght of the curve.

```
X                   X
|.                 .|
| .               . |
|  .             .  |
|    .         .    |
Q       .  .  .      Q
```

BTW. It is phycially possible for two bezier curves to cross one another up to nine times, as they can be shaped into a Z shape.

Thanks in advance for any help news/email I may recieve.

David

david@oregan.demon.co.uk)

From 62205698345503650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: no programmers left?
Date: 1995/04/27
Message-ID: <3nob4v$aqb@turing.fwi.uva.nl>#1/1
X-Deja-AN: 101596515
distribution: world
references: <3nl74c$5op@banaan.fwi.uva.nl> <3nmd65$mjc@news.uncc.edu>
<sf.25.001AF318@wilj.itl.co.uk>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

sf@wilj.itl.co.uk (Steve Found) wrote:

:In article <3nmd65$mjc@news.uncc.edu> ralunsfo@uncc.edu (Russell A Lunsford)
writes:
:

:>In article <3nl74c$5op@banaan.fwi.uva.nl>,
:>M. Dekker <mdekker@fwi.uva.nl> wrote:
:>>
:>>Is this group dead? Are there no more atari programmers? This wouldn't
:>>surprise me of course, but I am curious anyway. This group started as a
:>>very active group, now I get about 3 postings a day! I started programming
:>>on my 486 linux box a couple of months ago, I guess we all did. But I
:>>kept programming my ST.
:
:Dont look at me I wouldnt touch a PC out of choice. I am forced to program the
:things at work, but certainly not in my leisure time. Give me an Atari or Mac
:any day of the week.

ever tried writing programs for X windows? thats what I do on my PC...

:>Well, I'm not exactly a celebrity, but I'm still working on some Atari stuff..
:
:Me neither, and so am I.
:
:>I think the reason theres not *too* much traffic here is because most of the
:>people who know anything about Atari programming like to 'hide' it. Beats me
:>why....I think the medal for excellence in the Atari world (IMHO) would
:>probably have to go to Paul Hills....I see his name all *over* the place :)
:
:Another reason, I believe, is what can be said about the AES and VDI that has
:not already been said ? Any questions are usually answered by the excellent
:Compendium. Personally I am all for sharing ideas and routines etc but any
:questions I have posted to this group have been met with complete silence.

exactly, and thats strange. You say everthing about AES and VDI is already
said. So why dont people answer your questions? because everyone knows
the answer, no one gives the answer? thats stupid.

:>I don't mind doing my own research, but frankly, there's not much you can
:>research in the Atari-specific realm of programming right now without other
:>people...
:
:Perfectly said.

lets delete group then.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

From -3331607572878940568
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c5dfb53e449f2ff
X-Google-Attributes: gid1115ce,public

From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: The MiXT project
Date: 1995/04/27
Message-ID: <3nookg$co1@turing.fwi.uva.nl>#1/1
X-Deja-AN: 101596516
distribution: world
references: <3no3n0$lj4@caro.dsic.emn.fr>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

I have heard, some people are already working on this. I forgot who
but I have heard some one was writing a library for X that enables
you to recompile GEM applications for X.

Maybe Annius knows more about this, he ported his editor Edith to
X (is it finished yet, Annius?).

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

From 8486820153260258663
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: diehl@grin.io.org (Eric March)
Subject: Re: no programmers left?
Date: 1995/04/27
Message-ID: <3nonkh$arv@ionews.io.org>#1/1
X-Deja-AN: 101596517
distribution: world
references: <3nl74c$5op@banaan.fwi.uva.nl>
organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
newsgroups: comp.sys.atari.programmer

M. Dekker (mdekker@fwi.uva.nl) wrote:

: Is this group dead? Are there no more atari programmers? This wouldn't
: surprise me of course, but I am curious anyway. This group started as a
: very active group, now I get about 3 postings a day! I started programming
: on my 486 linux box a couple of months ago, I guess we all did. But I
: kept programming my ST.

I'm still programming. There just haven't been any GFA questions (at least,
none that I was qualified to answer, anyway)

:
: --
: Martijn Dekker

: University of Amsterdam
: Math department
: E-mail: mdekker@fwi.uva.nl

--

```
   ____________________________  ________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

From 4187963350204557058
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: py4sdh@bath.ac.uk (Sim H)
Subject: Re: no programmers left?
Date: 1995/04/27
Message-ID: <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>#1/1
X-Deja-AN: 101596518
sender: usenet@demon.co.uk
x-posting-host: goggins.bath.ac.uk
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

References: <3nl74c$5op@banaan.fwi.uva.nl> <3nmd65$mjc@news.uncc.edu>
<sf.25.001AF318@wilj.itl.co.uk>
Distribution: World
Organization: Whats that?

Talking of no programmers here, are there any Assembler programmers out
there? I think I've seen a couple of Coders out here, but not much goes
on. Anybody want to join forces and write a game or something?

```
____ ____ _ _ _  Simon Hammett - py4sdh@bath.ac.uk  _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
|            http://www.bath.ac.uk/~py4sdh/index.html             |
-------------------------------------------------------------------
```

From -2985555125271407908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b2db33f499cac4ff,start
X-Google-Attributes: gid1115ce,public
From: andrew.oyama@projectx.com (ANDREW OYAMA)
Subject: C help: joystick routines
Date: 1995/04/27

Message-ID: <8A833C7.0BC80000C7.uuout@projectx.com>#1/1
X-Deja-AN: 101742798
distribution: world
organization: Project X BBS - VE3SVE - Brampton, Ontario (905) 792-7890
reply-to: andrew.oyama@projectx.com (ANDREW OYAMA)
newsgroups: comp.sys.atari.programmer
x-mailer: PCBoard/UUOUT Version 1.10

I'm currently using Sozobon's Heat & Serve v1.33
and I'm hoping to get routines to read the joystick status can anybody
help out?

From 4284113592713975877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2aedf771a3e899f9,start
X-Google-Attributes: gid1115ce,public
From: da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW)
Subject: Atari 8-bit homecoming
Date: 1995/04/28
Message-ID: <28APR199500191707@pavo.concordia.ca>#1/1
X-Deja-AN: 101596519
distribution: world
news-software: VAX/VMS VNEWS 1.41
organization: Concordia University
followup-to: comp.sys.atari.8bit
newsgroups: comp.sys.atari.programmer

Everyone got their start with computers somewhere. For some, it was a card
reader, for others a fleeting glimpse of tape reels. But for many others
"computer" will always bring back images of the Zylon fleet attacking your
bases in Star Raiders.

If that's you, then comp.sys.atari.8bit would like to welcome you back home.
If you got your start with the Atari 8-bit line, the 400,800, xl or xe,
whether you're Bob Polin, Doug Neubauer, Russ Wetmore or John Smith, we at
comp.sys.atari.8bit would like to hear from you. Stop by and say hello. Tell
us what you've been up to lately. And maybe dust off that old 800 for another
round of Star Raiders, or Preppie, or Blue Max, or MULE, or Archon, or...

```
 |||   6502 > 486
 |||   Dave Paterson
/ | \  DA_PATE@pavo.concordia.ca
```
(Mail address changes 28 Apr. Watch here for details...)

From 7258308578141310840
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea1eec77f390f886
X-Google-Attributes: gid1115ce,public

From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: PD C compilers
Date: 1995/04/28
Message-ID: <3nqfvv$7g8@banaan.fwi.uva.nl>#1/1
X-Deja-AN: 101742774
distribution: world
references: <3nigf3$p67@dux.dundee.ac.uk>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

:Does anyone jbow of a PD c compiler which will allow windows etc
:to be created and run, on a Falcon 030 using MiNT 1.12?
:
:I have usewd Heat 'N Serve C, with Gemfast, one the programs
:are compiled they very rarely run. Indeed manny simply
:crash the machine. Creating windows seems to be the main cause.

I do not have a Falcon, but I do know H&S C. I have had no problems
with using windows with this C compiler. Either it doesn't like
MiNT (I know I dont :) or it doesn't like the Falcon. On my ST
with Tos 1.4 it worked nicely.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

From 778180071634381939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4071755575f1c03b,start
X-Google-Attributes: gid1115ce,public
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Subject: Visual C/Basic
Date: 1995/04/28
Message-ID: <3nr5pg$n01@dux.dundee.ac.uk>#1/1
X-Deja-AN: 101742782
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

I have been using MS Visual Basic quite a bit recently is their
anything similar for the Atari platform?

Its for my brother honest :) Oh and perhaps me as well!

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.

President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

From -3208395122166272226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: cpbs@ukc.ac.uk (Charles Briscoe-Smith)
Subject: Re: no programmers left?
Date: 1995/04/28
Message-ID: <12627@gos.ukc.ac.uk>#1/1
X-Deja-AN: 101742783
sender: cpbs@ukc.ac.uk
references: <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>
organization: Haphazard
reply-to: cpbs@ukc.ac.uk (Charles Briscoe-Smith)
newsgroups: comp.sys.atari.programmer

In article <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>,
Sim H <py4sdh@bath.ac.uk> wrote:
>Talking of no programmers here, are there any Assembler programmers out
>there? I think I've seen a couple of Coders out here, but not much goes
>on. Anybody want to join forces and write a game or something?

I personally prefer C. It's quicker to write and easier to debug, you
loose very little speed with a good optimising compiler and you can
link in assembler routines for the time-critical bits, interrupt
handlers and the like.

But I'm sure there must be advantages for coding directly in
assembler. Can anyone tell me what they are? ;-)

--Charles

From -5284906200500897987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: Matthieu.Dazy@scinfo.u-nancy.fr (Matthieu Dazy)
Subject: Re: no programmers left?
Date: 1995/04/28
Message-ID: <3nr2u8$d9f@arcturus.ciril.fr>#1/1
X-Deja-AN: 101742784
references: <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>
<12627@gos.ukc.ac.uk>

content-type: text/plain; charset=iso-8859-1
organization: Universite Henri Poincare - Nancy (France)
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

: >Talking of no programmers here, are there any Assembler programmers out
: >there? I think I've seen a couple of Coders out here, but not much goes
: >on. Anybody want to join forces and write a game or something?

I wrote a game on Falcon some nine months ago (called Switch - you know about it?), and I didn't make a darn line of code since, mostly because I had to sell my Falcon. It was really fun, but I don't know if I'm ready for this kind of adventure again right now :)

: But I'm sure there must be advantages for coding directly in
: assembler. Can anyone tell me what they are? ;-)

Having fun :) Well, I personally think that ASM-coding is good when you need light-speed routines or when you want to make demos and games. When it comes to "professional/serious" stuff, I think that object languages have more advantages, mostly for program clarity and debugging facilities.

Feel free to email me for any questions. Cheers :)

```
__ __| |             ___|  |               |
   |   __ \   _ \  \___ \  __ \   _` |  _` |  _ \ \  \   /
   |   | | |  __/        | | | | (   | (   | (   \ \  \ /
  _|  _| |_|\___|  _____/ _| |_|\__,_|\__,_|\___/ \_/\_/
```

Bomb shelters filled to the brim I rule on land air and sea

The survival is such a silly whim Pass judgement on humanity
World leaders sell missiles cheap Winds blow from the bowels of Hell
Your stomach turns, your flesh creeps Will we give warning only time will tell

From -4459322743199424846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: sf@wilj.itl.co.uk (Steve Found)
Subject: Re: no programmers left?
Date: 1995/04/28
Message-ID: <sf.26.001D9123@wilj.itl.co.uk>#1/1
X-Deja-AN: 101742785
sender: news@demon.co.uk (Usenet Administration)
x-nntp-posting-host: sf_pc.itl.co.uk
references: <3nl74c$5op@banaan.fwi.uva.nl> <3nmd65$mjc@news.uncc.edu>
<sf.25.001AF318@wilj.itl.co.uk> <3nob4v$aqb@turing.fwi.uva.nl>
organization: ITL - Wilj medical diagnostic division
newsgroups: comp.sys.atari.programmer

In article <3nob4v$aqb@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
>From: mdekker@fwi.uva.nl (M. Dekker)
>Subject: Re: no programmers left?
>Date: 27 Apr 1995 16:53:19 +0200

>sf@wilj.itl.co.uk (Steve Found) wrote:

>:Dont look at me I wouldnt touch a PC out of choice. I am forced to program the
>:things at work, but certainly not in my leisure time. Give me an Atari or Mac
>:any day of the week.

>ever tried writing programs for X windows? thats what I do on my PC...

Yes. But I tend to leave that to work where we use Sparc stations. PC's are adequate (Assuming a pentium with SCO Unix or something) but do not really match up to a dedicated workstation in any way, shape or form.

>:Another reason, I believe, is what can be said about the AES and VDI that has
>:not already been said ? Any questions are usually answered by the excellent
>:Compendium. Personally I am all for sharing ideas and routines etc but any
>:questions I have posted to this group have been met with complete silence.

>exactly, and thats strange. You say everthing about AES and VDI is already
>said. So why dont people answer your questions? because everyone knows
>the answer, no one gives the answer? thats stupid.

I probably did not express myself very well here. What I meant by 'everything about the AES and VDI' is at the system call level. There is a lot of knowledge out there above this level (in the form of AES libraries, WinX, etc) this must be true since products like Geneva and MagiC could never be produced without it. The fact of the matter, as I see it, is that this sort of knowledge is not shared and is probably not likely to be.

If this attitude existed in the PC world, there wouldn't be the myriad of books available in Windows programming. What we as Atari programmers need is the sort of development tools and knowledge sharing that exists on the PC and Macintosh. Alas, I think it is far too late for this to happen.

>:>I don't mind doing my own research, but frankly, there's not much you
can
>:>research in the Atari-specific realm of programming right now without
other
>:>people...

>:>:Perfectly said.

>lets delete group then.

Why ?
People are still using it.... Just not that many.

From -4239183412334881461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b137a47d40f4400a
X-Google-Attributes: gid1115ce,public
From: e80097@pbhrzx.uni-paderborn.de (Dirk Hagedorn)
Subject: Re: Library for nice GEM effects?
Date: 1995/04/28
Message-ID: <3nq95q$ers@news.uni-paderborn.de>#1/1
X-Deja-AN: 101742786
references: <3mm7u8$hdl@calvin.st-and.ac.uk>
organization: University of Paderborn / HRZ
keywords: GEM,Atari,XAES
newsgroups: comp.sys.atari.programmer

In article <3mm7u8$hdl@calvin.st-and.ac.uk>,
Brian Duff <bd@st-and.ac.uk> wrote:
>Is there a programming library (for C or Basic) which provides procedures
>for 'fancy' GEM bits, like popup menus, windowed dialogues and the like?

SysGem, Enhanced GEM, Magic (!= MagiC, Mag!X).
EGEM is freeware and the whole sourcecode is distributed.

SysGem is shareware (round about 40 DM) and is my absolutly favorite 'cause
it's so easy to use. I'm not sure if there's an existing english version
of SysGem.

>I'd be grateful if anyone knows of a library that I can get from an FTP site.

Urgs, that's a problem. I think all the libs are available via FTP, but I
don't know where you can get them, sorry.

Ciao, Dirk

```
+-------------------------------------------------------------------+
|  Dirk Hagedorn     |   MausNet: Dirk Hagedorn @ MK2               |
|  In der Esmecke 9  |  Internet: dh@mk2.maus.sauerland.de          |
|  D-59846 Sundern   |            e80097@pbhrzx.uni-paderborn.de    |
+-------------------------------------------------------------------+
```


From 7758593258824810651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: hillsp@genrad.co.uk (Paul Hills)
Subject: Re: no programmers left?
Date: 1995/04/28
Message-ID: <1995Apr28.141523.271@genrad.co.uk>#1/1
X-Deja-AN: 101742787
references: <3nl74c$5op@banaan.fwi.uva.nl>

<3nmd65$mjc@news.uncc.edu>,<sf.25.001AF318@wilj.itl.co.uk>
organization: GenRad Ltd
reply-to: hillsp@genrad.co.uk
newsgroups: comp.sys.atari.programmer

In article <3nmd65$mjc@news.uncc.edu>,
ralunsfo@uncc.edu (Russell A Lunsford) writes:

] I think the reason theres not *too* much traffic here is because most of the
] people who know anything about Atari programming like to 'hide' it. Beats me
] why....I think the medal for excellence in the Atari world (IMHO) would
] probably have to go to Paul Hills....I see his name all *over* the place :)

Thanks Russ, but don't look at me (I think you're biased)! There's plenty of much better Atari programmers out there than me. I have to program on a VAX :-{

I think this group is quite healthy. I don't agree that the people who know like to 'hide' it. Just stick a question in this group and you'll probably get lots of answers within days.

Paul

From -7378841852990509677
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: mdekker@fwi.uva.nl (M. Dekker)
Subject: Re: no programmers left?
Date: 1995/04/28
Message-ID: <3nqq92$jku@turing.fwi.uva.nl>#1/1
X-Deja-AN: 101742788
distribution: world
references: <sf.25.001AF318@wilj.itl.co.uk> <3nob4v$aqb@turing.fwi.uva.nl>
<sf.26.001D9123@wilj.itl.co.uk>
organization: FWI, University of Amsterdam
newsgroups: comp.sys.atari.programmer

sf@wilj.itl.co.uk (Steve Found) wrote:

:In article <3nob4v$aqb@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
:>From: mdekker@fwi.uva.nl (M. Dekker)
:>Subject: Re: no programmers left?
:>Date: 27 Apr 1995 16:53:19 +0200
:
:>sf@wilj.itl.co.uk (Steve Found) wrote:
:
:>:Dont look at me I wouldnt touch a PC out of choice. I am forced to program the
:>:things at work, but certainly not in my leisure time. Give me an Atari or Mac
:>:any day of the week.
:

:>ever tried writing programs for X windows? thats what I do on my PC...
:
:Yes. But I tend to leave that to work where we use Sparc stations. PC's are
:adequate (Assuming a pentium with SCO Unix or something) but do not really
:match up to a dedicated workstation in any way, shape or form.

no no no no! I have worked with sparc stations for the last 4 years now, and
my linux box at home (486DX2/66 + 12Mb ram) beats my sparc IPC+16Mb RAM+Solaris
2.4. Now I have a SunSparc5 and this is faster than my linux box, but
only because Solaris 2.4 is so damned big and my SS5 has 32Mb RAM.
It is bull that sparcs are better workstations than PC's! I know some
other people at the physics department of another university, that
are considering not buying workstations anymore, but 486's or pentiums
running linux instead, because the performance is the same, but they cost
only a third of workstation. Times are changing: the pc's are entering
the market of workstations.

so check your facts first, next time.

:>lets delete group then.
:
:Why ?
:People are still using it.... Just not that many.

low traffic is a good reason to delete a group, if not the ONLY reason.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

From -3776405097265905629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea1eec77f390f886
X-Google-Attributes: gid1115ce,public
From: dsb@cs.duke.edu (Scott Bigham)
Subject: Re: PD C compilers
Date: 1995/04/28
Message-ID: <3nrefc$aei@duke.cs.duke.edu>#1/1
X-Deja-AN: 101742789
references: <3nigf3$p67@dux.dundee.ac.uk>
organization: n. Arrangement in an orderly or logical fashion. See "miracle".
newsgroups: comp.sys.atari.programmer

From the Holy Book of <3nigf3$p67@dux.dundee.ac.uk>
  as spake by rmccall@mcs.dundee.ac.uk (Rod McCall) :

>Does anyone jbow of a PD c compiler which will allow windows etc
>to be created and run, on a Falcon 030 using MiNT 1.12?

>
>I have usewd Heat 'N Serve C, with Gemfast, one the programs
>are compiled they very rarely run. Indeed manny simply
>crash the machine. Creating windows seems to be the main cause.

HSC is beginning to show its age, I think. Most likely the GEMfast library that comes with it is either not MiNT-compatible or not Falcon-compatible, simply because it predates both.

I would suggest upgrading to at least SozobonX, another descendant of the original Sozobon C compiler that spawned HSC. It has an updated version of the GEMfast library that is much more likely to be MiNT- and Falcon-compatible (and if it isn't, there's an active maintainer you can complain to, unlike HSC). There's also a SozobonX port of the MiNTlibs, to aid with MiNT compatibility.

SozobonX is available at ftp.fu-berlin.de:/pub/atari/programming/sozobon; the MiNTlibs are available from atari.archive and mirrors under Mint/Lib.

-sbigham

--
Scott Bigham
dsb@cs.duke.edu
http://www.cs.duke.edu/~dsb/
= PGP spoken here =
| The opinions expressed above are
| (c) 1995 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

From -2635100297076216030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b7983a1597c8e71,start
X-Google-Attributes: gid1115ce,public
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Subject: Falcon Toolbar Code
Date: 1995/04/28
Message-ID: <3nr7li$p64@dux.dundee.ac.uk>#1/1
X-Deja-AN: 101742790
organization: The University, Dundee, DD1 4HN, Scotland, UK.
newsgroups: comp.sys.atari.programmer

How does one invoke and call the Falcon toolbar?

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

From 6546551406128454398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: Leon Brocard <lglb@doc.ic.ac.uk>
Subject: Re: no programmers left?
Date: 1995/04/28
Message-ID: <3nrk0n$etk@frigate.doc.ic.ac.uk>#1/1
X-Deja-AN: 101742791
references: <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>
<12627@gos.ukc.ac.uk>
content-type: text/plain; charset=us-ascii
organization: FrogSoft
x-url: news:12627@gos.ukc.ac.uk
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.3_U1 sun4c)

cpbs@ukc.ac.uk (Charles Briscoe-Smith) wrote:

>I personally prefer C. It's quicker to write and easier to debug, you
>loose very little speed with a good optimising compiler and you can
>link in assembler routines for the time-critical bits, interrupt
>handlers and the like.
>
>But I'm sure there must be advantages for coding directly in
>assembler. Can anyone tell me what they are? ;-)

Well, if you like speed, assembler is your language... But apart from that, the
main reason that I program in assembler is that I don't know any C ;-) I tried
to learn it a couple of years back, but I couldn't get to grips with it.
I'll try and find a C course to do this summer...

TTFN, Leon.

--
Leon Brocard.....Webmaster of Unofficial IC Webpages
lglb@doc.ic.ac.uk.....<URL:http://www.xmission.com/~seer/lglb/index.html>

.. The Gate Keeper: Do you want this body?
.. Doctor Peter Venkman: Is this a trick question?

From -4172475954236429106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4bf89e727057e54
X-Google-Attributes: gid1115ce,public
From: Leon Brocard <lglb@doc.ic.ac.uk>

Subject: Re: no programmers left?
Date: 1995/04/28
Message-ID: <3nrk4o$etk@frigate.doc.ic.ac.uk>#1/1
X-Deja-AN: 101742792
references: <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>
<12627@gos.ukc.ac.uk> <3nr2u8$d9f@arcturus.ciril.fr>
content-type: text/plain; charset=us-ascii
organization: FrogSoft
x-url: news:3nr2u8$d9f@arcturus.ciril.fr
mime-version: 1.0
newsgroups: comp.sys.atari.programmer
x-mailer: Mozilla 1.1N (X11; I; SunOS 4.1.3_U1 sun4c)

Matthieu.Dazy@scinfo.u-nancy.fr (Matthieu Dazy) wrote:

> I wrote a game on Falcon some nine months ago (called Switch - you know
>about it?)

I haven't heard of this. What kind of game was it? (And more importantly, does
it run on VGA?)

--
Leon Brocard.....Webmaster of Unofficial IC Webpages
lglb@doc.ic.ac.uk.....<URL:http://www.xmission.com/~seer/lglb/index.html>

.. The Gate Keeper: Do you want this body?
.. Doctor Peter Venkman: Is this a trick question?

From 5552823924013877239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ea1eec77f390f886
X-Google-Attributes: gid1115ce,public
From: sf@wilj.itl.co.uk (Steve Found)
Subject: Re: PD C compilers
Date: 1995/04/28
Message-ID: <sf.27.0005ABDD@wilj.itl.co.uk>#1/1
X-Deja-AN: 101742793
sender: news@demon.co.uk (Usenet Administration)
x-nntp-posting-host: sf_pc.itl.co.uk
references: <3nigf3$p67@dux.dundee.ac.uk>
organization: ITL - Wilj medical diagnostic division
newsgroups: comp.sys.atari.programmer

In article <3nigf3$p67@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall)
writes:
>Subject: PD C compilers
>From: rmccall@mcs.dundee.ac.uk (Rod McCall)
>Date: 25 Apr 1995 09:47:15 GMT

>Does anyone jbow of a PD c compiler which will allow windows etc

>to be created and run, on a Falcon 030 using MiNT 1.12?

>I have usewd Heat 'N Serve C, with Gemfast, one the programs
>are compiled they very rarely run. Indeed manny simply
>crash the machine. Creating windows seems to be the main cause.

I believe the Gnu C/C++ compiler should do the job. You certainly have enough RAM to run it (2MB required) and it does come with AES and VDI libraries. There is also a MiNT specific version but I have not used this.

Checkout src.doc.ic.ac.uk in /packages/atari/umich for the latest versions.

Steve Found.

From 4394911969717363248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2aedf771a3e899f9
X-Google-Attributes: gid1115ce,public
From: hutch@ilmen.lanl.gov (Hutch)
Subject: Re: Atari 8-bit homecoming
Date: 1995/04/28
Message-ID: <9504281440.AA02590@ilmen.lanl.gov>#1/1
X-Deja-AN: 101742795
sender: nobody@cs.utexas.edu
organization: UTexas Mail-to-News Gateway
newsgroups: comp.sys.atari.programmer

In a previous article, da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) wrote:

>If that's you, then comp.sys.atari.8bit would like to welcome you back home.
>If you got your start with the Atari 8-bit line, the 400,800, xl or xe,
>whether you're Bob Polin, Doug Neubauer, Russ Wetmore or John Smith, we at
>comp.sys.atari.8bit would like to hear from you. Stop by and say hello.

I did get my start programming on the Atari 8 bits (400, 800, 1200XL, 130XE) and I hold those days in fond regard.

However, I will NOT step foot inside comp.sys.atari.8bit again until the software pirates have been 'kicked out' by the other, more responsible readers of the newsgroup.

I don't care to read a newsgroup where every other message has to do with the latest 'warez.' I realize that such yobbos will always exist, but you don't have to tolerate them. At least I won't.

-Hutch- @ Fair Dinkum Tech

From -2984882276323780236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4c5dfb53e449f2ff
X-Google-Attributes: gid1115ce,public
From: bericd@bri.hp.com (Beric Dunn)
Subject: Re: The MiXT project
Date: 1995/04/28
Message-ID: <D7qJLy.96L@bri.hp.com>#1/1
X-Deja-AN: 101742796
sender: news@bri.hp.com (News User)
references: <3no3n0$lj4@caro.dsic.emn.fr>
organization: Hewlett-Packard
newsgroups: comp.sys.atari.programmer

Patrice Mandin (i2a06a@iut-nantes.univ-nantes.fr) wrote:
: Hi everybody on the net and on ATARI...

: Since I got X11R5 for MiNT, I was very pleased to play with it.
: But the problem is that you can't run GEM programs under X11. Would it
: be such difficult to add GEM features to an X server ?
: I think it is possible to made GEM running X application in a
: GEM window. It would be easy to use because it will use VDI for
: screen output. You'll have compatibility with all video modes availa
: ble under GEM. This will be the huge version (it needs no integrate X
: protocols under GEM, or would it be better to integrade GEM (AES) in
: a X server ?). The little version could be X server only (so you could
: run any X apps on a Atari, like I do it at this time on a PC used as an
: X terminal).
: I call it MiXT because it would mean MiXT is X and TOS. I hear
: that Atari software get smaller and smaller (in number). As Internet
: become more and more popular in our computerized years, it would be
: good to have an easy-to-use-in-a-networked-environnement interface.
: We all know that GEM is very simple for such an interface, but it lacks
: of portability. Why couldn't it be possible to make an XGem.h library ?
: There is Motif like and Open Look like windows under X. We (all Atari
: programmers) could mix our capabilities in such a wide project.
: X Window is standard on Unix boxes, and it surprises me that
: nor IBM (in OS/2) neither Microsoft(in Win95 and WinNT) have integra-
: ted X in their software. Even if X requires lots of power, the availabi
: lity of Atari German clones shows me that we could use this power in a
: great way. The Medusa or the Eagle could become real workstations (with
: MiXT (MiNT-Unix like) and could run GEM applications as always.

: I'm waiting your reaction, netters! If you think there's nothing
: more to code on Atari, you don't need to reply me.

Well Patrice,

This sounds a very good idea - but does even a Falcon have enough
power to cope with it?

If MiNT + X11 work OK and GEM works OK then why not boot up in whatever configuration you need for your present task?

Sure Things like MacMagic + System 7 on the Mac for one and OS2 on the PC work fine but how much memory do they require? How much memory does the average ST owner have? You will definately need more than the standard 4MB.

On the other hand, writing a GEM emulator to run under X would not only (I Feel) be easier, it could also be portable to other Unix or Linux based systems, and most X systems are running Virtual Memory which gets round the memory problem.

There is a MS Windows emulator for PC Linux so I don't see any reason why GEM cannot be ported to Linux also. It shouldn't be too difficult at all - wasn't GEM written in C to start off with?

I am soon to put Linux onto my STFM + PAK/3 and if I get that to work I may try such a hack...

If you feel able then have a go at it - and if it works you may be able to sell it to all those Linux using PC owners (Most of which I know say that GEM is much better than MS Windows!)

Beric..

From -6192753226483844785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-13 04:21:25 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
Belgium.EU.net!EU.net!news.sprintlink.net!howland.reston.ans.net!usc!crash!
richcsst
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: Detect printer???
Organization: CTS Network Services (CTSNET), San Diego, CA
Date: Mon, 13 Mar 1995 12:21:25 GMT
Message-ID: <D5Dozr.Lr6@crash.cts.com>
X-Newsreader: TIN [version 1.2 PL2]
References: <3inli1$gtv@prime.mdata.fi>
<Pine.ULT.3.91.950226175502.15907A-100000@mars> <D4ttAn.EDL@cix.compulink.co.uk>
<Pine.ULT.3.91.950307202558.28512B-100000@mars>
Sender: news@crash.cts.com (news subsystem)
Nntp-Posting-Host: crash.cts.com
Lines: 56

Jens Andreasen (jens-and@dsv.su.se) wrote:

: On Thu, 2 Mar 1995, Mark Baines wrote:

: > >bconstat will do this trick

: Sorry, that was a "typo". Should be Bcostat!

: > Doesn't work on a Falcon for some reason.
: > In fact, I've tried all sorts of ways to detect whether the printer is
: > on-line (including Bcostat) on a Falcon and none of them work.
: > It may be TOS 4 or the Lattice C libs.

: I use Lattice and TOS 2.05 and tested this fragment:

```
:    #include <osbind.h>
:    #include <stdio.h>

:    if(!Bcostat(0)) puts("Printer is offline!");
```

: That worked with a Star Lc 10.

: Are you sure your printer is online? (Maybe a stupid question but you
: could be out of paper or something..)

: There is another call: StatusOK = Cprnos() /* test printer output */
: Returns nonzero if "there is room for at least one more character".

: AND (This may be it!) gemdos calls *only* work when you "default to short
: integers" (or typecast)

: /Jens M. Andreasen

It works fine on my Falcon. However I use GfA Basic and the command for checking the printer is:

```
var=Inp?(device)
```

Returns 0 if not available and -1 if available for printing. So:

```
Status!=Inp?(0)
```

works great.

I would assume that GfA uses the Bios call for checking printer status.

The Atari Compendium gives Bcostat() as the call (Bios 8) on page 3.29.

I have tried both approaches and found they work fine on my Falcon with TOS 4.04. However, sending data to the printer via GEMDOS does not seem to work. I must always use the BIOS call Bconout().

Oh well...

Rich

From 6504527882913919058
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f5f20eaf73ec9c0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-13 05:55:48 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!
rz.uni-karlsruhe.de!xlink.net!howland.reston.ans.net!news.sprintlink.net!EU.net!
CERN.ch!NewsWatcher!user
From: brarda@vxclia.cern.ch (BRARDA Loic)
Subject: Re: Inline assembler with Pure C?
X-Nntp-Posting-Host: 128.141.55.218
Message-ID: <brarda-130395143232@128.141.55.218>
Followup-To: comp.sys.atari.programmer
Sender: news@news.cern.ch (USENET News System)
Organization: CERN European Lab for Particle Physics
References: <3jt8ai$3cg@nyheter.chalmers.se>
Date: Mon, 13 Mar 1995 13:35:36 GMT
Lines: 19

In article <3jt8ai$3cg@nyheter.chalmers.se>, d2cg@dtek.chalmers.se
(Christer Gustavsson) wrote:

>
> I'm just wondering if it's possible to do inline assembler with pure c. With
> gcc I can use __asm__ to do this but I don't know if Pure C has some similar
> directive.
>
> All help appreciated...
>

No, you can only link c code with assembler.

--
Loic BRARDA ! Writer of the ATARI CD-ROM FAQ
BRARDA@VXCLIA.CERN.CH ! Unofficial Programmer
! ...
Falcon 4/130 Monochrome + VGA !
Apple CD300 !

From -3347685782750305564
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-13 06:25:18 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
Belgium.EU.net!EU.net!news.sprintlink.net!pipex!warwick!yama.mcc.ac.uk!

zippy.dct.ac.uk!str-ccsun!strath-cs!info!cs93dlh
Newsgroups: comp.sys.atari.programmer
Subject: Re: Temporary disabling multitasking?
Message-ID: <D5Duq6.EDL@exeter.ac.uk>
From: cs93dlh@dcs.exeter.ac.uk (D.L.Hastings)
Date: Mon, 13 Mar 1995 14:25:18 GMT
Sender: news@exeter.ac.uk (news admin)
References: <D4I6LE.E3n@exeter.ac.uk><ftn_2.203.611.4_2f55ecee_Christian.Dahl
 @tnogobl.ct.se>
Organization: Computer Unit, University of Exeter, UK
In-Reply-To: Christian Dahl's message of Thu, 02 Mar 95 17:05:00 +0100
Lines: 12

>> Does this convince you that preempting interrupt handlers is bad?
> Interupt is bad, I know.
>> And therefore that MiNT will probably never preempt supervisor mode?
> But traps would be great if they could be preempted!

Well there is nothing to stop trap handlers from switching to user mode
once the time critical bits have been done.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI   *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
*   Looking for a Falcon sample editor? Get SuperSam v1.08!   *

From -6968161949156240868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,ee18def079fa769c,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,ee18def079fa769c,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ee18def079fa769c,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-03-13 07:01:14 PST
Path: bga.com!news.sprintlink.net!pipex!warwick!yama.mcc.ac.uk!cs.man.ac.uk!
jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: New WWW pages....
Date: 13 Mar 1995 14:54:30 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 11
Message-ID: <3k1mb6$hgj@m1.cs.man.ac.uk>
NNTP-Posting-Host: t3a.cs.man.ac.uk
NNTP-Posting-User: 348
Xref: bga.com comp.sys.atari.programmer:611 comp.sys.atari.st:28414
comp.sys.atari.st.tech:8651

Hi,

I've now worked out HTML, and my WWW pages should now be operative. The URL is :-

http://www.cs.man.ac.uk/~jacquesa/

If you have any suggestions, mail me....

Anthony

From 2983546073813384253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e714d534d4c7ef0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-13 08:42:23 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!rz.uni-karlsruhe.de!xlink.net!howland.reston.ans.net!pipex!warwick!news.ncl.ac.uk!newton!n08z7
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C
Date: 13 Mar 1995 16:29:48 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 24
Distribution: world
Message-ID: <3k1rts$fp3@whitbeck.ncl.ac.uk>
References: <3jino4$prh@news.nevada.edu> <794797366snz@xciv.demon.co.uk> <djs.794833020@gen-off-1>
NNTP-Posting-Host: brizlee.ncl.ac.uk

In article <djs.794833020@gen-off-1>, djs@jet.uk (David Stevenson) writes:
>HiSoft are on record as saying that there is very little chance of seeing
>another release of Lattice C for the Atari.

I find HiSoft's current attitude to new releases rather disheartening. Compared with what SAS have done on the Amiga (remember, SAS C & HiSoft/Lattice C were both derived from the same original Lattice 68K compiler) HiSoft have been very lax in thier product support. SAS is now a full C++ compiler, and costs around the same as Lattice, whereas HiSoft haven't really improved the compiler from v5.5 (which I bought for 40.00 last summer, a real bargain) to 5.6 - basicly they just added a few new libraries & some extra controls in WERCS - but didn't support colour icons, which I see as a real short coming in a system billed as providing full support for the newer systems.

In short, I'm glad I didn't pay full whack for it.....

Craig.

```
 __                    _
 | \        | |      / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

WWW: http://www.ncl.ac.uk/~n08z7

From -2880214183123468525
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4f5f20eaf73ec9c0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-13 14:40:33 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!
uni-regensburg.de!rphs35!c4475
From: c4475@rphs35 (Morus Walter t2018)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Inline assembler with Pure C?
Date: 13 Mar 1995 22:21:43 GMT
Organization: University of Regensburg, Germany
Lines: 32
Message-ID: <3k2ghoINN4nk@rrzs3.uni-regensburg.de>
References: <3jt8ai$3cg@nyheter.chalmers.se>
NNTP-Posting-Host: rphs35.physik.uni-regensburg.de
X-Newsreader: TIN [version 1.2 PL0]

Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:

: I'm just wondering if it's possible to do inline assembler with pure c. With
: gcc I can use __asm__ to do this but I don't know if Pure C has some similar
: directive.

No, there is no such thing.

All you can do is write complete functions in assembler and link them
to the compiled object-files. The specification for variables
is described in the assembler-handbook (in the german version of PureC)
I guess it's something like the first three numbers (char, int, long)
are put in D0/D1/D2, similary the first two adresses in A0/A1. The
rest of the parameters and all double-parameters (if fpu-code (-8)
is UNset) are put on the stack (reverse order, as usual in C).
You are not allowed to change all registers, but I don't remember
which register have to be saved (I'm quite sure, D0-D2, A0/A1 may be changed).
D0 or A0 is used for the return-value (if it is no double...).

There is an assembler in the PureC-package (pasm.ttp or part of the
integrated version (?)) and it should be no problem to include
assembler-sources (*.S) in project-files

greetings

```
      |\/|
      |  |
         |  |
         |/\|
```

Morus Walter <morus.walter@physik.uni-regensburg.de>

From -3513258515264227058
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3966ff165e860a73
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-13 14:42:19 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!
uni-regensburg.de!rphs35!c4475
From: c4475@rphs35 (Morus Walter t2018)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Dirty trick in scrolling
Date: 13 Mar 1995 22:28:58 GMT
Organization: University of Regensburg, Germany
Lines: 42
Message-ID: <3k2gvaINN4nk@rrzs3.uni-regensburg.de>
References: <D50MDo.LG1@sci.kun.nl>
NNTP-Posting-Host: rphs35.physik.uni-regensburg.de
X-Newsreader: TIN [version 1.2 PL0]

Sander Stoks (sanders@sci.kun.nl) wrote:
: Hi,
:
: Watching the strange color flickerings on my Falcon scrolling text
: in a window in 16 color mode, I got an idea for an *extremely* dirty
: solution to both speed up the scrolling with a factor 4 *and* loose
: the annoying flickering. It assumes you're using black-on-white text,
: with white being color 0 and black color 1 (but in fact will work if
: `white' and `black' differ in only one bit of the register). Since
: the bitplanes are stored separately, what if you'd just ignore planes
: 1-3 and only scroll plane 0? That would save a factor 4, even a
: factor 8 in 256-color mode.

No. There is no guarantee that vdi-color 1 (black) is realized as
a 1 in the bitplanes.
I don't know about the Falcon but in ST-Low black is VDI-Color 1 but
15 (all 4 bits set) in the video-mem.
Don't ask me why.
(It's one of the worst things, since you can't say, in which way
VDI and Hardware-color numbers are connected (exepct you test it
on the screen...)

: But, alas, I rejoiced too early. The bitplanes are `interleaved'
: which renders my plan almost useless. How exactly are the bitplanes
: stored in memory? Interleaved in words/longwords? Can I save time
: only scrolling the first byte from groups of four, or would that even
: be slower? What about the 16 bit bus? I guess I could only reduce
: the flickering...

Don't do such things.
Not using the VDI means your programm will run on one hardware.
That's the way TOS-software was built in 1985 but I think that's

quite some time ago...

```
      |\/|
      |  |
         |  |
         |/\|
```

Morus Walter <morus.walter@physik.uni-regensburg.de>

From 7043996318714784913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,231178d6cd0f6258,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-13 22:20:11 PST
Path: bga.com!news.sprintlink.net!cs.utexas.edu!uwm.edu!news.alpha.net!
solaris.cc.vt.edu!news.duke.edu!duke.cs.duke.edu!amazon.cs.duke.edu!not-for-mail
From: dsb@amazon.cs.duke.edu (Scott Bigham)
Newsgroups: comp.sys.atari.programmer
Subject: HSC MiNTlibs -- does anyone care?
Date: 14 Mar 1995 01:19:16 -0500
Organization: n. Arrangement in an orderly or logical fashion. See "miracle".
Lines: 29
Distribution: world
Message-ID: <3k3ch4$26p@amazon.cs.duke.edu>
NNTP-Posting-Host: amazon.cs.duke.edu

With the impending release of patchlevel 46 of the MiNTlibs, I'm faced with something of a dilemma. I am now, or will soon be, maintaining MiNTlibs ports for three separate compilers, one of which I haven't used in years. As you can probably guess from the title, I'm referring here to Ian Lepore's Heat-n-Serve C compiler. I'm not entirely sure I even have all the compiler parts of HSC any longer, and the prospect of reconstructing this rather antiquated compiler just to rebuild the MiNTlibs for it quite frankly gives me the screaming heebie-jeebies, you know what I mean?[*]

And so I come before the `net to ask: Is there anyone out there who still uses HSC and the HSC MiNTlibs? If so, can I possibly persuade you to switch to SozobonX? ;) Or better yet, c68 --- full ANSI, function prototypes, long- and short-int modes, what more could you ask for? ;)

Basically, if you really want to see patchlevel 46 of the HSC MiNTlibs, drop me a line. If I don't receive any requests, I will be dropping HSC support. If you're interested in taking over support of the HSC MiNTlibs, I'd be most grateful. ;)

-sbigham

[*] With apologies to Douglas Adams.

--

Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

From -6883867416439487154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6ff9f65eae303d5,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-14 12:56:26 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
Belgium.EU.net!EU.net!news.sprintlink.net!news.bluesky.net!solaris.cc.vt.edu!
news.mathworks.com!uunet!olivea!charnel.ecst.csuchico.edu!csusac!csus.edu!
news.ucdavis.edu!library.ucla.edu!galaxy.ucr.edu!97jgonza
From: 97jgonza@ultrix.uor.edu (Jeff "Crusader" Gonzales)
Newsgroups: comp.sys.atari.programmer
Subject: needed: Portfolio info
Date: 13 Mar 1995 22:59:27 GMT
Organization: University of Redlands
Lines: 16
Message-ID: <3k2iof$bjk@galaxy.ucr.edu>
NNTP-Posting-Host: ultrix.uor.edu

I didn't know what other newgroup to post on so I thought I would ask
here. I am looking for tech specs on the atari portfolio and would like
to get an assembler for it. Thanks.

Jeff Gonzales - Computer Science Major
Johnston Center/University of Redlands

"[Healthy eating] is like...philosophy. It looks easy, its maxims are
commonplace, it reiterates much that you already know. Yet, when you
think about it -- when you try to do it -- it is harder than hell."

-- Richard Watson, The Philosopher's Diet

From 2126931302366721160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e714d534d4c7ef0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-14 13:14:35 PST
Newsgroups: comp.sys.atari.programmer
From: paul@xciv.demon.co.uk (Paul Civati)
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
Belgium.EU.net!EU.net!news.sprintlink.net!howland.reston.ans.net!pipex!

peernews.demon.co.uk!xciv.demon.co.uk!paul
Subject: Re: Lattice C
References: <3jino4$prh@news.nevada.edu> <794797366snz@xciv.demon.co.uk>
<djs.794833020@gen-off-1>
Organization: My bedroom somewhere in London, a PC and a phoneline.
Reply-To: paul@xciv.demon.co.uk
X-Newsreader: Demon Internet Simple News v1.29
Lines: 25
X-Posting-Host: xciv.demon.co.uk
Date: Tue, 14 Mar 1995 00:34:25 +0000
Message-ID: <795141265snz@xciv.demon.co.uk>
Sender: usenet@demon.co.uk

In article <djs.794833020@gen-off-1> djs@jet.uk "David Stevenson" writes:

> >Proper full Falcon support I think.
> Depends what you call "full support". It does contain binding for the
> extra Xbios() etc functions. But contains knackered Speedo bindings.
> Contains a version of Wercs that does _not_ understand modern format
> resource files (eg the DESKCICN.RSC file). It also contains very little
> documentation on new stuff (eg DSP).

I sit corrected, although I did mainly mean the new bindings.

> HiSoft are on record as saying that there is very little chance of seeing
> another release of Lattice C for the Atari.

Ugh. Well I guess it had to happen really.

What direction are they going in, staying with the Amiga and going PC?

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \   FYI my surname is pronounced 'sivarty' ;-) Civ on IRC   */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

From -5698007490218620053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e714d534d4c7ef0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-14 14:51:01 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!news.sprintlink.net!pipex!jet.uk!gen-off-1!djs
From: djs@jet.uk (David Stevenson)
Newsgroups: comp.sys.atari.programmer
Subject: Hisoft (was Lattice C)
Date: 14 Mar 1995 10:56:39 -0000
Organization: JET Joint Undertaking

Lines: 9
Message-ID: <djs.795178494@gen-off-1>
References: <3jino4$prh@news.nevada.edu> <794797366snz@xciv.demon.co.uk>
<djs.794833020@gen-off-1> <795141265snz@xciv.demon.co.uk>
NNTP-Posting-Host: gen-off-1.jet.uk

paul@xciv.demon.co.uk (Paul Civati) writes:

>What direction are they going in, staying with the Amiga and going PC?
They're currently concentrating on Amiga products. They are doing no more
in-house development of Atari products, but will continue to bring in outside
products such as Papyrus. (Source: Email and CIX note from Dave Nutkins).
--
JET home page: http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

From -2160051626284028220
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,547f70bc70c468fa,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-14 18:16:27 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
Belgium.EU.net!EU.net!news.sprintlink.net!howland.reston.ans.net!gatech!
newsxfer.itd.umich.edu!news.itd.umich.edu!terminator.rs.itd.umich.edu!baldrick
From: baldrick@terminator.rs.itd.umich.edu (Dan Ackerman)
Newsgroups: comp.sys.atari.programmer
Subject: Problems with malloc in Lattice
Date: 14 Mar 1995 19:40:31 GMT
Organization: University of Michigan
Lines: 12
Message-ID: <3k4rff$gls@lastactionhero.rs.itd.umich.edu>
NNTP-Posting-Host: terminator.rs.itd.umich.edu

Anyone out there using Lattice 5.6 doing a large number of
mallocs successfully? I'm having some serious bugs and would like to
discuss them with anyone who's having sucess. I running around 20-25
mallocs with buffers going up to 2 megs. Anyone help would be greatly
appreciated.

Thanks,

Dan Ackerman
aka. baldrick@terminator.rs.itd.umich.edu

From 8130786781791385437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,39905e2943c4434f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-15 01:39:55 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!news.sprintlink.net!hookup!olivea!
charnel.ecst.csuchico.edu!csusac!csus.edu!news.ucdavis.edu!dale!szhays
From: szhays@dale.ucdavis.edu (Eric Hays)
Newsgroups: comp.sys.atari.programmer
Subject: Programming Contest Deadline Near
Date: 15 Mar 1995 03:18:59 GMT
Organization: University of California, Davis
Lines: 43
Message-ID: <3k5mb3$ce4@mark.ucdavis.edu>
NNTP-Posting-Host: dale.ucdavis.edu
X-Newsreader: TIN [version 1.2 PL2]

The deadline for the YAC Freely Distributable Software Contest is almost upon us. In case anybody missed the original announcement, I am posting it again. If you have any questions, please e-mail me. I need to have any contest entries in-hand by Friday. As there could be problems un-encoding mailed files (I've had some problems in the past), I recommend early submissions.

-------8<----------8<---------

YAC SHAREWARE PROGRAMMING CONTEST

Shareware Programmers: Would $50 help inspire you to finish that program you started over the summer but never finished? What if we could help you distribute your software to local BBS's, the major on-line services, the Internet, and at SAC Expo? We could also help you by writing and printing documentation to go with your program (we can translate from German to English if necessary). We'll even throw in a years membership to our local user-group: with its monthly newsletter mailed directly to you, and the honorary title of YAC Official Programmer for a year...

THE YOLO ATARI CLUB IS HAVING ITS ANNUAL SHAREWARE PROGRAMMING CONTEST.

Entries must be TOS programs new for 1995 and must be received by March 17th, 1995. They will be judged based on originality, compatibility (remember, there are all these new multi-tasking solutions and Falcon resolutions to try and respect), efficiency, and dependability.

Entry is simple, just mail your entry to the Yolo Atari Club at 1129 Fordham Drive / Davis, CA 95616 / USA. Or e-mail us an FTP-able location where your program resides (remember to include your program's

name and the full path to it), although give us an extra week if you plan to do this so we can be sure to have time to download it. We can be reached at elhays@ucdavis.edu. Remember to give us a way to contact you. The winner will be notified by the end of March and then announced on-line and at the Sacramento Atari Computer Exposition, April 22nd, 1995.

Entry is free (or the cost of a single letter), and could earn you $50, fame, and glory. So why not give it a try?

From -2202838394304746931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2e3f9cb6e04c14b8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2e3f9cb6e04c14b8
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2e3f9cb6e04c14b8
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-03-15 06:31:30 PST
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!Germany.EU.net!
nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!
rz.uni-karlsruhe.de!stepsun.uni-kl.de!sun.rhrk.uni-kl.de!seimet
From: seimet@rhrk.uni-kl.de (Uwe Seimet)
Subject: Re: MinixFS above 32Meg ?
Message-ID: <1995Mar15.074858.22191@rhrk.uni-kl.de>
Organization: University of Kaiserslautern, Germany
References: <3jhijm$8lr@ccpnws.in2p3.fr>
Date: Wed, 15 Mar 1995 07:48:58 GMT
Lines: 18
Xref: bga.com comp.sys.atari.st:28544 comp.sys.atari.st.tech:8686
comp.sys.atari.programmer:625

acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:

>I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
>order to have a Minix file system for Mint.
>But it refuses to initialize it ! As the size of my partition is 170Megs, I
>wonder if MinixFS can work beyond the 32Megs limit.
>Any clue ?

With big partitions under Minix you might need an XHDI compatible hard disk driver like HuSHI or HDDRIVER. There is some information about this in the MiNT documentation. Didn't you read this yet?

```
*************************************************************************
*           Uwe Seimet              | I really hate this damned machine,  *
*                                   |     I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean      *
*  Mausnet: Uwe Seimet @ KL         |     but only what I tell it.        *
*************************************************************************
```

From -7550893485582004073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98fce8fe92fa71ec,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-15 10:58:18 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!dkuug!eunet.no!nuug!henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: Offscreen bitmap help needed
Date: 15 Mar 1995 00:36:47 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 13
Message-ID: <3k5cqv$fob@henry.interlink.no>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

I am have succeded in opening an offscreen bitmap using NVDI3 &
memory.sys, but can only open a bitmap *and* allocating memory for it at
the same time. This is not what I want, I need to open the offscreen
bitmap to an existing bitmap in memory (several, in fact, but not at the
same time...). How do I do this?????

Also, I understand EdVI (subset of NVDI) have better support for
offscreen bitmaps, but have not been able to make this work. If anyone
has GFA source dealing with this, I would be *very* grateful! As I can
code bindings to the VDI in GFA, other language examples will also be
helpful.

Bye, Vegard (vegard@interlink.no)

From -3275709050323283442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2756388d0f9edecd,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-15 22:50:01 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!torn!
watserv2.uwaterloo.ca!watserv3.uwaterloo.ca!atwareck
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: MintNet
Message-ID: <D5IrFu.2F0@watserv3.uwaterloo.ca>
Sender: news@watserv3.uwaterloo.ca
Nntp-Posting-Host: novice.uwaterloo.ca
Organization: University of Waterloo
Date: Thu, 16 Mar 1995 06:02:18 GMT
Lines: 8

I am looking for a "ready to go" mint-net distribution (i.e. binaries),

with ftpd, telnetd, and a slip/ppp driver. I have a Falcon, but any
compilation will do.

Thanks,
--
Art
atwareck@novice.uwaterloo.ca

From 3906493482614910412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7636757a03d83c3a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-16 01:09:23 PST
Path: bga.com!news.sprintlink.net!cs.utexas.edu!uunet!gumby!not-for-mail
From: obryan@gumby.cc.wmich.edu (Joan O'Bryan)
Newsgroups: comp.sys.atari.programmer
Subject: Re: AES commands/functions
Date: 16 Mar 1995 04:07:13 -0500
Organization: Western Michigan University
Lines: 34
Message-ID: <3k8v41$srq@gumby.cc.wmich.edu>
References: <3k0fdq$a5o@rover.ucs.ualberta.ca>
NNTP-Posting-Host: gumby.cc.wmich.edu

In article <3k0fdq$a5o@rover.ucs.ualberta.ca>,
Doug Hohenstein <dhohenst@gpu2.srv.ualberta.ca> wrote:
>
> I'm fooling around with GBELL and need some information. Specifically,
> what is the function of AES calls? I know that AES 90 is the file
> selector, and 102 is close window, but what about the rest?

Here are a few AES opcodes to get you started:

```
   10 - appl_init
   19 - appl_exit

   50 - form_do
   51 - form_dial
   52 - form_alert

   70 - graf_rubberbox
   71 - graf_dragbox
   73 - graf_growbox
   74 - graf_shrinkbox

   90 - fsel_input
   91 - fsel_exinput

  101 - wind_open
  102 - wind_close
```

If there are other functions you need, make a specific request and I'll

try to help.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

From 8411939765316409910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1effa06c559684d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-16 05:46:47 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!pipex!uknet!strath-cs!info!py94dej
From: py94dej@exeter.ac.uk (D.E.Jones)
Subject: Playing back Quartet stuff on STe, how?
Message-ID: <D5JCo0.LxG@exeter.ac.uk>
Organization: University of Exeter, UK
Date: Thu, 16 Mar 1995 13:40:31 GMT
Lines: 8

Hi, I am currently writing a game in GFA basic and I would like to put a
Quartet song at the begining of it. With Quartet you get a GFA listing to
allow you to load up and play songs, but it doesn't allow you to select the STE
output which makes it sound a lot better (pressing one of the F keys during
quartet itself selects the STE output), what I would like to know is how do I
select the STE output using GFA and the quartet file provided. If anyone can
help me I would be most grateful. If anyone can help please could you e-mail
me at this address D.E.Jones@ex.ac.uk. Thanks.

From 3570537558035806170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3966ff165e860a73
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-16 06:15:24 PST
Path: bga.com!news.sprintlink.net!pipex!sunsite.doc.ic.ac.uk!ukc!falcon.ukc.ac.uk!
nj1
From: nj1@ukc.ac.uk (N.Jones-Rodway)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Dirty trick in scrolling
Date: Thu, 16 Mar 95 14:04:24 GMT
Organization: University of Kent at Canterbury, UK.
Lines: 37
Sender: nj1@ukc.ac.uk
Message-ID: <11201@falcon.ukc.ac.uk>
References: <D50MDo.LG1@sci.kun.nl>
Reply-To: nj1@ukc.ac.uk (N.Jones-Rodway)
NNTP-Posting-Host: falcon.ukc.ac.uk

In article <D50MDo.LG1@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>   But, alas, I rejoiced too early. The bitplanes are `interleaved'

>which renders my plan almost useless. How exactly are the bitplanes
>stored in memory? Interleaved in words/longwords? Can I save time

Okay, this is how I've always thought bitplanes work.... (I may be wrong!)

A Byte in memory contains ONE bitplane, hence it covers eight pixels.
In 16-colour mode, four such bitplanes are needed to give the four bits
needed to get 16 colours, and they are arranged like this:

```
      BP 1     BP 2     BP 3     BP 4
    10101010 10101010 10101010 10101010
    |        |        |        |
    |        |        |        |
    1        1        1        1  = 1111 is value of the pixel
```

So the first four bytes in memory refer to the first eight pixels, the next
four bytes refer to the next eight pixels, and so on...

Similarly, 256-colour mode is interleaved, but it has eight bitplanes....

True Colour mode, BTW, is completely different - it is known as a 'chunky'
screen.. Each WORD in TC mode refers to one pixel, and it's bits are arranged
as follows:

```
    True Colour Pixel
    RRRRRGGGGGGBBBBB   -  5 bits Red, 6 bits Green, & 5 bits Blue
```

Hope this helps,

Neil.
--
Neil Jones-Rodway
University Of Kent

Caught a ride with the moon.....
I know, I know you well
(Well, better than I used to)
---------- Tori Amos (Tear in your Hand)

From -8446675031025888210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-16 11:04:41 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!EU.net!uknet!
cix.compulink.co.uk!usenet
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Detect printer???
Message-ID: <D5JqH3.34M@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <3inli1$gtv@prime.mdata.fi>
<Pine.ULT.3.91.950226175502.15907A-100000@mars> <D4ttAn.EDL@cix.compulink.co.uk>
<Pine.ULT.3.91.950307202558.28512B-100000@mars>

Date: Thu, 16 Mar 1995 18:39:03 GMT
Lines: 27

>if(!Bcostat(0)) puts("Printer is offline!");
>
>That worked with a Star Lc 10.
>
>Are you sure your printer is online? (Maybe a stupid question but you
>could be out of paper or something..)
The routine I have works on all TOSes except TOS 4. I think it's another one
of the Lattice C library bugs with TOS 4 (there are several I know of
already).

>There is another call: StatusOK = Cprnos() /* test printer output */
Yep, tried it.

>AND (This may be it!) gemdos calls *only* work when you "default to short
>integers" (or typecast)
All my ints are short by default.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From 8547583740135124110
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,b957a8a4860bedec
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-16 12:16:32 PST
Path: bga.com!news.sprintlink.net!EU.net!Germany.EU.net!nntp.gmd.de!news.rwth-aachen.de!tornado.oche.de!discworld.oche.de!rincewind
Newsgroups: comp.sys.atari.programmer
From: rincewind@discworld.oche.de (Michael Schwingen)
Message-ID: <2f6883a848e47c4@discworld.oche.de>
Subject: Re: PS/2 for Falcon
Keywords: PS/2, Falcon, Hard&Soft
References: <3k1063$hcp@brachio.zrz.TU-Berlin.DE>
Reply-To: rincewind@discworld.oche.de
Organization: This is the discworld
X-Newsreader: Okami Newsreader Version 0.26
Date: Thu, 16 Mar 1995 17:21:18 +0100
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Lines: 16

Peter Kellogg (petefagc@w208zrz.zrz.TU-Berlin.DE) wrote:

PK>Does anyone know what type of PS/2 module Hard&Soft's Ram Card for
PK>Falcon requires? With or without parity?

Since the falcon does not handle parity, I would say that both types should
work.

cu
Michael
--
Michael Schwingen - Ahornstra⍰e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
People didn't hit you over the head with farmhouses back home.
-- Nanny Ogg gets homesick (Terry Pratchett, Witches Abroad)

From -5145266190342985777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3966ff165e860a73
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-16 13:16:13 PST
Path: bga.com!news.sprintlink.net!pipex!sunsite.doc.ic.ac.uk!ukc!gos.ukc.ac.uk!
cpbs
From: cpbs@ukc.ac.uk (Charles Briscoe-Smith)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Dirty trick in scrolling
Date: Thu, 16 Mar 95 20:40:35 GMT
Organization: Haphazard
Lines: 24
Sender: cpbs@ukc.ac.uk
Message-ID: <12358@gos.ukc.ac.uk>
References: <D50MDo.LG1@sci.kun.nl> <11201@falcon.ukc.ac.uk>
Reply-To: cpbs@ukc.ac.uk (Charles Briscoe-Smith)
NNTP-Posting-Host: gos.ukc.ac.uk

In article <11201@falcon.ukc.ac.uk>, N.Jones-Rodway <nj1@ukc.ac.uk> wrote:
>In article <D50MDo.LG1@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>> But, alas, I rejoiced too early. The bitplanes are `interleaved'
>>which renders my plan almost useless. How exactly are the bitplanes
>>stored in memory? Interleaved in words/longwords? Can I save time
>
>Okay, this is how I've always thought bitplanes work.... (I may be wrong!)
>
[...]
>
>So the first four bytes in memory refer to the first eight pixels, the next
>four bytes refer to the next eight pixels, and so on...

Right, except that ST low- and medium resolutions work in chunks of 16
bits, not 8 bits!

The first four *words* describe the first sixteen pixels, etc. in
low-resolution.

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

From -5202447116919437383
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7636757a03d83c3a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-19 05:05:24 PST
Path: bga.com!news.sprintlink.net!pipex!sunic!sunic.sunet.se!news.kth.se!mars!
jens-and
From: Jens Andreasen <jens-and@dsv.su.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: AES commands/functions
Date: Sun, 19 Mar 1995 13:56:41 +0100
Lines: 19
Message-ID: <Pine.ULT.3.91.950319134351.15228A-100000@mars>
References: <3k0fdq$a5o@rover.ucs.ualberta.ca>
NNTP-Posting-Host: mars.dsv.su.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: jens-and@mars
In-Reply-To: <3k0fdq$a5o@rover.ucs.ualberta.ca>

On 13 Mar 1995, Doug Hohenstein wrote:

> I'm fooling around with GBELL and need some information. Specifically,
> what is the function of AES calls? I know that AES 90 is the file
> selector, and 102 is close window, but what about the rest?

I may not be the right person to reply on this one since I've never heard
of "GBELL". Can you tell me more?

Nevermind; AES calls deals with <events> & <windows> & <multitasking>.

Usually you would call AES by name and not by number. Allthough I do have a
list of all of the numbers/names, it's a bit on the large size for retyping
all of it. If there is some function you need to call by number then I
can check it for you..

/Jens M Andreasen

From -666575658555291628

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-19 17:46:26 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!howland.reston.ans.net!pipex!sunic!sunic.sunet.se!
news.kth.se!mars!jens-and
From: Jens Andreasen <jens-and@dsv.su.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Detect printer???
Date: Mon, 20 Mar 1995 00:26:00 +0100
Lines: 19
Message-ID: <Pine.ULT.3.91.950320001007.1989B-100000@mars>
References: <3inli1$gtv@prime.mdata.fi>
<Pine.ULT.3.91.950226175502.15907A-100000@mars> <D4ttAn.EDL@cix.compulink.co.uk>
<Pine.ULT.3.91.950307202558.28512B-100000@mars> <D5JqH3.34M@cix.compulink.co.uk>
NNTP-Posting-Host: mars.dsv.su.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: jens-and@mars
In-Reply-To: <D5JqH3.34M@cix.compulink.co.uk>

On Thu, 16 Mar 1995, Mark Baines wrote:

> The routine I have works on all TOSes except TOS 4. I think it's another one
> of the Lattice C library bugs with TOS 4 (there are several I know of
> already).

Well then you will have to put the parameters manually in the right
places and call bios yourself (and sell the correct routine to HiSoft :-)
I'll try to figure out the adresses if you need'em (tomorrow..)

Allthough I can't help being a bit puzzled. Is it the same situation if you
use Backwards or dis/enable multitasking? The parameters and traps *should*
be identical for all OS versions (???). It's kind of hardwired to the
Motorola filosofi.

/Jens M Andreasen

From -4673695694359418461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ba74f05ca23474c9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-20 12:38:53 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!
rz.uni-karlsruhe.de!xlink.net!howland.reston.ans.net!pipex!sunic!sunic.sunet.se!
news.chalmers.se!news.gu.se!pedaasa

From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson)
Subject: Re: Help with sampling...
Message-ID: <D5r1sw.Ezn@news.gu.se>
Sender: news@news.gu.se (USENET News System)
Nntp-Posting-Host: hands.ped.gu.se
Organization: Gothenburg University
X-Newsreader: TIN [version 1.2 PL2]
References: <3jnel4$5l2@m1.cs.man.ac.uk> <D58Gvr.8K3@exeter.ac.uk>
Date: Mon, 20 Mar 1995 17:26:54 GMT
Lines: 15

> In article <3jnel4$5l2@m1.cs.man.ac.uk> jacquesa@cs.man.ac.uk (Anthony Jacques)
writes:

```
>   Devconnect(0,8,0,freq,0); /* connect DMA to DAC */
>   Setbuffer(0,start,end);   /* Set start / end pointers */
>   Buffoper(1);              /* Set Play enable */
```

> This plays the sample correctly, but does not stop at the end of the
> sample. What am I missing? The same thing happens with record....
> BTW this is all in assembler, not C....

If it plays it correctly this may not be it but the last 0 (zero) to devconnect
enables the handshake. You shouldn't use handshake when playing samples, only
when you want to control the flow of the data.

Tomas :)

From -2719917407600668471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1d2c373ce024e5d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-21 08:52:07 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!
rz.uni-karlsruhe.de!xlink.net!howland.reston.ans.net!news.sprintlink.net!pipex!
sunsite.doc.ic.ac.uk!alder.cc.kcl.ac.uk!tomlin
Newsgroups: comp.sys.atari.programmer
Subject: How to use the top line.....?
Message-ID: <1995Mar21.105357.6942@alder.cc.kcl.ac.uk>
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Date: 21 Mar 95 10:53:57 GMT
Nntp-Posting-Host: zippy.spods.dcs.kcl.ac.uk
Originator: tomlin@zippy.spods.dcs.kcl.ac.uk
Lines: 7

I've written a program that allows the user to define a box on thne screen,
then the program 'zooms' in on that box. The problem is that the top
character line (where the menu bar would be) is innaccessable. Anyone know
how to cure this?

ATB
Keith

From 1877699425188052652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d3ecf745f96c8f66,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-21 12:14:17 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!howland.reston.ans.net!math.ohio-state.edu!jussieu.fr!univ-
lyon1.fr!swidir.switch.ch!scsing.switch.ch!news.dfn.de!ikarus.rz.tu-clausthal.de!
idefix.rz.tu-clausthal.de!hitm
From: hitm@idefix.rz.tu-clausthal.de (Torsten Mohr)
Newsgroups: comp.sys.atari.programmer
Subject: Timer-A after DMA-play/record
Date: 21 Mar 1995 15:02:22 GMT
Organization: Rechenzentrum der TU Clausthal
Lines: 203
Message-ID: <3kmppu$ht4@ikarus.rz.tu-clausthal.de>
NNTP-Posting-Host: idefix.rz.tu-clausthal.de
X-Newsreader: TIN [version 1.2 RZ-TUC(2) PL2]

Hi!
I have a problem:
I want the timer-A to be executed AFTER playing or recording a buffer
(This is only a test, my real program makes more sense.)
First, the soundsystem is initiated, then a buffer is cleaned, to
see if something was recorded and aufnahme1() or aufnahme2() is executed
to start recording. In the interrupt, the variable laufe is cleared.
After calling aufnahme1/2() the program goes into a while-loop.
Here the variable laufe can also be cleared by pressing a key.
The interrupt is never called, often the system crashes.
Who can help me ?

  Torsten Mohr
  eMail: hitm@sun.rz.tu-clausthal.de

p.s.: in <boolean.h> TRUE and FALSE are defined as 1 and 0.

TEST.PRJ:
test.tos
=
pcstart.o

test.c
timer.s

pcstdlib.lib
pcextlib.lib
pcgemlib.lib
pctoslib.lib
pcfltlib.lib

SOUND.H:

```
#define LTATTEN      0
#define RTATTEN      1
#define LTGAIN       2
#define RTGAIN       3
#define ADDERIN      4
#define ADCINPUT     5
#define SETPRESCALE  6
#define ADC          3
#define DMAREC       1

#define AUFNEHMEN          1
#define WIEDERGEBEN        0
#define AUFNEHMEN_PAUSE    2
#define WIEDERGEBEN_PAUSE  3

#define ATTRIBUTE NAME|MOVER|CLOSER|INFO|LFARROW|RTARROW|HSLIDE
#define EREIGNISSE MU_MESAG|MU_KEYBD|MU_BUTTON

#define BILDER_PRO_SEK 25
#define FENSTER_HOEHE 176
#define FENSTER_WORD 32
#define FENSTER_BREITE  FENSTER_WORD * 16
#define VORTEILER    11

typedef struct
{
  long playbufptr;
  long recbufptr;
  long resv1, resv2;
}
BUFF_PTR;
```

TEST.C:

```
#include <tos.h>
#include <stdio.h>
#include <stdlib.h>
#include <boolean.h>
#include <ext.h>

#define LEN 81920L

extern void interrupt_A( void );
extern long aer_aendern( void );
extern long aer_normal( void );
extern long mfp_7( void );

int anfang[LEN], i;
long alter_zustand[7];
volatile boolean laufe;
int *phb, *q;

void aufnahme2( void )  /* MFP-7 */
```

```
{
  buffoper( 0 );
  devconnect( 3, 9, 0, 11, 1 );
  devconnect( 0, 0, 0, 11, 1 );
  setbuffer( 1, anfang, (void *)&anfang[LEN] );
  setbuffer( 0, anfang, (void *)&anfang[LEN] );
  Jdisint( 7 );
  Mfpint( 7, interrupt_A );
  setinterrupt( 1, 2 );
  Supexec( mfp_7 );
  Jenabint( 7 );
  buffoper( 4 );
}
void aufnahme1( void )  /* Timer A */
{
  Supexec( aer_aendern );
  buffoper( 0 );
  devconnect( 3, 9, 0, 11, 1 );
  devconnect( 0, 0, 0, 11, 1 );
  setbuffer( 1, anfang, (void *)&anfang[LEN] );
  setbuffer( 0, anfang, (void *)&anfang[LEN] );
  Jdisint( 13 );
  Xbtimer( 0, 8, 1, interrupt_A );
  setinterrupt( 0, 2 );
  Jenabint( 13 );
  buffoper( 4 );
}
void taste( void )
{
  if( kbhit() )
    laufe = FALSE;
}
void wirkliches_programm( void )
{
  phb = Physbase();

  laufe = TRUE;
  aufnahme1();

  do
  {
    taste();
  } while( laufe );

  Supexec( aer_normal );
  Jdisint( 13 );
  Jdisint( 7 );
}
boolean sound_init( void )
{
  if( locksnd() < 0L )
  {
    printf( "Soundsubsystem gesperrt.\n" );
```

```
    getch();
    return FALSE;
  }
  else
  {
    for( i = 0; i < 7; alter_zustand[i++] = soundcmd( i, -1 ) );
    sndstatus( 1 );

    soundcmd( 0, 0x80 );
    soundcmd( 1, 0x80 );
    soundcmd( 2, 0xc0 );
    soundcmd( 3, 0xc0 );
    soundcmd( 4, 2 );
    soundcmd( 5, 0 );
    setmode( 2 );
    settracks( 0, 0 );
    devconnect( 3, 9, 0, 11, 1 );
    devconnect( 0, 0, 0, 11, 1 );
    setmontracks( 0 );
    return TRUE;
  }
}
void main( void )
{
  for( i = 0; i < 32; anfang[i++] = 0 );
  if( sound_init() )
  {
    wirkliches_programm();
    printf( "Fertig.\n" );
    getch();
    for( i = 0; i < 32; i++ )
      printf( "%i ", anfang[i] );
    getch();
    for( i = 0; i < 7; soundcmd( i++, (int)alter_zustand[i] ) );
    unlocksnd();
  }
  exit( 0 );
}

TIMER.S:
  .GLOBL laufe, interrupt_A, phb, aer_aendern, aer_normal, mfp_7
  .SUPER
mfp_7:
        bset #7, $fffa15
        rts
aer_normal:
        bclr #4, $fffa03
        rts
aer_aendern:
        bset #4, $fffa03
        rts
interrupt_A:
        move sr, -(sp)
```

```
        movem.l d0-d7/a0-a6,-(sp)
  ;      bclr #5, $fffa03
        clr.w laufe
        move.l phb, a0
        move.l #10000, d0
loop1:
        move.w d0, (a0)+
        dbt d0, loop1

        movem.l (sp)+,d0-d7/a0-a6
        move (sp)+, sr
        rts
```

From -7294365388975625214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d2c79c28d0cb379a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-22 01:52:20 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!howland.reston.ans.net!pipex!warwick!bham!not-for-mail
From: Peter_Epp@learnnet.nt.CA (Peter Epp)
Newsgroups: comp.sys.atari.programmer
Subject: Atari SLIP programs?
Date: 22 Mar 1995 09:52:20 -0000
Organization: North of 60 BBS
Lines: 13
Sender: mail2news@sun4.bham.ac.uk
Message-ID: <311018.ensmtp@learnnet.nt.ca>
Reply-To: Peter_Epp@learnnet.nt.ca
NNTP-Posting-Host: sun4.bham.ac.uk

Does anyone know of SLIP software that is available for Atari? Also, is there FirstClass software, or a reasonably good clone of FirstClass, available for the Atari? If anyone knows, please E-mail me. I don't care if you post the answer here as well, just as long as you E-mail me.

Also, please excuse the weird cross-posting. I just wanted to reach as many people as possible who might know.

Thanks in advance,

Pete

From 6473389864916689443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,38b125289275b573,start
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 1995-03-22 14:48:25 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!fu-berlin.de!news.dfn.de!swiss.ans.net!rsbsn001.rsb.texaco.com!newsjunkie.ans.net!howland.reston.ans.net!pipex!bnr.co.uk!bcarh8ac.bnr.ca!corpgate!news.utdallas.edu!news.tamu.edu!cs.utexas.edu!news.sprintlink.net!nntp.bnl.gov!usenet
From: HOLFORT@BNLCL6.BNL.GOV (05274_EE)
Newsgroups: comp.sys.atari.programmer
Subject: CGM<->GEM Conversion
Date: 22 Mar 1995 22:48:25 GMT
Organization: BROOKHAVEN NATIONAL LABORATORY
Lines: 24
Distribution: world
Message-ID: <3kq9fp$no7@sun20.ccd.bnl.gov>
NNTP-Posting-Host: bnlcl6.bnl.gov
X-News-Reader: VMS NEWS 1.24

Does someone know of a programm or utility to convert CGM-graphics file into GEM-Metafiles and viceversa, or a source (preferable C or Fortran) to read CGM-files.
And a program to convert CGM-Graphics in pure raster monochrome (300dpi or between 1000*1000pixel and 3000*3000pixel).

The programm can be running under (in order of preference)
ATARI-TOS
or
VAX-VMS
or
UNIX
or
MS-DOS/WINDOWS

If possible send me answer by E-mail to
holfort@bnlcl6.bnl.gov

Thanks JH

Ju"rgen Holfort, email holfort@bnlcl6.bnl.gov
Falcon 030

From 3150130095529538659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3966ff165e860a73
X-Google-Attributes: gid1115ce,public
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Subject: Re: Dirty trick in scrolling
Date: 1995/03/23
Message-ID: <3krqan$7rb@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 100529038
distribution: world
references: <D50MDo.LG1@sci.kun.nl> <3k2gvaINN4nk@rrzs3.uni-regensburg.de>

organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
newsgroups: comp.sys.atari.programmer

In article <3k2gvaINN4nk@rrzs3.uni-regensburg.de>, c4475@rphs35 (Morus Walter t2018) writes:
>
>No. There is no guarantee that vdi-color 1 (black) is realized as
>a 1 in the bitplanes.

There is a standard mapping from VDI to Hardware pallete colours, although I've only seen this documented for 4 & 16 Colour modes, I assume the same holds true for a 256 colour mode as well.

>I don't know about the Falcon but in ST-Low black is VDI-Color 1 but
>15 (all 4 bits set) in the video-mem.
>Don't ask me why.
>(It's one of the worst things, since you can't say, in which way
>VDI and Hardware-color numbers are connected (exepct you test it
>on the screen...)

See above - the first time I saw this documented was in 1986 in ST-World.

> :   But, alas, I rejoiced too early. The bitplanes are `interleaved'
> : which renders my plan almost useless. How exactly are the bitplanes
> : stored in memory? Interleaved in words/longwords? Can I save time
> : only scrolling the first byte from groups of four, or would that even
> : be slower? What about the 16 bit bus? I guess I could only reduce
> : the flickering...
>
>Don't do such things.
>Not using the VDI means your programm will run on one hardware.

Actually, there is no real reason why he cann't do this if he wants a blindingly fast editor. I beleive that Tempus does some similar tricks (and worse) to get it's speed. If written well (ie. using vq_extnd() to get the full display infos) the program should work ok on all direct addressed screen modes. Ok, it'll be no use on a gfx card, but then, you shouldn't need it with a gfx card anyway, as they tend to have their own processor to do the shifting about anyway (well, Matrix cards do anyway). for St-Low -> f030 256, just shifting one bitplane would work fine, and due to the 16 bit interleave, would probably give a useful improvement in speed. If he's clever with the window placements (ensure window interior always on 16 pixel boundary) then the technique can be used under GEM instead of going for a full screen (EMACS style) effort.

>That's the way TOS-software was built in 1985 but I think that's
>quite some time ago...

Sometimes you have to hit low levels to get real performance.....it depends what you are aiming for. For myself, I normally try to stick to OS calls, but where they don't give you what you need, you do what you can....how many falcon users use Atari's standard video modes - all the extened screen drivers are hacks, yet no-one has any problems with them. Same goes for

NVDI, WinX & loads of other stuff. Just 'coz it's a hack, it doesn't mean
it cann't be a stable compatible piece of code...it just means the author has
to take more care over it.

> Morus Walter <morus.walter@physik.uni-regensburg.de>

Craig.

```
 __                              _
 | \        | |                 / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From 8411700500087779870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,231178d6cd0f6258
X-Google-Attributes: gid1115ce,public
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Subject: Re: HSC MiNTlibs -- does anyone care?
Date: 1995/03/23
Message-ID: <3krqkm$807@whitbeck.ncl.ac.uk>#1/1
X-Deja-AN: 100529040
distribution: world
references: <3k3ch4$26p@amazon.cs.duke.edu>
organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
newsgroups: comp.sys.atari.programmer

In article <3k3ch4$26p@amazon.cs.duke.edu>, dsb@amazon.cs.duke.edu (Scott Bigham)
writes:
>And so I come before the `net to ask: Is there anyone out there who
>still uses HSC and the HSC MiNTlibs? If so, can I possibly persuade you
>to switch to SozobonX? ;) Or better yet, c68 --- full ANSI, function
>prototypes, long- and short-int modes, what more could you ask for? ;)

I've never come accross c68, so - question....does it compile faster then GCC ?
And how compatible is it (I currently use GCC for MiNT-X11R5 stuff, so I need
MinixFS support, and would have to recompile the MiNT-net stuff for it, as
well as get Andreas to loan me the atari Xlib source to recompile that.

But if memory use is lower & speed is better than GCC it may be worth the effort.
(Note, I already have Lattice, but it doesn't understand MinixFS).

Craig.

```
 __                              _
 | \        | |                 / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From 7485331453537889739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-23 02:23:36 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!howland.reston.ans.net!news.sprintlink.net!pipex!sunic!
sunic.sunet.se!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Temporary disabling multitasking?
Date: 22 Mar 1995 13:52:35 GMT
Organization: ABC-Klubben
Lines: 13
Message-ID: <3kpa33$oi7@oden.abc.se>
References: <D4I6LE.E3n@exeter.ac.uk> <ftn_2.203.611.4_2f55ecee_Christian.Dahl
<D5Duq6.EDL@exeter.ac.uk>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
: >> Does this convince you that preempting interrupt handlers is bad?
: > Interupt is bad, I know.
: >> And therefore that MiNT will probably never preempt supervisor mode?
: > But traps would be great if they could be preempted!

: Well there is nothing to stop trap handlers from switching to user mode
: once the time critical bits have been done.

Yes there is, because RTE is a privilieged instruction, the trap handler
won't be able to return if they switch to user mode.

-Mattias Flodin-

From -734996883422197199
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a840395181e5073,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-23 03:40:50 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-
duisburg.de!zib-berlin.de!news.mathworks.com!news2.near.net!
howland.reston.ans.net!gatech!swrinde!cs.utexas.edu!news.sprintlink.net!
malgudi.oar.net!ns.concourse.com!bronze.coil.com!not-for-mail
From: jbaumgar@bronze.coil.com (James E. Baumgardner II)
Newsgroups: comp.sys.atari.programmer
Subject: In search of HP550C driver...
Date: 23 Mar 1995 00:37:19 -0500
Organization: Central Ohio Internet Link, Inc. (614)242-3814

Lines: 11
Message-ID: <3kr1ef$cd3@bronze.coil.com>
NNTP-Posting-Host: bronze.coil.com

Does anyone know of an HP550C driver for GDOS that works properly in color
(i.e. behaves according to the VDI standards)? The driver in drivers.zip
on a.a.u.e did not print properly, and the driver that comes with
SpeedoGDOS is black and white.

Thanks in advance,

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Ah, I see you have the machine that goes `ping!'" - Michael Palin

From 4848409185641441076
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-23 04:01:06 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!howland.reston.ans.net!pipex!sunic!sunic.sunet.se!
news.chalmers.se!dtek.chalmers.se!d2cg
From: d2cg@dtek.chalmers.se (Christer Gustavsson)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Temporary disabling multitasking?
Date: 22 Mar 1995 19:30:44 GMT
Organization: Chalmers University of Technology
Lines: 24
Message-ID: <3kptt4$424@nyheter.chalmers.se>
References: <D4I6LE.E3n@exeter.ac.uk> <ftn_2.203.611.4_2f55ecee_Christian.Dahl
<D5Duq6.EDL@exeter.ac.uk> <3kpa33$oi7@oden.abc.se>
NNTP-Posting-Host: varoom.dtek.chalmers.se

In article <3kpa33$oi7@oden.abc.se>, Mattias Flodin <m9036@oden.abc.se> wrote:
>D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
>: >> Does this convince you that preempting interrupt handlers is bad?
>: > Interupt is bad, I know.
>: >> And therefore that MiNT will probably never preempt supervisor mode?
>: > But traps would be great if they could be preempted!
>
>: Well there is nothing to stop trap handlers from switching to user mode
>: once the time critical bits have been done.
>
>Yes there is, because RTE is a privilieged instruction, the trap handler
>won't be able to return if they switch to user mode.

Just switch back to supervisor mode before doing the rte. That way the routines
will spend as much time as possible in user mode.

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H⍰N⍰	one failed."

From -3013694213847117145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,231178d6cd0f6258
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-23 05:38:25 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!
rz.uni-karlsruhe.de!xlink.net!howland.reston.ans.net!Germany.EU.net!EU.net!uknet!
bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: HSC MiNTlibs -- does anyone care?
Date: 23 Mar 1995 11:12:50 GMT
Organization: NHS Information Management Centre
Lines: 20
Message-ID: <3krl3i$pha@percy.cs.bham.ac.uk>
References: <3k3ch4$26p@amazon.cs.duke.edu>
NNTP-Posting-Host: mother.cs.bham.ac.uk

dsb@amazon.cs.duke.edu (Scott Bigham) writes:
>With the impending release of patchlevel 46 of the MiNTlibs, I'm faced
>with something of a dilemma. I am now, or will soon be, maintaining
>MiNTlibs ports for three separate compilers, one of which I haven't used
>in years.
[...]
>to switch to SozobonX? ;) Or better yet, c68 --- full ANSI, function
>prototypes, long- and short-int modes, what more could you ask for? ;)

I would vote for changing the libs to use strict ANSI code all the way
through.

Do you know who is doing the Lattice version, Scott? Reply by email if
you like.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From 5047164151290093676
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,231178d6cd0f6258

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-23 15:17:35 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!
rz.uni-karlsruhe.de!xlink.net!howland.reston.ans.net!math.ohio-state.edu!uwm.edu!
news.alpha.net!news.mathworks.com!news.duke.edu!duke.cs.duke.edu!cs.duke.edu!dsb
From: dsb@cs.duke.edu (Scott Bigham)
Newsgroups: comp.sys.atari.programmer
Subject: Re: HSC MiNTlibs -- does anyone care?
Date: 23 Mar 1995 15:09:04 GMT
Organization: n. Arrangement in an orderly or logical fashion. See "miracle".
Lines: 21
Message-ID: <3ks2ug$l2a@duke.cs.duke.edu>
References: <3k3ch4$26p@amazon.cs.duke.edu> <3krl3i$pha@percy.cs.bham.ac.uk>
NNTP-Posting-Host: goldfinch.cs.duke.edu

From the Holy Book of <3krl3i$pha@percy.cs.bham.ac.uk>
  as spake by C.J.Ridd@cs.bham.ac.uk (Chris Ridd) :

>I would vote for changing the libs to use strict ANSI code all the way
>through.

That would cut out SozobonX, though --- unless anyone knows of any good
deprotoizing tools...

>Do you know who is doing the Lattice version, Scott? Reply by email if
>you like.

That would be pvt1-117@nada.kth.se, who is identified in the docs only
as Leif.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

From -1363379890412556565
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5bdc5a755646a426,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-23 16:40:31 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!
rz.uni-karlsruhe.de!xlink.net!howland.reston.ans.net!math.ohio-state.edu!
jussieu.fr!univ-lyon1.fr!swidir.switch.ch!newsfeed.ACO.net!aci.cvut.cz!
rhino.cis.vutbr.cz!ujep.cz!lupomesky
From: lupomesky@ujep.cz
Newsgroups: comp.sys.atari.programmer
Subject: E-GEM and GCC
Date: Thu, 23 Mar 1995 16:43:02
Organization: Univerzita JEP
Lines: 11

Message-ID: <lupomesky.12.0010B7C4@ujep.cz>
NNTP-Posting-Host: 192.108.171.119

Hi all!

Is someone using EnhancedGEM 2.20 with GNU CC? I compiled E-GEM under GCC 2.2.2 - I got lot of warnings, but it seems to work. But now I have strange problems (ungultig handle, mysteriously modified RSC). Can anyone share his knowledge?
I would be trying to write a GEMmed Internet client program for MiNTnet - but it requires GNU CC for socketlib. E-GEM is needed to spare me writing all this dialog stuff etc.

Bye Borek

From -4698234970961611301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-24 02:08:55 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!Germany.EU.net!howland.reston.ans.net!torn!
watserv2.uwaterloo.ca!watserv3.uwaterloo.ca!atwareck
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: Temporary disabling multitasking?
Message-ID: <D5xw6v.CuD@watserv3.uwaterloo.ca>
Sender: news@watserv3.uwaterloo.ca
Nntp-Posting-Host: novice.uwaterloo.ca
Organization: University of Waterloo
References: <D4I6LE.E3n@exeter.ac.uk> <ftn_2.203.611.4_2f55ecee_Christian.Dahl
<D5Duq6.EDL@exeter.ac.uk> <3kpa33$oi7@oden.abc.se>
Date: Fri, 24 Mar 1995 10:08:55 GMT
Lines: 19

In article <3kpa33$oi7@oden.abc.se>, Mattias Flodin <m9036@oden.abc.se> wrote:
>D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
>: >> Does this convince you that preempting interrupt handlers is bad?
>: > Interupt is bad, I know.
>: >> And therefore that MiNT will probably never preempt supervisor mode?
>: > But traps would be great if they could be preempted!
>
>: Well there is nothing to stop trap handlers from switching to user mode
>: once the time critical bits have been done.
>
>Yes there is, because RTE is a privilieged instruction, the trap handler
>won't be able to return if they switch to user mode.

Why bother switching to User mode? Just disable interrupts for critical sections.

--
Art
atwareck@novice.uwaterloo.ca

From -4939929428520426203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5bc5b3a10905173b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-25 07:06:29 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-duisburg.de!zib-berlin.de!news.mathworks.com!udel!gatech!swrinde!cs.utexas.edu!math.ohio-state.edu!jussieu.fr!centre.univ-orleans.fr!unicaen.fr!adele!morfan
From: morfan@info.unicaen.fr (Eddy Morfan)
Newsgroups: comp.sys.atari.programmer
Subject: Gemdos Function Maddalt
Date: 24 Mar 1995 16:27:09 GMT
Organization: University of Caen
Lines: 14
Distribution: world
Message-ID: <3kurst$fqe@caers3.unicaen.fr>
Reply-To: morfan@info.unicaen.fr
NNTP-Posting-Host: adele.info.unicaen.fr

Hi,
I'm looking for informations about Gemdos function $14:Maddalt, I tried to get them
by myself, but my old books don't say anything about this new Gemdos function.
Please anyone who knows something about it send me an answer by E-mail.

```
+-----------------------------------------------------------------------+
| Eddy MORFAN      ( Email : morfan@info.unicaen.fr )                   |
+-----------------------------------------------------------------------+
| Atari STf    2.5Mo                                                    |
| Atari Falcon 030/4Mo/340Mo                                            |
+-----------------------------------------------------------------------+
```

From -3850969825931608561
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,17033e4d923fd5e5,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,17033e4d923fd5e5,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-25 20:48:02 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!howland.reston.ans.net!spool.mu.edu!darwin.sura.net!mother.usf.edu!grad!millert
From: Timothy Miller <millert@csee.usf.edu>

Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Some major problem with MiNT
Date: Sat, 25 Mar 1995 03:50:08 -0500
Organization: University of South Florida
Lines: 71
Message-ID: <Pine.SUN.3.91.950325033715.14334A-100000@grad>
NNTP-Posting-Host: grad.csee.usf.edu
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: millert@grad
To: gem-list@world.std.com
In-Reply-To: <0098C121.C1492EA0.2052@cip.physik.uni-stuttgart.de>
Xref: nntp.gmd.de comp.sys.atari.st.tech:20114 comp.sys.atari.programmer:551

I'm having some trouble with MiNT and I was wondering if any of you kind people could help me.

Here's basically what I'm doing:

```
fd1 = Fcreate("U:\\PIPE\\TIM", 0);

...

fd2 = Fopen("U:\\PIPE\\TIM", 2);
Fforce(-1, fd2);
```

Now, this should redirect BIOS, which in turn redirects GEMDOS, right?

Well, if I do the above, BIOS gets redirected but not GEMDOS.

If I do this:

```
Fforce(1, fd2);
```

Then GEMDOS (stdout) gets redirected, but BIOS doesn't.

here's my actual code (pardon the debugging stuff):

```
void spawn(void)
{
     int fd;
     char name[30];

     sprintf(name, "U:\\PIPE\\TIM.%hd", numapp);

     printf("spawning... ");

     app[numapp] = Fcreate(name, 0);
     printf("(%hd)", app[numapp]);

     if (Pfork() == 0) {
          fd = Fopen(name, 2);
          printf("[%d]", fd);
          printf("{%d}", (int)Fforce(-1, fd));
```

```
         Bconout(2, 65);
         printf("This is a test!");

/*       Pexec(100, "child.ttp", empty, NULL);*/
         exit(0);
     }

     printf("spawned\n");

     numapp++;
}
```

Note the Bconout(2...) and the printf("This..."). If Fforce is set to -1, the 65 ('A') gets passed through the pipe and the string prints directly to the screen. If Fforce uses 1, the string goes through the pipe and the 'A' gets printed directly to the screen.

All documentation I have (including the MiNT docs themselves) says that -1 should redirect the console for both BIOS and GEMDOS, so why isn't it?????

And on a related note, if I DO get this to work, will what I'm doing there work with the Pexec? Since Pfork actually suspends the parent process, I can't use Pfork and then Pexec(0, ...), so the only thing I could think of was to Pfork so that I could isolate the console from the parent process, and call the child program in the background, and then terminate the parent program's child process. Is there a better way?

Thanks.

Please respond directly to this address: millert@grad.csee.usf.edu

From 8505547035108020785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17033e4d923fd5e5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,17033e4d923fd5e5
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-03-26 16:41:03 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!
rz.uni-karlsruhe.de!xlink.net!howland.reston.ans.net!ix.netcom.com!netcom.com!
ersmith
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: Some major problem with MiNT
Message-ID: <ersmithD62I5x.9G8@netcom.com>
Organization: NETCOM On-line Communication Services (408 261-4700 guest)
References: <Pine.SUN.3.91.950325033715.14334A-100000@grad>
Date: Sun, 26 Mar 1995 21:53:57 GMT
Lines: 45
Sender: ersmith@netcom14.netcom.com

Xref: nntp.gmd.de comp.sys.atari.st.tech:20122 comp.sys.atari.programmer:553

In article <Pine.SUN.3.91.950325033715.14334A-100000@grad>,
Timothy Miller <millert@csee.usf.edu> wrote:
>
>fd2 = Fopen("U:\\PIPE\\TIM", 2);
>Fforce(-1, fd2);
>
>Now, this should redirect BIOS, which in turn redirects GEMDOS, right?

Right on the first part, wrong on the second (or rather, incomplete on the second; it does re-direct GEMDOS handle -1, the thing that you get when opening "CON:", but it doesn't redirect stdin (handle 0) or stdout (handle 1). Those you have to redirect explicitly as well. So you need three Fforce calls:

```
Fforce(-1, fd2);
Fforce(0, fd2);
Fforce(1, fd2);
```

to redirect BIOS, GEMDOS stdin, and GEMDOS stdout. (Redirecting GEMDOS handle 2 as well is probably a good idea, since some compilers use this for stderr).

```
>    if (Pfork() == 0) {
>        fd = Fopen(name, 2);
>        printf("[%d]", fd);
>        printf("{%d}", (int)Fforce(-1, fd));
>
>        Bconout(2, 65);
>        printf("This is a test!");
>
>/*      Pexec(100, "child.ttp", empty, NULL);*/
>        exit(0);
>    }
```

>And on a related note, if I DO get this to work, will what I'm doing
>there work with the Pexec?

It looks like you really want Pexec mode 200 (replace the current process) rather than mode 100. (Pexec(200,...) is the same as the Unix exec() function.) After the Pexec mode 200 the parent will be able to wake up from Pfork(), since the child's address space will have been replaced with a new one.
--
Eric R. Smith ersmith@netcom.com

From 2627325057119811954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c8db3686427f1c0c,start
X-Google-Attributes: gid1115ce,public

From: andrew@minster.york.ac.uk (Andrew Hague)
Subject: STOS-FIX 3
Date: 1995/03/27
Message-ID: <796318284.21@cs.york.ac.uk>#1/1
X-Deja-AN: 100529037
newsgroups: comp.sys.atari.programmer

Stos-Fix v.3

Can someone e-mail me a copy of this program if they have a copy? It was on a cover disk a couple of months ago. I've looked on FTP sites but can't find it. I'm assuming, of course, that it can be copied to me. I've got very little use for the programs on the current cover disk without it.

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>
My WWW page is at http://dcpu1.cs.york.ac.uk:6666/andrew/
Jaguar screenshots at http://dcpu1.cs.york.ac.uk:6666/andrew/jag/

From 7014438996190135465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3966ff165e860a73
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-27 07:15:04 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!
rz.uni-karlsruhe.de!xlink.net!howland.reston.ans.net!swrinde!gatech!
darwin.sura.net!mother.usf.edu!grad!millert
From: millert@grad.csee.usf.edu (Timothy Miller)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Dirty trick in scrolling
Date: 27 Mar 1995 03:55:46 GMT
Organization: University of South Florida
Lines: 33
Message-ID: <3l5d02$4e1@mother.usf.edu>
References: <D50MDo.LG1@sci.kun.nl> <11201@falcon.ukc.ac.uk>
NNTP-Posting-Host: grad.csee.usf.edu
X-Newsreader: TIN [version 1.2 PL2]

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:

: Okay, this is how I've always thought bitplanes work.... (I may be wrong!)

: A Byte in memory contains ONE bitplane, hence it covers eight pixels.

WORD (16 bits)

```
: In 16-colour mode, four such bitplanes are needed to give the four bits
: needed to get 16 colours, and they are arranged like this:

:       BP 1     BP 2     BP 3     BP 4
:     10101010 10101010 10101010 10101010
:     |        |        |        |
:     |        |        |        |
:     1        1        1        1  = 1111 is value of the pixel

: So the first four bytes in memory refer to the first eight pixels, the next
                    WORDS                              sixteen
: four bytes refer to the next eight pixels, and so on...
       WORDS                   sixteen

: Similarly, 256-colour mode is interleaved, but it has eight bitplanes....

: True Colour mode, BTW, is completely different - it is known as a 'chunky'
: screen.. Each WORD in TC mode refers to one pixel, and it's bits are arranged
: as follows:

:     True Colour Pixel
:     RRRRRGGGGGGBBBBB   -  5 bits Red, 6 bits Green, & 5 bits Blue

As far as I know, THIS is correct.
```

```
From -5992071631523542004
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2329d6ff6c1a1c90,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-27 10:07:56 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!Germany.EU.net!howland.reston.ans.net!vixen.cso.uiuc.edu!
uwm.edu!news.alpha.net!news.mathworks.com!uunet!sunic!sunic.sunet.se!
news.chalmers.se!news.gu.se!gubsb
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE ()
Subject: Linux installation problems...
Message-ID: <D63Dpv.8Hp@news.gu.se>
Sender: news@news.gu.se (USENET News System)
Nntp-Posting-Host: trivux.ub.gu.se
Organization: Gothenburg University
X-Newsreader: TIN [version 1.2 PL2]
Date: Mon, 27 Mar 1995 09:15:28 GMT
Lines: 28

I have tried for a couple of hours installing Linux on my Falcon.
It won't work.

I'm using ataboot-0.5, new-filesys and vmlinux-0.9pl5 all ftp:ed from
```

phlem.ph.kcl.ac.uk.

I get it to boot up, installing mouse driver, looking for HD:s,
finding HD:s (IDE 200M + SCSI 1G).
It finds all partition on the HD:s and the Floppy.
Then it hangs in a loop saying:
HD-Controller reset (looped around until I reset the computer)

I run ataboot like this:

ataboot-0.5 -k vmlinux-0.9pl5 -r new-filesys

Conf:
Falcon
4 MB RAM
68030+68882
Both IDE and SCSI drives...
RGB display...

Stefan Berndtsson

--
gubsb@trivux.ub.gu.se

From 4454695077995462388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5bdc5a755646a426
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-27 12:47:44 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!howland.reston.ans.net!pipex!warwick!news.herts.ac.uk!
m9.herts.ac.uk!A.I.Nicholls
From: A.I.Nicholls@herts.ac.uk (Alex Nicholls)
Newsgroups: comp.sys.atari.programmer
Subject: Re: E-GEM and GCC
Date: 27 Mar 1995 17:30:15 GMT
Organization: University of Hertfordshire
Lines: 23
Message-ID: <42332f76f67b@m9.herts.ac.uk>
References: <lupomesky.12.0010B7C4@ujep.cz>
NNTP-Posting-Host: m9.herts.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

lupomesky@ujep.cz wrote:
:   Hi all!

:   Is someone using EnhancedGEM 2.20 with GNU CC? I compiled E-GEM under GCC
: 2.2.2 - I got lot of warnings, but it seems to work. But now I have strange
: problems (ungultig handle, mysteriously modified RSC). Can anyone share his
: knowledge?

I had the same problem with compilation, but can happly say that programs do work with it.

Make sure that You compile it with the Mint libraries (and the mint include files?) and any programs you create make sure that you use short integer's (compile option -mshort)

:   I would be trying to write a GEMmed Internet client program for MiNTnet -
: but it requires GNU CC for socketlib. E-GEM is needed to spare me writing
: all this dialog stuff etc.

Hope that helps,

Alex

From 9086685993709337068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17033e4d923fd5e5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,17033e4d923fd5e5
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-03-27 15:34:45 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!howland.reston.ans.net!torn!news.uunet.ca!uunet.ca!
ophelia.waterloo.net!ophelia.waterloo.net!not-for-mail
From: sshifter@ophelia.waterloo.net (Mike Pelletier)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: Some major problem with MiNT
Followup-To: comp.sys.atari.st.tech,comp.sys.atari.programmer
Date: 27 Mar 1995 15:21:29 -0500
Organization: Waterloo Internet Cooperative
Lines: 17
Message-ID: <3l76o9$50k@ophelia.waterloo.net>
References: <Pine.SUN.3.91.950325033715.14334A-100000@grad>
NNTP-Posting-Host: ophelia.waterloo.net
X-Newsreader: TIN [version 1.2 PL2]
Xref: nntp.gmd.de comp.sys.atari.st.tech:20137 comp.sys.atari.programmer:557

Timothy Miller (millert@csee.usf.edu) wrote:
: And on a related note, if I DO get this to work, will what I'm doing
: there work with the Pexec? Since Pfork actually suspends the parent
: process, I can't use Pfork and then Pexec(0, ...), so the only thing I
: could think of was to Pfork so that I could isolate the console from the
: parent process, and call the child program in the background, and then
: terminate the parent program's child process. Is there a better way?

    Really? Does that mean page 2.88 of the Atari Compendium ("After a Pfork() call, two versions of one process will exist in memory. Program execution in both processes continue at the point following the call.

...") is incorrect? Gack! And I lost my registration card, so I can't get updates. Does anyone know where I could send, say, my cover so that I could get errata sheets?

Hmm...

From -7570546507578198420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c04509d2d52f0960,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-28 08:56:59 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!EU.net!uknet!warwick!bham!not-for-mail
From: Peter_Epp@learnnet.nt.CA (Peter Epp)
Newsgroups: comp.sys.atari.programmer
Subject: First Class software?
Date: 28 Mar 1995 09:44:15 +0100
Organization: North of 60 BBS
Lines: 11
Sender: mail2news@sun4.bham.ac.uk
Message-ID: <318791.ensmtp@learnnet.nt.ca>
Reply-To: Peter_Epp@learnnet.nt.ca
NNTP-Posting-Host: sun4.bham.ac.uk

Well, I have pretty much established that there is no such thing as First Class client or even a clone for the Atari. So, I'm wondering if there is anyone out there who would be willing to sit down and try to write a program that is compatible with First Class BBS's and operates the way the First Class client does. I don't know how you could do it, but there must be a way.

Thanks in advance,

Pete

From -8589340915577650281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,79bc6f77cf9669f2,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,79bc6f77cf9669f2,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-28 10:04:24 PST
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!howland.reston.ans.net!torn!watserv2.uwaterloo.ca!
watserv3.uwaterloo.ca!sasmesba
From: sasmesba@kingcong.uwaterloo.ca (Samy Mesbah)
Subject: REGEX?? (library available?)
Message-ID: <D64pEu.9vM@watserv3.uwaterloo.ca>

Sender: news@watserv3.uwaterloo.ca
Nntp-Posting-Host: kingcong.uwaterloo.ca
Organization: University of Waterloo
Date: Tue, 28 Mar 1995 02:25:41 GMT
Lines: 9
Xref: nntp.gmd.de comp.sys.atari.st:61611 comp.sys.atari.programmer:559

Hi,

I'm trying to compile Xrn for Mint-X, everything has now compiled
but when I link it can't find functions re_comp and re_exec which
I assume are from the REGEX package. Anyone know where I might
get sources for these and/or precompiled libraries for gcc?

Thanks,
Sam

From -4491896971676095858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,37c9240ad079e4c6,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-28 11:41:46 PST
Path: nntp.gmd.de!dearn!bleku11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!uknet!strath-cs!news.staffs.ac.uk!bs47c!cm3hirjd
From: cm3hirjd@bs47c.staffs.ac.uk (Requiem)
Newsgroups: comp.sys.atari.programmer
Subject: Deluxe Paint Font File format
Date: 28 Mar 1995 15:17:38 GMT
Organization: Staffordshire University
Lines: 18
Message-ID: <3l99ai$8n3@bs33n.staffs.ac.uk>
NNTP-Posting-Host: bs47c.staffs.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

Does anyone know the format of the Deluxe Paint font files?
I've hacked around with them for a while now and have managed to extract
the font name, the number of bitplanes it uses and have a rough idea how
the data is stored. But does anyone have a list of offsets or something
they could post here or email me please? I just think its about time
someone wrote a font editor for DPaint, esp. considering how much I use
it myself, so any help would be great. Thanks.

RiCH

--

```
   _____                          + + + + + + + + + + + + + + + + + + + + +
  (, /   ) ,    /)            /)    Richard Davey, Falcon Owners Group (UK)
    /__ /    _ (/   _   __  _(/   25 Old Acre Lane, Brocton, Staffs, ST17 0TW
 ) /   \__(_(__/ )_(_(_/ (_(_(_    requiem@bs47c.staffs.ac.uk   IRC: Requiem
(_/                                + + + + + + + + + + + + + + + + + + + + +
```

And when you looked your eyes didn't quite meet, but your hearts did

And when you cried your bodies didn't quite touch, but your souls did

From 206683883696094391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-28 13:00:46 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!dearn!
 blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!idefix.CS.kuleuven.ac.be!
Belgium.EU.net!EU.net!uknet!cix.compulink.co.uk!usenet
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Detect printer???
Message-ID: <D65wL8.Dxt@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <3inli1$gtv@prime.mdata.fi>
<Pine.ULT.3.91.950226175502.15907A-100000@mars> <D4ttAn.EDL@cix.compulink.co.uk>
<Pine.ULT.3.91.9503 <Pine.ULT.3.91.950320001007.1989B-100000@mars>
Date: Tue, 28 Mar 1995 17:58:19 GMT
Lines: 59

>Well then you will have to put the parameters manually in the right
>places and call bios yourself (and sell the correct routine to HiSoft :-)
;-)) HiSoft have now stopped all support and development for their own Atari
products, including Lattice C!
Mind you, although this was only recently announced, it has effectively been
in force for the past year.

>Allthough I can't help being a bit puzzled.
YOU'RE puzzled? ;-) I lost hair over this ;-))

>Is it the same situation if you use Backwards or dis/enable multitasking?
None of my beta testers have used Backwards AFAIK. I think it's the same
under MTOS.

For the record, I discovered a redirection problem with Lattice C and TOS 4
when the Falcon first came out. If I do:

```
    fp = fopen("CON:", "w");
    fprint(fp, "blah");
```

or use "PRN:" the Falcon crashes at the fprint statement. If fp points to a
disk file, all is OK.

I had to rewrite fopen and fclose to get around the problem. HiSoft blame
Atari although we did find the problem in their libs.

I suspect that my printer problem is associated with this.

```
    if ((strcmp(device, "PRN:") == 0))
    {
        while (!Bcostat(0))       /* fails here */
```

```
        {
            switch (form_alert(1, "[1][PROFILE 2:|
                Printer on parallel port |is not ready. ][ Ready | Quit ]"))
            {
                case 1: break;
                case 2: do_out_flag = 0;
                        return (0);
                default:do_out_flag = 0;
                        return (0);
            }
        }
    }
```

I've tried various forms of this and used Cprnos all to no avail on a Falcon.
Works perfectly well on all other STs, TTs etc...
Even fails on Bcostat(1) for serial port.

I've learned to live with it now ;-))

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From -2810925682778735345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b59a3b66ac732e68,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-28 17:57:19 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!news.sprintlink.net!hookup!news.mathworks.com!uunet!iglou!
iglou.iglou.com!quest
From: quest@iglou.iglou.com (Michael Butler)
Subject: Complete SLip/PPP Package
Message-ID: <D66DIo.7nC@iglou.com>
Sender: news@iglou.com (USENET News Administrator)
Organization: IgLou Internet Services
X-Newsreader: TIN [version 1.2 PL2]
Date: Wed, 29 Mar 1995 00:04:00 GMT
Lines: 16

  I am not that knowledgable on programing - atleast complex languages -
and I was just curious why it would be difficult to write a package of

software for slip/ppp connections. Something like you have with WinSock. Have a ACC that makes the connection and puts you into your account and then once your in the ACC would run in the background keeping you connected and they you would be able to run TTP's that interacted with your connection. If you run under Multi-Tos or Geneva you would be able to have more than one operation running - ie. telnet and ftp. It seems like something that could be ported from the PC realm - I would think.
Thanx,
.\\ike
 --
--> Practice random acts of kindness unto fellow man <--
quest@iglou.com

From 3285565224607031785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,98fce8fe92fa71ec
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-29 09:46:38 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!Belgium.EU.net!EU.net!uknet!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Offscreen bitmap help needed
Date: 29 Mar 1995 08:34:14 GMT
Organization: NHS Information Management Centre
Lines: 17
Message-ID: <3lb626$ml7@percy.cs.bham.ac.uk>
References: <3k5cqv$fob@henry.interlink.no>
NNTP-Posting-Host: mother.cs.bham.ac.uk

vegard@henry.interlink.no (Vegard Hofsoey) writes:
>I am have succeded in opening an offscreen bitmap using NVDI3 &
>memory.sys, but can only open a bitmap *and* allocating memory for it at
>the same time. This is not what I want, I need to open the offscreen
>bitmap to an existing bitmap in memory (several, in fact, but not at the
>same time...). How do I do this?????

You need to v_opnbm() to an existing MFDB. Details on doing this (it
does work, I tried it!) are in the docs on EdDI in NVDI 2.5, and are
also in the NVDI 3 programmer's guide (uploaded to micros.hensa.ac.uk
a while ago) although this is in German.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From 5893036050117846514
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,17033e4d923fd5e5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,17033e4d923fd5e5
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-03-29 21:34:23 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!news.alpha.net!uwm.edu!cs.utexas.edu!news.sprintlink.net!pipex!
sunic!sunic.sunet.se!news.kth.se!mars!jens-and
From: Jens Andreasen <jens-and@dsv.su.se>
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: Some major problem with MiNT
Date: Thu, 30 Mar 1995 07:18:26 +0200
Lines: 12
Message-ID: <Pine.ULT.3.91.950330071201.10163G-100000@mars>
References: <Pine.SUN.3.91.950325033715.14334A-100000@grad>
<3l76o9$50k@ophelia.waterloo.net>
NNTP-Posting-Host: mars.dsv.su.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: jens-and@mars
In-Reply-To: <3l76o9$50k@ophelia.waterloo.net>
Xref: nntp.gmd.de comp.sys.atari.st.tech:20172 comp.sys.atari.programmer:564

> Timothy Miller (millert@csee.usf.edu) wrote:
> : And on a related note, if I DO get this to work, will what I'm doing
> : there work with the Pexec? Since Pfork actually suspends the parent
> : process,---<snip>-------

 Fork starts up a child process. If your machine is *multitasking*
(MiNT) then the parent process will continue to run...

/Jens M Andreasen

From -1499800575658813324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17033e4d923fd5e5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,17033e4d923fd5e5
X-Google-Attributes: gid109a67,public
From: gerco@cs.vu.nl (Ballintijn GC)
Subject: Re: Some major problem with MiNT
Date: 1995/03/30
Message-ID: <D68y8x.4oH@cs.vu.nl>#1/1
X-Deja-AN: 100528833
sender: news@cs.vu.nl
references: <Pine.SUN.3.91.950325033715.14334A-100000@grad>
<3l76o9$50k@ophelia.waterloo.net> <Pine.ULT.3.91.950330071201.10163G-100000@mars>
organization: Fac. Wiskunde & Informatica, VU, Amsterdam
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

Jens Andreasen <jens-and@dsv.su.se> writes:

> > Timothy Miller (millert@csee.usf.edu) wrote:
> > : And on a related note, if I DO get this to work, will what I'm doing
> > : there work with the Pexec? Since Pfork actually suspends the parent
> > : process,---<snip>-------

> Fork starts up a child process. If your machine is *multitasking*
> (MiNT) then the parent process will continue to run...

Well, last time I looked at the MiNT source the parent process was
really suspended. This is one of the places MiNT differs from UNIX.
And as such a place to work at with ports...

Gerco.

--

----------v----------
G.C. Ballintijn | Oh, Fortuna
Email: gerco@cs.vu.nl | Velut luna
http://www.cs.vu.nl/~gerco/ | Statu variabilis.....

From 7412689833448186144
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,17033e4d923fd5e5
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,17033e4d923fd5e5
X-Google-Attributes: gid1115ce,public

From: d2cg@dtek.chalmers.se (Christer Gustavsson)
Subject: Re: Some major problem with MiNT
Date: 1995/03/30

Message-ID: <3lf7qp$hs3@nyheter.chalmers.se>#1/1
X-Deja-AN: 100528855

references: <Pine.SUN.3.91.950325033715.14334A-100000@grad>
<3l76o9$50k@ophelia.waterloo.net> <Pine.ULT.3.91.950330071201.10163G-100000@mars>
organization: Chalmers University of Technology
newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <Pine.ULT.3.91.950330071201.10163G-100000@mars>,
Jens Andreasen <jens-and@dsv.su.se> wrote:
>
>
>
>> Timothy Miller (millert@csee.usf.edu) wrote:
>> : And on a related note, if I DO get this to work, will what I'm doing
>> : there work with the Pexec? Since Pfork actually suspends the parent
>> : process,---<snip>-------
>
> Fork starts up a child process. If your machine is *multitasking*
>(MiNT) then the parent process will continue to run...

>
With Pfork it won't! The parent process will be suspended until the child is completed. With Pexec you can start a child process that will run parallell with the parent. The blocking Pfork call of MiNT is a problem...

--
"Birds can usually fly. So if Tweety is a bird, we can typically conclude that Tweety can fly. But ostriches are a special type of bird that can't fly; if I tell you that Tweety is an ostrich, you will change your mind and conclude that he can't fly after all. Unless he's from the planet Krypton, of course." - M.G.

From -6396791067958476726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: Detect printer???
Date: 1995/03/30
Message-ID: <Pine.ULT.3.91.950330113908.21067A-100000@mars>#1/1
X-Deja-AN: 100529039
references: <Pine.ULT.3.91.950330050946.10163C-100000@mars>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Thu, 30 Mar 1995, Jens Andreasen wrote:
>
> I'm gonna *pinpoint* your code as soon as possible (but not exactly now),
             ^^^^^^^^
This is my latest contribution to the english languge. Interprete it as putting little "pins" through it untill you find the "point" :-))

Or just replace with "examine in detail".

/Jens

From 6847776393074201711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: Detect printer???
Date: 1995/03/30
Message-ID: <Pine.ULT.3.91.950330050946.10163C-100000@mars>#1/1
X-Deja-AN: 100529041
x-sender: jens-and@mars

content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 28 Mar 1995, Mark Baines wrote:

------<snip>---------
> >Allthough I can't help being a bit puzzled.
> YOU'RE puzzled? ;-) I lost hair over this ;-))
>

YES i'm not only puzzled, but convinced that this is a hardware failure OR
a bug in your OS (sorry I'm not rich enough to get same bad experiences :-(

-----<lots ofstuff deleted>-------

> I had to rewrite fopen and fclose to get around the problem. HiSoft blame
> Atari although we did find the problem in their libs.
>
> I suspect that my printer problem is associated with this.
>
>   if ((strcmp(device, "PRN:") == 0))
>   {
>   while (!Bcostat(0))   /* fails here */

OK you guys following this discussion *undelete* the original posting NOW.

As far as I can see your program is failing exactly at the point where
Lattice has to trust TOS... (that means OS is bad?)

On the other hand, you probably saw the message the other day:
>>If you can't do it in C, then do it in GFA (Basic) :-(((means OS is OK?)

I looked up my tables for hardware addresses and wound meself up in a mess
that is (most probably) solved differently on falcons? (We should not
worry bout such "details" anyway!)

Erhm, Did you put ON the flag (option) for "compile for every f___ing pro-
cessor that Motorola ever made" (For the record: Yes it exists)

I'm gonna *pinpoint* your code as soon as possible (but not exactly now),
but I do hope that there still are some other curious C-programmers in this
newsgroup...

/Jens M Andreasen (puzzled & curious)

From -702979577108282121

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c04509d2d52f0960
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: First Class software?
Date: 1995/03/30
Message-ID: <Pine.ULT.3.91.950330114758.21067B-100000@mars>#1/1
X-Deja-AN: 100529042
references: <318791.ensmtp@learnnet.nt.ca>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

"First Class" should really be called "Second Class" since it does not
understand ISO-latin-1, the accepted standard on internet since newyear.

Especially postings from skandinavian Mac users gets extremely corrupted!

IMHO you should support some more intelligent BBS if you have a choice.

/Jens M Andreasen

From -3593053661659477611
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1eb3ffad3407d0ca,start
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Printer error on falcon
Date: 1995/03/30
Message-ID: <Pine.ULT.3.91.950330161641.2136A-100000@mars>#1/1
X-Deja-AN: 100529043
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

There is a part of your code (something like this):

```
     if(strcmp(device,"PRN:"){ /* then do some printing maybe */ }
```

Where do you get the string "PRN:" from? From a shell or cookie or ??
What happens if you comment out that part? Just to make sure that
it's not *device* thats fouling up.

Also Bcostat returns _something_ but what? (Or is it straight connection to
cybernirvana :-)

/Jens M Andreasen

From 952193630531744744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6b7e7ef92a4e5b87,start
X-Google-Attributes: gid1115ce,public
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Subject: Graphics File Formats
Date: 1995/03/30
Message-ID: <3lefr6$k96@m1.cs.man.ac.uk>#1/1
X-Deja-AN: 100529044
organization: Dept Computer Science, University of Manchester, U.K.
reply-to: jacquesa@cs.man.ac.uk
nntp-posting-user: 348
newsgroups: comp.sys.atari.programmer

Does anyone know (or where I can find) the formats to various graphics formats? I am not looking for those like Degas etc, but formats that are capable of any rez. / number of colours (2-256/TC).

I have .TGA (cheers Rich), but this is not suitable for palette based modes...

Respond via email please, as I wont be able to read this Newsgroup for a bit...

Cheers

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"Its not supposed to be funny, its supposed to be true" - A maths lecturer
---

From 4412723248368792883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: Detect printer???
Date: 1995/03/30
Message-ID: <Pine.ULT.3.91.950330195519.11055A-100000@mars>#1/1
X-Deja-AN: 100529045
references: <3inli1$gtv@prime.mdata.fi>
<Pine.ULT.3.91.950226175502.15907A-100000@mars> <D4ttAn.EDL@cix.compulink.co.uk>
<Pine.ULT.3.91.9503 <Pine.ULT.3.91.950320001007.1989B-100000@mars>

<D65wL8.Dxt@cix.compulink.co.uk>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On Tue, 28 Mar 1995, Mark Baines wrote:

> YOU'RE puzzled? ;-) I lost hair over this ;-))

> >Is it the same situation if you use Backwards or dis/enable multitasking?

> For the record, I discovered a redirection problem with Lattice C and TOS 4
> when the Falcon first came out. If I do:
>   fp = fopen("CON:", "w");
>   fprint(fp, "blah");
>
> or use "PRN:" the Falcon crashes at the fprint statement. If fp points to a
> disk file, all is OK.

Isn't it so that PRN: and CON: belongs to MiNT? Then how can your code
run on a plain vanilla ST/TT ? (without MiNT)

I don't think it's a good idea to redirect output from inside programmes
using MiNT, there is a warning against this in the mintdocs.

Try and use the files defined in the ANSI <stdio.h> (stdout, stdprt etc).

/Jens M Andreasen

From 467375738316553426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9d24e18a5f4de0f,start
X-Google-Attributes: gid1115ce,public
From: you@somehost.somedomain (rimka)
Subject: Please :i want a good wordprocessor
Date: 1995/03/30
Message-ID: <3lep9c$2jq@cubitus.univ-angers.fr>#1/1
X-Deja-AN: 100529046
organization: Your Organization
newsgroups: comp.sys.atari.programmer

I anybody know where i can found a good wordprocess. which can use gdos font or
else and which make array or somethings like that.
And where i can found it ....
Thanks ... I already try everest but ...

Karim

Email:alafia@xiii.univ-angers.fr

From -7618365083991196284
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,35a73feacbc7b7d2,start
X-Google-Attributes: gid1115ce,public
From: sm001pe@unidui.uni-duisburg.de (Pereira Martins)
Subject: VDI Programmer searched to complete the VDI Team !!!
Date: 1995/03/31
Message-ID: <3lgnp3$c8e@h20-hrze.uni-duisburg.de>#1/1
X-Deja-AN: 100638293
organization: Gerhard-Mercator-Universitaet - Gesamthochschule Duisburg
newsgroups: comp.sys.atari.programmer

VDI Team !

In order to write a new VDI we have some persons who will do the job.
But we need more specialists to get ready in time. The project will
start as soon as we have enough people to get ready in time !

The job is well !!! _payed_ !!! and it's used to write a new Atari OS Clone !

Who is needed ?

- C/C++ programmer (C++ preferred !)

- VDI specialists in C and/or assembler (MC 680x0, later PPC)

You are interested ?

So DON'T loose any time and contact me NOW !

Filipe.Martins@unidui.uni-duisburg.de

Please state clearly :

1) I'm interested & capable to do the job in a team !

2) Your Snail Mail adress

3) projects you have done before & what you can do

 (I'm a specialist about e.g.: C++, VDI routines,...)

Best regards, Filipe :)

From 1356470927674689739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e9d24e18a5f4de0f

X-Google-Attributes: gid1115ce,public
From: oberle@informatik.uni-koblenz.de (Christoph Oberle)
Subject: Re: Please :i want a good wordprocessor
Date: 1995/03/31
Message-ID: <3lgulb$jk@newshost.uni-koblenz.de>#1/1
X-Deja-AN: 100638295
distribution: world
references: <3lep9c$2jq@cubitus.univ-angers.fr>
organization: Universitaet Koblenz
newsgroups: comp.sys.atari.programmer

In article <3lep9c$2jq@cubitus.univ-angers.fr>, you@somehost.somedomain (rimka)
writes:
|> I anybody know where i can found a good wordprocess. which can use gdos font or
|> else and which make array or somethings like that.
|> And where i can found it ....
|> Thanks ... I already try everest but ...
|>
|> Karim
|> Email:alafia@xiii.univ-angers.fr

Everest actually is only a text _editor_, not a real wordprocessor.

If you were looking for a real wordprocessor, I would recommend you
to buy papyrus, if you can afford it. I've been using it since about
one year now and I have to say that I'm very satisfied with it.

papyrus can use Speedo and TrueType fonts via NVDI and Speedo,
TrueType and Postscript fonts via SpeedoGDOS 5.0. So you'd
definately need one of these system programs.

papyrus has a very rich functionality, especially the GOLD version
(very flexible tables with lots of attributes, freely placeable
text boxes with text floating from one box to another, multicolumn
capability, very free text layout (DTP-like!), discontinuous blocks (!),
etc. etc.

And: All of this functionality does not mean at all that papyrus is
difficult to use! I've found it to be very intuitively useable, and
I don't need the user/reference manual very often! This is a feature
which makes it an outstanding product among others.

The new version is 4.0 and should be out in about two weeks
(at least here in Germany). papyrus also is available for OS/2
and runs very stable under MagiCMac.

There is a demo version available, too.

If you should have further detailed questions, just send me an e-mail.

Ciao,

Christoph

From 3412607774439166368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f0f9c99c9a370cd5,start
X-Google-Attributes: gid1115ce,public
From: rick@aaii.oz.au (Rick Evertsz)
Subject: 1040ST Printer Drivers - Is there a repository?
Date: 1995/03/31
Message-ID: <RICK.95Mar31154808@rutherglen.aaii.oz.au>#1/1
X-Deja-AN: 100638296
sender: usenet@yarra-glen.aaii.oz.au (Network News)
organization: Australian Artificial Intelligence Institute
newsgroups: comp.sys.atari.programmer

Anyone know where I can find a selection of ST printer drivers?

I intend to buy a printer to print music scores, but don't want
my choice limited by the fact that I only have an FX80 driver!

Thanks in advance,

-Rick


```
-----------------------------------------------------------------------
Rick Evertsz            The Australian Artificial Intelligence Institute
Research Scientist      6/171 La Trobe St. Melbourne 3000
rick@aaii.oz.au         Australia
                        Tel: +613 663-7922            Fax: +613 663-7937
-----------------------------------------------------------------------
```


From 8392069460254094971
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Subject: Re: Detect printer???
Date: 1995/03/31
Message-ID: <schwabznfwydhyn8se@issan.informatik.uni-dortmund.de>#1/1
X-Deja-AN: 100717987
references: <3inli1$gtv@prime.mdata.fi>
organization: Dortmund University, Germany
reply-to: schwab@issan.informatik.uni-dortmund.de
newsgroups: comp.sys.atari.programmer

In article <Pine.ULT.3.91.950330195519.11055A-100000@mars>, Jens Andreasen <jens-

and@dsv.su.se> writes:

|> Isn't it so that PRN: and CON: belongs to MiNT?

No, these are standard GEMDOS devices (together with AUX:).

|> Try and use the files defined in the ANSI <stdio.h> (stdout, stdprt etc).

stdprt isn't ANSI at all.

--
Andreas Schwab
schwab@issan.informatik.uni-dortmund.de

"And now for something
completely different"

From 5503691309821163491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,231178d6cd0f6258
X-Google-Attributes: gid1115ce,public
From: dsb@cs.duke.edu (Scott Bigham)
Subject: Re: c68 (was Re: HSC MiNTlibs -- does anyone care?)
Date: 1995/04/01
Message-ID: <3lkdng$fv5@duke.cs.duke.edu>#1/1
X-Deja-AN: 100638294
references: <3k3ch4$26p@amazon.cs.duke.edu> <3krqkm$807@whitbeck.ncl.ac.uk>
organization: n. Arrangement in an orderly or logical fashion. See "miracle".
newsgroups: comp.sys.atari.programmer

From the Holy Book of <3krqkm$807@whitbeck.ncl.ac.uk>
  as spake by Craig Graham <Craig.Graham@ncl.ac.uk> :

>I've never come accross c68 [...]

It's a port of the Minix c68 code generator, combined with some compiler
pieces from SozobonX.

>   [...] so - question....does it compile faster then GCC ?
>And how compatible is it (I currently use GCC for MiNT-X11R5 stuff, so I need
>MinixFS support, and would have to recompile the MiNT-net stuff for it, as
>well as get Andreas to loan me the atari Xlib source to recompile that.
>
>But if memory use is lower & speed is better than GCC it may be worth the effort.
>(Note, I already have Lattice, but it doesn't understand MinixFS).

Let's see, in no particular order:

- MinixFS support: Almost, but not quite. Most of the compiler pieces
  are built with the MiNTlibs and so have no problems, but the linker
  (and assembler, depending on which release of c68 you're using) come
  from SozobonX and are thus linked with its not-very-MiNT-aware
  library. Look for this to change in the near-to-mid future.

- Compatibility is good, if you mean what I think you mean. c68 can reportedly build MiNT 1.12, and I've built the Gnu curses library for c68 with little difficulty. I would anticipate little difficulty in building the MiNTnet portlib or the Xlib for c68.

- Memory usage is good; after all, this is an offshoot of Sozobon, which was designed to be usable from floppies. Of course, the c68 code generator is a bit bigger than Sozobon's hcc, but I believe there are people using c68 on 1meg systems.

- Relative compile speed I can't speak to, as I've never used GCC on the Atari.

-sbigham

--

Scott Bigham | The opinions expressed above are
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http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

From -6925571129194565756
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb3fde73749f16db,start
X-Google-Attributes: gid1115ce,public
From: Jared Addington <innovator@delphi.com>
Subject: Geneva Identifier?
Date: 1995/04/02
Message-ID: <JCzaPny.innovator@delphi.com>#1/1
X-Deja-AN: 100638292
organization: Delphi (info@delphi.com email, 800-695-4005 voice)
newsgroups: comp.sys.atari.programmer

Can someone tell me if Geneva places a cookie in the TOS cookie jar? I am writing an application that I want to be able to recognize the presence of Geneva. If a cookie is installed, this seems like the best way to do it.

From -6101306436260056658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,79bc6f77cf9669f2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,79bc6f77cf9669f2
X-Google-Attributes: gid1115ce,public
From: boisson@sct.fr (Stephane Boisson)
Subject: Re: REGEX?? (library available?)
Date: 1995/04/02
Message-ID: <3lme7e$e91@sct1.sct.fr>#1/1
X-Deja-AN: 100717915
references: <D64pEu.9vM@watserv3.uwaterloo.ca>
followup-to: comp.sys.atari.st,comp.sys.atari.programmer

organization: World-Net - Dialup Internet - Paris - France
newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
| I'm trying to compile Xrn for Mint-X, everything has now compiled
| but when I link it can't find functions re_comp and re_exec which
| I assume are from the REGEX package. Anyone know where I might
| get sources for these and/or precompiled libraries for gcc?

I don't know if you can get a precompiled regexp library somewhere,
but you should get the GNU regexp package from any GNU archive.
It compile without any problems: I am reading your message with Tin
under MiNT & MiNTnet!

Regards, Stephane.

From -6074757890965239935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19b02836212c5d4d,start
X-Google-Attributes: gid1115ce,public
From: artoj@mits.mdata.fi (Arto Jalkanen)
Subject: Sub-processes with Mint?
Date: 1995/04/02
Message-ID: <3lmtmj$c2p@prime.mdata.fi>#1/1
X-Deja-AN: 100717986
organization: MITS - Helsinki - Finland
nntp-posting-user: artoj
newsgroups: comp.sys.atari.programmer

Is it possible to start a function in the same adderss
space (the function could use same variables as the main
code) under MiNT? I guess it's possible, but I don't
exactly know how it can be done. Could some MiNT expert
write a C-example how to do it, or atleast tell the principle?

---
* Kivi 1.30 *

From -2661087032161426755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3a23984c0490a0d9,start
X-Google-Attributes: gid1115ce,public
From: pi92pob@pt.hk-r.se (PerOlof Bengtsson)
Subject: System time hooks!
Date: 1995/04/03
Message-ID: <1995Apr3.110752.26570@nomina.lu.se>#1/1
X-Deja-AN: 100803344

sender: news@nomina.lu.se (USENET News System)
organization: University Karlskrona/Ronneby, Sweden
reply-to: pi92pob@pt.hk-r.se
newsgroups: comp.sys.atari.programmer

Hi.

Me and a friend are working on a internal clock for the Atari ST(e) and we're thinking of intercepting the systemcalls for setting and getting the system time, and then get/set the time from/to 'our' clock.

This could be done by changing the trapvector to our little routine that checks if the set/get time is called and then executing our set/get time routines. Else just calling the default trap-routine.

Do anyone have some better solutions ?
Pro's and conn's appreciated!

/PO

: I've only seen this documented for 4 & 16 Colour modes, I assume the same
: holds true for a 256 colour mode as well.

What does documented mean here?

Of course there is one specific way this is done in the standard resolutions
of a ST (TT, Falcon), and you can write that down and call it documentation
but AFAIK there is no guarantee that it will be the same scheme for every
possible graphics-card... And to me that means, there is no documentation
how colors are connected...

So in general you cannot say how colors are connected, except you know
exactly about the video-hardware or you figure it out by trying...

I don't know about easy ways to find out the translation table
between the two systems without having in mind a certain videohardware...

: >I don't know about the Falcon but in ST-Low black is VDI-Color 1 but
: >15 (all 4 bits set) in the video-mem.
: >Don't ask me why.
: >(It's one of the worst things, since you can't say, in which way
: >VDI and Hardware-color numbers are connected (exepct you test it
: >on the screen...)

: See above - the first time I saw this documented was in 1986 in ST-World.

Do you think that's a reason???
What is it good for?

(The only explanation I have, is that on the one hand a bitmap completely
filled should be black (so it must be 1 3 15 255), on the other hand black
should have the same number independent from the number of colors, so it
must be 1...)

: Actually, there is no real reason why he cann't do this if he wants a blindingly
: fast editor. I beleive that Tempus does some similar tricks (and worse) to get
: it's speed. If written well (ie. using vq_extnd() to get the full display infos)
: the program should work ok on all direct addressed screen modes. Ok, it'll
: be no use on a gfx card, but then, you shouldn't need it with a gfx card anyway,
: as they tend to have their own processor to do the shifting about anyway

: bitplane would work fine, and due to the 16 bit interleave, would probably give
: a useful improvement in speed. If he's clever with the window placements
: (ensure window interior always on 16 pixel boundary) then the technique can
: be used under GEM instead of going for a full screen (EMACS style) effort.

Ok, you're right, that a very careful programmer aware of the problems
might use such tricks, and it's possible to do that in a way which
doesn't destroy hardwareindependence.
However I hadn't had the impression that that was what the author of
the orignial question was going to do... (maybe I've been wrong)

I think Tempus isn't a good example here because it's not hardware independent

I like it very much, but I don't like, that it won't run on MagiCMac,
Janus and so on...
Tempus was written long ago, and a fast texteditor might be done
today without the illegal tricks tempus uses (just use NVDI).
I would not accept Tempus if it would be a new programm of 1995

: >That's the way TOS-software was built in 1985 but I think that's
: >quite some time ago...

: Sometimes you have to hit low levels to get real performance.....it depends
: what you are aiming for. For myself, I normally try to stick to OS calls,
: but where they don't give you what you need, you do what you can....how
: many falcon users use Atari's standard video modes - all the extened screen
: drivers are hacks, yet no-one has any problems with them. Same goes for
: NVDI, WinX & loads of other stuff. Just 'coz it's a hack, it doesn't mean
: it cann't be a stable compatible piece of code...it just means the author has
: to take more care over it.

There is a difference between a os-substitute like NVDI and an application.
The OS has to use the hardware, but it's the task of the OS to
stand between applications and the hardware...

```
|\/|
|  |
   |  |
   |/\|
```

Morus Walter <morus.walter@physik.uni-regensburg.de>

From 8297984674334024907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3966ff165e860a73
X-Google-Attributes: gid1115ce,public
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Dirty trick in scrolling
Date: 1995/04/04
Message-ID: <D6I2oA.Ioo@sci.kun.nl>#1/1
X-Deja-AN: 100803347
sender: news@sci.kun.nl (News owner)
references: <D50MDo.LG1@sci.kun.nl> <3k2gvaINN4nk@rrzs3.uni-regensburg.de>
<3krqan$7rb@whitbeck.ncl.ac.uk> <3lp9moINN560@rrzs3.uni-regensburg.de>
organization: University of Nijmegen, The Netherlands
newsgroups: comp.sys.atari.programmer

In <3lp9moINN560@rrzs3.uni-regensburg.de> c4475@rphs35 (Morus Walter t2018)
writes:

>: Actually, there is no real reason why he cann't do this if he wants a

>: blindingly fast editor. I beleive that Tempus does some similar tricks (and
>: worse) to get it's speed. If written well (ie. using vq_extnd() to get the
>: full display infos) the program should work ok on all direct addressed
>: screen modes. Ok, it'll be no use on a gfx card, but then, you shouldn't
>: need it with a gfx card anyway, as they tend to have their own processor to
>: do the shifting about anyway

>Ok, you're right, that a very careful programmer aware of the problems
>might use such tricks, and it's possible to do that in a way which
>doesn't destroy hardwareindependence.
>However I hadn't had the impression that that was what the author of
>the orignial question was going to do... (maybe I've been wrong)

Well, I'm the original author. My idea was to have the user select
whether to use the `dirty' way (because he's got an 8 MHz ST) or the
`legal' way (because he's got an Eagle 060 with SuperNOVA anyway).

>I think Tempus isn't a good example here because it's not hardware independent
>I like it very much, but I don't like, that it won't run on MagiCMac,
>Janus and so on...
>Tempus was written long ago, and a fast texteditor might be done
>today without the illegal tricks tempus uses (just use NVDI).
>I would not accept Tempus if it would be a new programm of 1995

I like the idea of user-selectable algorithms. I'm busy programming
my Speedo Wordprocessor (while we're on it, please think of a nice
name for it - I'm out of inspiration :-) the `legal' way. If it turns
out too slow (on my Falcon) I might resort to `illegal' stuff. I will
first try legal assembly, though.

>: Sometimes you have to hit low levels to get real performance.....it depends
>: what you are aiming for. For myself, I normally try to stick to OS calls,
>: but where they don't give you what you need, you do what you can....how
>: many falcon users use Atari's standard video modes - all the extened screen
>: drivers are hacks, yet no-one has any problems with them. Same goes for
>: NVDI, WinX & loads of other stuff. Just 'coz it's a hack, it doesn't mean
>: it cann't be a stable compatible piece of code...it just means the author has
>: to take more care over it.

>There is a difference between a os-substitute like NVDI and an application.
>The OS has to use the hardware, but it's the task of the OS to
>stand between applications and the hardware...

...But if it stands in the way, I want to be able to surpass it.

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%
(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j+
+)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+k<65?'#':'
');putchar(10);}}   /* ATARI Falcon030 */

From -254057058902614241
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ad898ce568370d9,start
X-Google-Attributes: gid1115ce,public
From: jrc1@axprl1.rl.ac.uk (James/Professor/bcc)
Subject: _H_E_L_P_!!_
Date: 1995/04/04
Message-ID: <3lr5d7$g3n@mordred.cc.jyu.fi>#1/1
X-Deja-AN: 100803348
organization: R.A.L.
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

SICK FALCON030, WHERE ARE MY FILES??

It was a sunny Saturday morning, I switched my FALCON on like I've done 1000 times before, and to my horror, it crashed {4 bombs} while booting up. (Please read on, it
gets worse!)

I tried warm starting several times, but it crashed {4 bombs} each time. I tried cold
starting several times, it did the memory test ok but then crashed {4 bombs} each time.

So I booting from floppy (i.e. without the harddrive). I tried AHDI several times,
but each time I got the following:

```
  Loading...
  -----------------
  Atari Hard Disk Driver
  AHDI 6.06 June. 2 1993
  -----------------
  Doing programmed I/O for IDE:
  IDE devices:
    Unit 0 - <<<<<<crap>>>>>>
  SCSI devices:
    Unit 0 - Not responding
  -----------------
  NOT bootloaded
```

Where I've put "<<<<<<crap>>>>>>", there always used to be a 6 digit code, but now there's a line of strange characters.

As well as AHDI, I also tried HINSTALL, which wouldn't let me install or remove. But
the system info (time/date/chipset/etc) all looked ok. It read files from floppy ok,
and executed code (from floppy) ok.

Next I tried to reset the NVRAM, (it seemed like a good idea at the time!). It did
something, because AHDI then *did* work (started harddrive). The FATs and directories
look in tact at this point, though I didn't do a complete test.

Then I tried rebooting, and it's now totally buggered since the reboot! It powers up,
the ATARI symbol is buggered, but it memory tests ok, but it neither boots harddrive
nor boots floppy {2 bombs}.

HELP!! Can anyone suggect what might be wrong? Has anyone got any details about the
NVRAM, or details about the _exact_ sequence of events on powering a FALCON up? What
does "Doing programmed I/O for IDE" mean and do? How much is it going to cost to
repair, and what's the chance of saving the harddrive?

And help would be appreciated! If anyone would like a UUencoded, postscript summary
of the above message, please Email me (at jrc1@axprl1.rl.ac.uk).

Thanks for your time,
James

From -1845744709495551937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed26fe72ecac89d1,start
X-Google-Attributes: gid1115ce,public
From: sm001pe@unidui.uni-duisburg.de (Pereira Martins)
Subject: VDI Programmer searched to complete the VDI Team !!!
Date: 1995/04/04
Message-ID: <3lre9j$gfv@h20-hrze.uni-duisburg.de>#1/1
X-Deja-AN: 100803349
organization: Gerhard-Mercator-Universitaet - Gesamthochschule Duisburg
newsgroups: comp.sys.atari.programmer

VDI Team !

In order to write a new VDI we have some persons who will do the job.
But we need more specialists to get ready in time. The project will
start as soon as we have enough people to get ready in time !

The job is well !!! _payed_ !!! and it's used to write a new Atari OS Clone !

Who is needed ?

- C/C++ programmer (C++ preferred !)

- VDI specialists in C and/or assembler (MC 680x0, later PPC)

You are interested ?

So DON'T loose any time and contact me NOW !

Filipe.Martins@unidui.uni-duisburg.de

Please state clearly :

1) I'm interested & capable to do the job in a team !

2) Your Snail Mail adress

3) projects you have done before & what you can do

 (I'm a specialist about e.g.: C++, VDI routines,...)

Best regards, Filipe :)

From -8933469203975016905
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed26fe72ecac89d1
X-Google-Attributes: gid1115ce,public
From: sm001pe@unidui.uni-duisburg.de (Pereira Martins)
Subject: VDI Programmer searched to complete the VDI Team !!!
Date: 1995/04/04
Message-ID: <3lrsuf$n88@h20-hrze.uni-duisburg.de>#1/1
X-Deja-AN: 100803350
organization: Gerhard-Mercator-Universitaet - Gesamthochschule Duisburg
newsgroups: comp.sys.atari.programmer

VDI Team !

In order to write a new VDI we have some persons who will do the job.
But we need more specialists to get ready in time. The project will
start as soon as we have enough people to get ready in time !

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- C/C++ programmer (C++ preferred !)

- VDI specialists in C and/or assembler (MC 680x0, later PPC)

You are interested ?

So DON'T loose any time and contact me NOW !

Filipe.Martins@unidui.uni-duisburg.de

Please state clearly :

1) I'm interested & capable to do the job in a team !

2) Your Snail Mail adress

3) projects you have done before & what you can do

 (I'm a specialist about e.g.: C++, VDI routines,...)

Best regards, Filipe :)

From -6264994318545663357
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb3fde73749f16db
X-Google-Attributes: gid1115ce,public
From: christian.mittendorf@ostkupan.ct.se (Christian Mittendorf)
Subject: Re: Geneva Identifier?
Date: 1995/04/05
Message-ID:
<ftn_2.203.202.11$fidonet.org_2f82ba4f_Christian.Mittendorf@ostkupan.ct.se>#1/1
X-Deja-AN: 100925482
sender: news@ct.se
references: <JCzaPny.innovator@delphi.com>
content-type: text/plain; charset=ISO-8859-1
organization: Another mail from G=94teborgs BBS
mime-version: 1.0
reply-to: christian.mittendorf@ostkupan.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

 > From: Jared Addington <innovator@delphi.com>
 >
 > Can someone tell me if Geneva places a cookie in the TOS cookie jar? I
Following the Compendium Geneva uses 'Gnva' as cookie.

mvh,
christian

(UUCP Dialup connection)

From 5747139942215197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
From: Jens Andreasen <jens-and@dsv.su.se>
Subject: Re: Detect printer???

Date: 1995/04/05
Message-ID: <Pine.ULT.3.91.950405153325.15802B-100000@mars>#1/1
X-Deja-AN: 100925483
references: <3inli1$gtv@prime.mdata.fi>
x-sender: jens-and@mars
content-type: TEXT/PLAIN; charset=US-ASCII
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

On 31 Mar 1995, Andreas Schwab wrote:

> stdprt isn't ANSI at all.

Maybe not, but if you use Lattice C the definition is in that header!

/Jens

From -5172811726705151959
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2ad898ce568370d9
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: _H_E_L_P_!!_
Date: 1995/04/05
Message-ID:
<ftn_2.203.221.11$fidonet.org_2f828cf8_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 100925484
sender: news@ct.se
references: <3lr5d7$g3n@mordred.cc.jyu.fi>
content-type: text/plain; charset=ISO-8859-1
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message James/Professor/bcc wrote to All :
 J> So I booting from floppy (i.e. without the harddrive). I tried AHDI
 J> several times,
 J> but each time I got the following:
 J>
 J> Loading...
 J> ----------
 J> Atari Hard Disk Driver
 J> AHDI 6.06 June. 2 1993
 J> ----------
 J> Doing programmed I/O for IDE:
 J> IDE devices:

```
 J> Unit 0 - <<<<<<crap>>>>>>
 J> SCSI devices:
 J> Unit 0 - Not responding
 J> -----------------
 J> NOT bootloaded
 J>
 J> Where I've put "<<<<<<crap>>>>>>", there always used to be a 6 digit code,
 J> but now
 J> there's a line of strange characters.
```

Have you checked your IDE-drive cable? I had a similar problem. It was the IDE-cable which had come loose.

cheers,
magnus K

(UUCP Dialup connection)

From 7712744093984194364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d4dd467545c204a9,start
X-Google-Attributes: gid1115ce,public
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: v_pline() question...
Date: 1995/04/05
Message-ID: <D6KJHu.9A6@watserv3.uwaterloo.ca>#1/1
X-Deja-AN: 100925485
sender: news@watserv3.uwaterloo.ca
organization: University of Waterloo
newsgroups: comp.sys.atari.programmer

Hi,

Just a quick question regarding v_pline(): it seems to draw lines of inconsistent width, horizontal lines typically thinner than vertical lines. It appears to me that this is done to compensate for the pixel aspect ratio in ST-MED mode? I get this problem when the aspect ratio is 1:1, say 640x480.

My setup is Falcon/Tos 4.04/VGA.

The question is, is there a fix for this problem?

Here's source code for my test program:

```
---------------------------------------------------
#include <aes.h>
#include <vdi.h>
#include <tos.h>

int main (void)
{
```

```
    int dum, vh;
    int in11 = { 0, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2 }, out57;

    appl_init ();

    in0 = Getrez() + 2;

    vh = graf_handle (&dum, &dum, &dum, &dum);

    v_opnvwk (in, &vh, out);
    if (vh)
    {
        int points8 = {
            10, 10,
            30, 30,
            50, 30,
            50, 50,
        };

        v_clrwk (vh);
        vsl_width (vh, 3);
        v_pline (vh, sizeof(points)/sizeof(*points)/2, points);
        v_clsvwk (vh);
    }

    appl_exit ();

    return 0;
}
```

Art
--
Art
atwareck@novice.uwaterloo.ca

From -6445466223867164891
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,79bc6f77cf9669f2
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,79bc6f77cf9669f2
X-Google-Attributes: gid1115ce,public
From: i0080108@ws.rz.tu-bs.de (Axel Kielhorn)
Subject: Re: REGEX?? (library available?)
Date: 1995/04/07
Message-ID: <3m3jus$ru6@ra.ibr.cs.tu-bs.de>#1/1
X-Deja-AN: 100060031
distribution: world
references: <D64pEu.9vM@watserv3.uwaterloo.ca> <3lme7e$e91@sct1.sct.fr>
organization: TU-Braunschweig Rechenzentrum
reply-to: i0080108@ws.rz.tu-bs.de

newsgroups: comp.sys.atari.st,comp.sys.atari.programmer

Stephane Boisson (boisson@sct.fr) wrote:
: Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
: | I'm trying to compile Xrn for Mint-X, everything has now compiled
: | but when I link it can't find functions re_comp and re_exec which
: | I assume are from the REGEX package. Anyone know where I might
: | get sources for these and/or precompiled libraries for gcc?

: I don't know if you can get a precompiled regexp library somewhere,
: but you should get the GNU regexp package from any GNU archive.
: It compile without any problems: I am reading your message with Tin
: under MiNT & MiNTnet!

: Regards, Stephane.

This should be fixed in the latest (pl46) release of MintLib, if
it isn't get the less-200 source, it comes with a regex-library
which compiles out of the box. (Takes some time on a ST:-).
(GCC 2.5.8)

Bye Axel

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

From -8587961726166926458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2329d6ff6c1a1c90
X-Google-Attributes: gid1115ce,public
From: cs93dlh@vega.dcs.exeter.ac.uk (D.L.Hastings)
Subject: Re: Linux installation problems...
Date: 1995/04/07
Message-ID: <CS93DLH.95Apr7160856@vega.dcs.exeter.ac.uk>#1/1
X-Deja-AN: 100060102
sender: news@exeter.ac.uk (news admin)
references: <D63Dpv.8Hp@news.gu.se>
organization: Department of Computer Science, University of Exeter, U.K.
newsgroups: comp.sys.atari.programmer

In article <D63Dpv.8Hp@news.gu.se> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE ()
writes:

> I have tried for a couple of hours installing Linux on my Falcon.
> It won't work.

Yup :)

>   Both IDE and SCSI drives...

Thats why. Linux won't work on the Falcon with both types of HD connected.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI   *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
*   Looking for a Falcon sample editor? Get SuperSam v1.08!   *

From -2013502476986222892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb3fde73749f16db
X-Google-Attributes: gid1115ce,public
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Geneva Identifier?
Date: 1995/04/07
Message-ID: <D6oEz8.CMp@cix.compulink.co.uk>#1/1
X-Deja-AN: 100060103
references: <JCzaPny.innovator@delphi.com>
organization: Compulink Information eXchange
newsgroups: comp.sys.atari.programmer

>Can someone tell me if Geneva places a cookie in the TOS cookie jar?
From the Geneva manual:

"If Geneva is present, there will be a cookie called 'Gnva' in the cookie
jar. This cookie either contains a pointer to the G_COOKIE structure
defined in the file XWIND.H, or it contains zero. If it contains zero,
this means that Geneva was previously installed but is no longer."

The G_COOKIE structure is:

```
#define GENEVA_COOKIE   0x476E7661      /* "Gnva" */
#define GENEVA_VER      0x0102          /* current Geneva version */

typedef struct
{
  int ver;/* Geneva version */
  char *process_name;/* Process currently using Geneva */
  int apid;/* apid of the above process */
  int (**aes_funcs)();/* internal table of AES functions */
  int (**xaes_funcs)();/* internal table of extended AES
  functions */
} G_COOKIE;
```

Slainte mhath
Mark

--
* Mark S Baines   * FidoNet: 2:254/105.10@fidonet.org   *
*   * NeST: 90:102/107.0@nest.ftn   *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn   *
* 01862 871624   * AtariNet: 51:502/0.10@atarinet.ftn   *

From -1450731914338815571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19b02836212c5d4d
X-Google-Attributes: gid1115ce,public
From: hohmuth@irs.inf.tu-dresden.de (Michael Hohmuth)
Subject: Re: Sub-processes with Mint?
Date: 1995/04/07
Message-ID: <3m2al8$r4m@irzr17.inf.tu-dresden.de>#1/1
X-Deja-AN: 100925486
references: <3lmtmj$c2p@prime.mdata.fi>
content-type: text/plain; charset=ISO-8859-1
organization: Dept. of Computer Science, TU Dresden, Germany
mime-version: 1.0
reply-to: hohmuth@inf.tu-dresden.de
newsgroups: comp.sys.atari.programmer

In article <3lmtmj$c2p@prime.mdata.fi>,
Arto Jalkanen <artoj@mits.mdata.fi> wrote:

> Is it possible to start a function in the same adderss
> space (the function could use same variables as the main
> code) under MiNT? [...]

Yes. Here's an example:

```
    function();
```

:-)

I guess you meant to ask whether it was possible to run a function as a concurrent process under MiNT. Yes, it is. Check out tfork() in the MiNT library (thread.c). Here's an example of how to use it:

```
    tfork(function, argument);
```

tfork() basically sets up a basepage for the new process with Pexec(5, ...) and then executes it with Pexec(104, ...). Parent and child share all their memory.

Michael
--
Email: hohmuth@inf.tu-dresden.de

WWW: http://www.inf.tu-dresden.de/~mh1/

From 5365905077987292801
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 144e1c,27d1dbbd7f9d775f,start
X-Google-Attributes: gid144e1c,public
X-Google-Thread: 111a55,27d1dbbd7f9d775f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,27d1dbbd7f9d775f,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: f7b2a,27d1dbbd7f9d775f,start
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1056fc,27d1dbbd7f9d775f,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 1115ce,27d1dbbd7f9d775f,start
X-Google-Attributes: gid1115ce,public
From: fg024@cleveland.Freenet.Edu (Ludovic Hirlimann)
Subject: *** Falcon BBS List ***
Date: 1995/04/09
Message-ID: <3m7von$mg3@usenet.INS.CWRU.Edu>#1/1
X-Deja-AN: 100059930
organization: Case Western Reserve University, Cleveland, OH (USA)
reply-to: fg024@cleveland.Freenet.Edu (Ludovic Hirlimann)
newsgroups:
fr.comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,de.comp.st,comp.sys.at
ari.st.tech,comp.sys.atari.programmer

BBS that have a Falcon 030 section

==========

Version : 0.04

Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info of:

+Name

+Country

+Phone numbers

+Speed (Min /Max)

+Ratios

+Parity (n of bits ; Even/Odd/None ; bit of stop)

+Used Spaced for Falcon

Now my gathering (by the way I would like to thank s the people who have contributed to this list).

Canada (+ 1)

Grand Central Galaxy

403 986 9843 14.4 kbps 5/1 8-N -1

1ST STeps

604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)

DK-Soft

43 71 70 75 19.2 kbps ??? ???

France (+33)

ACE

1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1

Brasil

1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs

1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy

21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

GoreZone

4841 6069 2.4-19.2 Kbps no ratios 8-N-1

Wild Box

2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand

56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE

73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City

8 760 40 67 28.8 kbps no ratios ???

Jabberwocky

31 7956724 14.4 Kbps no ratios 8-N-1

MaSTer

303 92083 28.8 kbps no ratios 8-N-1

MidiNet

40 160655 28.8 Kbps Membership 8-N-1

(Free for Foreigners)

STraight

31 363973 28.8 Kbps no ratios 8-N-1

DataLine

87 782886 300-14.4 kbps 10:1 or free
8-N-1

U K (+44)

???

0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon

1454 881095 28.8 no ratios 8-N-1

The Falcon$s Realm

1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag

216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county

609 451 7475 14.4 kbps ??? 8-?-?

Molin$s Den of inquity

313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City

503 289 9429 28.8 Kbps ??? ???

The Rebel

702 435 0786 2400-14.4Kbps no ratios 8-N-0

PLEASE NOTE:

This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed
as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/270

From -4756228574635439076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b01687fc09708985,start
X-Google-Attributes: gid1115ce,public
From: andrew.oyama@projectx.com (ANDREW OYAMA)
Subject: C help: joystick routines
Date: 1995/04/10
Message-ID: <8A720CA.0BC80000A9.uuout@projectx.com>#1/1
X-Deja-AN: 100179902
distribution: world
organization: Project X BBS - VE3SVE - Brampton, Ontario (905) 792-7890
reply-to: andrew.oyama@projectx.com (ANDREW OYAMA)
newsgroups: comp.sys.atari.programmer
x-mailer: PCBoard/UUOUT Version 1.10

I'm just learning to program in C and I would like to get a hold of some
routines to read the joystick (status/buttons)....

From 1855833632787668648
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 144e1c,27d1dbbd7f9d775f
X-Google-Attributes: gid144e1c,public
X-Google-Thread: 111a55,27d1dbbd7f9d775f
X-Google-Attributes: gid111a55,public
X-Google-Thread: f7b2a,27d1dbbd7f9d775f
X-Google-Attributes: gidf7b2a,public
X-Google-Thread: 1115ce,27d1dbbd7f9d775f
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 1056fc,27d1dbbd7f9d775f
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,27d1dbbd7f9d775f
X-Google-Attributes: gid109a67,public
From: Lou Trapani <lou_trap@li.net>
Subject: Re: *** Falcon BBS List ***
Date: 1995/04/10
Message-ID: <3maqet$fgh@linet02.li.net>#1/1
X-Deja-AN: 100261917
distribution: world
references: <3m7von$mg3@usenet.INS.CWRU.Edu>
x-xxmessage-id: <ABAE655C26034B65@linuser01.li.net>
organization: Art Trap Productions
newsgroups:
fr.comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,de.comp.st,comp.sys.at
ari.st.tech,comp.sys.atari.programmer

Add to the list...

THE MACHINE BBS
1-516-764-5748

24 Hrs / 300-14.4K bd / No fees

-= Lou =-

From -2482056742341794859
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2329d6ff6c1a1c90
X-Google-Attributes: gid1115ce,public
From: psherwoo@jpmorgan.com (Piers Sherwood)
Subject: Re: Linux installation problems...
Date: 1995/04/10
Message-ID: <3mau7i$fd4@hardcopy.ny.jpmorgan.com>#1/1
X-Deja-AN: 100262029
distribution: world
references: <CS93DLH.95Apr7160856@vega.dcs.exeter.ac.uk>
organization: JP Morgan
reply-to: piers@spuddy.mew.co.uk
newsgroups: comp.sys.atari.programmer

In article 95Apr7160856@vega.dcs.exeter.ac.uk, cs93dlh@vega.dcs.exeter.ac.uk
(D.L.Hastings) writes:
>In article <D63Dpv.8Hp@news.gu.se> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE ()
writes:
>
>> I have tried for a couple of hours installing Linux on my Falcon.
>> It won't work.
>
>Yup :)

>
>>   Both IDE and SCSI drives...
>
>Thats why. Linux won't work on the Falcon with both types of HD connected.

Oops - I must be doing something wrong then since Linux 0.9pl5 works quite happily on my Falcon with internal 127MB IDE and external 540MB SCSI drives. While installing I occassionally got SCSI timeouts when untarring large archives but now the system is perfectly stable and both drives are available under Linux.

I have a Minix partition on the IDE drive which I can also use with Mint and have Linux on the external drive in case anything goes horribly wrong (which it did once when I had it on the internal IDE - bye bye partition tables!).

It has taken me a couple of weeks to get a working system but is well worth the effort if you want a real Unix. I now run X Windows and GCC perfectly well on a 4MB machine. A little slow perhaps but great fun and very usable.


```
+-------------------------------+
| Piers Sherwood                |
| email: piers@spuddy.mew.co.uk |
+-------------------------------+
```


From -9125740721939949399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82d8de3966e2f685,start
X-Google-Attributes: gid1115ce,public

From: christian.andersson@tnogobl.ct.se (Christian Andersson)
Subject: SLIP/PPP
Date: 1995/04/11

Message-ID: <ftn_2.203.611.5_2f89bd79_Christian.Andersson@tnogobl.ct.se>#1/1
X-Deja-AN: 100179900
sender: news@ct.se
content-type: text/plain; charset=ISO-8859-1
organization: Firestorm Falcon Center.
mime-version: 1.0
reply-to: christian.andersson@tnogobl.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

Hi There!

I'm looking for any info I can get on the SLIP/PPP protocols, if you have any can you send them to di3chr@f_utbserv.adbutb.hks.se

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

(UUCP Dialup connection)

From 8250216500877056658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed8a38d3c61705ee,start
X-Google-Attributes: gid1115ce,public
From: sf@wilj.itl.co.uk (Steve Found)
Subject: If only ....
Date: 1995/04/11
Message-ID: <sf.19.00155187@wilj.itl.co.uk>#1/1
X-Deja-AN: 100179901
sender: news@demon.co.uk (Usenet Administration)
x-nntp-posting-host: sf_pc.itl.co.uk
organization: ITL - Wilj medical diagnostic division
newsgroups: comp.sys.atari.programmer
summary: What about the software ?

If, as it has been reported, Atari are no longer supporting ST/STE/TT/Falcon development, then I have a request for them :-

WHY DONT YOU LET THE LATEST VERSION OF TOS, MULTITOS Etc OUT TO US ???

With the obvious expertise available in the 3rd party market, with excellent products such as NVDI, MagiC, Neodesk and GEM bashing desktops such as Ease, Neodesk etc... These products can still be developed by 3rd party software producers to produce a Windoze, Windoze 95/96/.../2000 and System 7 beating OS for our platform. (OK I know it's better than Windoze3.x already !!!].

With the improved marketing started by Clab (Yes... I've actually seen a Falcon MKII advert in a non-Atari magzine..) a decent OS is all we need to revitalise our machines.

OK so the ST and STE have probably had their day. But the Falcon, TT, Medusa etc ? I think that they could continue long into the future with the right marketing and software base.

Come on Atari... You've sold off your hardware. What about the software ???

From -357837165208598704
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82d8de3966e2f685
X-Google-Attributes: gid1115ce,public
From: christian.andersson@tnogobl.ct.se (Christian Andersson)
Subject: SLIP/PPP
Date: 1995/04/11
Message-ID: <ftn_2.203.611.5_2f8a6933_Christian.Andersson@tnogobl.ct.se>#1/1
X-Deja-AN: 100353883

sender: news@ct.se
content-type: text/plain; charset=ISO-8859-1
organization: Firestorm Falcon Center.
mime-version: 1.0
reply-to: christian.andersson@tnogobl.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

Hi There!

I'm looking for any info I can get on the SLIP/PPP protocols, if you have any
can you send them to di3chr@f_utbserv.adbutb.hks.se

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

(UUCP Dialup connection)

From -5544260971992952336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed26fe72ecac89d1
X-Google-Attributes: gid1115ce,public
From: fax@cipserv.phchem.uni-essen.de (fax) (Thomas Schoensee)
Subject: Re: VDI Programmer searched to complete the VDI Team !!!
Date: 1995/04/12
Message-ID: <3mgkjo$htr@sun1.uni-essen.de>#1/1
X-Deja-AN: 100353879
references: <3lrsuf$n88@h20-hrze.uni-duisburg.de>
organization: Uni-Essen-Gh / Fb-8 / PC
mime-version: 1.0
newsgroups: comp.sys.atari.programmer

In article <3lrsuf$n88@h20-hrze.uni-duisburg.de>,
sm001pe@unidui.uni-duisburg.de says...
>
>VDI Team !
>
>In order to write a new VDI we have some persons who will do the job.
>But we need more specialists to get ready in time. The project will
>start as soon as we have enough people to get ready in time !
>

Hi Filipe,

you are looking for VDI - Specialists in C.
I am interested to write a new ATARI OS Clone.
I prefer to write VDI - Routines in C (Turbo).
Please send me more Information.

Best regards, Thomas.

From 2583068643358956118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aa2f7197469fdf4d,start
X-Google-Attributes: gid1115ce,public
From: alex@tecnation.com (Alex)
Subject: FALCON 030 4/x WANTED
Date: 1995/04/12
Message-ID: <alex-1204951205010001@tecnation.com>#1/1
X-Deja-AN: 100353880
organization: TECNATION DIGITAL WORLD
newsgroups: comp.sys.atari.programmer

Please contact us at the address below:

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
555 Bryant Street #257
Palo Alto, CA 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/

From -3849669124327380245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91ddc288de3ff39,start
X-Google-Attributes: gid1115ce,public
From: prissi@lise.physik.tu-berlin.de (Markus Pristovsek)
Subject: Color-Bitmap to Screen & PCX-Description
Date: 1995/04/13
Message-ID: <prissi.797774111@lise>#1/1
X-Deja-AN: 100353881
organization: Technical University Berlin, Germany
newsgroups: comp.sys.atari.programmer

Hello,

has anyone a description of the PCX-file format for graphics?

And how can I copy (on all grphic cards and extensions) an 2-bitplane color graphic to the screen. vrt_cpyfm and vro_cpfrm seem both not to work!

Ciao, Markus
--
```
+-----------------------------------------------------------------------+
| Markus Pristovsek                    Dunkel, Genossen, ist der Weltraum |
| prissi@marie.physik.tu-berlin.de                (A. Einstein)          |
```

+----------+

From 2489331490474864662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1109def062c91cf8,start
X-Google-Attributes: gid1115ce,public
From: christian.dahl@tnogobl.ct.se (Christian Dahl)
Subject: DCD
Date: 1995/04/13
Message-ID: <ftn_2.203.611.4_2f8cff5b_Christian.Dahl@tnogobl.ct.se>#1/1
X-Deja-AN: 100353882
sender: news@ct.se
content-type: text/plain; charset=ISO-8859-1
organization: V Bis and Baudhead
mime-version: 1.0
reply-to: christian.dahl@tnogobl.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

Anyone have a code that detect the DCD (Data Carrier Detect) on the SCC chip in
Falcon/TT/Mega STE?

CD
(UUCP Dialup connection)

From -2516371217306740466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1cfba61db6451291,start
X-Google-Attributes: gid1115ce,public
From: magnus.kollberg@p11.straight.ct.se (Magnus Kollberg)
Subject: Re: SLIP/PPP
Date: 1995/04/13
Message-ID:
<ftn_2.203.221.11$fidonet.org_2f8cff9d_Magnus.Kollberg@p11.straight.ct.se>#1/1
X-Deja-AN: 100353884
sender: news@ct.se
content-type: text/plain; charset=ISO-8859-1
organization: Magnus Point...
mime-version: 1.0
reply-to: magnus.kollberg@p11.straight.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

In a message Christian Andersson wrote to All :
 CA> Hi There!
 CA>
 CA> I'm looking for any info I can get on the SLIP/PPP protocols, if you have
 CA> any can you send them to di3chr@f_utbserv.adbutb.hks.se

Look at MiNT NET (includes the sources I think for SLIP etc.)

Mvh,
Magnus Kollberg

(UUCP Dialup connection)

From -7770789741982955772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c00c1ef4140c62bb,start
X-Google-Attributes: gid1115ce,public
From: vdeenen@proton.phys.uva.nl (B._van Deenen)
Subject: portfolio faq?
Date: 1995/04/14
Message-ID: <3mm416$15sv@mira.sara.nl>#1/1
X-Deja-AN: 100430746
organization: Academic Computer Services Amsterdam (SARA)
newsgroups: comp.sys.atari.programmer

Hi all

I recently got hold of an old Atari Portfolio DOS handheld, for $45. I plan to put mini-forth on it (It has an awe-inspiring 28kB left). Does anyone know of a net-place that has information on this little gadget?

Bart van Deenen

P.S. I live in the Netherlands, is there a Dutch user-group?

From 1211494194472682617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b137a47d40f4400a,start
X-Google-Attributes: gid1115ce,public
From: bd@st-and.ac.uk (Brian Duff)
Subject: Library for nice GEM effects?
Date: 1995/04/14
Message-ID: <3mm7u8$hdl@calvin.st-and.ac.uk>#1/1
X-Deja-AN: 100430747
organization: University Of St. Andrews
keywords: GEM,Atari,XAES
newsgroups: comp.sys.atari.programmer
summary: Well, is there one???

Is there a programming library (for C or Basic) which provides procedures for 'fancy' GEM bits, like popup menus, windowed dialogues and the like?

I've been programming a library myself, but ran into a few difficulties

(for instance, when a windowed dialogue is moved off screen, the input fields fail to work properly. I suspect there's a problem in my customised form_do, any ideas?), and it would be easier to use a pre-programmed library which is almost certainly going to be more bug-free and compatable than anything I'd do.

I had XAES (I think..) but couldn't get it to compile in the C compiler I have (I should think about getting TurboC, I think), and from the demo program, It looks far from finished (the menus in the demo program are very odd..)

I'd be grateful if anyone knows of a library that I can get from an FTP site.

Thanks,

Brian

--
|> Brian Duff - University Of St. Andrews |\
|> http://www.dcs.st-and.ac.uk/~it0195/ |/
          Mail: bd@st-and.ac.uk

From -1532821405888835134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f7539d107fee9db1,start
X-Google-Attributes: gid1115ce,public
From: christian.andersson@tnogobl.ct.se (Christian Andersson)
Subject: Re^2: SLIP/PPP
Date: 1995/04/14
Message-ID: <ftn_2.203.611.5_2f8ebee1_Christian.Andersson@tnogobl.ct.se>#1/1
X-Deja-AN: 100430748
sender: news@ct.se
content-type: text/plain; charset=ISO-8859-1
organization: Firestorm Falcon Center.
mime-version: 1.0
reply-to: christian.andersson@tnogobl.ct.se
newsgroups: comp.sys.atari.programmer
x-mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)

 CA>> I'm looking for any info I can get on the SLIP/PPP protocols, if you
 CA>> have any can you send them to di3chr@f_utbserv.adbutb.hks.se
 >
 > Look at MiNT NET (includes the sources I think for SLIP etc.)

I will! but unfourtunally an source-code isn't as good as a text-file which describe the way I have to do it! but If I get some info on how to do it, the source will defenitly help!

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

(UUCP Dialup connection)

From 4531054177641769199
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,548f1c1f26bc6fc2,start
X-Google-Attributes: gid1115ce,public
From: daniels222@aol.com (DanielS222)
Subject: My computer made me stressed & depressed--positive ions
Date: 1995/04/15
Message-ID: <3mpoi0$k0n@newsbf02.news.aol.com>#1/1
X-Deja-AN: 100430745
sender: root@newsbf02.news.aol.com
organization: America Online, Inc. (1-800-827-6364)
reply-to: daniels222@aol.com (DanielS222)
newsgroups: comp.sys.atari.programmer

Hello Netters,

On 2/14/95 CBS Evening News with Connie Chung, Dr. Bob Arnot did a story about negative ions and their effect on mood. They talked about a study done at Columbia University where exposure to a high density negative ion generator was as effective in treating winter depression as medication.

I became very interested because I have suffered from depression and anxiety for years, and I did some research on the benefits of negative ions.

This research turned out to be especially interesting to me because I found a newspaper article discussing the fact that computer monitors emit positive ions - the opposite of negative ions. The article says computer monitors give off large amounts of positive ions and can actually cause depression, stress, fatigue, etc. in people who sit in front of computers a lot - like all of us Netters - and that we need negative ion replenishment.

After reading the article, I realized that I always felt especially irritable, stressed, and depressed after long days in front of my computer.

In doing the research, I found that negative ions have shown to be therapeutic for stress, irritability, fatigue, depression, etc. So I purchased a small, high density generator and it has given me substantial relief from my symptoms.

If any of you would like me to e-mail you that newspaper article, the transcript of the CBS news story, as well as the other research that I have compiled, just e-mail me at DanielS222@aol.com.

-dan

From -2922731271543582716
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-03 17:12:59 PST
Path: bga.com!news.sprintlink.net!pipex!jet.uk!gen-off-1!djs
From: djs@jet.uk (David Stevenson)
Newsgroups: comp.sys.atari.programmer
Subject: Re: PutPixel w/o LineA?
Date: 3 Mar 1995 17:15:09 -0000
Organization: JET Joint Undertaking
Lines: 13
Message-ID: <djs.794250834@gen-off-1>
References: <D4EL6s.Gv0@sci.kun.nl> <Pine.ULT.3.91.950224092739.2348A-100000@mars>
<SCHWAB.95Feb24110443@issan.informatik.uni-dortmund.de>
<3ivb32$l9d@m1.cs.man.ac.uk>
<Pine.SGI.3.91.950303144422.8536A-100000@tower.york.ac.uk>
NNTP-Posting-Host: gen-off-1.jet.uk

Shawn Hargreaves <slh100@unix.york.ac.uk> writes:

>If you want a fast putpixel, code your own routine rather than relying on
>the os to do it for you. You would need to do a different routine for
This is, of course, completely stupid. How does the programmer know
what resolution my Falcon is going to be running in, for instance
(programmable video h/w).

You should be plotting markers rather than short lines, IMO.
--
Why are we in union with a country that deports people for being English?
==========
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
    The above article is the personal view of the poster and should not be
       considered as an official comment from the JET Joint Undertaking
==========

From 2080727706753925671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-04 22:40:18 PST
Path: bga.com!news.sprintlink.net!uunet!sunic!seunet!news2.swip.net!seunet!seunet!
cindy!cindy.ct.se!tnogobl!christian.dahl
From: Christian Dahl (Christian Dahl)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Temporary disabling multitasking?
Message-ID: <ftn_2.203.611.4_2f55ecee_Christian.Dahl@tnogobl.ct.se>

Date: Thu, 02 Mar 95 17:05:00 +0100
Sender: news@ct.se
Reply-To: christian.dahl@tnogobl.ct.se
In-Reply-To: D.L.Hastings's message
References: <D4I6LE.E3n@exeter.ac.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: ScanMail 0.69
X-Mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)
Organization: V Bis and Baudhead
Lines: 12

> Does this convince you that preempting interrupt handlers is bad?

Interupt is bad, I know.

> And therefore that MiNT will probably never preempt supervisor mode?

But traps would be great if they could be preempted!

CD

(UUCP Dialup connection)

From 7924153786430234857
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,566fed3efd784e07,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-04 22:40:18 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!pipex!sunic!seunet!cindy!
cindy.ct.se!tnogobl!christian.andersson
From: Christian Andersson (Christian Andersson)
Newsgroups: comp.sys.atari.programmer
Subject: WTF: 3d Texture-map Info!
Message-ID: <ftn_2.203.611.5_2f5856f6_Christian.Andersson@tnogobl.ct.se>
Date: Sat, 04 Mar 95 12:58:00 +0100
Sender: news@ct.se
Reply-To: christian.andersson@tnogobl.ct.se
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: ScanMail 0.69
X-Mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)
Organization: What you need to know, is too know what you need.
Lines: 11

I'm Looking for any info on how to make 3D texture-mapped dfrawing routins!
Any info/sourcecode(C ,ASM , ...)/Text-file would be of interest.

The reason for this is that I'm trying to write a small game which now is in

first person view (like dungeonmaster) but I would like to incorporate some doom-like effects!

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

(UUCP Dialup connection)

From -6375027558547181140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,be371f1aad0839ec,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-04 22:40:18 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!Germany.EU.net!
news.dfn.de!fu-berlin.de!zrz.TU-Berlin.DE!w206zrz.zrz.TU-Berlin.DE!petefagc
From: petefagc@w206zrz.zrz.TU-Berlin.DE (Peter Kellogg)
Newsgroups: comp.sys.atari.programmer
Subject: PS/2 for Falcon Ram Card
Date: 3 Mar 1995 15:34:42 GMT
Organization: TUBerlin/ZRZ
Lines: 6
Message-ID: <3j7cui$lo5@brachio.zrz.TU-Berlin.DE>
NNTP-Posting-Host: w206zrz.zrz.tu-berlin.de
Keywords: PS/2 modules; parity
Cc:

Anybody know what type of PS/2 module the HARD & SOFT Falcon Ram Card requires?

W or W/O parity???

Thanxx, and regards, Peter.

From -5143580965207016545
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-04 22:40:18 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!EU.net!uknet!cix.compulink.co.uk!usenet
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: Detect printer???
Message-ID: <D4ttAn.EDL@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <3inli1$gtv@prime.mdata.fi>
<Pine.ULT.3.91.950226175502.15907A-100000@mars>
Date: Thu, 2 Mar 1995 18:42:23 GMT
Lines: 19

>bconstat will do this trick

>
>status = bconstat(device);
>
Doesn't work on a Falcon for some reason.
In fact, I've tried all sorts of ways to detect whether the printer is
on-line (including Bcostat) on a Falcon and none of them work.
It may be TOS 4 or the Lattice C libs.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

From 7994160933388680427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,5fba69c33f88bfb0
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,5fba69c33f88bfb0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-05 17:50:29 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!Germany.EU.net!
Informatik.Uni-Dortmund.DE!news
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Chimera/PBM/MintX
Date: 03 Mar 1995 10:08:26 GMT
Organization: Dortmund University, Germany
Lines: 24
Message-ID: <SCHWAB.95Mar3110826@issan.informatik.uni-dortmund.de>
References: <D4FDDv.7n0@watserv3.uwaterloo.ca>
     <H.eg.5JYiJulOjw6@semprini.waterloo-rdp.on.ca>
Reply-To: schwab@issan.informatik.uni-dortmund.de
NNTP-Posting-Host: issan.informatik.uni-dortmund.de
In-reply-to: cherborth@semprini.waterloo-rdp.on.ca's message of Sun, 26 Feb 1995
20:44:44 EST
Xref: bga.com comp.sys.atari.st:27764 comp.sys.atari.programmer:567

In article <H.eg.5JYiJulOjw6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> In <D4FDDv.7n0@watserv3.uwaterloo.ca>, Samy Mesbah writes:

|>> As well, it seems that Chimera (BTW, for those who don't know Chimera
|>> is a graphical WEB browser for X11 that doesn't need motif) requires
|>> a utility called xmkmf, which I assume is a make utility of X based systems,
|>> and all its makefiles are called Imakefile. I really don't know

|>> what I'm doing so if anyone has any suggestions for me they would
|>> be greatly appreciated - if anyone really knows what they're doing
|>> compiling X/network applications maybe you could e-mail me.

|> xmkmf isn't really needed; you can usually create a proper Makefile by
|> hand. I know this because our systems at work are not set up properly,
|> and xmkmf fails miserably.

All that xmkmf actually does it to filter the makefile template
through the C preprocessor after adding some #include's of
configuration templates, and postprocesses the output by re-inserting
backslashes at the places that are marked with `@@'. I should not be
too hard to do that by hand.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From 1380283326017326890
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3966ff165e860a73,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-06 04:07:38 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!EU.net!sun4nl!sci.kun.nl!sanders
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Dirty trick in scrolling
Message-ID: <D50MDo.LG1@sci.kun.nl>
Sender: news@sci.kun.nl (News owner)
Nntp-Posting-Host: studs.sci.kun.nl
Organization: University of Nijmegen, The Netherlands
X-Newsreader: NN version 6.4.19
Date: Mon, 6 Mar 1995 10:56:12 GMT
Lines: 25

Hi,

Watching the strange color flickerings on my Falcon scrolling text
in a window in 16 color mode, I got an idea for an *extremely* dirty
solution to both speed up the scrolling with a factor 4 *and* loose
the annoying flickering. It assumes you're using black-on-white text,
with white being color 0 and black color 1 (but in fact will work if
`white' and `black' differ in only one bit of the register). Since
the bitplanes are stored separately, what if you'd just ignore planes
1-3 and only scroll plane 0? That would save a factor 4, even a
factor 8 in 256-color mode.

But, alas, I rejoiced too early. The bitplanes are `interleaved'
which renders my plan almost useless. How exactly are the bitplanes
stored in memory? Interleaved in words/longwords? Can I save time
only scrolling the first byte from groups of four, or would that even
be slower? What about the 16 bit bus? I guess I could only reduce
the flickering...

Any comments?

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%
(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j+
+)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+k<65?'#':'
');putchar(10);}}   /* ATARI Falcon030 */

From 3715439310785318219
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3966ff165e860a73
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-06 05:06:14 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!math.ohio-state.edu!
jussieu.fr!univ-lyon1.fr!news.imag.fr!ciril.fr!scinfo.u-nancy.fr!dazy
From: dazy@scinfo.u-nancy.fr (Matthieu Dazy)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Dirty trick in scrolling
Date: 6 Mar 1995 12:24:07 GMT
Organization: Universite Henri Poincare - Nancy (France)
               Departement Informatique - ESIAL - ISIAL
Lines: 51
Message-ID: <3jeut7$8fl@arcturus.ciril.fr>
References: <D50MDo.LG1@sci.kun.nl>
NNTP-Posting-Host: castor.scinfo.u-nancy.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: TIN [version 1.2 PL2]

:   But, alas, I rejoiced too early. The bitplanes are `interleaved'
: which renders my plan almost useless. How exactly are the bitplanes
: stored in memory? Interleaved in words/longwords? Can I save time
: only scrolling the first byte from groups of four, or would that even
: be slower? What about the 16 bit bus? I guess I could only reduce
: the flickering...

Your idea isn't dirty at all, it is in fact the good way to gain time and/or space when you've got to display something on less planes than you've got (like, for instance, 32-color backgrounds, which take 5 plans instead of 8, that is 37.5 % memory saved, 24000 bytes on a single 320*200 256c picture)

Just what do you mean when you say that the planes are interleaved? When in 2/4/16/256 color mode, the pixels are stored in packs of 16, in packs of 1/2/4/8 words, every word containing the Nth bits of every pixel's color number, where N varies from 0/1/3/7 down to 0, from the left to the right:

Example in 16c mode: 16 pixels, colored from the left to the right with colors 15 to 0, will look like this:

```
          bits 3           bits 2           bits 1           bits 0
     1111111100000000 1111000011110000 1100110011001100 1010101010101010
            ^                ^                ^                ^
bit no  FEDCBA9876543210
```

So I take the 12th bit (0 being the right one) in every word, put them together and I get %1011=$B=11, which is color 12 when you start from 0.

If you want to scroll one plane, all you've gotta do is scroll one word every 1/2/4/8 words , kinda like this:

```
     moveq    #19,d7
.loop    move (a0,d0.w),-8(a0,d0.w)
     addq #8,d0
     dbra d7,.loop
```

which will scroll one 16c,320pix line 16 pixels left.

This method DOES really save time/space when you need it (even if you don't!).

Hope it will help.

```
__ __| |             ___|  |               |
   |   __ \   _ \  \___ \  __ \   _` |  _` |  _ \ \  \   /
   |   | | |  __/        | | | | (   | (   | (   \ \  \ /
  _|  _| |_|\___|  _____/ _| |_|\__,_|\__,_|\___/ \_/\_/
```

"And when you kill a man, you're a murderer
 Kill many, and you're a conqueror
 Kill them all... You're a God."

From -8837530317679352387
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6ffa47e3d1884161,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-06 15:17:56 PST
Path: bga.com!news.sprintlink.net!news.bluesky.net!udel!news.mathworks.com!zib-berlin.de!uni-duisburg.de!unidui.uni-duisburg.de!sm001pe
From: sm001pe@unidui.uni-duisburg.de (Pereira Martins)
Newsgroups: comp.sys.atari.programmer
Subject: Minix XFS 0.60 PL 11
Date: 3 Mar 1995 17:57:43 GMT
Organization: Gerhard-Mercator-Universitaet - Gesamthochschule Duisburg
Lines: 8
Message-ID: <3j7lan$6ou@h20-hrze.uni-duisburg.de>
NNTP-Posting-Host: unidui.uni-duisburg.de
X-Newsreader: TIN [version 1.2 PL2]

Hello Hague & everybody else who has problems with long file names !

To see long file names you need Minix XFS 0.60 PL11, MINT 1.12 and
Gemini 1.a or Thing 0.24 of course !!!
The normal desktop will cut all long names to 8+3 !!!

Best regards, Filipe :)

From -150774163412685227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6ffa47e3d1884161
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-06 15:17:56 PST
Path: bga.com!news.sprintlink.net!news.bluesky.net!solaris.cc.vt.edu!
news.mathworks.com!zib-berlin.de!uni-duisburg.de!unidui.uni-duisburg.de!sm001pe
From: sm001pe@unidui.uni-duisburg.de (Pereira Martins)
Newsgroups: comp.sys.atari.programmer
Subject: Minix XFS 0.60 PL 11
Date: 3 Mar 1995 17:51:14 GMT
Organization: Gerhard-Mercator-Universitaet - Gesamthochschule Duisburg
Lines: 72
Message-ID: <3j7kui$6ou@h20-hrze.uni-duisburg.de>
NNTP-Posting-Host: unidui.uni-duisburg.de
X-Newsreader: TIN [version 1.2 PL2]

This intended for Andrew Hague and everybody who needs help for
installing Minix XFS !

First make sure that you have TOS 1.04 or higher !
Working with 1.0 & 1.02 doesn't make much sense... :(

TOS 2.06, 3.0x or 4.0x is great !!!

First you need MINTNP.PRG in c:\auto as last program !
If you have MINT.PRG (MiNT 1.12 or 1.12 H2) rename it to
MINTNP.PRG ! So programs like Outside (Virtual Memory Manager)
can work ! (VRAM does not support MiNT 1.08-1.12... but this might
of course change in the near future)

Initialize drive d:\ or higher (don't use c:\ !!! c:\ is needed to boot !)

copy minix.xfs (and GEM.CNF & MINT.CNF) to c:\

So now while booting the Minix XFS startup screen must appear which states
that you use Minix XFS 0.60 PL 11 ... etc...

start:

1) minit.ttp -P -V -n 8 d:
   n is the directory increment !
   -P means it's protected against being started without Minix.xfs !
   -V means it's modern V2 filesystem instead of an old V1 filesystem !
   d: is the drive ! Except c:\everything is possible... d:\, e:\, f:\ ...

```
   etc.

   n=1, 2, 4 & 8 is possible !

   n= 1: -> 16 * n - 2 = 16 - 2  = 14 (doesn't make sense !!!)
   n= 2: -> 16 * n - 2 = 32 - 2  = 30 (better !)
   n= 4: -> 16 * n - 2 = 64 - 2  = 62 (perfect)
   n= 8: -> 16 * n - 2 = 128 - 2 = 126 (possible but not necessary !)

2) mfsconf.ttp d:

3) fsck.ttp -S d:

4) csize.ttp  minix.xfs 64 64 64 (install 3 * 64 KB Cache ! System, user &
   inode cache !!!)

That's all !

while using fsck.ttp -S d: it complains that the cache cannot be written out.
Ignore it and start it again. Now it disappears !

I hope that helps !

If you have a very big partition, you must use minit.ttp -t d:
Now you get to know how much blocks & inodes exist !

These can be needed if it refuses to execute minit.ttp !

NOw you you would have to type minit.ttp -b xxx -i yyy -P -V -n d:
or the other way round...
I'm not sure whether you need -b xxx -i yyy or -i yyy -b xxx
because I'm sitting at an Unix computer now...
But if you start minit.ttp without parameter it will tell the right
order of the commands !!!

So, I think this was helpful, a bit ...

If there are questions left, just ask me:

 Filipe.Martins@unidui.uni-duisburg.de

or the author S. Henson...

Bye :)
```

From 4803412645902354210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3966ff165e860a73
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-07 01:29:38 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!crash!richcsst

From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: Dirty trick in scrolling
Organization: CTS Network Services (CTSNET), San Diego, CA
Date: Tue, 7 Mar 1995 07:34:19 GMT
Message-ID: <D527p8.5v7@crash.cts.com>
X-Newsreader: TIN [version 1.2 PL2]
References: <D50MDo.LG1@sci.kun.nl>
Sender: news@crash.cts.com (news subsystem)
Nntp-Posting-Host: crash.cts.com
Lines: 31

Sander Stoks (sanders@sci.kun.nl) wrote:
: Hi,
:
:   Watching the strange color flickerings on my Falcon scrolling text
: in a window in 16 color mode, I got an idea for an *extremely* dirty
: solution to both speed up the scrolling with a factor 4 *and* loose
: the annoying flickering. It assumes you're using black-on-white text,
: with white being color 0 and black color 1 (but in fact will work if
: `white' and `black' differ in only one bit of the register). Since
: the bitplanes are stored separately, what if you'd just ignore planes
: 1-3 and only scroll plane 0? That would save a factor 4, even a
: factor 8 in 256-color mode.

:   But, alas, I rejoiced too early. The bitplanes are `interleaved'
: which renders my plan almost useless. How exactly are the bitplanes
: stored in memory? Interleaved in words/longwords? Can I save time
: only scrolling the first byte from groups of four, or would that even
: be slower? What about the 16 bit bus? I guess I could only reduce
: the flickering...

:   Any comments?

: Regards,
: --
: /* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%
(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
: int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j+
+)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+k<65?'#':'
');putchar(10);}}   /* ATARI Falcon030 */

Ever thought of NVDI???

Rich

From -5932074233453769445
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-07 02:04:05 PST
Newsgroups: comp.sys.atari.programmer

Path: bga.com!news.sprintlink.net!howland.reston.ans.net!torn!
watserv2.uwaterloo.ca!watserv3.uwaterloo.ca!atwareck
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: PutPixel w/o LineA?
Message-ID: <D517H0.KIF@watserv3.uwaterloo.ca>
Sender: news@watserv3.uwaterloo.ca
Nntp-Posting-Host: novice.uwaterloo.ca
Organization: University of Waterloo
References: <D4EL6s.Gv0@sci.kun.nl> <SCHWAB.95Feb24110443@issan.informatik.uni-
dortmund.de> <3ivb32$l9d@m1.cs.man.ac.uk>
<Pine.SGI.3.91.950303144422.8536A-100000@tower.york.ac.uk>
Date: Mon, 6 Mar 1995 18:31:48 GMT
Lines: 36

In article <Pine.SGI.3.91.950303144422.8536A-100000@tower.york.ac.uk>,
Shawn Hargreaves <slh100@unix.york.ac.uk> wrote:
(stuff deleted)
>Get a pointer to the video memory by calling Logbase(). Then write
>directly to this memory. In ST-High (mono, 640x400) this is just a bit
>array, so use something like
>
```
>char *screen = Logbase();
>
>void putpixel (int x, int  y)
>{
>   screen(y * 80) + (x >> 3) |= (x & 7);
>}
```
>
>I think that is right, although I haven't actually tested it.

actually, the code should be more like:

```
     char *screen = Logbase();

     void putpixel (int x, int  y)
     {
          screen(y * 80) + (x >> 3) |= 1 << (x & 7);
     }
```

>Other resolutions are similar, although you have to handle several
>different bit planes in the color modes.
>
>Shawn Hargreaves "God is real, unless declared as integer."
>slh100@tower.york.ac.uk ----------
>

--
Art
atwareck@novice.uwaterloo.ca

From 8361247981283270321

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eaf603f7352609a4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-07 02:05:28 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!pipex!uknet!strath-cs!info!py94dej
From: py94dej@exeter.ac.uk (D.E.Jones)
Subject: How do I play 4 samples at once?
Message-ID: <D50uuI.GK8@exeter.ac.uk>
Organization: University of Exeter, UK
Date: Mon, 6 Mar 1995 13:58:56 GMT
Lines: 1

Hi, can anyone tell me how I can play 4 samples at the same time using my STe and GFA basic?

From 9067151035623772851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,abe44bcf01faa526
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-07 04:45:56 PST
Path: bga.com!news.sprintlink.net!pipex!sunic!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Mixing samples
Date: 6 Mar 1995 17:12:02 GMT
Organization: ABC-Klubben
Lines: 11
Message-ID: <3jffp2$epg@oden.abc.se>
References: <3ik477$jt5@news.uncc.edu> <3iv3p7$9p9@caro.dsic.emn.fr>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Xavier JOUBERT (i2b03a@iut-nantes.univ-nantes.fr) wrote:
: The Falcon call is useless for what you wanna do because you
: may play only ONE track at the same time with the internal speaker,
: the jack or the TV. It is not a call to mix samples but to play
: several samples at the same time trough a special hardware extension
: in the DSP port. I don't know if there is actually one in existence.
: If someone know please tell me.

Cubase Audio comes with one that can do 16 channels - played from harddisk!

-Mattias Flodin-

From -2686095560413386895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,2e3f9cb6e04c14b8,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,2e3f9cb6e04c14b8,start
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 111a55,2e3f9cb6e04c14b8,start
X-Google-Attributes: gid111a55,public
X-Google-ArrivalTime: 1995-03-07 04:49:26 PST
Path: bga.com!news.sprintlink.net!cs.utexas.edu!math.ohio-state.edu!jussieu.fr!
univ-lyon1.fr!in2p3.fr!lpnhp3!acounis
From: acounis@lpnhp3.in2p3.fr (Stephane Acounis)
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: MinixFS above 32Meg ?
Date: 7 Mar 1995 12:12:38 GMT
Organization: Centre de Calcul In2p3
Lines: 20
Message-ID: <3jhijm$8lr@ccpnws.in2p3.fr>
NNTP-Posting-Host: lpnhp3.in2p3.fr
X-Newsreader: TIN [version 1.2 PL2]
Xref: bga.com comp.sys.atari.st:27904 comp.sys.atari.st.tech:8534
comp.sys.atari.programmer:576

I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
order to have a Minix file system for Mint.
But it refuses to initialize it ! As the size of my partition is 170Megs, I
wonder if MinixFS can work beyond the 32Megs limit.
Any clue ?

Setup: MegaST4, PAK/3 68020-68882 16Mhz, TOS 2.06, ICD Advantage+, ICD drivers
ver. 6.5.5 and a free disk (for Mint) of 170Megs (Quantum LPS170S)
and for the soft: MiNT 1.08 - 68030, GEM AES 4.1

--


```
    +--------------------+-----------------------------------------------+
    |  ACOUNIS Stephane  |   Laboratoire de Physique Nucleaire et des    |
    +--------------------+   Hautes Energies - Universite PARIS 6        |
    |                    +--------------+--------------------------------+
    | Email: acounis@lpnhp3.in2p3.fr    |  Tel : (1) 44-27-43-62         |
    |        acounis@lpnaxp.in2p3.fr    |  FAX : (1) 44-27-46-38         |
    +-----------------------------------+--------------------------------+
```


I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

From 9060326328473162353
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,566fed3efd784e07
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-07 05:28:23 PST
Path: bga.com!news.sprintlink.net!pipex!sunic!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: WTF: 3d Texture-map Info!
Date: 6 Mar 1995 17:15:40 GMT
Organization: ABC-Klubben
Lines: 10
Message-ID: <3jffvs$epg@oden.abc.se>
References: <ftn_2.203.611.5_2f5856f6_Christian.Andersson@tnogobl.ct.se>

NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Christian Andersson (ChristianAndersson) wrote:
: I'm Looking for any info on how to make 3D texture-mapped dfrawing routins!
: Any info/sourcecode(C ,ASM , ...)/Text-file would be of interest.

: The reason for this is that I'm trying to write a small game which now is in
: first person view (like dungeonmaster) but I would like to incorporate some
: doom-like effects!

Have a look at the PC Game Programmer's Encyklopedia (PC-GPE), which can be found on ftp.x2.oulu.fi. It is meant for the PC but is quite theoretical.

From 5308214772630215813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cdbbcb6bcf64ab00,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-07 06:03:09 PST
Path: bga.com!news.sprintlink.net!cs.utexas.edu!math.ohio-state.edu!jussieu.fr!univ-lyon1.fr!swidir.switch.ch!scsing.switch.ch!news.dfn.de!fu-berlin.de!zrz.TU-Berlin.DE!w210zrz.zrz.TU-Berlin.DE!petefagc
From: petefagc@w210zrz.zrz.TU-Berlin.DE (Peter Kellogg)
Newsgroups: comp.sys.atari.programmer
Subject: PS/2 for Falcon
Date: 6 Mar 1995 14:15:27 GMT
Organization: TUBerlin/ZRZ
Lines: 6
Message-ID: <3jf5dv$1ch@brachio.zrz.TU-Berlin.DE>
NNTP-Posting-Host: w210zrz.zrz.tu-berlin.de
Summary: Parity, Hard & Soft
Keywords: PS/2, Parity, Hard & Soft Ram Card
Cc:

Anybody know what type of PS/2 module Hard & Soft's Ram Card for Falcon requires??

W or W/O parity???

Thanxx, Peter.

From -8451902183233778728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fc5c9,c82a1bf757e1b1bd,start
X-Google-Attributes: gidfc5c9,public
X-Google-Thread: 1115ce,c82a1bf757e1b1bd,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1049df,c82a1bf757e1b1bd,start
X-Google-Attributes: gid1049df,public
X-Google-Thread: 103f0b,c82a1bf757e1b1bd,start
X-Google-Attributes: gid103f0b,public

X-Google-ArrivalTime: 1995-03-07 10:37:00 PST
Newsgroups:
comp.databases,comp.databases.xbase.fox,comp.sys.atari.programmer,maus.sys.atari.s
oftware
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!math.ohio-state.edu!
jussieu.fr!univ-lyon1.fr!swidir.switch.ch!scsing.switch.ch!news.dfn.de!news.rwth-
aachen.de!newsserver.rrzn.uni-hannover.de!news
From: guest@gp1.rrzn.uni-hannover.de (Hans Herbert Stoehr)
Subject: How to convert from dBase (Atari) to FoxPro?
Message-ID: <1995Mar6.184331.2727@newsserver.rrzn.uni-hannover.de>
Sender: news@newsserver.rrzn.uni-hannover.de (News Service)
Organization: RRZN
X-Newsreader: WinVN 0.92.6+
Date: Mon, 6 Mar 1995 18:43:31 GMT
Lines: 15
Xref: bga.com comp.databases:11810 comp.databases.xbase.fox:14348
comp.sys.atari.programmer:579

Follow-Ups to comp.databases Please

I have a dBase file on the Atari and want to convert it to a FoxPro file
on the Macintosh. Probably some intermediate step is necessary:
first to dBase (MS-DOS) or FoxPro (Windows) and then to FoxPro (Macintosh).

Has anybody experience with such a conversion?
Please reply even if you can tell only about conversion from Atari
to MS-DOS or Windows.

Thank you for any hint.

Hans Herbert Stoehr

From 7592518063202029982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: fc5c9,c82a1bf757e1b1bd
X-Google-Attributes: gidfc5c9,public
X-Google-Thread: 103f0b,c82a1bf757e1b1bd
X-Google-Attributes: gid103f0b,public
X-Google-Thread: 1115ce,c82a1bf757e1b1bd
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1049df,c82a1bf757e1b1bd
X-Google-Attributes: gid1049df,public
X-Google-ArrivalTime: 1995-03-07 11:19:03 PST
Newsgroups:
comp.databases,comp.databases.xbase.fox,comp.sys.atari.programmer,maus.sys.atari.s
oftware
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!ix.netcom.com!netcom.com!
jhirsch
From: jhirsch@netcom.com (Jack Hirsch)
Subject: Re: How to convert from dBase (Atari) to FoxPro?

Message-ID: <jhirschD52yC4.7Jo@netcom.com>
Followup-To:
comp.databases,comp.databases.xbase.fox,comp.sys.atari.programmer,maus.sys.atari.s
oftware
Organization: NETCOM On-line Communication Services (408 261-4700 guest)
X-Newsreader: TIN [version 1.2 PL1]
References: <1995Mar6.184331.2727@newsserver.rrzn.uni-hannover.de>
Date: Tue, 7 Mar 1995 17:09:40 GMT
Lines: 25
Sender: jhirsch@netcom2.netcom.com
Xref: bga.com comp.databases:11811 comp.databases.xbase.fox:14350
comp.sys.atari.programmer:580

Hans Herbert Stoehr (guest@gp1.rrzn.uni-hannover.de) wrote:

: Follow-Ups to comp.databases Please

: I have a dBase file on the Atari and want to convert it to a FoxPro file
: on the Macintosh. Probably some intermediate step is necessary:
: first to dBase (MS-DOS) or FoxPro (Windows) and then to FoxPro (Macintosh).

: Has anybody experience with such a conversion?
: Please reply even if you can tell only about conversion from Atari
: to MS-DOS or Windows.

: Thank you for any hint.

: Hans Herbert Stoehr

As far as I recall, the DBF format is binary compatible across platforms so
all you should have to do is get the file onto a disk that the Mac can read.
No other 'conversion' should be needed.
--
// Jack jhirsch@netcom.com

Remember to ask "what's the crap-to-worth ratio?"

From 3596869198674618959
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 10d9d0,b76d35c65c079fd0,start
X-Google-Attributes: gid10d9d0,public
X-Google-Thread: 1115ce,b76d35c65c079fd0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-07 18:46:09 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-
duisburg.de!zib-berlin.de!news.mathworks.com!news.alpha.net!uwm.edu!lll-
winken.llnl.gov!uop!csus.edu!csulb.edu!library.ucla.edu!zephyr!ia.mks.com!
border.com!uunet.ca!uunet.ca!ophelia.waterloo.net!ophelia.waterloo.net!not-for-
mail

From: sshifter@ophelia.waterloo.net (Mike Pelletier)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.tech
Subject: Multi-res .RSCs
Date: 7 Mar 1995 21:46:09 -0500
Organization: Waterloo Internet Cooperative
Lines: 8
Message-ID: <3jj5ph$j8l@ophelia.waterloo.net>
NNTP-Posting-Host: ophelia.waterloo.net
X-Newsreader: TIN [version 1.2 PL2]

Howdy, gang. Can anyone give me advice on makeing RSCs using icons look good in multiple resolutions? I don't mind blowing up the forms (like in BOBtracker) but I haven't found a way to get that to work very well, either... Suggestions?

Hmm...

From -3971753996655839468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eaf603f7352609a4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-07 18:55:34 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!pipex!lyra.csx.cam.ac.uk!warwick!
news.dcs.warwick.ac.uk!str-ccsun!strath-cs!info!cs93dlh
From: cs93dlh@dcs.exeter.ac.uk (D.L.Hastings)
Subject: Re: How do I play 4 samples at once?
In-Reply-To: py94dej@exeter.ac.uk's message of Mon, 6 Mar 1995 13:58:56 GMT
Message-ID: <D51vqM.AJC@exeter.ac.uk>
Lines: 25
Sender: news@exeter.ac.uk (news admin)
Organization: Computer Unit, University of Exeter, UK
References: <D50uuI.GK8@exeter.ac.uk>
Date: Tue, 7 Mar 1995 03:15:57 GMT

In article <D50uuI.GK8@exeter.ac.uk> py94dej@exeter.ac.uk (D.E.Jones) writes:

> Hi, can anyone tell me how I can play 4 samples at the same time using
> my STe and GFA basic?

This can be done very easily on an STE, but needs some 'massaging' of the sample data. The sample data needs to be set up like this -

ABCDABCDABCDABCD....etc

where A, B, C and D represent bytes from samples 1, 2, 3 and 4 respectively. I.e. the samples must be interleaved. Then set the DMA sound to play at twice the speed of the sample - so if the samples are at 25Hz, set DMA to 50Hz and play in stereo. The result is samples 1 and 3 played on the left sound channel and 2 and 4 on the right sound channel.

There are commands in GFA 3.5 E or higher for controlling DMA sound but I'm afraid I can't remember them offhand... if your GFA is an earlier version you must use the hardware registers which I am even less likely to remember offhand. :)

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI   *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
*   Looking for a Falcon sample editor? Get SuperSam v1.08!   *

From -3910614572972100161
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3966ff165e860a73
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-08 02:32:06 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!EU.net!sun4nl!sci.kun.nl!sanders
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: Dirty trick in scrolling
Message-ID: <D549Jv.44D@sci.kun.nl>
Sender: news@sci.kun.nl (News owner)
Nntp-Posting-Host: studs.sci.kun.nl
Organization: University of Nijmegen, The Netherlands
X-Newsreader: NN version 6.4.19
References: <D50MDo.LG1@sci.kun.nl> <D527p8.5v7@crash.cts.com>
Date: Wed, 8 Mar 1995 10:09:31 GMT
Lines: 12

In <D527p8.5v7@crash.cts.com> richcsst@crash.cts.com (Richard John Kelsch) writes:

[My idea about a fast scroll deleted]

>Ever thought of NVDI???

Yes. Got it. But that wasn't my question...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%
(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j+
+)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+k<65?'#':'
');putchar(10);}}         /* ATARI Falcon030 */
```

From 2295577817344743009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8e0e30a7b70b4e3d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-08 04:34:50 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!math.ohio-state.edu!

jussieu.fr!u-psud.fr!zaphod.crihan.fr!news.univ-rennes1.fr!news.emn.fr!newsmaster
From: Patrice MANDIN <i2a06a@iut-nantes.univ-nantes.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Hardscroll in TrueColor mode on Falcon
Date: 7 Mar 1995 17:02:16 GMT
Organization: Ecole des Mines de Nantes
Lines: 15
Message-ID: <3ji3io$ef5@caro.dsic.emn.fr>
NNTP-Posting-Host: naniut.iut-nantes.univ-nantes.fr

Well, here is a subject which may be of interest for games programmers.

I started to code a fighting game in True Color on Falcon, and the background scrolling is achieved by hardware scrolling. The problem is the fact that the video base adress must be a multiple of 4bytes (perhaps due to the fact that the VIDEL access via 32bit bus to the RAM). Well 4bytes mean 2pixels in TrueColor, you can imagine what it does when you're waiting a 1pixel scroll.

The only solution I found is to shift the screen by 1 pixel to the left using the VIDEL specific registers (horizontal position on the screen) HDB and HDE (horizontal display begin and end, see adresses in the Atari Compendium or any file chating about Falcon hardware)

Does someone tried to do this in another way ?

See you next time, netters !

From 1121869029559803643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2e3f9cb6e04c14b8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2e3f9cb6e04c14b8
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2e3f9cb6e04c14b8
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-03-08 11:33:43 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!gatech!
newsxfer.itd.umich.edu!zip.eecs.umich.edu!newshost.marcam.com!news.kei.com!ub!
netfs.dnd.ca!dgbt!nott!bcarh189.bnr.ca!bcrkh13.bnr.ca!ngalm099.gal.nt.com!user
From: gigxr01@nt.com (Gerry O'Rourke)
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: MinixFS above 32Meg ?
Date: Tue, 07 Mar 1995 19:23:14 +0000
Organization: Northern Telecom (IRL) Ltd
Lines: 17
Message-ID: <gigxr01-0703951923140001@ngalm099.gal.nt.com>
References: <3jhijm$8lr@ccpnws.in2p3.fr>
NNTP-Posting-Host: ngalm099.bnr.ca
Xref: bga.com comp.sys.atari.st:28036 comp.sys.atari.st.tech:8554
comp.sys.atari.programmer:584

In article <3jhijm$8lr@ccpnws.in2p3.fr>, acounis@lpnhp3.in2p3.fr (Stephane Acounis) wrote:

> I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
> order to have a Minix file system for Mint.
> But it refuses to initialize it ! As the size of my partition is 170Megs, I
> wonder if MinixFS can work beyond the 32Megs limit.

Yes it can
Try setting up a V2 file system, as I had a similar problem where a 128
Meg partition was set up to only 16 Meg without specifying this.
I also decides to tell it the drive parameters, just to be sure.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

From 3586910579625403096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75c6a1a33ba47820,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-08 12:03:22 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!gatech!news-
feed-1.peachnet.edu!insosf1.infonet.net!newshost.marcam.com!news.mathworks.com!
zib-berlin.de!informatik.tu-muenchen.de!lrz-muenchen.de!sun5!uh40817
From: uh40817@sun5.lrz-muenchen.de (Erik Baigar)
Newsgroups: comp.sys.atari.programmer
Subject: Interna of GEM format?
Date: 7 Mar 1995 21:26:52 GMT
Organization: Leibniz-Rechenzentrum, Muenchen (Germany)
Lines: 13
Distribution: world
Message-ID: <3jij2s$r8b@sunserver.lrz-muenchen.de>
NNTP-Posting-Host: sun5.lrz-muenchen.de
Summary: How are .GEM files composed?
Keywords: GEM vector format

Hi atari-users,

I am PC user and are often confronted with files of the form *.GEM,
containing vector graphics. Can anybody tell me how these files are
created (I want to write a program producing these GEM files) or
where I can find literature about this file-format?

Many thanks in advance....

Erik Baigar, uh40817@sunmail.lrz-muenchen.de

From 4835509683490835807

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3863045c68e188db,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-08 20:27:23 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!math.ohio-state.edu!
jussieu.fr!univ-lyon1.fr!swidir.switch.ch!scsing.switch.ch!news.dfn.de!RRZ.Uni-
Koeln.DE!uni-duisburg.de!unidui.uni-duisburg.de!sm001pe
From: sm001pe@unidui.uni-duisburg.de (Pereira Martins)
Newsgroups: comp.sys.atari.programmer
Subject: VDI Programmierer (in C) gesucht !
Date: 7 Mar 1995 15:08:06 GMT
Organization: Gerhard-Mercator-Universitaet - Gesamthochschule Duisburg
Lines: 13
Message-ID: <3jhssm$okt@h20-hrze.uni-duisburg.de>
NNTP-Posting-Host: unidui.uni-duisburg.de
X-Newsreader: TIN [version 1.2 PL2]

A programer (or some persons) , who is (are) able to write a VDI
is (are) searched. The job will be well paid ! Know How about
VDI, GDOS & Speedo GDOS 4.x & 5.0 is needed !
The job will be well paid !

Person who just started to make a new VDI are welcomed, too.

I have heard about a new VDI from the Netherlands...
Does anybody know about this !??

Serious Mails to: Filipe.Martins@unidui.uni-duisburg.de

Regards, Filipe

From -5722175402297184420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1237bf3a9b8f2c89,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-08 20:27:23 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!pipex!sunic!nic.tip.net!
maggiore.dsnet.it!hotfusion.dsnet.it!user
From: saposoft@hotfusion.dsnet.it (Alessandro Saporetti)
Newsgroups: comp.sys.atari.programmer
Subject: PCFolio Bus ? need info on it
Date: 7 Mar 1995 23:55:43 GMT
Organization: DSnet - Internet Provider - Bologna Italy
Lines: 7
Message-ID: <saposoft-0803950055160001@hotfusion.dsnet.it>
NNTP-Posting-Host: hotfusion.dsnet.it

can anyone tell me where to find pin-out and other tech infos on the
Pcfolio external bus ?
thanks in advance
Alessandro Saporetti

--
to boldly go where no Mac has gone before !

From -3848397127880401078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-08 20:27:23 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!pipex!sunic!news.kth.se!
mars!jens-and
From: Jens Andreasen <jens-and@dsv.su.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Detect printer???
Date: Tue, 7 Mar 1995 20:58:29 +0100
Lines: 32
Message-ID: <Pine.ULT.3.91.950307202558.28512B-100000@mars>
References: <3inli1$gtv@prime.mdata.fi>
<Pine.ULT.3.91.950226175502.15907A-100000@mars> <D4ttAn.EDL@cix.compulink.co.uk>
NNTP-Posting-Host: mars.dsv.su.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: jens-and@mars
In-Reply-To: <D4ttAn.EDL@cix.compulink.co.uk>

On Thu, 2 Mar 1995, Mark Baines wrote:

> >bconstat will do this trick

Sorry, that was a "typo". Should be Bcostat!

> Doesn't work on a Falcon for some reason.
> In fact, I've tried all sorts of ways to detect whether the printer is
> on-line (including Bcostat) on a Falcon and none of them work.
> It may be TOS 4 or the Lattice C libs.

I use Lattice and TOS 2.05 and tested this fragment:

```
#include <osbind.h>
#include <stdio.h>

if(!Bcostat(0)) puts("Printer is offline!");
```

That worked with a Star Lc 10.

Are you sure your printer is online? (Maybe a stupid question but you
could be out of paper or something..)

There is another call: StatusOK = Cprnos() /* test printer output */
Returns nonzero if "there is room for at least one more character".

AND (This may be it!) gemdos calls *only* work when you "default to short integers" (or typecast)

/Jens M. Andreasen

From -1570493824396253435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b8f4df795dab3a7b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-08 20:27:23 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!Germany.EU.net!zib-berlin.de!zrz.TU-Berlin.DE!ftsu09.ee.tu-berlin.de.ee.TU-Berlin.DE!kellogg
From: kellogg@ftsu09.ee.tu-berlin.de (Peter Kellogg)
Newsgroups: comp.sys.atari.programmer
Subject: MagiC for Falcon
Date: 7 Mar 1995 10:28:55 GMT
Organization: TUBerlin/Electrical Engeneering
Lines: 3
Message-ID: <3jhch7$imi@brachio.zrz.TU-Berlin.DE>
NNTP-Posting-Host: ftsu09.ee.tu-berlin.de
Keywords: none

When are we going to see the birth of MagiC for Falcon? We've been told there'd be a Falcon version of this excellent multitasking utility. However, they never came up with it. Any info on this matter?

From -26014295211815241
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e714d534d4c7ef0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-08 20:27:23 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!gatech!news-feed-1.peachnet.edu!usenet.eel.ufl.edu!news.mathworks.com!uunet!in1.uu.net!news.nevada.edu!amsler
From: amsler@nevada.edu (JOHN AMSLER)
Newsgroups: comp.sys.atari.programmer
Subject: Lattice C
Date: 7 Mar 1995 22:46:28 GMT
Organization: University of Nevada System Computing Services
Lines: 10
Message-ID: <3jino4$prh@news.nevada.edu>
NNTP-Posting-Host: pioneer.nevada.edu
X-Newsreader: TIN [version 1.2 PL2]

What is/are the significant difference(s) between Lattice C 5.5 and Lattice C 5.6?

Thanks!

- John J. Amsler

Did you hear about the new restaurant that just opened up on the moon?
Great food, but no atmosphere.

From -5687096955408378046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,793721040032075d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-09 04:51:24 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!pipex!uknet!gdt!ma2ljg
From: ma2ljg@bath.ac.uk (L J Greenhalgh)
Subject: stosFAQ (warning large!)
Message-ID: <D54MDq.E5p@bath.ac.uk>
Organization: School of Mathematical Sciences, University of Bath, UK
Date: Wed, 8 Mar 1995 14:46:36 GMT
Lines: 758

```
-------------------------------------------------------------------------------

  ******   ******    ******    ******      ******     ****     ******
 **          **      **  **   **           **       **    **   **  **
 **          **      **  **   **           **       **    **   **  **
  *****      **      **  **    *****       ******   ********   **  **
      **     **      **  **        **      **       **    **   **  **
      **     **      **  **        **      **       **    **   ** ***
  *****      **      ******    *****       **       **    **   ********
                                                                   ****
-------------------------------------------------------------------------------
```

STOS FAQ v0.8a

Generated by: STOS Mailing List - stos@bath.ac.uk

Enquiries: Should be sent to Les Greenhalgh - Email address in Authors section.

Authors: MUG U.K(tm)/Mike Mee
c9251129@zeus.hu.ac.uk - a.k.a ()rm of Digitallis/Jon Lewis
Mark.Montreuil_DGNM@banyan.dgim.doc.ca - a.k.a Mark Montreuil !
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ae@minster.york.ac.uk - a.k.a Andrei Ellman

This FAQ will hopefully answer all the questions you have on the programming language, STOS. If you wish to add any new sections to this FAQ, please send an example outline to the above Email address.

Abbreviations used.

STU - ST User (more commonly known as ST User)
STF - ST Format (more commonly known as ST Doormat)
STR - ST Review

BTW - By the way
sp? - Spelling confirmation required ! We maybe coders, but there is no
      guarantee wee kan spel !

[ ] - Comments from a mailing list member - usually Andrei !

Contents

Section:	Areas covered:
1	What is STOS ?
2	Where do I get hold of it ?
3	What is it like to program ?
4	What extras are available to compliment it ?
5	Can I *really* write commercial quality games with it ?
6	Are there any books available ?
7	What are extensions, and where do I get them from
8	Recommended programs - commercial & shareware
9	Miscellaneous section

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1. What is STOS ?

Written by Francois Lionet and Constantin Sotiroupolous (Spelling please?)

Published by Mandarin/Europress Software

STOS is the forerunner to the Amiga version, AMOS, AMOS Pro etc..
And its a great shame that STOS hasn't been supported by Mandarin since
they released AMOS Pro because there are a lot of people who use their
language and get frustrated because they can't call for help!

Mark Montreuil came up with this definition .....

STOS (for ST Operating System) is a programming language based on BASIC (Beginner's All-purpose Symbolic Instruction Code), that makes creating sound, graphics and movement on the Atari 16/32 bit line of computers as painless as possible. STOS has commands that handle input/output, animation, music, logic and program execution in an easy to understand way. A STOS programmer can spend more time on actual game design than on the "fiddly bits".

Many things that were not considered possible, such as changing screen resolutions in the middle of a program or writing Arcade-type games in a BASIC language, are a reality with STOS. Hundreds of quality games, demoes, utilities and educational packages have already been written in STOS.

STOS is a full-featured software development tool. Using STOS, art screens created in specialized paint packages, like Degas, Neo or Crack Art, can be easily used to create basic game graphics. STOS has built-in Sprite, Music, Map, Font and Sound effects generators. You can write some code, and, at a keypress, call up any of the added utilities (called accessories) to work on added features. You can even write your own accesssories, to use at any time.

Machine-code routines can be called from within STOS, and new commands (called extensions), can be written to enhance STOS's functionality. Some extensions that are currently available include 3D, the Missing Link and Misty (see Extensions for further information).

All in all, STOS is the perfect tool to bring your game ideas to reality without having to trudge through reams of machine code!

Cheers Mark for the few above lines on STOS. Anyone else fancy adding more to it ??

---

2. Where do I get hold of it ?

Has been given away with magazine cover disks, ST Format and ST User (I need a list of which ones!). The problem with the versions given away with the magazines is that they were no manuals.

Also most mail-order firms should stock a copy of STOS. Try to haggle and get some decent prices. Don't buy the Interpreter without buying the Compiler !

Apparently every ST sold in Britain comes free with a copy of STOS with the manual thrown in. Any more information on *exactly* you get would be appreciated. If you have the spare money and you want an extra development machine, then it maybe worth getting hold of one ?

()rm has suggested that you look at bargain buckets in computer shops or check out the odd car-boot sale. But that is ()rms sense of humour !!

---

3. What is it like to program ?

()rm says .....

STOS is BASIC, but a powerful version of BASIC. It has built in sprite handling routines, music commands, sound effects and numerous other routines, functions and commands which can be very useful.

At first glance STOS looks horrible, but after a few weeks of programming it, you will wonder how you ever lived life without it (OK, not the truth, but it IS good for something!)

As STOS is based on BASIC, it is very easy to program, in fact, I'd go so far as saying STOS is the easiest BASIC to write anything in. Everything can be set up very easily, for example, you want to play a sample yeah? Get the sample player extension, whack it in the STOS folder and then re-boot.

(Or for those lucky hard-drive owners, unlike ()rm, copy all the extensions into your STOS folder and leave them there !!)

Now play your sample with the command SAMPLAY.. No need to load routines into a memory bank, peek and poke a few numbers and call it. This is one of the nice things about STOS, its upgradeability..

Pity that the language hasn't been given a major rehaul with all these new functions BUILT IN.

Andrei has this to say on the matter ....

When STOS was designed, it was made to make writing games easy. The programmer would think mostly on the WHAT, rather than the HOW. In other words, it was supposed to make you able tp program games without having to think about how tyour ST works. For example, sprites could easily be displayed, moved, and animated with ease. Unfortunately STOS sprites tended to be a bit slow, but The Missing Link extension replaces STOS sprites with Bobs. Bobs are a bit more tricky to implement (you have to move and animate and erase them yourself), but they are much faster than STOS sprites. There is a similar story for other aspects of the language.

STOS is a BASIC that uses line-numbers. This tends to be messy and often encourages programmers to write "Sphaghetti code" (There are gotos running all over the place). It would have been better if STOS had no line numbers, but would call procedures by their names, and have one command per line which was indented appropriately.

---

4. What extras are available to compliment it ?

STOS Compiler - Actually makes your programs faster (HAHAH!)

STOS Maestro - Sample playback routines for STOS (and sampling hardware depending on which version you buy).

STOS 3D - Add 3D commands to your games. Only drawback is that all the objects have to be loaded from disk each time they are required.

STOS Tracker - Playback tracker tunes, albiet a bit slowley..

Andrei has added this as well .....

I have heard about a program written in STOS which adds proper procedures to STOS and gets rid of line numbers. I believe that this compiles the new type of code into STOS. This was originally listed in a STOS club newsletter, and Goomans have a copy on disk. Does anyone have experience using it?

---

5. Can I *really* write commercial quality games with it ?

Commercial Games

Check out:

Bullet Train (revamped version was released in France a few years ago)
Bumpy
Cartoon Capers (also came with a dual-joystick extension)
Cool Croc Twins
Gilberts Day Out
Prehistorik
Skate Tribe
(We think there's a few more..)

Educational programs

All Fun School programs (also have full STOS source on disk)

Henrietta Series by Lander (also with full STOS source on disk)

Loads of other educational programs by other firms. Some names would be appreciated.

Commercial quality shareware/public domain games

There are also a few examples of top quality shareware games written with STOS. So grab a hold of your favourite PD library and ask for the following:

Grandad & The Quest For The Holey Vest by Ian Scott.
The Glass Buttock of Tharg by Ian Scott.
Grandad II - The Search for Sandwiches by Ian Scott.

Ozone by Nick xxxx (can't remember his surname!) - was turned down by Ocean at the last minute because they found out it was written in STOS.

Pyscho Pig, Sim Pig, Colour Clash, Fatemaster by AnimalSoft.

Plop by ()rm - apparently the freebie you get when you register is better!

Bio Hazard by Les Greenhalgh.Dungeon Master in space type thing.

Most of the stuff by Andrei (some feature STE 8 player options) of which he himself recommends the following: Linecrash, Mazewar ST, Video Games v0.5 Pacmen, Alienation (currently undergoing a re-write) ?

---

6. Are there any books available ?

As far as I know there is the one by Stephen Hill, which was published by Sigma Press. Its title is Games Makers Manual. It teaches you a seperate game style within a chapter, and for the more advanced, gives you the lowdown on writing extensions.

There is a STOS guide published by a PD library, but whether its any good is another matter all together. It is 30 quid and contains some 400 pages of STOS related stuff. Takes you from the complete beginning and shows you how to write arcade, strategy and educational programs. Anyone out there know how good it is ?

Disk Magazines/Newsletters

Not exactly books, but disk magazines are in abundance. Some contain partial STOS sections, whilst there are (or in some cases, were) others which are STOS related and nothing else is mentioned.

Check out:

STOS Bits 1 (now dead - forerunner to HP Source)

HP Source 1,2 (now dead)

STOSSER Disk Magazine (still going - now on issue 19 ?)

ST Programmer (I've only seen one issue!)

Ledgers (had an occasional STOS section)

Maggie (in amongst the swear words was the occasional STOS column)

Anyone know of any other magazines ? Please send in details of whether the magazine is going or not.

Also required is a compilation of what was printed in ST Abuser, ST Doormat and ST Review regards STOS, along with a similar listing of useful routines and articles from STOS Newsletter. Unless, there is already one available.

According to Andrei, New Atari User (still alive?) had a STOS column in the 16-bit suppliment ? Also there is the Atari Magazine, a French mag which also has a STOS column or mentions it occasionally !

There is an online-help program for use with The Missing Link. This handy reference guide will give you the keyword and appropriate parameters for each Missing Link command. Just like Windows Help files on a PC !!

---

7. What are extensions, and where do I get them from ?

Extensions are a way of further expanding STOS. All the following are extensions, Compiler, Maestro, 3D and Tracker (Released in the P.D.)

There are numerous extensions in the public domain. The favourites being MISTY and MISSING LINK, both been written by a group called Top Notch. They add commands which SHOULD have been in STOS from the start. Andrei has sent me the following exhaustive list of extensions available for STOS. It was in two parts, one by Andrei and the other by Les Greenhalgh. I will use Les' version as it lists the FTP sites where most of them can be found. Take it away Les .....

The consise guide to Stos extensions.
By L.J.Greenhalgh

Terminology

a.a = atari archive umich edu in either language or progamming folders
k.l = can be found in ftp.ftp.uni-kl.de in the directory
pub/atari/programming/STOS/extensions
s.w = Shareware
cr = Shareware version is crippled
pd = Public Domain and freely available

GI = Goodman International PD Library
STF = was on an ST Format cover disc

Misty extension by Top Notch Software (sw STF)
Can be found: a.a in both Stosers.zip and Misty.lzh files
Miscellaneous graphics commands including an improved screencopy which can use any of the STs bitplanes, instead of 4 at a time in STOS.
Excellent stuff.

Missing Link extension Top notch Software (sw cr STF)
Can be found: a.a in Link1.lzh - Link3.lzh
about 50 new gfx commands including replacement sprite commands and commands for dealing with maps and multiple palettes on screen.
A must have.

Extra extension by Martin Cubbit (pd)
Can be found: a.a k.l extra.zip also in cyber.zip
loads of miscellaneous commands including cookie reading commands, mirror and blur sections of screen , paste strings in opaque mode, format text, detect tos version etc.
Brilliant

Stars extension by Lee Upcroft (pd STF)
Can be found: a.a stossers.zip
Commands for drawing 3D and 2D starfields, very quick.
Excellent.

Blitter extension by Asa Burrows (sw STF)
Can be found: a.a in their uploads folder in blitter.zip
Commands for using the blitter in MegaSTEs, MEGASTs, STEs, Falcons?
Seems a bit slow.

MIDI extension by Asa Burrows (pd STF)
Can be found STF , GI
Commands for using the STs MIDI port.
Never used it.

Stos Vidi extension (c)
Commands for interfacing with the Rombo VIDI digitiser.
Never used it.

Stos Maestro (c)
Commands for playing samples through Stos, excellent although better performance can be obtained from the Missing Link's Digiplay command.
[AE - I think that TML does not emulate STOS Maestro's reverse playing

abilities]

Stos Pac/Squasher ? (c)
Commands for packing/unpacking all types of memory bank not just pictures. Never used it. Depacking ability surpassed by Missing Link. TML supports packers that can pack tighter than STOS Squasher (eg. Pack Ice). Unbelievably buggy - read docs with Mega Depacker for more information.

STOS Sticks (c) [AE 26-4] Is that Twinstix?
Commands for reading both joy stick ports. Unnecessary, use TML equivalent.

Control Extension by Les Greenhalgh (pd sw)
Can be found: a.a k.l in control3.zip
Includes a replacement sprite engine which allows you to flip images and paste them in either opaque of transparent mode. Allows you to use these images on low rez screens of any size, ideal for scrolling large screens on the STE. Commands for 16 colour fonts, spreading palettes ,commands for reading a parallel port joystick adaptor, a switch construct for STOS,border removal commands, a super fast add command and other miscellaneous stuff.

Quick Extension by ? (sw?)
Can be found: Stossers disczine
Commands for super fast horizontal scrolling, rasters, stars.
Seems good.

STOS TOME by Aaron Fothergill (c)
Can be found: GI
Commands for drawing maps, irrelevent now the Missing Link exists.

STOS 3D by Voodoo Software (c)
Commands for manipulating 3D objects, unusable unless you have a hard-drive and 1 meg. Too limited, no commands for rotating around current heading and no commands for representing horizons, ground, etc. Very large files. Objects cannot be stored in banks, but have to be loaded with purpose made extension commands.

Cyber exntesion by Martin Cubbit,Andy Cato and Les Greenhalgh p.d a.a k.l
Allows you to play .seq files from STOS. Very good.

Comming soon...

STOS ninja tracker extension for STE/TT/Falcon
Finally a decent tracker for STOS. Allows you to play protracker mods from a bank in the background at up to 21khz. Commands for vu meters, track frequency,pattern positions and much more.

At least 2 Falcon extensions are under development which will allow you

to use the Falcons higher colour modes including truecolour and the
DSP for playing mods!

Eagle extension.
A mamouth 80 command extension.

Other forms of extensions that you know about would be appreciated in this list. As ()rm recently suggested, all those who are in the process of writing an extension, put your heads together and come up with one mother of an extension !!

There are other ways of improving STOS without having to use extensions. These take the form of machine code routines which you pass some variables and call them. A few of them have been taken from the same list as compiled by Les and Andrei.

Some Machine language routines used with STOS

BITCOPY
This is what I believe to be a routine that is similar to Misty's SKOPY command. Top Notch used this in their demos before they wrote MISTY which now makes BITCOPY obsolete.

BORDER
Top and Bottom border overscan in STOS. STOS runs just as normal, except when you use the mouse/joystick/keyboard, the overscan dies. The top of the screen starts as 'physic', and continues as normal as if the screen was greater than 32K in size. Works on STFMs and STEs.
Found on a disk of the Cunning Demo.

OVERSTOS
Full screen overscan. Can only display a static picture. I think this has problems on STEs. Found on a disk of the Cunning Demo.

RASTER By Neil STewart of Flair
Routine that changes the value of only one colour on the screen. This was later implemented in Son of TML's RASTER command. Can be found on one of the disks from the Cunning Demos by ACO & Flair.

STOS-SPEAK by ?
A patched version of the original SPEAK.PRG - allows you to use speech inside your programs by sending a string of characters to the program.

SPECTRUM (I am not sure of the exact name)
Displays spectrum 512 colour pictures. Very limited as you can only exit from

display by pressing space. Shareware (was once on a STF coverdisk. If you register for 15 pounds (A rip-off), you get a version that can display the pictures in a window. I have not got the registered version. This was advertised in ST Format in 1992)

STOS_512 By ?
Routine that splits the screen into several palettes of 512 colours.
This was later implememnted in TML's PALSPLIT command.

TRACKER
An improved mod player. Found on a disk of the Cunning Demo. ()rm is hopefully going to working on an interface to allow the use of the Ninja Replayer routine from within STOS. More news when he has finished failing his degree !

If anyone fancies adding to the above list, then please do. You know where to send any additional information. Apparently larger lists exist of extensions for STOS, but these can be found in STOSSER magazine. If someone can upload or Email a copy of the latest list, I can add them to the above list.

---

8. Recommended programs - commercial & shareware

A *DECENT* art package. Recommended commerical ones are:

Crackart (recommended by ()rm)
Dpaint ST (recommended by: MUG U.K(tm))
NeoChrome Master v2.28 (recommended by: MUG U.K(tm))

A *DECENT* tracker editor. Try not to rip off someone elses work !

Sample-based ones .....

ProTracker 2 by Wizzcat/Deltaforce
Octalyser by ?? (STE only, but has option for 8 channels of music)

Soundchip-based ones

Megatizer by Sector One.
SID Editor by Animal Mine (improved version of Tri-Sound, with SID Emulation)
XLR8 Editor by Sentry

(all the above have the ability to assign 1 channel to play samples)

Without plugging my own stuff too much, if you can find copies of my 'Makin Sweet Music Disks Vols 1-3', they all contained ripped music from games and demos. Each folder on the disk contained the 68000, GFA and STOS replay routines ! If I can get a tune playing in 68000 or GFA, then I don't see why I can't knock up a STOS front-end.

()rms music player program has all the necessary information on screen for setting up and calling the myriads of music available in the ST music-scene.

How to get STOS up and running on the Newer TOS'
TT & Mega STE

Currently it is STOS FIX v3.0 by ?? and it is only available from Goodman Enterprises ! Charging for a program which fixes your STOS code and leaves a bloody advert for Goodman on the front of your code ....

Falcon
You need STOS Fix 3.00 (given away on a recent ST Format)
by Robert Quez???? This will patch STOS for the
later TOS'. Bear in mind that this will only patch STOS to work on your particular TOS. The author is rumoured to be working on a version which will patch STOS for multiple new TOS'.

---

9. Miscellaneous Section

"What versions of STOS have come out?"
"What is the History of STOS?"

Both questions answered by Andrei.

STOS 1 was only released in France in early 1988 (published by Jawx).

STOS 2.3 Was released in the UK By Mandarin in November/October 1988

STOS 2.4 Is a patch to remove some bugs in STOS 2.3 and make it work with the compiler (1989)

STOS 2.5 Is a patch to make STOS run on the STE (1989)

STOS 2.6 is a patch to make STOS run on STEs with TOS 1.62 (1990)
If your version of STOS is below 2.6, You must update it immediately, especially the compiler. You will then be able to make programs that run on TOS 1.62

STOS 2.7 (compiler only). Makes programs that use the STOS tracker extension compile. I am not sure whether or not it is nescesary or not if you are not using the tracker extension.

Also, FALCOS was being developed (STOS for the Falcon). Apparently, this project was stopped due to a disagreement between Atari and the developers.

"How to make it not look like STOS!" - Andrei answers a few more questions.

- Try and avoid the 'appear' command (unless the appear you are using is fast).

This tends to give the game away. STOS 'appear' does not let you press a key to speed things up.

- Get rid of the F-key window first.

There is nothing more "Written in STOS" than seeing the F-Key window when you have just loaded a game. Alter this within the compiler settings.

- Change the font.

The Lo-Rez font also gives it away. I personally use the font of the Atari 8-Bit computers.

- Change the mouse pointer - almost as ugly as the AMOS Professional one !

- Different type of cursor - everyone recognises that thick ugly cursor !

- Avoid using the SHOOT and BOOM and BELL commands unless nescesary. Replace them with sound effects from a piece of hacked music ! Try the following:

  Count Zero - Killing Game Show (20 SFX)
  Mad Max - Numerous pieces have Sound FX embedded
  David Whittaker - His fast music may be awful, but most have SFX

- Replace the STOS keyboard click or get rid of it completely. There is a poke to use the standard ST keyboard click from STOS, but I don't remember it. [Details would be nice !!]

- Different windows and File selectors (not sure about the new Windows extension).

You may want to mention that it was written in STOS directly on the title screen, or say this in the documentation. The idea is that as well as letting people know it was written in STOS, it can give the WOW effect if it is good.

Shrinking the size of your compiled code by MUG U.K

Well, this section is fairly easy to do. Follow these simple rules.

If you have ANY other packer not listed here, BIN IT! It is either incompatible with the Falcon, or has a pack ratio similar to that of the original versions of the Jek Packer - ie. rubbish !

Packers - The Definitive List

Speed Packer v3.0 - definitely the best. AUTO Depack program as well as Self-extracting archives !

Atomic v3.5/v3.6 - second best. Apparently does not work on the Falcon but I will release some source code that might allow you to make your own program headers for data file packed versions of Atomik files.

ICE v2.40 - Stalwart and much used packer. Still used after all these years. Compatible with the Falcon but it cannot match the above two for output size.

Anyone recommend any others ?

Depacker Programs

I can heartily recommend the following programs for converting your old packer formats back into STOS code so you can patch them and repack them to work on newer machines. Try....

Multi Depack v1.5 (or the leaked preview versions of 2.0/3.0) - I wrote this!
Mega Depacker v2.12 (by Mike Watson)
Naughty Depacker
New Depack (new name for Mega Depacker)

If the program will not depack with any of the above, then there must be a reason why it won't let you unpack it !!

Well this is the end of the STOS FAQ, designed and written by members of the STOS Mailing List (stos@bath.ac.uk).

Anyone is welcome and indeed, encouraged to send in alterations and additions to this FAQ.

We hope you found it useful. Any Public Domain library is allowed to distribute this FAQ, but please do not distribute any versions lower than v1.0 as they are pre-release and probably quite embarrassingly small in size. Also do not forget to credit that this FAQ was generated by members of the STOS Mailing List.

From 4864246256553851504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,224713359c24d0c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-09 11:38:33 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!EU.net!sun4nl!
news.nic.surfnet.nl!tuegate.tue.nl!asterix.urc.tue.nl!rcbaaw
From: rcbaaw@urc.tue.nl (Angelo Wentzler)
Newsgroups: comp.sys.atari.programmer
Subject: WANTED: ZeST Gfa 'library'
Date: 8 Mar 95 18:59:22 GMT
Organization: Eindhoven University of Technology, The Netherlands
Lines: 15
Message-ID: <rcbaaw.794689162@asterix.urc.tue.nl>
NNTP-Posting-Host: asterix.urc.tue.nl
X-Newsreader: NN version 6.5.0 #10 (NOV)

The title says it all. I've been looking for this stuff for quite a while.
For those who don't know it: it's a bunch of subroutines to facilitate "3D"
windows and panels.

A reference to the proper FTP site would be okay too, but if you do have
any info on this, please mail it, because I'm not a frequent news-reader.

Thanx in advance!

(Flames redirected to Ritzen)
Take care,

    Angelo

From 4734784524379019942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ba74f05ca23474c9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-09 15:26:52 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-
duisburg.de!zib-berlin.de!Germany.EU.net!EU.net!uknet!yama.mcc.ac.uk!cs.man.ac.uk!
jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Help with sampling...
Date: 9 Mar 1995 17:41:56 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 24
Message-ID: <3jnel4$5l2@m1.cs.man.ac.uk>
NNTP-Posting-Host: t3d.cs.man.ac.uk
NNTP-Posting-User: 348

Ahhh... I have been trying to sample and play samples in my own programs
for a while now (well, more like a fortnight :-), and am having problems.

Basically, I set it all up with:

```
Setmode(1);       /* set playback to 16-bit stereo */
Setmontrack(0);   /* set speaker to track 0 */
Settrack(0,0);    /* set it 1 track play/record */
```

and then play a sample with

```
Devconnect(0,8,0,freq,0); /* connect DMA to DAC */
Setbuffer(0,start,end);   /* Set start / end pointers */
Buffoper(1);              /* Set Play enable */
```

This plays the sample correctly, but does not stop at the end of the

sample. What am I missing? The same thing happens with record....

BTW this is all in assembler, not C....

Cheers

Anthony

From 7391528080133750906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e714d534d4c7ef0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-09 18:25:43 PST
Newsgroups: comp.sys.atari.programmer
From: paul@xciv.demon.co.uk (Paul Civati)
Path: bga.com!news.sprintlink.net!peernews.demon.co.uk!xciv.demon.co.uk!paul
Subject: Re: Lattice C
References: <3jino4$prh@news.nevada.edu>
Organization: My bedroom somewhere in London, a PC and a phoneline.
Reply-To: paul@xciv.demon.co.uk
X-Newsreader: Demon Internet Simple News v1.29
Lines: 14
X-Posting-Host: xciv.demon.co.uk
Date: Fri, 10 Mar 1995 01:02:46 +0000
Message-ID: <794797366snz@xciv.demon.co.uk>
Sender: usenet@demon.co.uk

In article <3jino4$prh@news.nevada.edu> amsler@nevada.edu "JOHN AMSLER" writes:

> What is/are the significant difference(s) between Lattice C 5.5 and
> Lattice C 5.6?

Proper full Falcon support I think.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \   FYI my surname is pronounced 'sivarty' ;-) Civ on IRC   */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

From 6490029016027508394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2e3f9cb6e04c14b8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2e3f9cb6e04c14b8
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2e3f9cb6e04c14b8
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-03-09 23:01:03 PST

Path: bga.com!news.sprintlink.net!uunet!comp.vuw.ac.nz!waikato!status.gen.nz!
iconz.co.nz!mbecroft
From: mbecroft@iconz.co.nz (Mario Becroft)
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Re: MinixFS above 32Meg ?
Followup-To: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Date: 9 Mar 1995 06:45:37 GMT
Organization: Public Access Internet, Auckland New Zealand
Lines: 18
Message-ID: <3jm86i$5fn@status.gen.nz>
References: <3jhijm$8lr@ccpnws.in2p3.fr>
NNTP-Posting-Host: iconz.co.nz
X-Newsreader: TIN [version 1.2 PL2]
Xref: bga.com comp.sys.atari.st:28197 comp.sys.atari.st.tech:8589
comp.sys.atari.programmer:594

Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
: I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
: order to have a Minix file system for Mint.
: But it refuses to initialize it ! As the size of my partition is 170Megs, I
: wonder if MinixFS can work beyond the 32Megs limit.
: Any clue ?

I have MinixFS and though I have not installed it (yet) I may be able to
help.
In one of the MinixFS docs (can't remember which) it said that MinixFS
will work with >32meg partitions as long as:
The partition letter is below P _OR_
You have XHDI version of at least 2.10 (or was it 1.10??? Something like
that anyhow.) Don't ask me what XHDI is.

Hope that is of some help,
-- Mario Becroft (mbecroft@iconz.co.nz)

From 2840214477085189622
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e714d534d4c7ef0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-10 02:59:32 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!ctc.com!
newsfeed.pitt.edu!godot.cc.duq.edu!news.duke.edu!convex!cs.utexas.edu!
news.sprintlink.net!pipex!jet.uk!gen-off-1!djs
From: djs@jet.uk (David Stevenson)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C
Date: 10 Mar 1995 10:59:32 -0000
Organization: JET Joint Undertaking
Lines: 18
Message-ID: <djs.794833020@gen-off-1>
References: <3jino4$prh@news.nevada.edu> <794797366snz@xciv.demon.co.uk>
NNTP-Posting-Host: gen-off-1.jet.uk

paul@xciv.demon.co.uk (Paul Civati) writes:

>In article <3jino4$prh@news.nevada.edu> amsler@nevada.edu "JOHN AMSLER" writes:

>> What is/are the significant difference(s) between Lattice C 5.5 and
>> Lattice C 5.6?
>Proper full Falcon support I think.
Depends what you call "full support". It does contain binding for the extra Xbios() etc functions. But contains knackered Speedo bindings. Contains a version of Wercs that does _not_ understand modern format resource files (eg the DESKCICN.RSC file). It also contains very little documentation on new stuff (eg DSP).

HiSoft are on record as saying that there is very little chance of seeing another release of Lattice C for the Atari.
--
JET home page: http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

From -1376644119822093984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b8f4df795dab3a7b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-10 04:22:10 PST
Path: bga.com!news.sprintlink.net!pipex!sunic!sunic.sunet.se!news.uni-c.dk!
iesd.auc.dk!news
From: chainxor@kom.auc.dk (Henrik Lunardi Weide)
Newsgroups: comp.sys.atari.programmer
Subject: Re: MagiC for Falcon
Date: 9 Mar 1995 13:43:24 GMT
Organization: Aalborg University - Dep. of Communication Technology
Lines: 14
Message-ID: <3jn0ls$44t@news.iesd.auc.dk>
References: <3jhch7$imi@brachio.zrz.TU-Berlin.DE>
Reply-To: chainxor@kom.auc.dk
NNTP-Posting-Host: aleko.kom.auc.dk

In article <3jhch7$imi@brachio.zrz.TU-Berlin.DE>, kellogg@ftsu09.ee.tu-berlin.de
(Peter Kellogg) writes:
> When are we going to see the birth of MagiC for Falcon? We've been told
> there'd be a Falcon version of this excellent multitasking utility.
> However, they never came up with it. Any info on this matter?

I'm waiting too. The last I heard was that it due to release the 15th of March
1995.
Which within 6 days, but remember Murphy is next door.....

Keep Cool and Flying...

ChainXOR...

From -2931693061057386927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-10 07:09:37 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!ctc.com!
newsfeed.pitt.edu!gatech!swrinde!pipex!uknet!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: PutPixel w/o LineA?
Date: 10 Mar 1995 15:09:37 GMT
Organization: NHS Information Management Centre
Lines: 12
Message-ID: <3jpq3h$spj@percy.cs.bham.ac.uk>
References: <D4EL6s.Gv0@sci.kun.nl> <3ivb32$l9d@m1.cs.man.ac.uk>
<D4pwpz.Csw@sci.kun.nl> <3ivnpb$a9m@caro.dsic.emn.fr>
NNTP-Posting-Host: mother.cs.bham.ac.uk

Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr> writes:
> If you want to display only few pixels then use the line trick
>but if you have to modify a big surface my way is the fastest.

No! There is no need to use the 'line trick', as the VDI has a pixel
plotting command! It is called v_pmarker().

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From 7348780753785511056
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ba74f05ca23474c9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-10 08:38:14 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!ctc.com!
newsfeed.pitt.edu!gatech!swrinde!pipex!uknet!strath-cs!info!cs93dlh
From: cs93dlh@dcs.exeter.ac.uk (D.L.Hastings)
Subject: Re: Help with sampling...
In-Reply-To: jacquesa@cs.man.ac.uk's message of 9 Mar 1995 17:41:56 GMT
Message-ID: <D58Gvr.8K3@exeter.ac.uk>

Lines: 18
Sender: news@exeter.ac.uk (news admin)
Organization: Computer Unit, University of Exeter, UK
References: <3jnel4$5l2@m1.cs.man.ac.uk>
Date: Fri, 10 Mar 1995 16:38:14 GMT

In article <3jnel4$5l2@m1.cs.man.ac.uk> jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

```
>   Devconnect(0,8,0,freq,0); /* connect DMA to DAC */
>   Setbuffer(0,start,end);   /* Set start / end pointers */
>   Buffoper(1);              /* Set Play enable */
```

> This plays the sample correctly, but does not stop at the end of the
> sample. What am I missing? The same thing happens with record....
> BTW this is all in assembler, not C....

All looks good to me. If you are working in assembler, remember that the end and start addresses must be pushed onto the stack in reverse order - i.e. push end address first then the start address. If you are using a library of some sort check that the code in the library pushes the addresses in the right order.

--
```
*  {{{ Dan }}}  *  Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI   *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
*    Looking for a Falcon sample editor? Get SuperSam v1.08!     *
```

From 7908395381376997576
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,2e3f9cb6e04c14b8
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,2e3f9cb6e04c14b8
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,2e3f9cb6e04c14b8
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-03-10 20:03:51 PST
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!uunet!in1.uu.net!fdn.fr!univ-lyon1.fr!
swidir.switch.ch!scsing.switch.ch!news.dfn.de!Radio-MSU.net!news.uni-stuttgart.de!
rz.uni-karlsruhe.de!stepsun.uni-kl.de!sun.rhrk.uni-kl.de!seimet
From: seimet@rhrk.uni-kl.de (Uwe Seimet)
Subject: Re: MinixFS above 32Meg ?
Message-ID: <1995Mar10.121923.9691@rhrk.uni-kl.de>
Organization: University of Kaiserslautern, Germany
References: <3jhijm$8lr@ccpnws.in2p3.fr> <3jm86i$5fn@status.gen.nz>
Date: Fri, 10 Mar 1995 12:19:23 GMT
Lines: 20
Xref: bga.com comp.sys.atari.st:28266 comp.sys.atari.st.tech:8615
comp.sys.atari.programmer:599

mbecroft@iconz.co.nz (Mario Becroft) writes:

>You have XHDI version of at least 2.10 (or was it 1.10??? Something like

>that anyhow.) Don't ask me what XHDI is.

XHDI is the eXtended HardDisk Interface Standard which was defined in 1992.
Hard disk drivers that support XHDI offer a lot of useful functions for
getting information about the hard disks connected to your Atari and have
several calls which enable high level programs to communicate with hard
disks in a convenient way.
You find the complete XHDI documentation on ftp.uni-muenster.de in
pub/atari/Docs. The documentation is available in English and German.
Drivers supporting XHDI are HuSHI, hdpSTACK and HDDRIVER.


```
*************************************************************************
*           Uwe Seimet              | I really hate this damned machine,  *
*                                   |     I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean      *
*  Mausnet: Uwe Seimet @ KL         |     but only what I tell it.        *
*************************************************************************
```


From 1761867747253159235
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,9526fe67136fa602,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,9526fe67136fa602,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 1056fc,9526fe67136fa602,start
X-Google-Attributes: gid1056fc,public
X-Google-Thread: 109a67,9526fe67136fa602,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-03-11 05:04:43 PST
Path: bga.com!news.sprintlink.net!pipex!lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!
dundee.ac.uk!spey!rmccall
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Newsgroups:
comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.
advocacy
Subject: Student Discounts List!
Date: 11 Mar 1995 12:13:47 GMT
Organization: The University, Dundee, DD1 4HN, Scotland, UK.
Lines: 72
Message-ID: <3js45r$6n0@dux.dundee.ac.uk>
NNTP-Posting-Host: spey.mcs.dundee.ac.uk
X-Newsreader: TIN [version 1.2 PL1]
Xref: bga.com comp.sys.atari.st:28303 comp.sys.atari.programmer:600
comp.sys.atari.st.tech:8624 comp.sys.atari.advocacy:6658

A rather small list I admot but here goes.

==========

LEXICOR SOFTWARE CORPORATION
36 Queensberry street, suite 6
(617) 437 0414 service@lexicor.com, info@lexicor.com

(617) 437 9413

(510) 848 7621
(510) 848 7613

PRODUCT INFORMATION:

Lexicor Software imports several products and developes several too, discount rates for students only apply to some products that are not on special sales.

DTP software/Graphics Hardware and Software such as NOVA Graphics Board, Medusa Computer system, Phoenix 2.0 Object Renderer, Raystart, DA Picture, DA Vector (and Pro), Metamorphosis 24, Chronos-3D, Utility Pack, CAD 3D Design and Illustration Disk, Prism Paint plus more.

DISCOUNT RATES & MIN ORDER: Student
Educational

please call or email for information

RESTRICTIONS ON DISCOUNTS:

please call or email for information (U.S.A. only)

December 8th, 1994

==========

TEAM Software
POB 7332, Washington, DC 20044, USA
TEL 703-533-2132, FAX 703-538-4598

email address mlake@dgs.dgsys.com

PRODUCT INFORMATION: Entertainment, simulation of the horse racing track

DISCOUNT RATES & MIN ORDER: Student any quantity, $10 off list which comes to $29.95 plus shipping
Educational ditto

RESTRICTIONS ON DISCOUNTS: no restrictions

December 7, 1994

==========

Remember Hi-Soft also do discounts on non-special offers of upto 30%!!

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

From -5759120567218169479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f4f27868dbbe372,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-11 06:16:55 PST
Path: bga.com!news.sprintlink.net!cs.utexas.edu!swrinde!gatech!psuvax1!
news.ecn.bgu.edu!usenet.ins.cwru.edu!cleveland.Freenet.Edu!fe150
From: fe150@cleveland.Freenet.Edu (Scott Lewandowski)
Newsgroups: comp.sys.atari.programmer
Subject: ST Programming Books
Date: 11 Mar 1995 14:16:32 GMT
Organization: Case Western Reserve University, Cleveland, Ohio (USA)
Lines: 16
Message-ID: <3jsbc0$bab@usenet.INS.CWRU.Edu>
NNTP-Posting-Host: kanga.ins.cwru.edu

For Sale:

"The ST Assembly Language Workshop" W/Disk By Clayton Walnum
"Atari ST Machine Language" by Abacus
"Atari ST Tricks & Tips" by Abacus
"ST Disk Drives: Inside and Out" by Abacus

$ 40.00 all...

Also:

Indus GT DS/DD digital track readout Disk Drive
$ 75.00....

Please Leave E-Mail if interested.... Thanks

From 1613227650343954785
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4f5f20eaf73ec9c0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-11 14:30:50 PST

Path: bga.com!news.sprintlink.net!pipex!sunic!sunic.sunet.se!news.chalmers.se!
dtek.chalmers.se!d2cg
From: d2cg@dtek.chalmers.se (Christer Gustavsson)
Newsgroups: comp.sys.atari.programmer
Subject: Inline assembler with Pure C?
Date: 11 Mar 1995 22:30:42 GMT
Organization: Chalmers University of Technology
Lines: 12
Message-ID: <3jt8ai$3cg@nyheter.chalmers.se>
NNTP-Posting-Host: varoom.dtek.chalmers.se

I'm just wondering if it's possible to do inline assembler with pure c. With gcc I can use __asm__ to do this but I don't know if Pure C has some similar directive.

All help appreciated...

--

Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H□N□	one failed."

From 8804954521772723874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b01010acb454bb49,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b01010acb454bb49,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-12 19:08:00 PST
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!torn!
watserv2.uwaterloo.ca!watserv3.uwaterloo.ca!sasmesba
From: sasmesba@kingcong.uwaterloo.ca (Samy Mesbah)
Subject: Xv 3.10/Xdvi/Gnuplot (for X)/Chimera fix
Message-ID: <D5Cx65.9Is@watserv3.uwaterloo.ca>
Keywords: TT030 (68030+FPU)
Sender: news@watserv3.uwaterloo.ca
Nntp-Posting-Host: kingcong.uwaterloo.ca
Organization: University of Waterloo
Date: Mon, 13 Mar 1995 02:20:29 GMT
Lines: 59
Xref: bga.com comp.sys.atari.st:28378 comp.sys.atari.programmer:604

Hello all,

I have managed to compile the following for MintX with 68030/FPU options:

1. Xv 3.10 (the latest version). This is the latest gif/jpeg/tiff/etc viewer for Xwindows - it even has cut and paste! I compiled for 68030+FPU, if there is enough interest I can try compiling

ST (68000) and Falcon (68030 nofpu) versions and upload to an ftp site. Picture manipulation with an FPU is incredibly fast!

2. Gnuplot 3.5 - Also for 68030/FPU - plots into a window - also very fast with FPU. I still have a file loading bug to fix on this. Allows output in many different latex formats.

3. Xdvi - this is great - it works with any currently existing CS-TeX setup so that you can use the files currently on your TOS partitions without copying anything to a Minix partition. The way it looks for fonts is SO flexible with an environment variable that any existing Tex setup for Atari should work with this as is. I can use use CS-TeX under GEM or X windows just as easily.

4. Chimera fix - (1.36) The mintLIbs pl44 has a function to generate a unique name for a temporary file, unfortunately is uses backslashes for the filename. If the shell used to execute a command with this filename neeeds forward slashes or two backslashes for filenames (such as tcsh or the sh from MintOS 1.4.1) then you're won't be able to use an external viiewer. I patched it to used forward slashes always so if anyone (besides me) really needs this, let me know. There is a problem, though. When the viewer is called, the system() function is used and Chimera waits until the external viewer is exited before taking control again. You cannot run the external viewer in the background because the temporary file is deleted by CHimera as soon as it regains control. Anyway, when it gets back control it reports 'pexec - wait error' It doesn't cause any harm but it annoying. AS well, a second copy of the chimera process runs while the external viewer is running - this takes a lot of memory - does anyone know of a better more mint specific call to fix this (as opposed to the standrd system()) call?

5. I am currently working on Ghostview 1.5/Ghostscript and then maybe I'll take a crack at Motif and Xmosaic.

If there is enough interest for nonFPU/non68030 versions I will compile them as well. Most of these programs do require a fair bit of memory. (I think you can still run any on a 4 meg machine though)

Sam


```
+-----------------------------------------------------------------------------+
| Samy Mesbah              "Dharma can only be apportioned by the cosmos"     |
| EE Grad Student                                              -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca)                     |
+-----------------------------------------------------------------------------+
| But me, I'm not stopping there I've got my own row left to hoe / Just       |
| another line in the field of time / When the thrasher comes I'll be stuck   |
| in the sun / Like the dinosaurs in shrines / Then I'll know the time has    |
| come to give what's mine                                                    |
|                                          - Neil Young, _Thrasher_           |
+-----------------------------------------------------------------------------+
```

From 1637330037162824634
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7636757a03d83c3a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-12 19:50:18 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!news.sprintlink.net!howland.reston.ans.net!agate!
news.mindlink.net!news.bc.net!rover.ucs.ualberta.ca!gpu2!dhohenst
From: dhohenst@gpu2.srv.ualberta.ca (Doug Hohenstein)
Newsgroups: comp.sys.atari.programmer
Subject: AES commands/functions
Date: 13 Mar 1995 03:50:18 GMT
Organization: University of Alberta
Lines: 3
Message-ID: <3k0fdq$a5o@rover.ucs.ualberta.ca>
NNTP-Posting-Host: gpu2.srv.ualberta.ca
X-Newsreader: TIN [version 1.2 PL2]

  I'm fooling around with GBELL and need some information. Specifically,
what is the function of AES calls? I know that AES 90 is the file
selector, and 102 is close window, but what about the rest?

From 3587755900130344725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b957a8a4860bedec,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-13 00:36:19 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!news.sprintlink.net!cs.utexas.edu!math.ohio-state.edu!
jussieu.fr!univ-lyon1.fr!swidir.switch.ch!scsing.switch.ch!news.dfn.de!fu-
berlin.de!zrz.TU-Berlin.DE!w208zrz.zrz.TU-Berlin.DE!petefagc
From: petefagc@w208zrz.zrz.TU-Berlin.DE (Peter Kellogg)
Newsgroups: comp.sys.atari.programmer
Subject: PS/2 for Falcon
Date: 13 Mar 1995 08:36:19 GMT
Organization: TUBerlin/ZRZ
Lines: 4
Message-ID: <3k1063$hcp@brachio.zrz.TU-Berlin.DE>
NNTP-Posting-Host: w208zrz.zrz.tu-berlin.de
Keywords: PS/2, Falcon, Hard&Soft

Does anyone know what type of PS/2 module Hard&Soft's Ram Card for
Falcon requires? With or without parity?

Regards, Peter.

From 4769353778435053064
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,1e05fb802595c96f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-13 01:52:00 PST
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!news.sprintlink.net!howland.reston.ans.net!pipex!sunic!
sunic.sunet.se!seunet!news2.swip.net!seunet!cindy!cindy.ct.se!tnogobl!
christian.dahl
From: christian.dahl@tnogobl.ct.se (Christian Dahl)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GEM and wierd resolutions
Message-ID: <ftn_2.203.611.4_2f641608_Christian.Dahl@tnogobl.ct.se>
Date: Mon, 13 Mar 95 10:52:00 +0100
Sender: news@ct.se
Reply-To: christian.dahl@tnogobl.ct.se
In-Reply-To: Joe Tapply's message
References: <D56EwM.wG@dcs.ed.ac.uk>
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: ScanMail 0.69
X-Mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)
Organization: Shit happens
Lines: 13

 > is still limited to the maximum x and y coordinates of the resolution
 > from which I launched my VDI. This even
 > happens when I stick my VDI into the auto folder. The other problem is
 > that GEM doesn't believe that I am running in 256 colours, unless I
 > start up in TT-LOW
 > res. How can I fix this?

By altering the Linea-variabels.

CD

(UUCP Dialup connection)

From -7306199971707618894
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1e05fb802595c96f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-13 03:27:50 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!dearn!blekul11!ccsdec1.ufsia.ac.be!reks.uia.ac.be!
idefix.CS.kuleuven.ac.be!
 Belgium.EU.net!EU.net!news.sprintlink.net!cs.utexas.edu!math.ohio-state.edu!
jussieu.fr!univ-lyon1.fr!swidir.switch.ch!newsfeed.ACO.net!fuw.edu.pl!news
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: GEM and wierd resolutions
In-Reply-To: <D56EwM.wG@dcs.ed.ac.uk>

Content-Type: TEXT/PLAIN; charset=US-ASCII
Message-ID: <Pine.BUL.3.90.950313121622.5434A-100000@bull.mimuw.edu.pl>
Sender: news@fuw.edu.pl
Nntp-Posting-Host: bull.mimuw.edu.pl
Organization: Warsaw University Physics Dept.
References: <D56EwM.wG@dcs.ed.ac.uk>
Mime-Version: 1.0
Date: Mon, 13 Mar 1995 11:27:50 GMT
Lines: 30

On Thu, 9 Mar 1995, Joe Tapply wrote:

> [...]
> screen resolution is 1280x768 - it opens windows across the full screen and
> centres dialogues etc, but the mouse pointer is still limited to the maximum
> x and y coordinates of the resolution from which I launched my VDI. This even
> happens when I stick my VDI into the auto folder. The other problem is that

It is quite strange, because on F030 there is a lot of stuff expanding
size of screen and there are no problems with the mouse. All of them are
pathing only few XBios, AES and VDI traps. In my mind, you have to look
on some source of virtual screen for TT.

> GEM doesn't believe that I am running in 256 colours, unless I start up in TT-
LOW
> res. How can I fix this?

You have to make your own 'res-expander tool' (like BLOW-ACC on F030) and
you have to swich TT to 8k mode, then the tool will do other things...

> Also, what exactly do the transparent blit operations (vrt_cpyfm) do in
> transparent, XOR and reverse transparent modes? What do you do with the
background
> colour index in these modes?

In my mind all blitter operations are for single 1-bit plane. So all of
the modes are simply binary operations.

regards,

Simon.

From 7867890820406673536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17fa8561b1fe563a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-13 03:45:18 PST
Path: bga.com!news.sprintlink.net!pipex!lyra.csx.cam.ac.uk!eh4-p.emma.cam.ac.uk!
apb25
From: apb25@cam.ac.uk (Adrian Bridgett)
Newsgroups: comp.sys.atari.programmer

Subject: Re: Minixfs and long filenames?
Date: Mon, 13 Mar 1995 11:45:15
Organization: University of Cambridge
Lines: 14
Distribution: world
Message-ID: <apb25.59.000BC16F@cam.ac.uk>
References: <1995Feb28.171619.10402@leeds.ac.uk> <3j4f5s$nns@utrhcs.cs.utwente.nl>
NNTP-Posting-Host: eh4-p.emma.cam.ac.uk
X-Newsreader: Trumpet for Windows [Version 1.0 Rev A]

In article <3j4f5s$nns@utrhcs.cs.utwente.nl> ia_ric@cs.utwente.nl (Ric Klaren) writes:
>I'm using the ls etc. from some old futil-bin.zoo (or tar.gz or
>whatever). They work quite well for me. There's also a MiNT version of
>TeraDesk which I use. It displays the long filenames etc. The
>availability on the net is quite poor I think, perhaps on ftp.funet.fi, I
>once uploaded it there, didn't see it on atari.archive.umich.edu yet.

Excellent! Can you remember anything else about the new Teradesk version (other possible sites/directories/filenames)? I have looked on ftp.funet.fi and I can't find it.

Many thanks

Adrian (apb25@cam.ac.uk)

From -5664245644926116529
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b01010acb454bb49
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,b01010acb454bb49
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-13 04:08:59 PST
Path: bga.com!news.sprintlink.net!pipex!lyra.csx.cam.ac.uk!mole.bio.cam.ac.uk!pd
From: pd@mole.bio.cam.ac.uk (Phillip Davey (Path))
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Xv 3.10/Xdvi/Gnuplot (for X)/Chimera fix
Date: 13 Mar 1995 12:08:52 GMT
Organization: University of Cambridge, England
Lines: 16
Message-ID: <3k1ckk$ajm@lyra.csx.cam.ac.uk>
References: <D5Cx65.9Is@watserv3.uwaterloo.ca>
NNTP-Posting-Host: mole.bio.cam.ac.uk
Keywords: TT030 (68030+FPU)
Xref: bga.com comp.sys.atari.st:28402 comp.sys.atari.programmer:609

sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
>If there is enough interest for nonFPU/non68030 versions I will compile
>them as well. Most of these programs do require a fair bit of memory.
>(I think you can still run any on a 4 meg machine though)

I am interested in non-FPU 030 versions...

Not that I have X working reliably at the moment but it shouldn't be too
long now :)

Phil

--
[E-mail pd@mole.bio.cam.ac.uk]

A penny saved is ridiculous

From 6664837125281638275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fbe2dd49755f4c1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-24 07:43:56 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!gmdtub!cs.tu-berlin.de!fauern!gs.dfn.de!
zeus.rbi.informatik.uni-frankfurt.de!terra.wiwi.uni-frankfurt.de!news.th-
darmstadt.de!muster!vision!gd63
From: gd63@vision.hrz.uni-giessen.de (Martin Schmidt)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Scroll bar double scroll problem
Message-ID: <D4IH18.8w0@muster.hrz.uni-giessen.de>
Date: 24 Feb 95 15:43:56 GMT
References: <D4FC11.79t@watserv3.uwaterloo.ca>
Sender: news@muster.hrz.uni-giessen.de
Organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
Lines: 20
X-Newsreader: TIN [version 1.2 PL2]

Hi,

Art Twarecki (atwareck@novice.uwaterloo.ca) wrote:
: Hi,

: Could someone point me in the right direction: I am looking for a way to
: eliminate the double-scroll problem, i.e. you click on an arrow and GEM
: sees two clicks, and scrolls twice.
You should use "arrowfix", aviable in most FTP sites.

Martin
---
 martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
 nicht tot sind, irgendwie sehr krank"
   Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
 dead are, somehow, quite ill."
   Douglas Adams

From 514777811146482728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fbe2dd49755f4c1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-24 11:36:59 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!rutgers!uwvax!
zebu.heurikon.com!news.sprintlink.net!pipex!sunic!news.kth.se!mars!jens-and
From: Jens Andreasen <jens-and@dsv.su.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Scroll bar double scroll problem
Date: Fri, 24 Feb 1995 20:36:59 +0100
Lines: 16
Message-ID: <Pine.ULT.3.91.950224203217.1991A-100000@mars>
References: <D4FC11.79t@watserv3.uwaterloo.ca>
NNTP-Posting-Host: mars.dsv.su.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: jens-and@mars
In-Reply-To: <D4FC11.79t@watserv3.uwaterloo.ca>

On Wed, 22 Feb 1995, Art Twarecki wrote:

> Could someone point me in the right direction: I am looking for a way to
> eliminate the double-scroll problem, i.e. you click on an arrow and GEM
> sees two clicks, and scrolls twice.
>

This *could* be the "double click bug". I think that's related to the 1.04
release. (There are fixes for that :-)

What OS have you got?

/Jens M. Andreasen

From -488442338600721728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,ed7ccc2a8ab4b0b0,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,ed7ccc2a8ab4b0b0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-24 12:01:51 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!news.uni-stuttgart.de!
rz.uni-karlsruhe.de!xlink.net!howland.reston.ans.net!swrinde!pipex!sunic!
news.funet.fi!mordred.cc.jyu.fi!sirius.herts.ac.uk!A.I.Nicholls
From: A.I.Nicholls@herts.ac.uk (Alex Nicholls)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
Subject: DOS and Unix Filename Source?
Date: 24 Feb 1995 12:21:04 GMT
Organization: University of Jyvaskyla, Finland

Lines: 16
Message-ID: <42332f4dcedc@sirius.herts.ac.uk>
NNTP-Posting-Host: sirius.herts.ac.uk
X-Newsreader: TIN [version 1.2 PL2]
X-Newsreader: TIN [version 1.2 PL2]
Xref: nntp.gmd.de comp.sys.atari.programmer:395 comp.sys.atari.st.tech:19578

Does anybody have any source that will given a filename and a search criteria
tell with that filename meets the search criteria?

For example

*.DAT will meet the filename FRED.DAT
or
HELLO?.TXT will meet the filename HELLO1.TXT

Similar to Fsfirst DOS functions, but just want the C source?

Any help would be most greatful! 8)

Alex Nicholls

From 1841365426900923706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,376a47e00360498a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,376a47e00360498a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-24 13:07:43 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!uni-
duisburg.de!RRZ.Uni-Koeln.DE!news.dfn.de!Germany.EU.net!howland.reston.ans.net!
news.sprintlink.net!uunet!in1.uu.net!crow.cybercom.com!raven.cybercom.com!drz
From: Doctor Zweistein <drz@raven.cybercom.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Setting up X (is there a FAQ?)
Date: Fri, 24 Feb 1995 16:07:43 -0500
Organization: CyberComm Online Services
Lines: 18
Message-ID: <Pine.LNX.3.91.950224160701.2605A-100000@raven.cybercom.com>
References: <199502180112.UAA94693@acs2.bu.edu> <21612.199502241212@dcl-
lotos.comp.lancs.ac.uk>
NNTP-Posting-Host: raven.cybercom.com
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <21612.199502241212@dcl-lotos.comp.lancs.ac.uk>
Xref: nntp.gmd.de comp.sys.atari.st:59552 comp.sys.atari.programmer:430

On Fri, 24 Feb 1995, Mr N A Barnes wrote:

> Could you tell me where you got versions of X and so on for the atari

> from, as I have a falcon and would love to run Unix and X on it, so I
> could use a real OS for once... I have heard of people installing

Ftp to: atari.archive.umich.edu
I think it's in pub/Atari/Mint
Then you need to set up mint+mintnet, and finally X11


```
  ..          Doctor Zweistein, aka Baruk or Tim Newsome
  ''::..
  D   '':: drz@raven.cybercom.com          | Microsoft is not the answer.
   ..::''  http://raven.cybercom.com/~drz/ |  Microsoft is the question.
 ::''  R                                   |     "No!" is the answer.
  ''::..   quidquid latine dictum          |
      ''   sit, altum viditur              |  Intel inside? Don't divide!
```


From 2855851279031529909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,376a47e00360498a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,376a47e00360498a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-24 18:36:44 PST
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!news.cs.uni-magdeburg.de!RRZ.Uni-Koeln.DE!news.dfn.de!Germany.EU.net!howland.reston.ans.net!EU.net!uknet!cix.compulink.co.uk!usenet
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: Setting up X (is there a FAQ?)
Message-ID: <D4JB98.Lnw@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <199502180112.UAA94693@acs2.bu.edu>
<Pine.LNX.3.91.950217202007.2148A-100000@raven.cybercom.com>
Date: Sat, 25 Feb 1995 02:36:44 GMT
Lines: 17
Xref: nntp.gmd.de comp.sys.atari.st:59612 comp.sys.atari.programmer:432

> I can get xinit to run, but then all I see when I run it is an xterm
> window (at least I assume it's xterm) which I can't move. And I can't
> figure out how to run an extra xterm in a diff window on a different
> place on the screen.

I'm pretty sure you need to run 'twm' or another window manager. However when I run twm from either the default shell - or the xterm I start from .xconfig - twm just compains about colours - and runs white on white. It does run though and starts up other programs. I don't know twn enough to do anything useful 'blind'!

;-(

Roland.

@CiX

From 4397168072730894622
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-25 06:20:31 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!udel!gatech!swrinde!pipex!sunic!news.chalmers.se!news.gu.se!
pedaasa
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson)
Subject: Re: PutPixel w/o LineA?
Message-ID: <D4K7uB.H40@news.gu.se>
Sender: news@news.gu.se (USENET News System)
Nntp-Posting-Host: hands.ped.gu.se
Organization: Gothenburg University
X-Newsreader: TIN [version 1.2 PL2]
References: <D4EL6s.Gv0@sci.kun.nl> <Pine.ULT.3.91.950224092739.2348A-100000@mars>
Date: Sat, 25 Feb 1995 14:20:31 GMT
Lines: 18

Jens Andreasen (jens-and@dsv.su.se) wrote:

> On Wed, 22 Feb 1995, Sander Stoks wrote:

> > Being supposed not to use LineA on my Falcon, how can I simply put one
> > pixel on the screen in Pure C _without_ having to use BGI?

> Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
> to that function. If you must use VDI you could draw a very short line using
> v_pline.

You can also use VDI call v_pmarker() if you first set the markertype to
a single pixel with VDI call vsm_type(handle,type). Type should be MRKR_DOT (1)
With v_pmarker you may set many pixels at the same time.

Tomas :)

From 216187887766423546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-25 08:23:29 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-
duisburg.de!zib-berlin.de!Germany.EU.net!EU.net!news.eunet.fi!prime.mdata.fi!
mits.mdata.fi!artoj

From: artoj@mits.mdata.fi (Arto Jalkanen)
Newsgroups: comp.sys.atari.programmer
Subject: Detect printer???
Date: 25 Feb 1995 16:23:29 GMT
Organization: MITS - Helsinki - Finland
Lines: 6
Message-ID: <3inli1$gtv@prime.mdata.fi>
NNTP-Posting-Host: mits.mdata.fi

How can I check if printer is connected?

---
* Kivi 1.30 *

From -6029986581188970234
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,650517bee49f3f8e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-26 05:06:24 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-duisburg.de!zib-berlin.de!news.mathworks.com!hookup!swrinde!pipex!news.maz.net!shlink.shn.com!cabal.shnet.org!guenther
Newsgroups: comp.sys.atari.programmer
Subject: Re: Help with Crazy Dots card
Date: Sat, 25 Feb 1995 20:15:54 CET
From: guenther@cabal.shnet.org (Thorsten Guenther)
X-Newsreader: UPoint-'medium' (22. Jan. '95)
Organization: private shNet site, Germany
References: <3h8fu6$enf@lastactionhero.rs.itd.umich.edu>
<FBOSEGXOUP@cabal.shnet.org> <3i3eov$ll1@henry.interlink.no>
Message-ID: <FBZSEBXNUP@cabal.shnet.org>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Content-Length: 470
Lines: 14

In <3i3eov$ll1@henry.interlink.no> Vegard Hofsoey wrote:

>Profibuch in english? Is there such a thing?

Hum...rumour spread some time ago that there is. Anyone here care to
enlighten us?

Thorsten

--
-        guenther@cabal.shnet.org (Thorsten G?nther)   - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _

- On it's wings the rainbow's light it's flying to eternity. -   )

From 9054648547720788263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7b63d79d7a9f6948,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-26 08:51:10 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-duisburg.de!zib-berlin.de!news.mathworks.com!udel!gatech!swrinde!pipex!sunic!news.funet.fi!news.eunet.fi!prime.mdata.fi!mits.mdata.fi!artoj
From: artoj@mits.mdata.fi (Arto Jalkanen)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Scroll bar double scr
Date: 26 Feb 1995 16:07:13 GMT
Organization: MITS - Helsinki - Finland
Lines: 13
Message-ID: <3iq8vh$k9t@prime.mdata.fi>
NNTP-Posting-Host: mits.mdata.fi

j> This *could* be the "double click bug". I think that's related to the 1.04
j> release. (There are fixes for that :-)

It's not only 1.04's problem. My Falcon with TOS 4.04 does also that
with programs I have written. I think the guy who asked about this
wanted to know how he could eliminate this problem in his own code.
I would like to know this too, it's very annoying. Fortunately
it doesn't occur with MultiTOS ;-).

---
* Kivi 1.30 *

From 2006028577145289281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-26 09:05:19 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!news.mathworks.com!newshost.marcam.com!zip.eecs.umich.edu!newsxfer.itd.umich.edu!gatech!swrinde!pipex!sunic!news.kth.se!mars!jens-and
From: Jens Andreasen <jens-and@dsv.su.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Detect printer???
Date: Sun, 26 Feb 1995 18:05:19 +0100
Lines: 17
Message-ID: <Pine.ULT.3.91.950226175502.15907A-100000@mars>
References: <3inli1$gtv@prime.mdata.fi>
NNTP-Posting-Host: mars.dsv.su.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII

X-Sender: jens-and@mars
In-Reply-To: <3inli1$gtv@prime.mdata.fi>

On 25 Feb 1995, Arto Jalkanen wrote:

> How can I check if printer is connected?
> ---
> * Kivi 1.30 *
---
bconstat will do this trick

status = bconstat(device);

long integer status (0=not ready, -1=ready)
short integer device (0=centronics, 1=RS232, 2=monitor, 3=MIDI, 4= IKBD)

/Jens M. Andreasen

From -1848112336788586466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-26 09:33:07 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!udel!gatech!swrinde!pipex!sunic!news.kth.se!mars!jens-and
From: Jens Andreasen <jens-and@dsv.su.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Detect printer???
Date: Sun, 26 Feb 1995 18:33:07 +0100
Lines: 23
Message-ID: <Pine.ULT.3.91.950226182408.16394A-100000@mars>
References: <3inli1$gtv@prime.mdata.fi>
<Pine.ULT.3.91.950226175502.15907A-100000@mars>
NNTP-Posting-Host: mars.dsv.su.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: jens-and@mars
In-Reply-To: <Pine.ULT.3.91.950226175502.15907A-100000@mars>

Due to a typo in my docs (it wasn't my fault, promise :-) I'll better
correct this.....

On Sun, 26 Feb 1995, Jens Andreasen wrote:

> On 25 Feb 1995, Arto Jalkanen wrote:
>
> > How can I check if printer is connected?

> > ---
> > * Kivi 1.30 *
> ----------
> bconstat will do this trick

*** No it won't, but Bcostat will! (bios 8) ***

> status = bconstat(device);
>
> long integer status (0=not ready, -1=ready)
> short integer device (0=centronics, 1=RS232, 2=monitor, 3=MIDI, 4= IKBD)

/ Jens M. Andreasen

From 8639834747724669346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ed7ccc2a8ab4b0b0
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,ed7ccc2a8ab4b0b0
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-02-26 12:15:45 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!udel!gatech!howland.reston.ans.net!agate!ames!waikato!
status.gen.nz!iconz.co.nz!mbecroft
From: mbecroft@iconz.co.nz (Mario Becroft)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
Subject: Re: DOS and Unix Filename Source?
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st.tech
Date: 26 Feb 1995 20:15:45 GMT
Organization: Public Access Internet, Auckland New Zealand
Lines: 25
Message-ID: <3iqnhh$pmg@status.gen.nz>
References: <42332f4dcedc@sirius.herts.ac.uk>
NNTP-Posting-Host: iconz.co.nz
X-Newsreader: TIN [version 1.2 PL2]
Xref: nntp.gmd.de comp.sys.atari.programmer:427 comp.sys.atari.st.tech:19666

Alex Nicholls (A.I.Nicholls@herts.ac.uk) wrote:
: Does anybody have any source that will given a filename and a search criteria
: tell with that filename meets the search criteria?

Just use fsfirst()/fsnext(). I don't know where you can get source, but
you could do a similar thing by something like:

call fsfirst() with *.*

check if this matches criteria. If yes then return with filename
If no, then keep going

call fsnext() with *.*
Does it match criteria? Yes? return filename
No, loop back to fsnext()

Or something like that. As for actually checking if each filename matches criteria, you would want to make up a function to get chars from any point in a string. Then just see if all the chars which are specified in the criteria match. If they do then you got a match. You could ignore `?' and `*' chars.

You probably thought of all that anyhow, but never mind,
  -- Mario Becroft (mbecroft@iconz.co.nz)
--

From -4549217379437649682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9f51838fb77a8ad8
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-26 13:52:40 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!ddsw1!panix!news.mathworks.com!newshost.marcam.com!
zip.eecs.umich.edu!caen!crl.dec.com!crl.dec.com!pa.dec.com!decwrl!waikato!
comp.vuw.ac.nz!news.massey.ac.nz!manawatu.planet.co.nz!stingray.manawatu.gen.nz!
richard
From: richard@stingray.manawatu.gen.nz (Richard MORRIS)
Organization: My house
Subject: Re: Detect printer???
Date: Mon, 27 Feb 95 10:52:40 +1300
Newsgroups: comp.sys.atari.programmer
X-Newsreader: UPoint-'light' (13. Aug. '94)
References: <3inli1$gtv@prime.mdata.fi>
Message-ID: <FB2KEGUSUp@stingray.manawatu.gen.nz>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Content-Length: 1164
Lines: 42

In <3inli1$gtv@prime.mdata.fi> you (Arto Jalkanen) wrote :

>How can I check if printer is connected?

The way to do it, is to check if you can output to the parallel port, by doing this:

If you have GFA basic:
r!=bios(7,0)
r!=out?(0)

r!=true if you can output to the printer - i.e. it's not busy, and there is something connected to the parallel port.

With C, or pretty much anything else:
long status;
status=Bcostat(0);

status=0 if not ready (i.e. busy, or nothing connected), else non-zero.

By the way - the 0 in all of those calls means "parallel printer port",
you can use the following instead for other ports:

0 Parallel port
1 Serial port
2 Console device
3 MIDI port
4 Keyboard port (IKBD)
5 Raw screen device

Hope that this helps,
Richard =8-]

--

```
                                _   _
                               /(. .)\    )
                                 (*)____/|
                                 /       |
                                /   |--\ |
                               (_)(_)  (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

From 206297385847198042
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,5fba69c33f88bfb0
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,5fba69c33f88bfb0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-26 17:44:44 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!fauern!
news.th-darmstadt.de!hrz-ws11.hrz.uni-kassel.de!newsserver.rrzn.uni-hannover.de!
news.rwth-aachen.de!news.dfn.de!swiss.ans.net!howland.reston.ans.net!
news.moneng.mei.com!hookup!nic.hookup.net!xenitec!tdkcs!semprini.waterloo-
rdp.on.ca!cherborth
From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Message-ID: <H.eg.5JYiJulOjw6@semprini.waterloo-rdp.on.ca>
Organization: InterZONE Design
Subject: Re: Chimera/PBM/MintX
Keywords: help!!
References: <D4FDDv.7n0@watserv3.uwaterloo.ca>
Reply-To: cherborth@semprini.waterloo-rdp.on.ca
X-Software: HERMES GUS 1.10 Rev. May 17 1993
Date: Sun, 26 Feb 1995 20:44:44 EST
MIME-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
Lines: 37

Xref: nntp.gmd.de comp.sys.atari.st:60172 comp.sys.atari.programmer:477

In <D4FDDv.7n0@watserv3.uwaterloo.ca>, Samy Mesbah writes:
>Hey all,
>
>I downloaded the source for Chimera for X11R5 but I am I nowhere near
>having it compiled. I haven't yet compiled anything sucessfully bacause
>every single version of gcc I've tried (with anything, not just Chimera)
>gives me bus errors. Anyway, is NETPBM or PBMplus alreasdy compiled
>for the atari? The source distribution includes files for coverting
>Degas and Spectrum pictures so I assume some atari user has already got
>those tools compiled.

I ported NetPBM (I think it was one version behind the latest, which is
March '94) to MiNT a while back; I'd do a much nicer version (a "merged"
binary, if you've read the NetPBM docs) if I had more RAM. Shared
libraries would be nice, too.

Anway, my port of NetPBM is on atari.archive.umich.edu and mirrors in
Mint/Graphics/Netpbm/* or something like that. There's plain 68k
versions, and 680x0 (x >= 2) w/FPU if I remember correctly.

>As well, it seems that Chimera (BTW, for those who don't know Chimera
>is a graphical WEB browser for X11 that doesn't need motif) requires
>a utility called xmkmf, which I assume is a make utility of X based systems,
>and all its makefiles are called Imakefile. I really don't know
>what I'm doing so if anyone has any suggestions for me they would
>be greatly appreciated - if anyone really knows what they're doing
>compiling X/network applications maybe you could e-mail me.

xmkmf isn't really needed; you can usually create a proper Makefile by
hand. I know this because our systems at work are not set up properly,
and xmkmf fails miserably.

--
----------==========----------
 ||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

From 7545400032599595410
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,da000c4cb7841fa1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-26 18:01:44 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!EU.net!dkuug!eunet.no!nuug!henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: GEM_List?
Date: 27 Feb 1995 02:01:44 GMT
Organization: InterLink AS, Trondheim, Norway

Lines: 7
Message-ID: <3irbq8$o0j@henry.interlink.no>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

I have read the GEM_List-files on the Mega-archive CD-ROM, and would like
to join this list/get the resulting manifest (if agreement was reached...)

Does anybody have info on this?

Vegard Hofs⍰y (vegard@interlink.no)

From 6320626381252346941
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b609f026caaa617c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-26 23:47:19 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-
duisburg.de!zib-berlin.de!news.mathworks.com!udel!news.sprintlink.net!
malgudi.oar.net!infinet!tdcflcn
From: tdcflcn@infinet.com (Tom Chamberlain)
Newsgroups: comp.sys.atari.programmer
Subject: 3D-Calc/ST-Club, England
Date: 26 Feb 1995 21:31:02 GMT
Organization: InfiNet
Lines: 43
Message-ID: <3iqrum$b3h@horus.infinet.com>
NNTP-Posting-Host: rigel.infinet.com
X-Newsreader: TIN [version 1.2 PL2]

I am looking for anyone from the ST_CLUB in England.

E-Mail address: stclub@cix.compulink.co.uk

I have just received an update to 3D-Calc from 2.?? to 3.04, and I
am having some problems with some functions.

Hisoft gave me this E-Mail address and informed me that they now support
3D-Calc, if this is true I hope they can help.

The problems I am having are as follows:

When an area is defined for "HIDE", "PROTECT", "ITALIC", etc. and the
"Set Attrabutes" is selected and "OK" is clicked, the area defined is
cleared of all data in the defined area, this is NOT GOOD! I use this
for my bookkeeping for a small business.

When you try to remove the any of the "Atrrabutes" the same thing
happens.

Also the "Merge file" functions does nothing!

Is there something I am doing wrong?
Is this the latest version?
Can I get an older version that WORKS!!?

Is there a program to convert 3D-Calc files to Lotus 123, any version?

I really need to get this corrected if possable or move the files to
another program if possable.

Please responed with E-Mail to the address below.

Thank you for any help.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
           | P.O.BOX 29103 | 8-bit
           | COLUMBUS, OHIO 43229-0103 | Lynx   Jaguar
   * 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
 Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

From -6237933254640645681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1de7b1b3d1dc20e0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-27 02:45:31 PST
Path: nntp.gmd.de!newsserver.jvnc.net!darwin.sura.net!spool.mu.edu!bloom-
beacon.mit.edu!gatech!howland.reston.ans.net!pipex!sunsite.doc.ic.ac.uk!
yama.mcc.ac.uk!cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Source for res-change on Falcon
Date: 27 Feb 1995 10:45:31 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 38
Message-ID: <3isagb$j1q@m1.cs.man.ac.uk>
References: <3iae5b$9uo@crow.cybercom.com>
NNTP-Posting-Host: t2c.cs.man.ac.uk
NNTP-Posting-User: 348

In article <3iae5b$9uo@crow.cybercom.com>, drz@raven.cybercom.com (Doctor
Zweistein) writes:
|> Hi,
|>
|> I'm sure this question has been asked a hundred times already, but here
|> goes. Does anybody have assembly source to change the video-res on the
|> Falcon, and to change it back again at the end of my program? advTHANKSance

Yeh, its easy .... (when you know how!)

Use XBIOS 88 (- Vsetmode). Pass a word parameter to it on the stack. The value is encoded in the following way....

F S O P V 8 N N N

where F=vertical rez flag (interlace/double line =1)
S=st-compatibility mode
O=overscan
P=Pal or NTSC mode
V=VGA mode
8=80 column mode
N=number of bits per pixel.... (000=1, 001=2, 010=4, 011=8, 100=16)

A value of -1 returns the current mode.

You can also do it with setscreen. Pass a value of 3 in res (IIRC), and have an extra word which contains the Modecode (as above).

If you want to get higher resolutions than this, you will have to change the video-regs. directly. You could do this using the .FV (v2) file standard. If so, check out Falclib 5. (cannot remember where I got it....)

Hope this helps....

Anthony

From -7583900366065486835
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1de7b1b3d1dc20e0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-27 03:25:32 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-duisburg.de!zib-berlin.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!news.mathworks.com!news.alpha.net!uwm.edu!math.ohio-state.edu!jussieu.fr!univ-lyon1.fr!news.imag.fr!ciril.fr!scinfo.u-nancy.fr!dazy
From: dazy@scinfo.u-nancy.fr (Matthieu Dazy)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Source for res-change on Falcon
Date: 27 Feb 1995 11:25:32 GMT
Organization: Universite Henri Poincare - Nancy (France)
               Departement Informatique - ESIAL - ISIAL
Lines: 23
Message-ID: <3iscrc$lgd@arcturus.ciril.fr>
References: <3iae5b$9uo@crow.cybercom.com> <3isagb$j1q@m1.cs.man.ac.uk>
NNTP-Posting-Host: castor.scinfo.u-nancy.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: TIN [version 1.2 PL2]

: Use XBIOS 88 (- Vsetmode). Pass a word parameter to it on the stack. The value
: is encoded in the following way....

Well, in the codes I've made on Falcon, I intended to use the XBIOS 5 and 88, but I never managed to make them work correctly, so I made direct accesses to the 24 video registers, which provides a full control for the resolution you want, (for instance, reducing the scanned area can be quite nice when you want to ssaave some time), and it seems that it worked on almost every machine (Though I've been reported some cases where early F030s couldn't run my programs).

I think I've still got them somewhere on a disk. In short, these registers allow to set the size of the virtual screen, the size of the scanfield and the interlacing or double-lining (plus one or two other things), I'll check out.

```
__ __| |             ___|  |               |
   |   __ \   _ \  \___ \  __ \   _` |  _` |  _ \ \  \   /
   |   | | |  __/        | | | | (   | (   | (   \ \  \ /
  _|  _| |_|\___|  _____/ _| |_|\__,_|\__,_|\___/ \_/\_/
```

"And when you kill a man, you're a murderer
Kill many, and you're a conqueror
Kill them all... You're a God."

From -4441436272907196233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2e41d958e680b76,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-27 03:45:43 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-duisburg.de!zib-berlin.de!Germany.EU.net!EU.net!uknet!sunsite.doc.ic.ac.uk!dundee.ac.uk!tweed!rmccall
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Newsgroups: comp.sys.atari.programmer
Subject: Wanted:Programming Books
Date: 26 Feb 1995 17:42:11 GMT
Organization: The University, Dundee, DD1 4HN, Scotland, UK.
Lines: 28
Message-ID: <3iqehj$5d3@dux.dundee.ac.uk>
NNTP-Posting-Host: tweed.mcs.dundee.ac.uk
X-Newsreader: TIN [version 1.2 PL1]

I am looking for books to rach me how to programme the ST, but mainly the Falcon.

Any offers?

Please note I would prefer them to come from the UK.

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university
@@
@@ hence don't complain to them, complain to me!!
@@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

From 5984662198674995569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,376a47e00360498a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 111a55,376a47e00360498a
X-Google-Attributes: gid111a55,public
X-Google-ArrivalTime: 1995-02-27 06:18:09 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!nntp.et.byu.edu!news.mtholyoke.edu!
uhog.mit.edu!news.mathworks.com!hookup!swrinde!pipex!warwick!news.ncl.ac.uk!
newton!n08z7
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Setting up X (is there a FAQ?)
Date: 27 Feb 1995 14:18:09 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 17
Distribution: world
Message-ID: <3ismv1$ie5@whitbeck.ncl.ac.uk>
References: <199502180112.UAA94693@acs2.bu.edu>
<Pine.LNX.3.91.950217202007.2148A-100000@raven.cybercom.com>
<D4JB98.Lnw@cix.compulink.co.uk>
NNTP-Posting-Host: bebside.ncl.ac.uk
Xref: nntp.gmd.de comp.sys.atari.st:59454 comp.sys.atari.programmer:423

In article <D4JB98.Lnw@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland
Givan") writes:
>I'm pretty sure you need to run 'twm' or another window manager. However
>when I run twm from either the default shell - or the xterm I start from

>.xconfig - twm just compains about colours - and runs white on white. It
>does run though and starts up other programs. I don't know twn enough to
>do anything useful 'blind'!

Have you forgotten to put .fvwmrc in your home directory ? Just a thought...

Craig.

```
 __                              _
 | \        | |                 / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From -7325092817064063810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a854098968af5f0,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,8a854098968af5f0,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-02-27 06:37:00 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!newsfeed.pitt.edu!gatech!swrinde!pipex!warwick!
news.herts.ac.uk!sirius.herts.ac.uk!A.I.Nicholls
From: A.I.Nicholls@herts.ac.uk (Alex Nicholls)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
Subject: EGEM ENGLISH help!
Date: 27 Feb 1995 14:37:00 GMT
Organization: University of Hertfordshire
Lines: 13
Message-ID: <42332f51e3de@sirius.herts.ac.uk>
NNTP-Posting-Host: sirius.herts.ac.uk
X-Newsreader: TIN [version 1.2 PL2]
Xref: nntp.gmd.de comp.sys.atari.programmer:422 comp.sys.atari.st.tech:19655

Well has anyone written a program that uses the menu, and form dialogues from
Enhanced GEM?

I've been trying to understand the source code DIALDEMO and translated a bit
of it, but it doesn't have that many comments for me to fully comprehend
how it works!

Any source or help (or better still an readable manual 8)

Alex Nicholls
A.I.Nicholls@herts.ac.uk

From 2103759357993045301
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,1209745a89afe99b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-27 07:38:03 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!math.ohio-state.edu!jussieu.fr!univ-lr.fr!usenet
From: fvende@simplet_3.univ-lr.fr (VENDE Fabrice)
Newsgroups: comp.sys.atari.programmer
Subject: How to put an gfx on the GEM backround ?
Date: 27 Feb 1995 15:38:03 GMT
Organization: Universite de La Rochelle
Lines: 4
Message-ID: <3isrkr$m4s@hp_univ.univ-lr.fr>
NNTP-Posting-Host: simplet_7.univ-lr.fr

How to put an gfx on the GEM background ?

(I have a Falcon) ..
Thanks

From 1752477412946161222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fbe2dd49755f4c1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-27 09:53:05 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!news.duke.edu!zombie.ncsc.mil!news.mathworks.com!
usenet.eel.ufl.edu!news-feed-1.peachnet.edu!gatech!gt-news!prism!prism!not-for-
mail
From: gt1448b@prism.gatech.edu (David Paul Forrai)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Scroll bar double scroll problem
Date: 27 Feb 1995 12:53:05 -0500
Organization: Georgia Institute of Technology
Lines: 19
Sender: gt1448b@prism.gatech.edu
Message-ID: <3it3i1$d4d@acmey.gatech.edu>
References: <D4FC11.79t@watserv3.uwaterloo.ca> <D4IH18.8w0@muster.hrz.uni-
giessen.de>
NNTP-Posting-Host: acmey.gatech.edu

gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:

>Art Twarecki (atwareck@novice.uwaterloo.ca) wrote:

>: Could someone point me in the right direction: I am looking for a way to
>: eliminate the double-scroll problem, i.e. you click on an arrow and GEM
>: sees two clicks, and scrolls twice.

>You should use "arrowfix", aviable in most FTP sites.

If you're programming an application, there is a way to get around this
without using arrowfix. It has to do with setting up a certain AES event

and forcing this event BEFORE you enter the main event loop.
Unfortunately, I can't remember what the trick is. Perhaps someone
following this thread will know and followup. Apparantly this bug is
caused by an improper AES initialization.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

From 6423693871144034312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fbe2dd49755f4c1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-27 09:53:10 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!fu-
berlin.de!news.dfn.de!scsing.switch.ch!news.rediris.es!news.uoregon.edu!
vixen.cso.uiuc.edu!uwm.edu!news.alpha.net!news.mathworks.com!usenet.eel.ufl.edu!
news-feed-1.peachnet.edu!news.Gsu.EDU!gatech!swrinde!howland.reston.ans.net!torn!
alf.uwaterloo.ca!watserv3.uwaterloo.ca!atwareck
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Subject: Re: Scroll bar double scroll problem
Message-ID: <D4o70q.4AC@watserv3.uwaterloo.ca>
Sender: news@watserv3.uwaterloo.ca
Nntp-Posting-Host: novice.uwaterloo.ca
Organization: University of Waterloo
References: <D4FC11.79t@watserv3.uwaterloo.ca>
<Pine.ULT.3.91.950224203217.1991A-100000@mars>
Date: Mon, 27 Feb 1995 17:53:10 GMT
Lines: 20

In article <Pine.ULT.3.91.950224203217.1991A-100000@mars>,
Jens Andreasen <jens-and@dsv.su.se> wrote:
>
>
>On Wed, 22 Feb 1995, Art Twarecki wrote:
>
>> Could someone point me in the right direction: I am looking for a way to
>> eliminate the double-scroll problem, i.e. you click on an arrow and GEM
>> sees two clicks, and scrolls twice.
>
>This *could* be the "double click bug". I think that's related to the 1.04
>release. (There are fixes for that :-)
>
>What OS have you got?

This is on a Falcon, the TOS version is 4.xx.

--
Art
atwareck@novice.uwaterloo.ca

From 6183841824678895930
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c5c7aba3fcd93fc5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-27 10:00:02 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!wizard.pn.com!satisfied.elf.com!news.mathworks.com!
usenet.eel.ufl.edu!news-feed-1.peachnet.edu!gatech!swrinde!pipex!warwick!
yama.mcc.ac.uk!cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Sample playing
Date: 27 Feb 1995 18:00:02 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 27
Message-ID: <3it3v2$t54@m1.cs.man.ac.uk>
References: <3icn16$3a2@nic.lth.se>
NNTP-Posting-Host: n6x.cs.man.ac.uk
NNTP-Posting-User: 348

In article <3icn16$3a2@nic.lth.se>, d92jk@efd.lth.se (Johan Karlsson) writes:
|> I've set up a buffer for sample playing and it works fine, but when I want
|> to
|> change the buffer to start playing from somewhere else in the memory before
|> the old one has finished the new one can't be heard.
|>
|> How do I make the old sample stop playing so I can play the new one instead?
|>
|> Johan
|>

I see (from a later post) that you have solved this problem, but I have a
similar
query....

I'm working on the Falcon, and have set up the buffers and connected everything
using the XBIOS commands, but it does not seem to stop when it reaches the end
of the buffer... I can manually stop it, of course.

Do I have to use one of the interupts to detect the end of the sample, and then
set bufferoper(0) to stop it? Surely the OS should stop when it reaches the end
of the buffer...

Cheers,

Anthony

From 4365920865798944914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,376a47e00360498a
X-Google-Attributes: gid111a55,public

X-Google-Thread: 1115ce,376a47e00360498a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-27 15:59:49 PST
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!fauern!
news.th-darmstadt.de!hrz-ws11.hrz.uni-kassel.de!newsserver.rrzn.uni-hannover.de!
news.rwth-aachen.de!news.dfn.de!fu-berlin.de!zrz.TU-Berlin.DE!netmbx.de!unlisys!
news.maz.net!pipex!uknet!cix.compulink.co.uk!usenet
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: Setting up X (is there a FAQ?)
Message-ID: <D4onzp.ELv@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <199502180112.UAA94693@acs2.bu.edu>
<Pine.LNX.3.91.950217202007.2148A-100000@raven.cybercom.com>
<D4JB98.Lnw@cix.compulink.co. <3ismv1$ie5@whitbeck.ncl.ac.uk>
Date: Mon, 27 Feb 1995 23:59:49 GMT
Lines: 15
Xref: nntp.gmd.de comp.sys.atari.st:60162 comp.sys.atari.programmer:476

In message <3ismv1$ie5@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:
  >
  > Have you forgotten to put .fvwmrc in your home directory ? Just a

Not got ones of those - though I've got a .twmrc ISTR.

The problem was actually a lack of Xcrms.txt(sp). I had a lowercase x at
the front instead.

:-)

Roland.

@CiX

From -2527233874673792957
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,f805c6fd0eea77e0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-27 17:06:27 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-
duisburg.de!zib-berlin.de!Germany.EU.net!EU.net!dkuug!eunet.no!nuug!
henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Implementing F030 Network
Date: 28 Feb 1995 01:06:27 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 14
Message-ID: <3itsuj$hfo@henry.interlink.no>
References: <3iamsf$bbg@dux.dundee.ac.uk>

NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I want to implement (write) a simple piece of netoworking software which
: will allow the Network port on the Falcon to be used. The software

If this is the same port that my MSTE has (LAN), maybe MSTE's should be
supported too?

Vegard Hofs⍰y (vegard@interlink.no)

From 4096911096760247689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d8675a6309e764b5,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d8675a6309e764b5,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d8675a6309e764b5,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-02-27 18:19:45 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!fu-
berlin.de!zrz.TU-Berlin.DE!CNB.CompuNet.DE!netmbx.de!unlisys!news.maz.net!
news.allcon.net!flens.syd.de!sydlink.syd.de!tpki.toppoint.de!nuki.NetUSE.de!
Kiel.Germany.EU.net!Hamburg.Germany.EU.net!Germany.EU.net!howland.reston.ans.net!
cs.utexas.edu!utnut!torn!uunet.ca!uunet.ca!ophelia.waterloo.net!
ophelia.waterloo.net!not-for-mail
From: sshifter@ophelia.waterloo.net (Mike Pelletier)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Subject: Falcon DSP mod player routine
Date: 27 Feb 1995 21:19:45 -0500
Organization: Waterloo Internet Cooperative
Lines: 13
Message-ID: <3iu181$6p7@ophelia.waterloo.net>
NNTP-Posting-Host: ophelia.waterloo.net
X-Newsreader: TIN [version 1.2 PL2]
Xref: nntp.gmd.de comp.sys.atari.st.tech:19752 comp.sys.atari.st:59801
comp.sys.atari.programmer:453

Howdy, gang. I've pretty much finished a spiffy new MOD player. It
runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest
of all) automatically scans any floppy you put in the drive and loads
any .MODs it contains with no need for the user to even have the
ACC open. Unfortuneately I have run into one /small/ problem.

I have _NO_ idea how to play a .MOD. Oops?

So, anyways, can anyone direct me to PD or at least cheap DSP .MODS playing source? Thanks.

Hmm...

From -8560026885513441029
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fbe2dd49755f4c1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-28 02:29:38 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!usenet.eel.ufl.edu!news-feed-1.peachnet.edu!gatech!
howland.reston.ans.net!news.sprintlink.net!EU.net!uknet!festival!hwcee!sbrown
From: sbrown@cee.hw.ac.uk (Stuart Brown)
Subject: Re: Scroll bar double scroll problem
Message-ID: <D4pH5E.F1E@cee.hw.ac.uk>
Sender: news@cee.hw.ac.uk (News Administrator)
Organization: Dept of Computing and Electrical Engineering, Heriot-Watt University
X-Newsreader: TIN [version 1.2 PL2]
References: <D4FC11.79t@watserv3.uwaterloo.ca> <D4IH18.8w0@muster.hrz.uni-
giessen.de> <3it3i1$d4d@acmey.gatech.edu>
Date: Tue, 28 Feb 1995 10:29:38 GMT
Lines: 31

David Paul Forrai (gt1448b@prism.gatech.edu) wrote:
: gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:

: >Art Twarecki (atwareck@novice.uwaterloo.ca) wrote:

: >: Could someone point me in the right direction: I am looking for a way to
: >: eliminate the double-scroll problem, i.e. you click on an arrow and GEM
: >: sees two clicks, and scrolls twice.

: >You should use "arrowfix", aviable in most FTP sites.

: If you're programming an application, there is a way to get around this
: without using arrowfix. It has to do with setting up a certain AES event
: and forcing this event BEFORE you enter the main event loop.
: Unfortunately, I can't remember what the trick is. Perhaps someone
: following this thread will know and followup. Apparantly this bug is
: caused by an improper AES initialization.
: --
: David Forrai
: Internet: gt1448b@prism.gatech.edu

I believe the solution to the infamous 'double click bug' is to arrange
a timer event of length 0. Since the length is 0, it does not delay your
program: but somehow it rectifies this rather annoying bug.

I think it's just a simple evnt_timer(0) call.

+---+
| Stuart Brown   BSc Computer Science IV, Heriot-Watt University |
| e-mail: sbrown@cee.hw.ac.uk   WWW: http://www.cee.hw.ac.uk/~sbrown/ |
+---+

From -4028554998584145709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-28 03:58:11 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!fu-
berlin.de!cs.tu-berlin.de!fauern!news.th-darmstadt.de!muster!vision!gd63
From: gd63@vision.hrz.uni-giessen.de (Martin Schmidt)
Subject: Re: PutPixel w/o LineA?
Sender: news@muster.hrz.uni-giessen.de
Message-ID: <D4pL90.Aws@muster.hrz.uni-giessen.de>
Date: Tue, 28 Feb 1995 11:58:11 GMT
References: <D4EL6s.Gv0@sci.kun.nl> <Pine.ULT.3.91.950224092739.2348A-100000@mars>
<SCHWAB.95Feb24110443@issan.informatik.uni-dortmund.de>
Organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
X-Newsreader: TIN [version 1.2 PL2]
Lines: 30

Hi,

Andreas Schwab (schwab@issan.informatik.uni-dortmund.de) wrote:

: To be precise, drawing a line using the same point as starting and
: ending point should work. For example:

```
: void put_pixel (int x, int y)
: {
:   int pxyarray[4];

:   pxyarray[0] = x;
:   pxyarray[1] = y;
:   pxyarray[2] = x;
:   pxyarray[3] = y;
:   v_pline (vhandle, 2, pxyarray); /* not sure about order of args */
                                    /* it _IS_ the right order of args... */
: }
```

Martin
---
 martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
 nicht tot sind, irgendwie sehr krank"

Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

From -6037107126432491478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-28 06:13:54 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!EU.net!uknet!yama.mcc.ac.uk!cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Re: PutPixel w/o LineA?
Date: 28 Feb 1995 14:13:54 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 37
Message-ID: <3ivb32$l9d@m1.cs.man.ac.uk>
References: <D4EL6s.Gv0@sci.kun.nl> <Pine.ULT.3.91.950224092739.2348A-100000@mars>
<SCHWAB.95Feb24110443@issan.informatik.uni-dortmund.de>
NNTP-Posting-Host: n6k.cs.man.ac.uk
NNTP-Posting-User: 348

In article <SCHWAB.95Feb24110443@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
|> In article <Pine.ULT.3.91.950224092739.2348A-100000@mars>, Jens Andreasen
|> <jens-and@dsv.su.se> writes:
|>
|> |> On Wed, 22 Feb 1995, Sander Stoks wrote:
|>
|> |>> Being supposed not to use LineA on my Falcon, how can I simply put one
|> |>> pixel on the screen in Pure C _without_ having to use BGI?
|>
|> |> Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
|> |> to that function. If you must use VDI you could draw a very short line
|> using
|> |> v_pline.
|>
|> To be precise, drawing a line using the same point as starting and
|> ending point should work. For example:
|>
|> void put_pixel (int x, int y)
|> {
|>   int pxyarray[4];
|>
|>   pxyarray[0] = x;
|>   pxyarray[1] = y;
|>   pxyarray[2] = x;
|>   pxyarray[3] = y;
|>   v_pline (vhandle, 2, pxyarray); /* not sure about order of args */

|> }

And people wonder why the VDI is so slow!!!

There must be a better way than this.....

|> --
|> Andreas Schwab "And now for something
|> schwab@issan.informatik.uni-dortmund.de completely different"

From 2590286460723895265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-28 08:05:58 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!EU.net!sun4nl!sci.kun.nl!sanders
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: PutPixel w/o LineA?
Message-ID: <D4pwpz.Csw@sci.kun.nl>
Sender: news@sci.kun.nl (News owner)
Nntp-Posting-Host: studs.sci.kun.nl
Organization: University of Nijmegen, The Netherlands
X-Newsreader: NN version 6.4.19
References: <D4EL6s.Gv0@sci.kun.nl> <Pine.ULT.3.91.950224092739.2348A-100000@mars>
<SCHWAB.95Feb24110443@issan.informatik.uni-dortmund.de>
<3ivb32$l9d@m1.cs.man.ac.uk>
Date: Tue, 28 Feb 1995 16:05:58 GMT
Lines: 49

In <3ivb32$l9d@m1.cs.man.ac.uk> jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>In article <SCHWAB.95Feb24110443@issan.informatik.uni-dortmund.de>,
>schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
>|> In article <Pine.ULT.3.91.950224092739.2348A-100000@mars>, Jens Andreasen
>|> <jens-and@dsv.su.se> writes:
>|>
>|> |> On Wed, 22 Feb 1995, Sander Stoks wrote:
>|>
>|> |>> Being supposed not to use LineA on my Falcon, how can I simply put one
>|> |>> pixel on the screen in Pure C _without_ having to use BGI?
>|>
>|> |> Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
>|> |> to that function. If you must use VDI you could draw a very short line
>|> using
>|> |> v_pline.
>|>
>|> To be precise, drawing a line using the same point as starting and
>|> ending point should work. For example:
>|>

```
>|> void put_pixel (int x, int y)
>|> {
>|>   int pxyarray[4];
>|>
>|>   pxyarray[0] = x;
>|>   pxyarray[1] = y;
>|>   pxyarray[2] = x;
>|>   pxyarray[3] = y;
>|>   v_pline (vhandle, 2, pxyarray); /* not sure about order of args */
>|> }
```

>And people wonder why the VDI is so slow!!!

>There must be a better way than this.....

I certainly hope so! This is crazy, to say the least. OK, for only a few pixels it's all right, but what if I wanted to plot, say, a fractal (and still impress my friends with it)? I didn't want to use the BGI because I thought it could be done faster...

Am I correct that Line-A isn't even available on the Falcon TOS anymore? If it is, I _will_ use it (boo hiss!), if it isn't, I'll have to write my own putpixel(x,y) in assembly... Jeez...

Regards,
--

```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%
(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j+
+)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+k<65?'#':'
');putchar(10);}}         /* ATARI Falcon030 */
```

From -607461432519659196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a854098968af5f0
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,8a854098968af5f0
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-02-28 08:07:27 PST
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!EU.net!sun4nl!sci.kun.nl!sanders
From: sanders@sci.kun.nl (Sander Stoks)
Subject: Re: EGEM ENGLISH help!
Message-ID: <D4pwsF.Cvt@sci.kun.nl>
Sender: news@sci.kun.nl (News owner)
Nntp-Posting-Host: studs.sci.kun.nl
Organization: University of Nijmegen, The Netherlands
X-Newsreader: NN version 6.4.19
References: <42332f51e3de@sirius.herts.ac.uk>
Date: Tue, 28 Feb 1995 16:07:27 GMT
Lines: 18

Xref: nntp.gmd.de comp.sys.atari.programmer:440 comp.sys.atari.st.tech:19720

In <42332f51e3de@sirius.herts.ac.uk> A.I.Nicholls@herts.ac.uk (Alex Nicholls) writes:

>Well has anyone written a program that uses the menu, and form dialogues from
>Enhanced GEM?

>I've been trying to understand the source code DIALDEMO and translated a bit
>of it, but it doesn't have that many comments for me to fully comprehend
>how it works!

>Any source or help (or better still an readable manual 8)

...or even better: a conversion from the EGEM.HYP to some format
useable with the Pure C online help...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%
(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j+
+)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+k<65?'#':'
');putchar(10);}}         /* ATARI Falcon030 */
```

From -5762567201650139315
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,abe44bcf01faa526
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-28 09:05:09 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-duisburg.de!zib-berlin.de!news.mathworks.com!uunet!fdn.fr!jussieu.fr!news.univ-angers.fr!news.univ-rennes1.fr!news.emn.fr!newsmaster
From: Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Mixing samples
Date: 28 Feb 1995 12:09:11 GMT
Organization: Ecole des Mines de Nantes
Lines: 31
Message-ID: <3iv3p7$9p9@caro.dsic.emn.fr>
References: <3ik477$jt5@news.uncc.edu>
NNTP-Posting-Host: naniut.iut-nantes.univ-nantes.fr

ralunsfo@uncc.edu (Russell A Lunsford) wrote:
>
> Does anyone know the technique for mixing samples (Falcon, or I suppose
> STe would be fine also)? I know there is a call on the Falcon where you
> can set the number of tracks that will be used, but I haven't seen one
> for playing on a certain track, so I assume this would be done through
> software somehow....Any tips, or source?

Hi !

This is really easy. What you have to do is to add the values of each samples and then to divide the result by the number of samples (To get a result in the range of values the Falcon can play). Just remember to make signed ops (because the falcon samples are always signed) and to use 32 bits for the result of the addition (because it may be greater than 32767). A good way to make the division is to use a right logical shift (wich is the same as divided a number by 2 and is quite faster (even on the DSP which miss a real div operation)) (I guess you already knew that).

The Falcon call is useless for what you wanna do because you may play only ONE track at the same time with the internal speaker, the jack or the TV. It is not a call to mix samples but to play several samples at the same time trough a special hardware extension in the DSP port. I don't know if there is actually one in existence. If someone know please tell me.

That's all ! Good luck !

Xavier Joubert (Xaz)

From 4424155292794863429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17fa8561b1fe563a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-28 09:16:18 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!EU.net!uknet!festival!leeds.ac.uk!news
From: andrew@minster.york.ac.uk (Andrew Hague)
Subject: Minixfs and long filenames?
Message-ID: <1995Feb28.171619.10402@leeds.ac.uk>
Date: Tue, 28 Feb 1995 17:16:18 +0000 (GMT)
X-Newsreader: TIN [version 1.2 PL2]
Lines: 16

I've managed to create a minix partition on a disk in Drive A (just testing) and I've messed around with 'mfsconf' for filename translations but I can't get long filenames. I want to install MintNET and possibly X on my Falcon but I don't think I can without a Minix partition.

I think I maybe using the wrong versions of ls, cp, mv, etc. I'm using those found in fu2-bin.zoo as found at umich.

Can someone e-mail me so that I can discuss the problems I'm having.

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction

Department of Computer Science.   University of York, YORK. YO1 5DD
Tel: (+44/0)1904 432762   E-MAIL: andrew@minster.york.ac.uk

From -8332274750466133823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-28 09:19:22 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-duisburg.de!zib-berlin.de!news.mathworks.com!usenet.eel.ufl.edu!news-feed-1.peachnet.edu!gatech!howland.reston.ans.net!EU.net!uknet!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: PutPixel w/o LineA?
Date: 28 Feb 1995 13:02:06 GMT
Organization: NHS Information Management Centre
Lines: 12
Message-ID: <3iv6se$fsk@percy.cs.bham.ac.uk>
References: <D4EL6s.Gv0@sci.kun.nl> <Pine.ULT.3.91.950224092739.2348A-100000@mars>
NNTP-Posting-Host: mother.cs.bham.ac.uk

Jens Andreasen <jens-and@dsv.su.se> writes:
>Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
>to that function. If you must use VDI you could draw a very short line using
>v_pline.

Try using v_pmarker() and setting the marker type (vsm_type() ?) to a
single dot.
--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From -2556921896980728468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-28 09:50:35 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!hudson.lm.com!godot.cc.duq.edu!news.duke.edu!eff!news.kei.com!news.mathworks.com!uunet!in1.uu.net!fdn.fr!univ-lyon1.fr!jussieu.fr!news.univ-angers.fr!news.univ-rennes1.fr!news.emn.fr!newsmaster
From: Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Re: PutPixel w/o LineA?
Date: 28 Feb 1995 17:50:35 GMT
Organization: Ecole des Mines de Nantes
Lines: 32
Message-ID: <3ivnpb$a9m@caro.dsic.emn.fr>
References: <D4EL6s.Gv0@sci.kun.nl> <Pine.ULT.3.91.950224092739.2348A-100000@mars>

<SCHWAB.95Feb24110443@issan.informatik.uni-dortmund.de>
<3ivb32$l9d@m1.cs.man.ac.uk> <D4pwpz.Csw@sci.kun.nl>
NNTP-Posting-Host: naniut.iut-nantes.univ-nantes.fr

sanders@sci.kun.nl (Sander Stoks) wrote:

> I certainly hope so! This is crazy, to say the least. OK, for only a
> few pixels it's all right, but what if I wanted to plot, say, a
> fractal (and still impress my friends with it)? I didn't want to use
> the BGI because I thought it could be done faster...

> Am I correct that Line-A isn't even available on the Falcon TOS
> anymore? If it is, I _will_ use it (boo hiss!), if it isn't, I'll
> have to write my own putpixel(x,y) in assembly... Jeez...

Hi !

If you want to draw a Fractal at the maximum speed, here is
what you'll have to do :
- Allocate enough memory to store your picture
- Compute the fractal in chunky format (means one byte one pixel (or
  two bytes one pixel or ... well you understood))
- Convert your picture in VDI format with a quick assembler rout.
  (You can also directly compute it in VDI format but I think the way
  it is coded is not optimized for directly generate pictures (For
  those who know the amiga, they have the same problem :))
- Convert your picture in device dependent mode with vr_trnfm.
- Display it in a window with v-I-don't-remember-its-name.

If you wants to display your fractal while you are computing
it you can compute it line by line.

If you want to display only few pixels then use the line trick
but if you have to modify a big surface my way is the fastest.

Good luck !

Xavier Joubert (Xaz)

From -2776682611162877659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,72b6507c083ebe15,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-28 10:49:24 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!fauern!
news.th-darmstadt.de!terra.wiwi.uni-frankfurt.de!zeus.rbi.informatik.uni-
frankfurt.de!news.dfn.de!fu-berlin.de!zrz.TU-Berlin.DE!netmbx.de!unlisys!
news.maz.net!pipex!howland.reston.ans.net!cs.utexas.edu!not-for-mail
From: hutch@ilmen.lanl.gov (Hutch)
Newsgroups: comp.sys.atari.programmer
Subject: Atari Programming Books
Date: 28 Feb 1995 12:49:24 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 20

Sender: nobody@cs.utexas.edu
Message-ID: <9502281744.AA06905@ilmen.lanl.gov>
NNTP-Posting-Host: news.cs.utexas.edu

OK, I'll try again...

Does anyone want any of these Atari programming books? They are
just sitting on my bookshelp collecting dust so they might as
well be doing someone else some good.

Send me an offer for the lot, with postage, if you are interested.
Better restrict this to the continental US, however, as shipping
would be rather dear across the pond, I imagine.

Atari ST Application Programming	DataTech
Atari ST GEM Programmer's Reference	Abacus
DSP56000/DSP56001 User's Manual	Motorola
ST Assembly Language Workshop	Taylor Ridge
C-Manship Complete	Taylor Ridge
GFA BASIC Toolkit	Taylor Ridge

-Hutch- @ Fair Dinkum Tech

From 264844335533492920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-01 05:33:40 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!yale.edu!spool.mu.edu!bloom-beacon.mit.edu!
gatech!howland.reston.ans.net!EU.net!sun4nl!cwi.nl!news.cwi.nl!avg
From: avg@cwi.nl (Annius Groenink)
Subject: Re: PutPixel w/o LineA?
Message-ID: <avg.794064820@news.cwi.nl>
Sender: news@cwi.nl (The Daily Dross)
Nntp-Posting-Host: zeus.cwi.nl
Organization: CWI, Amsterdam
References: <D4EL6s.Gv0@sci.kun.nl> <Pine.ULT.3.91.950224092739.2348A-100000@mars>
<3iv6se$fsk@percy.cs.bham.ac.uk>
Date: Wed, 1 Mar 1995 13:33:40 GMT
Lines: 23

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Jens Andreasen <jens-and@dsv.su.se> writes:
>>Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
>>to that function. If you must use VDI you could draw a very short line using
>>v_pline.

>Try using v_pmarker() and setting the marker type (vsm_type() ?) to a

>single dot.

That's right. I remember reading somewhere `official' that this is guaranteed to be the fastest solution (at least a lot better than the v_pline solution).  We should probably interpret this as `every well-designed GDOS driver has a separate, optimized routine for polymarkers of type dot, size 1'.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

From -2199093223297397033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fa757d6439f5f449,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-01 07:27:20 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!uni-duisburg.de!RRZ.Uni-Koeln.DE!news.dfn.de!swiss.ans.net!gatech!swrinde!pipex!sunsite.doc.ic.ac.uk!dundee.ac.uk!forth!rmccall
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Newsgroups: comp.sys.atari.programmer
Subject: Easy Gem Etc
Date: 1 Mar 1995 15:27:20 GMT
Organization: The University, Dundee, DD1 4HN, Scotland, UK.
Lines: 28
Message-ID: <3j23oo$ia1@dux.dundee.ac.uk>
NNTP-Posting-Host: forth.mcs.dundee.ac.uk
X-Newsreader: TIN [version 1.2 PL1]

I am looking for programs which will help me write GRM interfaced based programs.

Any idea where I can get them from.

Also what library/include file in Sobozon contains the GEM stuff?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk   //
@@ No part of any mail I send is the reponsibility of the university
     @@
@@ hence don't complain to them, complain to me!!

@@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

From 117261826296515765
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fbe2dd49755f4c1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-01 12:32:12 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!uni-duisburg.de!RRZ.Uni-Koeln.DE!news.dfn.de!fu-berlin.de!zrz.TU-Berlin.DE!netmbx.de!unlisys!news.maz.net!pipex!sunsite.doc.ic.ac.uk!cc.ic.ac.uk!rm03
From: rm03@ic.ac.uk (Mr R. Mellish)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Scroll bar double scroll problem
Date: 1 Mar 1995 20:32:12 GMT
Organization: S.I.B.H.o.D.C.
Lines: 18
Message-ID: <3j2lkc$18f@ccserver.cc.ic.ac.uk>
References: <D4FC11.79t@watserv3.uwaterloo.ca> <D4IH18.8w0@muster.hrz.uni-giessen.de> <3it3i1$d4d@acmey.gatech.edu>
NNTP-Posting-Host: sg1.cc.ic.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

in article <3it3i1$d4d@acmey.gatech.edu>, David Paul Forrai
(gt1448b@prism.gatech.edu) wrote:
[arrowfix etc deleted]
>If you're programming an application, there is a way to get around this
>without using arrowfix. It has to do with setting up a certain AES event
>and forcing this event BEFORE you enter the main event loop.
>Unfortunately, I can't remember what the trick is. Perhaps someone
>following this thread will know and followup. Apparantly this bug is
>caused by an improper AES initialization.

I was told that the trick is to do an event_multi that waits for a double
click and also a 0ms timer event. This will drop through almost immediately,
of course. You need to do this once, just after appl_init.

I can't vouch for the reliability of this, since I've never seen the double-
scroll problem. Apparently it's mostly present on TOS >2.00

-- Robert Mellish ([U]AA & YSFC #20) Email: r.mellish@ic.ac.uk
`Not the face!' [9f07]

From 167865498286872353
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-01 17:16:15 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!pipex!sunic!
news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Temporary disabling multitasking?
Date: 1 Mar 1995 23:48:08 GMT
Organization: ABC-Klubben
Lines: 21
Message-ID: <3j313o$8qg@oden.abc.se>
References: <D422KH.L9p@exeter.ac.uk> <D4I6LE.E3n@exeter.ac.uk>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
: Because by its very nature an interrupt implies something must be done _now_.
: Not in a minute when the kernel feels like giving the handler more time.
: For example, you have a device sending data at highspeed. When data arrives
: an interupt signal is given - the interrupt handler is _immediately_ run
: to transfer data from the source to memory. If MiNT preempts the handler
: then chances are that more data will arrive before the last has been
: cleared from the i/o buffer - result - lost data. COnsider also that
: most interrupts require that other interrupts be disabled while they are
: running - if the handler is pre-empted then there if the chance of MiNT
: running through maybe hundreds of other processes - with the interupts
: disabled.

: Does this convince you that preempting interrupt handlers is bad?
: And therefore that MiNT will probably never preempt supervisor mode?

As a matter of fact it doesn't. The documentation says that if you switch to
supervisor mode either by using super() or supexec(), the multitasking will
stop, and continue when supervisor mode is left.

-Mattias Flodin-

From -9168926143113968580
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,abe44bcf01faa526
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-01 17:16:29 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!pipex!sunic!
news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Mixing samples

Date: 1 Mar 1995 23:54:29 GMT
Organization: ABC-Klubben
Lines: 16
Message-ID: <3j31fl$8qg@oden.abc.se>
References: <3ik477$jt5@news.uncc.edu>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Russell A Lunsford (ralunsfo@uncc.edu) wrote:
: Does anyone know the technique for mixing samples (Falcon, or I suppose
: STe would be fine also)? I know there is a call on the Falcon where you
: can set the number of tracks that will be used, but I haven't seen one
: for playing on a certain track, so I assume this would be done through
: software somehow....Any tips, or source?

To mix two samples together you just take one value from the first sample
and add it to the corresponding value in the second sample, and the divide
it by two. To add three samples you add the three values, and divide by
three, etc.

The Falcon only has two outputs for sound, left and right. Thus you can only
play two channels at one time. By mixing the samples you can make it sound
like there are more channels, but unless you mix 8-bit samples and play it
in 16-bit mode, you will get a loss of quality.

From 370166441134822014
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d8675a6309e764b5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 109a67,d8675a6309e764b5
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,d8675a6309e764b5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-02 04:16:49 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!fu-
berlin.de!zrz.TU-Berlin.DE!netmbx.de!unlisys!news.maz.net!pipex!
sunsite.doc.ic.ac.uk!yama.mcc.ac.uk!cs.man.ac.uk!lais
From: lais@cs.man.ac.uk (S94)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Falcon DSP mod player routine
Date: 2 Mar 1995 12:16:49 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 14
Message-ID: <3j4cvh$cjg@m1.cs.man.ac.uk>
References: <3iu181$6p7@ophelia.waterloo.net>
NNTP-Posting-Host: n3b.cs.man.ac.uk
NNTP-Posting-User: 360
Xref: nntp.gmd.de comp.sys.atari.st.tech:19773 comp.sys.atari.st:59893
comp.sys.atari.programmer:457

In article <3iu181$6p7@ophelia.waterloo.net>, sshifter@ophelia.waterloo.net

(Mike Pelletier) writes:
|> Howdy, gang. I've pretty much finished a spiffy new MOD player. It
|> runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest
|> of all) automatically scans any floppy you put in the drive and loads
|> any .MODs it contains with no need for the user to even have the
|> ACC open. Unfortuneately I have run into one /small/ problem.
|>
|> I have _NO_ idea how to play a .MOD. Oops?

Oops indeedy there, my friend ! A touch of Mr. Bean perhaps ?

S.Lai :)

From -6562137546037823977
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,d8675a6309e764b5
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,d8675a6309e764b5
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d8675a6309e764b5
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-03-02 04:41:57 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!fu-
berlin.de!zrz.TU-Berlin.DE!netmbx.de!unlisys!news.maz.net!pipex!
sunsite.doc.ic.ac.uk!yama.mcc.ac.uk!cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Falcon DSP mod player routine
Date: 2 Mar 1995 12:41:57 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 33
Message-ID: <3j4eel$cu9@m1.cs.man.ac.uk>
References: <3iu181$6p7@ophelia.waterloo.net>
NNTP-Posting-Host: n1e.cs.man.ac.uk
NNTP-Posting-User: 348
Xref: nntp.gmd.de comp.sys.atari.st.tech:19774 comp.sys.atari.st:59894
comp.sys.atari.programmer:458

In article <3iu181$6p7@ophelia.waterloo.net>, sshifter@ophelia.waterloo.net
(Mike Pelletier) writes:
|> Howdy, gang. I've pretty much finished a spiffy new MOD player. It
|> runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest
|> of all) automatically scans any floppy you put in the drive and loads
|> any .MODs it contains with no need for the user to even have the
|> ACC open. Unfortuneately I have run into one /small/ problem.
|>
|> I have _NO_ idea how to play a .MOD. Oops?

I know that user interface is important, but surely this should have been
your first thought about this prog..... <grin>

|>   So, anyways, can anyone direct me to PD or at least cheap DSP .MODS
|> playing source? Thanks.
|>
|> Hmm...
|>

Hmmm... Well, the BiMaster of BTM (or something like that...) code is part of the assembler library FALCLIB ..... It has a couple of bugs though, and relies on a pre-assembled kernel....

Or, if your feel like doing something special, you could check out the (again assembler) fast_dtm code. This is Jaccard Emmanuels DTM player code.

Both of these are available over FTP from falcon/programming directories on most ftp sites (cnam.fr has them IIRC)

Hope this helps.

Anthony

From 7374071017104255644
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,17fa8561b1fe563a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-02 05:52:55 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!EU.net!sun4nl!news.nic.surfnet.nl!utciva.civ.utwente.nl!
news.cs.utwente.nl!not-for-mail
From: ia_ric@cs.utwente.nl (Ric Klaren)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Minixfs and long filenames?
Date: Thu, 02 Mar 95 13:52:55 WET
Organization: Foundation IAPC
Lines: 27
Distribution: world
Message-ID: <3j4f5s$nns@utrhcs.cs.utwente.nl>
References: <1995Feb28.171619.10402@leeds.ac.uk>
NNTP-Posting-Host: zaphod.cs.utwente.nl
Mime-Version: 1.0
X-Newsreader: WinVN 0.93.9

Hi,

In reply on your posting to comp.sys.atari.programmer....

>I've managed to create a minix partition on a disk in Drive A (just testing)

My system is currently running with Mint 1.12 minixfs pl 6.10 (or about that). It works perfectly, though one should watch out with resetting the computer a bit too easily, minixfs uses delayed writes, you see.

>I want to install MintNET and possibly X on my Falcon but I don't think
>I can without a Minix partition.

Do think so...

>I think I maybe using the wrong versions of ls, cp, mv, etc. I'm using
>those found in fu2-bin.zoo as found at umich.

I'm using the ls etc. from some old futil-bin.zoo (or tar.gz or
whatever). They work quite well for me. There's also a MiNT version of
TeraDesk which I use. It displays the long filenames etc. The
availability on the net is quite poor I think, perhaps on ftp.funet.fi, I
once uploaded it there, didn't see it on atari.archive.umich.edu yet.

Hope this is a bit of help to you....

From -8555778601681870361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-03 02:43:48 PST
Path: nntp.gmd.de!Germany.EU.net!Informatik.Uni-Dortmund.DE!news
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Temporary disabling multitasking?
Date: 03 Mar 1995 10:43:48 GMT
Organization: Dortmund University, Germany
Lines: 16
Message-ID: <SCHWAB.95Mar3114348@issan.informatik.uni-dortmund.de>
References: <D4I6LE.E3n@exeter.ac.uk>
     <ftn_2.203.611.4_2f55ecee_Christian.Dahl@tnogobl.ct.se>
Reply-To: schwab@issan.informatik.uni-dortmund.de
NNTP-Posting-Host: issan.informatik.uni-dortmund.de
In-reply-to: Christian Dahl's message of Thu, 02 Mar 95 17:05:00 +0100

In article <ftn_2.203.611.4_2f55ecee_Christian.Dahl@tnogobl.ct.se>, Christian Dahl
(Christian Dahl) writes:

|>> Does this convince you that preempting interrupt handlers is bad?
|> Interupt is bad, I know.

|>> And therefore that MiNT will probably never preempt supervisor mode?

|> But traps would be great if they could be preempted!

But that requires that the trap is reentrant, wich is *not* the case
for the GEMDOS and AES in the ROM, and even the BIOS and XBIOS is not
good at reentrancy. This is the price for not having to rewrite the
whole TOS.
--
Andreas Schwab "And now for something

schwab@issan.informatik.uni-dortmund.de completely different"

From 745730797434529975
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b609f026caaa617c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-03 03:30:43 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!Belgium.EU.net!idefix.CS.kuleuven.ac.be!
infoserv.rug.ac.be!news
From: Frank Schoonjans <Frank.Schoonjans@rug.ac.be>
Newsgroups: comp.sys.atari.programmer
Subject: Re: 3D-Calc/ST-Club, England
Date: 3 Mar 1995 11:30:43 GMT
Organization: University of Ghent, Belgium
Lines: 22
Message-ID: <3j6ul3$6b1@infoserv.rug.ac.be>
References: <3iqrum$b3h@horus.infinet.com>
NNTP-Posting-Host: tsv02p04.rug.ac.be

1. In order to set the cell attributes: be sure not to select
'Set contents' in the dialogue panel.

2. Merge file: it does work! (see manual).

3. To transfer data to Lotus 123:
Use 'Export ASCII file' to save the data as a delimited ASCII file.
This file can be imported in Lotus.

4. You should obtain version 3.20 of 3D-Calc. Contact:

The ST Club
7 Musters Road
West Bridgford
Nottingham NG2 7PP
UK

Fax: 0602 455305

From 5062424108594015490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1de7b1b3d1dc20e0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-03 04:42:15 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!uknet!yama.mcc.ac.uk!cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Source for res-change on Falcon

Date: 3 Mar 1995 12:42:15 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 40
Message-ID: <3j72r7$9l4@m1.cs.man.ac.uk>
References: <3iae5b$9uo@crow.cybercom.com> <3isagb$j1q@m1.cs.man.ac.uk>
<3iscrc$lgd@arcturus.ciril.fr>
NNTP-Posting-Host: n5b.cs.man.ac.uk
NNTP-Posting-User: 348

In article <3iscrc$lgd@arcturus.ciril.fr>, dazy@scinfo.u-nancy.fr (Matthieu
Dazy) writes:
|> : Use XBIOS 88 (- Vsetmode). Pass a word parameter to it on the stack. The
|> value
|> : is encoded in the following way....
|>
|> Well, in the codes I've made on Falcon, I intended to use the XBIOS 5
|> and 88, but I never managed to make them work correctly, so I made direct
|> accesses to the 24 video registers, which provides a full control for the
|> resolution you want, (for instance, reducing the scanned area can be quite
|> nice
|> when you want to ssaave some time), and it seems that it worked on almost
|> every machine (Though I've been reported some cases where early F030s
|> couldn't
|> run my programs).

On almost every machine, but not every monitor....

RGB/TV need different settings to VGA for the same resolution. Dont use these,
unless
you can test on both....

Also, VGA, I believe cannot cope with some settings that work on SVGA...

Use XBIOS 88 unless you need to get a non-standard resolution. (If anyone
wants
assembler code to switch res using XBIOS, I can send it to you....)

|> I think I've still got them somewhere on a disk. In short, these
|> registers allow to set the size of the virtual screen, the size of the
|> scanfield
|> and the interlacing or double-lining (plus one or two other things), I'll
|> check out.
|>

One or two? aren't there 20 or so?

Anthony

From -925047380154610834
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-03-03 08:42:59 PST
Path: bga.com!news.sprintlink.net!pipex!warwick!yama.mcc.ac.uk!news.york.ac.uk!
tower.york.ac.uk!slh100
From: Shawn Hargreaves <slh100@unix.york.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: PutPixel w/o LineA?
Date: Fri, 3 Mar 1995 14:50:56 +0000
Organization: The University of York, UK
Lines: 38
Message-ID: <Pine.SGI.3.91.950303144422.8536A-100000@tower.york.ac.uk>
References: <D4EL6s.Gv0@sci.kun.nl> <Pine.ULT.3.91.950224092739.2348A-100000@mars>
<SCHWAB.95Feb24110443@issan.informatik.uni-dortmund.de>
<3ivb32$l9d@m1.cs.man.ac.uk>
NNTP-Posting-Host: tower.york.ac.uk
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: slh100@tower.york.ac.uk
In-Reply-To: <3ivb32$l9d@m1.cs.man.ac.uk>

```
>> void put_pixel (int x, int y)
>> {
>>   int pxyarray[4];
>>
>>   pxyarray[0] = x;
>>   pxyarray[1] = y;
>>   pxyarray[2] = x;
>>   pxyarray[3] = y;
>>   v_pline (vhandle, 2, pxyarray); /* not sure about order of args */
>> }
>
> And people wonder why the VDI is so slow!!!
>
> There must be a better way than this.....
```

If you want a fast putpixel, code your own routine rather than relying on the os to do it for you. You would need to do a different routine for every resolution that you want to support, but the speedup is remarkable.

Get a pointer to the video memory by calling Logbase(). Then write directly to this memory. In ST-High (mono, 640x400) this is just a bit array, so use something like

```
char *screen = Logbase();

void putpixel (int x, int  y)
{
   screen[(y * 80) + (x >> 3)] |= (x & 7);
}
```

I think that is right, although I haven't actually tested it.

Other resolutions are similar, although you have to handle several
different bit planes in the color modes.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

From 3566818299063883356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3337efdea12e1044,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-17 00:21:45 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!news.duke.edu!zombie.ncsc.mil!news.mathworks.com!
news.alpha.net!uwm.edu!math.ohio-state.edu!jussieu.fr!oleane!pipex!
news.sprintlink.net!EU.net!sun4nl!cs.ruu.nl!phil.ruu.nl!phil.ruu.nl!not-for-mail
From: hjv@phil.ruu.nl (Hendrik Jan Veenstra)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Midi TOS Buffer
Date: 17 Feb 1995 09:21:45 +0100
Organization: Dept. of Philosophy, Utrecht University, The Netherlands
Lines: 56
Message-ID: <3i1map$q6a@chico.staf.phil.ruu.nl>
References: <3hquc9$9sn@epsilon.qmw.ac.uk>
NNTP-Posting-Host: chico.staf.phil.ruu.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit

martin24@vaxa.mdx.ac.uk writes:

>Can anyone tell me how to increase the MIDI TOS buffer on the ST in the
>same way as Notator
>I am using GFA-BASIC which allows access to bios,xbios and gemsys
>parameters.

Here's a bit of C-code that does the trick. Hope you're able to read it and
transform it to GFA...
Important note: have the new buffer italled as short as possible -- i.e.
have all your MIDI I/O enclosed in a structure like

```
  new_buf();
  midi_io();
  old_buf();


/* -------------------  MIDI BUFFERS  ---------------------------- */

long *midibuf_init( void )
/* Only called once, at the beginning of the program.  Sets the (global)
   pointer 'newbuf' to point at a newly malloc'ed buffer of appropriate
   size.  Also sets the global variables 'oldbuf' and 'oldsiz'.
   In case of failure, NULL is returned.  In case of success the address
```

```
   of the new buffer is returned
*/
{
     oldbuf = Iorec(2)->ibuf;     /* old midi-buffer address */
     oldsiz = Iorec(2)->ibufsiz;  /* and size */

     newbuf = (long *) malloc(BUFSIZE);
     return newbuf;
}

void new_buf( void )
/* install new (larger) MIDI buffer */
{
     Iorec(2)->ibuf=newbuf;
     Iorec(2)->ibufsiz=BUFSIZE;
     Iorec(2)->ibufhd=0;
}

void old_buf( void )
/* re-install the old system-MIDI-buffer */
{
     Iorec(2)->ibuf=oldbuf;
     Iorec(2)->ibufsiz=oldsiz;
     Iorec(2)->ibufhd=0;
}
```

Hope this helps.

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get.   *

From -770824721497496718
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6578d7a749380834,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-17 00:34:15 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.tc.cornell.edu!
travelers.mail.cornell.edu!news.kei.com!news.mathworks.com!uunet!newsfeed.ACO.net!
fuw.edu.pl!news.nask.org.pl!ci.pwr.wroc.pl!stkocz
From: stkocz@sun1000.ci.pwr.wroc.pl (Sebastian Tkocz)
Newsgroups: comp.sys.atari.programmer
Subject: [Q] Any HC11 cross Ass known ?
Date: 17 Feb 1995 08:34:15 GMT
Organization: Technical Univeristy of Wroclaw
Lines: 21
Message-ID: <3i1n27$4fq@sun1000.ci.pwr.wroc.pl>
NNTP-Posting-Host: ci3ux.ci.pwr.wroc.pl
X-Newsreader: TIN [version 1.2 PL2]

[Article crossposted from comp.sys.atari.st]
[Author was Sebastian Tkocz]
[Posted on 17 Feb 1995 08:30:14 GMT]

So, is there any PD/SW csross assembler, that I could use to test HC11 code
on my MEGA ST2 ?
Or is there perhaps a HC11 simulator ?

--
****
*Sebastian Tkocz *
stkocz@asic.ict.pwr.wroc.pl
stkocz@ci3ux.ci.pwr.wroc.pl
****

--
****
*Sebastian Tkocz *
stkocz@asic.ict.pwr.wroc.pl
stkocz@ci3ux.ci.pwr.wroc.pl
****

From 7136924714277483470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b922668c778dc44a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-17 01:19:51 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!news.duke.edu!news.mathworks.com!
newshost.marcam.com!zip.eecs.umich.edu!newsxfer.itd.umich.edu!caen!math.ohio-
state.edu!jussieu.fr!oleane!pipex!warwick!bham!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Mag!C v2 - MAGX.H header file errors
Date: 17 Feb 1995 09:19:51 GMT
Organization: NHS Information Management Centre
Lines: 21
Message-ID: <3i1pnn$km8@percy.cs.bham.ac.uk>
References: <D3uzKr.EIq@cix.compulink.co.uk> <D3vuvs.Is6@crash.cts.com>
NNTP-Posting-Host: mother.cs.bham.ac.uk

richcsst@crash.cts.com (Richard John Kelsch) writes:
>Uuuh... The descriptions given in the Mag!X manual work as "advertised"
>for me. So what's the problem?? However, the DOS and AES vars are
>redundant. Just use the TOS method and you get the same results. Check
>your source again.
>
>As far as I can remember a C declaration of "void" is quite legal. I
>believe it is used as a two byte (or four?) "filler" within a structure.

No, it is an error. Padding bytes get automatically added by the
compiler and there's usually not much the programmer can do about it.

The declarations are probably meant to be 'void *', but as I don't
have MagiC I cannot check it.

What is the structure used for anyway?

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From 6895083210200432217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5faf0bb966e2c44
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-17 04:15:35 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!msunews!uwm.edu!
vixen.cso.uiuc.edu!howland.reston.ans.net!news.sprintlink.net!pipex!warwick!niss!
gdt!dcl-cs!nab
From: nab@comp.lancs.ac.uk (Mr N A Barnes)
Subject: Re: DSP56001 Assembler anywhere?
Message-ID: <D458q0.9uM@comp.lancs.ac.uk>
Sender: usenet@comp.lancs.ac.uk (The Guardian)
Nntp-Posting-Host: dcl-lotos
Organization: Computing Department, Lancaster University.
References: <1995Feb13.144743.56@genrad.co.uk> <3hvk5k$76o@izar.brunel.ac.uk>
Date: Fri, 17 Feb 1995 12:15:35 GMT
Lines: 28

In article <3hvk5k$76o@izar.brunel.ac.uk> csstsme@brunel.ac.uk writes:
>The DSP assember/debugger that come with the falcon dev docs are
>pretty good.
>The assembler is a straight falcon port of Motorola's own
>assembler with a post processor to make the .LOD files from the Moto
>binaries. Very stable & robust.
>The GEM based debugger is written by a
>french company and comes with example
>code for doing things that are
>not covered in Atari's docs - like the 56k side of serial data
>transfers.
>I don't know how Hisoft's DevpakDSP compares but I think
>the falcon dev docs
>work out slighly cheaper - at least in the UK.

I tried to get hold of the falcon dev. doc.s a while ago, and after I
pestered Atari for a while, they recommended that I contact HiSoft, get
DevpacDSP and the Atari Compendium (I was NOT impressed). Apparently
they've not got any Falcon dev. doc.s left !?!

Still DevpacDSP works, and once you realise that some of the Atari
Compendium is copied straight from the Falcon Dev. Doc.s and therefore

contains the same mistakes, it's what you need (just more damn
expensive).

Neil
(nab@comp.lancs.ac.uk)

From -8851878678326163517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-17 11:34:01 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.belwue.de!zrz.TU-Berlin.DE!math.fu-berlin.de!fu-berlin.de!news.dfn.de!
scsing.switch.ch!news.rediris.es!news.uoregon.edu!usenet.eel.ufl.edu!
news.mathworks.com!hookup!swrinde!howland.reston.ans.net!ix.netcom.com!netcom.com!
ersmith
From: ersmith@netcom.com (Eric R. Smith)
Subject: Re: Temporary disabling multitasking?
Message-ID: <ersmithD45t0p.L99@netcom.com>
Organization: NETCOM On-line Communication Services (408 261-4700 guest)
References: <D3JI3M.5L7@sci.kun.nl> <D3p90n.I87@exeter.ac.uk>
<3hien6$6gl@utrhcs.cs.utwente.nl> <D422KH.L9p@exeter.ac.uk>
Date: Fri, 17 Feb 1995 19:34:01 GMT
Lines: 20
Sender: ersmith@netcom18.netcom.com

In article <3hien6$6gl@utrhcs.cs.utwente.nl> ia_ric@cs.utwente.nl (Ric Klaren)
writes:
> In article <D3p90n.I87@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk says...

> >Yes - just switch the processor to Supervisor mode - then MiNT won't
> >pre-empt you until you switch back to User mode.

> If I recall right this is not documented and may change in future. The
> best way is to go to IPL 7 (though you have to be in supervisor mode to
> do that..)

In fact it is documented (somewhere :-)) that MiNT will not pre-empt a
task running in supervisor mode, and that is not something that's ever
going to change.

Going to IPL 7 for anything more than a few instructions is generally not
a good idea -- it means that not only are task switches not going to happen,
but keyboard and modem input are going to be lost!
--
Eric R. Smith ersmith@netcom.com

From 7321661350263679222

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56ae29d5e8a11fb6,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-17 11:41:02 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.belwue.de!zrz.TU-Berlin.DE!math.fu-berlin.de!fu-berlin.de!news.dfn.de!
scsing.switch.ch!news.rediris.es!news.uoregon.edu!vixen.cso.uiuc.edu!
howland.reston.ans.net!pipex!sunsite.doc.ic.ac.uk!cc.ic.ac.uk!rm03
From: rm03@ic.ac.uk (Mr R. Mellish)
Newsgroups: comp.sys.atari.programmer
Subject: Re: .GEM picture format
Date: 17 Feb 1995 19:41:02 GMT
Organization: Impaled Colleague
Lines: 23
Message-ID: <3i2u4e$jae@ccserver.cc.ic.ac.uk>
References: <3ho9pk$mmn@dux.dundee.ac.uk>
NNTP-Posting-Host: sg1.cc.ic.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

in article <3ho9pk$mmn@dux.dundee.ac.uk>,
Neil Coyle (nrcoyle@its.dundee.ac.uk) wrote:
>Can anybody give me details on the gem vector picture format

It should be in Dave Baggett's picture format list,
(ftp to src.doc.ic.ac.uk : /packages/atari/Graphics/picfmts.doc)
and ST Applications magazine ran a Programmer's Forum series on it a
couple of years ago.

>and in particular how to write a file in this format using GFA basic.

Probably the simplist way (if you have GDOS or a clone) is to open
a physical workstation to the metafile driver (31), then use VDI calls
to draw your picture. (I _think_ this is possible in GFA.)
The driver will create a file called GEMFILE.GEM which is your metafile.
This way means you don't have to know anything about the metafile format.

>Thanks
>N. Coyle
>
-- Robert Mellish ([U]AA & YSFC #20)
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
`Maybe you ate a clove.' [8f04]

From -4485262718748149225
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,650517bee49f3f8e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-17 16:25:03 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!EU.net!dkuug!eunet.no!nuug!henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer

Subject: Re: Help with Crazy Dots card
Date: 18 Feb 1995 00:25:03 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 17
Message-ID: <3i3eov$ll1@henry.interlink.no>
References: <3h8fu6$enf@lastactionhero.rs.itd.umich.edu>
<FBOSEGXOUP@cabal.shnet.org>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: In <3h8fu6$enf@lastactionhero.rs.itd.umich.edu> Dan Ackerman wrote:
: >They seem to have some limit on
: >the VDI drawing primitives, but I don't personally have one so testing
: >for me is limited. Any help would be very appreciated.

: Well, for information on the VDI and programming graphics system
: compliant, you should either get the Profibuch in English , the
: Atari development informations or - if that doesn't help - get in contect
: e.g. with the NVDI authors.

Profibuch in english? Is there such a thing? I have the Atari Compendium,
but is always on the lookout for more & better docs. As my german is
very rusty, I would like more info on this: Where do I get one?

Vegard Hofs[illegible]y
E-mail: vegard@interlink.no

From -2804756536298120795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,376a47e00360498a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,376a47e00360498a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-17 18:50:28 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!newshost.marcam.com!zip.eecs.umich.edu!caen!math.ohio-
state.edu!howland.reston.ans.net!news.cac.psu.edu!news.pop.psu.edu!hudson.lm.com!
godot.cc.duq.edu!newsfeed.pitt.edu!uunet!crow.cybercom.com!raven.cybercom.com!drz
From: Doctor Zweistein <drz@raven.cybercom.com>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Setting up X (is there a FAQ?)
Date: Fri, 17 Feb 1995 20:21:09 -0500
Organization: Cybercom Online Services
Lines: 22
Message-ID: <Pine.LNX.3.91.950217202007.2148A-100000@raven.cybercom.com>
References: <199502180112.UAA94693@acs2.bu.edu>
NNTP-Posting-Host: raven.cybercom.com
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <199502180112.UAA94693@acs2.bu.edu>
Xref: nntp.gmd.de comp.sys.atari.st:58642 comp.sys.atari.programmer:355

On Fri, 17 Feb 1995 selick@acs.bu.edu wrote:

> : I've sort of succeeded (not really) at installing X, but I'm not sure what's

> What problems are you having? I "sort of have X running" on my machine, and
> might be able to help. I have X successfully displaying Mosaic from my host
> machine through Mintnet. Still have to work on automating the login, as I have
> a list of about 12 commands I have to type manually to get it all running.

I can get xinit to run, but then all I see when I run it is an xterm window
(at least I assume it's xterm) which I can't move. And I can't figure out
how to run an extra xterm in a diff window on a different place on the
screen.


```
  ..          Doctor Zweistein, aka Baruk or Tim Newsome
  ''::..
  D   '':: drz@raven.cybercom.com          | Microsoft is not the answer.
   ..::''  http://raven.cybercom.com/~drz/ |  Microsoft is the question.
 ::''  R                                   |     "No!" is the answer.
  ''::..   quidquid latine dictum          |
      ''   sit, altum viditur              |  Intel inside? Don't divide!
```


From -4175845356500901000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b922668c778dc44a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-18 04:59:26 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!udel!news.sprintlink.net!crash!richcsst
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: Mag!C v2 - MAGX.H header file errors
Organization: CTS Network Services (CTSNET), San Diego, CA
Date: Sat, 18 Feb 1995 12:59:26 GMT
Message-ID: <D475F3.p1@crash.cts.com>
X-Newsreader: TIN [version 1.2 PL2]
References: <D3uzKr.EIq@cix.compulink.co.uk> <D3vuvs.Is6@crash.cts.com>
<3i1pnn$km8@percy.cs.bham.ac.uk>
Sender: news@crash.cts.com (news subsystem)
Nntp-Posting-Host: crash.cts.com
Lines: 36

: No, it is an error. Padding bytes get automatically added by the
: compiler and there's usually not much the programmer can do about it.
: The declarations are probably meant to be 'void *', but as I don't
: have MagiC I cannot check it.

: What is the structure used for anyway?

: --

: --Chris
: Other email addresses:
: Work: C.Ridd@imc.exec.nhs.uk
: Cix: chrisridd@cix

Chris, the structure points various key memory locations and structures used by MagiC. However, all of the same (necessary) variables and structures pointed to by this structure are also pointed to by documented "official Atari" pointers. So, the structure listed is redundant. I believe this redundant structure was created to access extended features (in the future) and other MagiC specific info (like date of creation etc.).

The structure points to the AES variable table, OS variable table, memory management tables (different than TOS)l, etv_critic handler, shell driver, VDI driver, etc.

As far as the structure being (incorrect). Perhaps in syntax with C, but considering I use GfA Basic and assembler, it makes perfect sense to me. It's real easy to use.

Also, as to syntax, could it be another "dialect" of C? Remember, Mag!X/MagiC was written in Germany, and who knows which "C" they used for reference.

Anyway, I wish him luck. MagiC is a darn good OS.

Rich

From 819501635623710706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-18 05:46:32 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!hookup!swrinde!pipex!sunic!seunet!cindy!cindy.ct.se!tnogobl!
christian.dahl
From: christian.dahl@tnogobl.ct.se (Christian Dahl)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Temporary disabling multitasking?
Message-ID: <ftn_2.203.611.4_2f44eec8_Christian.Dahl@tnogobl.ct.se>
Date: Fri, 17 Feb 95 19:44:00 +0100
Sender: news@ct.se
Reply-To: christian.dahl@tnogobl.ct.se
In-Reply-To: D.L.Hastings's message
References: <D422KH.L9p@exeter.ac.uk>
X-Newsreader: ScanMail 0.69
X-Mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)
Organization: Keyboard is missing! Press F1 to continue ...
Lines: 11

> I highly doubt it will change, ever, because all interupt handling

> routines must run in supervisor mode, and pre-empting an interrupt
> handler would be a very silly thing for MiNT to do.

Why? I rather say that it would be highly likely to do such a change. At least if you want several threads in the kernal running.

CD

(UUCP Dialup connection)

From 7731261085849927527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,75ffc5bec38b242,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-18 20:10:20 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!news.alpha.net!uwm.edu!vixen.cso.uiuc.edu!
howland.reston.ans.net!news.sprintlink.net!EU.net!news.eunet.fi!news.sci.fi!news
From: feh2o@sci.fi
Newsgroups: comp.sys.atari.programmer
Subject: Interrupt
Date: 19 Feb 1995 03:28:34 GMT
Organization: Scifi Oy, http://www.sci.fi/, helpdesk@sci.fi, (931)3186277
Lines: 6
Message-ID: <3i6dt2$l21@tron.sci.fi>
Reply-To: feh2o@sci.fi
NNTP-Posting-Host: feh2o.pp.sci.fi
X-Newsreader: IBM NewsReader/2 v1.09

How it is possible that Timer B is sometimes ignored with Adspeed STE
on AEI mode if module player(no matter what) is used at the same time?

...Jackdaw of Aggression... rulesss!

From 3300731406509925260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,828445e8c9ad933b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-19 16:02:58 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!newshost.marcam.com!charnel.ecst.csuchico.edu!olivea!
spool.mu.edu!howland.reston.ans.net!news.sprintlink.net!crash!richcsst
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: MSTE Clock speed adjustment
Organization: CTS Network Services (CTSNET), San Diego, CA
Date: Sun, 19 Feb 1995 06:41:12 GMT
Message-ID: <D48IKp.Hyz@crash.cts.com>

X-Newsreader: TIN [version 1.2 PL2]
References: <1995Feb13.122934.11468@zippy.dct.ac.uk>
<H.ekBL.3zEyKZeTnQQ@icon.pp.se>
Sender: news@crash.cts.com (news subsystem)
Nntp-Posting-Host: crash.cts.com
Lines: 37

Daniel Eriksson (root@icon.pp.se) wrote:
: In <1995Feb13.122934.11468@zippy.dct.ac.uk>, buxmjp@zippy.dct.ac.uk writes:
: > Can anyone tell me how to change a Mega STEs clock speed from within my own
: > code (preferably GFA basic or devpac source) and also to tell what speed it
: > is currently at, without doing a speed test.

: A couple of years ago I wrote a couple of very small utilities that
: would do exactly this. I used Devpac and I think I included the
: source with the binaries. I think they are at atari.archive in the
: pub/atari/Ste/speedsw.zoo or something like that.

: If you can`t find it then mail me!

: --
: | Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
: | Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
: |"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

Instead of blowing smoke up a tree and pushing a product...

Here's a direct answer:

The memory address for Mega STE Cache and Processor control is 00FF8E20
and is a BYTE wide register.

The following table indicates the values to set and their meanings:

Value HEX	Decimal	Meaning
FF	255	16MHz with cache ON
FE	254	16MHz with cache OFF
F4	244	8MHz no cache (Normal ST mode)

I hope that helps

Rich

From 4564519241430592417
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19e659b3bff88eca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-19 16:03:19 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!

news.mathworks.com!newshost.marcam.com!usc!howland.reston.ans.net!
news.sprintlink.net!crash!richcsst
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: Howto make res-independent RSC's ?
Organization: CTS Network Services (CTSNET), San Diego, CA
Date: Sun, 19 Feb 1995 06:55:09 GMT
Message-ID: <D48J7x.JED@crash.cts.com>
X-Newsreader: TIN [version 1.2 PL2]
References:
<ftn_2.203.202.11$fidonet.org_2f4315fb_Christian.Mittendorf@ostkupan.ct.se>
Sender: news@crash.cts.com (news subsystem)
Nntp-Posting-Host: crash.cts.com
Lines: 53

Christian Mittendorf (christian.mittendorf@ostkupan.ct.se) wrote:
: Hi!

: I've got a little question regarding resolution independent RSC-File design.
: How do I have to built a RSC which can be used in ST-Low, ST-Medium and lots of
: other resolutions?

: I know that rsrc_obfix() is used. The Compendium writes:
: "All objects in '.RSC' Files have their coordinates based on character
: positions rather than screen coordinates to allow an object tree to be shown in
: any resolution. This function converts those character coordinates to pixel
: coordinates based on the current screen resolution."

: But using this command doesn't seem to be enough. Any better ideas or tips?

: Greetings,
: Christian

: +++
: C. Mittendorf
: Mejerigatan 2-1333
: 41276 Goeteborg/Sweden
: Internet: christian.mittendorf@space.ct.se

: (UUCP Dialup connection)

Unfortunately there are too many differences in the standard ST
resolutions to make a resolution independent resource file. First, low
rez has too few pixel real estate to make a decent dialog box and menu
line. Second, medium rez has a weird elogated pixel screen to make
vertical positioning a nightmare. My advice is to ALWAYS use a special
RCS file for low resolution (you have to abreviate the crud out of things
to make them fit). You can create a standard file for medium rez and up,
but in order for it to look presentable you must create the file in
medium rez. However, on higher resolutions the verticle positioning will
be off and things will look widely spaced. So, leave low rez to games
and make two RCS files. One for medium and another for other resolutions
like ST high, TT and Falcon modes. Create the resource in a monochrome
mode and once it's created go to a color mode (if you have a TT or

Falcon) and "pretty" it up and go back to the monochrome mode to see if it still looks ok.

If you must have low rez, then frankly a minimum of three files are necessary one for low, one for medium, and the last for ST high, TT, and Falcon modes. OR ... you could include all three in one RCS file (as long as it doesn't exceed 64K). Sure, this approach is lame, but it's the only solution I have been able to find that doesn't make the dialog boxes "cheesey" looking.

Good luck!

Rich

From 6520109610424297832
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56ae29d5e8a11fb6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-19 16:45:08 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!hookup!swrinde!pipex!uknet!cix.compulink.co.uk!usenet
From: jonellis@cix.compulink.co.uk ("Jon Ellis")
Subject: Re: .GEM picture format
Message-ID: <D48qB4.576@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <3ho9pk$mmn@dux.dundee.ac.uk> <3i2u4e$jae@ccserver.cc.ic.ac.uk>
Date: Sun, 19 Feb 1995 09:28:16 GMT
Lines: 17

In message <3i2u4e$jae@ccserver.cc.ic.ac.uk>, rm03@ic.ac.uk said:
  > in article <3ho9pk$mmn@dux.dundee.ac.uk>,
  > Neil Coyle (nrcoyle@its.dundee.ac.uk) wrote:
  > > Can anybody give me details on the gem vector picture format
  >
  > It should be in Dave Baggett's picture format list, (ftp to
  > src.doc.ic.ac.uk : /packages/atari/Graphics/picfmts.doc) and ST
  > Applications magazine ran a Programmer's Forum series on it a couple
  > of years ago.

To be precise, the ST Applications coverage was 3 articles in the summer of 91, issues 7, 8 and 9 of the mag. Full description of the format and C source for a program to decode metafiles.

Jon.
jonellis@cix.compulink.co.uk

From 3857971148940852495

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1a97b77fd78b0b0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-20 02:17:17 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!cs.utexas.edu!swrinde!howland.reston.ans.net!pipex!uknet!
pcl!avsec
From: avsec@westminster.ac.uk (Philip Shore)
Subject: Telling AES about res changes ?
Message-ID: <D4An8t.In1@westminster.ac.uk>
Organization: University of Westminster
Date: Mon, 20 Feb 1995 10:17:17 GMT
Lines: 13

Hi,

Does anyone know how to let the AES know about changes in resolution ?

I am trying to make a Blow-up software type program.

Cheers,
Phil.
--
/*----------*/
Phil Shore - email: avsec@wmin.ac.uk or shore@afrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

From 5392438306525782351
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,56ae29d5e8a11fb6
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-20 05:55:45 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!pipex!uknet!
bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: .GEM picture format
Date: 20 Feb 1995 13:55:45 GMT
Organization: NHS Information Management Centre
Lines: 23
Message-ID: <3ia711$ngq@percy.cs.bham.ac.uk>
References: <3ho9pk$mmn@dux.dundee.ac.uk> <3i2u4e$jae@ccserver.cc.ic.ac.uk>
NNTP-Posting-Host: mother.cs.bham.ac.uk

rm03@ic.ac.uk (Mr R. Mellish) writes:
>in article <3ho9pk$mmn@dux.dundee.ac.uk>,
>Neil Coyle (nrcoyle@its.dundee.ac.uk) wrote:
>>Can anybody give me details on the gem vector picture format
>

>It should be in Dave Baggett's picture format list,
>(ftp to src.doc.ic.ac.uk : /packages/atari/Graphics/picfmts.doc)
>and ST Applications magazine ran a Programmer's Forum series on it a
>couple of years ago.

There's a new version of picfmts.doc around which now covers the XIMG format. I've converted it all into an ST-Guide hypertext which I shall upload to hensa ASAP.

I'm also trying to gather information for revising the .GEM format section as well, so that it covers Speedo calls as well as the metafile escapes.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

From -1794404229592186886
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5bd0442d8feeef7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-20 05:59:38 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
csn!ncar!gatech!howland.reston.ans.net!Germany.EU.net!EU.net!sun4nl!cs.ruu.nl!
kcclaess
From: kcclaess@cs.ruu.nl (Koen Claessen)
Newsgroups: comp.sys.atari.programmer
Subject: Pure C, Megamax C ?
Date: 20 Feb 1995 13:59:38 GMT
Organization: Dept of Computer Science, Utrecht University, The Netherlands
Lines: 23
Message-ID: <3ia78a$2o8@krant.cs.ruu.nl>
NNTP-Posting-Host: bernlef.cs.ruu.nl
X-Newsreader: NN version 6.5.0 #7 (NOV)

Help!

I have a problem! I bought the C-compiler Pure C, but now I'm not able to use the graphical stuff of the Atari. Pure C allows to use RSC's, but that's all. It has an own BGI (Borland Graphical Interface), so that on all Borland-compilers the same graphical functions can be used, but it is too restricted.

How can I just draw a line on the screen, not having to use RSC's, and still use my mouse-pointer? I'd like to write programs like in GFA-Basic, but then a little faster, but I can't manage it!

Does the Megamax-C-compiler have the same problems? Do I have to buy it?

Greetings,

Koen.

```
--
|   _  __  __   |            Koen Claessen, kcclaess@cs.ruu.nl,            |
|  | |/ / / _|  |        Dept. of Mathematical and Computer Science,       |
|  |   ( ( (_   |          University of Utrecht, The Netherlands.         |
|  |_|\_\ \__|  |        -- Als ik deze zin had afgemaakt, -- [D.H.]       |
```

From -7247929029780036506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1de7b1b3d1dc20e0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-20 07:57:31 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!udel!
news.mathworks.com!uunet!in1.uu.net!crow.cybercom.com!raven.cybercom.com!drz
From: drz@raven.cybercom.com (Doctor Zweistein)
Newsgroups: comp.sys.atari.programmer
Subject: Source for res-change on Falcon
Date: 20 Feb 1995 15:57:31 GMT
Organization: CyberComm Online Services
Lines: 14
Message-ID: <3iae5b$9uo@crow.cybercom.com>
NNTP-Posting-Host: raven.cybercom.com
X-Newsreader: TIN [version 1.2 PL2]

Hi,

I'm sure this question has been asked a hundred times already, but here goes. Does anybody have assembly source to change the video-res on the Falcon, and to change it back again at the end of my program? advTHANKSance

```
--
  ..          Doctor Zweistein, aka Baruk or Tim Newsome
  ''::..
  D   '':: drz@raven.cybercom.com          | Microsoft is not the answer.
   ..::''  http://raven.cybercom.com/~drz/ |  Microsoft is the question.
 ::''  R                                   |     "No!" is the answer.
  ''::..   quidquid latine dictum          |
      ''   sit, altum viditur              |  Intel inside? Don't divide!
```

From 7324141437456115891
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f805c6fd0eea77e0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-20 10:26:23 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!udel!
news.mathworks.com!news.alpha.net!uwm.edu!news.moneng.mei.com!
howland.reston.ans.net!pipex!sunsite.doc.ic.ac.uk!dundee.ac.uk!spey!rmccall
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Newsgroups: comp.sys.atari.programmer

Subject: Implementing F030 Network
Date: 20 Feb 1995 18:26:23 GMT
Organization: The University, Dundee, DD1 4HN, Scotland, UK.
Lines: 29
Message-ID: <3iamsf$bbg@dux.dundee.ac.uk>
NNTP-Posting-Host: spey.mcs.dundee.ac.uk
X-Newsreader: TIN [version 1.2 PL1]

I want to implement (write) a simple piece of netoworking software which will allow the Network port on the Falcon to be used. The software will allow the connection of any RS type device to the F030 network port and will run in the background and allow access to disks, printers etc.

Does anyone know of the existence of any documentation on the net that covers this.

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

From 6644376221276944917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,44604af6239f6d66,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-20 16:31:48 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!rutgers!
sgigate.sgi.com!enews.sgi.com!lll-winken.llnl.gov!sol.ctr.columbia.edu!
howland.reston.ans.net!pipex!lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!gold.ac.uk!
scorpio.gold.ac.uk!mua01apa
From: mua01apa@gold.ac.uk (Anthony P Aldridge)
Subject: ikbd scan code vector

Message-ID: <D4Bqt2.HMs@gold.ac.uk>
Summary: ikdb vectors - but no scan code vector? strange!
Keywords: help ikbd vectors scan codes
Sender: news@gold.ac.uk
Nntp-Posting-Host: scorpio
Organization: Goldsmiths College London
X-Newsreader: TIN [version 1.2 PL2]
Date: Tue, 21 Feb 1995 00:31:48 GMT
Lines: 31

--
where's the vector for scan codes from the ikbd?
I've got documentation (kbdvbase) for mouse packets,
joystick data, midi, clocks, but basic key presses?

My software provides the severely disabled with access
to TOS machines, and I'm now providing an alternative
keyboard access - only I can't emulate the keyboard key
presses.

Any info would be extremely useful.

Thanks,

Anthony Aldridge

```
****************************
* Anthony Aldridge         *
*                          *
* Music Department         *
* Goldsmiths' College      *
* University of London     *
* UK                       *
*                          *
* email mua01apa@gold.ac.uk *
****************************
```

From -7193671043476336822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,376a47e00360498a
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,376a47e00360498a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-21 02:51:14 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!math.ohio-state.edu!howland.reston.ans.net!pipex!warwick!
news.ncl.ac.uk!newton!n08z7

From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: Setting up X (is there a FAQ?)
Date: 21 Feb 1995 10:51:14 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 30
Distribution: world
Message-ID: <3icgj2$gk7@whitbeck.ncl.ac.uk>
References: <199502180112.UAA94693@acs2.bu.edu>
<Pine.LNX.3.91.950217202007.2148A-100000@raven.cybercom.com>
NNTP-Posting-Host: bebside.ncl.ac.uk
Xref: nntp.gmd.de comp.sys.atari.st:58954 comp.sys.atari.programmer:381

In article <Pine.LNX.3.91.950217202007.2148A-100000@raven.cybercom.com>, Doctor Zweistein <drz@raven.cybercom.com> writes:
>I can get xinit to run, but then all I see when I run it is an xterm window
>(at least I assume it's xterm) which I can't move. And I can't figure out
>how to run an extra xterm in a diff window on a different place on the
>screen.
>

You need to have twm run as the last thing in your .xinitrc file in your home directory.

Example .xinitrc

```
# Fix the keymap for QWERTY
xvt -ls /usr/local/bin/X11/xmodmap /etc/ukXkbd.map
# Run a shell to be ready for commands.
xvt -ls -n Craig1 /bin/sh &
# Run TWM to manage the windows.
twm
```

You also need a .twmrc file in your home directory to configure twm to how you like it.

Craig.

```
 __                          _
 | \        | |              / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From 44177634204152188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c5c7aba3fcd93fc5,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-21 04:41:10 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!fnnews.fnal.gov!uwm.edu!math.ohio-state.edu!cs.utexas.edu!swrinde!pipex!sunic!

news.lth.se!d92jk
From: d92jk@efd.lth.se (Johan Karlsson)
Newsgroups: comp.sys.atari.programmer
Subject: Sample playing
Date: 21 Feb 1995 12:41:10 GMT
Organization: Lund Institute of Technology, Sweden
Lines: 8
Message-ID: <3icn16$3a2@nic.lth.se>
NNTP-Posting-Host: neptunus-10.efd.lth.se
NNTP-Posting-User: d92jk

I've set up a buffer for sample playing and it works fine, but when I want to
change the buffer to start playing from somewhere else in the memory before
the old one has finished the new one can't be heard.

How do I make the old sample stop playing so I can play the new one instead?

Johan

From 179376773627811427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf287e232650aa7e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-21 04:47:33 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!gmdtub!cs.tu-berlin.de!fauern!news.th-
darmstadt.de!hrz-ws11.hrz.uni-kassel.de!newsserver.rrzn.uni-hannover.de!news.rwth-
aachen.de!news.dfn.de!swiss.ans.net!gatech!bloom-beacon.mit.edu!apollo.hp.com!
lf.hp.com!hpscit.sc.hp.com!news.dtc.hp.com!col.hp.com!simtel!news.kei.com!
news.mathworks.com!satisfied.elf.com!wizard.pn.com!Germany.EU.net!EU.net!sun4nl!
cwi.nl!news.cwi.nl!jansteen
From: jansteen@cwi.nl (Jan van der Steen)
Newsgroups: comp.sys.atari.programmer
Subject: SLIP
Keywords: SLIP
Message-ID: <jansteen.793370853@news.cwi.nl>
Date: 21 Feb 95 12:47:33 GMT
Sender: news@cwi.nl (The Daily Dross)
Organization: CWI, Amsterdam
Lines: 18
Nntp-Posting-Host: mug.cwi.nl

Hi,

A friend of mine wants to set up a slip connection with an
InterNet provider. His home computer is an Atari-ST 1040.
Is SLIP software available for the AtariST, or any other
Atari line (like the Ste)?

I checked atari.archive.umich.edu, and notably the communication
area, but couldn't find it.

Thanks in advance for pointers,

Jan van der Steen
--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
The World Wide Web "http://www.cwi.nl/~jansteen/"

From -4956812664436073442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,755caa38ba6da0f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,755caa38ba6da0f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-21 04:53:28 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!news.alpha.net!news.mathworks.com!news.kei.com!world!
news.bu.edu!breeze
From: breeze@bu.edu (Jeff Baust)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Lattice C For Sale
Date: 21 Feb 1995 12:53:28 GMT
Organization: Boston University
Lines: 7
Message-ID: <3icno8$2tr@news.bu.edu>
NNTP-Posting-Host: acs.bu.edu
X-Newsreader: TIN [version 1.2 PL0]
Xref: nntp.gmd.de comp.sys.atari.programmer:382 comp.sys.atari.st:58965

I have Lattice C, complete with all disks and docs for sale.
Never even used it, and paid like $175 for it. I'll sell it for
$75/bo.

JB

From 577740284447886971
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3c6e58f9eb58a60b,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3c6e58f9eb58a60b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-21 04:56:50 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!news.alpha.net!news.mathworks.com!news.kei.com!world!
news.bu.edu!breeze
From: breeze@bu.edu (Jeff Baust)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Subject: Cubase 3.0 For Sale

Date: 21 Feb 1995 12:56:50 GMT
Organization: Boston University
Lines: 11
Message-ID: <3icnui$2tr@news.bu.edu>
NNTP-Posting-Host: acs.bu.edu
X-Newsreader: TIN [version 1.2 PL0]
Xref: nntp.gmd.de comp.sys.atari.programmer:383 comp.sys.atari.st:58966

I wound up with Cubase 3.0 disks and the dongle, but no
Manuals, when a partnership broke up. Don't have much
use for it, but the dongles the important part. So it'd be a working
version of Cubase 3.0, but you'd have to get manuals elsewhere,
or figure it out yourself. Make me an offer if you are interested.

JB

From 7503291324953781297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,6dbed48af2b65a22,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,6dbed48af2b65a22,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fd490,6dbed48af2b65a22,start
X-Google-Attributes: gidfd490,public
X-Google-ArrivalTime: 1995-02-21 05:06:24 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!fu-
berlin.de!news.dfn.de!swiss.ans.net!gatech!newsxfer.itd.umich.edu!agate!
spool.mu.edu!uwm.edu!news.alpha.net!news.mathworks.com!news.kei.com!
nntp.et.byu.edu!news.mtholyoke.edu!world!news.bu.edu!breeze
From: breeze@bu.edu (Jeff Baust)
Newsgroups:
comp.sys.atari.programmer,comp.sys.atari.st,rec.music.makers.marketplace
Subject: Dr T's Software for sale
Date: 21 Feb 1995 13:06:24 GMT
Organization: Boston University
Lines: 16
Message-ID: <3icogg$2tr@news.bu.edu>
NNTP-Posting-Host: acs.bu.edu
X-Newsreader: TIN [version 1.2 PL0]
Xref: nntp.gmd.de comp.sys.atari.programmer:394 comp.sys.atari.st:59078
rec.music.makers.marketplace:15605

A whole stack of Dr T's for sale!

KCS Omega LEvel II, with Tiger, Quick Score and Song Editor, and PVG,
     for algorithmic composition. It includes KCS 3.0.
     I also have previous versions of KCS
XoR universal Librarian/editor, with a fair amount of profiles, including

some of the MOTU profiles they wrote for it.
Copyist notation software - multiple versions
all docs and discs.

This is all for the Atari ST

Make me an offer if you are interested. I'm not shipping out of the country...too much hassle.

From -4607872326698374634
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f23b861c2a23a3,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-21 09:15:25 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!udel!news.mathworks.com!news.alpha.net!uwm.edu!math.ohio-state.edu!jussieu.fr!univ-lille1.fr!zaphod.crihan.fr!soleil.dir.univ-rouen.fr!gdubost
From: gdubost@dir.univ-rouen.fr (le balafre)
Newsgroups: comp.sys.atari.programmer
Subject: portfolio
Date: 21 Feb 1995 17:15:25 GMT
Organization: CRIHAN, Mont-Saint-Aignan (France)
Lines: 10
Message-ID: <3id73e$smp@zaphod.crihan.fr>
NNTP-Posting-Host: soleil.dir.univ-rouen.fr
X-Newsreader: TIN [version 1.2 PL2]

Lo,

I have got an atari portfolio with ram 128ko

1) can i upgrade the ram, by myself ? and how ?
2) is there an ftp site with programs for the portfolio ?

Bye, gael.

From -5885249345678150030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,b9ca9f923a4c0b8d,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 105e6b,b9ca9f923a4c0b8d,start
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1115ce,b9ca9f923a4c0b8d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-21 09:34:23 PST
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer,de.comp.sys.st
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!news.tu-

chemnitz.de!irz401!news.urz.tu-dresden.de!gs.dfn.de!zeus.rbi.informatik.uni-
frankfurt.de!terra.wiwi.uni-frankfurt.de!news.th-darmstadt.de!muster!vision!gd63
From: gd63@vision.hrz.uni-giessen.de (Martin Schmidt)
Subject: PAM's Ethernet and TU-Wien-Soft
Sender: news@muster.hrz.uni-giessen.de
Message-ID: <D4Cxus.IJM@muster.hrz.uni-giessen.de>
Date: Tue, 21 Feb 1995 16:01:39 GMT
Organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
X-Newsreader: TIN [version 1.2 PL2]
Lines: 29
Xref: nntp.gmd.de comp.sys.atari.st:58853 comp.sys.atari.programmer:371
de.comp.sys.st:5703

Hi all !!

For all who waited for a possibility to conect their Ethernetcard from
PAM's (Germany), here is the solution:

Torsten Lang and I made some changes in the Riebel card software from the
University of Vienna. It is now possible to use it with PAM's VME and
EMega Ethernet card. Further information: See the readme file.

The software was uploaded to fortec.tuwien.ac.at in Vienna/Austria.
It should appear in Munich as well.

For further infomation email me (address below) or
torsten.lang@physik.uni-giessen.de directly.

Have fun !

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

From 2082114366392876431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5bd0442d8feeef7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-21 10:37:28 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!dsinc!newsfeed.pitt.edu!
godot.cc.duq.edu!news.duke.edu!news.mathworks.com!news.alpha.net!uwm.edu!
news.moneng.mei.com!howland.reston.ans.net!news.sprintlink.net!EU.net!sun4nl!
cs.ruu.nl!phil.ruu.nl!phil.ruu.nl!not-for-mail

From: hjv@phil.ruu.nl (Hendrik Jan Veenstra)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure C, Megamax C ?
Date: 21 Feb 1995 17:40:46 +0100
Organization: Dept. of Philosophy, Utrecht University, The Netherlands
Lines: 24
Message-ID: <3id52e$stp@chico.staf.phil.ruu.nl>
References: <3ia78a$2o8@krant.cs.ruu.nl>
NNTP-Posting-Host: chico.staf.phil.ruu.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit

kcclaess@cs.ruu.nl (Koen Claessen) writes:

>I have a problem!

No, you don't. Or at least you have a different problem than you think you have :-).

>I bought the C-compiler Pure C, but now I'm not able
>to use the graphical stuff of the Atari. Pure C allows to use RSC's, but
>that's all. It has an own BGI (Borland Graphical Interface), so that on
>all Borland-compilers the same graphical functions can be used, but
>it is too restricted.

How about opening a virtual workstation (v_opnvwk), and then using vdi functions to do the required drawing. Take a look in the PC-help file. Look e.g. at Libraries/VDI/* .
And you might like to invest in a good Atari book. The Atari Profibuch is excellent (also translated in Dutch: het complete Atari ST boek).

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

From -6032488031409347377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9c9695651e67dbea,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-21 12:11:46 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!yale.edu!spool.mu.edu!uwm.edu!
vixen.cso.uiuc.edu!howland.reston.ans.net!pipex!uknet!festival!hwcee!sbrown
From: sbrown@cee.hw.ac.uk (Stuart Brown)
Subject: Library files
Message-ID: <D4Cz1p.BF1@cee.hw.ac.uk>
Sender: news@cee.hw.ac.uk (News Administrator)
Organization: Dept of Computing and Electrical Engineering, Heriot-Watt University
X-Newsreader: TIN [version 1.2 PL2]

Date: Tue, 21 Feb 1995 16:27:24 GMT
Lines: 11

Does anybody have a program to convert between GNU, GST and DRI library file types? If not, does anybody have or know where I can get file formats for these files? I am aware of a DRI->GNU convertor, but I want to convert GNU and GST types to DRI.

Any help would be appreciated. Thanks.


```
+-------------------------------------------------------------------------------+
| Stuart Brown                BSc Computer Science IV, Heriot-Watt University |
| e-mail:  sbrown@cee.hw.ac.uk         WWW:  http://www.cee.hw.ac.uk/~sbrown/ |
+-------------------------------------------------------------------------------+
```


From 5735807941147490338
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19e659b3bff88eca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-21 15:27:12 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!fu-berlin.de!zrz.TU-Berlin.DE!netmbx.de!unlisys!news.maz.net!pipex!swrinde!hookup!nic.hookup.net!xenitec!tdkcs!semprini.waterloo-rdp.on.ca!cherborth
From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
Newsgroups: comp.sys.atari.programmer
Message-ID: <H.eg.T2R1WGfxuGk@semprini.waterloo-rdp.on.ca>
Organization: InterZONE Design
Subject: Re: Howto make res-independent RSC's ?
References:
<ftn_2.203.202.11$fidonet.org_2f4315fb_Christian.Mittendorf@ostkupan.ct.se>
Reply-To: cherborth@semprini.waterloo-rdp.on.ca
X-Software: HERMES GUS 1.10 Rev. May 17 1993
Date: Tue, 21 Feb 1995 18:27:12 EST
MIME-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
Lines: 34

In <ftn_2.203.202.11$fidonet.org_2f4315fb_Christian.Mittendorf@ostkupan.ct.se>, Christian Mittendorf writes:
>Hi!
>
>I've got a little question regarding resolution independent RSC-File design.
>How do I have to built a RSC which can be used in ST-Low, ST-Medium and lots of
>other resolutions?
>
>I know that rsrc_obfix() is used. The Compendium writes:
>"All objects in '.RSC' Files have their coordinates based on character
>positions rather than screen coordinates to allow an object tree to be shown in
>any resolution. This function converts those character coordinates to pixel
>coordinates based on the current screen resolution."
>

>But using this command doesn't seem to be enough. Any better ideas or tips?

ST-Low and ST-Medium use 8x8 characters, and *all*other* resolutions use 8x16 characters.

Thus, for true resolution-indepenace, you practically need to make 8x8 RSC and an 8x16 RSC and use 8x16 unless the resolution is < 640x400.

Another thing you could do is roll your own rsrc_obfix() that also takes the resolution the RSC was created in (like rsrc_obfix(blah, 8, 16)) and makes appropriate fixes. Warwick's GEM++ library does this automagically when you load a RSC file (since he's got a custom RSC loader, which also gives you the ability to have more than one RSC file loaded).

--
----------==========----------
 ||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

From -7932301586606512421
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a43587b51eb3c261,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-21 16:48:17 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!rutgers!
news.cs.indiana.edu!purdue!news.bu.edu!ttennis
From: ttennis@bu.edu (Table Tennis)
Newsgroups: comp.sys.atari.programmer
Subject: picture in windows
Date: 22 Feb 1995 00:48:17 GMT
Organization: Boston University
Lines: 5
Message-ID: <3ie1kh$jun@news.bu.edu>
NNTP-Posting-Host: acs4.bu.edu
X-Newsreader: TIN [version 1.2 PL0]

Does anyone have any examples in Turbo C where a gem window is opened (similar to gem view I guess) and an image such as an IMG, GIF or whatever is displayed in it?

Thanks

From 5724545167764641250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f1a0891c713a636,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-21 17:03:14 PST
Path: nntp.gmd.de!news.rwth-aachen.de!newsserver.rrzn.uni-hannover.de!

aix11.hrz.uni-oldenburg.de!nordwest.pop.de!news.hamburg.pop.de!easix!uunet!
in1.uu.net!mondy!texsys!sherwd!1-106-6969-0!rich.tietjens
From: Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens)
Date: 21 Feb 95 17:03:14
Newsgroups: comp.sys.atari.programmer
Subject: PRN:->[file]
Message-ID: <429_9502211930@sherwd.fidonet.org>
X-FTN-To: Colin Mckinnon Its94
Organization: Sherwood Forest Fidonet Gateway
Lines: 21

In a message of 13 Feb 95 10:46:40, Colin Mckinnon Its94 wrote:

CM> From: cmckinno@cs.strath.ac.uk (Colin McKinnon ITS94)
CM> Newsgroups: comp.sys.atari.programmer
CM> Organization: Univ. of Strathclyde, Glasgow, UK
CM>
CM> Like it says in the subject - anyone know of an easy way to
CM> redirect ouptut from the parallel port to a file?
CM>
CM> [The university has much better printers than I've got, but
CM> they haven't caught up on the computer side ;-)]

Colin, you can use BARRELL or REDIRECT. I think both of them are available for ftp various places. Having a deskjet, I don't worry about it so I don't know where to look, sorry.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

From -3656036360900982040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-22 05:23:14 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!EU.net!sun4nl!sci.kun.nl!sanders
From: sanders@sci.kun.nl (Sander Stoks)
Subject: PutPixel w/o LineA?
Message-ID: <D4EL6s.Gv0@sci.kun.nl>
Sender: news@sci.kun.nl (News owner)
Nntp-Posting-Host: studs.sci.kun.nl
Organization: University of Nijmegen, The Netherlands
X-Newsreader: NN version 6.4.19
Date: Wed, 22 Feb 1995 13:23:14 GMT
Lines: 9

Say,

Being supposed not to use LineA on my Falcon, how can I simply put one
pixel on the screen in Pure C _without_ having to use BGI?

Thanks in advance,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%
(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j+
+)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+k<65?'#':'
');putchar(10);}}   /* ATARI Falcon030 */

From 1045207119102804902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c5c7aba3fcd93fc5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-22 06:12:14 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!udel!
news.mathworks.com!usenet.eel.ufl.edu!usenet.cis.ufl.edu!caen!zip.eecs.umich.edu!
newsxfer.itd.umich.edu!news.itd.umich.edu!terminator.rs.itd.umich.edu!baldrick
From: baldrick@terminator.rs.itd.umich.edu (Dan Ackerman)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Sample playing
Date: 22 Feb 1995 00:26:10 GMT
Organization: University of Michigan
Lines: 19
Message-ID: <3ie0b2$377@lastactionhero.rs.itd.umich.edu>
References: <3icn16$3a2@nic.lth.se>
NNTP-Posting-Host: terminator.rs.itd.umich.edu

>I've set up a buffer for sample playing and it works fine, but when I
>want to
>change the buffer to start playing from somewhere else in the memory before
>the old one has finished the new one can't be heard.

>How do I make the old sample stop playing so I can play the new one instead?

>   Johan

What type of system are you using? In the DMA sound system you
just need to set the bit for play_enable to 0. On the Falcon, just off
the top of my head, I believe its just Buffoper(0). Make any sense? If
you need any more help just let me know.

Dan
aka. baldrick@terminator.rs.itd.umich.edu

From -1859001201959790390

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,3c6e58f9eb58a60b
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,3c6e58f9eb58a60b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-22 12:47:29 PST
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!hookup!ames!news.hawaii.edu!uhunix3.uhcc.Hawaii.Edu!jperez
From: jperez@uhunix3.uhcc.Hawaii.Edu (John Perez)
Subject: Re: Cubase 3.0 For Sale
X-Nntp-Posting-Host: uhunix3.uhcc.hawaii.edu
Message-ID: <D4F5r6.IG1@news.hawaii.edu>
Followup-To: comp.sys.atari.programmer,comp.sys.atari.st
Sender: news@news.hawaii.edu
Organization: University of Hawaii
X-Newsreader: TIN [version 1.2 PL2]
References: <3icnui$2tr@news.bu.edu>
Date: Wed, 22 Feb 1995 20:47:29 GMT
Lines: 15
Xref: nntp.gmd.de comp.sys.atari.programmer:393 comp.sys.atari.st:59074

Jeff Baust (breeze@bu.edu) wrote:
: I wound up with Cubase 3.0 disks and the dongle, but no
: Manuals, when a partnership broke up. Don't have much
: use for it, but the dongles the important part. So it'd be a working
: version of Cubase 3.0, but you'd have to get manuals elsewhere,
: or figure it out yourself. Make me an offer if you are interested.

What did you have in mind? I might be interested, although I hae to
check with Steinberg about the cost of upgrading to Cubase Audio Falcon.

The Borg
jperez@uhinix.uhcc.hawaii.edu

From -7144234398878587577
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4fbe2dd49755f4c1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-22 15:03:00 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!gmdtub!cs.tu-berlin.de!fu-berlin.de!
news.dfn.de!swiss.ans.net!fonorola!torn!alf.uwaterloo.ca!watserv3.uwaterloo.ca!
atwareck
From: atwareck@novice.uwaterloo.ca (Art Twarecki)
Newsgroups: comp.sys.atari.programmer
Subject: Scroll bar double scroll problem
Message-ID: <D4FC11.79t@watserv3.uwaterloo.ca>
Date: 22 Feb 95 23:03:00 GMT
Sender: news@watserv3.uwaterloo.ca

Organization: University of Waterloo
Lines: 11
Nntp-Posting-Host: novice.uwaterloo.ca

Hi,

Could someone point me in the right direction: I am looking for a way to
eliminate the double-scroll problem, i.e. you click on an arrow and GEM
sees two clicks, and scrolls twice.

Thanks,

--
Art
atwareck@novice.uwaterloo.ca

From -4825214690469626353
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fba69c33f88bfb0,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 111a55,5fba69c33f88bfb0,start
X-Google-Attributes: gid111a55,public
X-Google-ArrivalTime: 1995-02-22 15:32:18 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!gmdtub!cs.tu-berlin.de!fu-berlin.de!
news.dfn.de!swiss.ans.net!howland.reston.ans.net!torn!alf.uwaterloo.ca!
watserv3.uwaterloo.ca!sasmesba
From: sasmesba@kingcong.uwaterloo.ca (Samy Mesbah)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Chimera/PBM/MintX
Keywords: help!!
Message-ID: <D4FDDv.7n0@watserv3.uwaterloo.ca>
Date: 22 Feb 95 23:32:18 GMT
Sender: news@watserv3.uwaterloo.ca
Organization: University of Waterloo
Lines: 20
Nntp-Posting-Host: kingcong.uwaterloo.ca
Xref: nntp.gmd.de comp.sys.atari.st:59215 comp.sys.atari.programmer:398

Hey all,

I downloaded the source for Chimera for X11R5 but I am I nowhere near
having it compiled. I haven't yet compiled anything sucessfully bacause
every single version of gcc I've tried (with anything, not just Chimera)
gives me bus errors. Anyway, is NETPBM or PBMplus alreasdy compiled
for the atari? The source distribution includes files for coverting
Degas and Spectrum pictures so I assume some atari user has already got
those tools compiled.

As well, it seems that Chimera (BTW, for those who don't know Chimera
is a graphical WEB browser for X11 that doesn't need motif) requires
a utility called xmkmf, which I assume is a make utility of X based systems,
and all its makefiles are called Imakefile. I really don't know

what I'm doing so if anyone has any suggestions for me they would
be greatly appreciated - if anyone really knows what they're doing
compiling X/network applications maybe you could e-mail me.

Thanks,
Sam

From 1461960714207690334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cf287e232650aa7e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-22 17:57:32 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!uunet!in1.uu.net!comp.vuw.ac.nz!canterbury.ac.nz!
southern.co.nz!equinox.gen.nz!albemuth!john
Newsgroups: comp.sys.atari.programmer
Subject: Re: SLIP
Keywords: SLIP
Distribution: world
References: <jansteen.793370853@news.cwi.nl>
From: john@albemuth.equinox.gen.nz (John Collis)
Message-ID: <AA4CA25Cmrn@albemuth.equinox.gen.nz>
Date: Thu, 23 Feb 1995 14:57:32 +1300
Lines: 17

jansteen@cwi.nl (Jan van der Steen) writes:

>A friend of mine wants to set up a slip connection with an
>InterNet provider. His home computer is an Atari-ST 1040.
>Is SLIP software available for the AtariST, or any other
>Atari line (like the Ste)?

>I checked atari.archive.umich.edu, and notably the communication
>area, but couldn't find it.

Have a look in the Network/ directory! :-) There are a couple of major
flavours for SLIP. Have a look at NOS or MiNT-net. If your friend has
still only 1Mb RAM in the machine, MiNT-net probably won't run.

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
    john@albemuth.equinox.gen.nz or john@southern.co.nz
  John Collis at 3:770/105.7@fidonet or 51:801/1.7@atarinet

From 1033444619671991150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c5c7aba3fcd93fc5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-23 06:50:02 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!gmdtub!cs.tu-berlin.de!fu-berlin.de!
news.dfn.de!swiss.ans.net!gatech!bloom-beacon.mit.edu!eru.mt.luth.se!news.luth.se!
sunic!news.lth.se!d92jk

From: d92jk@efd.lth.se (Johan Karlsson)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Sample playing
Message-ID: <3ii7aq$kmp@nic.lth.se>
Date: 23 Feb 95 14:50:02 GMT
References: <3icn16$3a2@nic.lth.se> <3ie0b2$377@lastactionhero.rs.itd.umich.edu>
Organization: Lund Institute of Technology, Sweden
Lines: 8
NNTP-Posting-Host: lo-2.efd.lth.se
NNTP-Posting-User: d92jk

> In the DMA sound system you
>just need to set the bit for play_enable to 0.

Worked fine.

Thanks

Johan

From 292638928263215392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-23 10:36:31 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!gmdtub!cs.tu-berlin.de!fu-berlin.de!fub!zib-berlin.de!Germany.EU.net!EU.net!uknet!strath-cs!news.staffs.ac.uk!bs47c!cm3hirjd
From: cm3hirjd@bs47c.staffs.ac.uk (Requiem)
Newsgroups: comp.sys.atari.programmer
Subject: Re: STOS vs GFA (was Re: GFA on the Falcon?)
Message-ID: <3iikjf$tv@bs33n.staffs.ac.uk>
Date: 23 Feb 95 18:36:31 GMT
References: <3h5dr6$hup@bs33n.staffs.ac.uk> <3h5u29$49c@oak24.doc.ic.ac.uk> <3he4rk$g1v@helios.herts.ac.uk> <3hfhlt$q2k@oak75.doc.ic.ac.uk> <3hl36u$r2n@whitbeck.ncl.ac.uk> <3hnm95$flq@oak64.doc.ic.ac.uk>
Organization: Staffordshire University
Lines: 20
NNTP-Posting-Host: bs47c.staffs.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

Paul Ian Harman (pih@doc.ic.ac.uk) wrote:

: |> o Incompatibility problems with more recent machines.

: Unless you're talking about the Falcon, I don't believe you (even then, it's
: just the mouse that doesn't work). That's not the same as saying that STOS
: can't use the new advanced features of machines - which is up to the
: extension writers.

Sadly its not _just_ the mouse that doesn't work on the Falcon, there are many pitfalls with STOS on the Falcon (for example any command that requires Line-A useage - ie box!), also the joystick commands don't work,

change mouse doesn't work, the compiler needs playing with and in the long run its hell. But I spent hours setting my system up right and STOS now works on it faultlessly, if anyone wants the patch programs or extensions that make STOSing on the Falcon possible then mail me and I'll see what I can do.

RiCH

From 4303684513722758466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,439089b59b87dcd,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-23 11:01:07 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!uni-duisburg.de!RRZ.Uni-Koeln.DE!news.dfn.de!scsing.switch.ch!news.rediris.es!news.uoregon.edu!usenet.eel.ufl.edu!news.mathworks.com!newshost.marcam.com!uunet!wombatnet.batnet.com!tecnation.com!user
From: alex@tecnation.com (Alex Blok)
Newsgroups: comp.sys.atari.programmer
Subject: FALCON PROGRAMMER WANTED
Date: 23 Feb 1995 19:01:07 GMT
Organization: TECNATION DIGITAL WORLD
Lines: 28
Message-ID: <alex-2302951105550001@tecnation.com>
NNTP-Posting-Host: tecnation.batnet.com

We are looking for someone with major experience in programming on the Atari Falcon 030. Ideally, you will know how to program the BLiTTER and DSP and have experience in both C and assembler.

If you have access to the World Wide Web, you can read about our product at www.tecnation.com/tecnation/

Click on OUR PRODUCTS and then click on SONOVISTA.

If you are interested, please contact us at:

DEPT: BiT BOPPER
TECNATION DIGITAL WORLD
555 BRYANT STREET #257
PALO ALTO, CA 94301, U.S.A.

FAX: (415) 327-4332
EMAIL: work@tecnation.com

Sorry if it's wrong to post this kind of thing on this newsgroup, but we don't know where else to post it.

--

Something Wonderful IS Happening!

TECNATION DIGITAL WORLD

From 4013395993811665978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,439089b59b87dcd
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-23 11:02:47 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!uni-duisburg.de!RRZ.Uni-Koeln.DE!news.dfn.de!scsing.switch.ch!news.rediris.es!news.uoregon.edu!usenet.eel.ufl.edu!news.mathworks.com!newshost.marcam.com!uunet!wombatnet.batnet.com!tecnation.com!user
From: alex@tecnation.com (Alex Blok)
Newsgroups: comp.sys.atari.programmer
Subject: FALCON PROGRAMMER WANTED
Date: 23 Feb 1995 19:02:47 GMT
Organization: TECNATION DIGITAL WORLD
Lines: 13
Message-ID: <alex-2302951107370001@tecnation.com>
NNTP-Posting-Host: tecnation.batnet.com

Sorry, we made an error in our previous posting...

Our fax number is (415) 327-1910.

Thank you.

TECNATION DIGITAL WORLD

--
Something Wonderful IS Happening!

TECNATION DIGITAL WORLD

From 3333180292101867437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1a97b77fd78b0b0
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-23 16:34:37 PST
Path: nntp.gmd.de!news.rwth-aachen.de!news.rhrz.uni-bonn.de!RRZ.Uni-Koeln.DE!uni-duisburg.de!zib-berlin.de!news.mathworks.com!hookup!swrinde!pipex!oleane!jussieu.fr!news.univ-angers.fr!news.univ-rennes1.fr!news.emn.fr!newsmaster
From: Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Telling AES about res changes ?
Date: 23 Feb 1995 15:38:42 GMT
Organization: Ecole des Mines de Nantes
Lines: 24
Message-ID: <3iia62$7g4@caro.dsic.emn.fr>

References: <D4An8t.In1@westminster.ac.uk>
NNTP-Posting-Host: naniut.iut-nantes.univ-nantes.fr

avsec@westminster.ac.uk (Philip Shore) wrote:
>
> Hi,
>
> Does anyone know how to let the AES know about changes in resolution ?
>
> I am trying to make a Blow-up software type program.
>
> Cheers,
> Phil.

Hi Phil !

So you want to make a Blow-up type software. I know that you will need to patch a lot of line-A vars (Yes you will have to use the line-A !). When you initialize the line-A it send you the address of an array wich contains its vars. So you will have to them to make system aware of your res changes. I hope you own a copy of the Atari compendium, wich details this array. I don't know if this will be enough, but this is a good beginning.

Good luck !

Xavier Joubert (Xaz)

From -3691880555293716928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,abe44bcf01faa526,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-24 00:09:11 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.belwue.de!News.Uni-Marburg.DE!news.th-darmstadt.de!terra.wiwi.uni-
frankfurt.de!zeus.rbi.informatik.uni-frankfurt.de!news.dfn.de!swiss.ans.net!
europa.eng.gtefsd.com!news.umbc.edu!haven.umd.edu!purdue!news.bu.edu!
transfer.stratus.com!news.mathworks.com!news.duke.edu!news-server.ncren.net!
concert!news.uncc.edu!ralunsfo
From: ralunsfo@uncc.edu (Russell A Lunsford)
Newsgroups: comp.sys.atari.programmer
Subject: Mixing samples
Date: 24 Feb 1995 08:09:11 GMT
Organization: University of NC at Charlotte
Lines: 14
Message-ID: <3ik477$jt5@news.uncc.edu>
NNTP-Posting-Host: unccsun.uncc.edu

Does anyone know the technique for mixing samples (Falcon, or I suppose STe would be fine also)? I know there is a call on the Falcon where you can set the number of tracks that will be used, but I haven't seen one for playing on a certain track, so I assume this would be done through

software somehow....Any tips, or source?

thanks,
Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

From -6864382067292447646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-24 00:34:05 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!gmdtub!cs.tu-berlin.de!fu-berlin.de!
news.dfn.de!darwin.sura.net!news.udel.edu!udel!news.mathworks.com!news.alpha.net!
uwm.edu!math.ohio-state.edu!cs.utexas.edu!swrinde!pipex!sunic!news.kth.se!mars!
jens-and
From: jens-and@dsv.su.se (Jens Andreasen)
Newsgroups: comp.sys.atari.programmer
Subject: Re: PutPixel w/o LineA?
Message-ID: <Pine.ULT.3.91.950224092739.2348A-100000@mars>
Date: 24 Feb 95 08:34:05 GMT
References: <D4EL6s.Gv0@sci.kun.nl>
Lines: 12
NNTP-Posting-Host: mars.dsv.su.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: jens-and@mars
In-Reply-To: <D4EL6s.Gv0@sci.kun.nl>

On Wed, 22 Feb 1995, Sander Stoks wrote:

> Being supposed not to use LineA on my Falcon, how can I simply put one
> pixel on the screen in Pure C _without_ having to use BGI?

Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
to that function. If you must use VDI you could draw a very short line using
v_pline.

/Jens M. Andreasen

From -9145111065208795343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-24 01:39:49 PST

Path: nntp.gmd.de!stern.fokus.gmd.de!gmdtub!cs.tu-berlin.de!fu-berlin.de!fub!zib-berlin.de!news.mathworks.com!news.alpha.net!uwm.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!news.sprintlink.net!EU.net!sun4nl!cs.ruu.nl!phil.ruu.nl!phil.ruu.nl!not-for-mail
From: hjv@phil.ruu.nl (Hendrik Jan Veenstra)
Newsgroups: comp.sys.atari.programmer
Subject: Re: PutPixel w/o LineA?
Message-ID: <3ik9h5$2oi@chico.staf.phil.ruu.nl>
Date: 24 Feb 95 09:39:49 GMT
References: <D4EL6s.Gv0@sci.kun.nl>
Organization: Dept. of Philosophy, Utrecht University, The Netherlands
Lines: 15
NNTP-Posting-Host: chico.staf.phil.ruu.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit

sanders@sci.kun.nl (Sander Stoks) writes:

>Being supposed not to use LineA on my Falcon, how can I simply put one
>pixel on the screen in Pure C _without_ having to use BGI?

```
v_pline(handle, 1, {x_coord, y_coord});  ??  Or maybe:
v_pline(handle, 2, {x_coord, y_coord, x_coord, y_coord});
```

Just an idea...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get.   *

From -2305399168212968931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-24 02:04:43 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!Germany.EU.net!Informatik.Uni-Dortmund.DE!news
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Newsgroups: comp.sys.atari.programmer
Subject: Re: PutPixel w/o LineA?
Date: 24 Feb 1995 10:04:43 GMT
Organization: Dortmund University, Germany
Lines: 27
Message-ID: <SCHWAB.95Feb24110443@issan.informatik.uni-dortmund.de>
References: <D4EL6s.Gv0@sci.kun.nl> <Pine.ULT.3.91.950224092739.2348A-100000@mars>
Reply-To: schwab@issan.informatik.uni-dortmund.de
NNTP-Posting-Host: issan.informatik.uni-dortmund.de
In-reply-to: Jens Andreasen's message of Fri, 24 Feb 1995 09:34:05 +0100

In article <Pine.ULT.3.91.950224092739.2348A-100000@mars>, Jens Andreasen <jens-and@dsv.su.se> writes:

|> On Wed, 22 Feb 1995, Sander Stoks wrote:

|>> Being supposed not to use LineA on my Falcon, how can I simply put one
|>> pixel on the screen in Pure C _without_ having to use BGI?

|> Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
|> to that function. If you must use VDI you could draw a very short line using
|> v_pline.

To be precise, drawing a line using the same point as starting and
ending point should work. For example:

```
void put_pixel (int x, int y)
{
  int pxyarray[4];

  pxyarray[0] = x;
  pxyarray[1] = y;
  pxyarray[2] = x;
  pxyarray[3] = y;
  v_pline (vhandle, 2, pxyarray); /* not sure about order of args */
}
```

--

Andreas Schwab
schwab@issan.informatik.uni-dortmund.de

"And now for something
completely different"

From -3525649379170999329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-24 03:58:25 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!zombie.ncsc.mil!news.duke.edu!godot.cc.duq.edu!hudson.lm.com!
newsfeed.pitt.edu!gatech!howland.reston.ans.net!pipex!uknet!strath-cs!info!cs93dlh
From: cs93dlh@dcs.exeter.ac.uk (D.L.Hastings)
Subject: Re: Temporary disabling multitasking?
In-Reply-To: christian.dahl@tnogobl.ct.se's message of Fri, 17 Feb 95 19:44:00
+0100
Message-ID: <D4I6LE.E3n@exeter.ac.uk>
Lines: 28
Sender: news@exeter.ac.uk (news admin)
Organization: Computer Unit, University of Exeter, UK
References: <D422KH.L9p@exeter.ac.uk>
     <ftn_2.203.611.4_2f44eec8_Christian.Dahl@tnogobl.ct.se>
Date: Fri, 24 Feb 1995 11:58:25 GMT

In article <ftn_2.203.611.4_2f44eec8_Christian.Dahl@tnogobl.ct.se>
christian.dahl@tnogobl.ct.se (Christian Dahl) writes:

>   > I highly doubt it will change, ever, because all interupt handling
>   > routines must run in supervisor mode, and pre-empting an interrupt
>   > handler would be a very silly thing for MiNT to do.

>   Why? I rather say that it would be highly likely to do such a change. At least
>   if you want several threads in the kernal running.

Because by its very nature an interrupt implies something must be done _now_.
Not in a minute when the kernel feels like giving the handler more time.
For example, you have a device sending data at highspeed. When data arrives
an interupt signal is given - the interrupt handler is _immediately_ run
to transfer data from the source to memory. If MiNT preempts the handler
then chances are that more data will arrive before the last has been
cleared from the i/o buffer - result - lost data. COnsider also that
most interrupts require that other interrupts be disabled while they are
running - if the handler is pre-empted then there if the chance of MiNT
running through maybe hundreds of other processes - with the interupts
disabled.

Does this convince you that preempting interrupt handlers is bad?
And therefore that MiNT will probably never preempt supervisor mode?

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI   *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
*   Looking for a Falcon sample editor? Get SuperSam v1.08!   *

From 3316595864056946194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,45d6f4eacbb28410
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-24 05:07:36 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!EU.net!sun4nl!fwi.uva.nl!hermes.fwi.uva.nl!not-for-mail
From: mdekker@fwi.uva.nl (Martijn Dekker)
Newsgroups: comp.sys.atari.programmer
Subject: Re: PutPixel w/o LineA?
Date: 24 Feb 1995 14:07:36 +0100
Organization: PFF Software
Lines: 14
Distribution: world
Message-ID: <3iklmo$5oi@turing.fwi.uva.nl>
References: <D4EL6s.Gv0@sci.kun.nl>
NNTP-Posting-Host: turing.fwi.uva.nl

sanders@sci.kun.nl (Sander Stoks) wrote:

:Say,
:
:Being supposed not to use LineA on my Falcon, how can I simply put one
:pixel on the screen in Pure C _without_ having to use BGI?

I do not own a Falcon, and know very little about them, but why are
you not supposed to use LineA on a Falcon?

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

From -7731057694946631255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,63bd79e12f5a9f52,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-23 16:53:34 PST
Path: nntp.gmd.de!newsserver.jvnc.net!darwin.sura.net!jhunix1.hcf.jhu.edu!
mozart.amil.jhu.edu!kinky.eng.gtefsd.com!europa.eng.gtefsd.com!news.mathworks.com!
hookup!swrinde!pipex!sunic!trane.uninett.no!eunet.no!nuug!henry.interlink.no!
henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: RSC-file >64K ???
Date: 24 Jan 1995 00:53:34 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 1
Message-ID: <3g1j2e$gj@henry.interlink.no>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

From 1091016956155641192
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-23 23:28:48 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!informatik.tu-muenchen.de!
Germany.EU.net!netmbx.de!unlisys!nostromo.in-berlin.de!ripley
From: ripley@nostromo.in-berlin.de (Hans-Ch. Eckert)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Message-ID: <H.elB.HKYgb5dS&HcC2@nostromo.in-berlin.de>
Organization: Private Access TOS, 10777 Berlin, FRG
Subject: Re: PAM's NET and MiNTnet
References: <D2oJFt.AG2@cix.compulink.co.uk>
<H.elB.JX7fcWNL5h2LY@nostromo.in-berlin.de>
<D2u2GD.KwG@cix.compulink.co.uk>
Reply-To: ripley@nostromo.in-berlin.de
X-Software: HERMES GUS 1.15.1 Rev. 17 Aug 1994

Date: Mon, 23 Jan 1995 21:55:50 MET
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 24
Xref: nntp.gmd.de comp.sys.atari.st.tech:19136 comp.sys.atari.programmer:228
de.comp.sys.st:5500

In <D2u2GD.KwG@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan")
writes:
] > PS: Anyone out there know about a source for a DE600 adaptor ? --
]
] Or in my case - the board to connect a DE600 to the cartridge port (or even
] a source for the PCB - or *even* a picture of the PCB ;-)

I seem to remember that there have been pictures of the cartridge port
to DE600 connector in the driver package from TU-Wien. They have been
in GEM-img format which is supposed to be easy to handle on the ST. It
is even possible to use them on a unix-box if you have the pbmplus (or
netpbm as it's called nowadays) package to convert the image data...

Greetings,
Ripley

PS: There is ka9q giving SLIP for the ST, but is there a PPP package ?
I didn't get the SLIP on my unix machine to work at all...

--
Hans-Ch. Eckert, Regensburger Str.2, 10777 Berlin, Germany * ISO 8859-1
(intl) ripley@nostromo.in-berlin.de, * [illegible]
Alternative: ripley@cs.tu-berlin.de * aeoeuess
NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de (and nowhere else!) * [illegible]

From 7317085115782285465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7cd790b1927db27f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-24 00:57:26 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!news.kei.com!news.mathworks.com!
hookup!swrinde!sdd.hp.com!hplabs!hplextra!news.dtc.hp.com!hpscit.sc.hp.com!
hpscit.sc.hp.com!jensk
From: jensk@hpbbn.bbn.hp.com (Jens Kilian)
Newsgroups: comp.sys.atari.programmer
Subject: GCC: Usage of -mbaserel
Date: 24 Jan 95 08:55:23
Organization: HP
Lines: 13
Distribution: comp
Message-ID: <JENSK.95Jan24085523@hpbeo82.bbn.hp.com>
NNTP-Posting-Host: hpbeo82.bbn.hp.com
X-Disclaimer: I don't speak for HP, I only *work* here.

Good morning.

I'm looking for documentation of the -mbaserel option in the newer Atari
versions of GCC. I only found some rather old docs on atari.archive,
which didn't mention this option.

Thanks in advance,

     Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
----------+----------
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

From -5937247409890516266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,108e0569b5f9d340,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-24 14:00:49 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!news.kei.com!news.mathworks.com!
udel!gatech!howland.reston.ans.net!pipex!uunet!zib-berlin.de!news.th-darmstadt.de!
hrz-ws11.hrz.uni-kassel.de!newsserver.rrzn.uni-hannover.de!news.rwth-aachen.de!
news.dfn.de!uni-muenster.de!news
From: bowinke@uni-muenster.de (Joerg Bowinkelmann)
Newsgroups: comp.sys.atari.programmer
Subject: Recalibrating a RLL-Harddisk
Date: 23 Jan 1995 14:14:11 GMT
Organization: Institut fuer Wirtschaftsinforatik Universitaet Muenster
Lines: 9
Distribution: world
Message-ID: <3g0djj$g8q@majestix.uni-muenster.de>
Reply-To: bowinke@uni-muenster.de
NNTP-Posting-Host: hermes.uni-muenster.de

Hi atari-freaks,

I'm searching for a recalibrating-tool for RLL/MFM-Harddisks,
like under Norton Utilities for the PC.

??
greetings Joerg

From 8459295975804534816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public

X-Google-ArrivalTime: 1995-01-24 19:30:29 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!informatik.tu-muenchen.de!
Germany.EU.net!howland.reston.ans.net!pipex!uknet!cix.compulink.co.uk!usenet
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: PAM's NET and MiNTnet
Message-ID: <D2xs0L.Aw1@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <D2u2GD.KwG@cix.compulink.co.uk> <H.elB.HKYgb5dS&HcC2@nostromo.in-
berlin.de>
Date: Wed, 25 Jan 1995 00:57:57 GMT
Lines: 41
Xref: nntp.gmd.de comp.sys.atari.st.tech:19148 comp.sys.atari.programmer:234
de.comp.sys.st:5505

In message <H.elB.HKYgb5dS&HcC2@nostromo.in-berlin.de>,
ripley@nostromo.in-berlin.de said:

>
> In <D2u2GD.KwG@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
> ("Roland Givan") writes:] > PS: Anyone out there know about a
> source for a DE600 adaptor ? --]
>] Or in my case - the board to connect a DE600 to the cartridge port
> (or even] a source for the PCB - or *even* a picture of the PCB ;-)
>
> I seem to remember that there have been pictures of the cartridge port
> to DE600 connector in the driver package from TU-Wien. They have
> been in GEM-img format which is supposed to be easy to handle on the
> ST. It is even possible to use them on a unix-box if you have the
> pbmplus (or netpbm as it's called nowadays) package to convert the
> image data...

Well its the TU-Wien stuff I'm working from. I have 1 .IMG file and 3(?)
.HP files full of plotter commands. Although I have no use for the
software, the newest version of MiNT-Net apparently has a driver for a
DE600 using the TU-Wien interface board.

Today I tried a sharware package (PRINTGL) on my PC which can display the
.HP files, and they are indeed the PCB masters that I thought they were,
plus the original circuit diagram which is also in the .IMG file. There
is also a block diagram (in a .HP file) which shows which chips plug where.

I'm still interested in speaking to anybody who has built this board,
especially if they can sell me a pre-made PCB.

> PS: There is ka9q giving SLIP for the ST, but is there a PPP package
> ? I didn't get the SLIP on my unix machine to work at all...

I though KA9Q did this anyway. And also MiNT-Net does PPP AFAIK (though
I'm using CSLIP).

:-)

Roland.

@CiX

From -682133101924472519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-24 19:30:36 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!informatik.tu-muenchen.de!
Germany.EU.net!howland.reston.ans.net!pipex!uknet!cix.compulink.co.uk!usenet
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: PAM's NET and MiNTnet
Message-ID: <D2xs0n.AwM@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <D2oJFt.AG2@cix.compulink.co.uk> <H.elB.JX7fcWNL5h2LY@nostromo.in-
berlin.de> <D2u2GD.KwG@cix.compulink.co.uk> <3g0mq4$mqc@zeus.rbi.informatik.uni-
frankfurt.de>
Date: Wed, 25 Jan 1995 00:57:59 GMT
Lines: 35
Xref: nntp.gmd.de comp.sys.atari.st.tech:19149 comp.sys.atari.programmer:235
de.comp.sys.st:5506

> I know a source for *expensive* DE600's ($280) here in Germany. If
> anyone wants to know this I can look up the address. But I'm sure
> you can get it cheaper somewhere.

Thats expensive. I'm sure I've bought them *new* less than that! I think
my company might be prepared to part with one for a small fee if I ask them
nicely. We did use them alot, but now use DE620s and Longshines.

> The PCB's are available as HP plotter files from fortec.tuwien.ac.at.
> You can use GNU's hp2xx-3.1.4.tar.gz (available from every GNU site,
> eg. gnu.ai.mit.edu) to convert into something printable.

Thanks - I've found something on the PC which seems to do the job as well.

> You could ask Peter Mayr (pm@fortec.tuwien.ac.at), the author of the
> adapter hardware, whether the board is still available (it was in
> the past for few bucks).

Will do.

> The driver for the DE600 is contained within MintNet 0.7, which is
> available from my WWW home page from now on and should appear on

> a.a.u.e these days.

Which is why I'm interested! :-)

Anybody going to do a driver for Linux/68K for this board as well? It would make sense to have this as a standard.

:-)

Roland.

@CiX

From 6111394579672536148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,108e0569b5f9d340
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-25 03:04:12 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!gatech!howland.reston.ans.net!
cs.utexas.edu!utnut!nott!bcarh189.bnr.ca!bcrkh13.bnr.ca!ngalm099.gal.nt.com!user
From: gigxr01@nt.com (Gerry O'Rourke)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Recalibrating a RLL-Harddisk
Date: Wed, 25 Jan 1995 09:08:48 +0000
Organization: Northern Telecom (IRL) Ltd
Lines: 13
Distribution: world
Message-ID: <gigxr01-2501950908480001@ngalm099.gal.nt.com>
References: <3g0djj$g8q@majestix.uni-muenster.de>
NNTP-Posting-Host: ngalm099.bnr.ca

In article <3g0djj$g8q@majestix.uni-muenster.de>, bowinke@uni-muenster.de wrote:

> Hi atari-freaks,
>
> I'm searching for a recalibrating-tool for RLL/MFM-Harddisks,
> like under Norton Utilities for the PC.

How does Norton recalibrate a hard disk, please explain?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

From -1475137151080453317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c49d0e204af6bc0c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-25 05:01:57 PST

Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!panix!news.mathworks.com!hookup!
usc!howland.reston.ans.net!news.sprintlink.net!pipex!uknet!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: .GEM or .CVG file-format
Date: 25 Jan 1995 11:24:55 GMT
Organization: NHS Information Management Centre
Lines: 17
Message-ID: <3g5ce7$3i6@percy.cs.bham.ac.uk>
References: <3fp92h$fm8@crow.cybercom.com> <3g05v4$6fv@whitbeck.ncl.ac.uk>
NNTP-Posting-Host: mother.cs.bham.ac.uk
Keywords: vector file-format

Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>The format was documented in an old issue of ST-World, and also (I think) in
>the Atari Compendium, if you really feel you should roll-your-own.

There's also some metafile stuff in the early issues of ST
Applications.

Rolling your own code is of course necessary if you want to run on
setups without GDOS installed. But frankly, everyone should get a good
GDOS: NVDI 3 or Speedo 5.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

From -4419186947935415170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1a057222f65c00ae
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-25 05:25:26 PST
Path: nntp.gmd.de!news.rwth-aachen.de!newsserver.rrzn.uni-hannover.de!
deimos.rz.Uni-Osnabrueck.DE!titan.rz.uni-osnabrueck.de!rossi
From: rossi@titan.rz.uni-osnabrueck.de (Thorsten Roskowetz)
Newsgroups: comp.sys.atari.programmer
Subject: Re: SozobonX JAS 2.0 pl 7 workaround
Date: 25 Jan 1995 12:57:39 GMT
Organization: Universitaet Osnabrueck
Lines: 24
Distribution: world
Message-ID: <3g5hs3$k97@deimos.rz.Uni-Osnabrueck.DE>
References: <wmpeen.790372175@asterix.urc.tue.nl>
NNTP-Posting-Host: titan.rz.uni-osnabrueck.de
Keywords: bug bug bug

A corrected version of JAS can be found at

ftp.cs.tu-berlin.de

in

/pub/atari/Programming/Sozobon.c/jas2x9.lzh

BUT: We've just discovered a very nasty bug in the Xdlibs strtoul() routine that causes JAS to behave in rather strange ways when reading large numerical constants (hexadecimal).

I'll upload a new version linked with a working strtoul() as soon as possible (probably tomorrow), so make sure when FTPing jas2x9.lzh, that it is newer than say 25th January '95.

Until then, best thing is to use an older JAS together with TOP.

Sorry,
-tr

Thorsten Roskowetz Internet: rossi@titan.rz.uni-osnabrueck.de
---

From -2068745024984888392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc5d87f8e923185,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-25 07:24:13 PST
Path: nntp.gmd.de!newsserver.jvnc.net!yale.edu!spool.mu.edu!uwm.edu!
news.alpha.net!news.mathworks.com!udel!gatech!newsxfer.itd.umich.edu!jobone!
fiesta.srl.ford.com!eccdb1.pms.ford.com!h649.eeo.fob.ford.com!kfoley
From: kfoley@h649.eeo.fob.ford.com (Karl Foley)
Newsgroups: comp.sys.atari.programmer
Subject: HTML editor for ST?
Date: 25 Jan 1995 15:24:13 GMT
Organization: Ford Motor Company
Lines: 10
Distribution: world
Message-ID: <3g5qet$aa2@eccdb1.pms.ford.com>
NNTP-Posting-Host: h649.eeo.fob.ford.com

I know there us no graphical WWW viewer for the ST but is there an editor?

Failing that can someone reccommend some software to create HTML files on a pc?

--
Karl Foley - Contractor, EEO Systems Ford Motor Company, Dunton, UK.
Telephone: +44-268-405231
Fax: +44-268-404400
Pager: +44-893-286286
Email: kfoley@h649.eeo.fob.ford.com

From 8688433641364956738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-25 10:31:10 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!informatik.tu-muenchen.de!
Germany.EU.net!howland.reston.ans.net!xlink.net!rz.uni-karlsruhe.de!stepsun.uni-
kl.de!sun.rhrk.uni-kl.de!kemeny
From: kemeny@rhrk.uni-kl.de (Gunther Kemeny [Chemie])
Subject: Re: PAM's NET and MiNTnet
Message-ID: <1995Jan25.142154.10541@rhrk.uni-kl.de>
Organization: University of Kaiserslautern, Germany
References: <D2oJFt.AG2@cix.compulink.co.uk> <H.elB.JX7fcWNL5h2LY@nostromo.in-
berlin.de> <D2u2GD.KwG@cix.compulink.co.uk> <3g0mq4$mqc@zeus.rbi.informatik.uni-
frankfurt.de>
Date: Wed, 25 Jan 1995 14:21:54 GMT
Lines: 20
Xref: nntp.gmd.de comp.sys.atari.st.tech:19153 comp.sys.atari.programmer:239
de.comp.sys.st:5507

roemer@achilles.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:

>In <D2u2GD.KwG@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan")
writes:

>> > PS: Anyone out there know about a source for a DE600 adaptor ? --
>>
>>Or in my case - the board to connect a DE600 to the cartridge port (or even
>>a source for the PCB - or *even* a picture of the PCB ;-)

>I know a source for *expensive* DE600's ($280) here in Germany. If anyone wants
>to know this I can look up the address. But I'm sure you can get it cheaper
>somewhere.

Hello,
u can have the (original) Atari Ethernet Cards for 300 DM ($150). They for
the VME-Bus and without software.

greetings Gunther

--

From -2933580644059986834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d7a02d308edfdea1,start
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 1995-01-25 10:36:04 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!spool.mu.edu!uwm.edu!
news.alpha.net!news.mathworks.com!udel!gatech!swrinde!cs.utexas.edu!news.tamu.edu!
venus.tamu.edu!ejb7595
From: ejb7595@venus.tamu.edu (BATTALIO, ERIC JOHN)
Newsgroups: comp.sys.atari.programmer
Subject: Reading Arrows
Date: 25 Jan 1995 12:01 CDT
Organization: Texas A&M University OpenVMScluster
Lines: 29
Distribution: world
Message-ID: <25JAN199512013233@venus.tamu.edu>
NNTP-Posting-Host: venus.tamu.edu
News-Software: OpenVMS/VAX VNEWS 1.41

Whoever needed the arrow reading code, here is what BIX (Byte, Feb or

Mar 87, can't remember now) says:

Solution 1: Cconin/Crawin return long, the low word is ASCII value,
the high is 0, but for arrows, low is 0 and high is
stuff like 4C and other arrow codes.

Solution 2: The following C function:

```
char rawread(int *code)
{
 char c;

 asm{ move.w #7, -(sp)
      trap   #1
      addq.1 #2, sp
      move.b d0, c
      swap   d0
      move.w d0, (code)
    }
 return(code);
}
```

I just got my 1040ST at a junk sale and have no software, so can not
verify.

Eric B. (ebattalio@tamu.edu)

From 4705919936602795659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa8c14f5dcbafcc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-25 11:12:27 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!

hudson.lm.com!godot.cc.duq.edu!news.duke.edu!news.mathworks.com!news.kei.com!
bloom-beacon.mit.edu!gatech!swrinde!cs.utexas.edu!not-for-mail
From: hutch@ilmen.lanl.gov (Hutch)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic breakthrough (maybe)
Date: 25 Jan 1995 13:12:27 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 57
Sender: nobody@cs.utexas.edu
Message-ID: <9501251811.AA01241@ilmen.lanl.gov>
NNTP-Posting-Host: news.cs.utexas.edu

In article 5151@gov.nt.ca, gopher@gov.nt.ca (Atarinator) writes:
>In article <3fp9f3$fva@crow.cybercom.com> drz@raven.cybercom.com (Doctor
Zweistein) writes:
>>
>>A much faster way of doing this is to switch the logical and the physical
>>address. That way you only move a couple of bytes (and it isn't dependent
>>on the screensize).
>
>Yeah, but how do you do that?

I use 3 routines I've written to do 'page flipping' as the good Doctor prescribed. These routines are generic (for ST resolutions) so you can just merge them into your programs and use them with little fuss. Of course, you can optimize them for your own use. They may need some slight modification for use with GFA 2.0, though.

These were published in a great little book called 'The GFA BASIC Toolkit' which was written and compiled by a nice guy whose only fault is his undue modesty. :) The book is now out of print but you are free to use these routines. And NO nit-picking from you 'GFA gurus' out there! The price is right, after all. :)

Page Flipping Routines for GFA BASIC
==========
Use: Call the alt_screen procedure once, early in your program to reserve space for one or more background video screens. Use the set_screen procedure to modify a hidden background screen and when finished, "pop" it to the foreground with the copy_screen procedure. For example:

```
  setup_alt_screen          ! create a background screen
  set_screen(scr1%,scr0%)       ! draw on scr 1, view scr 0
  BOX 100,50,200,100            ! draw something in the background
  copy_screen(scr1%,scr0%)      ! pop the background to the foreground
  set_screen(scr0%,scr0%)       ! reset draw & view scr to be the same


PROCEDURE setup_alt_screen
  ' Call this routine once to prepare an alternate, background screen.
  scr0%=XBIOS(2)            ! adr of physical screen
  scr1$=SPACE$(32256)           ! reserve some space
  scr1%=V:scr1$                 ! adr of background screen
```

```
RETURN
'
PROCEDURE set_scrn(draw%,see%)
  ' Use this routine to direct video output to one screen address, while
  ' accepting graphics input to another screen address. This routine allows
  ' you to draw on a hidden screen while viewing another in the foreground.
  '   draw%   the adr of screen to send all graphics commands
  '   see%    the adr of screen to send video output
  VOID XBIOS(5,L:draw%,L:see%,-1)
RETURN
'
PROCEDURE copy_screen(from%,to%)
  ' Use this routine to copy screen data from one screen address to another.
  BMOVE from%,to%,32000
RETURN
```

From -6068705327271730422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa8c14f5dcbafcc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-25 11:38:32 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!news2.near.net!satisfied.elf.com!
news.mathworks.com!udel!gatech!swrinde!cs.utexas.edu!not-for-mail
From: hutch@ilmen.lanl.gov (Hutch)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic breakthrough (maybe)
Date: 25 Jan 1995 12:37:05 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 12
Sender: nobody@cs.utexas.edu
Message-ID: <9501251736.AA01223@ilmen.lanl.gov>
NNTP-Posting-Host: news.cs.utexas.edu

In a previous article, gopher@gov.nt.ca (Atarinator) wrote:

> I'm sorry for not using my real name, but I don't think it's a good idea to
> say who you are when you have hacked into an unauthorized account and are
> using it to post messages on the Usenet.

No worries, er... "Joe." :)

Each to their own, as long as it ain't 'really' illegal.

-Hutch- @ Fair Dinkum Tech

From -5653731732223259929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa8c14f5dcbafcc

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-25 20:44:36 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!news.media.mit.edu!
grapevine.lcs.mit.edu!uhog.mit.edu!news.mathworks.com!udel!gatech!swrinde!pipex!
uunet!crow.cybercom.com!raven.cybercom.com!drz
From: drz@raven.cybercom.com (Doctor Zweistein)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic breakthrough (maybe)
Date: 26 Jan 1995 01:41:01 GMT
Organization: CyberComm Online Services
Lines: 26
Message-ID: <3g6ujd$1jq@crow.cybercom.com>
References: <9501201440.AA00348@ilmen.lanl.gov> <3fp9f3$fva@crow.cybercom.com>
<3fsmdj$81g@ionews.io.org>
NNTP-Posting-Host: raven.cybercom.com
X-Newsreader: TIN [version 1.2 PL2]

: : A much faster way of doing this is to switch the logical and the
physical
: : address. That way you only move a couple of bytes (and it isn't dependent
: : on the screensize).

: I tried doing this -- swapping physbase with logbase, but it doesn't seem to
: work for me. Could you post an example? It would seriously speed up some
: routines I use.

From what I remember, it's something like this:

```
log%=something on a 256-byte boundary
phy%=something else on a 256-byte boundary
DO
  update_screen
  VOID XBIOS(5,log%,phy%,L:-1)
  SWAP log%,phy%
LOOP
```

--

```
  ..          Doctor Zweistein, aka Baruk or Tim Newsome
  ''::..
  D   '':: drz@raven.cybercom.com          | Microsoft is not the answer.
   ..::''  http://raven.cybercom.com/~drz/ |  Microsoft is the question.
 ::''  R                                   |     "No!" is the answer.
  ''::..   quidquid latine dictum          |
      ''   sit, altum viditur              |  Intel inside? Don't divide!
```

From 5180864853722854674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd0e6fb87e9130b1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-26 00:59:48 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!news.sprintlink.net!
hookup!ames!waikato!manawatu.planet.co.nz!stingray.manawatu.gen.nz!richard
From: richard@stingray.manawatu.gen.nz (Richard MORRIS)

Organization: My house
Subject: Re: Falcon 256 colour regs.
Date: Thu, 26 Jan 95 21:59:48 +1300
Newsgroups: comp.sys.atari.programmer
X-Newsreader: UPoint-'light' (13. Aug. '94)
References: <3g0l53$5d@m1.cs.man.ac.uk>
Message-ID: <FA1VBIVUUp@stingray.manawatu.gen.nz>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Content-Length: 993
Lines: 28

>
>Hi, I am in the process of writing an extension for STOS for the Falcon. I have
>various bits
>up and running, but am having trouble with the 256 colour palette. My poblem is,
>where are the
>palette entries stored?
>
>The hardware document (you know the one I mean...) says that they are stored in
>longwords from
>$ff9800 to $ff98fc. How can this be? I make it 252 bytes - ie 63 longwords, not
>256.
>

That's 256 bytes - $ff98fc is a longword, therefore uses fc,fd,fe&ff - that's
256 - I think you forgot to include $ff98fc. I can't help with the other
stuff though, sorry.

Richard.

--

```
                                _   _
                               /(. .)\    )
                                 (*)____/|
                                 /       |
                                /   |--\ |
                               (_)(_)  (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

From 5505679582713440194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,547e0cab0a4c6c21,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-26 02:31:46 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!news.duke.edu!news.mathworks.com!hookup!swrinde!
pipex!sunsite.doc.ic.ac.uk!warwick!news.herts.ac.uk!sirius.herts.ac.uk!
A.I.Nicholls
From: A.I.Nicholls@herts.ac.uk (Alex Nicholls)

Newsgroups: comp.sys.atari.programmer
Subject: GNU C and regexp
Date: 26 Jan 1995 10:31:46 GMT
Organization: University of Hertfordshire
Lines: 10
Message-ID: <42332f277a61@sirius.herts.ac.uk>
NNTP-Posting-Host: sirius.herts.ac.uk
Summary: Can't get regexp to work
X-Newsreader: TIN [version 1.2 PL2]

I have gnu c 2.5.8 and cannot seem to get to make regular expressions work.

Whenever I use the functions regexec and regcomp, it compiles ok, but keeps
on saying it can't find a reference to _regerror.

Any ideas?

Alex Nicholls
A.I.Nicholls@herts.ac.uk

From 3680640498252297974
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aef6b6acf78fd1a5,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-26 06:33:49 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!news2.near.net!news.mathworks.com!
udel!gatech!howland.reston.ans.net!pipex!sunic!news.kth.se!nac.no!ifi.uio.no!
thomah
From: thomah@ifi.uio.no (Thomas Hansen)
Newsgroups: comp.sys.atari.programmer
Subject: EVERY command in GFA
Date: 26 Jan 1995 14:06:00 +0100
Organization: Dept. of Informatics, University of Oslo, Norway
Lines: 10
Message-ID: <3g86no$oa9@gyda.ifi.uio.no>
NNTP-Posting-Host: gyda.ifi.uio.no

In a program I'm making in GFA, I've used the EVERY command... however, when
the program is compiled and run this command is totally ignored, even though
it works perfectly fine when I run the program from the Interpreter.

Any suggestions?

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

From 837559404086685983
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,1a057222f65c00ae
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-26 08:09:20 PST
Path: nntp.gmd.de!news.rwth-aachen.de!newsserver.rrzn.uni-hannover.de!
deimos.rz.Uni-Osnabrueck.DE!titan.rz.uni-osnabrueck.de!rossi
From: rossi@titan.rz.uni-osnabrueck.de (Thorsten Roskowetz)
Newsgroups: comp.sys.atari.programmer
Subject: Re: SozobonX JAS 2.0 pl 7 workaround
Date: 26 Jan 1995 15:22:01 GMT
Organization: Universitaet Osnabrueck
Lines: 16
Distribution: world
Message-ID: <3g8emq$f6@deimos.rz.Uni-Osnabrueck.DE>
References: <wmpeen.790372175@asterix.urc.tue.nl> <3g5hs3$k97@deimos.rz.Uni-
Osnabrueck.DE>
NNTP-Posting-Host: phoebe.rz.uni-osnabrueck.de
Keywords: bug bug bug

In my last post I wrote:

> BUT: We've just discovered a very nasty bug in the Xdlibs strtoul()
>   routine that causes JAS to behave in rather strange ways when
>   reading large numerical constants (hexadecimal).

Looks like that was false alarm. That bug only appears in the yet to
be released x10 version of JAS. I'm sorry if I caused any confusion,
but this bug really bit me hard while working on the next c68 release.

     -tr

 Thorsten Roskowetz   Internet: rossi@titan.rz.uni-osnabrueck.de
---

From 5757683694243935084
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fc5d87f8e923185
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-26 08:56:57 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!news.media.mit.edu!
grapevine.lcs.mit.edu!uhog.mit.edu!news.mathworks.com!udel!gatech!
howland.reston.ans.net!pipex!sunsite.doc.ic.ac.uk!doc.ic.ac.uk!usenet
From: Leon Brocard <lglb@doc.ic.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: HTML editor for ST?
Date: 26 Jan 1995 14:43:10 GMT
Organization: Dept. of Computing, Imperial College, University of London, UK.
Lines: 28
Message-ID: <3g8cdu$m4n@frigate.doc.ic.ac.uk>
References: <3g5qet$aa2@eccdb1.pms.ford.com>
NNTP-Posting-Host: oak46.doc.ic.ac.uk

Hi Karl, you said:

> I know there us no graphical WWW viewer for the ST but is there an editor?
> Failing that can someone reccommend some software to create HTML files on a
> pc?

There is no specific-HTML editor for the ST, but then again I think the existing HTML editors that exist are very restricting - and so resort to a simple text editor (Everest, say, or MicroEmacs) to edit my web pages.

Once you've understood HTML there is basically no problem in writing whole pages totally without WYSIWYG. At least, I can... and as long as you have access to an HTML viewer, such as Mosaic or Netscape on the PC, you'll be able to check them and then re-edit them there and then.

Hope that helps, Leon.

--
-+-+ In real life: Leon Brocard Editor of DocSoc Magazine! +-+-
-+-+ Internet: lglb@doc.ic.ac.uk ^------ Wow! +-+-
-+-+ What follows is a real-time, changing .sig... (wait and be amazed!) +-+-

.. Vizzini: Now, a clever man would put the poison into his own goblet,
.. because he would know that only a great fool would reach for what he was
.. given. I am not a great fool, so I can clearly not choose the wine in
.. front of you. But you must have known I was not a great fool, you would
.. have counted on it, so I can clearly not choose the wine in front of me..

From 4142069178636350453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c1ec8f9af499f08,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-26 09:00:51 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!newsfeed.pitt.edu!gatech!swrinde!pipex!lyra.csx.cam.ac.uk!
sunsite.doc.ic.ac.uk!yama.mcc.ac.uk!ucsalf!usenet
From: Mark Grimshaw <Mark.Grimshaw@ucsalf.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Mark Williams C - Help!
Date: 26 Jan 1995 17:00:51 GMT
Organization: University College Salford, Salford, UK
Lines: 22
Message-ID: <3g8kg3$3q1@plato.ucsalf.ac.uk>
NNTP-Posting-Host: ucs4-161.ucsalf.ac.uk

Hi,

Using Mark Williams C v3.0* and Atari STf 1040 expanded to 4Meg.

I've been having problems using fsel_input().

99% of the time I can load and save files no problem but every so often the computer bombs (variably 2 or 3 bombs) when I click on OK or hit <return> after having input or chosen my file. This happens even when loading a file is the very first thing I do upon entering the program. I can't track down this bug and it's driving me up the wall.

Any help or suggestions would be appreciated.

P.S. My file input and output function is almost code for code the exact one given as an example in the Mark Williams manual.

Mark Grimshaw

From -4926158261901638035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd0e6fb87e9130b1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-26 09:03:44 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!math.ohio-state.edu!jussieu.fr!univ-lille1.fr!thot.u-strasbg.fr!ciril.fr!
scinfo.u-nancy.fr!dazy
From: dazy@scinfo.u-nancy.fr (Matthieu Dazy)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon 256 colour regs.
Date: 26 Jan 1995 17:03:44 GMT
Organization: Universite Henri Poincare - Nancy (France)
               Departement Informatique - ESIAL - ISIAL
Lines: 25
Message-ID: <3g8klg$q68@arcturus.ciril.fr>
References: <3g0l53$5d@m1.cs.man.ac.uk> <FA1VBIVUUp@stingray.manawatu.gen.nz>
NNTP-Posting-Host: castor.scinfo.u-nancy.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: TIN [version 1.2 PL2]

: That's 256 bytes - $ff98fc is a longword, therefore uses fc,fd,fe&ff - that's
: 256 - I think you forgot to include $ff98fc. I can't help with the other
: stuff though, sorry.

No. The end address is $ff9bfc, there was just a confusion between the characters B and 8, I guess... The format of one color, as I already mailed to this guy, is four bytes, in the binary format:

RRRRRR.. GGGGGG.. ..... BBBBBB..

Where R, G and B are of course the red-green-blue values for the

color you want, between 0 and 63 (so they are multiplied by 4 when stored in this binary format). So when you got red, green and blue, the correct value is

```
     blue+256*(256*(green+256*red)), in a long word.

     Cheers :)

__ __| |             ___|  |               |
   |   __ \   _ \  \___ \  __ \   _` |  _` |  _ \ \  \   /
   |   | | |  __/        | | | | (   | (   | (   \ \  \ /
  _|  _| |_|\___|  _____/ _| |_|\__,_|\__,_|\___/ \_/\_/

     "Increasingly, the mathematics will demand
      the courage to face its implications"
```

From 495573025452963411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6a204365f72ead1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-26 11:45:38 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!spool.mu.edu!
howland.reston.ans.net!news.sprintlink.net!pipex!lyra.csx.cam.ac.uk!
pc2033.nmus.pwf.cam.ac.uk!mnb20
From: mnb20@cam.ac.uk (Mark Baker)
Newsgroups: comp.sys.atari.programmer
Subject: Re: HPGL
Date: Thu, 26 Jan 1995 18:20:53
Organization: University of Cambridge
Lines: 15
Message-ID: <mnb20.23.001259A7@cam.ac.uk>
References: <3fotpi$jbc@romulus.ucs.uoknor.edu> <1995Jan23.140135.24010@rhrk.uni-kl.de>
NNTP-Posting-Host: pc2033.nmus.pwf.cam.ac.uk
X-Newsreader: Trumpet for Windows [Version 1.0 Rev A]

In article <1995Jan23.140135.24010@rhrk.uni-kl.de> kemeny@rhrk.uni-kl.de (Gunther Kemeny [Chemie]) writes:
>>   On atari.archive.umich.edu as atari/Graphics/hp2xx.zoo
>>   On ftp.cs.tu-berlin.de as pub/atari/Graphics/hp2xx312.zoo
>But the HP2xx does not work correctly...
>I can only convert hpgl to pbm (and nothing else!!). But Then gemview changes
>pbm to everything u wants..

No, gemview will only turn it into another bitmap format. Turning the hpgl into another vector format such as .gem would be more useful.

--

```
   /\    /\               mnb20@cam.ac.uk   (terms)
  / \\  / \\ ark Baker    mark.baker@mettav.exnet.com   (vacations)
 /   \\/   \\
/     \\    \\    ** Too boring to write a witty tagline **
```

From 862606208303357857
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e107f97886b5a6cd,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-26 12:58:11 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!decwrl!
tribune.usask.ca!quartz.ucs.ualberta.ca!gov.nt.ca!joe_user
From: joe_user@gov.nt.ca (Test user by jim)
Subject: e-mail sent to gopher....
Message-ID: <1995Jan26.205811.1133@gov.nt.ca>
Organization: Government of the NWT, Canada
Date: Thu, 26 Jan 1995 20:58:11 GMT
Lines: 6

If anyone sent E-mail to gopher@inukshuk.gov.nt.ca last night, I probably
didn't get it. Please send it to joe_user@inukshuk.gov.nt.ca from now on.

Thanks.

Atarinator

From -2263707703651321891
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,aef6b6acf78fd1a5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-27 17:08:47 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!news.duke.edu!news.mathworks.com!udel!gatech!
swrinde!pipex!sunic!trane.uninett.no!eunet.no!nuug!henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: Re: EVERY command in GFA
Date: 28 Jan 1995 01:08:47 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 16
Message-ID: <3gc5ev$bsj@henry.interlink.no>
References: <3g86no$oa9@gyda.ifi.uio.no>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

Thomas Hansen (thomah@ifi.uio.no) wrote:

: In a program I'm making in GFA, I've used the EVERY command... however, when
: the program is compiled and run this command is totally ignored, even though
: it works perfectly fine when I run the program from the Interpreter.

: Any suggestions?

As far as I can remember, you should use '$I+ at the start of the file

(flag to compiler) and $U+ / $U- when you actually use it. In my
experience, though, this GFA command is so bugged it is not worth
bothering with... :-/

Vegard Hofs[illegible]y
vegard@interlink.no

From -7897743065930096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f1fafe28a1a68716,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-28 04:45:36 PST
Path: swrinde!howland.reston.ans.net!news.sprintlink.net!nwnexus!news.halcyon.com!
coho!ki7zd
From: ki7zd@coho.halcyon.com (Randy Seacat)
Newsgroups: comp.sys.atari.programmer
Subject: STOS vs. SAMPLES/MODS??? Help for game under construction
Date: 28 Jan 1995 11:16:05 GMT
Organization: Northwest Nexus Inc.
Lines: 29
Message-ID: <3gd91l$ndi@news.halcyon.com>
NNTP-Posting-Host: coho.halcyon.com

In in the middle of touching up a game program (or 12) I am creating, and
thought it would be kewl to add mod music. And samples.
I know they are big, but man, much better sound. And I have several that
I have created over the years. Good tunes!

Also, any people using STOS 3d out there? If so, when you build an
object, how can you make its surfaces solid? Seems when objects rotate,
they become transparent in places, causing ugly colors to show from within!

Any help, code/source would be of great help!

COMING SOON:

FRONTIERS: A game of universal exploration and warfare in a fictional
dimension. Hard drives need only apply! 5 Floppies (estimated) to install!

ftp atari.archive.umich.edu

--
/-/-/ ~~~

From -4894320719958421121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,29d043ca994ad996,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,29d043ca994ad996,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-28 05:52:16 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!udel!
news.mathworks.com!uunet!crow.cybercom.com!raven.cybercom.com!drz
From: drz@raven.cybercom.com (Doctor Zweistein)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: VT100 and TOSWin
Date: 28 Jan 1995 13:52:16 GMT
Organization: CyberComm Online Services
Lines: 17
Message-ID: <3gdi6g$opl@crow.cybercom.com>
NNTP-Posting-Host: raven.cybercom.com
X-Newsreader: TIN [version 1.2 PL2]
Xref: nntp.gmd.de comp.sys.atari.st:57873 comp.sys.atari.programmer:275

Hi,

I managed to MiNT and term running nicely. My only problem is that the windows in TOSWin only do VT52, and lynx, pine, etc don't run in VT52. So the question is: Is there any way I can have these TOSWin windows do vT100? Myabe a proggie which I run which then in turn calls trsh (termshell) or something? Myabe something completely different? (But not X, I don't feel like installing that (yet).) advTHANKSance

--

.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!

From -7402662144483302830
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aef6b6acf78fd1a5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-28 05:53:33 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!udel!
news.mathworks.com!news.duke.edu!agate!howland.reston.ans.net!pipex!sunic!
trane.uninett.no!nac.no!ifi.uio.no!thomah
From: thomah@ifi.uio.no (Thomas Hansen)
Newsgroups: comp.sys.atari.programmer
Subject: Re: EVERY command in GFA

Date: 28 Jan 1995 14:53:33 +0100
Organization: Dept. of Informatics, University of Oslo, Norway
Lines: 17
Message-ID: <3gdi8t$m1g@draupnir.ifi.uio.no>
References: <3g86no$oa9@gyda.ifi.uio.no> <3gc5ev$bsj@henry.interlink.no>
NNTP-Posting-Host: draupnir.ifi.uio.no

In article <3gc5ev$bsj@henry.interlink.no>, vegard@henry.interlink.no (Vegard Hofsoey) writes:

> As far as I can remember, you should use '$I+ at the start of the file
> (flag to compiler) and $U+ / $U- when you actually use it. In my
> experience, though, this GFA command is so bugged it is not worth
> bothering with... :-/

Hm... so I should just drop, it, should I? Well, well. I was using it to display elapsed time once a second, but who cares about time these days anyway... :-)

Or do you know of any other commands I could use for this purpose?

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

From -850823470970315312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94baa8ba3f73f0bf,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-28 05:57:58 PST
Path: swrinde!pipex!sunic!trane.uninett.no!nac.no!ifi.uio.no!thomah
From: thomah@ifi.uio.no (Thomas Hansen)
Newsgroups: comp.sys.atari.programmer
Subject: Carrier detection
Date: 28 Jan 1995 14:57:55 +0100
Organization: Dept. of Informatics, University of Oslo, Norway
Lines: 11
Message-ID: <3gdih3$m1i@draupnir.ifi.uio.no>
NNTP-Posting-Host: draupnir.ifi.uio.no

Does anybody know how to turn of the Carrier Detect on a modem?

The problem is this: I wish to dial up a remote phone (not a modem), and, when the remote phone is answered, continue to transmit numbers (touch tone signals) to the remote phone. The remote phone is, as you may have guessed, answered by a machine.

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

From -8460977289942709303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94baa8ba3f73f0bf
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-28 12:14:37 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!udel!
news.mathworks.com!hookup!news.moneng.mei.com!howland.reston.ans.net!
Germany.EU.net!EU.net!dkuug!eunet.no!nuug!telepost.no!oslonett.no!oslonett.no!not-
for-mail
From: larserik@oslonett.no (Lars-Erik Osterud)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Carrier detection
Date: 28 Jan 1995 21:14:37 +0100
Organization: Oslonett public access
Lines: 25
Message-ID: <1E3C9C87.larserik@oslonett.no>
References: <3gdih3$m1i@draupnir.ifi.uio.no>
NNTP-Posting-Host: hasle.oslonett.no

> Does anybody know how to turn of the Carrier Detect on a modem?

This doesn't have anything to do with your problem :-/

> The problem is this: I wish to dial up a remote phone (not a modem), and, whe
> the remote phone is answered, continue to transmit numbers (touch tone signal
> to the remote phone. The remote phone is, as you may have guessed, answered b
> a machine.

Just add a ";" at the end of the dial-string and the modem will not try
to handshake, but will return to command-mode...

```
AT 123456;       will dial up and then give
OK

AT 123456        will now send the DTMF tones
```

To dial automatic pagers some modems have a voice detect-command

```
AT 123456 @ 123456 %  Dial pager 123456, wait for answer, send 123456
                      and wait for confirmation tone (the % command)
```

--


```
 SoupRead ST   Lars-Erik Osterud  Phone +47 67131571  BBS/fax +47 67132659
 Newsreader     Atari Developer   Pager +47 96634222  larserik@oslonett.no
 for Atari       SysOp ABK-BBS    Work  +47 22956938  leo@merkur.sds.no
```


From -2999138706880086 62
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aef6b6acf78fd1a5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-28 12:15:44 PST

Path: swrinde!pipex!bnr.co.uk!bcarh8ac.bnr.ca!bcarh189.bnr.ca!nott!torn!uunet.ca!
uunet.ca!io.org!wink.io.org!diehl
From: diehl@wink.io.org (Eric March)
Newsgroups: comp.sys.atari.programmer
Subject: Re: EVERY command in GFA
Date: 28 Jan 1995 09:43:27 GMT
Organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
Lines: 30
Message-ID: <3gd3k2$504@ionews.io.org>
References: <3g86no$oa9@gyda.ifi.uio.no>
NNTP-Posting-Host: wink.io.org
X-Newsreader: TIN [version 1.2 PL2]

Thomas Hansen (thomah@ifi.uio.no) wrote:

: In a program I'm making in GFA, I've used the EVERY command... however, when
: the program is compiled and run this command is totally ignored, even though
: it works perfectly fine when I run the program from the Interpreter.

: Any suggestions?

You need to put compiler directives in your program before compiling. The
directives are $I+ $U

For example, you'd do:

```
<code here>
$I+ $U
EVERY ticks GOSUB routine
<more code>
$I- $U
EVERY STOP      ! To turn it off
```

This is the same for the AFTER command.
: --
: - Thomas Hansen - E-mail: thomah@ifi.uio.no
: - Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

--

```
   ____________________________  ________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

From -7206878822234559515
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,85c0916308308c65,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: fed41,85c0916308308c65,start
X-Google-Attributes: gidfed41,public
X-Google-Thread: 1115ce,85c0916308308c65,start
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 1995-01-28 14:01:47 PST
Path: swrinde!howland.reston.ans.net!pipex!uunet!heifetz.msen.com!zib-berlin.de!
zrz.TU-Berlin.DE!marie!georg
From: georg@marie.physik.tu-berlin.de (Georg Schwarz)
Newsgroups:
comp.sys.mac.programmer.misc,comp.sys.atari.st,comp.sys.atari.programmer
Subject: ar for MiNT (actually MacMiNT) needed. please help.
Date: 28 Jan 95 21:52:50 GMT
Organization: Berlin University of Technology
Lines: 3
Message-ID: <georg.791329970@marie>
NNTP-Posting-Host: marie.physik.tu-berlin.de
Xref: swrinde comp.sys.mac.programmer.misc:1138 comp.sys.atari.st:104588
comp.sys.atari.programmer:375

I need ar for MacMiNT. If anybody could tell me an ftp site that has it,
please let me know. Thanks a lot.

From -7021731448404250191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aef6b6acf78fd1a5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-28 17:19:45 PST
Path: swrinde!pipex!sunic!ugle.unit.no!trane.uninett.no!eunet.no!nuug!
henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: Re: EVERY command in GFA
Date: 29 Jan 1995 01:18:11 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 18
Message-ID: <3geqcj$94r@henry.interlink.no>
References: <3g86no$oa9@gyda.ifi.uio.no> <3gc5ev$bsj@henry.interlink.no>
<3gdi8t$m1g@draupnir.ifi.uio.no>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

Thomas Hansen (thomah@ifi.uio.no) wrote:

: In article <3gc5ev$bsj@henry.interlink.no>, vegard@henry.interlink.no (Vegard
Hofsoey) writes:

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: > (flag to compiler) and $U+ / $U- when you actually use it. In my
: > experience, though, this GFA command is so bugged it is not worth
: > bothering with... :-/

: Hm... so I should just drop, it, should I? Well, well. I was using it to
: display elapsed time once a second, but who cares about time these days
: anyway... :-)

: Or do you know of any other commands I could use for this purpose?

Well, you could use the TIMER...?

Vegard

From -4916460343142460972
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c1823c40eb771dfe,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-28 18:54:46 PST
Path: swrinde!pipex!sunic!ugle.unit.no!trane.uninett.no!eunet.no!nuug!
henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: RSC-file size >64k
Date: 29 Jan 1995 02:54:50 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 10
Message-ID: <3gf01q$bc7@henry.interlink.no>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

I am writing a program where the RSC-file is about to tip over the 64k
mark. I understand from the Atari Compendium that this is a hard limit,
any larger and I will have to use the new RSC-file format. This would
make the program limited to the newest TOS versions, and so is
unacceptable to me...

Is there a way around this? (I have allready placed all large bitmap
icons and a lot of text strings, like alerts, outside the RSC...)

Vegard Hofs⍰y //e-mail: vegard@interlink.no//

From -1062809845847509720
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,fbe0e803af1eb5ba,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-28 19:09:53 PST
Path: swrinde!pipex!sunic!ugle.unit.no!trane.uninett.no!eunet.no!nuug!
henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: Speedo/eDVI off-screen bitmap
Date: 29 Jan 1995 03:06:17 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 20
Message-ID: <3gf0n9$bc7@henry.interlink.no>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

Does anybody know how the off screen bitmap support in SpeedoGDOS and eDVI works? I have managed to open & close a workstation with Speedo & MEMORY.SYS, but it allocates its own memory, witch is not what I want. I (ideally) want to:

1. Open a workstation to my own in-memory mono bitmap
2. Use this to modify (drawing VDI commands) the bitmap
3. Change adress/size to fit other bitmaps in memory
4. Close only at program termination

As an alternative to 3, I could have a workstation open to all bitmaps in memory, if possible.

I think this is available in some way in eDVI, a system enhancement embedded in NVDI, but the NVDI3 documentation is not very helpful...

Can anybody help? (no help in the GDOS.FAQ on this...)

Vegard Hofs⊕y //vegard@interlink.no//

From -476087082083985653
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d3c93cf44c5c5ad4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-28 20:04:53 PST
Path: swrinde!pipex!sunic!ugle.unit.no!trane.uninett.no!eunet.no!nuug!
henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: GDPS scanner drivers
Date: 29 Jan 1995 04:04:14 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 6
Message-ID: <3gf43u$bc7@henry.interlink.no>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

Do anybody know anything about theese (and how to access them)? I want to access scanner drivers from a graphics program I'm writing.

Vegard Hofs⊕y //vegard@interlink.no//

From 4474017417566645910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aef6b6acf78fd1a5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-29 05:14:49 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!pipex!sunic!

ugle.unit.no!trane.uninett.no!nac.no!ifi.uio.no!thomah
From: thomah@ifi.uio.no (Thomas Hansen)
Newsgroups: comp.sys.atari.programmer
Subject: Re: EVERY command in GFA
Date: 29 Jan 1995 14:14:49 +0100
Organization: Dept. of Informatics, University of Oslo, Norway
Lines: 17
Message-ID: <3gg4c9$85e@altjof.ifi.uio.no>
References: <3g86no$oa9@gyda.ifi.uio.no> <3gc5ev$bsj@henry.interlink.no>
<3gdi8t$m1g@draupnir.ifi.uio.no> <3geqcj$94r@henry.interlink.no>
NNTP-Posting-Host: altjof.ifi.uio.no

In article <3geqcj$94r@henry.interlink.no>, vegard@henry.interlink.no (Vegard
Hofsoey) writes:

> : Hm... so I should just drop, it, should I? Well, well. I was using it to
> : display elapsed time once a second, but who cares about time these days
> : anyway... :-)
>
> : Or do you know of any other commands I could use for this purpose?
>
> Well, you could use the TIMER...?

Yup, I'm using the TIMER to time the elapsed time (so to speak...), but I used
the EVERY command to *display* the elapsed time on-screen once a second.

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

From -8847914899297029233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,94baa8ba3f73f0bf
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-29 05:20:04 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!pipex!sunic!
ugle.unit.no!trane.uninett.no!nac.no!ifi.uio.no!thomah
From: thomah@ifi.uio.no (Thomas Hansen)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Carrier detection
Date: 29 Jan 1995 14:20:04 +0100
Organization: Dept. of Informatics, University of Oslo, Norway
Lines: 17
Message-ID: <3gg4m4$864@altjof.ifi.uio.no>
References: <3gdih3$m1i@draupnir.ifi.uio.no> <1E3C9C87.larserik@oslonett.no>
NNTP-Posting-Host: altjof.ifi.uio.no

In article <1E3C9C87.larserik@oslonett.no>, larserik@oslonett.no (Lars-Erik
Osterud) writes:

> > Does anybody know how to turn of the Carrier Detect on a modem?
>
> This doesn't have anything to do with your problem :-/

Hm, OK, got it from a friend.

> Just add a ";" at the end of the dial-string and the modem will not try
> to handshake, but will return to command-mode...

Thank you!

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

From -805647237883075616
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c1823c40eb771dfe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-29 07:50:55 PST
Newsgroups: comp.sys.atari.programmer
Path: swrinde!ihnp4.ucsd.edu!munnari.oz.au!yarrina.connect.com.au!
harbinger.cc.monash.edu.au!bunyip.cc.uq.oz.au!nntp.brisnet.org.au!dancer
From: dancer@nntp.brisnet.org.au (Andrew Vesperman)
Subject: Re: RSC-file size >64k
X-Newsreader: TIN [version 1.2 PL2]
Organization: BrisNet
Message-ID: <1995Jan29.144805.15965@nntp.brisnet.org.au>
References: <3gf01q$bc7@henry.interlink.no>
Date: Sun, 29 Jan 1995 14:48:05 GMT
Lines: 17

Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: I am writing a program where the RSC-file is about to tip over the 64k
: mark. I understand from the Atari Compendium that this is a hard limit,
: any larger and I will have to use the new RSC-file format. This would
: make the program limited to the newest TOS versions, and so is
: unacceptable to me...

: Is there a way around this? (I have allready placed all large bitmap
: icons and a lot of text strings, like alerts, outside the RSC...)

: Vegard Hofs[illegible]y //e-mail: vegard@interlink.no//

Save the resource as source code, and compile it as part of the
executable. No limits that way, sizewise. You _do_ have to access

Dancer
it a little differently, but a couple of new subroutines fixes that.

From -3871584566189396698

X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-29 10:51:01 PST
Path: swrinde!howland.reston.ans.net!Germany.EU.net!netmbx.de!unlisys!nostromo.in-berlin.de!ripley
From: ripley@nostromo.in-berlin.de (Hans-Ch. Eckert)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Message-ID: <H.elB.qPUgWinyGPFO_@nostromo.in-berlin.de>
Organization: Private Access TOS, 10777 Berlin, FRG
Subject: Re: PAM's NET and MiNTnet
References: <D2oJFt.AG2@cix.compulink.co.uk>
     <H.elB.JX7fcWNL5h2LY@nostromo.in-berlin.de>
     <D2u2GD.KwG@cix.compulink.co.uk>
     <3g0mq4$mqc@zeus.rbi.informatik.uni-frankfurt.de>
     <1995Jan25.142154.10541@rhrk.uni-kl.de>
Reply-To: ripley@nostromo.in-berlin.de
X-Software: HERMES GUS 1.15.1 Rev. 17 Aug 1994
Date: Sun, 29 Jan 1995 17:45:22 MET
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 16
Xref: swrinde comp.sys.atari.st.tech:24491 comp.sys.atari.programmer:384 de.comp.sys.st:5352

In <1995Jan25.142154.10541@rhrk.uni-kl.de>, kemeny@rhrk.uni-kl.de (Gunther Kemeny [Chemie]) writes:
] u can have the (original) Atari Ethernet Cards for 300 DM ($150). They for
] the VME-Bus and without software.

Where in a 520STM is a VME-slot ?
It doesn't even have the Mega-ST slot...

Greetings,
                  Ripley

--
Hans-Ch. Eckert, Regensburger Str.2, 10777 Berlin, Germany * ISO 8859-1
(intl) ripley@nostromo.in-berlin.de,   * ◆ ◆ ◆
Alternative: ripley@cs.tu-berlin.de   * aeoeuess
NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de (and nowhere else!) * ◆ ◆ ◆

From 5917455434680415652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1823c40eb771dfe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-29 13:40:00 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!udel!gatech!

swrinde!pipex!sunic!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC-file size >64k
Date: 29 Jan 1995 21:40:00 GMT
Organization: ABC-Klubben
Lines: 15
Message-ID: <3gh1vg$16s@oden.abc.se>
References: <3gf01q$bc7@henry.interlink.no>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: I am writing a program where the RSC-file is about to tip over the 64k
: mark. I understand from the Atari Compendium that this is a hard limit,
: any larger and I will have to use the new RSC-file format. This would
: make the program limited to the newest TOS versions, and so is
: unacceptable to me...

: Is there a way around this? (I have allready placed all large bitmap
: icons and a lot of text strings, like alerts, outside the RSC...)

Split up the RSC-file into two, and then load the one you need. You can't
have two RSC-files loaded at the same time, so you'll have to remove the one
you're using from memory when you wish to load in the second RSC-file.

-Mattias Flodin-

From 684637454684776084
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-ArrivalTime: 1995-01-29 16:55:10 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Path: swrinde!pipex!uknet!cix.compulink.co.uk!usenet
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: PAM's NET and MiNTnet
Message-ID: <D36wu0.J17@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: ?`<1995Jan25.142154.10541@rhrk.uni-kl.de>
<H.elB.qPUgWinyGPFO_@nostromo.in-berlin.de>
Date: Sun, 29 Jan 1995 23:20:24 GMT
Lines: 20
Xref: swrinde comp.sys.atari.st.tech:24494 comp.sys.atari.programmer:387
de.comp.sys.st:5355

> In <1995Jan25.142154.10541@rhrk.uni-kl.de>, kemeny@rhrk.uni-kl.de

> (Gunther Kemeny [Chemie]) writes:] u can have the (original) Atari
> Ethernet Cards for 300 DM ($150). They for] the VME-Bus and without
> software.
>
> Where in a 520STM is a VME-slot ?
> It doesn't even have the Mega-ST slot...

Its in the TT or MSTE you buy to upgrade from your STM ;-(

These cards sound quite good - but I reckon I can get a DE600 for about
the same price. The disadvantages is that a VME connection is better than
the DE600 parallel connection. The advantages is that there are supported
drivers for the DE600 (for MiNT-Net at least) and that a DE600 is of use in the
PC world so has some residual value.

Roland.

@CiX

From 7228893462920946362
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8c1ec8f9af499f08
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-29 19:41:28 PST
Path: swrinde!hookup!ames!waikato!canterbury.ac.nz!southern.co.nz!equinox.gen.nz!
albemuth!john
Newsgroups: comp.sys.atari.programmer
Subject: Re: Mark Williams C - Help!
Distribution: world
References: <3g8kg3$3q1@plato.ucsalf.ac.uk>
From: john@albemuth.equinox.gen.nz (John Collis)
Message-ID: <AA2B376Cmrn@albemuth.equinox.gen.nz>
Date: Sun, 29 Jan 1995 06:36:28 +1300
Lines: 32

Mark Grimshaw <Mark.Grimshaw@ucsalf.ac.uk> writes:

>Using Mark Williams C v3.0* and Atari STf 1040 expanded to 4Meg.

>I've been having problems using fsel_input().

>99% of the time I can load and save files no problem but every so often
>the computer bombs (variably 2 or 3 bombs) when I click on OK or hit
><return> after having input or chosen my file. This happens even
>when loading a file is the very first thing I do upon entering the
>program. I can't track down this bug and it's driving me up the wall.

>Any help or suggestions would be appreciated.

Check that the size of the arrays for storing the path and file specs

are large enough. Any intermitant bug like this is probably because
under some circumtances your program code or data may be getting
trampled on.

>P.S. My file input and output function is almost code for code the
>exact one given as an example in the Mark Williams manual.

It shouldn't be too large so post it here if you like. It's always
easier to tell what's happening if one can see it! :-)

Cheers,
John

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
    john@albemuth.equinox.gen.nz or john@southern.co.nz
  John Collis at 3:770/105.7@fidonet or 51:801/1.7@atarinet

From 8605266484028324341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91102e9c2be4568,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-29 22:20:47 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!newsfeed.pitt.edu!gatech!udel!news.mathworks.com!hookup!caen!
zip.eecs.umich.edu!umn.edu!news
From: <wilh0011@maroon.tc.umn.edu>
Subject: 68000 assembly??!
Message-ID: <17812.wilh0011@maroon.tc.umn.edu>
X-Minuet-Version: Minuet1.0_Beta_16
Sender: news@news.cis.umn.edu (Usenet News Administration)
Nntp-Posting-Host: dialup-1-5.gw.umn.edu
X-Popmail-Charset: English
Organization: University of Minnesota, Twin Cities
Date: Mon, 30 Jan 1995 06:20:47 GMT
Lines: 18

Hello everybody,

Sorry for the newbie question, but I have a course comping up next quarter
that requires programming the Motorola 68000 microprocessor, and I was
wondering if the Atari ST series used this as it's main CPU. (I seem to
remember it using one...) I'd much rather get an Atari than an old fishbowl
mac, so any help would be appreciated...

Many thanks,
rex

Ryan 'Rex' Wilhm
University of Minnesota, Institute of Technology
Department of Computer Science

Internet: wilh0011@maroon.tc.umn.edu

"... Putting grapes back on the vine ..."

From 8259078188019606516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a71859def47d9f27,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-29 23:21:07 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!udel!
news.mathworks.com!hookup!swrinde!howland.reston.ans.net!math.ohio-state.edu!
jussieu.fr!univ-lyon1.fr!ws41.cnusc.fr!ciril.fr!scinfo.u-nancy.fr!dazy
From: dazy@scinfo.u-nancy.fr (Matthieu Dazy)
Newsgroups: comp.sys.atari.programmer
Subject: Req: GIF depacking routine
Date: 30 Jan 1995 07:21:07 GMT
Organization: Universite Henri Poincare - Nancy (France)
Departement Informatique - ESIAL - ISIAL
Lines: 15
Message-ID: <3gi413$h8n@arcturus.ciril.fr>
NNTP-Posting-Host: castor.scinfo.u-nancy.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-Newsreader: TIN [version 1.2 PL2]

Hi.
I've got a friend who's actually coding a paint software on Falcon.
He needs a 68030 routine for GIF-depacking. If you got one, please E-mail me.

Cheers :)

```
__ __| |             ___|  |               |
   |   __ \   _ \  \___ \  __ \   _` |  _` |  _ \ \  \   /
   |   | | |  __/        | | | | (   | (   | (   \ \  \ /
  _|  _| |_|\___|  _____/ _| |_|\__,_|\__,_|\___/ \_/\_/
```

"I'm your truth, telling lies
I'm your reason, alibis
I'm inside, open your eyes
I'm you!"

From 5078469094802762564
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90d7cc7838b6feb7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-30 07:32:01 PST
Path: swrinde!howland.reston.ans.net!Germany.EU.net!news.dfn.de!news.rwth-
aachen.de!newsserver.rrzn.uni-hannover.de!ikarus.rz.tu-clausthal.de!
troubadix.rz.tu-clausthal.de!incp
From: incp@troubadix.rz.tu-clausthal.de (Christian Perle)

Newsgroups: comp.sys.atari.programmer
Subject: binary output to stdout?
Date: 30 Jan 1995 14:36:58 GMT
Organization: Rechenzentrum der TU Clausthal
Lines: 35
Message-ID: <3gitia$odf@ikarus.rz.tu-clausthal.de>
NNTP-Posting-Host: troubadix.rz.tu-clausthal.de
X-Newsreader: TIN [version 1.2 RZ-TUC(2) PL2]

Hi!
I'm trying to compile the pbmplus package on my falcon with gcc 2.x
Unfortunately, make doesn't work, so I have to figure out the file
dependencies myself :-/

But the actual problem is: How do I force gcc-compiled progs to write
binary data to stdout? If I run tgatoppm, the resulting raw ppm file
is corrupted, because every newline (\n) is replaced by CR+LF instead
of a single LF.
For example,
  tgatoppm color.tga > color.ppm
produces a corrupt ppm file.

My interim solution is a named file out.ppm, opened with
  ofp = fopen("out.ppm", "wb")
by tgatoppm. So
  tgatoppm color.tga
works, but this is only a hack.

Solutions, anyone?

Thanks in advance,
  Chris

--

```
+----------------------------------+-------------------------------------+
| Christian Perle                  |    So, if you feel a little glum    |
| Schulstr. 13                     |   to Hergest Ridge you should come  |
| 38678 Clausthal-Zellerfeld       +---------------------Mike-Oldfield----+
| Germany                          | ComputerGuitarKitesBicyclesBeerPizza |
http://www.rz.tu-clausthal.de/~incp/-------------------------------------+
```


From 6671693274349627377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4506b1bb208849ca,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-30 07:53:27 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!news.sprintlink.net!
EU.net!news.eunet.fi!prime.mdata.fi!mits.mdata.fi!artoj

From: artoj@mits.mdata.fi (Arto Jalkanen)
Newsgroups: comp.sys.atari.programmer
Subject: Pop-up menus, anyone?
Date: 30 Jan 1995 15:53:27 GMT
Organization: MITS - Helsinki - Finland
Lines: 15
Message-ID: <3gj21n$rdl@prime.mdata.fi>
NNTP-Posting-Host: mits.mdata.fi

Is there PD sources for pop-up menus? With pop-up menus I mean
those that come when you press a box. (to clarify more, I don't
mean heararchical menu structures)
    They are present from aes 3.30 onwards, but I want to
get them work with ST's too. And why re-invent the wheel
if someone has already done it?

Thanks,

You can also mail me: artoj@mits.mdata.fi

---
* Kivi 1.21 *

From 1842989700705307062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1823c40eb771dfe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-30 10:35:49 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!news.alpha.net!news.mathworks.com!hookup!swrinde!pipex!lyra.csx.cam.ac.uk!
sunsite.doc.ic.ac.uk!nntp0.brunel.ac.uk!usenet
From: csstsme@brunel.ac.uk (Steven M Eker)
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC-file size >64k
Date: 30 Jan 1995 18:35:49 GMT
Organization: Brunel University, Uxbridge, UK
Lines: 16
Distribution: world
Message-ID: <3gjbi5$bdb@izar.brunel.ac.uk>
References: <3gh1vg$16s@oden.abc.se>
Reply-To: csstsme@brunel.ac.uk
NNTP-Posting-Host: csws-01.brunel.ac.uk

In article 16s@oden.abc.se, m9036@oden.abc.se (Mattias Flodin) writes:
> Split up the RSC-file into two, and then load the one you need. You can't
> have two RSC-files loaded at the same time, so you'll have to remove the one
> you're using from memory when you wish to load in the second RSC-file.
>
> -Mattias Flodin-

Better still write your own .rsc file loader (the Atari one make a poor job
of loaded .rsc files at different resolution anyway). Then you can load
as many .rsc files as you like. The basic code for loading a .rsc file
is included in Warwicks GEM++ library.

Steven

From 744984409285350928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91102e9c2be4568
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-30 15:27:53 PST
Newsgroups: comp.sys.atari.programmer
Path: swrinde!howland.reston.ans.net!news.moneng.mei.com!hookup!
news.mathworks.com!newshost.marcam.com!zip.eecs.umich.edu!umn.edu!
maroon.tc.umn.edu!wilh0011
From: wilh0011@maroon.tc.umn.edu (Ryan K Wilhm)
Subject: Re: 68000 assembly??!
Message-ID: <wilh0011.791507183@maroon.tc.umn.edu>
Sender: news@news.cis.umn.edu (Usenet News Administration)
Nntp-Posting-Host: maroon.tc.umn.edu
Organization: University of Minnesota, Twin Cities
References: <17812.wilh0011@maroon.tc.umn.edu>
Date: Mon, 30 Jan 1995 23:06:23 GMT
Lines: 14

Many, many thanks to all who responded to my post! :) Now, all I need to
do find a cheap machine and an assembler... Anyone know where I might
look for either of these?

Thanks,
rex

Ryan 'Rex' Wilhm
University of Minnesota, Institute of Technology
Department of Computer Science
Internet: wilh0011@maroon.tc.umn.edu

"... Putting grapes back on the vine ..."

From -794521442961667139
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c1823c40eb771dfe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-31 02:10:25 PST
Path: swrinde!howland.reston.ans.net!news.sprintlink.net!pipex!uknet!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)

Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC-file size >64k
Date: 31 Jan 1995 10:06:46 GMT
Organization: NHS Information Management Centre
Lines: 27
Message-ID: <3gl23m$5fc@percy.cs.bham.ac.uk>
References: <3gf01q$bc7@henry.interlink.no>
<1995Jan29.144805.15965@nntp.brisnet.org.au>
NNTP-Posting-Host: mother.cs.bham.ac.uk

dancer@nntp.brisnet.org.au (Andrew Vesperman) writes:
>Vegard Hofsoey (vegard@henry.interlink.no) wrote:
>: I am writing a program where the RSC-file is about to tip over the 64k
>: mark. I understand from the Atari Compendium that this is a hard limit,
>: any larger and I will have to use the new RSC-file format. This would
>: make the program limited to the newest TOS versions, and so is
>: unacceptable to me...
>
>: Is there a way around this? (I have allready placed all large bitmap
>: icons and a lot of text strings, like alerts, outside the RSC...)
>
>: Vegard Hofs⍰y //e-mail: vegard@interlink.no//
>
> Save the resource as source code, and compile it as part of the
> executable. No limits that way, sizewise. You _do_ have to access
> it a little differently, but a couple of new subroutines fixes that.

Or, use a RSC editor like Interface, which can save files in one of
the new formats. There is source code supplied with Interface which
you use instead of rsrc_load, and which loads the new RSC files on any
TOS.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

From 407083851157111327
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89398596a5d67e3c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-07 22:30:17 PST
Newsgroups: comp.sys.atari.programmer
Path: swrinde!gatech!udel!news.mathworks.com!uunet!easix!gtnduss1.du.gtn.com!
news.uni-stuttgart.de!uni-regensburg.de!fauern!news.th-darmstadt.de!muster!vision!
gd63
From: gd63@vision.hrz.uni-giessen.de (Martin Schmidt)
Subject: Re: AES query
Sender: news@muster.hrz.uni-giessen.de
Message-ID: <D3Mpw3.DEs@muster.hrz.uni-giessen.de>
Date: Tue, 7 Feb 1995 12:12:03 GMT

References: <3h5c30$5pa@izar.brunel.ac.uk>
Organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
X-Newsreader: TIN [version 1.2 PL2]
Lines: 23

Hi,

Steven M Eker (csstsme@brunel.ac.uk) wrote:
: Is one supposed to lock the screen and hide the mouse before calling
: graf_shrinkbox() and similar functions? I suspect not but I can't find anything
: about it in the developer docs.
: Steven

To my mind, it is _NOT_ necessary to lock the screen and so on.
My Profibook, the german atari bible, does not say anything what you have
to care for. So, I guess, you don't have to care for anything (f.i.
locking the screen etc.)

Martin
---
 martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
 nicht tot sind, irgendwie sehr krank"
   Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
 dead are, somehow, quite ill."
   Douglas Adams

From 4836495291699843175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ebc99cdfa0131ffe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-08 04:52:54 PST
From: clausb@hpbbrd.bbn.hp.com (Claus Brod)
Date: Mon, 6 Feb 1995 06:42:17 GMT
Subject: Re: diskette transfer???
Message-ID: <D3KFyH.77q@hpbbrd.bbn.hp.com>
Organization: HP Mechanical Design Division
Path: swrinde!sdd.hp.com!hpscit.sc.hp.com!hpujjpo!yan.hp.com!hpujis34!hpyhde4!
hpcc05!hpbbn!isonews.bbn.hp.com!hpbbrd!clausb
Newsgroups: comp.sys.atari.programmer
References: <1brittmi.5.2F3298F0@uvsc.edu>
Lines: 11
X-Newsreader: TIN [version 1.1.8 PL6]

MICHEL BRITTE (1brittmi@uvsc.edu) wrote:
> I have an atari diskette that I would like to transfer on a PC or MAC, but I
> don't have the right tools to do it.

Just take the disk and read it on the PC. The disk format is the same.
(Some clones will not be able to read some of the fancier formats,

though.)
--
--clausb@hpbeo79.bbn.hp.com----------
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>----------

From 6694958465792506021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3471f71e7901fb94
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-08 11:15:32 PST
Path: swrinde!gatech!darwin.sura.net!filet.nrlssc.navy.mil!vulcan!fox
From: fox@vulcan (Dan Fox)
Newsgroups: comp.sys.atari.programmer
Subject: Re: printer redirection
Date: 8 Feb 1995 18:58:55 GMT
Organization: Naval Research Lab
Lines: 23
Message-ID: <3hb49f$a9u@filet.nrlssc.navy.mil>
References: <macdonald.142.000BEB58@cfcsc.dnd.ca>
Reply-To: fox@nrlssc.navy.mil
NNTP-Posting-Host: vulcan.nrlssc.navy.mil
X-Newsreader: TIN [version 1.2 PL2]

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: I've posted this originally in comp.sys.artari.st, then in
: comp.sys.atari.st.tech, and now here. Hopefully someone can answer my
: questions - I'm sure others have had similar problems :--)
: Bonjour!I have an
: Atari SLM804 laser printer, hooked up (of course!) through my DMA port. Now,
: the problem I am having is that when I go to print from something like NeoDesk

I'm not sure about interaction with GDOS, but two methods for
getting programs that write to the parallel port to be redirected
to the SLM are to use the DIABLO emulator (emulates a diablo daisy
wheel printer) or LASERBRAIN (emulates 9-pin epson printer). I
used both of these successfully on my Mega but believe only one
of them (forgot which!) works on a TT. Both are in the /Printing
directory at atari.archive.

--

 +----------+
 | Daniel N Fox fox@nrlssc.navy.mil |
 | Naval Research Laboratory, Code 7323 |
 | Stennis Space Center, MS 39529-5004 |
 +----------+

From 8217074886754058056
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-08 11:38:00 PST
Newsgroups: comp.sys.atari.programmer
Path: swrinde!gatech!bloom-beacon.mit.edu!eru.mt.luth.se!news.luth.se!sunic!
news.chalmers.se!news.gu.se!pedaasa
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson)
Subject: Re: GFA on the Falcon?
Message-ID: <D3p43n.2yL@news.gu.se>
Sender: news@news.gu.se (USENET News System)
Nntp-Posting-Host: hands.ped.gu.se
Organization: Gothenburg University
X-Newsreader: TIN [version 1.2 PL2]
References: <3hb1l6$bm4@prime.mdata.fi>
Date: Wed, 8 Feb 1995 19:14:06 GMT
Lines: 20

Arto Jalkanen (artoj@mits.mdata.fi) wrote:
> > I have to confess I'm fed up to the back teeth with the inflexible nature
> > of STOS - even though I have a hundred extensions for it its the actual

> You will be fed up with GFA also, but not for the same reasons. ;-)

> > GFA Basic quite cheap and was tempted to buy - except, does it work on
> > the Falcon? I know that a few people are using GFA on the Falcon but are

> GFA Basic works with Falcon straight without any fixes, but you have
> to use ST-medium or ST-High.

This is not quite true! I run GFA Basic in 16 color 640x400 on falcon and
I think that it works with any 16 color or less mode. The graphical
instructions doesn't works in the intepreter with 256 color mode but if you
compile the program it will work fine!

Tomas :)

From -6599606493164671133
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-08 13:17:11 PST
Newsgroups: comp.sys.atari.programmer
Path: swrinde!pipex!uknet!strath-cs!info!cs93dlh
From: cs93dlh@dcs.exeter.ac.uk (D.L.Hastings)
Subject: Re: Temporary disabling multitasking?
In-Reply-To: sanders@sci.kun.nl's message of Sun, 5 Feb 1995 18:30:58 GMT
Message-ID: <D3p90n.I87@exeter.ac.uk>
Lines: 12
Sender: news@exeter.ac.uk (news admin)
Organization: Computer Unit, University of Exeter, UK
References: <D3JI3M.5L7@sci.kun.nl>

Date: Wed, 8 Feb 1995 21:00:23 GMT

In article <D3JI3M.5L7@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:

> Is there a system call in MiNT/MultiTOS to (temporary) disable
> multitasking? It would come in handy if you needed real-time

Yes - just switch the processor to Supervisor mode - then MiNT won't pre-empt
you until you switch back to User mode.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.60 * Minxfs 0.60pl10 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

From -5309598869058425868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89398596a5d67e3c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-08 16:08:26 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.tc.cornell.edu!
travelers.mail.cornell.edu!news.kei.com!news.mathworks.com!uhog.mit.edu!bloom-
beacon.mit.edu!eru.mt.luth.se!news.kth.se!mars!jens-and
From: Jens Andreasen <jens-and@dsv.su.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: AES query
Date: Thu, 9 Feb 1995 01:08:26 +0100
Lines: 17
Message-ID: <Pine.ULT.3.91.950209004507.16522C-100000@mars>
References: <3h5c30$5pa@izar.brunel.ac.uk>
NNTP-Posting-Host: mars.dsv.su.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: jens-and@mars
In-Reply-To: <3h5c30$5pa@izar.brunel.ac.uk>

On 6 Feb 1995, Steven M Eker wrote:

>
> Is one supposed to lock the screen and hide the mouse before calling
> graf_shrinkbox() and similar functions? I suspect not but I can't find anything
> about it in the developer docs.
>

I usually hide the mouse whenever I draw anything on screen, else the mouse
gets stuck in unwanted places. And of course show it again when im done.
If you are not painting more than one object (like graf_slidebox()) this
will be well in time of the next vertical scan.

/Jens

From -5318012201764423738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89398596a5d67e3c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-08 16:19:27 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.tc.cornell.edu!
travelers.mail.cornell.edu!news.kei.com!news.mathworks.com!uhog.mit.edu!bloom-
beacon.mit.edu!eru.mt.luth.se!news.kth.se!mars!jens-and
From: Jens Andreasen <jens-and@dsv.su.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: AES query
Date: Thu, 9 Feb 1995 01:19:27 +0100
Lines: 17
Message-ID: <Pine.ULT.3.91.950209011247.16522D-100000@mars>
References: <3h5c30$5pa@izar.brunel.ac.uk>
NNTP-Posting-Host: mars.dsv.su.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: jens-and@mars
In-Reply-To: <3h5c30$5pa@izar.brunel.ac.uk>

On 6 Feb 1995, Steven M Eker wrote:

>
> Is one supposed to lock the screen and hide the mouse before calling
> graf_shrinkbox() and similar functions? I suspect not but I can't find anything
> about it in the developer docs.
>

Ooopps It seems like I was a litle too fast.. :-)

The swedish doc Atari/hardfacts states that AES will hide the mouse for you
and show it again when ready, for functions like graf_growbox().

/Jens (again)

From -4319225883356705285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-08 17:16:42 PST
Path: nntp.gmd.de!news.rwth-aachen.de!newsserver.rrzn.uni-hannover.de!
aix11.hrz.uni-oldenburg.de!uniol!zib-berlin.de!Germany.EU.net!EU.net!
news.eunet.fi!prime.mdata.fi!mits.mdata.fi!artoj
From: artoj@mits.mdata.fi (Arto Jalkanen)
Newsgroups: comp.sys.atari.programmer

Subject: GFA on the Falcon?
Date: 8 Feb 1995 18:13:58 GMT
Organization: MITS - Helsinki - Finland
Lines: 18
Message-ID: <3hb1l6$bm4@prime.mdata.fi>
NNTP-Posting-Host: mits.mdata.fi

> I have to confess I'm fed up to the back teeth with the inflexible nature
> of STOS - even though I have a hundred extensions for it its the actual

You will be fed up with GFA also, but not for the same reasons. ;-)

> GFA Basic quite cheap and was tempted to buy - except, does it work on
> the Falcon? I know that a few people are using GFA on the Falcon but are

GFA Basic works with Falcon straight without any fixes, but you have
to use ST-medium or ST-High.
        But if you ask me, get C ;-). GFA makes awful code. One of my
old programs that was coded in GFA Basic didn't work very correctly
on Falcon. But on the whole they have worked well enough...

---
* Kivi 1.21 *

From 3801107372637715085
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ebc99cdfa0131ffe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-08 18:27:28 PST
Path: nntp.gmd.de!news.rwth-aachen.de!newsserver.rrzn.uni-hannover.de!
aix11.hrz.uni-oldenburg.de!uniol!zib-berlin.de!news.mathworks.com!udel!gatech!
howland.reston.ans.net!math.ohio-state.edu!jussieu.fr!univ-lyon1.fr!
zaphod.crihan.fr!news.univ-rennes1.fr!news.emn.fr!newsmaster
From: Patrice MANDIN <i2a06a@iut-nantes.univ-nantes.fr>
Newsgroups: comp.sys.atari.programmer
Subject: Re: diskette transfer???
Date: 8 Feb 1995 17:23:11 GMT
Organization: Ecole des Mines de Nantes
Lines: 15
Message-ID: <3haulv$895@caro.dsic.emn.fr>
References: <1brittmi.5.2F3298F0@uvsc.edu>
NNTP-Posting-Host: naniut.iut-nantes.univ-nantes.fr

1brittmi@uvsc.edu (MICHEL BRITTE) wrote:
>
> I have an atari diskette that I would like to transfer on a PC or MAC, but I
> don't have the right tools to do it.
> Is there anyone out there willing to help me???
> thanks and e-mail me please.
> 1brittmi@uvsc.edu

> michel

Well, you don't said whether you have an atari STF or previous, or an STE or more. Since TOS 1.6 (STE), disks formatted with the desktop are PC MSDOS compatibles. If you have an older TOS version, format a blank disk in 720K format on PC and then copy the files you want to transfer on this formatted disk. You'll be able to read the disk with no more problems.

From 2685260765490352987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ebc99cdfa0131ffe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-08 20:07:21 PST
Path: nntp.gmd.de!news.rwth-aachen.de!newsserver.rrzn.uni-hannover.de!
aix11.hrz.uni-oldenburg.de!uniol!zib-berlin.de!Germany.EU.net!wizard.pn.com!
satisfied.elf.com!news.mathworks.com!uhog.mit.edu!bloom-beacon.mit.edu!
eru.mt.luth.se!news.kth.se!mars!jens-and
From: Jens Andreasen <jens-and@dsv.su.se>
Newsgroups: comp.sys.atari.programmer
Subject: Re: diskette transfer???
Date: Wed, 8 Feb 1995 20:12:48 +0100
Lines: 18
Message-ID: <Pine.ULT.3.91.950208195124.9784C-100000@mars>
References: <1brittmi.5.2F3298F0@uvsc.edu> <D3KFyH.77q@hpbbrd.bbn.hp.com>
NNTP-Posting-Host: mars.dsv.su.se
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: jens-and@mars
In-Reply-To: <D3KFyH.77q@hpbbrd.bbn.hp.com>

To get this diskformat-thing straight:

The ATARI will read any 720k DOS-format disk! (provided it has a doublesided drive)

The PC-Clone will *NOT* read disks formatted on *OLD* Ataries! (if you havn't got one of the clever formatters)

The MAC will *most probably* ONLY read disks it has formatted itself. Use PC Exchange to do this. This Apple-flavoured-DOS-disk-thingy can be read by all the other species...

So format using your Mac (if you have one), else use your PC-clone.

/Jens M. Andreasen

From -6766338249594915597

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a798404c0e1d031,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-08 23:33:45 PST
Path: nntp.gmd.de!news.rwth-aachen.de!newsserver.rrzn.uni-hannover.de!
aix11.hrz.uni-oldenburg.de!uniol!zib-berlin.de!news.mathworks.com!uunet!
news.fc.net!freeside.fc.net!tlivings
From: tlivings@freeside.fc.net (Todd Livingston)
Newsgroups: comp.sys.atari.programmer
Subject: Returning to Atari
Date: 9 Feb 1995 01:25:33 GMT
Organization: Freeside Communications, Inc
Lines: 30
Message-ID: <3hbqud$s0d@villa.fc.net>
NNTP-Posting-Host: freeside.fc.net
X-Newsreader: TIN [version 1.2 PL2]

I am returning my Atari 800xl to service for an indefinite amount of time, and require some assistance getting caught up with the latest on them. If someone could send me a FAQ, it would be appreciated. Otherwise, I am interested in knowing any WWW or other sources for files and information, as well as info on anyone who may still be in the business of selling related hardware and software. Last I knew (now about 2 years back) BRE Software was still selling stuff...don`t know anymore.

Few simple questions as well:

I am running a 256k 800xl with an ATR8000. What is the fastest modem supported on this configuration these days?

When I last ran my BBS, I had seen some files out there to give a good 80 column display on the system. Anyone got anything that works well with communication software...I intend to use this system primarily to log into the internet and other local chat boards.

Thanks for any help. I have loads of stuff as well, as soon as I also temporarily return the old 8" floppy drives to service long enough to copy everything down to a 3.5in disk (hope I can get those suckers formatted beyond 720k...would like to format em to 1.44, but 720 k is better than 192k on a std drive...)

Thanks again in advance.

--Todd--

From -4280467014870602741
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ebc99cdfa0131ffe
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 1995-02-09 02:36:29 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!pipex!uknet!
festival!emb
From: emb@resun03.roe.ac.uk (Ewan Brown)
Subject: Re: diskette transfer???
References: <1brittmi.5.2F3298F0@uvsc.edu> <3haulv$895@caro.dsic.emn.fr>
Message-ID: <D3qAsv.AHA@festival.ed.ac.uk>
Sender: emb@resun03 (Ewan Brown)
Organization: Royal Observatories (Edinburgh)
Date: Thu, 9 Feb 1995 10:36:29 GMT
Lines: 23

In article <3haulv$895@caro.dsic.emn.fr>, Patrice MANDIN <i2a06a@iut-nantes.univ-
nantes.fr> writes:
|> 1brittmi@uvsc.edu (MICHEL BRITTE) wrote:
|> >
|> > I have an atari diskette that I would like to transfer on a PC or MAC, but I
|> > don't have the right tools to do it.
|> > Is there anyone out there willing to help me???
|> > thanks and e-mail me please.
|> > 1brittmi@uvsc.edu
|> > michel
|>
|> Well, you don't said whether you have an atari STF or previous,
|> or an STE or more. Since TOS 1.6 (STE), disks formatted with the desktop
|> are PC MSDOS compatibles. If you have an older TOS version, format a
|> blank disk in 720K format on PC and then copy the files you want to
|> transfer on this formatted disk. You'll be able to read the disk with
|> no more problems.

Disks formated with TOS1.4 (STFM) are also MSDOS Compatible.
Also, FCOPY III/Pro alows disks to be formatted as MSDOS compatible
if 9 traks, 80 sectors is chosen. I presume some other formatting programs
also have this feature.

EMB

From 4418031473199155801
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d320ca3bb5460677,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-09 05:10:19 PST
Path: swrinde!pipex!sunsite.doc.ic.ac.uk!doc.ic.ac.uk!pih
From: pih@doc.ic.ac.uk (Paul Ian Harman)
Newsgroups: comp.sys.atari.programmer
Subject: Advertising...?
Date: 9 Feb 1995 13:09:56 -0000
Organization: Dept. of Computing, Imperial College, University of London, UK.
Lines: 17
Distribution: world

Message-ID: <3hd474$iat@motmot.doc.ic.ac.uk>
Reply-To: pih@doc.ic.ac.uk (Paul Ian Harman)
NNTP-Posting-Host: motmot.doc.ic.ac.uk
X-Newsreader: mxrn 6.18-23

I write lots of games programs for the ST (in STOS, but don't flame me for that!) - some are sharaware, others PD. I know that advertising is frowned upon on the Internet, I was wondering whether or not talking about games of mine on this group would constitute "Advertising", and so would not be allowed. Could I, for example, state on which archives my PD games could be found? (As yet, there are none).

Perhaps the charter owner for this group could post it, so that I could read it and clear this up? Thanks,

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"I've found it unwise to predict what the Doctor can and cannot do."
- The Castellan, Arc of Infinity

From -4047938685862599648
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d320ca3bb5460677
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-09 08:02:19 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!udel!gatech!
howland.reston.ans.net!news.sprintlink.net!cs.utexas.edu!utnut!nott!
bcarh189.bnr.ca!brtph500.bnr.ca!bjgrier
From: bjgrier@bnr.ca (Brian Grier Perpk)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Advertising...?
Date: 9 Feb 1995 16:02:19 GMT
Organization: Bell-Northern Research Ltd.
Lines: 7
Distribution: world
Message-ID: <3hdeab$u6@brtph500.bnr.ca>
References: <3hd474$iat@motmot.doc.ic.ac.uk>
NNTP-Posting-Host: brtph936.bnr.ca
Originator: bjgrier@brtph936

I would suggest using the comp.sys.atari.announce group. It is a moderated group so you would have to find out who the moderator is and mail your post to them. I believe the moderator is Yat @ Lexicor (I am not sure of the email address)

Brian

From 5463753668739995545
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31876e816654af0b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-09 09:06:58 PST
Path: swrinde!pipex!sunsite.doc.ic.ac.uk!yama.mcc.ac.uk!cs.man.ac.uk!hardyd
From: hardyd@cs.man.ac.uk (Dom Hardy)
Newsgroups: comp.sys.atari.programmer
Subject: MAD MAX MUSIC
Date: 9 Feb 1995 16:46:00 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 9
Message-ID: <3hdgs8$fjt@m1.cs.man.ac.uk>
NNTP-Posting-Host: n2k.cs.man.ac.uk

Does anyone know the format for MAD MAX music? I believe they have all have filenames with the extension MUS (i.e. *.MUS). I would like to write my own player and so would be grateful for any information regarding this file format).

Thanks.

Dom

From -5234239061963609967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5ad71f9f4ed69d88,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-09 16:01:29 PST
Path: swrinde!pipex!lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!yama.mcc.ac.uk!
news.york.ac.uk!tower.york.ac.uk!slh100
From: Shawn Hargreaves <slh100@unix.york.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Looking for .PI1 and .NEO files
Date: Thu, 9 Feb 1995 23:19:26 +0000
Organization: The University of York, UK
Lines: 14
Message-ID: <Pine.SGI.3.91.950209231504.28856A@tower.york.ac.uk>
NNTP-Posting-Host: tower.york.ac.uk
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: slh100@tower.york.ac.uk

Does anyone know where I could get hold of some Degas PI1 and NEOChrome image files? I am working on some image conversion tools and I need some data to test them on, and unfortunately my ST is about 300 miles away so I can't make any of my own :-)

Anything would do, just a bunch of lines or something, as long as the image is recognizable so that I can see if it is being converted properly.

If anyonee has some such files that they could mail me, I would be
extremely grateful.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

From -79504308598491295
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,6117dd29ff261e2f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-09 16:22:44 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!mp.cs.niu.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!EU.net!
dkuug!eunet.no!nuug!henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: window attributes on the fly?
Date: 10 Feb 1995 00:22:44 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 10
Message-ID: <3hebkk$okt@henry.interlink.no>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

Is there a way to change the window attributes (closer/full box/info
line/arrows/sliders) *without* closing, deleting and opening a new window?

Specifically, I want to loose the arrows and sliders for "iconifying" a
window (reducing it to the move/title bar only. I now do this by closing
and deleting the window, and then creating and opening another, but this
seems like a "kludgy"(?) way to do it... Does anyone have a better idea?

Vegard Hofs[illegible]y
//vegard@interlink.no//

From -4988066042596339364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-09 19:02:51 PST
Path: swrinde!pipex!warwick!news.herts.ac.uk!C.A.Roberts
From: C.A.Roberts@herts.ac.uk (Chris Roberts)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA on the Falcon?
Date: 9 Feb 1995 22:27:00 GMT
Organization: University of Hertfordshire
Lines: 34
Distribution: world
Message-ID: <3he4rk$g1v@helios.herts.ac.uk>
References: <3h5dr6$hup@bs33n.staffs.ac.uk> <3h5u29$49c@oak24.doc.ic.ac.uk>

NNTP-Posting-Host: altair.herts.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

Paul Ian Harman (pih@doc.ic.ac.uk) comp.sys.atari.programmer wrote:

: In article <3h5dr6$hup@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
(Requiem) writes:
: |>I have to confess I'm fed up to the back teeth with the inflexible nature
: |>of STOS - even though I have a hundred extensions for it its the actual
: |>format of the code that bothers me. So I recently saw a firm selling off
: |>GFA Basic quite cheap and was tempted to buy - except, does it work on
: |>the Falcon? I know that a few people are using GFA on the Falcon but are
: |>there fixes I need first (like with STOS)? and are these on FTP sites?

: STOS is more inflexable than GFA Basic? Give me a break... (yes I have used
: GFA & STOS, the latter wins every time).

: What is this? I think we should rename this group alt.lovers.gfa.basic

: Anyone use any other language out here?

Yeah! Right, can you use any GEM functions in STOS. Mmmm Don't think so,
you have that crap mouse pointer and the menus look dreadful I have yet
to see a good stos utility. All that comes out of STOS is either a sad
game or another ART PACKAGE. I hate the file selectors, and as for the
key click!!! Can you merge in C or 68000 into STOS er???

STOS is o.k for kiddies to play with but hey, I wouldn't use it!!!!

STOS Your Inflexable friend.....

(STOS Lovers don't bother flaming me as I pay as much attention to you
as I do to amiga owners, NONE!!!! So it'll only be your time your wasting)

From -7407813991403532361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-09 20:23:07 PST
Newsgroups: comp.sys.atari.programmer
Path: swrinde!gatech!bloom-beacon.mit.edu!eru.mt.luth.se!news.luth.se!sunic!
news.chalmers.se!news.gu.se!gubsb
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE ()
Subject: Re: GFA on the Falcon?
Message-ID: <D3qKDv.KuD@news.gu.se>
Sender: news@news.gu.se (USENET News System)
Nntp-Posting-Host: trivux.ub.gu.se

Organization: Gothenburg University
X-Newsreader: TIN [version 1.2 PL2]
References: <3hb1l6$bm4@prime.mdata.fi> <D3p43n.2yL@news.gu.se>
Date: Thu, 9 Feb 1995 14:03:31 GMT
Lines: 30

Aasa Berndtsson (pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE) wrote:
> Arto Jalkanen (artoj@mits.mdata.fi) wrote:
> > > I have to confess I'm fed up to the back teeth with the inflexible nature
> > > of STOS - even though I have a hundred extensions for it its the actual

> > You will be fed up with GFA also, but not for the same reasons. ;-)

> > > GFA Basic quite cheap and was tempted to buy - except, does it work on
> > > the Falcon? I know that a few people are using GFA on the Falcon but are

> > GFA Basic works with Falcon straight without any fixes, but you have
> > to use ST-medium or ST-High.

> This is not quite true! I run GFA Basic in 16 color 640x400 on falcon and
> I think that it works with any 16 color or less mode. The graphical
> instructions doesn't works in the intepreter with 256 color mode but if you
> compile the program it will work fine!

> Tomas :)

They're talking about v3.5!! v3.5 of GFA-Basic is an ST/STe version. This
version requires ST-Low, ST-Medium or ST-High.
v3.6, which is the TT version, supports 16 color 640x400 mode on the falcon.

Stefan

--
Stefan Berndtsson - gubsb@trivux.ub.gu.se
I'm watching you Tomas!!! (Hehe... my brother)

From -4347997017944217776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a798404c0e1d031
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-09 22:47:01 PST
Newsgroups: comp.sys.atari.programmer
Path: swrinde!hookup!news.mathworks.com!news.duke.edu!eff!news.umbc.edu!
haven.umd.edu!purdue!lerc.nasa.gov!magnus.acs.ohio-state.edu!csn!auto-trol!tomoug
From: tomoug@auto-trol.com (Tom Oughton)
Subject: Re: Returning to Atari
Message-ID: <1995Feb9.160017.10535@auto-trol.com>
Sender: news@auto-trol.com
Nntp-Posting-Host: tomoug.auto-trol.com
Organization: Auto-trol Technology Corporation -- Denver, Colorado
References: <3hbqud$s0d@villa.fc.net>

Date: Thu, 9 Feb 1995 16:00:17 GMT
Lines: 8

While I cannot answer your modem and terminal software questions, they
can be answered in the group:

  comp.sys.atari.8bit

There is a FAQ and a venders list that is kept well maintained for that group.

From -8810173597682857527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-10 02:00:18 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!news.alpha.net!news.mathworks.com!udel!gatech!swrinde!
pipex!uknet!yama.mcc.ac.uk!cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA on the Falcon?
Date: 10 Feb 1995 10:00:18 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 57
Distribution: world
Message-ID: <3hfdfi$2rl@m1.cs.man.ac.uk>
References: <3h5dr6$hup@bs33n.staffs.ac.uk> <3h5u29$49c@oak24.doc.ic.ac.uk>
<3he4rk$g1v@helios.herts.ac.uk>
NNTP-Posting-Host: n2f.cs.man.ac.uk
NNTP-Posting-User: 348

In article <3he4rk$g1v@helios.herts.ac.uk>, C.A.Roberts@herts.ac.uk (Chris
Roberts) writes:
|> Paul Ian Harman (pih@doc.ic.ac.uk) comp.sys.atari.programmer wrote:
|>
|> : In article <3h5dr6$hup@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
|> (Requiem) writes:
|> : |>I have to confess I'm fed up to the back teeth with the inflexible nature
|> |> : |>of STOS - even though I have a hundred extensions for it its the
|> actual
|> : |>format of the code that bothers me. So I recently saw a firm selling off
|> |> : |>GFA Basic quite cheap and was tempted to buy - except, does it work on
|> |> : |>the Falcon? I know that a few people are using GFA on the Falcon but
|> are
|> : |>there fixes I need first (like with STOS)? and are these on FTP sites?
|>
|> : STOS is more inflexable than GFA Basic? Give me a break... (yes I have
|> used
|> : GFA & STOS, the latter wins every time).

|>
|> : What is this? I think we should rename this group alt.lovers.gfa.basic
|>
|> : Anyone use any other language out here?

Just C, Pascal,STOS,GFA,68k....

|> Yeah! Right, can you use any GEM functions in STOS. Mmmm Don't think so,
|> you have that crap mouse pointer and the menus look dreadful I have yet
|> to see a good stos utility. All that comes out of STOS is either a sad
|> game or another ART PACKAGE. I hate the file selectors, and as for the
|> key click!!! Can you merge in C or 68000 into STOS er???

Yes, you dont have access to GEM, but that doesn't mean that you have to use
STOS's own routines. I have never used the MENU command....

The keyclick can be replaced (with the standard one), and the mouse-pointer
is user defineable, so if it's crap, its the programmers fault, not STOS's.

Yes, and yes respectively for using other languages. load the compiled /
assembled program, and use the instruction CALL (but dont use Malloc etc.).

|> STOS is o.k for kiddies to play with but hey, I wouldn't use it!!!!

Why not? Use 68000 for your speed critical routines, and use STOS for general
admin stuff...

|> STOS Your Inflexable friend.....

I was told that GFA can only include binarys that are < 64k in size....

Why????

|> (STOS Lovers don't bother flaming me as I pay as much attention to you
|> as I do to amiga owners, NONE!!!! So it'll only be your time your wasting)
|>

I'm not flaming, just pointing the error of your ways.... :)

From -1957717399667375148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-10 03:13:02 PST
Path: swrinde!pipex!sunsite.doc.ic.ac.uk!doc.ic.ac.uk!doc.ic.ac.uk!not-for-mail
From: pih@doc.ic.ac.uk (Paul Ian Harman)
Newsgroups: comp.sys.atari.programmer
Subject: STOS vs GFA (was Re: GFA on the Falcon?)
Date: 10 Feb 1995 11:11:57 -0000
Organization: Dept. of Computing, Imperial College, University of London, UK.
Lines: 47
Distribution: world

Message-ID: <3hfhlt$q2k@oak75.doc.ic.ac.uk>
References: <3h5dr6$hup@bs33n.staffs.ac.uk> <3h5u29$49c@oak24.doc.ic.ac.uk>
<3he4rk$g1v@helios.herts.ac.uk>
Reply-To: pih@doc.ic.ac.uk (Paul Ian Harman)
NNTP-Posting-Host: oak75.doc.ic.ac.uk
X-Newsreader: mxrn 6.18-23

|>Yeah! Right, can you use any GEM functions in STOS. Mmmm Don't think so,
|>you have that crap mouse pointer and the menus look dreadful I have yet
|>to see a good stos utility.

That wasn't the point I was arguing: STOS is better for games writing. As for utilities, and the look thereof - it's up to the author of the package to define the look - I _could_ write a utility in STOS that looks EXZCTLY the same as one in GFA Basic - but why would I want to? I hate the look of GEM, and so does everyone I know. Use C.

As for a "good STOS utility", look no further than Kosmic (now in it's third version, I believe) which has scored 80+ in ST Format (I forget the exact figure). Okay, you may not find it too useful, but it's excellent for what it does.

|>All that comes out of STOS is either a sad
|>game or another ART PACKAGE. I hate the file selectors, and as for the
|>key click!!! Can you merge in C or 68000 into STOS er???

a) Write your own file selector if you're picky
b) YES YOU CAN IMPORT MACHINE CODE INTO STOS. I know - I do it all the time.
c) You can turn the key click off - but I agree it is more annoying than
    the standard GEM one.

The thing I like most about STOS (other than the ability to use line numbers if you want to, and that it's easy to get into, unlike GFA) is it's expandability. Want new instructions? Just plug in a new extension file. I don't think you can do that with GFA, but I am prepared to be corrected on this one...

Your yapping about utility programming doesn't make sense. If you want to write a utility, you do it in a portable language like C. If you want to write a game, which generally is not portable because games need to squeeze the machine for performance, then you do so in whatever language you like. STOS gives you easy to use instructions to put graphics to the screen, to move and animate sprites, etc. As far as I know, GFA doesn't.

Each to their own, but I'm sticking with STOS+Assembly for games and C for utilities.

    Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
 You know how most packages say "Open here". What is the protocol if the

package says "Open somewhere else"?

From 1969662905763508200
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-10 05:05:55 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!
news.sprintlink.net!pipex!uknet!yama.mcc.ac.uk!cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA on the Falcon?
Date: 10 Feb 1995 13:05:55 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 47
Distribution: world
Message-ID: <3hfobj$7l6@m1.cs.man.ac.uk>
References: <3h5dr6$hup@bs33n.staffs.ac.uk> <3h5u29$49c@oak24.doc.ic.ac.uk>
<3he4rk$g1v@helios.herts.ac.uk>
NNTP-Posting-Host: n2i.cs.man.ac.uk
NNTP-Posting-User: 348

In article <3he4rk$g1v@helios.herts.ac.uk>, C.A.Roberts@herts.ac.uk (Chris
Roberts) writes:
|> Paul Ian Harman (pih@doc.ic.ac.uk) comp.sys.atari.programmer wrote:
|>
|>
|> : STOS is more inflexable than GFA Basic? Give me a break... (yes I have
|> used
|> : GFA & STOS, the latter wins every time).
|>
|> : What is this? I think we should rename this group alt.lovers.gfa.basic
|>
|> : Anyone use any other language out here?

What, you mean like C, Pascal, 680x0, STOS etc?

yep.

|> Yeah! Right, can you use any GEM functions in STOS. Mmmm Don't think so,
|> you have that crap mouse pointer and the menus look dreadful I have yet
|> to see a good stos utility. All that comes out of STOS is either a sad
|> game or another ART PACKAGE. I hate the file selectors, and as for the
|> key click!!! Can you merge in C or 68000 into STOS er???

Yeh, STOS cannot use GEM, but you dont have to use STOS stuff either... If
you dont like the STOS keyclick, you can disable it, and re-enable the
standard one. The mouse pointer is user-defineable, and so, if the mouse
pointer is crap its the programmers fault - not STOS's.

Yes, you can include C/68k into STOS. Load it into a bank and use the CALL command (of course, your .PRG must not use GEM / memmory allocation etc.)

|> STOS is o.k for kiddies to play with but hey, I wouldn't use it!!!!

Why not? use it to control the main flow of the program, with other stuff done in 68k for speed...

|> STOS Your Inflexable friend.....

When was the last time you heard a 16-track .DTM played by GFA?

|> (STOS Lovers don't bother flaming me as I pay as much attention to you
|> as I do to amiga owners, NONE!!!! So it'll only be your time your wasting)
|>

I'm not flaming, i'm just pointing out the error of your ways! :)

From -3855826395097720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-10 05:54:16 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!
news.sprintlink.net!pipex!uknet!yama.mcc.ac.uk!cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA on the Falcon?
Date: 10 Feb 1995 13:54:16 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 66
Distribution: world
Message-ID: <3hfr68$8qe@m1.cs.man.ac.uk>
References: <3h5dr6$hup@bs33n.staffs.ac.uk> <3h5u29$49c@oak24.doc.ic.ac.uk>
<3he4rk$g1v@helios.herts.ac.uk>
NNTP-Posting-Host: n6s.cs.man.ac.uk
NNTP-Posting-User: 348

In article <3he4rk$g1v@helios.herts.ac.uk>, C.A.Roberts@herts.ac.uk (Chris
Roberts) writes:
|> Paul Ian Harman (pih@doc.ic.ac.uk) comp.sys.atari.programmer wrote:
|>
|> : In article <3h5dr6$hup@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
|> (Requiem) writes:
|> : |>I have to confess I'm fed up to the back teeth with the inflexible nature
|> |> : |>of STOS - even though I have a hundred extensions for it its the
|> actual
|> : |>format of the code that bothers me. So I recently saw a firm selling off
|> |> : |>GFA Basic quite cheap and was tempted to buy - except, does it work on

|> |> : |>the Falcon? I know that a few people are using GFA on the Falcon but
|> are
|> : |>there fixes I need first (like with STOS)? and are these on FTP sites?
|>
|> : STOS is more inflexable than GFA Basic? Give me a break... (yes I have
|> used
|> : GFA & STOS, the latter wins every time).
|>
|> : What is this? I think we should rename this group alt.lovers.gfa.basic
|>
|> : Anyone use any other language out here?
|>

You mean like C, Pascal, 680x0, STOS etc?

Yeh.

|> Yeah! Right, can you use any GEM functions in STOS. Mmmm Don't think so,
|> you have that crap mouse pointer and the menus look dreadful I have yet
|> to see a good stos utility. All that comes out of STOS is either a sad
|> game or another ART PACKAGE. I hate the file selectors, and as for the
|> key click!!! Can you merge in C or 68000 into STOS er???

OK, so you cannot use GEM, but you dont have to use the STOS functions either. If you dont like the key click, use the standard on! (click off: poke $42a,8 if I remember correctly...)

The mouse-pointer is user definable, so if its crap, it the programmers fault, not STOS's.

I'm sure a lot of crap programs are written in GFA as well. I dont believe that you can say that all programs written in a given language are crap. The quality of the program is due to the programmer....

Yes, you can merge C or 68k programs into STOS. Simply load them into a bank, and run then using the command CALL. (of course, the program must not use GEM / memmory allocation etc.)

|> STOS is o.k for kiddies to play with but hey, I wouldn't use it!!!!

Fine. The reason for having lots of programming language is that there will be one that suits your needs...

|> STOS Your Inflexable friend.....

When was the last time you heard GFA playing a 16-track .DTM module?

|> (STOS Lovers don't bother flaming me as I pay as much attention to you
|> as I do to amiga owners, NONE!!!! So it'll only be your time your wasting)
|>

I'm not flaming, just showing the error of your ways! :-)

Anthony

From 2295088338545053121
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-10 07:43:46 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!
news.sprintlink.net!pipex!uknet!yama.mcc.ac.uk!cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA on the Falcon?
Date: 10 Feb 1995 15:43:46 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 10
Distribution: world
Message-ID: <3hg1ji$c0q@m1.cs.man.ac.uk>
References: <3h5dr6$hup@bs33n.staffs.ac.uk> <3h5u29$49c@oak24.doc.ic.ac.uk>
<3he4rk$g1v@helios.herts.ac.uk> <3hfdfi$2rl@m1.cs.man.ac.uk>
NNTP-Posting-Host: n6r.cs.man.ac.uk
NNTP-Posting-User: 348

Sorry about that! (sending 3 different versions...

My news-reader told me that it hadn't sent them, and crashed....

Bloody thing!

Anthony

(ps. the question still stands - does GFA need fixes to work on the Falcon?)

From -2641370034265281795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8a798404c0e1d031
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-10 09:14:53 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
csn!yuma!purdue!lerc.nasa.gov!magnus.acs.ohio-state.edu!math.ohio-state.edu!
cs.utexas.edu!swrinde!howland.reston.ans.net!EU.net!sun4nl!cs.vu.nl!ipoorten
From: ipoorten@cs.vu.nl (Ivo van Poorten)
Subject: Re: Returning to Atari
Nntp-Posting-Host: sloep00.cs.vu.nl
References: <3hbqud$s0d@villa.fc.net>
Sender: news@cs.vu.nl
Organization: Fac. Wiskunde & Informatica, VU, Amsterdam
Date: Fri, 10 Feb 1995 17:14:53 GMT
Message-ID: <D3snwv.Cs0@cs.vu.nl>

Lines: 25

tlivings@freeside.fc.net (Todd Livingston) writes:

>I am returning my Atari 800xl to service for an indefinite amount
>of time, and require some assistance getting caught up with the
>latest on them. If someone could send me a FAQ, it would be
>appreciated. Otherwise, I am interested in knowing any WWW or
>other sources for files and information, as well as info on any-

Take a look at http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

It contains a collection of docs, pointers to other resources and the
FAQs.

>one who may still be in the business of selling related hardware
>and software. Last I knew (now about 2 years back) BRE Software
>was still selling stuff...don`t know anymore.

>Thanks again in advance.

>   --Todd--

Bye,
    Ivo

From -4386080407148868464
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d320ca3bb5460677
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-10 13:16:45 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!udel!
news.mathworks.com!uunet!news.sprintlink.net!howland.reston.ans.net!math.ohio-
state.edu!jussieu.fr!news.oleane.net!oleane!pipex!sunsite.doc.ic.ac.uk!
cc.ic.ac.uk!rm03
From: rm03@ic.ac.uk (Mr D.T. Homolka)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Advertising...?
Date: 10 Feb 1995 21:16:45 GMT
Organization: Calvin, Boy of Destiny Appreciation Society
Lines: 21
Distribution: world
Message-ID: <3hgl3t$sic@ccserver.cc.ic.ac.uk>
References: <3hd474$iat@motmot.doc.ic.ac.uk>
NNTP-Posting-Host: sg1.cc.ic.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

in article <3hd474$iat@motmot.doc.ic.ac.uk>,
Paul Ian Harman (pih@doc.ic.ac.uk) wrote:
>I write lots of games programs for the ST (in STOS, but don't flame me

>for that!) - some are sharaware, others PD. I know that advertising is
>frowned upon on the Internet, I was wondering whether or not talking about
>games of mine on this group would constitute "Advertising", and so
>would not be allowed. Could I, for example, state on which archives my
>PD games could be found? (As yet, there are none).

I don't really think anyone will mind, but the proper newsgroup to use is
comp.sys.atari.announce (It's a moderated newsgroup).

Generally speaking, adverts only generate bad feeling when they are
(a) off-topic for the newsgroup, and/or (b) posted repeatedly.
An article saying `My wonderful new game, _MutantKongFroggerLhamaAttack_
is now available on atari.archive' is fine.

Good luck with the games, BTW.

-- Robert Mellish (Unofficial Abject Admirer & YSFC #20)
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk

From 1647223309498166721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e2a70df5fa9160a1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-10 20:43:49 PST
Path: swrinde!cs.utexas.edu!convex!news.duke.edu!eff!news.umbc.edu!haven.umd.edu!
cville-srv.wam.umd.edu!abstract
From: abstract@wam.umd.edu (Lunatic)
Newsgroups: comp.sys.atari.programmer
Subject: GFA Basic Books?
Date: 11 Feb 1995 04:43:38 GMT
Organization: University of Maryland College Park
Lines: 5
Message-ID: <3hhf9q$dfv@cville-srv.wam.umd.edu>
NNTP-Posting-Host: rac6.wam.umd.edu
X-Newsreader: TIN [version 1.2 PL0]

Anybody know of any good GFA Basic programming books? I used
Basic a little bit, a long time ago, but GFA Basic seems like a good
language to learn now... Any references would be greatly appreciated.
Please reply by email. Many thanx in advance!
--Lunatic

From -982259867761861259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-11 06:38:39 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!udel!gatech!
howland.reston.ans.net!news.sprintlink.net!EU.net!sun4nl!news.nic.surfnet.nl!
utciva.civ.utwente.nl!news.cs.utwente.nl!not-for-mail
From: ia_ric@cs.utwente.nl (Ric Klaren)

Newsgroups: comp.sys.atari.programmer
Subject: Re: Temporary disabling multitasking?
Date: Sat, 11 Feb 95 14:38:39 WET
Organization: Foundation IAPC
Lines: 15
Distribution: world
Message-ID: <3hien6$6gl@utrhcs.cs.utwente.nl>
References: <D3JI3M.5L7@sci.kun.nl> <D3p90n.I87@exeter.ac.uk>
NNTP-Posting-Host: zaphod.cs.utwente.nl
Mime-Version: 1.0
X-Newsreader: WinVN 0.93.9

Hello,

In article <D3p90n.I87@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk says...

>Yes - just switch the processor to Supervisor mode - then MiNT won't
>pre-empt you until you switch back to User mode.

If I recall right this is not documented and may change in future. The
best way is to go to IPL 7 (though you have to be in supervisor mode to
do that..)

Greetinx,

Ric Klaren

From -9085369493644073939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c34790dd01147485,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-11 07:55:42 PST
Path: swrinde!gatech!newsfeed.pitt.edu!uunet!zib-berlin.de!gs.dfn.de!tubsibr!maud!
mp
From: mp@rob.cs.tu-bs.de (Martin Pruefer DL8OAU)
Newsgroups: comp.sys.atari.programmer
Subject: emulator for Atari ST ?
Date: 10 Feb 95 17:27:40 GMT
Organization: TU Braunschweig, Informatik (Bueltenweg), Germany
Lines: 8
Distribution: world
Message-ID: <mp.792437260@maud>
NNTP-Posting-Host: maud.rob.cs.tu-bs.de
X-Newsreader: NN version 6.5.0 #2 (NOV)

Does anybody know, if there is an emulator for Atari ST running either on a UNIX-
workstation (eg Sun, NeXT, SG)?

Martin (M.Pruefer@tu-bs.de)

--

Martin Pruefer, DL8OAU, mp@rob.cs.tu-bs.de | Tel: +49 531 / 391-7453
Institute for Robotics and Computer Control | Fax: +49 531 / 391-5696
Hamburger Strasse 267, 38114 Braunschweig, FRG |

From -2199993190539436896
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b922668c778dc44a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-11 15:22:03 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!nntp.et.byu.edu!news.mtholyoke.edu!
uhog.mit.edu!sgiblab!swrinde!pipex!uknet!cix.compulink.co.uk!usenet
From: jwatkins@cix.compulink.co.uk ("John Watkins")
Subject: Mag!C v2 - MAGX.H header file errors
Message-ID: <D3uzKr.EIq@cix.compulink.co.uk>
Organization: <none>
X-Newsreader: CixRead/CixComm
Date: Sat, 11 Feb 1995 23:22:03 GMT
Lines: 48

Working my way through the Mag!X v2 manual (English edition) and the
MAGX.H file supplied on disc, I came across the following errors.

1) MAGX.H has some impossible declarations:

```
typedef struct
 {
 char      *in_dos;                /* Adresse der DOS- Semaphore */
 int       *dos_time;              /* Adresse der DOS- Zeit      */
 int       *dos_date;              /* Adresse des DOS- Datums    */
 long      res1;                   /*                            */
 long      res2;                   /*                            */
 long      res3;                   /* ist 0L                     */
 void      *act_pd;                /* Laufendes Programm         */
 long      res4;                   /*                            */
 int       res5;                   /*                            */
 void      res6;                   /*                            */
 void      res7;                   /* interne DOS- Speicherliste */
 void      (*resv_intmem)();       /* DOS- Speicher erweitern    */
 long      (*etv_critic)();        /* etv_critic des GEMDOS      */
 char *    ((*err_to_str)(char e)); /* Umrechnung Code->Klartext  */
 long      res8;                   /*                            */
 long      res9;                   /*                            */
 long      res10;                  /*                            */
 } DOSVARS;
```

What on earth does 'void res6' mean? A variable of type nothing!
erm...

2) The definition:

```
     /* Cookie MagX --> */

     typedef struct
          {
          long    config_status;
          DOSVARS *dosvars;
          AESVARS *aesvars;
          } MAGX_COOKIE;
```

 is _wrong_. The DOSVARS and AESVARS are reversed.

3) The DOSVARS description does not match reality in any way!

--
John Watkins.

From 5716929522759498181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b922668c778dc44a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-12 02:38:16 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!
news.sprintlink.net!crash!richcsst
From: richcsst@crash.cts.com (Richard John Kelsch)
Subject: Re: Mag!C v2 - MAGX.H header file errors
Organization: CTS Network Services (CTSNET), San Diego, CA
Date: Sun, 12 Feb 1995 10:38:16 GMT
Message-ID: <D3vuvs.Is6@crash.cts.com>
X-Newsreader: TIN [version 1.2 PL2]
References: <D3uzKr.EIq@cix.compulink.co.uk>
Sender: news@crash.cts.com (news subsystem)
Nntp-Posting-Host: crash.cts.com
Lines: 15

Uuuh... The descriptions given in the Mag!X manual work as "advertised" for me. So what's the problem?? However, the DOS and AES vars are redundant. Just use the TOS method and you get the same results. Check your source again.

As far as I can remember a C declaration of "void" is quite legal. I believe it is used as a two byte (or four?) "filler" within a structure. This means the space is filled but not used or assigned to an actual storage location (variable). I also think it is also used as a way of inserting a double pointer. I guess that would mean "don't use this, but use what it is pointing to (and their declarations). Then again, I could be blowing smoke. It's been a while since I used "C".

Rich

From 5555264774533868125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-12 05:41:50 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!news.moneng.mei.com!howland.reston.ans.net!pipex!warwick!
news.ncl.ac.uk!newton!n08z7
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: STOS vs GFA (was Re: GFA on the Falcon?)
Date: 12 Feb 1995 13:41:50 GMT
Organization: The University of Newcastle upon Tyne, UK NE1 7RU.
Lines: 25
Distribution: world
Message-ID: <3hl36u$r2n@whitbeck.ncl.ac.uk>
References: <3h5dr6$hup@bs33n.staffs.ac.uk> <3h5u29$49c@oak24.doc.ic.ac.uk>
<3he4rk$g1v@helios.herts.ac.uk> <3hfhlt$q2k@oak75.doc.ic.ac.uk>
NNTP-Posting-Host: newton.ncl.ac.uk

My baby brother used to use STOS because he thought the ability to
slap a sprite on the screen would make it easier to build a complex
game. Now he doesn't use STOS.....here are his reasons:

- Crap editor.
- Incompatibility problems with more recent machines.
- Lack of structure in the language (Functions & Procedures, etc).
- Debugging sucks.

He's now moved over to using HiSoft Basic instead, as that is a modern
structured basic, which also allows language extensions to be added in
assembly language or C if you want (I coded him a few extensions to get
him started). He's planning to move over to Pascal RSN 'coz the Pure Pascal
source level debugger is a real 'gem' :)

One more thing - my baby brother is 14 years old.

Craig.

```
 __                          _
 | \        | |              / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From 1594946806887977394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,44f05885bcfcc04d,start

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-12 12:01:46 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!nntp.et.byu.edu!news.mtholyoke.edu!
uhog.mit.edu!news.mathworks.com!hookup!olivea!charnel.ecst.csuchico.edu!
news.xmission.com!xmission!pblagay
From: pblagay@xmission (PBLAGAY)
Newsgroups: comp.sys.atari.programmer
Subject: TrueColor
Date: 12 Feb 1995 20:01:46 GMT
Organization: XMission Public Access Internet (801 539 0900)
Lines: 18
Message-ID: <3hlpfa$aba@news.xmission.com>
NNTP-Posting-Host: xmission.xmission.com
X-Newsreader: TIN [version 1.2 PL2]

Someone posted me a routine for Hardware Scrolling in Truecolor
and I mislaid it. Please could anyone who has a routine please send it to me
or explain what I need to do.

i have set Linewid to 320 because I am displaying a 320 window of a 640 wide
image. If I set only this then it displays correctly. However if I try to
change the video base address in order to scroll 1 of 2 things will happen.

1) Nothing happens.
2) The screen goes haywire.

The above are two different variations of the coding.

Please help me. I know it is probably a simple error.

Paul Blagay

From 6754052237738339459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,31876e816654af0b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-13 02:06:37 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!ctc.com!
news.mic.ucla.edu!library.ucla.edu!agate!newsxfer.itd.umich.edu!
zip.eecs.umich.edu!newshost.marcam.com!news.mathworks.com!hookup!swrinde!pipex!
uknet!strath-cs!choben
From: choben@cs.strath.ac.uk (Christopher S Hoben CS93)
Newsgroups: comp.sys.atari.programmer
Subject: Re: MAD MAX MUSIC
Date: 13 Feb 1995 10:06:37 GMT
Organization: Univ. of Strathclyde, Glasgow, UK
Lines: 29
Distribution: world
Message-ID: <3hnavd$fra@dunlop.cs.strath.ac.uk>

References: <3hdgs8$fjt@m1.cs.man.ac.uk>
NNTP-Posting-Host: muir-19.cs.strath.ac.uk

If your looking to rip out the music file from a say demo, the process is fairly simple. Using MONST or equivelant decrpypt or (and) depack the file. The instructions to initialise the music are...

```
    MOVEQ #1,D0   ;1 is the tune number
    JSR $90000    ;90000 is address of the music (could be any number)
```

if at the address $90000 there are 3 JSR or BSR instructions in a row its a fairly safe bet that this is a music file (if you want conformation search from this point on for the letters TFMX which I believe are embedded in all his music files). Then save the file from the first of the three JSR's.

To play them back in your own program is very simple.

I assume some assembly knowledge,

1) go supervisor mode.

2) call the initialise routine above.

3) during each vbl jsr music+8 (where music is the address of your music).

Programs are available to automate this process but I would recommend doing it the monST way. It helps you learn the machine..

If you want some disks with code, music files etc give me your address and I'll post your some stuff. Or I may even e-mail you it if I can figure out how to..

From 731455279995388954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-13 05:19:33 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!news.amherst.edu!news.mtholyoke.edu!uhog.mit.edu!news.mathworks.com!newshost.marcam.com!usc!howland.reston.ans.net!pipex!sunsite.doc.ic.ac.uk!doc.ic.ac.uk!doc.ic.ac.uk!not-for-mail
From: pih@doc.ic.ac.uk (Paul Ian Harman)
Newsgroups: comp.sys.atari.programmer
Subject: Re: STOS vs GFA (was Re: GFA on the Falcon?)
Date: 13 Feb 1995 13:19:33 -0000
Organization: Dept. of Computing, Imperial College, University of London, UK.
Lines: 52
Distribution: world
Message-ID: <3hnm95$flq@oak64.doc.ic.ac.uk>
References: <3h5dr6$hup@bs33n.staffs.ac.uk> <3h5u29$49c@oak24.doc.ic.ac.uk> <3he4rk$g1v@helios.herts.ac.uk> <3hfhlt$q2k@oak75.doc.ic.ac.uk>

<3hl36u$r2n@whitbeck.ncl.ac.uk>
Reply-To: pih@doc.ic.ac.uk (Paul Ian Harman)
NNTP-Posting-Host: oak64.doc.ic.ac.uk
X-Newsreader: mxrn 6.18-23

|>My baby brother used to use STOS because he thought the ability to
|>slap a sprite on the screen would make it easier to build a complex
|>game. Now he doesn't use STOS.....here are his reasons:
|>
|> o Crap editor.

Agreed, I suppose. But you _can_ use a text editor to write your code, then import it as ASCII into STOS. Bit too much of a pig, though.

|> o Incompatibility problems with more recent machines.

Unless you're talking about the Falcon, I don't believe you (even then, it's just the mouse that doesn't work). That's not the same as saying that STOS can't use the new advanced features of machines - which is up to the extension writers.

|> o Lack of structure in the language (Functions & Procedures, etc).

Agreed - I want procedures too, however you get around it! Again, this could be an extension (I already have the CONTROL extension which gives me CASE (switch) statements.

|> o Debugging sucks.

Eh? You can't possibly say that about an INTERPRETED language! It tells you exactly what error happened, and exactly which line it happened on. Give me a better debugger than that!

|>He's now moved over to using HiSoft Basic instead, as that is a modern
|>structured basic, which also allows language extensions to be added in
|>assembly language or C if you want (I coded him a few extensions to get
|>him started). He's planning to move over to Pascal RSN 'coz the Pure Pascal
|>source level debugger is a real 'gem' :)

Personally, I'd use C, but then I'm biased 'cos I have to use that in my holiday job. Pascal? Urgh... he'll be using Modula-2 soon, if you don't watch him... but I'm off-topic.

|>One more thing - my baby brother is 14 years old.

Hey - I'm only 19. So your brother used STOS to get into programming and he grew out of it - good for him. I still only use it to link assembly mods together, and 'cos it provides those easy-to-use graphics stuff.

Ozzy.

--

-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
 "I think, pyschologically, that you get better as you get older"
     - Anne Mitchell

From 3544731006203435751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,376a47e00360498a,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,376a47e00360498a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-13 18:48:01 PST
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!mp.cs.niu.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!
news.sprintlink.net!uunet!crow.cybercom.com!raven.cybercom.com!drz
From: drz@raven.cybercom.com (Doctor Zweistein)
Newsgroups: comp.sys.atari.st,comp.sys.atari.programmer
Subject: Setting up X (is there a FAQ?)
Date: 14 Feb 1995 02:48:01 GMT
Organization: CyberComm Online Services
Lines: 16
Message-ID: <3hp5l1$75m@crow.cybercom.com>
NNTP-Posting-Host: raven.cybercom.com
X-Newsreader: TIN [version 1.2 PL2]
Xref: nntp.gmd.de comp.sys.atari.st:58627 comp.sys.atari.programmer:354

     Hi,

I've sort of succeeded (not really) at installing X, but I'm not sure what's
wrong. :-(My question is, could somebody who has got it all running please
mail me his mint.cnf, .xinitrc, .twmrc and any other setup I might need. A
brief explanation of how your directory structure is put together would also
be very helpful. advTHANKSance.

--
```
  ..          Doctor Zweistein, aka Baruk or Tim Newsome
  ''::..
  D   '':: drz@raven.cybercom.com          | Microsoft is not the answer.
   ..::''  http://raven.cybercom.com/~drz/ |  Microsoft is the question.
 ::''  R                                   |     "No!" is the answer.
  ''::..   quidquid latine dictum          |
      ''   sit, altum viditur              |  Intel inside? Don't divide!
```

From 7786371261711053204
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,44f05885bcfcc04d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-13 19:10:02 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
ra.nrl.navy.mil!lamarck.sura.net!hookup!news.mathworks.com!zombie.ncsc.mil!
news.duke.edu!news-server.ncren.net!concert!news.uncc.edu!ralunsfo

From: ralunsfo@uncc.edu (Russell A Lunsford)
Newsgroups: comp.sys.atari.programmer
Subject: Re: TrueColor
Date: 14 Feb 1995 03:10:02 GMT
Organization: University of NC at Charlotte
Lines: 13
Message-ID: <3hp6ua$4sm@news.uncc.edu>
References: <3hlpfa$aba@news.xmission.com>
NNTP-Posting-Host: unccsun.uncc.edu

Paul, I tried to email you, but it bounced. If you find the source for the true color scrolling, could you please forward me a copy? I've asked about this before and didn't get a reply. When I tried, I got the same symptoms as you.

Thanks,
Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

From 4835657689209212469
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4bc3d17d95ce2326,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-15 02:54:20 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.tc.cornell.edu!travelers.mail.cornell.edu!news.kei.com!news.mathworks.com!newshost.marcam.com!zip.eecs.umich.edu!newsxfer.itd.umich.edu!gatech!bloom-beacon.mit.edu!eru.mt.luth.se!news.luth.se!sunic!news.lth.se!news.lu.se!ronneby.hk-r.se!news
From: dt93rk@pt.hk-r.se (Roger Karlsson)
Newsgroups: comp.sys.atari.programmer
Subject: Drag and Drop
Date: 15 Feb 1995 10:54:20 GMT
Organization: College University of Karlskrona-Ronneby
Lines: 8
Distribution: world
Message-ID: <3hsmgs$b78@ronneby.hk-r.se>
Reply-To: dt93rk@pt.hk-r.se
NNTP-Posting-Host: elara.pt.hk-r.se
Keywords:
One of my friends is programming a Jingel-program for Falcon under Multi-Tos.
And he is wondering how he should program "Drag and Drops" functions under Multi-Tos ?
He is using Laser-C.

Best Regards From Roger Karlsson
Atari 4-ever!

Atari owner since 1987, 4 mb Ste + HD-interface, 120 mb Hard-Disc.

From -7261442780883029181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eebca7e6bc1d51a5,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-15 03:00:51 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!ctc.com!
newsfeed.pitt.edu!godot.cc.duq.edu!news.duke.edu!news.mathworks.com!panix!bloom-
beacon.mit.edu!eru.mt.luth.se!news.luth.se!sunic!news.lth.se!news.lu.se!
ronneby.hk-r.se!news
From: dt93rk@pt.hk-r.se (Roger Karlsson)
Newsgroups: comp.sys.atari.programmer
Subject: Drag And Drop
Date: 15 Feb 1995 11:00:51 GMT
Organization: College University of Karlskrona-Ronneby
Lines: 9
Distribution: world
Message-ID: <3hsmt3$b78@ronneby.hk-r.se>
Reply-To: dt93rk@pt.hk-r.se
NNTP-Posting-Host: elara.pt.hk-r.se

One of my friend is programming a Jingel-Program for Radio Carlskrona On a
Falcon
under Multi-Tos. And he is wondering how he should program the "Drag and Drop"
function in C for Multi-Tos. He is using Laser-C.
With Regards from Roger

From -6997962036215672594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,650517bee49f3f8e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-15 05:23:08 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.tc.cornell.edu!caen!
newsxfer.itd.umich.edu!news.itd.umich.edu!terminator.rs.itd.umich.edu!baldrick
From: baldrick@terminator.rs.itd.umich.edu (Dan Ackerman)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Help with Crazy Dots card
Date: 15 Feb 1995 13:23:08 GMT
Organization: University of Michigan
Lines: 38
Message-ID: <3hsv7s$dcm@lastactionhero.rs.itd.umich.edu>

References: <3h8fu6$enf@lastactionhero.rs.itd.umich.edu>
<FBOSEGXOUP@cabal.shnet.org>
NNTP-Posting-Host: terminator.rs.itd.umich.edu

> In <3h8fu6$enf@lastactionhero.rs.itd.umich.edu> Dan Ackerman wrote:
>> Anyone have any experience programming on the Crazy Dots video
>>Card? Anywhere I can find any specs?
>
>I'd strongly advise you _not_ to program it directly. Use VDI routines
>instead!
>
>>They seem to have some limit on
>>the VDI drawing primitives, but I don't personally have one so testing
>>for me is limited. Any help would be very appreciated.
>
>Well, for information on the VDI and programming graphics system
>compliant, you should either get the Profibuch in English , the
>Atari development informations or - if that doesn't help - get in contect
>e.g. with the NVDI authors.

>Thorsten

>CrazyDots HC/NVDI 3.01

I don't program directly. I use the VDI. However several bugs/problems occur with the CrazyDots card only. Could you be so kind as to try my program and see if you see anyway to avoid the problems. All my calls are standard VDI calls, so it was really irritating when it was discovered that the CrazyDots card wouldn't run it properly.

The program is AstroPanic 94! it's on most of the archives now. Make certain you get rev d. so look for p94_revd.zip. The problem occurs when you run it in resolutions higher than 640x400.

Thanks

Dan

From -6296278952007826528
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-15 11:09:53 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.tc.cornell.edu!
travelers.mail.cornell.edu!news.kei.com!news.mathworks.com!uunet!pipex!warwick!
news.dcs.warwick.ac.uk!str-ccsun!strath-cs!info!cs93dlh

From: cs93dlh@dcs.exeter.ac.uk (D.L.Hastings)
Subject: Re: Temporary disabling multitasking?
In-Reply-To: ia_ric@cs.utwente.nl's message of Sat, 11 Feb 95 14:38:39 WET
Message-ID: <D422KH.L9p@exeter.ac.uk>
Lines: 18
Sender: news@exeter.ac.uk (news admin)
Organization: Computer Unit, University of Exeter, UK
References: <D3JI3M.5L7@sci.kun.nl> <D3p90n.I87@exeter.ac.uk>
     <3hien6$6gl@utrhcs.cs.utwente.nl>
Date: Wed, 15 Feb 1995 19:09:53 GMT

In article <3hien6$6gl@utrhcs.cs.utwente.nl> ia_ric@cs.utwente.nl (Ric Klaren)
writes:

>   In article <D3p90n.I87@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk says...

>   >Yes - just switch the processor to Supervisor mode - then MiNT won't
>   >pre-empt you until you switch back to User mode.

>   If I recall right this is not documented and may change in future. The
>   best way is to go to IPL 7 (though you have to be in supervisor mode to
>   do that..)

I highly doubt it will change, ever, because all interupt handling
routines must run in supervisor mode, and pre-empting an interrupt
handler would be a very silly thing for MiNT to do.
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minxfs 0.60pl10 *
*   Looking for a Falcon sample editor? Get SuperSam v1.08!   *

From -2853031765334262553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c7f970dce88aac46,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-15 19:54:12 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.tc.cornell.edu!
travelers.mail.cornell.edu!news.kei.com!news.mathworks.com!zombie.ncsc.mil!
news.duke.edu!eff!news.umbc.edu!haven.umd.edu!cville-srv.wam.umd.edu!abstract
From: abstract@wam.umd.edu (Some guy)
Newsgroups: comp.sys.atari.programmer
Subject: Help with C
Date: 16 Feb 1995 03:54:12 GMT
Organization: University of Maryland College Park
Lines: 3
Message-ID: <3hui94$fih@cville-srv.wam.umd.edu>
NNTP-Posting-Host: rac8.wam.umd.edu
X-Newsreader: TIN [version 1.2 PL0]

     I'm trying to teach myself C or C+, or whatever it's at now.
Anyone know of any good reference materials? Thanx in advance!
                    --Lunatic

From 8991394644187918666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,19e659b3bff88eca,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-16 01:01:00 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
news.mathworks.com!news.alpha.net!uwm.edu!cs.utexas.edu!swrinde!pipex!sunic!
seunet!cindy!cindy.ct.se!ostkupan!christian.mittendorf
From: christian.mittendorf@ostkupan.ct.se (Christian Mittendorf)
Newsgroups: comp.sys.atari.programmer
Subject: Howto make res-independent RSC's ?
Message-ID:
<ftn_2.203.202.11$fidonet.org_2f4315fb_Christian.Mittendorf@ostkupan.ct.se>
Date: Thu, 16 Feb 95 10:01:00 +0100
Sender: news@ct.se
Reply-To: christian.mittendorf@ostkupan.ct.se
X-Newsreader: MARSmail v1.21
X-Mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)
Organization: Another mail from G_teborgs BBS
Lines: 25

Hi!

I've got a little question regarding resolution independent RSC-File design.
How do I have to built a RSC which can be used in ST-Low, ST-Medium and lots of
other resolutions?

I know that rsrc_obfix() is used. The Compendium writes:
"All objects in '.RSC' Files have their coordinates based on character
positions rather than screen coordinates to allow an object tree to be shown in
any resolution. This function converts those character coordinates to pixel
coordinates based on the current screen resolution."

But using this command doesn't seem to be enough. Any better ideas or tips?

Greetings,
Christian

+++
C. Mittendorf
Mejerigatan 2-1333
41276 Goeteborg/Sweden
Internet: christian.mittendorf@space.ct.se

(UUCP Dialup connection)

From 2366875748651697197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6117dd29ff261e2f

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-16 05:21:40 PST
Path: nntp.gmd.de!newsserver.jvnc.net!raffles.technet.sg!piaget.moe.ac.sg!
usenet.eel.ufl.edu!news.mathworks.com!news.alpha.net!uwm.edu!vixen.cso.uiuc.edu!
howland.reston.ans.net!swrinde!pipex!uknet!strath-cs!nntphost.dur.ac.uk!
altair.dur.ac.uk!d408x2
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: window attributes on the fly?
Date: 16 Feb 1995 13:21:40 GMT
Organization: University of Durham, Durham, UK.
Lines: 19
Message-ID: <3hvjh4$ogg@mercury.dur.ac.uk>
References: <3hebkk$okt@henry.interlink.no>
NNTP-Posting-Host: altair.dur.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: Is there a way to change the window attributes (closer/full box/info
: line/arrows/sliders) *without* closing, deleting and opening a new window?
: Specifically, I want to loose the arrows and sliders for "iconifying" a
: window (reducing it to the move/title bar only. I now do this by closing
: and deleting the window, and then creating and opening another, but this
: seems like a "kludgy"(?) way to do it... Does anyone have a better idea?

Kludgy it may be, but it's the only legal way.

ATB,

Martin

--
****
* ---------- M.J.Maisey@durham.ac.uk ---------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

From 3072925107366378207
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5faf0bb966e2c44,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-16 05:32:36 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!wizard.pn.com!satisfied.elf.com!news.mathworks.com!news.alpha.net!
uwm.edu!cs.utexas.edu!swrinde!pipex!sunsite.doc.ic.ac.uk!nntp0.brunel.ac.uk!usenet
From: csstsme@brunel.ac.uk (Steven M Eker)
Newsgroups: comp.sys.atari.programmer
Subject: Re: DSP56001 Assembler anywhere?
Date: 16 Feb 1995 13:32:36 GMT
Organization: Brunel University, Uxbridge, UK
Lines: 10
Distribution: world

Message-ID: <3hvk5k$76o@izar.brunel.ac.uk>
References: <1995Feb13.144743.56@genrad.co.uk>
Reply-To: csstsme@brunel.ac.uk
NNTP-Posting-Host: csws-01.brunel.ac.uk

The DSP assember/debugger that come with the falcon dev docs are pretty good.
The assembler is a straight falcon port of Motorola's own assembler with a post processor to make the .LOD files from the Moto binaries. Very stable & robust.
The GEM based debugger is written by a french company and comes with example code for doing things that are not covered in Atari's docs - like the 56k side of serial data transfers.
I don't know how Hisoft's DevpakDSP compares but I think the falcon dev docs work out slighly cheaper - at least in the UK.

Steven

From -7335014711230546081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-16 08:49:03 PST
Path: nntp.gmd.de!news.rwth-aachen.de!newsserver.rrzn.uni-hannover.de!
aix11.hrz.uni-oldenburg.de!uniol!zib-berlin.de!news.mathworks.com!news.alpha.net!
uwm.edu!cs.utexas.edu!swrinde!pipex!warwick!news.herts.ac.uk!C.A.Roberts
From: C.A.Roberts@herts.ac.uk (Chris Roberts)
Newsgroups: comp.sys.atari.programmer
Subject: Re: STOS vs GFA (was Re: GFA on the Falcon?)
Date: 16 Feb 1995 14:03:05 GMT
Organization: University of Hertfordshire
Lines: 55
Distribution: world
Message-ID: <3hvlup$14g@helios.herts.ac.uk>
References: <3h5dr6$hup@bs33n.staffs.ac.uk> <3h5u29$49c@oak24.doc.ic.ac.uk>
<3he4rk$g1v@helios.herts.ac.uk> <3hfhlt$q2k@oak75.doc.ic.ac.uk>
NNTP-Posting-Host: altair.herts.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

Paul Ian Harman (pih@doc.ic.ac.uk) comp.sys.atari.programmer wrote:

: |>Yeah! Right, can you use any GEM functions in STOS. Mmmm Don't think so,
: |>you have that crap mouse pointer and the menus look dreadful I have yet
: |>to see a good stos utility.

: As for a "good STOS utility", look no further than Kosmic (now in it's
: third version, I believe) which has scored 80+ in ST Format (I forget the
: exact figure). Okay, you may not find it too useful, but it's excellent
: for what it does.

You can hardly call kozmic a utility, surly it's more like an art
package?? which is what I said a crappy game or another art package??

: |>All that comes out of STOS is either a sad
: |>game or another ART PACKAGE. I hate the file selectors, and as for the
: |>key click!!! Can you merge in C or 68000 into STOS er???

: a) Write your own file selector if you're picky
: b) YES YOU CAN IMPORT MACHINE CODE INTO STOS. I know - I do it all the time.
: c) You can turn the key click off - but I agree it is more annoying than
: the standard GEM one.

Because your not using GEM you cannot call the gem file selector which
means you cannot use replacemnet selectors such as little green filselector..

: The thing I like most about STOS (other than the ability to use line numbers
: if you want to, and that it's easy to get into, unlike GFA) is it's
: expandability. Want new instructions? Just plug in a new extension file.
: I don't think you can do that with GFA, but I am prepared to be corrected
: on this one...

Line numbers went out with the spectrum, how annoying to write some code
and have to use line numbers why do you need them??

: Your yapping about utility programming doesn't make sense. If you want to
: write a utility, you do it in a portable language like C. If you want to
: write a game, which generally is not portable because games need to squeeze
: the machine for performance, then you do so in whatever language you like.
: STOS gives you easy to use instructions to put graphics to the screen, to
: move and animate sprites, etc. As far as I know, GFA doesn't.

: Each to their own, but I'm sticking with STOS+Assembly for games and C
: for utilities.

Stos+Assembly If you could use assembly properly then you would use that
alone and not even touch stos and you would also write your games in it
or even C as these both are much more quicker than stos and you can
'squeeze' the machine as you put it. Optimizing the machines capability
is far more effeciently achieved in assembly or even C then using
prebuilt sprite + graphics routines in stos....

From 1963541760787154663
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-16 09:34:20 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!irz401!
news.tu-chemnitz.de!fauern!news.th-darmstadt.de!hrz-ws11.hrz.uni-kassel.de!
newsserver.rrzn.uni-hannover.de!news.rwth-aachen.de!news.dfn.de!scsing.switch.ch!
news.rediris.es!news.uoregon.edu!vixen.cso.uiuc.edu!uwm.edu!news.alpha.net!

news.mathworks.com!uunet!news.sprintlink.net!howland.reston.ans.net!swrinde!pipex!
sunsite.doc.ic.ac.uk!doc.ic.ac.uk!doc.ic.ac.uk!not-for-mail
From: pih@doc.ic.ac.uk (Paul Ian Harman)
Newsgroups: comp.sys.atari.programmer
Subject: Re: STOS vs GFA (was Re: GFA on the Falcon?)
Date: 16 Feb 1995 17:34:20 -0000
Organization: Dept. of Computing, Imperial College, University of London, UK.
Lines: 76
Distribution: world
Message-ID: <3i02as$1qs@oak70.doc.ic.ac.uk>
References: <3h5dr6$hup@bs33n.staffs.ac.uk> <3h5u29$49c@oak24.doc.ic.ac.uk>
<3he4rk$g1v@helios.herts.ac.uk> <3hfhlt$q2k@oak75.doc.ic.ac.uk>
<3hvlup$14g@helios.herts.ac.uk>
Reply-To: pih@doc.ic.ac.uk (Paul Ian Harman)
NNTP-Posting-Host: oak70.doc.ic.ac.uk
X-Newsreader: mxrn 6.18-23

|>: As for a "good STOS utility", look no further than Kosmic (now in it's
|>: third version, I believe) which has scored 80+ in ST Format (I forget the
|>: exact figure). Okay, you may not find it too useful, but it's excellent
|>: for what it does.
|>
|>You can hardly call kozmic a utility, surly it's more like an art
|>package?? which is what I said a crappy game or another art package??

It's the best I could come up with on the spur of the moment!

|>: a) Write your own file selector if you're picky
|>: b) YES YOU CAN IMPORT MACHINE CODE INTO STOS. I know - I do it all the time.
|>: c) You can turn the key click off - but I agree it is more annoying than
|>: the standard GEM one.
|>
|>Because your not using GEM you cannot call the gem file selector which
|>means you cannot use replacemnet selectors such as little green filselector..

True. But I wouldn't write a utility in STOS anyway.

|>: The thing I like most about STOS (other than the ability to use line numbers
|>: if you want to, and that it's easy to get into, unlike GFA) is it's
|>: expandability. Want new instructions? Just plug in a new extension file.
|>: I don't think you can do that with GFA, but I am prepared to be corrected
|>: on this one...
|>
|>Line numbers went out with the spectrum, how annoying to write some code
|>and have to use line numbers why do you need them??

Line numbers are very useful from a debugging point of view: at least, I
think so. Okay, it would be nice to turn them off now and then! But to do
that, the whole language would have to be rewritten.

Line numbers also mean that the newbie programmer isn't forced to program
in a highly efficient structured manner from the word go. This (in my

experience) has put a lot of people off programming - all I have to do is look around the lab here at Imperial to the non-computery people trying to do their lab: they hate it. Of course, I am a firm believer in structured code but I think that at the starting stage, programming of any kind is better than no programming at all.

[next paragraph slightly altered from a punctuation point of view]

|>Stos+Assembly. If you could use assembly properly then you would use that
|>alone and not even touch STOS, and you would also write your games in it
|>or even C as these both are much quicker than STOS, and you can
|>'squeeze' the machine as you put it. Optimizing the machines capability
|>is far more effeciently achieved in assembly or even C then using
|>prebuilt sprite + graphics routines in STOS....

The point is that I _can't_ write code fully in Assembly Language yet - I'm still learning. While I'm doing so, I'd rather call the assembly routines from a language that I know and understand, rather than using C.

I am also learning C slowly at college, I am getting to the state where I could use C rather than STOS. I consider C to be a more "frightening" language than STOS because of it's nasty syntax: in STOS for example you don't have to worry about types etc. Such concepts do noting to improve the beginner's understanding of programming: in fact it is irritating not to be able to divide a floating point number by an integer, since the language forces you to change the integer to a floating point.

When I have learnt a bit more C and a lot more Assembly language, then I will dump STOS. But I don't see why - after all, I am programming for my own enjoyment and not for any sort of profit or recognition. If I were, do you think I would be writing naff platform games in STOS on the ST? No, I'd be writing lightning fast utilities in C on the Iris Indigo, Sun Sparc and Power Macintosh.

Ozzy (defending STOS to the last whether you like it or not)

--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"You can use a shotgun for this - it's quite good fun!" - Tony Field

From -3879555877454692726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-16 14:05:27 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!
Germany.EU.net!EU.net!chsun!basnews!opfnews.il.us.swissbank.com!gb.swissbank.com!
sbc.co.uk!uknet!warwick!news.herts.ac.uk!C.A.Roberts
From: C.A.Roberts@herts.ac.uk (Chris Roberts)
Newsgroups: comp.sys.atari.programmer
Subject: Re: STOS vs GFA (was Re: GFA on the Falcon?)

Date: 16 Feb 1995 22:05:27 GMT
Organization: University of Hertfordshire
Lines: 34
Distribution: world
Message-ID: <3i0i77$437@helios.herts.ac.uk>
References: <3h5dr6$hup@bs33n.staffs.ac.uk> <3h5u29$49c@oak24.doc.ic.ac.uk>
<3he4rk$g1v@helios.herts.ac.uk> <3hfhlt$q2k@oak75.doc.ic.ac.uk>
<3hvlup$14g@helios.herts.ac.uk> <3i02as$1qs@oak70.doc.ic.ac.uk>
NNTP-Posting-Host: altair.herts.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

Paul Ian Harman (pih@doc.ic.ac.uk) comp.sys.atari.programmer wrote:

---Text Cut Due to lack of relavence---

: I am also learning C slowly at college, I am getting to the state where I
: could use C rather than STOS. I consider C to be a more "frightening" language
: than STOS because of it's nasty syntax: in STOS for example you don't have to
: worry about types etc. Such concepts do noting to improve the beginner's
: understanding of programming: in fact it is irritating not to be able to
: divide a floating point number by an integer, since the language forces
: you to change the integer to a floating point.

: When I have learnt a bit more C and a lot more Assembly language, then I will
: dump STOS. But I don't see why - after all, I am programming for my own
: enjoyment and not for any sort of profit or recognition. If I were, do you
: think I would be writing naff platform games in STOS on the ST? No, I'd
: be writing lightning fast utilities in C on the Iris Indigo, Sun Sparc
: and Power Macintosh.

I thought the original argument came about from sombody asking for a
flexible language? Your entire argument since then has been about the
easy of use of STOS, and has become more and more contradicting. I think
you are writting naff platform games on the ST because this is all you
can write, or at least at the moment and when you can do somthing better
such as an X-Windows utility Or a Power Mac utility then you probably
will. But it appears to me that you have used STOS for a while and like
it and have never realy tried anything else.....

: Ozzy (defending STOS to the last whether you like it or not)

: --
: -+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
: +-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
: "You can use a shotgun for this - it's quite good fun!" - Tony Field

From -6982621462941690082
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,828445e8c9ad933b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-16 16:59:18 PST
Path: nntp.gmd.de!stern.fokus.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!

Germany.EU.net!EU.net!dkuug!eunet.no!nuug!henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: Re: MSTE Clock speed adjustment
Date: 17 Feb 1995 00:59:18 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 32
Message-ID: <3i0sd6$9v@henry.interlink.no>
References: <1995Feb13.122934.11468@zippy.dct.ac.uk>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

buxmjp@zippy.dct.ac.uk wrote:
: Can anyone tell me how to change a Mega STEs clock speed from within my own
: code (preferably GFA basic or devpac source) and also to tell what speed it
: is currently at, without doing a speed test.

: thanx

: the hatter

To read the current speed in GFA:

```
a|=PEEK(&HFF8E21)
IF BTST(a|,1)
  'speed=16
ELSE
  'speed=8
ENDIF
```

To set:

```
a|=PEEK(&HFF8E21)
a|=BSET(a|,1)  'set to 16
a|=BCLR(a|,1)  'set to 8
SPOKE(&HFF8E21)
```

To read/switch the cache, substitute bit 0 for bit 1

Hope this helps...

Vegard Hofs[illegible]y
E-mail: vegard@interlink.no

From 6328754109805616553
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,68b8b9bacf431892,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-31 02:38:04 PST
Path: swrinde!hookup!news.moneng.mei.com!howland.reston.ans.net!
news.sprintlink.net!pipex!sunic!news.chalmers.se!dtek.chalmers.se!d2cg

From: d2cg@dtek.chalmers.se (Christer Gustavsson)
Newsgroups: comp.sys.atari.programmer
Subject: Readers / Writers with Psemaphore
Date: 31 Jan 1995 10:37:57 GMT
Organization: Chalmers University of Technology
Lines: 15
Message-ID: <3gl3u5$786@nyheter.chalmers.se>
NNTP-Posting-Host: zeem.dtek.chalmers.se

I need a solution for the notorious readers/writers problem using MiNT.
Psemaphore seems to be the call to use, but the solutions I've found
is based on the possibility to pass a semaphore to another process without
releasing it. Is this possible or should I use something else and not
Psemaphore? Maybe there is a good solution using Psemaphore as it is :-).

All help is appreciated...

Regards, Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H□N□	one failed."

From 6632871899029201154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,85c0916308308c65
X-Google-Attributes: gid111a55,public
X-Google-Thread: fed41,85c0916308308c65
X-Google-Attributes: gidfed41,public
X-Google-Thread: 1115ce,85c0916308308c65
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-31 04:17:09 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!sun4nl!news.nic.surfnet.nl!tuegate.tue.nl!
asterix.urc.tue.nl!wmpeen
From: wmpeen@urc.tue.nl (Erlend Nagel)
Newsgroups:
comp.sys.mac.programmer.misc,comp.sys.atari.st,comp.sys.atari.programmer
Subject: Re: ar for MiNT (actually MacMiNT) needed. please help.
Date: 31 Jan 95 12:17:09 GMT
Organization: Eindhoven University of Technology, The Netherlands
Lines: 11
Message-ID: <wmpeen.791554629@asterix.urc.tue.nl>
References: <georg.791329970@marie>
NNTP-Posting-Host: asterix.urc.tue.nl
X-Newsreader: NN version 6.5.0 #10 (NOV)
Xref: nntp.gmd.de comp.sys.mac.programmer.misc:1006 comp.sys.atari.st:57892
comp.sys.atari.programmer:281

georg@marie.physik.tu-berlin.de (Georg Schwarz) writes:

>I need ar for MacMiNT. If anybody could tell me an ftp site that has it,
>please let me know. Thanks a lot.

Do you mean the program to creat libraries for c-compilers? If so for
which compiler?

Erlend.

From 4583291218454401212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5ca6582ad0e34d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-31 08:26:58 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!news.duke.edu!zombie.ncsc.mil!news.mathworks.com!
hookup!swrinde!pipex!sunic!news.funet.fi!news.cc.tut.fi!proffa!t150315
From: t150315@proffa.cc.tut.fi (Tamminen Eero)
Newsgroups: comp.sys.atari.programmer
Subject: GFA: MiNT compatibility
Date: 31 Jan 1995 18:26:58 +0200
Organization: Tampere University of Technology, Computing Centre
Lines: 85
Distribution: world
Message-ID: <t150315.791569287@proffa>
NNTP-Posting-Host: proffa.cc.tut.fi
X-Newsreader: NN version 6.5.0 #2 (NOV)

I had intended to post this when I lost my interest in GFA about
a year ago. But better late than never :-)

Here are some things that might be useful when programming things
with MiNT. Main things to avoid are PRINT and INPUT command (and
GFA's propiatory MENU & WINDOW commands of course, but who would
use them anyway?).

```
----
$m 1024
DEFWRD "a-z"                        !variables word size as a default
'
cr$=CHR$(13)+CHR$(10)
IF @mint
  printf("Path: ")
  path$=@gets$(32)
  handle%=@dopendir(path$)
  IF SHR(handle%,24)=&HFF
    printf("Error:"+STR$(handle%)+"."+cr$)
  ELSE
    DO
      file$=@dreaddir$(32,handle%)
      EXIT IF file$=""
```

```
      printf(file$+cr$)
    LOOP
    dclosedir(handle%)
  ENDIF
ELSE
  printf("MiNT not present."+cr$)
ENDIF
EDIT
'
' mint friendly procedures
'
' returns MiNT 'version' or 0 if MiNT not present
> FUNCTION mint
LOCAL cj%,mint%
cj%=LPEEK(&H5A0)                      !cookiejar address
IF LONG{cj%}
  REPEAT
    IF LONG{cj%}=&H4D694E54           !MiNT ?
      mint%=LONG{cj%+4}
    ENDIF
    ADD cj%,8
  UNTIL LONG{cj%}=0
ENDIF
RETURN mint%
ENDFUNC
' return input line (max. lenght = 252 characters)
> FUNCTION gets$(lenght)
LOCAL addr%,buf$
buf$=SPACE$(lenght+3)
addr%=V:buf$
WORD{addr%}=SHL(lenght,8)+lenght      !buffer lenght & characters to read
~GEMDOS(10,L:addr%)
BYTE{addr%+BYTE{SUCC(addr%)}+2}=0     !null-terminate
RETURN CHAR{addr%+2}                  !jump over lenght
ENDFUNC
' print buf$ (without newline)
> PROCEDURE printf(buf$)
buf$=buf$+CHR$(0)
~GEMDOS(9,L:V:buf$)
RETURN
' open directory buf$ in normal mode, return dirhandle% (remember to close!)
> FUNCTION dopendir(buf$)
buf$=buf$+CHR$(0)
RETURN GEMDOS(&H128,L:V:buf$,0)       !return dirhandle% ($FFxxxxxx = error)
ENDFUNC
' return a filename (max. lenght namelen) from a directory (handle dirhandle%)
> FUNCTION dreaddir$(namelen,VAR dirhandle%)
LOCAL a$,error%
buf$=SPACE$(namelen+5)
error%=GEMDOS(&H129,namelen,L:dirhandle%,L:V:buf$)
IF error%
' printf(STR$(error%)+cr$)
RETURN ""
```

```
ELSE
RETURN CHAR{V:buf$+4}               !jump over index
ENDIF
ENDFUNC
' close directory opened with opendir()
> PROCEDURE dclosedir(VAR dirhandle%)
~GEMDOS(&H12B,L:dirhandle%)
RETURN
```

From -6219086233926725492
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: ff182,b3a6a950586b2f8a,start
X-Google-Attributes: gidff182,public
X-Google-Thread: 1115ce,b3a6a950586b2f8a,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105e6b,b3a6a950586b2f8a,start
X-Google-Attributes: gid105e6b,public
X-Google-Thread: fe052,b3a6a950586b2f8a,start
X-Google-Attributes: gidfe052,public
X-Google-Thread: 109a67,b3a6a950586b2f8a,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 12f90e,b3a6a950586b2f8a,start
X-Google-Attributes: gid12f90e,public
X-Google-Thread: f761b,b3a6a950586b2f8a,start
X-Google-Attributes: gidf761b,public
X-Google-Thread: 10c9fa,b3a6a950586b2f8a,start
X-Google-Attributes: gid10c9fa,public
X-Google-ArrivalTime: 1995-01-31 15:59:03 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!news.uni-jena.de!
prakinf2.PrakInf.TU-Ilmenau.DE!news2.tu-ilmenau.de!illusion
From: illusion@rz.tu-ilmenau.de (Alexander Goerlitz)
Newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,han
se.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-
netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-
netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-
netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele
Subject: PC-Emulator gesucht fuer Atari ST
Date: 31 Jan 1995 21:12:16 GMT
Organization: Technische Universitaet Ilmenau
Lines: 23
Distribution: world
Message-ID: <3gm93g$p2@prakinf2.PrakInf.TU-Ilmenau.DE>
NNTP-Posting-Host: spitzweg.rz.tu-ilmenau.de
Xref: nntp.gmd.de comp.sys.atari.st.tech:19231 comp.sys.atari.programmer:274
de.comp.sys.st:5550

Hallo alle !

Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst besitze,

ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das Ataridiscformat
emulieren kann.

entweder mail zu mir oder hier rein oder gleich in mein PSF schicken
ich bedake mich jetzt schon mal dafuer

DJ Illusion


```
-----------------------------------------------------------------------------
|A R T  A C A D E M Y - We make computers dream... |     DJ Illusion      |
|     P.O.Box 159, 98682 Ilmenau, Germany          |          of          |
|       e-mail:illusion@rz.tu-ilmenau.de           |          AA          |
-----------------------------------------------------------------------------
```


P.S. ich probier auch was gleich wertiges zurueckzuschicken...
     und bitte nur auf legaler ebene, also PD und solche sachen...

From 1584637485686134873
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1823c40eb771dfe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-31 16:25:36 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!hookup!nic.hookup.net!xenitec!tdkcs!semprini.waterloo-
rdp.on.ca!cherborth
From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
Newsgroups: comp.sys.atari.programmer
Message-ID: <H.eg.kfEmkYJMVfQ@semprini.waterloo-rdp.on.ca>
Organization: InterZONE Design
Subject: Re: RSC-file size >64k
References: <3gf01q$bc7@henry.interlink.no>
Reply-To: cherborth@semprini.waterloo-rdp.on.ca
X-Software: HERMES GUS 1.10 Rev. May 17 1993
Date: Tue, 31 Jan 1995 19:25:36 EST
MIME-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
Lines: 27

In <3gf01q$bc7@henry.interlink.no>, Vegard Hofsoey writes:
>I am writing a program where the RSC-file is about to tip over the 64k
>mark. I understand from the Atari Compendium that this is a hard limit,
>any larger and I will have to use the new RSC-file format. This would
>make the program limited to the newest TOS versions, and so is
>unacceptable to me...

Warwick's GEM++ C++ class library lets you load any number of RSC files,
which is certainly one way around this limit... most RSC editors won't
let you work on a RSC larger than 64k, so it's easier to split them (you

could put all your strings, alerts, icons, etc in one and put your menus
and dialogs and whatnot in the other).

The code could easily be converted to plain ol' C.

>Is there a way around this? (I have allready placed all large bitmap
>icons and a lot of text strings, like alerts, outside the RSC...)

If you use your own RSC handling code (like that from Warwick's GEM++
library), you can use any size you want, or multiple RSC files (which is
probably a better idea, just so your RSC editor doesn't have a fit).

--
----------==========----------
 ||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

From -1609755119394401415
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c1823c40eb771dfe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-31 23:09:36 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!pipex!sunic!
news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC-file size >64k
Date: 1 Feb 1995 07:09:36 GMT
Organization: ABC-Klubben
Lines: 27
Message-ID: <3gnc3g$67k@oden.abc.se>
References: <3gf01q$bc7@henry.interlink.no>
<1995Jan29.144805.15965@nntp.brisnet.org.au>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Andrew Vesperman (dancer@nntp.brisnet.org.au) wrote:
: Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: : I am writing a program where the RSC-file is about to tip over the 64k
: : mark. I understand from the Atari Compendium that this is a hard limit,
: : any larger and I will have to use the new RSC-file format. This would
: : make the program limited to the newest TOS versions, and so is
: : unacceptable to me...

: : Is there a way around this? (I have allready placed all large bitmap
: : icons and a lot of text strings, like alerts, outside the RSC...)

: : Vegard Hofs⸮y //e-mail: vegard@interlink.no//

: Save the resource as source code, and compile it as part of the
: executable. No limits that way, sizewise. You _do_ have to access

Er... I might be missing something obvious here but how do you do to save
the resource file in the first place? I mean, before you convert the
resource into a source code you'll have to save it as a .RSC-file.

And besides, how do you persuade your RSC-editor into letting you add yet
another object when the RSC-file is about to go past the 64Kb limit? It will
give a stupid error telling us that it cannot add another object because the
file would exceed 64kb.

-Mattias Flodin-

From 8186257762788464849
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91102e9c2be4568
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-31 23:17:47 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!news.sprintlink.net!
pipex!sunic!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: 68000 assembly??!
Date: 1 Feb 1995 07:17:47 GMT
Organization: ABC-Klubben
Lines: 13
Message-ID: <3gncir$67k@oden.abc.se>
References: <17812.wilh0011@maroon.tc.umn.edu>
<wilh0011.791507183@maroon.tc.umn.edu>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Ryan K Wilhm (wilh0011@maroon.tc.umn.edu) wrote:
: Many, many thanks to all who responded to my post! :) Now, all I need to
: do find a cheap machine and an assembler... Anyone know where I might
: look for either of these?

Well I don't know _where_ to find it, I've never been to Minesota (I haven't
even been to the USA... ;-)), but Devpac 3.1 i probably the best package to
get. It is very fast when it comes to assembling (Compiling) your programs,
and it has a comprehensive macro language and a very good debugger, although
I've seen better debuggers (Not on the Atari range of computers, though).

-Mattias Flodin-

From 2351109324701058218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90d7cc7838b6feb7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-01 01:50:08 PST

Newsgroups: comp.sys.atari.programmer
Path: swrinde!pipex!sunic!news.chalmers.se!news.gu.se!gubsb
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE ()
Subject: Re: binary output to stdout?
Message-ID: <D3BBsE.7q4@news.gu.se>
Sender: news@news.gu.se (USENET News System)
Nntp-Posting-Host: trivux.ub.gu.se
Organization: Gothenburg University
X-Newsreader: TIN [version 1.2 PL2]
References: <3gitia$odf@ikarus.rz.tu-clausthal.de>
Date: Wed, 1 Feb 1995 08:33:42 GMT
Lines: 27

Christian Perle (incp@troubadix.rz.tu-clausthal.de) wrote:

> But the actual problem is: How do I force gcc-compiled progs to write
> binary data to stdout? If I run tgatoppm, the resulting raw ppm file
> is corrupted, because every newline (\n) is replaced by CR+LF instead
> of a single LF.
> For example,
>   tgatoppm color.tga > color.ppm
> produces a corrupt ppm file.

> My interim solution is a named file out.ppm, opened with
>   ofp = fopen("out.ppm", "wb")
> by tgatoppm. So
>   tgatoppm color.tga
> works, but this is only a hack.

> Solutions, anyone?

This is purely a redirection problem and has nothing to do with gcc.
The solution is to include the 'b' flag in the UNIXMODE-env.
This will force the redirections and pipes to do binary transferring instead
of ascii. You don't even have to recompile.

--
Stefan Berndtsson - gubsb@trivux.ub.gu.se

From 2789207349552474168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,aef6b6acf78fd1a5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-01 01:56:55 PST
Path: swrinde!howland.reston.ans.net!news.sprintlink.net!pipex!news.oleane.net!
oleane!jussieu.fr!univ-lyon1.fr!swidir.switch.ch!scsing.switch.ch!
vega.info.isbiel.ch!news
From: Marc Meister <meism@info.isbiel.ch>
Newsgroups: comp.sys.atari.programmer
Subject: Re: EVERY command in GFA

Date: 1 Feb 1995 08:39:23 GMT
Organization: Biel School of Engineering, CH-2501 Biel, Switzerland
Lines: 24
Distribution: world
Message-ID: <3gnhbr$2c@vega.info.isbiel.ch>
References: <3g86no$oa9@gyda.ifi.uio.no>
NNTP-Posting-Host: gemini.info.isbiel.ch

thomah@ifi.uio.no (Thomas Hansen) wrote:
>
>
> In a program I'm making in GFA, I've used the EVERY command... however, when
> the program is compiled and run this command is totally ignored, even though
> it works perfectly fine when I run the program from the Interpreter.
>

I've had the same problem with the EVERY command. I've come to the point,
that this is an error of the compiler. I've made it with a repeat function
that asks the timer about when and where.

Not very clean and fast, but it worked.

Greetings

Musty

Marc Meister | Forgot something? Add these at wish: :-) ;-) >:-/ 8->
meism@info.isbiel.ch | There is more than one side to the coin,
SMail: Hohgantweg 6, | Life is not what it seems...
       CH-3138 Uetendorf| ... it's no more than a dream!
Voice: +41(0)33 45 41 14| ..ooOO M U S T Y OOoo.. (just as you read it)

From -7554199014527639648
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d255aafe9b9559f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-01 03:44:44 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!hookup!swrinde!howland.reston.ans.net!news.sprintlink.net!
nwnexus!nwnexus!news.halcyon.com!coho!ki7zd
From: ki7zd@coho.halcyon.com (Randy Seacat)
Newsgroups: comp.sys.atari.programmer
Subject: HELP! STOS vs. MODS/SAMPLES
Date: 1 Feb 1995 11:44:44 GMT
Organization: Northwest Nexus Inc.
Lines: 15
Message-ID: <3gns7c$elk@news.halcyon.com>
NNTP-Posting-Host: coho.halcyon.com

Any stos folks out there know anything about samples and stos?

How bout mods? Is there any routines I could look at to get an idea of
how to use these formats within a program?

Thanks, ALOT!!!!!

ki7zd@halcyon.com

--
/-/-/ ~~~

X-Newsreader: mxrn 6.18-23
Xref: nntp.gmd.de comp.sys.atari.st.tech:19238 comp.sys.atari.programmer:282
de.comp.sys.st:5555

|>Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
|>Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst besitze,
|>ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
|>ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das Ataridiscformat
|>emulieren kann.
|>
|>entweder mail zu mir oder hier rein oder gleich in mein PSF schicken
|>ich bedake mich jetzt schon mal dafuer

I hope tyhat you can understand English, because I have a few problems
with German:

You can buy a hardware board called "PC-Speed" which will change your
Atari into a 286-based PC.

I hope that helps.

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"How many people think dirty?" - Jeff Magee

From 4698020083184333941
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fbe0e803af1eb5ba
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-01 09:53:48 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!newshost.marcam.com!zip.eecs.umich.edu!newsxfer.itd.umich.edu!
gatech!swrinde!pipex!warwick!news.ncl.ac.uk!newton!n08z7
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Speedo/eDVI off-screen bitmap
Date: 1 Feb 1995 17:53:48 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 48
Distribution: world
Message-ID: <3gohrc$dso@whitbeck.ncl.ac.uk>
References: <3gf0n9$bc7@henry.interlink.no>
NNTP-Posting-Host: wilkwood.ncl.ac.uk

In article <3gf0n9$bc7@henry.interlink.no>, vegard@henry.interlink.no (Vegard
Hofsoey) writes:
>Does anybody know how the off screen bitmap support in SpeedoGDOS and
>eDVI works? I have managed to open & close a workstation with Speedo &

>MEMORY.SYS, but it allocates its own memory, witch is not what I want. I
>(ideally) want to:

NVDI comes with Pure C libraries for using OBM support. I've ported these
to Lattice C & HiSoft Basic, it's very straight-forward.

>1. Open a workstation to my own in-memory mono bitmap
>2. Use this to modify (drawing VDI commands) the bitmap
>3. Change adress/size to fit other bitmaps in memory
>4. Close only at program termination

How I do this in CLAv3 is to open a single OBM workstation. This gives
you a VDI handle to draw with, and the MFDB structure for that OBM as well.

Copy the MFDB so that you have two identical MFDB's (call them source & dest).

Now allocate another block of memory large enough to hold the bitmap, and
set fd_addr in the dest MFDB to point to it.

Now use one of the vr_cpyfm() functions to blit the source bitmap (the one
which is drawn to using the VDI handle) onto the dest bitmap.

This process can be repeated as many times as you like, only using one
workstation handle.

>As an alternative to 3, I could have a workstation open to all bitmaps in
>memory, if possible.

This won't work as there is a severely limited number of OBM handles available
(at least from the EdDI extensions) - around 32 I think.

>I think this is available in some way in eDVI, a system enhancement
>embedded in NVDI, but the NVDI3 documentation is not very helpful...

There is a better doc on the NVDI disc as a text file, with some example
programs (at least there was in NVDI2.5).

Craig.

```
 __                          _
 | \        | |             / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

From -2036024876898480498
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: ff182,b3a6a950586b2f8a
X-Google-Attributes: gidff182,public
X-Google-Thread: 1115ce,b3a6a950586b2f8a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fe052,b3a6a950586b2f8a

X-Google-Attributes: gidfe052,public
X-Google-Thread: 105e6b,b3a6a950586b2f8a
X-Google-Attributes: gid105e6b,public
X-Google-Thread: f761b,b3a6a950586b2f8a
X-Google-Attributes: gidf761b,public
X-Google-Thread: 10c9fa,b3a6a950586b2f8a
X-Google-Attributes: gid10c9fa,public
X-Google-Thread: 109a67,b3a6a950586b2f8a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 12f90e,b3a6a950586b2f8a
X-Google-Attributes: gid12f90e,public
X-Google-ArrivalTime: 1995-02-01 11:31:51 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!news.uni-jena.de!
prakinf2.PrakInf.TU-Ilmenau.DE!news2.tu-ilmenau.de!illusion
From: illusion@rz.tu-ilmenau.de (Alexander Goerlitz)
Newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,han
se.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-
netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-
netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-
netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele
Subject: PC-Emulator gesucht fuer Atari ST
Date: 1 Feb 1995 17:58:36 GMT
Organization: Technische Universitaet Ilmenau
Lines: 28
Distribution: world
Message-ID: <3goi4c$7em@prakinf2.PrakInf.TU-Ilmenau.DE>
NNTP-Posting-Host: donald.prakinf.tu-ilmenau.de
Xref: nntp.gmd.de comp.sys.atari.st.tech:19239 comp.sys.atari.programmer:283
de.comp.sys.st:5557

Hallo alle !

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ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das Ataridiscformat
emulieren kann.

oder eine Programm womit ich 720kByte-PC-dos formatierte Disketten
auf dem Atari ST oder STE lesen kann.

entweder mail zu mir oder hier rein oder gleich in mein PSF schicken
ich bedanke mich jetzt schon mal dafuer.

DJ Illusion


```
-----------------------------------------------------------------------------
|A R T  A C A D E M Y - We make computers dream... |     DJ Illusion      |
|     P.O.Box 159, 98682 Ilmenau, Germany          |          of          |
|       e-mail:illusion@rz.tu-ilmenau.de           |          AA          |
-----------------------------------------------------------------------------
```

P.S. ich probier auch was gleich wertiges zurueckzuschicken...

und bitte nur auf legaler ebene, also PD und solche sachen...

From -3699764638932091905
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90d7cc7838b6feb7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-01 21:03:57 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!hookup!swrinde!howland.reston.ans.net!news.sprintlink.net!
EU.net!sun4nl!cwi.nl!news.cwi.nl!avg
From: avg@cwi.nl (Annius Groenink)
Subject: Re: binary output to stdout?
Message-ID: <avg.791641418@news.cwi.nl>
Sender: news@cwi.nl (The Daily Dross)
Nntp-Posting-Host: mijt.cwi.nl
Organization: CWI, Amsterdam
References: <3gitia$odf@ikarus.rz.tu-clausthal.de> <D3BBsE.7q4@news.gu.se>
Date: Wed, 1 Feb 1995 12:23:38 GMT
Lines: 29

>Christian Perle (incp@troubadix.rz.tu-clausthal.de) wrote:

>> But the actual problem is: How do I force gcc-compiled progs to write
>> binary data to stdout? If I run tgatoppm, the resulting raw ppm file
>> is corrupted, because every newline (\n) is replaced by CR+LF instead
>> of a single LF.
>> For example,
>> tgatoppm color.tga > color.ppm
>> produces a corrupt ppm file.

gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE () writes:

>This is purely a redirection problem and has nothing to do with gcc.
>The solution is to include the 'b' flag in the UNIXMODE-env.
>This will force the redirections and pipes to do binary transferring instead
>of ascii. You don't even have to recompile.

Curious. If the solution is to set UNIXMODE, then clearly this
has something to do with gcc (or its libraries). For no other
C programming systems react to the UNIXMODE variable.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:

CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

From 7975787817394112434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4506b1bb208849ca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-01 21:04:02 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!EU.net!sun4nl!cwi.nl!news.cwi.nl!avg
From: avg@cwi.nl (Annius Groenink)
Subject: Re: Pop-up menus, anyone?
Message-ID: <avg.791641542@news.cwi.nl>
Sender: news@cwi.nl (The Daily Dross)
Nntp-Posting-Host: mijt.cwi.nl
Organization: CWI, Amsterdam
References: <3gj21n$rdl@prime.mdata.fi>
Date: Wed, 1 Feb 1995 12:25:42 GMT
Lines: 18

artoj@mits.mdata.fi (Arto Jalkanen) writes:

>Is there PD sources for pop-up menus? With pop-up menus I mean
>those that come when you press a box. (to clarify more, I don't
>mean heararchical menu structures)
>   They are present from aes 3.30 onwards, but I want to
>get them work with ST's too. And why re-invent the wheel
>if someone has already done it?

Because someone else's wheel doesn't always fit into
your suspension system...

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

From 6876852050044723163
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,aef6b6acf78fd1a5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-01 21:06:19 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!panix!bloom-beacon.mit.edu!eru.mt.luth.se!news.kth.se!sunic!
ugle.unit.no!trane.uninett.no!eunet.no!nuug!henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: Re: EVERY command in GFA

Date: 2 Feb 1995 05:06:19 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 25
Message-ID: <3gpp8b$dse@henry.interlink.no>
References: <3g86no$oa9@gyda.ifi.uio.no> <3gc5ev$bsj@henry.interlink.no>
<3gdi8t$m1g@draupnir.ifi.uio.no> <3geqcj$94r@henry.interlink.no>
<3gg4c9$85e@altjof.ifi.uio.no>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

Thomas Hansen (thomah@ifi.uio.no) wrote:

: > : Hm... so I should just drop, it, should I? Well, well. I was using it to
: > : display elapsed time once a second, but who cares about time these days
: > : anyway... :-)
: >
: > : Or do you know of any other commands I could use for this purpose?
: >
: > Well, you could use the TIMER...?

: Yup, I'm using the TIMER to time the elapsed time (so to speak...), but I used
: the EVERY command to *display* the elapsed time on-screen once a second.

Besides malfunctioning, EVERY added about 30k to the size of my compiled
file, so maybe you could try this:

Use TIMER to track elapsed time. When the elapsed time changes, display
it! Make a procedure that compares the last displayed time with the
current time and displays if different, and call this procedure from your
main loop...

Hope this helps.

Vegard Hofs[illegible]y

From -1606390422525609254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90d7cc7838b6feb7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-02 01:18:35 PST
Path: nntp.gmd.de!Germany.EU.net!Informatik.Uni-Dortmund.DE!news
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Newsgroups: comp.sys.atari.programmer
Subject: Re: binary output to stdout?
Date: 01 Feb 1995 13:32:09 GMT
Organization: Dortmund University, Germany
Lines: 29
Message-ID: <SCHWAB.95Feb1143209@issan.informatik.uni-dortmund.de>
References: <3gitia$odf@ikarus.rz.tu-clausthal.de> <D3BBsE.7q4@news.gu.se>
    <avg.791641418@news.cwi.nl>
Reply-To: schwab@issan.informatik.uni-dortmund.de

NNTP-Posting-Host: issan.informatik.uni-dortmund.de
In-reply-to: avg@cwi.nl's message of Wed, 1 Feb 1995 12:23:38 GMT

In article <avg.791641418@news.cwi.nl>, avg@cwi.nl (Annius Groenink) writes:

|>> Christian Perle (incp@troubadix.rz.tu-clausthal.de) wrote:

|>>> But the actual problem is: How do I force gcc-compiled progs to write
|>>> binary data to stdout? If I run tgatoppm, the resulting raw ppm file
|>>> is corrupted, because every newline (\n) is replaced by CR+LF instead
|>>> of a single LF.
|>>> For example,
|>>> tgatoppm color.tga > color.ppm
|>>> produces a corrupt ppm file.

|> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE () writes:

|>> This is purely a redirection problem and has nothing to do with gcc.
|>> The solution is to include the 'b' flag in the UNIXMODE-env.
|>> This will force the redirections and pipes to do binary transferring instead
|>> of ascii. You don't even have to recompile.

|> Curious. If the solution is to set UNIXMODE, then clearly this
|> has something to do with gcc (or its libraries). For no other
|> C programming systems react to the UNIXMODE variable.

It depends on the library. This is a feature of the MiNT library,
which is available for GCC, Lattice and PureC.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From 4327857096425278808
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: ff182,b3a6a950586b2f8a
X-Google-Attributes: gidff182,public
X-Google-Thread: fe052,b3a6a950586b2f8a
X-Google-Attributes: gidfe052,public
X-Google-Thread: 109a67,b3a6a950586b2f8a
X-Google-Attributes: gid109a67,public
X-Google-Thread: f761b,b3a6a950586b2f8a
X-Google-Attributes: gidf761b,public
X-Google-Thread: 105e6b,b3a6a950586b2f8a
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 12f90e,b3a6a950586b2f8a
X-Google-Attributes: gid12f90e,public
X-Google-Thread: 10c9fa,b3a6a950586b2f8a
X-Google-Attributes: gid10c9fa,public
X-Google-Thread: 1115ce,b3a6a950586b2f8a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-02 04:30:02 PST

Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!zrz.TU-Berlin.DE!not-for-mail
From: zincke@buran.fb10.tu-berlin.de (Rainer Zincke)
Newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,han
se.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-
netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-
netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-
netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele
Subject: Re: PC-Emulator gesucht fuer Atari ST
Date: Thu, 2 Feb 1995 11:02:45 GMT
Organization: Technical University Berlin, Germany
Lines: 48
Distribution: world
Message-ID: <950202120245.3555AAAAO.rainer@energija>
References: <3goi4c$7em@prakinf2.PrakInf.TU-Ilmenau.DE>
NNTP-Posting-Host: energija.fb10.tu-berlin.de
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
X-Newsreader: Eloquent [1.01c]; Eloquent is a Trademark of Take Three
Xref: nntp.gmd.de comp.sys.atari.st.tech:19247 comp.sys.atari.programmer:291
de.comp.sys.st:5564

ERZ> Date: 1 Feb 1995 17:58:36 GMT
ERZ> From: illusion@rz.tu-ilmenau.de (Alexander Goerlitz)
ERZ> Subject: PC-Emulator gesucht fuer Atari ST
ERZ>
ERZ>
ERZ> oder eine Programm womit ich 720kByte-PC-dos formatierte Disketten
ERZ> auf dem Atari ST oder STE lesen kann.
ERZ>
ERZ>

Dazu brauchst du kein Programm, denn das geht sowieso, das Atari und das DOS
Format ist eigentlich identisch, nur es durfte nicht identisch sein aus
igendwelchen rechtlichen Gruenden.

Also hat Atari an die Stelle, an der DOS die Version des Betriebssystems
ablegt, einfach quatsch gesetzt, da diese Frage am Atari ignoriert wird.

In Klartext, auf DOS formatierte Disks lassen sich auf den Atari
weiterverarbeiten,
auf Atari formatierte aber nicht auf der DOS Kiste.

Urspruenglich hatten wir uns mal ein kleines Assembler Prg geschrieben, um
Atari disks auch noch nachtraeglich umzusetzen, spaeter, jedenfalls glaube
ich, wenn wir mit FCopy 3.0 formatiert haben, war das bereits 100%iges
DOSformat.

Rainer

ERZ> ----------

--
ERZ> |A R T A C A D E M Y - We make computers dream... | DJ Illusion
|
ERZ> | P.O.Box 159, 98682 Ilmenau, Germany | of
|
ERZ> | e-mail:illusion@rz.tu-ilmenau.de | AA
|
ERZ> ----------
--
ERZ> P.S. ich probier auch was gleich wertiges zurueckzuschicken...
ERZ>   und bitte nur auf legaler ebene, also PD und solche sachen...
ERZ>

From -7360548021958683769
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: ff182,b3a6a950586b2f8a
X-Google-Attributes: gidff182,public
X-Google-Thread: fe052,b3a6a950586b2f8a
X-Google-Attributes: gidfe052,public
X-Google-Thread: 10c9fa,b3a6a950586b2f8a
X-Google-Attributes: gid10c9fa,public
X-Google-Thread: f761b,b3a6a950586b2f8a
X-Google-Attributes: gidf761b,public
X-Google-Thread: 1115ce,b3a6a950586b2f8a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105e6b,b3a6a950586b2f8a
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 12f90e,b3a6a950586b2f8a
X-Google-Attributes: gid12f90e,public
X-Google-Thread: 109a67,b3a6a950586b2f8a
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-02-02 04:30:09 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!zrz.TU-Berlin.DE!not-for-mail
From: zincke@buran.fb10.tu-berlin.de (Rainer Zincke)
Newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,han
se.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-
netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-
netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-
netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele
Subject: Re: PC-Emulator gesucht fuer Atari ST
Date: Thu, 2 Feb 1995 11:05:11 GMT
Organization: Technical University Berlin, Germany
Lines: 19
Distribution: world
Message-ID: <950202120511.3555AAAAP.rainer@energija>
References: <3goi4c$7em@prakinf2.PrakInf.TU-Ilmenau.DE>

NNTP-Posting-Host: energija.fb10.tu-berlin.de
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
X-Newsreader: Eloquent [1.01c]; Eloquent is a Trademark of Take Three
Xref: nntp.gmd.de comp.sys.atari.st.tech:19248 comp.sys.atari.programmer:292
de.comp.sys.st:5565

ERZ> Date: 1 Feb 1995 17:58:36 GMT
ERZ> From: illusion@rz.tu-ilmenau.de (Alexander Goerlitz)
ERZ> Subject: PC-Emulator gesucht fuer Atari ST
ERZ>
ERZ> Hallo alle !
ERZ>
ERZ> Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
ERZ> Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst
besitze,
ERZ> ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
ERZ> ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das
Ataridiscformat
ERZ> emulieren kann.

Es gab da mal eine Softwareversion vor langer langer Zeit, habe aber nur
schlechte Erinnerungen daran, der SoftwareAladin (MacEmulator) war da viel
stabiler

Rainer

From 6527846092138977443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-02-02 10:03:30 PST
Path: swrinde!howland.reston.ans.net!xlink.net!wega.fibronics.de!odb!news.th-
darmstadt.de!brewhq.swb.de!thorin!rz.uni-karlsruhe.de!news.rz.uni-karlsruhe.de!
skrodzki
From: skrodzki@teco40m.tk.telematik.informatik.uni-karlsruhe.de (Skrodzki Stefan)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Subject: Re: PAM's NET and MiNTnet
Date: 02 Feb 1995 19:46:01 GMT
Organization: Telematics Department, Karlsruhe University, Germany
Lines: 16
Distribution: uniffm
Message-ID: <SKRODZKI.95Feb2194601@teco40m.tk.telematik.informatik.uni-
karlsruhe.de>
References: <D2I0ME.F5E@muster.hrz.uni-giessen.de>
     <3fim08$9gh@zeus.rbi.informatik.uni-frankfurt.de>
NNTP-Posting-Host: teco40m.teco.uni-karlsruhe.de
Mime-Version: 1.0

Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
In-reply-to: roemer@diomedes.rbi.informatik.uni-frankfurt.de's message of 18 Jan 1995 09:11:36 GMT
Xref: swrinde comp.sys.atari.st.tech:24557 comp.sys.atari.programmer:414 de.comp.sys.st:5387

> In the future there will be hardware available to plug a $50 ne2000 card
> into your atari. Prototypes exist already and a MintNet driver is currently
> beeing written.

And it works fine by this moment :-) (So we should do something on the speed which is between 90 and 170k/second (depending on the counterpart...))

Bye
 Steve

--

---------- Stephan Skrodzki - Karlsruhe / Germania ----------
---------- "Frau Werwolf sagt, das muss so sein." ----------

From -1503908339346510656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1823c40eb771dfe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-02 16:52:50 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!news.mathworks.com!hookup!swrinde!howland.reston.ans.net!news.sprintlink.net!EU.net!dkuug!eunet.no!nuug!henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC-file size >64k
Date: 3 Feb 1995 00:52:50 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 16
Message-ID: <3grup2$3ob@henry.interlink.no>
References: <3gf01q$bc7@henry.interlink.no> <1995Jan29.144805.15965@nntp.brisnet.org.au> <3gnc3g$67k@oden.abc.se>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

Mattias Flodin (m9036@oden.abc.se) wrote:

: And besides, how do you persuade your RSC-editor into letting you add yet
: another object when the RSC-file is about to go past the 64Kb limit? It will
: give a stupid error telling us that it cannot add another object because the
: file would exceed 64kb.

Yes, that IS a problem :-/ I'm currently using K-RES (prone to

chrashing...), but I'm looking for a new RSC-editor. New RSC-editors SHOULD support files >64k, because the new RSC-format sopports this. The problem is with ~RSRC_LOAD()

BTW, does anybody know if ORCS (Ottos Resource Construction Set) is still supported? From what I've heard this (& Interface) is one of the best...

Vegard

From 8039530865178725006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6d77fac6d50375b4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-02 16:58:00 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!news.kei.com!bloom-beacon.mit.edu!eru.mt.luth.se!news.luth.se!sunic!seunet!news2.swip.net!seunet!cindy!cindy.ct.se!asb2!per.erik.peterson
From: per.erik.peterson@asb2.ct.se (Per.Erik Peterson)
Newsgroups: comp.sys.atari.programmer
Subject: CC65
Message-ID: <ftn_2.203.221.10$fidonet.org_2F31AE20_Per.Erik.Peterson@asb2.ct.se>
Date: Fri, 03 Feb 95 01:58:00 +0100
Sender: news@ct.se
Reply-To: per.erik.peterson@asb2.ct.se
X-Newsreader: MARSmail Export v1.21/4D
X-Mailer: uugate 0.40 (SunOS 4.1.3) (Fidonet Gateway)
Organization: ASB 2an G_teborg +46-31-458807
Lines: 60

 * Originally from Area 'COMP.SYS.ATARI.8BIT'
 * Originally from Per.Erik Peterson
 * Originally to All
 * Forwarded by Per.Erik Peterson on 2:203/221.10, 03 Feb 95 02:09:38

I can inform evryone that I have solved my problem whith Floats in CC65. It tooked me 2 weeks to understand that the example in the FP65-manual was corrupt. The example looks like this...

```
#include "stdio.h"
#include "math.h"

main (argc, argv)
int argc;
char *argv[];
{
  char buf[20];
  char f1[6], f2[6];

  atof(f1, argv[1]);
  atof(f2, argv[2]);
```

```
          fadd(f1, f1, f2);

          printf("%s + %s = ", argv[1], argv[2]);
          fputs(ftoa(buf, f1), stdout);
          fputc('\n', stdout);
        }
```

And the second last Line is the one who have gived me this 2 weeks of trouble.

The correct line is...

```
          fputs(ftoa(f1, buf), stdout);
```

Can someone open the FP65 package and edit this manual. I cannot as I take This Newsgroup throw Fiodonet. I sugest ex Michael Current to do this so not evryone goes ion this doc and makes changes. CB-)
Can you confirm this suggestion Mike.?? (Y/n)

I dont want enyone else to get the same problem I had as it unnescisary.
But I have learned a lot of it I can tell you all as I have tried many combinations here to make an own simpler program who I wanted to print out 1.0 to the screen as String to float back to string again. The XE only wanted to print 1.0 as 0.100043E-<6 and I understand that if this program wanted to put the buf into the float instead of put the float into the buf.

I was very happy 5 am this morning when I notised this error in the only list example there is for CC65 at all. One list, one error.
(I have also baught Prospero C and Lattice C in second hand for my ST and Prospero is GREAT. I havent looked at Lattice yet as I picked it up today. But I will program my dear 130XE in first place.)

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

(UUCP Dialup connection)

From -2864399634976685786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90d7cc7838b6feb7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-03 06:19:23 PST
Newsgroups: comp.sys.atari.programmer
Path: swrinde!gatech!bloom-beacon.mit.edu!eru.mt.luth.se!news.luth.se!sunic!news.chalmers.se!news.gu.se!gubsb
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE ()
Subject: Re: binary output to stdout?
Message-ID: <D3FFDt.HMG@news.gu.se>
Sender: news@news.gu.se (USENET News System)
Nntp-Posting-Host: trivux.ub.gu.se
Organization: Gothenburg University

X-Newsreader: TIN [version 1.2 PL2]
References: <3gitia$odf@ikarus.rz.tu-clausthal.de> <D3BBsE.7q4@news.gu.se>
<avg.791641418@news.cwi.nl>
Date: Fri, 3 Feb 1995 13:41:53 GMT
Lines: 28

Annius Groenink (avg@cwi.nl) wrote:

> >Christian Perle (incp@troubadix.rz.tu-clausthal.de) wrote:

> >> But the actual problem is: How do I force gcc-compiled progs to write
> >> binary data to stdout? If I run tgatoppm, the resulting raw ppm file
> >> is corrupted, because every newline (\n) is replaced by CR+LF instead
> >> of a single LF.
> >> For example,
> >> tgatoppm color.tga > color.ppm
> >> produces a corrupt ppm file.

> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE () writes:

> >This is purely a redirection problem and has nothing to do with gcc.
> >The solution is to include the 'b' flag in the UNIXMODE-env.
> >This will force the redirections and pipes to do binary transferring instead
> >of ascii. You don't even have to recompile.

> Curious. If the solution is to set UNIXMODE, then clearly this
> has something to do with gcc (or its libraries). For no other
> C programming systems react to the UNIXMODE variable.

Actually this probably has something to do with the shell that is used.
As I recall the UNIXMODE has to do with the libraries. If so, the shell
has to be recompiled to make it work without the environment needed.

From -8112963331214954749
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ebc99cdfa0131ffe,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-03 12:58:24 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!swrinde!cs.utexas.edu!news.cs.utah.edu!
news.provo.novell.com!park.uvsc.edu!pc112.openlab.uvsc.edu!1brittmi
From: 1brittmi@uvsc.edu (MICHEL BRITTE)
Subject: diskette transfer???
Organization: Utah Valley State College
Date: Fri, 3 Feb 1995 20:58:24 GMT
Message-ID: <1brittmi.5.2F3298F0@uvsc.edu>
Lines: 6
X-Newsreader: Trumpet for Windows [Version 1.0 Rev B final beta #1]
X-Nntp-Posting-Host: pc112.openlab.uvsc.edu

Sender: news@park.uvsc.edu (System Account)

I have an atari diskette that I would like to transfer on a PC or MAC, but I
don't have the right tools to do it.
Is there anyone out there willing to help me???
thanks and e-mail me please.
1brittmi@uvsc.edu
michel

From 8507816550512943973
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,90d7cc7838b6feb7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-04 04:38:38 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!news.kei.com!bloom-
beacon.mit.edu!eru.mt.luth.se!news.luth.se!sunic!news.chalmers.se!
dtek.chalmers.se!d8klojo
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: binary output to stdout?
Date: 4 Feb 1995 12:38:38 GMT
Organization: Chalmers University of Technology
Lines: 31
Message-ID: <3gvsge$8a1@nyheter.chalmers.se>
References: <3gitia$odf@ikarus.rz.tu-clausthal.de>
NNTP-Posting-Host: varoom.dtek.chalmers.se

In article <3gitia$odf@ikarus.rz.tu-clausthal.de>,
Christian Perle <incp@troubadix.rz.tu-clausthal.de> wrote:
>
>But the actual problem is: How do I force gcc-compiled progs to write
>binary data to stdout? If I run tgatoppm, the resulting raw ppm file
>is corrupted, because every newline (\n) is replaced by CR+LF instead
>of a single LF.

I had similar problems when I first ported MGIF to gcc, but all was fine
after I did as follows:

```
   if ((stream = fopen(fname, "wb")) == NULL)
      return(0);

   /*
    * This is the important part.
    */

#ifdef __GNUC__
   stream->_flag |= _IOBIN;   /* The GNU libraries don't like "wb" */
#endif
```


I believe that changing 'stream' above to 'stdout' will solve your problem.
There is probably a nicer way to do the same, but this works fine.

--
  Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
     of Technology | .signatures | Address: Johan Klockars
                        | so hard to do | Foreningsgatan 32/408
   Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

From -268934405634521943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4506b1bb208849ca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-04 09:17:00 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!dsinc!newsfeed.pitt.edu!
gatech!howland.reston.ans.net!Germany.EU.net!EU.net!news.eunet.fi!prime.mdata.fi!
mits.mdata.fi!artoj
From: artoj@mits.mdata.fi (Arto Jalkanen)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pop-up menus, anyone?
Date: 4 Feb 1995 17:17:00 GMT
Organization: MITS - Helsinki - Finland
Lines: 14
Message-ID: <3h0cqc$lrp@prime.mdata.fi>
NNTP-Posting-Host: mits.mdata.fi

> >get them work with ST's too. And why re-invent the wheel
> >if someone has already done it?
> Because someone else's wheel doesn't always fit into
> your suspension system...

:). That's why I'm looking for sources, not libraries. I can
always modify sources for my needs. But there seems to be
many libraries that offer this capability so it's not a
problem any more.

---
* Kivi 1.21 *

From 6502136943646929572
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1823c40eb771dfe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-04 09:17:05 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!news.eunet.fi!prime.mdata.fi!
mits.mdata.fi!artoj
From: artoj@mits.mdata.fi (Arto Jalkanen)
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC-file size >64k
Date: 4 Feb 1995 17:17:05 GMT
Organization: MITS - Helsinki - Finland

Lines: 11
Message-ID: <3h0cqh$lrq@prime.mdata.fi>
NNTP-Posting-Host: mits.mdata.fi

> BTW, does anybody know if ORCS (Ottos Resource Construction Set) is still
> supported? From what I've heard this (& Interface) is one of the best...

I think ORCS is nowadays commercial product. A while ago I visited
one German ftp which had a text saying this. Don't know more about
it...

---
* Kivi 1.21 *

From 4698235771292902020
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: ff182,b3a6a950586b2f8a
X-Google-Attributes: gidff182,public
X-Google-Thread: f761b,b3a6a950586b2f8a
X-Google-Attributes: gidf761b,public
X-Google-Thread: 12f90e,b3a6a950586b2f8a
X-Google-Attributes: gid12f90e,public
X-Google-Thread: 105e6b,b3a6a950586b2f8a
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1115ce,b3a6a950586b2f8a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fe052,b3a6a950586b2f8a
X-Google-Attributes: gidfe052,public
X-Google-Thread: 109a67,b3a6a950586b2f8a
X-Google-Attributes: gid109a67,public
X-Google-Thread: 10c9fa,b3a6a950586b2f8a
X-Google-Attributes: gid10c9fa,public
X-Google-ArrivalTime: 1995-02-04 12:28:46 PST
Newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,han
se.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-
netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-
netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-
netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!news.uni-ulm.de!
happy.informatik.uni-ulm.de!donau.in-ulm.de!tequila.in-ulm.de!joachim
From: joachim@tequila.in-ulm.de (Joachim Grill)
Subject: Re: PC-Emulator gesucht fuer Atari ST
Followup-To:
comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,han
se.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-
netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-
netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-
netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele
X-Newsreader: TIN [version 1.2 PL2]

Organization: Private UUCP Site
Message-ID: <1995Feb3.215153.194@tequila.in-ulm.de>
References: <3goi4c$7em@prakinf2.PrakInf.TU-Ilmenau.DE>
<950202120245.3555AAAAO.rainer@energija>
Date: Fri, 3 Feb 1995 21:51:53 GMT
Lines: 15
Xref: nntp.gmd.de comp.sys.atari.st.tech:19267 comp.sys.atari.programmer:299
de.comp.sys.st:5584

Rainer Zincke (zincke@buran.fb10.tu-berlin.de) wrote:

> In Klartext, auf DOS formatierte Disks lassen sich auf den Atari
> weiterverarbeiten,
> auf Atari formatierte aber nicht auf der DOS Kiste.

Bist Du Dir da sicher? Ich hatte bisher noch keine Probleme,, Atari-
formatierte Disks mit dem PC einzulesen, weder unter Dos noch unter Linux.
Die Disketten hab ich ganz normal vom Atari-Desktop aus formatiert.

cu, Joachim
--
* Joachim Grill * joachim@tequila.in-ulm.de *
* Rapunzelweg 50 * joachim@tequila.ulm.sub.org *
* 89077 Ulm * 0731-385221@phone *

From 6634827171160097441
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,c1823c40eb771dfe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-04 22:52:34 PST
Path: nntp.gmd.de!newsserver.jvnc.net!yale.edu!spool.mu.edu!
howland.reston.ans.net!news.sprintlink.net!EU.net!dkuug!eunet.no!nuug!
henry.interlink.no!henry!vegard
From: vegard@henry.interlink.no (Vegard Hofsoey)
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC-file size >64k
Date: 5 Feb 1995 06:52:34 GMT
Organization: InterLink AS, Trondheim, Norway
Lines: 27
Message-ID: <3h1sji$s5v@henry.interlink.no>
References: <3gf01q$bc7@henry.interlink.no> <H.eg.kfEmkYJMVfQ@semprini.waterloo-
rdp.on.ca>
NNTP-Posting-Host: henry.interlink.no
X-Newsreader: TIN [version 1.2 PL2]

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <3gf01q$bc7@henry.interlink.no>, Vegard Hofsoey writes:
: >I am writing a program where the RSC-file is about to tip over the 64k
: >mark. I understand from the Atari Compendium that this is a hard limit,
: >any larger and I will have to use the new RSC-file format. This would
: >make the program limited to the newest TOS versions, and so is
: >unacceptable to me...

: Warwick's GEM++ C++ class library lets you load any number of RSC files,
: which is certainly one way around this limit... most RSC editors won't
: let you work on a RSC larger than 64k, so it's easier to split them (you
: could put all your strings, alerts, icons, etc in one and put your menus
: and dialogs and whatnot in the other).

Thank you, this sounds like a very flexible and good solution to my problem,
but... (see below)

: The code could easily be converted to plain ol' C.

The problem is, I'm not using C, I'm using GFA basic... I guess I could
write my own routines (or convert the Warwick ones to GFA... OR, if
anybody have done this, they could send it to me? :-)

Vegard Hofs⊕y
///vegard@interlink.no///

From 6850663787893787676
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c1823c40eb771dfe
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-05 02:47:16 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!news2.near.net!bloom-beacon.mit.edu!eru.mt.luth.se!news.kth.se!
sunic!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: RSC-file size >64k
Date: 5 Feb 1995 10:47:16 GMT
Organization: ABC-Klubben
Lines: 17
Distribution: world
Message-ID: <3h2abl$sh2@oden.abc.se>
References: <3gh1vg$16s@oden.abc.se> <3gjbi5$bdb@izar.brunel.ac.uk>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Steven M Eker (csstsme@brunel.ac.uk) wrote:
: In article 16s@oden.abc.se, m9036@oden.abc.se (Mattias Flodin) writes:
: > Split up the RSC-file into two, and then load the one you need. You can't
: > have two RSC-files loaded at the same time, so you'll have to remove the one
: > you're using from memory when you wish to load in the second RSC-file.
: >
: > -Mattias Flodin-

: Better still write your own .rsc file loader (the Atari one make a poor job
: of loaded .rsc files at different resolution anyway). Then you can load
: as many .rsc files as you like. The basic code for loading a .rsc file

: is included in Warwicks GEM++ library.

Only it is a little more complicated...

-Mattias Flodin-

From -8483226020446686904
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d255aafe9b9559f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-05 02:52:05 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!bloom-beacon.mit.edu!eru.mt.luth.se!news.kth.se!
sunic!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: HELP! STOS vs. MODS/SAMPLES
Date: 5 Feb 1995 10:52:05 GMT
Organization: ABC-Klubben
Lines: 14
Message-ID: <3h2akl$sh2@oden.abc.se>
References: <3gns7c$elk@news.halcyon.com>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Randy Seacat (ki7zd@coho.halcyon.com) wrote:

: Any stos folks out there know anything about samples and stos?
: How bout mods? Is there any routines I could look at to get an idea of
: how to use these formats within a program?

If you want to play samples you always have STOS Maestro. Or, even better,
that extension from Top Notch... what was it called... I believe it was
"Misty"...

Anyway, I don't know of any MOD replayers for STOS.

-Mattias Flodin-

From 3067713794421367390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,eb8bab5d6076193e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-05 10:30:58 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!news.amherst.edu!
news.mtholyoke.edu!uhog.mit.edu!bloom-beacon.mit.edu!gatech!
howland.reston.ans.net!EU.net!sun4nl!sci.kun.nl!sanders
From: sanders@sci.kun.nl (Sander Stoks)

Subject: Temporary disabling multitasking?
Message-ID: <D3JI3M.5L7@sci.kun.nl>
Sender: news@sci.kun.nl (News owner)
Nntp-Posting-Host: studs.sci.kun.nl
Organization: University of Nijmegen, The Netherlands
X-Newsreader: NN version 6.4.19
Date: Sun, 5 Feb 1995 18:30:58 GMT
Lines: 15

Hi,

Is there a system call in MiNT/MultiTOS to (temporary) disable multitasking? It would come in handy if you needed real-time applications, and a lot of games could use it. Even if it's not exactly pushing clean programming, I would like such a quirk better than having to reboot my Falcon without MultiTOS everytime I want to run such a program.

Idea?

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%
(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j+
+)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+k<65?'#':'
');putchar(10);}} /* ATARI Falcon030 */

From 5777640574335751336
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-ArrivalTime: 1995-02-05 12:28:53 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!Germany.EU.net!wizard.pn.com!
satisfied.elf.com!news.mathworks.com!hookup!swrinde!pipex!news.maz.net!
shlink.shn.com!cabal.shnet.org!guenther
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Subject: Re: PAM's NET and MiNTnet
Date: Sun, 05 Feb 1995 16:17:44 CET
From: guenther@cabal.shnet.org (Thorsten Guenther)
X-Newsreader: UPoint-'medium' (22. Jan. '95)
Organization: private shNet site, Germany
References: <D2I0ME.F5E@muster.hrz.uni-giessen.de>
<SKRODZKI.95Feb2194601@teco40m.tk.telematik.informatik.uni-karlsruhe.de>
Message-ID: <FBFNFFWMUP@cabal.shnet.org>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

Content-Length: 647
Lines: 17
Xref: nntp.gmd.de comp.sys.atari.st.tech:19278 comp.sys.atari.programmer:302
de.comp.sys.st:5588

In <SKRODZKI.95Feb2194601@teco40m.tk.telematik.informatik.uni-karlsruhe.de>
Skrodzki Stefan wrote:

From: skrodzki@teco40m.tk.telematik.informatik.uni-karlsruhe.de (Skrodzki Stefan)
      ^^^

> emulieren kann.
[...]
> P.S. ich probier auch was gleich wertiges zurueckzuschicken...
>   und bitte nur auf legaler ebene, also PD und solche sachen...

Es gibt keine PD-Software zur PC-Emulation. Solltest Du doch was
finden, lass die SGI eine DOS-Diskette schreiben. Ataris
lesen sowas einfach so.

--
--clausb@hpbeo79.bbn.hp.com----------
Claus Brod, MDD, HP Boeblingen   Magic is real unless declared integer.
--#include <std_disclaimer>----------

From -2123498670285128349
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,91102e9c2be4568
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-06 03:18:54 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!hookup!swrinde!pipex!lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!
nntp0.brunel.ac.uk!strath-cs!cmckinno
From: cmckinno@cs.strath.ac.uk (Colin McKinnon ITS94)
Newsgroups: comp.sys.atari.programmer
Subject: Re: 68000 assembly??!
Date: 6 Feb 1995 11:18:54 GMT
Organization: Univ. of Strathclyde, Glasgow, UK
Lines: 36
Distribution: world
Message-ID: <3h50iu$du@dunlop.cs.strath.ac.uk>
References: <17812.wilh0011@maroon.tc.umn.edu>
<wilh0011.791507183@maroon.tc.umn.edu>
NNTP-Posting-Host: muir-04.cs.strath.ac.uk

Rex Wilhm asked about a cheap assembler:

Hunt around the anon. ftp sites & you'll find a package called
Sozobon C. This is a 'C' compiler for the Atari and includes a fair
68000 assembler.

Note that code which you write, and library subroutines will use
'C' argument passing - values are pushed on the stack (a top - down
LIFO). If you get confused, you can always compile 'C' functions to
assembly and see how IT does this.

Doing it this way, you can always use 'C' for the difficult things.

Assembly statements can be placed in-line as follows:

```
retnd_value=asm("
     move.b   #A_BYTE, D1   ;comment
```

```
 LABEL1:move.w    #A_WORD, D2   ;
         .
         .
         ");
```

Automatic (local) varaibles are not specifically referenced in the compilers output - only their position on the stack. Global variables and functions have an underscore character prefixed.

'Fraid you can't get Public Domain Hardware though.

```
   __           | _|
  /  \_         |
 |         _ \  |  |    _ \
\ \    /  <   | |  |   /  |
 \____/  \___/ _| _| _|   |
```
* cmckinno@cs.strath.ac.uk *

From -2555185646774295132
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: ff182,b3a6a950586b2f8a
X-Google-Attributes: gidff182,public
X-Google-Thread: 109a67,b3a6a950586b2f8a
X-Google-Attributes: gid109a67,public
X-Google-Thread: f761b,b3a6a950586b2f8a
X-Google-Attributes: gidf761b,public
X-Google-Thread: 105e6b,b3a6a950586b2f8a
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 12f90e,b3a6a950586b2f8a
X-Google-Attributes: gid12f90e,public
X-Google-Thread: 1115ce,b3a6a950586b2f8a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: fe052,b3a6a950586b2f8a
X-Google-Attributes: gidfe052,public
X-Google-Thread: 10c9fa,b3a6a950586b2f8a
X-Google-Attributes: gid10c9fa,public
X-Google-ArrivalTime: 1995-02-06 03:29:34 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!informatik.tu-muenchen.de!
donderer
From: donderer@Informatik.TU-Muenchen.DE (Guenther Donderer)
Newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,han
se.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-
netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-
netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-
netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele
Subject: Re: PC-Emulator gesucht fuer Atari ST
Date: 6 Feb 1995 09:40:49 GMT
Organization: Technische Universitaet Muenchen, Germany
Lines: 21
Distribution: world

Message-ID: <3h4qr1$4sc@hpsystem1.informatik.tu-muenchen.de>
References: <3goi4c$7em@prakinf2.PrakInf.TU-Ilmenau.DE>
<950202120245.3555AAAAO.rainer@energija> <1995Feb3.215153.194@tequila.in-ulm.de>
NNTP-Posting-Host: hphalle5i.informatik.tu-muenchen.de
X-newsreader: xrn 7.00
Xref: nntp.gmd.de comp.sys.atari.st.tech:19284 comp.sys.atari.programmer:305
de.comp.sys.st:5593

Joachim Grill schrieb:
> > In Klartext, auf DOS formatierte Disks lassen sich auf den Atari
> > weiterverarbeiten,
> > auf Atari formatierte aber nicht auf der DOS Kiste.
>
> Bist Du Dir da sicher? Ich hatte bisher noch keine Probleme,, Atari-
> formatierte Disks mit dem PC einzulesen, weder unter Dos noch unter Linux.
> Die Disketten hab ich ganz normal vom Atari-Desktop aus formatiert.

Ich hab mir sagen lassen, dass (wenn Du unter Dos arbeitest) es von der Dos-
Version abhaengt, ob Du ST-Disks laden kannst. Bei alten Dos-Versionen wird
immer die uebliche Kennung auf dem Boot-Sektor (ich weiss leider nicht mehr,
welche Zeichenfolge das war ... MSDOS ?) verlangt. Neuere Versionen koennen
soviel ich weiss sogar Disketten einlesen, die mehr als 80 Spuren enthalten...
(also nicht mehr dem ueblichen Dos-Format entsprechen).

Falls ich mich taeusche, dann korrigiert mich bitte.

Guenther (donderer@informatik.tu-muenchen.de)

From -2504686889843468804
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dbfbcb1bb6ec078d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-06 05:55:46 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!news.duke.edu!news.mathworks.com!news.kei.com!
bloom-beacon.mit.edu!eru.mt.luth.se!news.luth.se!sunic!trane.uninett.no!
nntp.uio.no!ifi.uio.no!geirfo
From: geirfo@ifi.uio.no (Geir Fossum)
Newsgroups: comp.sys.atari.programmer
Subject: Release of the Desk Acc. Buffer memory ???
Date: 6 Feb 1995 14:55:46 +0100
Organization: Dept. of Informatics, University of Oslo, Norway
Lines: 21
Message-ID: <3h59p2$oig@garm.ifi.uio.no>
NNTP-Posting-Host: garm.ifi.uio.no

Hi !

I`m running the wordprocessor That's Write on my old

520 STM. I have too little free mem when running this prog with
more than one font, so i wonder if there is possible to
release the memory which the Desk Acc. Buffer uses ?
If so, how can it be done.

I've heard that this buffer is almost 50k. Is that right ?

Old ST-user

Geir Fossum

email: geirfo@ifi.uio.no

From 2739906053093615968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89398596a5d67e3c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-06 06:35:12 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!news.sprintlink.net!
pipex!lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!nntp0.brunel.ac.uk!usenet
From: csstsme@brunel.ac.uk (Steven M Eker)
Newsgroups: comp.sys.atari.programmer
Subject: AES query
Date: 6 Feb 1995 14:35:12 GMT
Organization: Brunel University, Uxbridge, UK
Lines: 8
Message-ID: <3h5c30$5pa@izar.brunel.ac.uk>
Reply-To: csstsme@brunel.ac.uk
NNTP-Posting-Host: csws-01.brunel.ac.uk

Is one supposed to lock the screen and hide the mouse before calling
graf_shrinkbox() and similar functions? I suspect not but I can't find anything
about it in the developer docs.

Steven

From 2348464097053886728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-06 07:05:09 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!msunews!uwm.edu!
cs.utexas.edu!swrinde!pipex!sunsite.doc.ic.ac.uk!nntp0.brunel.ac.uk!strath-cs!

news.staffs.ac.uk!bs47c!cm3hirjd
From: cm3hirjd@bs47c.staffs.ac.uk (Requiem)
Newsgroups: comp.sys.atari.programmer
Subject: GFA on the Falcon?
Date: 6 Feb 1995 15:05:09 GMT
Organization: Staffordshire University
Lines: 11
Message-ID: <3h5dr6$hup@bs33n.staffs.ac.uk>
NNTP-Posting-Host: bs47c.staffs.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

I have to confess I'm fed up to the back teeth with the inflexible nature of STOS - even though I have a hundred extensions for it its the actual format of the code that bothers me. So I recently saw a firm selling off GFA Basic quite cheap and was tempted to buy - except, does it work on the Falcon? I know that a few people are using GFA on the Falcon but are there fixes I need first (like with STOS)? and are these on FTP sites?

Thanks anyway,

RiCH

From 7847150973171441642
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1a41915478464931,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-06 07:10:16 PST
Path: nntp.gmd.de!newsserver.jvnc.net!darwin.sura.net!nntp.msstate.edu!
night.primate.wisc.edu!caen!uwm.edu!news.alpha.net!deimos.execpc.com!user
From: dedurham@execpc.com (D & E Durham)
Newsgroups: comp.sys.atari.programmer
Subject: Please Help! - Internet Related!
Date: Mon, 06 Feb 1995 09:10:16 -0600
Organization: Alpha.net -- Milwaukee, WI
Lines: 20
Message-ID: <dedurham-0602950910160001@deimos.execpc.com>
NNTP-Posting-Host: deimos.execpc.com

Hi...I am not sure if this has been discussed here...and if it has I am sorry.

I used to have a Atari St and I do not anymore, but my cousin does and he wants to get software for his Atari ST so he can get a PPP pr SLIP account on the Internet. I have a MAC and we have a WEB Browser, Fetch - For FTP Sites, Eudora - Mail Reader...etc...
There must be somethong out there for Atari? A Internet Package? Something he can use besides a basic Shell Account??

Please help..I obviously do not get to read this group often so could you please send details to my internet address below?

Thanks for any help in advance!!

~*~*~*

RiCH

From 2231730169314796603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6a204365f72ead1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-06 07:58:54 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!swrinde!pipex!uknet!ukc!eagle.ukc.ac.uk!
J.B.W.Webber
From: J.B.W.Webber@ukc.ac.uk (jbww)
Newsgroups: comp.sys.atari.programmer
Subject: Re: HPGL
Date: Mon, 06 Feb 95 15:58:54 GMT
Organization: University of Kent at Canterbury, UK.
Lines: 20
Sender: J.B.W.Webber@ukc.ac.uk
Message-ID: <11370@eagle.ukc.ac.uk>
References: <3fotpi$jbc@romulus.ucs.uoknor.edu> <1995Jan23.140135.24010@rhrk.uni-
kl.de> <mnb20.23.001259A7@cam.ac.uk>
Reply-To: J.B.W.Webber@ukc.ac.uk (jbww)
NNTP-Posting-Host: eagle.ukc.ac.uk

In article <mnb20.23.001259A7@cam.ac.uk> mnb20@cam.ac.uk (Mark Baker) writes:
>In article <1995Jan23.140135.24010@rhrk.uni-kl.de> kemeny@rhrk.uni-kl.de (Gunther
Kemeny [Chemie]) writes:
>>>   On atari.archive.umich.edu as atari/Graphics/hp2xx.zoo
>>>   On ftp.cs.tu-berlin.de as pub/atari/Graphics/hp2xx312.zoo
>>But the HP2xx does not work correctly...
>>I can only convert hpgl to pbm (and nothing else!!). But Then gemview changes
>>pbm to everything u wants..
>
I regularly use hp2xx to convert to postscript

The only problem I have noticed is when rotating use option -r 90
(the manual say no space)   - THIS IS FROM MEMORY

what was the problem you were having ?

cheers
     beau webber

From -3787339663692356149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2b90e79d80f6ed83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-06 11:42:01 PST

Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!rutgers!
sgigate.sgi.com!enews.sgi.com!decwrl!sunsite.doc.ic.ac.uk!doc.ic.ac.uk!
doc.ic.ac.uk!not-for-mail
From: pih@doc.ic.ac.uk (Paul Ian Harman)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA on the Falcon?
Date: 6 Feb 1995 19:42:01 -0000
Organization: Dept. of Computing, Imperial College, University of London, UK.
Lines: 22
Distribution: world
Message-ID: <3h5u29$49c@oak24.doc.ic.ac.uk>
References: <3h5dr6$hup@bs33n.staffs.ac.uk>
Reply-To: pih@doc.ic.ac.uk (Paul Ian Harman)
NNTP-Posting-Host: oak24.doc.ic.ac.uk
X-Newsreader: mxrn 6.18-23

In article <3h5dr6$hup@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:
|>I have to confess I'm fed up to the back teeth with the inflexible nature
|>of STOS - even though I have a hundred extensions for it its the actual
|>format of the code that bothers me. So I recently saw a firm selling off
|>GFA Basic quite cheap and was tempted to buy - except, does it work on
|>the Falcon? I know that a few people are using GFA on the Falcon but are
|>there fixes I need first (like with STOS)? and are these on FTP sites?

STOS is more inflexable than GFA Basic? Give me a break... (yes I have used
GFA & STOS, the latter wins every time).

What is this? I think we should rename this group alt.lovers.gfa.basic

Anyone use any other language out here?

    Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
 "You will have the military after you - fine - don't come to me"
    - Ian Hodkinson

From 3644146202991893009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fb6faecf9e0533d4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-06 16:40:38 PST
Path: swrinde!gatech!bloom-beacon.mit.edu!eru.mt.luth.se!news.luth.se!sunic!
nic.tip.net!maggiore.dsnet.it!hotfusion.dsnet.it!user
From: saposoft@hotfusion.dsnet.it (Alessandro Saporetti)
Newsgroups: comp.sys.atari.programmer
Subject: Portfolio slot
Date: 7 Feb 1995 00:24:31 GMT
Organization: DSnet - Internet Provider - Bologna Italy

Lines: 4
Message-ID: <saposoft-0702950123300001@hotfusion.dsnet.it>
NNTP-Posting-Host: hotfusion.dsnet.it

anyone has the portfolio slot specs ?
any schematics and infos will be OK.
thanks a lot
Alessandro

From 7647091448930058641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,580b0f928d8a9de9,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 111c9f,580b0f928d8a9de9,start
X-Google-Attributes: gid111c9f,public
X-Google-Thread: f6eb3,580b0f928d8a9de9,start
X-Google-Attributes: gidf6eb3,public
X-Google-Thread: f7527,580b0f928d8a9de9,start
X-Google-Attributes: gidf7527,public
X-Google-ArrivalTime: 1995-02-06 20:28:48 PST
Path: swrinde!sgiblab!uhog.mit.edu!news.mathworks.com!newshost.marcam.com!
charnel.ecst.csuchico.edu!sythe
From: sythe@ecst.csuchico.edu (Richard S. Fineman)
Newsgroups:
rec.games.video.misc,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.marketp
lace,comp.sys.atari.programmer
Subject: GAUNTLET II for PC: wanted
Date: 7 Feb 1995 04:18:50 GMT
Organization: California State University, Chico
Lines: 12
Distribution: usa
Message-ID: <3h6sba$ljb@charnel.ecst.CSUChico.EDU>
NNTP-Posting-Host: phantasm.ecst.csuchico.edu
Xref: swrinde rec.games.video.misc:20935 comp.sys.ibm.pc.games.adventure:54567
comp.sys.ibm.pc.games.marketplace:7343 comp.sys.atari.programmer:438

I'm looking to purchase a copy of both GAUNTLET and GAUNTLET II
for the PC. I know its discontinued by Atari, so this is the only way.
If anyone out there has a copy or knows where to get one, please e-mail
any information! Thanx in advance...

-Syther
--
==========
True virtual reality games will require a 200MHz Pentium.
After all, what is a 90MHz Pentium other than a mere
stepping stone in the world of computer graphics...

From 6607604385677650238
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,f03e1e5978538314,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-07 01:16:06 PST
Newsgroups: comp.sys.atari.programmer
Path: swrinde!howland.reston.ans.net!news.sprintlink.net!EU.net!sun4nl!cwi.nl!
news.cwi.nl!jhh
From: jhh@cwi.nl (Jaap Henk Hoepman)
Subject: DSP56001 Assembler anywhere?
Message-ID: <jhh.792147409@news.cwi.nl>
Sender: news@cwi.nl (The Daily Dross)
Nntp-Posting-Host: luis.cwi.nl
Organization: CWI, Amsterdam
Date: Tue, 7 Feb 1995 08:56:49 GMT
Lines: 15

I have version 1.2 of a56, the 56001 assembler for the Falcon, but it always
crashes with a bus-error. This happens either with or without MiNT loaded, and
from any desktop or Cli I tried. Q: Is there a _working_ assembler around
somewhere? Please help: now that I finally came across a reasonable book on
Motorola DSP programming, I still can't make my own digital effects because
the assembler is brain-dead.

JaHe

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

From 2483274852254907098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5d255aafe9b9559f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-07 02:01:23 PST
Path: swrinde!pipex!sunsite.doc.ic.ac.uk!yama.mcc.ac.uk!cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Re: HELP! STOS vs. MODS/SAMPLES
Date: 7 Feb 1995 09:57:01 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 22
Message-ID: <3h7g5d$afu@m1.cs.man.ac.uk>
References: <3gns7c$elk@news.halcyon.com>
NNTP-Posting-Host: n6d.cs.man.ac.uk
NNTP-Posting-User: 348

In article <3gns7c$elk@news.halcyon.com>, ki7zd@coho.halcyon.com (Randy Seacat)
writes:
|>

|> Any stos folks out there know anything about samples and stos?
|> How bout mods? Is there any routines I could look at to get an idea of
|> how to use these formats within a program?
|>

The STOS Maestro extension enables samples to be played. The Missing Link (or was it Misty) extension can also play samples, and is shareware....

As for .MODs, the STOS tracker extension allows them to be played (after being converted to it's own ABK format.

I believe there is a tracker extension for the Falcon (Rich?), not to mention the extension that I am writting. This will be Falcon only, so wont be much use if you have an ST....

OK?

Anthony

From 6560291922868524400
X-Google-Language: GERMAN,ASCII-7-bit
X-Google-Thread: ff182,b3a6a950586b2f8a
X-Google-Attributes: gidff182,public
X-Google-Thread: 105e6b,b3a6a950586b2f8a
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1115ce,b3a6a950586b2f8a
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 12f90e,b3a6a950586b2f8a
X-Google-Attributes: gid12f90e,public
X-Google-Thread: 10c9fa,b3a6a950586b2f8a
X-Google-Attributes: gid10c9fa,public
X-Google-Thread: 109a67,b3a6a950586b2f8a
X-Google-Attributes: gid109a67,public
X-Google-Thread: fe052,b3a6a950586b2f8a
X-Google-Attributes: gidfe052,public
X-Google-Thread: f761b,b3a6a950586b2f8a
X-Google-Attributes: gidf761b,public
X-Google-ArrivalTime: 1995-02-07 03:28:59 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!news.uni-ulm.de!rz.uni-karlsruhe.de!xlink.net!nntp-server.caltech.edu!vixen.cso.uiuc.edu!uwm.edu!cs.utexas.edu!news.sprintlink.net!EU.net!ub4b!btmplq.god.bel.alcatel.be!hofman
From: hofman@31.30.dnet@god.bel.alcatel.be ()
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele
Subject: Re: PC-Emulator gesucht fuer Atari ST
Date: 7 Feb 1995 08:55:21 GMT
Organization: Alcatel Telecom Systems
Lines: 40

Distribution: world
Message-ID: <3h7chp$93t@btmplq.god.bel.alcatel.be>
References: <3goi4c$7em@prakinf2.PrakInf.TU-Ilmenau.DE>
<950202120245.3555AAAAO.rainer@energija> <1995Feb3.215153.194@tequila.in-ulm.de>
<3h4qr1$4sc@hpsystem1.informatik.tu-muenchen.de>
Reply-To: hofman%31.30.dnet@god.bel.alcatel.be
NNTP-Posting-Host: 138.203.176.130
X-Newsreader: mxrn 6.18-16
Xref: nntp.gmd.de comp.sys.atari.st.tech:19286 comp.sys.atari.programmer:306
de.comp.sys.st:5604

In article <3h4qr1$4sc@hpsystem1.informatik.tu-muenchen.de>,
donderer@Informatik.TU-Muenchen.DE (Guenther Donderer) writes:
>
>Joachim Grill schrieb:
>>   > In Klartext, auf DOS formatierte Disks lassen sich auf den Atari
>>   > weiterverarbeiten,
>>   > auf Atari formatierte aber nicht auf der DOS Kiste.
>>
>> Bist Du Dir da sicher? Ich hatte bisher noch keine Probleme,, Atari-
>> formatierte Disks mit dem PC einzulesen, weder unter Dos noch unter
>Linux.
>> Die Disketten hab ich ganz normal vom Atari-Desktop aus formatiert.
>
>Ich hab mir sagen lassen, dass (wenn Du unter Dos arbeitest) es von der
>Dos-
>Version abhaengt, ob Du ST-Disks laden kannst. Bei alten Dos-Versionen
>wird
>immer die uebliche Kennung auf dem Boot-Sektor (ich weiss leider nicht
>mehr,
>welche Zeichenfolge das war ... MSDOS ?) verlangt. Neuere Versionen
>koennen
>soviel ich weiss sogar Disketten einlesen, die mehr als 80 Spuren
>enthalten...
>(also nicht mehr dem ueblichen Dos-Format entsprechen).
>
>Falls ich mich taeusche, dann korrigiert mich bitte.
>
>---
>Guenther (donderer@informatik.tu-muenchen.de)
>
Auf Atari formatierte disketten, formatiert mit (ich glaube) TOS < 1.4,
ist das media-byte nicht gut gesetzt im bootsector.
--

Peter Hofman
---
1) Do not make someone curious, and then not give all information
2) Do not send replies, only followups, because more poeple might have the
   same question as me

From 2703067438147744010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,650517bee49f3f8e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-07 10:59:18 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!newsfeed.pitt.edu!gatech!newsxfer.itd.umich.edu!
news.itd.umich.edu!terminator.rs.itd.umich.edu!baldrick
From: baldrick@terminator.rs.itd.umich.edu (Dan Ackerman)
Newsgroups: comp.sys.atari.programmer
Subject: Help with Crazy Dots card
Date: 7 Feb 1995 18:59:18 GMT
Organization: University of Michigan
Lines: 12
Message-ID: <3h8fu6$enf@lastactionhero.rs.itd.umich.edu>
NNTP-Posting-Host: terminator.rs.itd.umich.edu

Anyone have any experience programming on the Crazy Dots video Card? Anywhere I can find any specs? They seem to have some limit on the VDI drawing primitives, but I don't personally have one so testing for me is limited. Any help would be very appreciated.

Thanks

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

From 2509240365733562912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3471f71e7901fb94,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-02-07 15:34:23 PST
Newsgroups: comp.sys.atari.programmer
Path: swrinde!howland.reston.ans.net!news.sprintlink.net!news.bluesky.net!
solaris.cc.vt.edu!news.mathworks.com!uunet!uunet.ca!uunet.ca!phantom!
ga5.cfcsc.dnd.ca!macdonald
From: macdonald@cfcsc.dnd.ca (Ken Macdonald)
Subject: printer redirection
Sender: news@cfcsc.dnd.ca (News Administrator)
Message-ID: <macdonald.142.000BEB58@cfcsc.dnd.ca>
Date: Tue, 7 Feb 1995 16:55:04 GMT
Lines: 13
Nntp-Posting-Host: ga5.cfcsc.dnd.ca
Organization: Canadian Forces Command and Staff College
X-Newsreader: Trumpet for Windows [Version 1.0 Rev A]

I've posted this originally in comp.sys.artari.st, then in comp.sys.atari.st.tech, and now here. Hopefully someone can answer my questions - I'm sure others have had similar problems :--)

Bonjour!I have an
Atari SLM804 laser printer, hooked up (of course!) through my DMA port. Now, the problem I am having is that when I go to print from something like NeoDesk or Edith Pro I can't! simple, eh?! Is there anything out there in terms of programs, fixes, etc that would allow me to redirect output from the parallel to DMA? This problem happens whether or not SpeedoGDOS is loaded, which surprises me as I would have thought GDOS would have redirected output itself. But I guess prg like EdithPro and NeoDesk ignore GDOS. Any help would be appreciated.thanks/merci-ken

From 8699846316153755087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-17 07:31:40 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!informatik.tu-muenchen.de!
Germany.EU.net!howland.reston.ans.net!swrinde!pipex!lyra.csx.cam.ac.uk!
pc2029.nmus.pwf.cam.ac.uk!mnb20
From: mnb20@cam.ac.uk (Mark Baker)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Subject: Re: PAM's NET and MiNTnet
Date: Tue, 17 Jan 1995 11:38:07
Organization: University of Cambridge
Lines: 18
Message-ID: <mnb20.29.000BA2F5@cam.ac.uk>
References: <D2I0ME.F5E@muster.hrz.uni-giessen.de> <mnb20.26.001064D0@cam.ac.uk>
<D2Iypv.H2s@cix.compulink.co.uk>
NNTP-Posting-Host: pc2029.nmus.pwf.cam.ac.uk
X-Newsreader: Trumpet for Windows [Version 1.0 Rev A]
Xref: nntp.gmd.de comp.sys.atari.st.tech:19031 comp.sys.atari.programmer:194
de.comp.sys.st:5460

In article <D2Iypv.H2s@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > An appropriate .xif driver. Whether such a thing exists I don't know.

>BTW do .XIF drivers exist for any parallel port ethernet adaptors?

I haven't seen one in aaue; Simon Gornall was writing one for a scsi port ethernet adaptor.

> Also is there any support for this sort of stuff under Linux/68k?

I think they've ported a tcp/ip suite, if not it should not be too difficult to do so; whether any drivers exist for that I don't know.

   /\   /\   mnb20@cam.ac.uk   (terms)
  / \\ / \\ ark Baker   mark.baker@mettav.exnet.com   (vacations)
 /   \\/   \\
/   \\   \\   ** Runer spools, OK **

From 2376635981141125571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-17 08:29:02 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!gs.dfn.de!fauern!xlink.net!
nntp-server.caltech.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!swrinde!pipex!
lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!bay.cc.kcl.ac.uk!sjg
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Subject: Re: PAM's NET and MiNTnet
Message-ID: <1995Jan17.124051@phlem.ph.kcl.ac.uk>
From: sjg@phlem.ph.kcl.ac.uk (Simon Gornall)
Date: Tue, 17 Jan 1995 12:40:51 WET
References: <D2I0ME.F5E@muster.hrz.uni-giessen.de> <mnb20.29.000BA2F5@cam.ac.uk>
Organization: King's College London Image Processing Group
Nntp-Posting-Host: phlem.ph.kcl.ac.uk
X-newsreader: xrn 7.01-beta-7
Lines: 19
Xref: nntp.gmd.de comp.sys.atari.st.tech:19032 comp.sys.atari.programmer:195
de.comp.sys.st:5463

In article <mnb20.29.000BA2F5@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
% In article <D2Iypv.H2s@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland
Givan") writes:
%
% > > An appropriate .xif driver. Whether such a thing exists I don't know.
%
% >BTW do .XIF drivers exist for any parallel port ethernet adaptors?
%
% I haven't seen one in aaue; Simon Gornall was writing one for a scsi port
% ethernet adaptor.

I've lost my contract, as from April 1st, so I'm spending 110% of my
time looking for jobs and writing my thesis. Don't expect anything
from me :-(I haven't even switched the Falcon on for days :-((

--
>>>   Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>>   home page: http://www.ph.kcl.ac.uk/~sjg/home.html   <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

From -3213577834220250767
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,1a057222f65c00ae,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-17 11:49:35 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!dsinc!newsfeed.pitt.edu!
gatech!howland.reston.ans.net!EU.net!sun4nl!news.nic.surfnet.nl!tuegate.tue.nl!
asterix.urc.tue.nl!wmpeen
From: wmpeen@urc.tue.nl (Erlend Nagel)
Newsgroups: comp.sys.atari.programmer
Subject: SozobonX JAS 2.0 pl 7 workaround
Date: 17 Jan 95 19:49:35 GMT
Organization: Eindhoven University of Technology, The Netherlands
Lines: 12
Message-ID: <wmpeen.790372175@asterix.urc.tue.nl>
NNTP-Posting-Host: asterix.urc.tue.nl
Summary: workaroudn available
Keywords: bug bug bug
X-Newsreader: NN version 6.5.0 #10 (NOV)

There is a nasty bug in the jas in the SOZBIN07.LZH distribution. If
have described the bug and provided a workaround. Until I get the
ftp-site here up, the workaround/bug description is available by e-mail
(about 3K):

wmpeen@urc.tue.nl

Once ftp is up, more SozobonX and programming related info will become
available ;-)

Erlend.

From -6192883940224671668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5a267ecdeb1c91d9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-17 11:52:20 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!dsinc!newsfeed.pitt.edu!
gatech!howland.reston.ans.net!EU.net!sun4nl!news.nic.surfnet.nl!tuegate.tue.nl!
asterix.urc.tue.nl!wmpeen
From: wmpeen@urc.tue.nl (Erlend Nagel)
Newsgroups: comp.sys.atari.programmer
Subject: Scheme COMPILER wanted
Date: 17 Jan 95 19:52:20 GMT
Organization: Eindhoven University of Technology, The Netherlands
Lines: 8
Message-ID: <wmpeen.790372340@asterix.urc.tue.nl>
NNTP-Posting-Host: asterix.urc.tue.nl
Keywords: SCHEME, COMPILER
X-Newsreader: NN version 6.5.0 #10 (NOV)

I am learning scheme and would like to have some sort of compiler (I already have the scm interpreter, but with that I cannot create standalone executables, and it does not support MiNT signals).

is there a scheme compiler for the ST, and where can I find it?

Erlend.

From 5274765374613973742
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a19d6084ae3c31ea,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-17 15:12:14 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!uunet!li.net!li.net!not-for-mail
From: bede@li.net (cliff steward)
Newsgroups: comp.sys.atari.programmer
Subject: Microtek Flatbed Help
Date: 17 Jan 1995 18:12:14 -0500
Organization: LI Net (Long Island Network)
Lines: 1
Message-ID: <3fhise$9is@linet01.li.net>
NNTP-Posting-Host: linet01.li.net
X-Newsreader: TIN [version 1.2 PL2]

From -3106805325197539571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-18 06:29:50 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!gs.dfn.de!
zeus.rbi.informatik.uni-frankfurt.de!diomedes.rbi.informatik.uni-frankfurt.de!
roemer
From: roemer@diomedes.rbi.informatik.uni-frankfurt.de (Kay Roemer)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Subject: Re: PAM's NET and MiNTnet
Date: 18 Jan 1995 09:01:55 GMT
Organization: J. W. Goethe-Universitaet Frankfurt/Main
Lines: 23
Distribution: world
Message-ID: <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>
References: <D2I0ME.F5E@muster.hrz.uni-giessen.de> <mnb20.26.001064D0@cam.ac.uk>
<D2Iypv.H2s@cix.compulink.co.uk>
NNTP-Posting-Host: diomedes.rbi.informatik.uni-frankfurt.de

Xref: nntp.gmd.de comp.sys.atari.st.tech:19043 comp.sys.atari.programmer:200
de.comp.sys.st:5474

In <D2Iypv.H2s@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan")
writes:

> > An appropriate .xif driver. Whether such a thing exists I don't know.

>BTW do .XIF drivers exist for any parallel port ethernet adaptors? Also

You cannot directly connect a Pocket Lan Adapter to the Atari centronix
port due to lacking signals (Acknowledge, Selectin, Selectout, ...).

But there exists hardware to connect a Dlink DE600 to the catridge port.
Hardware layout is available from fortec.tuwien.ac.at.

In fact I'm currently testing a self written .xif driver for this combo.
I works quiet well and the next MintNet release will contain that driver.
(ftp throughput is as good as can be expected for the DE600, ie 90k/sec
at up *and* download).

Kay.
--
Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)

From 2566346181290776913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,29e89a4be4265c7a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-18 06:41:34 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!
news.sprintlink.net!uunet!sunic!news.funet.fi!news.csc.fi!nokia.fi!ntc.nokia.com!
ray
From: ray@camail.ca.nmp.nokia.com (Ian Ray)
Newsgroups: comp.sys.atari.programmer
Subject: SCC Interrupts on Falcon
Date: 18 Jan 1995 14:41:34 GMT
Organization: Nokia Mobile Phones
Lines: 9
Message-ID: <3fj9au$b2i@axl02it.ntc.nokia.com>
NNTP-Posting-Host: casw73.ca.nmp.nokia.com
X-Newsreader: TIN [version 1.2 PL2]

I am experimenting with serial comms between my ST's (Falcon, Mega, and STFM).
Is there a clean way of getting the Serial port interrupt addresses for the
Falcon? STxx are OK because I can use Mfpint(). But on the Falcon the SCC is
used for Serial Comms (``ST-compatible serial port'') -- and there does not
seem to be any way of setting/restoring these vectors! Any ideas?

.Ian.
--
Note- My views and Opinions

From -553864549006074668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,803b6ab8fb837792,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-18 07:46:08 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!news.kei.com!
news.mathworks.com!udel!gatech!swrinde!pipex!warwick!news.coventry.ac.uk!
news.coventry.ac.uk!not-for-mail
From: ljp@cck.coventry.ac.uk (Guido)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC Stack Sizes.
Date: 18 Jan 1995 15:46:08 -0000
Organization: Coventry University
Lines: 44
Message-ID: <3fjd40$152@cc_sysk.coventry.ac.uk>
References: <FORDEN.95Jan18123909@antelope.cs.man.ac.uk>
NNTP-Posting-Host: cc_sysk.coventry.ac.uk

In article <FORDEN.95Jan18123909@antelope.cs.man.ac.uk>,
Nick Forde <forden@antelope.cs.man.ac.uk> wrote:
>I'm using GCC 2.6.1 with MiNT 1.12 and MinixFS on a 2.5Mb ST.
>
>I realise that with only 2.5Mb of RAM running GCC on any decent sized
>source may cause problems, however I was wondering if anyone else is
>using a similar setup. If so I'd be interested to hear of the stack
>sizes you are using for the compiler executables (set using
>fixstk). Failing that, can anyone give me a rough guide as to what I
>should try, or how I may find out. So far its been purely up to a bit
>of trial and error.
>

    You are probably best leaving it set to -1. Of course with
    this you will not be able to launch any other programs
    whilst gcc is running but their is not much you can do
    about that. GCC does require oodles of ram G++ is a real
    hog, and I set stksize to -6Mb on the falcon. On 2.5Mb
    the c++ compiler is very limited you wont be able to
    even #include <String.h>, well thats not quite true
    but you will need to edit the file by removing all
    the inline stuff and changing

        #include <iostream.h>

    to
        class istream;
        class ostream;

There are a few other changes but I can't remember them.
These problems were a major factor when I decided to go
get a falcon so I could have enough ram for g++.

By the way while porting 261 I tried setting stksize to
102400, (note positive value here) and I don't recall
too many problems, though I was a little concerned
about memory fragmentation, especially as I tend to
launch other stuff whilst compiling.

--
I'm just minding this tinderbox for someone else, honest, officer.

From 2813606995368329364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3260284f169ff902,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-18 08:17:32 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!EU.net!news.kreonet.re.kr!usenet.hana.nm.kr!
agate!howland.reston.ans.net!swrinde!sdd.hp.com!hplabs!hplextra!hplb!hpcpb!bericd
From: bericd@bri.hp.com (Beric Dunn)
Subject: Revision Control
Sender: news@bri.hp.com (News User)
Message-ID: <D2Lzx9.E1K@bri.hp.com>
Date: Wed, 18 Jan 1995 16:17:32 GMT
Nntp-Posting-Host: hawkeye.bri.hp.com
Organization: Hewlett-Packard
X-Newsreader: TIN [version 1.2 PL1.4]
Lines: 15

Hi all,

I remember hearing something a while ago about a Revision Control
System for different revisions of software.

Can anyone give me any details about this, such as how useful it
actually is, and where I can get hold of it (The term GNU was
mentioned - so it must be free :-)) , I have looked in the GNU
section in a.a.u.e but cannot find it.

Any views would be appreciated.

Beric..

From -4838650296370509215
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,1a057222f65c00ae
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-18 09:17:51 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!
news.sprintlink.net!pipex!sunic!news.funet.fi!news.cc.tut.fi!proffa!t150315
From: t150315@proffa.cc.tut.fi (Tamminen Eero)
Newsgroups: comp.sys.atari.programmer
Subject: Re: SozobonX JAS 2.0 pl 7 workaround
Date: 18 Jan 1995 19:17:51 +0200
Organization: Tampere University of Technology, Computing Centre
Lines: 19
Distribution: world
Message-ID: <t150315.790449069@proffa>
References: <wmpeen.790372175@asterix.urc.tue.nl>
NNTP-Posting-Host: proffa.cc.tut.fi
Keywords: bug bug bug
X-Newsreader: NN version 6.5.0 #2 (NOV)

In <wmpeen.790372175@asterix.urc.tue.nl> wmpeen@urc.tue.nl (Erlend Nagel) writes:

>There is a nasty bug in the jas in the SOZBIN07.LZH distribution. If
>have described the bug and provided a workaround. Until I get the
>ftp-site here up, the workaround/bug description is available by e-mail
>(about 3K):

That is known to the developers. There's also a bug in the linker.
It doesn't effect compiled programs but can sometimes chrash your machine.
Libc[i].a functions getting input from keyboard process newlines wrong
with MiNT.

New versions of binaries and libs will be available when the
developers have time for it (hey, remember that this is a freeware
project! :-).

- Eero -

From 3978983271632356138
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-18 20:28:41 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!informatik.tu-muenchen.de!
Germany.EU.net!howland.reston.ans.net!pipex!uknet!cix.compulink.co.uk!usenet
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: PAM's NET and MiNTnet

Message-ID: <D2Mn3v.HLD@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <D2I0ME.F5E@muster.hrz.uni-giessen.de> <mnb20.26.001064D0@cam.ac.uk>
<D2Iypv.H2s@cix.compulink.co.uk> <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>
Date: Thu, 19 Jan 1995 00:38:19 GMT
Lines: 28
Xref: nntp.gmd.de comp.sys.atari.st.tech:19044 comp.sys.atari.programmer:201
de.comp.sys.st:5479

In message <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>,
roemer@diomedes.rbi.informatik.uni-frankfurt.de said:

> You cannot directly connect a Pocket Lan Adapter to the Atari centronix
> port due to lacking signals (Acknowledge, Selectin, Selectout, ...).

I wondered about this, having read your PLIP file ...

> But there exists hardware to connect a Dlink DE600 to the catridge
> port. Hardware layout is available from fortec.tuwien.ac.at.

... however I *had* heard that other TCP/IP drivers for the Atari did use
the DE600. Didn't know about the cartridge port bit.

> In fact I'm currently testing a self written .xif driver for this
> combo. I works quiet well and the next MintNet release will contain
> that driver. (ftp throughput is as good as can be expected for the
> DE600, ie 90k/sec at up *and* download).

Now thats *exactly* what I hoped you would say! Any chance of it working
on a TT?

Thanks

Roland.

@CiX

From 7594073606042210833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3260284f169ff902
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-19 02:14:53 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!msunews!uwm.edu!
vixen.cso.uiuc.edu!howland.reston.ans.net!news.sprintlink.net!pipex!warwick!
yama.mcc.ac.uk!cs.man.ac.uk!newshost!forden
From: forden@antelope.cs.man.ac.uk (Nick Forde)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Revision Control
Date: 19 Jan 1995 10:14:53 GMT
Organization: Department of Computer Science; University of Manchester

Lines: 36
Message-ID: <FORDEN.95Jan19101453@antelope.cs.man.ac.uk>
References: <D2Lzx9.E1K@bri.hp.com>
NNTP-Posting-Host: antelope.cs.man.ac.uk
In-reply-to: bericd@bri.hp.com's message of Wed, 18 Jan 1995 16:17:32 GMT

> bericd@bri.hp.com (Beric Dunn) writes...
>
> Hi all,
>
> I remember hearing something a while ago about a Revision Control
> System for different revisions of software.
>
> Can anyone give me any details about this, such as how useful it
> actually is, and where I can get hold of it (The term GNU was
> mentioned - so it must be free :-)) , I have looked in the GNU
> section in a.a.u.e but cannot find it.
>
> .....
>

I would recommend using RCS which is popular on many UNIX systems.
You can get it at a.a.u.e in the 'Programming' directory (I think).
Version 5.6 is available there, complete with source code in the file
'rcs56.zoo'. There are also another few versions at a.a.u.e, you can
find these by doing a grep for 'rcs' on the index.

I started using RCS some time ago as I was required to for a
programming project I was working on. Since then I have been a
complete convert. I now find myself using it to backup almost every
text based file I create, including WP documents, POSTSCRIPT files,
shell scripts etc.

Its pretty easy to get started with it as you only need to know a few
commands to begin backing things up. Once up and running there is a
whole host of additional commands you can use to configure it to your
preferences.

I hope this is of some help.

Nick.

From -6127910550854821569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5ce3c01eb4eb6661,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-19 07:20:06 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!raffles.technet.sg!merlion.singnet.com.sg!
singapura.singnet.com.sg!swiss.ans.net!howland.reston.ans.net!news.sprintlink.net!
pipex!uknet!gdt!ma2ljg

From: ma2ljg@bath.ac.uk (L J Greenhalgh)
Subject: stosFAC
Message-ID: <D2nrxJ.4AD@bath.ac.uk>
Organization: School of Mathematical Sciences, University of Bath, UK
Date: Thu, 19 Jan 1995 15:20:06 GMT
Lines: 726

```
--------------------------------------------------------------------------------

  ******   ******    ******    ******      ******     ****     ******
 **          **      **  **   **           **       **    **   **  **
 **          **      **  **   **           **       **    **   **  **
  *****      **      **  **    *****       ******   ********   **  **
      **     **      **  **        **      **       **    **   **  **
      **     **      **  **        **      **       **    **   ** ***
  *****      **      ******    *****       **       **    **   ********
                                                                    ****
--------------------------------------------------------------------------------
```

STOS FAQ v0.8

Generated by: STOS Mailing List - stos@bath.ac.uk

Enquiries: Should be sent to Les Greenhalgh - Email address in Authors section.

Authors: mbitdc9235@newi.ac.uk - a.k.a MUG U.K(tm)/Mike Mee
c9251129@zeus.hu.ac.uk - a.k.a ()rm of Digitallis/Jon Lewis
Mark.Montreuil_DGNM@banyan.dgim.doc.ca - a.k.a Mark Montreuil !
ma2lgj@midge.bath.ack.uk - a.k.a Les Greenhalgh
ae@minster.york.ac.uk - a.k.a Andrei Ellman

This FAQ will hopefully answer all the questions you have on the programming language, STOS. If you wish to add any new sections to this FAQ, please send an example outline to the above Email address.

Abbreviations used.

STU - ST User (more commonly known as ST User)
STF - ST Format (more commonly known as ST Doormat)
STR - ST Review

BTW - By the way
sp? - Spelling confirmation required ! We maybe coders, but there is no guarantee wee kan spel !

[ ] - Comments from a mailing list member - usually Andrei !

Contents

Section:	Areas covered:
1	What is STOS ?
2	Where do I get hold of it ?
3	What is it like to program ?
4	What extras are available to compliment it ?
5	Can I *really* write commercial quality games with it ?
6	Are there any books available ?
7	What are extensions, and where do I get them from
8	Recommended programs - commercial & shareware
9	Miscellaneous section

---

1. What is STOS ?

Written by Francois Lionet and Constantin Sotiroupolous (Spelling please?)

Published by Mandarin/Europress Software

STOS is the forerunner to the Amiga version, AMOS, AMOS Pro etc..
And its a great shame that STOS hasn't been supported by Mandarin since they released AMOS Pro because there are a lot of people who use their language and get frustrated because they can't call for help!

Mark Montreuil came up with this definition .....

STOS (for ST Operating System) is a programming language based on BASIC (Beginner's All-purpose Symbolic Instruction Code), that makes creating sound, graphics and movement on the Atari 16/32 bit line of computers as painless as possible. STOS has commands that handle input/output, animation, music, logic and program execution in an easy to understand way. A STOS programmer can spend more time on actual game design than on the "fiddly bits".

Many things that were not considered possible, such as changing screen resolutions in the middle of a program or writing Arcade-type games in a BASIC language, are a reality with STOS. Hundreds of quality games, demoes, utilities and educational packages have already been written in STOS.

STOS is a full-featured software development tool. Using STOS, art screens created in specialized paint packages, like Degas, Neo or Crack Art, can be easily used to create basic game graphics. STOS has built-in Sprite, Music, Map, Font and Sound effects generators. You can write some code, and, at a keypress, call up any of the added utilities (called accessories) to work on added features. You can even write your own accesssories, to use at any time.

Machine-code routines can be called from within STOS, and new commands (called extensions), can be written to enhance STOS's functionality. Some extensions that are currently available include 3D, the Missing Link and Misty (see Extensions for further information).

All in all, STOS is the perfect tool to bring your game ideas to reality without having to trudge through reams of machine code!

Cheers Mark for the few above lines on STOS. Anyone else fancy adding more to it ??

---

2. Where do I get hold of it ?

Has been given away with magazine cover disks, ST Format and ST User (I need a list of which ones!). The problem with the versions given away with the magazines is that they were no manuals, however ST Doormat, oops, ST Format will sell you the complete STOS kit. That includes the following:

STOS, STOS Compiler, STOS Maestro (with sampler?)

for around the 60 quid mark. Not sure about this at the moment, until I dig out one of my magazines and have a read.

Also most mail-order firms should stock a copy of STOS. Try to haggle and get some decent prices. Don't buy the Interpreter without buying the Compiler !

Apparently every ST sold in Britain comes free with a copy of STOS with the manual thrown in. Any more information on *exactly* you get would be appreciated. If you have the spare money and you want an extra development machine, then it maybe worth getting hold of one ?

()rm has suggested that you look at bargain buckets in computer shops or check out the odd car-boot sale. But that is ()rms sense of humour !!

---

3. What is it like to program ?

()rm says .....

STOS is BASIC, but a powerful version of BASIC. It has built in sprite handling routines, music commands, sound effects and numerous other routines, functions and commands which can be very useful.

At first glance STOS looks horrible, but after a few weeks of programming it, you will wonder how you ever lived life without it (OK, not the truth, but it IS good for something!)

As STOS is based on BASIC, it is very easy to program, in fact, I'd go so far as saying STOS is the easiest BASIC to write anything in. Everything can be set up very easily, for example, you want to play a sample yeah? Get the sample player extension, whack it in the STOS folder and then re-boot.

(Or for those lucky hard-drive owners, unlike ()rm, copy all the extensions into your STOS folder and leave them there !!)

Now play your sample with the command SAMPLAY.. No need to load routines into a memory bank, peek and poke a few numbers and call it. This is one of the nice things about STOS, its upgradeability..

Pity that the language hasn't been given a major rehaul with all these new functions BUILT IN.

Andrei has this to say on the matter ....

When STOS was designed, it was made to make writing games easy. The programmer would think mostly on the WHAT, rather than the HOW. In other words, it was supposed to make you able tp program games without having to think about how tyour ST works. For example, sprites could easily be displayed, moved, and animated with ease. Unfortunately STOS sprites tended to be a bit slow, but The Missing Link extension replaces STOS sprites with Bobs. Bobs are a bit more tricky to implement (you have to move and animate and erase them yourself), but they are much faster than STOS sprites. There is a similar story for other aspects of the language.

STOS is a BASIC that uses line-numbers. This tends to be messy and often encourages programmers to write "Sphaghetti code" (There are gotos running all over the place). It would have been better if STOS had no line numbers, but would call procedures by their names, and have one command per line which was indented appropriately.

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4. What extras are available to compliment it ?

STOS Compiler - Actually makes your programs faster (HAHAH!)

STOS Maestro - Sample playback routines for STOS (and sampling hardware depending on which version you buy).

STOS 3D - Add 3D commands to your games. Only drawback is that all the objects have to be loaded from disk each time they are required.

STOS Tracker - Playback tracker tunes, albiet a bit slowley..

Andrei has added this as well .....

I have heard about a program written in STOS which adds proper procedures to STOS and gets rid of line numbers. I believe that this compiles the new type of code into STOS. This was originally listed in a STOS club newsletter, and Goomans have a copy on disk. Does anyone have experience using it?

---

5. Can I *really* write commercial quality games with it ?

Commercial Games

Check out:

Bullet Train (revamped version was released in France a few years ago)
Bumpy
Cartoon Capers (also came with a dual-joystick extension)
Cool Croc Twins
Gilberts Day Out
Prehistorik
Skate Tribe
(We think there's a few more..)

Educational programs

All Fun School programs (also have full STOS source on disk)

Henrietta Series by Lander (also with full STOS source on disk)

Loads of other educational programs by other firms. Some names would be appreciated.

Commercial quality shareware/public domain games

There are also a few examples of top quality shareware games written with STOS. So grab a hold of your favourite PD library and ask for the following:

Grandad & The Quest For The Holey Vest by Ian Scott.
The Glass Buttock of Tharg by Ian Scott.
Grandad II - The Search for Sandwiches by Ian Scott.

Ozone by Nick xxxx (can't remember his surname!) - was turned down by Ocean at the last minute because they found out it was written in STOS.

Pyscho Pig, Sim Pig, Colour Clash, Fatemaster by AnimalSoft.

Plop by ()rm - apparently the freebie you get when you register is better!

Bio Hazard by Les Greenhalgh (full review coming soon!)

Most of the stuff by Andrei (some feature STE 8 player options) of which he himself recommends the following: Linecrash, Mazewar ST, Video Games v0.5 Pacmen, Alienation (currently undergoing a re-write) ?

[Hopefully, after my HND is over and I manage to get hold of a modem, I will do proper reviews of ALL the STOS stuff I have got. The definitive review will be posted in parts as soon as I have the time ! - MUG U.K]

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6. Are there any books available ?

As far as I know there is the one by Stephen Hill, which was published by Sigma Press. Its title is Games Makers Manual. It teaches you a seperate game style within a chapter, and for the more advanced, gives you the lowdown on writing extensions. Does anyone know if Sigma released an accompanying disk with all the routines typed out ? If not, anyone fancy knocking up a disk since the book has not exactly been supported by Sigma ?

There is a STOS guide published by a PD library, but whether its any good is another matter all together. It is 30 quid and contains some 400 pages of STOS related stuff. Takes you from the complete beginning and shows you how to write arcade, strategy and educational programs. Anyone out there know how good it is ?

Disk Magazines/Newsletters

Not exactly books, but disk magazines are in abundance. Some contain partial STOS sections, whilst there are (or in some cases, were) others which are STOS related and nothing else is mentioned.

Check out:

STOS Bits 1 (now dead - forerunner to HP Source)

HP Source 1,2 (now dead)

STOSSER Disk Magazine (still going - now on issue 11 ?)

ST Programmer (I've only seen one issue!)

Ledgers (had an occasional STOS section)

Maggie (in amongst the swear words was the occasional STOS column)

Anyone know of any other magazines ? Please send in details of whether the magazine is going or not.

Also required is a compilation of what was printed in ST Abuser, ST Doormat and ST Review regards STOS, along with a similar listing of useful routines and articles from STOS Newsletter. Unless, there is already one available.

According to Andrei, New Atari User (still alive?) had a STOS column in the 16-bit suppliment ? Also there is the Atari Magazine, a French mag which also has a STOS column or mentions it occasionally !

There is an online-help program for use with The Missing Link. This handy reference guide will give you the keyword and appropriate parameters for each Missing Link command. Just like Windows Help files on a PC !!

---

7. What are extensions, and where do I get them from ?

Extensions are a way of further expanding STOS. All the following are extensions, Compiler, Maestro, 3D and Tracker (Released in the P.D.)

There are numerous extensions in the public domain. The favourites being MISTY and MISSING LINK, both been written by a group called Top Notch. They add commands which SHOULD have been in STOS from the start.

Les Green (ma2lgj@midge.bath.ac.uk) is in the middle of adding some superb sprite routines to his own extension. It also allows STE hardware screens to be used etc. More details when it is released.

Andrei has sent me the following exhaustive list of extensions available for STOS. It was in two parts, one by Andrei and the other by Les Greenhalgh. I will use Les' version as it lists the FTP sites where most of them can be found. Take it away Les .....

The consise guide to Stos extensions.
By L.J.Greenhalgh

Terminology

a.a = atari archive umich edu in either language or progamming folders
s.w = Shareware
cr = Shareware version is crippled
pd = Public Domain and freely available
GI = Goodman International PD Library
STF = was on an ST Format cover disc

Misty extension by Top Notch Software (sw STF)
Can be found: a.a in both Stosers.zip and Misty.lzh files
Miscellaneous graphics commands including an improved screencopy which can use any of the STs bitplanes, instead of 4 at a time in STOS.
Excellent stuff.

Missing Link extension Top notch Software (sw cr STF)
Can be found: a.a in Link1.lzh - Link3.lzh
about 50 new gfx commands including replacement sprite commands and commands for dealing with maps and multiple palettes on screen.
A must have.

Extra extension by Martin Cubbit (pd)
Can be found: a.a extra.zip
loads of miscellaneous commands including cookie reading commands, mirror and blur sections of screen , paste strings in opaque mode, format text, detect tos version etc.
Brilliant

Stars extension by Lee Upcroft (pd STF)
Can be found: a.a stossers.zip
Commands for drawing 3D and 2D starfields, very quick.
Excellent.

Blitter extension by Asa Burrows (sw STF)
Can be found: a.a in their uploads folder in blitter.zip
Commands for using the blitter in MegaSTEs, MEGASTs, STEs, Falcons?
Seems a bit slow.

MIDI extension by Asa Burrows (pd STF)
Can be found STF , GI
Commands for using the STs MIDI port.
Never used it.

Stos Vidi extension (c)
Commands for interfacing with the Rombo VIDI digitiser.
Never used it.

Stos Maestro (c)
Commands for playing samples through Stos, excellent although better performance can be obtained from the Missing Link's Digiplay command.
[AE - I think that TML does not emulate STOS Maestro's reverse playing abilities]

Stos Pac/Squasher ? (c)
Commands for packing/unpacking all types of memory bank not just pictures. Never used it. Depacking ability surpassed by Missing Link. TML supports packers that can pack tighter than STOS Squasher (eg. Pack Ice). Unbelievably buggy - read docs with Mega Depacker for more information.

STOS Sticks (c) [AE 26-4] Is that Twinstix?
Commands for reading both joy stick ports. Unnecessary, use TML equivalent.

Control Extension by Les Greenhalgh (pd)
Can be found: a.a in uploads directory in blitter.zip
Includes commands for reading a parallel port joystick adaptor, a switch construct for STOS, a super fast add command and other miscellaneous stuff.

Quick Extension by ? (sw?)
Can be found: Stossers disczine
Commands for super fast horizontal scrolling, rasters, stars.
Seems good.

STOS TOME by Aaron Fothergill (c)
Can be found: GI
Commands for drawing maps, irrelevent now the Missing Link exists.

STOS 3D by Voodoo Software (c)
Commands for manipulating 3D objects, unusable unless you have a hard-drive and 1 meg. Too limited, no commands for rotating around current heading and no commands for representing horizons, ground, etc. Very large files. Objects cannot be stored in banks, but have to be loaded with purpose made extension commands.

Other forms of extensions that you know about would be appreciated in this list. As ()rm recently suggested, all those who are in the process of writing an extension, put your heads together and come up with one mother of an extension !!

There are other ways of improving STOS without having to use extensions. These take the form of machine code routines which you pass some variables and call them. A few of them have been taken from the same list as compiled by Les and Andrei.

Some Machine language routines used with STOS

BITCOPY
This is what I believe to be a routine that is similar to Misty's SKOPY command. Top Notch used this in their demos before they wrote MISTY which now makes BITCOPY obsolete.

BORDER
Top and Bottom border overscan in STOS. STOS runs just as normal, except when you use the mouse/joystick/keyboard, the overscan dies. The top of the screen starts as 'physic', and continues as normal as if the screen was greater than 32K in size. Works on STFMs and STEs.
Found on a disk of the Cunning Demo.

OVERSTOS
Full screen overscan. Can only display a static picture. I think this has problems on STEs. Found on a disk of the Cunning Demo.

RASTER By Neil STewart of Flair
Routine that changes the value of only one colour on the screen. This was later implemented in Son of TML's RASTER command. Can be found on one of the disks from the Cunning Demos by ACO & Flair.

STOS-SPEAK by ?
A patched version of the original SPEAK.PRG - allows you to use speech inside your programs by sending a string of characters to the program.

SPECTRUM (I am not sure of the exact name)
Displays spectrum 512 colour pictures. Very limited as you can only exit from display by pressing space. Shareware (was once on a STF coverdisk. If you register for 15 pounds (A rip-off), you get a version that can display the pictures in a window. I have not got the registered version. This was advertised in ST Format in 1992)

STOS_512 By ?
Routine that splits the screen into several palettes of 512 colours.
This was later implememnted in TML's PALSPLIT command.

TRACKER
An improved mod player. Found on a disk of the Cunning Demo. ()rm is hopefully going to working on an interface to allow the use of the Ninja Replayer routine from within STOS. More news when he has finished failing his degree !

If anyone fancies adding to the above list, then please do. You know where to send any additional information. Apparently larger lists exist of extensions for STOS, but these can be found in STOSSER magazine. If someone can upload or Email a copy of the latest list, I can add them to the above list.

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8. Recommended programs - commercial & shareware

A *DECENT* art package. Recommended commerical ones are:

Crackart (recommended by ()rm)
Dpaint ST (recommended by: MUG U.K(tm))
NeoChrome Master v2.28 (recommended by: MUG U.K(tm))

A *DECENT* tracker editor. Try not to rip off someone elses work !

Sample-based ones .....

ProTracker 2 by Wizzcat/Deltaforce
Octalyser by ?? (STE only, but has option for 8 channels of music)

Soundchip-based ones

Megatizer by Sector One.
SID Editor by Animal Mine (improved version of Tri-Sound, with SID Emulation)
XLR8 Editor by Sentry

(all the above have the ability to assign 1 channel to play samples)

Without plugging my own stuff too much, if you can find copies of my 'Makin Sweet Music Disks Vols 1-3', they all contained ripped music from games and demos. Each folder on the disk contained the 68000, GFA and STOS replay routines ! If I can get a tune playing in 68000 or GFA, then I don't see why I can't knock up a STOS front-end.

()rms music player program has all the necessary information on screen for setting up and calling the myriads of music available in the ST music-scene.

A STOS Patch program (enables your compiled code to work on ST, TT & Mega STE and even the Falcon !!!)

Currently it is STOS FIX v3.0 by ?? and it is only available from Goodman Enterprises ! Charging for a program which fixes your STOS code

and leaves a bloody advert for Goodman on the front of your code ....
Monopolistic practicies anyone ? Anyone fancy making a new version without the large Goodmans advert ? Or is that enticing piracy ??

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9. Miscellaneous Section

"What versions of STOS have come out?"
"What is the History of STOS?"

Both questions answered by Andrei.

STOS 1 was only released in France in early 1988 (published by Jawx).

STOS 2.3 Was released in the UK By Mandarin in November/October 1988

STOS 2.4 Is a patch to remove some bugs in STOS 2.3 and make it work with the compiler (1989)

STOS 2.5 Is a patch to make STOS run on the STE (1989)

STOS 2.6 is a patch to make STOS run on STEs with TOS 1.62 (1990)
If your version of STOS is below 2.6, You must update it immediately, especially the compiler. You will then be able to make programs that run on TOS 1.62

STOS 2.7 (compiler only). Makes programs that use the STOS tracker extension compile. I am not sure whether or not it is nescesary or not if you are not using the tracker extension.

I once remember hearing in 1990 that Francois Lionet was writing a version of STOS called STOS PRO (or STOS PLUS). For some reason, this was abandoned. Francois did have to leave programming to do his military service. I am not sure if he is back yet (not as far as I know as AMOS Pro is waiting to be upgraded to AGA chipset - MUG U.K)

Also, FALCOS was being developed (STOS for the Falcon). Apparently, this project was stopped due to a disagreement between Atari and the developers.

"How to make it not look like STOS!" - Andrei answers a few more questions.

- Try and avoid the 'appear' command (unless the appear you are using is fast).

This tends to give the game away. STOS 'appear' does not let you press a key to speed things up.

- Get rid of the F-key window first.

There is nothing more "Written in STOS" than seeing the F-Key window when you have just loaded a game. Alter this within the compiler settings.

- Change the font.

The Lo-Rez font also gives it away. I personally use the font of the Atari 8-Bit computers.

- Change the mouse pointer - almost as ugly as the AMOS Professional one !

- Different type of cursor - everyone recognises that thick ugly cursor !

- Avoid using the SHOOT and BOOM and BELL commands unless nescesary. Replace them with sound effects from a piece of hacked music ! Try the following:

  Count Zero   - Killing Game Show (20 SFX)
  Mad Max   - Numerous pieces have Sound FX embedded
  David Whittaker - His fast music may be awful, but most have SFX

- Replace the STOS keyboard click or get rid of it completely. There is a poke to use the standard ST keyboard click from STOS, but I don't remember it. [Details would be nice !!]

- Different windows and File selectors (not sure about the new Windows extension).

You may want to mention that it was written in STOS directly on the title screen, or say this in the documentation. The idea is that as well as letting people know it was written in STOS, it can give the WOW effect if it is good.

Shrinking the size of your compiled code by MUG U.K

Well, this section is fairly easy to do. Follow these simple rules.

If you have ANY other packer not listed here, BIN IT! It is either incompatible with the Falcon, or has a pack ratio similar to that of the original versions of the Jek Packer - ie. rubbish !

Packers - The Definitive List

Speed Packer v3.0 - definitely the best. AUTO Depack program as well

as Self-extracting archives !

Atomic v3.5/v3.6 - second best. Apparently does not work on the Falcon but I will release some source code that might allow you to make your own program headers for data file packed versions of Atomik files.

ICE v2.40 - Stalwart and much used packer. Still used after all these years. Compatible with the Falcon but it cannot match the above two for output size.

Anyone recommend any others ?

Depacker Programs

I can heartily recommend the following programs for converting your old packer formats back into STOS code so you can patch them and repack them to work on newer machines. Try....

Multi Depack v1.5 (or the leaked preview versions of 2.0/3.0) - I wrote this!
Mega Depacker v2.12 (by Mike Watson)
Naughty Depacker
New Depack (new name for Mega Depacker)

If the program will not depack with any of the above, then there must be a reason why it won't let you unpack it !!

Well this is the end of the STOS FAQ, designed and written by members of the STOS Mailing List (stos@bath.ac.uk).

Anyone is welcome and indeed, encouraged to send in alterations and additions to this FAQ.

We hope you found it useful. Any Public Domain library is allowed to distribute this FAQ, but please do not distribute any versions lower than v1.0 as they are pre-release and probably quite embarrassingly small in size. Also do not forget to credit that this FAQ was generated by members of the STOS Mailing List.

From 4356451533036907660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,654b27bfab72b28b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-19 07:53:51 PST
Path: nntp.gmd.de!newsserver.jvnc.net!raffles.technet.sg!merlion.singnet.com.sg!
singapura.singnet.com.sg!swiss.ans.net!howland.reston.ans.net!news.sprintlink.net!

pipex!lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!warwick!news.herts.ac.uk!
sirius.herts.ac.uk!A.I.Nicholls
From: A.I.Nicholls@herts.ac.uk (Alex Nicholls)
Newsgroups: comp.sys.atari.programmer
Subject: Extended GEM 2.10 (English documentation?)
Date: 19 Jan 1995 15:53:51 GMT
Organization: University of Hertfordshire
Lines: 6
Message-ID: <42332f1e8b5e@sirius.herts.ac.uk>
NNTP-Posting-Host: sirius.herts.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

I while back people said they were converting the documentation to English.. has
been done yet?

Alex Nicholls
A.I.Nicholls@herts.ac.uk

From 9194627269123368265
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-19 11:28:40 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!unlisys!nostromo.in-berlin.de!
ripley
From: ripley@nostromo.in-berlin.de (Hans-Ch. Eckert)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Distribution: world
Message-ID: <H.elB.S9SERpKeEzVvs@nostromo.in-berlin.de>
Organization: Private Access TOS, 10777 Berlin, FRG
Subject: Re: PAM's NET and MiNTnet
References: <D2I0ME.F5E@muster.hrz.uni-giessen.de>
     <mnb20.26.001064D0@cam.ac.uk> <D2Iypv.H2s@cix.compulink.co.uk>
     <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>
Reply-To: ripley@nostromo.in-berlin.de
X-Software: HERMES GUS 1.15.1 Rev. 17 Aug 1994
Date: Thu, 19 Jan 1995 16:08:30 MET
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 29
Xref: nntp.gmd.de comp.sys.atari.st.tech:19058 comp.sys.atari.programmer:206
de.comp.sys.st:5482

In <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>,
roemer@diomedes.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:
]

] But there exists hardware to connect a Dlink DE600 to the catridge port.
] Hardware layout is available from fortec.tuwien.ac.at.

Whar I'd need to know is: What about compatibility between different parallel-port connectors ? (hardware and software)

Do I have to buy this special connector to use the interface and software from the TU Wien or can I use any other connector as well ?

My most favorite software (besides the basic driver) would be a 'harddisk' driver that can mount NFS-volumes as if they were plain AHDI drives and a simple telnet client.

A great thing to have would be a SCSI-network connector that can disguise as a plain SCSI harddisk to the machine it is connected to. This would be dead simple to use from the ST or any other SCSI-capable machine without the need for special network driver software...

Greetings,
Ripley

--
Hans-Ch. Eckert, Regensburger Str.2, 10777 Berlin, Germany * ISO 8859-1
(intl) ripley@nostromo.in-berlin.de, * [illegible]
Alternative: ripley@cs.tu-berlin.de * aeoeuess
NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de (and nowhere else!) * [illegible]

From 7602246347828563945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-19 19:29:05 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!fauern!xlink.net!
howland.reston.ans.net!pipex!uknet!cix.compulink.co.uk!usenet
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: PAM's NET and MiNTnet
Message-ID: <D2oJFt.AG2@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>
<H.elB.S9SERpKeEzVvs@nostromo.in-berlin.de>
Date: Fri, 20 Jan 1995 01:14:17 GMT
Lines: 57
Xref: nntp.gmd.de comp.sys.atari.st.tech:19062 comp.sys.atari.programmer:211
de.comp.sys.st:5484

> In <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>,
> roemer@diomedes.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:

>]
>] But there exists hardware to connect a Dlink DE600 to the catridge
> port.] Hardware layout is available from fortec.tuwien.ac.at.
>
> Whar I'd need to know is: What about compatibility between different
> parallel-port connectors ? (hardware and software)

Well in my experience different adaptors need different drivers. The DE600 and DE620 won't work with each others drivers for instance. DLINK and XIRCOM need their own drivers as do LONGSHINE. AFAICS you need a *real* DE600 to get this to work. OTOH DE600 are obsolete - so you should be able to pick one up quite cheaply. They might even be available new still.

> Do I have to buy this special connector to use the interface and
> software from the TU Wien or can I use any other connector as well

I FTPed some of the stuff on the DE-600/Cartridge adaptor board yesterday. The .IMG circuit diagram make sense - but the PCB seems to be in HP plotter language (at least thats my guess). Does anybody make/sell a PCB for this adaptor - or alternatively have the PCB in a bitmap file I could make my own template from?

> My most favorite software (besides the basic driver) would be a
> 'harddisk' driver that can mount NFS-volumes as if they were plain
> AHDI drives and a simple telnet client.

Surely MiNT-Net can already do this? At least I can mount TT volumes on my Linux PC. I haven't tried telnet myself.

> A great thing to have would be a SCSI-network connector that can
> disguise as a plain SCSI harddisk to the machine it is connected to.
> This would be dead simple to use from the ST or any other SCSI-capable
> machine without the need for special network driver software...

Yes - but how does this adaptor know how to present the data to the computer? Not all computers partition their disks alike. Plug it into a Mac and it will need to pretend to be a Mac partition. Plug it into a Mini, it hasn't a hope of knowing whats expected.

Of course it wouldn't be impossible to build a sort of hardware NFS solution which appeared to be a CD-ROM (hence ISO9660 format). However this would be pretty limited (how do you choose which remote partition to mount? Size of the partition limited to 680Mb or so) - and also you still need CD-ROM drivers. A nice hack for the Atari - but I don't really see any commercial advantage. The Atari has been very poorly supported in the networking area. This is now changing (with MiNT-Net and Linux/68k), and it makes sense to implement the Atari end in a flexible way that had more uses than just sharing files.

:-)

Roland.

@CiX

From 2538558780001512596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-20 01:29:11 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!uniol!fauern!news.th-
darmstadt.de!terra.wiwi.uni-frankfurt.de!zeus.rbi.informatik.uni-frankfurt.de!
dares.rbi.informatik.uni-frankfurt.de!roemer
From: roemer@dares.rbi.informatik.uni-frankfurt.de (Kay Roemer)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Subject: Re: PAM's NET and MiNTnet
Date: 20 Jan 1995 07:45:55 GMT
Organization: J. W. Goethe-Universitaet Frankfurt/Main
Lines: 19
Distribution: world
Message-ID: <3fnpnj$imb@zeus.rbi.informatik.uni-frankfurt.de>
References: <D2I0ME.F5E@muster.hrz.uni-giessen.de> <mnb20.26.001064D0@cam.ac.uk>
<D2Iypv.H2s@cix.compulink.co.uk> <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>
<D2Mn3v.HLD@cix.compulink.co.uk>
NNTP-Posting-Host: dares.rbi.informatik.uni-frankfurt.de
Xref: nntp.gmd.de comp.sys.atari.st.tech:19064 comp.sys.atari.programmer:212
de.comp.sys.st:5485

In <D2Mn3v.HLD@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan")
writes:

> > In fact I'm currently testing a self written .xif driver for this
> > combo. I works quiet well and the next MintNet release will contain
> > that driver. (ftp throughput is as good as can be expected for the
> > DE600, ie 90k/sec at up *and* download).

>Now thats *exactly* what I hoped you would say! Any chance of it working
>on a TT?

Yes, of course this should work on the TT without changes (except that there
may occure some timing problems within the driver because I can't test it on
any machine faster than 16MHz).

Kay.
--
Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)

From 1334192332448862096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa8c14f5dcbafcc,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-20 04:25:25 PST
Newsgroups: comp.sys.atari.programmer
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!panix!news.mathworks.com!
newshost.marcam.com!usc!elroy.jpl.nasa.gov!decwrl!tribune.usask.ca!
quartz.ucs.ualberta.ca!gov.nt.ca!gopher
From: gopher@gov.nt.ca (Gopher User)
Subject: GFA Basic breakthrough (maybe)
Message-ID: <1995Jan20.073559.21845@gov.nt.ca>
Organization: Government of the NWT, Canada
Date: Fri, 20 Jan 1995 07:35:59 GMT
Lines: 30

Hello, all!

For all you GFA Basic programmers out there, I have stumbled upon
something that I get the impression has stumped many GFA programmers
for some time. I got the BMOVE command to do some VERY NICE
horizontal scrolling. With this, the posibilities are limitless! I
figured it out by accident while trying to write some code that would
deal with another scrolling problem I was having. However, when I
typed some certain stuff, and ran the program, it just scrolled
horizontally. So, I fiddled around until I had figured out how to
control it. Here is the code:

screen1% is the screen you start with, which you are moving FROM.
screen2% is the screen you end up with, the one you are moving TO.

```
Move the entire screen 1 screen to the right:
For I=0 To 80 Step 2
  Bmove Screen1%,Xbios(2)+I,32000
  Bmove Screen2%,Xbios(2)-32000+I,32000
Next I
Move the entire screen 1 screen to the left:
For I=0 To 80 Step 2
  Bmove Screen2%,Xbios(2)-I,32000
  Bmove Screen1%,Xbios(2)+32000-I,32000
Next I
```

Using a value of 80 moves the image one screen width
Uneven numbers for the steprate are VERY slow, so use even ones.
A step rate of 2 moves the screen at a fairly reasonable speed

Atarinator

From 6676828160333917831
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ff1ecc350f730112,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-20 05:00:45 PST

Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!panix!news.mathworks.com!udel!
gatech!howland.reston.ans.net!news.sprintlink.net!pipex!sunic!seunet!cindy!
cindy.ct.se!asb2!per.erik.peterson
From: per.erik.peterson@asb2.ct.se (Per.Erik Peterson)
Newsgroups: comp.sys.atari.programmer
Subject: CC65
Message-ID: <ftn_2.203.221.10$fidonet.org_2f1e5484_Per.Erik.Peterson@ct.se>
Date: Thu, 19 Jan 95 12:52:00 +0100
Sender: news@ct.se
Reply-To: per.erik.peterson@asb2.ct.se
X-Newsreader: MARSmail Export v1.21/4D
X-Mailer: uugate 0.36 (SunOS 4.1.3) (Fidonet Gateway)
Organization: ASB 2an G_teborg +46-31-458807
Lines: 8

Hello evry 8-bitters (I also have some 16-bits Ataris but...)

I wonder if there is someone here who have been in contact whith CC65??

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

(UUCP Dialup connection)

From 612967489764529701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6685ad3bb5ecffed,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-20 05:36:06 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!panix!news.mathworks.com!udel!
gatech!howland.reston.ans.net!news.sprintlink.net!pipex!sunic!seunet!cindy!
cindy.ct.se!asb2!per.erik.peterson
From: per.erik.peterson@asb2.ct.se (Per.Erik Peterson)
Newsgroups: comp.sys.atari.programmer
Subject: Re: st basic with speech manager
Message-ID: <ftn_2.203.221.10$fidonet.org_2f1eb7b0_Per.Erik.Peterson@ct.se>
Date: Thu, 19 Jan 95 19:52:00 +0100
Sender: news@ct.se
Reply-To: per.erik.peterson@asb2.ct.se
In-Reply-To: Olav-Andreas Marschall's message
References: <olava-1601950220350001@macus73.uio.no>
X-Newsreader: MARSmail Export v1.21/4D
X-Mailer: uugate 0.36 (SunOS 4.1.3) (Fidonet Gateway)
Organization: ASB 2an G_teborg +46-31-458807
Lines: 11

The Winter 1995 wrote Olav-Andreas Marschall following stuff...:

 OM> another curiosity of mine is the necessity of using the monitor, can
 OM> I fool the st with using just a plug connected to only a speaker ?

Its better if you connect this wire directly to an amplifier instead I think.

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

(UUCP Dialup connection)

From 3573933383370303361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,29e89a4be4265c7a
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-20 09:40:53 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!news.kei.com!news.mathworks.com!
udel!gatech!howland.reston.ans.net!news.sprintlink.net!EU.net!sun4nl!moacs11!walra
From: walra@moacs.indiv.nl.net (Waldi Ravens)
Newsgroups: comp.sys.atari.programmer
Message-ID: <qw&ce8bfpik@moacs11>
Organization: private site
Subject: Re: SCC Interrupts on Falcon
References: Re: SCC Interrupts on Falcon
Date: Thu, 19 Jan 1995 20:35:30 +0100
Lines: 8

In <3fj9au$b2i@axl02it.ntc.nokia.com>, Ian Ray wrote:

> Is there a clean way of getting the Serial port interrupt addresses for the
> Falcon?

Setexc() I suppose.

Waldi

From 3354861805304995122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3260284f169ff902
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-20 12:12:10 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!dsinc!newsfeed.pitt.edu!
gatech!howland.reston.ans.net!news.starnet.net!wupost!waikato!comp.vuw.ac.nz!
news.massey.ac.nz!manawatu.planet.co.nz!stingray.manawatu.gen.nz!richard
From: richard@stingray.manawatu.gen.nz (Richard MORRIS)
Organization: My house
Subject: Re: Revision Control
Date: Sat, 21 Jan 95 09:12:10 +1300
Newsgroups: comp.sys.atari.programmer
X-Newsreader: UPoint-'light' (13. Aug. '94)
References: <D2Lzx9.E1K@bri.hp.com>
Message-ID: <FAVJBAUQUp@stingray.manawatu.gen.nz>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Content-Length: 1083

Lines: 28

> I remember hearing something a while ago about a Revision Control
> System for different revisions of software.
>
> Can anyone give me any details about this, such as how useful it
> actually is, and where I can get hold of it (The term GNU was
> mentioned - so it must be free :-)) , I have looked in the GNU
> section in a.a.u.e but cannot find it.

In the Utilities directory of a.a.u.e.

```
rcs5ap1b.lzh    ??      Apratt's revision control system binaries
rcs5ap1m.lzh    9       Apratt's revision control system bug fix
rcs5ap1s.lzh    ??      Apratt's revision control system sources
```

I haven't tried these, but that's where they are, anyway.

Have fun!
Richard =8-]

--

```
                                _   _
                               /(. .)\    )
                                 (*)____/|
                                 /       |
                                /   |--\ |
                               (_)(_)  (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

From -6774892676679410778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa8c14f5dcbafcc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-20 13:20:35 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!newsfeed.pitt.edu!uunet!crow.cybercom.com!
raven.cybercom.com!drz
From: drz@raven.cybercom.com (Doctor Zweistein)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic breakthrough (maybe)
Date: 20 Jan 1995 21:20:35 GMT
Organization: Cybercom Online Services
Lines: 24
Message-ID: <3fp9f3$fva@crow.cybercom.com>
References: <9501201440.AA00348@ilmen.lanl.gov>
NNTP-Posting-Host: raven.cybercom.com

hutch@ilmen.lanl.gov (Hutch) writes:

>> for some time. I got the BMOVE command to do some VERY NICE

>At any rate, yeh, BMOVE is a handy tool in GFA BASIC once you figure

Talking about handy tools, here's an undocumented command:
CURVE x1,y1,x2,y2,x3,y3,x4,y4
This commands draws bezier curves. :-)

>While I do very little GFA work anymore, I used to use BMOVE all the time
>(along with PUT, GET, SPUT and SGET) to build screens in the background
>(at a logical address) and then 'pop' them to the foreground (at the
>physical address). It's also a great way to simulate complex sprites.

A much faster way of doing this is to switch the logical and the physical
address. That way you only move a couple of bytes (and it isn't dependent
on the screensize).

--

```
  ..          Doctor Zweistein, aka Baruk or Tim Newsome
  ''::..
  D   '':: drz@raven.cybercom.com          | Microsoft is not the answer.
   ..::''  http://raven.cybercom.com/~drz/ |  Microsoft is the question.
```


From 5065296066582680082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa8c14f5dcbafcc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-20 14:40:15 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!cambridge-news.cygnus.com!
news.cygnus.com!sgiblab!swrinde!cs.utexas.edu!not-for-mail
From: hutch@ilmen.lanl.gov (Hutch)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic breakthrough (maybe)
Date: 20 Jan 1995 09:40:27 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 27
Sender: nobody@cs.utexas.edu
Message-ID: <9501201440.AA00348@ilmen.lanl.gov>
NNTP-Posting-Host: news.cs.utexas.edu

In a previous article, gopher@gov.nt.ca (Gopher User) wrote:

> For all you GFA Basic programmers out there, I have stumbled upon
> something that I get the impression has stumped many GFA programmers
> for some time. I got the BMOVE command to do some VERY NICE
> horizontal scrolling. With this, the posibilities are limitless!
[...]
> - Atarinator

This isn't a pirate BBS... we use real names here (more polite, ya know?)

At any rate, yeh, BMOVE is a handy tool in GFA BASIC once you figure
out how to use it without bringing your system down in a pall of smoke!

Your 'revelation' is not exactly new, of course, but poorly documented in the GFA references (as is everything else) so you are still to be congratulated for figuring it out for yourself.

While I do very little GFA work anymore, I used to use BMOVE all the time (along with PUT, GET, SPUT and SGET) to build screens in the background (at a logical address) and then 'pop' them to the foreground (at the physical address). It's also a great way to simulate complex sprites.

Of course, my book, 'The GFA BASIC Toolkit,' explained all this with plenty of sample code to insert into your own programs. Alas, it's out of print and I don't think Taylor Ridge Books will run any more of 'em.

-Hutch- @ Fair Dinkum Tech

From 7728159460075786073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c49d0e204af6bc0c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-20 18:06:23 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!news.kei.com!news.mathworks.com!
udel!gatech!newsfeed.pitt.edu!uunet!crow.cybercom.com!raven.cybercom.com!drz
From: drz@raven.cybercom.com (Doctor Zweistein)
Newsgroups: comp.sys.atari.programmer
Subject: .GEM or .CVG file-format
Date: 20 Jan 1995 21:13:53 GMT
Organization: Cybercom Online Services
Lines: 12
Message-ID: <3fp92h$fm8@crow.cybercom.com>
NNTP-Posting-Host: raven.cybercom.com
Keywords: vector file-format

Hi, does anybody know how .GEM (GEM vector graphic) or .CVG (Calamus vector graphic) file formats are put together? I'm trying to write a little GFA proggie which changes data into a graph. All I really need is to be able to put line-segments. I can then add labels in an art-package.

advTHANKSance, Tim

--
```
  ..          Doctor Zweistein, aka Baruk or Tim Newsome
  ''::..
  D   '':: drz@raven.cybercom.com          | Microsoft is not the answer.
   ..::''   http://raven.cybercom.com/~drz/ |  Microsoft is the question.
```

From 5455598606142456326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public

X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-20 19:29:01 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!informatik.tu-muenchen.de!
Germany.EU.net!howland.reston.ans.net!pipex!uknet!cix.compulink.co.uk!usenet
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: PAM's NET and MiNTnet
Message-ID: <D2qEAr.JB8@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <D2I0ME.F5E@muster.hrz.uni-giessen.de> <mnb20.26.001064D0@cam.ac.uk>
<D2Iypv.H2s@cix.compulink.co.uk> <3file3$9a2@zeus.rbi.infor
<3fnpnj$imb@zeus.rbi.informatik.uni-frankfurt.de>
Date: Sat, 21 Jan 1995 01:18:27 GMT
Lines: 16
Xref: nntp.gmd.de comp.sys.atari.st.tech:19084 comp.sys.atari.programmer:217
de.comp.sys.st:5491

> > Now thats *exactly* what I hoped you would say! Any chance of it
> > working on a TT?
>
> Yes, of course this should work on the TT without changes (except that
> there may occure some timing problems within the driver because I
> can't test it on any machine faster than 16MHz).

:-)

Good news!

All I have to do is sort the hardware out. I've located a spare DE600 -
just need the interface board.

Roland.

From 8693653278901396301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b3f3ce8e2446aa55,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-20 20:12:30 PST
Newsgroups: comp.sys.atari.programmer
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!spool.mu.edu!
howland.reston.ans.net!news.sprintlink.net!pipex!bt!btnet!uknet!festival!
dcs.ed.ac.uk!jdmt
From: jdmt@dcs.ed.ac.uk (Joe Tapply)
Subject: VDI colour resolution , was: How does VDI cope with truecolour?
Message-ID: <D2pEGu.7rs@dcs.ed.ac.uk>
Sender: cnews@dcs.ed.ac.uk (UseNet News Admin)
Organization: Department of Computer Science, University of Edinburgh
References: <D28ozI.Eu3@dcs.ed.ac.uk> <3fdqb1$br1@percy.cs.bham.ac.uk>
Date: Fri, 20 Jan 1995 12:24:29 GMT

Lines: 19

Hi,
Thanks to the people who replied to my previous post. I am considering getting NVDI ET4000 instead of coding my own VDI drivers, but I am not sure that it
would work with my DIY setup and I am also considering upgrading my SVGA card to a 64-bit accelerated one, so I will probably have to write some drivers anyway.

So, can anyone tell me how the VDI deals with colour resolution? I know that when setting up a palette, you specify RGB components in the range 0-1000, with 0 being none and 1000 being full-brightness, but does the VDI know or care about the colour
resloution of the output device ? Is there a standard way to determine the colour res.
of the output device so that applications don't try to allocate 20 palette settings
which all map to the same phsyical hue?

Cheers,
Joe.

From -3267904700774911987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6a204365f72ead1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-20 21:14:23 PST
Path: pad-thai.cam.ov.com!noc.near.net!news3.near.net!news2.near.net!
news.mathworks.com!udel!gatech!howland.reston.ans.net!spool.mu.edu!news.clark.edu!
netnews.nwnet.net!ns1.nodak.edu!news.uoknor.edu!okcforum!bh
From: bh@okcforum.osrhe.edu (Bill Hallman)
Newsgroups: comp.sys.atari.programmer
Subject: HPGL
Date: 20 Jan 1995 18:01:22 GMT
Organization: Oklahoma City Unix Users Group
Lines: 13
Message-ID: <3fotpi$jbc@romulus.ucs.uoknor.edu>
NNTP-Posting-Host: 164.58.233.17
X-Newsreader: TIN [version 1.2 PL2]

van@cix.compulink.co.uk ("Roland Givan"), in reference to the
DE-600/Cartridge adaptor board, writes:

>the PCB seems to be in HP plotter language

The following files will convert HPGL to mf, eps, pcl, pcx, pic, img or pre formats:
On atari.archive.umich.edu as atari/Graphics/hp2xx.zoo

On ftp.cs.tu-berlin.de as pub/atari/Graphics/hp2xx312.zoo

From -7433087842910199902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d484887bd2ca7202
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-21 01:50:58 PST
Path: pad-thai.cam.ov.com!noc.near.net!news3.near.net!news2.near.net!
news.mathworks.com!hookup!swrinde!pipex!uunet!uunet.ca!uunet.ca!io.org!
wink.io.org!diehl
From: diehl@wink.io.org (Eric March)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Res Switching
Date: 20 Jan 1995 16:06:47 GMT
Organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
Lines: 35
Message-ID: <3fon2n$9j7@ionews.io.org>
References: <3f5fd4$k75@ionews.io.org> <3f76q6$9gr@oden.abc.se>
NNTP-Posting-Host: wink.io.org
X-Newsreader: TIN [version 1.2 PL2]

Mattias Flodin (m9036@oden.abc.se) wrote:
: I do not know of one single program for the Atari that switches to another
: resolution an then succeeds in re-initializing the whole VDI so that windows
: and like works without problems. The AES/VDI was never intended to work in
: this way. If you wish to use a specific resolution you should tell the user
: that in an alert box that appears if the the program was launched in the
: wrong resolution.

: If, however, you have an urge to accomplish a VDI resolution switch, I
: have some ideas on how to do it.
: Initialize the VDI in the same way AES does; it calls v_opnwk to open a
: physical workstation. You should open the screen workstation, I think it's
: number 0. Or perhaps it was 1...
: Anyway, you then use the handle you get whenever you draw using VDI
: routines. This will only affect the VDI - not the AES. So the alert boxes
: will probably not be centered on the screen, except from that they will look

This completely negates the whole reason I want to do this in the verst
place; It's for a program I wrote called LoadLow, and its whole purpose is
to allow you to drag-and-drop (or use as a .TTP) games onto it that don't
switch resolutions themselves, so that you can load them in the proper
resol;ution without _having_ to deal with those stupid alert boxes that tell
you to switch. So I'd actually _need_ to be able to reset the AES. I've
tried v_opekwk(0) and it doesn't do anything useful that I can see.

: okay.

: -Mattias Flodin-
:

--

```
   ____________________________  ________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

From 2673209618821004358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d42ffc77c0c72577,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-21 04:53:42 PST
Newsgroups: comp.sys.atari.programmer
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!panix!tinman.dev.prodigy.com!
prodigy.com!swiss.ans.net!gatech!swrinde!pipex!uknet!comlab.ox.ac.uk!bath.ac.uk
From: py4sdh@bath.ac.uk (Sim H)
Subject: ST Assembler - Coming Soon
Content-Type: TEXT/PLAIN; charset=US-ASCII
Message-ID: <Pine.SOL.3.91.950121011710.4722A-100000@mary.bath.ac.uk>
Mime-Version: 1.0
Date: Sat, 21 Jan 1995 01:21:19 +0000 (GMT)
X-Mailer: mail-news 2.0.3
Lines: 20

ST Assembler is a WWW page that I'm working on at the moment. It will contain all the Atari ST/E hardware details that I can get hold off, and will contain at a later data Assembler code to demonstrate the use of the hardware.

I will be adding most of the information over the next few days, and then the source code bits over the next week. (Well depending on how fast I can type anyway).

The very small and not yet html'ed ST assembler can be found at:

http://www.bath.ac.uk/~py4sdh/index.txt

If anyone has any questions or want to donate info, articles or source code you can email me at:

py4sdh@bath.ac.uk

From 3425725835268976458
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public

X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-21 16:33:26 PST
Path: nntp.gmd.de!news.rwth-aachen.de!newsserver.rrzn.uni-hannover.de!unihil!
rz.uni-hildesheim.de!zib-berlin.de!unlisys!nostromo.in-berlin.de!ripley
From: ripley@nostromo.in-berlin.de (Hans-Ch. Eckert)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Message-ID: <H.elB.JX7fcWNL5h2LY@nostromo.in-berlin.de>
Organization: Private Access TOS, 10777 Berlin, FRG
Subject: Re: PAM's NET and MiNTnet
References: <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>
     <H.elB.S9SERpKeEzVvs@nostromo.in-berlin.de>
     <D2oJFt.AG2@cix.compulink.co.uk>
Reply-To: ripley@nostromo.in-berlin.de
X-Software: HERMES GUS 1.15.1 Rev. 17 Aug 1994
Date: Sat, 21 Jan 1995 22:26:30 MET
MIME-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Lines: 31
Xref: nntp.gmd.de comp.sys.atari.st.tech:19108 comp.sys.atari.programmer:218
de.comp.sys.st:5494

In <D2oJFt.AG2@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan")
writes:
]   > My most favorite software (besides the basic driver) would be a
]   > 'harddisk' driver that can mount NFS-volumes as if they were plain
]   > AHDI drives and a simple telnet client.
]
] Surely MiNT-Net can already do this? At least I can mount TT volumes on
] my Linux PC. I haven't tried telnet myself.

You have it in the wrong direction although the other way round would be
useful as well. But I'm not sure whether I really want to use MiNT on a
plain simple 520STM, even with a speeder installed...

]   > A great thing to have would be a SCSI-network connector that can
]   > disguise as a plain SCSI harddisk to the machine it is connected to.
]
] Yes - but how does this adaptor know how to present the data to the computer?

If it fakes a real harddisk drive it doesn't have to. This would be a raw
disk w/o a filesystem. The drawback would be that the exporting machine
won't be able to access the files itself...

Greetings,
                  Ripley

PS: Anyone out there know about a source for a DE600 adaptor ?
--
Hans-Ch. Eckert, Regensburger Str.2, 10777 Berlin, Germany * ISO 8859-1

(intl) ripley@nostromo.in-berlin.de, * [illegible]
Alternative: ripley@cs.tu-berlin.de * aeoeuess
NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de (and nowhere else!) * [illegible]

From -1563385710620250935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa8c14f5dcbafcc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-21 20:20:03 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!cs.utexas.edu!utnut!torn!uunet.ca!uunet.ca!io.org!nudge.io.org!diehl
From: diehl@nudge.io.org (Eric March)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic breakthrough (maybe)
Date: 22 Jan 1995 04:20:03 GMT
Organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
Lines: 40
Message-ID: <3fsmdj$81g@ionews.io.org>
References: <9501201440.AA00348@ilmen.lanl.gov> <3fp9f3$fva@crow.cybercom.com>
NNTP-Posting-Host: nudge.io.org
X-Newsreader: TIN [version 1.2 PL2]

Doctor Zweistein (drz@raven.cybercom.com) wrote:
: hutch@ilmen.lanl.gov (Hutch) writes:

: >> for some time. I got the BMOVE command to do some VERY NICE

: >At any rate, yeh, BMOVE is a handy tool in GFA BASIC once you figure

: Talking about handy tools, here's an undocumented command:
: CURVE x1,y1,x2,y2,x3,y3,x4,y4
: This commands draws bezier curves. :-)

This has been cited in a few referencees; I got it out of "Programmnig with GFA Basic 3.0" by Gottfried P. Engels and Markus C. Gorgens (published by Michtron). I wrote a small demo using it... (I write it simply to illustrate the usage of CURVE)

: >While I do very little GFA work anymore, I used to use BMOVE all the time
: >(along with PUT, GET, SPUT and SGET) to build screens in the background
: >(at a logical address) and then 'pop' them to the foreground (at the
: >physical address). It's also a great way to simulate complex sprites.

: A much faster way of doing this is to switch the logical and the physical
: address. That way you only move a couple of bytes (and it isn't dependent
: on the screensize).

I tried doing this -- swapping physbase with logbase, but it doesn't seem to work for me. Could you post an example? It would seriously speed up some routines I use.

: --
:   .. Doctor Zweistein, aka Baruk or Tim Newsome

:   ''::..
:   D   '':: drz@raven.cybercom.com | Microsoft is not the answer.
:   ..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.

--
   _____ _____
  _____<___ ___// __ // ____/ ___ Tail of _____ Eric March ___
 _____/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_____<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

From -6714649892037248399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d484887bd2ca7202
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-21 20:46:56 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!newsfeed.pitt.edu!gatech!gt-news!prism!prism!not-
for-mail
From: gt1448b@prism.gatech.edu (David Paul Forrai)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Res Switching
Date: 21 Jan 1995 23:46:56 -0500
Organization: Georgia Institute of Technology
Lines: 19
Sender: gt1448b@prism.gatech.edu
Message-ID: <3fso00$igu@acmez.gatech.edu>
References: <3f5fd4$k75@ionews.io.org> <3f76q6$9gr@oden.abc.se>
<3fon2n$9j7@ionews.io.org>
NNTP-Posting-Host: acmez.gatech.edu

Mattias Flodin (m9036@oden.abc.se) wrote:

> I do not know of one single program for the Atari that switches to another
> resolution an then succeeds in re-initializing the whole VDI so that windows
> and like works without problems. The AES/VDI was never intended to work in
> this way.

This is yet another classic example of Atari never fixing a problem
with TOS. From when the ST was introduced, users would have liked to
have the ability to change resolutions on the fly. Rumors about this
feature came before the STE, TT, and Falcon were released. None ever
achieved this. The only real problem I can see with changing rezs is
that desk acc dialog would have to adapt, and since desk accs are
external to TOS, that would make old, unsupported ones not work and
require a protocol for fixing the forms to the new rez for supported
accs.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

From 6569257959004906154

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d484887bd2ca7202
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-22 05:48:30 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!msunews!agate!
howland.reston.ans.net!pipex!sunic!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Res Switching
Date: 22 Jan 1995 13:48:30 GMT
Organization: ABC-Klubben
Lines: 23
Distribution: world
Message-ID: <3ftnne$hno@oden.abc.se>
References: <3f5fd4$k75@ionews.io.org> <3f76q6$9gr@oden.abc.se>
<3fdiaa$8jg@whitbeck.ncl.ac.uk>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: Interesting note, but not related to the original question.....

: Does anyone know how GFA Raytrace managed it's trick with the switched
resolutions?
: Most of the screen is displayed in ST-Low (with palette switching to get 512
colours)
: but the menu (about 1.5 inches at the right of the screen) is displayed in ST-
Medium.
: A neat trick - how was it done?

I've never tried this myself, but I think it works:
You know that you set the Timer B control register to 8 when you want it to
execute the interrupt every HBL. Then we have the delay mode (<8), for
instance setting the control reg to 1 means that the number of times the
interrupt occurs is divided by 4, thus making the interrupt occur every
fourth line.
But if you set it to >8, the effect will be the opposite. I.e. if you set
the control reg to 9 the interrupt will occur 4 times as often. This means
that your interrupt rout will not only be called after every line is drawn
(on a 320x200 screen that would be on pixel no. 320), but also on pixel no.
80, 160 and 240.

-Mattias Flodin-

From 3400400139774397258
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,640fb572fbce3958,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-22 06:04:04 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!msunews!agate!

howland.reston.ans.net!pipex!sunic!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: DMA-Sound-Interrupt
Date: 22 Jan 1995 14:04:04 GMT
Organization: ABC-Klubben
Lines: 10
Message-ID: <3ftokk$hno@oden.abc.se>
References: <3flqdi$nai@ikarus.rz.tu-clausthal.de>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Torsten Mohr (hitm@asterix.rz.tu-clausthal.de) wrote:
: I'm trying to program the MFP-Interrupt A to be called
: after a DMA-Play-routine, because i want my programm
: to change some variables after playing, but the
: Interrupt is not called. Who can help me ?

What computer do you have, STE/TT or Falcon?

-Mattias Flodin-

From 5031051939662023798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d484887bd2ca7202
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-22 06:07:59 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!news.kei.com!news.mathworks.com!
udel!news.sprintlink.net!pipex!sunic!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Res Switching
Date: 22 Jan 1995 13:52:14 GMT
Organization: ABC-Klubben
Lines: 16
Message-ID: <3ftnue$hno@oden.abc.se>
References: <3f5fd4$k75@ionews.io.org> <3f76q6$9gr@oden.abc.se>
<3fon2n$9j7@ionews.io.org>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Eric March (diehl@wink.io.org) wrote:
: This completely negates the whole reason I want to do this in the verst
: place; It's for a program I wrote called LoadLow, and its whole purpose is
: to allow you to drag-and-drop (or use as a .TTP) games onto it that don't
: switch resolutions themselves, so that you can load them in the proper
: resol;ution without _having_ to deal with those stupid alert boxes that tell
: you to switch. So I'd actually _need_ to be able to reset the AES. I've
: tried v_opekwk(0) and it doesn't do anything useful that I can see.

Oh, I thought that you were going to use it for _your_own_ program.

Well, I don't know how to cause other programs to re-initialize the AES, it is probably impossible. But on the other hand, I thought most games used their own graphics routs, not the AES...

-Mattias Flodin-

From -942151674134697328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2f980f1c4b72a2f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-22 06:07:59 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!news.kei.com!news.mathworks.com!
udel!news.sprintlink.net!pipex!sunic!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic Query....
Date: 22 Jan 1995 13:59:54 GMT
Organization: ABC-Klubben
Lines: 28
Message-ID: <3ftocq$hno@oden.abc.se>
References: <3f0tfa$c7c@helios.herts.ac.uk> <3f5f1f$k75@ionews.io.org>
<3f75tj$9gr@oden.abc.se> <1995Jan16.223121.23060@gov.nt.ca>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Gopher User (gopher@gov.nt.ca) wrote:
: I have a query related to this topic, although it's nothing to do with the
: above, but whoever left the above messages seems to know a bit about GFA
: Basic. I have no manual, only a quick reference, thus I am unable to
: figure out how to use the BMOVE command. How can it be used for nice, smooth
: animation? If you know how, please could you let me know.

Well, I believe the syntax is:

Bmove source adress, destination adress, length in bytes

So moving 32000 bytes from a string variable to the screen should be:

```
Bmove V:A$,Xbios(2),32000
```

If you want to make a full-screen animation you can keep all the pictures in a string array, and then copy them to the screen:

```
Scradr%=Xbios(2)
Do
  For Picnum&=0 to 9
    Vsync
    Bmove V:A$(Picnum&),Scradr%,32000
  Next Picnum&
Loop
```

-Mattias Flodin-

From -2357594358021765457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a7b58f2c8f5f8b1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-22 12:07:55 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!gatech!swrinde!pipex!sunic!seunet!
cindy!cindy.ct.se!daggskim!bo.leuf
From: bo.leuf@daggskim.ct.se (Bo Leuf)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Bitblt command
Message-ID: <ftn_2.203.203.7$fidonet.org_2f1c173a_Bo.Leuf@ct.se>
Date: Tue, 17 Jan 95 20:12:00 +0100
Sender: news@ct.se
Reply-To: bo.leuf@daggskim.ct.se
In-Reply-To: Aasa Berndtsson's message
References: <D25G4p.J6B@news.gu.se>
X-Newsreader: MARSmail v1.21
X-Mailer: uugate 0.36 (SunOS 4.1.3) (Fidonet Gateway)
Organization: Daggskimmer BBS, Malmoe <ACC Scandinavia>
Lines: 25

Aasa Berndtsson wrote on 09 Jan 95 (to All)...:

```
 > From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson)
 >> [...]
 >> big screens of the F030. The solution is to use Malloc to
 > [...]
 > dim screen%((384*240*1)/4)   ! Reserve (384*240*1)/4 longwords =
 > 384*240*1 bytes
 > adr%=V:screen%(0)            ! Get the adress for the dimensionised
 > screen%()
 >
 > This way you'll have the adress in adr% but you wont be able to change
 > the size of the memoryblock with your program so this is only useful if
 > you know how much you want to reserve when you write the program.
```

```
ERASE screen%()
~FRE(0)
DIM screen%(newsize)
```

Can change the size all you want from within the program.

 (illegible signature) Bo Leuf

(UUCP Dialup connection)

From 3456462548125339765

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2280d534de48baa7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-22 18:07:52 PST
Newsgroups: comp.sys.atari.programmer
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!gatech!howland.reston.ans.net!
pipex!uunet!utcsri!newsflash.concordia.ca!CC.UMontreal.CA!news.uqam.ca!UQuebec.CA!
Sylvain_Pombert
From: Sylvain_Pombert@Infopuq.UQUEBEC.CA ()
Subject: acad
Sender: news@UQuebec.CA (news)
Message-ID: <D2twqL.5pI@UQuebec.CA>
Date: Sun, 22 Jan 1995 22:49:30 GMT
Nntp-Posting-Host: panoramix.uqss.uquebec.ca
Organization: Universite du Quebec
X-Newsreader: TIN [version 1.2 PL2]
Lines: 1

From -5192720502081552428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-22 23:16:46 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Path: nntp.gmd.de!news.rwth-aachen.de!newsserver.rrzn.uni-hannover.de!unihil!
rz.uni-hildesheim.de!zib-berlin.de!informatik.tu-muenchen.de!Germany.EU.net!
wizard.pn.com!satisfied.elf.com!news.mathworks.com!udel!gatech!
howland.reston.ans.net!pipex!uknet!cix.compulink.co.uk!usenet
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: PAM's NET and MiNTnet
Message-ID: <D2u2GD.KwG@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <D2oJFt.AG2@cix.compulink.co.uk> <H.elB.JX7fcWNL5h2LY@nostromo.in-
berlin.de>
Date: Mon, 23 Jan 1995 00:53:00 GMT
Lines: 41
Xref: nntp.gmd.de comp.sys.atari.st.tech:19117 comp.sys.atari.programmer:222
de.comp.sys.st:5496

In message <H.elB.JX7fcWNL5h2LY@nostromo.in-berlin.de>,
ripley@nostromo.in-berlin.de said:

> In <D2oJFt.AG2@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk

> Surely MiNT-Net can already do this? At least I can mount TT volumes

> on my Linux PC. I haven't tried telnet myself.
>
> You have it in the wrong direction although the other way round would
> be useful as well. But I'm not sure whether I really want to use
> MiNT on a plain simple 520STM, even with a speeder installed...

Well yes it would be nice if I could do it the other way around, but the sad fact is that currently I can mount TT partitions on my Linux PC, but *not* the other way around. There is no good reason for this - I just haven't tracked the problem down yet. :-(

> Yes - but how does this adaptor know how to present the data to the
> computer?
>
> If it fakes a real harddisk drive it doesn't have to. This would be
> a raw disk w/o a filesystem. The drawback would be that the exporting
> machine won't be able to access the files itself...

Okay - so I can see this working, but yet again why bother? If the exporting machine can't read the disk, then you might as well just connect a real SCSI disk instead of this adaptor. SCSI disks are cheap as people actually have a use for them. An adaptor as you describe doesn't seem to have a market. Well at least I can't see one.

> PS: Anyone out there know about a source for a DE600 adaptor ? --

Or in my case - the board to connect a DE600 to the cartridge port (or even a source for the PCB - or *even* a picture of the PCB ;-)

:-)

Roland.

@CiX

From 5825571828705276117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d484887bd2ca7202
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-23 02:55:43 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!gatech!psuvax1!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!newsfeed.pitt.edu!uunet!pipex!sunsite.doc.ic.ac.uk!
yama.mcc.ac.uk!cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Res Switching
Date: 23 Jan 1995 10:39:09 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 36
Message-ID: <3g010d$lus@m1.cs.man.ac.uk>
References: <3f5fd4$k75@ionews.io.org> <3f76q6$9gr@oden.abc.se>

<3fon2n$9j7@ionews.io.org> <3fso00$igu@acmez.gatech.edu>
NNTP-Posting-Host: n5d.cs.man.ac.uk
NNTP-Posting-User: 348

In article <3fso00$igu@acmez.gatech.edu>, gt1448b@prism.gatech.edu (David Paul Forrai) writes:
|> Mattias Flodin (m9036@oden.abc.se) wrote:
|>
|> > I do not know of one single program for the Atari that switches to another
|> > resolution an then succeeds in re-initializing the whole VDI so that
|> windows
|> > and like works without problems. The AES/VDI was never intended to work in
|> > this way.
|>
|> This is yet another classic example of Atari never fixing a problem
|> with TOS. From when the ST was introduced, users would have liked to
|> have the ability to change resolutions on the fly. Rumors about this
|> feature came before the STE, TT, and Falcon were released. None ever
|> achieved this. The only real problem I can see with changing rezs is
|> that desk acc dialog would have to adapt, and since desk accs are
|> external to TOS, that would make old, unsupported ones not work and
|> require a protocol for fixing the forms to the new rez for supported
|> accs.

I think that under MultiTOS there is a way of doing this. You can request that the sytem changes resolution. The system will then automatically shutdown all apps. that are running that understand this call, and Change rez. as if you had selected set video mode (on the F030). Many programs dont recognise this, and as, MultiTOS tells the calling program that the rez. change has failed.

I think that it works with DA's (these are treated as normal processes under MiNT.

I have not done this, but I have been reading M.A.S.S. to learn some of the new AES stuff. :-)

Anthony

From -5756986132110494686
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,b3f3ce8e2446aa55
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-23 04:52:53 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!Germany.EU.net!EU.net!uknet!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: VDI colour resolution , was: How does VDI cope with truecolour?
Date: 23 Jan 1995 12:52:53 GMT

Organization: NHS Information Management Centre
Lines: 23
Message-ID: <3g08r5$t37@percy.cs.bham.ac.uk>
References: <D28ozI.Eu3@dcs.ed.ac.uk> <3fdqb1$br1@percy.cs.bham.ac.uk>
<D2pEGu.7rs@dcs.ed.ac.uk>
NNTP-Posting-Host: fat-controller.cs.bham.ac.uk

jdmt@dcs.ed.ac.uk (Joe Tapply) writes:
>So, can anyone tell me how the VDI deals with colour resolution? I
>know that when setting up a palette, you specify RGB components in the
>range 0-1000, with 0 being none and 1000 being full-brightness, but
>does the VDI know or care about the colour resloution of the output
>device ? Is there a standard way to determine the colour res. of the
>output device so that applications don't try to allocate 20 palette
>settings which all map to the same phsyical hue?

Yes, an application can inquire the actual device palette settings
from the VDI (mapped from 0 to 1000, as usual) There is no way to tell
apps not to create more than one palette entry with the same physical
entries (why should there be?)

Check the vq_color call - a flag parameter switches between returning
the VDI's idea of the palette entry and the hardware's idea of the
palette entry.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

From 2229498657704540334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c49d0e204af6bc0c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-23 06:00:35 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!news2.near.net!news.mathworks.com!
hookup!swrinde!howland.reston.ans.net!Germany.EU.net!EU.net!uknet!pipex!pipex!
warwick!news.ncl.ac.uk!newton!n08z7
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: .GEM or .CVG file-format
Date: 23 Jan 1995 12:03:48 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 22
Distribution: world
Message-ID: <3g05v4$6fv@whitbeck.ncl.ac.uk>
References: <3fp92h$fm8@crow.cybercom.com>
NNTP-Posting-Host: layside.ncl.ac.uk
Keywords: vector file-format

In article <3fp92h$fm8@crow.cybercom.com>, drz@raven.cybercom.com (Doctor Zweistein) writes:
>Hi, does anybody know how .GEM (GEM vector graphic) or .CVG (Calamus
>vector graphic) file formats are put together? I'm trying to write a
>little GFA proggie which changes data into a graph. All I really need is
>to be able to put line-segments. I can then add labels in an art-package.

The easiest way (from a programming point of view) is to use GDOS to create your metafiles for you. Then all you do is open a metafile device (31 usually) with v_opnwk() then draw what you want to that device, then close it. That creates a .GEM file without you needing to know the format.

The format was documented in an old issue of ST-World, and also (I think) in the Atari Compendium, if you really feel you should roll-your-own.

Craig.

```
 __                              _
 | \        | |                 / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

From 1061635064367761150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c6a204365f72ead1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-23 06:55:09 PST
Newsgroups: comp.sys.atari.programmer
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!gatech!howland.reston.ans.net!xlink.net!rz.uni-karlsruhe.de!stepsun.uni-kl.de!sun.rhrk.uni-kl.de!kemeny
From: kemeny@rhrk.uni-kl.de (Gunther Kemeny [Chemie])
Subject: Re: HPGL
Message-ID: <1995Jan23.140135.24010@rhrk.uni-kl.de>
Organization: University of Kaiserslautern, Germany
References: <3fotpi$jbc@romulus.ucs.uoknor.edu>
Date: Mon, 23 Jan 1995 14:01:35 GMT
Lines: 22

bh@okcforum.osrhe.edu (Bill Hallman) writes:

>van@cix.compulink.co.uk ("Roland Givan"), in reference to the
>DE-600/Cartridge adaptor board, writes:

>>the PCB seems to be in HP plotter language

>The following files will convert HPGL to mf, eps, pcl, pcx, pic, img or pre
>formats:
> On atari.archive.umich.edu as atari/Graphics/hp2xx.zoo
> On ftp.cs.tu-berlin.de as pub/atari/Graphics/hp2xx312.zoo
But the HP2xx does not work correctly...
I can only convert hpgl to pbm (and nothing else!!). But Then gemview changes

pbm to everything u wants..

Greetings Gunther

--

From 653866673196353169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd0e6fb87e9130b1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-23 08:44:54 PST
Path: pad-thai.cam.ov.com!bloom-beacon.mit.edu!news2.near.net!news.mathworks.com!
udel!gatech!howland.reston.ans.net!news.sprintlink.net!pipex!sunsite.doc.ic.ac.uk!
yama.mcc.ac.uk!cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Falcon 256 colour regs.
Date: 23 Jan 1995 16:22:59 GMT
Organization: Dept of Computer Science,University of Manchester,U.K.
Lines: 22
Message-ID: <3g0l53$5d@m1.cs.man.ac.uk>
NNTP-Posting-Host: n5f.cs.man.ac.uk
NNTP-Posting-User: 348

Hi, I am in the process of writing an extension for STOS for the Falcon. I have various bits
up and running, but am having trouble with the 256 colour palette. My poblem is, where are the
palette entries stored?

The hardware document (you know the one I mean...) says that they are stored in longwords from
$ff9800 to $ff98fc. How can this be? I make it 252 bytes - ie 63 longwords, not 256.

Where are they actually stored, and in what format?

Oh, and because it's STOS, I cannot use the VDI to set it...

Cheers

Anthony Jacques

(either mail, or post here)

From -6389471339640706651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-23 08:51:16 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!uniol!fauern!winx03!virtech!
uunet!usc!howland.reston.ans.net!xlink.net!wega.fibronics.de!odb!news.th-
darmstadt.de!terra.wiwi.uni-frankfurt.de!zeus.rbi.informatik.uni-frankfurt.de!
achilles.rbi.informatik.uni-frankfurt.de!roemer
From: roemer@achilles.rbi.informatik.uni-frankfurt.de (Kay Roemer)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Subject: Re: PAM's NET and MiNTnet
Date: 23 Jan 1995 16:51:16 GMT
Organization: J. W. Goethe-Universitaet Frankfurt/Main
Lines: 28
Distribution: world
Message-ID: <3g0mq4$mqc@zeus.rbi.informatik.uni-frankfurt.de>
References: <D2oJFt.AG2@cix.compulink.co.uk> <H.elB.JX7fcWNL5h2LY@nostromo.in-
berlin.de> <D2u2GD.KwG@cix.compulink.co.uk>
NNTP-Posting-Host: achilles.rbi.informatik.uni-frankfurt.de
Xref: nntp.gmd.de comp.sys.atari.st.tech:19147 comp.sys.atari.programmer:232
de.comp.sys.st:5503

In <D2u2GD.KwG@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan")
writes:

> > PS: Anyone out there know about a source for a DE600 adaptor ? --
>
>Or in my case - the board to connect a DE600 to the cartridge port (or even
>a source for the PCB - or *even* a picture of the PCB ;-)

I know a source for *expensive* DE600's ($280) here in Germany. If anyone wants
to know this I can look up the address. But I'm sure you can get it cheaper
somewhere.

The PCB's are available as HP plotter files from fortec.tuwien.ac.at. You
can use GNU's hp2xx-3.1.4.tar.gz (available from every GNU site, eg.
gnu.ai.mit.edu) to convert into something printable.

You could ask Peter Mayr (pm@fortec.tuwien.ac.at), the author of the adapter
hardware, whether the board is still available (it was in the past for few
bucks).

The driver for the DE600 is contained within MintNet 0.7, which is available
from my WWW home page from now on and should appear on a.a.u.e these days.

Kay.
--

Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)

From 1434083921271869132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d8410e8f5fc8889d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-23 09:22:00 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!gatech!udel!
news.mathworks.com!news.kei.com!ub!acsu.buffalo.edu!ubvms.cc.buffalo.edu!acscert
From: acscert@ubvms.cc.buffalo.edu (Eric R. Torbenson)
Subject: Test
Message-ID: <D2vC60.3pn@acsu.buffalo.edu>
News-Software: VAX/VMS VNEWS 1.41
Sender: nntp@acsu.buffalo.edu
Nntp-Posting-Host: ubvmsb.cc.buffalo.edu
Organization: University at Buffalo
Date: Mon, 23 Jan 1995 17:22:00 GMT
Lines: 2

Test article...

From -6931962808357491405
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd0e6fb87e9130b1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-23 10:50:22 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.ge.com!news.drexel.edu!
netnews.upenn.edu!news.cc.swarthmore.edu!psuvax1!news.pop.psu.edu!hudson.lm.com!
godot.cc.duq.edu!newsfeed.pitt.edu!gatech!howland.reston.ans.net!pipex!sunic!
news.chalmers.se!dtek.chalmers.se!d8klojo
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon 256 colour regs.
Date: 23 Jan 1995 18:50:22 GMT
Organization: Chalmers University of Technology
Lines: 48
Message-ID: <3g0tpe$1n1@nyheter.chalmers.se>
References: <3g0l53$5d@m1.cs.man.ac.uk>
NNTP-Posting-Host: varoom.dtek.chalmers.se

I've edited the original text somewhat to make the lines readable.

In article <3g0l53$5d@m1.cs.man.ac.uk>,
Anthony Jacques <jacquesa@cs.man.ac.uk> wrote:
>
>Hi, I am in the process of writing an extension for STOS for the Falcon.
>I have various bits up and running, but am having trouble with the 256

>colour palette. My problem is, where are the palette entries stored?

You should not access the hardware directly if there is another way.

The XBIOS palette handling is something I think Atari should have spent
at least _some_ time thinking about. Not only did they spell the original
call wrong at first, but there are now _three_ different calls!

```
On the ST you have Setpalette  (originally Setpallete)
       TT          EsetPalette
       Falcon      VsetRGB
```

It's not difficult to write your own routine to convert and use the
correct call (email if you want C source), but it's embarrassing that
it should be necessary.

Anyway, on the Falcon you should use XBIOS 93 as follows:
(The xbios call format can differ between compilers and languages, but
 hopefully you have something very much like it. It's simply supposed
 to stack its arguments and call the XBIOS.)

```
  #define VsetRGB(a,b,c)      xbios(93,a,b,c)
  VsetRGB(start, n, map);
```

Where 'start' is the index of the first colour you want to change (16 bit),
'n' is the number of colours to change (16 bit) and
'map' is a pointer to the new colourmap array of longs (32 bit) 0x00RRGGBB.

To get the old palette values, use XBIOS 94 (VgetRGB) in the same way.

>Oh, and because it's STOS, I cannot use the VDI to set it...

If anyone knows how to convert between the VDIs colour indices and the
physical ones, I'd very much like to hear about it.
(I wonder if the programmer responsible for all this was a secret agent
 for that other company... ;-)
--


```
  Chalmers University   | Why are these |  e-mail :  d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |  Address:  Johan Klockars
                        | so hard to do |            Foreningsgatan 32/408
   Gothenburg, Sweden   |     well?     |            411 27 Gothenburg, SWEDEN
```


From 5051574597095741820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa8c14f5dcbafcc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-23 13:24:11 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.ems.psu.edu!
news.pop.psu.edu!hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!
decwrl!tribune.usask.ca!quartz.ucs.ualberta.ca!gov.nt.ca!gopher
From: gopher@gov.nt.ca (Gopher User)

Subject: Re: GFA Basic breakthrough (maybe)
Message-ID: <1995Jan23.212411.5151@gov.nt.ca>
Organization: Government of the NWT, Canada
References: <9501201440.AA00348@ilmen.lanl.gov> <3fp9f3$fva@crow.cybercom.com>
Date: Mon, 23 Jan 1995 21:24:11 GMT
Lines: 23

In article <3fp9f3$fva@crow.cybercom.com> drz@raven.cybercom.com (Doctor Zweistein) writes:
>hutch@ilmen.lanl.gov (Hutch) writes:
>
>>> for some time. I got the BMOVE command to do some VERY NICE
>
>>At any rate, yeh, BMOVE is a handy tool in GFA BASIC once you figure
>
>Talking about handy tools, here's an undocumented command:
>CURVE x1,y1,x2,y2,x3,y3,x4,y4
>This commands draws bezier curves. :-)
>
>>While I do very little GFA work anymore, I used to use BMOVE all the time
>>(along with PUT, GET, SPUT and SGET) to build screens in the background
>>(at a logical address) and then 'pop' them to the foreground (at the
>>physical address). It's also a great way to simulate complex sprites.
>
>A much faster way of doing this is to switch the logical and the physical
>address. That way you only move a couple of bytes (and it isn't dependent
>on the screensize).

Yeah, but how do you do that?

Atarinator

From 9008630749446151557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fa8c14f5dcbafcc
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-23 13:27:35 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.ems.psu.edu!
news.pop.psu.edu!hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!
decwrl!tribune.usask.ca!quartz.ucs.ualberta.ca!gov.nt.ca!gopher
From: gopher@gov.nt.ca (Gopher User)
Subject: Re: GFA Basic breakthrough (maybe)
Message-ID: <1995Jan23.212735.5594@gov.nt.ca>
Organization: Government of the NWT, Canada
References: <9501201440.AA00348@ilmen.lanl.gov>
Date: Mon, 23 Jan 1995 21:27:35 GMT
Lines: 20

In article <9501201440.AA00348@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous article, gopher@gov.nt.ca (Gopher User) wrote:

>
>> For all you GFA Basic programmers out there, I have stumbled upon
>> something that I get the impression has stumped many GFA programmers
>> for some time. I got the BMOVE command to do some VERY NICE
>> horizontal scrolling. With this, the posibilities are limitless!
>[...]
>> - Atarinator
>
>This isn't a pirate BBS... we use real names here (more polite, ya know?)
>
I'm sorry for not using my real name, but I don't think it's a good idea to
say who you are when you have hacked into an unauthorized account and are
using it to post messages on the Usenet.

>-Hutch- @ Fair Dinkum Tech

Atarinator

From -2838628343803046816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92389d78bcbb08e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-09 18:06:32 PST
Path: nntp.gmd.de!newsserver.jvnc.net!yale.edu!spool.mu.edu!uwm.edu!
vixen.cso.uiuc.edu!howland.reston.ans.net!EU.net!sun4nl!moacs11!walra
From: walra@moacs.indiv.nl.net (Waldi Ravens)
Newsgroups: comp.sys.atari.programmer
Message-ID: <gbw1vagju9c@moacs11>
Organization: private site
Subject: Re: GCC under Outside?
References: Re: GCC under Outside?
Date: Tue, 10 Jan 1995 03:06:32 +0100
Lines: 8

In <D24zwu.AHq@exeter.ac.uk>, D.L.Hastings wrote:

> Has anyone been successful in running GCC under Outside?

Yes. TOS 3.06, HDDriver 3.5, Outside 3.3, MiNT 1.11h?, gcc-2.5.8.
(gcc needs at least 4MB, check mint.cnf).

Waldi

From -5699404252726444317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d56f43d6700d8149
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-09 21:47:00 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!swrinde!hookup!

news.mcgill.ca!newsflash.concordia.ca!pavo.concordia.ca!da_pate
From: da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Atari 800
Date: 10 Jan 1995 00:47 -0500
Organization: Concordia University
Lines: 10
Distribution: world
Message-ID: <10JAN199500474165@pavo.concordia.ca>
References: <D2625o.3r9@mail.auburn.edu>
NNTP-Posting-Host: pavo6.concordia.ca
News-Software: VAX/VMS VNEWS 1.41

In article <D2625o.3r9@mail.auburn.edu>, gibboda@mail.auburn.edu writes...
>Keywords:
>
>Does anyone have any information on Atari 800 programs and games that I could use
on an Atari 800.
>
>
You'll want to look at the group comp.sys.atari.8bit. The main ftp site
is atari.archive.umich.edu in the 8bit directory.

Dave Paterson

From -6201189833926089131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-09 22:38:41 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!msunews!harbinger.cc.monash.edu.au!yarrina.connect.com.au!
wraith.internode.com.au!tipellium.apanix.apana.org.au!usenet
From: miff@apanix.apana.org.au (Michael Smith)
Newsgroups: comp.sys.atari.programmer
Subject: Re: C compilers extremely unix-like?
Date: 10 Jan 1995 06:38:41 GMT
Organization: Apanix Public Access Unix, +61 8 373 5485 (5 lines)
Lines: 71
Message-ID: <3eta1h$3qi@tipellium.apana.org.au>
References: <3ed1f7$h1s@scapa.cs.ualberta.ca> <3ejtbu$nr4@tipellium.apana.org.au>
<3em4rq$i4h@mercury.dur.ac.uk>
NNTP-Posting-Host: seldon.apanix.apana.org.au

M J Maisey <M.J.Maisey@durham.ac.uk> writes:

>: I have never met an atari C compiler that has recommended running minix.

>Actually, the latest version of GCC does, and (I believe) has currently
>been only ported for MiNT. It is true that most GCC programmers run MiNT
>on quite powerful machines; certainly I could never get a really
>satisfactory system without MiNT.

Technical point here : gcc recommends using the MinixFS, _NOT_ running
Minix. There's a fairly significant difference.

>: >If I want to program for the atari, it would seem logical that the compiler
>: >should run under GEM/TOS..
>: Not really. You want a compiler, not a video game.

>He's got a point here. If you're programming GEM stuff (which I do quite
>a lot), you need to be able to compile and run in the same environment. I
>cannot compile GNU C (and particularly C++) programs of any reasonable size
>with GEM loaded, so I use Lattice instead. And prototyping _any_ program
>tends to be faster with Lattice because of the IDE.

Not necessarily - you work well within the IDE, so you may prototype faster
there. Lots of other people (me included) think the other way around;
Rather than have to live with the crummy editors built into every IDE
I've ever met, find a good editor and make it understand your compiler.
Add to this the things that can only be done with a makefile, and you
may begin to see what I'm on about.

>: Most "real" programmers that I know (me included 8) prefer commandline-
>: -driven compilers and shell-based tools. Their flexibility is their
>: strength.

>I disagree with this. Most environments have only recently gained usable
>GUIs, and so the current IDEs are in their first generation. A really

Most IDE's are in the second or third generation, actually. (arguable
as to what consititutes the various stages, but assume 1: wrapper program
for editor, compiler, linker, 2: builtin editor, compiler/linker/debugger,
3: add frills like syntax higlighting, class browsing, project management
etc.)

>nice IDE can speed application development substantially while retaining
>virtually all of the power of the CLI based solution - but there are very
>few around at the moment. The CLI solutions have been in use for a long
>time and are probably almost as good as they're going to get now. IDEs
>have a long way to go.

CLI solutions have been in use because they work 8). For a lot of people,
an IDE is unacceptable, or simply unworkable - for example, let's
assume that part of your code is automatically generated, say by a tool
that you or someone else has written; or perhaps you are using two
or three different compilers/languages for a project... These are
real-world scenarios that are more common than you may think,
and they all work best out of an open and flexible environment.

In the end, the best IDE will look like a window manager with a shell
and a few neat aliases.

>Having said that, I think a lot of Windows programmers (probably the
>majority of the software market ATM) would disagree - all of the major

>compilers are now IDE-hosted

And, oddly enough, all of them are commandline-callable.

>Martin
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

From -8730485537885248148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c879cdc9ced7f5a4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-10 01:04:34 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.ge.com!news.drexel.edu!
netnews.upenn.edu!msunews!agate!sunsite.doc.ic.ac.uk!uknet!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C w/Mag
Date: 10 Jan 1995 09:04:34 GMT
Organization: NHS Information Management Centre
Lines: 16
Message-ID: <3etij2$4ma@percy.cs.bham.ac.uk>
References: <D24r3r.4GB@bri.hp.com>
NNTP-Posting-Host: fat-controller.cs.bham.ac.uk

bericd@bri.hp.com (Beric Dunn) writes:
> Can anyone tell me where to get the patch for Lattice C that will
> allow me to use it under Magic. The problem is that Lattice C uses
> some of it's own AES calls for the menus which clash with Magic's
> ones.
> I remember reading in a mag sometime (ST Review) that there was a
> patch, but can't remember if they gave a source for it.

They supplied the patch on a cover disk. I'll check to see if I can
upload it to say, hensa.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

From -8749318749729140109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92389d78bcbb08e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-10 02:52:29 PST
Newsgroups: comp.sys.atari.programmer

Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!news.cc.swarthmore.edu!
psuvax1!news.pop.psu.edu!hudson.lm.com!netline-fddi.jpl.nasa.gov!
elroy.jpl.nasa.gov!swrinde!howland.reston.ans.net!news.sprintlink.net!pipex!
sunsite.doc.ic.ac.uk!nntp0.brunel.ac.uk!strath-cs!info!cs93dlh
From: cs93dlh@dcs.exeter.ac.uk (D.L.Hastings)
Subject: Re: GCC under Outside?
In-Reply-To: walra@moacs.indiv.nl.net's message of Tue, 10 Jan 1995 03:06:32 +0100
Message-ID: <D26rJH.JG2@exeter.ac.uk>
Lines: 15
Sender: news@exeter.ac.uk (news admin)
Organization: Computer Unit, University of Exeter, UK
References: Re: GCC under Outside? <gbw1vagju9c@moacs11>
Date: Tue, 10 Jan 1995 10:52:29 GMT

In article <gbw1vagju9c@moacs11> walra@moacs.indiv.nl.net (Waldi Ravens) writes:

> > Has anyone been successful in running GCC under Outside?

> Yes. TOS 3.06, HDDriver 3.5, Outside 3.3, MiNT 1.11h?, gcc-2.5.8.
> (gcc needs at least 4MB, check mint.cnf).

Ok, are you running outside before mint, after mint or from the mint.cnf?
According to the shell I have about 12Mb free, but gcc just hangs. (2.5.8)
--
```
+-------------+-----------------------------------------------+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI  |
+-------------+-----------------------------------------------+
|  Looking for a Falcon sample editor? Get SuperSam v1.08!   |
+-------------------------------------------------------------+
```

From -6371253197781512376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,437812e4177c9e05
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-10 03:53:53 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!dsinc!spool.mu.edu!
howland.reston.ans.net!pipex!lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!
nntp0.brunel.ac.uk!strath-cs!nntphost.dur.ac.uk!altair.dur.ac.uk!d408x2
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Disabling the menu bar
Date: 10 Jan 1995 11:53:53 GMT
Organization: University of Durham, Durham, UK.
Lines: 14
Distribution: world
Message-ID: <3etsgi$50@mercury.dur.ac.uk>
References: <3ehe7j$l0a@crchh610.bnr.ca>
NNTP-Posting-Host: altair.dur.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

Randy Hoekstra (renfro@bnr.ca) wrote:

: Does anyone know how to disable access to the menu bar while still
: using EVNT_MULTI to get user input? In GFA there is a MENU KILL command,
: but the ~MENU_BAR equivalent of this doesn't seem to work.

There is a flag argument to menu_bar. Passing a pointer to the menu tree
and passing 0 for the flag should work.

--
****
* ---------- M.J.Maisey@durham.ac.uk ---------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

From 7299792386238242185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,437812e4177c9e05
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-10 03:56:51 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!news.cc.swarthmore.edu!
psuvax1!uwm.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!pipex!warwick!
news.ncl.ac.uk!newton!n08z7
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Disabling the menu bar
Date: 10 Jan 1995 11:56:51 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 20
Distribution: world
Message-ID: <3etsm3$40k@whitbeck.ncl.ac.uk>
References: <3ehe7j$l0a@crchh610.bnr.ca>
NNTP-Posting-Host: bebside.ncl.ac.uk

In article <3ehe7j$l0a@crchh610.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
>
>Does anyone know how to disable access to the menu bar while still
>using EVNT_MULTI to get user input? In GFA there is a MENU KILL command,
>but the ~MENU_BAR equivalent of this doesn't seem to work.
>

How I normally achieve this is to set all the Menu titles as disabled, appart
from the left most one, as this is used by multiTOS to switch applications.

This works fine...

Craig.

```
 __                    _
 | \        | |      / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From 75468302573579252
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c879cdc9ced7f5a4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-10 04:01:00 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!news.amherst.edu!
news.mtholyoke.edu!uhog.mit.edu!bloom-beacon.mit.edu!gatech!
howland.reston.ans.net!news.sprintlink.net!pipex!warwick!news.ncl.ac.uk!newton!
n08z7
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C w/Mag
Date: 10 Jan 1995 12:01:00 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 28
Distribution: world
Message-ID: <3etsts$465@whitbeck.ncl.ac.uk>
References: <D24r3r.4GB@bri.hp.com> <3etij2$4ma@percy.cs.bham.ac.uk>
NNTP-Posting-Host: bebside.ncl.ac.uk

In article <3etij2$4ma@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
writes:
>bericd@bri.hp.com (Beric Dunn) writes:
>> Can anyone tell me where to get the patch for Lattice C that will
>> allow me to use it under Magic. The problem is that Lattice C uses
>> some of it's own AES calls for the menus which clash with Magic's
>> ones.
>> I remember reading in a mag sometime (ST Review) that there was a
>> patch, but can't remember if they gave a source for it.
>
>They supplied the patch on a cover disk. I'll check to see if I can
>upload it to say, hensa.

I don't suppose this patch will fix the Lattice 5.52 Menu bug under TOS4.02?
You cann't select any of the cascaded menu items at all (even though the
box says the software is falcon compatible). I've had to resort to manually
editting the project files to set compiler options.

Don't tell me to upgrade to a more recent version, the reason I bought 5.5
is that I cann't afford 160.00 quid for the latest version.

Craig.

```
 __                              _
 | \        | |                 / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From 7773956005868483572
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c9b99b4156052127,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-10 07:24:30 PST
Path: nntp.gmd.de!newsserver.jvnc.net!yale.edu!spool.mu.edu!
howland.reston.ans.net!pipex!lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!doc.ic.ac.uk!
pih
From: pih@doc.ic.ac.uk (Paul Ian Harman)
Newsgroups: comp.sys.atari.programmer
Subject: How to annoy people on the internet... (sorry)
Date: 10 Jan 1995 15:24:30 -0000
Organization: Dept. of Computing, Imperial College, University of London, UK.
Lines: 19
Distribution: world
Message-ID: <3eu8re$i23@oak64.doc.ic.ac.uk>
Reply-To: pih@doc.ic.ac.uk (Paul Ian Harman)
NNTP-Posting-Host: oak64.doc.ic.ac.uk
X-Newsreader: mxrn 6.18-23

Please don't delete this message or anything!

Our news server here at Imperial College is up the swanny and for two or so
months now I have been unable to post articles. So if you can read this
article, please respond by e-mail to the address below (in my .signature),
whether or not you can help me with my query, which is:-

BTW I do own a 1040STE, so I'm not entirely off-topic. Does anyone out there
know how to draw STOS sprites from Assembly language? Specifically
getting PUT SPRITE and UPDATE to work? The given traps (in the manual)
don't work... Thanks in advance.

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"Will you make me some magic with your own two hands? Can you build an emerald
city with these grains of sand?" - Meatloaf (Anything for Love)

From 3730520879788382903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c879cdc9ced7f5a4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-10 11:05:18 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!newsfeed.pitt.edu!gatech!concert!news.uncc.edu!ralunsfo
From: ralunsfo@uncc.edu (Russell A Lunsford)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lattice C w/Mag
Date: 10 Jan 1995 19:05:18 GMT
Organization: University of NC at Charlotte

Lines: 31
Message-ID: <3eulpe$rk5@news.uncc.edu>
References: <D24r3r.4GB@bri.hp.com> <3etij2$4ma@percy.cs.bham.ac.uk>
<3etsts$465@whitbeck.ncl.ac.uk>
NNTP-Posting-Host: unccsun.uncc.edu

In article <3etsts$465@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>
>box says the software is falcon compatible). I've had to resort to manually
>editting the project files to set compiler options.
>
>Don't tell me to upgrade to a more recent version, the reason I bought 5.5
>is that I cann't afford 160.00 quid for the latest version.
>
>Craig.
> __ _
> | \ | | / | Makers of CLA Logic
> |_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
>---------- o ----------
> Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
> WWW: http://www.ncl.ac.uk/~n08z7

I know what you mean. I had to upgrade also...I bitched about the software
not truly being Falcon compatible and the fact that it didn't even have the
libs (which the box led me to believe), and at the time had no 'net connection,
so I had to pay for it :(No sympathy from Hisoft at all...I am less impressed
with them after that...

Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

From 4313320892341385980
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c217a1674b84b9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-10 15:20:08 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!cs.utexas.edu!swrinde!hookup!nic.hookup.net!xenitec!tdkcs!
semprini.waterloo-rdp.on.ca!cherborth
From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
Newsgroups: comp.sys.atari.programmer
Message-ID: <H.eg.5Z8IKjpH_Qk@semprini.waterloo-rdp.on.ca>
Organization: InterZONE Design
Subject: Re: C++ for ST
References: <3e9n4c$of6@case.cyberspace.com>

     <H.eg.D5If5DVUx7s@semprini.waterloo-rdp.on.ca>
     <3ejqar$r4h@percy.cs.bham.ac.uk>
Reply-To: cherborth@semprini.waterloo-rdp.on.ca
X-Software: HERMES GUS 1.10 Rev. May 17 1993
Date: Tue, 10 Jan 1995 18:20:08 EST
MIME-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
Lines: 33

In <3ejqar$r4h@percy.cs.bham.ac.uk>, Chris Ridd writes:
>cherborth@semprini.waterloo-rdp.on.ca writes:
>>In <3e9n4c$of6@case.cyberspace.com>, Peter Von Kleinsmid writes:
>>>I've been using Laser C for my ST programming, and am quite happy with
>>>it, but C++ would be very nice if there is a good compiler for it & the
>>>ST and/or Falcon. DOes anyone know what exists and what's good or bad?
>>
>>GNU C++ is the only C++ compiler available for the Atari, and will
>>probably remain so... a commercial C++ compiler was almost done, but
>>appears to have vanished.
>>
>>It's very good, but really requires a Falcon or TT with more than 4M of
>>RAM; it's VERY tight on an ST, and very slow.
>
>I would be interested in setting up gcc on a Sun as a cross-compiler
>for STs/TTs; does anyone have any easy-to-use-by-numbskulls
>instructions on doing this?

After getting a cross-compiler to work very well on an NCR System 3000
UNIX box (Intel-based), I started. Then AT&T GIS's (ie NCR's) new
version of UNIX came out, and it stopped working. I rebuilt it, and it
doesn't work. I tried building it on a Linux box, and I couldn't get
the binutils to build.

So I've stopped writing my cross-compiler cookbook. Pity, it was so
much nicer having a fast machine with lots of RAM to build my stuff on.

--
----------==========----------
 ||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

From -2235633241035891243
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a893f47659d87c9a,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-10 20:57:32 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!nntp.club.cc.cmu.edu!cantaloupe.srv.cs.cmu.edu!das-
news2.harvard.edu!news2.near.net!news.mathworks.com!udel!gatech!newsfeed.pitt.edu!

uunet!li.net!not-for-mail
From: bede@li.net (cliff steward)
Newsgroups: comp.sys.atari.programmer
Subject: Scanner Programmer Needed
Date: 10 Jan 1995 23:57:32 -0500
Organization: LI Net (Long Island Network)
Lines: 1
Message-ID: <3evofs$amq@linet01.li.net>
NNTP-Posting-Host: linet01.li.net
X-Newsreader: TIN [version 1.2 PL2]

From -3971098045903841869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecace4350a088f83,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-10 21:21:08 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!news.alpha.net!news.mathworks.com!udel!gatech!newsfeed.pitt.edu!uunet!
li.net!not-for-mail
From: bede@li.net (cliff steward)
Newsgroups: comp.sys.atari.programmer
Subject: Microtek Flatbed Help
Date: 11 Jan 1995 00:21:08 -0500
Organization: LI Net (Long Island Network)
Lines: 1
Message-ID: <3evps4$ctv@linet01.li.net>
NNTP-Posting-Host: linet01.li.net
X-Newsreader: TIN [version 1.2 PL2]

From 4231653075760485615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ecace4350a088f83
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-10 21:25:03 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!news.alpha.net!news.mathworks.com!udel!gatech!newsfeed.pitt.edu!uunet!
li.net!not-for-mail
From: bede@li.net (cliff steward)
Newsgroups: comp.sys.atari.programmer
Subject: Microtek Flatbed Help
Date: 11 Jan 1995 00:25:03 -0500
Organization: LI Net (Long Island Network)
Lines: 26
Message-ID: <3evq3f$d97@linet01.li.net>
NNTP-Posting-Host: linet01.li.net
X-Newsreader: TIN [version 1.2 PL2]

Subject: Scanner Programmer Needed
Newsgroups: comp.sys.atari.programmer
Summary: Have Transparency Add-on Need Software Mod
Keywords: Microtek, TT, MTSCAN, transparency

I have a Microtek Scanmaker II flatbed scanner which I use happily via the now unsupported MTScan software. As a gift this Christmas, I received the wonderful add-on to this hardware, the Microtek Transparency Adapter -- it just plus in to my scanner and replaces the old lid with one that needs to be activated by software.

So, I have my unsupported MTScan software which accesses the Scanmaker for scans of opaque media. And I have the free Mac software enclosed with the Adapter -- it provides a choice of opaque or transparent scans, i.e. it activates the new transparency lid.

Therefore, it is sensible to my mind for a programmer to look at both the Mac and the Atari programs and somehow enhance the latter to *simply* access the damn Transparency Adapter (which is now cheap and always has been nifty.) Such a job would be worth money to me and to others, I'd think. Any takers?

From 3864500582015098904
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d7ff2a0e8d397582,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-11 02:22:16 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!decwrl!
tribune.usask.ca!quartz.ucs.ualberta.ca!gov.nt.ca!gopher
From: gopher@gov.nt.ca (Gopher User)
Subject: Playing digitized sounds in GFA Basic 2.0
Message-ID: <1995Jan11.102216.4035@gov.nt.ca>
Organization: Government of the NWT, Canada
Date: Wed, 11 Jan 1995 10:22:16 GMT
Lines: 1

From 278143485577898944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c879cdc9ced7f5a4
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-11 04:38:43 PST
Newsgroups: comp.sys.atari.programmer

Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!vixen.cso.uiuc.edu!sdd.hp.com!hplabs!hplextra!hplb!hpcpb!bericd
From: bericd@bri.hp.com (Beric Dunn)
Subject: Re: Lattice C w/Mag
Sender: news@bri.hp.com (News User)
Message-ID: <D28r4J.HGF@bri.hp.com>
Date: Wed, 11 Jan 1995 12:38:43 GMT
References: <D24r3r.4GB@bri.hp.com> <3etij2$4ma@percy.cs.bham.ac.uk>
<3etsts$465@whitbeck.ncl.ac.uk>
Nntp-Posting-Host: hawkeye.bri.hp.com
Organization: Hewlett-Packard
X-Newsreader: TIN [version 1.2 PL1.4]
Lines: 28

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: In article <3etij2$4ma@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
writes:
: >bericd@bri.hp.com (Beric Dunn) writes:
: >> Can anyone tell me where to get the patch for Lattice C that will
: >> allow me to use it under Magic. The problem is that Lattice C uses
: >> some of it's own AES calls for the menus which clash with Magic's
: >> ones.
: >> I remember reading in a mag sometime (ST Review) that there was a
: >> patch, but can't remember if they gave a source for it.
: >
: >They supplied the patch on a cover disk. I'll check to see if I can
: >upload it to say, hensa.

: I don't suppose this patch will fix the Lattice 5.52 Menu bug under TOS4.02?
: You cann't select any of the cascaded menu items at all (even though the
: box says the software is falcon compatible). I've had to resort to manually
: editting the project files to set compiler options.

: Don't tell me to upgrade to a more recent version, the reason I bought 5.5
: is that I cann't afford 160.00 quid for the latest version.

 I imagine it should cure this, since the incompatibility is due to
Lattice C using some AES handles that were not used in older versions
of GEM. Now Magic and newer TOS versions have stepped up their GEM
support these calls are clashing with the Lattice C hacks.

Beric.. (Still looking.....)

From 2990203577621631625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-11 08:37:56 PST
Path: nntp.gmd.de!newsserver.jvnc.net!yale.edu!yale!gumby!newsxfer.itd.umich.edu!
gatech!howland.reston.ans.net!pipex!lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!
nntp0.brunel.ac.uk!strath-cs!nntphost.dur.ac.uk!altair.dur.ac.uk!d408x2

From: M J Maisey <M.J.Maisey@durham.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: C compilers extremely unix-like?
Date: 11 Jan 1995 16:37:56 GMT
Organization: University of Durham, Durham, UK.
Lines: 90
Message-ID: <3f11h4$sq2@mercury.dur.ac.uk>
References: <3ed1f7$h1s@scapa.cs.ualberta.ca> <3ejtbu$nr4@tipellium.apana.org.au>
<3em4rq$i4h@mercury.dur.ac.uk> <3eta1h$3qi@tipellium.apana.org.au>
NNTP-Posting-Host: altair.dur.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

Michael Smith (miff@apanix.apana.org.au) wrote:

: >: I have never met an atari C compiler that has recommended running minix.
: >Actually, the latest version of GCC does, and (I believe) has currently
: Technical point here : gcc recommends using the MinixFS, _NOT_ running
: Minix. There's a fairly significant difference.

Sorry ... didn't notice the lack of an FS.

: >He's got a point here. If you're programming GEM stuff (which I do quite
: >a lot), you need to be able to compile and run in the same environment. I
: >cannot compile GNU C (and particularly C++) programs of any reasonable size
: >with GEM loaded, so I use Lattice instead. And prototyping _any_ program
: >tends to be faster with Lattice because of the IDE.
: Not necessarily - you work well within the IDE, so you may prototype faster
: there. Lots of other people (me included) think the other way around;
: Rather than have to live with the crummy editors built into every IDE
: I've ever met, find a good editor and make it understand your compiler.
: Add to this the things that can only be done with a makefile, and you
: may begin to see what I'm on about.

The Lattice C editor is not too bad; standard key shortcuts, fully
automated indentation and so on. Still, I see what you mean. I think
there's been a bit of a misunderstanding, though; by commandline I
thought you were suggesting a full CLI text only system, whereas you seem
to be suggesting effectively using a GEM editor as your shell.

: >: Most "real" programmers that I know (me included 8) prefer commandline-
: >: -driven compilers and shell-based tools. Their flexibility is their
: >: strength.
: >I disagree with this. Most environments have only recently gained usable
: >GUIs, and so the current IDEs are in their first generation. A really
: Most IDE's are in the second or third generation, actually. (arguable
: as to what consititutes the various stages, but assume 1: wrapper program
: for editor, compiler, linker, 2: builtin editor, compiler/linker/debugger,
: 3: add frills like syntax higlighting, class browsing, project management
: etc.)

Well, I'd say that a stage 1 is a shell, not an IDE, and 2 and three
aren't all that different. I reckon that the second generation will have
properly integrated resource editors, kind of like Visual Basic but for C.

Visual C doesn't do this in my opinion. The NeXTSTEP system is the only one that I know about that can do this currently, and incidentally that is its major selling point.

: >nice IDE can speed application development substantially while retaining
: >virtually all of the power of the CLI based solution - but there are very
: >few around at the moment. The CLI solutions have been in use for a long
: >time and are probably almost as good as they're going to get now. IDEs
: >have a long way to go.
: CLI solutions have been in use because they work 8). For a lot of people,

CLI solutions work, yes, but you must concede that GUIs haven't been around long enough to allow the sophistication that long term development of an environment brings. The command line system we know has been developed since the start of Unix (and has its roots from systems before that), and so have been developed over a span of decades, not years.

: an IDE is unacceptable, or simply unworkable - for example, let's
: assume that part of your code is automatically generated, say by a tool
: that you or someone else has written; or perhaps you are using two
: or three different compilers/languages for a project... These are
: real-world scenarios that are more common than you may think,
: and they all work best out of an open and flexible environment.

I still can't see why a future, better IDE can't allow access to these features. There's no reason, for example, why an IDE can't extend over several languages.

: >Having said that, I think a lot of Windows programmers (probably the
: >majority of the software market ATM) would disagree - all of the major
: >compilers are now IDE-hosted
: And, oddly enough, all of them are commandline-callable.

Yes; I'd be interested to know the proportion that are actually used as such. Please don't misinterpret me; I think commandline tools are excellent in some situations, and I'm certainly not advocating always using an IDE. For the same reason, though, I wouldn't suggest that an IDE solution can never be better. I have both; Lattice C5.6 under MultiTOS and gcc 2.6.1 set up with MiNT/MiNTOS/MintNet/TCSH, and I use both regularly.

ATB,

Martin

--
****
* ---------- M.J.Maisey@durham.ac.uk ---------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

From -4519859875191404628
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,4a3c7108e5b348df,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-12 02:42:55 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!hookup!news.moneng.mei.com!uwm.edu!math.ohio-state.edu!
jussieu.fr!univ-lyon1.fr!swidir.switch.ch!scsing.switch.ch!elna.ethz.ch!usenet
From: BURKI@EZINFO.VMSMAIL.ETHZ.CH (BURCKHARDT,DANIEL MARTIN)
Newsgroups: comp.sys.atari.programmer
Subject: Re: ANA Modula 2 on Falcon??
Date: 12 Jan 1995 10:42:55 GMT
Organization: ETH ZUERICH
Lines: 71
Distribution: world
Message-ID: <3f313f$fdj@elna.ethz.ch>
References: <3f0ild$csk@lyra.csx.cam.ac.uk> <3f1mnq$jp0@frigate.doc.ic.ac.uk>
NNTP-Posting-Host: ezinfo.ethz.ch
X-News-Reader: VMS NEWS 1.24
In-Reply-To: Leon's message of 11 Jan 1995 22:39:54 GMT

In <3f1mnq$jp0@frigate.doc.ic.ac.uk> Leon writes:

> pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) wrote:
>
> Hullo there!
>
> > Does anyone know if ANA modula 2 will run correctly on a falcon?
> > A friend of mine knows a bit about modula 2 on PC's and is trying to
> > teach me. I would like to use it a my machine rather than a PC.
>
> Yep, works fine on my Falc. Note that Modula depends a lot on its
> definition libraries - functions will probably be called different
> things and be in different definition files than on your friend's
> system.
>
> > If not, are there any other versions of modula 2 around anywhere?
>
> I don't know. Nothing pops to mind, though...
>
> > BTW It doesn't have to take advantage of any new falcon only stuff. Just
> > something I can actually use. Even I realise this is asking a bit much of a
> > program written around '89!
>
> Ahh, that's good, 'cause it doesn't. It doesn't even provide all of
> the standard AES / TOS functions, but I doubt you'll need it. If
> you get hooked on Modula 2, you might take a look at Turbo Pascal -
> Pascal is what Mod2 evolved from, but is basically the same.

Instead of making to move back to what modula evolved from, why not make the move forward to what Modula 2 evolved to. The newest language of Wirth is called Oberon-2. It still keeps pretty much the flavour of the older languages (porting to it from Modula is real easy), dropped a few constructs to make it easier to write really fast compilers (ARRAYs always start at zero, a few TYPEs and all the parallel constructs are dropped) and a few smart additions that make life a lot easier: No longer Definition and Implementation in two seperate

Files, the Compiler generates the Definition itself. Then there is a built in Garbage Collector (ever had troubles with wrong freeing of Pointers?) and last but not least a wonderful Objectoriented programming support by making RECORDs extensible
expl: TYPE pt = RECORD x,y : INTEGER END;
           ColoredPt = RECORD (pt) color : INTEGER END;
There are runtime constructs to test for a type (IF p is ColoredPt THEN .. END) and even typebased procedures:

```
PROCEDURE (p: pt)Draw BEGIN SetPixel(p.x, p.y, black) END Draw;
PROCEDURE (p: ColoredPt)Draw BEGIN SetPixel(p.x, p.y, p.color) END Draw;
```

called by p.Draw (Called according to the type of p).
If people like to hear more of this, I'll go on, this is just to get the appetite.

The best is, that there is at least one Sharewareversion of Oberon-2 for the ST residing on fileservers: STJ-Oberon.
It has libraries for all the AES/VDI/TOS stuff and even an application framework to write your own GEM-App with windows by simply extending a few procedures in the above style.
If you pay the 50 Mark Shareware (about $30) you even get a debugger (post-mortem source code debugger), all the sources from the libraries down to the garbage collector and the debugger and a load-time linking environment. (Note that I'm not the author and don't earn a cent writing this). There are a few bugs left in the system but it's still maintained, so be either mailing to the author or changing the sources of the libraries yourself you can fix them.
If any one is interested, I'll be glad to give more informations
>
> Have fun with Modula 2, and feel free to ask for more help, Leon.
>
> --
> "Well, there's Greebo. He keeps my feet warm"
>
Daniel Burckhardt (don't miss the CKDT)

From -2031359330658214147
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd0937d13d8a9def,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-12 06:13:38 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!europa.eng.gtefsd.com!howland.reston.ans.net!
news.sprintlink.net!pipex!warwick!news.herts.ac.uk!C.A.Roberts
From: C.A.Roberts@herts.ac.uk (Chris Roberts)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Playing digitized sounds in GFA Basic 2.0
Date: 12 Jan 1995 14:13:38 GMT
Organization: University of Hertfordshire
Lines: 24

Message-ID: <3f3dei$9s1@helios.herts.ac.uk>
References: <1995Jan11.171913.11849@gov.nt.ca>
NNTP-Posting-Host: altair.herts.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

Gopher User (gopher@gov.nt.ca) comp.sys.atari.programmer wrote:
: oHello,

: If there is anyone out there who knows how to play digitized sound samples
: in GFA Basic 2.0, I would greatly appreciate if you could post a GFA Basic
: listing here that does just that. Please note that I have a 1987 model
: Atari 1040 STF, wihich of course has no DMA chip. Thank you very much
: in advance.

: The Atarinator

: P.s. Please excuse any spelling mistakes because I am doing this ona a
: Macintosh and the backspace key doesn't work. I do apologize.

What you want is PLAYBACK, this is availble from most FTP sites I think
and has source code for playing samples in GFA as well as hisoft basic
and others, Don't know about the DMA thing but it should work.

Oh yeah when the samples are playing it leaves the system free to do
other things which is pretty cool as most routines hold the system until
the sample has finnished. If you cant find the code I can post it on
here for you or E-Mail it to you, you'll have to let me know if you want
it and i'll dig it out.

From 8577456106165670956
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80b7da4eb414865,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-12 06:26:35 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!swrinde!cs.utexas.edu!news.sprintlink.net!pipex!
warwick!news.herts.ac.uk!C.A.Roberts
From: C.A.Roberts@herts.ac.uk (Chris Roberts)
Newsgroups: comp.sys.atari.programmer
Subject: G.F.A Basic Source Code Libaries....
Date: 12 Jan 1995 14:26:35 GMT
Organization: University of Hertfordshire
Lines: 17
Message-ID: <3f3e6r$9s1@helios.herts.ac.uk>
NNTP-Posting-Host: altair.herts.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

Any other GFA coders out there with a collection of .LST and .BAS files
that contain routines that may be of interest to other GFA programmers
such as loading in strange formats etc, If so maybe and E-Mail list of
G.F.A coders could be compiled and posted on this group and anyone with

any GFA queries could just look at the list and E-Mail relevent people
to get code or help? Or alternativly is there somewhere GFA code is kept
on any FTP sites as I haven't found any yet P.D libaries seem to have
several disks of usful GFA source... Any one got any ideas??? More
importantly does anyone care??? On a difernt note any one know how to
decode and show a 256 color or greater GIF in 16 colours in GFA as I
need to do this for a WEB-Type Browser program I am working on?? If not
anyone know the file format??

Better to know what you know to-day than to think you know what will
happen tomorrow - Me

From 8609184358470254543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2f980f1c4b72a2f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-12 07:04:30 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!news.rwth-aachen.de!newsserver.rrzn.uni-hannover.de!unihil!
rz.uni-hildesheim.de!rbg.informatik.th-darmstadt.de!binder
From: binder@rbg.informatik.th-darmstadt.de (Thomas Binder)
Subject: Re: GFA Basic Query....
Message-ID: <1995Jan12.135726.29170@rz.uni-hildesheim.de>
Sender: news@rz.uni-hildesheim.de
Organization: TU Darmstadt
References: <3f0tfa$c7c@helios.herts.ac.uk>
Distribution: world
Date: Thu, 12 Jan 1995 13:57:26 GMT
Lines: 31

Hi!

In article <3f0tfa$c7c@helios.herts.ac.uk>, C.A.Roberts@herts.ac.uk (Chris
Roberts) writes:
> I have a screen stored as a 32K sting and want to make it a blank screen
> for use with the SPUT command so when I SPUT the string it puts a blank
> sceen up, at present I have to use CLS then sget over the old string to
> clear it. I tried SCREEN$=SPACE$(32000) but this dosent work any one got
> any ideas, Oh yeah it's GFA V2.0...On an STE.....
Well, don't forget that the Screen of an ST/STE is a *graphic* screen, not
a simple terminal. So if you want to make it blank, you must fill it with
zeros, i.e. all pixels cleared. With space$, you've filled it with 00100000.
So just do screen$=string$(32000,chr$(0)) (or chr$(0), 32000, dunno the right
order now). But always remember that using SPUT/SGET will cause the program
to only run on fully ST-compatible screens, i.e High, Low or Med. Better use
VDI-calls to handle with the screen (I know, that's not easy with Gfa...) Of
course, if you can live with that, use SGET/SPUT...

Ciao

Thomas

--
/----------\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Source unknown
\----------/

From 2318022809188753099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9ffae85e080c9707,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,9ffae85e080c9707,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-12 11:27:12 PST
Path: nntp.gmd.de!Germany.EU.net!howland.reston.ans.net!pipex!lyra.csx.cam.ac.uk!
sunsite.doc.ic.ac.uk!warwick!news.herts.ac.uk!m6.herts.ac.uk!A.I.Nicholls
From: A.I.Nicholls@herts.ac.uk (Alex Nicholls)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st.tech
Subject: GNU C HELP! PLEASE!
Date: 12 Jan 1995 19:27:12 GMT
Organization: University of Hertfordshire
Lines: 12
Message-ID: <42332f1582de@m6.herts.ac.uk>
NNTP-Posting-Host: m6.herts.ac.uk
X-Newsreader: TIN [version 1.2 PL2]
Xref: nntp.gmd.de comp.sys.atari.programmer:167 comp.sys.atari.st.tech:19001

I found some functions within support.h, namely unixtime and dostime functions
and want to use them within my own programs. Unfortunately when I seem to
compile it, it says it cannot find the functions..

Also there is a regular expressions library, and I can't find any instructions
on how to utilise it... any help that?!?!?

Any help would be greatfully received!

Alex Nicholls
Email: A.I.Nicholls@herts.ac.uk

From -6313771700205514350
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bfd6fc23794b1129,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-12 12:51:38 PST

Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!hookup!swrinde!howland.reston.ans.net!news.sprintlink.net!
malgudi.oar.net!news.ysu.edu!yfn.ysu.edu!ab164
From: ab164@yfn.ysu.edu (tom lamparty)
Newsgroups: comp.sys.atari.programmer
Subject: Documentation for AVI format?
Date: 12 Jan 1995 20:51:38 GMT
Organization: Youngstown State/Youngstown Free-Net
Lines: 11
Message-ID: <3f44oq$km4@news.ysu.edu>
NNTP-Posting-Host: yfn.ysu.edu

A friend of mine, Dr. Bob of Dr. Bobware and Author of MVG
and sundry other software, is looking for some documentation of the
AVI file format. Any help would be appreciated! Post it here or send
it to me E-Mail.
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

From 4109458673781969820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,32fa758871fdc51e,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,32fa758871fdc51e,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-12 14:06:38 PST
Path: nntp.gmd.de!Germany.EU.net!howland.reston.ans.net!news.starnet.net!wupost!
waikato!comp.vuw.ac.nz!canterbury.ac.nz!southern.co.nz!equinox.gen.nz!john
From: john@southern.co.nz (John Collis)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: MiNT and Lattice
Date: 12 Jan 1995 22:06:38 GMT
Organization: Southern InterNet Services
Lines: 15
Message-ID: <3f495e$hrd@southern.co.nz>
NNTP-Posting-Host: southern.co.nz
X-Newsreader: TIN [version 1.2 PL1]
Xref: nntp.gmd.de comp.sys.atari.st.tech:19003 comp.sys.atari.programmer:169

Hi there,

I believe that the sources for MiNT 1.12 do not compile "out of the box"
with Lattice C. Are there diffs available and what FTP site could I find
them from?? Also are these up to date with the latest patch? (1.12-h2) I
believe).

Cheers,

john

--

```
                                                  _
 john@southern.co.nz John Collis a user of          o( )
 The Internet Company of New Zealand [South Island]    /  /\
```

From -4633684557073481853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80b7da4eb414865
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-12 14:48:06 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!swrinde!cs.utexas.edu!math.ohio-state.edu!
magnus.acs.ohio-state.edu!dackerma
From: dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman)
Newsgroups: comp.sys.atari.programmer
Subject: Re: G.F.A Basic Source Code Libaries....
Date: 12 Jan 1995 22:48:06 GMT
Organization: The Ohio State University
Lines: 13
Message-ID: <3f4bj6$iv@charm.magnus.acs.ohio-state.edu>
References: <3f3e6r$9s1@helios.herts.ac.uk>
NNTP-Posting-Host: beauty.magnus.acs.ohio-state.edu

re. GFA FTP sites

I have started a small one on atari.archive.umich.edu under Programming/Gfa. There isn't much there right now but anything you send me I'll stick in it. I don't use GFA much anymore, but I have been slowly getting some of the code I have on my own machine up there. One of the items is a cheap litle demo I did for my local user group. It uses the BITBLT commands and the Playback routine.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

From 6198692142870235937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92389d78bcbb08e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-12 14:59:33 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!ub4b!btmplq.god.bel.alcatel.be!
se.bel.alcbel.be!cgra
From: cgra@se.bel.alcbel.be (Chris Gray)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GCC under Outside?
Date: 12 Jan 1995 09:53:33 GMT

Organization: Never was my forte
Lines: 8
Sender: cgra@btma74 (Chris Gray)
Distribution: world
Message-ID: <3f2u6t$qsb@btmplq.god.bel.alcatel.be>
References: Re: GCC under Outside? <gbw1vagju9c@moacs11>
Reply-To: cgra@se.bel.alcatel.be
NNTP-Posting-Host: btmw2i.se.bel.alcatel.be
X-Newsreader: mxrn 6.18-10

How about V-RAM, which of course is what I have?

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

From 6587352730081337181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e33a5b0d8cd02e0f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-12 17:19:22 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!newsfeed.pitt.edu!uunet!zib-berlin.de!rs1-hrz.uni-
duisburg.de!rrz.uni-koeln.de!RRZ.Uni-Koeln.DE!a1624091
From: a1624091@athena.rrz.uni-koeln.de (Jan T. Kim)
Newsgroups: comp.sys.atari.programmer
Subject: Re: SIZER rubberband
Date: 13 Jan 1995 01:19:22 GMT
Organization: Regional Computing Center, University of Cologne
Lines: 42
Message-ID: <3f4keqINN27dr@rs1.rrz.Uni-Koeln.DE>
References: <D27AFo.I1E@muster.hrz.uni-giessen.de>
Reply-To: a1624091@athena.rrz.uni-koeln.de
NNTP-Posting-Host: hpw1.rrz.uni-koeln.de
X-Newsreader: Tin 1.1 PL5

Martin Schmidt (gd63@vision.hrz.uni-giessen.de) wrote:

: If I do windows (wind_create() and so on) there is a SIZER aviable on
: every window.

Well... of course, you could not specify the SIZER flag in the
wind_create call, then there would be no sizer at all. I assume,
though, that you do want a sizer, but allow only for a certain
range of sizes.

: If I allow AES to use it, then I get an anoying effect:
: It is possible to to change to size down to zero, and you can see it with the
: rubberband.

From my experience, there is some minimal size of a window depending
on what elements (TITLE, SIZER, arrows, sliders etc.) the window has.
A fully decorated window cannot be sized to less than 100 x 100 pixels
of workspace, but the workspace of a window with the flags TITLE | MOVER
| SIZER | FULLER | CLOSER can very well be shrunk such that (almost?)
nothing is left of the workspace.
I am not aware of any method make any assumptions on such limits
which is warranted by the AES specs, though.

: Of course, my PRG doesn't accent too small sizes from the AES, but
: still the rubberband can become so small.
:
: How can set a lower limit for the SIZE rubberband ???
: Is there a siple flag to set ???

None that I know of, sorry. AFAIK, all programs do just what you
say, they don't honor sizes which they don't like. It's nice, of
course, to get as close as possible to the desired window size,
i.e. you should modify the user specified size such that the size
finally set by you gets as close to the ones given by the rubber
while still meeting your constraints.

Greetinx, Jan
--

```
 +- Jan Kim -- X.400:    S=kim;OU=violet;O=mpiz-koeln;P=mpg;C=de -----+
 |             Internet: kim@violet.mpiz-koeln.mpg.de                 |
 |                *** NOTE THE ADDRESS CHANGE ***                     |
 *-----=<  hierarchical systems are for files, not for humans  >=-----*
```


From -4854869137536474368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,41608f0cfd8c0aa2,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-12 22:55:38 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!news.kei.com!
hookup!swrinde!pipex!uknet!strath-cs!info!cs93dlh
From: cs93dlh@dcs.exeter.ac.uk (D.L.Hastings)
Subject: Re: Lisp & Prolog
In-Reply-To: rmccall@mcs.dundee.ac.uk's message of 11 Jan 95 15:55:13 GMT
Message-ID: <D2AJMJ.951@exeter.ac.uk>
Lines: 15
Sender: news@exeter.ac.uk (news admin)
Organization: Computer Unit, University of Exeter, UK
References: <1995Jan11.155513.9778@zippy.dct.ac.uk>
Date: Thu, 12 Jan 1995 11:51:54 GMT

In article <1995Jan11.155513.9778@zippy.dct.ac.uk> rmccall@mcs.dundee.ac.uk (Rod
McCall) writes:

> Can anyone recommend a version of these two languages which will run on

>   the Falcon?

There is a program called prolog-68 that works quite happily on the Falcon.
I have been using it for several weeks now. You can get it from atari.archive,
I think it is in /atari/languages.

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

From 3357610893587936466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2f980f1c4b72a2f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-12 22:55:49 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!news.kei.com!
news.mathworks.com!udel!gatech!swrinde!pipex!lyra.csx.cam.ac.uk!
sunsite.doc.ic.ac.uk!uknet!strath-cs!info!cs93dlh
From: cs93dlh@dcs.exeter.ac.uk (D.L.Hastings)
Subject: Re: GFA Basic Query....
In-Reply-To: C.A.Roberts@herts.ac.uk's message of 11 Jan 1995 15:28:42 GMT
Message-ID: <D2AJqp.9BJ@exeter.ac.uk>
Lines: 20
Sender: news@exeter.ac.uk (news admin)
Organization: Computer Unit, University of Exeter, UK
References: <3f0tfa$c7c@helios.herts.ac.uk>
Date: Thu, 12 Jan 1995 11:54:25 GMT

In article <3f0tfa$c7c@helios.herts.ac.uk> C.A.Roberts@herts.ac.uk (Chris Roberts)
writes:

>   I have a screen stored as a 32K sting and want to make it a blank screen
>   for use with the SPUT command so when I SPUT the string it puts a blank
>   sceen up, at present I have to use CLS then sget over the old string to
>   clear it. I tried SCREEN$=SPACE$(32000) but this dosent work any one got
>   any ideas, Oh yeah it's GFA V2.0...On an STE.....

It's a while since I used GFA, but I think you could try:

```
SCREEN$=STRING$(32000,0)
SPUT SCREEN$
```

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |

+----------+

From 4649451234115182226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dde343578341dfb0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-12 23:51:44 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!newsfeed.pitt.edu!gatech!newsxfer.itd.umich.edu!
agate!darkstar.UCSC.EDU!news.hal.COM!decwrl!tribune.usask.ca!
quartz.ucs.ualberta.ca!gov.nt.ca!gopher
From: gopher@gov.nt.ca (Gopher User)
Subject: I want First Class for Atari
Message-ID: <1995Jan13.075144.28579@gov.nt.ca>
Organization: Government of the NWT, Canada
Date: Fri, 13 Jan 1995 07:51:44 GMT
Lines: 9

Is there anyone out there who would be willing to try and write a program
for the Atari that is compatible with the First Class BBS software available
for PC and Mac? Idealy it should be able to run on any Atari computer in
any resolution from ST Medium and up. I would be willing to pay money for
a program like that if it was shareware.

Atarinator "The real McCoy"

From -2422910738518611560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f18aeb67accd56bd,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-13 00:36:23 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!math.ohio-state.edu!usc!nic-nac.CSU.net!zippy.sonoma.edu!kendrick
From: kendrick@zippy.sonoma.edu (William Kendrick)
Newsgroups: comp.sys.atari.programmer
Subject: "Complete and Essential Map" for XL/XE. WHere, and how much$!?
Date: 13 Jan 1995 08:36:23 GMT
Organization: Sonoma State University, Rohnert Park, Ca.
Lines: 27
Message-ID: <3f5e27$m3u@nic-nac.CSU.net>
NNTP-Posting-Host: zippy.sonoma.edu

Article 8575 of comp.sys.atari.8bit:
Path: nic-nac.CSU.net!zippy.sonoma.edu!kendrick
From: kendrick@zippy.sonoma.edu (William Kendrick)
Newsgroups: comp.sys.atari.8bit
Subject: "Complete And Essential Map" - How much $, where from?
Date: 13 Jan 1995 08:33:46 GMT

Organization: Sonoma State University, Rohnert Park, Ca.
Lines: 14
Message-ID: <3f5dta$m3h@nic-nac.CSU.net>
NNTP-Posting-Host: zippy.sonoma.edu

WHere can I get a copy of this and how much will it cost me?

Also, I heard "print out of OS" and "43 appendicies".. can anyone summarize
it, tell me when it was printed and by whom, etc??

Follow this posting (ie, don't e-mail) cuz others seem pretty interested
in it too..

thanx!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

From 3608629572397544818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2f980f1c4b72a2f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-13 00:53:03 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!newsfeed.pitt.edu!uunet!uunet.ca!uunet.ca!io.org!
wink.io.org!diehl
From: diehl@wink.io.org (Eric March)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic Query....
Date: 13 Jan 1995 08:53:03 GMT
Organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
Lines: 27
Message-ID: <3f5f1f$k75@ionews.io.org>
References: <3f0tfa$c7c@helios.herts.ac.uk>
NNTP-Posting-Host: wink.io.org
X-Newsreader: TIN [version 1.2 PL2]

Chris Roberts (C.A.Roberts@herts.ac.uk) wrote:
: I have a screen stored as a 32K sting and want to make it a blank screen
: for use with the SPUT command so when I SPUT the string it puts a blank
: sceen up, at present I have to use CLS then sget over the old string to
: clear it. I tried SCREEN$=SPACE$(32000) but this dosent work any one got
: any ideas, Oh yeah it's GFA V2.0...On an STE.....

SPUT is buggy, and I don't reccomend using it. It's also slow. Use BMOVE
instead. Try this:

blank.screen$=SPACE$(32000)

```
CLS
BMOVE XBIOS(2),VARPTR(blank.screen$),32000  ! Move blank screen to string
```

Now, whenever you want to BMOVE the blank screen to the screen, do this:

```
BMOVE VARPTR(blank.screen$),XBIOS(2),32000
```

It's blisteringly fast. I don't know if this will work with GFA 2.0, but I always use BMOVE with 3.5E for any main screen operations, and it works like a charm.

--

```
   ____________________________  ________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

From 1144735018419095839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,80b7da4eb414865
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-13 00:56:15 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!newsfeed.pitt.edu!uunet!uunet.ca!uunet.ca!io.org!
wink.io.org!diehl
From: diehl@wink.io.org (Eric March)
Newsgroups: comp.sys.atari.programmer
Subject: Re: G.F.A Basic Source Code Libaries....
Date: 13 Jan 1995 08:56:15 GMT
Organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
Lines: 31
Message-ID: <3f5f7f$k75@ionews.io.org>
References: <3f3e6r$9s1@helios.herts.ac.uk>
NNTP-Posting-Host: wink.io.org
X-Newsreader: TIN [version 1.2 PL2]

Chris Roberts (C.A.Roberts@herts.ac.uk) wrote:
: Any other GFA coders out there with a collection of .LST and .BAS files
: that contain routines that may be of interest to other GFA programmers
: such as loading in strange formats etc, If so maybe and E-Mail list of
: G.F.A coders could be compiled and posted on this group and anyone with
: any GFA queries could just look at the list and E-Mail relevent people
: to get code or help? Or alternativly is there somewhere GFA code is kept
: on any FTP sites as I haven't found any yet P.D libaries seem to have
: several disks of usful GFA source... Any one got any ideas??? More
: importantly does anyone care??? On a difernt note any one know how to
: decode and show a 256 color or greater GIF in 16 colours in GFA as I
: need to do this for a WEB-Type Browser program I am working on?? If not
: anyone know the file format??

: Better to know what you know to-day than to think you know what will
: happen tomorrow - Me

I think it's a good iea, personally. I'm a fairly adept GFA coder, though my main strengths are with graphics; I know little about using GEM in GFA (I try and avoid GEM wherever possible) but I know pretty much most everything else.

I have a list of picture formats if you're interested; it contains the GIF format breakdown, too.

--


```
   ____________________________  ________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```


From 3013219757791941279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d484887bd2ca7202,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-13 00:59:16 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!newsfeed.pitt.edu!uunet!uunet.ca!uunet.ca!io.org!
wink.io.org!diehl
From: diehl@wink.io.org (Eric March)
Newsgroups: comp.sys.atari.programmer
Subject: GFA Res Switching
Date: 13 Jan 1995 08:59:16 GMT
Organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
Lines: 18
Message-ID: <3f5fd4$k75@ionews.io.org>
NNTP-Posting-Host: wink.io.org
X-Newsreader: TIN [version 1.2 PL2]

Okay, I know all about res switching in GFA using setscreen ... that part's pretty simple. The part that isn't pretty simple is getting GEM to recognise the change along with the rest of the system.

Normally, I switch resolutions and the system works fine ... I set the mouse boundaries with LineA (I know, I know, but if you have a better suggestion, I'm all ears -- er, eyes) as well as the number of colours for that res... but if an alert box should pop up, it appears half off the screen as if GEM still thought it was in its previous res. I can turn in VDI clipping so that stuff doesn't wrap around to the other side of the screen, but that doesn't help alert boxes, which end up getting truncated half way. Any ideas? Thanks...

--


```
   ____________________________  ________________________________
  _____<___  ___// __  // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___  ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

From -9015681963010321777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92389d78bcbb08e9
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-13 03:54:55 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!ddsw1!news.kei.com!news.mathworks.com!udel!gatech!
swrinde!pipex!uknet!strath-cs!info!cs93dlh
From: cs93dlh@dcs.exeter.ac.uk (D.L.Hastings)
Subject: Re: GCC under Outside?
In-Reply-To: walra@moacs.indiv.nl.net's message of Tue, 10 Jan 1995 21:00:14 +0100
Message-ID: <D2CEFK.C9w@exeter.ac.uk>
Lines: 21
Sender: news@exeter.ac.uk (news admin)
Organization: Computer Unit, University of Exeter, UK
References: Re: GCC under Outside? <gbw1vagju9c@moacs11> <D26rJH.JG2@exeter.ac.uk>
     <dgzasm9cooa@moacs11>
Date: Fri, 13 Jan 1995 11:54:55 GMT

In article <dgzasm9cooa@moacs11> walra@moacs.indiv.nl.net (Waldi Ravens) writes:

>   > Ok, are you running outside before mint, after mint or from the mint.cnf?
>   The auto-folder programs in the order in which they are started (programs
>   marked with * have their headerflags set to ST-RAM):
>   tt-burst, superbt*, outside, drvin*, mfp-tt*, mfp*, scc*, superbta*, mint.

Much the same as my settings.

>   > According to the shell I have about 12Mb free, but gcc just hangs. (2.5.8)

>   Are the gcc, cpp, cc1, cc1plus, etc. headerflags ok? (load+malloc from TT-
RAM).

I think so, I'll have to check them.
Cheers,
--
```
+-------------+-----------------------------------------------+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI   |
+-------------+-----------------------------------------------+
|  Looking for a Falcon sample editor? Get SuperSam v1.08!    |
+-------------------------------------------------------------+
```

From -7741777744596055915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e33a5b0d8cd02e0f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-13 10:38:18 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!

news.mathworks.com!europa.eng.gtefsd.com!howland.reston.ans.net!pipex!uknet!
cix.compulink.co.uk!usenet
From: msbaines@cix.compulink.co.uk ("Mark Baines")
Subject: Re: SIZER rubberband
Message-ID: <D2Cx3w.y6@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <D27AFo.I1E@muster.hrz.uni-giessen.de>
Date: Fri, 13 Jan 1995 18:38:18 GMT
Lines: 22

>How can set a lower limit for the SIZE rubberband ???
>Is there a siple flag to set ???

Very simple, set up some #defines for your minimum sizes and in the function
that processes your msg[] add:

```
case WM_SIZED:if (msg[6] < MINWIDTH)
msg[6] = MINWIDTH;
if (msg[7] < MINHEIGHT)
msg[7] = MINHEIGHT;
etc etc
```

Slainte mhath
Mark

--
```
* Mark S Baines    * FidoNet:  2:254/105.10@fidonet.org     *
*                  * NeST:     90:102/107.0@nest.ftn        *
* Inver, Scotland  * TurboNet: 100:101/12.10@turbonet.ftn   *
* 01862 871624     * AtariNet: 51:502/0.10@atarinet.ftn     *
```

From -5973855582699216477
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ad911c1b441d7264,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-13 16:26:24 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!
europa.eng.gtefsd.com!news.umbc.edu!eff!news.duke.edu!godot.cc.duq.edu!
newsfeed.pitt.edu!uunet!sunic!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: How does VDI cope with truecolour?
Date: 14 Jan 1995 00:26:24 GMT
Organization: ABC-Klubben
Lines: 37
Message-ID: <3f75ng$9gr@oden.abc.se>
References: <D28ozI.Eu3@dcs.ed.ac.uk>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Joe Tapply (jdmt@dcs.ed.ac.uk) wrote:
: HI,
: I have been trying for a while to connect an ET4000 based ISA SVGA card to
: my TT via the VME port, and last night I managed to get a proper picture out of
the
: VGA card. So far I have only 320x480x64K and 640x480x256 colour modes working,
: but I expect to end up with 640x480x16M and 800x600x64K modes as well.

: I want to get GEM/TOS to use the SVGA card instead of my TT's normal video , so
I
: guess that I will have to write my own VDI drivers for it. I can't really see
too
: many problems in writing 256 colour mode drivers, but how does the VDI deal with
: truecolour? Specifically, what should my VDI drivers return from a v_openwk or
: v_openvwk call to indicate that there are 64K/16.8M colours available? Also how
: should I handle palette related calls when there is no real palette?

: I hope someone can help,
: Cheers,
: Joe.

Well, the VDI documentation says about intout[39], palette:
 Number of available colors in palette.
    0= >32767 colors
    2= Monochrome
    >2= Number of colors

So naturally you should return the value 0 here. As to all the other values,
you should look it up in the VDI documentation and see what they should
return when in the graphics mode you are writing your drivers for.

When in true colour mode, VDI tend to work with a set of "pens" rather than
color palette. That is, you have a 256 color index that you can pick your
current drawing color from, but if you change the RGB color values for one
color, those pixels drawn with that color will *not* change, as is the case
with the normal palette-modes.

-Mattias Flodin-

From -1851104905358419746
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2f980f1c4b72a2f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-13 16:29:39 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!gatech!
newsfeed.pitt.edu!uunet!sunic!news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic Query....

Date: 14 Jan 1995 00:29:39 GMT
Organization: ABC-Klubben
Lines: 10
Message-ID: <3f75tj$9gr@oden.abc.se>
References: <3f0tfa$c7c@helios.herts.ac.uk> <3f5f1f$k75@ionews.io.org>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Eric March (diehl@wink.io.org) wrote:
: SPUT is buggy, and I don't reccomend using it. It's also slow. Use BMOVE
: instead. Try this:

According to the GFA Manual, the SPUT command uses the same rout as the
BMOVE command, except that it's optimized for moving 32000 bytes. So the
SPUT command should actually be *faster* than the BMOVE comand.

-Mattias Flodin-

From 5125134064245411004
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,57dc7eaf590fe837,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-13 20:43:49 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!decwrl!
tribune.usask.ca!quartz.ucs.ualberta.ca!alberta!stuart
From: stuart@cs.ualberta.ca (David Stuart)
Newsgroups: comp.sys.atari.programmer
Subject: Where do I find minix?
Date: 14 Jan 1995 04:43:49 GMT
Organization: Computing Science, U of Alberta, Edmonton, Canada
Lines: 11
Message-ID: <3f7kq5$8bt@scapa.cs.ualberta.ca>
NNTP-Posting-Host: cab120.cs.ualberta.ca

The subject says it all... is this a shareware/freeware thing, or do
I have to purchase it from somewhere?

Dave

--
```
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| |||  email:stuart@amisk.cs.ualberta.ca   |
| L  A  T  E  R   D  U  D  E  S | |||  DAVE the atari fanatic......        |
|< \< \< \< \/ \ / \/ >/ >/ >/ >|/ | \ http://ugweb.cs.ualberta.ca/~stuart |
|David Stuart, AMUS. 2nd yr. Computing Science University of Alberta Canada|
```

From 2089166714016417936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,be8729e98aba68c5,start

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-13 23:01:57 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!decwrl!
tribune.usask.ca!quartz.ucs.ualberta.ca!alberta!stuart
From: stuart@cs.ualberta.ca (David Stuart)
Newsgroups: comp.sys.atari.programmer
Subject: Any good shareware dissasemblers?
Date: 14 Jan 1995 07:01:57 GMT
Organization: Computing Science, U of Alberta, Edmonton, Canada
Lines: 11
Message-ID: <3f7st5$ph6@scapa.cs.ualberta.ca>
NNTP-Posting-Host: cab120.cs.ualberta.ca

Are there? If so, where do I get them? umich is usually busy whenever I
try to get on there.

Dave

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart
David Stuart, AMUS. 2nd yr. Computing Science University of Alberta Canada

From -4472365025193502523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,be8729e98aba68c5
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-14 00:17:11 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!ddsw1!news.kei.com!hookup!usc!nic-nac.CSU.net!
zippy.sonoma.edu!kendrick
From: kendrick@zippy.sonoma.edu (William Kendrick)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Any good shareware dissasemblers?
Date: 14 Jan 1995 08:17:11 GMT
Organization: Sonoma State University, Rohnert Park, Ca.
Lines: 7
Message-ID: <3f81a7$h50@nic-nac.CSU.net>
References: <3f7st5$ph6@scapa.cs.ualberta.ca>
NNTP-Posting-Host: zippy.sonoma.edu

Specifying for which Atari could help.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
:)

From -2795999643736802133
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d484887bd2ca7202
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-16 02:38:02 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!howland.reston.ans.net!pipex!warwick!
news.ncl.ac.uk!newton!n08z7
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Res Switching
Date: 16 Jan 1995 10:38:02 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 15
Distribution: world
Message-ID: <3fdiaa$8jg@whitbeck.ncl.ac.uk>
References: <3f5fd4$k75@ionews.io.org> <3f76q6$9gr@oden.abc.se>
NNTP-Posting-Host: bebside.ncl.ac.uk

Interesting note, but not related to the original question.....

Does anyone know how GFA Raytrace managed it's trick with the switched resolutions?
Most of the screen is displayed in ST-Low (with palette switching to get 512 colours)
but the menu (about 1.5 inches at the right of the screen) is displayed in ST-Medium.
A neat trick - how was it done?

Craig.

```
 __                              _
 | \        | |                 / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From -5229389094367316191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74b8bac4d1054f41,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-16 05:42:59 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!msunews!uwm.edu!
vixen.cso.uiuc.edu!howland.reston.ans.net!Germany.EU.net!EU.net!sun4nl!
news.nic.surfnet.nl!news.kub.nl!kub.nl!kievit
From: kievit@kub.nl (Leen Kievit)
Newsgroups: comp.sys.atari.programmer
Subject: Setting serial port from GFA
Date: 16 Jan 1995 13:42:59 GMT
Organization: KUB, The Netherlands

Lines: 11
Distribution: world
Message-ID: <3fdt53$ajj@kubds1.kub.nl>
Reply-To: L.A.Kievit@kub.nl
NNTP-Posting-Host: itksuc.kub.nl

Hi,

Can anyone tell me how I can set the parameters for the serial port
(baudrate etc) from within GFA Basic ?

TIA

Leen Kievit
Netherlands

From 8429003587992870361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 109a67,d852c2de50951603,start
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,d852c2de50951603,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105e6b,d852c2de50951603,start
X-Google-Attributes: gid105e6b,public
X-Google-ArrivalTime: 1995-01-16 06:29:50 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!news.th-darmstadt.de!muster!
vision!gd63
From: gd63@vision.hrz.uni-giessen.de (Martin Schmidt)
Subject: PAM's NET and MiNTnet
Sender: news@muster.hrz.uni-giessen.de
Message-ID: <D2I0ME.F5E@muster.hrz.uni-giessen.de>
Date: Mon, 16 Jan 1995 12:42:14 GMT
Organization: Hochschulrechenzentrum (HRZ) der Universitaet Giessen
X-Newsreader: TIN [version 1.2 PL2]
Lines: 29
Xref: nntp.gmd.de comp.sys.atari.st.tech:19017 comp.sys.atari.programmer:179
de.comp.sys.st:5451

Hi,

under which circumstances can I use a PAM's Net with MiNTnet ?

I have the PAM's Ethernet card (TT with VME, Mega ST with Megabus and
ST with DMA/extern), but only the ST/TT Net-Software.

Now I have to decide to buy TCP/IP and NFS from PAM's (>400US$ per license)
:-(((

_or_

install just MiNTnet to have all the fine TCP/IP run with MiNT.

So, what do I need to use the Ethernet with MiNT ???

Thanks in advance for your help

Martin
---
 martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
 nicht tot sind, irgendwie sehr krank"
   Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
 dead are, somehow, quite ill."
   Douglas Adams

From -8667459153548634021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d99f41e71e45ea9c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-16 06:33:14 PST
Path: nntp.gmd.de!Germany.EU.net!news.dfn.de!news.belwue.de!news.uni-stuttgart.de!
rz.uni-karlsruhe.de!ma2s2!haible
From: haible@ma2s2.mathematik.uni-karlsruhe.de (Bruno Haible)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Dynamic Linking
Date: 16 Jan 1995 14:33:14 GMT
Organization: University of Karlsruhe, Germany
Lines: 8
Message-ID: <3fe03a$5ks@nz12.rz.uni-karlsruhe.de>
References: <Pine.SGI.3.91.950114182736.27671A-100000@tower.york.ac.uk>
NNTP-Posting-Host: ma2s2.mathematik.uni-karlsruhe.de
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Originator: haible@ma2s2

> I need to work out a way of dynamically linking various bits of code
> together - does anyone have any ideas how to do this?

GNU dld-3.2.3 is believed to support the Atari.

Bruno Haible
haible@ma2s2.mathematik.uni-karlsruhe.de

From 8584679518639508736
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,41608f0cfd8c0aa2
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-16 06:35:54 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.ge.com!news.drexel.edu!
netnews.upenn.edu!msunews!agate!howland.reston.ans.net!Germany.EU.net!news.dfn.de!
news.belwue.de!news.uni-stuttgart.de!rz.uni-karlsruhe.de!ma2s2!haible
From: haible@ma2s2.mathematik.uni-karlsruhe.de (Bruno Haible)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Lisp & Prolog
Date: 16 Jan 1995 14:35:54 GMT
Organization: University of Karlsruhe, Germany
Lines: 11
Message-ID: <3fe08a$5lf@nz12.rz.uni-karlsruhe.de>
References: <1995Jan11.155513.9778@zippy.dct.ac.uk>
NNTP-Posting-Host: ma2s2.mathematik.uni-karlsruhe.de
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Keywords: lisp, clisp
Originator: haible@ma2s2

> Can anyone recommend a version of these two languages which will run on
> the Falcon?

CLISP runs on Atari ST, among others. Full Common Lisp.
FTP ma2s2.mathematik.uni-karlsruhe.de:/pub/lisp/clisp/binaries/atari/

If it doesn't run on the Falcon, please tell me.

Bruno Haible
haible@ma2s2.mathematik.uni-karlsruhe.de

From -4651281978406266773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,74b8bac4d1054f41
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-16 09:19:17 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!howland.reston.ans.net!pipex!sunic!
trane.uninett.no!eunet.no!nuug!telepost.no!oslonett.no!oslonett.no!not-for-mail
From: larserik@oslonett.no (Lars-Erik Osterud)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Setting serial port from GFA
Date: 16 Jan 1995 18:19:17 +0100
Organization: Oslonett public access
Lines: 21
Message-ID: <1E30912C.larserik@oslonett.no>
References: <3fdt53$ajj@kubds1.kub.nl>
NNTP-Posting-Host: hasle.oslonett.no

> Can anyone tell me how I can set the parameters for the serial port

> (baudrate etc) from within GFA Basic ?

XBIOS call 15 (rsconf) (I'm assuming you know how to use XBIOS in GFA)

```
rsconf(baud,ctrl,ucr,rsr,tsr,scr);
int baud,ctrl,ucr,rsr,tsr,scr;

baud = baud rate (0=19200,1=9600,2=4800,3=3600,4=2400,5=2000,6=1800,7=1200
                  8=600,9=300....)
ctrl = parameters (0=No handshake,1=Xon/Xoff,2=Rts/Cts)
ucr  = Uart control register in MFP
rsr  = Receiver status register in MFP
tsr  = Transmitter status register in MFP
scr  = Synchronous character register in the MFP

use -1 to not change a value
```

--
 Lars-Erik Osterud Phone +47 67131571 BBS/fax +47 67132659
  Atari Developer   Pager +47 96634222 larserik@oslonett.no
   SysOp ABK-BBS   Work +47 22956938 leo@merkur.sds.no

From -4925650650837623404
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-16 10:28:36 PST
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!informatik.tu-muenchen.de!
Germany.EU.net!howland.reston.ans.net!pipex!lyra.csx.cam.ac.uk!
pc2033.nmus.pwf.cam.ac.uk!mnb20
From: mnb20@cam.ac.uk (Mark Baker)
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Subject: Re: PAM's NET and MiNTnet
Date: Mon, 16 Jan 1995 16:23:31
Organization: University of Cambridge
Lines: 14
Message-ID: <mnb20.26.001064D0@cam.ac.uk>
References: <D2I0ME.F5E@muster.hrz.uni-giessen.de>
NNTP-Posting-Host: pc2033.nmus.pwf.cam.ac.uk
X-Newsreader: Trumpet for Windows [Version 1.0 Rev A]
Xref: nntp.gmd.de comp.sys.atari.st.tech:19018 comp.sys.atari.programmer:183
de.comp.sys.st:5452

In article <D2I0ME.F5E@muster.hrz.uni-giessen.de> gd63@vision.hrz.uni-giessen.de
(Martin Schmidt) writes:

>I have the PAM's Ethernet card (TT with VME, Mega ST with Megabus and
>ST with DMA/extern), but only the ST/TT Net-Software.

>install just MiNTnet to have all the fine TCP/IP run with MiNT.

>So, what do I need to use the Ethernet with MiNT ???

An appropriate .xif driver. Whether such a thing exists I don't know.

```
   /\    /\               mnb20@cam.ac.uk   (terms)
  / \\  / \\ ark Baker    mark.baker@mettav.exnet.com   (vacations)
 /   \\/   \\
/     \\    \\    ** A Smith & Wesson beats four aces **
```

From -6780095383379335656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f2f980f1c4b72a2f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-16 14:31:21 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!zombie.ncsc.mil!news.duke.edu!agate!darkstar.UCSC.EDU!
news.hal.COM!decwrl!tribune.usask.ca!quartz.ucs.ualberta.ca!gov.nt.ca!gopher
From: gopher@gov.nt.ca (Gopher User)
Subject: Re: GFA Basic Query....
Message-ID: <1995Jan16.223121.23060@gov.nt.ca>
Organization: Government of the NWT, Canada
References: <3f0tfa$c7c@helios.herts.ac.uk> <3f5f1f$k75@ionews.io.org>
<3f75tj$9gr@oden.abc.se>
Date: Mon, 16 Jan 1995 22:31:21 GMT
Lines: 21

In article <3f75tj$9gr@oden.abc.se> m9036@oden.abc.se (Mattias Flodin) writes:
>Eric March (diehl@wink.io.org) wrote:
>: SPUT is buggy, and I don't reccomend using it. It's also slow. Use BMOVE
>: instead. Try this:
>
>According to the GFA Manual, the SPUT command uses the same rout as the
>BMOVE command, except that it's optimized for moving 32000 bytes. So the
>SPUT command should actually be *faster* than the BMOVE comand.
>
>-Mattias Flodin-
>

I have a query related to this topic, although it's nothing to do with the above, but whoever left the above messages seems to know a bit about GFA Basic. I have no manual, only a quick reference, thus I am unable to figure out how to use the BMOVE command. How can it be used for nice, smooth animation? If you know how, please could you let me know.

Thanks in advance.

Atarinator "The real McCoy"

From 8618509554190253080

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 105e6b,d852c2de50951603
X-Google-Attributes: gid105e6b,public
X-Google-Thread: 109a67,d852c2de50951603
X-Google-Attributes: gid109a67,public
X-Google-Thread: 1115ce,d852c2de50951603
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-16 19:29:19 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st
Path: nntp.gmd.de!ceres.fokus.gmd.de!zib-berlin.de!gs.dfn.de!
zeus.rbi.informatik.uni-frankfurt.de!terra.wiwi.uni-frankfurt.de!news.th-
darmstadt.de!fauern!xlink.net!nntp-server.caltech.edu!vixen.cso.uiuc.edu!
howland.reston.ans.net!pipex!uknet!cix.compulink.co.uk!usenet
From: rgivan@cix.compulink.co.uk ("Roland Givan")
Subject: Re: PAM's NET and MiNTnet
Message-ID: <D2Iypv.H2s@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <D2I0ME.F5E@muster.hrz.uni-giessen.de> <mnb20.26.001064D0@cam.ac.uk>
Date: Tue, 17 Jan 1995 00:58:43 GMT
Lines: 11
Xref: nntp.gmd.de comp.sys.atari.st.tech:19022 comp.sys.atari.programmer:186
de.comp.sys.st:5456

> An appropriate .xif driver. Whether such a thing exists I don't know.

BTW do .XIF drivers exist for any parallel port ethernet adaptors? Also
is there any support for this sort of stuff under Linux/68k?

Thanks

Roland.

@CiX

From -6091768587431257276
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4168d5cec122f4d7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-02 07:17:32 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!nntp.club.cc.cmu.edu!newsfeed.pitt.edu!gatech!
swrinde!pipex!uunet!ftpbox!mothost!schbbs!NewsWatcher!user
From: Reschke#m#_Julian@msmail_gw.mdd.comm.mot.com (Julian Reschke)
Subject: Re: Vdi initialization
Organization: Motorola WDG
Date: Mon, 02 Jan 1995 15:42:39 +0100
Message-ID: <Reschke#m#_Julian-020195154240@140.101.205.18>
Followup-To: comp.sys.atari.programmer
References: <3e6qjs$col@nyheter.chalmers.se>

Sender: news@schbbs.mot.com (SCHBBS News Account)
Nntp-Posting-Host: 140.101.205.18
Lines: 13

In article <3e6qjs$col@nyheter.chalmers.se>, d2cg@dtek.chalmers.se
(Christer Gustavsson) wrote:

>
> I need to use Vdi before the Aes is initialized and wonder: How do I initialize
> the Vdi on boot time? How does MultiTos do it?

The same way the ROM AES is doing it: just open a *physical* screen
workstation.

--
Julian F. Reschke, Motorola WDG Wiesbaden
Opinions expressed are entirely my own!

From 3636229138216994086
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c217a1674b84b9c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-02 13:19:09 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!msunews!uwm.edu!
spool.mu.edu!howland.reston.ans.net!news.sprintlink.net!cyberspace.com!
cyberspace.com!not-for-mail
From: skarg@cyberspace.com (Peter Von Kleinsmid)
Newsgroups: comp.sys.atari.programmer
Subject: C++ for ST
Date: 2 Jan 1995 12:19:24 -0800
Organization: Cyberlink Communications (206) 281-5397
Lines: 4
Message-ID: <3e9n4c$of6@case.cyberspace.com>
NNTP-Posting-Host: case.cyberspace.com
X-Newsreader: TIN [version 1.2 PL2]

I've been using Laser C for my ST programming, and am quite happy with
it, but C++ would be very nice if there is a good compiler for it & the
ST and/or Falcon. DOes anyone know what exists and what's good or bad?

From 5241891046954596619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e9792f49c9db178,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-02 13:27:03 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!pipex!uknet!
zippy.dct.ac.uk!pop!rmccall
Newsgroups: comp.sys.atari.programmer
Subject: Pure C problems
Message-ID: <1995Jan2.211940.9542@zippy.dct.ac.uk>

From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Date: 2 Jan 95 21:19:39 GMT
Nntp-Posting-Host: pop.mcs.dundee.ac.uk
X-Newsreader: TIN [version 1.2 PL1]
Lines: 42

I have a problem with a progam which uses the following pieces of code...

```
typedef struct customers {
                        char c_num[MAX_NUM];
                        char c_name[MAX_NAME];
                        char c_address[MAX_ADDR];
                   } c_list;

c_list customer[DSIZE],temp_cus;




void add_customer()
{
char s[0];
         printf("Customer Account Number/Code : ");
         gets(temp_cus.c_num);
         printf("Customer Name : ");
         gets(temp_cus.c_name);
         printf("Customer Address : ");
         gets(temp_cus.c_address);
}
```

=======

On keying in h above information as prompted nte add_customer
routine the input into the temp_cus.c_name is ALSO appended on
to the temp_cus.c_num.

Can anyone explain?

Rod

--
--
Seasons greetings.

From -3003306306954060328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e9792f49c9db178

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-02 17:48:44 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!msunews!agate!
howland.reston.ans.net!news.sprintlink.net!EU.net!sun4nl!ruuinf!phil.ruu.nl!
phil.ruu.nl!not-for-mail
From: hjv@phil.ruu.nl (Hendrik Jan Veenstra)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure C problems
Date: 3 Jan 1995 00:09:37 +0100
Organization: Dept. of Philosophy, Utrecht University, The Netherlands
Lines: 38
Message-ID: <3ea13h$m62@chico.staf.phil.ruu.nl>
References: <1995Jan2.211940.9542@zippy.dct.ac.uk>
NNTP-Posting-Host: chico.staf.phil.ruu.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

```
>
>typedef struct customers {
>    char c_num[MAX_NUM];
>    char c_name[MAX_NAME];
>    char c_address[MAX_ADDR];
>} c_list;

>c_list customer[DSIZE],temp_cus;

>void add_customer()
>{
>    char s[0];
>    printf("Customer Account Number/Code : ");
>    gets(temp_cus.c_num);
  [ ... etc .. ]

>the input into the temp_cus.c_name is ALSO appended on to the temp_cus.c_num.
```

Your most obvious problem is using gets() instead of fgets(). fgets() you force an upper bound on user input. In the above, what happens if MAX_NUM is, say, 8, and the user types a 10 char string?? Righto... Note that fgets() retains the ending newline (i.e does *not* replace it with a '\0', as gets() does), so you have to make the input fields one char longer, or follow the next suggestion, and remove the \n before copying the user input to the struct fields.

Instead of using the struct-fields directly, you could also use a temp buffer to hold the input. This allows for input-format checking, before overwriting data in the struct (for example). Still use fgets() though...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands

(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

From -6703263071311399434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a7b58f2c8f5f8b1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-02 23:39:09 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!ddsw1!panix!bloom-beacon.mit.edu!gatech!swrinde!
pipex!uunet!earth.usa.net!earth!ross
From: ross@earth (Frederick Matzen)
Newsgroups: comp.sys.atari.programmer
Subject: GFA Bitblt command
Date: 3 Jan 1995 05:55:43 GMT
Organization: Internet Express (800-592-1240 customer service)
Lines: 23
Message-ID: <3eaosv$klc@earth.usa.net>
NNTP-Posting-Host: earth.usa.net
X-Newsreader: TIN [version 1.2 PL2]

Okay. I'm not a pro but I enjoy trying to figure things out and actually
writing a program or two. But I'm stuck here.
I've been using GFA 3.6tt on my Falcon and I know there are some
incompatabilities but most of it works and I like GFA (now if they would
just upgrade it instead of spreading rumours).
One thing that doesn't work well is the old GET and PUT commands. Too
much for a little string. So I have to move on to something else. BITBLT
looked like the perfect replacement but I cannot entirely understand how
to do the same things I did with GET/PUT. I can move a block or section
fo the screen around nicely but what I need to do is copy into a
string(?) and display it later, as with GET/PUT. I have a little source
code for it but I can't seem to figure out how to store the section of
screen I need for later use.

I would appreciate any help on this.
    You see I am already balding
    and I cannot afford to lose any more hair
    :-0 =:-(~:-{

--

From 5961674362608764706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e1fcd31bd4ade8e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-03 04:13:28 PST

Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!pipex!sunic!
news.chalmers.se!dtek.chalmers.se!d8klojo
From: d8klojo@dtek.chalmers.se (Johan Klockars)
Newsgroups: comp.sys.atari.programmer
Subject: Scrolling and programmed pointer movement
Date: 3 Jan 1995 12:10:54 GMT
Organization: Chalmers University of Technology
Lines: 31
Message-ID: <3ebese$pr0@nyheter.chalmers.se>
NNTP-Posting-Host: varoom.dtek.chalmers.se

I have recently implemented a simple mouse controlled image scrolling
mechanism in MGIF. To make this really useful the user must be able to
scroll around the image no matter how large it is. Unfortunately GEM
restricts the pointer movements to the screen area, so any attempt to
scroll indefinitely to the right for example will fail.
Since I'm currently using the mouse to select points on the screen,
I want the screen to be still when the mouse is still and scroll when
the pointer reaches the edges.
I'm not doing this in a window, by the way.

To solve the problem I thought that it would be a simple matter to do
a programmed return of the pointer to the screen center, but I can not
find any way to do that. I thought it would be possible to use
appl_tplay (or whatever the name is), but since mouse movement isn't an
event that would not work.

Do I have to intercept the mouse vector or is there a better way?

I'm currently using graf_mkstate in a tight loop, which is of course a
bad idea under a multitasking OS. I'd like to use event_multi if possible.
Can event_multi be used to detect general mouse movement?

For normal image viewing I guess a start/stop kind of scrolling should be
enough. I think this must be possible using the box checks in event_multi,
but if anyone has any other ideas, I'm all ears.

--

```
  Chalmers University   | Why are these |  e-mail :  d8klojo@dtek.chalmers.se
     of Technology      |  .signatures  |  Address:  Johan Klockars
                        | so hard to do |            Foreningsgatan 32/408
   Gothenburg, Sweden   |     well?     |            411 27 Gothenburg, SWEDEN
```


From 12022018859633446
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a7b58f2c8f5f8b1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-03 04:57:41 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!pipex!sunic!
news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer

Subject: Re: GFA Bitblt command
Date: 3 Jan 1995 12:43:05 GMT
Organization: ABC-Klubben
Lines: 42
Message-ID: <3ebgop$7gf@oden.abc.se>
References: <3eaosv$klc@earth.usa.net>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Frederick Matzen (ross@earth) wrote:
: Okay. I'm not a pro but I enjoy trying to figure things out and actually
: writing a program or two. But I'm stuck here.
: I've been using GFA 3.6tt on my Falcon and I know there are some
: incompatabilities but most of it works and I like GFA (now if they would
: just upgrade it instead of spreading rumours).
: One thing that doesn't work well is the old GET and PUT commands. Too
: much for a little string. So I have to move on to something else. BITBLT
: looked like the perfect replacement but I cannot entirely understand how
: to do the same things I did with GET/PUT. I can move a block or section
: fo the screen around nicely but what I need to do is copy into a
: string(?) and display it later, as with GET/PUT. I have a little source
: code for it but I can't seem to figure out how to store the section of
: screen I need for later use.

Well I don't know how the BitBlt command works, but I know how you should
store whatever you've got.
A string cannot carry more than 32767 bytes, making it difficult to work on
the big screens of the F030. The solution is to use Malloc to allocate
memory. But first you have to make GFA release some of the memory it has
stolen from the system.

Let's say that you're working on a 256 color, low-resolution, overscanned
screen (384*240*256), then you would do as follows:

```
Screensize%=384*240*1  ! Size in bytes of the screen
Reserve 100000         ! Leave all memory to the system, except for 100Kb.
adr%=Malloc(Screensize)! Allocate memory and get the adress in adr%
If adr%=-1
  End              ! If there wasn't enough memory then exit
Endif
```

Then you have the adress to the block of memory and adr%, just as you get
the adress to the string using Varptr(a$).
When you don't need the block of memory anymore you can use Mfree do
deallocate it:

```
Mfree(adr%)
```

-Mattias Flodin-

From 8853914113724646688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c217a1674b84b9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-03 06:44:59 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!yale.edu!spool.mu.edu!
howland.reston.ans.net!pipex!uunet!newsfeed.ACO.net!fuw.edu.pl!news
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Re: C++ for ST
In-Reply-To: <3e9n4c$of6@case.cyberspace.com>
Content-Type: TEXT/PLAIN; charset=US-ASCII
Message-ID: <Pine.BUL.3.90.950103145332.14292B-100000@bull.mimuw.edu.pl>
Sender: news@fuw.edu.pl
Nntp-Posting-Host: bull.mimuw.edu.pl
Organization: Warsaw University Physics Dept.
References: <3e9n4c$of6@case.cyberspace.com>
Mime-Version: 1.0
Date: Tue, 3 Jan 1995 13:57:45 GMT
Lines: 14

On 2 Jan 1995, Peter Von Kleinsmid wrote:

> I've been using Laser C for my ST programming, and am quite happy with
> it, but C++ would be very nice if there is a good compiler for it & the
> ST and/or Falcon. DOes anyone know what exists and what's good or bad?

There is one of the best compilers on any platform named gcc. It supports
c, c++ and obective c (last one only on v 2.6 and higher). There are
quite a lot of libraries available on ST/E/F/TT for gcc on
atari.archive.umich.edu (gcc is available there too).

regards

Simon

From -8869072705086556764
X-Google-Language: FINNISH,ASCII-7-bit
X-Google-Thread: 1115ce,c29effde05aa266c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-03 14:21:52 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!news.duke.edu!solaris.cc.vt.edu!swiss.ans.net!
fonorola!inasec.ca!inasec.ca!tursi
From: Tursi <tursi@inasec.ca>
Newsgroups: comp.sys.atari.programmer
Subject: Just a test... sorry
Date: Tue, 3 Jan 1995 12:49:15 -0500
Organization: InaSecInc., Canada.
Lines: 5
Message-ID: <Pine.LNX.3.91.950103124835.4882B-100000@inasec.ca>
NNTP-Posting-Host: inasec.ca

Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII

Test test test
RYRYRYRYRYRYRYRYRYRYRYRYRY
THE QUICK BROWN FOX JUMPED OVER THE LAZY DOG
RYRYRYRYRYRYRYRYRYRYRYRYRY

From -6899507288396091315
X-Google-Language: FINNISH,ASCII-7-bit
X-Google-Thread: 1115ce,c29effde05aa266c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-03 18:30:39 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!msunews!uwm.edu!
cs.utexas.edu!swrinde!gatech!swiss.ans.net!fonorola!inasec.ca!inasec.ca!tursi
From: tursi@inasec.ca (Mike Brent)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Just a test... sorry
Date: 3 Jan 1995 17:58:08 GMT
Organization: InaSec Inc, Ottawa Canada
Lines: 8
Message-ID: <3ec37g$4vl@inasec.ca>
References: <Pine.LNX.3.91.950103124835.4882B-100000@inasec.ca>
NNTP-Posting-Host: inasec.ca
X-Newsreader: TIN [version 1.2 PL2]

Tursi (tursi@inasec.ca) wrote:
: Test test test
: RYRYRYRYRYRYRYRYRYRYRYRYRY
: THE QUICK BROWN FOX JUMPED OVER THE LAZY DOG
: RYRYRYRYRYRYRYRYRYRYRYRYRY

It worked. Good.

From -6239585572712808127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,812716f711235b59
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-03 22:39:58 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!EU.net!uknet!cix.compulink.co.uk!usenet
From: jonellis@cix.compulink.co.uk ("Jon Ellis")
Subject: Re: Prospero C
Message-ID: <D1uGt4.8ME@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <3e8vni$ani@due.uninett.no>
Date: Tue, 3 Jan 1995 19:29:28 GMT
Lines: 25

In message <3e8vni$ani@due.uninett.no>, nkjnf@kj.uib.no said:
  >
  > I!ve heard that Prospero C has been "given away" on a ST Review
  > coverdisk
  > (or was it ST Format?).
  >

It was ST Review. Issue 17 to be precise.

  > I do not have this magazine, but I would like to have a copy of that
  > coverdisk.
  >
  > Is there somebody who can send me the necessary files (e.g. via E-mail)
  > ?

That would be a copyright violation (= piracy). You need to buy the disk, which costs all of UKP 2.50. Snail to Prospero C Disk, ST Review, Media House, Adlington Park, Macclesfield, SK10 4NP, UK.

Hurry though, because ST Review has just gone down the tubes, so the disk may not continue to be available for long.

Jon
jonellis@cix.compulink.co.uk

From -1916581729365647554
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,812716f711235b59
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-03 23:44:13 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!math.ohio-state.edu!jussieu.fr!news.oleane.net!oleane!pipex!sunic!
trane.uninett.no!due.uninett.no!nkjnf.kj.uib.no!nkjnf
From: Nils Øge Frøystein <nkjnf@kj.uib.no>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Prospero C
Date: 4 Jan 1995 07:26:52 GMT
Organization: Department of Chemistry, University of Bergne
Lines: 24
Distribution: world
Message-ID: <3edijs$6fa@due.uninett.no>
References: <3e8vni$ani@due.uninett.no>
NNTP-Posting-Host: nkjnf.kj.uib.no
X-UserAgent: Nuntius v1.1.1d24
X-XXMessage-ID: <AB300C9BDD013444@nkjnf.kj.uib.no>
X-XXDate: Wed, 4 Jan 95 08:28:11 GMT

... deleted lines ...

>That would be a copyright violation (= piracy). You need to buy the

disk,
>which costs all of UKP 2.50. Snail to Prospero C Disk, ST Review,
Media
>House, Adlington Park, Macclesfield, SK10 4NP, UK.
>
>Hurry though, because ST Review has just gone down the tubes, so the
disk
>may not continue to be available for long.
>
>Jon
>jonellis@cix.compulink.co.uk
>

Aha! So it is not legal!

I've already started writing the letter.
Thank you for informing me of the address!

Nils Aage Froeystein

nils.froystein@kj.uib.no

From 6462740853163260490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-04 01:12:09 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!vixen.cso.uiuc.edu!sdd.hp.com!hplabs!hplextra!hplb!hpcpb!bericd
From: bericd@bri.hp.com (Beric Dunn)
Subject: Re: C compilers extremely unix-like?
Sender: news@bri.hp.com (News User)
Message-ID: <D1vI3D.DxB@bri.hp.com>
Date: Wed, 4 Jan 1995 08:54:48 GMT
References: <3ed1f7$h1s@scapa.cs.ualberta.ca>
Nntp-Posting-Host: hawkeye.bri.hp.com
Organization: Hewlett-Packard
X-Newsreader: TIN [version 1.2 PL1.4]
Lines: 32

David Stuart (stuart@cs.ualberta.ca) wrote:
: Not to knock unix machines, I use them at school... but... why is it that
: all the shareware C compilers (or, at least the ones that I have had
: recommended to me) are extremely unix-like in nature? They even go so far as
: to recommend running minix, because of the irregular filename lengths. They
: are huge executables, and must remain in certain paths with many flags
: turned here and there and about a BAJILLION different configuration files,
: etc, etc...

.....

: What kind of a setup do <quote> REAL <unquote> programmers use? Should I be
: working from the mainframe at university, and attempt to find some kind of
: flag or option to compile for the 680x0? Or should I attempt to set something
: up using minix? Help required...

Well Dave,

At home I use GCC running under the Mupfel shell supplied with
GEMINI. It is also possible to use it with Gulam (For which a setup
batch file is provided with GCC)

In my opinion GCC is VERY good - and if you are used to unix c at
university then you would find GCC very easy to get on with.

By the way - I do not and never have used Minix or Mint - all my
stuff is done under 'single tasking' TOS 1.4

Hope this was of use,
Beric..

From -4114415039926668171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4e9792f49c9db178
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-04 05:04:19 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!ns.channel1.com!
news.sprintlink.net!EU.net!uknet!zippy.dct.ac.uk!pop!rmccall
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure C problems
Message-ID: <1995Jan3.221955.9555@zippy.dct.ac.uk>
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Date: 3 Jan 95 22:19:55 GMT
References: <1995Jan2.211940.9542@zippy.dct.ac.uk>
Nntp-Posting-Host: pop.mcs.dundee.ac.uk
X-Newsreader: TIN [version 1.2 PL1]
Lines: 55

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:

: I have a problem with a progam which uses the following pieces of code...

```
:
: typedef struct customers {
:                       char c_num[MAX_NUM];
:                       char c_name[MAX_NAME];
:                       char c_address[MAX_ADDR];
:                  } c_list;

: c_list customer[DSIZE],temp_cus;
```

```
: void add_customer()
: {
: char s[0];
:        printf("Customer Account Number/Code : ");
:        gets(temp_cus.c_num);
:        printf("Customer Name : ");
:        gets(temp_cus.c_name);
:        printf("Customer Address : ");
:        gets(temp_cus.c_address);
: }
```

: =======

: On keying in h above information as prompted nte add_customer
: routine the input into the temp_cus.c_name is ALSO appended on
: to the temp_cus.c_num.

: Can anyone explain?

: Rod

: --
: --
: Seasons greetings.

Thanks to everyone for their help. I have so far had little luck with
any of them, although perhaps this is my fault. If it is if any interest
my system is a Falcon 030 with TOS 4.01 and MiNT ver 1.12.
Thanks again.

Rod

--
--
Seasons greetings.

From 2442264422918206433
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ac72ccd830f71da
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-04 06:05:49 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!sunic!mimuw.edu.pl!news
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon Assember

Date: Wed, 4 Jan 1995 15:05:49 +0100 (MET)
Organization: Department of Maths and Computer Science, Warsaw University
Lines: 18
Message-ID: <Pine.BUL.3.90.950104150306.16419D-100000@bull.mimuw.edu.pl>
References: <3e1tb5$n41@news.cc.utah.edu>
NNTP-Posting-Host: bull.mimuw.edu.pl
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <3e1tb5$n41@news.cc.utah.edu>

On 30 Dec 1994, Paul Luscher wrote:

> Hello Atari Programmers,
> Where can I get an assembler, C compiler or C++?, a memory map
You can get set of gnu products on aaue in Gnustuff/Tos

> including detailed descriptions of Gem calls and Graphics modes, audio
> use and dsp activation? Including calls to Read/Write to Hard Drives and
Some of them you can find also on aaue in Programming/hardware.zip

> Floppies and Read/Write from I/O ports. I don't want anything much more
> than a "Programmers Reference Guide" a la Commodore 64 only written for
> the Falcon 030. Can anyone help?
> Paul.Luscher@m.cc.utah.edu

regards,

Simon.

From 8831430464887959759
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-04 07:20:42 PST
Path: nntp.gmd.de!newsserver.jvnc.net!yale.edu!spool.mu.edu!
howland.reston.ans.net!pipex!news.oleane.net!oleane!jussieu.fr!univ-lyon1.fr!
swidir.switch.ch!epflnews!dinews.epfl.ch!dinews.epfl.ch!furrer
From: Marc.Furrer@di.epfl.ch (Marc Furrer)
Newsgroups: comp.sys.atari.programmer
Subject: Re: C compilers extremely unix-like?
Date: 04 Jan 1995 15:20:42 GMT
Organization: Ecole Polytechnique Federale de Lausanne
Lines: 52
Message-ID: <FURRER.95Jan4162042@ltidec3.epfl.ch>
References: <3ed1f7$h1s@scapa.cs.ualberta.ca> <D1vI3D.DxB@bri.hp.com>
NNTP-Posting-Host: ltidec3.epfl.ch
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
In-reply-to: bericd@bri.hp.com's message of Wed, 4 Jan 1995 08:54:48 GMT

Newsgroups: comp.sys.atari.programmer
From: bericd@bri.hp.com (Beric Dunn)
Date: Wed, 4 Jan 1995 08:54:48 GMT
References: <3ed1f7$h1s@scapa.cs.ualberta.ca>
Organization: Hewlett-Packard

David Stuart (stuart@cs.ualberta.ca) wrote:
.....

: What kind of a setup do <quote> REAL <unquote> programmers use? Should I be
: working from the mainframe at university, and attempt to find some kind of
: flag or option to compile for the 680x0? Or should I attempt to set something
: up using minix? Help required...

Well Dave,

At home I use GCC running under the Mupfel shell supplied with
GEMINI. It is also possible to use it with Gulam (For which a setup
batch file is provided with GCC)

In my opinion GCC is VERY good - and if you are used to unix c at
university then you would find GCC very easy to get on with.

By the way - I do not and never have used Minix or Mint - all my
stuff is done under 'single tasking' TOS 1.4

Hope this was of use,
Beric..

What to you need to run gcc ? I was told that you'll need at least
2 MB Ram. Is it true ? I only have a very old 1024 and there is no
extension of the RAM possible. Just wondering.
BTW, has anyone setup cross-compilation with gcc (WS->1024) ?

ThX.

Marc.
--

--
Furrer Marc EPFL DI-LTI, 1015 Lausanne, Suisse
Marc.Furrer@di.epfl.ch +41 21 693 29 07 / 66 00 (Fax)
http://ltiwww.epfl.ch/~furrer
--
You are a wise man my friend.
Not yet sir. But with your help, I am learning.
-- Riker and Data, "The Measure of a Man", stardate 42523.7
--
PGP 2.6 encrypted mail are welcomed, public key on nearest server

From 5055156195524742690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54de4e5807ee475e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-04 07:37:52 PST
Path: nntp.gmd.de!newsserver.jvnc.net!igor.rutgers.edu!rutgers!
dziuxsolim.rutgers.edu!uunet!gatech!howland.reston.ans.net!news.sprintlink.net!
news.infi.net!usenet
From: joneil@infi.net (John O'Neil)
Newsgroups: comp.sys.atari.programmer
Subject: SpartDos Filenames?
Date: 4 Jan 1995 00:55:48 GMT
Organization: InfiNet
Lines: 6
Message-ID: <3ecrmk$p0g@lucy.infi.net>
NNTP-Posting-Host: h-mayfly.infi.net.
X-Newsreader: WinVN 0.92.6+

Could someone please post the filenames for SpartaDos?
I'm having trouble finding it on the archives.

Thanks!

joneil@infi.net

From 2763098466927251535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c217a1674b84b9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-04 10:04:18 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!news.sprintlink.net!cs.utexas.edu!
math.ohio-state.edu!caen!msunews!harbinger.cc.monash.edu.au!
yarrina.connect.com.au!warrane.connect.com.au!grissom.powerup.com.au!avesperm
From: avesperm@powerup.com.au (Andrew Vesperman)
Newsgroups: comp.sys.atari.programmer
Subject: Re: C++ for ST
Date: 4 Jan 1995 18:04:18 GMT
Organization: powerup.com.au
Lines: 24
Message-ID: <3eenv2$rqd@grissom.powerup.com.au>
References: <3e9n4c$of6@case.cyberspace.com>
NNTP-Posting-Host: enterprise.powerup.com.au
X-Newsreader: TIN [version 1.2 PL0]

Peter Von Kleinsmid (skarg@cyberspace.com) wrote:
: I've been using Laser C for my ST programming, and am quite happy with
: it, but C++ would be very nice if there is a good compiler for it & the
: ST and/or Falcon. DOes anyone know what exists and what's good or bad?

There's only one that I am aware of and that is GNU C/C++. Be
prepared to have 4-6 megs of HD space free and 2+megs of RAM. Preferably
4. I've _had_ it, and had to remove it for other things, and am preparing

to fetch another copy. What's the latest, and is there a ready to install
bundle around?

Dancer

--
--
```
|   /----\   |GAT -d++()(--)>!d H s++: g+ p1+ !au a-? w+++(--)
|  /  //  \  |v---(-)*(++) c+++@>$ U?++++$>B++++$>S++++$ P+(-) L- 3-
| |  //  //| |E--- N++(+++) K W---() M(+) V--@ -po+(--@)(++@) Y+ t(+++@)
| | //  // | |!5 !j R+++()>$ G+ tv(-) b+++ !D B(-) e u++(*)
|  \/  // /  |h++(-)(---)>*$ f+(?) r--@(+++@) n----(--) y+++(++@)>*>**
|   \----/   |-------------------------------------------------------------
|            |   avesperm@enterprise.powerup.com.au   (that OZ place)
```
Replies to dancer@ozspace.brisnet.org.au, please.

From 5270065275981758149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54de4e5807ee475e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-04 15:13:31 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.ge.com!news.drexel.edu!
netnews.upenn.edu!news.amherst.edu!news.mtholyoke.edu!uhog.mit.edu!
news.mathworks.com!udel!gatech!howland.reston.ans.net!agate!library.ucla.edu!
csulb.edu!nic-nac.CSU.net!zippy.sonoma.edu!kendrick
From: kendrick@zippy.sonoma.edu (William Kendrick)
Newsgroups: comp.sys.atari.programmer
Subject: Re: SpartDos Filenames?
Date: 4 Jan 1995 01:41:08 GMT
Organization: Sonoma State University, Rohnert Park, Ca.
Lines: 9
Message-ID: <3ecubk$i5p@nic-nac.CSU.net>
References: <3ecrmk$p0g@lucy.infi.net>
NNTP-Posting-Host: zippy.sonoma.edu

I'm not sure of the names, but they're probably under the "Os" directory
at the UMIch archives (atari.archive.umich.edu). In the atari/8bit
directory. If not, they may have their own "Spartados" directory..

good luck!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

From -1222778973957479 85
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a7b58f2c8f5f8b1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-04 17:18:48 PST

Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!dsinc!spool.mu.edu!
howland.reston.ans.net!pipex!bnr.co.uk!corpgate!crchh327.rich.bnr.ca!
crchh610.bnr.ca!not-for-mail
From: renfro@bnr.ca (Randy Hoekstra)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Bitblt command
Date: 4 Jan 1995 19:18:48 -0600
Organization: Bell-Northern Research, Richardson, TX
Lines: 55
Message-ID: <3efhdo$6vt@crchh610.bnr.ca>
References: <3eaosv$klc@earth.usa.net> <3ebgop$7gf@oden.abc.se>
NNTP-Posting-Host: crchh610.bnr.ca

In article <3ebgop$7gf@oden.abc.se>, Mattias Flodin <m9036@oden.abc.se> wrote:
>Frederick Matzen (ross@earth) wrote:
>: Okay. I'm not a pro but I enjoy trying to figure things out and actually
>: writing a program or two. But I'm stuck here.
>: I've been using GFA 3.6tt on my Falcon and I know there are some
>: incompatabilities but most of it works and I like GFA (now if they would
>: just upgrade it instead of spreading rumours).
>: One thing that doesn't work well is the old GET and PUT commands. Too
>: much for a little string. So I have to move on to something else. BITBLT
>: looked like the perfect replacement but I cannot entirely understand how
>: to do the same things I did with GET/PUT. I can move a block or section
>: fo the screen around nicely but what I need to do is copy into a
>: string(?) and display it later, as with GET/PUT. I have a little source
>: code for it but I can't seem to figure out how to store the section of
>: screen I need for later use.
>
>Well I don't know how the BitBlt command works, but I know how you should
>store whatever you've got.
>A string cannot carry more than 32767 bytes, making it difficult to work on
>the big screens of the F030. The solution is to use Malloc to allocate
>memory. But first you have to make GFA release some of the memory it has
>stolen from the system.
>
>Let's say that you're working on a 256 color, low-resolution, overscanned
>screen (384*240*256), then you would do as follows:
>
```
>Screensize%=384*240*1  ! Size in bytes of the screen
>Reserve 100000         ! Leave all memory to the system, except for 100Kb.
>adr%=Malloc(Screensize)    ! Allocate memory and get the adress in adr%
>If adr%=-1
>  End             ! If there wasn't enough memory then exit
>Endif
```
>
>Then you have the adress to the block of memory and adr%, just as you get
>the adress to the string using Varptr(a$).
>When you don't need the block of memory anymore you can use Mfree do
>deallocate it:
>
```
>Mfree(adr%)
```
>

>-Mattias Flodin-
>
>

Frederick, if you don't get something worked out with this info, mail me and I will send you some sample source code. I just recently figured out how to do this and yes you need to malloc a block of memory to blit to instead of using a string.

Reply to this or mail me at R.HOEKSTRA1@genie.geis.com

RandyH

From -238785638542666277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-04 17:49:50 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!sunic!uunet!salliemae!
europa.eng.gtefsd.com!newsxfer.itd.umich.edu!nntp.cs.ubc.ca!alberta!stuart
From: stuart@cs.ualberta.ca (David Stuart)
Newsgroups: comp.sys.atari.programmer
Subject: C compilers extremely unix-like?
Date: 4 Jan 1995 02:34:14 GMT
Organization: Computing Science, U of Alberta, Edmonton, Canada
Lines: 30
Message-ID: <3ed1f7$h1s@scapa.cs.ualberta.ca>
NNTP-Posting-Host: cab120.cs.ualberta.ca

Not to knock unix machines, I use them at school... but... why is it that all the shareware C compilers (or, at least the ones that I have had recommended to me) are extremely unix-like in nature? They even go so far as to recommend running minix, because of the irregular filename lengths. They are huge executables, and must remain in certain paths with many flags turned here and there and about a BAJILLION different configuration files, etc, etc...

If I want to program for the atari, it would seem logical that the compiler should run under GEM/TOS..

This is rather "turn-offish" for me, since in order for me to do any kind of real programming, this means I have to fundamentally change my computer's file structure and operating system. And since I am still quite the newbie when it comes to a unix-style command-line interface with flags here and there and man pages left right and centre, should I make the transition?

What kind of a setup do <quote> REAL <unquote> programmers use? Should I be working from the mainframe at university, and attempt to find some kind of flag or option to compile for the 680x0? Or should I attempt to set something

up using minix? Help required...

perplexed,
Dave

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

From -3165082416467685006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fca7440fdd5d920,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-04 17:49:55 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!sunic!uunet!salliemae!
europa.eng.gtefsd.com!newsxfer.itd.umich.edu!nntp.cs.ubc.ca!alberta!stuart
From: stuart@cs.ualberta.ca (David Stuart)
Newsgroups: comp.sys.atari.programmer
Subject: By the way.
Date: 4 Jan 1995 02:37:11 GMT
Organization: Computing Science, U of Alberta, Edmonton, Canada
Lines: 8
Message-ID: <3ed1kn$h4a@scapa.cs.ualberta.ca>
NNTP-Posting-Host: cab120.cs.ualberta.ca

BTW, I am not using anything other than straight TOS 4.04 (Falcon).. should
I be running MiNT or MultiTOS or something else? ARrrghh.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

From -4747418026674233659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,47ecb5f80d863fea,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-04 23:04:34 PST
Path: bga.com!news.sprintlink.net!siemens!newsserver.jvnc.net!gboro.rowan.edu!news
From: STEPANSKI@saturn.rowan.edu (Scott Stepanski)
Newsgroups: comp.sys.atari.programmer
Subject: Complete Atari System & Accessories $250
Date: 5 Jan 1995 04:42:36 GMT
Organization: ROWAN COLLEGE OF NEW JERSEY
Lines: 26
Distribution: local
Message-ID: <3eftbs$cei@gboro.rowan.edu>
NNTP-Posting-Host: saturn.rowan.edu

X-News-Reader: VMS NEWS v1.25

FOR SALE ATARI COMPUTER SYSTEM AND ACCESSORIES
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or contact stepanski@saturn.rowan.edu

System
- Atari 520 ST with extended keyboard
- Color Monitor SC 1224
- 3.5 inch disk drive SF 354 & master 3S
- Mouse
- 2 Joysticks
- Supra Modem 2400
- Cords
- More than 150 disks and 2 cases

Games
- Dungeon Master
- Chaos Strikes Back
- Flight Simulator

Books
- Atari ST book
- Programmer's Guide
- ST Basic Sourcebook
- Atari ST Tricks & Tips
- Atari ST Machine Language

From -7922396254122465660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-05 09:58:06 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!swrinde!pipex!warwick!
news.ncl.ac.uk!newton!n08z7
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: C compilers extremely unix-like?
Date: 5 Jan 1995 10:36:01 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 24
Distribution: world
Message-ID: <3egi2h$6hg@whitbeck.ncl.ac.uk>
References: <3ed1f7$h1s@scapa.cs.ualberta.ca> <D1vI3D.DxB@bri.hp.com>
NNTP-Posting-Host: bebside.ncl.ac.uk

In article <D1vI3D.DxB@bri.hp.com>, bericd@bri.hp.com (Beric Dunn) writes:
>
>: What kind of a setup do <quote> REAL <unquote> programmers use? Should I be

>: working from the mainframe at university, and attempt to find some kind of
>: flag or option to compile for the 680x0? Or should I attempt to set something
>: up using minix? Help required...
>

On my f030, I use Lattice C for my application development as it compiles
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CLA is developed using that setup.

I also have GCC2.3.1 installed on a minix partition (MiNT1.11h2) with
Xwindows for MiNT for doing any Unix oriented stuff.

Craig.

```
 __                            _
 | \        | |                / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From -3754589701619065407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,437812e4177c9e05,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-05 10:36:35 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!swrinde!pipex!
bnr.co.uk!corpgate!crchh327.rich.bnr.ca!renfro
From: renfro@bnr.ca (Randy Hoekstra)
Newsgroups: comp.sys.atari.programmer
Subject: Disabling the menu bar
Date: 5 Jan 1995 12:36:35 -0600
Organization: Bell-Northern Research, Richardson, TX
Lines: 7
Distribution: world
Message-ID: <3ehe7j$l0a@crchh610.bnr.ca>
NNTP-Posting-Host: crchh610.bnr.ca

Does anyone know how to disable access to the menu bar while still
using EVNT_MULTI to get user input? In GFA there is a MENU KILL command,
but the ~MENU_BAR equivalent of this doesn't seem to work.

Thanks,
 RandyH

From 2998375492747340972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c217a1674b84b9c
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 1995-01-05 12:36:21 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!hookup!news.moneng.mei.com!uwm.edu!msunews!msupa.pa.msu.edu!
HOPPER_T
From: hopper_t@msupa.pa.msu.edu (Tom Hopper)
Newsgroups: comp.sys.atari.programmer
Subject: Re: C++ for ST
Date: 5 Jan 1995 20:36:21 GMT
Organization: MSU Dept. of Physics & Astronomy
Lines: 14
Message-ID: <3ehl85$p23@msunews.cl.msu.edu>
References: <3e9n4c$of6@case.cyberspace.com>,<3eenv2$rqd@grissom.powerup.com.au>
Reply-To: hopper_t@msupa.pa.msu.edu
NNTP-Posting-Host: msupa.pa.msu.edu

In article <3eenv2$rqd@grissom.powerup.com.au>, avesperm@powerup.com.au
(Andrew Vesperman) writes:
>to fetch another copy. What's the latest, and is there a ready to install
>bundle around?

The latest versions I've seen are 2.6.1 for MiNT and 2.5.8 for non-MiNT
systems. Haven't seen any ready-to-install bundles of these versions yet.

The directory at umich (GnuStuff/...) has all the files you need.

Regards,

Tom
t.hopper@genie.geis.com

From -160304137987968418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ee4cfe0ff4d04779,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-05 17:17:41 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!news.channel1.com!
news.sprintlink.net!howland.reston.ans.net!usc!nic-nac.CSU.net!zippy.sonoma.edu!
kendrick
From: kendrick@zippy.sonoma.edu (William Kendrick)
Newsgroups: comp.sys.atari.programmer
Subject: Atari 8-bit New User / Emulator Help FAQ Posted ...
Date: 6 Jan 1995 01:17:41 GMT
Organization: Sonoma State University, Rohnert Park, Ca.
Lines: 21
Message-ID: <3ei5nl$e09@nic-nac.CSU.net>
NNTP-Posting-Host: zippy.sonoma.edu

Revision 5 (as of Jan. 5, 1995) of the UNOFFICIAL ATARI 8-BIT NEW USER /
EMULATOR HELP FAQ has been posted to the following newsgroups:

   comp.sys.atari.8bit
   comp.emulators.misc

It's about 43K and covers basic Atari 8-bit stuff, basic usage of PC Xformer, the Atari 8-bit emulator for IBM PC's (produced by Branch Always Software; PD versions 2.0 and 2.5 are available via FTP; the commercial version retails for $29.95 (v.3.0)).

It is also a referall to the comp.sys.atari.8bit FAQ file and lets you know what software to get and manuals to read (MyDOS, SIO2PC, S2PC, AtarImg, DCM2Dsk, etc.)

Have fun!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

From 1857907907685883324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-05 19:29:17 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!newsfeed.pitt.edu!uunet!newsflash.concordia.ca!
canopus.cc.umanitoba.ca!tribune.usask.ca!quartz.ucs.ualberta.ca!alberta!stuart
From: stuart@cs.ualberta.ca (David Stuart)
Newsgroups: comp.sys.atari.programmer
Subject: Re: C compilers extremely unix-like?
Date: 6 Jan 1995 03:29:17 GMT
Organization: Computing Science, U of Alberta, Edmonton, Canada
Lines: 21
Message-ID: <3eided$kcq@scapa.cs.ualberta.ca>
References: <3ed1f7$h1s@scapa.cs.ualberta.ca> <D1vI3D.DxB@bri.hp.com>
<3egi2h$6hg@whitbeck.ncl.ac.uk>
NNTP-Posting-Host: cab120.cs.ualberta.ca

Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>In article <D1vI3D.DxB@bri.hp.com>, bericd@bri.hp.com (Beric Dunn) writes:

>On my f030, I use Lattice C for my application development as it compiles
>quite fast & runs properly under GEM without using loads of memory.
>CLA is developed using that setup.

>I also have GCC2.3.1 installed on a minix partition (MiNT1.11h2) with
>Xwindows for MiNT for doing any Unix oriented stuff.

<yoink!> Hmm. Is this possible with a measely 80 meg HD?

>Craig.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

From -8184969229443479168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-05 19:35:44 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!msunews!uwm.edu!
vixen.cso.uiuc.edu!howland.reston.ans.net!news.sprintlink.net!hookup!olivea!uunet!
newsflash.concordia.ca!canopus.cc.umanitoba.ca!tribune.usask.ca!
quartz.ucs.ualberta.ca!alberta!stuart
From: stuart@cs.ualberta.ca (David Stuart)
Newsgroups: comp.sys.atari.programmer
Subject: Re: C compilers extremely unix-like?
Date: 6 Jan 1995 03:35:44 GMT
Organization: Computing Science, U of Alberta, Edmonton, Canada
Lines: 65
Message-ID: <3eidqg$kog@scapa.cs.ualberta.ca>
References: <3ed1f7$h1s@scapa.cs.ualberta.ca> <3ejtbu$nr4@tipellium.apana.org.au>
NNTP-Posting-Host: cab120.cs.ualberta.ca

miff@apanix.apana.org.au (Michael Smith) writes:

>stuart@cs.ualberta.ca (David Stuart) writes:

>>Not to knock unix machines, I use them at school... but... why is it that
>>all the shareware C compilers (or, at least the ones that I have had
>>recommended to me) are extremely unix-like in nature? They even go so far as
>>to recommend running minix, because of the irregular filename lengths. They
>>are huge executables, and must remain in certain paths with many flags
>>turned here and there and about a BAJILLION different configuration files,
>>etc, etc...

>I have never met an atari C compiler that has recommended running minix.
>Most of the C compilers around are unixlike because that's where they
>come from in the first place. Of curiosity, what compilers have you been
>pointed at? I don't recall any that require any configuration files at
>all.

Well, the main <shareware> compilers that I have been pointed to are sozobon
and Gnu C.. Somewhere in the documentation of GCC, it recommended minix.
configuration files might be a slight exaggeration, although it DID recommend
that certain files be placed in certain paths (none of which currently exist
on my system- such as /usr/bin/lib/whatever...)

>>If I want to program for the atari, it would seem logical that the compiler
>>should run under GEM/TOS..

>Not really. You want a compiler, not a video game.

Heh.. okay.. but, by the same token, does programming HAVE to be hard to setup? ;)

>>This is rather "turn-offish" for me, since in order for me to do any kind
>>of real programming, this means I have to fundamentally change my computer's
>>file structure and operating system. And since I am still quite the newbie
>>when it comes to a unix-style command-line interface with flags here and
>>there and man pages left right and centre, should I make the transition?

>Depends. Learning to program involves a huge shift in the organisation of
>your brain - you're one ahead with your machine because you can at least
>make backups and restore if it's all too hard.

This is true... Dang... where did I put that tape drive! <rummage rummage>

>>What kind of a setup do <quote> REAL <unquote> programmers use? Should I be
>>working from the mainframe at university, and attempt to find some kind of
>>flag or option to compile for the 680x0? Or should I attempt to set something
>>up using minix? Help required...

>Most "real" programmers that I know (me included 8) prefer commandline-
>-driven compilers and shell-based tools. Their flexibility is their
>strength.

I agree here, and I'm sure IF (or when) I ever get it running, it will be great! It's just the in-between part!

># mike smith : miff@apanix.apana.org.au - Silicon grease monkey #
># "The question 'why are the fundamental laws of nature mathematical' #
># then invites the trivial response 'because we define as fundamental #
># those laws which are mathematical'". Paul Davies, _The_Mind_of_God_. #
--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

From -8308114735018363198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d72c2fc63aa1062c,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-05 19:49:32 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!news.channel1.com!
news.sprintlink.net!howland.reston.ans.net!agate!news.ucdavis.edu!dale!ez042947
From: Meredith Irvin <ez042947@peseta.ucdavis.edu>
Newsgroups: comp.sys.atari.programmer
Subject: Atari 400
Date: Thu, 5 Jan 1995 19:49:32 -0800
Organization: University of California, Davis
Lines: 7

Message-ID: <Pine.SOL.3.91.950105194436.20498A-100000@dale>
NNTP-Posting-Host: dale.ucdavis.edu
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: ez042947@dale

I know this is for atati programmers, but I could use your help anyway.
I have an obviously ancient atari 400 that I'm fixing up and need a
replacement keyboard. I live in the Sacramento area, so if anyone has
any suggestions on how to get a hold of this particular part, could you
please write me a note? Your help is much appreciated!

Meredith

From 573405498615137438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-05 20:48:16 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!math.ohio-state.edu!
uwm.edu!msunews!harbinger.cc.monash.edu.au!yarrina.connect.com.au!
wraith.internode.com.au!tipellium.apanix.apana.org.au!usenet
From: miff@apanix.apana.org.au (Michael Smith)
Newsgroups: comp.sys.atari.programmer
Subject: Re: C compilers extremely unix-like?
Date: 6 Jan 1995 17:07:10 GMT
Organization: Apanix Public Access Unix, +61 8 373 5485 (5 lines)
Lines: 53
Message-ID: <3ejtbu$nr4@tipellium.apana.org.au>
References: <3ed1f7$h1s@scapa.cs.ualberta.ca>
NNTP-Posting-Host: seldon.apanix.apana.org.au

stuart@cs.ualberta.ca (David Stuart) writes:

>Not to knock unix machines, I use them at school... but... why is it that
>all the shareware C compilers (or, at least the ones that I have had
>recommended to me) are extremely unix-like in nature? They even go so far as
>to recommend running minix, because of the irregular filename lengths. They
>are huge executables, and must remain in certain paths with many flags
>turned here and there and about a BAJILLION different configuration files,
>etc, etc...

I have never met an atari C compiler that has recommended running minix.
Most of the C compilers around are unixlike because that's where they
come from in the first place. Of curiosity, what compilers have you been
pointed at? I don't recall any that require any configuration files at
all.

>If I want to program for the atari, it would seem logical that the compiler
>should run under GEM/TOS..

Not really. You want a compiler, not a video game.

>This is rather "turn-offish" for me, since in order for me to do any kind
>of real programming, this means I have to fundamentally change my computer's
>file structure and operating system. And since I am still quite the newbie
>when it comes to a unix-style command-line interface with flags here and
>there and man pages left right and centre, should I make the transition?

Depends. Learning to program involves a huge shift in the organisation of
your brain - you're one ahead with your machine because you can at least
make backups and restore if it's all too hard.

>What kind of a setup do <quote> REAL <unquote> programmers use? Should I be
>working from the mainframe at university, and attempt to find some kind of
>flag or option to compile for the 680x0? Or should I attempt to set something
>up using minix? Help required...

Most "real" programmers that I know (me included 8) prefer commandline-
-driven compilers and shell-based tools. Their flexibility is their
strength.

>perplexed,
>Dave

```
>--
>|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| |||  email:stuart@amisk.cs.ualberta.ca   |
>| L  A  T  E  R   D  U  D  E  S | |||  DAVE the atari fanatic......        |
>|< \< \< \< \/ \ / \/ >/ >/ >/ >|/ | \ http://ugweb.cs.ualberta.ca/~stuart |
--
# mike smith : miff@apanix.apana.org.au - Silicon grease monkey        #
# "The question 'why are the fundamental laws of nature mathematical'  #
# then invites the trivial response 'because we define as fundamental  #
# those laws which are mathematical'". Paul Davies, _The_Mind_of_God_. #
```

From 7003298546709150288
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d72c2fc63aa1062c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-05 23:49:20 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!spool.mu.edu!agate!ihnp4.ucsd.edu!usc!nic-nac.CSU.net!zippy.sonoma.edu!
kendrick
From: kendrick@zippy.sonoma.edu (William Kendrick)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Atari 400
Date: 6 Jan 1995 06:49:29 GMT
Organization: Sonoma State University, Rohnert Park, Ca.
Lines: 10
Message-ID: <3eip5p$rta@nic-nac.CSU.net>
References: <Pine.SOL.3.91.950105194436.20498A-100000@dale>
NNTP-Posting-Host: zippy.sonoma.edu

Check out the Vendors/Developers List on comp.sys.atari.8bit (newsgroup)
for some Atari dealers and repairers in the bay area. I'm sure one of
the companies around here can fix (or replace) your 400, or upgrade you
to an 800 or an XL or XE!

Good luck!
-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

From 6760405132369359512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,942b21553126b64f,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,942b21553126b64f,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,942b21553126b64f,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-06 03:59:50 PST
Path: nntp.gmd.de!Germany.EU.net!Informatik.Uni-Dortmund.DE!news
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: problem with gdb
Date: 06 Jan 1995 11:59:50 GMT
Organization: Dortmund University, Germany
Lines: 22
Message-ID: <SCHWAB.95Jan6125951@issan.informatik.uni-dortmund.de>
References:
<Pine.BUL.3.90.950105120450.6784A-100000-100000-100000-100000@bull.mimuw.edu.pl>
Reply-To: schwab@issan.informatik.uni-dortmund.de
NNTP-Posting-Host: issan.informatik.uni-dortmund.de
In-reply-to: Szymon Stasik's message of Fri, 6 Jan 1995 10:11:56 +0100 (MET)
Xref: nntp.gmd.de comp.sys.atari.programmer:138 comp.sys.atari.st:56733
comp.sys.atari.st.tech:18946

In article
<Pine.BUL.3.90.950105120450.6784A-100000-100000-100000-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> writes:

|> My gdb cannot correctly debug c++ programs compiled with gcc. It writes
|> that it can't understand multiple inheritance. So the problem is while
|> inspecting classes with multiple inheritances - only the first
|> inheritance is visible then for gdb. Is there anybody, who know abot any
|> newer version of gdb (without this problem)?

Newer version of gdb (since 4.0) use the BFD (Binary File Description)
library as an interface to the executable format. But nobody has yet
written the support for the native GEMDOS (st-out) format, which would
be required for gdb to read the executable (even if there is a
separate symbol file in a.out format). The changes to gdb 3.6 (which
is the base for the current gdb for atari) to support the st-out

format are a gross hack that does not work for BFD. That's why we
currently must live with the limitations of gdb for atari.

Andreas.

--
Andreas Schwab
schwab@issan.informatik.uni-dortmund.de

"And now for something
completely different"

From -8452411675862521378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,942b21553126b64f
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,942b21553126b64f
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,942b21553126b64f
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-06 04:26:26 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!pipex!sunic!
mimuw.edu.pl!news
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech
Subject: problem with gdb
Date: Fri, 6 Jan 1995 10:11:56 +0100 (MET)
Organization: Department of Maths and Computer Science, Warsaw University
Lines: 12
Message-ID:
<Pine.BUL.3.90.950105120450.6784A-100000-100000-100000-100000@bull.mimuw.edu.pl>
NNTP-Posting-Host: bull.mimuw.edu.pl
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Xref: nntp.gmd.de comp.sys.atari.programmer:129 comp.sys.atari.st:56582
comp.sys.atari.st.tech:18923

My gdb cannot correctly debug c++ programs compiled with gcc. It writes
that it can't understand multiple inheritance. So the problem is while
inspecting classes with multiple inheritances - only the first
inheritance is visible then for gdb. Is there anybody, who know abot any
newer version of gdb (without this problem)?

thanx for any help,

Simon.

From -7770337330140965951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c217a1674b84b9c
X-Google-Attributes: gid1115ce,public

X-Google-ArrivalTime: 1995-01-06 06:05:25 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
news.ecn.bgu.edu!newspump.wustl.edu!news.starnet.net!wupost!uhog.mit.edu!
news.kei.com!hookup!nic.hookup.net!xenitec!tdkcs!semprini.waterloo-rdp.on.ca!
cherborth
From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
Newsgroups: comp.sys.atari.programmer
Message-ID: <H.eg.D5If5DVUx7s@semprini.waterloo-rdp.on.ca>
Organization: InterZONE Design
Subject: Re: C++ for ST
References: <3e9n4c$of6@case.cyberspace.com>
Reply-To: cherborth@semprini.waterloo-rdp.on.ca
X-Software: HERMES GUS 1.10 Rev. May 17 1993
Date: Thu, 05 Jan 1995 20:57:38 EST
MIME-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
Lines: 17

In <3e9n4c$of6@case.cyberspace.com>, Peter Von Kleinsmid writes:
>I've been using Laser C for my ST programming, and am quite happy with
>it, but C++ would be very nice if there is a good compiler for it & the
>ST and/or Falcon. DOes anyone know what exists and what's good or bad?

GNU C++ is the only C++ compiler available for the Atari, and will
probably remain so... a commercial C++ compiler was almost done, but
appears to have vanished.

It's very good, but really requires a Falcon or TT with more than 4M of
RAM; it's VERY tight on an ST, and very slow.

--
----------==========----------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

From 4944429170370883194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,7c217a1674b84b9c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-06 08:15:23 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!uknet!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: C++ for ST
Date: 6 Jan 1995 16:15:23 GMT
Organization: NHS Information Management Centre
Lines: 22
Message-ID: <3ejqar$r4h@percy.cs.bham.ac.uk>
References: <3e9n4c$of6@case.cyberspace.com> <H.eg.D5If5DVUx7s@semprini.waterloo-
rdp.on.ca>

NNTP-Posting-Host: mother.cs.bham.ac.uk

cherborth@semprini.waterloo-rdp.on.ca writes:
>In <3e9n4c$of6@case.cyberspace.com>, Peter Von Kleinsmid writes:
>>I've been using Laser C for my ST programming, and am quite happy with
>>it, but C++ would be very nice if there is a good compiler for it & the
>>ST and/or Falcon. DOes anyone know what exists and what's good or bad?
>
>GNU C++ is the only C++ compiler available for the Atari, and will
>probably remain so... a commercial C++ compiler was almost done, but
>appears to have vanished.
>
>It's very good, but really requires a Falcon or TT with more than 4M of
>RAM; it's VERY tight on an ST, and very slow.

I would be interested in setting up gcc on a Sun as a cross-compiler
for STs/TTs; does anyone have any easy-to-use-by-numbskulls
instructions on doing this?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

From 8732062656693008689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,66a8ad932bed4290,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,66a8ad932bed4290,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1995-01-06 08:34:50 PST
Path: nntp.gmd.de!Germany.EU.net!howland.reston.ans.net!EU.net!uknet!warwick!
news.ncl.ac.uk!newton!n08z7
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.programmer
Subject: Xvt terminal for MiNT+X11R5
Date: 6 Jan 1995 16:34:50 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 30
Distribution: world
Message-ID: <3ejrfa$48b@whitbeck.ncl.ac.uk>
NNTP-Posting-Host: bebside.ncl.ac.uk
Xref: nntp.gmd.de comp.sys.atari.st.tech:18955 comp.sys.atari.programmer:142

I've ported the Xvt xterm replacement to X11R5 for MiNT.

It's up & running, and you can run one copy (it takes about 1/3 of the
memory an xterm requires) but I still have a few problems:

1) You can only start xvt from an xterm window, if you start it direct from

twm, the Xserver hangs.

2) You can only run one copy of xvt, when you try to run another you
get a 'cann't get a pty' message.

But, it does work to an extent & is very stable (the problems above are
the only ones).

Any suggestions to fix the above appreciated (I'll be uploading a source/
binary distribution RSN).

Thanks to Andreas Kirschbaum <ank@rbg.informatik.th-darmstadt.de>
for telling me about the stack size fix, all the problems I had with
xvt crashing went away as soon as I ran 'fixstk 10000' over the
executable....

Craig.

```
 __                          _
 | \        | |             / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From -5033192670646734388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d72c2fc63aa1062c
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-06 08:35:00 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!news.sprintlink.net!cs.utexas.edu!
math.ohio-state.edu!jussieu.fr!fdn.fr!uunet!newsflash.concordia.ca!
pavo.concordia.ca!da_pate
From: da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Atari 400
Date: 6 Jan 1995 11:35 -0500
Organization: Concordia University
Lines: 18
Distribution: world
Message-ID: <6JAN199511352316@pavo.concordia.ca>
References: <Pine.SOL.3.91.950105194436.20498A-100000@dale>
NNTP-Posting-Host: pavo6.concordia.ca
News-Software: VAX/VMS VNEWS 1.41

In article <Pine.SOL.3.91.950105194436.20498A-100000@dale>, Meredith Irvin
<ez042947@peseta.ucdavis.edu> writes...
>I know this is for atati programmers, but I could use your help anyway.
>I have an obviously ancient atari 400 that I'm fixing up and need a
>replacement keyboard. I live in the Sacramento area, so if anyone has
>any suggestions on how to get a hold of this particular part, could you
>please write me a note? Your help is much appreciated!
>

>Meredith
There are three "big" Atari dealers in California, any one of which probably
would have a replacement keyboard for the 400. They are:
American Techna Vision. 15338 Inverness, San Leandro (510) 352-3787
B&C Computervisions. 2370 Scott Blvd. Santa Clara (408) 986-9968
Best Electronics. 2021 The Alameda Ste 290. San Jose (408) 243-6950

Call first. BEST has everything, but their prices tend to be a bit higher.
They also carry a memory upgrade for the 400; it will give 48k.

Dave Paterson

From 7480943934455144565
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-06 08:43:28 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!uknet!warwick!news.ncl.ac.uk!newton!n08z7
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: C compilers extremely unix-like?
Date: 6 Jan 1995 16:43:28 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 27
Distribution: world
Message-ID: <3ejrvg$4ct@whitbeck.ncl.ac.uk>
References: <3ed1f7$h1s@scapa.cs.ualberta.ca> <3ejtbu$nr4@tipellium.apana.org.au>
<3eidqg$kog@scapa.cs.ualberta.ca>
NNTP-Posting-Host: bebside.ncl.ac.uk

In article <3eidqg$kog@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David Stuart)
writes:
>
>>Most "real" programmers that I know (me included 8) prefer commandline-
>>-driven compilers and shell-based tools. Their flexibility is their
>>strength.
>
>I agree here, and I'm sure IF (or when) I ever get it running, it will be
>great! It's just the in-between part!
>

Perhaps I'm not a 'real' programmer, but I like IDE's to develope with.
If I could get an enviroment as nice as the one in Pure Pascal, but for
C, then I'd never touch a command line again. I like to be able to hit
one key & have things compile, link and drop straight into the debugger
with all my watch windows at the ready - bugger all this typing on a command
line. The only time I use command line based compilers is if I'm fannying
about with MiNT or X Windows (and I'd use an IDE for that if GCCshell was
a bit better).

Craig.

```
 __                              _
 | \        | |                 / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From 4553154716107671443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,dafbcf91e4f644e1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-06 11:18:04 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!news.amherst.edu!
news.mtholyoke.edu!uhog.mit.edu!bloom-beacon.mit.edu!gatech!newsfeed.pitt.edu!
uunet!news.claremont.edu!cgsvax.claremont.edu!process
From: process@cgsvax.claremont.edu
Newsgroups: comp.sys.atari.programmer
Subject: New shell ofr Laser C
Date: 6 Jan 95 11:18:04 PST
Organization: The Claremont Graduate School
Lines: 7
Message-ID: <1995Jan6.111804.1@cgsvax.claremont.edu>
NNTP-Posting-Host: 134.173.10.25

Laser C breaks on my 030. Is there a replacement shell that replaces the laser shell that breaks. I would rather compile on my TT, not my ST.

Alan D

From 8235806238314921234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-07 08:28:06 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!spool.mu.edu!agate!sunsite.doc.ic.ac.uk!warwick!clyde.open.ac.uk!strath-
cs!nntphost.dur.ac.uk!altair.dur.ac.uk!d408x2
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: C compilers extremely unix-like?
Date: 7 Jan 1995 13:27:21 GMT
Organization: University of Durham, Durham, UK.
Lines: 45
Message-ID: <3em4rq$i4h@mercury.dur.ac.uk>
References: <3ed1f7$h1s@scapa.cs.ualberta.ca> <3ejtbu$nr4@tipellium.apana.org.au>
NNTP-Posting-Host: altair.dur.ac.uk
X-Newsreader: TIN [version 1.2 PL2]

Michael Smith (miff@apanix.apana.org.au) wrote:

: I have never met an atari C compiler that has recommended running minix.

Actually, the latest version of GCC does, and (I believe) has currently
been only ported for MiNT. It is true that most GCC programmers run MiNT
on quite powerful machines; certainly I could never get a really
satisfactory system without MiNT.

: >If I want to program for the atari, it would seem logical that the compiler
: >should run under GEM/TOS..
: Not really. You want a compiler, not a video game.

He's got a point here. If you're programming GEM stuff (which I do quite
a lot), you need to be able to compile and run in the same environment. I
cannot compile GNU C (and particularly C++) programs of any reasonable size
with GEM loaded, so I use Lattice instead. And prototyping _any_ program
tends to be faster with Lattice because of the IDE.

: >What kind of a setup do <quote> REAL <unquote> programmers use? Should I be
: Most "real" programmers that I know (me included 8) prefer commandline-
: -driven compilers and shell-based tools. Their flexibility is their
: strength.

I disagree with this. Most environments have only recently gained usable
GUIs, and so the current IDEs are in their first generation. A really
nice IDE can speed application development substantially while retaining
virtually all of the power of the CLI based solution - but there are very
few around at the moment. The CLI solutions have been in use for a long
time and are probably almost as good as they're going to get now. IDEs
have a long way to go.

Having said that, I think a lot of Windows programmers (probably the
majority of the software market ATM) would disagree - all of the major
compilers are now IDE-hosted

ATB,

Martin

--
****
* ---------- M.J.Maisey@durham.ac.uk ---------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

From -307165712719659672
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3e1fcd31bd4ade8e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-07 14:52:06 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!

news.ecn.bgu.edu!newspump.wustl.edu!gumby!not-for-mail
From: obryan@gumby.cc.wmich.edu (Joan O'Bryan)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Scrolling and programmed pointer movement
Date: 7 Jan 1995 17:52:06 -0500
Organization: Western Michigan University
Lines: 55
Message-ID: <3en5um$bet@gumby.cc.wmich.edu>
References: <3ebese$pr0@nyheter.chalmers.se>
NNTP-Posting-Host: gumby.cc.wmich.edu

In article <3ebese$pr0@nyheter.chalmers.se>,
Johan Klockars <d8klojo@dtek.chalmers.se> wrote:
>
> I have recently implemented a simple mouse controlled image scrolling
> mechanism in MGIF. To make this really useful the user must be able to
> scroll around the image no matter how large it is.
...
> I want the screen to be still when the mouse is still and scroll when
> the pointer reaches the edges.
>
> To solve the problem I thought that it would be a simple matter to do
> a programmed return of the pointer to the screen center, but I can not
> find any way to do that.

I'm not sure it's necessary to move the mouse at all. Just detect when it has hit the edge of the screen, and after a suitable delay (.2-.5 sec) do a scroll increment. Pause, check, then scroll again. The mouse stays put at the edge of the screen, and the user moves it back (and your cross-hairs) when it's gone far enough.

But I can see where you might want to move the mouse a _bit_ inward, say 8 pixels (or whatever) to correspond to the amount you've scrolled the image. However, this would lead to the user having to continually slide the mouse farther and farther, to make up for the offset adjustment that you've made. I don't think that's a good idea.

> I thought it would be possible to use
> appl_tplay (or whatever the name is), but since mouse movement isn't an
> event that would not work.

Mouse movement is an event (remember the bounding boxes, and MU_M1 and M2 flags?). It's also possible to generate with appl_tplay (ap_event 2), although there are a number of errors in the documentation I'd have to look up to tell you how to use it for sure.

If you _do_ decide to go this route (I don't recommend it), let me know and I will dig up the information for you.

> Do I have to intercept the mouse vector or is there a better way?

Don't do this. There's almost always a better way.

> I'm currently using graf_mkstate in a tight loop, which is of course a
> bad idea under a multitasking OS. I'd like to use event_multi if possible.
> Can event_multi be used to detect general mouse movement?

Sure. Just enable the MU_M1 flag as mentioned above and set your bounding box appropriately. Let me know if you need any more info.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

From 3393649239923611188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,54de4e5807ee475e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-08 07:17:58 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!swrinde!pipex!uunet!
news.uiowa.edu!blue.weeg.uiowa.edu!blue.weeg.uiowa.edu!not-for-mail
From: mcurrent@blue.weeg.uiowa.edu (Michael Current)
Newsgroups: comp.sys.atari.programmer
Subject: Re: SpartDos Filenames?
Date: 8 Jan 1995 09:17:58 -0600
Organization: University of Iowa, Iowa City, IA, USA
Lines: 12
Distribution: world
Message-ID: <3eovn6$23nn@blue.weeg.uiowa.edu>
References: <3ecrmk$p0g@lucy.infi.net>
NNTP-Posting-Host: blue.weeg.uiowa.edu

joneil@infi.net (John O'Neil) writes:

>Could someone please post the filenames for SpartaDos?
>I'm having trouble finding it on the archives.

On Merit/UMich, the SpartaDOS files are in the 8bit/Fte subdir, rather than the Os subdir where you might expect them (and where MYDOS is, for ex.).

-Michael
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

From -136102296245858921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c879cdc9ced7f5a4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-09 00:47:07 PST

Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!cs.utexas.edu!sdd.hp.com!hplabs!hplextra!hplb!
hpcpb!bericd
From: bericd@bri.hp.com (Beric Dunn)
Subject: Lattice C w/Mag
Sender: news@bri.hp.com (News User)
Message-ID: <D24r3r.4GB@bri.hp.com>
Date: Mon, 9 Jan 1995 08:47:51 GMT
Nntp-Posting-Host: hawkeye.bri.hp.com
Organization: Hewlett-Packard
X-Newsreader: TIN [version 1.2 PL1.4]
Lines: 15

Hi All,

  Appologies if this is the wrong group for this question...

  Can anyone tell me where to get the patch for Lattice C that will
  allow me to use it under Magic. The problem is that Lattice C uses
  some of it's own AES calls for the menus which clash with Magic's
  ones.
  I remember reading in a mag sometime (ST Review) that there was a
  patch, but can't remember if they gave a source for it.

  Any help would be appreciated...

Beric.

From -3571552562282775582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-09 00:58:39 PST
Path: bga.com!news.sprintlink.net!pipex!uknet!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: C compilers extremely unix-like?
Date: 9 Jan 1995 08:51:07 GMT
Organization: NHS Information Management Centre
Lines: 10
Message-ID: <3eqtdr$6cj@percy.cs.bham.ac.uk>
References: <3ed1f7$h1s@scapa.cs.ualberta.ca> <3ejtbu$nr4@tipellium.apana.org.au>
<3eidqg$kog@scapa.cs.ualberta.ca> <3ejrvg$4ct@whitbeck.ncl.ac.uk>
NNTP-Posting-Host: fat-controller.cs.bham.ac.uk

Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>[...] - bugger all this typing on a command
>line.

That's why people set up Makefiles.
--

--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

From 2676550359875845061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3328cc3bfc48a618
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-09 02:55:14 PST
Path: bga.com!news.sprintlink.net!pipex!sunsite.doc.ic.ac.uk!warwick!
news.ncl.ac.uk!newton!n08z7
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: C compilers extremely unix-like?
Date: 9 Jan 1995 10:52:53 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 22
Distribution: world
Message-ID: <3er4i5$qgd@whitbeck.ncl.ac.uk>
References: <3ed1f7$h1s@scapa.cs.ualberta.ca> <D1vI3D.DxB@bri.hp.com>
<3egi2h$6hg@whitbeck.ncl.ac.uk> <3eided$kcq@scapa.cs.ualberta.ca>
NNTP-Posting-Host: bebside.ncl.ac.uk

In article <3eided$kcq@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David Stuart)
writes:
>Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>>On my f030, I use Lattice C for my application development as it compiles
>>I also have GCC2.3.1 installed on a minix partition (MiNT1.11h2) with
>>Xwindows for MiNT for doing any Unix oriented stuff.
>
><yoink!> Hmm. Is this possible with a measely 80 meg HD?
>

In fact, I've only got a 65Meg HD and although things are getting a little tight,
I've still got a few meg free, even with all my prog dev stuff installed and
a few games + the usual applications I use (GalaxyCAD, Pagestream, etc).

Craig.

```
 __                          _
 | \        | |              / |  Makers of CLA Logic
 |_/ A T A  \/| N C E R T A I N  /   - ECAD for the Atari.
-------------------------------- o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
               WWW:  http://www.ncl.ac.uk/~n08z7
```

From -7365083874346030128
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,fd233d73de77a9b8,start

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-09 03:18:06 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!usc!nic-nac.CSU.net!
zippy.sonoma.edu!kendrick
From: kendrick@zippy.sonoma.edu (William Kendrick)
Newsgroups: comp.sys.atari.programmer
Subject: HyperIt! scripted hyper GUI for XLs/XEs!
Date: 9 Jan 1995 11:23:33 GMT
Organization: Sonoma State University, Rohnert Park, Ca.
Lines: 81
Message-ID: <3er6bl$rqb@nic-nac.CSU.net>
NNTP-Posting-Host: zippy.sonoma.edu

I must be really excited about this project to be posting a message about it here at 3am in the morning!

Anyway, for those who haven't seen my babble about this before, this is a HyperCard (a Macintosh program) clone for Atari 8-bits. Those of you familiar with HyperCard, MacroMind Director or other Mac (and maybe MS Windows) programs, or with CardStax for the Atari 8-bit will know what the program does in general.

To summarize it best I can, it's a program which presents the user with "Cards." Cards are screensful of information; in text and in graphics (which in itself can of course contain more text). They also contain intelligent "buttons." These buttons can look like whatever you want (either by having them drawn into the graphical background, or adding them from smaller graphics files (I'll hopefully have Print Shop Icons and Daisy Dot III fonts supported at some point)).

When you "click" a button (move the arrow pointer over one and press the [Fire] button (it currently only supports joystick), something happens. The most basic occurance is the card will change. Buttons will be different, the pictures will be different, and the text will be different. (Well, strike those "will"s and turn them into "may"s.)

What's the purpose? Well, the two biggest uses I see myself putting HyperIt! to are tutorials and games. The tutorials will be graphical and interactive, both very 'hip' these days, and the games will be more role-playing, educational or adventure, since it's not exactly an arcade-game designer's environment! Those of you who have seen games like Myst, Seventh Guest, and the more graphical Zork-ish games can imagine what the games in HyperIt! would be like.

For those interested in history and technical information, it's being written totally in Action! (the very famous C/Pascal/BASIC hybrid language for Atari's released by ICD back in 1983) so it's pretty fast and flexible. Although the 48K is being eaten very quickly, it still supports high resolution graphics; including a 1K screen font, the 8K of graphics, and even an 8K snapshot (to reduce disk access when going from one card to the next; you can make a graphical background and no matter how many cards you have which use it, they'll never need to load it again!).

The reason I'm writing the program is because I made a rather large HyperCard Birthday Card for my girlfriend a few months ago, so I became familiar with (and even <gasp> fond of) the HyperCard environment.
I decided I'd like that type of program for the Atari 8-bit. There's a lot of potential.

The second reason I'm writing it is as practice for when real code will start being made for the ADOS project (talk to me later about that if you care; it's going to be (if it happens!) a GUI environment for the 8bit Atari).

The third reason is because I saw David Paterson's "CardStax" program (after I FINALLY got a copy of it! I was quite impatient about getting a working copy as I really wanted to see it!) and found that since it was in BASIC, it was a bit too slow to react, and that the editor was far too confusing to deal with (well, of course I never read the instructions, but with HyperIt!, you work in a scripted language which is fairly flexible. The syntax looks horrid (parameters for a command are place on the lines following the command; separated by End-Of-Lines rather than Spaces or Commas!) but a quick editor could be created to give the user a better editing interface than a text editor, trial and error and patience! :)

(Well, I didn't expect a screenful of "reasons I wrote this," but there it is! :))

Anyway, if anyone would like to Beta-test it, I've been testing it without the Action! cartridge, collecting all of the files and ARCing it up every day or so (mainly so my current non-volunteered beta tester, David Paterson <grin> can take a look at it and tell me what he thinks).

The current ARC including source code and a sample stack is approx. 47k and the program currently requires MyDOS 4.5x (I use 4.53, so if you use something else, I can't promise it will work properly!)

Thanx for listening!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!

From -5020359976875818662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,92389d78bcbb08e9,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-09 03:58:06 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!swrinde!pipex!
lyra.csx.cam.ac.uk!warwick!clyde.open.ac.uk!strath-cs!info!cs93dlh
From: cs93dlh@dcs.exeter.ac.uk (D.L.Hastings)

Subject: GCC under Outside?
Message-ID: <D24zwu.AHq@exeter.ac.uk>
Lines: 12
Sender: news@exeter.ac.uk (news admin)
Organization: Computer Unit, University of Exeter, UK
Date: Mon, 9 Jan 1995 11:58:06 GMT

Has anyone been successful in running GCC under Outside?
I had been intending to use outside to provide lots of virtual memory for
GCC to compile in, but whenever outside is installed GCC just hangs at
seemingly random points.

--
```
+-------------+-----------------------------------------------+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI  |
+-------------+-----------------------------------------------+
|  Looking for a Falcon sample editor? Get SuperSam v1.08!   |
+------------------------------------------------------------+
```

From -8515702186133907057
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6a7b58f2c8f5f8b1
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-09 09:48:23 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!dsinc!newsfeed.pitt.edu!
gatech!howland.reston.ans.net!pipex!sunic!news.chalmers.se!news.gu.se!pedaasa
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson)
Subject: Re: GFA Bitblt command
Message-ID: <D25G4p.J6B@news.gu.se>
Sender: news@news.gu.se (USENET News System)
Nntp-Posting-Host: hands.ped.gu.se
Organization: Gothenburg University
X-Newsreader: TIN [version 1.2 PL2]
References: <3eaosv$klc@earth.usa.net> <3ebgop$7gf@oden.abc.se>
Date: Mon, 9 Jan 1995 17:48:23 GMT
Lines: 54

Mattias Flodin (m9036@oden.abc.se) wrote:
> Frederick Matzen (ross@earth) wrote:
> : Okay. I'm not a pro but I enjoy trying to figure things out and actually
> : writing a program or two. But I'm stuck here.
> : I've been using GFA 3.6tt on my Falcon and I know there are some
> : incompatabilities but most of it works and I like GFA (now if they would
> : just upgrade it instead of spreading rumours).
> : One thing that doesn't work well is the old GET and PUT commands. Too
> : much for a little string. So I have to move on to something else. BITBLT
> : looked like the perfect replacement but I cannot entirely understand how
> : to do the same things I did with GET/PUT. I can move a block or section
> : fo the screen around nicely but what I need to do is copy into a
> : string(?) and display it later, as with GET/PUT. I have a little source

> : code for it but I can't seem to figure out how to store the section of
> : screen I need for later use.

> Well I don't know how the BitBlt command works, but I know how you should
> store whatever you've got.
> A string cannot carry more than 32767 bytes, making it difficult to work on
> the big screens of the F030. The solution is to use Malloc to allocate
> memory. But first you have to make GFA release some of the memory it has
> stolen from the system.

> Let's say that you're working on a 256 color, low-resolution, overscanned
> screen (384*240*256), then you would do as follows:

```
> Screensize%=384*240*1 ! Size in bytes of the screen
> Reserve 100000       ! Leave all memory to the system, except for 100Kb.
> adr%=Malloc(Screensize)   ! Allocate memory and get the adress in adr%
> If adr%=-1
>   End            ! If there wasn't enough memory then exit
> Endif
```

> Then you have the adress to the block of memory and adr%, just as you get
> the adress to the string using Varptr(a$).
> When you don't need the block of memory anymore you can use Mfree do
> deallocate it:

```
> Mfree(adr%)
```

> -Mattias Flodin-
>

Hi!
This may be done in a different way, like this:

```
dim screen%((384*240*1)/4)   ! Reserve (384*240*1)/4 longwords = 384*240*1 bytes
adr%=V:screen%(0)            ! Get the adress for the dimensionised screen%()
```

This way you'll have the adress in adr% but you wont be able to change the size of the memoryblock with your program so this is only useful if you know how much you want to reserve when you write the program.

Tomas

From -1797199880115718950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d56f43d6700d8149,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-09 17:44:12 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
news.ecn.bgu.edu!newspump.wustl.edu!darwin.sura.net!news.duc.auburn.edu!usenet
From: gibboda@mail.auburn.edu (Dona A Gibbons)
Subject: Atari 800

Message-ID: <D2625o.3r9@mail.auburn.edu>
Sender: usenet@mail.auburn.edu (Usenet Administrator)
Nntp-Posting-Host: lab7.duc.auburn.edu
Reply-To: gibboda@mail.auburn.edu
Organization: Auburn University, Auburn, Alabama, USA
Date: Tue, 10 Jan 1995 01:44:12 GMT
Lines: 5

Keywords:

Does anyone have any information on Atari 800 programs and games that I could use on an Atari 800.

From 5517147115315975047
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae6c782140245ed7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-16 04:13:21 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!news.cc.swarthmore.edu!psuvax1!news.pop.psu.edu!hudson.lm.com!godot.cc.duq.edu!news.duke.edu!news-feed-1.peachnet.edu!gatech!howland.reston.ans.net!Germany.EU.net!Informatik.Uni-Dortmund.DE!news
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Recognozing ACC with GNU C
Date: 16 Dec 1994 12:13:21 GMT
Organization: Dortmund University, Germany
Lines: 13
Message-ID: <SCHWAB.94Dec16131321@issan.informatik.uni-dortmund.de>
References: <3cqk3h$hck@msunews.cl.msu.edu>
Reply-To: schwab@issan.informatik.uni-dortmund.de
NNTP-Posting-Host: issan.informatik.uni-dortmund.de
In-reply-to: hopper_t@msupa.pa.msu.edu's message of 15 Dec 1994 23:39:29 GMT
To: t.hopper@genie.geis.com

In article <3cqk3h$hck@msunews.cl.msu.edu>, hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:

|> Does anyone know how to recognize when a program is being run as an
|> accessory with GNU C? I know that d0 contains values which will tell me
|> this when the program starts, but since I don't know any assembly, I would
|> rather find some easier way of doing it.

There is extern int _app that is set to 0 if started as an accessory,
and to 1 otherwise. This is a feature of the startup module that is
linked in automagically.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From -3193501062491433897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b7aca5de55a695e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-16 04:42:01 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!news.cc.swarthmore.edu!
psuvax1!uwm.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!news2.near.net!
satisfied.elf.com!rpi!crockett1a.its.rpi.edu!elandm
From: elandm@crockett1a.its.rpi.edu (Youness EL ANDALOUSSI)
Newsgroups: comp.sys.atari.programmer
Subject: Was GFA ever ported to PC?
Date: 16 Dec 1994 12:42:01 GMT
Organization: Rensselaer Polytechnic Institute, Troy, NY.
Lines: 16
Distribution: world
Message-ID: <3cs1up$b6q@usenet.rpi.edu>
Reply-To: elandm@rpi.edu
NNTP-Posting-Host: crockett1a.its.rpi.edu

Does anyone know if GFA was ever ported to the PC? I know there was some talks of doing so, but never heard if it was actually done.

I have tons of code I have written, and which I wanted tp adapt on the PC world.

Thanks in advance,

Youness
--

```
          __________________________
(    |    )      }   ____  \     Youness EL ANDALOUSSI
 \   |   /  _____}   )  (   \    School of Management
  )     /   __]_    (____)   \_  R.P.I. - Class of 98
 /     /        }   ______     }
(_____(_________)__/      \____}
```

From -14838238207556062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae6c782140245ed7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-16 06:03:47 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!msunews!msupa.pa.msu.edu!
HOPPER_T
From: hopper_t@msupa.pa.msu.edu (Tom Hopper)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Recognozing ACC with GNU C
Date: 16 Dec 1994 14:03:47 GMT
Organization: MSU Dept. of Physics & Astronomy
Lines: 6
Message-ID: <3cs6o3$uj7@msunews.cl.msu.edu>

References:
<3cqk3h$hck@msunews.cl.msu.edu>,<SCHWAB.94Dec16131321@issan.informatik.uni-dortmund.de>
Reply-To: hopper_t@msupa.pa.msu.edu
NNTP-Posting-Host: msupa.pa.msu.edu

Thanks, Andreas!

Regards,
Tom
hopper_t@msupa.pa.msu.edu

From 2004661432574383125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddab638635bf8eca,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-16 08:49:20 PST
Path: nntp.gmd.de!newsserver.jvnc.net!conicit.ve!intevep!news.sesqui.net!rice!newsfeed.rice.edu!bcm!cs.utexas.edu!uwm.edu!spool.mu.edu!howland.reston.ans.net!pipex!sunsite.doc.ic.ac.uk!nntp0.brunel.ac.uk!strath-cs!aking
From: aking@cs.strath.ac.uk (Adrian King BSD92)
Newsgroups: comp.sys.atari.programmer
Subject: C Compiler
Date: 16 Dec 1994 16:49:20 GMT
Organization: Computer Science Dept., Strathclyde University., Glasgow, Scotland.
Lines: 7
Distribution: world
Message-ID: <3csgeg$a42@dunlop.cs.strath.ac.uk>
NNTP-Posting-Host: hunter-03.cs.strath.ac.uk

Can anyone recommend a good C or Prolog compiler for my 2Mb STe.

Both would be helpful with coursework for my degree (I'm a student).

Thanks in advance

Adrian King (aking@cs.strath.ac.uk)

From -2172292672408238625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddab638635bf8eca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-16 11:28:15 PST
Path: nntp.gmd.de!newsserver.jvnc.net!raffles.technet.sg!piaget.moe.ac.sg!usenet.eel.ufl.edu!news.mathworks.com!udel!gatech!howland.reston.ans.net!pipex!lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!cs.york.ac.uk!news.york.ac.uk!tower.york.ac.uk!slh100
From: Shawn Hargreaves <slh100@unix.york.ac.uk>
Newsgroups: comp.sys.atari.programmer
Subject: Re: C Compiler

Message-ID: <Pine.SGI.3.91.941216192116.10389A-100000@tower.york.ac.uk>
Date: Fri, 16 Dec 1994 19:28:15 +0000
Organization: The University of York, UK
Lines: 15
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: slh100@tower.york.ac.uk
NNTP-Posting-Host: tower.york.ac.uk

> Can anyone recommend a good C or Prolog compiler for my 2Mb STe.
> Both would be helpful with coursework for my degree (I'm a student).

gcc is pretty much the standard when it comes to C compilers on the
Atari (and it's the only C++ compiler around), but it really needs 4Mb.
Sozobon C is a good K&R compiler, available by ftp from a.a.u.e. or
hensa. Lattice C is probably the best commercial compiler, but if you
have any money to spare I would recommend getting some more ram and gcc
rather than buying a compiler.

I think there is a Prolog interpreter on a.a.u.e.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

From 8574043949697169033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b7aca5de55a695e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-16 18:11:56 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!gatech!
newsxfer.itd.umich.edu!zip.eecs.umich.edu!panix!bloom-beacon.mit.edu!world!Lexicor
From: Lexicor@world.std.com (ysiu@lexicor.com)
Subject: Re: Was GFA ever ported to PC?
Message-ID: <D0xCnF.57v@world.std.com>
Organization: Lexicor Software Corporation
References: <3cs1up$b6q@usenet.rpi.edu>
Date: Fri, 16 Dec 1994 22:18:50 GMT
Lines: 24

In article <3cs1up$b6q@usenet.rpi.edu>,
Youness EL ANDALOUSSI <elandm@rpi.edu> wrote:
>Does anyone know if GFA was ever ported to the PC? I know there was some talks
of doing so, but never heard if it was actually done.
>
>I have tons of code I have written, and which I wanted tp adapt on the PC world.
>
>Thanks in advance,

GFA was ported for the PC to run under Windows and DOS I believe, there
was a short review I once read in an old issue of Computer Shopper.

Unfortunately I do now know who to contact as I am not a GFA User, but if you don't mind a long distance fax or phone contact:

Richter Distributor
(2332) 2706 or fax: (2332) 2703

and ask about GFA for the PC, while they may or may not offer it, they can certainly help tell you where to get it, as they were meant to continue the Basic 4.0 (or was it 3.0?).

Cheers

Yat @ Lexicor

From -3018040826782549527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,af64b7296e8b58f0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-16 19:18:10 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!spool.mu.edu!
news.clark.edu!netnews.nwnet.net!owl.csrv.uidaho.edu!lee912
From: lee912@cs.uidaho.edu (LEE JONATHAN ROBERT)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Moving Screen Memory
Date: 16 Dec 1994 23:29:11 GMT
Organization: University of Idaho, Moscow, Idaho
Lines: 49
Distribution: world
Message-ID: <3ct7s8$hir@owl.csrv.uidaho.edu>
References: <3cmqvm$eab@sundog.tiac.net>
NNTP-Posting-Host: juniper.cs.uidaho.edu
X-Newsreader: TIN [version 1.2 PL1]

Glenn M. Saunders (krishna@max.tiac.net) wrote:

: Atari8 question:

: If you have a string representing consecutive screens of screen-memory
: and you want ANTIC to look at it instead of the standard screen memory,
: what do you do? Obviously copying pieces out of the string into standard
: screen memory is slow and wasteful.
[snip]
: So I'm essentially scrolling one screen or more at a time with this
: method. The problem is that I am getting garbage corrupting the string
: at the 15th screen down out of 24 screens. So I'm doing SOMETHING wrong
: someplace. The garbage is caused by moving the screen around somehow.
: Anyone?

: 0 Graphics 19
: 1 Close #1:Close #2
: 2 Clr

```
: 10 Dim A$(5761):A$(5761)=""
: 15 Start=Dpeek(560)+4:Dpoke Start,Adr(A$)
: 20 Top=Adr(A$):Loc=Top
: 21 Open #1,4,0,"D1:>S2.DAT":Open #2,4,0,"K:"
: 25 Bget #1,Adr(A$)+X,5760
: 26 Goto 100:Rem REM THIS OUT TO DEBUG SCREEN
: 27 Dpoke Start,Adr(A$)+(15*240):Goto 27
: 100 Get #2,A
: 110 Loc=Loc+240:Rem PAGE FORWARD
: 120 If Loc>Top+5520 Then Loc=Top
: 130 Dpoke Start,Loc:Rem MOVE START OF SCREEN MEMORY
: 140 Goto 100
```

If I remember correctly you cannot cross a 4k boundary in memory with screen memory for ANTIC. The string is greater than 4k, so this is guaranteed to happen, but even if you shortened the string, it could be that the string might happen to start 1 byte or so before the next 4k block of memory, thus messing up your first screen. The real solution, which I saw in some magazine or another years ago is to change where the string points to by modifying its entry in the variable value table to point to an address above everything else which is X bytes from the end of the end of the 4k block of memory it is placed in, where X is evenly divisible by your screen size in bytes. Another option to modifying the variable value table is to DIM the string with one screen size worth of extra bytes and then find out what address the string starts at and only use it starting at that address + whatever offset is needed to be X bytes away from the next 4k boudary in memory, where X is defined as above.

I hope this helps and I hope I'm right,

-Jonathan Lee (lee912@cs.uidaho.edu)

From -3586679535276327641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b7aca5de55a695e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-16 23:10:58 PST
Path: bga.com!news.sprintlink.net!hookup!news.mathworks.com!solaris.cc.vt.edu!
sps1.phys.vt.edu!martinm
From: martinm@sps1.phys.vt.edu (Michael B. Martin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Was GFA ever ported to PC?
Date: 17 Dec 1994 05:09:37 GMT
Organization: Virginia Tech, Blacksburg, Virginia
Lines: 15
Message-ID: <3ctrqh$gi7@solaris.cc.vt.edu>
References: <3cs1up$b6q@usenet.rpi.edu> <D0xCnF.57v@world.std.com>
NNTP-Posting-Host: sps1.phys.vt.edu
NNTP-Posting-User: martinm
X-Newsreader: TIN [version 1.2 PL2]

ysiu@lexicor.com (Lexicor@world.std.com) wrote:

: GFA was ported for the PC to run under Windows and DOS I believe, there
: was a short review I once read in an old issue of Computer Shopper.

Yep, there was indeed a port for both DOS and Windows. At some point, they ran an ad in some magazine advertising a free trial demo disk. I called them up, and managed to get them to send it to me (they seemed a bit reluctant, at least until I specifically mentioned the ad). As I recall, I received two floppies. I never did try to port any ST GFA code over, but I did try out their demo programs. They looked all right I guess, but by that time I was moving over to C. Besides, they wanted about $150 I think, which I just didn't have. I still have the floppies somewhere.

-Michael

From -3098228070170776154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d9b01f76adee3e2
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-16 23:29:58 PST
Path: nntp.gmd.de!newsserver.jvnc.net!raffles.technet.sg!piaget.moe.ac.sg!
usenet.eel.ufl.edu!news.mathworks.com!udel!gatech!newsxfer.itd.umich.edu!
nntp.cs.ubc.ca!alberta!stuart
From: stuart@cs.ualberta.ca (David Stuart)
Newsgroups: comp.sys.atari.programmer
Subject: Re: How would I start?
Date: 17 Dec 1994 07:29:58 GMT
Organization: Computing Science, U of Alberta, Edmonton, Canada
Lines: 22
Message-ID: <3cu41m$lk2@scapa.cs.ualberta.ca>
References: <3c62kb$j5c@scapa.cs.ualberta.ca>
<1994Dec9.145345.4262@unix.brighton.ac.uk>,<3cakhf$gm4@scapa.cs.ualberta.ca>
<3caqvl$cnr@msunews.cl.msu.edu>,<3ce6n2$hno@scapa.cs.ualberta.ca>
<3cg1vp$cjt@msunews.cl.msu.edu>
NNTP-Posting-Host: cab120.cs.ualberta.ca

hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:

>And of course, you're not going to be doing any C++ programming in H&S C.
>It's a nice way to get started, but in my opinion you'd be better off
>learning ANSI C from the start. There aren't too many differences, but at
>least you'd be able to program on all modern compilers and you'd be one
>step closer to C++, which is becomming very wide-spread.

This is good, I have been learning ansi C from the start. I have a hunch this is why I am having trouble compiling with sozobon (is it ansi c?). Which brings me to another issue: falcon compatability... sozobon doesn't crash, but I hear pure C does not work on the falcon.

>Regards,
>Tom

>hopper_t@msupa.pa.msu.edu

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

From -551801440388121016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b7aca5de55a695e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-17 01:53:27 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!news.sprintlink.net!
EU.net!sun4nl!knowar!fvdakker
From: fvdakker@knoware.nl (Frits van den Akker)
Subject: Re: Was GFA ever ported to PC?
Sender: news@knoware.nl (News Account)
Message-ID: <D0y8t4.B7x@knoware.nl>
Date: Sat, 17 Dec 1994 09:53:27 GMT
References: <3cs1up$b6q@usenet.rpi.edu>
Nntp-Posting-Host: runner.knoware.nl
Organization: Knoware Nederland
X-Newsreader: TIN [version 1.1 PL9]
Lines: 11

Youness EL ANDALOUSSI (elandm@crockett1a.its.rpi.edu) wrote:
: Does anyone know if GFA was ever ported to the PC? I know there was some talks
of doing so, but never heard if it was actually done.

: I have tons of code I have written, and which I wanted tp adapt on the PC world.

Yes, there are versions for DOS and windows.

Greetings,

Frits van den Akker
e-mail: fvdakker@sterbbs.nl

From -854922669052933547
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2e98c170d4ee39b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-18 08:13:10 PST
Path: bga.com!news.sprintlink.net!pipex!uknet!zippy.dct.ac.uk!lomond!rmccall
Newsgroups: comp.sys.atari.programmer
Subject: GEM WINDOW CALLS
Message-ID: <1994Dec18.161216.9455@zippy.dct.ac.uk>
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Date: 18 Dec 94 16:12:16 GMT
Nntp-Posting-Host: lomond.mcs.dundee.ac.uk

X-Newsreader: TIN [version 1.2 PL1]
Lines: 18

Can anyone tell me which .H or LIB file in pure C contains the window
calls.

Rod

--
--
==========
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn

President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==========

From 9218706920162514914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d9b01f76adee3e2
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-18 08:29:57 PST
Path: bga.com!news.sprintlink.net!pipex!uknet!zippy.dct.ac.uk!lomond!rmccall
Newsgroups: comp.sys.atari.programmer
Subject: Re: How would I start?
Message-ID: <1994Dec18.162954.9456@zippy.dct.ac.uk>
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Date: 18 Dec 94 16:29:54 GMT
References: <3c62kb$j5c@scapa.cs.ualberta.ca> <3cu41m$lk2@scapa.cs.ualberta.ca>
Nntp-Posting-Host: lomond.mcs.dundee.ac.uk
X-Newsreader: TIN [version 1.2 PL1]
Lines: 31

David Stuart (stuart@cs.ualberta.ca) wrote:
: hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:

: >And of course, you're not going to be doing any C++ programming in H&S C.
: >It's a nice way to get started, but in my opinion you'd be better off
: >learning ANSI C from the start. There aren't too many differences, but at
: >least you'd be able to program on all modern compilers and you'd be one
: >step closer to C++, which is becomming very wide-spread.

: This is good, I have been learning ansi C from the start. I have a hunch this
: is why I am having trouble compiling with sozobon (is it ansi c?). Which
: brings me to another issue: falcon compatability... sozobon doesn't crash,
: but I hear pure C does not work on the falcon.

I have pure C on my Falcon running under MiNT 1.12, everthing bar the
debugger works perfectly. Mind you there is one problem all the docs
are in German. Still it seems a nice package.

Rod
--
--
==========
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn

President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==========

From 4852662195056820909
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,a2e98c170d4ee39b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-18 10:58:08 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!news.cc.swarthmore.edu!
psuvax1!uwm.edu!math.ohio-state.edu!usc!howland.reston.ans.net!pipex!sunic!
news.chalmers.se!dtek.chalmers.se!d2cg
From: d2cg@dtek.chalmers.se (Christer Gustavsson)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GEM WINDOW CALLS
Date: 18 Dec 1994 18:58:08 GMT
Organization: Chalmers University of Technology
Lines: 17
Message-ID: <3d20o0$5fj@nyheter.chalmers.se>
References: <1994Dec18.161216.9455@zippy.dct.ac.uk>
NNTP-Posting-Host: varoom.dtek.chalmers.se

In article <1994Dec18.161216.9455@zippy.dct.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>Can anyone tell me which .H or LIB file in pure C contains the window
>calls.
>
>Rod
>
aes.h and pcgemlib.lib respectively.

Christer.

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |

University	SNAIL: Christer Gustavsson
of	Hasselvagen 6
Technology	S-430 91 H[illegible]N[illegible]
earning my second
million. The first
one failed."

From -7014914846048999964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ddab638635bf8eca
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-18 16:55:10 PST
Path: bga.com!news.sprintlink.net!pipex!uunet!news.tele.fi!news.funet.fi!
news.cc.tut.fi!proffa!t150315
From: t150315@proffa.cc.tut.fi (Tamminen Eero)
Newsgroups: comp.sys.atari.programmer
Subject: Re: C Compiler
Date: 17 Dec 1994 16:47:11 +0200
Organization: Tampere University of Technology, Computing Centre
Lines: 26
Distribution: sfnet
Message-ID: <t150315.787675093@proffa>
References: <Pine.SGI.3.91.941216192116.10389A-100000@tower.york.ac.uk>
NNTP-Posting-Host: proffa.cc.tut.fi
X-Newsreader: NN version 6.5.0 #2 (NOV)

In <Pine.SGI.3.91.941216192116.10389A-100000@tower.york.ac.uk> Shawn Hargreaves
<slh100@unix.york.ac.uk> writes:

>> Can anyone recommend a good C or Prolog compiler for my 2Mb STe.
>> Both would be helpful with coursework for my degree (I'm a student).

>gcc is pretty much the standard when it comes to C compilers on the
>Atari (and it's the only C++ compiler around), but it really needs 4Mb.
>Sozobon C is a good K&R compiler, available by ftp from a.a.u.e. or
>hensa.

There's a Sozobon v2X (<- note the X) which is much enchanced version
of the old Sozobon. Although it's not 100% (no prototype checking and
single precision doubles...) it accepts ANSI-C code. There's also
available a port of mintlibs for Sozobon and a port of c386 (named c68)
free ANSI-C compiler (ie. full prototype checking) which uses the same
assembler and linker as Sozobon X.

Sozobon v2X is available for example on ftp.uni-paderborn.de.

PS. GCC v. 2.3.3 runs with less than 2MB free memory available. GCC v.
2.5.8 needs more.

- Eero -

From -3725019138587272645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2e98c170d4ee39b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-19 01:20:23 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!pipex!
sunsite.doc.ic.ac.uk!warwick!bham!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GEM WINDOW CALLS
Date: 19 Dec 1994 09:06:10 GMT
Organization: NHS Information Management Centre
Lines: 12
Message-ID: <3d3ie2$spl@percy.cs.bham.ac.uk>
References: <1994Dec18.161216.9455@zippy.dct.ac.uk>
NNTP-Posting-Host: fat-controller.cs.bham.ac.uk

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Can anyone tell me which .H or LIB file in pure C contains the window
>calls.

Try <aes.h>, and look for all the wind_* calls. You also should use
the defines WF_* and WC_*.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

From -7141078318709683769
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2e98c170d4ee39b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-19 01:29:51 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!Germany.EU.net!EU.net!
sun4nl!news.nic.surfnet.nl!ruu.nl!phil.ruu.nl!phil.ruu.nl!not-for-mail
From: hjv@phil.ruu.nl (Hendrik Jan Veenstra)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GEM WINDOW CALLS
Date: 19 Dec 1994 09:54:09 +0100
Organization: Dept. of Philosophy, Utrecht University, The Netherlands
Lines: 14
Message-ID: <3d3hnh$cad@chico.staf.phil.ruu.nl>
References: <1994Dec18.161216.9455@zippy.dct.ac.uk>
NNTP-Posting-Host: chico.staf.phil.ruu.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Can anyone tell me which .H or LIB file in pure C contains the window
>calls.

aes.h and gemlib.lib (or something to that effect). So put the lib in your
prj-file and #include <aes.h>.

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get.   *

From -9101891804206791810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,386bf7f7e168f533,start
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,386bf7f7e168f533,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,386bf7f7e168f533,start
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1994-12-19 02:18:58 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!nntpserver.pppl.gov!princeton!gw1.att.com!
fnnews.fnal.gov!uwm.edu!vixen.cso.uiuc.edu!howland.reston.ans.net!pipex!uunet!
newsfeed.ACO.net!fuw.edu.pl!news
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Subject: Internet via Ethernet?
Content-Type: TEXT/PLAIN; charset=US-ASCII
Message-ID: <Pine.BUL.3.90.941219110150.7837C-100000@bull.mimuw.edu.pl>
Sender: news@fuw.edu.pl
Nntp-Posting-Host: bull.mimuw.edu.pl
Organization: Warsaw University Physics Dept.
Mime-Version: 1.0
Date: Mon, 19 Dec 1994 10:18:58 GMT
Lines: 9
Xref: nntp.gmd.de comp.sys.atari.st.tech:18725 comp.sys.atari.st:55871
comp.sys.atari.programmer:59

Does anone have an idea how to connect F030 to Internet (I'm intresting
at inexpensive solutions :). I'm a student and I have posibility to
connect it ~free.

Thx for any help.

Simon.

From 2442616119305292916
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,baad5cd1ec34f07b,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-19 03:45:12 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!Germany.EU.net!EU.net!
sun4nl!cwi.nl!news.cwi.nl!jhh
From: jhh@cwi.nl (Jaap Henk Hoepman)
Subject: GNU RCS (Revision Control System) anywhere?
Message-ID: <jhh.787836828@news.cwi.nl>
Sender: news@cwi.nl (The Daily Dross)
Nntp-Posting-Host: luis.cwi.nl
Organization: CWI, Amsterdam
Date: Mon, 19 Dec 1994 11:33:48 GMT
Lines: 17

Does anybody know whether GNU RCS (the Revision Control System) has been
ported to TOS, and if so, where I can download it from? I recently started
using it at work, and seems pretty useful for the small programming projects
I do at home.

Thanks in advance,

Jaap-Henk

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

From -493900061267464668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,82668fab1ee6be07,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-19 07:50:52 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!math.ohio-state.edu!
jussieu.fr!univ-lyon1.fr!swidir.switch.ch!scsing.switch.ch!cmir.arnes.si!
cathy.ijs.si!matija
From: Matija.Grabnar@ijs.si (Matija Grabnar)
Newsgroups: comp.sys.atari.programmer
Subject: Help needed with weird hardware/driver
Message-ID: <1994Dec19.161648.1588@cathy.ijs.si>
Date: 19 Dec 94 16:16:48 GMT
Organization: J. Stefan Institute, Lj, Slovenia
Lines: 27

I recently came into possesion of a piece of hardware driven through
TT's VME port. Unfortunately, the software that is supposed to drive
the hardware doesn't seem to work, (I _think_ it worked once when I

tried it, but I mostly get bombs).

The area where the program gets stuck has the following instructions:

```
move.w   #$ff,$feffffe0
move.w   #$ff,$feffffc

move.w   #$0,$feffffe0
move.w   #0,$feffff8
```

Any of these instructions may bomb - or cause a complete hangup if viewed in pure debugger.

Does anybody have any ideas what is going on here? Are the absolute adresses the guy uses connected with the VME port?

Any, and I mean _ANY_ ideas would be extremely welcome.

"My name is Not Important. Not to friends. But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
I speak for no one but myself.

From 3594783247076207024
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b7aca5de55a695e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-20 05:35:00 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!math.ohio-state.edu!
cis.ohio-state.edu!bounce-bounce
From: kolesar@cis.ohio-state.edu (mark anthony kolesar)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Was GFA ever ported to PC?
Date: 19 Dec 1994 21:34:29 -0500
Organization: The Ohio State University, Department of Computer and Information
Science
Lines: 14
Distribution: world
Message-ID: <3d5frlINN111@turtle.cis.ohio-state.edu>
References: <3cs1up$b6q@usenet.rpi.edu>
NNTP-Posting-Host: turtle.cis.ohio-state.edu

In article <3cs1up$b6q@usenet.rpi.edu> elandm@rpi.edu writes:
>Does anyone know if GFA was ever ported to the PC? I know there was some talks of doing so, but never heard if it was actually done.
<-----cut---------->

Yes, for both DOS and Windows. In the USA contact:

GFA-Software Technologies

27 Congress St.
Salem, MA 01970
(508)744-0201

Tell them I sent you (although they may not remember me).

Mark Kolesar

From -5878973181054560385
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,a2e98c170d4ee39b
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-20 09:11:03 PST
Path: nntp.gmd.de!newsserver.jvnc.net!bellboy.ucc.uconn.edu!usenet
From: hkjdv93@hermes.hv.se (Henrik Kjellsson)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GEM WINDOW CALLS
Date: 20 Dec 1994 16:29:49 GMT
Organization: Vaxjo univeristy
Lines: 10
Message-ID: <3d70pt$46r@bellboy.ucc.uconn.edu>
References: <1994Dec18.161216.9455@zippy.dct.ac.uk>
Reply-To: hkjdv93@hermes.hv.se
NNTP-Posting-Host: hermes.hv.se
X-Newsreader: xvnews 2.3 Beta PL7, use only for testing please.

In article <1994Dec18.161216.9455@zippy.dct.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Can anyone tell me which .H or LIB file in pure C contains the window
>calls.
>

Don't you have the manual? Read it!

Henrik

From 3641304942219419606
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d9b01f76adee3e2
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-21 05:38:34 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!uwm.edu!cs.utexas.edu!swrinde!pipex!uunet!EU.net!CERN.ch!NewsWatcher!user
From: brarda@vxclia.cern.ch (BRARDA Loic)
Subject: Re: How would I start?
Message-ID: <brarda-211294140813@128.141.55.218>
Followup-To: comp.sys.atari.programmer
Sender: news@news.cern.ch (USENET News System)

Organization: CERN European Lab for Particle Physics
References: <3c62kb$j5c@scapa.cs.ualberta.ca>
<1994Dec9.145345.4262@unix.brighton.ac.uk>,<3cakhf$gm4@scapa.cs.ualberta.ca>
<3caqvl$cnr@msunews.cl.msu.edu>,<3ce6n2$hno@scapa.cs.ualberta.ca>
<3cg1vp$cjt@msunews.cl.msu.edu> <3cu41m$lk2@scapa.cs.ualberta.ca>
Date: Wed, 21 Dec 1994 13:11:53 GMT
Lines: 13

In article <3cu41m$lk2@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David
Stuart) wrote:
> but I hear pure C does not work on the falcon.
>

Pure C works on the Falcon. Pure Debugger too but I have to go back to the
desktop after leaving Pure Debugger or Pure C bombs.
--
Loic BRARDA ! Writer of the ATARI CD-ROM FAQ
BRARDA@VXCLIA.CERN.CH ! Unofficial Programmer
! ...
Falcon 4/130 Monochrome + VGA !
Apple CD300 !

From -2522656719622805373
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,8b7aca5de55a695e
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-21 14:12:50 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!
europa.eng.gtefsd.com!howland.reston.ans.net!swrinde!cs.utexas.edu!not-for-mail
From: hutch@ilmen.lanl.gov (Hutch)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Was GFA ever ported to PC?
Date: 21 Dec 1994 16:12:50 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 20
Sender: nobody@cs.utexas.edu
Message-ID: <9412212115.AA00445@ilmen.lanl.gov>
NNTP-Posting-Host: news.cs.utexas.edu

In article 3d5frlINN111@turtle.cis.ohio-state.edu, kolesar@cis.ohio-state.edu
(mark anthony kolesar) writes:
>In article <3cs1up$b6q@usenet.rpi.edu> elandm@rpi.edu writes:
>>Does anyone know if GFA was ever ported to the PC? I know there was some talks
of doing so, but never heard if it was actually done.
><-----cut---------->
>
>Yes, for both DOS and Windows. In the USA contact:
>
>GFA-Software Technologies
>27 Congress St.
>Salem, MA 01970
>(508)744-0201

I don't think the Salem, Mass, office is open anymore. I got a flyer in the mail the other day promoting their new GFA for DOS compiler and it was from an address in Conneticut, I believe. Their 800 number used to be 800-766-6GFA but I don't know if it's still working.

-Hutch- @ Fair Dinkum Tech

From -4882284348579502913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,f4975995f0c94b1,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-22 12:49:48 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!ddsw1!panix!news.mathworks.com!newshost.marcam.com!
uunet!sunic!news.transpac.net!oden.abc.se!m9003
From: m9003@abc.se (Martin Rossel)
Newsgroups: comp.sys.atari.programmer
Subject: Help calling 800 number
Date: 22 Dec 1994 19:24:55 GMT
Organization: ABC-Klubben
Lines: 23
Message-ID: <3dcjq7$t13@oden.abc.se>
NNTP-Posting-Host: sparc2.abc.se

Problem : I have to call Mac Warehouse in Ohio, USA who have an 800 number only for Customer Support, and this is impossible from Sweden,where I live. I bought a Syquest 105 Mb removable HD there in Februari and need to call them to get a "RMA" number to be able to send it back to get fixed.

Sollution : Could someone reading this newsgroup (I'm into Jaguar and Atari myself so I now there's a lotta people out there) help me call them up ? My american friends are on christmas holidays (!) So I just need help to call the free 800 number, tell them the "fast service number" and order number and ask for the "RMA number" and email it back to me.

IF you want to help me - send an email and I'll mail you the number and details to get going.

Greets and Merry Christmas and....
hope to get some help

M.R.
m9003@msg.abc.se

M'ros - Cubase Audio Beta tester

From -372387573136998798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,44e891cec9781eb,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-22 15:38:34 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!godot.cc.duq.edu!news.duke.edu!convex!cs.utexas.edu!math.ohio-
state.edu!jussieu.fr!fdn.fr!uunet!news.tele.fi!sunic!trane.uninett.no!nac.no!
ifi.uio.no!ifi.uio.no!not-for-mail
From: william@ifi.uio.no (William Kent)
Newsgroups: comp.sys.atari.programmer
Subject: Sorround Sound decoder
Date: 22 Dec 1994 23:02:40 +0100
Organization: Dept. of Informatics, University of Oslo, Norway
Lines: 4
Message-ID: <3dct20$kp@gjalp.ifi.uio.no>
NNTP-Posting-Host: gjalp.ifi.uio.no

Would it be possible to use the Falcon with its da/ads and dsp etc to build
some sort of "almost" sorround sound decoder? (I guess for a proper one,
one would need a couple of more audio ports) Does any one know if the Falcon
it quick enough to do it? (if it had some extra audio ports?)

From 984729122404338172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,32ada76fdf12bab,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-23 22:05:53 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!EU.net!sun4nl!knowar!fvdakker
From: fvdakker@knoware.nl (Frits van den Akker)
Subject: GFA 3.6TT BUG!!!!
Sender: news@knoware.nl (News Account)
Message-ID: <D1ADn5.63F@knoware.nl>
Date: Fri, 23 Dec 1994 23:09:04 GMT
Nntp-Posting-Host: runner.knoware.nl
Organization: Knoware Nederland
X-Newsreader: TIN [version 1.1 PL9]
Lines: 20

I found a bug in GFA Basic 3.6TT :-(

the code:

```
n&=10*FRAC(x/10)
PRINT n&
PRINT 10*FRAC(x/10)
```

where x=23 or x=33

In both cases there will be printed a 2 and a 3.
This is the same when you use N&,N|,N%

Only when n is used the correct answer (3) is given...

Damn!

Greetings,

Frits van den Akker, JFA Software
please e-mail to: fvdakker@sterbbs.nl

From 8500659026990906781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 111a55,386bf7f7e168f533
X-Google-Attributes: gid111a55,public
X-Google-Thread: 1115ce,386bf7f7e168f533
X-Google-Attributes: gid1115ce,public
X-Google-Thread: 109a67,386bf7f7e168f533
X-Google-Attributes: gid109a67,public
X-Google-ArrivalTime: 1994-12-23 23:20:55 PST
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!cs.utexas.edu!utnut!torn!uunet.ca!uunet.ca!
phantom!ga5.cfcsc.dnd.ca!macdonald
From: macdonald@cfcsc.dnd.ca (Ken Macdonald)
Subject: Re: Internet via Ethernet?
Sender: news@cfcsc.dnd.ca (News Administrator)
Message-ID: <macdonald.65.000D572B@cfcsc.dnd.ca>
Date: Fri, 23 Dec 1994 18:20:20 GMT
Lines: 15
References: <Pine.BUL.3.90.941219110150.7837C-100000@bull.mimuw.edu.pl>
Nntp-Posting-Host: ga5.cfcsc.dnd.ca
Organization: Canadian Forces Command and Staff College
X-Newsreader: Trumpet for Windows [Version 1.0 Rev A]
Xref: bga.com comp.sys.atari.st.tech:7427 comp.sys.atari.st:23509
comp.sys.atari.programmer:125

>Does anone have an idea how to connect F030 to Internet (I'm intresting
>at inexpensive solutions :). I'm a student and I have posibility to
>connect it ~free.

>Thx for any help.

>Simon.

Sounds like you have a direct coonection to the university(?) network. In that
cast I can't be much help except you might want to run Minix.
If you just have phone in access, check out ka9q/nos (one site is demon.co.uk)

prends soins/take care
-ken

From -8326621164616417877

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2c7c3061ef8cb56,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-24 09:36:58 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!cs.utexas.edu!swrinde!pipex!uunet!newsflash.concordia.ca!
canopus.cc.umanitoba.ca!mbnet.mb.ca!colledge
From: colledge@mbnet.mb.ca (Martin Colledge)
Newsgroups: comp.sys.atari.programmer
Subject: SLM 605 Conversion
Date: Fri, 23 Dec 1994 11:09:51
Organization: The University of Manitoba
Lines: 2
Message-ID: <colledge.19.000B2A5F@mbnet.mb.ca>
NNTP-Posting-Host: dial059.mbnet.mb.ca
X-Newsreader: Trumpet for Windows [Version 1.0 Rev A]

Does anyone know of a conversion kit to allow SLM605 laser printer to be used
with IBM compatible computer? email appreciated.

From 4585273829199531580
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,116c7159d81b67ff,start
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,116c7159d81b67ff,start
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 1994-12-27 21:39:50 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!cs.utexas.edu!not-
for-mail
From: KENDRICK@sonoma.edu
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Atari 8-bit PMG page flipping!?!!
Date: 27 Dec 1994 22:09:07 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 51
Sender: nobody@cs.utexas.edu
Message-ID: <941227200947.206024ba@sonoma.edu>
NNTP-Posting-Host: news.cs.utexas.edu
Xref: nntp.gmd.de comp.sys.atari.8bit:18109 comp.sys.atari.programmer:83

Ok, I'll admit it, I'm working on an Adventure clone for the XL's.. here's
my problem.. I can't seem to get page flipping done correctly when
it comes to adding extra players to the screen. I'm stealling the
idea used with the 2600 version (or at least what it looks like they
did) and have everything split up like this:

There are 13 objects: 3 dragons + 3 keys + 1 Sword + 1 Magnet + 1 Bridge
  + 1 Door (per screen) + 1 Bat + 1 Chalice + 1 Player

The player can be handled by missiles or a missile.

That leaves 12 objects. There are 4 players allowed on a screen, so

what I did was divided the visible objects into three frames.

```
In frame 1, you see:  Dragon 1, Key 1, Sword, Door; if they're there.
         2, you see:  Dragon 2, Key 2, Magnet, Bat; if they're there.
         3, you see:  Dragon 3, Key 3, Bridge, Chalice; if they're there.
```

I know that PMG pages must be multiples of 1K for it to work (ie, if you say 20480, 20481 ... 20736, 20737 ... 21503, it'll not care and act as though you said 20480 was the PMBASE page.)

I didn't realize the paging was 1K, and thought it was 256 bytes, and it ALMOST worked like that.. But two of the frames had the same objects! They were in the same vertical place, of course, but in different horizontal places and of different colors. (The code to do the paging does this: Changes all horizontal locations of the players, Changes the PMBASE, and changes all colors of the players)

Now, I can go around this and just swap in and out 512 bytes of data per frame, but it's SOO much faster just to page through it! What do you folks think? Can you help!

I can post the code, if you want.. it's sorta sloppy (all the debug crap I did) and it's in Action!.. Also, I tried two ways of allocating memory; one was to make an array and have the PMBASE point to the first 1K boundary within the array (I made the array 1K bigger than how much of it I'm going to use), the other was to do PAGE=(DLIST/4096-1)*4096, like Mapping described.. Neither works when my pages are 1024 bytes, I just get a blank screen (no PMGs). When I change the pages to 256 bytes, I (as I said) get two frames with the same objects and vertical positions! :(:(

HELP!

thanx!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

From -200781874718655641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,c5ee93c5e344fb68,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-28 05:30:07 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!news.sprintlink.net!hookup!nic.hookup.net!
xenitec!tdkcs!semprini.waterloo-rdp.on.ca!cherborth
From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
Newsgroups: comp.sys.atari.programmer
Message-ID: <H.eg.TYrsJZplVro@semprini.waterloo-rdp.on.ca>
Organization: InterZONE Design
Subject: Wanted: UI Object

Reply-To: cherborth@semprini.waterloo-rdp.on.ca
X-Software: HERMES GUS 1.10 Rev. May 17 1993
Date: Mon, 26 Dec 1994 11:52:36 EST
MIME-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
Lines: 48

Has anyone got code to handle a CUA-style "combo-box"? I'd be
especially interested if someone had implemented it as a GEM++ object...

A combo-box is a object like this:

```
+-------------------------+----+
| Text Field              | ## | <- button
+-------------------------+----+
```

When you click on the button, a list box is presented:

```
+-------------------------+----+
| Text Field              | ## |
+-------------------------+----+
| Item 1                  | /\ | <- up-scroller
| Item 2                  | ## |
| Item 3                  |    | <- scroll thing
| Item 4                  | ## | <- scroll bar
| Item 5                  | ## |
| Item 6                  | \/ | <- down-scroller
+-------------------------+----+
```

When you select an item from the list, the list box disappears, and the
text field is filled in with what you selected.

I was going to start implementing one in GEM++ this week, but if
someone's alreay got code to do it, I'd love to see it. I'm considering
an approach like this:

The text field is a static text field or a text entry field, it doesn't
matter. The button is selectable and exits the dialog. When you click
the button, a window pops up, with 7 selectable objects in it, and the
only gadets on the window are the vertical scroller objects. As soon as
one of the selectable objects is clicked, the window goes away, and the
"text field" is replaced by the selection.

Now that I'm thinking about it, the "text object" would just be a GEM
OBJECT, and the things in the list box would be GEM OBJECTs too... then
you can put _anything_ in the combo-box. (This is all really, really
easy to handle with GEM++.)

Any comments?

--
----------==========----------

||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

From -7414684744022076617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,32ada76fdf12bab
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-28 05:30:08 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!news.sprintlink.net!europa.eng.gtefsd.com!swiss.ans.net!news.dfn.de!zeus.rbi.informatik.uni-frankfurt.de!terra.wiwi.uni-frankfurt.de!news.th-darmstadt.de!zib-berlin.de!rs1-hrz.uni-duisburg.de!rrz.uni-koeln.de!RRZ.Uni-Koeln.DE!a1624091
From: a1624091@athena.rrz.uni-koeln.de (Jan T. Kim)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA 3.6TT BUG!!!!
Date: 28 Dec 1994 00:54:00 GMT
Organization: Regional Computing Center, University of Cologne
Lines: 35
Message-ID: <3dqcv9INN3c3i@rs1.rrz.Uni-Koeln.DE>
References: <D1ADn5.63F@knoware.nl>
Reply-To: a1624091@athena.rrz.uni-koeln.de
NNTP-Posting-Host: hpw1.rrz.uni-koeln.de
X-Newsreader: Tin 1.1 PL5

Frits van den Akker (fvdakker@knoware.nl) wrote:
: I found a bug in GFA Basic 3.6TT :-(
:
: the code:
:
: n&=10*FRAC(x/10)
: PRINT n&
: PRINT 10*FRAC(x/10)
:
: where x=23 or x=33
:
: In both cases there will be printed a 2 and a 3.
: This is the same when you use N&,N|,N%
: Only when n is used the correct answer (3) is given...

GFA certainly has some bugs, but I don't think this is one of these.
This is a normal rounding error. Recall that the result of x/10
(2.3 or 3.3, respectively) is a recurring binary, although it is not
a recurring decimal. GFA or the FPU are allowed to cut off the mantissa
such that the floating point number is smaller than the real result.
Now, the GFA manual says that floats are rounded down when they are
converted to integers. So, the result of 10*FRAC(x/10) can legally
be $1.7fff * 2^1 rather than 1.8000 * 2^1, and GFA is correct in
rounding the former down to 2.
You can test this hypothesis by replacing n& with n and adding the line
PRINT n-3 to your code. If above speculation is true, the result should
be some very small but negative number (like -1.234e-56). Note that

GFA's printing routines do some rounding themselves.

Greetinx & a happy new year, Jan
--

```
 +- Jan Kim -- X.400:    S=kim;OU=violet;O=mpiz-koeln;P=mpg;C=de -----+
 |             Internet: kim@violet.mpiz-koeln.mpg.de                 |
 |                *** NOTE THE ADDRESS CHANGE ***                     |
 *-----=<  hierarchical systems are for files, not for humans  >=-----*
```


From 7760488690000031278
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,116c7159d81b67ff
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,116c7159d81b67ff
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-28 10:50:19 PST
Path: nntp.gmd.de!Germany.EU.net!howland.reston.ans.net!pipex!uunet!
newsflash.concordia.ca!pavo.concordia.ca!da_pate
From: da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW)
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Atari 8-bit PMG page flipping!?!!
Date: 28 Dec 1994 03:18 -0500
Organization: Concordia University
Lines: 10
Distribution: world
Message-ID: <28DEC199403185256@pavo.concordia.ca>
References: <941227200947.206024ba@sonoma.edu>
NNTP-Posting-Host: pavo4.concordia.ca
News-Software: VAX/VMS VNEWS 1.41
Xref: nntp.gmd.de comp.sys.atari.8bit:18119 comp.sys.atari.programmer:86

In article <941227200947.206024ba@sonoma.edu>, KENDRICK@sonoma.edu writes...
>Ok, I'll admit it, I'm working on an Adventure clone for the XL's.. here's
>my problem.. I can't seem to get page flipping done correctly when
>it comes to adding extra players to the screen. I'm stealling the
>idea used with the 2600 version (or at least what it looks like they
Would it be possible to use DLIs to enable your multiple creatures? DLIs
will let you redefine X on the fly; provided everything doesn't appear on
the same Y position, it should be workable.

Dave

From -4068613743295928379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,116c7159d81b67ff
X-Google-Attributes: gid1115ce,public
X-Google-Thread: f8760,116c7159d81b67ff
X-Google-Attributes: gidf8760,public
X-Google-ArrivalTime: 1994-12-28 11:04:26 PST
Path: nntp.gmd.de!Germany.EU.net!howland.reston.ans.net!usc!nic-nac.CSU.net!
zippy.sonoma.edu!kendrick

From: kendrick@zippy.sonoma.edu (William Kendrick)
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Atari 8-bit PMG page flipping!?!!
Date: 28 Dec 1994 08:36:32 GMT
Organization: Sonoma State University, Rohnert Park, Ca.
Lines: 10
Message-ID: <3dr82g$qlk@nic-nac.CSU.net>
References: <941227200947.206024ba@sonoma.edu>
<28DEC199403185256@pavo.concordia.ca>
NNTP-Posting-Host: zippy.sonoma.edu
Xref: nntp.gmd.de comp.sys.atari.8bit:18120 comp.sys.atari.programmer:87

Well, yes, of course I know I could use DLI's, but since it's going to be a
cheesy recreation of an originally cheesy games, I figured I'd steal their
(his?) idea of PMG page flipping since it seems to work fine on the 2600. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

Any other Action! coders out here!?

From 6587592186101040007
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc8d6a3f1589f47f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-28 16:30:04 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!swrinde!gatech!
newsxfer.itd.umich.edu!nntp.cs.ubc.ca!torn!uunet.ca!uunet.ca!io.org!r-node.io.org!
diehl
From: diehl@r-node.io.org (Eric March)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic program tracing
Date: 28 Dec 1994 22:07:14 GMT
Organization: Internex Online, Toronto, Ontario, Canada (416 363 3783)
Lines: 27
Message-ID: <3dsnij$sqr@ionews.io.org>
References: <3cmldt$hqk@olivea.ATC.Olivetti.Com>
NNTP-Posting-Host: r-node.io.org
X-Newsreader: TIN [version 1.2 PL2]

Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

: Is thare any way to trace a program and to see variables values under
: the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-basic ?

GFA has two commands for tracking certain bits down in a program:

TRACE [ON|OFF] will activate or deactivate tracing; when on, it will display
useful debug information. It's a bit messy, though.

DUMP {varname} lets you dump all (without parameters) or a range (with parameters) of variables and their values. For example DUMP BL will dump all variables that start with BL in them to the screen.

: Ciao

: --
: ____
: | |
: | Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
: |____|

--
   ____________________________ _________________________________
  _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
 _________/ /   / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/   <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

From 4264019206436515041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,116c7159d81b67ff
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,116c7159d81b67ff
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-28 17:43:26 PST
Path: nntp.gmd.de!Germany.EU.net!howland.reston.ans.net!swrinde!news.dell.com!
tadpole.com!uunet!newsflash.concordia.ca!pavo.concordia.ca!da_pate
From: da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW)
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Atari 8-bit PMG page flipping!?!!
Date: 28 Dec 1994 12:52 -0500
Organization: Concordia University
Lines: 18
Distribution: world
Message-ID: <28DEC199412520505@pavo.concordia.ca>
References: <941227200947.206024ba@sonoma.edu>
<28DEC199403185256@pavo.concordia.ca> <3dr82g$qlk@nic-nac.CSU.net>
NNTP-Posting-Host: pavo3.concordia.ca
News-Software: VAX/VMS VNEWS 1.41
Xref: nntp.gmd.de comp.sys.atari.8bit:18125 comp.sys.atari.programmer:89

In article <3dr82g$qlk@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William
Kendrick) writes...
>Well, yes, of course I know I could use DLI's, but since it's going to be a
>cheesy recreation of an originally cheesy games, I figured I'd steal their
>(his?) idea of PMG page flipping since it seems to work fine on the 2600. :)
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>

>Any other Action! coders out here!?
>
Actually, the 2600 doesn't use flipping. I beleive that the
programmer has to redraw the screen for every frame. Since too many objects
take too long, they have to be drawn alternate screens.

(I may be wrong about this; feel free to jump in and correct me)

Dave

From 133296461043468131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: f8760,116c7159d81b67ff
X-Google-Attributes: gidf8760,public
X-Google-Thread: 1115ce,116c7159d81b67ff
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-28 17:53:00 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!news.sprintlink.net!
cyberspace.com!cyberspace.com!not-for-mail
From: skarg@cyberspace.com (Peter Von Kleinsmid)
Newsgroups: comp.sys.atari.8bit,comp.sys.atari.programmer
Subject: Re: Atari 8-bit PMG page flipping!?!!
Followup-To: comp.sys.atari.8bit,comp.sys.atari.programmer
Date: 28 Dec 1994 17:45:56 -0800
Organization: Cyberlink Communications (206) 281-5397
Lines: 16
Message-ID: <3dt4ck$52q@case.cyberspace.com>
References: <941227200947.206024ba@sonoma.edu>
NNTP-Posting-Host: case.cyberspace.com
X-Newsreader: TIN [version 1.2 PL2]
Xref: nntp.gmd.de comp.sys.atari.8bit:18126 comp.sys.atari.programmer:90

KENDRICK@sonoma.edu wrote:
: Ok, I'll admit it, I'm working on an Adventure clone for the XL's..

I just have to say, to the world, that I think that's an ultra-cool project!
I hope you complete it and maybe even make some interesting modifications,
and I hope I get to see the results! :)

About the "paging" of PMs... my memory leads me to think the PMs were the
only things being shared, and the "blinking" effect appeared only when a
certain number of PMs were on screen, independent of which PMs they were,
so I'd assume that slots weren't type-specific....

My two cents
(Anyone want an "Atari -Power without the price" balsa glider?)
Skarg/PvK

From -1312546339155322576
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,343c6dba4538537d,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-29 13:37:16 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!spool.mu.edu!agate!sunsite.doc.ic.ac.uk!uknet!zippy.dct.ac.uk!tay!rmccall
Newsgroups: comp.sys.atari.programmer
Subject: Pure C: file I/O
Message-ID: <1994Dec29.210018.9533@zippy.dct.ac.uk>
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Date: 29 Dec 94 21:00:17 GMT
Nntp-Posting-Host: tay-2.mcs.dundee.ac.uk
X-Newsreader: TIN [version 1.2 PL1]
Lines: 16

I URGENTLY need help with Pure C. I simply cannot get it to read files!!

I have tried fgets and fscanf. Niether of these seem to work.

Any ideas?

Rod

--
==========
Roderick McCall, 3rd Year Computing & Accounts
Dept. Maths & Computer Science, Dundee University, Scotland
President, Lip Theatre Co, Dundee University.
Tel: Term (01382) 644546 Home (01721) 720863
==========

From 8625240636879353571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bc1f81481c2dd37e,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-29 14:54:17 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
news.ecn.bgu.edu!usenet.ins.cwru.edu!agate!library.ucla.edu!csulb.edu!hing
From: hing@csulb.edu (Houn-Nam Ing)
Newsgroups: comp.sys.atari.programmer
Subject: Import Driver for PGS
Date: 29 Dec 1994 21:49:44 GMT
Organization: Cal State Long Beach
Lines: 17
Message-ID: <3dvato$3hj@garuda.csulb.edu>
NNTP-Posting-Host: heart.engr.csulb.edu
X-Newsreader: TIN [version 1.2 PL2]

Hi,

Is there anyone working on a import driver for Page Stream allowing to
import Corel Draw graphics?

If there is such a driver where can I ftp or buy it.
Thanks,

--

[0;5m
```
          ---O\  Joyeux Noel et Bonne Annee
-----   -\ <,       Houn-Nam Ing      -----
----- (*)/(*)      hing@csulb.edu     -----  [0;0m
```

From -4060472560275115368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,343c6dba4538537d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-30 02:25:04 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!pipex!uunet!EU.net!
sun4nl!news.nic.surfnet.nl!ruu.nl!phil.ruu.nl!phil.ruu.nl!not-for-mail
From: hjv@phil.ruu.nl (Hendrik Jan Veenstra)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure C: file I/O
Date: 30 Dec 1994 10:22:54 +0100
Organization: Dept. of Philosophy, Utrecht University, The Netherlands
Lines: 54
Message-ID: <3e0jhe$jlj@chico.staf.phil.ruu.nl>
References: <1994Dec29.210018.9533@zippy.dct.ac.uk>
NNTP-Posting-Host: chico.staf.phil.ruu.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I URGENTLY need help with Pure C. I simply cannot get it to read files!!
>I have tried fgets and fscanf. Niether of these seem to work.

How about posting a (small!) piece of relevant code that exhibits the problem.
I've never encountered problems like the one you mention. Just plain fopen()/
fgets()/fclose() sequences work flawlessly.

Hint: try to avoid the use of fscanf. This function is too tricky to be used
safely. Better use fgets() and then (if needed) parse the string you just
read with sscanf().

This should work fine IMO:

```
#include <stdio.h>
#define MAXSIZE 1024
```

```
void do_something_with_buf( char *buf )
{
    fprintf(stderr, "%s", buf);
}

int read_file( char *filename )
{
    FILE *f;
    char buf[MAXSIZE];

    if ((f = fopen(filename, "rb")) == NULL)
        return -1;               /* filename not found or whatever... */

    while (fgets(buf, MAXSIZE, f))
     do_something_with_buf(buf);

    fclose(f);
    return 0;
}

int main( void )
{
    char filename[] = "C:\\TESTFILE.TXT";

    read_file(filename);
    return 0;
}

... untested code ...
```

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

From 3014304133903705223
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,343c6dba4538537d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-30 04:58:38 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!news.sprintlink.net!
hookup!nic.hookup.net!xenitec!tdkcs!semprini.waterloo-rdp.on.ca!cherborth
From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
Newsgroups: comp.sys.atari.programmer
Message-ID: <H.eg.pVHtD1OLrGo@semprini.waterloo-rdp.on.ca>
Organization: InterZONE Design
Subject: Re: Pure C: file I/O
References: <1994Dec29.210018.9533@zippy.dct.ac.uk>
Reply-To: cherborth@semprini.waterloo-rdp.on.ca
X-Software: HERMES GUS 1.10 Rev. May 17 1993

Date: Fri, 30 Dec 1994 07:58:38 EST
MIME-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
Lines: 31

In <1994Dec29.210018.9533@zippy.dct.ac.uk>, Rod McCall writes:
>I URGENTLY need help with Pure C. I simply cannot get it to read files!!
>
>I have tried fgets and fscanf. Niether of these seem to work.
>
>Any ideas?

Though I don't know Pure C's library's, fread() may be what you need...
it depends what you're doing. fread() and fwrite() are for
reading/writing records of some type, like a char[25] or a struct or
whatever.

```
size_t fread (void *buffer, size_t size_of_struct, size_t number, FILE *file);
size_t fwrite (const void *buffer, size_t size, size_t number, FILE *file);
```

buffer - the structure to read/write
size_of_struct - just sizeof(the_buffer) or sizeof(the_struct)
number - how many of these structures to read/write from the buffer
file - a file pointer gotten via fopen()

```
fgets( buffer, max_len, file );
```

will read a line, up to max_len in length from file into buffer. Then
you can parse it yourself. scanf() and fscanf() and sscanf() are pretty
evil, and don't handle bogus data very well.

--
----------==========----------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

From 5529097497297898248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3ac72ccd830f71da,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-30 14:24:42 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!cs.utexas.edu!news.cs.utah.edu!news.cc.utah.edu!u.cc.utah.edu!pl4266
From: pl4266@u.cc.utah.edu (Paul Luscher)
Newsgroups: comp.sys.atari.programmer
Subject: Falcon Assember
Date: 30 Dec 1994 21:16:21 GMT
Organization: University Of Utah Computer Center
Lines: 9
Message-ID: <3e1tb5$n41@news.cc.utah.edu>

NNTP-Posting-Host: u.cc.utah.edu
X-Newsreader: TIN [version 1.2 PL2]

Hello Atari Programmers,
    Where can I get an assembler, C compiler or C++?, a memory map including detailed descriptions of Gem calls and Graphics modes, audio use and dsp activation? Including calls to Read/Write to Hard Drives and Floppies and Read/Write from I/O ports. I don't want anything much more than a "Programmers Reference Guide" a la Commodore 64 only written for the Falcon 030. Can anyone help?
              Paul.Luscher@m.cc.utah.edu

From -4626021144587819542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,343c6dba4538537d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-31 04:29:21 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!sun4nl!hacktic!xs1.xs4all.nl!motoom
From: motoom@xs1.xs4all.nl (Michiel Overtoom)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure C: file I/O
Date: 30 Dec 1994 17:01:31 GMT
Organization: XS4ALL, networking for the masses
Lines: 13
Message-ID: <3e1edc$n44@news.xs4all.nl>
References: <1994Dec29.210018.9533@zippy.dct.ac.uk>
<3e0jhe$jlj@chico.staf.phil.ruu.nl>
NNTP-Posting-Host: xs1.xs4all.nl
X-Newsreader: TIN [version 1.2 PL2]
X-Posted-By: motoom@xs1.xs4all.nl

: Hint: try to avoid the use of fscanf. This function is too tricky to be used
: safely. Better use fgets() and then (if needed) parse the string you just
: read with sscanf().

Remember you can also use fread/fwrite to read or write entire structs:

```
    result=fwrite( &structure,1,sizeof(structure),filehandle);
```

Works great.

Greetings, Michiel
motoom@xs4all.nl

From -4697522609867224925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,343c6dba4538537d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-31 22:19:52 PST

Path: nntp.gmd.de!Germany.EU.net!EU.net!uknet!zippy.dct.ac.uk!pop!rmccall
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure C: file I/O
Message-ID: <1994Dec31.183840.9538@zippy.dct.ac.uk>
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Date: 31 Dec 94 18:38:40 GMT
References: <1994Dec29.210018.9533@zippy.dct.ac.uk> <3e1edc$n44@news.xs4all.nl>
Nntp-Posting-Host: pop.mcs.dundee.ac.uk
X-Newsreader: TIN [version 1.2 PL1]
Lines: 23

I am having substantial problEms with C on my Atari Falcon. For ExamplE whEn
I EntEra string say "Harold Smith", thE program sEEms to intErprEt this
as two sEpEratE strings "Harold" and "Smith", hEncE whEn it savEs it
to disk thE data is all confusEd. This happEns whEn using both scanf() and
gEts().

Also how do you assign a valuE to an ElEmEnt of a structurE I havE triEd

customEr[n].c_namE=namE;

But Each timE I compilE it I gEt an Error saying I nEEd to usE an LvaluE.

can anyonE hElp?

Rod

PS sorry about the screwsd up text. I'M HAVING TO USE ASCII SEND
as kermit on the uni network is WAY TOO SLOW!!

From 2105405738111031123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,bf8cc2c7807b35d2,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-01 01:54:08 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!agate!
news.ucdavis.edu!dale!szhays
From: szhays@dale.ucdavis.edu (Eric Hays)
Newsgroups: comp.sys.atari.programmer
Subject: YAC Shareware Programming Contest
Date: 1 Jan 1995 09:51:57 GMT
Organization: University of California, Davis
Lines: 32
Message-ID: <3e5tvt$48s@mark.ucdavis.edu>
NNTP-Posting-Host: dale.ucdavis.edu
X-Newsreader: TIN [version 1.2 PL2]

YAC SHAREWARE PROGRAMMING CONTEST

Shareware Programmers: Would $50 help inspire you to finish that program you started over the summer but never finished? What if we could help you distribute your software to local BBS's, the major on-line services, the Internet, and at SAC Expo? We could also help you by writing and printing documentation to go with your program (we can translate from German to English if necessary). We'll even throw in a years membership to our local user-group: with its monthly newsletter mailed directly to you, and the honorary title of YAC Official Programmer for a year...

THE YOLO ATARI CLUB IS HAVING ITS ANNUAL SHAREWARE PROGRAMMING CONTEST.

Entries must be TOS programs new for 1995 and must be received by March 17th, 1995. They will be judged based on originality, compatibility (remember, there are all these new multi-tasking solutions and Falcon resolutions to try and respect), efficiency, and dependability.

Entry is simple, just mail your entry to the Yolo Atari Club at 1129 Fordham Drive / Davis, CA 95616 / USA. Or e-mail us an FTP-able location where your program resides (remember to include your program's name and the full path to it), although give us an extra week if you plan to do this so we can be sure to have time to download it. We can be reached at elhays@ucdavis.edu. Remember to give us a way to contact you. The winner will be notified by the end of March and then announced on-line and at the Sacramento Atari Computer Exposition, April 22nd, 1995.

Entry is free (or the cost of a single letter), and could earn you $50, fame, and glory. So why not give it a try?

From 3950404935242365498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,343c6dba4538537d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-01 03:01:22 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!EU.net!news.sprintlink.net!pipex!bnr.co.uk!
bcarh8ac.bnr.ca!bcarh189.bnr.ca!nott!cunews!freenet.carleton.ca!
FreeNet.Carleton.CA!am136
From: am136@FreeNet.Carleton.CA (Stephen Mulrine)
Subject: Re: Pure C: file I/O
Message-ID: <D1pILs.DtF@freenet.carleton.ca>
Sender: am136@freenet.carleton.ca (Stephen Mulrine)
Reply-To: am136@FreeNet.Carleton.CA (Stephen Mulrine)
Organization: The National Capital FreeNet
References: <1994Dec31.183840.9538@zippy.dct.ac.uk>
<1994Dec29.210018.9533@zippy.dct.ac.uk> <3e1edc$n44@news.xs4all.nl>
Date: Sun, 1 Jan 1995 03:20:16 GMT
Lines: 19

In a previous posting, Rod McCall (rmccall@mcs.dundee.ac.uk) writes:
>I am having substantial problEms with C on my Atari Falcon. For ExamplE whEn
>I EntEra string say "Harold Smith", thE program sEEms to intErprEt this
>as two sEpEratE strings "Harold" and "Smith", hEncE whEn it savEs it
>to disk thE data is all confusEd. This happEns whEn using both scanf() and
>gEts().

gets() should work okay, but scanf("%s",string) treats the space character
as a separator. Try scanf("%[^\n]",string) (i.e. assign everything up to
(but not including) the end of the line to "string").

>Also how do you assign a valuE to an ElEmEnt of a structurE I havE triEd
>customEr[n].c_namE=namE;
>But Each timE I compilE it I gEt an Error saying I nEEd to usE an LvaluE.

On the assumption that namE is a string, you can't assign a string in this
manner. Try using strcpy(customEr[n].c_namE,namE); instead.

Stephen

From -4458121312696872991
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,4168d5cec122f4d7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-01 10:00:35 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!pipex!sunic!
news.chalmers.se!dtek.chalmers.se!d2cg
From: d2cg@dtek.chalmers.se (Christer Gustavsson)
Newsgroups: comp.sys.atari.programmer
Subject: Vdi initialization
Date: 1 Jan 1995 18:00:28 GMT
Organization: Chalmers University of Technology
Lines: 11
Message-ID: <3e6qjs$col@nyheter.chalmers.se>
NNTP-Posting-Host: varoom.dtek.chalmers.se

I need to use Vdi before the Aes is initialized and wonder: How do I initialize
the Vdi on boot time? How does MultiTos do it?

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 HN	one failed."

From 7407510233066774407
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1115ce,3ac72ccd830f71da
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-01 16:02:55 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!pipex!sunic!
news.transpac.net!oden.abc.se!m9036
From: m9036@oden.abc.se (Mattias Flodin)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Falcon Assember
Date: 1 Jan 1995 23:55:18 GMT
Organization: ABC-Klubben
Lines: 22
Message-ID: <3e7fd6$ikr@oden.abc.se>
References: <3e1tb5$n41@news.cc.utah.edu>
NNTP-Posting-Host: sparc2.abc.se
X-Newsreader: TIN [version 1.2 PL2]

Paul Luscher (pl4266@u.cc.utah.edu) wrote:
: Hello Atari Programmers,
: Where can I get an assembler, C compiler or C++?, a memory map
: including detailed descriptions of Gem calls and Graphics modes, audio
: use and dsp activation? Including calls to Read/Write to Hard Drives and
: Floppies and Read/Write from I/O ports. I don't want anything much more
: than a "Programmers Reference Guide" a la Commodore 64 only written for
: the Falcon 030. Can anyone help?
: Paul.Luscher@m.cc.utah.edu

Devpac 3.10 should satisfy your needs. As I recall it comes with a book
covering the Falcon OS, I've never read it though. Otherwise a really good
book is "The Atari Compendium" by Scott Sanders (S.SANDERS2@genie.geis.com).

When it comes to C compilers I would choose Lattice C, while others might
think that GNU C++ is a better choice. I've never been able to get GNU C to
work, so I don't know...

As to where you can get this software I don't know, because I don't live in
the USA, but you can FTP GNU C++ from atari.archive.umich.edu.

-Mattias Flodin-

From -4014271019801096813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,343c6dba4538537d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-01 17:39:39 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!psuvax1!
uwm.edu!news.moneng.mei.com!hookup!nic.hookup.net!xenitec!tdkcs!isle!ktessner
From: ktessner@isle.waterloo-rdp.on.ca (Kevin Tessner)
Subject: Re: Pure C: file I/O
References: <1994Dec29.210018.9533@zippy.dct.ac.uk>
Organization: Neat & Nifty, Kitchener, ON, CA
Date: Sun, 1 Jan 1995 19:06:54 GMT

X-Newsreader: TIN [version 1.2 PL2]
Message-ID: <1995Jan1.190654.985@isle.waterloo-rdp.on.ca>
Lines: 30

Rod McCall was heard to say:

> I URGENTLY need help with Pure C. I simply cannot get it to read files!!
> I have tried fgets and fscanf. Niether of these seem to work.

You did open the file first right? Try this:

```
#include <stdio.h>   /* Stdio your code!  By LoReal */

void main() {
   FILE *fp;           /* How we hang on to files */
   char line_o_text[81];

   if( (fp=fopen("readthis.dmt","r")) == NULL ) {
      printf( "Hey, I couldn't even open this sucker!\n" );
      exit(1)
   }
   /* fp now controls read access to the file readthis.dmt */
   while( !feof(fp) ) {
      fgets( line_o_text, 80, fp );
      printf( "%s\n", line_o_text );
   }
   fclose( fp );
}
```

If this doesn't work, there is something wrong with the universe (or just me -- it's not like I've tried to compile this or anything).

K

From -4262315485326723033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,343c6dba4538537d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-02 02:27:26 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!dsinc!spool.mu.edu!howland.reston.ans.net!EU.net!sun4nl!news.nic.surfnet.nl!ruu.nl!phil.ruu.nl!phil.ruu.nl!not-for-mail
From: hjv@phil.ruu.nl (Hendrik Jan Veenstra)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Pure C: file I/O
Date: 2 Jan 1995 10:41:02 +0100
Organization: Dept. of Philosophy, Utrecht University, The Netherlands
Lines: 15
Message-ID: <3e8hne$lg3@chico.staf.phil.ruu.nl>
References: <1994Dec29.210018.9533@zippy.dct.ac.uk> <3e0jhe$jlj@chico.staf.phil.ruu.nl> <3e1edc$n44@news.xs4all.nl>

NNTP-Posting-Host: chico.staf.phil.ruu.nl
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit

motoom@xs1.xs4all.nl (Michiel Overtoom) writes:

>Remember you can also use fread/fwrite to read or write entire structs:
>Works great.

Only if you're sure the original data was written an the same kind of
machine...
The only portable way to read/write structs is the field-by-field way, since
different machines may use different padding schemes, etc, etc.

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

From -304574257439714562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,812716f711235b59,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1995-01-02 05:42:30 PST
Path: nntp.gmd.de!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!
hudson.lm.com!netline-fddi.jpl.nasa.gov!elroy.jpl.nasa.gov!swrinde!pipex!sunic!
trane.uninett.no!due.uninett.no!nkjnf.kj.uib.no!nkjnf
From: Nils ⍰ge Fr⍰ystein <nkjnf@kj.uib.no>
Newsgroups: comp.sys.atari.programmer
Subject: Prospero C
Date: 2 Jan 1995 13:40:02 GMT
Organization: Department of Chemistry, University of Bergne
Lines: 14
Distribution: world
Message-ID: <3e8vni$ani@due.uninett.no>
NNTP-Posting-Host: nkjnf.kj.uib.no
X-UserAgent: Nuntius v1.1.1d24
X-XXMessage-ID: <AB2DC10FF2013444@nkjnf.kj.uib.no>
X-XXDate: Mon, 2 Jan 95 14:41:19 GMT

I!ve heard that Prospero C has been "given away" on a ST Review
coverdisk
(or was it ST Format?).

I do not have this magazine, but I would like to have a copy of that
coverdisk.

Is there somebody who can send me the necessary files (e.g. via
E-mail) ?

Thank You!

Nils Aage Froeystein

From 6633189238728980832
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3d9b01f76adee3e2
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-11 15:31:11 PST
Path: bga.com!news.sprintlink.net!hookup!swrinde!gatech!newsxfer.itd.umich.edu!
zip.eecs.umich.edu!caen!msunews!msupa.pa.msu.edu!HOPPER_T
From: hopper_t@msupa.pa.msu.edu (Tom Hopper)
Newsgroups: comp.sys.atari.programmer
Subject: Re: How would I start?
Date: 11 Dec 1994 23:28:57 GMT
Organization: MSU Dept. of Physics & Astronomy
Lines: 44
Message-ID: <3cg1vp$cjt@msunews.cl.msu.edu>
References: <3c62kb$j5c@scapa.cs.ualberta.ca>
<1994Dec9.145345.4262@unix.brighton.ac.uk>,<3cakhf$gm4@scapa.cs.ualberta.ca>
<3caqvl$cnr@msunews.cl.msu.edu>,<3ce6n2$hno@scapa.cs.ualberta.ca>
Reply-To: hopper_t@msupa.pa.msu.edu
NNTP-Posting-Host: msupa.pa.msu.edu

In article <3ce6n2$hno@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David
Stuart) writes:
>hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:
>>It depends on the version. It is compatible with Sozobon 1.33, but not
>>Sozobon 2. If you are going to use Sozobon, version 2 is much better than
>>the earlier version.
>
>>Tom
>
>Oh, but Heat 'n serve C has its own advantages, other than being user
>friendly? :) ok..
>
>In other words, is Heat n' serve linked expressly with Sozobon?

Heat 'n' Serve is version 1.33 of Sozobon with several bug fixes and other
enhancements. It was written (or altered from Sozobon) by Ian Lepore, so
it never had the support of the Sozobon folks, and now that Ian is out of
the Atari scene, it doesn't have any support. The main advantage to Heat
'n' Serve C is the ease of installation; it does all the work by itself.
With other public domain C compilers (such as GNU), you have to do all the
work yourself, including setting environment variables. For GNU it's not
too hard, though. The documentation describes how to set it up, with
specific examples for running it from within the public domain Gulam
unix-like shell. Also, Warwik Alison did an article in one of the Atari
Explorer Online Programmer's Journals (AEOPJ) - number two, I think - which
tells all the files you need to get GNU C or GNU C++ (difference is only a
few libraries) up and running.

The one real disadvantage of H&S C is that it is an unsupported K&R-style C compiler. This means that a lot of the excellent GEM libraries that have come out recently (like EGEM) are not compatible with it. Being unsupported, it won't ever be upgraded to ANSI C to be compatible with modern code and libraries. I suppose I should add "to my knowledge," as it's always possible someone has found a way around this.

And of course, you're not going to be doing any C++ programming in H&S C. It's a nice way to get started, but in my opinion you'd be better off learning ANSI C from the start. There aren't too many differences, but at least you'd be able to program on all modern compilers and you'd be one step closer to C++, which is becomming very wide-spread.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

From -492326930348454279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,6477c439a18654c7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-11 15:51:18 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!swrinde!gatech!
newsxfer.itd.umich.edu!nntp.cs.ubc.ca!unixg.ubc.ca!freenet.vancouver.bc.ca!kadatz
From: kadatz@freenet.vancouver.bc.ca (Blake Kadatz)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Um..which computer?
Date: 11 Dec 1994 23:46:40 GMT
Organization: Vancouver Regional FreeNet
Lines: 15
Message-ID: <3cg310$heb@freenet.vancouver.bc.ca>
References: <3c4v6g$ho7@hearst.cac.psu.edu> <D0JqF3.Do7@bri.hp.com>
NNTP-Posting-Host: localhost
X-Newsreader: TIN [version 1.2 PL2]

Beric Dunn (bericd@bri.hp.com) wrote:
: Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: : NEW ATARI GROUP NEW ATARI GROUP!!!!!!

: : so..which computer are we talking about here....they have made SEVERAL.

: As far as I know this group deals with programing on ANY Atari
: platform, 8 bit, 16 bit, 32 bit & clones...

So who else is currently here that is a Jaguar developer?

: Beric..

Blake Kadatz
BitMotion Software, Inc.

From 8906284743862298365
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,391f1661abbcc193,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-12 03:25:49 PST
Newsgroups: comp.sys.atari.programmer
Path: bga.com!news.sprintlink.net!pipex!uknet!festival!dcs.ed.ac.uk!jdmt
From: jdmt@dcs.ed.ac.uk (Joe Tapply)
Subject: Trouble compiling Gnu Binutils.
Message-ID: <D0p21s.Fu6@dcs.ed.ac.uk>
Sender: cnews@dcs.ed.ac.uk (UseNet News Admin)
Organization: Department of Computer Science, University of Edinburgh
Date: Mon, 12 Dec 1994 10:49:04 GMT
Lines: 19

Hi,
has anyone out there managed to compile _any_ of the Gnu binutils-2.5.2 package - I can't compile any of it because the configure script gets very unhappy and comes up with ': command not found' several times before exiting without setting
anything up.

The reason that I need to compile the binutils is that I _need_ an 80x86 disassembler that will run on my TT.

I hope someone can help,
Cheers,
Joe.

P.S. I am using a TT030, 2Mb STRAM,8Mb TTRAM, gcc2.5.8, Mint 1.12 , bash , make 3.63
....

From -1888865641887054602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f50c8dc36608c94,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-12 06:28:06 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!gatech!concert!news.uncc.edu!ralunsfo
From: ralunsfo@uncc.edu (Russell A Lunsford)
Newsgroups: comp.sys.atari.programmer
Subject: .TPI file format request
Date: 12 Dec 1994 09:31:33 GMT
Organization: University of NC at Charlotte
Lines: 12
Message-ID: <3ch59l$h0j@news.uncc.edu>

NNTP-Posting-Host: unccsun.uncc.edu

Does anyone have the .TPI file format? I'm trying to do some programming using 256 colors, but have had no luck deciphering this format. Is it just the same format as screen memory? If so, at what offset from the beginning?

Thanks,
Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

From 2858188094951725732
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50b89fc40c1cf4a7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-12 13:51:25 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!cs.utexas.edu!not-for-mail
From: slh100@tower.york.ac.uk (Shawn Hargreaves)
Newsgroups: comp.sys.atari.programmer
Subject: Re: ST Joysticks
Date: 12 Dec 1994 15:47:03 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 33
Sender: nobody@cs.utexas.edu
Message-ID: <Pine.SGI.3.91.941212214643.28089A-100000@tower.york.ac.uk>
NNTP-Posting-Host: news.cs.utexas.edu

Hey, a new newsgroup! How long has this been around? (I just noticed it this afternoon).

> Any ST programmers out there handled the joystick?
> I looked at the joystick and mouse library routines that return packets
> of info, and balked (not having any real explanation of how to use them)
> and did a memory scan and just found where the old 8-bit style info was
> coming through in memory, and just read those locations (they're in
> different places on my ST vs. my STe, though...).
> I'd be curious to see what others have done.
> BTW, I use the Laser C compiler & assembler, and like them a lot.

PLEASE, don't just use a memory address! If it is not documented, this is almost certain to be different for all the ST/STE/Falcon systems and may not even be the same for various TOS versions. It's a pain, but you really should use the packet system.

I don't have any code here that does this, but as far as I remember you just alter the mousevec and joyvec pointers returned by Kbdvbase() to point to functions of your own, which will be called whenever the mouse

or joystick change state. They will be passed a pointer to an array of three bytes which contain the data, but I can't remember how it is coded. Also I think you have to use Ikbdws() to put the keyboard handler into joystick mode: does anyone know how this works?

If you want I will try to dig out my old routine: also I seem to remember seeing a game library by Warwick Allison (called ams?) that contained some joystick code.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

From -9115641651339527500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,e5ea6f3dd9bd4fe3,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-12 13:51:40 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!cs.utexas.edu!not-for-mail
From: slh100@tower.york.ac.uk (Shawn Hargreaves)
Newsgroups: comp.sys.atari.programmer
Subject: Playing music in games
Date: 12 Dec 1994 15:47:32 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 13
Sender: nobody@cs.utexas.edu
Message-ID: <Pine.SGI.3.91.941212214717.28089B-100000@tower.york.ac.uk>
NNTP-Posting-Host: news.cs.utexas.edu

Could anyone give me a few pointer on adding music to a game I am writing? I am particularly interested in using sampled sounds, something like playing a .mod file in the background, but I don't have any experience with using samples on the Atari. Is an interrupt driven mod player a good approach to use? How much cpu time would this take up? (I am using an STE, and am not worried about my code running on old ST's). I have some docs on the .mod file format, but I would really like some examples of code that uses the STE's DMA system, so I could get an idea how this is done.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

From 895597358804781797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,292fe7a9c6e60b5d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-12 19:20:26 PST
Newsgroups: comp.sys.atari.programmer

Path: bga.com!news.sprintlink.net!pipex!warwick!bsmail!irix!mp4258
From: mp4258@irix.bris.ac.uk (MJ. Patterson)
Subject: Re: Help With STOS!!!!
Message-ID: <D0qBFq.2H4@info.bris.ac.uk>
Sender: usenet@info.bris.ac.uk (Usenet news owner)
Nntp-Posting-Host: irix.bris.ac.uk
Organization: University of Bristol, England
X-Newsreader: TIN [version 1.2 PL1]
References: <3c95vk$t22@news.halcyon.com>
Date: Tue, 13 Dec 1994 03:09:26 GMT
Lines: 23

Randy Seacat (ki7zd@coho.halcyon.com) wrote:

: Hi Folks,
:
: I have been using STOS alot. And I have found somthing very annoying!
:
: When loading a sprite bank, and using it. I notice that the colors are
: off. Seems that the sprite designer and the program do not have defaulted
: colors.
:
: Is there an easy way to work around this hassle?
: Is there a commmand in STOS to access and use the colors of a sprite bank?
:
: I have always had trouble with this, using Degas to edit a screen, just
: to load it into STOS and find that the colors are all wrong. HELP HELP!
:
: Thanks

: --
: /-/-/ ~~~

NNTP-Posting-Host: oxygen.sys.uea.ac.uk

I have got a piece of source code for playing back TCB Tracker MOD files in assembly behind game routines.... Any help ?

Beni P., LedaSoft Developments Inc.

--

YDP -;)

>> YANKEE DOODLE PIGEON <<

From 1209506225517743813
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,16540dd4ecaa7e95,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-13 02:42:28 PST
Path: bga.com!news.sprintlink.net!sundog.tiac.net!news.kei.com!news.mathworks.com!
uhog.mit.edu!bloom-beacon.mit.edu!news.starnet.net!waikato!comp.vuw.ac.nz!
canterbury.ac.nz!southern.co.nz!equinox.gen.nz!equinox!not-for-mail
From: Jonathan_Mackenzie@equinox.gen.nz (Jon)
Newsgroups: comp.sys.atari.programmer
Subject: Jeff Minor are you out there
Date: 13 Dec 1994 07:14:37 GMT
Organization: Southern InterNet Services
Lines: 8
Message-ID: <3cjhkt$ihh@southern.co.nz>
NNTP-Posting-Host: equinox.gen.nz
X-Newsreader: TIN [AMIGA 1.3 941121BETA PL0]

Yo Jeff,
Are you out there.
If you are, then send me some e-mail to mac@bcl.co.nz
I was the guy from NZ that met you in the bar in sunnyvale

hows flossy?

Jon out.

From -1332596127917813899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,16540dd4ecaa7e95
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-13 03:43:22 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!ceylon!news2.near.net!
news.mathworks.com!udel!gatech!howland.reston.ans.net!agate!darkstar.UCSC.EDU!
cats.ucsc.edu!aspect
From: aspect@cats.ucsc.edu (Christopher Taylor Oates)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Jeff Minor are you out there

Date: 13 Dec 1994 11:43:22 GMT
Organization: University of California, Santa Cruz
Lines: 23
Message-ID: <3ck1cq$alo@darkstar.UCSC.EDU>
References: <3cjhkt$ihh@southern.co.nz>
NNTP-Posting-Host: am.ucsc.edu
X-Newsreader: NN version 6.5.0 #1 (NOV)

In <3cjhkt$ihh@southern.co.nz> Jonathan_Mackenzie@equinox.gen.nz (Jon) writes:

>Yo Jeff,
>Are you out there.
>If you are, then send me some e-mail to mac@bcl.co.nz
>I was the guy from NZ that met you in the bar in sunnyvale

>hows flossy?

>Jon out.

You might try cruising rec.games.video.atari or sending mail to him
directly at llamaman@netcom.com

```
     ~Chris
--
 __  /\  __
 __\/__\/__
   \_||_/
  /__||__\
 // \ |  \\
     \|
```

From 7920968218628092285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc37e65862a43d10,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-13 04:12:56 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!usenet.eel.ufl.edu!news-feed-1.peachnet.edu!gatech!
howland.reston.ans.net!pipex!oleane!jussieu.fr!univ-lille1.fr!ciril.fr!
ws41.cnusc.fr!taloa.unice.fr!louvre.cerics.fr!louvre.cerics.fr!not-for-mail
From: frati@louvre.cerics.fr (Stephane Frati)
Newsgroups: comp.sys.atari.programmer
Subject: Hello, I'm looking for PORTFOLIO users
Date: 13 Dec 1994 13:12:56 +0100
Organization: CERAM - Sophia-Antipolis (France)
Lines: 25
Distribution: world
Message-ID: <3ck348$bk7@louvre.cerics.fr>
NNTP-Posting-Host: louvre.cerics.fr
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1

Content-Transfer-Encoding: 8bit
Keywords: PORTFOLIO

Hug,

as told before, I'm looking for people who use PORTFOLIO...
Actually, I wanna have adresses of good WWW-server where I can
get interesting informations about Atari's Micro PC

Thanks to forward my mail...
See you later, Stephano.

```
                                                 __________
                                                /          \
                                               ( HELP !?... )
                                                \____  ____/
                                                     |/
....................................oOOOo..............oOOOo..................
.                                                 __________________________  .
.   __                                           /  Stephane FRATI          /\.
.  /  )  /   __   __   /    __   __   __         |  93.18.18.03            |_/.
.  \    /-  /(_) /  ) /-   __ ) /  ) /  )        |                         |  .
.(__)  /   (___ /__/ /  ( (__( /  ( (__/         |  frati@louvre.cerics.fr |  .
.              /                               ___|_________________________  |  .
.                                              \___________________________\_/  .
.........................................................................
```

From 416021907783032607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5a3ba517b1ba160
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-13 06:20:38 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!uhog.mit.edu!sgiblab!swrinde!pipex!uknet!jet!djs
From: djs@jet.uk (David Stevenson)
Subject: Re: Welcome to programmer
Message-ID: <1994Dec13.142038.22967@jet.uk>
Organization: Joint European Torus
References: <3c4oi8$5ha@news.bu.edu> <3c66au$54s@nic-nac.CSU.net>
<D0IJ58.Eqv@world.std.com> <3c9mnu$3b3b@blue.weeg.uiowa.edu>
Date: Tue, 13 Dec 1994 14:20:38 GMT
Lines: 13

In <3c9mnu$3b3b@blue.weeg.uiowa.edu> mcurrent@blue.weeg.uiowa.edu (Michael
Current) writes:

>How did you manage to have a new newsgroup created for 8-bit Atari users
>without posting the CFV on the main existing 8-bit group,

>comp.sys.atari.8bit? Nice trick.

The creation of this group was a big fuck up by people who should have known
better. I voted no no.
--
David Stevenson   Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
  be construed as an official comment from the JET project.

From 8563046147457615682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b402e1f9fe90571,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-13 07:19:19 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!news.kei.com!
news.mathworks.com!hookup!swrinde!pipex!sunsite.doc.ic.ac.uk!yama.mcc.ac.uk!
cs.man.ac.uk!jacquesa
From: jacquesa@cs.man.ac.uk (Anthony Jacques)
Newsgroups: comp.sys.atari.programmer
Subject: Using Mcode in Prospero C
Date: 13 Dec 1994 15:19:19 GMT
Organization: Dept Computer Science, University of Manchester, U.K.
Lines: 11
Distribution: world
Message-ID: <3cke1n$aoi@m1.cs.man.ac.uk>
NNTP-Posting-Host: n6h.cs.man.ac.uk
NNTP-Posting-User: 348

Hi,

I am trying to write various programs using Prospero C, which I got off the ST
Review
coverdisk. As this came from a coverdisk, I have no manual.

How can I include a piece of machine code (assembled in Devpac 2) to be run as a
procedure
in Prospero.

Thanks

Anthony

From -5657350738501160925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5a3ba517b1ba160
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-13 07:54:49 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!howland.reston.ans.net!agate!msunews!
msupa.pa.msu.edu!HOPPER_T
From: hopper_t@msupa.pa.msu.edu (Tom Hopper)

Newsgroups: comp.sys.atari.programmer
Subject: Re: Welcome to programmer
Date: 13 Dec 1994 15:54:49 GMT
Organization: MSU Dept. of Physics & Astronomy
Lines: 13
Message-ID: <3ckg49$dd5@msunews.cl.msu.edu>
References: <3c4oi8$5ha@news.bu.edu> <3c66au$54s@nic-nac.CSU.net>
<D0IJ58.Eqv@world.std.com>
<3c9mnu$3b3b@blue.weeg.uiowa.edu>,<1994Dec13.142038.22967@jet.uk>
Reply-To: hopper_t@msupa.pa.msu.edu
NNTP-Posting-Host: msupa.pa.msu.edu

In article <1994Dec13.142038.22967@jet.uk>, djs@jet.uk (David Stevenson)
writes:
>
>The creation of this group was a big fuck up by people who should have known
>better. I voted no no.

Yeah, democracy's a funny thing, David; sometimes you don't get things all
your way.

If you don't like it, then don't use it.

Tom
hopper_t@msupa.pa.msu.edu

From 5363976312446542970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f24f01a5ec82dda,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-13 07:56:05 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!uhog.mit.edu!sgiblab!swrinde!cs.utexas.edu!uwm.edu!msunews!
msupa.pa.msu.edu!HOPPER_T
From: hopper_t@msupa.pa.msu.edu (Tom Hopper)
Newsgroups: comp.sys.atari.programmer
Subject: GNU Superoptimizer
Date: 13 Dec 1994 15:56:05 GMT
Organization: MSU Dept. of Physics & Astronomy
Lines: 10
Message-ID: <3ckg6l$dd5@msunews.cl.msu.edu>
Reply-To: hopper_t@msupa.pa.msu.edu
NNTP-Posting-Host: msupa.pa.msu.edu

Could someone help me run the GNU Superoptimizer (GSO-68K.TTP)? I can find
no docs for it, and I can't figure out what belongs on the command line to
get it to run.

Thanks,

 Tom Hopper

MSU Lansing, MI, USA
hopper_t@msupa.pa.msu.edu

From -221859748618838422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,db046d4ac97378c4,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-13 13:03:44 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!news.kei.com!bloom-beacon.mit.edu!gatech!swrinde!pipex!lyra.csx.cam.ac.uk!pc2043.nmus.pwf.cam.ac.uk!gmg1003
From: gmg1003@hermes.cam.ac.uk (G.M. Gilbert)
Newsgroups: comp.sys.atari.programmer
Subject: 512 Colours
Date: Tue, 13 Dec 1994 13:03:44
Organization: University of Cambridge
Lines: 13
Message-ID: <gmg1003.20.000D1054@hermes.cam.ac.uk>
NNTP-Posting-Host: pc2043.nmus.pwf.cam.ac.uk
X-Newsreader: Trumpet for Windows [Version 1.0 Rev A]

Does anyone out there know how to display 512 colours (on a ST - 4096 STe) on the screen at once? I would like to be able to use such a thing as a background, possibly using a spectrum picture....
I know the theory behind it all (i.e. Palette switching in the horizontal blank) but I would love to know exactly *how* to do it! If anyone has an appropriate bit of sorce code or could explain how to display a spectrum picture file then could they please post / e-mail me with a reply.

Thanks,
George

gmg1003@hermes.cam.ac.uk

From -7880216458380222400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,89d1b71babe4ea56,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-13 17:39:31 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!news.mathworks.com!uhog.mit.edu!sgiblab!pacbell.com!well!clb
From: clb@well.sf.ca.us (Chris Butler)
Newsgroups: comp.sys.atari.programmer
Subject: FAQ?
Date: 14 Dec 1994 01:39:31 GMT
Organization: The Whole Earth 'Lectronic Link, Sausalito, CA
Lines: 7
Message-ID: <3clicj$ed9@nkosi.well.com>
NNTP-Posting-Host: well.sf.ca.us
X-Newsreader: TIN [version 1.2 PL1]

Could someone please put up a faq for this group if there is one?

Thanks.

clb

From -9021498483782072093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5a3ba517b1ba160
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 01:39:18 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!news.kei.com!
news.mathworks.com!panix!zip.eecs.umich.edu!newsxfer.itd.umich.edu!gatech!swrinde!
pipex!uknet!jet!djs
From: djs@jet.uk (David Stevenson)
Subject: Re: Welcome to programmer
Message-ID: <1994Dec14.093918.3716@jet.uk>
Organization: Joint European Torus
References: <3c4oi8$5ha@news.bu.edu> <3c66au$54s@nic-nac.CSU.net>
<D0IJ58.Eqv@world.std.com>
<3c9mnu$3b3b@blue.weeg.uiowa.edu>,<1994Dec13.142038.22967@jet.uk>
<3ckg49$dd5@msunews.cl.msu.edu>
Date: Wed, 14 Dec 1994 09:39:18 GMT
Lines: 11

In <3ckg49$dd5@msunews.cl.msu.edu> hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:

>Yeah, democracy's a funny thing, David; sometimes you don't get things all
>your way.
Democracy, my arse. It was as democratic as any other referendum; you ask
the wrong people the wrong question and, funnily enough, you might get the
wrong answer.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
  be construed as an official comment from the JET project.

From -2454474570287320098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,2f24f01a5ec82dda
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 02:25:39 PST
Path: nntp.gmd.de!Germany.EU.net!Informatik.Uni-Dortmund.DE!news
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GNU Superoptimizer
Date: 14 Dec 1994 10:25:39 GMT

Organization: Dortmund University, Germany
Lines: 12
Message-ID: <SCHWAB.94Dec14112539@issan.informatik.uni-dortmund.de>
References: <3ckg6l$dd5@msunews.cl.msu.edu>
Reply-To: schwab@issan.informatik.uni-dortmund.de
NNTP-Posting-Host: issan.informatik.uni-dortmund.de
In-reply-to: hopper_t@msupa.pa.msu.edu's message of 13 Dec 1994 15:56:05 GMT

In article <3ckg6l$dd5@msunews.cl.msu.edu>, hopper_t@msupa.pa.msu.edu (Tom Hopper)
writes:

|> Could someone help me run the GNU Superoptimizer (GSO-68K.TTP)? I can find
|> no docs for it, and I can't figure out what belongs on the command line to
|> get it to run.

Get the sources from your nearest GNU archive (as superopt-2.3.tar.gz)
which includes the docs and complain loudly where you got the binary
from.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

From -8831119220132358535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc8d6a3f1589f47f,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 03:37:33 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!newshost.marcam.com!charnel.ecst.csuchico.edu!olivea!grillo
From: grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB)
Newsgroups: comp.sys.atari.programmer
Subject: GFA Basic program tracing
Date: 14 Dec 1994 11:37:33 GMT
Organization: Olivetti ATC; Cupertino, CA USA
Lines: 11
Message-ID: <3cmldt$hqk@olivea.ATC.Olivetti.Com>
NNTP-Posting-Host: flash.atc.olivetti.com
X-Newsreader: TIN [version 1.2 PL0]

Is thare any way to trace a program and to see variables values under
the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-basic ?

Ciao

--

 _____
|
| Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
|_____|

From 1060095029345915978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b402e1f9fe90571
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 04:25:42 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!europa.eng.gtefsd.com!howland.reston.ans.net!
news.sprintlink.net!uunet!mdisea!mothost!delphinium.cig.mot.com!whitema
From: whitema@rtsg.mot.com (Michael A. White)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Using Mcode in Prospero C
Date: 14 Dec 1994 12:25:42 GMT
Organization: Motorola Inc., Cellular Infrastructure Group
Lines: 15
Message-ID: <3cmo86$l9@delphinium.cig.mot.com>
References: <3cke1n$aoi@m1.cs.man.ac.uk>
NNTP-Posting-Host: tempo8.rtsg.mot.com

In article <3cke1n$aoi@m1.cs.man.ac.uk>,
Anthony Jacques <jacquesa@cs.man.ac.uk> wrote:
>
>How can I include a piece of machine code (assembled in Devpac 2)
>to be run as a procedure in Prospero.
>
>Anthony

You need to create a link file. If you want me to send you a sample
of one that I use, email me. Or, if enough people want, I can post it.

Mike
whitema@cig.mot.com

P.S. And yes, I voted no on this group also.

From -4563356001789319298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc8d6a3f1589f47f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 05:23:07 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!newshost.marcam.com!zip.eecs.umich.edu!newsxfer.itd.umich.edu!
gatech!howland.reston.ans.net!pipex!sunsite.doc.ic.ac.uk!cs.city.ac.uk!city!
appleford!cb170
From: cb170@city.ac.uk (HALL B J)
Subject: Re: GFA Basic program tracing
Message-ID: <cb170.787411387@appleford>
Sender: news@city.ac.uk (Unix Network News)
Nntp-Posting-Host: appleford
Organization: The City University
References: <3cmldt$hqk@olivea.ATC.Olivetti.Com>
Date: 14 Dec 94 13:23:07 GMT

Lines: 19

grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:

>Is thare any way to trace a program and to see variables values under
>the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-basic ?

In your program, the variable TRACE$ contains the current line being
executed (in the interpreter only).

TRACE ON/OFF enables you to see what lines are being executed. Or if you
use 'TRACE procedure', you can write your own procedure to display
whatever variables you want. This procedure will be called after every
line when TRACE ON.

--

```
-------------------------------------------------------
 |>         | |     WWW: http://web.city.ac.uk/~cb170
 |> E |\|   |-| /\ |_ |_      EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```


From -6913488633066232042
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5a3ba517b1ba160
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 05:34:02 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!news.kei.com!
sol.ctr.columbia.edu!usc!cs.utexas.edu!not-for-mail
From: slh100@tower.york.ac.uk (Shawn Hargreaves)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Welcome to programmer
Date: 14 Dec 1994 07:34:02 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 21
Sender: nobody@cs.utexas.edu
Message-ID:
<Pine.SGI.3.91.941214132025.24283A-100000-100000-100000@tower.york.ac.uk>
NNTP-Posting-Host: news.cs.utexas.edu

> djs@jet.uk (David Stevenson) writes:
>> hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:
>
> > Yeah, democracy's a funny thing, David; sometimes you don't get things
> > all your way.
>
> Democracy, my arse. It was as democratic as any other referendum; you ask
> the wrong people the wrong question and, funnily enough, you might get the
> wrong answer.

Hey folks, please don't start flaming all over this group already. If you
don't like it, don't read it. Most newsreaders have an 'unsubscribe from

list' option :-)

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

From -2925480306775570687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5a3ba517b1ba160
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 07:04:05 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!max.tiac.net!
krishna
From: krishna@max.tiac.net (Glenn M. Saunders)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Welcome to programmer
Date: 14 Dec 1994 15:04:05 GMT
Organization: The Internet Access Company
Lines: 7
Message-ID: <3cn1h5$hpa@sundog.tiac.net>
References:
<Pine.SGI.3.91.941214132025.24283A-100000-100000-100000@tower.york.ac.uk>
NNTP-Posting-Host: max.tiac.net
X-Newsreader: TIN [version 1.2 PL2]

I don't care about the friggen semantics about who started it and the
protocol thereof.

It's here, and let's use it.

From -6812755353778129082
X-Google-Language: ENGLISH,ASCII
X-Google-Thread: 1115ce,d5a3ba517b1ba160
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 10:29:00 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!europa.eng.gtefsd.com!gatech!swrinde!pipex!sunic!
news.chalmers.se!dtek.chalmers.se!d2cg
From: d2cg@dtek.chalmers.se (Christer Gustavsson)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Welcome to programmer
Date: 14 Dec 1994 18:29:00 GMT
Organization: Chalmers University of Technology
Lines: 20

Message-ID: <3cndhc$3u4@nyheter.chalmers.se>
References: <3c4oi8$5ha@news.bu.edu> <1994Dec13.142038.22967@jet.uk>
<3ckg49$dd5@msunews.cl.msu.edu> <1994Dec14.093918.3716@jet.uk>
NNTP-Posting-Host: varoom.dtek.chalmers.se

In article <1994Dec14.093918.3716@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>In <3ckg49$dd5@msunews.cl.msu.edu> hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:
>
>>Yeah, democracy's a funny thing, David; sometimes you don't get things all
>>your way.
>Democracy, my arse. It was as democratic as any other referendum; you ask
>the wrong people the wrong question and, funnily enough, you might get the
>wrong answer.

Yes, why didn't we ask in the amiga or mac groups :-). If you don't like the
idea of this group then just use your right not to read it!

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H□N□	one failed."

From -5108320508210970256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,9755e437136f6d96,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 12:34:38 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!
europa.eng.gtefsd.com!howland.reston.ans.net!news.sprintlink.net!interactive.net!
winternet.com!news2.mr.net!mr.net!msp2-13.nas.MR.Net!scimed
From: scimed@mr.net (Jonathan Gamble)
Newsgroups: comp.sys.atari.programmer
Subject: Full 1040ST system, Cheap!
Date: Wed, 14 Dec 1994 12:34:38
Organization: SCIMED Life Systems
Lines: 18
Message-ID: <scimed.98.000C9424@mr.net>
NNTP-Posting-Host: msp2-13.nas.mr.net
Summary: Atari 1040ST Full System $300 or BO
Keywords: Atari 1040ST
X-Newsreader: Trumpet for Windows [Version 1.0 Rev A]

Atari 1040ST Complete System Deal!
Complete Atari 1040ST System for $300 or Best Offer!
Includes: 1Meg 1040ST computer
Full color RGB monitor
Tweety board stereo sound adapter
Video Key RGB to NTSC convertor box

Computer eyes color video digitizer
B/W digitizing CCD camera and monitor
Print head hi-rez scanner
Epson LQ-500 printer
2 joysticks and mouse
LOTS and LOTS of SOFTWARE!!

Everything works! Give your best offer, you pay the shipping, and you got yourself a great deal on a full system!

EMail: SCIMED@mr.net

From 1269519041251753305
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,50b89fc40c1cf4a7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 12:34:54 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!ceylon!news2.near.net!
news.mathworks.com!europa.eng.gtefsd.com!howland.reston.ans.net!news.starnet.net!
wupost!waikato!comp.vuw.ac.nz!news.massey.ac.nz!manawatu.planet.co.nz!
stingray.manawatu.gen.nz!richard
From: richard@stingray.manawatu.gen.nz (Richard MORRIS)
Organization: My place =8-]
Subject: Re: ST Joysticks (some code)
Date: Thu, 15 Dec 94 09:34:54 +1300
Newsgroups: comp.sys.atari.programmer
X-Newsreader: UPoint-'light' (13. Aug. '94)
References: <3c8sc4$8s8@case.cyberspace.com>
Message-ID: <ELPJDBUSUp@stingray.manawatu.gen.nz>
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit
Content-Length: 8243
Lines: 234

In <3c8sc4$8s8@case.cyberspace.com> wrote :

>Any ST programmers out there handled the joystick?
>I looked at the joystick and mouse library routines that return packets
>of info, and balked (not having any real explanation of how to use them)
>and did a memory scan and just found where the old 8-bit style info was
>coming through in memory, and just read those locations (they're in
>different places on my ST vs. my STe, though...).
>I'd be curious to see what others have done.
>BTW, I use the Laser C compiler & assembler, and like them a lot.
>
>
Hi Peter.

Well I found this code sitting on a disk and thought it seemed like exactly what you are after. (I hope!)

I'm posting a copy of this to the .programmer group also.

Have fun,
Richard =8-]

From: koreth@ssyx.ucsc.edu (Steven Grimm)
Newsgroups: comp.sources.atari.st
Subject: v01i003: Joystick-reading routines
Keywords: Laser
Approved: koreth@ssyx.ucsc.edu
Submitted-by: sirkm@ucscb.ucsc.edu (Greg Anderson)
Posting-number: Volume 1, Issue
Archive-name: joyread

[Lots of STers seem to have trouble reading the joystick ports, which is much
 more painful on the ST than on the 8-bit. These routines should help make
 it easier. Note that these are just some routines, and not a complete
 program. -sg]

```
/*-----------------------------------------------------------------------
| Stick.c:  Joystick interupt service routine
|
| Placed in the public domain March 1988 by Greg Anderson.
|
|      The joystick demo by Steve Jankowski was instrumental to
|                  the creation of these routines.
|
|   Many thanks to Steven Grimm for providing essential information
|               and the aforementioned joystick demo.
|
|#######################################################################
| THESE ROUTINES ONLY WORK UNDER LASER C!  THEY MUST BE MODIFIED FOR
| OTHER C COMPILERS, _INCLUDING_ MEGAMAX C VERSION 1.xx!
|
| MegaMax instructions:  A4 must be saved somewhere so that it is
|     available durring the isr.  Then, the isr can access joyinf
|     with "lea joyinf(A4),A1" instead of "lea joyinf,A1".
|#######################################################################
|
|     This package sets up an interupt to read the joystick on the
| ST.  The joystick is read via the ikbd--the intelligent keyboard
| interface chip.  The ikbd can be placed into "joystick-reading
| mode" by sending an appropriate command with Ikbdws().  This has
| two effects:  first, the mouse is disabled.  Second, the ikbd will
| be prompted to send a three-byte packet every time one of the
| joysticks changes states.  The packet is as follows:
|
|     [Stick #]  [State of Stick 0]  [State of Stick 1]
|
|     The first byte is $FE if stick 0 changed, or $FF if stick 1
| changed.  These routines ignore the first byte.
|     The next two bytes contain the states of sticks 0 and 1.
```

```
| There values will be the sum of:
|
|                  +1    (+128)
|                   |
|            +4 ---< >--- +8
|                   |
|                  +2
|
|     Add the apropriate value if the contact is down.  For example,
| if stick 0 is NW and the trigger has not been pressed, its
| current state will be 1 + 4 = 5.
|
|     These packets are sent to a routine pointed to by "joyvec".
| Joyvec is part of the structure returned by Kbdvbase().  Joyvec
| can be changed to point to an interupt service routine (isr) of
| our devising.  If this is done, the isr will find that A0 points
| to the first byte of the the packet sent by the ikbd.  The isr
| must be very short (less than 1ms exicution time).  Atari's docs
| of Kbdvbase indicate that a copy of the pointer to the packet is
| also deposited on the stack; however, this does not appear to be
| the case.
|
| Using these routines:
|
| Call stick_init() to set up the joystick isr and place the ikbd
|    into joystick send mode.  This will also disable the mouse.
|
| stick_exit() will return the ikbd to mouse send mode.  Your
|    program should do this before exiting.
|
|    Once the initialize routine has been called, the following
| commands are available:
|
| _stick(n):  Return the state of stick N.  (See above chart)
| stick(n) :  Return the direction of stick N.  (Minus the trigger)
| trig(n)  :  Return the state of the trigger on stick N.
| hstick(n):  Return the horizontal position of stick N.  (-1 to +1)
| vstick(n):  Return the vertical position of stick N.
|
-------------------------------------------------------------------------*/
#include <osbind.h>

char ikbdcmd[10];           /* Storage space for ikbd commands  */
#define SENDJOY   0x14      /* Send joystick packets            */
#define SENDMOUSE 0x08      /* Send mouse packets               */

extern joyisr();            /* Interupt service routine follows */
int (*oldjoyvec)();         /* Save old isr vector here         */

int initialized = 0;        /* Initialized flag                 */
unsigned char joyinf[2];    /* Holds data for joystick states   */

int joytab[4] =    { 0, -1, 1, 0 };
```

```
#define xstick(v)  joytab[ v & 0x03 ]

/*-----------------------------------------------------------------
| Initialize joystick isr
-----------------------------------------------------------------*/
void stick_init()
{
     kbdvecs *KB;

     /* Do nothing if joystick isr has been initialized */
     if (initialized)
          return;
     /* Put our isr into the joystick interupt vector slot */
     KB = Kbdvbase();
     oldjoyvec = KB->joyvec;
     KB->joyvec = joyisr;
     /* Tell ikbd to send joystick packets. */
     ikbdcmd[0] = SENDJOY;
     Ikbdws(0, ikbdcmd);
     initialized = 1;
}

/*-----------------------------------------------------------------
| End joystick mode--go back to sending mouse packets.
-----------------------------------------------------------------*/
void stick_exit()
{
     kbdvecs *KB;

     /* Do nothing if joystick isr not initialized */
     if (! initialized)
          return;
     /* Tell ikbd to go back to sending mouse packets */
     ikbdcmd[0] = SENDMOUSE;
     Ikbdws(0, ikbdcmd);
     /* Restore the old joystick interupt vector */
     KB = Kbdvbase();
     KB->joyvec = oldjoyvec;
     initialized = 0;
}

/*-----------------------------------------------------------------
| Here is the actual joystick interupt service routine.
|    Both stick 0 and stick 1 are placed into the variable
|    "joyinf".
-----------------------------------------------------------------*/
asm
{
joyisr:
     lea  joyinf,A1     /* "joyinf" holds data        */
     addq.l   #1,A0         /* We don't want first byte   */
     move.b   (A0)+,(A1)+   /* Joystick 0 state           */
     move.b   (A0)+,(A1)+   /* Joystick 1 state           */
```

```
    rts
}

/*-----------------------------------------------------------------
| Return the state of stick 0 or stick 1.
|    Bits 0-3 = stick direction, bit 7 = trigger.
-----------------------------------------------------------------*/
int _stick(n)
int n;
{
    return(joyinf[n]);
}

/*-----------------------------------------------------------------
| Return the direction bits of stick 0 or stick 1.
-----------------------------------------------------------------*/
int stick(n)
int n;
{
    return( joyinf[n] & 0x0F );
}

/*-----------------------------------------------------------------
| Return the state of the trigger of stick n:
-----------------------------------------------------------------*/
int trig(n)
int n;
{
    return( (joyinf[n] & 0x80) != 0 );
}

/*-----------------------------------------------------------------
| Return the horizontal state of stick n:
|    +1 = right, 0 = centered, & -1 = left
-----------------------------------------------------------------*/
int hstick(n)
int n;
{
    return(xstick(joyinf[n] / 4));
}

/*-----------------------------------------------------------------
| Return the vertical state of stick n:
|    +1 = down, 0 = centered, -1 = up.
-----------------------------------------------------------------*/
int vstick(n)
int n;
{
    return(xstick(joyinf[n]));
}

--
```

```
                              /(. .)\    )
                                (*)____/|
                                /       |
                               /   |--\ |
                              (_)(_)  (_)
```
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

From 8940657658965639172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5a3ba517b1ba160
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 12:35:26 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!swrinde!cs.utexas.edu!uwm.edu!msunews!
msupa.pa.msu.edu!HOPPER_T
From: hopper_t@msupa.pa.msu.edu (Tom Hopper)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Welcome to programmer
Date: 14 Dec 1994 20:35:26 GMT
Organization: MSU Dept. of Physics & Astronomy
Lines: 16
Message-ID: <3cnkue$rj3@msunews.cl.msu.edu>
References: <3c4oi8$5ha@news.bu.edu> <1994Dec13.142038.22967@jet.uk>
<3ckg49$dd5@msunews.cl.msu.edu>
<1994Dec14.093918.3716@jet.uk>,<3cndhc$3u4@nyheter.chalmers.se>
Reply-To: hopper_t@msupa.pa.msu.edu
NNTP-Posting-Host: msupa.pa.msu.edu

In article <1994Dec14.093918.3716@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>In <3ckg49$dd5@msunews.cl.msu.edu> hopper_t@msupa.pa.msu.edu (Tom Hopper)
>writes:
>
[deletia]

Might I suggest we drop this? The group was voted on by people in a
variety of 'net places and it exists; some people like it and others don't.
Let's all just leave it at that, and get on with what this group was
created for: discussing programming on Atari computers and consoles.

I for one don't want to read a lot flames and complaints, even if I did
make the mistake of responding to one of them.

Tom
hopper_t@msupa.pa.msu.edu

From 1294920889594071056
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5a3ba517b1ba160
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 13:09:07 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!

news.mathworks.com!europa.eng.gtefsd.com!gatech!swrinde!pipex!lyra.csx.cam.ac.uk!
sunsite.doc.ic.ac.uk!warwick!uknet!zippy.dct.ac.uk!spey!rmccall
Newsgroups: comp.sys.atari.programmer
Subject: Re: Welcome to programmer
Message-ID: <1994Dec14.210907.9333@zippy.dct.ac.uk>
From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Date: 14 Dec 94 21:09:07 GMT
References: <3c4oi8$5ha@news.bu.edu> <1994Dec13.142038.22967@jet.uk>
<3cndhc$3u4@nyheter.chalmers.se>
Nntp-Posting-Host: spey.mcs.dundee.ac.uk
X-Newsreader: TIN [version 1.2 PL1]
Lines: 29

Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
: In article <1994Dec14.093918.3716@jet.uk>, David Stevenson <djs@jet.uk> wrote:
: >In <3ckg49$dd5@msunews.cl.msu.edu> hopper_t@msupa.pa.msu.edu (Tom Hopper)
writes:
: >
: >>Yeah, democracy's a funny thing, David; sometimes you don't get things all
: >>your way.
: >Democracy, my arse. It was as democratic as any other referendum; you ask
: >the wrong people the wrong question and, funnily enough, you might get the
: >wrong answer.

: Yes, why didn't we ask in the amiga or mac groups :-). If you don't like the
: idea of this group then just use your right not to read it!

I agree, what is the problem anyway?

--
--
==========
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn

President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==========

From 6424908505664838678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,672362e2e01917cf,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 14:32:26 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!news.kei.com!
hookup!news.moneng.mei.com!uwm.edu!msunews!msupa.pa.msu.edu!HOPPER_T

From: hopper_t@msupa.pa.msu.edu (Tom Hopper)
Newsgroups: comp.sys.atari.programmer
Subject: VDI Clipping
Date: 14 Dec 1994 22:32:26 GMT
Organization: MSU Dept. of Physics & Astronomy
Lines: 16
Message-ID: <3cnrpq$10rv@msunews.cl.msu.edu>
Reply-To: hopper_t@msupa.pa.msu.edu
NNTP-Posting-Host: msupa.pa.msu.edu

I am interested in updating objects in a window which may be partially concealled by other windows. Initially, these objects will take the form of an in-window menu, but later it will probably also include buttons and status bars. My question is how can I find the coordinates necessary to set VDI clipping rectangles so that I only draw in the visible parts of my window?

I would very much appreciate it if someone could tell me where I can find source code to demonstrate this.

Thanks,

Tom Hopper
MSU Lansing, MI, USA
hopper_t@msupa.pa.msu.edu

From -2188383344577595321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc8d6a3f1589f47f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 14:49:36 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!europa.eng.gtefsd.com!howland.reston.ans.net!
news.sprintlink.net!EU.net!Austria.EU.net!newsfeed.ACO.net!nippur.irb.hr!
aixesa.srce.hr!npetrlik
From: npetrlik@public.srce.hr (Neven Petrlik)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic program tracing
Date: 14 Dec 1994 22:49:36 GMT
Organization: University Computing Centre, Zagreb, CROATIA
Lines: 8
Distribution: world
Message-ID: <3cnsq0$12m@nippur.irb.hr>
References: <3cmldt$hqk@olivea.ATC.Olivetti.Com>
NNTP-Posting-Host: aixesa.srce.hr
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
X-Newsreader: TIN [version 1.2 PL2]

Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

: Is thare any way to trace a program and to see variables values under
: the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-basic ?

  Maybe the command TRACE ON would help...

From 3487542915352788898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc8d6a3f1589f47f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 14:56:43 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!udel!gatech!howland.reston.ans.net!news.sprintlink.net!EU.net!
Austria.EU.net!newsfeed.ACO.net!nippur.irb.hr!aixesa.srce.hr!npetrlik
From: npetrlik@public.srce.hr (Neven Petrlik)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic program tracing
Date: 14 Dec 1994 22:56:43 GMT
Organization: University Computing Centre, Zagreb, CROATIA
Lines: 15
Distribution: world
Message-ID: <3cnt7b$151@nippur.irb.hr>
References: <3cmldt$hqk@olivea.ATC.Olivetti.Com> <3cnsq0$12m@nippur.irb.hr>
NNTP-Posting-Host: aixesa.srce.hr
Mime-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit
X-Newsreader: TIN [version 1.2 PL2]

Neven Petrlik (npetrlik@public.srce.hr) wrote:
: Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

: : Is thare any way to trace a program and to see variables values under
: : the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-
basic ?

:   Maybe the command TRACE ON would help...
                      ^^^^^^^^
  Sorry, my mistake: this command isn't the above , the
  correct command is TRON

  Hope You'll take the apologies..

From -1910759374114667264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,435dfec2730681f7,start

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 15:38:21 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!europa.eng.gtefsd.com!howland.reston.ans.net!spool.mu.edu!
uwm.edu!psuvax1!news.pop.psu.edu!hudson.lm.com!godot.cc.duq.edu!ddsw1!rahul.net!
a2i!wilsont.a2i!wilsont
From: Timothy Wilson <wilsont@rahul.net>
Newsgroups: comp.sys.atari.programmer
Subject: Using flopfmt() to do 1.44M disks. How?
Date: 14 Dec 1994 23:38:21 GMT
Organization: a2i network
Lines: 9
Distribution: world
Message-ID: <3cnvld$86v@hustle.rahul.net>
NNTP-Posting-Host: foxtrot.rahul.net
NNTP-Posting-User: wilsont

Anyone got any clues as to how to do this? Is it a matter of doubling
tracks or sectors?

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~+Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^+~->X/Unix, and MS-DOS

From -2743241942141177516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,4b402e1f9fe90571
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 16:14:41 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!satisfied.elf.com!
news.mathworks.com!europa.eng.gtefsd.com!howland.reston.ans.net!news.starnet.net!
wupost!waikato!waikato.ac.nz!bnp
From: bnp@waikato.ac.nz
Newsgroups: comp.sys.atari.programmer
Subject: Re: Using Mcode in Prospero C
Message-ID: <1994Dec15.131441.36051@waikato.ac.nz>
Date: 15 Dec 94 13:14:41 +1300
References: <3cke1n$aoi@m1.cs.man.ac.uk> <3cmo86$l9@delphinium.cig.mot.com>
Organization: University of Waikato, Hamilton, New Zealand
Lines: 29

In article <3cmo86$l9@delphinium.cig.mot.com>, whitema@rtsg.mot.com (Michael A.
White) writes:
> In article <3cke1n$aoi@m1.cs.man.ac.uk>,
> Anthony Jacques <jacquesa@cs.man.ac.uk> wrote:
>>
>>How can I include a piece of machine code (assembled in Devpac 2)
>>to be run as a procedure in Prospero.
>>

>>Anthony
>
> You need to create a link file. If you want me to send you a sample
> of one that I use, email me. Or, if enough people want, I can post it.

Please do. I asked the same question on c.s.a.tech a couple of months ago, and
got no response. Please post or email to bnp@waikato.ac.nz
>
> Mike
> whitema@cig.mot.com
>
> P.S. And yes, I voted no on this group also.

Bruce Parkinson
Physics Department, Waikato University, Hamilton, New Zealand
email: bnp@waikato.ac.nz

.signature not found. reformat hard drive [Yn]?
Non-PC bumper sticker: "Nuke the Unborn Baby Whales"

From 4927722548139945148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,292fe7a9c6e60b5d
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 17:54:04 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!ceylon!news2.near.net!
news.mathworks.com!hookup!swrinde!elroy.jpl.nasa.gov!macattack.jpl.nasa.gov!user
From: rburns@jpl.nasa.gov (rburns)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Help With STOS!!!!
Date: Wed, 14 Dec 1994 17:54:04 -0800
Organization: jpl
Lines: 26
Message-ID: <rburns-1412941754040001@macattack.jpl.nasa.gov>
References: <3c95vk$t22@news.halcyon.com>
<rburns-0912941919410001@macattack.jpl.nasa.gov> <3ce82f$7v4@inasec.ca>
NNTP-Posting-Host: 137.79.95.97

In article <3ce82f$7v4@inasec.ca>, tursi@inasec.ca (Mike Brent) wrote:

> Which, if I'm reading you right, will only work if he originally drew the
> sprites with a paint program, and not with the STOS sprite designer, no?
>
> If this method works using the sprite designer, please explain how to
> save the screen you are editting on, cause this would save ME a hassle or
> two, too.

Correct. I draw my sprites in NeoChrome and then import them into the
sprite editor where I can make final adjustments such as "hotspots" and

block orientation. Try that previous example and see if it works. The one that looks like this:

```
10 p=hunt$("PALT",start(1) to start(1)+256)
20 p=p+4
30 for l=0 to 15
40 colour(l)=deek(p)
50 p=p+2
60 next l
```

This should search for the string "PALT" in bank #1 (sprite bank) and then change the colors to their saved values. I was not aware that the palette data was stored in the sprite bank. I'll check this out tonight.

Brian.D.Eliassen@jpl.nasa.gov

From -7524672628677432486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,3f50c8dc36608c94
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 22:01:04 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!news.kei.com!bloom-beacon.mit.edu!world!Lexicor
From: Lexicor@world.std.com (ysiu@lexicor.com)
Subject: Re: .TPI file format request
Message-ID: <D0u8pt.Doo@world.std.com>
Organization: Lexicor Software Corporation
References: <3ch59l$h0j@news.uncc.edu>
Date: Thu, 15 Dec 1994 06:01:04 GMT
Lines: 19

In article <3ch59l$h0j@news.uncc.edu>,
Russell A Lunsford <ralunsfo@uncc.edu> wrote:
>
>Does anyone have the .TPI file format? I'm trying to do some programming
>using 256 colors, but have had no luck deciphering this format. Is it just
>the same format as screen memory? If so, at what offset from the beginning?
>

I suggest you either contact:

orres@teleport.com or hisoft@cix.compulink.co.uk

as they are the ones who actively support this format.

Cheers

Yat @ Lexicor

From -8799101118159552386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc8d6a3f1589f47f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-14 23:46:06 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!
europa.eng.gtefsd.com!howland.reston.ans.net!spool.mu.edu!olivea!grillo
From: grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GFA Basic program tracing
Date: 15 Dec 1994 07:46:06 GMT
Organization: Olivetti ATC; Cupertino, CA USA
Lines: 26
Distribution: world
Message-ID: <3cos7v$e90@olivea.ATC.Olivetti.Com>
References: <3cmldt$hqk@olivea.ATC.Olivetti.Com> <3cnsq0$12m@nippur.irb.hr>
<3cnt7b$151@nippur.irb.hr>
NNTP-Posting-Host: flash.atc.olivetti.com
X-Newsreader: TIN [version 1.2 PL0]

Neven Petrlik (npetrlik@public.srce.hr) wrote:
: Neven Petrlik (npetrlik@public.srce.hr) wrote:
: : Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

: : : Is thare any way to trace a program and to see variables values under
: : : the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-
basic ?

: : Maybe the command TRACE ON would help...
: ^^^^^^^^
: Sorry, my mistake: this command isn't the above , the
: correct command is TRON

: Hope You'll take the apologies..

With the TRON command enabled you will see the program lines flow veeery
quickly and you can't see variables values, what will be great is a TRON/STEP
debug mode, where you could run your program step by step.

Which are the methods used by you GFA Programmers ?

--

 _____
| |
| Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
|_____|

From 8650641262547357531
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,5fd57344fc98f6e1,start

X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-15 01:19:28 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!news.kei.com!
hookup!swrinde!cs.utexas.edu!not-for-mail
From: d.paterson2@genie.geis.com
Newsgroups: comp.sys.atari.programmer
Subject: 8bit displays
Date: 15 Dec 1994 03:19:28 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 15
Sender: nobody@cs.utexas.edu
Message-ID: <199412150919.AA212343165@relay2.geis.com>
NNTP-Posting-Host: news.cs.utexas.edu

Your display problem isn't really your fault. It's a problem with Antic.
Antic doesn't like it when a display list crosses a 4k boundary. When a d/l
does, you get the garbage you described. It's best to start the display on
an even boundary. If you're using a string, locating it properly is a bit
of a black art. I've seen programs which DIM a string of a single
character, find its address, then DIM a "waste" string to occupy memory up
to the next boundary.

How to work around it? For graphics modes 8,9,10,11 and 15, which occupy
just under 8k, the system d/l has two LMS (load memory scan) instructions.
For a BASIC program, though, updating two or more locations would result in
very choppy movement.

You could limit your scrolling display to 4k, or duplicate the necessary
portions between two 4k blocks.

From -7995135153882181478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,672362e2e01917cf
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-15 01:39:35 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!
europa.eng.gtefsd.com!news.umbc.edu!eff!news.duke.edu!agate!sunsite.doc.ic.ac.uk!
warwick!bham!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.programmer
Subject: Re: VDI Clipping
Date: 15 Dec 1994 09:39:35 GMT
Organization: NHS Information Management Centre
Lines: 34
Message-ID: <3cp2sn$d08@percy.cs.bham.ac.uk>
References: <3cnrpq$10rv@msunews.cl.msu.edu>
NNTP-Posting-Host: fat-controller.cs.bham.ac.uk

hopper_t@msupa.pa.msu.edu writes:
>
>I am interested in updating objects in a window which may be partially
>concealled by other windows. Initially, these objects will take the form

>of an in-window menu, but later it will probably also include buttons and
>status bars. My question is how can I find the coordinates necessary to
>set VDI clipping rectangles so that I only draw in the visible parts of my
>window?
>
>I would very much appreciate it if someone could tell me where I can find
>source code to demonstrate this.

You have to "walk the rectangle list" for each window you are
redrawing. This is a standard (and compulsory) technique, you can find
some helpful code in Tim Oren's ProGEM series at all good ftp sites
(eg a.a).

Briefly, given the window handle you want to redraw, say 'win',

```
     wind_get(win, WF_FIRSTXYWH, &x, &y, &w, &h);
```

Returns the first visible rectangle of the window in x/y/w/h.

To get subsequent rectangles keep calling:

```
     wind_get(win, WF_NEXTXYWH, &x, &y, &w, &h);
```

The last rectangle in the list will have w == 0 && h == 0.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

From -2514712015511190398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,cc8d6a3f1589f47f
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-15 03:32:45 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!EU.net!uknet!dcs.gla.ac.uk!unix.brighton.ac.uk!
st39
From: st39@unix.brighton.ac.uk (Stephen Ticehurst)
Subject: Re: GFA Basic program tracing
Message-ID: <1994Dec15.113245.19151@unix.brighton.ac.uk>
Organization: University of Brighton, UK
X-Newsreader: TIN [version 1.2 PL2]
References: <3cmldt$hqk@olivea.ATC.Olivetti.Com> <3cnsq0$12m@nippur.irb.hr>
<3cnt7b$151@nippur.irb.hr>
Date: Thu, 15 Dec 1994 11:32:45 GMT
Lines: 23

Neven Petrlik (npetrlik@public.srce.hr) wrote -
 :Neven Petrlik (npetrlik@public.srce.hr) wrote:
 :: Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

:: : Is thare any way to trace a program and to see variables values under
:: : the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-
basic ?

:: Maybe the command TRACE ON would help...
: ^^^^^^^^
: Sorry, my mistake: this command isn't the above , the
: correct command is TRON

: Hope You'll take the apologies..

I think that the manual shows a good example of using TRACE which allows
the program to run (under the interpreter) with the current lines being
shown at the bottom of the screen - scroll in it's own virtual screen.

--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

```
>:                        ^^^^^^^^
>:   Sorry, my mistake: this command isn't the above , the
>:   correct command is TRON

>:   Hope You'll take the apologies..


>With the TRON command enabled you will see the program lines flow veeery
>quickly and you can't see variables values, what will be great is a TRON/STEP
>debug mode, where you could run your program step by step.

>Which are the methods used by you GFA Programmers ?

TRON stepbystep

PROCEDURE stepbystep
 void=INP(2)
RETURN

--
-------------------------------------------------------
 |>         | |     WWW: http://web.city.ac.uk/~cb170
 |> E |\|   |-| /\ |_ |_      EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```


From -7168846799230880182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,871cbaf1342053fd,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-15 04:46:40 PST
Path: nntp.gmd.de!newsserver.jvnc.net!howland.reston.ans.net!cs.utexas.edu!uunet!
heifetz.msen.com!zib-berlin.de!cs.tu-berlin.de!dimiter
From: dimiter@cs.tu-berlin.de (Dimiter Dimitriev)
Newsgroups: comp.sys.atari.programmer
Subject: Atari Portfolio hardware info needed
Date: 15 Dec 1994 12:46:40 GMT
Organization: Technical University of Berlin, Germany
Lines: 12
Message-ID: <3cpdrg$9t2@news.cs.tu-berlin.de>
NNTP-Posting-Host: linus.cs.tu-berlin.de
Mime-Version: 1.0
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit

Hi,

I need a techical description of the Atari Portfolio extension bus, because
I am going to use it for control tasks. Does anyone have an idea where I
could obtain such information?

Please answer per email to dimiter@cs.tu-berlin.de

Thank you in advance, it would be e great help for me if someone answered.

With best regards,
Dimiter

From -6907303824707560261
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,672362e2e01917cf
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-15 05:35:00 PST
Path: nntp.gmd.de!Germany.EU.net!EU.net!news.kreonet.re.kr!overload.lbl.gov!lll-winken.llnl.gov!uwm.edu!msunews!msupa.pa.msu.edu!HOPPER_T
From: hopper_t@msupa.pa.msu.edu (Tom Hopper)
Newsgroups: comp.sys.atari.programmer
Subject: Re: VDI Clipping
Date: 15 Dec 1994 13:35:00 GMT
Organization: MSU Dept. of Physics & Astronomy
Lines: 13
Message-ID: <3cpgm4$nfl@msunews.cl.msu.edu>
References: <3cnrpq$10rv@msunews.cl.msu.edu>,<3cp2sn$d08@percy.cs.bham.ac.uk>
Reply-To: hopper_t@msupa.pa.msu.edu
NNTP-Posting-Host: msupa.pa.msu.edu

In article <3cp2sn$d08@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>You have to "walk the rectangle list" for each window you are
>redrawing. This is a standard (and compulsory) technique, you can find
>some helpful code in Tim Oren's ProGEM series at all good ftp sites
>(eg a.a).

Does this work even when there has been no WM_REDRAW message sent to or from the menu?

Thanks!
Tom

From -4924593648437041694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,d5a3ba517b1ba160
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-15 06:26:03 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!EU.net!uknet!jet!djs
From: djs@jet.uk (David Stevenson)
Subject: Re: Welcome to programmer
Message-ID: <1994Dec15.142603.16402@jet.uk>
Organization: Joint European Torus
References: <3c4oi8$5ha@news.bu.edu> <1994Dec13.142038.22967@jet.uk> <3cndhc$3u4@nyheter.chalmers.se> <1994Dec14.210907.9333@zippy.dct.ac.uk>
Date: Thu, 15 Dec 1994 14:26:03 GMT

Lines: 24

In <1994Dec14.210907.9333@zippy.dct.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
>: In article <1994Dec14.093918.3716@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>: >Democracy, my arse. It was as democratic as any other referendum; you ask
>: >the wrong people the wrong question and, funnily enough, you might get the
>: >wrong answer.

>: Yes, why didn't we ask in the amiga or mac groups :-). If you don't like the
>: idea of this group then just use your right not to read it!

>I agree, what is the problem anyway?
From what I read here earlier, there was no discussion in the non-ST
atari groups, yet now we have atari.programmer, not atari.st.programmer.

PS I do not intend to unsubscribe to a group just because I thought that
   its creation was badly mishandled, or because I voted against it.
   There's always the possibility that I was wrong about the excessive
   crossposting etc, time will tell.
--
David Stevenson   Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
  be construed as an official comment from the JET project.

From 6607418262509205276
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,16aec866b1508a39,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-15 11:27:54 PST
Newsgroups: comp.sys.atari.programmer
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!
europa.eng.gtefsd.com!news.mathworks.com!newshost.marcam.com!uunet!dcc.uchile.cl!
araucaria!nloira
From: nloira@cec.uchile.cl (LOIRA TAPIA NICOLAS ANDRES)
Subject: heeeey!!!!
Message-ID: <D0vA2I.CFG@dcc.uchile.cl>
Sender: usenet@dcc.uchile.cl (News)
Organization: Universidad de Chile, Depto. de Ciencias de la Computacion
X-Newsreader: TIN [version 1.2 PL2]
Date: Thu, 15 Dec 1994 19:27:54 GMT
Lines: 22

Hello!!!
     I was a insanous atari freak.
          Another freak over there??? :)
               Never forget the pleasure of programing...
                    The Creation...

(this news-group will not be empty any more :)

--

```
oOoOoOoOoOoOoOoOoOoOoOoOoOoOo           /^v^v^v^v^v^v^v^v^v^v^v^v^v^v^v^v^v^v^\
O      NiCoLaS LoiRa T.     O   |||   < Solo el  que dice siempre la verdad >
o      nloira@              o    |||   <  puede darse el lujo de tener mala   >
O  araucaria.cec.uchile.cl  O   |||   <   memoria....                        >
o    ...aqui,alla      o  / | \  < El unico problema es que no me      >
O   y en cualquier parte..  O  ATARI  <   acuerdo quien lo dijo... :)         >
oOoOoOoOoOoOoOoOoOoOoOoOoOoOoOo           \v^v^v^v^v^v^v^v^v^v^v^v^v^v^v^v^v/


     <<<<<    No es mirando la luz como uno se vuelve luminoso,    >>>>>
  <<<<< sino al bucear en su oscuridad, lo que es mucho mas dificil... >>>>>
```

From 8519139762929082454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,672362e2e01917cf
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-15 11:53:11 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!
europa.eng.gtefsd.com!gatech!swrinde!cs.utexas.edu!not-for-mail
From: slh100@tower.york.ac.uk (Shawn Hargreaves)
Newsgroups: comp.sys.atari.programmer
Subject: Re: VDI Clipping
Date: 15 Dec 1994 13:53:11 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 31
Sender: nobody@cs.utexas.edu
Message-ID: <Pine.SGI.3.91.941215194300.15031A-100000@tower.york.ac.uk>
NNTP-Posting-Host: news.cs.utexas.edu

>> You have to "walk the rectangle list" for each window you are
>> redrawing. This is a standard (and compulsory) technique, you can find
>> some helpful code in Tim Oren's ProGEM series at all good ftp sites
>> (eg a.a).
>
> Does this work even when there has been no WM_REDRAW message sent to or
> from the menu?

It does indeed, although it may produce cleaner code if you just send
yoursef a redraw message whenever an update is needed rather than calling
the display code directly.

Walking the rectangle list might well produce several rectangles, and a
typical redraw routine will be run once for each of these with the VDI
clip set to the appropriate area of the screen. You can do this whenever
you like, but if you have recieved a WM_REDRAW message you can optimise
the redraw by ignoring any rectangles in the list which don't intersect

the area that the message specified as 'dirty'.

Also don't forget to call wind_update(BEG_UPDATE) before you start the redraw and wind_update(END_UPDATE) when you are finished, to prevent any menus dropping down or windows being moved over the area while you are drawing onto it.

Shawn Hargreaves
slh100@tower.york.ac.uk

"God is real, unless declared as integer."

From -6790025050767150887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,672362e2e01917cf
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-15 13:47:49 PST
Path: nntp.gmd.de!Germany.EU.net!wizard.pn.com!sundog.tiac.net!
news5.sprintlink.net!news.sprintlink.net!howland.reston.ans.net!math.ohio-
state.edu!uwm.edu!msunews!msupa.pa.msu.edu!HOPPER_T
From: hopper_t@msupa.pa.msu.edu (Tom Hopper)
Newsgroups: comp.sys.atari.programmer
Subject: VDI Clipping
Date: 15 Dec 1994 21:47:49 GMT
Organization: MSU Dept. of Physics & Astronomy
Lines: 6
Message-ID: <3cqdi5$uac@msunews.cl.msu.edu>
Reply-To: hopper_t@msupa.pa.msu.edu
NNTP-Posting-Host: msupa.pa.msu.edu

Thanks, Shawn!

Tom Hopper
MSU Lansing, MI, USA
hopper_t@msupa.pa.msu.edu

From -2605081807455748557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,ae6c782140245ed7,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-15 17:10:07 PST
Path: bga.com!news.sprintlink.net!howland.reston.ans.net!math.ohio-state.edu!
uwm.edu!msunews!msupa.pa.msu.edu!HOPPER_T
From: hopper_t@msupa.pa.msu.edu (Tom Hopper)
Newsgroups: comp.sys.atari.programmer
Subject: Recognozing ACC with GNU C
Date: 15 Dec 1994 23:39:29 GMT

Organization: MSU Dept. of Physics & Astronomy
Lines: 21
Message-ID: <3cqk3h$hck@msunews.cl.msu.edu>
Reply-To: hopper_t@msupa.pa.msu.edu
NNTP-Posting-Host: msupa.pa.msu.edu

Does anyone know how to recognize when a program is being run as an accessory with GNU C? I know that d0 contains values which will tell me this when the program starts, but since I don't know any assembly, I would rather find some easier way of doing it.

If anyone knows where I can find documentation that would explain this, I would very much appreciate it if you'd tell me.

If possible, please respond to the following email address (not the one I'm sending from):
t.hopper@genie.geis.com

Email to the current address will very likely bounce, as I'm closing this account.

Thanks,

Tom Hopper
Lansing, MI, USA
t.hopper@genie.geis.com

From 3008636633560259742
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,23f12f0148736ef0,start
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-15 21:33:33 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!news.amherst.edu!
news.mtholyoke.edu!uhog.mit.edu!bloom-beacon.mit.edu!spool.mu.edu!uwm.edu!
math.ohio-state.edu!news.acns.nwu.edu!ftpbox!mothost!delphinium.cig.mot.com!
whitema
From: whitema@rtsg.mot.com (Michael A. White)
Newsgroups: comp.sys.atari.programmer
Subject: Prospero C link file
Date: 16 Dec 1994 05:33:33 GMT
Organization: Motorola Inc., Cellular Infrastructure Group
Lines: 40
Message-ID: <3cr8rd$252@delphinium.cig.mot.com>
NNTP-Posting-Host: tempo8.rtsg.mot.com

Here's an example link file that works. Note that you have to keep the total path name a little on the short side, or else you can't open the file with the editor.

D:\SRC\UNO\UNO\UNO.PRG
N

```
Y
Y
Y
N
D:\APPS\C\CFIRST
D:\SRC\UNO\UNO\UNO
D:\SRC\UNO\BLD_DECK\BLD_DECK
D:\SRC\UNO\CHOSE1ST\CHOSE1ST
D:\SRC\UNO\SETCOLOR\SETCOLOR
D:\SRC\UNO\SHUFFLE\SHUFFLE
D:\SRC\UNO\UPDATE_P\UPDATE_P
D:\APPS\C\CGEM/S
D:\APPS\C\CLIB/S
D:\APPS\C\LAST

The first line is the executable to be produced.
The 2nd line (N above) is to wheter alter the default stack size (of 4k).  If
    you want a different stack size, use the following:
        Y
        <stack size in bytes>
The third line is Y if you want a module map, N otherwise.
The fourth line is Y is you want a symbol map, N otherwise.
The fifth line is Y if you want a section map, N otherwise.
The sixth line is only present if a Y is present in the thrd, fourth, or
    fifth lines.  It is Y if you watn to include names starting with a
    period ("."), N otherwise.
The rest are the modules to link.  CFIRST must always be first, LAST must
    always be last.  If a file or library is followed by a "/S", it is
    scanned selectively.

Hope this helps!

Mike
whitema@cig.mot.com


From 7950782827438473125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1115ce,435dfec2730681f7
X-Google-Attributes: gid1115ce,public
X-Google-ArrivalTime: 1994-12-16 04:12:52 PST
Path: nntp.gmd.de!newsserver.jvnc.net!netnews.upenn.edu!news.cc.swarthmore.edu!
psuvax1!news.pop.psu.edu!hudson.lm.com!godot.cc.duq.edu!news.duke.edu!agate!
howland.reston.ans.net!Germany.EU.net!Informatik.Uni-Dortmund.DE!news
From: schwab@issan.informatik.uni-dortmund.de (Andreas Schwab)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Using flopfmt() to do 1.44M disks. How?
Date: 16 Dec 1994 12:12:52 GMT
Organization: Dortmund University, Germany
Lines: 10
Distribution: world
Message-ID: <SCHWAB.94Dec16131253@issan.informatik.uni-dortmund.de>
References: <3cnvld$86v@hustle.rahul.net>
```

Reply-To: schwab@issan.informatik.uni-dortmund.de
NNTP-Posting-Host: issan.informatik.uni-dortmund.de
In-reply-to: Timothy Wilson's message of 14 Dec 1994 23:38:21 GMT

In article <3cnvld$86v@hustle.rahul.net>, Timothy Wilson <wilsont@rahul.net>
writes:

|> Anyone got any clues as to how to do this? Is it a matter of doubling
|> tracks or sectors?

If you request to format with more than 15 sectors per track flopfmt()
will switch to HD format.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"